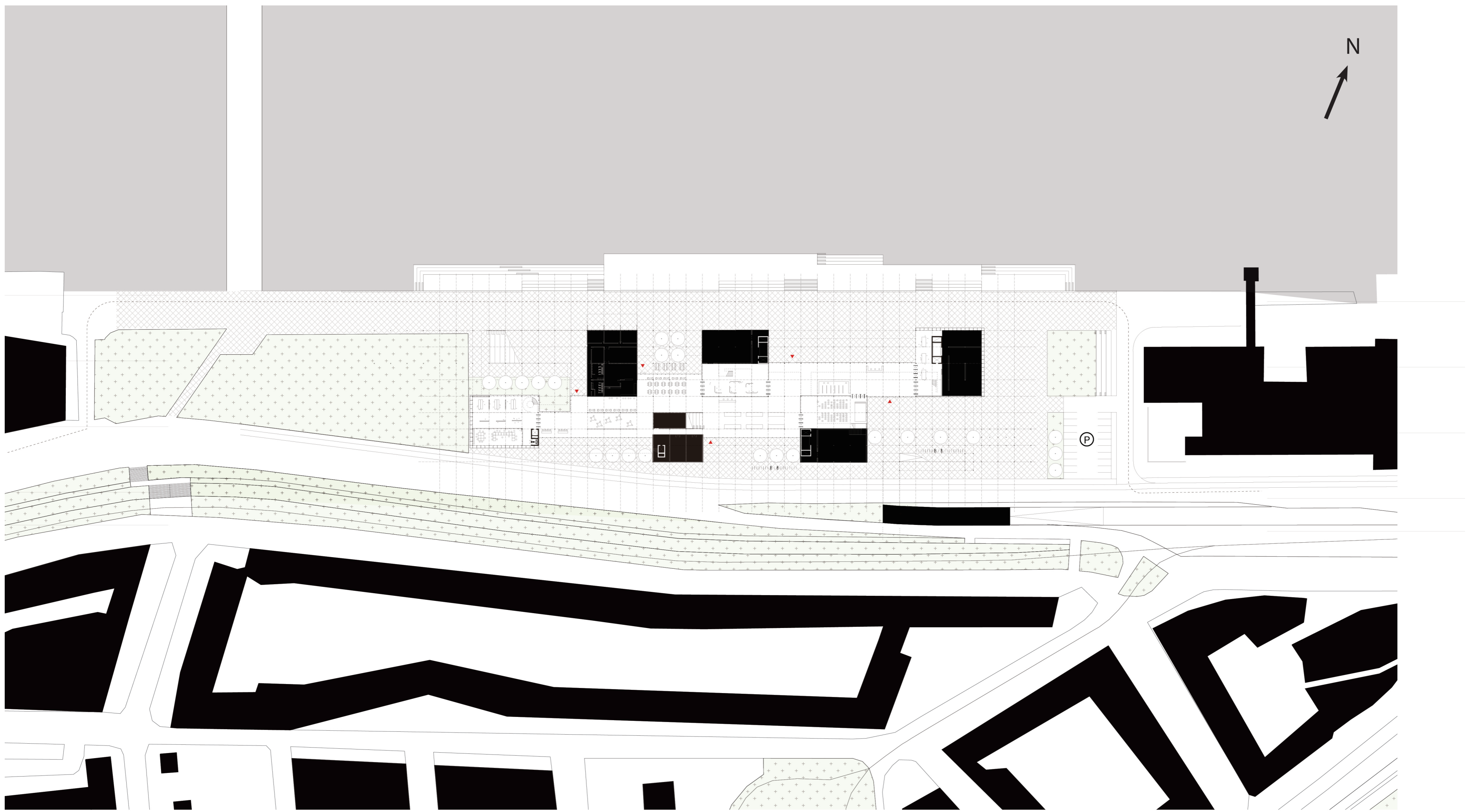
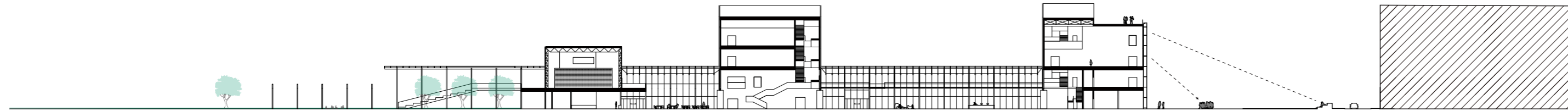


# Urban Interface

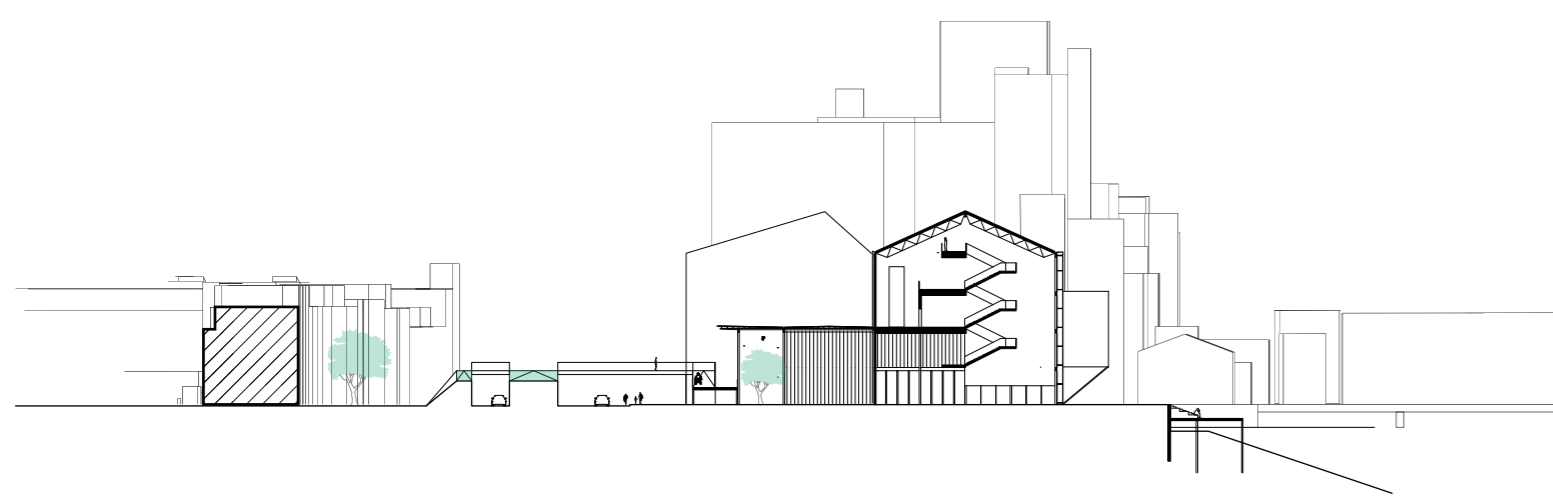
Public Building Graduation Studio  
THE NEW MUSEUM | Art + the City Re-wired



'Nolli' Plan 1:1000



Cityscape B-B section 1:1000



Cityscape 3-3 section 1:1000

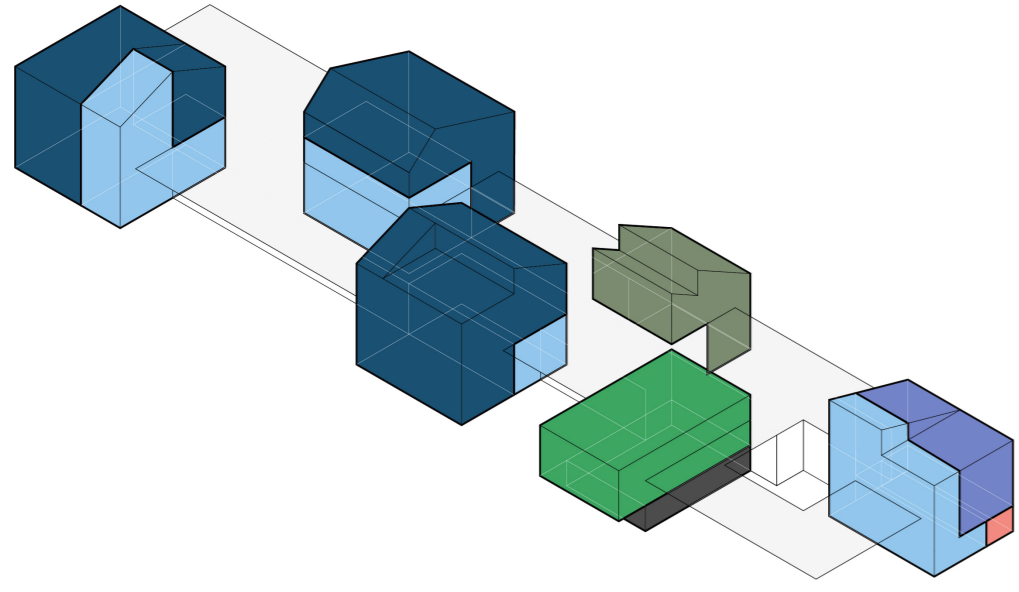


3D Model



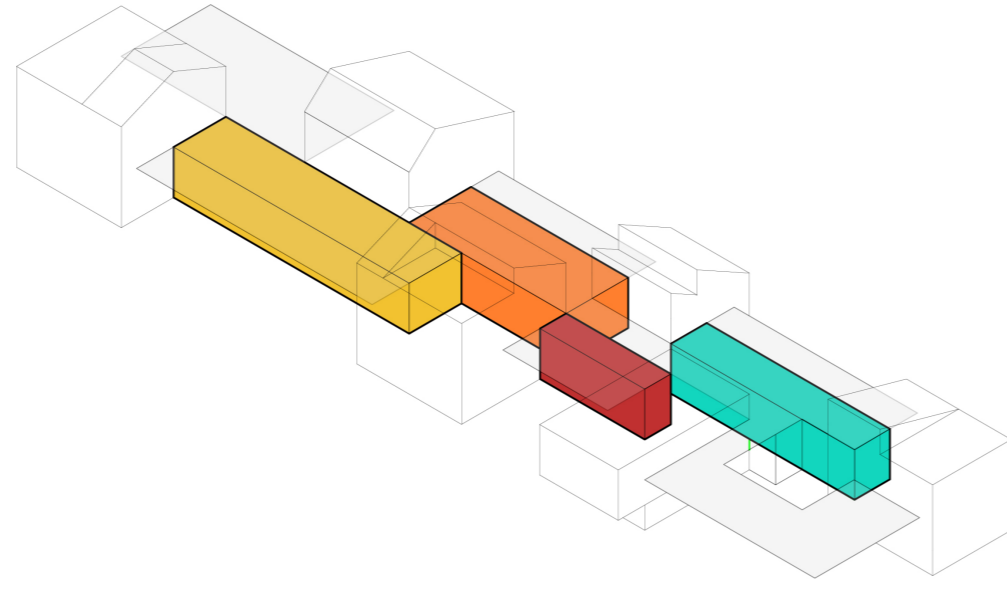
# Program Distribution

Box program



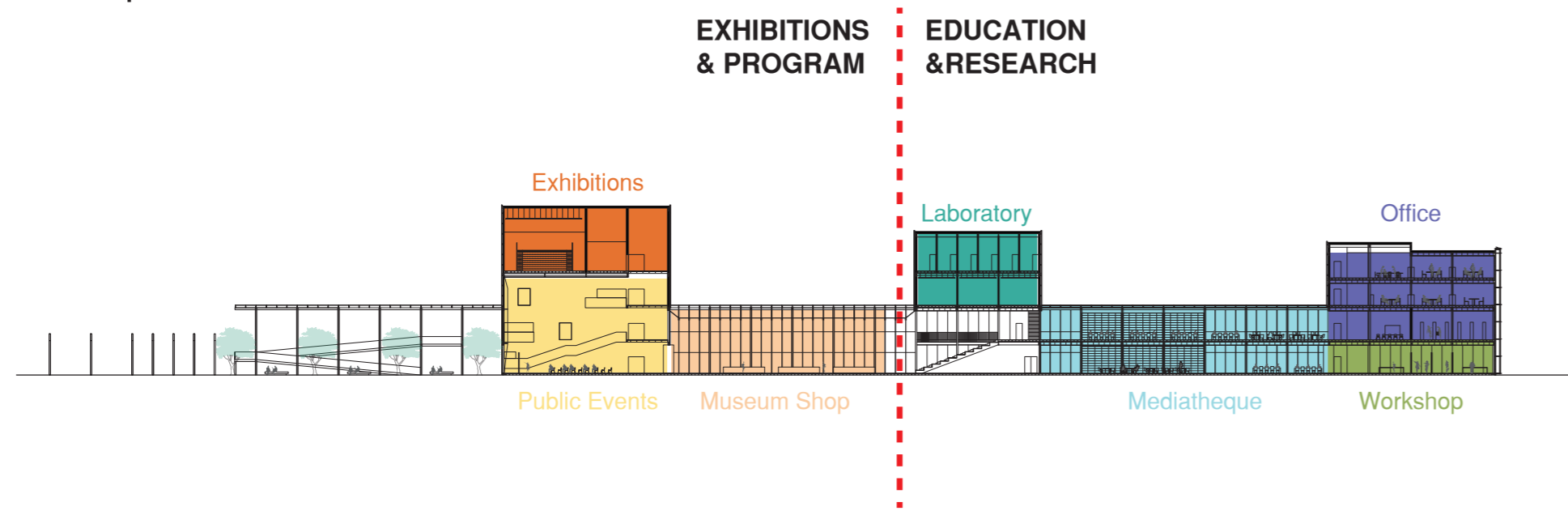
- Private exhibition
- Public exhibition
- Events hall
- Laboratory
- Office
- Service and management

Corridor program

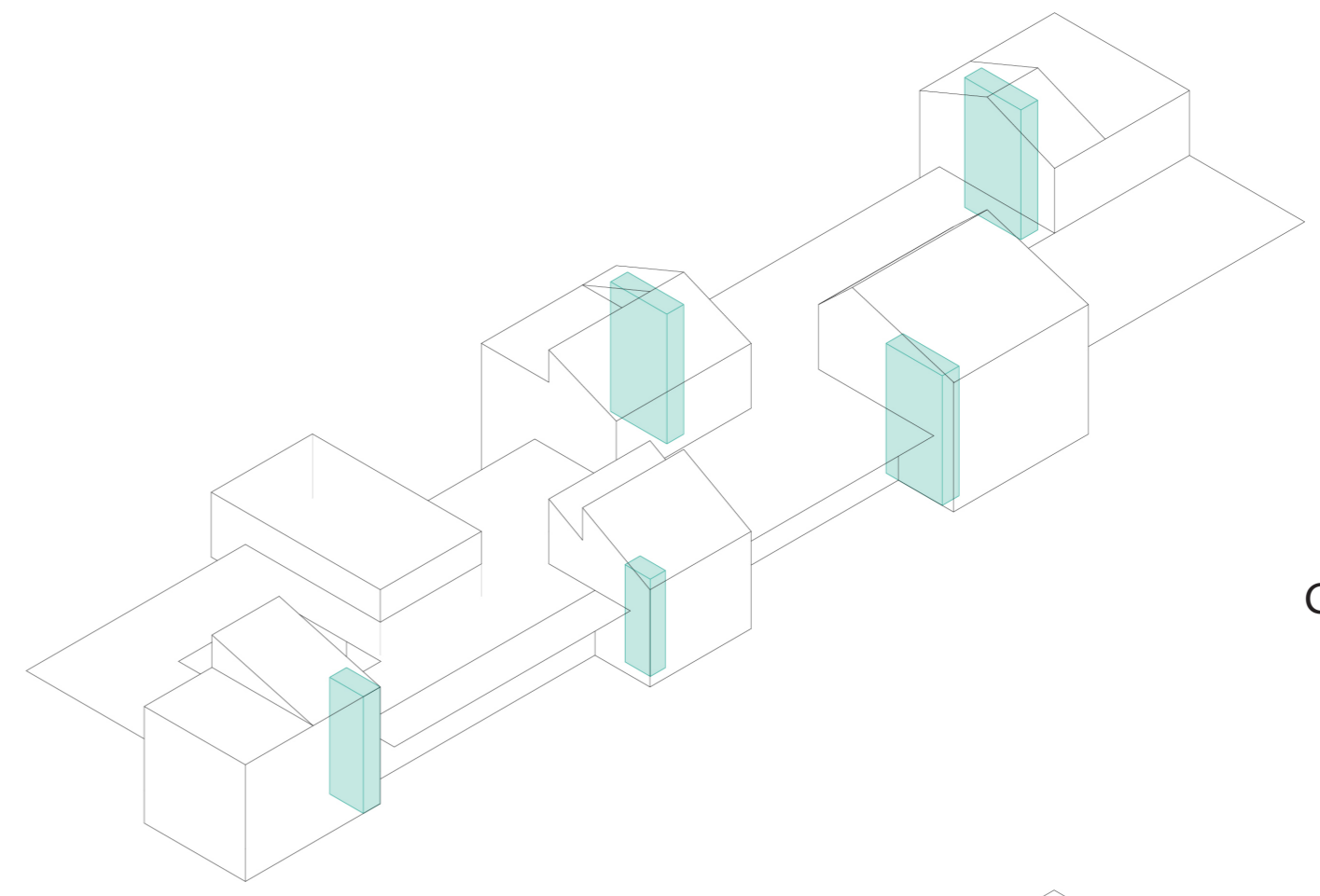


- Reception hall
- Restaurant & Cafe
- Workshop
- Mediatheque
- Retail & bookshop

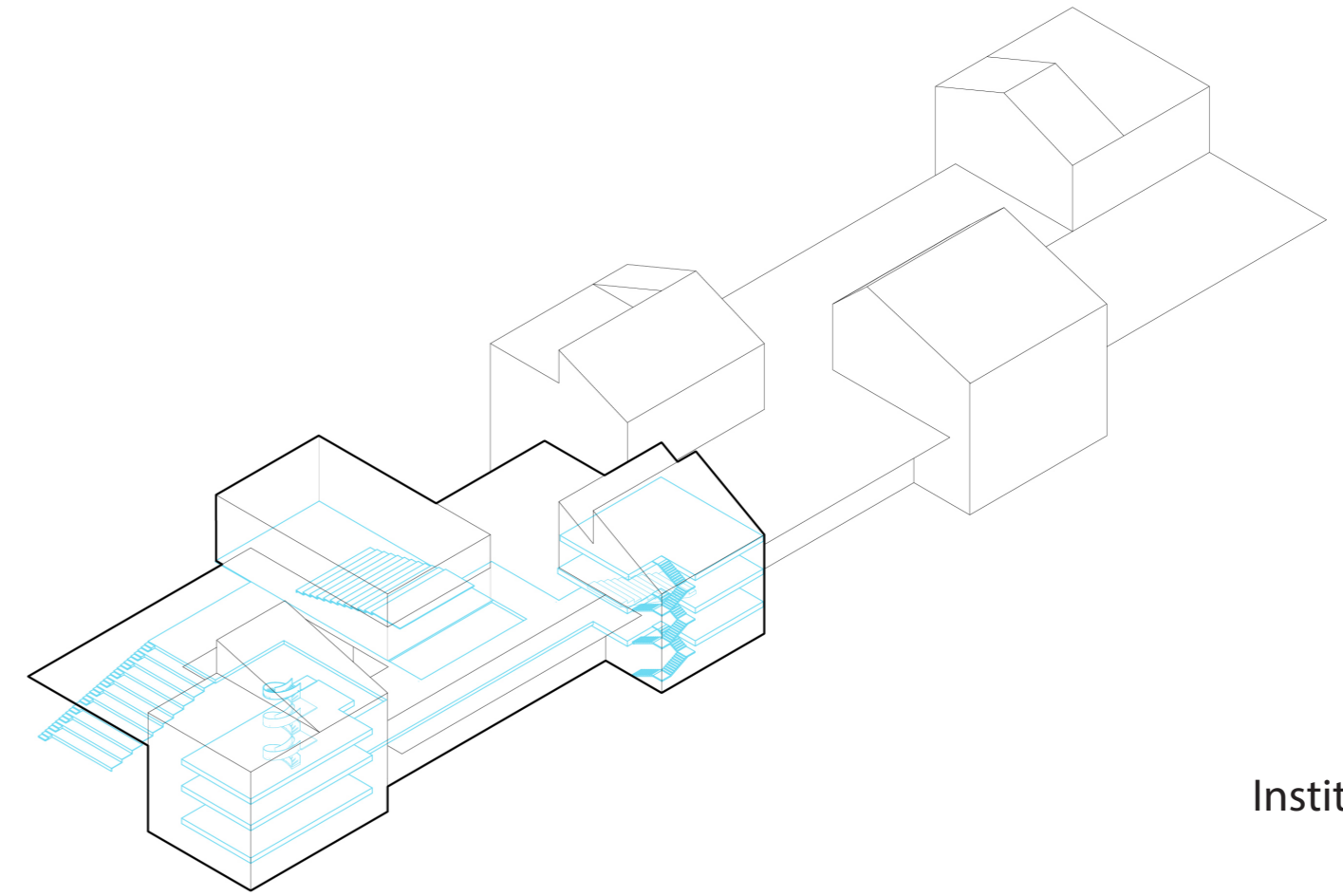
Conceptual section



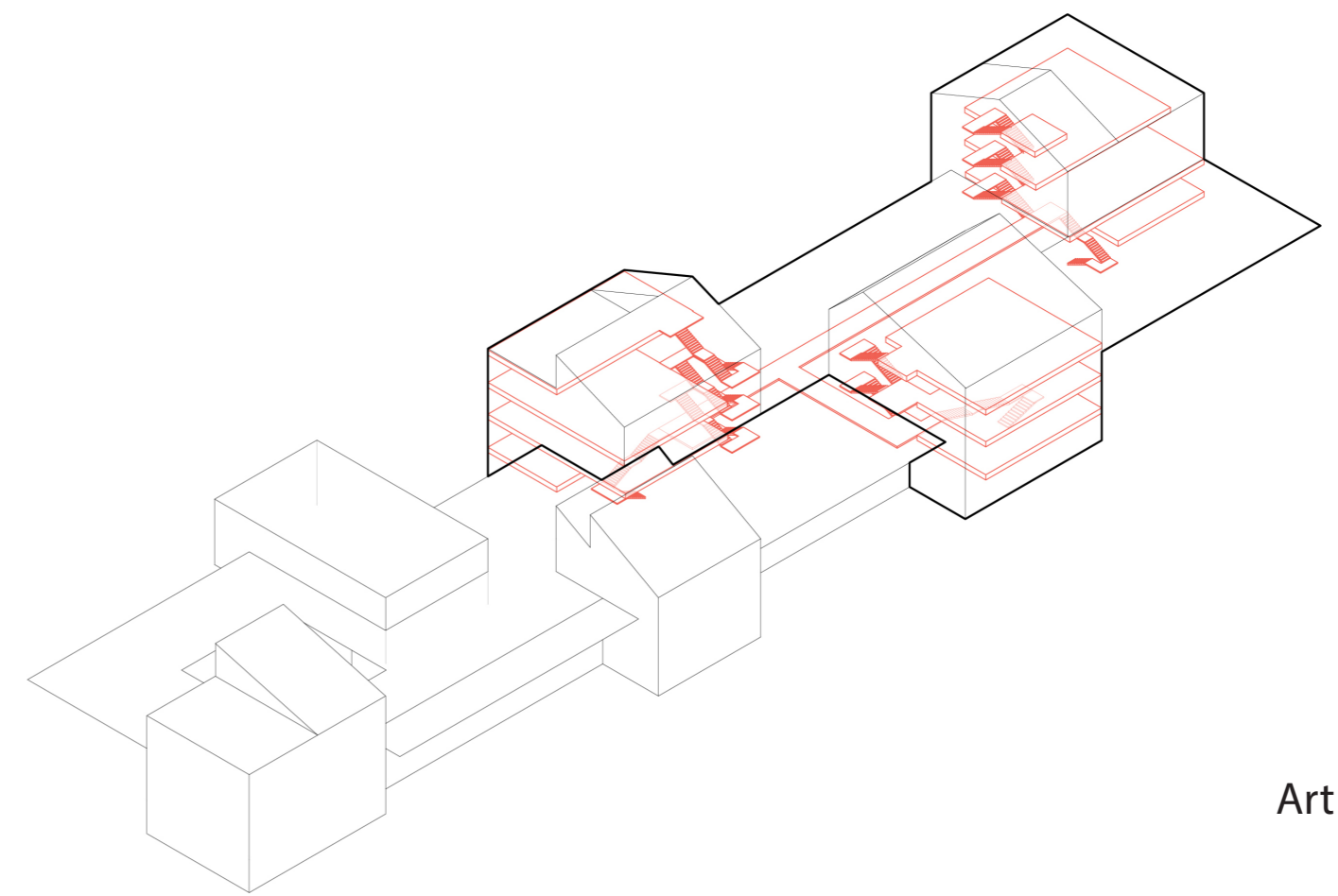
# Circulation



Core

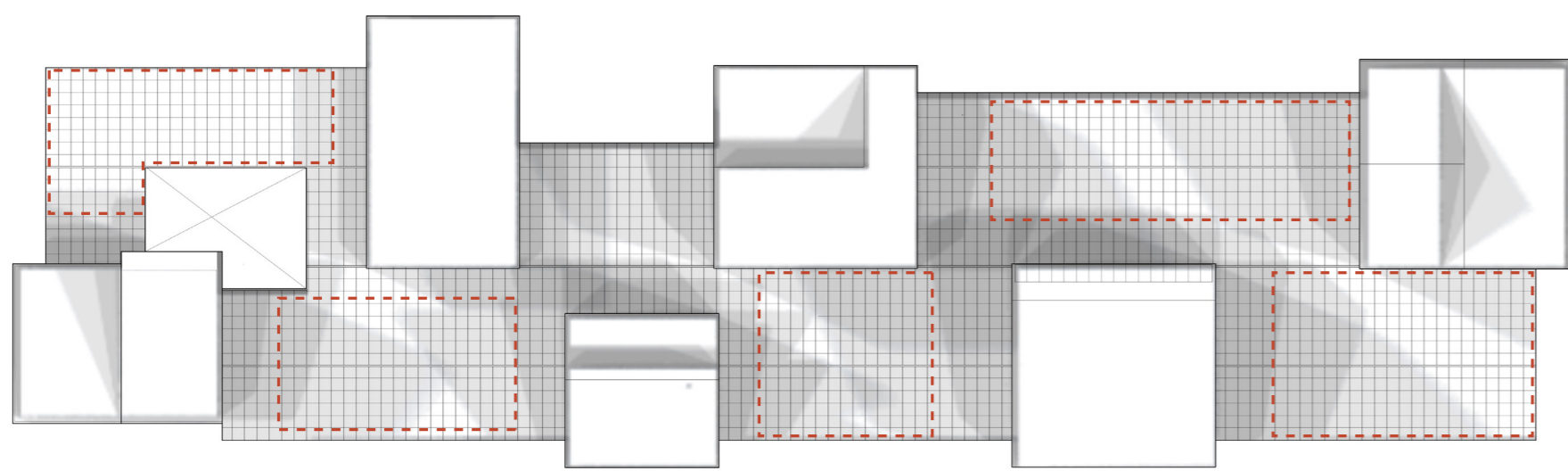


Institute circulation



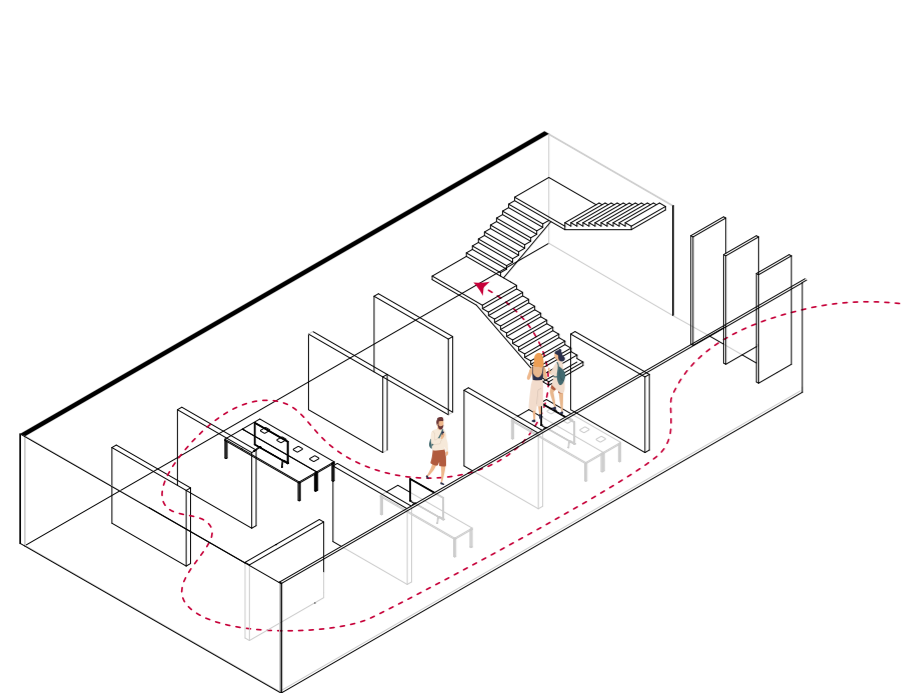
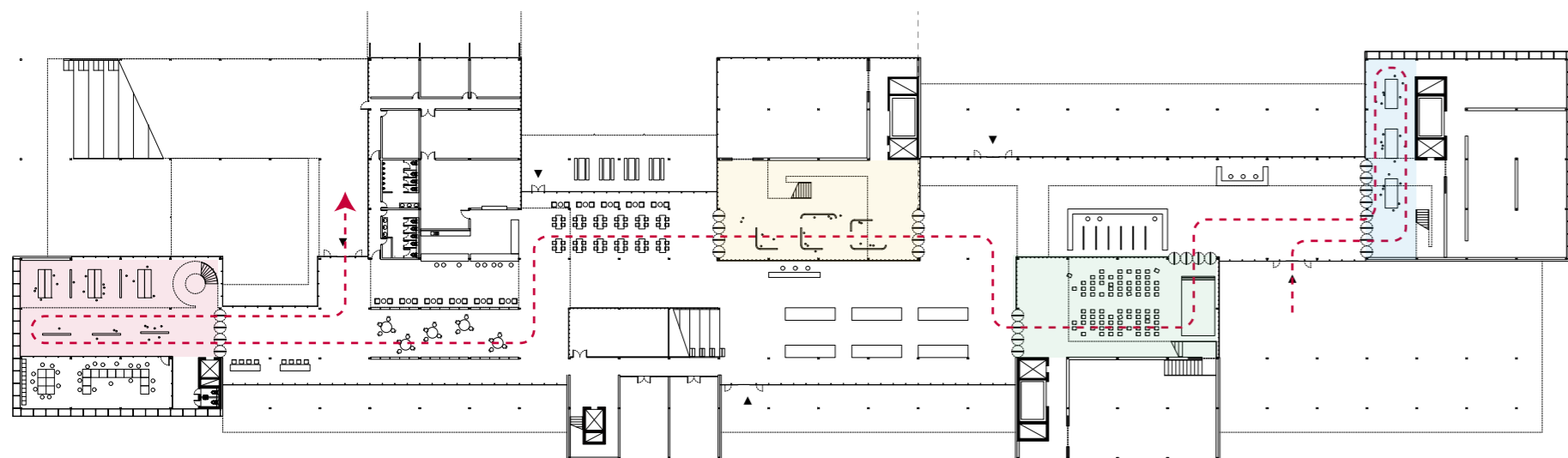
Art circulation

# Roof shadow Analysis

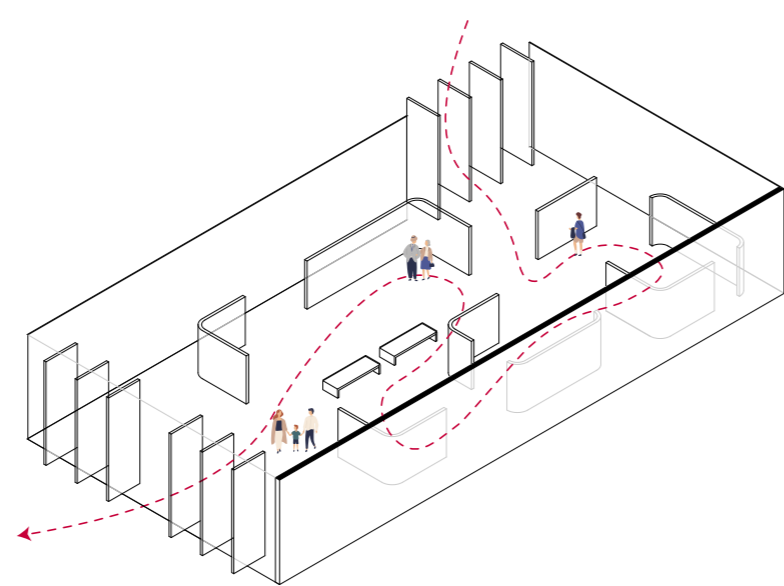


■ PV glass panel covering

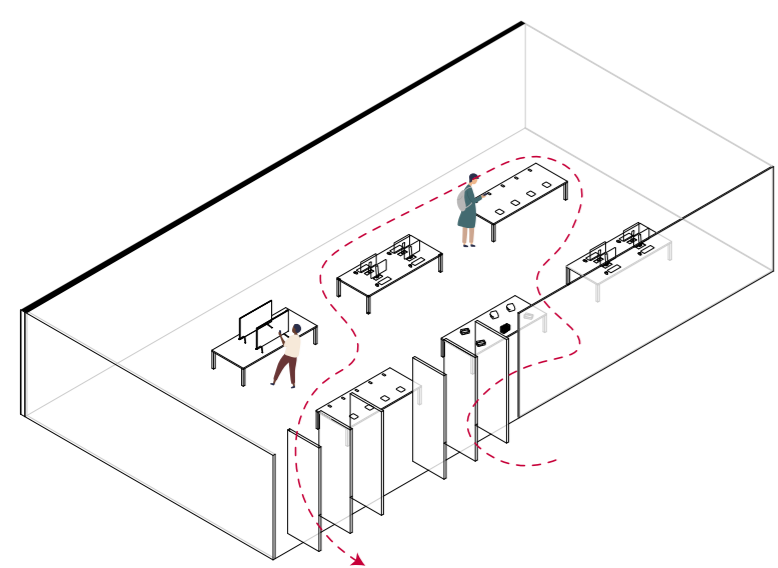
# Multiplicity



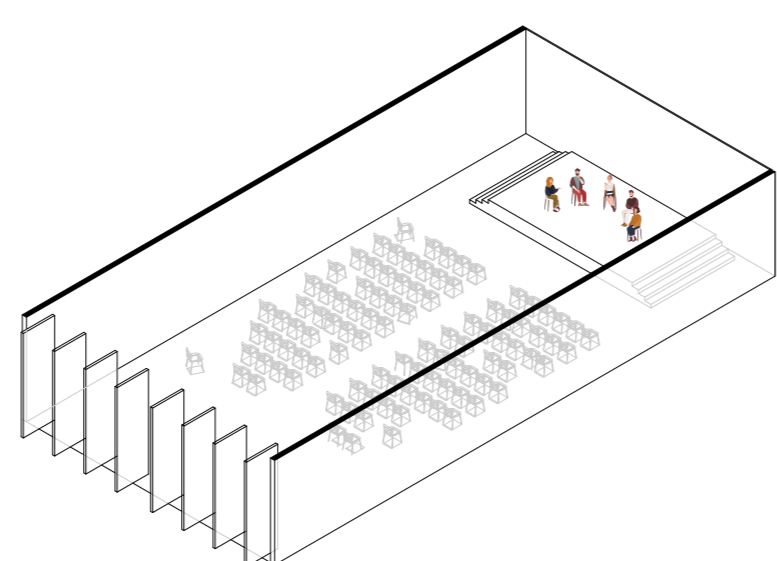
Public exhibition



Art fair

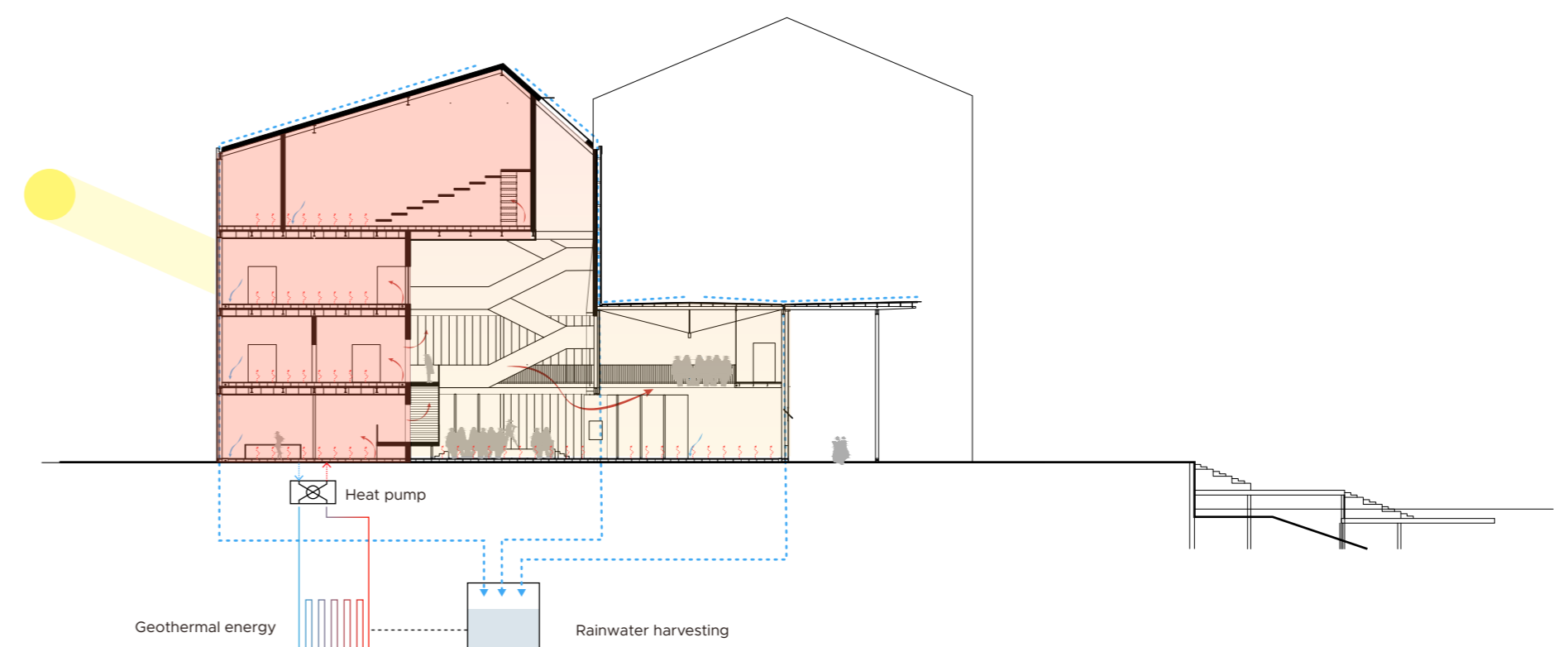


Experience activity

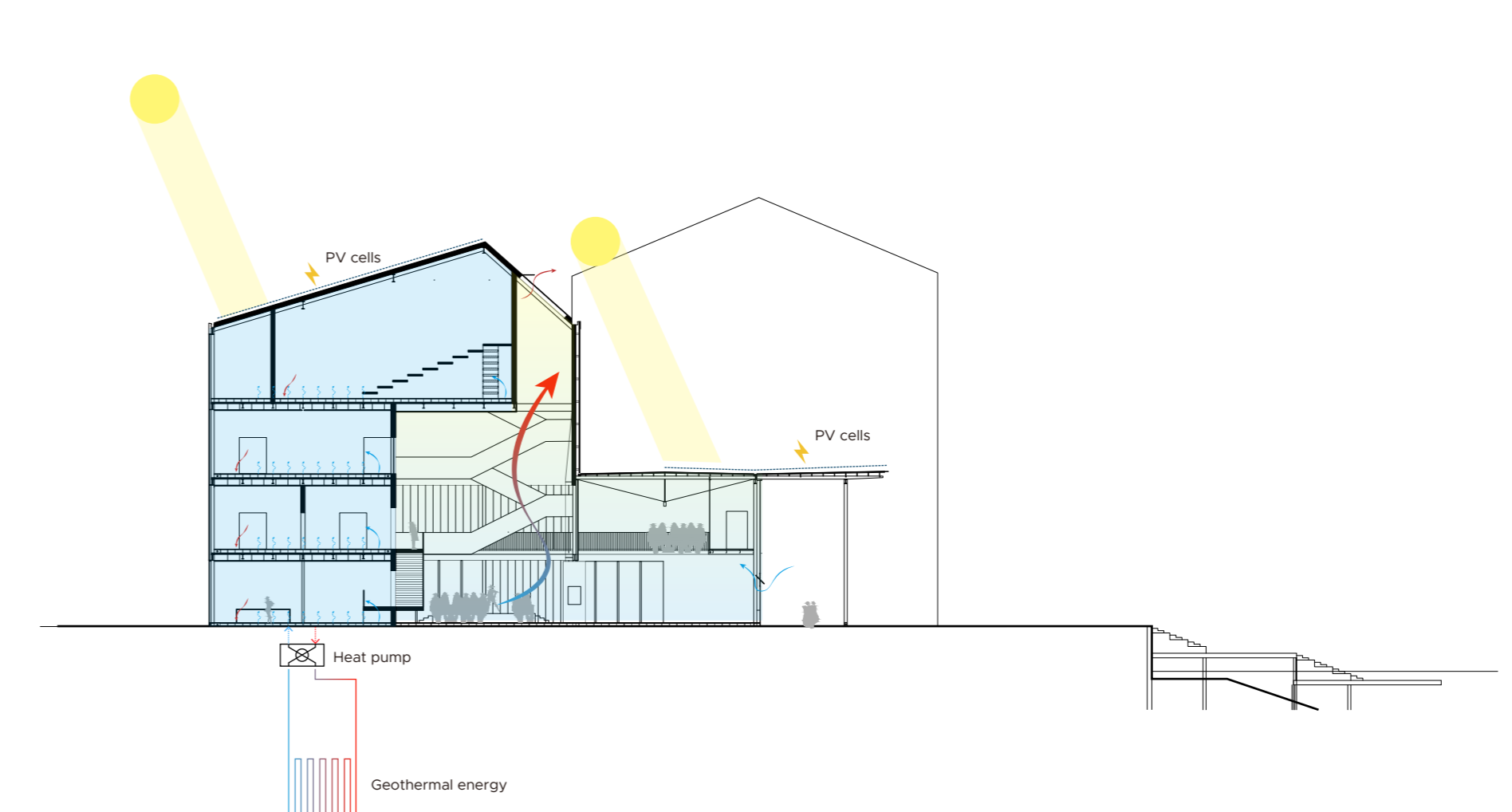


Public lecture

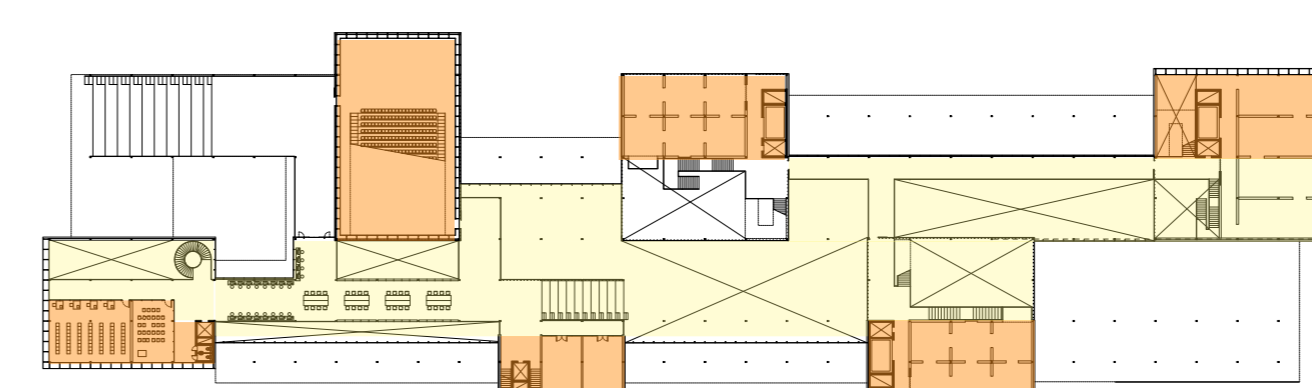
# Climate Scheme



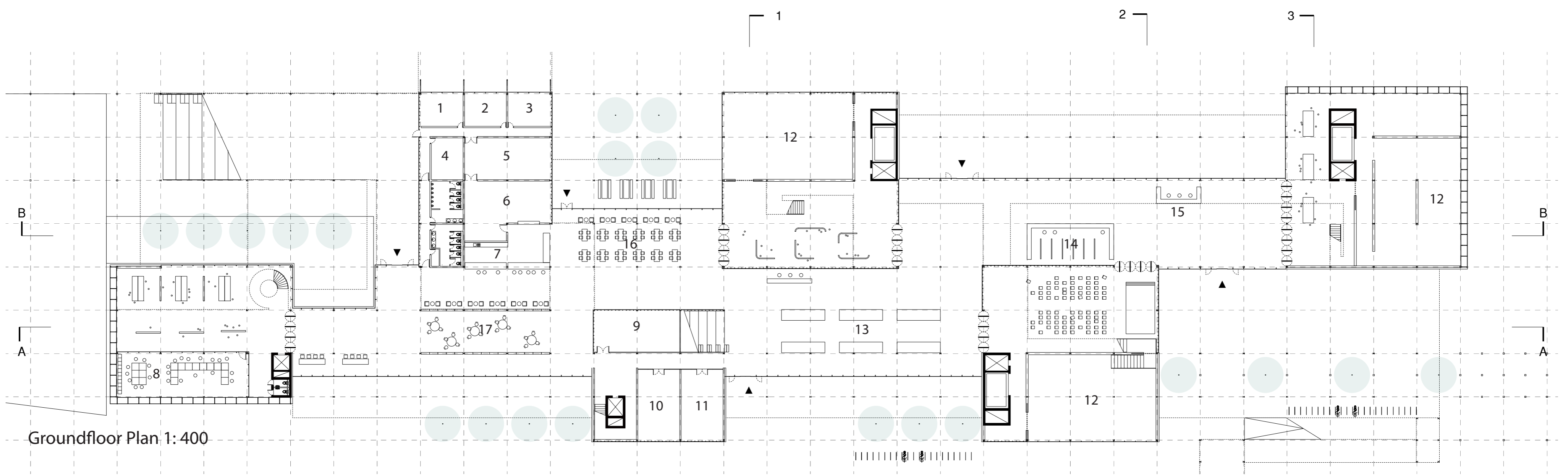
Summer scheme



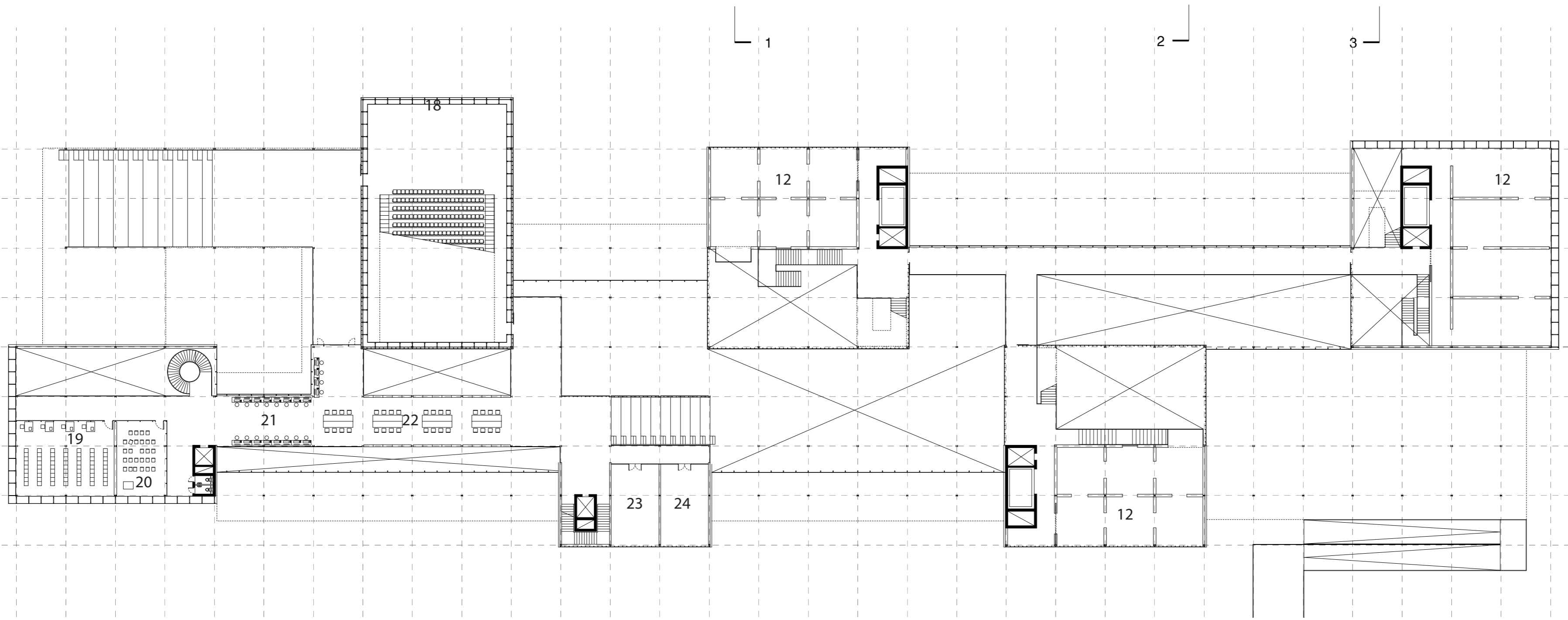
Winter Scheme



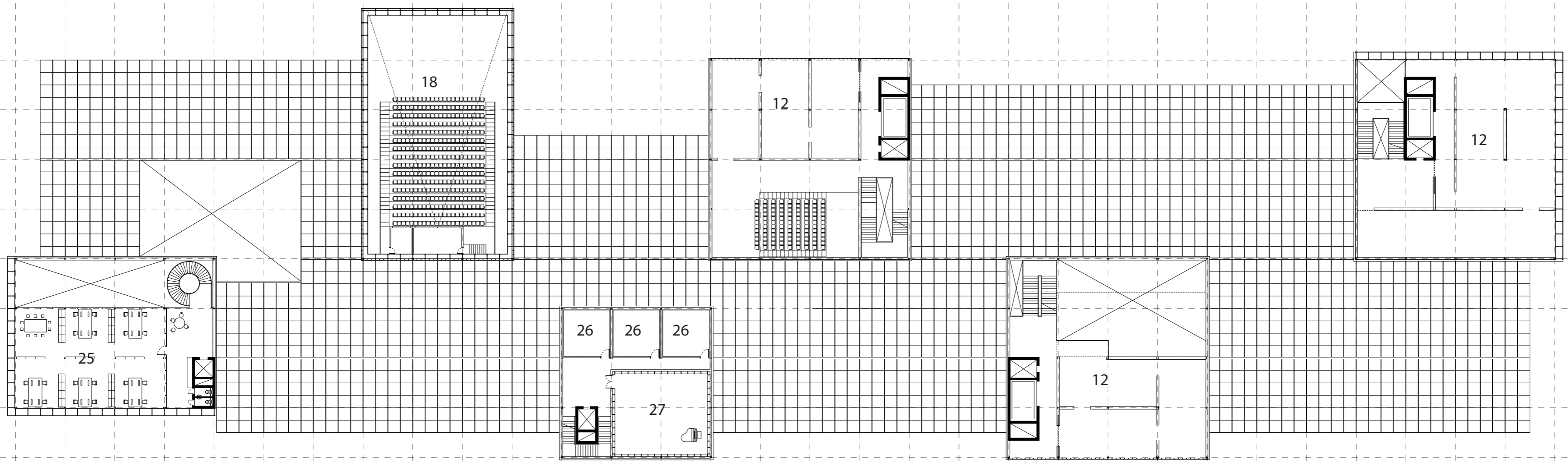
- Climate zone division
- Strict-climatized zone
- Intermediate-climatized zone



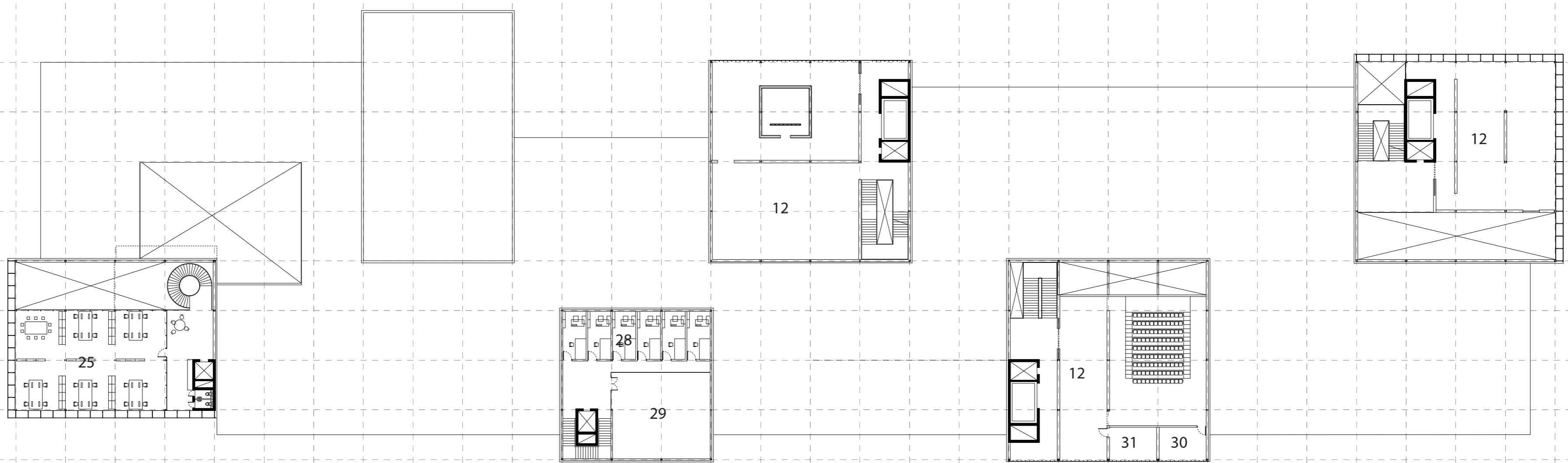
Groundfloor Plan 1: 400



First Floor Plan 1: 400

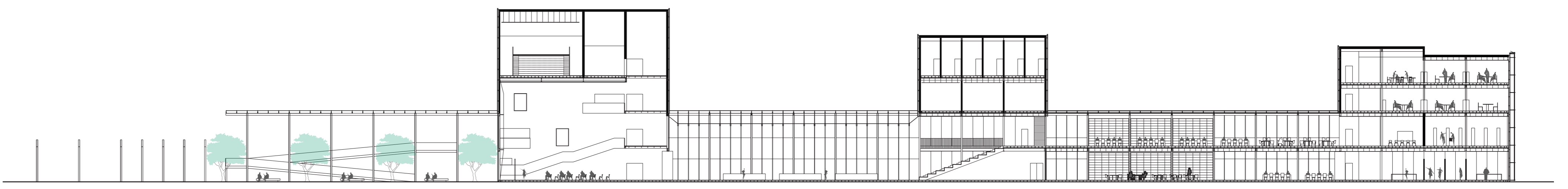


Second Floor Plan 1: 400

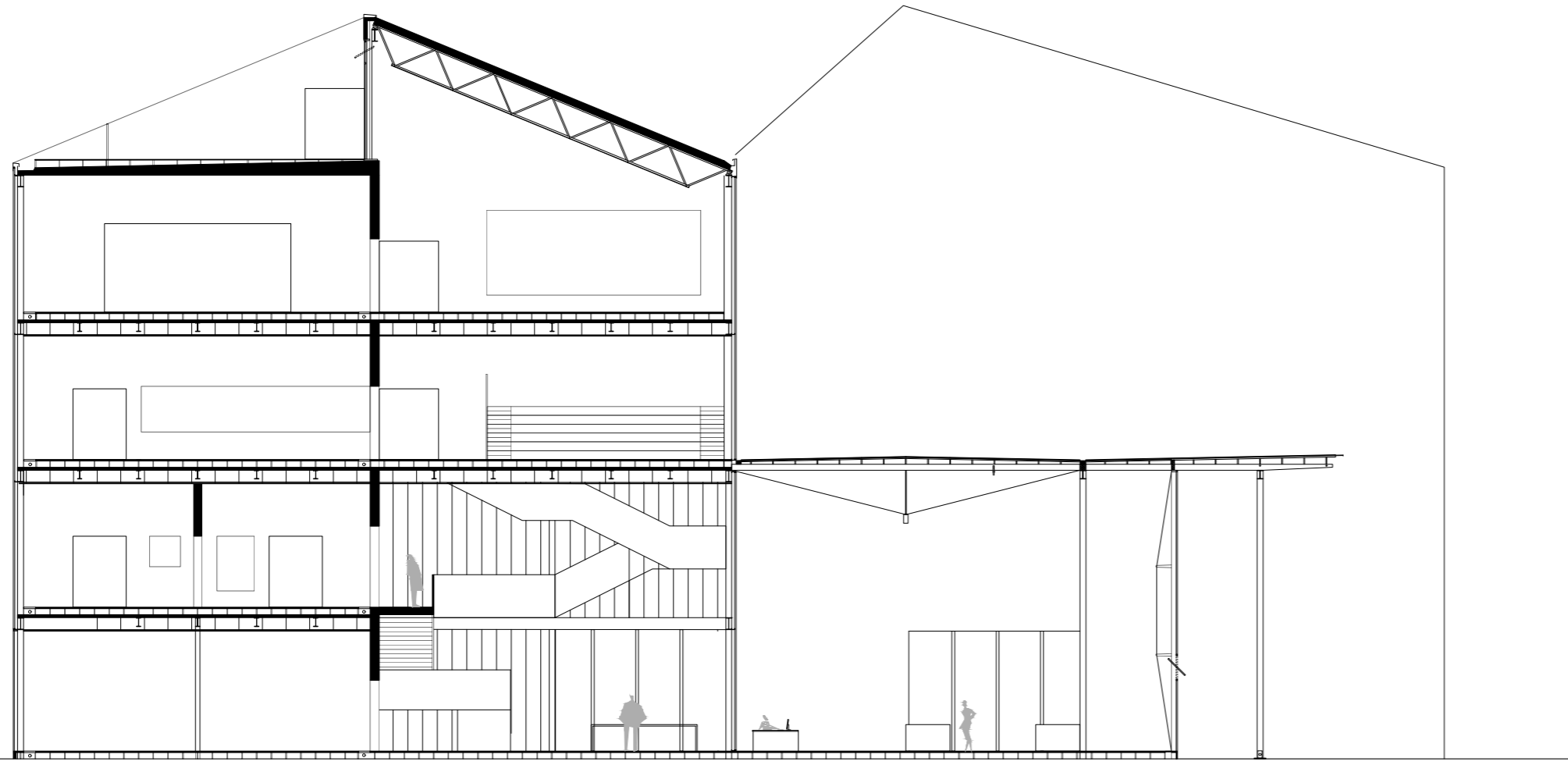


Third Floor Plan 1: 400

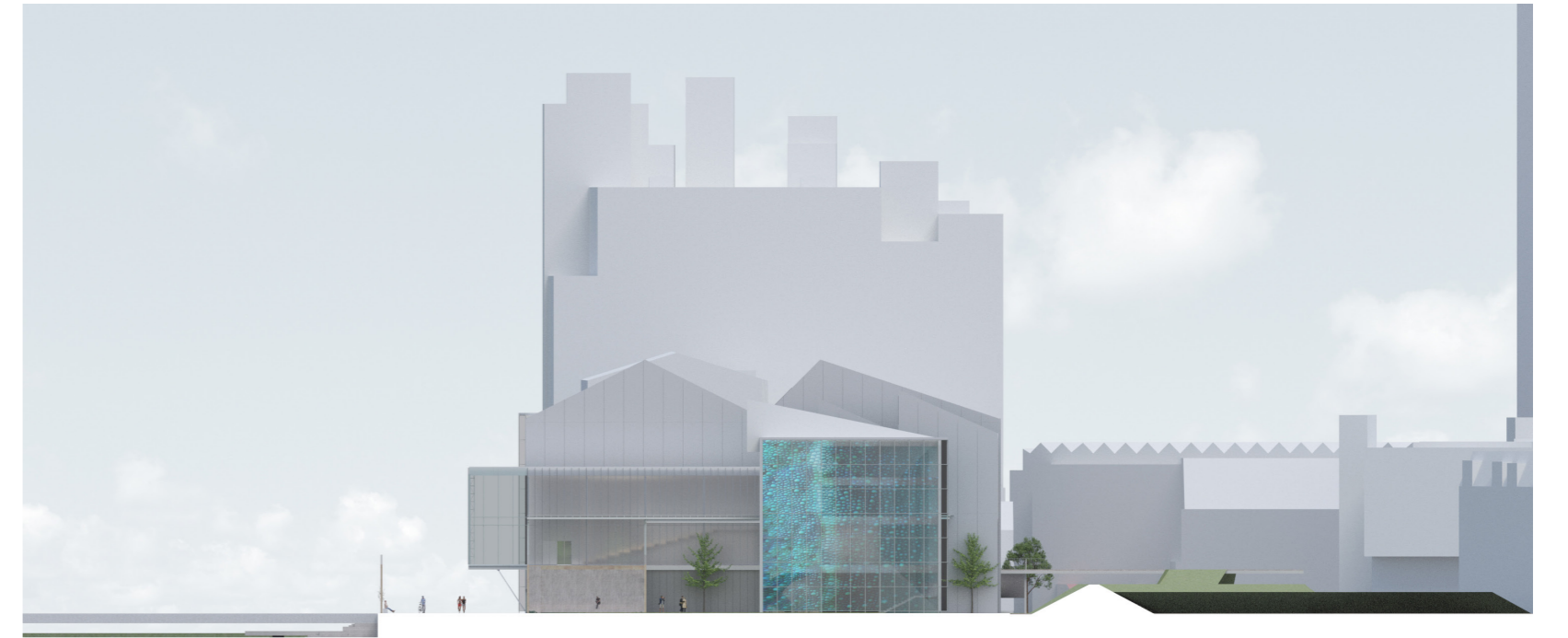
- |   |                        |                      |                      |                           |
|---|------------------------|----------------------|----------------------|---------------------------|
| 1. Security Office                        | 7. Bar                 | 13. Museum shop      | 19. Paper archive    | 26. Music room            |
| 2. Custodial Office                       | 8. Workshop            | 14. Coat/bag Check   | 20. Convergence room | 27. Sound dome            |
| 3. IT Server, Workroom, and Staff Offices | 9. Museum shop storage | 15. Reception        | 21. Digital library  | 28. Work Residency        |
| 4. Equipment                              | 10. VR studio          | 16. Restaurant       | 22. Printed library  | 29. Rapid Prototyping Lab |
| 5. Kitchen Storage                        | 11. AR studio          | 17. Children library | 23. AI studio        | 30. Technical room        |
| 6. Kitchen                                | 12. Exhibition         | 18. Events hall      | 24. Panorama studio  | 31. Storage               |
|   |                        |                      | 25. Office           |                           |



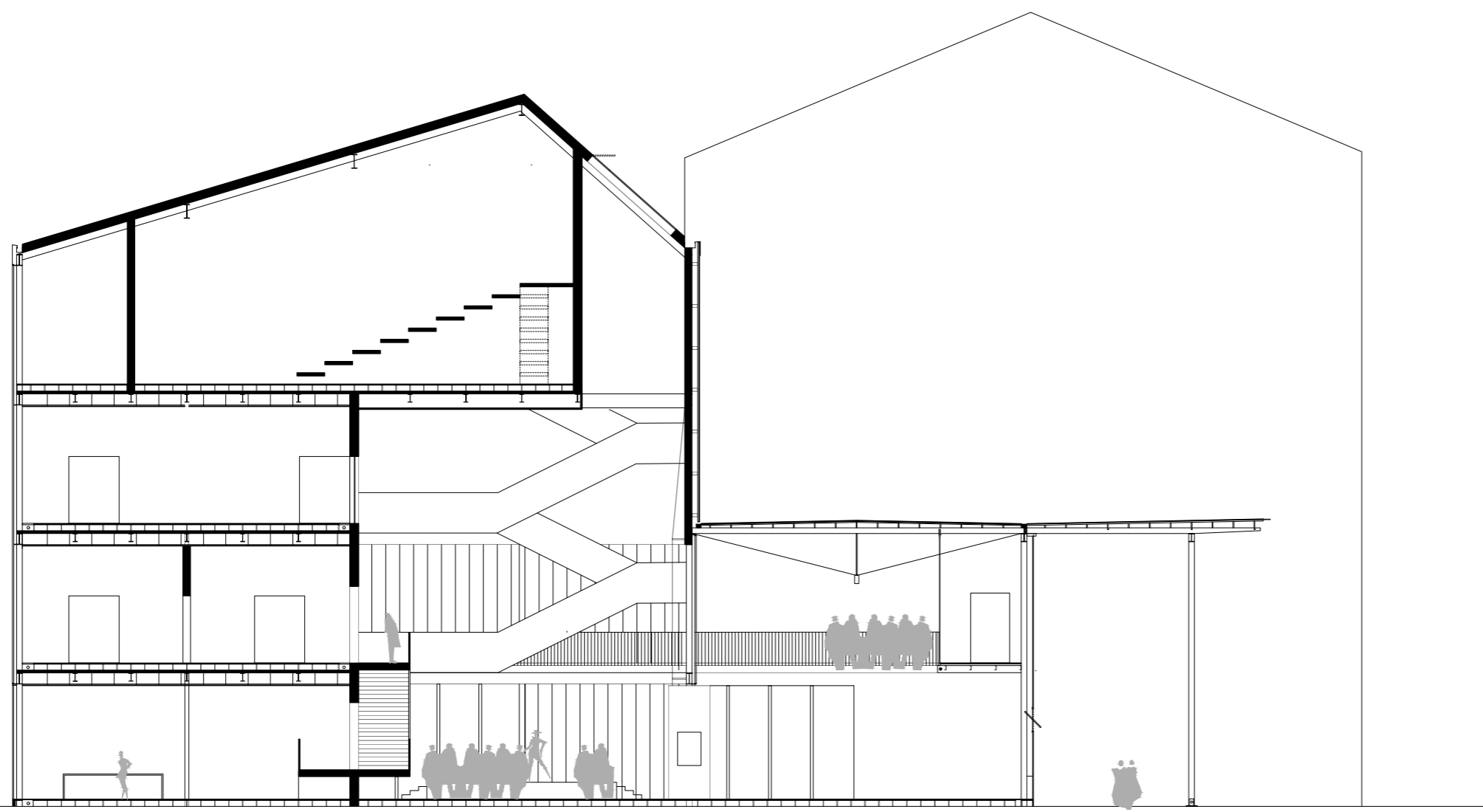
A-A section 1: 400



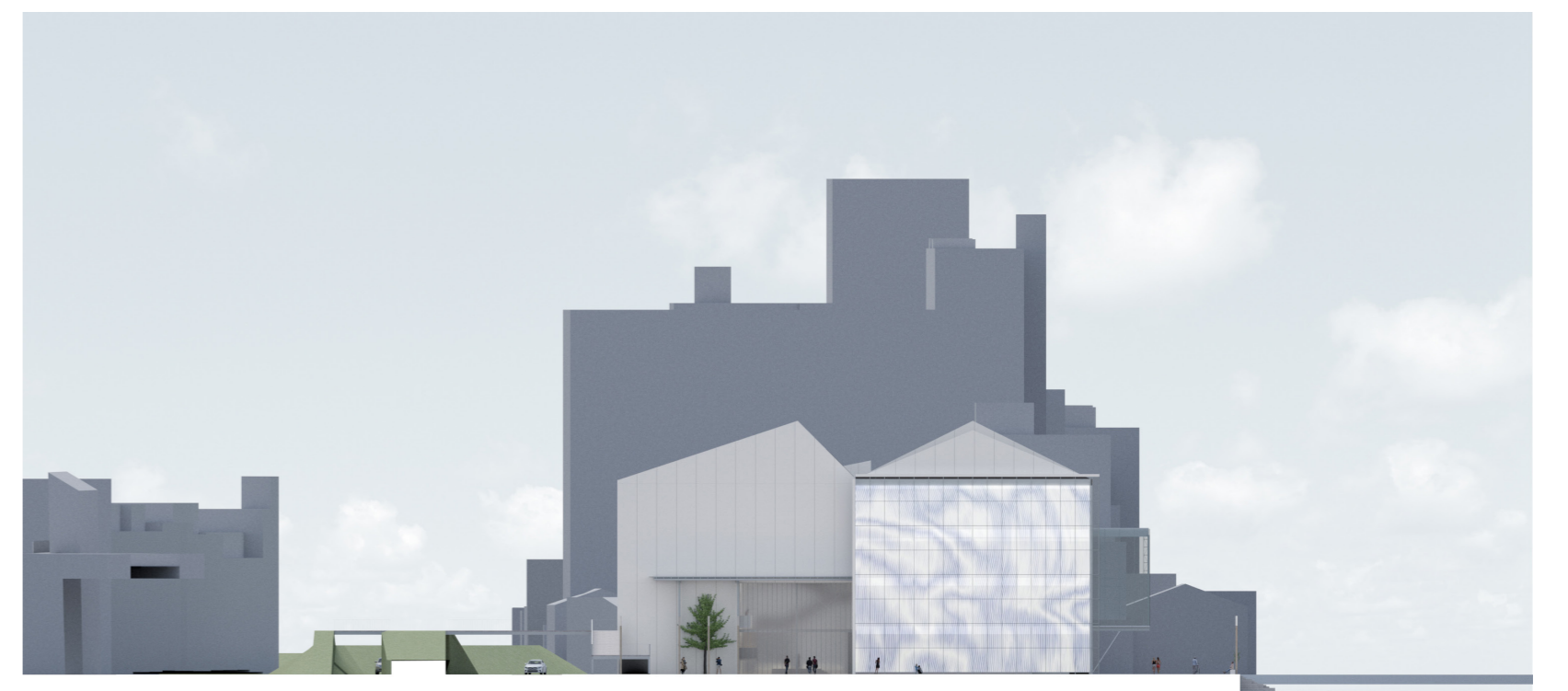
1-1 section 1: 200



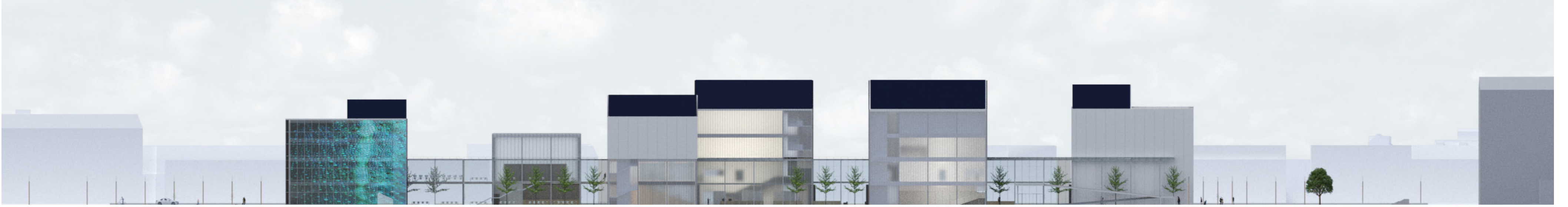
West Elevation 1:400



2-2 section 1: 200

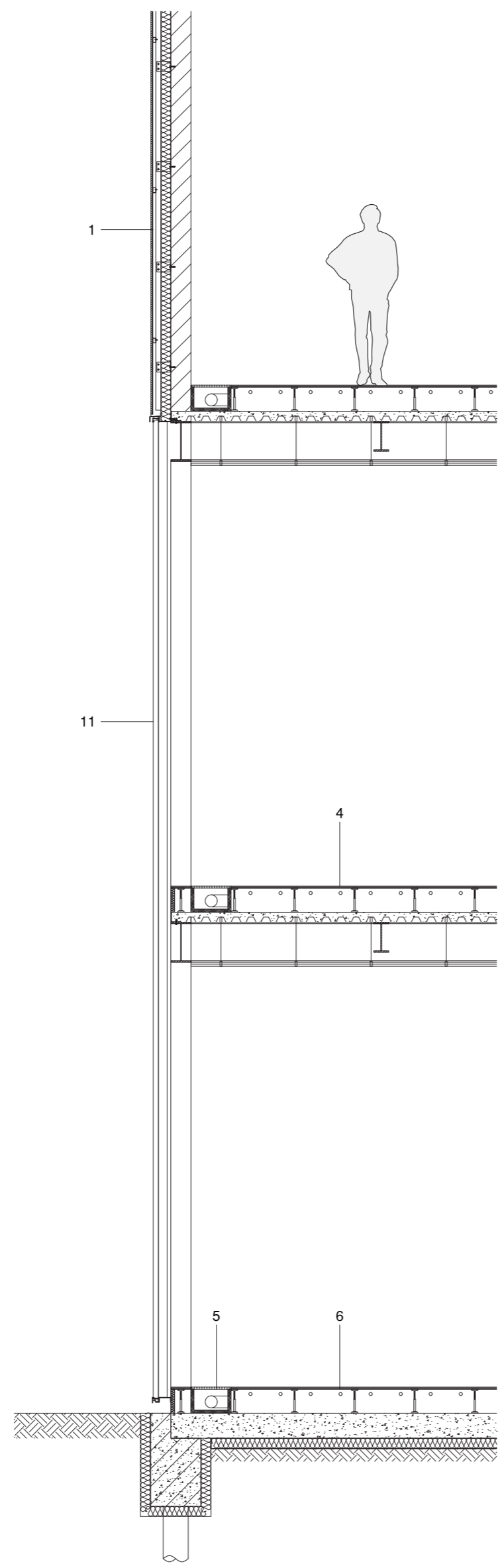
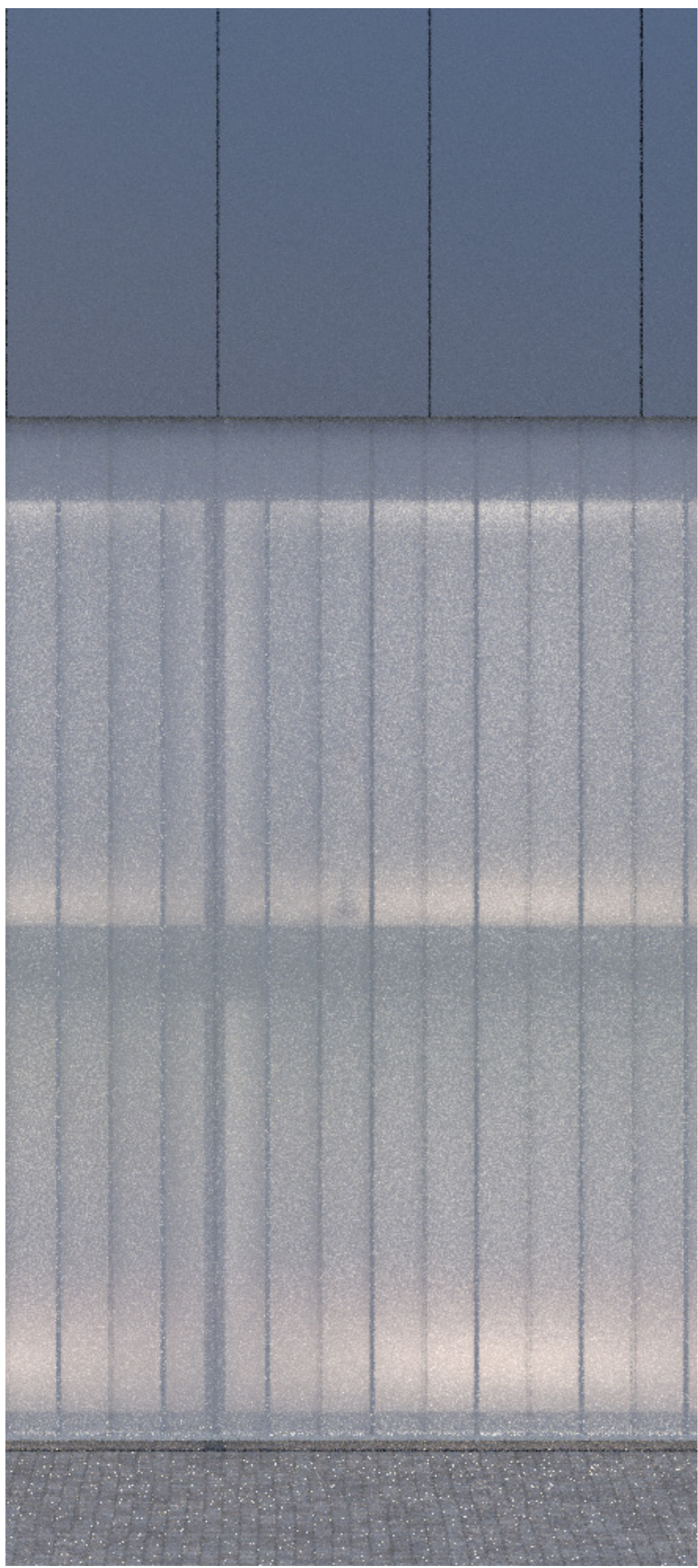


East Elevation 1: 400

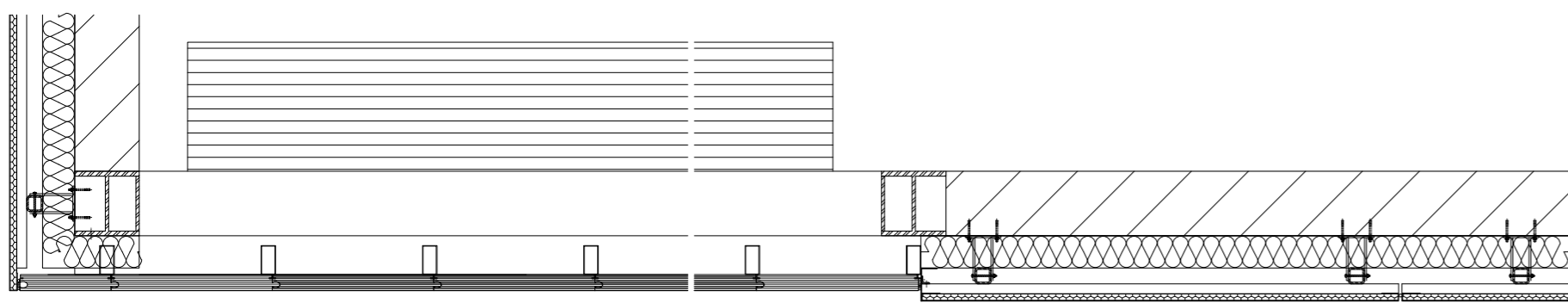


South Elevation 1:400

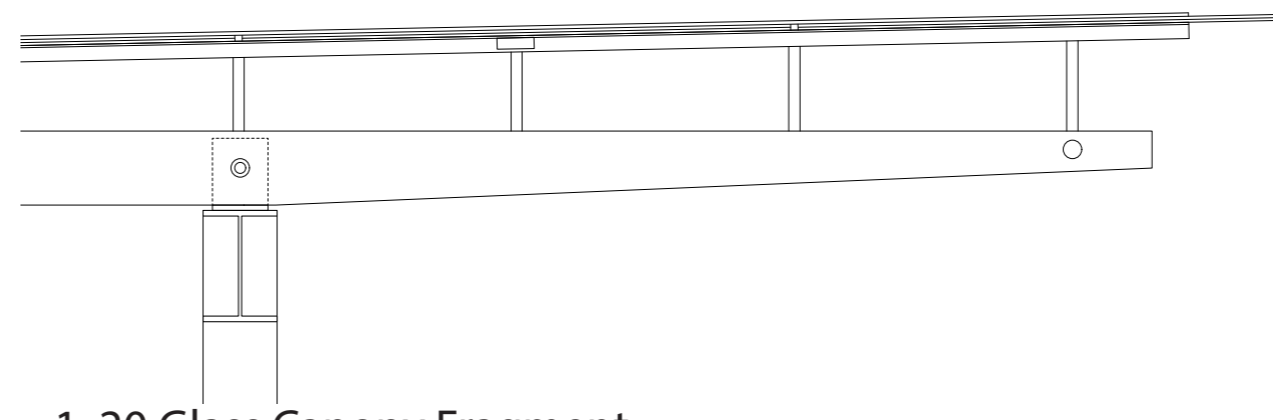




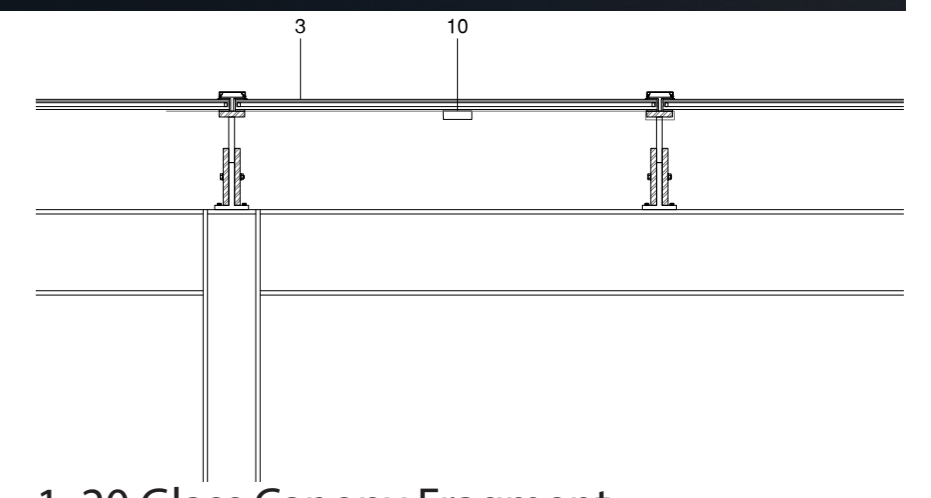
1: 50 Facade Fragment



1: 50 Facade Fragment Plan

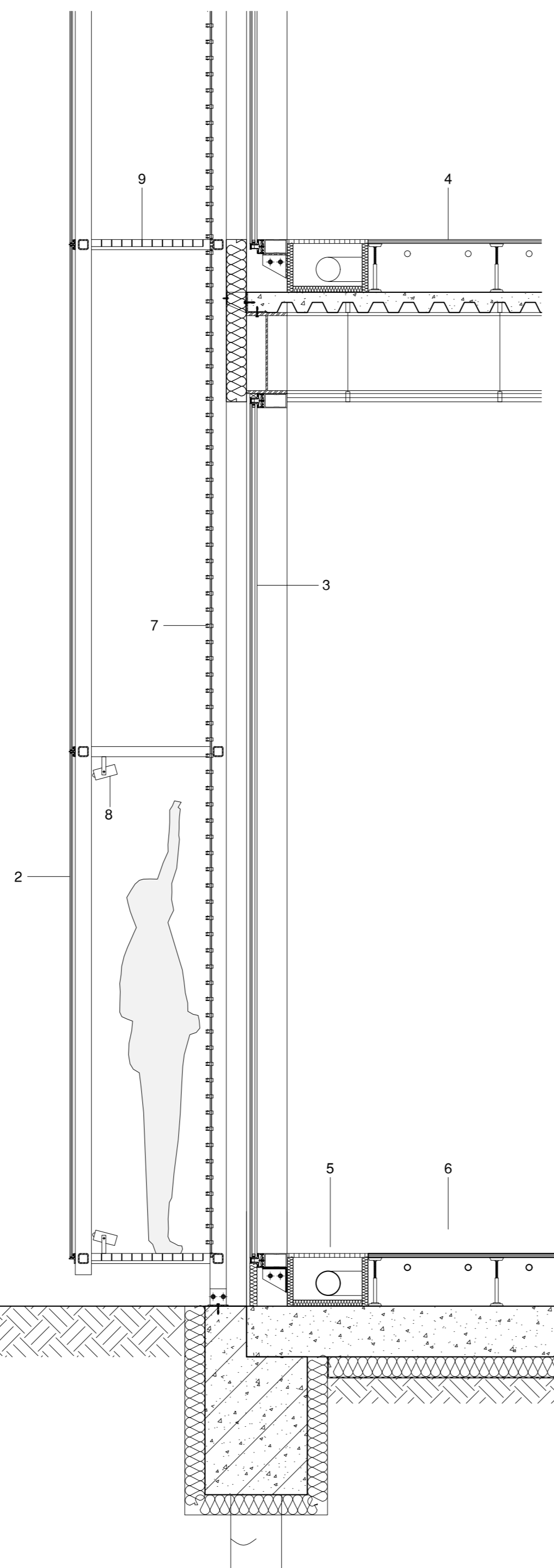
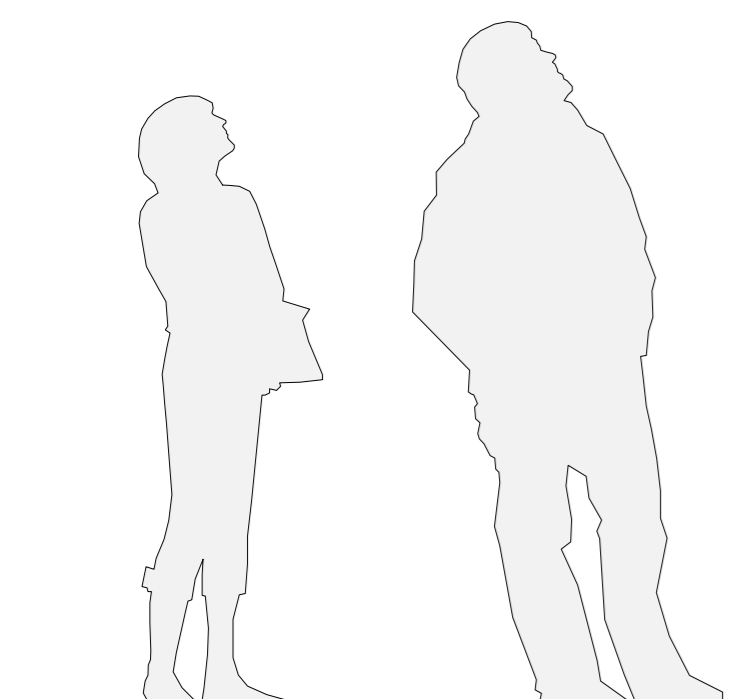


1: 20 Glass Canopy Fragment

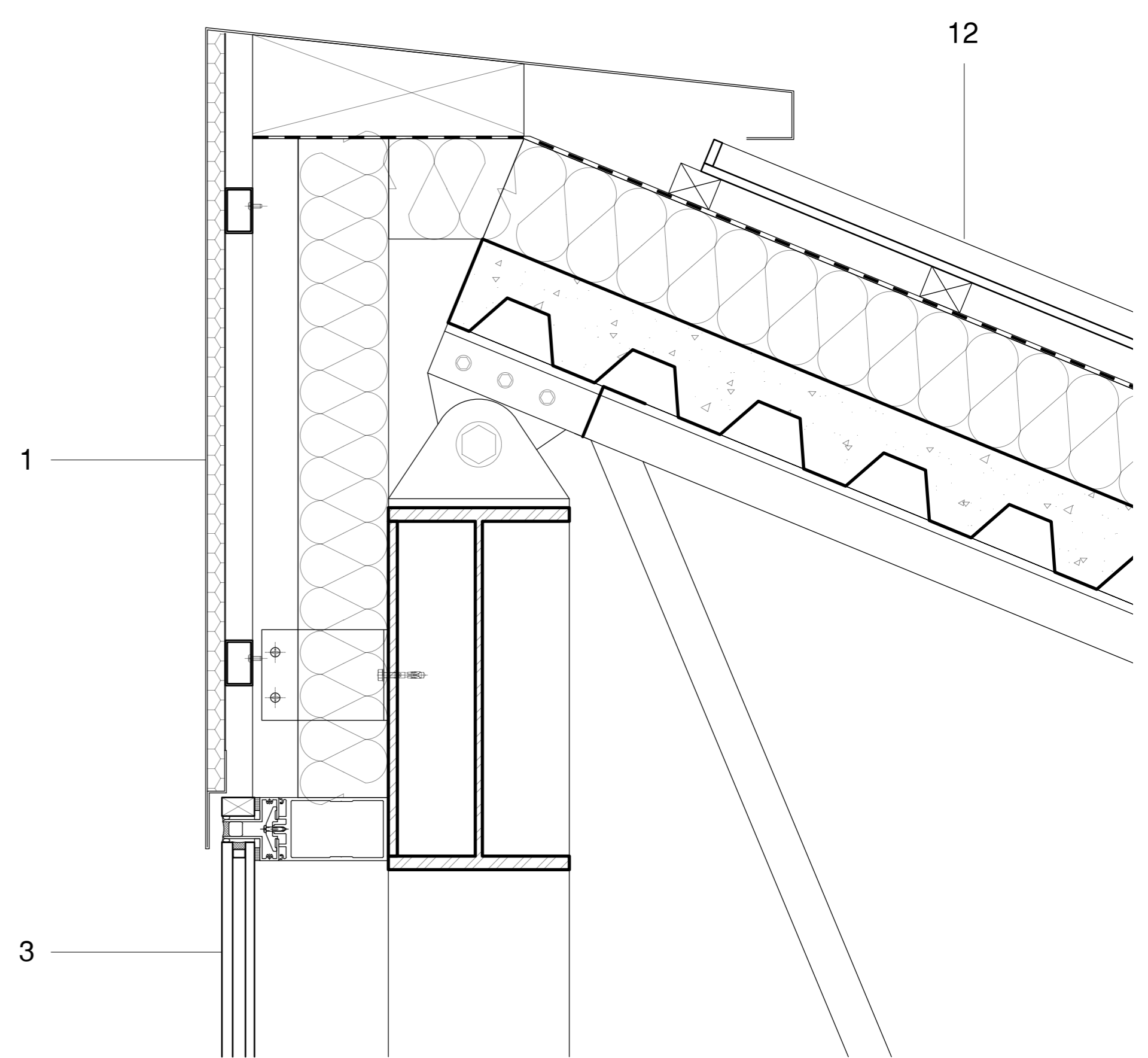


1: 20 Glass Canopy Fragment

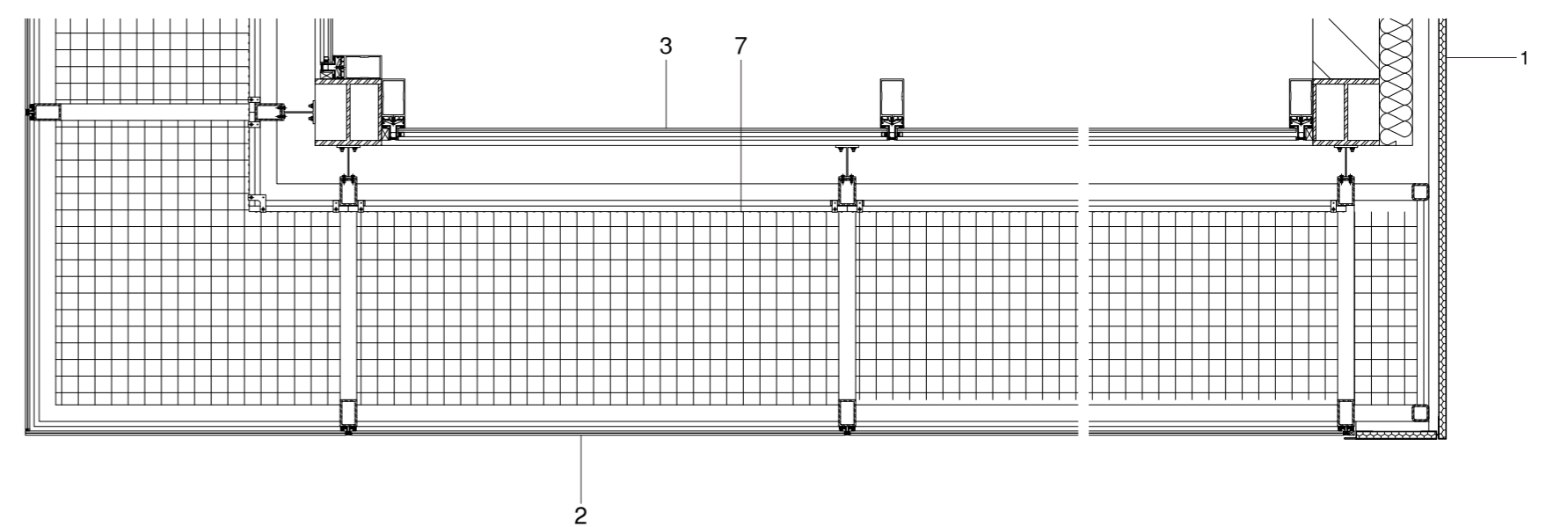
1. Aluminium honeycomb panel  $t=2+20+1$ mm  
Insulation layer 100mm  
Concrete block wall 200mm
2. Laminated glass 6+6mm
3. Double glazing glass 10+(8+8)mm
4. Cross laminated timber floor 30mm  
Mechanical space 240mm  
Concrete floor slab with metal decking 100mm  
Suspended aluminium sheet ceiling
5. Ventilation duct
6. Cross laminated timber floor 30mm  
Mechanical space 240mm  
Insulation layer 120mm  
Waterproof membrane  
Concrete slab 120mm
7. LED strip (P25)
8. Detective device
9. Welded steel grating catwalk
10. Junction box
11. Polycarbonate board



1: 20 Screen Facade Fragment



1: 5 Roof detail



1: 20 Screen Facade Fragment