

HONORABLE MENTION



Project Title

**Museum of the Building,
New York City**

Student Name

Bart Chui

Level

Second Year M.Arch. Option III

Course

2 Term Terminal Studio Project

Advisor/Instructor

Howard Davis

Principal Investigator

Lar Uwe Bleher

Department/School

**Architecture and Allied Arts,
University of Oregon, Eugene,
Oregon**

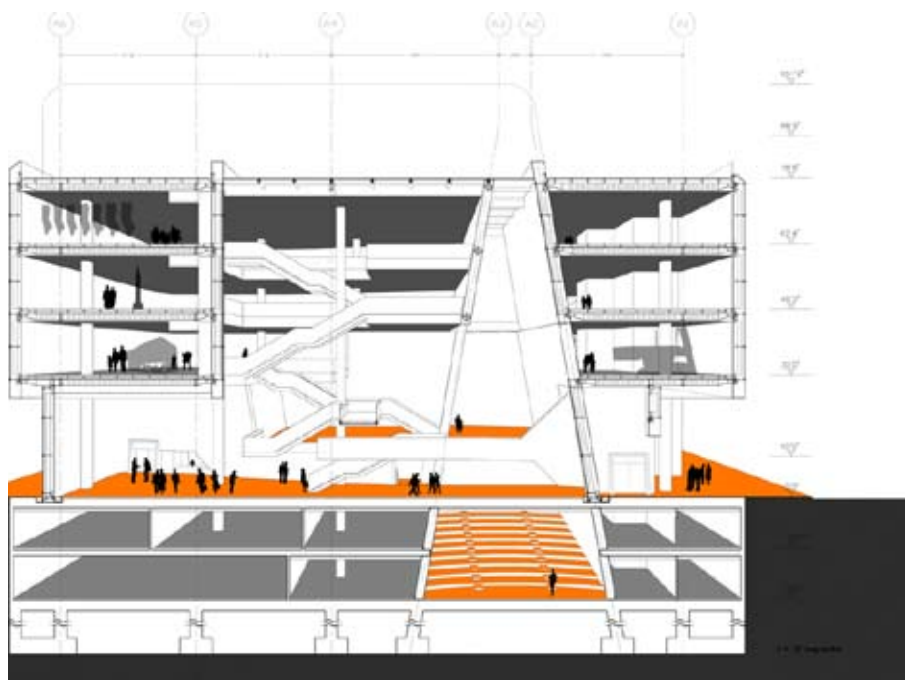
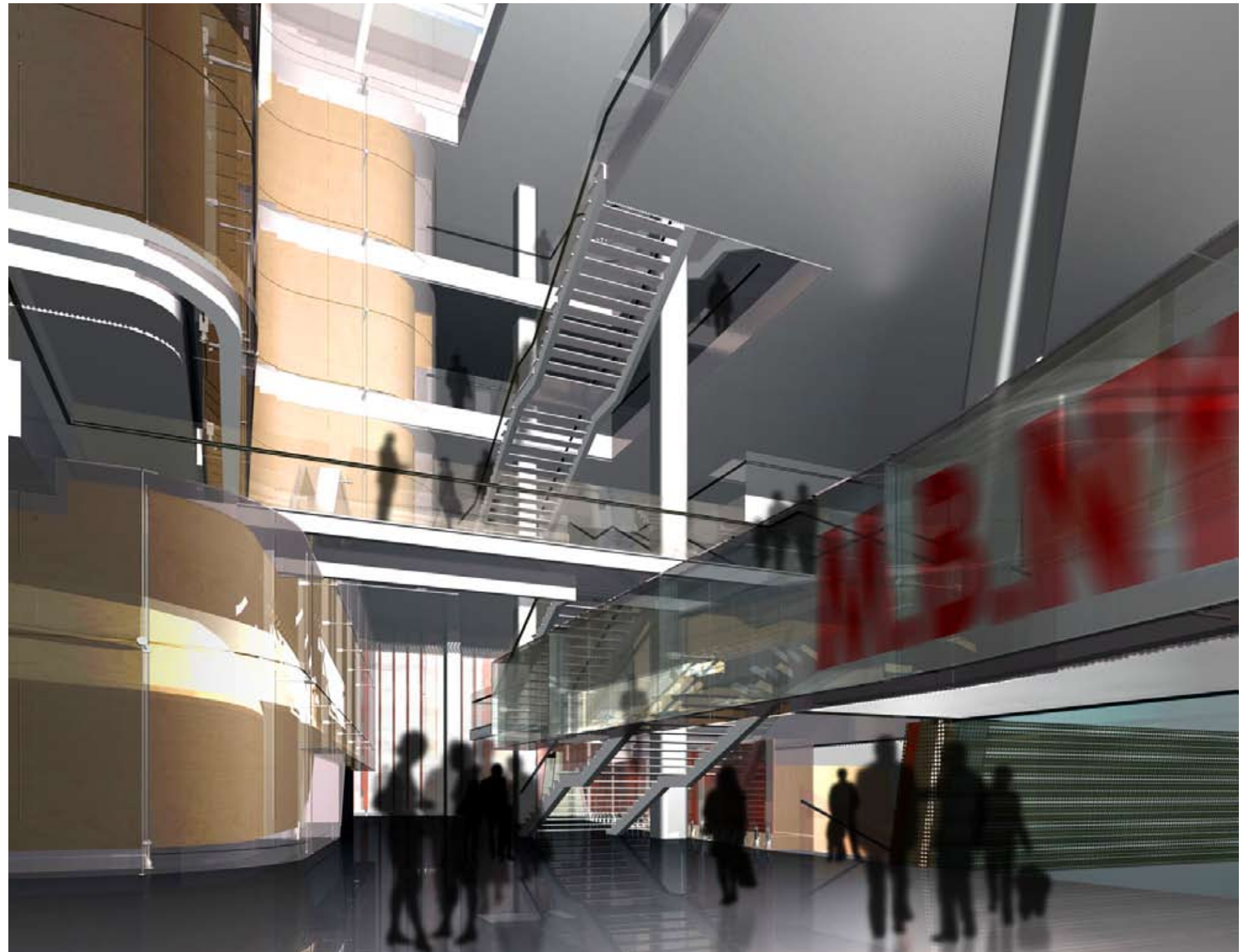
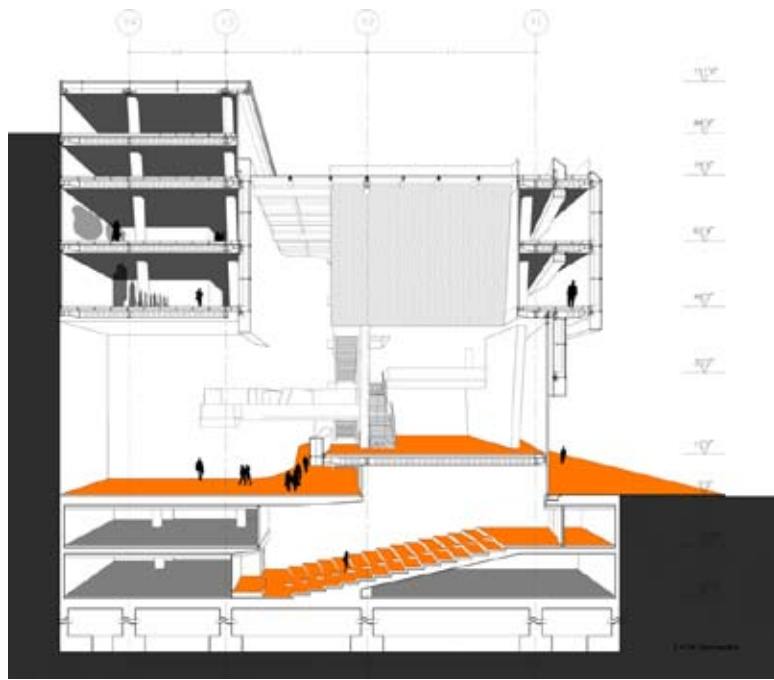
SUMMARY DESCRIPTION OF PROJECT:

Program: The problem of Museum of the Building arises in the inherent contradiction of the program. Logically, the city itself is the Museum of the Building, a collection of buildings. A museum building containing buildings is inherently redundant. To rationalize the dilemma, a Museum of the Building therefore should imply a well defined and confined volume that contains a dramatically different aura from the surrounding. Therefore the strategy of building contains of two parts: the skin, which wraps around and brings a smooth transition from everyday to the controlled: and the volume, which is further divided into a series of rooms.

Volume: The program block is a rectangular volume containing the museum galleries. By drilling a hole in the block, the interstitial space is captured as a public space from where the entire building unfolds. Since the hole is situated in the core of the block, it lets the building implode rather than explode and allows a continuous and controlled facade. The building is read from the outside as a neutral box. The hole also creates a public corridor of cross-block circulation on the ground floor, creating the transparency and intense urban activities within. The staircase guides people's view elevating to the concourse level. As an invitation, from there people can have a glimpse at the projection wall in the concourse. The concourse is dominated by the stained wall which receives the projection from the multimedia showroom. Apart the projected information, the space quests for the visitors' contemplation on the juxtaposition of the old, the new, and the timeless. They are represented by the framed old brick wall of the neighboring tenement building, the gallery block spanning across above, and the light coming through the skylight respectively.



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REASONS FOR THE NOMINATION:

Nominee was able to engage in a very creative project investigating space on multiple scale levels (urban, building, interior, exhibition). His/her design process was very rigorous and employed the full media spectrum in a seamless way: Physical models, sketching, digital modeling and drawing, physical and digital collaging. Nominee was a great team player, inspiration for his/her colleagues and a benchmark in the studio.

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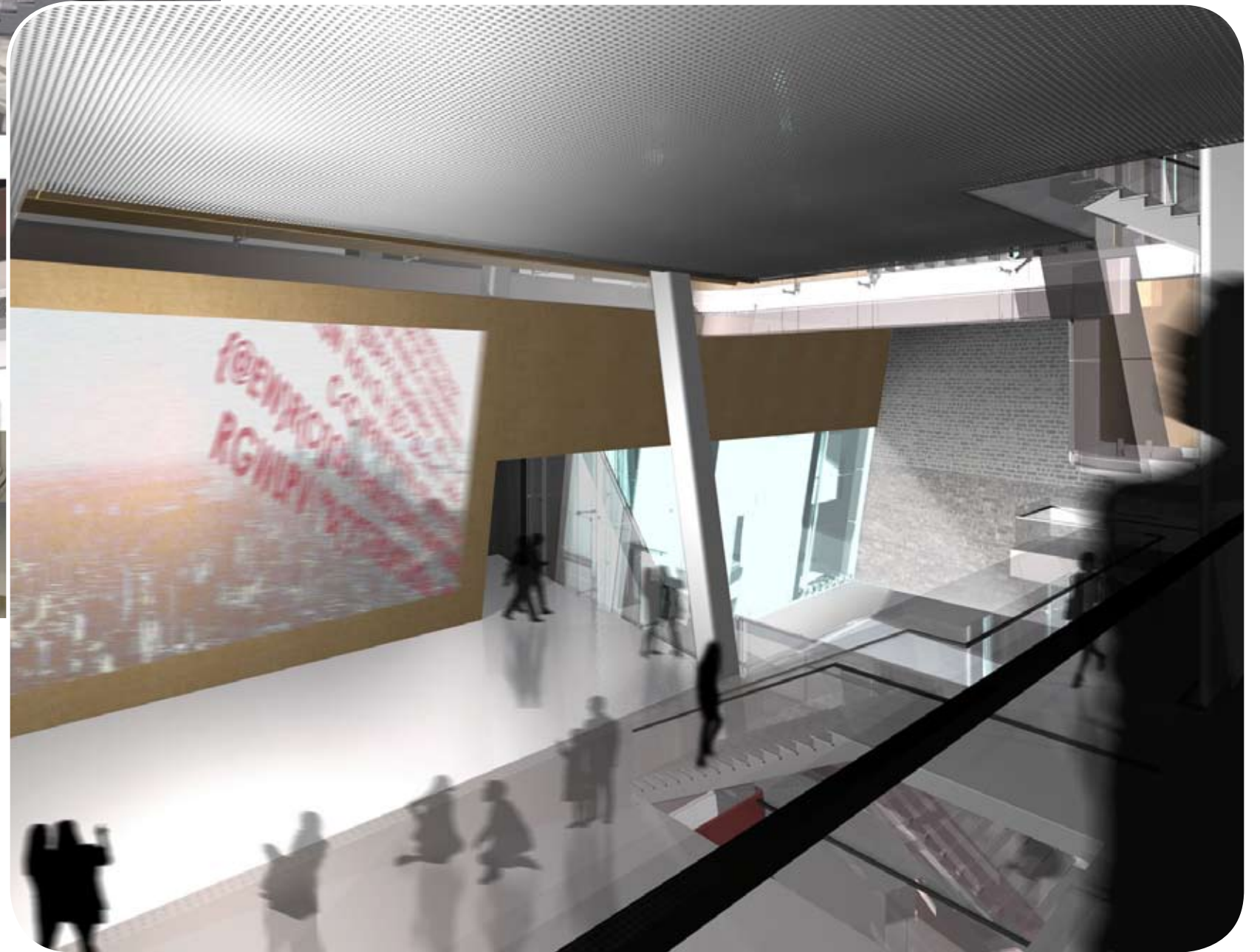
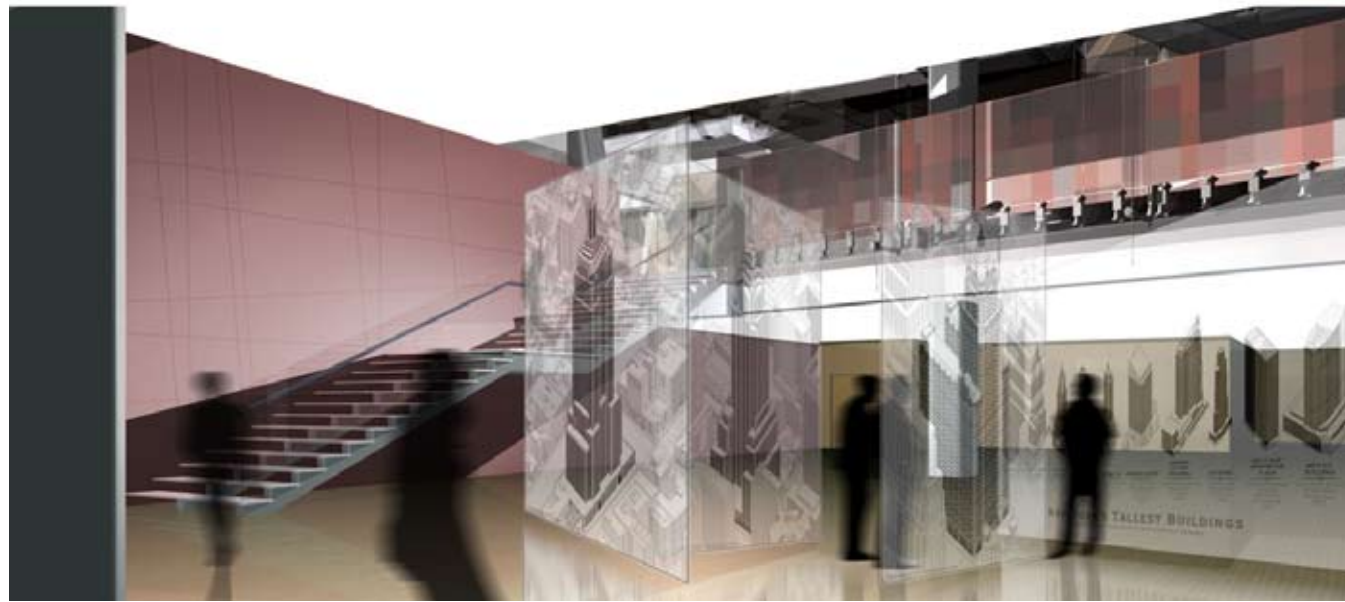
Room: The permanent exhibition gallery is subtly divided into 6 rooms by the skin. The rooms are in various dimensions and proportions, suitable for different exhibition strategies. Below the 6 galleries are the introduction galleries, the concourse and the temporary gallery. The room is further subdivided into booths of different information. The booths in rooms are like particles in the plasma. They are constructed by curtains suspended from the ceiling with a projector in the center. The curtains receive projection and also form some left-over spaces in-between the booths. The in-between spaces provide the buffer zone amongst the individual events in the booths. The unique aura is achieved through overlapping of information on the curtain and the lighting condition controlled by the building skin.

Skin: The building envelope is a triple-layered skin. It wraps around the program block, giving it a smooth transition from the context to the content. The rich historic and cultural mosaic of the Lower East Side is expressed, metaphorically, through the pattern of the skin. The building skin can control the interior lighting condition through the degree of enclosure of the fins. The external layer of polycarbonate panel reflects light and the building appears as a hermetic box in daytime, while at night it glows like a lantern.

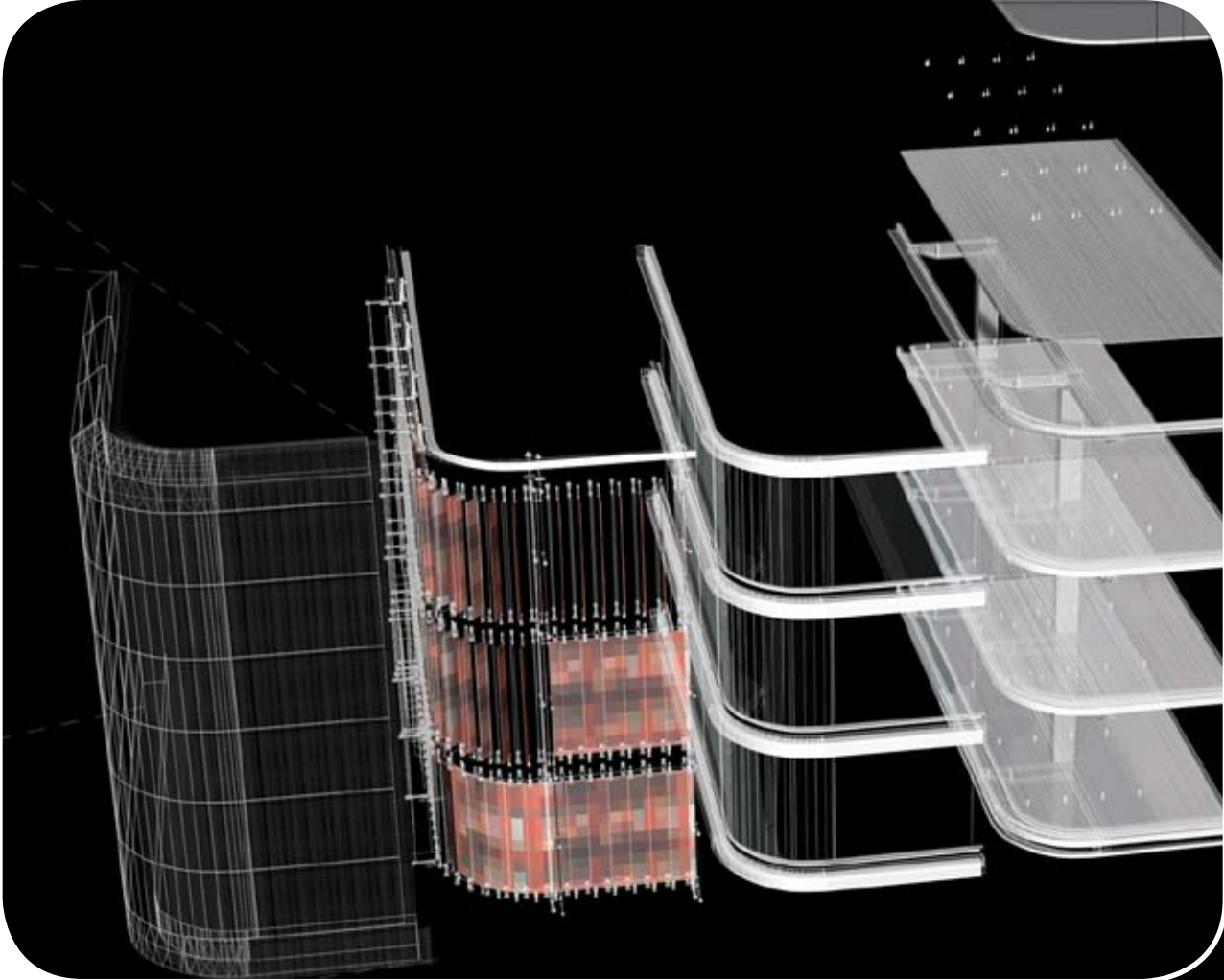
JURY COMMENTS:

This student displayed a very cohesive and consistent presentation aesthetic that not only utilized a variety of rendering techniques from wire frames to cutaways to fully rendered perspectives, but did so in an elegant and meaningful manner. Thus, each mode of representation not only conveyed the information effectively, but also was essential to the development of the project. The project was not simply about creating a cool model, or a successful rendering, but really about exploring a design polemic and using digital media to not only represent those arguments but also defend them through a skillful exercise and well executed presentation imagery that transcends the media. - **Victor Martinez**

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