



ARCHITECTURE CULTURE NO. 401

# 401

건축문화 OCTOBER 2014

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# ISSUE FACADE



ARCHITECTURE CULTURE  
MOUNTAIN ISSUE  
FACADE

401  
A&C

# /IDEA PROJECT

## 134 NATIONAL GALLERY & LUDWIG MUSEUM

국립 전시장 & 루드윅 박물관

**EDUARDO LOPEZ ARCHITECTS\_** ELA is an architectural design firm headquartered in Madrid, Spain with diversified services including architectural design, urban planning and interior design. Since the firm's founding in 2010. ELA's mission is to deliver exceptional design ideas and solutions through the creative blending of human need, environmental stewardship, value creation, science and art, involved in a diverse portfolio including office, civic, cultural, healthcare, residential, academic, transportation, landscape and mixed-use projects. ELA's approach to utilizing digital tools and technologies, contemporary theory, innovative building practices and advancements in engineering solutions and environmental sustainability have afforded the practice a broad and powerful perspective on all aspects related to architectural building design and city planning With each project the firm explores new ways to integrate an organizing idea with the programmatic and functional essence of a building.

## 140 SWIMARIUM™ 3D

스위마리움

**OVA STUDIO\_** OVA Studio Ltd. is a Hong Kong based multidisciplinary design office specializing in architecture, interior design, master planning and product design, founded in 2008. The team has an international design experience covering several continents (Europe and Asia) spanning over 20 years. OVA design philosophy is grounded in innovative and sustainable designs to maximize the potential of the client's brief and to propose solution that stretch beyond the expected answers. Through its extensive network OVA Studio is able to draw specific competences to answer specific project based needs.

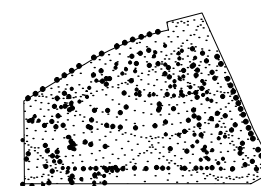
They strive to offer "boutique" style services to clients, a personalized one on one tailored approach to their contracts, enabling high value services for competitive fees. In Hong Kong they offer turn key projects for interiors as they can operate as main contractors.

OVA Studio has extensive experience in designing retails, residential developments, offices, hospitality, religious & entertainment projects and Infrastructure design.

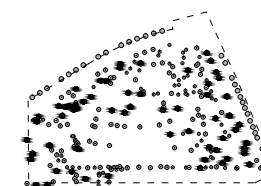


# NATIONAL GALLERY & LUDWIG MUSEUM

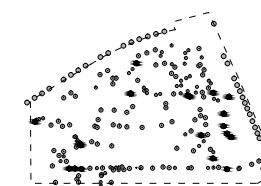
ARCHITECT: ELA (EDUARDO LOPEZ ARCHITECTS)



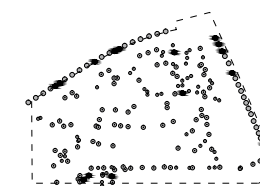
Original trees situation



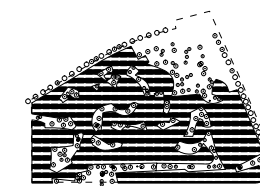
Cut down trees. The worst health



Transplanted trees. The lower economic value



Replacement of the transplanted trees

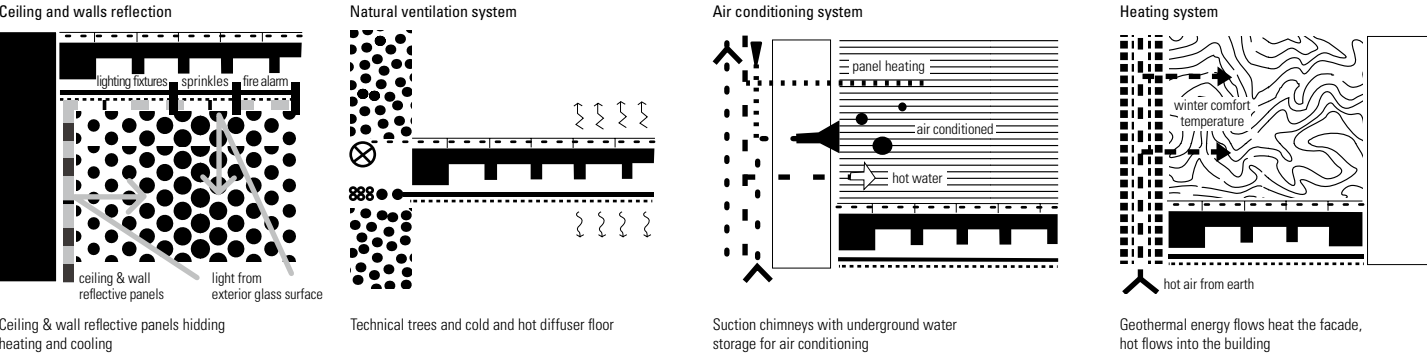


Building footprint

EVALUATION CUT DOWN TREES



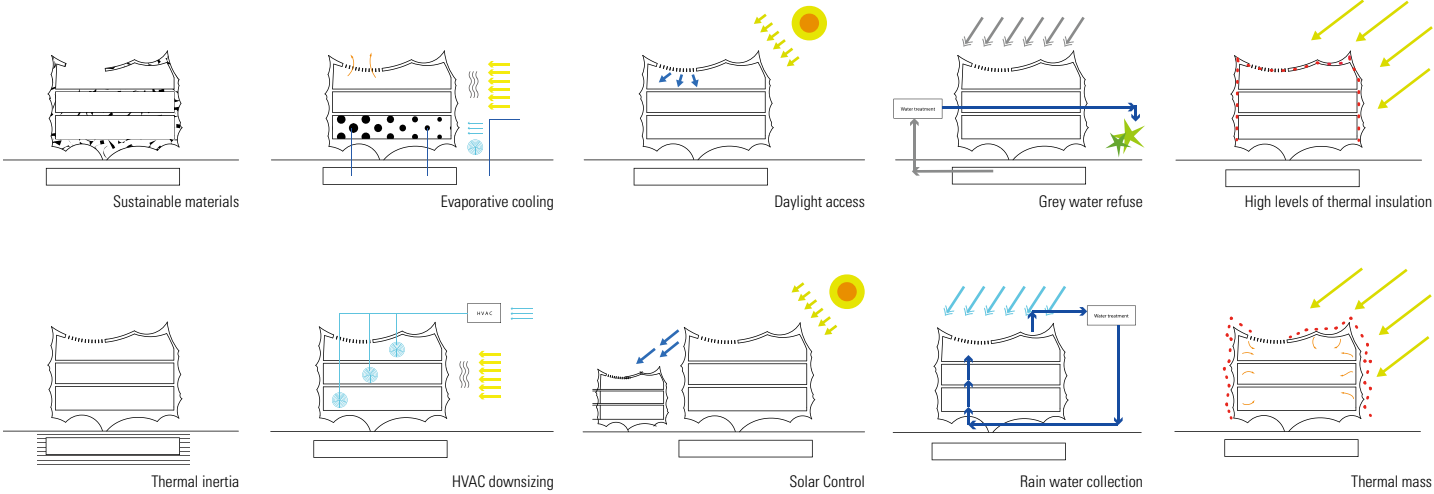




ENERGY CONCEPT

For the concept of this museum, we asked ourselves whether we were capable of building something while maintaining the utmost respect for the natural surroundings, avoiding speaking about sustainability, alternative energy or ecology as a veneer for modernity and political correctness. Perhaps it was ultimately a question of making the most of the qualities of the given natural environment and having a minimum impact on them. We thought that a good way to start might be to adapt the volumetric line of the building to existing forest, leaving the plantation to choose the way it would be experienced. As the starting point for this process, we identified the clusters of trees that work together in the forest while we dared to call everything that lies outside them the anti-forest or a construction-susceptible void. We generated a flat geometry on top of this void to avoid the trunks and take the heights from the existing ground level and the slopes of the roof planes permitted by the by-laws. This operation appeared to be an immensely complex part of the process, and forced us to do numerous tests until we arrived at the solution that met all the parameters at every point of the final volumetrics. What appeared was a non-Cartesian geometry with a faceted volume that adapted to the topographic conditions and the planning requirements, inciting us to resolve the brief for this project in an exciting

space. The geometry is what will define and discover the ways of experiencing the spaces and their relationships with the outside landscape, a surprising, fruitful relationship between a forest and strict regulations. Once inside this fabulous landscape, we want to make the most of its features and open up to the maximum influence of its geometric, light and spatial conditions. From this perspective, the envelopment of the museum has gradually transformed its glass and metal skins according to the proximity of the trees, their ability to provide shade, their presence and the type of program in each specialized finger. So in order to bring all the rooms into direct, intimate contact with the exterior, the skins that define the broken volume have etched transparencies, opacities or screenprints with differing densities on its components, the influence of the forest on this strange object that has invaded the tranquility of its territory. These components are configured as bitten in the building creating an irregular pattern cutting facade. The two museums are independent, but form a single building. Only bind via a connecting space between the permanent exhibitions, but there is another bond between museums is visual because from certain parts of the exhibits you can see the other museum and vice versa. Written by Eduardo Lopez



WATER MANAGEMENT AND ENERGY CONCEPT

이 박물관의 콘셉트를 정하면서, 우리는 대체에너지와 생태환경을 언급하거나 현대성이나 정치적 정당성으로 포장하지 않으면서도, 자연환경에 경의를 표하는 건축물을 짓는 것이 가능한지에 대해 스스로 질문을 던져보았다. 결론적으로 그것은 주어진 자연환경의 특성을 최대한 활용하면서 최소한의 영향만을 끼치는 방법에 대한 질문일지도 모른다. 우리는 건물의 형상을 기존의 숲에 접속시키고, 숲이 자연적으로 채형 방식을 결정하도록 하는 것이 하나의 긍정적인 시작이라 생각했다. 이 과정의 출발점으로 숲에서 어울리는 식물군을 정의하였고, 그 외에 존재하는 모든 식물군을 선불리 숲에서 제외하거나 건축이 가능한 공터로 규정하지 않았다. 나무뿌리를 피해 기존 지반의 높이에서 평평한 형상을 만들고, 법적으로 허용된 각도 내에서 지붕 판을 제작하였다. 이 작업은 대단히 복잡한 과정으로 우리는 최종 형상의 모든 변수를 만족시키는 해법을 찾기까지 수많은 실험을 거쳐야 했다. 흥미로운 공간에서 이루어져 우리에게 간단한 해법을 요구하던 기획요소와 자연환경이 반영된 프로젝트의 많은 면은 반-데카르트 형상이 되었다. 형상에 의해 공간이 정의될 것이고 구조와 외부 풍경 사이의 관계 즉, 숲과 엄격한 규정 사이의 생산적인 관계와 공간을 경험하는 여러 방법들이 발견될 것이다.

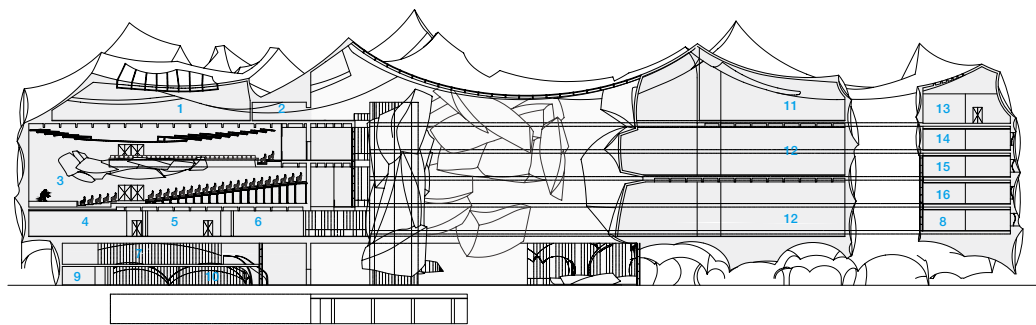
이 멋진 풍경 속에서 우리는 구조의 모든 특징을 활용하고 구조의 형상, 빛, 공간 조건의 영향을 최대한 개방하길 원했다. 이러한 관점에서, 유리나 금속 표면으로 이루어진 박물관의 외관은 인접한 나무와의 거리, 나무에서 만들어지는 그늘, 나무의 서식지, 그리고 해당 공간의 프로그램 등 각 종류에 따라 서서히 변화되었다. 숲의 평온을 침범하는 이 낯선 물체가 미치는 숲의 영향력을 모든 공간에 직접적이고 친밀하게 접촉할 수 있도록 하기 위해 부서진 볼륨을 나타내는 표면에는 투명함과 불투명함, 또는 스크린 프린트가 구성요소로 다른 밀도를 가진 채로 새겨져 있다. 이런 요소들은 건물을 베어 문 듯, 외관을 절단하는 불규칙한 패턴이 생성되도록 설정되었다. 두 박물관은 독립되어 있지만 하나의 건물을 형성한다. 하나로 형성된 형태 이외에도 특정 전시관에서는 다른 쪽 박물관을 눈으로 확인할 수 있어 이는 두 박물관을 시각적으로 연결시켜준다. 글: 에두아르도 로페즈

Location	Budapest, Hungary	Use	Museum	Building area	50,000m <sup>2</sup>	Site area	25,900m <sup>2</sup>	Project	
director	Eduardo Lopez	Status	International Competition	Year	2014	Editorial designer	Shin Min-Ki		
Editor	Park Ji-Il								

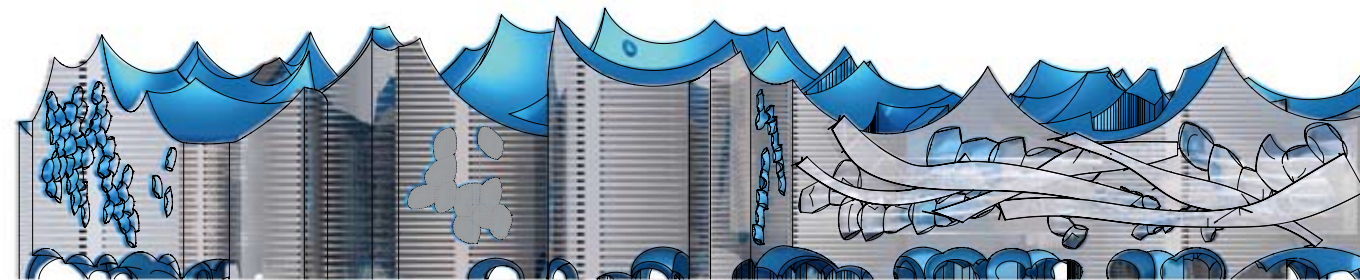




- |                     |                         |                         |                          |
|---------------------|-------------------------|-------------------------|--------------------------|
| 1 GAIA LAB          | 5 WORKSHOPS             | 9 KITCHEN               | 13 SPRINKLER CENTER      |
| 2 GAIA HALL         | 6 WORKSHOP STORAGES     | 10 OTHER SHOP TO LET    | 14 SECURITY DEPARTMENT   |
| 3 EVENT HALL        | 7 CAFETERIA             | 11 TEMPORARY EXHIBITION | 15 EXHIBITION DEPARTMENT |
| 4 TEMPORARY STORAGE | 8 COLLECTION DEPARTMENT | 12 PERMANENT EXHIBITION | 16 FACILITY MANAGEMENT   |



SECTION

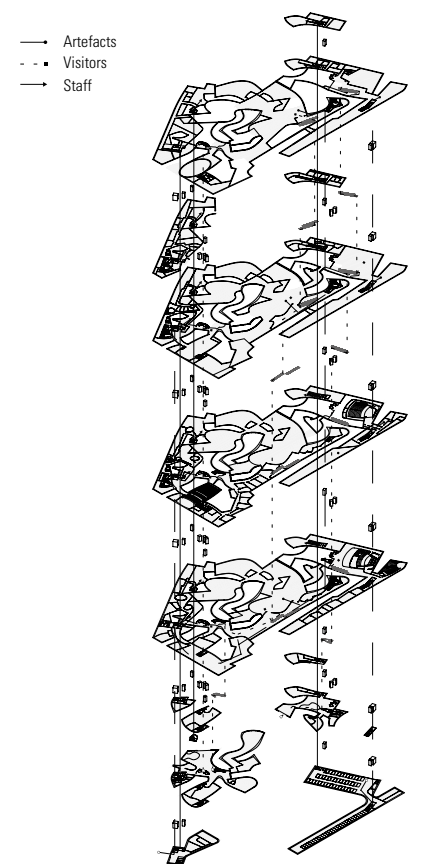


ELEVATION

- |                     |                                |         |
|---------------------|--------------------------------|---------|
| 1 KITCHEN           | 6 ENTRANCE HALL                | 11 CAFE |
| 2 OTHER SHOP TO LET | 7 LECTURE HALL STORAGE         | 12 SHOP |
| 3 VIP LOUNGE        | 8 LECTURE HALL                 |         |
| 4 CLOARKROOM        | 9 EXHIBITION SCULPTURE STORAGE |         |
| 5 AUDIOGUIDE & INFO | 10 EXHIBITION SCULPTURE        |         |



FLOOR PLAN



AXONOMETRIC