

The House of Art and Culture

Design Description

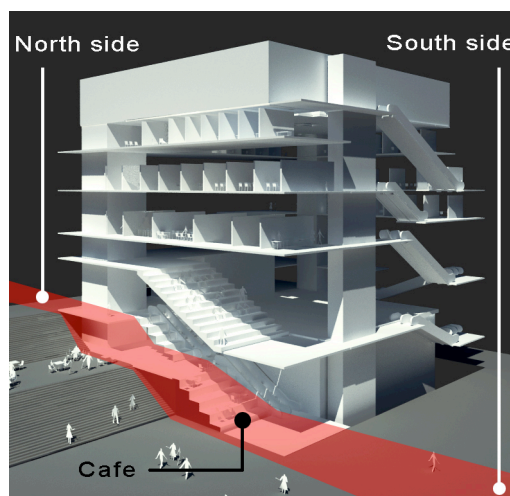
Window Script

We think the house of arts & culture is a place without boundaries, a place to freely express ideas and a place for participation and interaction. It is a culture incubator not only to the art and artist, but also more important to the public.

Urban contexts

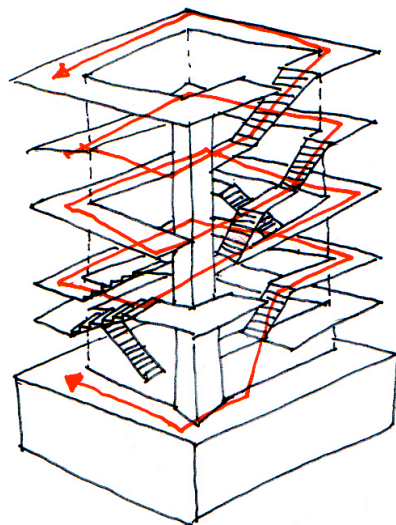
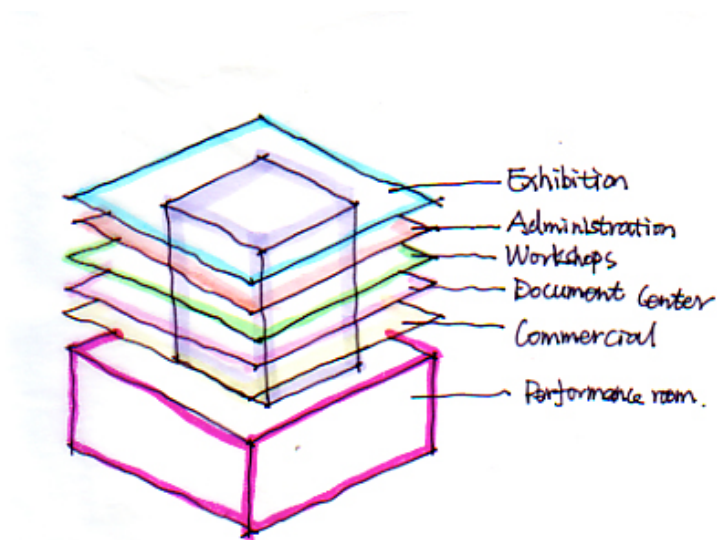
Because of the hot and dry weather condition, close and self-contained is the main building type in Middle East area. We refer to this type and propose our building as a box volume. From the exterior appearance, it looks not much difference with local buildings, a close box with small windows on it, but in fact it is an open building connecting tightly with surroundings.

The site has eight meter differences from north to south. We propose a big stair to connect two sides and the nearby square. The entrances of building are located by the side of the stair. The stair has **multifunction** as circulation passage and public square. The side of the building close to the stair is open at the first and second floor, providing coffee facilities to connect urban activities. People can access building from both north and south sides of the site. The car access passage is set at the west side of the site, directly connecting to the underground car park.



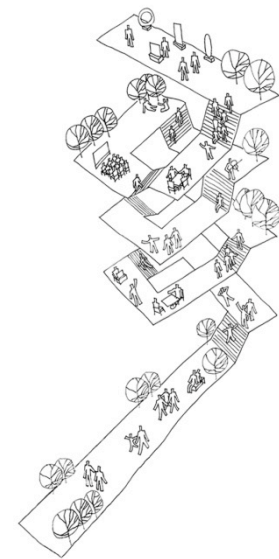
A BOX—functions

Theas nine floors, 40.4 meters high. Theater is set at the underground floor and exhibition hall on the ninth floor. Document center, workshop and cinema hall are divided from first to eighth floor. The lobby is set on the top of theater performance hall, which is twenty four meters high, receiving the light from the roof and surrounded by the other spaces.



Extension of public space

The division between interior and exterior is very clear in the traditional buildings. One main function of the wall is to separate the inside from the outside and block the outside space invading into the interior. We hope our building can break the boundaries of walls and extend exterior public space into the building. People can walk directly through the outside square into the building and arrive in the exhibition hall on the highest floor through public circulation set along the peripheral of the building. This is a space sequence from public, semi public to interior space. With the movement in the building, people can get different space experience through arranging different space in different location, which means with moving in the building, space is also constantly changing, sometimes big, bright and active, sometimes small, dark, and stable. People do not know what will happen to them on the next corner or passage when they are moving in the building. This will arouse their great curiosity to attract them to explore the whole building. Here, exterior space is imported into the interior. Walls are emancipated from the division function and only existing as a closing structure. At the same time, building function has been greatly expanded except its original programs, because people's activities increase a large number of unexpected informal programs, which make building not only a single physical block, but a place for free communication and interaction.



urban landscape:
vertically extended into art center

Window script

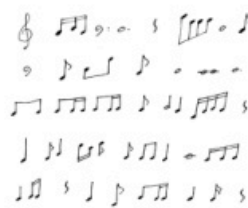
In traditional meaning, window is used to provide light and ventilation. In our building, we hope windows can function more except its original use. It could be a place for temporary art show, a place for viewing deck or plant balcony, a place for chatting or reading, and a place for nothing just open for relaxing. It is a window, and it is also a public space. In this meaning, we think the shapes of windows can be flexible and variable as an esthetics element to **interact** with façade and space. We also hope to use changing windows to express the building's specialty and distinguish it from surrounding buildings. So in this building, window is not only a window, it is more like an apparatus **mutation** blending of different building components. Here, window can be a programmed space or just a lighting device, which are **interactive** and **stimulated** between each other.

The shapes of windows are inspired by Arab calligraphy, we imagine the musical rhythm behind. We visualized them into a group of moving clouds, they are varied in sizes in order to fit all kind of functions as extended program.

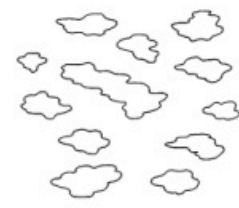
WINDOW SCRIPT

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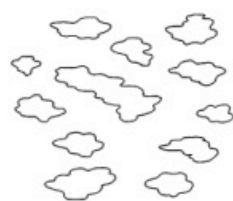
Arab calligraphy



music note



changing cloud



changing cloud



extended programme



multiple purpose windows