

HOUSE OF ARTS AND CULTURE

The Lebanese - Omani Center



Background

The history of Beirut that began with the Mediterranean trade has been layered various cultures and histories with progress of generation.

The matters imported from outside come out as city landscape directly and produce a unique atmosphere in Beirut.

Meanwhile, it is regrettable circumstance that “recognized square of somewhere” and “recognized building of somewhere” have been mixed with the Middle Eastern color without doubt, and lack for the consistency of a city, and in the result, become such a treasure box of kitsch buildings.

Needless to say, a series of new progressing projects is based on such banal and worn-out concept.

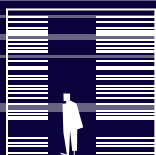
“The HOUSE OF ARTS & CULTURE” is the most important project because of the first culture center in Lebanon, which will develop in future as the remarkable city in the cultural climate in the world.

What type of architecture is suitable to throw down in this city?

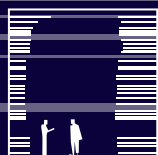
What kind of topos to send a message from Beirut as the nest of new art in the 21 century?



stair



passage



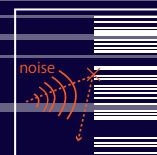
large space



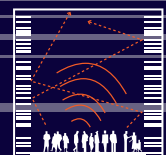
furniture



wind-control



sound-control



sound-control2

Concept

No idea from existing program around the world is needed.

Art desires freedom, and Beirut desires new institution existing nowhere all over the world.

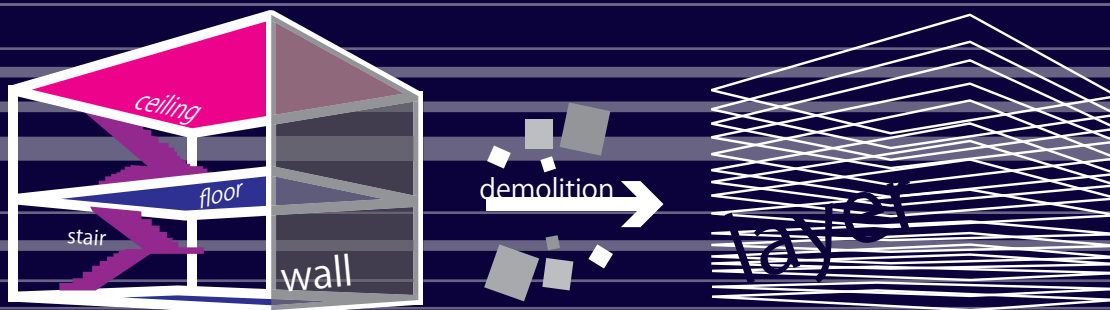
We have prepared our solutions as follows to respond to those desires.

1. Deconstruction on the composition of “floor, wall and ceiling”

In the history of architecture (dwelling) that began at prehistory, thinking of “architecture as a shelter” to protect human being from various natural disasters was transformed to fixed concept of “architecture as the composition of floor, wall and ceiling” before one knows as time goes on.

In the 21century, our thinking has evolved beyond the predecessor’s imagination.

We must seek the existence of architecture beyond that fixed concept, and make it realize.



architecture ≠ floor/wall/ceiling

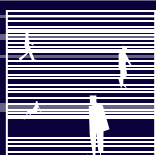
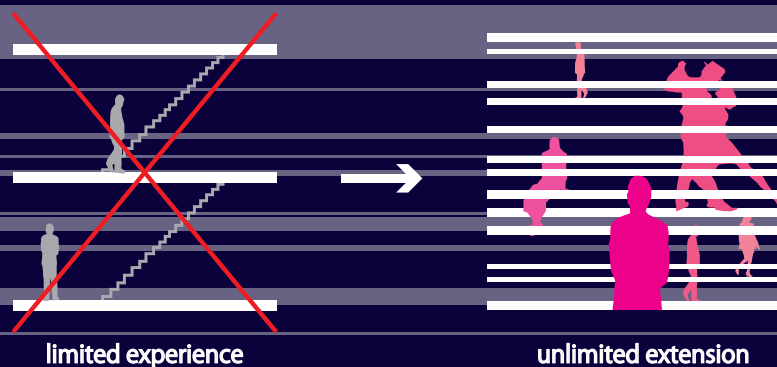
2. Deconstruction of the concept of “story”

As long as existing of the concept of “story”, we are forced to have limited experience on some fixed situation (height).

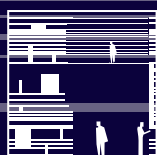
Despite unlimited extension of human’s surrounding space . . .

The art that desires free expression does not need such limited space.

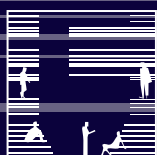
We must not shrivel the idea expanding more freely, limitlessly . . .



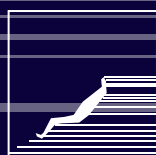
visual effects



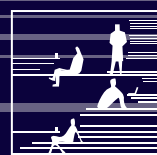
exhibition



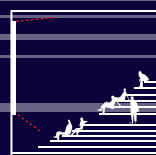
communication



break



cafe/restaurant



cinema



void

3. Deconstruction of “environmental element”.

Who reads the story from the beginning known it’s ending?

Who watches the game known it’s result?

It need not to link from the beginning to the ending.

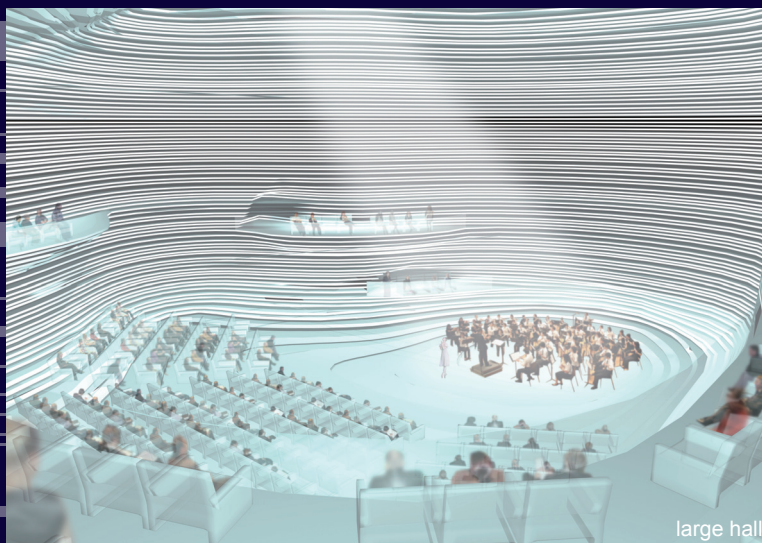
If a spectacle exists in it. If an interest exists in it.

In it, there is a space that divides every existing idea including light, sound and even human.

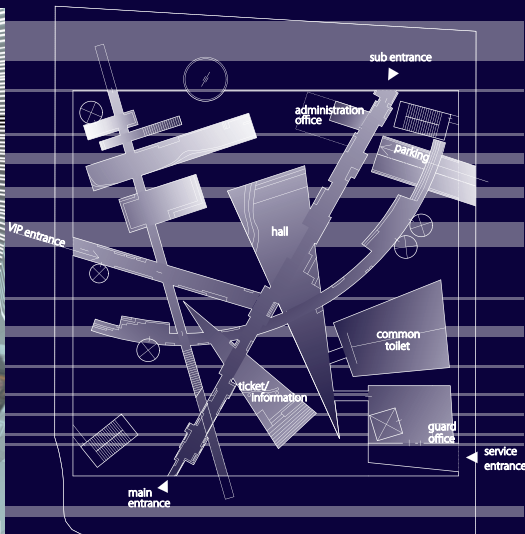
The place that is released from all existing idea, always bears new idea and expression of art, and includes contents suitable for becoming the central base of culture in the world.

It means to have the value of existence beyond the generation.

The experience nobody imagines at present, which people can have here in Beirut . . .



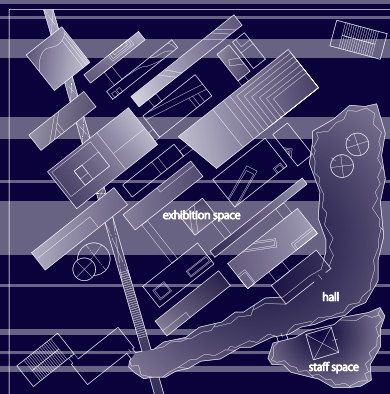
large hall



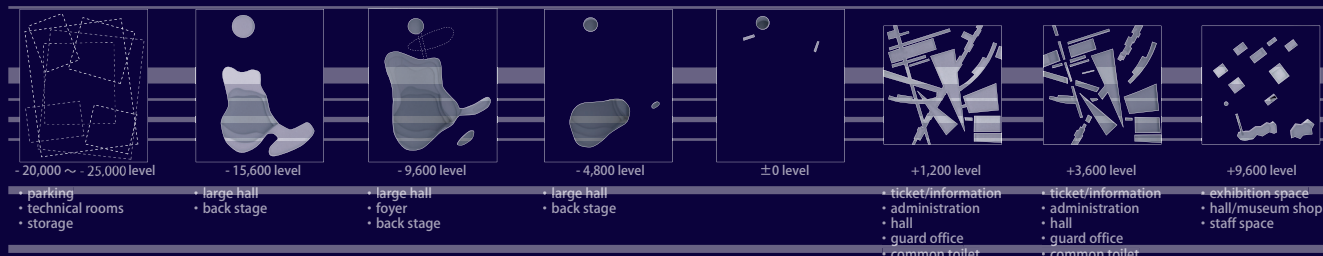
0 plan 1/1000



exhibition



1 plan 1/1000



layers | several level

layers || several level



reception

• One and only existence

• Throwing down “The Layered Architecture” into the environmental buildings that were built along extended line of the existing concept, results dissimulating from surrounding and getting identity.

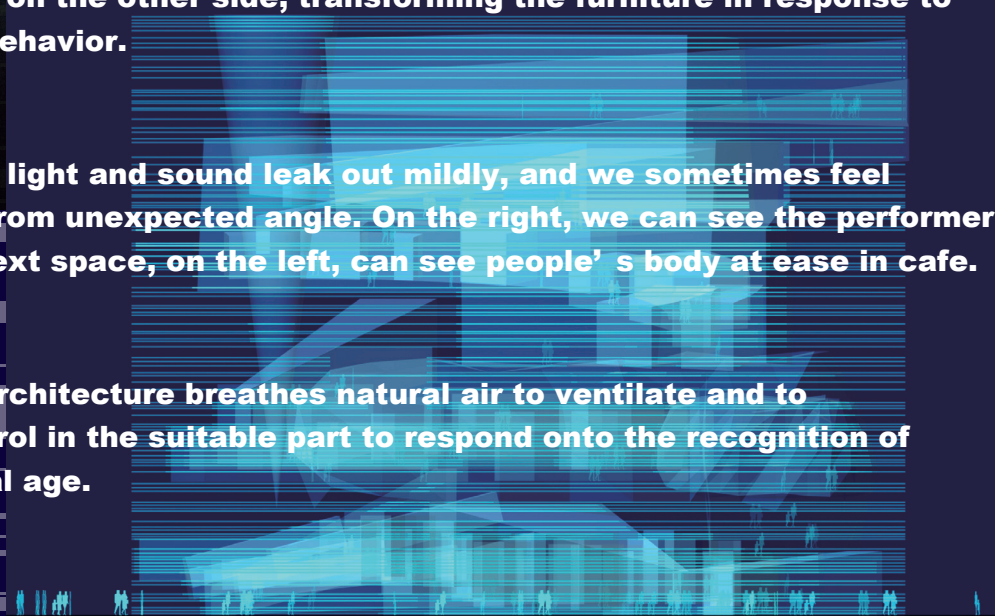
• The linkage interior to exterior is only density of layer. The art performance inside leaks out outside naturally, then oozes out into the city gradually.

• Incoherent interior stimulates each sense of human and change the thinking itself. The experience in this place never go out from visitor’s mind as virus.

• In this place, the layers wind freely, on one side, transforming the place of expression of art, on the other side, transforming the furniture in response to needs of human behavior.

• From the layers, light and sound leak out mildly, and we sometimes feel someone’s eyes from unexpected angle. On the right, we can see the performer’s legs only in the next space, on the left, can see people’s body at ease in cafe.

• In a word, this architecture breathes natural air to ventilate and to temperature-control in the suitable part to respond onto the recognition of geo-environmental age.



north - elevation 1/500



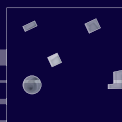
+13,200 level

- exhibition space
- hall/museum shop
- staff space



+15,600 level

- exhibition space
- hall/museum shop
- staff space



+18,000 level

- exhibition space
- cafe/restaurant



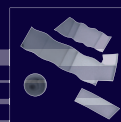
+22,800 level

- cafe/restaurant
- documentation center



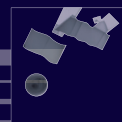
+30,000 level

- small hall
- movie theater
- common toilet
- staff space



+33,600 level

- small hall
- movie theater
- common toilet
- staff space



+38,400 level

- small hall
- movie theater
- cinema, data center
- workshops and training rooms



+40,000 level

- rooftop