



Ocean & Science Museum

Area: 51.740 sqm Year: 2015

Developer: Public

Role: Designer/Team leader/Management

Stage: 0 / 1 / 2 / 3 / 4 / 5 / 6 / 7



"A museum about marine life and science should be like a fantastic trip to discover the knowledge!" That was the idea proposed by our design director.

So we decided to create an iconic shape that can be seen far from land and sea, resembeling an industrial construction like a drilling platform or a submarine coming out of water.

A scientific object made to explore the seas.

The design considered not only the museum but also the surrounding area: access from the road, coastal line, and the mountain forest.

Rock platforms carry you until the entrance under a flying building.

The shape was generated from simple volumetric transformations: elevation, void, displacement, adition. All of them with the aim to create a series of connected outer and inner rich exhibition spaces.

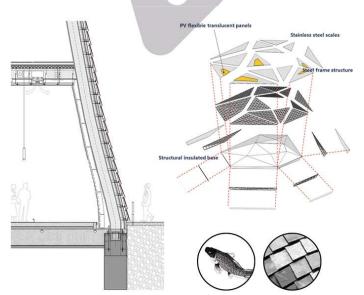




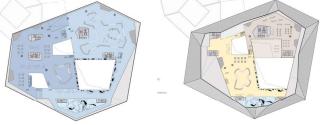




Facade concept design



Level 4 Level 5



Main features explained through cross section

Interior configuration: Different platforms and voids create a pedestrian circulation system that can be continuously adapted to exhibition requirements, so that the museum can always be reorganized.

Building's envelope: A fabric that looks like a submarine from the distance, but like fish scales when you get closer. This organic skin can be used to filter natural ventilation, stop air infiltration, or use the sun to provide light, heat, and energy, thanks to the use of windows and PV panels. Rain water harvesting is also considered from envelope to water tanks in the underground.

