

# # G O P S

GUGGENHEIM-OWNED PUBLIC SPACE







NORTH ENTRANCE





ELELÄSATAMA SOUTH HARBOUR



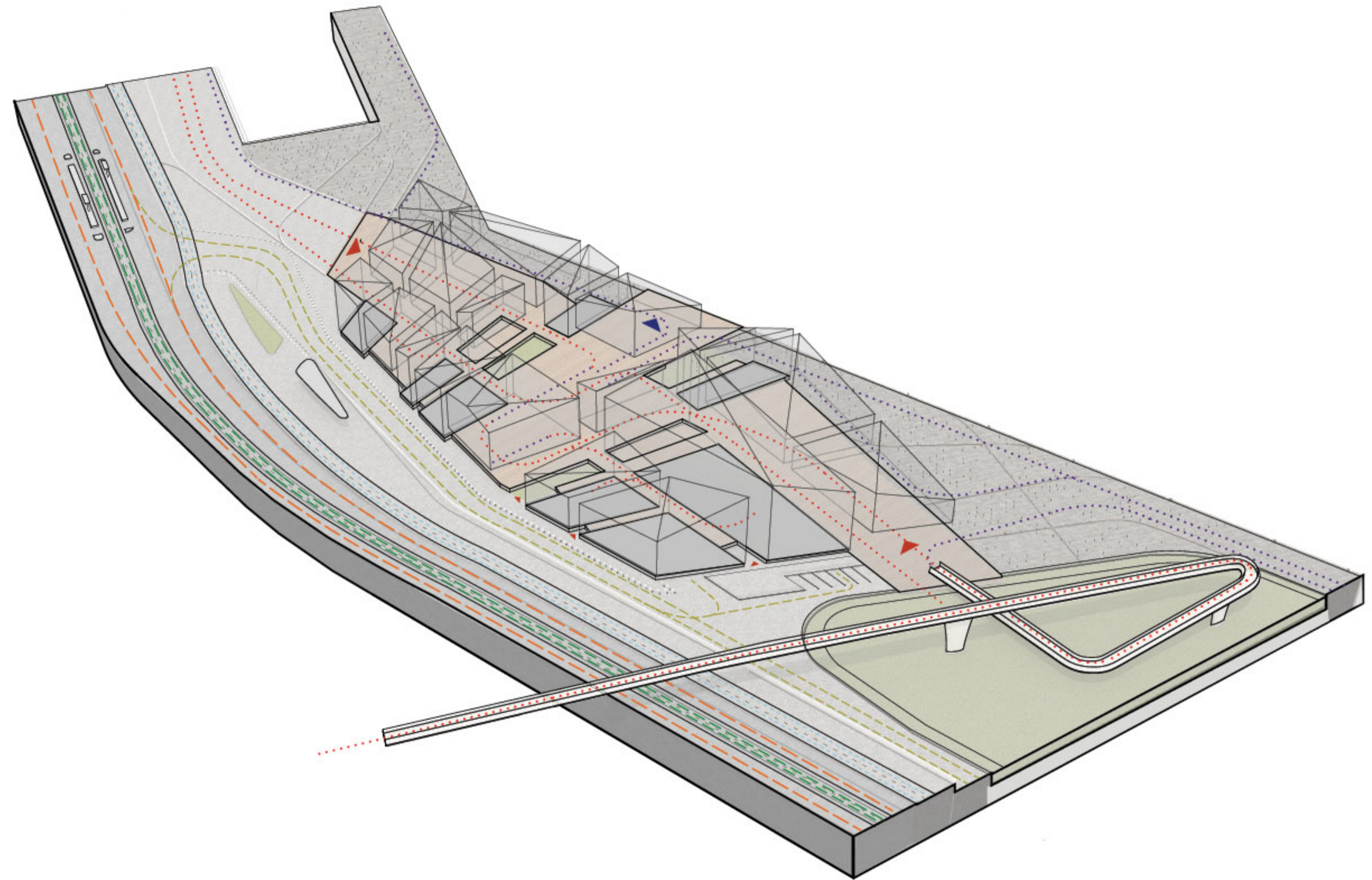


- REFERENCES  
 AFFECTED LANDMARK BUILDINGS  
 1- Design Museum  
 2- Museum of Finnish Architecture  
 3- Military Museum  
 4- Market Hall  
 5- Olympia Terminal

- ACCESSES  
 - - - - - Historic City Center Connection  
 - - - - - Cultural Pathway through Tähtitornin vuori park  
 - - - - - Coastal walk / Olympia Terminal Connection  
 - - - - - Maritime Routes



SOUTH HARBOUR PLAN  
 Nollu Map: Museum Public Ground Floor

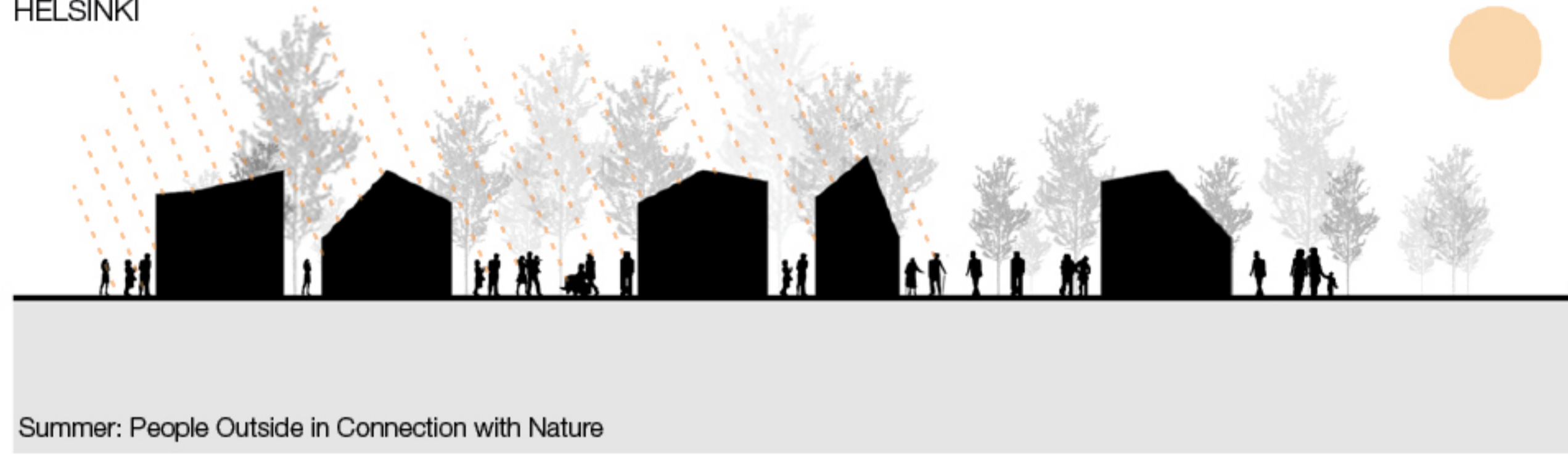


- REFERENCES  
 - - - - - Etelaranta Avenue  
 - - - - - Railway  
 - - - - - Port Traffic  
 - - - - - Bicycle Path  
 - - - - - Internal Museum Circulation  
 - - - - - Pedestrian Coastal Walk

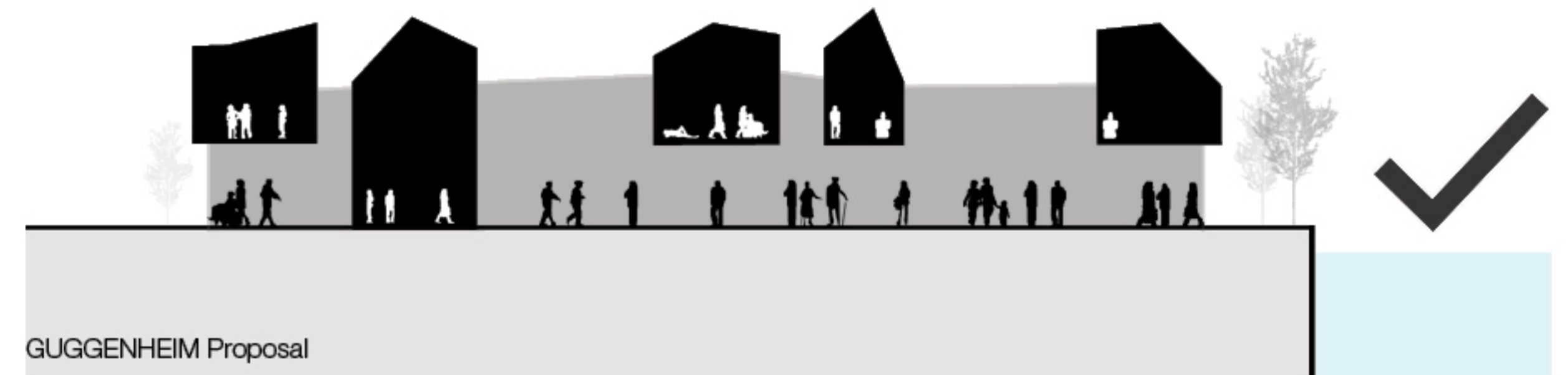
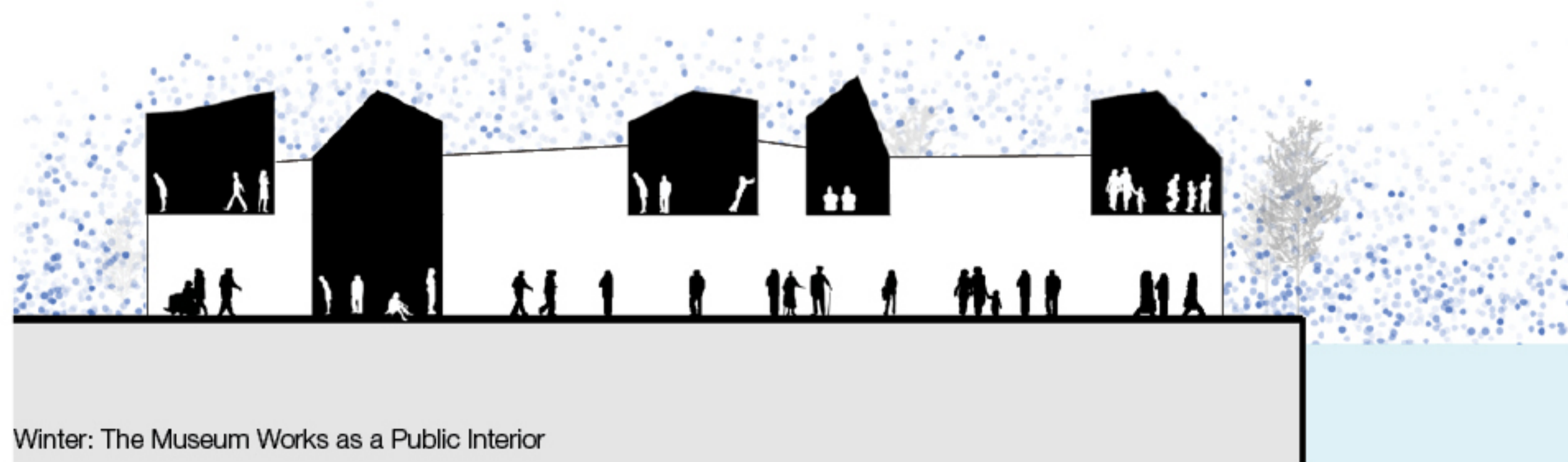
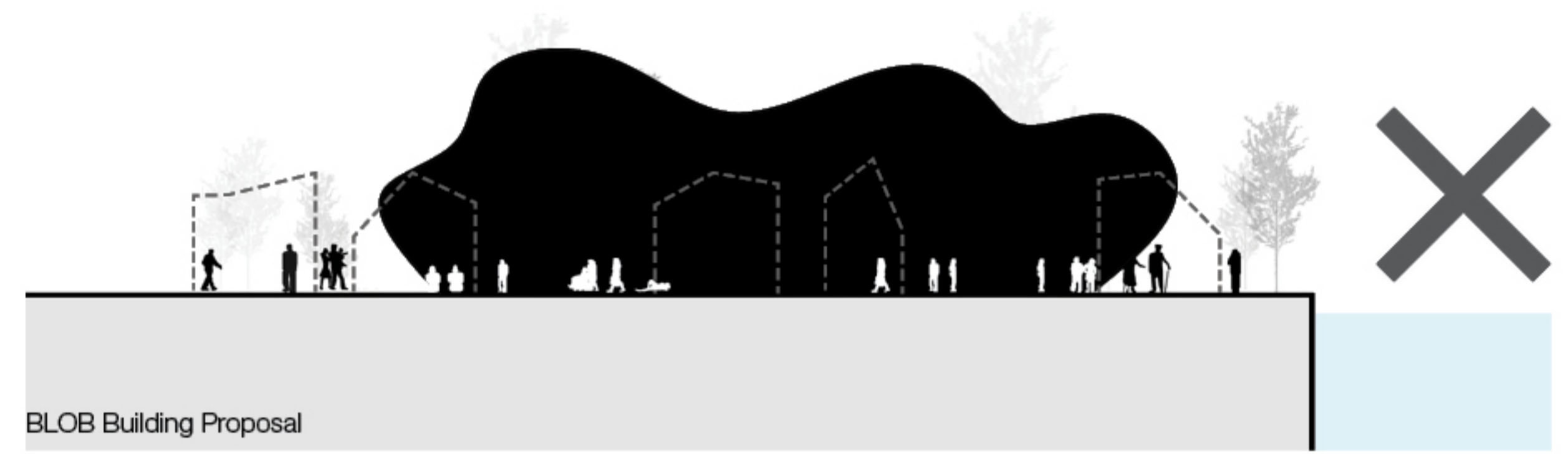
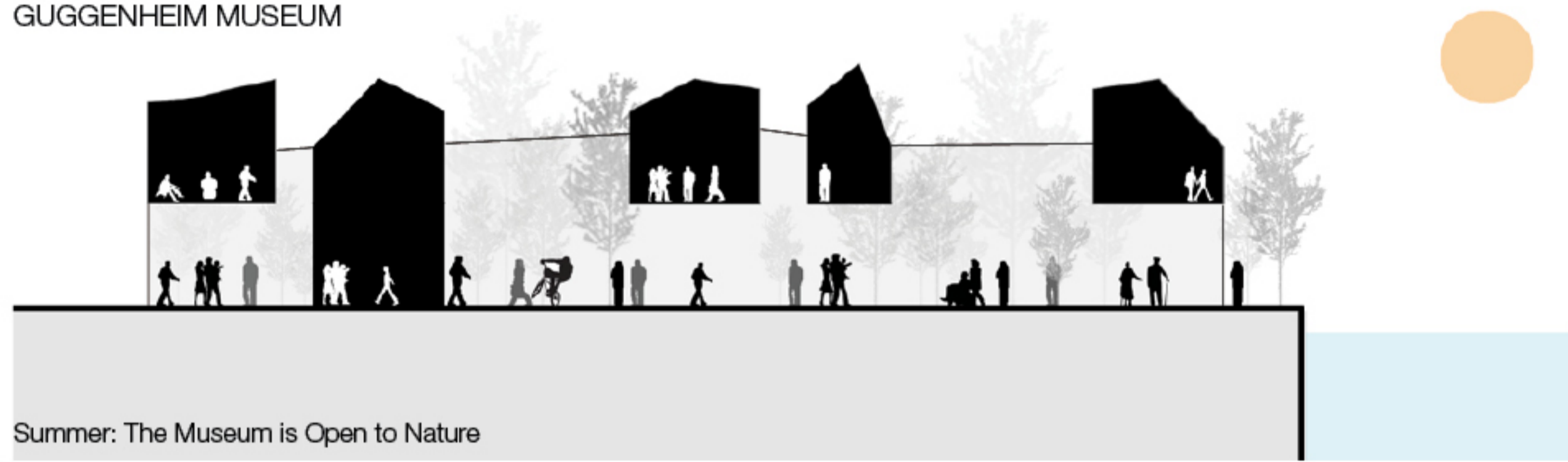
CIRCULATIONS SYSTEMS: A PERMEABLE GROUND FLOOR  
 The Museum as an Urban Infrastructure, Open for Free Circulation



HELSINKI



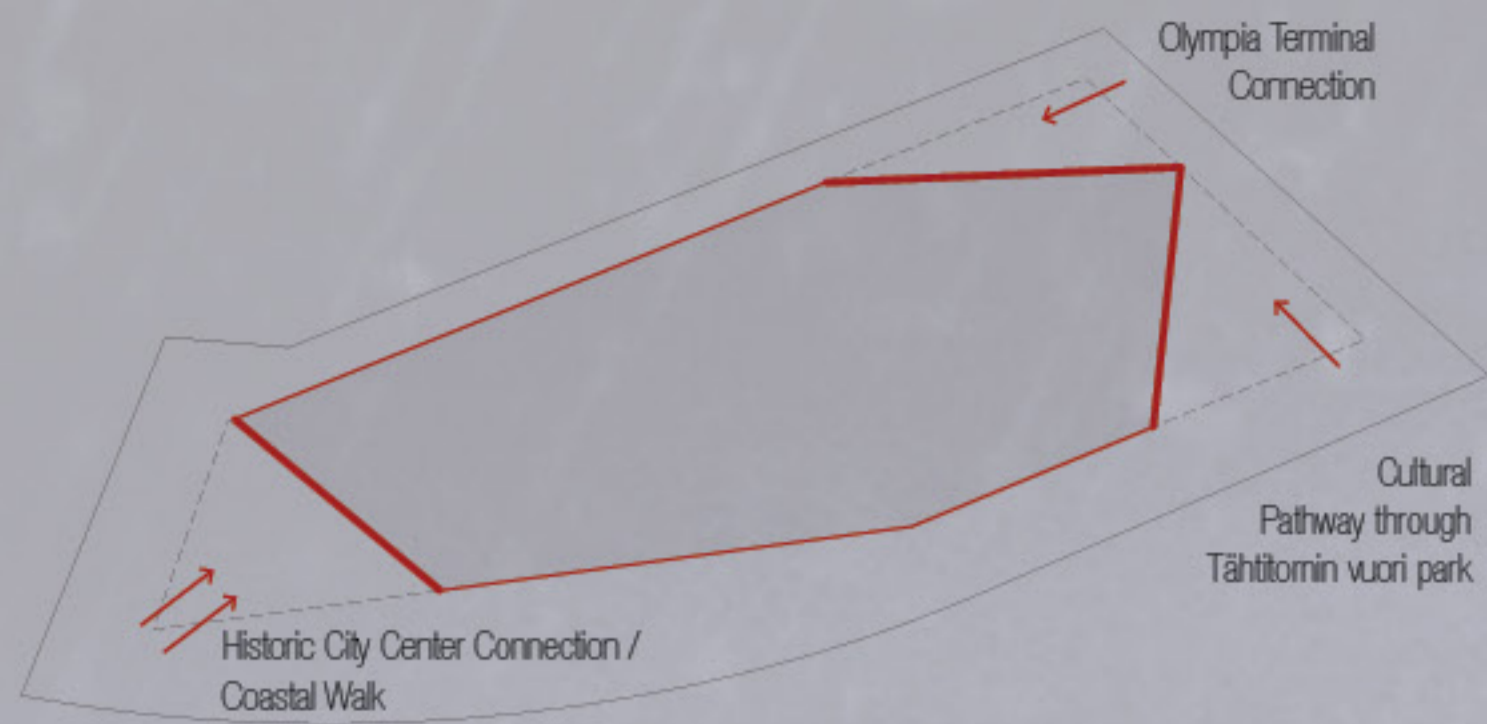
GUGGENHEIM MUSEUM



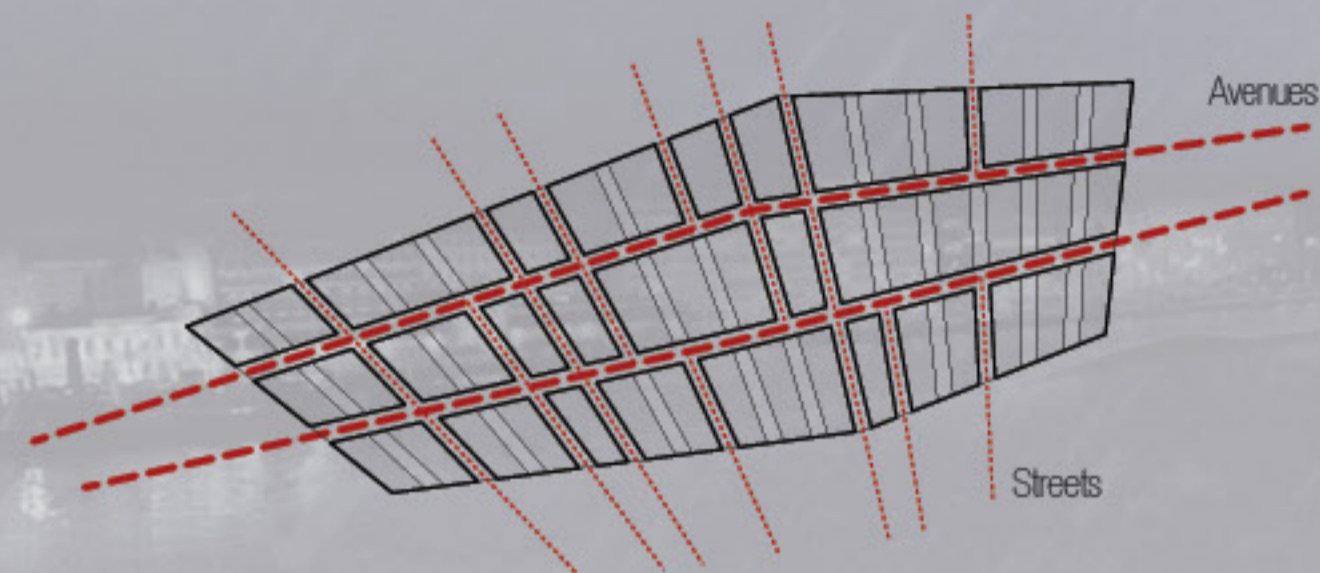


# MORPHOLOGICAL OPERATIONS

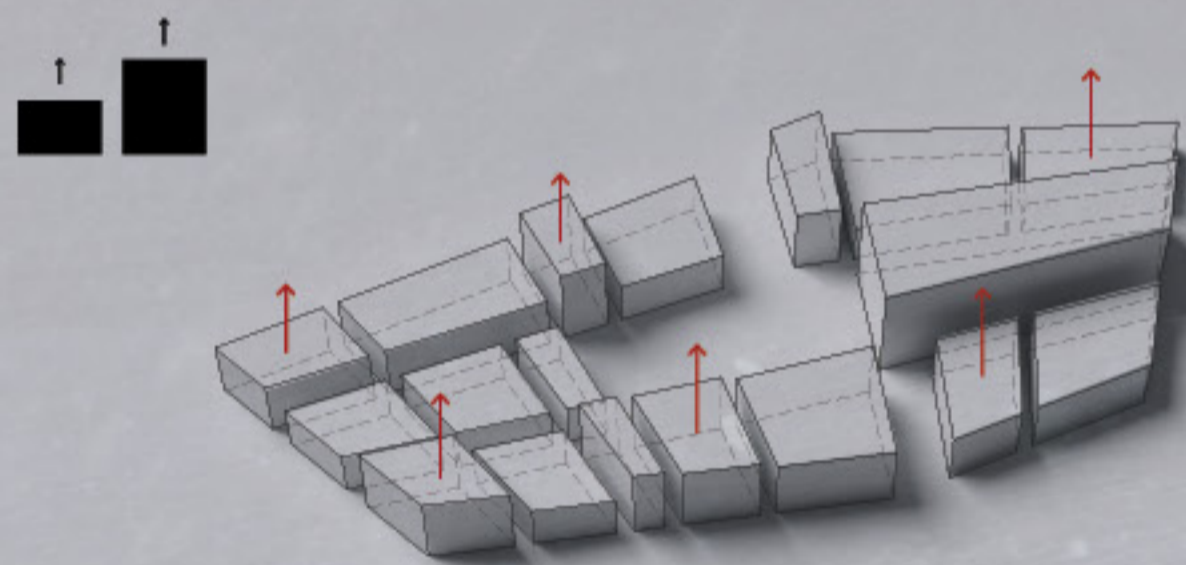
From the Site to the Project



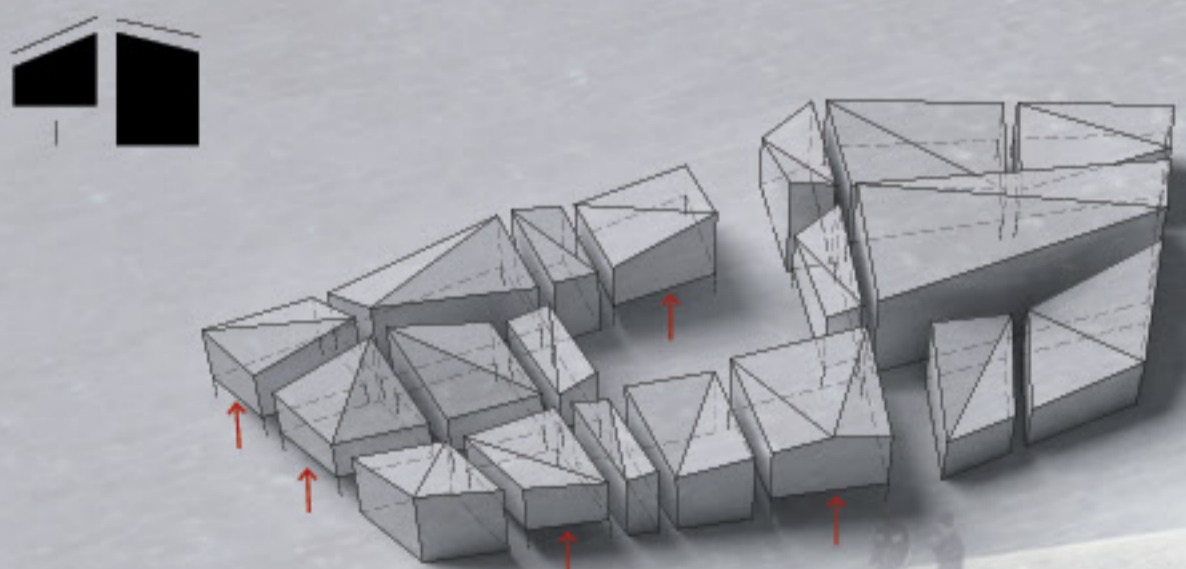
Massing Containment [Retentions / Accesses]



Circulation Fragmentation / Programmatic Grouping



Height Determination according to each Programmatic Function



Programmatic Boxes Elevation



Connection Bridges in the Upper Level

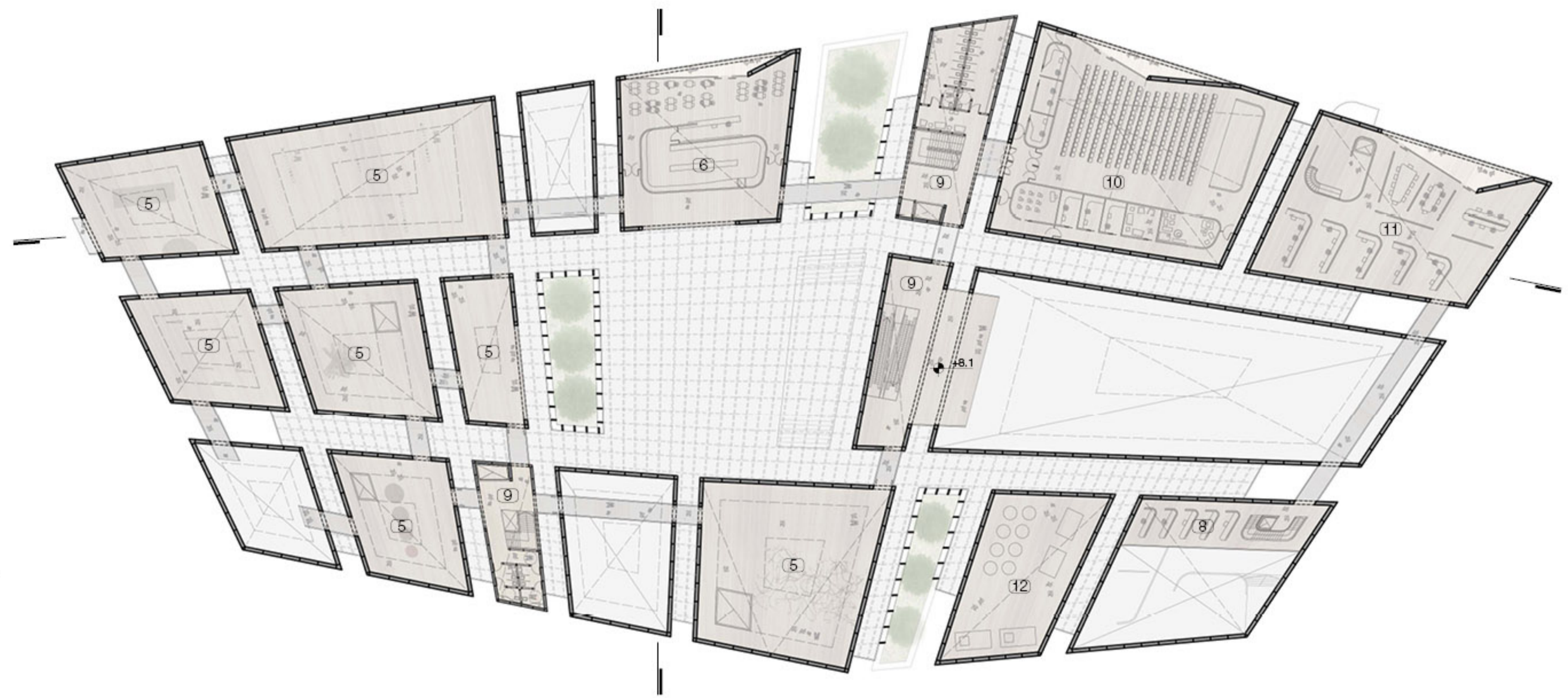






- 1-LOBBIES**  
Social/circulation Spaces
- 2-VISITOR SERVICES**  
Visitor Screening/Bag Check  
Coat Check/Lockers  
Ticketing and Information Desk  
Storage
- 3-MULTI-PURPOSE ZONE**  
Project Space and / or Atrium
- 4-RETAIL**  
Museum and Design Store  
Stock Room and Offices
- 5-EXHIBITION**  
Exhibition Galleries
- 6-DINING**  
Cafe/ Bar  
Formal Restaurant  
Kitchen  
Catering Prep/Staging Area  
Receiving  
Offices  
Trash Room  
Storage
- 7-MAINTENANCE AND OPERATIONS**  
Security Office/Control Room Custodial Office  
IT Server, Workroom, and Staff Offices  
Supply, Equipment, and Seasonal Storage  
Landscape and Grounds Maintenance Equipment  
Staff Lunch Room/Lounge

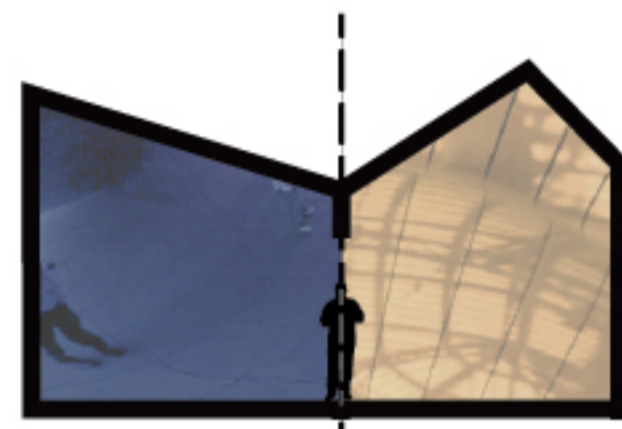
- 8-COLLECTIONS MANAGEMENT**  
Art Storage  
Shipping/Receiving/Crate Storage  
Uncrating/Staging  
Shared Art Prep/Conservation Studio and Equipment Storage  
Registrar, Conservation, Exhibition Design  
Tech Offices
- 9-VERTICAL CIRCULATIONS**  
Restrooms  
Stairs, Elevators
- 10-PROGRAMS AND EVENTS**  
Flexible Performance/Conference Hall  
Green Room  
Control Room/Projection  
Translation Booth  
Movable Stage Platform  
Seating, Stage, and Equipment Storage  
Technical Office  
Dressing Rooms  
Multifunction Classroom/Laboratory
- 11-OFFICES**  
Administrative Offices  
Curatorial, Exhibition Design, Publications  
Archivist Offices Education Offices  
Marketing and Development Offices  
Conference Rooms  
Shared Work Room/Copy Room/File Storage
- 12-TECHNICAL ROOMS**  
Mechanical/Electrical/Plumbing



PLANS  
Ground Floor - Upper Floor



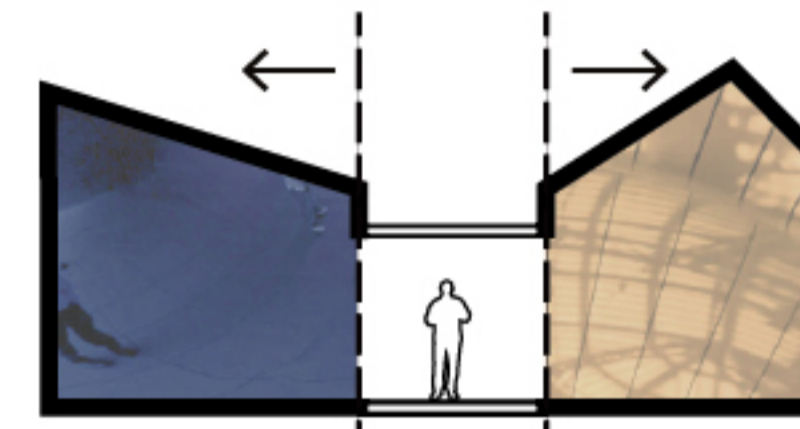
WHY A FRAGMENTED PROGRAM?  
Each Exhibition Galleries as a Unique Atmosphere



Traditional Doorsteps Between Galleries



SATURATION



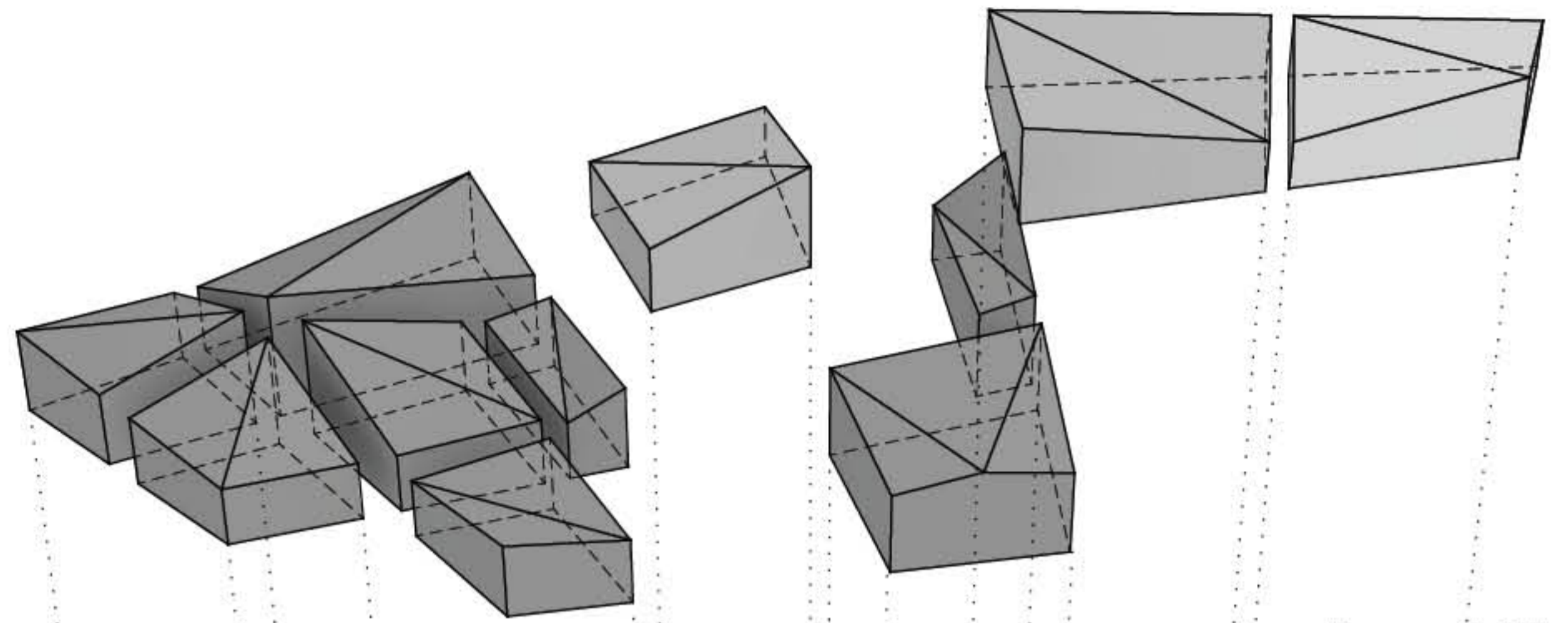
Transitional Spaces to Enhance the Appreciation of Different Collections



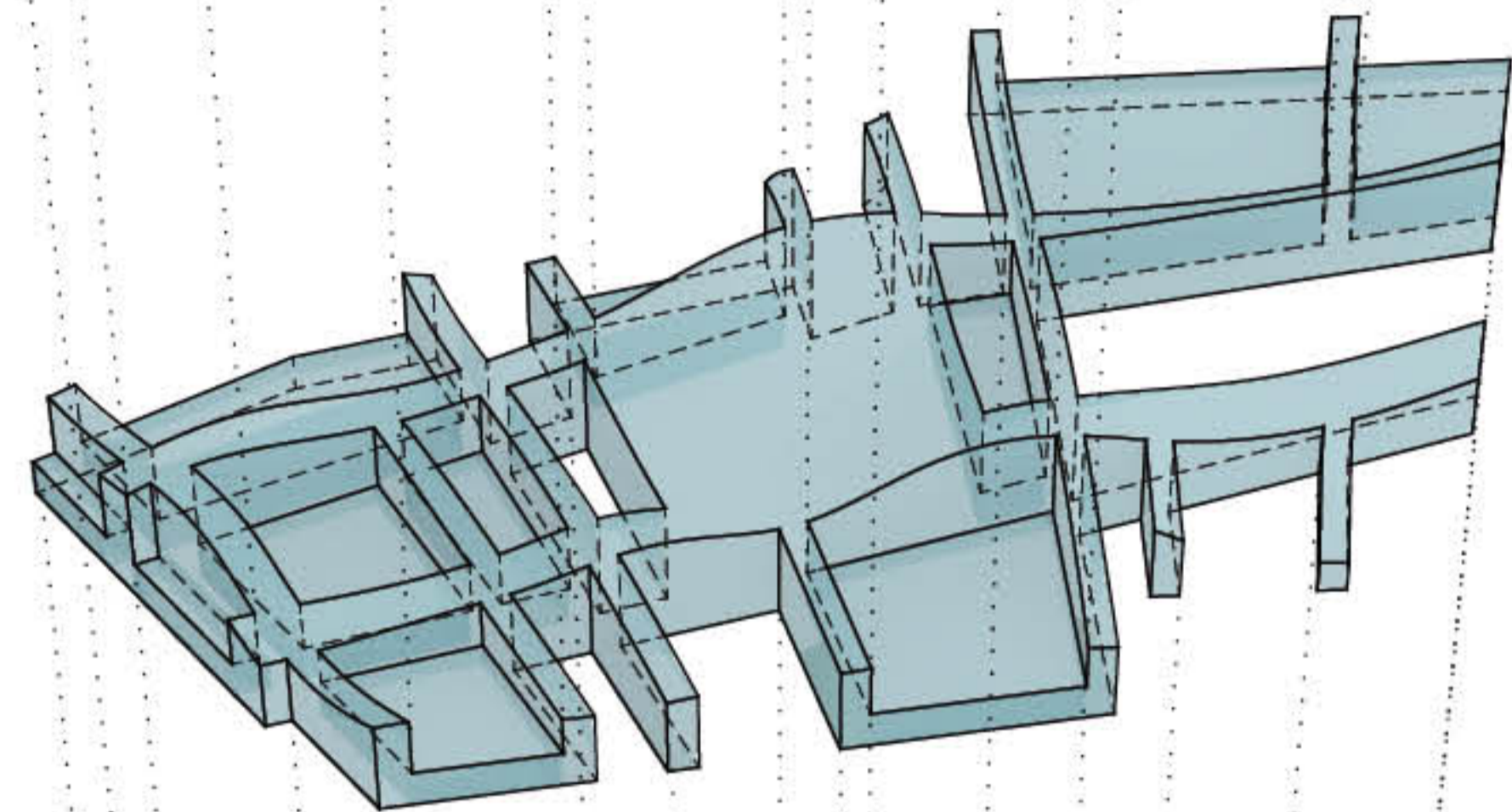
REFRESHING



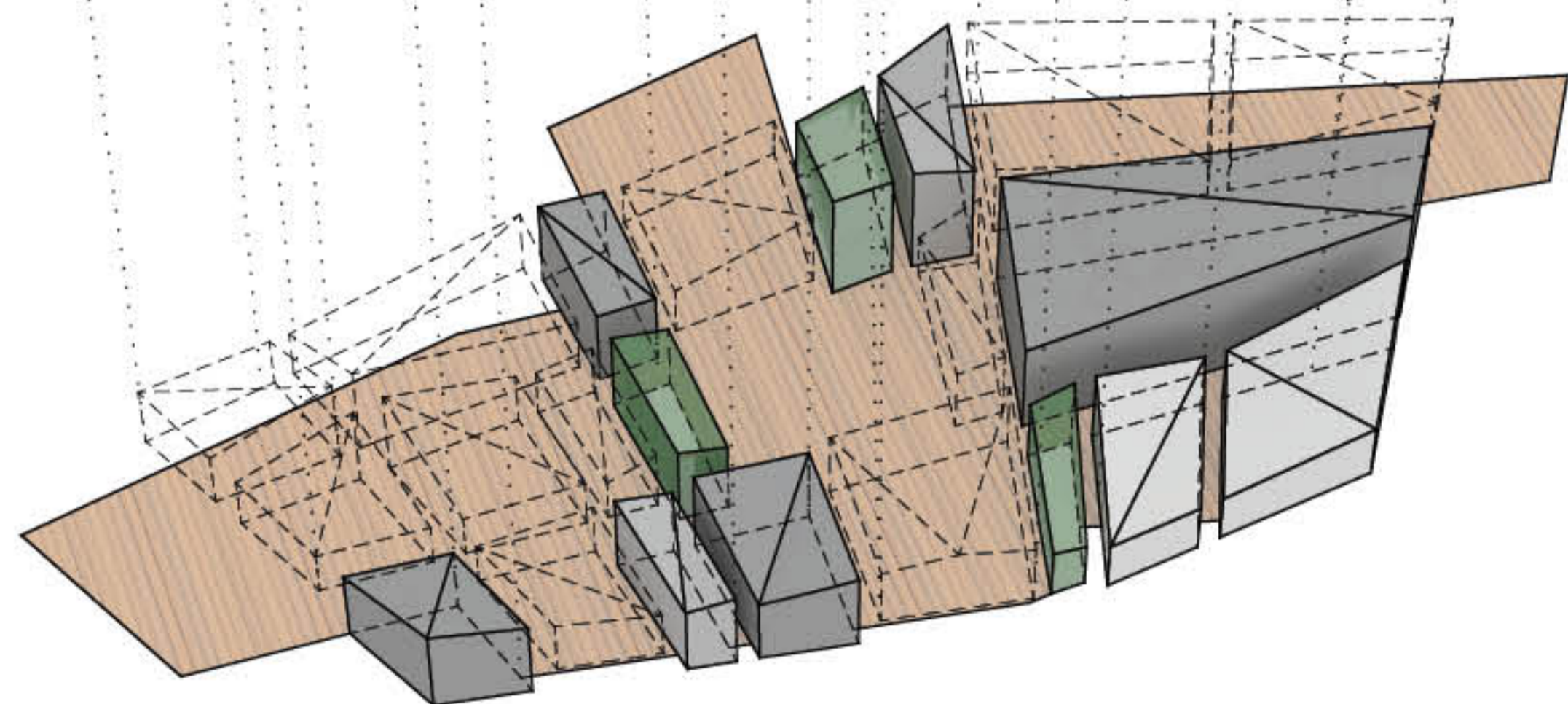




Programmatic Units

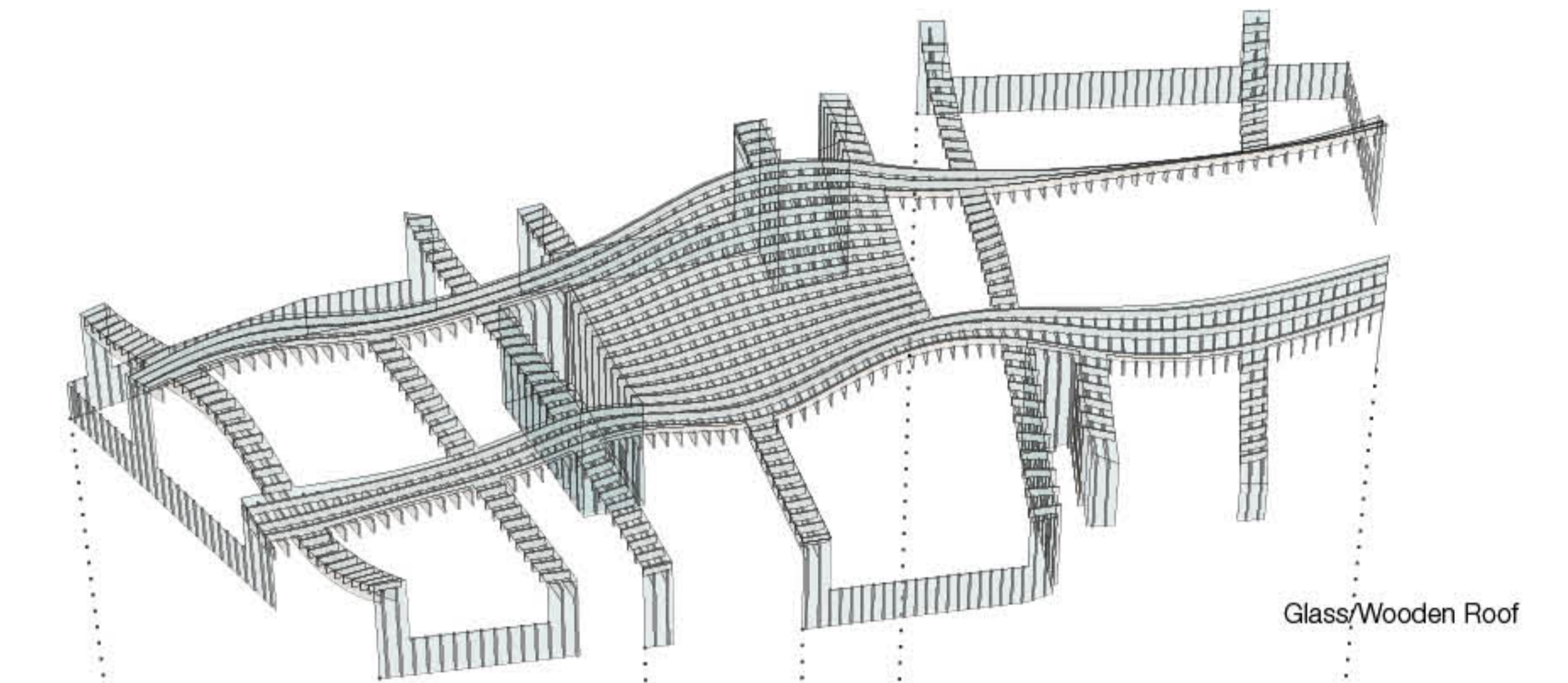


Interstitial Space

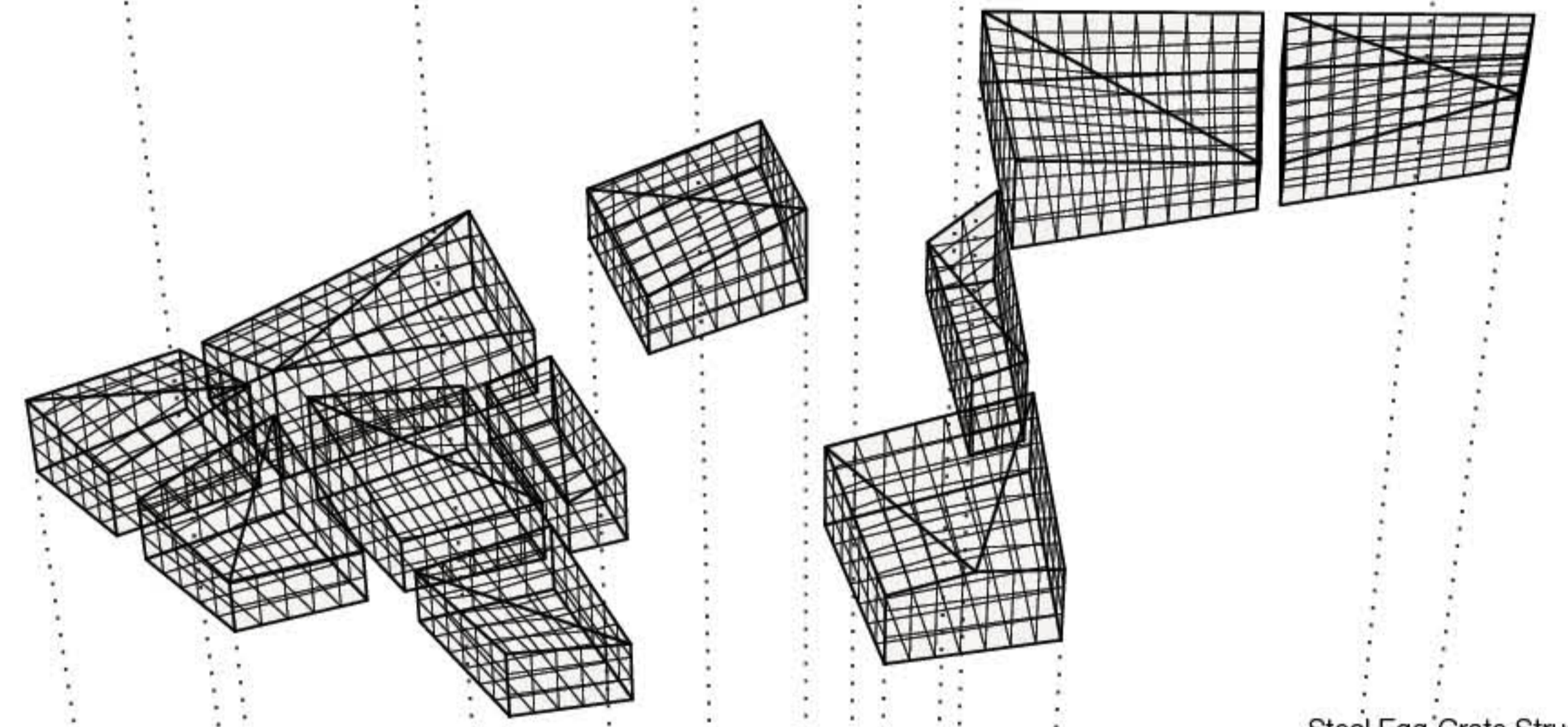


Public Platform

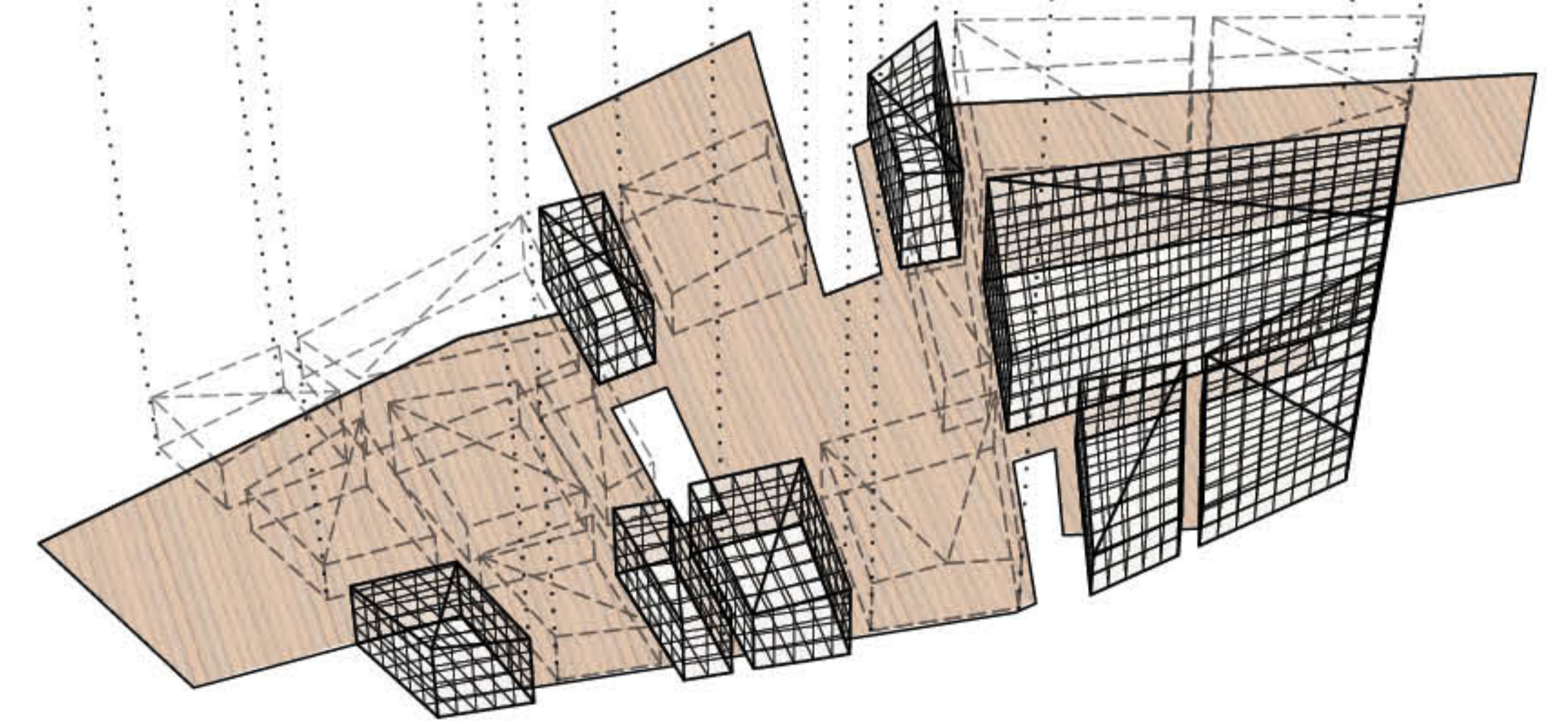
PROGRAMMATIC ELEMENTS  
The Layers of the Building



Glass/Wooden Roof



Steel Egg-Crate Structure



4L Cross Columns

AXONOMETRIC DE-CONSTRUCTION  
The Elements of the Building









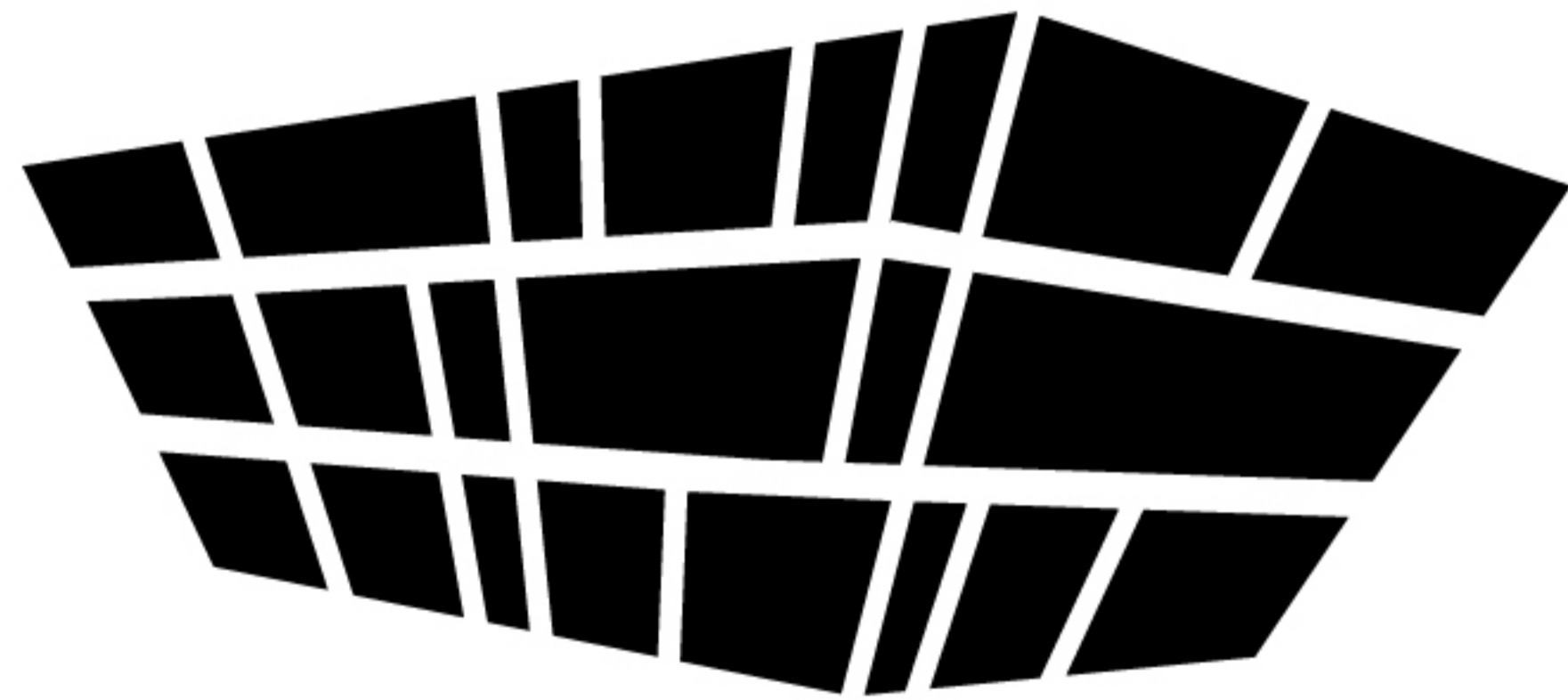
NORTH ENTRANCE HALL



The generative geometry of the building is determined from an interpolated grid that generates a fragmentation pattern. Each program takes its required area by grouping different modules.

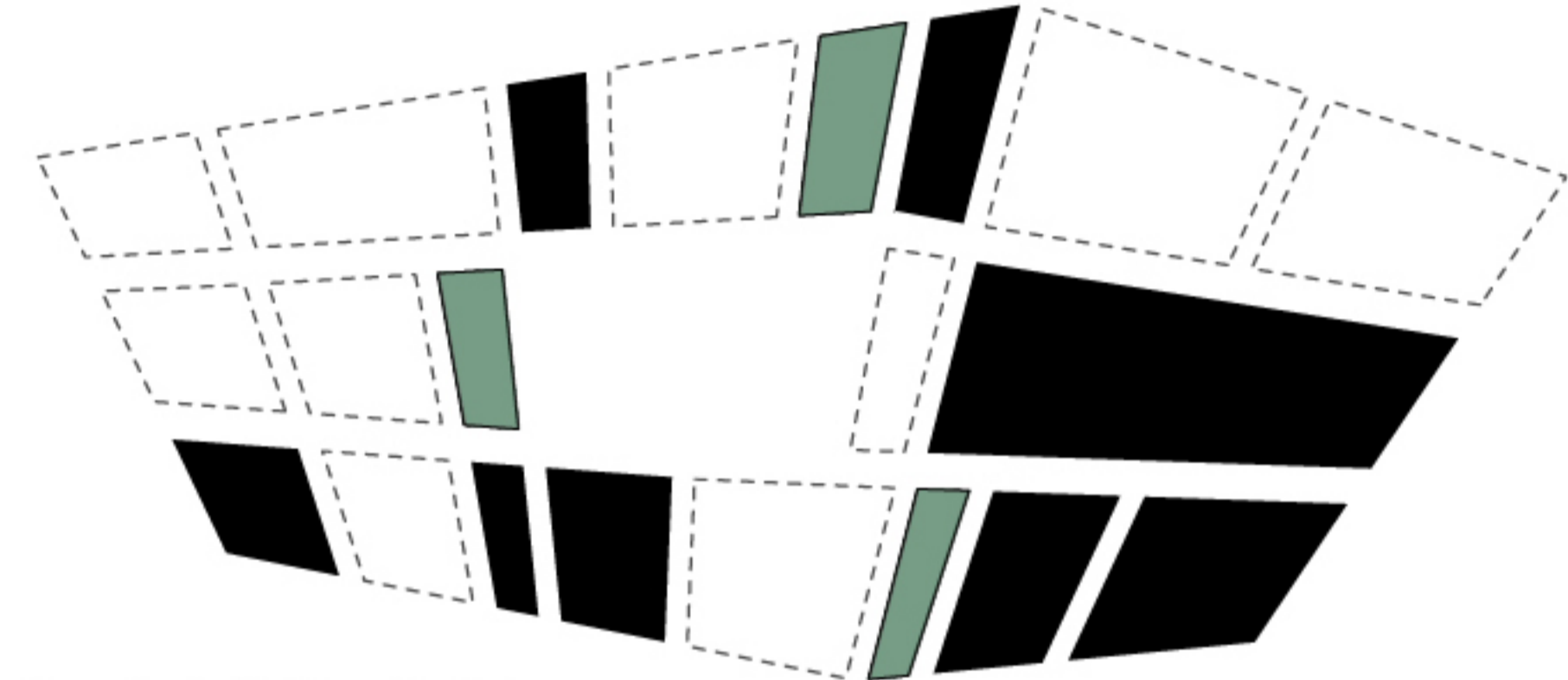


Initial Fragmentation Pattern

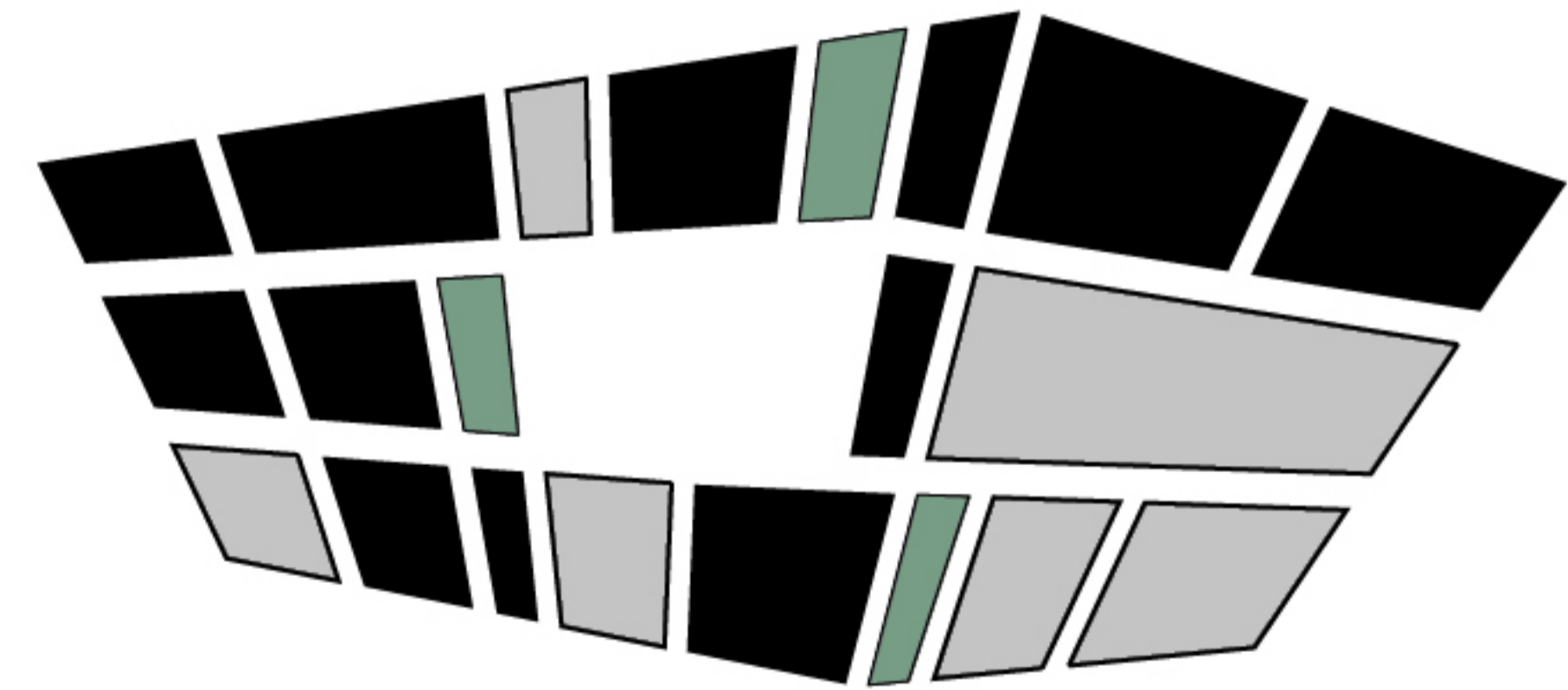


Programmatic Grouping

Then, the programs are extruded and some of them raised, providing the ground floor with free space that gets attached to the streets becoming a continuous open space.



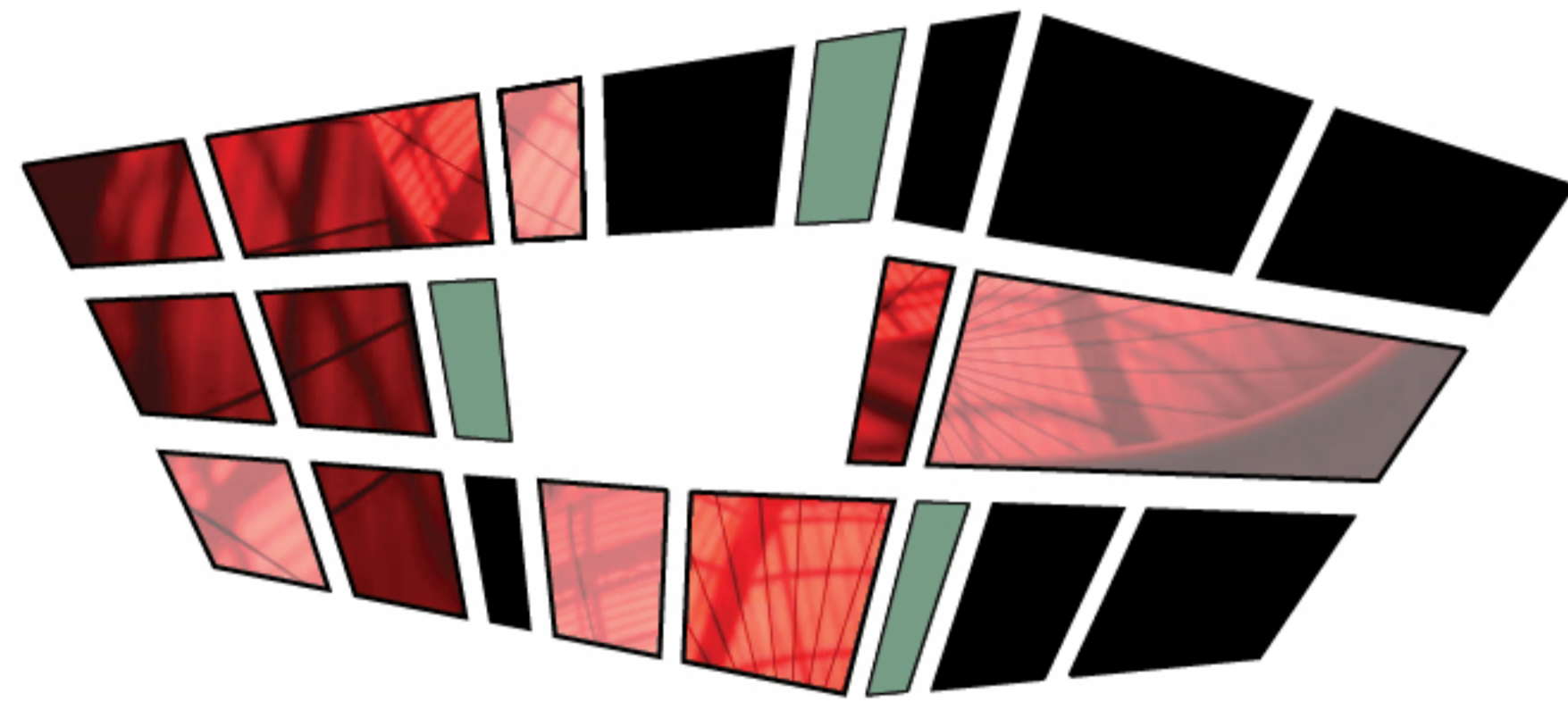
Ground Level: Public Space Continuity



Upper Level: Private Space Discontinuity

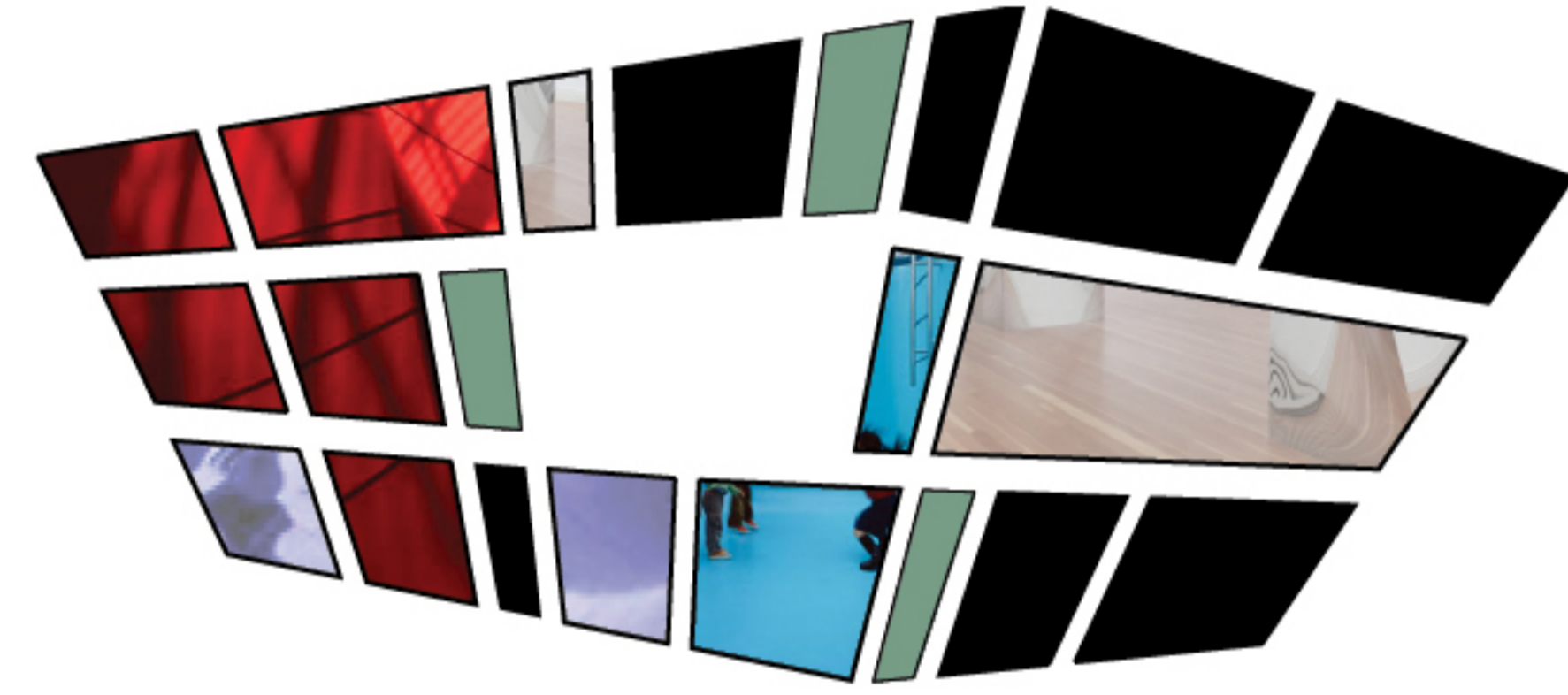


The fragmentation of the galleries allows multiple configurations, in which this design philosophy conceive each exhibition as a new world. It also permits individual exhibitions change overs without affecting the rest.

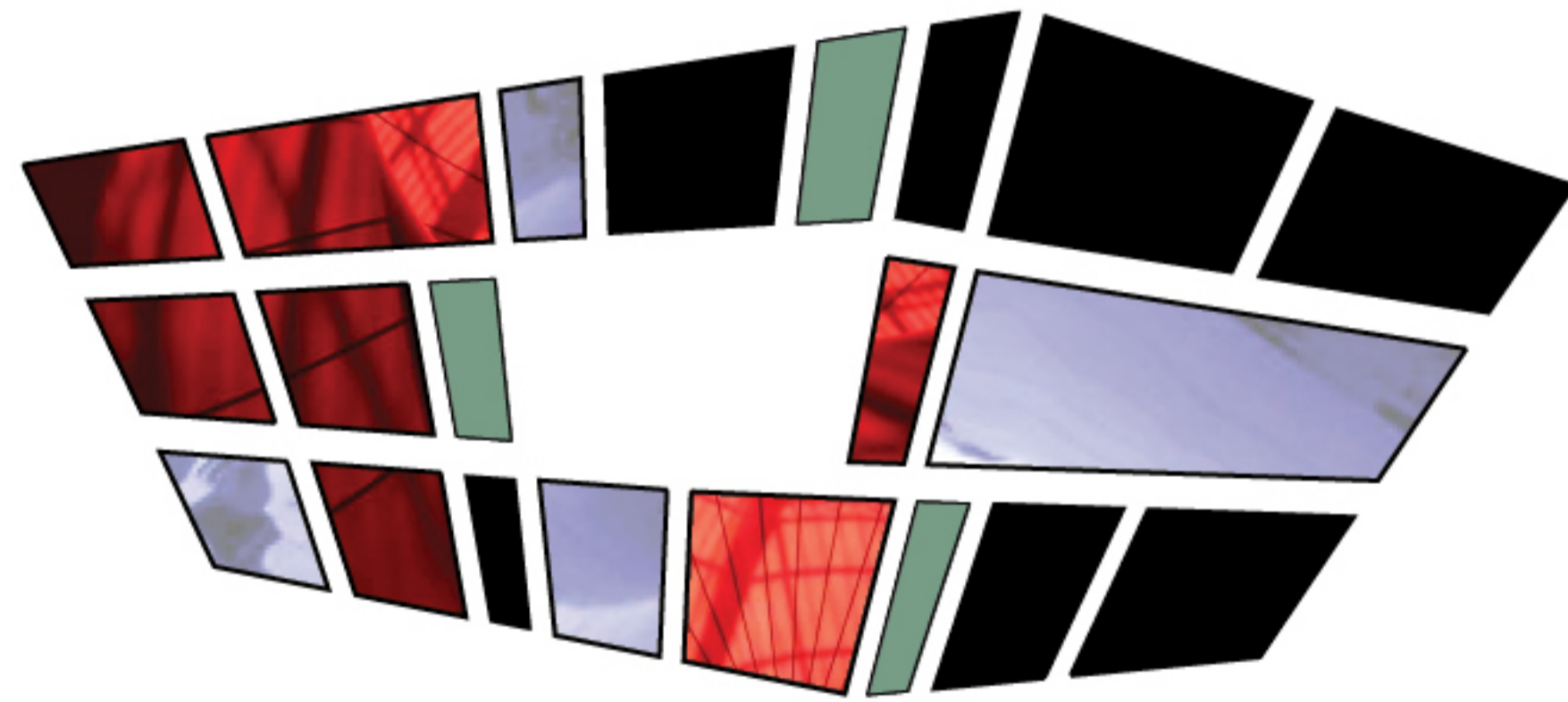


One Exhibition Takes the Whole Museum

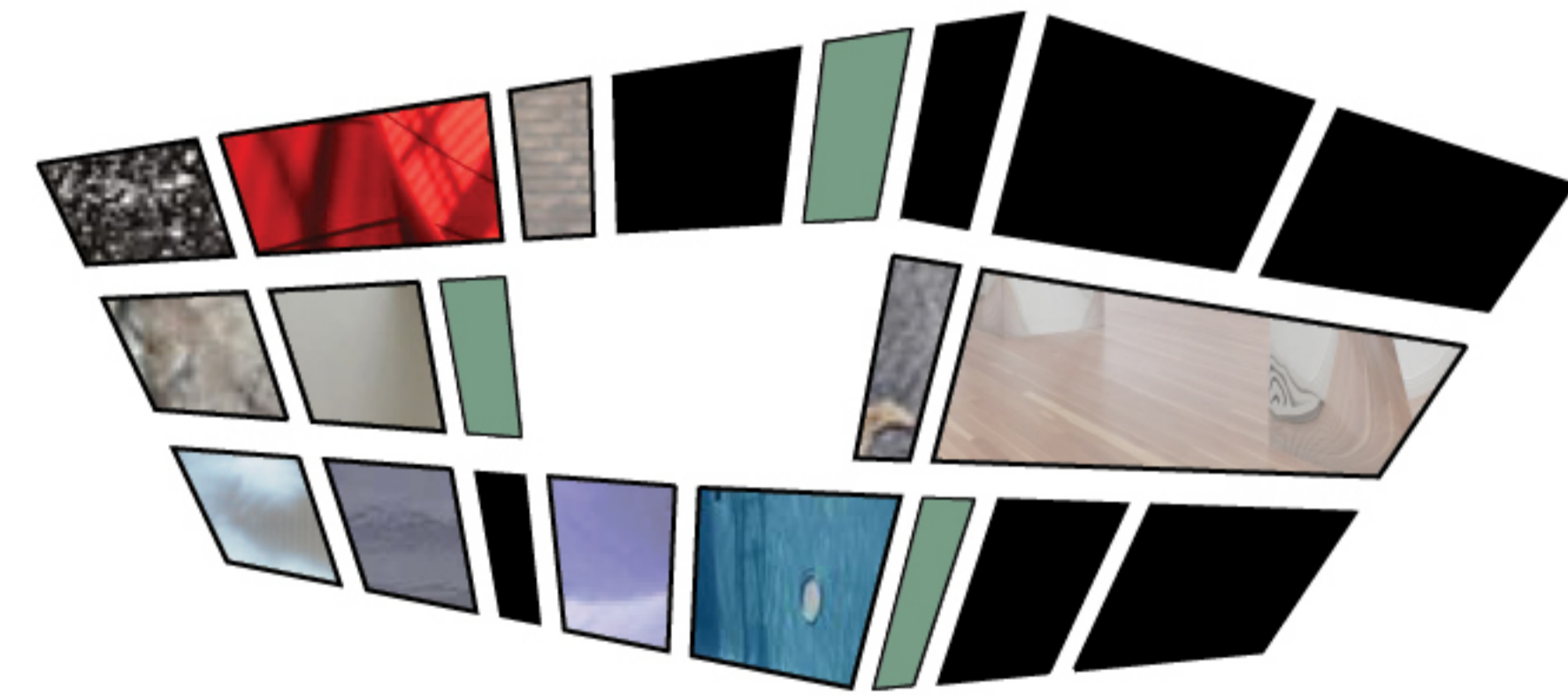
This system gives independence to the exhibitions and the possibility of re-arranging them in many possible ways.



Multiple Exhibitions

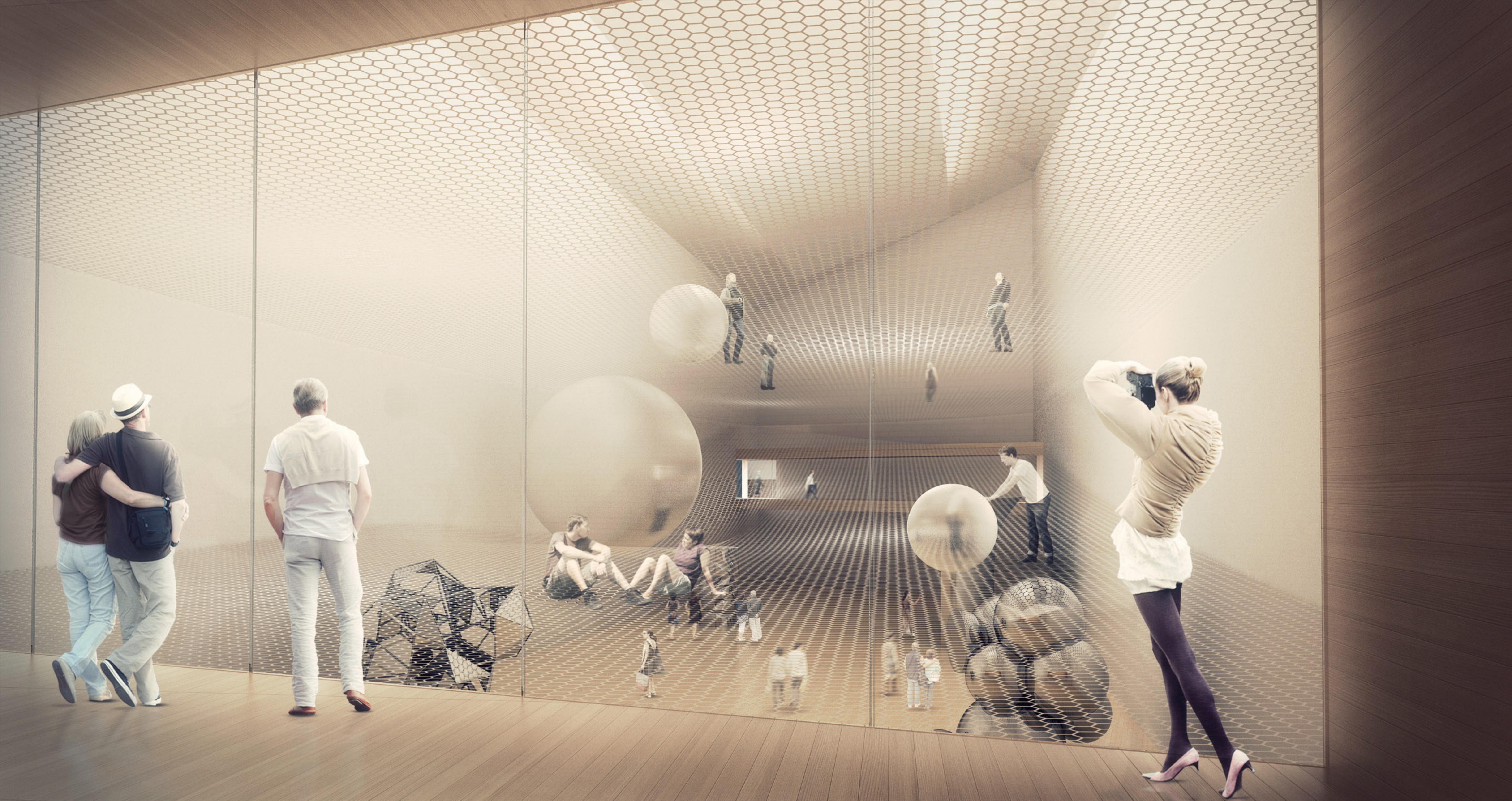


One Exhibition in Each Level



One Exhibition in Each Gallery





MAIN EXHIBITION GALLERY FROM THE UPPER FLOOR





Light Pollution Reduction

Bicycle Facilities - Changing Rooms

Tähtitornin Vuori Park Connection / Pedestrian Bridge

Responsible Relationship with Context

Exhibition Skylights - Controlled Sunlight

Storage & Collection of Recyclables

Regional Trees - Silver Birch (Betula pendula)

Second Nature Indoor Space / Atrium

Natural Ventilation & Sunlighting

Bicycle Facilities - Parking

Shuttle Services Drop Off

Low Emitting Materials

Operating Port

South Entrance

Rain Water Collection

Port Traffic

Bike Path

Outdoor Exhibitions

Program & Events

Winter & Summer Spaces

Interactive Lighting-Art Installation

North Entrance

Public Benches

Recycled Content - Agricultural Waste Bricks

Bar / Restaurant

Enhancement of City Views

Retail

New [Iconic | Anti-Iconic] Helsinki Gate

Open Expansion

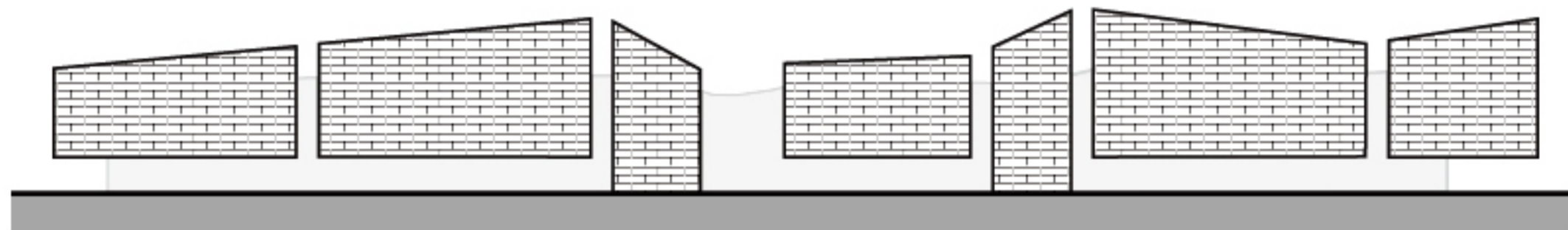
Regional Materials - Certified Finnish Wood

Maritime Pedestrian Walkway / Promenade

Main Access Square



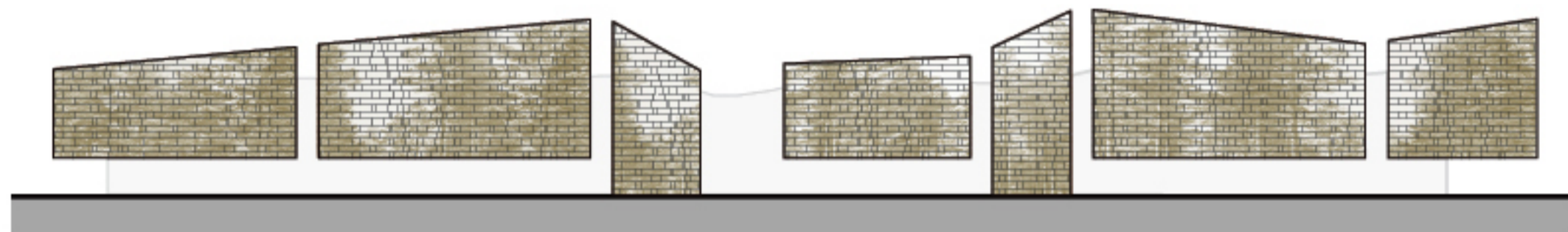
BRICK PATTERNS



Traditional Brick-Pattern

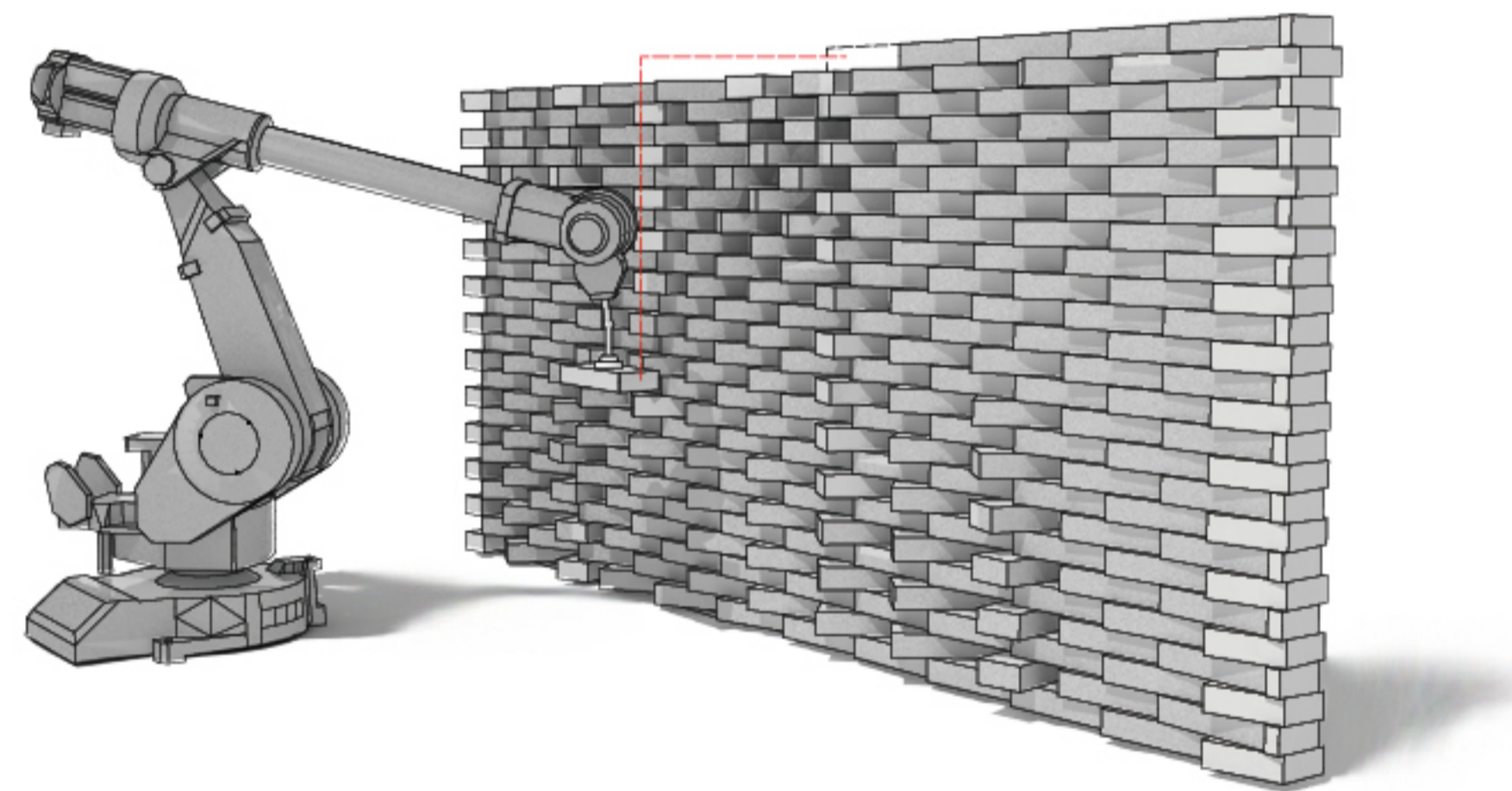


Finnish Forest as Pattern



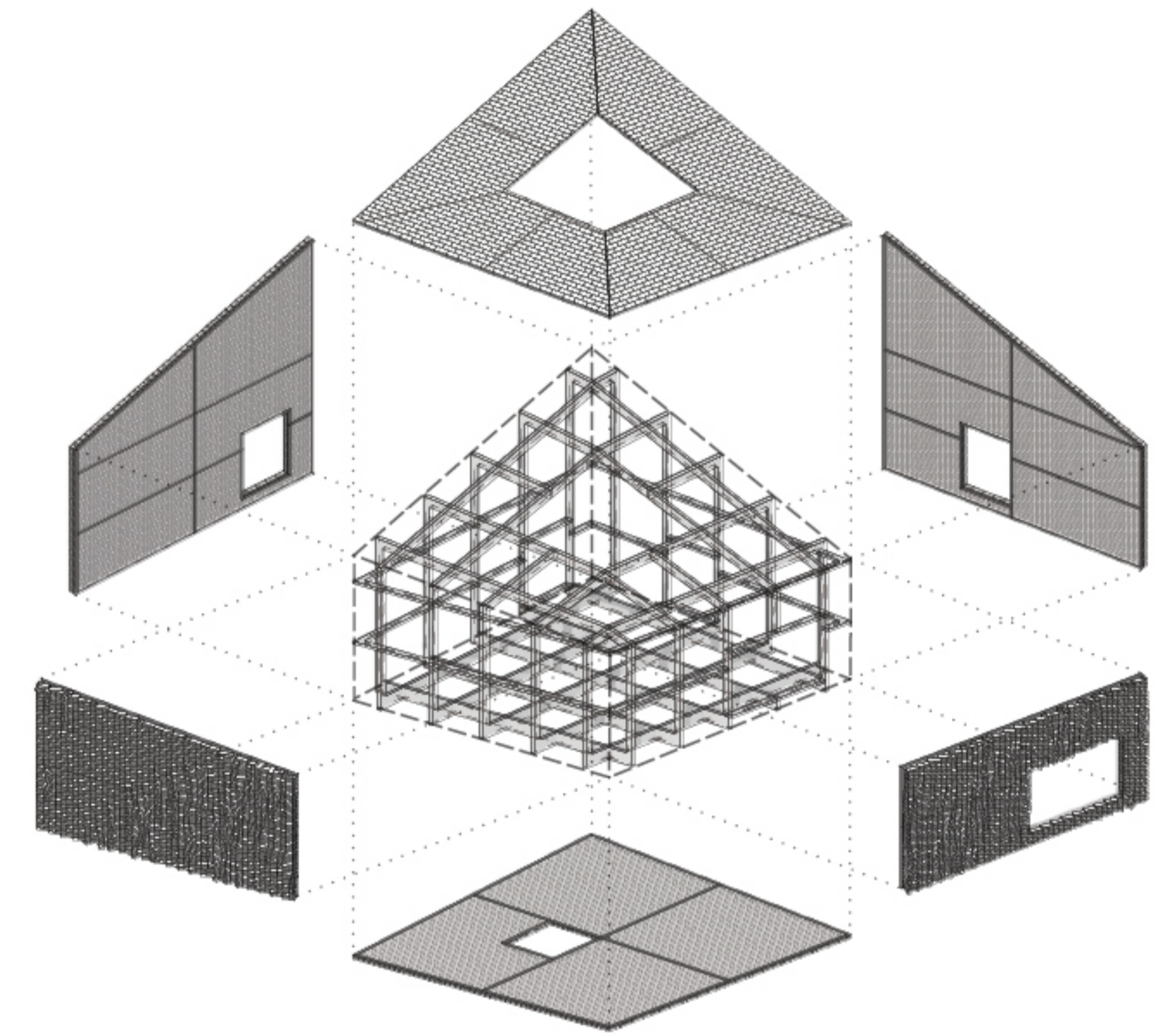
Digital Brick-Pattern

HYBRID MATERIALITY  
Brick Panelization / Cladding Facade



Off-Site Robotic Fabrication

HYBRID MATERIALITY  
Brick Panelization / Cladding Facade



On-Site Assembly



