

Visigothic Art Museum in Vega Baja



REPORT

This building is a solitary one (hence its chosen location, not the one suggested in the bidding conditions) and absolutely independent in its shape. This is clearly seen in the views over the building from the higher part of the city.

The proposal includes planting dense poplar woods in all areas not occupied by archaeological remains of interest; this will generate paths connecting the different clearings, with the building also understood to be part of a route through this archeological park. The route cuts through the circle. This transit area grants access to the different areas and services. The roof, based on structural lines and organized around a geometry of triangular subsections, alludes to compositions common in Visigoth bas-reliefs.

The circular building is massive and closed off to the exterior. Two opposite entryways allow access to the interior and to a protected area with a pergola; a new place that acts as preparation for the museum visit, hence the importance of the roof as a complement and explanation for a building that seems so closed-off from its immediate surroundings.

The building is divided into two parts; the smaller of the two holds non-exhibition spaces, leaving the larger part for exhibitions, both from the, the Vega Baja Interpretation Centre and the rooms that house the Museum's temporary and permanent exhibitions.

Both the interior and the exterior of the building will feature walls of earth-coloured concrete created using local aggregates, a massive, tectonic presence to make the museum a memorable visit.

Publication's title:Visigothic Art MuseumTypology:Museums and galleries, Urban design, LandscapeClient:Toletum Visigodo - County of Castilla-La ManchaSurface:16.043 m²Year:2009Status:Competition. Finalist







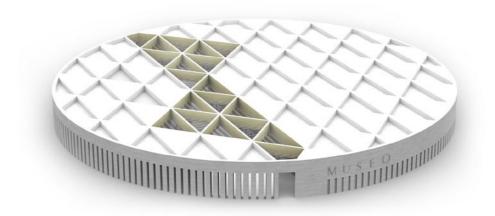


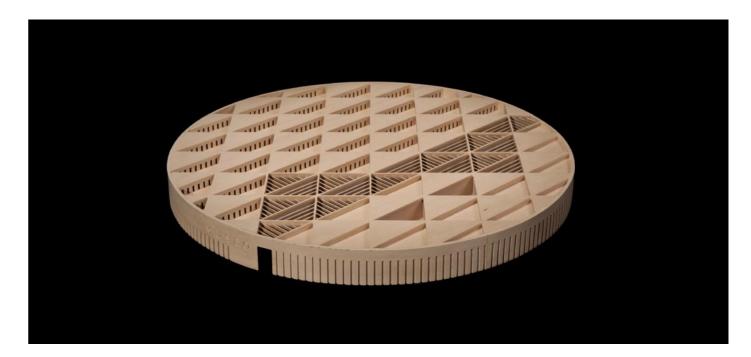


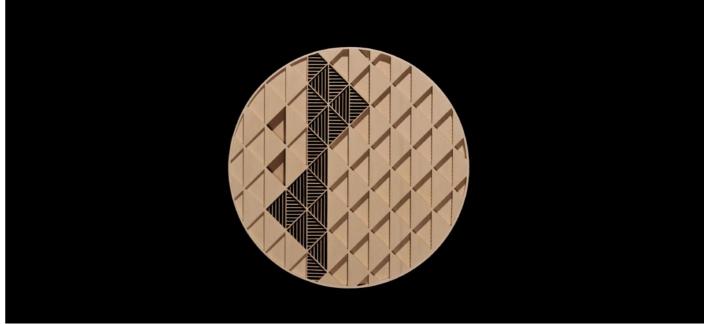


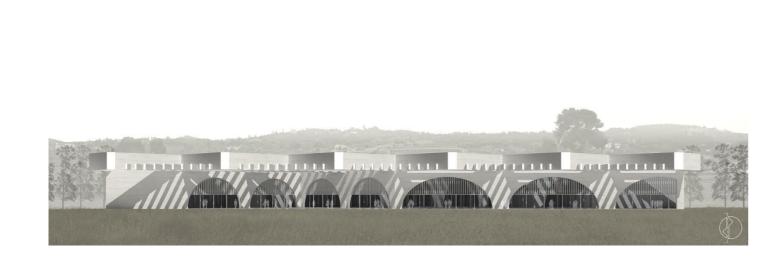




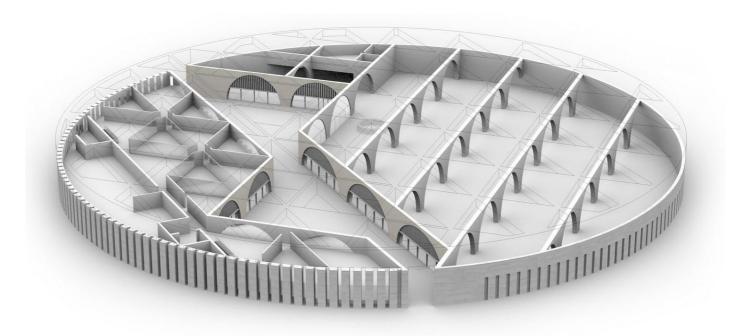














PLANTA PRIMERA

- 3. SERVICIOS GENERALES
 3.1 Biblioteca (SG + C Inv)
- 4. CENTRO DE INVESTIGACIÓN

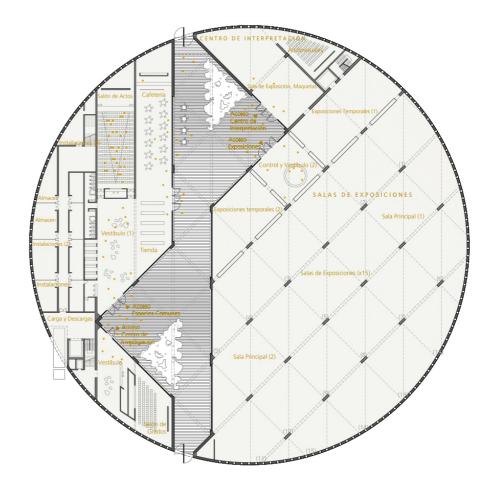
 - 4.1 Despacho Director
 4.2 Despacho de Secretaria y Admin.
 4.3 Sala de Reuniones
 4.4 Modulo de Arqueología
 4.5 Modulo de Arquitectura
 4.6 Modulo de Documentación
 4.7 Nuevas Teoroporías

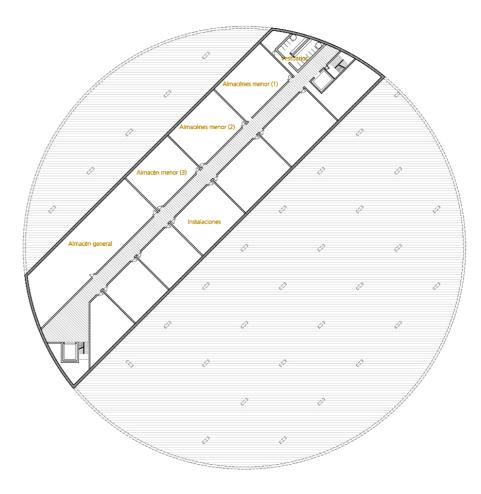
 - 4.7 Nuevas Tecnologías
 - PLANTA SÓTANO
- 5. ALMACENES / INSTALACIONES
 - 5.4 Almacén General 5.5 Almacenes menores

 - 5.6 Instalaciones

- PLANTA BAJA
- 1. EXPOSICIONES

 - 1. EXPOSICIONES
 1.2 Vestibulo (1)
 1.3 Control y Vestibulo (2)
 1.4 Tienda y Venta de Artículos
 1.5 Cafetería
 1.6 Salas de Exposiciones
 1.7 Salas Principales
 1.8 Sala de Expo. Temp
- CENTRO DE INTERPRETACIÓN
 Salas de Exposición, Maquetas, ...
 Audivisuales
- 3. SERVICIOS GENERALES
 - 3.2 Salon de Actos
- 4. CENTRO DE INVESTIGACIÓN
 - 4.8 Vestíbulo 4.9 Sala de Reunion, Grados y Conferencias
- 5. ALMACENES Y SERVICIOS
 - 5.1 Muelles de Cargas y Descargas
 - 5.2 Alamacénes especificos 5.3 Sevicios e Instalaciones









Visigothic Art Museum in Vega Baja. Toledo, Spain

MAIN DATA

Client: Toletum Visigodo - County of Castilla la Mancha Avda. de Carlos III, 4. 45004 Toledo, Spain Address: Museums and galleries, Urban design, Landscape Type:

Status: Competition. Finalist

DATAS

Competition: 2009 Design of project: Construction: Implementation:

SURFACES

52.005 m² Site: Main building: 16.043 m² Other buildings: TOTAL: 16.043 m²

PROJECT TEAM

Main Architect: Cruz y Ortiz Arquitectos

Collaborators: José Ortiz, Javier Monge, Lukas Hoye, Alejandro Álvarez

Local Architect: Interior design: Lighting design: Landscape architect: Restoration architect:

Cruz y Ortiz Arquitectos Digital imaging: Model: Queipo Maquetas Photography: Fotowork (Maqueta)

Structural engineering: Climate engineer: Building physics advisor: Fire safety specialist: Health and Safety: Urban planning: Survey: Site control: Contractors:



