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 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.
TECHNICAL DATA OF THE PROJECT

Visigothic Art Museum in Vega Baja. Toledo, Spain

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

DATAS
Competition: 2009
Design of project:
Construction:
Implementation:

SURFACES
Site: 52,005 m²
Main building: 16,043 m²
Other buildings: 16,043 m²
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: -
Digital imaging: Cruz y Ortiz Arquitectos
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: -