2414_SMK02_ENTRANCE HALL_SKETCH PROPOSAL

ENTRANCE

Archival Studies

Værkstedvej 23 2500 København

Contact Emil Frøge Partner, Architect

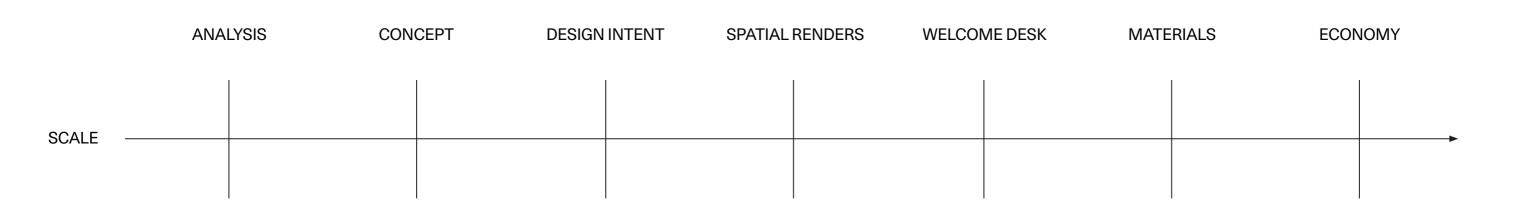
Statens Museum for Kunst Sølvgade 48-50 1307 København K

Contact Inger Smærup Sørensen Projektleder

Date: 2024 08 30



PRESENTATION CONTENT AND PROGRESSION



2414_SMK02

ANALYSIS

"Modernist design has housed the intellect and the eye, but left the body and the other senses homeless"

Juhanii Pallasma The Eyes of the Skin

ANALYSIS_AERIAL VIEW



ANALYSIS _ HISTORICAL DEVELOPMENT _ ENTRANCE HALL



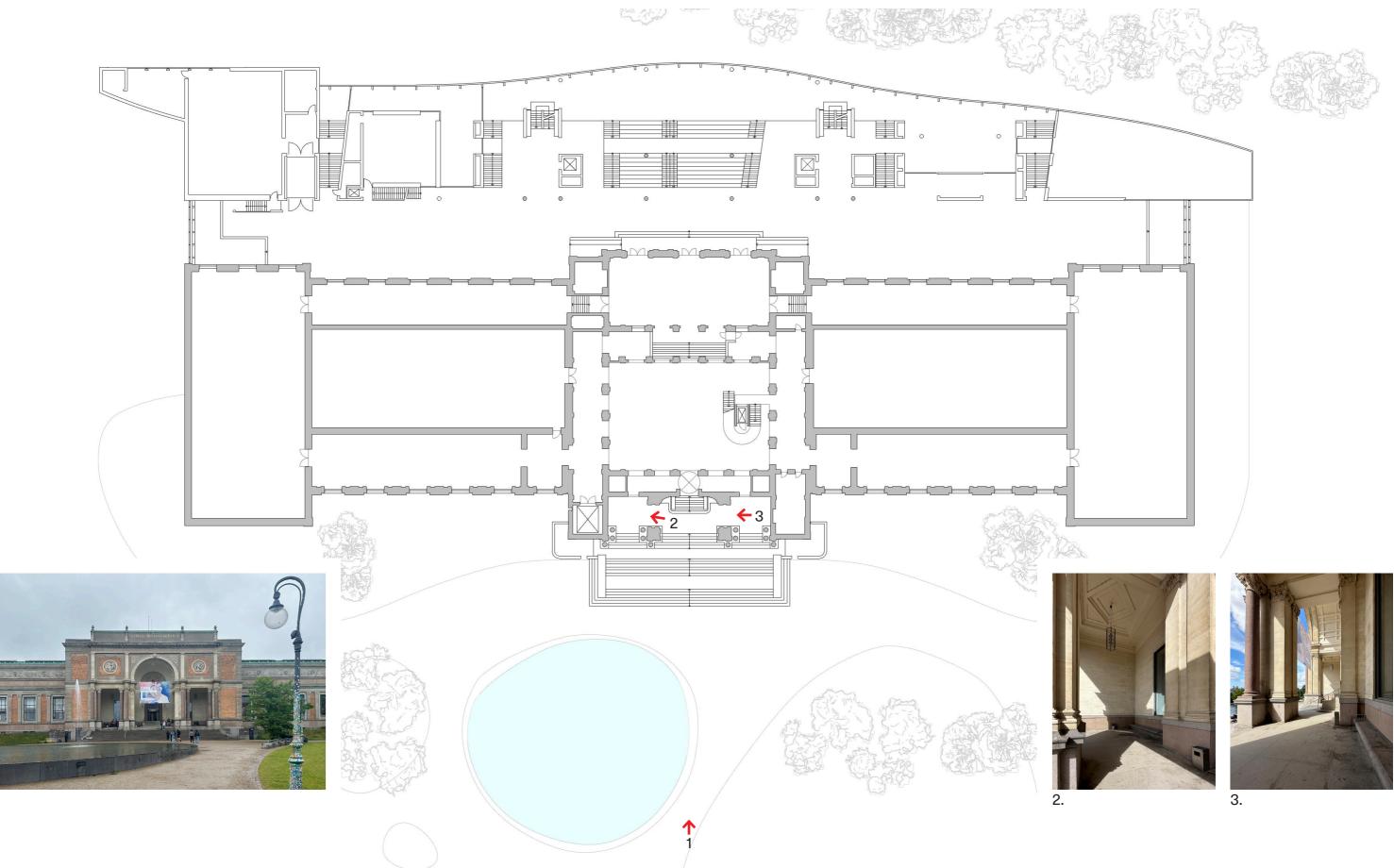
Vilhelm Dahlerup og Georg E.W. Møller 1895

Nils Koppel og Eva Koppel 1970

C.F. Møllers Tegnestue 1998

@archival_studies

ANALYSIS _ EXISTING PLAN _ 1/500



1.

ANALYSIS _ EXISTING PLAN _ 1/200







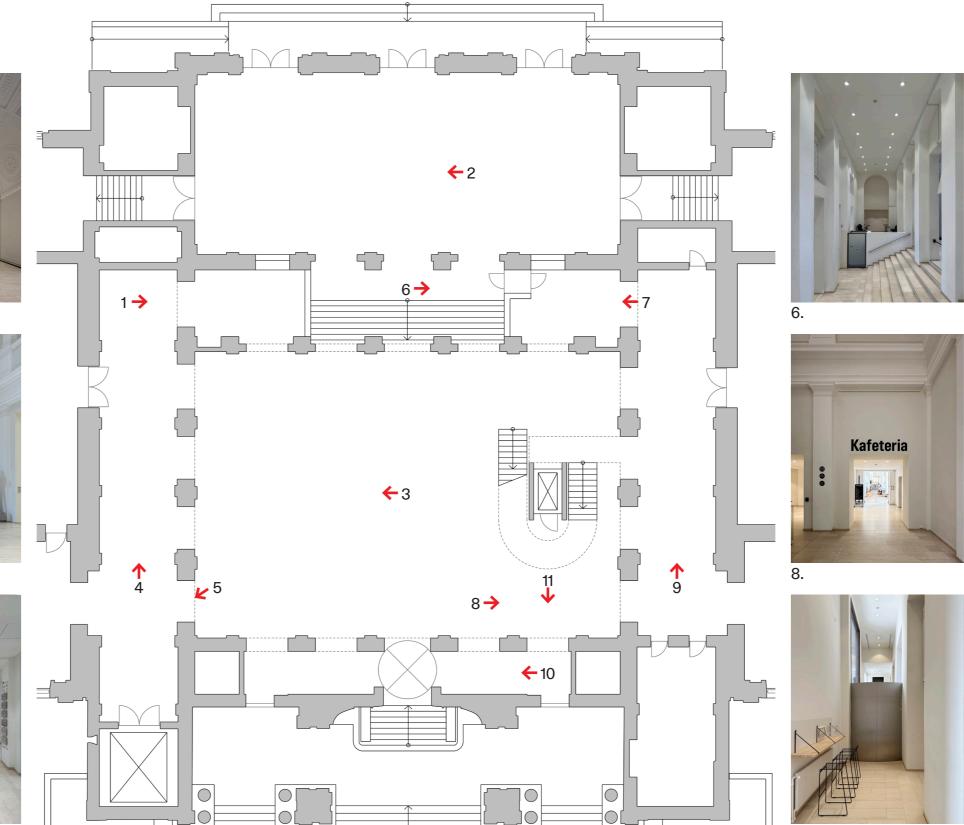






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10.

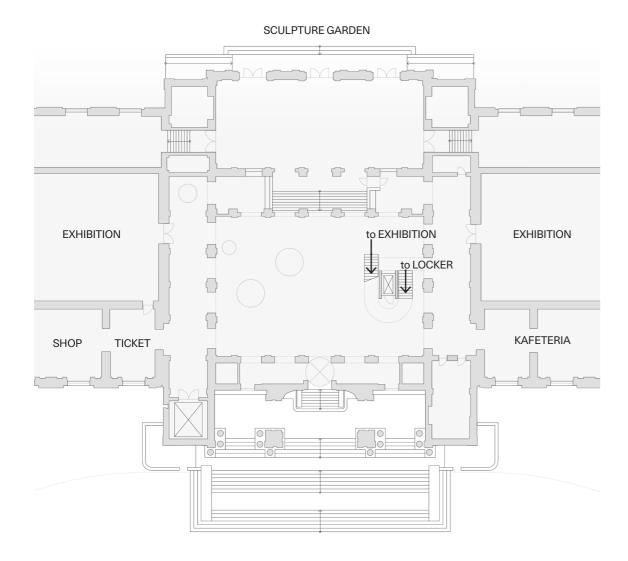


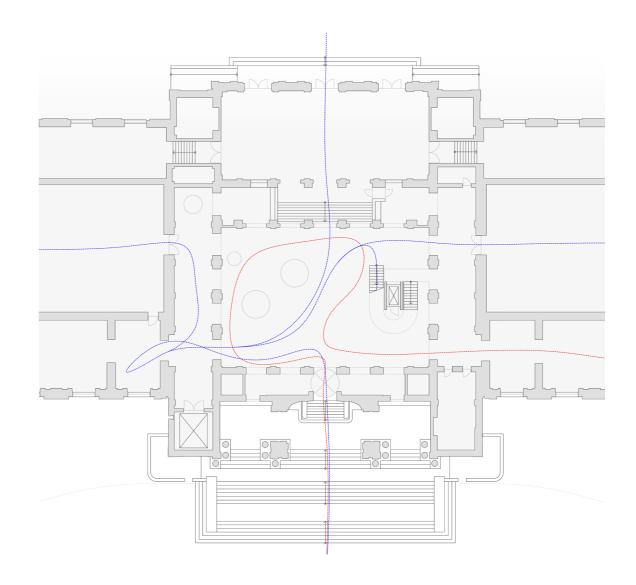




11.

ANALYSIS _ EXISTING PROGRAM AND CIRCULATION

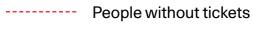




Program

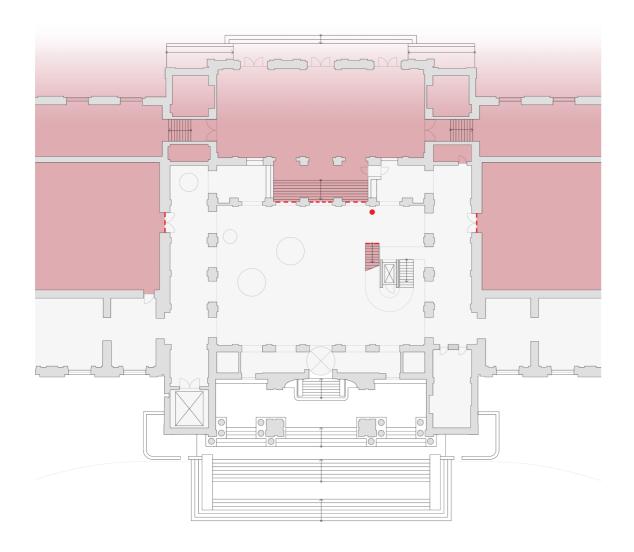


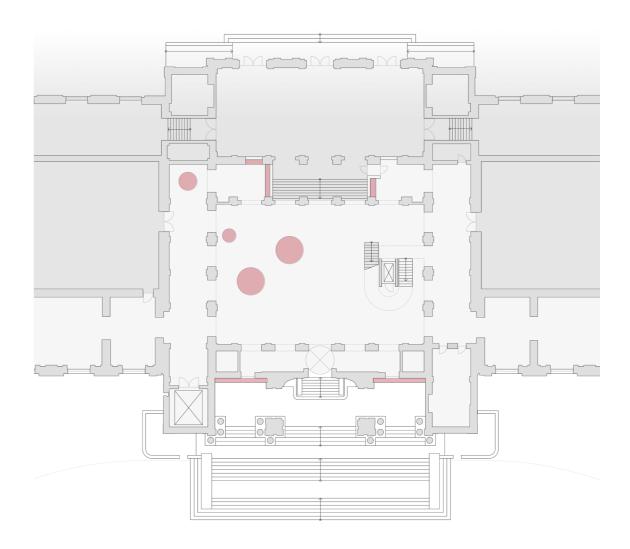
Circulation



----- People with tickets

ANALYSIS _ EXISTING BOUNDERY AND SEATING





Boundery and Guards Position

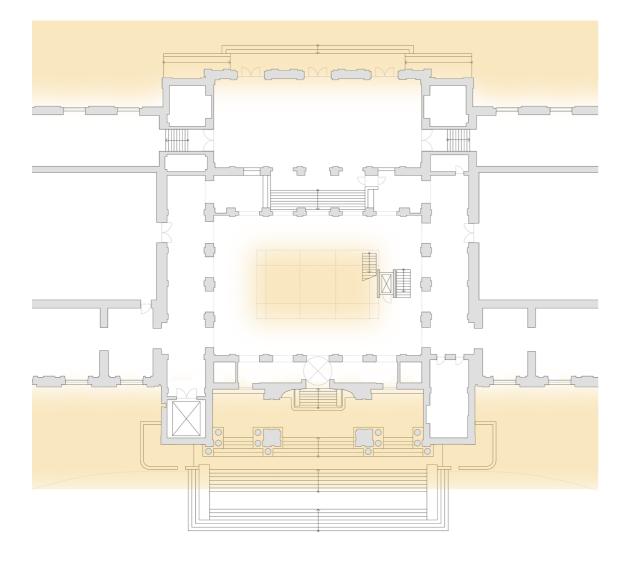


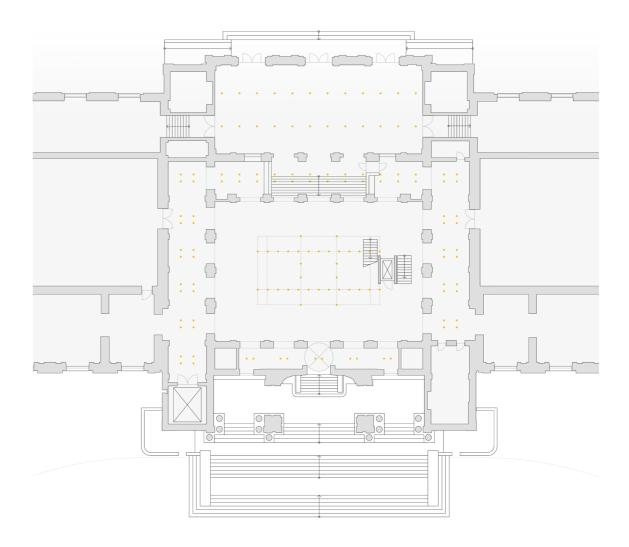
Seating





ANALYSIS _ DAY- AND ARTIFICIAL LIGHT



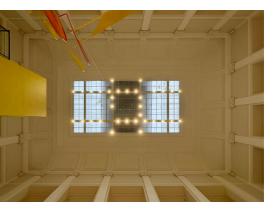


Natural Day Light



Spotlights

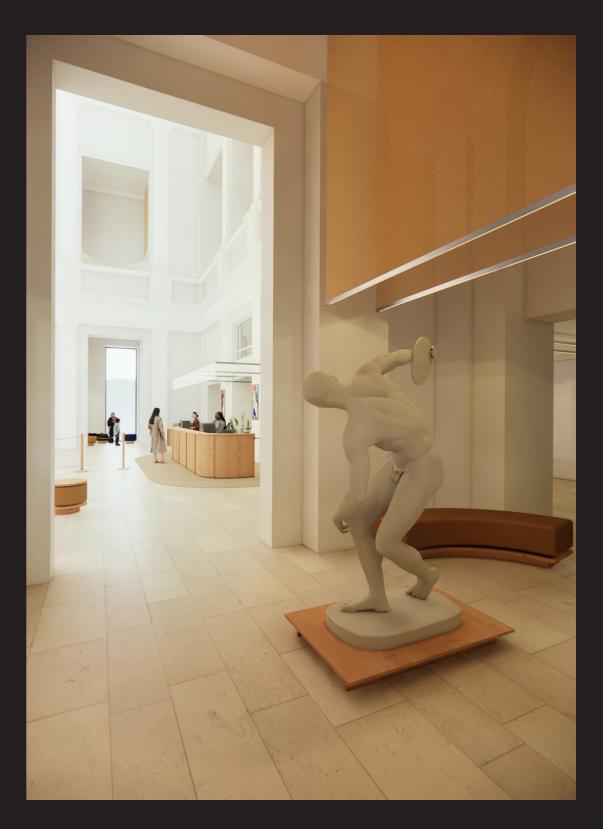




CONCEPTS

"Freedom could exist only in public; it was a tangible, wordly reality, something created by men (people) to be enjoyed by men (people) rather than a gift or capacity. It was the man-made public space or marketplace which antiquity had know as the area where freedom appears and becomes visible to all."

Hannah Arendt The Human Condition



CONCEPT_SPATIAL_THE SQUARE AND THE ARCADE

In the context of a public square, an arcade refers to a series of arches supported by columns or piers that typically form a covered walkway along the edge of a square or plaza. These arcades are often found in traditional and historic urban settings, providing a shaded or sheltered area where people can walk, shop, or gather while being protected from the elements.

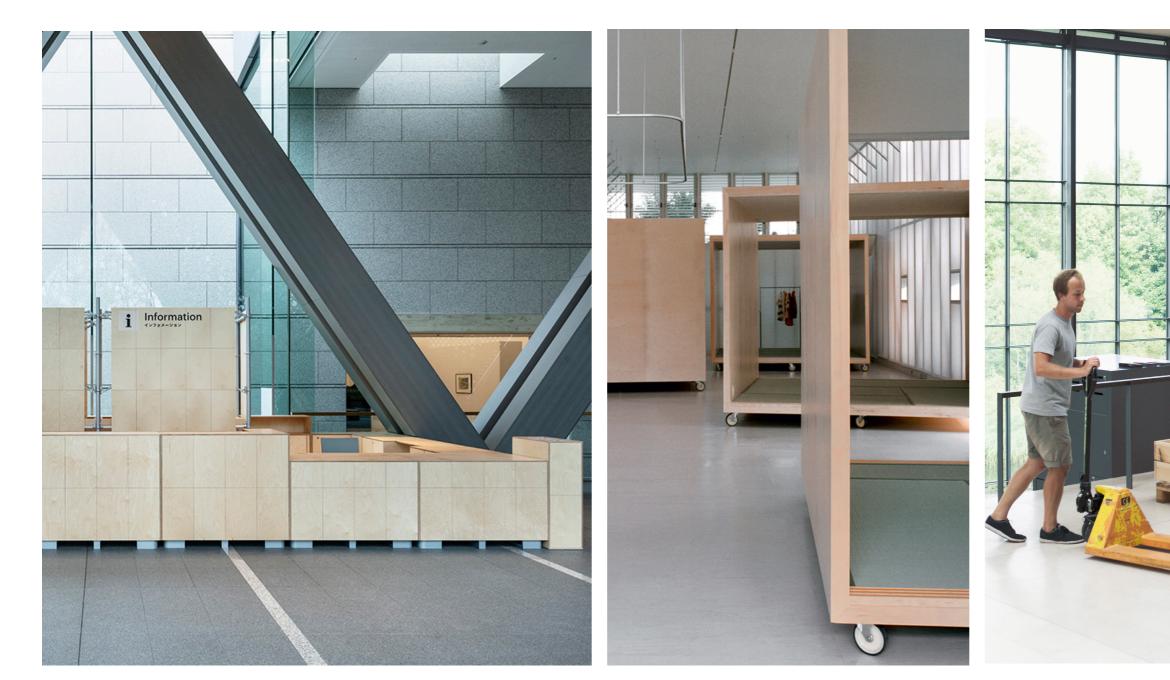
Arcades can be both functional and decorative, enhancing the architectural aesthetic of the surrounding buildings while also contributing to the usability of the public space. They often connect different parts of a square, linking various shops, cafes, or other public amenities, and are integral to the social and commercial life of the area.



Piazza San Marco_ Canaletto

Piazza San Marco and the Colonnade of the Procuratie Nuove_ Canaletto

$\mathsf{CONCEPT}_\mathsf{FURNITURE}_\mathsf{TRANSFORMATION}\ \mathsf{OVER}\ \mathsf{TIME}$



Schemata Architects _Museum of Contemporary Art Tokyo 2019

Counter: Modular for easy repair and customization. Moved with forklift or felt pads.

Shigeru Ban _ Naked House, Kawagoe 2000

Loose Furniture on wheels for easy reprogramming.

Modular apprach not only in plan but in section too. Stackable etc.

2018



Archival Studies and Danh Vo _ SMK Modular Planter Boxes

$\mathsf{CONCEPT}_\mathsf{EXPERIENCE}_\mathsf{VALUES}$

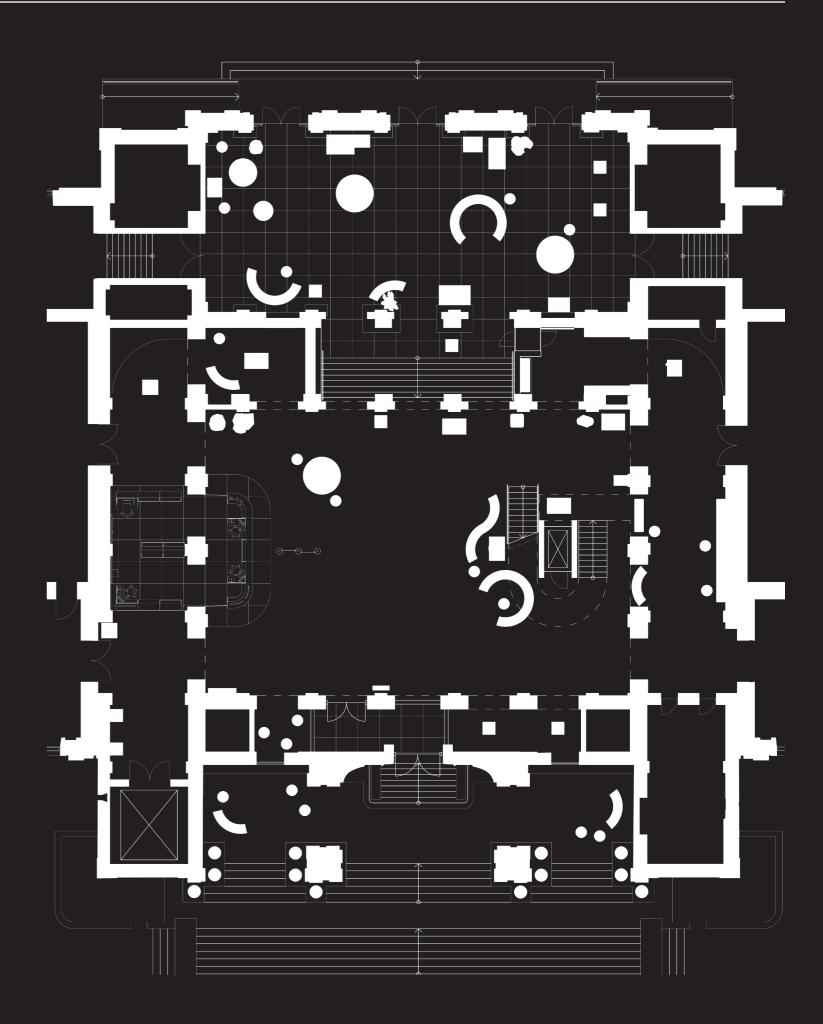
INCLUSIVE	CARING
SUSTAINABLE	TRANSFORMATIVE
HYPER LOCAL	INSIDE OUT
HISTORICAL	EDUCATIONAL
WARM	SENSORY



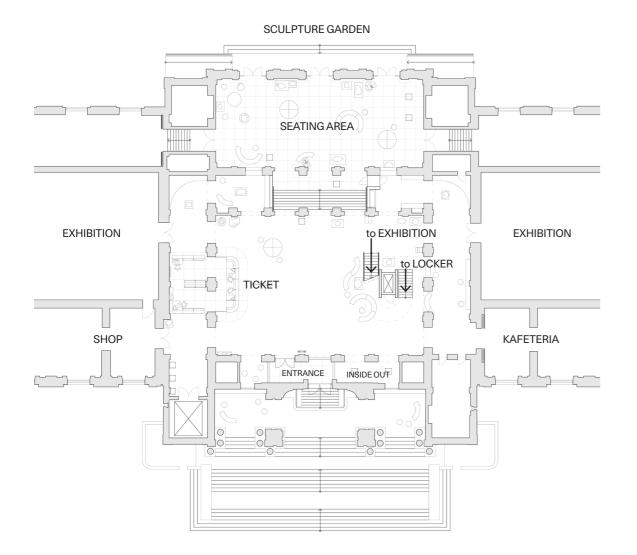
DESIGN INTENT

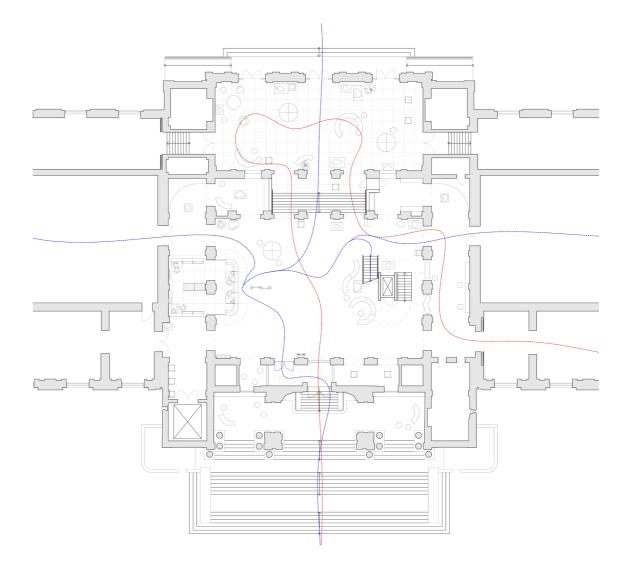
"A successful public square invites people to linger, to engage with their surroundings, and with each other. It is a space that feels safe, comfortable, and human-scaled."

Jan Gehl Life Between Buildings



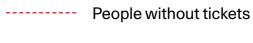
DESIGN INTENT _ PROGRAMMING AND CIRCULATON





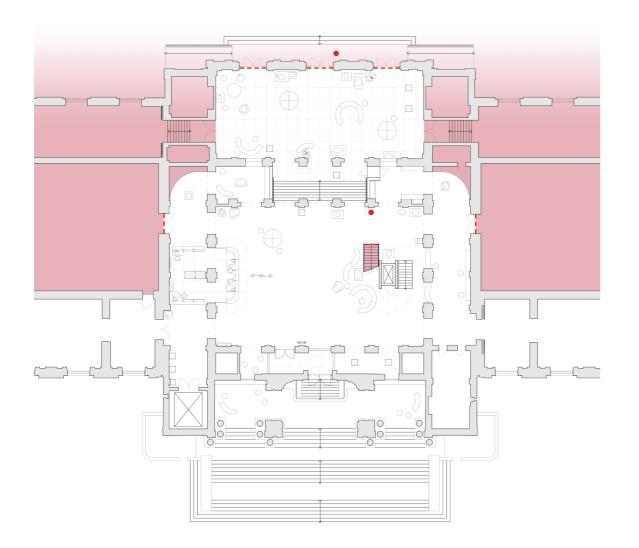
Program

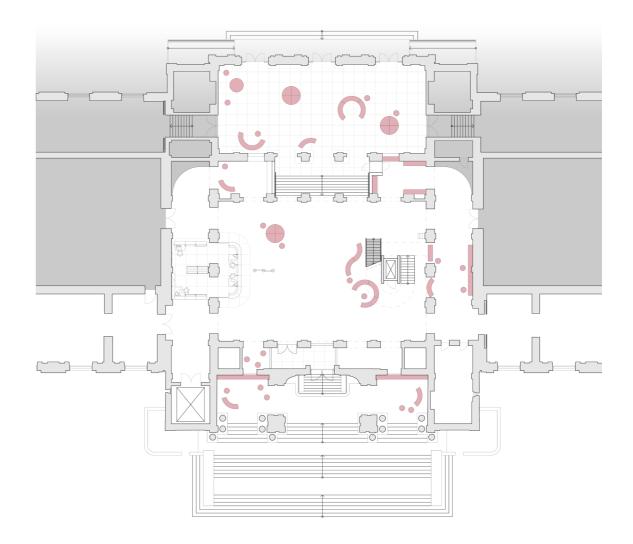
Circulation



----- People with tickets

DESIGN INTENT_BOUNDERY AND SEATING

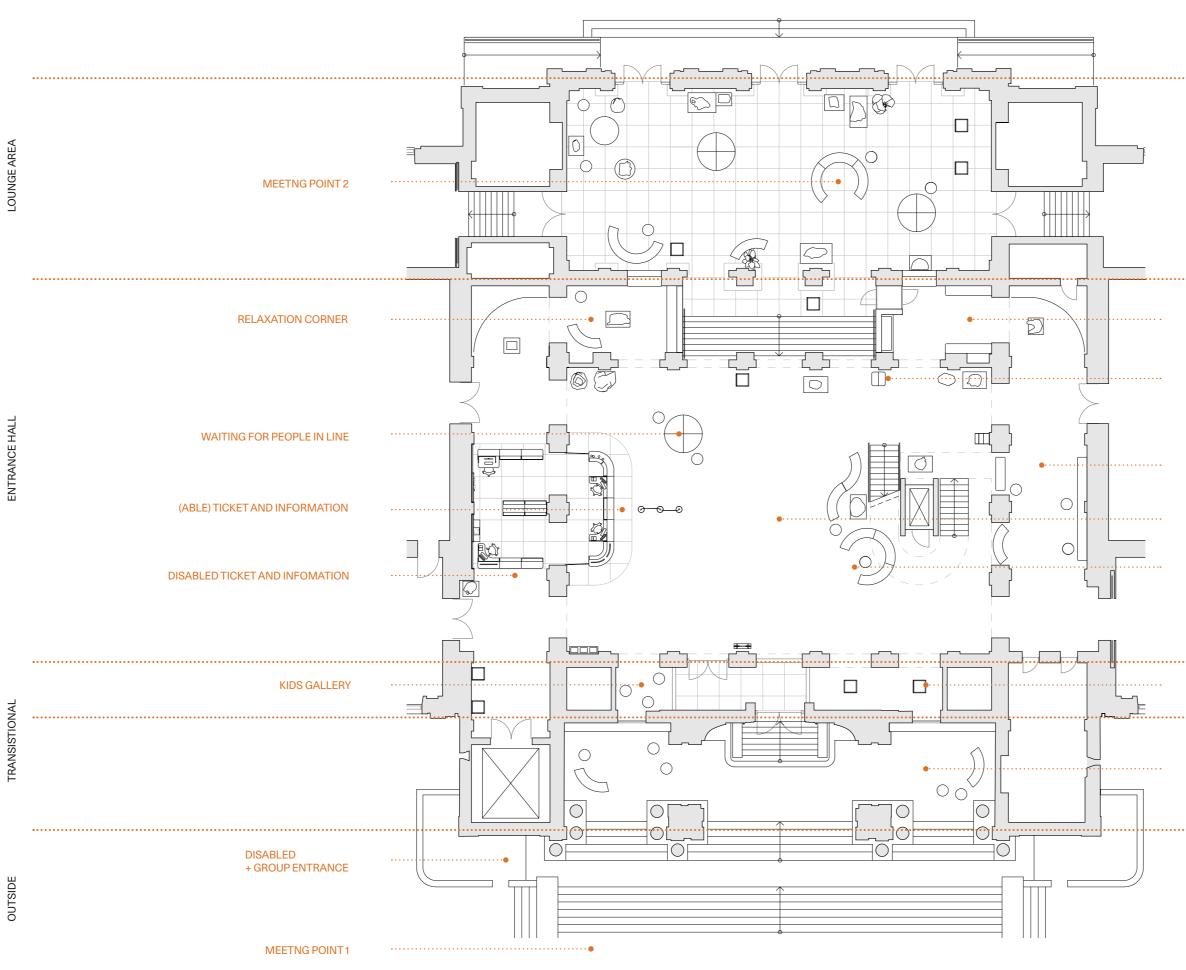




Bounderies and Guards Positions

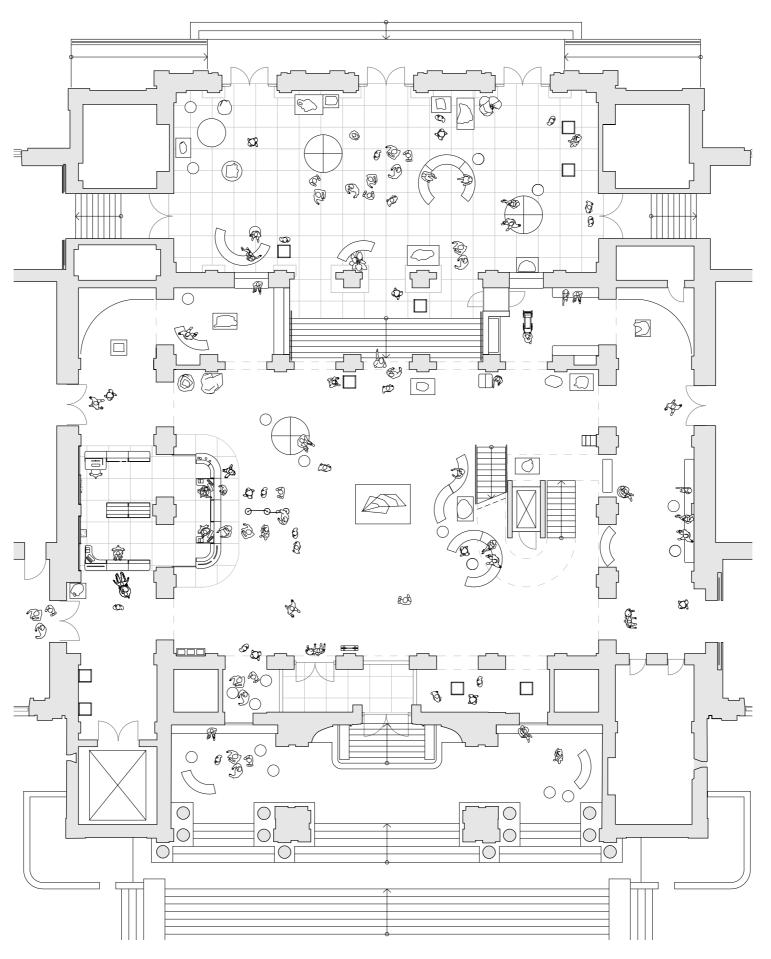
Seating

DESIGN INTENT_ZONING

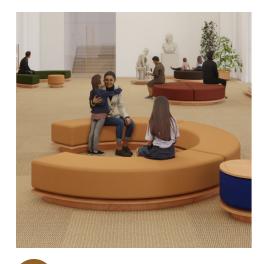


RELAXATION CORNER
CONCIERGE'S TABLE
SHORT TERM SEATING
CHANGING ART PIECE
SEATING: WAITING AND OBSERVING
SMK INSIDE OUT
COVERED TERRASSE CAFE

DESIGN INTENT_FLOW OF PEOPLE



DESIGN INTENT_FURNITURE BLOCKS



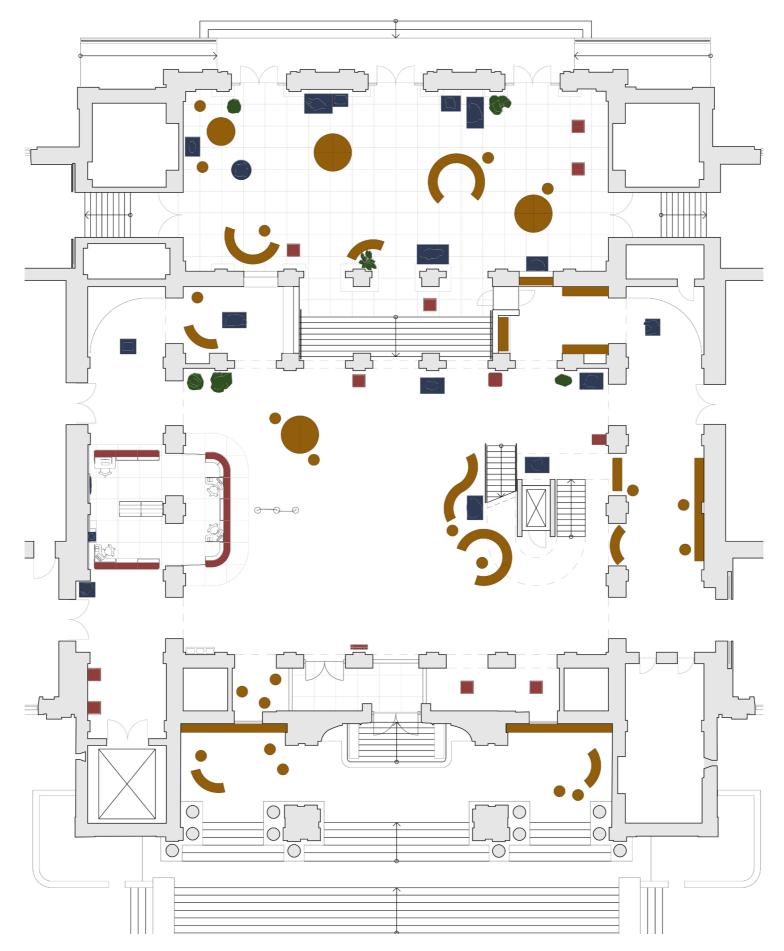
FURNITURE



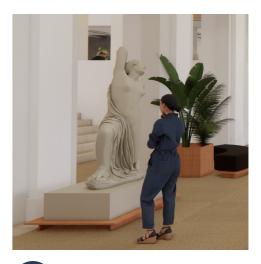








*PLEASE NOTE THAT ALL ELEMENTS SEEN ON THIS PAGE ARE JUST PRELIMINARY DESIGNS





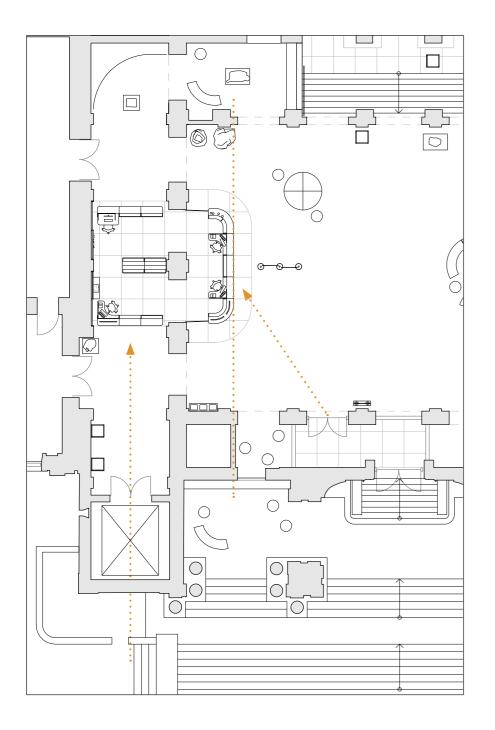


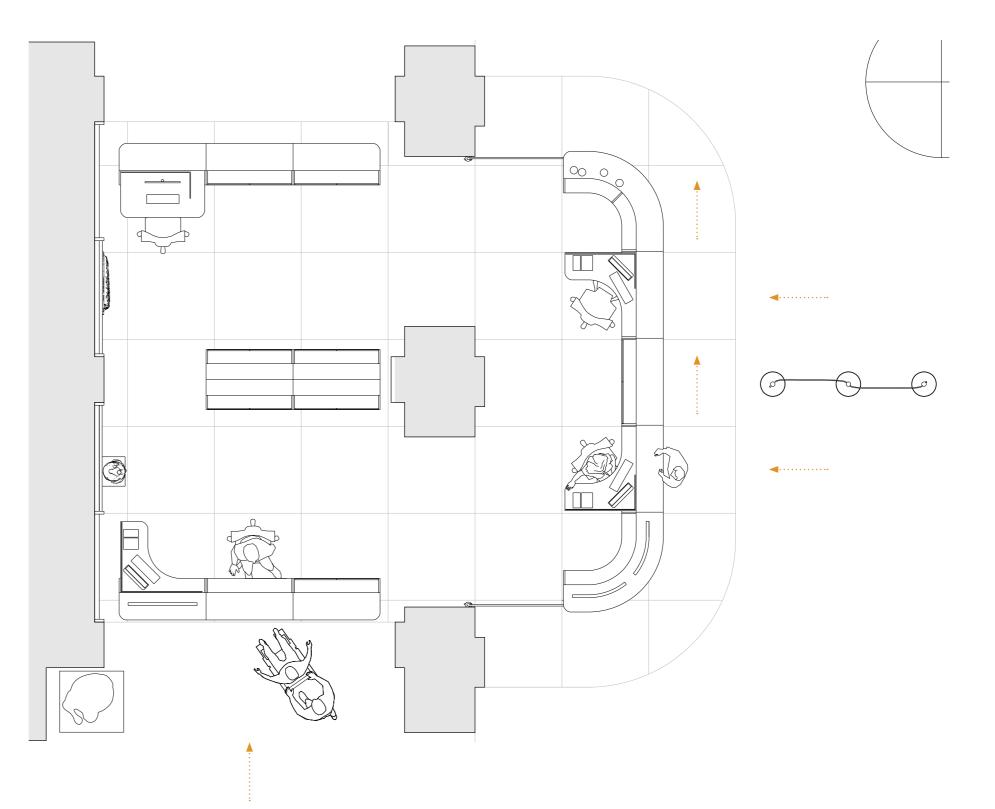


Archival Studies

DESIGN INTENT _ WELCOMING DESK _ PLACEMENT AND ORIENTATION

The SMK Welcoming Desk is positioned between the columns on the left side of the hall, bringing balance to the space opposite the staircase. It naturally catches your eye as you enter through the main door. Its warm, textured appearance, round curves, and furniture-like character make it approachable and offer a natural progression into the museum experience. If you are a wheelchair user, a dedicated low counter is clearly aligned with the entrance, ensuring easy access. The approach from the elevator provides a unique perspective down the arcade.

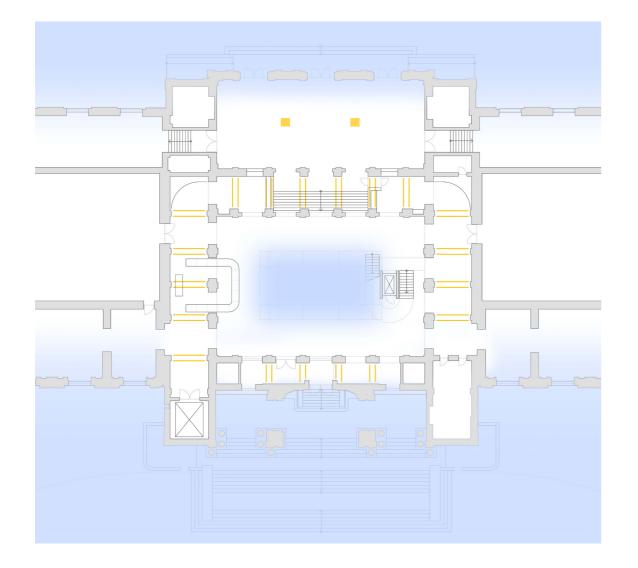


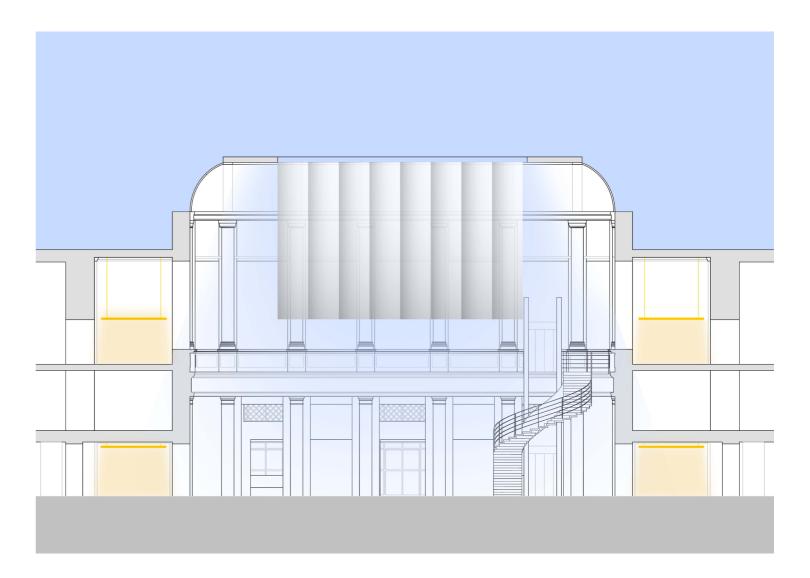


DESIGN INTENT_LIGHT

Our aim for the entrance hall lighting is to use daylight exclusively in the large hall, complemented by warmer 2700K lighting in the surrounding arcades. This approach will differentiate the spaces, creating distinct moods and catering to the needs of different people at various stages of their journey through the museum. Furthermore it will give an unique experience of daylight that most people take for granted while moving through artificially lit spaces.

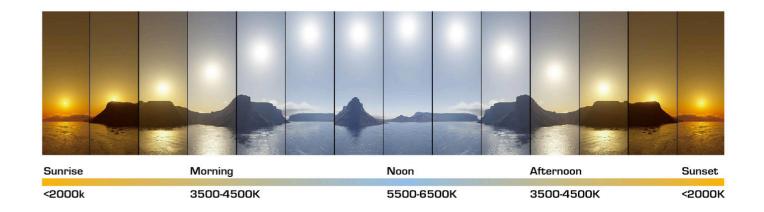
Another important aspect of the lighting is its placement. We propose following the structure of the building rather than using the current spotlights, which offer evenly distributed light. By aligning the lighting with the columns, you can experience the rhythm of the space, enhancing your understanding of the building's design and emphasizing the perspective of the spaces.





Natural Day Light Area and Artifical Light



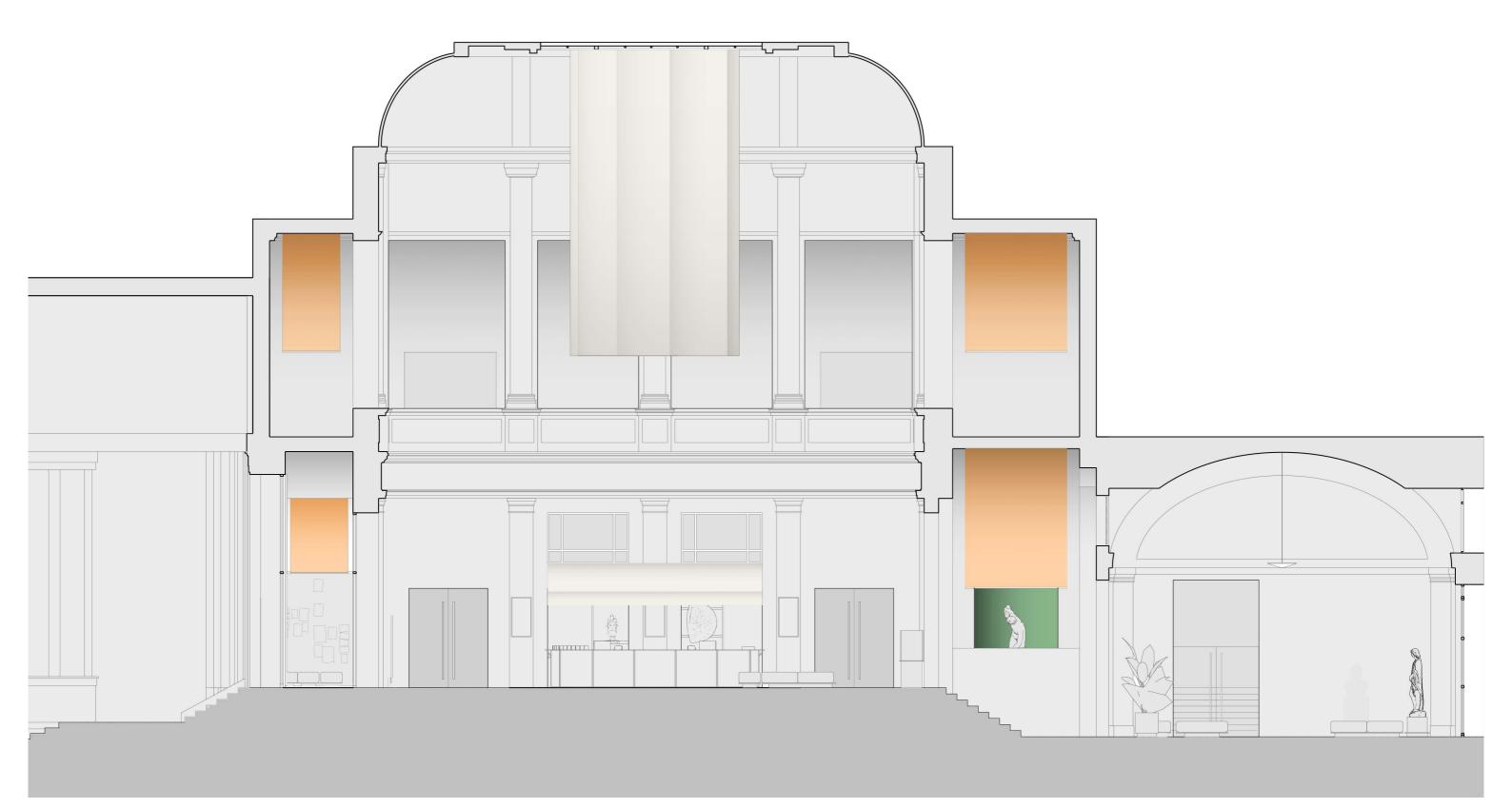


DESIGN INTENT_TEXTILES

This section highlights the various scales of SMK's entry hall. To activate the arcade and the small corners of the entry hall, we have introduced light and textiles, both to offer a unique experience and, more importantly, to create a sense of intimacy and calm.

The large white textile centered under the skylight is more of a conceptual sketch. The intention is to create a large light diffuser that softens the light while adding intimacy and calm to the space. This large element could also serve as an acoustic feature, offering new perspectives for the first floor without obstructing any sightlines.

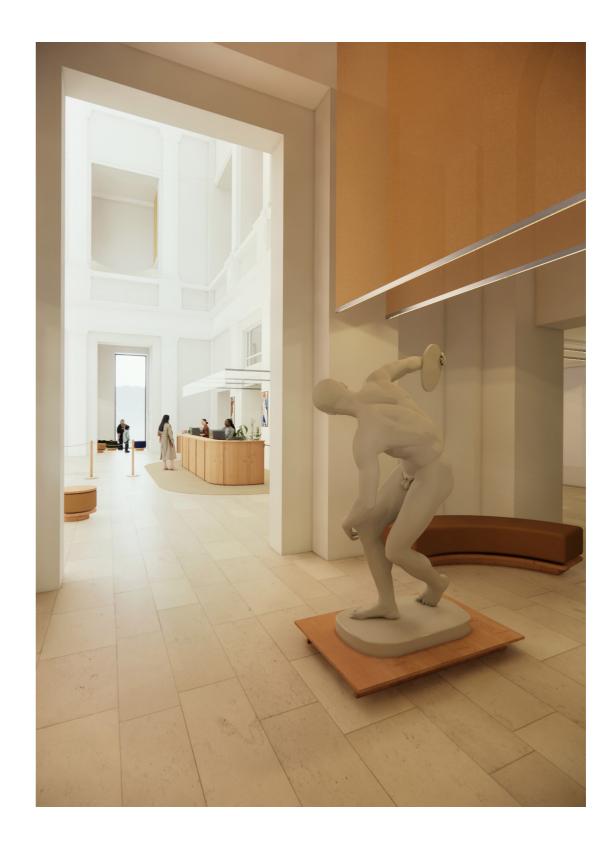
Another noteworthy element is the quarter circles in the hall's ceiling, which we have brought down in the plan to conclude the perspective of the arcades. Along with the rounded exterior columns, these features inspire the rounded elements of the furniture and the welcoming desk.



DESIGN INTENT_LIGHT AND SCALE

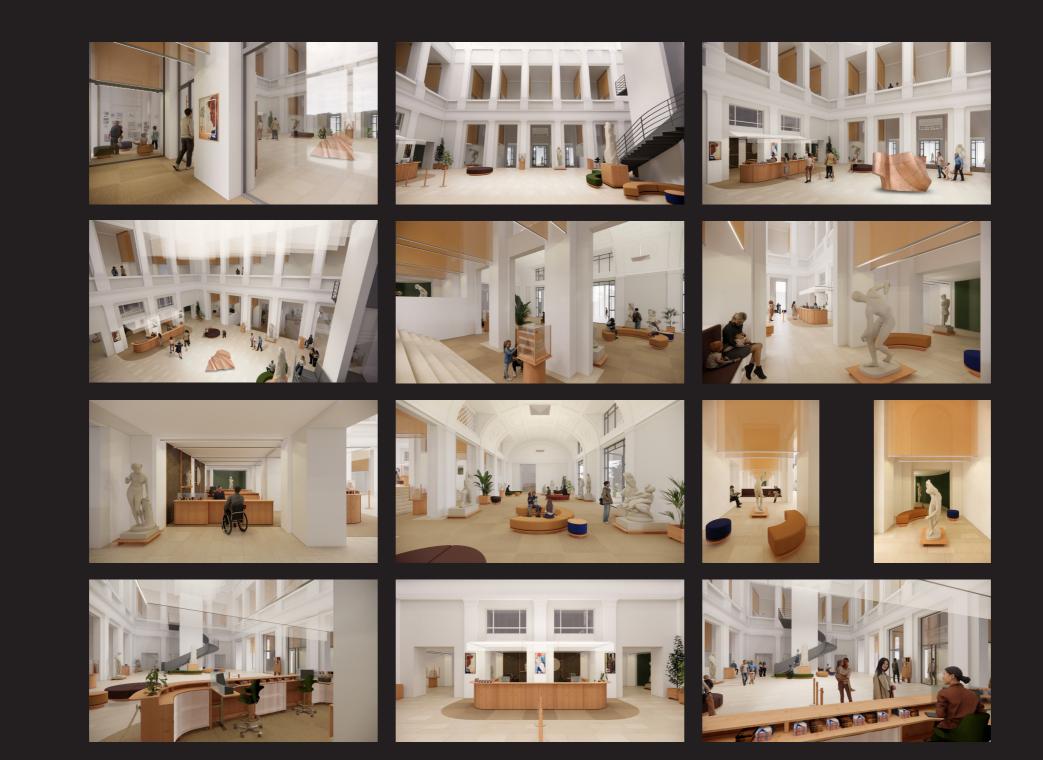
At the studio, we appreciate this render view because it conveys the spatial story we aim to achieve. By using light and scale, we highlight and differentiate the various aspects of the hall and arcade. In this view, you get an indication of how the different levels of Kelvin (warm/cool light) will unfold. Colder natural daylight filling the void of the entry hall and the warm artifical light creating a calm and more domestic feeling in the arcades.

We use textiles and linear lights to create contrast and bring out the unique qualities of the scale in these two spaces. We believe this approach will offer a variety of spatial experiences, catering to different people and creating an inclusive and engaging journey through the museum.



SPATIAL RENDERS

2414_SMK02



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SPATIAL RENDER _ ENTRANCE



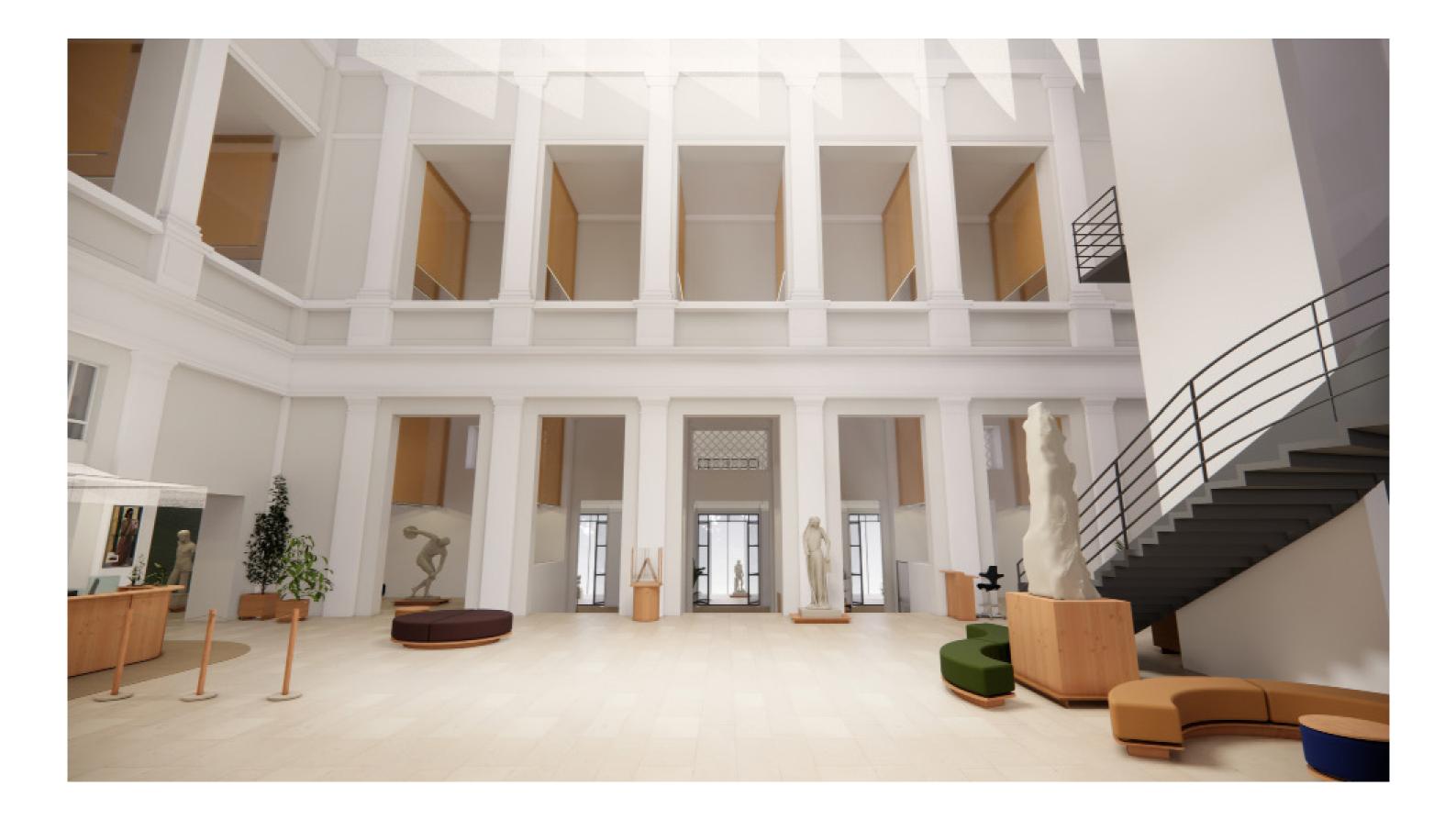
SPATIAL RENDER _ ENTRANCE



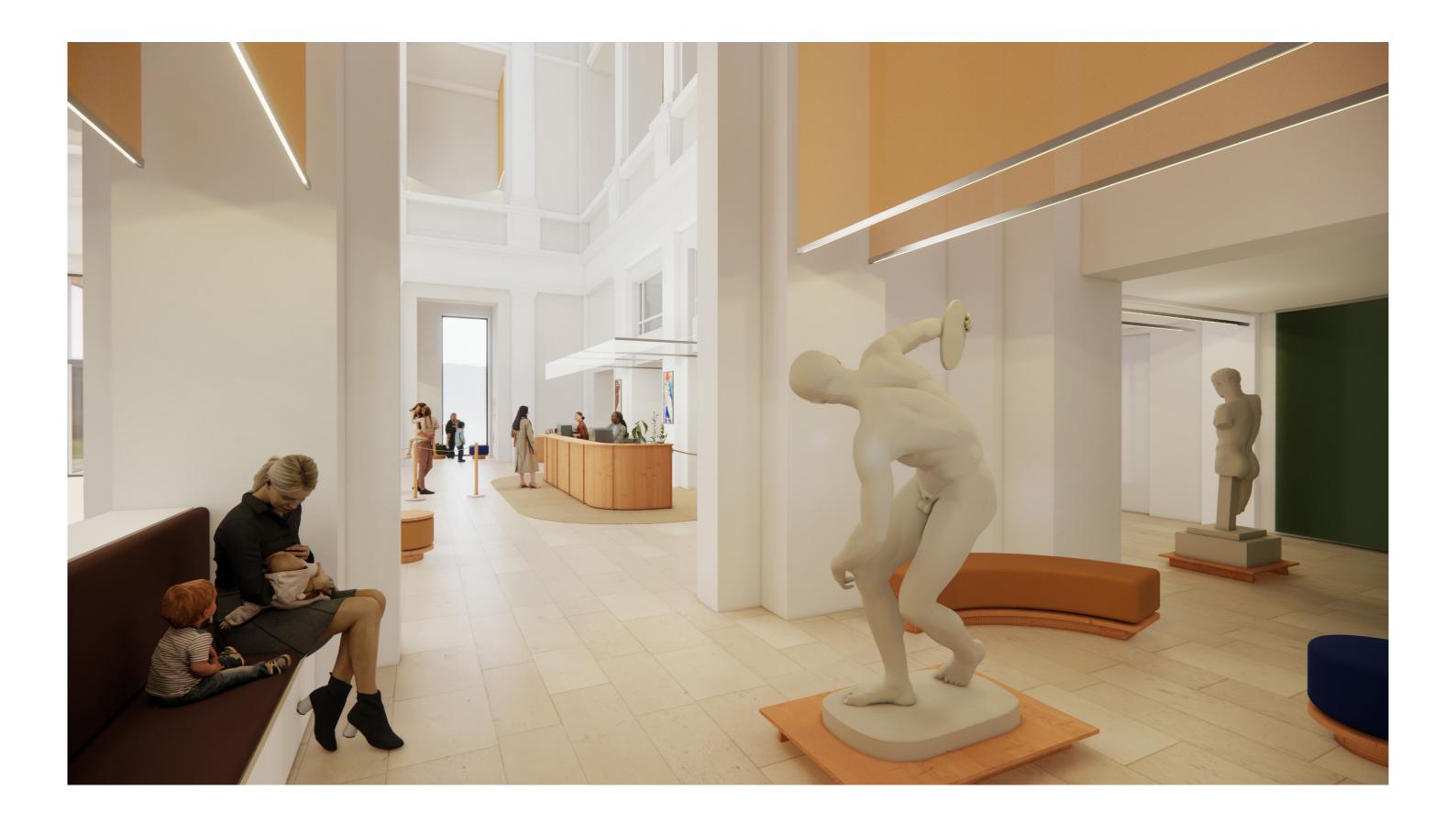
SPATIAL RENDER _ 1ST FLOOR



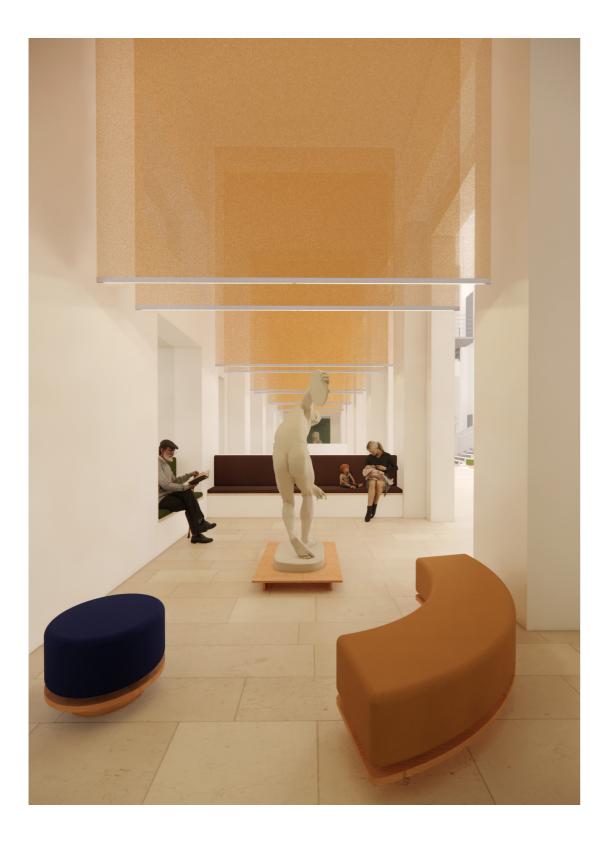
SPATIAL RENDER _ HALL



SPATIAL RENDER _ RELAXATION CORNER



SPATIAL RENDER _ RELAXATION CORNER

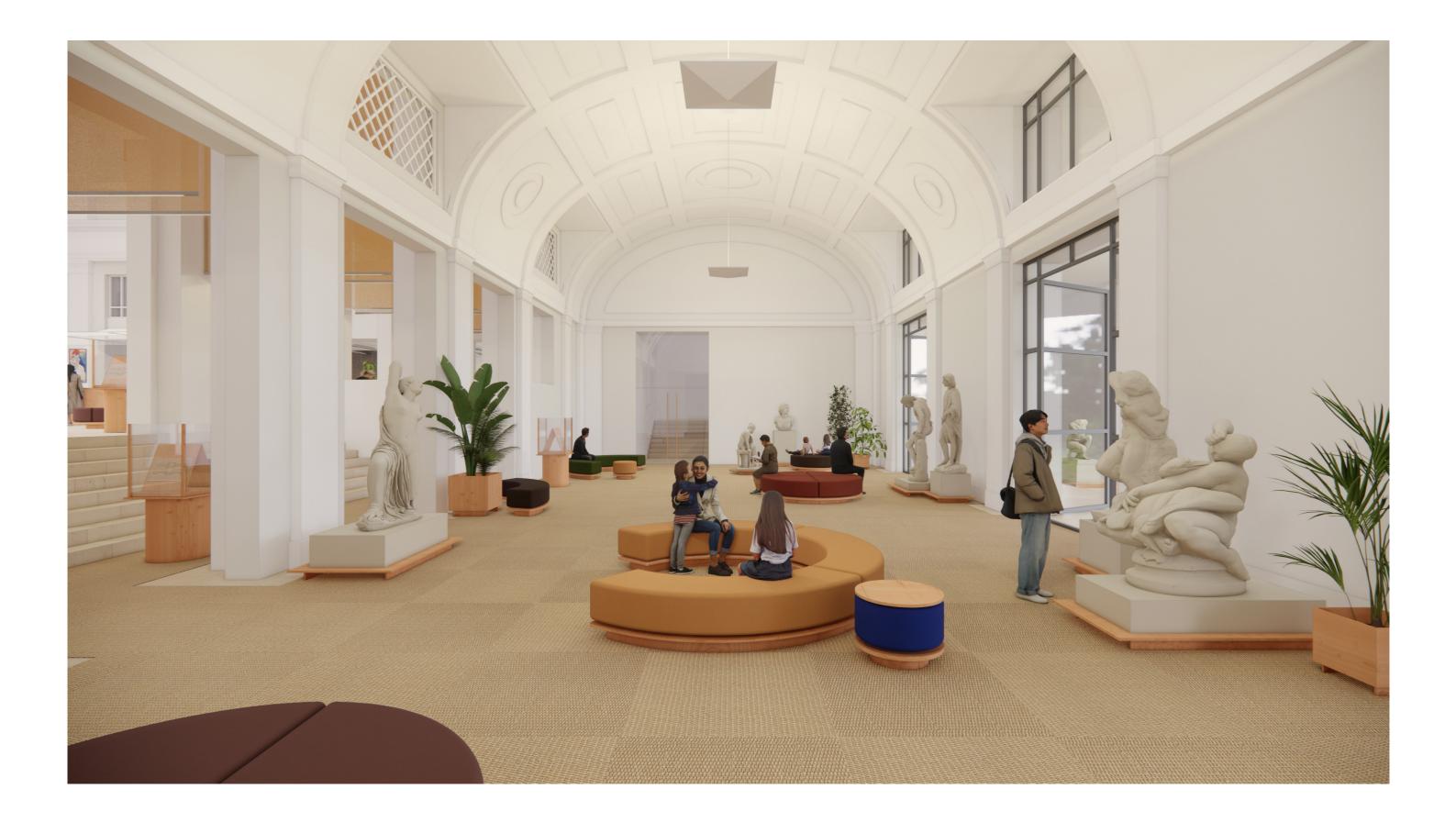




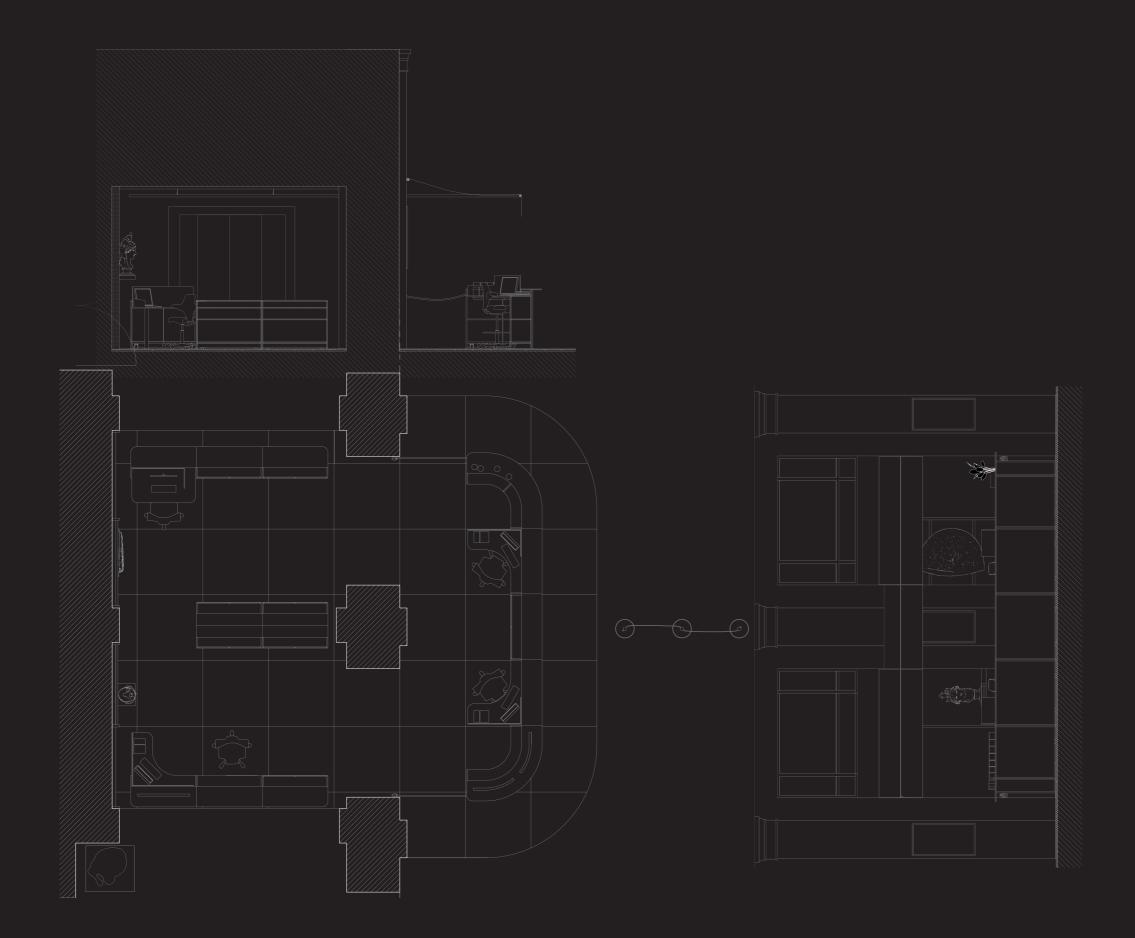
SPATIAL RENDER _ TRANSITIONAL SPACE



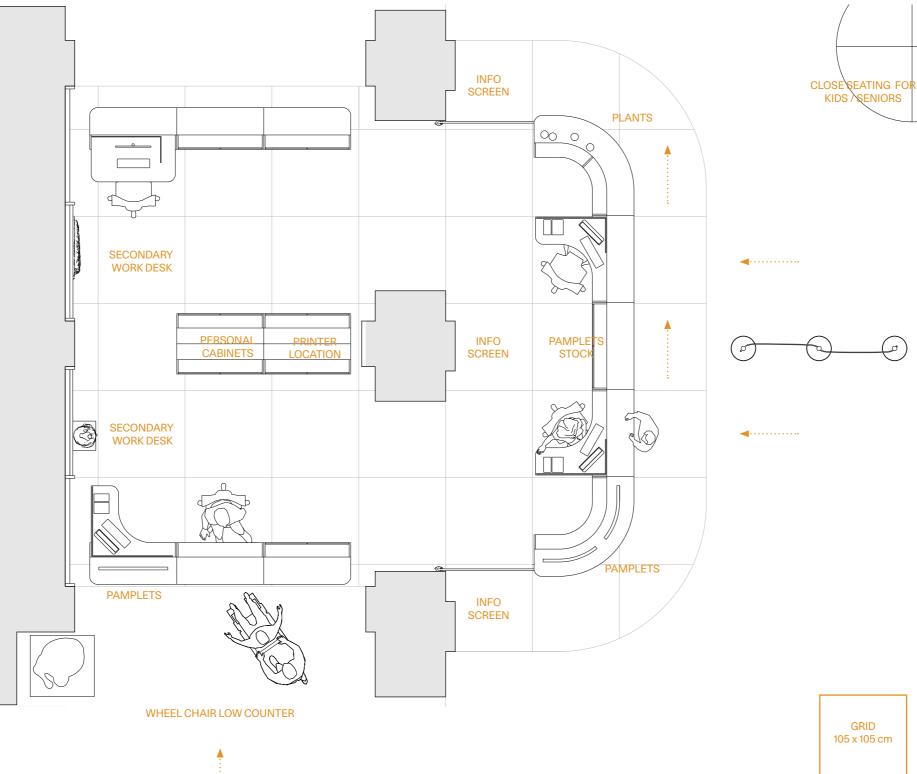
SPATIAL RENDER _ SEATING LOUNGE



WELCOME DESK



DESIGN INTENT_WELCOMING DESK_PROGRAM AND FUNCTIONS



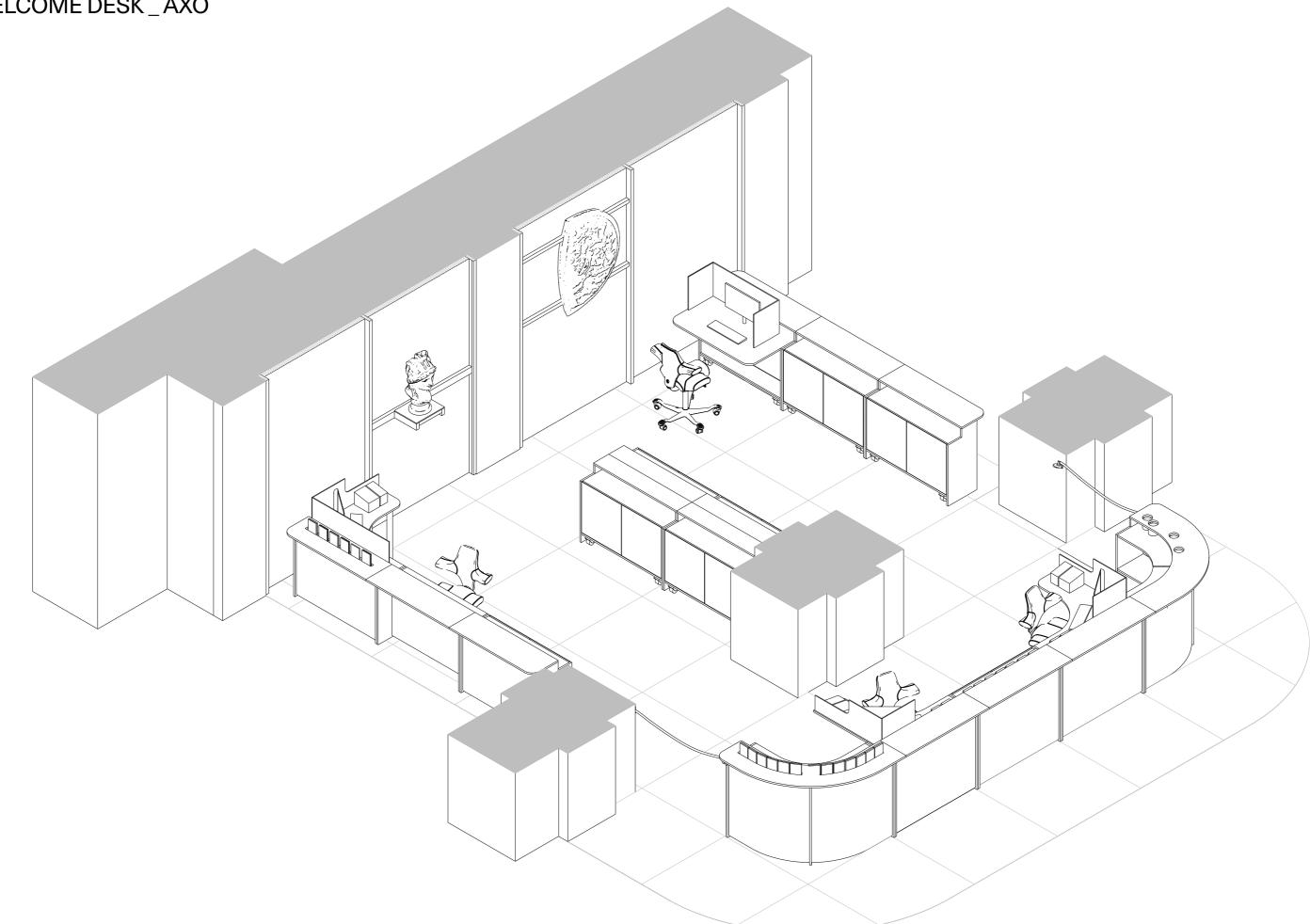
105 x 105 cm



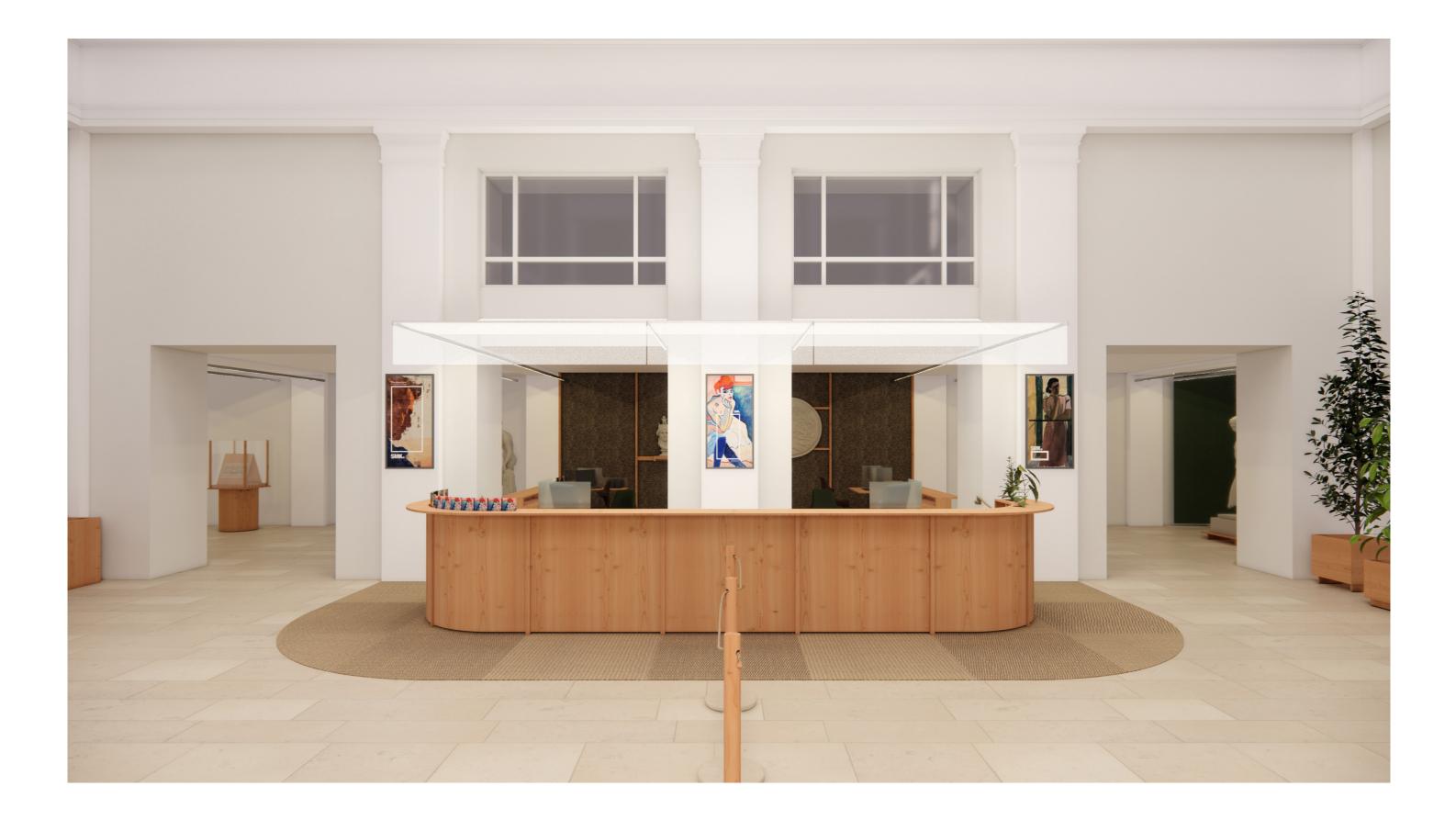
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WELCOME DESK_AXO



$\mathsf{WELCOME\,DESK}_\mathsf{RENDER}_\mathsf{FRONT}$



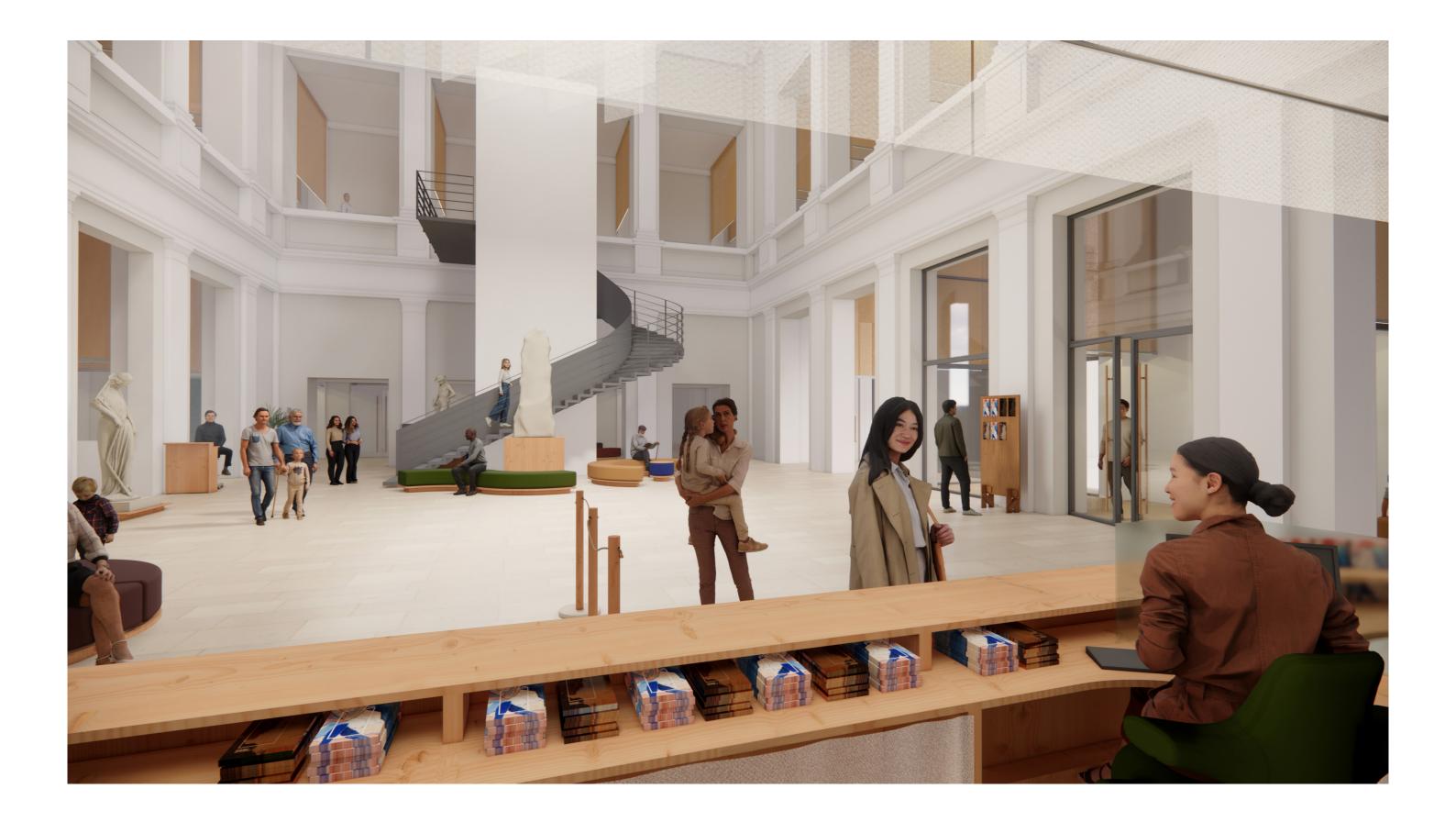
WELCOME DESK_RENDER_ACCESSIBLE COUNTER



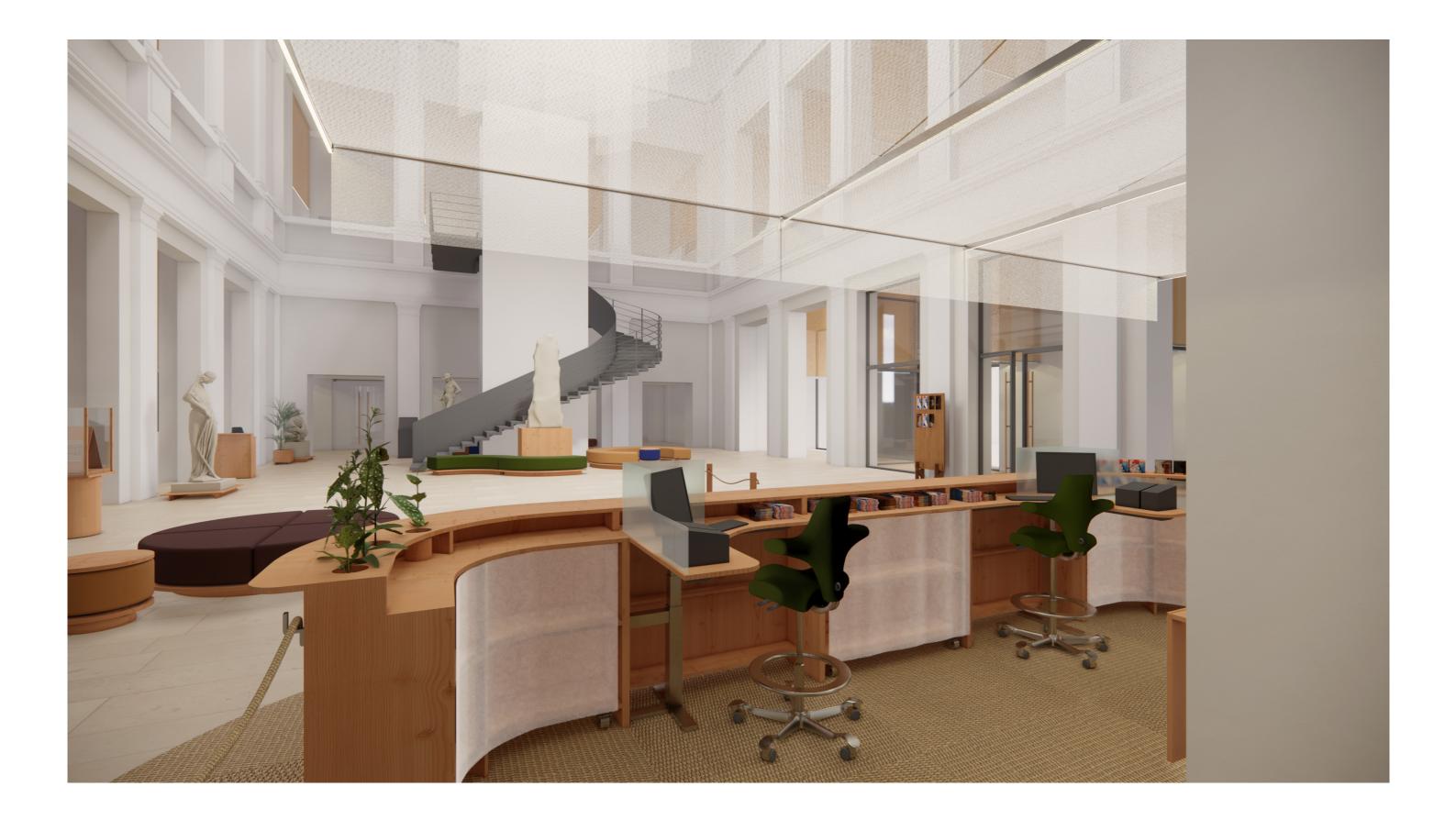
WELCOME DESK_RENDER_ACCESSIBLE COUNTER 2



WELCOME DESK_RENDER_LOOKING OUT



WELCOME DESK_RENDER_LOOKING OUT 2



MATERIALS

MATERIALS _ PRIMARY





WOOD CLT SHEET, LARCH

Producer: Binderholz, Austra

Sustainable: Biogene and Low-emmision product

Since it is used in the construction of buildings and is EU produced it has all noticiable ertifications and declerations: PEFC, EPD, FDES, EOTA, CE

ALTERNATIVE Dinesen, Denmark Layers _ Douglas 2nd sorting ACUSTIC PANEL EELGRASS PANEL

Producer: Søuld, Denmark

Biogene and Low-emmision product

Acoustic properties Good flame retardants properties

ALTERNATIVE Amorim, Portugal Cork Expanded Insulation Corkboard



TEXTILE HANGING TEXTILE TREVIRA TEXTILE 100 gram	
Producer: Baumann	

Synthetic as it is flame retardants Potential acoustic properties

ALTERNATIVE Kvadrat, Denmark



FLOORING CARPET, SISAL

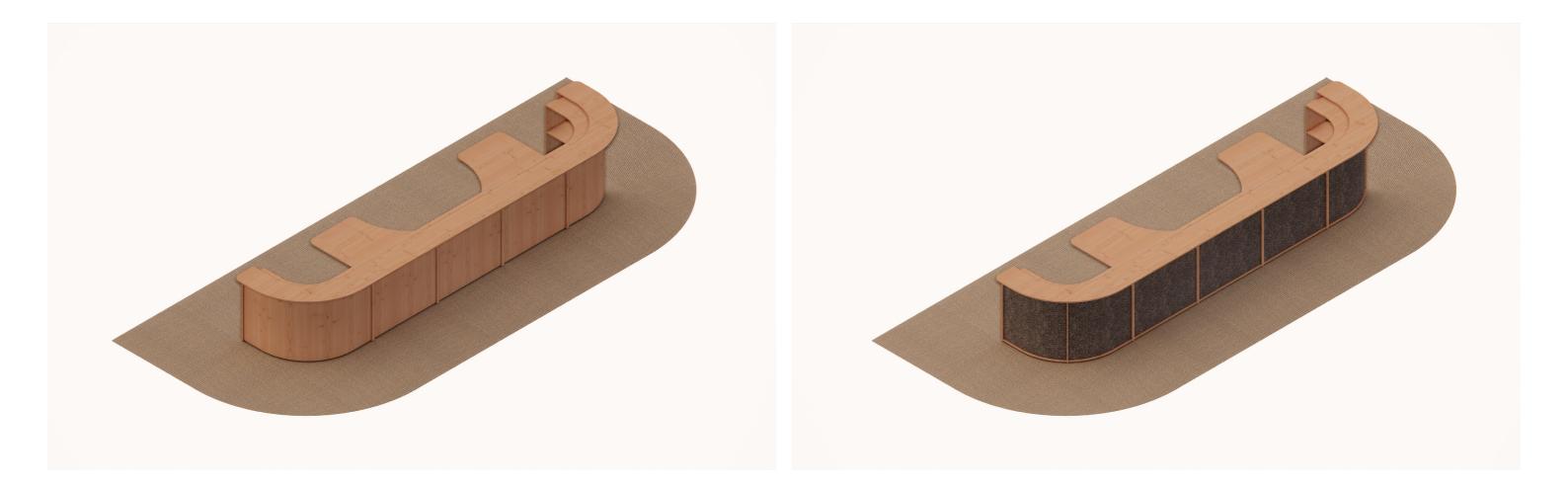
Producer: Danfloor, Denmark

Natural sisal leaves fibres with a backing of natural rubber. Can be coated with eco friedly products for durability.

Has acoustic properties. ca 25db

MATERIALS_COMBINATIONS_MODULARITY

All our work is made modular so it can be taken apart. Both as larger modules to optain new programs and functions but also from panel to panel. All our work is in nature assembled for disassembly. All elements can be be taken apart and modified, renovated or changed. We are imagining that the counter could change expression overtime or even optain different constellatons as seen below.



Example 1: Frontpanel in larch/douglas CLT Example 2: Frontpanel in acoustic eelgrass or cork

MATERIALS_COMBINATIONS_TEXTILES

We understand that introducing warm textiles is a bold move and will attract attention, especially upon first seeing them. Here, we offer a deeper understanding of the curtains' effect by showing three versions: Orange, Beige, and Linear Light only.

Our recommendation is the orange option, as it warms up the space and, within an affordable budget, transforms the experience of the area, marking a new period for SMK.





Orange Textiles + Linear Lights

Beige Textiles + Linear Lights

Linear Lights only

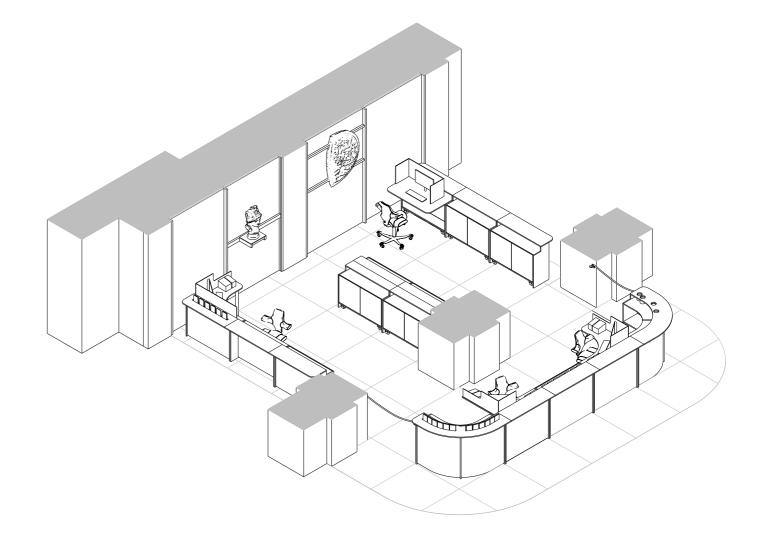


ECONOMY

While designing the welcoming desk, we have carefully considered the budget of 400,000 DKK + VAT and the desired completion schedule of the end of 2024. We plan to carry out the production and installation of all components of the Welcome Desk in-house. The elements considered in the budget include:

Hourly fees: Design development, production drawings, administration, meetings, production, and on-site installation. Materials: Flooring, wood cabinets, lighting, acrylic screens, textiles above the counter, acoustic panels, and transport. Elements not included in the budget consideration are: electrical work, electronic hardware, chairs, and graphics.

To meet the budget while maintaining our high standards for this project, we have factored in a 20% discount on our hours and applied a minimum material mark-up. We are experienced in managing projects internally from start to finish, and if selected for this project, we will provide you with a detailed budget overview of the various elements.



REFERENCES

SPATIAL REFERENCES



SCHEMATA ARCHITECTS, JAPAN

Modularity

DIA BEACON, US

Natural daylight museum

ROBERT IRWIN, Whitney Museum, US

Translucent textiles

@archival_studies

CARLO SCARPA, Castelvecchio IT

Art in conversation and as spacial elements

ARCHIVED WORK



GASOLINE GRILL, COPENHAGEN

ARTHUB, W. PIHLMANN ARCHITECTS, COPENHAGEN

KONA, COPENHAGEN (Permanently Closed)

ARCHIVAL STUDIES STUDIO, COPENHAGEN