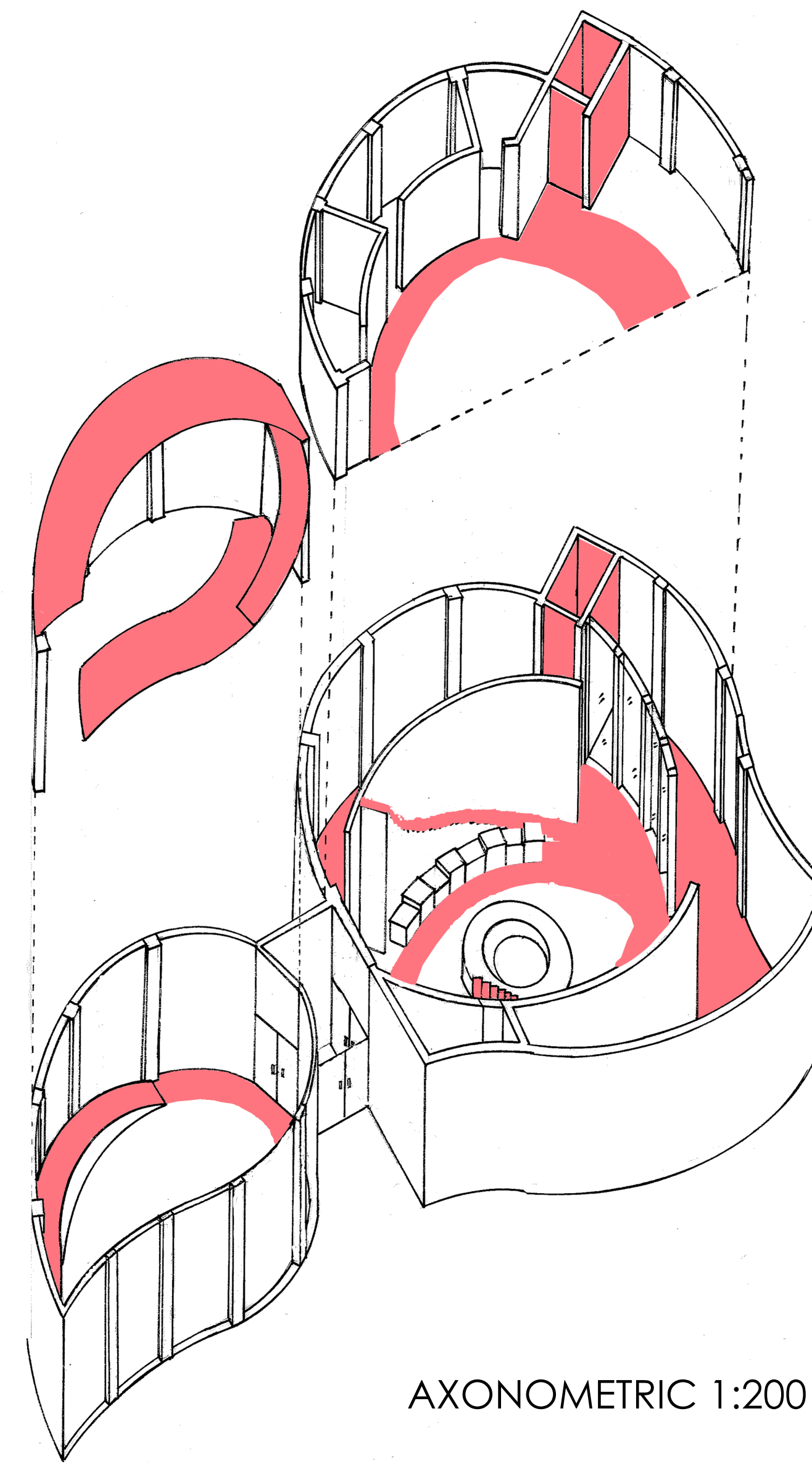
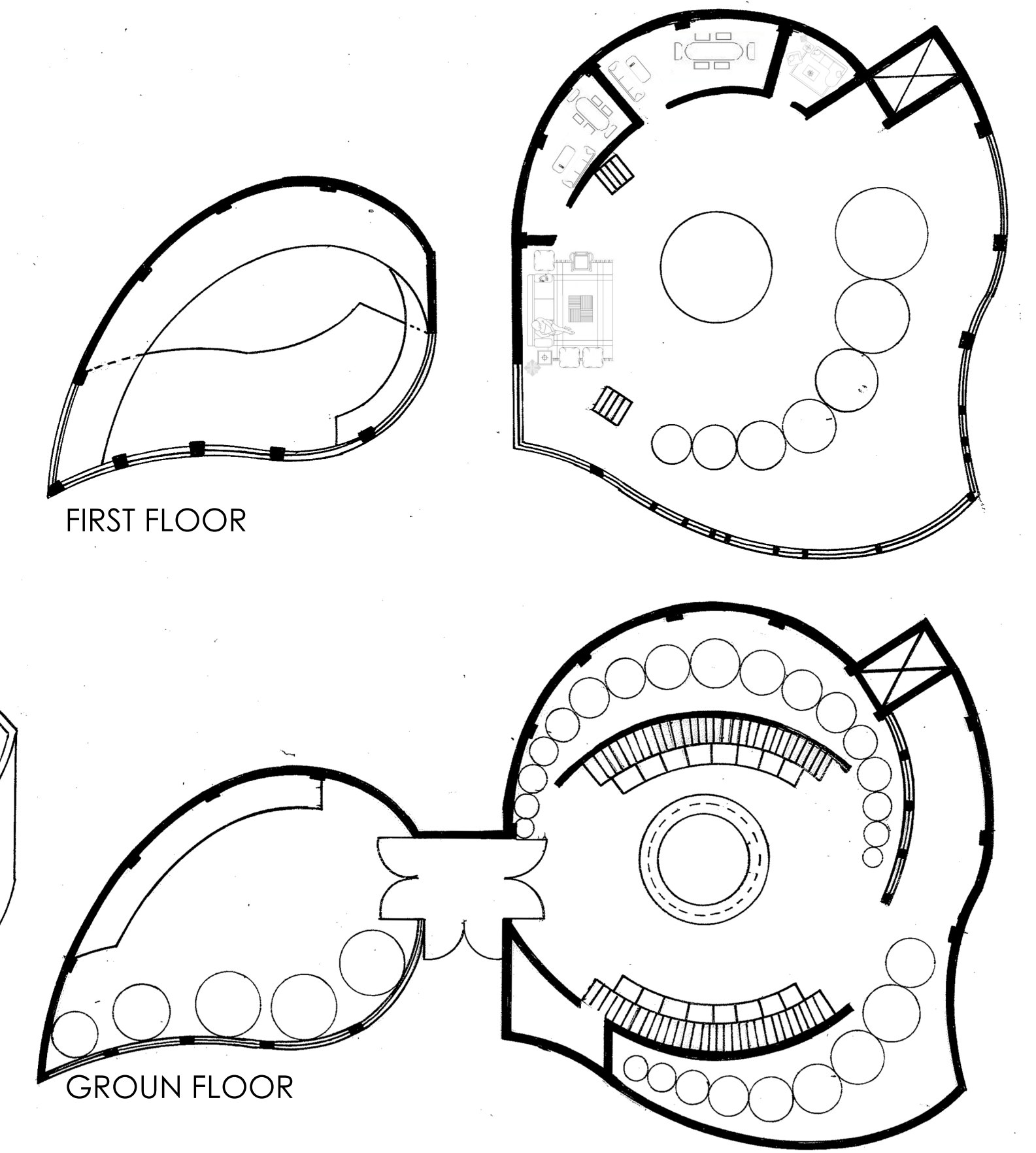


AERIAL PLAN 1:200



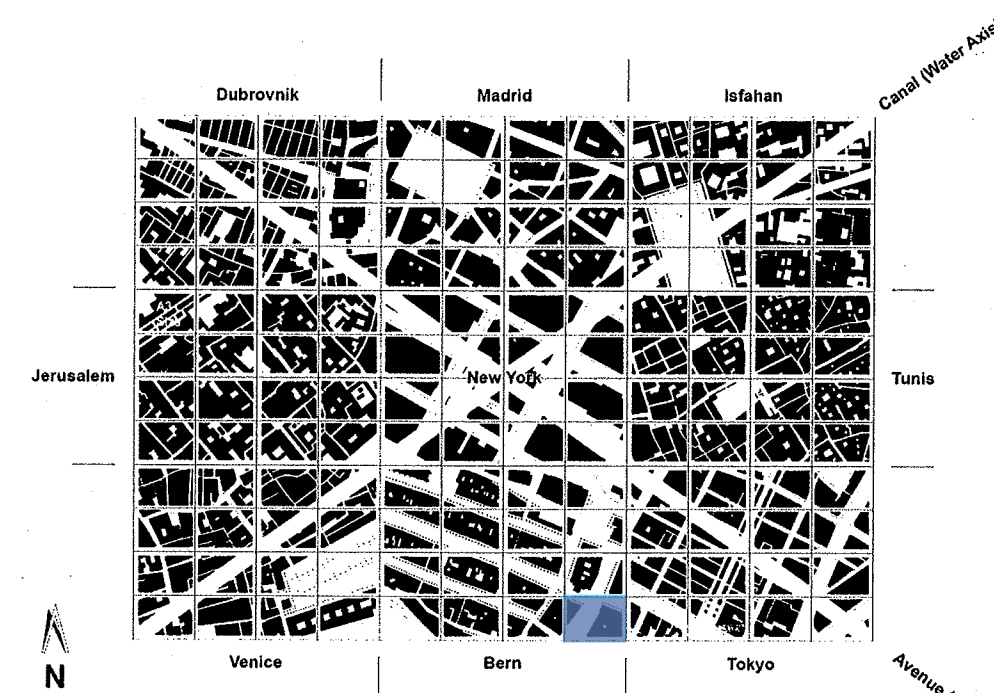
AXONOMETRIC 1:200



FIRST FLOOR

GROUN FLOOR

FLOOR PLAN 1:200



SITE PLAN 1:10 000

SID:307007758

NAME: SHAOZE YIN

The ideas of the design

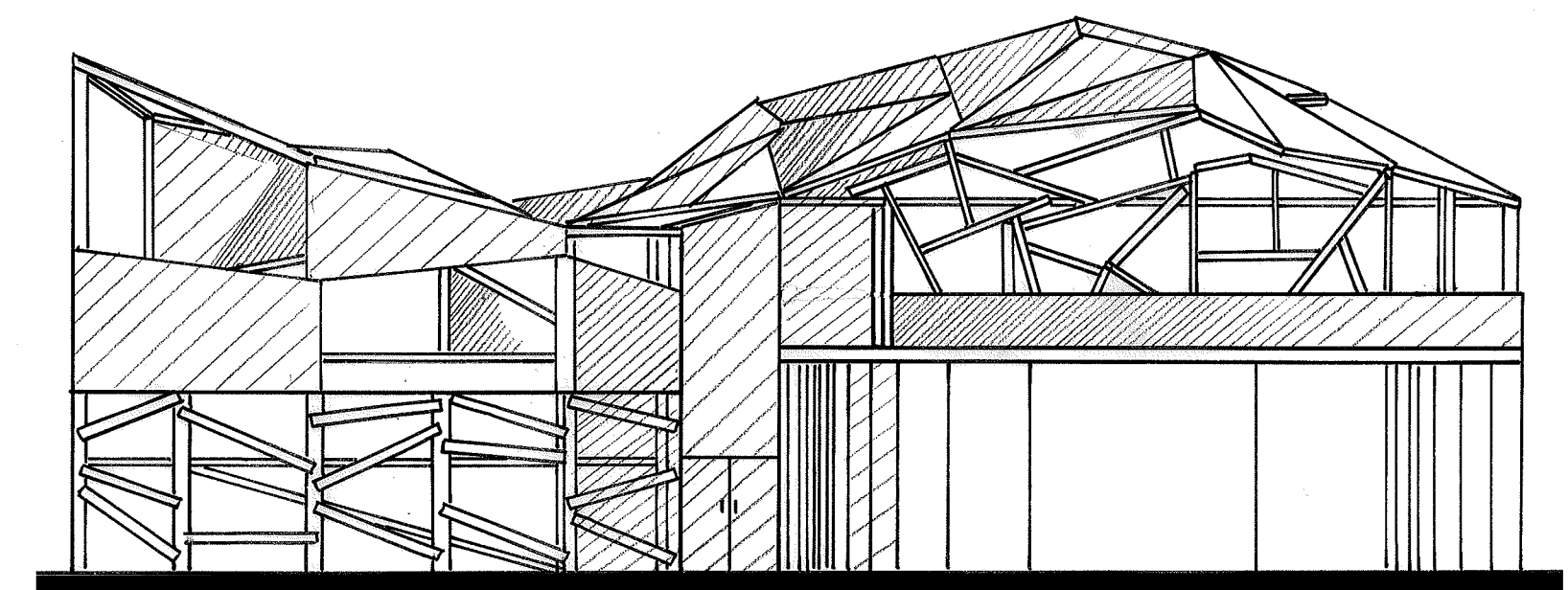
I choose to design a museum because the city of Bern was initially a trading spot, three main streets go through all over the business area of the city, people brought different goods for selling or exchanging, so as time flew, some of the precious were kept and now displayed in the museum.

As we all know, Switzerland is quite cold, so at the entrance of the museum, I have a double doors arrangement both on the right, all the visitors can go straight to the hall, or to the left, enter the workshop.

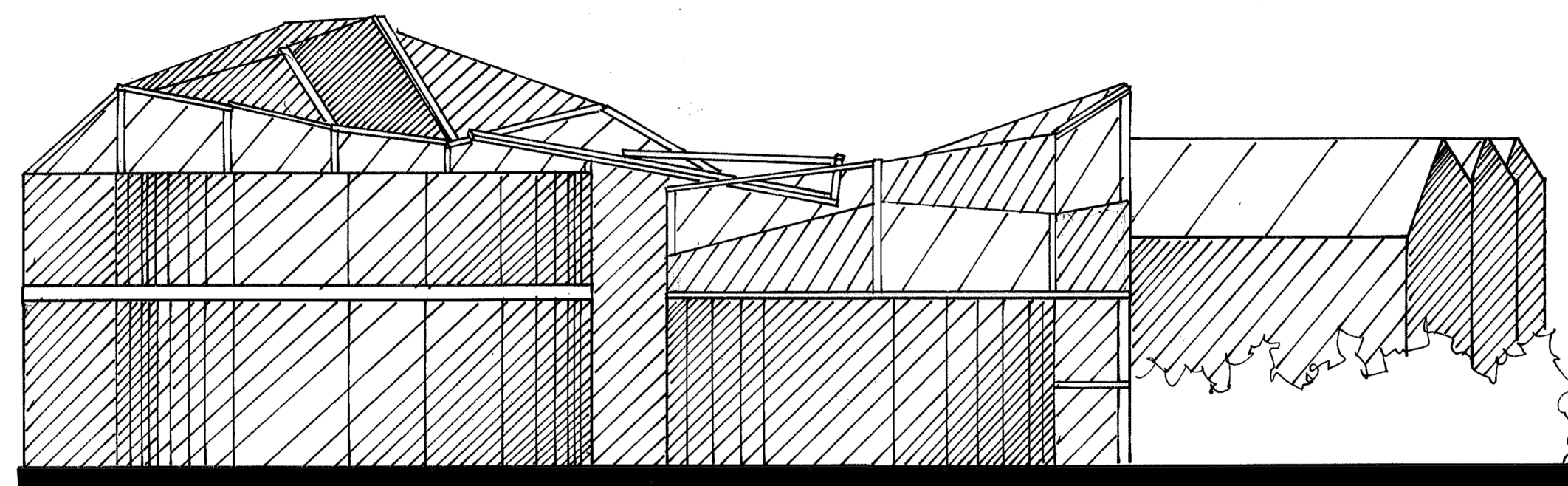
There are some features about the main exhibition hall. First of all, three sub-divided show room represent three main trading streets. The lighting system on the ground floor relay on electricity, but there is a light source come from the first floor as those French windows are made to line in the north-east corner of the building, which the sun shine can be absorbed. There is a big opening space on the next to the French window allows massive number of items to be displayed, which probably mainly been recycled and reused to make into art work or souvenir.

The whole shape of the museum is like a tree leaf, peacefully sitting on the ground, but the roof is made by irregular arrangement of massive steel which is a obvious contrast, and the changing in levels in the workshop is another point to attract visitors come inside and have a walk along the circulation.

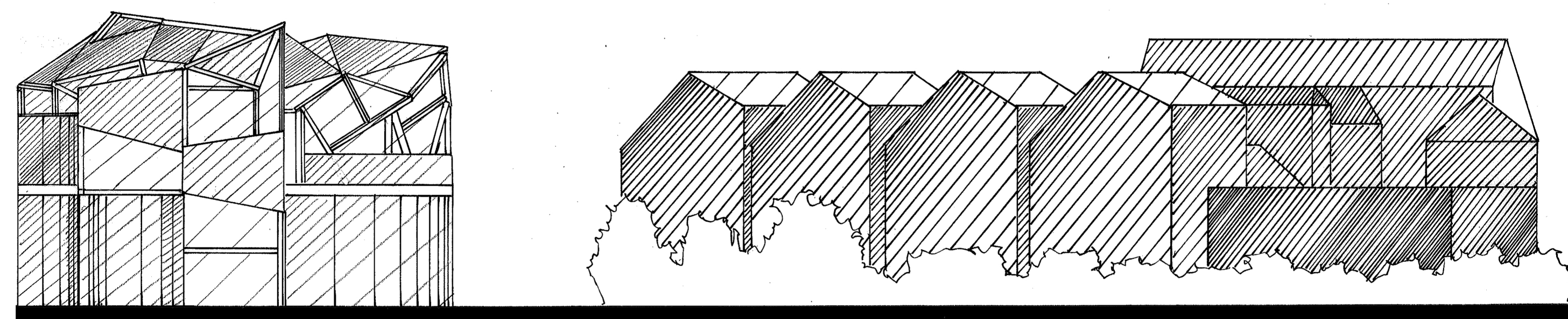
Bern Art Museum



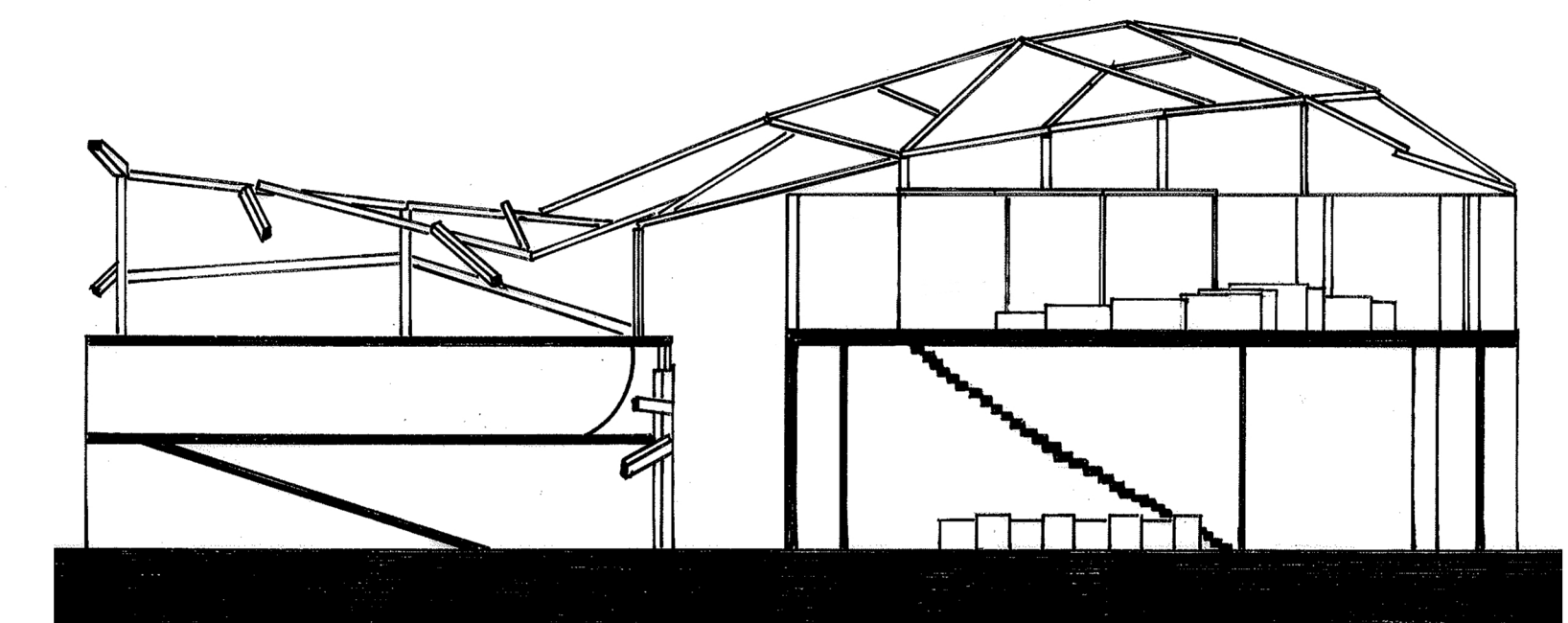
MODEL LONG ELEVATION 1:200



SITE ELEVATION 1:200



LONG ELEVATION 1:200



SECTION 1:200