



UDARNIK: THE BUILDING AS FOUND

Robbrecht en Daem architecten – ARUP – Portner – Tiamat proekt

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The general concept of the design focuses on the various ways of experiencing art. Three museological rooms, heart of the Udarnik project, differ regarding user experiences. Large differences of scale and light atmosphere stimulate the museological experience.

The three exhibition rooms are modules that can be arranged differently, this ensures the flexibility and continuity of Udarnik:

The Incubator on the groundfloor, a central hall as a free introduction to art but also to emphasize the special activities within the building : a warm welcome. A coffee shop and a book store at the corners strengthen the 'plaza' feeling of the central space.

The Labyrinth in the basement with exhibition cabinets dividing the hall in smaller gallery rooms with better proportions for art rooms.

The Large Vaulted Hall on the first floor, the impressive room with a large scale and a saturation of natural lights : the vault as a protective shelter for art.

Side-program like the 'Creative Center' and the 'Restaurant' are surrounding the exhibition spaces and function as a connection between the museum and the outside world.

The philosophy of the restoration and renovation for a new Udarnik follows our general concept of THE BUILDING AS FOUND or L'OBJET TROUVE.

