

SALPARE

MARITIME MUSEUM OF KRISTIINANKAUPUNKI

THE MAIN IDEA OF THE PROJECT IS TO REPRESENT ONE SHIP READY TO LEAVE THE HARBOR, USING CONTEMPORARY MATERIALS AND A DIFFERENT LANGUAGE IN COMPARISON TO THE OLD CULTURE OF SAILMANS, WITHOUT LOSING THE SIGHT OF THE CONTEXT IN WHICH THE BUILDING IS LOCATED. IN THIS CASE THE SITE GUESTS AN OLD STORAGE AND AN OFFICINE WHICH ARE THE ENDING POINT OF THE PARK OF THE CITY. THE OBJECT DESIGNED IS A NEW MARITIME MUSEUM AND THAT ADJECTIVE IS INSIDE THE IDEA OF THE PROJECT. ALL BEGINS FROM THE WORD NEW. FOR THIS REASON THE MATERIAL USED IN DESIGNING THE BUILDING ARE NOT THE SAME AS THE EXISTING BUILDING BUT THE CHOICE WAS ON CONCRETE AND WOOD, TWO ELEGANT AND TRADITIONAL MATERIALS THAT DON'T DESTROY THE ATMOSPHERE OF THE PLACE.

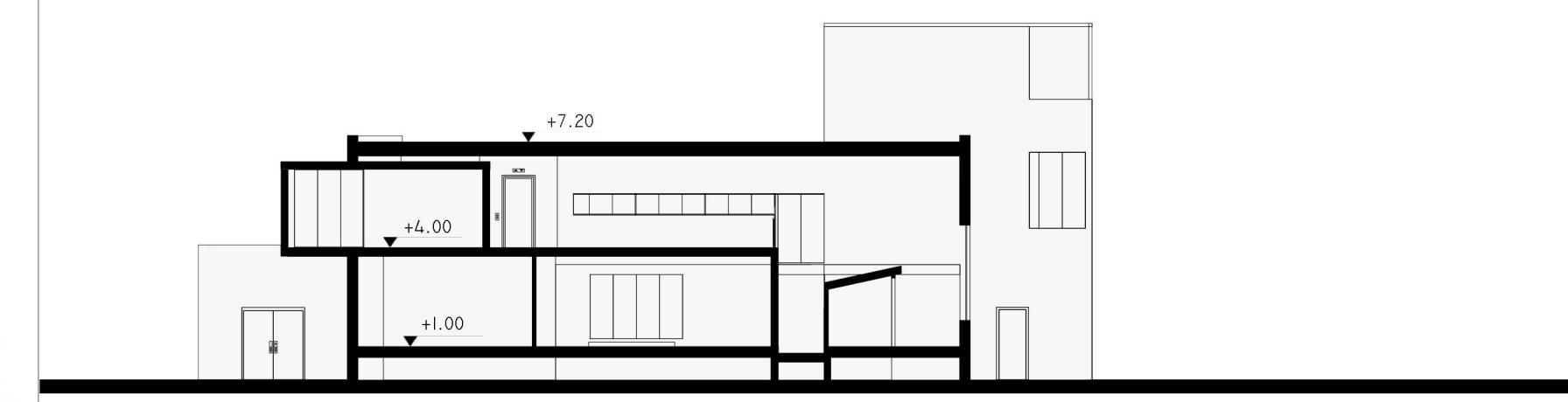
THE LINK BETWEEN THE OLD AND THE NEW BUILDINGS IS MORE VISUAL THAN PHYSICAL. HUGE CURTAIN WALLS OPEN THE VISUAL FROM INSIDE THE BUILDING TO THE SEA, THE OLD BUILDING AND THE PARK, MEETING POINT FOR THE PEOPLE LIVING IN THE TOWN.

THE SHAPE OF THE MUSEUM IT WAS THOUGHT AS A SHIP STANDING, READY TO SAIL. THE SHIP IN QUESTION IS A CONCRETE BOX AND IS INTERSECTED BY A WOODEN TOWER THAT HOSTS THE FACILITIES THAT CAN BE USED EVEN WITH THE MUSEUM IS CLOSED, KITCHEN, SAUNA, CAFE, AND OBSERVATORY DECK ARE THE MAIN CHARACTER OF THE TOWER.

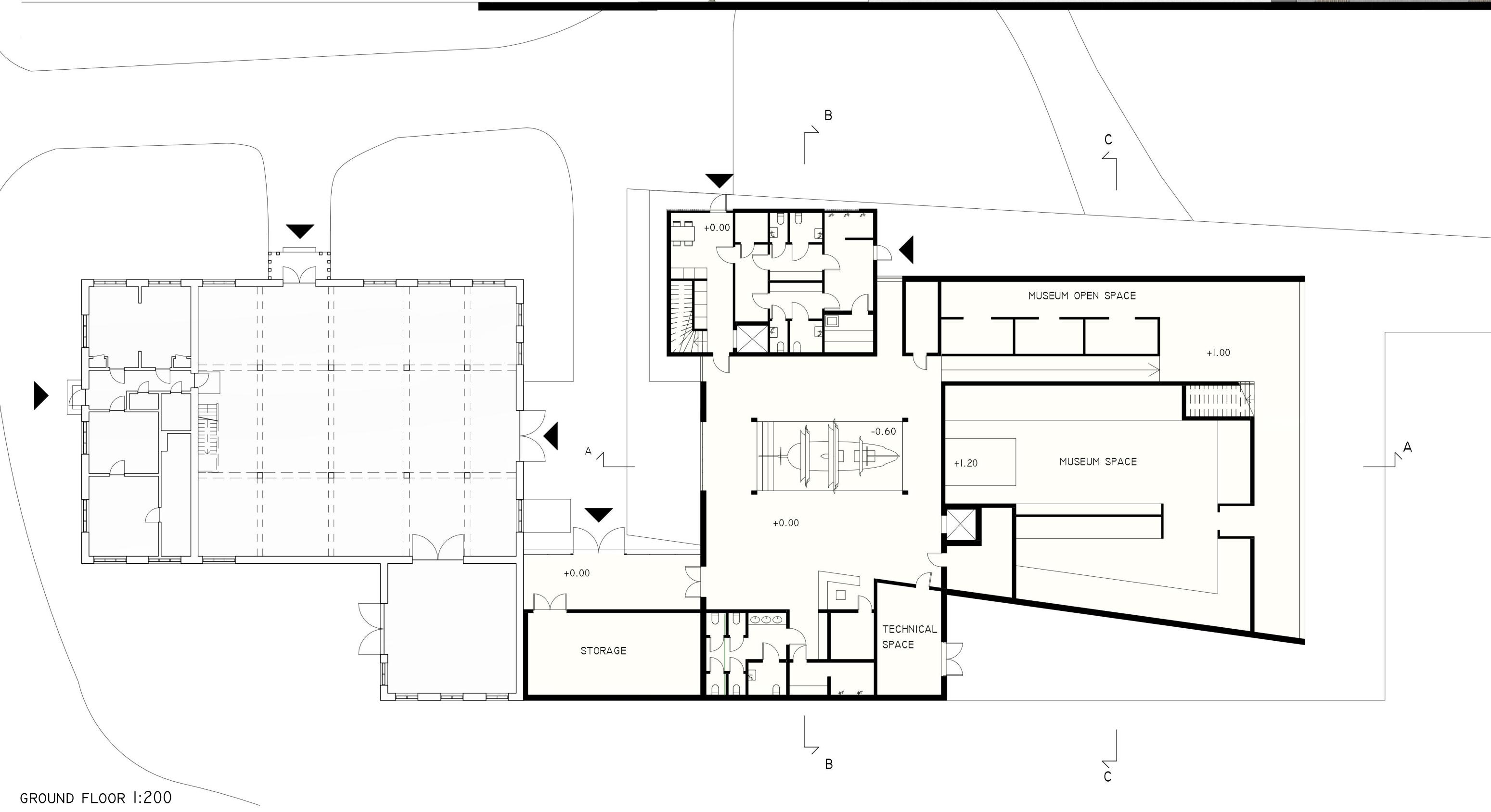
THE ENTRANCE OF THE MUSEUM IS REARWARDED RELATED TO THE MAIN ENTRANCE OF THE MEREMAKI STORAGE AND THE TOWER, IN THIS WAY THE GUEST HAS THE PERCEPTION OF THE SPACE AND IT'S EASY TO DISTINGUISH THE OLD FROM THE NEW AND, THANKS TO THE DIFFERENT MATERIALS, IT'S POSSIBLE TO UNDERSTAND THAT THE BUILDINGS HAVE DIFFERENT FUNCTIONS. THIS EFFECT CONCERNING THE ENTRANCE SPACE IS HELPED BY THE HUGE CURTAIN WALL ON THE FAÇADE THAT OPENS THE VIEW TO THE ALMA MODEL, LOCATED AT THE CENTER OF THE ENTRANCE HALL. THE BASE OF THE MODEL IS LOWER THAN THE GROUND FLOOR, THIS HELPS THE VISITORS TO SEE NOT ONLY THE SIDES OF THE BOAT BUT ALSO THE DECK AND HOW THE MODEL IS MADE. FROM THE ENTRANCE HALL IT'S POSSIBLE TO JOIN THE ACTIVITIES IN THE TOWER OR GO TO THE MUSEUM SPACES, LOCATED HIGHER IN RELATION TO THE GROUND FLOOR, IN ORDER TO HAVE THE FEELING OF BEING ON A BOAT AND LOOK DOWN TO THE SURROUNDINGS.



WEST ELEVATION I:200



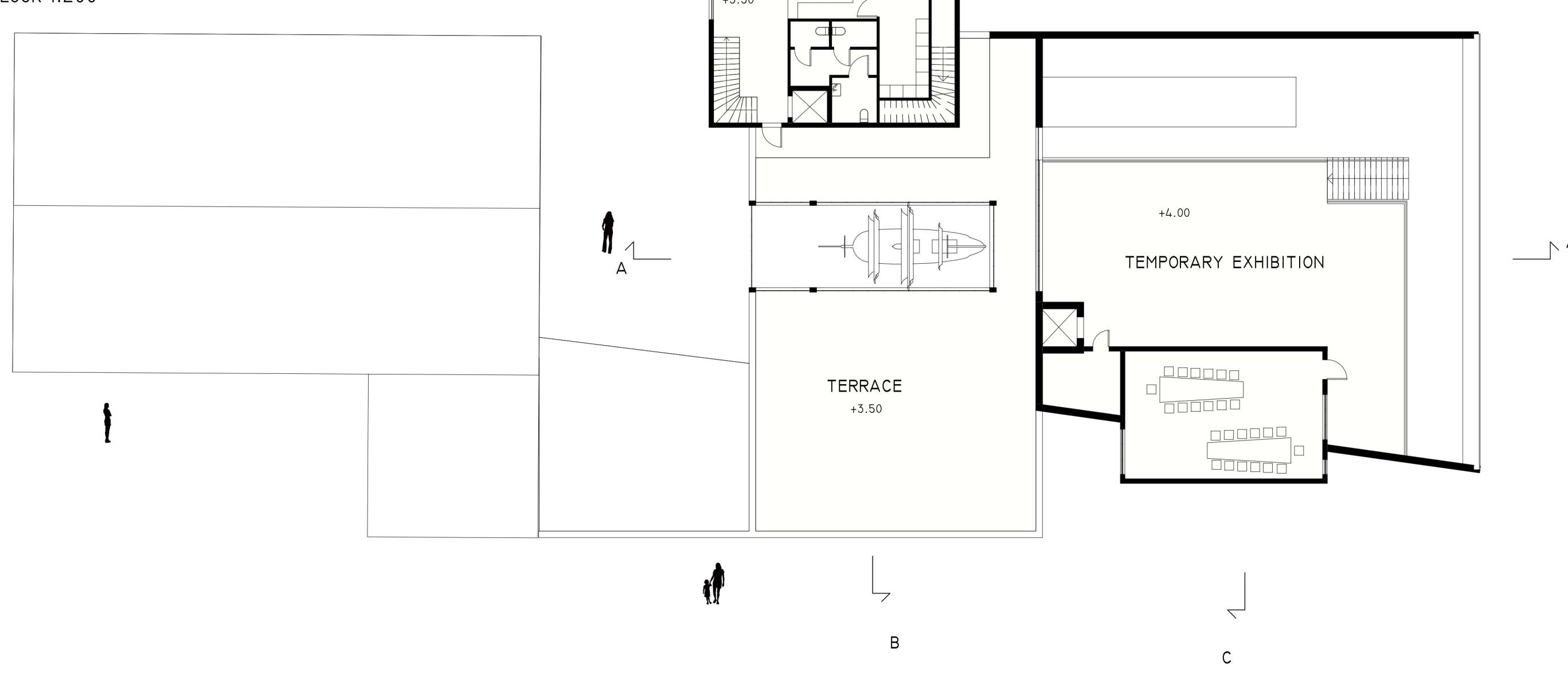
SITE PLAN I:400

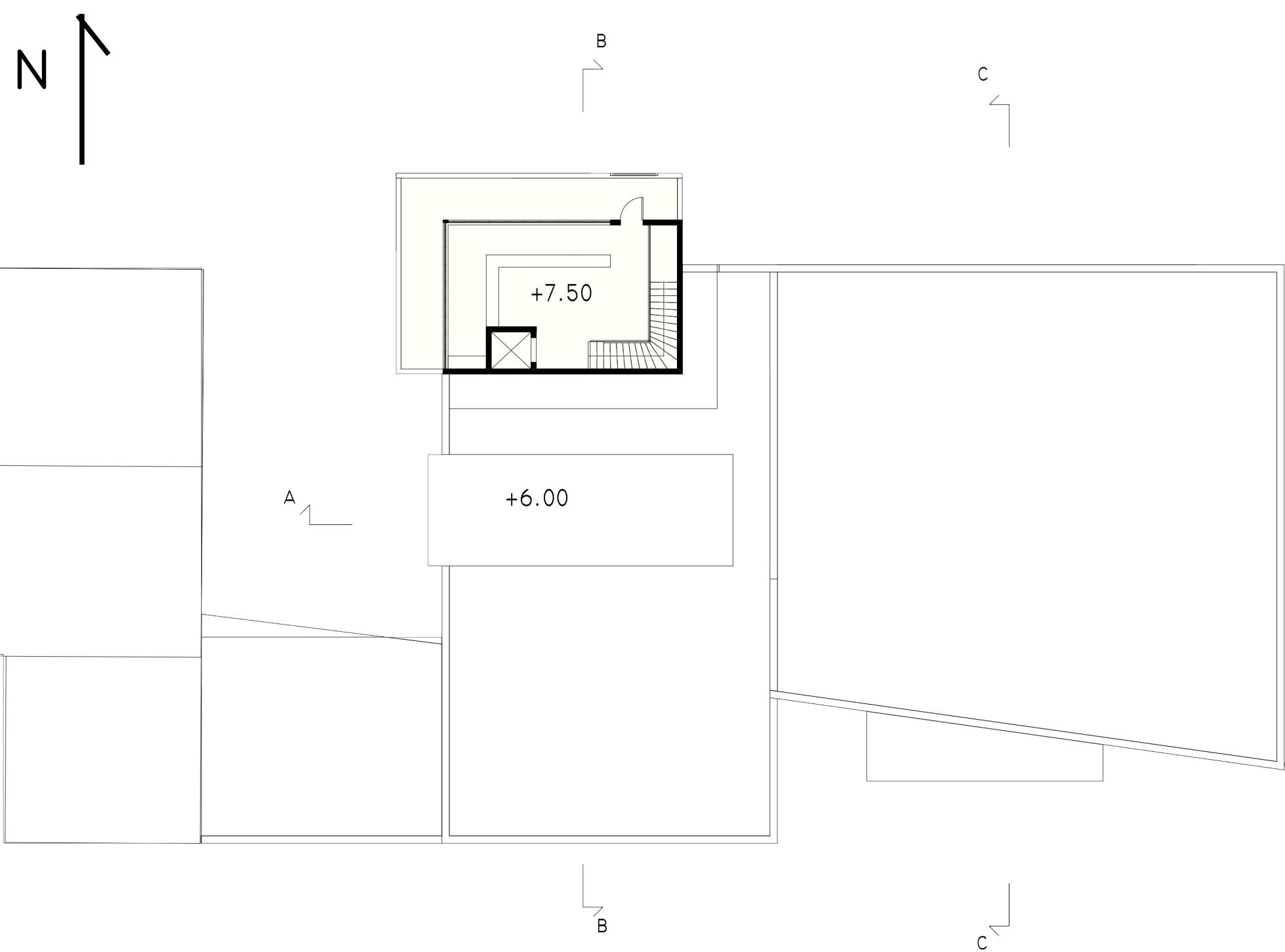


COMING FROM OUTSIDE, THE ALMA MODEL IS THE MAIN CHARACTER OF THE HALL, IT IS THE CORE OF THE MUSEUM AND ITS FUNCTION IS EMPHASIZED BY THE POSSIBILITY TO SEE IT FROM EVERY DIRECTION. FROM THE MUSEUM SPACE IT'S POSSIBLE TO SEE IT FROM A SMALL DECK IN FRONT OF A WINDOW THAT LET THE LIGHT ENTER IN THE SPACE AND GIVES THE ATMOSPHERE OF A SHIP CABIN. ABOVE THE MUSEUM SPACE IT'S POSSIBLE TO REACH THE FIRST FLOOR WHERE THE TEMPORARY EXPOSITIONS CAN TAKE PLACE AND IT'S EASY TO NOTICE THE MEETING ROOM. THE MEETING ROOM IS DESIGNED AS A WOODEN BOX COMING OUT FROM THE SHIP AND THE WINDOWS ARE PLACED IN THE WAY THAT CONFER THE EFFECT OF BEING IN THE CABIN OF THE MAIN SAILOR.

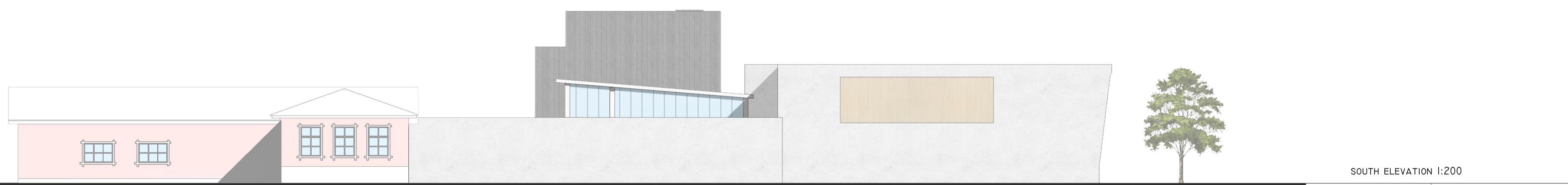
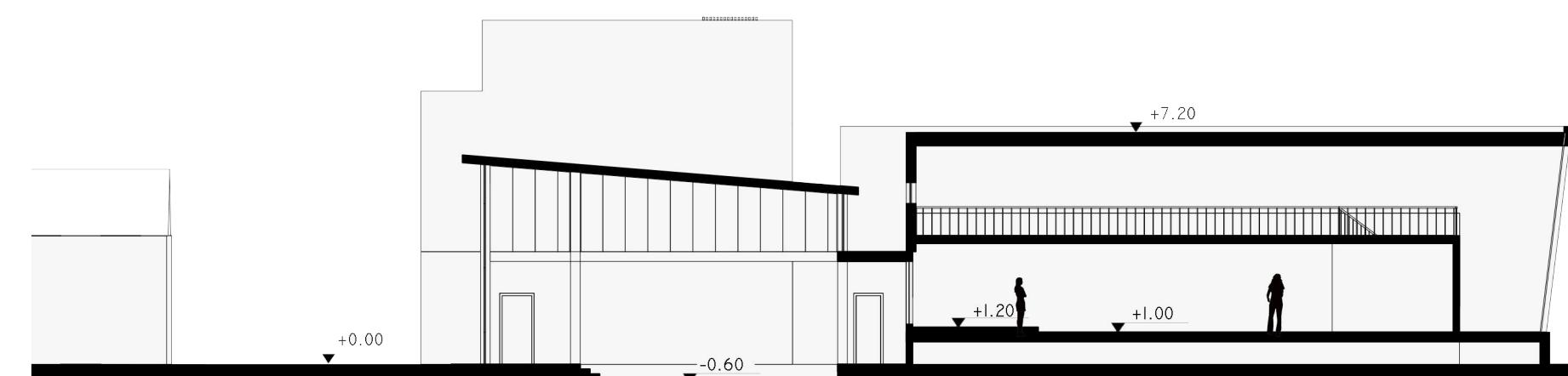
ANOTHER PART OF THE MUSEUM SPACE IS LOCATED OUTSIDE THE MAIN BLOCK AND WHILE ENTERING THE OPEN SPACE OF THE MUSEUM THE GUEST HAS THE PERCEPTION OF BEING ON THE DECK AND HAVE THE VIEW OF BOTH THE MUSEUM AND THE PARK.

FIRST FLOOR I:200





THIRD FLOOR I:200



SOUTH ELEVATION I:200

EAST ELEVATION I:200

