

ARCHITECTURE: MUSEUM AS MUSE

Presentation 2: Museums of the World

Museum of Anthropology at UBC
A place of world arts + cultures



Welcome to *Presentation 2: Museums of the World*. This is the second presentation in the *Architecture: Museum as Muse* unit developed by the Museum of Anthropology at UBC. In *Presentation 1: Introduction to Architecture + Phenomenology*, you learned about the basics of architectural design and how we can use our senses to experience our built environments. During this presentation, we will explore examples from around the world to inspire critical thinking about what successful museum architecture looks like. To introduce each museum, we'll share an image of its architecture without naming it, accompanied by questions to guide your observation of the architecture. Then we will reveal what museum it is and provide additional information. We encourage you to observe each example closely, considering context, purpose, and function.



What are your first impressions of this building? How would you describe it? What senses might this building engage? Based on the architecture, what collections might be inside? Who do you think the target audience is? Pause this video, and take a moment to record some of your observations.

CORPUS

Oegstgeest, Netherlands

- Large-scale human body
- Interactive + sensory
- Hybrid amusement park/health education museum
- To encourage youth to take care of their bodies



Photo courtesy of [Bie](https://commons.wikimedia.org/wiki/File:Willem_Einhovenstraat_1_Oegstgeest.JPG) (Wikimedia Commons)
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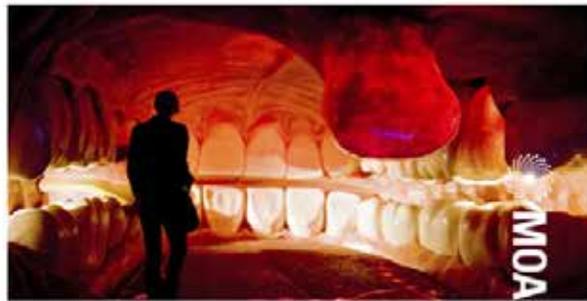


Photo courtesy of [Spot, Cool Stuff!](http://travel.spot.co.uk/)
<http://travel.spot.co.uk/?cat=travel/museum/antierdan/corpus-human-body>

This is the CORPUS Experience in the Netherlands. CORPUS offers visitors an interactive experience through a large-scale human body, designed with rooms containing informational databases and digital encyclopedias to help educate visitors about the human body. The building's design incorporates a 35-meter high human figure. Interactive features include a blood-cells theatre and a rubber tongue that visitors can jump onto, causing burping sounds. This place is a hybrid amusement park and health education museum, with youth as their target audience. The goal of the experience is to encourage youth to take care of their bodies.

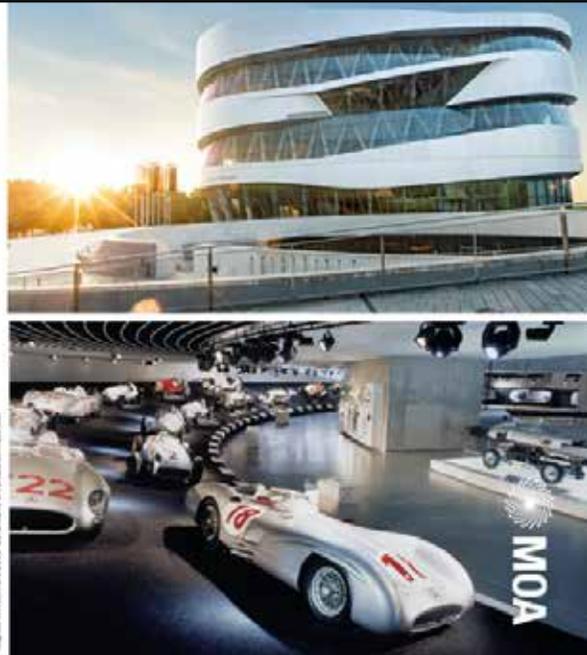


What are your first impressions of this building? How would you describe it? What senses might this building engage? Based on the architecture, what collections do you think are inside? Pause this video, and take a moment to record some of your observations.

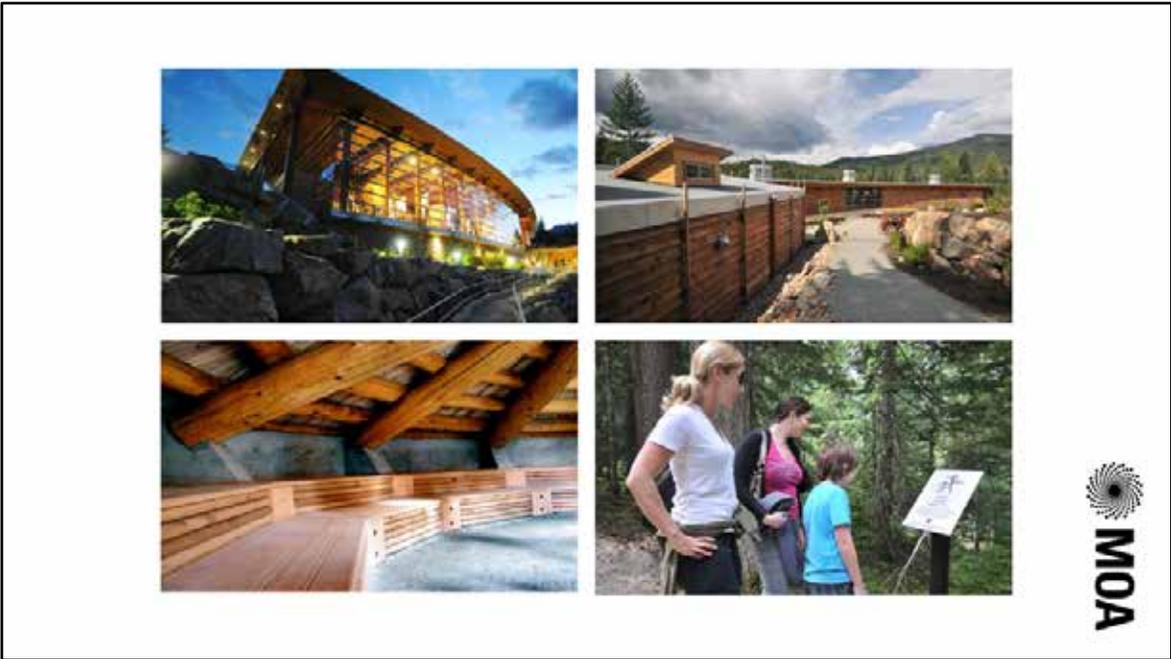
Mercedes-Benz Museum

Stuttgart, Germany

- 9 levels, over 150 vehicles
- Design meant to reflect highways
- Concrete, glass fibre panels, + steel supports
- Purpose-built to safely house heavy collections



This is the Mercedes-Benz Museum in Stuttgart, Germany. Built in May of 2006, the Mercedes-Benz Museum contains 9 levels and over 150 vehicles, some dating back to the very earliest days of the motor engine. The design of the building is based on a cloverleaf shape, with overlapping circles and a hollowed centre, reflecting the junction of two curving highways. The width of the gallery lanes is meant to mimic highway roads. Construction materials include aluminum panels, over 110,000 tons of concrete, glass fiber panels, and steel supports. The cement-poured building was purpose-built with reinforced pillars to safely house its collection of heavy Benz vehicles.



What are your first impressions of this building? How would you describe it? What senses might this building engage? Based on the architecture, what collections might be inside? How might the landscape have influenced the design? Pause this video, and take a moment to record some of your observations.

Squamish Lil'wat Cultural Centre

(Whistler, BC)

- First Nations artwork, craftwork + historical objects
- Cultural + community-based partnerships
- Squamish Longhouse + Lil'wat Istken (Pit House)
- Indigenous architect Alfred Waugh



Photos courtesy of Squamish Lil'wat Cultural Centre
http://slcc.ca

This is the Squamish Lil'wat Cultural Centre in Whistler, BC. The Cultural Centre features First Nations artwork, craftwork, and historical objects, including cedar basket weaving, wool weaving, carved sculptures, and canoes. This 'cultural institution' or 'interpretive facility' was born out of cultural and community-based partnerships. Resources and facilities are both indoor and outdoor, including interpretive trails through the Cultural Centre's 1.76 hectares of land. The Cultural Centre represents both the Squamish and Lil'wat Nations and stands as a symbol of their continuing relationship. In 2001, the two Nations signed a Protocol Agreement to formalize this relationship of cooperation and co-management of shared territory. The Cultural Centre's First Nations Village, which incorporates a Squamish Longhouse and Lil'wat Istekn (or Pit House), symbolically reflects the overlap of territory and spirit of partnership between the two Nations. The buildings combine traditional and modern architectural elements, including the 5,000-year-old pit house design and a modern glass windowed exterior façade. The Cultural Centre buildings were designed by Indigenous Canadian architect Alfred Waugh.



What are your first impressions of this building? How would you describe it? What senses might this building engage? Based on the architecture, what collections might be inside? Pause this video, and take a moment to record some of your observations.

The Mind Museum

(Taguig, Philippines)

- Foster science literacy + engagement
- Interactive
- LEED Gold Certified, many sustainable features
- Architect Eduardo Calma
- Building's form reduces heat island effect



Photos courtesy of The Mind Museum
<http://www.themindmuseum.org>

This is the Mind Museum in Taguig, in the Philippines, opened in March of 2012. The Mind Museum seeks to foster science literacy and engagement, and offers an example of sustainable museum architecture. The museum contains five galleries showcasing separate yet connected science topics, including the Universe, Earth, Life, the Atom, and Technology. These galleries house over 250 interactive exhibits, providing hands-on learning opportunities for children and families. The museum is LEED Gold Certified by the US Green Building Council for sustainable design and construction. The building was designed by architecture firm Lor Calma & Partners, led by Eduardo Calma, with assistance from LEED consultants. Some of the sustainable features of the building include the use of collected rainwater and condensate water for cleaning; the use of an efficient HVAC system to reduce energy consumption; and the use of LED lights for the majority of their lighting system. The building's form is intended to reduce heat island effect, a phenomenon in which urban areas experience significantly warmer temperatures than rural areas due to city building materials and lack of plant life. To limit direct exposure to the sun, the Mind Museum's walls are slanted and the roof is curved and partially covered in vegetation. The building materials include recycled metals and landscaping supplies that were locally sourced.



What are your first impressions of this building? How would you describe it? What senses might this building engage? Based on the architecture, what collections might be inside? Does this building inspire any emotional reactions? Pause this video, and take a moment to record some of your observations.

Apartheid Museum (Johannesburg, South Africa)

- Inspire continuing efforts against racism, prejudice + discrimination
- Striking, thought-provoking visit experience
- Exposed concrete + brick to create institutional atmosphere
- Confined, disjointed space
- Dimly lit, becoming increasingly brighter

Photo courtesy of The Apartheid Museum
<http://www.apartheidmuseum.org>



Photo courtesy of Markham Stone + Associates
<http://www.markhamstone.com>



This is the Apartheid Museum in Johannesburg, South Africa. This museum displays the rise and fall of apartheid, the period of legislated, systemic racial segregation that existed in South Africa from 1948 until its abolishment in 1991. The museum represents this difficult chapter of South African history up until the first democratic elections were held in 1994. The purpose of the Apartheid Museum is not only to remember this history, but to inspire its visitors to continue the efforts against racism, prejudice, and discrimination. The focus of the museum is less on collecting and more on creating a striking, thought-provoking visit experience. Exhibits include film footage, photographs, text panels, and historical objects that illustrate lived experiences of apartheid and make the history personal. The Apartheid Museum is a single-story building of exposed concrete and brick, meant to create an institutional atmosphere reflective of the government-mandated social control of apartheid. At the entrance, visitors are confronted with a high red brick wall and two separate entrances – labelled ‘whites’ and ‘non-whites’ – where visitors are arbitrarily categorized and separated. Much of the interior space is confined and disjointed, meant to reflect the themes of incarceration, oppression and social control. The beginning of the museum is dimly lit, with the lighting becoming progressively brighter as one walks through. At the end, more spacious areas are available for visitors to decompress from the emotionally taxing experience. Like many other museums that display difficult histories, the design is intended to create an unsettling, overwhelming and disorienting experience to reflect the stories being told.

- Which designs stood out to you?
- Which buildings best reflected their collections + mission?
- Which museum would you want to visit the most?
- Which buildings would you change? How + why?



Which designs stood out to you from these five examples? Which buildings do you think best reflected their collections and mission? Which museum would you want to visit the most? Which buildings would you change? How and why? Pause this video, and write down your responses to these questions.

End of Presentation 2

Thank you!



You have reached the end of *Presentation 2: Museums of the World*. We hope these examples of museum architecture have inspired you to look at cultural institutions and the buildings that house them in new ways. In Presentation 3, you'll learn about the renowned architectural design of the Museum of Anthropology at UBC.