

GEOCENTER MØNS KLINT

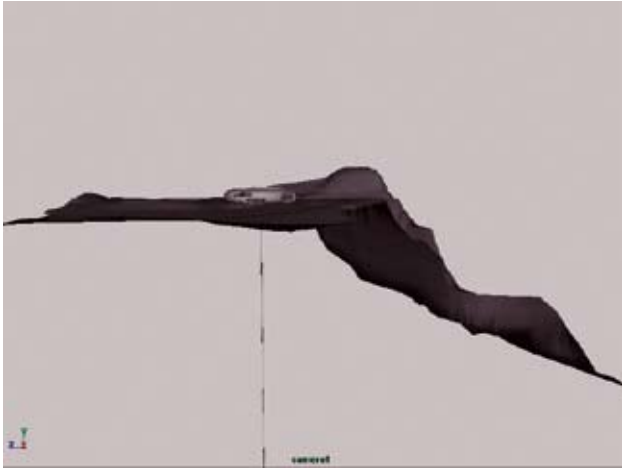
Carsten Juel-Christiansen & Steen Høyer

Consultant: Engineer Ole Vanggaard. Collaborator: Ceramist Liselotte Frankild

Competition project 2002

Elaborated 2003–2004

Engineer: Ole Vanggaard and Henrik Almegaard. Collaborator: Student of architecture Anders Antoft



Site



The programming of a building cannot be based on a specified amount of functions and a carefully planned utility pattern. This means that the requirement for flexibility becomes apparent and gives the modern construction a general homogeneous quality.

The technical and architectural problem investigated in this project is the integration of significant, architectural differences in an open and changeable room. The room is a torus-shaped hall, a two-storey shell structure with a total height of 10 metres and a bearing length of 49 metres. The structure is a supporting membrane built in ribs and flashed with plates. The ring forces of the membrane are used to balance the structure in order to carry the load downwards through the ribs in the outer shell. The bend of the ribs is limited by the membrane effect of the shell, and these properties make the room appear open,

only delimited by the shell. In the centre of the hall is a cavity, the hole of the torus figure, around which the shell is folded. The constructive purpose is to lead the load to the outer shell. The architectural motive is to represent the vertical axis in the open room.

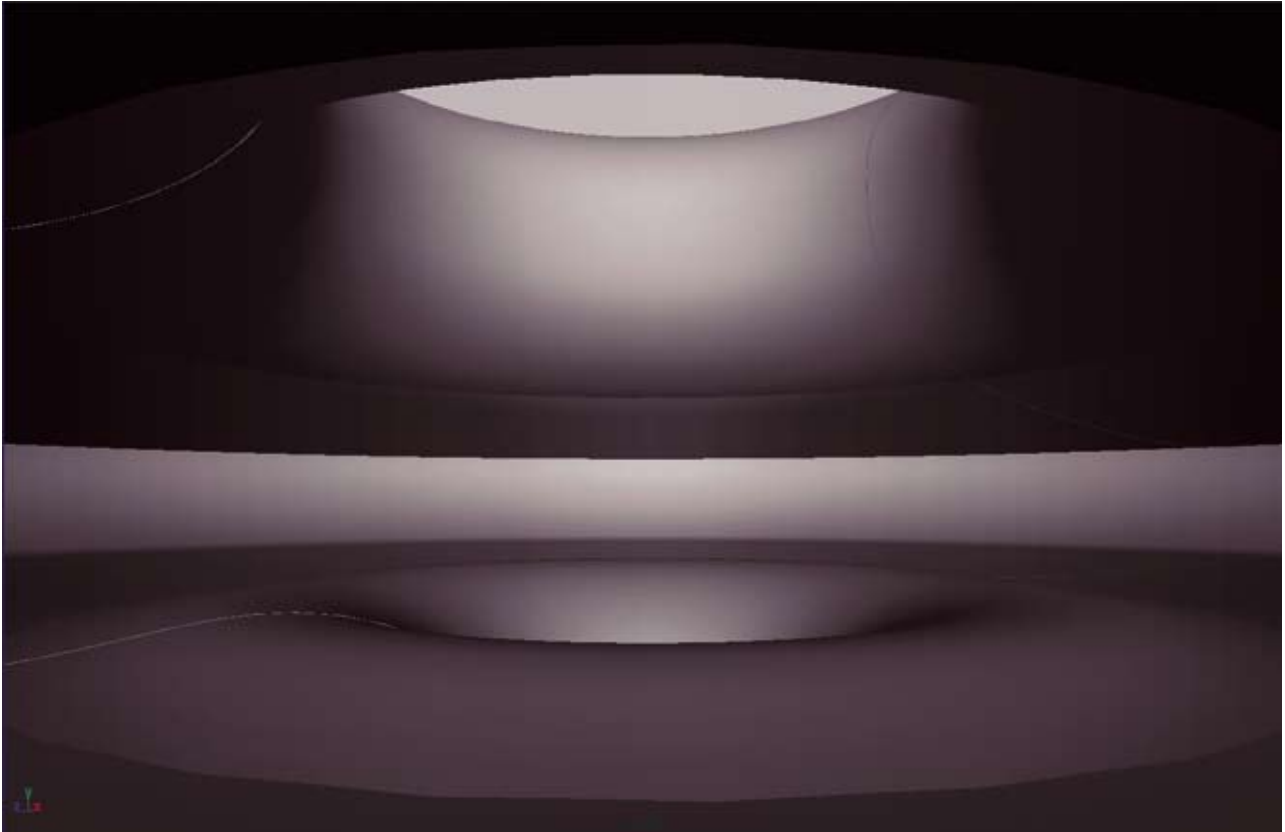
The development work started with an architectural competition for a GeoCenter at Møns Klint. The client wanted a solution that formed an architectural framework around a detailed and defined exhibition plan. In keeping with the introductory remarks, the client's precondition was rejected and redefined. A fixed representation of the experience of the landscape, based on the chalk cliffs of Møn, could not be regarded as a relevant basis for an architectural project. On the contrary: The experience of the landscape and the interpretation of the relationship between nature and culture are dynamic and develop quickly



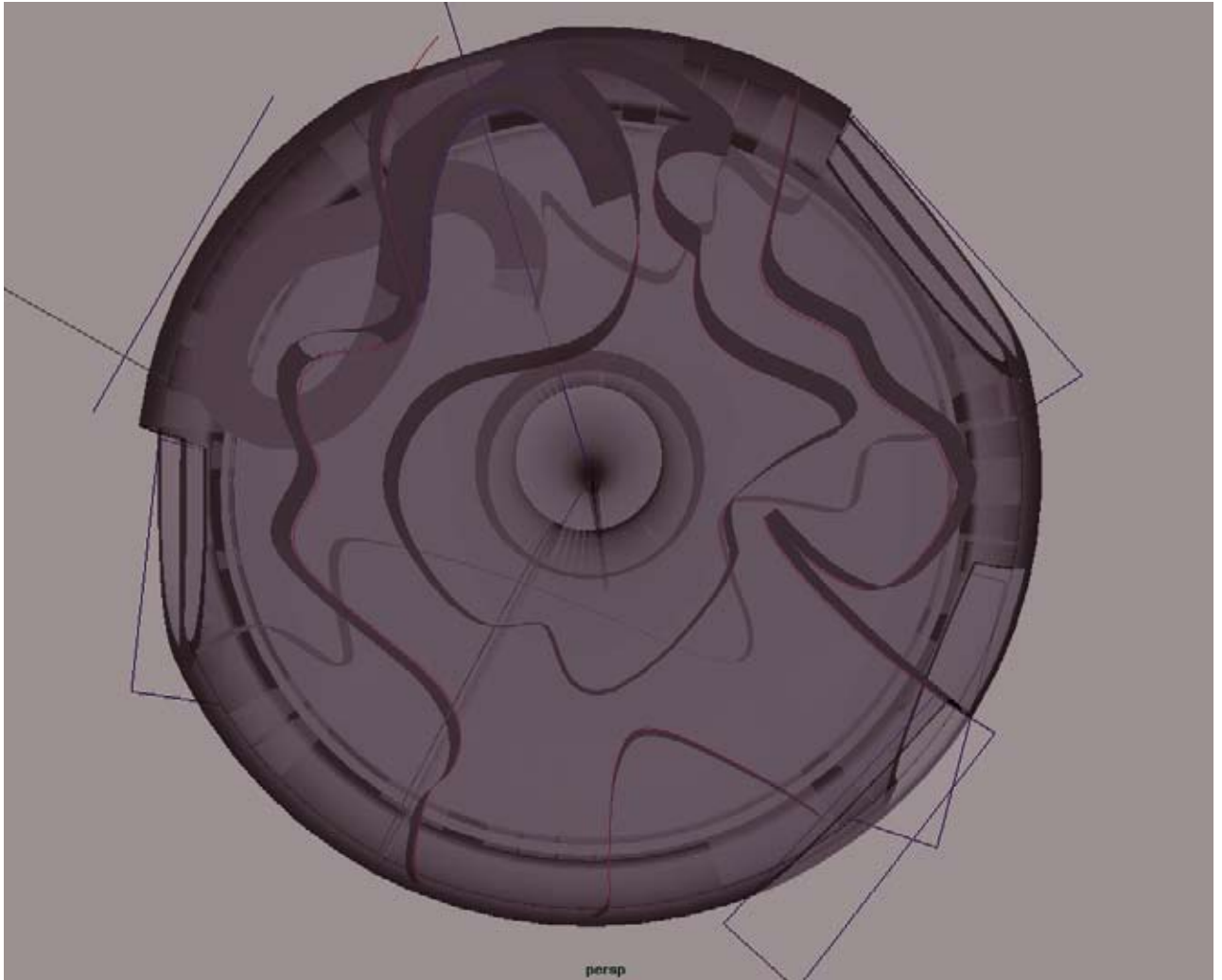
and constantly. Against this background, the central theme of the project is to incorporate the tension between the continuance of culture, time, dynamics, nature and place into an architectural structure.

The compositional principle and constructive main approach of the project let an open, freely utilisable exhibition room circulate around a void shaped as a vertical axis anchored to the ground. After entering, you move along a winding ramp up through the exhibition where all the changing positions of the exhibition are floating but always marked out by the vertical axis. Indents in the shell structure open the constructed room towards the surrounding space where the chalk cliff defines the movement of the landscape against the background of a vast horizon. The dynamic exhibition area is interlaced with the horizon and the vertical of the building.

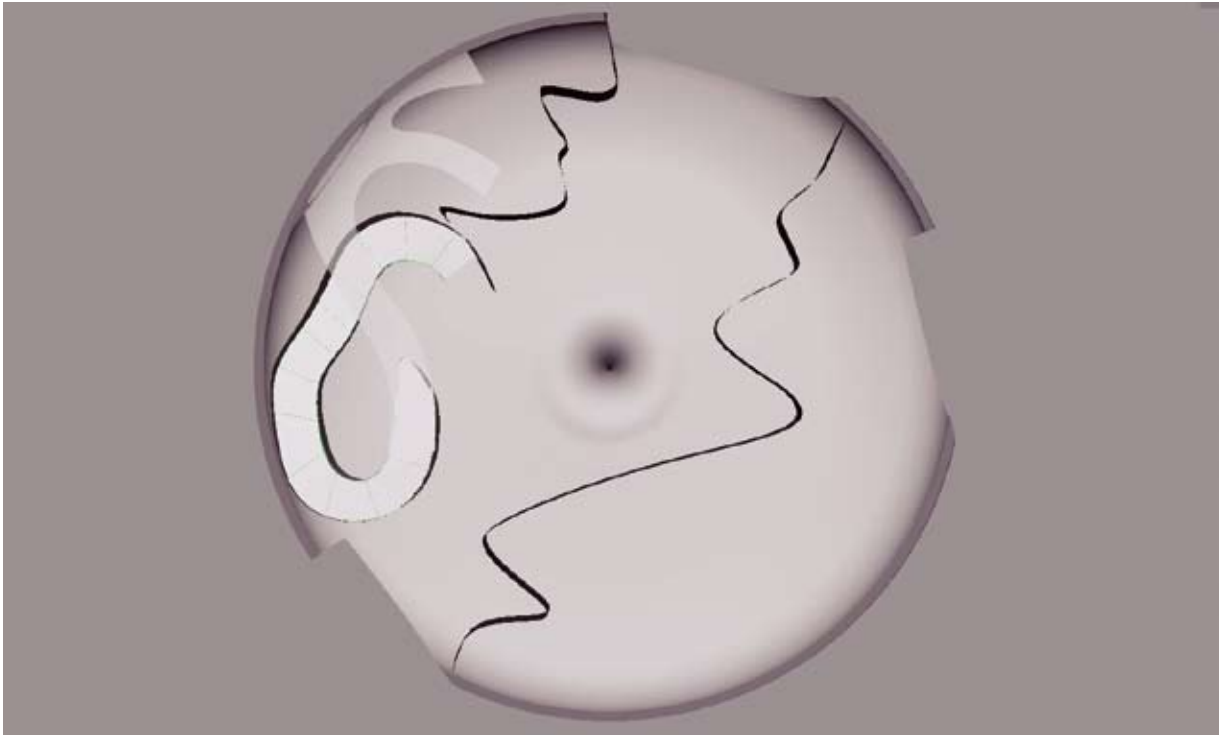
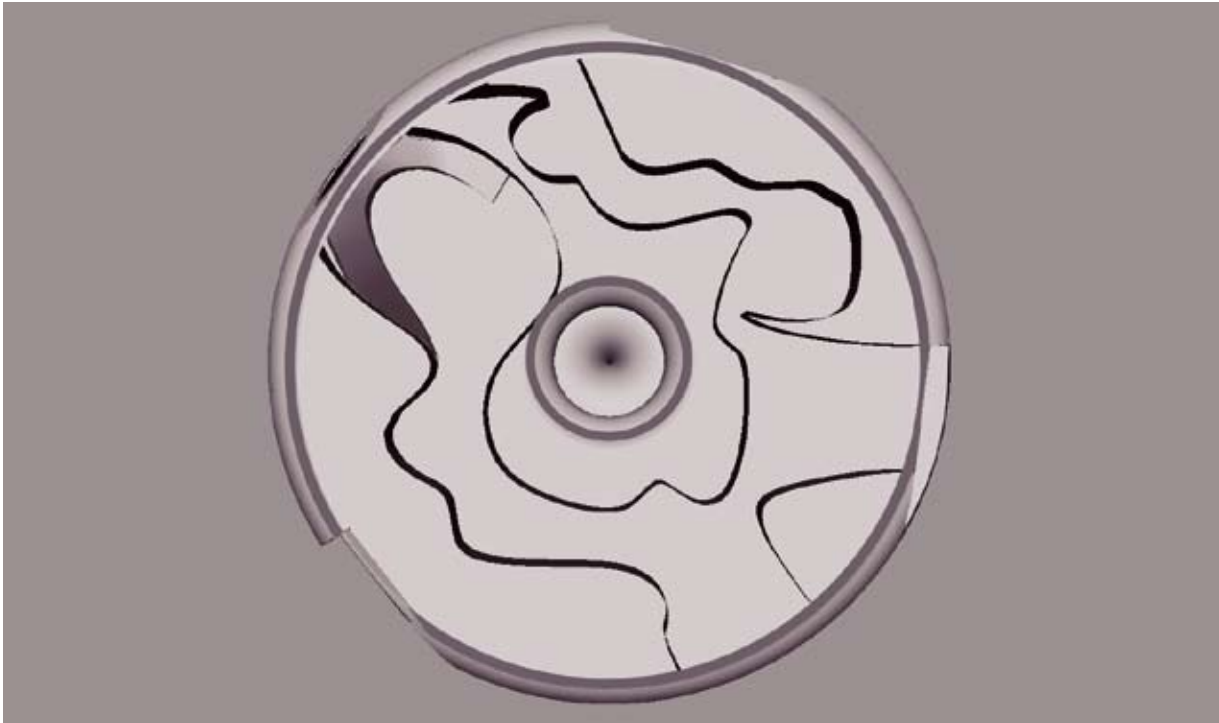
The project's interchange between the outside horizon of the place and the inside horizon of the building is an architectural problem that can be interpreted in several ways through the following quote: "For even if we have the sensation of being always enveloped in, surrounded by our own soul, still it does not seem a fixed and immovable prison; rather do we seem to be borne away with it, and perpetually struggling to pass beyond it, to break out into the world, with a perpetual discouragement as we hear endlessly, all around us, that unvarying sound which is no echo from without, but the resonance of a vibration from within." (Marcel Proust, *Remembrance of Things Past*)



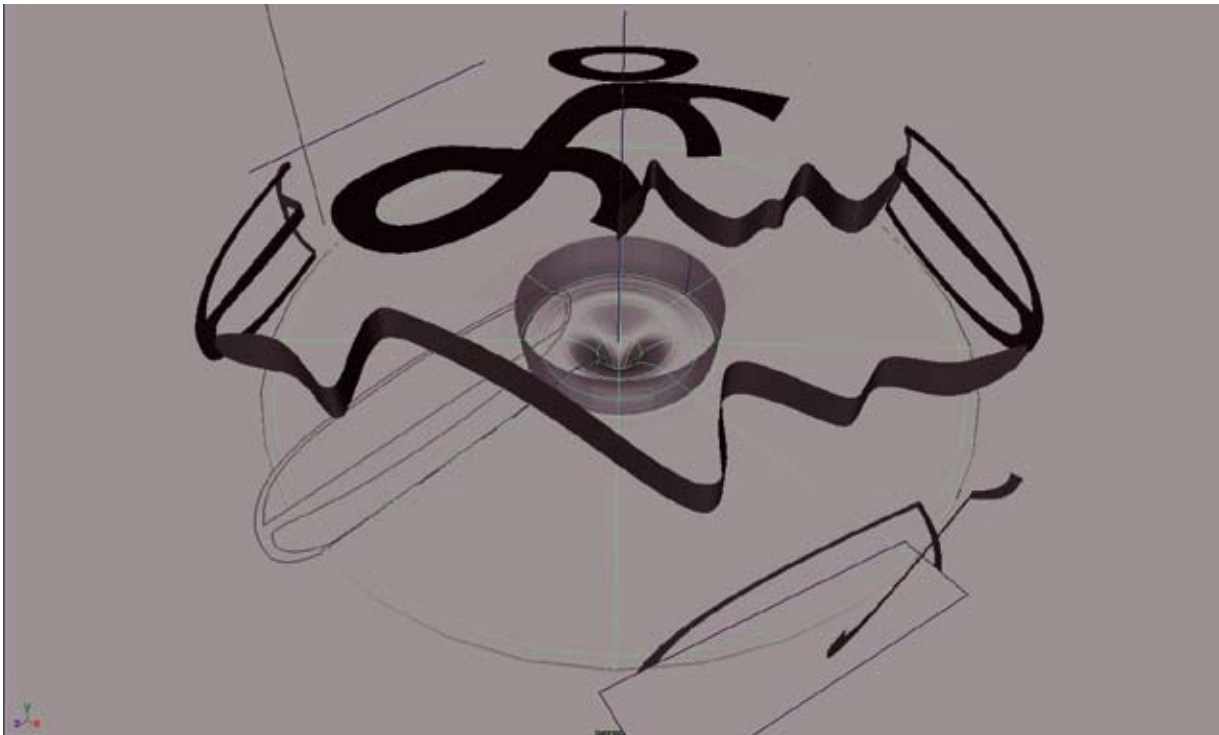
Vertical axis



Circulation



01 Plan ca. 1:500, upper level
02 Plan ca. 1:500, entrance level

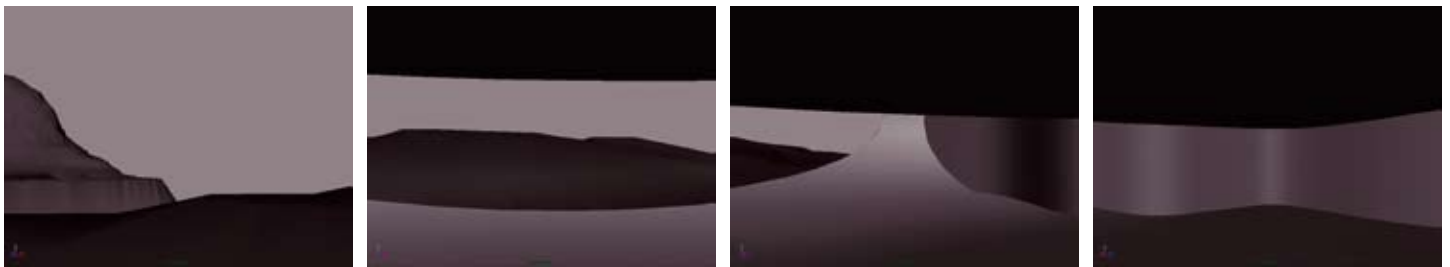
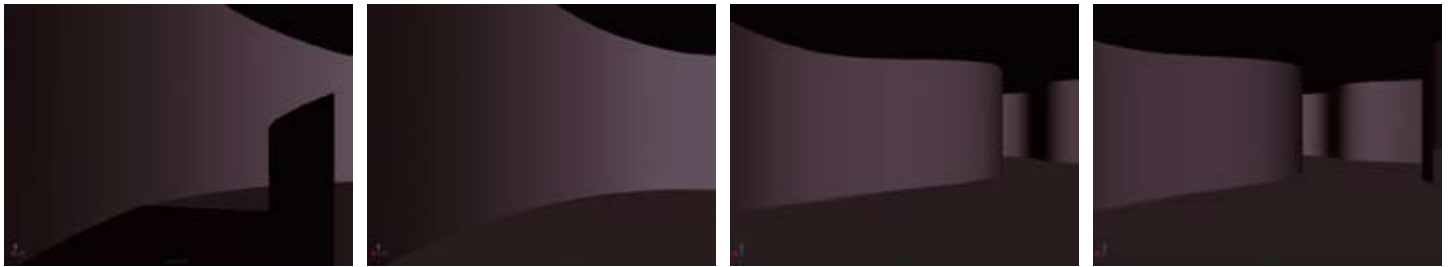


03 Torus-shaped hall in two levels with flexible walls
04 Torus-shaped hall with openings and ramp

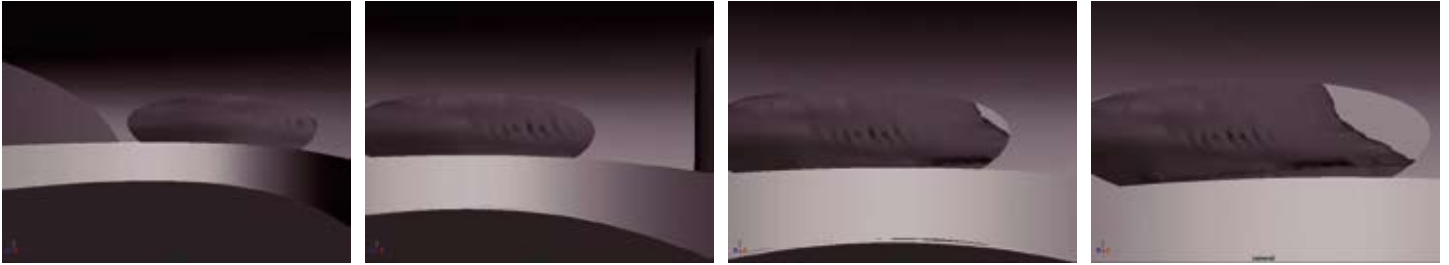
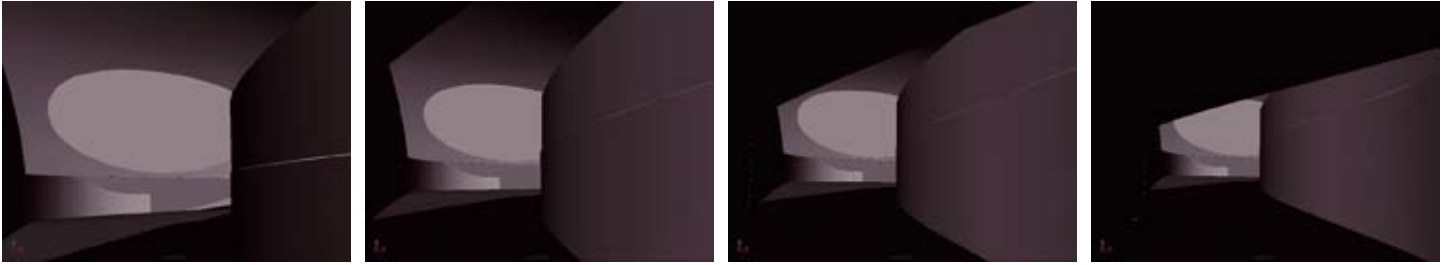
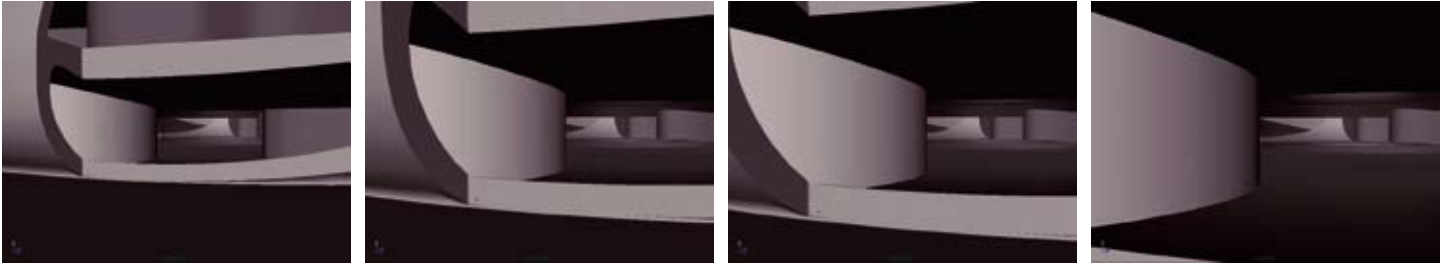


Section ca. 1:150

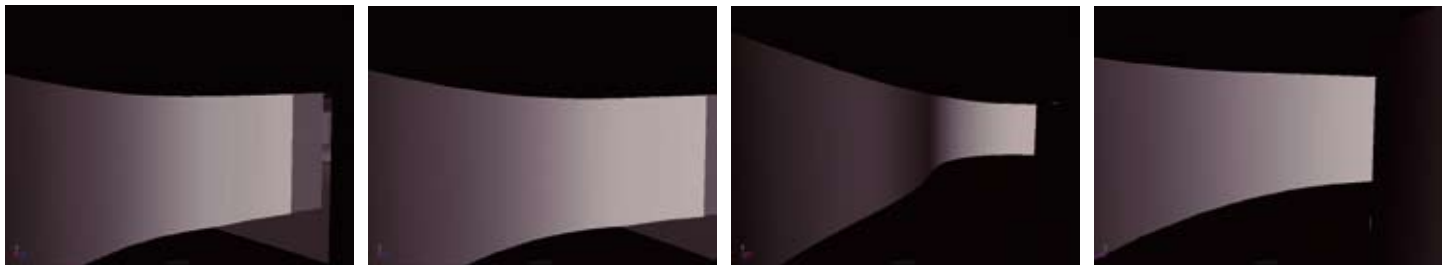
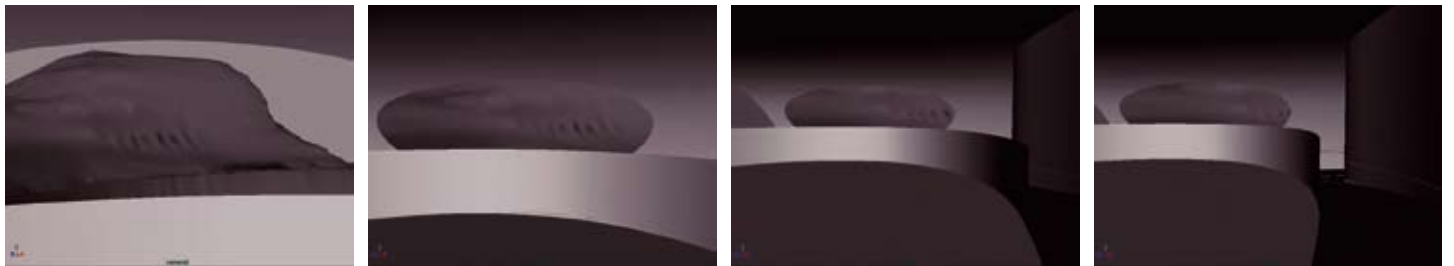
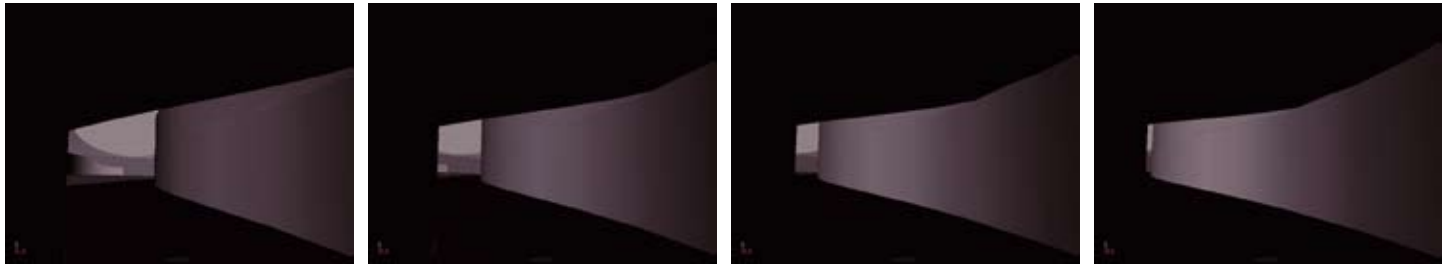
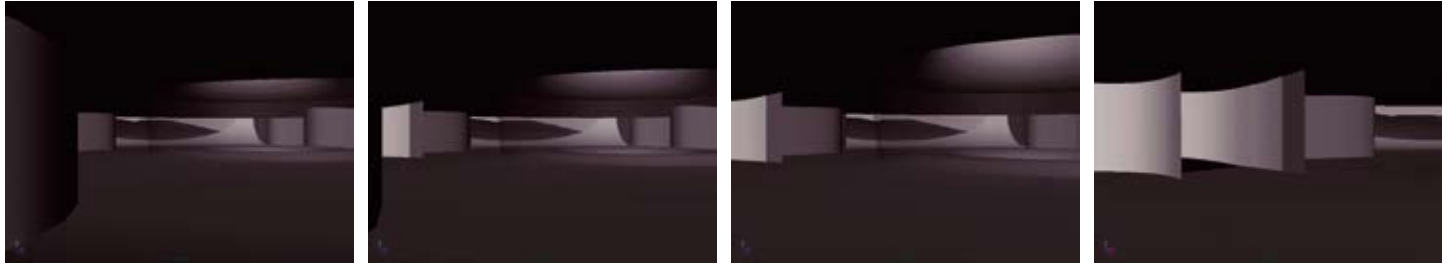


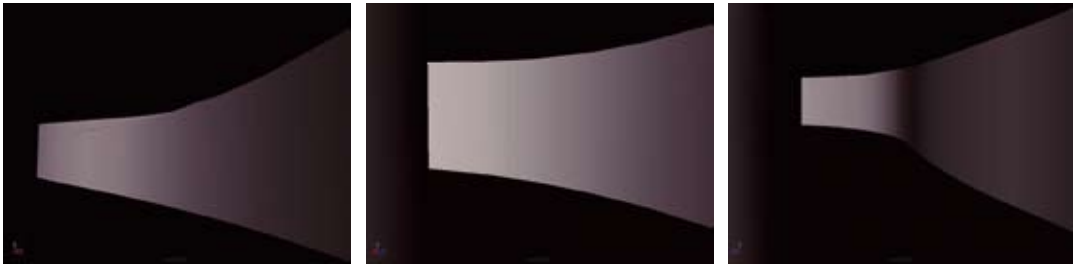
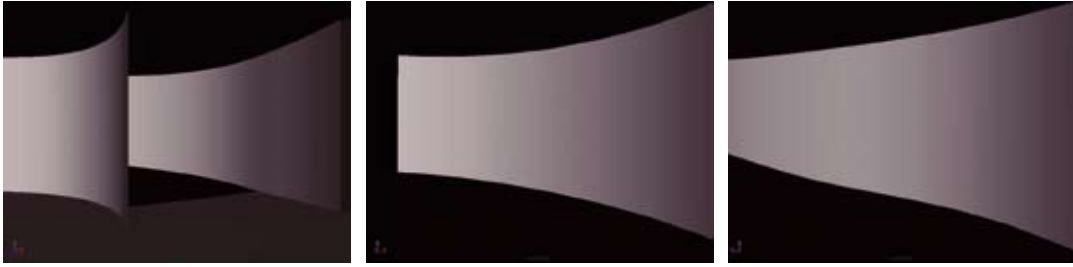


Passages



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