



# ANFEH MUSEUM

## CITY OF STORIES

### SITE IMPACT

### SITE INFLUENCE

Site has a lot of access points near it and landmarks that influence it.

### VEHICLES AND DIRECTION

### SITE SENSORIES

### MAN MADE FEATURES

### SOLID AND VOID

### NEIGHBOURHOOD CONTEXT

### HEIGHT AND REGULATION

### AREA TABLE

SPACE ELEMENTS	UNIT	AREA	CHARACTER	TYPE	REFERENCE
EXHIBITION	1	2000	PUBLIC	EXHIBITION	EXHIBITION
OFFICE	1	500	OFFICE	OFFICE	OFFICE
RESEARCH	1	500	OFFICE	OFFICE	OFFICE
LOUNGE	1	500	OFFICE	OFFICE	OFFICE
CAFETERIA	1	500	OFFICE	OFFICE	OFFICE
WORKSHOPS	1	500	OFFICE	OFFICE	OFFICE
LECTURE HALL	1	500	OFFICE	OFFICE	OFFICE
STORAGE	1	500	OFFICE	OFFICE	OFFICE
OUTDOOR SPACE	1	500	OFFICE	OFFICE	OFFICE

### CLIMATE DECISIONS



### GENERAL DECISION



### CONCEPT

#### THE CITY BENEATH THE TIDES

THE CONCEPT IS TO USE THE CONCEPT OF THE TIDES THAT IS KNOWN IN THE SEA WORLD TO REVEAL NEW ROCKS AND LANDS DURING SPECIFIC MONTHS OF THE YEAR.

THE IDEA IS TO USE THE TIDES TO REVEAL THE PLATFORMS ON THE SEA TO MAKE THEM PURELY WALKABLE WHILE DURING THE HIGH RISE SEA LEVELS IT WILL BE USED AS SEA ACTIVITY AND WATER FLOATING AREA.

THE IDEA WILL BE IMPLEMENTED THROUGH USING CONTOUR LINES OF THE SEA AND ITS NATURAL FORM TO THEN PUT THE FORM AS A COMPLEMENTARY AND COMPLETING ELEMENT RATHER THAN AN EXTENSION.

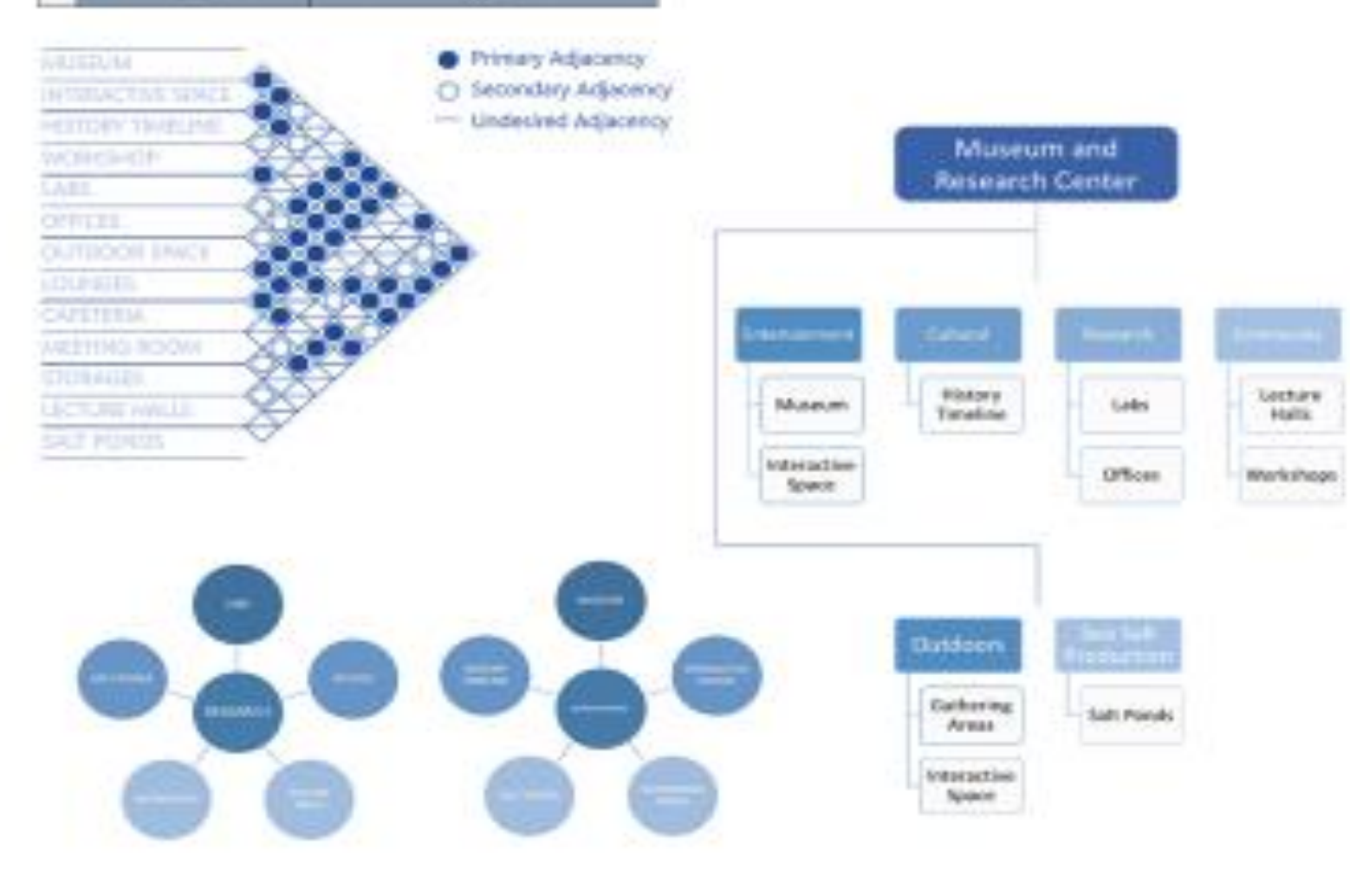
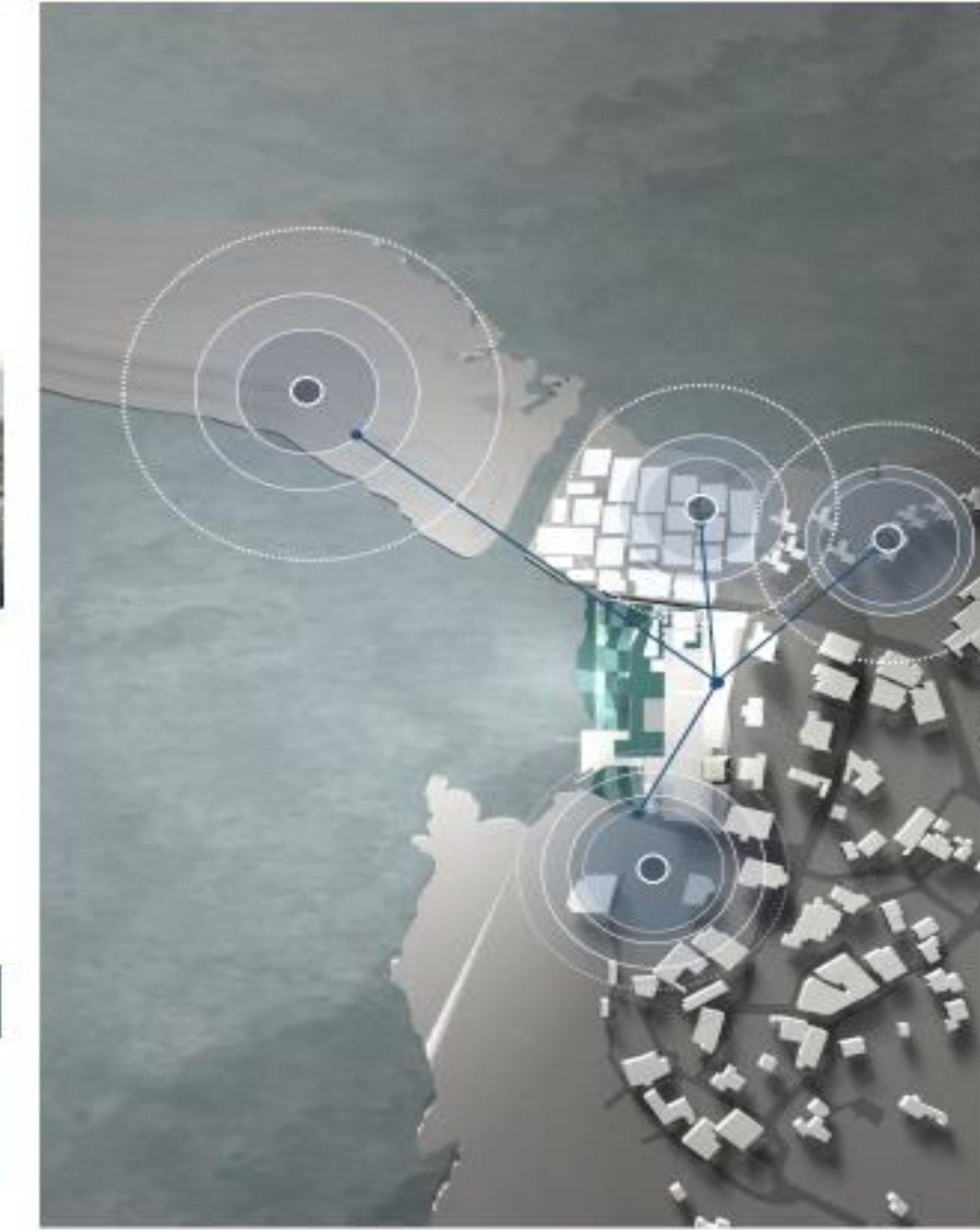
Site formation from the context to encompass its history

Revival of existing salt ponds within project

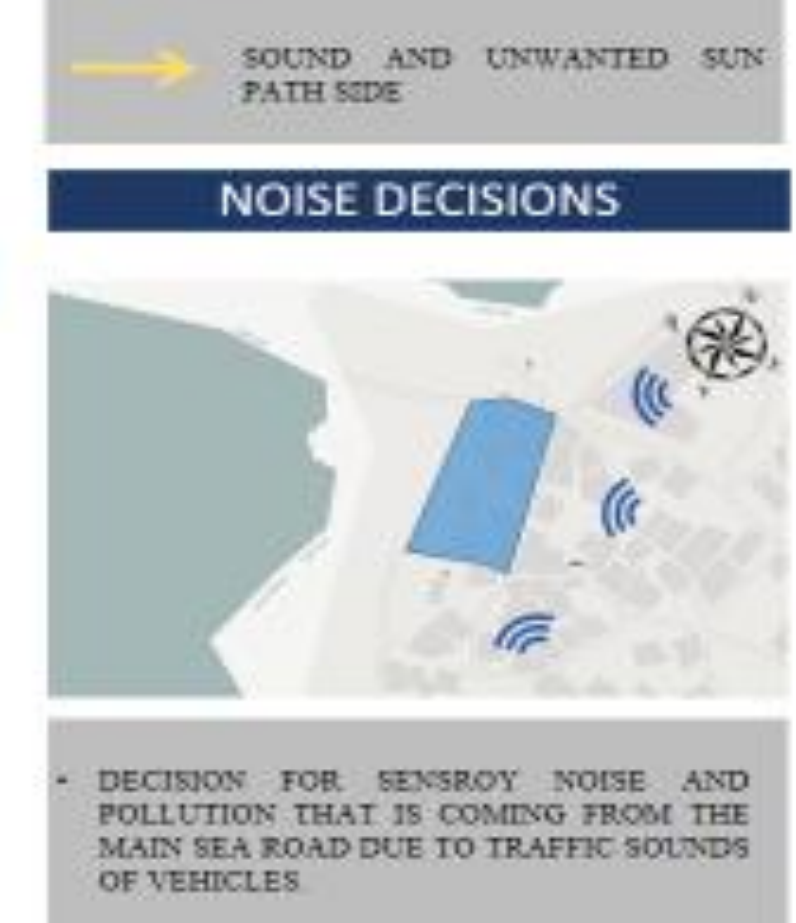
The tides are also inspired from the Phoenician castle that is highly affected by the tides and reveal its natural contour lines that are a part of its history.

The tides are also seen through taht el rih area with its rocky land being known with tides.

### PROJECTS INFLUENCE



### NOISE DECISIONS



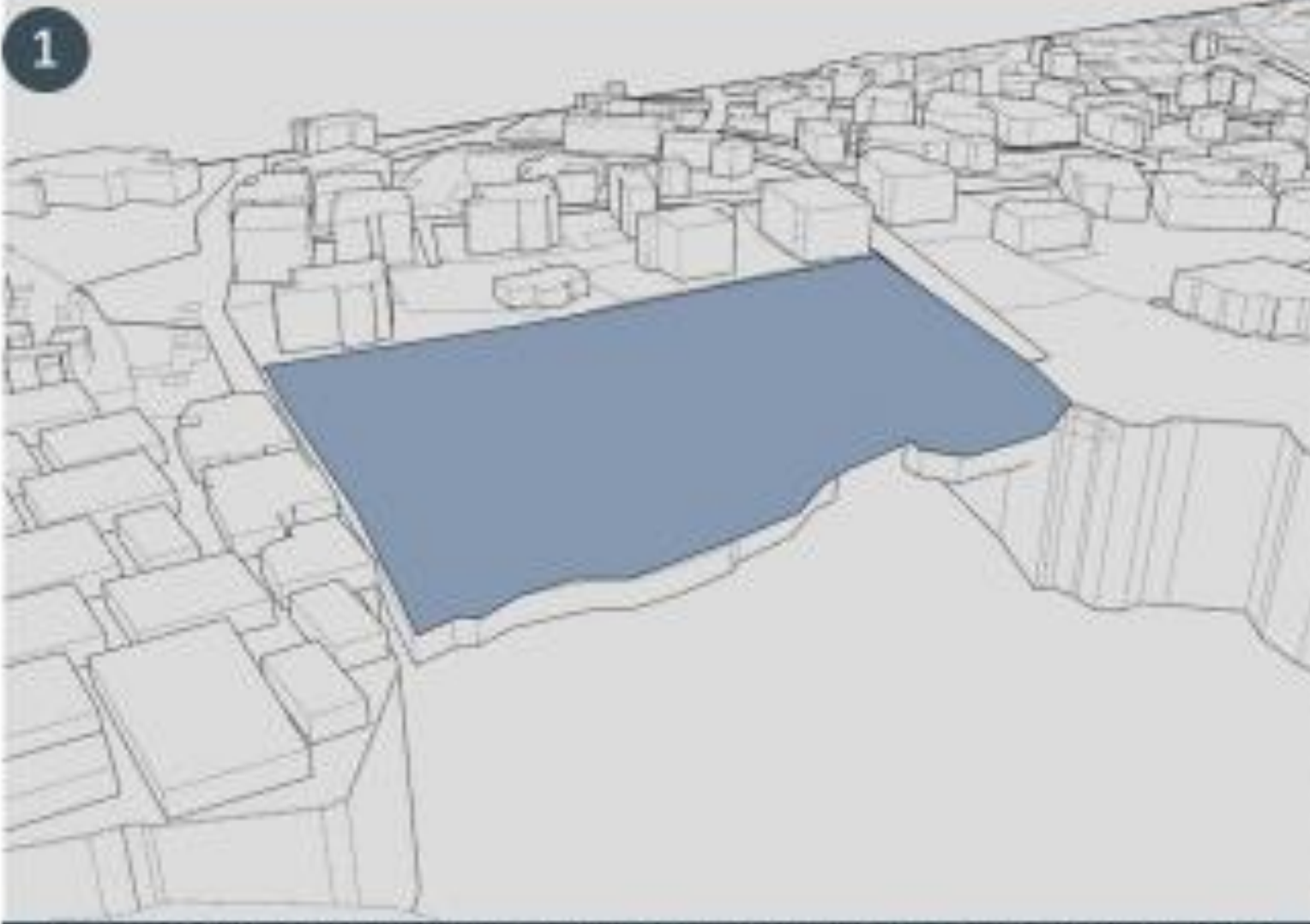
DECISION FOR SENSORY NOISE AND POLLUTION THAT IS COMING FROM THE MAIN SEA ROAD DUE TO TRAFFIC SOUNDS OF VEHICLES

PAVILLION TOWARD THE SEA THAT CAN ACCESS AN OUTDOOR SEA SALT MUSEUM

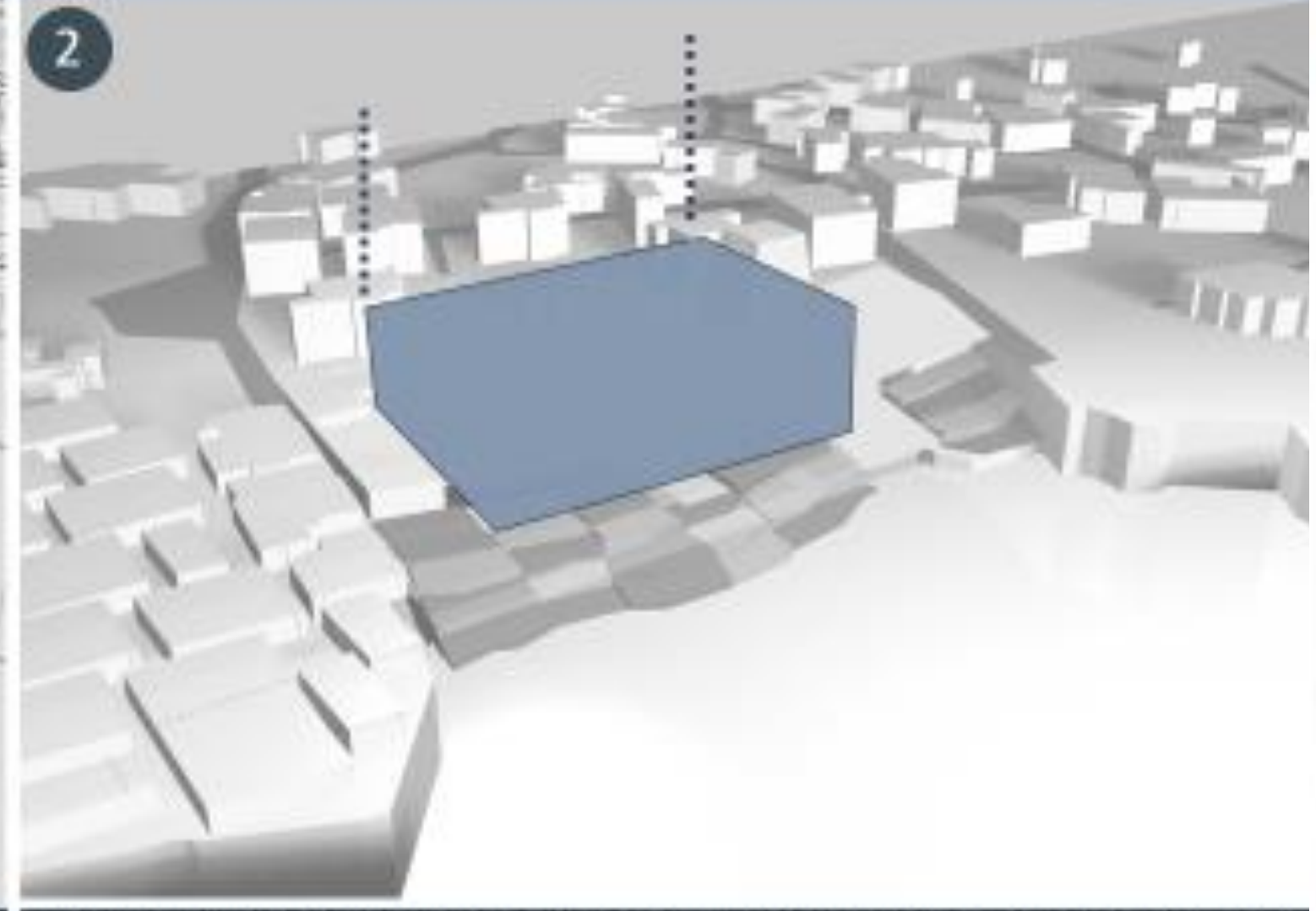
HAVING WALKABLE BRIDGES THAT CONNECTS THAT HISTORICAL MAPPING

PROCESS

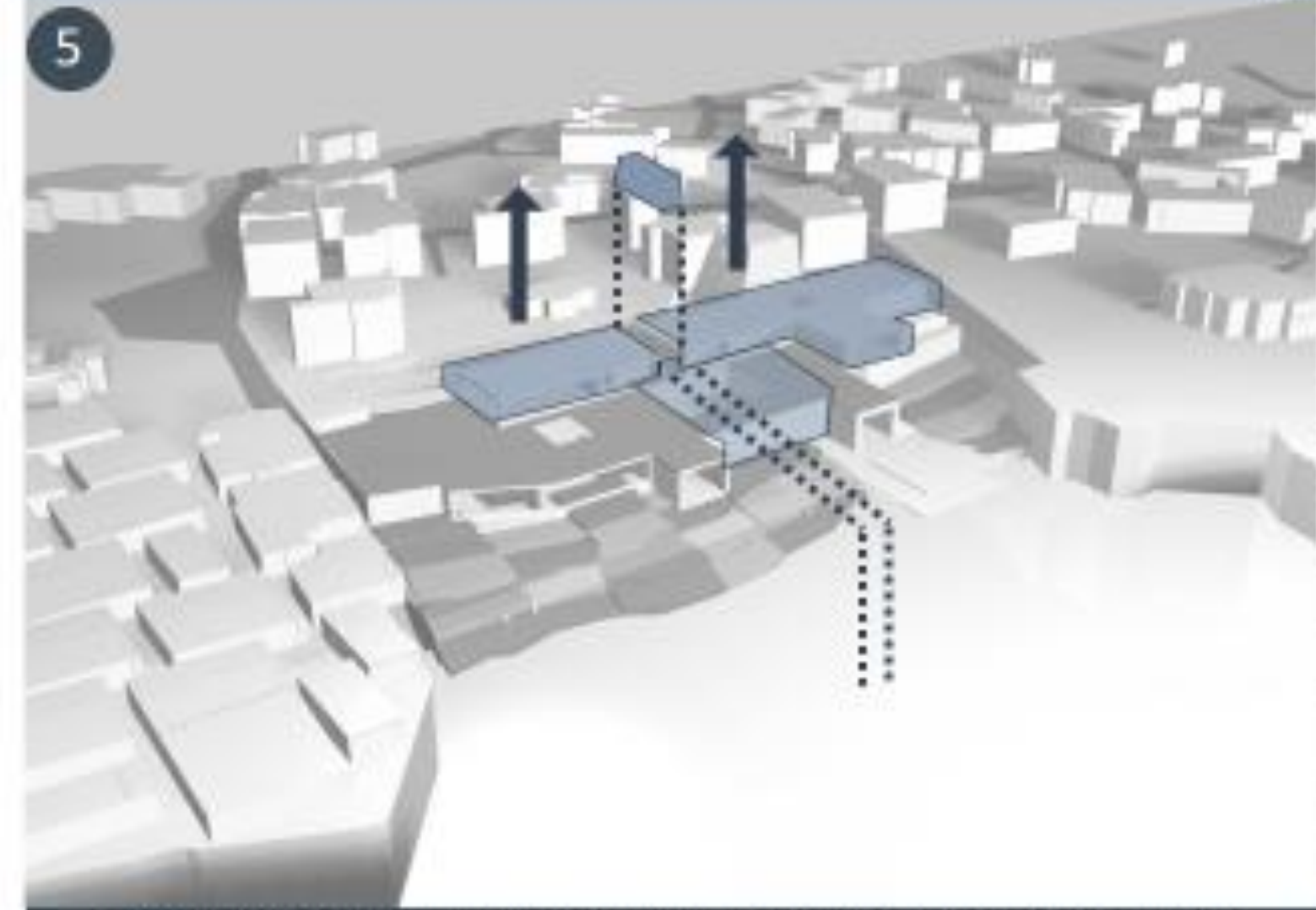
PROCESS



1 PLOT OF PROJECT IS PUT WITH THE HEIGHT DIFFERENCE IN SLOPES TO BE DETERMINED



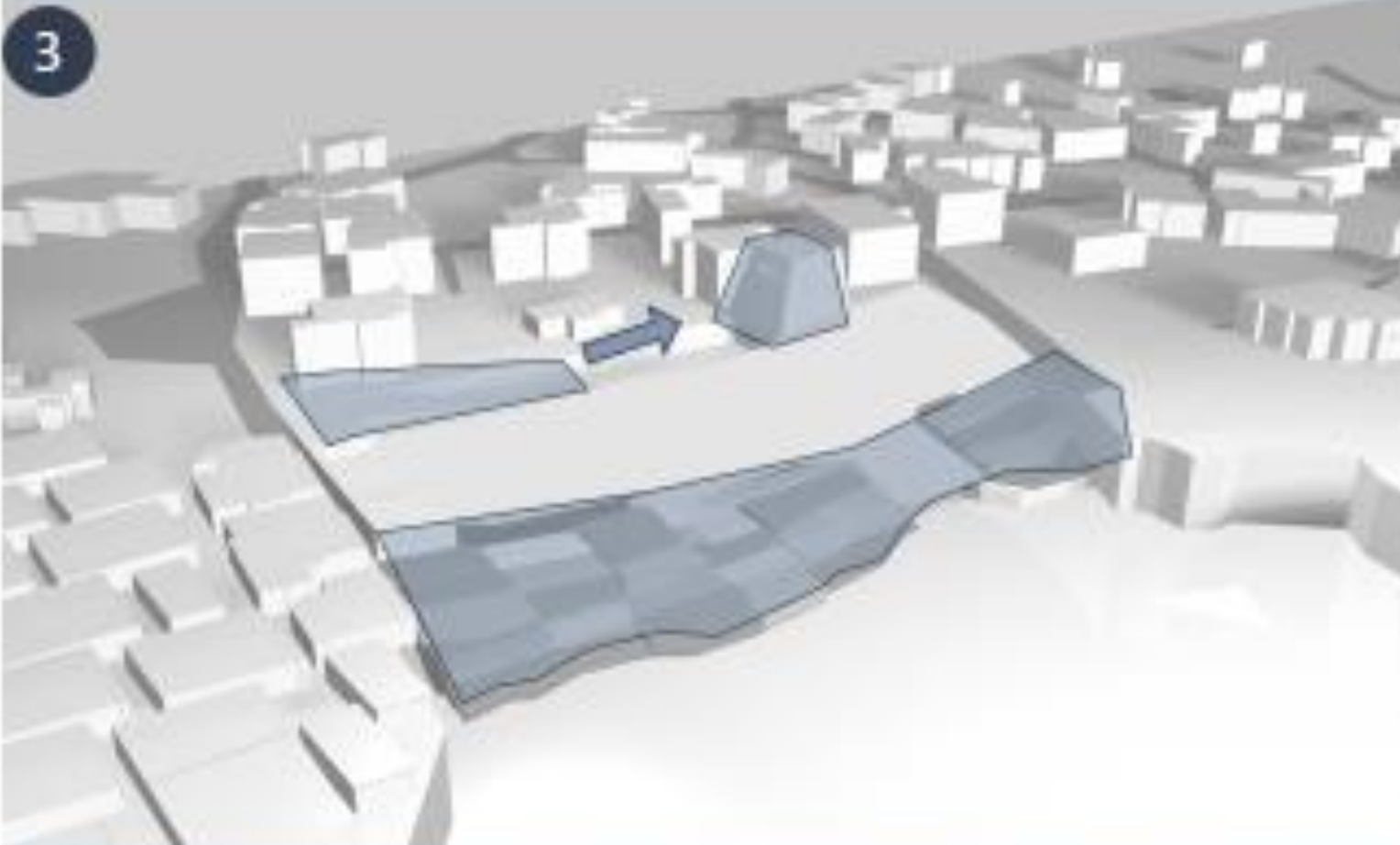
2 ESTIMATE OF FORM COMPOSITION PUT ON PLOT TO BE MANIPULATED THROUGH NEEDS



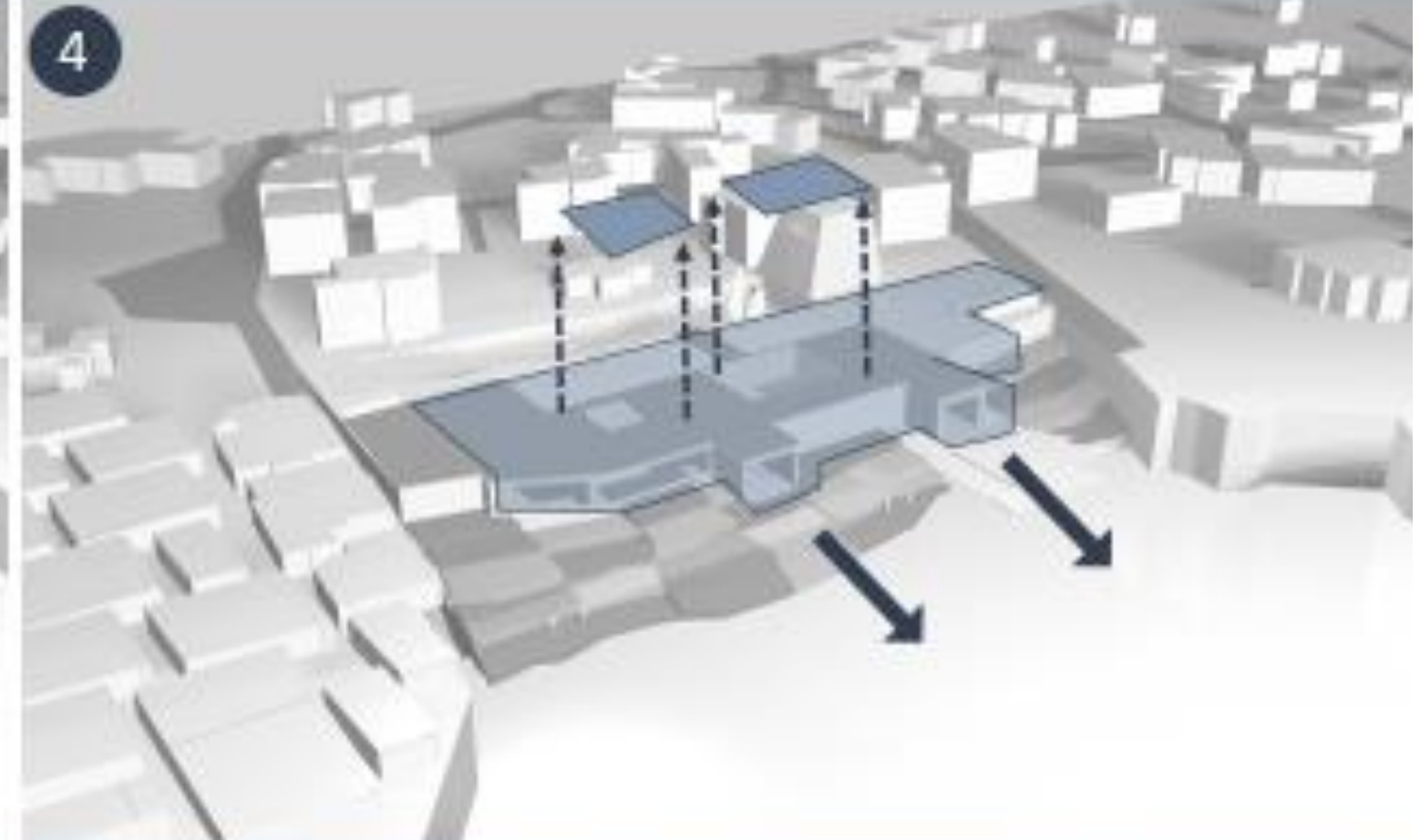
5 NEW LEVELS PUT UPWARDS WITH WATER DRIVING IN BETWEEN SUBTRACTED FORM



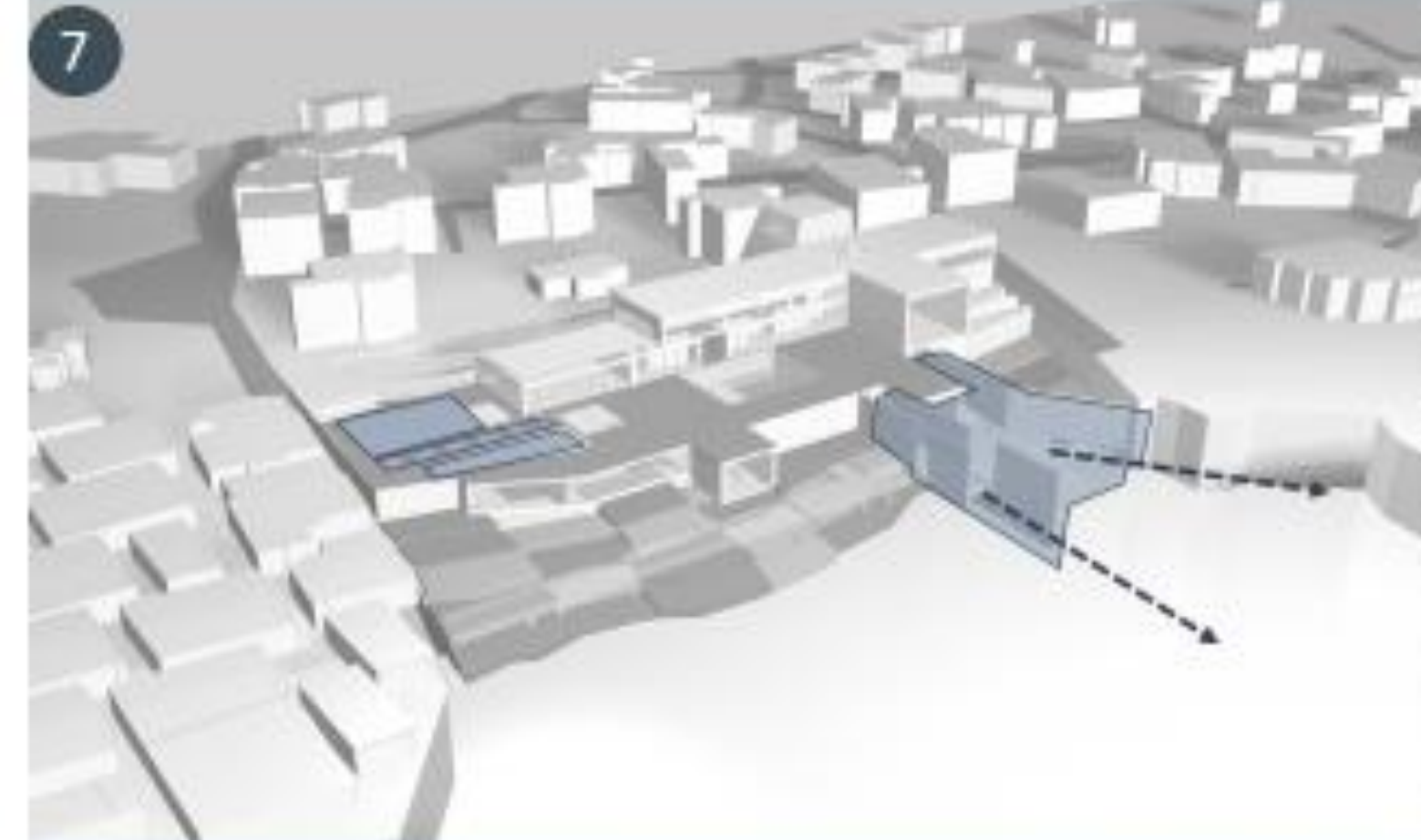
6 NEW LEVELS GOING UPWARDS WITH FUNCTIONS THAT WILL HAVE MORE VIEW FROM THE SEA



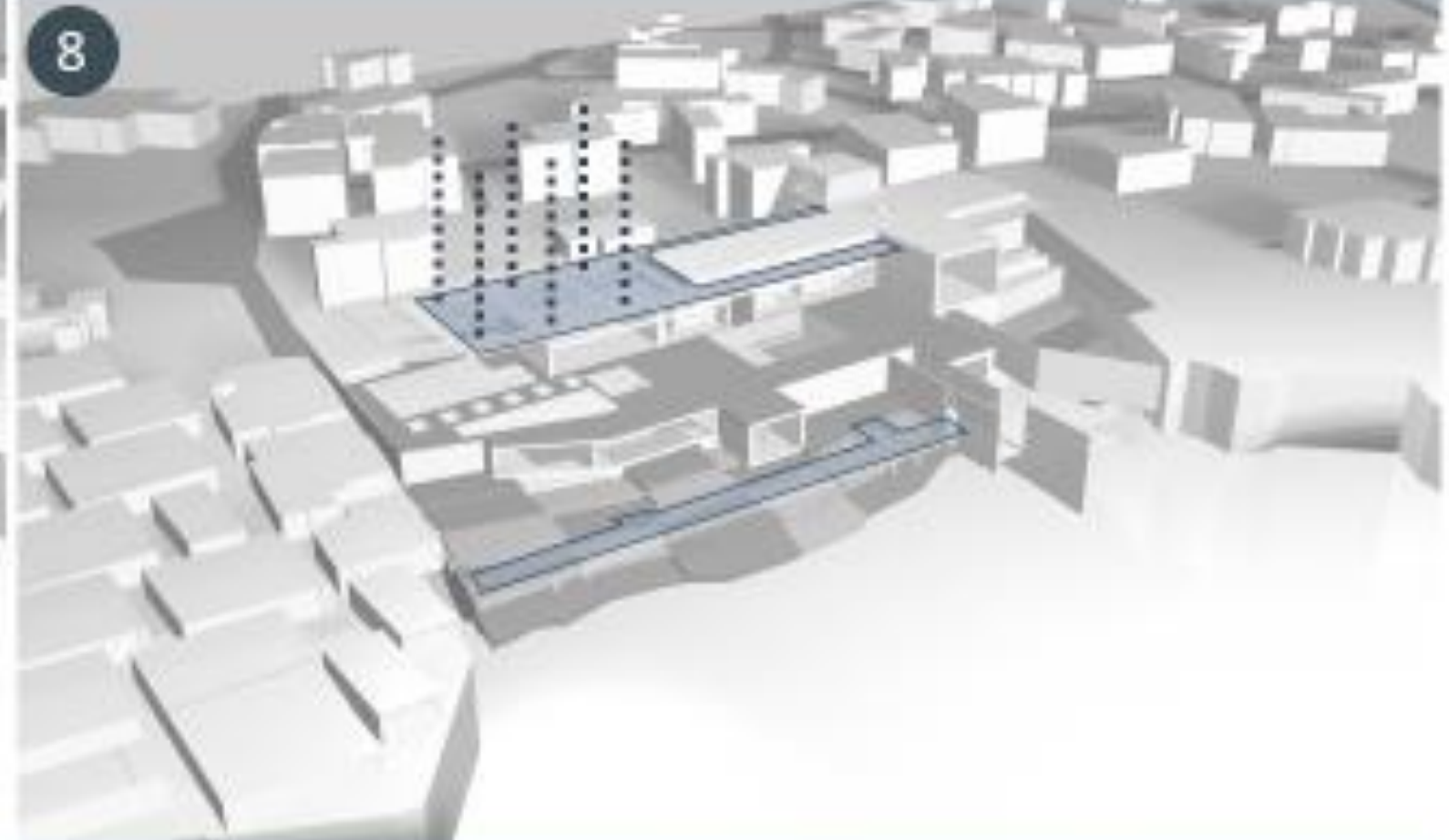
3 ENTRANCE FROM GF TO -2 LEVEL PUT WITH A LANDMARK TO EMPHASIZE IT / SALT PONDS DONE ACCORDING TO HEIGHTS



4 LOWER COMPOSITION DEGRADED DOWNWARDS WITH THE ROOFING BEING A GLASS FLOOR OF THE SALT POND FOR SUN



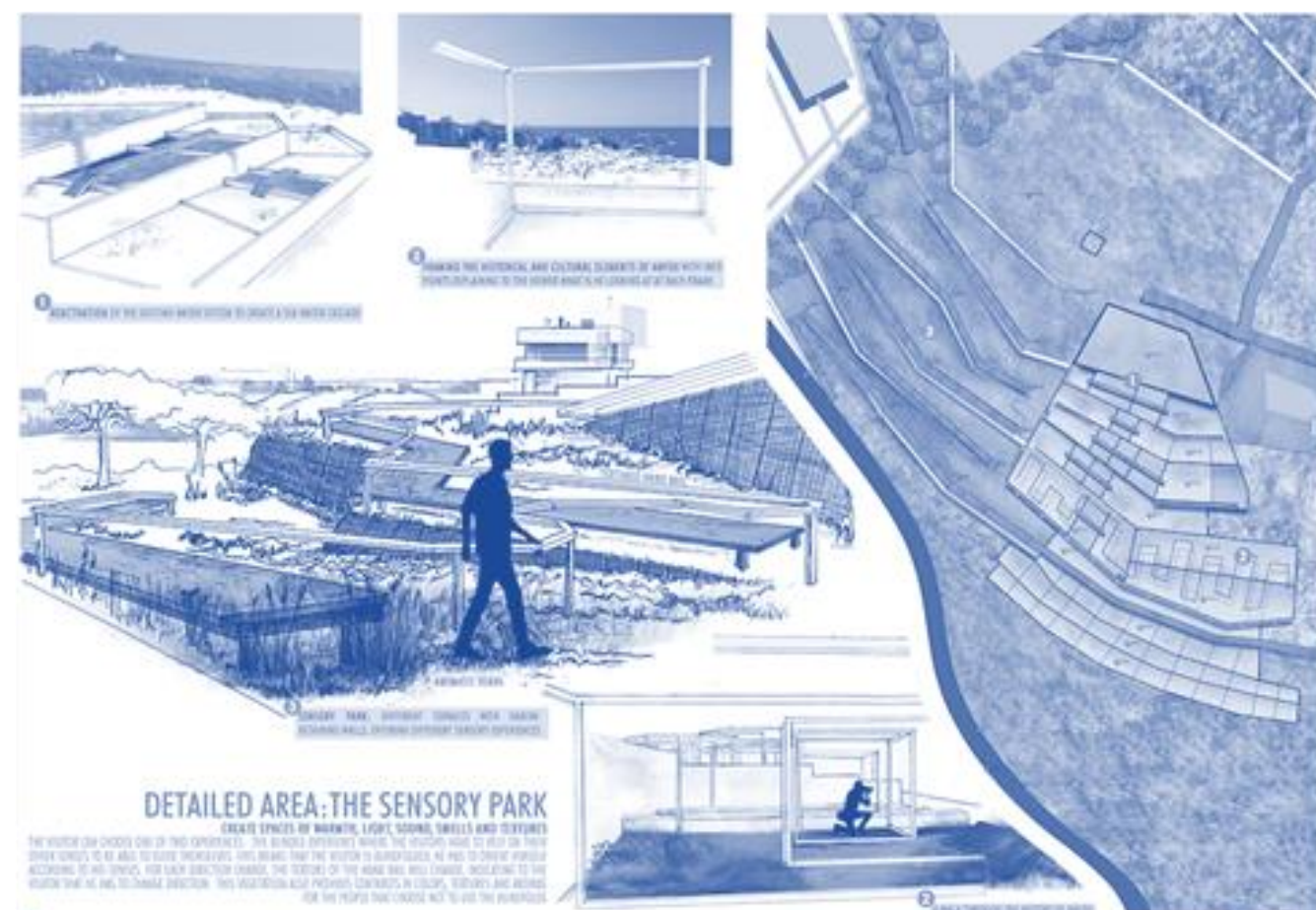
7 ACCESSIBLE FOR PEOPLE TO WALK ON THROUGH STEPS/GLASS WITH ALSO VERTICAL PLATFORM WITH MAIN STAIR



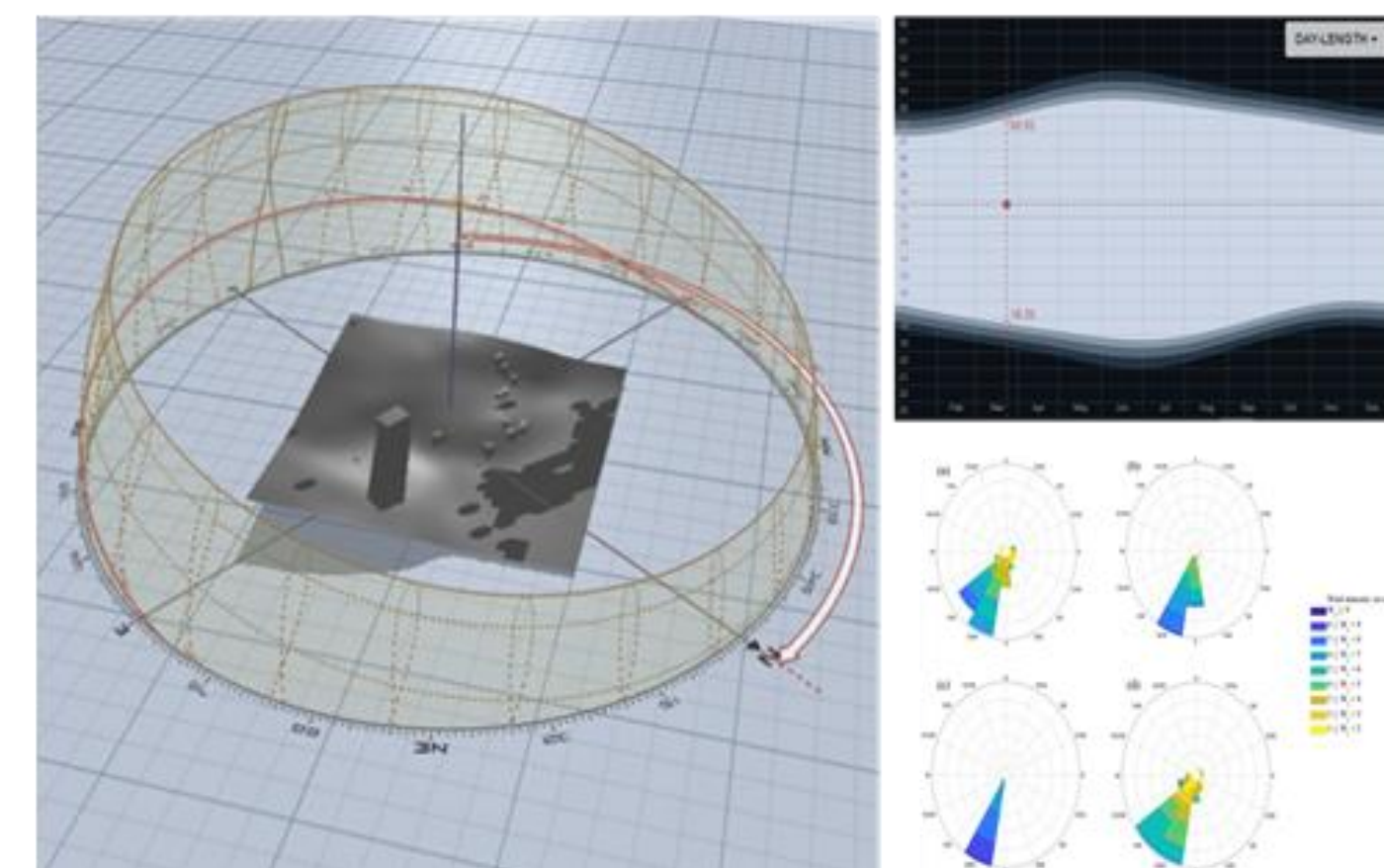
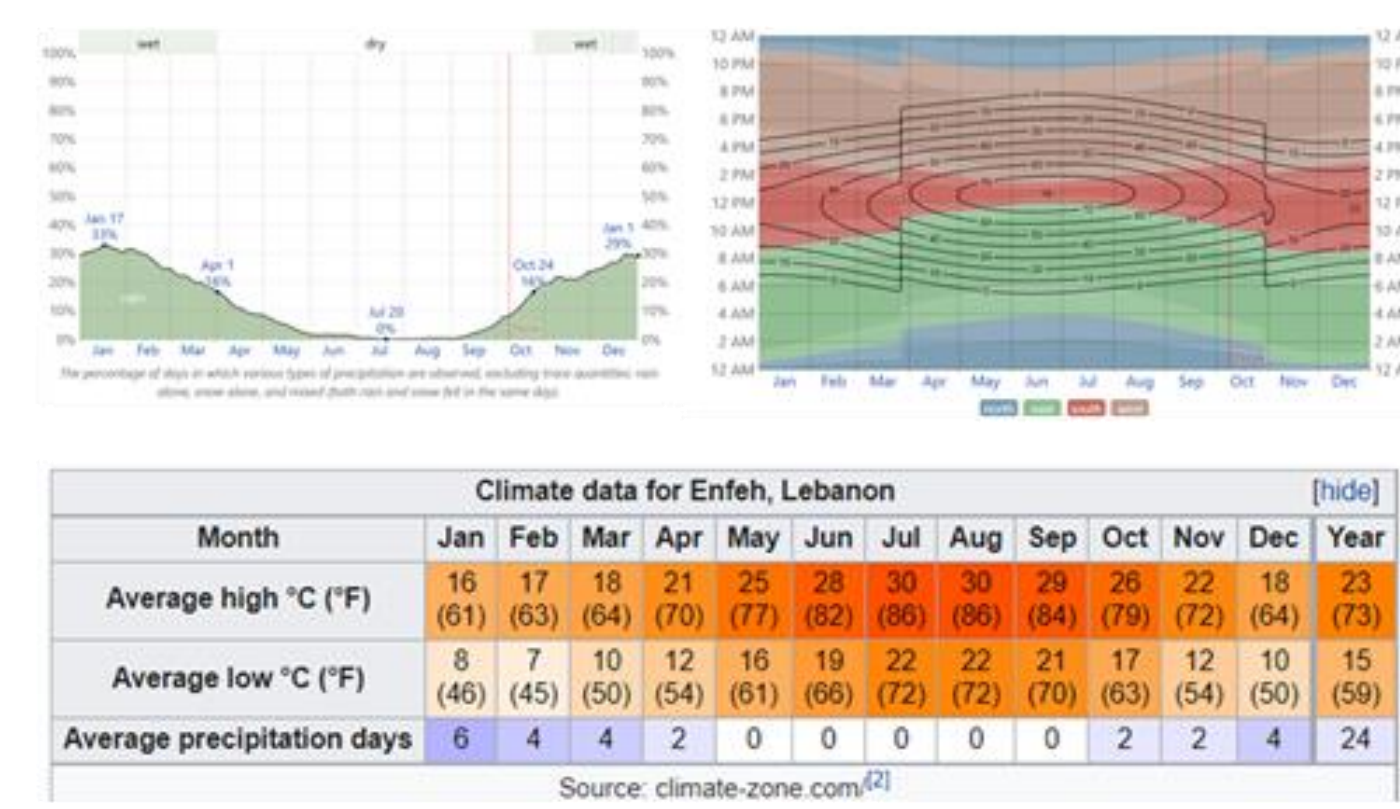
8 SHADING WILL BE PUT ALONG FORM WITH VARIOUS LEVELING WITH ALSO OUTDOOR SEATINGS ON GLASS PLATFORM

SITE OPPORTUNITIES

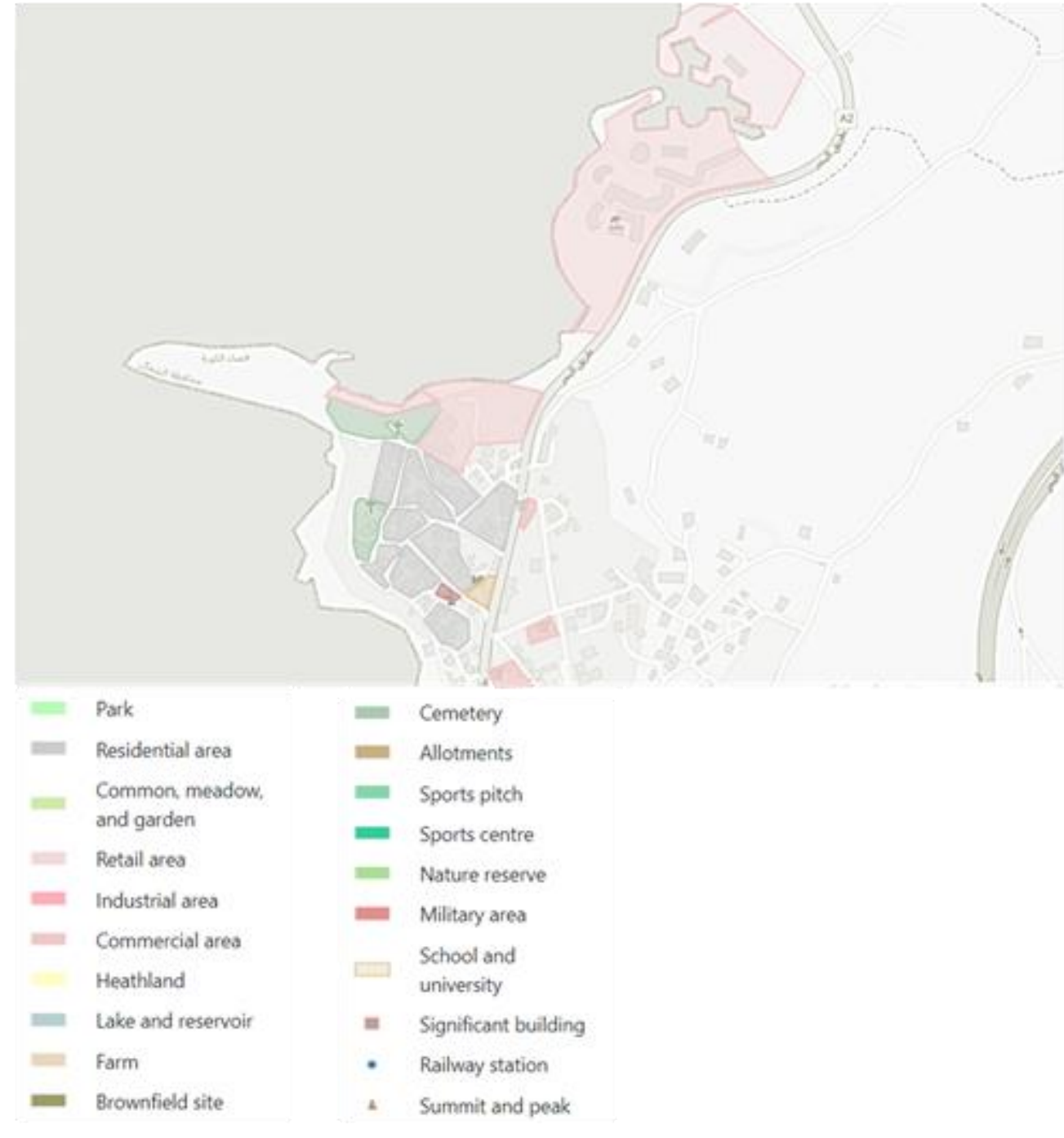
S	W	O	T
<ul style="list-style-type: none"> <li>Highly touristic area</li> <li>Rich in culture and history</li> <li>Has potential for future improvements</li> <li>People are open to new spots</li> </ul>	<ul style="list-style-type: none"> <li>Site is directly in front of the sea</li> <li>Streets are residential and narrow</li> </ul>	<ul style="list-style-type: none"> <li>People will be open to the idea of a museum like building</li> <li>Culture richness can be manipulated to our advantage</li> <li>Being near castle and church will bring people to the site</li> </ul>	<ul style="list-style-type: none"> <li>Sea levels can be high and cause damage</li> <li>Water pollution may affect people's health</li> <li>Narrow streets causes traffic</li> </ul>



CLIMATE ANALYSIS



LAND USE



The land use overall is diverse with a lot of commercial and entertainment. such as resorts, beaches, retail shops, cinemas, and restaurant uses mixed directly near residential areas.

NATURAL LANDMARKS

The project site has a natural landmark of the sea salt ponds and the sea as well as tree covering the mountains facing it.





# URBAN LAYOUT



## ACCESSIBILITY DECISION



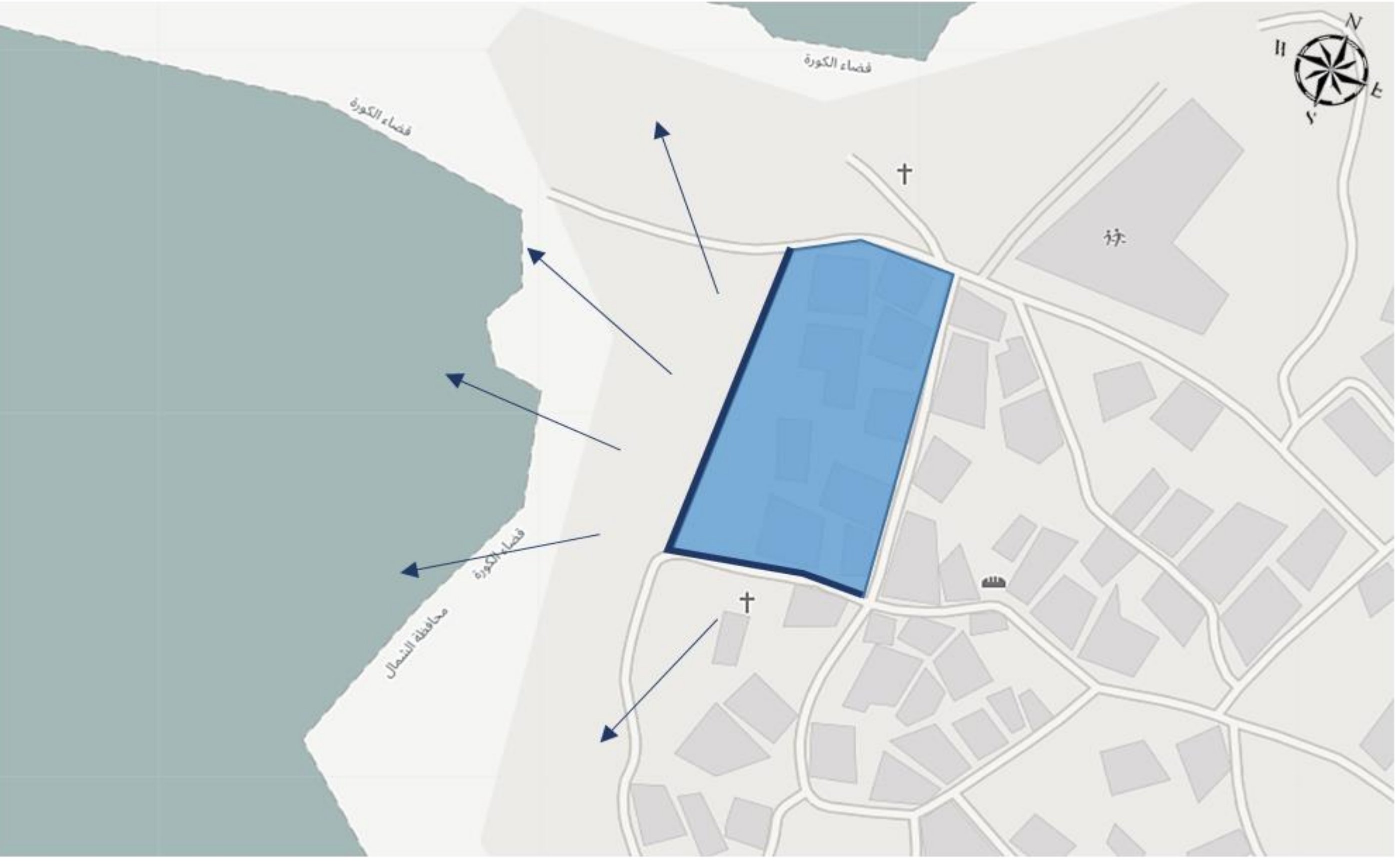
-  MAIN ROAD ACCESSIBILIT FROM SEA SIDE ROAD
-  SECONDARY ROAD FROM INNER DWELLINGS ROAD

## ENTRANCE DECISION



-  MAIN ACCESSIBILITY ENTRANCE
-  SECONDARY SERVICES ENTRANCE

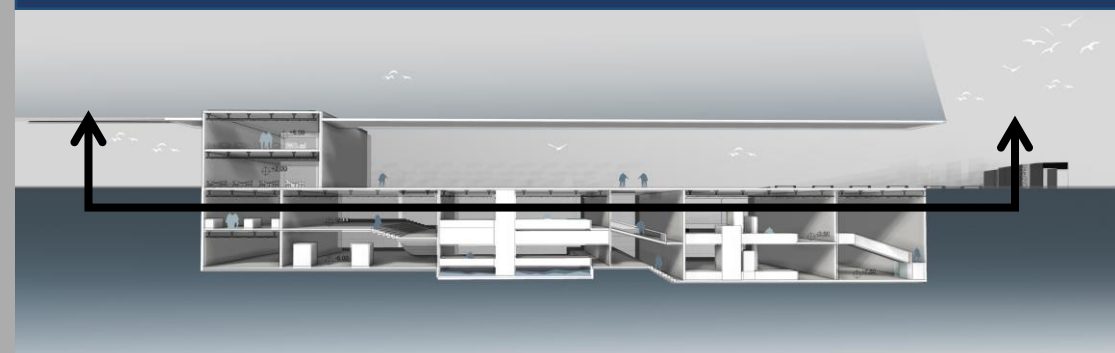
## SENSORY DECISIONS



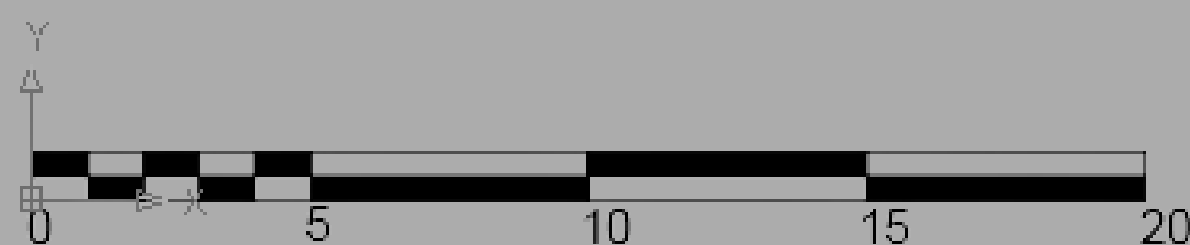
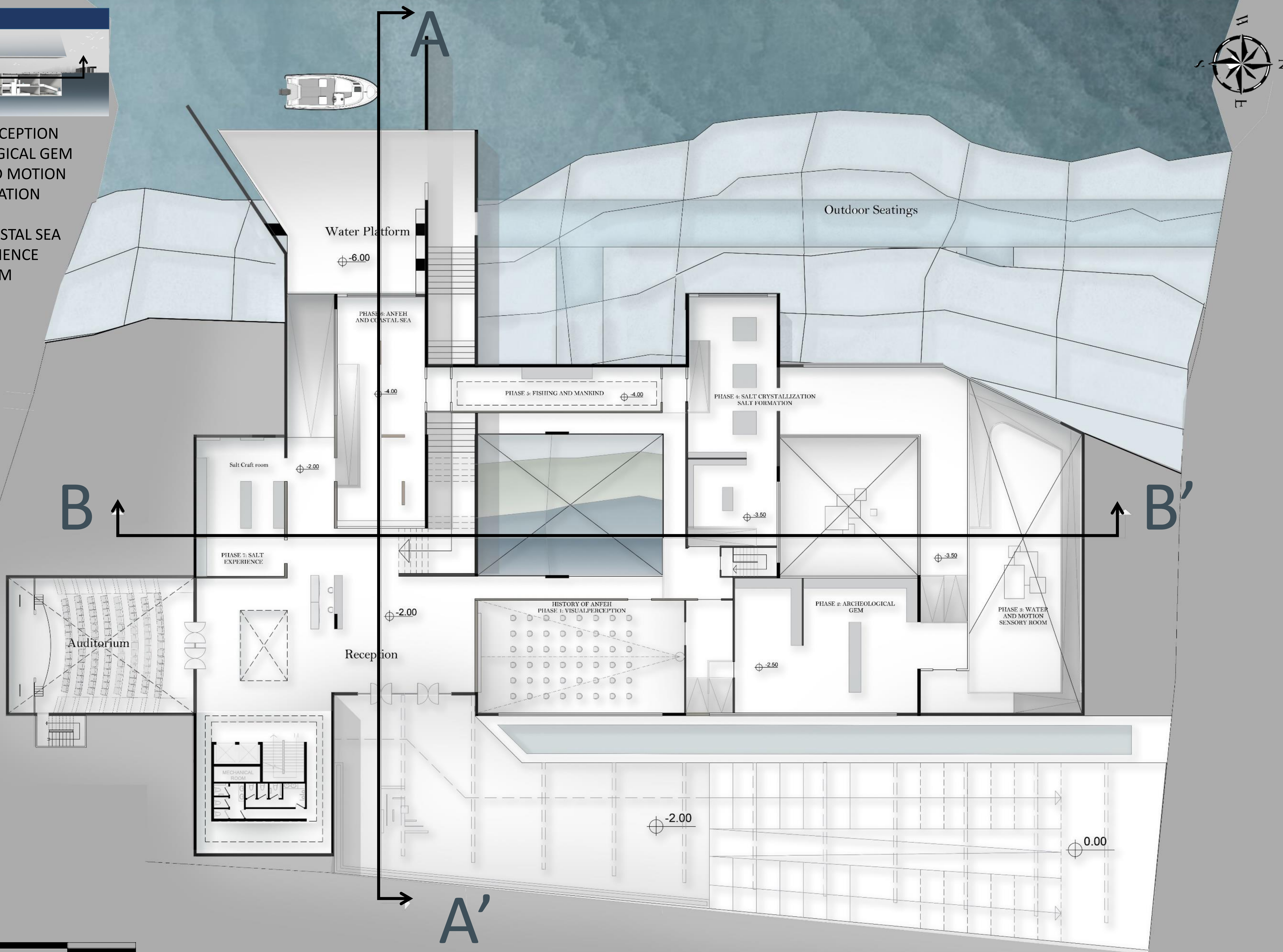
- DECISION FOR SENSROY VIEWS IS TO HAVE THE MAIN FACADES FOCUSED ON THE BEST VIEW ANGLE WICH IS FROM THE SEA VIEW.
- HAVING THE SOUTHWEST WITH THE BEST VIEW WHICH SHOULD BE THE MAIN DESIGN FACADES ELEVATIONS.

# PLAN LEVEL -2.00

## KEY SECTION



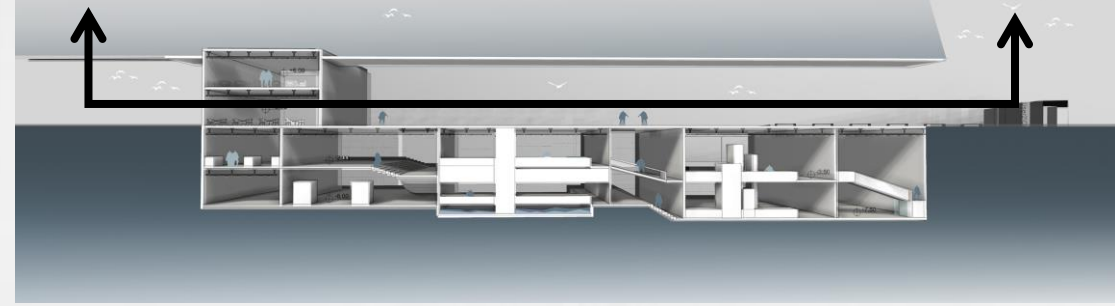
- PHASE 1 VISUAL PERCEPTION
- PHASE 2 ARCHEOLOGICAL GEM
- PHASE 3 WATER AND MOTION
- PHASE 4 SALT FORMATION
- PHASE 5 MANKIND
- PHASE 6 ANFEH COASTAL SEA
- PHASE 7 SALT EXPERIENCE
- PHASE 8 AUDITORIUM



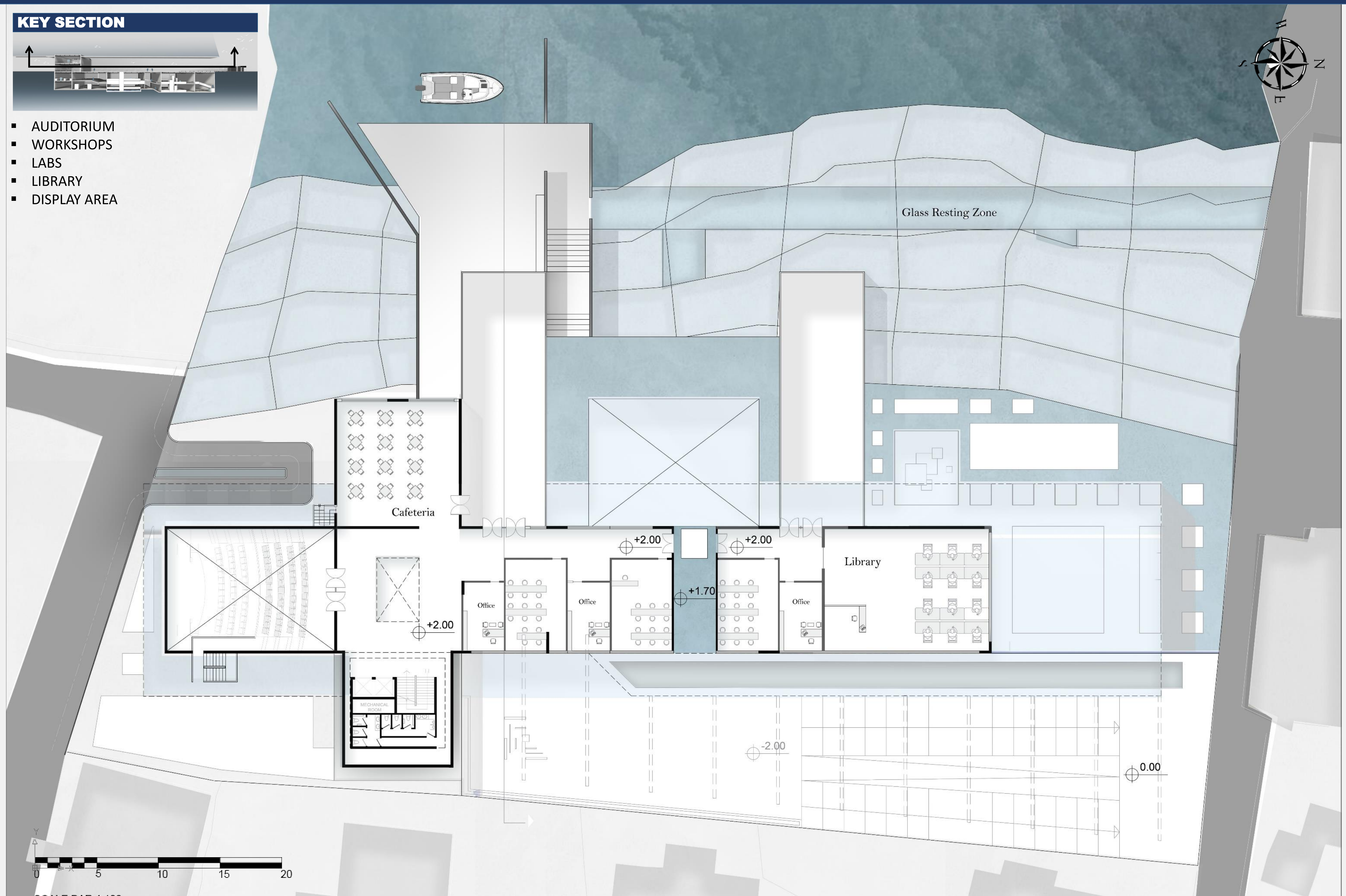
SCALE BAR 1:100

# PLAN LEVEL +2.00

## KEY SECTION



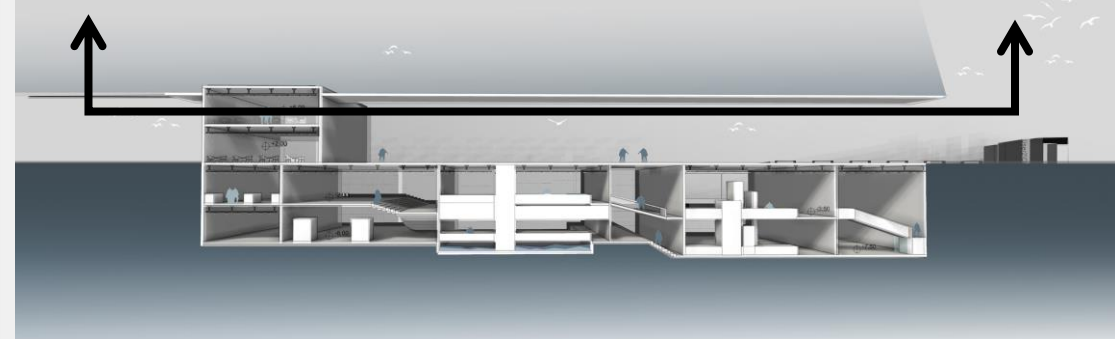
- AUDITORIUM
- WORKSHOPS
- LABS
- LIBRARY
- DISPLAY AREA



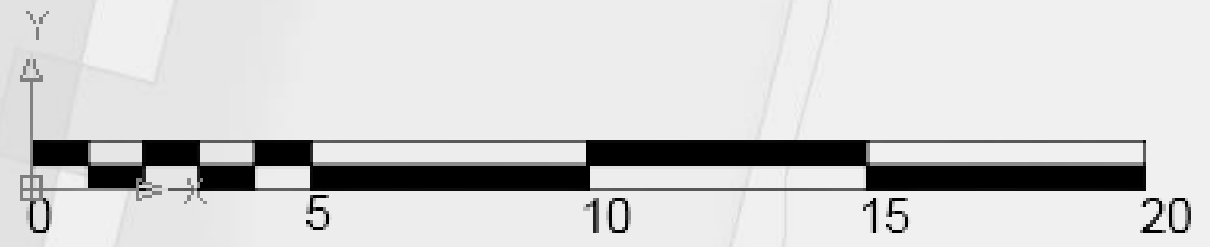
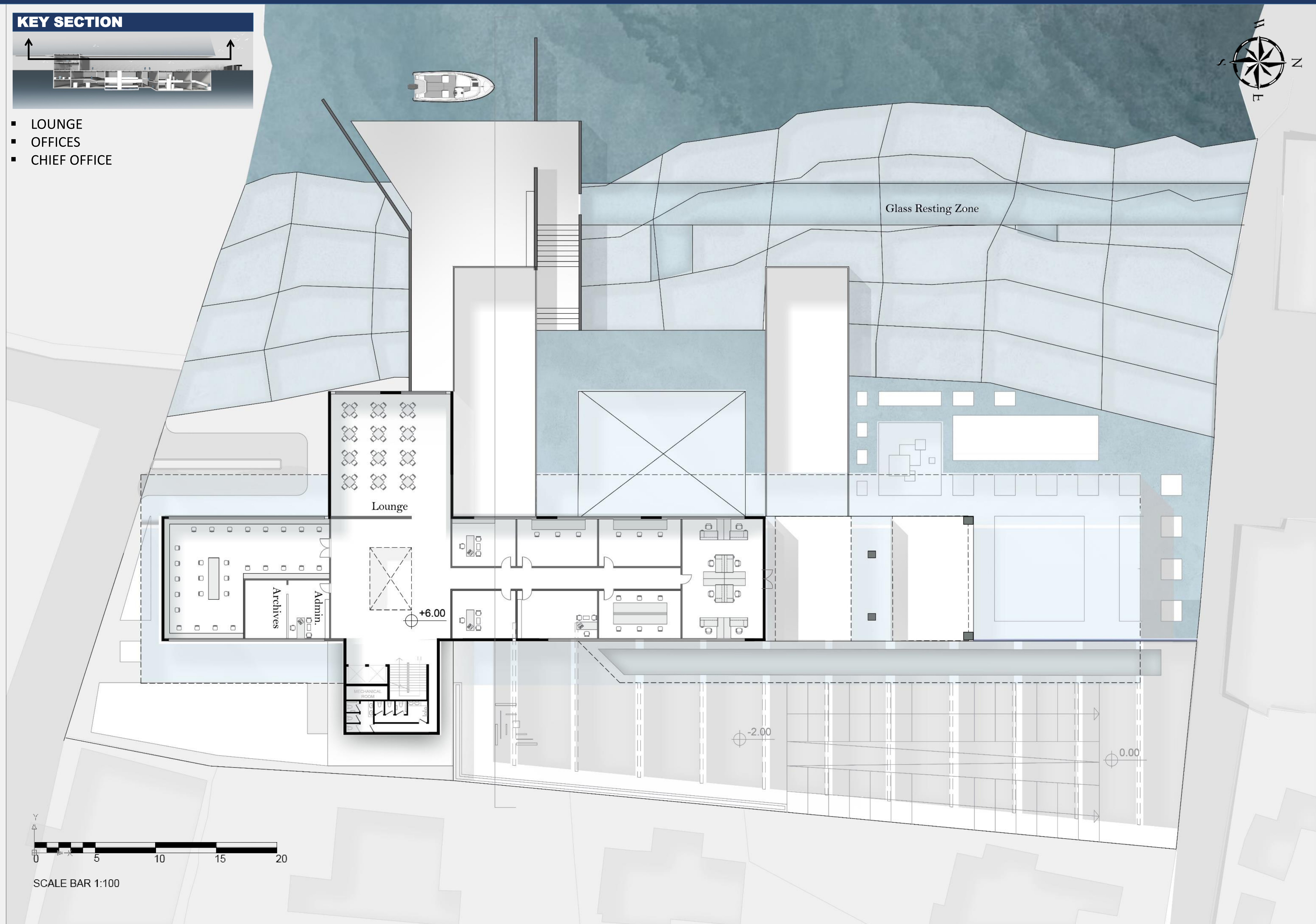
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# PLAN LEVEL +6.00

## KEY SECTION



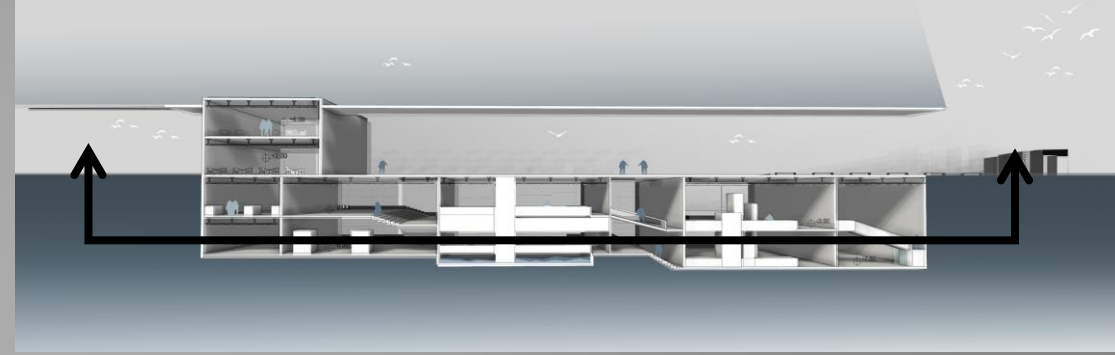
- LOUNGE
- OFFICES
- CHIEF OFFICE



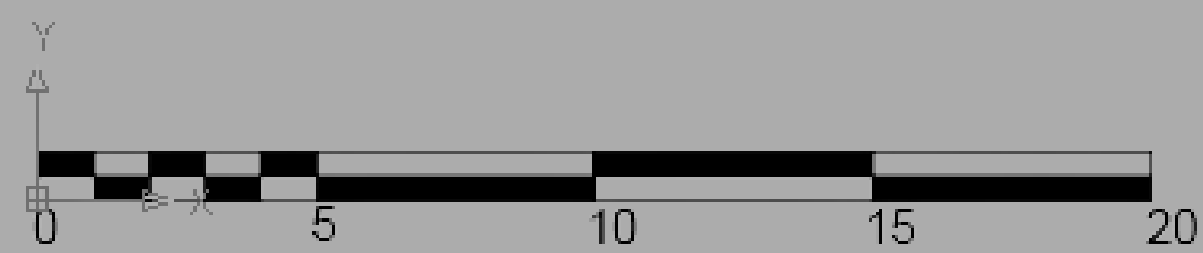
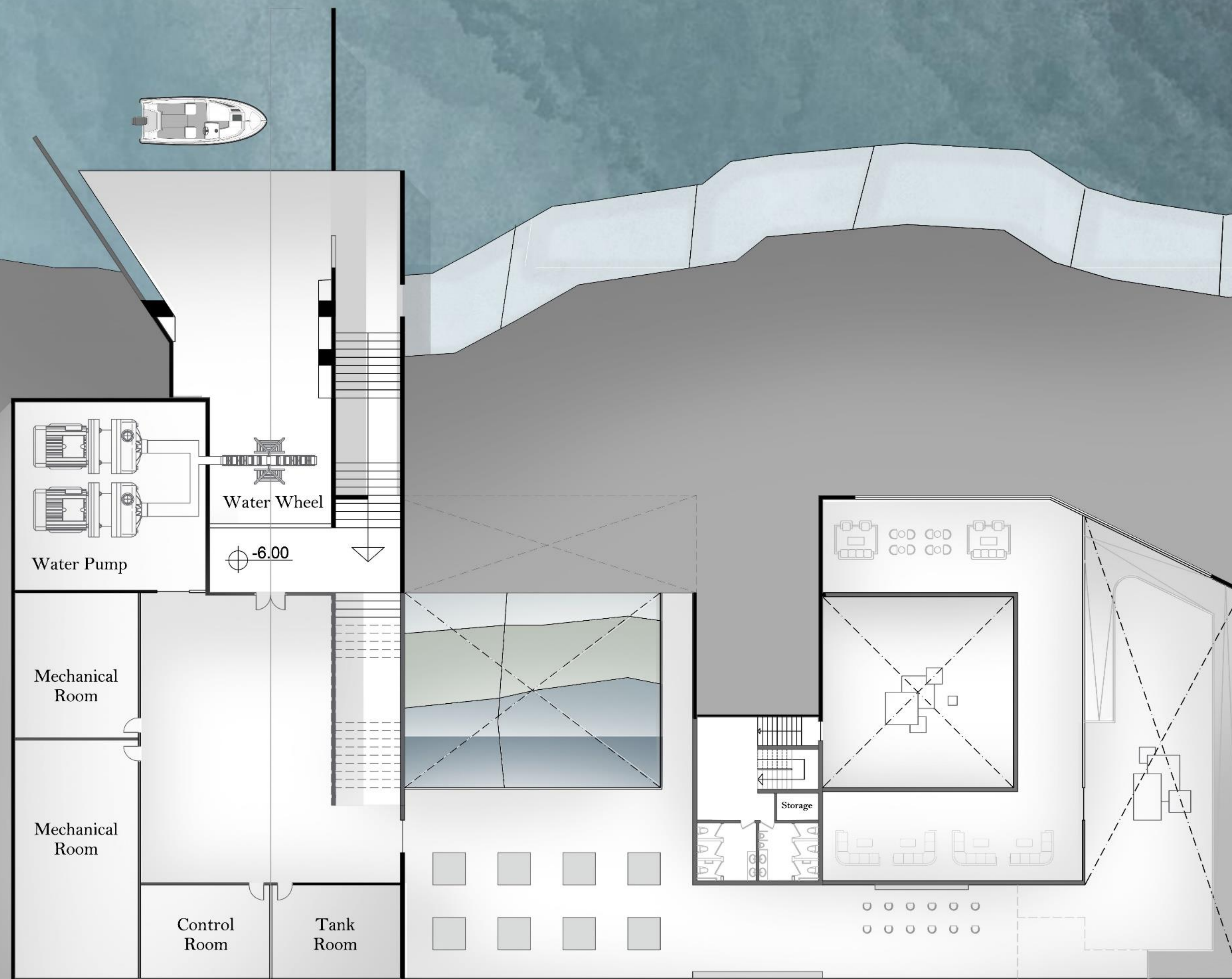
SCALE BAR 1:100

# PLAN LEVEL -6.00

## KEY SECTION

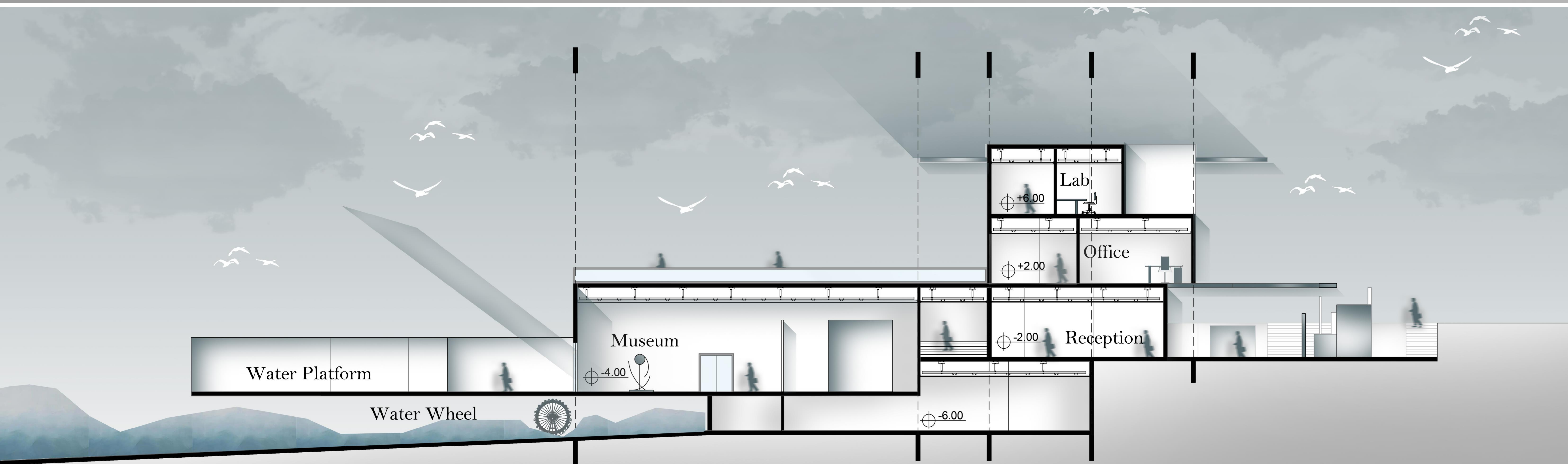


- PUMP ROOM
- WATER WHEEL
- MUSEUM
- POND VOID



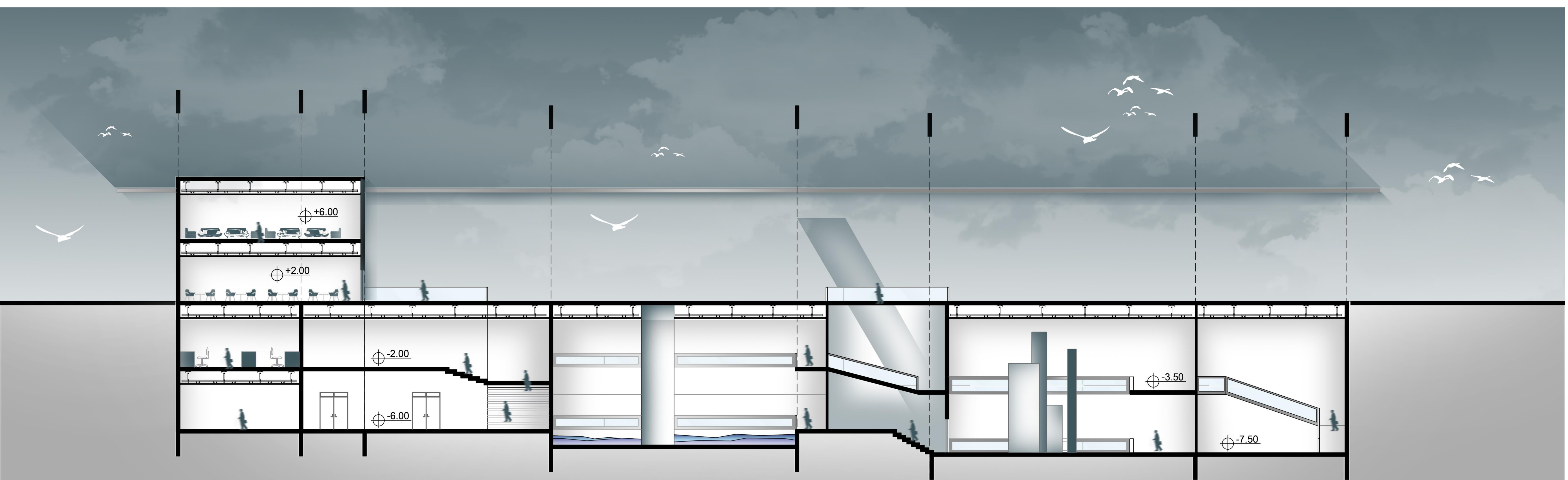
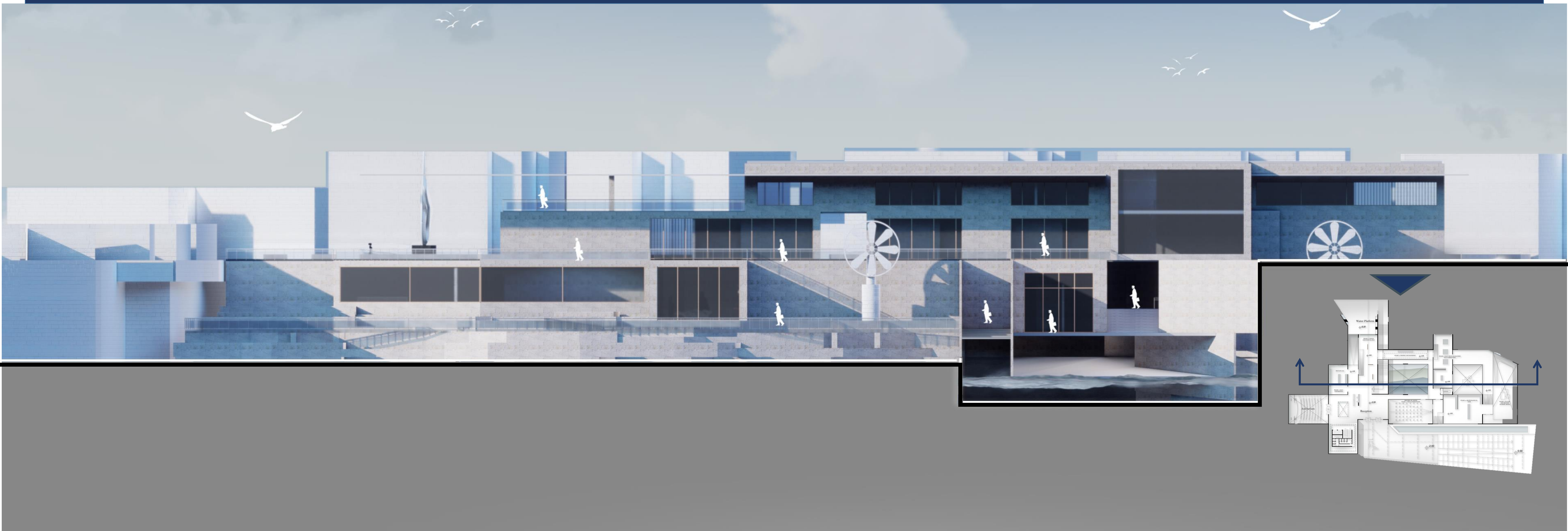
SCALE BAR 1:100

# ELEVATION AND SECTION AA'



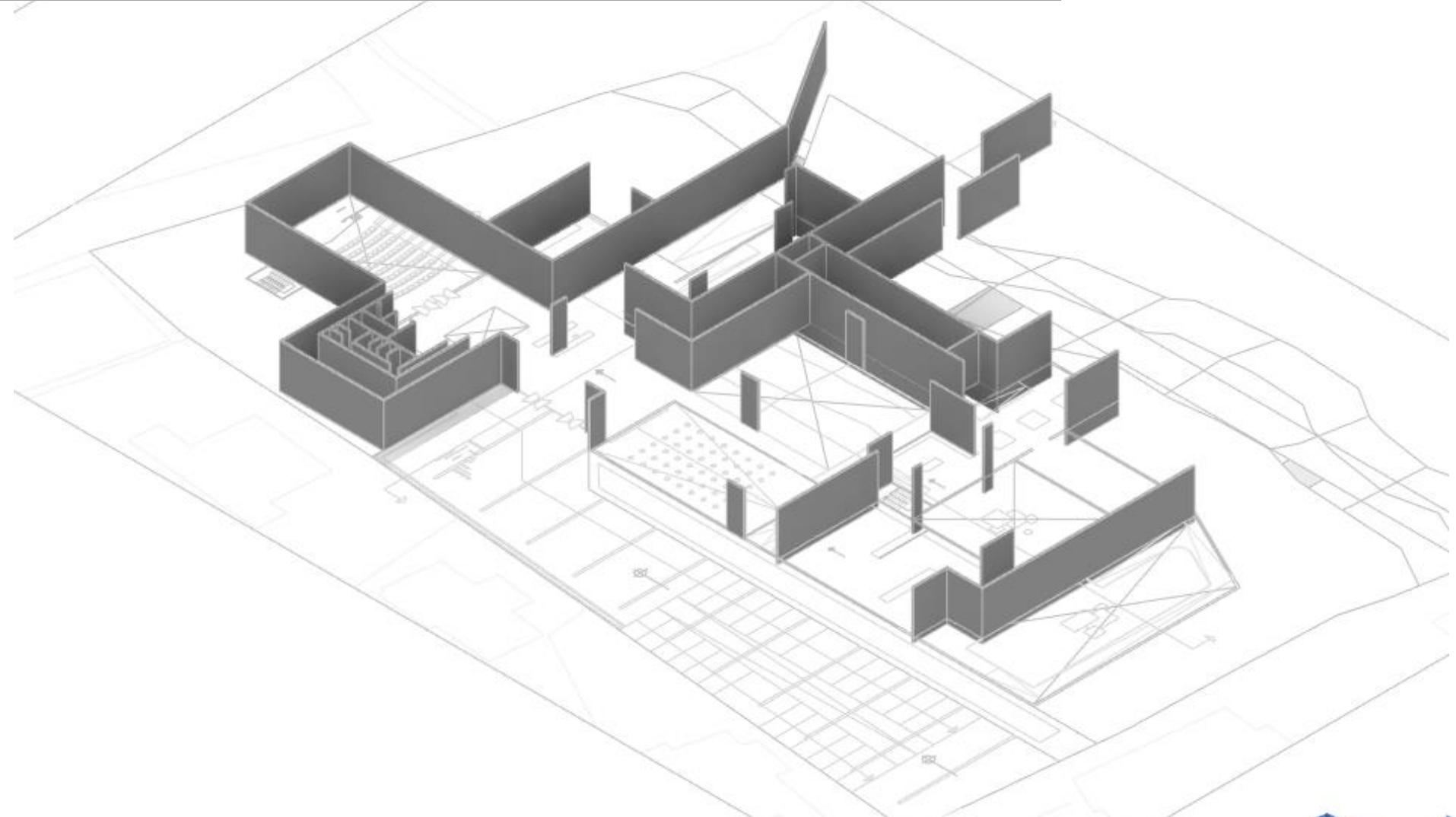


# ELEVATION AND SECTION BB'

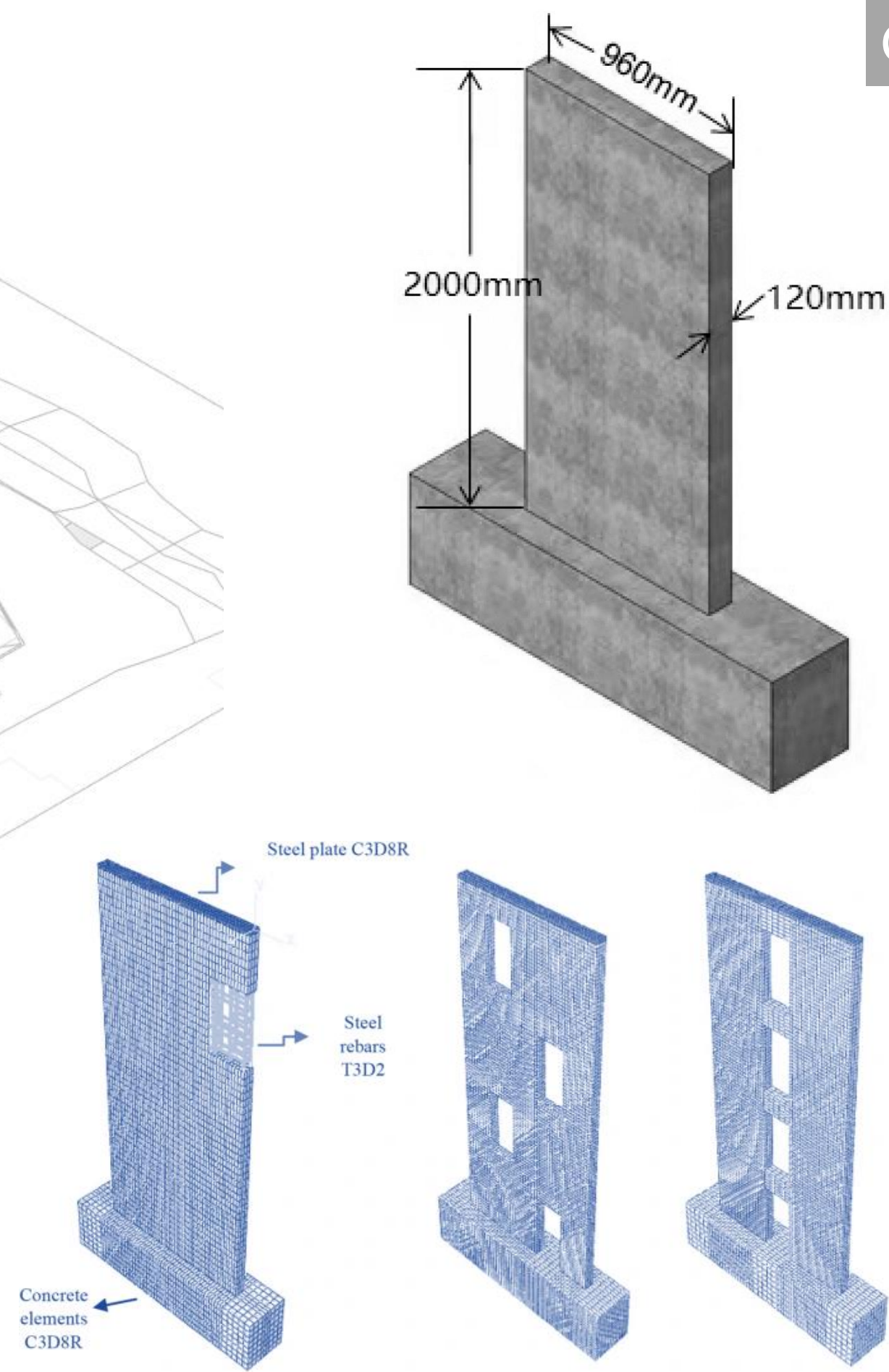


# DIAGRAMS

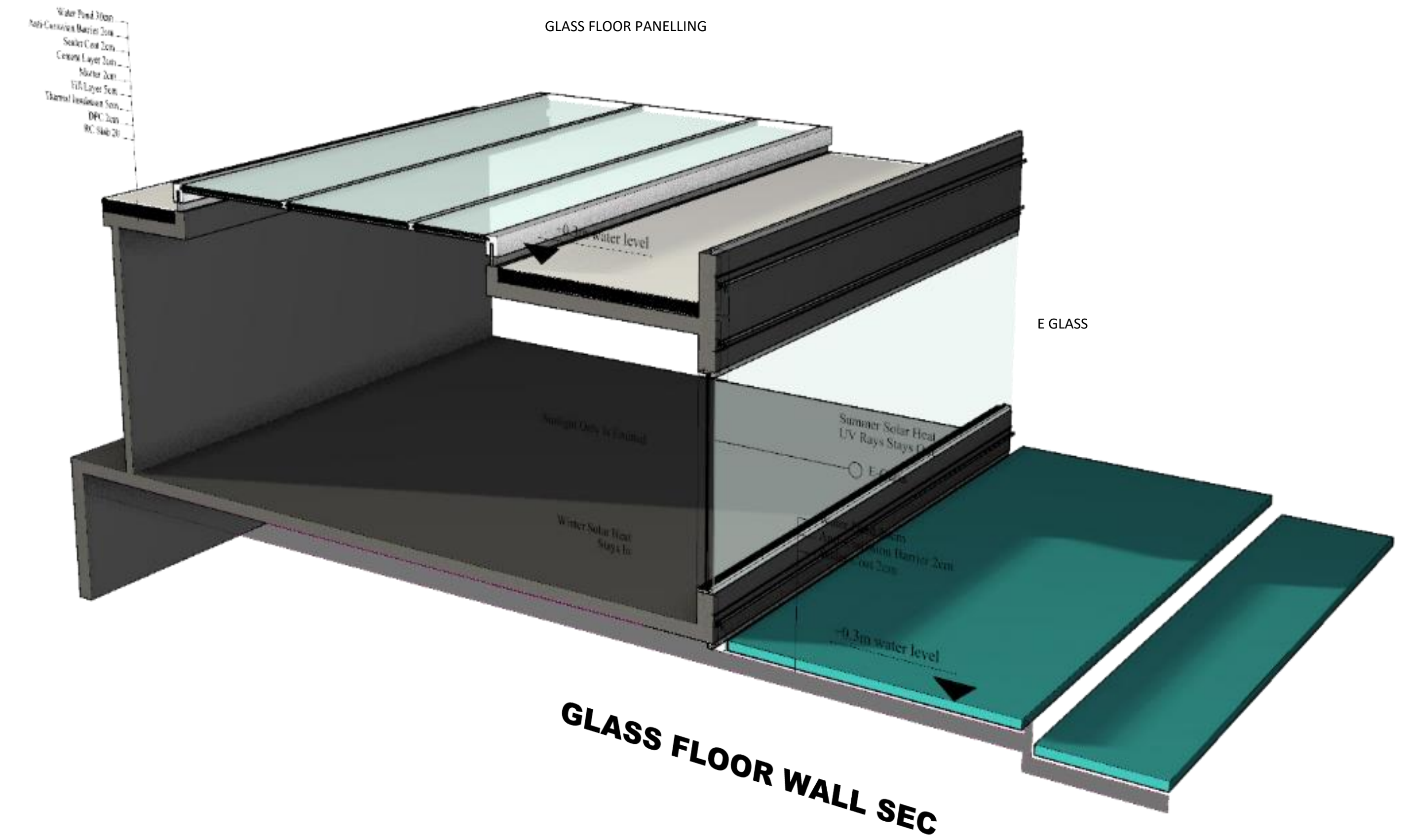
## STRUCTURE DIAGRAM



THE STRUCTURE SYSTEM IS A MIX BETWEEN ONE WAY FLAT PLATE AND SHEAR WALL SYSTEM. SHEAR WALL IS CAPABLE OF TRANSFERRING LATERAL FORCES FROM EXTERIOR WALLS, FLOORS, AND ROOFS TO THE GROUND FOUNDATION IN A DIRECTION PARALLEL TO THEIR PLANES

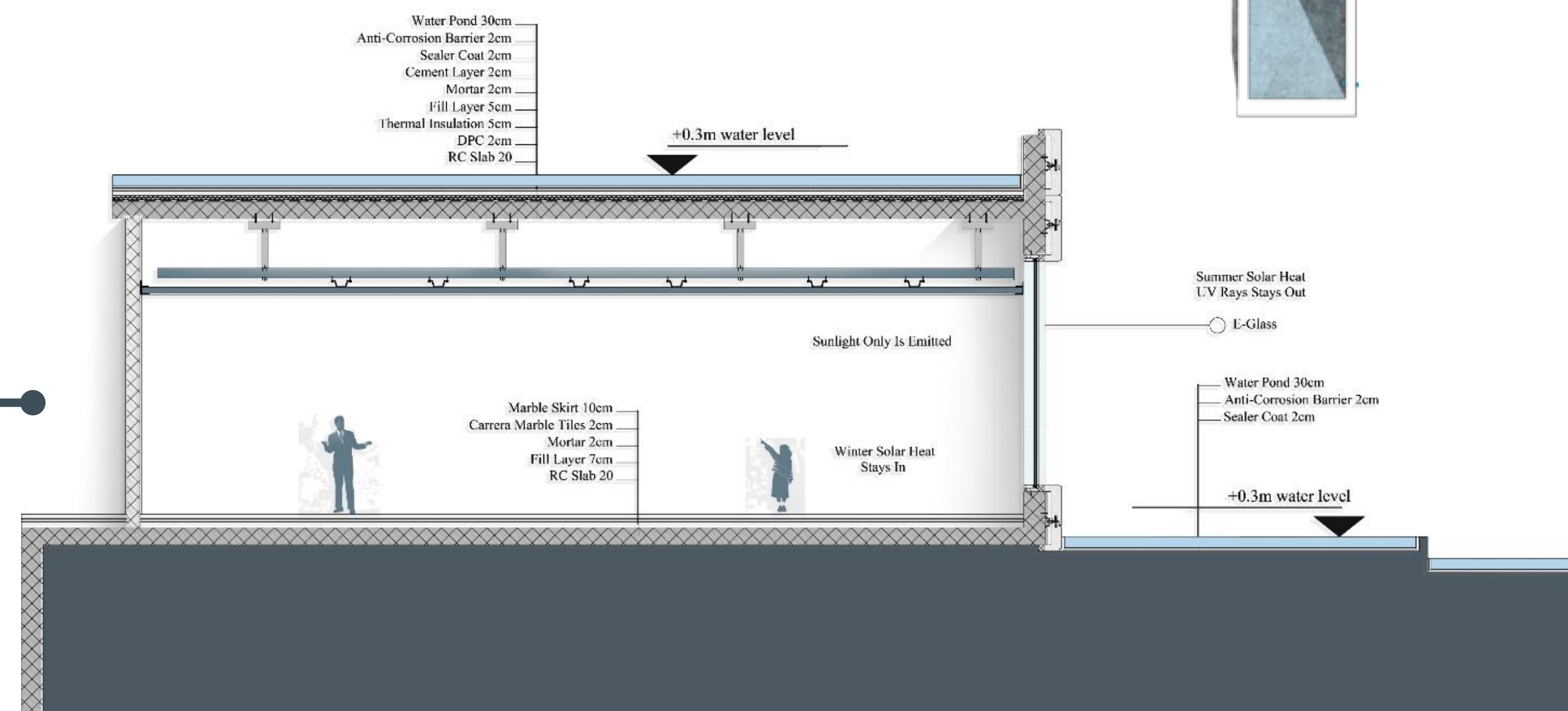
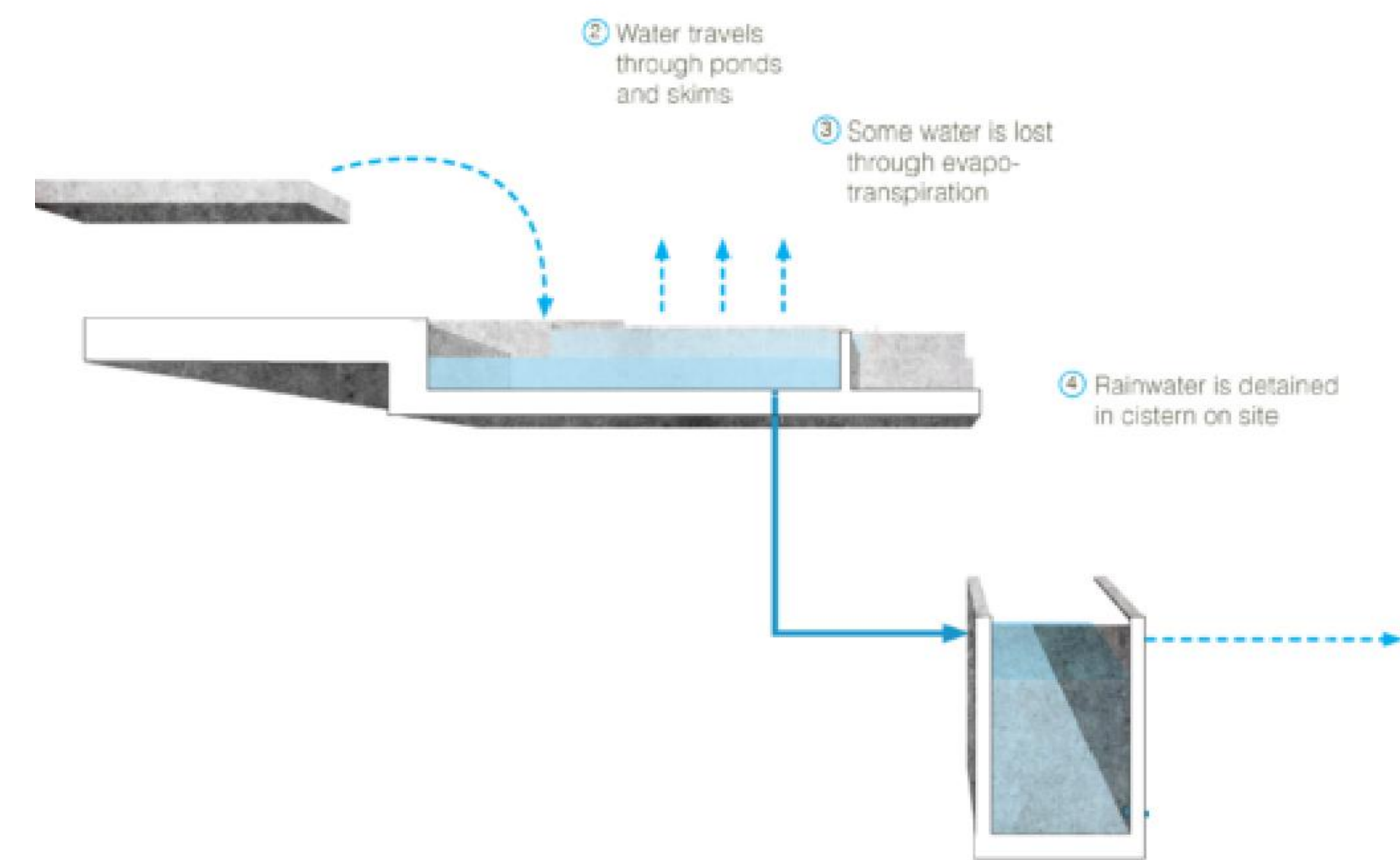


## GLASS FLOORING WALL SEC DIAGRAM



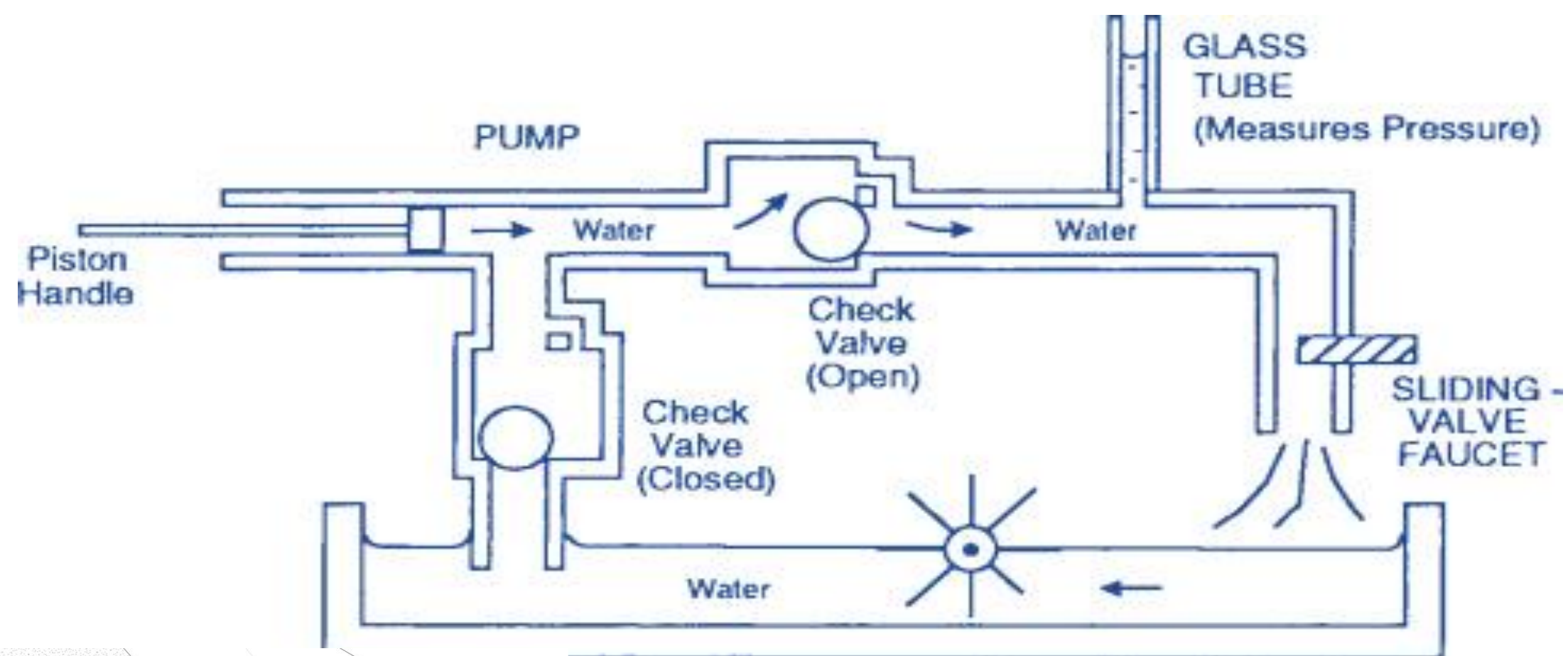
## WATER ON GLASS FLOOR DETAILING

PONDS ON FLOORS TO ENCOMPASS WATE. STEPS FOR VISITORS TO WALK ON PONDS AND HAVE THE EXPERIENCE OF WALKING ON WATER. WATER IS SUPPLIED FROM ONE POND TO ANOTHER.

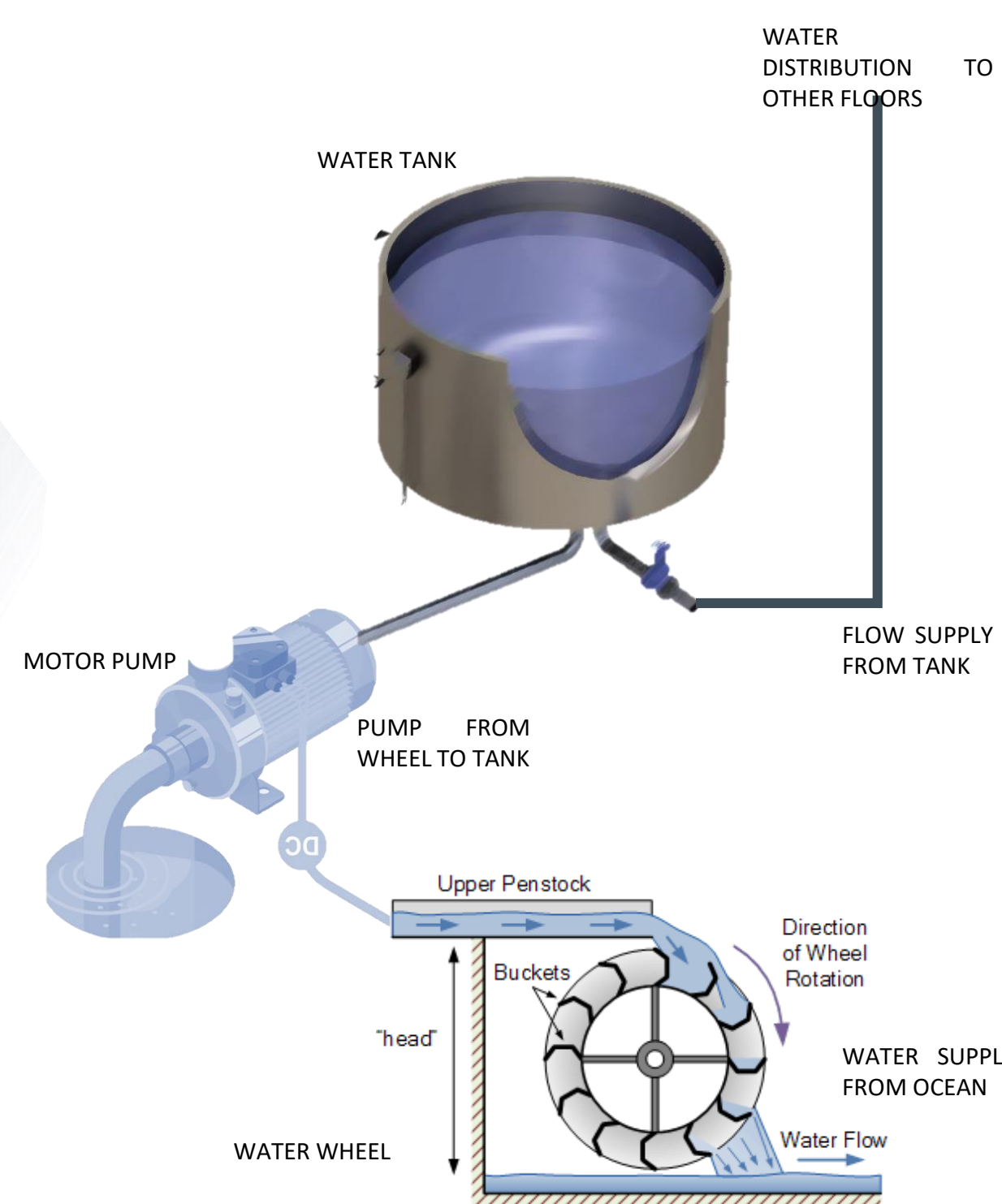
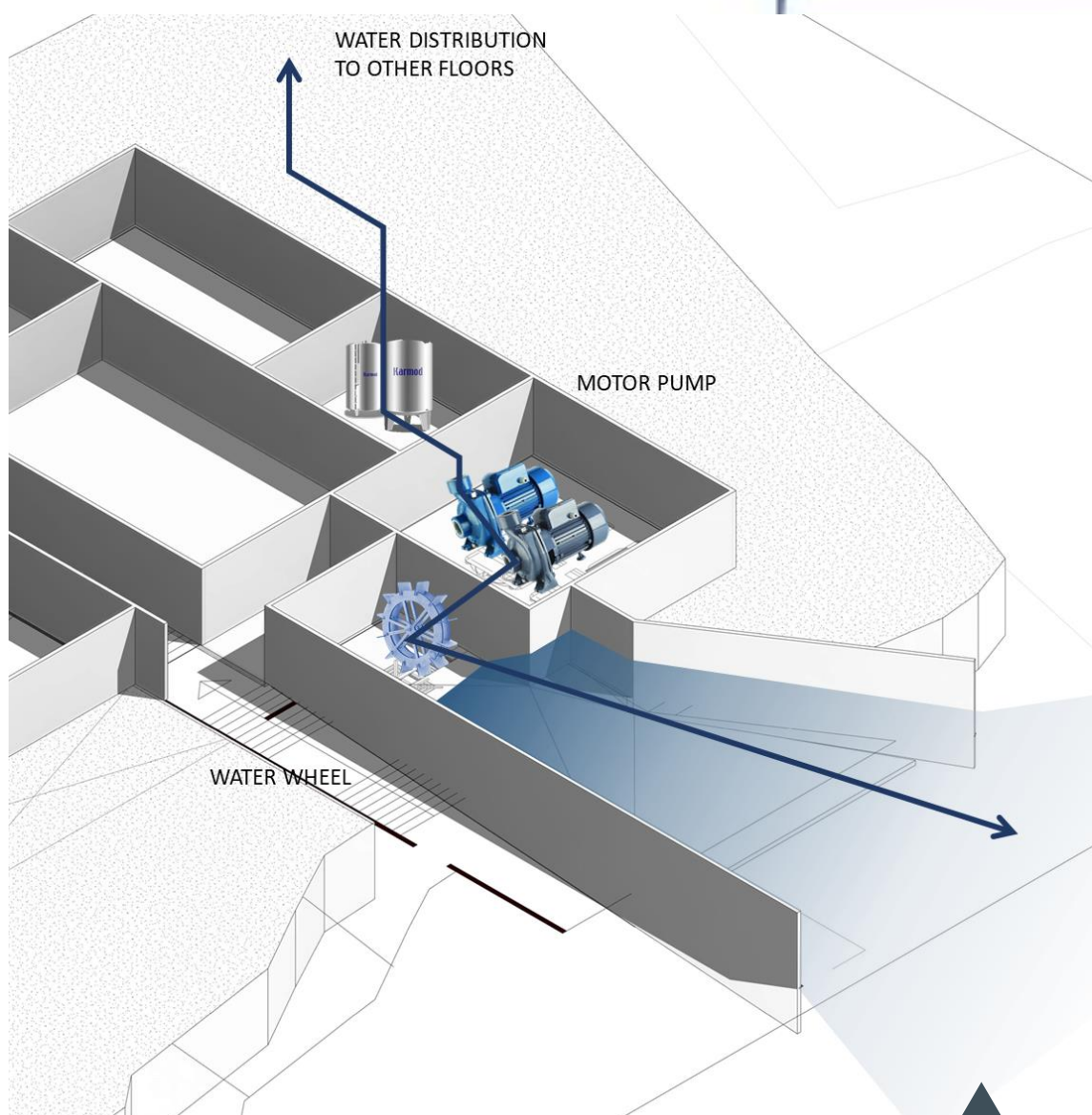


# DIAGRAMS

## TECHNICAL WATER FLOW DIAGRAM



**PADDLE WHEEL (Measures Flow Rate)**

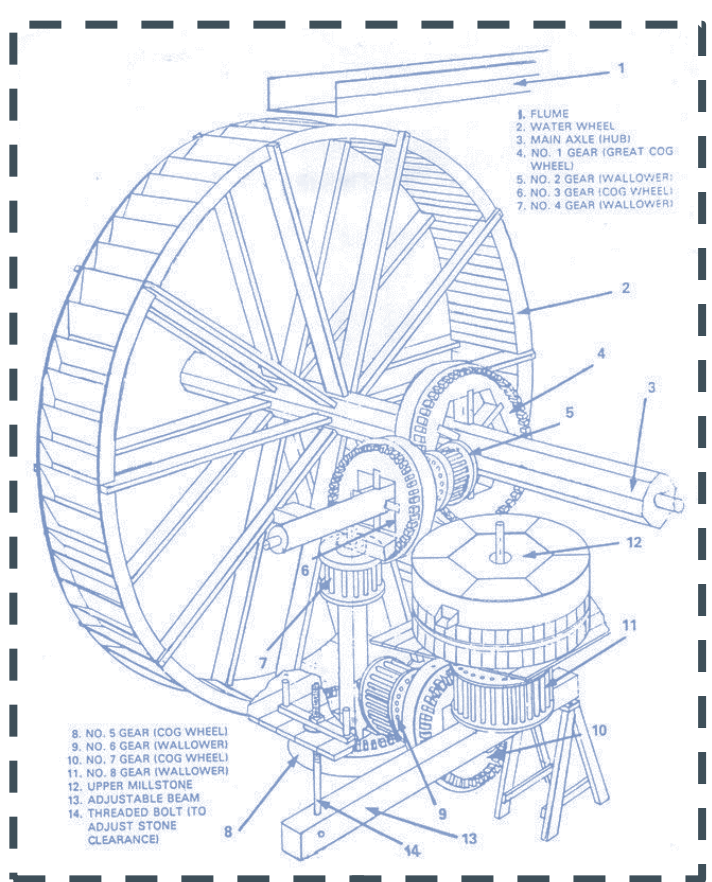


DISTRIBUTION ZONE

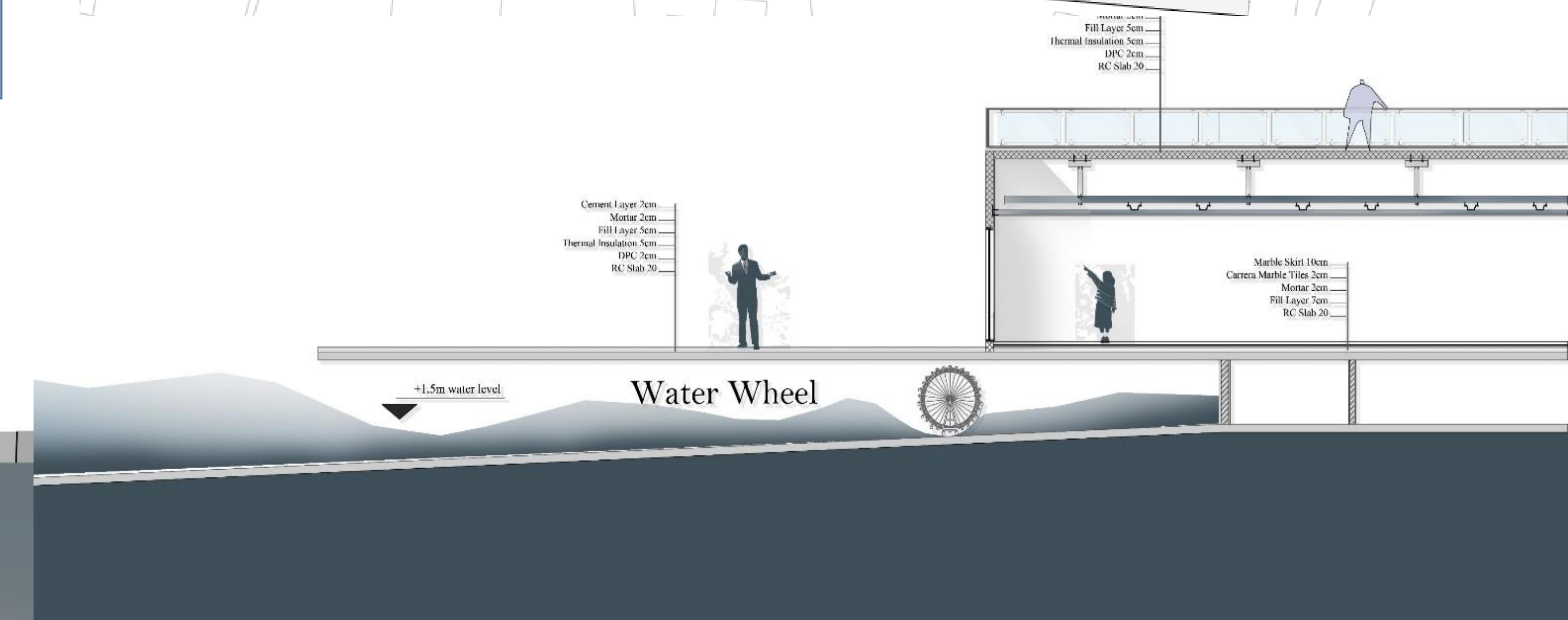
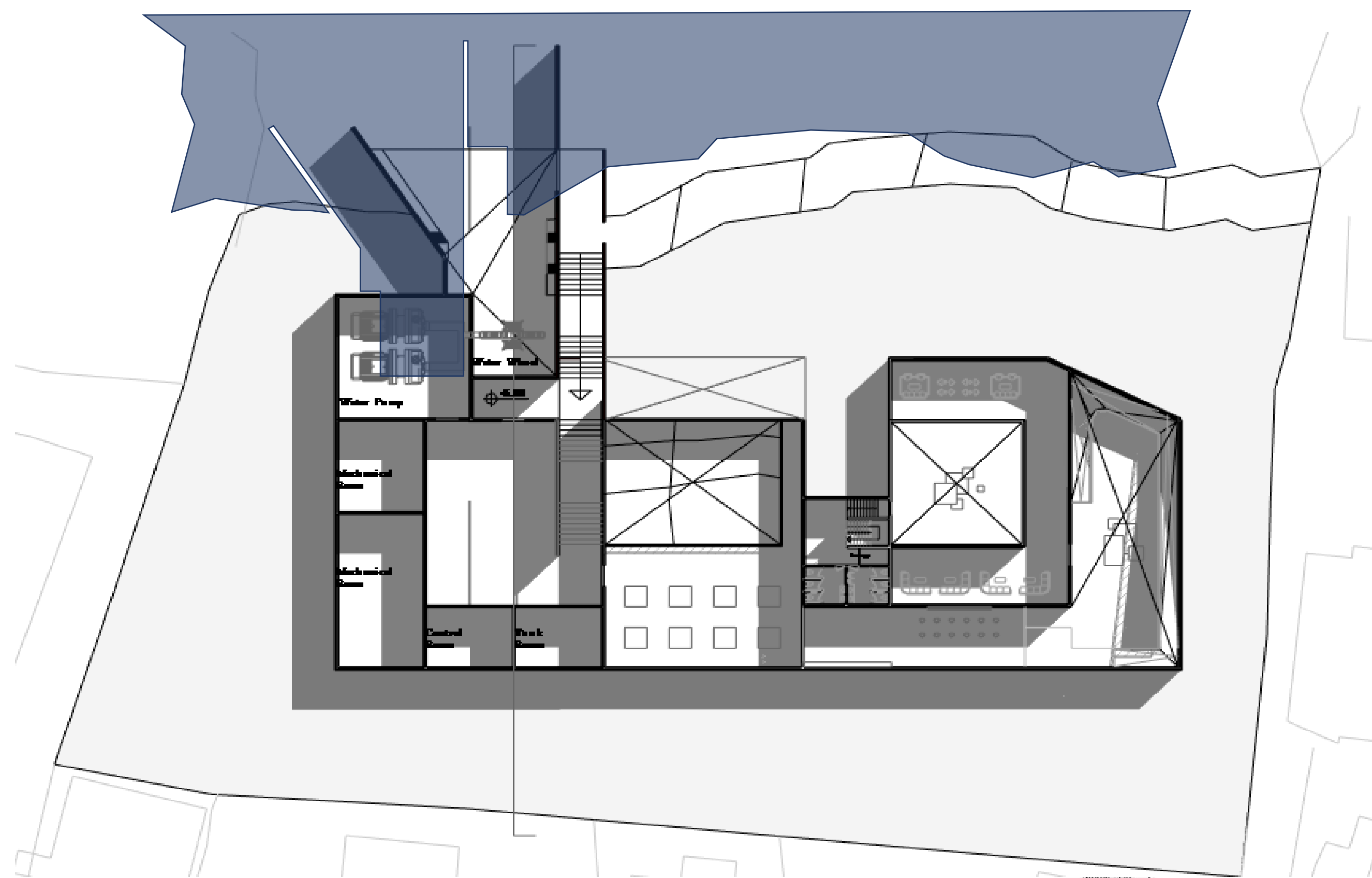
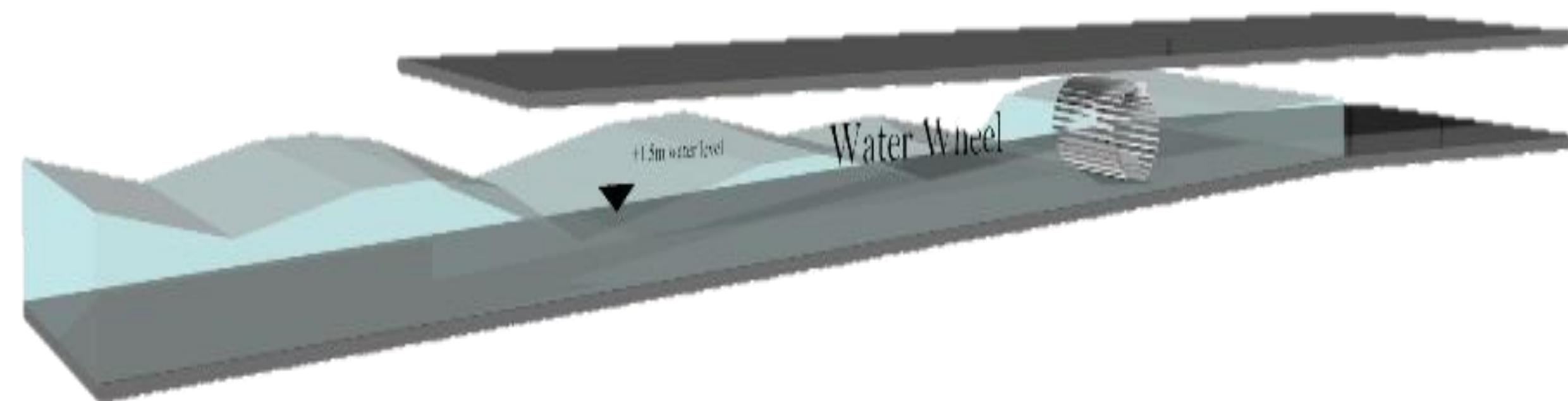
WATER TANK

PUMP MOTOR

WATER WHEEL



## WATER WHEEL DETAILING



# ZONING DIAGRAMS

- 4

- PUMP ROOM
- WATER WHEEL
- MUSEUM
- POND VOID

- 2

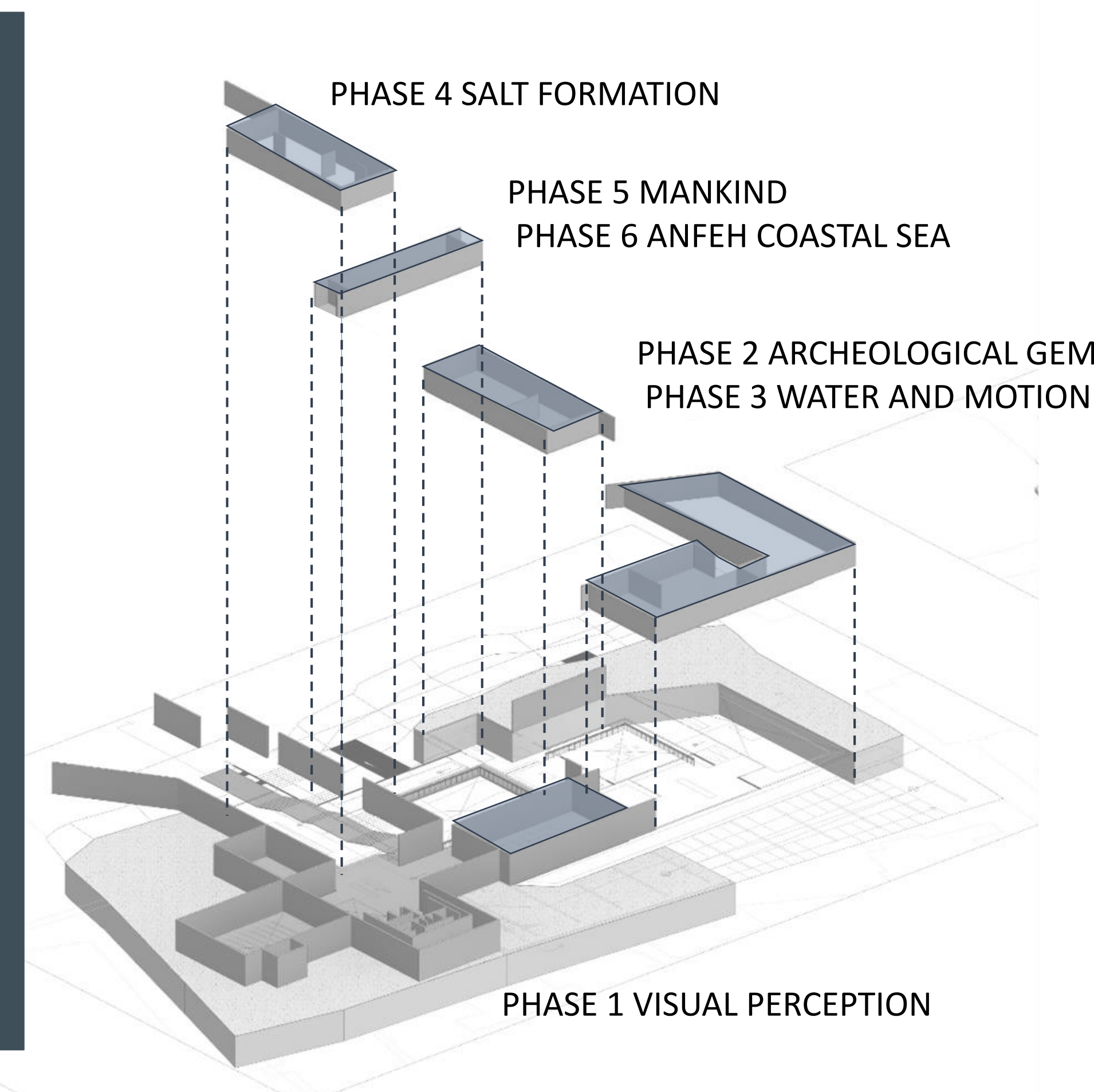
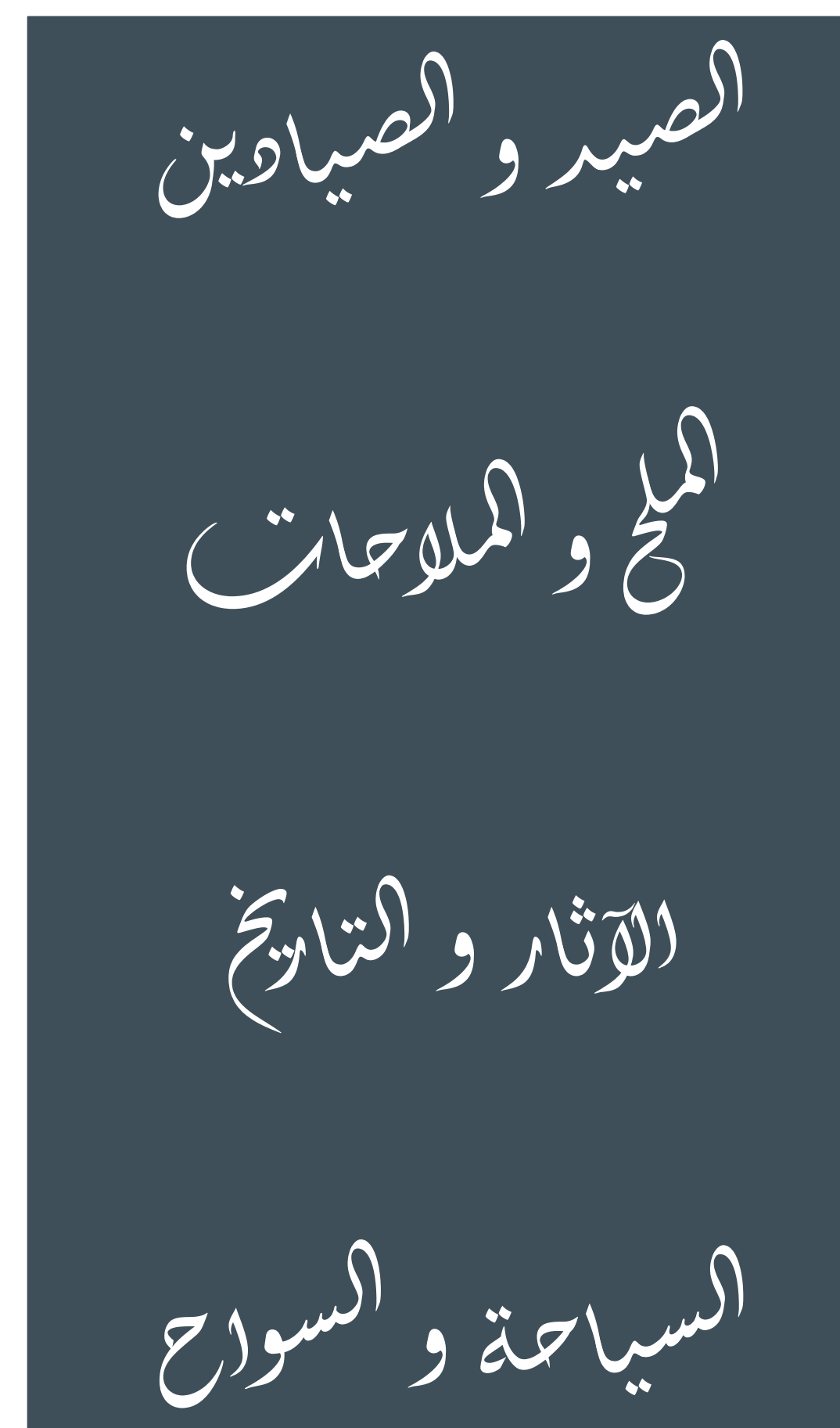
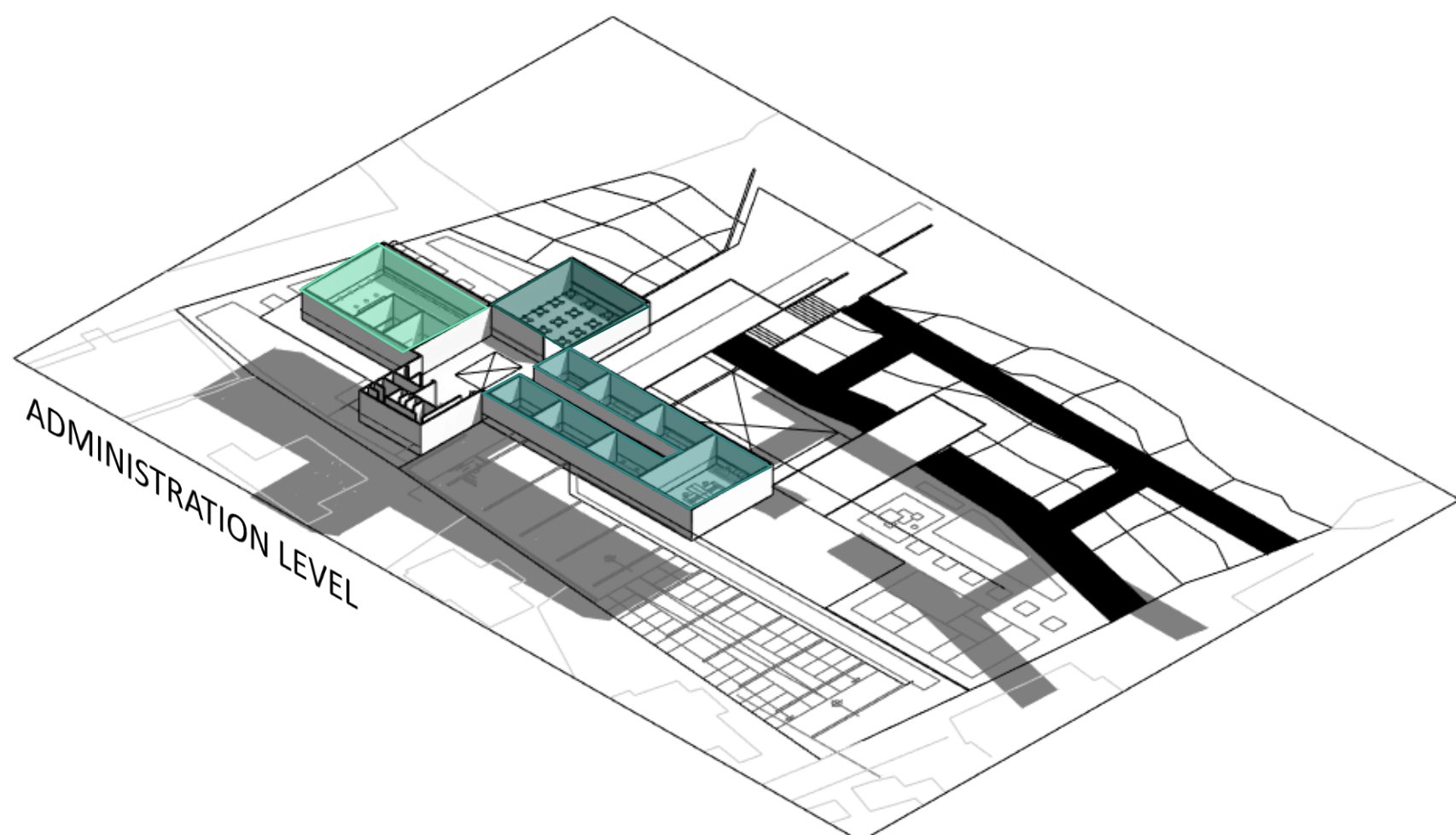
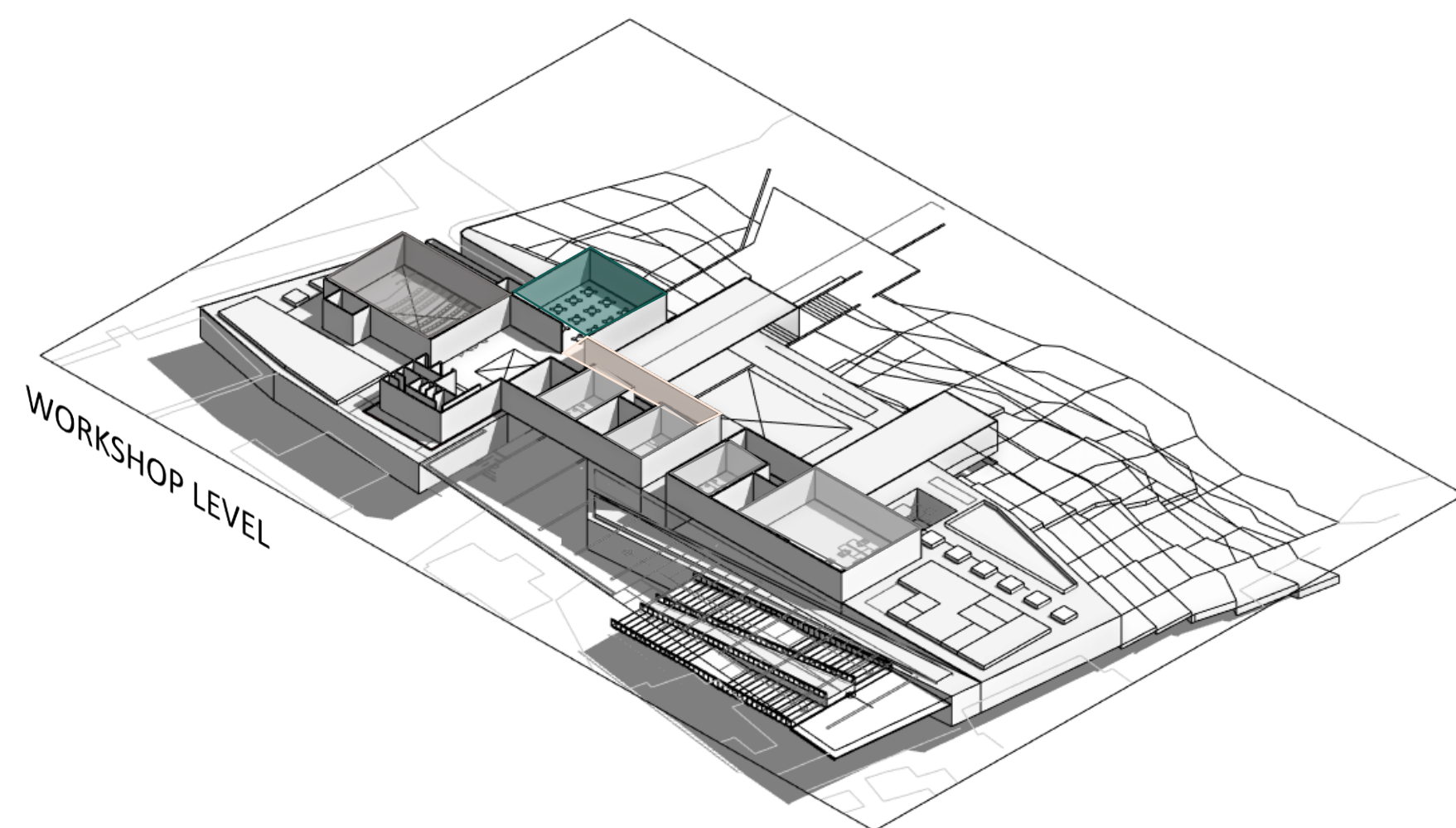
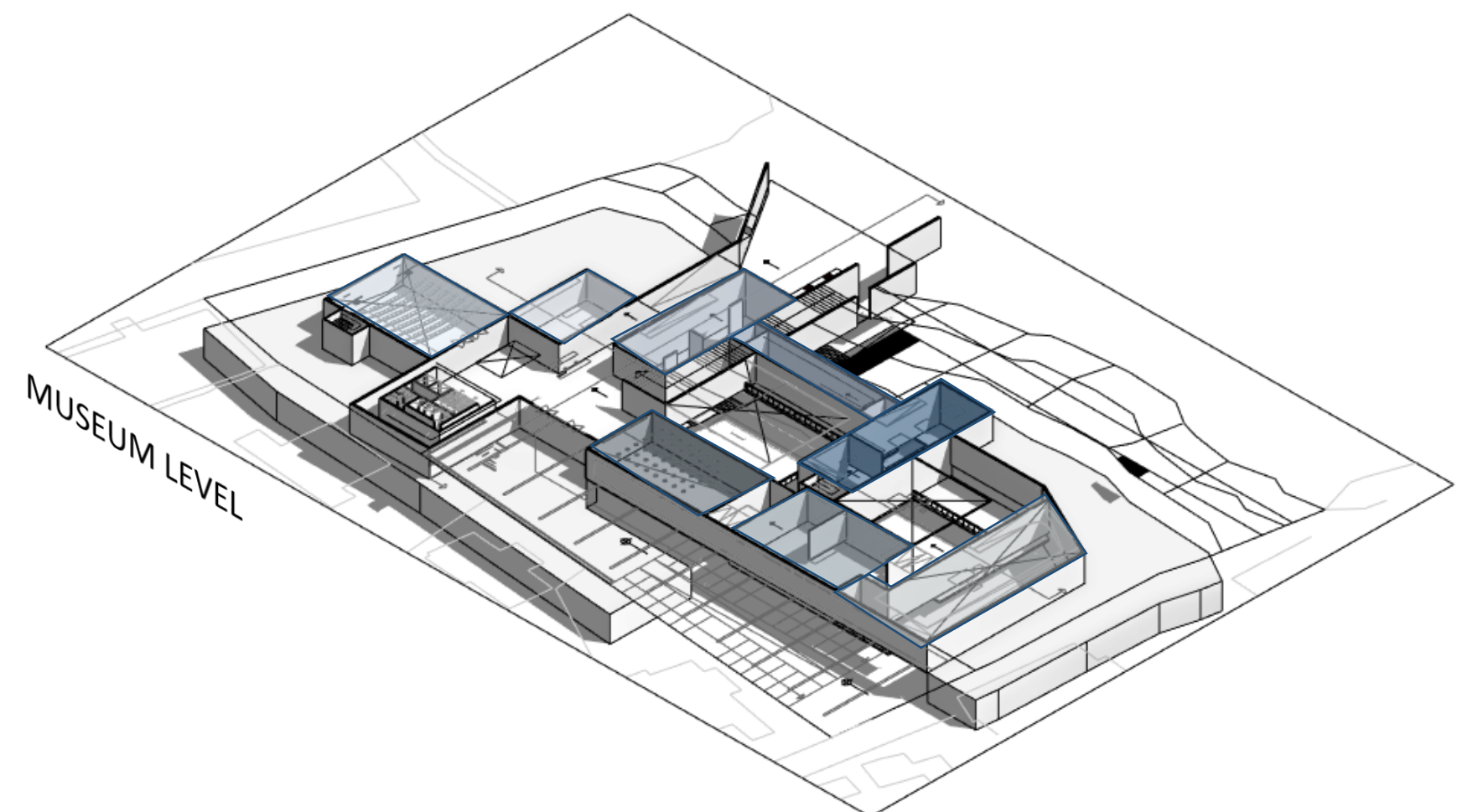
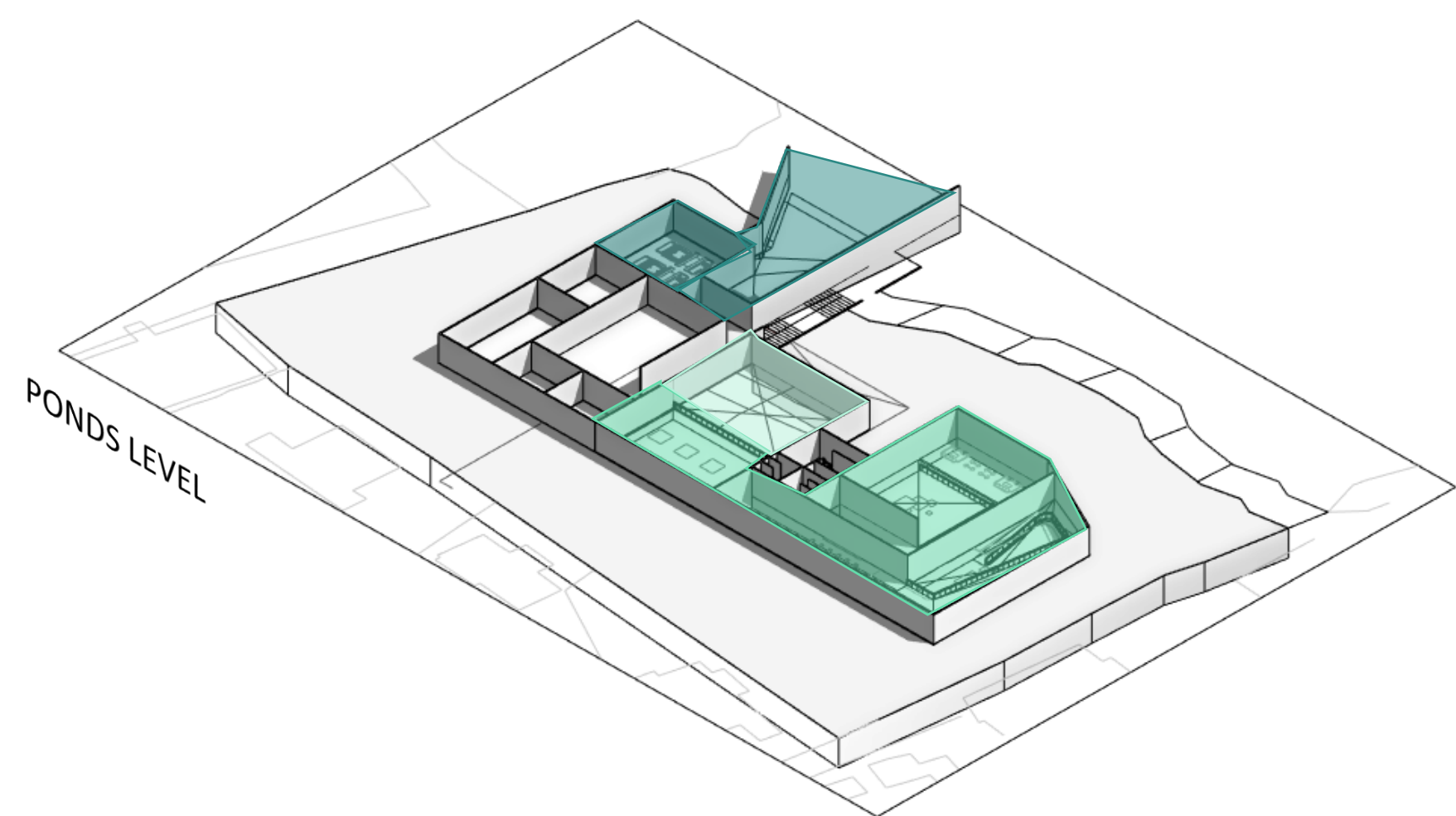
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+ 2

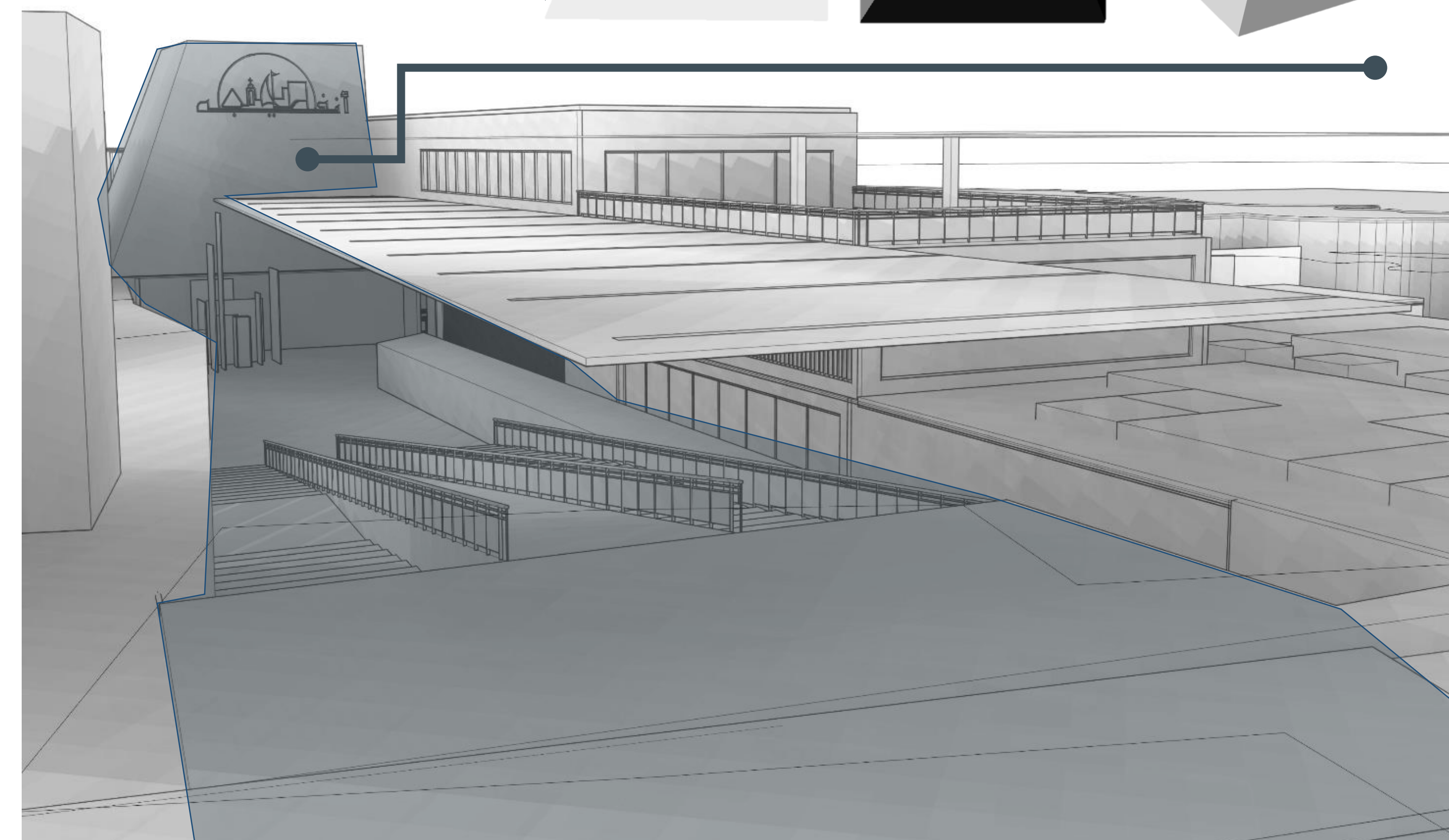
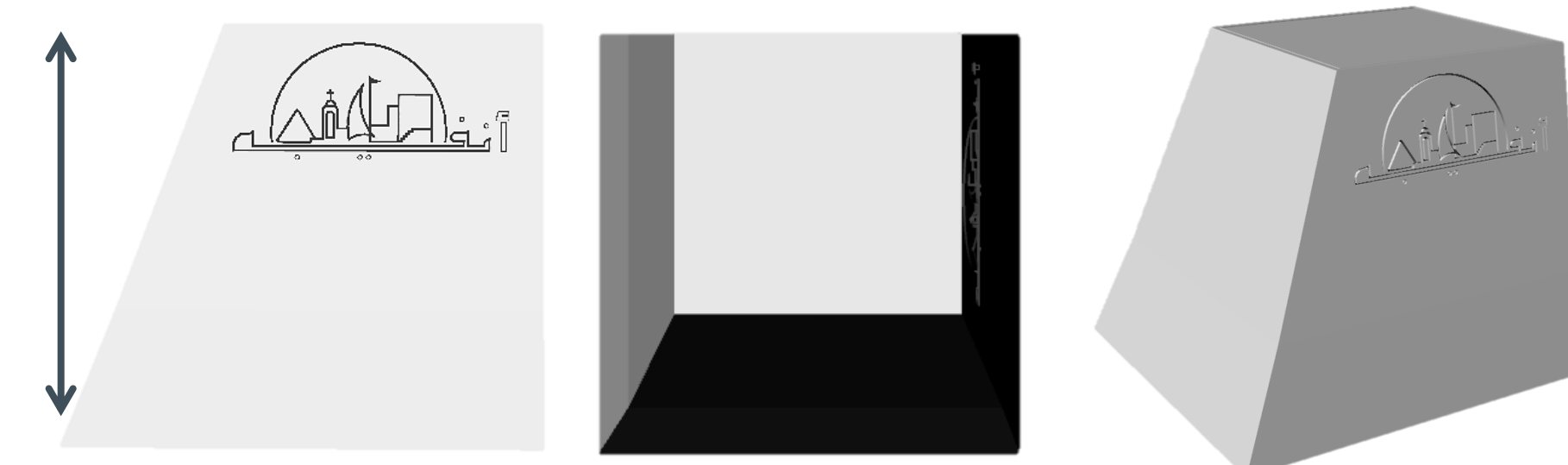
- AUDITORIUM
- WORKSHOPS
- LABS
- LIBRARY
- DISPLAY AREA

+ 6

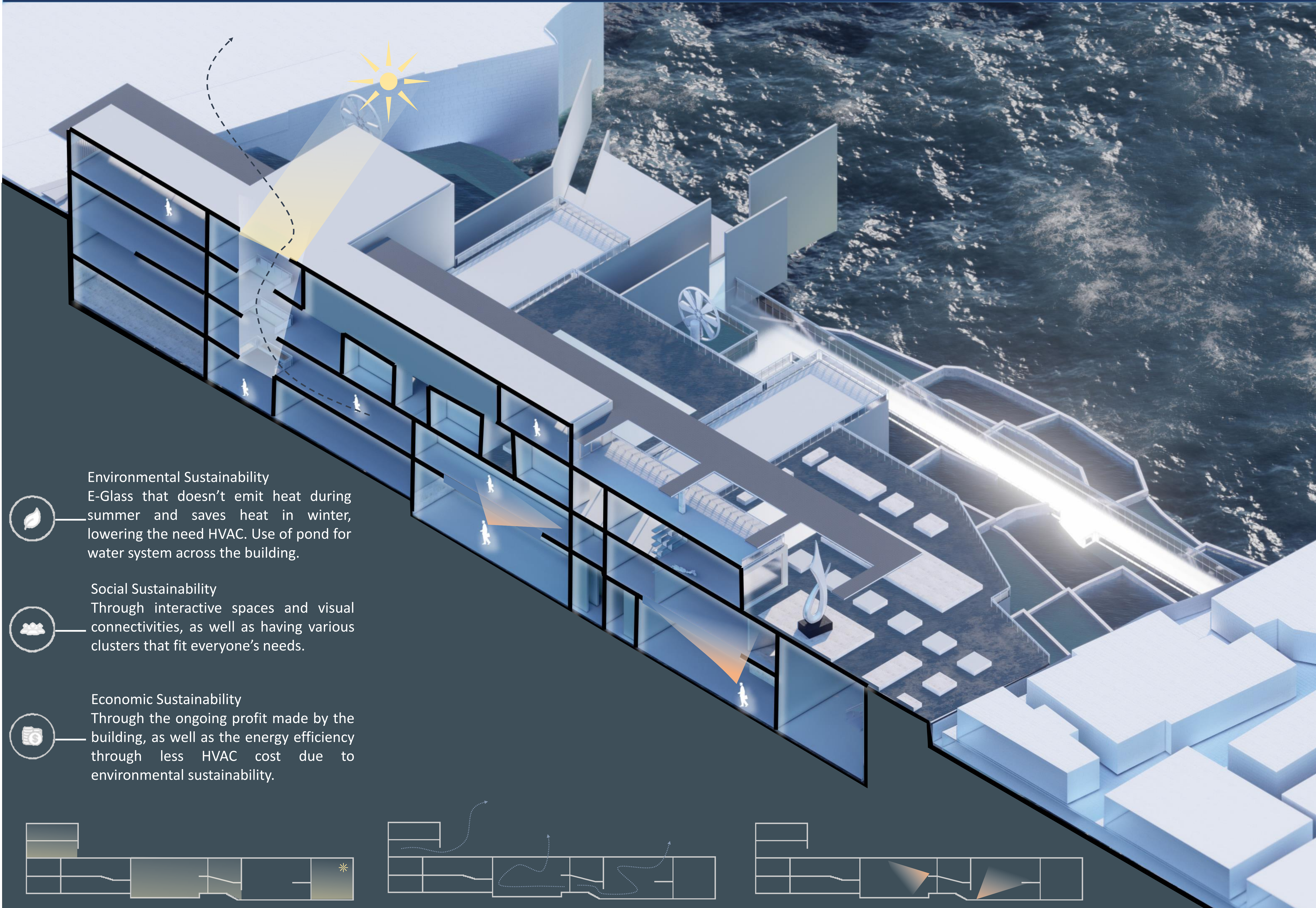
- LOUNGE
- OFFICES
- CHIEF OFFICE



ANFEH'S LANDMARK  
WHILE DESCENDING TO  
ATTRACT A FOCAL  
POINT TO ENTRANCE



# 3D SECTION



## Environmental Sustainability

E-Glass that doesn't emit heat during summer and saves heat in winter, lowering the need HVAC. Use of pond for water system across the building.



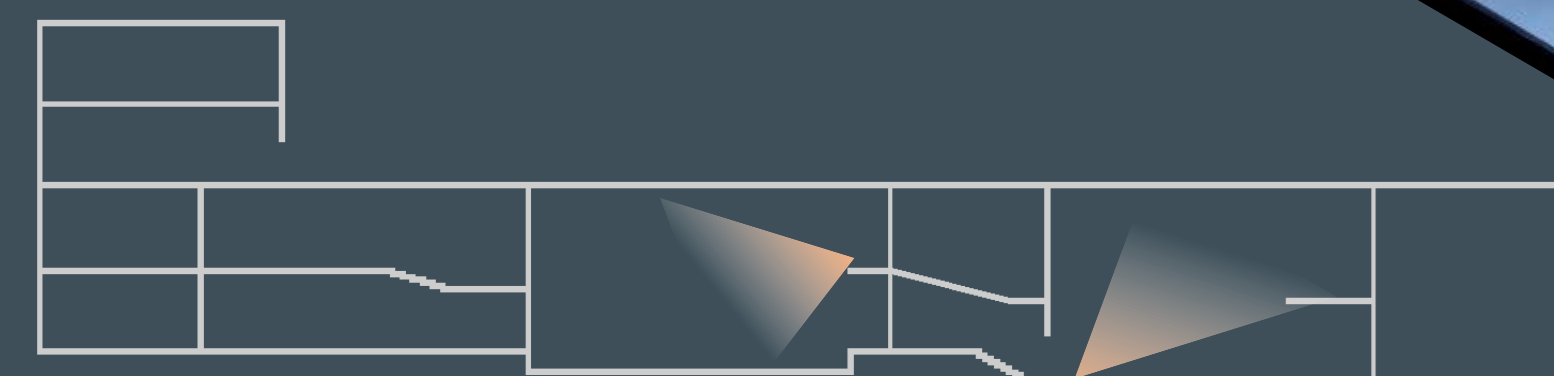
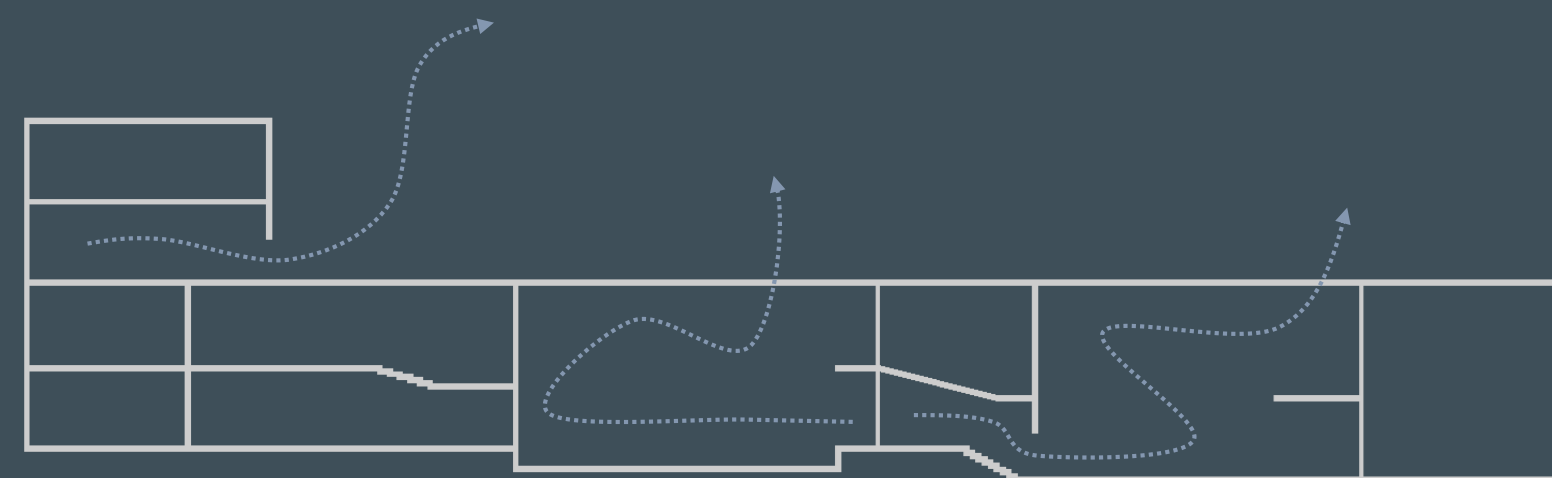
## Social Sustainability

Through interactive spaces and visual connectivities, as well as having various clusters that fit everyone's needs.



## Economic Sustainability

Through the ongoing profit made by the building, as well as the energy efficiency through less HVAC cost due to environmental sustainability.





# 3D SHOT



# ANFEH MUSEUM CITY OF STORIES

PHASE 1: SOCIAL PERCEPTION  
PHASE 2: ARCHITECTURAL GEM  
PHASE 3: WATER AND MOTION  
PHASE 4: SALT FORMATION  
PHASE 5: MARKING  
PHASE 6: ANFEH COASTAL SEA  
PHASE 7: SALT EXPERIENCE  
PHASE 8: AUDITORIUM

THE CITY REVEALS THE STORY

## URBAN LAYOUT

**SITE OPPORTUNITIES**

**CLIMATE ANALYSIS**

**LAND USE**

**NATURAL LANDMARKS**

The best use overall is to draw with a lot of commercial and entertainment such as shops, banks, retail shops, cinema, and restaurants around the central area.

