

POLYTECHNIC OF TORINO
FACULTY OF ARCHITECTURE 2
Degree in Architecture
Honors theses

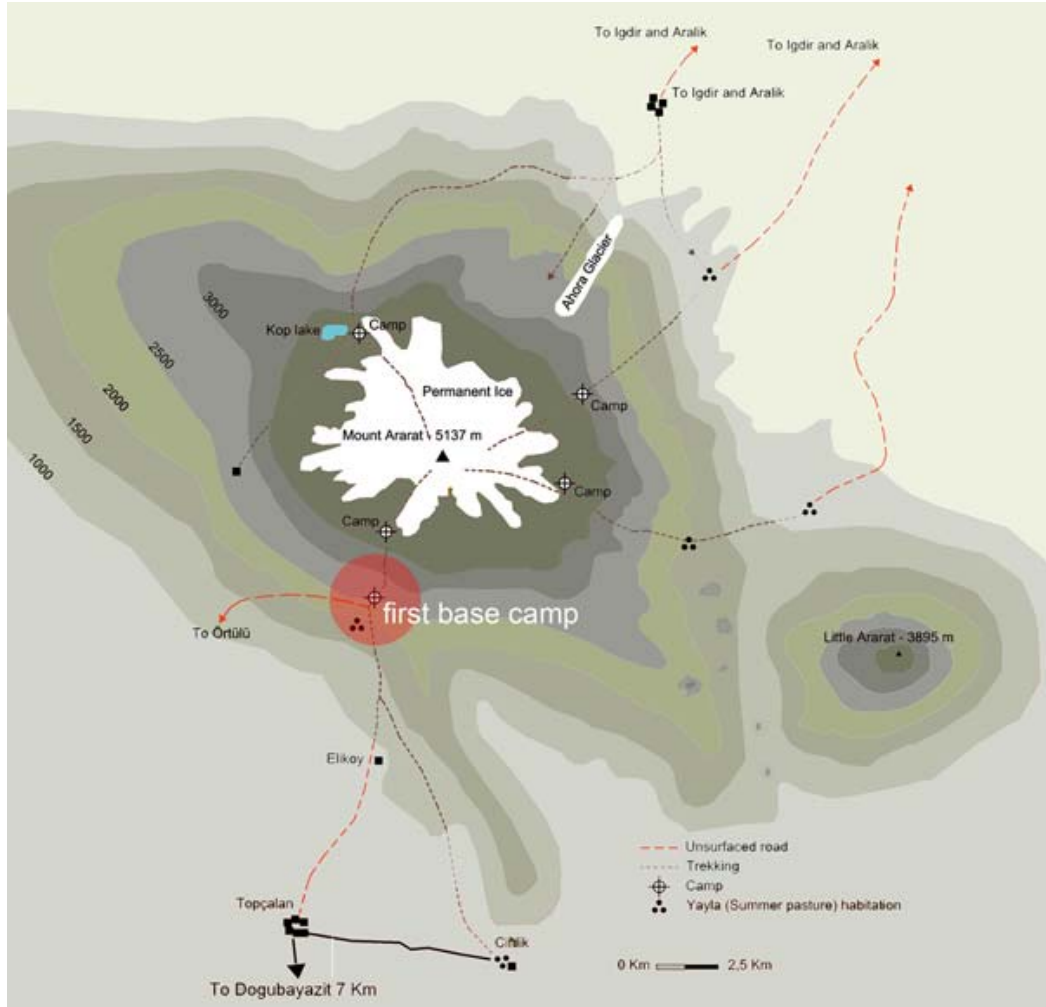
A museum of Noah's Ark

by Silvia Cauda and Francesco Fioretti

Tutor: Roberto Apostolo

At XXII° World Architecture Congress in the city of Istanbul in July 2005 U.I.A. has organized a competition for Architecture faculty students. The theme chosen by organization was titled "**EXTREME Creating Space in Extreme and Extraordinary Conditions**". The target of this competition was to offer to the future architects opportunity to test their ability and creativity in particular self-determined conditions where insert their project eventually looking to not usual geographical, ecological, social and political situations.

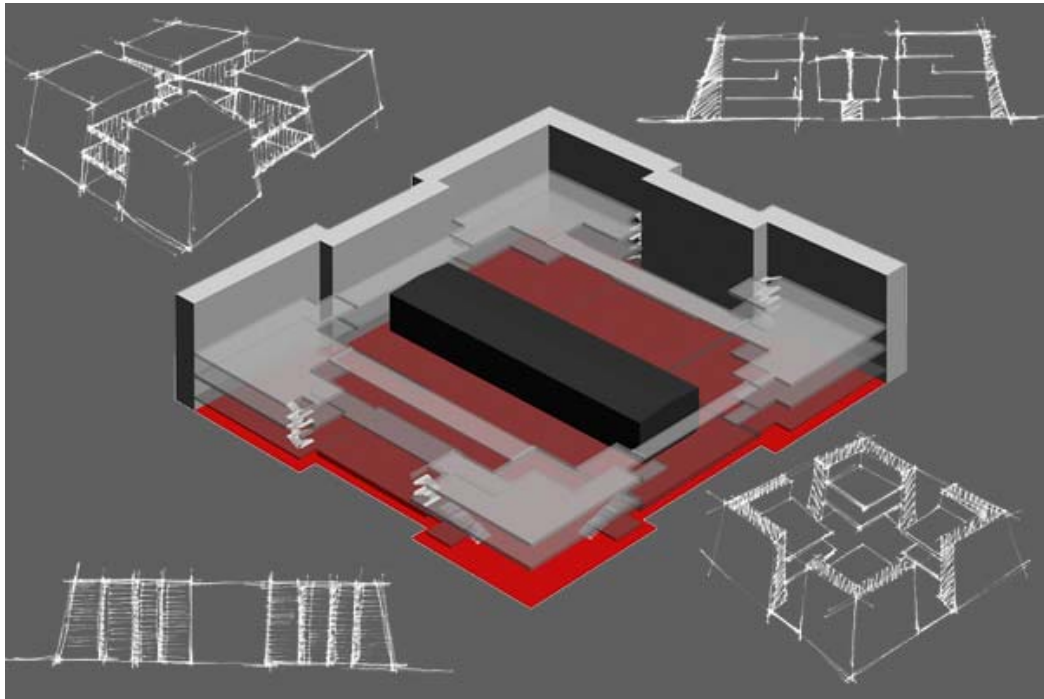
First step was to choose a place that stimulates our minds and, at the same time, presents the conditions to define it as an "extreme" one. We thought to concentrate our choice on the territory of the nation where the Congress was in progress. Immediately we remembered about the mystery of Noah's Ark that someone think it has run aground on Mount Ararat (5165 m.) in the far east of the Nation. At the beginning it looked rather improbable, then, by a little, argument has captured our interest until it convinced us. Starting from this conviction was born the idea for an alternative project, based upon a fascinating but not so shared theory. We gained a lot of information upon this argument that let us to rebuild shape and dimensions of the Ark. Effectively it was an argument that brought the attention of the world for centuries but any document has granted its existence. So we decided to create a Museum able to receive this "find", where to find documents about the argument and upon other geographical and cultural themes. Placing the building at level 2900 m. was not a random choice because at this level there is a base camp where all the ones that want to climb the mountain can rest.



Base camp map

We think to transform this area, reached also using a road, in something more, letting the museum be a reference for a new grown village, with the possibility to build receptive structures that can substitute the settlement of the base camp. Our idea was to solve the theme of the competition going to build in a strange place and, at the same time, to divert in this unknown region of the nation some tourists, creating work and employment places for the population, now living only with farming and breeding.

The final project reflect, with its look, the Mount Ararat. To build it we choosed local materials or other ones easy to transport in place thanks to their little dimensions, all for to give coherence with shapes and colours of this territory. Considering the symbolic value of this ship, we decided to create a museum that is able to contain it and to let visitors appreciate it in its impressiveness; that bring us to decide for a monumental, strict in their shapes, architecture. Referring to Louis Kahn was natural, plant base was born from studying squares, elemental figures that, articulated and inserted each other, take to a complex plant.



Sketch

In the planimeter scheme are evidenced four angular squares, placed and connected each other by a fifth central one: that four ones create four towers, marking the external limits with great walls, hiding in their inner parts places for stairs and services. The building is articulated on four levels, everyone destined to a specific use.



Angular view

For further information, e-mail:

Silvia Cauda: sicaud@tin.it

Francesco Fioretti: ffranz@aliceposta.it