POLITECNICO DI TORINO SECOND SCHOOL OF ARCHITECTURE Master of Science in Architecture *Honors theses*

Da Cidà Museum_Borneiro's castro_Galicia

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The project "Da Cidà Museum" was born from an experience of studying abroad within the confines of the Erasmus scholarship program at the "Escuela Tecnica Superior de Arquitectura" of A Coruña during the academic year 2007/08. It developed along the course "Proyecto 5", instructed by the teacher and architect Alberto Noguerol (co-tutor of this thesis).

The project is situated in an archeological area near the "castro" of Borneiro, an ancient roman camp next to the small village of Borneiro which is only a few kilometers far from the city of A Coruña. The purpose of the course and of this thesis, which is related to a bigger project of revaluating the area, was the creation of a museum with reduced dimensions; a museum giving place to distinct areas for permanent and temporary exhibitions, laboratories and conference rooms, all focusing on the theme of the ruins of the castro of Borneiro.



The Da Cidà Museum is situated on the side of a hill and is developed on three levels with rectangular shape. Two of them are partially underground, while the third level emerges sharply from the ground, extending in length and depth into the space. This prolongation forms a projection that seems to reach out for the castro and faces the typical Galician landscape.

The shapes are simple and clean, and they noticeably show an inspiration which comes from the modern – rationalist and minimalist – Portuguese architecture. The access to the museum is provided by a terrace made of stone, which follows the shadow projected to the ground by the third level. The terrace consists of stairs which grow from the contours of the hill. Another terrace follows the side of the second level and allows the access to the upper part of the museum.



The first level, which is directed horizontally to the other two, creates a thick barrier and is well seen from the ruins. Half of it is covered by a raw stone wall which shows the visual inspiration of the ancient walls in the roman camp, and it detaches the project from the hill in which is deeply inserted. The second level is directed diagonally and has its rear part completely underground. In this area there will be a photographic exhibition lightened from up by rounded skylights that will project rings of light on the floor driving the visitor. The third level, the most characteristic one, is directed toward the camp. In its rear section, in strong projection, there will be a covered panoramic look-out, a restaurant, and the main exhibition with typical Galician works of art and archeological finds. A flat and open terrace on the upper level of the museum, to which we can enter through a side entrance, will allow a perfect view of all the area.



Due to the quite large prolongation, the third level of the museum is constituted of a reticular structure, inserted into two huge reinforced concrete slabs. It will be made of a metallic section, especially of HEA beams, directed transversally to the projection, and a bigger beam directed diagonally to be sustained by the supporting wall below, at the second level.

Besides the exhibitions and the panoramic look-outs, a remarkable surface is given to the passage areas, because the entire museum, developed on three levels, is like a cultural journey in which there will be an increase of surfaces, lights and exhibition areas.

The main function of the ancient roman camps, except for the defense, was the observation of the surrounding territory. Thanks to the development of the architectural and engineering technologies, it was possible to think of and to project a building like this which has the function of a modern observatory point with basically cultural and touristic aims.

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