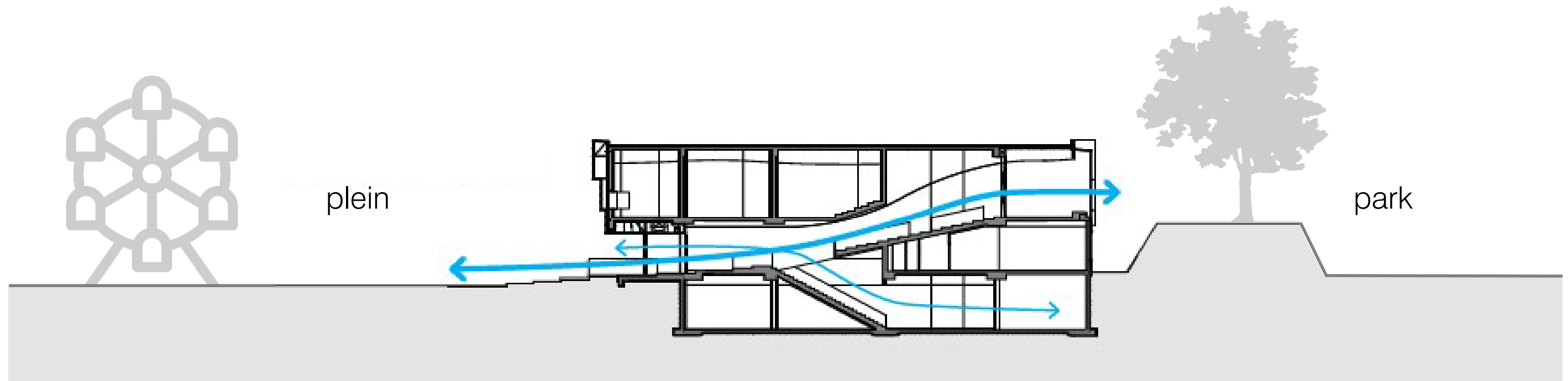




VALKHOF MUSEUM

opgave/ ambitie



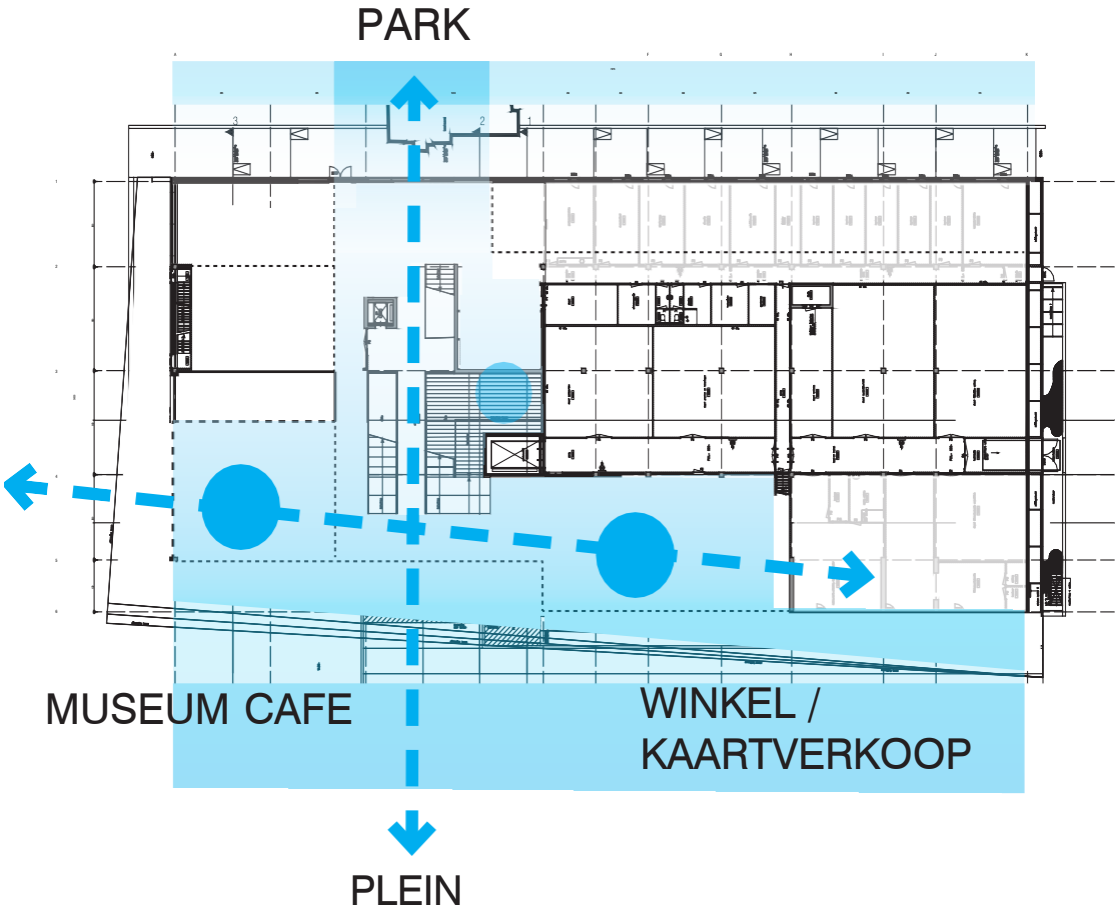
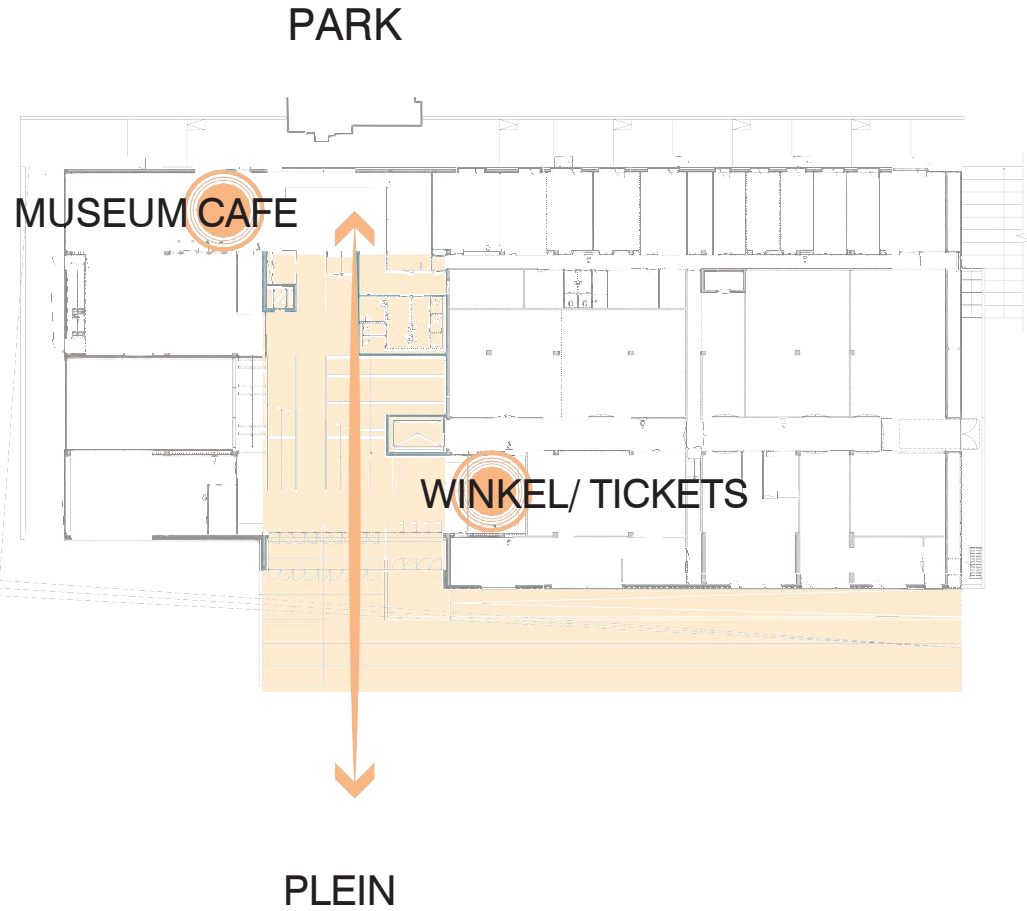


wat als,
het Museum interieur
eruit ziet,
als een zachte sluier?
of een kostbaar doek?

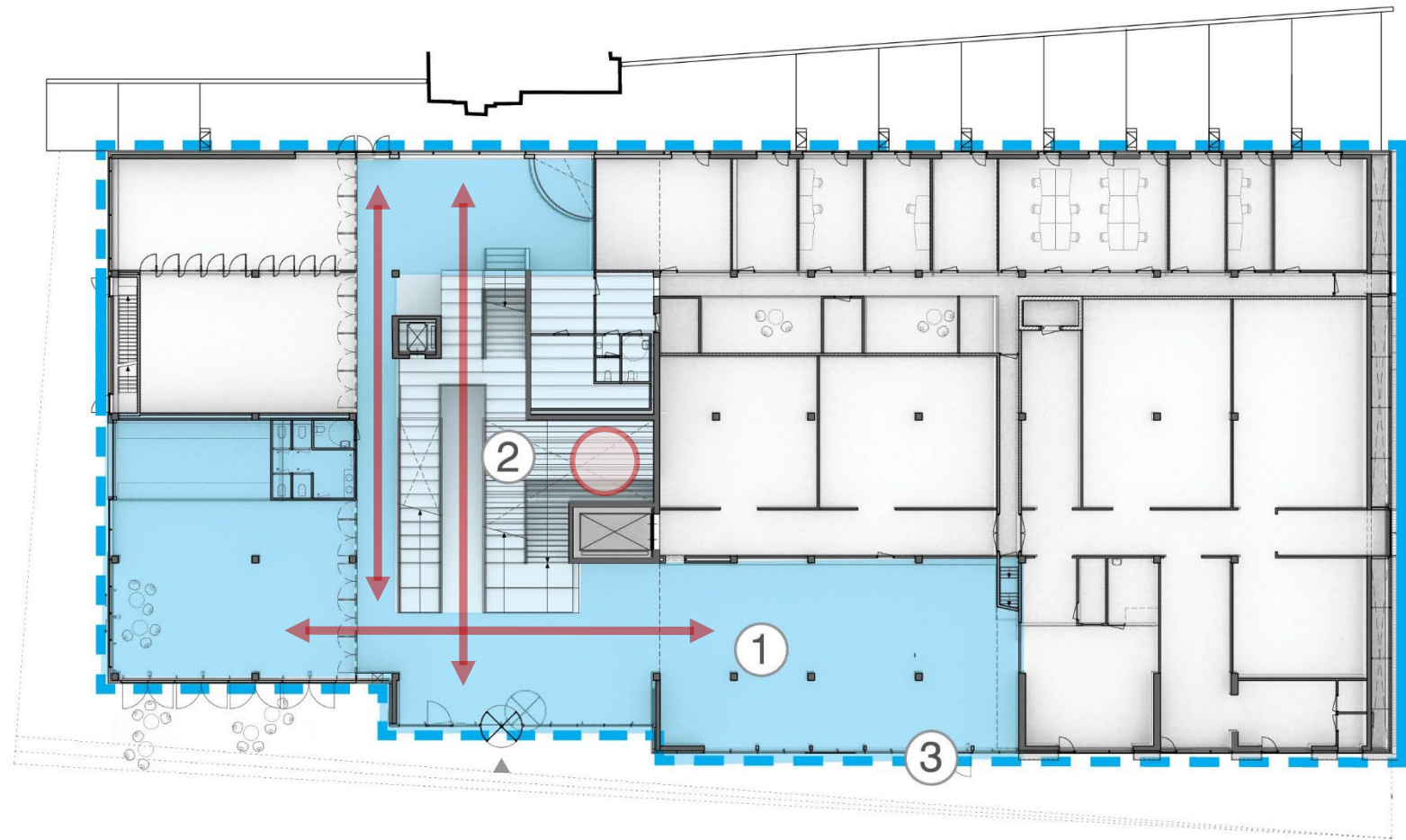
hoe moet een museum eruit zien?



publieksruimte

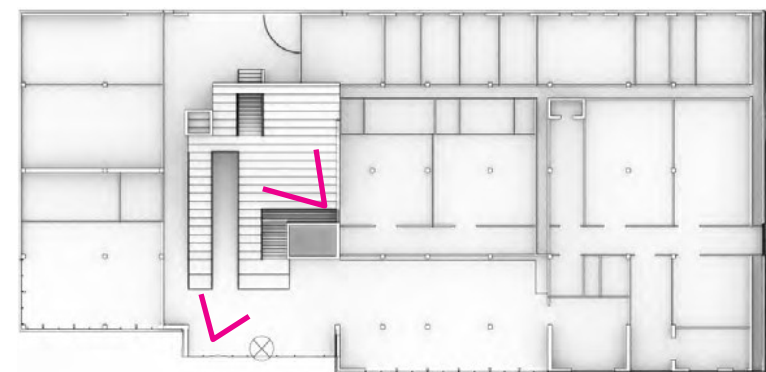


begane grond



- ① openbare ruimte
- ② trap (interventie)
- ③ gevel

trap



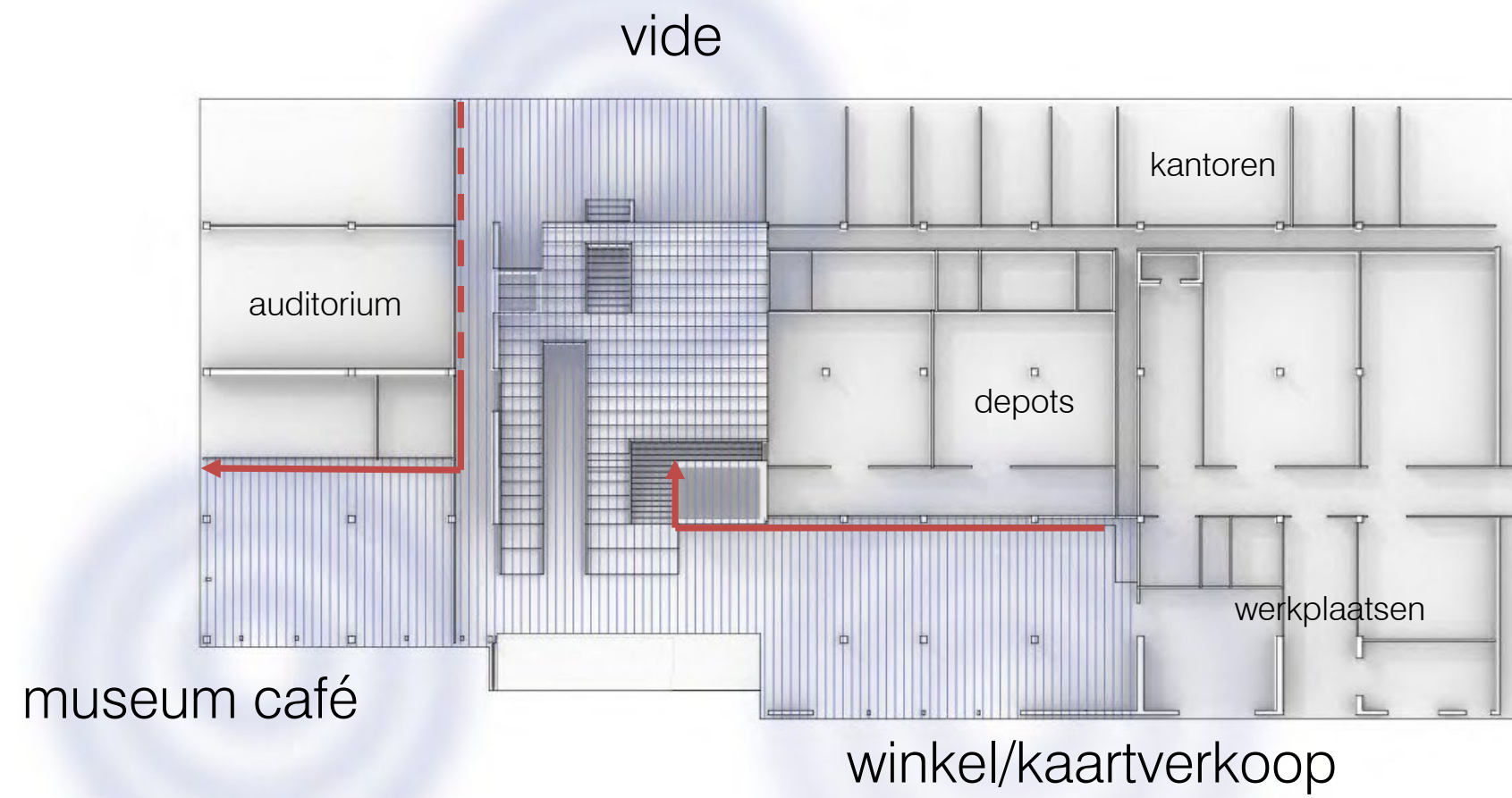
beleving -

ruimte creëren voor sociale

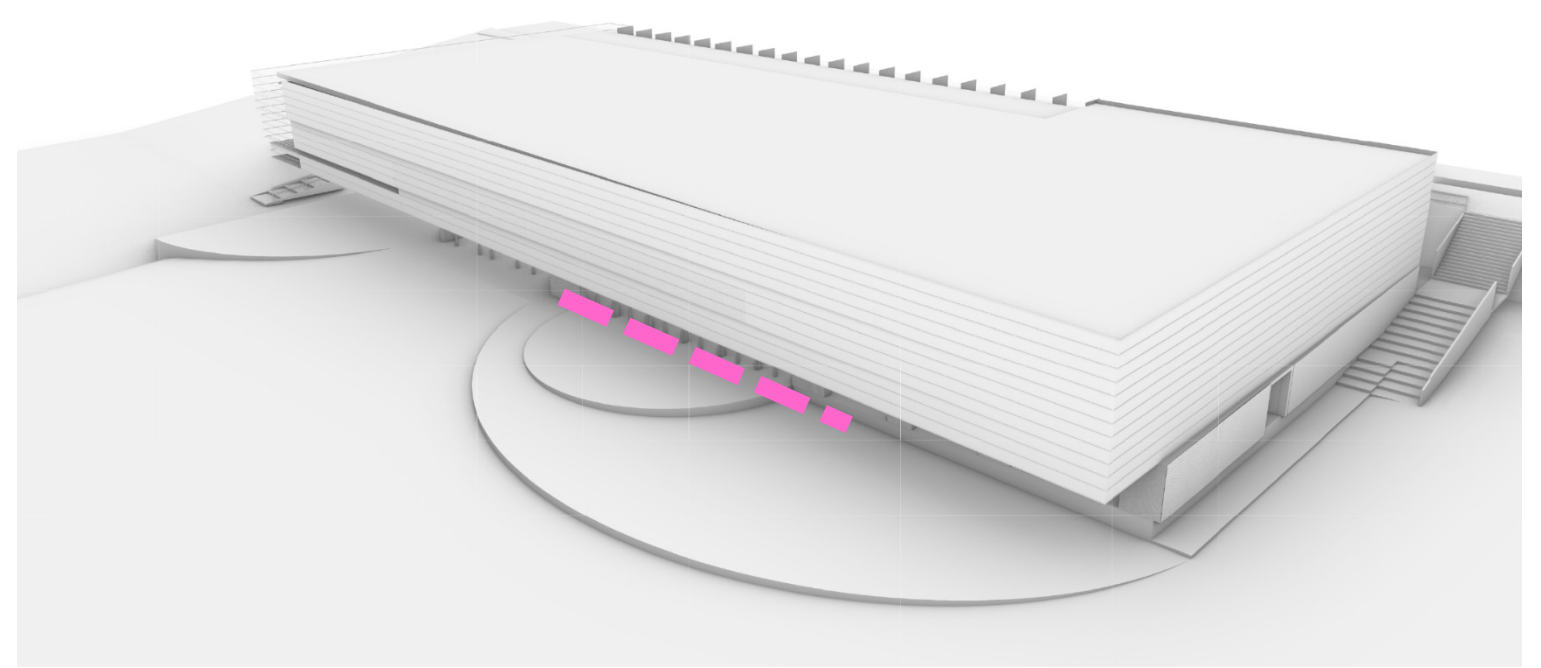
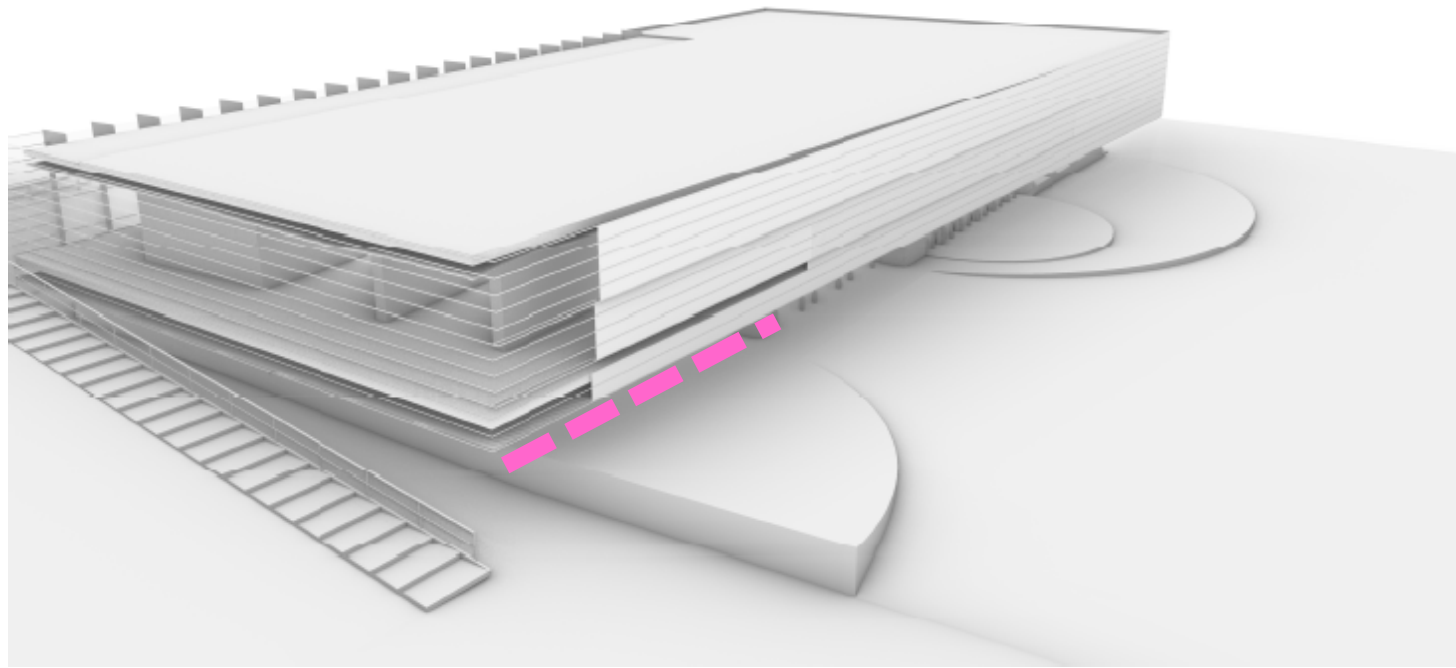
interactie en betrokkenheid



functies

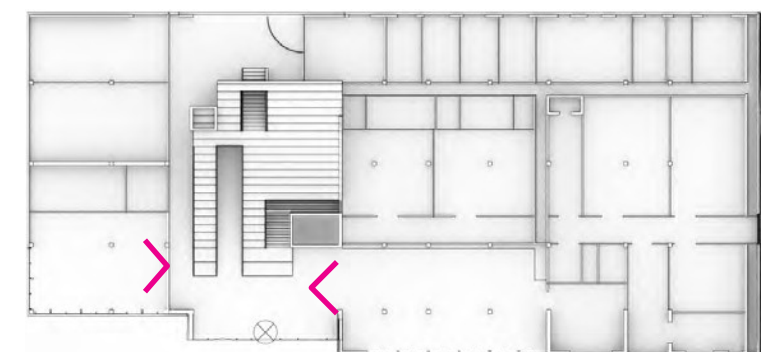


verbinding met landschap



openbaar programma

co-creatie



co-creatie

uns

UNSTUDIO

AMSTERDAM • DUBAI • FRANKFURT
HONG KONG • MELBOURNE • SHANGHAI



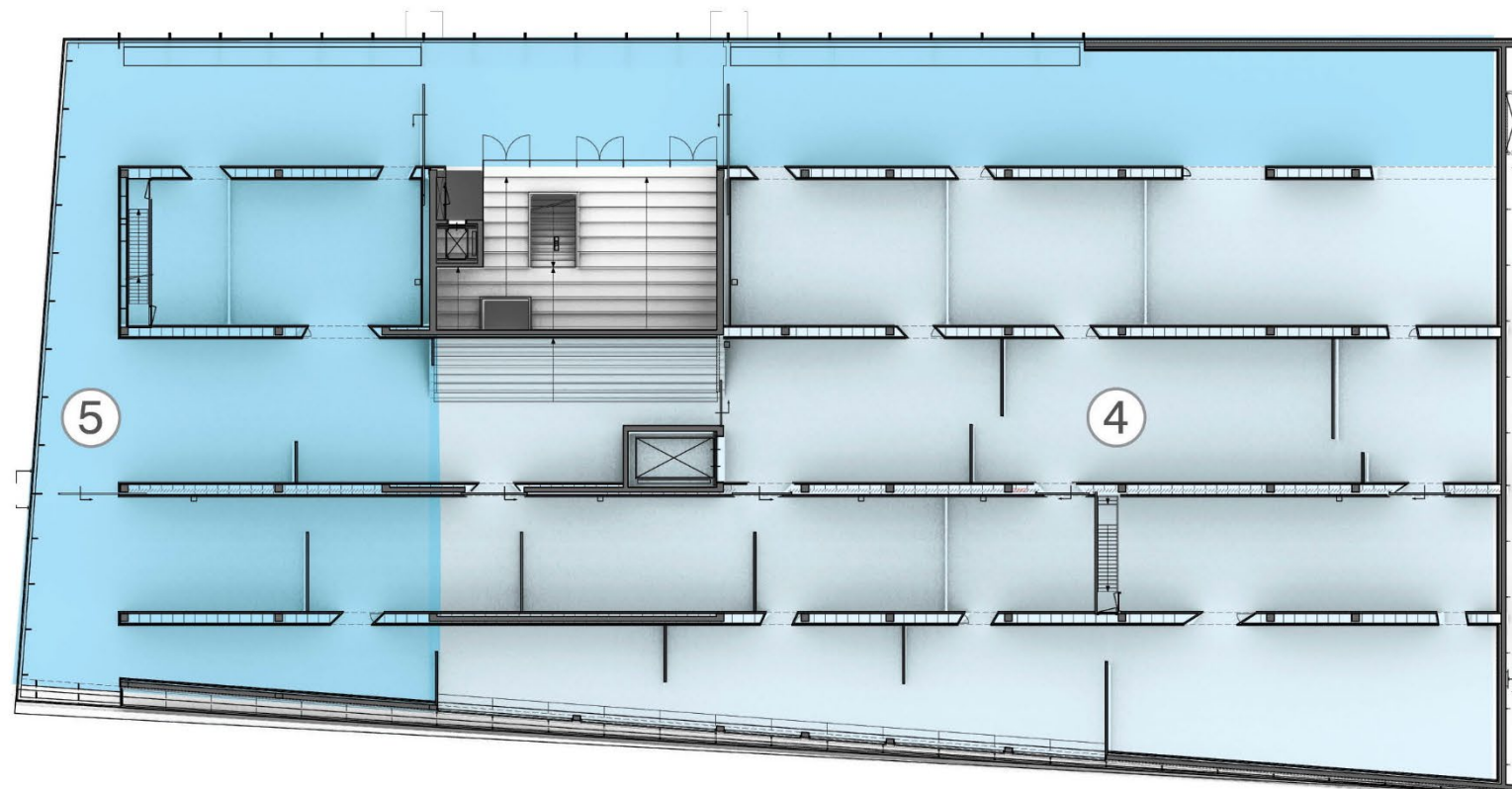
Ineke Hans
interieur ontwerp

Opera
tentoonstelling
ontwerp

Thonik
communicatie &
grafisch ontwerp



eerste verdieping

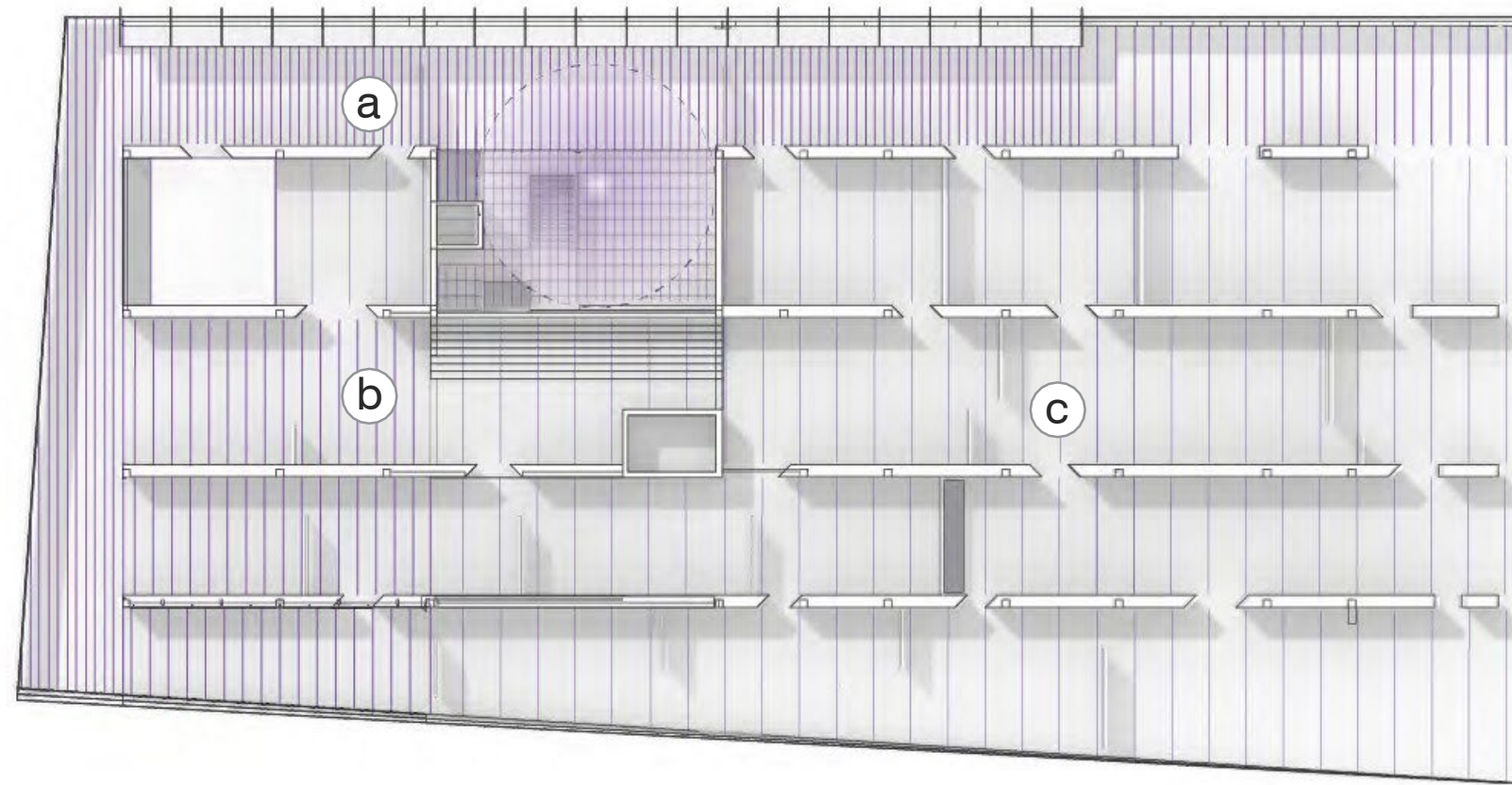


④ plafond algemeen

⑤ plafond gallerij

eerste verdieping

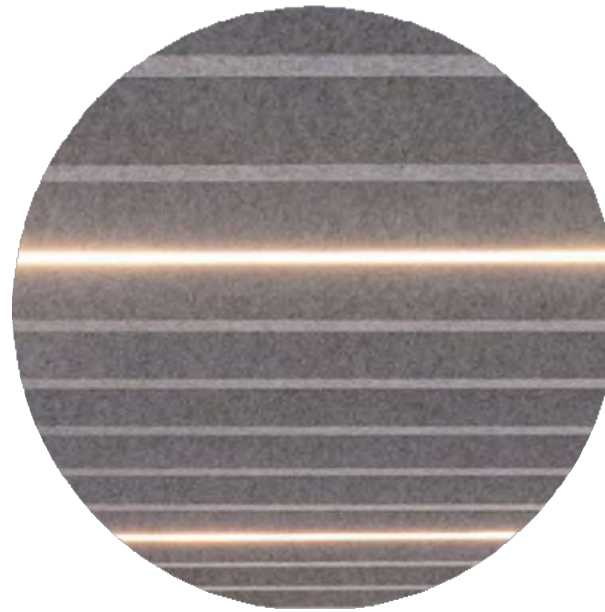
plafond strategie



a Viltten Lamellen - Gebogen



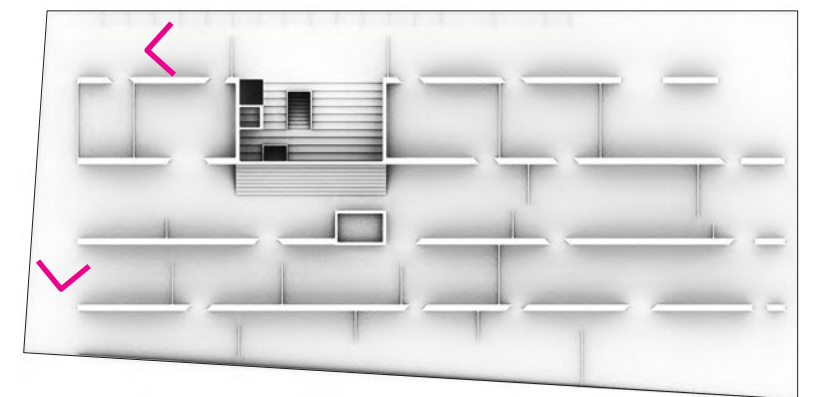
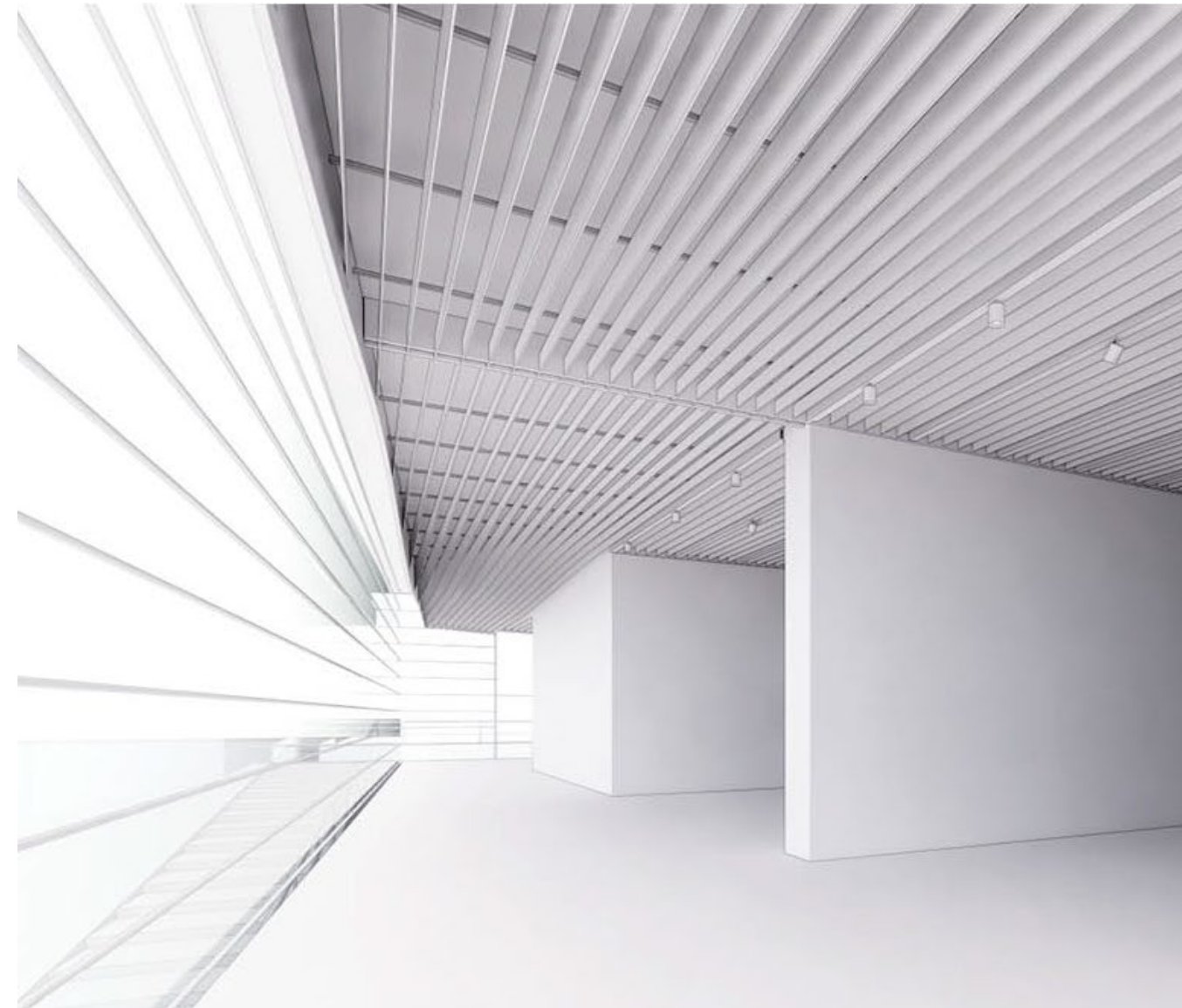
b Viltten/aluminium Lamellen - Horizontaal



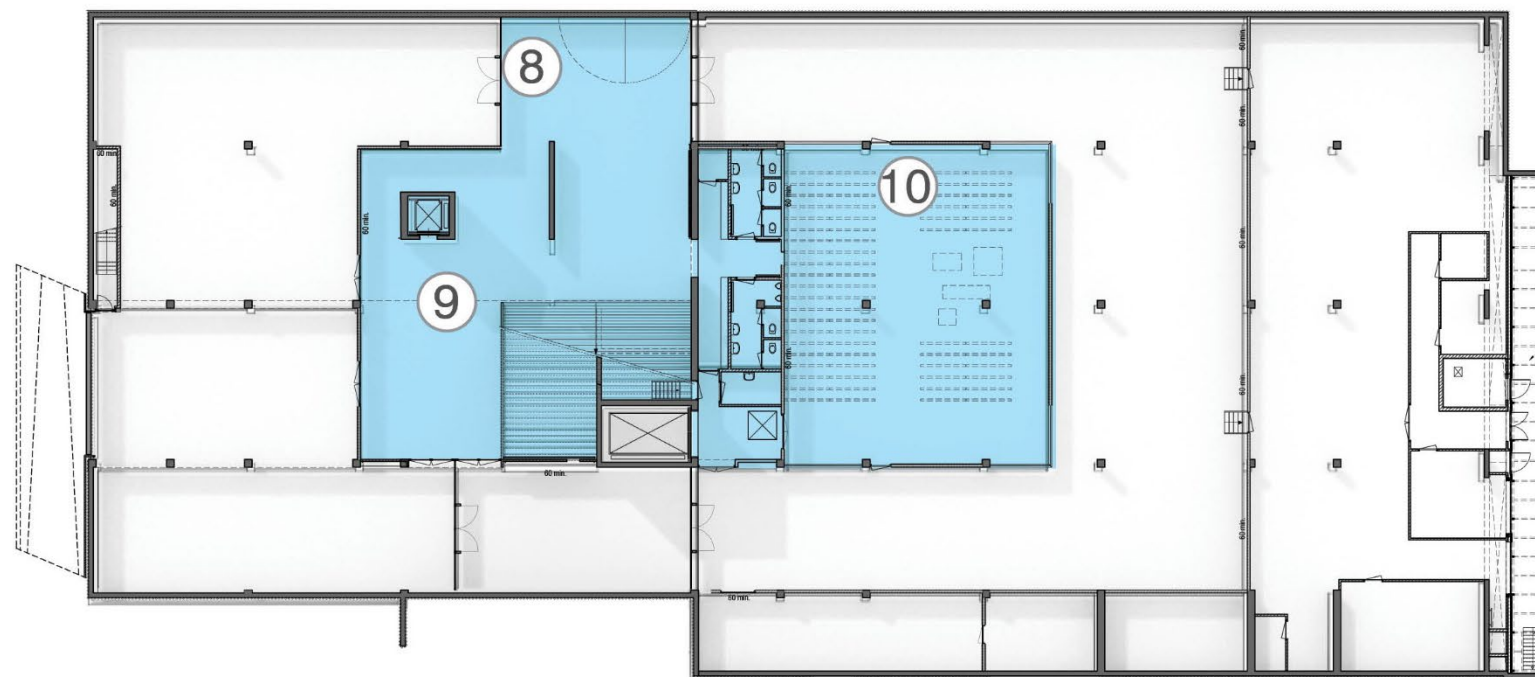
c Standaard rail system: verlichting



de galerij



souterrain

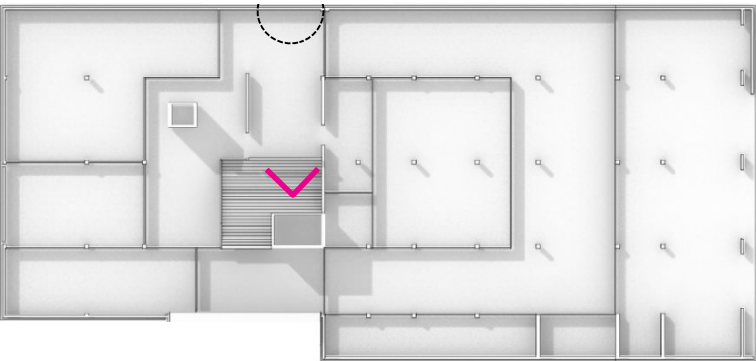


⑧ vide (voor natuurlijk licht)

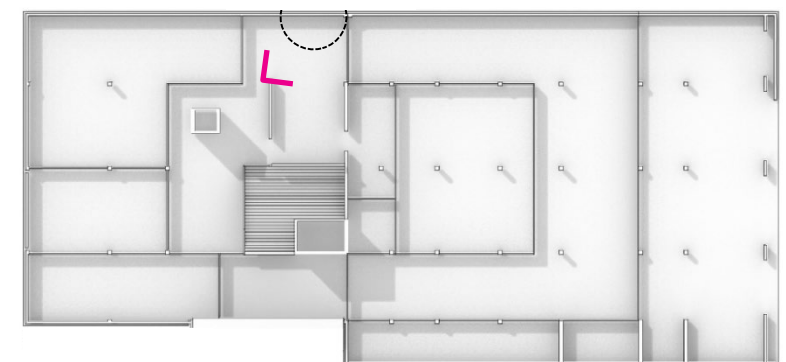
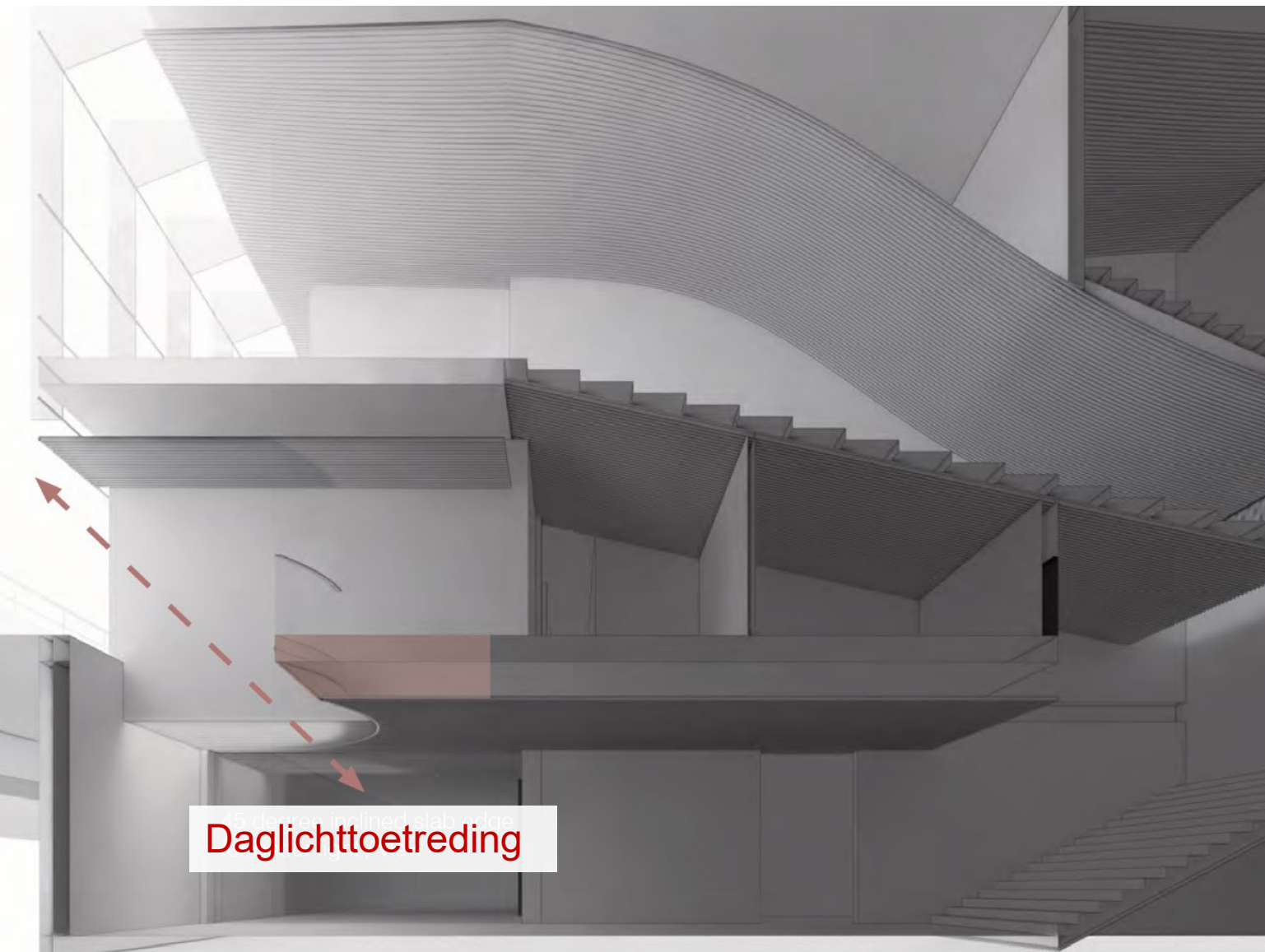
⑨ optimalisatie van trappen en omringende ruimte

⑩ depot

souterrain



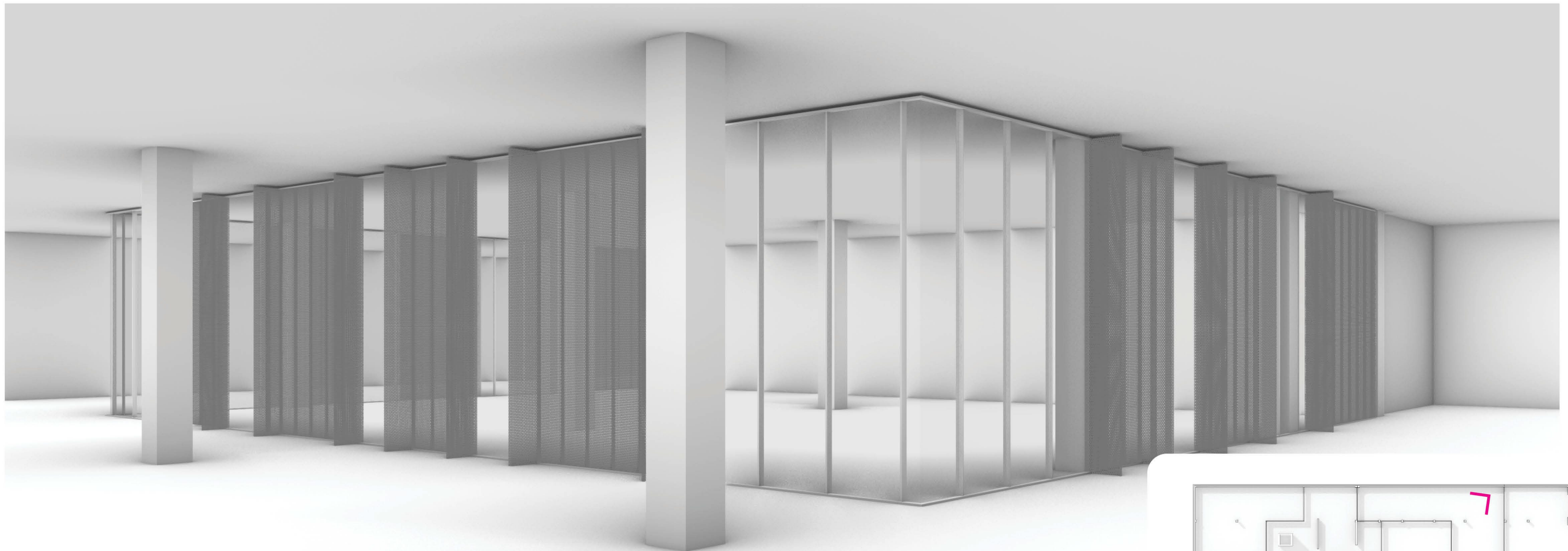
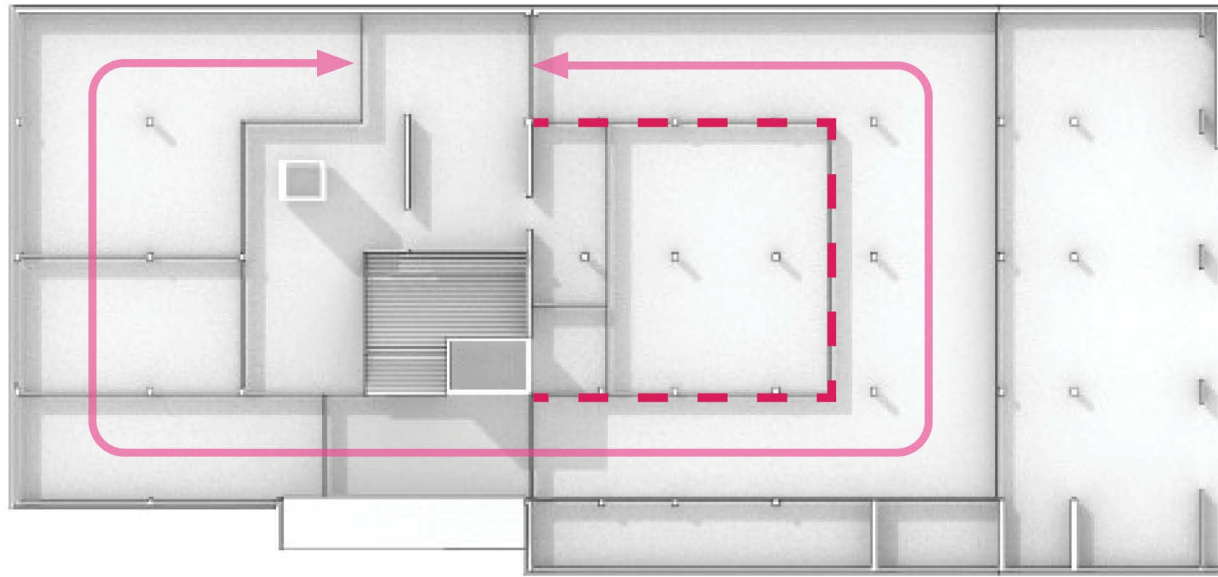
souterrain





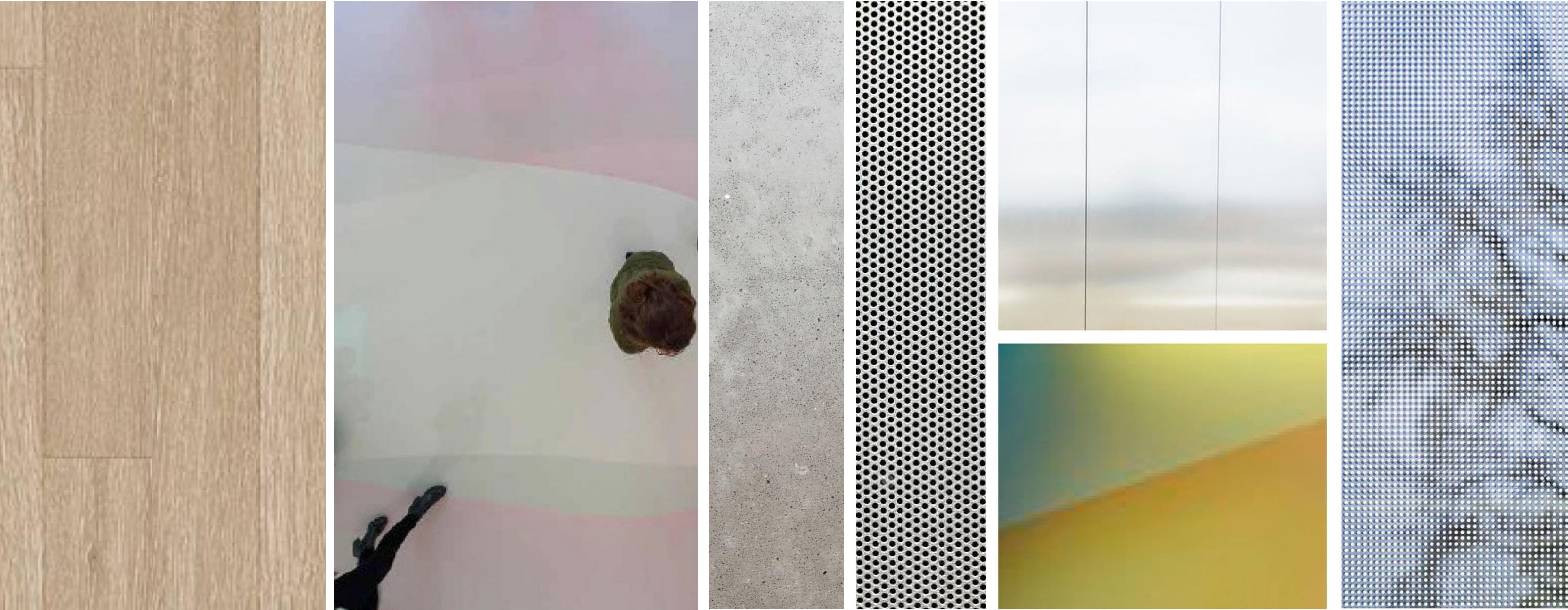
souterrain

open depot



look & feel

inspiratie





welkom &
bedankt