

## World Architecture Case study 3: Classical-Modern Art Museum

---

Joseph J. Wunderlich

4/10/2015

This design is of a French and American art museum that would be built as a public building for a major city client to hold a large collection of both painting and sculpture.



*Figure.1* West elevation

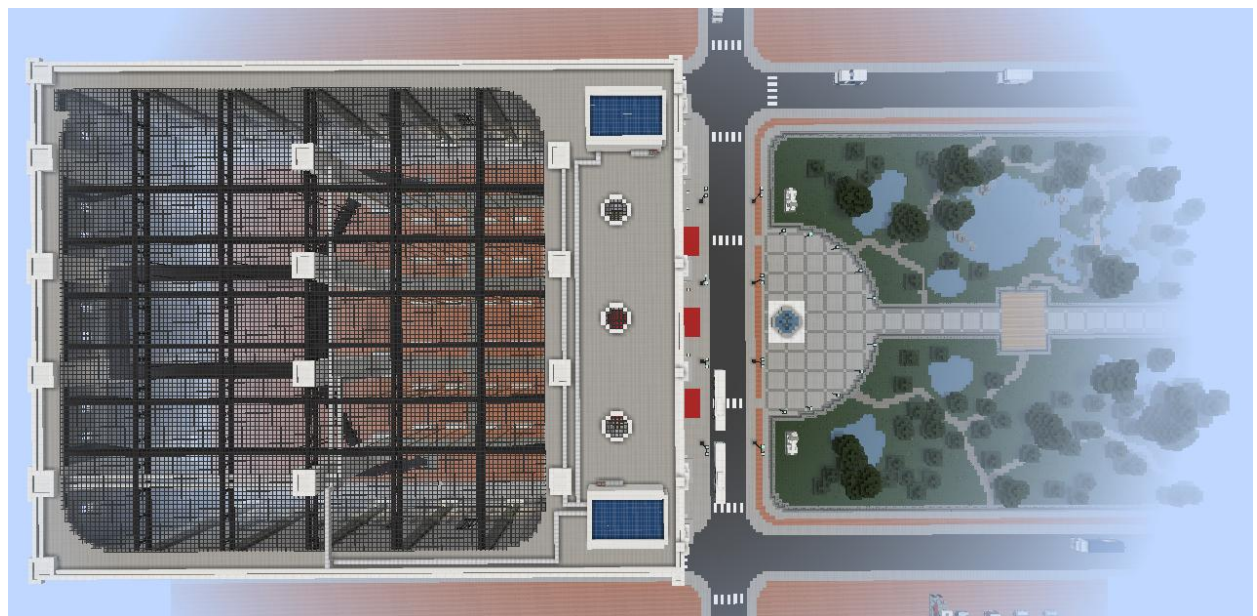
My building's façade takes inspiration from the classical marble front of Union Station in Washington, DC, by Daniel Burnham [fig.1]. The interior of this structure is an open, bare-bones space with a ceiling consisting mainly of glass held up by a painted black steel frame inspired partially by the interior of the Pompidou Center in Paris, France, by Renzo Piano and Richard Rogers, as well as some slight credit to Le Corbusier, but not too much [fig.2]. Large marble columns reinforced with a steel beam scaffold core hold up the roof and walls, with the exterior of the building made primarily of solid marble and stone brick. The gallery portion of the inside has 24 hanging two sided canvases so that a painting may be displayed on both sides of each. A second floor catwalk allows for visitors to view the sculpture section of the building from a bird's eye perspective [fig.3]. Atop the roof are two large solar collector arrays (not functional in-game) that would be used to power large batteries to save energy. Ideally, if built, natural air would be able to flow through the building from large mechanical opening windows on both sides of the building, though moving machinery is not possible yet in Minecraft.

Outside the museum and directly across the street is a small park, taking up a slightly smaller lot. This garden is designed as a relief space before the bold front of the main building. This park has several rivers and trails for leisurely walkabout. An Ideal tourist spot.

*Figure.2* Interior

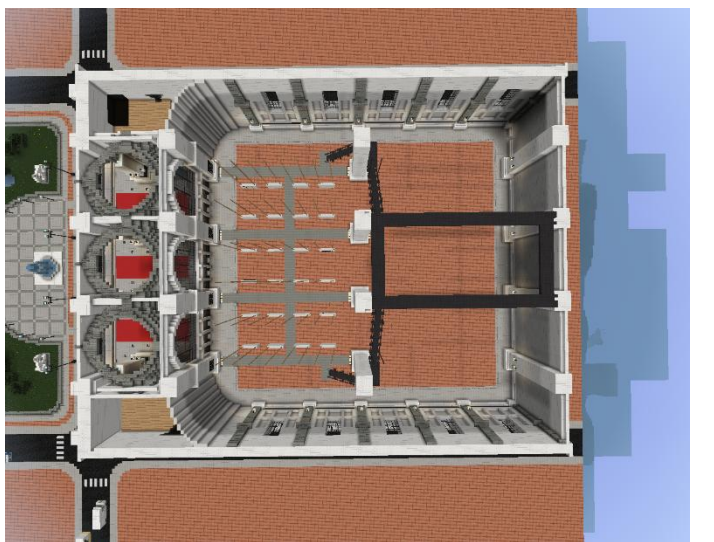
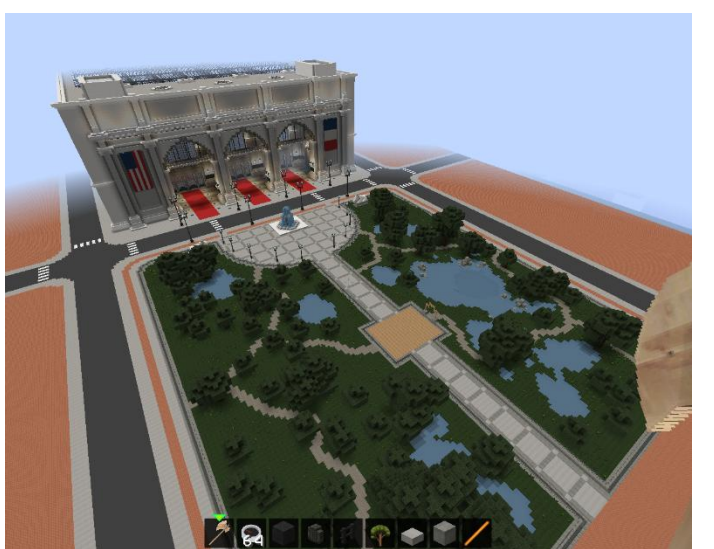


*Figure.3* Arial view



# Gallery

---



# Bibliography

---

Designed, modeled, and built by Joseph J. Wunderlich © 2014-15



Mojang © 2009-2015. "Minecraft" is a trademark of Mojang AB