

Refurbishment of Bergen's Decorative Art Museum 'KODE 1' by 3RW arkitekter

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Location: Bergen, Norway Architect: 3RW arkitekter

Client: KODE Kunstmuseene i Bergen

Status: Built, 2017 Size: 5 000 m²

Program: interior refurbishment and design of exhibition solutions. Ground floor: cafe / restaurant, reception / information / cloakroom / museum shop, display wall (exhibition); 1st floor: family room; 2nd floor: library / display wall (exhibition) / VIP Room /conference hall / meeting room / dressing room and roof terrace; 5th

floor: offices

Collaborators: OBAS Vest AS

Photography: RJS

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New KODE 1 Art Museum restaurant; copyright 3RW arkitekter



Project Text

KODE 1 Decorative Art Museum - part of KODE Museums, one of Norway's largest art institutions - is a rehabilitation project by 3RW arkitekter of all the spaces in the centenary building receiving the public, mainly through the insertion of a 'cabinet de curiosité' element displaying the museum's archive throughout the spaces and creating a new dialectic between the public and the institution.

3RW arkitekter were the winning team to undertake a 100M NOK renovation of the key spaces of KODE 1, namely a new restaurant and shop, an interactive children's room, conference room, library and a VIP lounge. Located in Bergen's cultural quarter, the 5000 m² building built by Henry Bertram Bucher dates from 1897 and was erected as a cultural monument in the Italian Neo-Renaissance style, hosting the city's permanent collection for fine craft and design ever since.

The new KODE 1 Art Museum opens the institution to the city both visually and programmatically, finally taking advantage from its position in the crossing between Bergen's cultural axis and the classical city plan between the mountain in the east and Nygaardshøyden with the university and museum park in the west.

Visually, this cultural axis is expressed through a colourful tiled floor based on a former floor pattern found during demolition, providing an immediate visual connection between the cultural institution and its city on ground floor.

Previously a disparate collection of cluttered small spaces of poor quality, the refurbishment reorganizes the museum spaces and exposes the reserves of the museum - previously inaccessible - in the form of a revisited principle of a 'cabinet of curiosity'. In its new form, 3000 design items are made public and brought up into the space from the cellar where they were stored previously.

This unfolding wall contributes differently to the spaces it creates throughout the museum: as an exhibition wall and as a filter between the publicly accessible spaces of the museum - the cafe/restaurant, shop, children's room, conference room and library space - and the working spaces of the museum, for the first time exposed to the public.

New modular furniture was created to form the new reception desks, restaurant and event tables, bar, and series of shop displays. These were inspired from old Norwegian museum displays with slender steel units and flexible arrangements. A white steel mesh ceiling and costum-made carpets and curtains complete a list of key interior elements that were added to the museum to give it a new civic presence.

From the study phase until its opening in May 2017, 3RW arkitekter worked closely with the various museum teams - including museography, scenography, restaurant manager, reception, boutique, library and security - to ensure an integral cohesion and link the programmatic diversity of the building now inserted with new civic life.



Project Text (continued)

Concept

Clearing the museum from the opporstunistic profileration of small cluttered rooms built in the last 40 years is a crucial starting point to give back to the institution a set of grand and functional spaces, that are flexible in the future. The clearing process also gave rise to new opportunities to enhance the quality of the existing structure.

The central part of the project is the insertion of a series of display walls, a reinterpretation of the 'cabinet de curiosité'.

Display wall

A new exhibition cabinet wall has been built at the scale of the building, inserted throughout the museum to create and frame different spaces, at times serving as a back drop exhibition wall, and at times as an enclosure. This establishes a new dialetic between the thick stone walls of the old institution, the museum workspaces and the public.

To achieve visual connectivity between the archives and back-of-house activities of the museum, and the public areas, the wall has security levels that are made possible by a succession a layers.

Main interior elements

The character of the interior is defined by three main elements: the internal display wall of natural dark oiled steel; colourful cement tiles with an ancient pattern found during the demolition process; and a custom-made, white metal mesh ceiling. All these elements are based on a 1600 mm grid that runs throughout the project. This set becomes the new language driving KODE 1's rehabilitation.

The tiles and the ceiling are designed as a dialogue between the traditioanl geometry and its abstracted interpretation.

The main elements are supported by warmer additions: a wooden floor; a series of custom-made carpets and curtains featuring old plans and photos of the museum; and a golden element accentuating the public access from ground floor to the top floor.

Floor materials

On ground floor, a new 'carpet' of tiles extending the whole floor was devised, inspired by the few original ones found during the demolition process. 21250 tiles for 900m2 were handcrafted in Spain using the same method as the old tiles, one can see under a glazed floor in the back of the reception.

On the top floor, the existing wood floor, at first judged unusable, is reassessed and simply shaved and oiled to become a cost saving and high-quality feature for the upper levels. Rather than hiding the 130 year-old, 7cm-thick pine floor, it is given back its original eloquance and perfume.

Photography



Museum entrance; copyright 3RW arkitekter



New entrance hall mirror display from the museum's archives; copyright 3RW arkitekter



The new restaurant on ground floor, Bien Centro, with the museum archive exhibition wall; copyright 3RW arkitekter



The restaurant's kitchen is articulated as a continuation of the exhibition display wall; copyright 3RW arkitekter



Bar at the centre of the new restaurant with the museum archive wall as backdrop; copyright 3RW arkitekter



Conservation spaces separated from the restaurant by the display wall; copyright 3RW arkitekter

Photography



Looking through the displayed archives of the museum onto the restaurant; copyright 3RW arkitekter



The new museum shop contains Norwegian design items; copyright 3RW arkitekter



Shop items are displayed on a new modular furniture inspired by ancient Norwegian display units; copyright 3RW arkitekter



A golden core containing vertical circulation follows all floors of the museum; copyright 3RW arkitekter



View of the library core; copyright 3RW arkitekter



Display wall detail in the library space; copyright 3RW arkitekter

Photography



Library interior; copyright 3RW arkitekter



Conference room with curtains to fit different events and chair arrangements; copyright 3RW arkitekter



Conference room; copyright 3RW arkitekter



New children's play room with custom-designed cascading furniture; copyright 3RW arkitekter



The new board meeting room material choices takes inspiration from the institution's former one; copyright 3RW arkitekter



Main Atrium with Bård Breivik's *Helix*, an 18-metre sculpture in the center of the void; copyright 3RW arkitekter



Photography



KODE 1 Opening night; copyright 3RW arkitekter



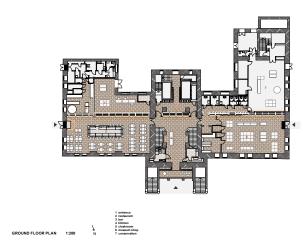
Museum entrance at night; copyright 3RW arkitekter



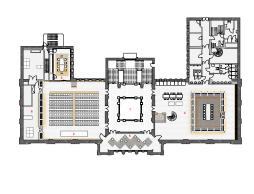
Main Museum front; copyright 3RW arkitekter



Drawings & Concept



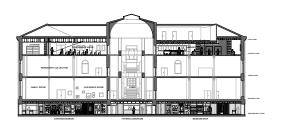
Ground floor plan; copyright 3RW arkitekter



FOURTH FLOOR PLAN 1:200 N Skitchenistrageback of house

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Fourth Floor Plan; copyright 3RW arkitekter

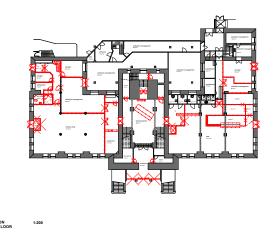


SECTION 1:200

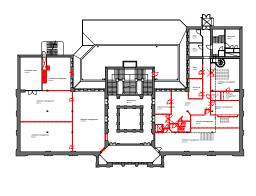
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Section; copyright 3RW arkitekter



Demolition ground floor; copyright 3RW arkitekter



DEMOLITION 1:200 FOURTH FLOOR

In red, the demolition walls giving way to the new library, conference room, lounge and board room; copyright 3RW arkitekter

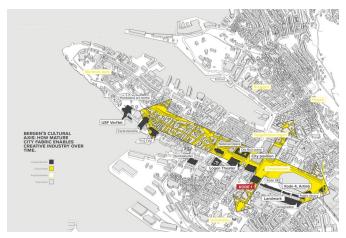
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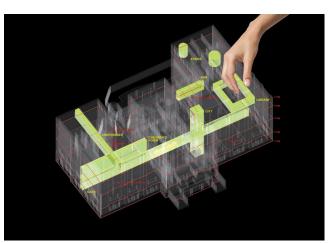
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Drawings & Concept



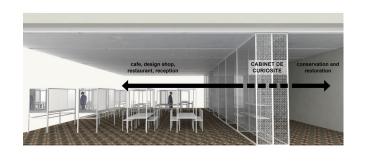
KODE 1's position in Bergen's cultural scene; copyright 3RW arkitekter



'Cabinet of Curiosity' exhibition wall - concept image; copyright 3RW arkitekter



Main interior elements; copyright 3RW arkitekter

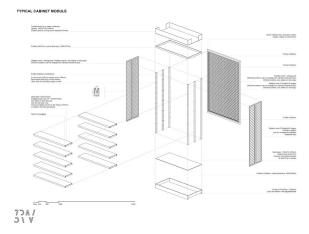


Exhibition Wall - concept; copyright 3RW arkitekter

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Inspiration for new modular furniture design; copyright 3RW arkitekter



Exhibition wall elements; copyright 3RW arkitekter



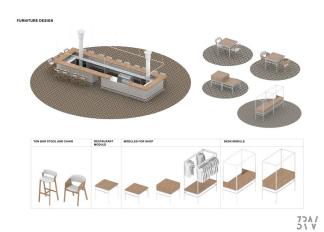
Drawings & Concept

EXHIBITIING THE STORAGE IN A NEW FORM OF 'CABINET DE CURIOSITE'



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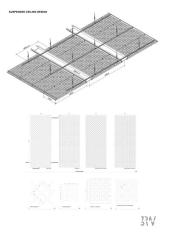
Concept image exhibition wall; copyright 3RW arkitekter



New furniture adapting to the various spaces of the museum; copyright 3RW arkitekter



The curtains offer flexibility for the use of conference room as well as keep the institution's history present; copyright 3RW arkitekter



Costum-made ceiling design; copyright 3RW arkitekter



Curtains reviving ancient images of the museum; copyright 3RW arkitekter

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Former archive spaces of the museum; copyright 3RW arkitekter

Drawings & Concept



Former storage of art work behind closed doors; copyright 3RW arkitekter



Mirror storage in closed-off archive room; copyright 3RW arkitekter



The bar and restaurant space during contruction; copyright 3RW arkitekter



Library during construction; copyright 3RW arkitekter



VIP room during construction; copyright 3RW arkitekter