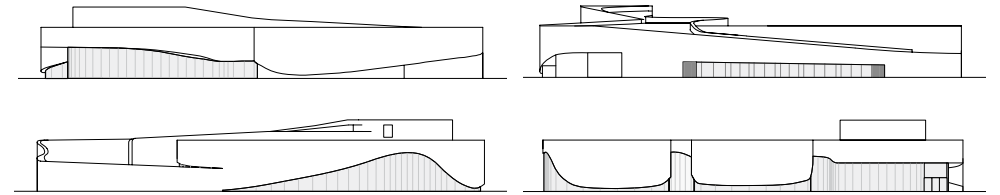


# MEDIA LIBRARY [THIRD-PLACE] IN THIONVILLE

**Architect** Dominique Coulon, Steve Letho Duclos / Dominique Coulon & associés **Architects assistants** Gautier Duthoit **Construction site supervision** Steve Letho Duclos **Client** Ville de Thionville **Location** 1 place Malraux, 57100 Thionville, France **Built area** 4,590m<sup>2</sup> **Completion** 2016 **Photographer** Eugeni Pons, David Romero-Uzeda **Editorial designer** Choi Sejung **Editor** Jung Joonyong

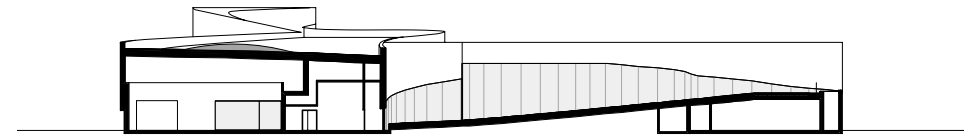
This project has the ambition of becoming a new model for media libraries. The programme calls the functions of a media library into question, lending it the content of a 'third place' – a place where members of the public become actors in their own condition, a place for creation as well as reception. In association with the basic programme, the building includes areas for displays, creation, music studios, and a café-restaurant. The various activities in the programme blend into each other, creating a dynamic arrangement. The facade serves as an uncurling ribbon that serves as a backdrop to the different universes contained in the programme. At its closest to the street, the ribbon dips, the better to contain it, rising again where it stands further back. In the hollows, the border between the interior space and the urban space is less clear and makes it possible to come closer, to embrace the building visually. The hollow and solid sections produce an ambiguity between inside and outside, questioning the borders of the public space. Space becomes uncertain: it ceases to have clear outlines, and calls itself into question in practical terms. Light spreads out along the ribbon, and the ribbon distributes the light to the area right in the heart of the building. A garden ramp offers another escape route to the outside, leading upwards to a summer bar, the culminating point of the architectural promenade. The building rests on a principle of independent, irregular systems. Stacking these simple systems, each with their own logic, creates tension in the space and in how it is read. In this way, the optical perceptible space eludes the Euclidean space and its preference for straight lines. The bubbles contain very specific elements of the programme, such as a storytelling area, language laboratories, places for playing video games, a plastic arts room, etc. They are defined as cocoons where people are cut off from the other universes, escaping from the collective area. The bubbles are the last refuge, the most intimate part of the building. They do not respond to Cartesian logic either. The distance between them depends on their area of influence and on their scale. The colour and the materials of the principal space bring out variations of light and colouring that contrast with the material nature of the bubbles. The space is fluid, and the multiple routes offer constantly renewed viewpoints. The promenade turns into a process of revealing the various universes. The unfolding of the outer envelope accentuates this impression of infinite space. In this 'ineffable' space, the notion of gravity seems to disappear – the roof and walls appear to float. This sophistication generates a "plastic acoustic" that lends this new place an atmosphere which transports and re-examines the relationship with the body and fluidity. There is no unequivocal reading of the space; the perception one has of it reveals a complexity and an unexpected richness. It is a place of freedom.

Text offer : Dominique Coulon & associés



ELEVATION



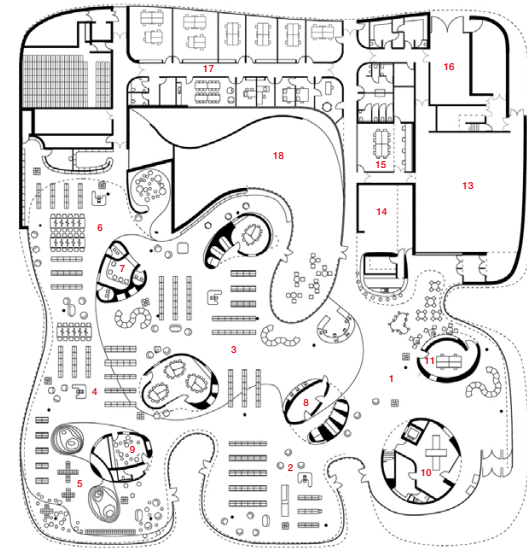


SECTION

본 프로젝트는 미디어 도서관의 새로운 모델을 제시한다. 주어진 프로그램은 미디어 도서관 기능에 의문을 제기하며 일반 사용자가 주인공이 되는 배움과 창조 장소뿐만 아니라 콘텐츠가 있는 '제3의 장소'가 필요했다. 기본 프로그램은 다양한 활동을 통해 역동적 조합을 만든다. 이외에 건물은 전시, 창작, 음악 스튜디오, 카페 겸 레스토랑 등의 시설이 있다. 입면은 리본 형태로 건물 내 다양한 환경의 배경이다. 리본은 가로와 가까워질수록 높이가 낮아지면서 건물을 감싸다가 가로에서 멀어지면 다시 높이가 상승한다. 실제 영역과 공간 사이의 경계가 분명하지 않은 둘 사이는 빈 곳을 통해 틈을 좁히며 건물을 시각적으로 품었다. 비움과 채움의 영역들은 내부와 외부 사이에 모호성을 주며 공공 공간의 경계에 대해 질문을 던진다. 명료성을 상실한 공간은 명확한 경계를 거부하며, 실용적 측면에서 의문을 제기한다. 빛은 리본을 따라 퍼져 나가며 건물 중심부로 흘러간다. 건축적 여정의

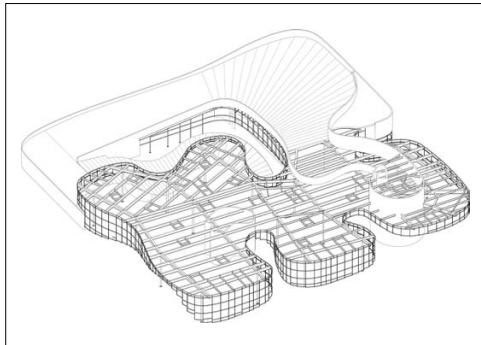
절정인 정원 경사로는 외부로 나가는 통로인바 시설까지 이어진다. 건물은 독립적이고 불규칙한 개념들 위에 세워졌다. 각자의 논리와 중첩된 개념들은 공간과 공간 어휘에 긴장감을 준다. 이렇게 형성된 시각적 공간감은 유클리드적 공간 및 직선 편향적 사고에서 벗어나게 해준다. 각 거품 구조는 스토리텔링 공간, 언어학습실, 비디오 게임실, 조형예술 공방을 비롯한 여러 프로그램을 품고 있다. 고지 형태 거품은 사람들에게 외부와 집단의 영역에서 벗어날 수 있는 피난처이자 건물 내에서 가장 친밀한 공간을 제공한다. 이곳은 이성적이지 않으며 거품 사이는 영향력 범위나 규모에 따라 다르다. 건물 중심부의 색상과 소재는 빛과 색의 다채로운 변화를 주며 거품의 소재와 대조를 이룬다. 공간은 유동적인 동선들의 끊임없는 새로운 모습을 담았다. 동선 자체가 다양한 공간을 발견해 나가는 과정이며 공간의 무한성은 건축 외장을 통해 더욱 명확해졌다. 글 제공 : 도미니 율용 영 아보시스





- 1 UNIVERSE 1 - FORUM
- 2 UNIVERSE 2 - MULTIMEDIA
- 3 UNIVERSE 3 - LITERATURE
- 4 UNIVERSE 4 - TEENAGERS
- 5 UNIVERSE 5 - SMALL CHILDREN
- 6 UNIVERSE 6 - DOCUMENTATION AREA
- 7 GROUP STUDIO - MULTIFUNCTION
- 8 GROUP STUDIO / VIDEO GAMES
- 9 GROUP STUDIO / STORYTELLING AREA
- 10 PERMANENT DISPLAY
- 11 TEMPORARY DISPLAY
- 12 CELLAR
- 13 LARGE EXHIBITION HALL
- 14 MULTIPURPOSE HALL
- 15 CREATION & BROADCASTING STUDIO
- 16 PLASTIC ARTS WORKSHOP
- 17 ADMINISTRATIVE AREA
- 18 PATIO

GROUND FLOOR PLAN



AXONOMETRIC



1. Interaction between the three programmes centred on the patio



2. Compact mass of the programme / open-plan layout of the media library and slope towards the terrace roof



3. The six universes of the media library + creation studio



4. Areas of transparency generated by the facade



5. Vertical circulation and summer bar as the culminating point of the garden slope



6. Existing crown of trees as the final thickness of the building

DIAGRAM