Architect Ömer Selçuk Baz¹⁾

Museum of Troy

he archeological site of Troy has been inscribed as a UNESCO World Heritage Site in 1998 because of its outstanding universal value as a site that has witnessed various civilizations for over 4000 years and has been a significant influence on the development of the European civilization, arts and literature over two millennia. Museum of Troy (Photo 1), located 800 meters from the site, is honoring this heritage and is a medium to tell the rich history of Troy in relation to its natural, cultural, artistic and archeological context. The museum building was acquired as a result of a national architectural design contest held by the Ministry of Culture and Tourism of Turkey in 2011. The museum was opened to visitors in October 2018 as a result of 7 years of work. At the same time, 2018 was declared by the ministry as the "Year of Troy".

The winning team, Yalin Architectural Design, inspired by the idea of an "excavated artefact", created a robust cubic form of 32 by 32 meters, wrapped it in a metal (corten) coated shell that rusts in time evoking the connection between past and present. The design conceals all supportive functions underground on one floor. The 2000 sqm exhibition space is located within the cube and divided into four floors and a terrace accessible by ramps.

The visitor descends in the cube along a wide ramp, leaving the Trojan landscape behind, and arrives to an underground band encircling the rust red, earth colored exhibition cube rising through the transparent roof. The exhibition is divided in 4 floors: Troad and its Cultures, Bronze Age Troy, Iliad and the Troad in the Classical Age, History of Archeology at Troy. The exhibition presents several stories along a chronological timeline highlighting technological change, social organization, political and economic relations, urban development, daily life, arts and craftsmanship. The visitor gets the opportunity to





Photo 1. Museum of Troy

[Photo by M. Germen]

explore, read, watch, contemplate and interact with the exhibition at own pace. A special storyline is integrated within the exhibition for younger visitors, evoking their curiosity and facilitating an engagement with the artefacts.

The history of archeology in Troy has delivered a rich knowledge about the site and the Trojan landscape. The Homeric epic has an immense influence on cultural imagination. The exhibition brings these two forces together to create an understanding of the layers of settlement in Troy and its political and cultural impact in history. The terrace offers a preview of the site of Troy as well as other significant sites in the Troad as mentioned in the Illiad and excavated by archeologists for decades. Museum garden is built within an olive grove and offers the visitor a chance to explore the Homeric landscape from near. Having visited the museum, the visitor can follow the footsteps of the Trojans to their city which awaits to tell a story that never disappoints.

Materials of the project

Within the whole building, materials were designed to make complete with the idea of the building's own existence and construction. These ideas were designed to be as simple as possible, set in the background and expressed in their own production, moving and substitution process. In this sense, we endeavored to design the structure as a body and a system without choosing the inner external distinction. It was one of the main motivations to lessen the materials so that they could not be separated, too simple and used with their purest form. We tried to produce a realistic situation in which it came out from behind a surface that was uncovered and scratched after all the materials like the archaic times were itself.

Wood formwork concrete (Photo 2). The main structural material of the building, the basis of the direction and separation material was chosen and applied. With the imperfections of concrete and the traces of wood, the production technique and the anatomy of the construction and even the process itself are uncovered.

Prefabricated concrete facade panels. Prefabricated panels surrounding the entire exhibition area structure. They are 30 cm thick, 150 cm wide and 6 m long (Photo 3) and mounted on the ramp forehead. These panels are used as the finishing material of the building directly in the interior, while the outside geometry of the structure is established (Photo 4). The structure is terminated

BETON KOMÓRKOWY I PREFABRYKACJA BETONOWA W NOWOCZESNYM BUDOWNICTWIE

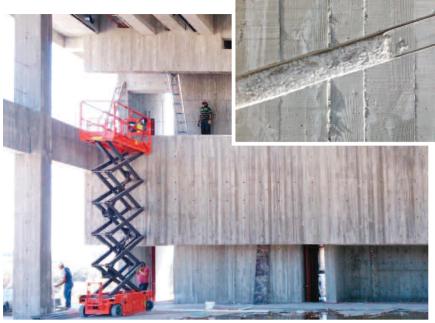


Photo 2. Wood formwork concrete - with imperfections of concrete and the traces of wood

with attaching the corten facade materials and joinery to the detail plates which prepared at the edge ends of the panels.

Vertical autoclaved aerated concrete (Ytong) panels that move together with the topographic green roof in the building were used. These panels 9 m in height were placed in one piece side by side. Thus, it was possible to assemble a wall without defect in a very high volume and without a lintel (Photo 5). These walls were built with suitable construction technique with visible joint gaps.

Wood Separations, wall coverings and suspended ceilings. All the wooden elements used in the structure were used as separating elements, wall dividers or ceilings in the same color tones (walnut trees).



Photo 3. Assembly of the prefabricated concrete facade panels



Photo 5. Vertical concrete panels of 9 m height enabled to assemble very high walls without lintel [Photo by E. Dorter]



Photo 4. Prefabricated concrete panels used as finishing material of the facade

Steel carrier and metal components. All steel bearing structures, rain gutters, mechanical electrical transmission elements and metal showcases were used in the building in dark shade tones.

Corten facade panels. The exterior of the building was completed with rusted metal panels with a single facade. The facades and panels aligned in an irregular direction according to the rain, wind and facade directions. The image of the facade will be built with surfaces that will become patina surfaces over time on this perception.

