

For the new archaeological Museum on the outskirts of Cairo near the Pyramids of Giza, our site-specific design unites archaeology, architecture and landscape.

The museum will combine exhibition object, visitor, space and route, creating complex spatial structures through the overlapping of various levels, allowing for diversified spatial experiences. For the Museum we have developed an exhibition structure which generates unique presentation conditions for each object in the collection. Visitors can discover, according to individual interests, needs and time plans, the cultural heritage of the Egyptian civilisation.

The museum gains its strong image through the realisation of this exhibition structure within

the topography of the landscape. Further points of departure for our design are the visual and physical interconnections of the building with its environment, proximity to the pyramids, and the extreme topographical form.

The natural parameters of light and shadow, dryness and fertility form the image of the museum, as much as the various structural requirements and demands.

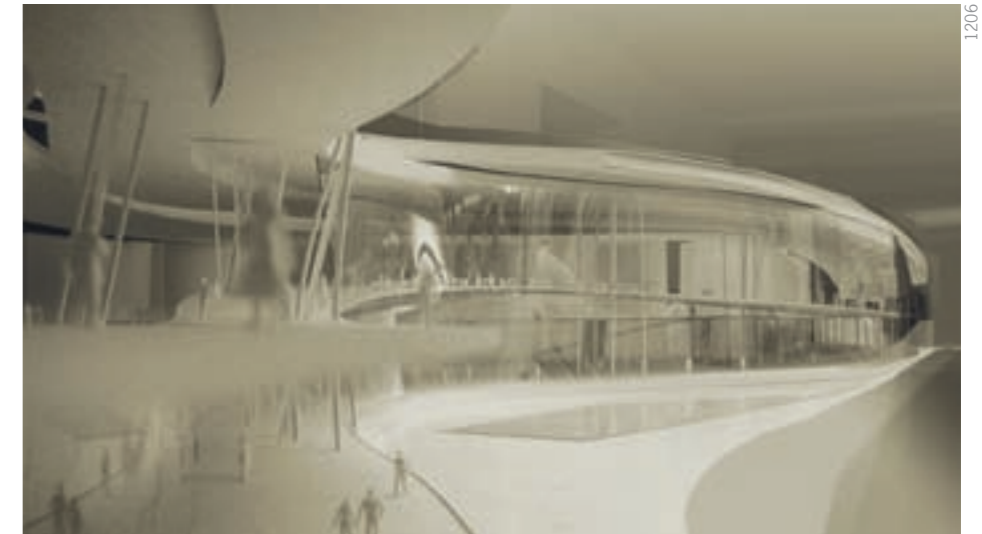
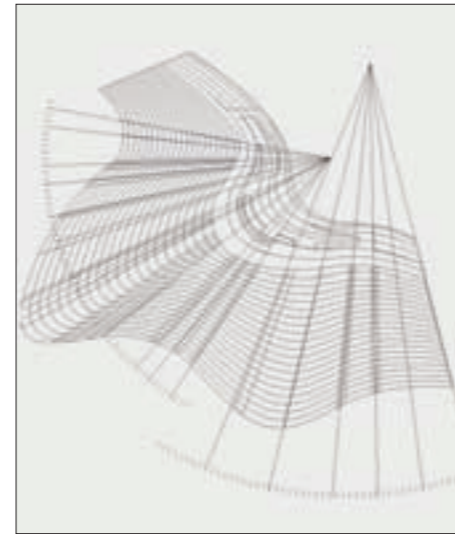
The way each visitor satisfies his own needs within the room will determine the building's structure. The relationship between man, object, architecture and nature will produce a building flexible enough to react to the various complex demands.

### The Grand Egyptian Museum

competition held by  
Arab Republic of Egypt, Ministry of Culture  
- Supreme Council of Antiquities

outside area 305,000m<sup>2</sup>  
floor area 92,000m<sup>2</sup>

competition 06/2003  
"High Honorable Mention"



1206

