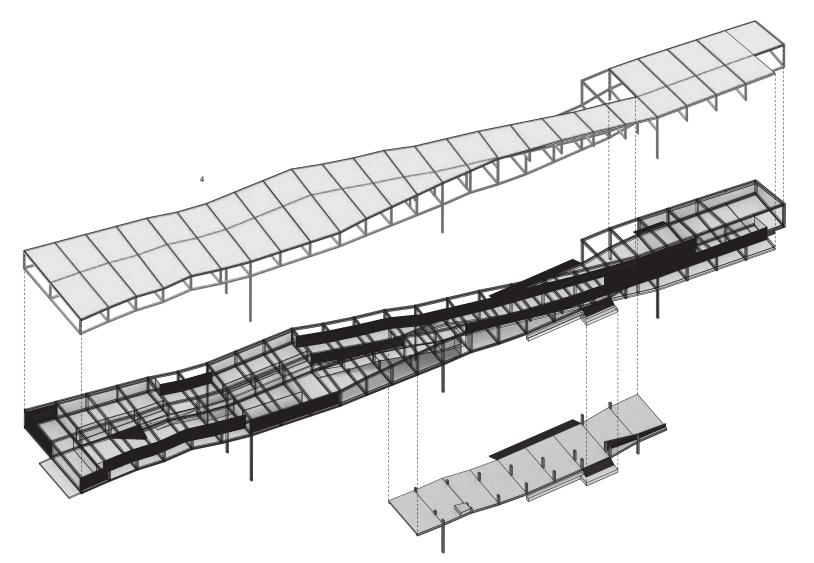




5. Site Plan





#### Brunot Island Bridge Museum

Carnegie Mellon School of Architecture 48-305 Third-Year Studio, Spring 2010 Instructor: Michael Gwin

#### Statement

Brunot Island and the surrounding area is a rather deserted area that has the potential to be a pleasant place with its location to the water. This bridge proposal responds to the water in form and in function. The overall form was inspired by the way that the water splits around the Island and meets together again.

The bridge is made up of two tubes of space that split from each other to reach the water and meet together again at its final destination, Brunot Island.

The main entrance onto the bridge is high up on the land to allow for the 40 ft. clearance from the water for boat traffic. Through circulation, waiting, and gallery spaces, the bridge makes its way down to the outdoor level, from which steps descend into the water. This space allows for access to the bridge from the water, and serves as a dock for water activities. The last spaces are the large exhibition gallery and the restaurant, which exit onto the island.

There is a lot of circulation space as a result of the long span of the bridge. These spaces are designed to be flexible, so that they can also serve as rentable spaces for special events. The use of these spaces takes advantage of the bridge's views and secluded location.

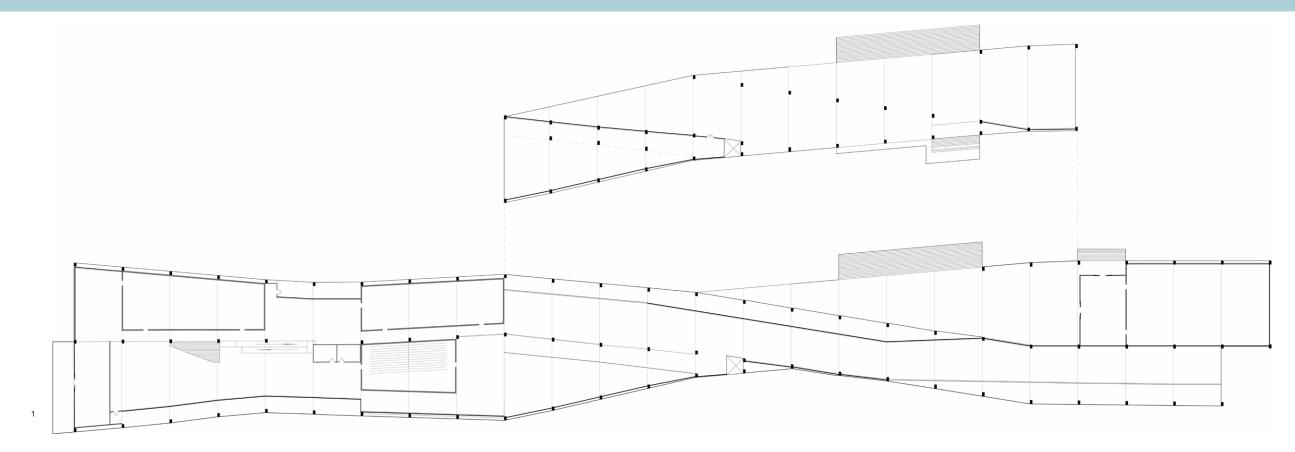
Finally, the louvers add a decorative, "moving" façade that help to control light and focus views, according to what type of space they envelop.

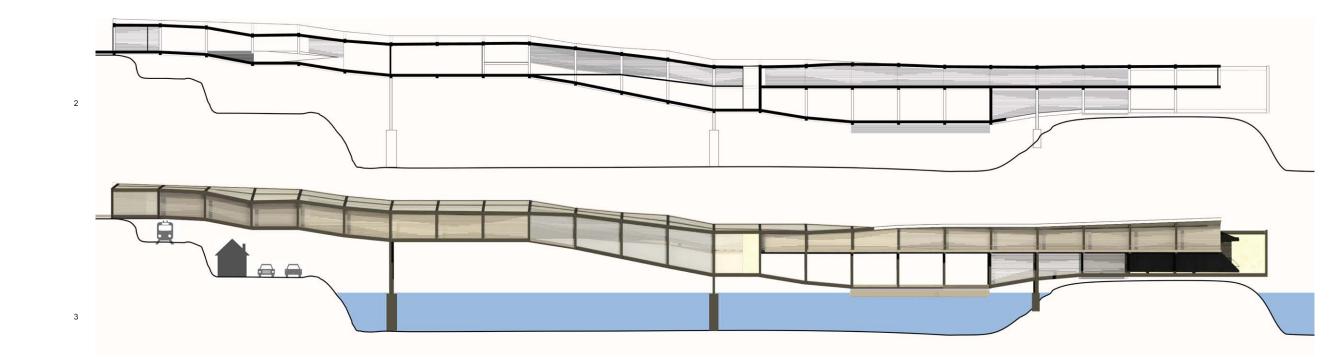
Melissa Goh

#### Brunot Island Bridge Museum

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- 1. Plans
- 2. Longitudinal Section
- 3. Site Section / Elevation







1. View from water

2. Lobby

3. Water Access

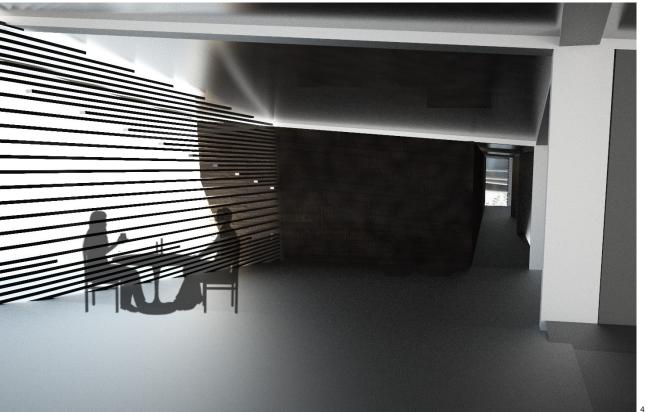
4. Between Galleries



#### Brunot Island Bridge Museum

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### Brunot Island Bridge Museum **Design Evolution**

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- 1. Arched Bridge Construction Sequence
- 2. Ribbed Bridge Construction Sequence
  - 3. Arched Bridge Interior Render
  - 4. Ribbed Bridge Interior Render
- 5. First Iteration Render of Water Access
  - 6. Gestural Sketches

