



ART AND MEDIA CENTRE, DÜSSELDORF

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Source: *AA Files*, No. 27 (Summer 1994), pp. 14-24

Published by: [Architectural Association School of Architecture](#)

Stable URL: <http://www.jstor.org/stable/29543891>

Accessed: 10/06/2014 04:08

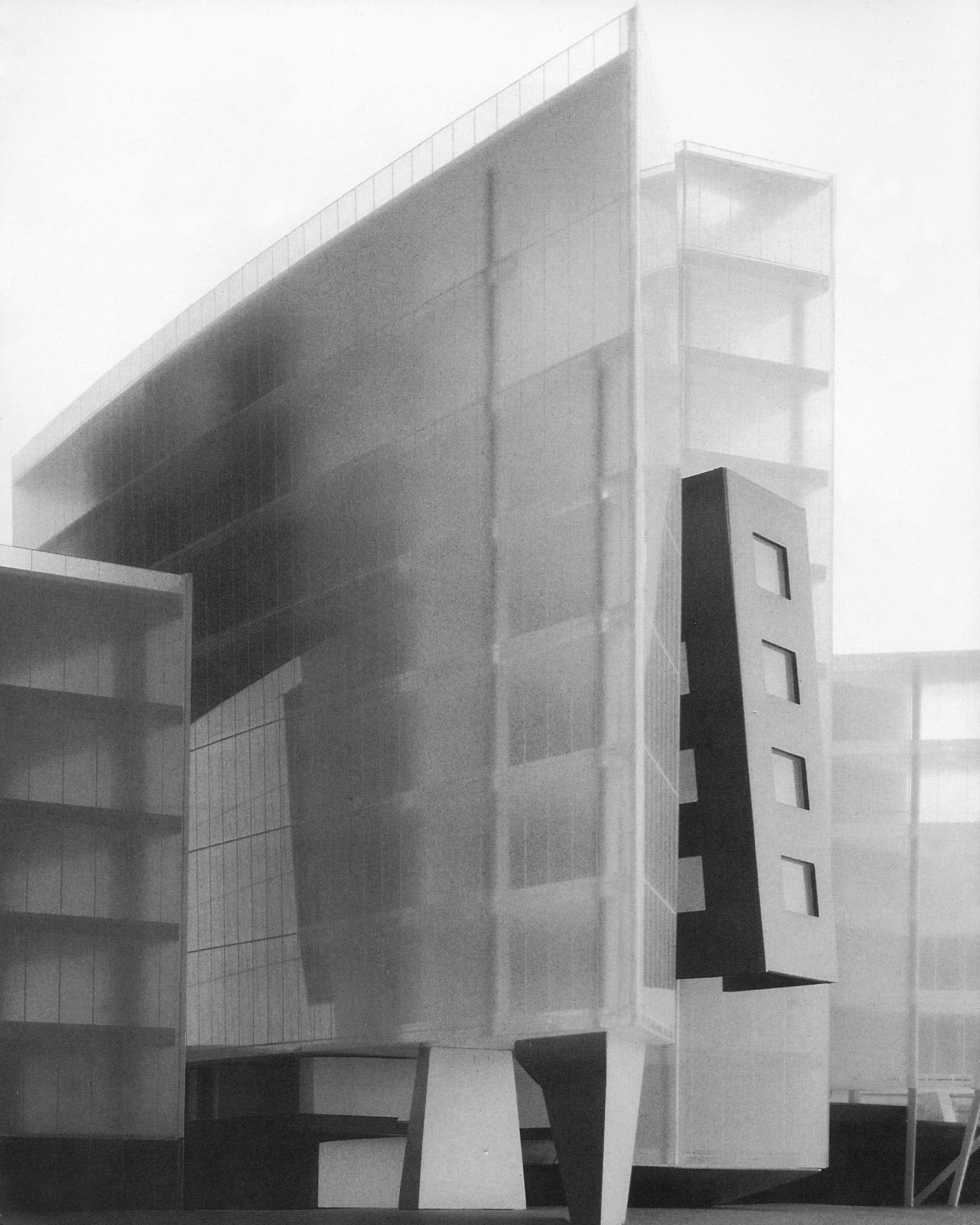
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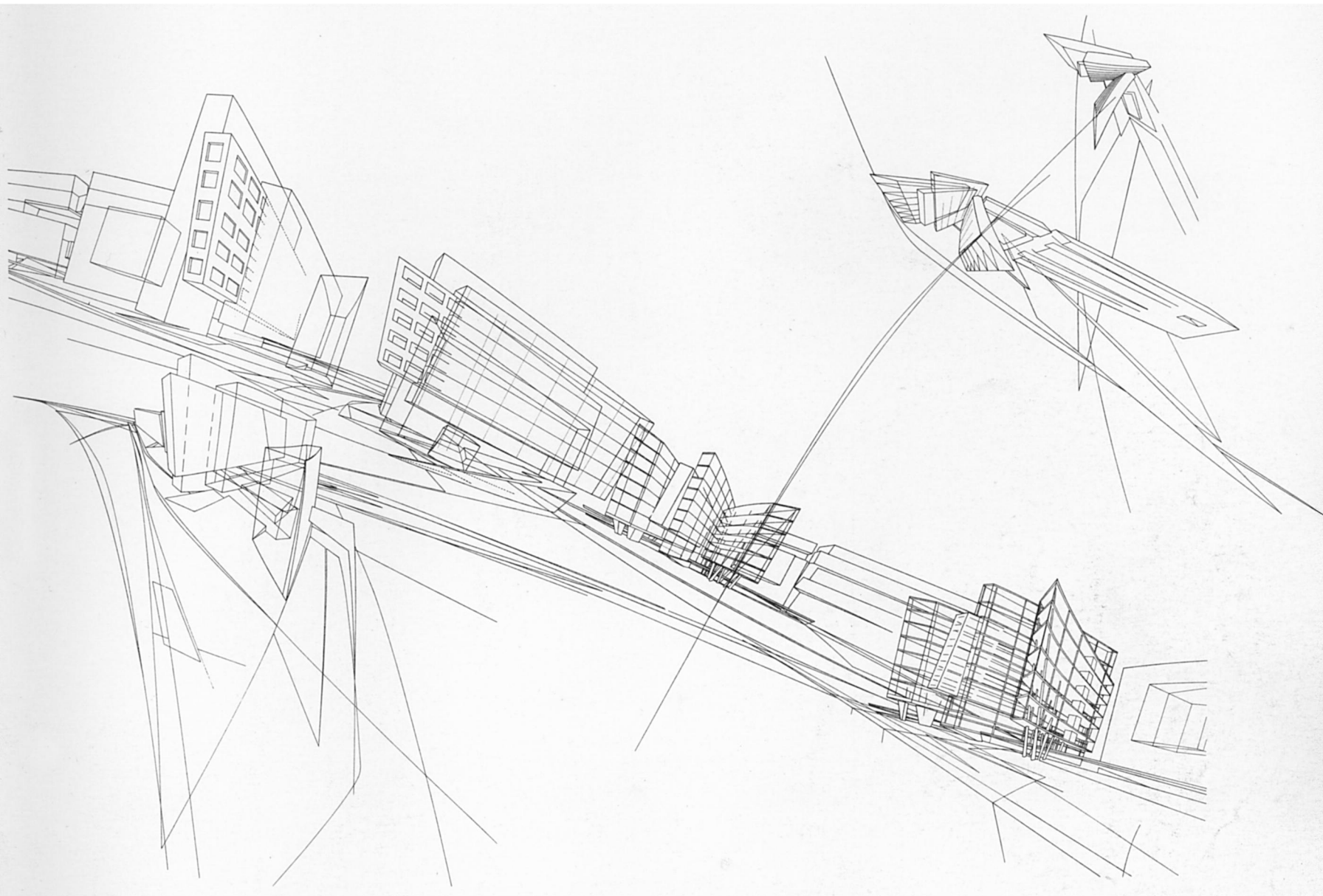
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ART AND MEDIA CENTRE, DÜSSELDORF

The development of this prominent site is part of a scheme to transform Düsseldorf harbour into a new enterprise zone. The programme for the site and for the whole area calls for the provision of facilities for the creative professions and the communications business. Offices and studios are to be interspersed with and supported by shops, restaurants, and cultural and leisure facilities.

The focus of the area is the river, which is animated by sports and leisure activities. Facing the river and becoming an extension of this very public and active part of the site is a large, artificially modulated landscape, with one of its planes resembling a grass wedge. This landscape is protected from traffic noises and shielded from the rest of the city by a ninety-metre-long wall.

From the river an enormous metallic triangle

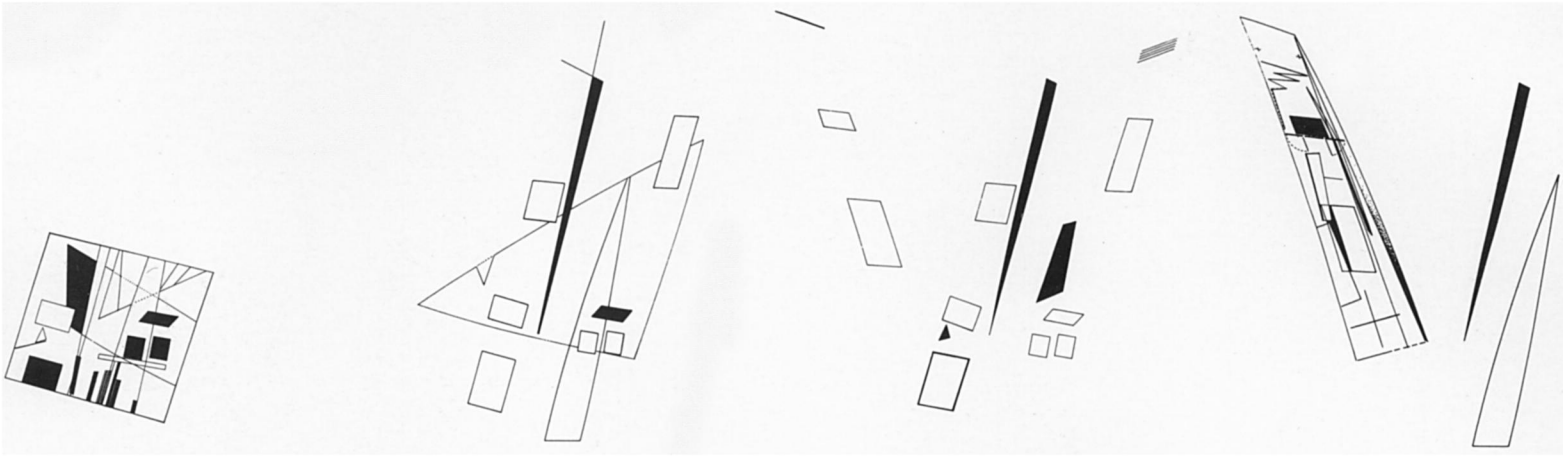
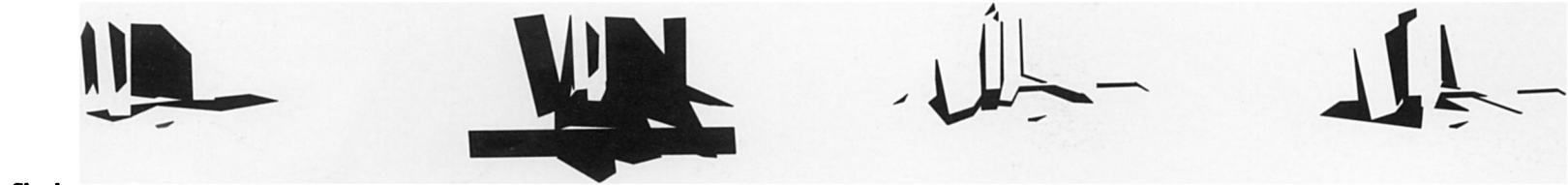
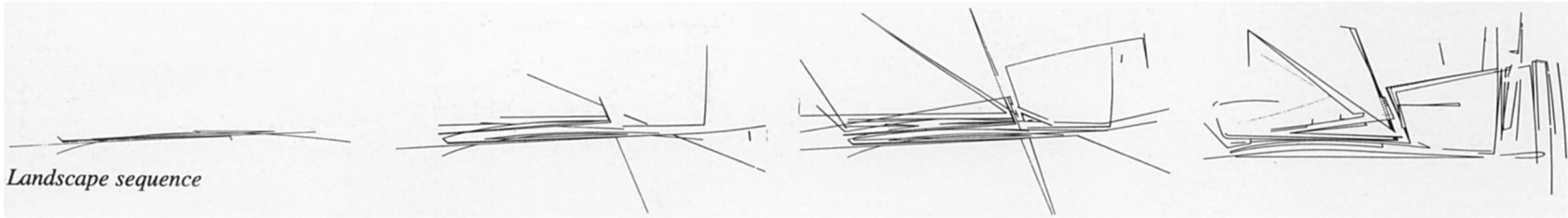
cuts into the site. It pierces the wall, breaking it to form an entrance ramp to the street and a sloping plaza below. The adjoining ground planes crack open to reveal technical studios to the north, and shops and restaurants to the south. Below ground-level there is a compressed wall of technical services, part of which rises above ground and curves round to form a 320-seat cinema.

On the street side the wall has tiny linear incisions in its *in situ* concrete elevation while, on the river side, individual floors are articulated by cantilevers which vary in depth according to the function each floor serves. One floor completely breaks free, leaving a void which becomes a terrace, and on an adjoining block, which is broken off, it transforms into a solid black box.

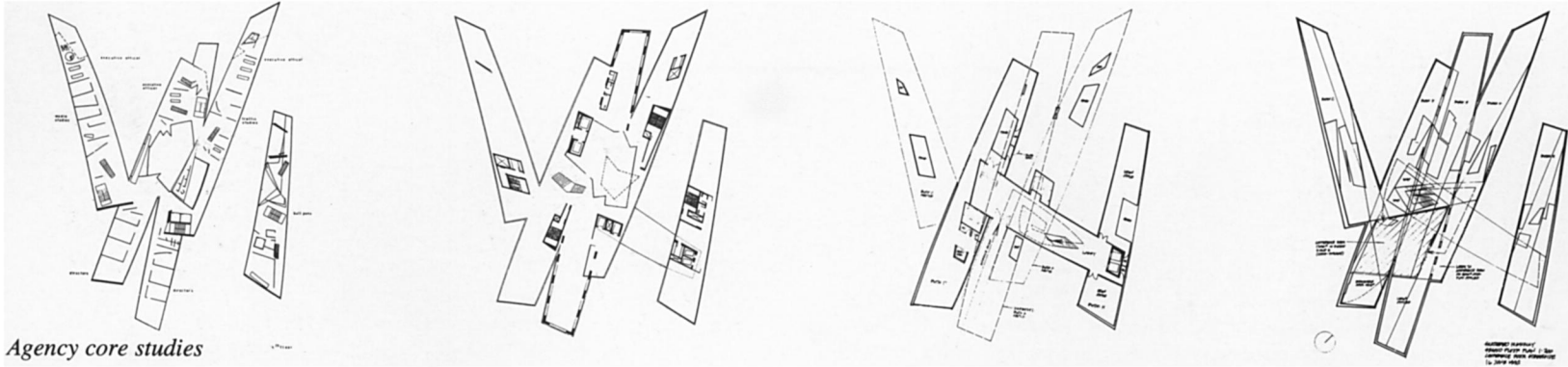
The glazed finger building is composed

of an even more fragmented series of slabs set perpendicular to the street. They are glass splinters broken from the wall and have floor-to-floor full-height glazed curtain walls. Where the floor slabs converge, a void is carved out for conference rooms and exhibition areas. The cores of lifts and services are separated into detached elements to give dramatic, uninterrupted views across each floor.

The entrance lobby is at the point of intersection of the wall and the finger building. A minimalist glass box, it is surrounded by a family of sculptured feet and heavy, triangular transfer structures. Within this lobby both the street and the riverscape are visually connected, while a grand curved stair leads the way up to the conference rooms through the underbelly of a heavy slab suspended above.



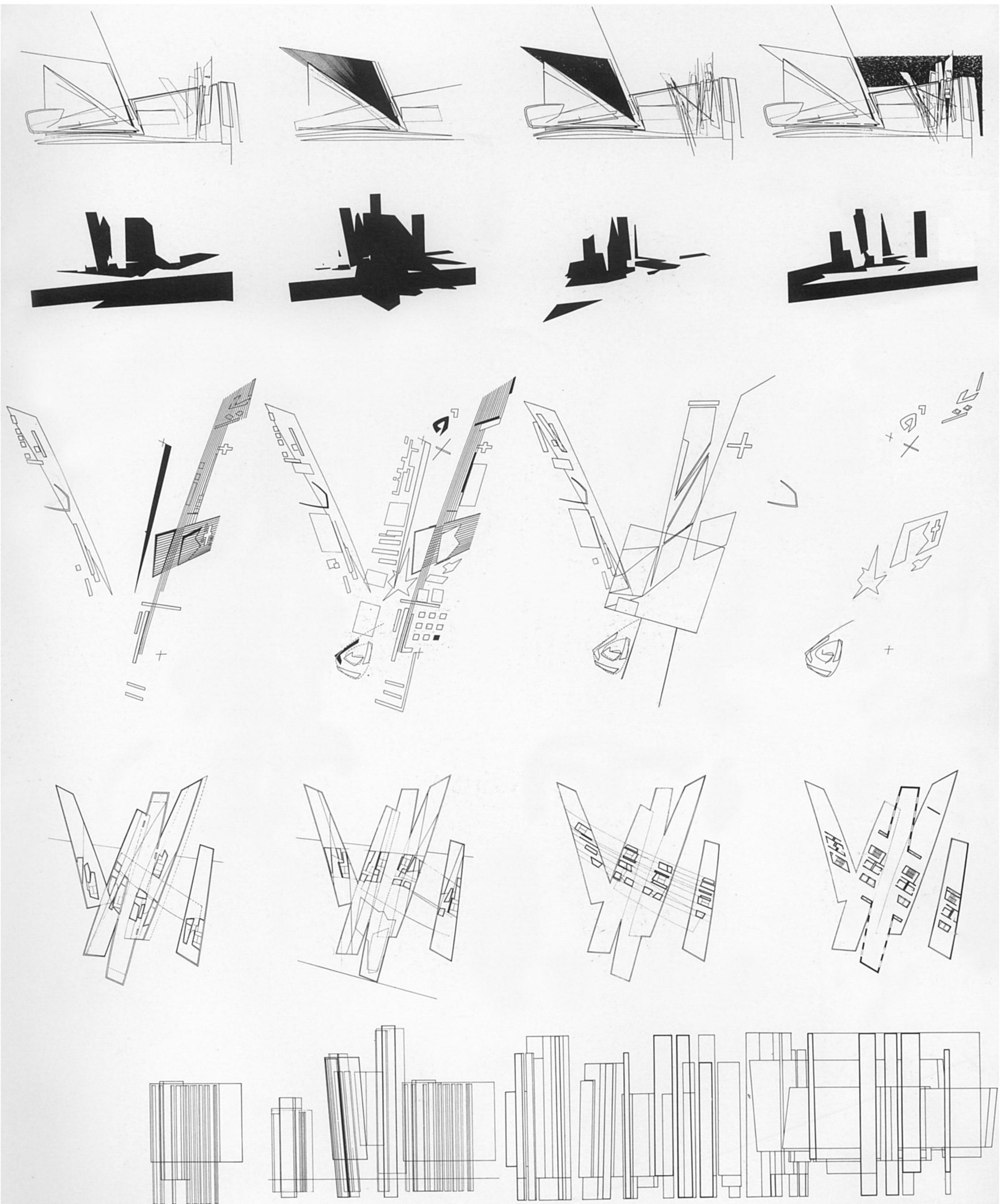
Conference room studies



Agency core studies

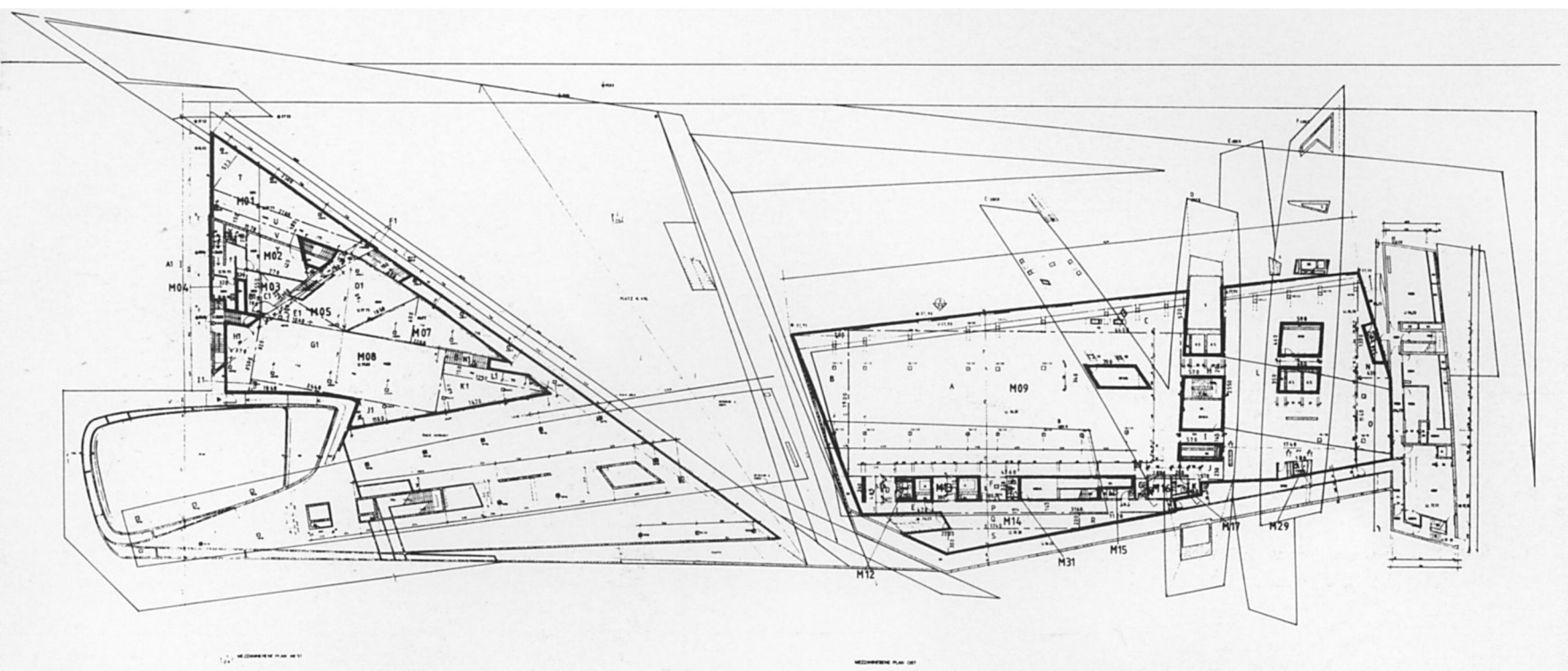


Agency core rotations

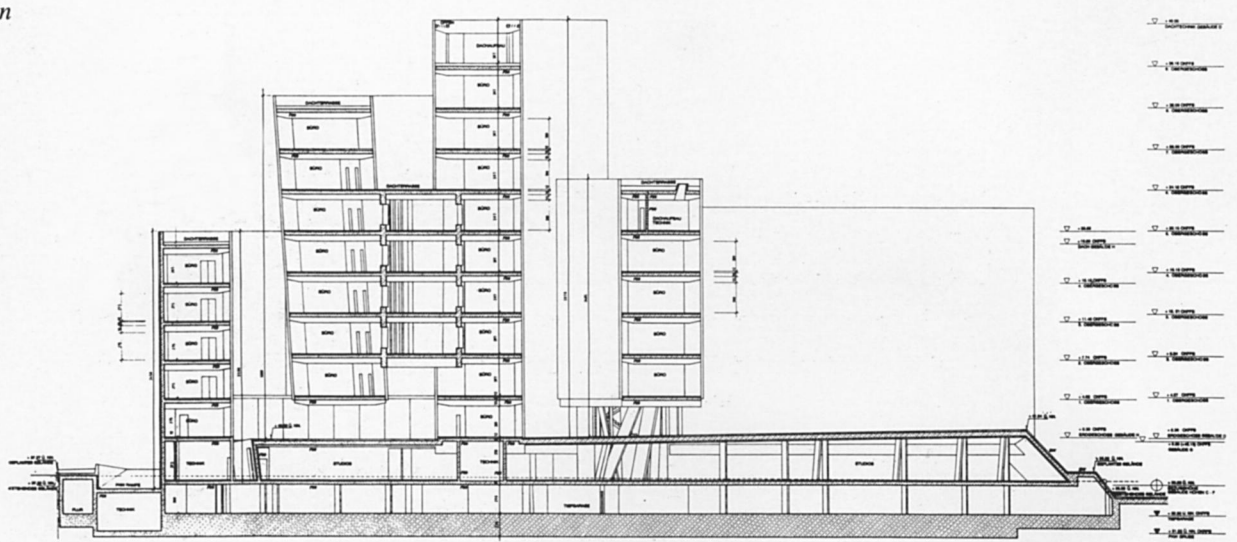




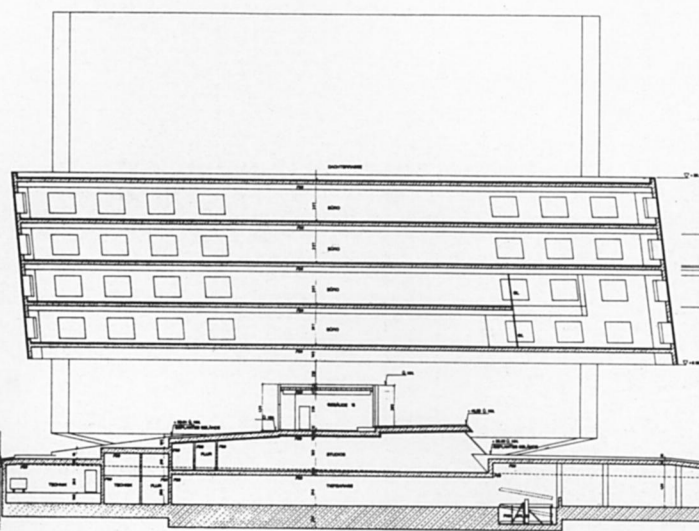
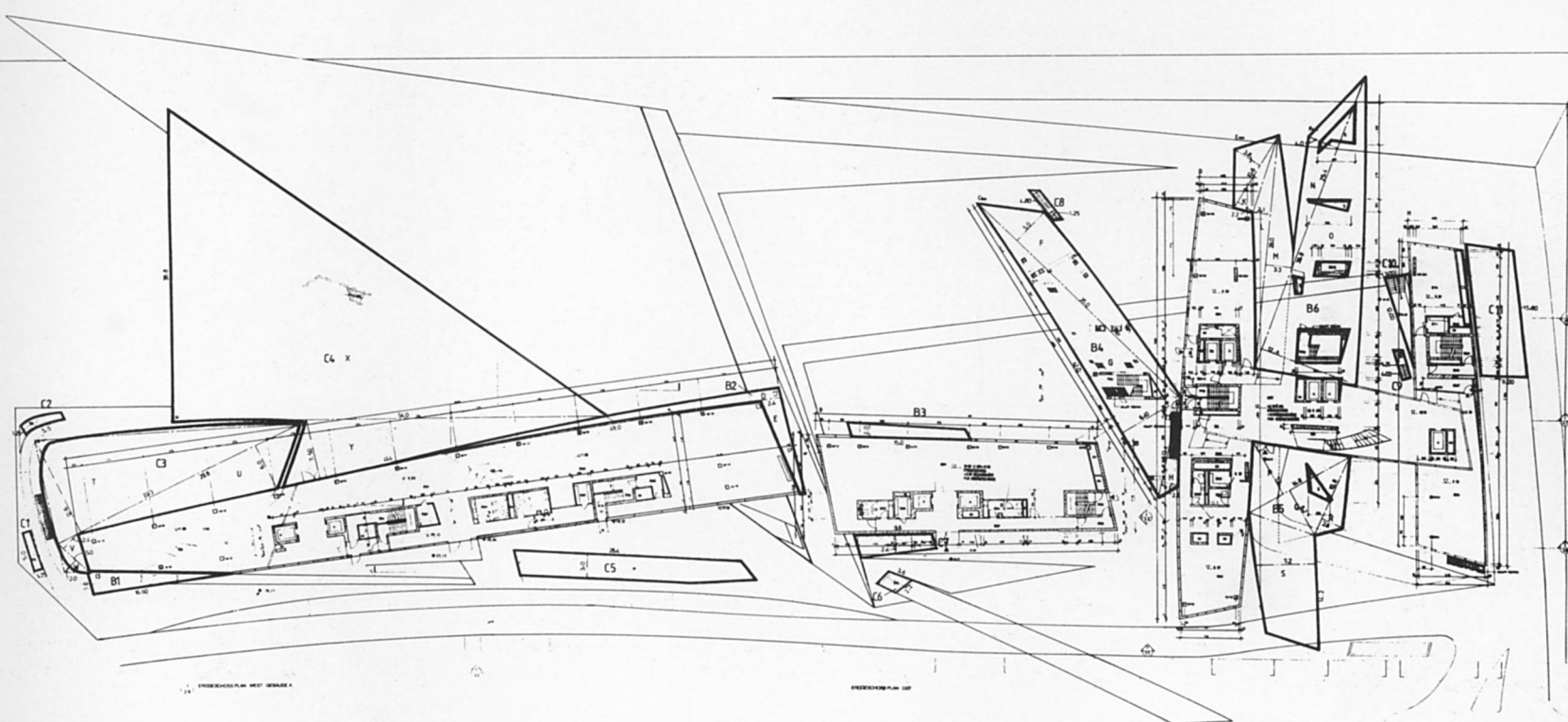
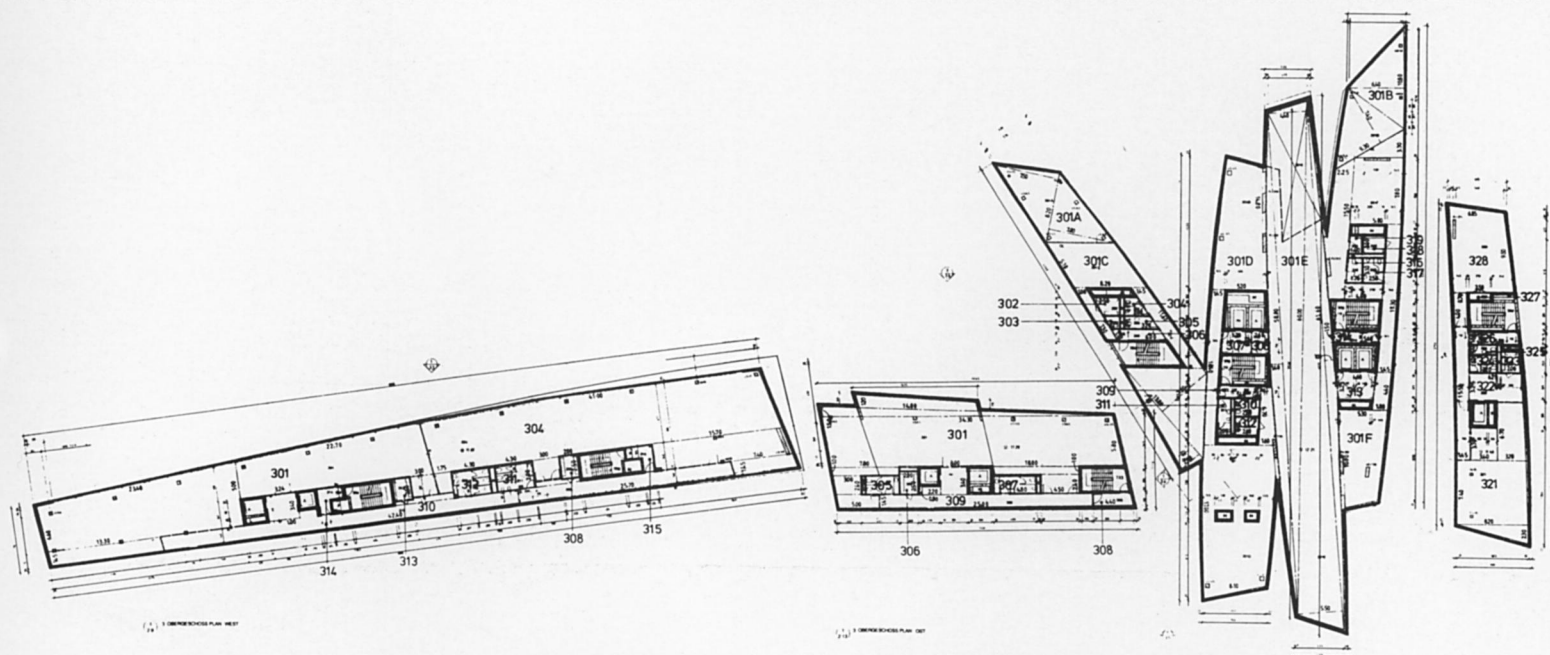




Mezzanine plan, basement plan, and section through fingers



PREVIOUS PAGE: 'Cinema Sequence'

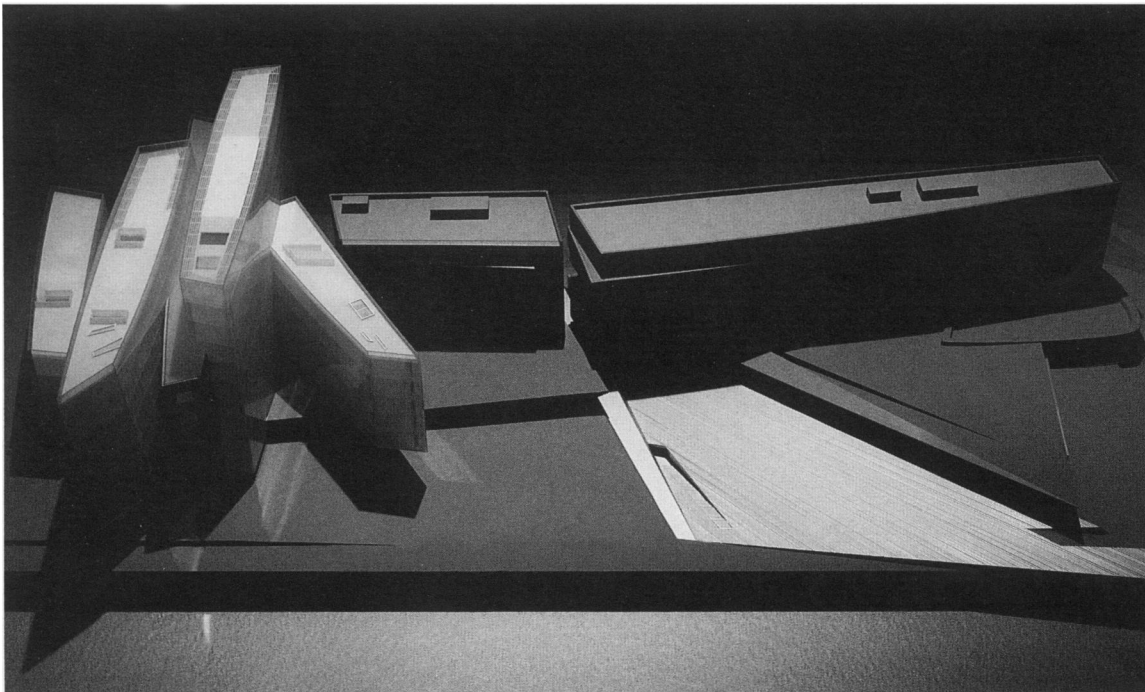


*Upper-floor plan, ground-floor plan,
and section through Vierendeel*

OVERLEAF: *Night perspective*







**ART AND MEDIA CENTRE,
DÜSSELDORF**

Client: Kunst- und Medienzentrum
Rheinhafen GmbH

Design: Zaha M. Hadid

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Project Team: Paul Brislin,
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David Gomersall, C. J. Lim

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Graeme Little, Cristina Verissimo,
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Project Co-ordinator: Weidleplan
Consulting GmbH, Stuttgart

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Partners, London

Services Engineers: Jaeger,
Mornhinweg und Partner, Stuttgart;
Ove Arup and Partners, London;
Ingenieurbüro für Elektrotechnik
Werner Schwarz GmbH, Stuttgart

Cost Consultant: Tillyard GmbH,
Düsseldorf

Facade Consultant: Institut für
Facadentechnik

Fire Specialist: Wilfred Teschke

Building Physicist: Schäcke & Bayer
GmbH

Traffic Consultant: Waning Consult
GmbH

