

# Dafen Art Museum

Dafen Village, Longgang District  
Shenzhen, China

<i>Architects</i>	Urbanus Architecture & Design/ Liu Xiaodu Beijing, China
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<i>Clients</i>	Longgang Municipal Government Shenzhen, China
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<i>Commission</i>	2005
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<i>Design</i>	2005 - 2006
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<i>Construction</i>	2006 - 2007
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Occupancy 2007

Site	11,300 m <sup>2</sup>
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*Ground floor*     4,200 m<sup>2</sup>

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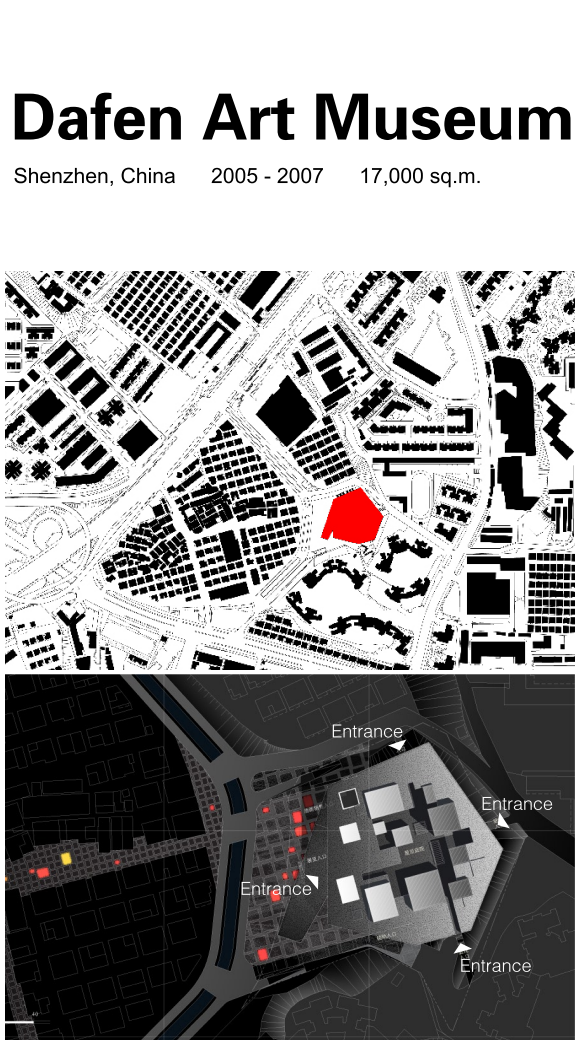
*Total floor*            17,000 m<sup>2</sup>

<i>Costs</i>	12,500,000 USD
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*Programme*

Dafen is a ‘village in a city’: a phenomenon of rapid urbanisation where the existing village community is protected by law. As it is bounded by new development it can only expand vertically and in density, leading to a chaotic urban environment. The creation of an art museum in a place that has become a centre of replica oil painting might seem incongruous. The solution is a hybrid mix of programmes under one roof, including galleries, workshops and museums, planned to foster interaction. As well as catalysing development it is encouraging the emergence of more original art, providing a sustainable model for the future of Dafen.

Building Type	Museums & Exhibition Facilities
2010 Award Cycle	3863.CHI



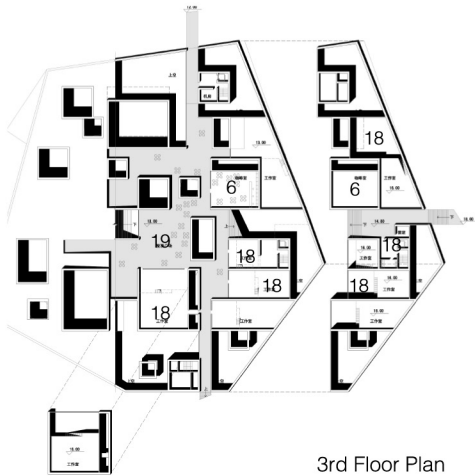
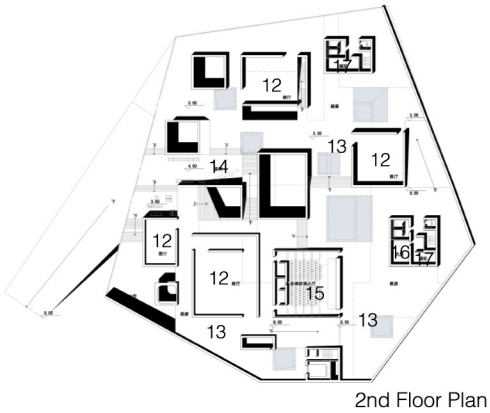
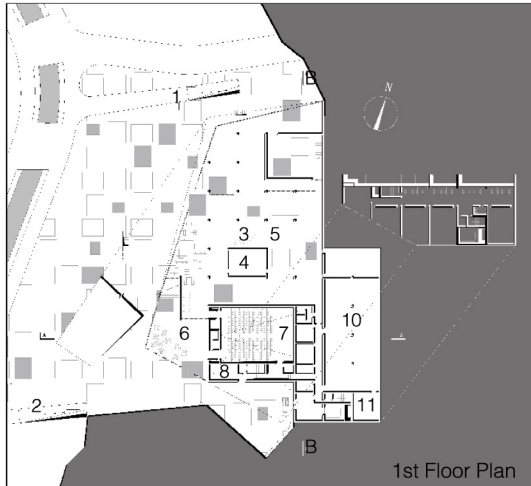
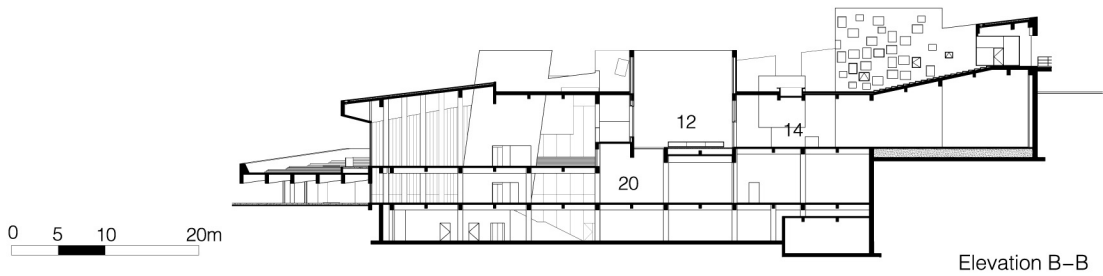
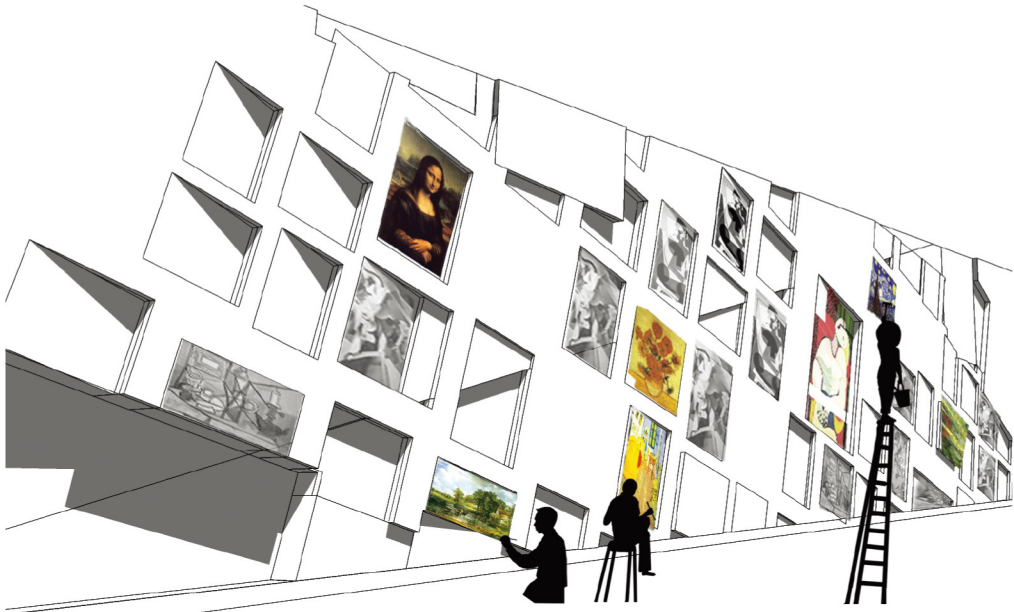
VIC ( "Village in the City" ) is a special urban phenomenon in Shenzhen and Pearl River Delta region. A huge amount of agricultural land has been taken over by cities due to the rapid urbanization. However, the law-protected villager' s residential lots are intact. Confined by horizontal size, these villages are sprawling vertically and increasing in density as response to the rising of real estate value of the surrounding new development. Therefore VIC becomes urban habitat for millions of new immigrants from all over China seeking opportunities in the city.

Dafen village was just one of these urban enclaves in Shenzhen. Now it is best known for replica oil painting workshops and manufacturers. Starting 20 years ago, propelled by economic engine as well as the city's sponsorship, its commercial oil painting exports to Asia, Europe and America bring in billions of RMB each year to the area.

In recent years the city has upgraded the village by putting in new infrastructure, improving the environment and adding more amenities. At the same time the village is also evolving from a mere whole sale type oil painting manufacture center to a more diverse production base and livable community. In 2005, as a new wave of uplifting campaign by the city, an ambitious plan for a new art museum is emerging. The MIC ("museum in the village" concept focuses on reinterpreting the urban and cultural implications of Dafen Village, which has long been considered as a strange mix of pop art, bad taste, and consumerism. A typical art museum would be considered out of place in the context of Dafen's peculiar urban culture. The question is whether or not it can be a breeding ground for contemporary art and take on the more challenging role of blending with the surrounding urban fabric in terms of spatial connections, art activities, and everyday life. Therefore our strategy is to create a hybridized mix of different programs, like art museums, oil painting galleries and shops, commercial spaces, rental workshops, and studios under one roof. It also creates a maximum interaction among people by creating several pathways through the building's public spaces. The museum is sandwiched by commercial and other public programs which intentionally allow for visual and spatial interactions among different functions. Exhibition, trade, painting, and residence can happen simultaneously, and can be interwoven into a whole new urban mechanism.







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|---------------------|------------------------|
| 1. Parking Exit     | 11. Special Collection |
| 2. Parking Entrance | 12. Gallery            |
| 3. Reception        | 13. Gallery            |
| 4. Meeting Room     | 14. Information        |
| 5. Shop             | 15. Media Center       |
| 6. Cafe             | 16. Mechanic Room      |
| 7. Auditorium       | 17. Service            |
| 8. Fire Control     | 18. Artist Studio      |
| 9. Office           | 19. Roof Top Plaza     |
| 10. Storage         | 20. Parking            |

