

### Iron Cloud

The new Sundsvall Art Center/Theater tends to reinterpret the idea of the former Kultur Magasinet, where the building is thought as multiple clusters, connected as a series of program containers: **plasticity of multiplicity**, that expresses the vitality of a multi-functional cultural program.

The new building is thought as a morphological extension of the Kultur Magasinet, that grows from a connecting gallery between the two buildings, at the south side of the site. Programs are linked by an ascending movement, shaping the volumetry from the KM to the upper activities implanted on the roof.

The implantation of the two main auditoriums (located on the ground floor) enables the easiest access from the west plaza, and a direct technical and staff access from the east. Therefore, the compactness of the building allows the creation of two public spaces: an urban plaza on the west side, and a landscaped park connected to the east harbour.

The exhibition space, the meeting hall and the restaurant are also accessible directly from the ground floor. They open to **the foyer that unfolds** from the plaza to the upper levels, connecting public facilities, panoramic views and exterior spaces (terraces). This **unfolding ramp** is also a mounting winter garden oriented to the west, bringing thermal regulation to the inside. It is axed around a central patio, which brings natural light to the heart of the building.

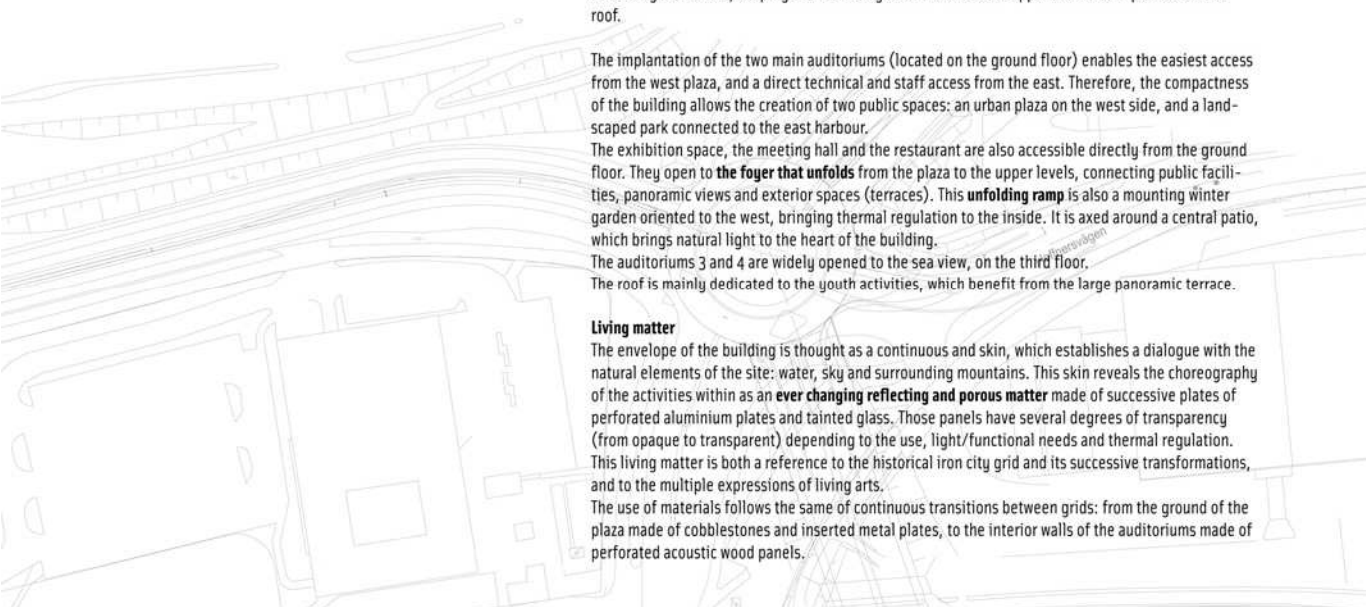
The auditoriums 3 and 4 are widely opened to the sea view, on the third floor.

The roof is mainly dedicated to the youth activities, which benefit from the large panoramic terrace.

### Living matter

The envelope of the building is thought as a continuous and skin, which establishes a dialogue with the natural elements of the site: water, sky and surrounding mountains. This skin reveals the choreography of the activities within as an **ever changing reflecting and porous matter** made of successive plates of perforated aluminium plates and tinted glass. Those panels have several degrees of transparency (from opaque to transparent) depending to the use, light/functional needs and thermal regulation. This living matter is both a reference to the historical iron city grid and its successive transformations, and to the multiple expressions of living arts.

The use of materials follows the same of continuous transitions between grids: from the ground of the plaza made of cobblestones and inserted metal plates, to the interior walls of the auditoriums made of perforated acoustic wood panels.



SITE PLAN 1/1000



DAY VIEW FROM THE CANAL

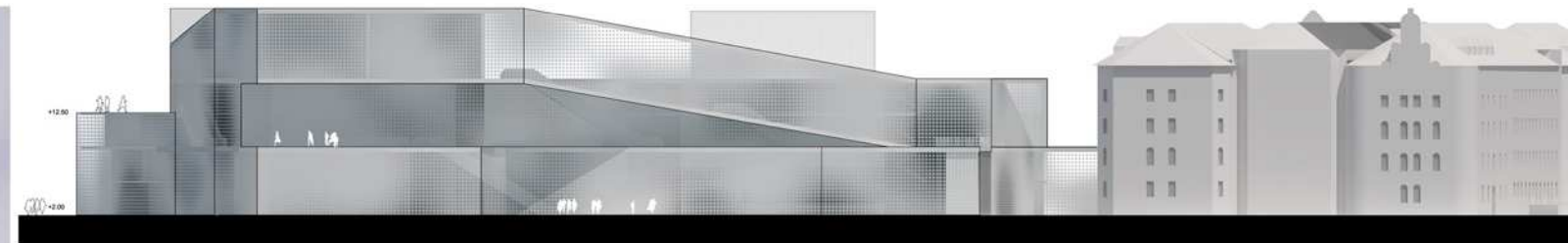


NIGHT VIEW FROM THE CANAL

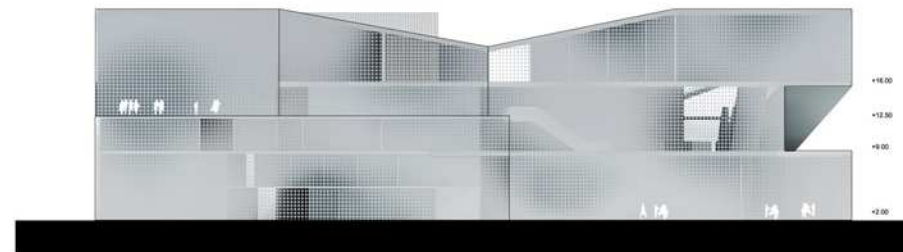
**IRON CLOUD**



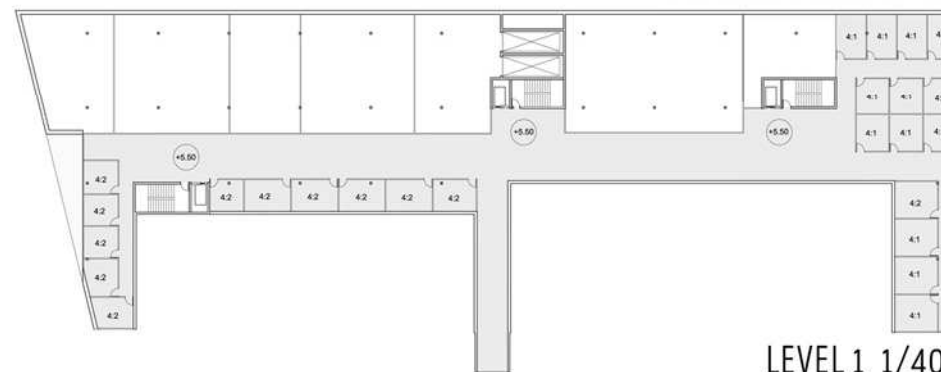
VIEW FROM THE CANAL



WEST FACADE 1/400

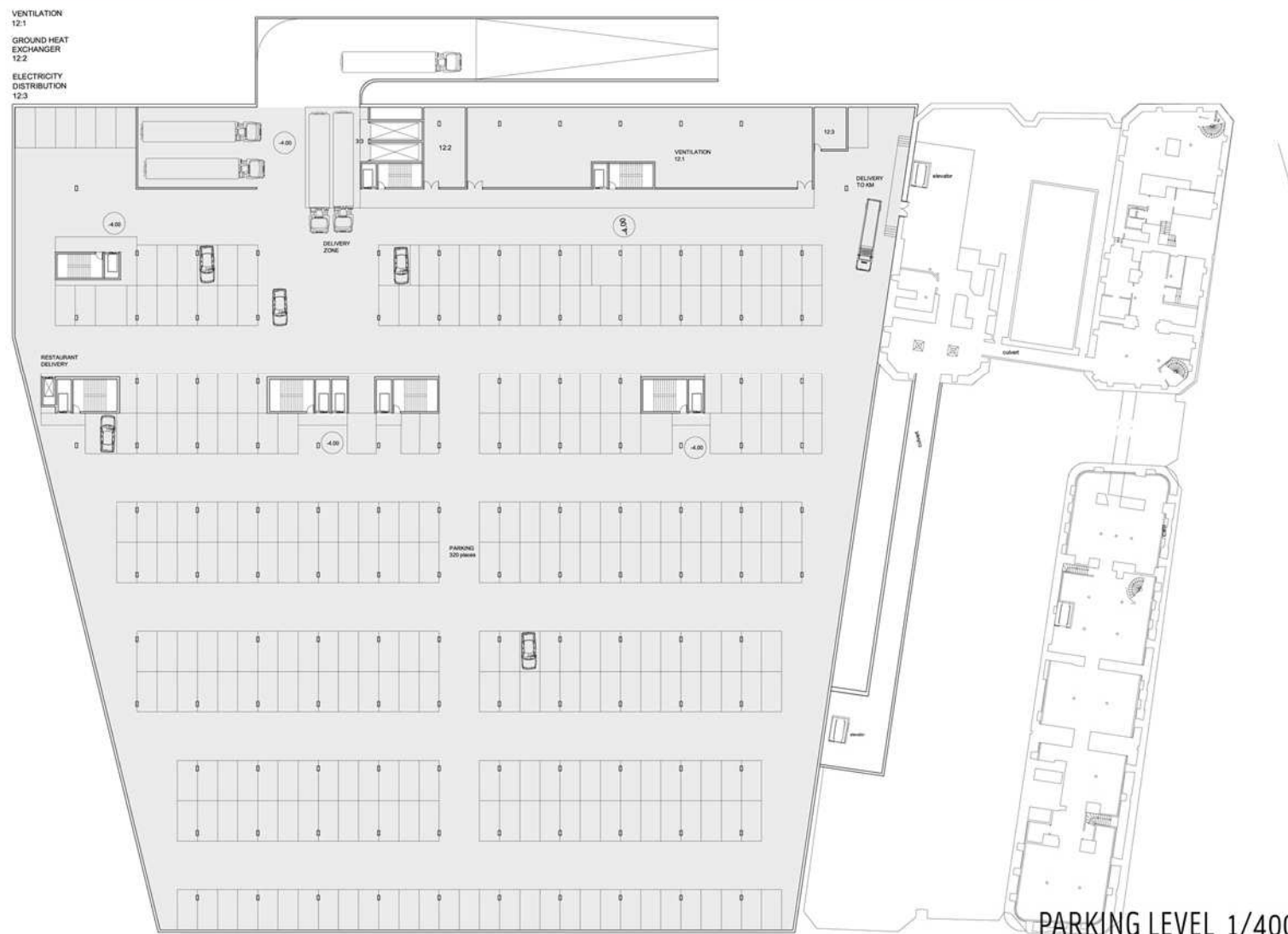


NORTH FACADE 1/400

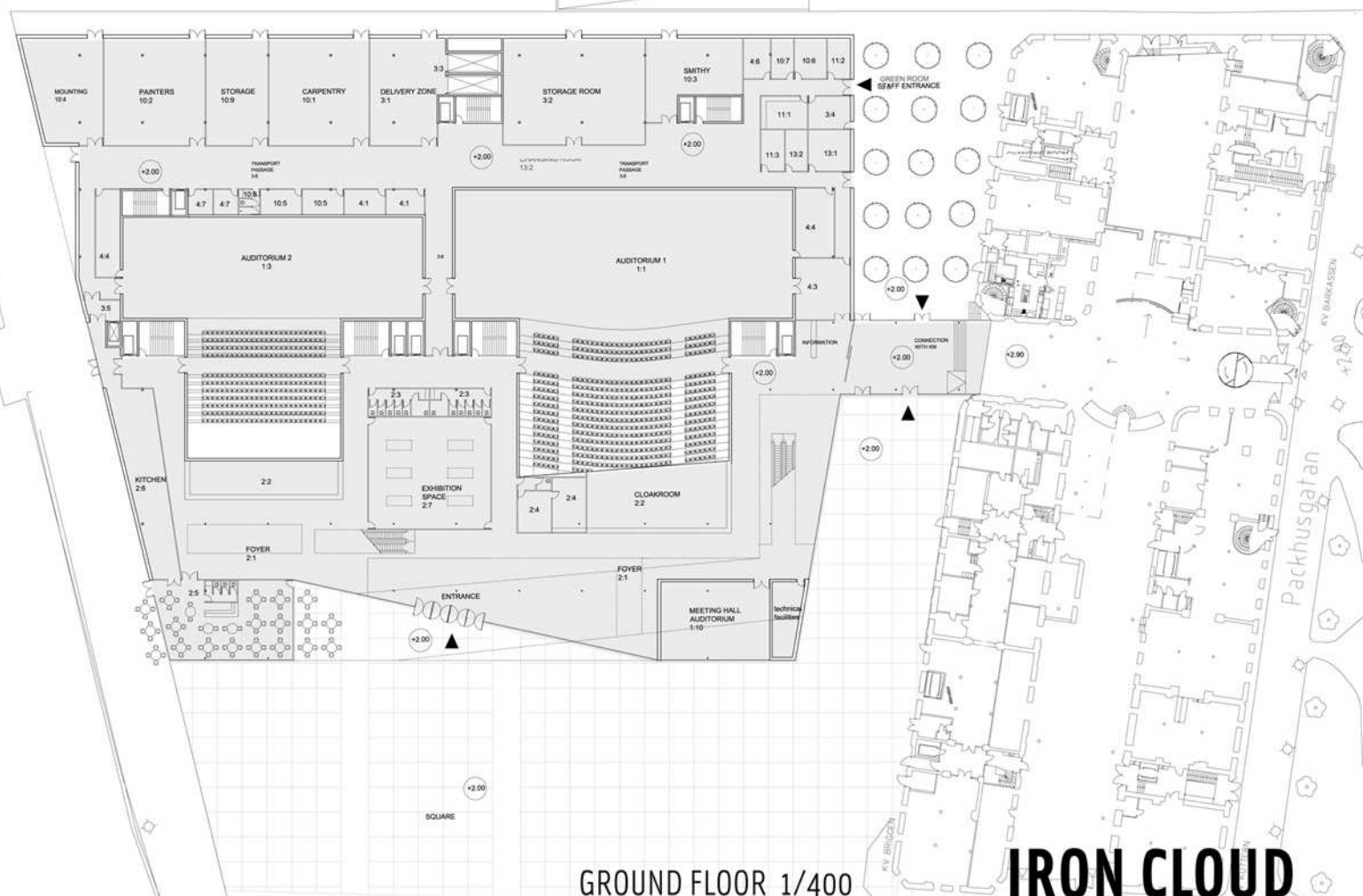


LEVEL 1 1/400

DRESSING PERMANENT STAFF 4.1	ADJACENT STORAGE ROOM 3.2	CHANGING ROOMS 15.5
DRESSING ROOMS 4.2	ELEVATORS 3.3	OFFICE 15.6
AUDITORIUM 1 1.1	GARBAGE DISPOSAL 3.4	SCENOGRAPHER 15.7
AUDITORIUM 2 1.3	DELIVERIES FOR RESTAURANT 3.5	WC SHOWER 15.8
MEETING HALL / AUDITORIUM 1.10	TRANSPORT PASSAGE 3.6	STORAGE 15.9
FOYER 2.1	DRESSING PERMANENT STAFF 4.1	RECEPTION 15.11
CLOAKROOM 2.2	ARTIST FOYER 4.3	MAIL HANDLING 15.12
WC AUDIENCE 2.3	KITCHEN 4.5	COPY PRINTING ROOM 15.13
BOX OFFICE / INFORMATION 2.4	DRESSING ROOM FOR GUEST TECH 4.7	CLEANING OFFICE 15.1
CAFE / RESTAURANT / BAR 2.5	CARPENTRY 10.1	
RESTAURANT KITCHEN 2.6	PAINTERS WORKSHOP 10.2	
EXHIBITION SPACE 2.7	SMITHY 10.3	
DELIVERY ZONE 3.1	MOUNTING 10.4	

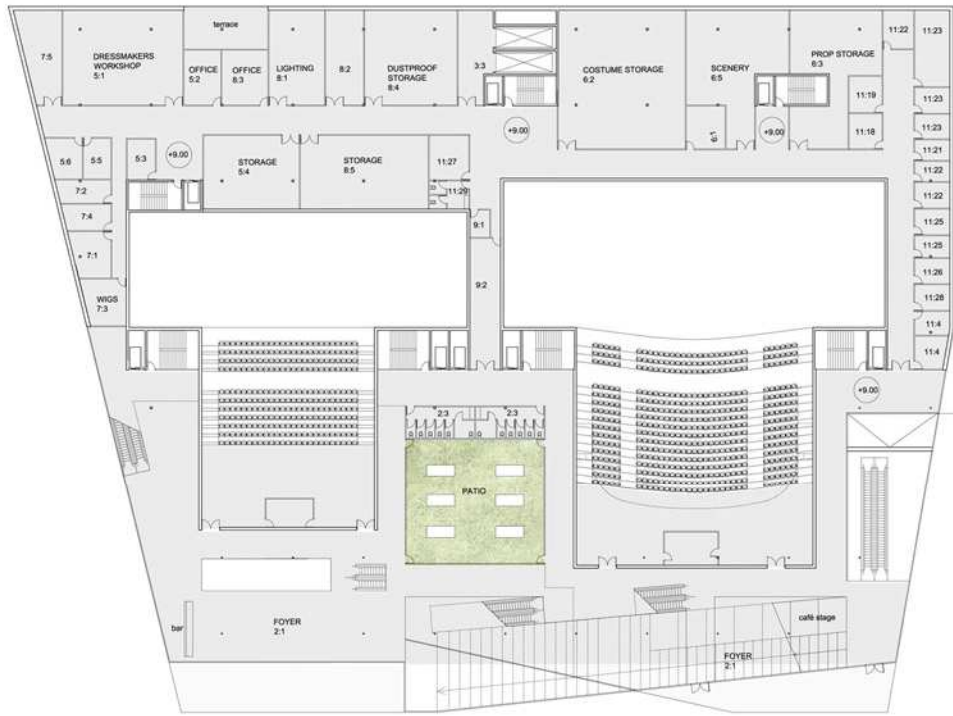


PARKING LEVEL 1/400



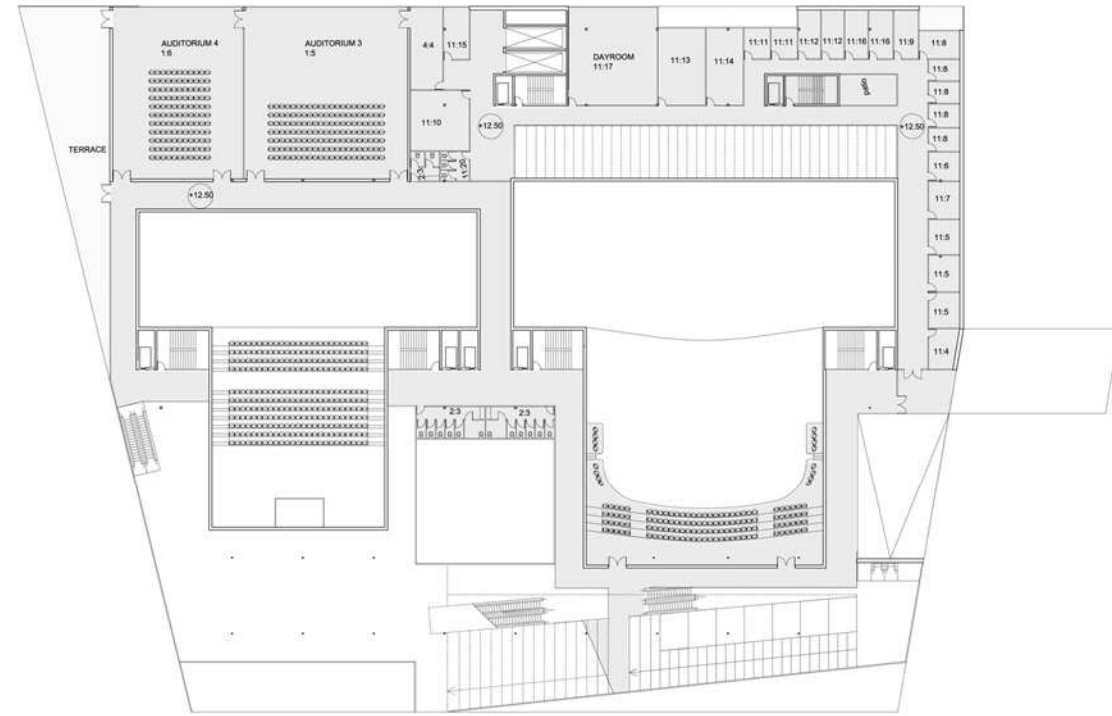
GROUND FLOOR 1/400

**IRON CLOUD**



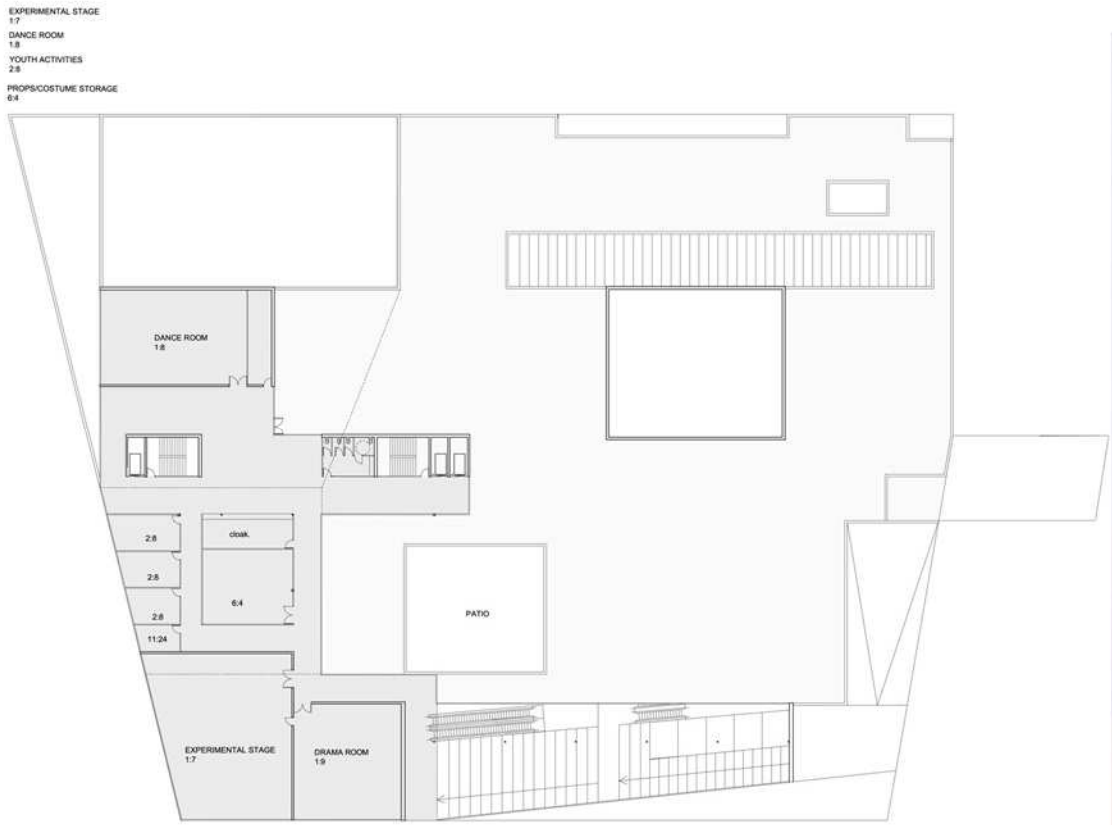
LEVEL 2 1/400

- FOYER 2.1
- WC AUDIENCE 2.3
- ELEVATORS 3.3
- DRESSMAKERS WORKSHOP 5.1
- OFFICE 5.2
- CHANGING ROOMS 5.3
- STORAGE ROOM 5.4
- LAUNDRY 5.5
- DYING ROOM 5.6
- MUSICAL INSTRUMENT STORAGE 6.1
- COSTUME STORAGE 6.2
- PROP STORAGE 6.3
- SCENERY 6.5
- MAKE-UP/MAKE 7.1
- OFFICE 7.2
- WGS 7.3
- LABORATORY 7.4
- STORAGE 7.8
- LIGHTING 8.1
- WORKSHOP 8.2
- OFFICE 8.3
- DUST PROOF STORAGE 8.4
- STORAGE 8.5
- LABORATORY 7.4
- SPEAKER'S ROOM 9.1
- SOUND STUDIO 9.2
- SALARY DEPT 11.4
- INTENDANT 11.21
- CLEANING 11.18
- CLOAKROOM 11.18
- PROGRAMME MARKETING 11.22
- STAGE OFFICE 11.23
- NATIONAL THEATRE 11.25
- THEATRE UNION 11.26
- STORAGE 11.27
- CLOAKROOM 11.28
- WC 11.29



LEVEL 3 1/400

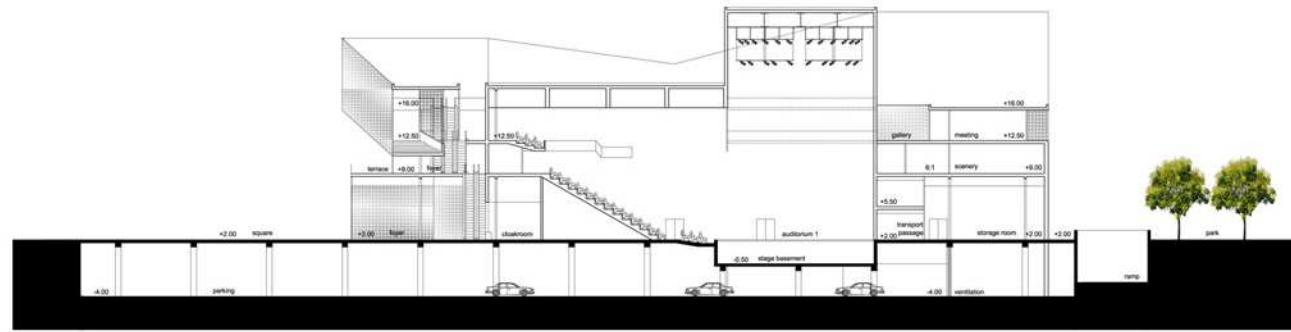
- AUDITORIUM 3 11.5
- AUDITORIUM 4 11.6
- WC 11.2
- GREEN ROOM 4.4
- SALARY DEPARTMENT 11.4
- MANAGEMENT 11.5
- STAFF ROOM 11.6
- MARKETING MANAGER 11.7
- MARKETING DEPARTMENT 11.8
- UNION ROOM 11.9
- STORAGE/ARCHIVES 11.10
- PRODUCERS 11.11
- PLAYWRIGHTS 11.12
- MEETING ROOM 11.13
- MEETING ROOM 11.14
- MEETING ROOM 11.15
- GUEST OFFICE 11.16
- DAYROOM 11.17
- WC 11.29
- PLAYWRIGHTS 11.12



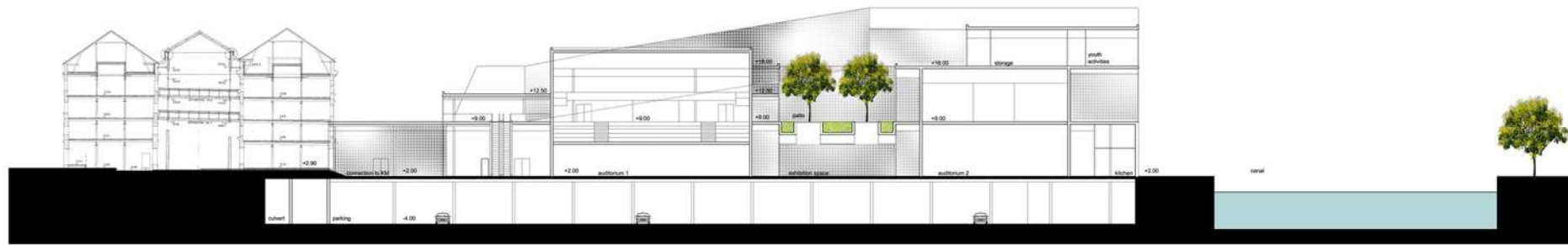
LEVEL 4 1/400



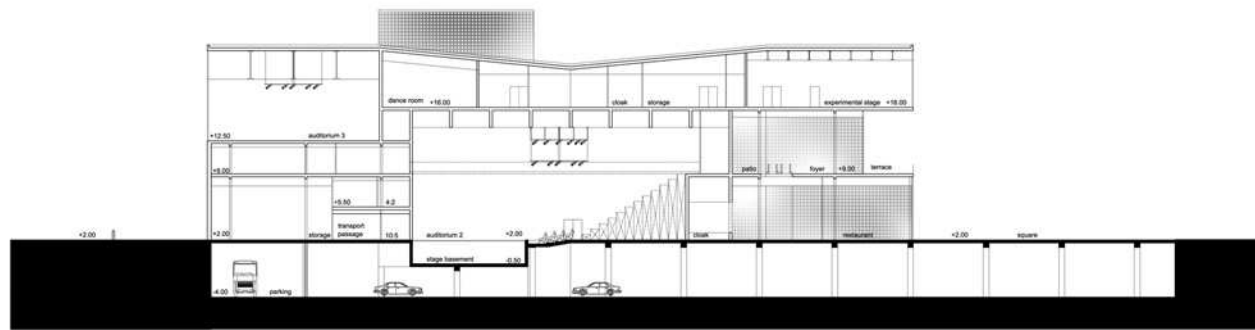
**IRON CLOUD**



SECTION THROUGH AUDITORIUM 1 1/400



LONGITUDINAL SECTION 1/400



SECTION THROUGH AUDITORIUM 2 1/400



VIEW OF THE UPPER FOYER



AERIAL VIEW