**Abstract**

The boundaries between Art¹ and Architecture are blurring once more, as aims and attitudes converge. The once defined categories of art and architecture today merges as Art departs from being mere objects of display within the museum and Architecture is no longer confined to being the crucible that contains art.

This design thesis explores the premises where art and architecture can share the common modes of design: to construct and to inspire. The vehicle for exploration lies in the design of an Experimental Art Gallery, one that seeks to challenge the norms of display in traditional museums and art galleries² and where the art gallery is allowed to free itself of the premises of being a mere container for the content. The radical and controversial nature of experimental art allows artist to move beyond the confines of art frames and wall displays and unto the street. The engagement of the spectator is no longer limited to patrons or visitors to the museums. A wider audience can be reached when the art fuses with its container and its surroundings.

In the spirit of experimentation, the blurring of the boundaries of the program, site and audience underlie the investigation of this design thesis.

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¹ The term ‘Art’ is defined to be all forms of contemporary visual arts – paintings, graphic prints, sculptures, multi media art, installation and conceptual art.

² In a traditional museums and ‘white cube’ galleries, the display of art often lies in a controlled and contrived environment. Sculptures and 3 dimensional art are displayed upon the conventional plinths and 2 dimensional paintings are often framed within a neutral white enclosure. The nature of the art becomes an isolated object removed from the viewer.