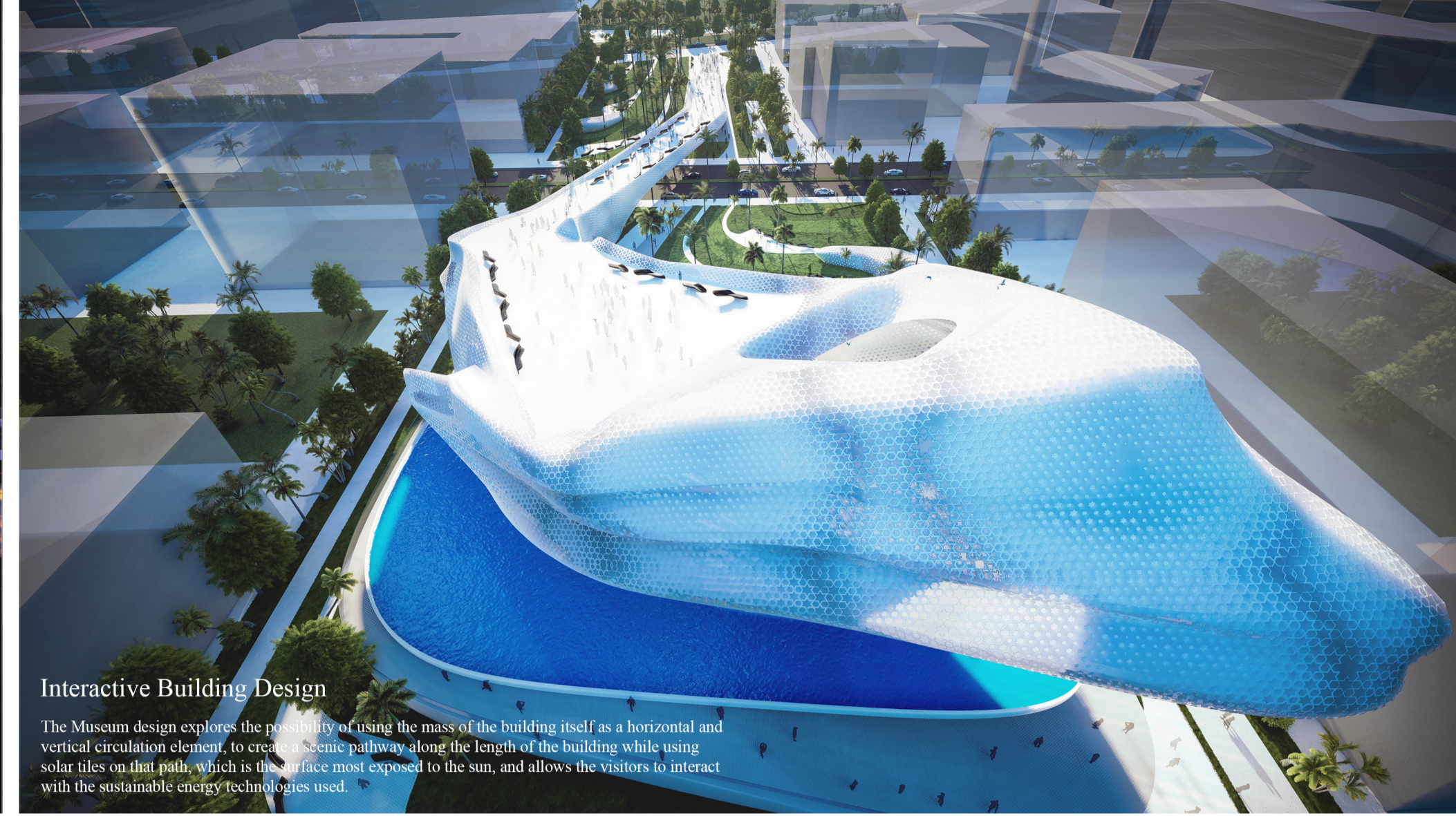




**Impressionable Entrances**  
 There are 4 entrances to the museum, all four are extremely impressionable and memorable. Entrance A is the main entrance which starts from the first site and creates a scenic path over the building. Entrance B is shown in this picture with a giant reflective cantilever mass above and water in every direction. Entrance C is below this water feature with glass ceiling between the entrance and the water feature.



**A different perspective from every angle**  
 The mass of the museum is sculpted to create different scenes from different angles to integrate with the visitors through the public spaces and pathways that show the most unique angles of the mass, and show the sustainable energy technologies used on the mass.



**Interactive Building Design**  
 The Museum design explores the possibility of using the mass of the building itself as a horizontal and vertical circulation element, to create a scenic pathway along the length of the building while using solar tiles on that path, which is the surface most exposed to the sun, and allows the visitors to interact with the sustainable energy technologies used.



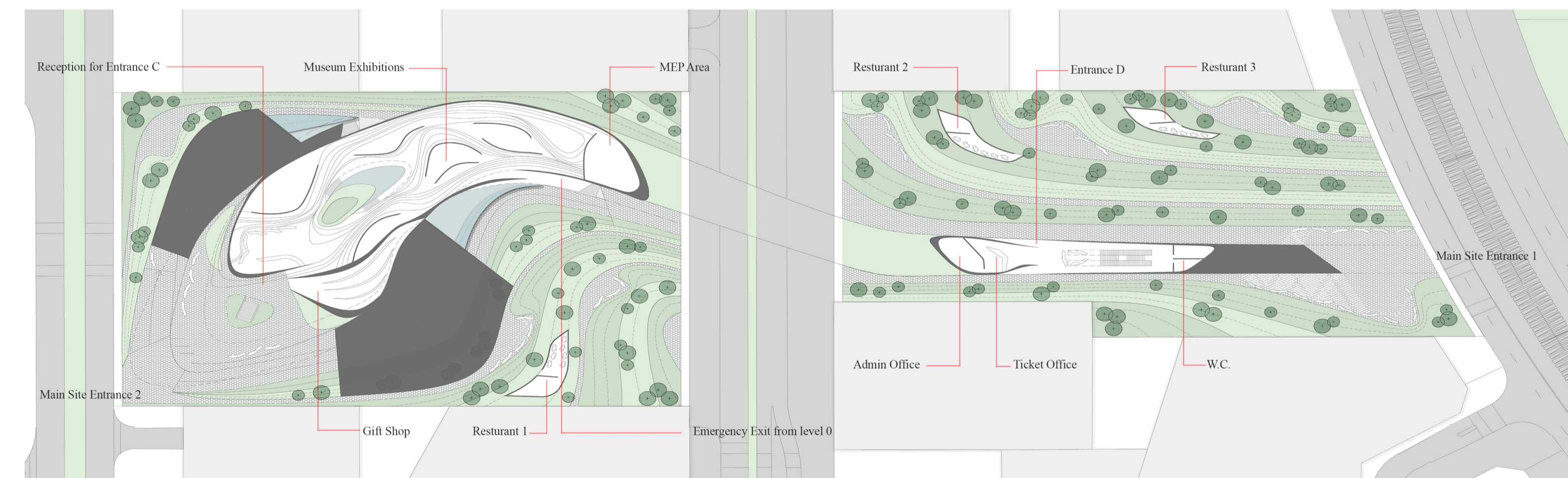
**Parametric Pattern Printed Solar Panels**  
 The mass is clad with printed solar panels where the solar ink is infused on a transparent film and can be added to any building material.



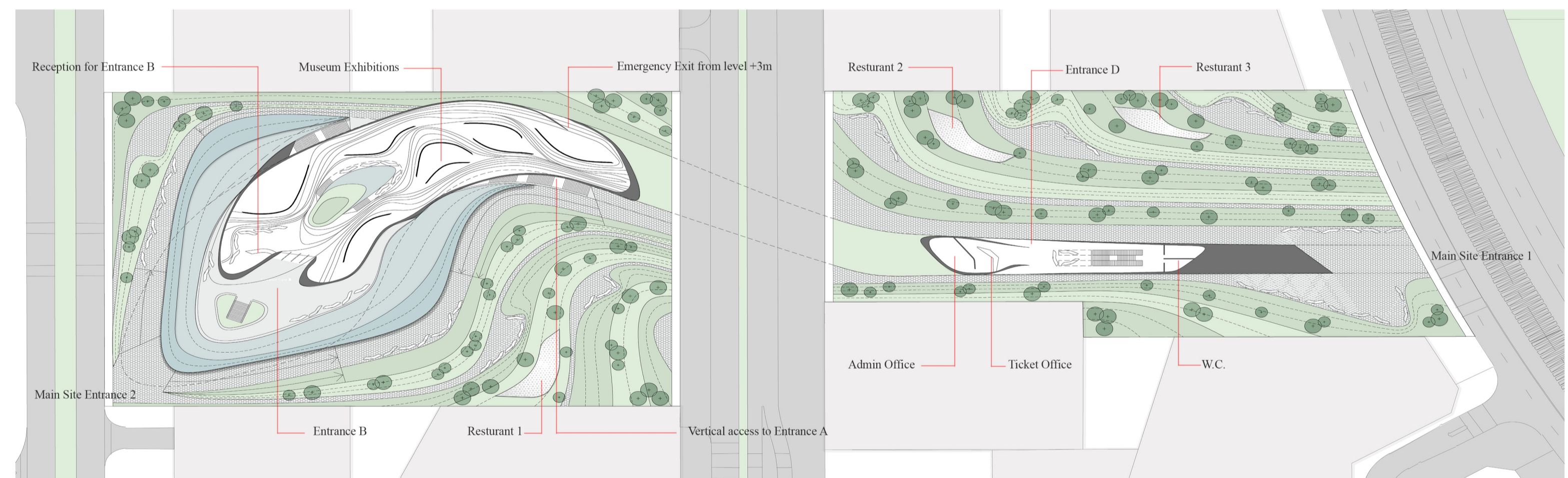
**Art Through Architecture**  
 The mass of the museum is sculpted to stimulate and challenge the minds of the visitors inspired by organic curved found in the natural environment of the desert that gives you the feeling of a lizard on a sand dune soaking in the sun rays.



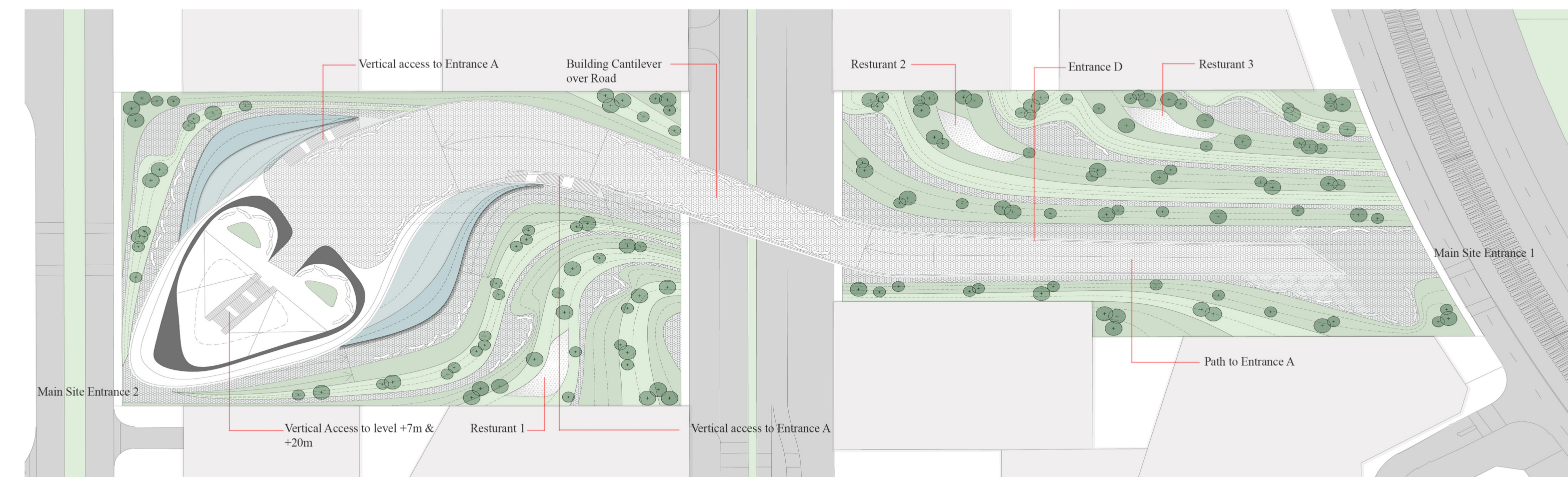
**Iconic Landmark**  
 The Museum is designed to become a landmark of Muscat City, BSC for architecture, but for sustainable technologies that will be displayed all year to promote green and clean energy.



Architectural Plan Level +1.2m



Architectural Plan Level +4.2m



Architectural Plan Level +15.2m



Architectural Plan Level +7.2m