

## Modern approach to the Design of Museums

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**Abstract:** The article discusses the basic principles of designing modern museums. The goals and objectives of the work on museum projects are also given. Also shown are the successive stages of joint work in the design of museums.

**Key words:** architectural and construction project, artistic design, scientific design, design principles, layout, master plan, museum specifics.

### Introduction

The creation of a museum project remains one of the most attractive orders for architects today, because it is in this area that the level of creative embodiment is now observed to a greater extent, and most often the architecture of current museums may well compete with the exhibits located in them. The development of a museum project is a multifaceted event and solves several important tasks at once. In particular, the work on the project of the museum puts forward the task of preserving the rarest and unique exhibits, which requires a very scrupulous selection of equipment for their placement. The design documentation itself reveals how comfortable and exciting the museum will be for visitors. After all, it is necessary not only to show visitors to the museum's collection, but also to create an extraordinary atmosphere that can immerse the viewer in that period associated with the theme of the exposition, and for this you need to think over every little detail.

Today, in such an industry as exhibiting, architects have proposed two main aspects that should be taken into account when designing museums: scientific and artistic. Below you are

invited to familiarize yourself with each of them in detail. Scientific design includes the process of developing the main idea of the exposition, which ensures the unity of the content of the collection of exhibits and the realization of the goals set by their demonstration to the audience.

Speaking about artistic design, it should be noted that here, first of all, such architectural solutions are put forward that are designed to visually embody the main ideas of the exposition and develop a kind of museum design that expresses its theme. The main importance here is the optimal choice of equipment for expositions, which, from the technical point of view, is more suitable for demonstrating museum exhibits, zoning of space, the order of placement of exhibits, etc.

At the same time, the following design tasks are put forward:

1. Acquaintance with advanced and traditional methods of exhibiting, types of museums, operating schemes for organizing movements.

2. Acquaintance with modern means and technologies of using the museum area and the latest types of expositions (interactive environments, video installations).

3. Development of a project for a way of life in a museum, taking into account the fact that nowadays a museum exhibit most often becomes the premises of the museum itself, and not its content.

4. Designing a colorful and vibrant space-planning structure that embodies the theme of the museum.

5. Work on an expressive image that meets the main parameters and the inner content of the museum concept.

The design itself is usually consisting of the following steps.

**Stage I :** A team of authors is determined, the specifics of the museum, the thematic structure of the exposition, the Museum Development Program is being developed for the nearest period and the perspective, the approximate composition and area of premises are developed, the options for city planning, architectural and artistic and shaped direction are being developed. Each architect needs to be taken into account not only the architectural and thematic specifics of museums, as well as all the existing construction conditions, the requirements of the wide audience - its interests and opportunities. The current progress of science and technology, the distinction between the specific conditions for projects leads to the fact that there are often proposals that emphasize certain aspects of the design.

**Stage II:** a design assignment is drawn up, a project with an architectural, structural and technological part is carried out in full, which includes an estimate and a general solution for the design of the exposition.

The project is based on detailed information about the future museum collection and existing design experience. The points of the assignment must be accurate, their detailed consideration can ensure that all project participants make optimal decisions.

**Stage III:** a thematic exposition plan, working documentation of the ongoing project and a draft design for the design of the future exposition are created. The initial concept is detailed and concretized, the issues of the entire program are discussed, which includes the technological, architectural and artistic aspects of the project.

**Stage IV:** demonstration of the project in the layout.

The above general approaches to creating museum projects remain relevant when organizing them at historical sites, preserving their architectural and artistic features.

When a museum project is being developed, the task is carried out in the form of a design sketch showing the design in section. They can be presented in the following forms: mock-ups, 3-D visualizations, sweeps, fragments of the exposition and equipment on a larger scale, axonometry or perspective section. When developing a project, the following work is done:

.1 "Artistic Concept":

- results of pre-design analysis - diagrams, drawings, photos;
- layout of the environment with a built-in sketch layout, m 1: 500
- figurative sketch or relief in the material;
- the text of the project structure.

**2. "Sketch":**

- General plan-1: 1000
- floor plans M 1: 200
- sections M 1: 100
- facades with surroundings (buildings) M 1: 100-1: 100
- layout of the interior (or a fragment of the exposition)

**Finished project:**

The project is implemented on a 100x140 cm tablet. The projections should show the environment of the chosen situation, which makes it possible to assess the scale and correctness of the solution. The means and form of presentation should always reflect the artistic intent of the architect.

When developing projects, the following requirements are imposed:

1. The presence of the concept and its reflection in the project
2. Compositional expressiveness and integrity
3. Functional competence
4. Graphic expressiveness and imagery of conveying the idea.

Thus, the success of a museum exposition of various areas and topics (archaeological, historical, exhibits of fine and decorative arts, weapons, etc.) largely depends on how competently and original thematic expositions

will be presented to visitors. Therefore, the design of museums also requires a large amount of preparatory work in various directions, which can only be performed by a group of highly qualified specialists.

### Conclusion

Contemporary museums are a complex multifunctional mechanism. Therefore, there is a need for collegial design, which proceeds from three main parts of the action program: museum staff are responsible for the functional program, thematic and scientific content of the exposition; architects make design and construction decisions; artists are entrusted with the task of figurative embodiment of the exposition.

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