

Kotor is a historic coastal town settled at the Boka Kotorska Bay on the Adriatic Sea of Montenegro. The city of Kotor is the largest ancient settlement in Montenegro and hosts Illyrian, pre-Roman, Roman, Gothic, Renaissance and Baroque cultures.

The region also has rare natural beauty arising from a nest of the Adriatic Sea and Balkan Mountains. Today, Kotor and its surrounding is one of the famous destinations in this region. Its cultural and natural values have been listed in the UNESCO World Heritage since 1979 and maintained by the UNESCO funds.

The form of the historic center consists of narrow streets, modest city squares similar to coeval medieval settlements. The town walls, the Castle of San Giovanni, historic cathedrals and churches are listed buildings that define the silhouette of the city centre.

After holistic understanding of the region, the project site is assessed. The site is located at 3km-north of the Kotor city center, inner the Kotor Bay. The site is on the southeast aspect. Local references in harmony with nature have been chosen to promote the functional needs of the project during the design of the complex; using Mediterranean and Montenegro architectural inspirations aimed to achieve a genuine design.

One of the main input during the mounting of the project was the slopes of the plot reaching %25 at its highest. A and B blocks housing the hotel and commercial areas as restaurant, café and studio have been located close to the road to benefit from the access, service and visual perception whereas other accommodation units have been located on the slopes taking advantage of the declivity so as not to obstruct one another's view.

The Hotel has a total of four floors, ground floor and 3 guest floors, and 2 basement.

The guest floors have a total of 130 rooms. The rooms on the left and right wing are on the edge of the façade so that they can benefit to the maximum from the view and most of the rooms are implemented to face the view.

It has been planned that the guest are going to spend most of their time in the open air. Wide, retractable, transparent façade elements will provide light, airy internal spaces to the common areas and a continuous multi-directional relationship with the external areas. The restaurant, Lobby bar and spa areas organized parallel to the sea can spread towards the terrace, the open-air pool and external activities. Terraces which strengthen the relationship of the building with outside are covered with a large canopy providing partly shaded open areas. The building is open to the external areas from many aspects and there is a space set up enhancing the relationship between inside and outside.

The complex will provide a new animation to Kotor and Prčanj region with its location and capacity. The use of the complex outside summer season is planned with the use of a big health club and dividable meeting rooms for conferences and meeting activities. Thanks to these additional amenities the hotel will be operational four seasons with health and meeting activities outside holiday tourism. The health club can be reached from guest floors with a direct lift as well as from the lobby area for outside visitors.

The service ramp of the hotel is placed in the opposite direction of the main entrance and car-park ramp, thus avoiding users and service cars to cross each other. The 1.st basement of the hotel is occupied completely by service and technical areas. The hotels receiving area and energy center is in the loading area at the end of the service ramp.



SILHOUETTE 1/500



SITE PLAN 1/500

The 2.nd basement floor of the hotel has been planned as carpark for the hotel and other block guests. There is a buggy park area for users leaving their cars and needing to reach their accommodation units and room services and food services from the hotel side. As they are located in a Unesco protected area and due to the construction conditions of the region, it's been decided that no mechanical device would be placed on the roof of the hotel or other accommodation buildings.

Except the main hotel building, 6 other commercial and accommodation buildings have been planned. All blocks have been organized parallel to the slope so as to minimize the disturbance to the soil and avoiding as much as possible that they block each other's view. Forward and backward movements both on the façades and on block basis and terracing helped creating attractive effects on the silhouette.

As A block is nearest to the road, café and restaurant units have been planned for both hotel guests and people coming from around. On the upper floors there are art gallery and similar commercial areas for the investor to decide upon later. B block houses units to back up common areas from the hotel. Main restaurant, a-la-carte and a fish restaurant for local cuisine are located on the ground floor. Fitness and a studyo have been planned on the upper floor.

Accommodation units are located in C-D-E-F blocks. Living areas of each unit are planned on the front façade, as wide terraces and balconies have been created in front of each unit.Gabled roof and dark red terracotta roof tiles have been used in the accommodation units as local reference.

