

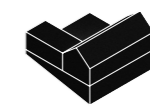
Design Guidelines

GUIDELINES

01. Room configuration: Cross with core.



01.



02.

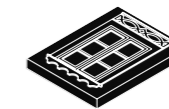


03.

02. Materiality: Variations in texture between levels.

03. Volume: Terraced volumes, the ones on top larger than the ones below.

04. Perforation in wall: Plasticity, additive, decorative.



04.



05.

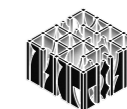


06.

05. Detail: Repetitive patterns, smaller parts, quadrant and arc.

06. Interior: Slim gap, wall texture, plasticity, light in front and above.

07. Detail: Decorative entrances, simple structures with decorative fillings.



07.



08.



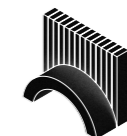
09.

08. Materiality: Multiple textures in the same material.

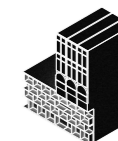
09. Detail: Decorative ending.

10. Meeting with ground: Man-made submissive to nature, perpendicular vs organic.

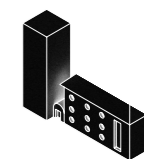
11. Volume: Divided volume with scattered facade.



10.



11.



12.

12. Volume: Clear separation of functions. (Joined by an entrance).

13. Volume & Materiality: High contrast relief in the facade and additive levels

14. Materiality: Blocks, additive, defined textures through subtraction.



13.



14.



15.

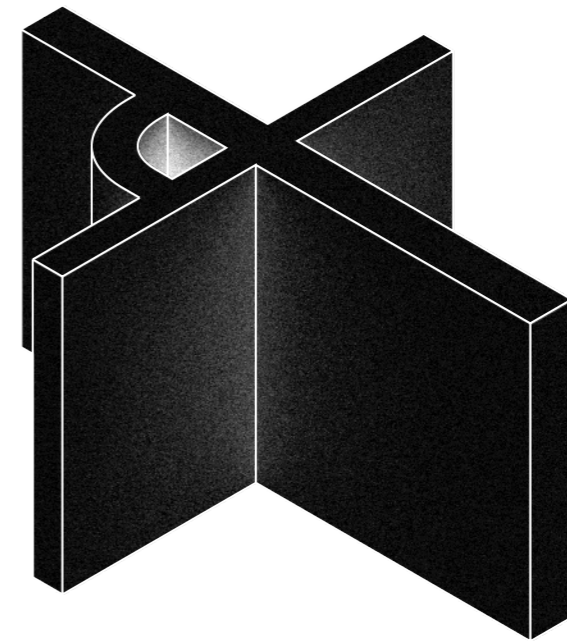
15. Volume: Visible production.

Introduction

From the previous steps evaluation was made based on their compiled qualities. The evaluation led to fifteen design guidelines based on the paraphrases from each reference. Each guideline is representative for each original reference, the chosen paraphrase to illustrate the design guideline is the one that represent the guideline the best. In some cases all of the paraphrases were used to form the guidelines.

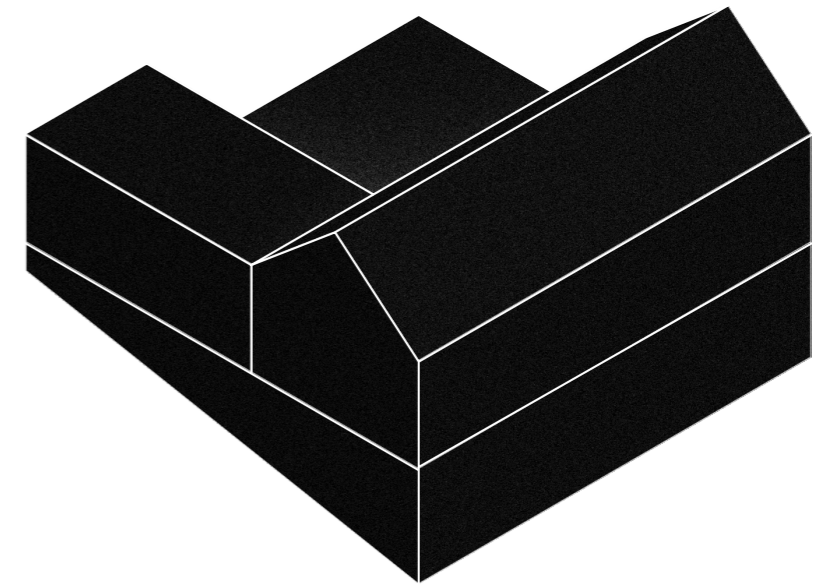
01.

Room configuration: Cross with core



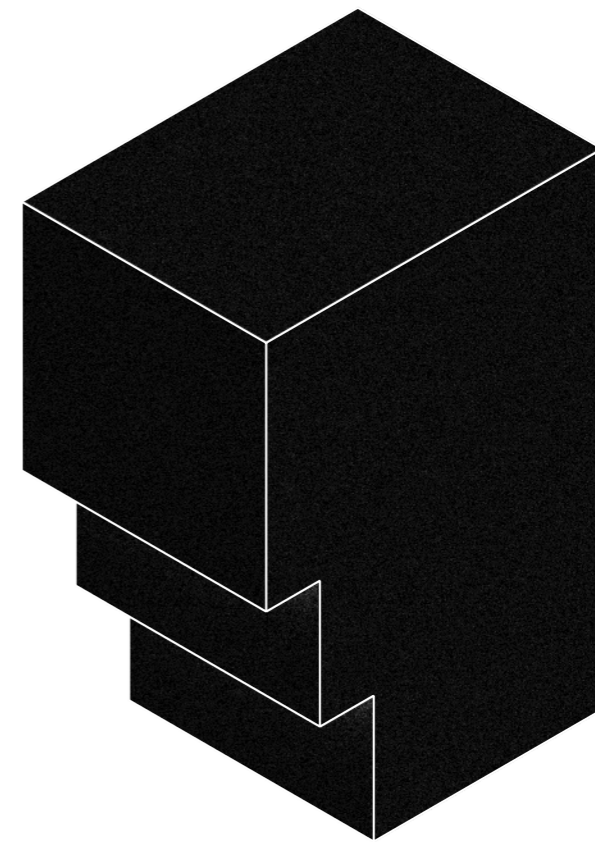
02.

Materiality: Variations in texture between levels.



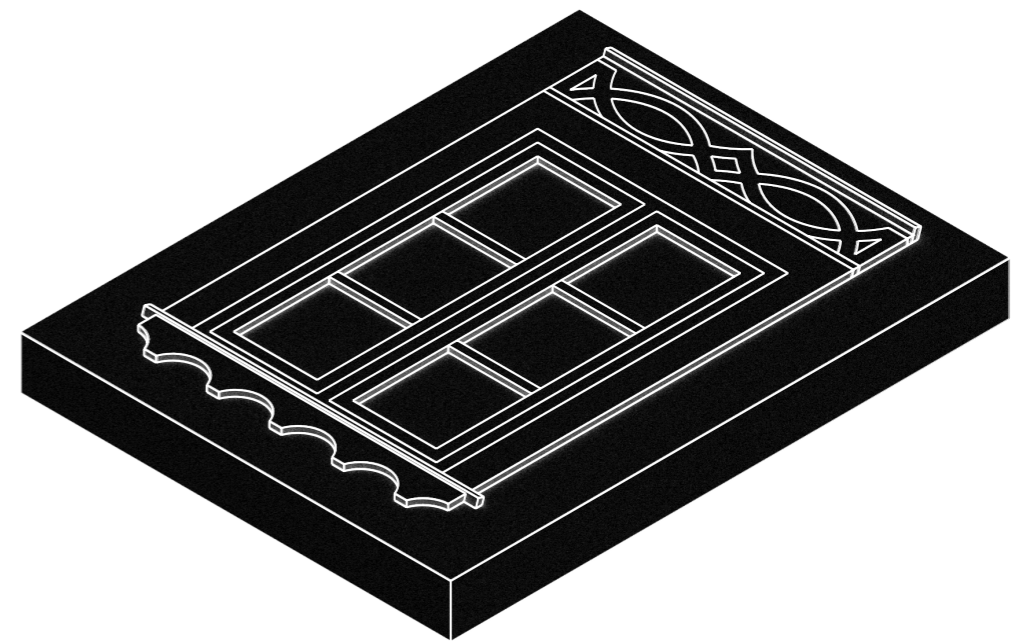
03.

Volyme: Terraced volymes, the ones on top larger then the ones below



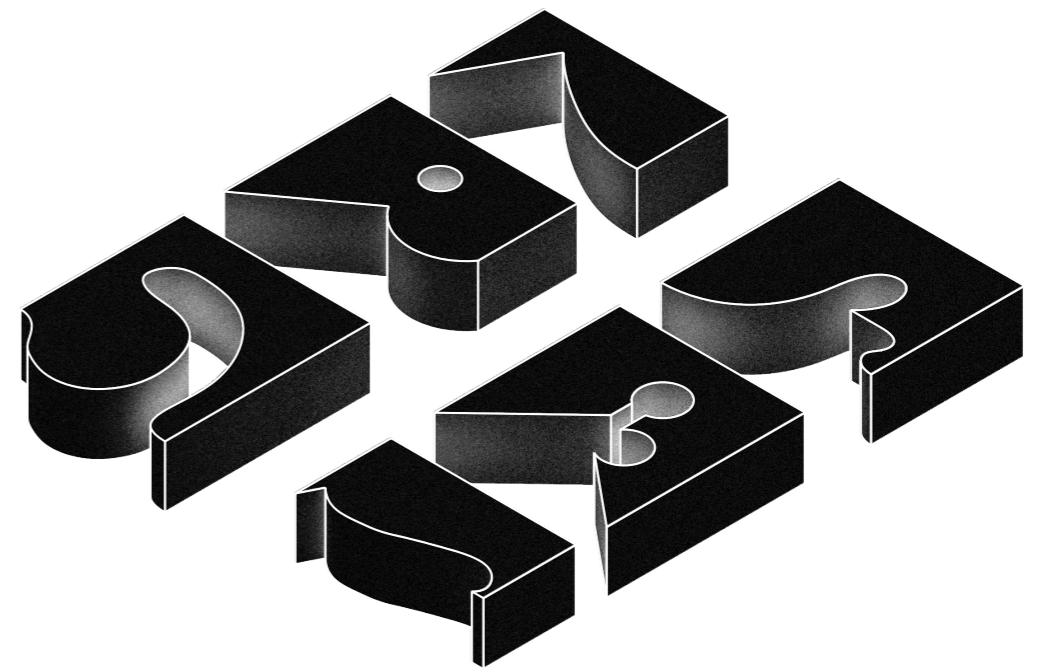
04.

Perforation in wall: Plasticity, additive, decorative



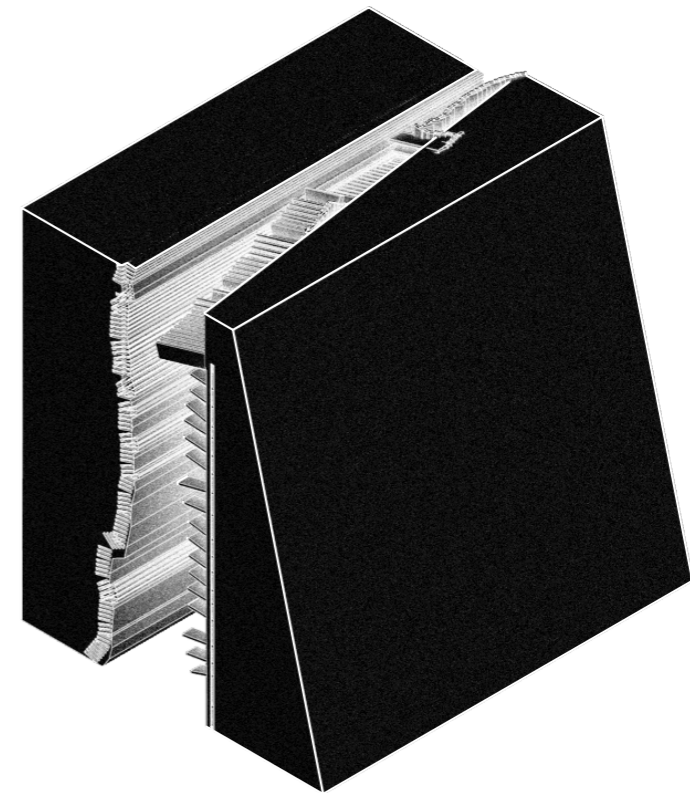
05.

Detail: Repetative patterns, smaller parts, quadrant and arc



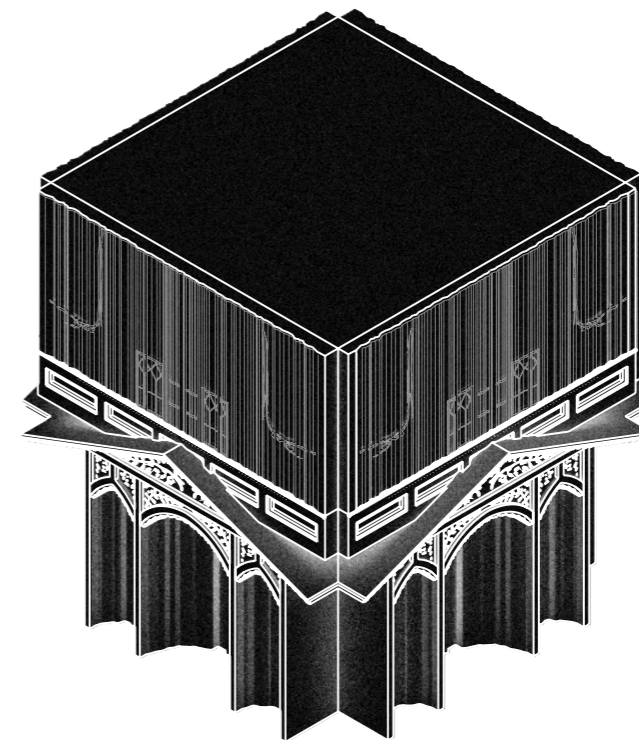
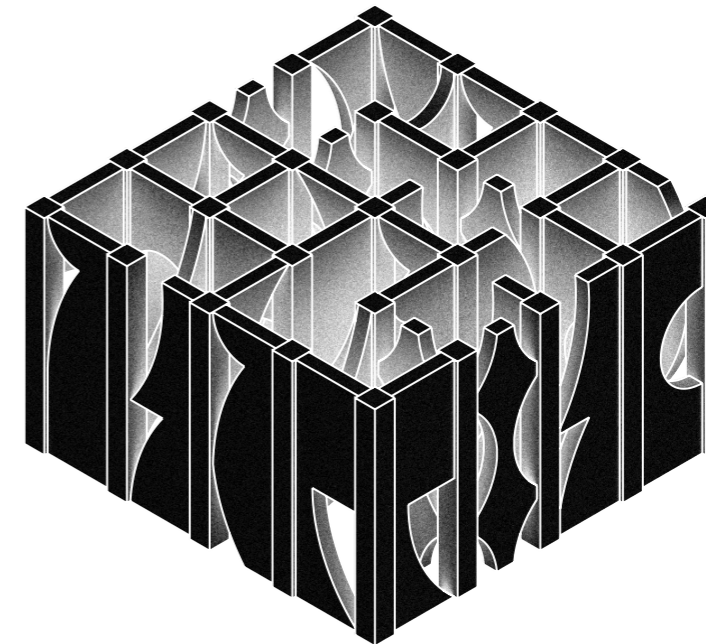
06.

Interior: Slim gap, wall texture, plasticity, light in front and above



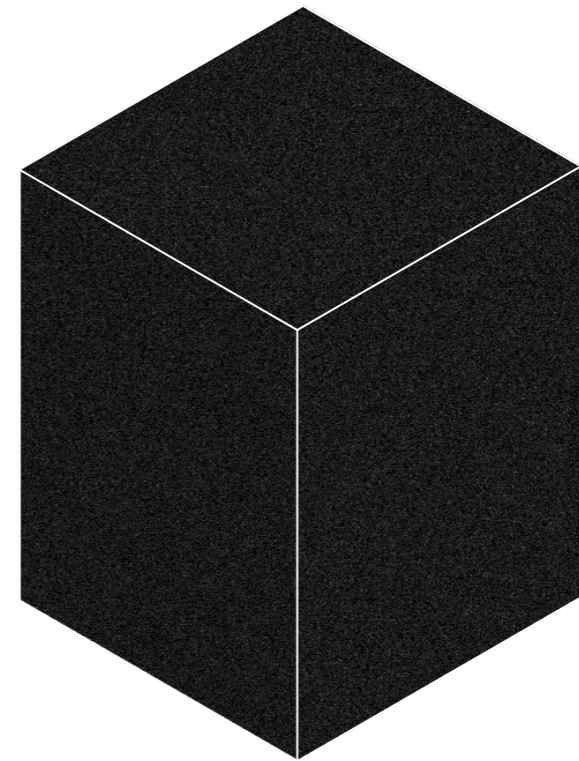
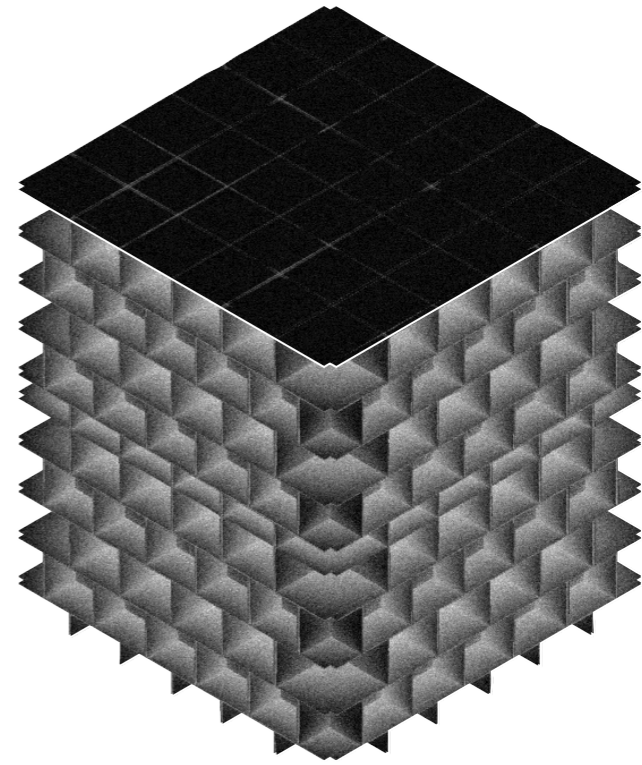
07.

Detail: Decorative entrances, simple structures with decorative fillings



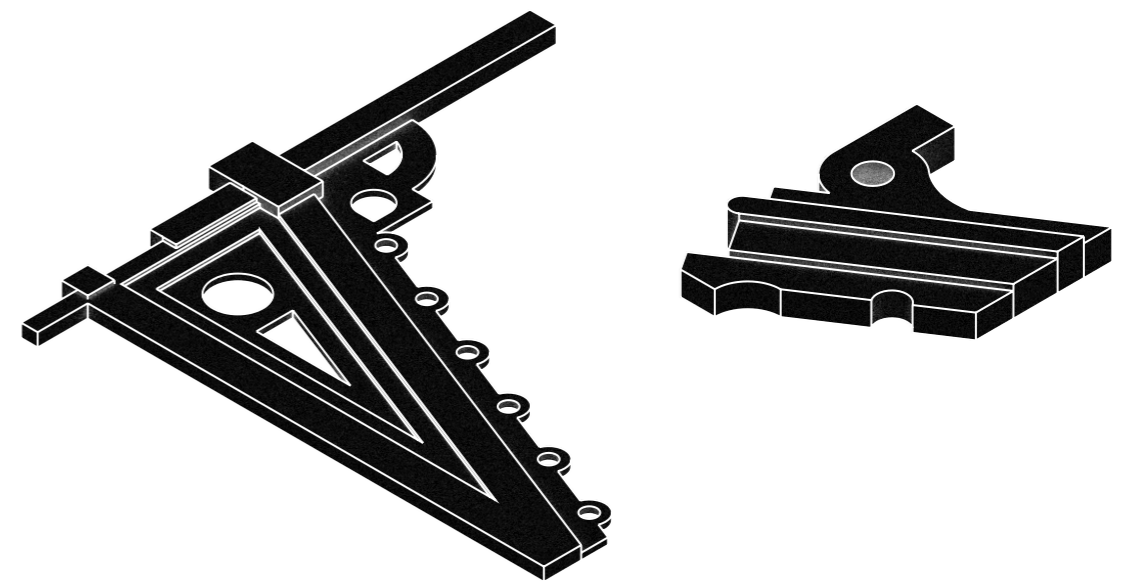
08.

Materiality: Multiple textures in the same material.



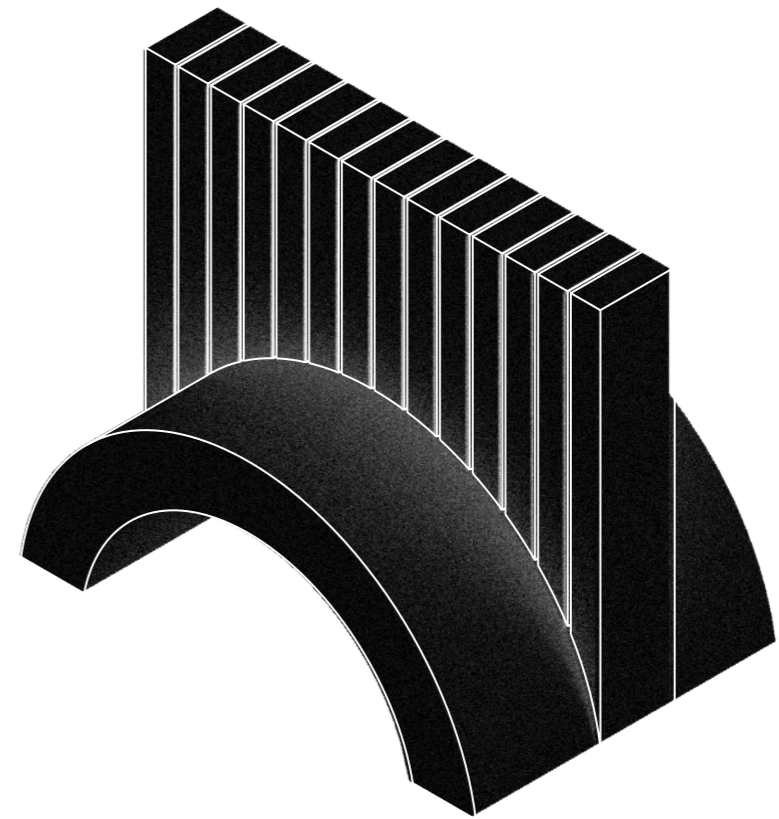
09.

Detail: Decorative ending



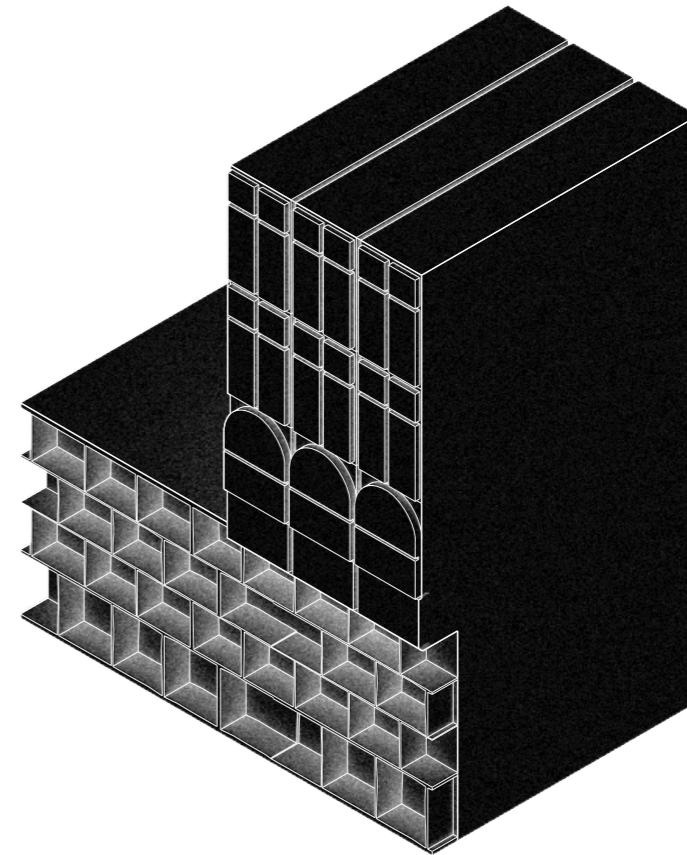
10.

Meeting with ground: Man-made submissive to nature, perpendicular vs organic.



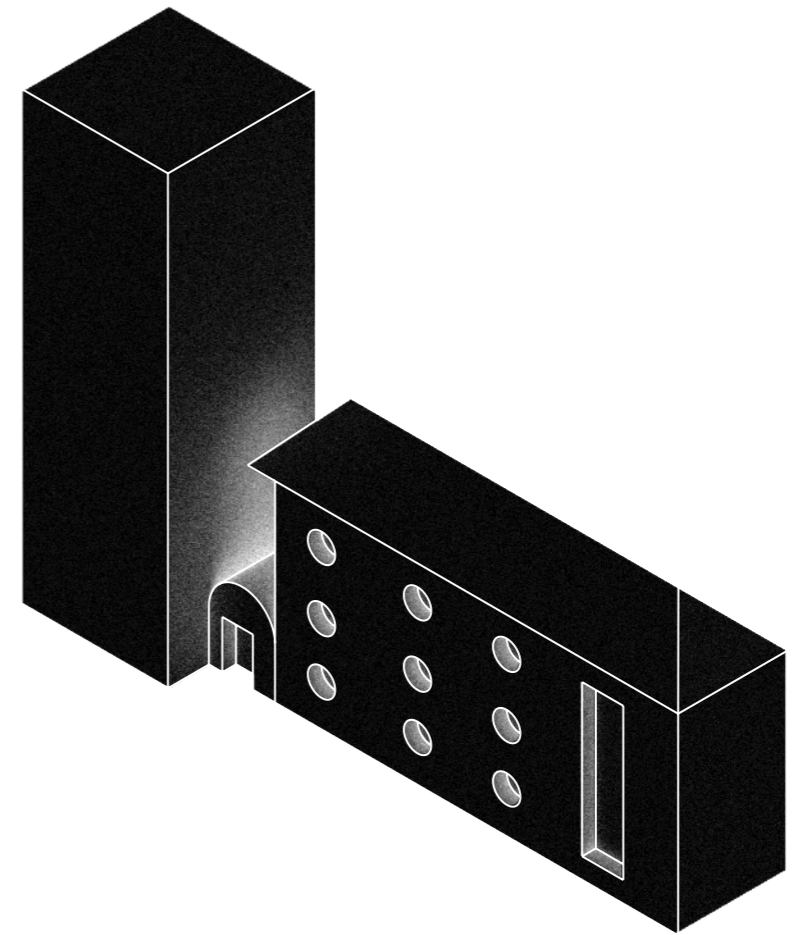
11.

Volyme: Divided volume with scattered facade.



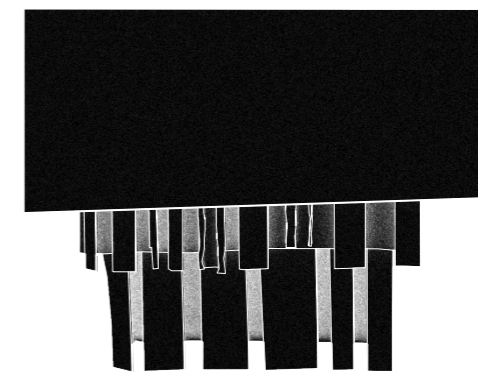
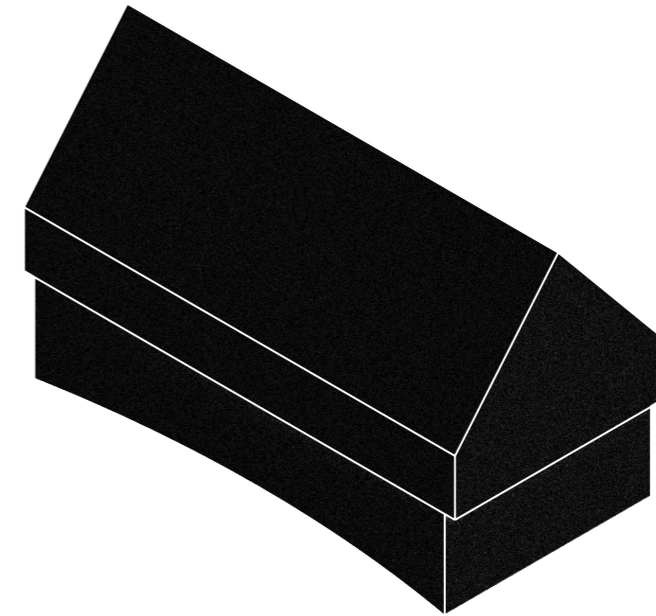
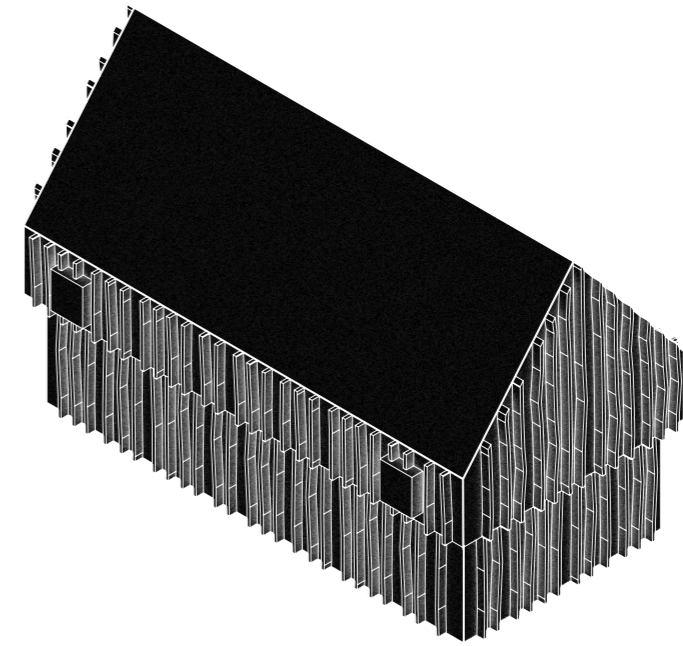
12.

Volyme: Clear seperation of functions. (Joined by an entrance).



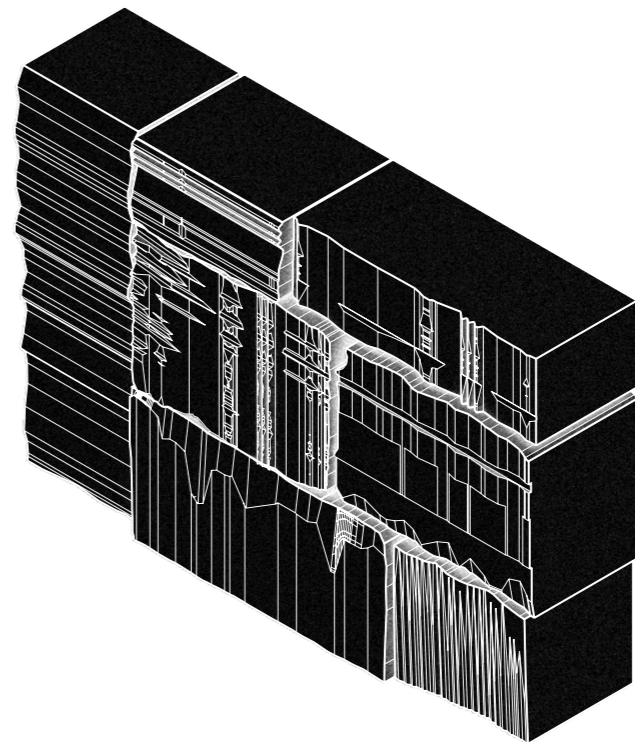
13.

Volyme & Materiality: High contrast relief in the facade and additative levels



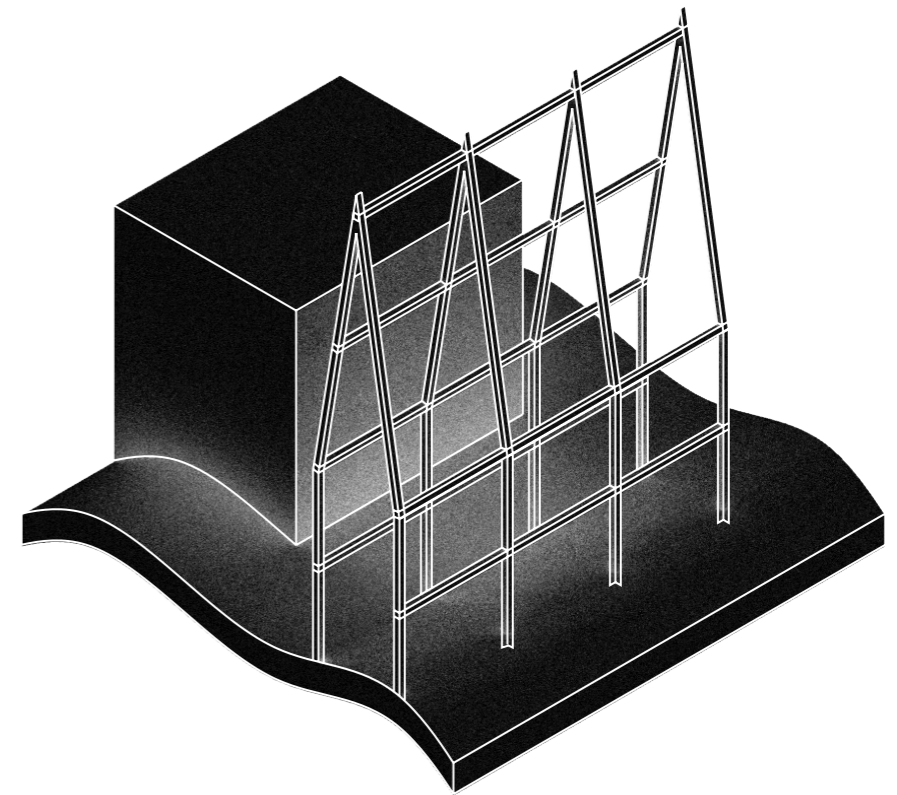
14.

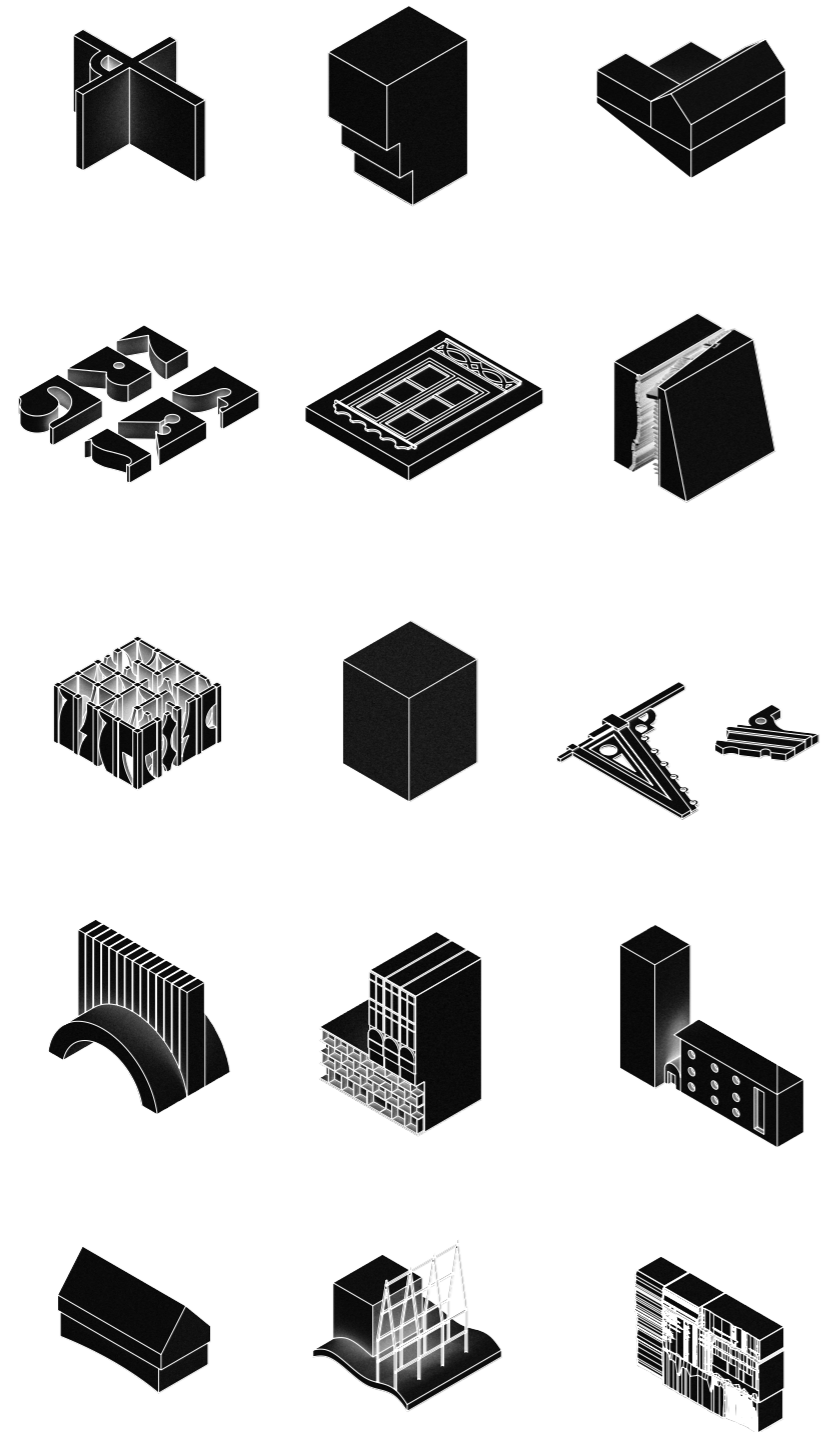
Materiality: Blocks, additive, defined textures through subtraction.



15.

Volyme: Visible production.





Reflection

The design guidelines is product of a process were the initial references has been altered into paraphrases and given a digital and casted 3D shape. The guidelines was then formed and used throughout the project. These guidelines is a result of a subjective process and would therefore change if any of the perimeters were to change or maybe even if we did it again. This was the original intent with the process; that the result isn't a stagnate result that could be used again but keep the personal relationship to the region.

