

Knutpunkten Kajen

The Dock

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Orust



Local context



Main road proximity / central position on the island ◯————> How to take advantage of this privileged position?

An island on an island - car dependent ◯————> How to create links between the building and the landscape?

Analysis

Site

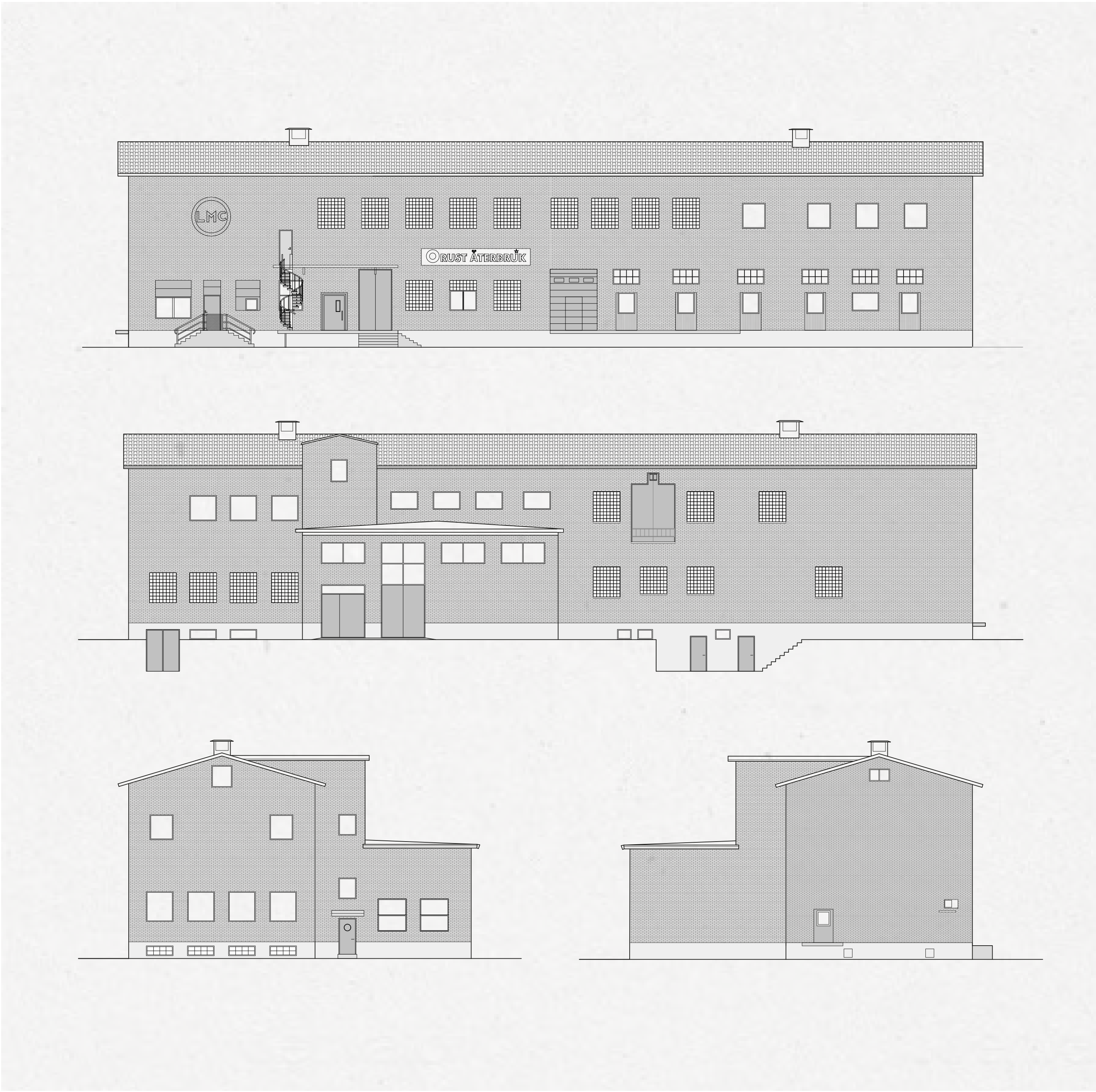


Touristic island but site in a rural environment



How to make it stay a rural and local project?

Building



Well known dairy factory on Orust - historic values



How to transform the building while respecting its history and identity?

Difficult to orientate in the building



How to clarify, organize and connect the architectural spaces ?

Stakeholder quotes

"Practical examples of what the hub might include are **neighborhood offices, bike kitchens, and space for culture**, allowing the building to be activated at different times of the day and year."

- Kia Nordqvist, Member of the municipal executive board (Swedish Green Party)

"Another suggestion is having a wholesale store where the **local food** and products are stored and accessible for locals to buy. The need for such a corporation/function is noticeable."

- Vibs Sohlberg, Slussens Pensionat

"There are many at Orust who start companies based on hobby interests. A **common office space** provides a greater opportunity for the ideas to flourish and develop."

- Margareta Andersson, Orust Återbruk

"**Tourists** could boost incomes during summer, **locals** could have access all year."

- Richard Karlsson, Planning office Orust

"It needs to be **easier to park**. And **walk around** the building"

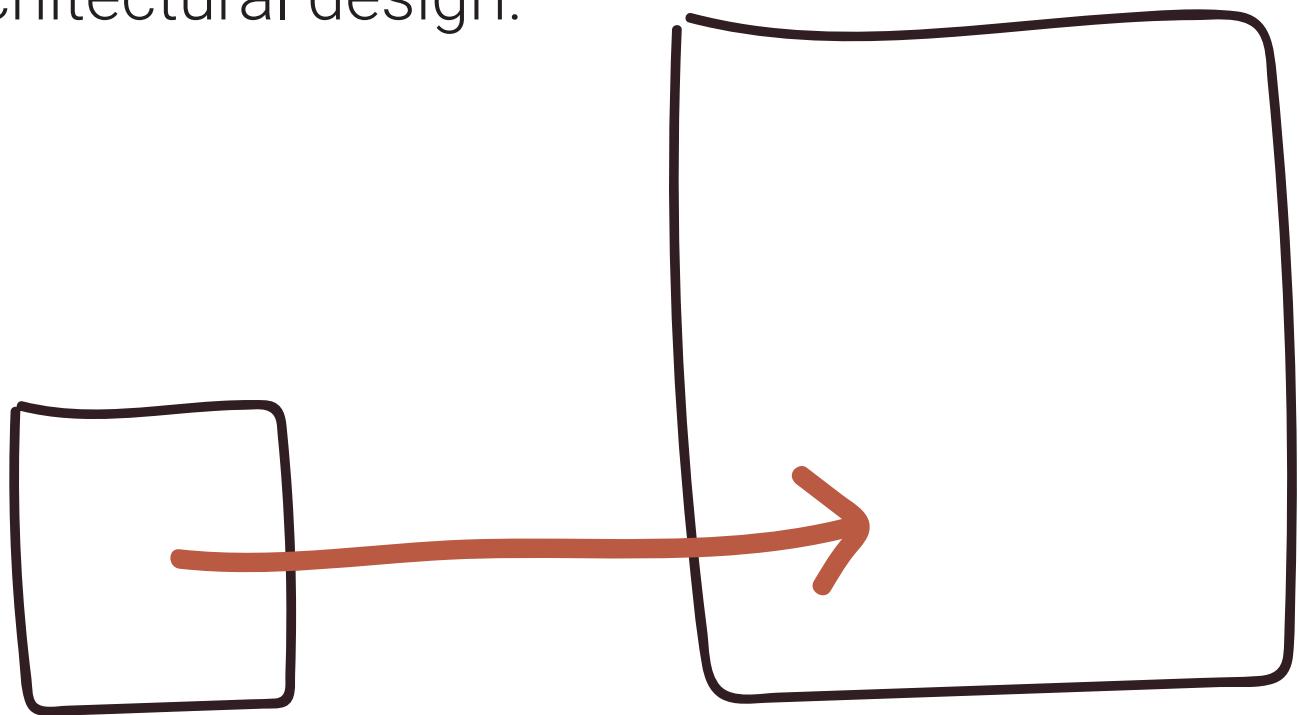
- Margareta Andersson, Orust Återbruk

"When you live in the countryside, you want **proximity to buy locally grown food** without having to go that far. The building is located in the middle of the island close to the road 160 and would be suitable for this kind of function."

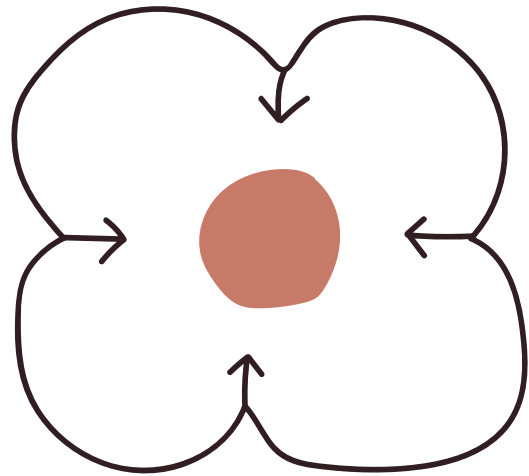
- Richard Karlsson, Planning office

SMALL CHANGES BIG IMPACT

Keep the project realistic, relate to the rural context and scale. Both in the program and in the architectural design.

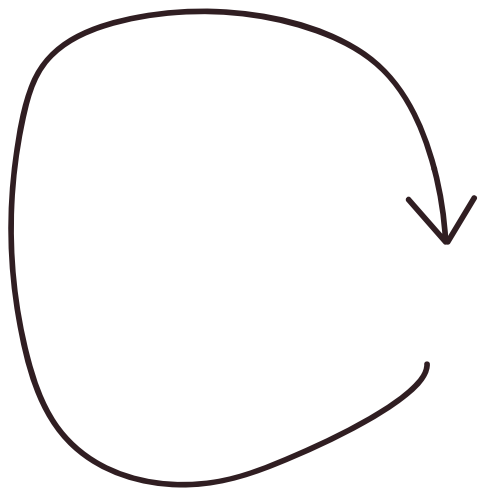


CONNECTION TO LANDSCAPE



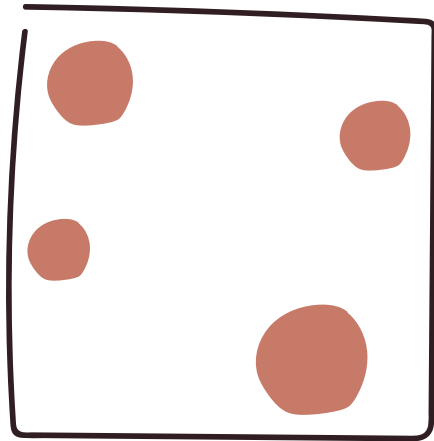
Bring nature closer to the building

CIRCULARITY



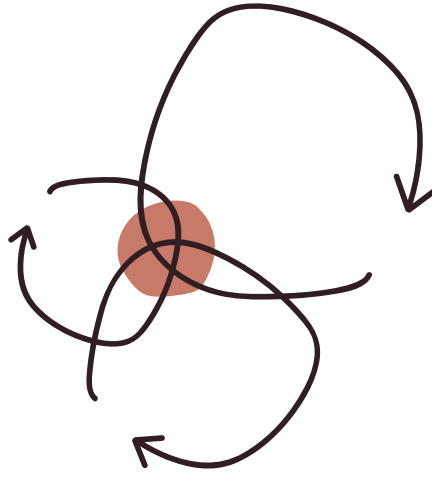
A new circular building for an existing circular program. Keep but improve.

FRAME



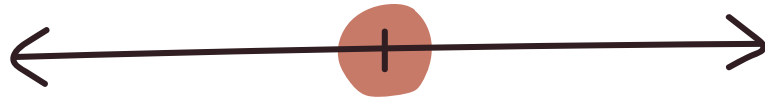
A structured space to articulate the multifunctional program and social exchange.

MEETING SPACES



Create meeting places where the program functions meet.

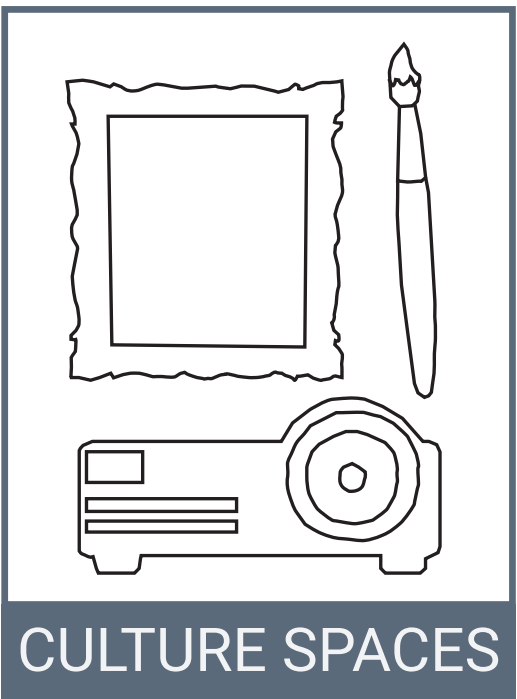
HISTORIC CONNECTIONS



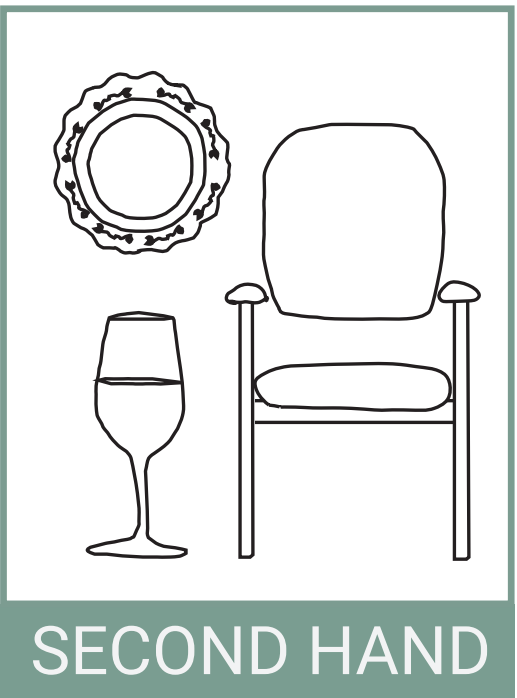
Relate to old building parts in the transformation.

Program

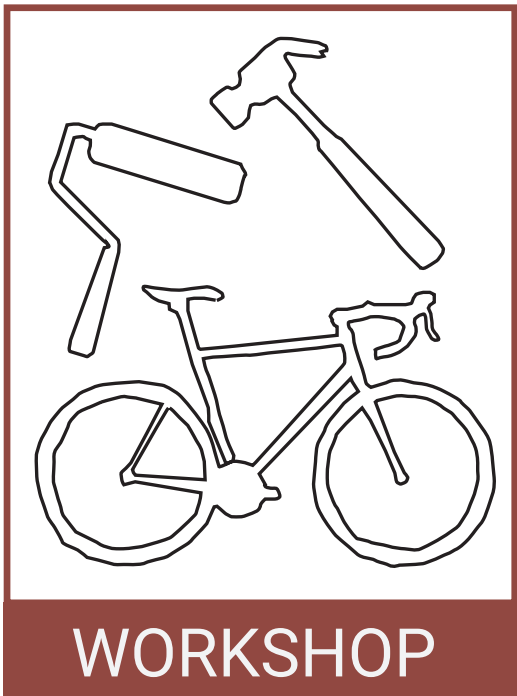
EXISTING PROGRAM THAT WILL BE DEVELOPED



- Developed exhibition space
- Auditorium/film viewing room
- Meeting rooms
- Kitchen in connection



- Only using ground level space
- Developed store in connection to café
- Staff spaces



- Larger space on ground level
- Easy access and connections
- Available for construction work in the building, bike repair

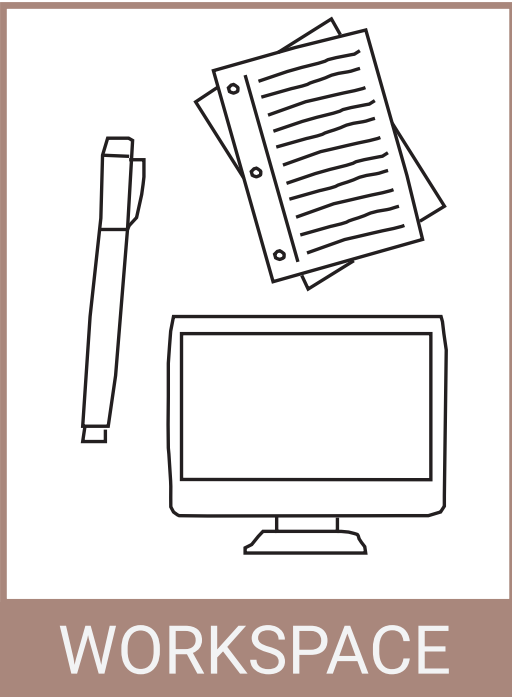


- Large and light indoor space assigned for food market

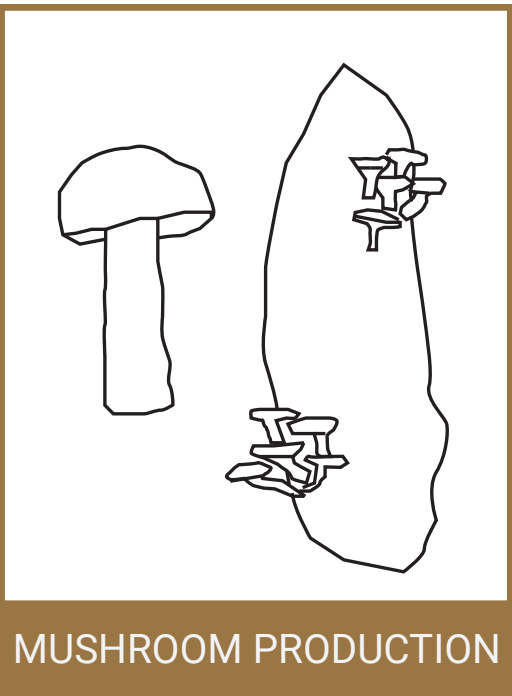
PROGRAM ADDITIONS



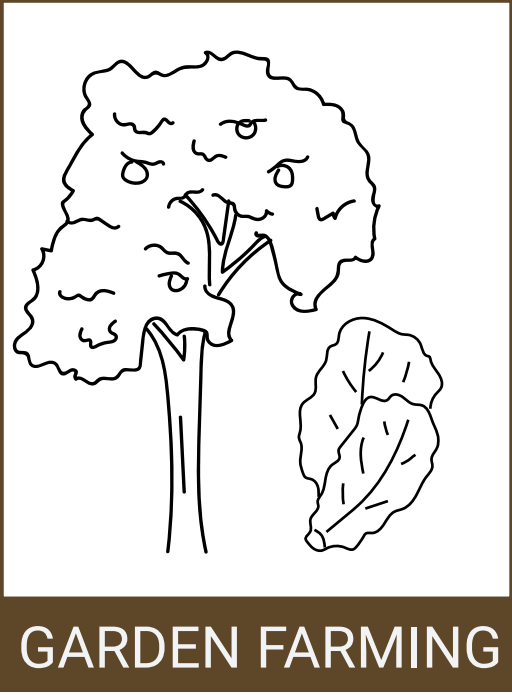
- New bakery and café
- Possibility to have a separate entrance
- Staff spaces



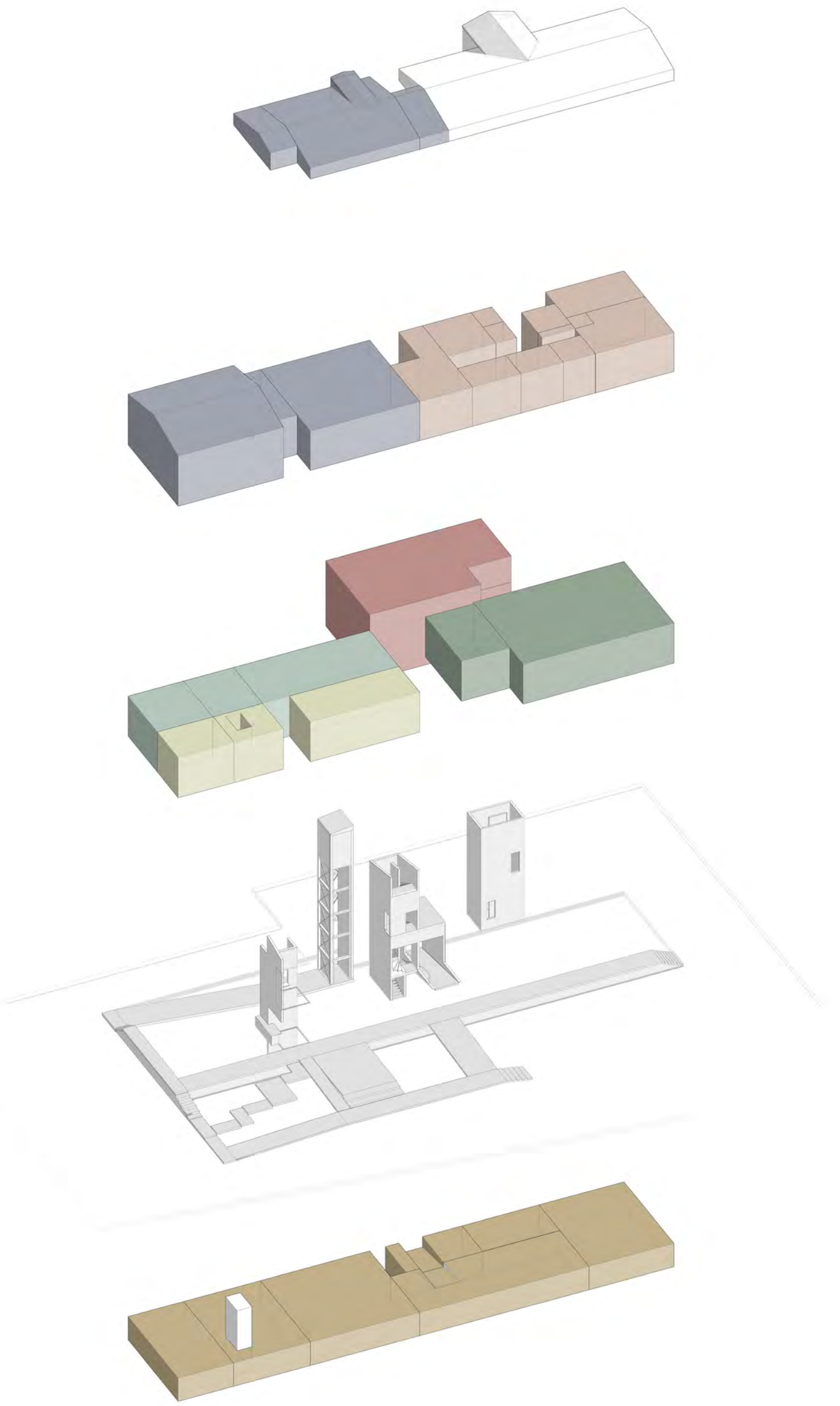
- New office / meeting rooms
- Kitchen and lunch room
- Accessible



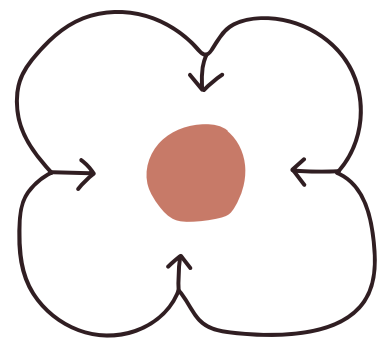
- Mushroom production in the basement
- Accessible



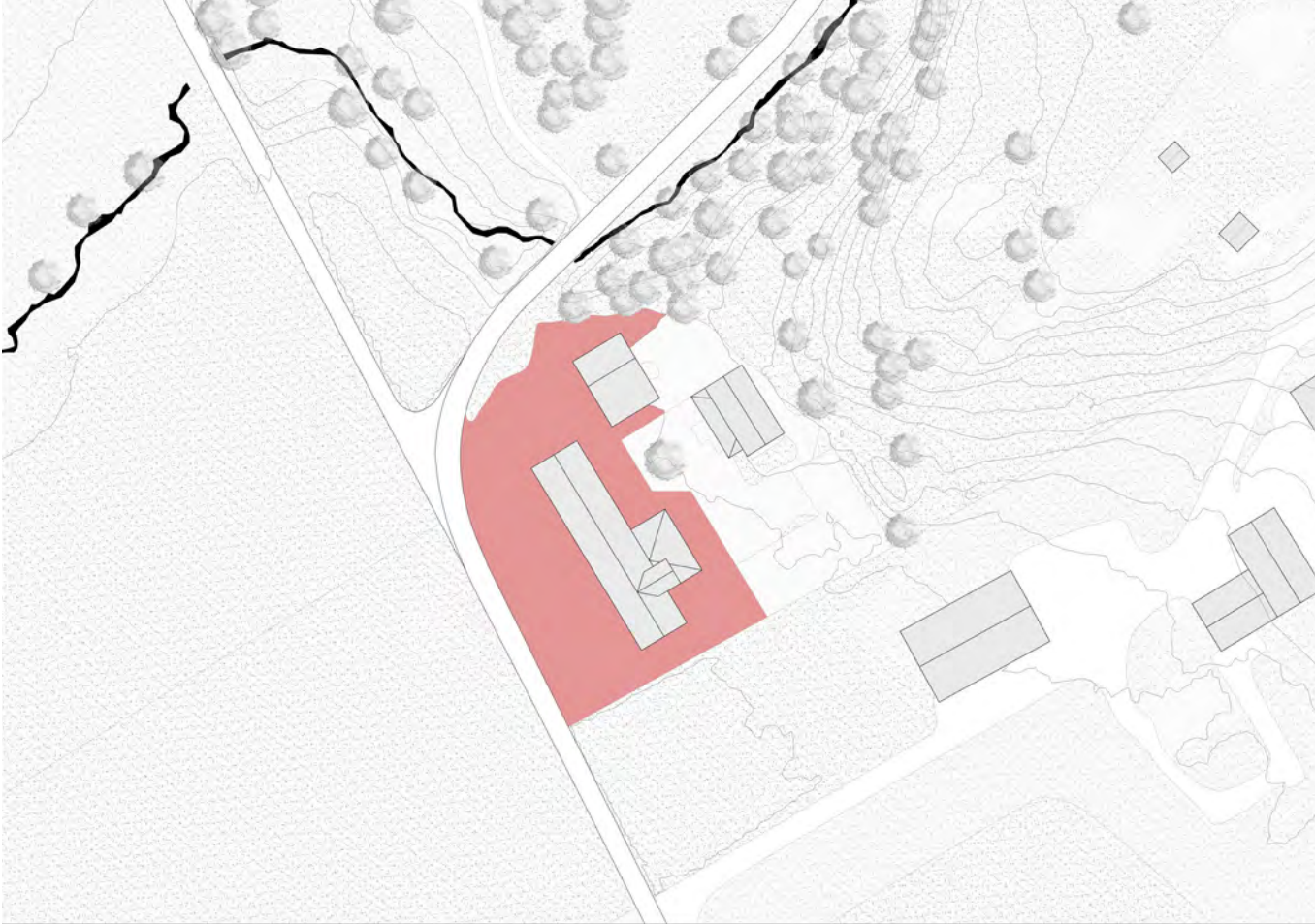
- Vegetable farm and fruit trees



Strategies - site

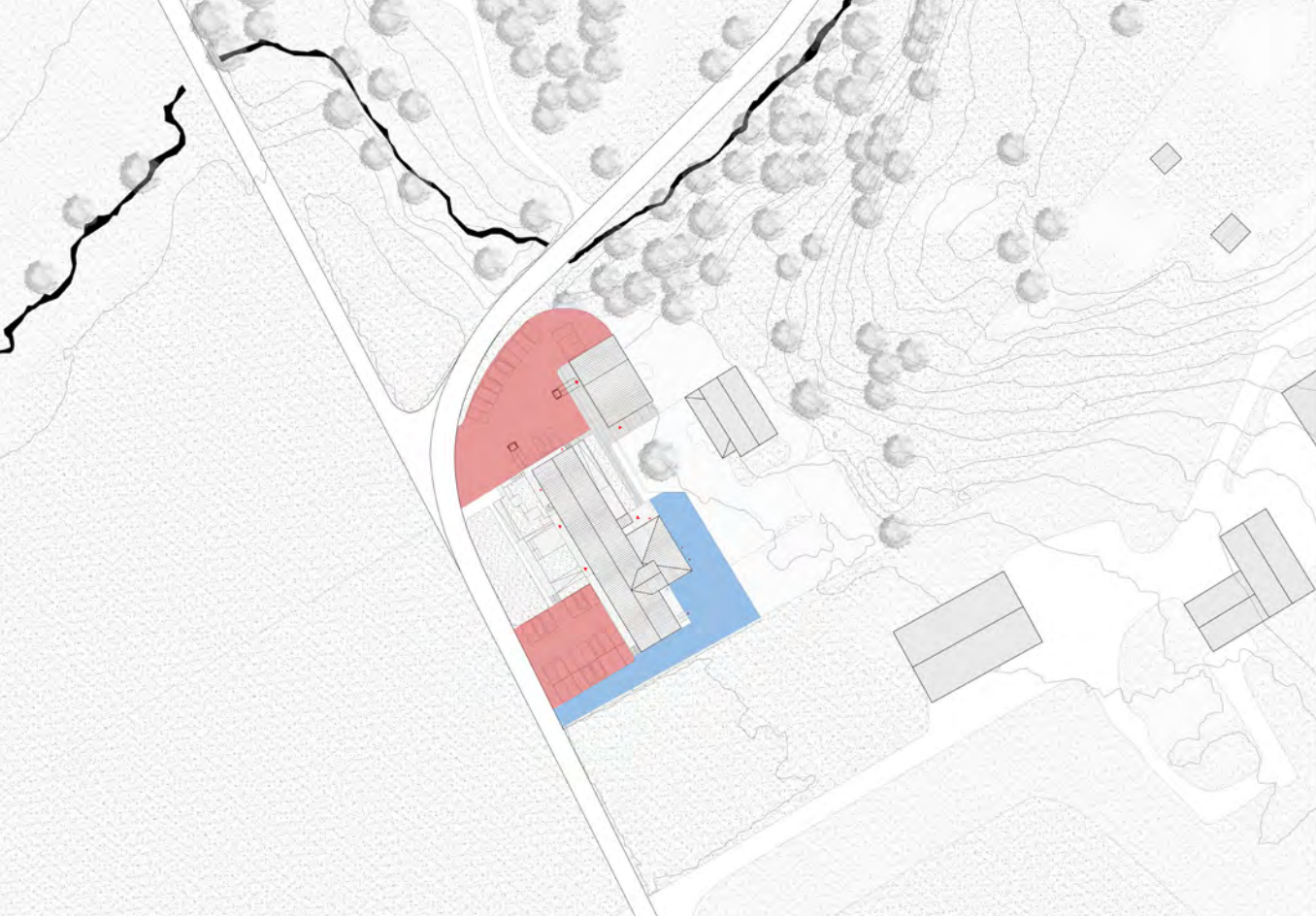


LARGE ASPHALT AREA, UNSATISFACTORY PARKING SPACE



CURRENT

STRUCTURE THE PARKING SPACE, ADD SEPARATE SPACE FOR BIKES



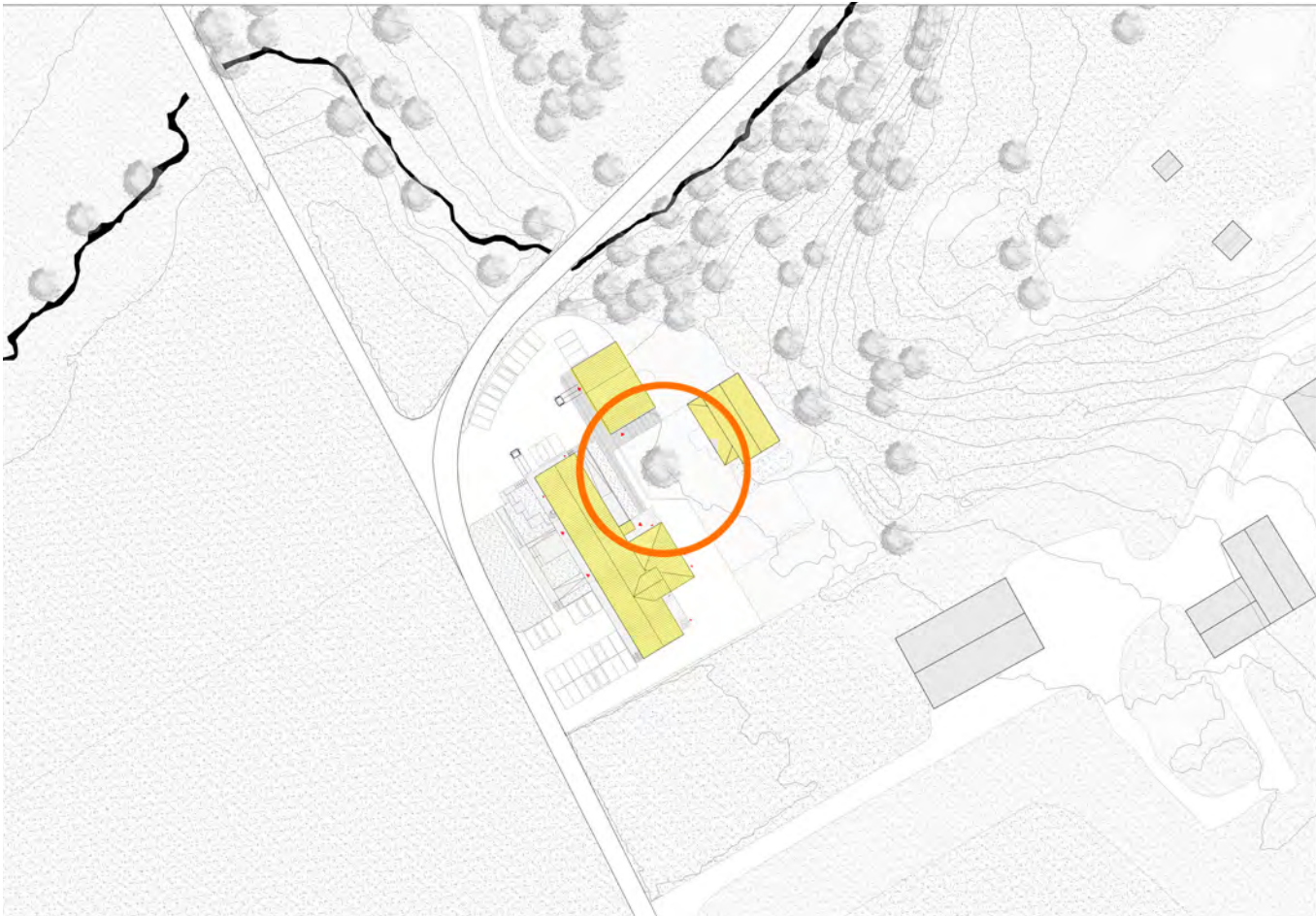
FUTURE

FRONT AND BACK OF THE BUILDING IS DISCONNECTED
THREE SEPARATE BUILDINGS ON SITE



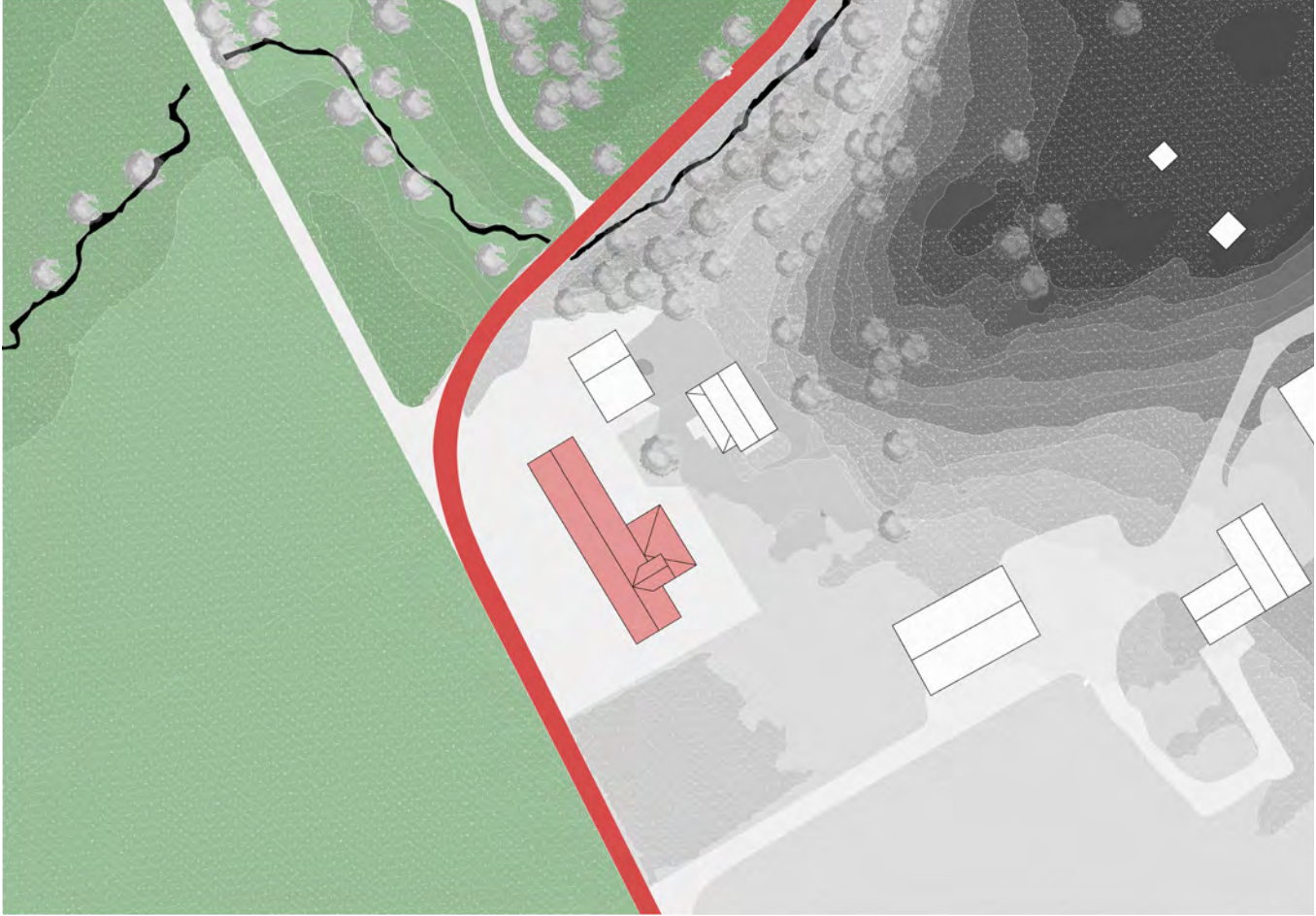
CURRENT

CONNECT THE FRONT AND BACK
CONNECT THROUGH A FARMYARD PRINCIPLE



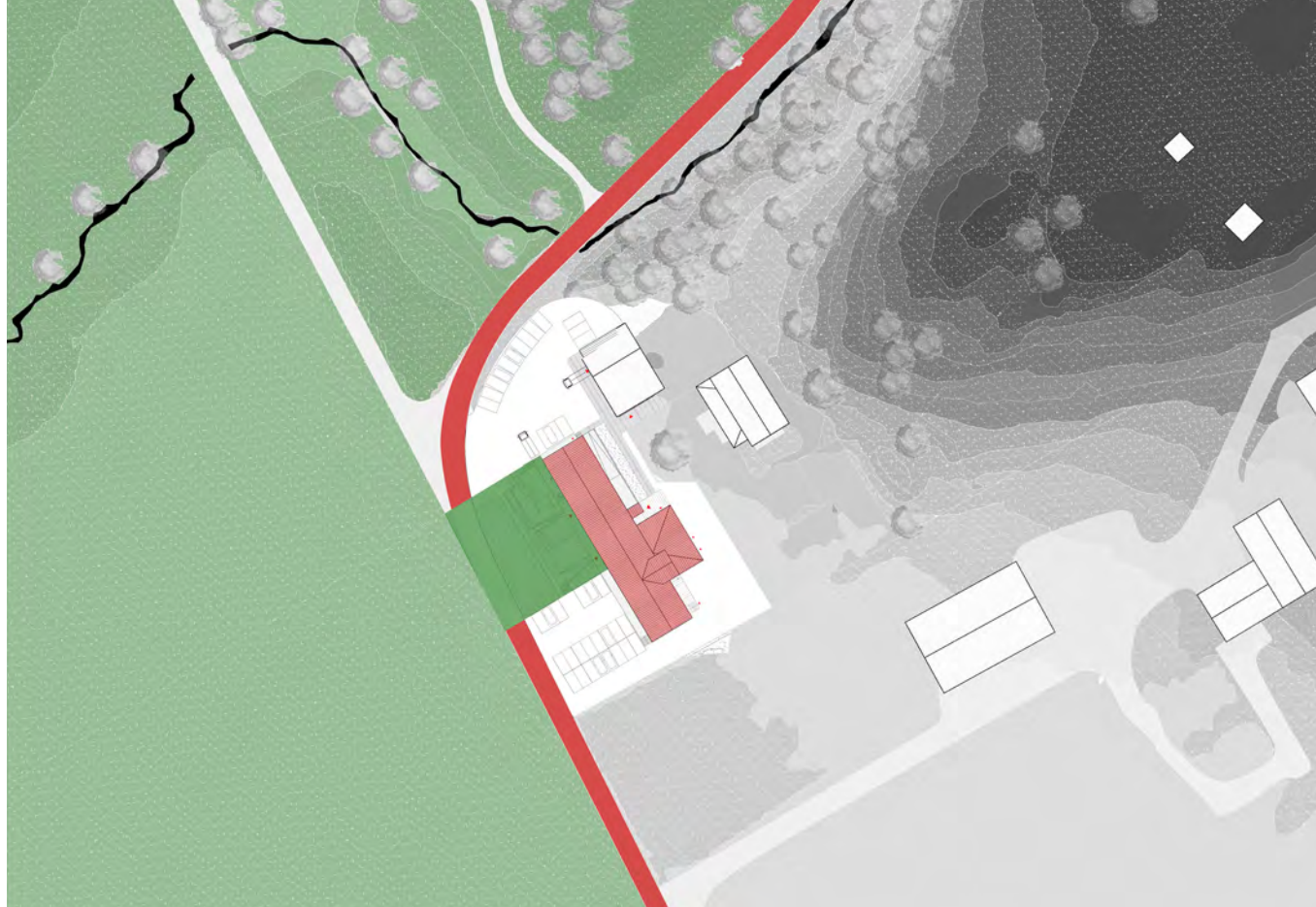
FUTURE

AN ISLAND IN A CROP LANDSCAPE



CURRENT

BRING THE BUILDING CLOSER TO THE SURROUNDING LANDSCAPE



FUTURE

FRONT AND BACK OF THE BUILDING IS DISCONNECTED



CURRENT

CONNECT THE FRONT AND BACK



FUTURE



SITE PLAN



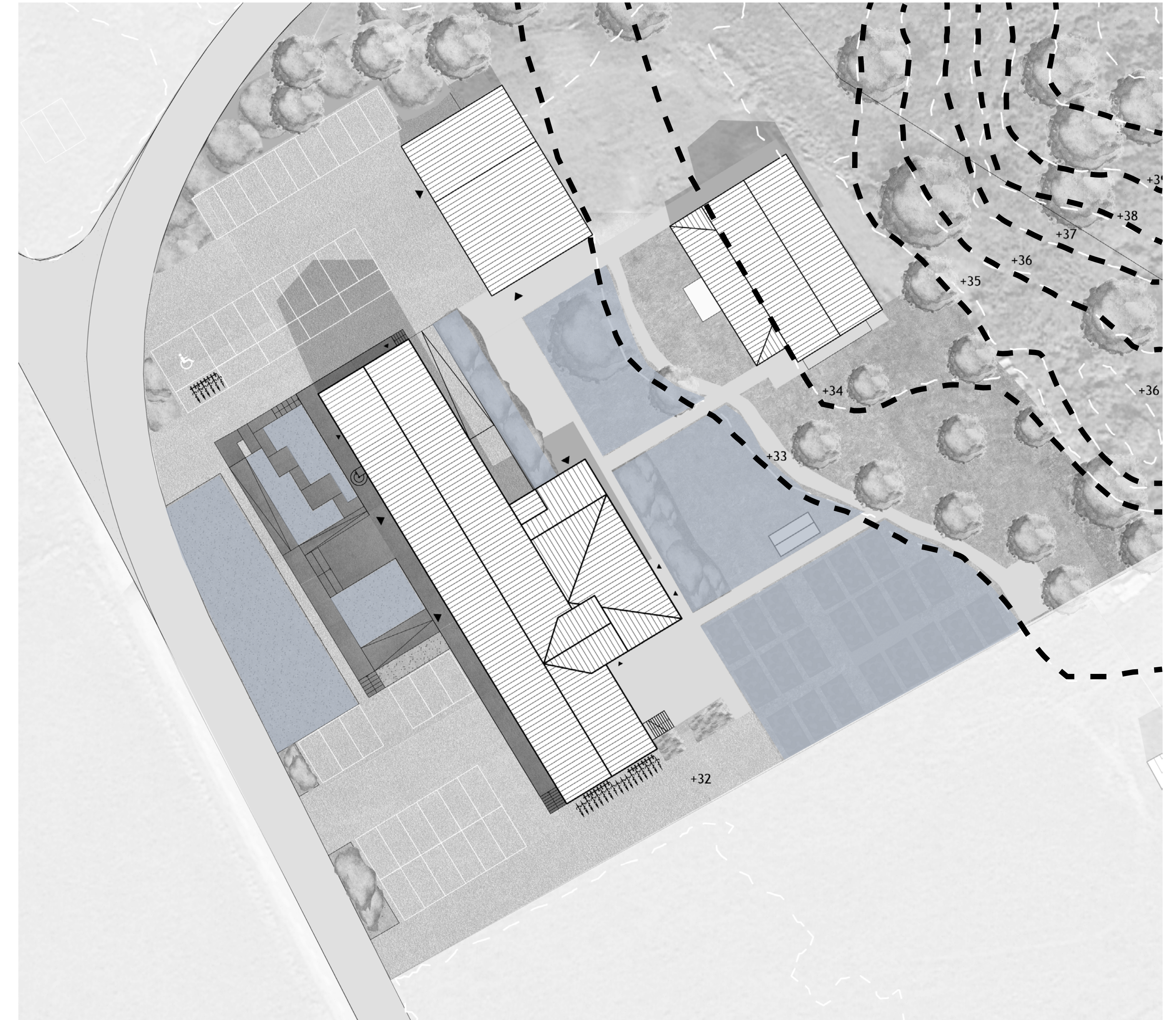
SITE SECTION A-A

Strategies - site



Agriculture visible from the market place.

Make the vegetation enter the yard

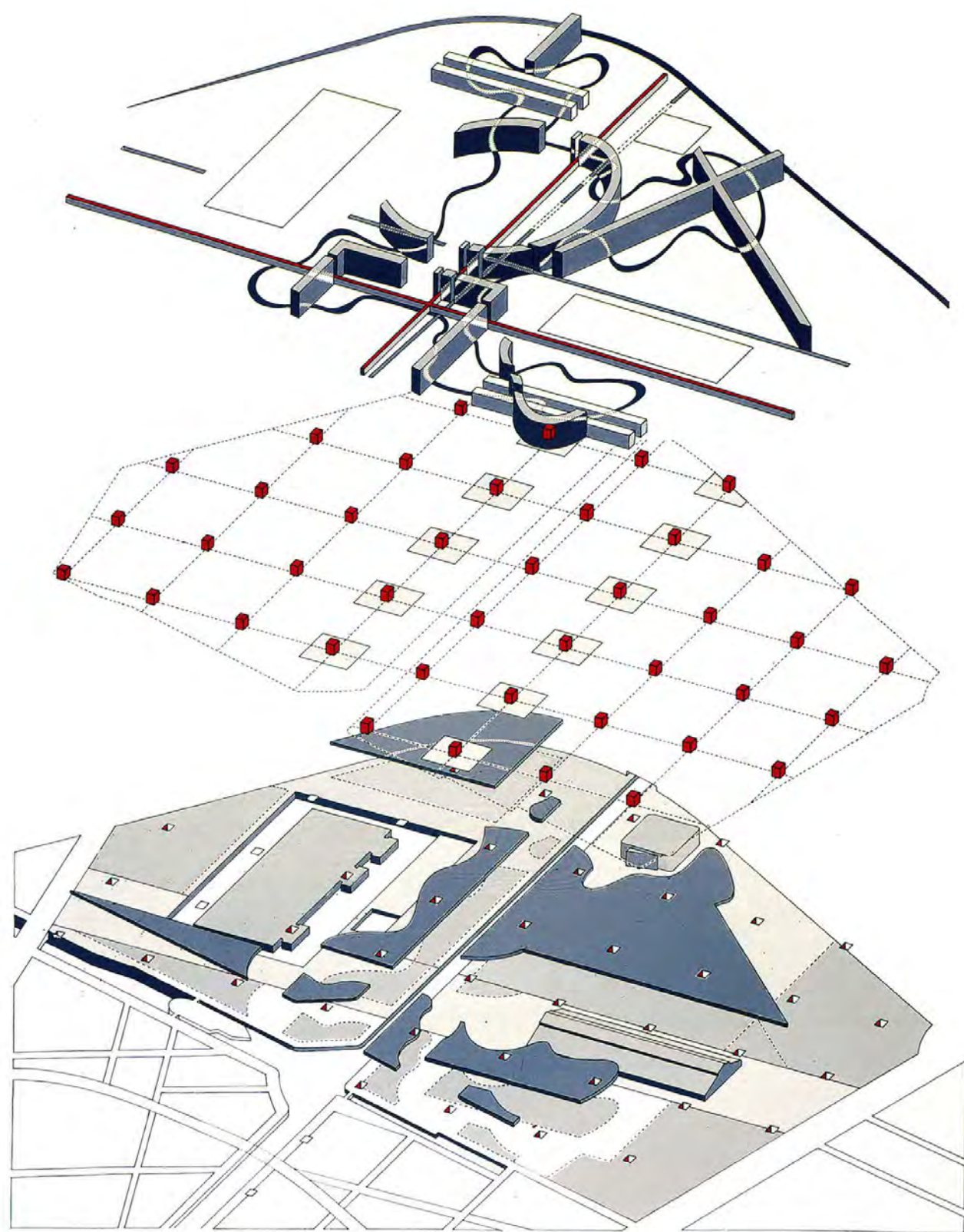


Follow the topography

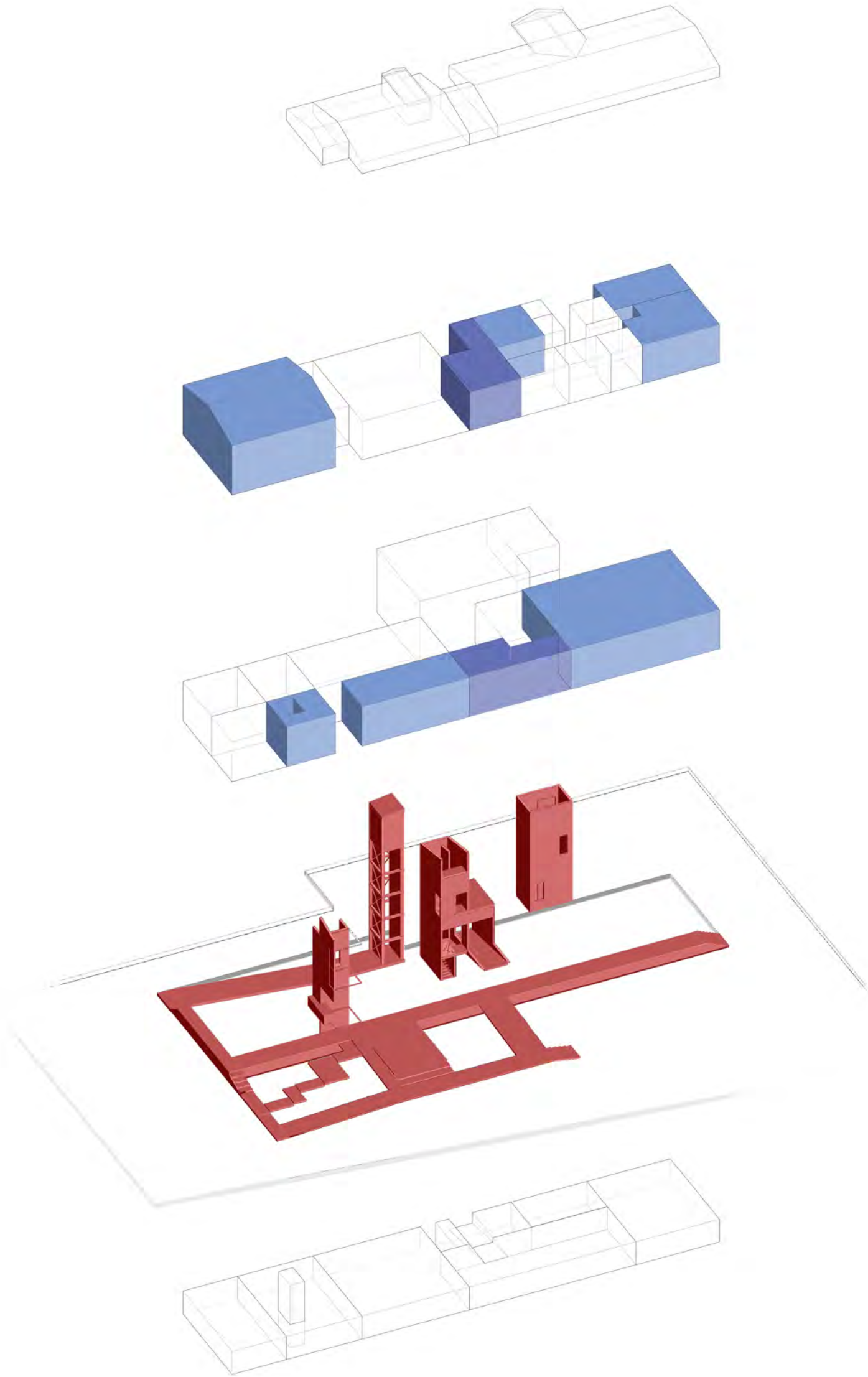
Absorb water from the hill

Frame | Vertical articulations

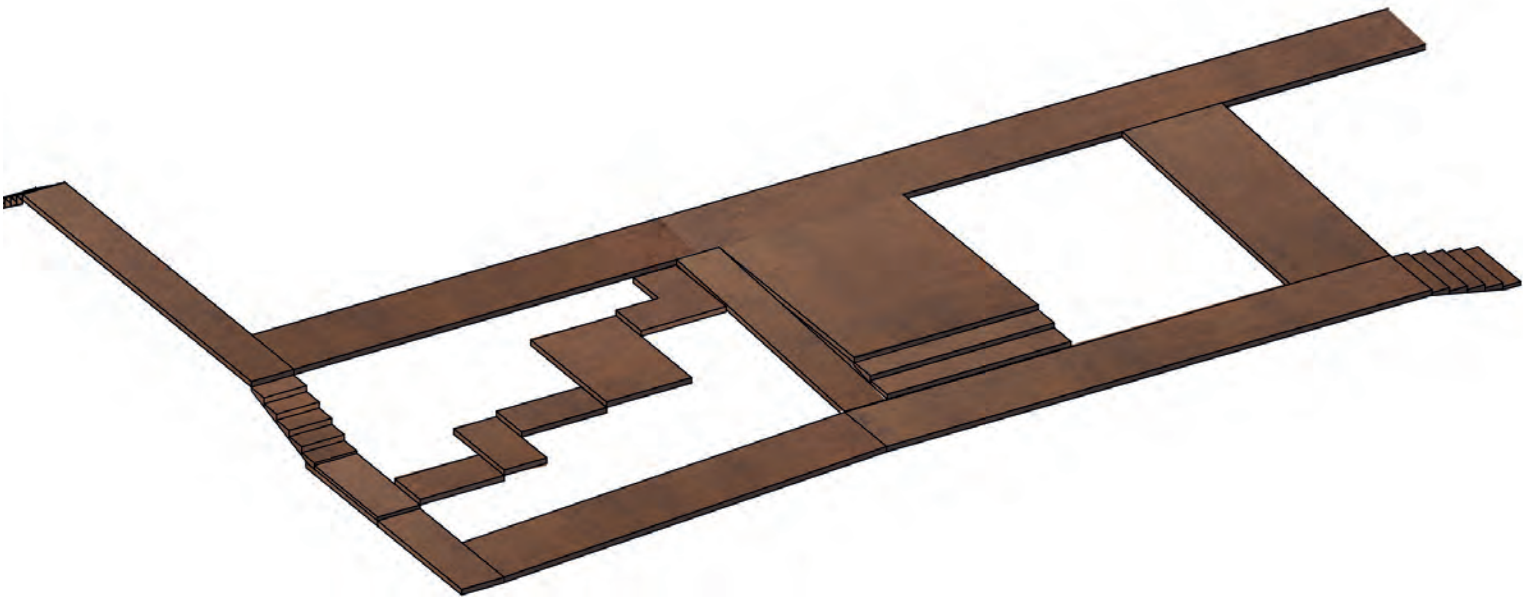
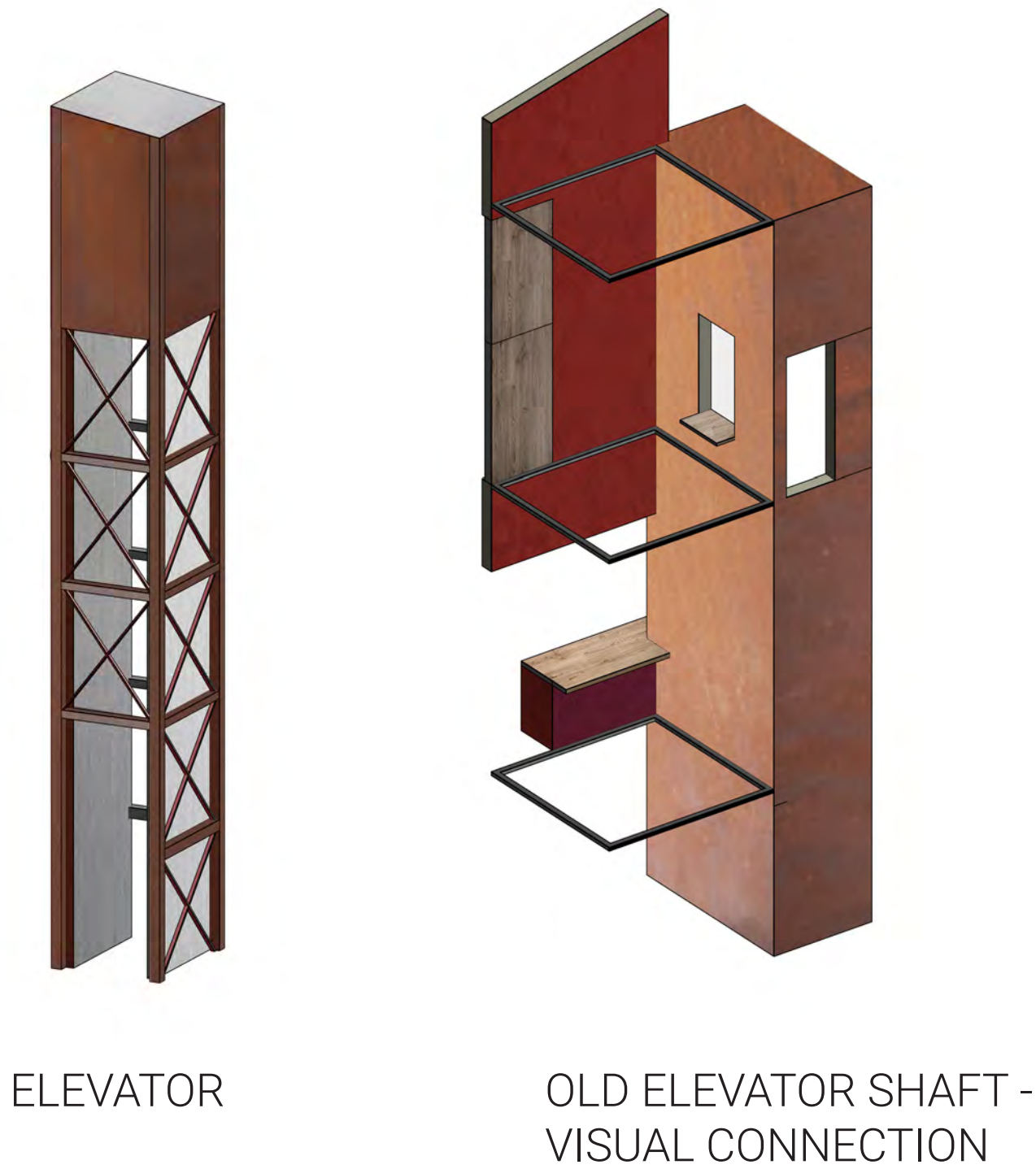
Parc de la Villette (1982-1998)
Paris, France
Bernard Tschumi Architects



The park has been structured by the building objects (red) which compose a frame. On the same principle we want to use vertical elements to create a frame in our building.



VERTICAL CONNECTIONS MEETING POINTS



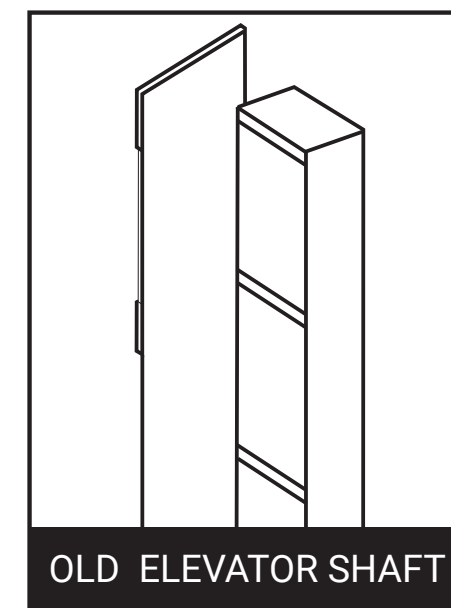
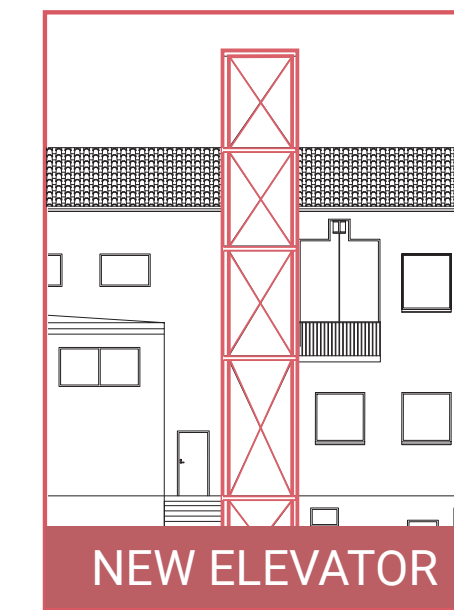
TERRACE

Historic articulation

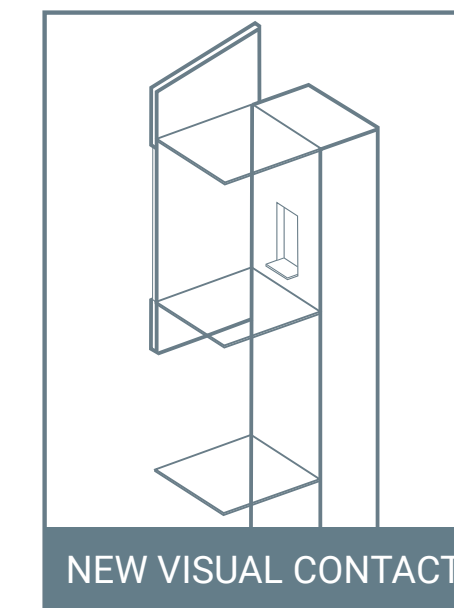
The story we want to tell with our transformation is to let our new additions reflect and tell the past of the building.



The old factory chimney that no longer exists in the current building is symbolically recreated with a new exterior elevator.

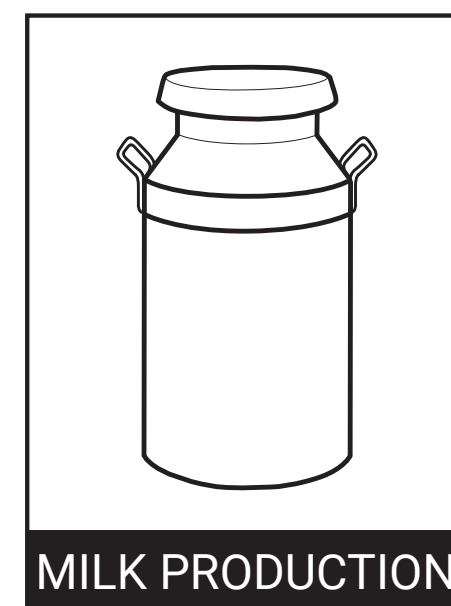


The old elevator shaft is transformed by adding glass floors to create a visual connection between the different levels and functions.

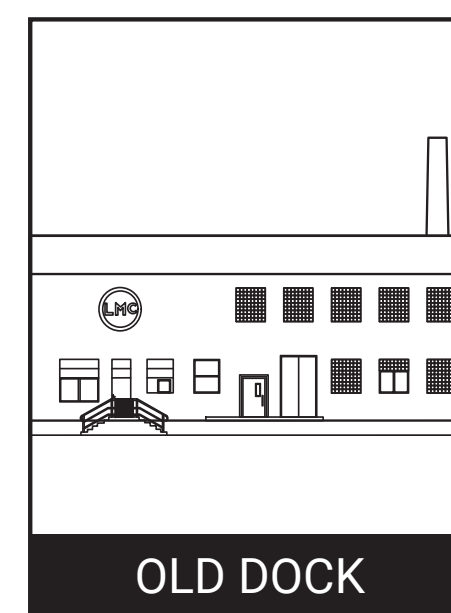
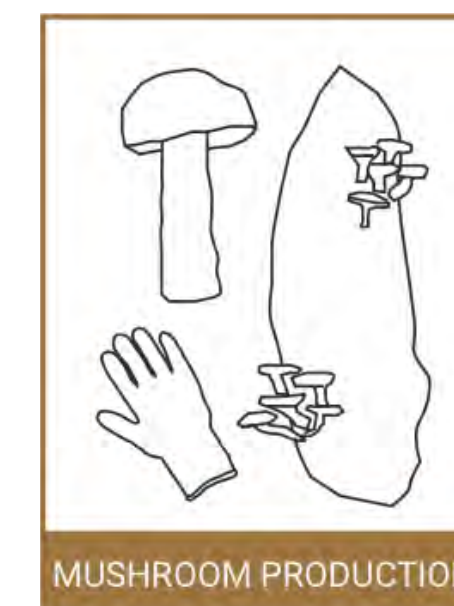


HISTORICAL FUNCTIONS

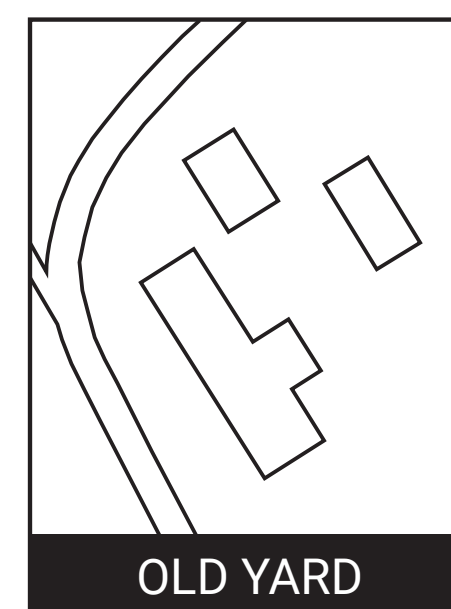
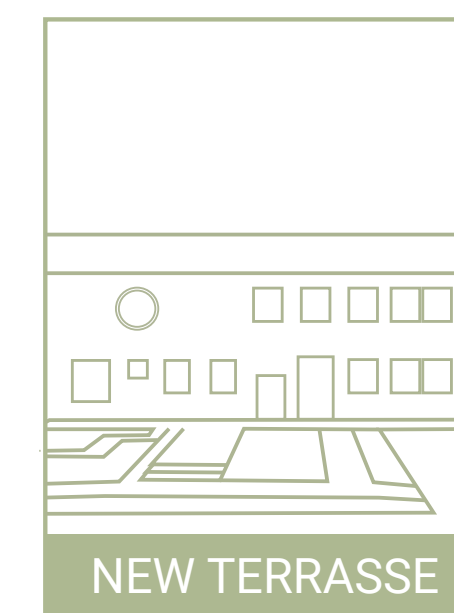
NEW FUNCTIONS



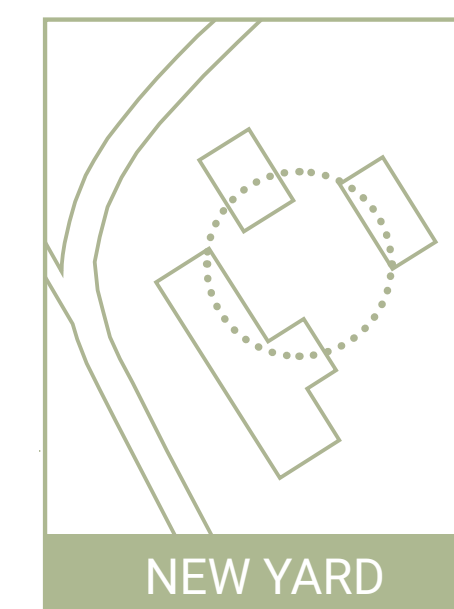
In the past the building started out as a factory for milk production, today we bring back the production element by adding a mushroom cultivation. We utilize the already cool and humid qualities of the basement, and bring income from a low initial investment.



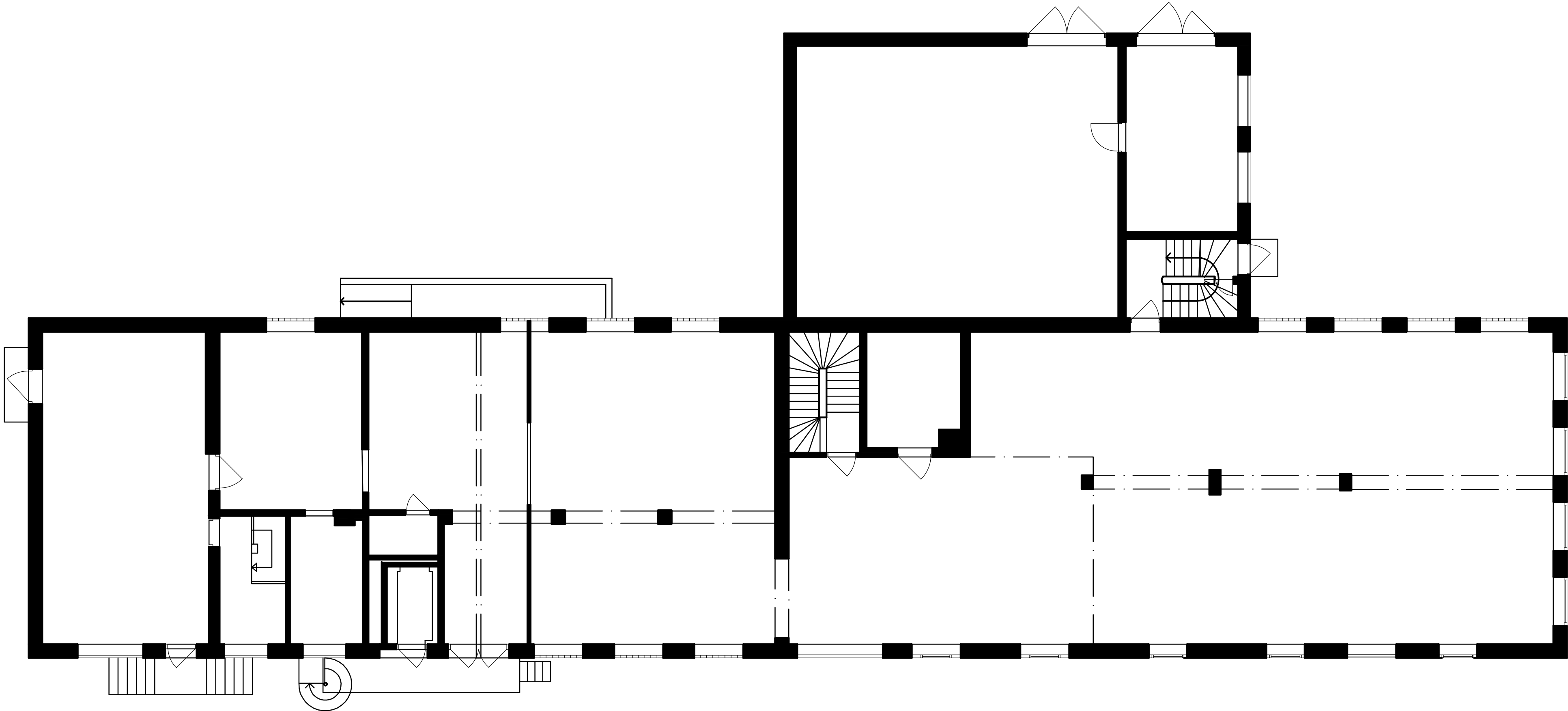
Inspired by the old factory loading dock and projecting canopy the front of the building is transformed into a welcoming green terrace made from metal and reused asphalt.



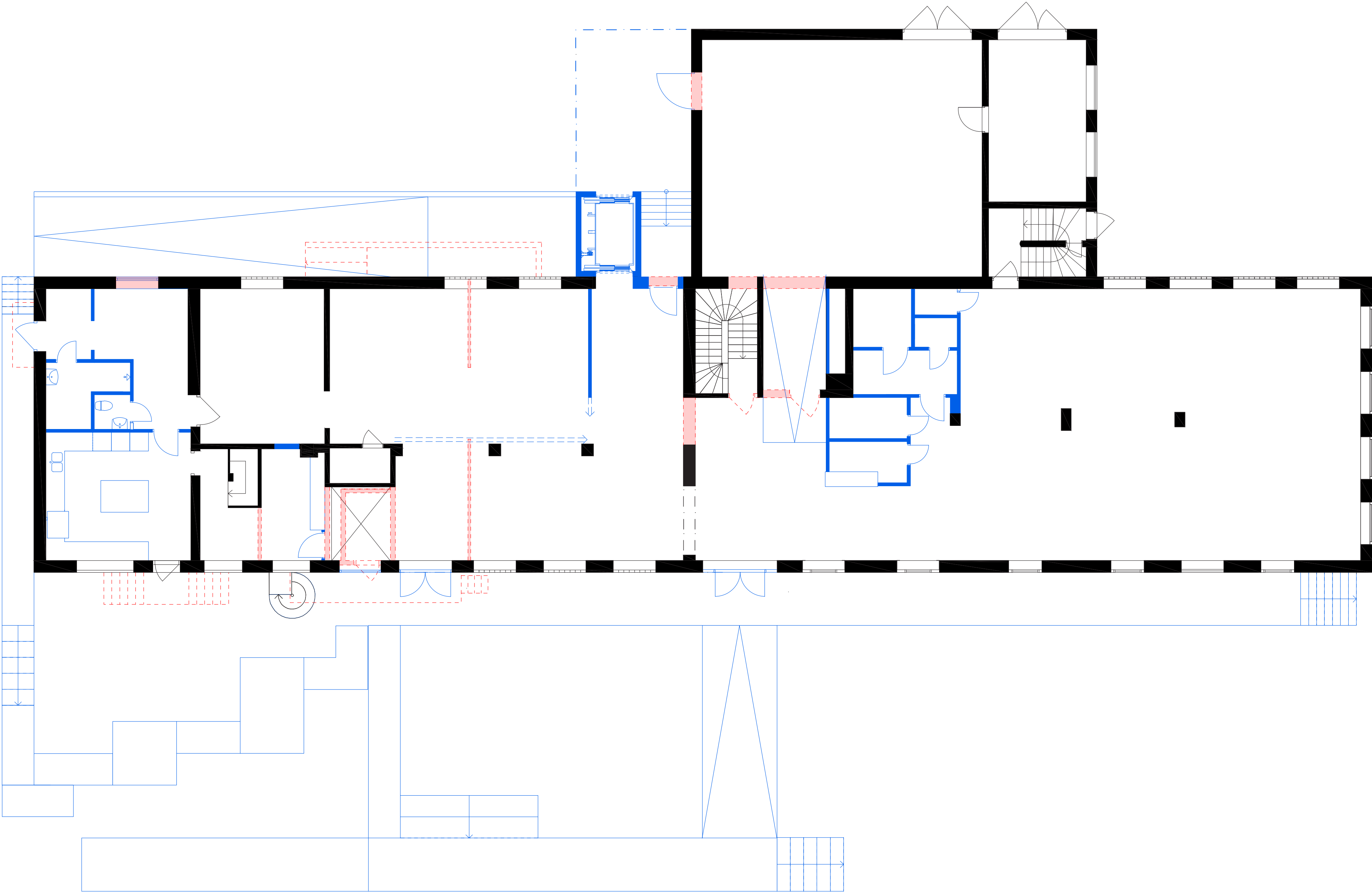
Inspired by the landscape and the surrounding farms yards to connect the existing buildings around the factory by adding defined spaces and function to the bakside yard.



Floor 1
ORIGINAL



Floor 1
TRANSFORMATION



- REMOVED
- ADDITIONS

Floor 1
NEW



Entrance



Entrance



Entrance





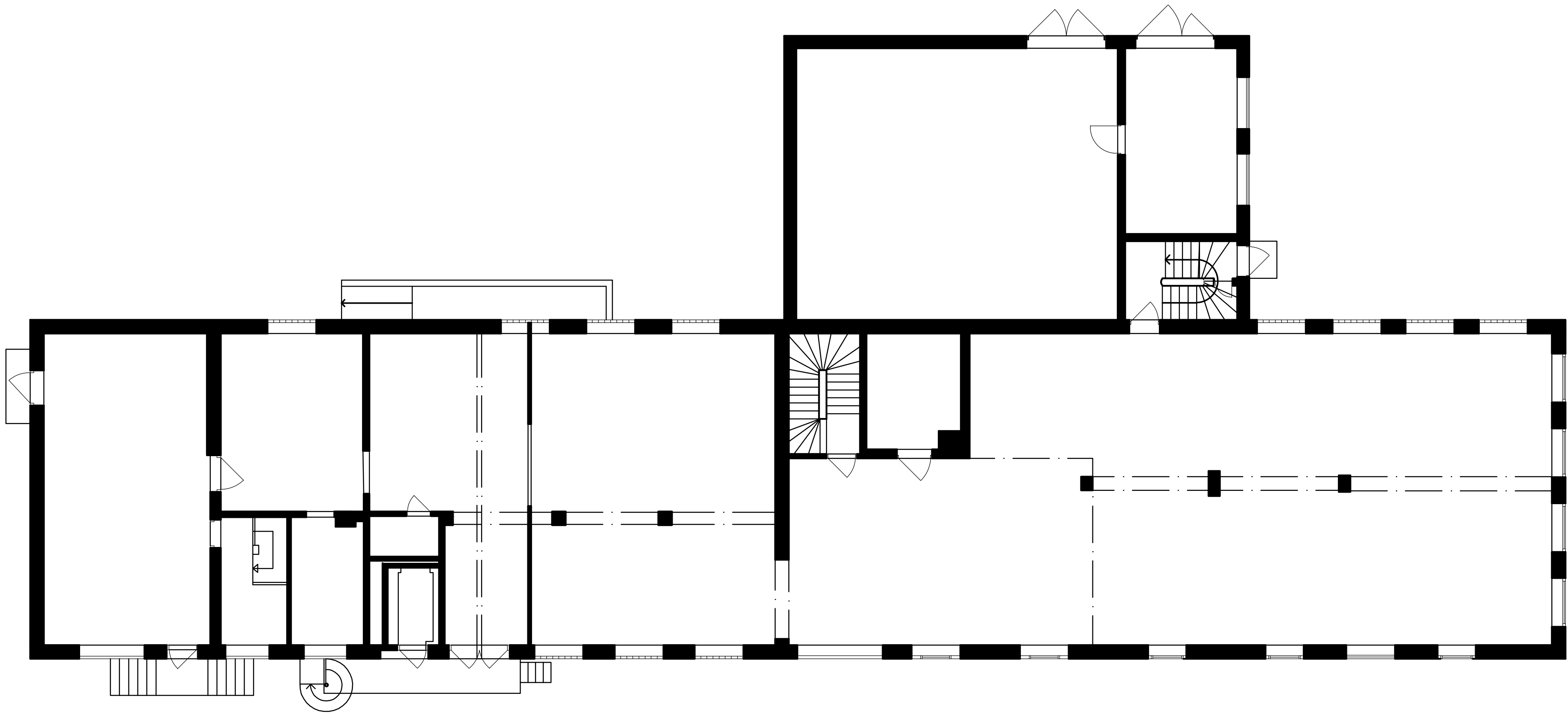
Food market



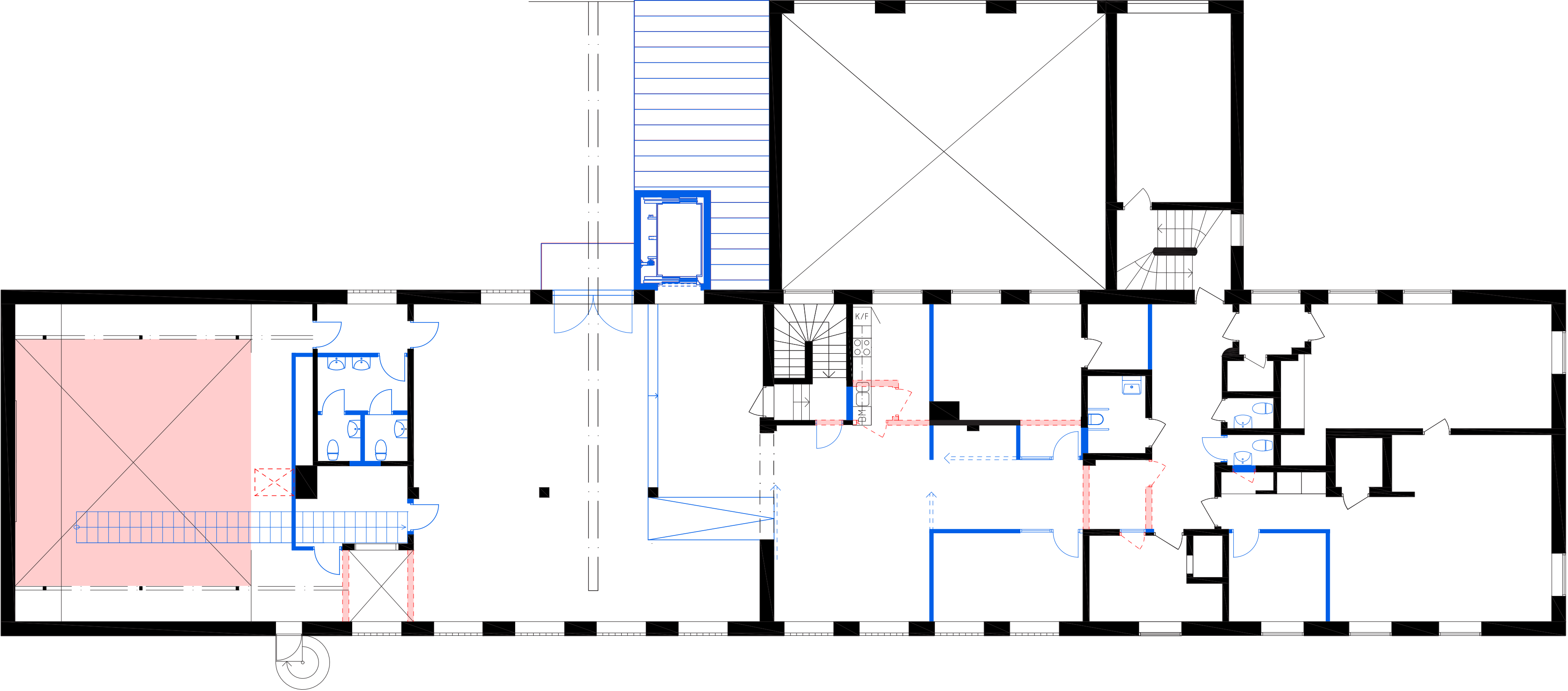
Food market



Floor 2
ORIGINAL



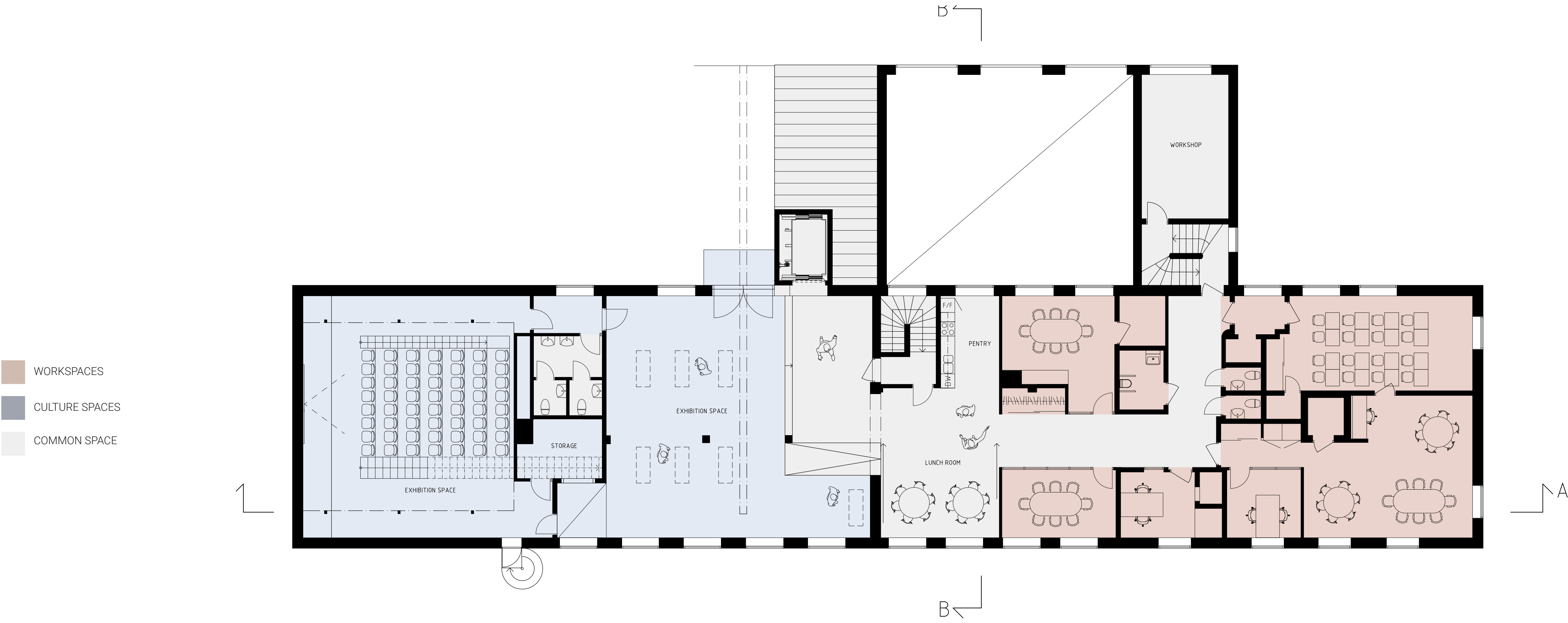
Floor 2
TRANSFORMATION



REMOVED

ADDITIONS

Floor 2
NEW



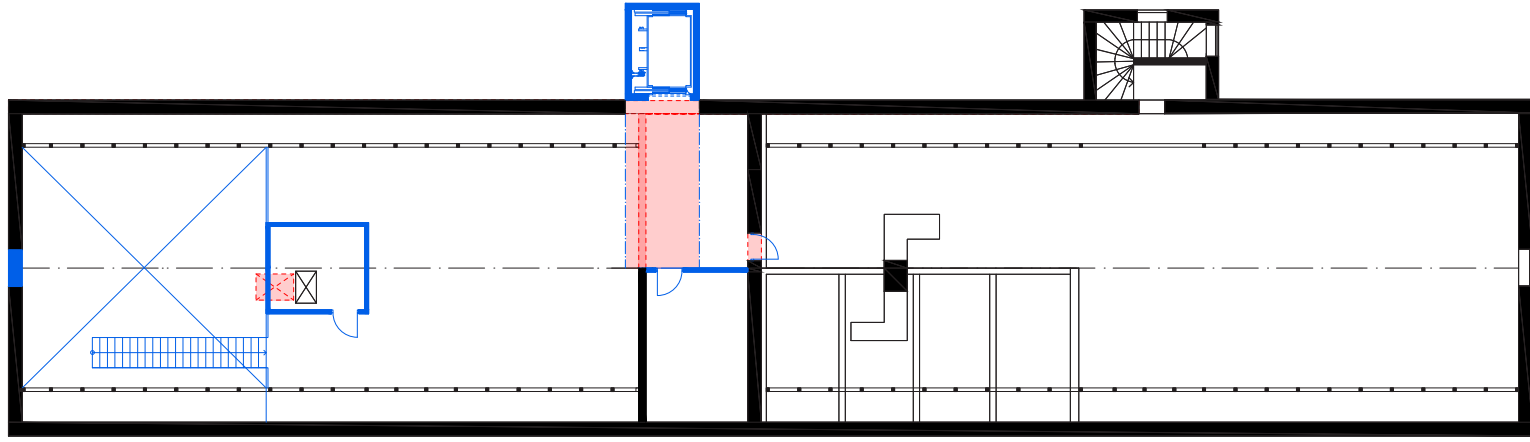
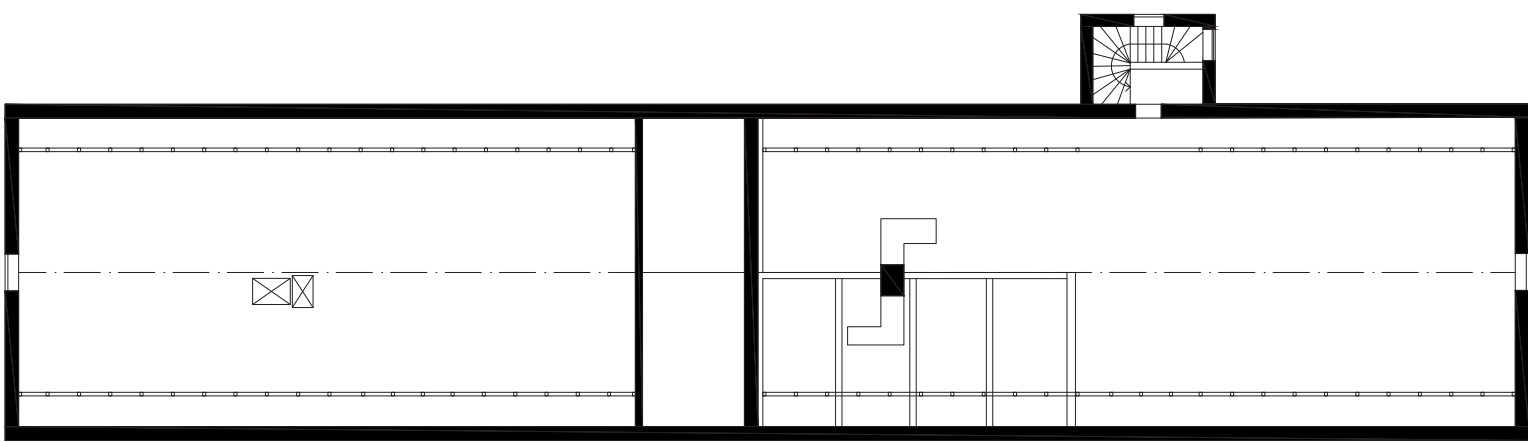
Passage





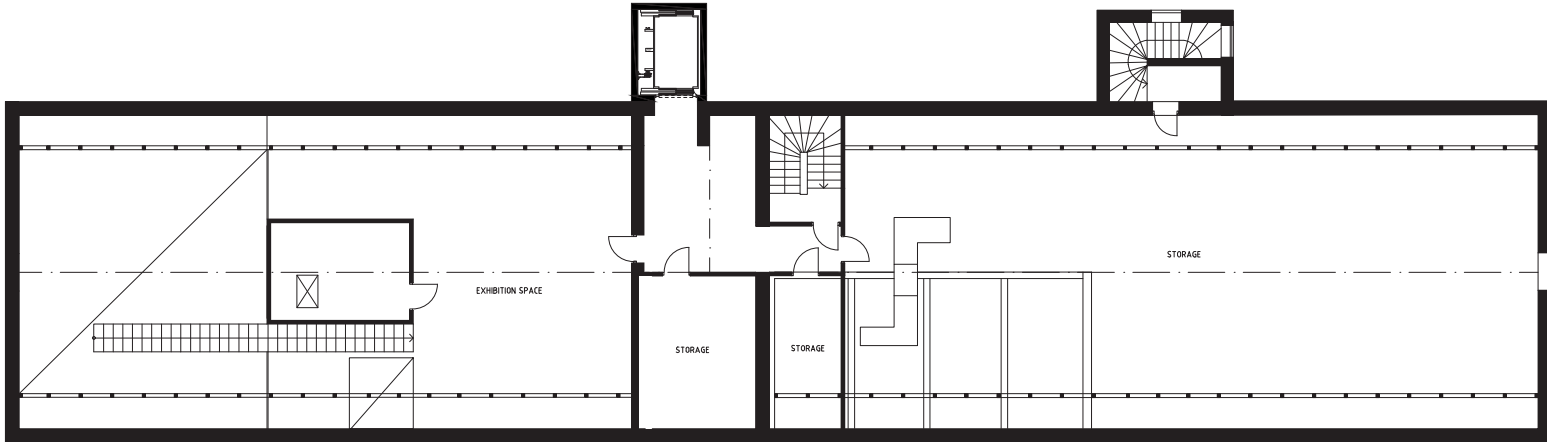


Floor 3

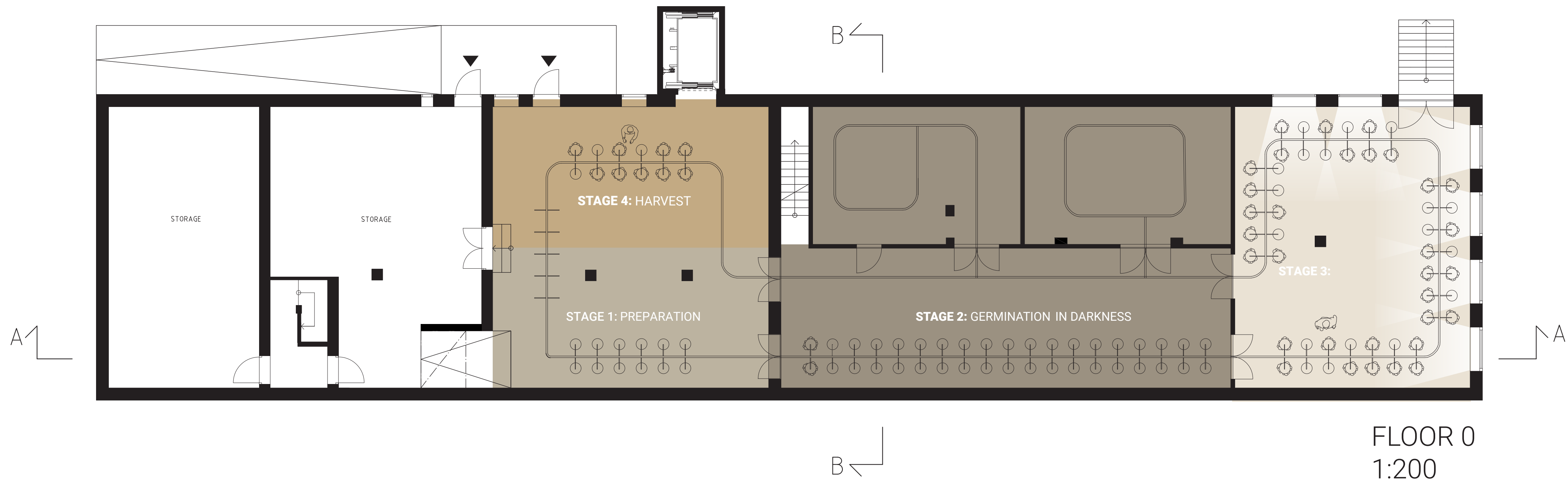


REMOVED

ADDITIONS

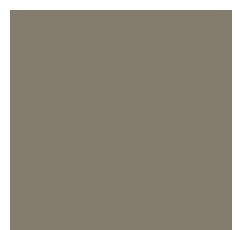


Floor 0
MUSHROOM
FARMING



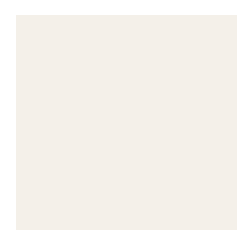
STAGE 1: PREPARATION

The mushroom cultivation is being prepared. Straw, sawdust and coffee grounds are put into large plastic bags that are hung on a meat hook rail system. The rail system is mounted through the basement connecting each stage.



STAGE 2: GERMINATION IN DARKNESS

The mushrooms are germinating in the dark, humid and ventilated environment. Temperature needs to be between 16-22 degrees celsius and humidity around 75 - 90 percent.



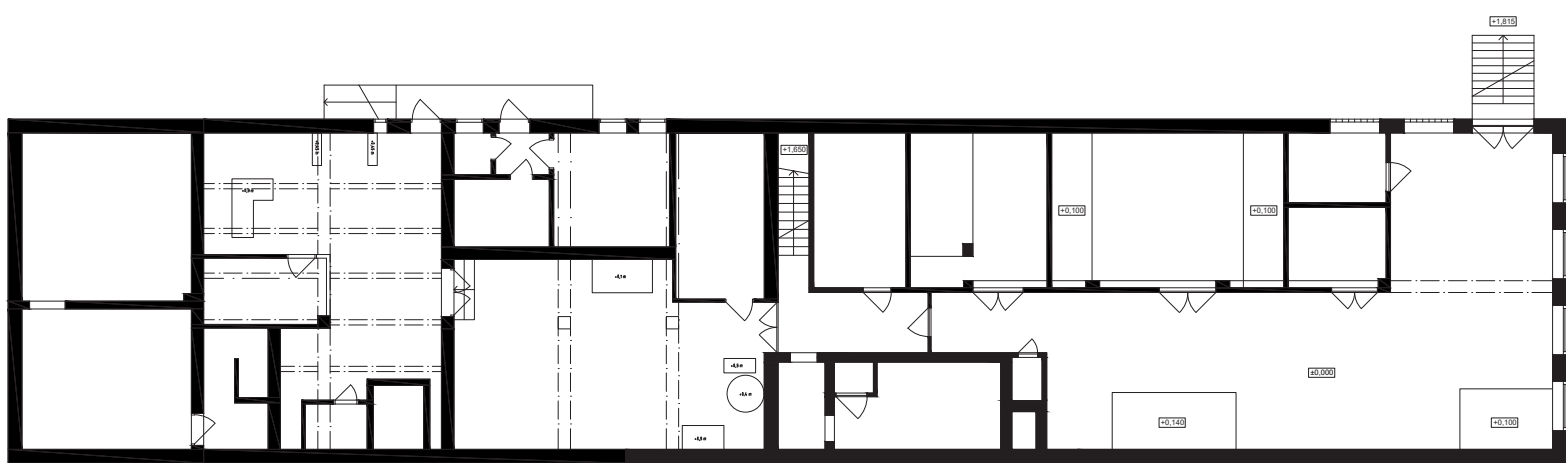
STAGE 3: CULTIVATION IN SUNLIGHT

The mushrooms are cultivating in sunlight. In this stage they need about 5 to 10 hours of sunlight or artificial light in a ventilated room. The room humidity needs to be 80-85 percent with an average temperature of 15 degrees.

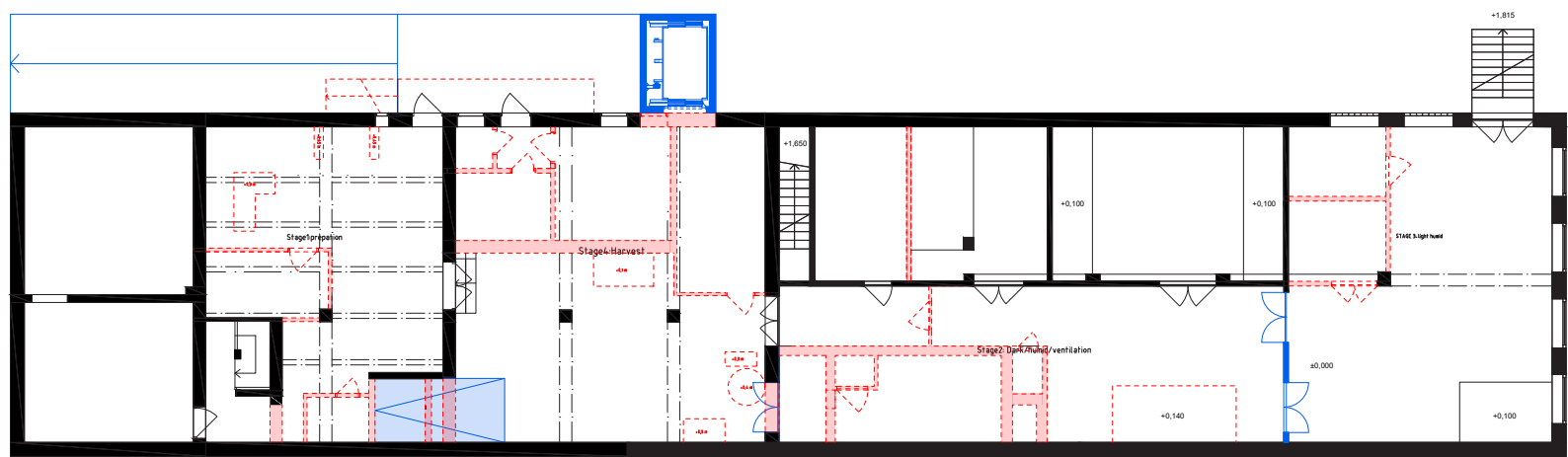


STAGE 4:

The final stage, mushrooms are harvested and prepared to be transported to the kitchen and the market hall on the first floor through the elevator.

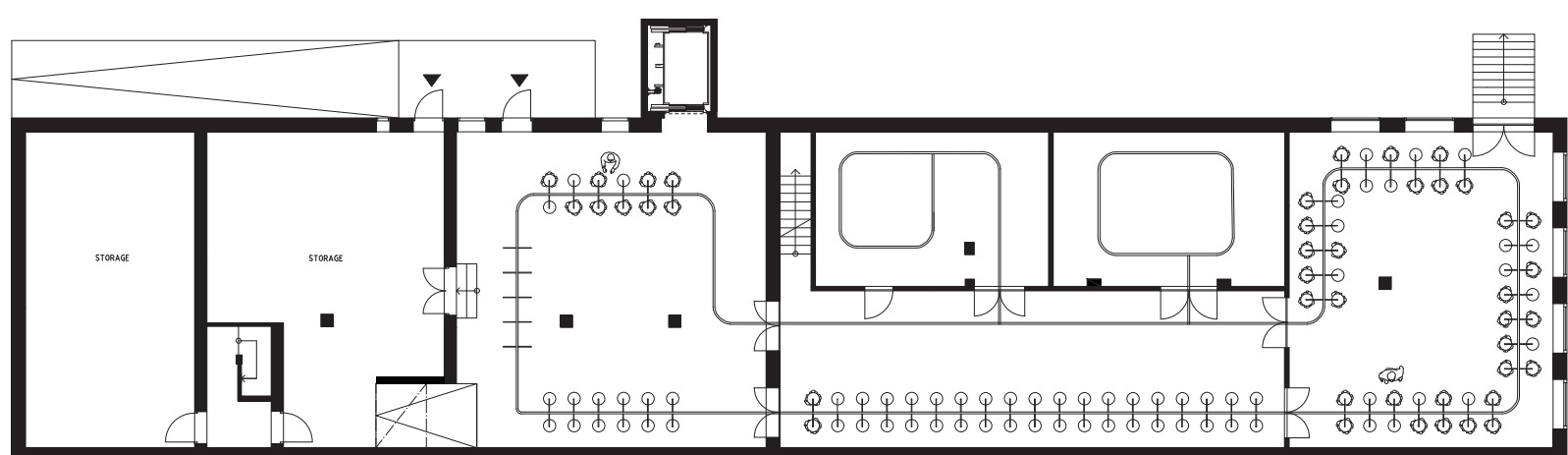


ORIGINAL



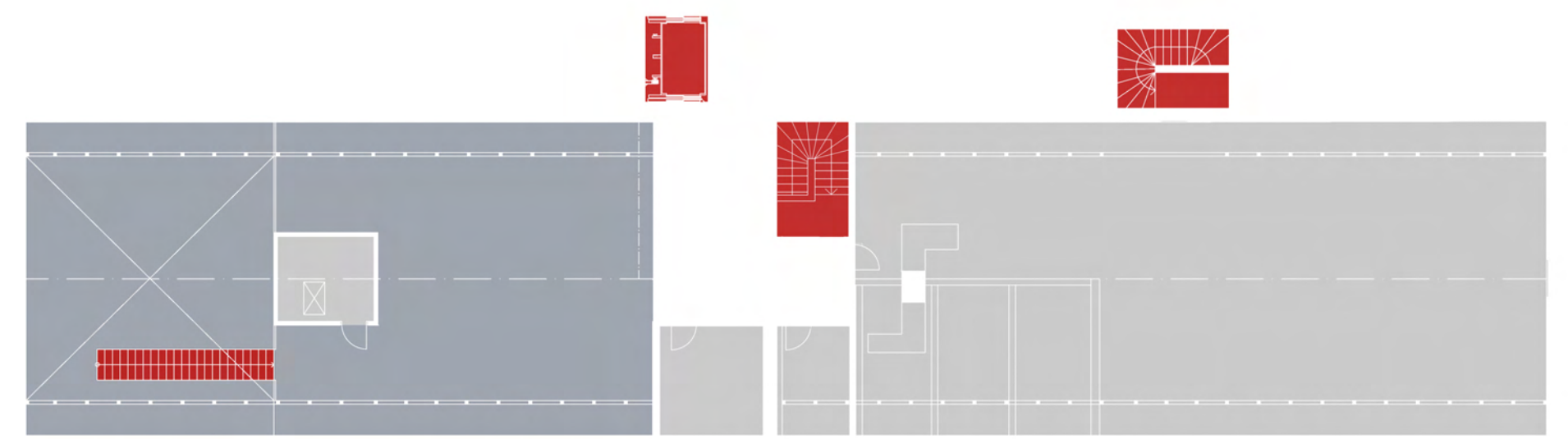
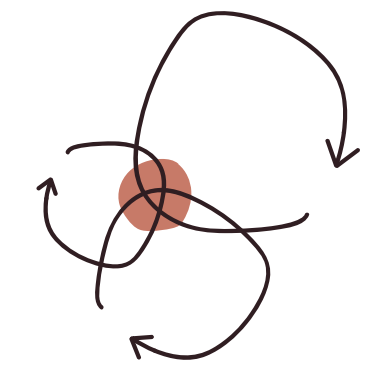
TRANSFORMATION

REMOVED ADDITIONS

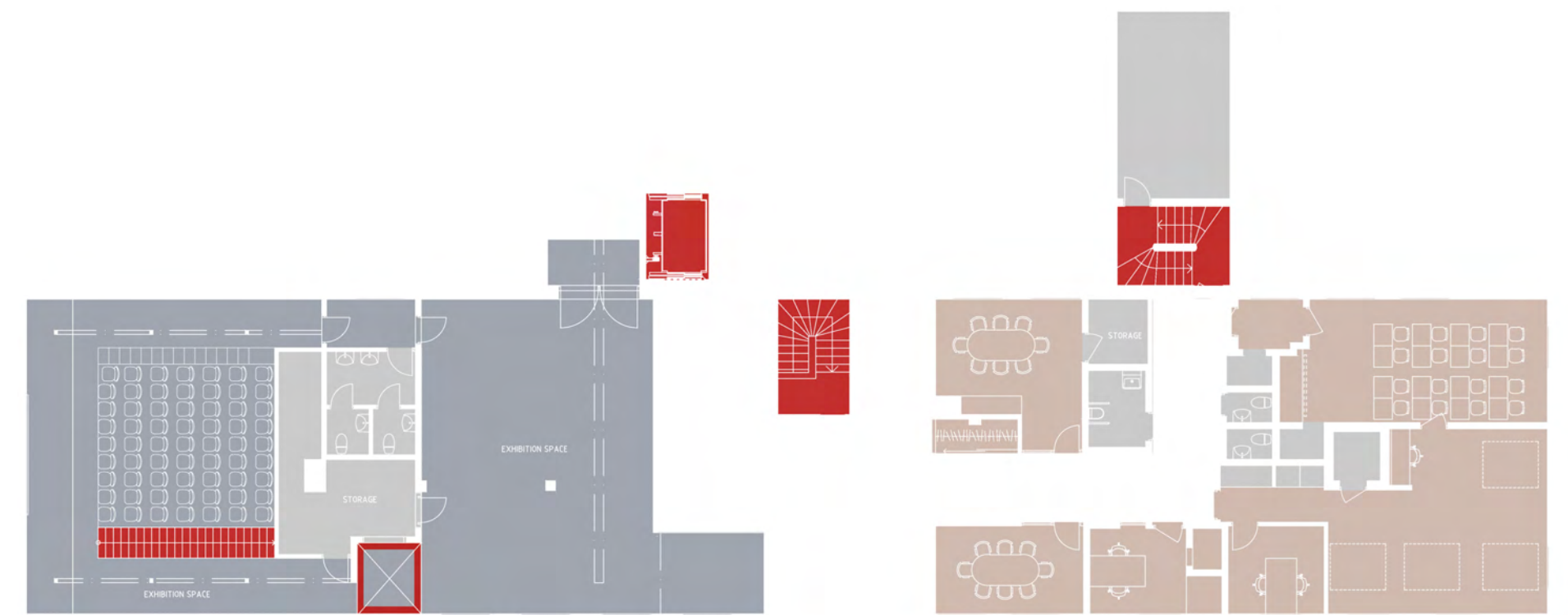


NEW

Connections Meeting points



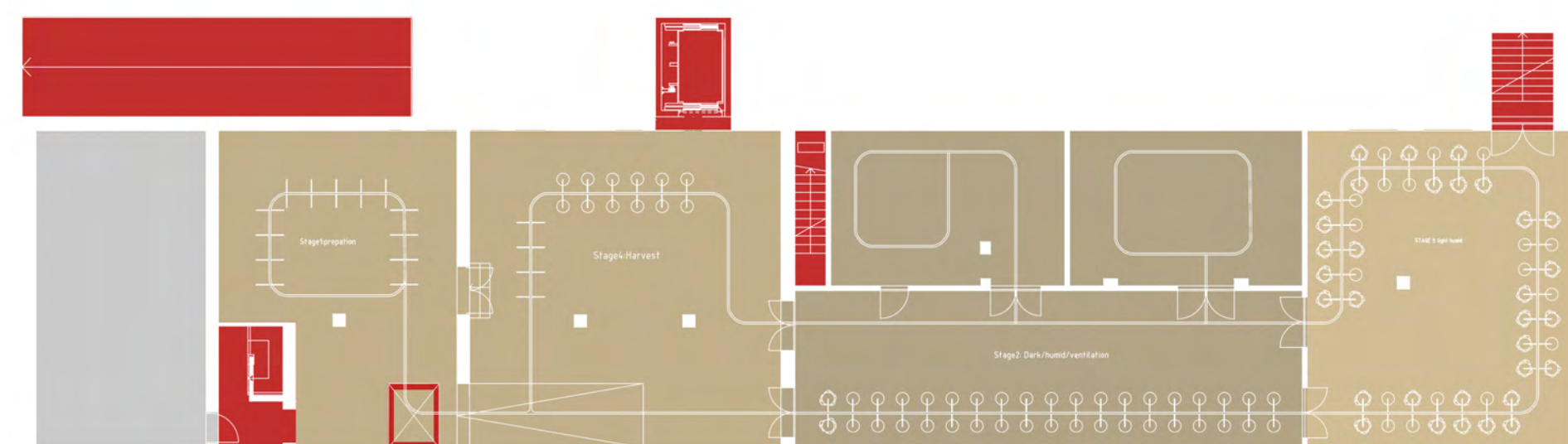
FLOOR 3



FLOOR 2



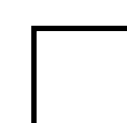
FLOOR 1



FLOOR 0

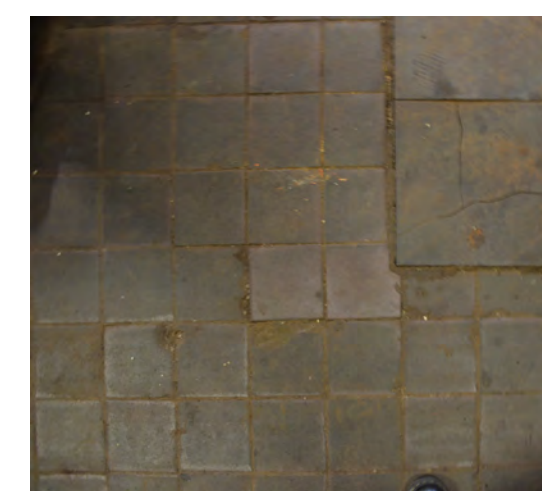
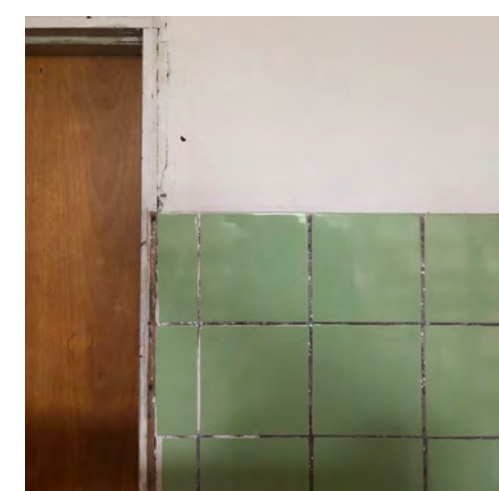
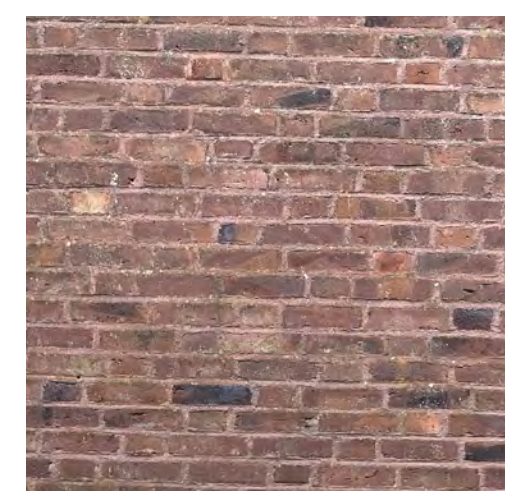
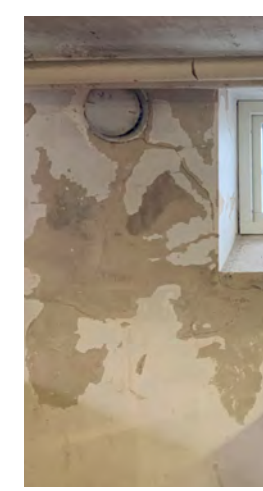


COMMUNICATION ELEMENTS

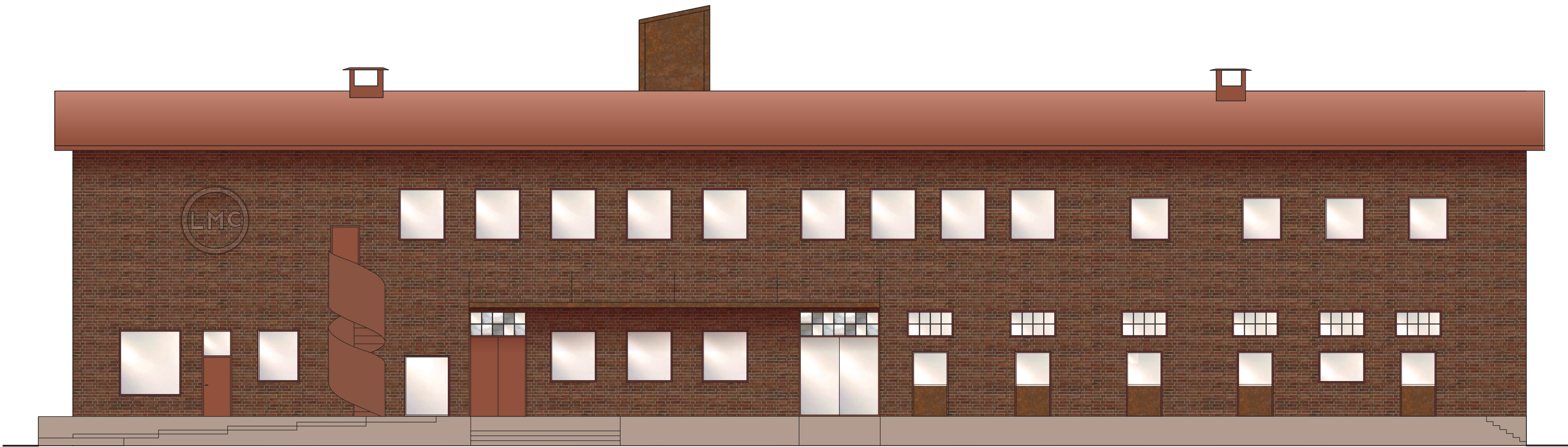


INTERSECTIONS - MEETING PLACES

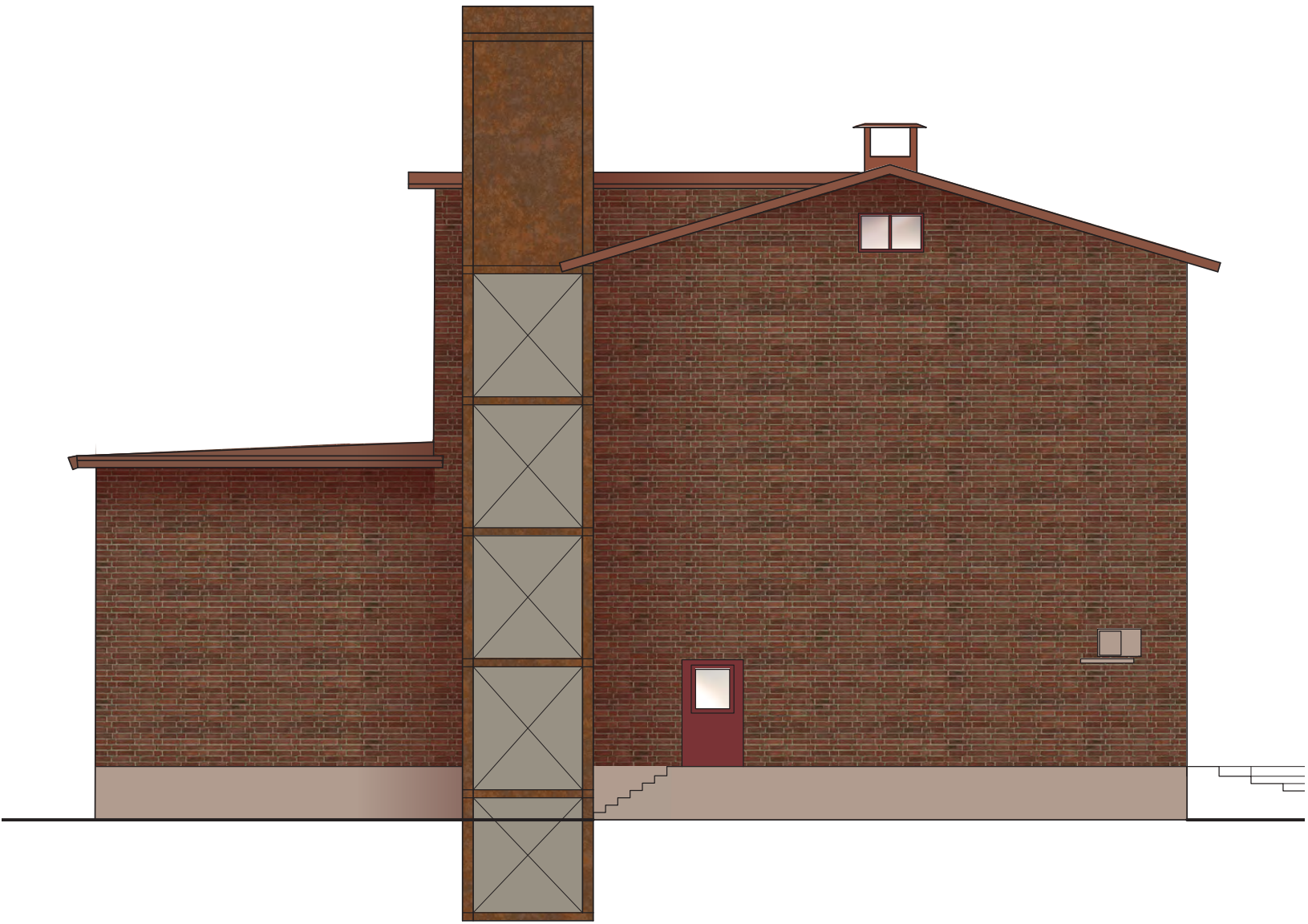
Material section



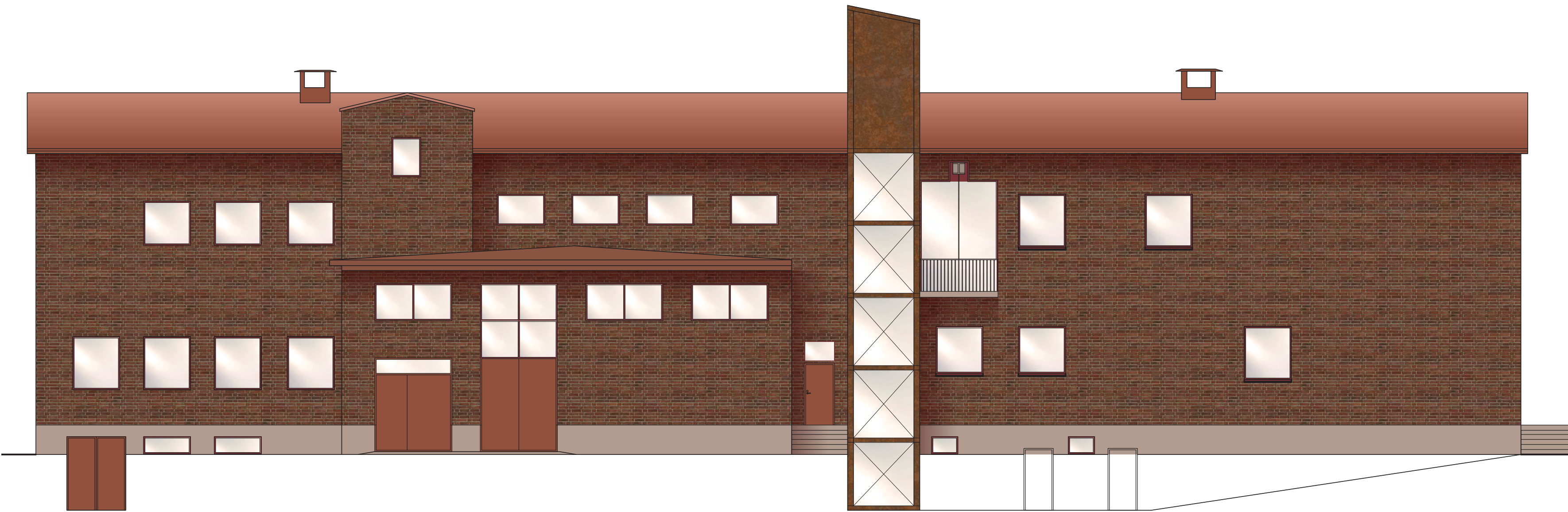
Facades



WEST FACADE Restored brick facade, additions mainly in corten steel.



NORTH FACADE



EAST FACADE

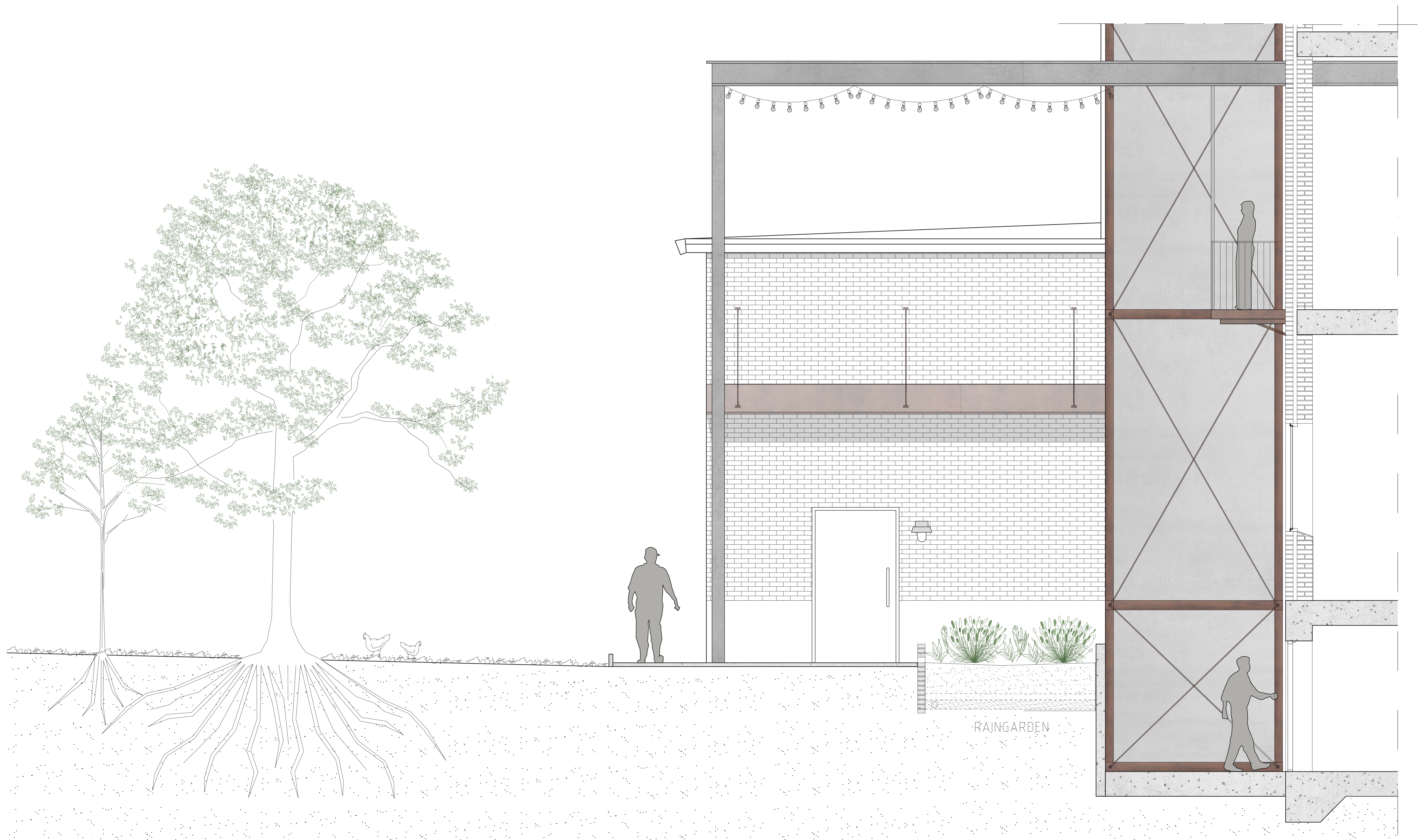


SOUTH FACADE

Terrace



Elevator connection





Stages

