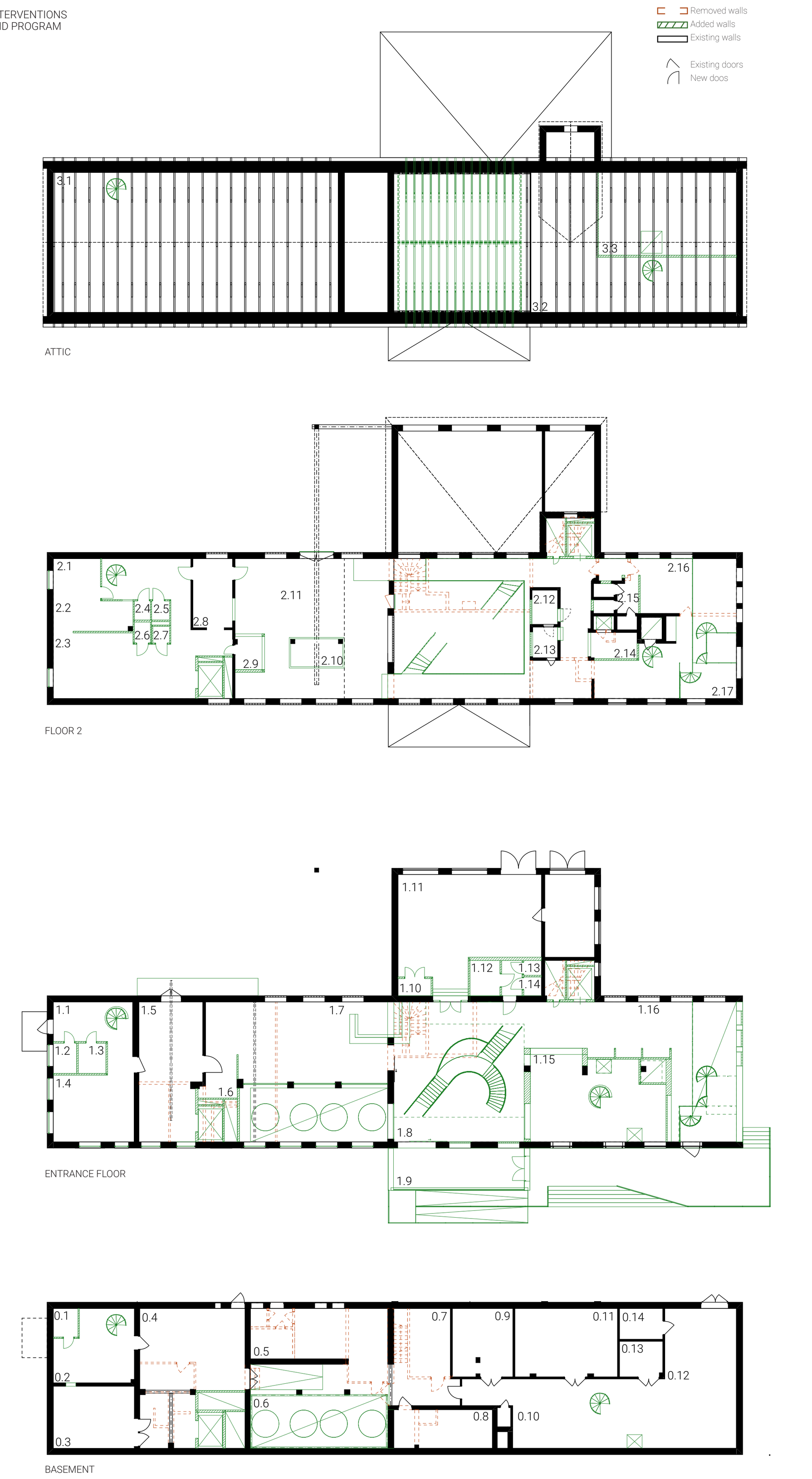
0.0 Basement
0.1 Toilet
0.2 Storage (Brewery)
0.3 Storage (Staff)
0.4 Tap room (Brewery)
0.5 Processes (Brewery)
0.6 Fermentation (Brewery)
0.7 Preperation (Brewery)
0.8 Washing (Brewery)
0.9 Storage (Bakery)
0.10 Wahsing (Bakery)
0.11 Technology
0.12 Preperation (Bekery)
0.13 Cold room
0.14 Storage (Bakery)

1.0 Entrance floor
1.1 Enrance (Staff)
1.2 Changing room (Staff)
1.3 Toilet with shower (Staff)
1.4 Break room (Staff)
1.5 Loading
1.6 Preperation
1.7 Bar / seating
1.8 Square
1.9 Entrance
1.10 Cleaning (Workshop)
1.11 Workshop
1.12 Accessible toilet
1.13 Toilet
1.14 Toilet
1.15 Bakery
1.16 Café

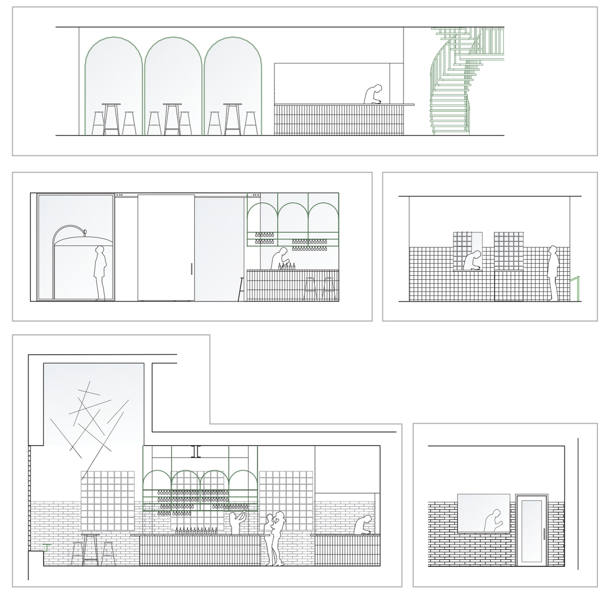
2.0 Floor 2
2.1 Storage (dishes)
2.2 Washing
2.3 Kitchen
2.4 Cleaning
2.5 Toilet (Staff)
2.6 Refrigerator
2.7 Freezer
2.8 Kiosk (Food) + prep-kitchen
2.9 Kiosk (Food)
2.10 Bar
2.11 Seating area
2.12 Kiosk (Products)
2.13 Kiosk (Products)
2.14 Kiosk (Products) + food transport
2.15 Toilets (Visitors)
2.16 Café
2.17 Café (Platforms)

3.0 Attic
3.1 Technology
3.2 Seating area
3.3 Technology

INTERVENTIONS AND PROGRAM



INTERIOR VIEWS

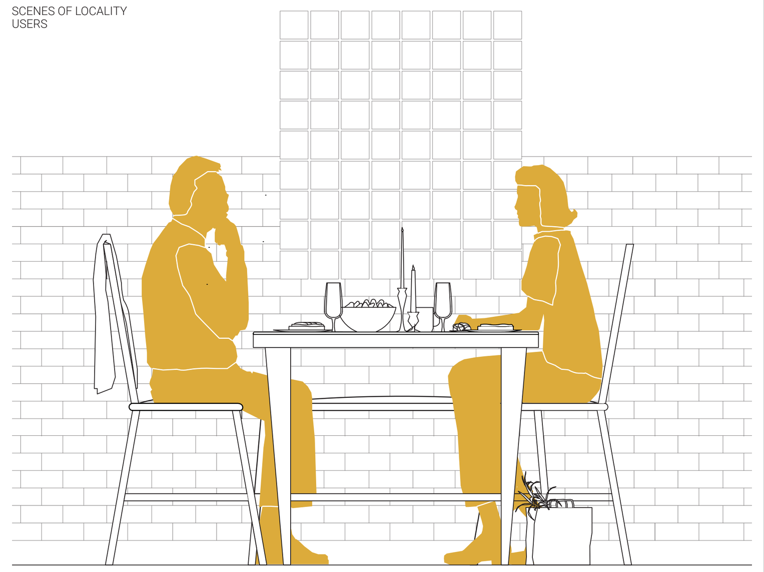


Interiary shapes, material and colour is used to communicate the interventions to the viewer. The green colour is not present in the old execution and is therefore a suitable contrasting colour. Where possible, the interior elements and materials are kept in its current execution, and where that is not possible elements and materials are reused.

All the bars and counters keep the same general design. The bars are classed with the reused tiles oriented in a vertical grid and fitted with a new table top of tiles from Hjobergs tilemakers. Other structural elements needed in or in proximity to the bars are designed using the interior architectural design strategies This creates a cohesive experience for the visitor where the familiarity of the shape, colour and material is found throughout the building's interior.

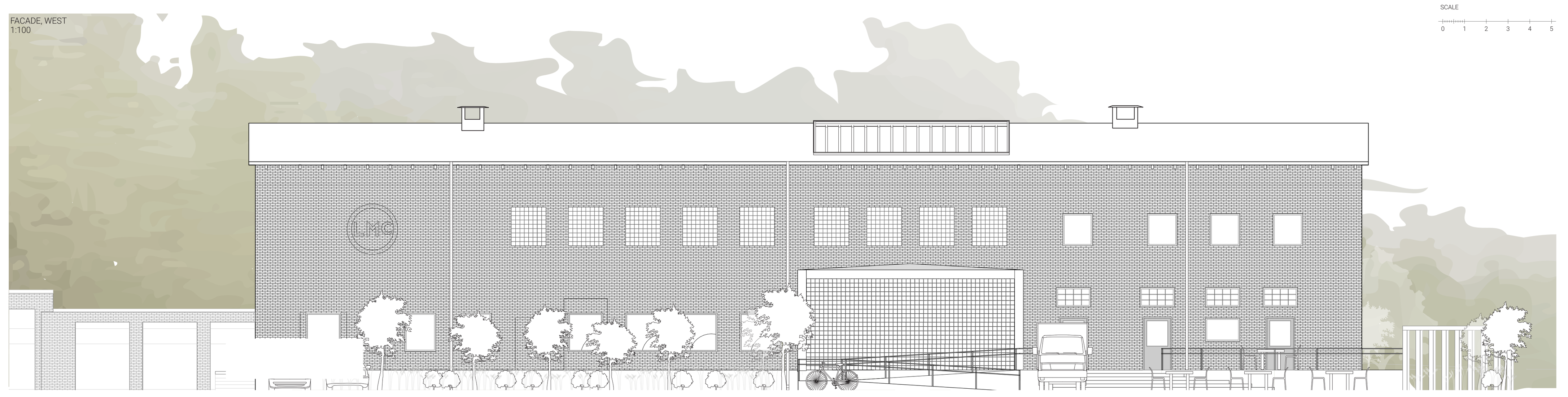
The producers' kiosks are created by either making holes in existing walls or by using pre-existing door openings, and hence they don't need the new counters. The small kiosks are to be universally used by various producers and are hence not designed for one permanent vendor.

SCENES OF LOCALITY
USERS



LOCAL PRODUCERS

1. Windows
Henån Glasmästeri
2. Carpetner
Snickeriet i Ström
3. Cheramics
Annas keramikbod
5. Woolmaker
Aja Bergstrand
9. Sheepskin
Fårgården i Stala
10. Weavery
Ingrid Andersson
11. Furniture Carpetner
Snickarepeter
14. Candlemakers
Mollösundsljus
16. Tilemakers
Hjobergs Kakelmakeri
18. Egg and vegitables
Häröds Gård
20. Dairy
Torp Farm
25. Beef
Rödets gårs
26. Bread
Herr bröd
29. Brewery
Orust Olfabrik
31. Clams
Scanfjord Mollösund AB
35. Lamb, smokery
Håvs Lamm
36. Potatoes
Sörbo Gård



Hipster, 18 - 22 y/o guy From Orust and working in Varekil

Hi and his friends of the same age lack a hip place to go to drink beer and hang out in the evenings.

They come to the building to hang out, talk, eat good food and drink beer. At least one in the group has a car but they woud appreciate public transport.

Craftsman, 30 - 60 y/o, woman From Orust Orust Återbruk

Working with restoration and retrofittnings of windows, doors and furniture. Holds courses for enthusiasts and profesionals during the weekends and evenings.

She often buys lunch at the café and during the evenings she stays for an AW.

Family Kids and adults From Orust

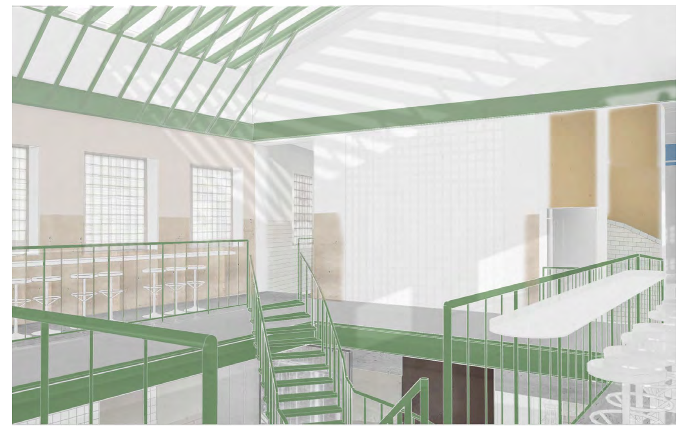
This family visit the building for a Saturday lunch and to buy bread for their Sunday's activity and are happy to enjoy an accessable place as one family member has a sight disorder.

The family is also looking at the decor as they are looking for new chairs for the dining table.

Hiker, 20 - 30 y/o Tourist from Portugal

Hiking and discovering the Swedish west coast and is currently on the hiking trail of Orust from coast to coast. She and her party stop by the building as a stop on the way to replenish energy and taste the food.

They will stay in tents over the night and would enjoy both the evening event and the morning café.



Producer, 30 - 65 y/o From ouside of Europe, has lived a few years at Orust

Moving to Sweden was a big step and moving to a small island was an even bigger. Tried opeing a restaurant serving non Swdish food but the rent was to high for the price they needed to keep. Now they will instead try renting a foodkiosk instrad.

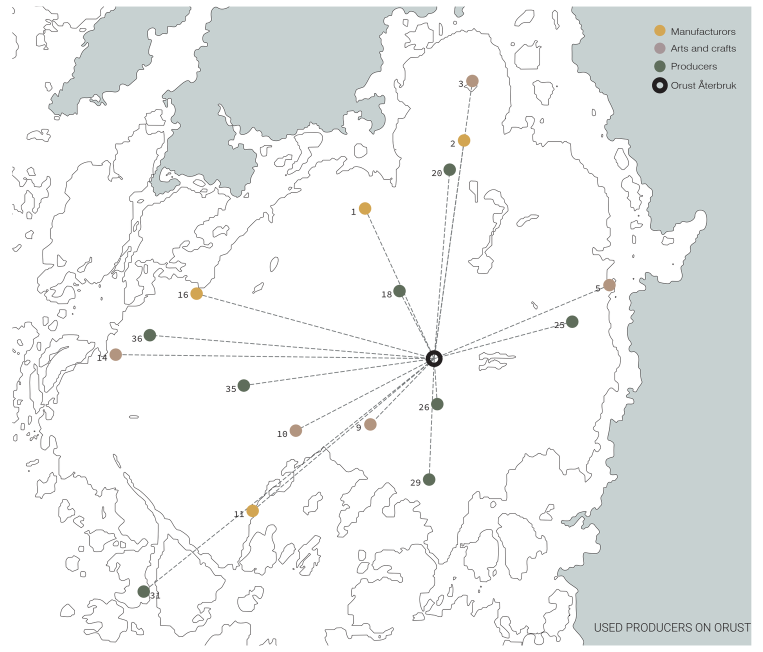
Baker, 20-50 y/o From Orust Herr Bröd

The beloved bakery was just looking for a new site when the development of the Mejeri was starting to be developed. Herr Bröd quickly became involved and was the first to move into the new facility. As the brewery will be the neighbouring producer the new product, maltbröd, came naturally!

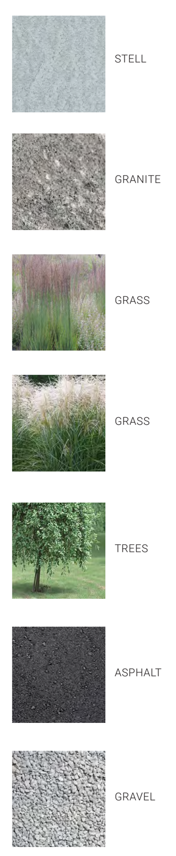
SCENES OF LOCALITY
ORUST

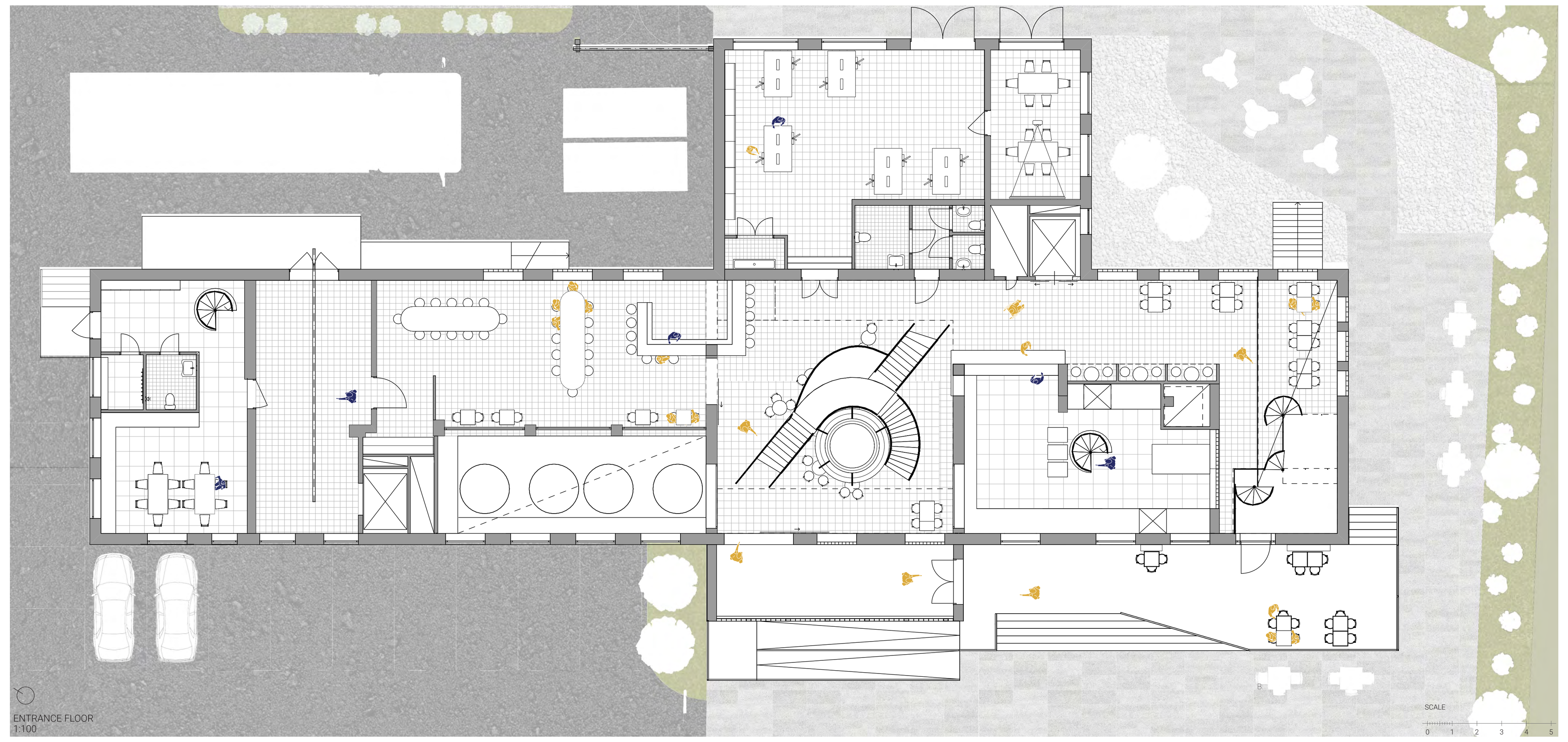
Local production is not to be narrowed to food producers, but rather to the vast spectra of producers, manufacturers and providers of anything from the smallest candle to building elements. Local production in this investigation has been defined as items or products that are created and/or refined within the boundaries of Orust and its directly adjacent islands. In this definition it is hence possible for a woodworker or ceramicist to refine the work on the island although the raw material may be sourced elsewhere. Although locally sourced materials are of course desirable, the focus has been to connect to the locality of people and their knowledge rather than the full sircle of the material life cycle.

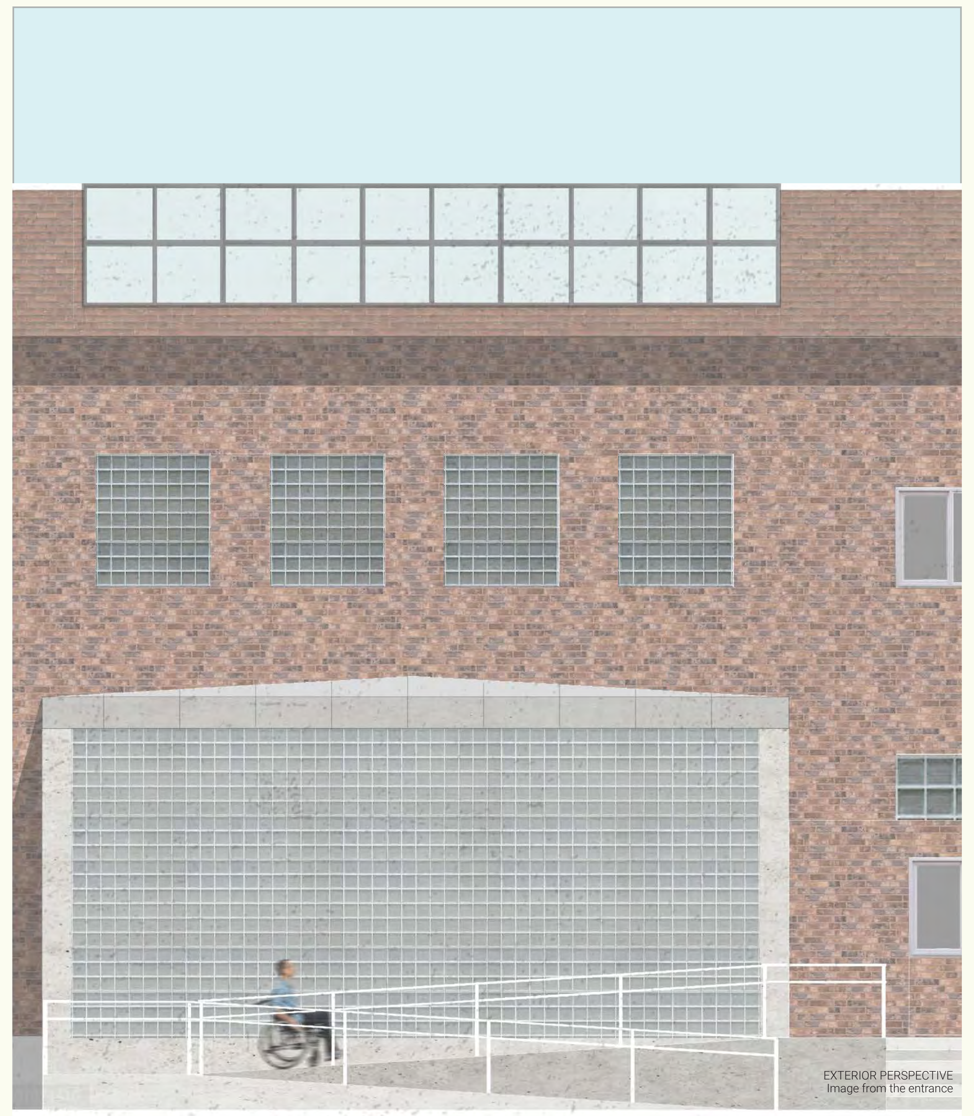
A celebration of local production
The concept is based on the ideas of a place for showcasing all the knowledge, products and crafts that the island has to offer. It is not a market hall or a factory or a showroom, it's all of those things combined. A place for production, selling, refining, showcasing and using. So in contrast to a showroom, the visitor is shown the products by interacting with them. Seeing, tasting, hearing, smelling and using the local products. By engaging the local community of producers, the site becomes a collective hub for both producers and visitors. With a production focus on beer and bread the current initiative of Smaka på Orust (taste Orust) is embraced along with the history of the site as a factory.



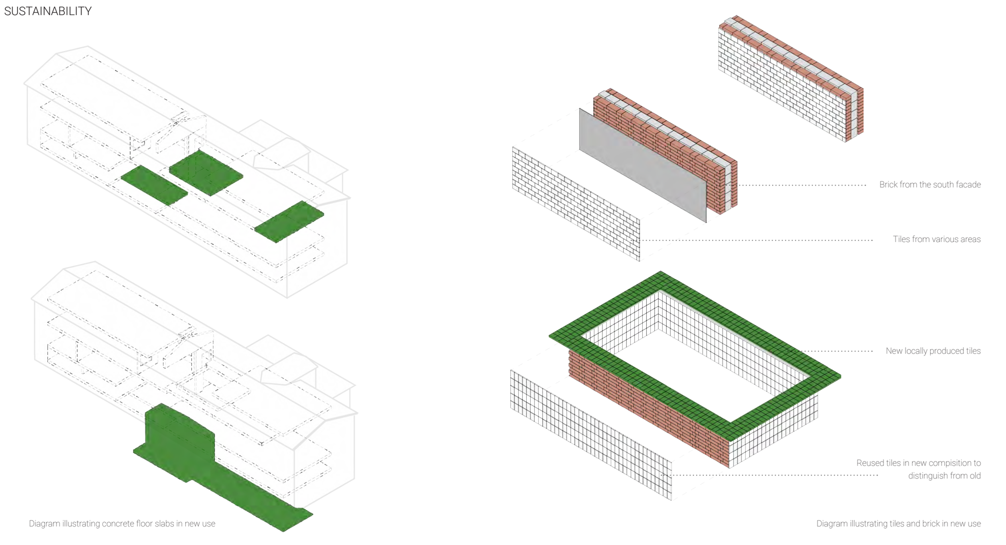
EXTERIOR ENVIRONMENT



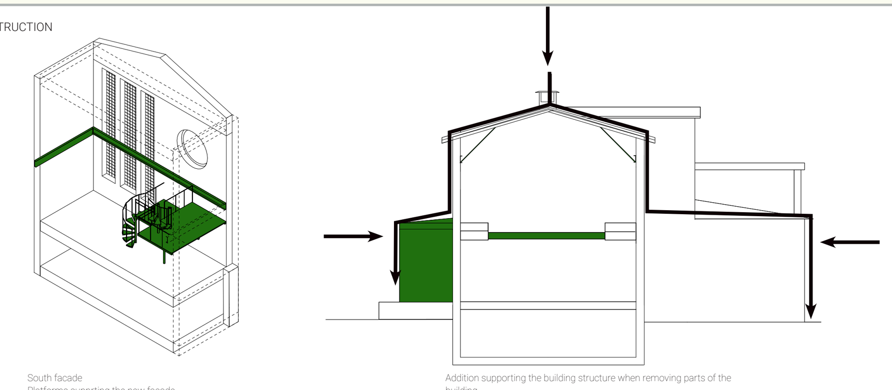




SUSTAINABILITY



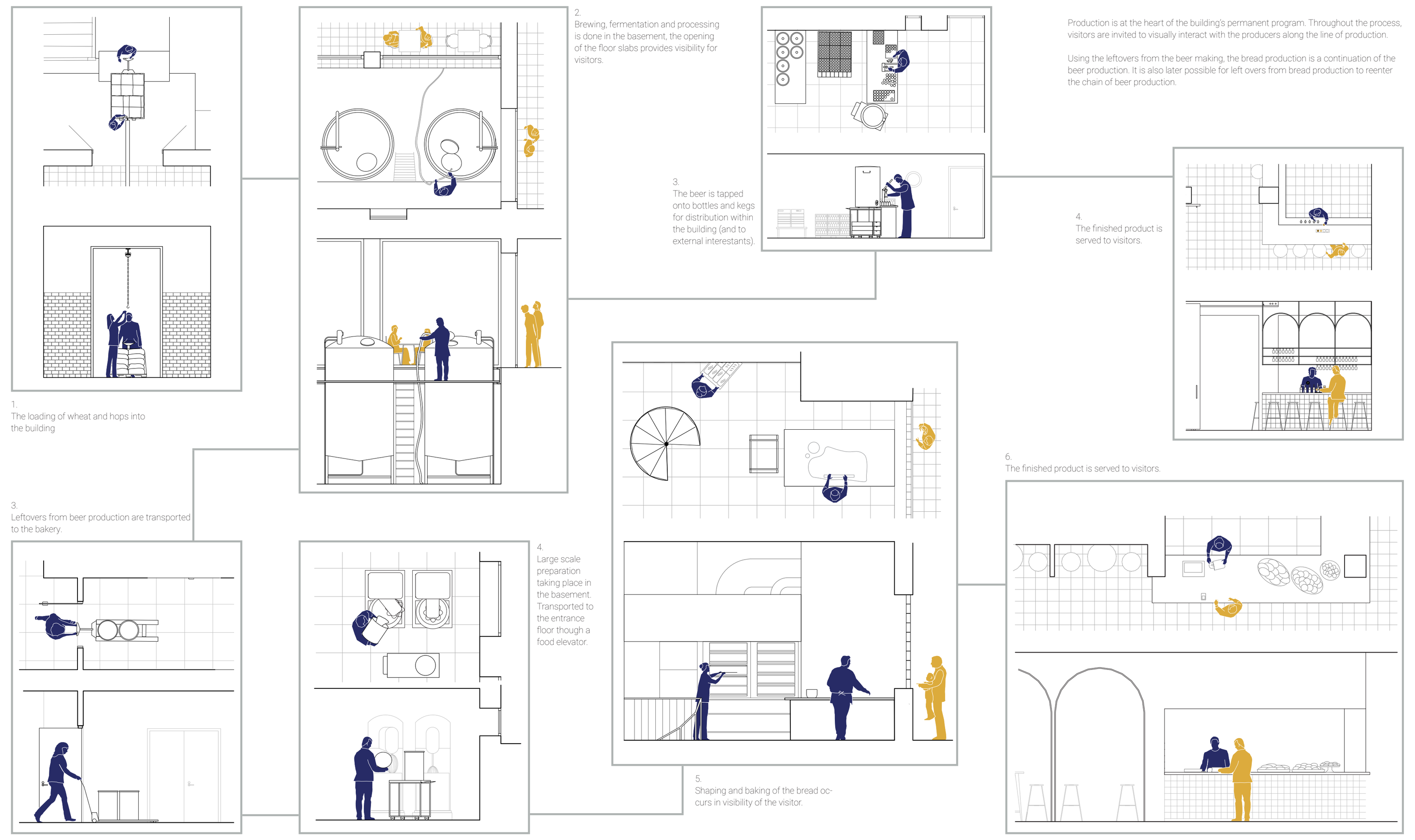
CONSTRUCTION



South facade
Platforms supprting the new facade

Addition supporting the building structure when removing parts of the building

SCENES OF THE PRODUCTION PROCESS



1. The loading of wheat and hops into the building

2. Brewing, fermentation and processing is done in the basement, the opening of the floor slabs provides visibility for visitors.

3. The beer is tapped onto bottles and kegs for distribution within the building (and to external interestants).

3. Leftovers from beer production are transported to the bakery.

4. Large scale preparation taking place in the basement. Transported to the entrance floor though a food elevator.

4. The finished product is served to visitors.

5. Shaping and baking of the bread occurs in visibility of the visitor.

6. The finished product is served to visitors.

Production is at the heart of the building's permanent program. Throughout the process, visitors are invited to visually interact with the producers along the line of production.

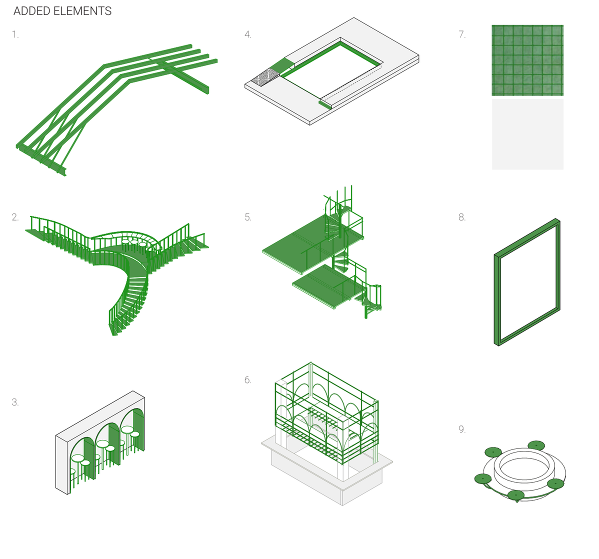
Using the leftovers from the beer making, the bread production is a continuation of the beer production. It is also later possible for left overs from bread production to reenter the chain of beer production.

LOGO AND BRAND

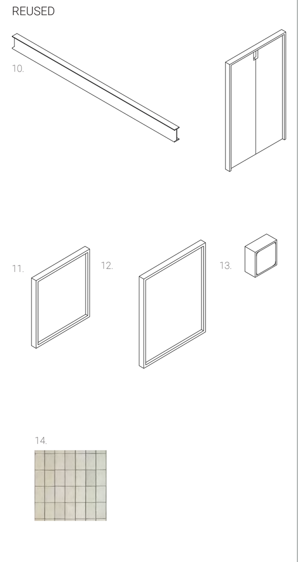
The design of the logo placed on the southern facade is based on characteristic elements of the building, such as the brick, and the silhouette of the island. The logo is then used on several elements produced in the building.

The logo is then reused on several products produced in the building. In this way, a uniform expression is created for the various activities and the building's identity is strengthened.

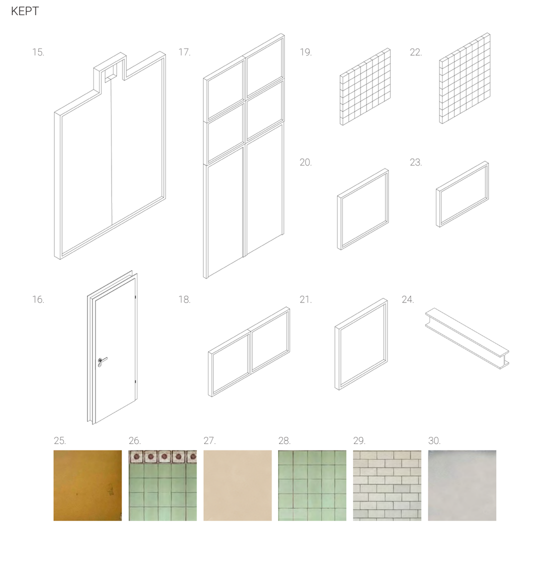
ADDED ELEMENTS



REUSED



KEPT



LABEL
1. New roof construction
2. Staircase
3. Openings and frames
4. U-beams steel and ramp
5. Platforms and stairs
6. Bardetials
7. Tiles and white paint
8. Window frames
9. Furniture
10. Beam and door (store)
11. Windows (south facade)
12. Windows (south facade)
13. Glass blocks
14. White tiles (rectangular)
15. Port
16. Doors
17. Door (workshop)
18. Windows (workshop)
19. Glass block windows
20. Windows
21. Windows
22. Glass block windows
23. Windows
24. Beam
25. Wall surface, yellow
26. Green tiles with pattern
27. Wall surface, apricot
28. Grenn tiles, square
29. White tiles, rectangular
30. Wall surface, gray