

FRAME FOR
SORROW

... søkte skogens ro

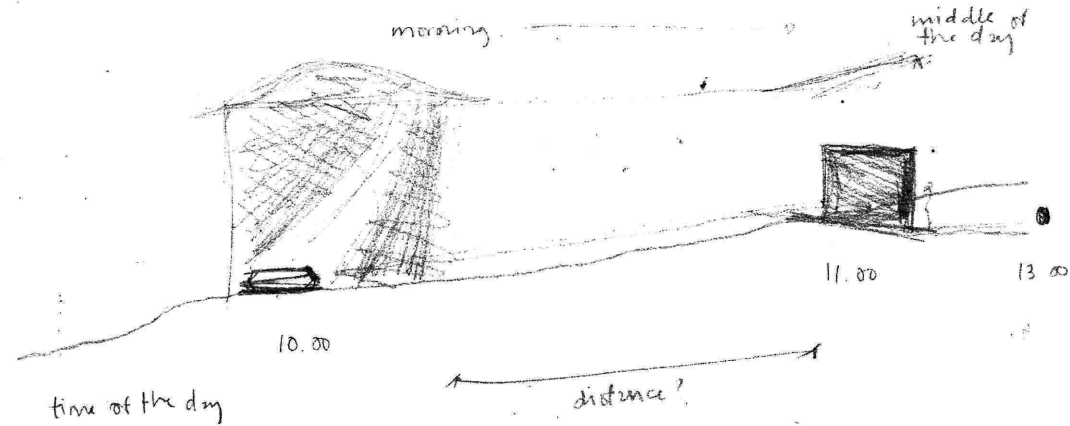
entrance
for workers
and undertakers

separate for undertakers?

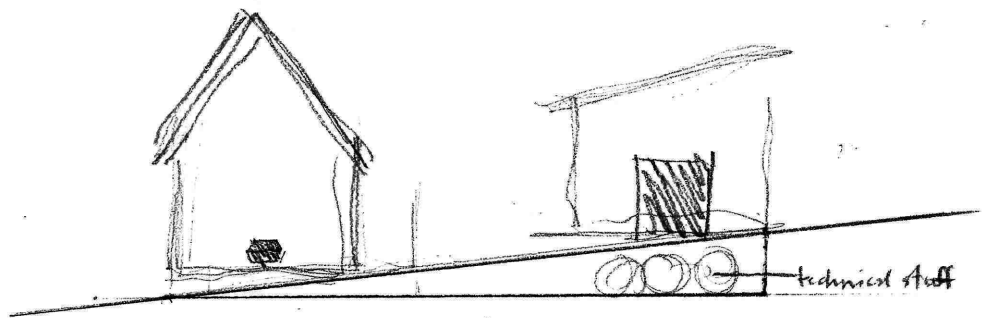
entrance
to viewing room

entrance to
ceremonial
room

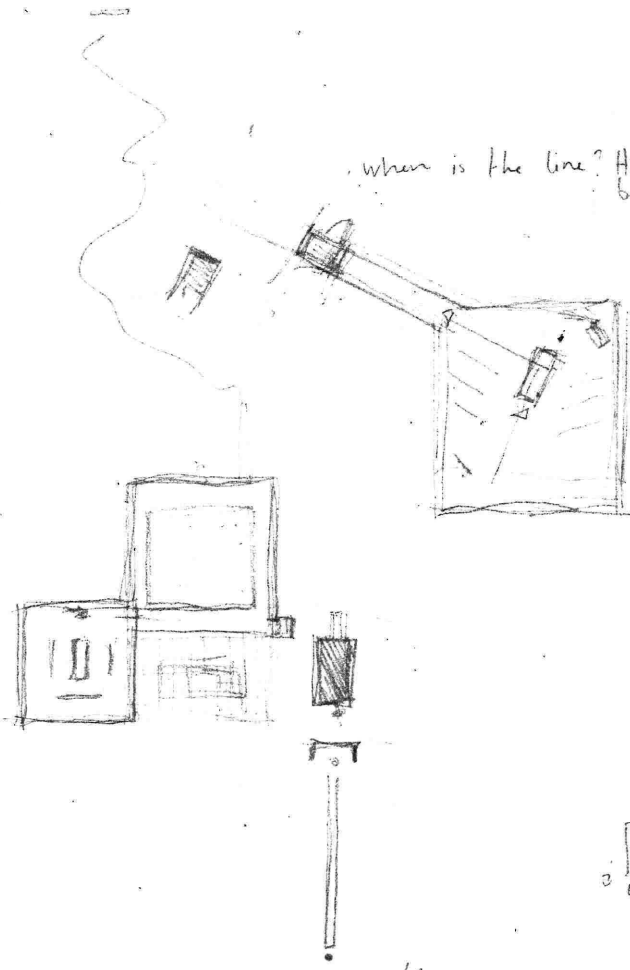
4 roads, or just
the building refers
to 4 situations?



All the functions between
or addition, or after
the un delivery?



relation to the ground
altitude to the terrain

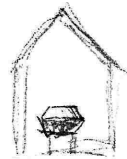


when is the line? How long do they
benevolence follow the
coffin?

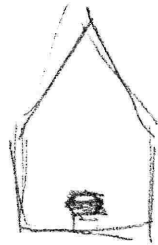
make a ritual?
 $\begin{matrix} \square \\ 2 \quad 6 \end{matrix}$ or $\begin{matrix} 6 \\ | \\ 2 \end{matrix}$

Um delivery?

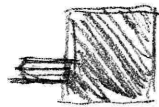
same building,
walking distance
or driving distance?



viewing



ceremony



open
cremation



urn
delivery

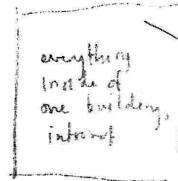
waiting



is the viewing only
a offer for those
who use the ceremonial
space & cremation?

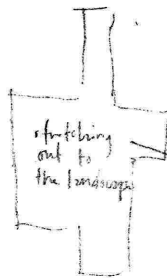
(coffins that are followed
the whole way vs.
coffins that are just
coming for cremation)

what distance is too long
to make it work for
the employees? And what
becomes too close, thinking
about employees and the
bereaved?



everything
inside of
one building,
interior

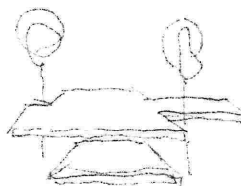
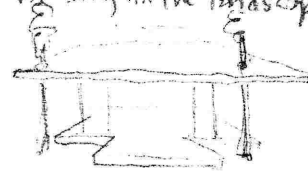
to see context of
an object in the
forest



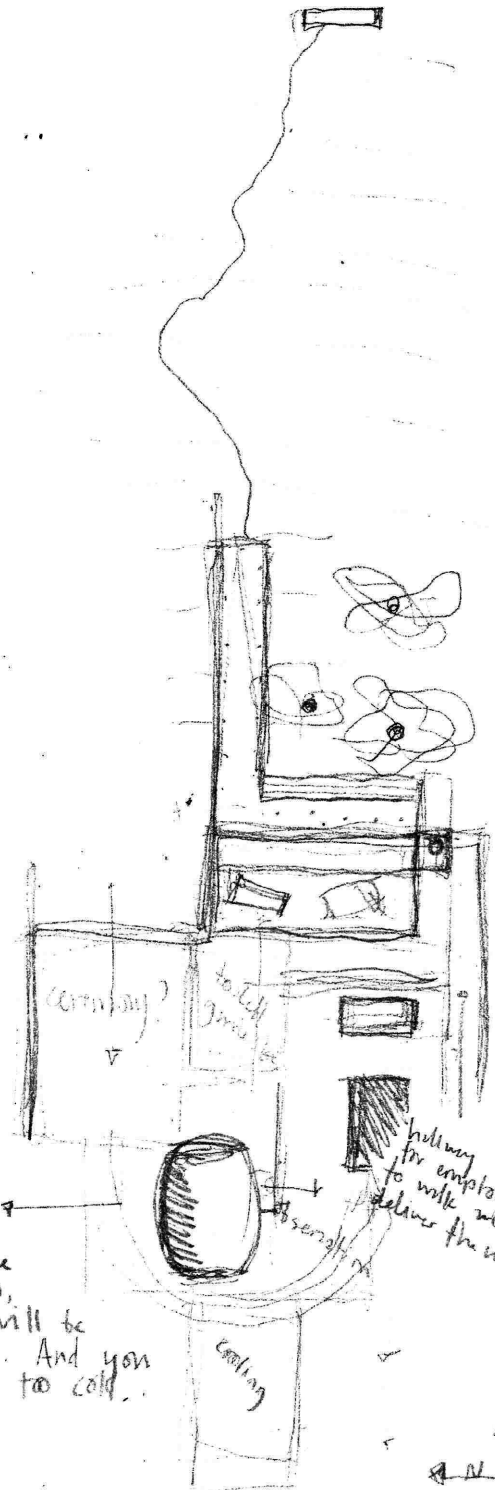
stretching
out to
the landscape

becomes
part of the
land/landscape,
site specific

working in the landscape



How long from
the cremation
to delivering the
urn? Too soon,
and the urn will be
too hot/warm. And you
don't want it too cold.



ceremony?

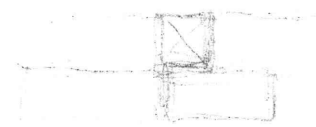
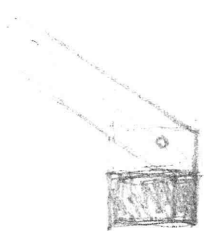
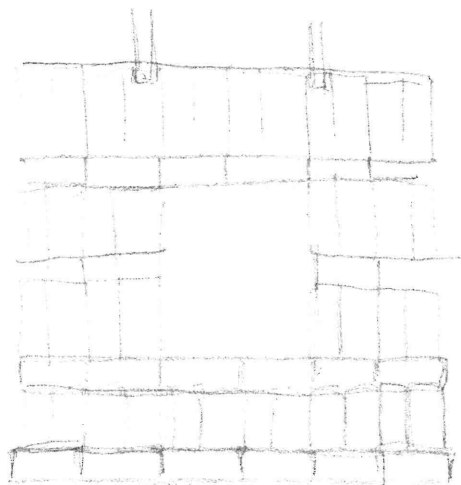
to tell
parents



cooling

hallway
for employees
to walk will
deliver the urn?





A dead body. timeline

Death 00.00
Somatisk død

= musklene "slapper" av

Når skjer syning?
Kvar i prosessen?

+ 30 min: Likkflekker; blodsamling. Om liket ligg vil blodet samles med tyngdekrafta; dødsflekker

= lig temperatur, tørt.
Høg luftfuktighet set i gang for råttningsprosessen tidlegre.
Skogen/klimaet hj oss er jo tørt...

+ 2-4 timer: kjemisk prosess, alle musklene stivnar. Startar fyrst i anletet (kjeran) Rigor mortis: dødsstivheit

Obduksjon skjer oftast innan 48 timer

Autolyse: cellene løysar seg opp

+ 10 timer: alle musklene så stive at kroppen vert "stiv som ein stoff", løst i ein posisjon. Dødsstivheita er berre ein kort periode, og kroppen mjuknar oppett etterkvart. 1-3 døgn.

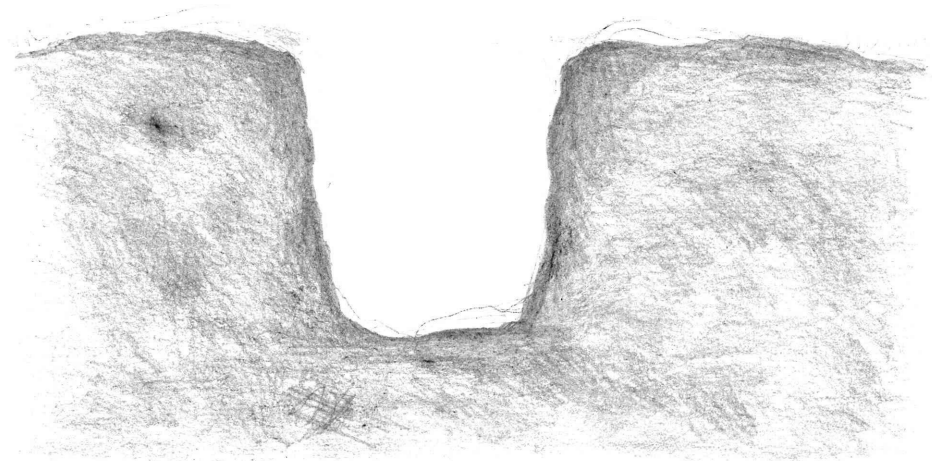
"Frå jord er du komen til jord skal du verte"
2 liter jord

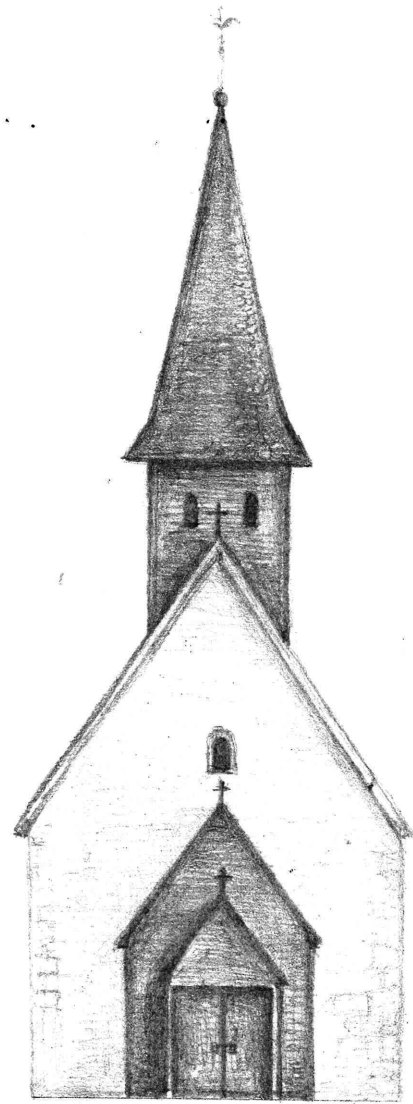
+ 24 timer: kroppen får same temperatur som omgivnaden.

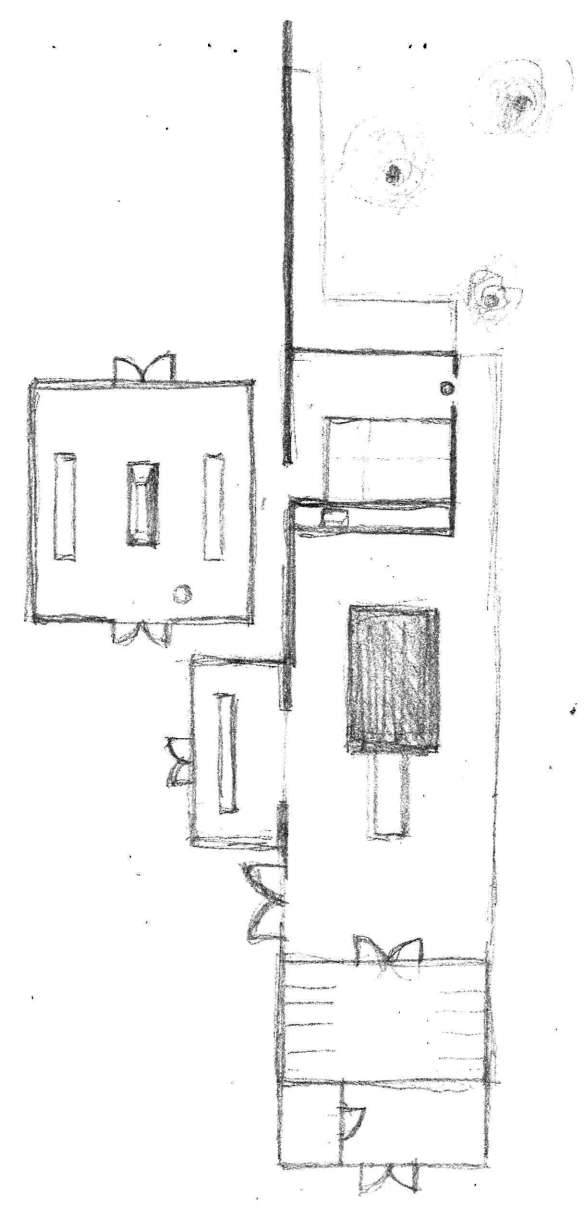
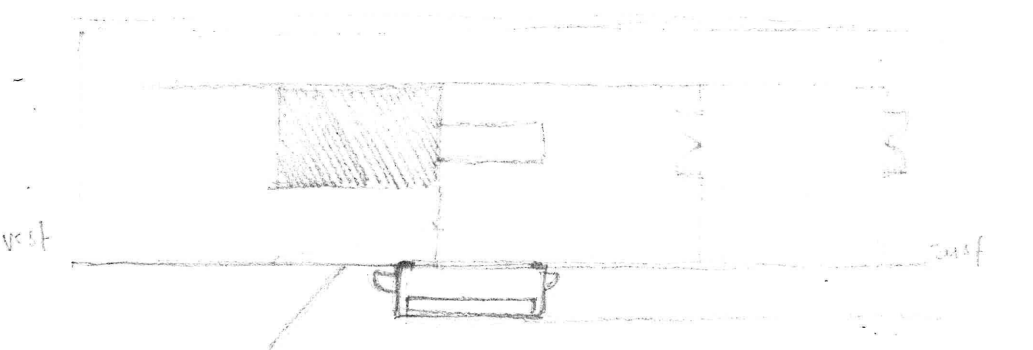
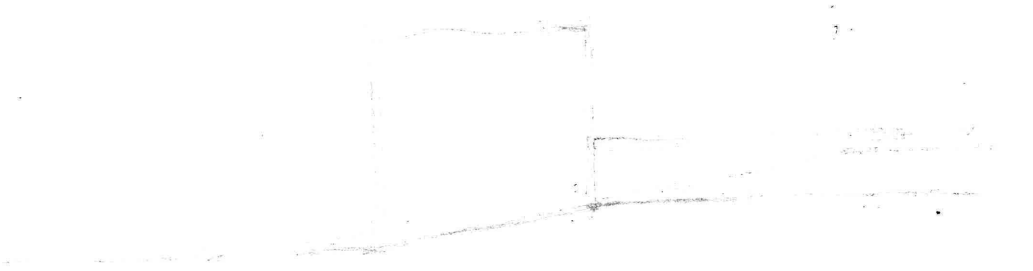
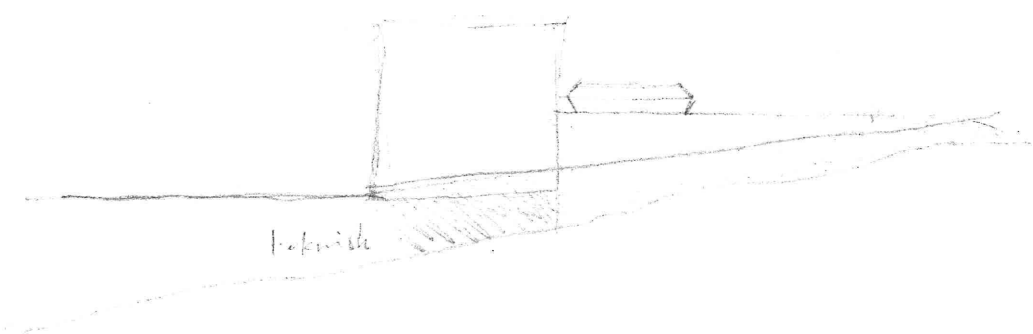
blågrå svulmer og opp grunn gassar som oppstår. Svovelgassar = lukt

Bakteriar & virus i kroppen vert frigjort og sprer seg rundt og ut til huden. difor får ein ofte grøn skjær i hudtone. Men dette er berre om det er nok væske & fuktighet. Er det tørt vil kroppen bli mumifisert. Dette skjer etter lang tid. Råtning skjer raskare i fukt!

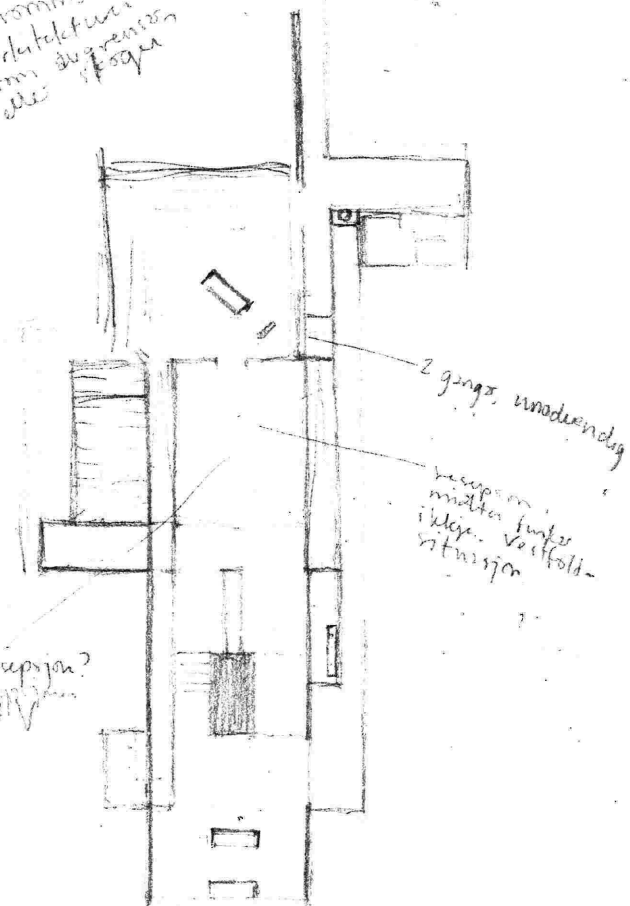
1-2 døgn: råttningsprosessen vert sunleg. Ytterste hudlag løskar.



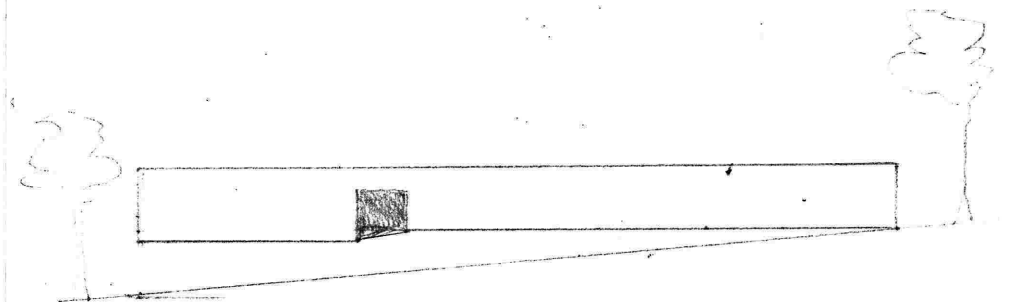
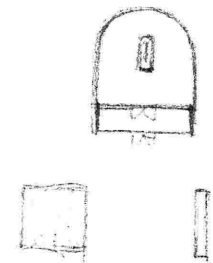




Rom
i romms?
Adelstakene
som suggerer
at de er



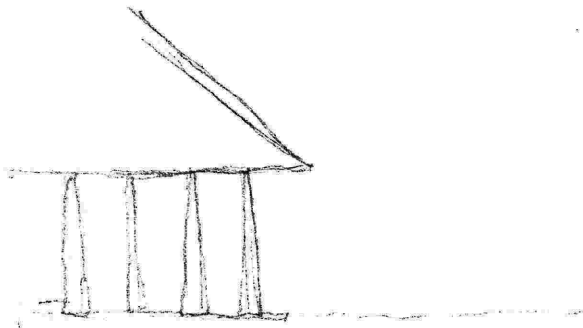
eller reception?
med to funksjoner
i delvis vakkert
sitteområde



An antenna can be something small as a
step. From one place to another



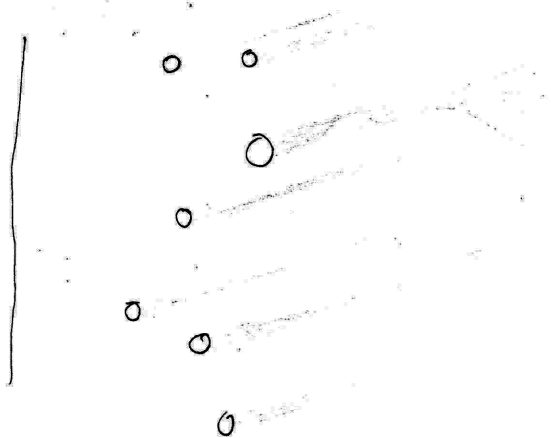
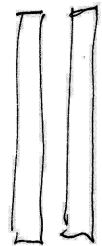
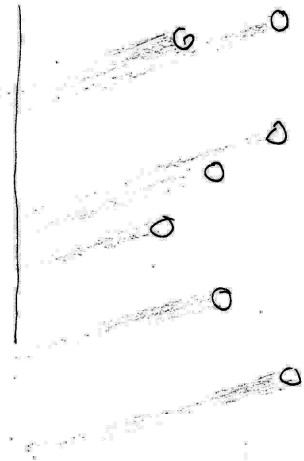
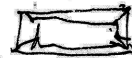
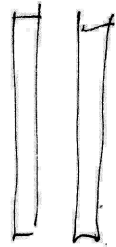
or 2 roof. as in Asplunds Woodland Chapel



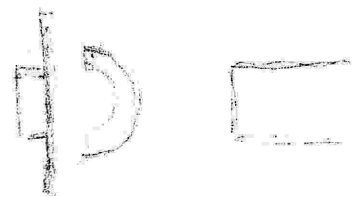
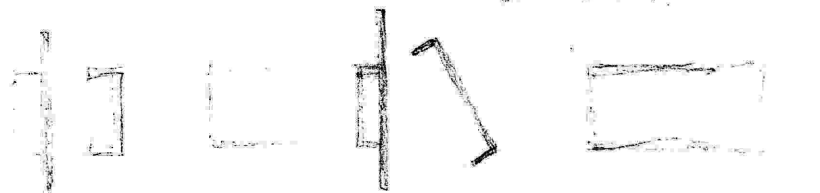
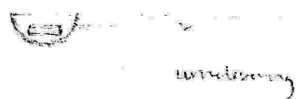
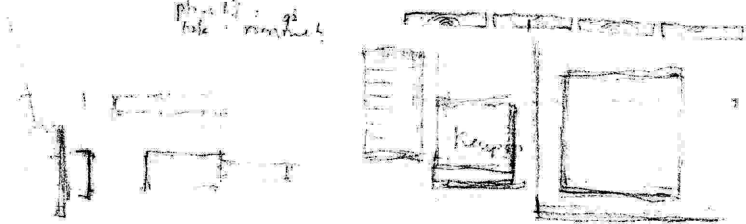
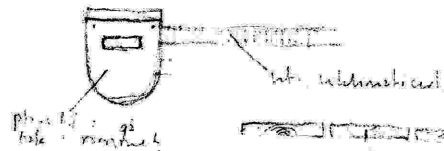
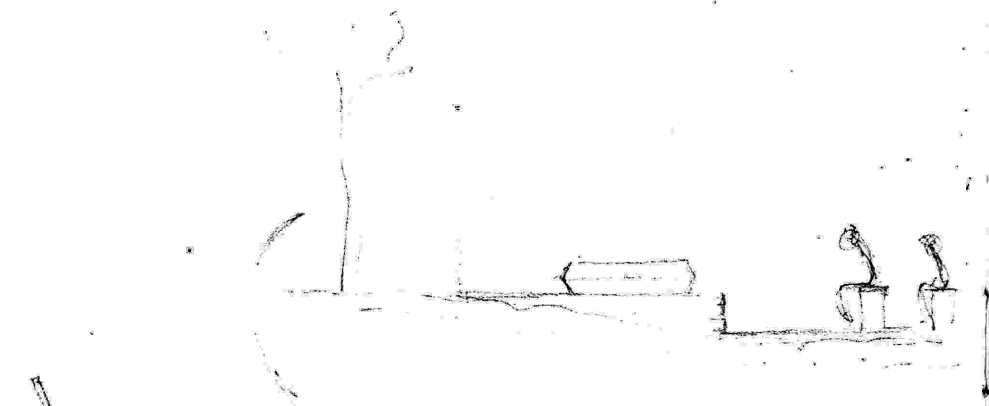
overganging

If the altar is oriented towards South,
the shadows from the trees will become a
pattern on the floor.

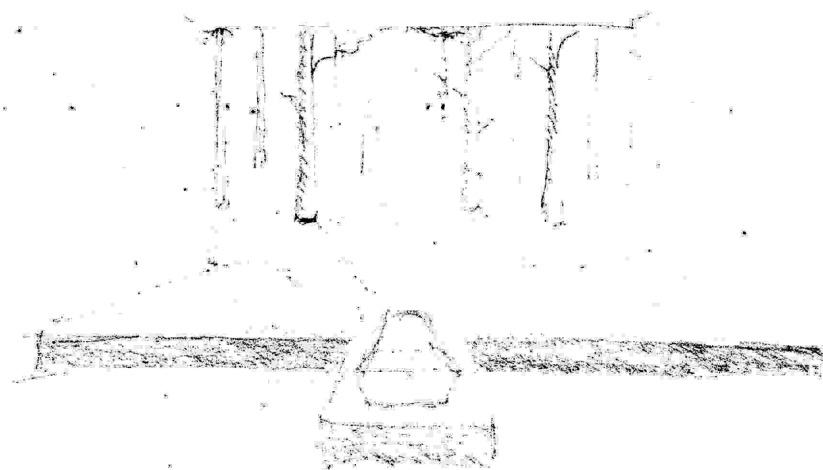
The trees will filter the light and
the light will come indirectly



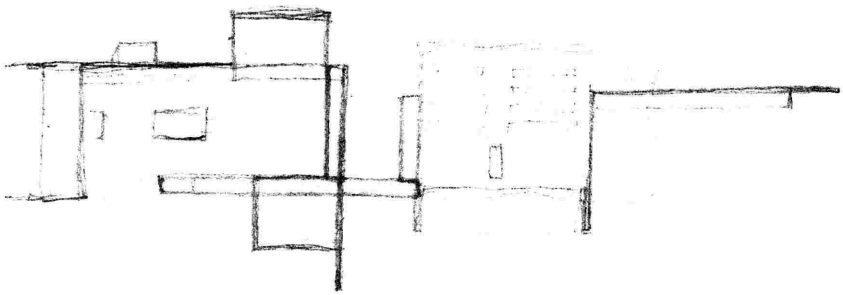
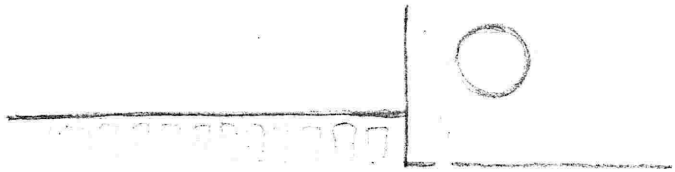
The Wintersun



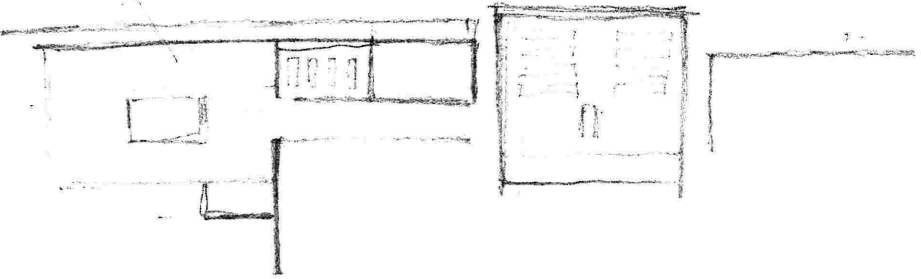
control change



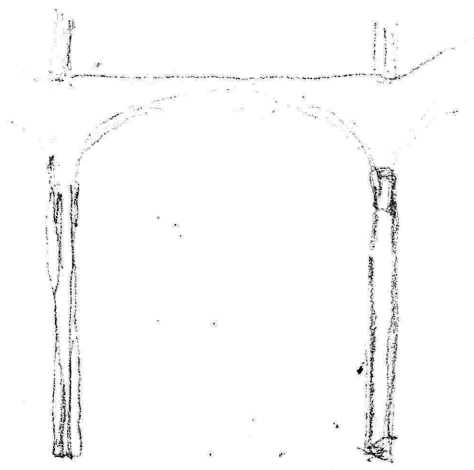
for name amen?
 Too close?
 Too unpleasant to have a direct connection
 to the area from the adjacent room?

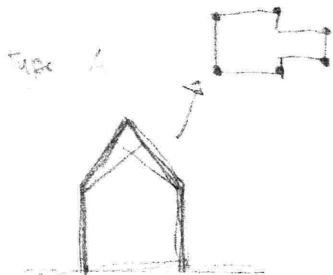


the apartment
only for the
hostels

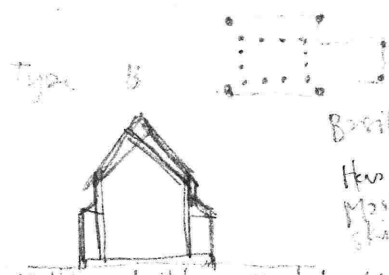


The opening / the use of the building is from Monday to Friday.
As workspace - from 8:30 - 15:30
The maximum of 11. and people are staying there until 12-5.
If staying in evening the underclass are



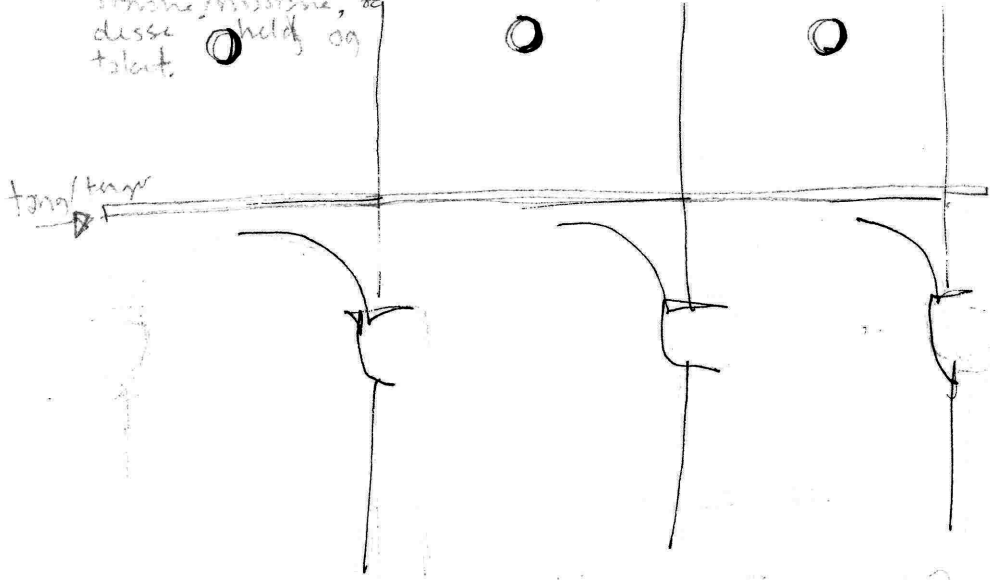


Type A
Enkel, einskips
storkyrkje.
Kledningen er mellom
strømme/misstone, og
desse held og
talent.



Type B
Fullt utvikl. "Møstebyrkje"
Inste held toket, men som
ikke kledningen i ytterste vikk.

Basilika-prog.
Her midtskip.
Møstebyrkje
skjapet



X Indrosettens er alleje
Sogn. men mot Voldens

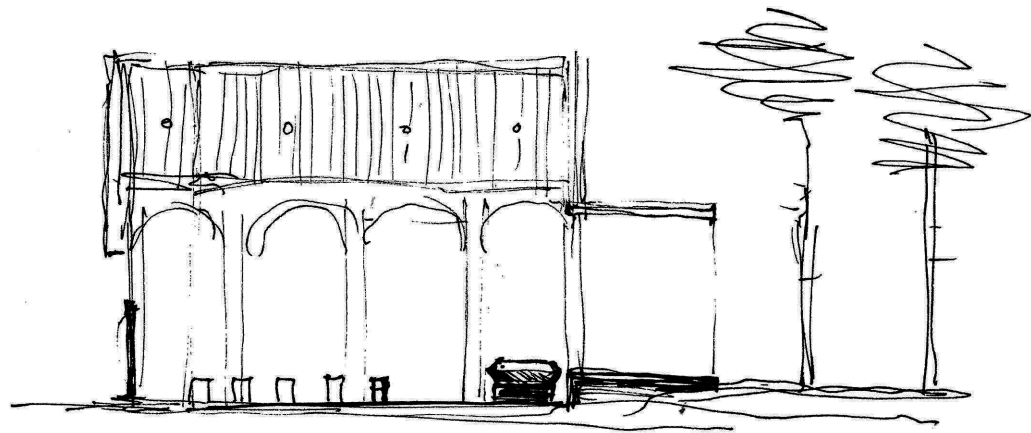
Borgundkyrkje
høyre til
Borgundgruppe og
hå liteskipet
mot aust
(Gul. Høyre.
Høyre, Lange)
Avis, Andrekers

Sognetyper:
med søge

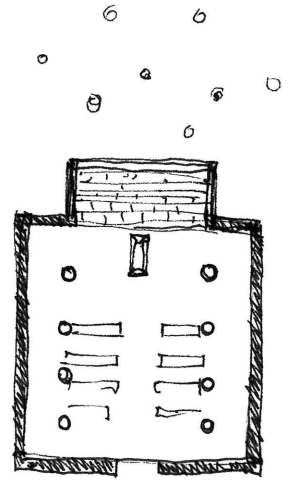
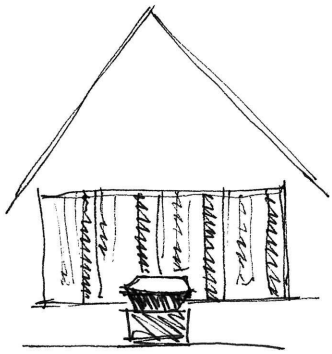


møstene ned til skjøtet!

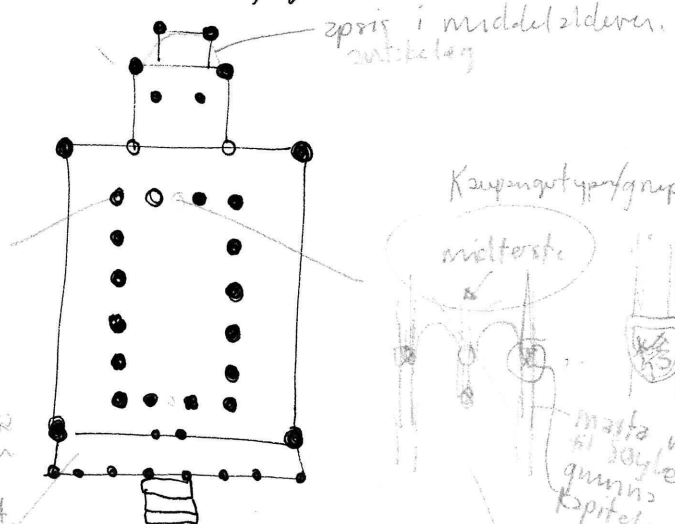
"Sognetyper", Kjøpingsgruppen i det første
inn. Høyre: Kjøpings, Vner Høyre
Vik, Fortm. Enkle og Møstene. Lom og.



Norsk byggetradisjon



Urnes storkyrkje



Kapping av
Viktige mester
satto opp en
privat preikstol
på 1600-tallet.
Difor er det
store diagonalkrosser
i konstruksjonen

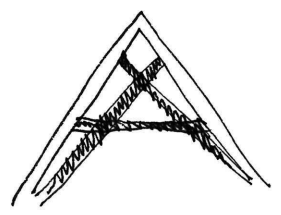
Arkade med vest,
rest for svølg,
men ikke opprinnelig

Kauvangtjørnegruppe

miltreste

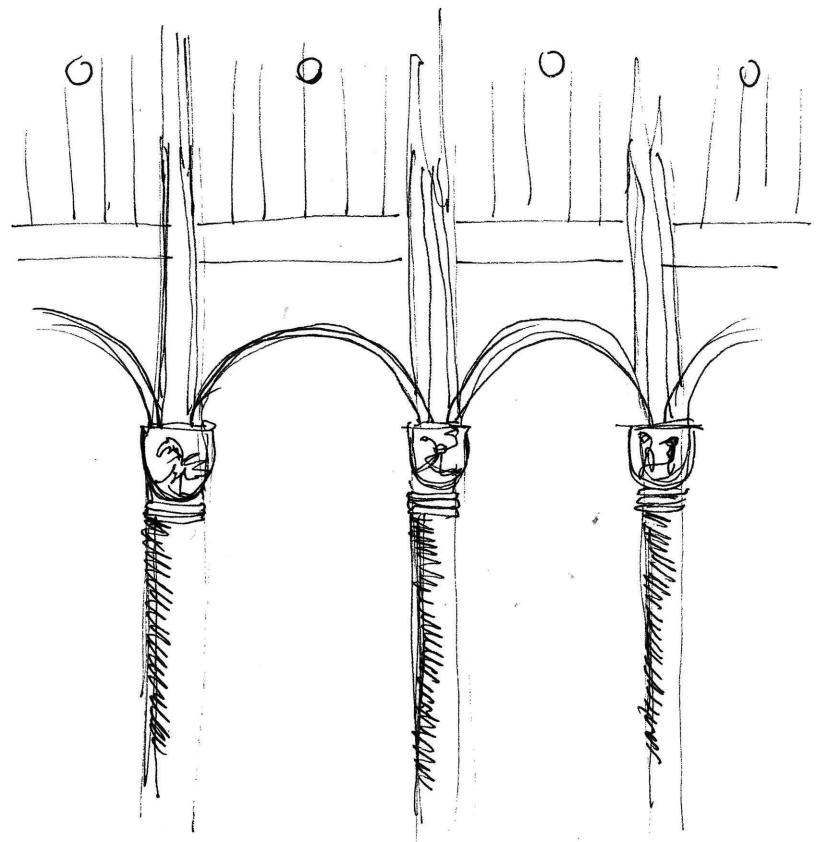
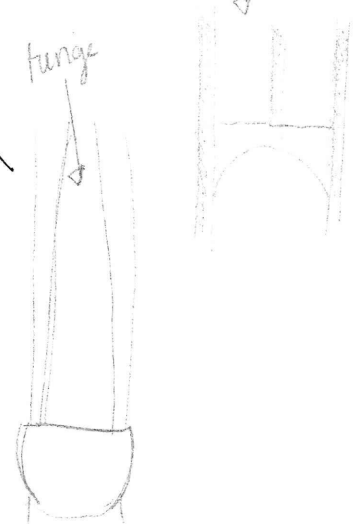
masse vert
til søyle
gruppen
kapitelen

Kyrkje nr.
3 eller 4 på
sanne sted.



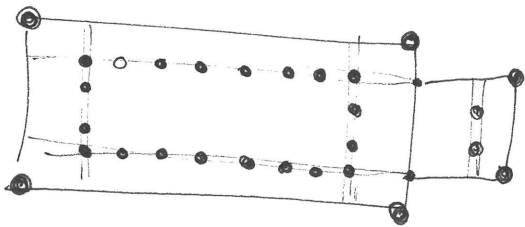
funge

Urnes, Hopperstad,
Lom, Ardal, Fortun,
Hafslø og Kauvanger
i samme slekt.



Kæmpen stærkyrkje

breiðe
ein færing!



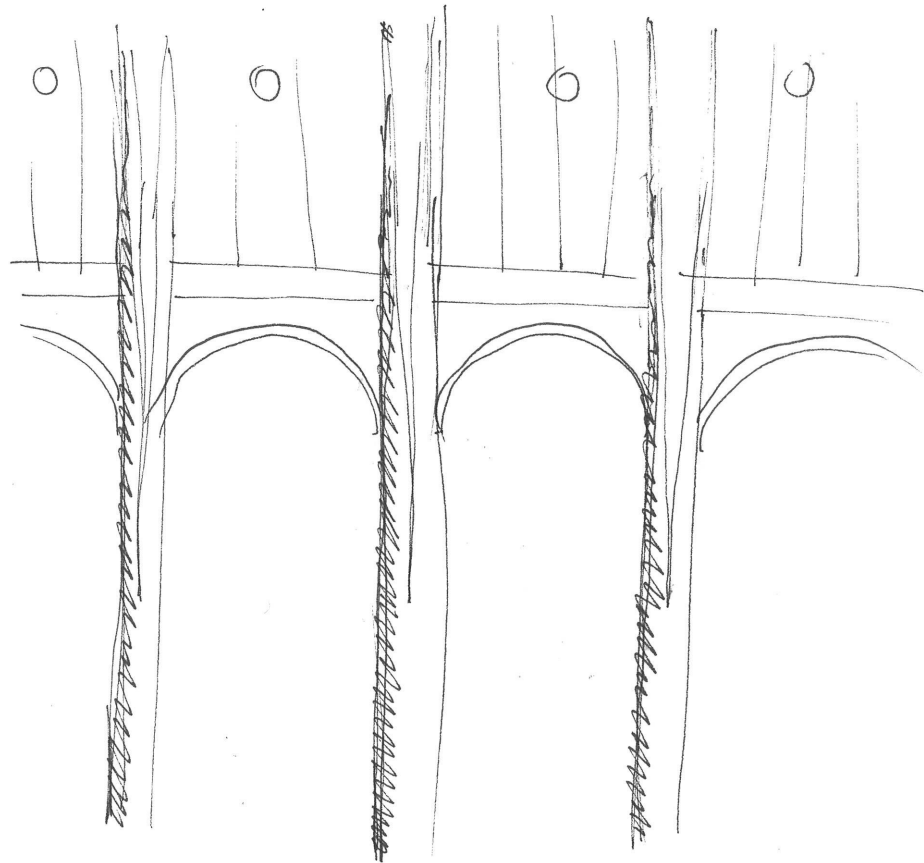
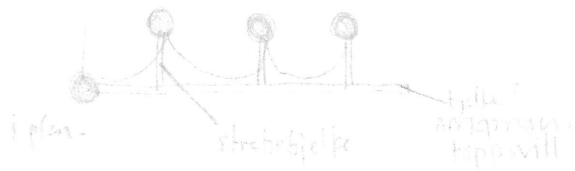
Berlingþing.

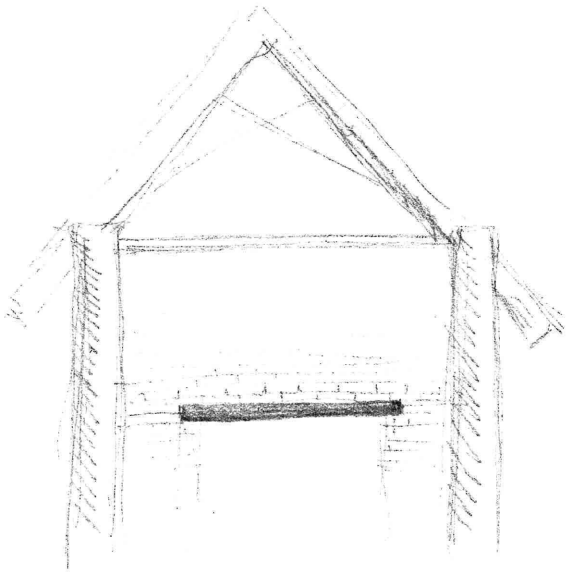
Gótt þing
þegar þú
sérst þetta
gripa þú
þetta þing

= loftige
þing

Stærðingur:
stærðingur,
þingur þingur þingur
þingur þingur þingur
þingur þingur þingur

= stöðingur þingur þingur þingur
þingur þingur þingur þingur
þingur þingur þingur þingur
þingur þingur þingur þingur





Dimmu Borgir "Sorgens Kæmmer"

Wood

2nd/or

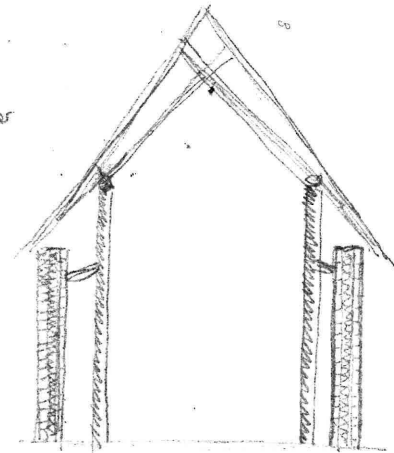
Brick

1. Over, 2nd over room. Floor and the over ceiling?

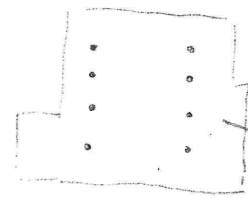
To superstudy construction systems, but stronger and is depended on each other

The wood is connected to the roof, carrying the roof structure.

While the bricks is the frame, forming the view and a frame between outside and inside.



fragile material, put in a frame that makes it stable that it can last for 1000 years.



possibility to change the space without destroying for the roof.
walls

What rooms can be connected
 what to see, where to see,
 and who do you meet?
 Views

