

# PROCESS BOOK

a weekly log showing my work

This booklet was made during the semester, and describes a short summary of the progress each week.

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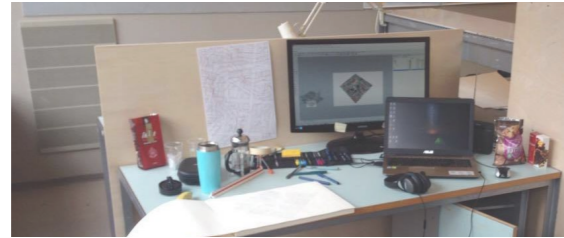
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# WEEK 1 AND 2

The diploma has started and I have found my desk.

The first week and a half has been used to



## 1. Gather map information

Finding the necessary map information has not been easy. Throughout the first two weeks I have had several meetings with the GIS-expert at school, and also phonecalls to the map people working in the city hall in Stavanger. I ended up getting a 2D-map with height information in it, which is not essential for working in 3D.

## 2. Drawing diagrams/illustrations

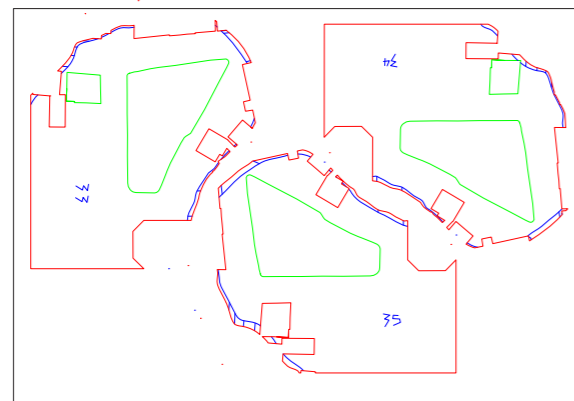
A good way to study the site is to draw it. I spent some time drawing the site, and hopefully I will use this for diagrams and analysis.

## 3. Plan meeting with the Municipality

I have planned a meeting with Leva Urban Design and the municipality for next week. I will present my project and hopefully learn enough to compose a program for the project.

## 4. Working model 1:200

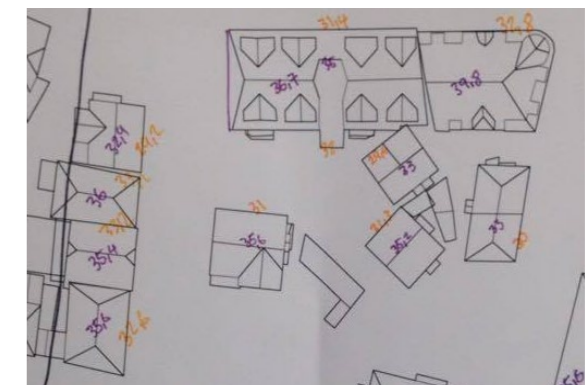
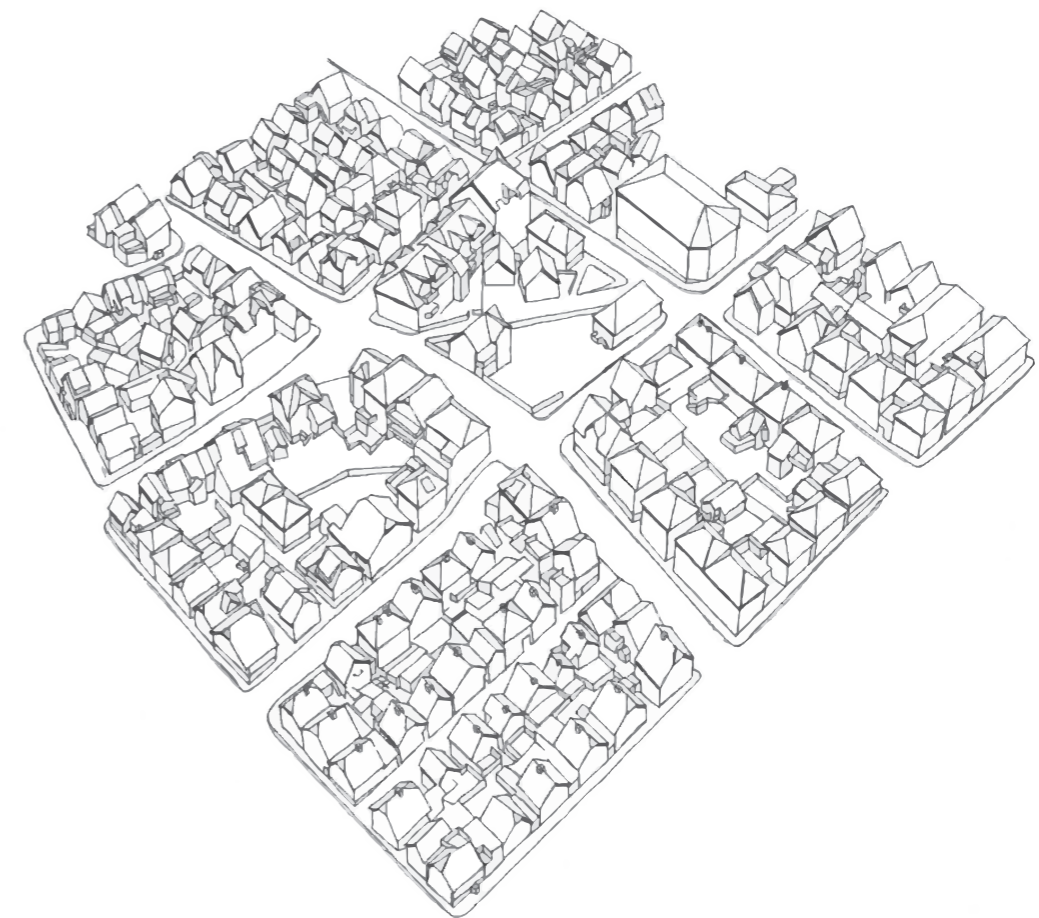
After lingering about the scale, I decided to make the first model in 1:200 in order to have a good tool to work with when designing. I spent a lot of time preparing a lasercut file, using 18 cardboards that hopefully will be finished next week.



## 5. Find and study more reference project

In the process of making my project, it's important to have good references in several specific categories:

- Building in historical context. How will I relate my project to the historical surroundings?
- Buildings as a public space. What does it take to make a building work as a public space?
- Plazas. What is a plaza and how do they work and look like?
- Contemporary wooden architecture

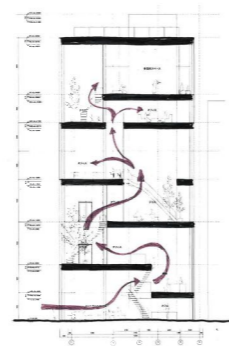
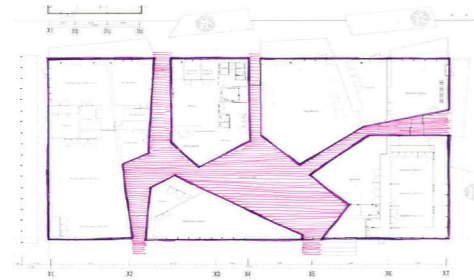


# WEEK 3

This week was a step forward in studying references, analyzing the site and meeting the people working in the municipality who works with the life of the inhabitants in Storhaug on a daily basis.

## 1. Study references

By printing and drawing on the plans and sections of my references, I have learned a lot about how they have planned their building as a part of the public cityscape. How are the functions and rooms connected, how are the different floors connected, to facilitate for openness



## 2. Business trip

Tuesday to thursday I went on a trip to Stavanger. The weather was perfect for visiting the site, so I spent many hours walking around and taking photos.

I also met with Hanne Navdal Vatnaland, Public Health Advisor in Stavanger Kommune. She gave me a lot of information about the inhabitants situation in Storhaug, and gave me several tips to what I could programme my building with, based on different studies.

Lastly I visited Hermetikken. Hermetikken is a really interesting project that was done after the oil crisis.



The bus struggles its way up to the site



First sighting of the site.

## 3. Picking out relevant information

Hanne gave me tons of statistics regarding the area, and I can use a lot of it to develop my project.

Det rullende idéverksted – erfaringer

Dato	Sted	Antall besøkende	Oppsummering – tanker/observasjoner	Konkrete innspill
20.10.2016	Midjord	Ca. 20 – majoriteten av besøkene var tilfeldige besøk.	Folk som går, sykler eller kjører forbi er tydelig nysgjerrig på hva som foregår i campingvognen. Det er stort sett barn som er på vei fra skolen som går forbi når vi åpner vognen kl. 15. Det er likevel et jevnt sig av folk som slår av en prat og som nysgjerrig kikker inn i vognen. Ikke altfor mange, men det bidrar også til at vi får tid til å snakke ordentlig med de som stikker innom. Vi bør vurdere om vi skal utsette åpningen til kl. 16 slik at vi treffer flere som er på vei fra/til jobb, skole og aktiviteter.  Nabo til de kommunale boligene på Midjord forteller blant annet at politiskjoner etc. i området har blitt en normalitet, men at det likevel er et fint sted å bo. Rivingen av de kommunale boligene i Åkragata var imidlertid en viktig forutsetning for at de ble boende i området etter at de fikk barn.  Beboer på Midjord sier at det til tider er mye bråk, og at det ikke er ønskelig å ha besøk av barn i leiligheten.	<ul style="list-style-type: none"> <li>- Maling av benker</li> <li>- Maling av postkasser</li> <li>- Drivhus</li> <li>- Dugnadstimer</li> <li>- Gjerde langs veien</li> </ul>

## 4. Working model 1:200

Finally the lasercutter team will finish cutting my model on Friday, so hopefully I will start putting it together.



## WEEK 4

This week was mostly spent on making the physical model in 1:200 and plan diagrams in 1:1000.

### 1. Build model

After the process of gluing all the 44 layers of ground together, I still had to make all the buildings. I spent the evenings in the workshop sawing and sanding the small houses made of birch. A total of 43 houses of different sizes.



### 2. Site analysis diagrams

In the daytime I have been working on the site plan, organizing layer hatches and lineweights.

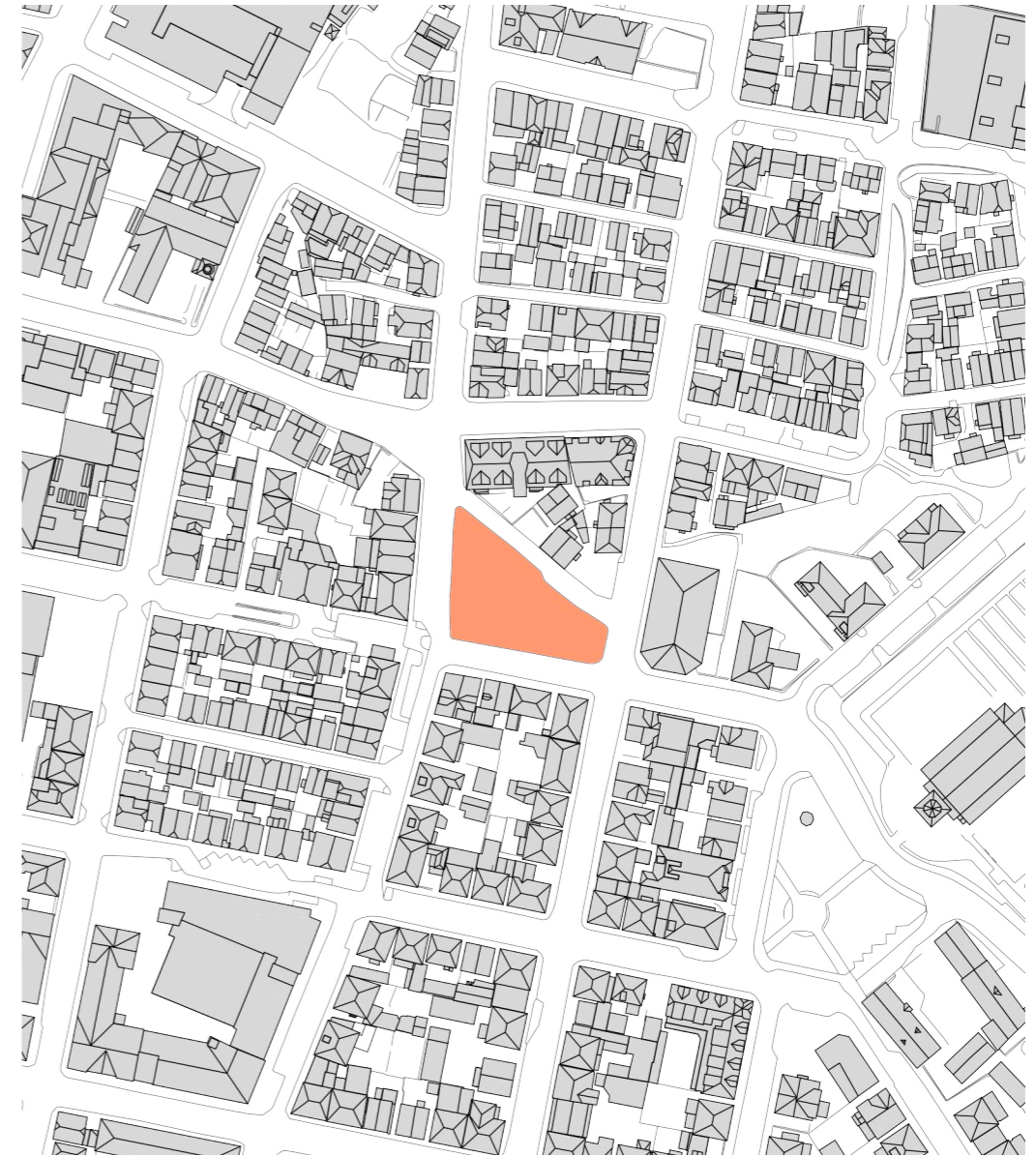
I used the plan as a template for my diagrams.

I have mapped all services, institutions and activities in the nearby area of the site.

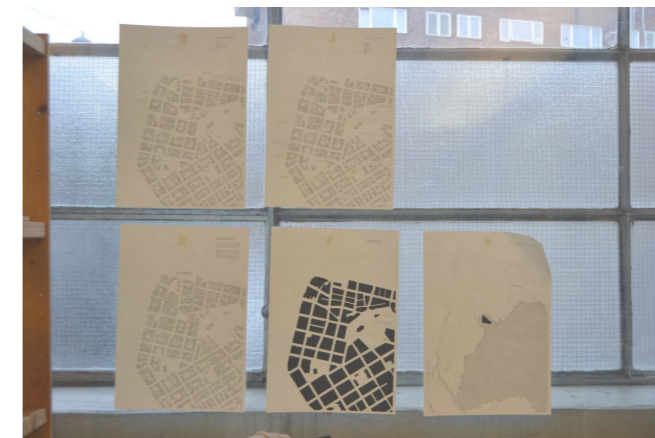
I also studied the existing public spaces in the area, and how the topography around the site is an important factor.

### 3. Initial Programme sketches

After studying the data from my meeting with the municipality, I have gotten some ideas about the programme of the building. Hopefully I will work more with that next week.



I spent some time working on the site plan, as the data retrieved from Geonorge has a lot of information, both useful and things I want to clean out.





## WEEK 5

At this point I feel like I have really started my project, in the way I planned by sketching with volumes in the finished 1:200 model. Through this on going process I have now established several opinions about my building, in terms of size, heights, organization and concept.

I've started to develop the programme of the building parallel to the volume studies in order to research how comprehensive the programme could be.

The programme is as written before a result of the information I got from the municipality about the wishes and the living conditions of the inhabitants in the area. I will explain this with a diagram when this is settled.

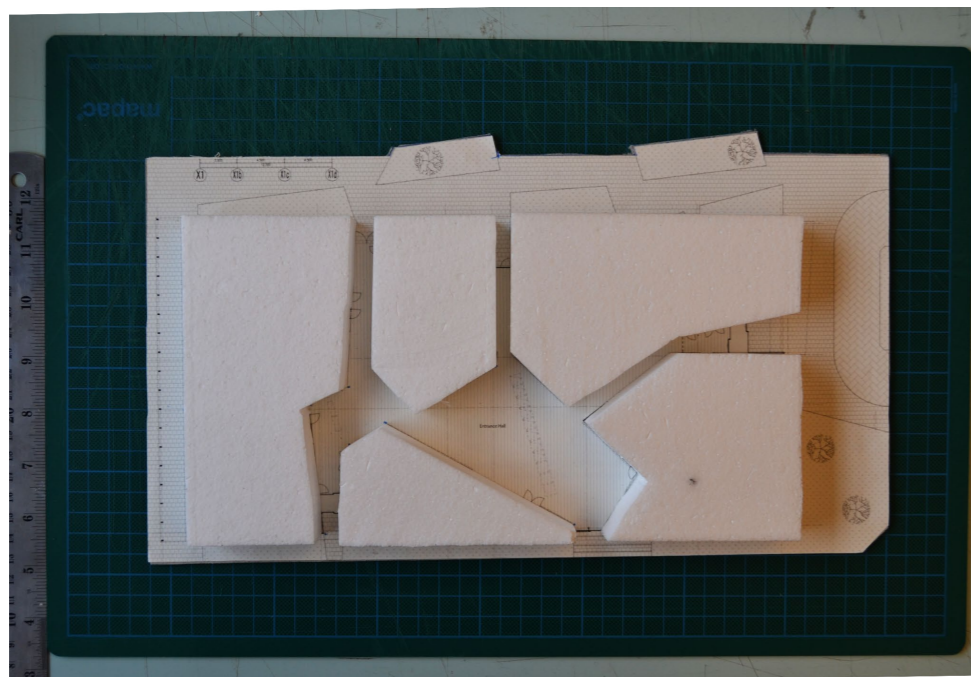
Following is an explanation of each model and in the end there are several diagrams explaining my findings.

### Model 1

By studying two of my reference projects even more in detail, they can help me figure out the scope of my project. The first model is a 1:200 sketch of the Towada Community House in Japan. The size of the main building is over 1600 sqm, twice the size of my site, on one floor.

I really like how the hallways are organized with a "main square" in the center. All the different rooms and programme looks like separate buildings on the floor plan.

I don't understand why the different entrances are narrow and pulled back from the facade. To me this does not contribute to bringing the outside space inside.



### Model 2

The second model is my reference project Shibaura House in Tokyo. I built it to compare this size to my site. Also this building has a really interesting relationship between the floors, and it is easier to understand in model.



### Model 3

The second model is a sketch trying to copy the concept of the hallways and the "main square" from Towada to the site in Stavanger.



### Model 4

The third model is a continuation of the Towada concept, but on two levels. This is where the idea about the importance of the visible corners of the building.



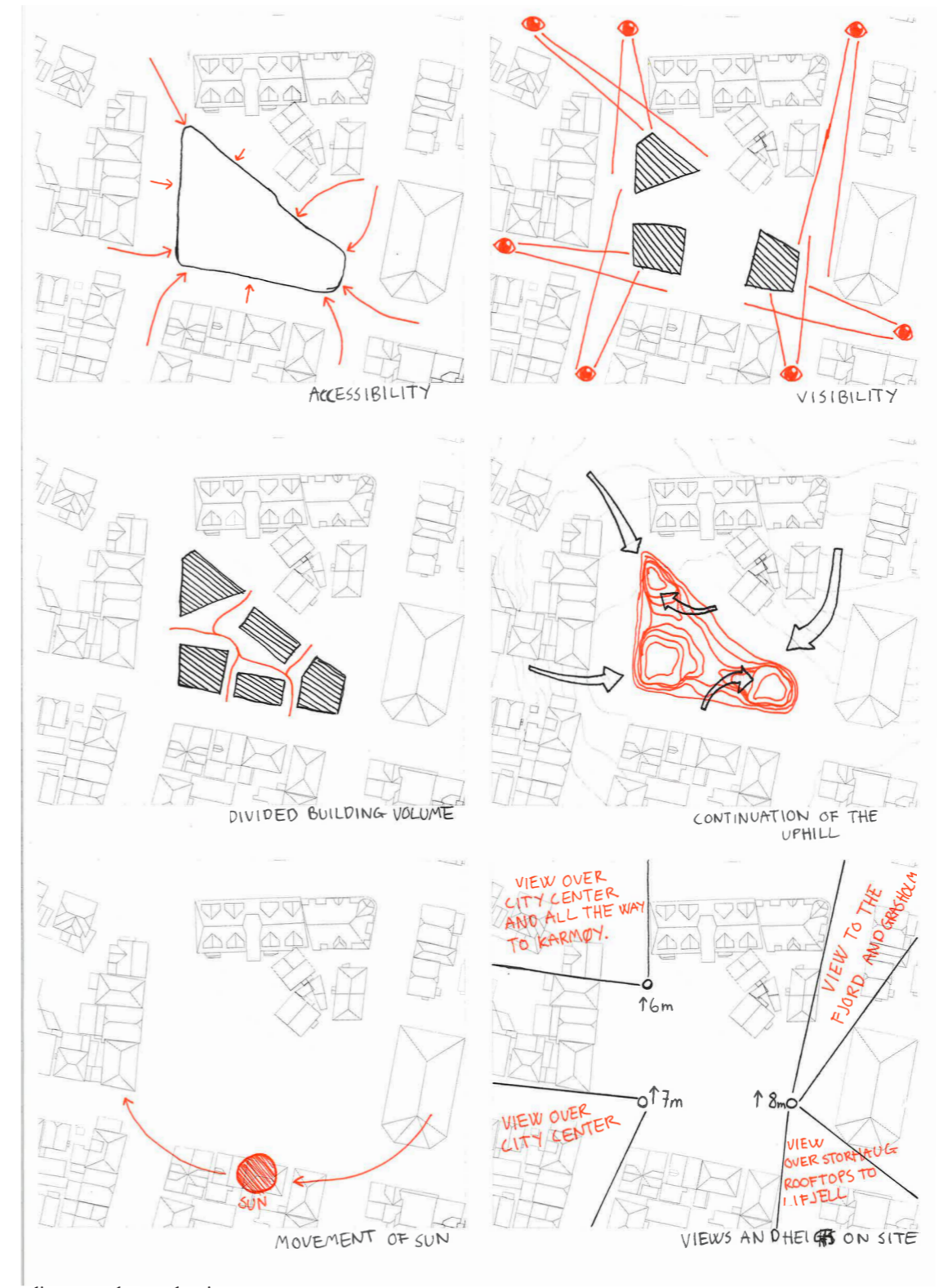
### Model 5

As I discovered that the whole building doesn't need to have the same height, I got the idea about making it possible to walk directly from the street to the roof. It's both a continuation of the uphill leading to the site, and also a good way to make a building a public part of the city scape.



### Model 6

For the first time I felt happy with the volume, and therefore tried to get the programme and the volume to concur. I believe it's a good idea to work with the two simultaneously.



ding can relate to the site.

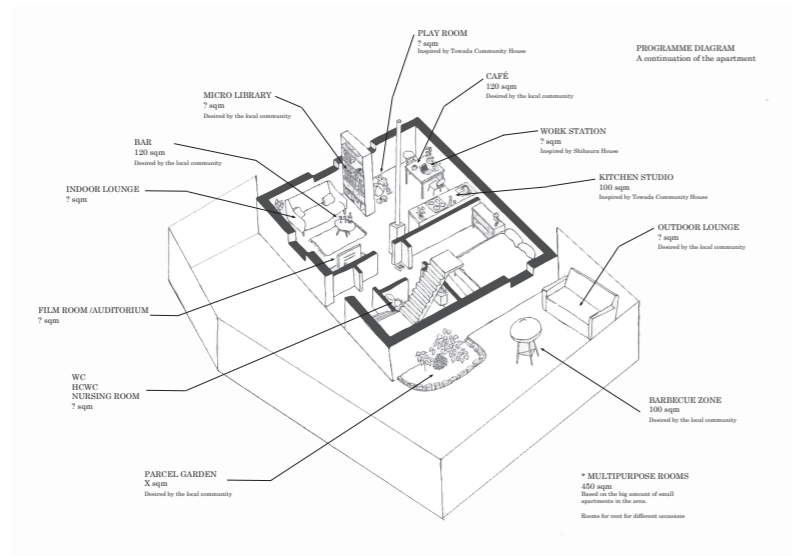


# WEEK 6

Friday in week six was the first presentation of the project to the teachers and co-students. I spent some time this week to collect and organize the all my information, in order to understand it myself as well. I also worked more on the programme of the project.

## 1: Conceptualization of programme

In the start of the week I finally found a concept for the programme of the building. After having studied the privatized neighbourhoods and the living conditions of the inhabitants, I figured out that it would be a good idea to let the community plaza work as an extension of everyones home. A common home for Storhaug.



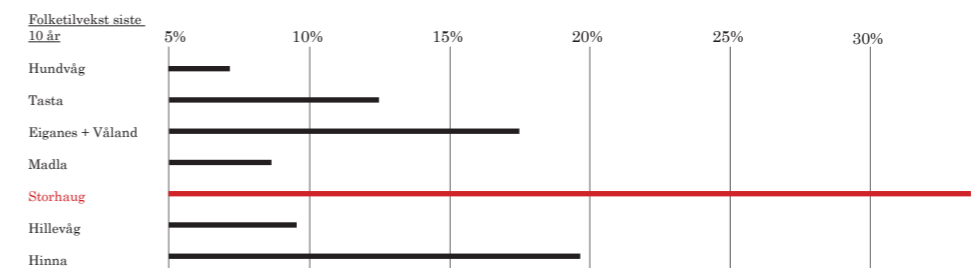
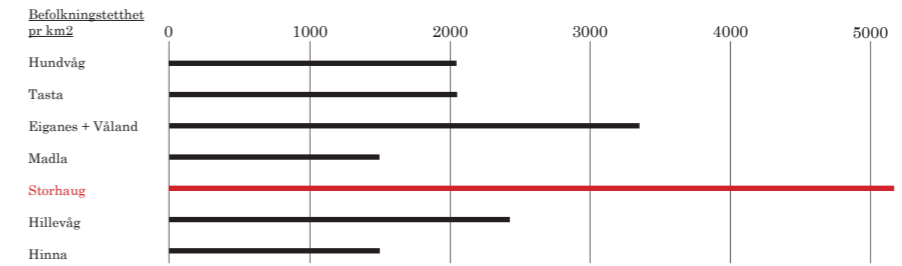
## 2: More model studies

Since I now have a good overview of the size of the building and programme, I can start to make more conceptual models again, and test more different solutions.



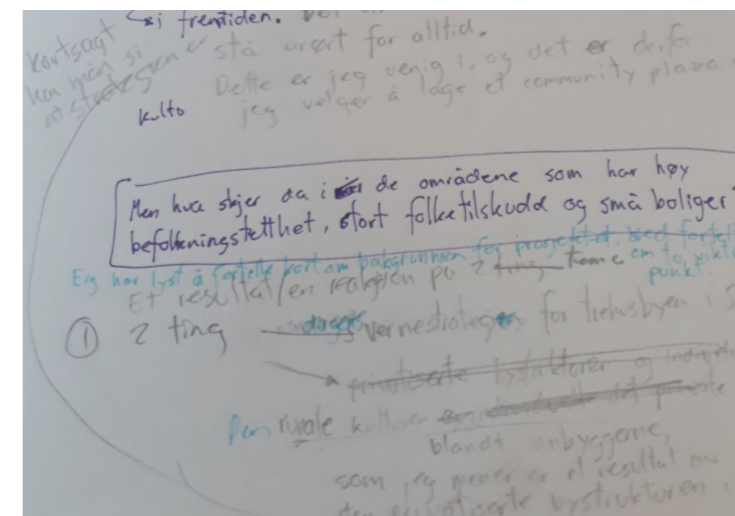
## 3: Making overview over some statistics

For the presentation i needed to organize some of my data.



## 4: Preparing presentation

Thursday was spent making the presentation. Since I had to present for people who didn't know my project, it was a good way to gather all my thoughts.





## WEEK 7

The week after presentation feels like a new start. I have gotten some feedback regarding the project, and have to think forward. Especially they commented on that I should find out more about public spaces and begin thinking about this as a wooden built project.

I spent time studying and sketching, and felt like I got some new ideas for how the project could be.

### 1. Studying urban spaces

I spent monday in the library reading about public and urban spaces. One book that I liked was *Convivial Urban Space - Creating Effective Public Spaces* by Henry Shaftoe. He discusses several topics concerning public space, and he quotes several personalities throughout history, such as Jane Jacobs, who I love and Francis Tibbald's "Ten commandments" of urban design:

1. Thou shalt consider places before buildings
2. Thou shalt have the humility to learn from the past and respect the context of buildings and sites.
3. Thou shalt encourage the mixing of uses in towns and cities
4. Thou shalt design on a human scale.
5. Thou shalt encourage the freedom to walk about.
6. Thou shalt cater for all sections of the community and consult with them.
7. Thou shalt build legible environments
8. Thou shalt build to last and adapt.
9. Thou shalt avoid change on too great a scale at any one time.
10. Thou shalt, with all the means available promote intricacy, joy and visual delight in the built environment.



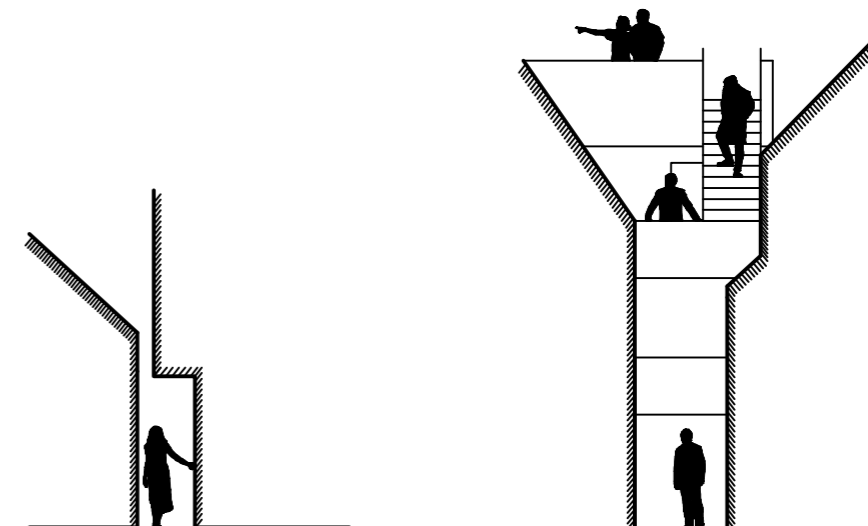
### 2. Making 3D-Model

Since I only have a 2D-map, I spent two days making a 3D model. I draw much more quickly in 3D, and knew I had to make this model at some point. Now it's complete, and I can start to draw and make models more efficiently.



### 4: Studying the spaces inbetween

In my search for what architectural character my project should have, I started researching the nearby area, and made some really interesting discoveries in the dense, privatized neighbourhood. I really love the spaces that has occurred inbetween all the simple wood houses, as the houses are mostly readymade, people have altered their house and property often inbetween the houses, which create very interesting situations, especially in section. There is often a narrow passage that leads to an open backyard, different levels of terraces, often among the rooftops, staircases in different heights and directions. All of this creates really interesting spaces. All these spaces are private for the homeowners. As I am working on a building as an urban space, the space inbetween the programme/rooms and the circulation is important. Maybe it is a good idea to be inspired by the beautiful unplanned spaces in the nearby context. A project with a varied section, narrow spaces and open spaces.



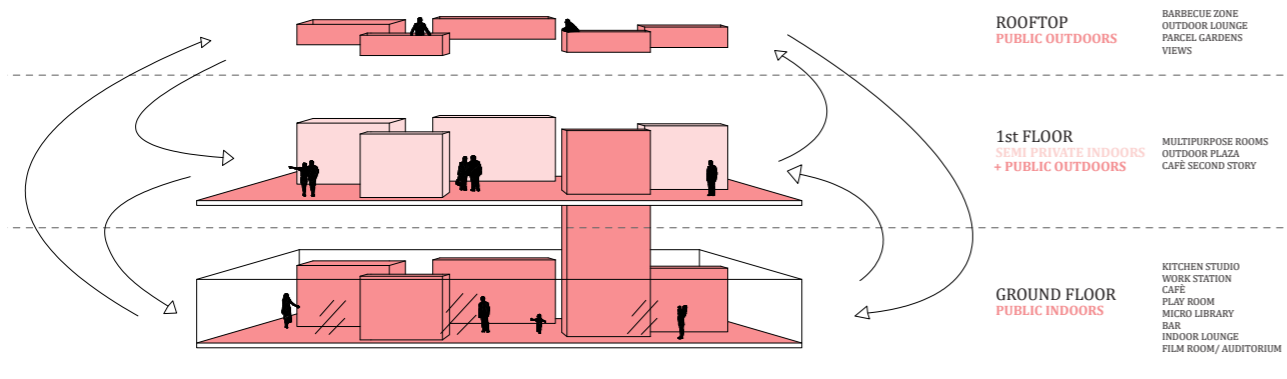
## WEEK 8

After doing the studies on spaces inbetween last week I feel like the project is closer to finding its character. As I have been inspired by the varied spaces (narrow and wide, high and low, vertical movement in different directions and forms), it fits with my interest in working with my project as a varied urban space, broken up building volume, accessible roof.

### 1. Organising the building

In order to develop my project further, I feel it's time to decide more specific how the building should work, without knowing what it looks like. My work in model have suggested it for a long time, even though I didn't realised what I wanted.

I've done this by organising the different programme in a diagrammatic section. Even though I know very little about the plan of the building, I have a strong idea about how it should work. What should be inside, what should be outside, and what should be on the roof?



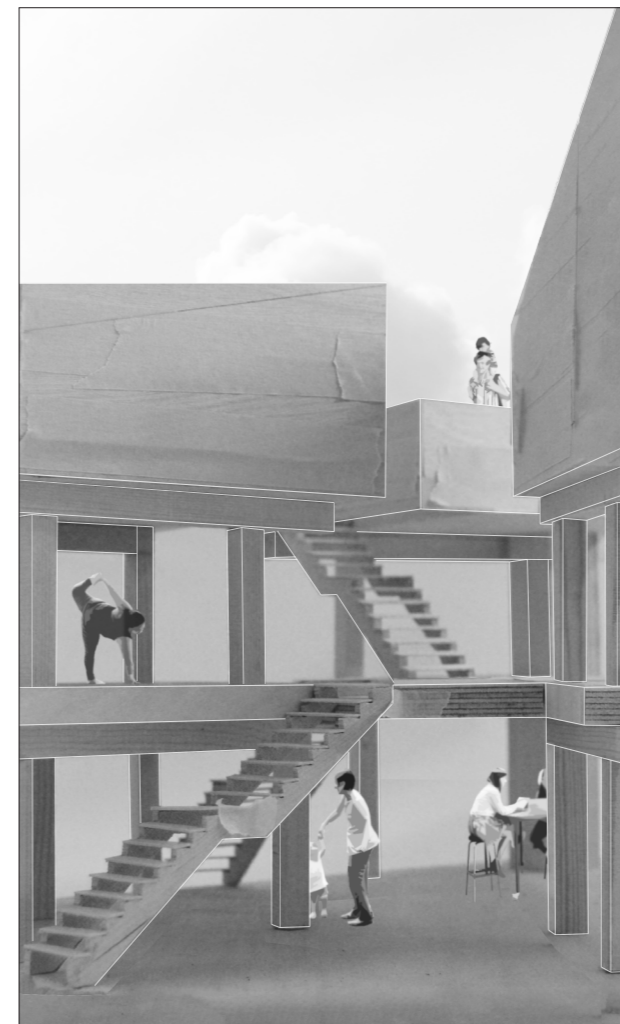
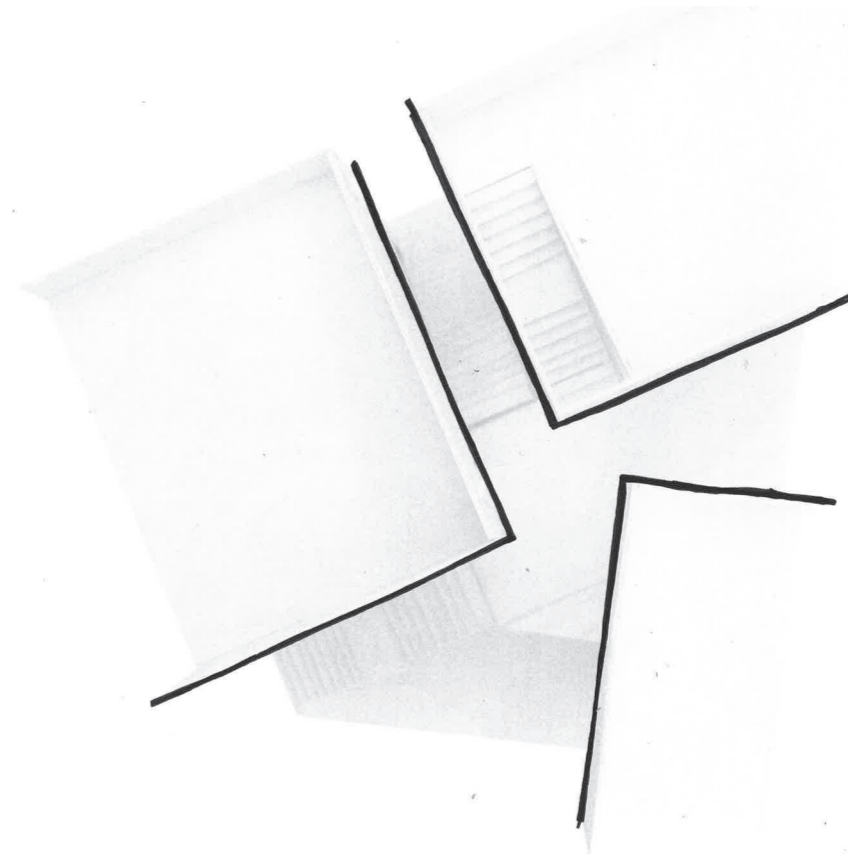
### 1. Changing scale to 1:50

Now I have been working in 1:200 for a long time, and I have been feeling that I have come to a point where it's hard to get further. to work more detailed in order to come further with my ideas of the project. It's hard to know if something will work or not before you see it (in a relatively big scale).

I made a model this week in 1:50 showing an interesting situation I have in my latest 1:200 model, where three volumes are standing close to eachother and form a negative space inbetween them, which will be the hallway and/or narrow passage. The idea is that the rooms will stand in a transparent relationship to eachother, so you can see what's going on in the next room "across the street", in order to plan for diversity, openness and inclusion.

In the model I also did a attempt to organize the exterior staircases in this situation. My intension is to make the visitor curious about what's around the next corner, wanting to discover the whole building, but also that the travel through this building will happen inbetween all the people and activities.

After I did this practise in 1:50 I feel like I know more what I want, and that it will be easier to go back to 1:200





# WEEK 9 + 10

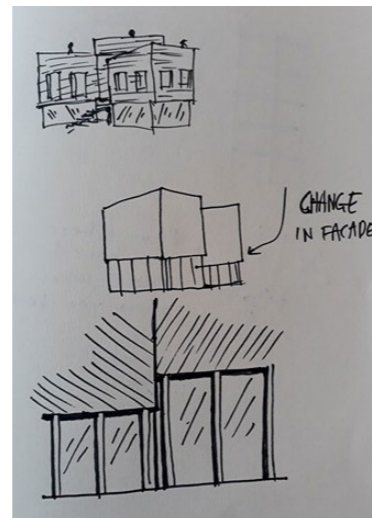
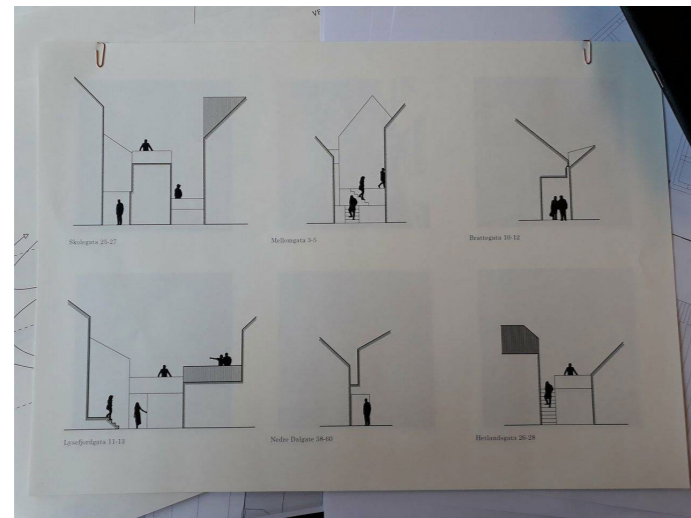
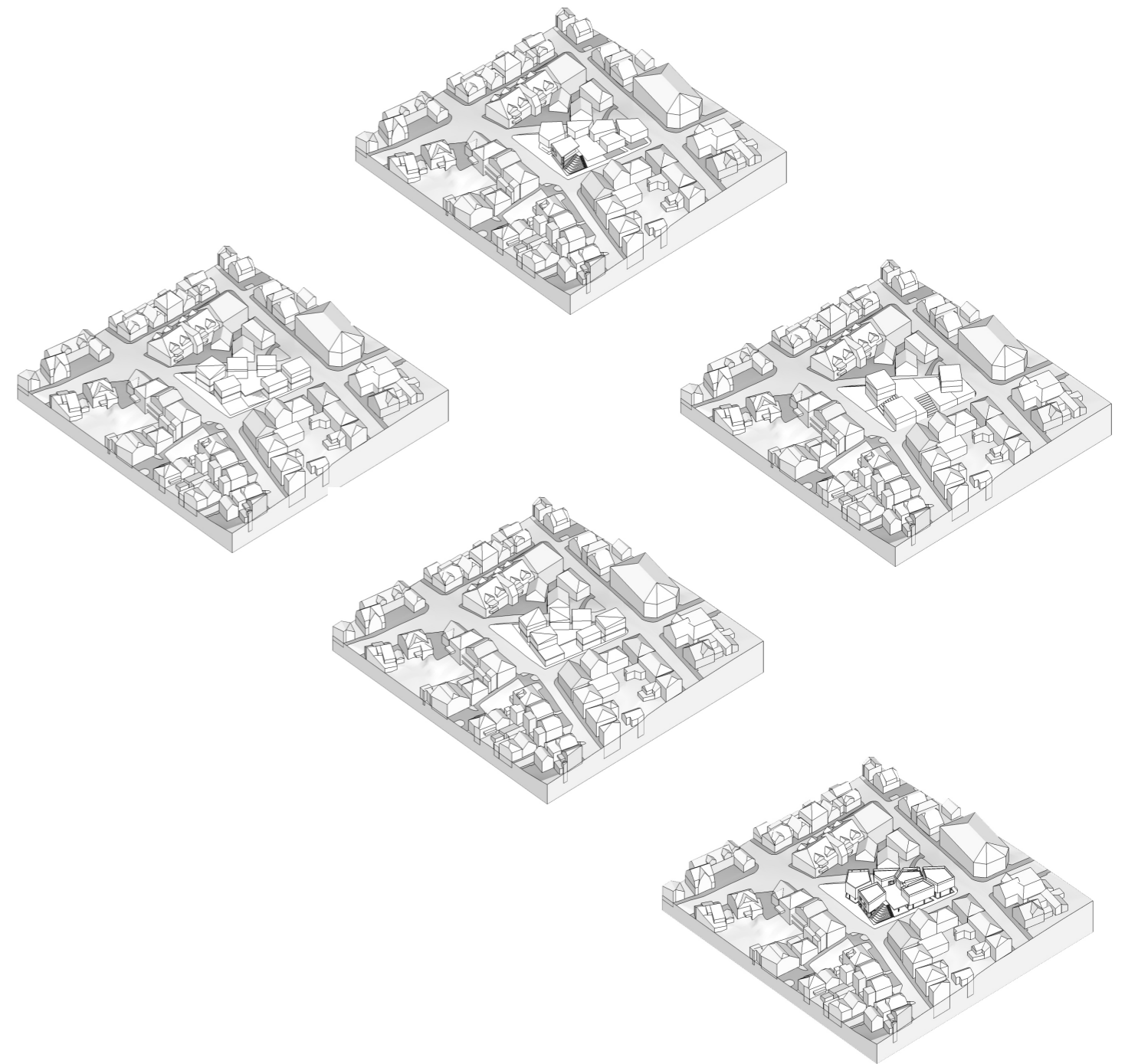
I have a feeling that I am making progress towards something that can look like a project, without having made anything that looked finished. At this point the project is a mix of sketched plan drawings, sketches in my sketchbook, some very basic Sketchup models, Some ideas regarding construction, and hundreds of loose ideas in my head.

## 1. Creative Block

This last week I had a huge designer's block. Although I had good ideas about bits and pieces of the project, I struggled to grasp the whole project as one place. At one point I wished I had a completely open site, in the middle of a field or something alike. The reason for this is that is that I want my project to be perceived as many buildings with public space inbetween and inside them. I think this is hard to combine with adapting to the urban historical context. The triangular site, neighbouring strict city block facades on three sides (E,S,W), and a more informal street to the north, is giving me a headache. I would like the building to open up more towards the south, and make a space full of sun. Anyway I think I am getting closer to a solution, where my project at this point follows the contextual axes towards its neighbours and has more playful geometry in the internal spaces.

## 2. Gathering more spaces inbetween

The last time I "gathered" spaces inbetween from the neighbourhood I stopped because it was time consuming to draw and study them. There are so many interesting and playful situation, and I love gathering them for inspiration.



## 3. Working in 3D, plan and sketching

As I am designing more and more detailed, The fastest way for me is to draw both in plan and 3D. By doing it this way, I feel like I am discovering new ideas all the time as I draw.





# WEEK 11

This week was very productive in terms of bringing the project forward, in the way that I have made a suggestion for the design that I thought was interesting, only to realize that this is maybe not the way to go!

I have understood that my concept for making the building as a public space can be manifested in physical space by focusing even more on the spaces inbetween, and let the actual rooms stay somewhat generic/simple in order for them to be flexible and used for multiple purposes.

## 1. How to respect the context?

As I have been developing the project, I have constantly been searching for a way to make my building fit in with the surroundings, the neighbouring facades, lines and axes and so on. I finally found a way to do it, by having the external facades following the strict lines of the block structure, and letting my internal communication be more playful, resulting in several very geometrical building volumes with a complex circulation in the project.

As I discussed this with my teachers, we agreed that even though this design follows the lines of the city, this is maybe not the way to go, as the result of it is several different geometrical random shapes, that doesn't give much quality to the rooms inside?

In the forward process I will try to find a strategy for working with the spaces inbetween. Maybe as fragments, sets of spaces, that will be put together? Maybe by making some rules for the structure, and play with the exploration of possible spaces that can be made between them?

Hopefully I will find a good way within the next week, so I can start to finish this project.



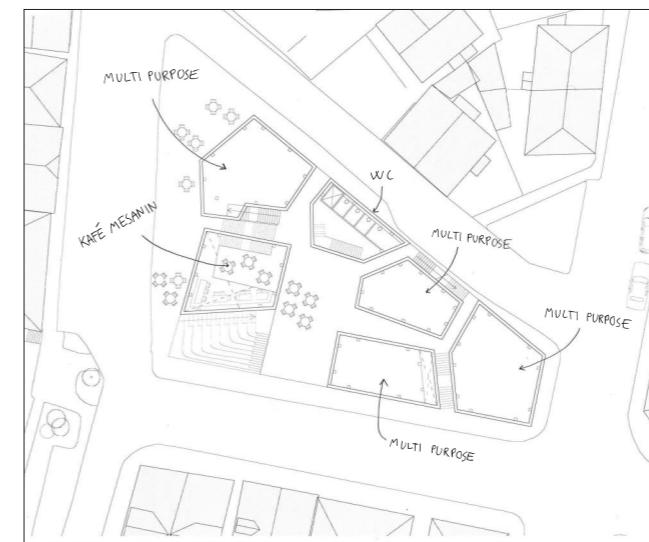
## 2. Construction

I want the indoor spaces to be simple and open, in order for them to be used freely by the visitors. I found a very beautiful project by Michael Green, made of wood of course, that offers big rooms, with long spans. This Column+Beam system is also very flexible in terms of placing the columns, cantilevering in order to make the spaces I want. Using the constructional system as a tool, not as a restriction.

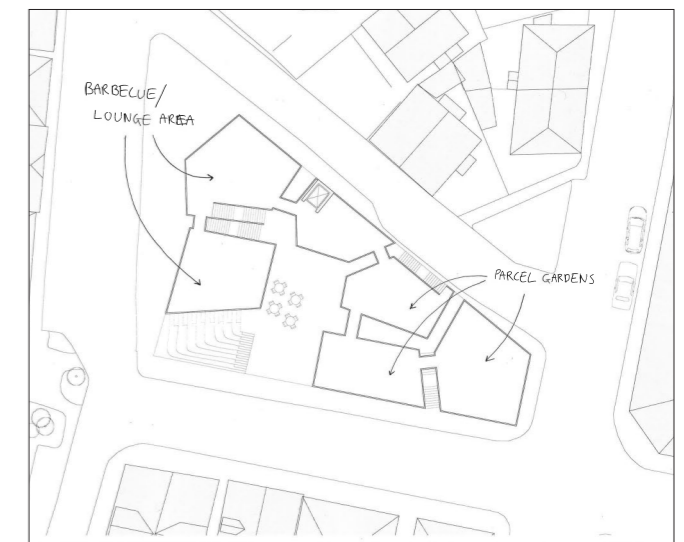


## 3. My first plan drawing

Before presenting my project, I wanted to make a set of plans, both to show the critics the current ideas I have in my head, but also as a tool to actually see them myself, and see what works and what doesn't. As I am writing this two days later, the plans are already outdated, but it was very useful to draw them



First floor



Roof



Ground floor



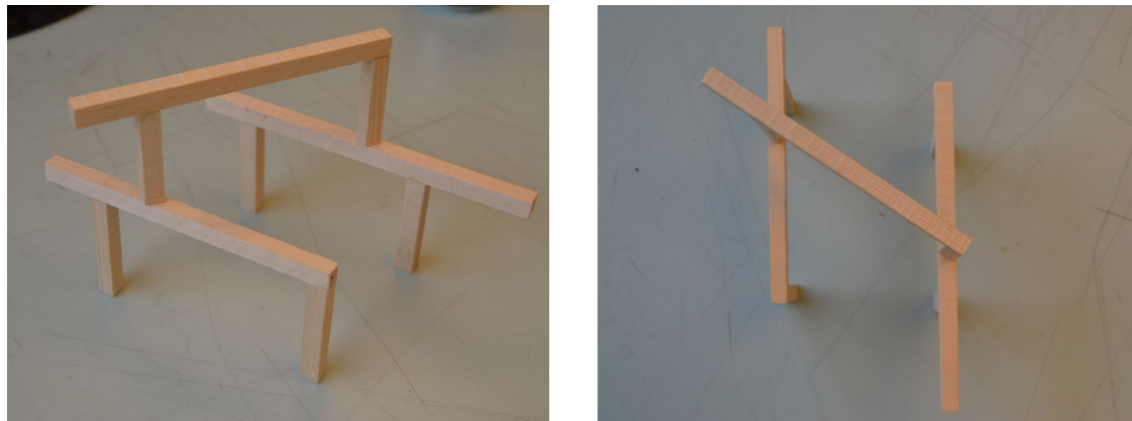
## WEEK 12

The first week after presentation is once again filled with a lot of thinking, sketching, doubt and big changes. The triangular shape of my site has always been a challenge, but I want to take advantage of the different directions in order to make the different spaces.

I have been talking to three different people in three days this week, and after struggling the whole week bringing my project forward I feel like the best way to go is just to do what I want myself.

### 1. Trying to understand the potential of the triangular site

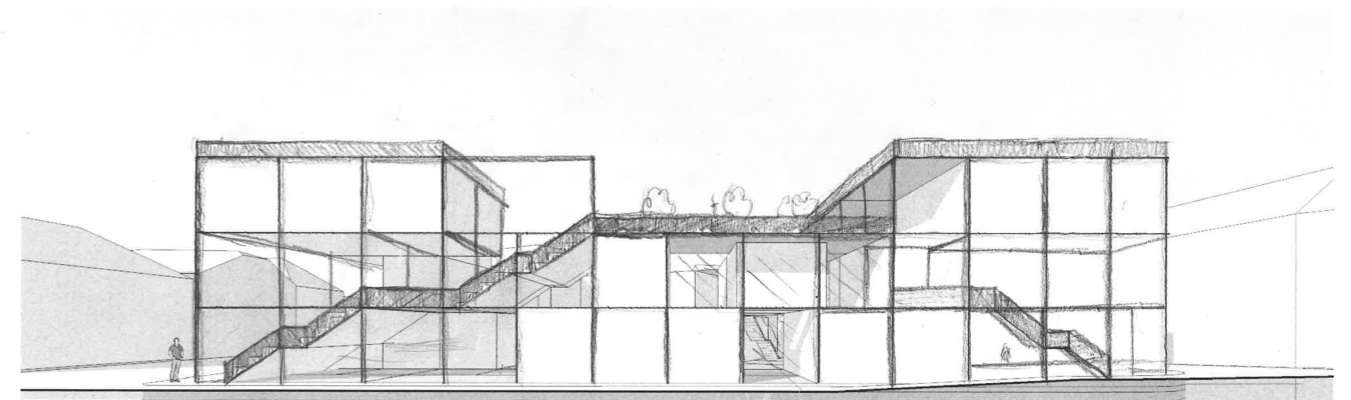
In order to deal with the triangular site, making varied spaces inbetween and at the same time have simple flexible rooms, I need some rules for doing so. One way could be to say that the construction can only work in these two directions and that all angled spaces and corners are a result of the directions of the site.



### 2. Simplify the expression and the rooms

In the plans and models from week 11 I focused only on the spaces inbetween, resulting in really complex geometrical shapes of the different programmed rooms. As I want the multipurpose rooms to be simple and flexible, these shapes doesn't support this idea.

Also I have been struggling on how to relate to the surroundings, wanting to create a dynamic urban space at the same time as I am respecting the surroundings. I figured out this week that the best solution probably is to follow the lines of the site, making my building as a simple shape towards the street, and letting the fragmented dynamic spaces happen inwards inside the building.



# WEEK 13

This week I have been working mostly in 3D and plan in order to figure out the composition of the building.

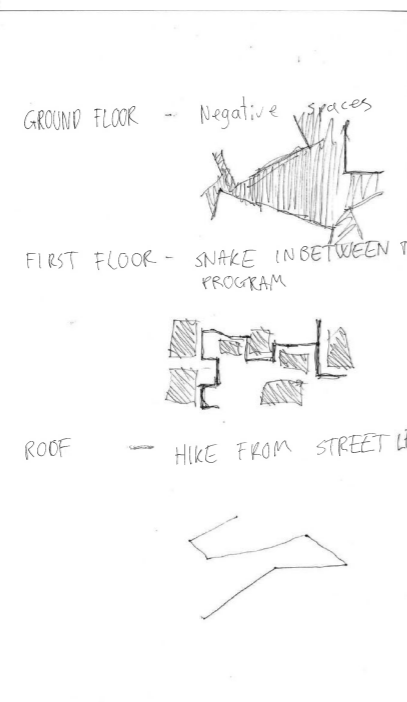
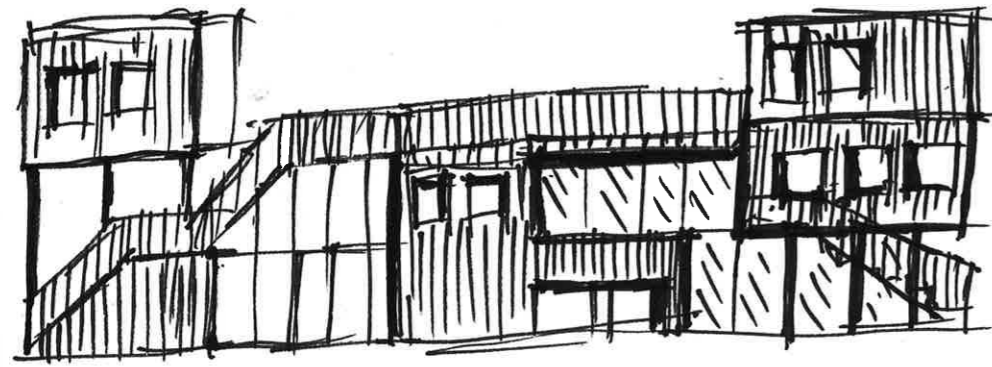
## 1. Simple boxes and spaces inbetween

I have been struggling to find a useful tool to compose the building so that the actual programmed rooms can stay simple in shape, at the same time as the spaces inbetween and the circulation become varied, interesting and playful.

The idea is now to only allow the rooms to follow the two main directions of the building. In this way the rooms themselves can be regular, while the space between them can be varied.

I have also been working actively with circulation, as it is a big part of my project. I found out that I will have three different types of circulation on the three floors.

In the first floor the negative space of the rooms create the plaza and curious spaces inbetween. In the second floor I more actively lay a route that moves like a snake between all the rooms. The third system is the path from the street to the roof.

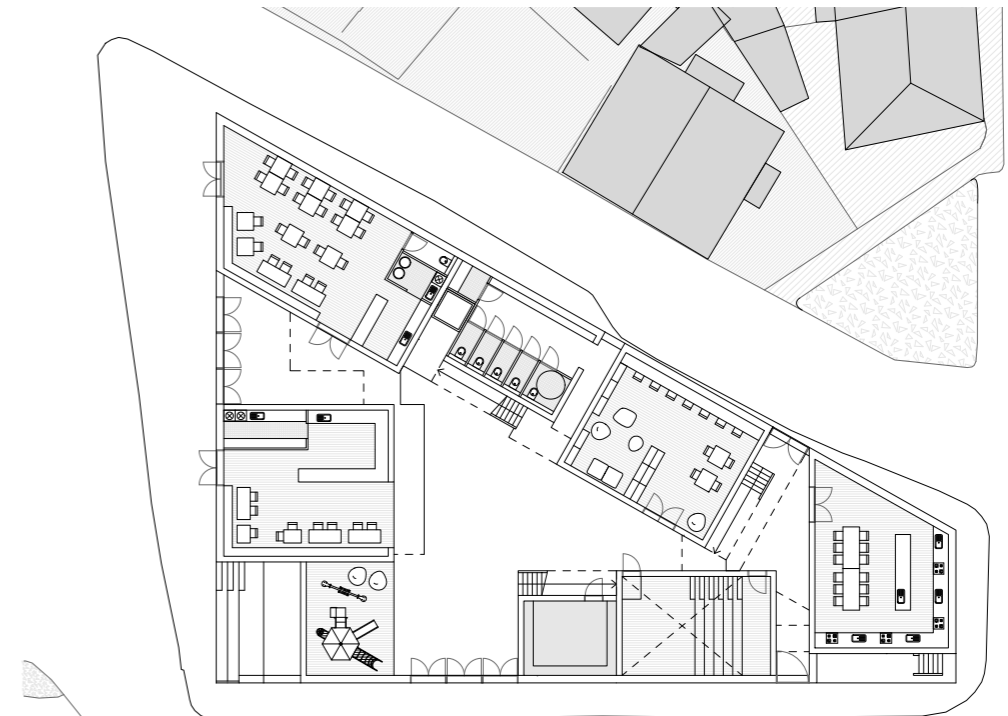


The historical context consists mostly of prefabricated wood houses, which are simple, but the space inbetween them, terraces, circulation and so on has become very interesting after the many years of building extensions.

My idea is now to adapt this way of creating space into the facade and character of the building, by letting the programmed rooms be the solids in the project, and let the circulation area be more open.

## 2. Drawing more precise plans

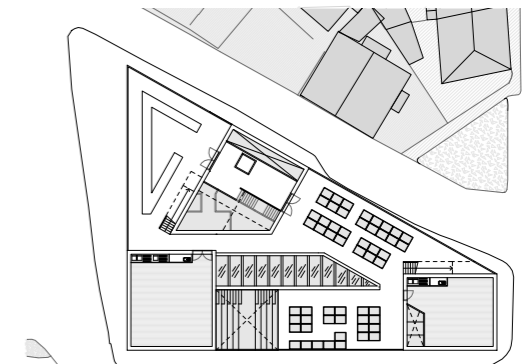
I feel like the organisations of rooms and circulation are working really good, so therefore I have made a set of plan drawings. I am still using the previous ideas about the organization, having most of the public functions on the ground floor and on the roof, and having mostly multipurpose rooms on the second floor.



Plan 1



Plan 2



Plan 3

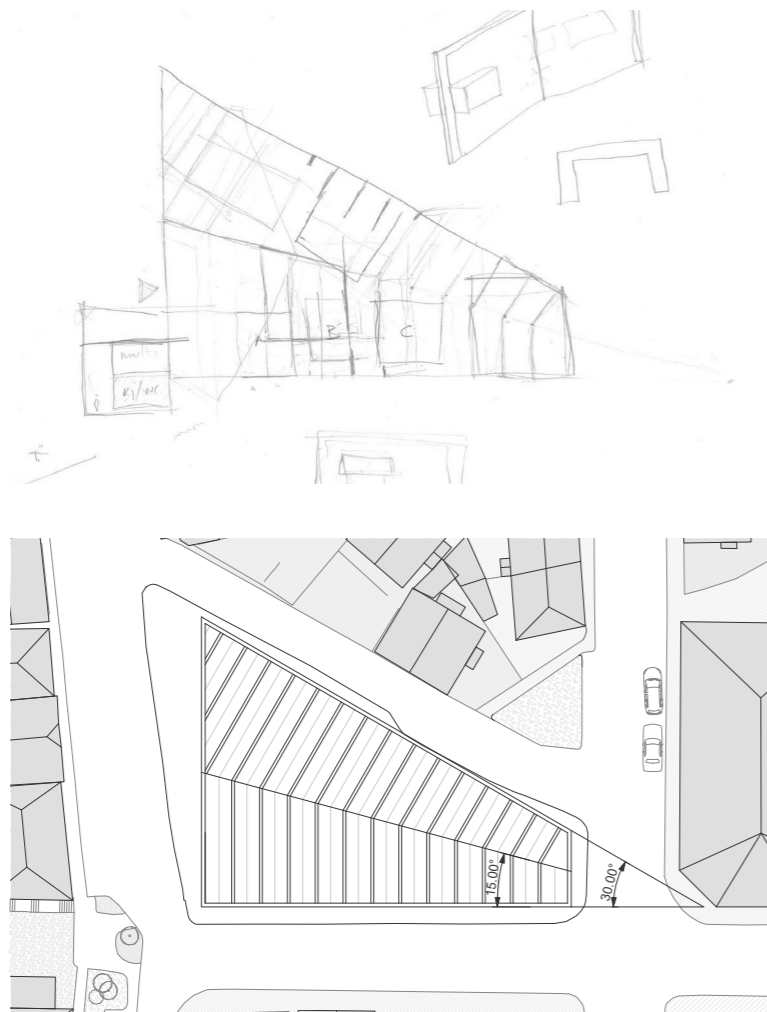


## WEEK 14 + 15

The last two weeks I've been frantically drawing a yet another project.

### 1. Changing back to week 12

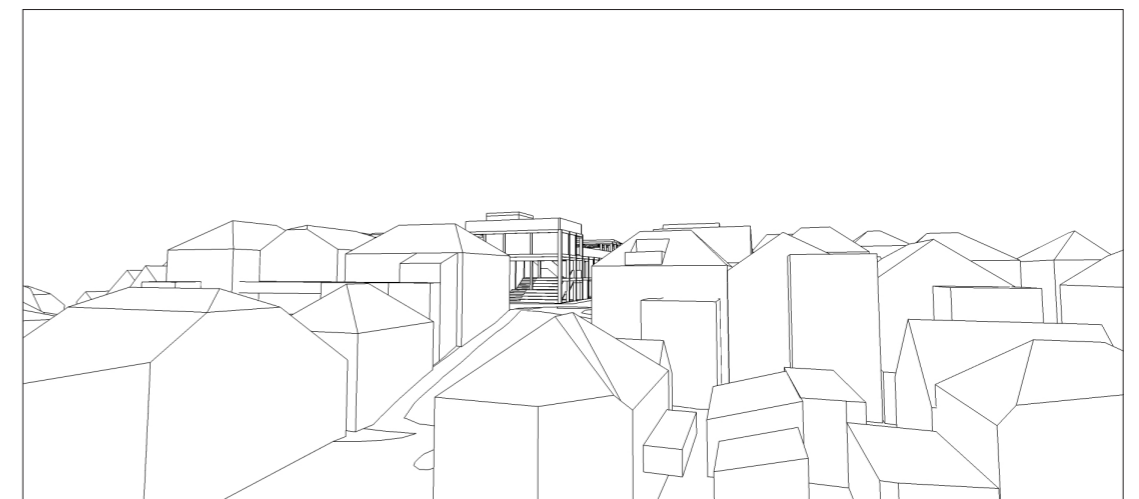
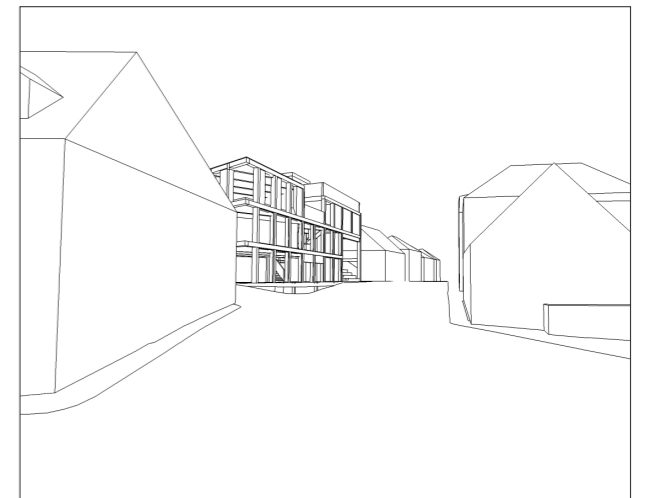
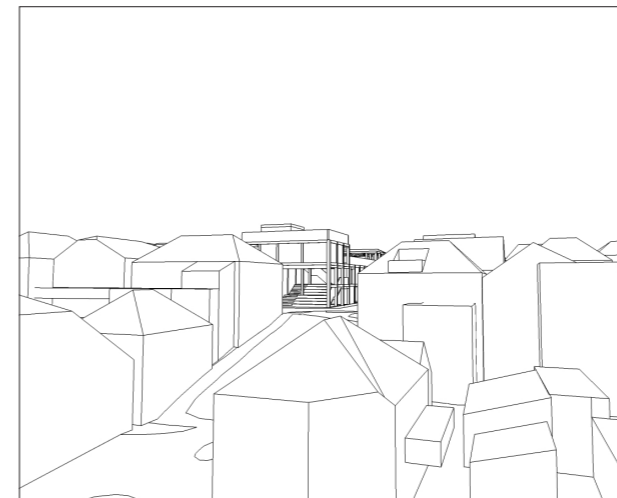
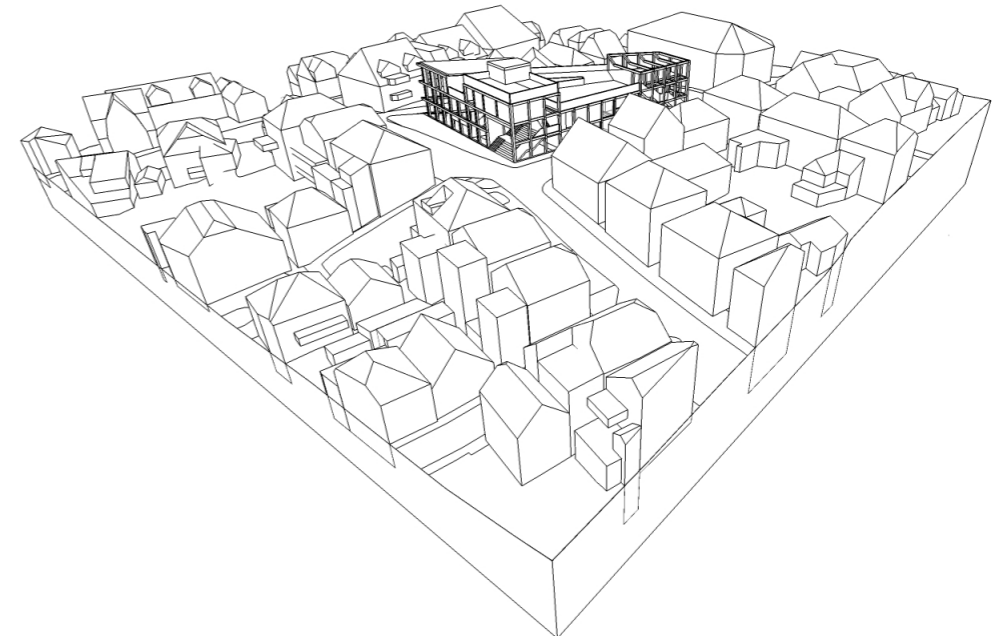
As I was developing the drawings I showed last in week 13 (previous page), I figured out that the project lacked a overruling system, that lays the rules for the composition of spaces. As I took a step back and studied the plans, I decided that there should be a set of ground rules, a structural system that gives me the opportunity to design spaces within a framework, at the same time as the building is perceived as logical and pragmatic to a certain degree.

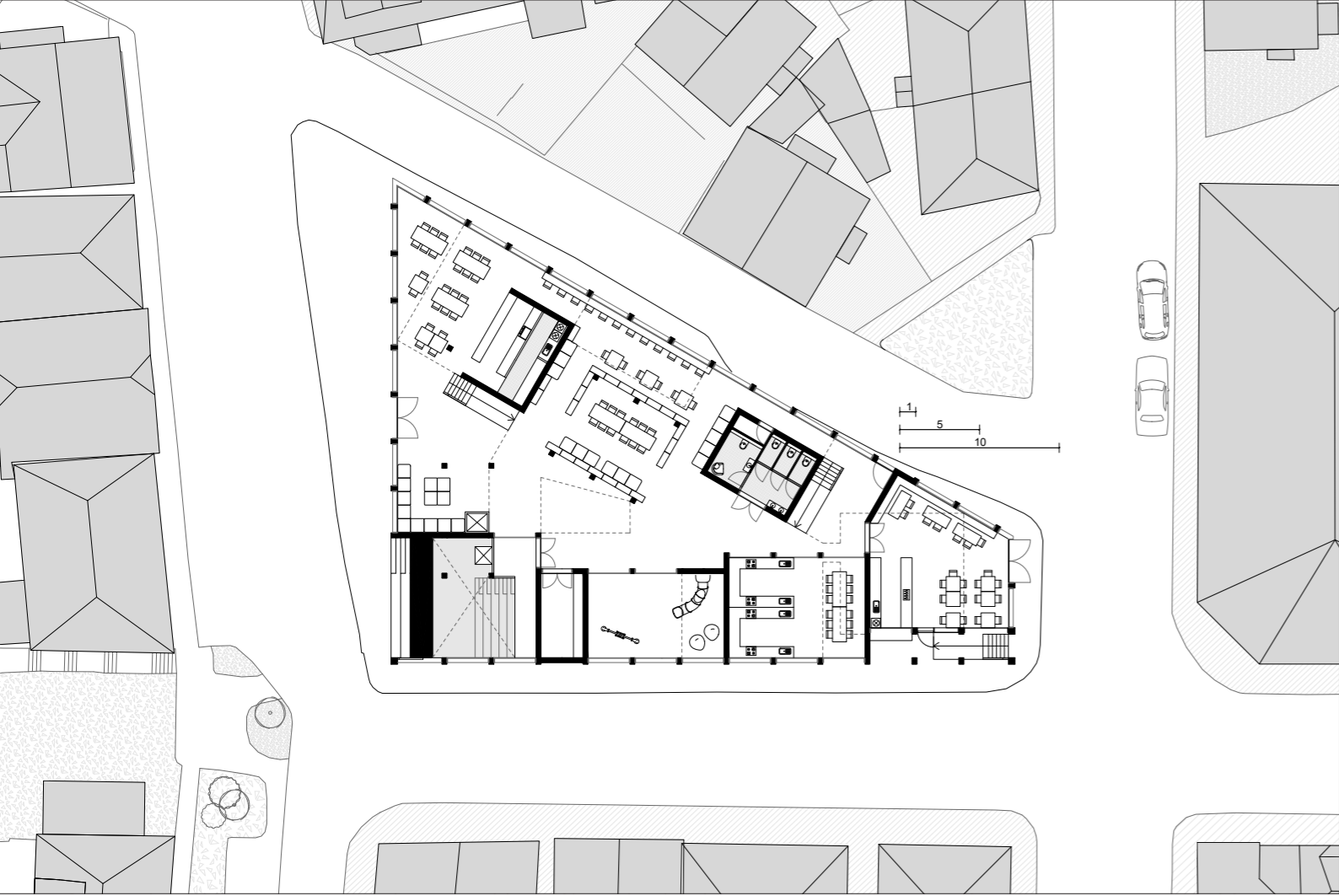


The idea is that there will be a repetitive pattern of beams that follows two of the directions of the site. One of the directions is 30 degrees of the other, and the system of beams meet in the middle, at 15 degrees. Between each beam there is a theoretical line, where I am aloud to make walls and floors, but no construction. By using this system, I feel like the building as a whole is more logical, at the same the as I can make the openness and transparency, circulation and variety in spaces.

### 2. Working in 3D

Before I made plan drawings, I sketched the building in 3D.





## 2. Making plans

Plan 1:

I decided that there will be one main entrance on the west side. Each of the programmed spaces, doesn't need to be an enclosed room. This is shown as an example in the Café, where the kitchen and service is enclosed, but the seating area is a part of the open space.

The study room is also not an enclosed space anymore, but is defined as a space in between the café kitchen and the toilet zone.

Also I have rearranged the other programme and the vertical communication

Plan 2:

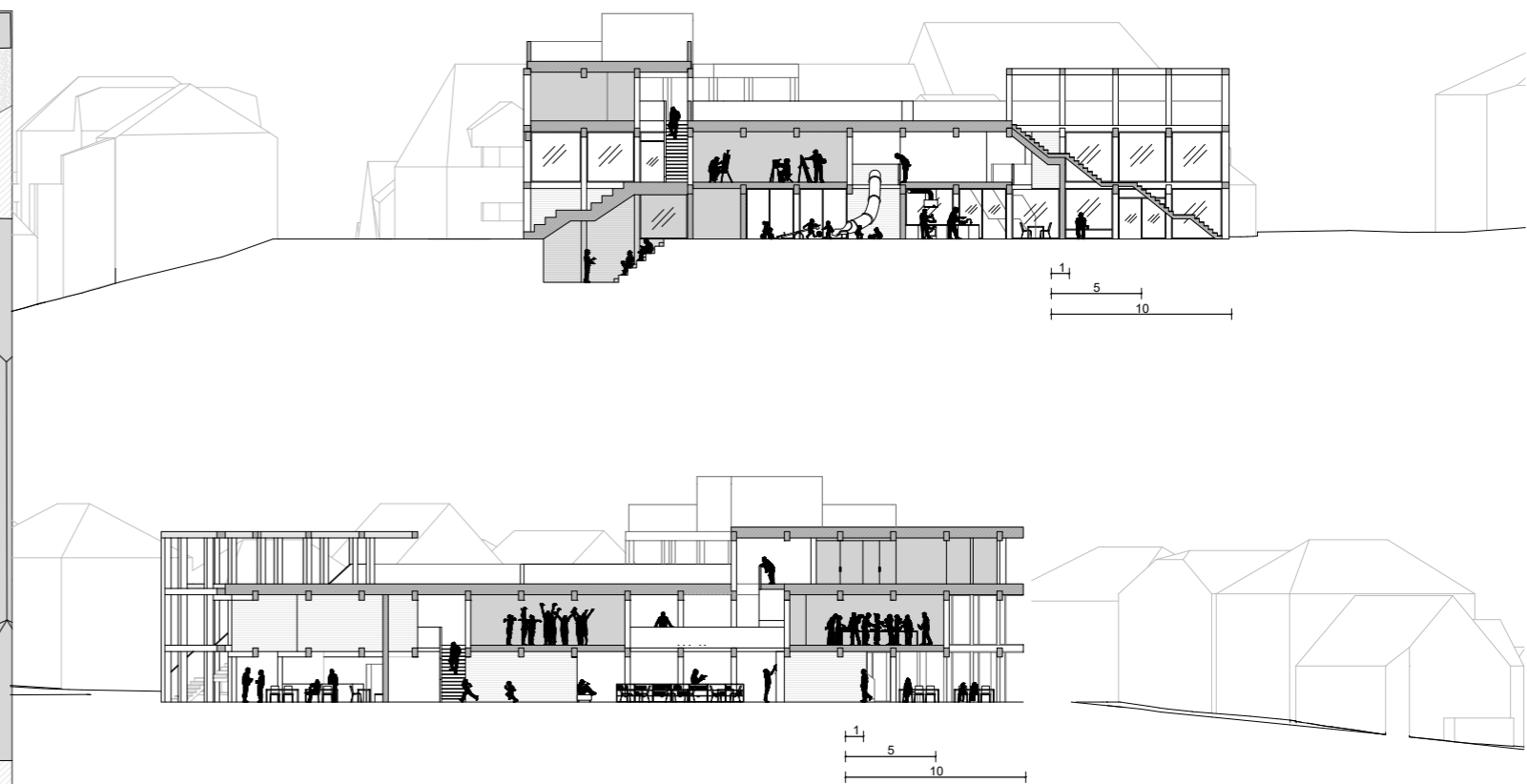
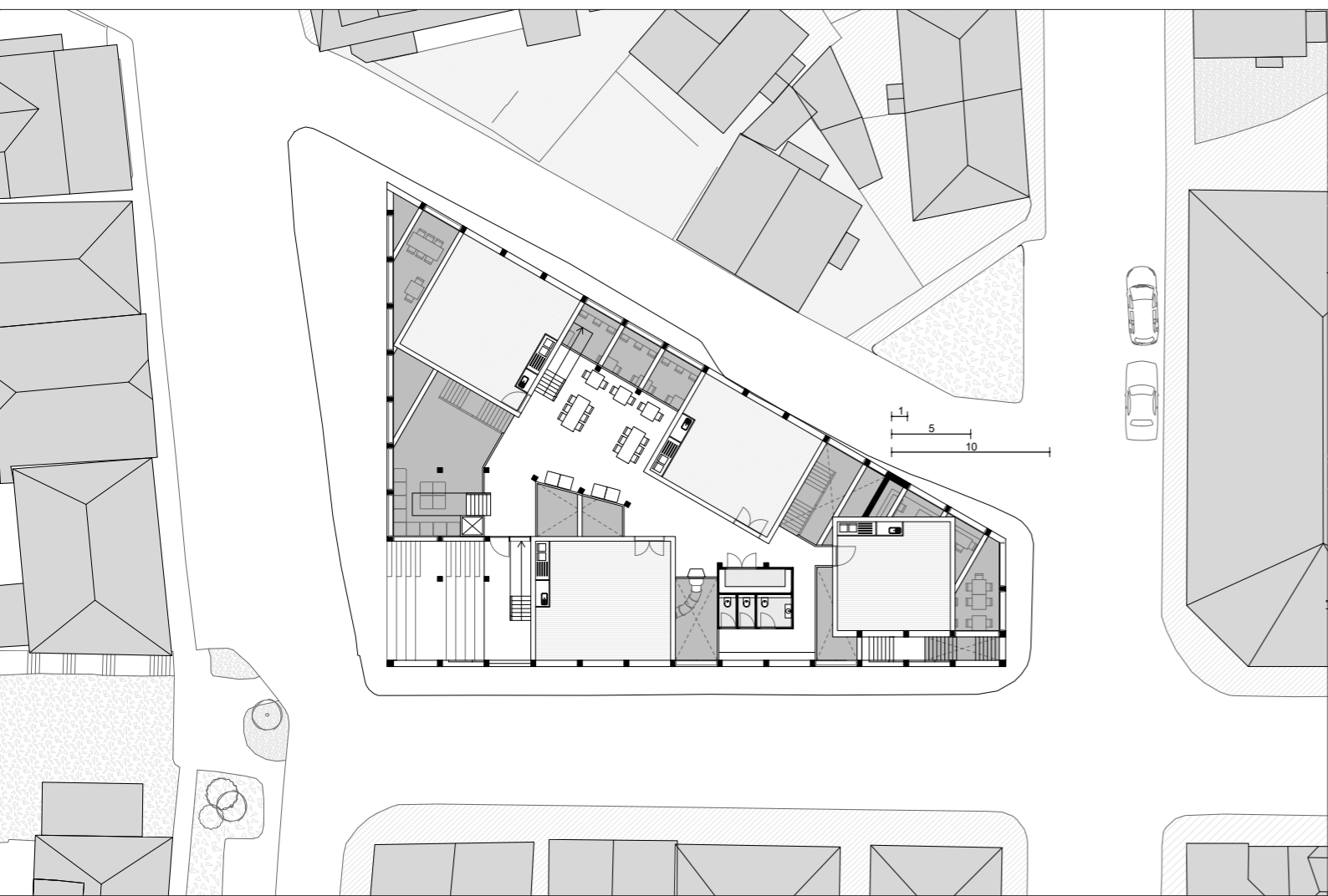
I have worked a lot trying to make the multipurpose rooms more general in terms of having a simple shape, and relate to the rest of the building in a good way.

In this attempt, the mp-rooms are more similar in size. They all relate to the very open first floor. Each of the rooms has one wall in the facade of the building, and a lot of visual contact to the rest of the building, with at least two windows facing into the building and down to the ground floor.

The toilets in this floor are also a part of the conceptual circulation, where you move in between the programme, and have contact with the rooms underneath.

## 2. Making Sections

The sections are important in this project in order to show the circulation of open spaces between the floor.





## WEEK 16 +17 + 18

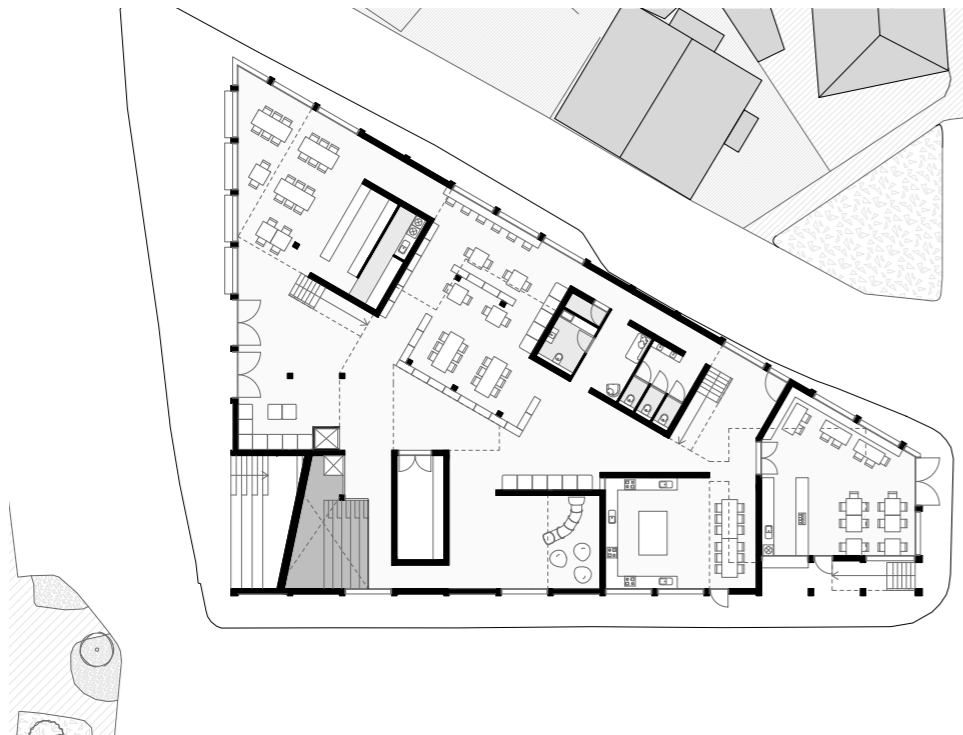
After the last presentation, I have been feeling too busy to write in this book. Most of the time was spent making some last changes in the project, further towards the spatial concept. After that I have been working on finalizing the building in drawing.

After I felt like had control over the project, I started making final drawings, final model in 1:50, 3D-printed model in 1:200, Sections, plans, elevation, illustrations, and finally a detailed axonometric drawing.

### 1. Changing the plan

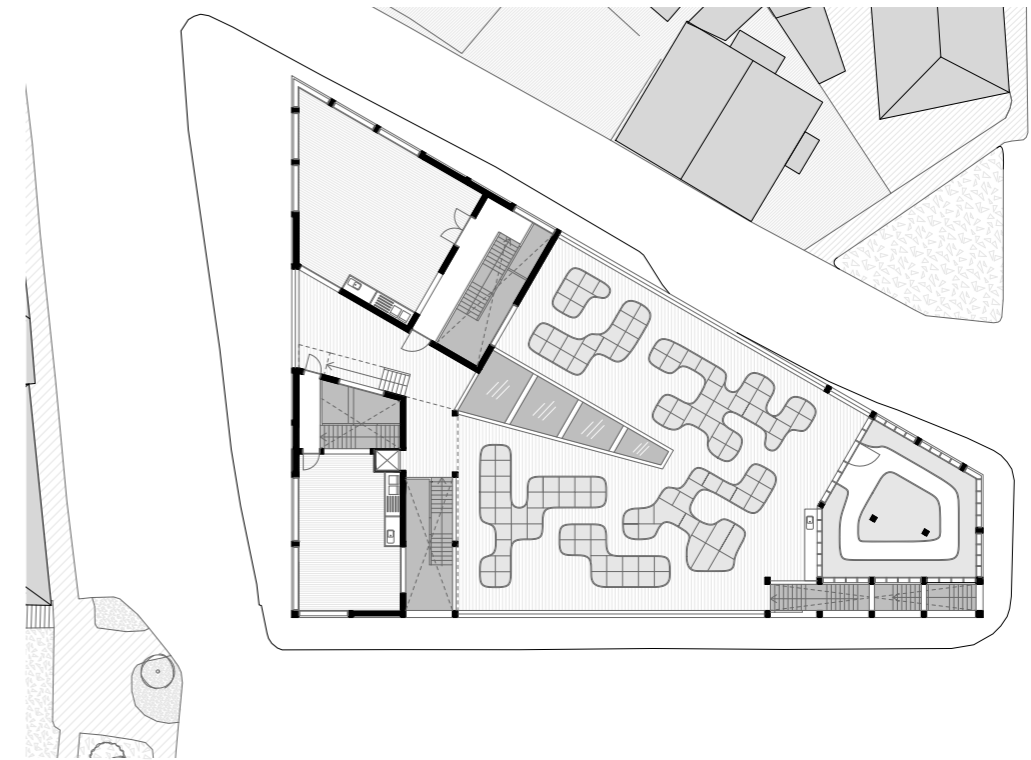
The plans I showed at the last presentation works well with the concept of openness and contact between the spaces. One place where the concept didn't show at all in plan, was on the ground floor on the south side, where the rooms were lying next to each other like in any other building.

In the final plan, the kitchen, auditorium and playroom are more like zones in the big room, rather than closed off rooms connected to the middle room.



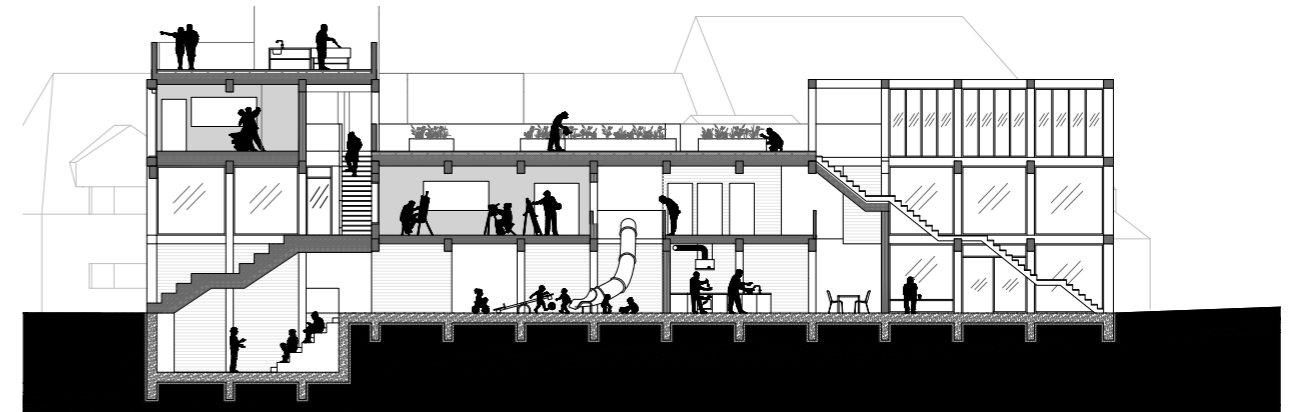
2. The roof top and terrace have been given less attention than the other plans, and I had to finalize them. The parcel garden seemed pretty strict being in a grid system of square boxes. I wanted a more organic garden, at the same time as I wanted to split them into parcels with access. The solution became an organic set of boxes, organized within a grid, that makes it easy to divide into more or less equal parcels.

I also added a Green House to the roof, thought of as a public room to visit. This way anyone can experience the garden all year around, in a warm climate with exotic plants and a great view.



### 3. Finalizing the plan and sections.

I spent a lot of time finalizing the drawing, putting everything on the right layer, and so on. Especially the sections were developed further, to show more details in the section cut, and inhabited by many people.

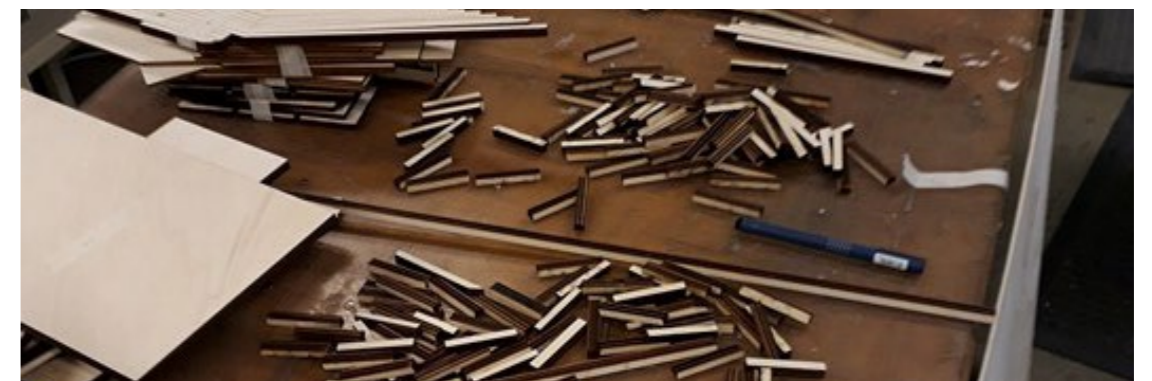


### 4. Making laser cut file for 1:50 model

The final model in 1:50 were to show the construction and the different room, and I had to laser cut 15 boards of plywood for all the parts.

I spent a lot of time drawing each piece in 2D on the plates of different thickness.

The result was an incredible puzzle.





## 5. Making final model 1:50

I spent five days puzzling this model together, and had to make many new parts by hand.

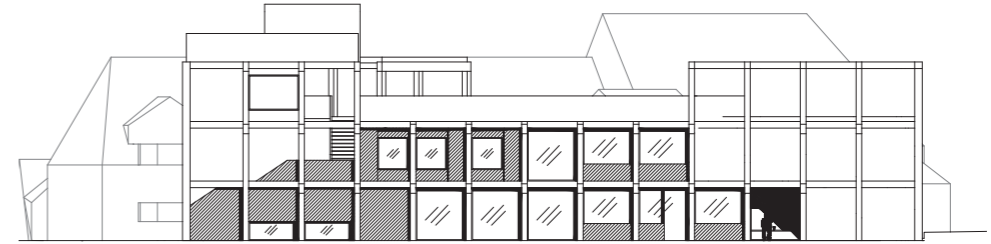
At first I wanted to make each floor its own piece, so that you could take off each floor. The problem was that each piece became unaccurate in relation to each other, so in the end I had to glue everything together.

I chose to focus on the construction, and the spaces, so the closed frames in the facade is not included.



## Making Elevations

As the construction is in the facade, it's naturally to find a concept for the frames. I tried programme specific frames, with one type of a frame for the auditorium, one for the kitchen etc. The end result is a more homogenous facade, with three main elements in the facade. The window, the closed frame and the leading railing, suggestion the outside spaces.



## 7. Drawing illustrations

I want my illustrations to show the spatial qualities inside the building. The way I made them was by choosing four spatially interesting situations, and illustrating the connection between spaces, blacking out the parts that's not a part of the continuous space.



## 8. Drawing Detail

The detail was the last drawing to be developed. I wanted to make a more illustrative drawing than just a 2D detail. I decided to make an axonometric of a section cut of a general frame, and illustrate the principles of the building.

