

# SKETCHES AND MODELLING

STUDENT: UNA NADAREVIC

SUPERVISOR: TINE HEGLI

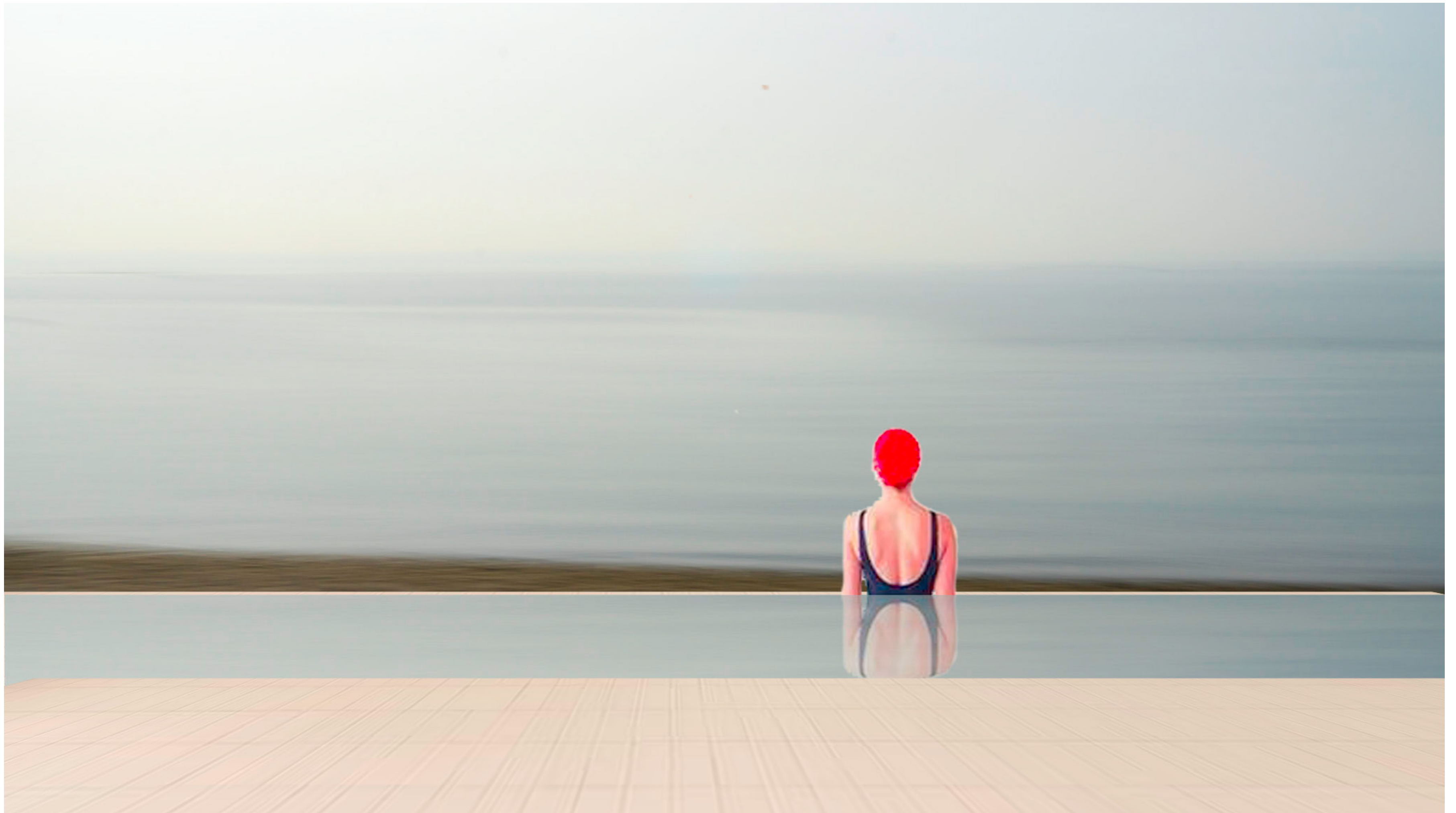
BITS, BYTES AND BATHS:

data center and public swimming pool creates  
synergies in Åkrehamn

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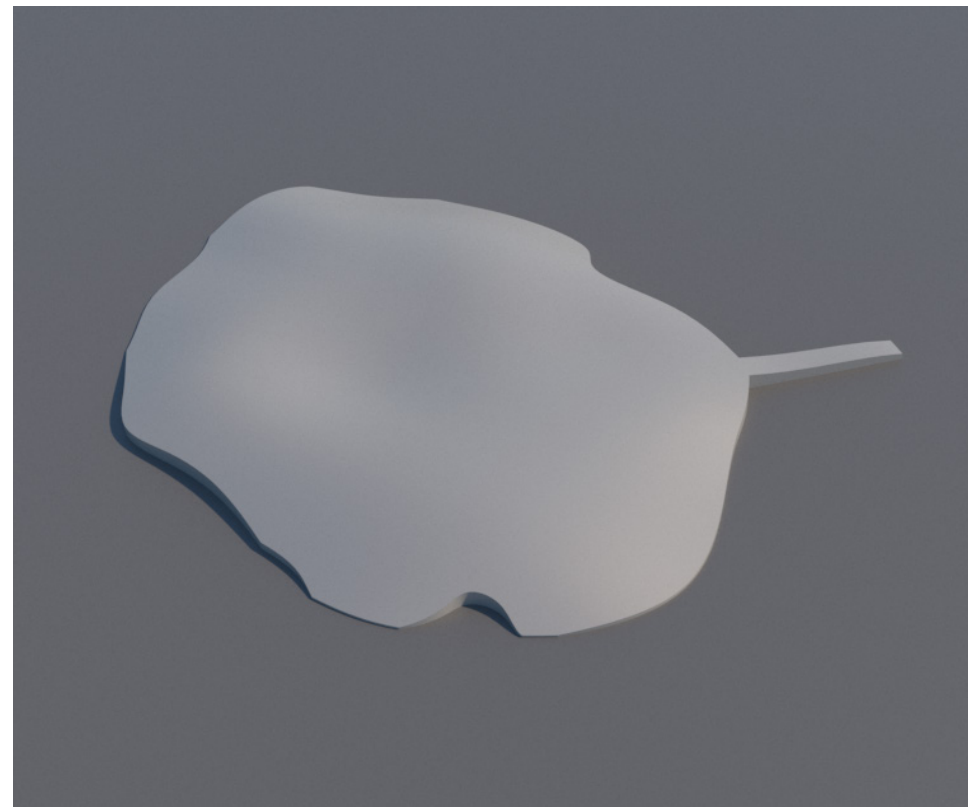
fall 2020 - Master in Architecture

The Oslo School of Architecture and Design

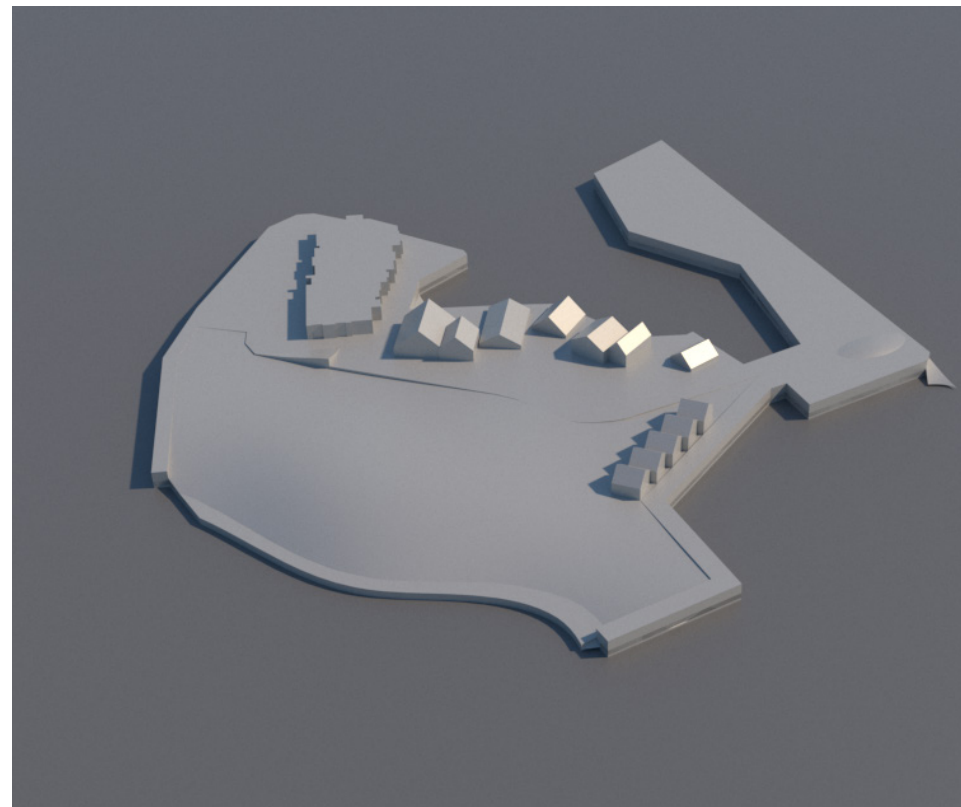


## 3 D MODELS

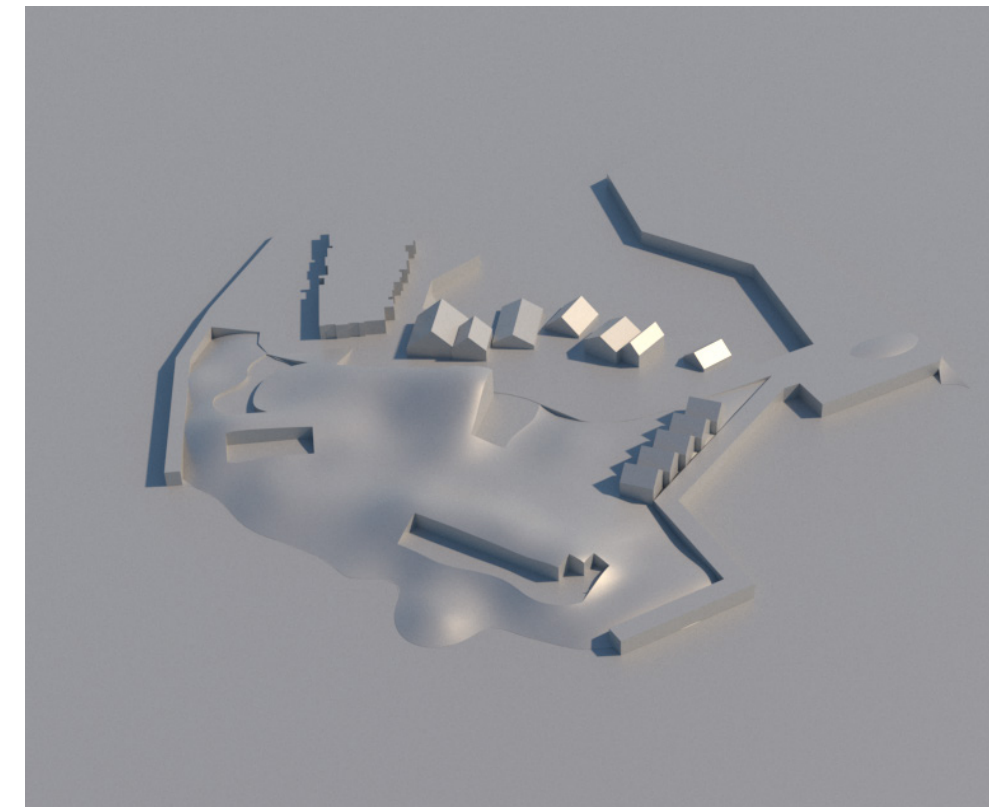
These are digital photos of the 3D printed models as they were not easy to photograph.



This is a interpretation of what the islet might have looked like. This is interpreted from a historical photo from the 1960s. See the photo in the process booklet.

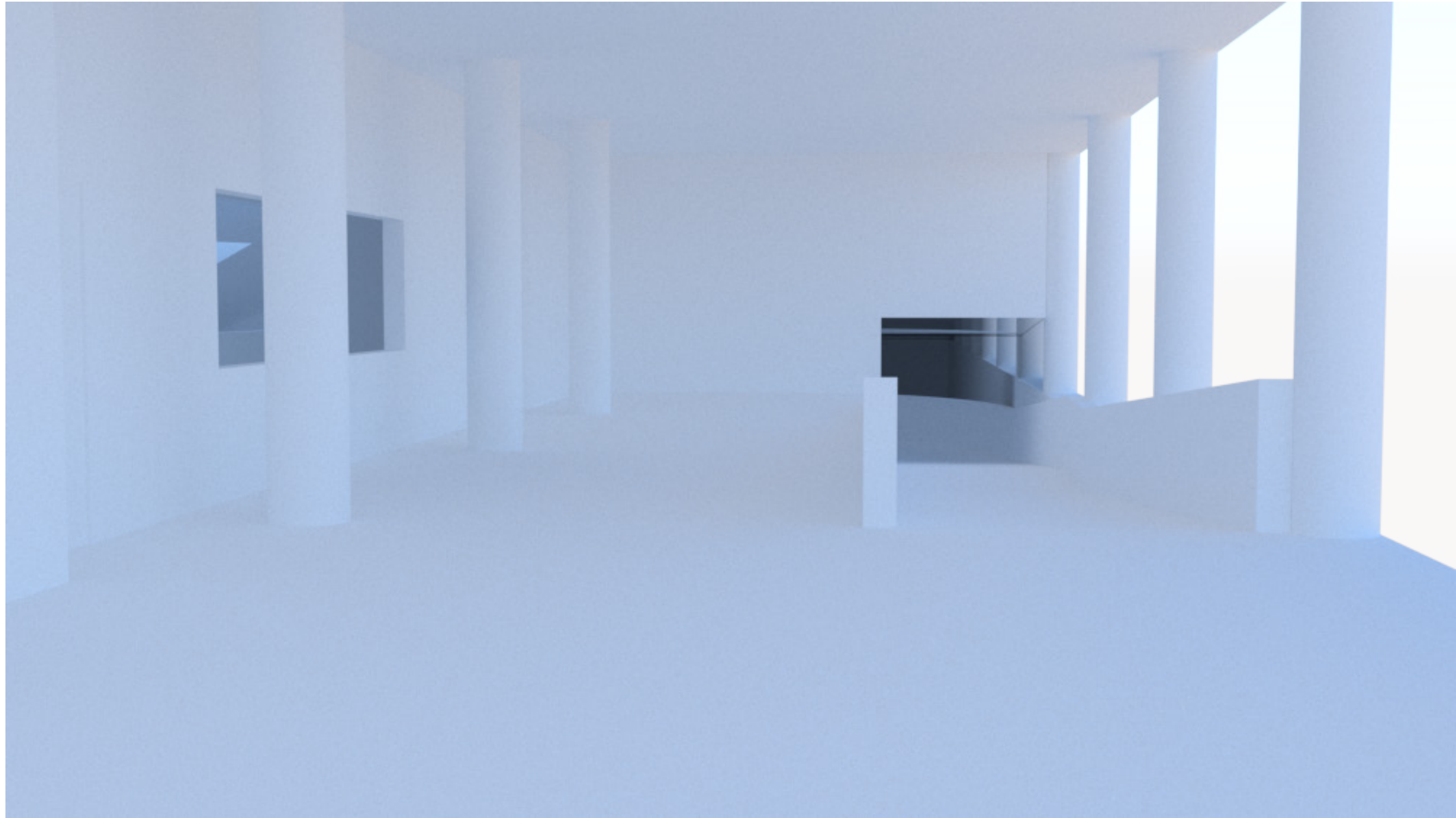


This is a model of what the islet looks like today in 2020. Human forces have blasted and altered the island since the 1960s. It has become a total different island, as concrete, asphalt and loose material from blasting characterize the island today.

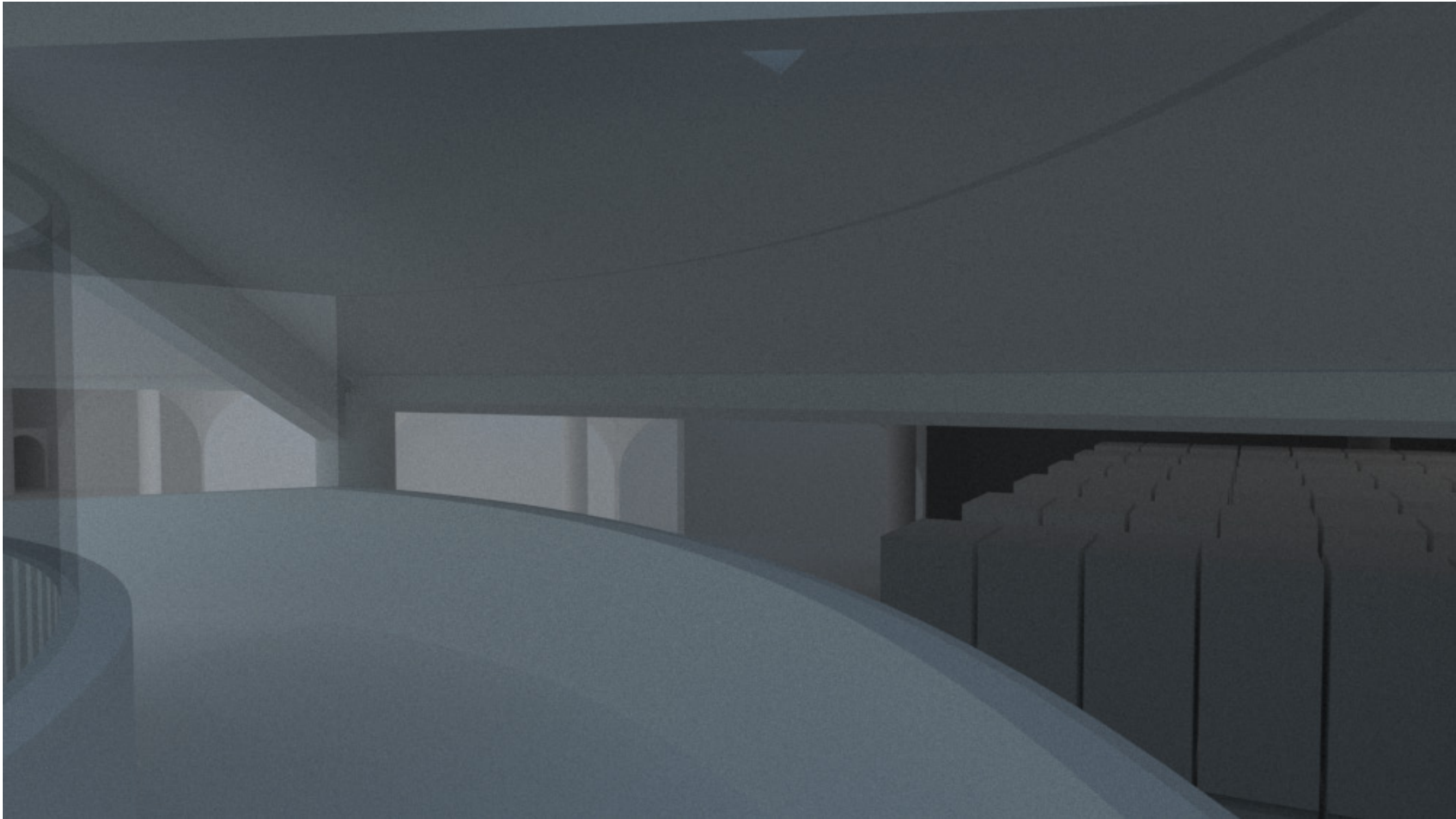


This model shows the island with the new volumes and ground alterations.

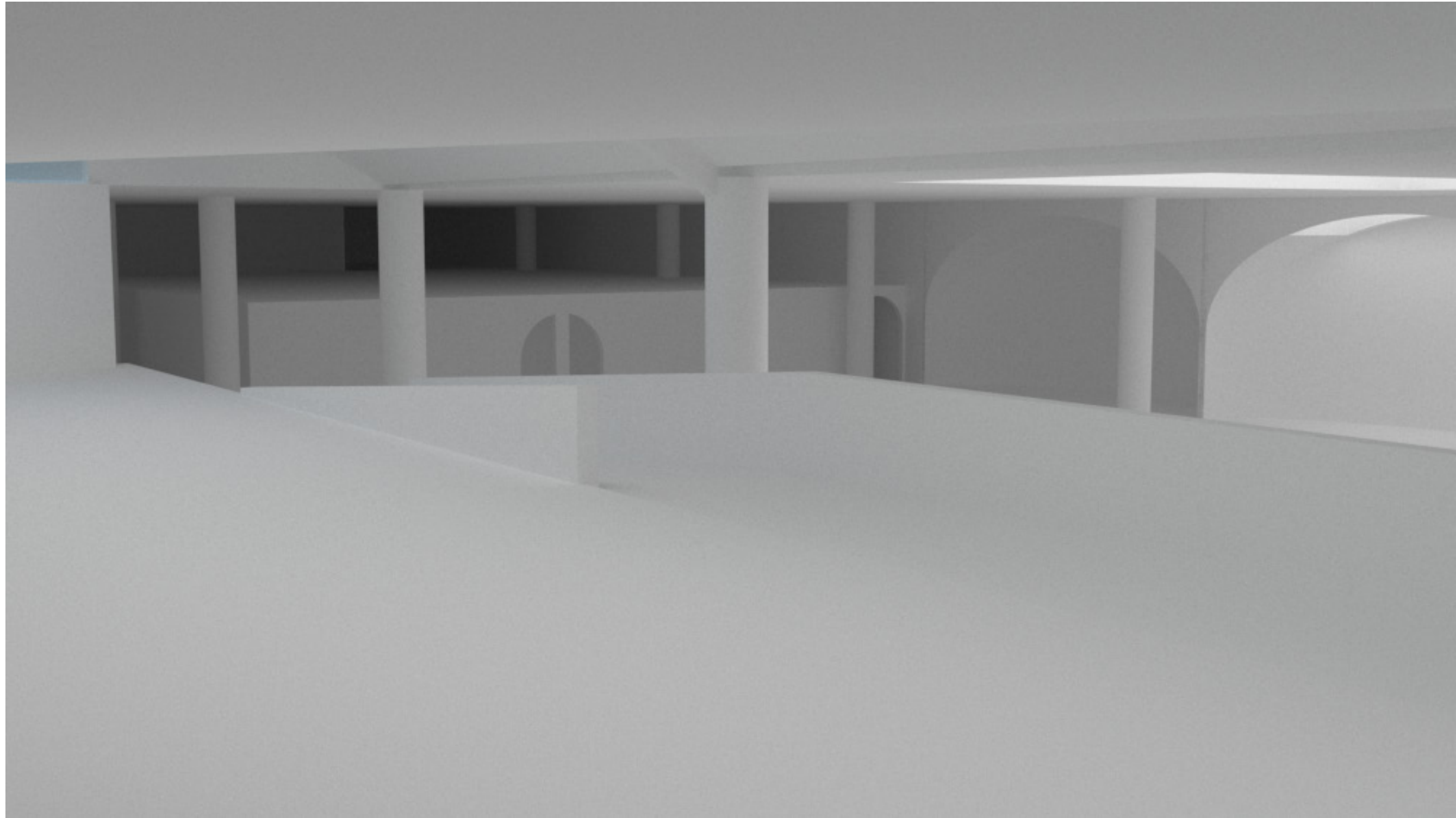
MODEL PHOTOS  
Quick renders to explore the space.



This is the entrance building and reception. It is an extension of the ramp.



Down the ramp. On the trip down into the facility you will first pass through the data center and see the servers from above.

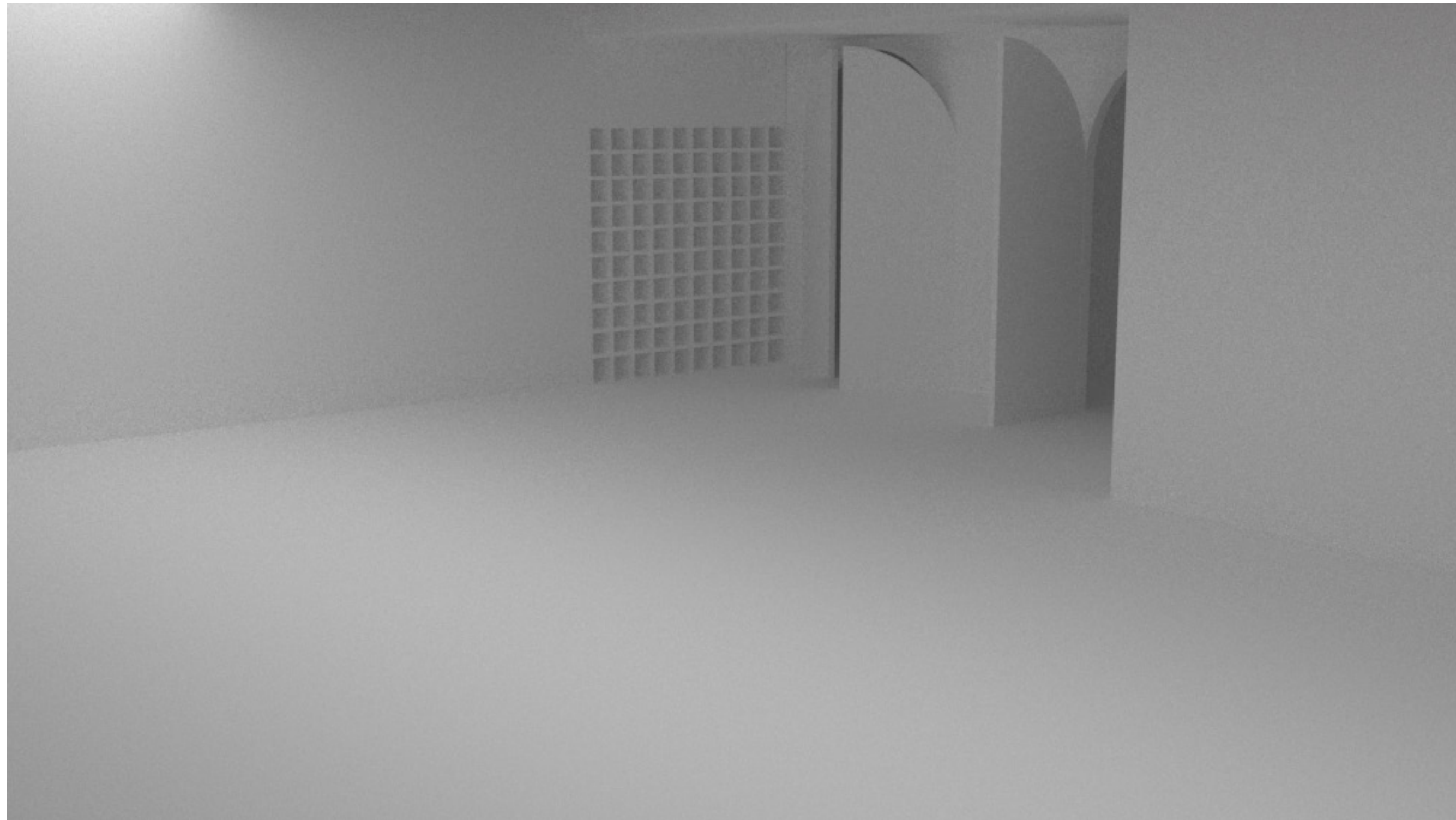


Looking down from the cafe past the ramp and into the big hall.

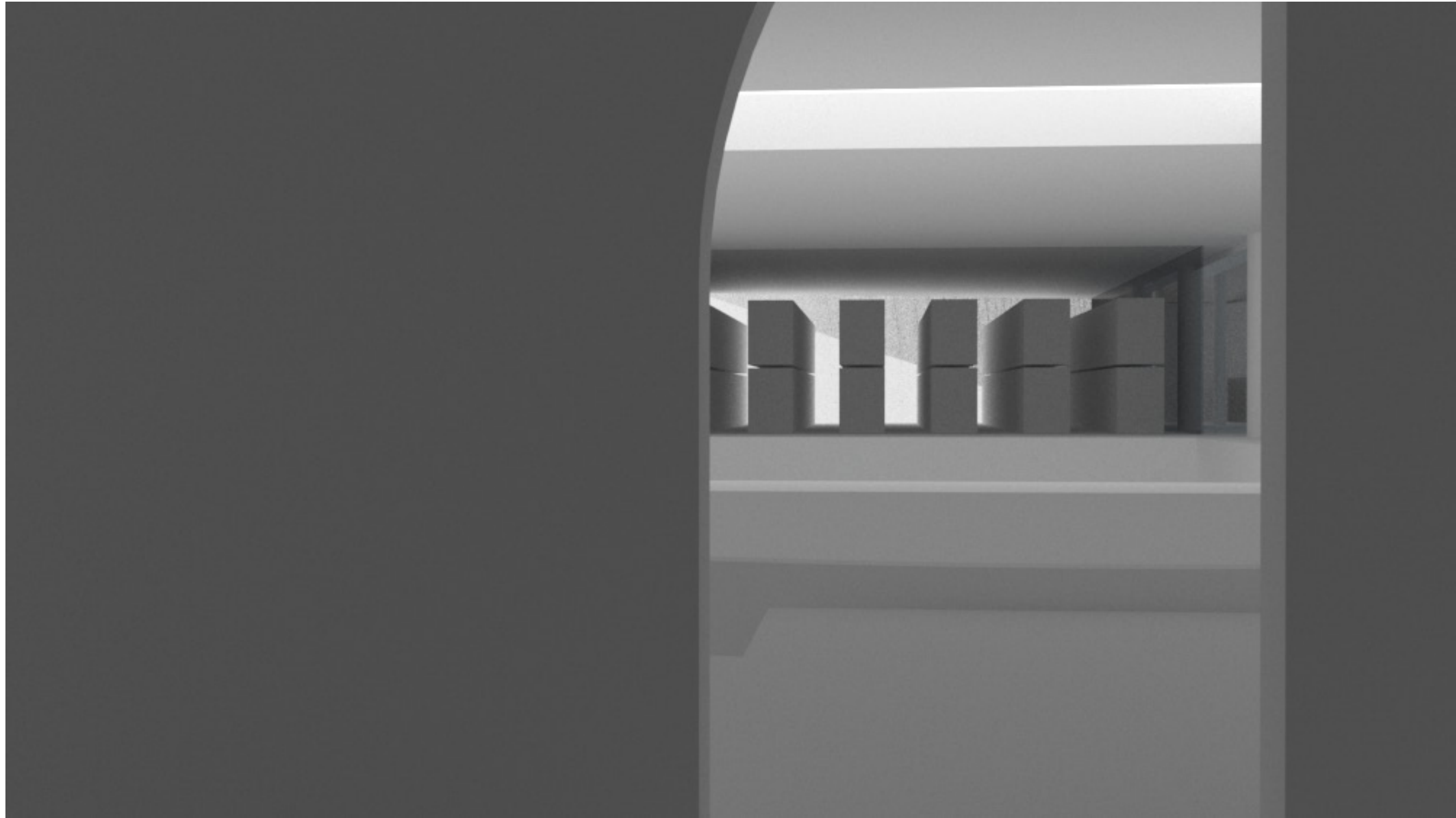


When coming down the ramp there is a zone for passing all the way into the data center on the opposite end. That way the flow of workers and visitors do not have to go through the wardrobes to go to the server rooms.

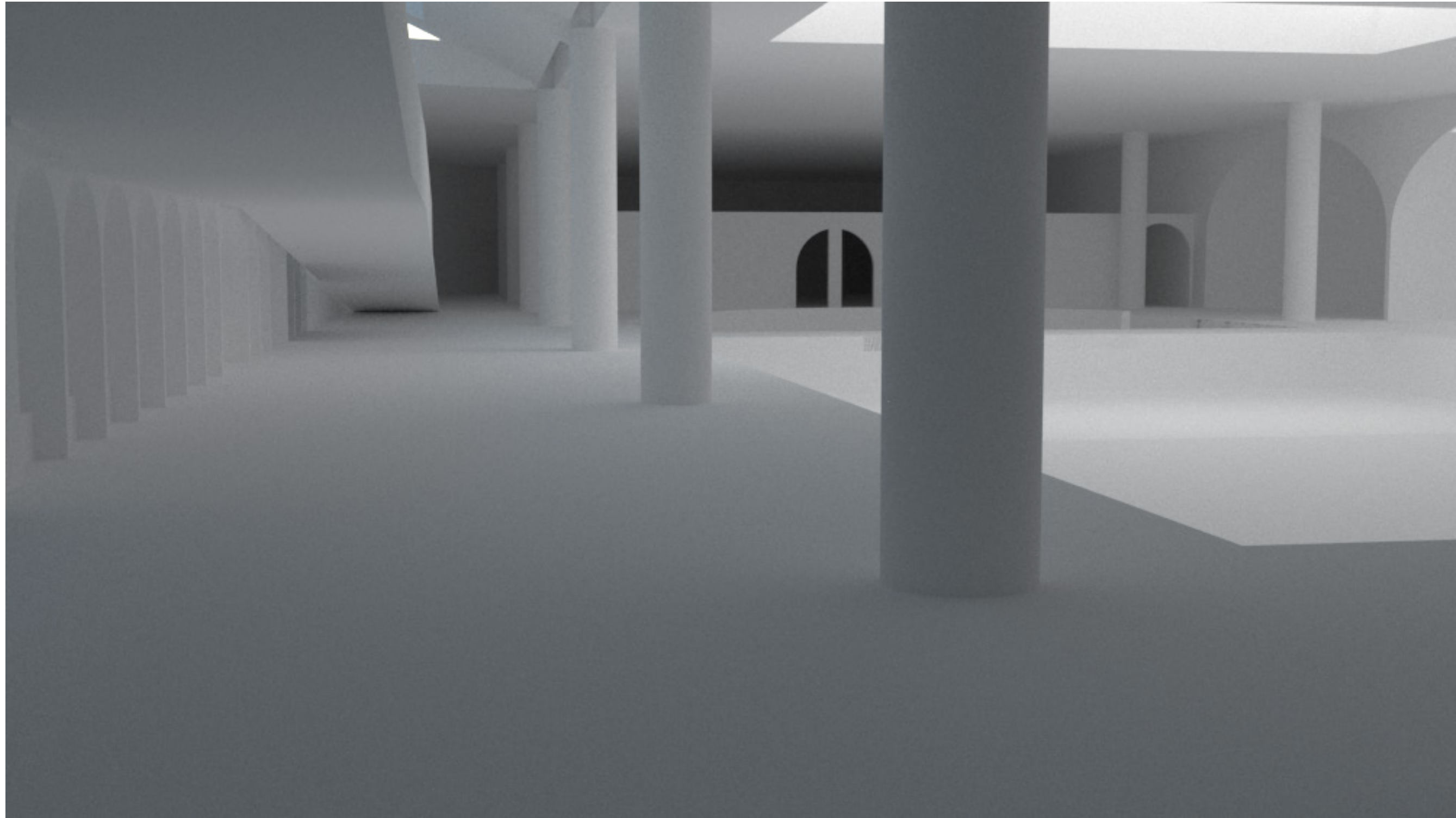




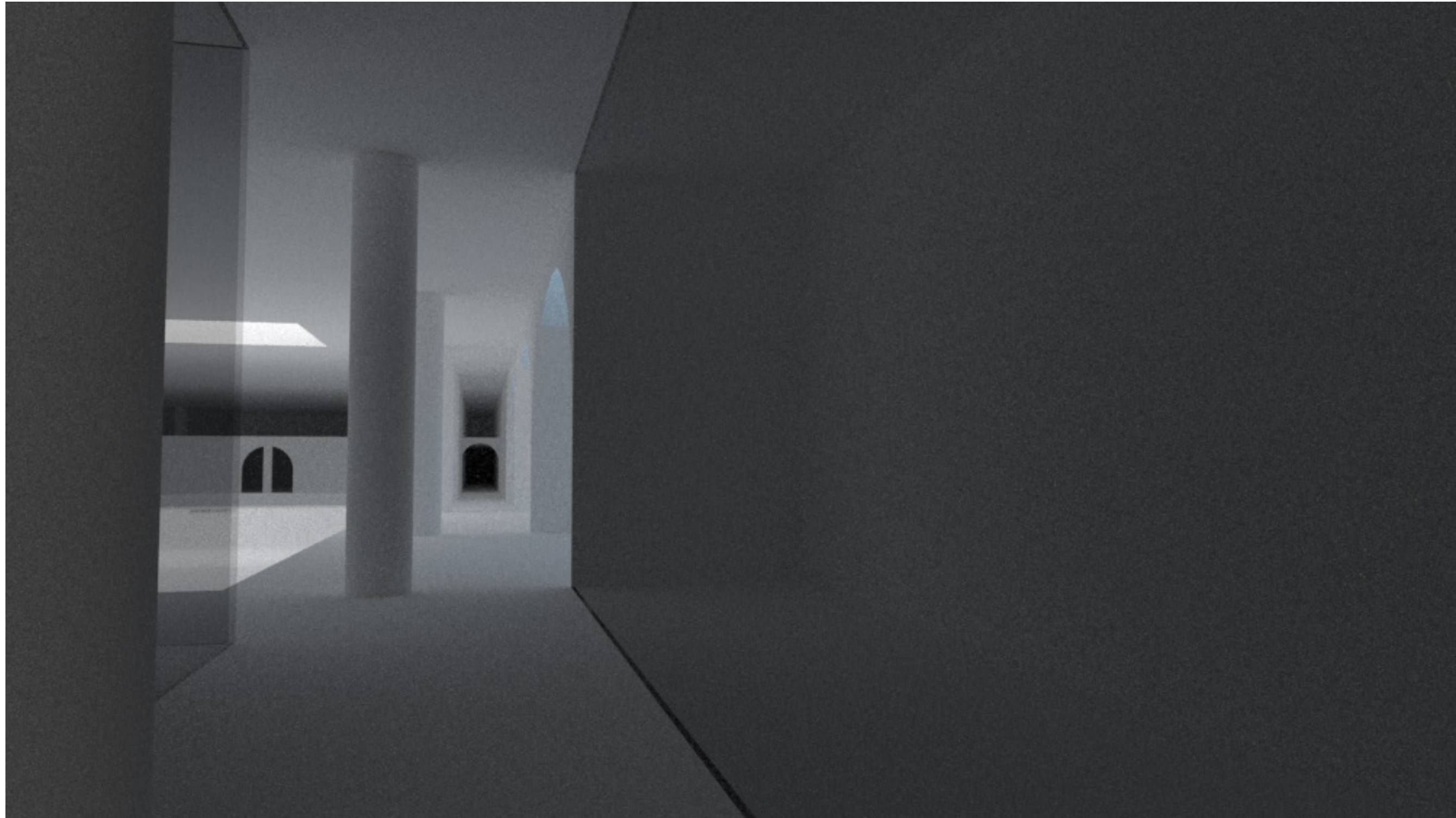
When turning the corner you enter through a large hall with light coming from above before entering the wardrobes. Here you can leave your shoes and people can wait on their friends to exit the wardrobe when exiting the facility. I wanted to keep this hall large as these spaces are often small and undervalued.



Out of the wardrobes you see the pools and the data center in the opposite end.



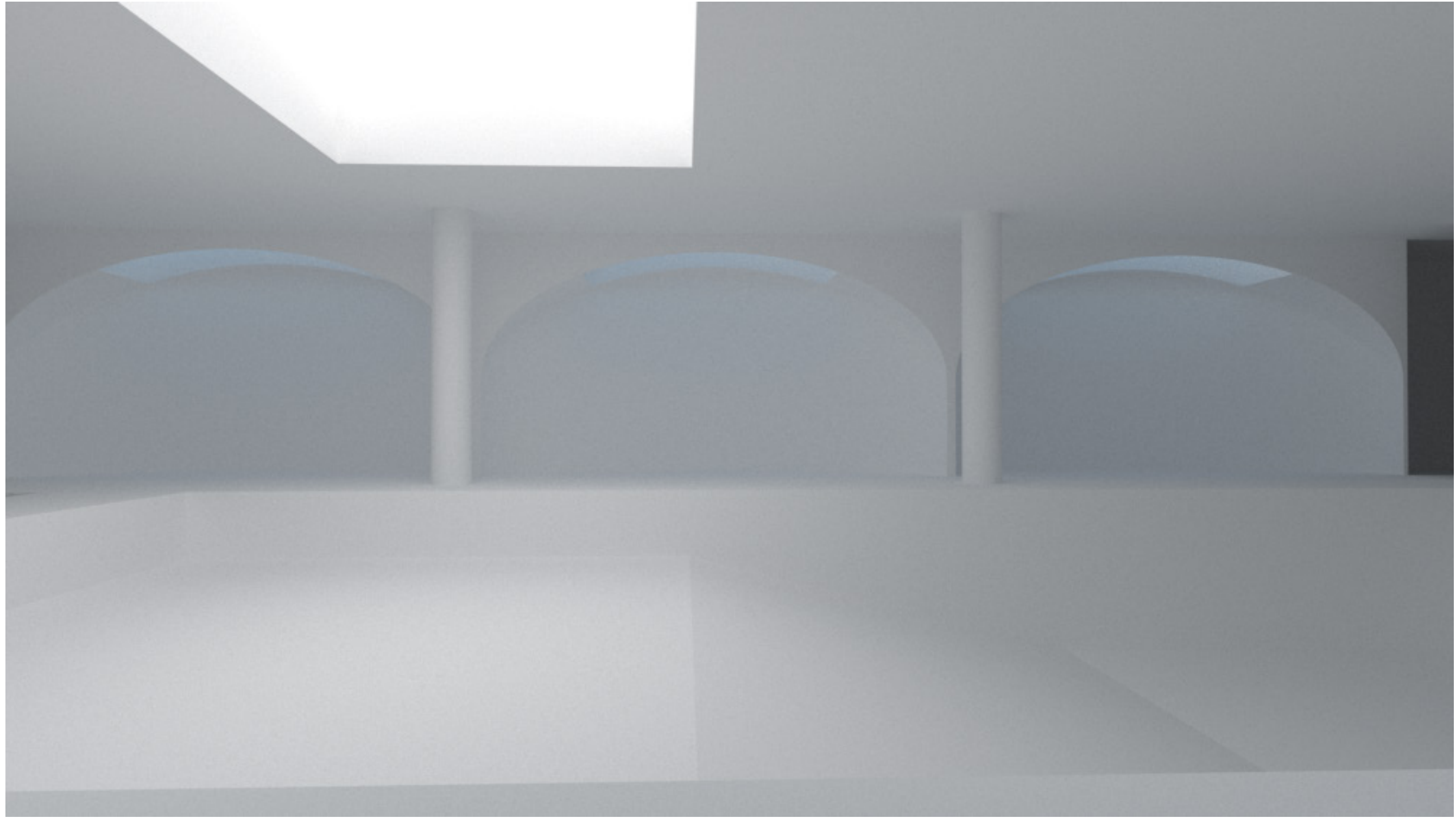
The opposite end of the ramp. Standing with your back towards the data center hallway. To the left under the ramp there are some indentations to sit and leave your stuff. It also has doors to the service area and windows for the lifeguards from the guard room.

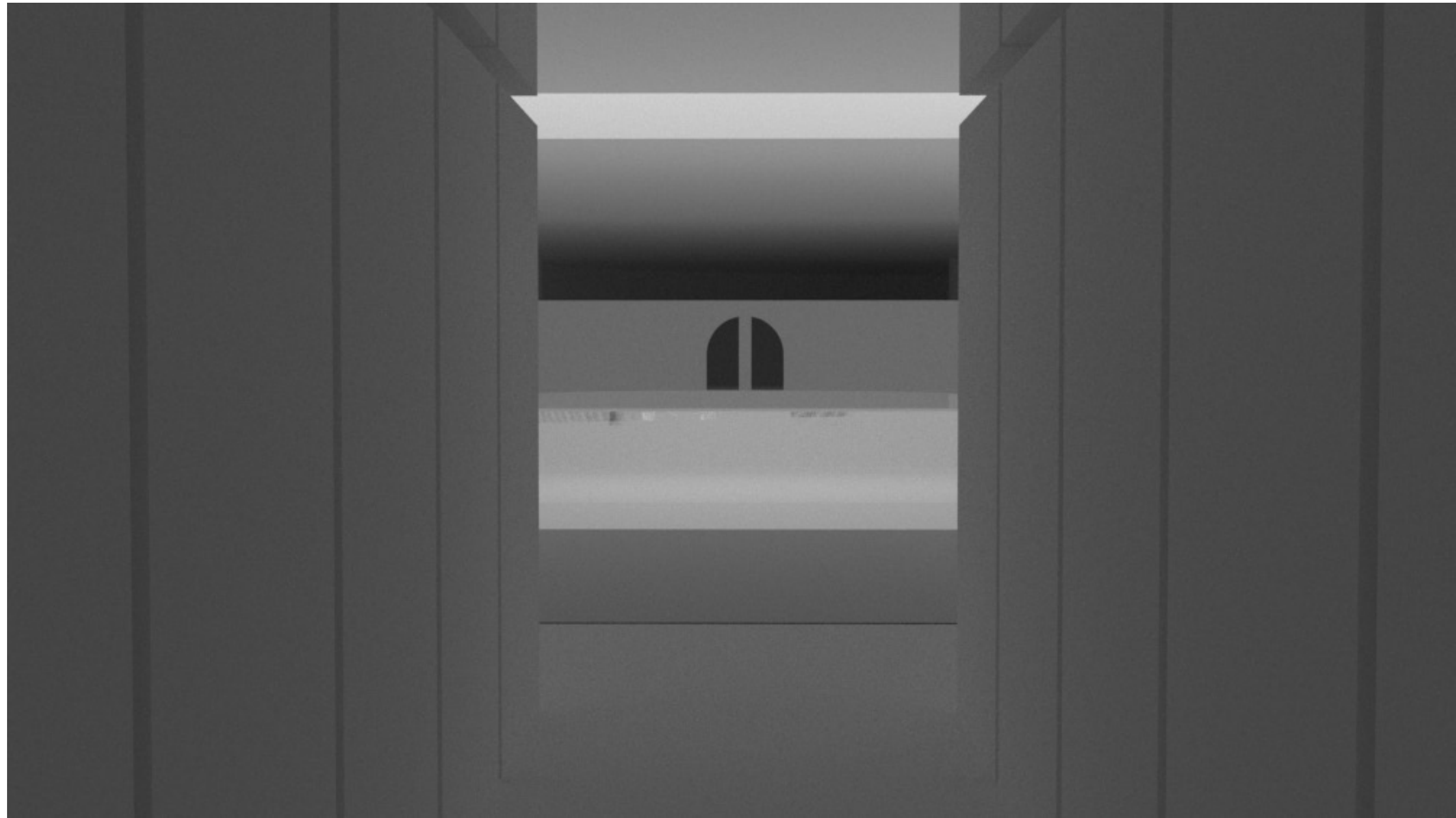


When walking behind the server spaces and back to the big hall you face directly towards the hallway to the ground floor pool.

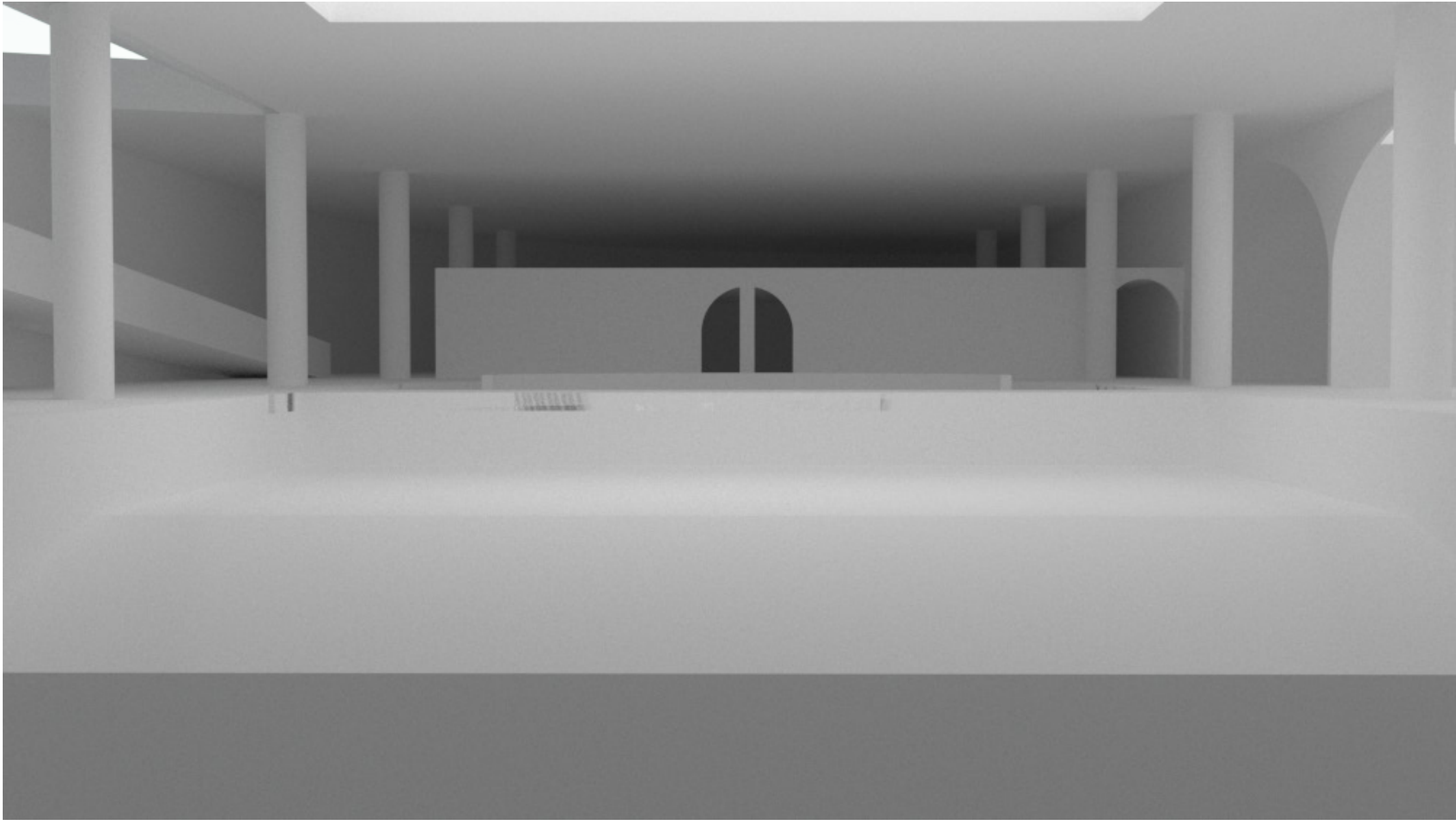


The tribunes oposite of the cafe and ramp.





The pool seen from between the servers.



The pools. The servers in the back.



DRAWINGS



MAP - CURRENT SITUATION

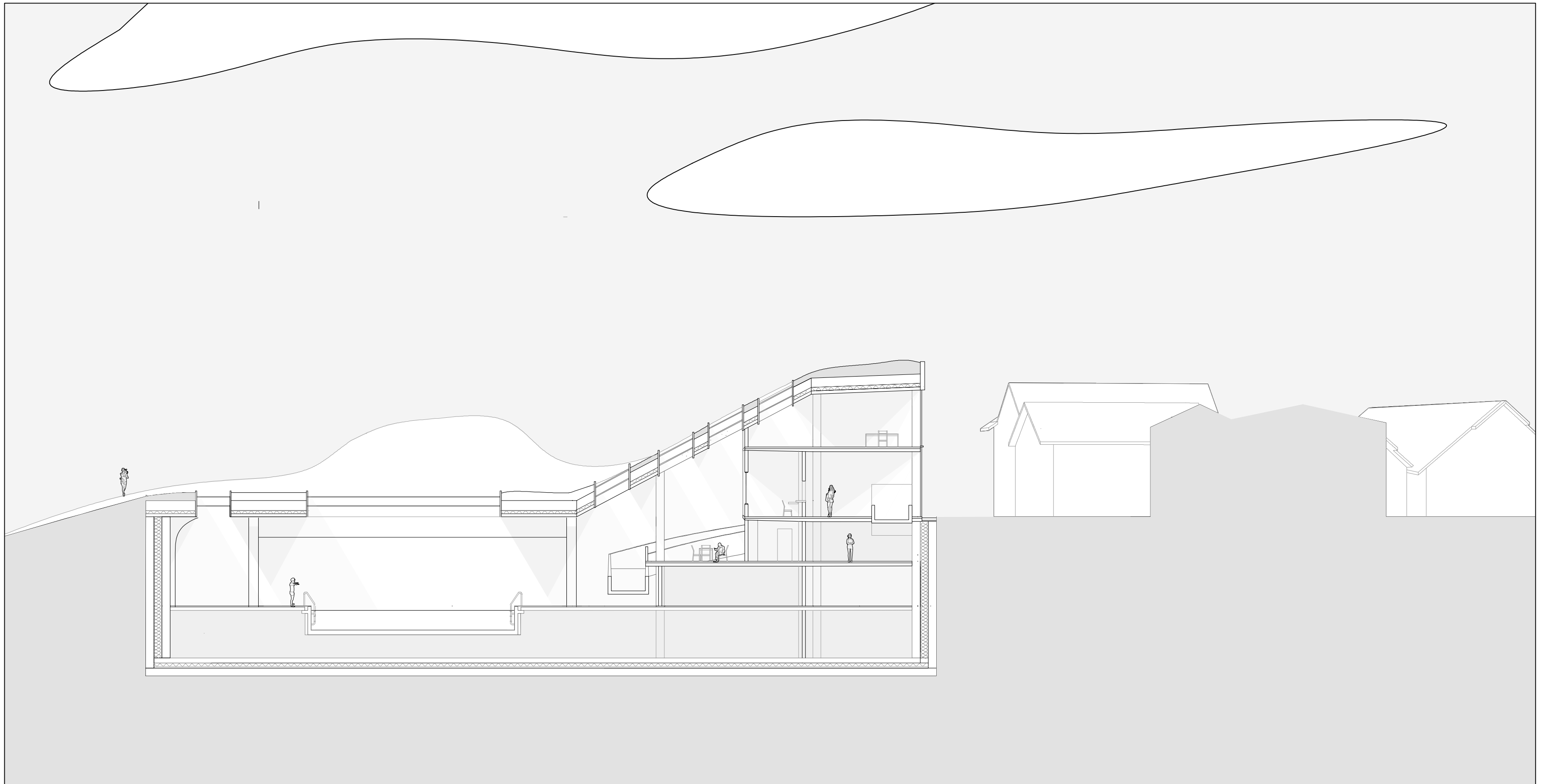
- CONCRETE
- GRVEL AND STONE
- SAND AND GRAVEL



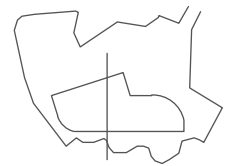


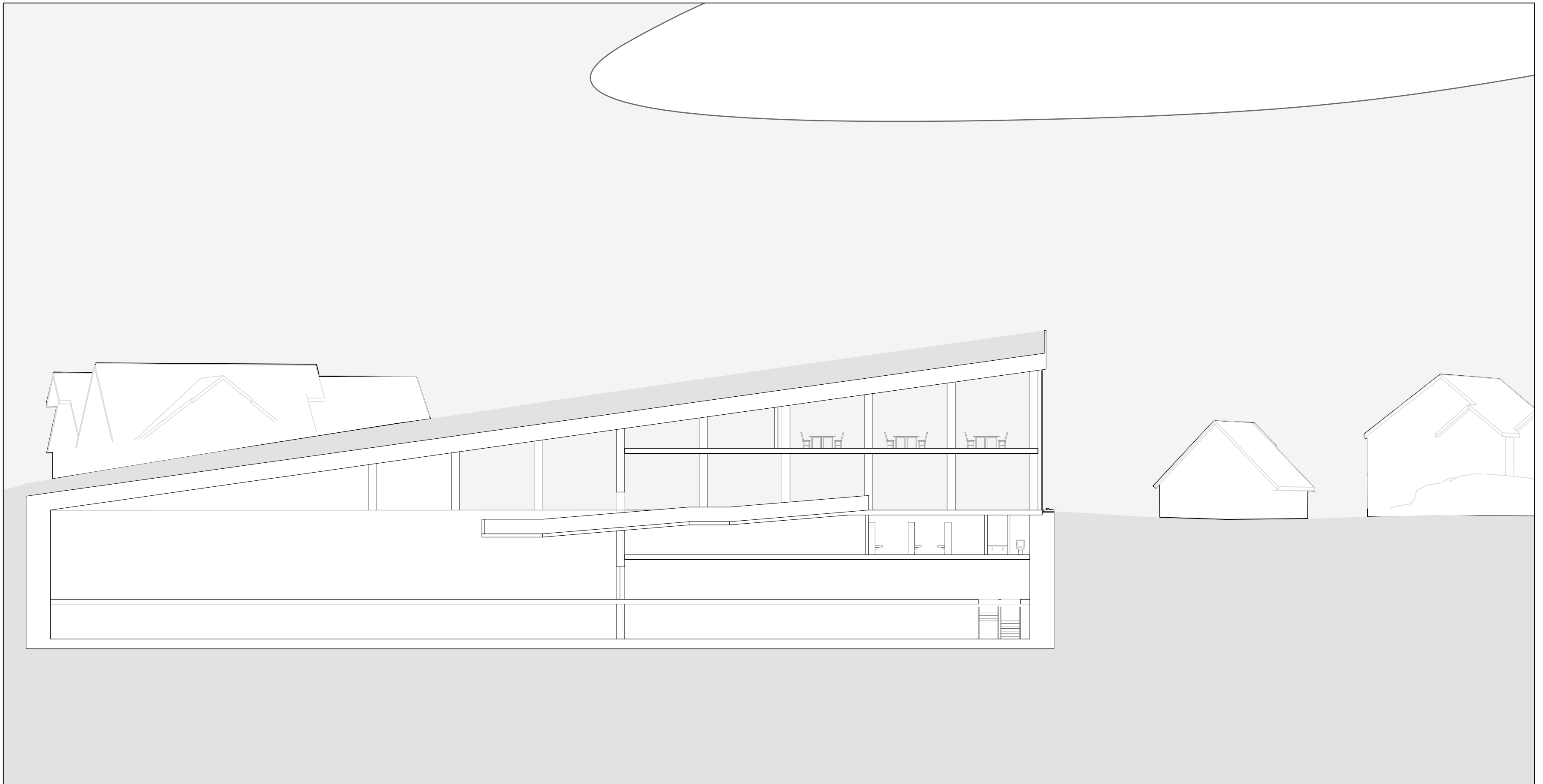
MAP - NEW SITUATION



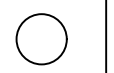
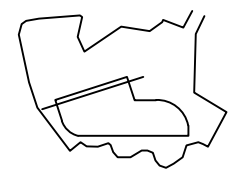


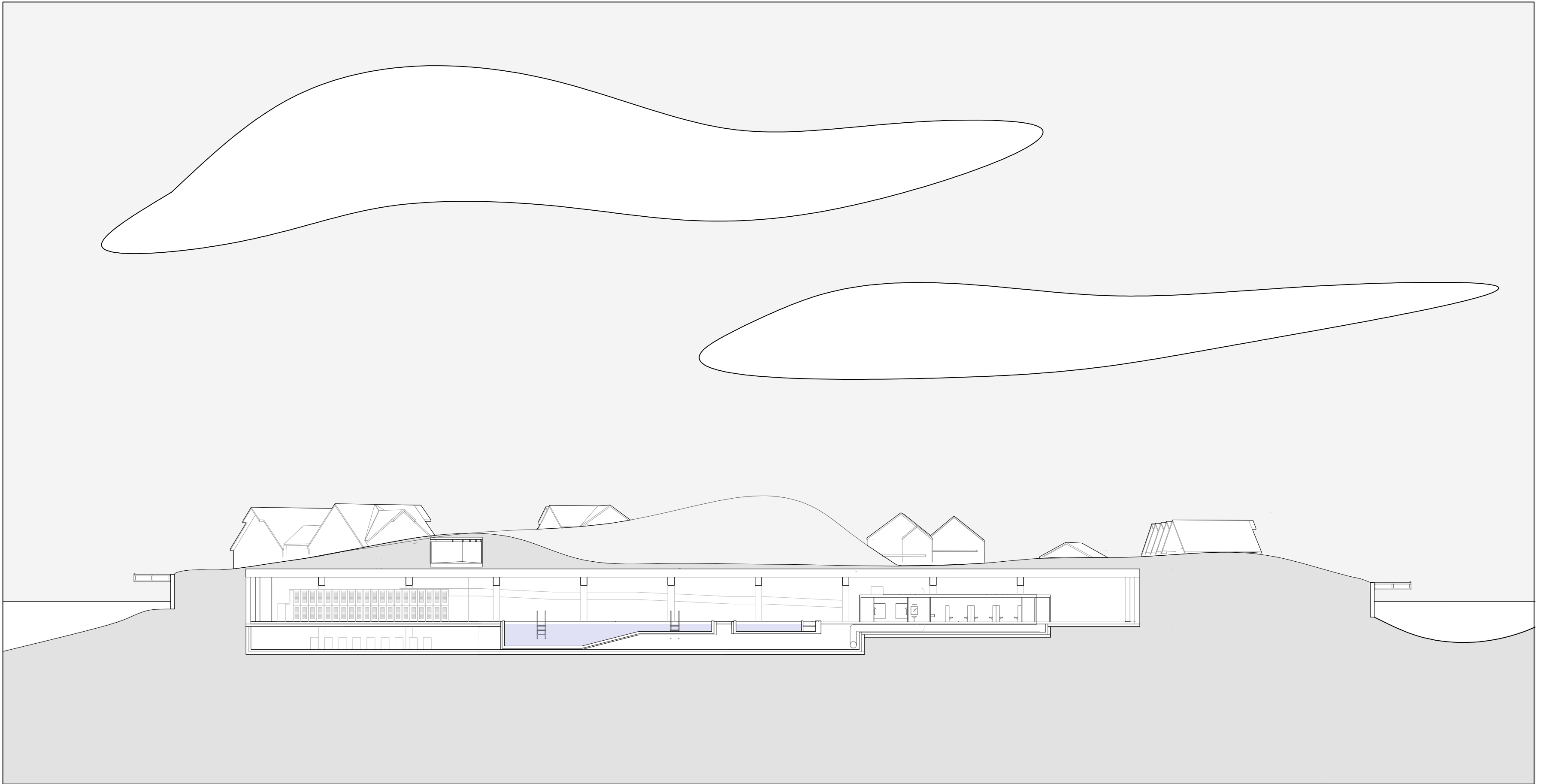
SECTION - DETAILED



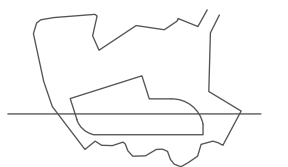


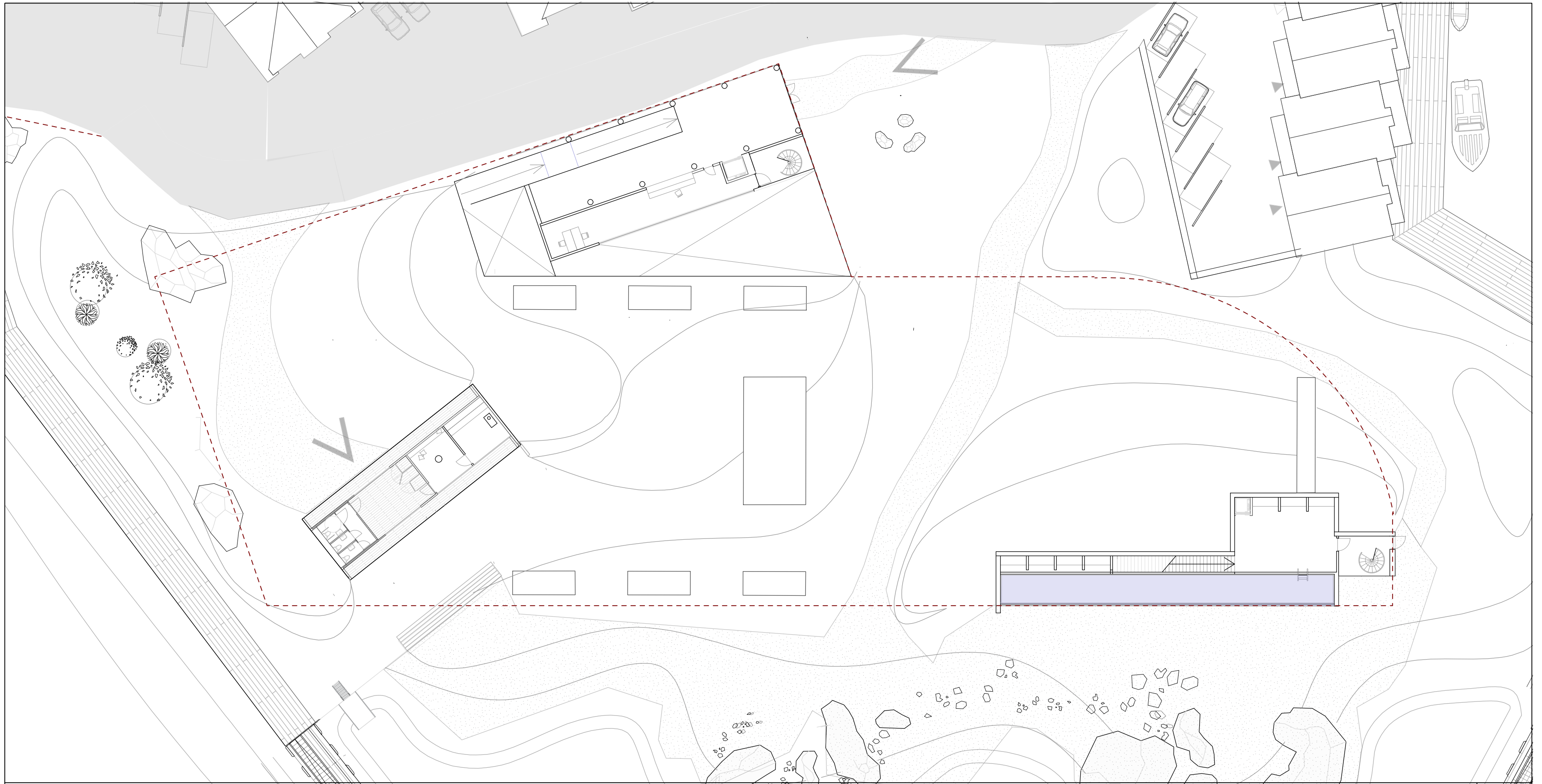
SECTION - ENTRANCE BUILDING





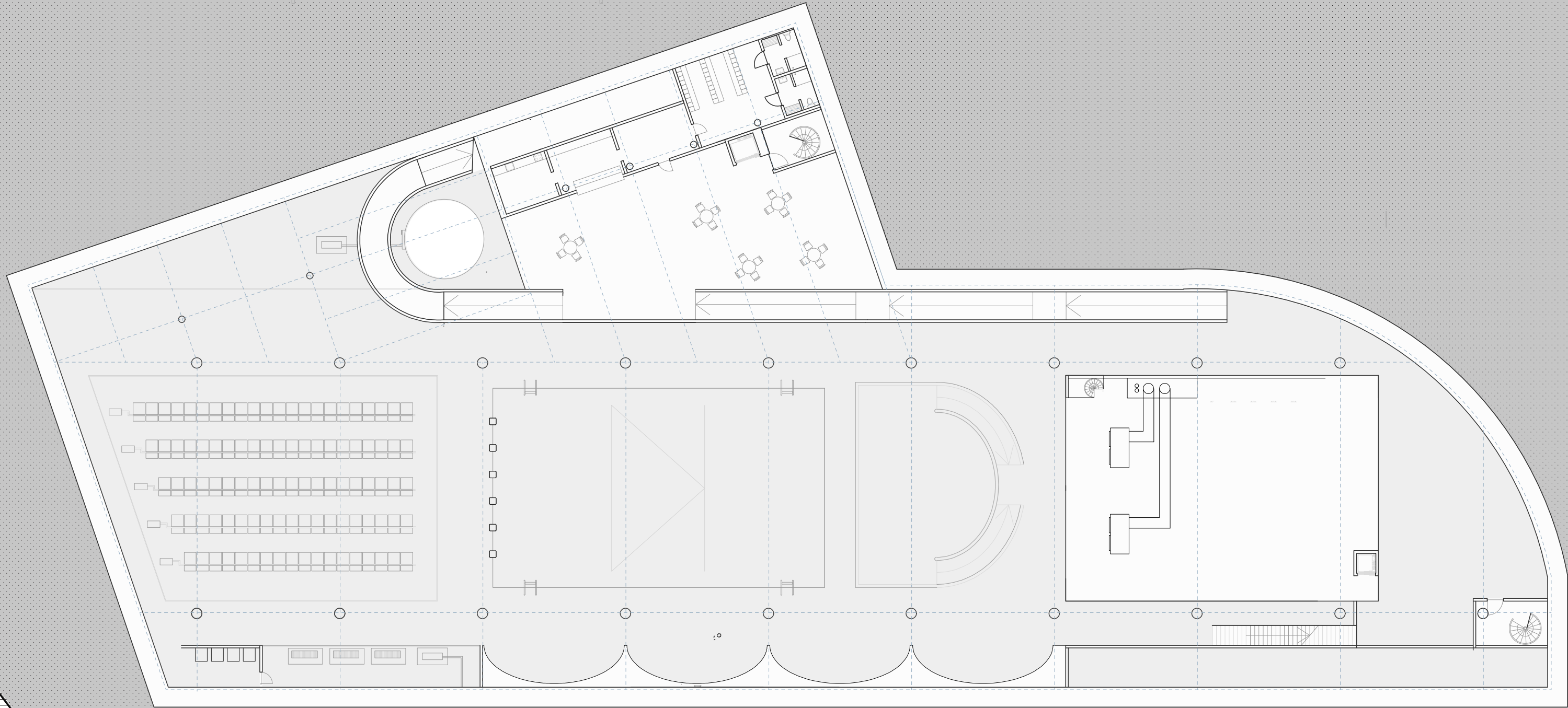
SECTION



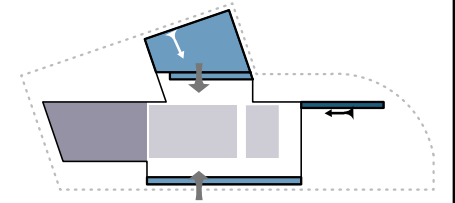


MAP - GROUND FLOOR

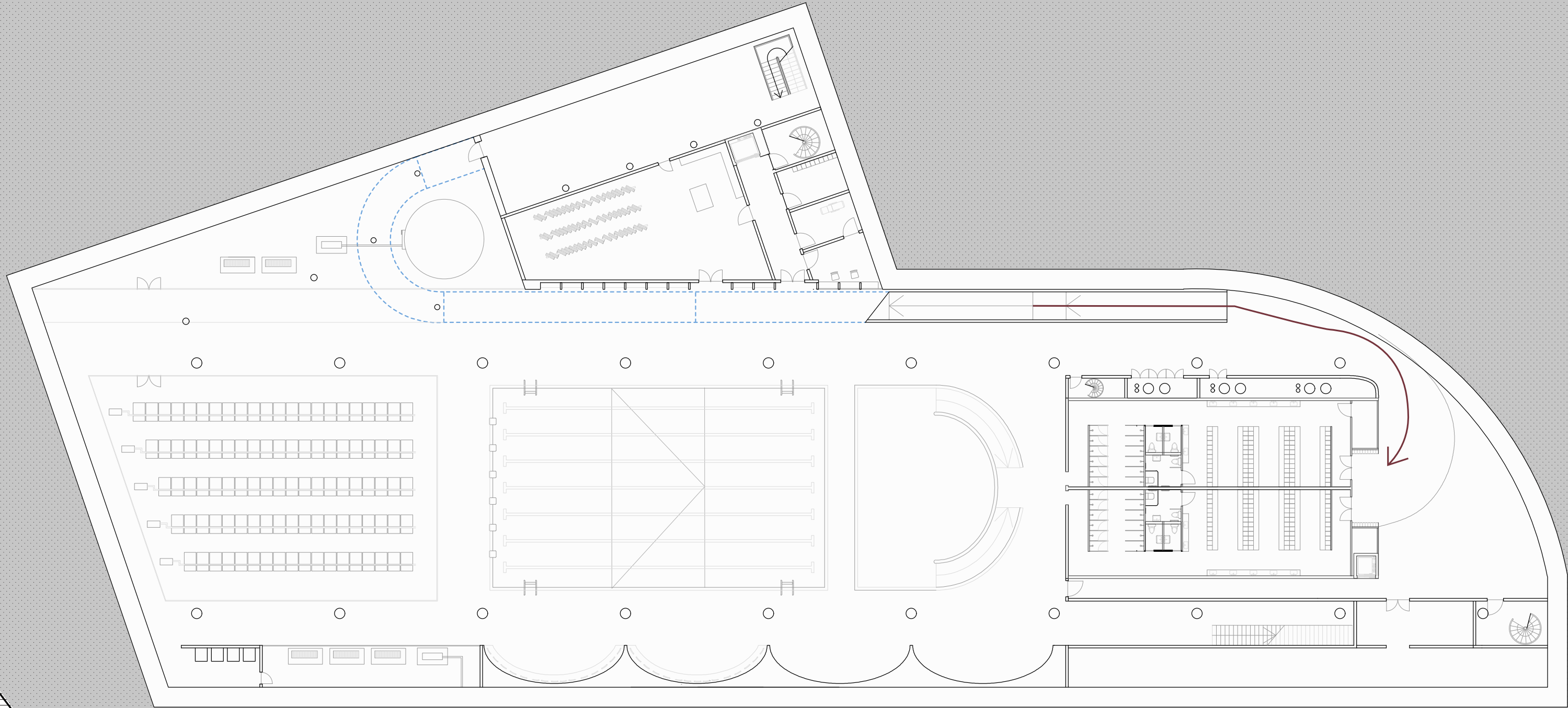




PLAN - FLOOR -1 / CAFE FLOOR

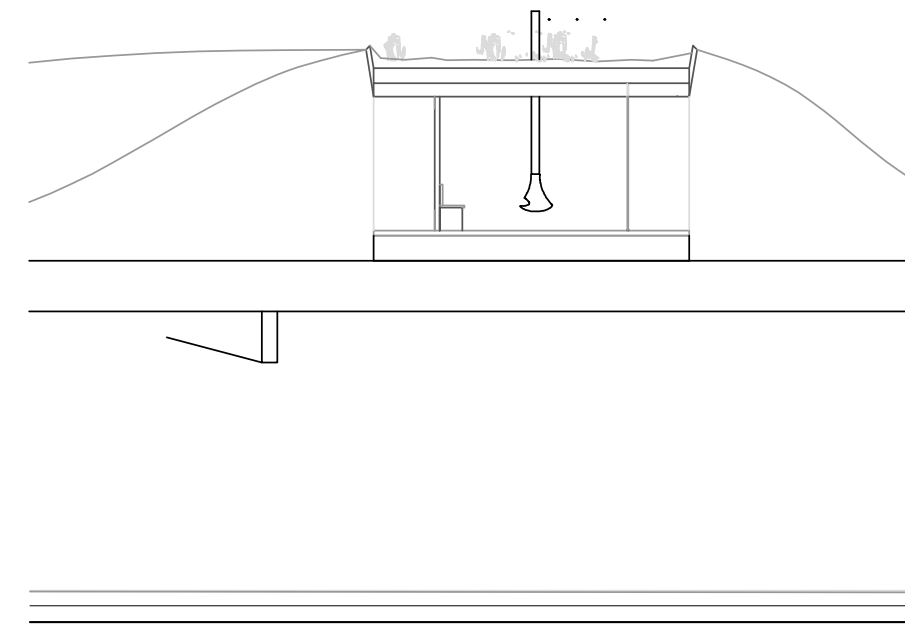
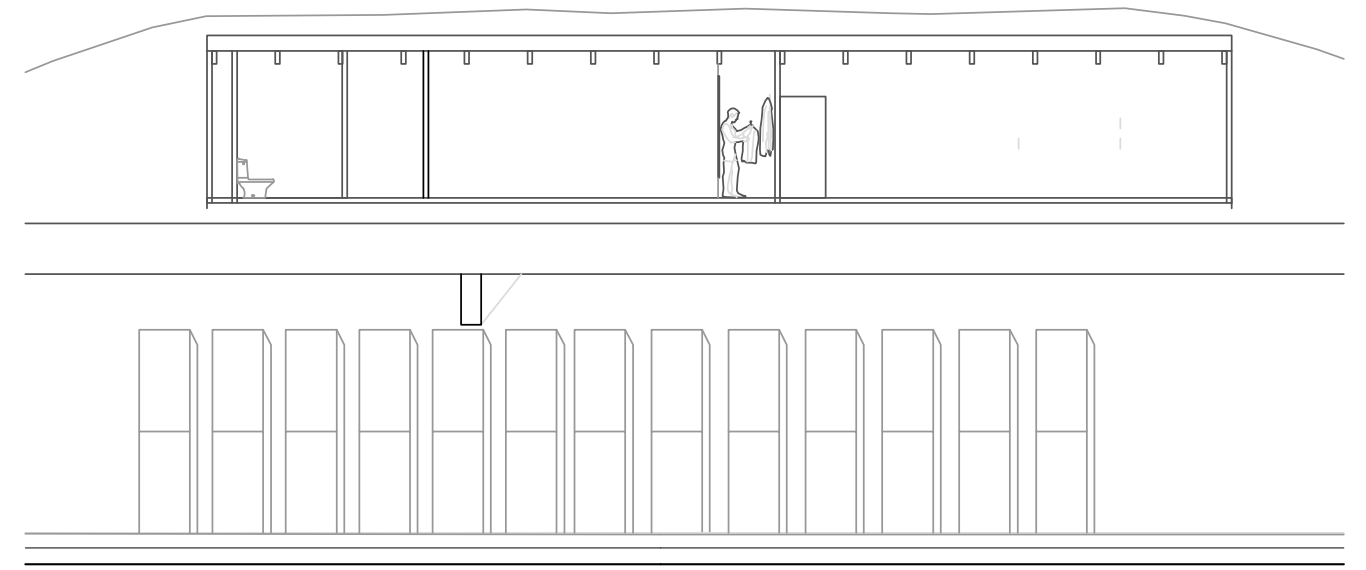
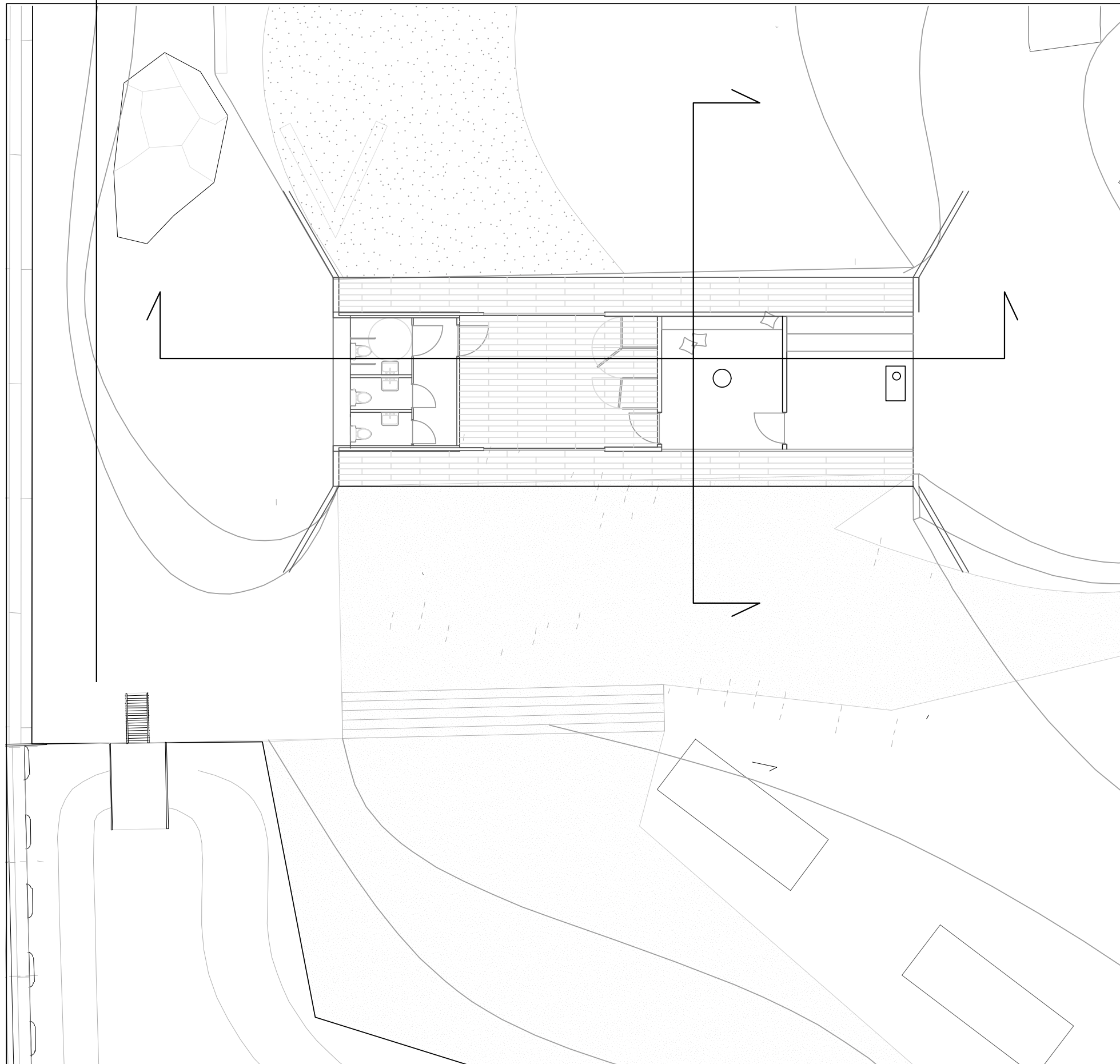






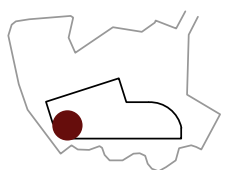
PLAN - FLOOR -2 / POOL AND SERVER FLOOR

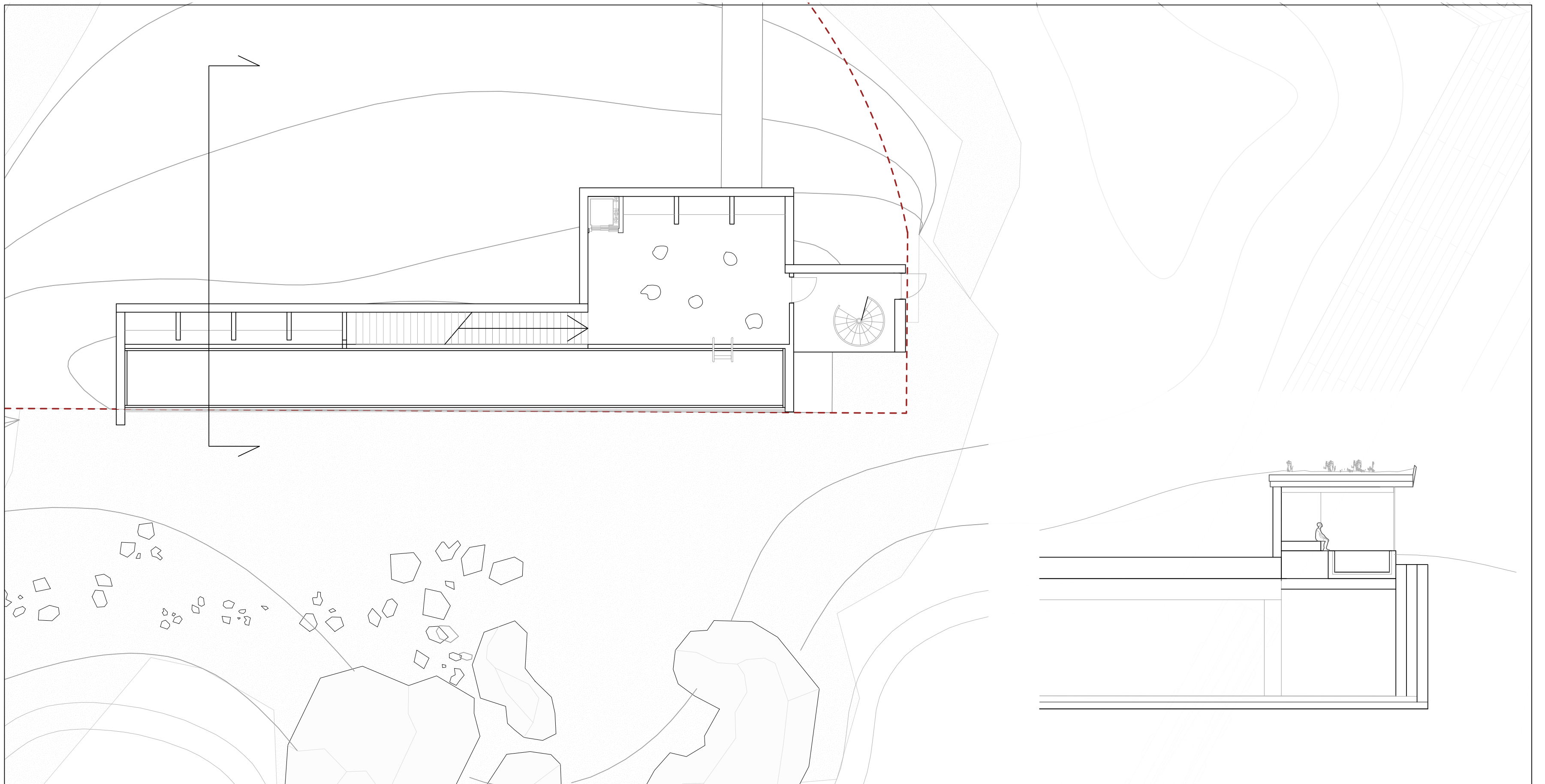




## BATH HOUSE

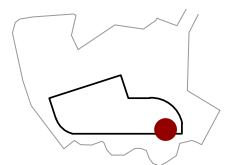
The bath house and diving tower was requested by the locals in Åkrehamn. It is part of the project that gives back to the city. It has toilets, changing rooms and a warm room and sauna.





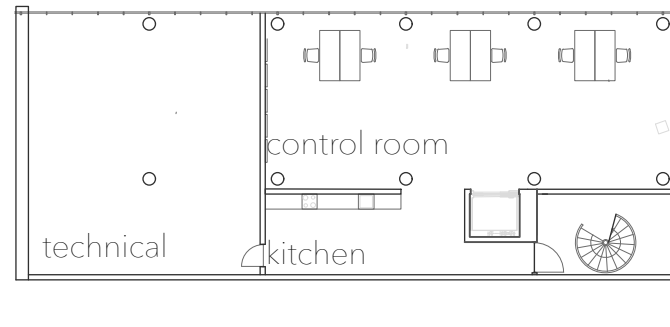
QUIET BATH

For contemplation. This pool was designed for the adult demographic who would love to be at peace from loud play and sports in the bath. This pool is located on the ground floor with a focus on light, views and horizon.



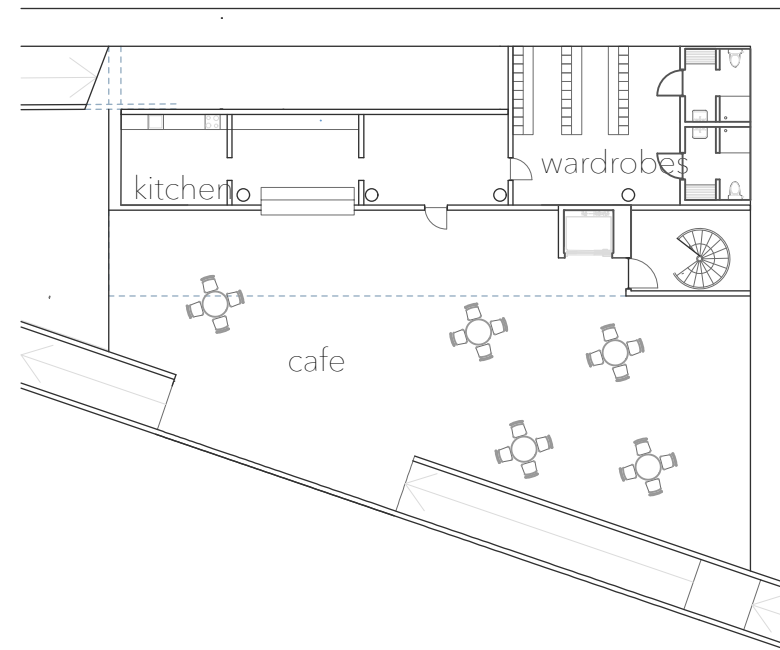
FIRST FLOOR

Office for the IT workers. Also a technical space for ventilation.



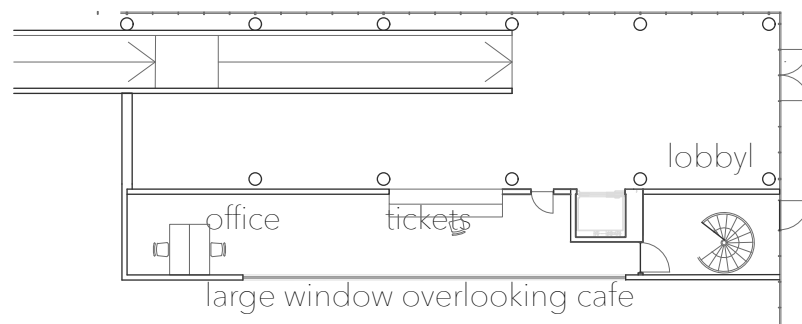
FLOOR - 1

Cafe and employee wardrobes.



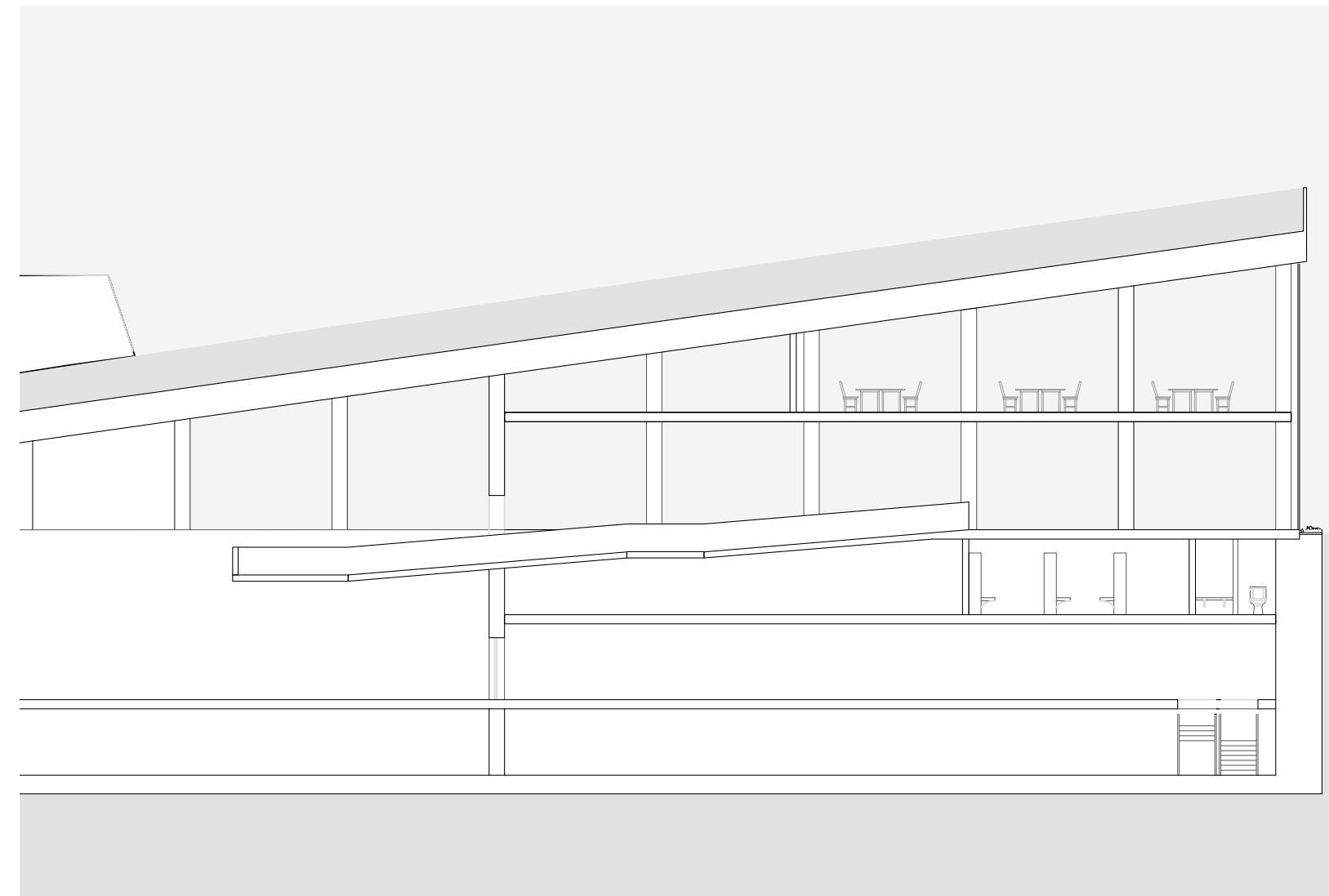
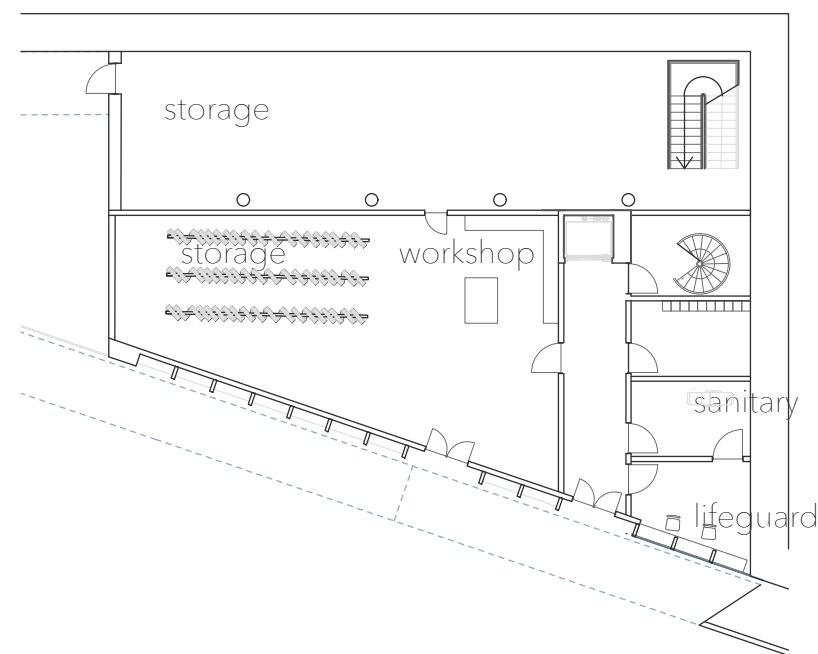
GROUND FLOOR

Lobby and tickets for the pools.



FLOOR - 2

Storage, workshop, lifeguard room and sanitary.

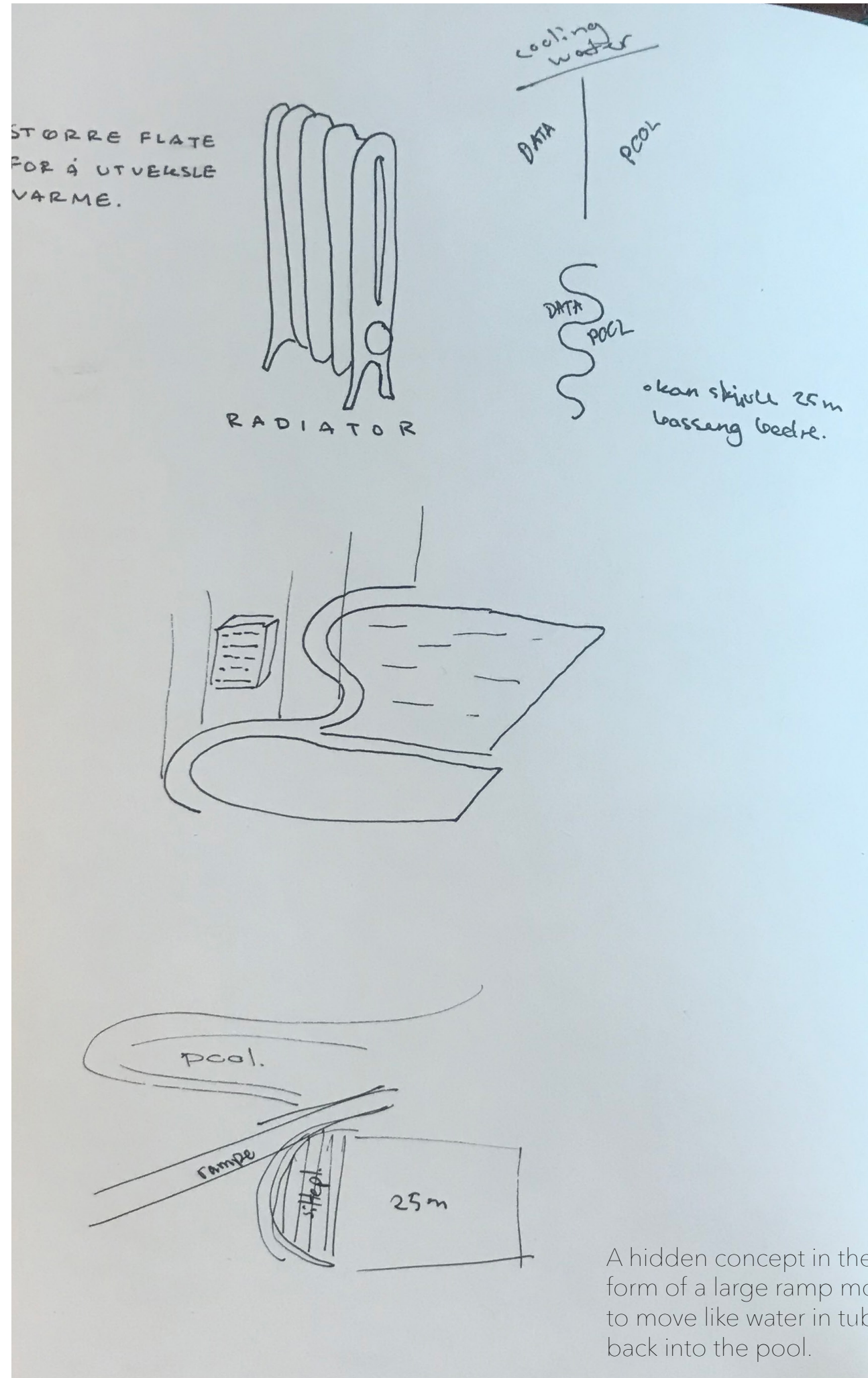


ENTRANCE BUILDING

Also consists of offices and storage for the pool.

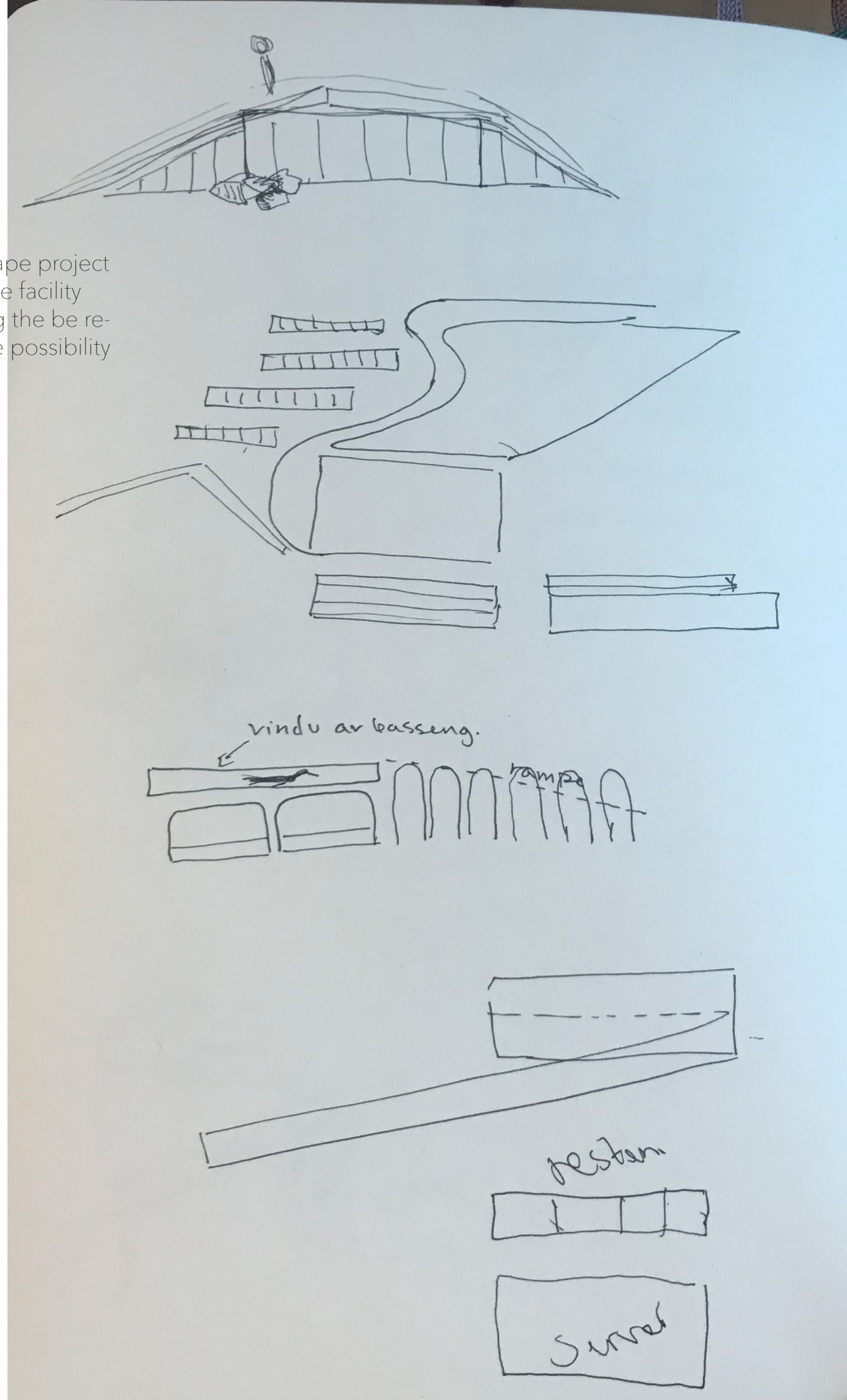


IMAGES FROM THE SKETCHBOOK  
A sketchbook is like a diary and covers all essential parts of a  
project. Here are some images from the diary.



A hidden concept in the project is the radiator. It is present in the project in the form of a large ramp moving people like energy, and the possibility for people to move like water in tubes/hallways from the pool, around the data center and back into the pool.

The idea of making the project a part landscape project came before the decision to place most of the facility under ground. This decision came from trying to be respectful to the sightlines, neighbours and the possibility to walk on top of the building.

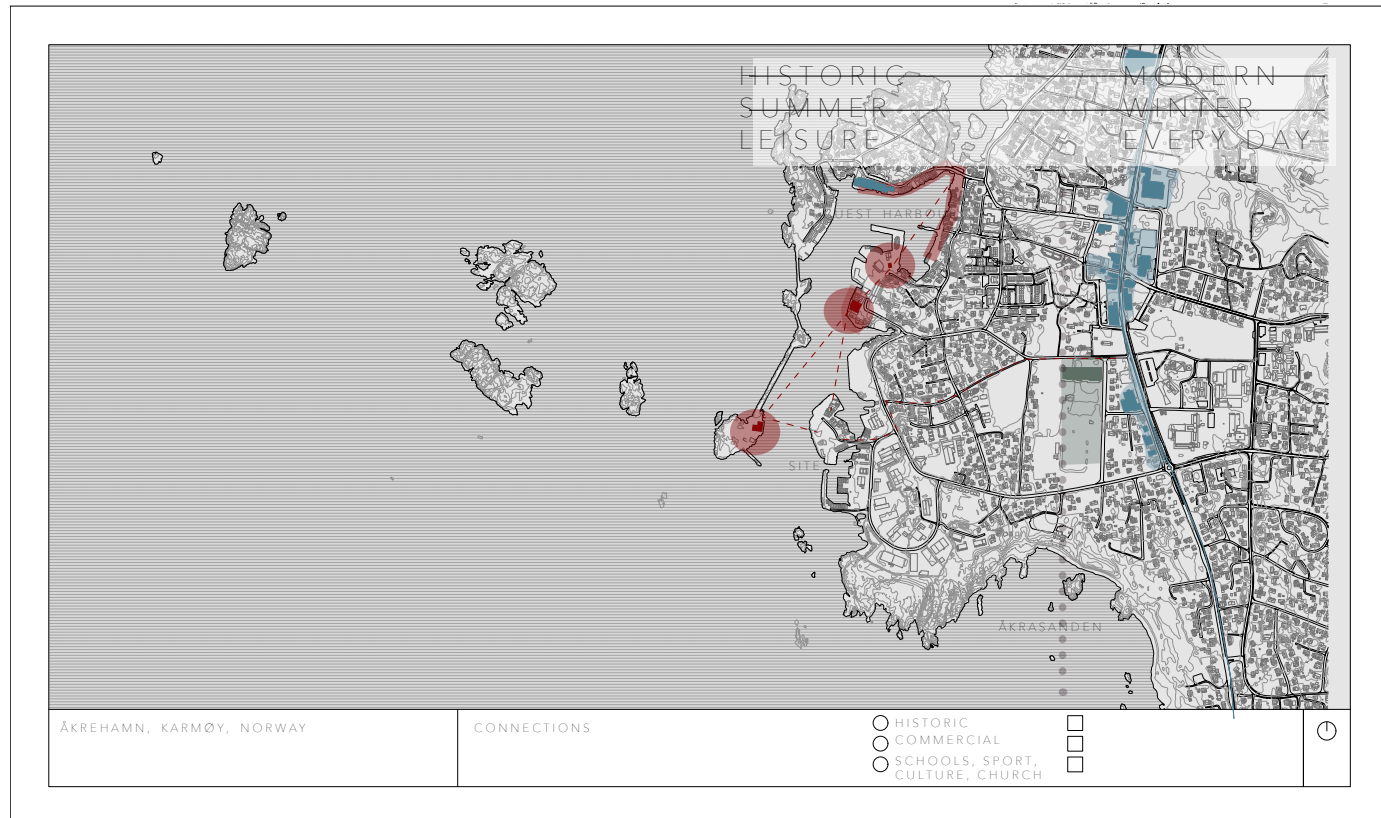


The duality of Åkrehamn is the the summer city and the all year round city. This facility should both be a part of destination Åkrehamn and everyday life at Åkrehamn.

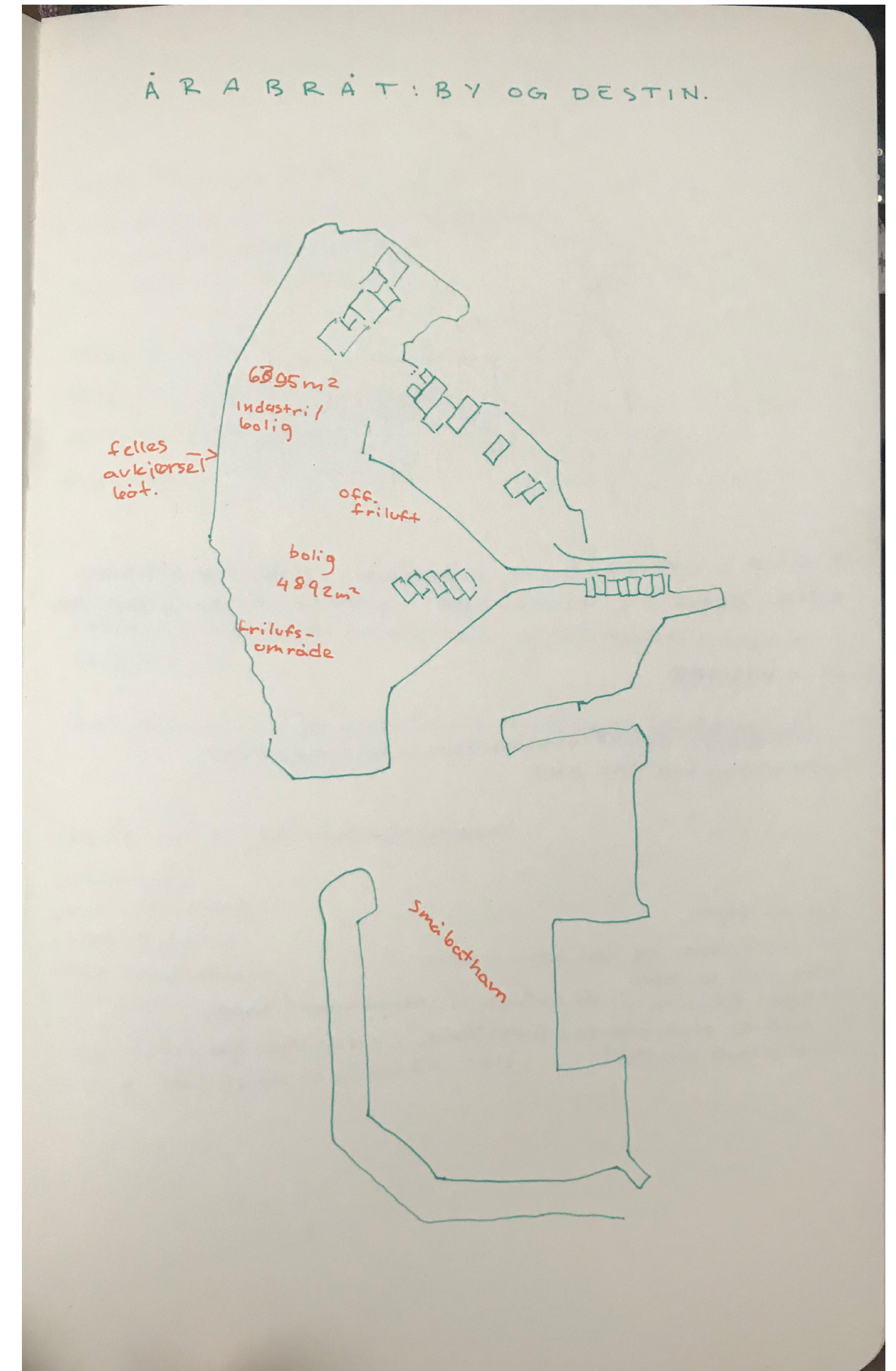
HISTORIC  
SUMMER  
LEISURE

vs

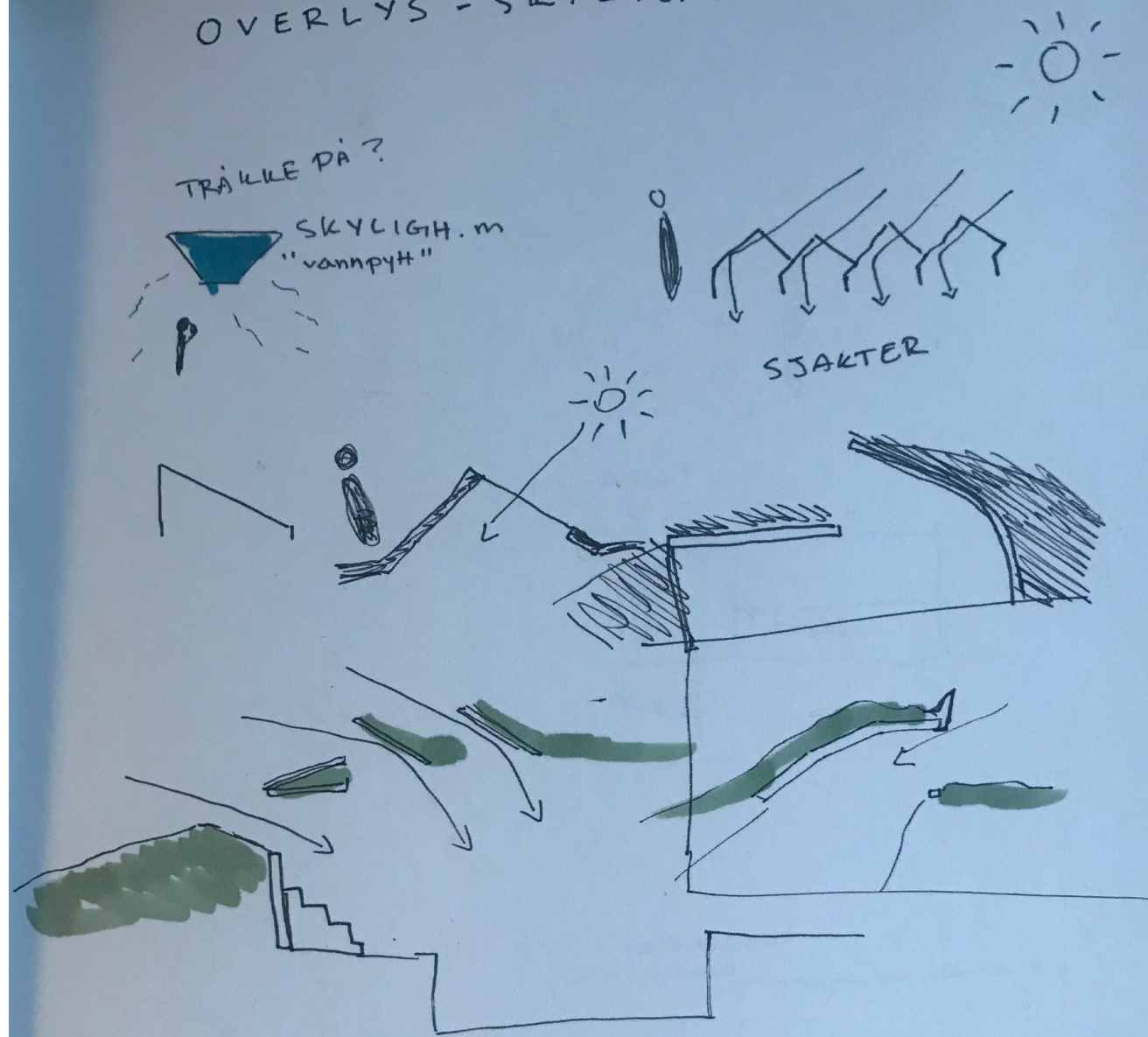
MODERN  
WINTER  
EVERY DAY



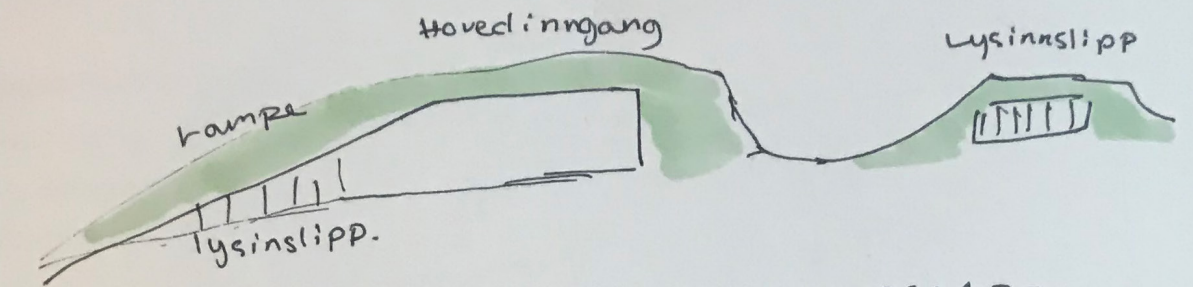
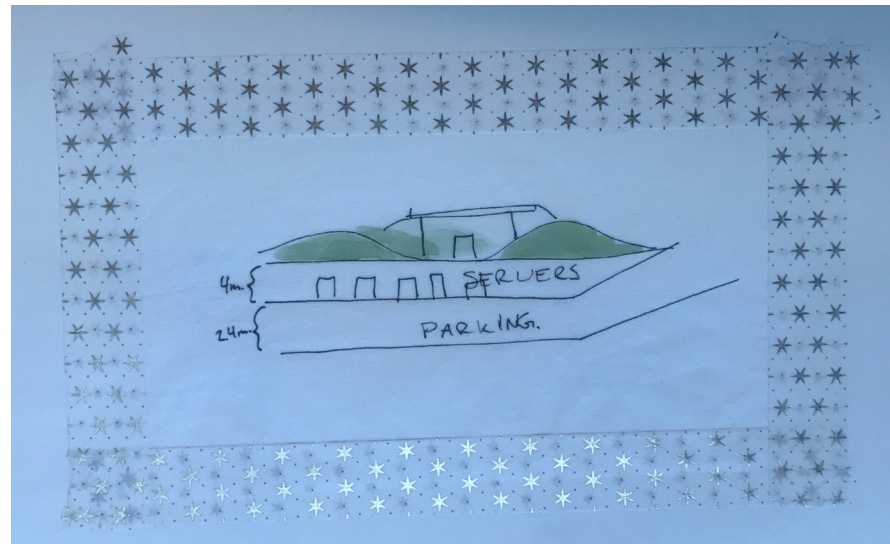
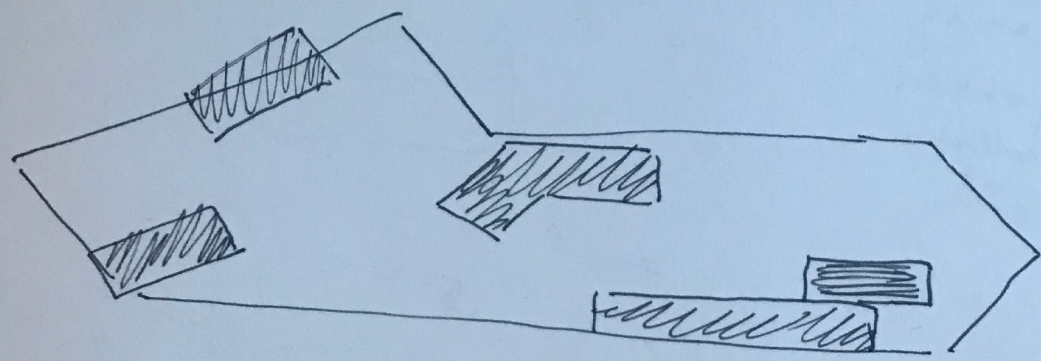
This is a page from the presentation of the project.



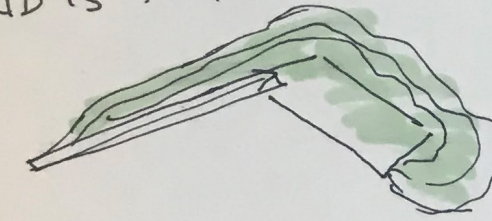
# OVERLYS - SKYLIGHT



IDÉ FOR OVER BALKPLAN: kutt, kanskje kutt med også



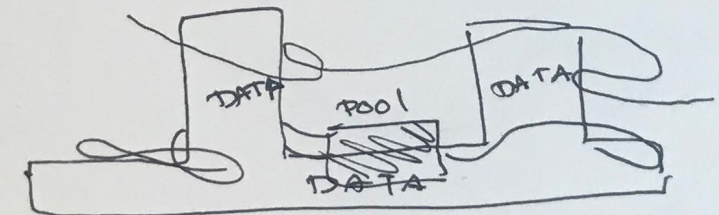
RAMPS CUT THROUGH THE LANDSCAPE AND IS PART OF THE LANDSCAPE.



Hent papp og lag pappmodeller.



TA MED MER STEIN I PROSJEKTET.



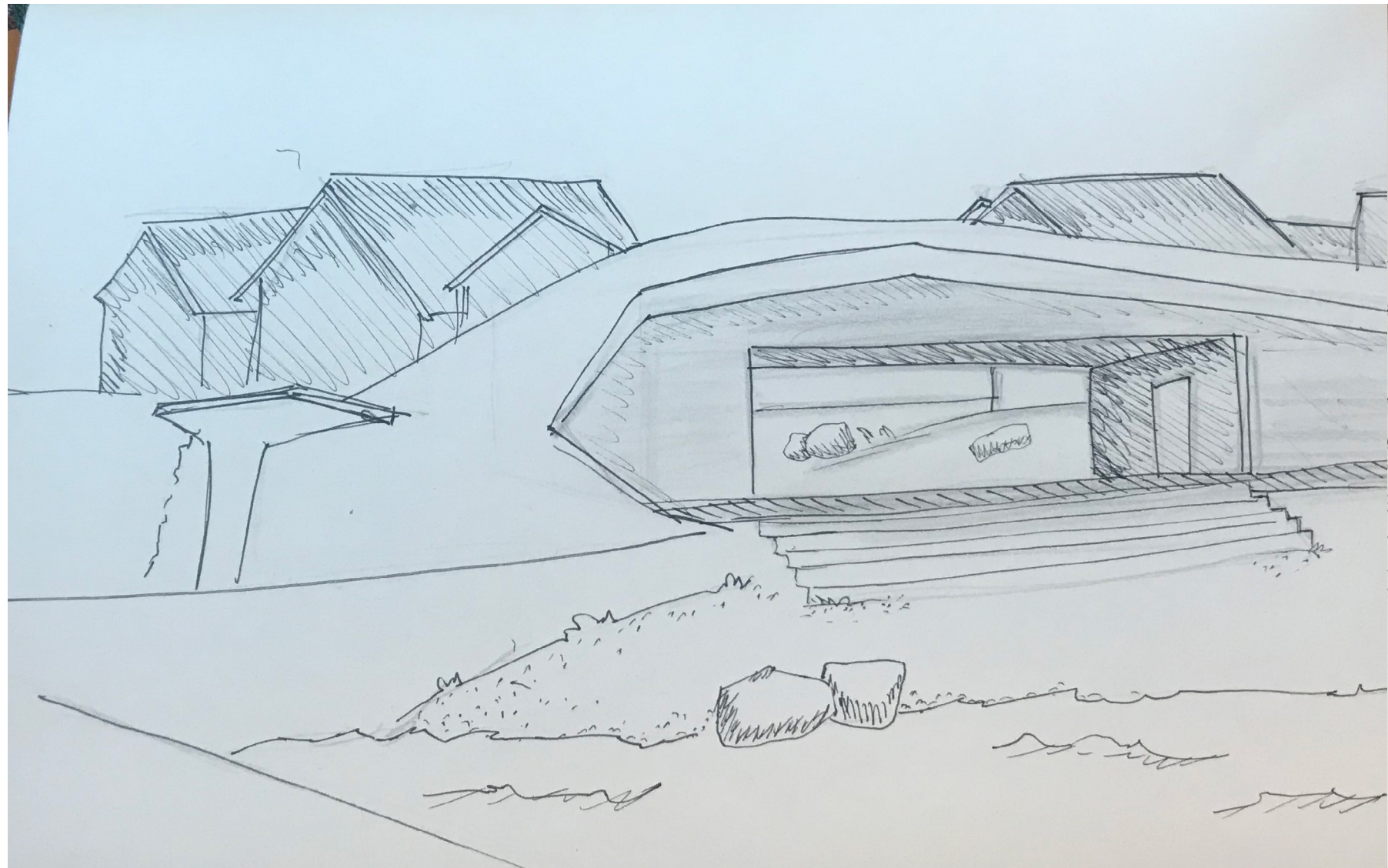
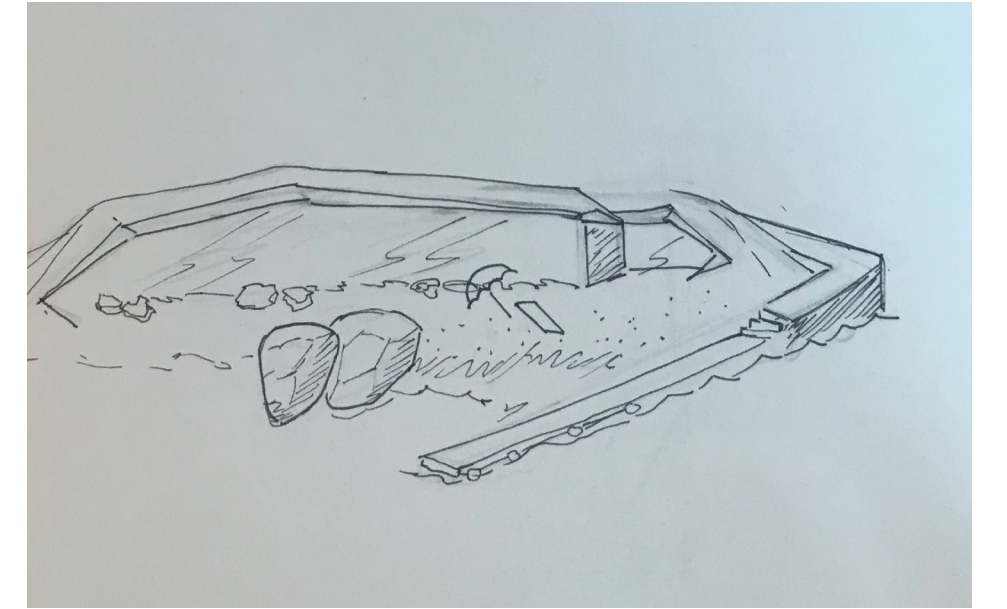
DATA IS CONSTANT. POOL + RAMP MOVES IN BETWEEN.

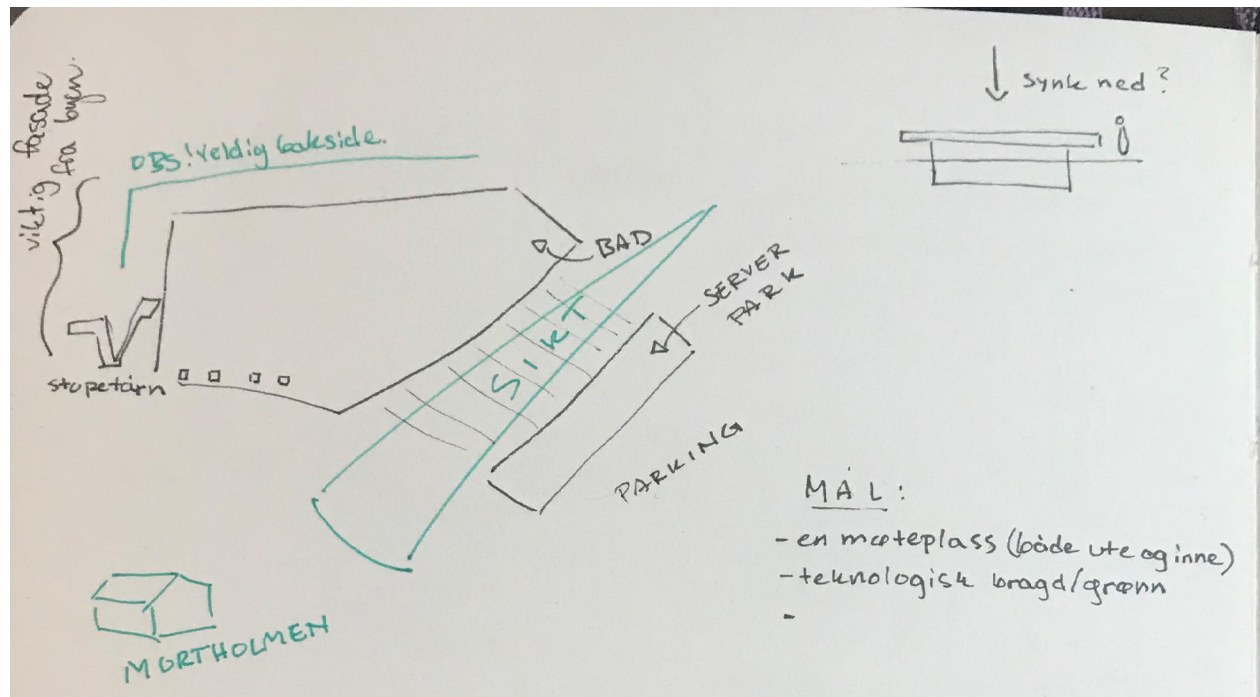
TA MED TIL NESTE VEILEDNING

0 lag renderer  
0 skissemodell av endring i landskap - fres?

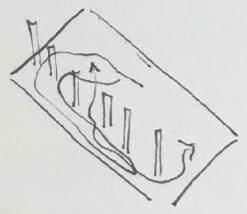
RAMPER! Ta med referanser for fredag!  
-guggenheim.  
-fiks en slide m. foto eller noe av tomten.







- HVA SKAL PROSJEKTET HA:
- tilgang til strandsonen
  - stupetårn ute
  - skjærgårdsplass



- MÅL:
- en møteplass (både ute og inne)
  - teknologisk bragd/grønn

The sightline to Mortholmen was the first established "rule" for the project. while the whole project was still on ground level several iterations of a building with a cut through or placing it to the left or right were created.

