

PROCESS



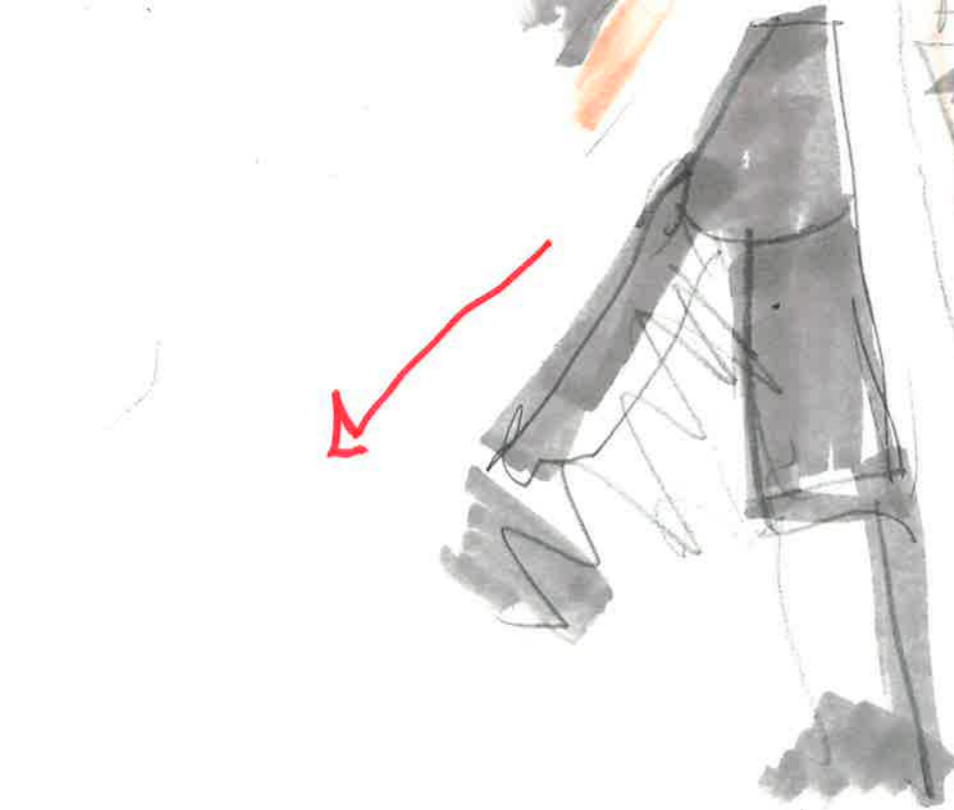
1.5

scribbled text

GARAGE

NATURLIG ADKOMST

BOGHEI TOG



HÄCK

TETT PÅ

TETT PÅ
↓ LUKKET

UBETRYTT
VANI

SENR

3 40 8 2
PUBLIC TOILET

BRATT

STENGT KRATT

ANFANG GRÄNS

MOSCUL

FASAD TFE

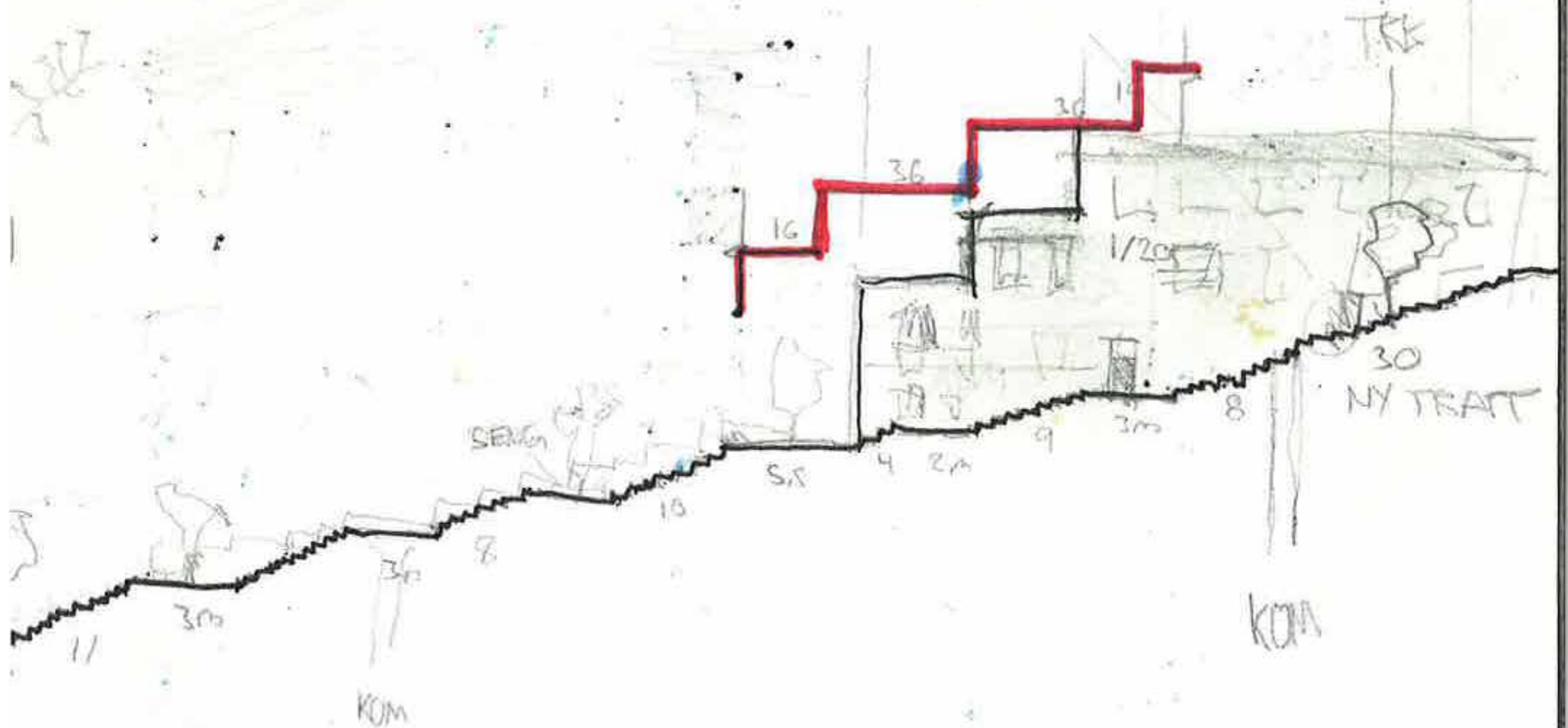
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SEM FORNITA

4
MUR

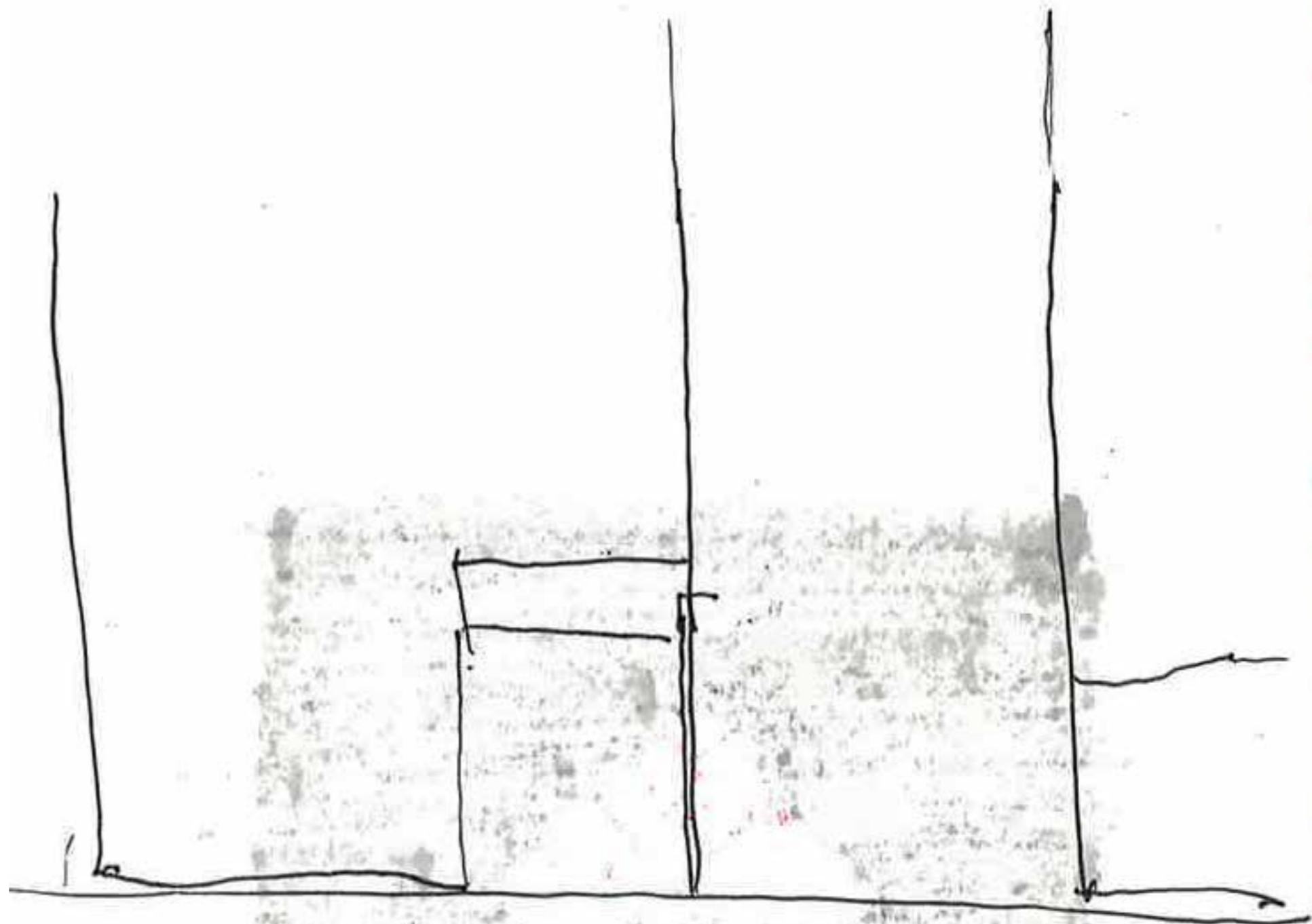
BYGGPASS

TRAPP BOSPOR

TYMISKTRIV







TRAMP
8m

SKS
5m

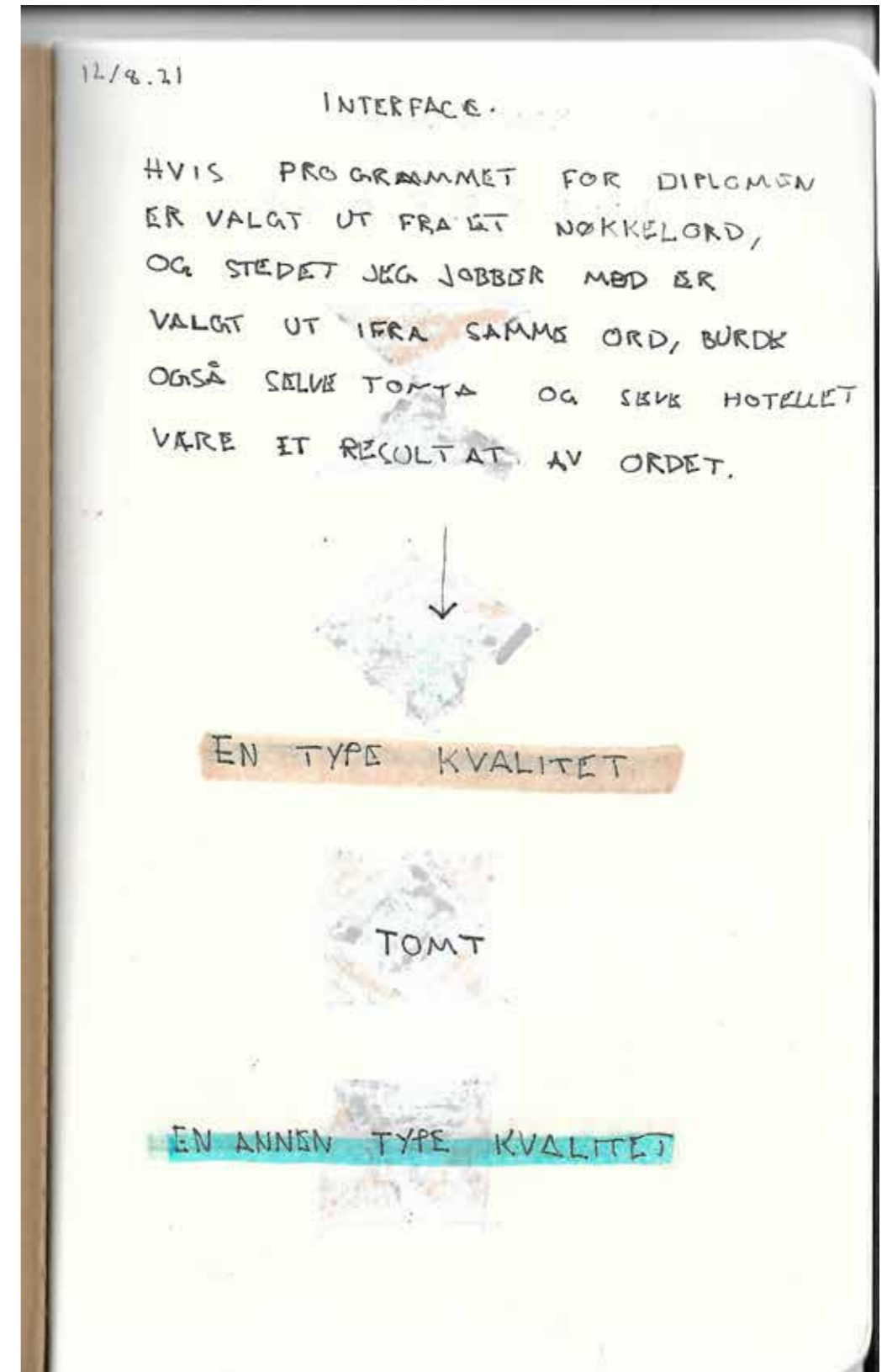
NDO
7m

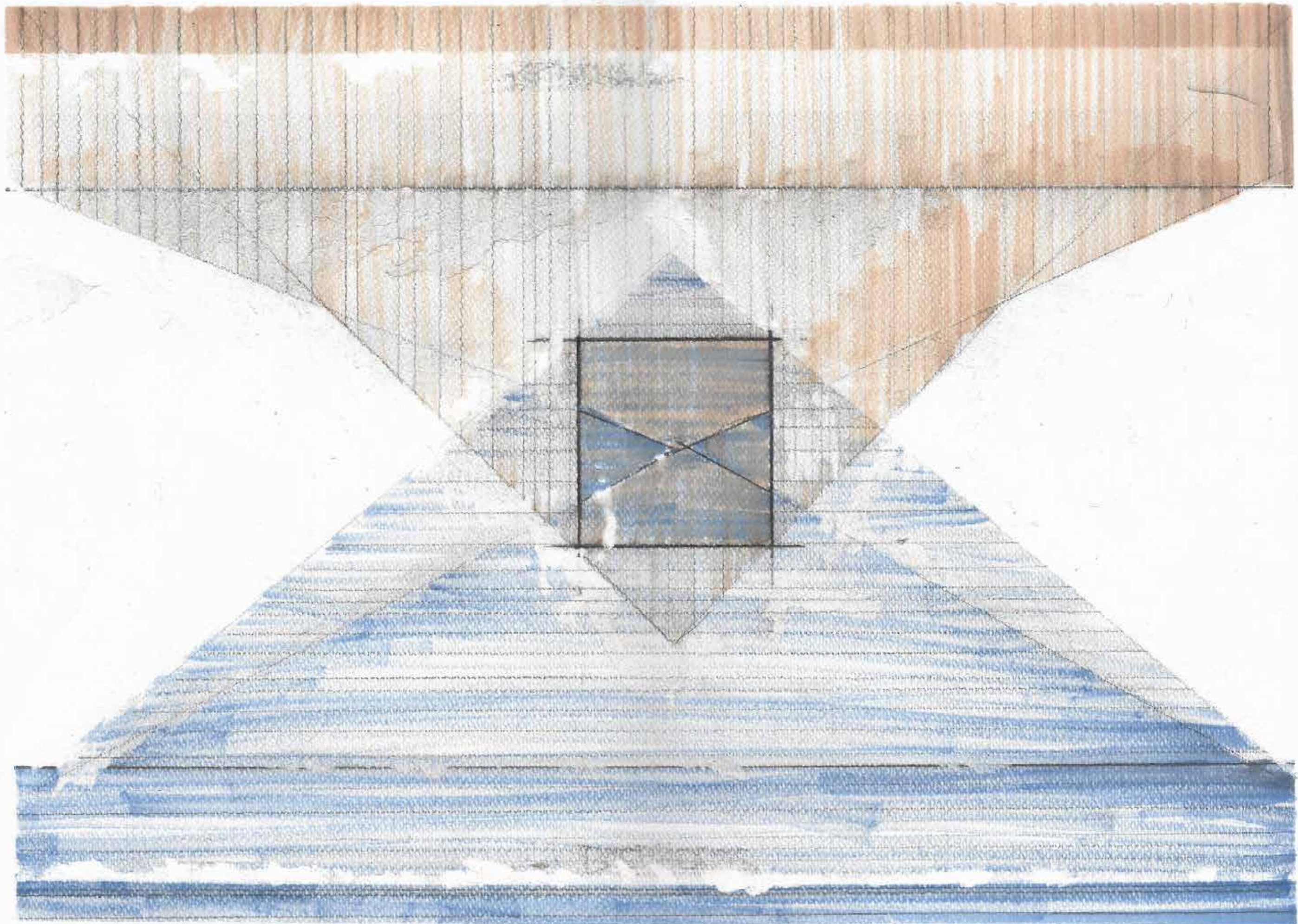
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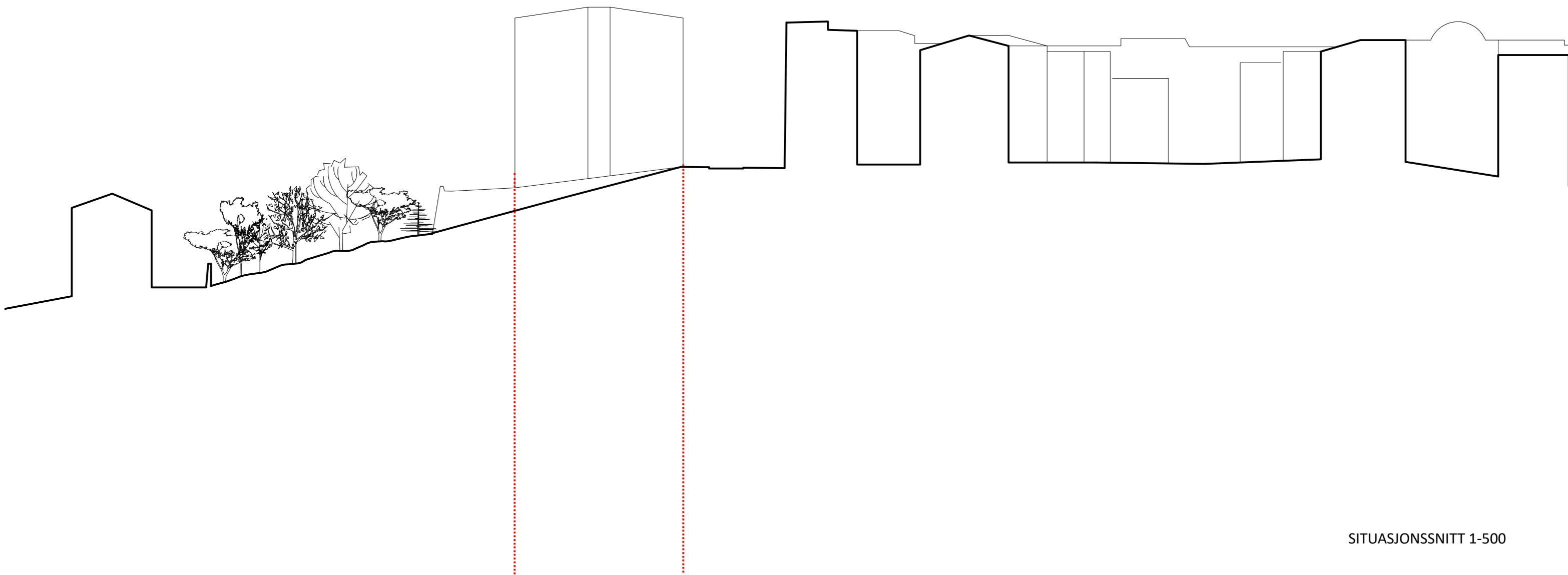
site

ide

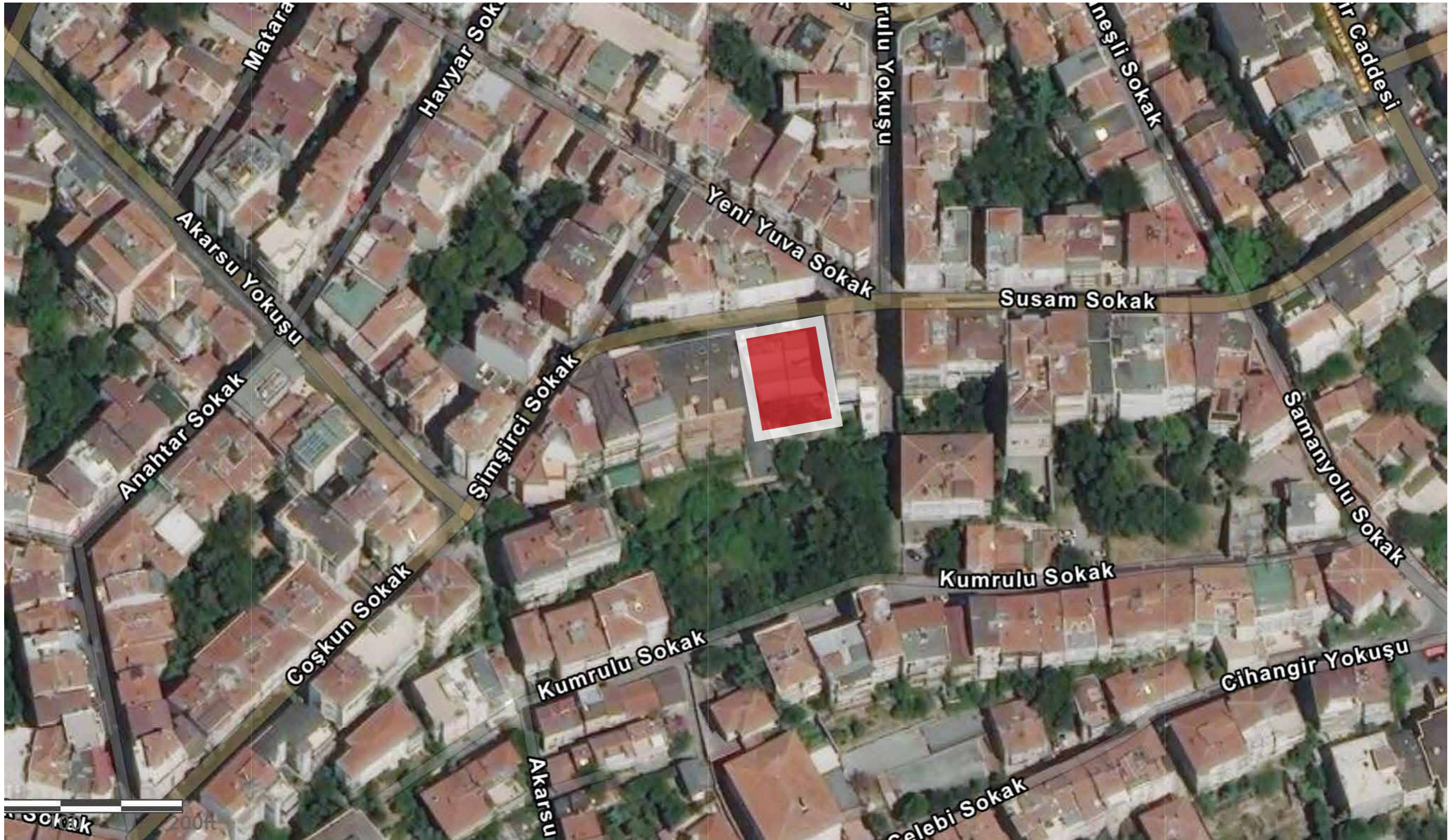
structure



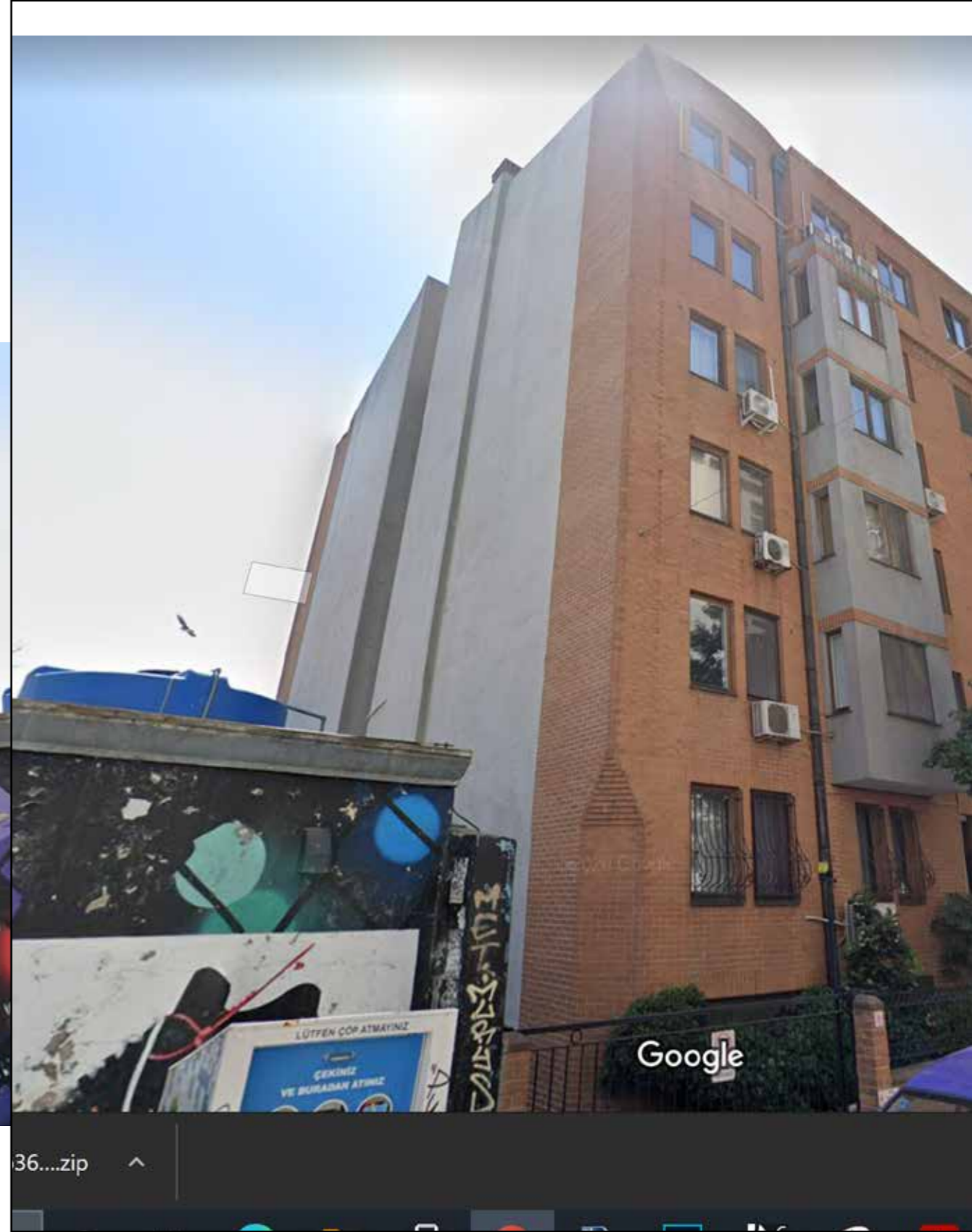






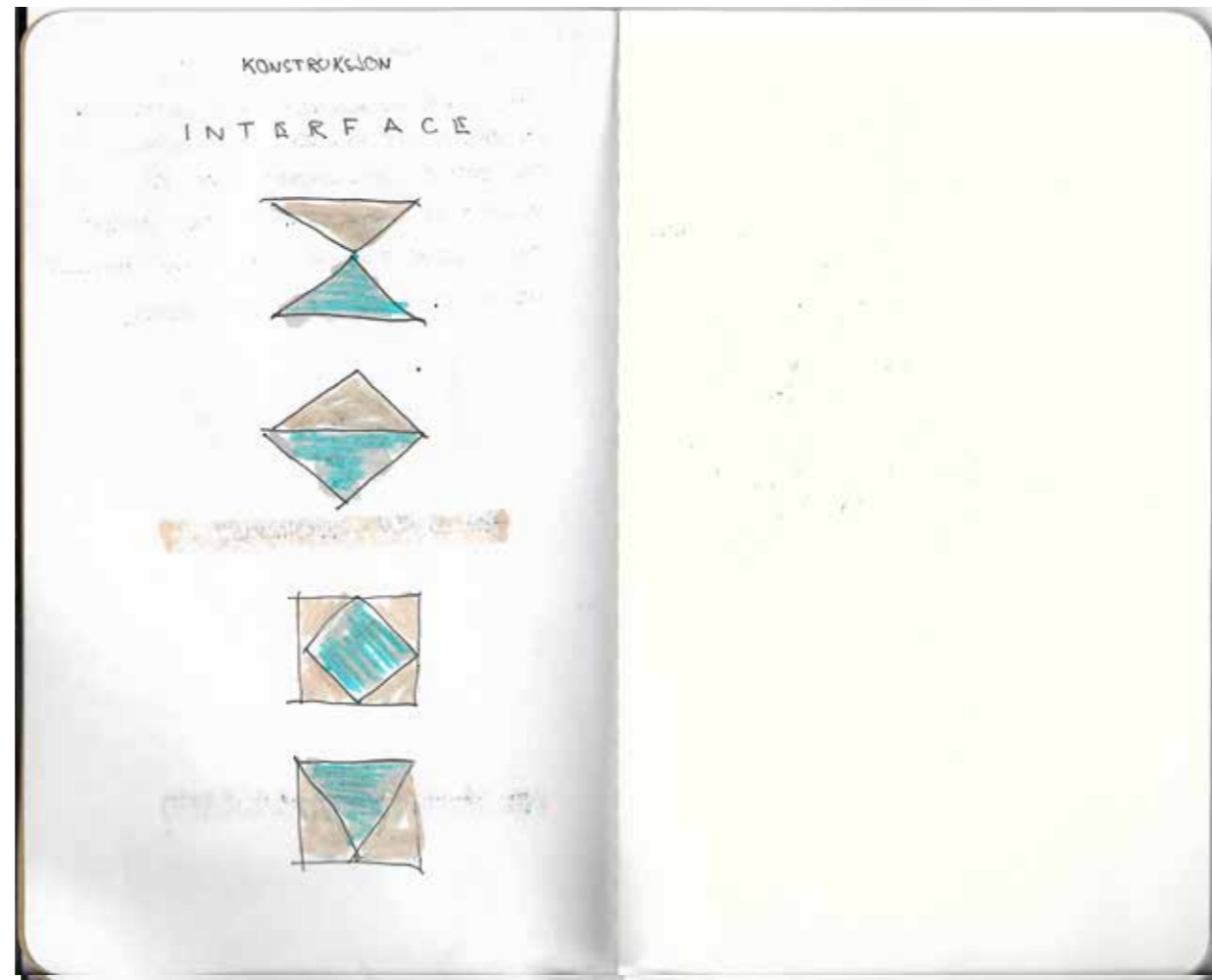


SITE



IDE

PRIVAT FELLES

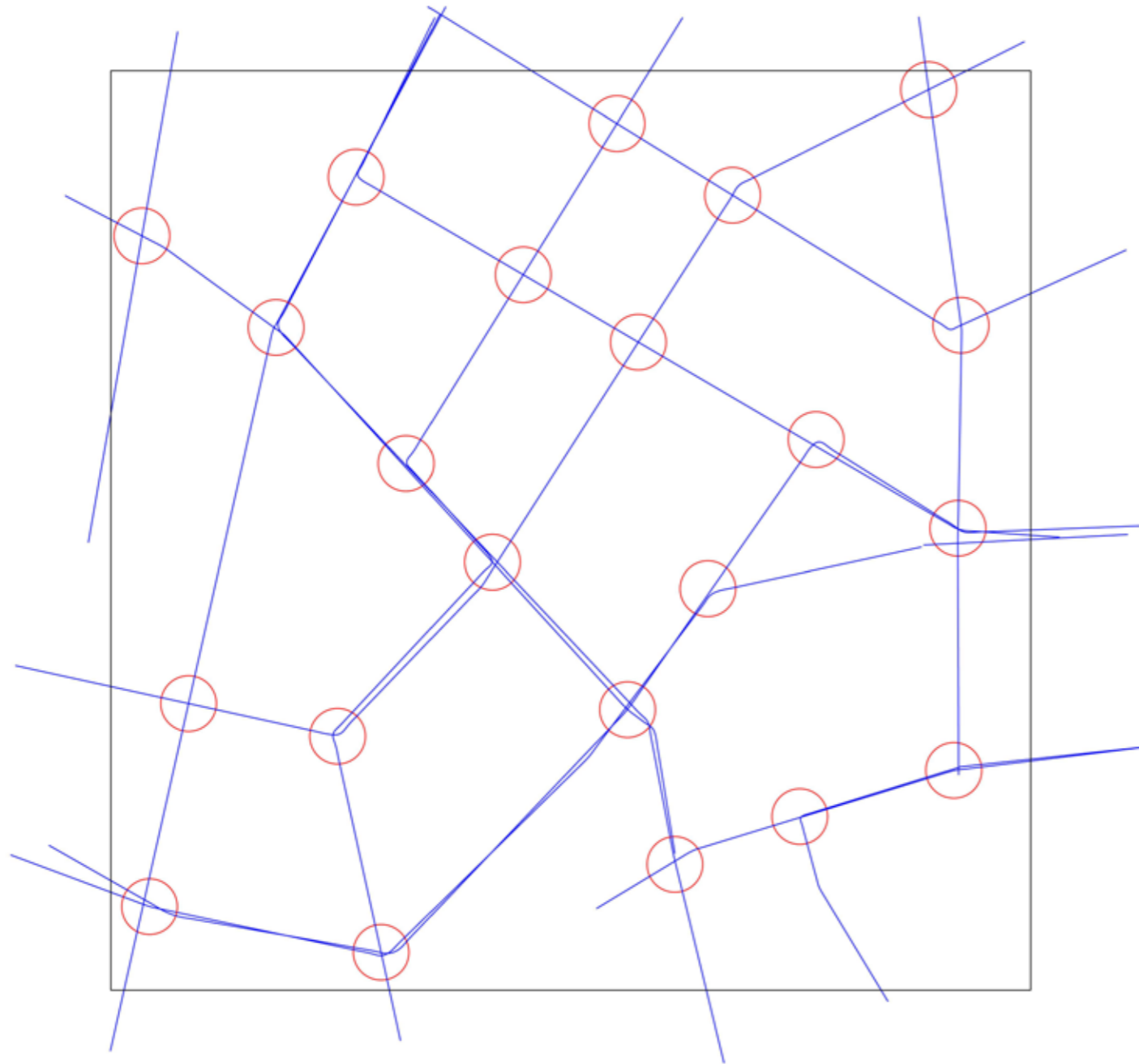




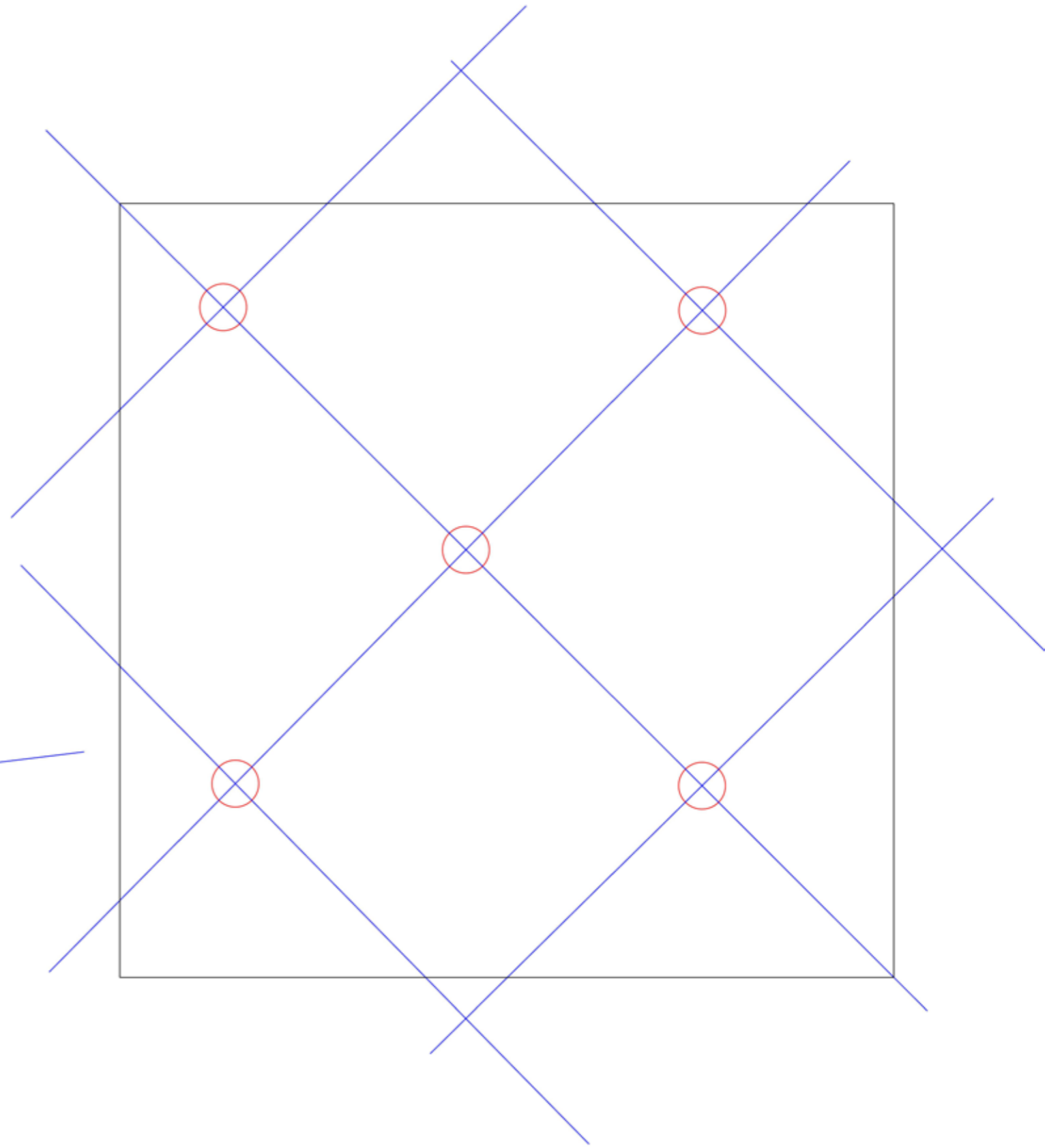








Møter i Istanbul: 21



Møter i Barcelona: 5

Purpose of diploma project

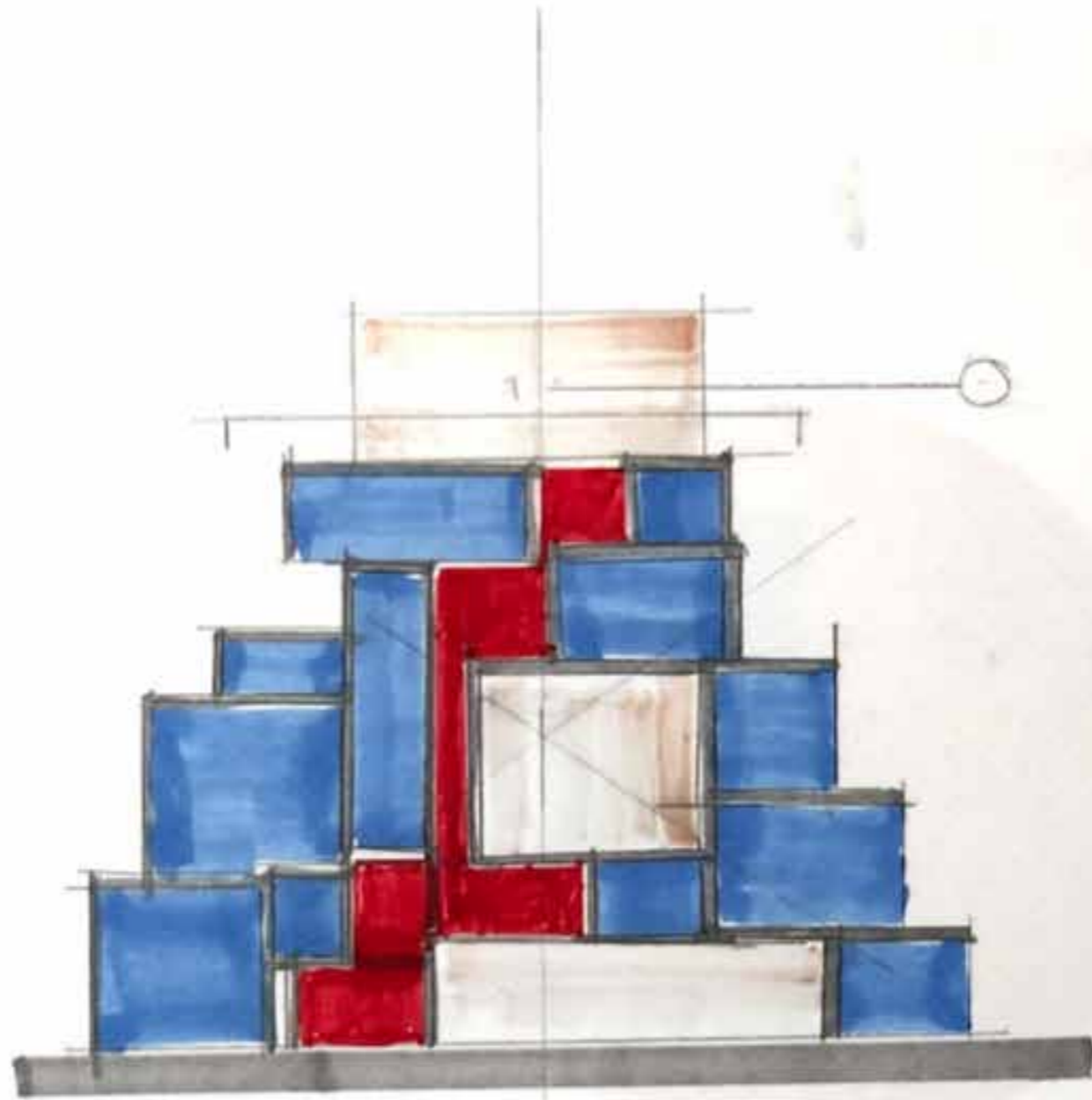
WITHIN

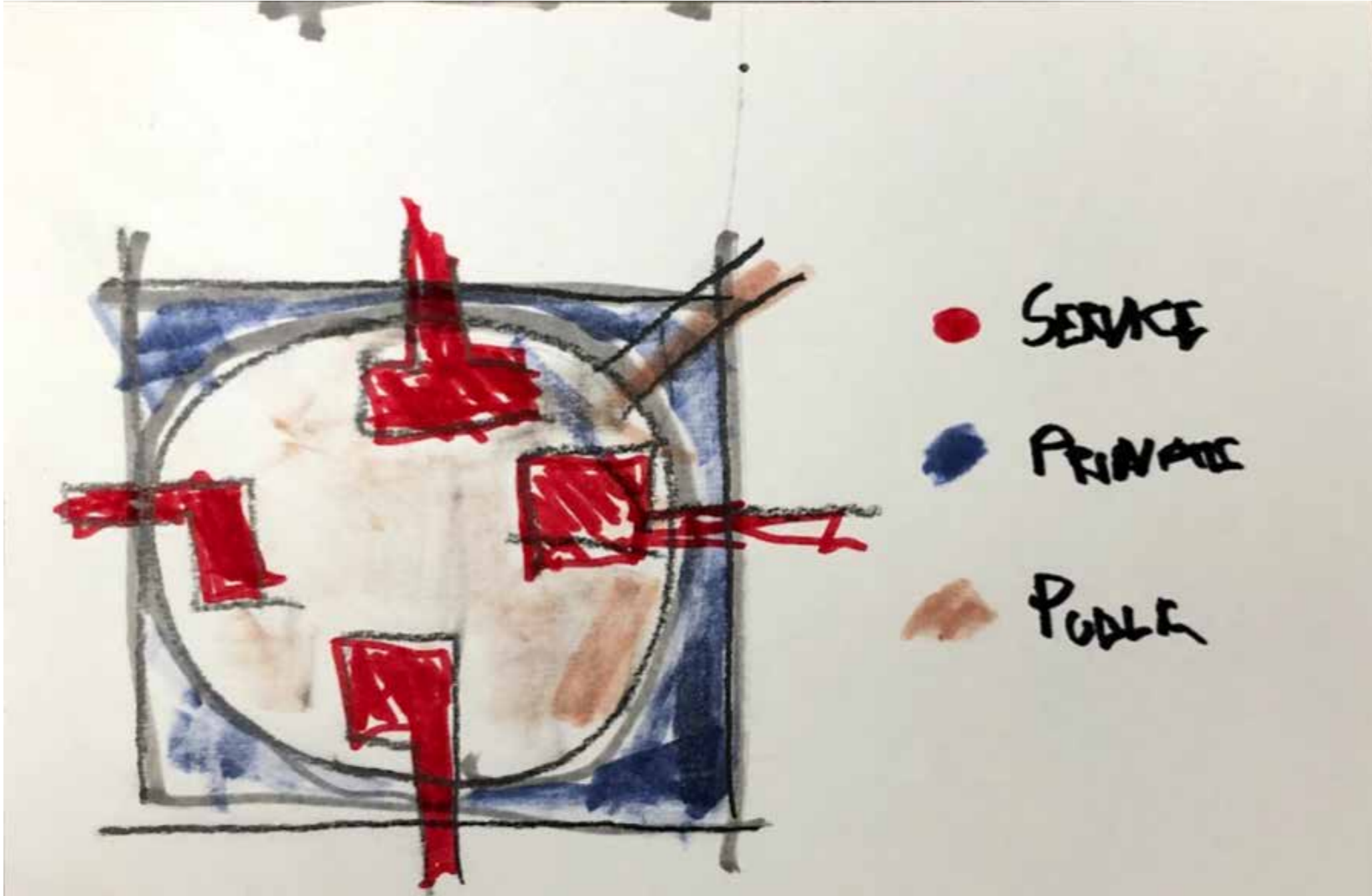


The idea for the Hotel is to make a building with spaces that have a distinct difference in character. The one space being the lobby of a hotel, and the other being the hotel rooms. One of the spaces would be perceived as public, and self sufficient , while the rooms of the hotel would be perceived as a more private space, dependant on others to exist. The infrastructure of the hotel, stairs elevators supporting functions, is what separates and connects the public and the private space.



A PUBLIC SPACE?





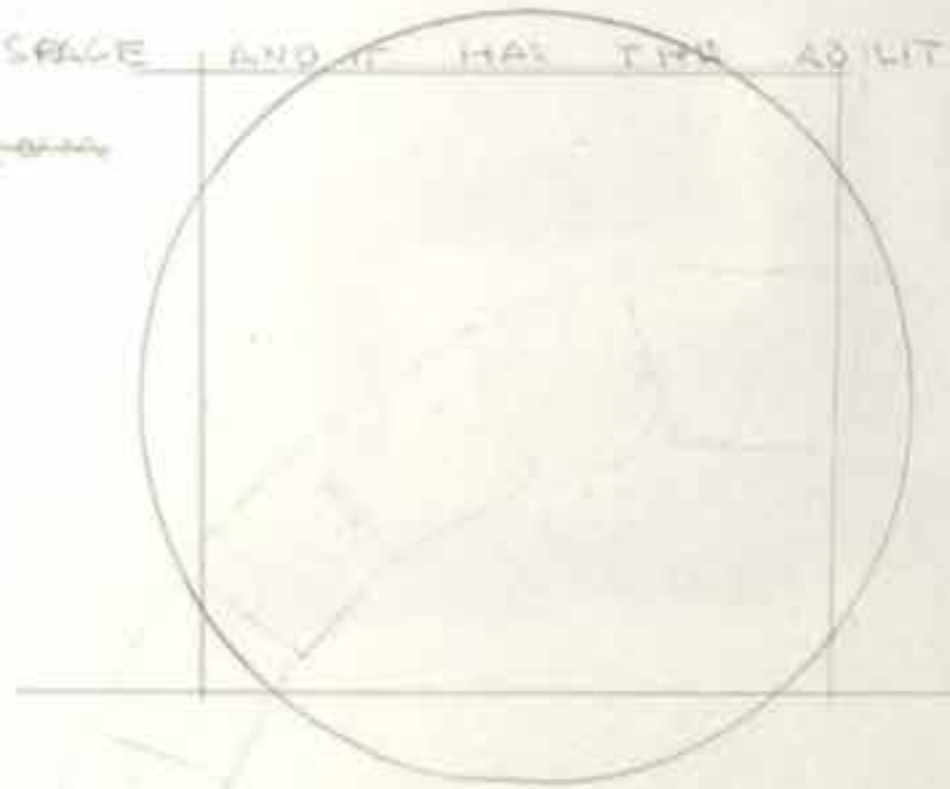
THE ^{THEME} IDEA FOR THE BUILDING IS DEPENDANCE (TRUST). TRUST BETWEEN TWO TYPES OF SPACES.
THE PUBLIC SPACE OF THE LOBBY, AND THE PRIVATE SPACE OF THE ROOMS

THE TRUST IS WHAT ALLOWS THE BUILDING TO EXIST AS A HOTEL. THE PRIVATE SPACES NEED TO BE SURE THAT THEY HAVE THE SUPPORT OF THE PUBLIC SPACE IF NEEDED. THE PUBLIC SPACE IS FREED BY THIS TRUST AND NOW HAVE THE OPPORTUNITY TO BECOME ITS MOST USEFULL 'SELF' AS LONG AS PRIVATE SPACE HOLDS UP ITS PART OF THE DEAL.

WITHOUT TRUST BETWEEN THESE TWO TYPES OF SPACES ONE MIGHT IMAGINE THE LOBBY OF THE HOTEL BECOMING IRRELEVANT AS THE BEDROOMS BECAME MORE SELF-SUFFICIENT.

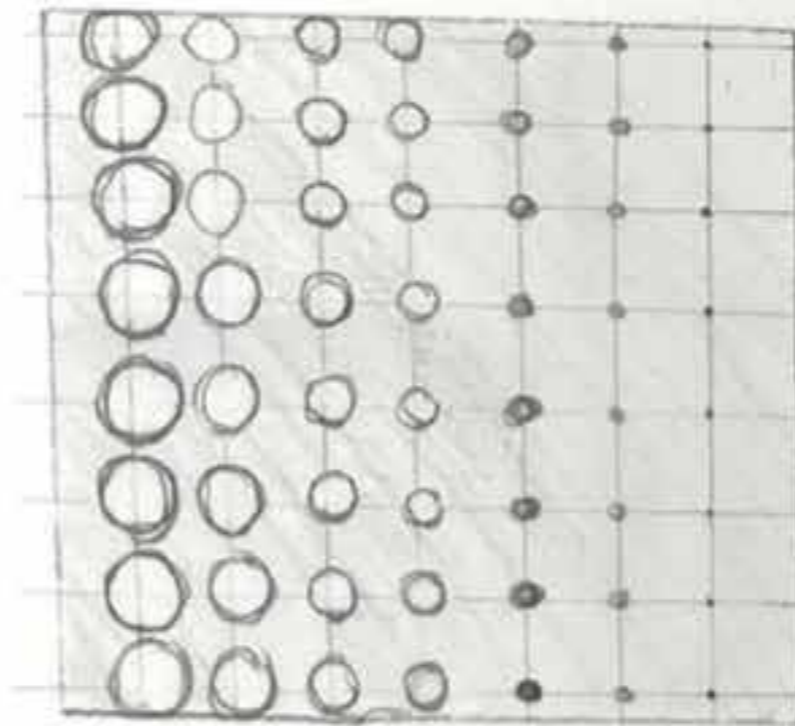
THE FIRST SPACE YOU WOULD ENTER FROM THE STREET WOULD BE THE LOBBY

THIS IS THE MOST PUBLIC SPACE AND IT HAS THE ABILITY TO ACCOMMODATE GUESTS IN A FORMAL WAY. FROM



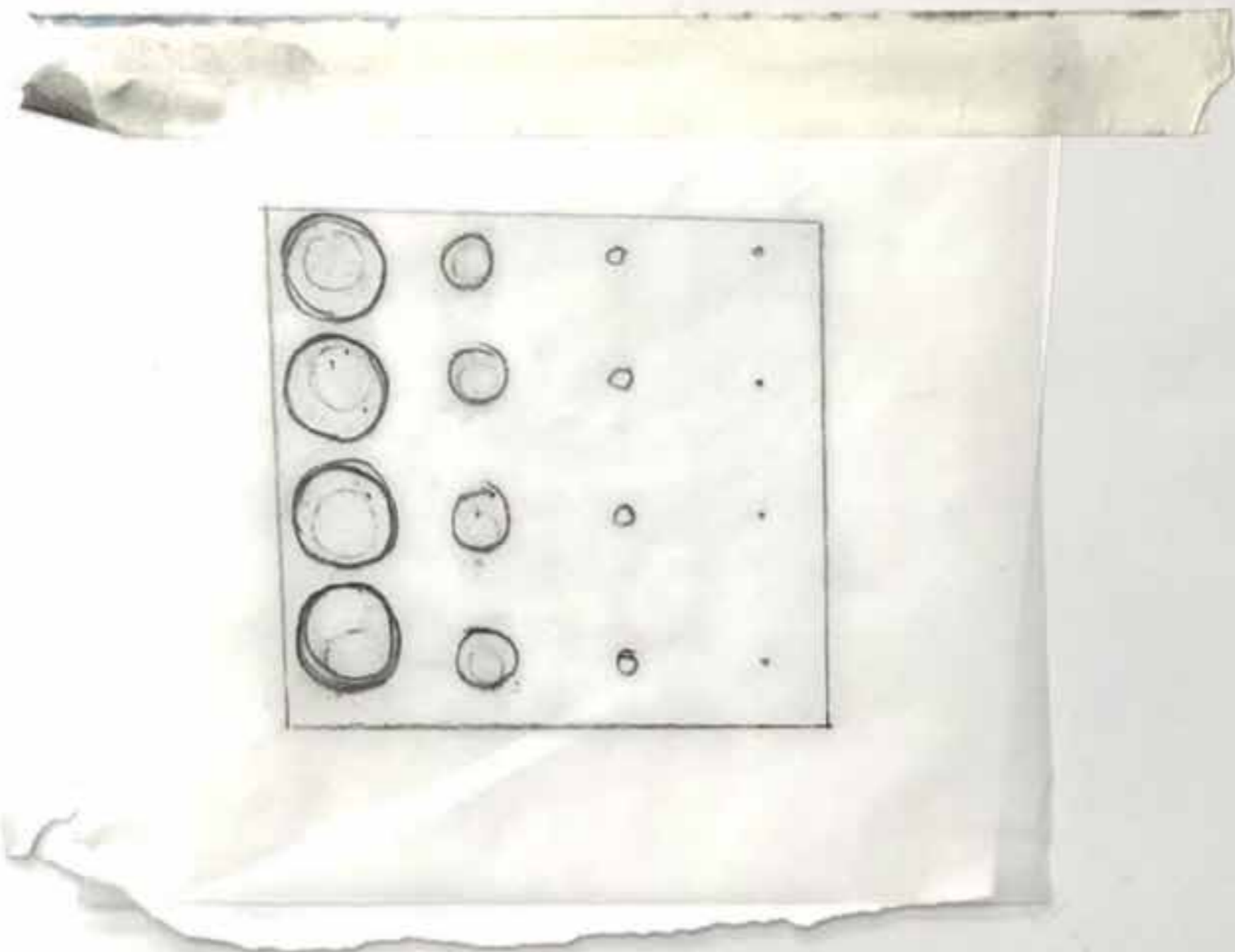
INTERFA CE MØTET MELLOM TO

DENNE BYGNINGEN UNDER SØKER MØTET MELLOM PRIVATE OG FELLE
RUM, MØTET MELLOM LYST OG MØRK, ØST OG VEST, NATT OG DAG.



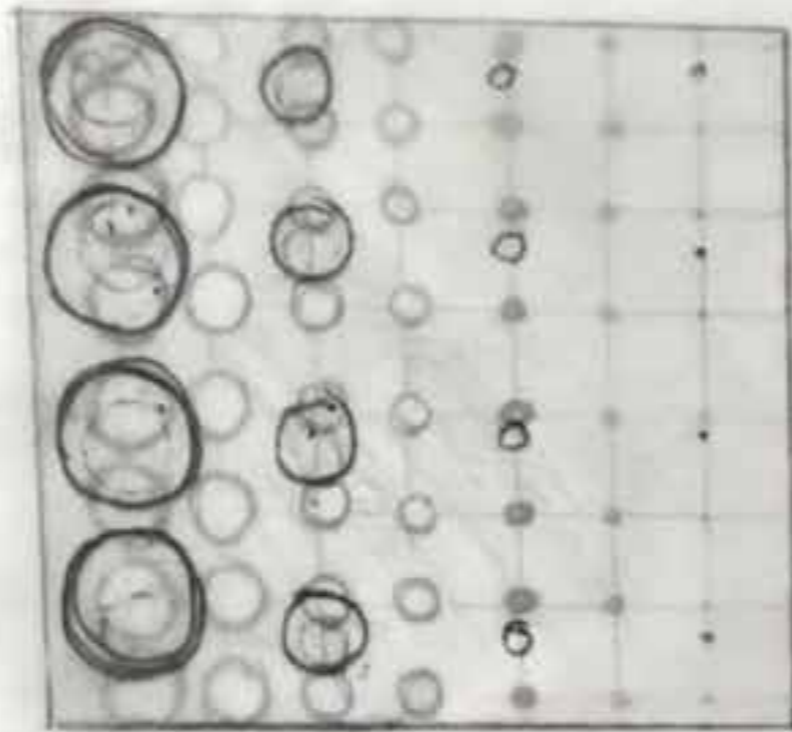
INTERFA CE . MØTET MELLOM TO

DENNE BYGNINGEN UNDER SØKER MØTET MELLOM PRIVATE OG FELLE
ROM. MØTET MELLOM DYST OG MØRK, ØST OG VEST, NATT OG DAG.



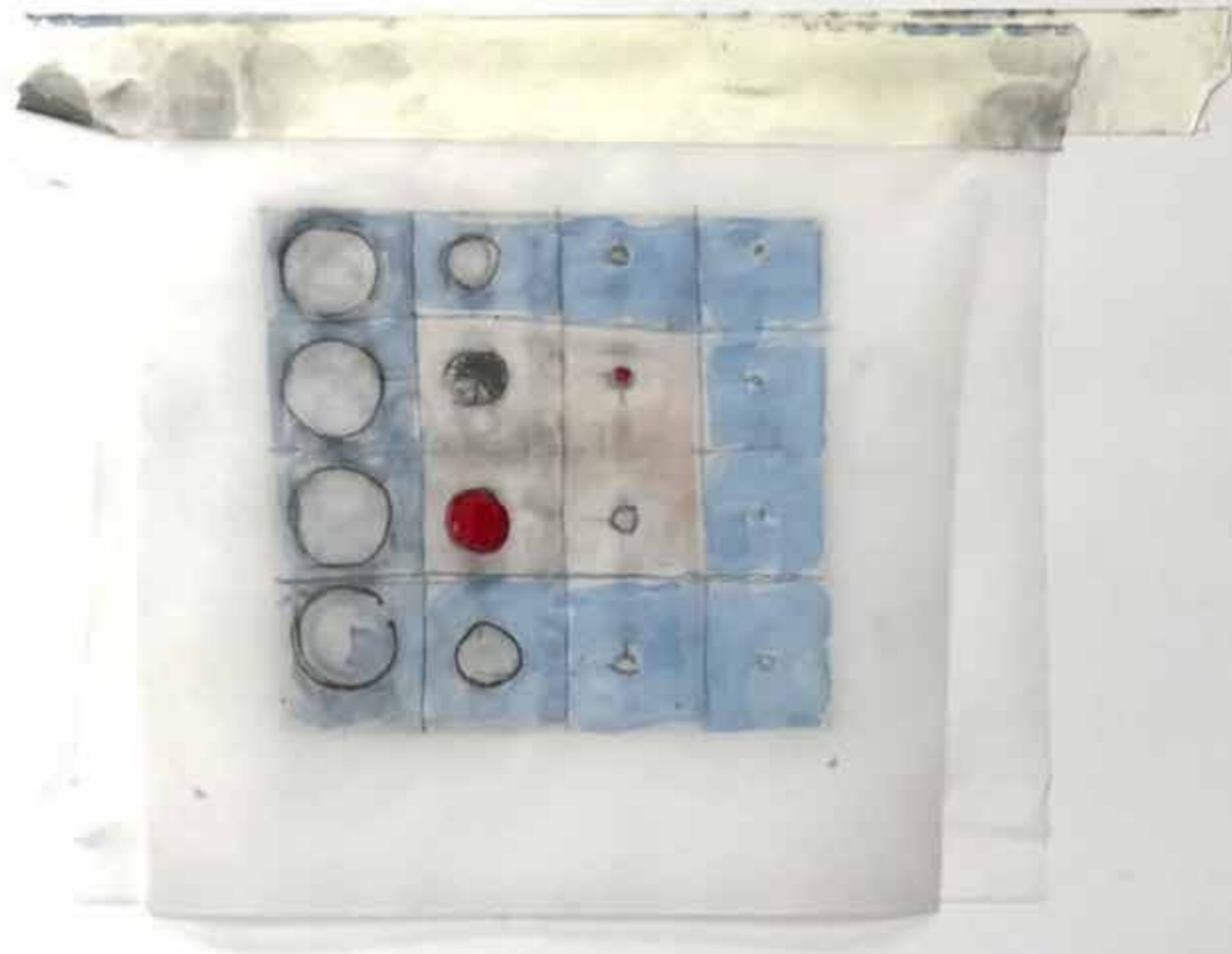
INTERFA CE MØTET MELLOM TO

DENNE BYGNINGEN UNDER SØKER MØTET MELLOM PRIVATE OG FELLE
ROM. MØTET MELLOM LYST OG MØRK, ØST OG VEST, NATT OG DAG.



INTERFA CE . MØTET MELLOM TO

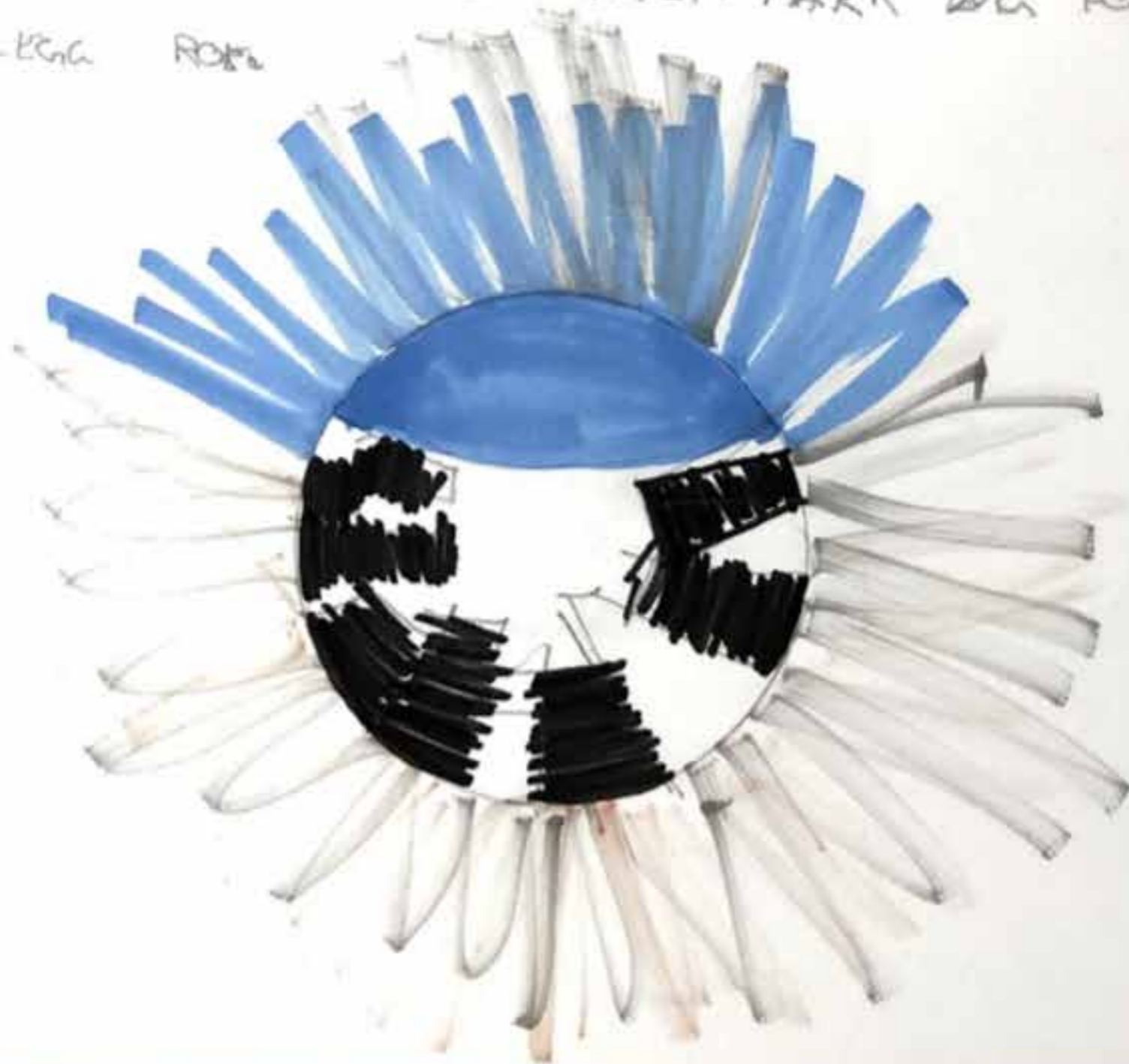
DENNE BYGNINGEN UNDER SØKER MØTET MELLOM PRIVATE OG FELLE
ROM. MØTET MELLOM DYST OG MØRK, ØST OG VEST, NATT OG DAG.



MØTET MELLOM NORD OG SØR

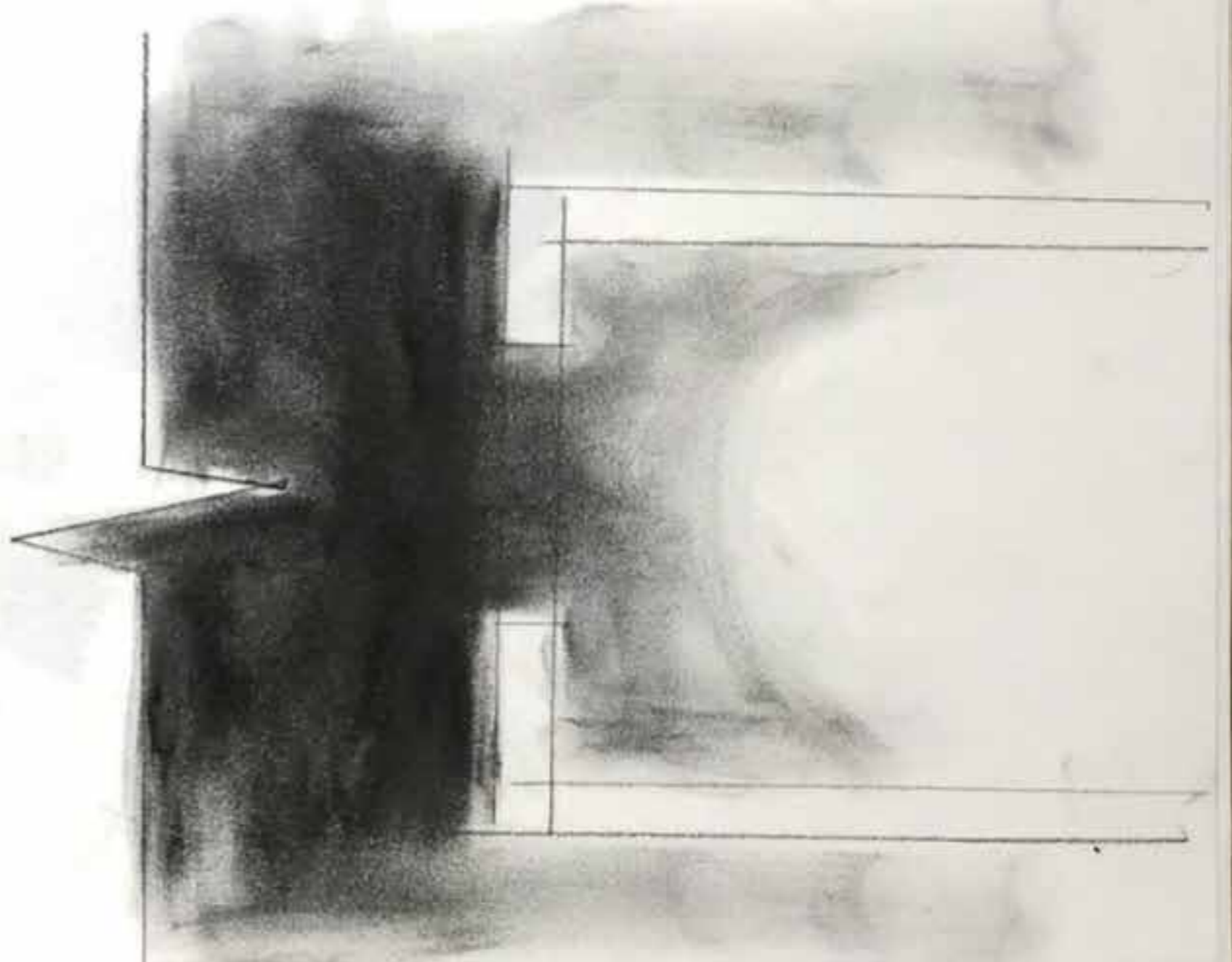
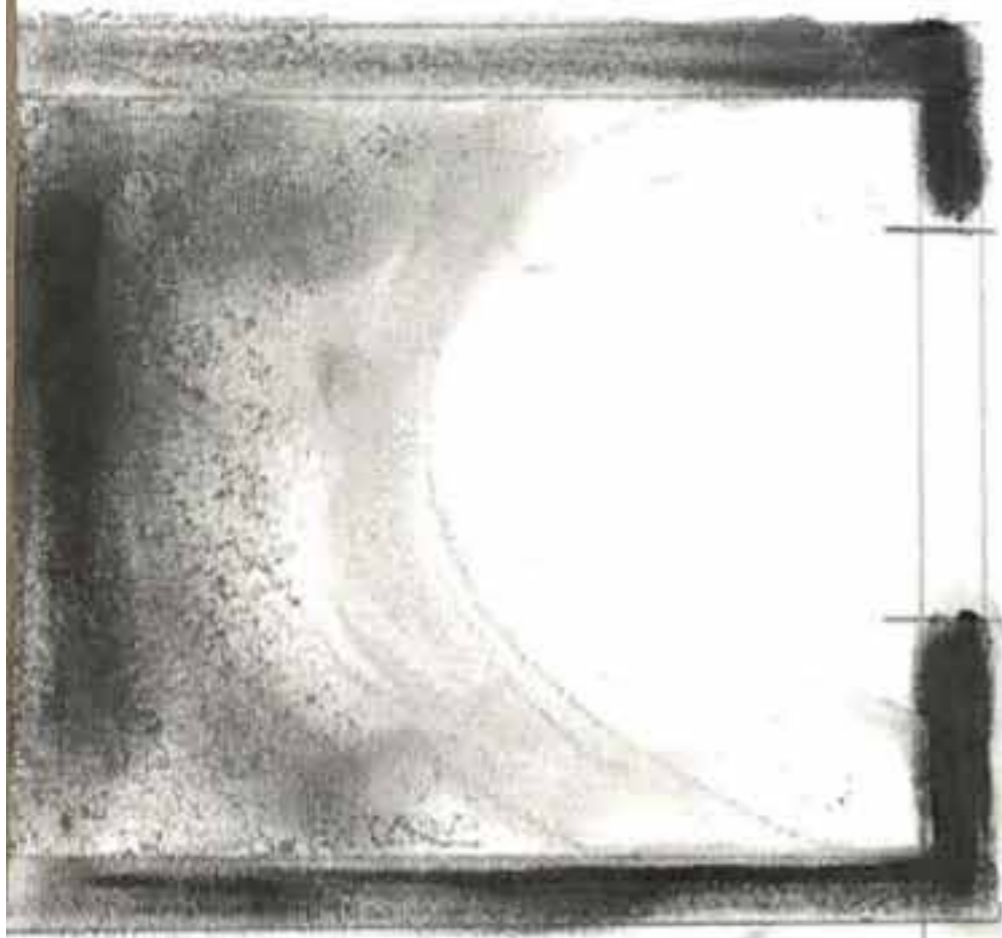
~~INSPIRASJON~~ I FORM AV ~~ABSTRAKT~~ MYKT LYS ER DET JEG HAR A BYRÅ
SIANT ~~KULDE~~ KJØLIGHETEN OG MØRKET SOM GIR DEG ~~DET LAMT~~
UTEN SKYGGER.

VARING DE VEKSELSE OPPLEVELSE ENERGI. TAKK OG FOR AT DU KAN
KJØLE MØRKEG RØR



MØTET MELLOM TO
LYSET OG MØRKET

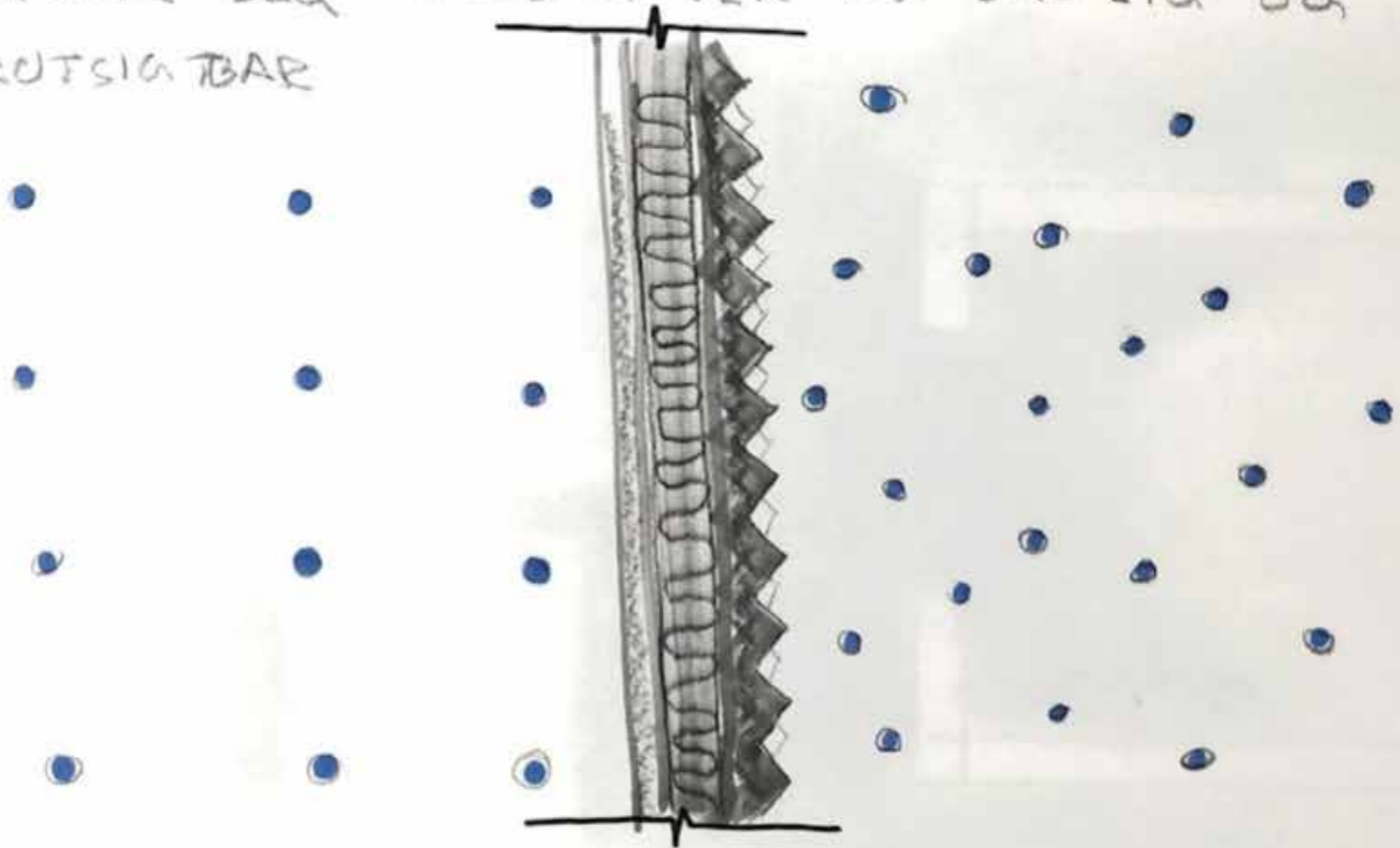
JEG. LYSET ER ALT. UTEN MEG. HADDE INGEN AV DERE VERT NOE.
~~JEG GIR UTEN Å DE OM NOE TILBAKE, JEG GIK EN GANG~~
OM DAGEN GIK JEG ALT JEG HAR, EN GANG OM NATTEN
GIK JEG INGEN TING. DA GIK JEG MØRKET OG DERE
ER DERES EGET LYS



MØTET MELLOM TO

MØTET MELLOM INNE OG UTE

DEG ER TØRR KONTROLERT REGULERT OG HAR
LAV ENTROPI. DU ER LIK MEN, HAR HØYENTROPI
FORANDRE DEG STADIG VEK ER URØDLIG OG
UFØRUTSIGTBAR



MØTET MELLOM TO.

MØTET MELLOM GJEST OG VÆRT

EN VÆRT MOTTAR UTALLIGE GJESTER. NY GJEST NYTT MENNESKE, NYTT MØTE.
SAMME VÆRT SAMME MENNESKE SAMME MØTE.

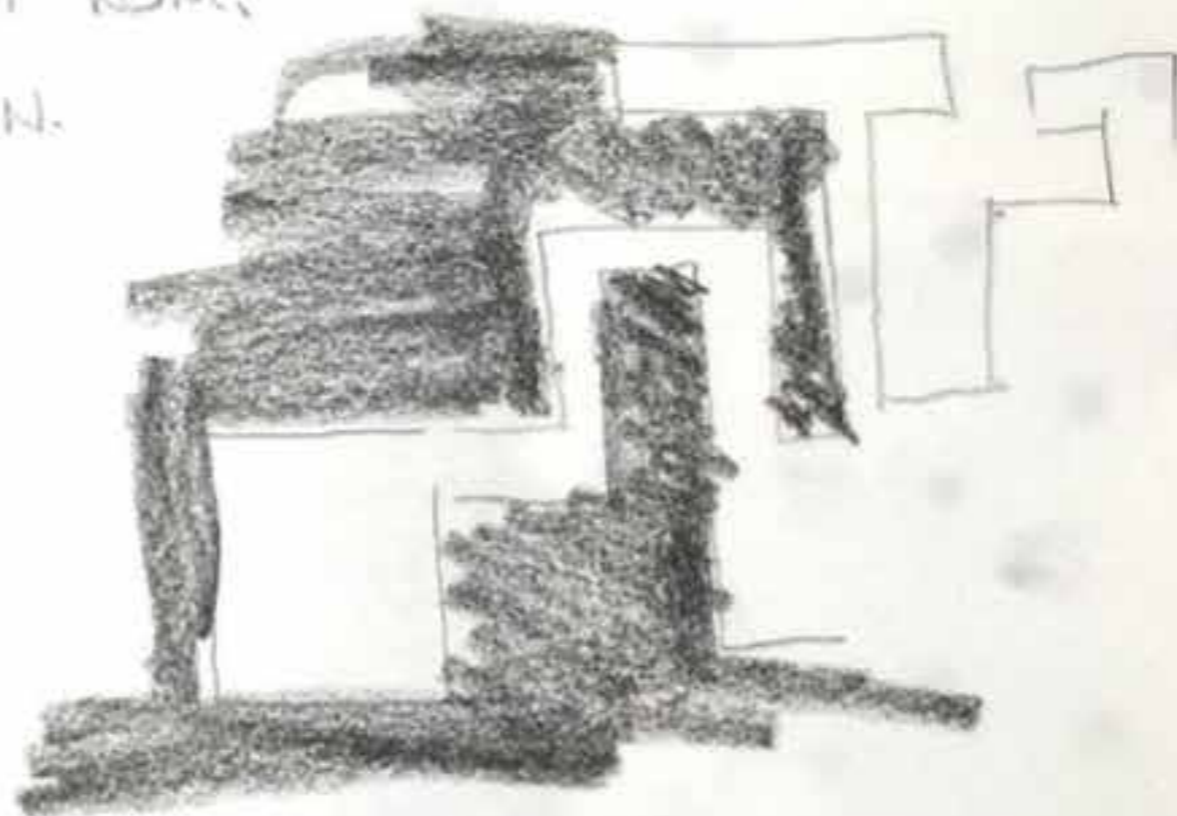
HER ER DITT ROM
HER ER MITT ROM

LA MEG VISE DEG TIL DITT ROM.

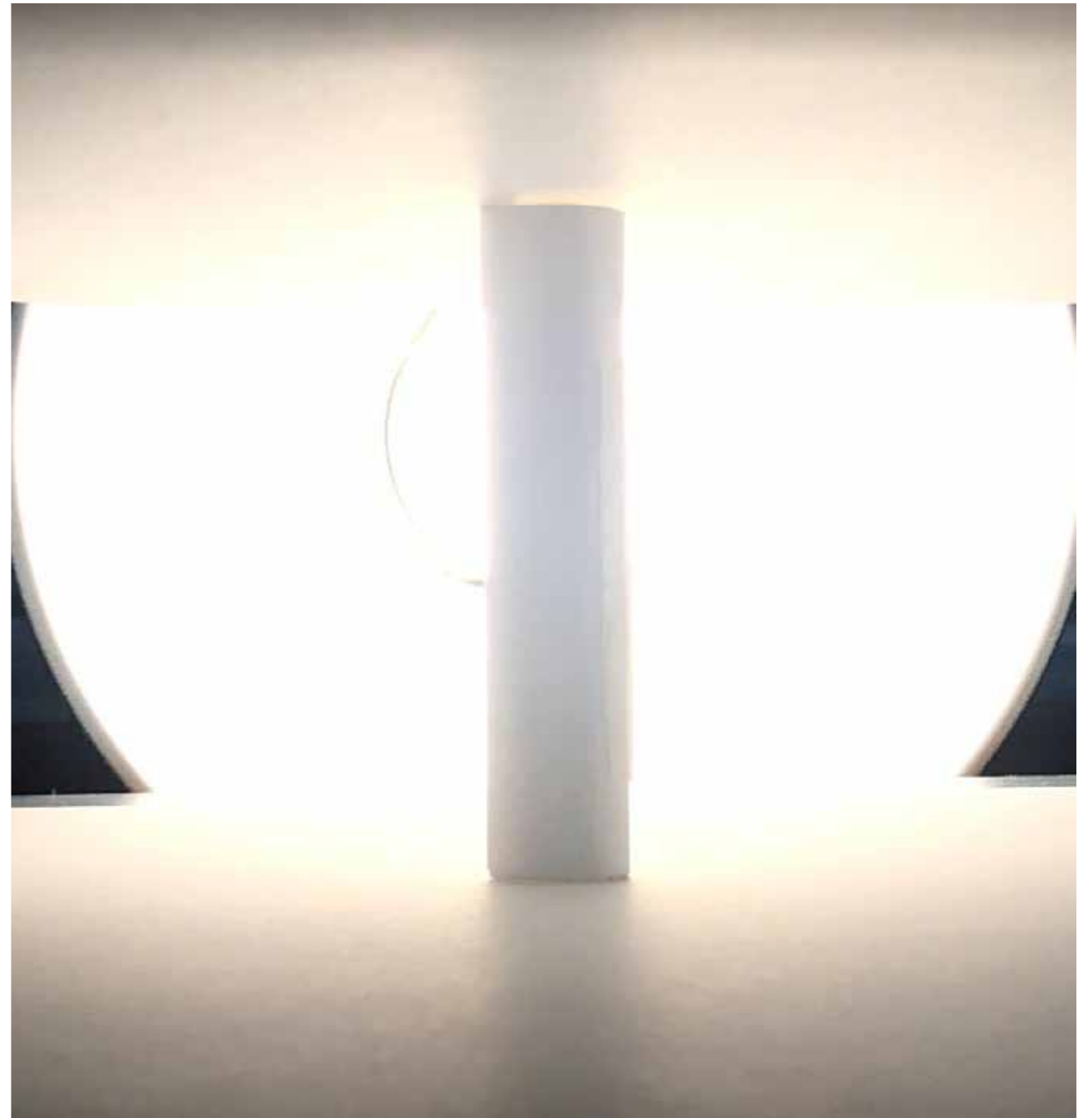
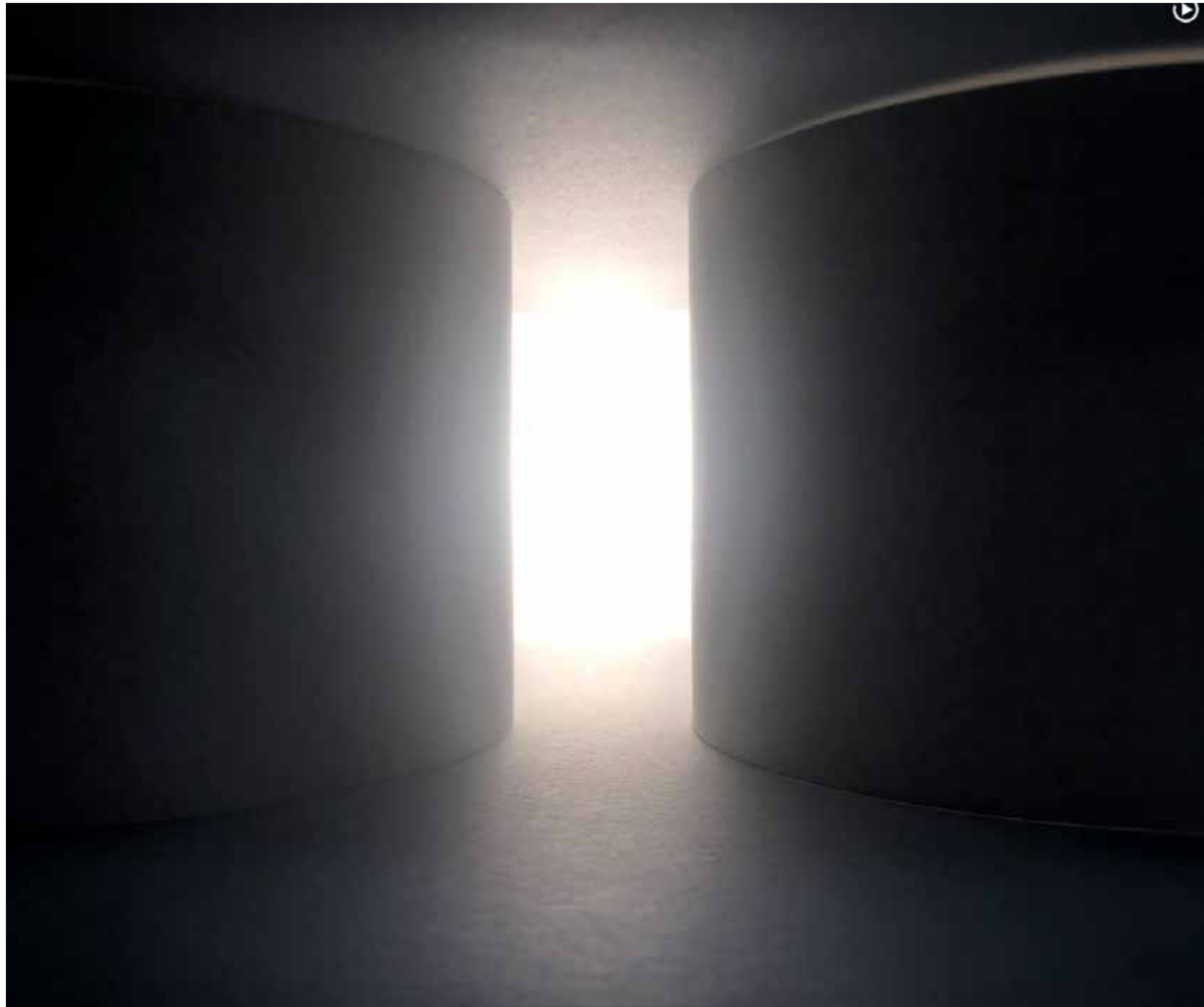
VI HAR DRINKER I BAREN.

DETTE ER ROMMET DITT.

NÅ ER DETTE DITT

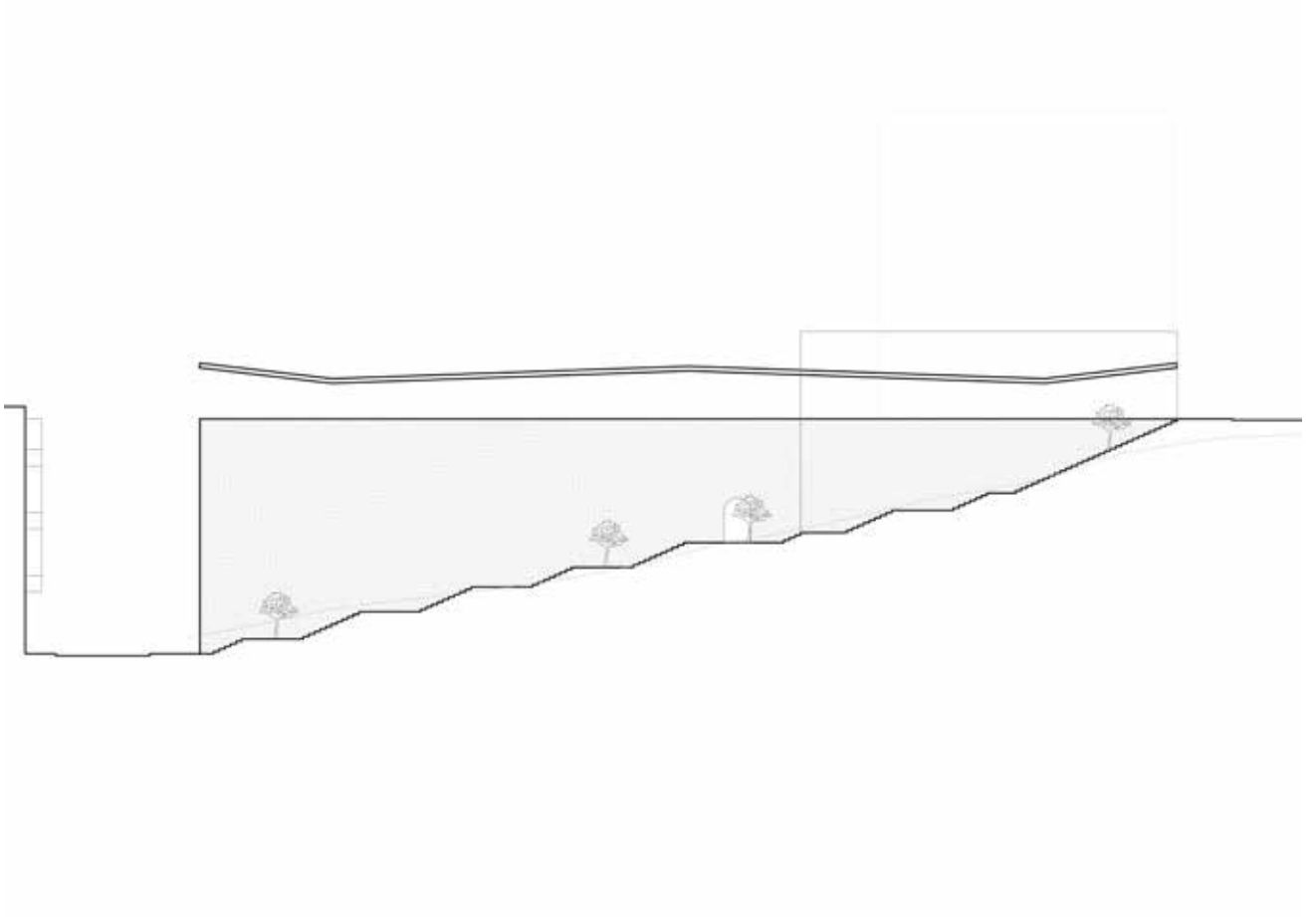


MØTET MELLOM TO
MØTET MELLOM MASSE OG ROM

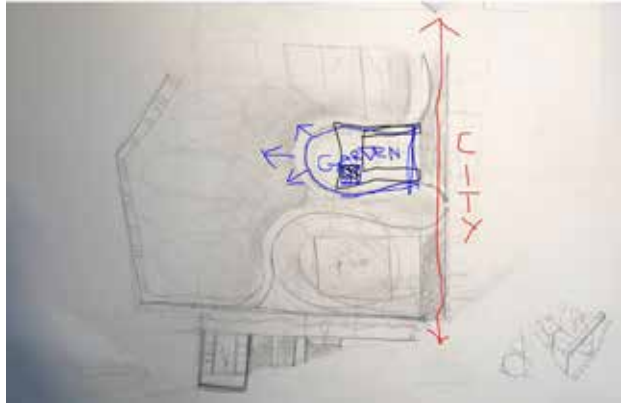




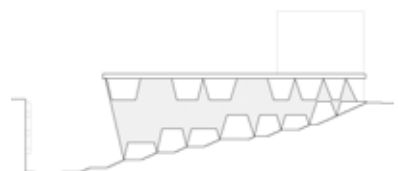
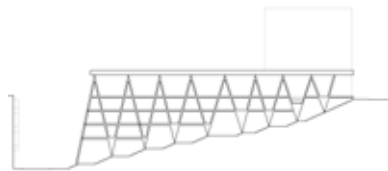
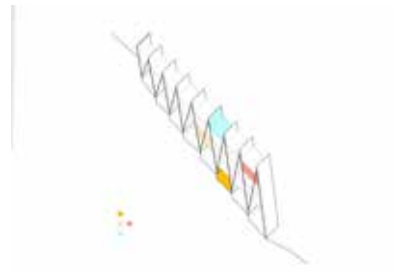
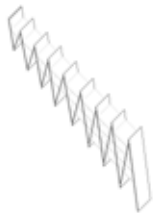
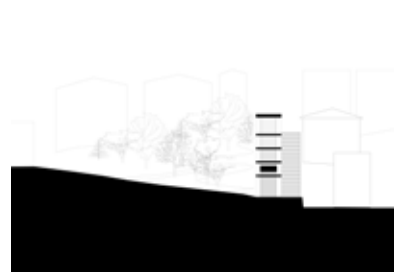
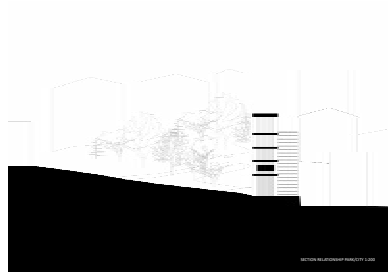
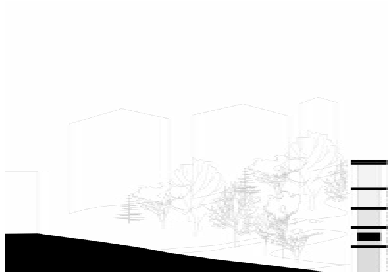
SUN HITS TILTED WALL



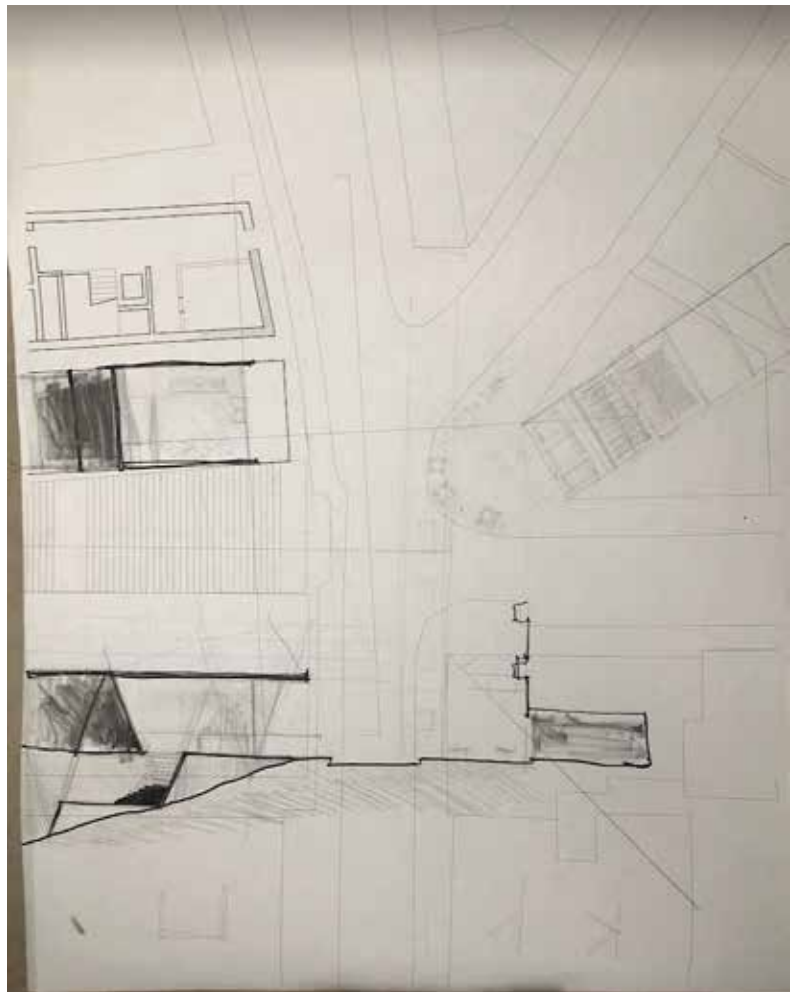
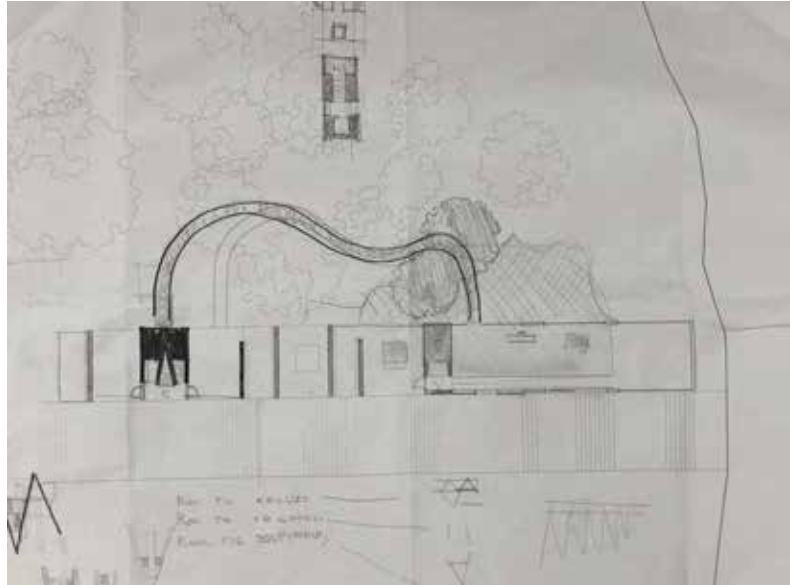
FACADE STUDIES



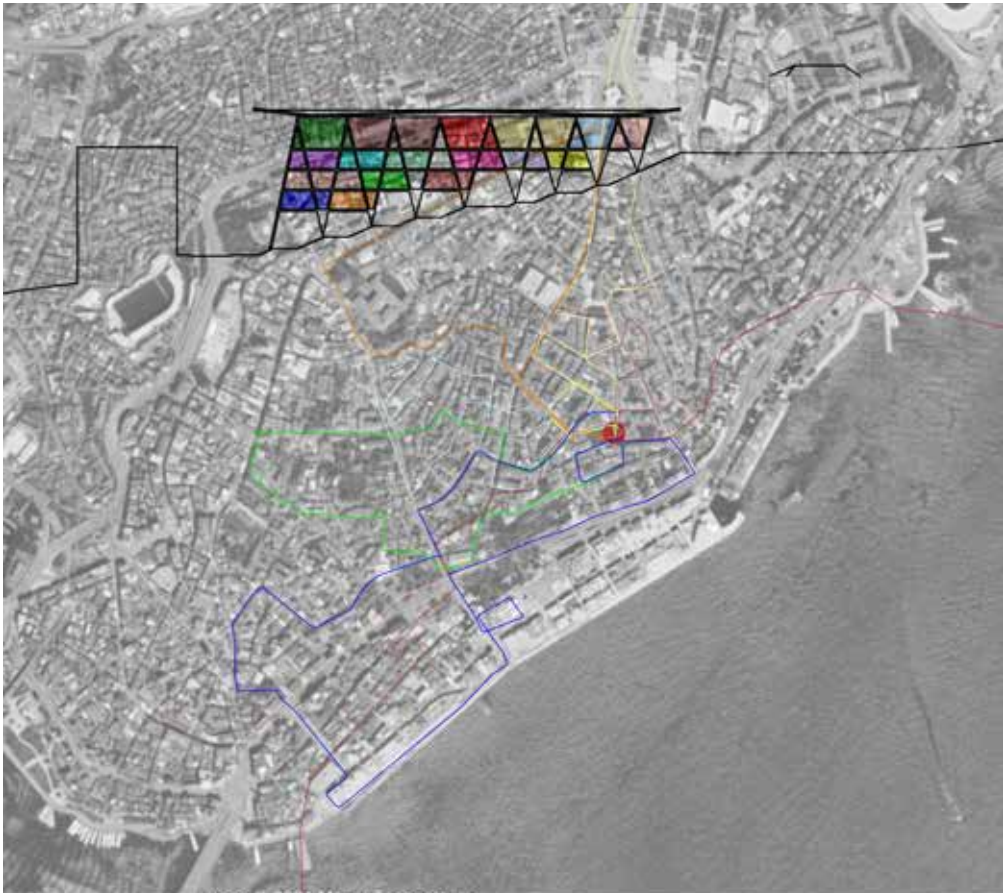
GARDEN AND CITY



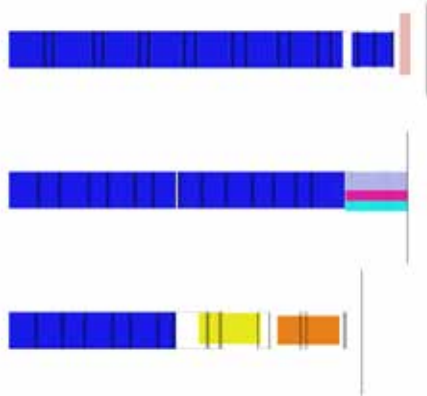
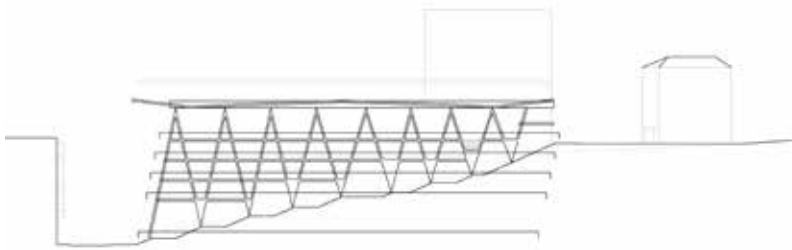
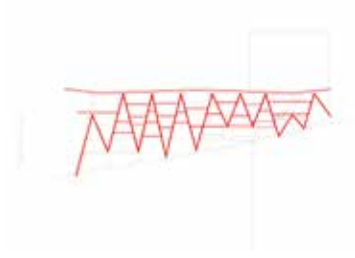
STRUCTURE



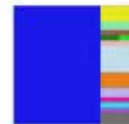
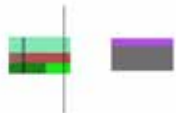
SKETCHES



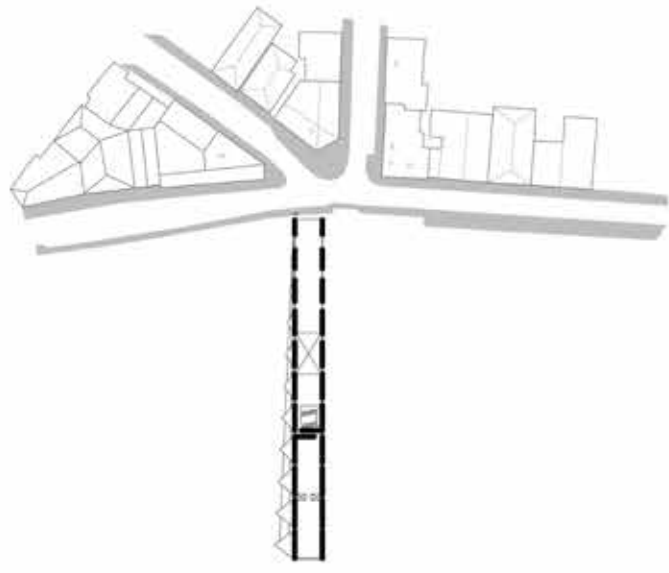
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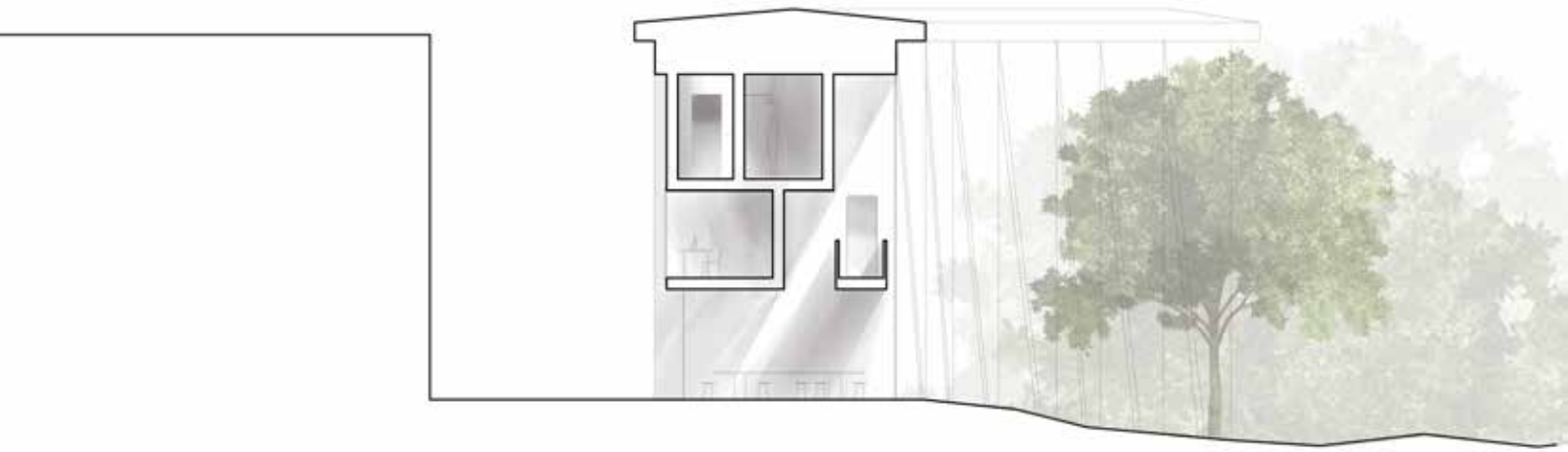
- garden
- lobby
- function area
- recreation
- administration
- office
- sales
- accounting
- food prep
- storage
- personnel area
- employee facilities
- laundry
- housekeeping
- engineering
- technical space



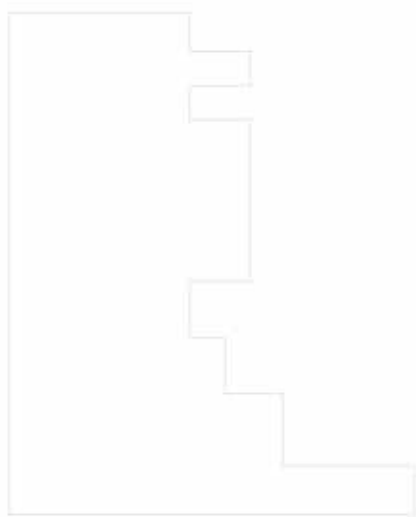
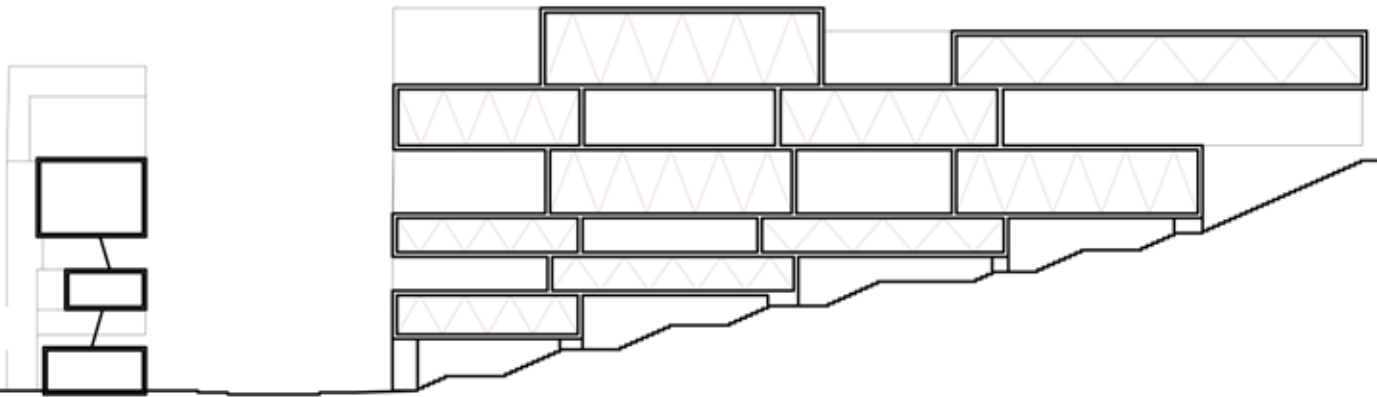
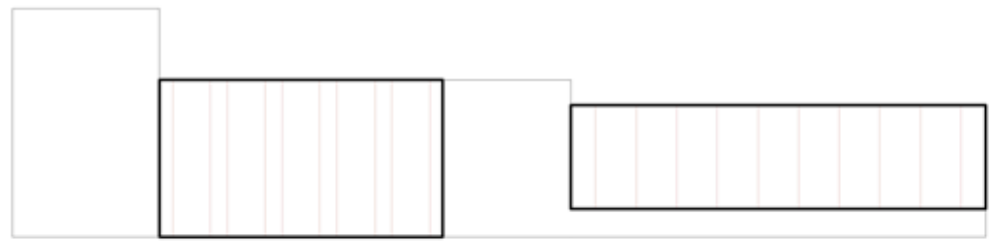
PROGRAMATIC STUDIES



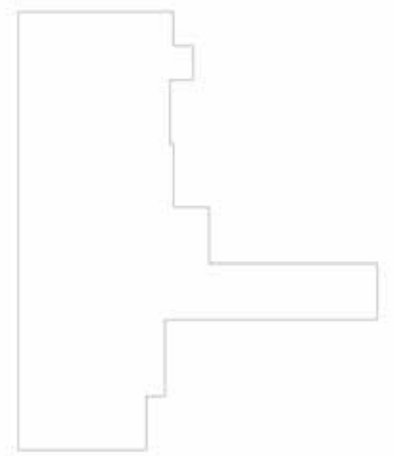




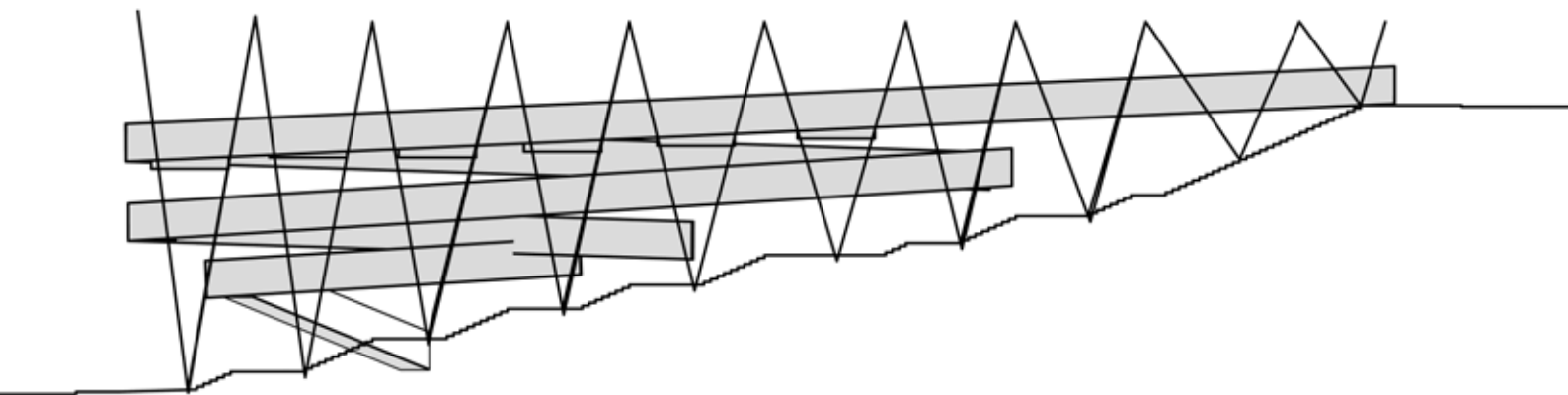
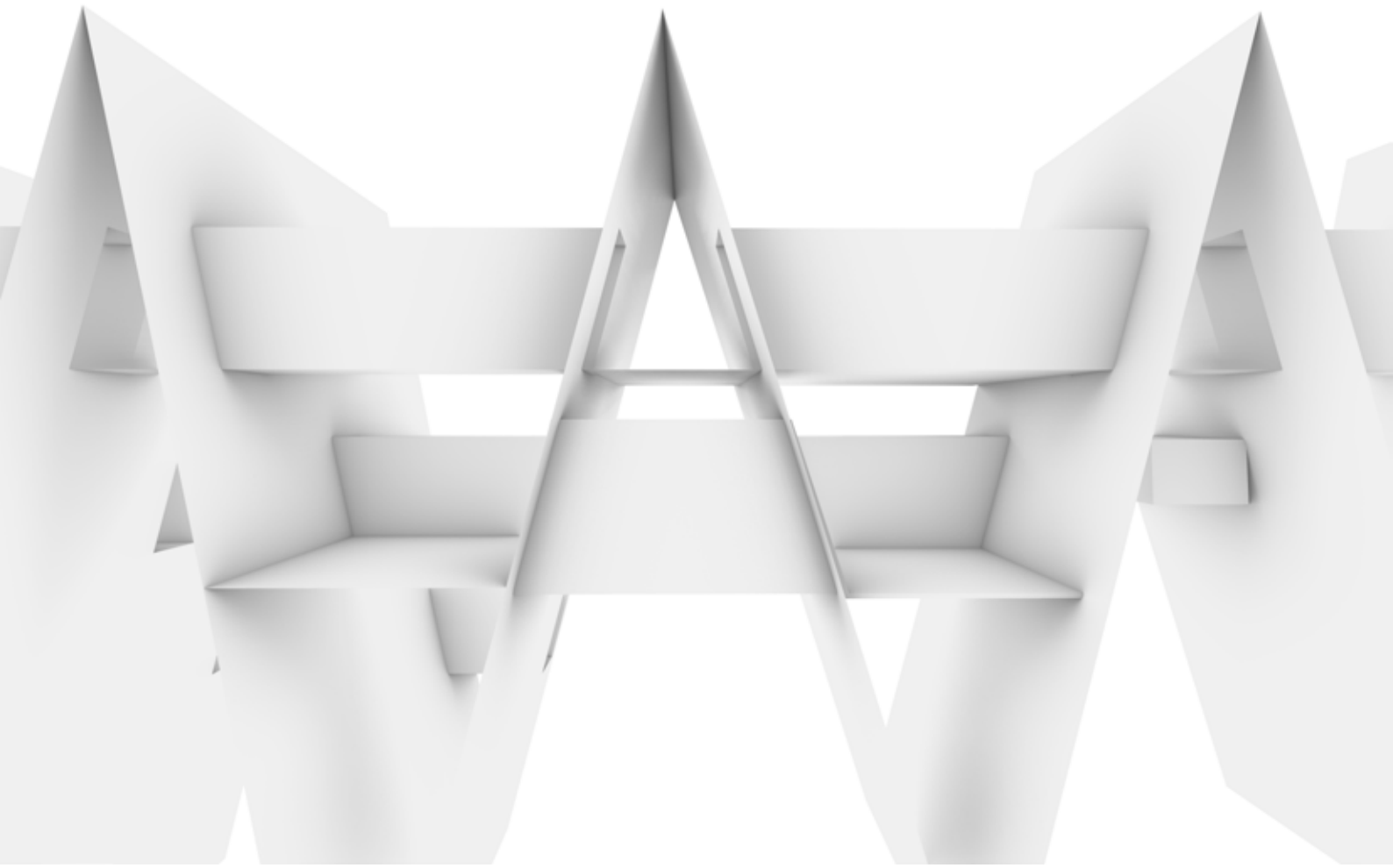


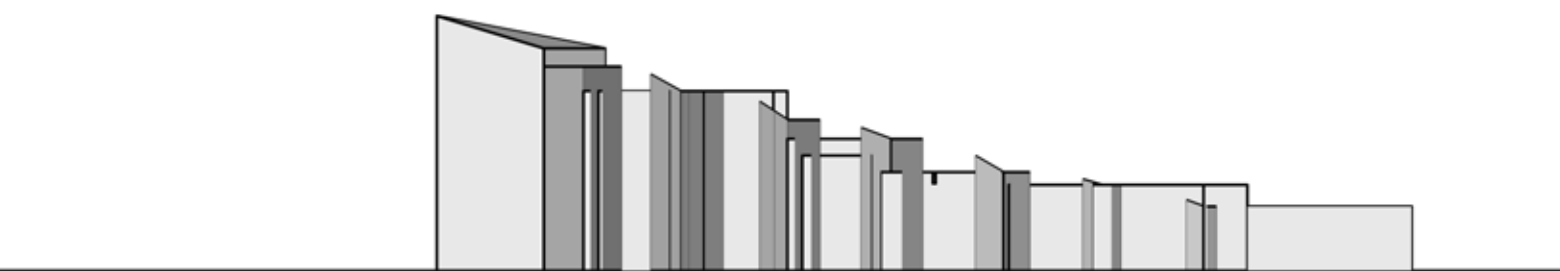
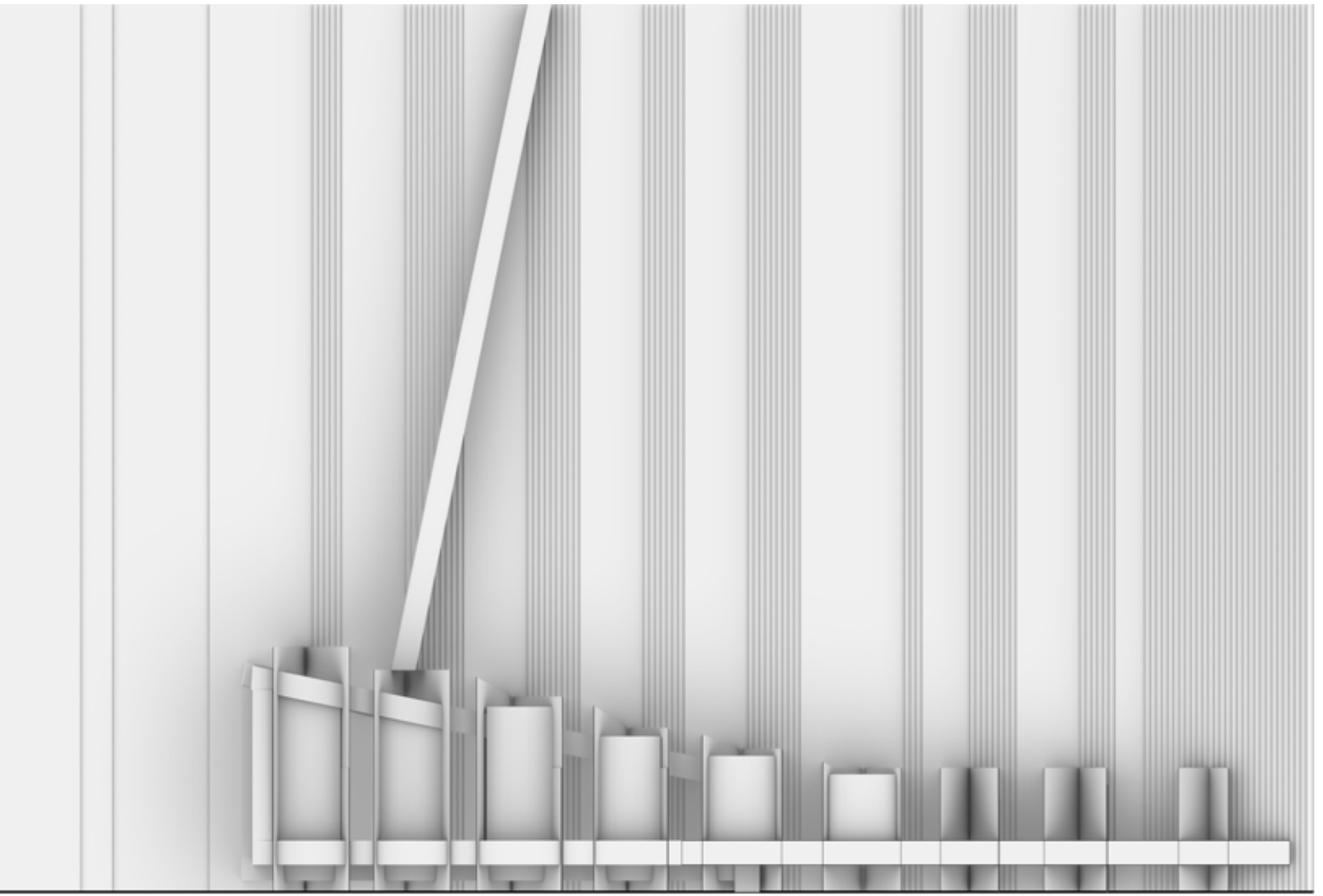


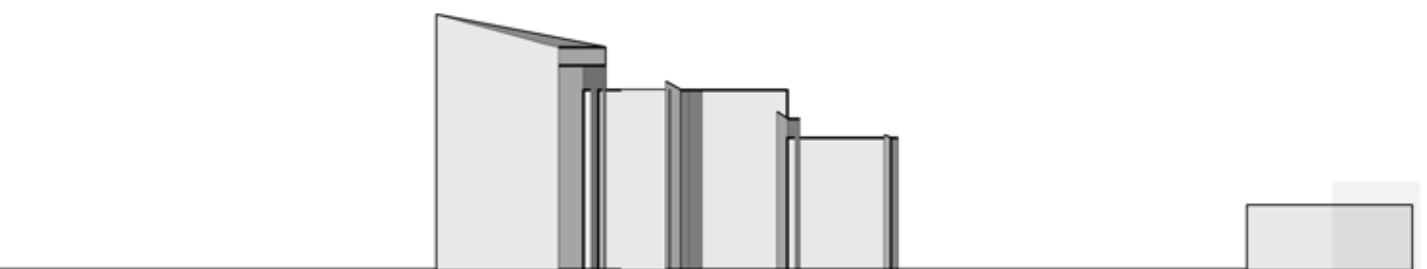
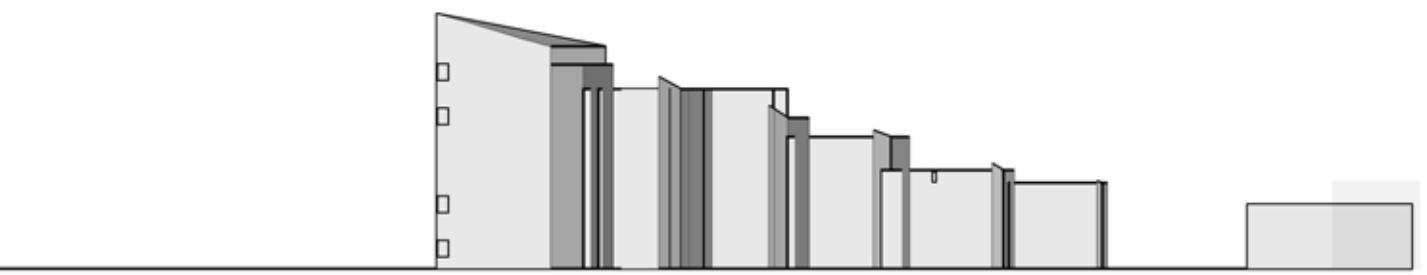
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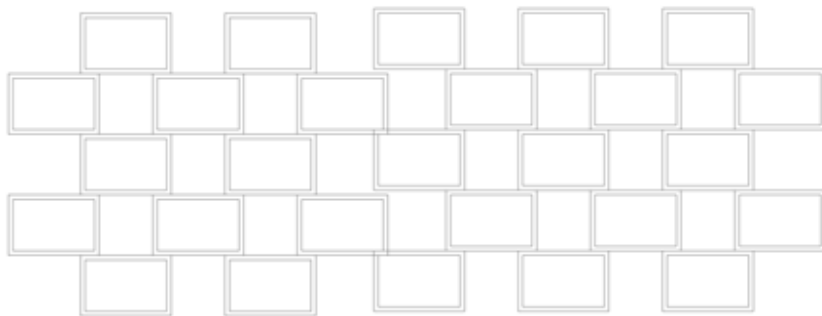
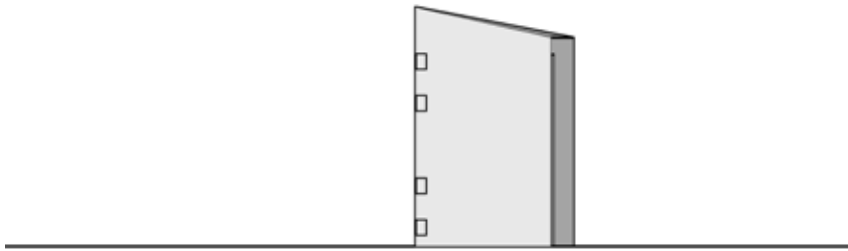


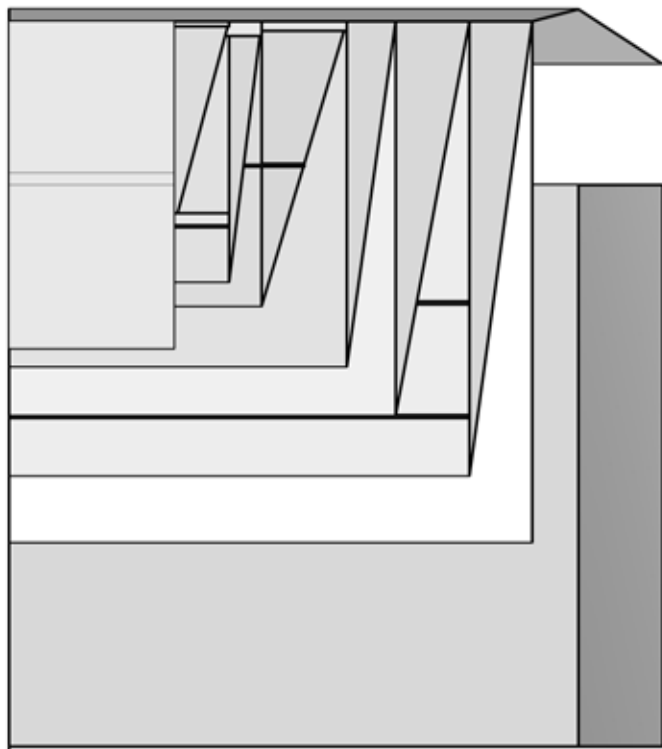
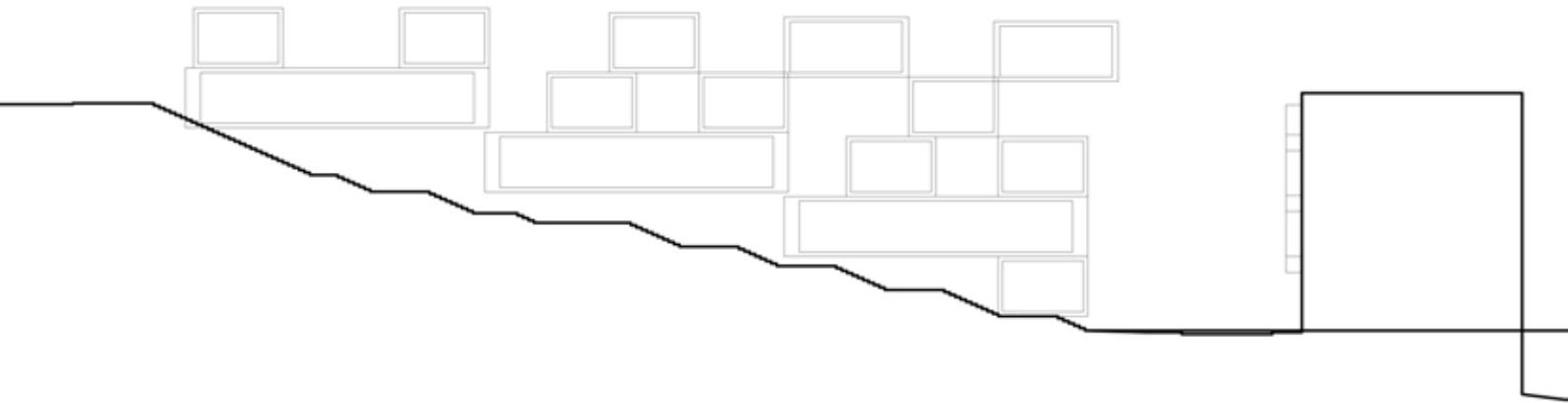
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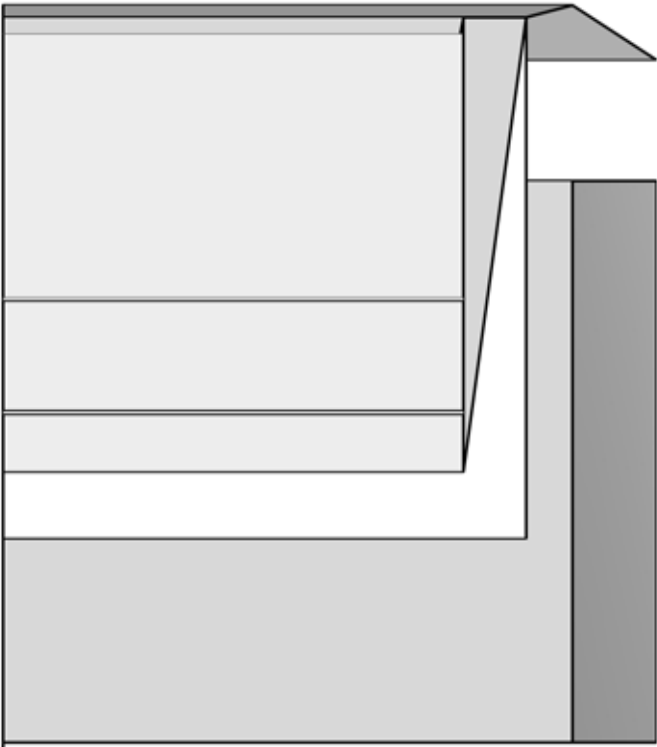
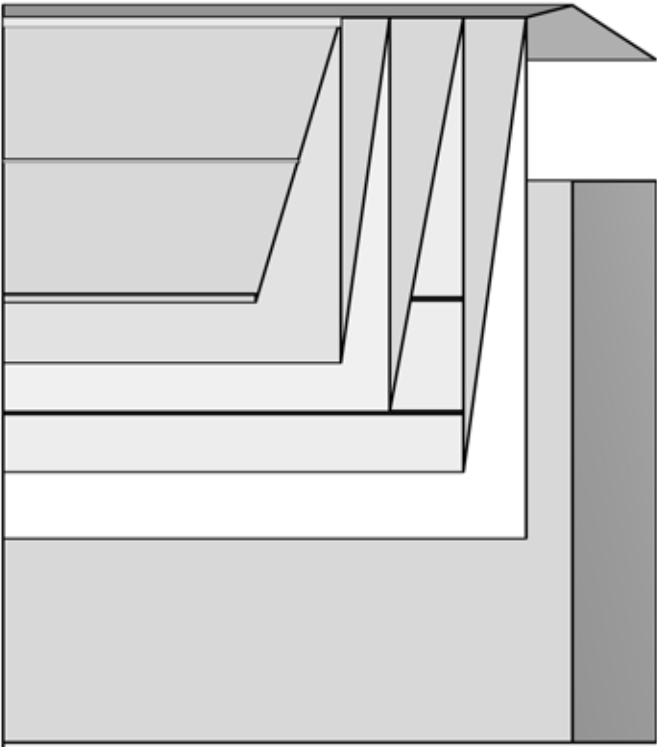


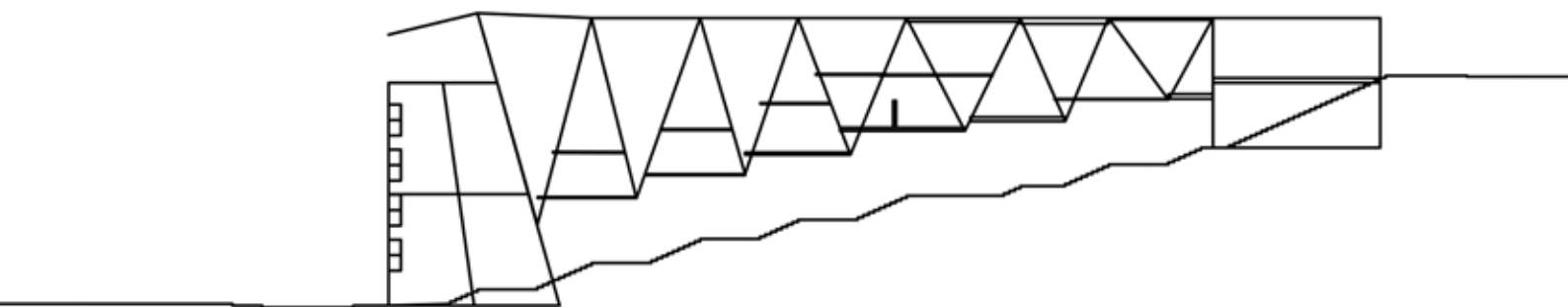
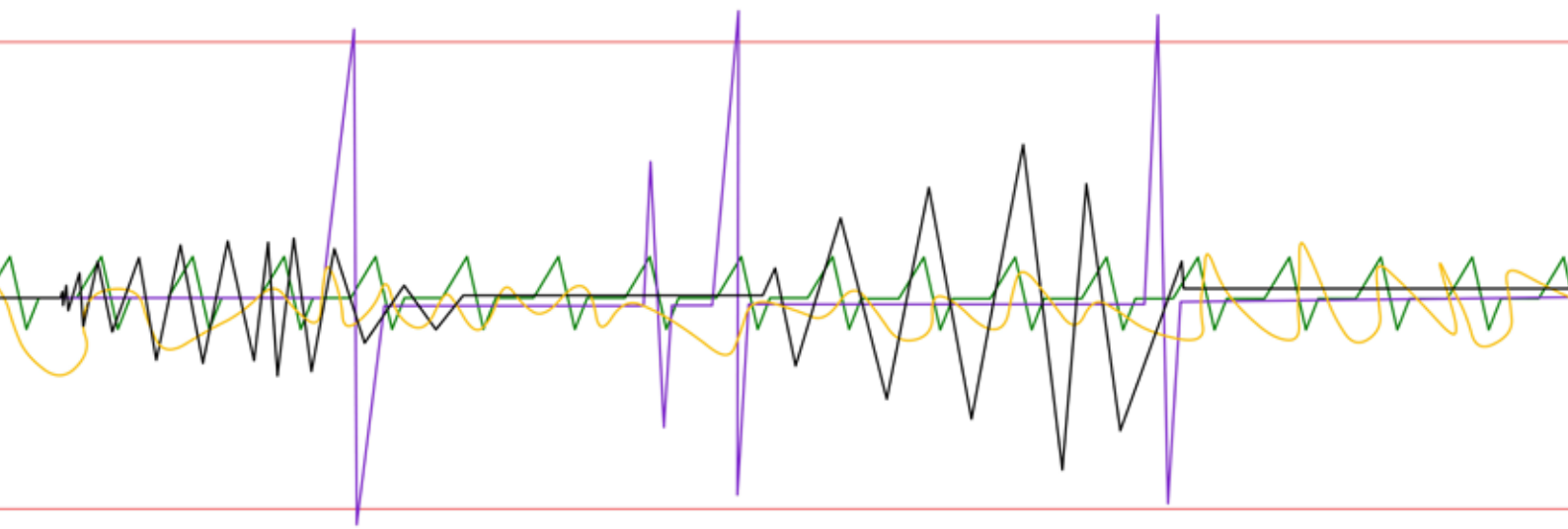


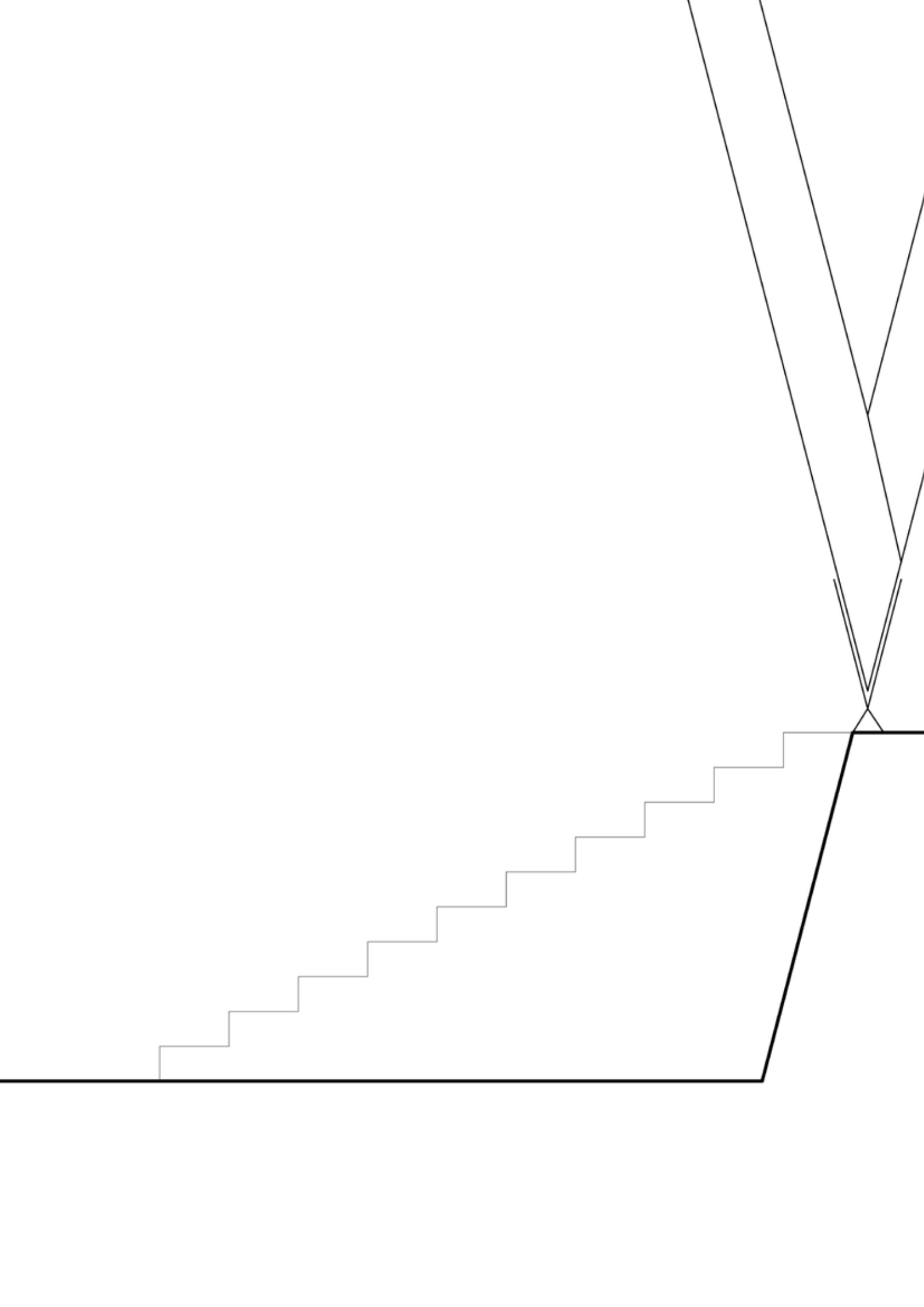


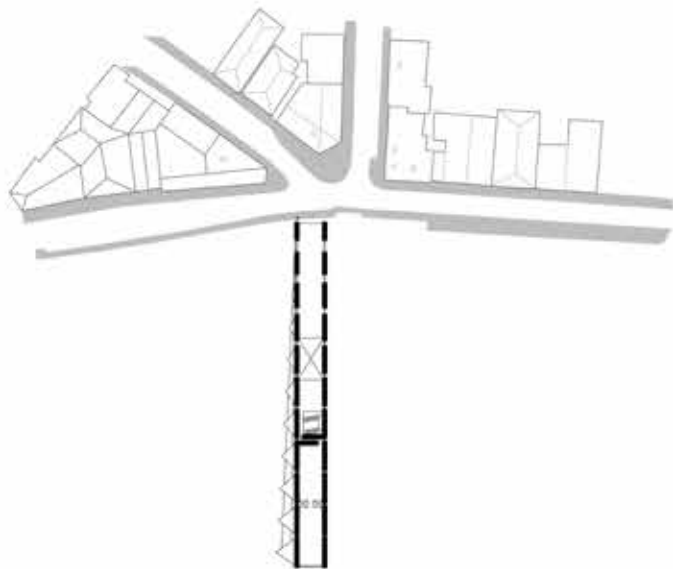


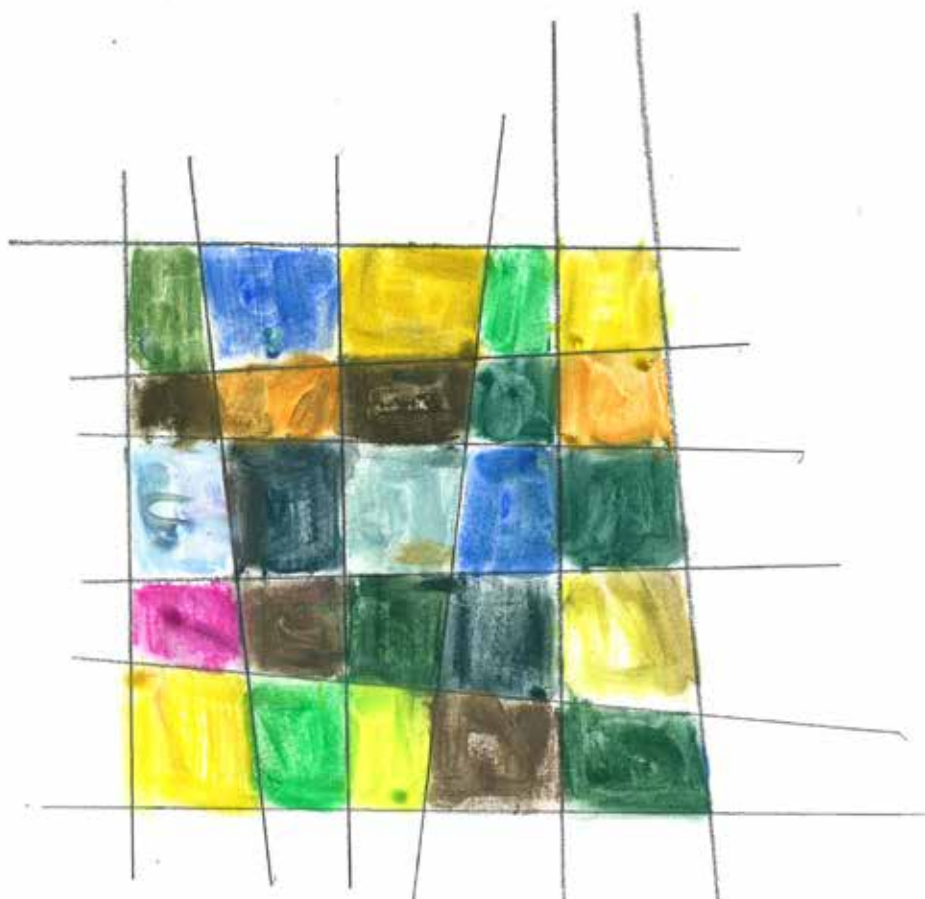






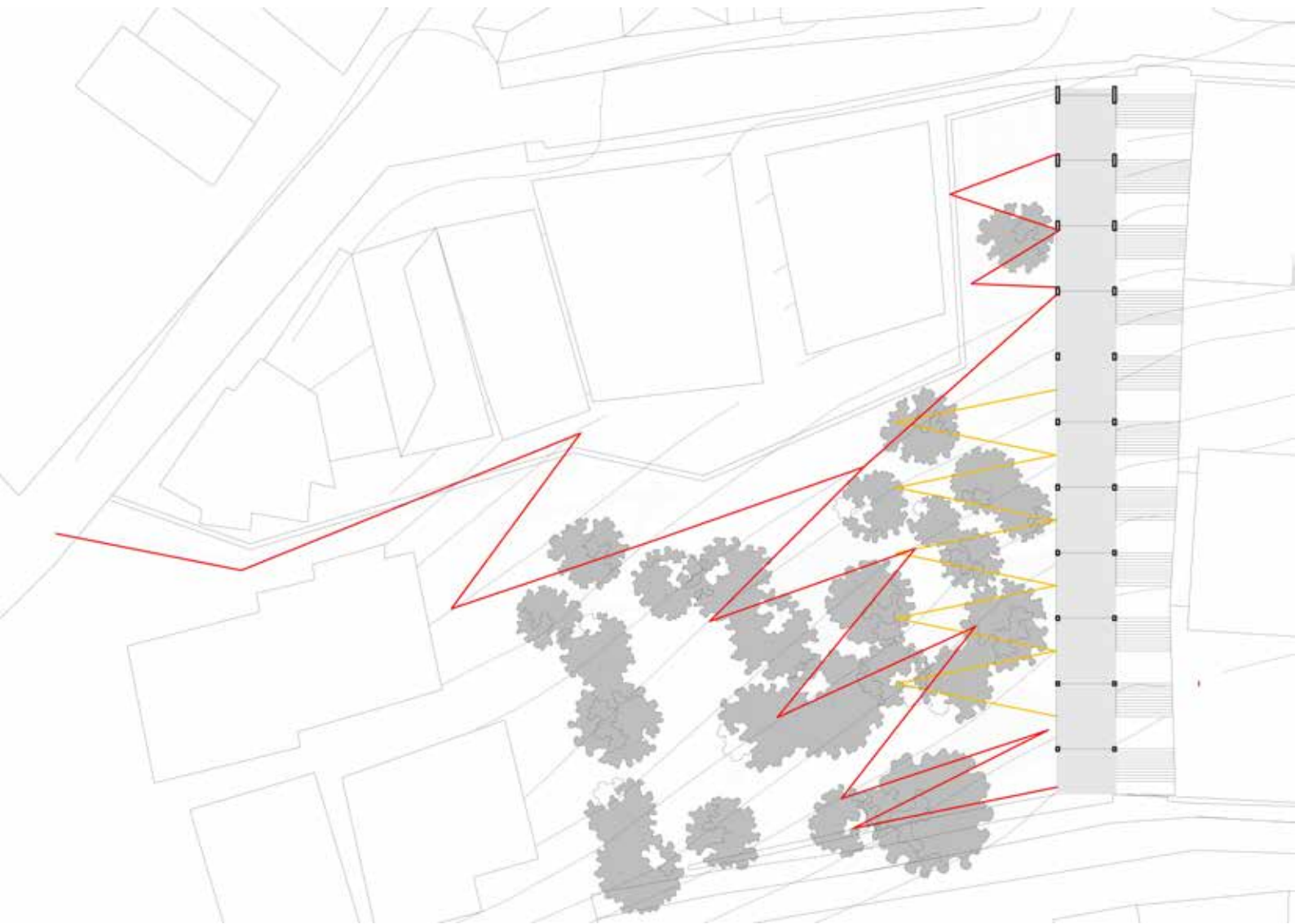


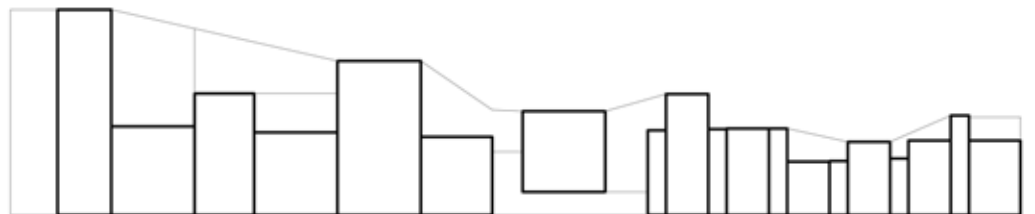
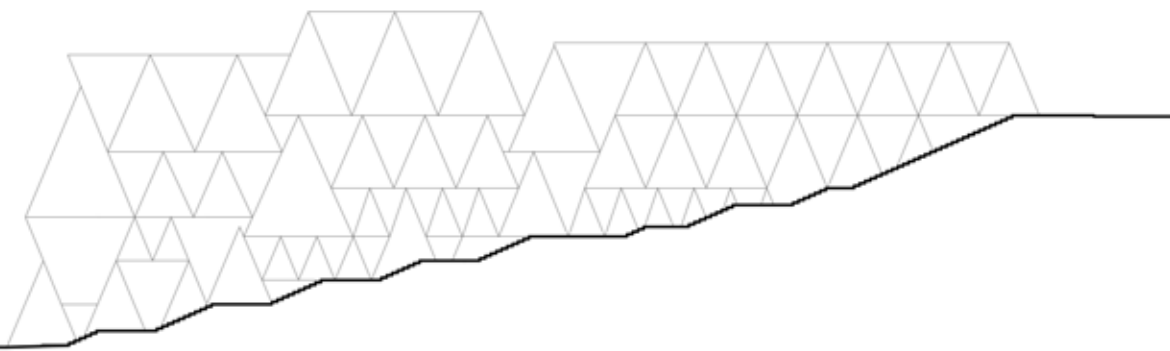
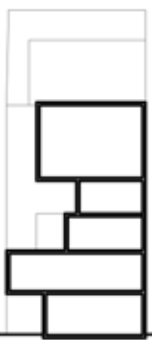
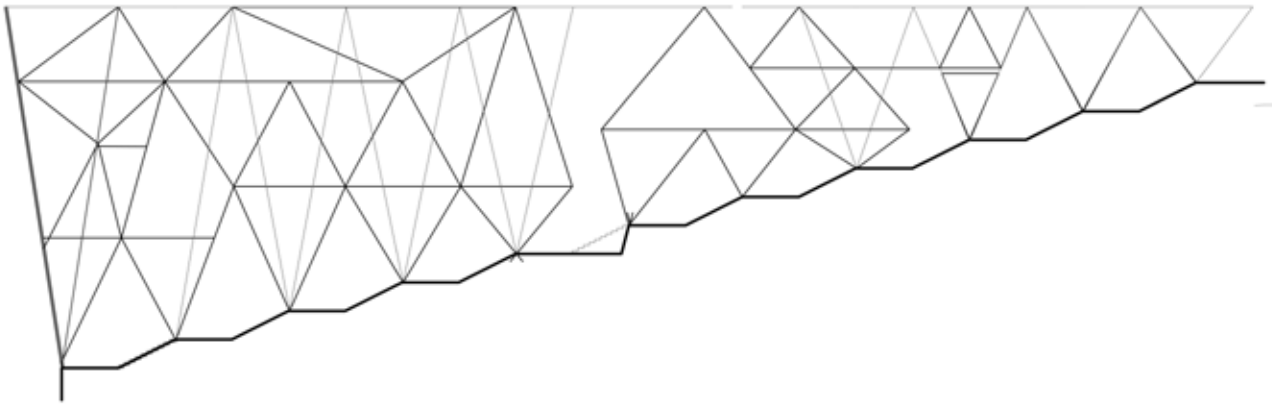


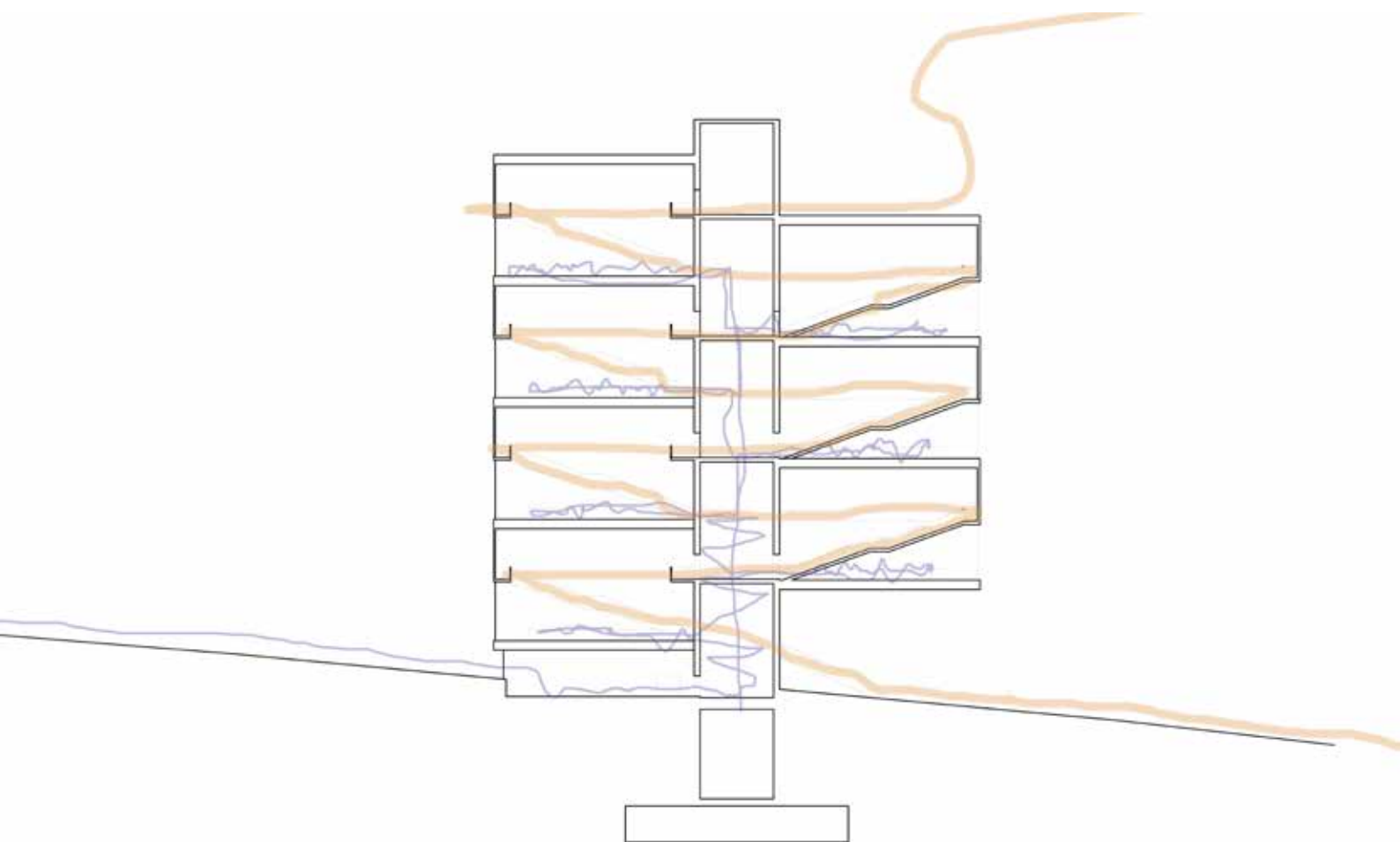
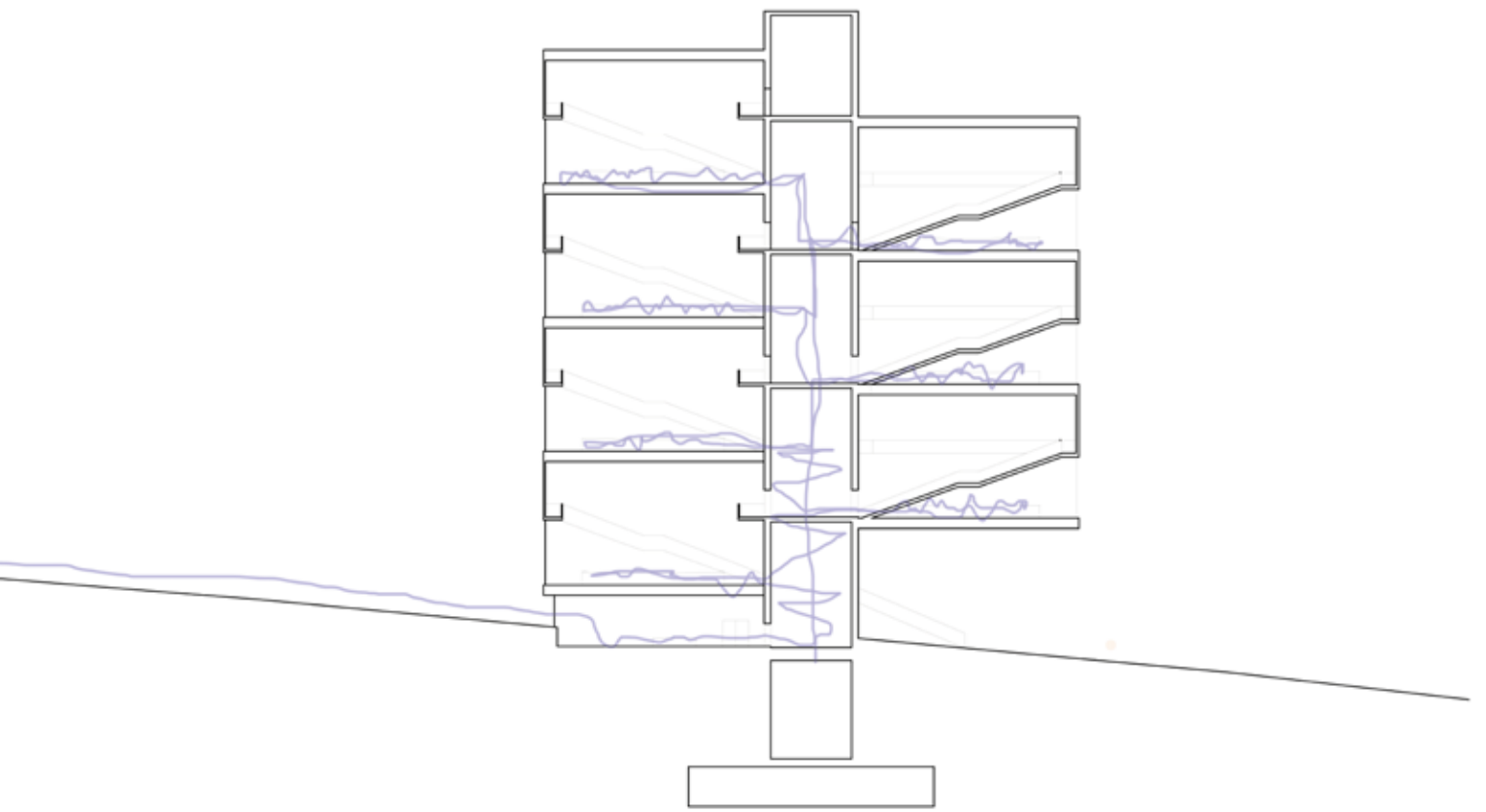


-25m
-20m
-15m
-10m
-5m
-0m

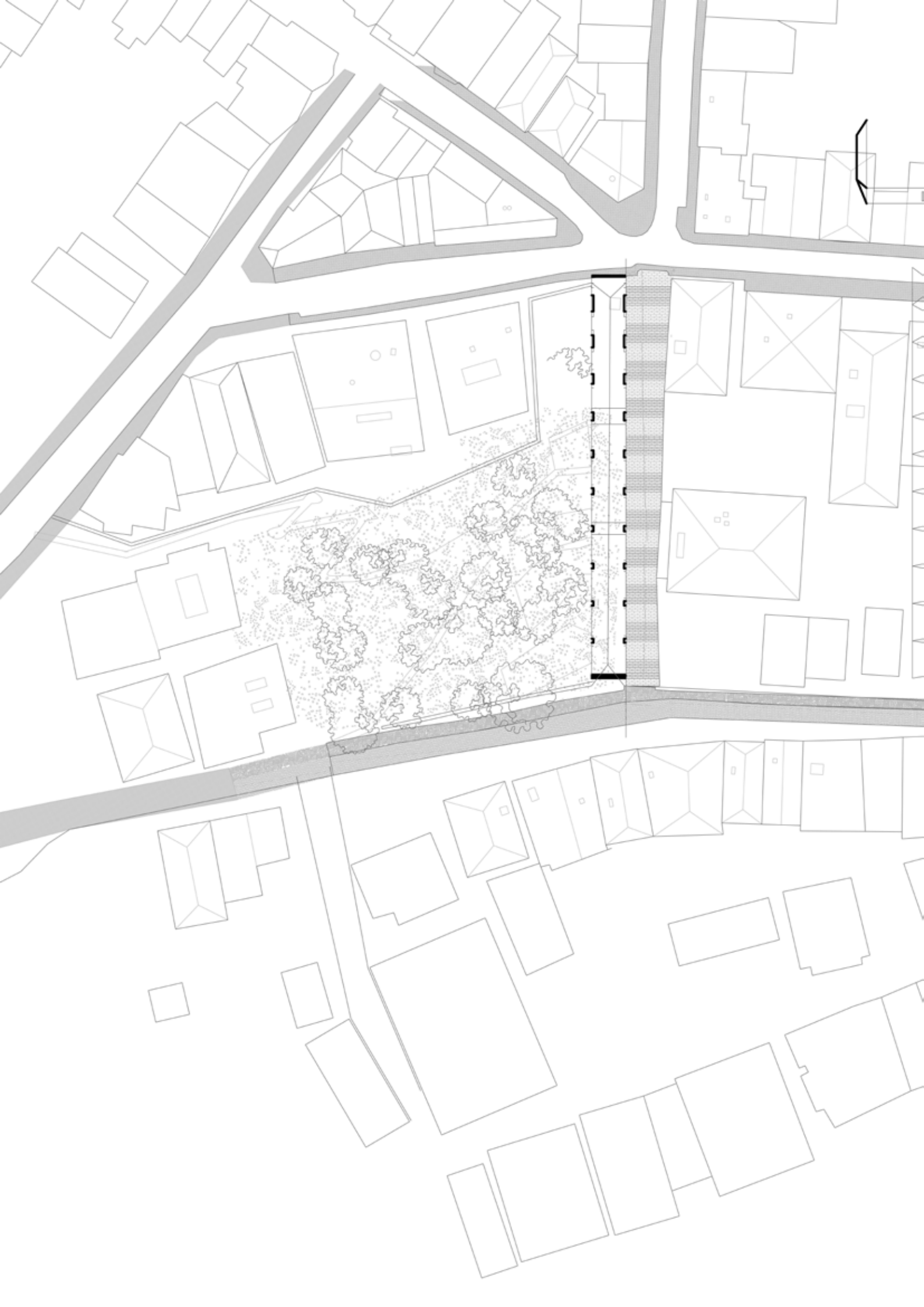


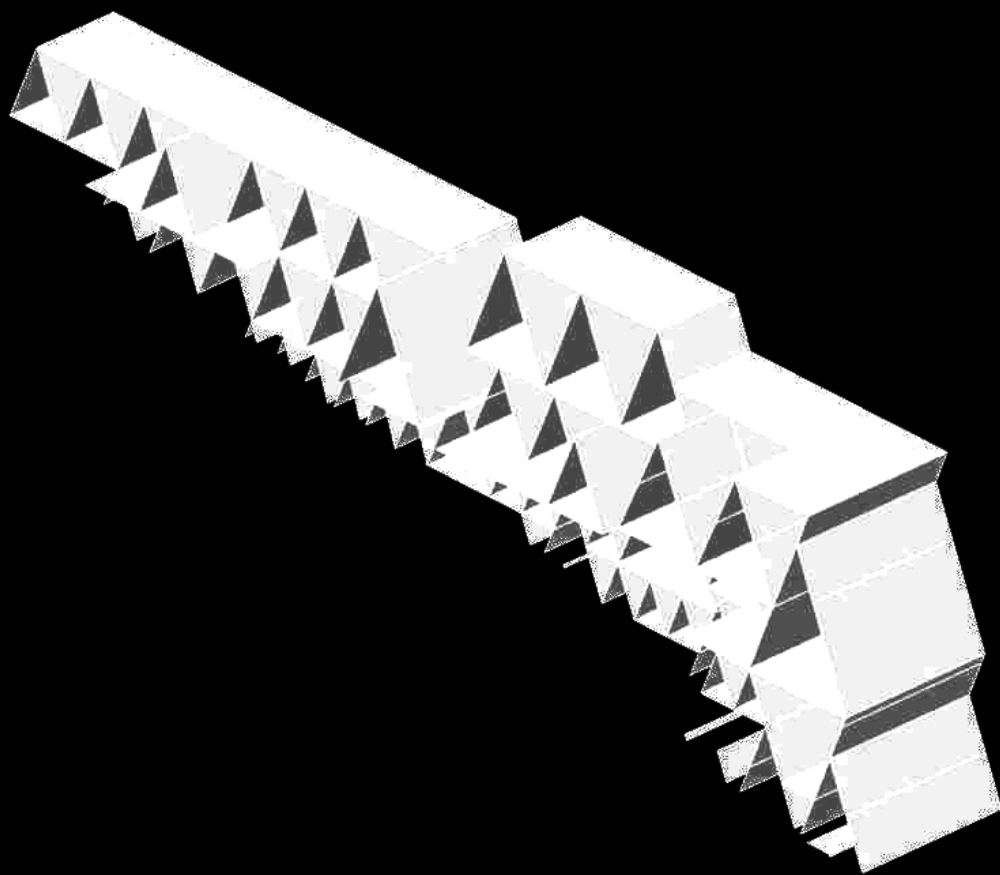
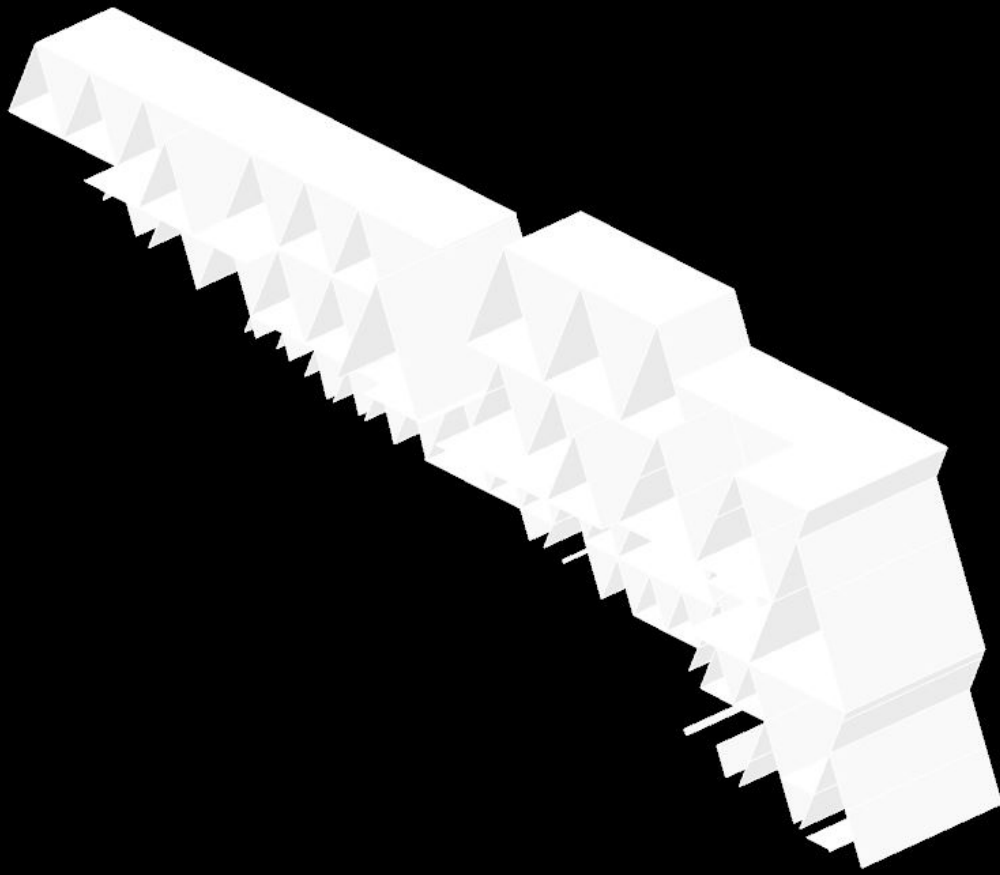


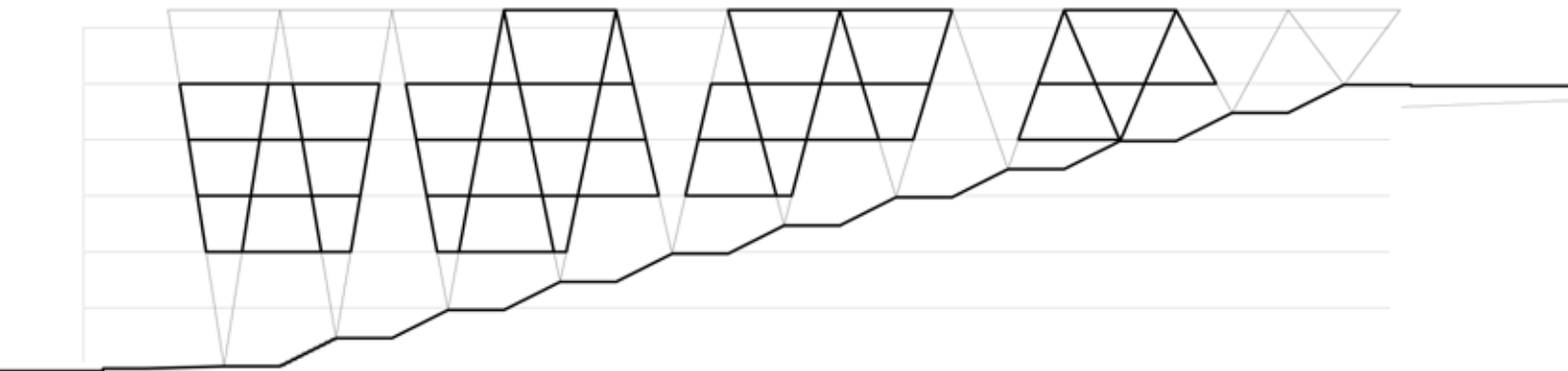
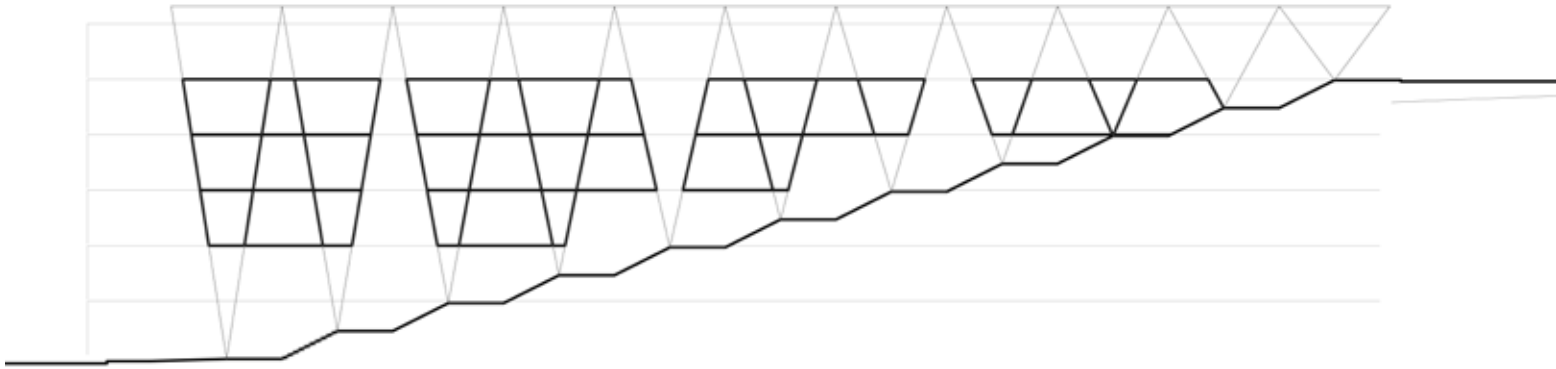


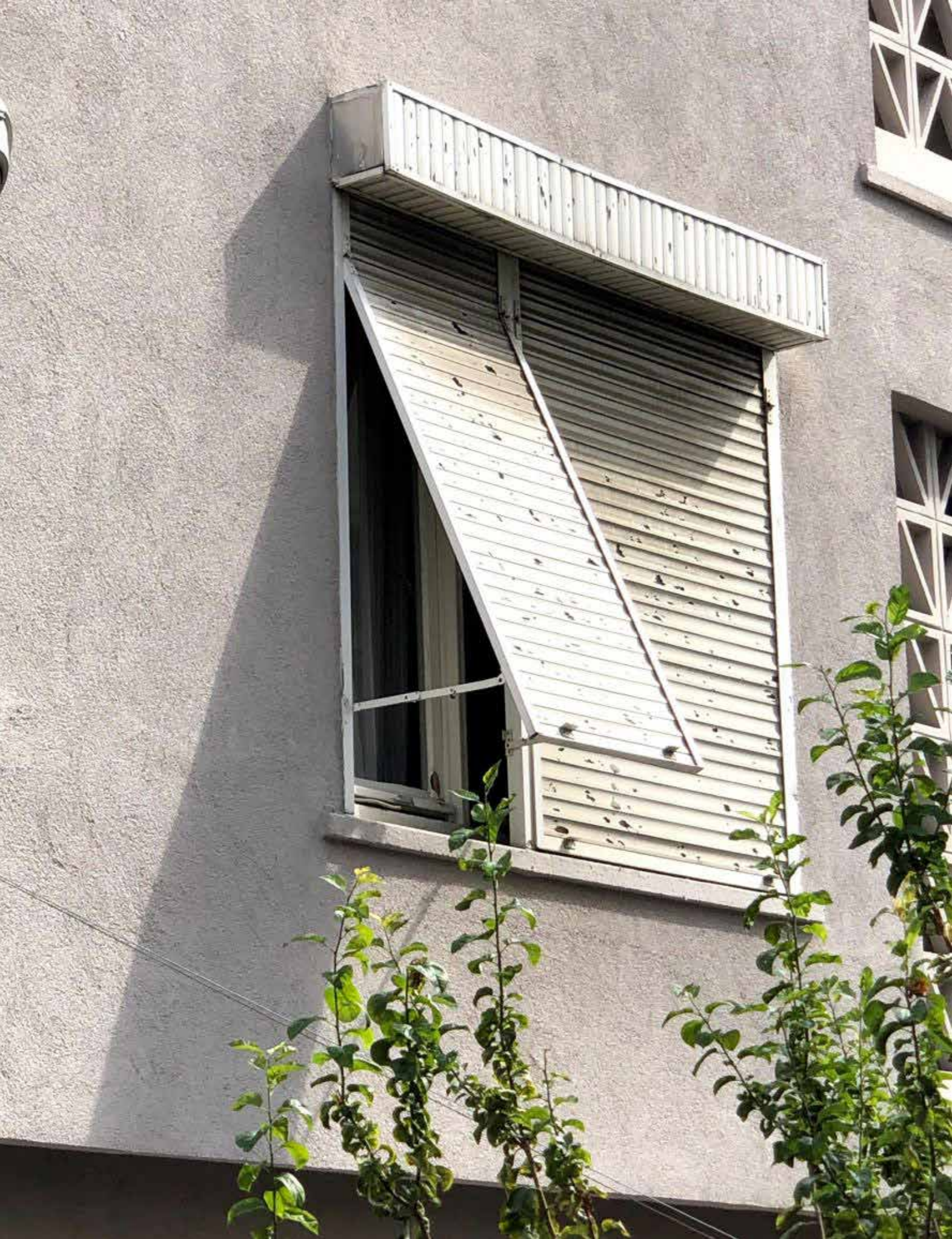


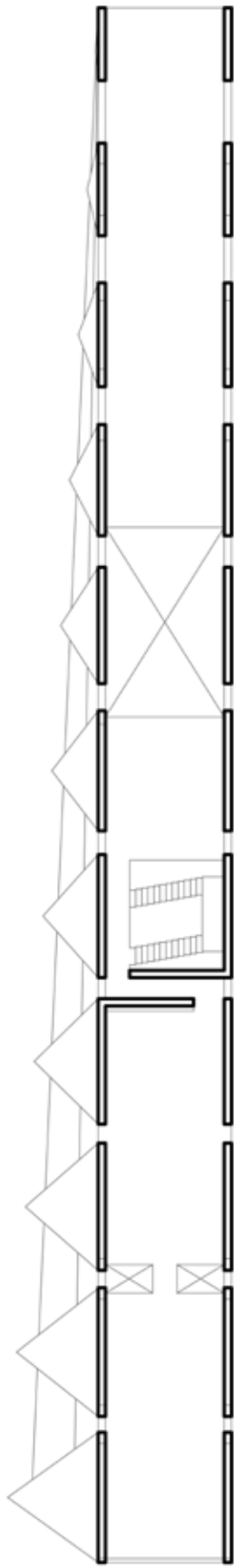


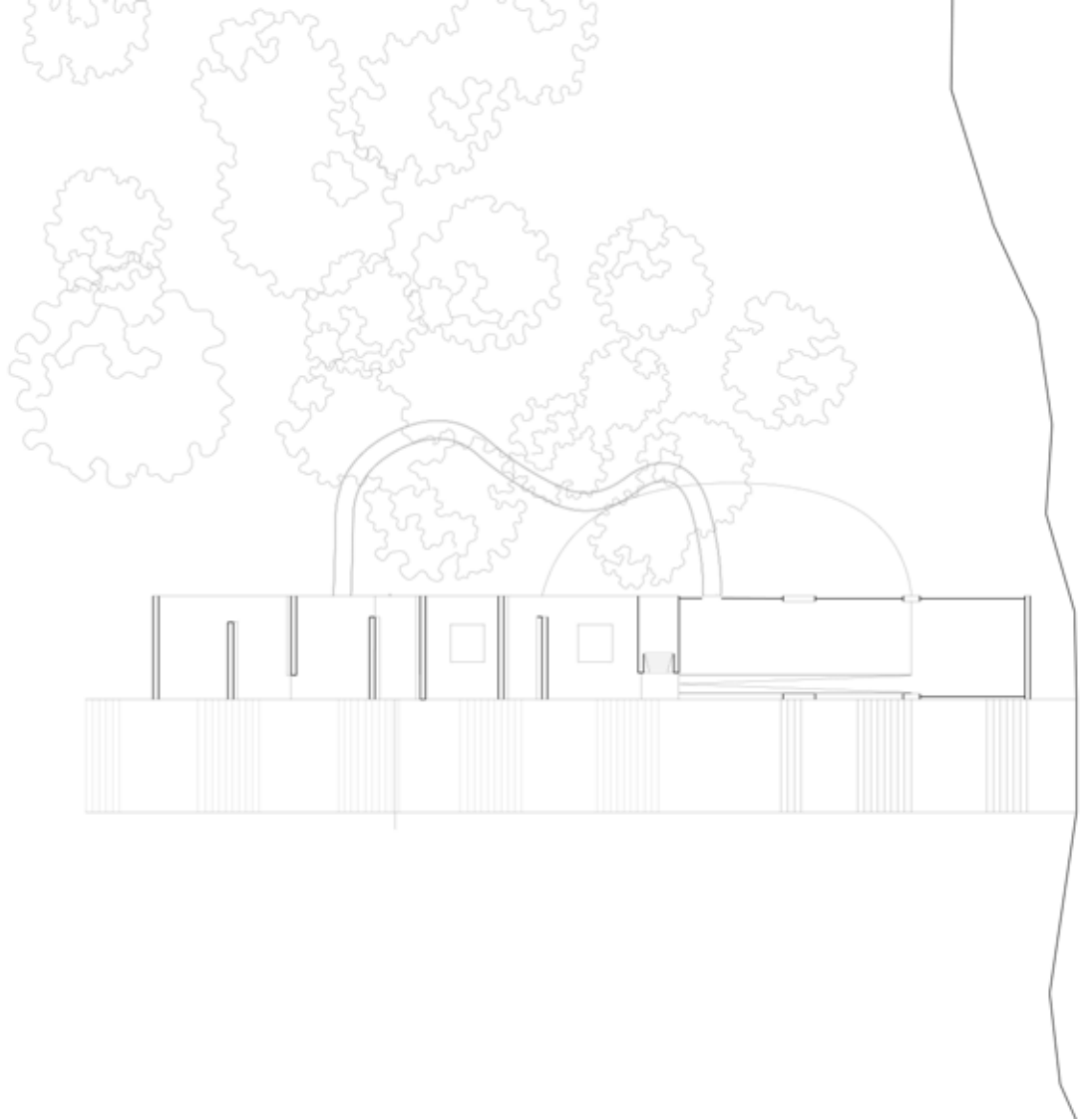




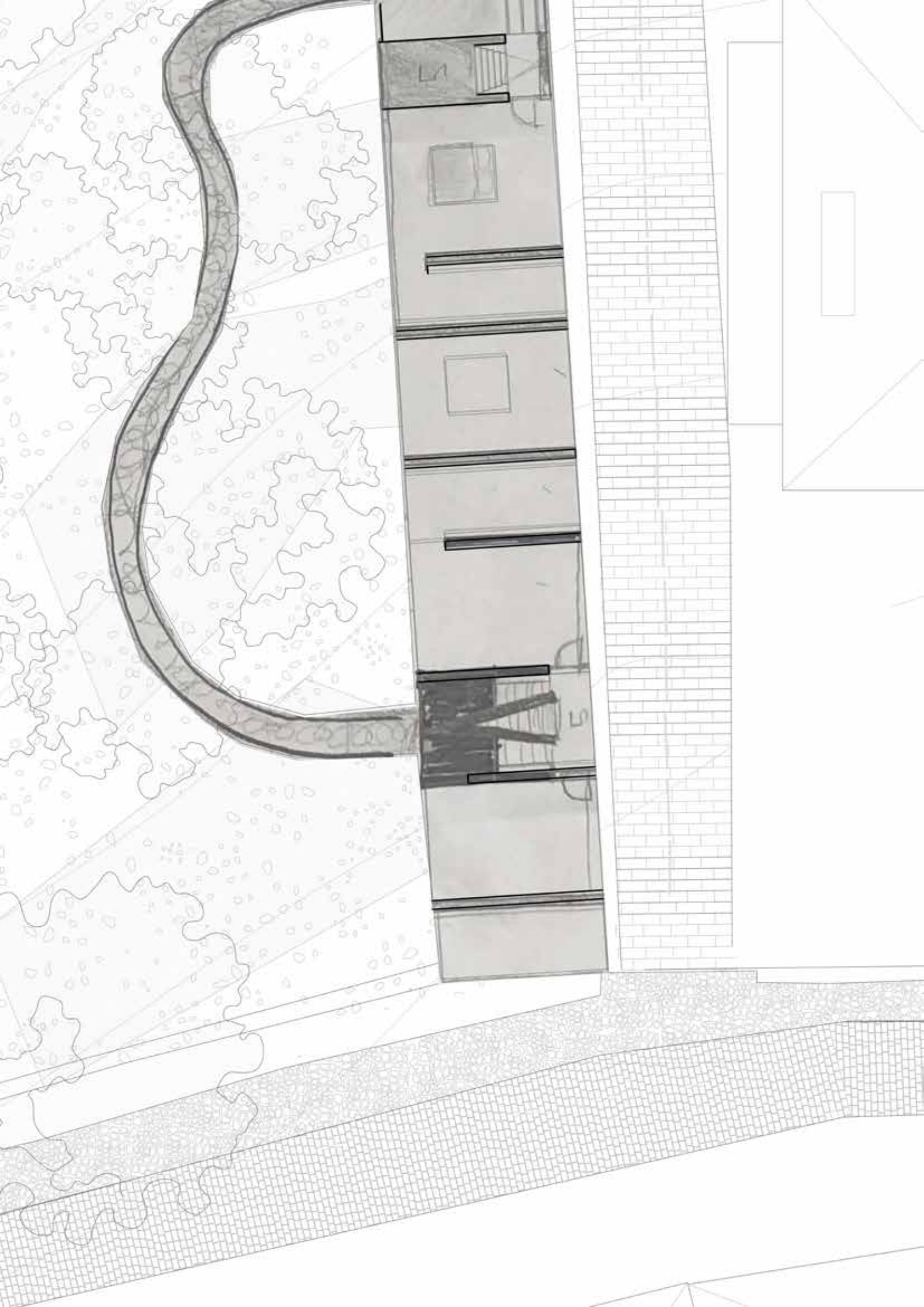


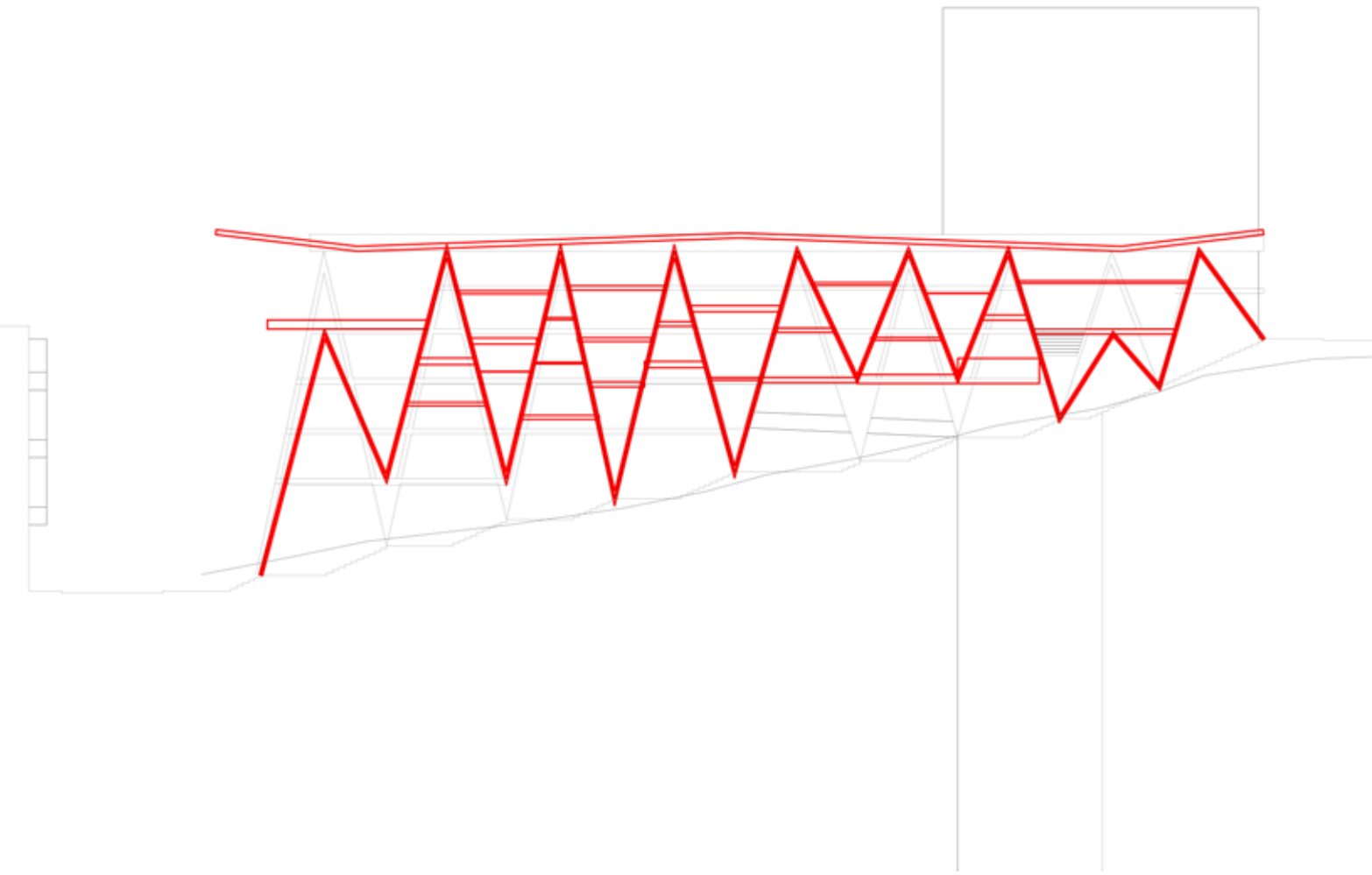


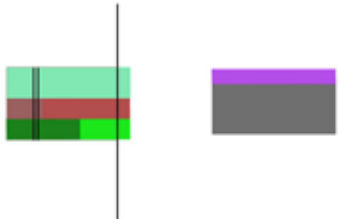
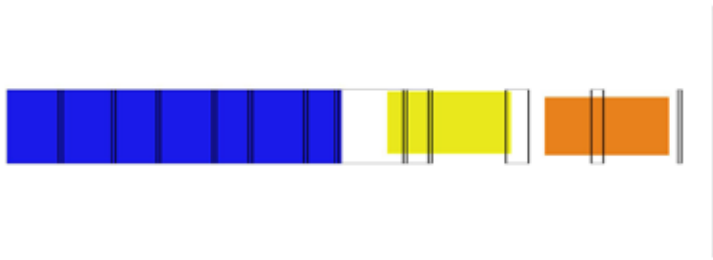
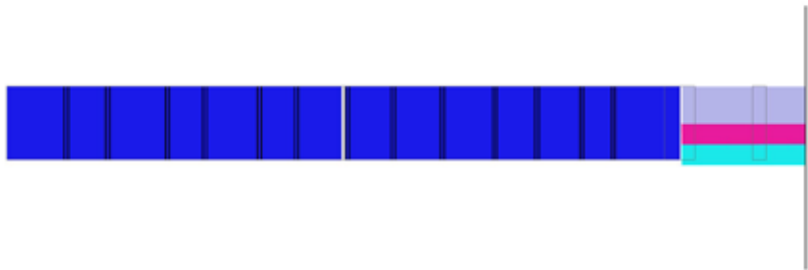
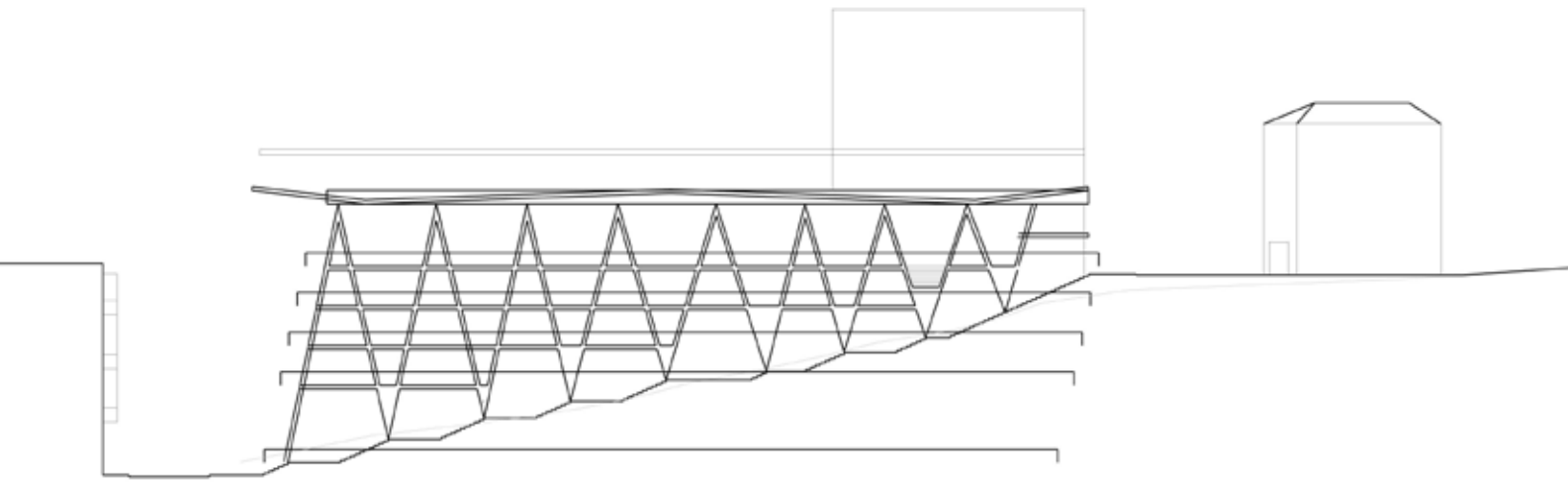






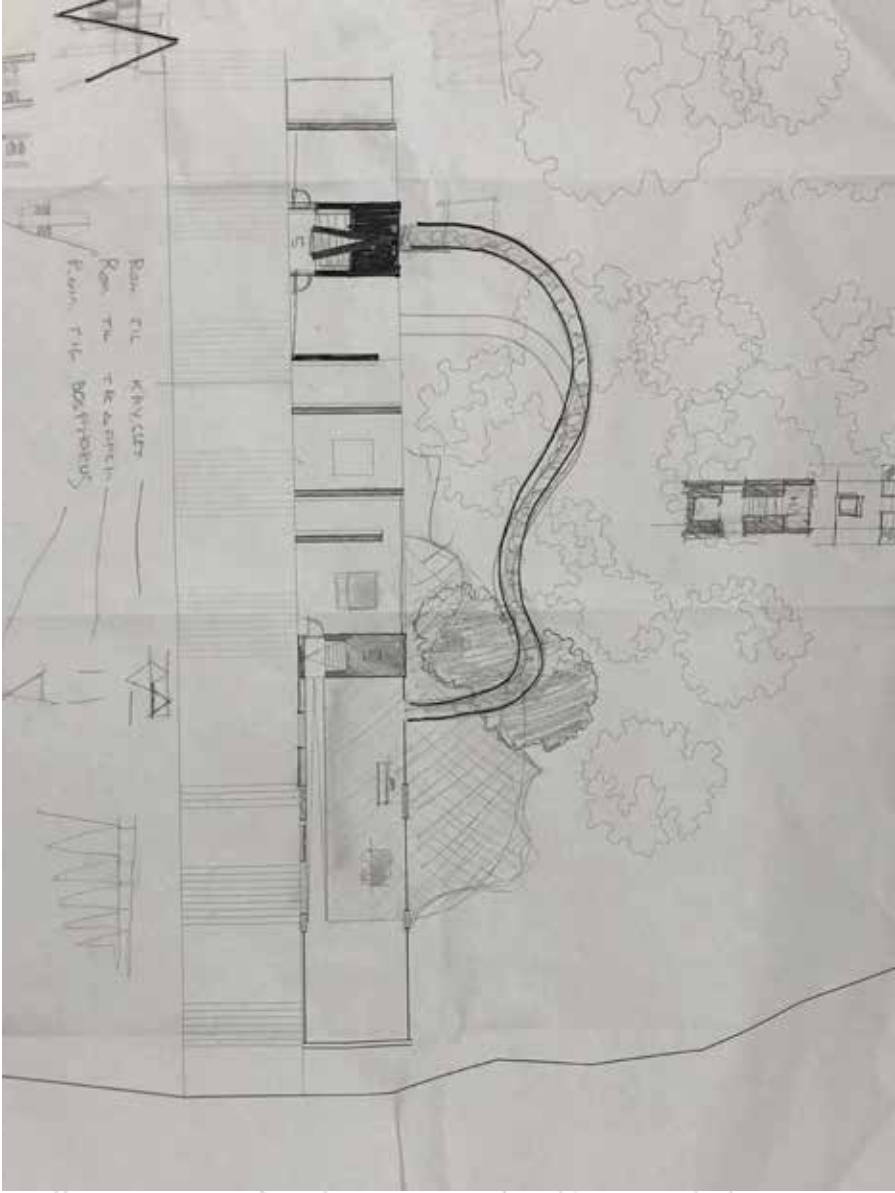


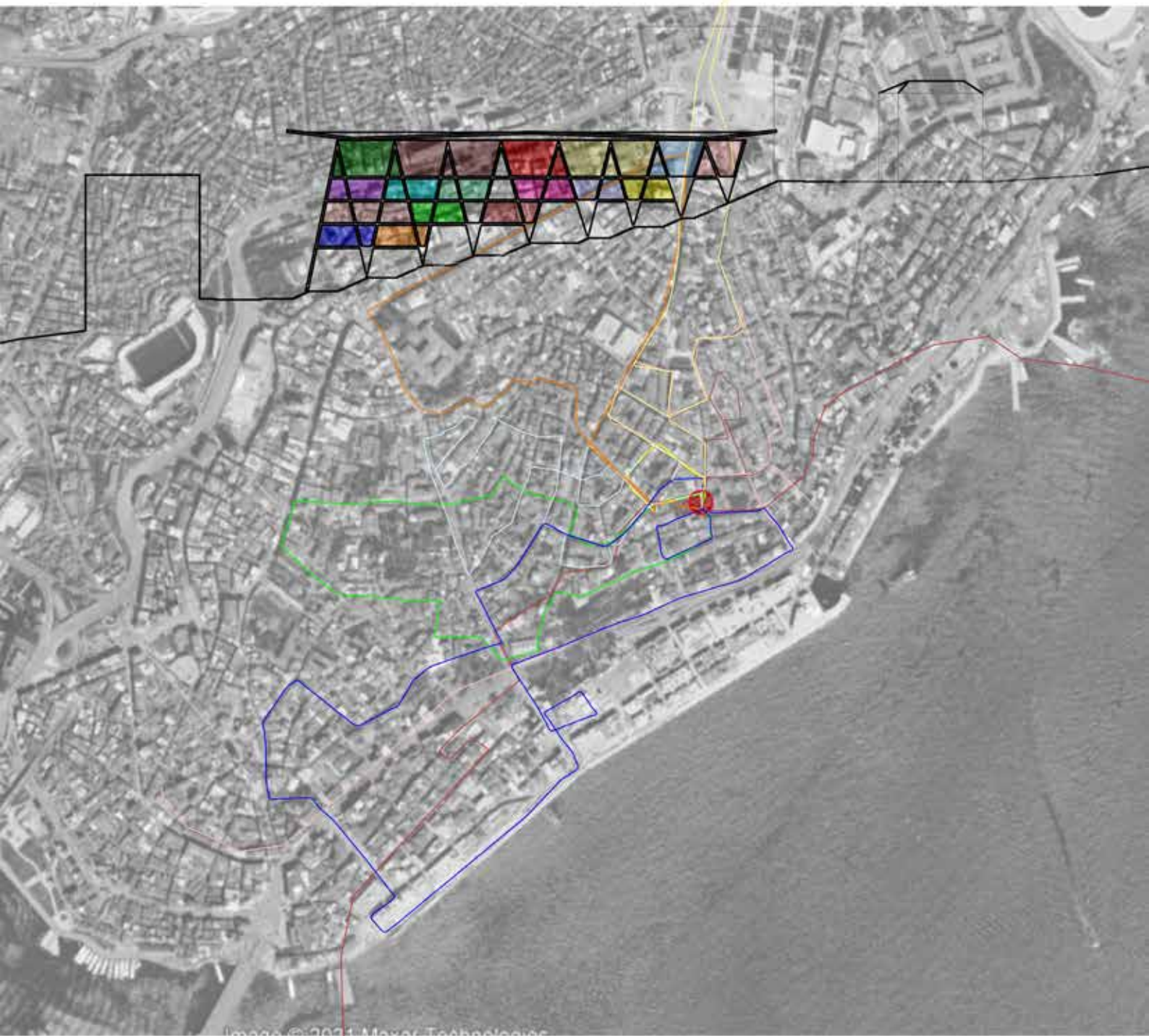


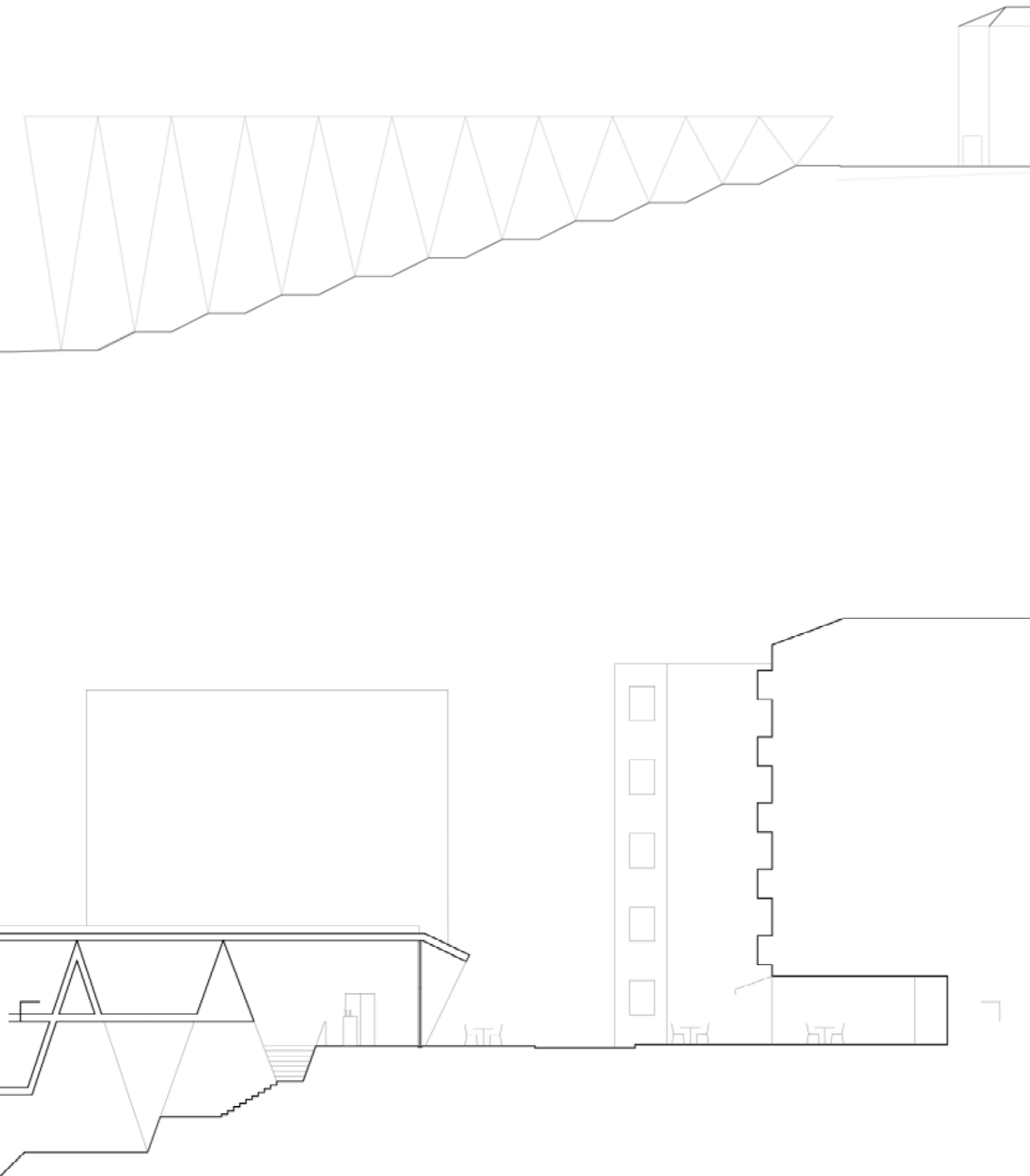


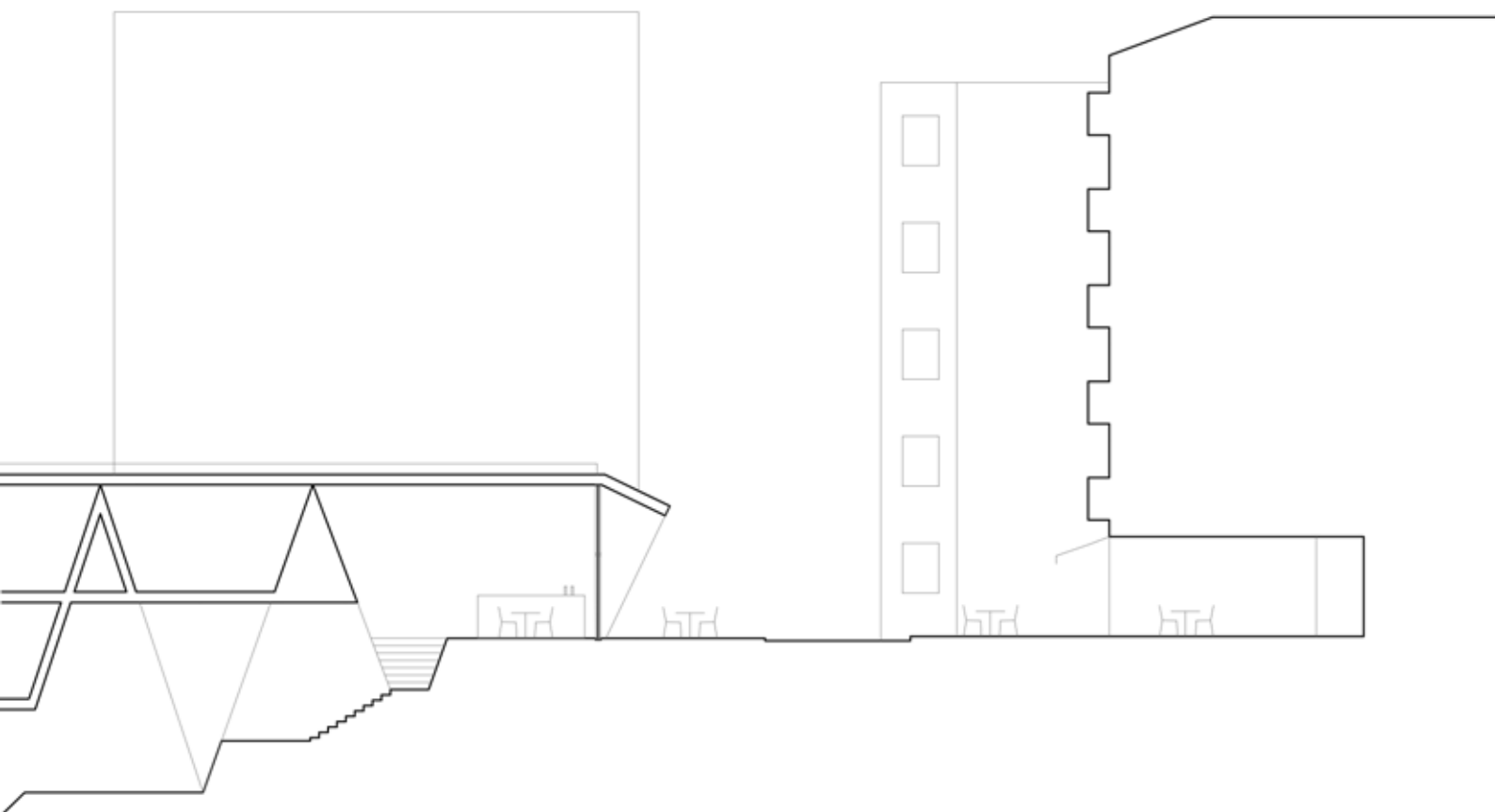
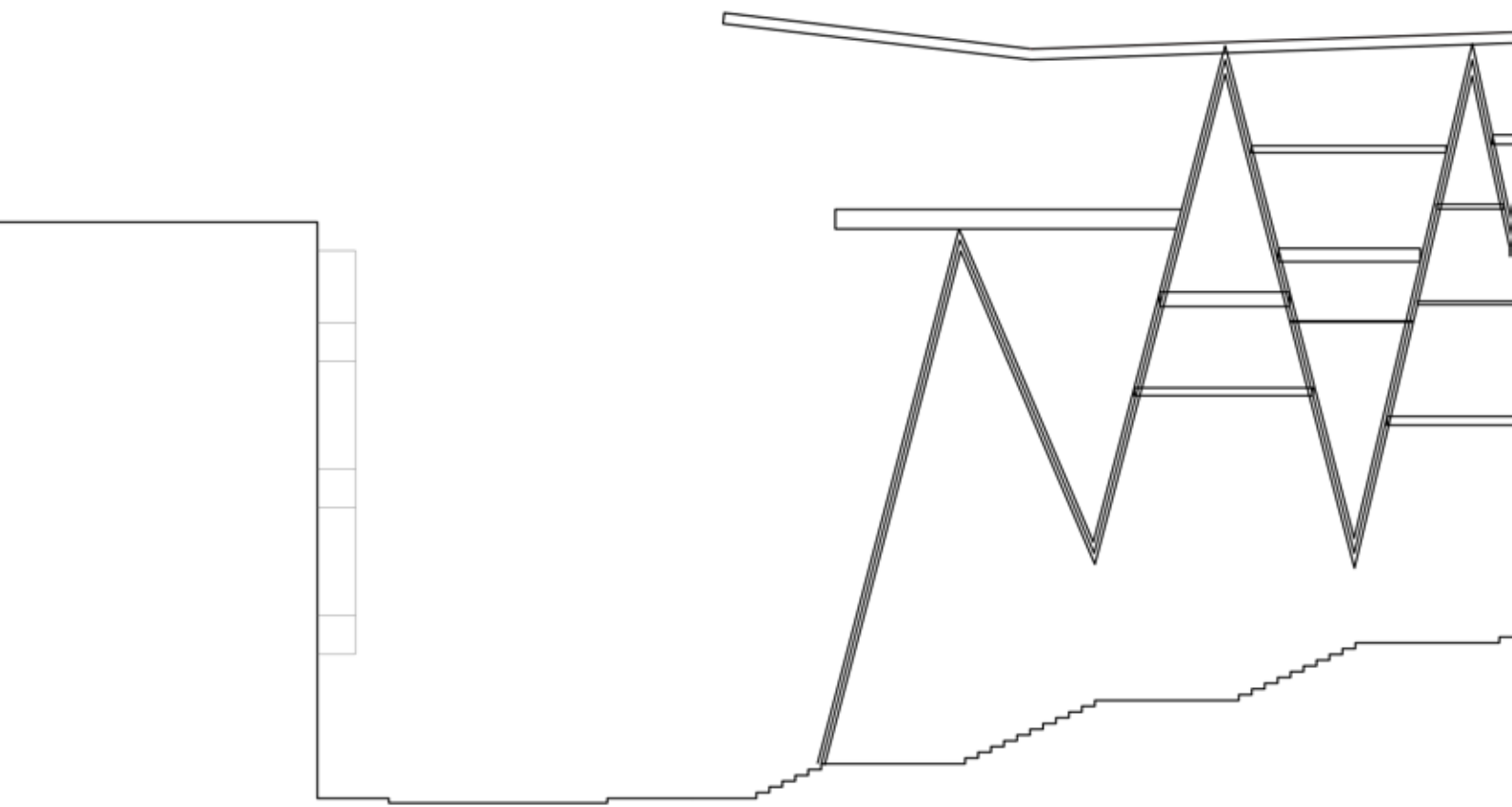
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- lobby ■
- function area ■
- Recreation ■
- Aministration ■
- Office ■
- Sales ■
- Accounting ■
- Food Prep ■
- Storage ■
- Personell Area ■
- Employee Facilities ■
- Laudary ■
- Houskeeping ■
- Engineering ■
- Technical Space ■

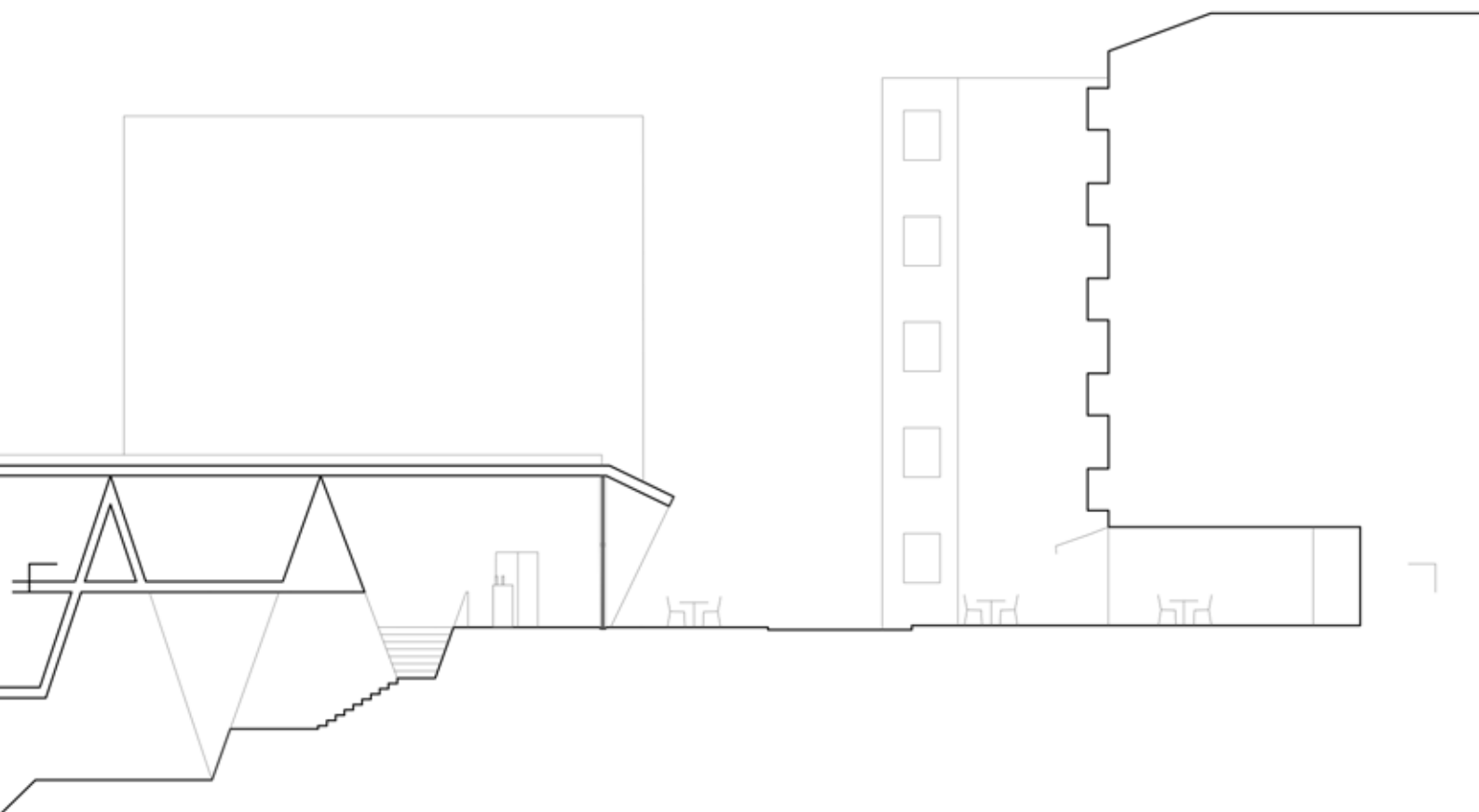
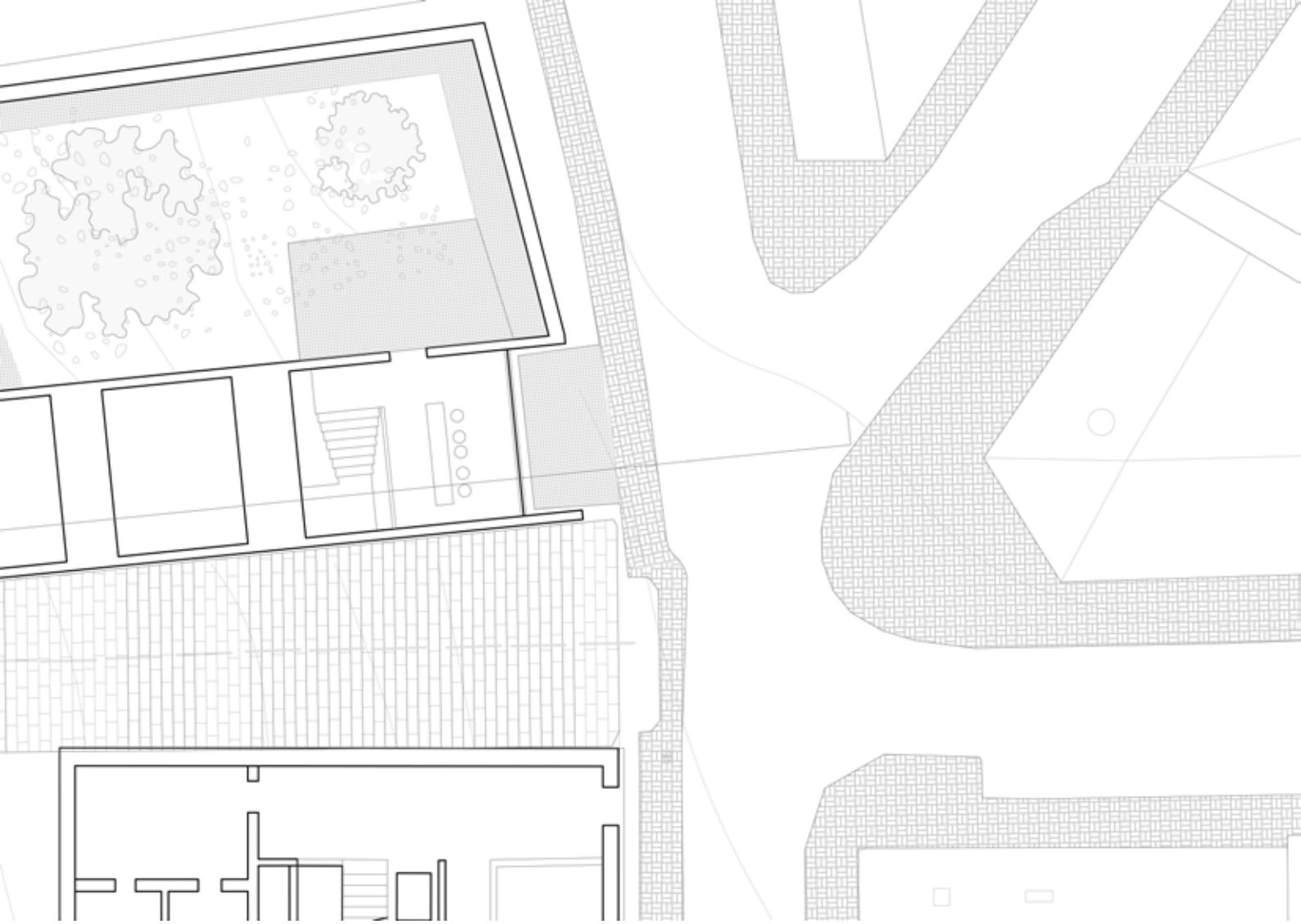






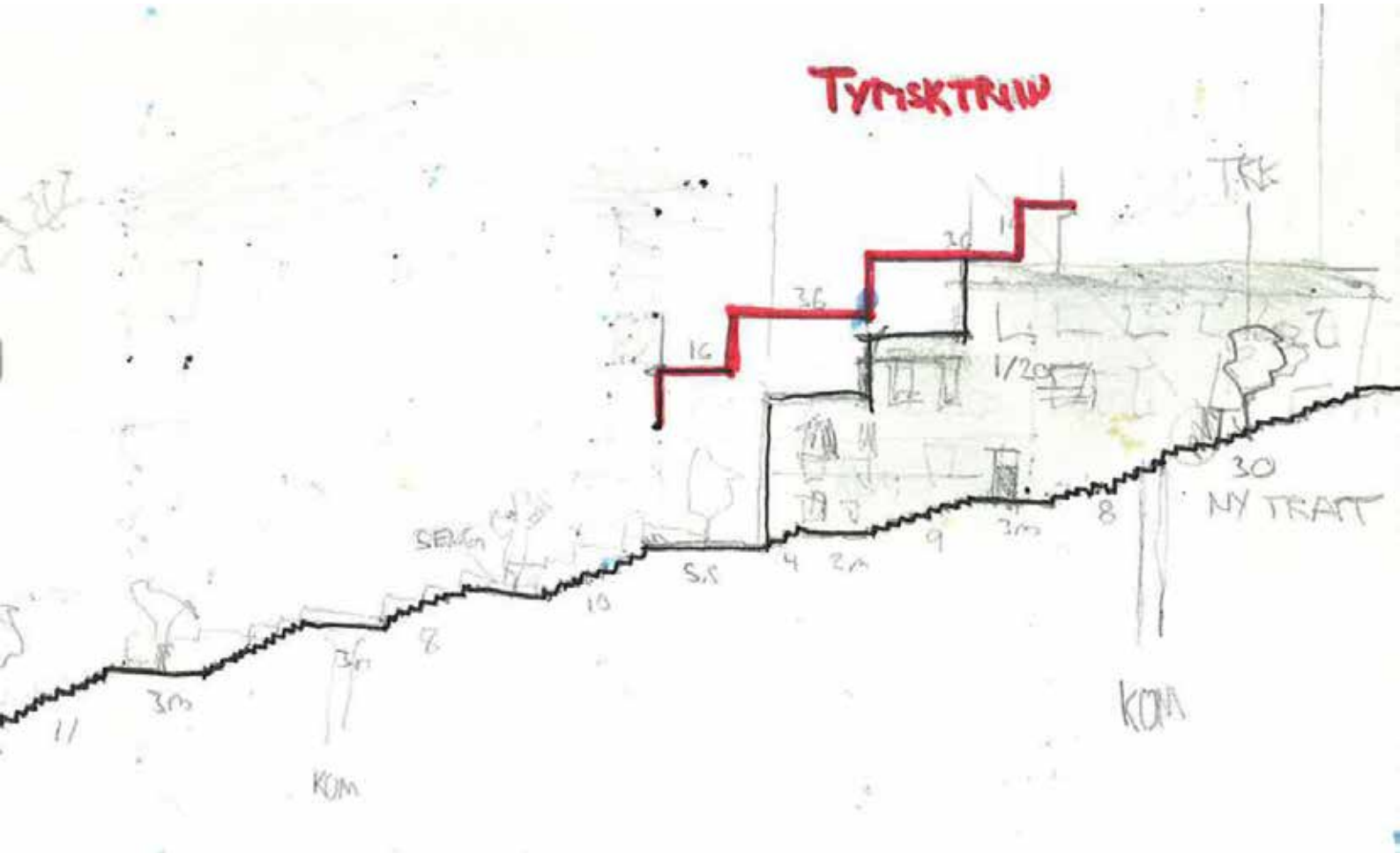




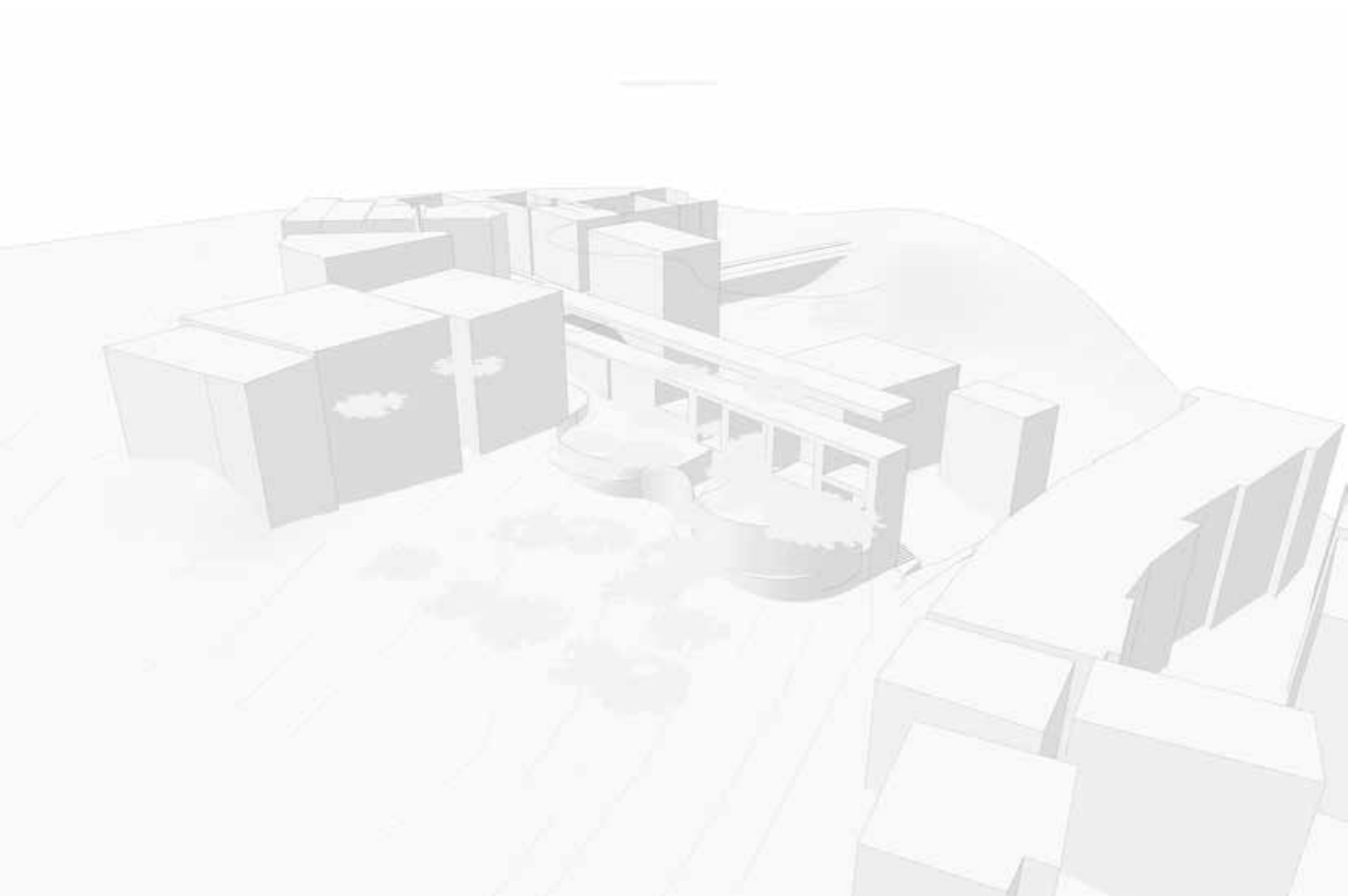


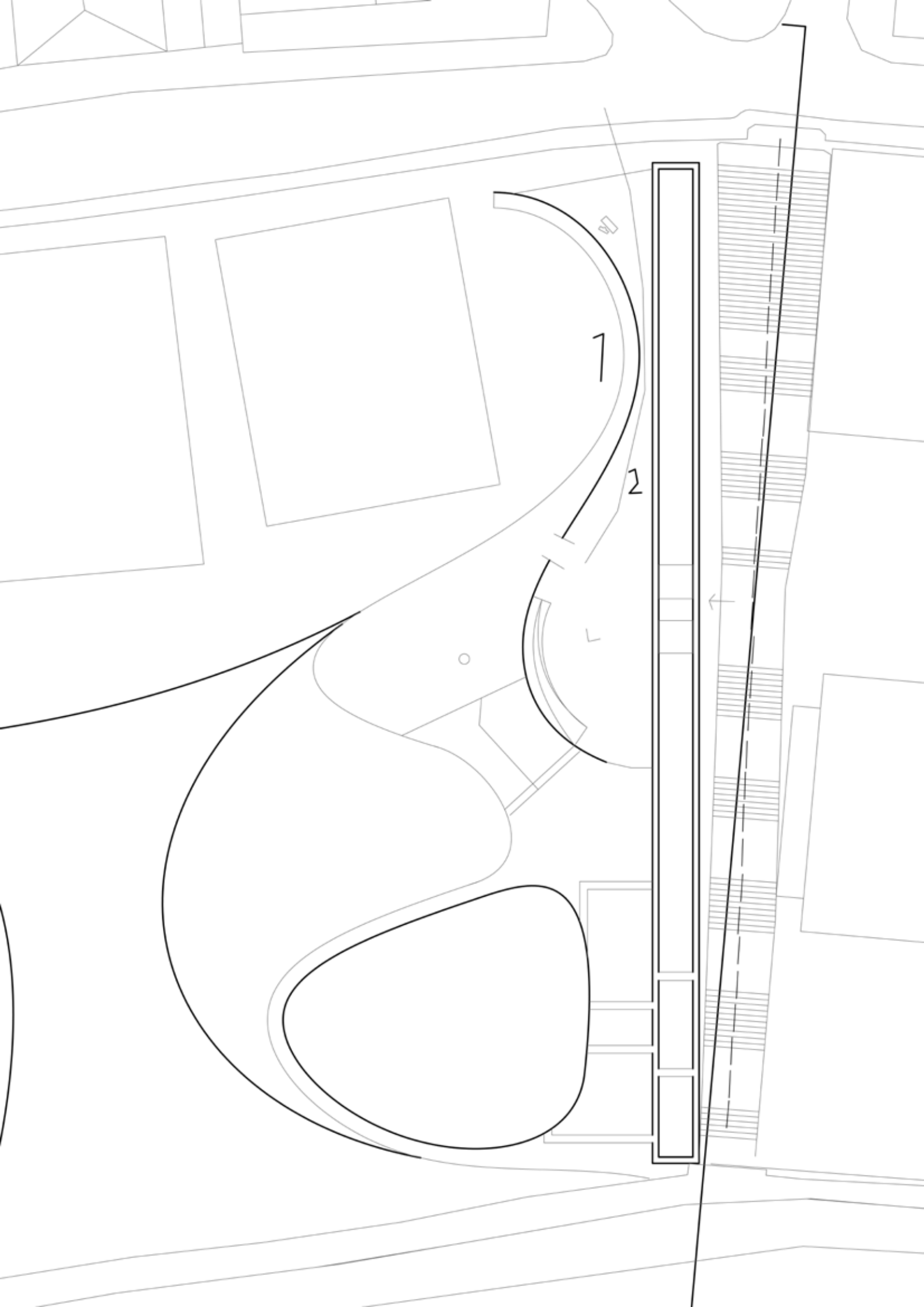


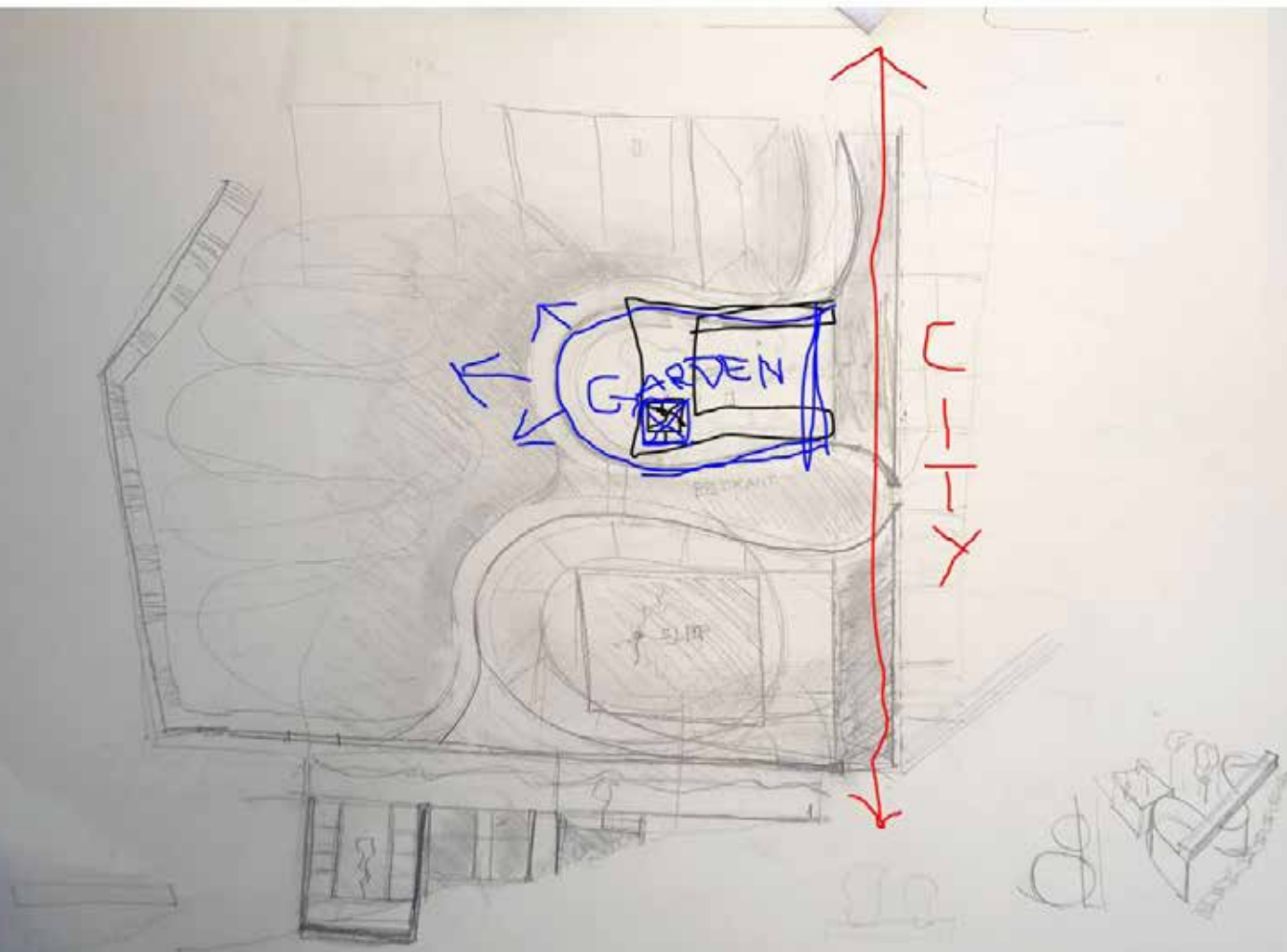


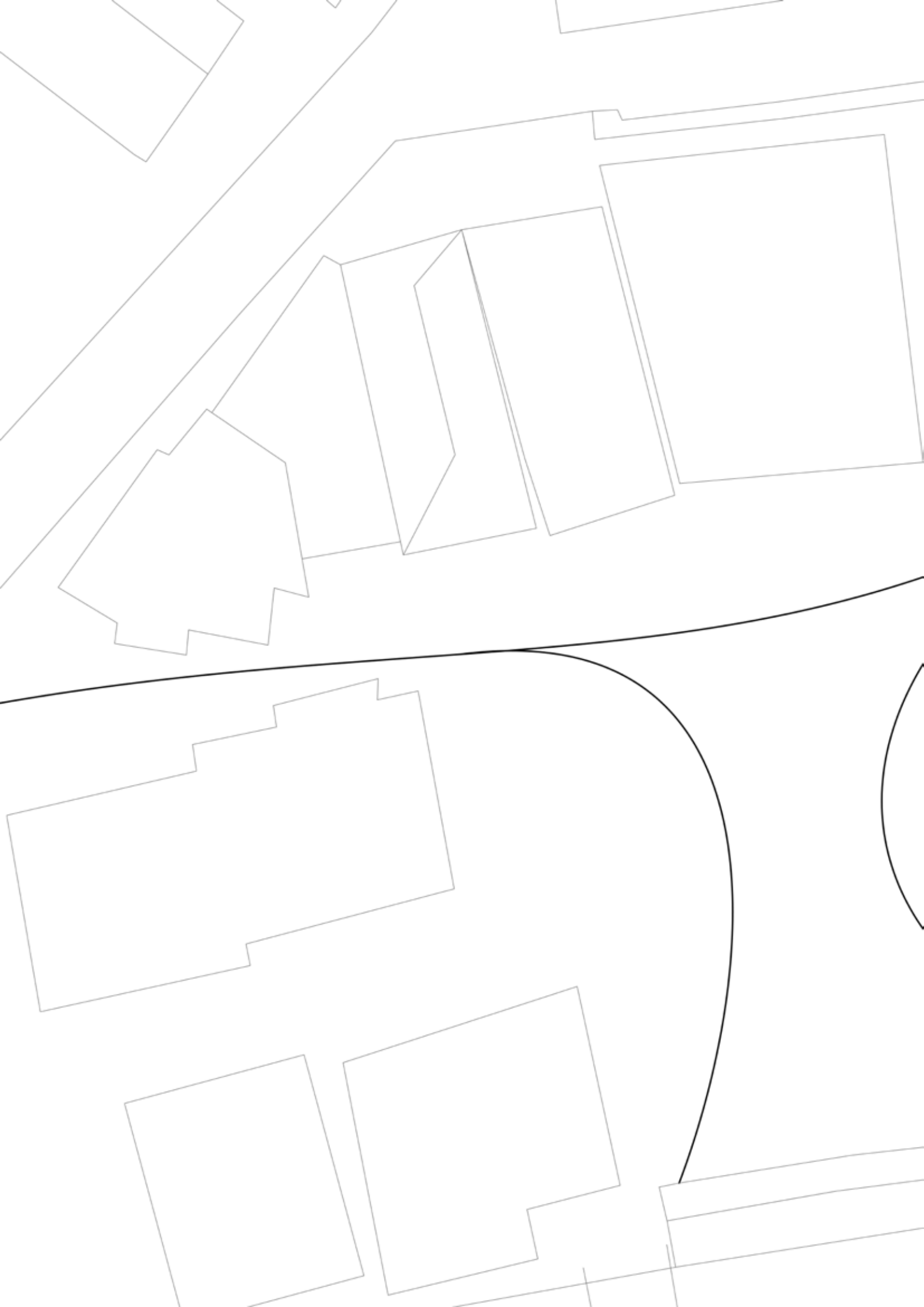


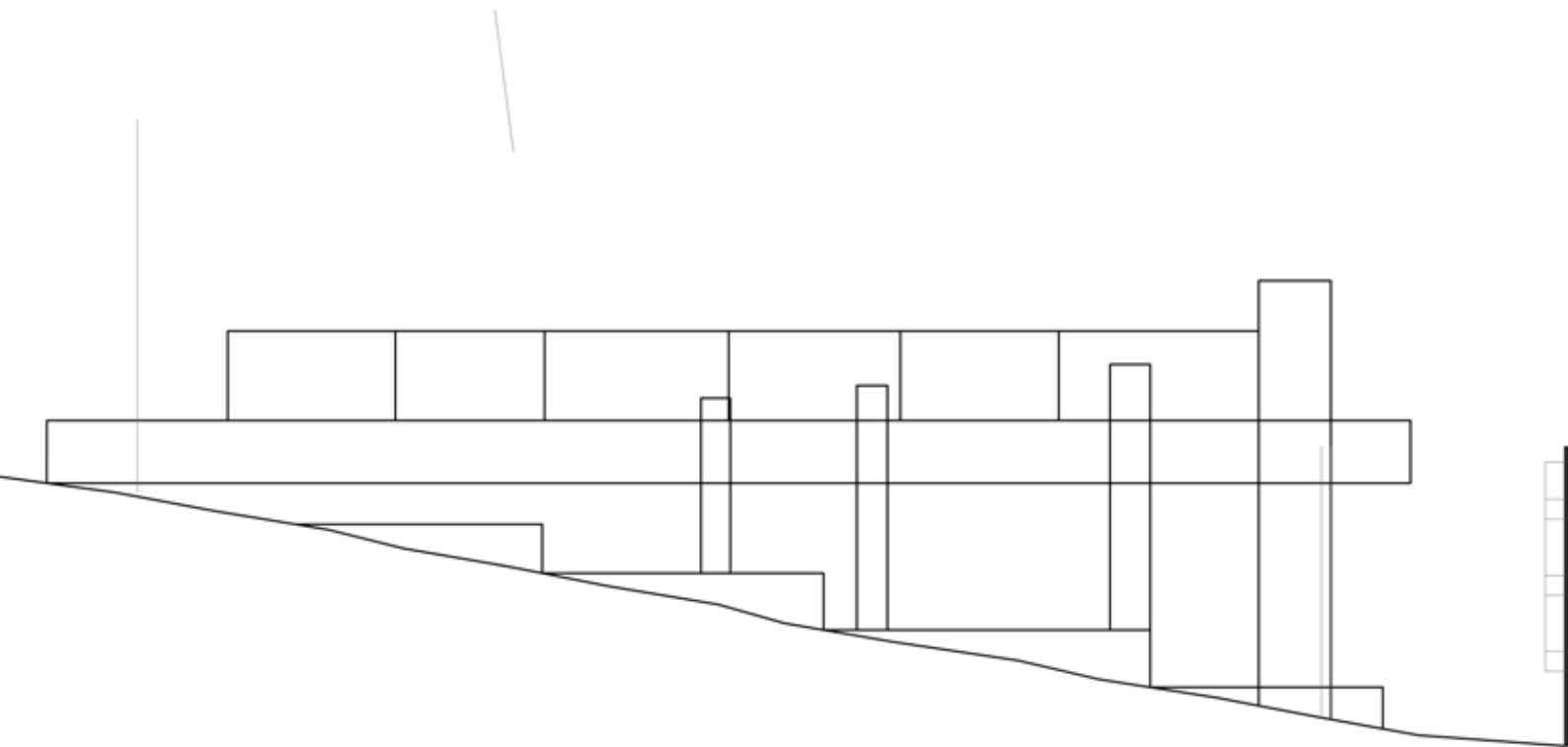
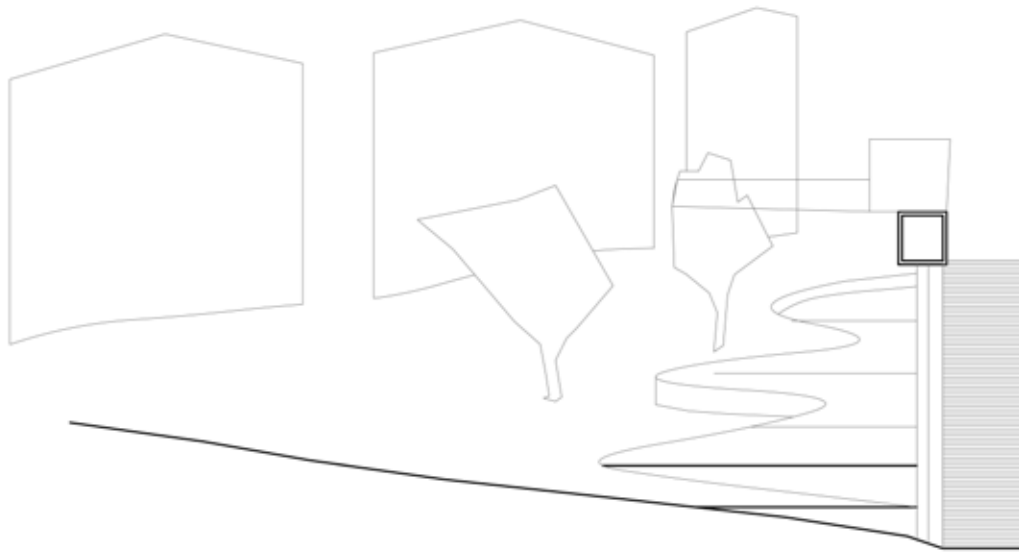


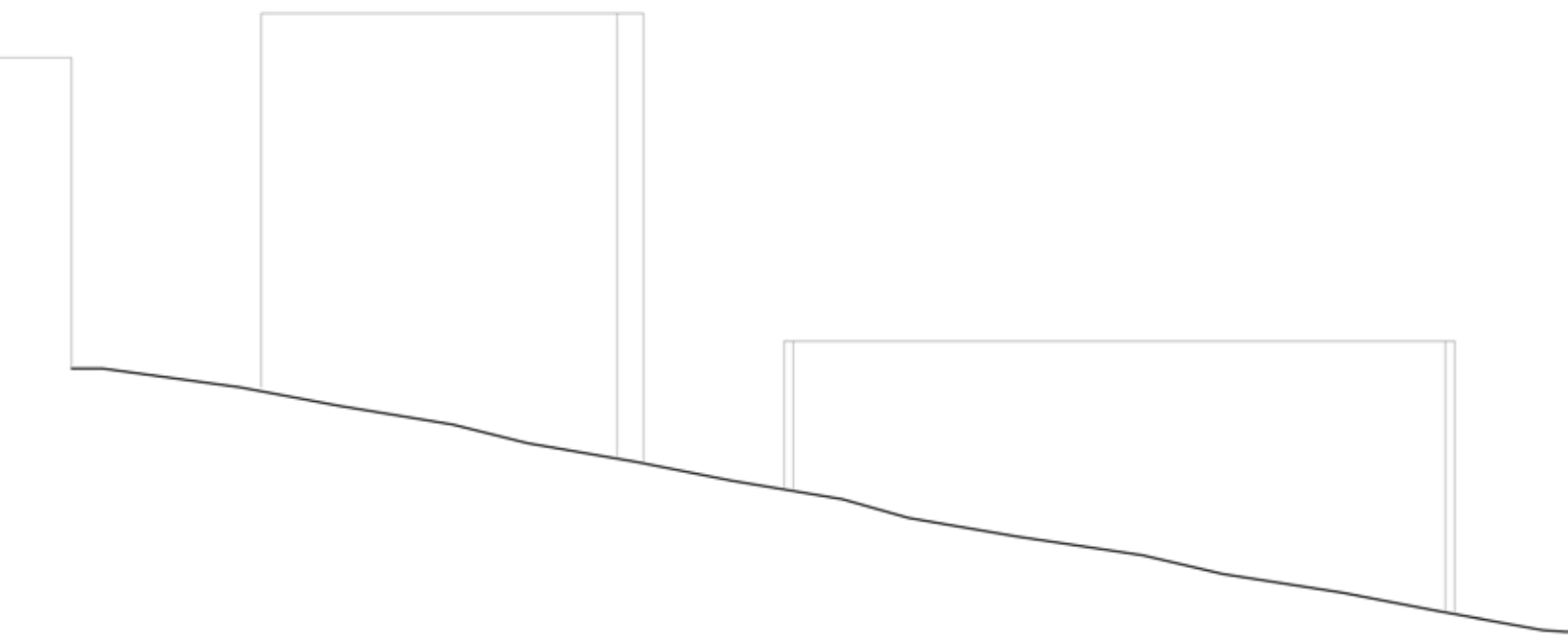
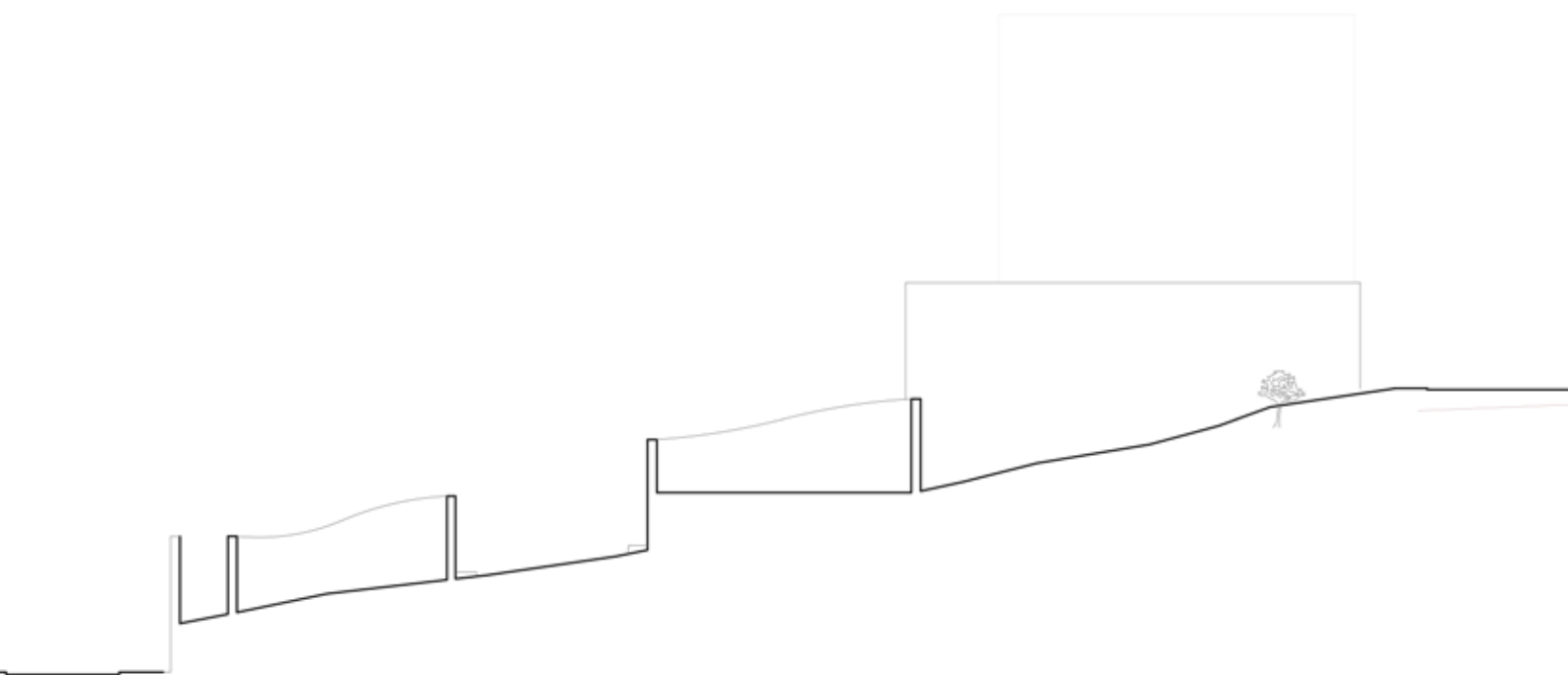


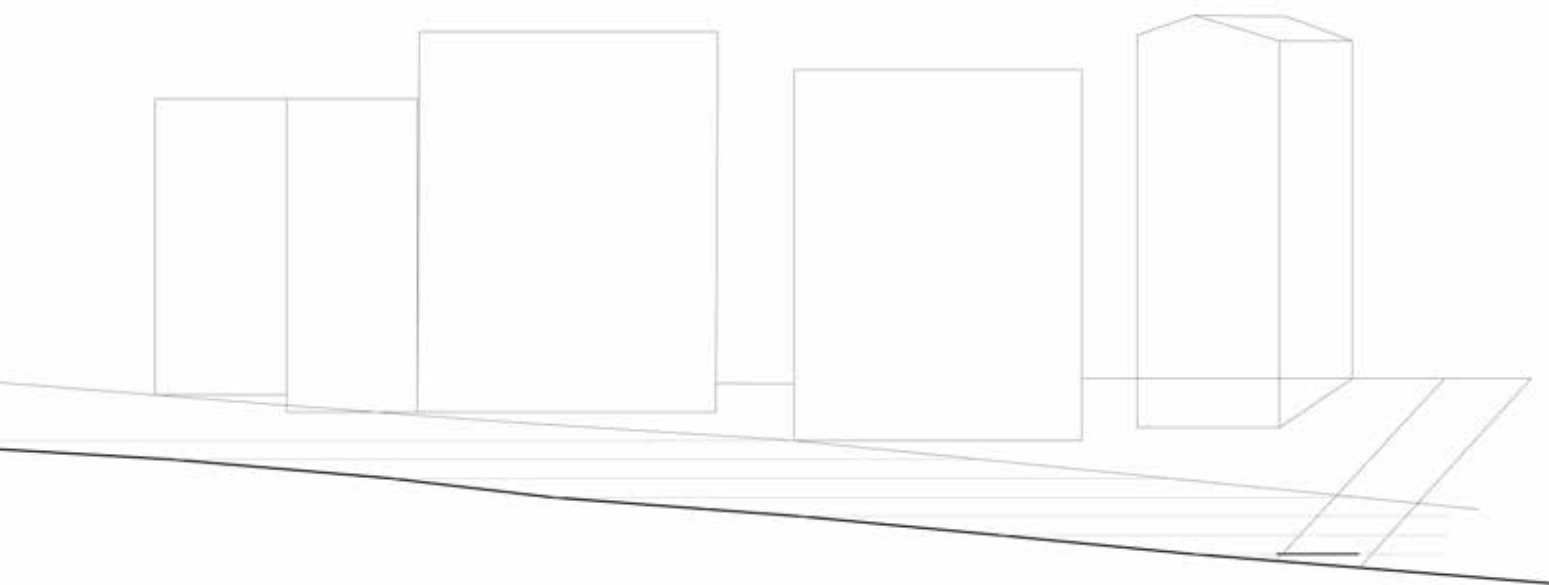


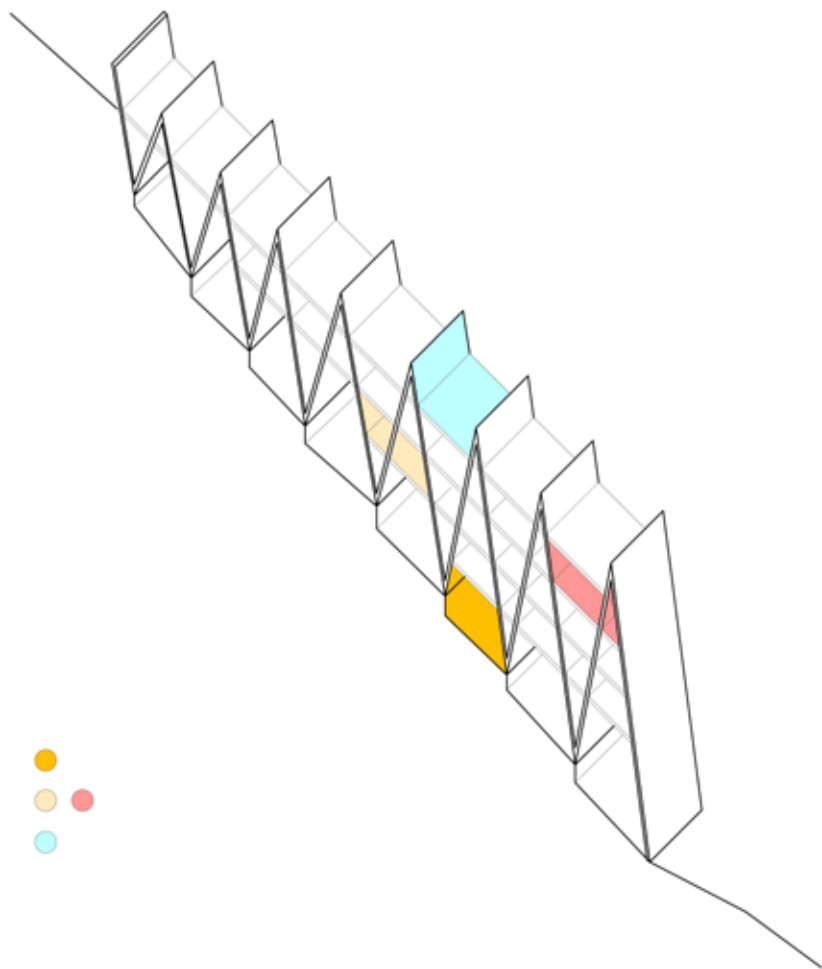
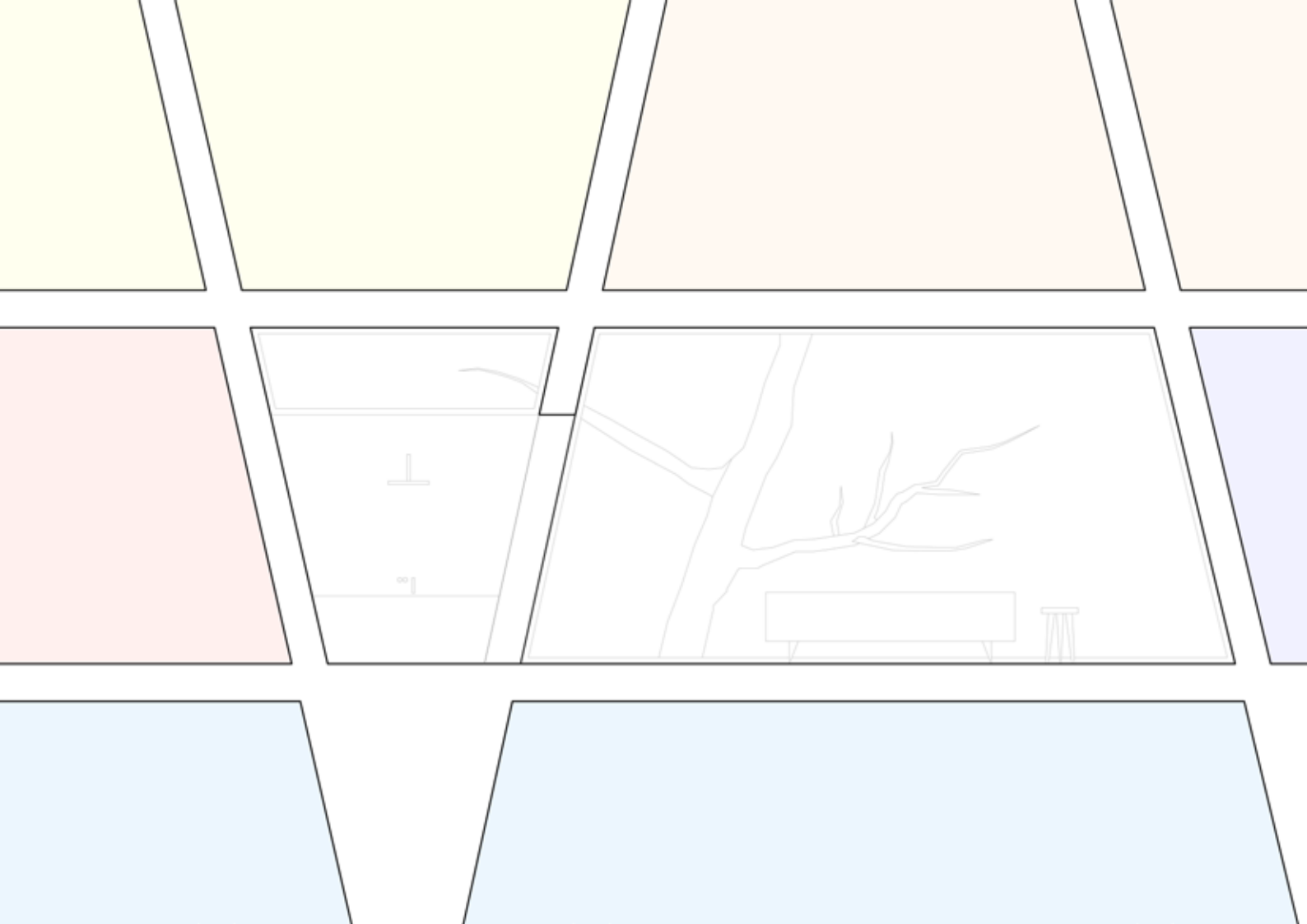


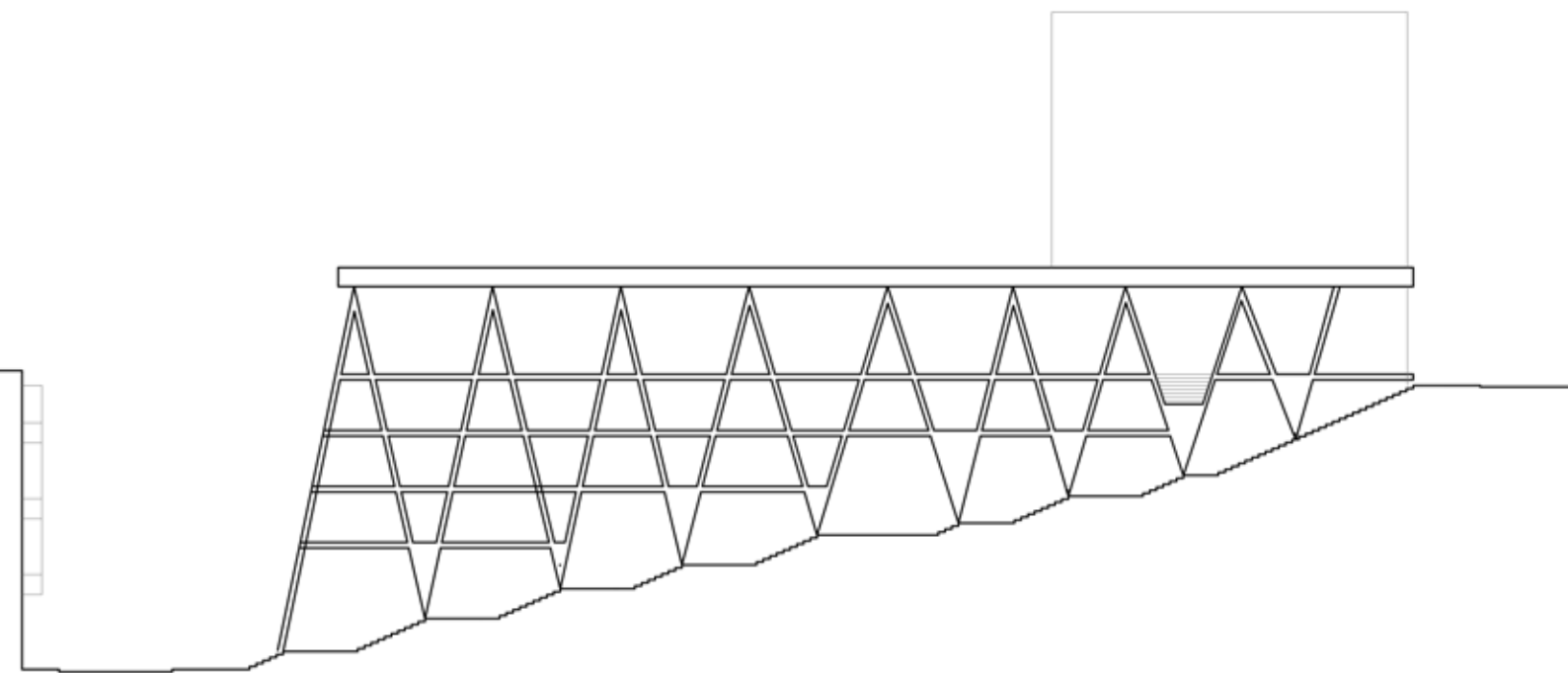
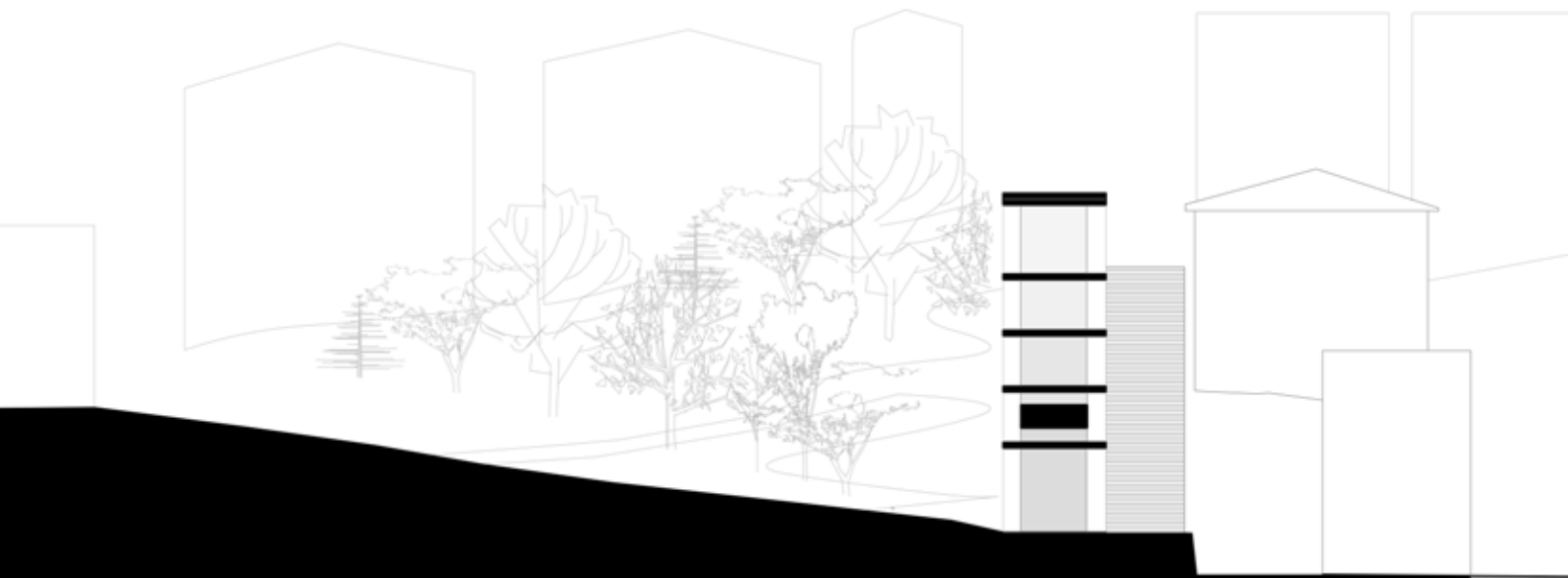


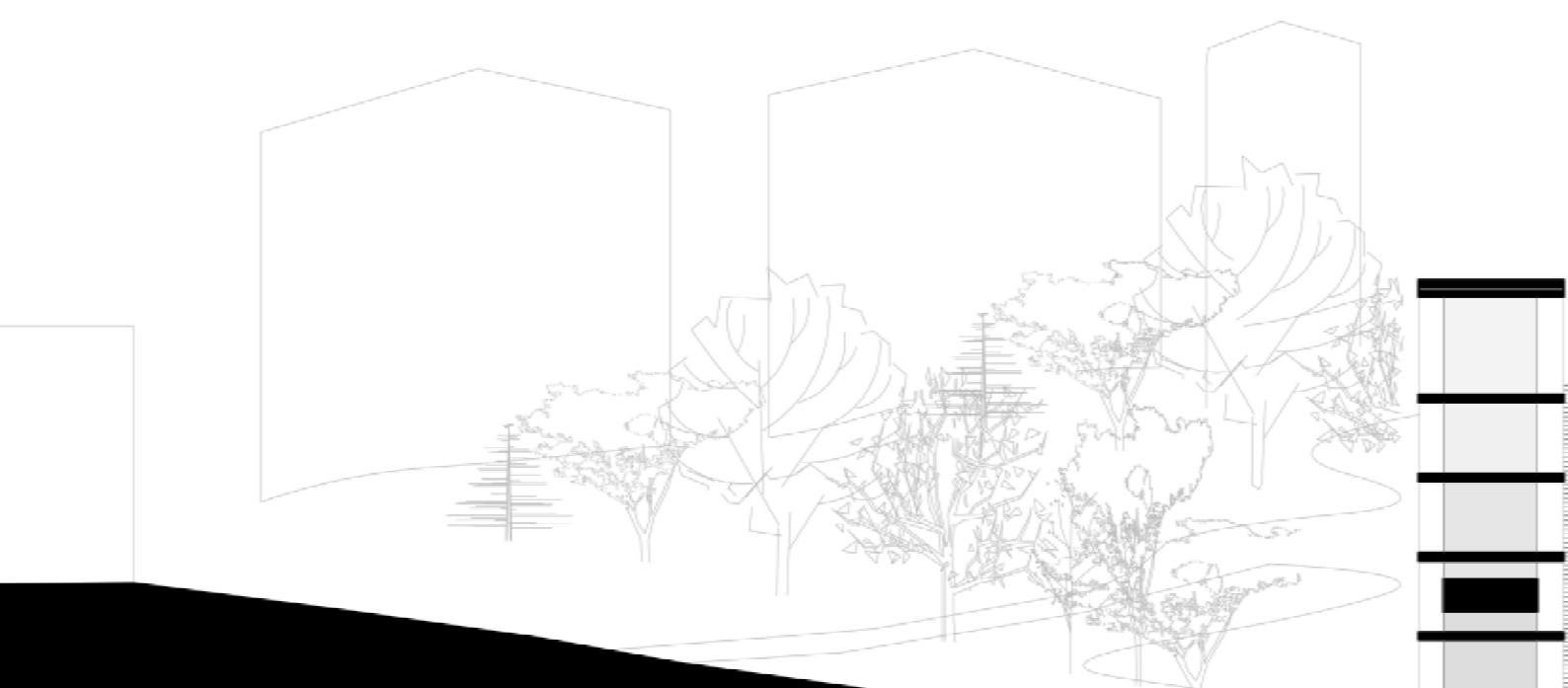


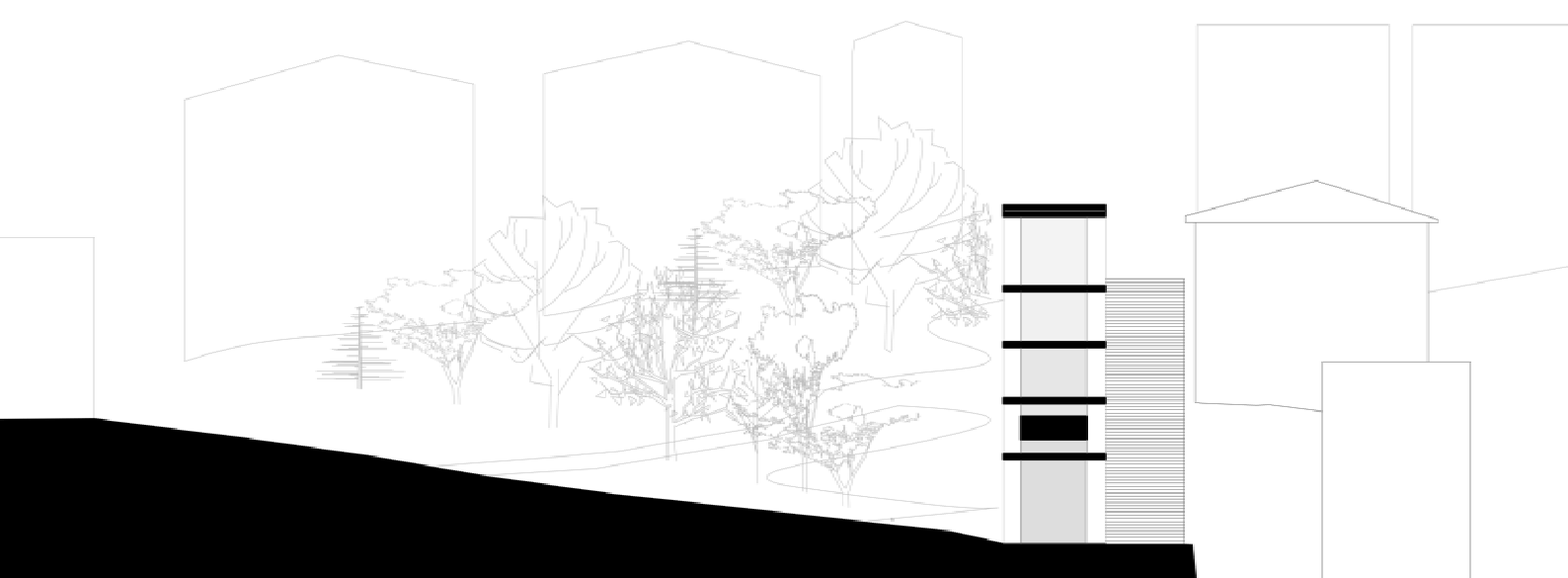
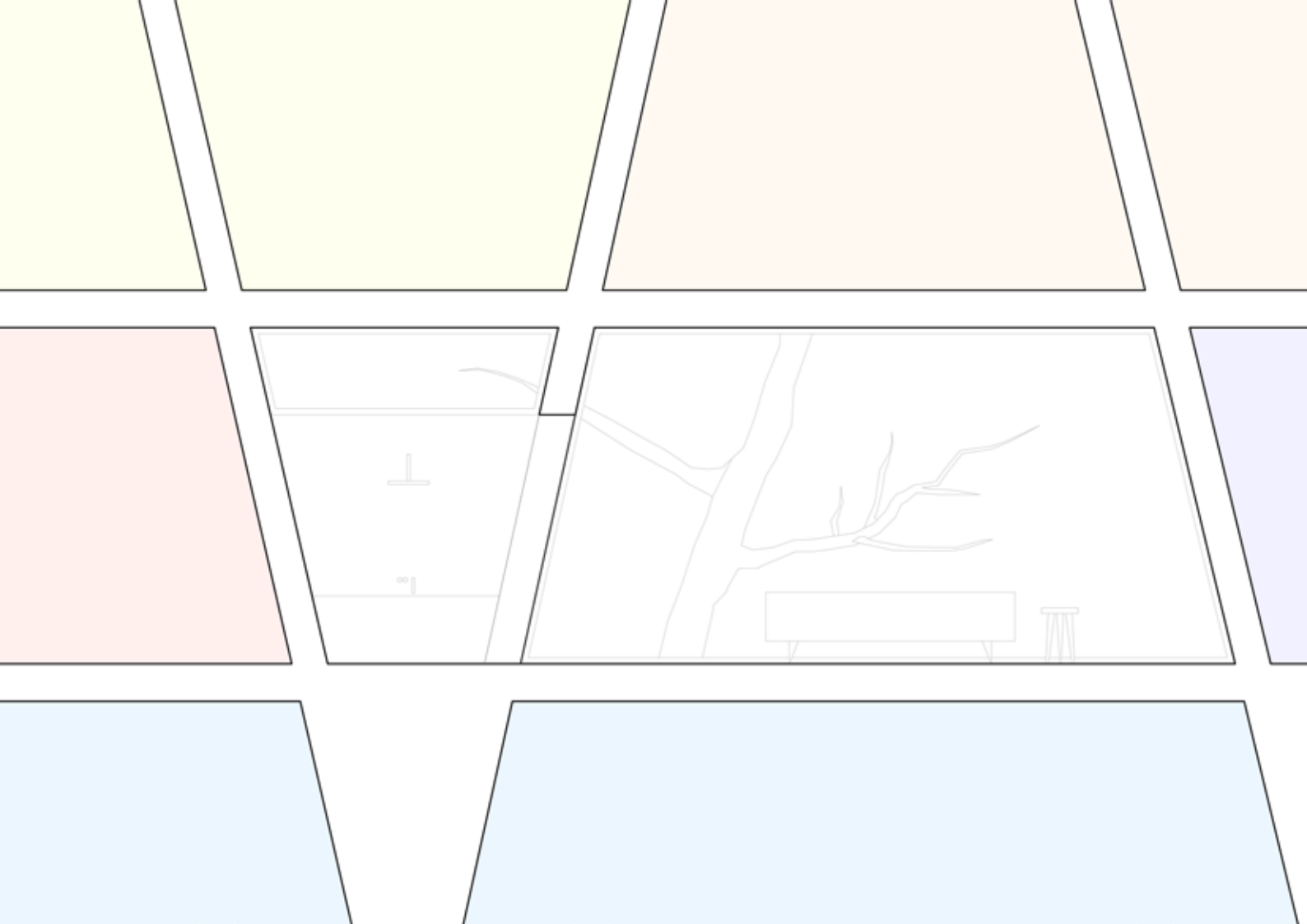


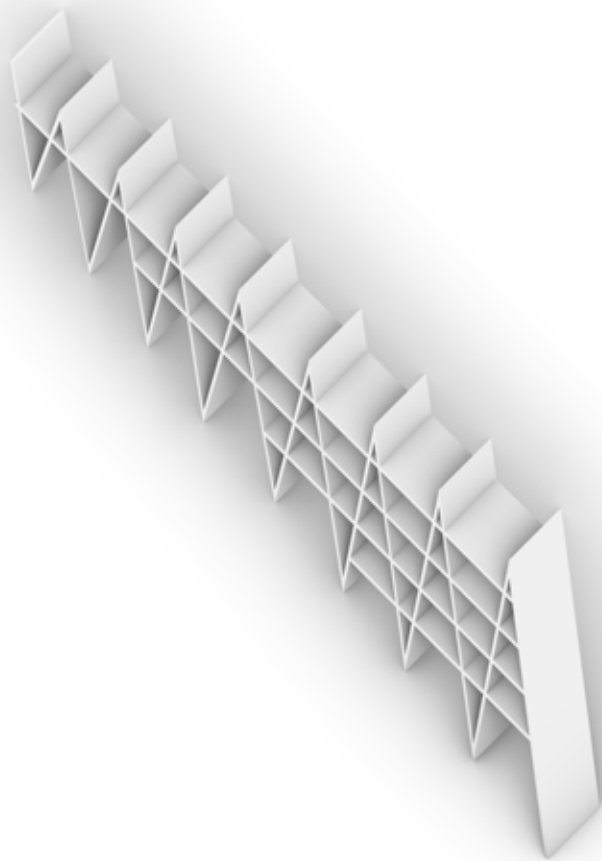
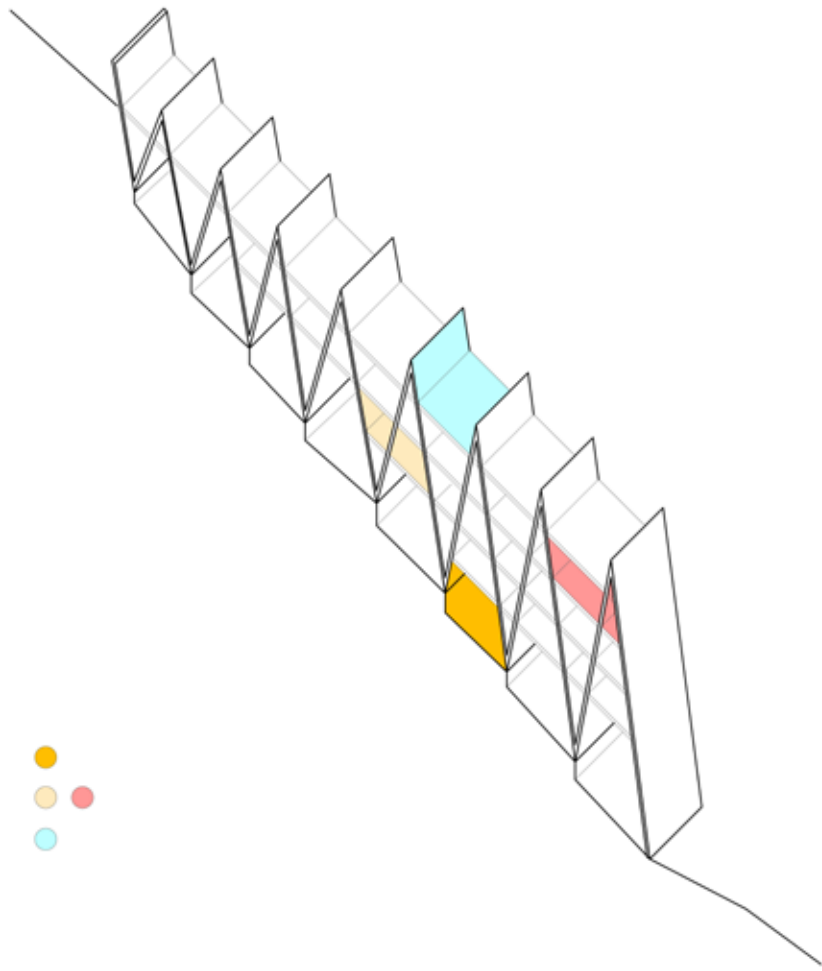


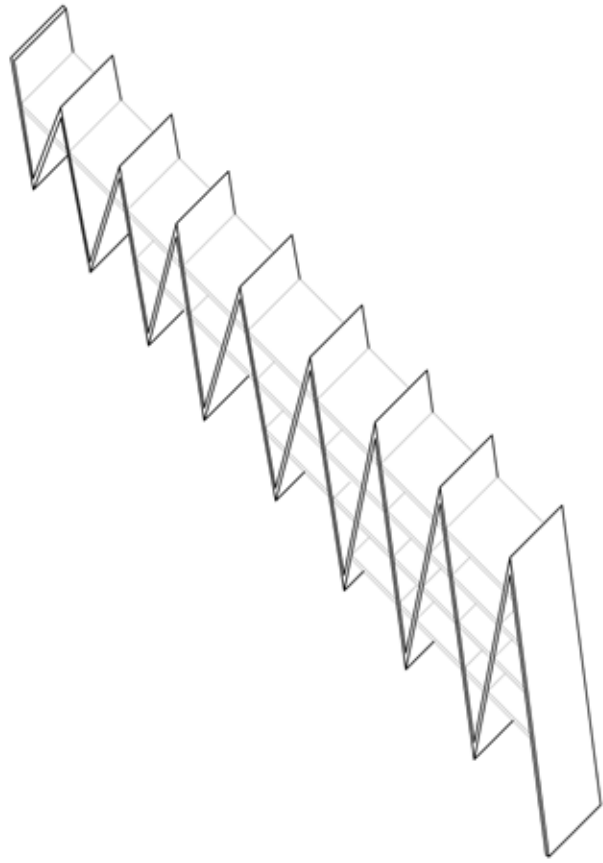


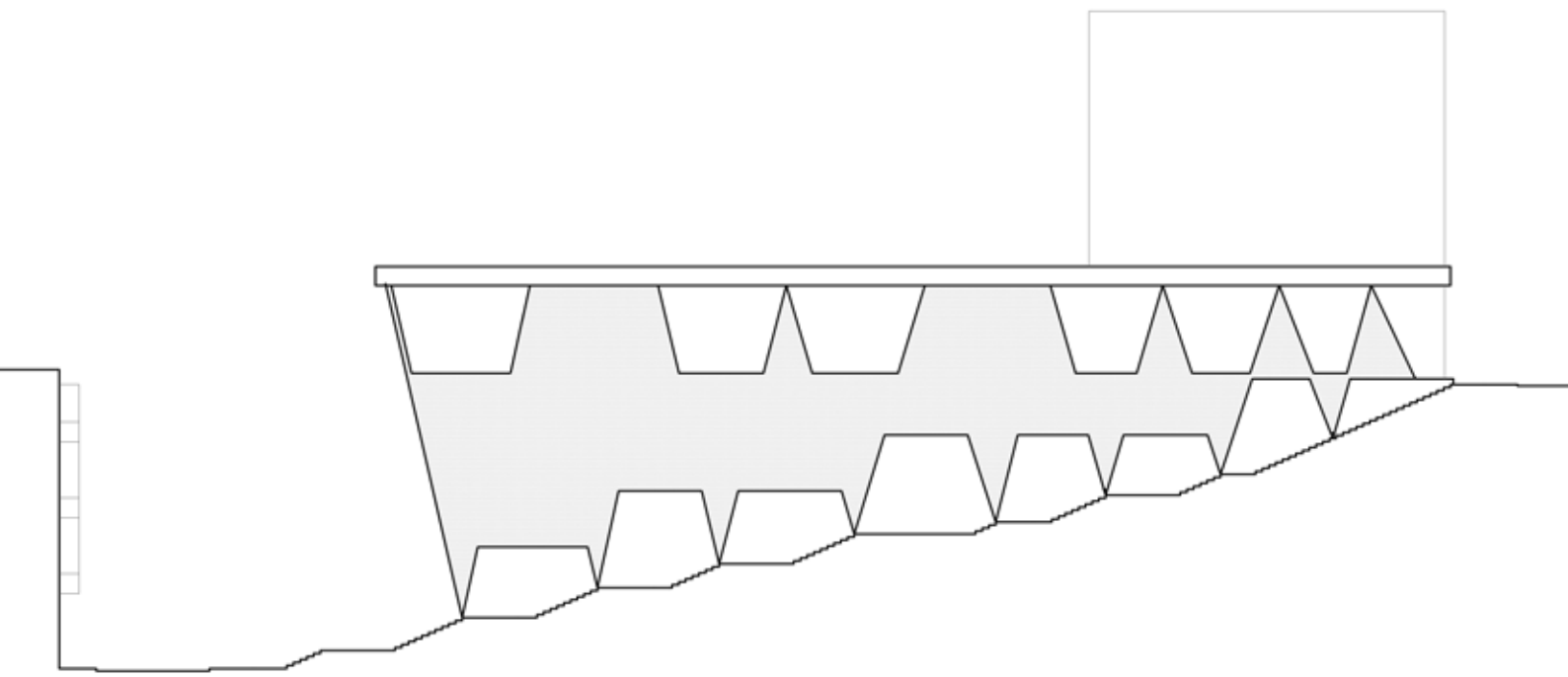
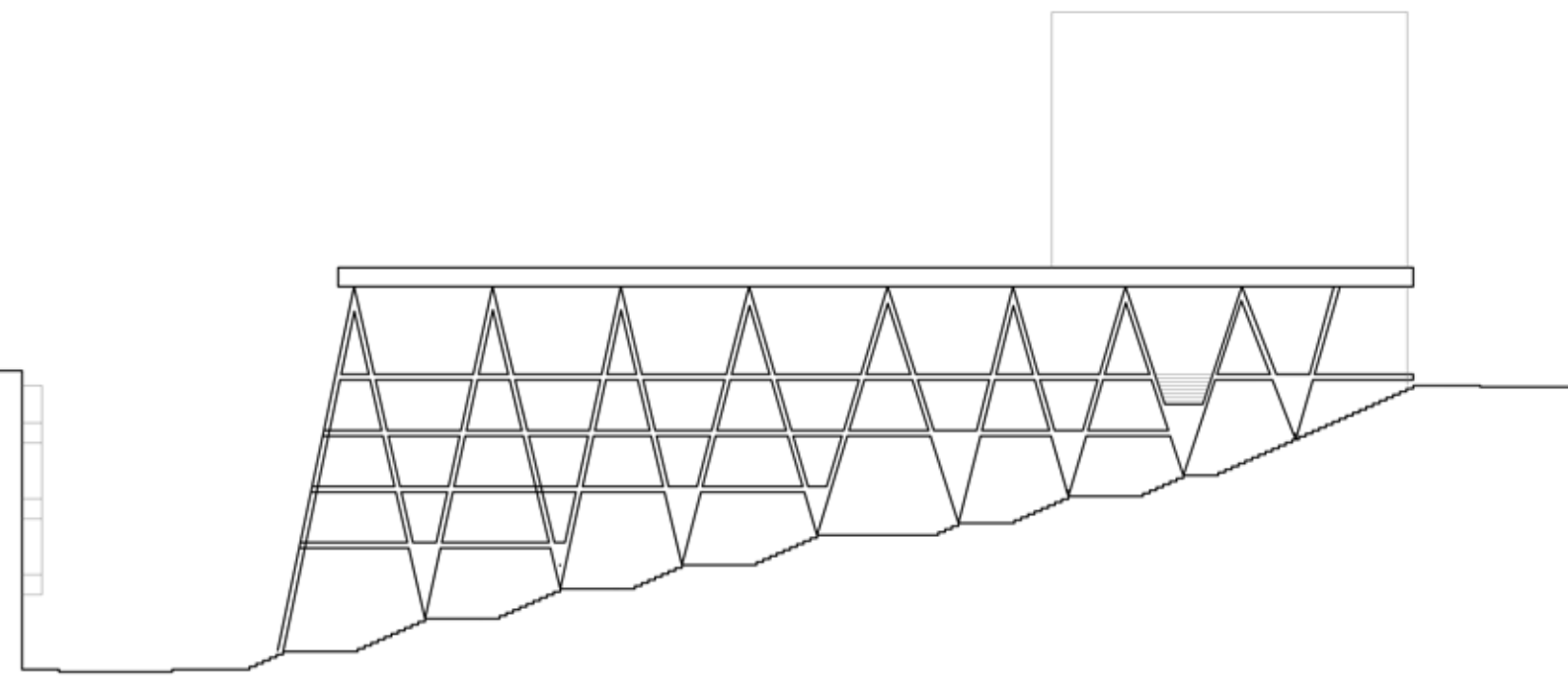




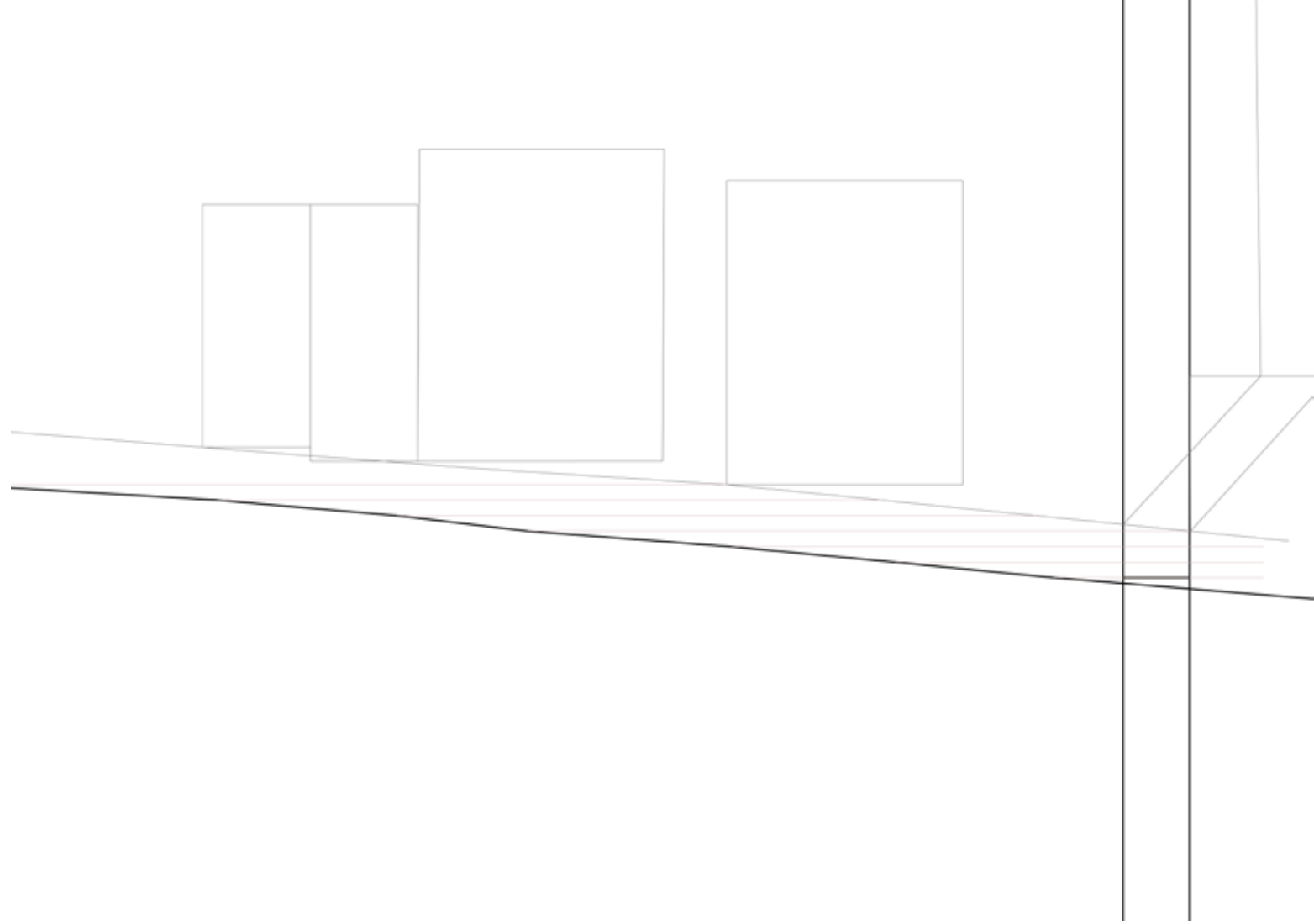


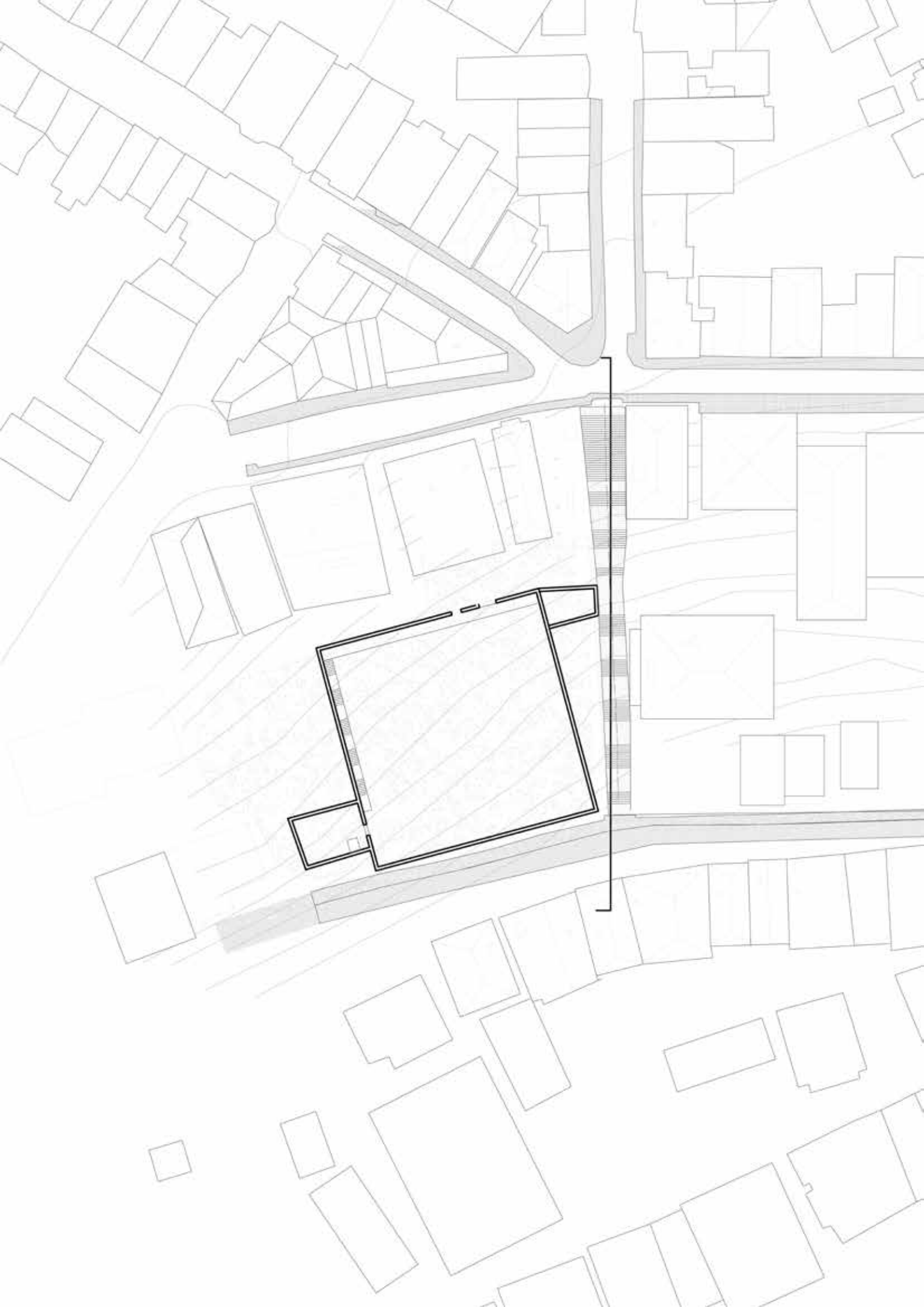


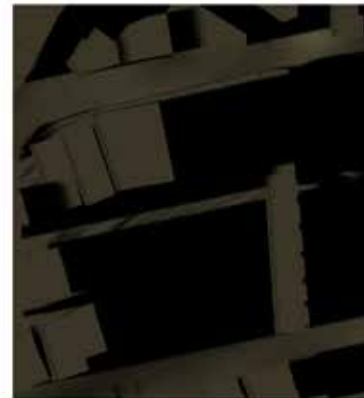




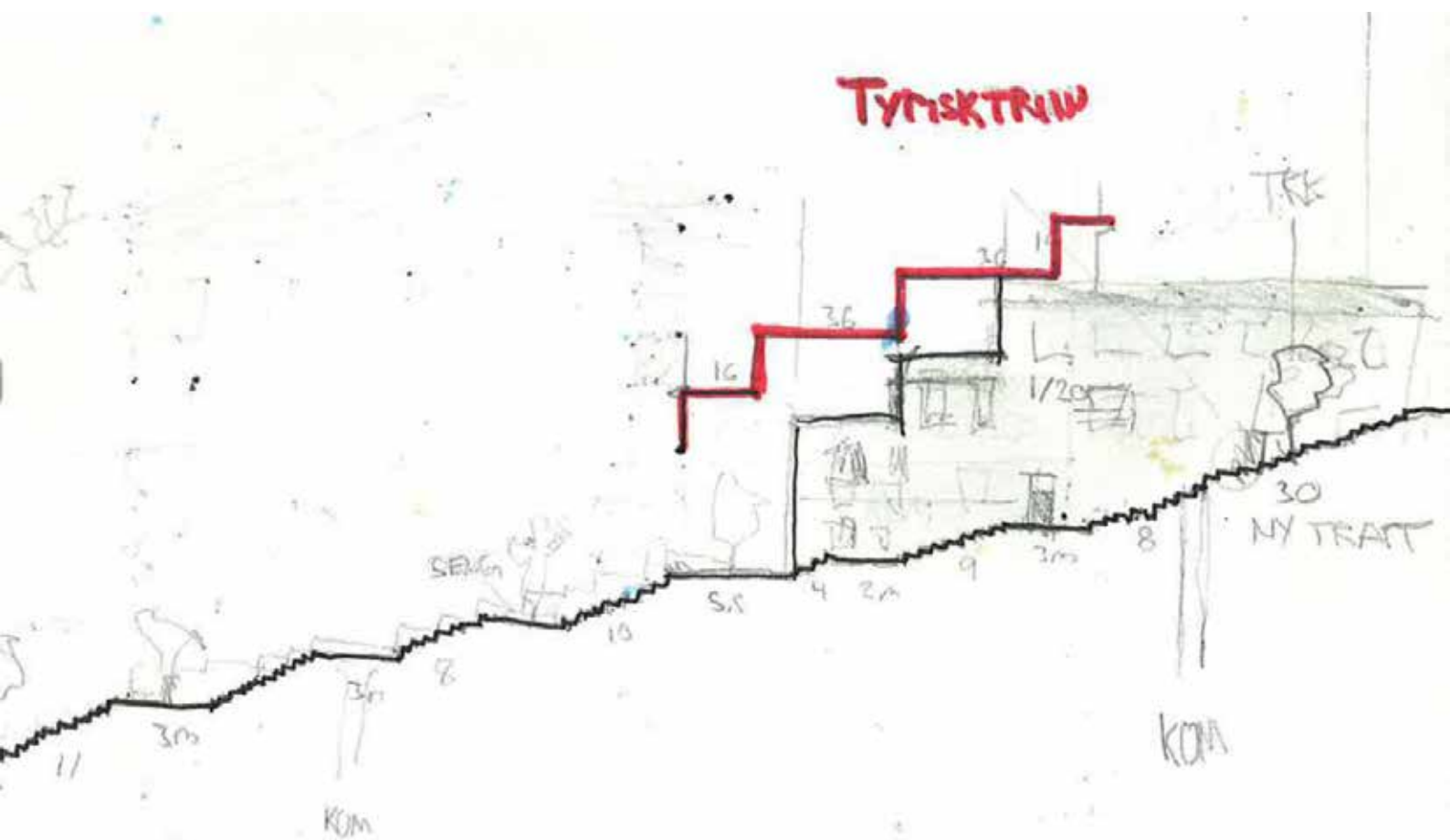
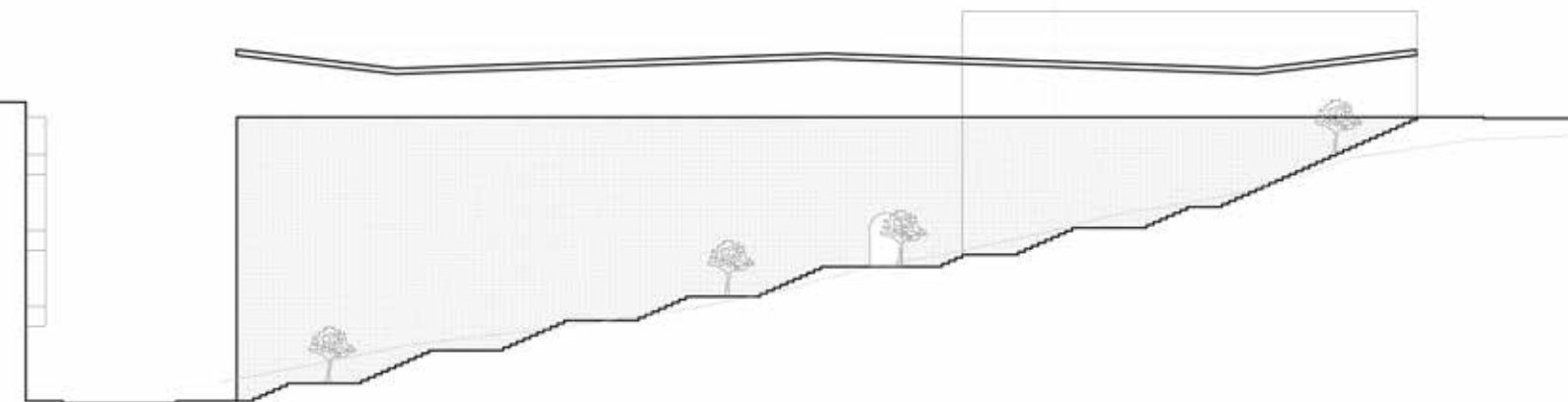




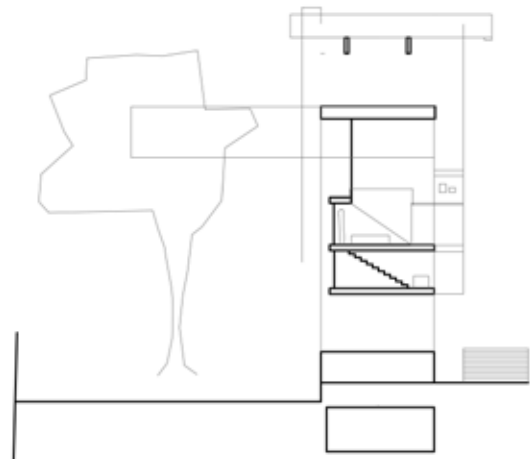
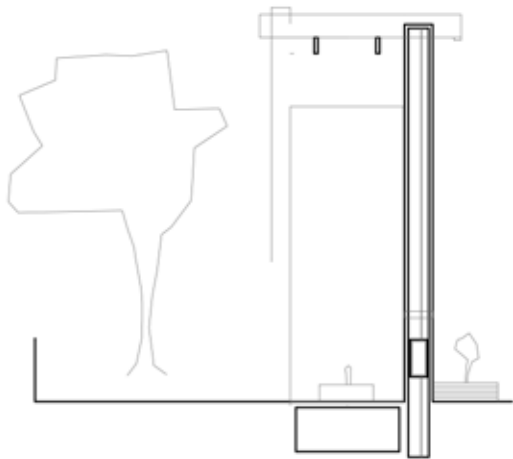
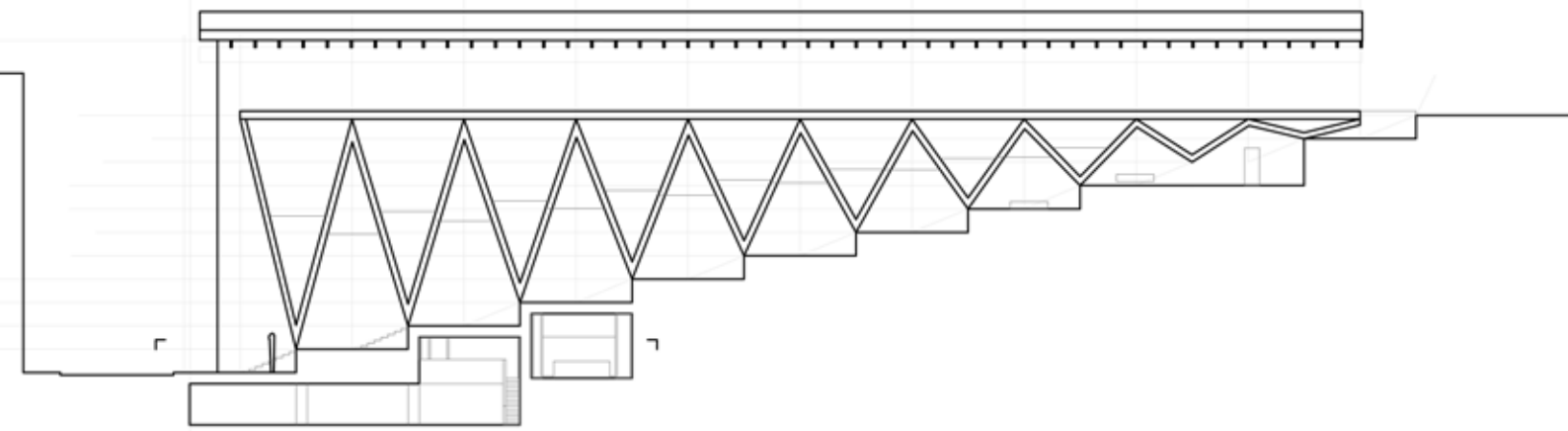


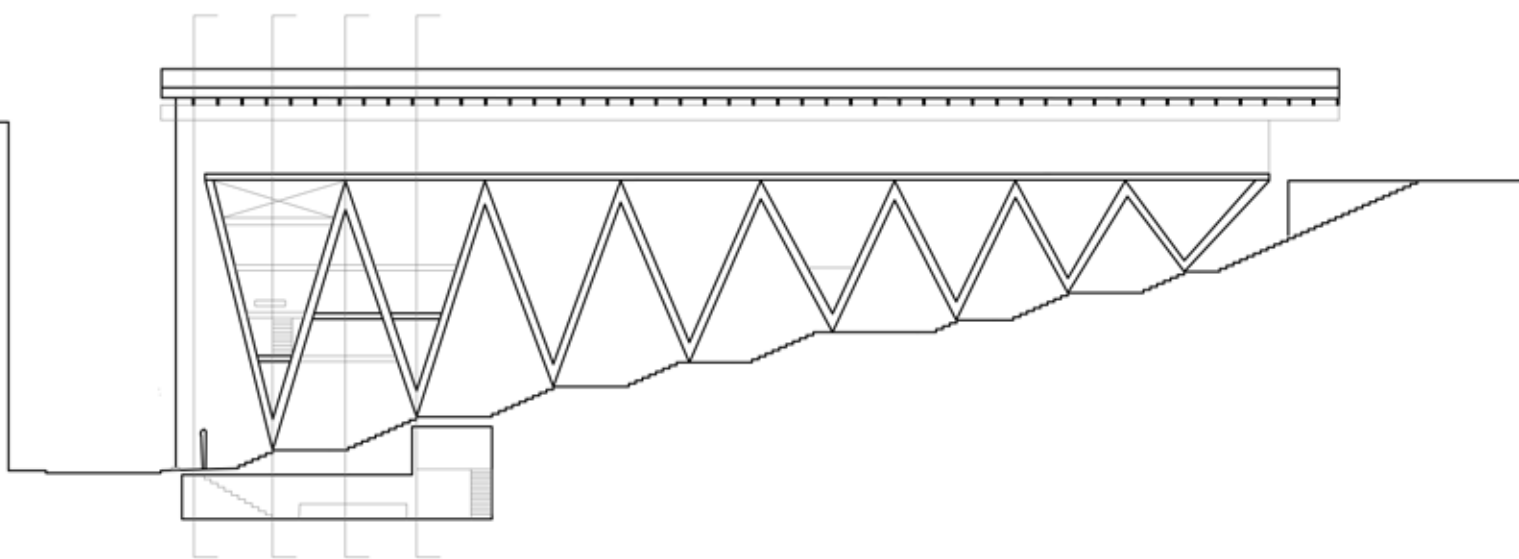
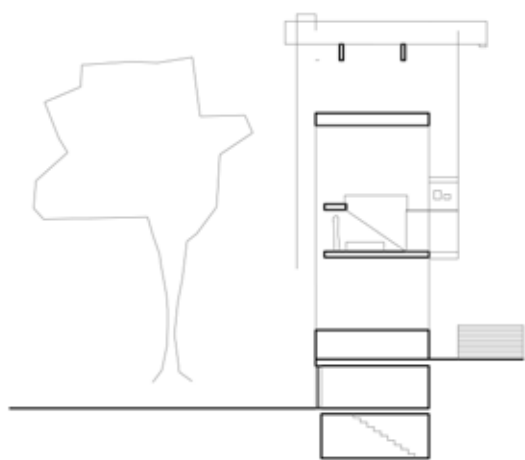
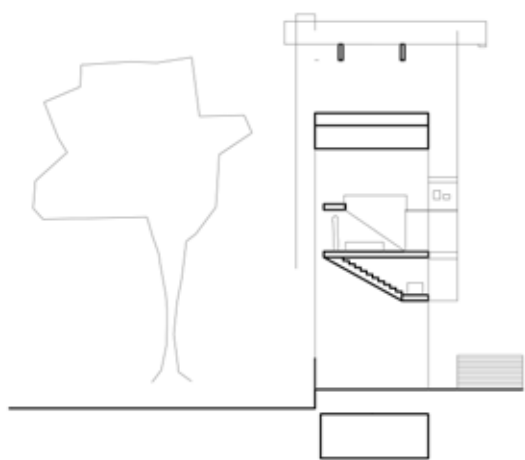


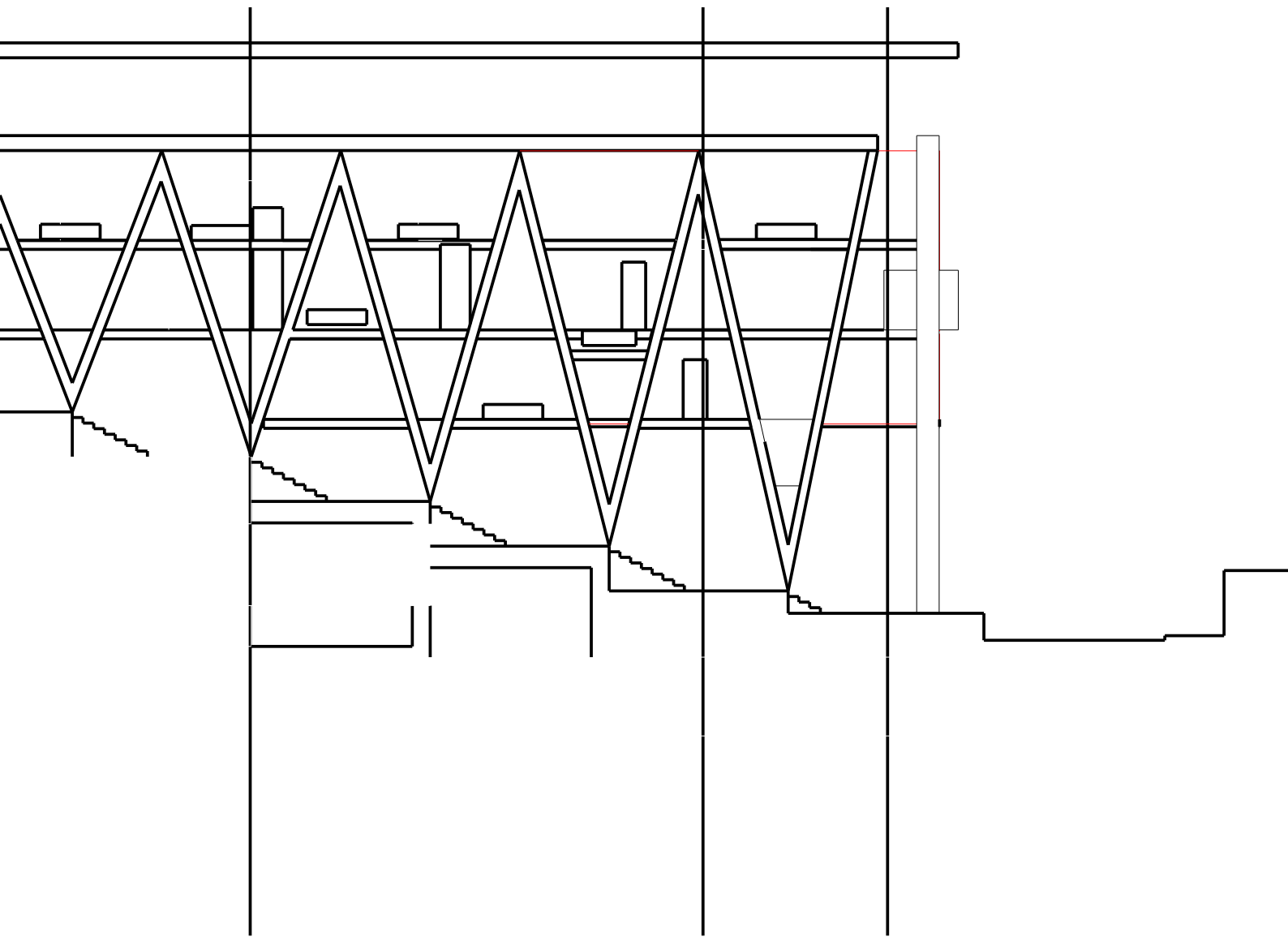
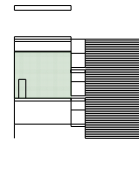
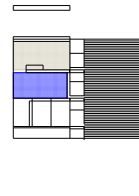
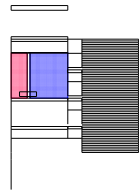
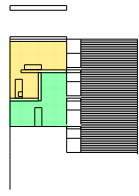
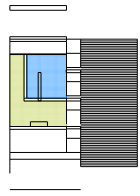
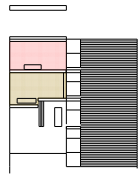
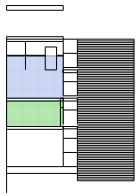
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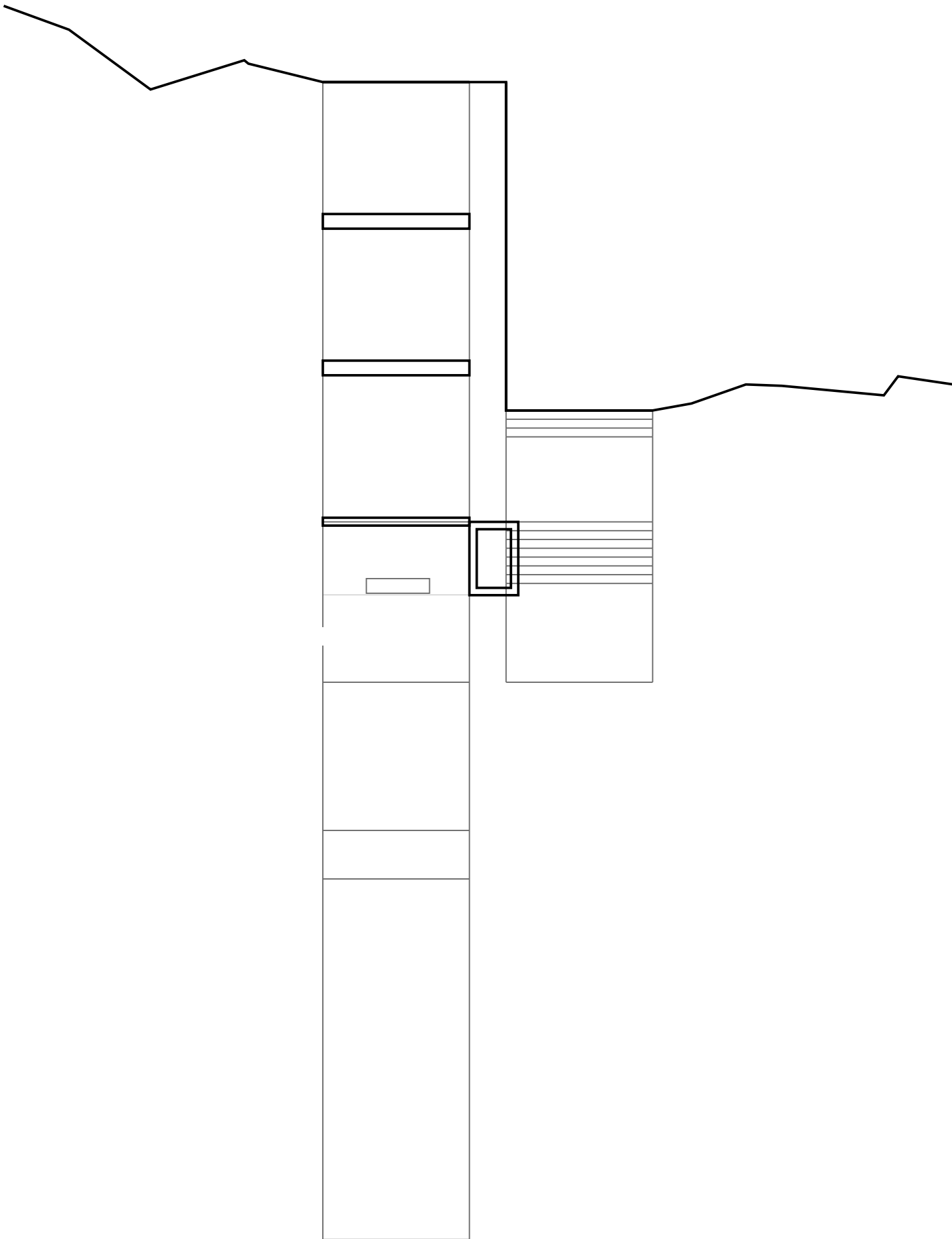


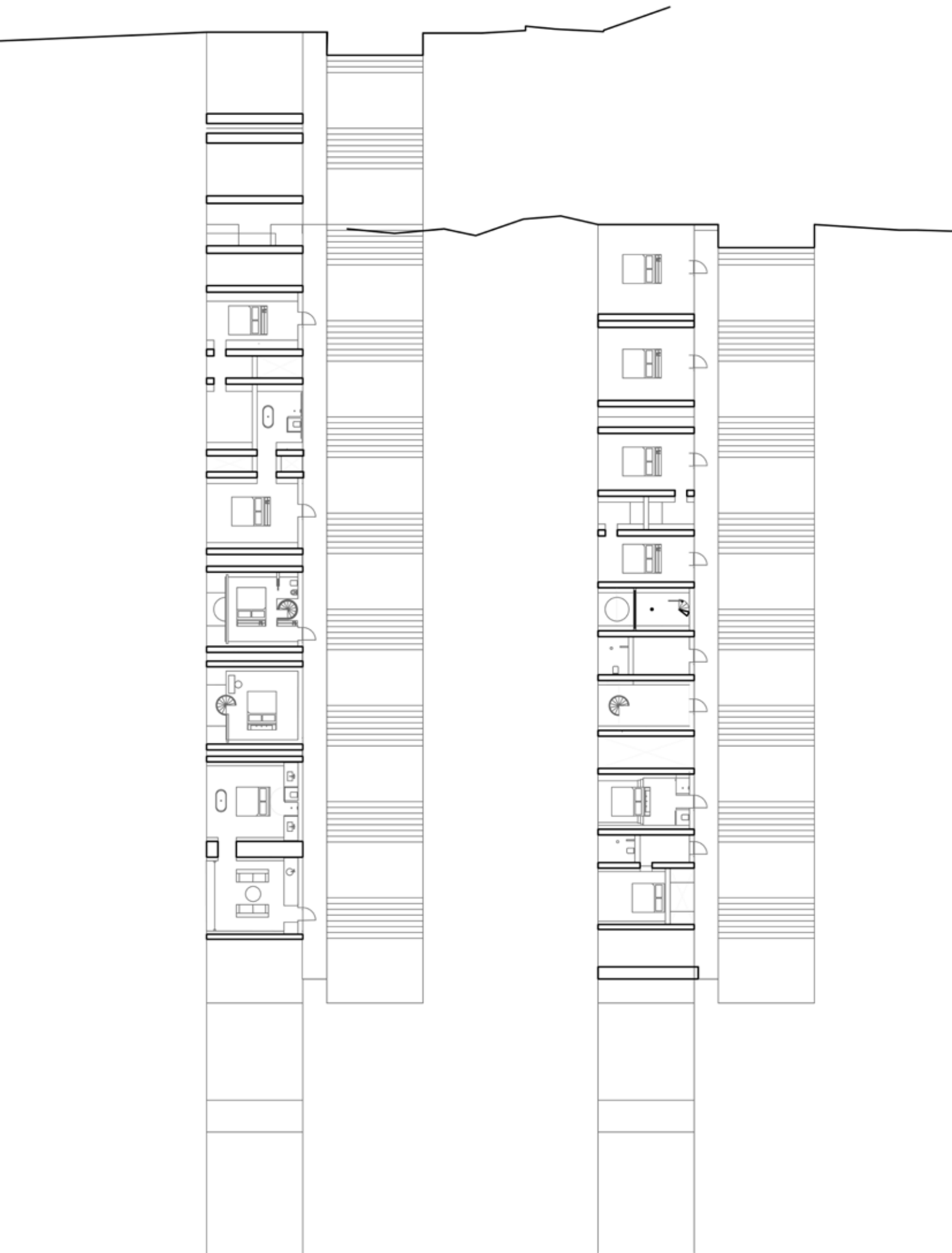


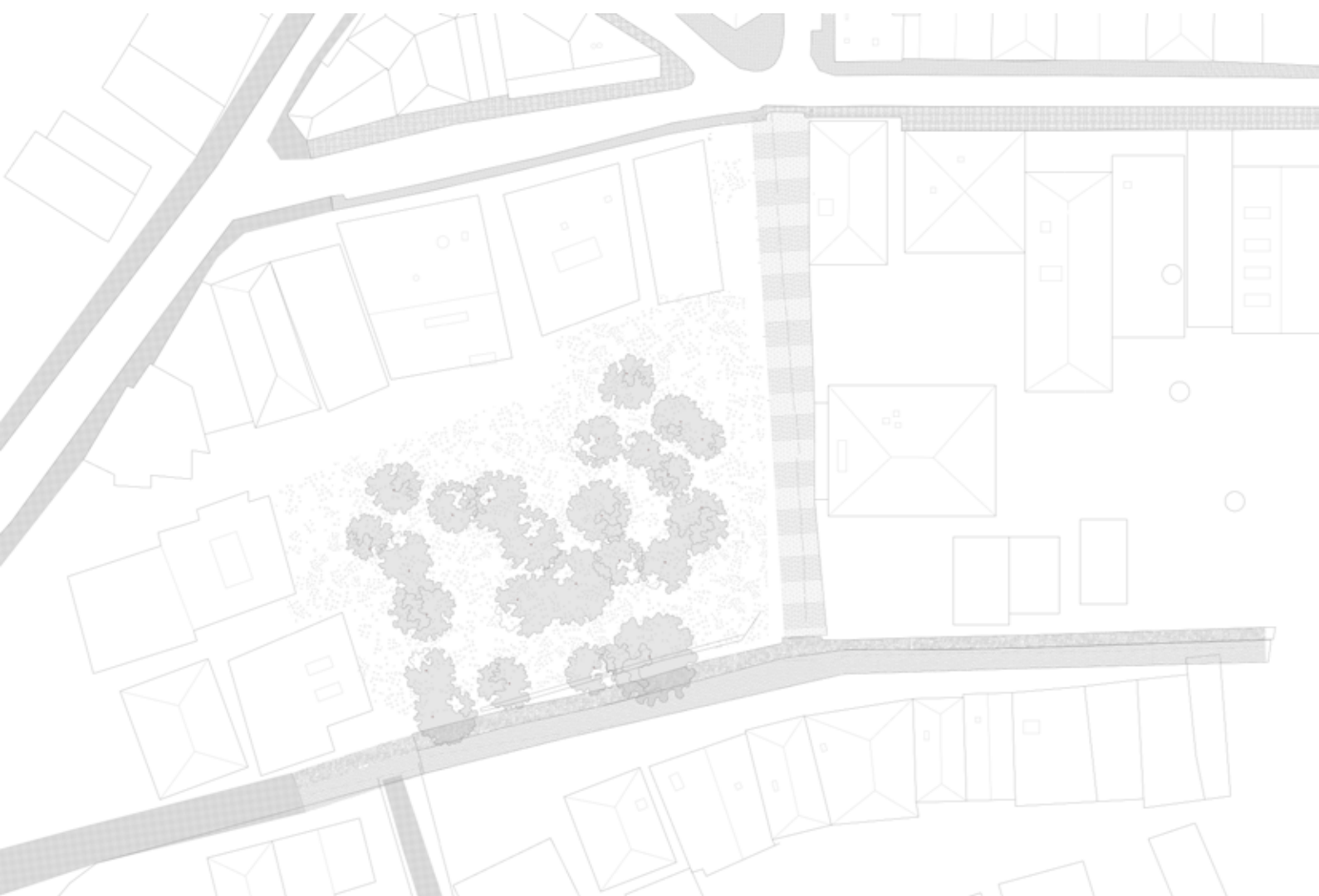


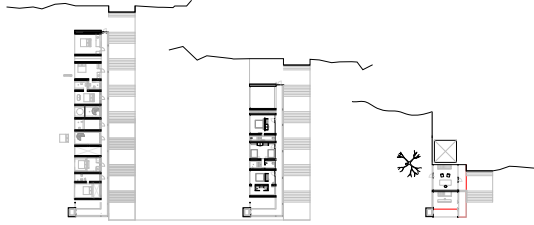
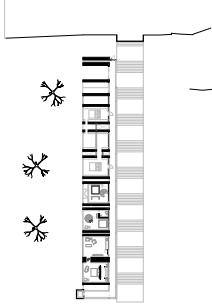
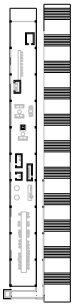
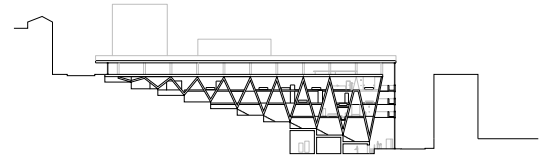


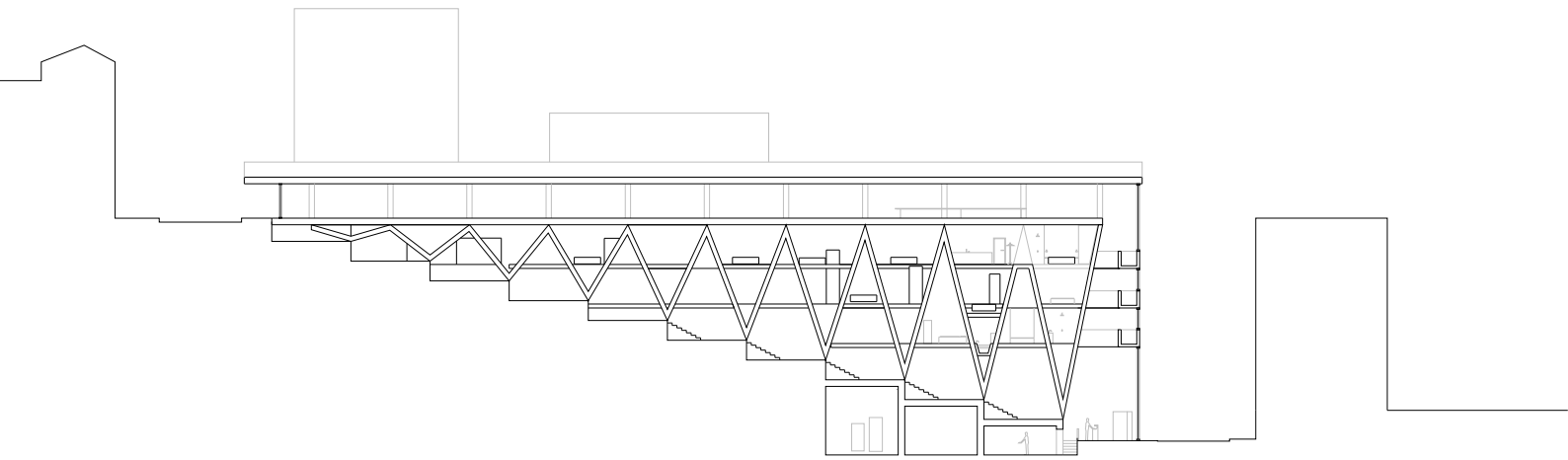
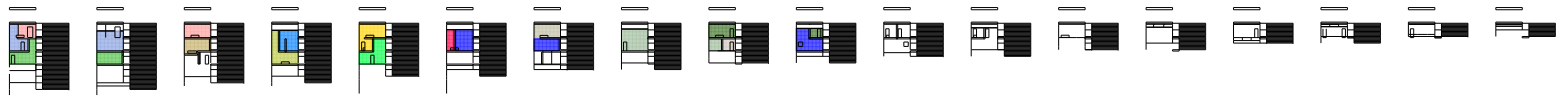
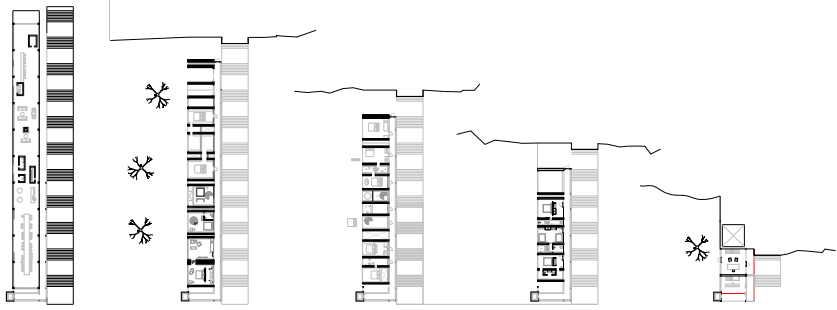




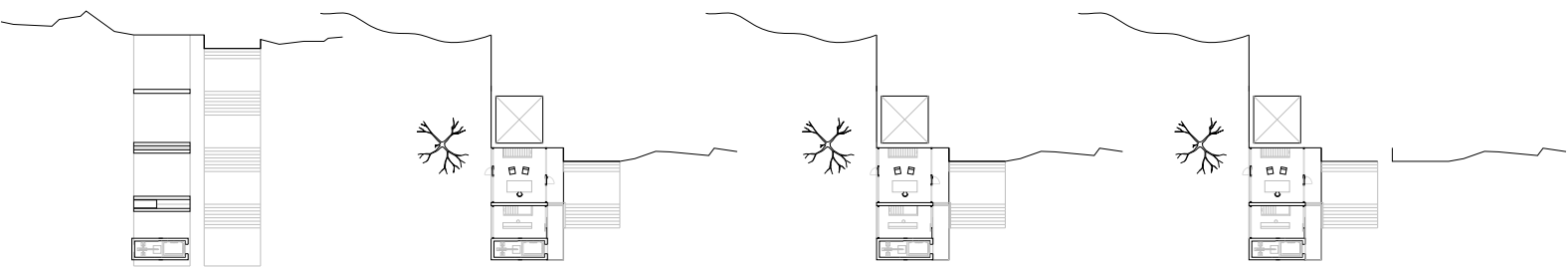


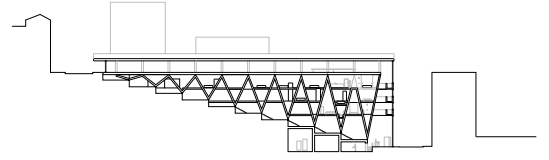


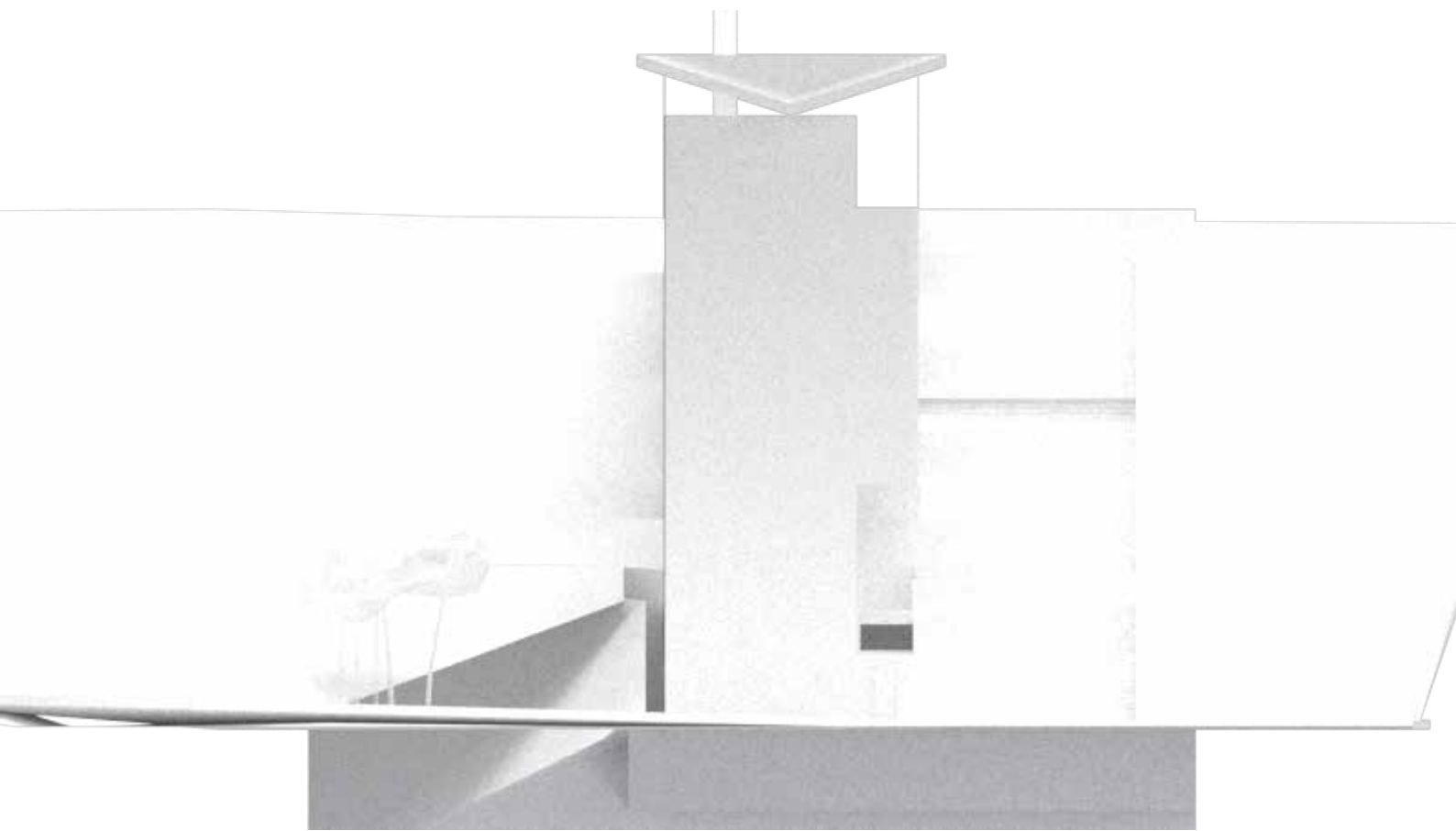
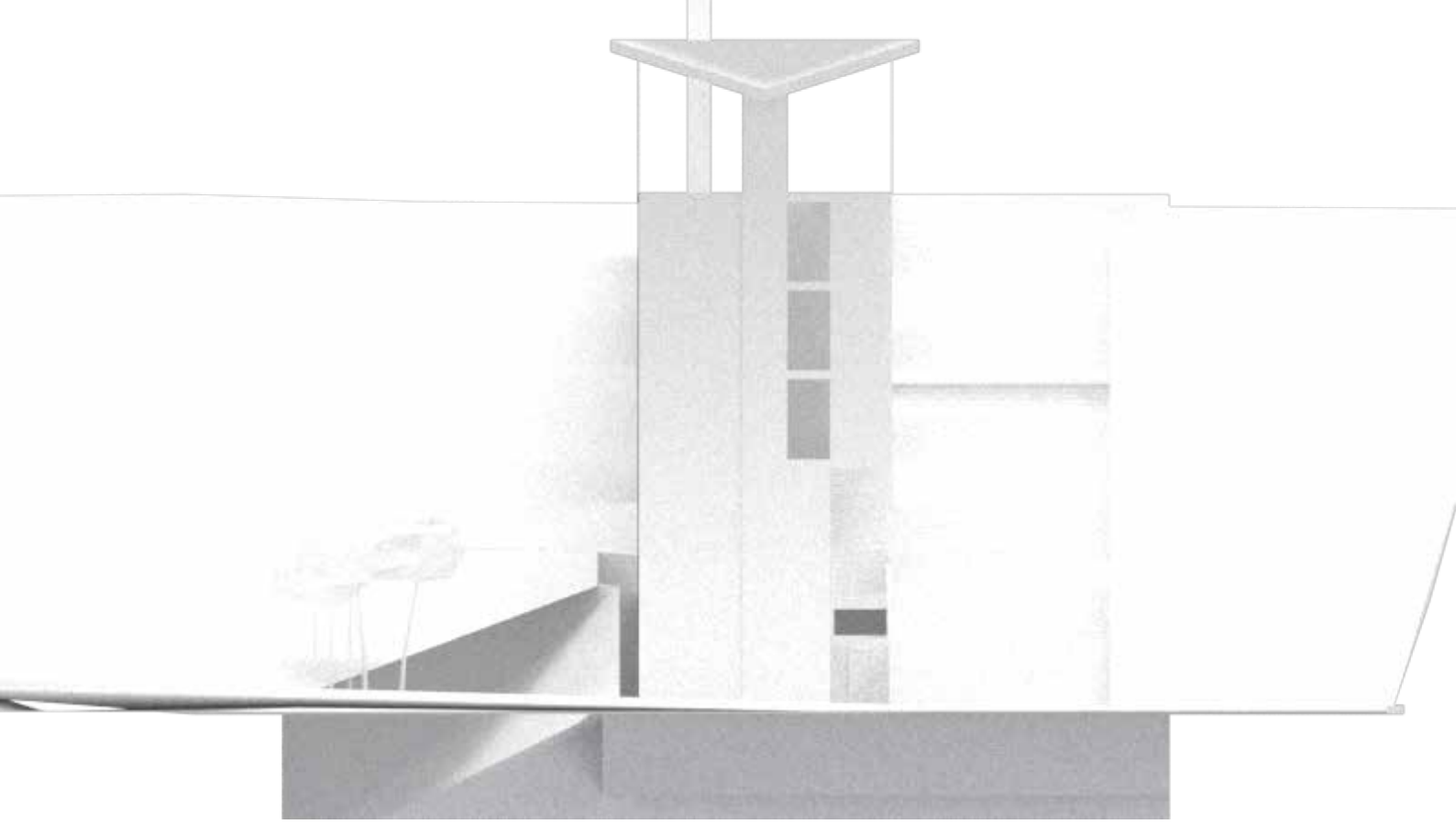


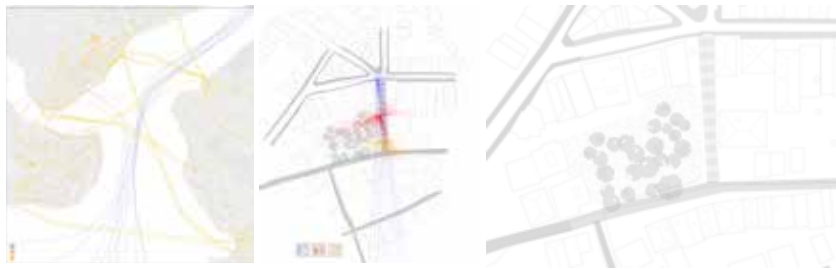


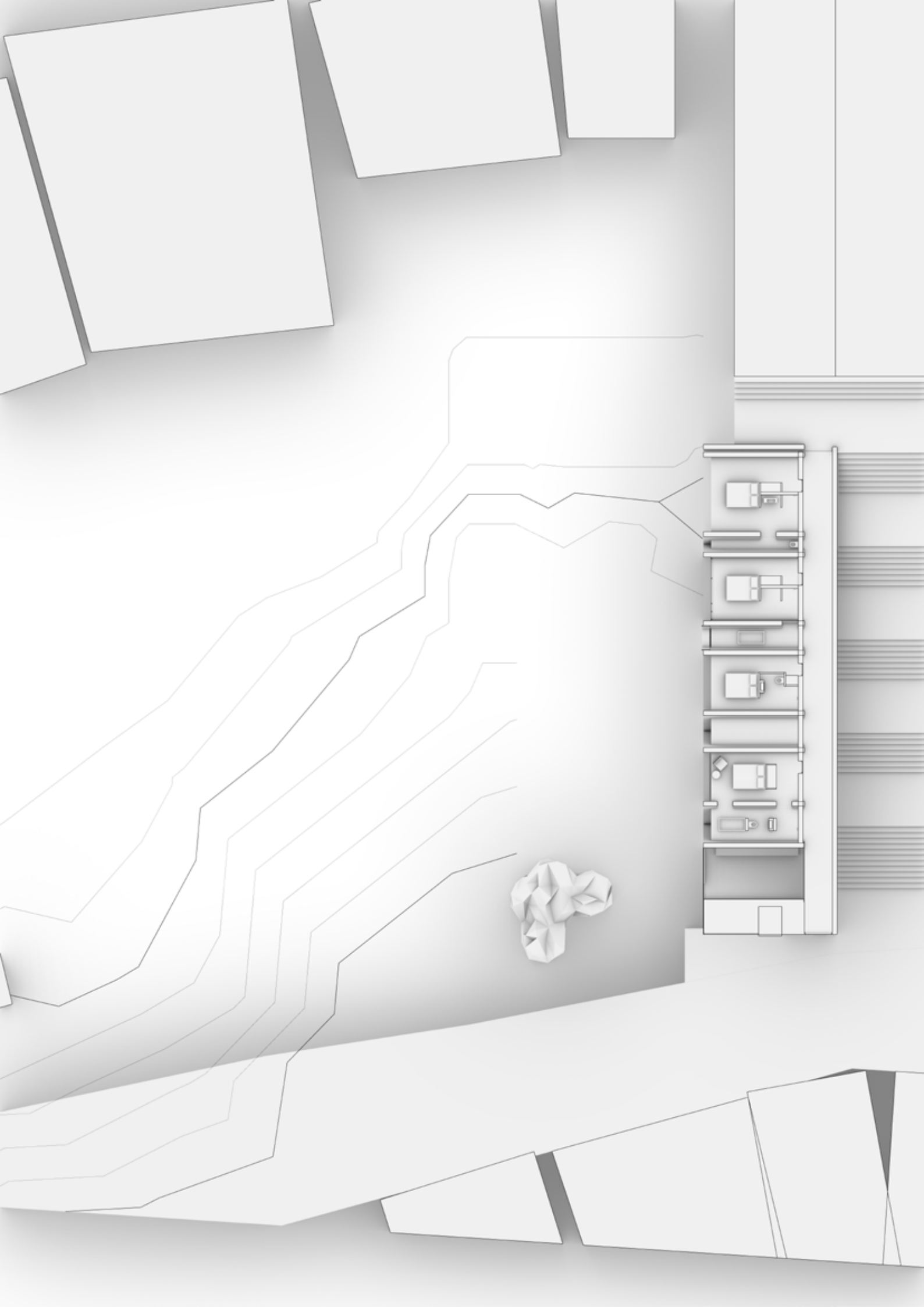




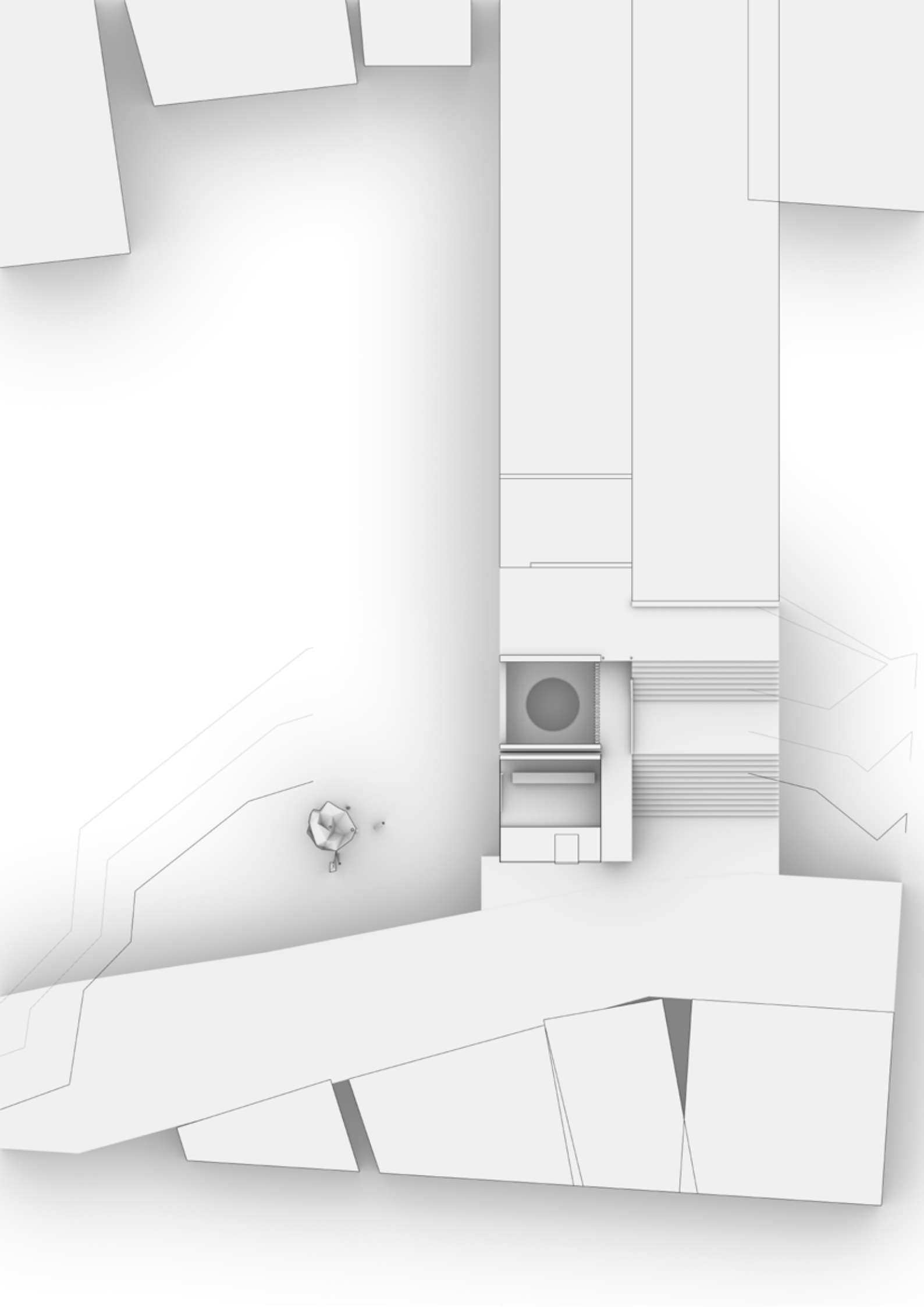






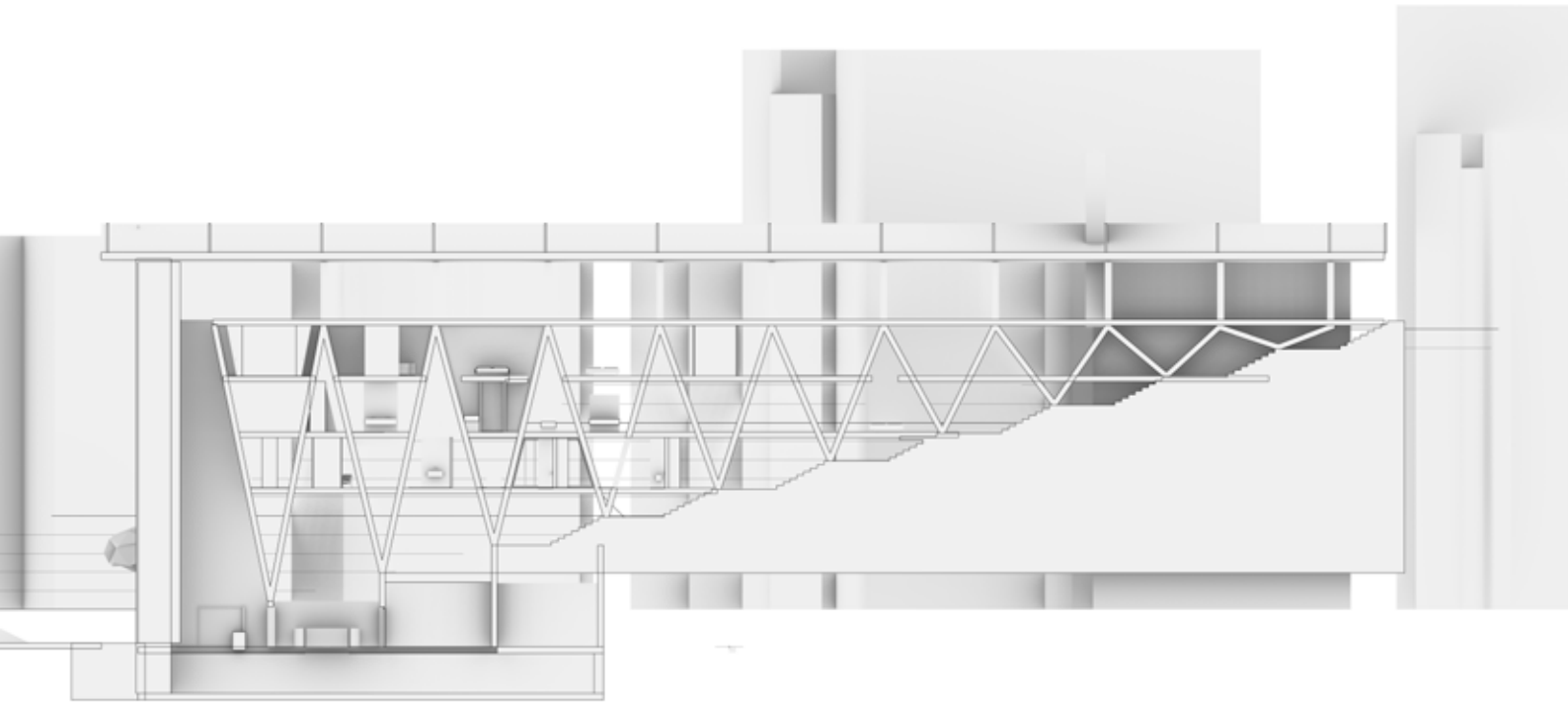














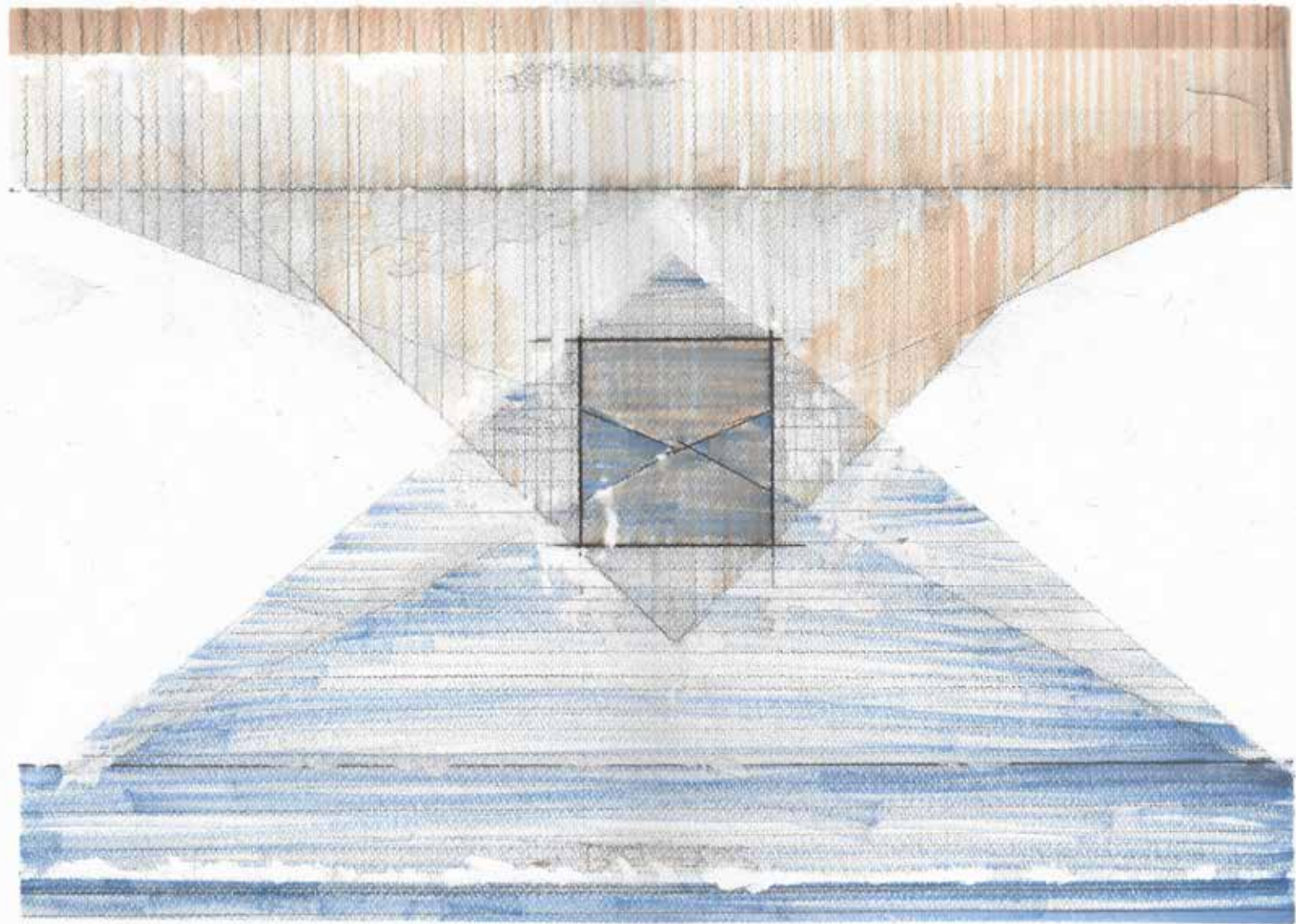


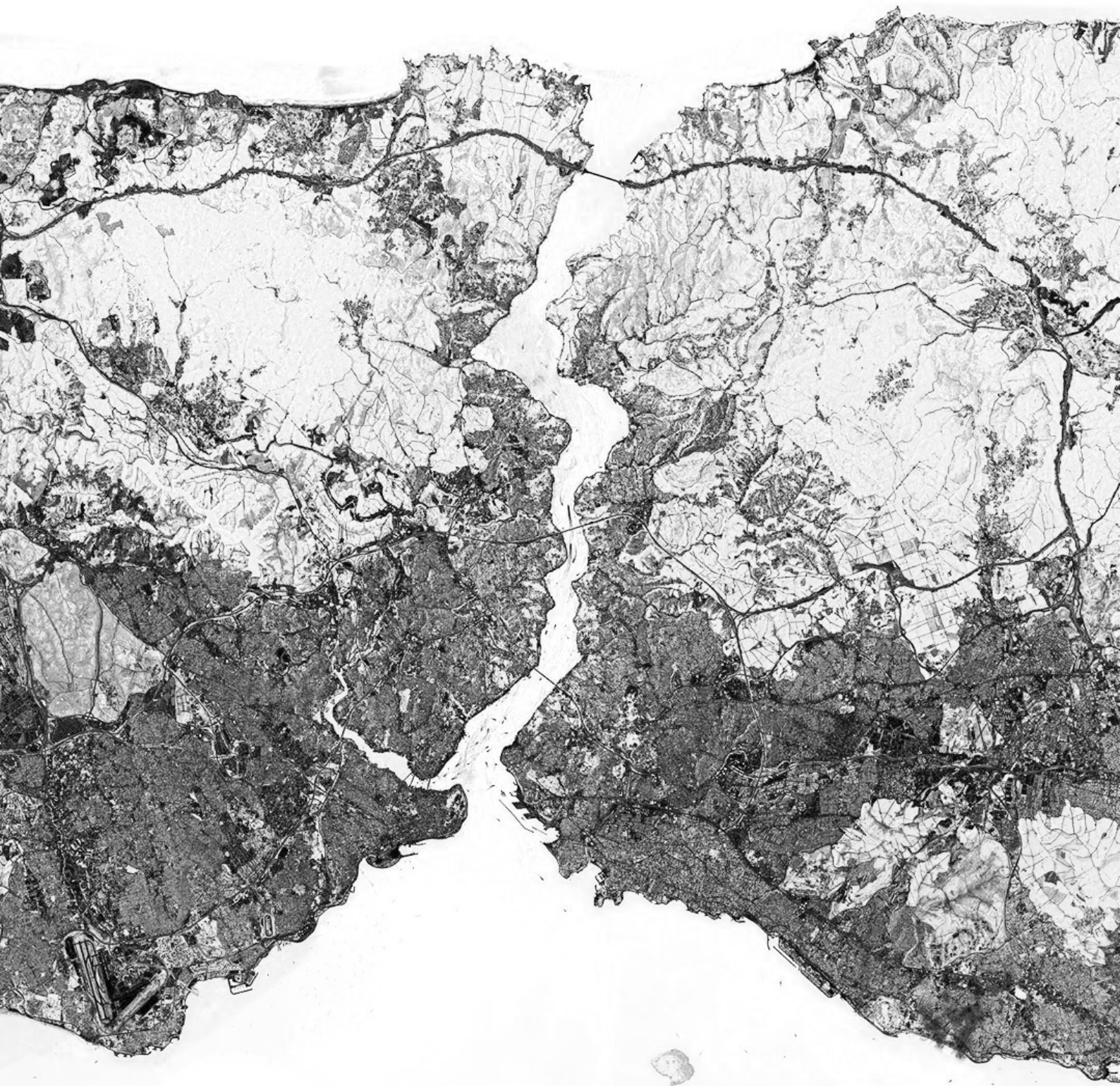




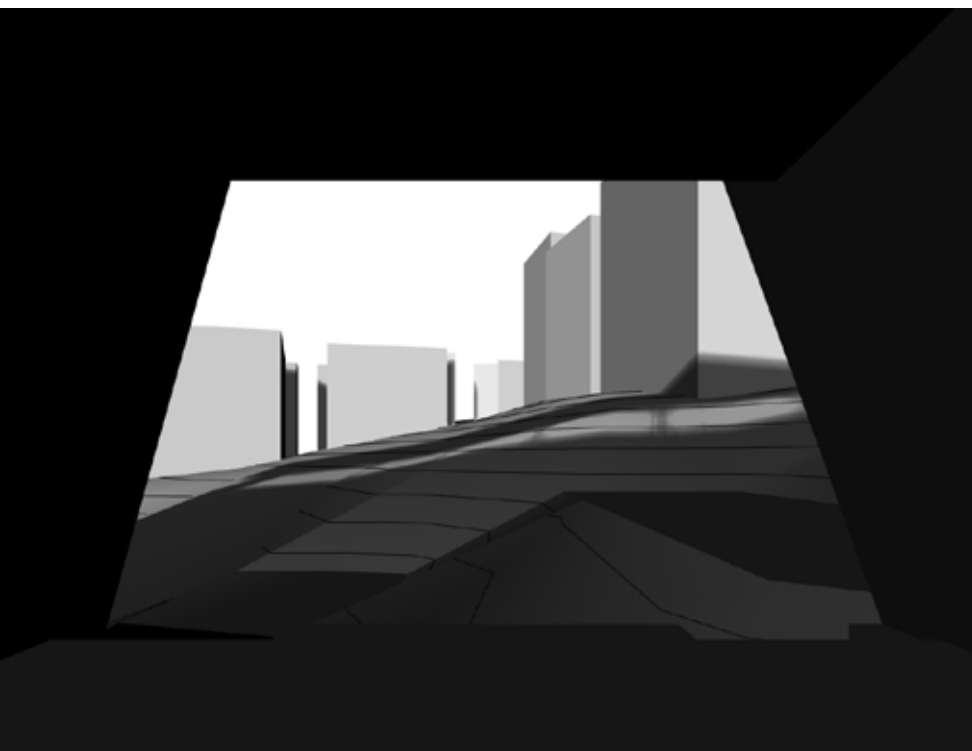
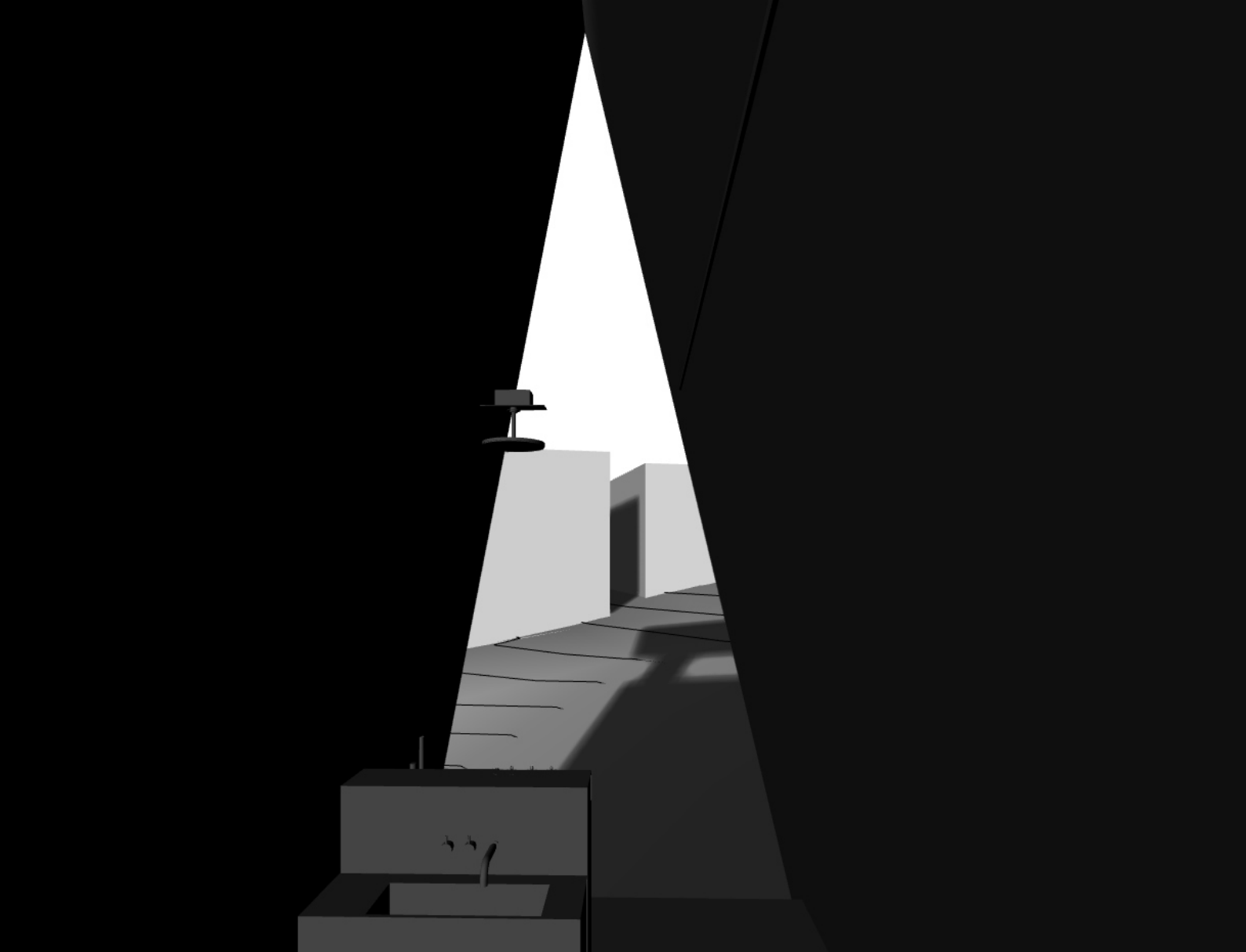


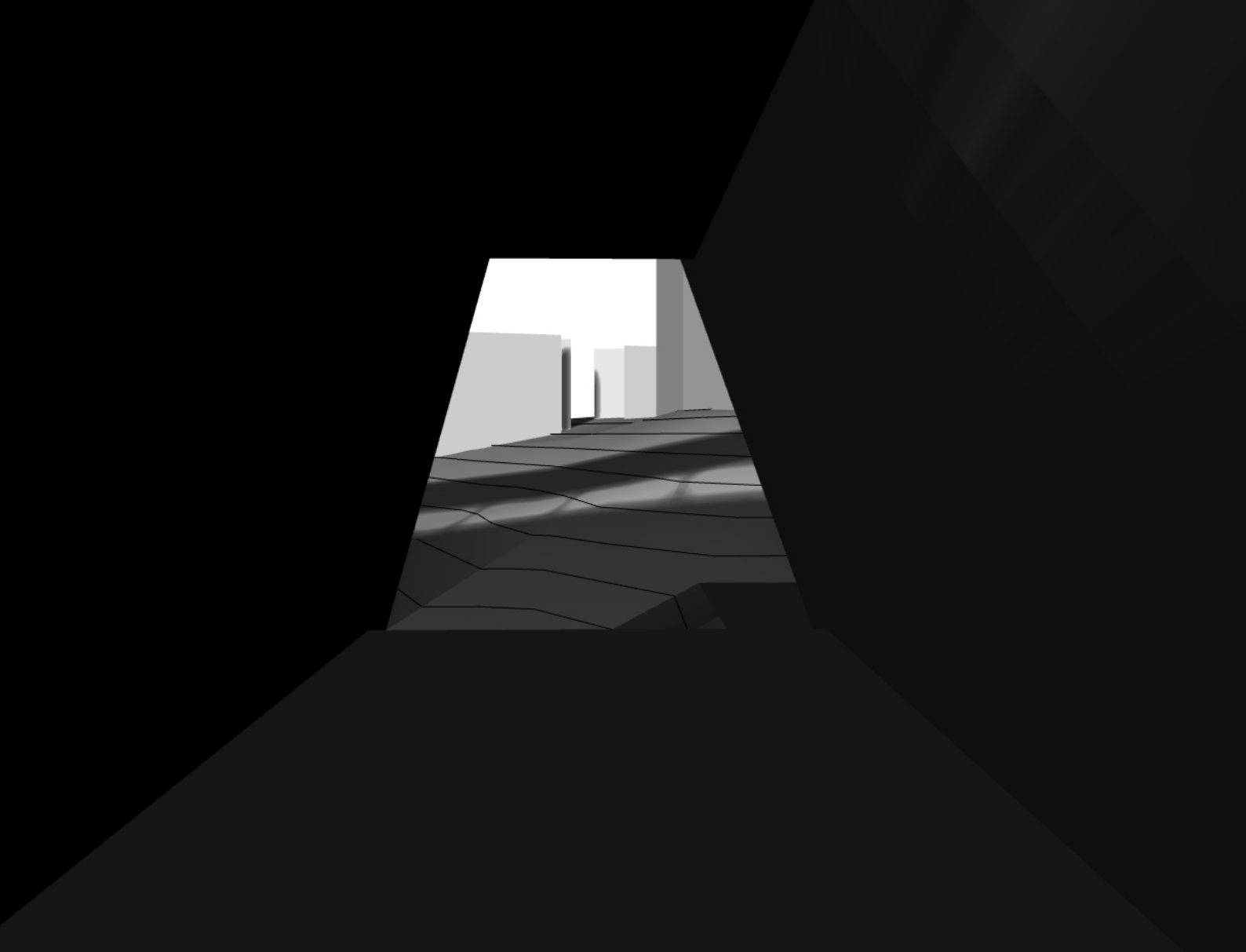


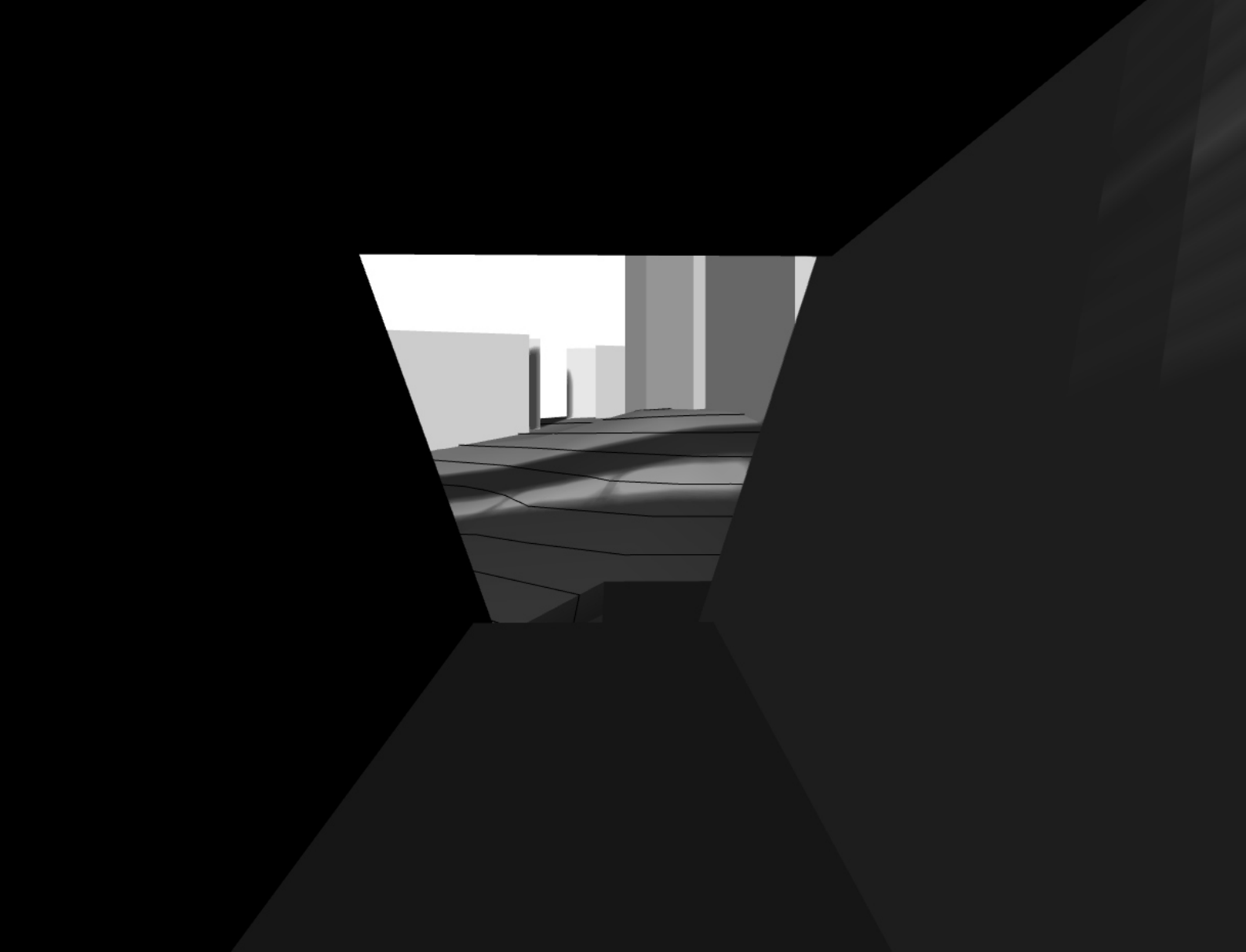


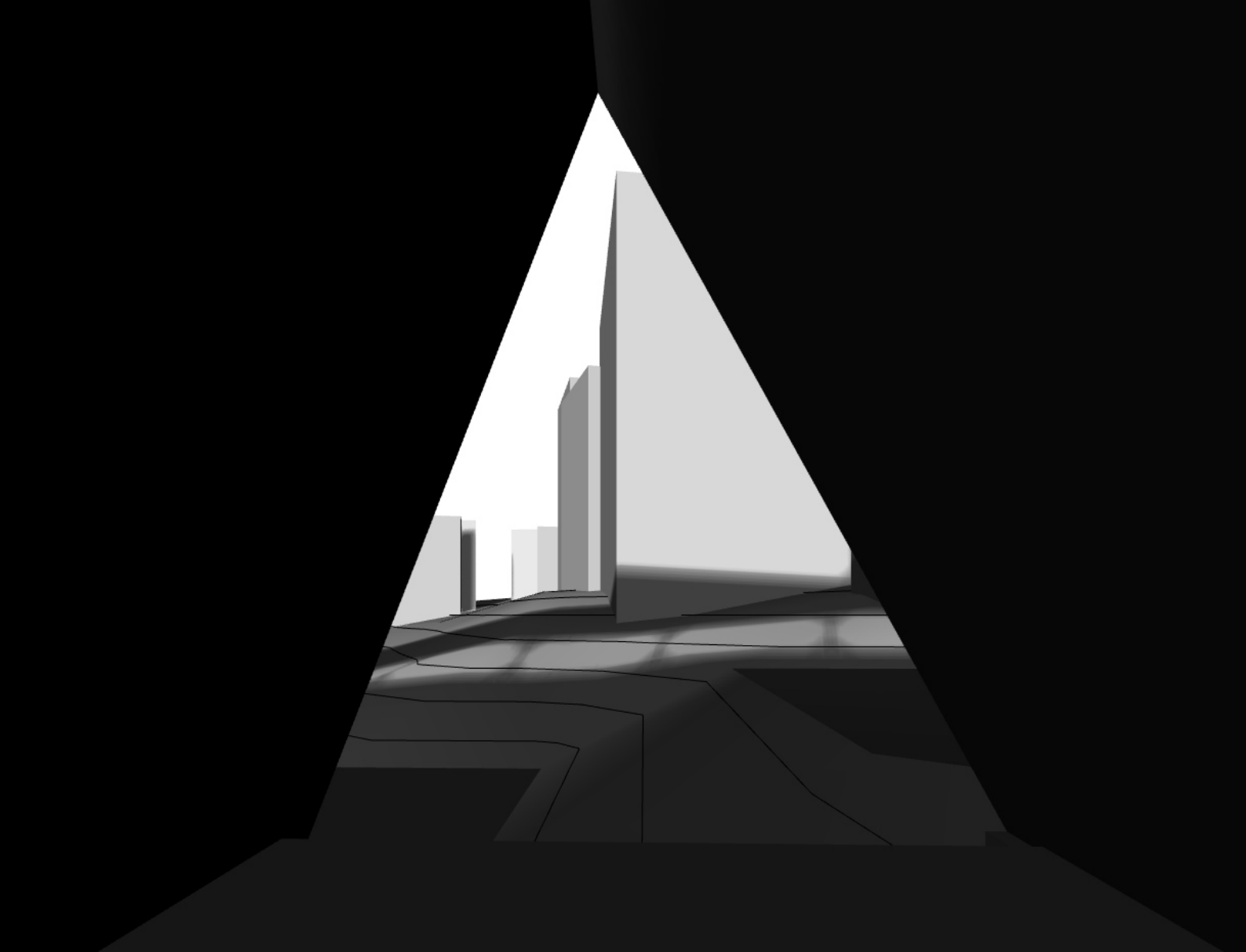


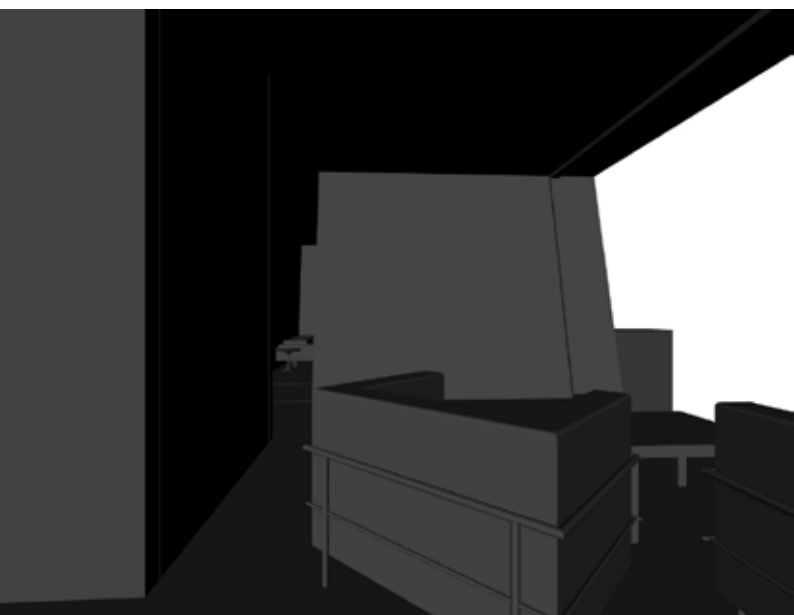
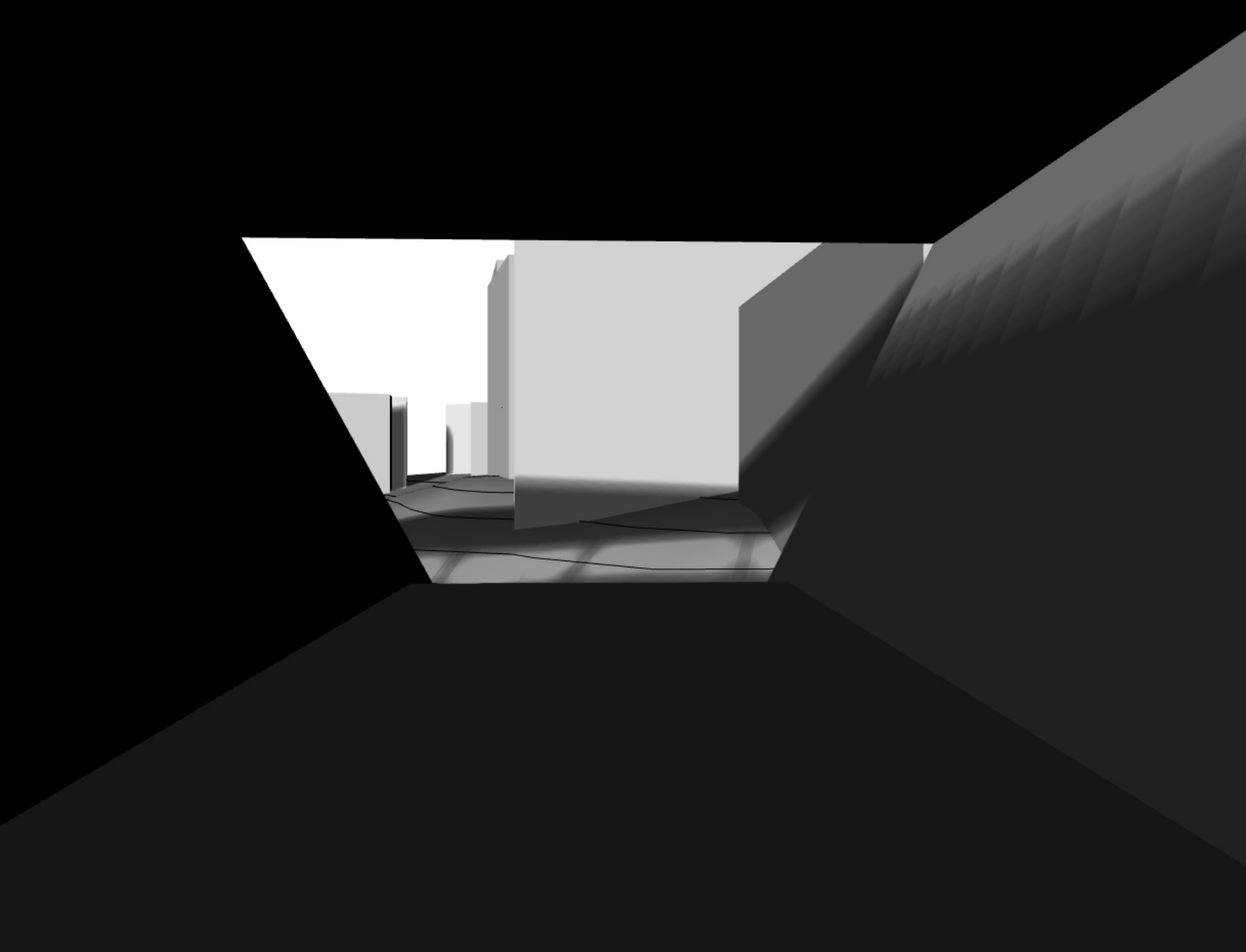


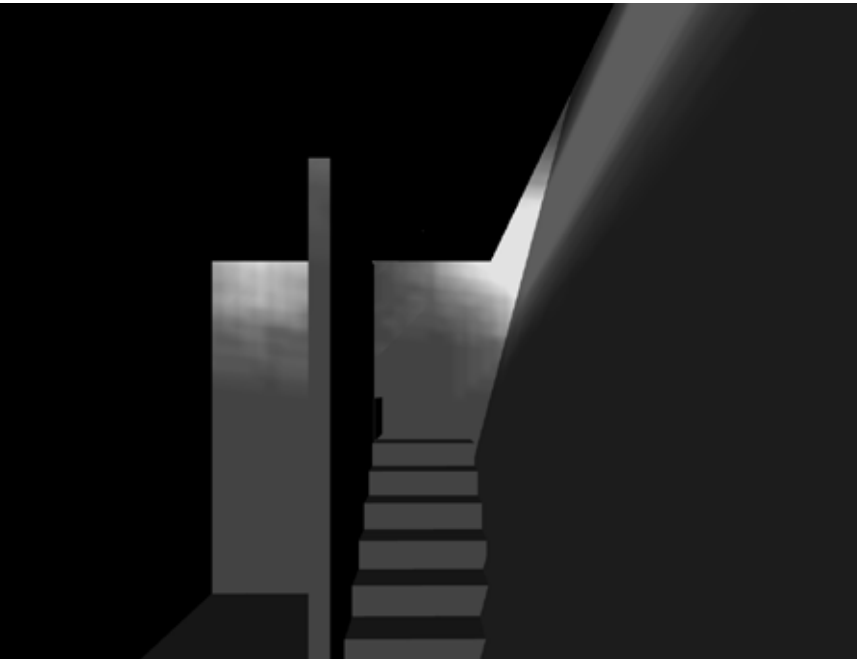
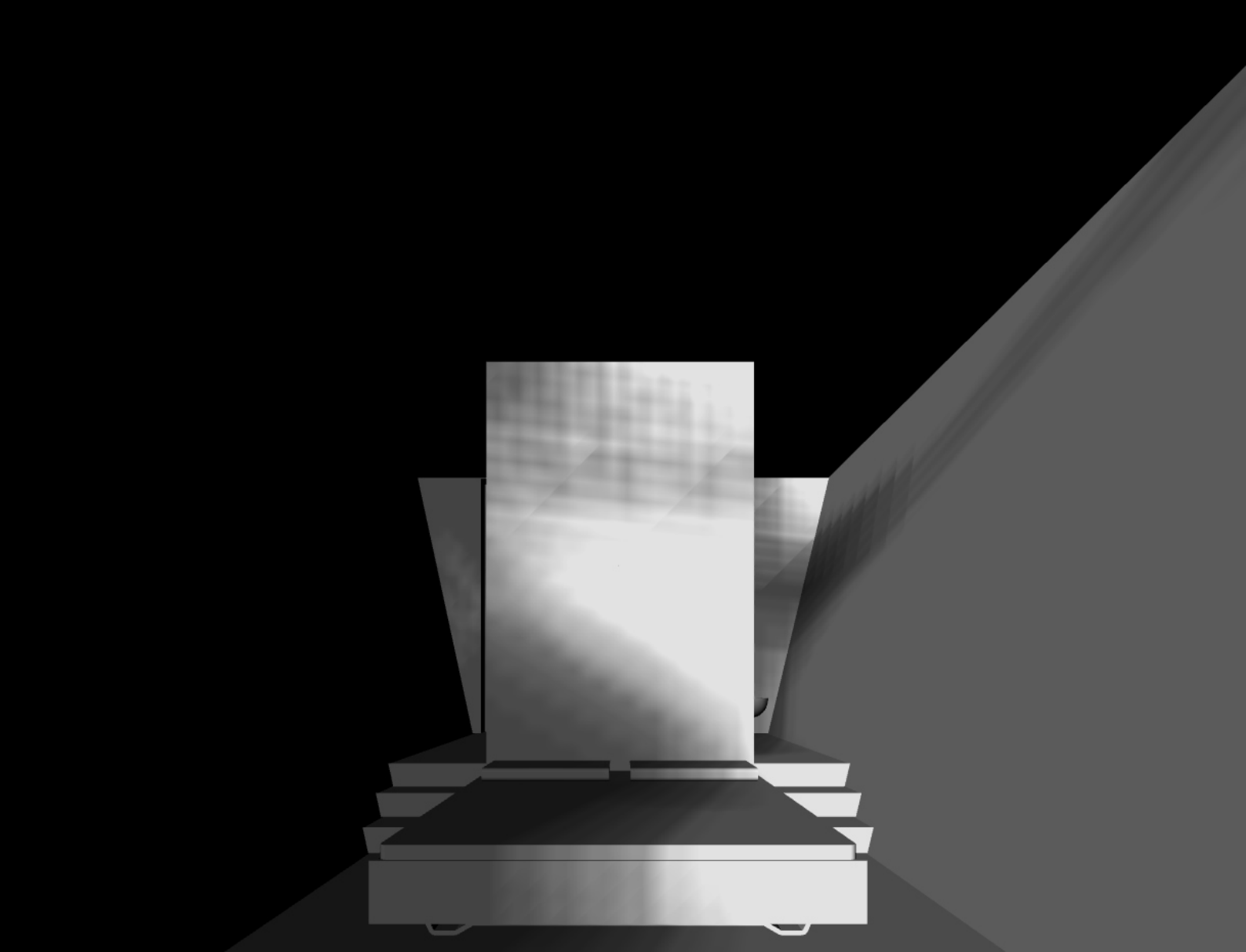


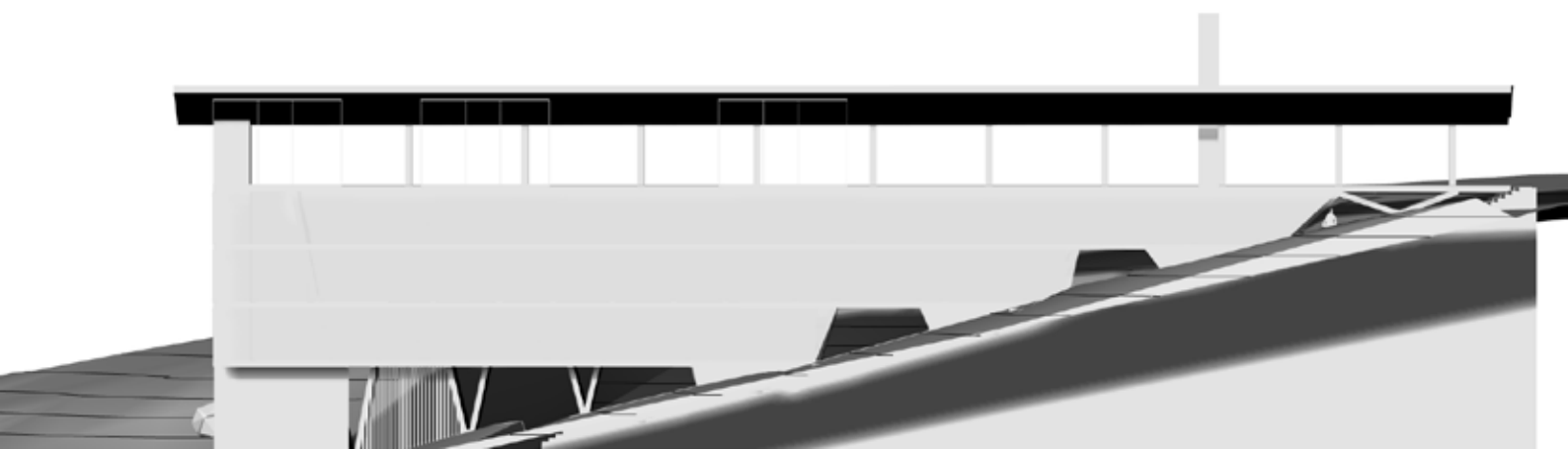


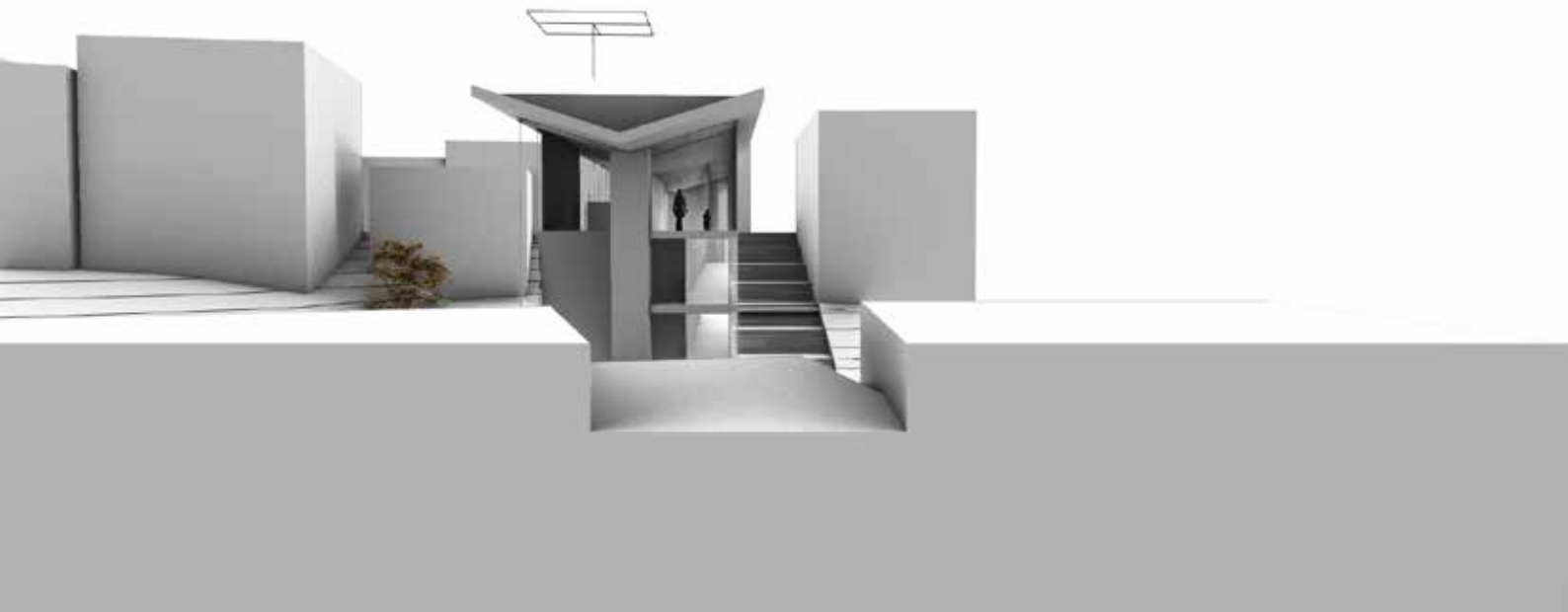


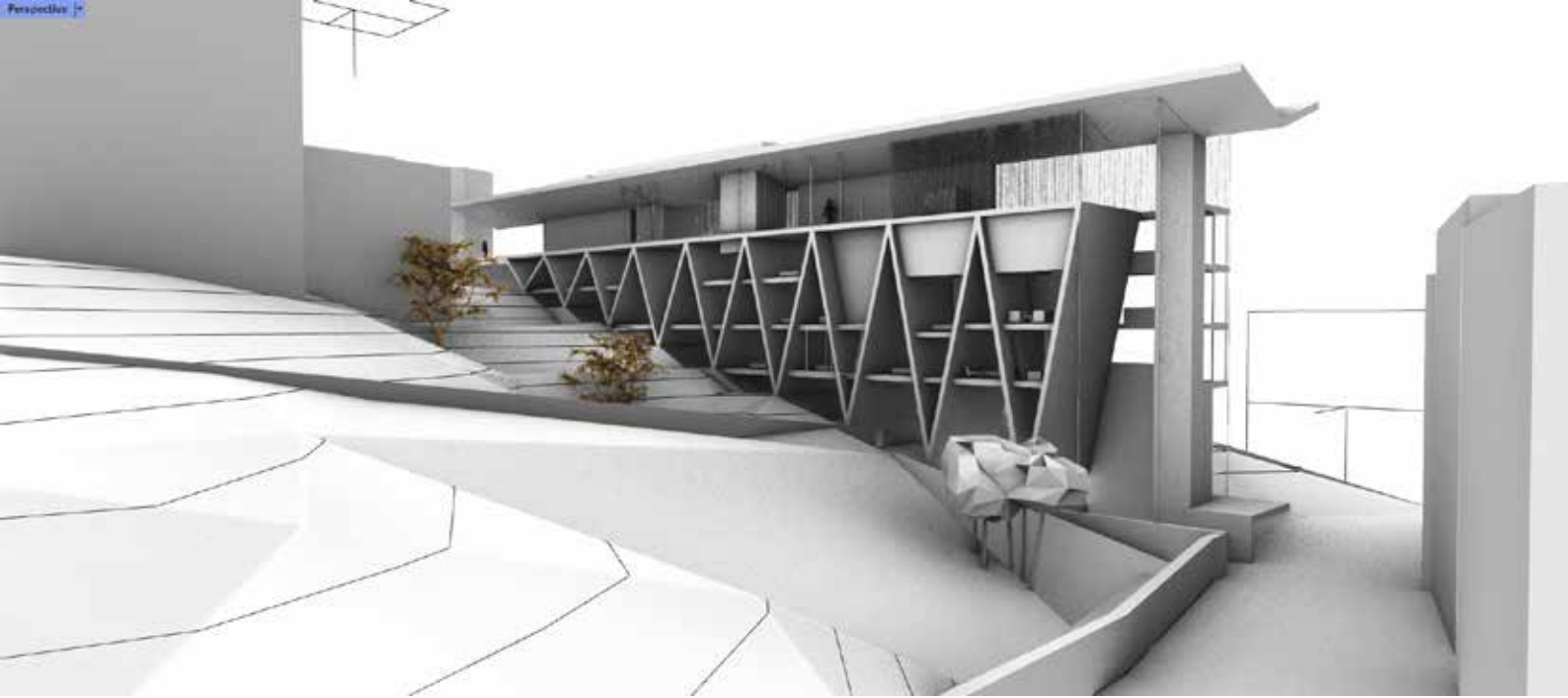


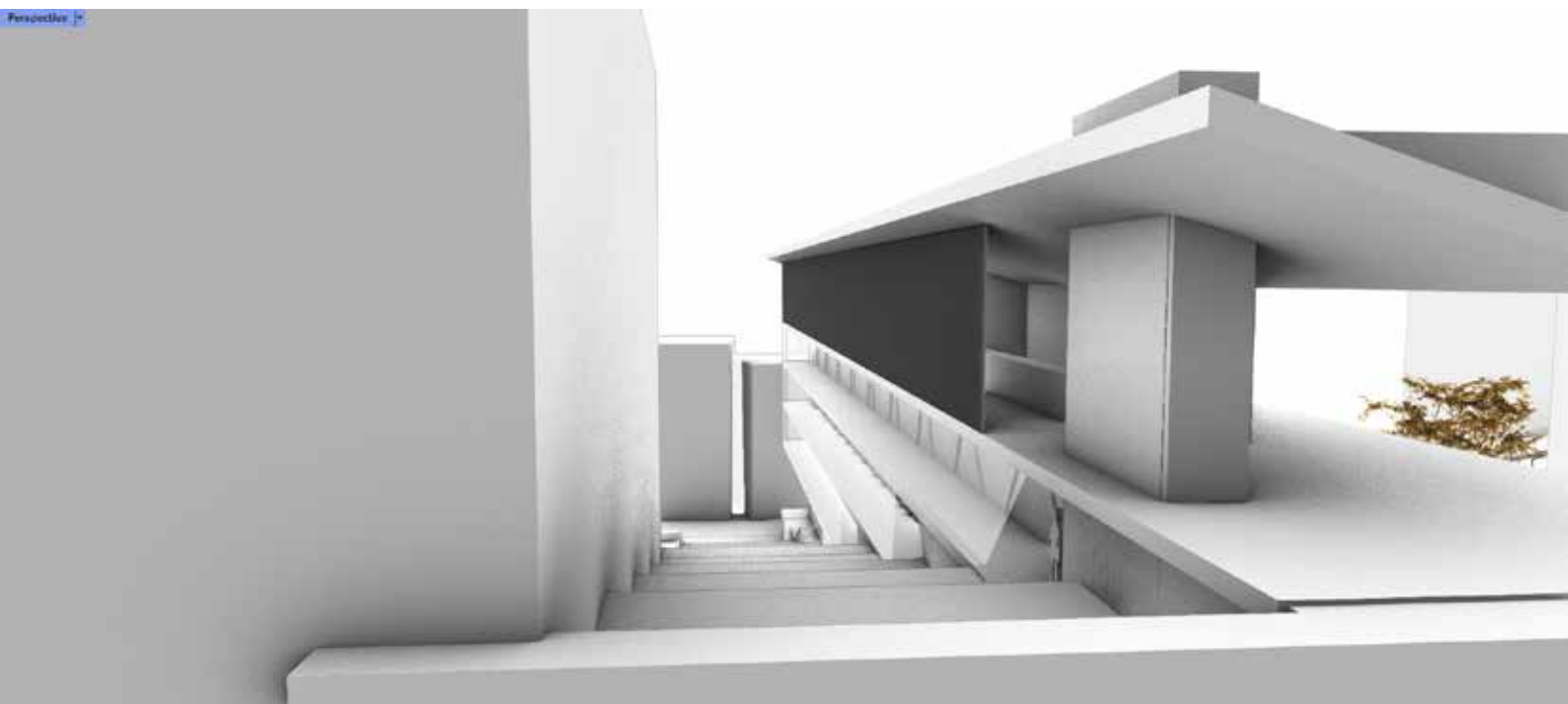


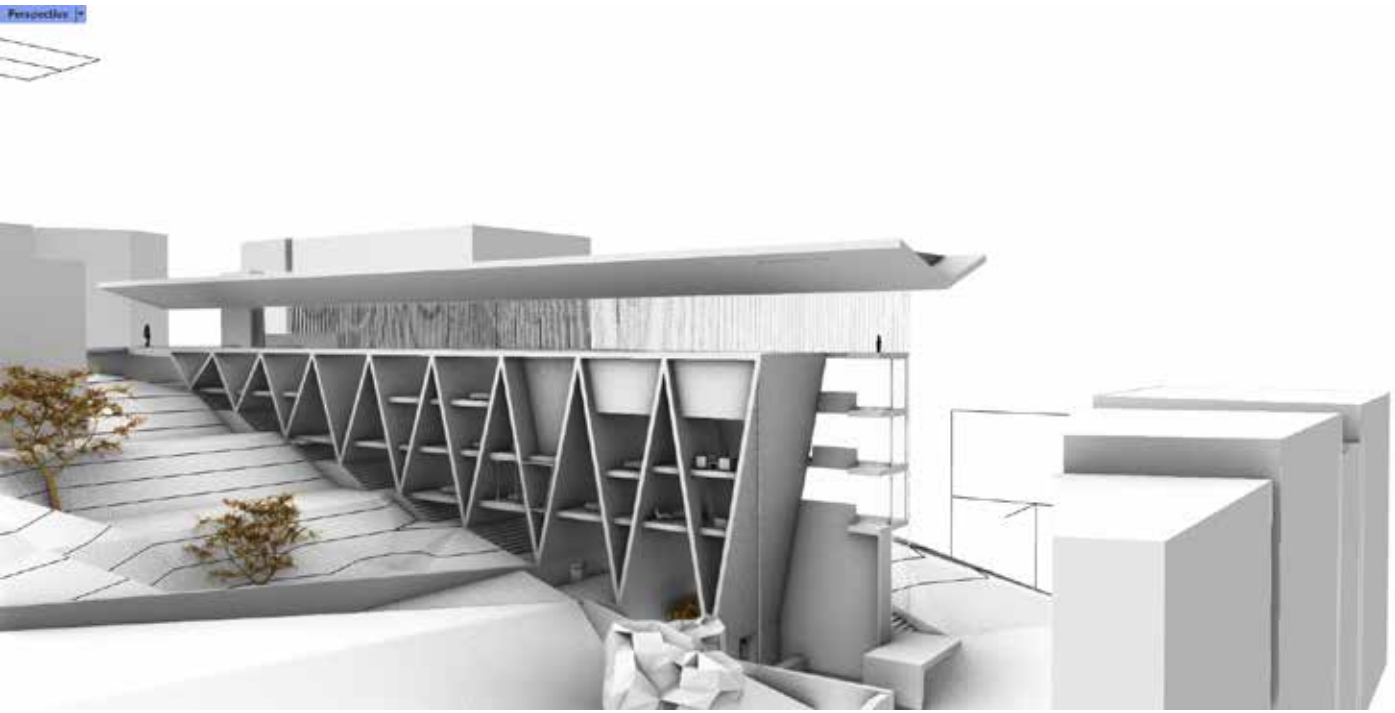
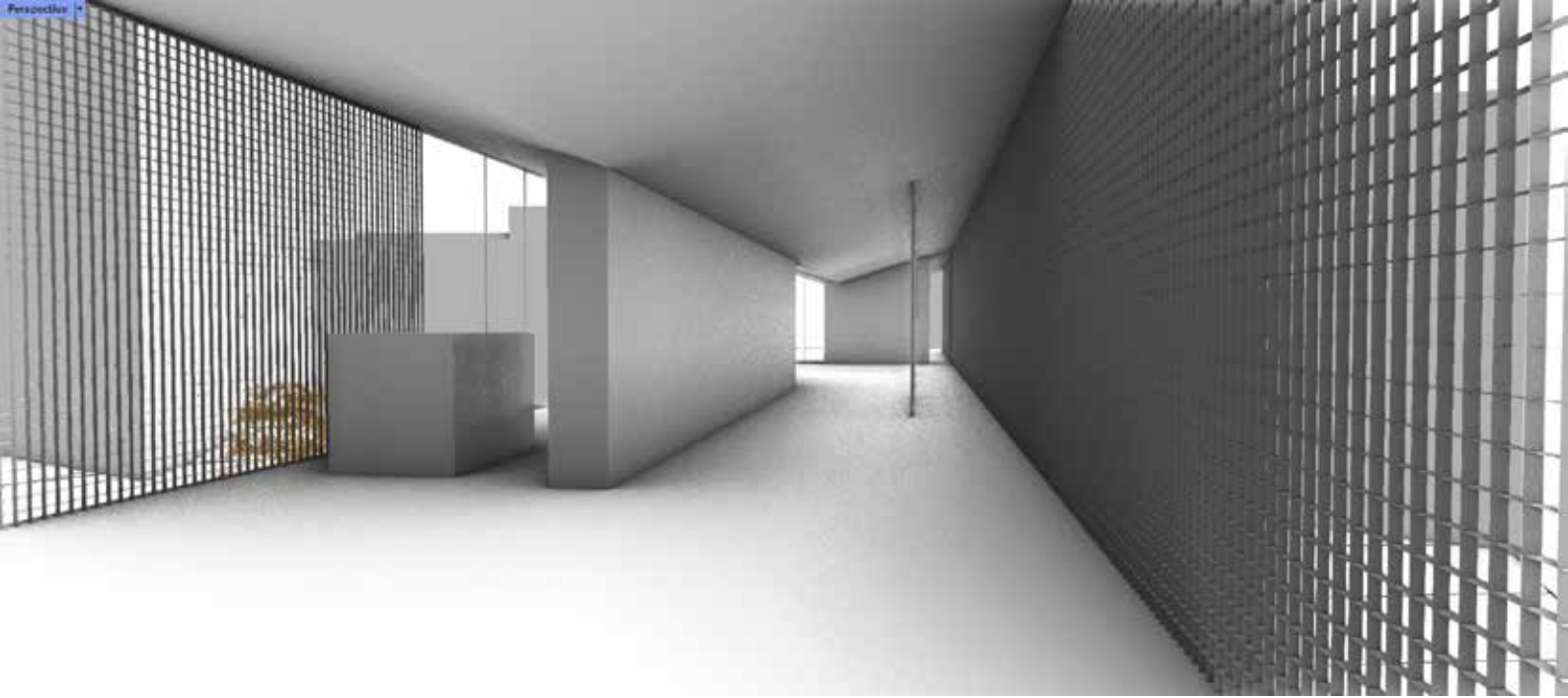


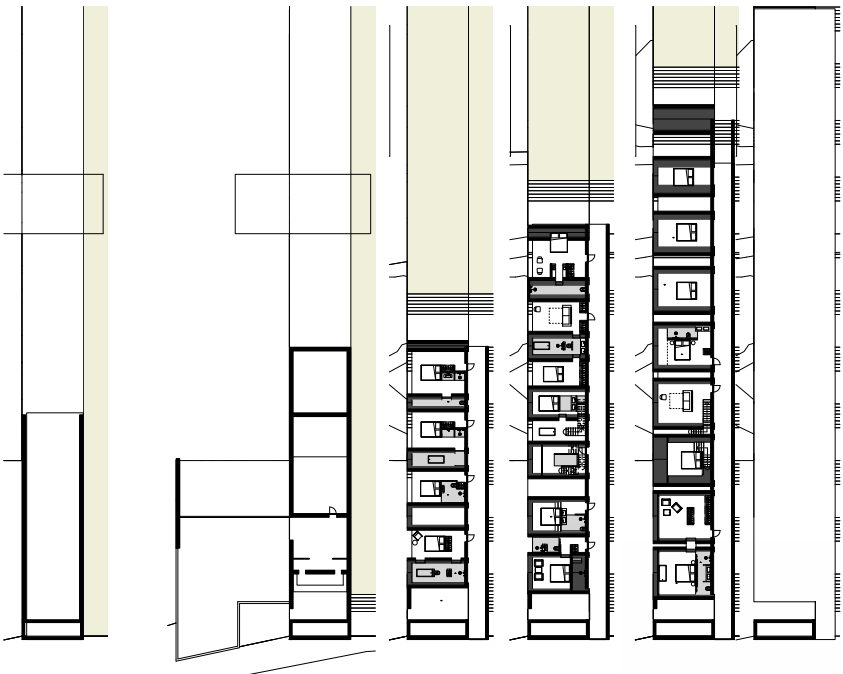












7 - U1
1:200

1 - Plan 01
1:200

2 - Plan 02
1:200

3 - Plan 03
1:200

4 - Plan 04
1:200

5 - Plan 05
1:200



9 - 1-1
1:200

10 - 2-2
1:200

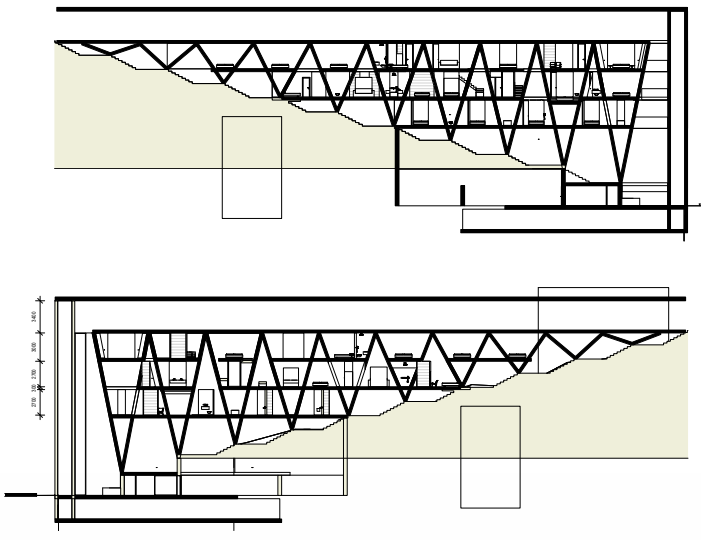
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12 - 4-4
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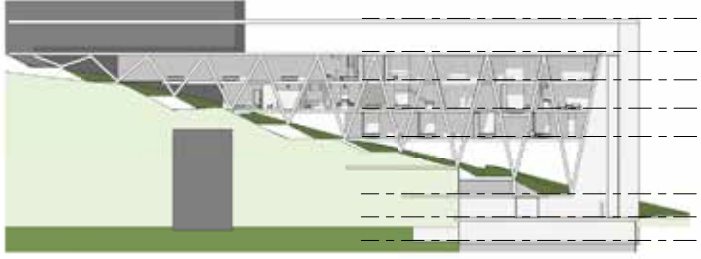
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14 - 6-6
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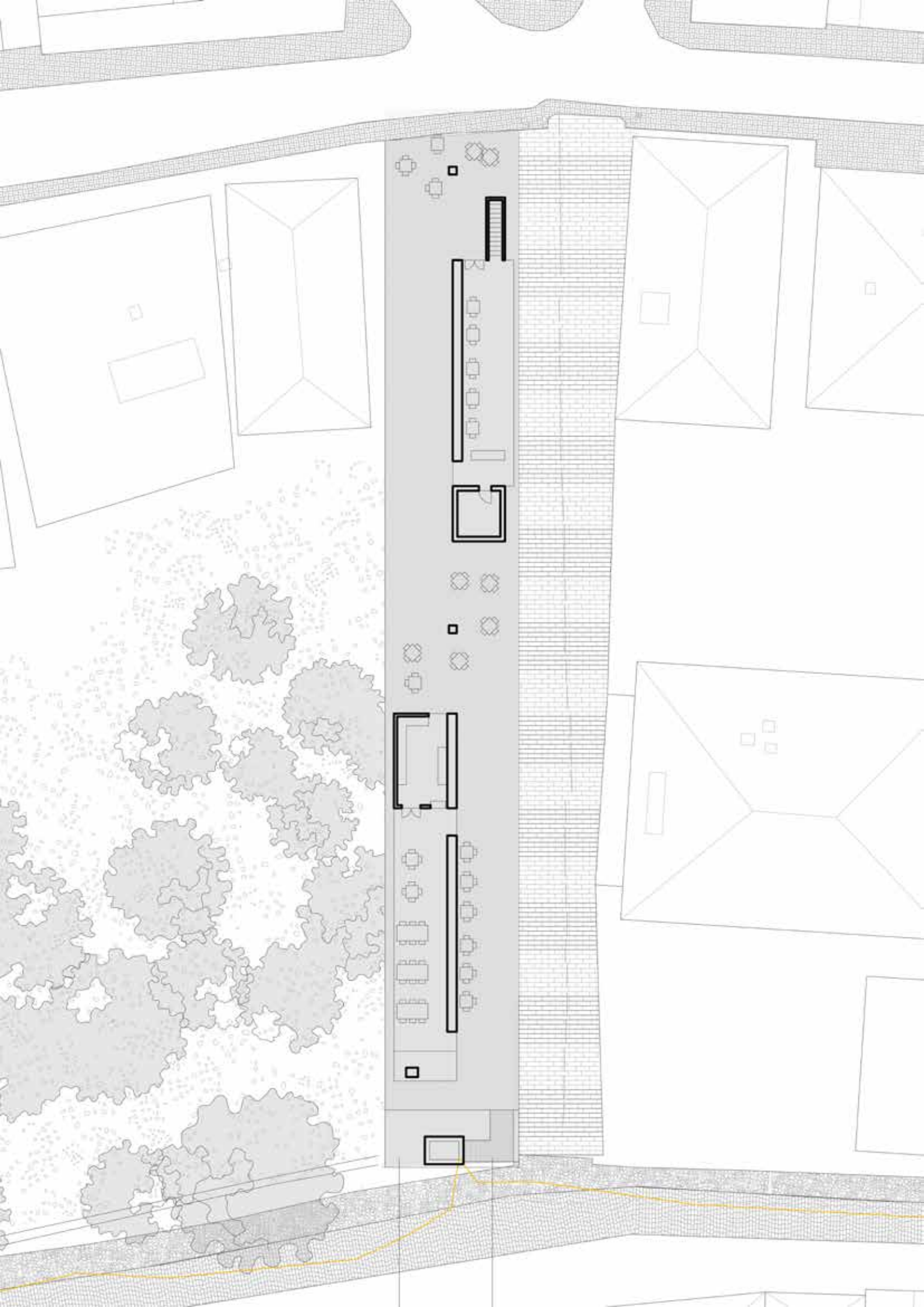
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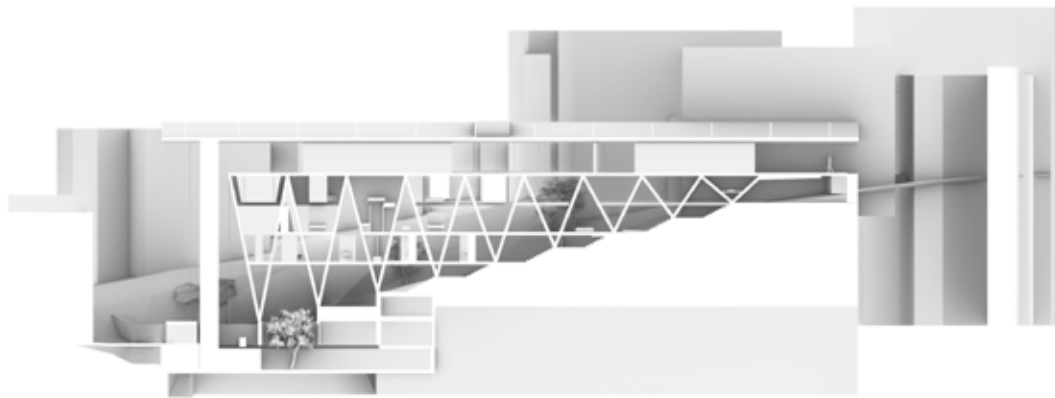


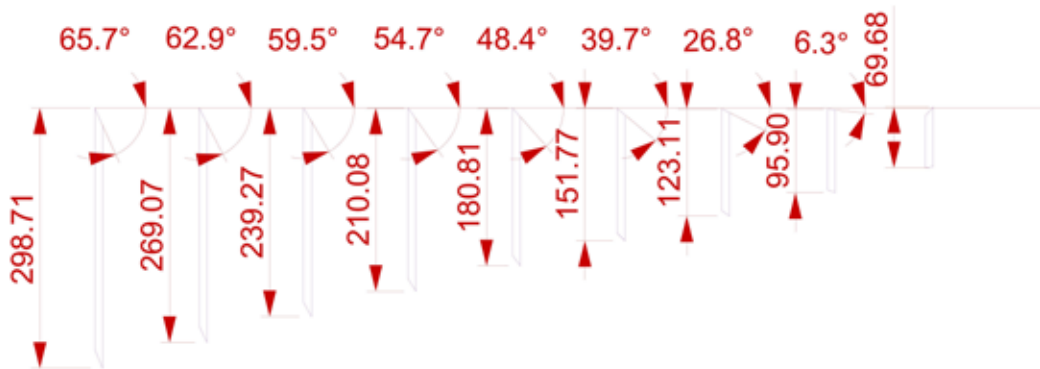
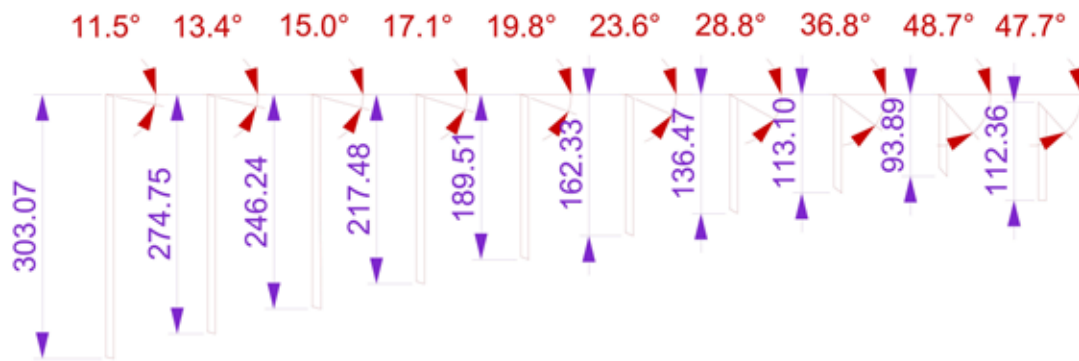
16 - FLYTENDE LANGSNITT
1:200

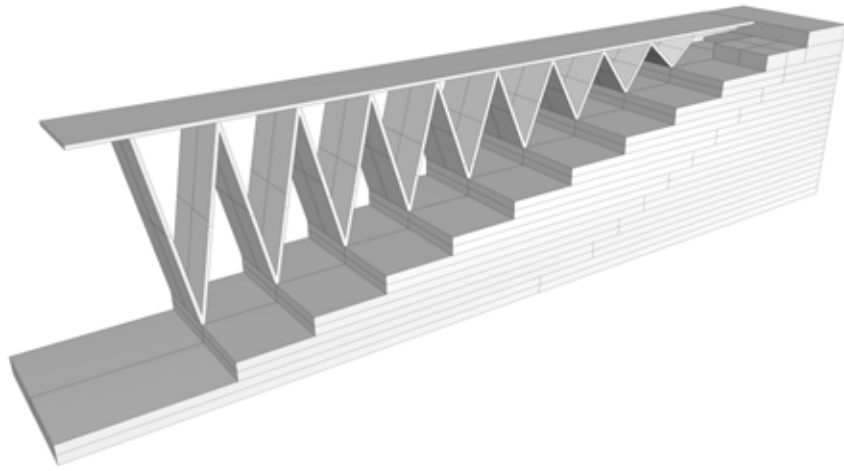


ELEVATION 3











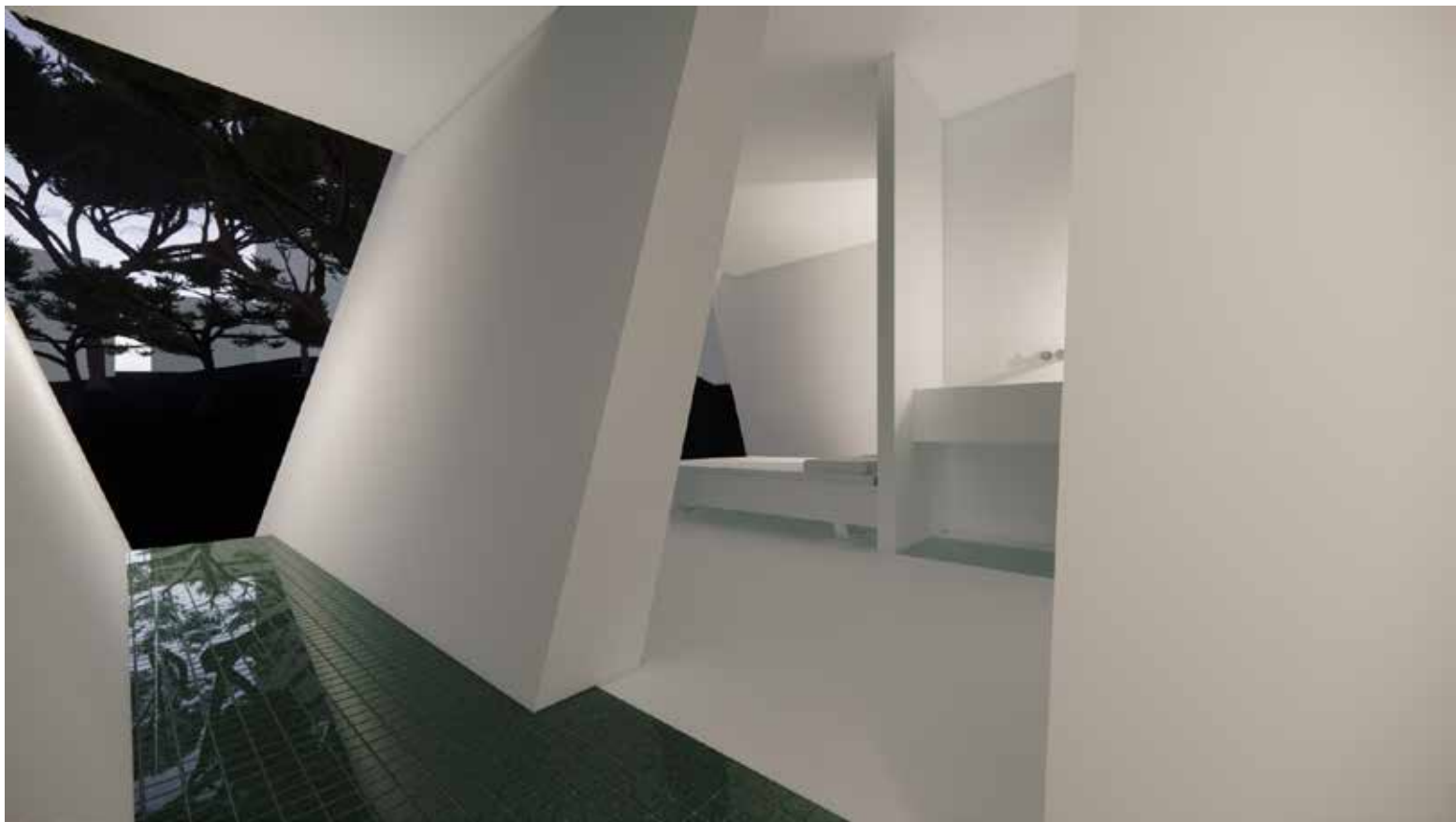


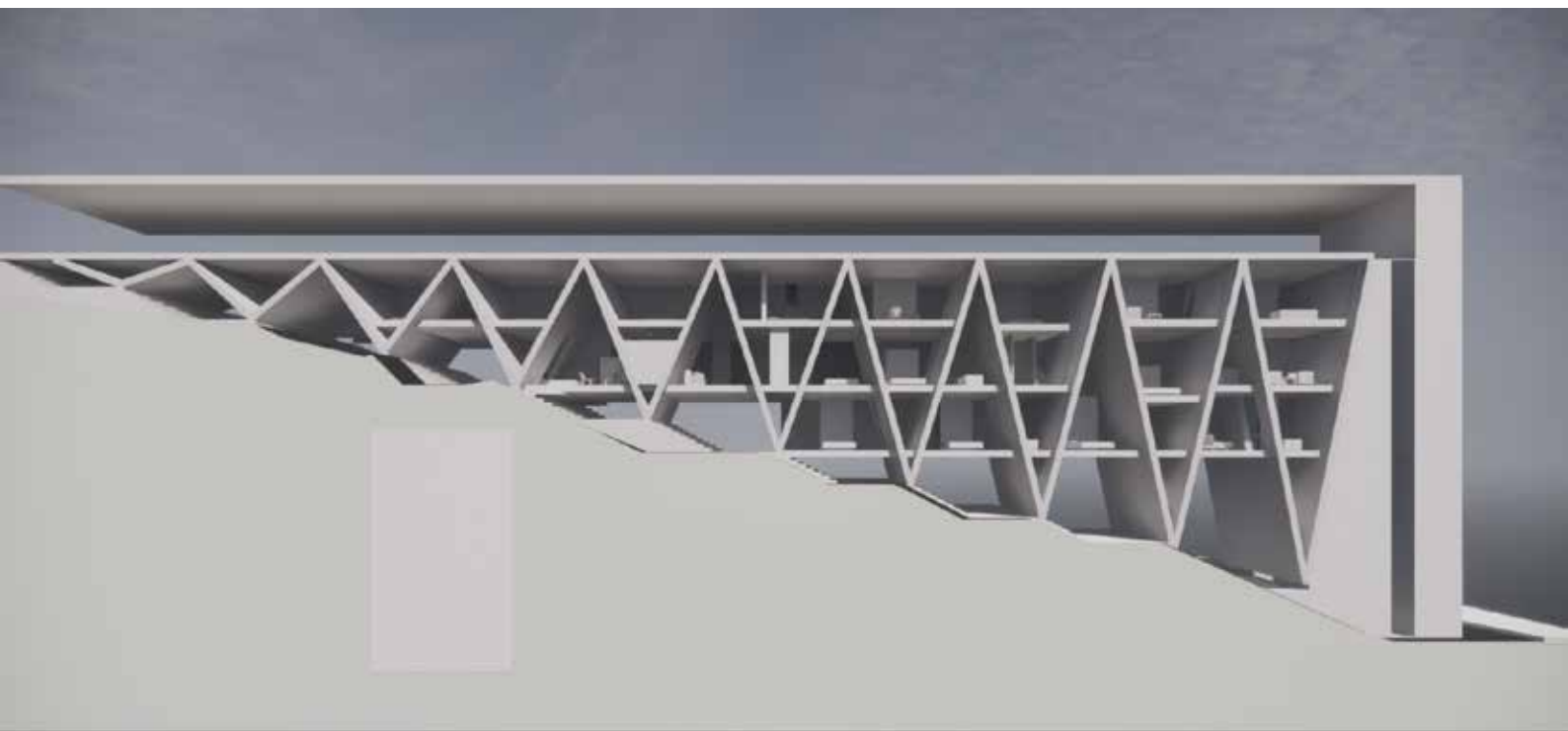
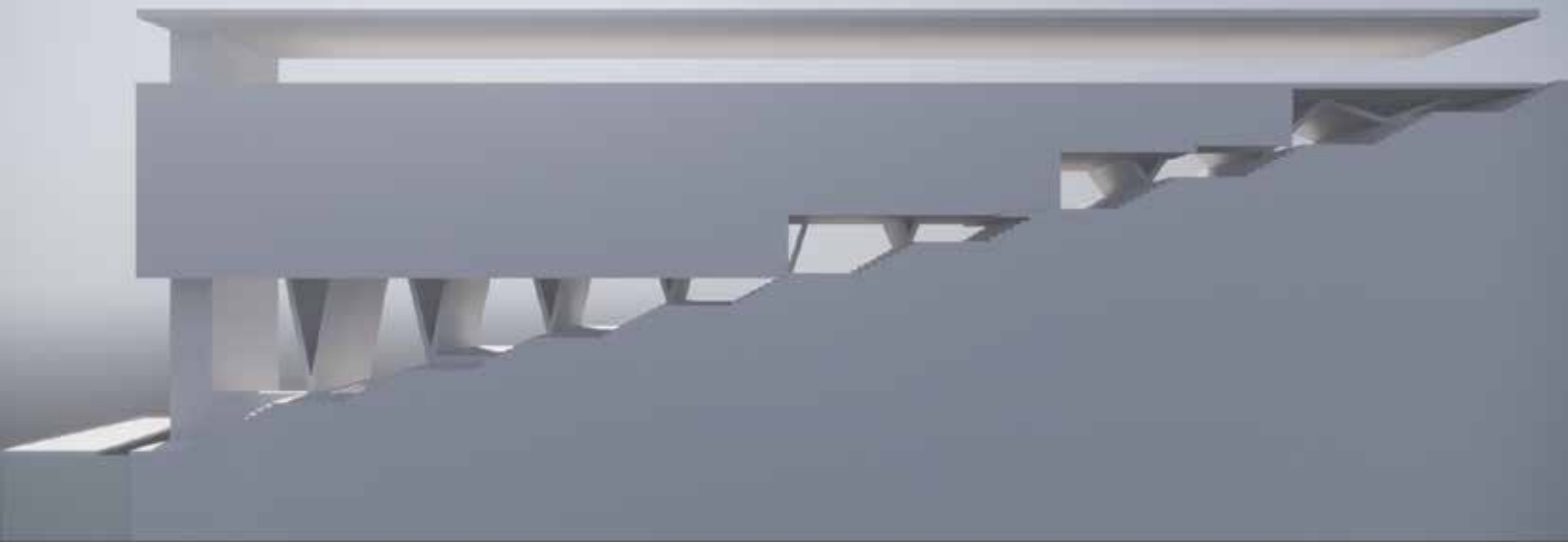






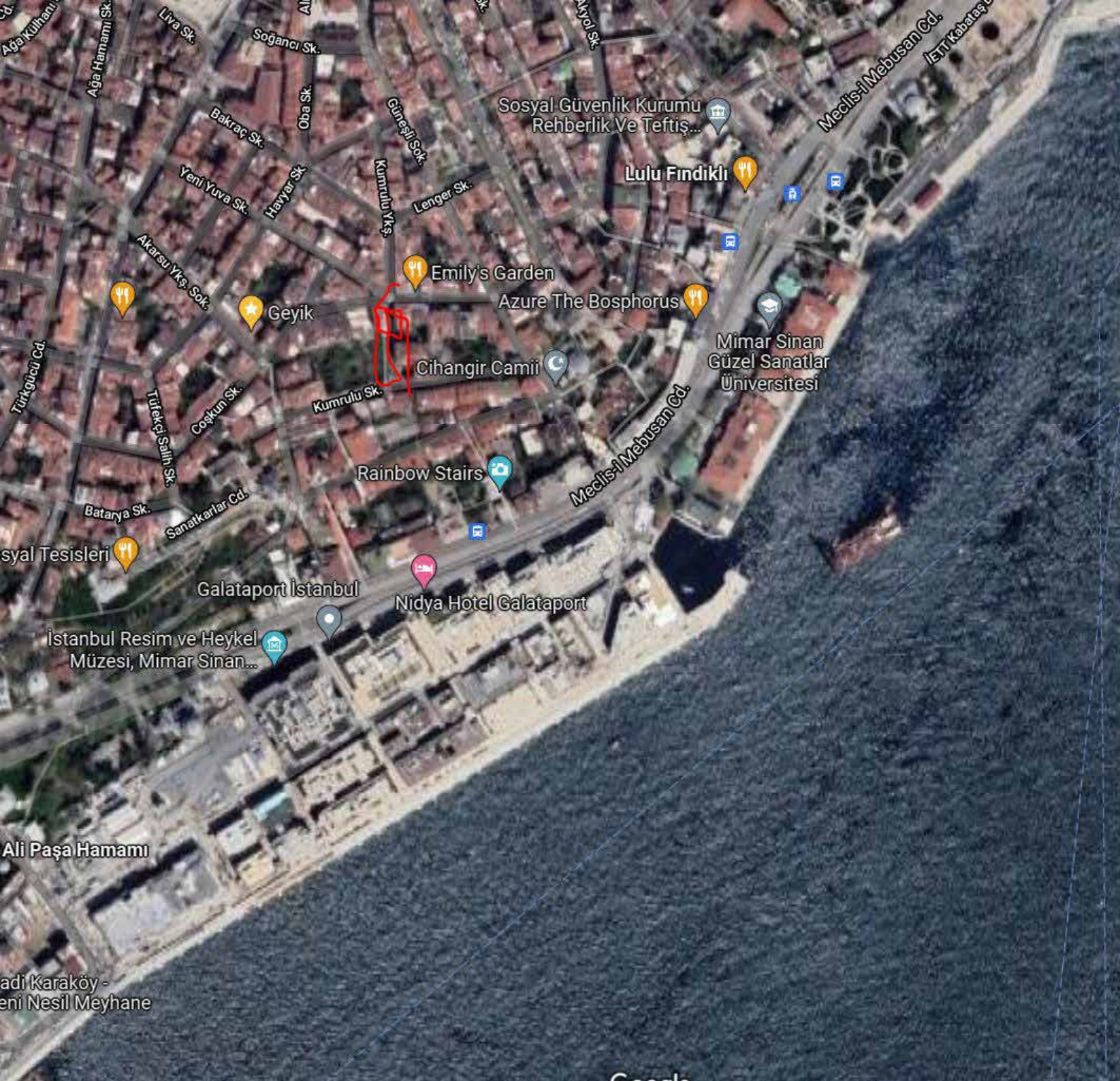














HOTEL IN ISTANBUL

The project investigates how working with place, architectural program, and structure can generate an architectural project. This interest comes from, or more rightly put is a result of my urge to find out what the things that i work with are to me.

Istanbul is a city of perseverance.

Istanbul is a city that throughout its history has been subject to opposing forces. Whether it is about landlines, religion, political opinion, and almost all other imaginable types of friction, the city, or this piece of the world we now call Istanbul has experienced it. However, it is the feeling this produces that I have been interested in.

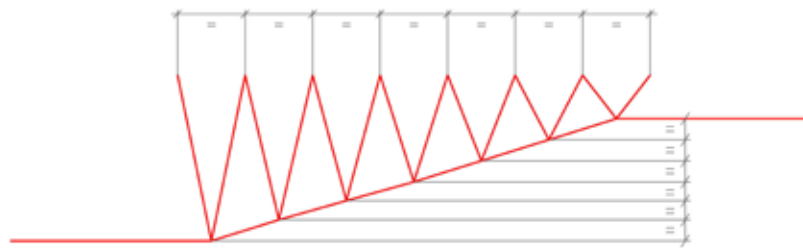
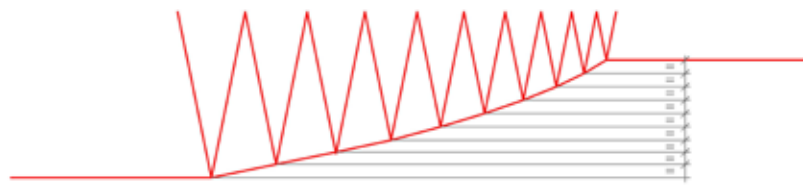
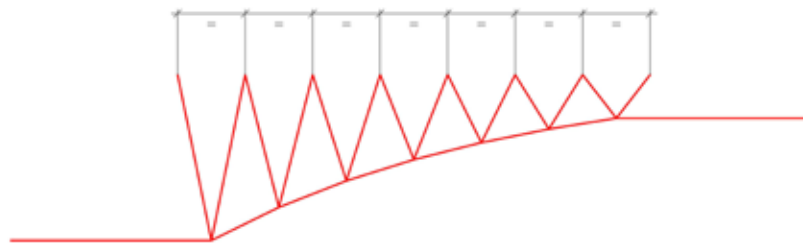
A hotel is a building where different individual experiences of life are shared. As with Istanbul the differences in experience of each space of the hotel are essential to the communal experience of the building. If everything's the same, what is left to share.

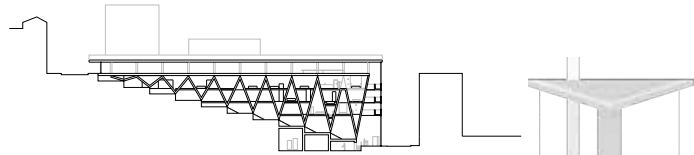
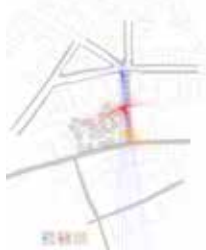
Structure has the ability to inhabit meaning. Working with structure as the main idea for the building, has given me the opportunity to investigate how, and if it is possible to charge a structure with an idea that goes beyond its ability to hold and provide for spaces.

Page 2 IDEAS ABOUT ISTANBUL

Page 3 IDEAS ABOUT HOTELL

Page 4 IDEAS ABOUT STRUCTURE





The ability to afford quality housing in the city center is important for many people to realize the program's goal of providing a vibrant, walkable, and sustainable urban environment. The program's goal is to provide a vibrant, walkable, and sustainable urban environment. The program's goal is to provide a vibrant, walkable, and sustainable urban environment.

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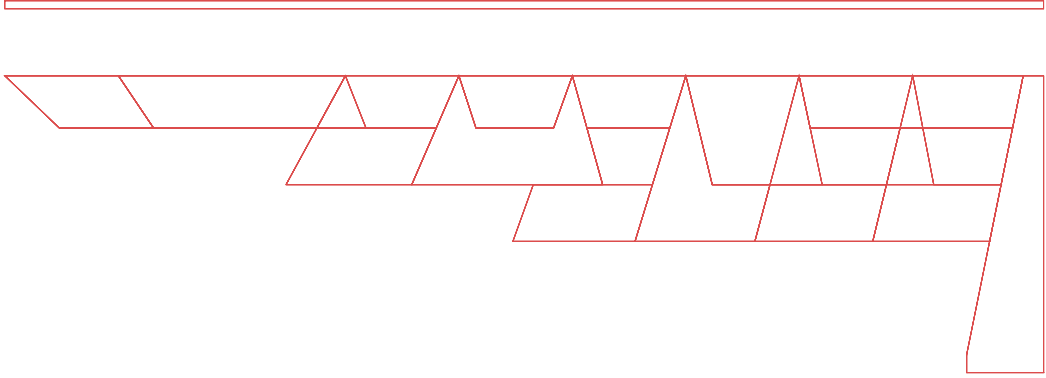
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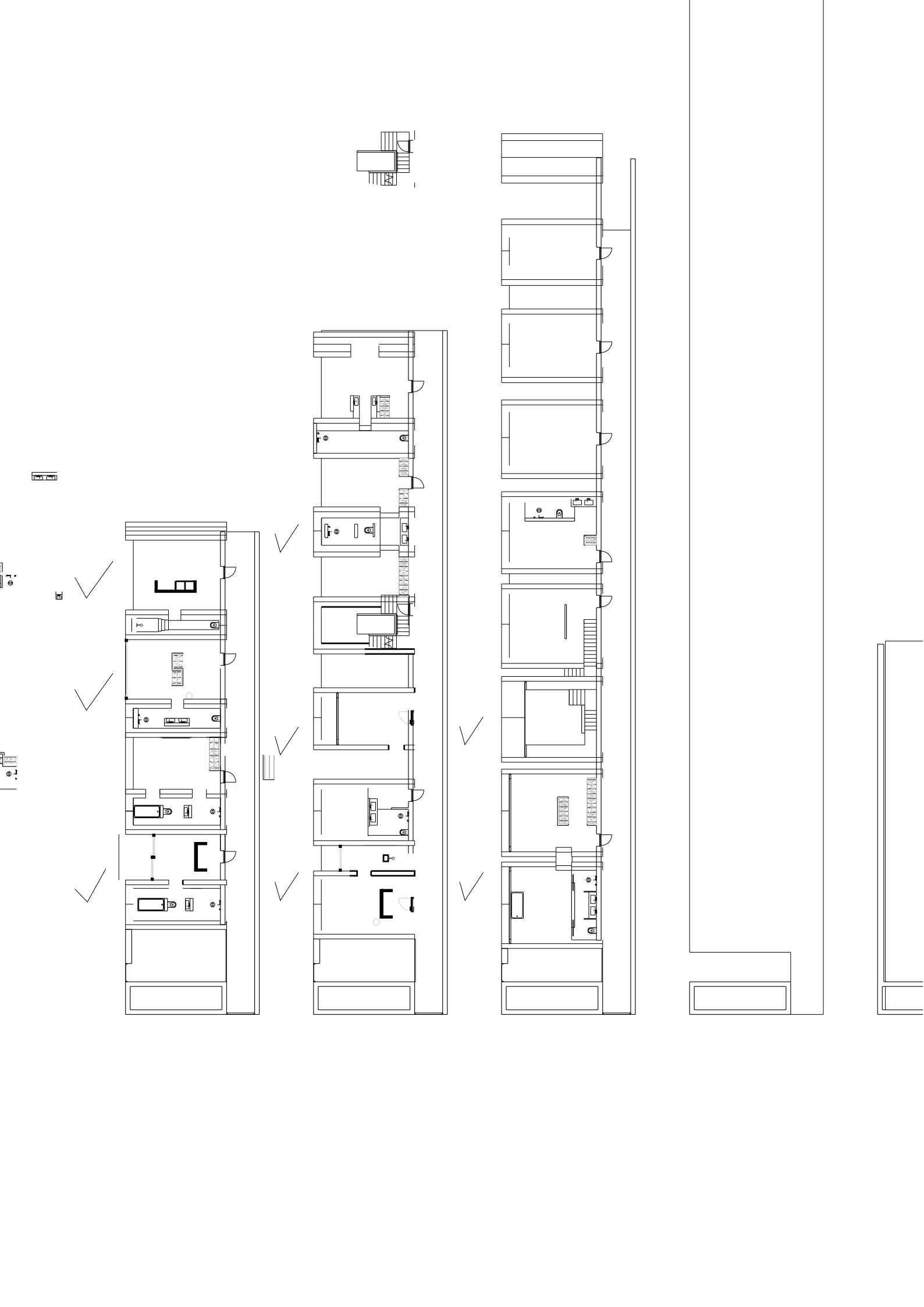
The program's goal is to provide a vibrant, walkable, and sustainable urban environment.

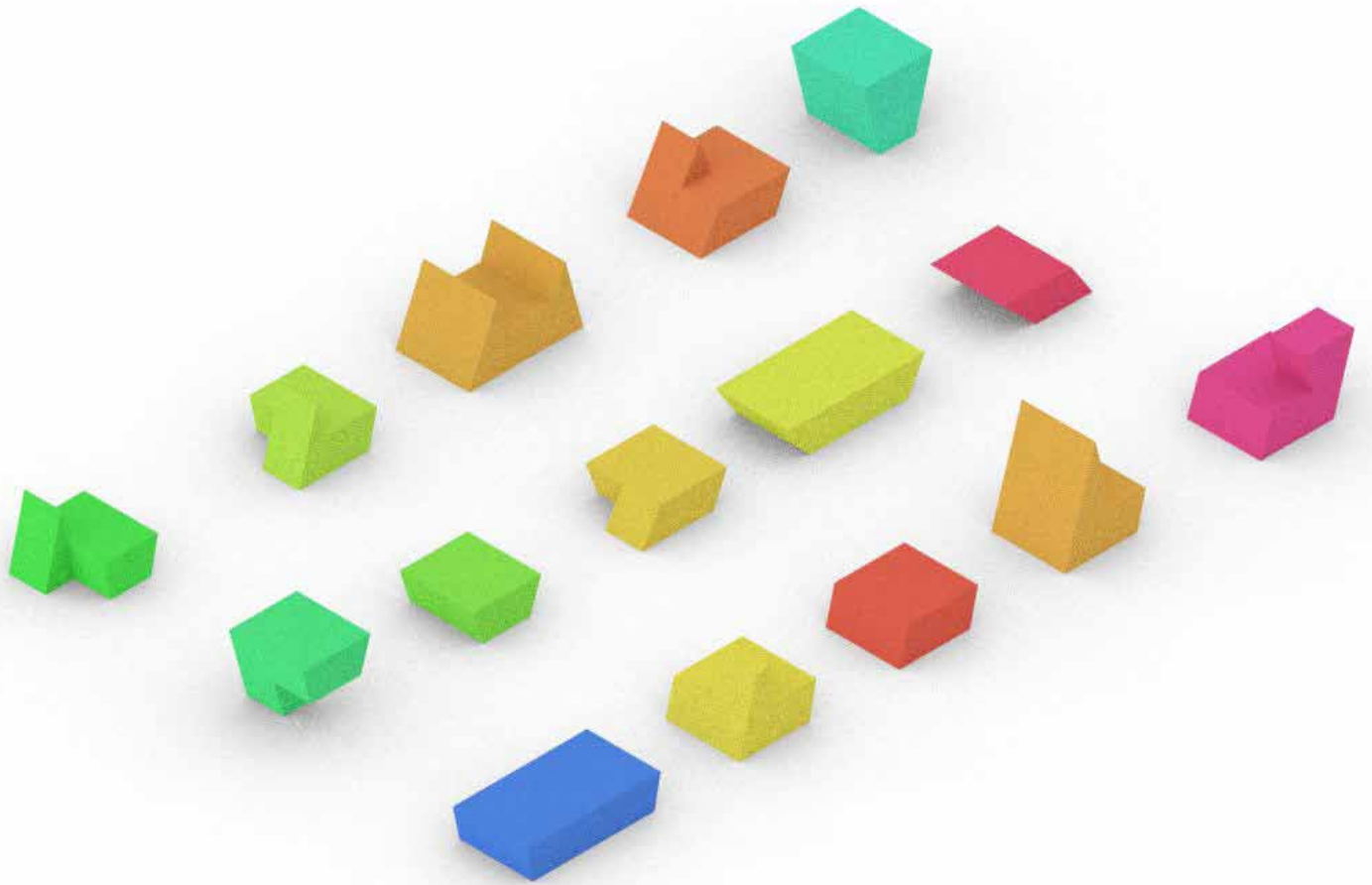
The program's goal is to provide a vibrant, walkable, and sustainable urban environment.

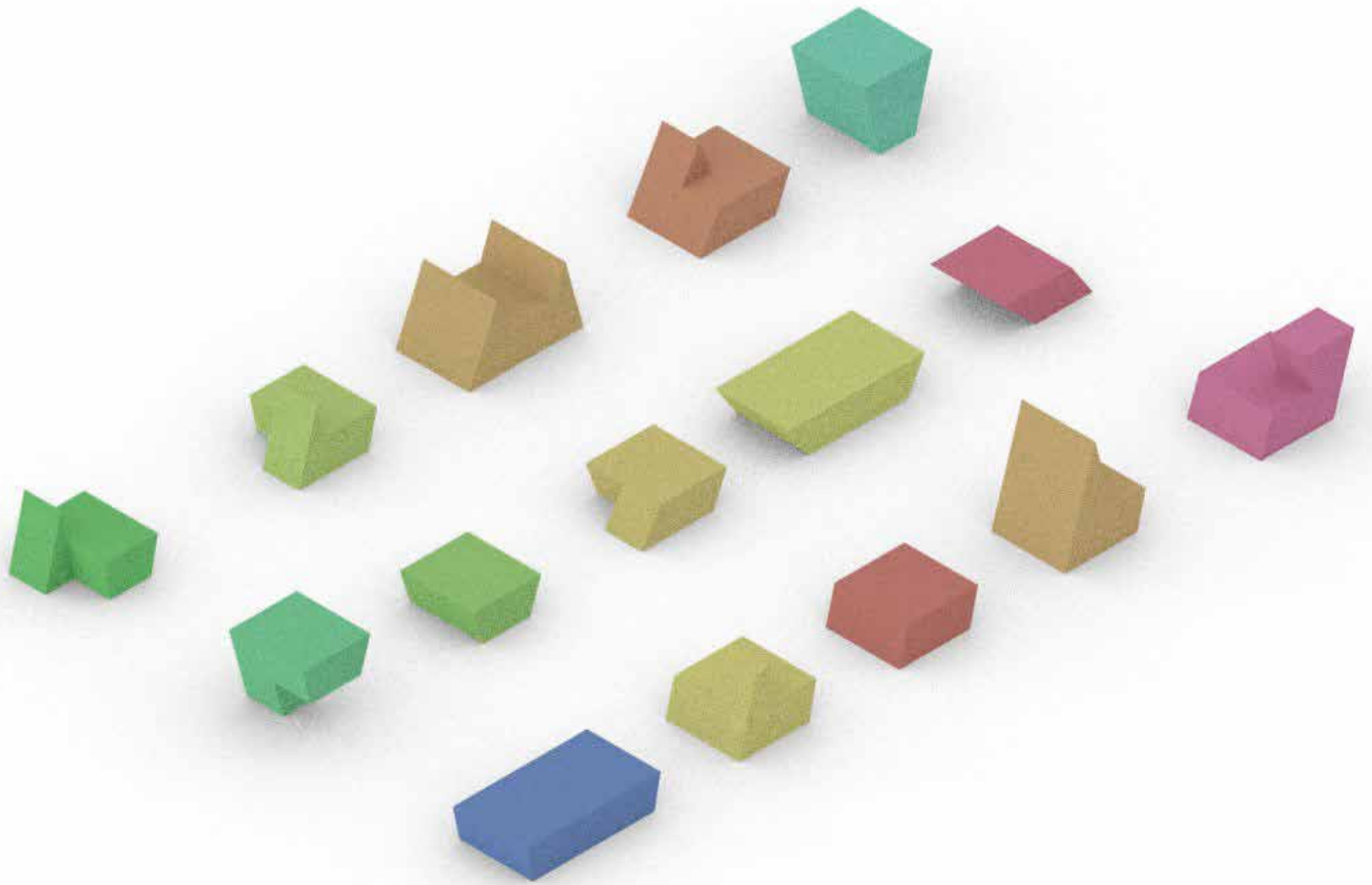






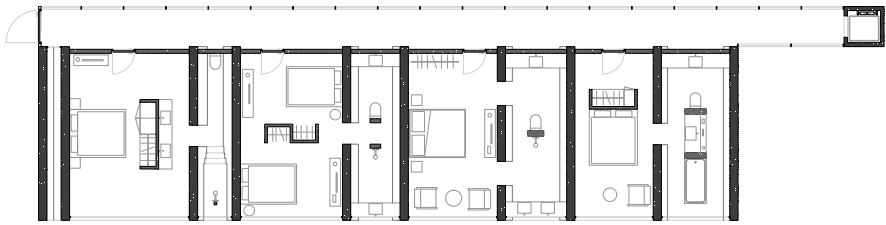
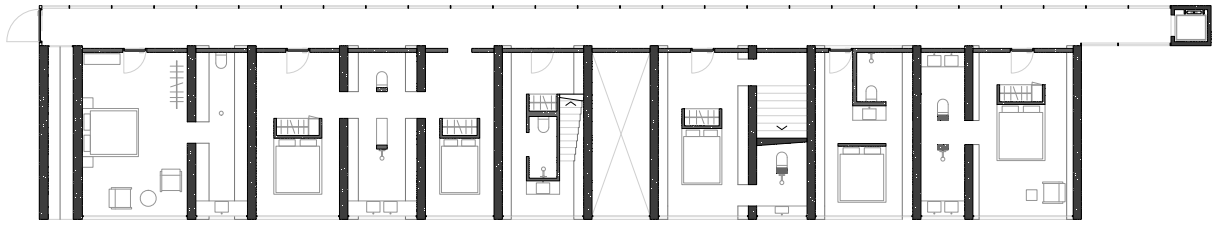
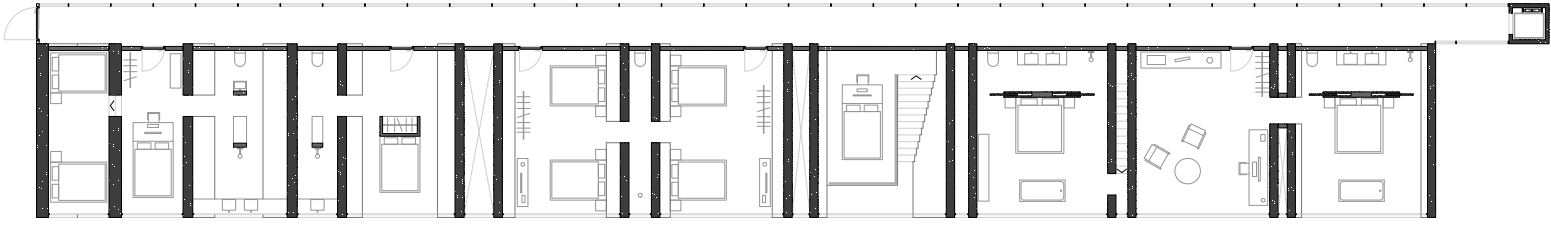
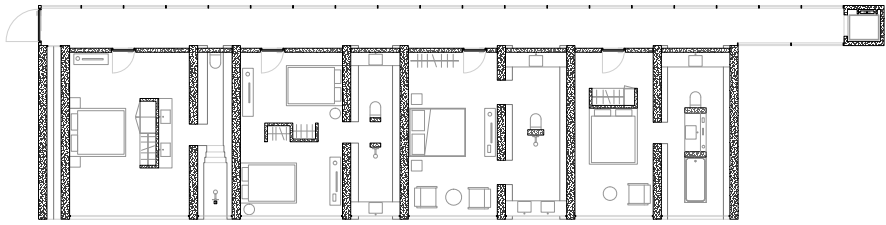
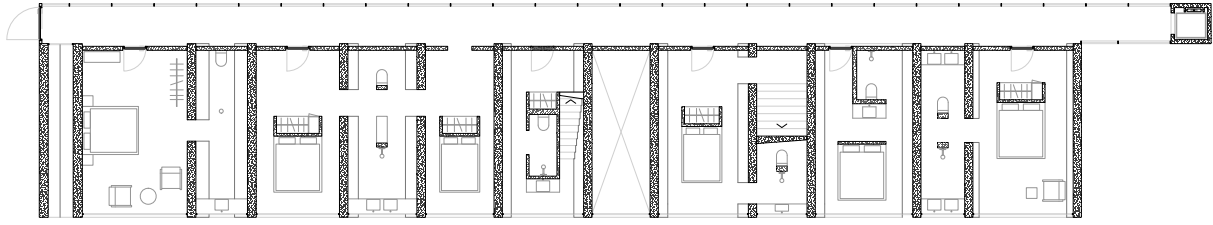
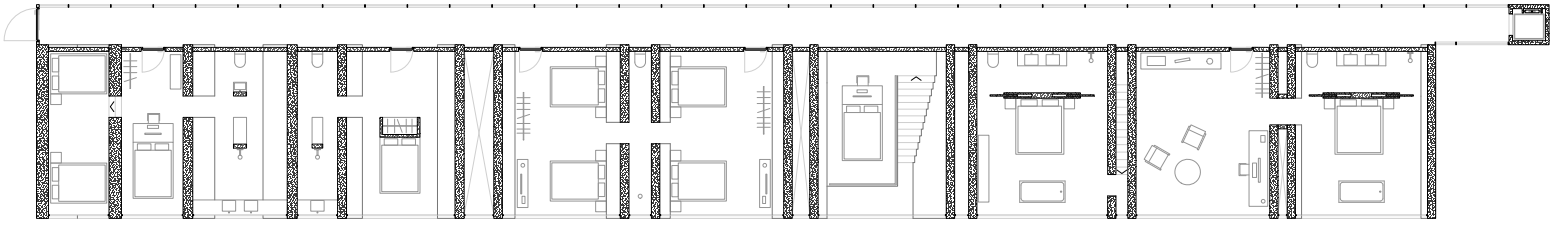


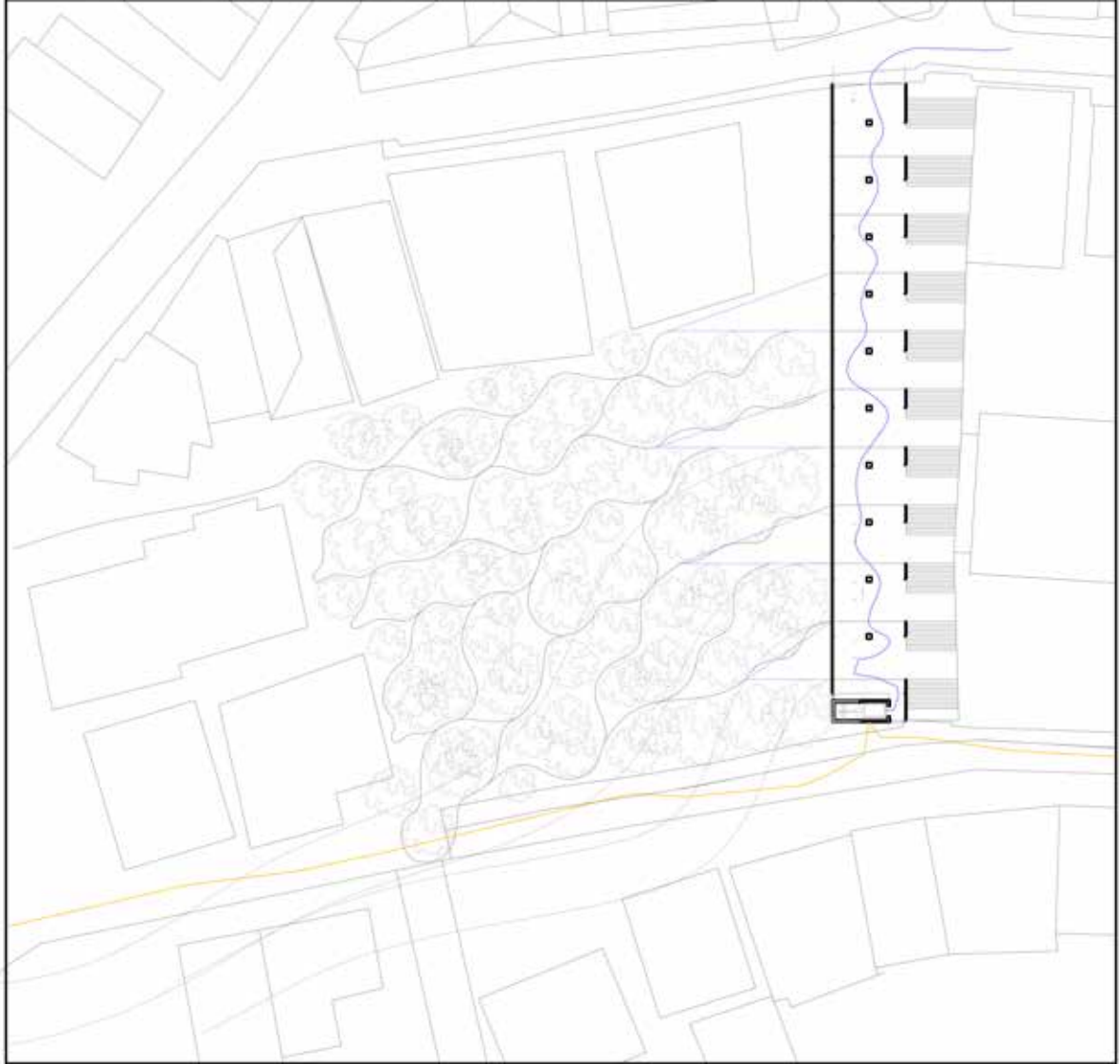


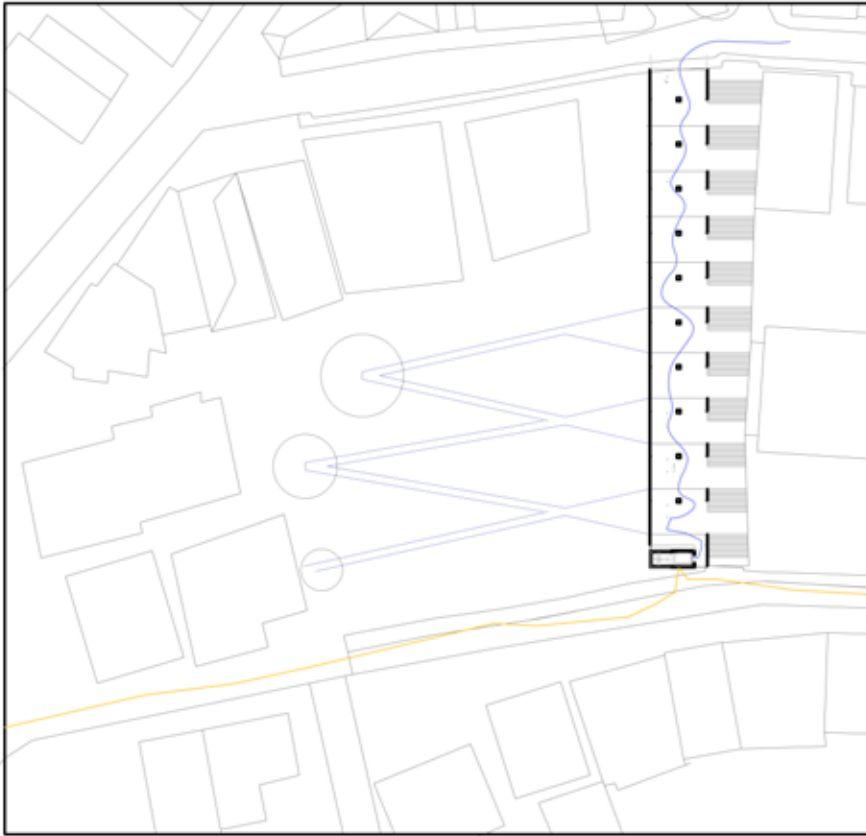












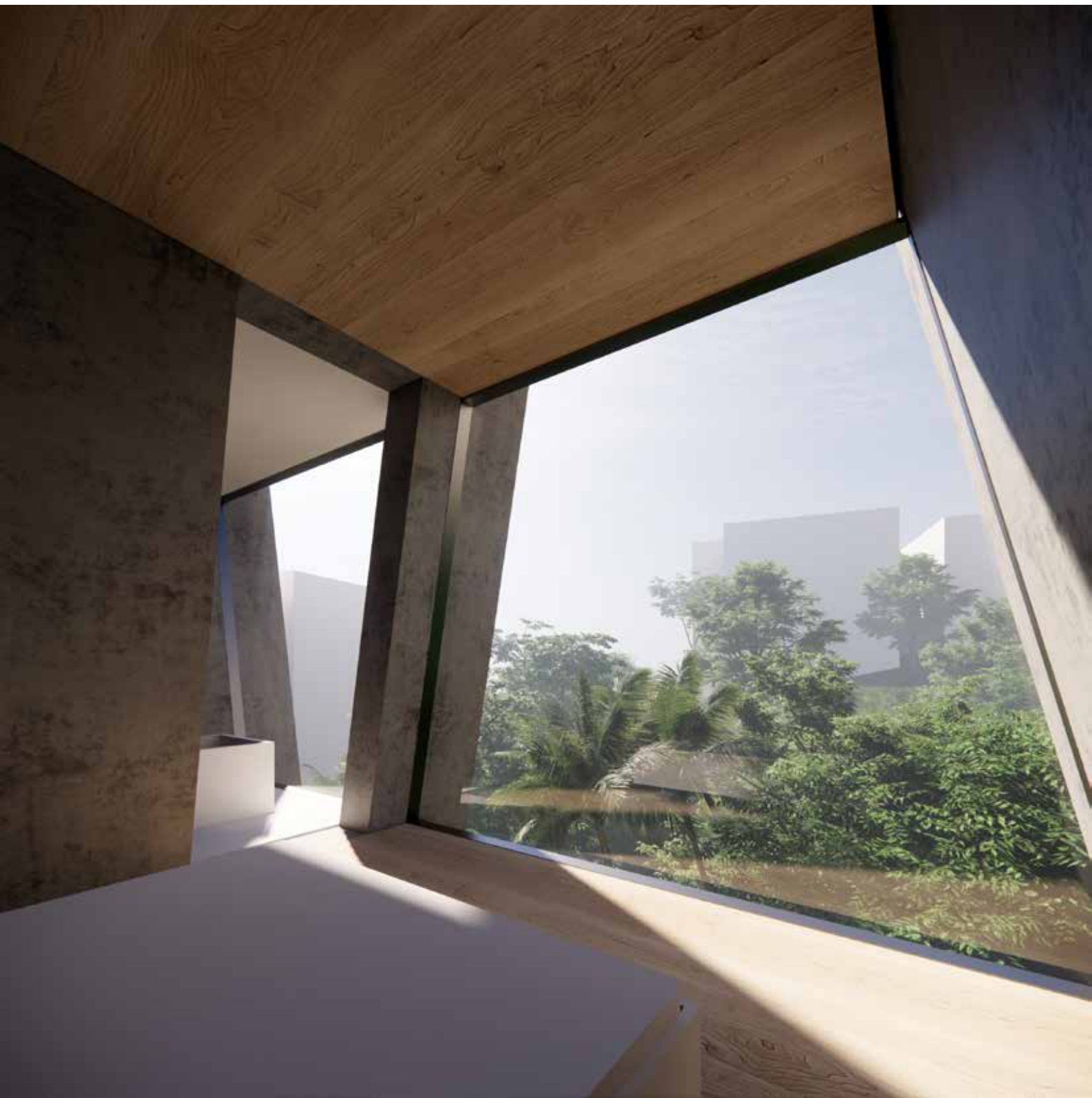






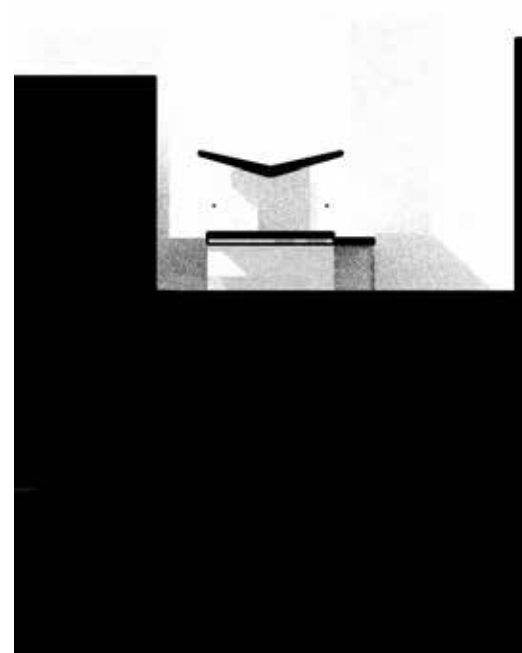
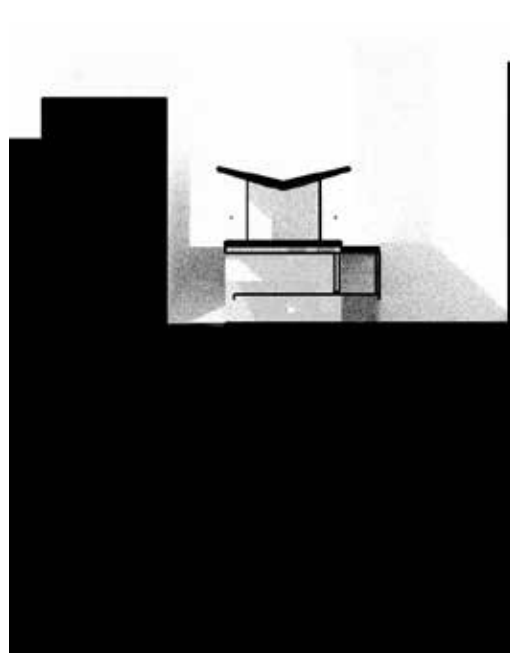
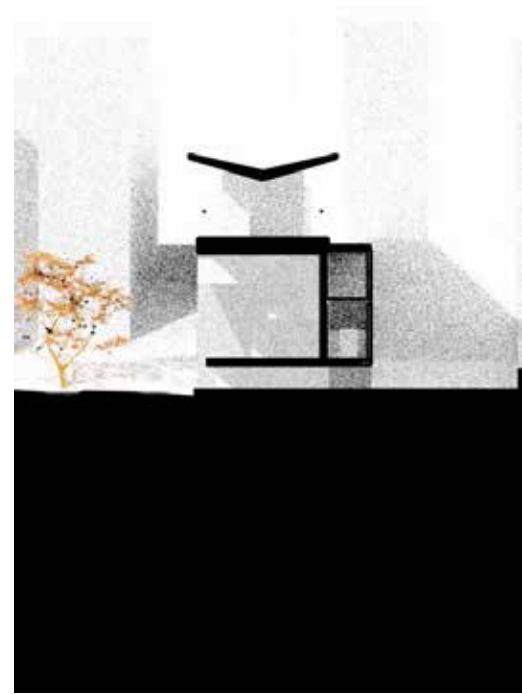
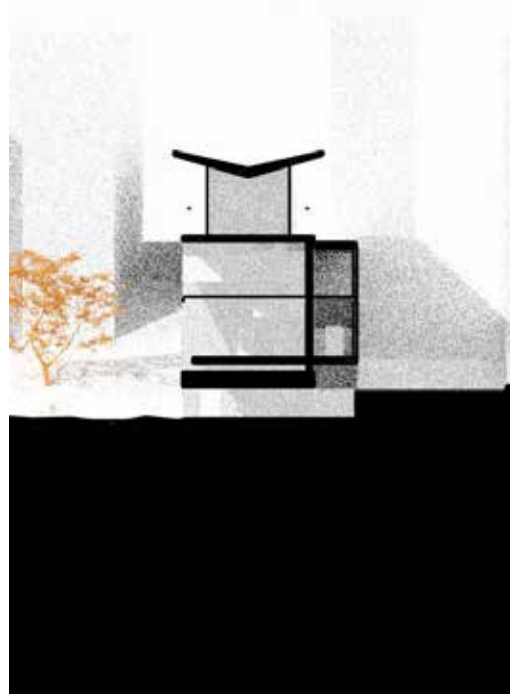
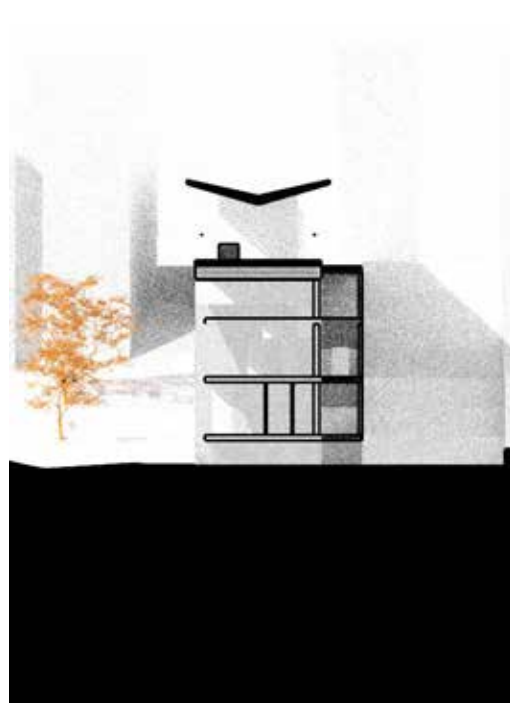


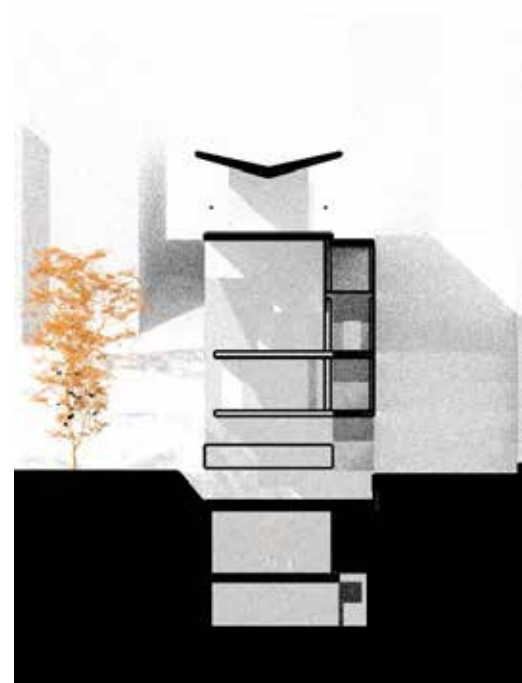
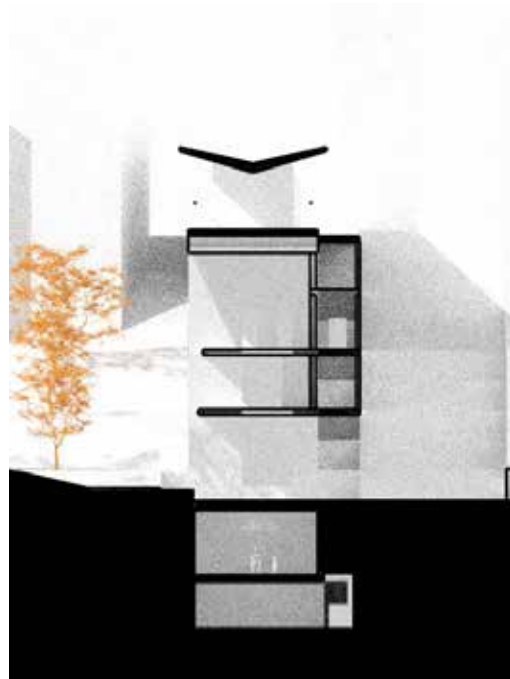
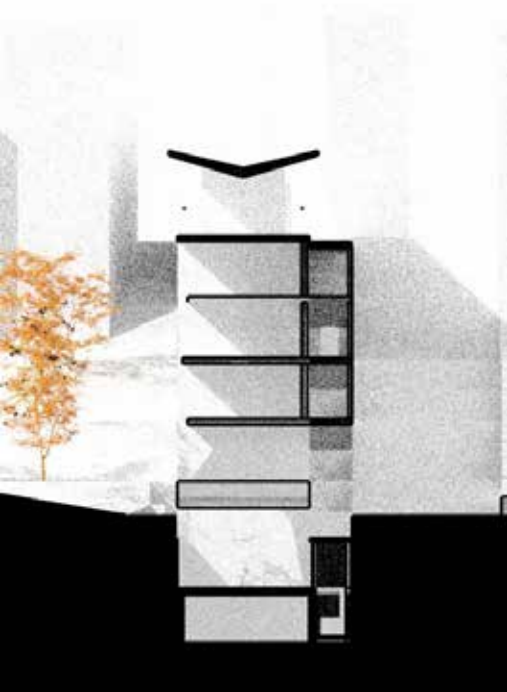
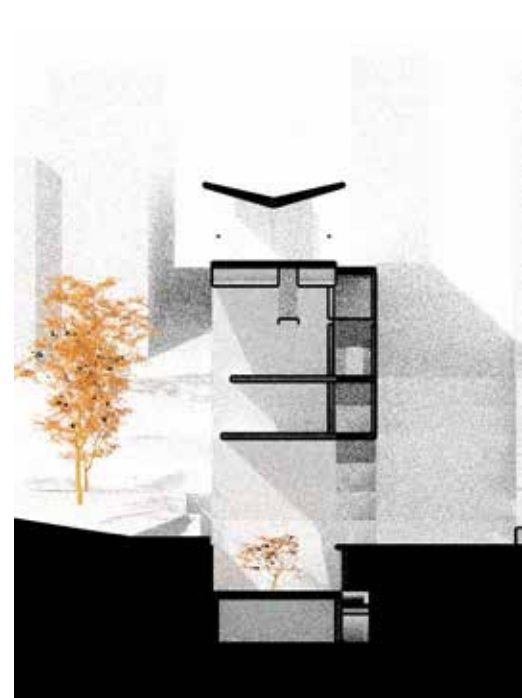
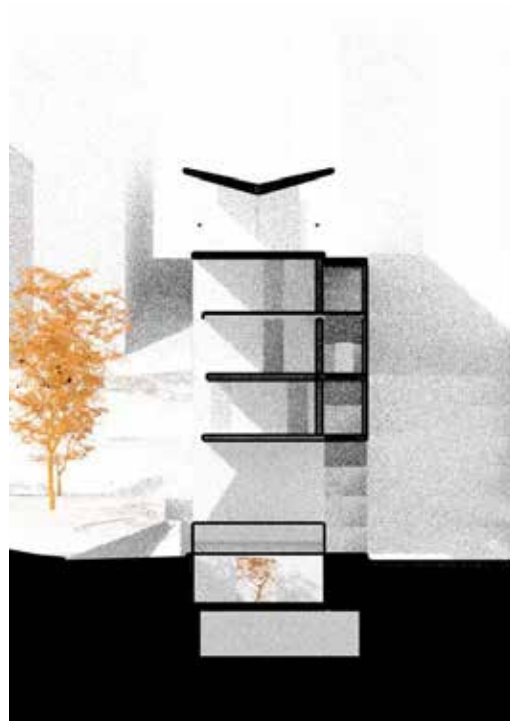
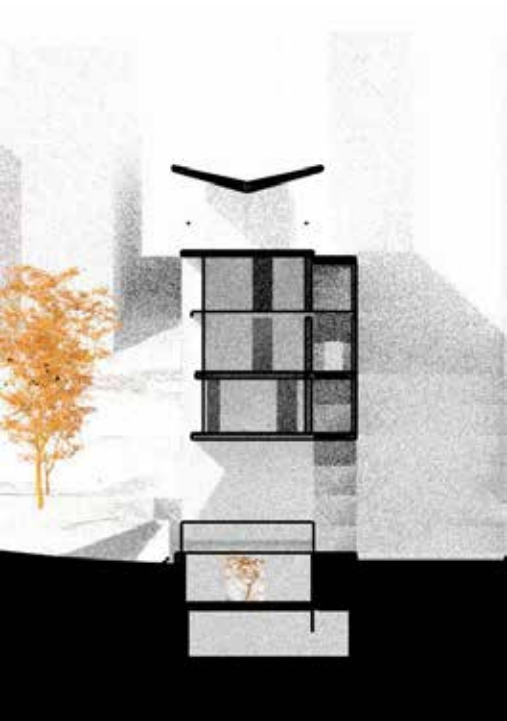


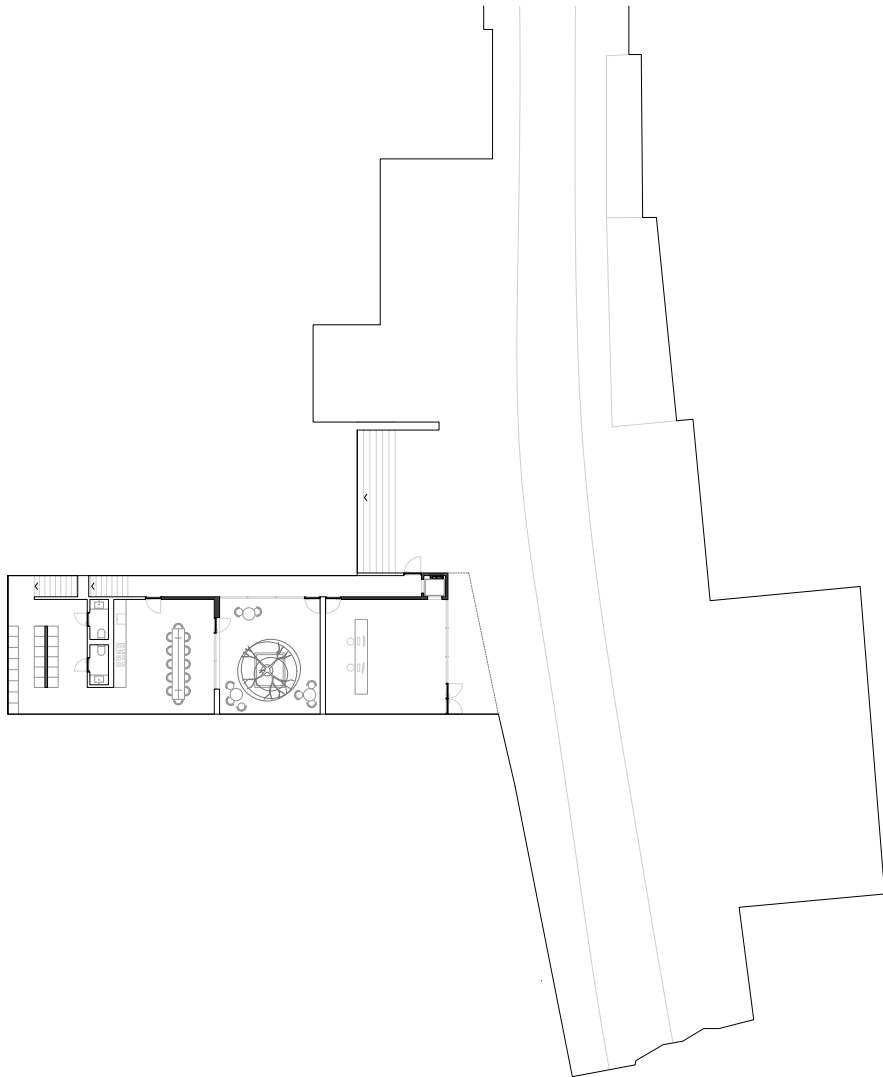
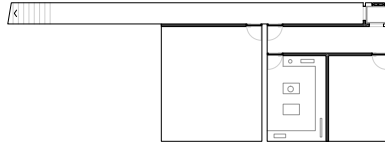


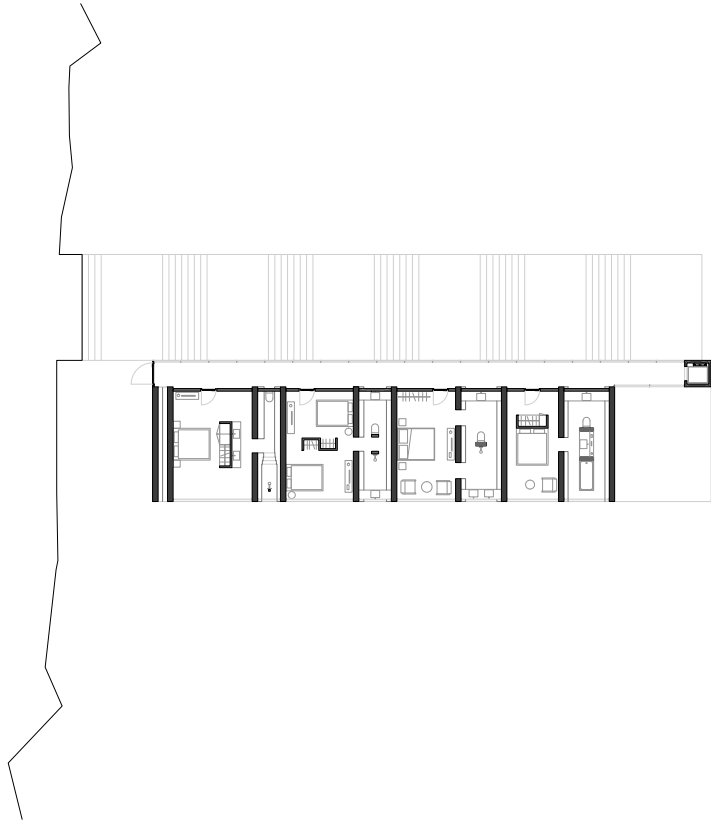


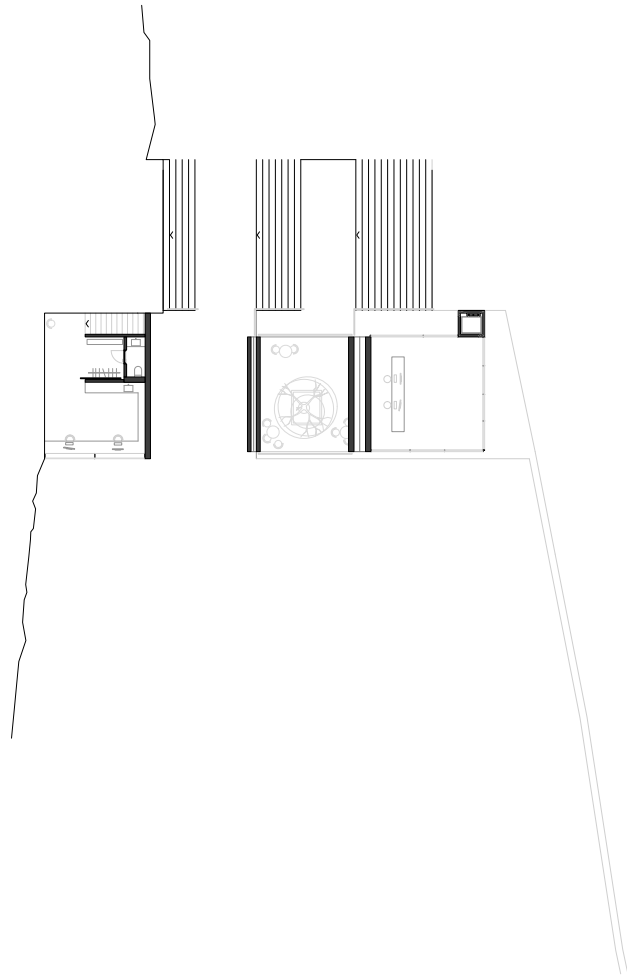


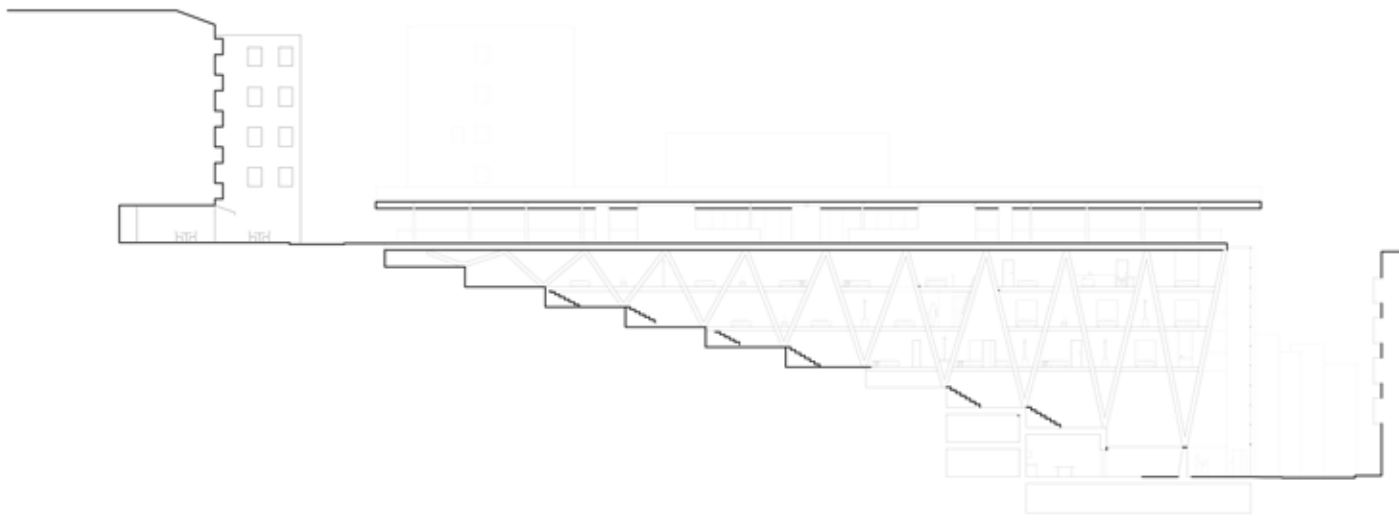














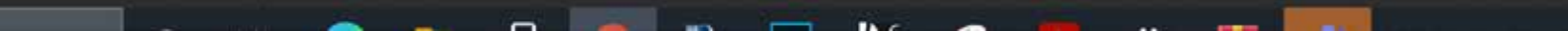




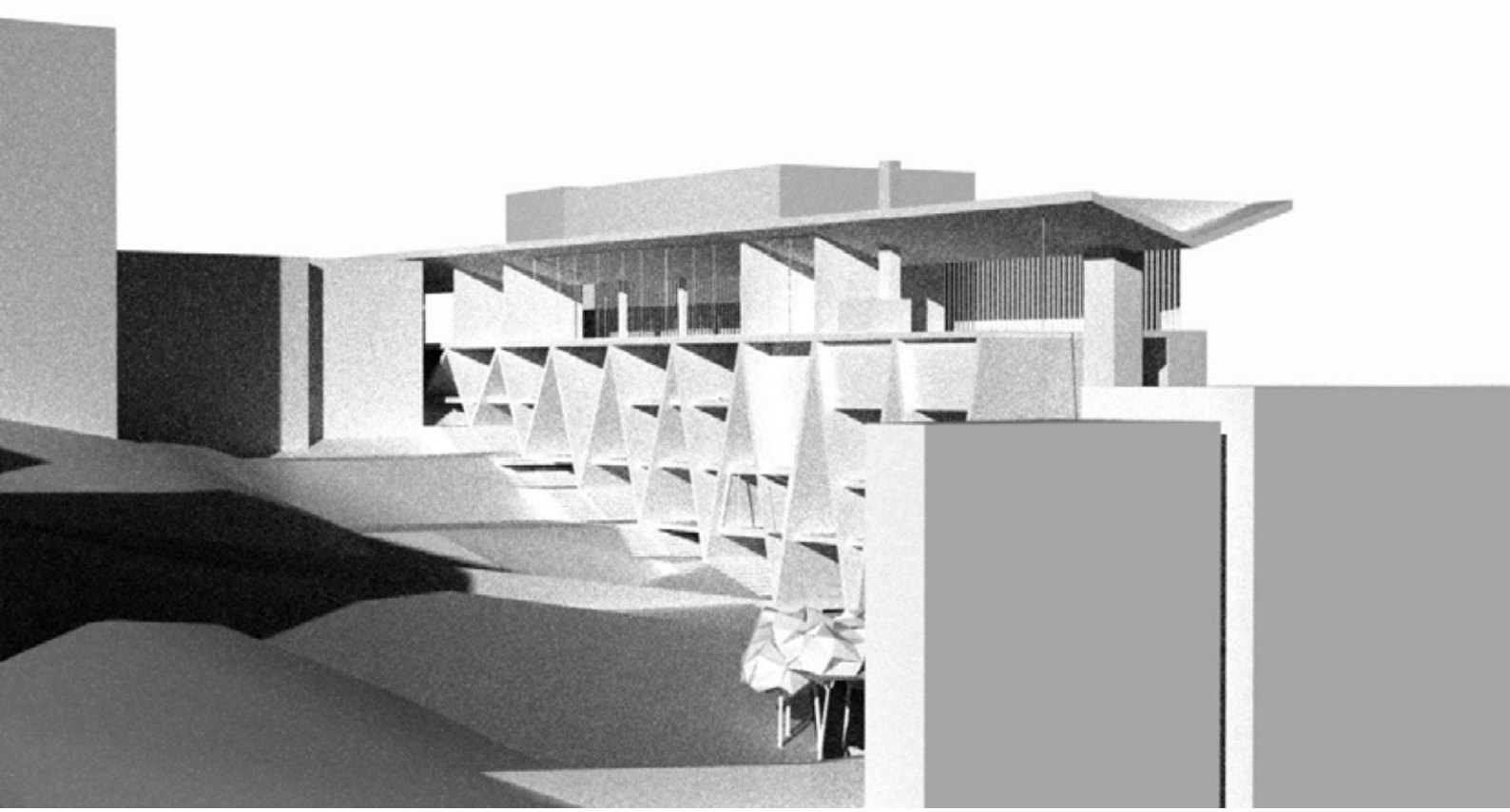
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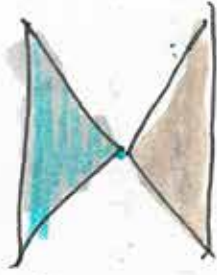






KONSTRUKTION

INTERFACE



12/6.21

INTERFACE.

HVIS PROGRAMMET FOR DIPLOMEN ER VALGT UT FRA ET NOKKELORD, OG STEDET JEG JOBBER MED ER VALGT UT IFRÅ CAPMG ORD, BURDE OGSÅ SELVE TOMTA OG ISKE HOTELLET VARE ET RESULTAT AV ORDET.

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