

01. changing room

02. storage 03. laundry

04. work cloths

1 : 100 plan of changingrooms +2,6

01. canteen

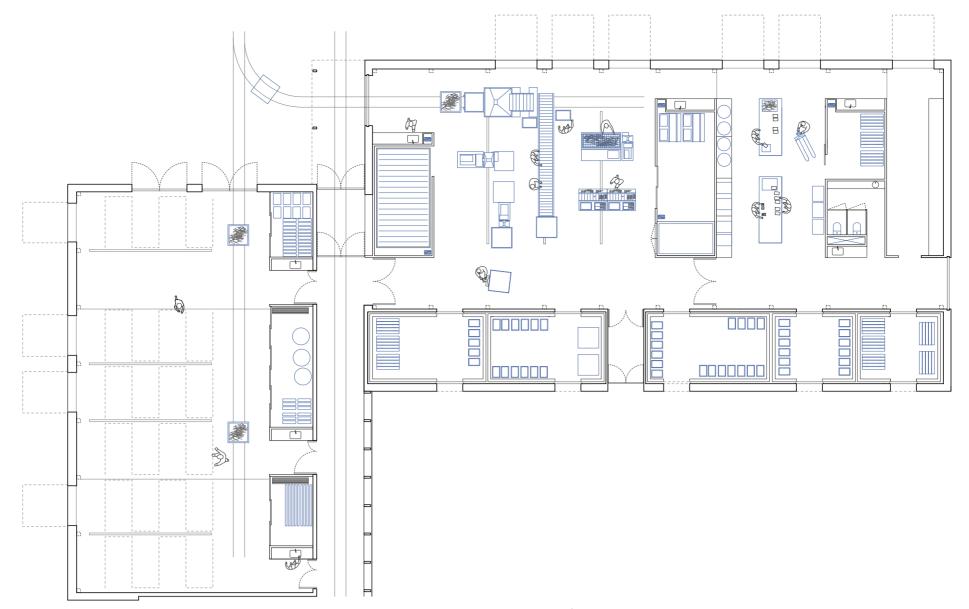


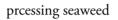
02. kitchen

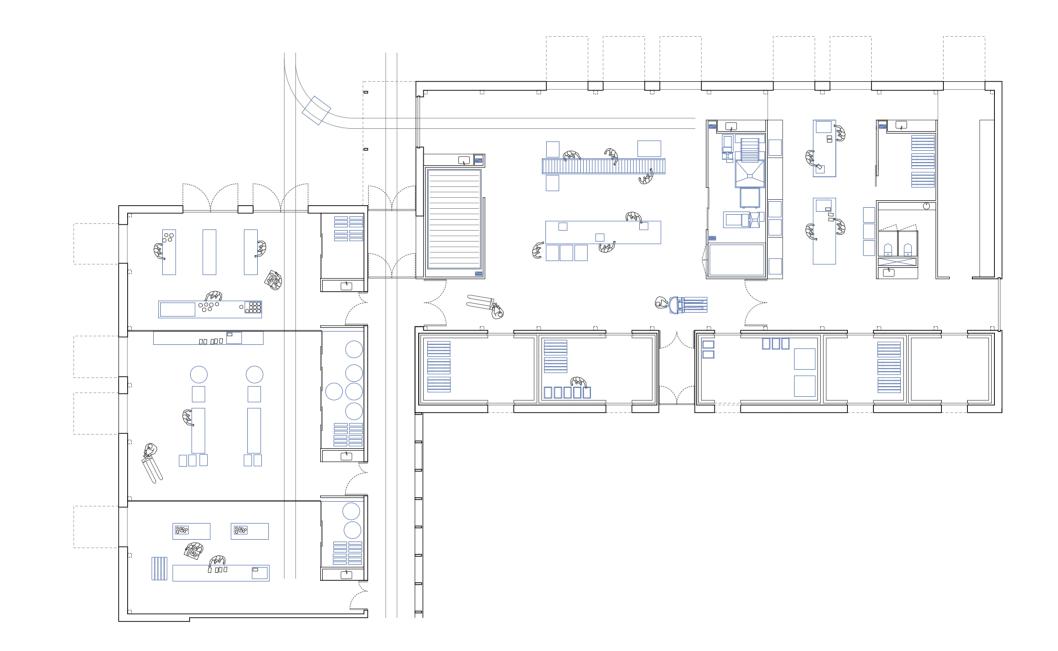
03. office

04. roof terrace

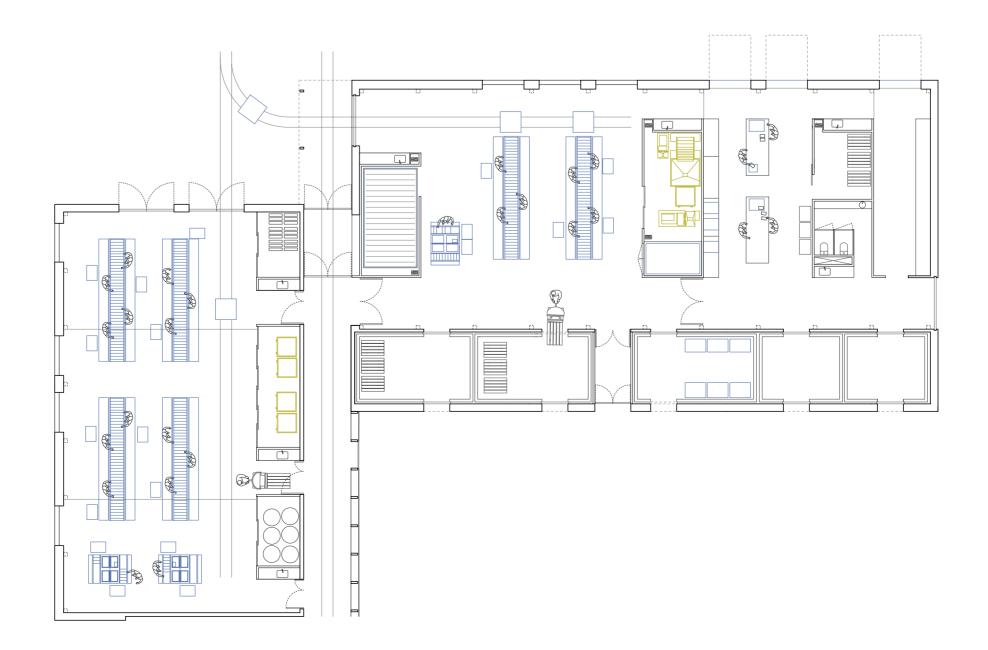
1 : 100 plan 1. floor +8,8

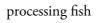


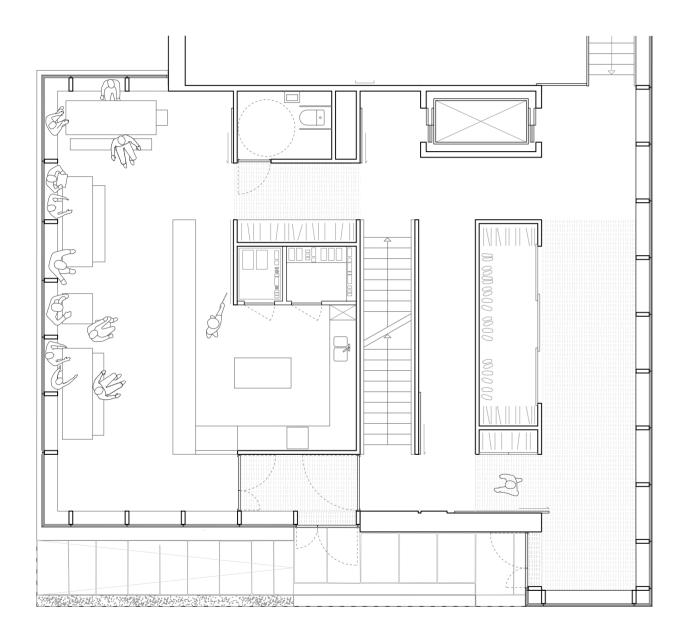


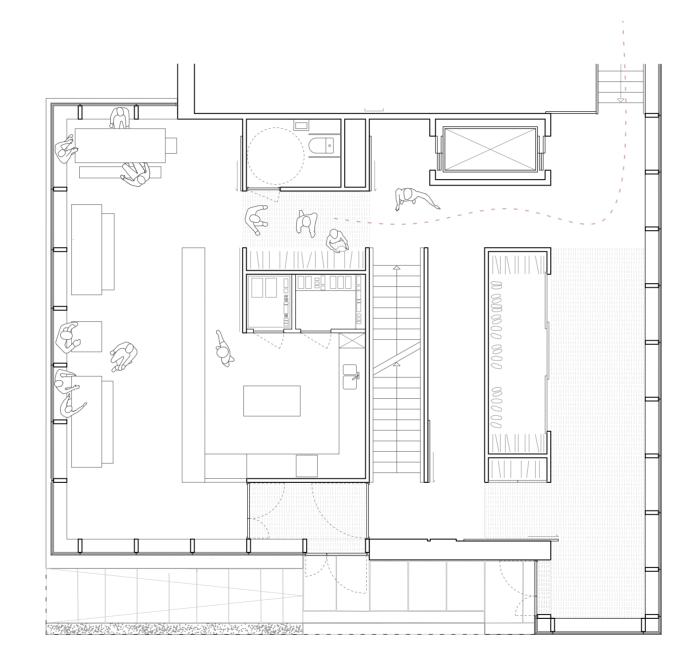


3 different resources in the drying hall

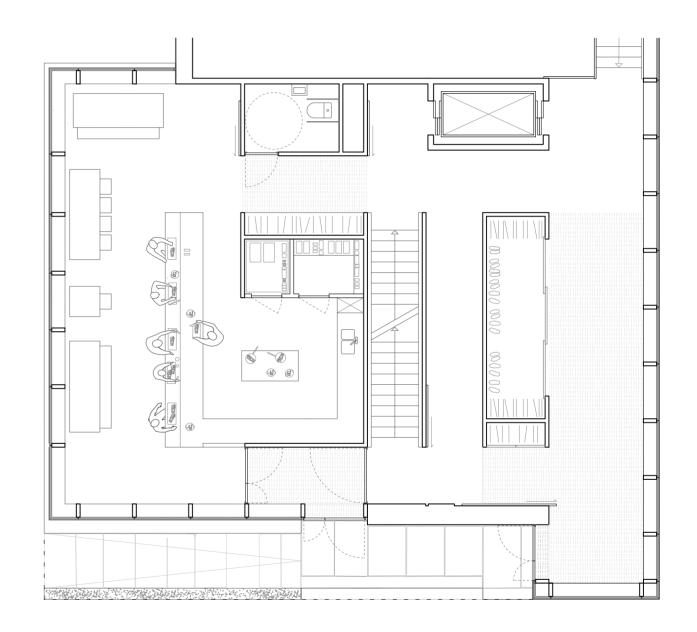


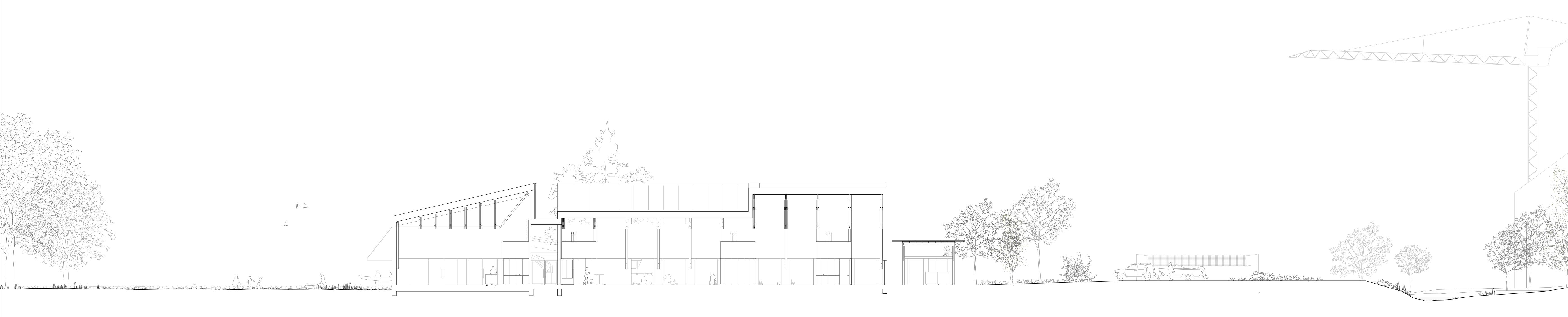




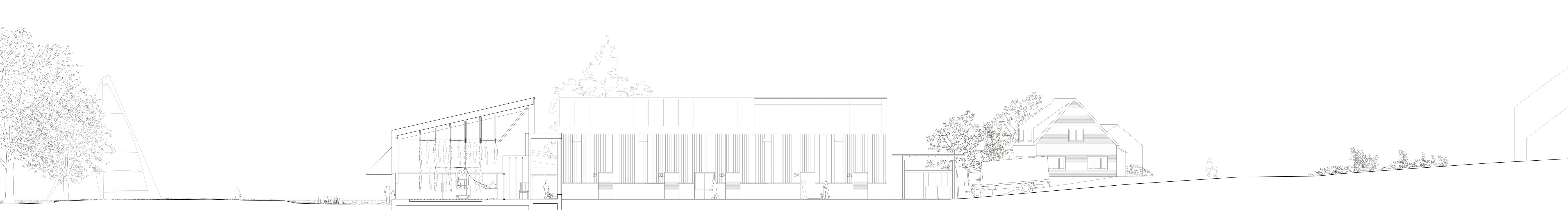


different scenario s/ use in the visitor centre

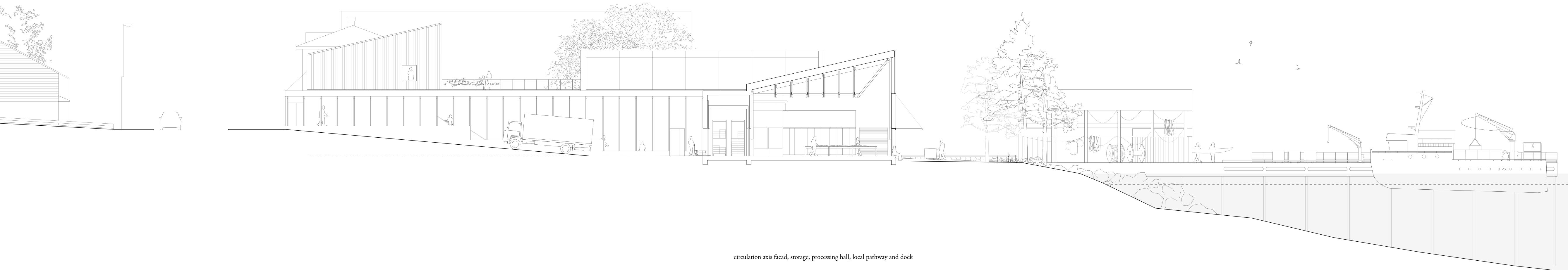


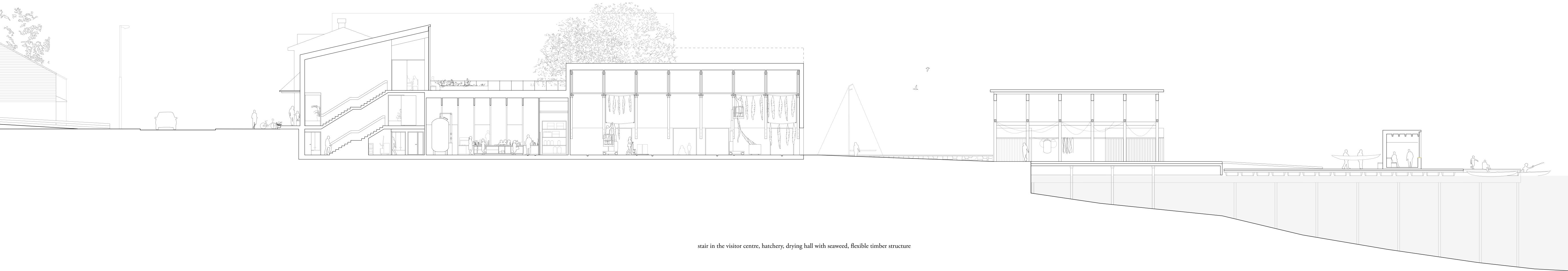


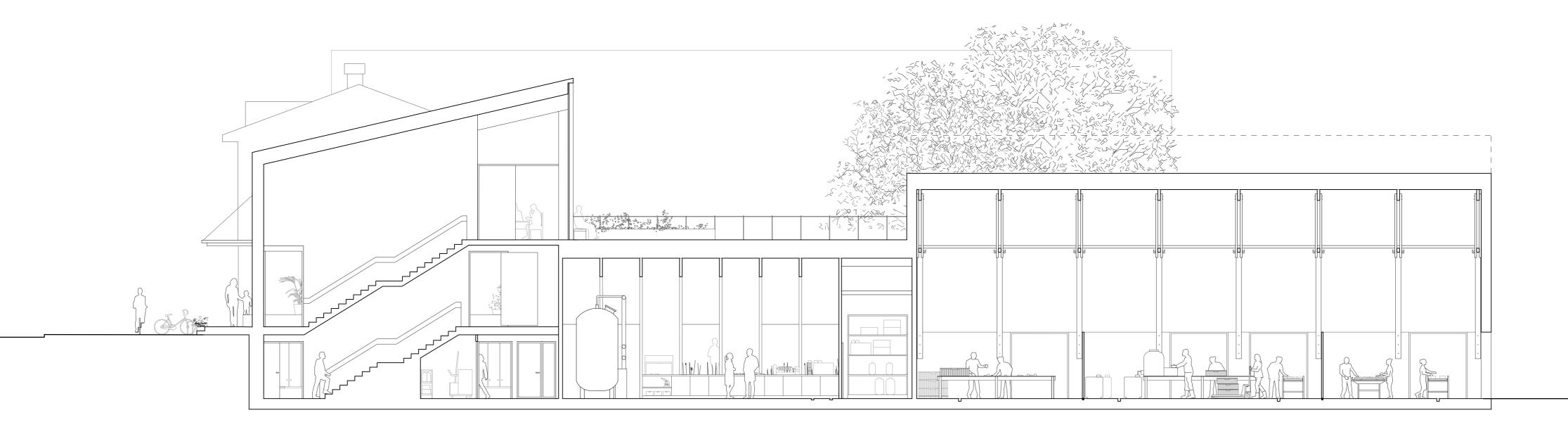
drying - processing - packing



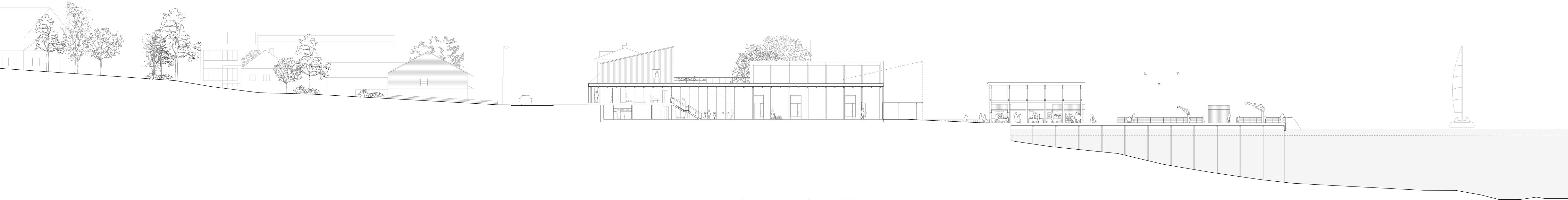
drying - transport zone



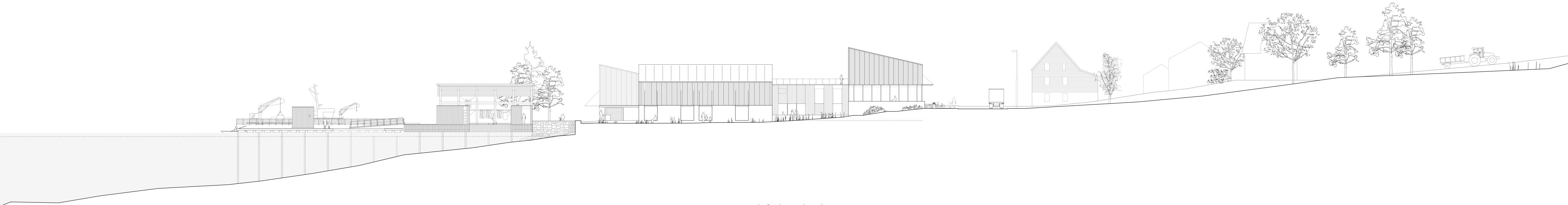




visitor centre, hatchery normal workday and processing of other resourses



circulation axis connecting the street with the sea



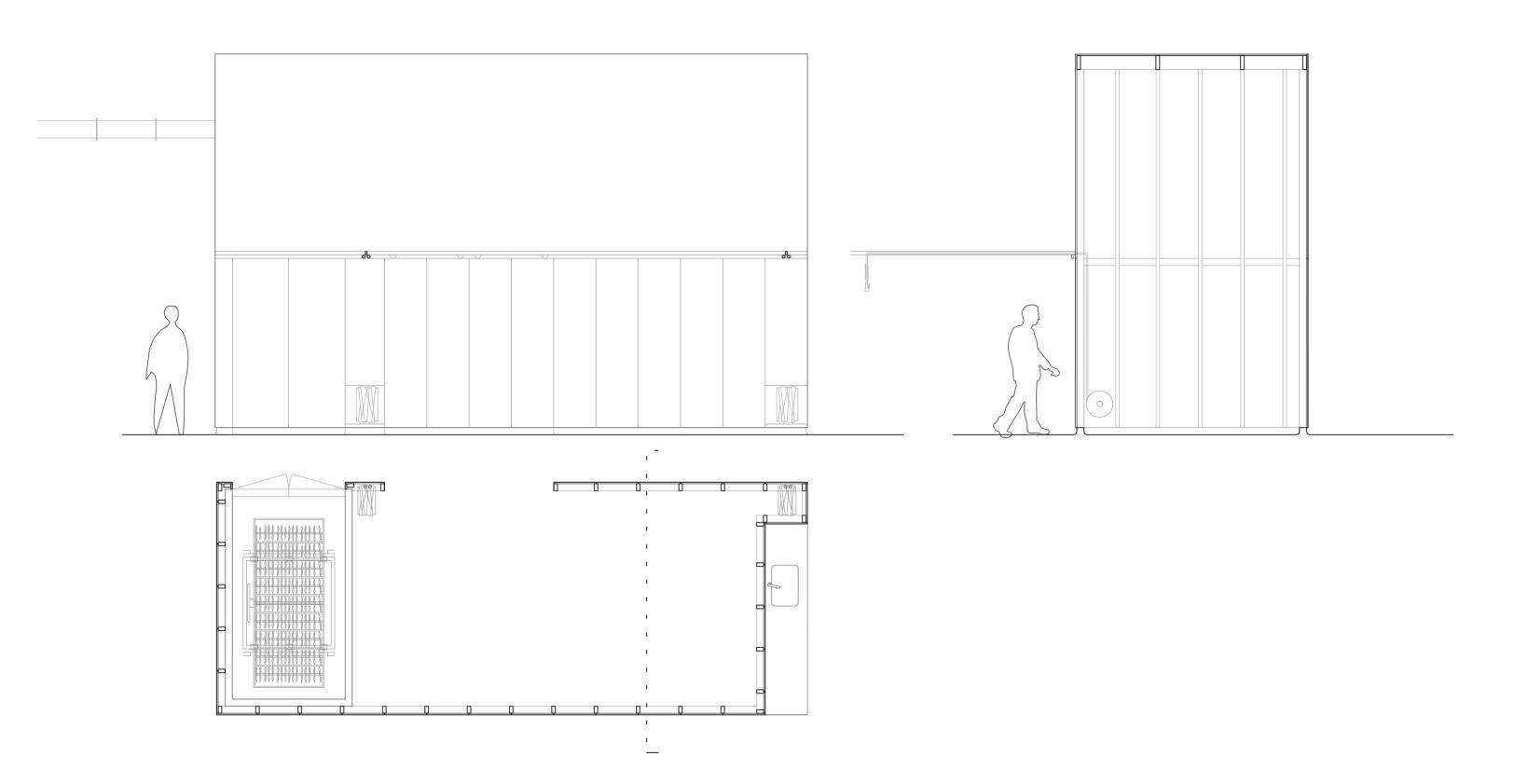
the facade towards south west



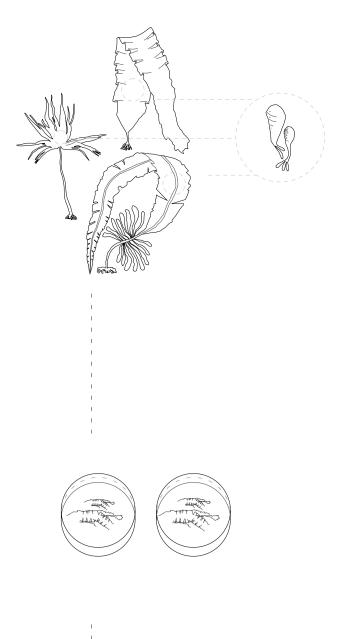


Fitjar silhouette

	 	 	 	0	
				0	
				0	
				<u></u>	
				0	
				0	
				0	

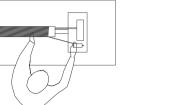






Mother plant native seaweed from the district

Indusing spores simulate winter in refrigerator over night

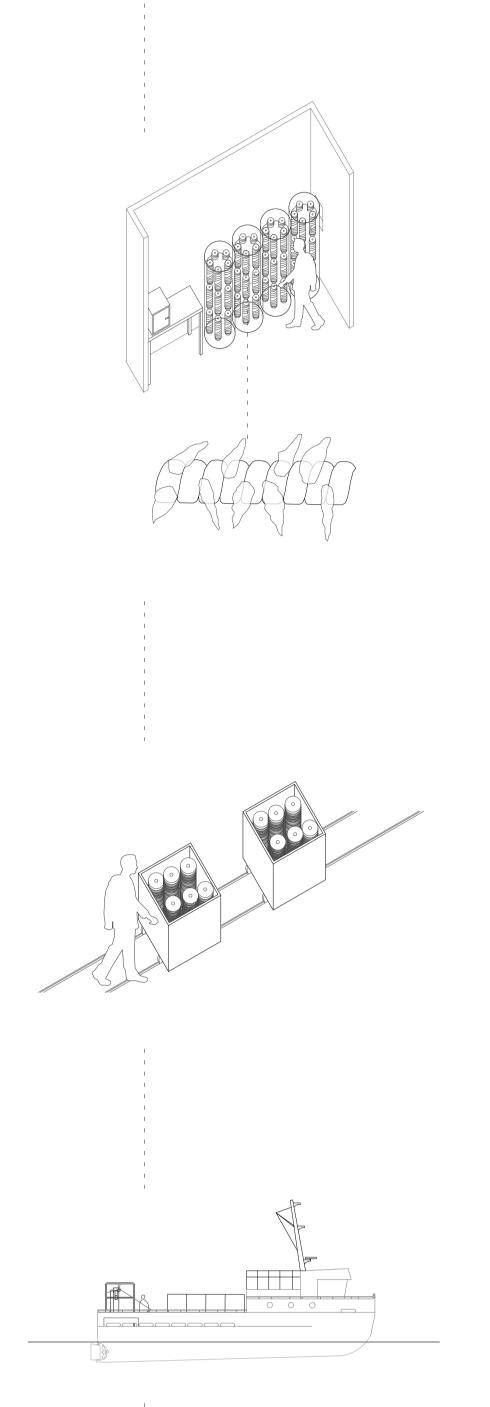


Spinning thread onto spools

ı I



Spraying the spore culture onto spools with the thin growing thread



Growing rooms 30-35 growing days

Transport on rail

Transport by vessle out to growing field

