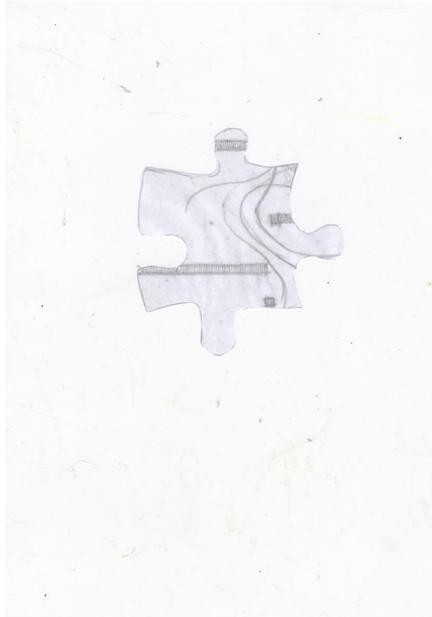
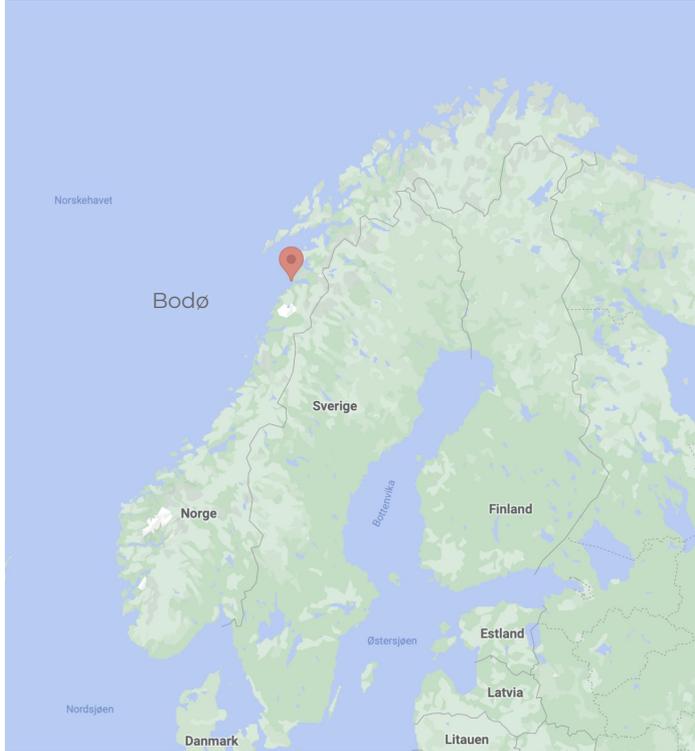


# Reform



Emma Esmeralda Domino



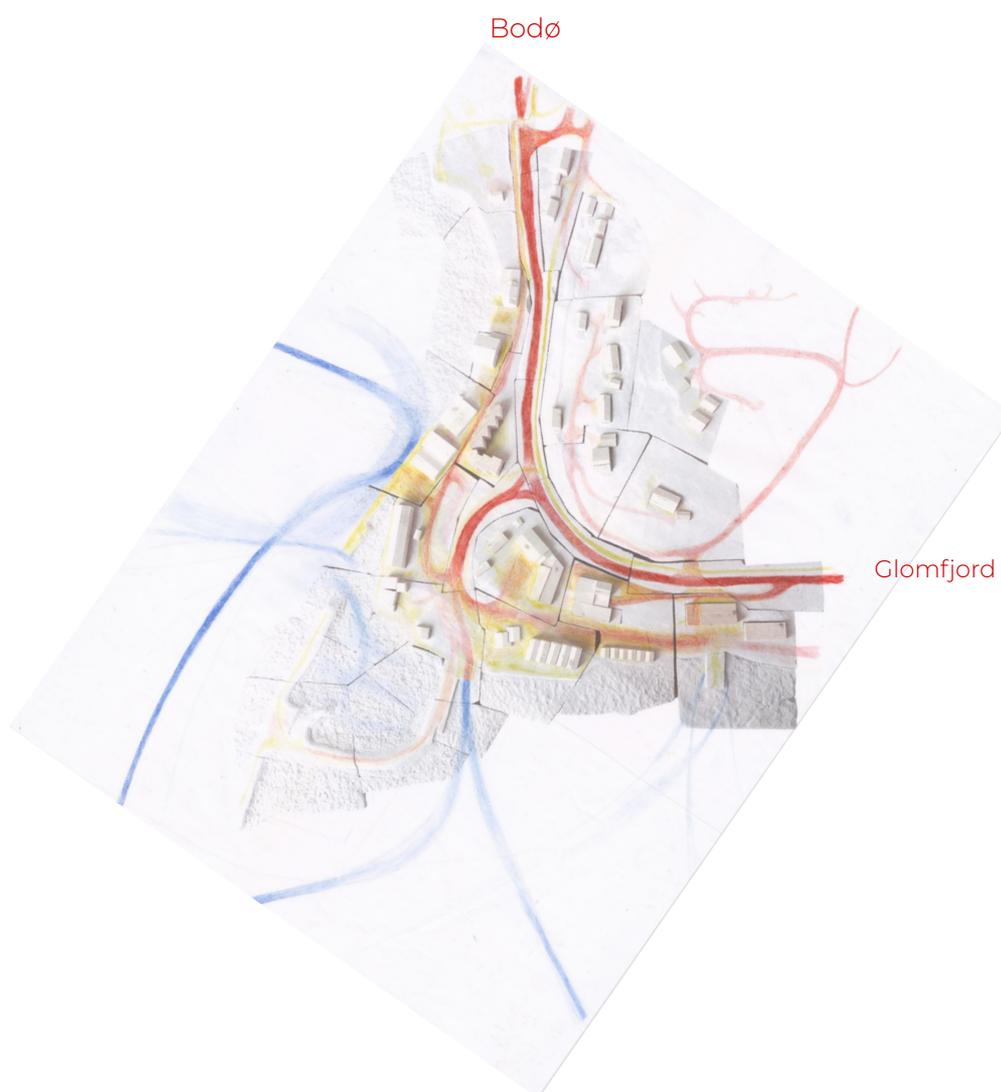
# Ørnes



Program:

-  Dwelling
-  Office
-  Industry
-  Commercial

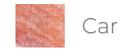
Ørnes



Bodø

Glomfjord

Activity by:



Car



Human

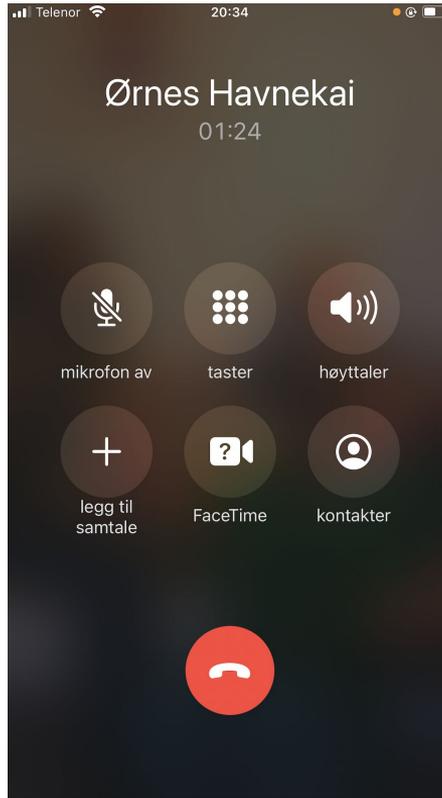


Boat



Found objects  
with Bernice

To get know the site I  
collected used snus witch I  
found on the ground.



Looking at the building as  
a person  
with Sverre Sondresen

A conversation with Ørnes  
harbor.



Remember



Relate



Release



----- I chose Ørnes Harbor  
as my building to  
look into and reform.



Pictures of Ørnes harbor and its exterior site.







Light and shadow inside the buildings.



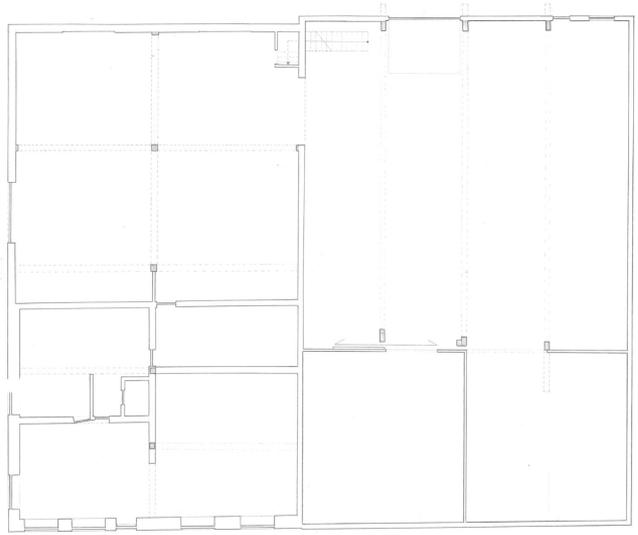
Views and connection to the outside.



Materials inside. Wood and concrete.

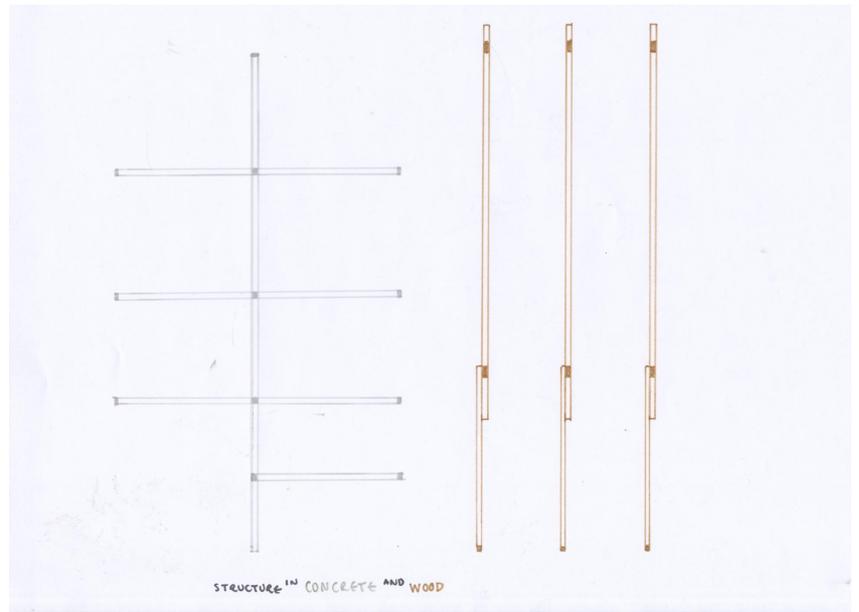


The landlord, Fredrik was very engaged and curious in us and our projects.

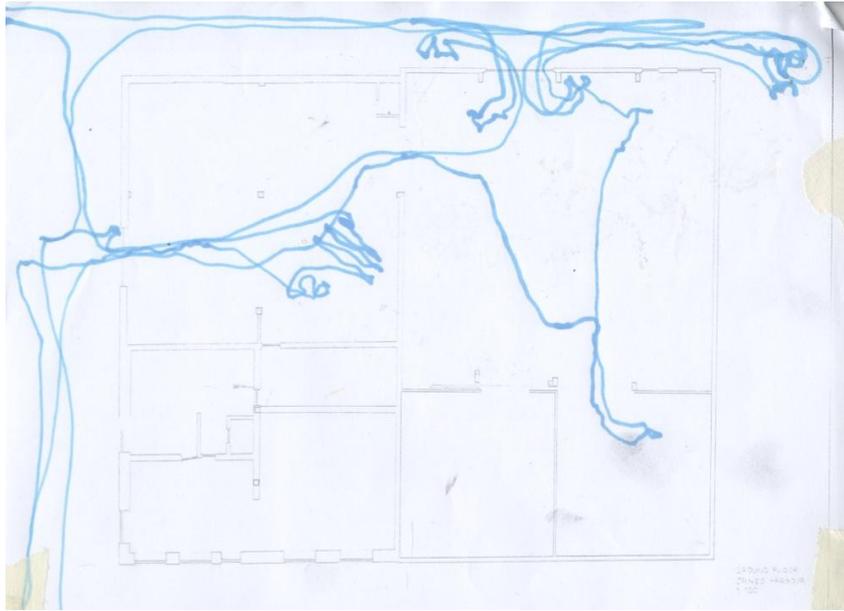


GROUND FLOOR  
ORNES HÆRBJORG  
1:100

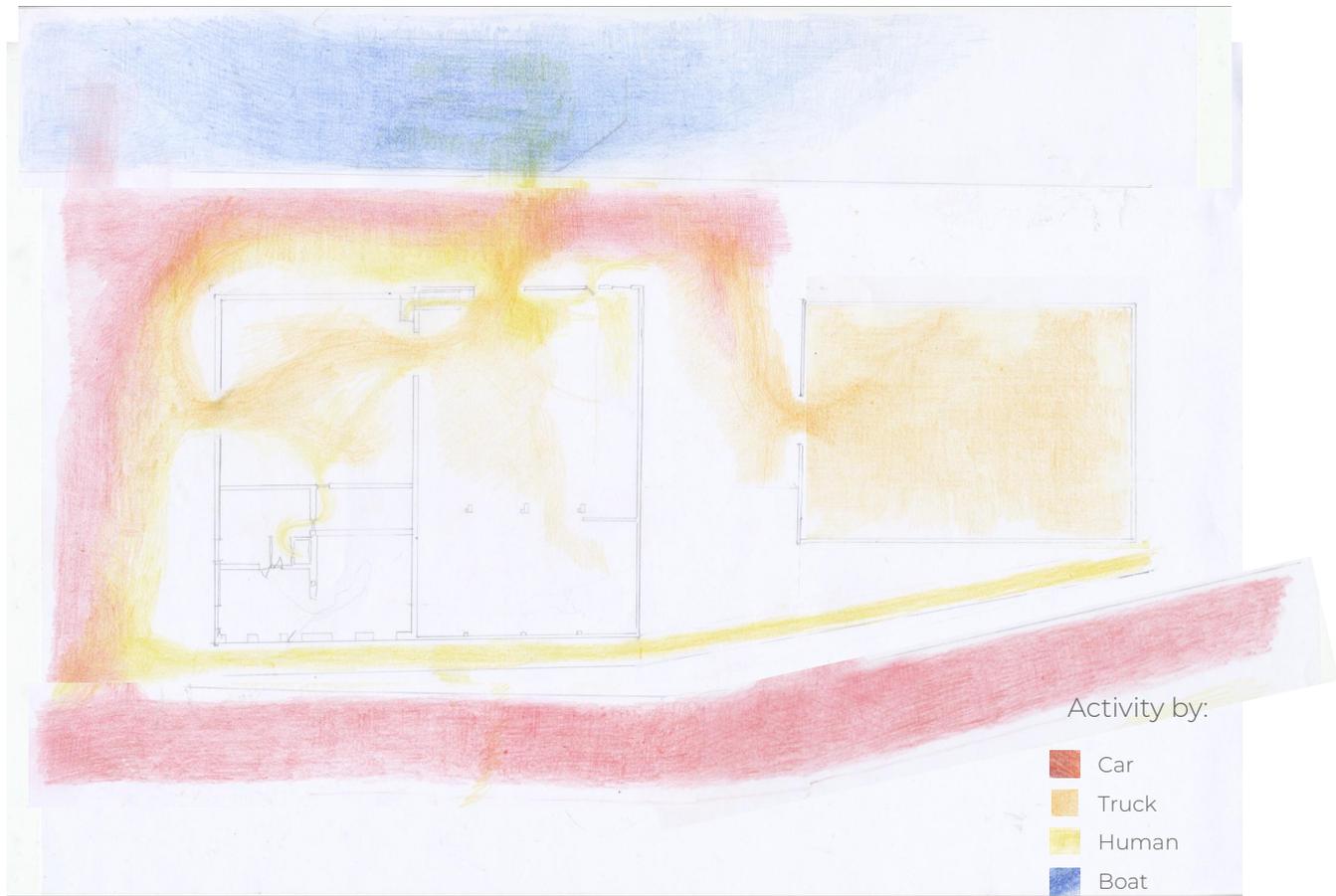
Registration drawings by  
Veronica and Fredrik

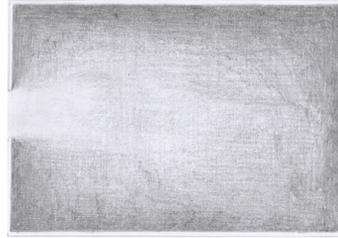
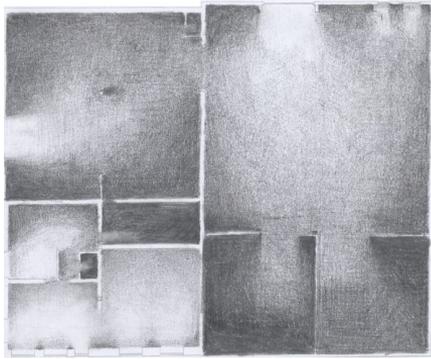


Load bearing structure both in  
concrete and wood.



Activity by:  
Fredrik (landlord)  
Local people





Ground floor



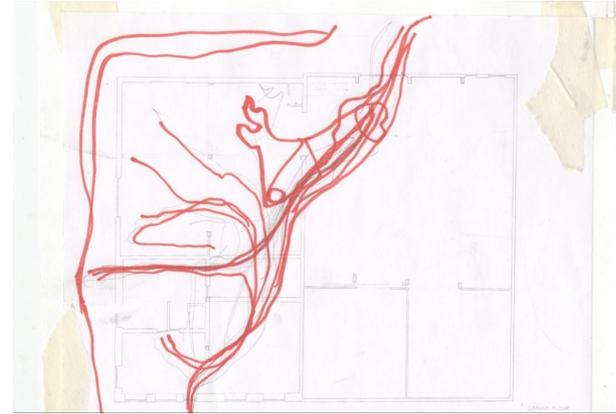
1. Floor

Light and shadow study of the existing buildings

Beginning to  
think of change



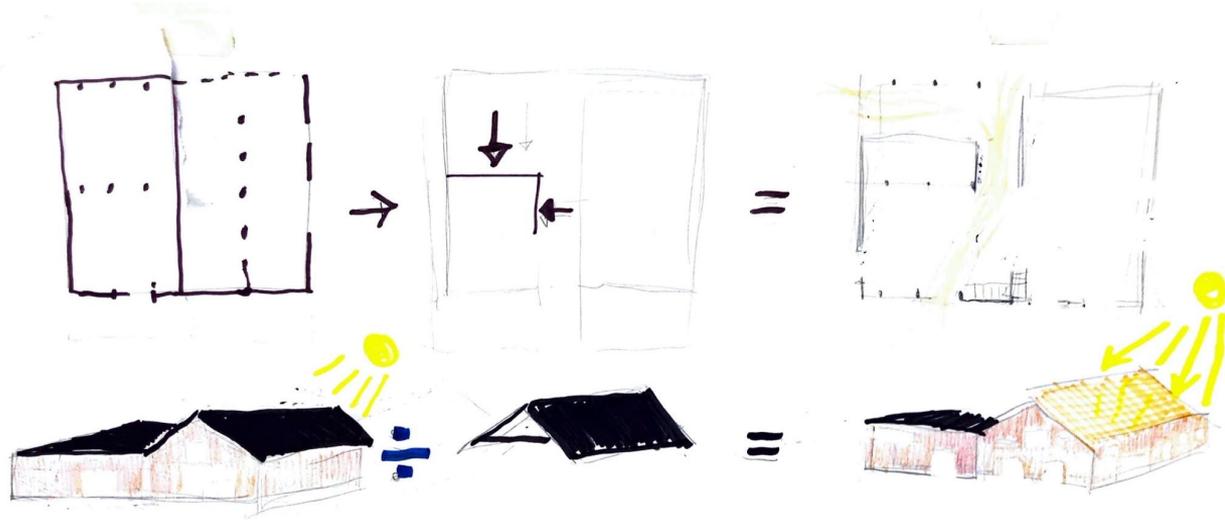
Existing human  
activity



Wanted  
human activity

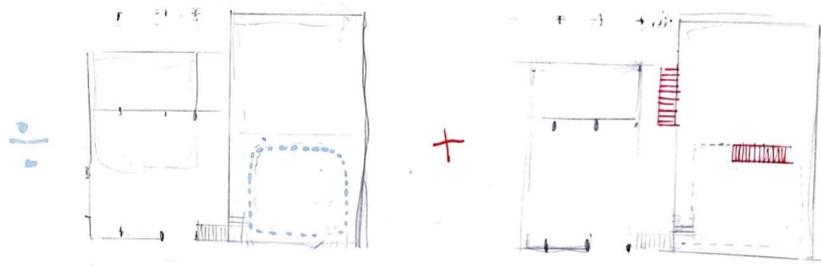
I wish to keep the function of Ørnes Harbor as a place that serves the local people and the surrounding villages and compliment it with a climatized, warm room to wait for the boats.

As well I wish to create a playful space for the children and youth of Ørnes to play and be together outside of their individual homes.



Clarify entrance

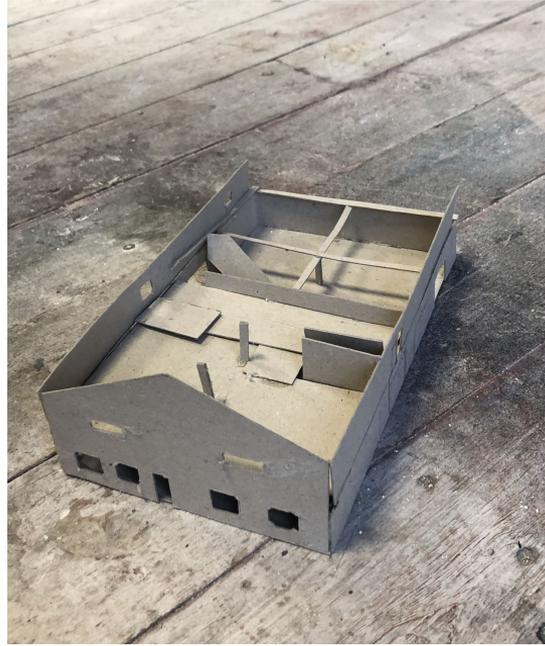
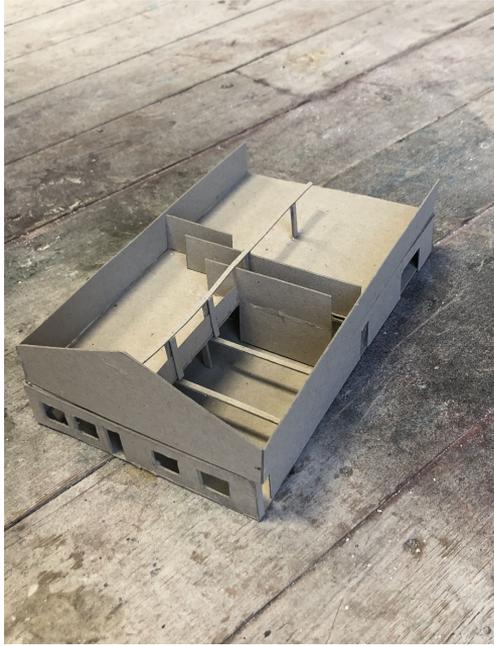
Letting natural light in



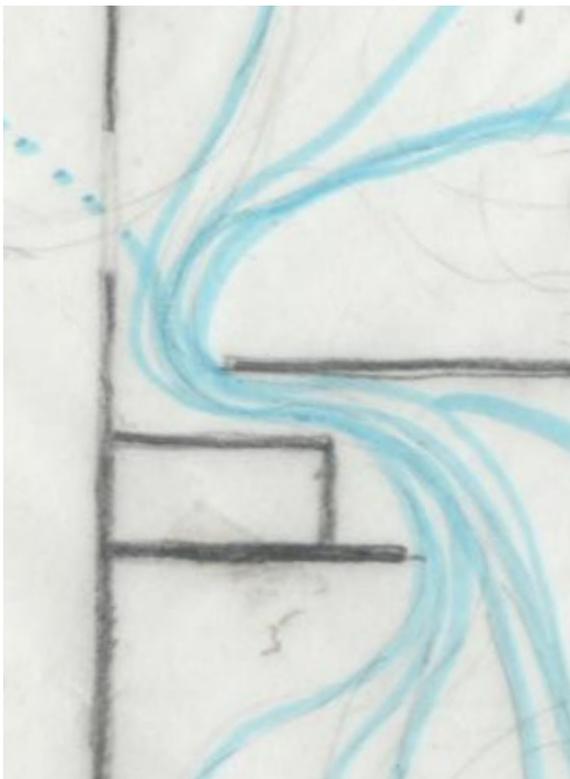
Make new circulation to activate the 1. floor



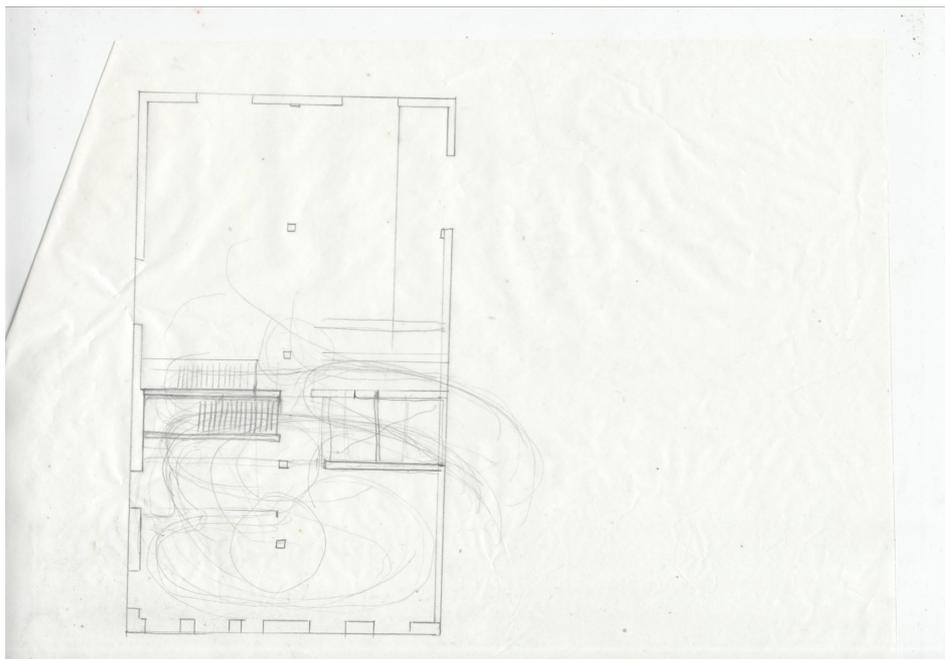
Picture from my process were I worked with curved walls. I found the curved walls to be more like sculptures inside the building and less about the surrounding rooms they shaped.



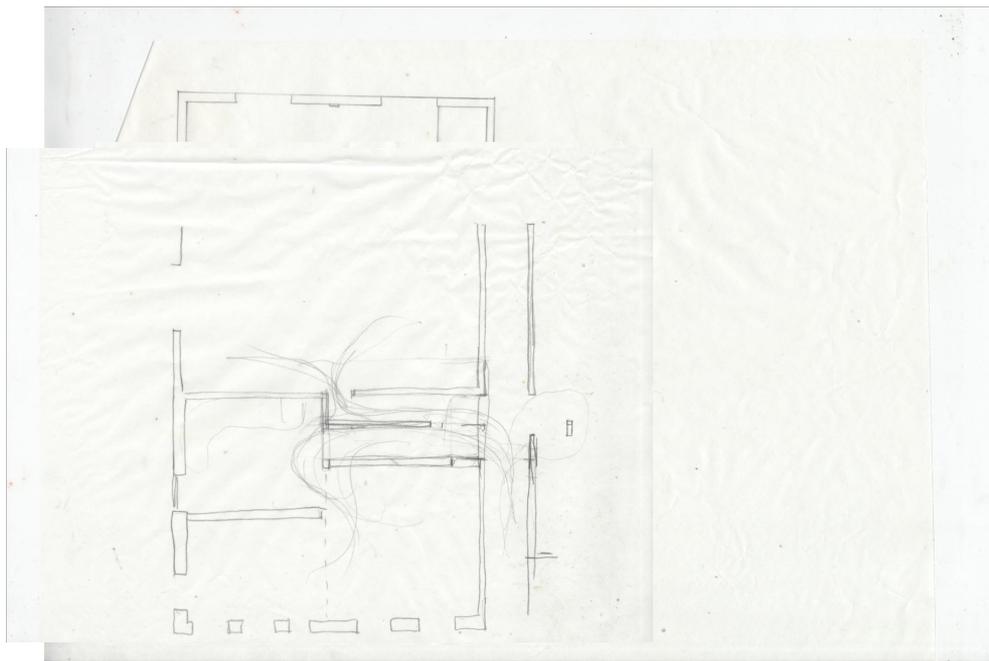
Pictures of my process models. Investigating the circulation up to the first floor. As well as connect the ground floor to the natural light streaming in from the glass ceiling.

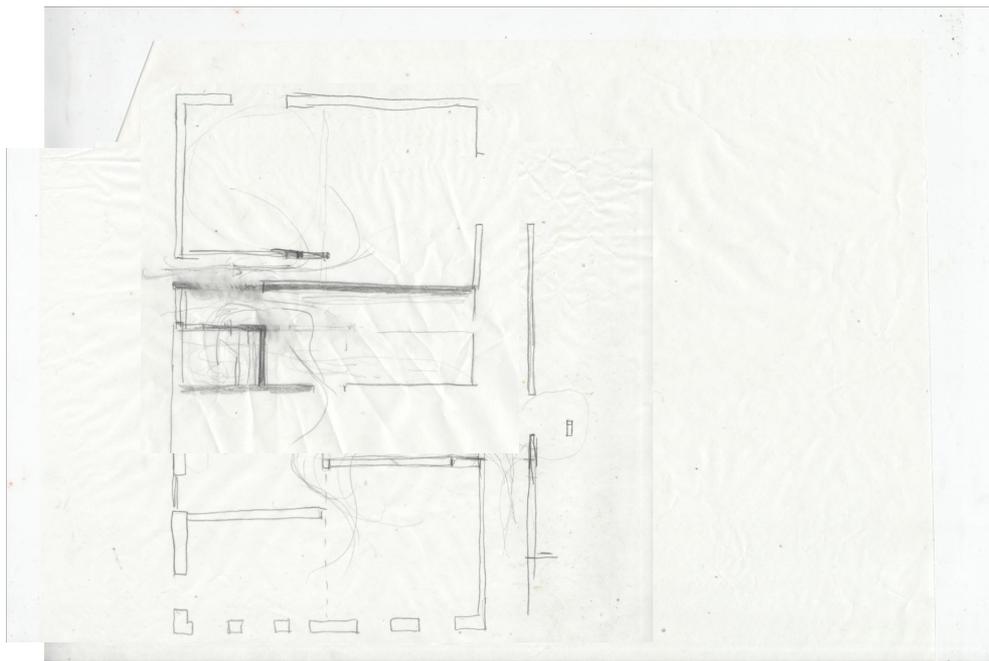


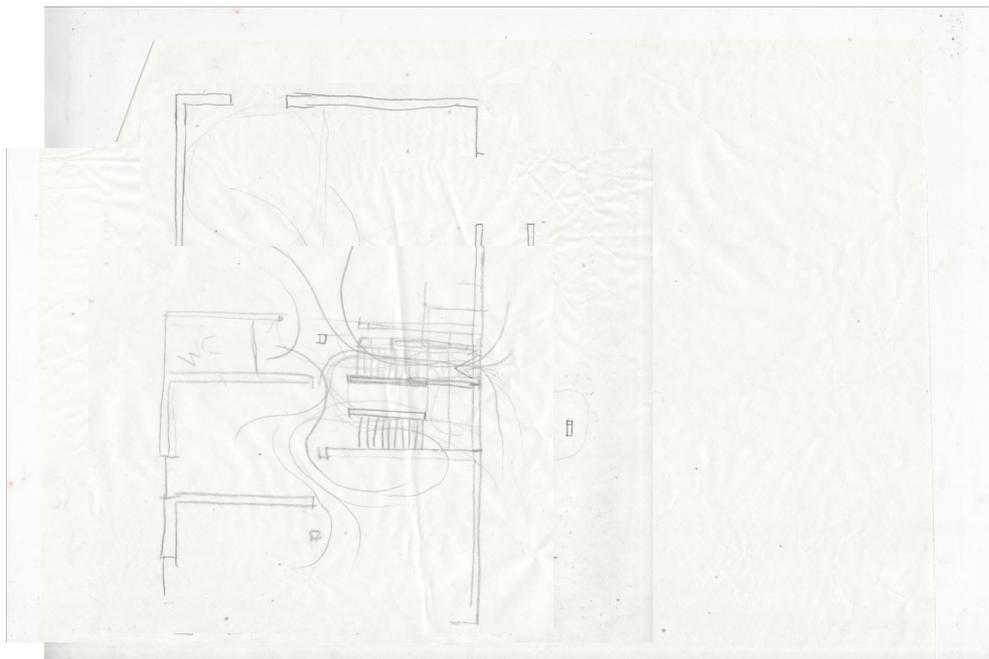
Keeping the overlapping walls  
and the notion of slipping  
through.

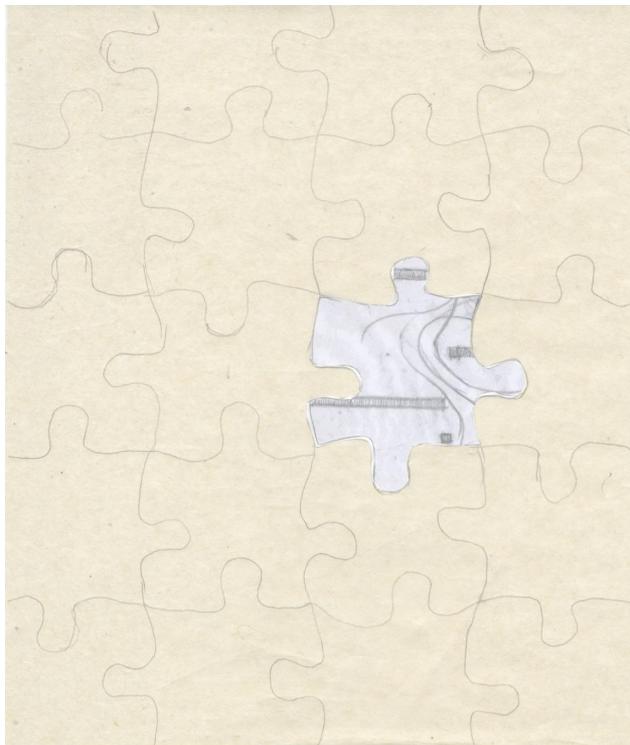


Drawings from my process were I was working with circulation and how one would enter and move through the first floor.



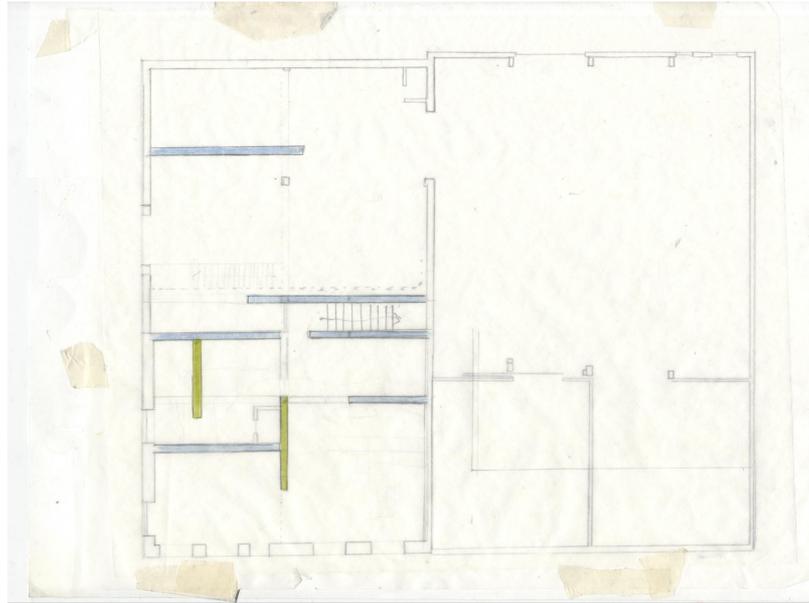






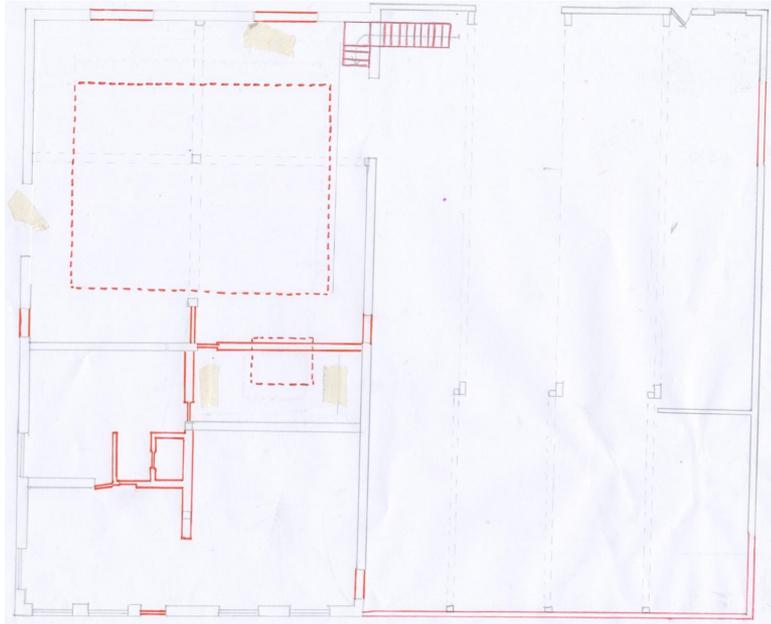
I got a bit lost in my process because I only had one piece of the concept.

To create an logic of the building I needed to create overall rules that would amplify the notion of slipping through.



To create a meandering way through the building and towards the sea I made two rules.

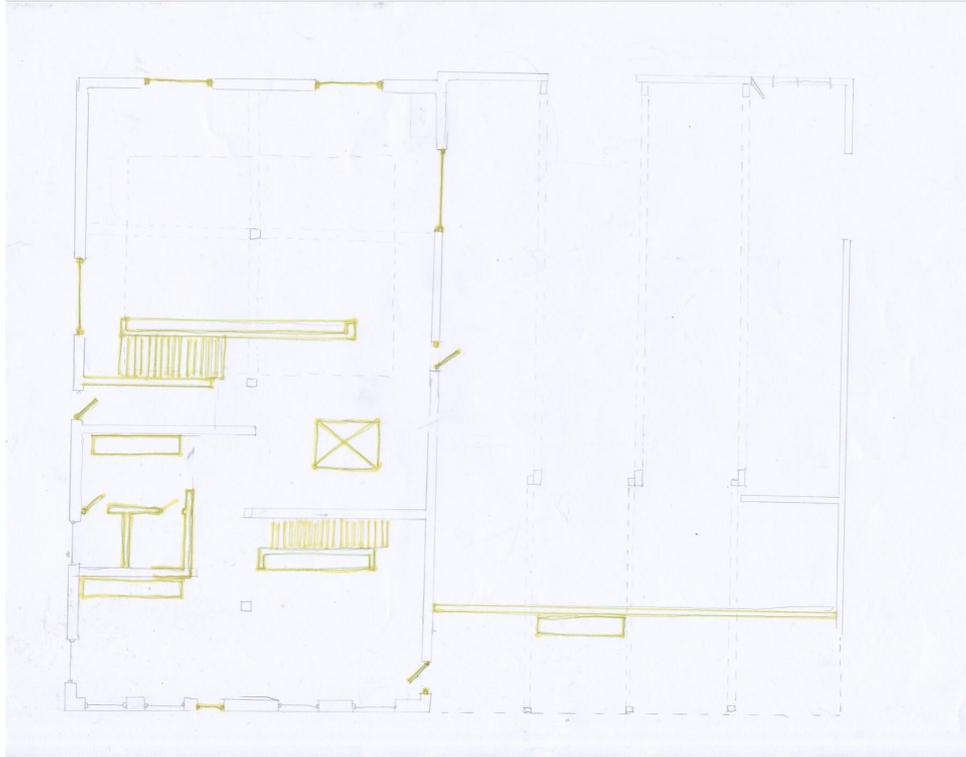
1. Rule that all walls should come horizontally (in the illustrated drawing) towards the row of columns.
2. Rule was that I could break 1. rule with 20%.



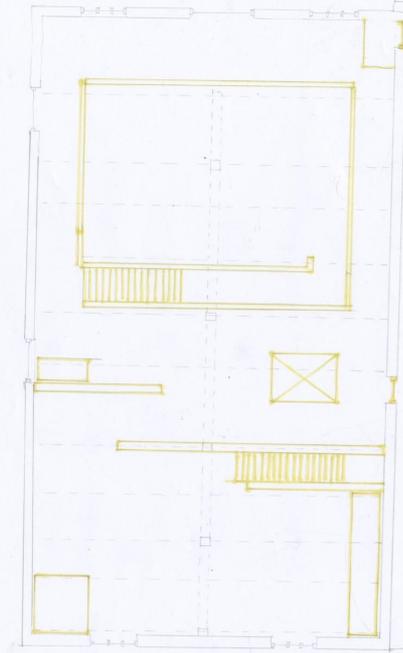
Ground floor.

Drawing of the existing building with **red** lines showing what I removed in the ground floor.

In the first floor there was no walls, so what I removed there were some of the floor which is illustrated here in dotted lines.



Ground floor

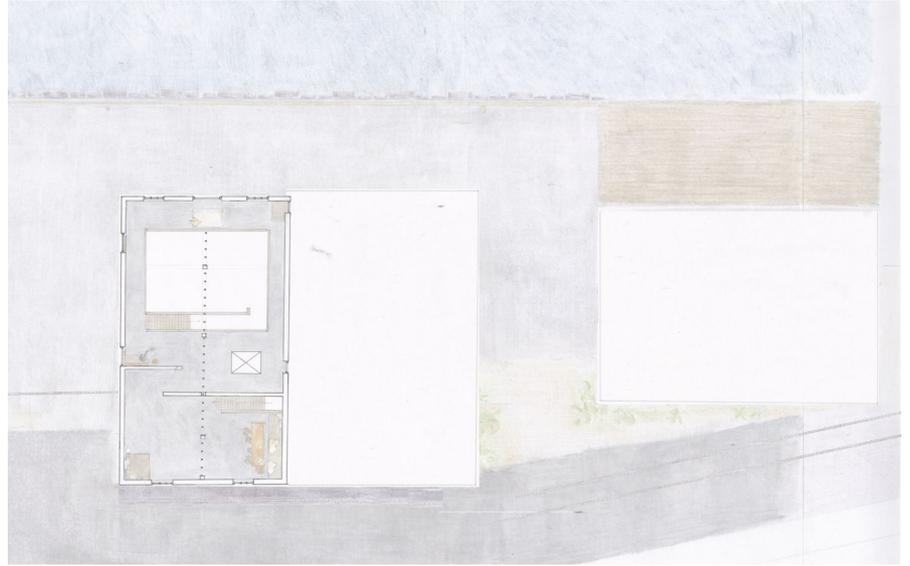


1. Floor

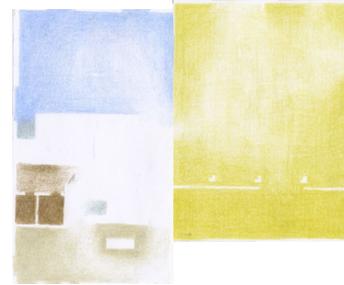
**Yellow** lines shows what I added to the building



Plan, Ground floor

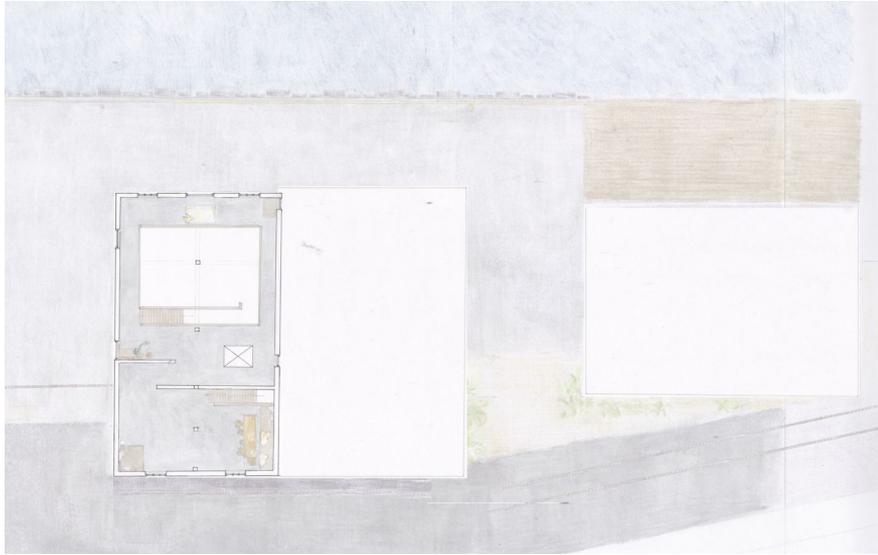


Plan, 1. Floor



Program:

-  Fredriks industry
-  Restroom
-  Waiting room
-  Kitchen and dining room
-  Space for youths



Program:

-  Fredriks industry
-  Restroom
-  Waiting room
-  Kitchen and dining room
-  Space for youths

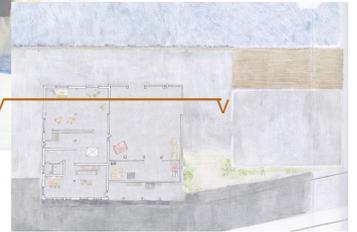


Section from street, through the building and to the sea.





Section looking towards the mountains.

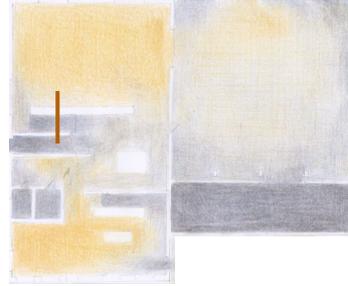
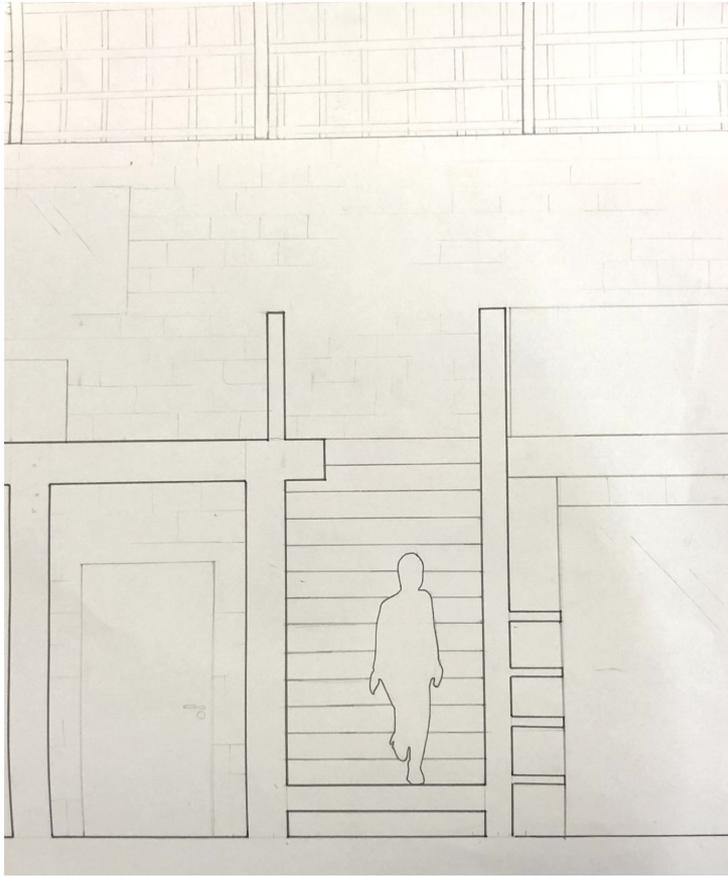




■ Alone  
■ Together

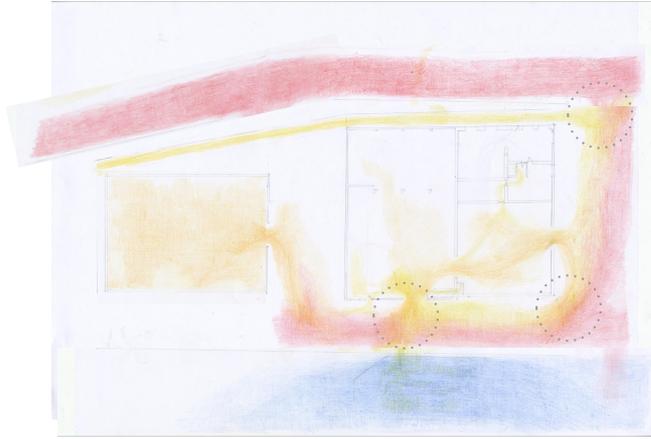


■ Alone  
■ Together

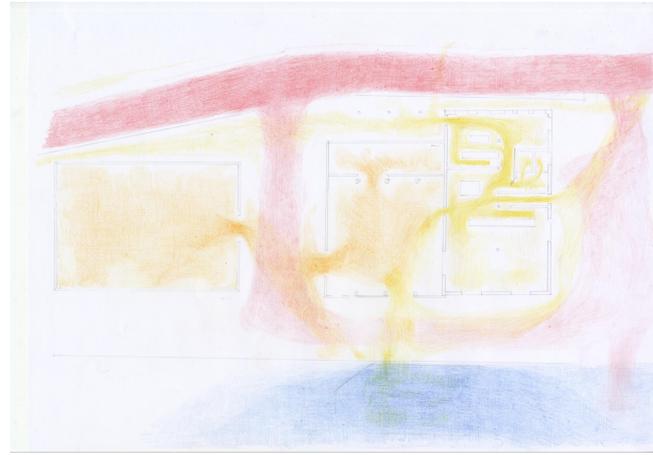


Section 1:20

The section is showing how the circulation through the social rooms are meant for one. So between the more generous spaces one have some time alone.



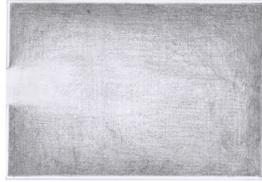
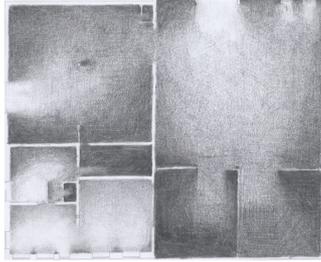
Activity of the existing



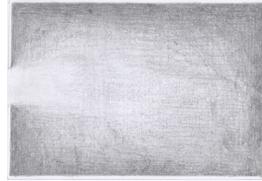
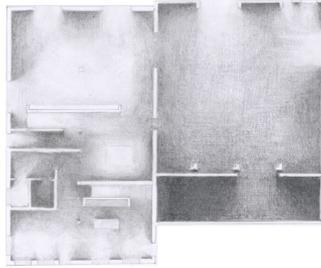
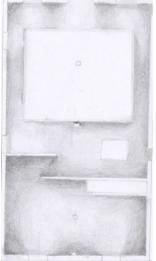
Activity of new design proposal



With the humans inhabiting the building the traffic in the illustrated places is now less dense of colliding activities between car, truck and humans.



Light and shadow  
study of the existing



Light and shadow  
study of new design  
proposal

By carving out an atrium  
and making a roof of glass  
the darker places in the  
building connect to the  
natural light of day.