

## ENCOUNTERS- A REASON TO STAY

Up north, with mountains in the back and face towards sea lays Ørnes, the center of Meløy municipality. Ørnes is a typical place where the oldest youths leave home to harvest experience and educate, and as young adult often end up settle down elsewhere, in bigger towns or cities. My experience of living in Ørnes is that the inhabitants are longing for something to happen, somewhere to meet. A common ground for encounters, both familiar and unknown. A reason to come back.

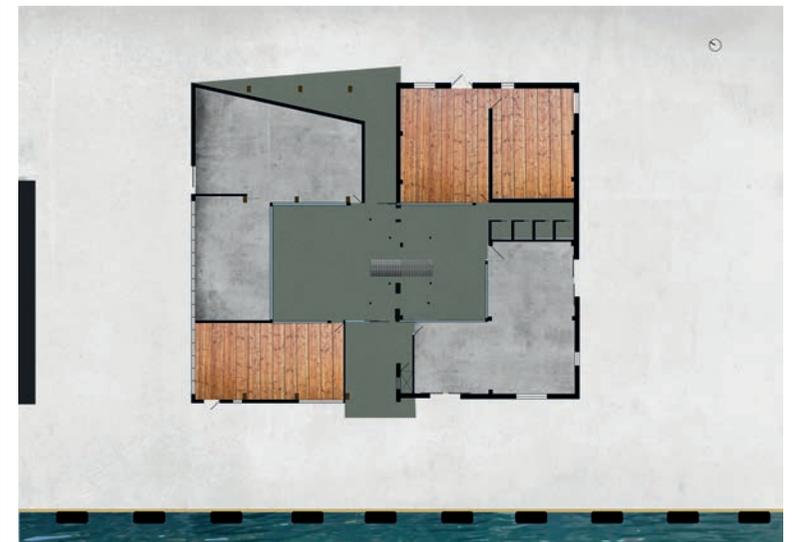
A natural site for random encounters, is at Ørnes harbor. Serving the first impression of Ørnes, and being the last goodbye for many people, both locals and tourists. A hotspot where people have to come. There are meetings here, but no linger.

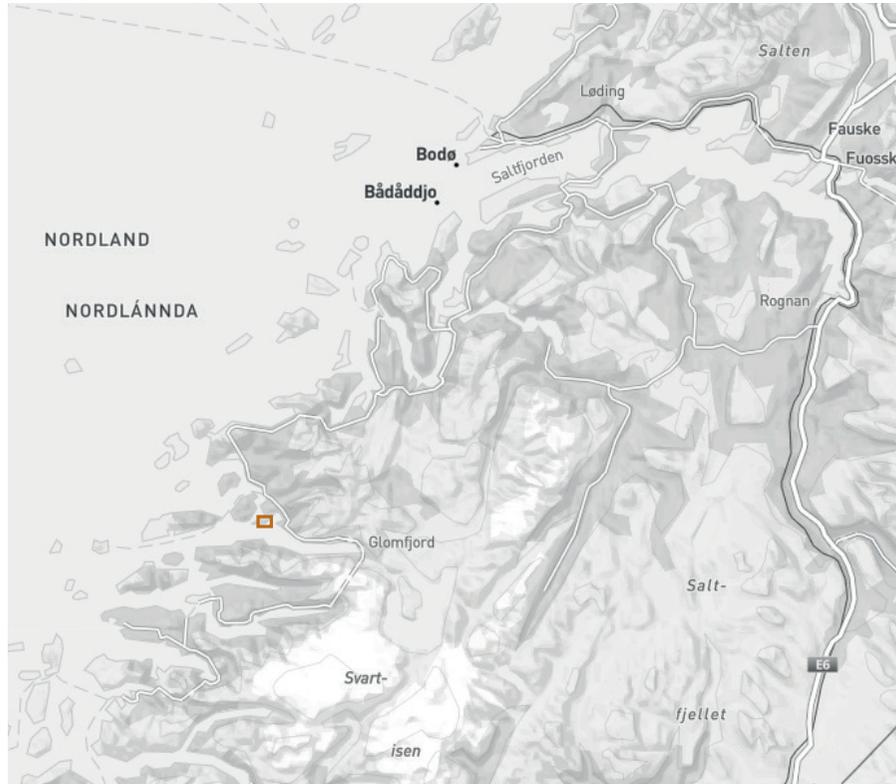
Today the harbor is semipublic, but not the build space. This strong building express nothing but a massive shape. It closes you off and leave you with an open, shelter-less place. The building with its open surfaces and honest structure fits well to serve the proposed program. My focus in this project has been to open up both the site and structure, to create open flexible spaces which can be adapted to various programs over time.

Fyrtårnet Is an activity house, open for all, but mainly with young adults in mind. It will be a place where one can be creative and unfold interests together. Here one can play and create music, having personal or common projects in the workshops, making food together with fresh ingredients bought at the local marked. Or simply just meet at the fetevare for food serving, coffee or a glass of wine. One cannot urbanize a place like Ørnes, but one can give it a taste of urbanity.

The project introduces a new structure within the existing, a lantern which brings light into the building by day and lighting up the site at night. Creating a new expression of the harbor and to embrace the metaphor of a lighthouse. Being a landmark in the landscape by showing itself from a great distance. And to give visitors the possibility to move vertical in the structure and ending up at a view point never explored before. The new structure enfolds with the existing and stretches up and out to be in harmony with the majestic mountains in the background. Parts of the first floor have ben opened up to give room to the new structure and to bring in natural light. This also gives a new movement and visual contact with the ground floor. Parts of the wall will remain as support for the roof and as ruins one can move through.

The façade is painted in a dark grey color, this to make the new structure clearer in the landscape and put the building in a contrast to its surroundings. The concrete structure of the building will come forward and emphasize how heavy it is. Removed facade panels will be reused as interior walls and floors. The east façade is dragged into the building to create a smooth transition from outside to inside, and the green "carpet" represent the common ground, free to all and open as long as the fetevare is open. The workshop, music room, common kitchen and free space are controlled public spaces where one sign up to use the facilities. The west facade has been shaped to create a under roof waiting space for boat passengers. But they can also find themselves waiting at the fetevare, in the lighthouse structure or at the very top in the view point.

*Mountain view**Ørnes Harbour, reformed ground floor*



Ørnes, community center at Meløy municipality



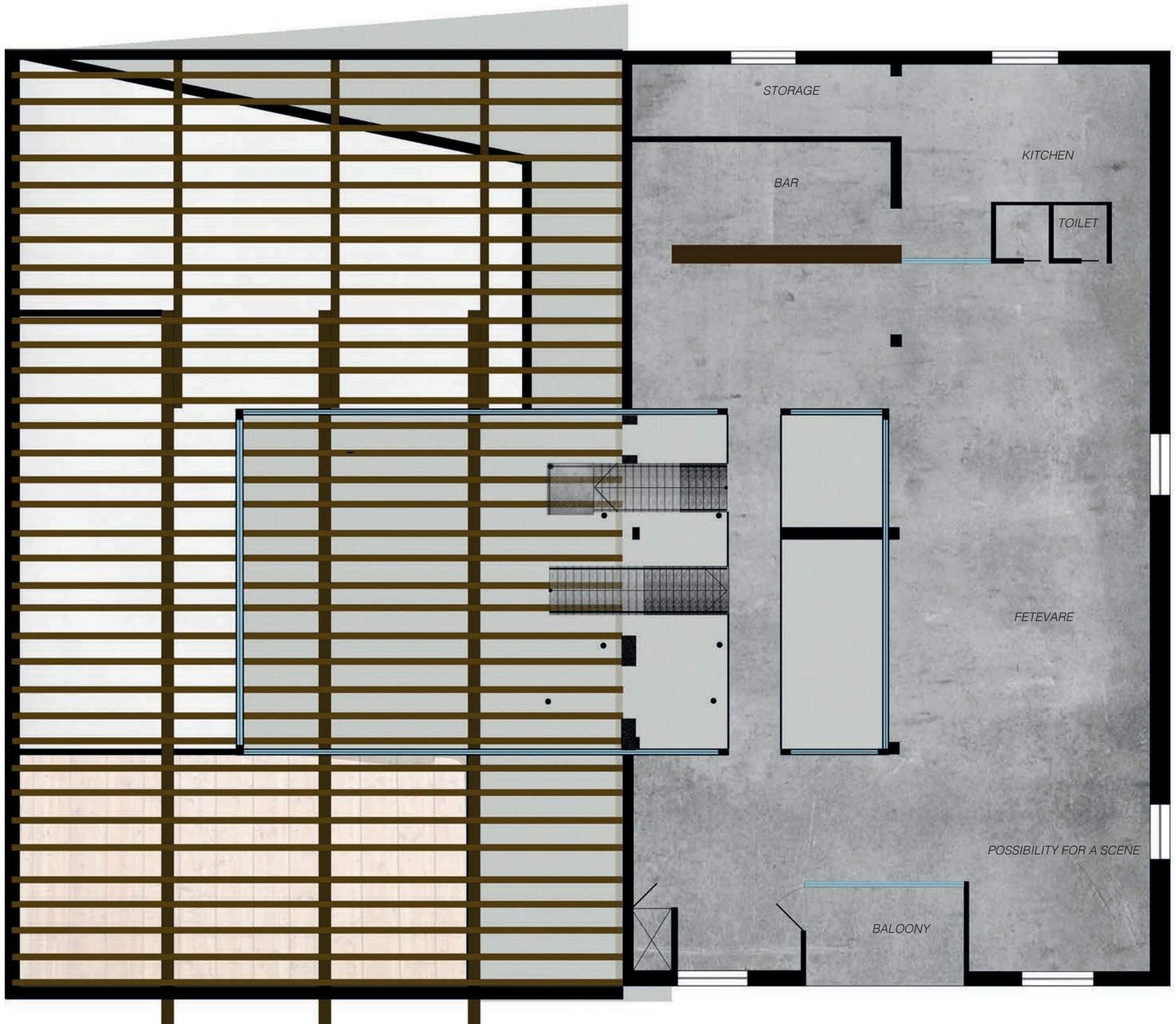
Ørnes harbor

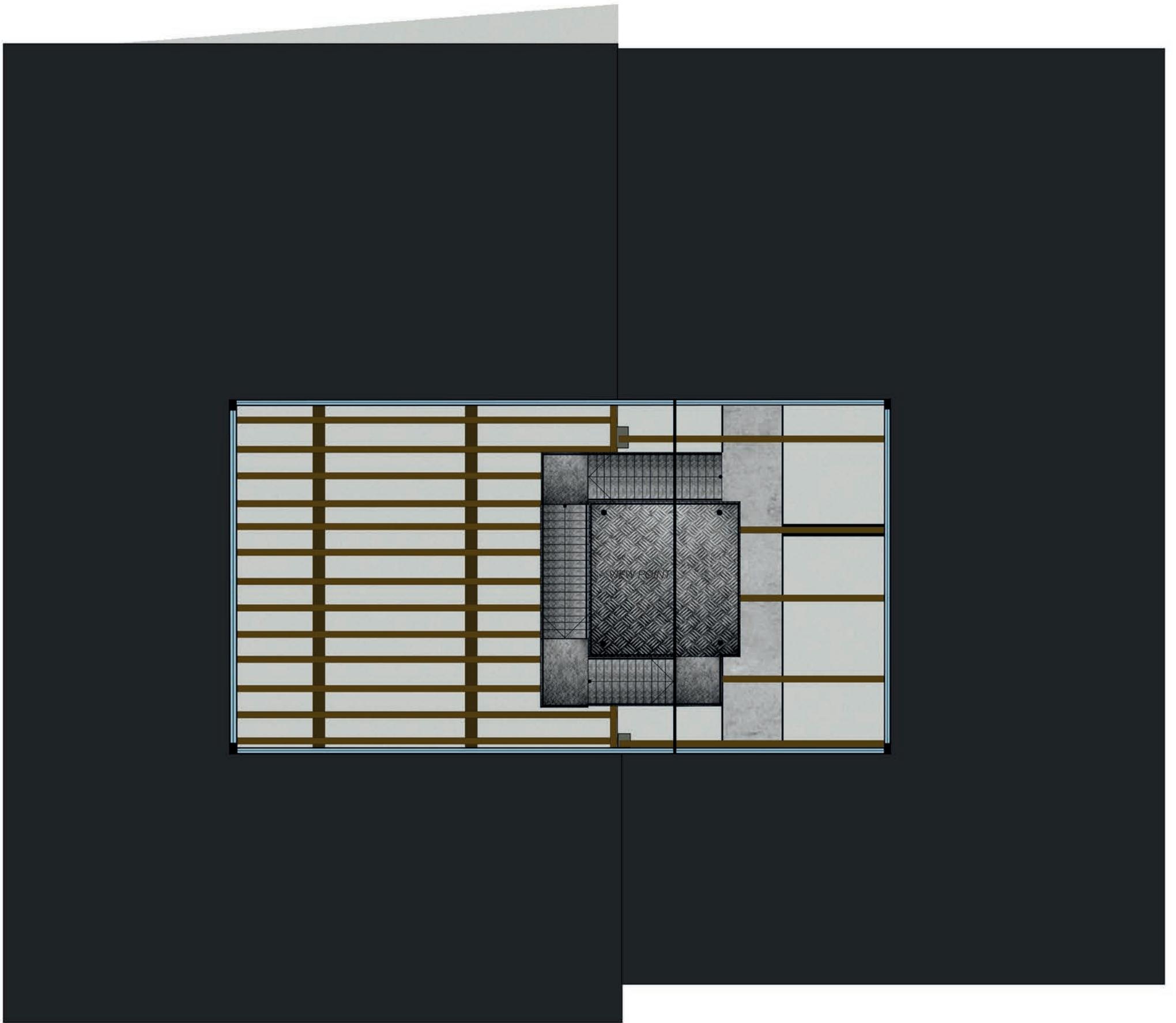


Chosen building, Ørnes harbor

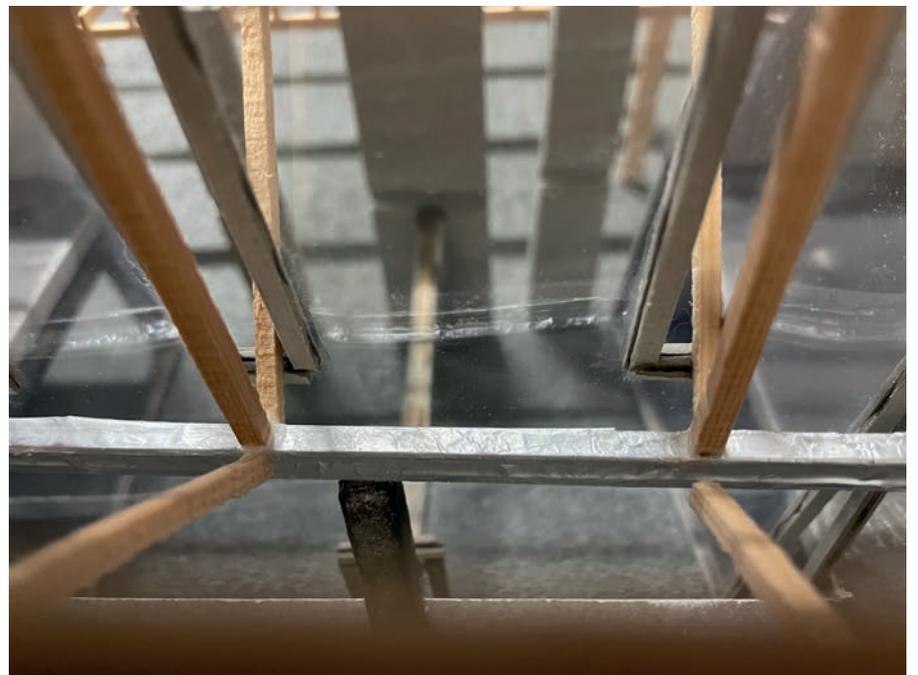
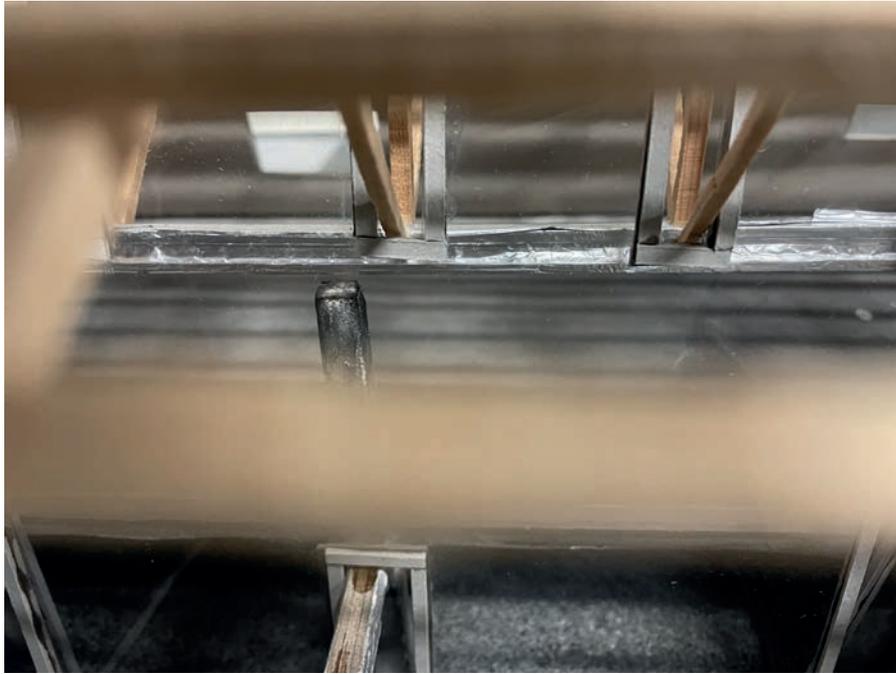




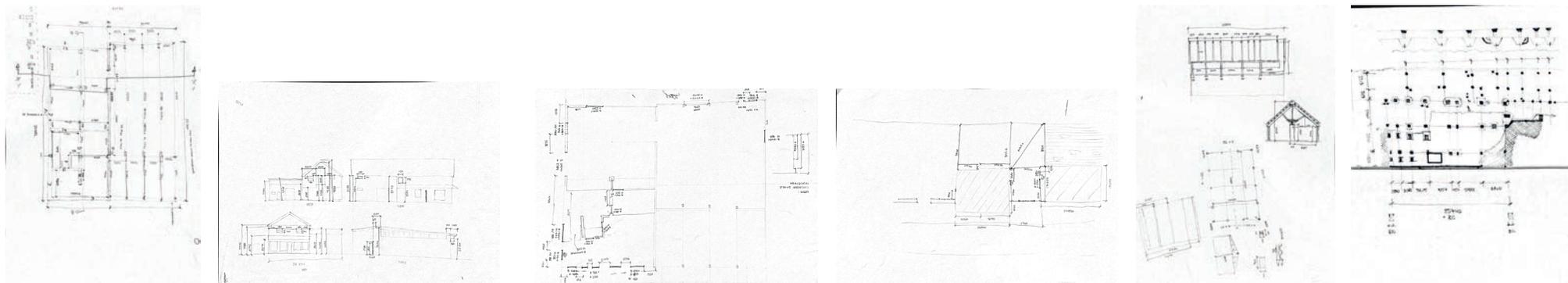








# LEARNING TO KNOW THE STRUCTURE



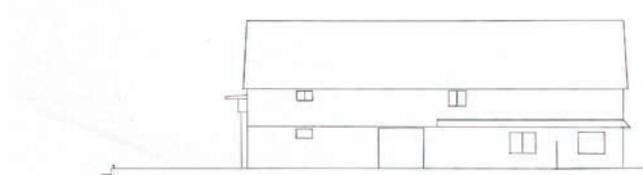
Sketches from building survey w/Fredrik Dikvold

Fasade east 1:100

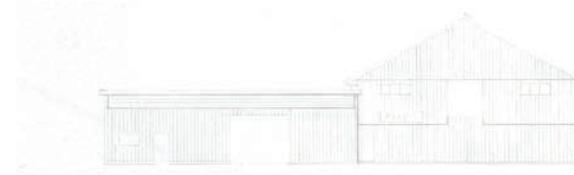


Drawing by Fredrik Dikvold

Fasade south 1:100



Fasade west 1:100



Fasade north 1:100



Drawing by Fredrik Dikvold

South-east section 1:100

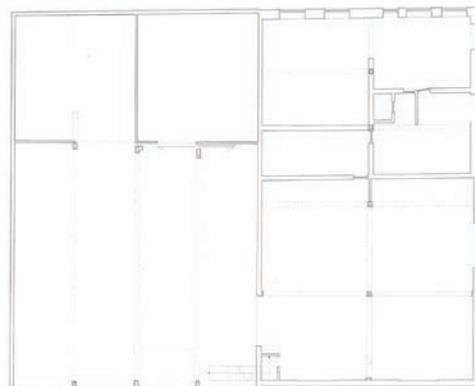


Drawing by Fredrik Dikvold

West-east section 1:100



Ground floor 1:100



Drawing by Fredrik Dikvold

First floor 1:100

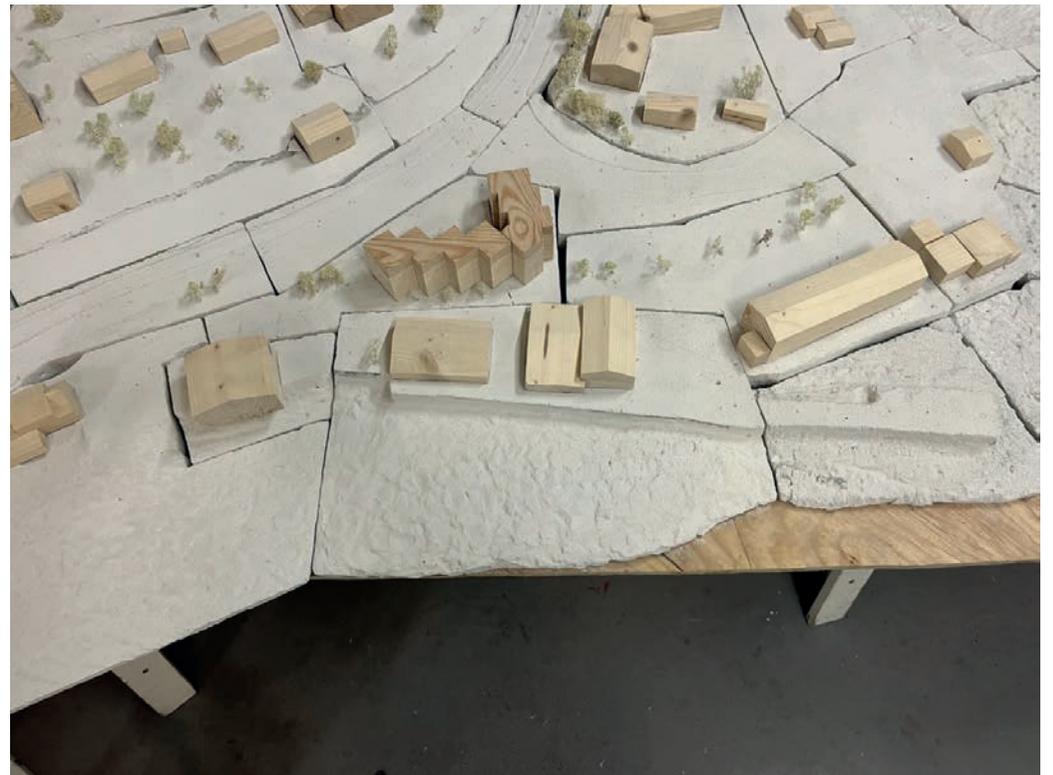


Structural model 1:100





Ørnes harbor



## LEARNING TO KNOW SITE AND THE STRUCTURE



Ørnes harbor, waterfront

### YOUR CHARACTER- ØRNES HARBOUR

My first impression is that you are a closed person. You contain much, but you don't want to expose it. At least not for everybody. I find that weird, since you actually are the first meeting for many people here, and often the last they see. I think your way of greet should change. Because it is not easy to tell exactly who you are.

When you open up and reveal yourself, you have some surprising elements. Many pockets of choices being made. Your history has been shaped by rushy hands.

I can tell that once upon a time you were a more open person, but you covered it up with something new. Maybe the new is not you, I understand that by looking at your skin. There is a division, a wish for something new, something fresh, but a longing to stay the same. I see the cracks as your witnesses.

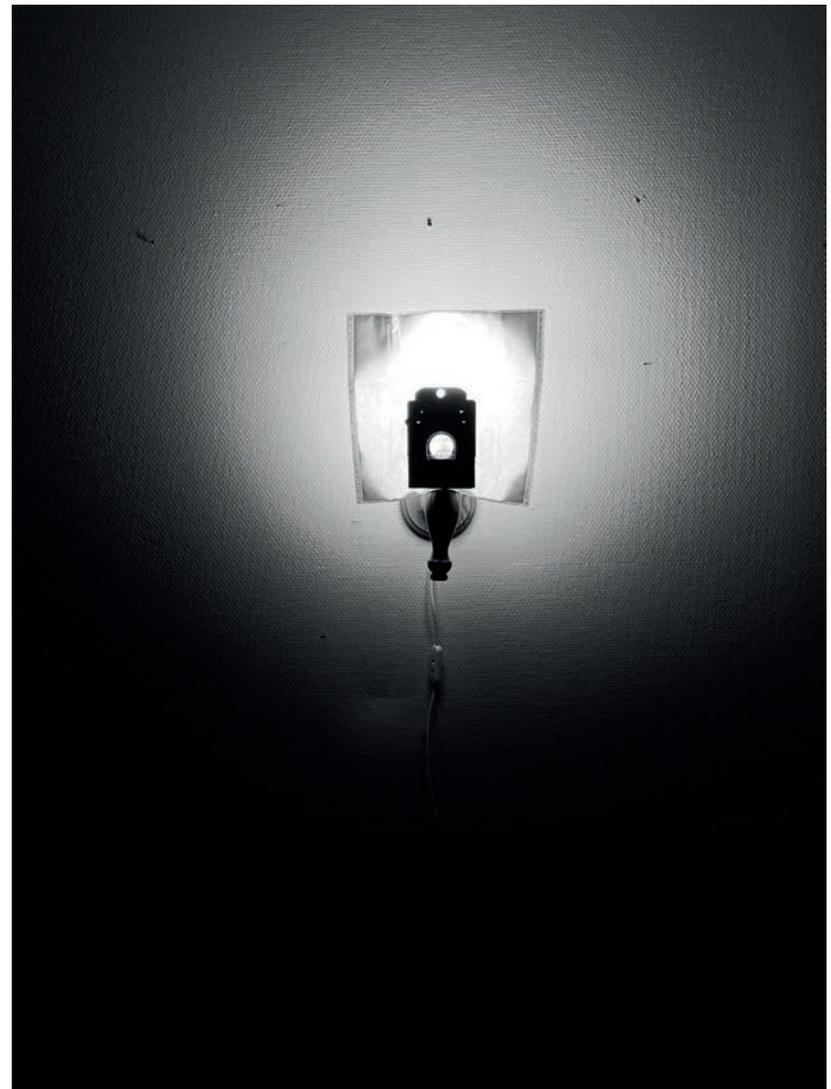
I somehow feel sorry for you, two faced, split personality and abandoned places inside of you. I want to make you whole, give your multi purpose life more value. Maybe then you can be happy again. Maybe you never were happy, it is exhausting to have so many jobs.



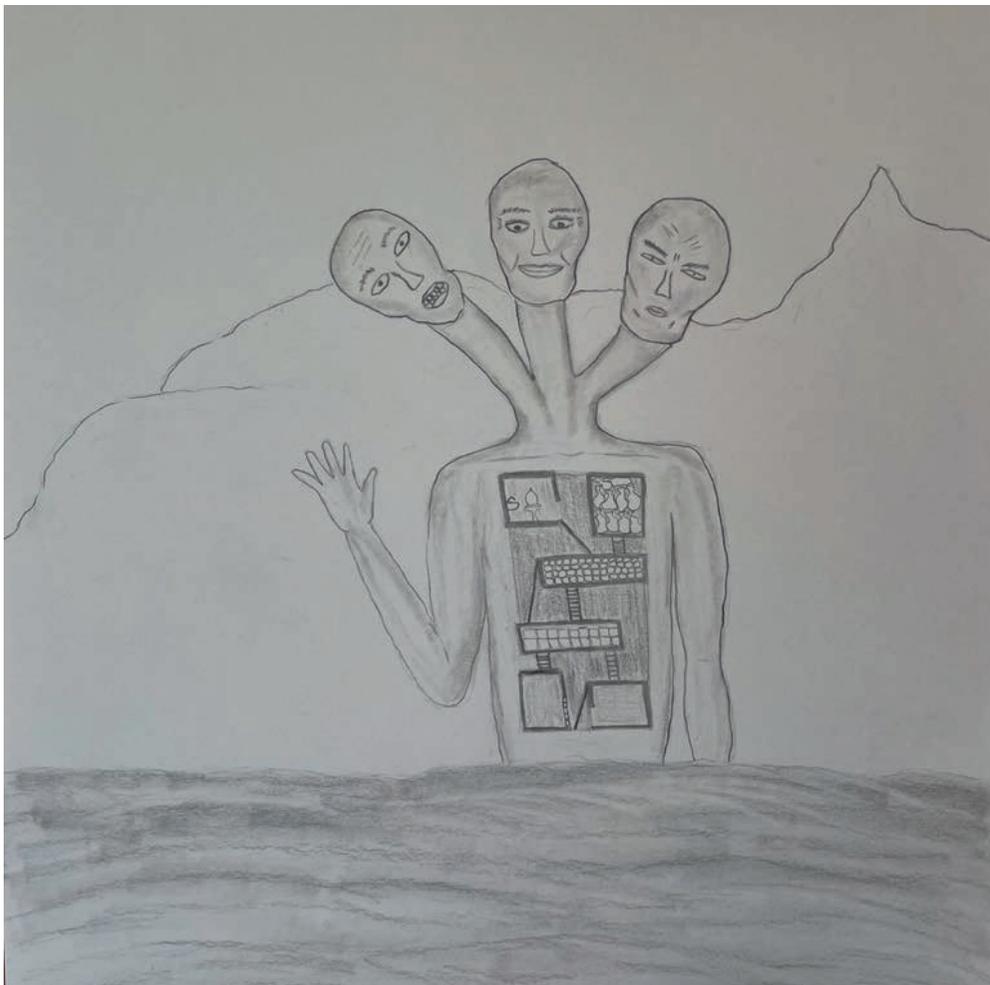
Learning the structure in modelmaking 1:50



Tectonic task, open up the structure



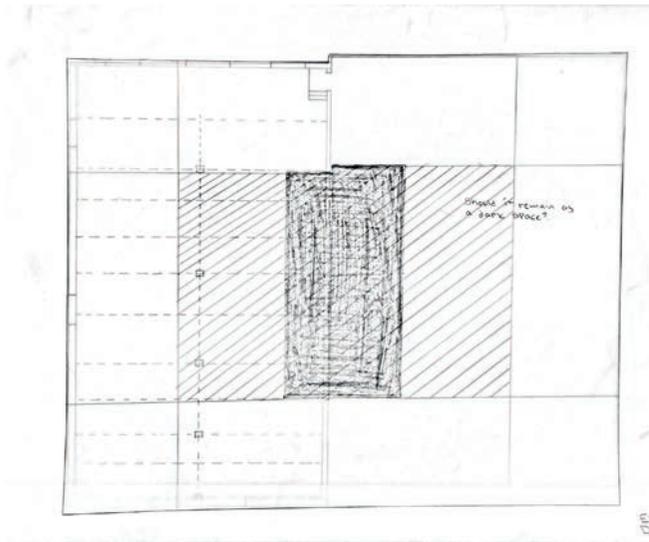
DAV task, found objects



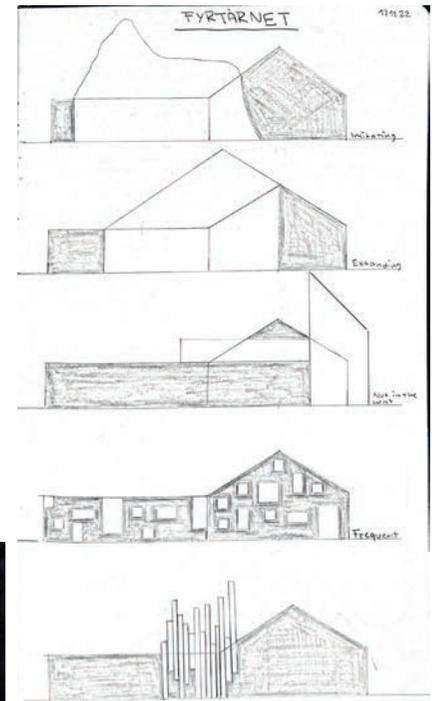
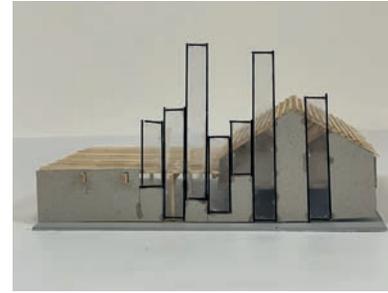
Tectonic task, viewing the building as a person



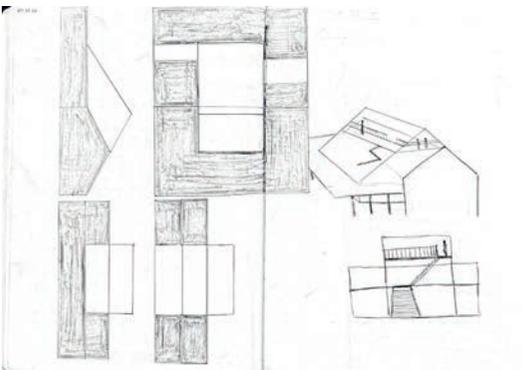
IMPORTANT MOMENT IN THE PROSESS



Mapping the darkest zone in the building



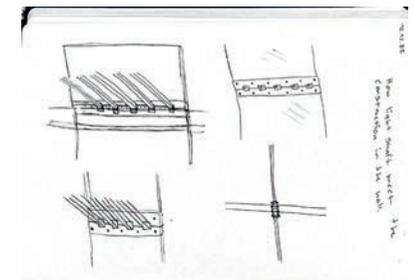
Sketching the new first encounter with the harbour



View point



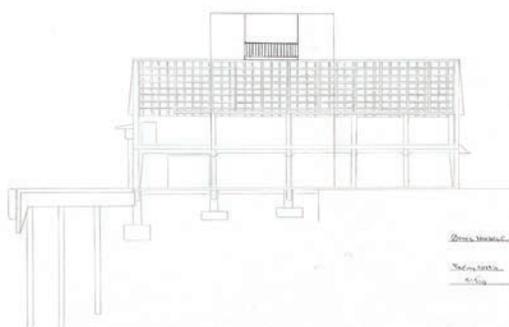
Light test in structural model



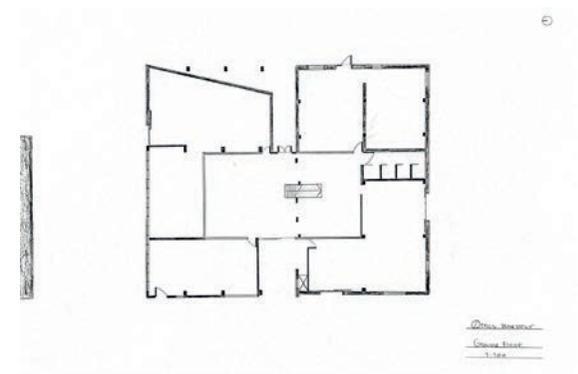
Detail of how the new structure meet the old



Section  
1:100



Section  
1:100

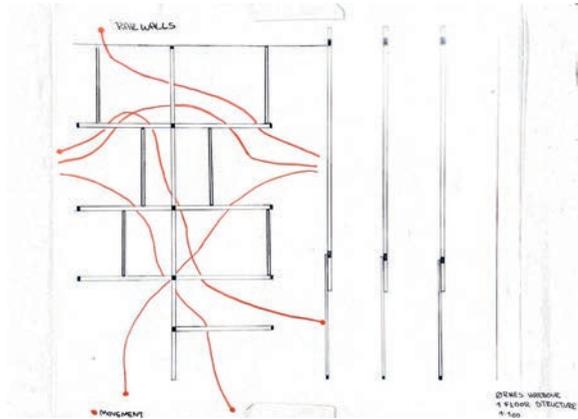
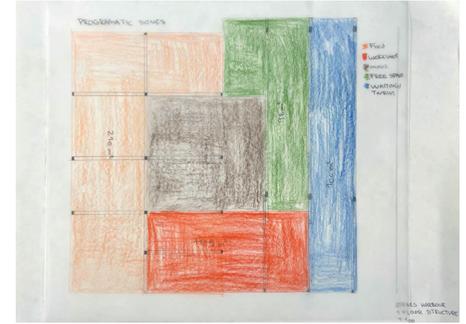
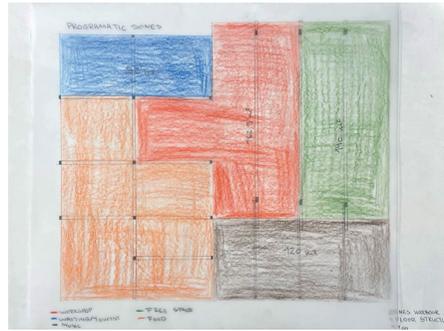


Ground floor  
1:100

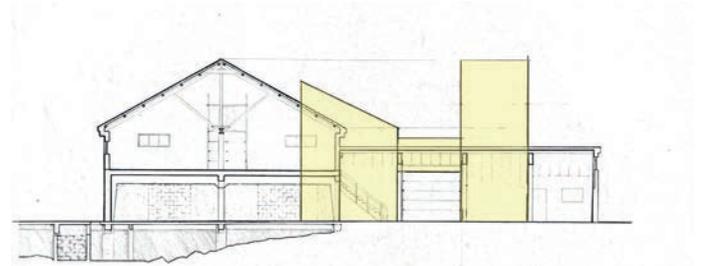
VARIOUS TESTING DURING THE PROSESS



Flexible walls, model 1:50



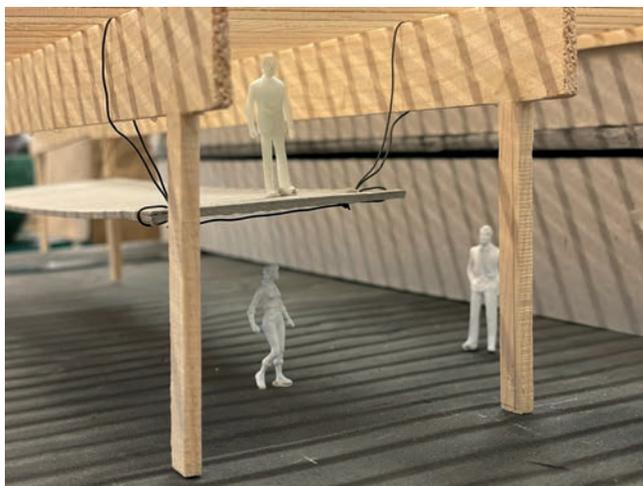
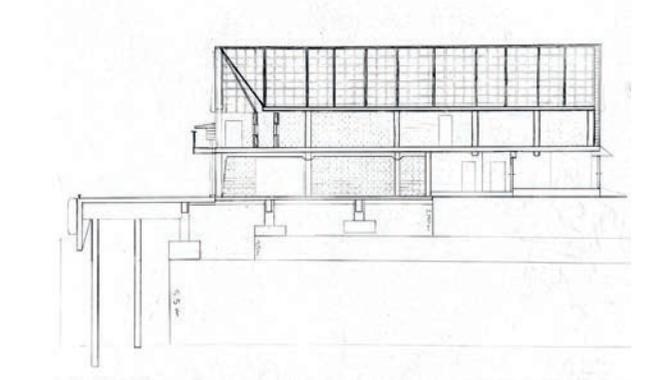
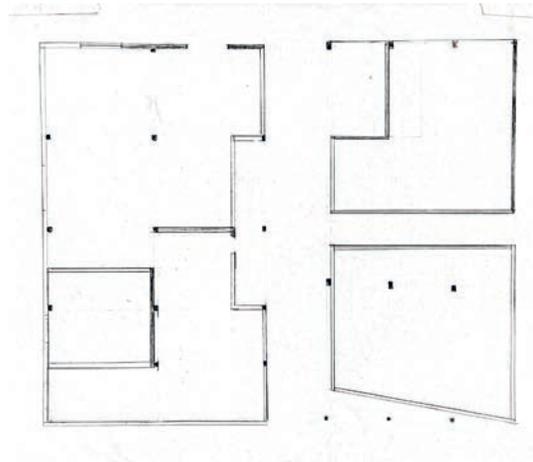
New movement



Finding a language for the lighthouse



Testing if a ramp can take place in the building, model 1:50



Testing if a mesanine is possible, model 1:50



Exploring possibilities in the structure, model 1:50