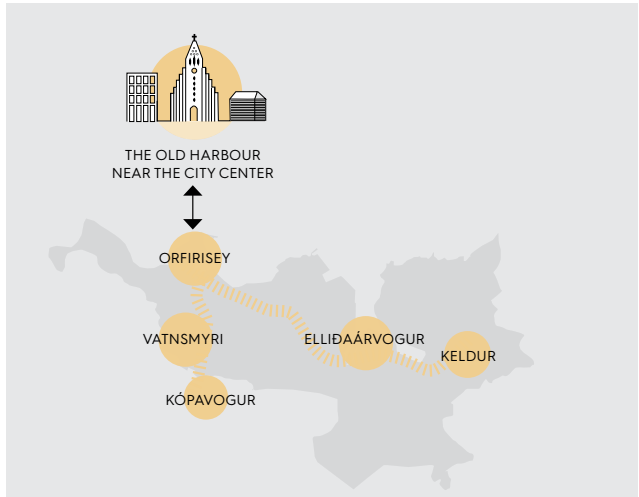
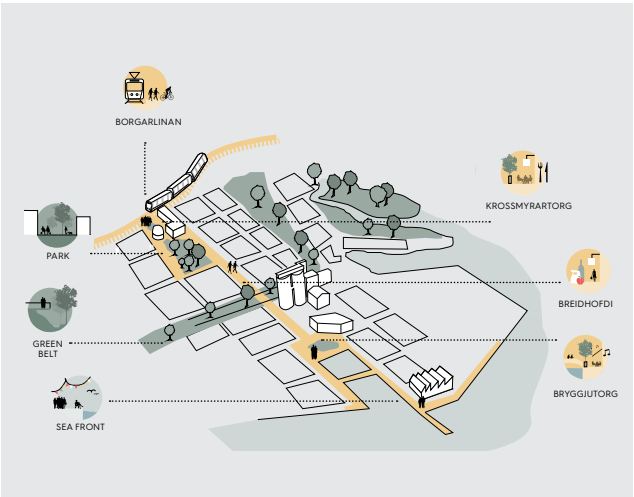


The Good City



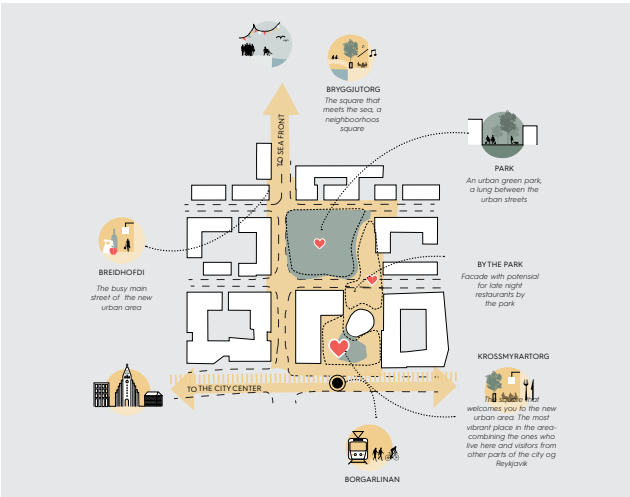
City Density Strategy

Ellidáarvogur is planned as the major urban development areas. We can see that these will be dense urban nodes, but they will each have of be their own distinct neighbourhood.



Post Industrial tranformation

The city floor will connect the arrival point on the Borgarlinna to the waterfront. It can be urban and social, complimanted by the green belt and the waterfront.



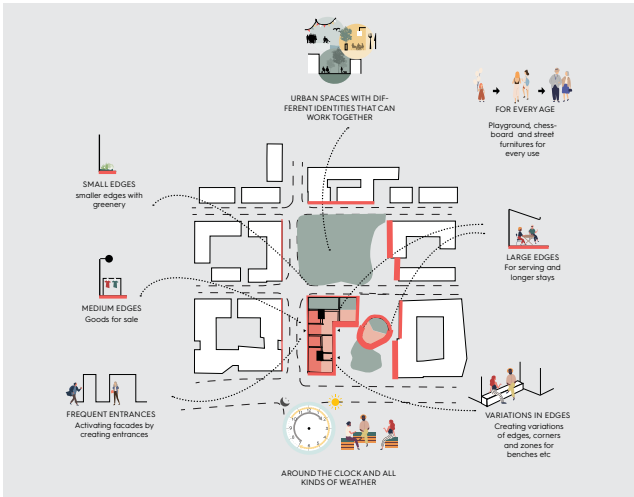
Urban Ingredients

Breidhófdi is the main connecting street, but Krossamýrarborg can be the start of a sequence of spaces that create a people first route into the neighbourhood.



Krossamýrarborg Characteristics

Krossamýrarborg can be where the 'everyday' nature of breidhófdi and stofhofdi meets the recreation on the park. A place where people stay.



Krossamýrarborg Programming

We can start to calibrate the city floor program to take advantage of their location on the city floor and to create a fine grain of different character"



Creating a good city floor

Understanding the nature and character of the spaces helps us understand how much the facades should engage and activate the city floor

The City Floor

At A-lab we believe in the the importance of establishing the urban fabric as a vital urban development move. We must consider the urban fabric before we started defining the building volumes. That way we create a human-friendly city from the outset

The Social Network

The primary characteristic of the city is - and has always been - changes. Cities are organic and are develop in pace with changes in economical, technological and social conditions. The primary force of the city is its diversity, which gives people the opportunity to interact across interests, age and social or ethnic affiliations.

Social Progam

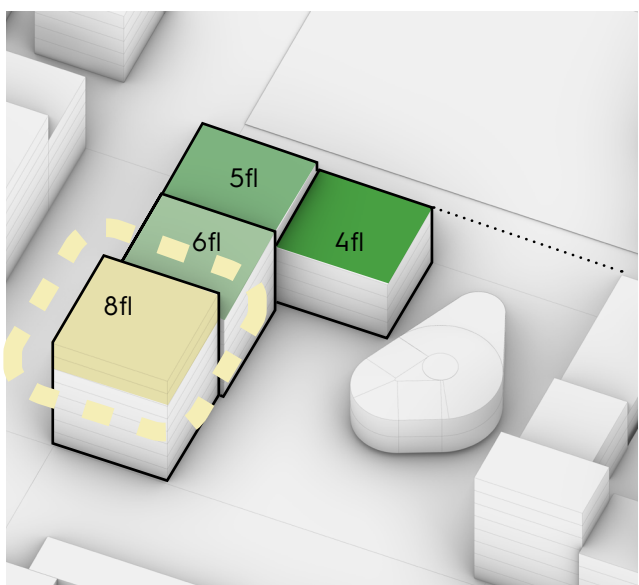
An urban fabric is more than a well-placed coffee bar in a street crossing. The urban fabric does not only have to concern the street level, it spreads out and is ever-present in each of the people-oriented spaces of the city. By listening to the needs of its users, and by daring to think big and long-term, we work to develop programs that are robust and generous in the future.

User Experience

Each sequence in an urban space has an impact on the people who are going to use and travel though these spaces. How the buildings meets the ground level, how different private and public programs work together, both horizontally and vertically, is essential in the design of viable urban zones. Life inside and outside of the buildings must clearly define what is private, semi-private and public zones in order to create a relaxed and safe experience of the urban spaces.

Social Sustainability

Consider the ground floor first, not last! This is the generator of success!



The Lighthouse - Proposed Massing



Reconfigured to align with local plan heights



First Floor (Ground) Site Plan 1:500 (21st June 13:30)



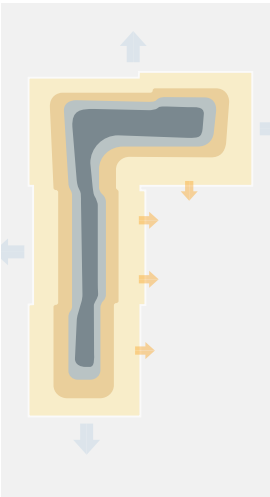
The Lighthouse

View from Krossamyrorfarg towards the office building



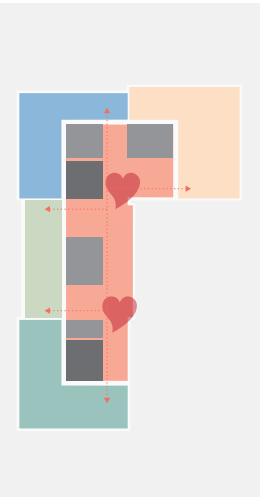
Sugarcubes

We break the office volume down into four 'sugarcubes'. The taller volume along storföldi acts as lighthouse for the new neighbourhood looking back toward the city centre and out to the landscape. The volume then steps down to address the park and the neighbouring residential blocks



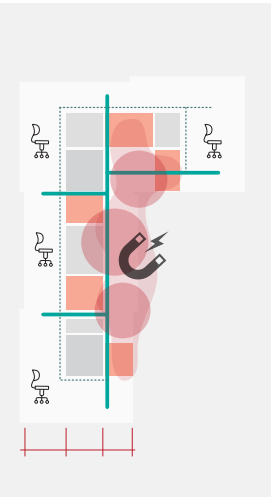
Daylight And Views

The building volume and floorplans optimize the use of natural light. This facilitates flexible plans with numerous possibilities.



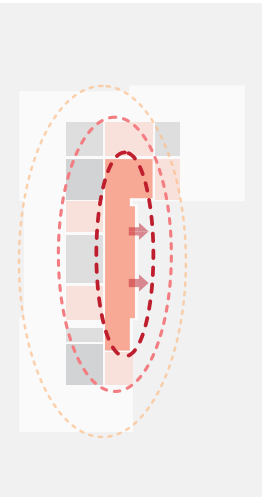
Multi Use

The way the plans are organized also facilitates possibilities for multiple tenants of various sizes on each floor.



Grid and Flexibility

The way the plans are organized facilitates flexible spaces all along the façade, with both open landscape and closed cell offices.



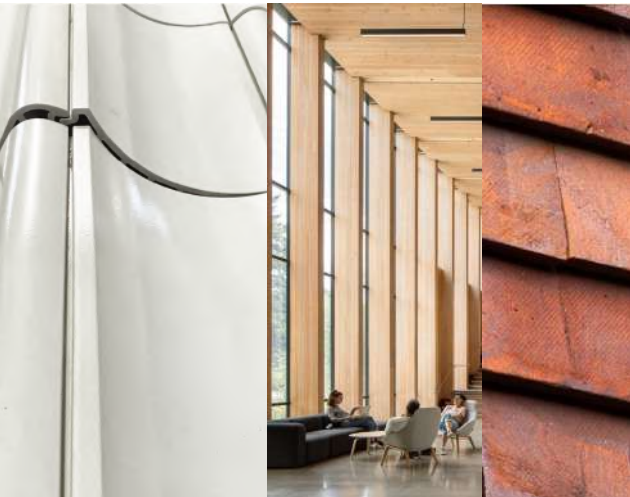
Ripple Effect

The office plans are organized after the "rippled effect" principle. This concentrates the busy active and social areas in one zone towards the Torg.



Facade

The facade is imagined to be bright and frosty, protecting the cozy interior behind. It is based on the 600mm office module and would suit prefabrication and design for disassembly. We proposed materials that are hard wearing and durable but have a material quality and are engaging to the touch and eye.



Materials

A bright, crisp facade that reflects the surroundings and changes in the light. Ceramic panels are very durable, self cleaning, and easily disassembled for reuse. A combination of fire, ash and earth, there is a great potential for the handmade and variety in the glaze.

A Healthy Workplace

Traditionally, office buildings have been introvert and closed without any function for most of those living in the city. If some areas are considered resources for the city's citizens, the office building's facilities can be made available and the building will no longer be a status symbol for the few, but a tool for the development and democratization of the city.

Emphasize Good And Healthy Work Space

The role of design must be to create more engaging and more humane work environments that strengthen collegial relationships and that embrace creative processes and innovation. Work-Lab creates spaces where people interact.

User Focus

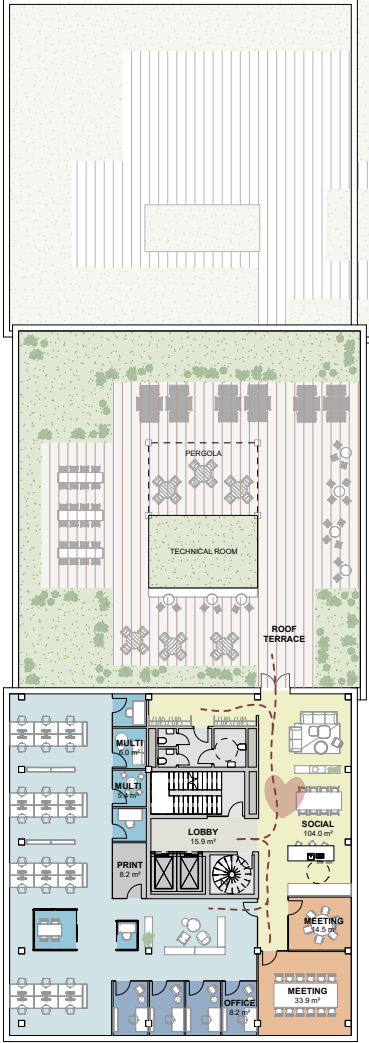
We design office buildings with a soul where the users' experience is the focus. The social framework is the foundation of all our projects

Future Proofing

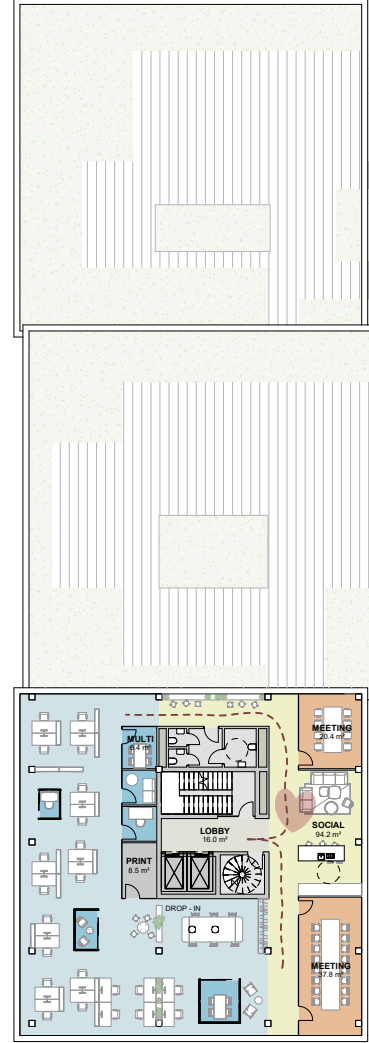
Many of the office buildings of the future have already been built, and we are working on transforming them. At the same time, those we build now must meet the environmental requirements of the future.



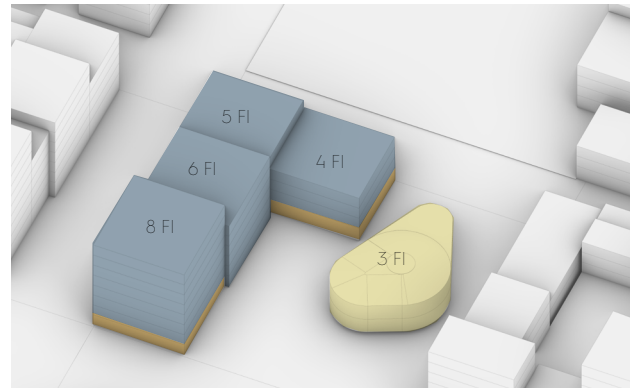
Sixth Floor Plan 1:500



Seventh Floor Plan 1:500



Eighth Floor Plan 1:500



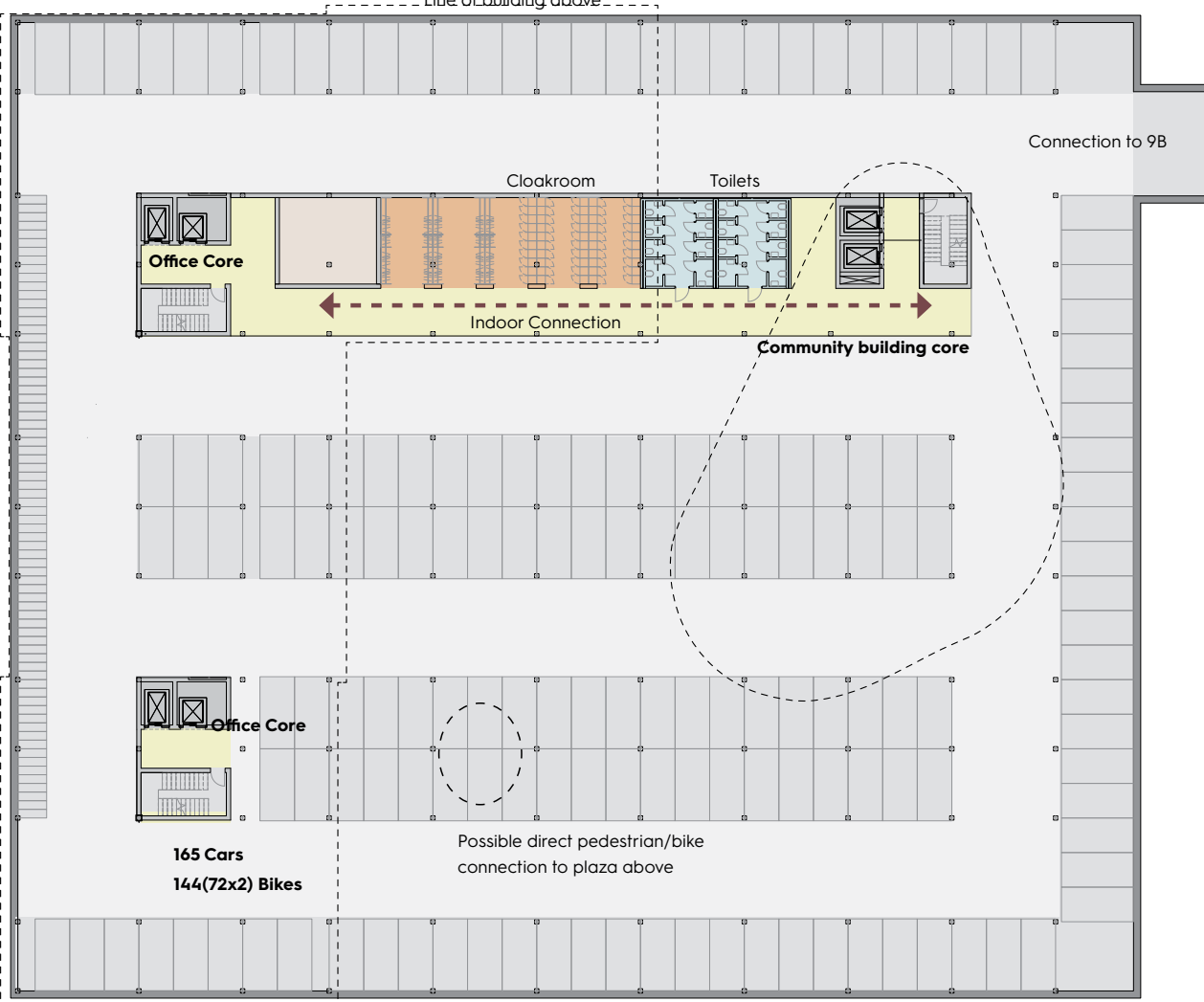
Commercial	1 548m2
Office	12 355m2
Community	2 904m2

Total	14 449m2
Plan 1	1548 m2
Plan 2	586 m2
Plan 3	2134 m2
Plan 4	2134 m2
Plan 5	1614 m2
Plan 6	1109 m2
Plan 7	548 m2
Plan 8	548 m2
Total	1548 m2

Combined Total	14449 m2
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Gross building construction area, not including inset facade and double height openings. A full breakdown of workplaces, meeting rooms etc can be found in the design report.

Areas



Basement Plan 1:500



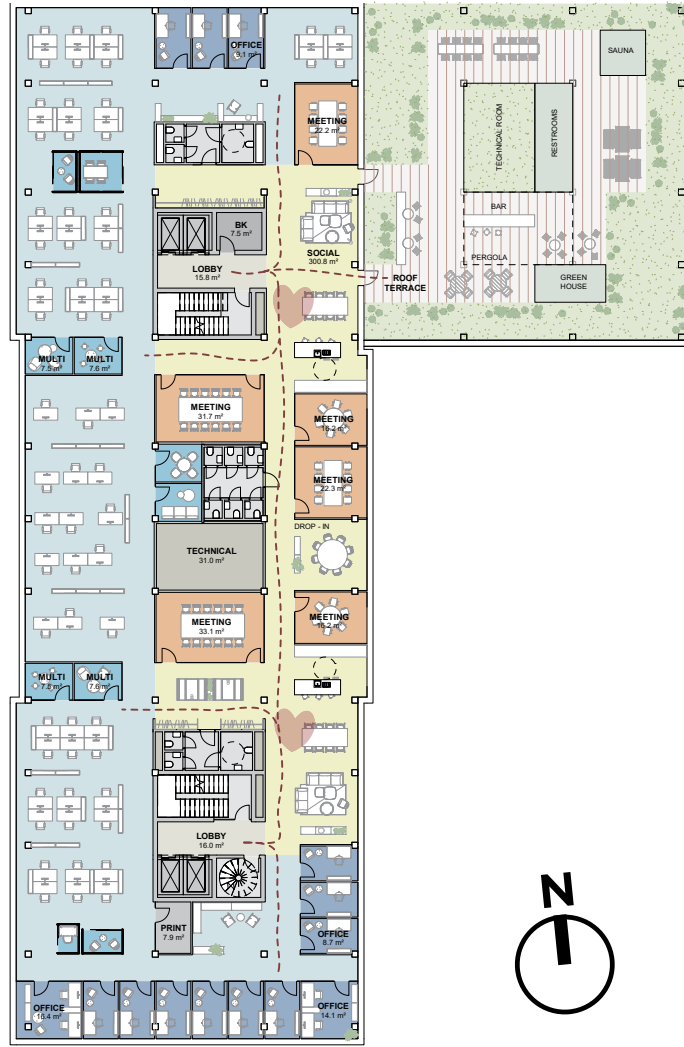
Second Floor Plan 1:500



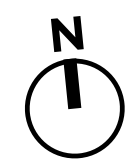
Third Floor Plan 1:500



Fourth Floor Plan 1:500



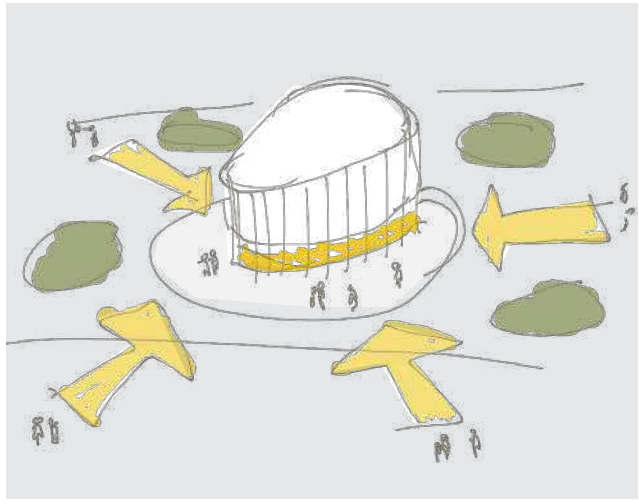
Fifth Floor Plan 1:500





The Big Room

View in the Big Room on the third floor of the community building



The Lantern

Inspired by communal buildings of the past, but also looking towards the future, The community building sits within the landscape like a lantern welcoming the entire neighbourhood



Living Room

The ground floor is a living room for everyone. There is a fireplace in the centre to welcome people inside when the weather is bad.



The Library

The second floor is the library and learning centre. There are rooms to be used for meetings and groups and places to come and work or even just to come and read if you don't want to be at home



The Big Room

The top floor is the Borgarhofdi Big Room - a place where anything can happen!



Structure

The structure of the community building is a simple but expressive timber frame. A warm, human and inviting building, that is intuitively for the community



The past and the future

The timber construction looks to buildings of the past, but also to new ways we must think in the future

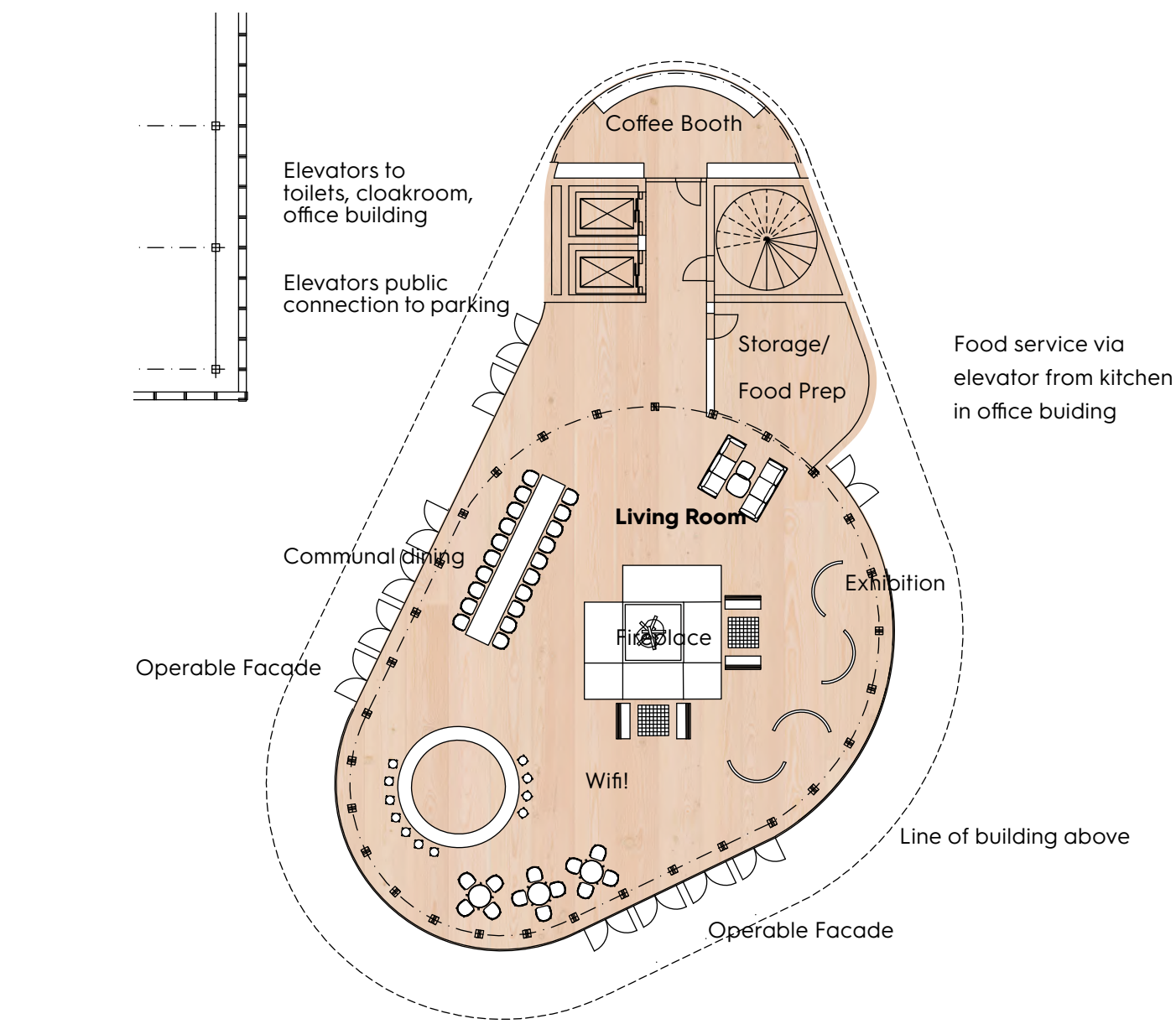
A Gathering Space

Recalling communal buildings of the past, the community building is an open, warm, welcoming place for anybody to come in and stay. Its form intuitively a place for people to gather and be together, and is a clear symbol for the neighbourhood. Its expressive timber structure recalls the viking longhouses but also looks forward to a ways we must think in the future.

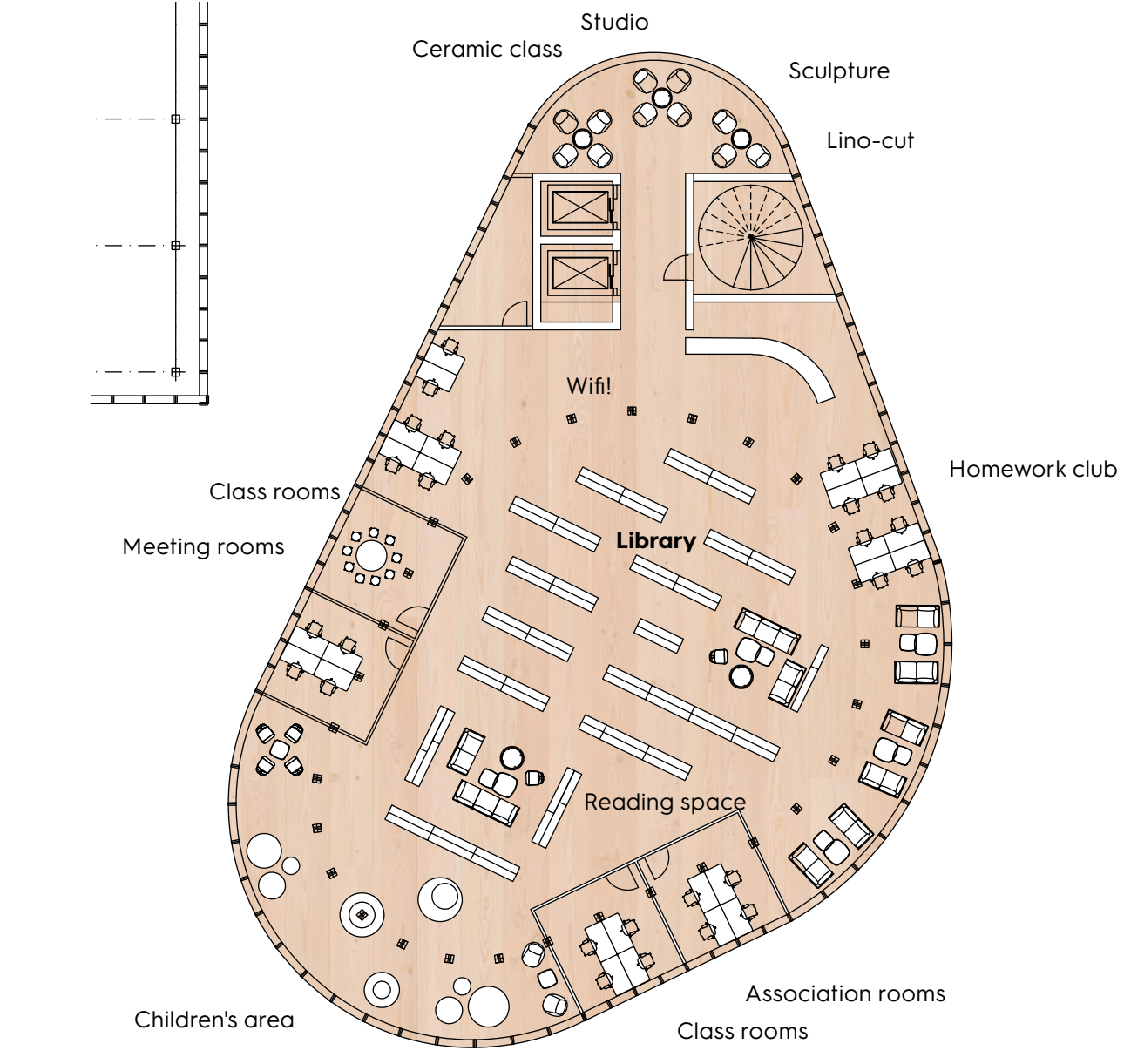
Looking to the Past and the Future

When the winter months lay its darkness over Borgarhofdi, the community building glows with warmth from within and the curved facade reflects the sky and surrounding light almost like the famous northern lights. When the daylight returns, the warmth from the timber and cladding emerges through the glass and creates a backdrop for the life and activity on Krossamyrartorg.

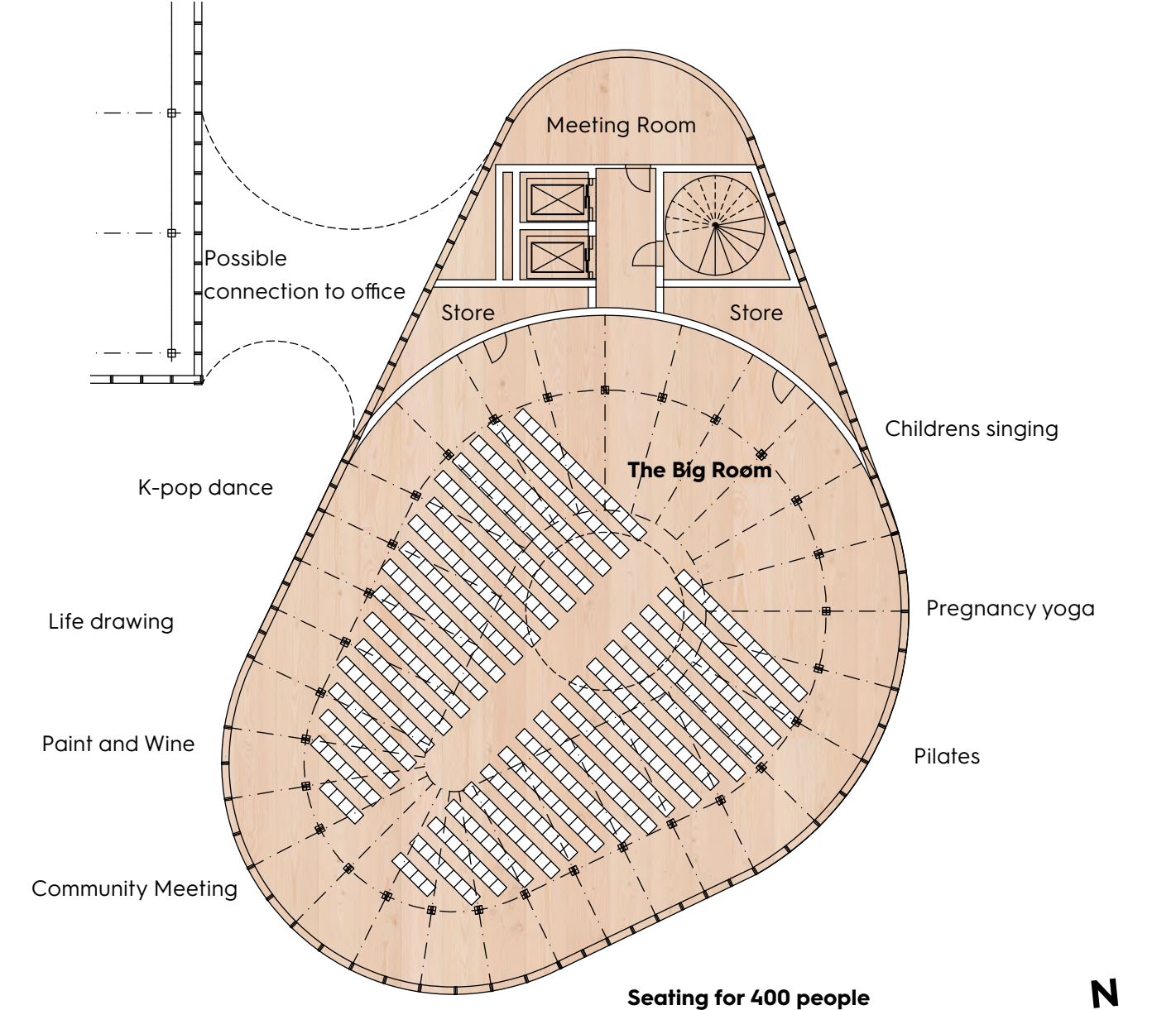
The spaces inside are soft and protective. A variety of spaces can support all kinds of activities and events from communal dining, places to escape home and do some homework, to large festival feasts where everyone is invited!



First (Ground) Floor Plan 1:200



Second Floor Plan 1:200



Second Floor Plan 1:200





The Lantern

View across steinhofdi towards the community building



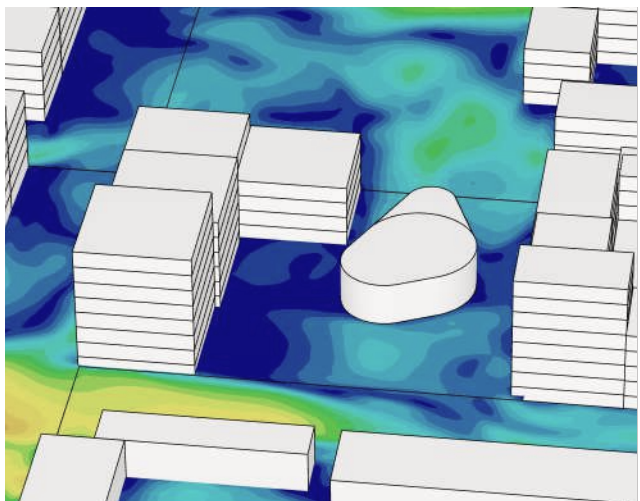
Undulating Landscape

The landscape is imagined as an undulating carpet inspired by the Icelandic nature.



Regenerative Planting and Ecosystems

The species will be selected to promote local biodiversity and a regenerative landscape that promotes animal and insect life.



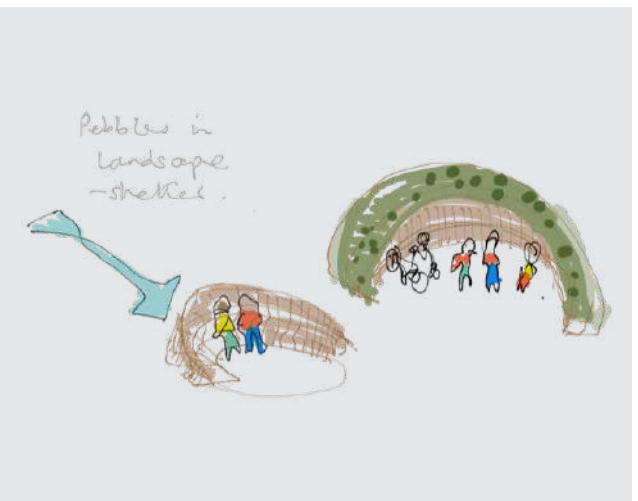
Microclimate

Being sheltered from the wind is important to outdoor comfort in Iceland. We can see that we have significant shelter from the wind in our annual analysis - more detail in the design report.



Planting over parking

We use the undulating landscape to create sufficient planting depth for native plants and perennial planting to properly bed in.



Shelter

These small 'hills' create *shelters* and define areas on the torg and incorporate bike parking, seating and other functional elements.

Nature & People

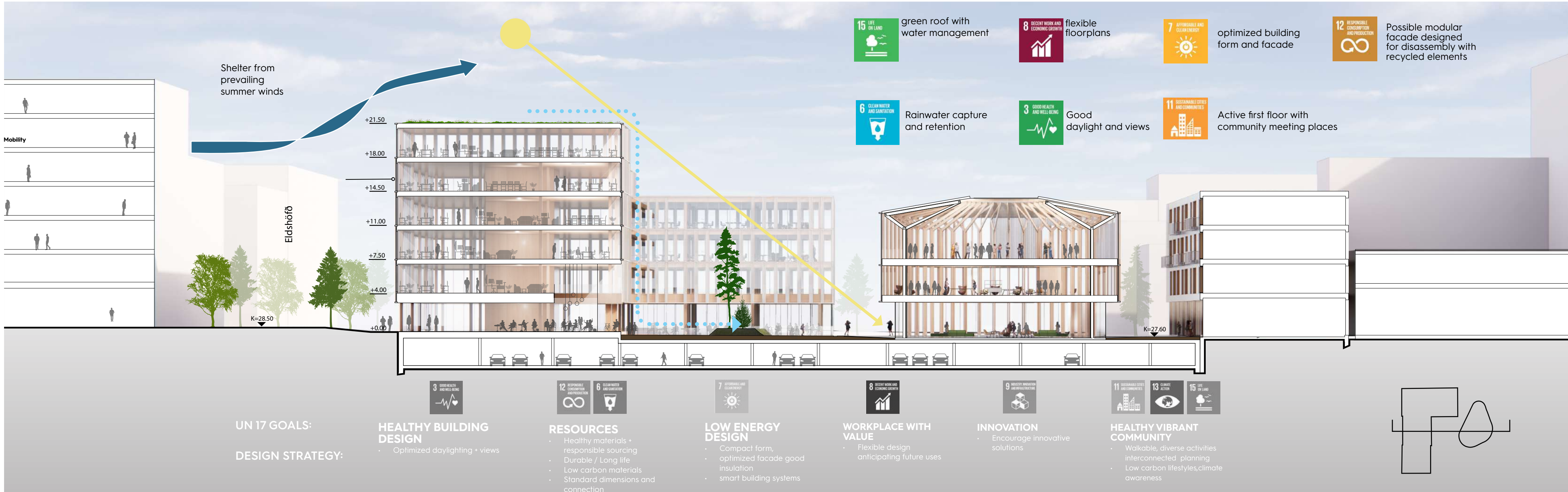
Courage, creativity and enthusiasm is required to change habits and systems. If we want it enough, we will make it happen. As architects and developers, we have a responsibility, and great influence, when designing the buildings and cities of the future, and how we will live together in them. Much depends on us, and the advice we give.

Our relationship with our planet is changing. As humans we have always put ourselves at the center of everything, believing that we can do as we please, and use the earth's resources as we see fit. We support the emergence of a more holistic mindset, where we are a small part of a larger system, where all parts depend on each other to function well. It is no longer man who is at the center, but the entire ecosystem of which we are a part.

We no longer just design houses and cities, we create the framework for how we will live our lives, now and in the future. The buildings we design must become an integrated part of the ecosystem and nature. We are also responsible for ensuring that what we design and build provides the people who will use it with the right conditions for living sustainable lives.



Landscape Plan 1:500 June 21 10:00



Site section