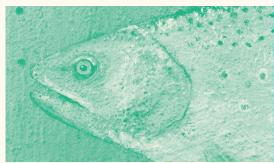
Manual for architects

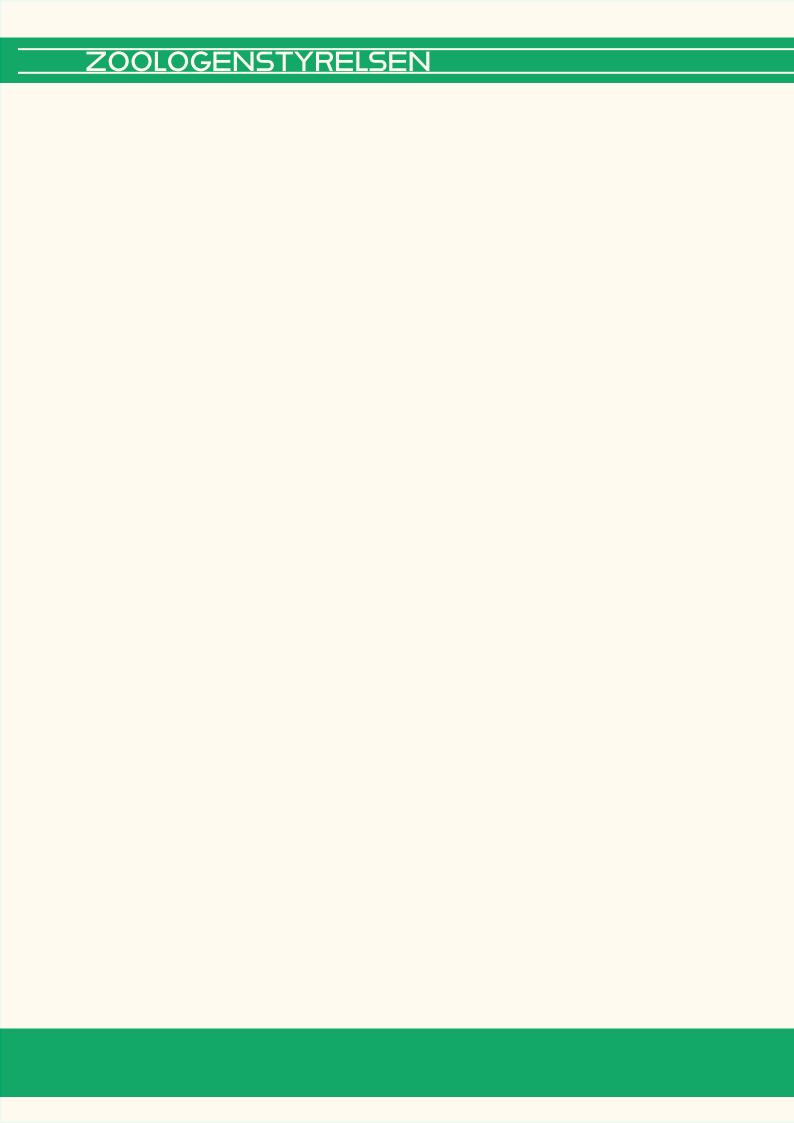
## Changing Zoologen











#### Hello Architect!

The Committee For The Correct Reuse of Zoologen wishes you good luck with your intervention. This manual contains officially determined methods for how to plan and execute an adaptive reuse project on Zoologen. These methods have been developed to help every Architect working with Zoologen work towards the same goal: making it live on and thrive for as long as possble.

Remember to return this manual to the entrance for the next Architect to find!

### **ZOOLOGENSTYRELSEN**

## METHOD 01 Reinterpret to Reinforce

" Being careful does not mean being anxious!"

#### Reasoning

As Zoologen is to be used in a new way, hidden capabilities and may potential become visible. We suspect beautiful spaces and materials are contained within the buildings. This must be uncovered in order to make them accessible - ensuring a long and healthy life for Zoologen.

#### Methodology

Use your eyes to look carefully. Be excessively curios. Learn to like things; do apply your heart. When done, switch on your brain. Apply excessive imagination to visualize spaces and objects which are potentially already in zoologen. Draw it in order to show it to others.

#### Checklist

[ ] Keep your eyes fully open.[ ] Find uses for things you like[ ] Excavate any hidden monuments.[ ] Make your additions cheeky and fun.[ ] Retain character and charm whenever possible.

## Questions to Consider

By recontextualizing a space or a trace you inherently change it - is this desirable or a insensitive?



### **ZOOLOGENSTYRELSEN**

## METHOD 02 Plan to Pass on

" Don't forget to Leave The Building in a nice state for the next Architect!"

#### Reasoning

You are not the first and not the last Architect to do Interventions in Zoologen. The building will have to keep changing after you are gone so attempt to make it easier for the next Team.

#### Methodology

List the things which make the building useful, adaptable, characteristic, likable, weird, unique, ugly and beautiful. Don't remove things because you don't happen to like them - maybe previous generations saw something we don't. Don't clean up things, consider them a potential resource for the next adaption. Look at the building with your contemporary eyes in order to be a part of The Great Temporal Hivemind. Finally, do your interventions and leave the building more capable than how you found it.

#### Checklist

- [ ] You are on of many people who will do intervention is this building.[ ] Do not attempt to fix things which are not broken.
- [ ] Still, have to courage to improve things [ ] Act as a Designer of your own time.
- (You literally can not act any other way)
- [ ] Stay humble for the blind spots of your time.
- [ ] Acknowledge the blind spots of earlier periods (not even Zoologen is perfect).

## Questions to Consider

How can You (the designer) be a good Continuity Citizen?



# METHOD 03 Make it useful by making it spatial

" Great Spaces can make Zoologen a Forever Machine!

#### Reasoning

To make sure Zoologen has a long and healthy life it is vital that is seen as useful. As part of that, economics and technology must of course be considered but there is also less quantifable factors which are important. Whereas program, furnishings and the institutional makeup of tenants tend to change frequently, spatial qualities are much more stable. Spatial organisation and sequence, patterns of circulation as well as qualities of of daylight persist longer.

#### Methodology

Obsess over spatial organisation. Design sequences of rooms which are nice. Make it enjoyable to move through the building, even if was empty. Search for order and clarity. Do not overoptimize the layout for the current purpose. Have spaces of different sizes and proportions. Embrace soft values. Take proportions seriously.

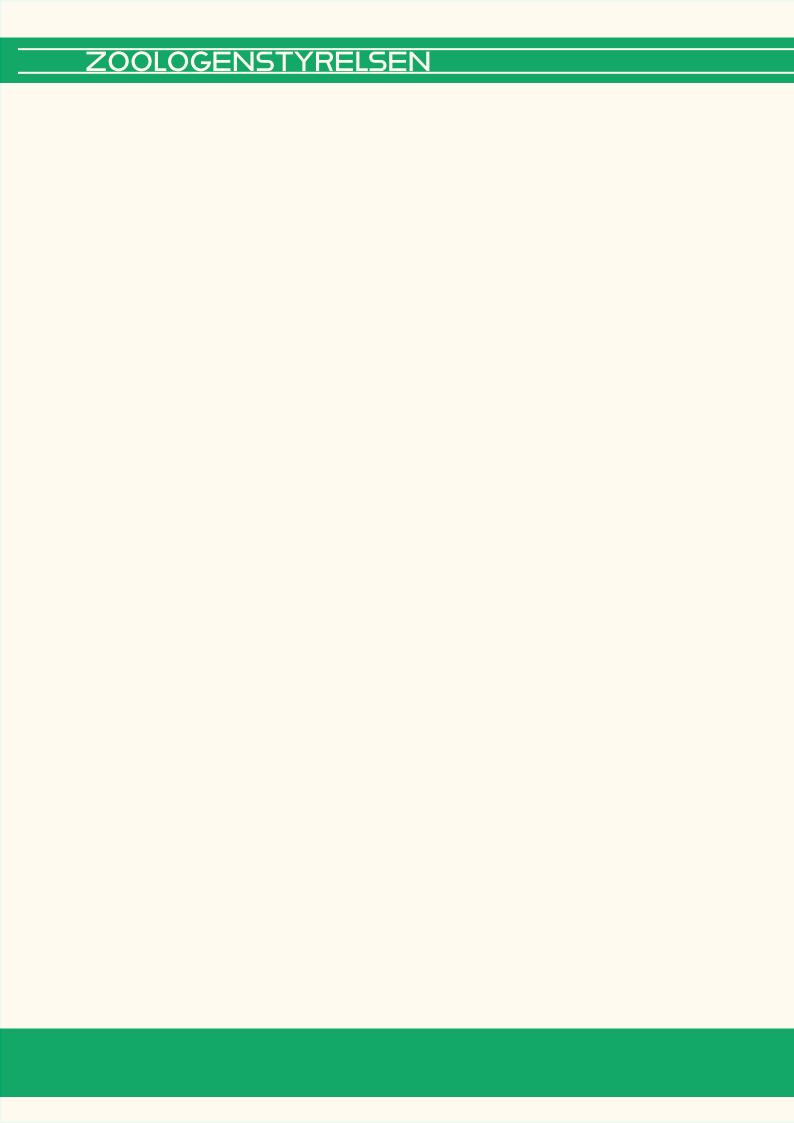
#### Checklist

- $[\ ]$  Would you like to spend time here regardless of the contents?
- [ ] Can you easily imagine a different program in these same spaces?
- [ ] Make sure the plan allow you move from dark to light, from tall to compact and from soft to hard?

## Questions to Consider

Will these spatial qualities be valued by subsequent interventions?





# Remember to return this manual to the entrance for the next Architect to find!