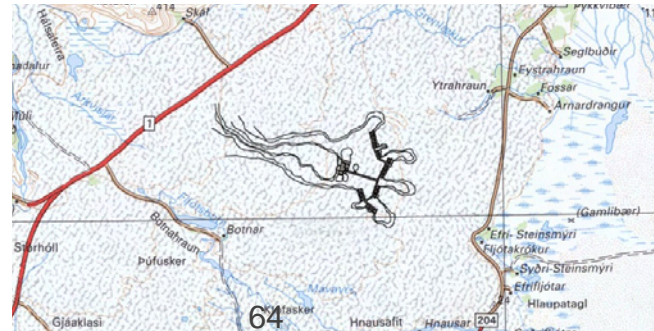


Proposal no 2.

The walls have been divided into six smaller sections allowing for a more random distribution and overall expression of the plan. There are fewer rooms on each wall element creating more privacy. This plan demands long and rather complicated corridors to connect the individual parts of the hotel.

The majority of the rooms are facing E with a view towards the Öraefajökull glacier while a few rooms face W overlooking the lavafield towards Mýrdalsjökull glacier. (see map bottom center)

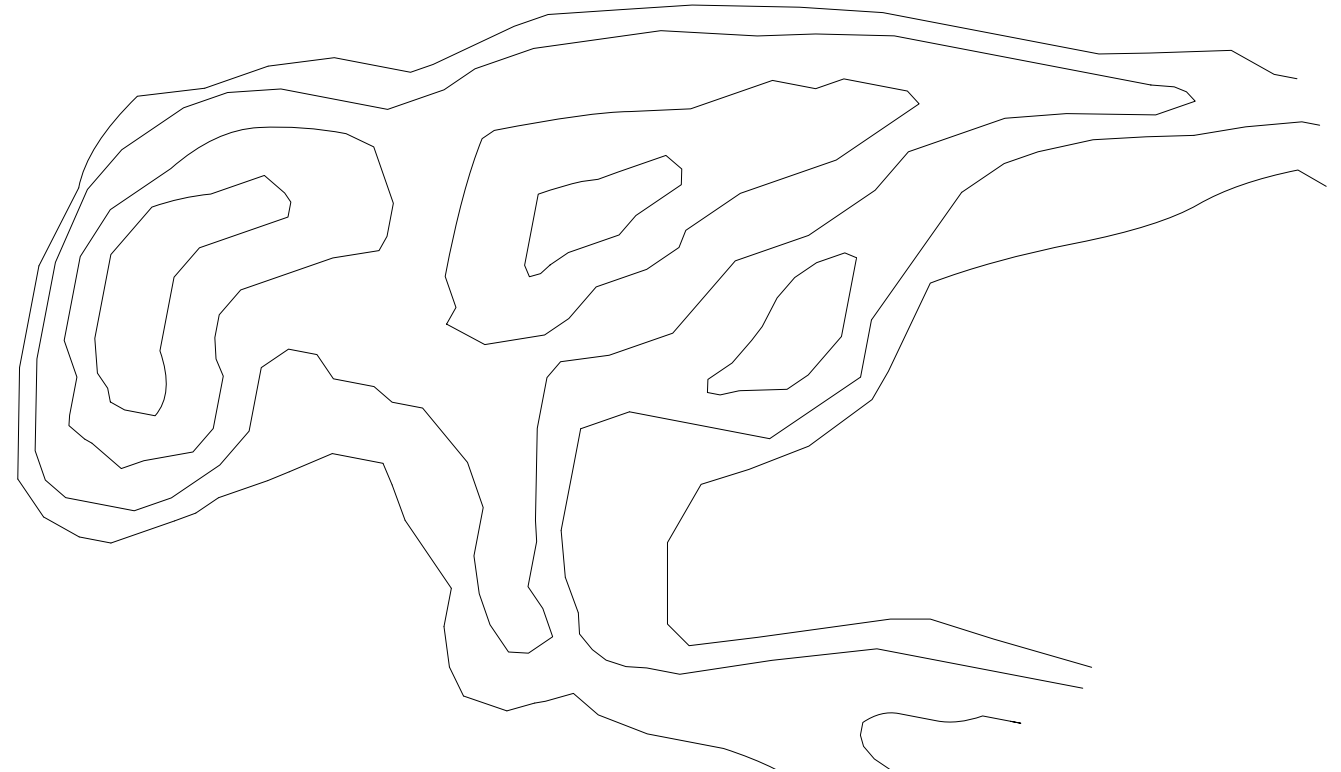


The hill

The artificial hill in proposals 1 and 2 casts a shadow on the environmentally friendly feeling that the hotel is supposed to create. This is considered to much of a manipulation with the unspoiled nature. Therefore a trip is made to the lavafield with the purpose of pinpointing the exact location and find a place that fits the basic idea for the design. During this trip the perfect location is found. A small hill standing about 10 m higher than the surrounding lava yet still placed close to the highest part of the field and therefore securing the views to the mountains in all directions.

During the time the lava was flowing, this small hill has created exactly the same phenomena as the walls do on proposals 1 and 2. This hill has been an obstruction for the flowing lava, forcing the liquid lava to flow around it and by doing so leaving a sheltered area on the downwards side (east side) of the hill.

In proposals 3 to 9 this hill and its surroundings is used as the location for the hotel.



The hill is about 10 m high, 140 m from E to W and 100 from N to S.



The hill seen from the Ringroad



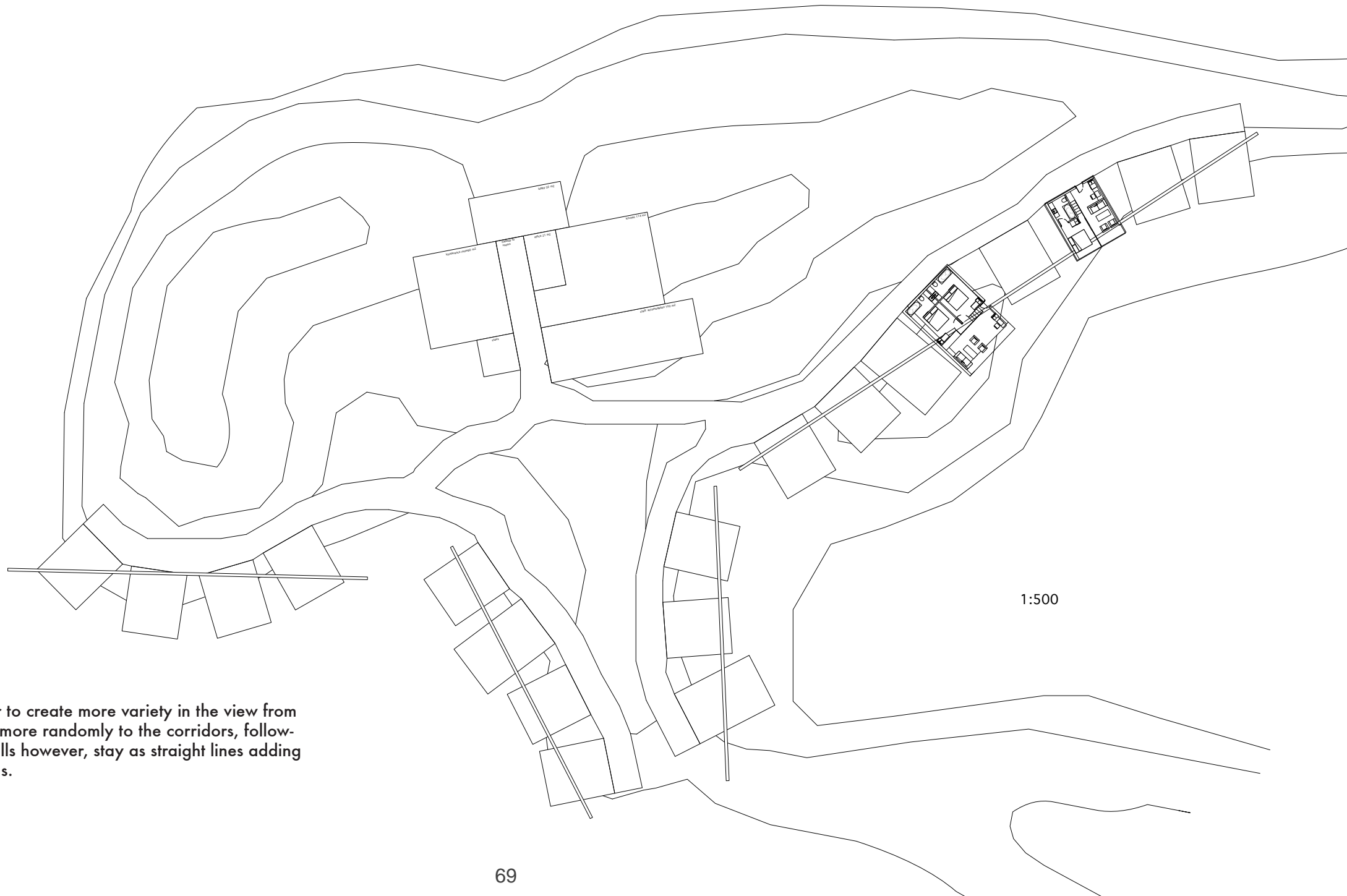
Panorama view from within the sheltered area to the E of the hill



Panorama view over the sheltered area to the E of the hill



Panorama view of the hill seen from S



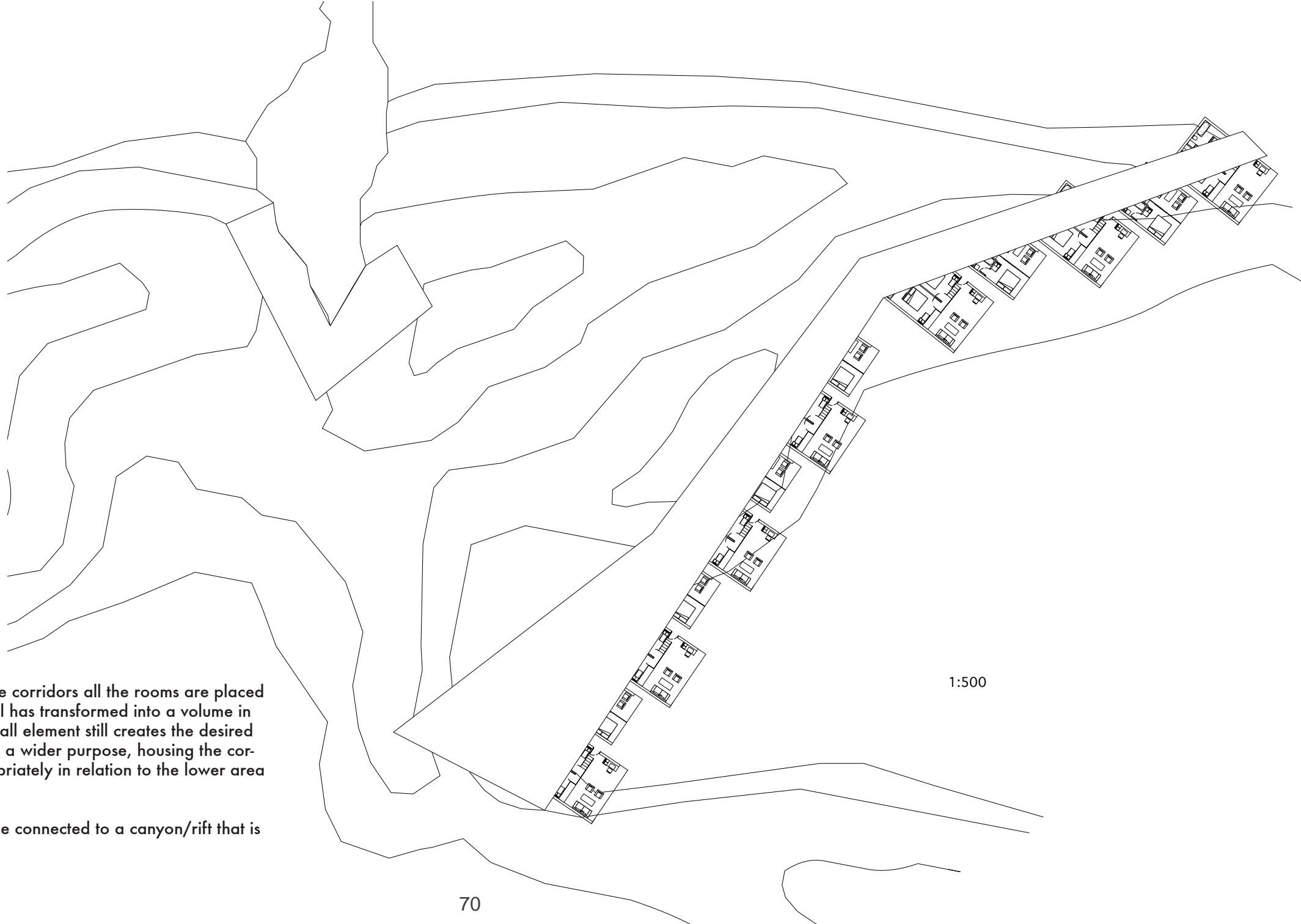
Proposal no 4.

Similar to proposal no 3. In order to create more variety in the view from the rooms they are attached a bit more randomly to the corridors, following the outlines of the hill. The walls however, stay as straight lines adding to the contrast with its surroundings.

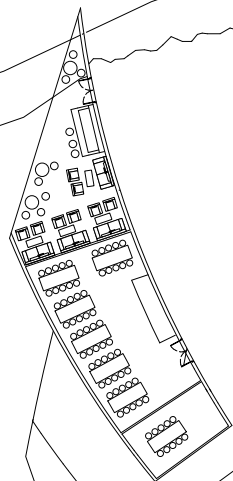
Proposal no 5.

In order to cut down the length of the corridors all the rooms are placed on the same side of the hill. The wall has transformed into a volume in stead of being a flat element. The wall element still creates the desired contrast to the enviroment but serves a wider purpose, housing the corridors. It is also placed more appropriately in relation to the lower area created in the shelter from the hill.

The main building starts to take shape connected to a canyon/rift that is dug into the hill.



1:500



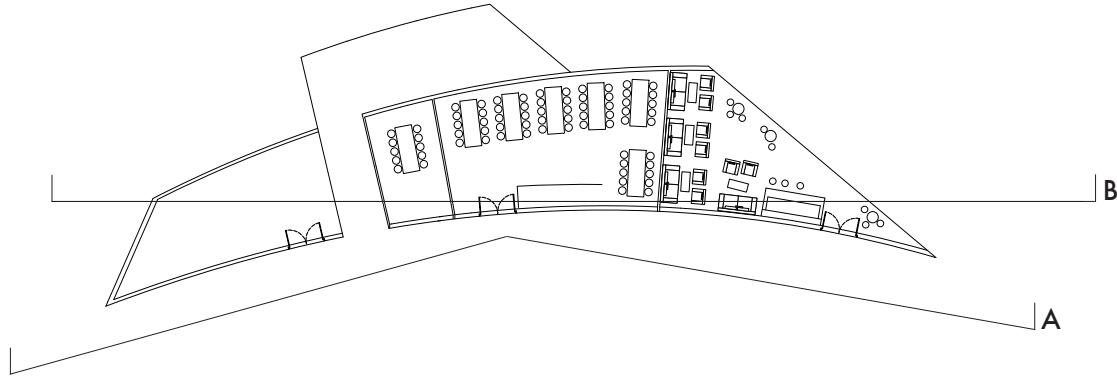
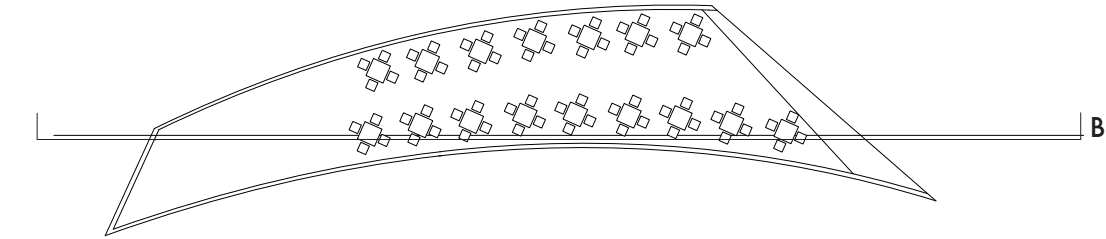
Proposal no 6.

The wall element is taking form. The reasons for it getting wider towards the ends are:

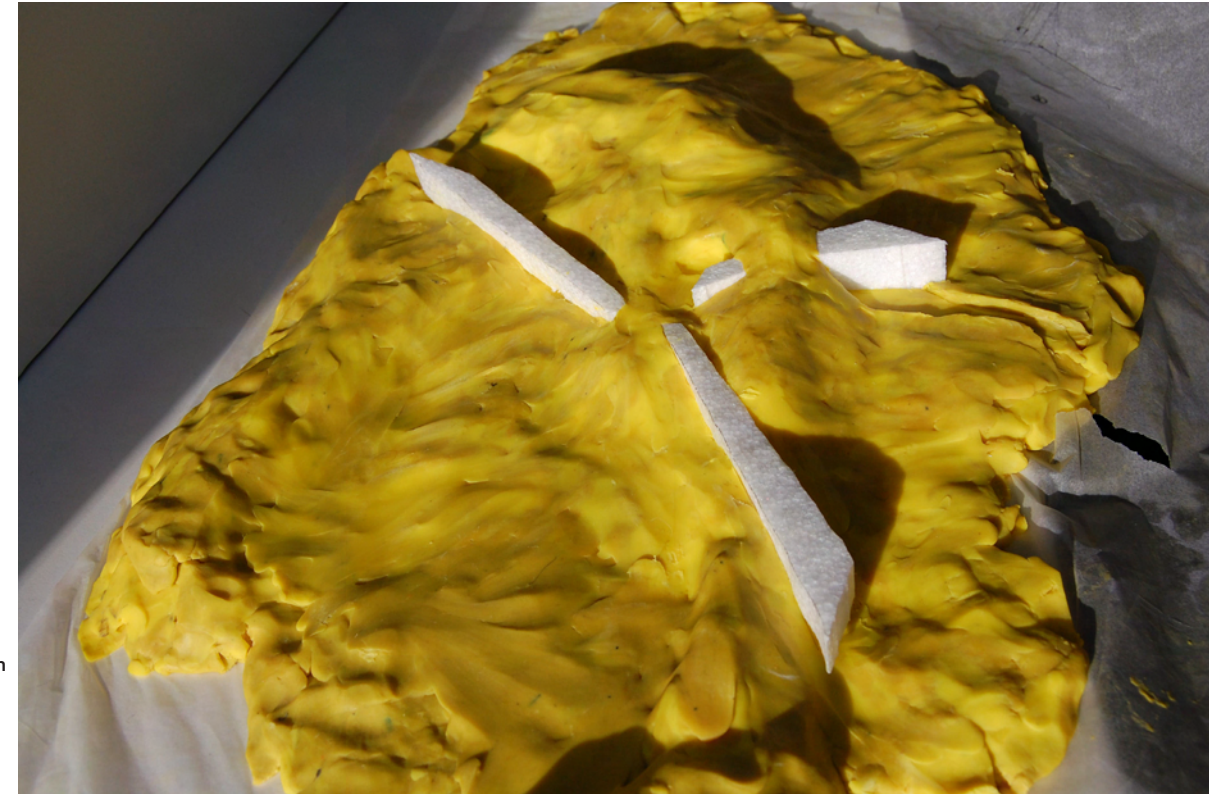
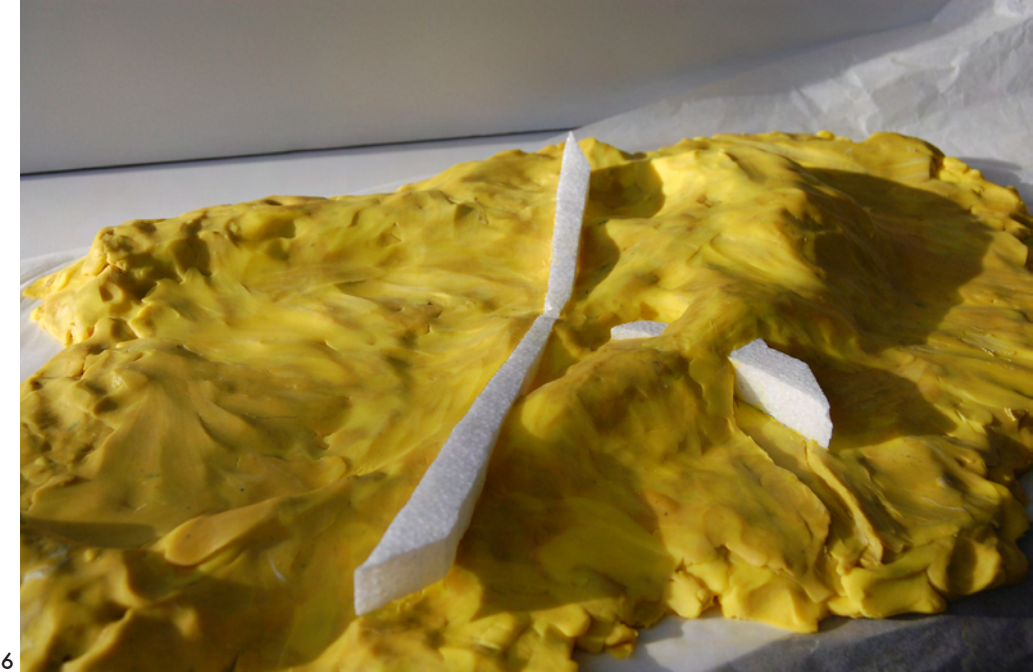
- to create an optical illusion by falsifying the perspective,
- to create space at the ends for sitting rooms with large windows facing S-SW and E,
- to create a more dynamic expression and its smooth outlines are a great contrast to the rugged lava.

The main building has a slightly curved shape to emphasize the change in the direction of the lava flow as well as the change of the direction of the approach and access into the building. The main building is separated from the wall volume but the corridor between them is via a tunnel carved into the rock.

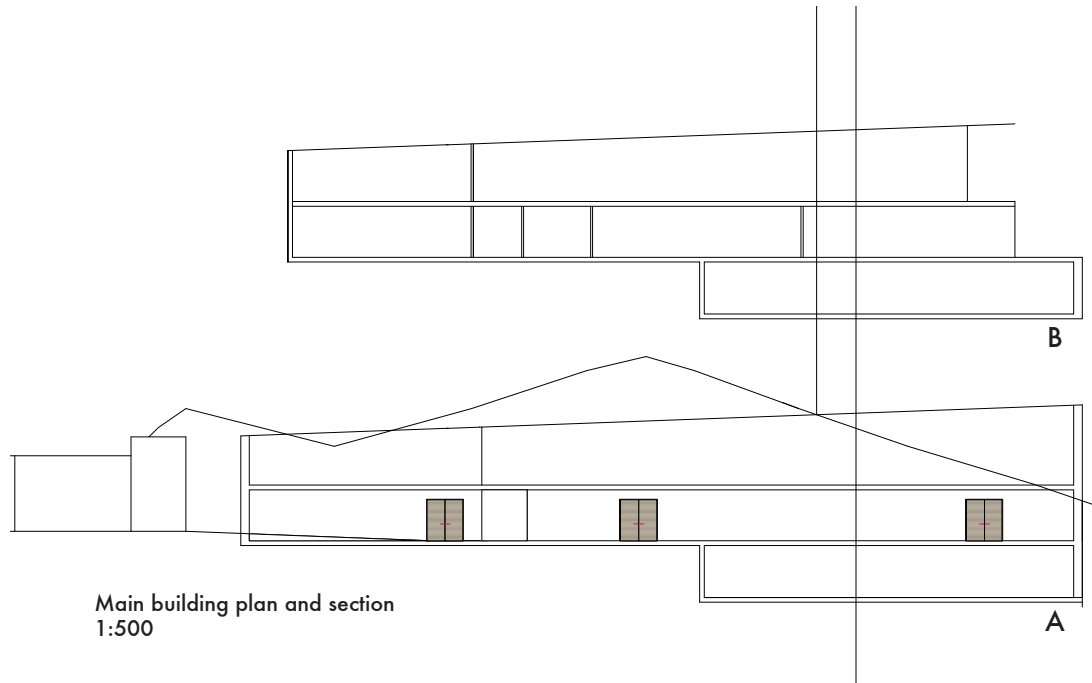
The canyon/rift is playing a larger role as the access and a part of the main building.



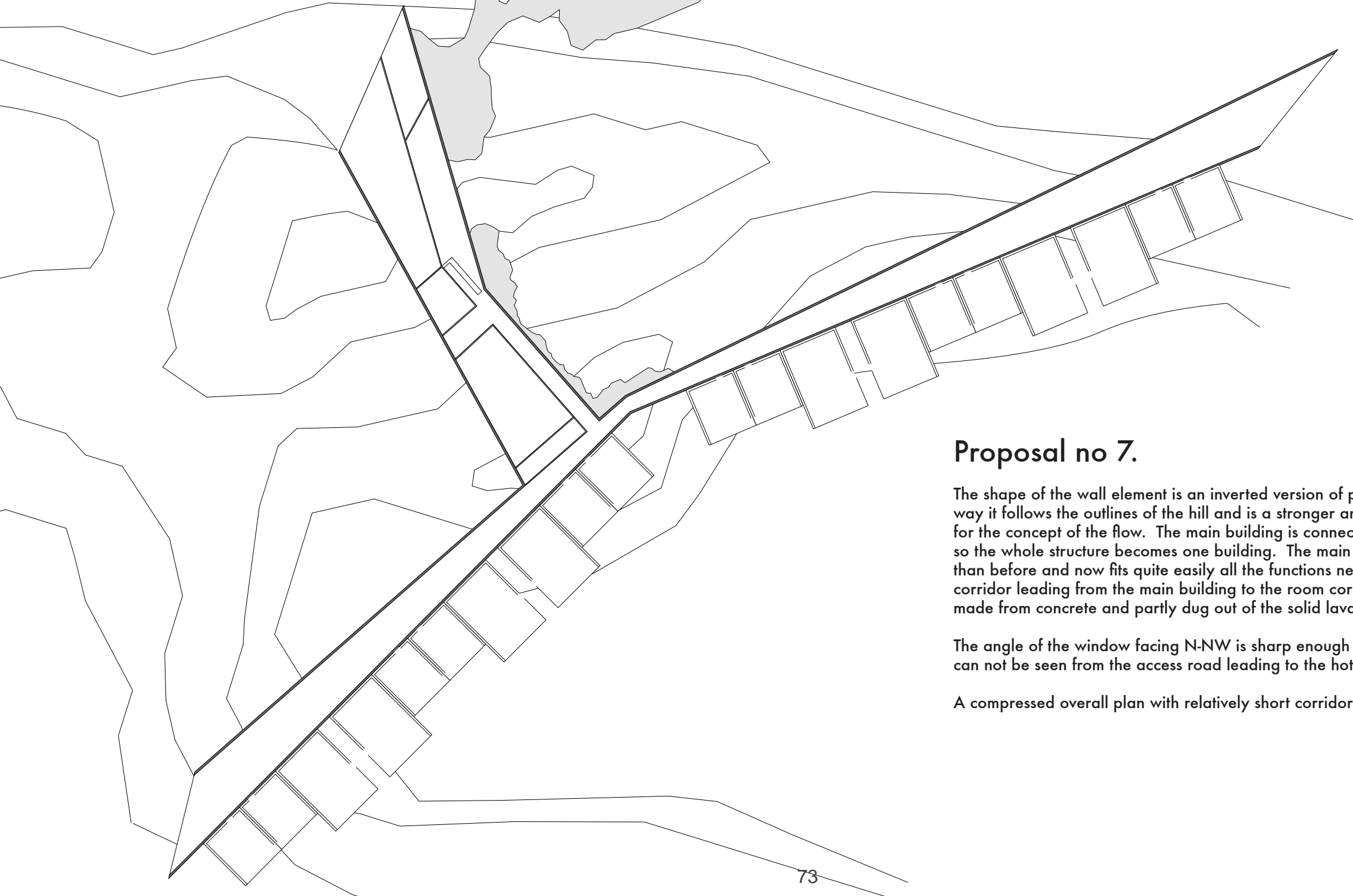
A rough model of proposal no 6



A rough model of proposal no 6 with the wall volume separated in the middle
72



Main building plan and section
1:500

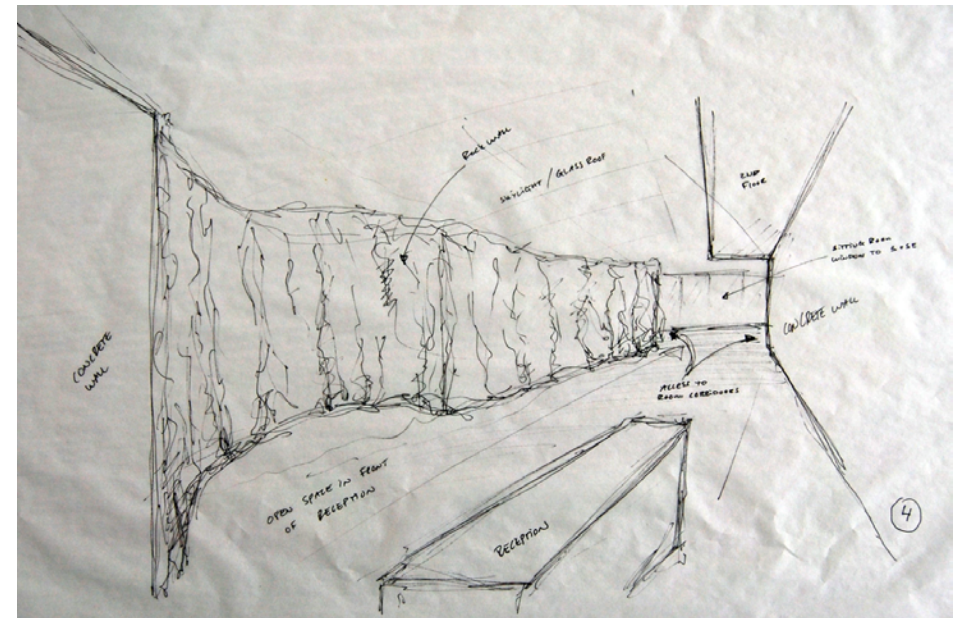
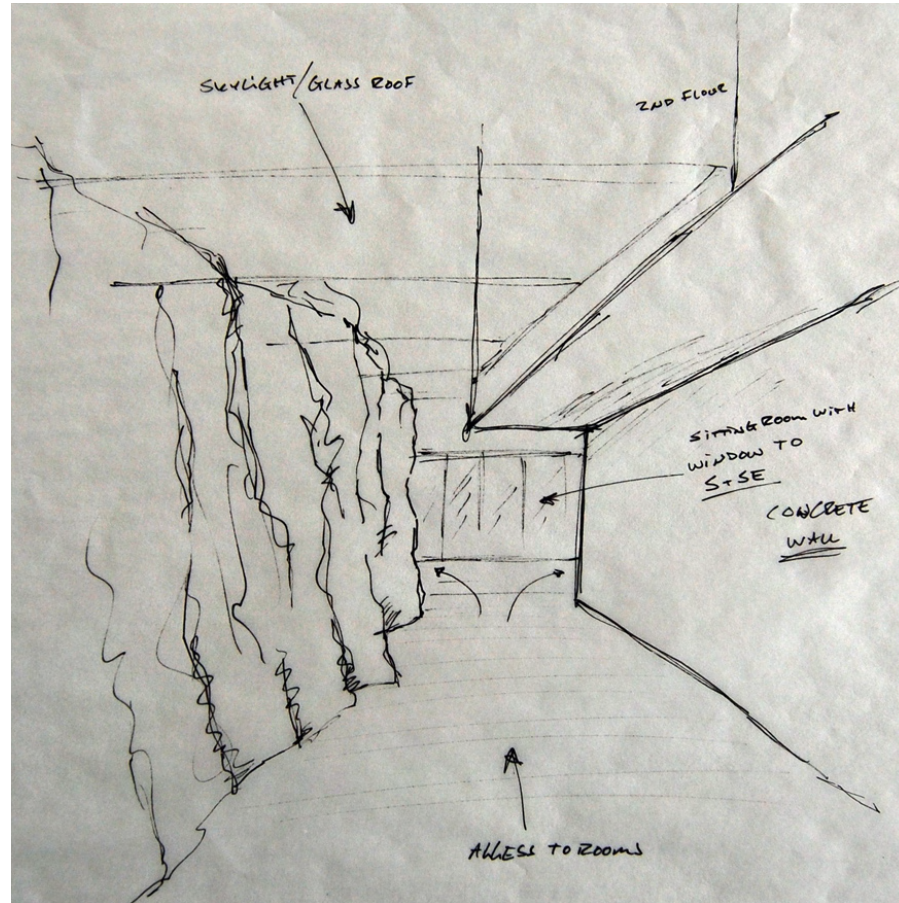


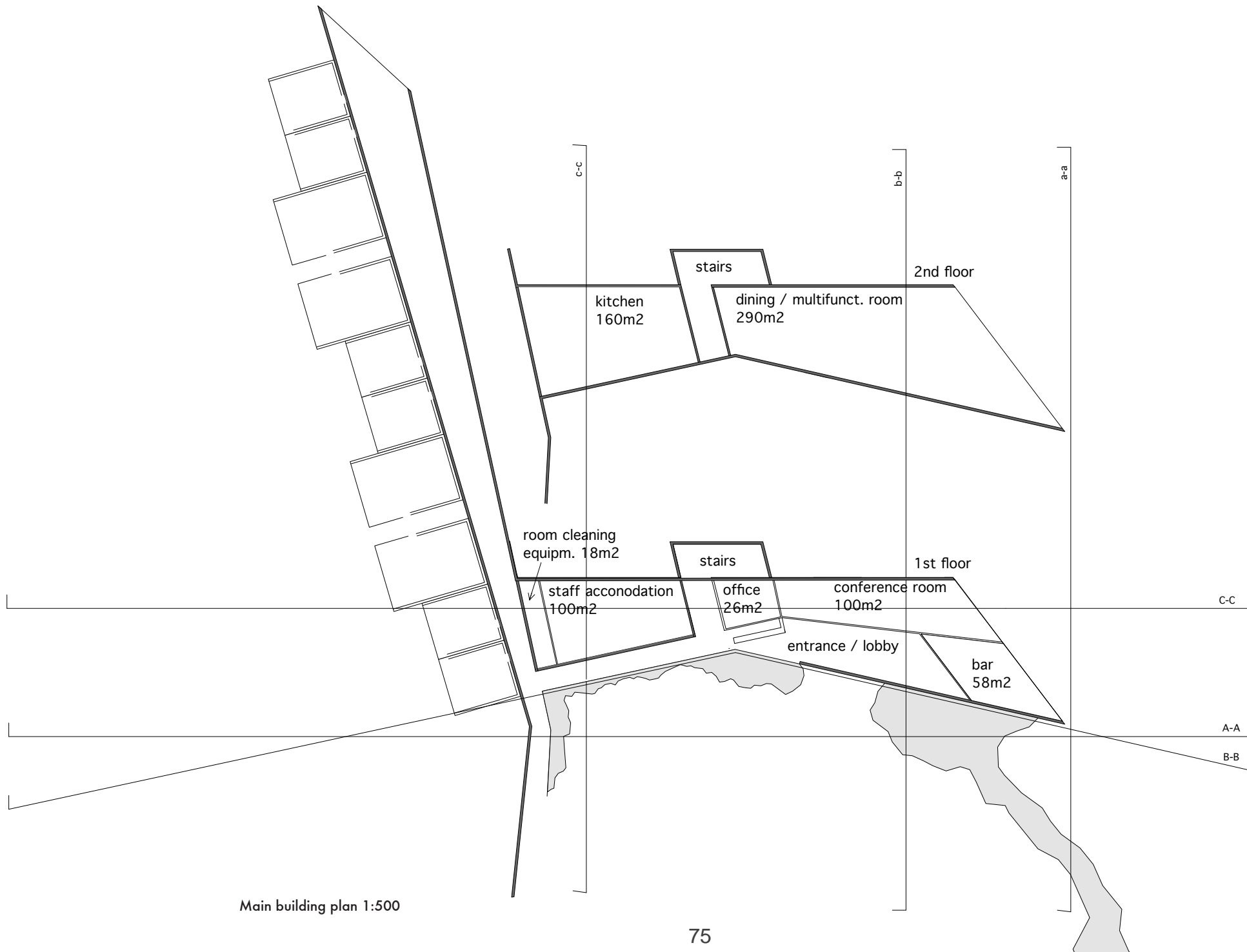
Proposal no 7.

The shape of the wall element is an inverted version of proposal no 6. This way it follows the outlines of the hill and is a stronger and more fitting form for the concept of the flow. The main building is connected to the walls so the whole structure becomes one building. The main building is larger than before and now fits quite easily all the functions needed. The access corridor leading from the main building to the room corridors is partly made from concrete and partly dug out of the solid lava.

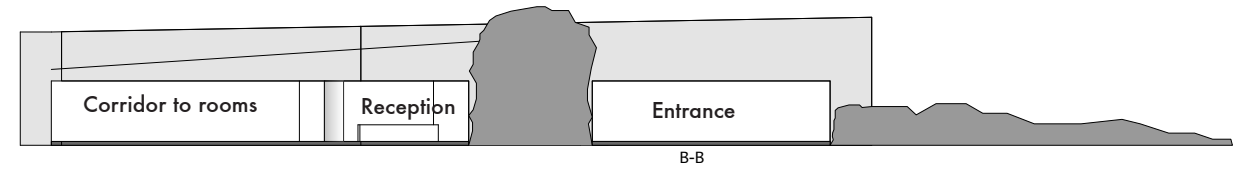
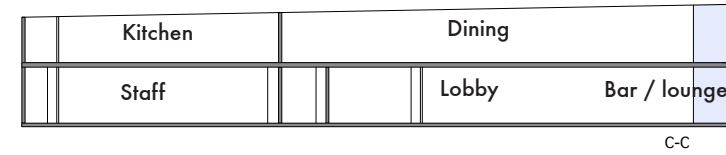
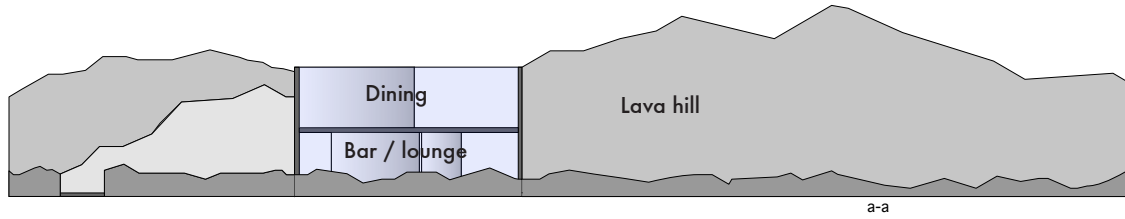
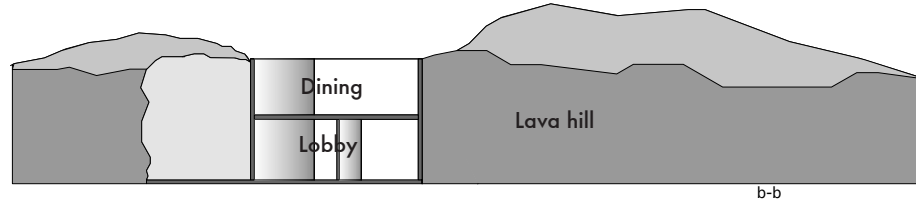
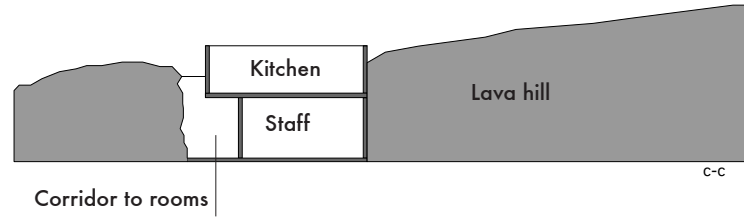
The angle of the window facing N-NW is sharp enough to ensure that it can not be seen from the access road leading to the hotel from the N.

A compressed overall plan with relatively short corridors.

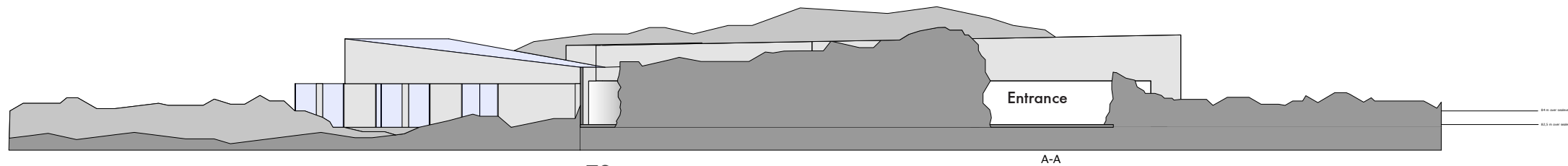




Main building plan 1:500



Main building section



Phase two evaluation.

The concept idea "The Flow" was the one chosen from the phase one evaluation. During phase two seven different versions and proposals for The Flow are drawn and compared to a list of important issues seen in the phase two evaluation matrix. Each of the proposals get a +, +- or a - depending on whether they meet the desired aim.

The result from the phase two evaluation matrix is clear. Of the seven proposals, proposal no. 7 gets the best result. Out of the 10 items in the matrix, proposal no 7 gets 9,5 +.

The overall plan is the one that is most compact, with relatively short corridors, has a small impact on the environment, is functional and should create the desired experience in The Lava hotel. It captures the basic concept of the flowing lava and how it reacts to obstructions. Even though the rooms only have views to E and SE the sitting rooms placed at the ends of the corridors along with the views from the main building allow the visitors to enjoy an almost 360° view from the hotel. Each guest will most probably be staying in one room so the fact that other rooms might have views in other directions will not affect the individual guests.

The proposal no 7 is the one taken into the next design levels, the concept and building detailing.

	P 1.	P 2.	P 3.	P 4.	P 5.	P 6.	P 7.
Blends in with the surroundings	+	+	+	+	+	+	+
Minimum impact on nature	-	-	+ -	+ -	+	+	+
Creates a contrast/landart	+	+	+	+	+	+	+
Captures the concept idea	+	+	+	+	+ -	+	+
Creates an experience	+	+	+	+	+	+	+
Functionality	+	+ -	+ -	+ -	+ -	+ -	+
Long corridors	+ -	-	-	-	+ -	+	+
Views to all directions	+	+	+	+	-	-	+ -
Visible from a distance	-	-	-	-	+ -	+	+
Possible outdoor spaces	+	+	+	+	+	+	+
	7,5	6,5	7,0	7,0	7,0	8,5	9,5

