

# P r o s e s s



Mangt skal man møte, mangt skal man mestre  
- terapi med dyr på Sætran gård

# Innhold

Prosessheftet er organisert etter sentrale tema for prosjektet:

- folk og dyr
  - låvetypologi
  - organisering av funksjoner
  - konstruksjon/ materialer
- 
- samling av tanker/ prosjektet tar form

# Folk og dyr

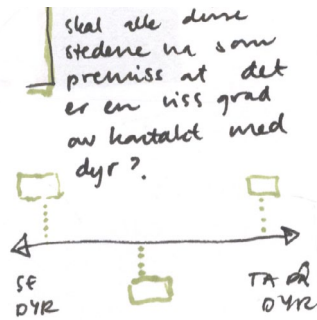
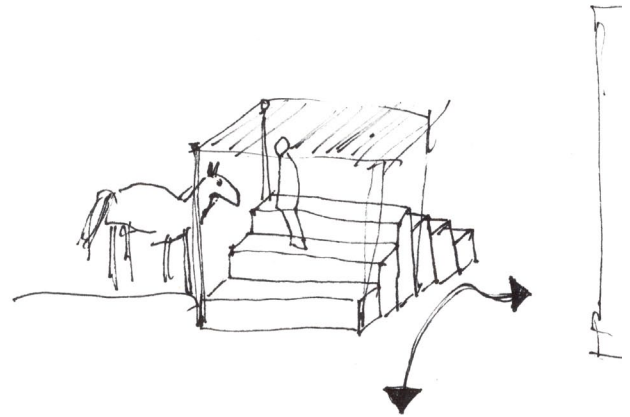
Hva er egentlig terapi med dyr?

Hvordan lager man steder for terapi med dyr?

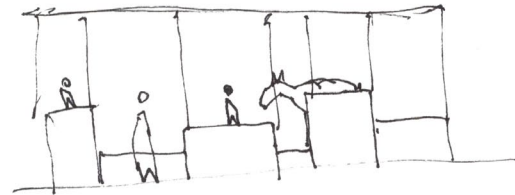
Hvordan kan man møte dyr?

Hvilke behov har dyrene?

tilvæer — hesten kan være lavere og omvendt  
— folk kan være høyere



HVOR ER DE ULIKE STEDENE PÅ AKSEN?



tar man dyrene  
til en nøytral  <sup>møte-</sup> plass  
eller  
oppfører man dyret  
der de bor?

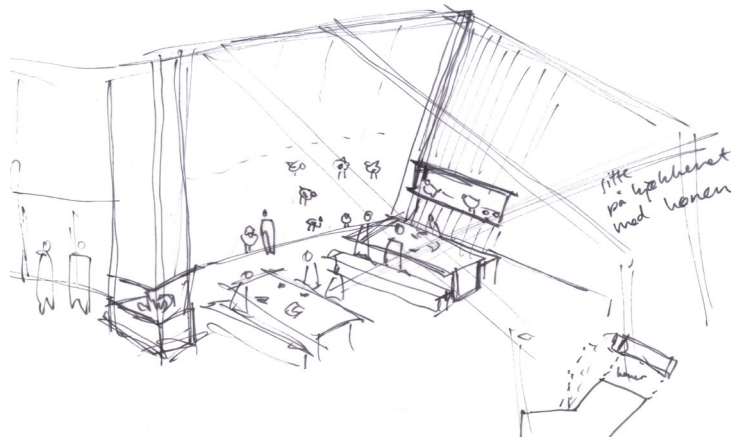


INGEN DAGER  
ER LIKE!  
-ULIKE  
MØTESTEDER

- ser man et dyr der u
- Ser man et dyr mens man går?
- kan man ta på et dyr hver gang man stopper opp?
- kan man bli overrasket av i plutselig møte et dyr?
- skal man berge seg ~~seg~~ fra ~~fjernt~~ → hørt varsel?  
(spennet mellom usett og fysisk kontakt)
- opphold = dyr
- hva gjør denne situasjonen spesielt?



KUNNE VÆRE AKTIV VTE MED ~~ANDRE~~ DYRENE  
-KASTE PINNE TIL HUNDEN

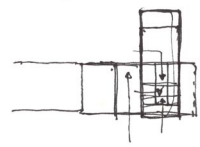


Møte kanin:

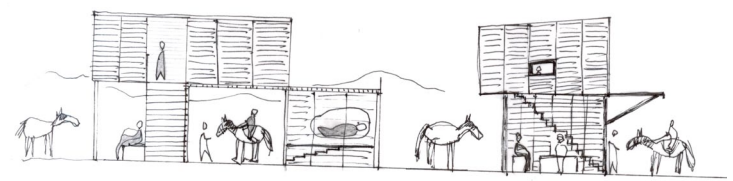
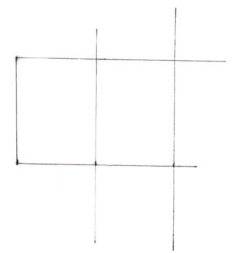
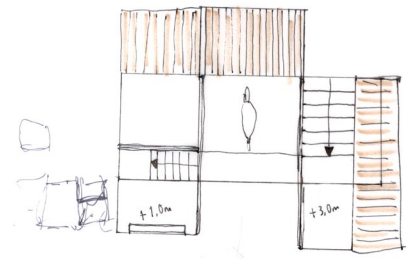
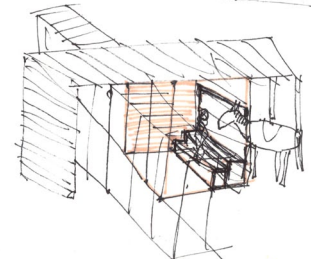
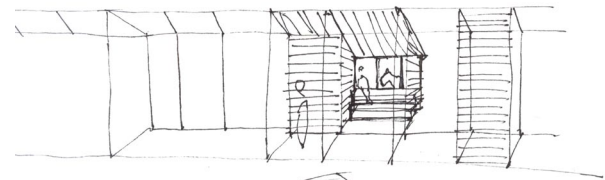
nivåer  
nær / fjern



— sitteplass for personer.  
Klatretårn for kaniner  
(samle opp lønnbøyer)



Kanin liker seg ikke helt  
nede på gulv.  
opp i høyde!  
Halvm/høy i huset sitt.



glita  
er veldig sjelden  
(og bare spise alt)

saueu  
er kontakt  
skoleende  
den vil ha salt!

saueu  
er gjødselstrikke

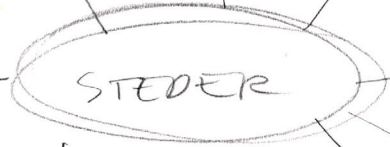
lammeru  
vil omme  
kose med  
og mate

hesten  
er en  
attraksjon  
hesten  
tar plass  
(egner seg ikke  
på kjøkkenet)

østern  
kan på

saueu er  
kjip!  
men lam  
er gode.

hesten  
har en  
stall



slakte  
i mest  
kanner  
05  
kaller  
viser for  
seg  
siler

kanneru  
er  
kontaktshy  
shaper  
er  
i tenet

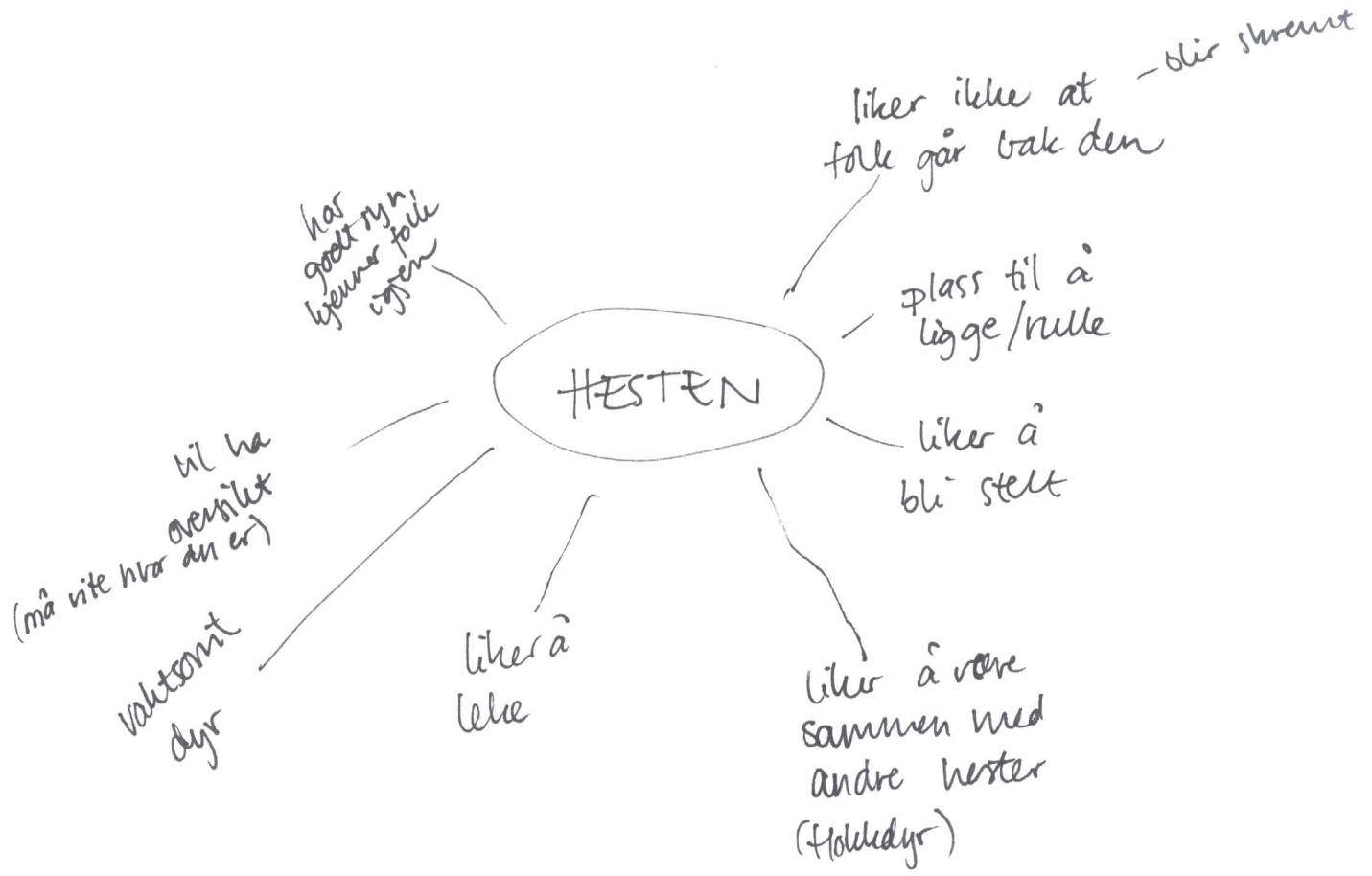
hunden  
- vil følge  
med

hunden  
er  
tillitsfull  
når blir mett  
velig.

hunden liker  
seg foran  
og foran  
og i der  
er i varmt og hult  
hunden liker  
05 og

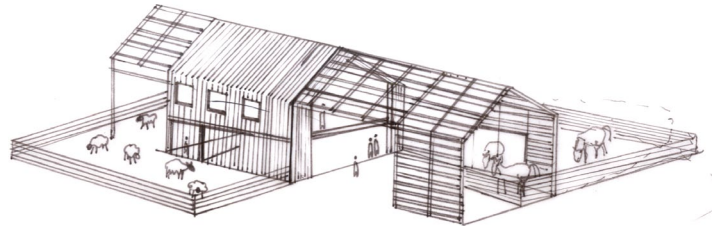
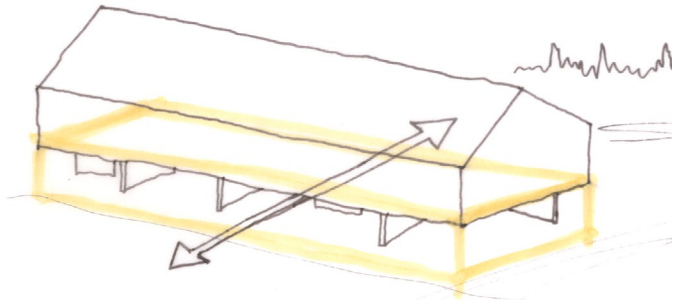
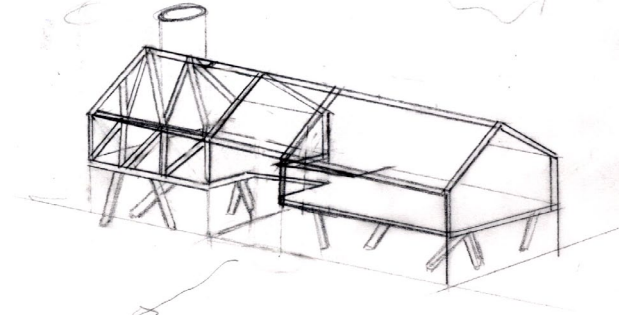
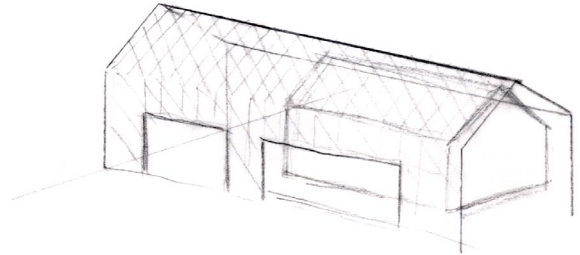
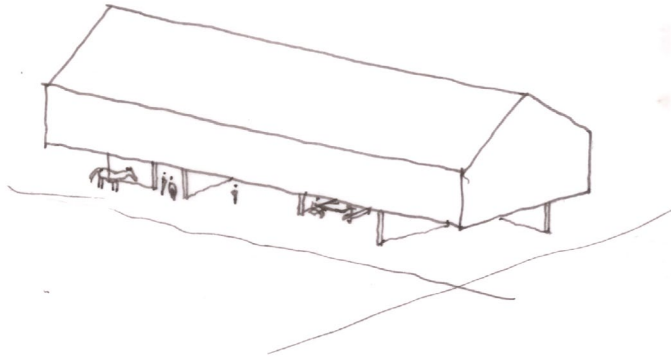
kjøkkenet  
er sosialt  
samlingspunkt  
differansen  
først.

kanneru  
er myk å  
klappe på  
redd  
→  
rolig plass å  
kose med  
den

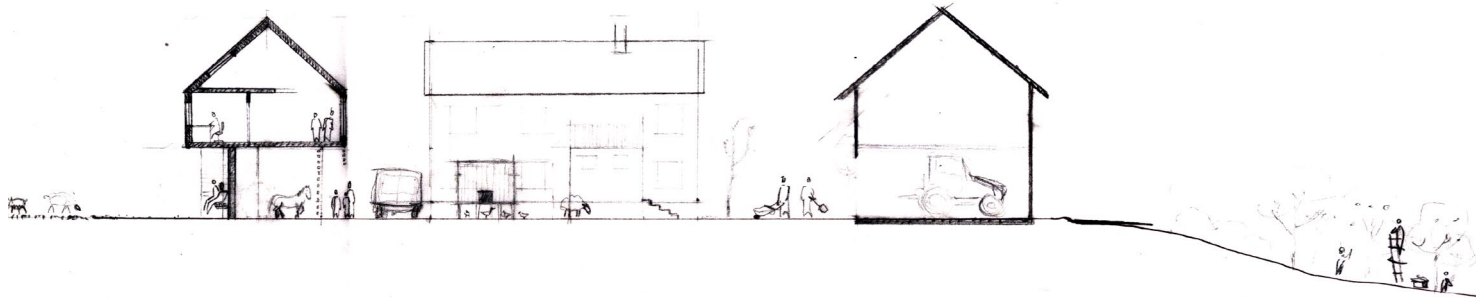
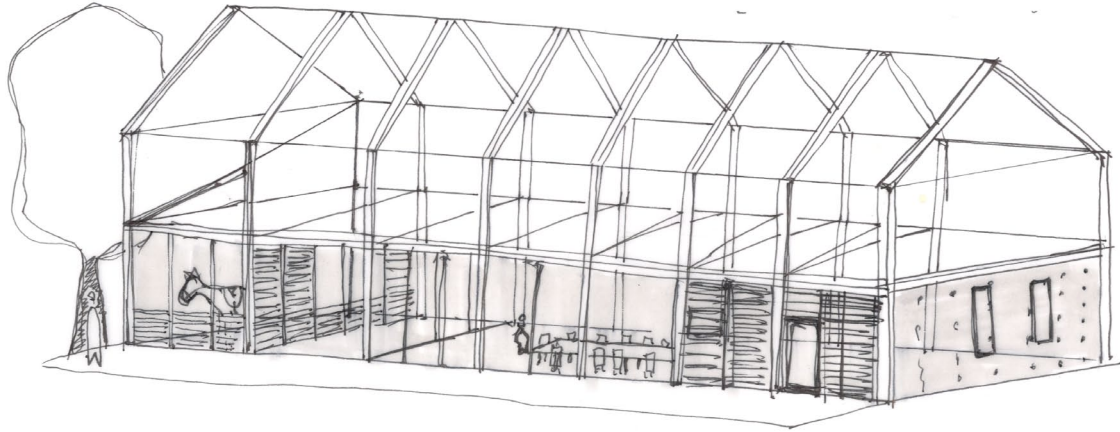


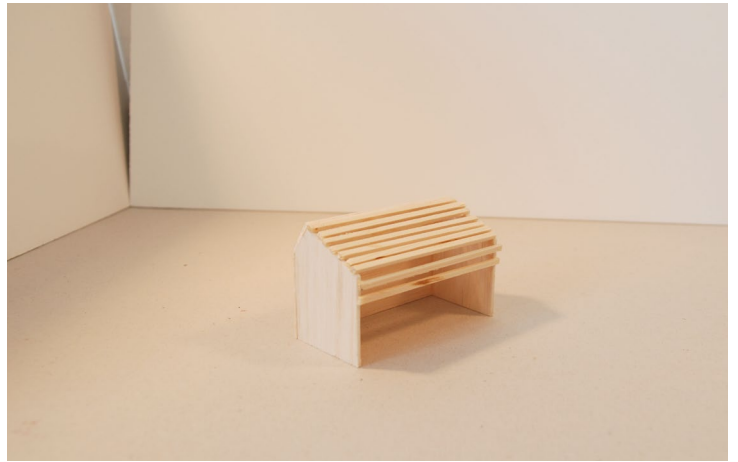
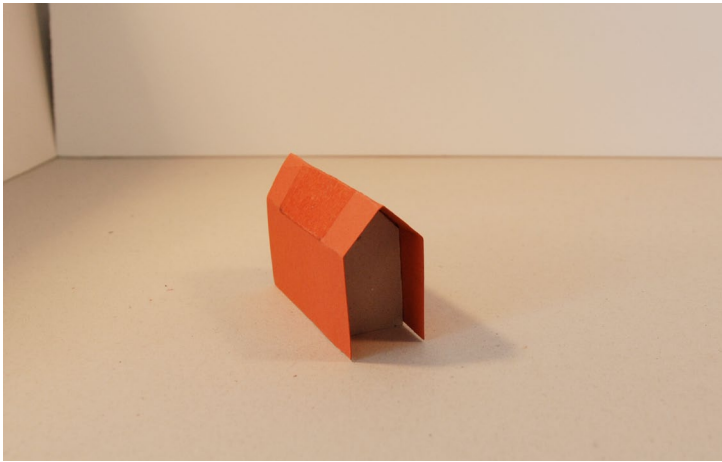
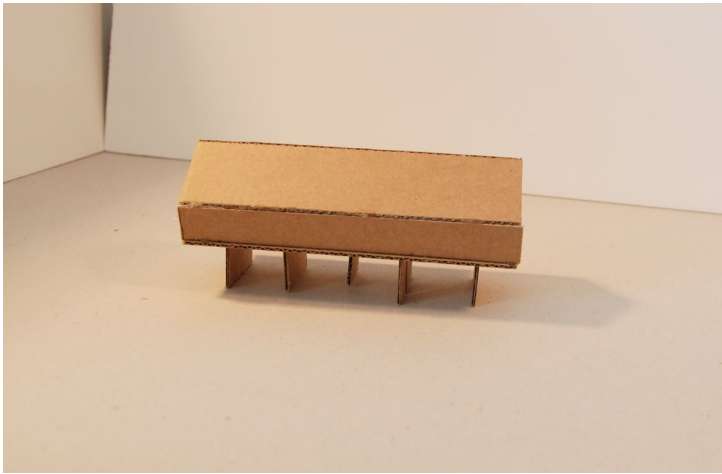
# Låvetyologi

Ny vri på tradisjonell form?

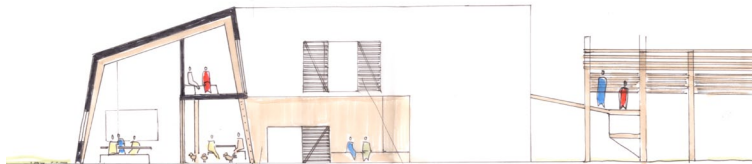
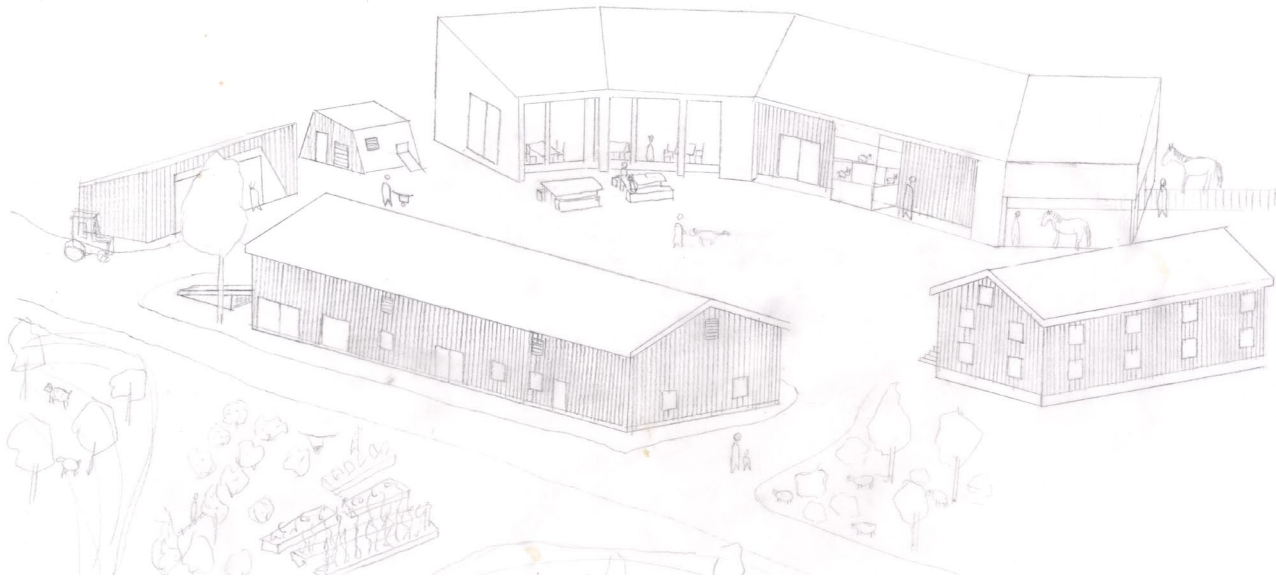






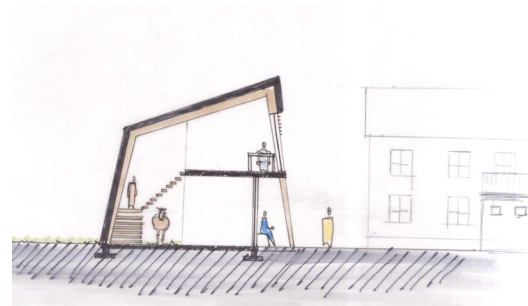


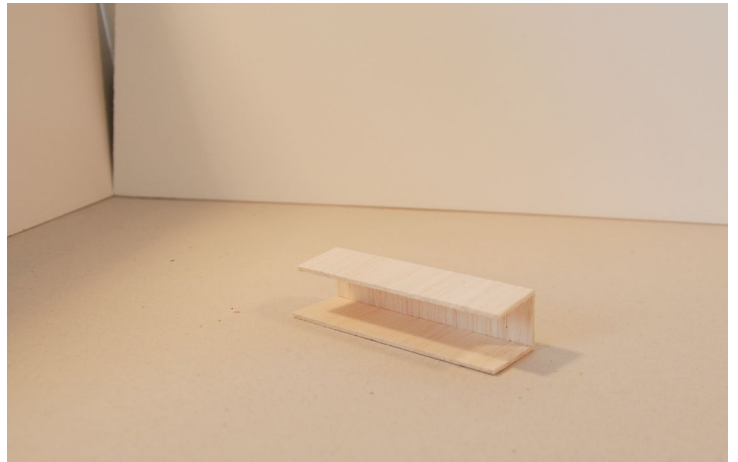
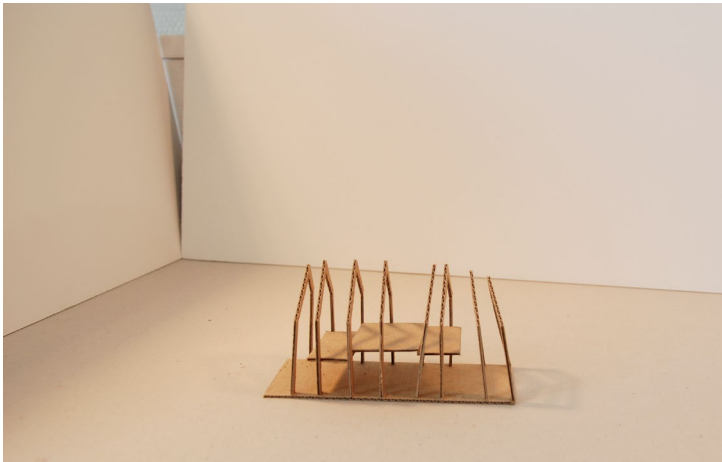
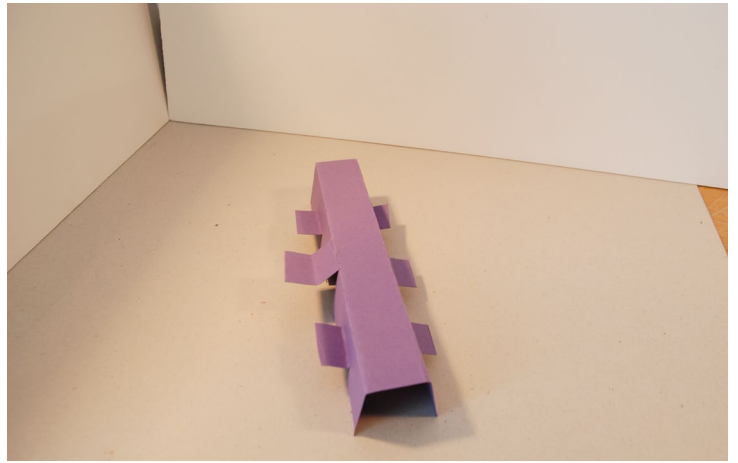
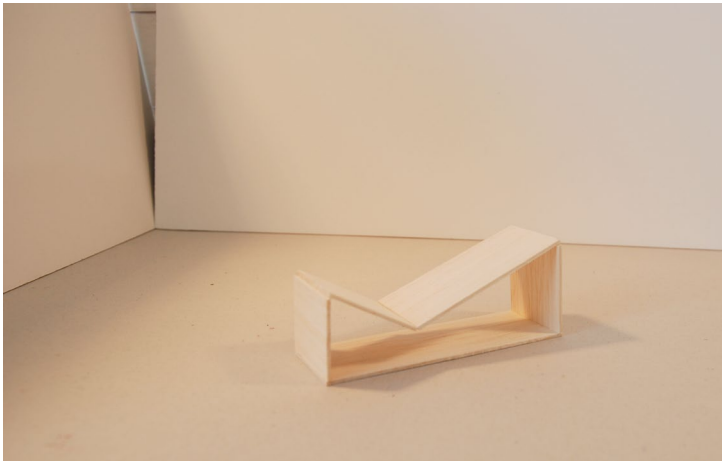
# Ny form med tradisjonelle materialer?



stige?  
se gjennom

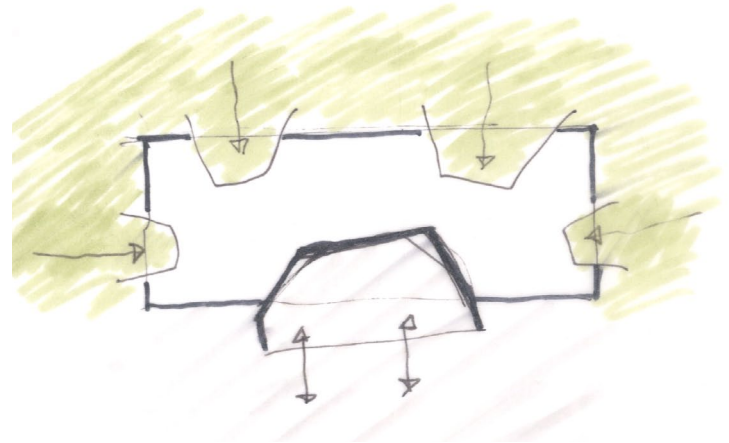
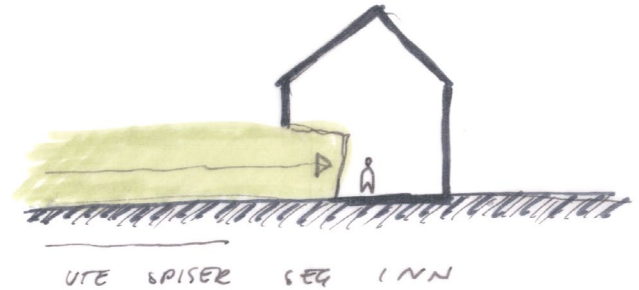
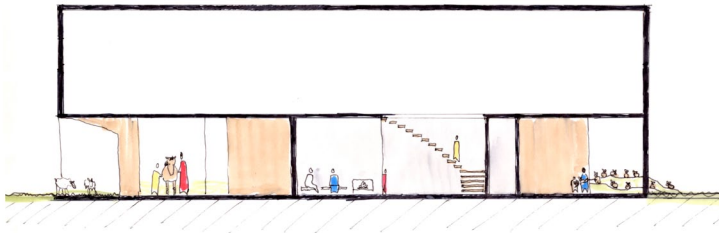
Springer  
ladder?



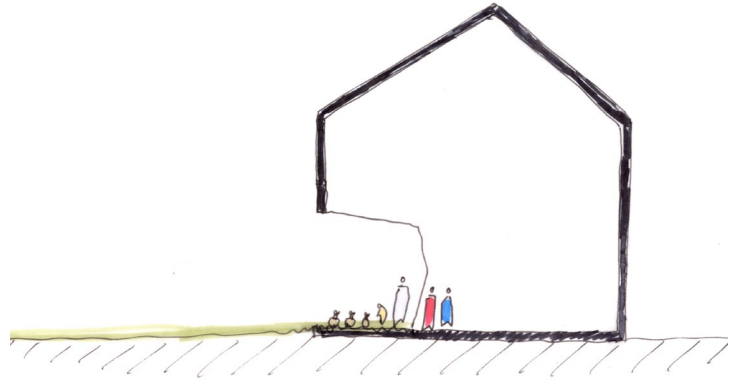
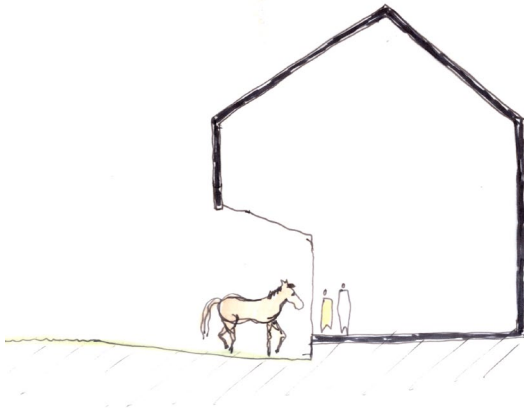
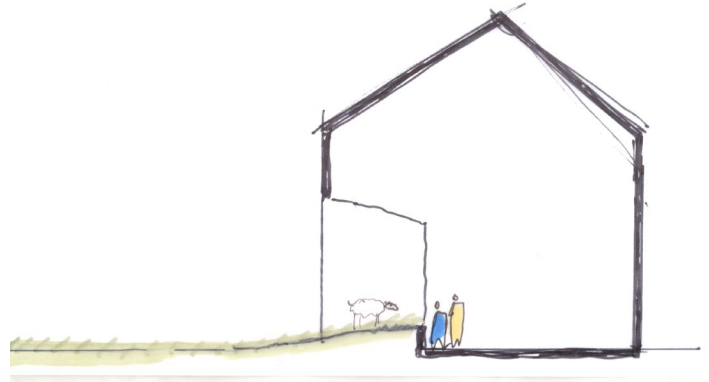


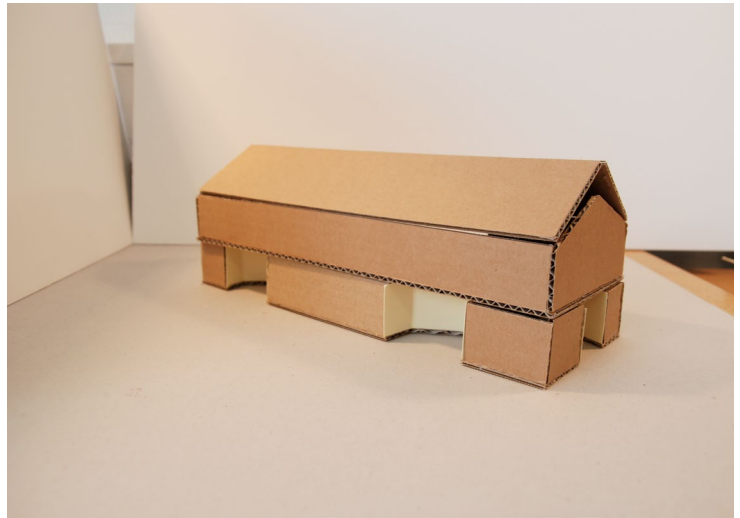
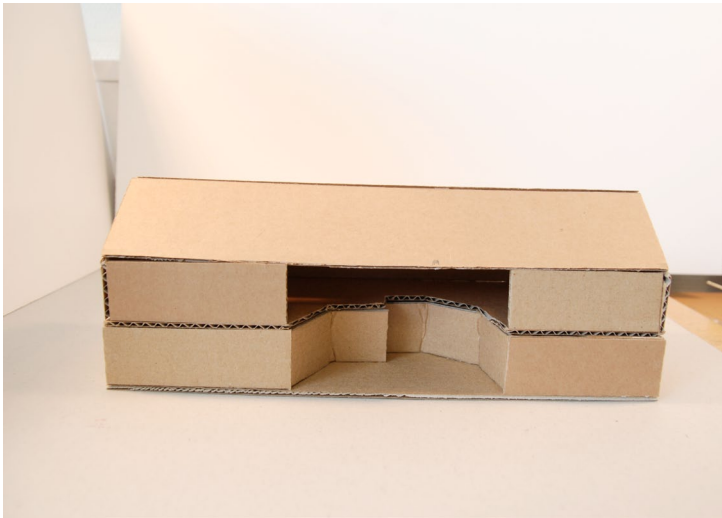
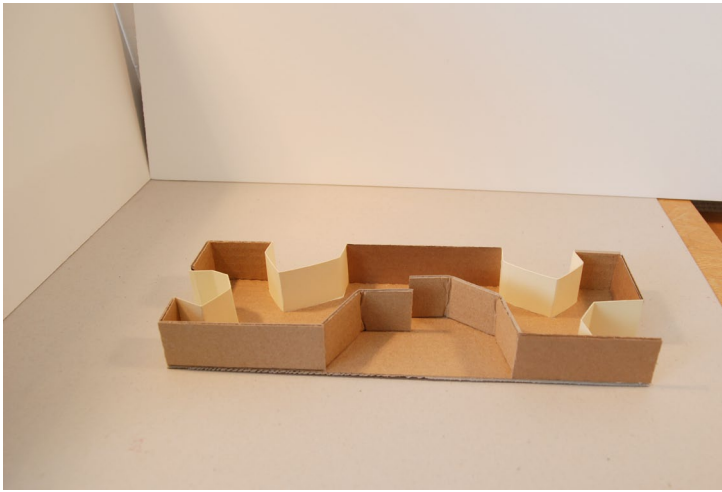
# Organisering av funksjoner

Hvordan organisere dyrenes arealer og menneskenes arealer? Som kompakt bygg med soner for dyr og mennesker?

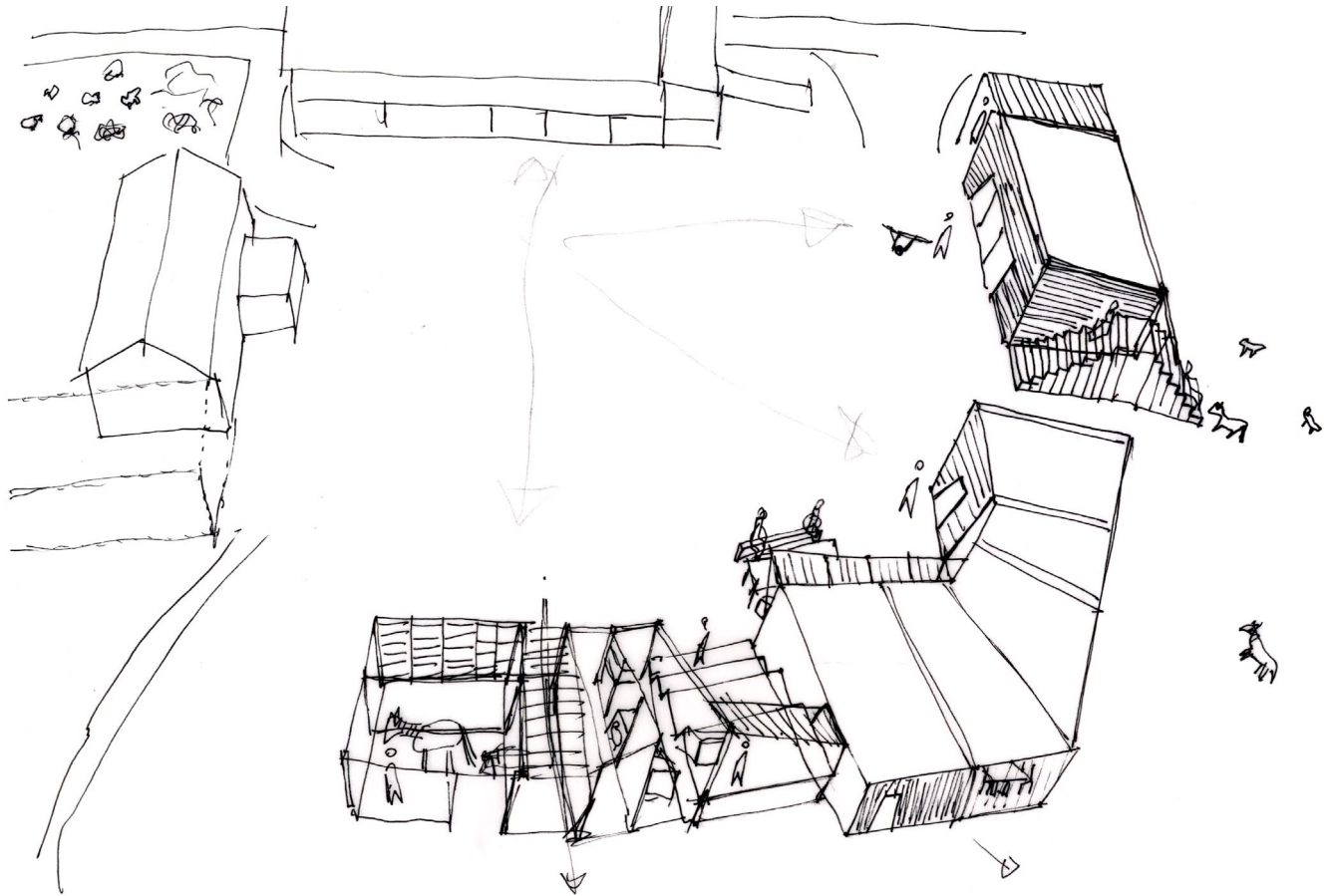


Trekke dyrene inn i bygget?

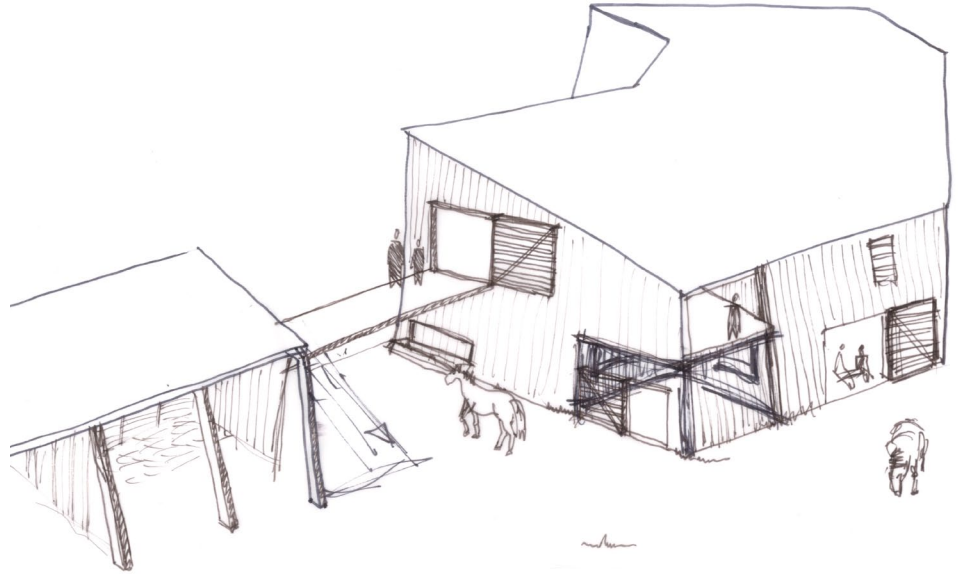
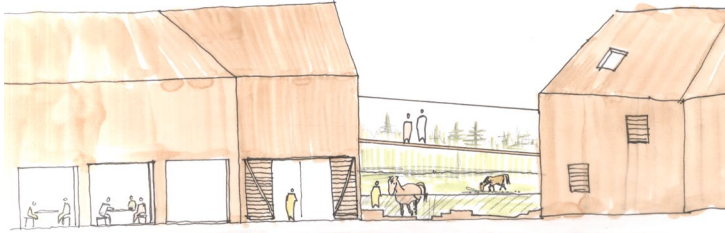


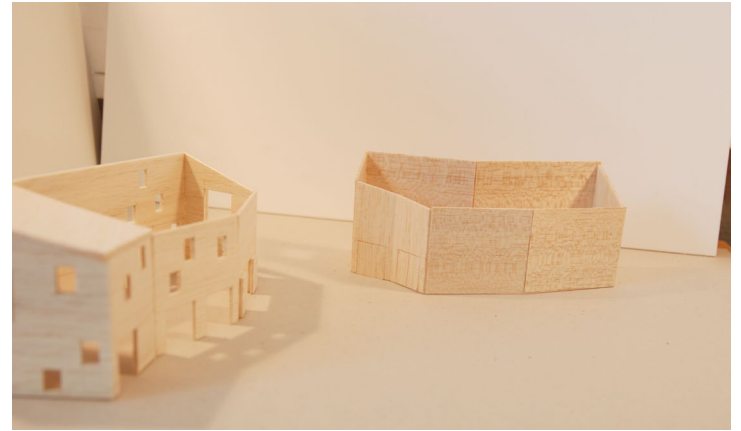
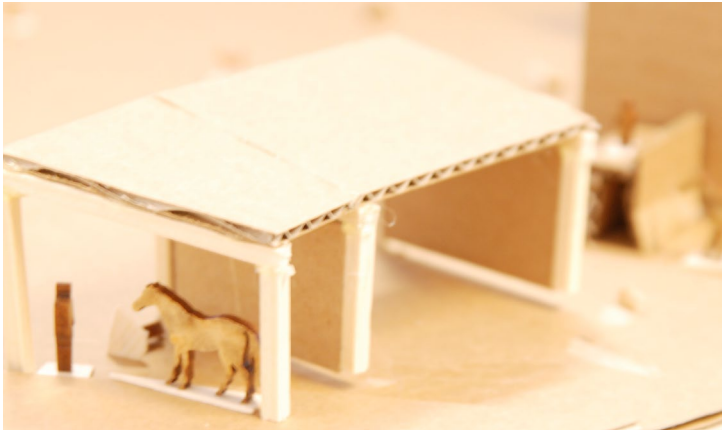
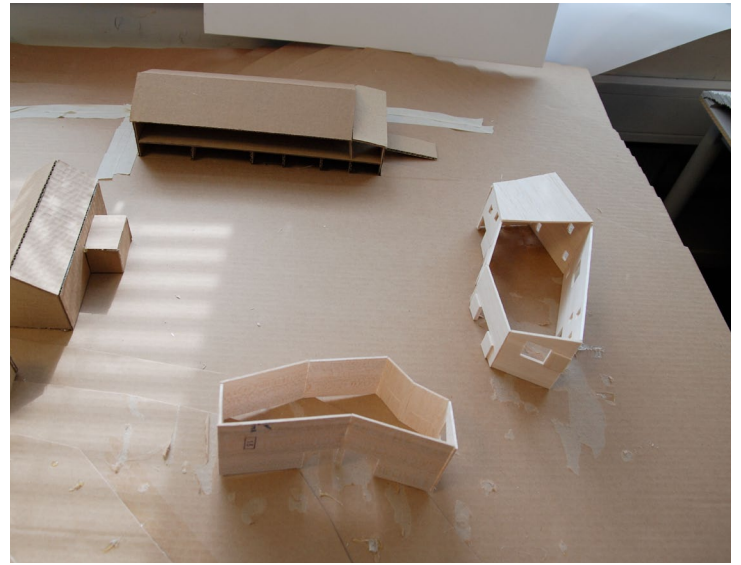
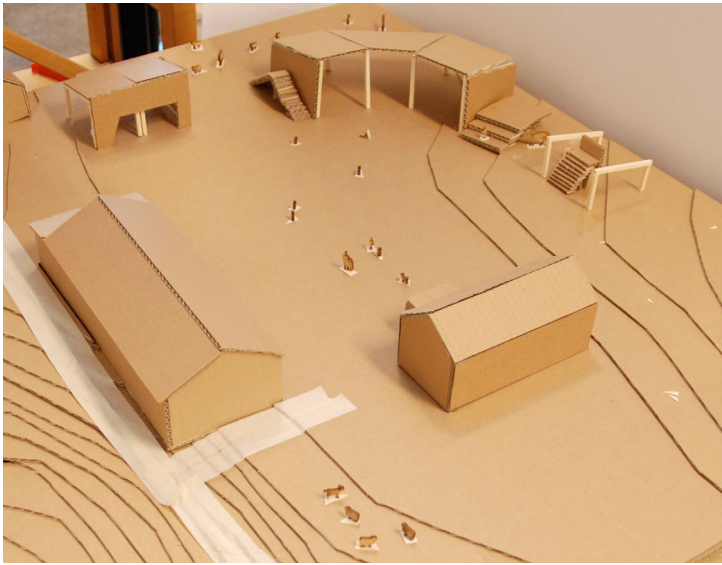


Organisere funksjonene spredt rundt tunet?



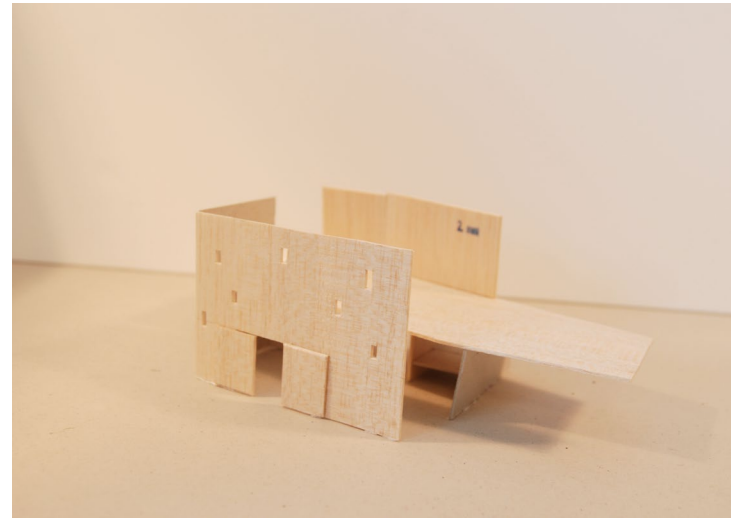
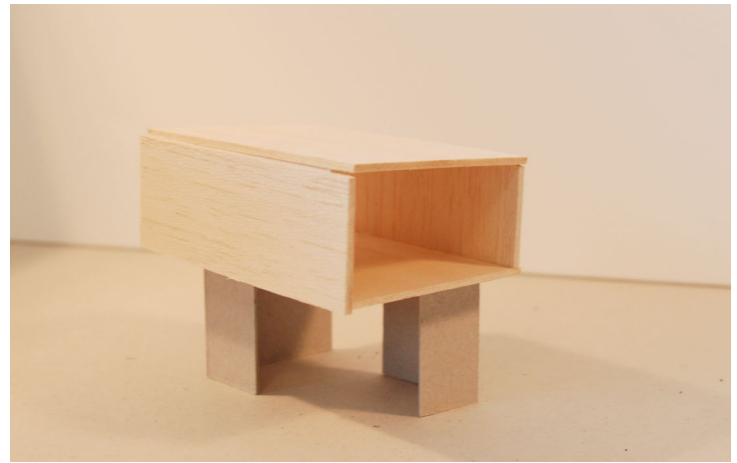


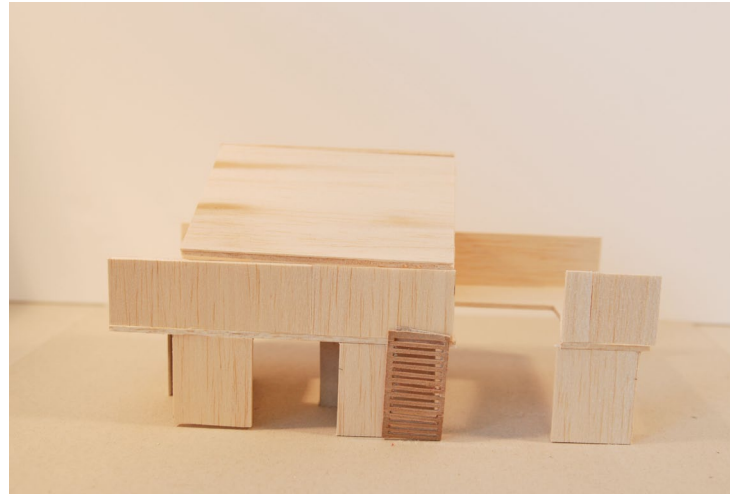
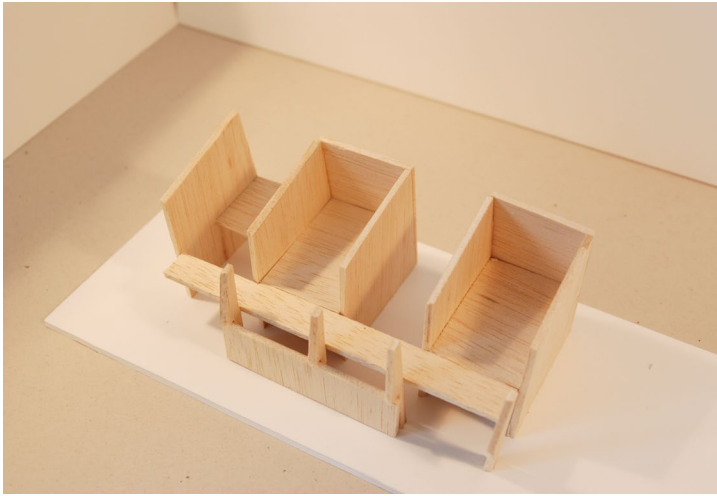
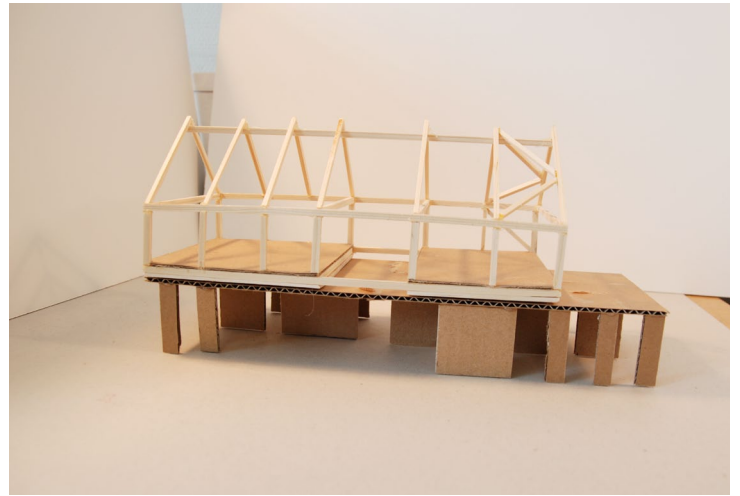
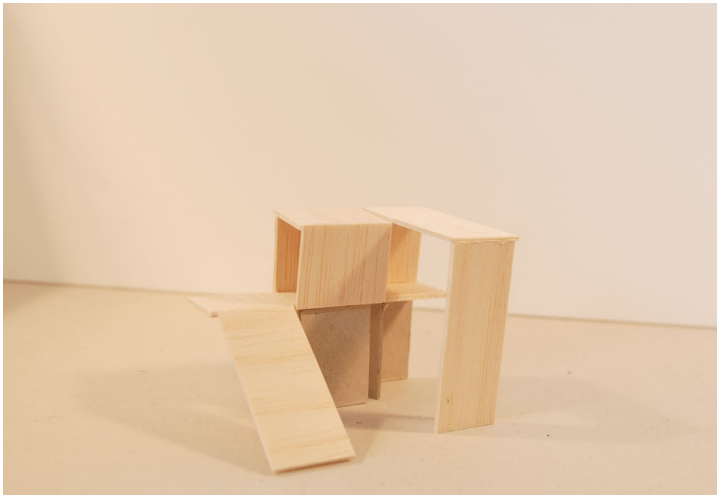


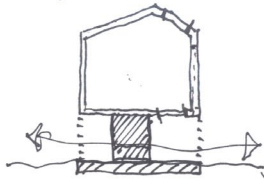


# Konstruksjon/ materialer

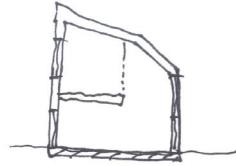
Modellstudier av konstruksjon og materialer



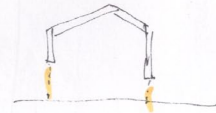
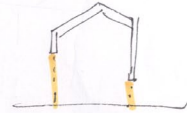
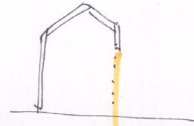
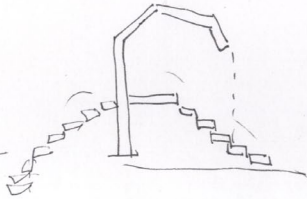
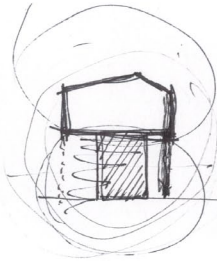
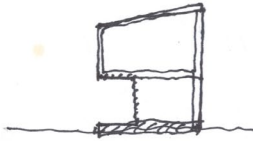




landschap + dorp

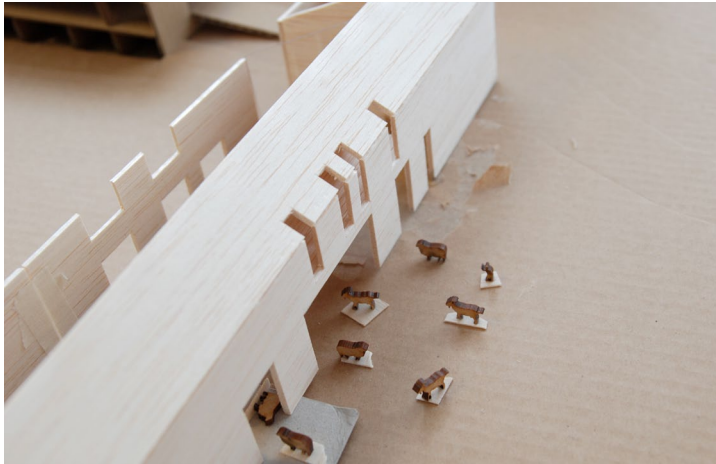
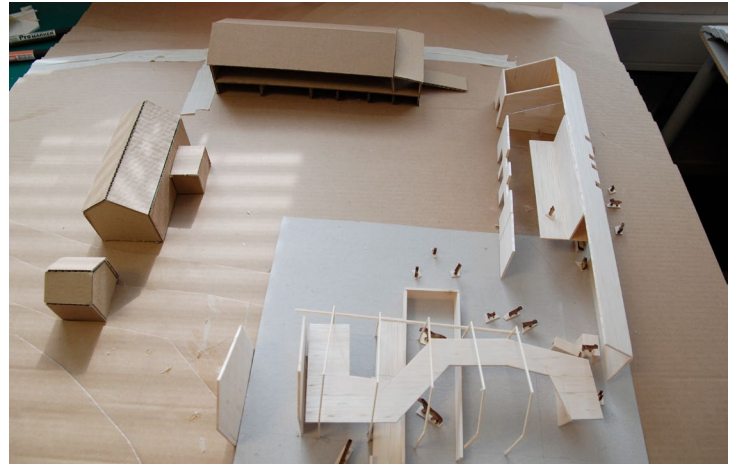


~~hier~~ hier  
fibre  
axial : lokaal  
rangere oppend  
+ dorp (landchap nr. 2)

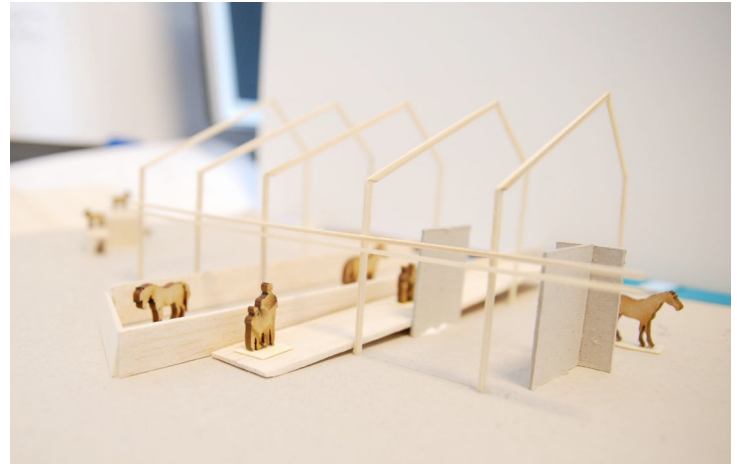
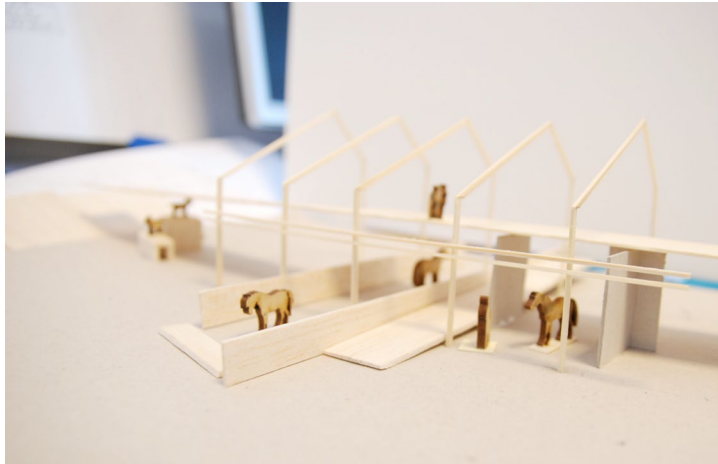
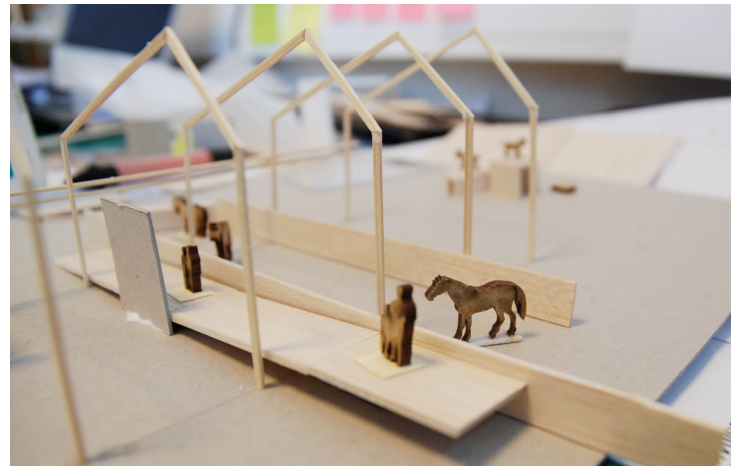


# Prosjektet tar form

- Inramming av tunet
- Trekke dyr og menneskers arealer sammen
- Enkel låvetytologi og stedsnære materialer



- Jobbe med nivåer



- Kontakt mellom tunet og landskapet
- Spenn mellom visuell og fysisk kontakt med dyr

