

Onomichi U2

ONOMICHI U2 is the result of adaptive reuse of an old seaside warehouse into the new interactive space for Onomichi city, Hiroshima, Japan. We sought to achieve the prosperous future by enhancing the charm of this town with the theme of this project “cycle.”

Many tourists, cyclists especially, visit Onomichi city, where have come to know it as the town with beautiful hills and “machiya,” or Japanese-style houses of antiquity. In 2013 the city of Onomichi accepted our proposal to utilize a seaside warehouse as a new interactive space for the city’ s citizens. Our proposal called for a complete conversion of the warehouse into a place that included hotel, cycle shop, open areas, bars, restaurants, bakeries, cafes, and retail.

We incorporated elements into the re-creation of the seaside warehouse that were reminiscent of the character of Onomichi itself. Our building materials--wood, mortar, and steel-- recall the old houses of Onomichi and the shipbuilding that’ s been such a longstanding tradition there. Such as the lighting that would remind us fish lamps.

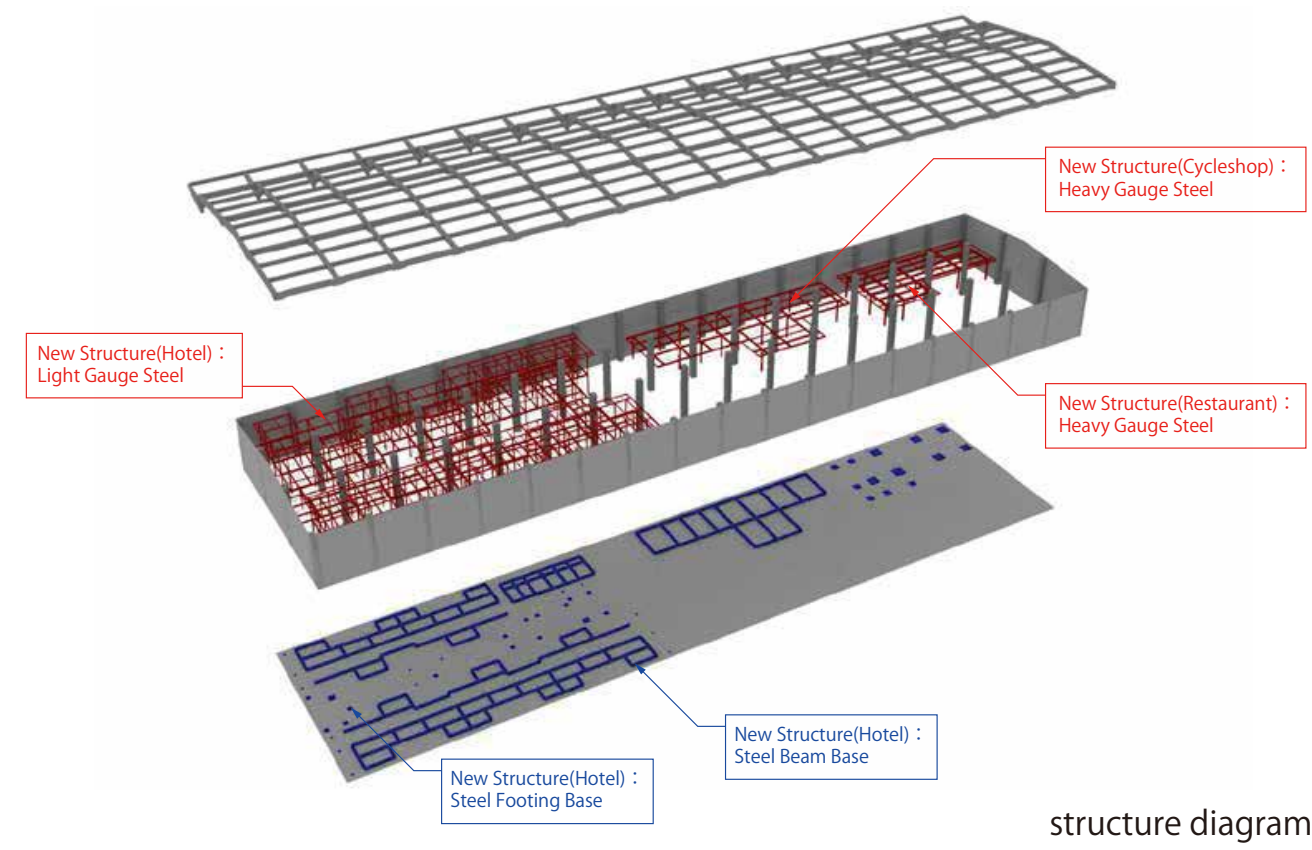
We identified the concept for this project as “Cycle.” We describe this phenomenon as the discovery of newness in a place long established. This newness cleanly expresses the long-standing character so cherished by the city’ s people.

We believe that the new significance of sustainability is not only about environment also a renovation of the building. In this project, we thought about a small public in the warehouse by re-editing the charactor of onomichi-city. This makes the people in the city loves that old warehouse and keep that long time by several renovation.

This is a new style of a sustainability.

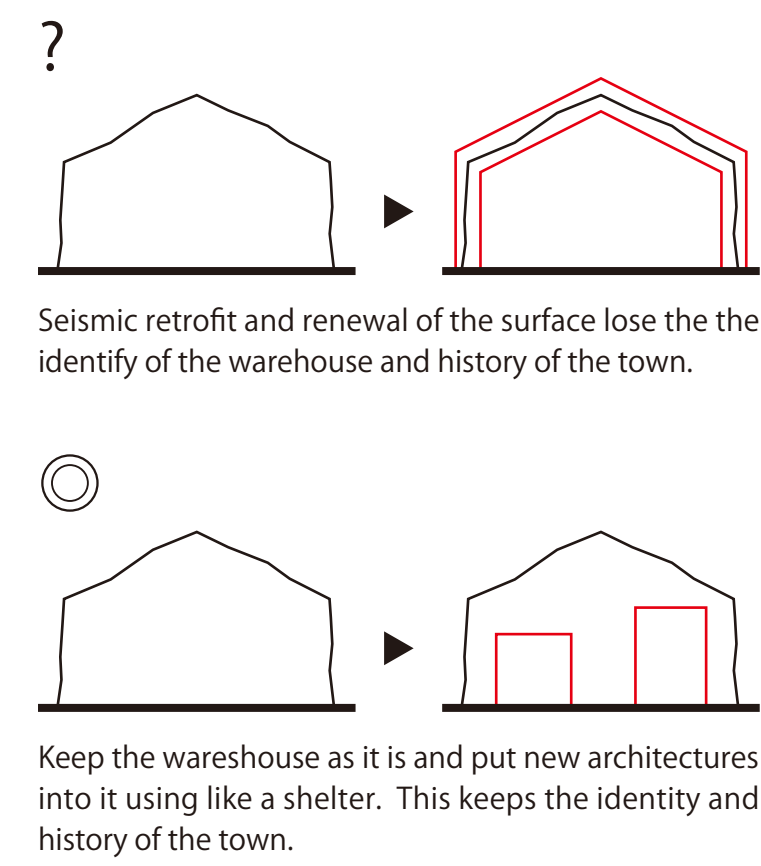


warehouse before the construction



structure diagram

□Structure System applicate of exited warehouse
This warehouse is not old as a cultural heritage and designed by a famous architect or designer. The common architectures like this warehouse which makes the Japanese townscape are lost these days. These architectures are very important for our townscape and we think it’ s important to find a new way to refine these old architectures to use more and more. This warehouse owned by Hiroshima prefecture was fine condition with its long history built before world war 2.
For the success of this project, we need the easy system to build and scrap for the 5 years contract and 5.5 month construction.
The structure of the hotel part is divided from the warehouse to reduce the load to old structure. Since there is less space between the existing roof and new structure, we choose the light gauge steel for the structure which the worker can carry without any machine. Thinking about the removal, we took the steel base instead of the RC base and put the very economical light gauge steel structure with 55kg/sqm.



□old warehouse makes the town
These days many old warehouses are scrapped or reformed with seismic retrofit. This makes the history and identify of the town less and all the Japanese town are uniformized with no character. In this project, we didn’ t take such a way and put some architecture in the warehouse without touching. We kept the old warehouse as it is and emphasized the character of the town. This is the new style of revitalization of a town by an old architecture and we believe that is very important for the future of old and small tourist resort.



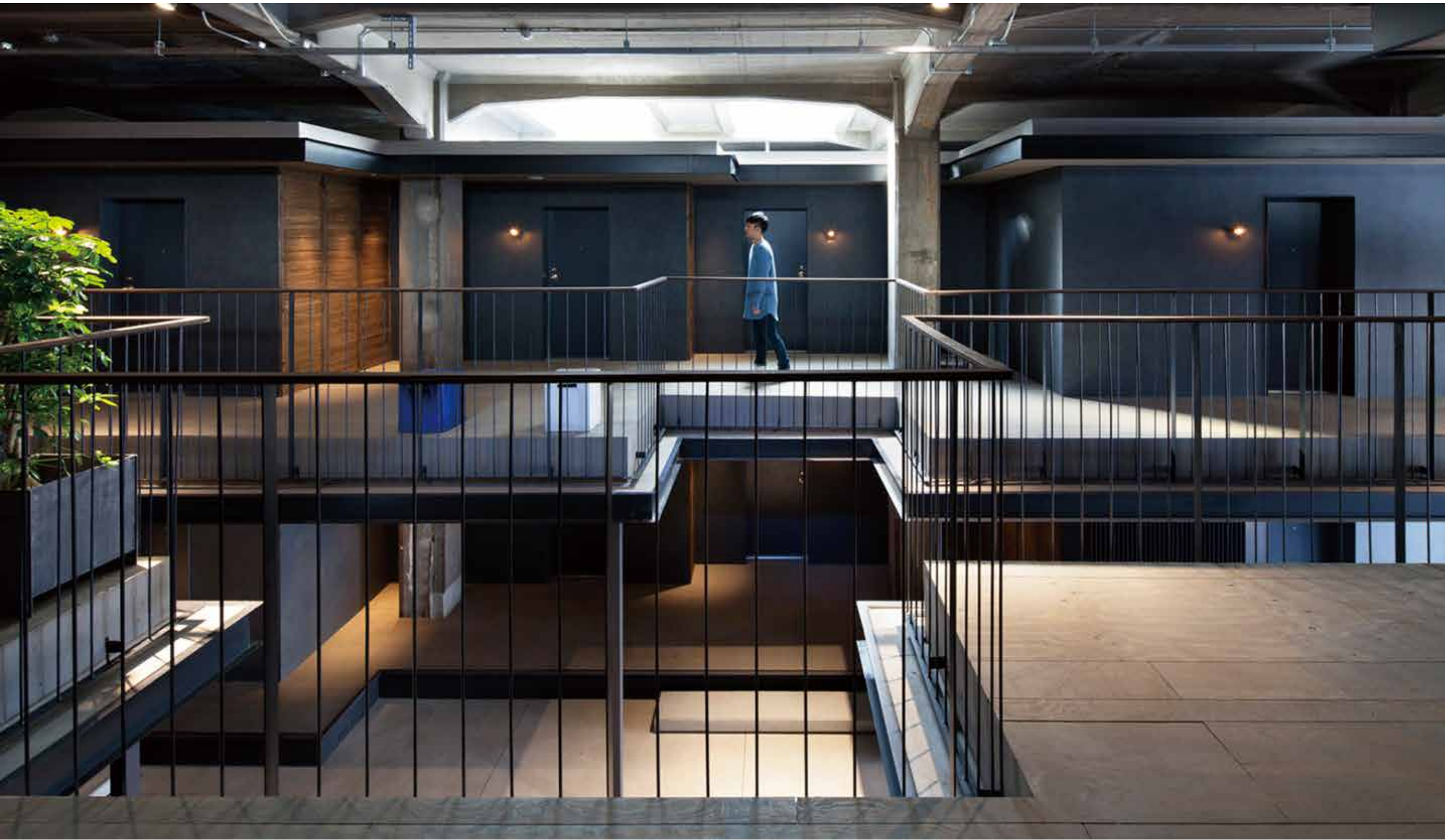
Step1:put steel beams on the mortar. This works instead of the RC base.



Step2:Put the LGS structures on the beam with machine and humuan.

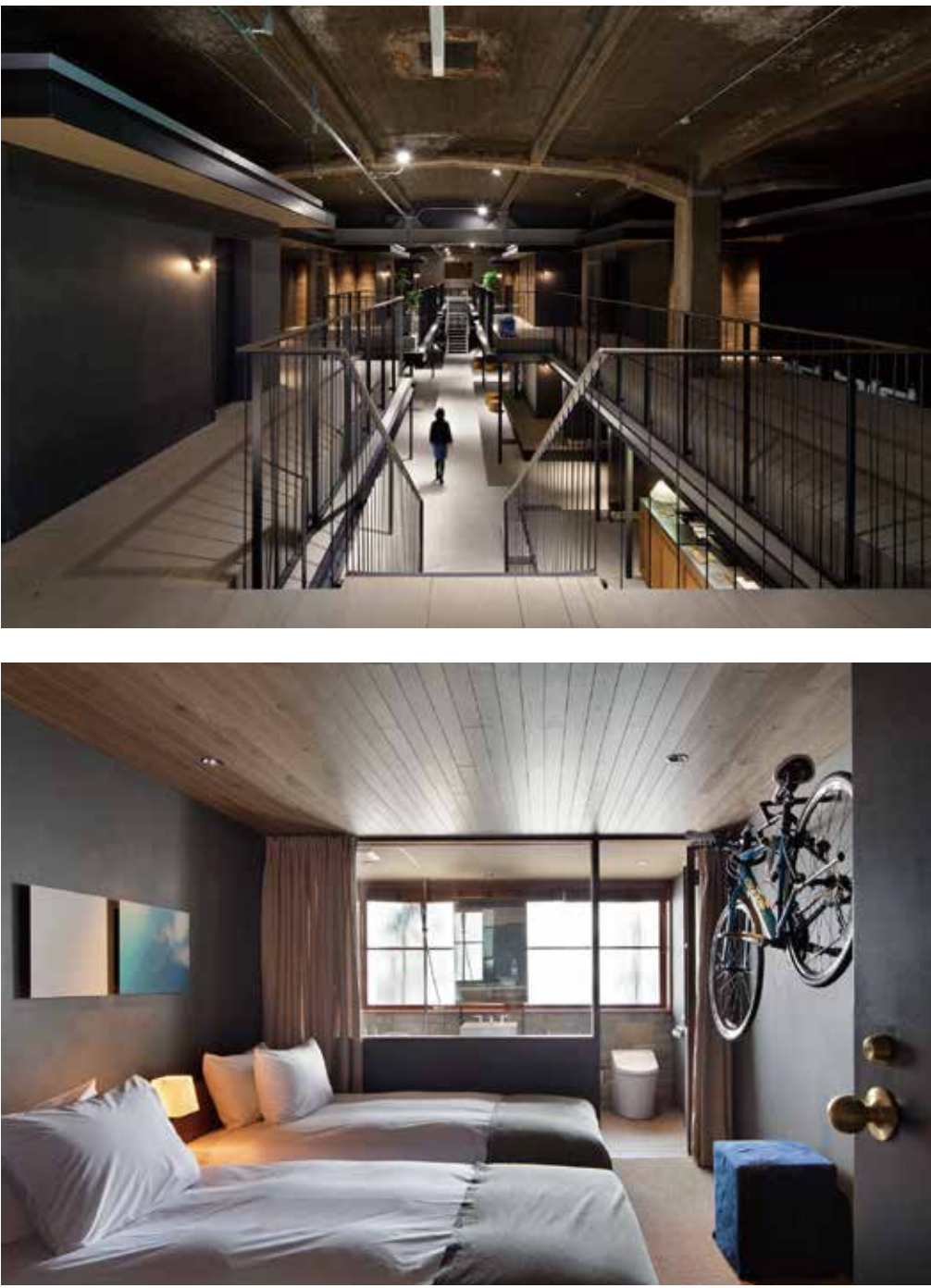


Step3:Fix the structures with the beams. We can put beams close to the ceiling.



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□put a small town with small pathway and townscape
ONOMICHI city is famous with its beautiful townscape and small pathways. These are the very important factor of the city. So we take them into the warehouse and make the small ONOMICHI in the warehouse. Hotel rooms are made like the row of the houses. Traveler and local inhabitants meet under the eaves of the house. This is traditional way of communication in the town. Around the restaurant and shop are made like a square of the town. This is like a market of old town with fishery. Make the architecture as a town of ONOMICHI, the warehouse will be a stage of communication.
Also in this project, take the warehouse as a town (building site) and build the new architecture in that, so we don’ t change the inside as possible as we can and revive the potential of the material of the warehouse.
For the new building, we choose typical material of the town of shipbuilding like wood, mortar, steel and so on with the theme of “gentility of simplicity” .
The final view of this project is to make people feel the identify of the town in the building with the modern and nostalgic materials and the beautiful view to the ocean.



Daylight simulation

Thermal / Wind Simulation in mid season

□make an environment in the warehouse
Onomichi city has mild climate condition which includes moderate wind and plenty of sunlight through the year.
We had tried to optimized the daylight condition in the building. We visited at the site at first, the brightness in the warehouse was slightly only by the intake of the daylight from some of skylights. So we tried to improve the visual environment according to renovating the existing steel doors as the window. With the successful to ensure a lot of daylight for the entire building, we arranged the commercial and restaurant location in the brighter area, and hotel in other area.
We also focused on the prevailing wind in the site. Originally in mid season and summer, there is southern wind from Seto inland sea in daytime and it changes to northern wind from mountain side in night.
We allocated the several ventilating windows in both south and north wall, and designed the stable natural wind flow all through the day. And in midsummer and winter, 50 units of radiators passing chilled water/hot water which allocated in entire building can help to maintain the moderate thermal environment.

The radiator passing chilled water

Radiators near the occupied area can provide cooling/heating for visitors despite the existing concrete wall without insulation was exposed.

Hotel area are made like the row of the houses. Small pathway and houses make various space and communication.

Restaurant and shop area are made like a square of the town. The high ceiling height and wide space makes people feel like outside.

Ground floor plan(S:1/250)

Section of restaurant and shop(S:1/150)

Section of hotel(S:1/150)



□Project Information
location : Onomichi, Hiroshima, Japan
principal use : hotel, restaurant, shop
site area: 5247.17sqm
building area :2297.13sqm
total floor area :2693.19sqm (1F:1951.51sqm 2F:741.68sqm)
completion : Mar. 2014
design period: Nov.2012-Sep.2013
construction period: Sep.2013-Mar.2014
structure: existed RC structure + New Steel structure
client: company for town renewal
project architect: Makoto Tanijiri+Ai Yoshida [suppose design office]
Photographer: Toshiyuki Yano



SUPPOSE DESIGN OFFICE Co., Ltd.
Makoto Tanijiri + Ai Yoshida
SUPPOSE DESIGN OFFICE is an architecture firm in Hiroshima and Tokyo, which leaded by Makoto Tanijiri and Ai Yoshida. Our works cover a broad range of areas including designing houses, business spaces, site frameworks, landscapes, products, and art installations. We have designed more than 100 houses and we a re promoting many projects both in Japan and overseas now. The complex building [ONOMICHI U2], which are renovated from warehouse designing to make relationship between people and local society, the lightning installation [Leceste : TOSHIBA LED LIGHTING] in Milano Salone 2010, and the town’ s nursery school [Kiddy Shonan C/X] are our recent popular projects.