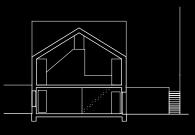
•••••
•••••



SECTION.



01 ENTRANCE
02 LIVING ROOM /
KITCHEN
03 BEDROOM
04 BATHROOM
05 OFFICES





FIRST FLOOR.



**GROUND FLOOR.** 



## TIME AND THE WEATHER WILL LEAVE THEIR MARK ON THE FAÇADE OF HEINRICH DEGELO'S HOUSE, TO THE DISPLEASURE OF HIS NEIGHBOURS.

TEXT KATHARINA MARCHAL PHOTOS RUEDI WALTI

Büsserbach is a small community in Germanspeaking Switzerland whose character is influenced by agriculture and traditional handicrafts — especially saw mills. Villagers are whose raw materiality goes against the preva- as a storage space and workshop and was lent opinion that wood and metal have to be painted or have their surfaces treated to prevent them from going grey and getting

rusty. But exactly this kind of natural ageing process is an important part of the architectural concept. 'Leaving the materials untreated the wooden volume are clad with raw pine and raw imparts another concept of time,' explains architect Heinrich Degelo. And time and especially weather – will leave their traces behind on the façade and the roof. A process helped along by the absence of gutters and drainpipes and a roof overhang, as well as by window frames set flush in the façade.

CROSS SECTION MARK #13/2008

In earlier incarnations, the shed, which sceptical about the rebuilt barn and workshop now resembles a minimalist sculpture, served rebuilt into a studio and residential building on a tight budget. The ground floor has remained intact. The new attic's walls, gables and roof

surfaces are assembled out of plywood panels like a cardboard house. The exterior walls of wood, and a small roof studio sits like a birds' nest on the edge of the roof. Untreated steel tin roofing echoes the rusty roofs that one encounters in agricultural outbuildings. The living storey's interior space is completely lined with pine boards. The unified materialization creates a homelike atmosphere, and a frame for sweeping vistas onto the landscape. Floor-to-ceiling windows offer a view in every direction. They act as enormous images with constantly changing light effects.

33