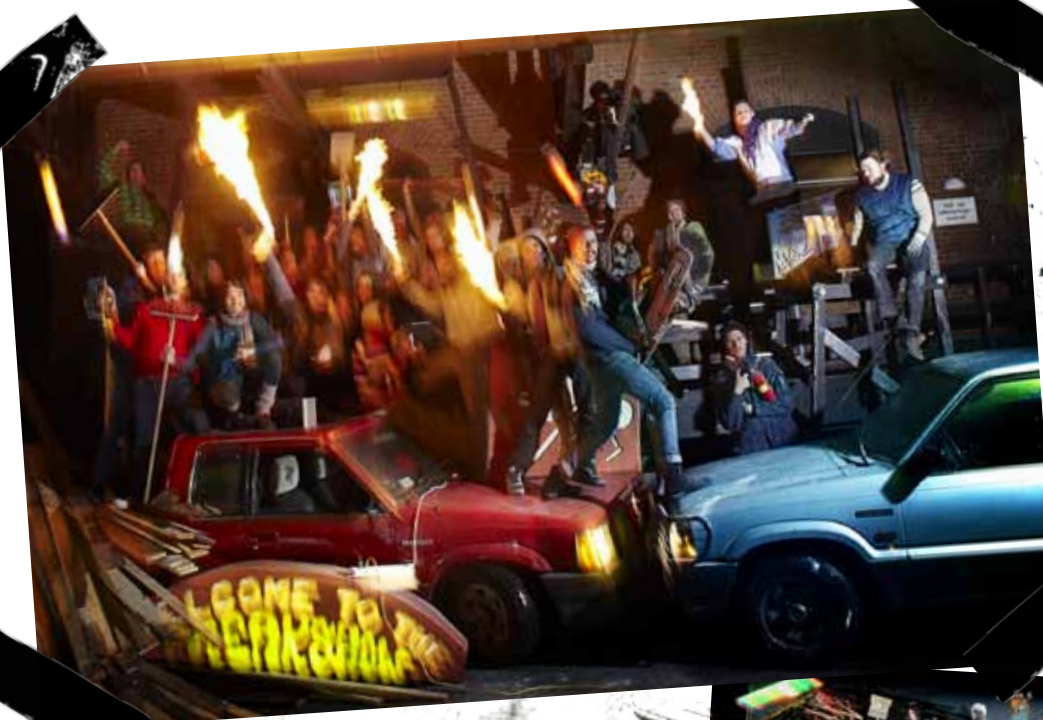


 BUREAU
DETERMINERS



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BUREAU DETOURS

Work philosophy:

The diverse and dynamic cultural collective Bureau Detours operates on the border-line between art, design and architecture.

With great social commitment, and through a wide range of different expressions and media, they put the boundaries and limits within public space to the test. The Bureaus favorite “playground” is the cityscape where they, through various projects, create customized oases and a framework in which new relations and interactions between people can evolve and emerge. “2nd Generation City Planning” they call it.

Organization and structure or lack of such (non-structure):

At the moment, Bureau Detours consists of an astounding and inspiring mix of architects, designers, sound artists, light artists, garden planners, visual artists and many more. Everyone involved in Bureau Detours joined because they had a unique potential to contribute to the collective with. And vice versa – the collective itself “pays it forward”.

The Bureau is organized in small cells located in different cities in Europe: Aarhus, Copenhagen and Kolding in Denmark, Oslo in Norway, Berlin in Germany and Bordeaux in France. We call these nodes departments, as a reference to both guerrilla structures as well as the divisions of global companies.

Bureau Detours do not have a normal meeting structure, but a lot of smaller so called mini meetings and two larger annual meetings for all taking part in the various projects. Meetings and contact can take place over the phone, Skype, e-mail and last but not least; within our closed Bureau Detours online forum. Occasionally we all meet up for bigger projects that need all our hands, brains and creativity united.

Each project has one or more responsible/in charge but who “the lucky winner” is can vary with the different projects - several people within the collective, depending on time, interest and knowledge take on the challenge of being project manager at various occasions. In this way all our projects take on a new form, expression and mood every time. It is vital to us to be challenged and not stagnate in a certain method or fashion, both for our own sake and for the receiver.

Some important common expressions that are represented in all of our activities:

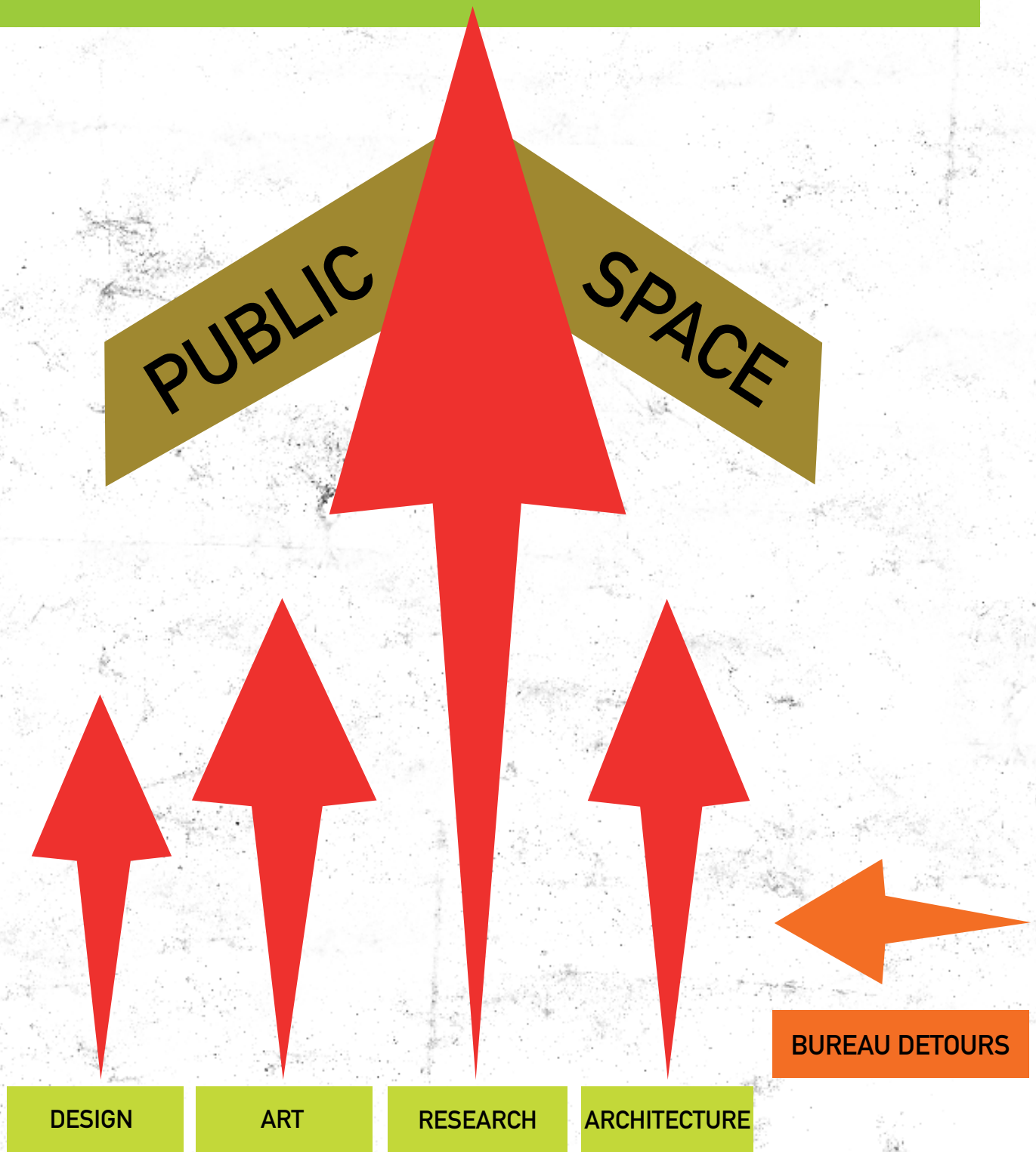
Details: Spending extra time doing something nice, a nifty finish pays off in the end.

Public /private: Differentiating space into public, private and semi-public.

The Garden plan: A basic conceptual drawing which gives all participants in a project an initial overall picture about what goes where.

More is more!: Expresses the fundamental basis for all our activities and work and we believe it is one of the reasons we get such substantial attention.

EVERYDAY SOCIETY



BOTTOM UP CULTURE IN BETWEEN UNDERGROUND AND COMMON SENSE

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U.S.E.//Urban Space Expander

"U.S.E." is a 20" freight container redesigned to serve as a dynamic and relocatable office and workshop station for Bureau Detours. In respect of each new project and the surrounding environment, Bureau Detours must be able to stay, work, test in 1:1 and develop on site. This is how they have developed and refined an exceptional talent for place-specific, temporary architecture, which sparks new life and activities wherever Bureau Detours leave their mark.



URBAN SPAC



E EXPANDER

FREE FURNITURE FACTORY

Place//Time

Festival de Wereld van Witte de With, Rotterdam,
NL//September 2010

Bureau Detours were invited to do a project in public space by the urban street Festival de Wereld van Witte de With in Rotterdam. They shipped their relocatable workshop U.S.E. from Aarhus, DK to Rotterdam, NL and in only two days, they unfolded the U.S.E. station, and built and started a workshop with the purpose of producing free furniture for the urban environment of Rotterdam.

People passing by could carry the furniture off to a new spot in the city, where it would make sense to USE it. In this way the U.S.E. station provided the city with new urban furniture, on the terms of the people of Rotterdam themselves.







MELLEMGRUM

Place//Time

Nørre-Snede, DK//September - December 2010

"Mellemrum" (Intermediate spaces) is a course designed to equip the young people of a town to engage in active and creative dialogue with their own town. The creative entrepreneurship combines genuine creative learning in primary schools and practical creativity in young people's own communities. It is about promoting creative working methods in a spontaneous, lively and very flexible way, so the actual result reflects the process and content. Finally the projects are presented to the town as an exhibition.







SKURVOGN FOR X

Place//Time
Nørre-Snede, DK//June 2010

"Skurvogn for X" (Barrack for X) is a gathering point for the young people of Nørre-Snede. Placed next to the former central teenage hang-out of the town, the gas station, "Skurvogn for X" has become an important part of the lives and the identity of the young people that built and staged it together with Bureau Detours.

It is now the base for a series of ongoing smaller urban development initiatives involving the teenagers, Bureau Detours and other inhabitants of Nørre-Snede. Over the course of the project it has become an evident example of the need to involve and encourage children and teens in city planning, thus securing a viable and flourishing living environment for all ages.

CYKELKÆLDEREN

Place//Time
Nørre-Snede School, Nørre-Snede, DK//
October 2010

A run-down and scary basement turned hot and inviting bicycle hang-out! On the 9th graders own initiative, seven days of hard work resulted in not only a secure bicycle keeping, but also a popular workshop for mending bikes. Together with Bureau Detours, nine boys and girls spent their fall vacation in school (!), learning by doing. By taking part in both the planning and execution of the project, they learned to take responsibility for their surroundings and achieved a sense of competence and ownership at the same time.







PRAMMEN



Place//Time
Smukfest (Skanderborg Festival), Skanderborg lake, DK//
August 2010

"Prammen" (The barge) is a 150 m2 mix of camping extreme and semi-public spaces afloat the Skanderborg lake. The various functions on board "Prammen" were areas such as small harbours, a bar, a stage, a wellness "centre", a kitchen, workshops for fishing rods, smoothies, shakes and more. And a whole lot of high fives.

Construction + coziness + handshakes and high fives.



The Institute for (X)

Place//Time

Toldboden, Godsbanen, Aarhus, DK//October 2009 -

Over the past year the Aarhus “department” of Bureau Detours has concentrated on establishing the cultural centre and production platform; “The Institute for (X)”. Located in a former customs building, “The Institute for (X)” is a part of Godsbanen, a former railway traffic area now officially dedicated by the municipality of Aarhus to become a future culture hub in the very heart of the city. Opposed to earlier projects by Bureau Detours, this project stretches over a longer period of time. Since October 1st 2009 we have, on voluntary basis established open building-workshops, open office areas and have transformed the premises into an arena for cultural events and for serving as a production centre for our external projects.

A number of non-commercial cultural events (organized by ourselves, the municipality of Aarhus, various international and Danish artists and other art and cultural initiatives) have taken place here. Everything from art exhibitions, concerts, children- and family events, municipal meetings, “open house”, cultural salons, festivals and more.



DEN

38.

TIME. ER TIMEN TIL TRIVSEL
– FORSLAG TIL LOVFORSLAG



GENVEJE TIL TRIVSEL

– Skabes gennem opbygningen af en kreativ og åben kultur, hvor medarbejderne har indflydelse på eget arbejde. Ved at gøre plads til kreativitet og personlig udfoldelse som en helt central del af løsningen af almindelige driftsopgaver øges trivslen. Medindflydelse på definitionen af kerneopgaven og tillid fra lederne til den enkelte medarbejder er ligeledes et centralt element, der fremmer trivslen på arbejdspladsen.

Blomstring/ fremgang/ vækst
lykke/ opkomst/ udvikling/
(Dansk Synonym Ordbog)

VIVA PARKUWAI

Place//Time

Frederikshavn Municipality, Skagen, DK//June 2010

The project consists of three inspirational events of which this is the third and last one. The event itself is part of the "Viva Parkuwai" project as a whole, and the goal was to inspire the municipal Park and Road workers of the cities of Frederikshavn, Sæby and Skagen to turn things upside down and work together across unit borders. The participants in the Skagen event achieved immediate contentment and satisfaction by carrying out such a task together.



VIVA PARKUWA!

Place//Time

Frederikshavn Municipality, Frederikshavn, DK//
June 2010

Friday May 21st Frederikshavn received their very own "Pocket Park". In no time the small area behind the walls at DSB (the Danish National Railway station) was transformed into a miniature park – a small place to breathe and relax in the middle of the city.

The idea was to work together to make a mini-park – a place where people would want to spend their time – but only use a limited amount of time, materials and effort in the process.





VIVA PARKUWAI

Place//Time

Frederikshavn Municipality, Sæby, DK//May 2010

Friday May 28th Sæby got a brand new hearth. In one single morning, the area between the rowing club and the ocean was transformed into "Sæby new hearth".

There used to be a hearth on the spot, so it was obvious to renew the area and add some extraordinary furniture – a huge bench and a gigantic chair.





Place//Time

Højvangsskolen, Aarhus, DK//April 2010

A large, coherent, robust furniture module placed centrally in the common room in the primary school of Stavtrup. Focus is multi functionality as both a group room and stage. A first class aesthetic expression with emphasis on interesting form, good lighting and quality materials. It also contains a docking station for a mobile partition wall, single study rooms and storage for the big mattress under the platform/stage. Spot oriented light to break the pattern of the normal light.

The school and the children contacted Bureau Detours because they wanted something funky but not expensive. The management and some of the teachers took part in the design process of the master plan, the so called "garden plan" as it is known in the Detours universe. Also, selected children got a crash-course in "immediate design" and tool handling, on a high level.

*Still Too cool
for school*







KUNDSKABENS TRÆ



Place//Time
Skødstrup Library, Skødstrup, DK//August 2010

The "Tree of knowledge", standing in a school library on an island of green grass. A central space where the youngest can surround themselves with an old oak tree, seemingly standing there for more than mankind itself, with all its stories and knowledge.

Encompassed by a new building and a room filled with books and children, the old oak tree creates a space where the children can absorb knowledge and socialize together.

Produced with organic plywood and coated with environmentally friendly wood oil.

CITY HALL



"A 100 days for the children and young people of the city"

Place/Time

Aarhus Rådhus, Aarhus, DK//April 2010

The city's town hall wanted to celebrate the day of the children and young people in Aarhus: "A 100 days for the children and young people of the city".

The arena for the celebration was the town hall itself and since this day was devoted to children and young people, everything was built in small scale. We saw the town hall as a big "water basin" emptied for water, where a small island appeared with a house on it. With one room for writers' workshops, one for film interviews, a room in a room in room... Furniture and partition walls were made in order to create streets on each side of the island. Herbs, flowers, tree pots and more grew up from the island.





TRACKING DESIGN

Place//Time

Den Skandinaviske Designhøjskole, Randers,
DK//April 2010

A student workshop where the aim was to create an arena for movement as well as a dwelling structure for people and sheep. All set on of the school's green grounds, an area which is surrounded by a moat.

With the bike as a design tool and landscape art as a base, nearly 70 people were introduced to tools and construction philosophy. The result is an Indiana Jones'ish oasis with raft, manual ferry, furniture, sheep shelters, various bridges, bike tracks and some secret chill-out spots.







BDX

Place//Time

Arc en Rêve Centre d'Architecture + Le CAPC musée d'art contemporain de Bordeaux, FR//Phase I October 2009, Phase II November 2009

Invited to participate in the art festival "Insiders" in Bordeaux at the Arc en Rêve, it was our ambition and also an experiment to start up a French department of Bureau Detours during the exhibition period. In phase 1, one functional work station was created in close collaboration with a group of French architectural students – a physical symbol of the new department in Bordeaux. In phase 2, we kept building and the installation kept growing all the way up under the ceiling in the beautiful, old customs house in Bordeaux.



Kitchen 24/7

Place//Time

Københavns Projekthus, København, DK//February
2010

A kitchen built on the fact that the party always ends up in the kitchen. Functional, logically laid out with built-in party functions. When the food is ready the light changes to party lighting and the sound system can be turned up.



LØMMELPARKEN



Place//Time

Nørrebro, København, DK//April 2010

Natural playground, that doesn't dictate how children are supposed to play. On the contrary, it appeals to free thinking and pure fantasy. Space for grown ups is also a part of the concept. The idea is to create an overall environment that appeals to everybody:

- Everybody can continue building if they want.
- Old elements can be reused and rethought
- It ramifies into the whole garden area
- It is approved by an official playground inspector





ONE LOVE CITY



Place//Time

Den Sorte Diamant, København, DK//July 25th – August 2nd 2010

Can a wind-swept, empty lot in front of “Den Sorte Diamant” (The Black Diamond – The Royal Public Library) be transformed into a lively miniature town full of life? One Love City represented the city of Aarhus, commissioned by the city of Aarhus itself, in miniature in Copenhagen. The occasion being the celebration of the gay Olympics; the “World Out Games” held in the capital. Integrated in “One Love City” were art exhibitions, a stage for music and performances, a coffee bar, small shops, a 15 meter tall tower and more.







CHARLOTTEN- BORG

CHARLOTTENBORG

Place//Time

"Værker der Virker", Charlottenborg Kunsthall,
København, DK//June 20th – August 30th 2010

"Between white cubes", a contribution to the exhibition "Works at work". The installation invites the viewer to move into the work and discover a universe that is completely opposite to the white walls.

"Works at work" is an exhibition that focuses on the process and the experiment, on works that don't stop with the artist's finishing touch, but continue to change due to the visitors contributions and interactions during the exhibition period.



NICOLAI

Place//Time
Kolding, DK//April 2009

"Nicolai for children" (a cultural centre under the municipality of Kolding) wanted, in connection to the building, a new, contemporary public play room. Emphasis was to be laid on the organic, the sculptural and the playful.

2nd Generation City Planning executed.





**NO MORE
MODELS**

Place//Time

Den Skandinaviske Designhøjskole, Randers,
DK//April 2008

Workshop for the students at the department of graphics at The Scandinavian Design College. The assignment was to build a catwalk and a corresponding environment for the final fashion show for the students of fashion and textile.

Too cool for school

Place//Time

Højvangskolen, Aarhus, DK//March 2009

Interior design and furnishing of the common room for the 6th – 8th grade students at Højvangskolen. Bulletin boards, seating and a plug-and-play station is part of the concept.



MORE IS MORE

Place//Time

Norsk Design- og Arkitektursenter, Oslo, NO//January
2009 – February 2009

Our first office. STOP. Another curator is put to the test.
STOP. Building mock-ups; material samples for Plat-
form 6000, Bolsjefabrikken and World Out Games.
STOP. Experiment: OPEN SOURCE OFFICE. FULL STOP.







TATTOO LOTTERY





THE GREY ESCAPE

Place//Time

Henrik Vibskov shop, Oslo, NO//July 2009

Interior design and furnishing of the Henrik Vibskov concept store in Oslo.

The conceptual design is derived from a down scaled version of the ground plan of a medieval city.













LÖGET

Place//Time

Dansk Arkitektur Center, København, DK//May 2008

In the project THE SPLASH, a part of the urban space project "get Lost" in the city of Copenhagen, lead by the Danish Architecture Centre, immediate and contemporary architecture is employed as a tool to focus on the special and social conflict zones of Copenhagen.

Attached to the Centre itself, "Løget" (The onion) has two sides, almost like a piece of graffiti, but with access from the exhibition inside the building. It becomes a piece of architecture, with natural lighting effects almost like in a cathedral.



OBJECTS





Opëraen

Place//Time

Aarhus Festuge, Aarhus, DK//August – September 2008

In short the project can be described as a multifunctional oasis in the middle of the public room, located around The Aarhus Art Building during the annual Aarhus cultural week.

"Operaen" (The Opera) is a multipurpose, spatial sculpture that contains mobile art units, floating gardens, "parasites" in public space, swings and hammocks, soup kitchen, bar, surprises and much, much more. Everything in one single sculptural built structure and with a basal area of 500 m2 and an elevation that reaches the third floor.





FLEMMING'S

hus & have

Place//Time

Machverket, Aarhus, DK//January 2008

"Flemmings hus & have" (The house and garden of Flemming) is an indoor, tropical pocket in the darkness of the winter.

Located in the small gallery room of MACHWERKET in Vestergade, one can explore the wonderful world of Flemming. A flamboyant cocktail of architecture, favela building, summer and sun, an exquisite art collection, birds flying free and a pleasant sound picture in the backdrop.





COLORS

Pimped caravans, public free walls for everybody, establishing permanent graffiti walls in the urban space, gable murals...

Colors are an important and striking ingredient in a project. Sometimes colors become "icons" that represent the project and other times they may be painted over daily.







PITSTOP

Place//Time

Pitstop, Kolding, DK//September 2009

Establishing a smokers patio at the "Pitstop" venue in Kolding.



Bolsje bier
SUKKERDUNKEN

Place//Time

Bolsjefabrikken, København, DK//May 2009

Setting up a cinema at the independent culture house "Bolsjefabrikken."





PROPE
PRS 7

KOLDING CITYCENTER

Place//Time

Kolding, DK//March 2008

Cultural centre and rendezvous point for young people and creative souls in Kolding. The centre is a result of a collaboration with the municipality Kolding, who realized the value of an open and creative base that is self-governed and evolves from the bottom and up.





Refshalevej

Place//Time
København, DK//May 2008

Dwelling and building facilities at Refshalevej.

Skabelses-beretningen

Place//Time
Toldboden, Aarhus//November 2008

Gateway to the event "Leg med dig selv" ("Play with yourself"). The lights in the portal could be controlled by a joystick that was a built-in part of the structure.



ParAsitten

Place//Time

Aarhus Festuge, Aarhus, DK//September 2007

Establishing an informal collaboration between the underground and the municipality. To work with the potential of the urban space. To challenge urban planning. To create a public park, that is targeted for young people, and which functions as a live gallery where one can see the graffiti being painted live.





puls

Place//Time

Puls Festival, Aarhus, DK//June 2007

Establishing an alternative music venue.

Included in the concept is an embellishment of the local area as well as gardening.



mm

Place//Time

Aarhus Kunstbygning, Aarhus, DK//April 2007

Parasite(ism) or interventions with the established, the already acquainted, is the drive behind the idea of creating a Mobile Museum in the Museum. Programme art, architecture, design and music. To establish a direct contact between the visitor and an experiment in the making.





M.O.U.E

Place/Time

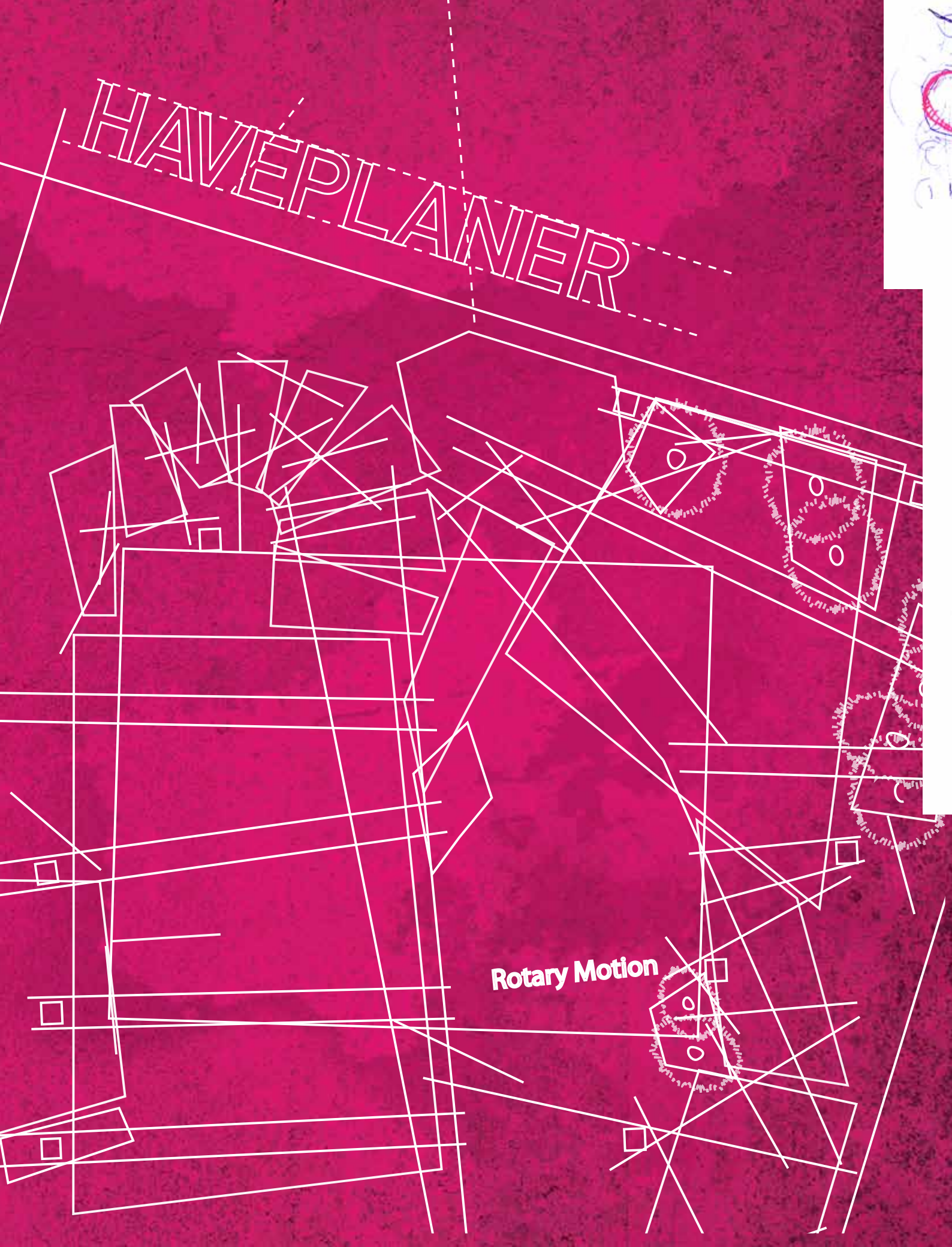
Sønderboulevard, København, DK//May 2007

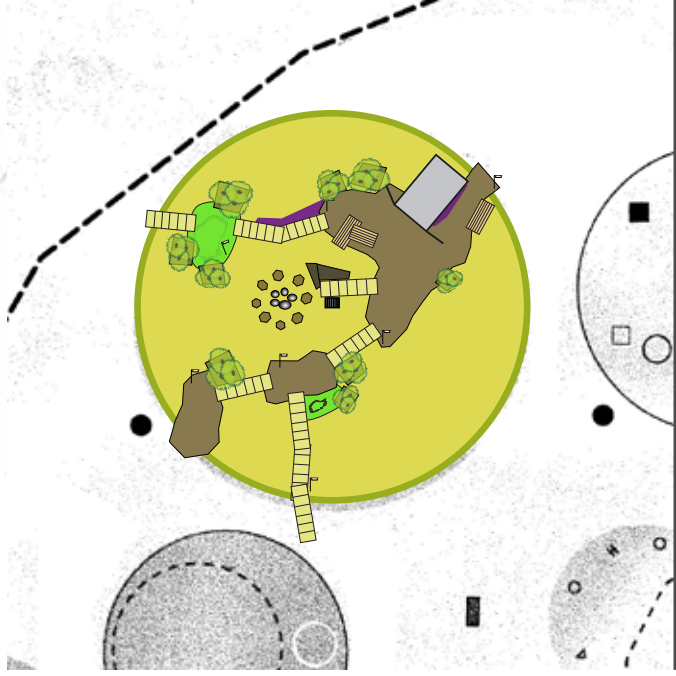
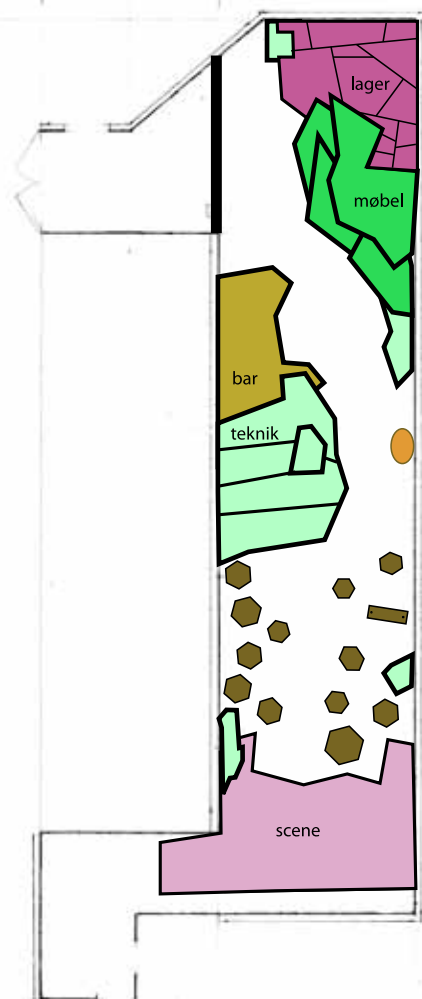
With a Mobile Exhibition Unit, art can reach people as an exciting experience and interruption in the daily routine.



HAVEPLANNER

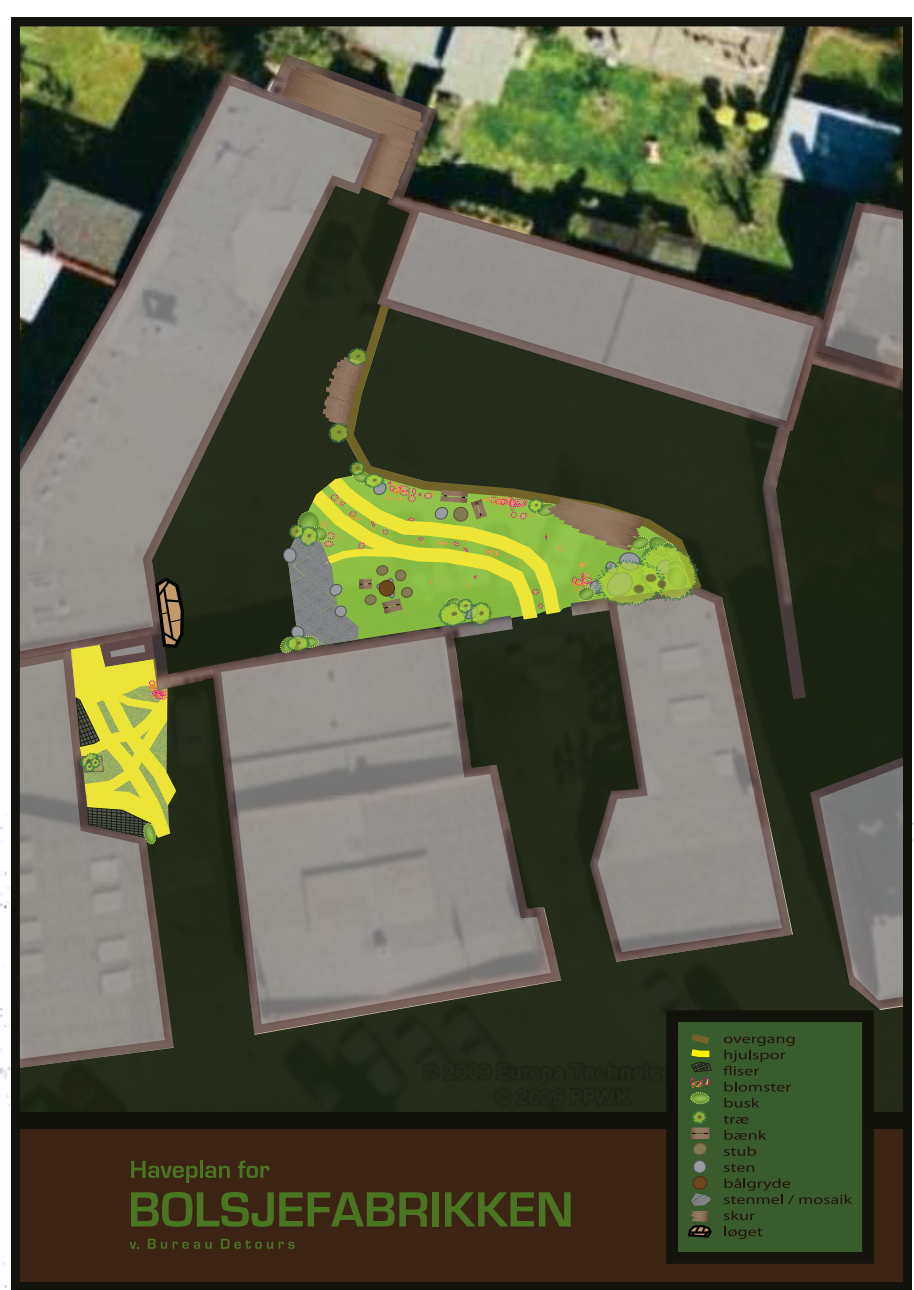
Rotary Motion

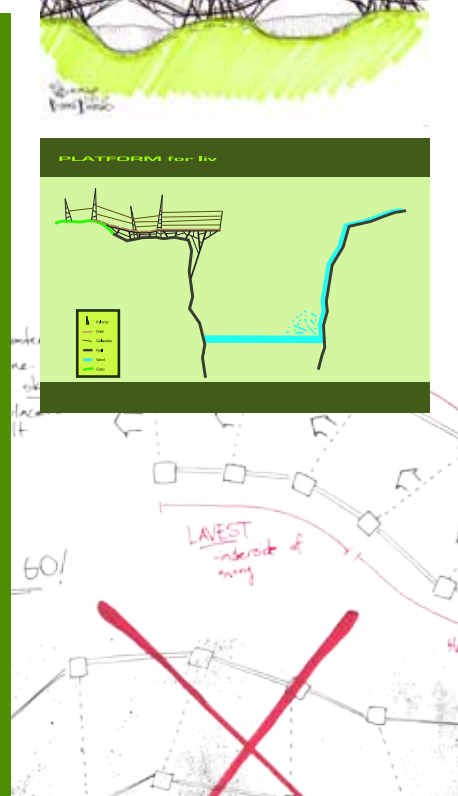
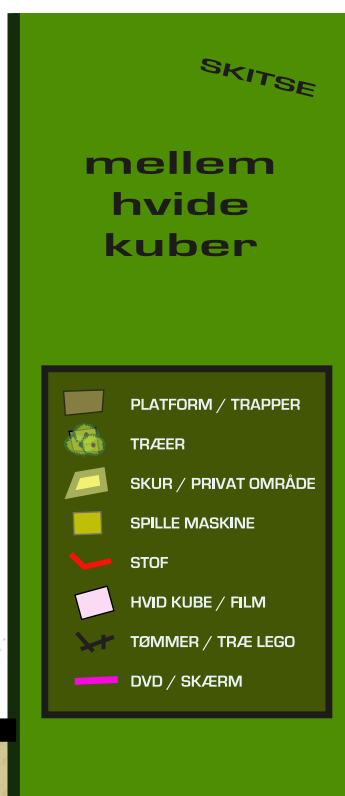
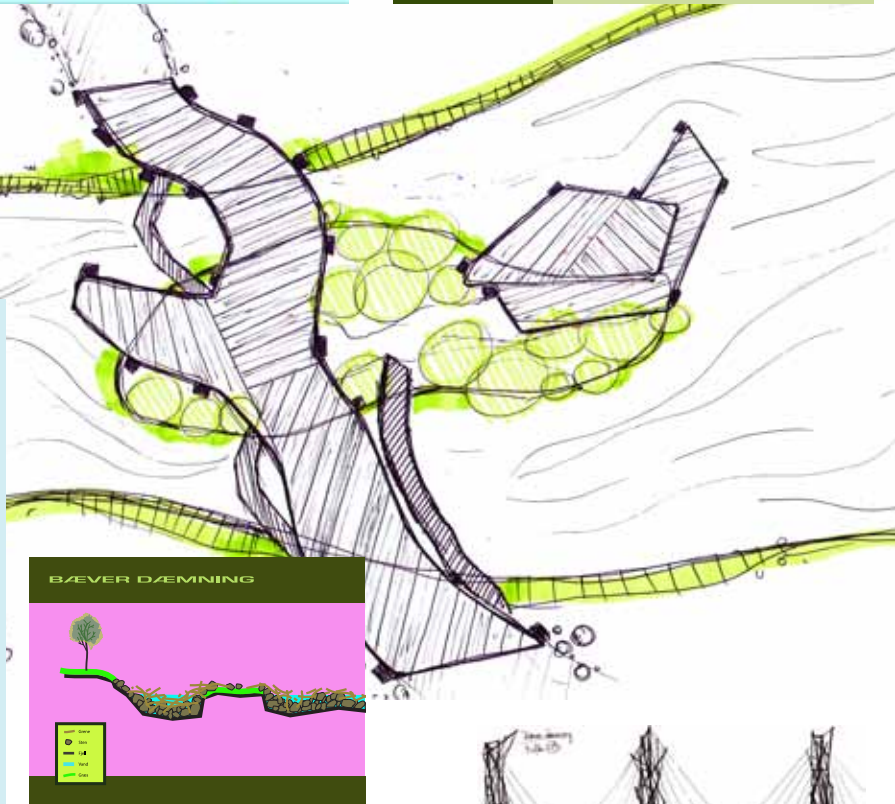
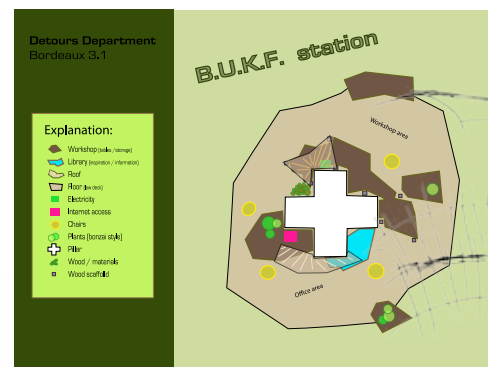


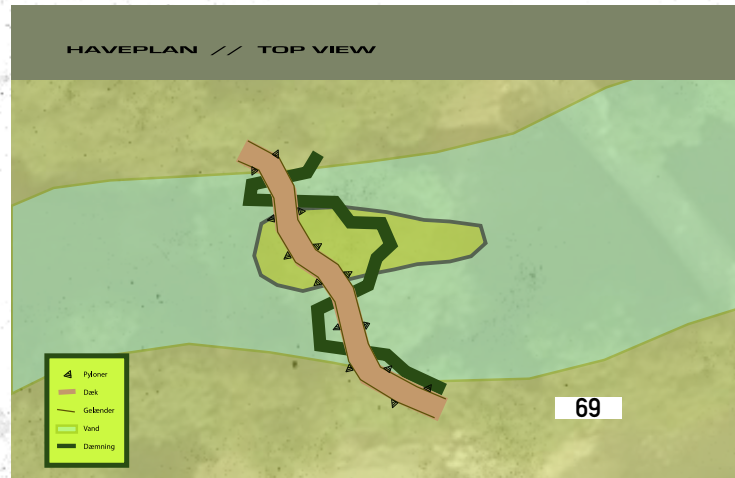
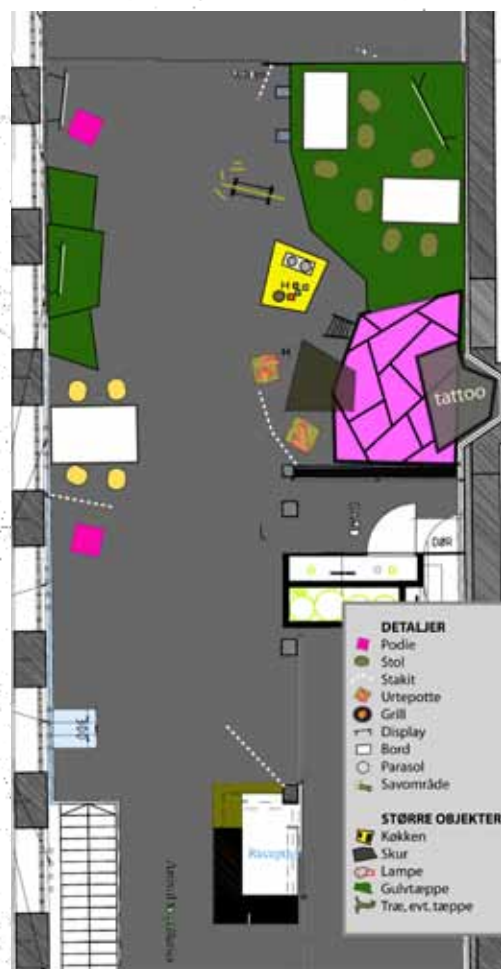
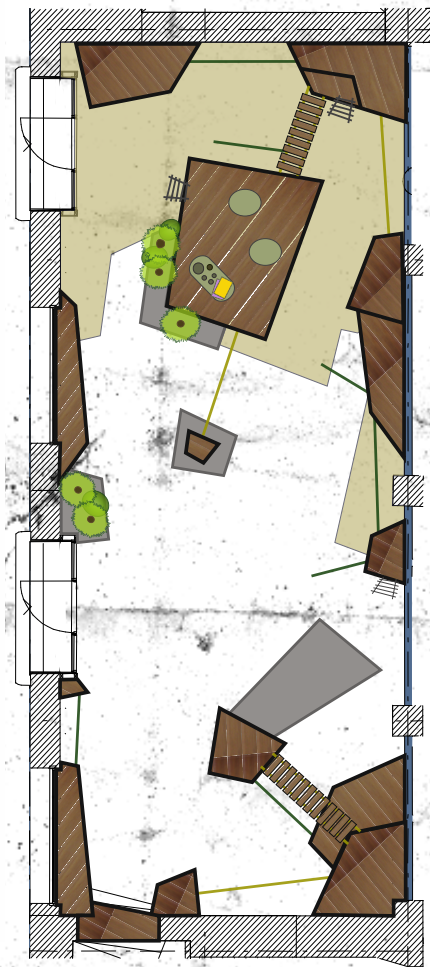
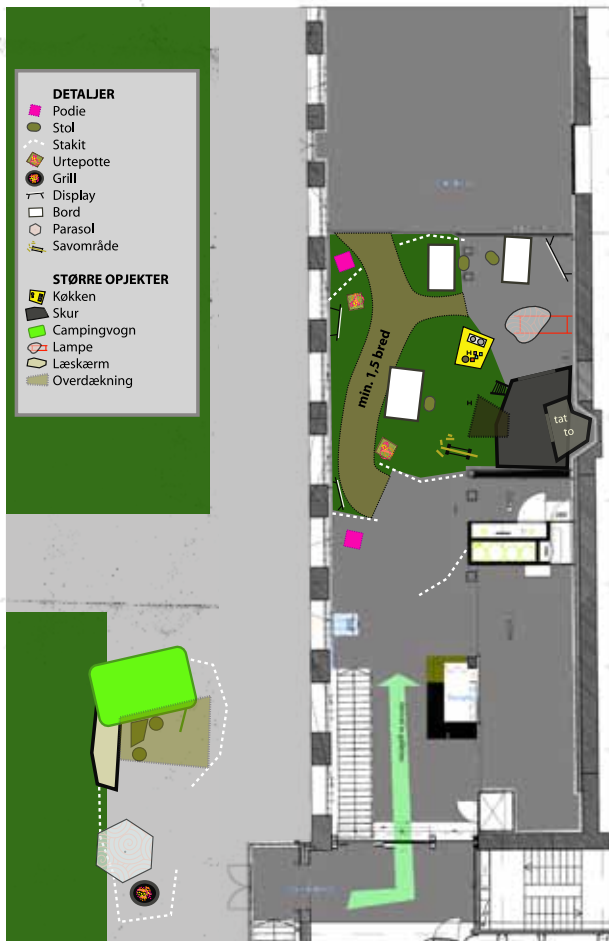
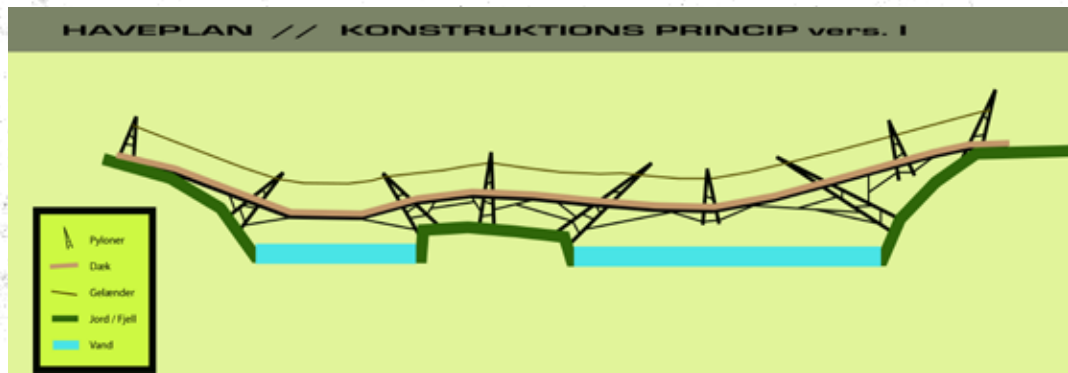


HAVEPLAN for B.U.K.F.
 af Bureau Detours

- Container
- Urtepotter m. træer
- Landskab i niveau
- Siddemøbel - klumptræ
- Stier
- Bålplads
- Terrasse
- Køkken
- Vej / Sti skilt
- Frimur læhegn
- Arbejdsbord







BUREAU DETOURS CV:

Comissioned exhibitions:

2010: "U.S.E." – Urban Space Expander, Festival de Wereld de Witte With - Street Festival, Rotterdam, NL
2010: "PRAMMEN" (The barge), Smukfest (Skanderborg Music Festival), Skanderborg lake, Skanderborg, DK
2010: "City Hall", Aarhus City Hall, Aarhus, DK
2010: "Anthill", Detours & ArtInAVan London, Institute for (X), Aarhus, DK
2009: "BDX", for "Insiders" at Arc en Rêve Centre d'Architecture + Le CAPC musée d'art contemporain de Bordeaux, Bordeaux, FR
2009: "One Love City", World OutGames, Cph, DK
2009: "Between white cubes" for "Works that work", Charlottenborg Kunsthall, Cph, DK
2009: "More is More!" - Open Office, DogA The Norwegian Centre for Design and Architecture, Oslo, NO
2008: 'iNatur[E]', Galleri Udengaard, Aarhus, DK
2008: "OPERAEN", Aarhus Kunstbygning, Aarhus, DK
2008: "Løget" for "Get Lost" at DAC – the Danish Architecture Centre, Cph, DK
2008: Instant Urbanism for DAC – the Danish Architecture Centre, Cph, DK
2008: "Flemming's Hus & Have", Galleri Machwerket, Aarhus
2008: "ÅKO" – Åbyhøjssk Kultur Oprustning, Aabyhøj, DK
2007: "ParaSitten", Aarhus Festuge, Aarhus, DK
2007: "MMIM" for "SPRING07", Aarhus Kunsthall
2007: "M.o.U.E.", Cph DK
2007: Galleri 5, Middelfart, DK
2006: Galleri La Giraffe, Berlin, DE
2006: Påskeudstillingen, Aarhus, DK
2006: Spring Exhibition Charlottenborg Kunsthall, Cph, DK
2005: Den frie, Kunstnernes Efterårsudstilling, Cph, DK
2005: Påskeudstillingen, Aarhus Kunsthall, Aarhus, DK
2002-06: Galleri Fraktionitten, Aarhus, DK

Commissions:

2011: Meeting room facilities and chill zone for Tvilum-Scanbirk, The International Furnishing Show IMM Cologne, DK/DE
2010: Furniture and interior design, Oslo Architecture Triennale 2010, DogA - the Norwegian Centre for Design and Architecture, Oslo, NO
2009: Exhibition Interior, Trapholt, Museum of Art and Design, Kolding, DK
2009: Chicken House for feature in Samvirke magazine by The Institute for (X), Aarhus, DK
2009: One Week Gallery, Aarhus, DK
2009: Tool shed / Cycle Parking, Aabyhøj, DK
2009: City Scouts, Fredericia C, Fredericia, DK
2009: Sukkerdunken, Bolsjefabrikken Culture House, Cph, DK
2009: Mobility- and nature trail for the multihandicapped and disabled, Herlev, DK
2009: To Cool for School, Interior design and build, Højvang Public School, Stavtrup, DK
2008: Interior design and build, Henrik Vibskov Shop, Oslo, NO
2008: Interior design, build and lectures, Ry Folk high school, Ry, DK
2008: Summer Sumarum, Stage build, DR - Danish National Radio, DK
2007: Private, Serier, Taarbæk, Liseleje, Aarhus, DK
2006: Private 5 Platforms, Nedre Fløjstrup, DK

Workshops/Lectures:

2011: Disturbances in public space, The January conference, Danish Adult Education Association, DK
2010: Temporariness in public space, City conference on the temporary use of public space, Odense Municipality, DK
2010: Creativity as engine for grass root growth (keynote speaker), Powwow Conference, Museum for Communications, Den Haag, NL
2010: Radical Design, Kolding School of Design, DK
2010: Public Community Service, Park & Vej, Frederikshavn Municipality, DK
2009: Project management / Furniture & Lighting Design / Planning Design and Concept& Project Development, DK
2009: Design at Eyelevel, Hang Loose Crypt, Nørre-Snede Elementary School, DK
2009: No More Models, the Scandinavian Design College, Randers, DK
2009: The role of the arts, Aarhus Kunstbygning, Aarhus, DK
2008: City & Life, Copenhagen Institute for Future Studies, Cph, DK
2008: Metropolis, Offentligt Rum, Cph, DK
2003: + 05 + 08 Planning & Design, Ry Folk High School, Ry, DK

2nd Generation City Planning:

2010: Laguna Mangrova, New development and large scale areal planning for Smukfest (Skanderborg Music Festival), Skanderborg, DK
2010 - : City Scouts 1 - 3, Nørre-Snede City development, Nørre-Snede, DK
2010 - : The Institute for (X), City areal planning and culture/business house combined, Aarhus, DK
2009: Tools for City Development, Bispebjerg Kulturhus, Cph, DK
2009: Tools for City Development, CityPark development, Skanderborg, DK
2009: Contemporary sculptural public space play area, Nikolaj Culture House, Kolding, DK



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