

# **RESOURCE SALVATION**

**The Architecture of Reuse**

**Mark Gorgolewski**

**Ryerson University  
Toronto**

**WILEY Blackwell**

# CONTENTS

|  |          |
|--|----------|
| <b>Foreword</b>  | ix–x     |
| <b>Acknowledgements</b>  | xi–xii   |
| <b>Definitions</b>   | xiii–xiv |
| <b>1 INTRODUCTION</b>  | 1–34     |
| 1.1 Background   | 4        |
| 1.2 Scarcity of resource   | 9        |
| 1.3 Waste and obsolescence   | 11       |
| 1.4 Permanence and repair  | 14       |
| 1.5 Material efficiency  | 18       |
| 1.6 Embodied energy and carbon                                       | 20       |
| 1.7 The circular economy   | 22       |
| 1.8 Reuse v recycling  | 26       |
| 1.9 Summary  | 29       |
| References   | 30       |
| <b>2 CONCEPTS SUPPORTING REUSE</b>                                   | 35–64    |
| 2.1 History of building component reuse                              | 37       |
| 2.2 Barriers to reuse  | 43       |
| 2.3 Urban metabolism and resource flows                              | 45       |
| 2.4 Urban mining   | 47       |
| 2.5 Upcycling – cradle to cradle                                     | 48       |
| 2.6 Salvageability and design for deconstruction (DfD)               | 50       |
| 2.7 Information – materials passports                                | 55       |
| 2.8 Component redesign – design for reassembly<br>and secondary use  | 57       |
| 2.9 Typologies of material reuse                                     | 59       |
| References   | 61       |
| <b>3 CASE STUDIES</b>  | 65–188   |
| 3.1 Adaptive reuse with component reuse                              | 66       |
| 3.1.1 Alliander – nothing is new                                     | 66       |
| 3.1.2 Posner Center for International<br>Development – the horsebarn | 74       |

|   |                |
|---|----------------|
| 3.1.3 Energy Resource Center (ERC) – A learning hub                             | 81             |
| 3.1.4 Hughes Warehouse – building community                                     | 87             |
| 3.1.5 Roy Stibbs Elementary School – A building<br>as a material bank           | 93             |
| 3.1.6 Hindmarsh Shire council corporate offices – old<br>anchors new            | 97             |
| <br>3.2 Reusing what is available at the site                                   | 103            |
| 3.2.1 Ford Calumet Environmental Center – ‘form<br>follows availability’        | 103            |
| 3.2.2 Hill End Eco-House  | 108            |
| 3.2.3 Tysons Living Learning Centre   | 114            |
| 3.2.4 Parkwood Residences – reuse of an old<br>steel frame                      | 121            |
| <br>3.3 Reusing construction materials from elsewhere                           | 127            |
| 3.3.1 Headquarters of the European Council and<br>Council of the European Union | 127            |
| 3.3.2 La Cuisine, Winnipeg Folk Festival  | 134            |
| 3.3.3 Pointe Valaine Community Centre   | 142            |
| 3.3.4 Oasis Children’s Venture  | 148            |
| 3.3.5 The Old Oak Dojo  | 154            |
| <br>3.4 Secondary use of non-construction materials                             | 161            |
| 3.4.1 Pocono Environmental Education Center<br>– tyre wall                      | 161            |
| 3.4.2 Big Dig House – from highway to housing                                   | 167            |
| 3.4.3 Kaap Skil, Maritime and Beachcombers Museum                               | 175            |
| 3.4.4 Waste House – UK’s first permanent building<br>made from rubbish          | 181            |
| References  | 187            |
| <br><b>4 MATERIALS INVESTIGATIONS</b>   | <b>189–206</b> |
| 4.1 Nordic Built Component Reuse  | 189            |
| 4.2 Storywood   | 196            |
| 4.3 Reuse of structural steel   | 199            |
| 4.4 Rebrick project   | 203            |
| References  | 206            |
| <br><b>5 PRACTITIONERS</b>  | <b>207–248</b> |
| 5.1 ROTOR   | 207            |
| 5.2 Milestone Project Management  | 218            |
| 5.3 Lendager Group  | 227            |
| 5.4 Superuse Studios  | 237            |
| <br><b>6 IMPLICATIONS FOR DESIGN</b>  | <b>249–276</b> |
| 6.1 Design process characteristics  | 250            |
| 6.2 Performance issues  | 259            |

|   |                |
|---|----------------|
| 6.3 Understanding sources and opportunities | 266            |
| 6.4 Decision process                        | 273            |
| 6.5 Conclusion                              | 273            |
| References                                  | 274            |
| <b>BIBLIOGRAPHY</b>                         | <b>277–278</b> |
| <b>INDEX</b>                                | <b>279–280</b> |