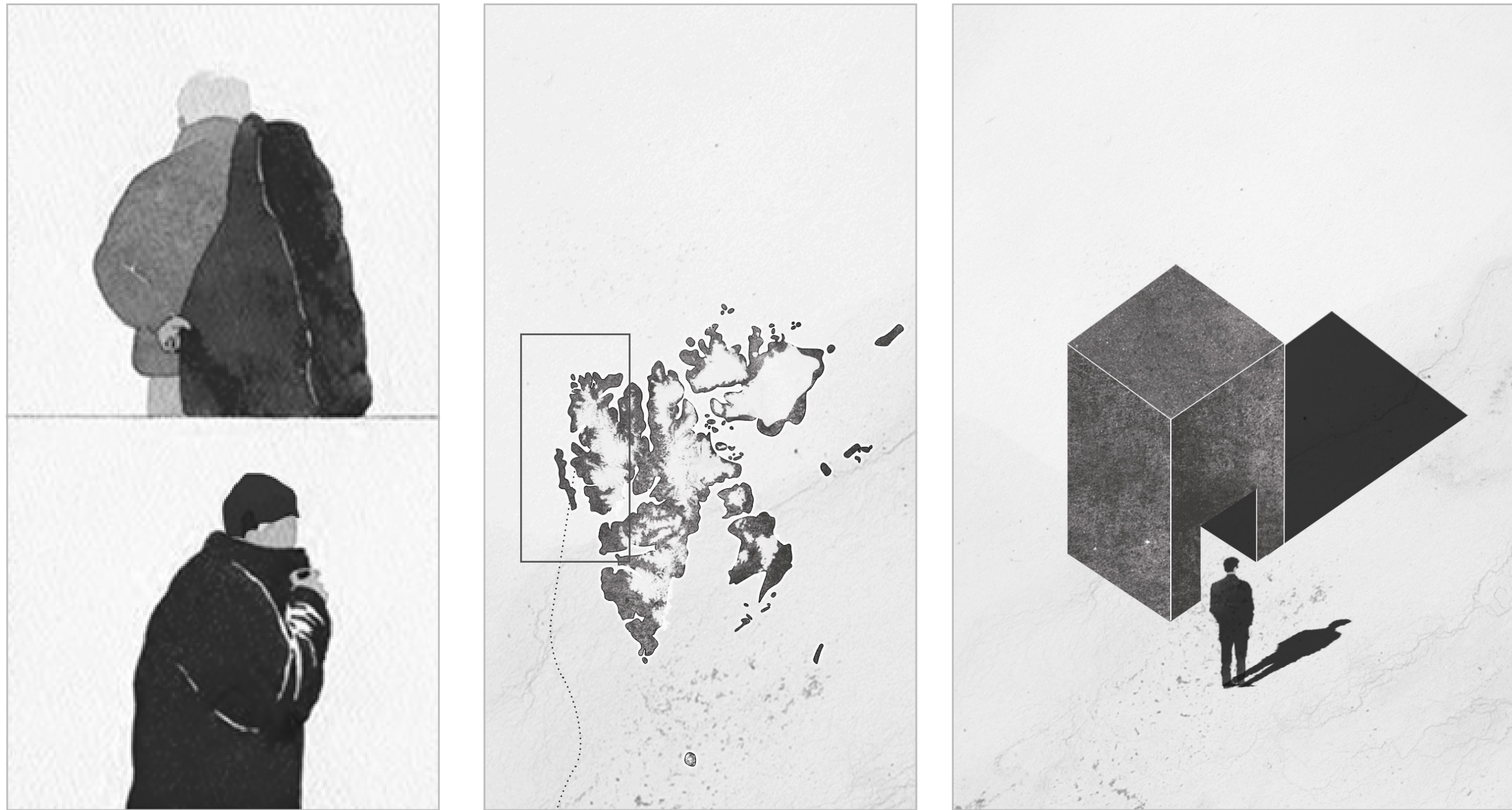


TRACE, NO TRACE // AN ISLAND TO DIE ON

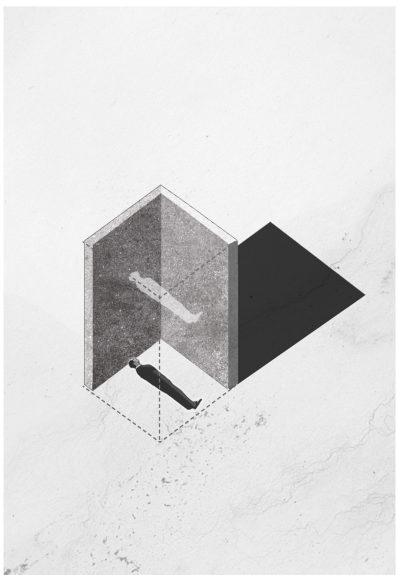


Niels is a hermit. He's lived long, but now, Niels wants to die. The world is doomed. Niels reads that you're not allowed to die on Svalbard, and is fascinated. *The most enviromentally-friendly way of living at Svalbard is to not live there at all.* But why shouldn't it be a place to die, alongside the nature, that's also dying?



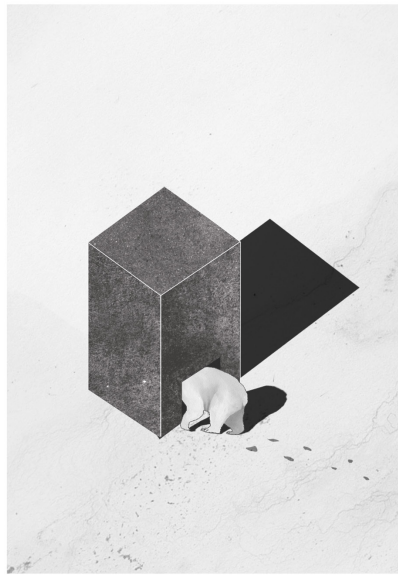
HOUSE

1. Niels builds his house of coal from the coalmines.



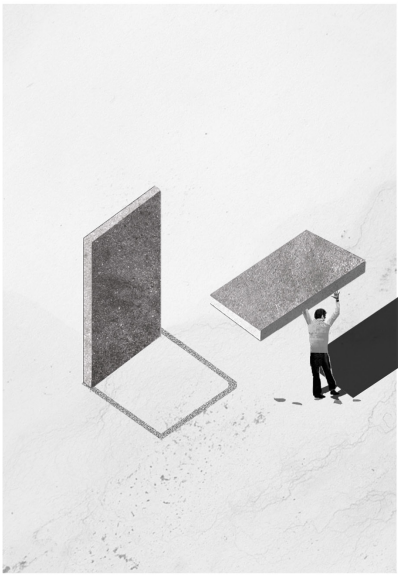
DEATH

2. Niels eventually dies.



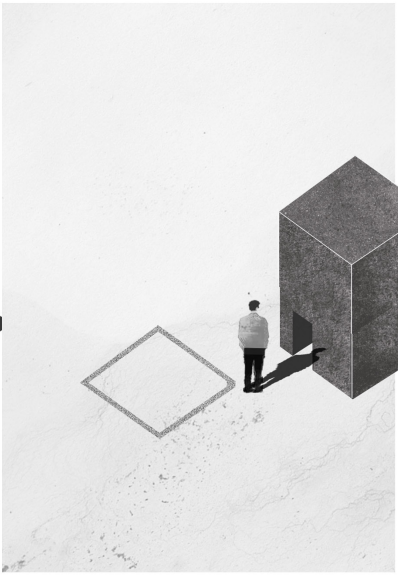
CYCLE

3. Niels' body is eaten by polar bears and becomes a part of the ecosystem.



TRACE

4. Coalhouse is dismantled by next dying person, leaving a coal trace.



RE-USE

5. Next house to die in is established with use of Niels' materials, leaving the former plot protected/listed.

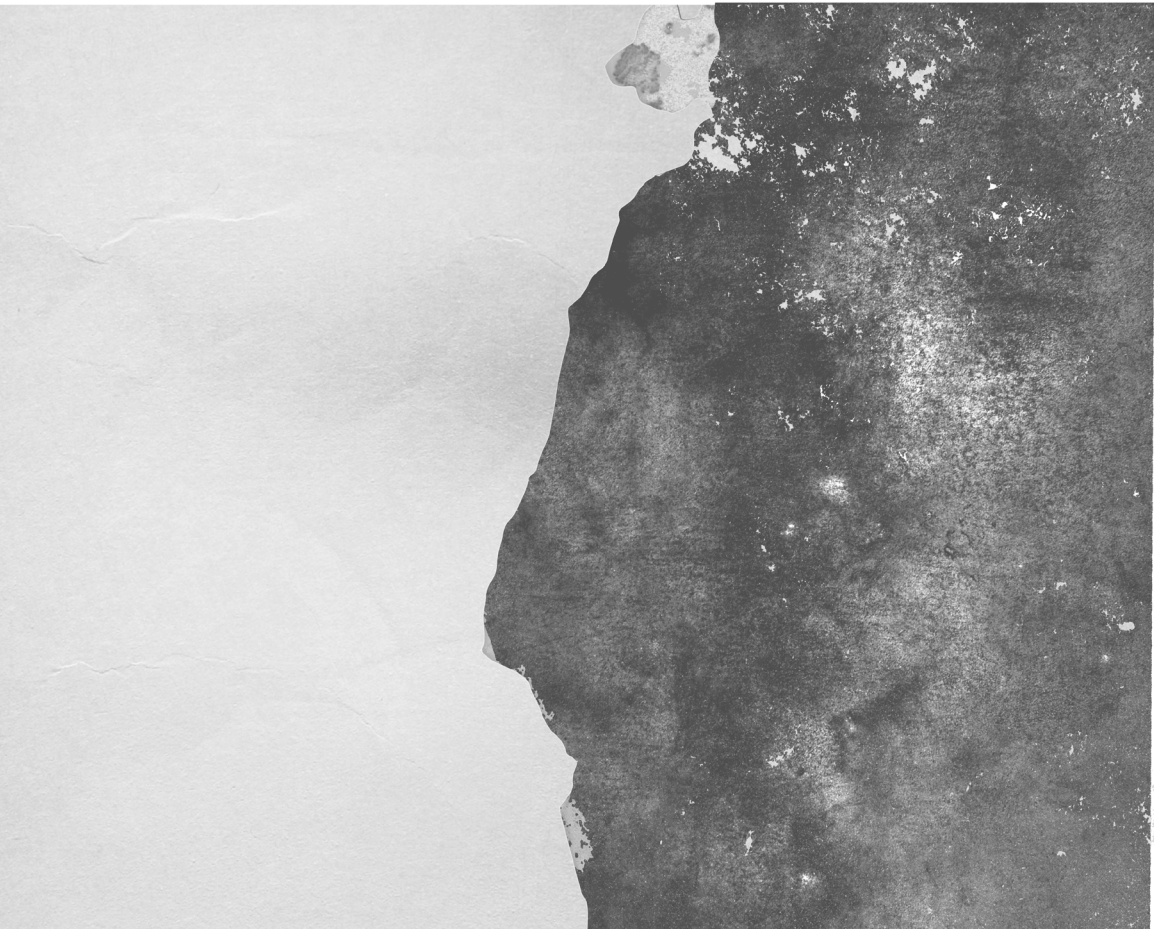


PRESERVATION

6. Cycle continues, leaving plots preserved as in churchyards, thus preserving the nature on it.



Situation plan - 2040



Situation plan - 2119

If the most environmentally friendly way to live at Svalbard is to not live there at all, then why should it be established a community there? The project offers a counter thesis, where Svalbard functions as a hospice that's non-permanent, but rather shifting as life and death goes on. With coal houses leaving traces as they are dismantled and rebuilt, it is possible, as long as the ice is still in place, to see where people have settled for a final, but short stay. As the ice melts, the traces disappear, and no damage is done to the nature, except that of the global warming done by humans in general. A settlement on Svalbard can be non-invasive and symbolize an attempt to protect nature, as in churchyards that for hundred of years are left untouched. The project poses the assertion that humans can live and die in a symbiosis with nature, and not ruin it on our short stay here on earth.