國立交通大學

建築研究所

碩士論文

間

linter\_



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#### 中華民國九十七年七月



#### Inter-間

#### 摘要

建築是一個介面,分隔了內與外,但是設計經過更進一步的發展,產生的介面就越多除了實際 的層面例如:內與外,人與空間,建築物與都市環境之外,使用者與設計者,實際與抽象,過去與現在.....等這些隱伏的介面更是造就了建築設計的厚度,因此在研究所著重的目標設定 在更進一步的探討設計裡的各個角色,而我也將立身於眾多介面之間,進而探討人,空間,概 念,都市之間的關係。

設計的發展過程可進一步分爲議題操作跟空間操作兩個步驟: 議題操作泛指了所有概念階段中不管是抽象或是具象的概念操作,這個(或是一系列)動作可以 讓隱伏的秩序從非建築的現象中解放提升至一個抽象的層面,進而成爲建築設計發展的源頭。 空間操作則是代表了所有將議題操作階段的抽象概念轉化成現實中使用者能感受到的實體操作 ,這部分藉著設計者主觀但具有邏輯的步驟將抽象概念實踐在大環境策略,空間型式,空間個性 以至材料燈光或是細部構件等等。

在這三個案子裡雖然分別以不同的設計操作方法來切入設計,發展議題,但是在發展的過程中我 皆試著模糊上述兩個操作部分的分野,讓抽象的概念可以跟實際的空間元素互相滲透而能在使 用當中被感受到,更透過這樣的操作方式讓從人至都市大環境之間的介面透過建築設計的內涵 被緊緊的扣在一起。

建築物不只是概念的試驗體,空間更不該只是設計概念附加的功能,模糊抽象跟實際的邊界, 打開設計者的黑盒子,從設計者出發,以使用者作結,建築對人來說才是一個立體的存在。

#### 第一章:多向性都市聯結

在閱讀文章之後將文章的線索轉化至一個抽象的層級,根據這個線索找到另一個主題,再將之延 伸作為設計發展的基礎,透過這個步驟發展的概念尋找合適的基地,定出合適的program然後進行 空間的操作

#### 第二章:碰撞,東西方文藝復興

透過在張肇康建築師的農業推展館裡展出Palladio的建築,本案在一開始分開了解這兩位建築師 的設計理念,然後尋找一個平衡點將各自的特色發揮出來,甚至達到相輔相成互相爲用的結果

#### 第三章:台北博物館

本案嘗試以一個抽象的意義 - 界碑定義台北博物館, 並轉化閱讀碑的方式-拓作為人們閱讀台北博 物館的方法



# Inter-



#### Abstract

Architecture can be seen as an interface which separate inner space and outer space. However, developed designs could bring more interfaces. Beside the practical sides such as internal and external, human and space, buildings and the environment and so on, other dormant sides including users and designers, practical and abstract, the past and the present, etc. are most needed while accomplishing the architecture. Therefore, the main point is focused on discussing every character in the design when studying in the graduate school. I will consider those different interfaces and have the further discussion on the relationships of human beings, space, concepts and the city.

Although I adopt different methods to design and expand the issues in three cases, I try to obscure the division during the process and make the abstract concepts merge with real space elements which users are able to feel it while making use of it. Furthermore, the relationship between the human and the environment can be tighter through the architecture designs by this method.

#### Chapter 1: Urban Linkage - 2006 summer

I turn the clues in the articles into an abstract level after reading, and follow the clues to find out another theme. Then I expand it as the foundation of my designs and set up an appropriate program to proceed with it.

#### Chapter 2: Meeting East & West - 2007 spring

Through the exhibition of Palladio's architecture in the Agricultural Exhibition Hall which was designed by 張肇康, this case comprehends the ideas of two architects separately in the beginning and gets the balance between each of their features.

#### Chapter 3: Taipei Museum -2008 spring

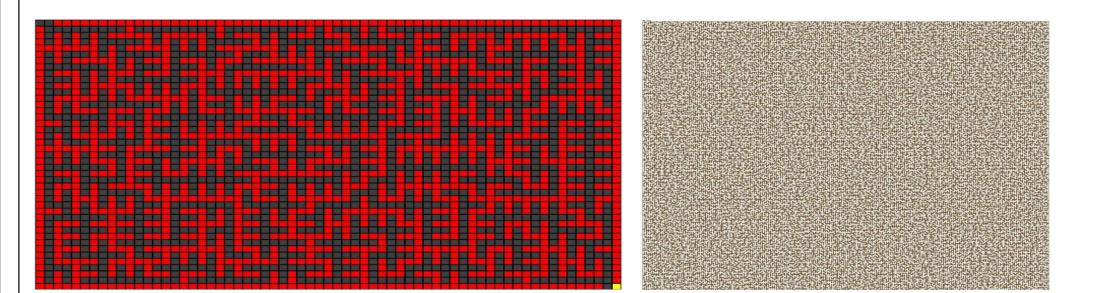
This case attempts to define Taipei Museum with an abstract meaning, and extend the definition into the process of design. I define Taipei Museum with a tablet, and show people a different way to read the words on it. By rubbing the tablet, we can read the story of the museum.



#### Content

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# Urban Linkage The Garden of Forking Paths 2006 September - December in NCTU

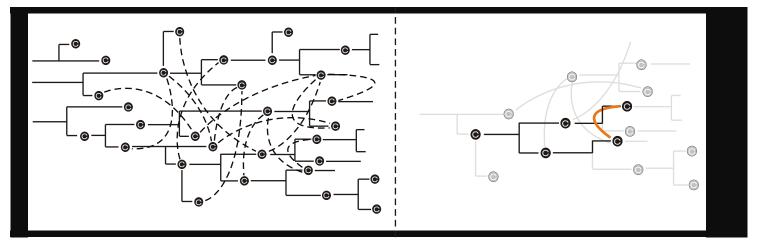


在閱讀文章之後 將文章的線索提升至一個抽象的程度 根據這個線索找到另一個主題 在將之延伸作爲設計發展的基礎 透過這個步驟發展的概念尋找合適的基地 定出合適的program然後進行空間的操作

## Reading preface 1

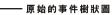
.....I lingered, naturally, on the sentence: I leave to the various futures (not to all) my garden of forking paths. Almost instantly, I understood: 'the garden of forking paths' was the chaotic novel; the phrase 'the various futures (not to all) suggested to me the forking in time, not in space. A broad rereading of the work confirmed the theory. In all fictional works, each time a man is confronted with several alternatives, he chooses one and eliminates the others; in the fiction of Ts'ui Pen, he chooses-- simultaneously--all of them. He creates, in this way, diverse futures, diverse times which themselves also proliferate and fork. Here, then, is the explanation of the novel's contradictions.

Fang, let us say, has a secret; a stranger calls at his door; Fang resolves to kill him. Naturally, there are several possible outcomes: Fang can kill the intruder, the intruder can kill Fang, they both can escape, they both can die, and so forth. In the work of Ts'ui Pen, all possible outcomes occur; each one is the point of departure for other forkings. Sometimes, the paths of this labyrinth converge: for example, you arrive at this house, but in one of the possible pasts you are my enemy, in another, my friend......



<sup>───</sup> 原始的事件樹狀圖 ── 可多重選擇的事件樹狀圖





#### **Context Analyse**

...XX XXCXXXX XXX.... ....Xxxxxx xxxxix xtxxxx xy

Break

...Xx xx**C**\*xxx xxx..... .....Xxxxxx xxxxxix xtxxxxx xy Original system

...Xx xx**c**xxxx xxx ..Xx xxc 

Cover





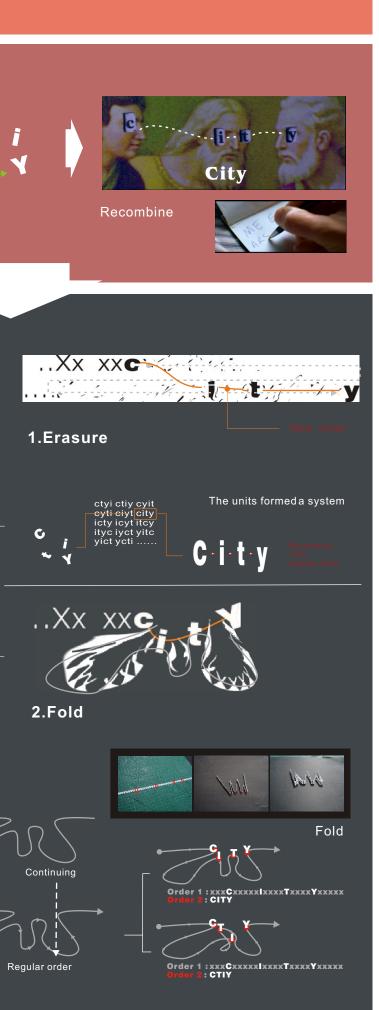
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## Con Air

Poe is scheduled to fly home to Alabama along with an assortment of inmates bound for a new Supermax prison being constructed in his home state. The inmates are incarcerated for a variety of extreme offenses , ranging from serial- and mass-murder to serial rape and kidnapping. Many are extremely dangerous and chained to their individual transport cages inside the C-123 airplane "Jailbird", including William "Billy Bedlam" Bedford (Nick Chinlund), Nathan "Diamond Dog" Jones (Ving Rhames) and Cyrus "The Virus" Grissom (Malkovich). The transfer is overseen by U.S. Marshal Vince Larkin (Cusack), brought in to ensure a safe and efficient transfer and DEA agent Duncan Malloy (Colm Meaney), interested in planting undercover officer Sims among the officers & inmates to acquire valuable intelligence from one of the convicts on the flight. The policy on the flight allows one security firearm in the cockpit and a small arsenal in the belly of the plane, and Larkin insists that Sims board the plane unarmed. Malloy grudgingly accepts the conditions, but slips Sims a concealed firearm in his sock just before he boards the plane.

#### 以跳躍性連結爲關鍵字試圖從電影空中監獄裡找到隱伏的線索





## 字裡行間

爲了對跳躍性連結作更進一步的認識,我嘗試將不同的遮罩 覆蓋在內容各異的文章上,但是因爲遮罩選擇性的開口,導 致呈現出來的資訊出現誤解,字母,單字,句子,會造成的 誤讀程度又各自不同。

#### Letters

Origins of the concept Philosophers have long debated whether the complexity of nature indicates the existence of a purposeful natural or supernatural designet/creator The first recorded arguments for a natural designer come from Greek philosophy. In the 4th century BC, Plato posited a natural "deminuge" of supreme wisdom and intelligence as the creator of the cosmos in his work Timaeus. Aristotie also developed the Ideo a danual creator of the countrol. Other



most notable torms of many ment were expressed in the 13th century by thomas Aquinas in his Summa Theologiae, [16] design being the fifth of Aquinas' five proofs for God's existence, and by William Paley in his book Natural Theology (1802), [17] where he uses the watchmaker analogy, which is still used in intelligent design arguments. In the early 19th century such arguments led for the development of what was called Natural theology, the study of biology as a search to understand the "mind of God". This movement fueled the passion for collecting fossils and other biological specimens that ultimately led to Darwin's theory of the origin of species. Similar reasoning postulating a divine designer is embraced today by many believers in the listic evolution, who consider modern science and the theory of evolution to be fully compatible with the concept of a supernatural designer.



supernatural designer



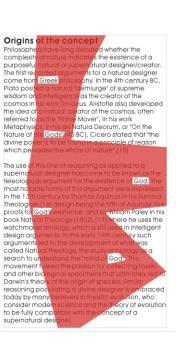
supernatural designer



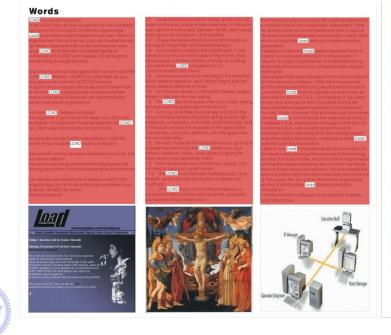
#### Words

ES

Origins of the concept Philosophers have long debated whether the complexity of nature indicates the existence of a purposeful natural or supernatural designer/created The first recorded arguments for a natural-designer come from Greek philosophy. In the 4th century BC Ploto posited a natural "demiurge" of supreme windom and Intelligence or the creating of the supernet supernet supernet supernet supernet ploto posited and unal "demiurge" of supreme windom and Intelligence or the creating of the supernet su wisdom and intelligence as the cosmos in his work Timaeus. Arist the idea of a natural creator of referred to as the "Prime Mover Metaphysics. In his de Natura Di Nature of the Gods" (45 BC), Cic divine power is to be found in a which pervades the whole of no The use of this line of reas supernatural designer has co teleological argument for the God. most notable forms of th in the 13th century by 1 Theologiae,[16] d proofs for God's e book Natural design argu cons to be supe with designer



Meet cars on cl ty Meet Cars on City..... Meet Cars on City? Meet Cars on City? Meet Cars on City?



#### Sentence

#### Origins of the concept

Philosophers have long debated whether the complexity of nature indicates the existence of a purposeful natural or supernatural designer/creator. The first recorded arguments for a natural designer come from Greek philosophy. In the 4th century BC, Plato posited a natural "demiurge" of supreme wisdom and intelligence as the creator of the cosmos in his work Timaeus. Aristotle also developed the idea of a natural creator of the cosmos, often referred to as the "Prime Mover", in his work Metaphysics. In his de Natura Deorum, or "On the Nature of the Gods" (45 BC), Cicero stated that "the divine power is to be found in a principle of reason which pervades the whole of nature".[15]

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ne use of this line of reasoning as applied to a upernatural designer has come to be known as the eleological argument for the existence of God. The ost notable forms of this argument were expressed the 13th century by Thomas Aquinas in his Summa eoloaiae,[16] desian beina the fifth of Aauinas' five proofs for God's existence, and by William Paley in hi ok Natural Theology (1802),[17] where he uses the atchmaker analogy, which is still used in intelligent esign arguments. In the early 19th century such rguments led to the development of what was alled Natural theology, the study of biology as a earch to understand the "mind of God". T ovement fueled the passion for collecting fossils nd other biological specimens that ultimately led to parwin's theory of the origin of species. Similar oday by many believers in theistic evolution, who consider modern science and the theory of evolutio to be fully compatible with the concept of a supernatural design

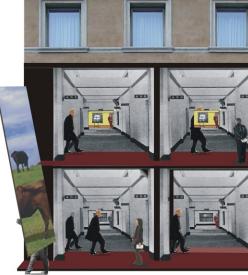
#### Combine and Misplace 🛛 🔰







ESN









建築的facade的想法 一層一層的往後不斷的打破眼見爲憑的規則 後面的景物跟眼前的立面構成一個景象 但是翻過這個立面之後就發現又不是這回事

# **About Heterotopias**

#### Michel Foucault

First principle is that there is probably not a single culture in the world that fails to constitute heterotopias. That is a constant of every human group. But the heterotopias obviously take quite varied forms, and perhaps no one absolutely universal form of heterotopia would be found.

Second principle of this description of heterotopias is that a society, as its history unfolds, can make an existing heterotopia function in a very different fashion

Third principle. The heterotopia is capable of juxtaposing in a single real place several spaces, several sites that are in themselves incompatible.

Fourth principle. Heterotopias are most often linked to slices in time - which is to say that they open onto what might be termed, for the sake of symmetry, heterochronies.

Fifth principle. Heterotopias always presuppose a system of opening and closing that both isolates them and makes them penetrable. In general, the heterotopic site is not freely accessible like a public place.

Sixth principle. The last trait of heterotopias is that they have a function in relation to all the space that remains. This function unfolds between two extreme poles. Either their role is to create a space of illusion that exposes every real space



#### The famous shop, **IKEA**

has been marked from traditional stores lately. The reason is not only their minima and aesthetic looking but also how they exhibit their goods including "living" that I call it "Live Style"

It's not only a commercial place, but also an exhibition of living



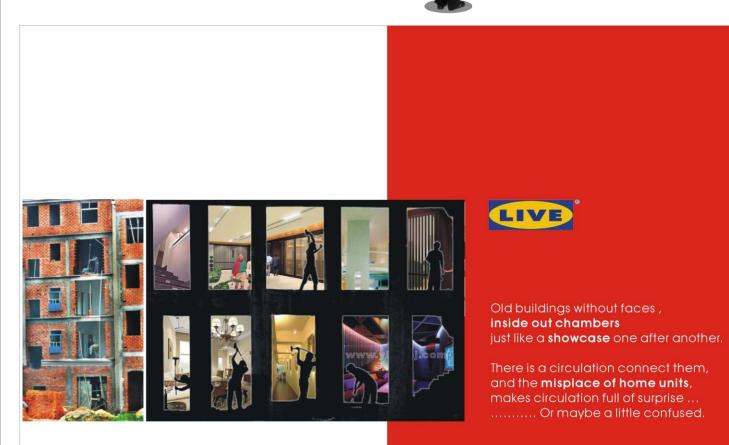






#### Show Rooms of Furniture





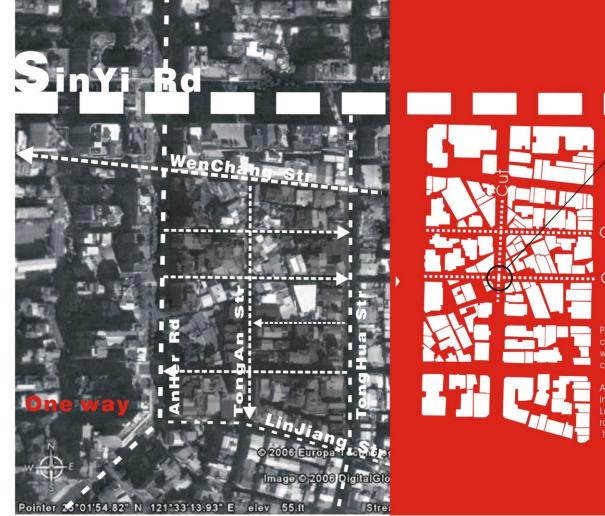


#### **Rene Magritte**

1896

Rene Francois Ghislain Magritte (21 November 1898 - 15 August 1967) was a Belgian surrealist artist. He became well-known for a number of witty and amusing images.



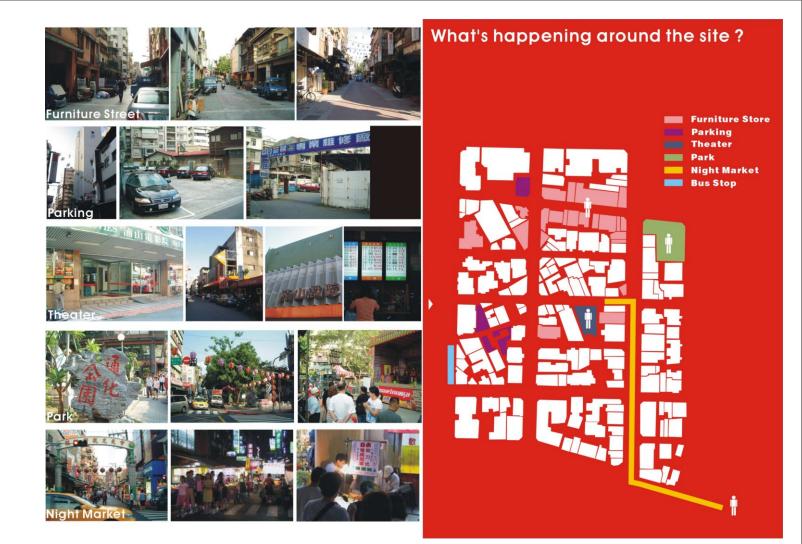


Communal plaza there was a compound here, with a social plaza



People live here are almost campaigners and their families which followed Government came to TAIWAN.

After WAR, they have been lived in this common land. Later, in order to exploit the relie roads, government cut some of these house compulsively.



### Wen Chang Street

Cutting houses, also created a complicated relation between house, people and road.

The speed of cars in these roads is always fast, although Wen Chang Street has been established its own promenade, it's still full of cars in order to be a relief road of Sin Yi Road.



#### Tong Hua Street





ES

Night Marke

#### **Furniture Street**



Furniture Str Out Town



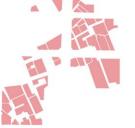
"What are you looking at ?" Showcase everywhere, and it's projecting "life Show" about user, tourist and liver.











#### Illegal buildings

in this case, we can recognize another vein system here



#### The sections

these sections follow the streets, became the new facade of buildings.



#### Fragmented buildings

In this case, we can recognize the veic of urban system, and some strange tacades.

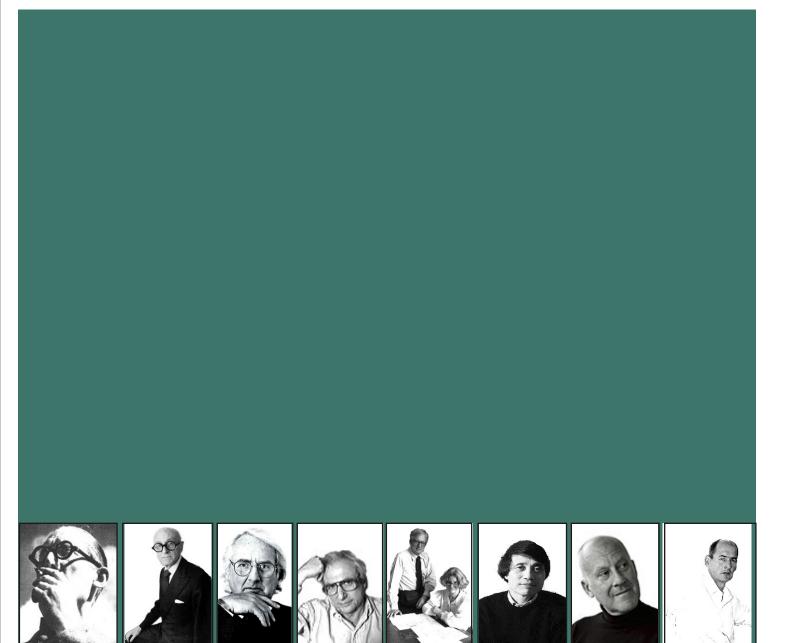


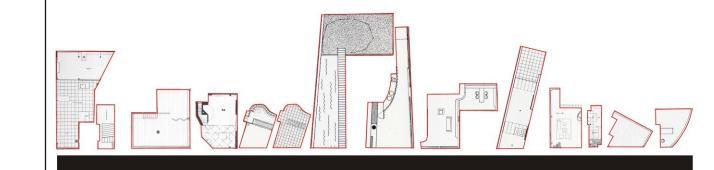
Contiguous faces

## 因 爲 政 策 的 原 因 政 府 爲 了 開 路 切 割 既 存 的 建 築 導 致 這 個 區 域 的 建 築 物 產 生 許 多 奇 特 的 狀 態 也 因 爲 都 市 開 發 <sup>,</sup> 在 這 個 區 域 可 以 發 現 兩 種 不 同 的 紋 理

#### Path

old path, there are frames of these old areas.







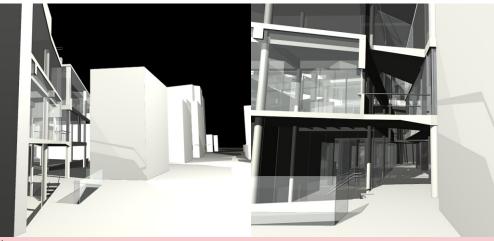
#### Design and Quality LIVE of NCTU

Section of Classic Scene







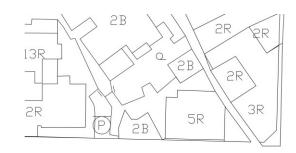


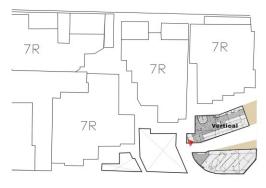


Perspective











4R

2B

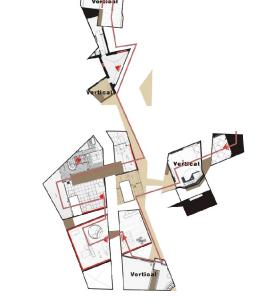
3R-

2R 3R

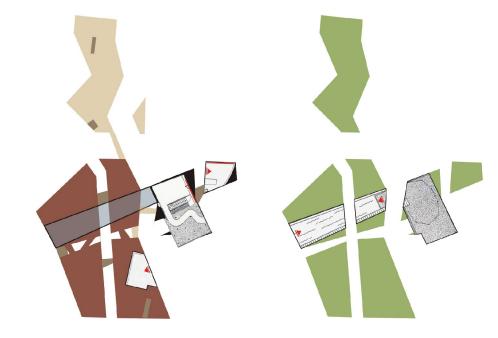
2B

ЗR

ЗR



2 floor





3R

G floor

4R

Plan







1896

Le Corbusier Inter\_29 1979-Philip Johnson Inter\_30



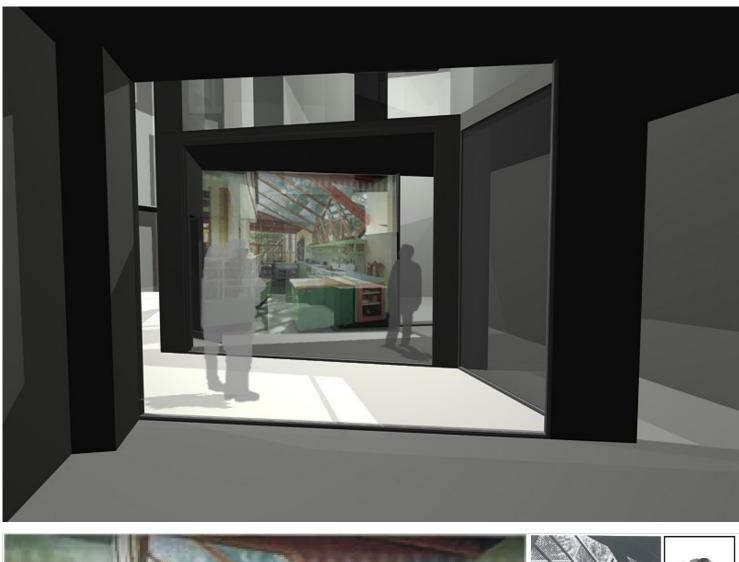
1980-Luis Barragan Inter\_31





ES N

1984-Richard Meier Inter\_32











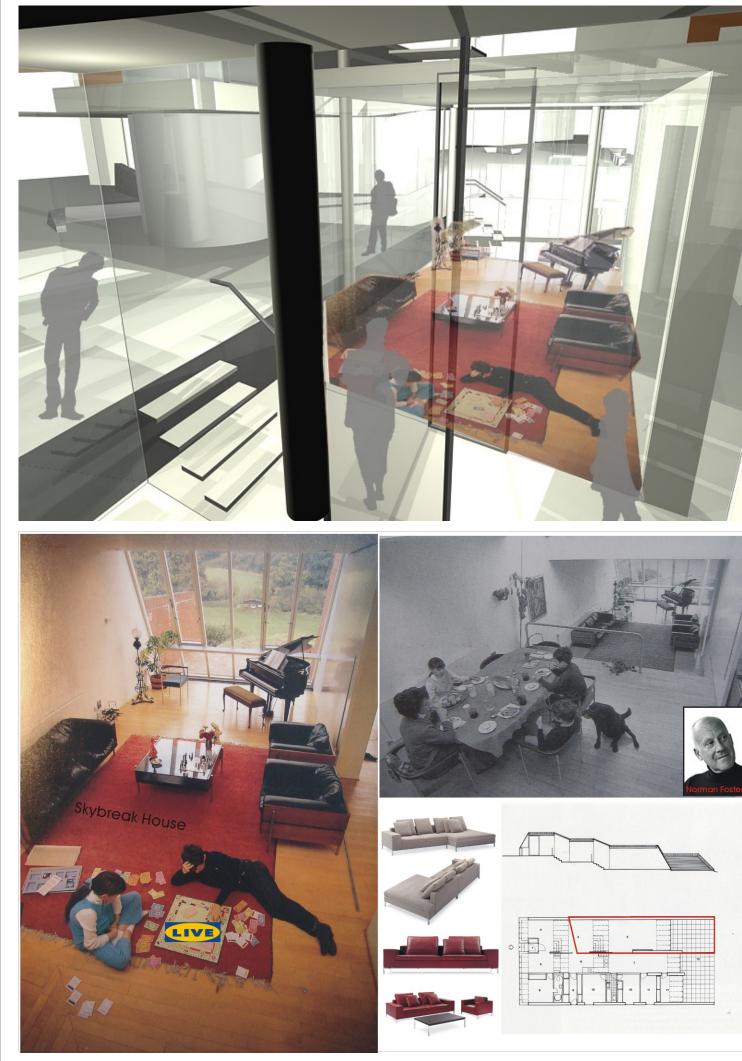


1896





1989-Frank Gehry Inter\_33 1991-Robert Venturi Inter\_34







1896

1999-Norman Foster Inter\_35

2000-Rem Koolhaas Inter\_36