

LandMark

Taipei Museum

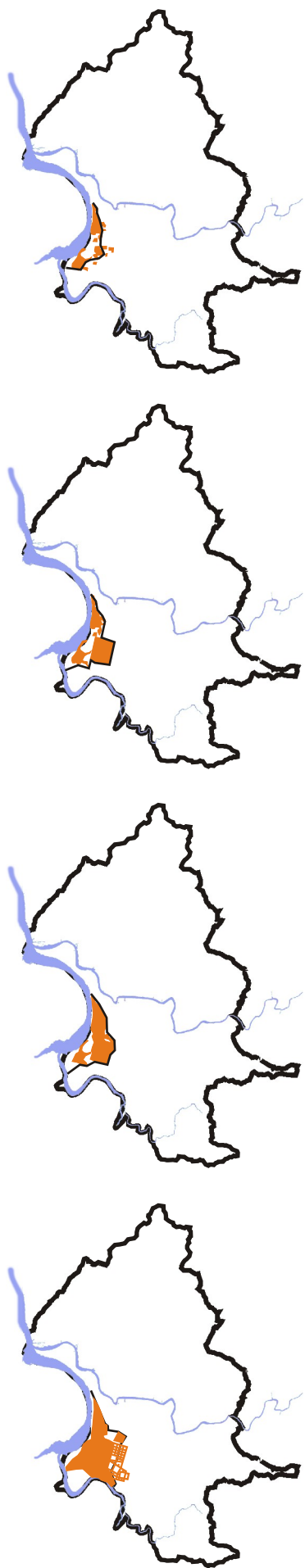
2008.March -June in NCTU

界碑

本案嘗試以一個抽象的博物館設計，並藉由這個操作定義台北博物館的意義，演過台北博物館的轉化，拓人們閱讀台北博物館的方法。



台北的發展過程像是一段段高速壓縮的斷代史，幾段時期各自留下都市發展的邊緣。而在都市的發展過程中，因為市中心的密集使用以及土地價值高昂，工業用地以及大型公共空間經常被安置在都市發展的邊緣，所以這些公共空間也就成為紀錄了都市發展的界碑。



1870-艋舺，大稻埕

初期台北的發展區域以艋舺為主，靠著水運之便，艋舺成為當時台北最主要的市集。

1884~1895-台北城城牆竣工~日人來台

清代：根據台北府第一任知縣林達泉對台北府城的規劃，府城坐落在艋舺和大稻埕之間平野上。如此可使得艋舺與大稻埕兩方為府治所在地的爭奪擺平，而完全新建的社區的規劃建設，也較沒有包袱。

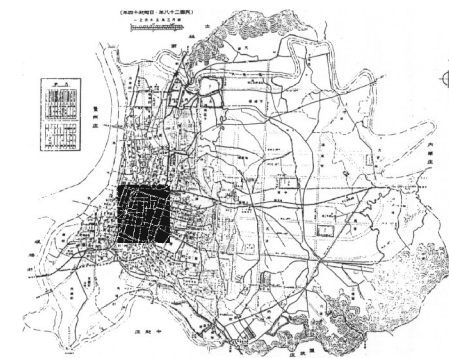
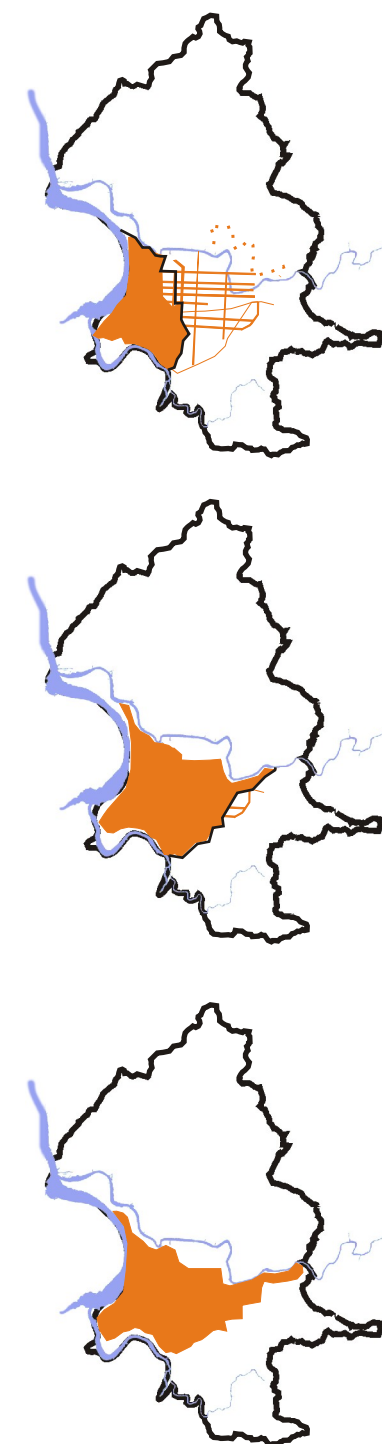
1882年，為了鞏固在台的統治力量開始於台北府城周圍構築城牆，並於1884年完工。

1900-日據初期

日人初來台，依循台北的舊有政治地位，並考量台北的地理位置，於是將殖民政權的政治中樞鎖定在台北，唯一開始怕引起台灣人的反彈，並沒有很快的採取拆毀城內建築的行動。日據初期先佔領城內不少清代留下的土地及建築，然後興建屬於日本人的機關建築及住宅，並且大量的政府官員眷眷移居入城內。

1901~1925-日據時期

在台政權穩定，為了擴展發展區域拆掉城牆，開通三線道路。這時的發展重心乃是以台北城西門內外的範圍為主，而台北城周圍也開始有進一步的開發。



1939~1956-日據末期~國民政府遷台

日本以一個現代化都市的方式來開始規劃台北市(東區)，新的棋盤式架構在此時大致被規劃出來。此時的西門町達到一個空前鼎盛的繁榮景象。

1980-經濟起飛

戰後，由於1949年大批軍民隨國府撤退來台，以及1960年代眾多中南部民眾北上求學、工作的風潮，台北市的人口快速增加。過去在美的幫助下，道路、住宅、學校等公共設施的新建工程也開始逐步進行；城市的已開發區域原先集中於舊市區西側，自1960年代起，開始向東邊發展，大片田野地拓展開來。1970年代與1980年代是台北市的高度發展期，伴隨高度發展而來的是交通量的激增，最終造成嚴重的交通問題。1990年代之後，市區鐵路地下化、快速道路、捷運、巴士專用道等交通建設陸續完成，相當程度地紓解了交通上的壓力，城市的商業重心也從這時候開始逐漸東移，西區相對顯現出發展衰退的態勢。



2008-Now

信計劃區是一個拼貼著許多機能的都市中心。在公部門的開發下，許多分散於不同區位的行政中心、娛樂中心、消費中心、管控中心、地方運輸中心，在信義計劃區中重新聚集，除了不能取代台北車站作為台北市對外對內的交通樞紐功能，信義計劃區囊括了台北市所有中心活動的特性。

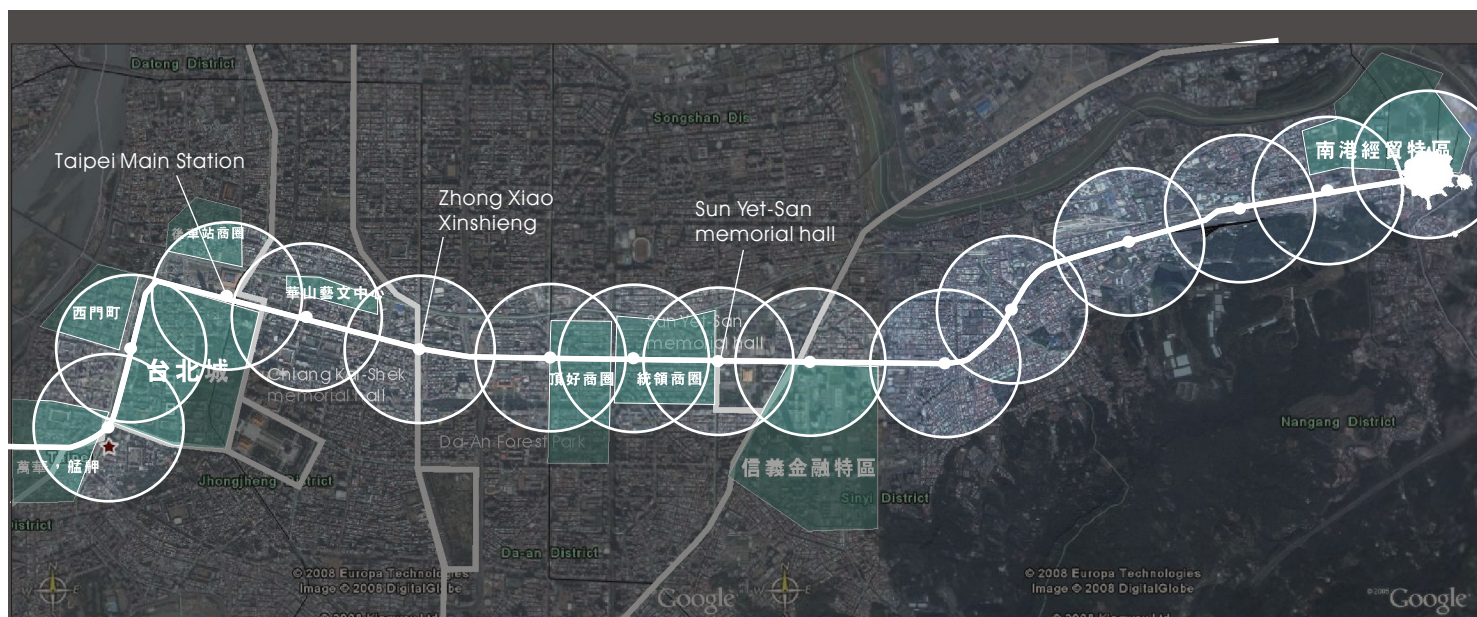




捷運台北

在國父紀念館落成之後也就是1972年之後台北繼續向東前進，信義計畫區開始發展，台北的都市在歷史過程中不斷擴張，逐漸膨脹的人口帶來的大量的交通問題，所以政府同時開始規劃捷運系統，至1996年通車後，捷運系統重新再組織了台北的版圖，捷運沿線的節點也重新再發展了該地區的商業活動，有人說捷運到的了的地方，都是台北

M.R.T NanGang Line



現在台北的捷運網內擁有一條縱貫台北西區的淡水線，從新店碧潭至關渡淡水河口，沿線以台北的自然景觀以及觀光風景區為主另一條捷運板南線則是由西至東的串連了台北所有重要的商業區，同時也貫穿台北發展史上幾個不同時期的代表地區鱸艸，西門町，台北城，頂好商圈，sogo商圈，信義計畫區以及南港經貿園，台北捷運的最東端，也為台北的東進發展史劃下一個句點



Nangang Exhibition Hall





Cleaning
Pasting
Spreading
Fitting
Processing



Cleaning
Pasting
Spreading
Fitting
Processing



Cleaning
Pasting
Spreading
Fitting
Processing



Cleaning
Pasting
Spreading
Fitting
Processing



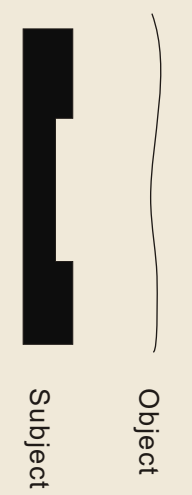
Cleaning
Pasting
Spreading
Fitting
Processing



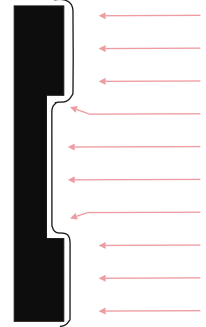
Chinese Rubbing

This article is about the **method of recording and reproducing textures**. For other uses

A rubbing is a **reproduction of the texture 1:1** of a surface created by placing a piece of paper or similar material over the **subject** and then rubbing the paper **with something to deposit marks**, most commonly charcoal or pencil, but also various forms of blotted and rolled ink, chalk, wax, and many other substances as well.

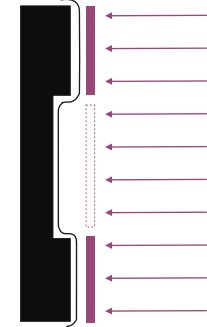


Fitting



Object
Subject

Processing

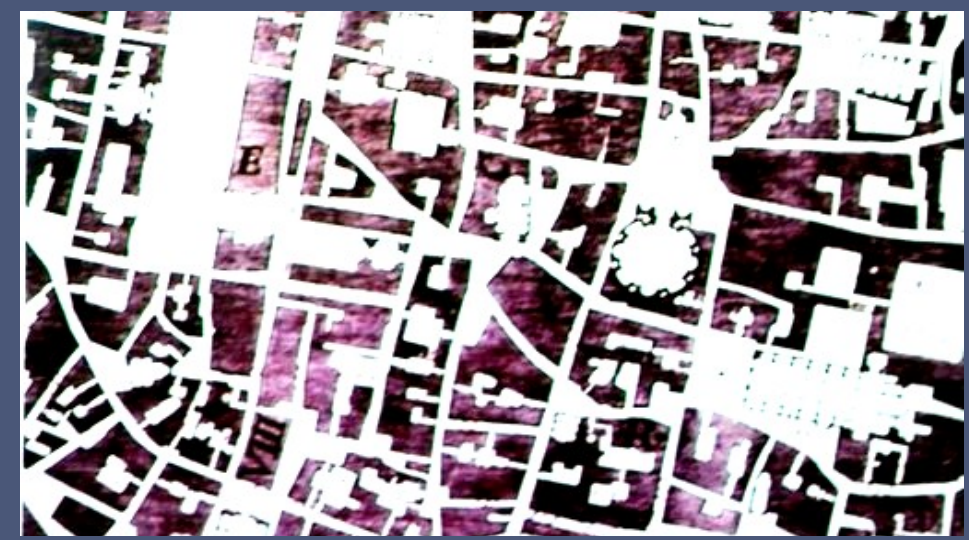


Object
Subject

Disseminating



Object =  Carriers



POCHE
The information is then defined





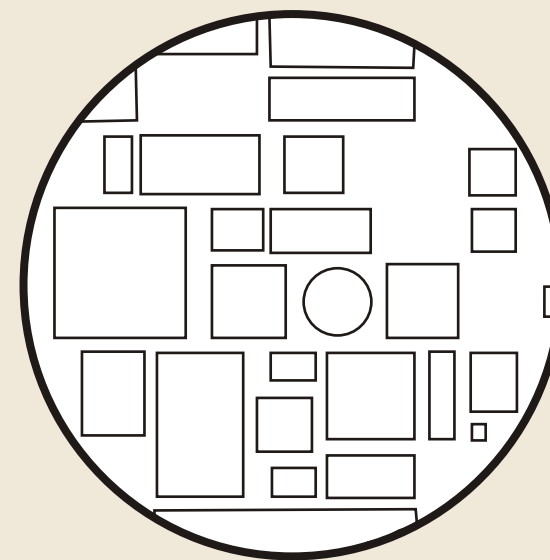
板南線跨過三個邊界，通過所有台北發展史上重要的中心並與台北發展方向一致的向東行進



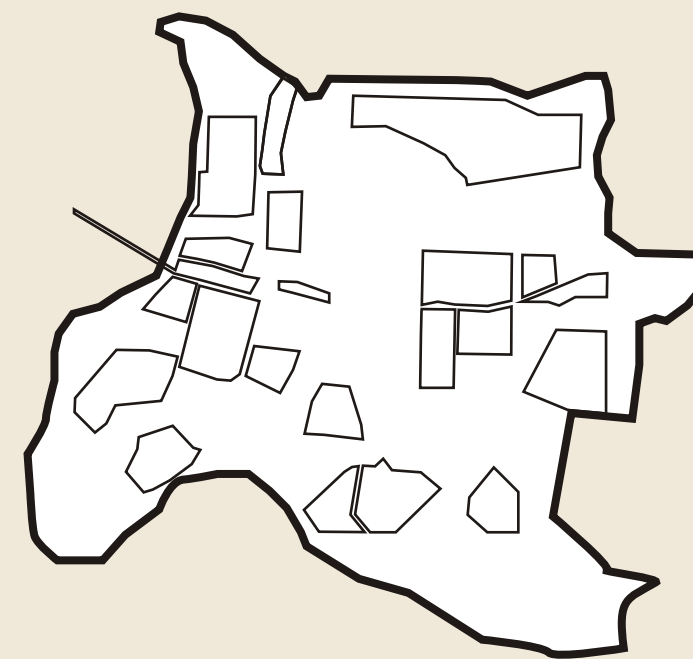
捷運線刺激沿線周圍的發展，使得台北的活動被重新安排，並往捷運沿線靠攏
人們透過搭乘捷運，拓得台北的資訊



捷運線包含在台北博物館的一部分，轉譯的是在拓印的過程中"fitting"的動作
因此在捷運沿線也將分成三段影像展覽，讓人們對台不同時期的台北有最快的認識

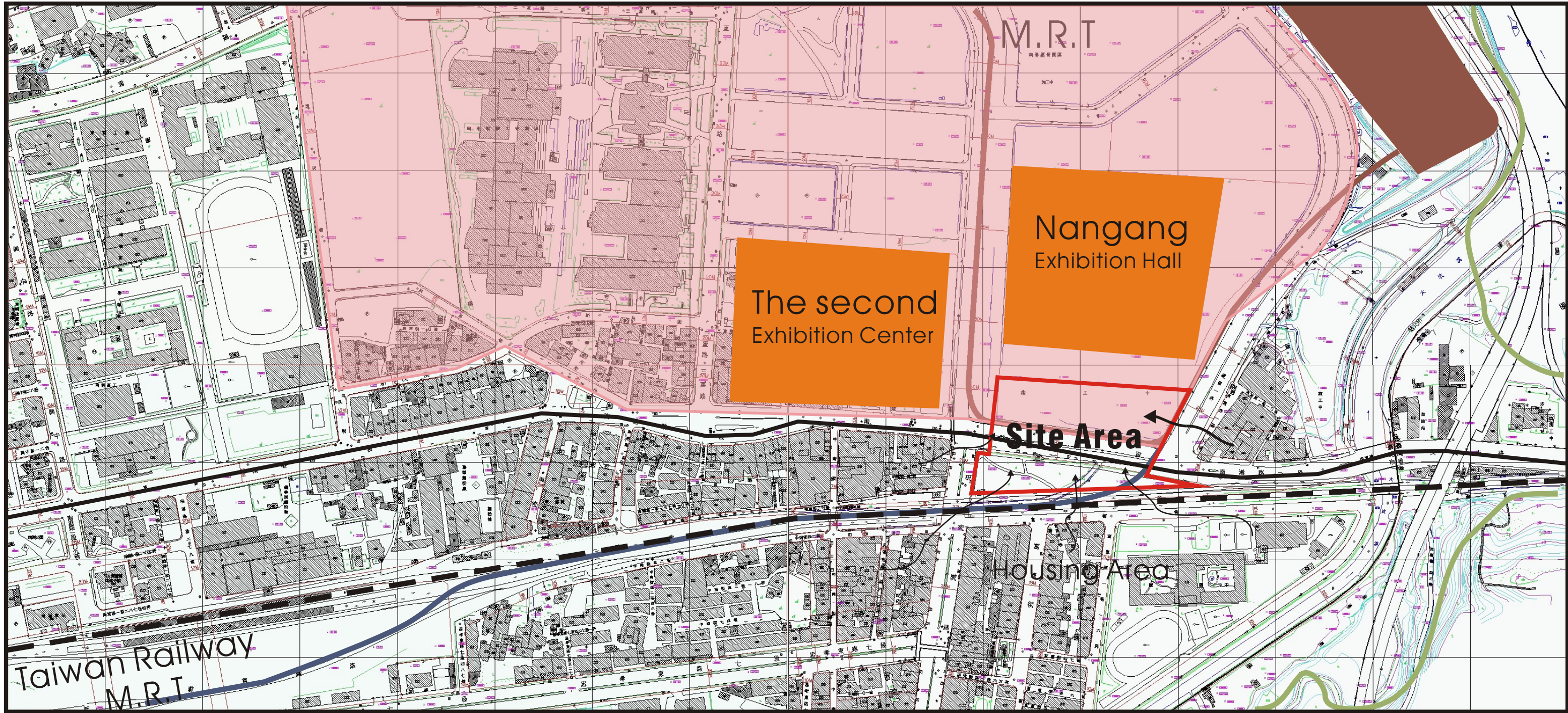


21th Century Museum of Contemporary



21th City Museum of TAIPEI



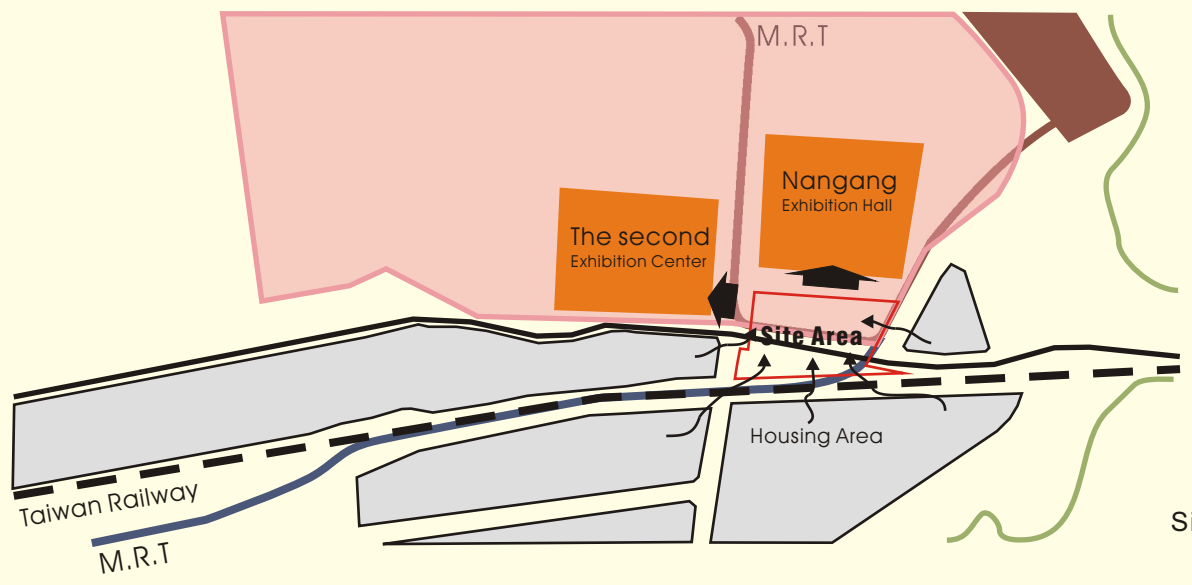


基地

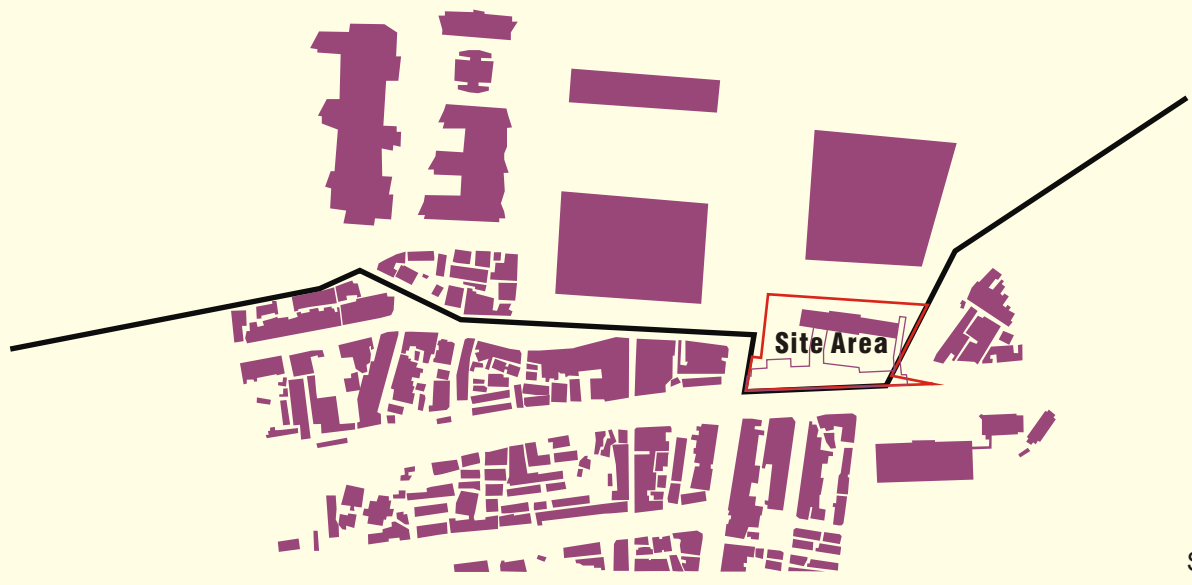
基地位於捷運板南線的末端
---南港展覽館站

位於南港經貿園區與南港展覽館之間
位於南港經貿園區與南港展覽館之間
位於南港經貿園區與南港展覽館之間
位於南港經貿園區與南港展覽館之間

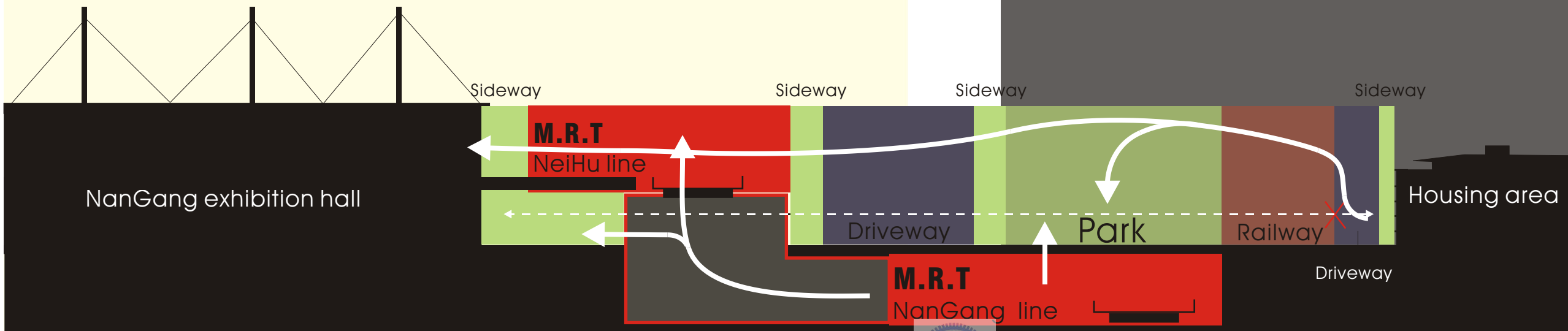




Site Function



Site texture



Section of site activities

The Building Scale



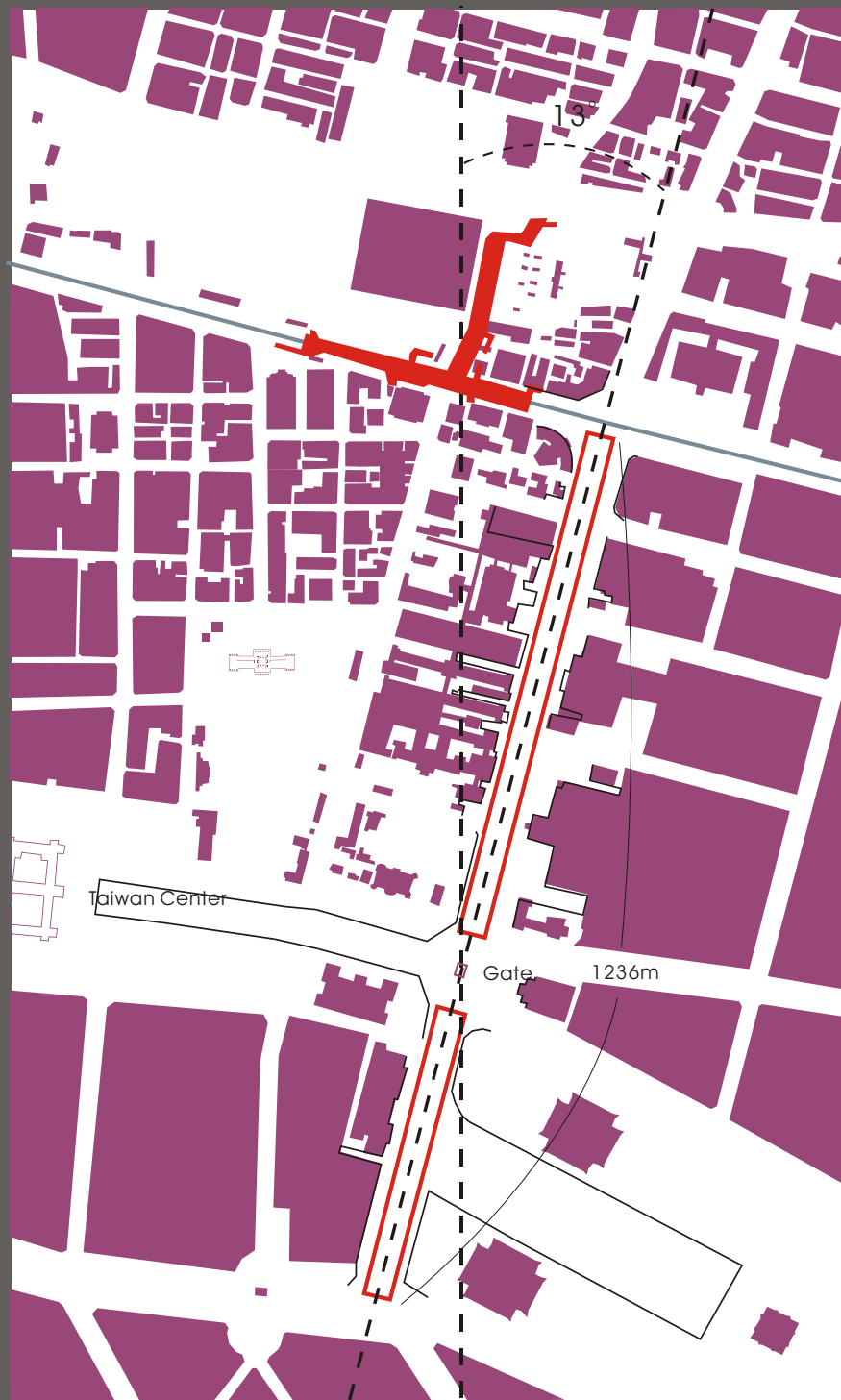
Eastern View of Site



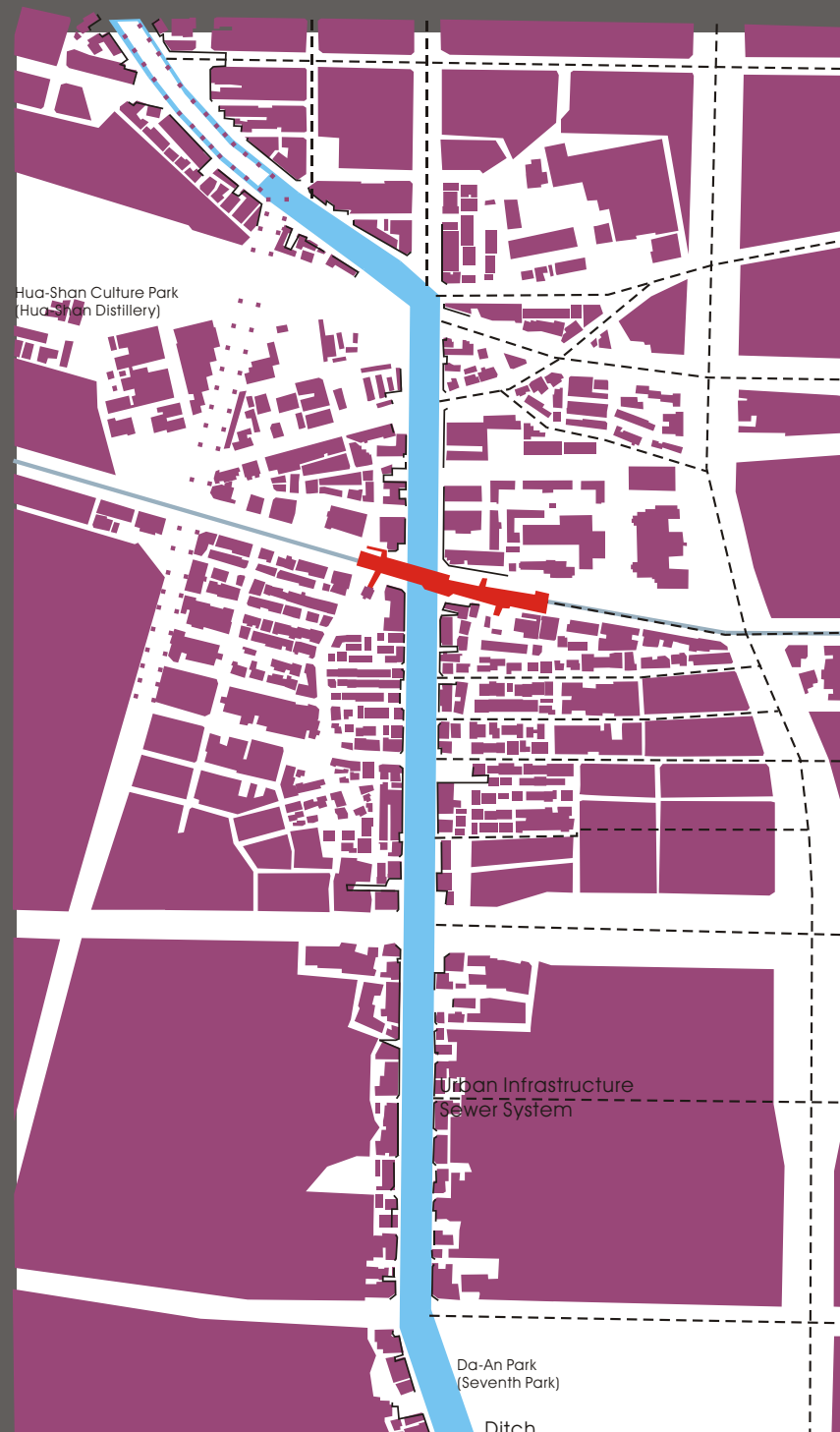
Western View of Site

建築尺度

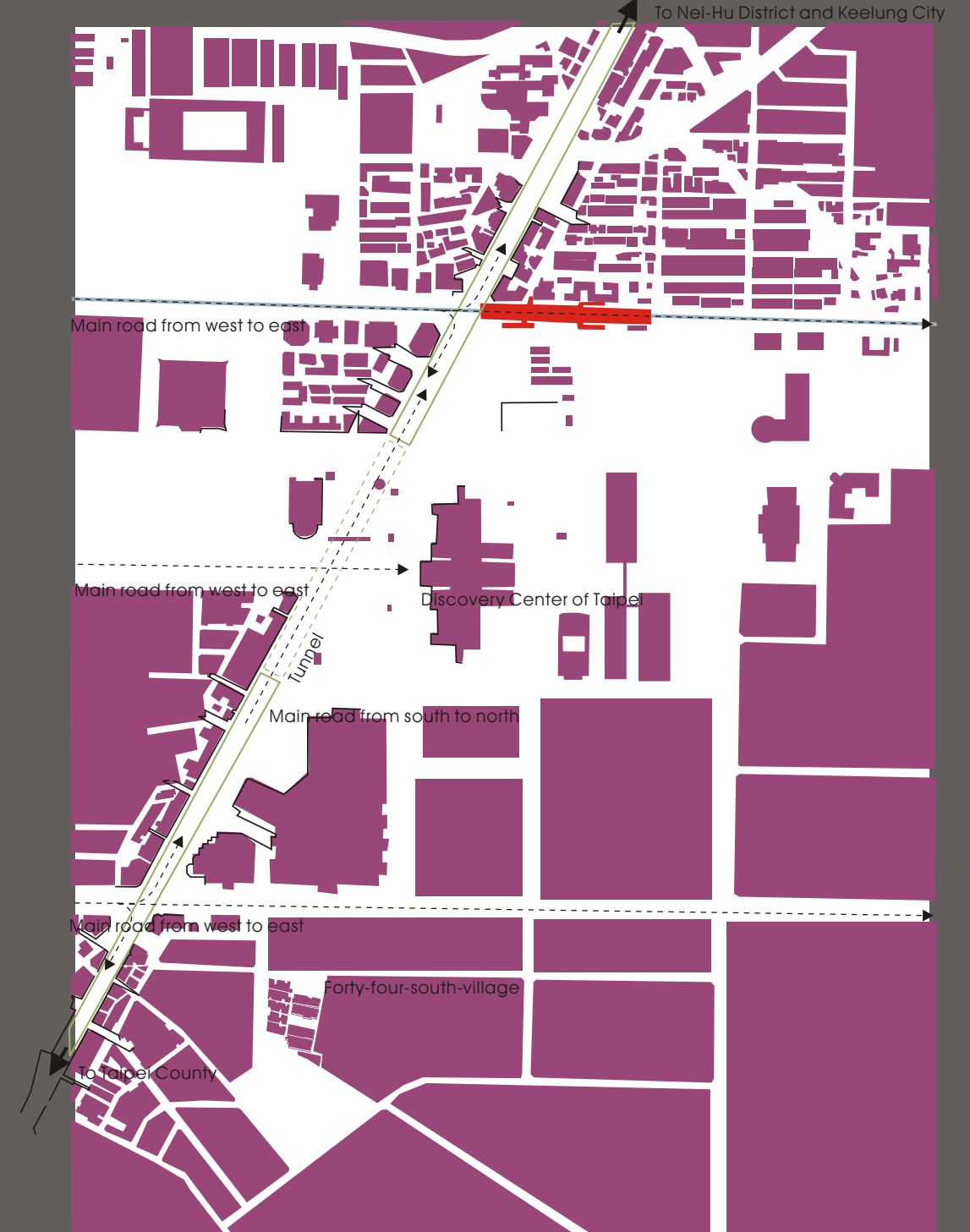
同時有六零年代的老舊社區以及兩千之後的南港新區，造成基地上的建築尺度的斷裂，當每條街道的辦公大樓基地間的尺度感也相當不平均，這都是潛在的不平衡。



Defensive Taipei
~1895



Urbanized Taipei
1896~1945



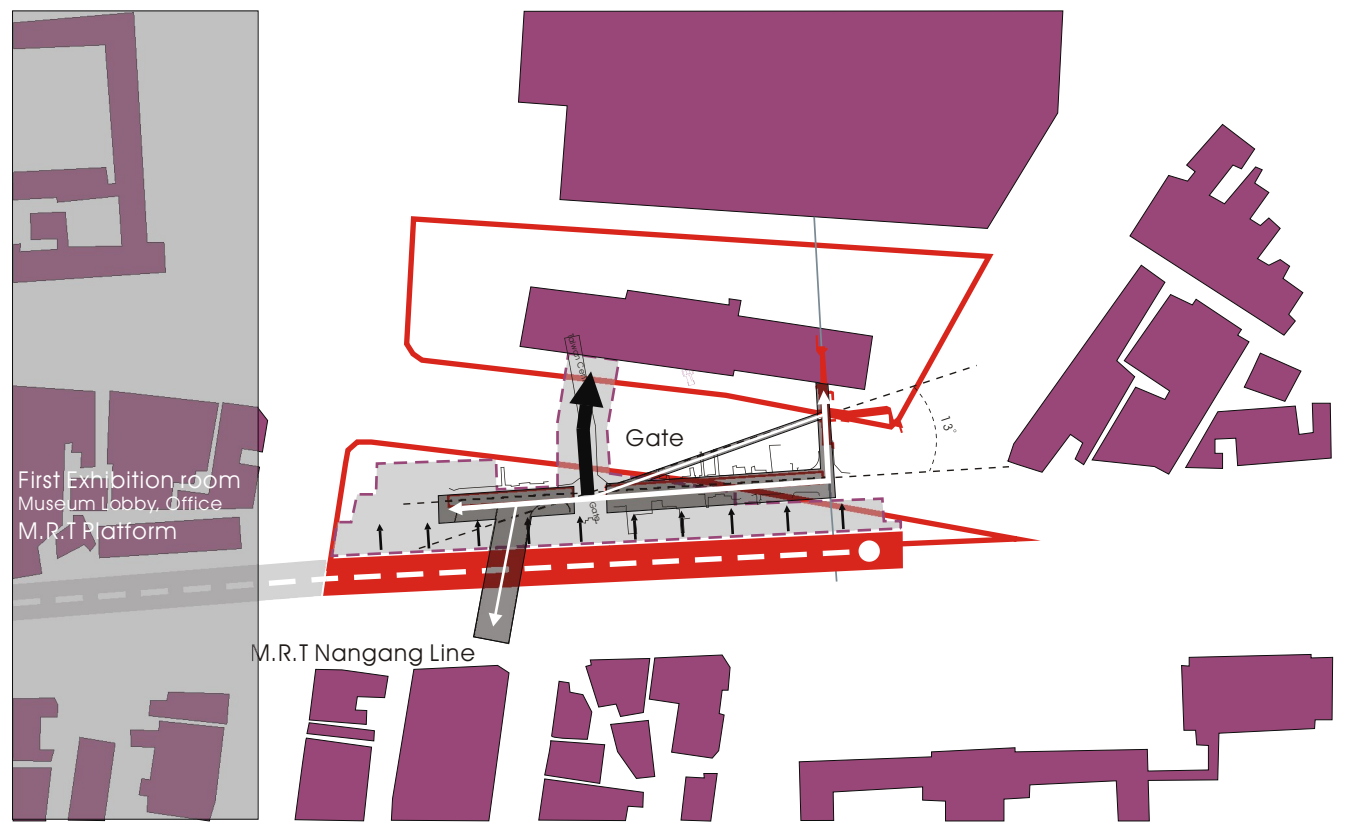
Efficient Taipei
1946~1975

拓印都市邊界

捷運板南線跟三條台北歷史邊界的交會點，就成為我拓印都市的據點。不同時期產生的邊界有不同的個性，清朝時期的台北邊界就是台北城的城牆，作為一個防禦性的邊界，城牆的角色就是保衛，分隔跟入口。日據時期的邊界就是原來的榴公圳，為了在台殖民，建構現代的都市，填蓋水圳發展成地下水道，以作為一個大型都市的基礎設施，同時通過這條邊界以東的台北也開始呈現規劃過的棋盤式紋理。民國時期的邊界，也就是基隆路，改自原本日據時期的戰備跑道，作為經濟起飛時期最東邊的重要道路，南北向的基隆路連接了所有重要的東西向道路成為台北交通重要的轉接器。



Site Strategy



The First Boundary

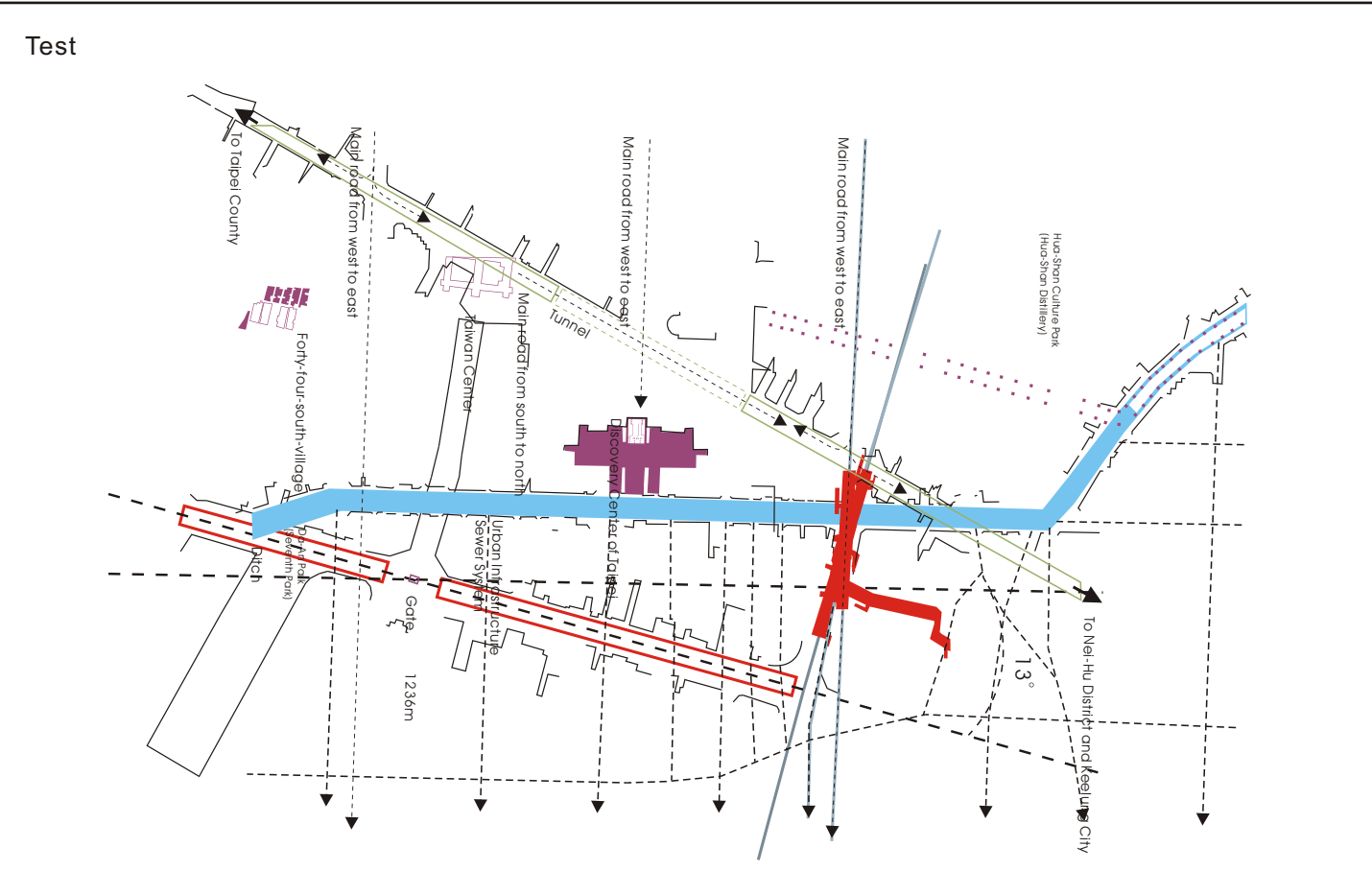


The Second Boundary

將三條邊界置入基地之後，在更據基地的條件以及問題產生變化，這就是拓印的第四個步驟 - 拓印基地



The Third Boundary



Test





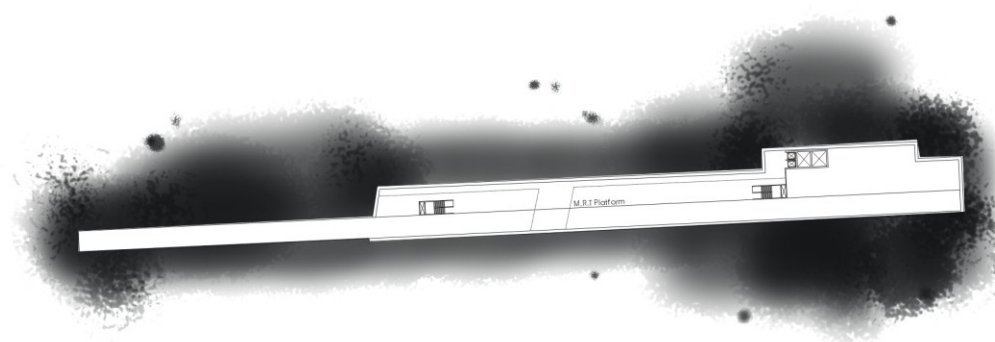
Top view -01



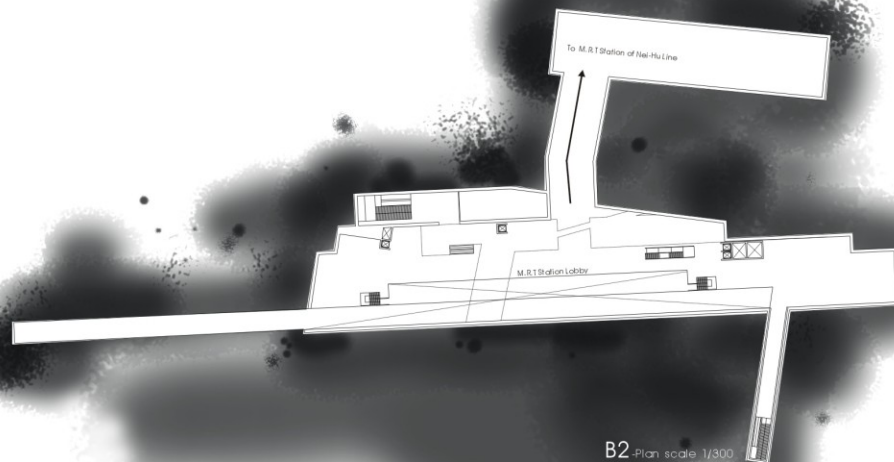
The Museum of Taipei City
Concept
Context
Site
Program
Design / Plans & Sections



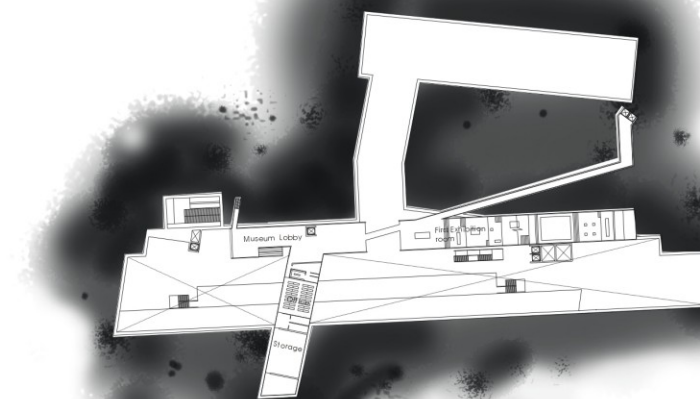
Plans



B3-Plan scale 1/300

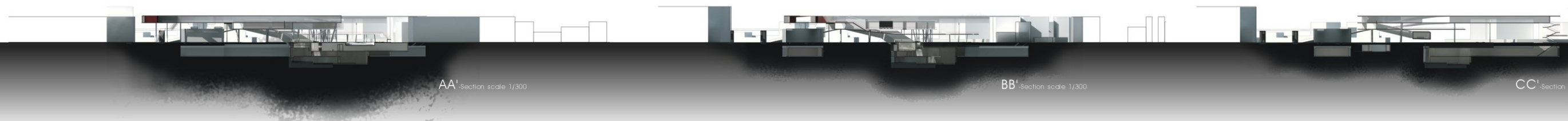


B2-Plan scale 1/300



B1-Plan scale 1/300

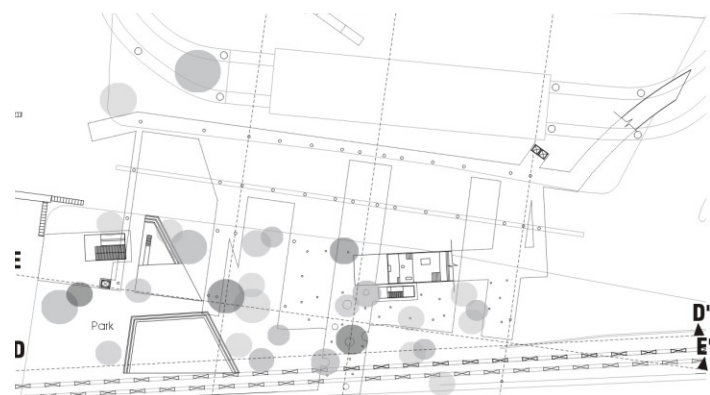
Sections



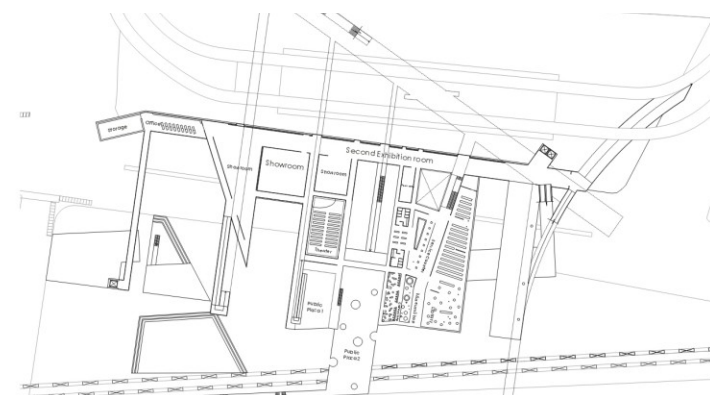
AA'-Section scale 1/300

BB'-Section scale 1/300

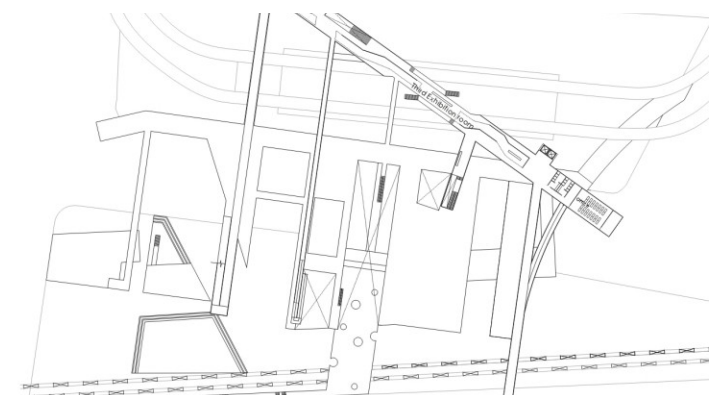
CC'-Section scale 1/300



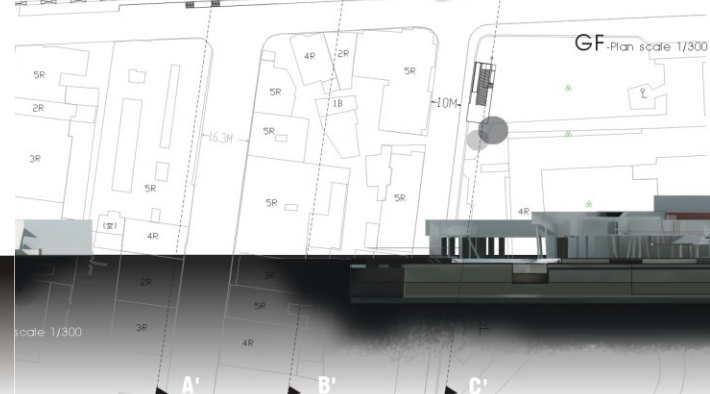
GF-Plan scale 1/300



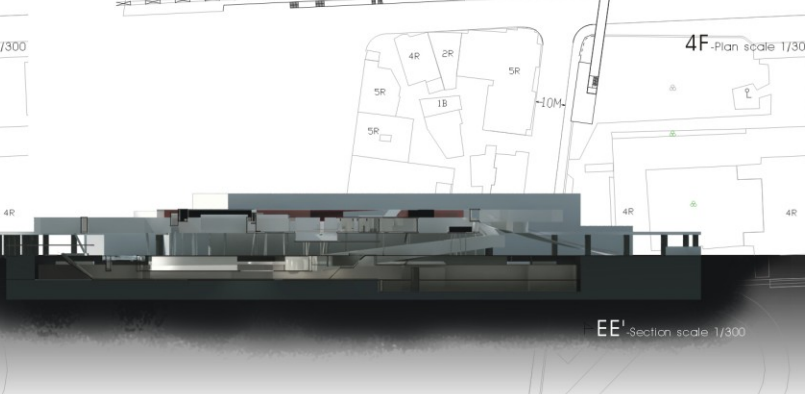
3F-Plan scale 1/300



4F-Plan scale 1/300



DD'-Section scale 1/300

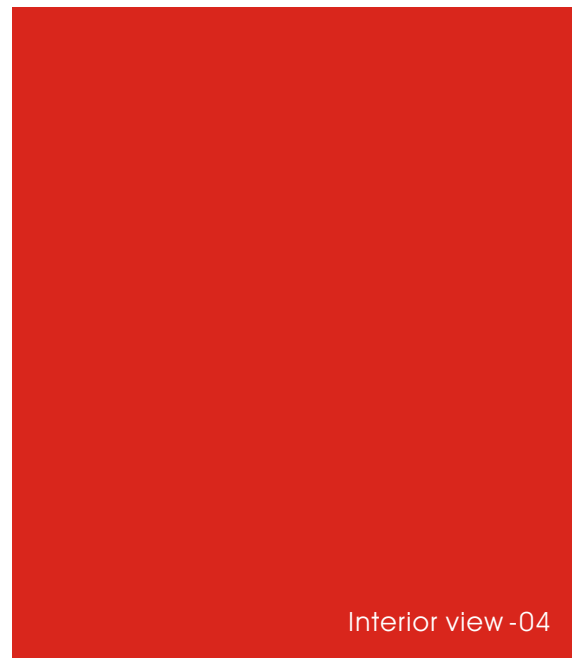


EE'-Section scale 1/300

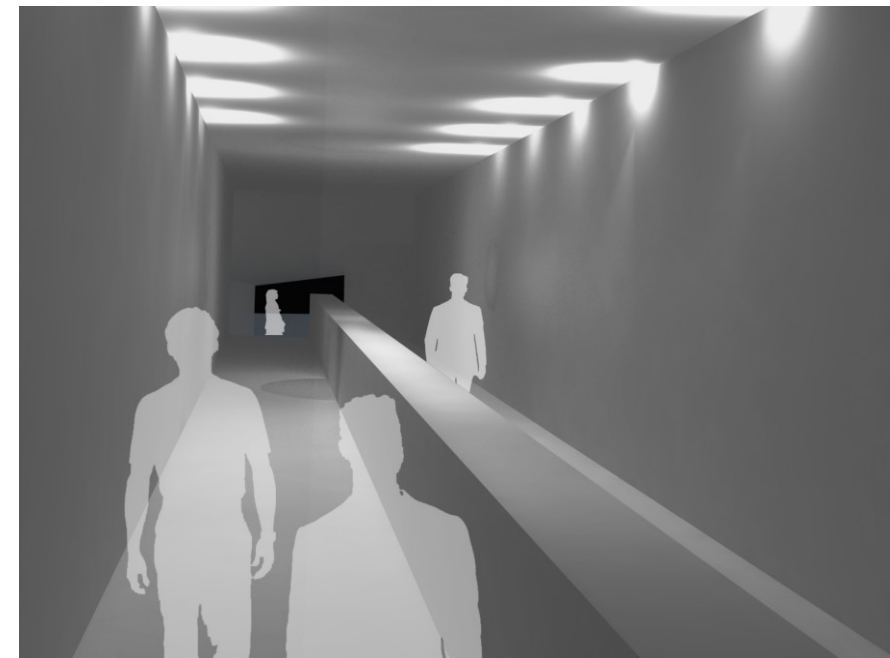




Interior view -01



Interior view -04



01- 經過拓印都市的旅程來到了南港展覽館站

02- 經過捷運站的關口發現通往另一個空間狹長通道

03- 前方空間向上伸起，一個一個靜態展覽空間階梯狀的向上延伸

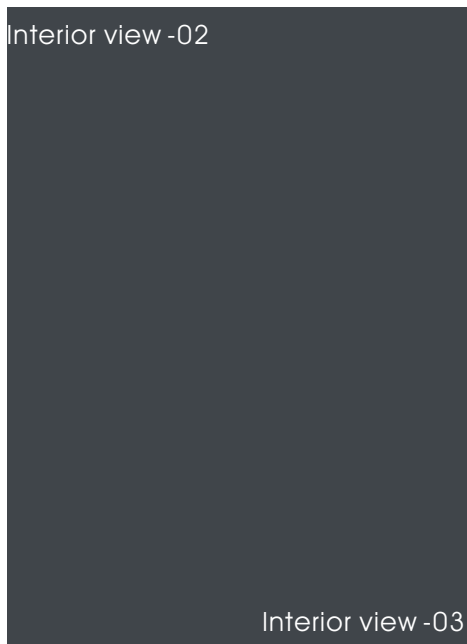
04- 通過第一個展覽空間，一轉向進入一個密閉的垂直通道

05- 再一個轉折忽然已爬伸到馬路的另一端，眼前的長廊同時具有靜態與動態的活動，空間呈格子狀分布

06- 走到尾端看完第二次世界大戰的展覽，到了一個外端安靜的迴廊，眼前是六零年代的寧靜社區



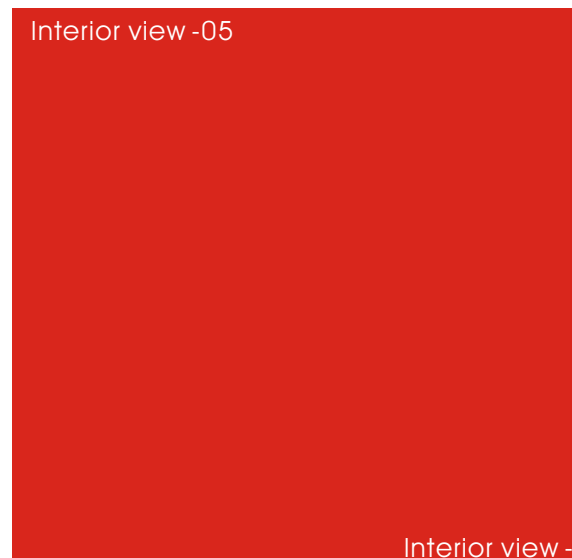
Interior view -02



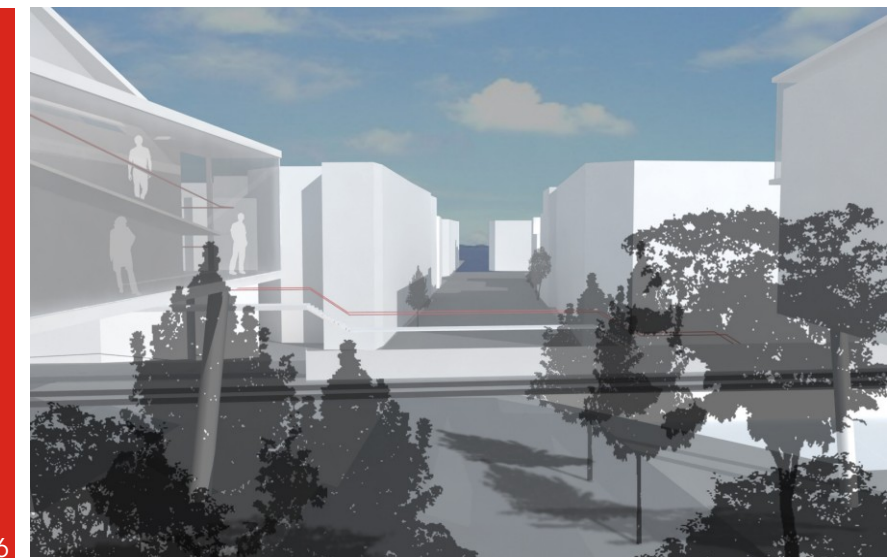
Interior view -03

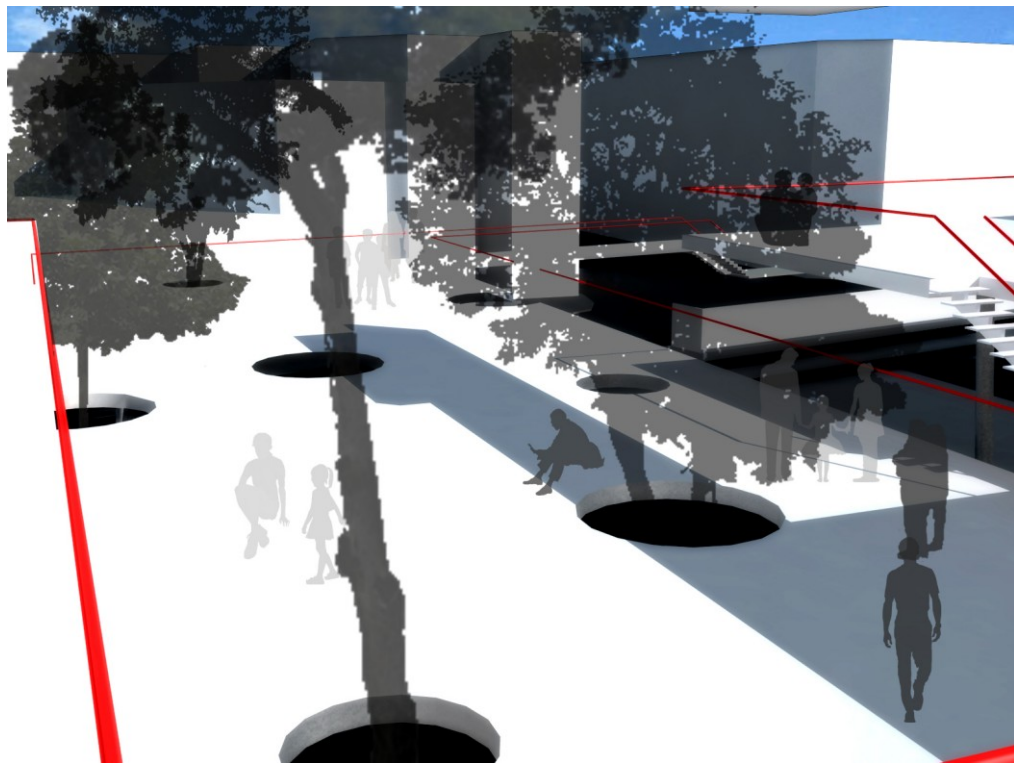


Interior view -05



Interior view -06



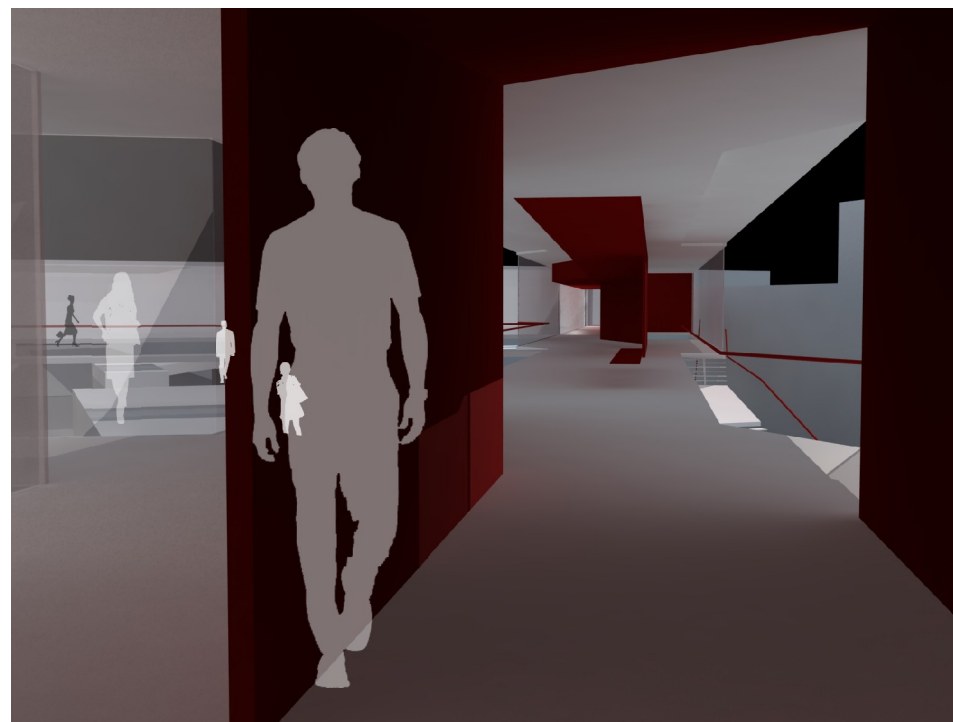


Interior view -07

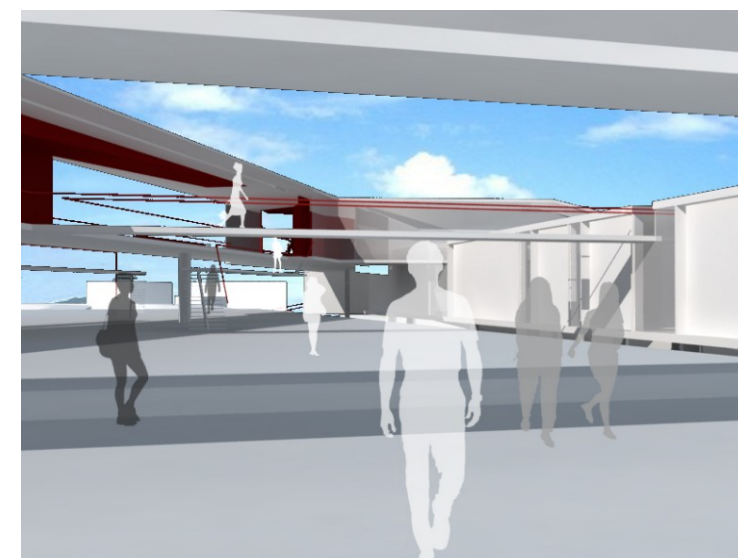
- 07- 迴廊的尾端通道一個戶外的連接橋上，腳下就是社區公共空間
- 08- 通過迴廊，又回到室內，末端有個樓梯向上通往第三個展覽館
- 09- 第三個展覽館位於捷運站月台上方並結合在一起，整個展覽空間的調性就是流動
- 10- 捷運內月台回看第三展覽館



Interior view -08



Interior view -09



Interior view -10



Competition

2007 台灣創意設計大賽

經濟部工業局

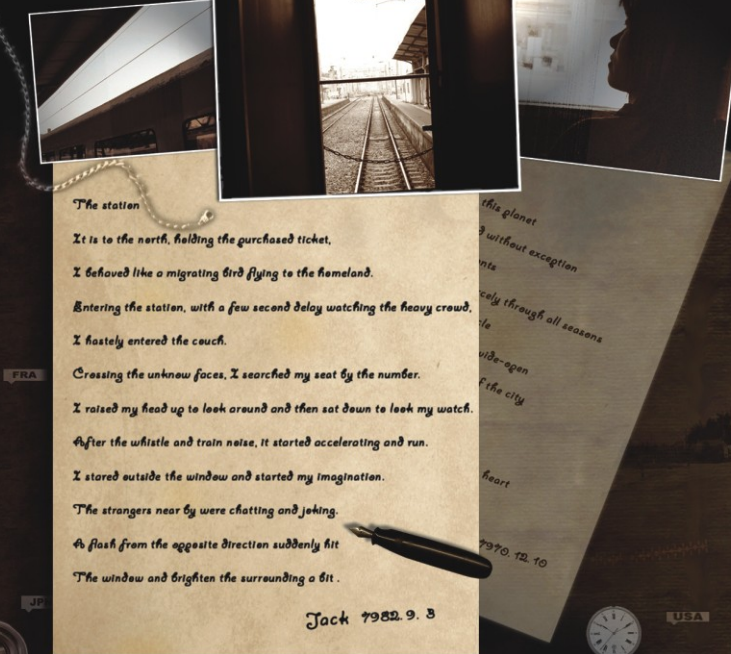
2008 海峽兩岸空間設計競圖

台灣建築報導雜誌社

Yesterday Once More

Human's laborious work has been bustling, therefore, the life was short the opportunity which and the mind bumped touches. When time goes by, the mind started void lonely. Once possibly was an old ticket, exudes the yellow picture, let you remember certain past section of past events every bit of property. When scenery thing these recollections had can once more and the mind meets. If we can with the mind dialogue, sometimes the light to flow every day the time X-ray machine leads us to return or has the place which the random gate may go to us to want to go...

My diary My memory...



Sometimes I'm thinking about...

Annie: How are you? Do you have any request that we could provide service for you?
Jack: I am fine, how are you? I would like you to build a "Heart of Garden" for me.
Annie: OK! Do you bring any photograph along with you?
Jack: Yes! This photograph on my hand, please take a look.
Annie: Sir, kindly write down your information and request details.
After silence for a few minutes later...
Jack: I have finish filling up the form! How long do you need to take to completed my request construction?
Annie: It will about three weeks! During this period we will keep in touch with you.
Jack: OK, alright thanks for your kind assistance.
Annie: Don't mention it, See you again.
Jack: Bye!

Saving The Image into The 1D Key

OVA Cave 01

OVA Cave 02

OVA CAVE Yesterday Once More

Office / Virtual / Animation

The reappearing of memory passage
Compressing time into this cave
Keeping the cherish memory



OVA cave

This is an integrated space of digital technologies and offices.
When the ID KEY is plugged in and people are wearing the 3D glasses,
the surrounding partition is not what you see anymore.
It can change to the scene of a railway carriage.
And the original seat becomes the one in the railway carriage.
It collapses the boring atmosphere in the office.
In OVA CAVE, people can have their own emotional spaces.
Work can be very solemn, but also can be very leisure.
This is OVA CAVE.

Details



3D glasses
Different Theme in Office



In the Crowd

operation manual

1 Introductions
We can always have our own private space no matter when and where. It is the game belongs to me and myself. Is there anything difficult for you to speak out in the crowds? The function of headgear includes MP3 and cell phone. It is my own secret mobile theater even when I am in the clouds, MRT, library and so on.

2 Type
Relieved
Peace
Restless

3 Product Specification
Front: Nervous
Inner
Mp3
USB
Cell Phone
Spiracle
Connect
Cell Phone
Blow

4 Using

Made in KG Cooperation

In the Crowd
4x4 Competition

BITE

Office Series (01)

Introductions

What are you doing when there is something in your mind? The game between human and sub-consciousness has been happened all the time through the way you never notice. When you bump into the choke point, new excitement will bring you new epiphany. We provide you different themes and flavors. While you biting Albert Einstein's thumb with the flavor of strawberry, the most difficult physics problems in your brain will be solved immediately.

1 Type
Baby Finger, Men's Finger, Women's Finger, Hurt, Strawberry, Milk, Curry, Mint, Chocolate, ET's Finger

2 Product Specification
Slot, Twist

3 Using

Bite

4*4 Competition

Competition is the essentiality of game. We blend the space-greening idea into the working atmosphere in the office by competition. In order to let the relationship, we call it "Frienemy", between the colleagues much stronger. The desk and the pot plant become a unity of DIY OA furniture. There are earth and the seed in the box. Let's begin planting trees, working and playing games.

Left
Back
Right
Front

Gather Water

Office Series (02)

Introductions

Are you lost in the reverie? The game between human and sub-consciousness has been happened all the time through the way you never notice. We are going to tell you how important it is to have both unreality and reality. Also, we are going to remind you how precious your time is. We have different proportion of muzzy time everyday. Take it!! But remember to start working after you run out of it.

1 Product Specification

NEW ARRIVAL !!

9 23





H-Gen

宅世代

H-Gen 01-02



Subject

網路世界在現今已經成爲一個相當巨大的資訊體，網路所能提供的便利也在慢慢的取代實體世界裡部分的生活行爲，例如：購物，資訊交流等社會上慢慢的出現一種族群，對於資訊的發展具有強烈的敏銳度與興趣，同時也是網路世界的高度依賴者，他們平時深居簡出但是靠著網路世界依然能達到許多生活上的基本需求，他們不善於與人相處但是可以透過網路世界維繫他們龐大的人際關係，網路世界是他們對外最主要的窗口因爲他們大部分的時間都是待在家，所以通常在這樣的族群前面會加上一個宅，這個字從''住家''這個名詞演變到''待在家''這個動作的動詞，後來又變成用來形容''愛待在家的''人的形容詞，現在則成爲這樣一個族群的代名詞，而這個族群的數量跟著網路的發展還在日漸增加當中，在未來更可能變成一種很普遍的生活型態，因此，我們的團隊針對這樣的演變提出一個想像的可能，並不是專門針對於某種特定族群，而是針對日漸普遍的生活型態提出一個具有創意的原型。

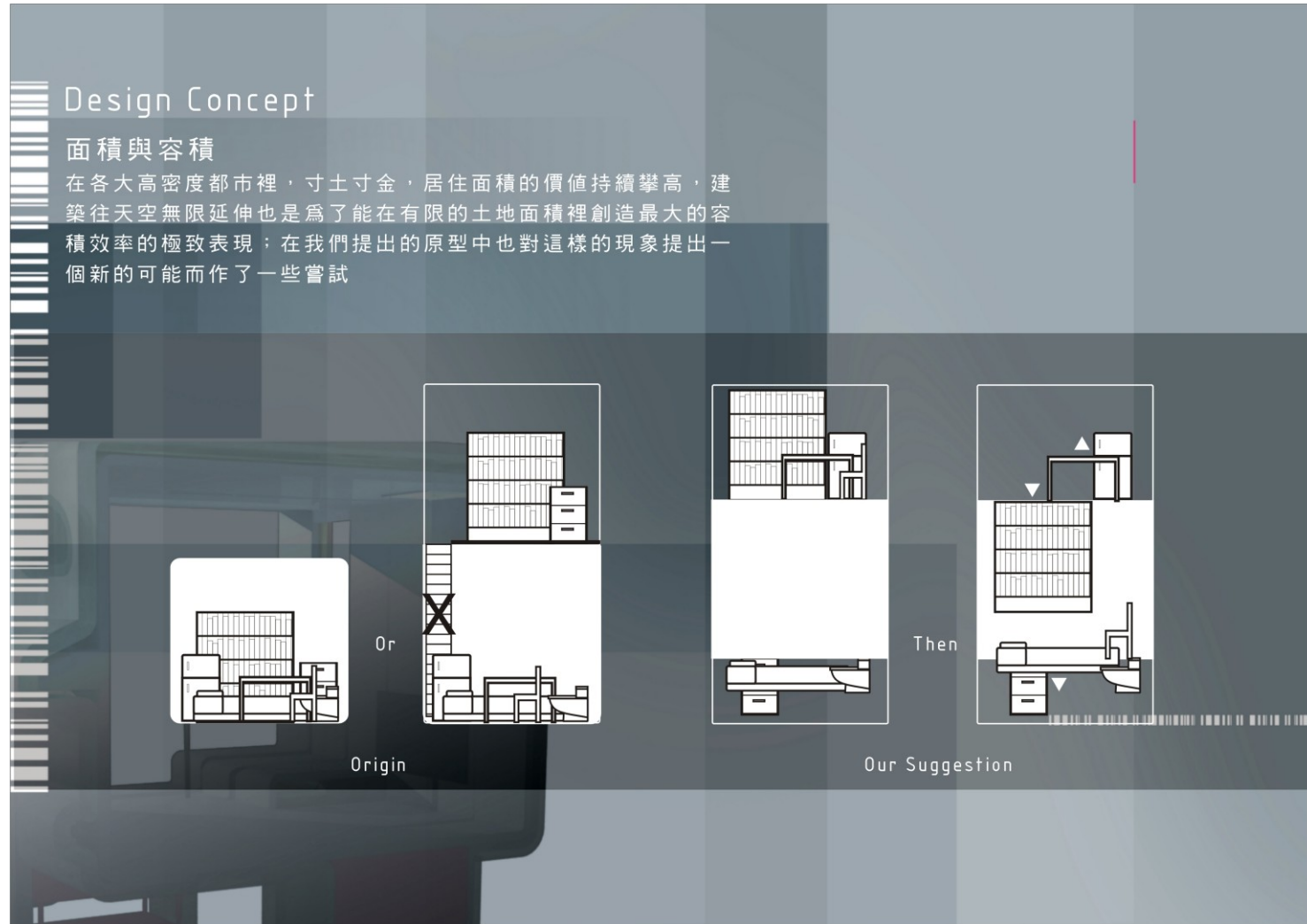
H-Gen 03-04



BACKGROUND

人口密度不斷的趨向一個飽和的極端，高度人口密集在亞洲已經變成各大都市的基本問題；然而資訊科技的發達：網路以及遠端遙控系統介入生活空間，使得一般人能夠在家裡就掌握許多事情，而居家空間也因此趨向於一個更多元複合的使用型態。

Inter_83



Design Concept

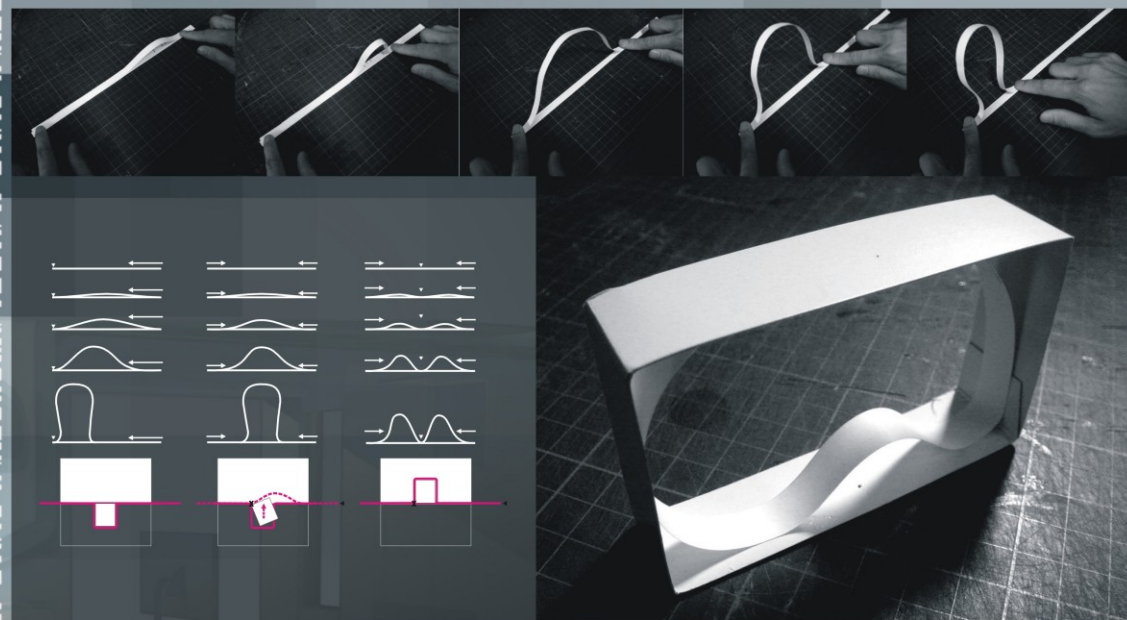
面積與容積

在各大高密度都市裡，寸土寸金，居住面積的價值持續攀高，建築往天空無限延伸也是爲了能在有限的土地面積裡創造最大的容積效率的極致表現；在我們提出的原型中也對這樣的現象提出一個新的可能而作了一些嘗試



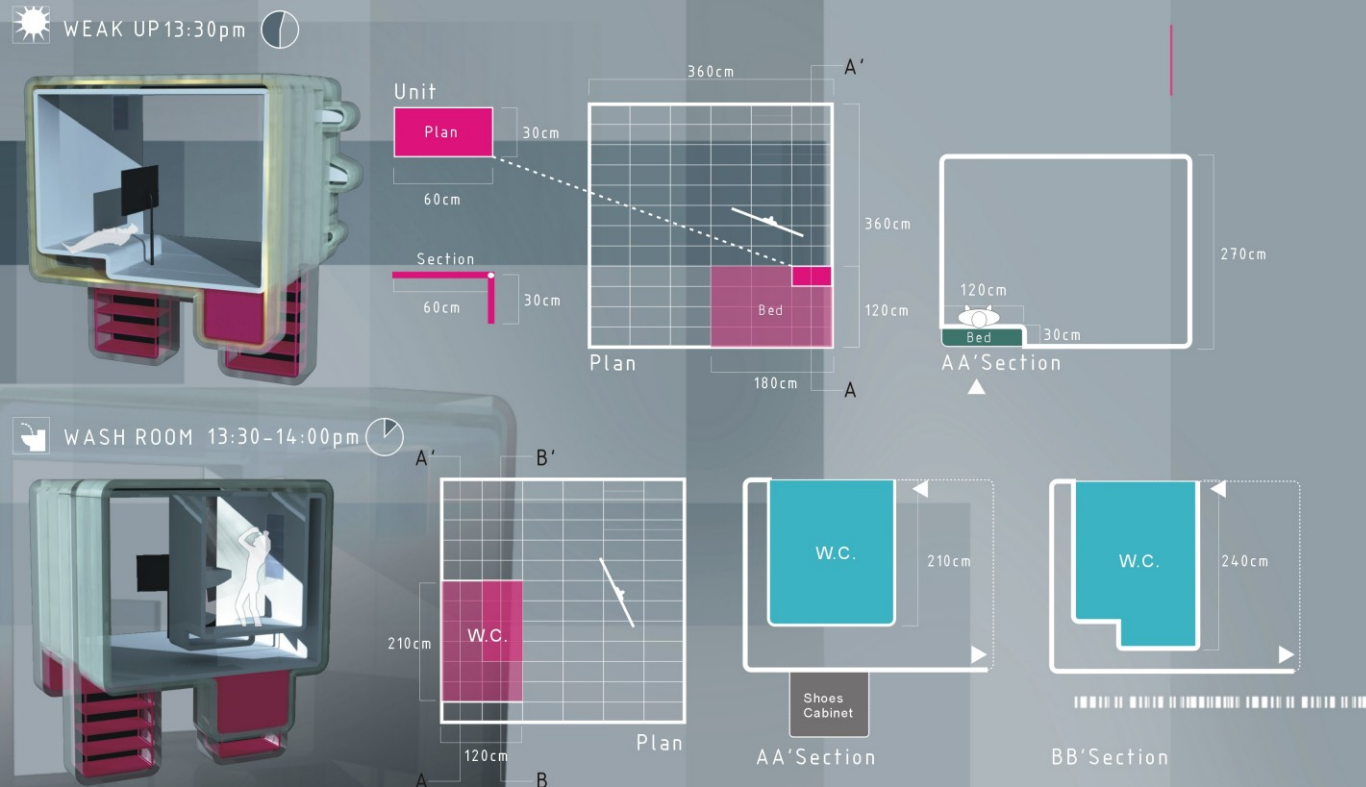
Inter_84

Design Concept



可型變複合空間
 爲了能在有限的空間中作出最大的彈性，我們延續上述對於容積的嘗試，並藉由四週可變化的牆面讓儲藏家具的空間跟主空間可以互相交換而達到真正多元，複合的使用狀態，我們利用這種可變化的性質讓工作，休息，娛樂等空間同時壓縮在一個有限的面積內，除了回應高密度居住的問題之外，也對"宅"的生活型態提出了一個原型。

Schedule



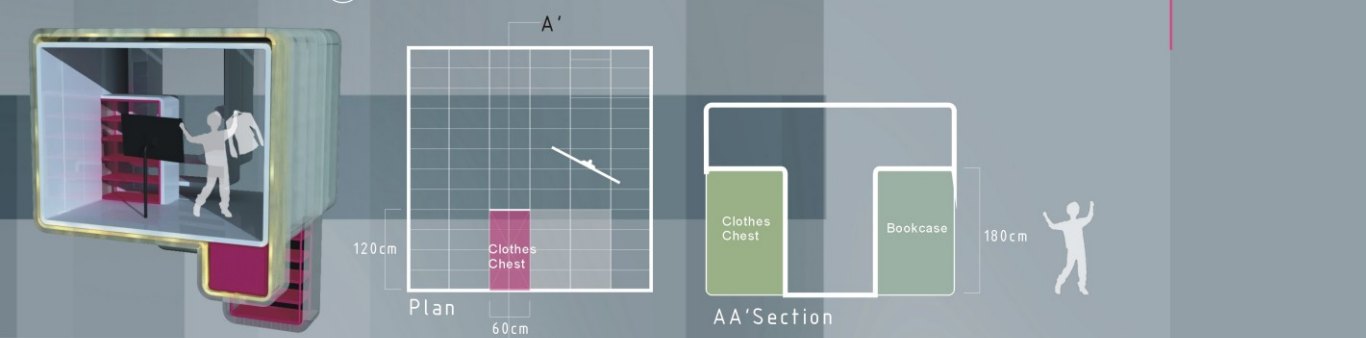
H-Gen 05-06

H-Gen 07-08

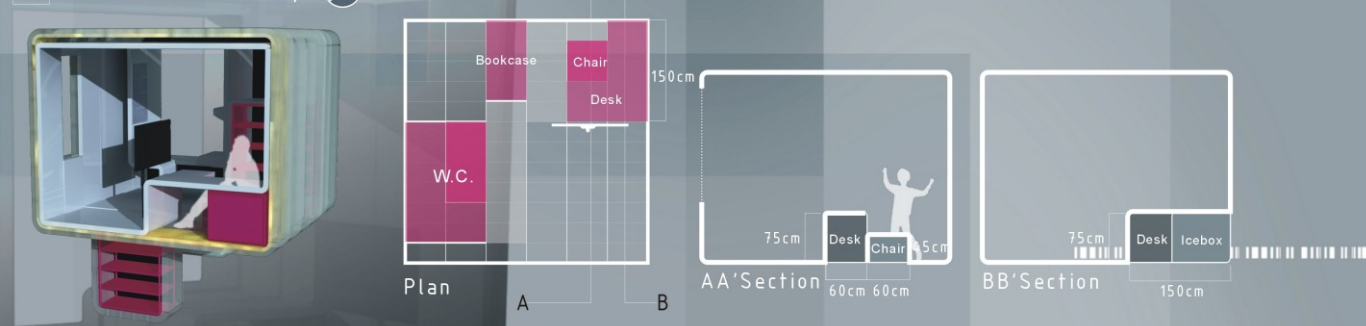
Daily Life

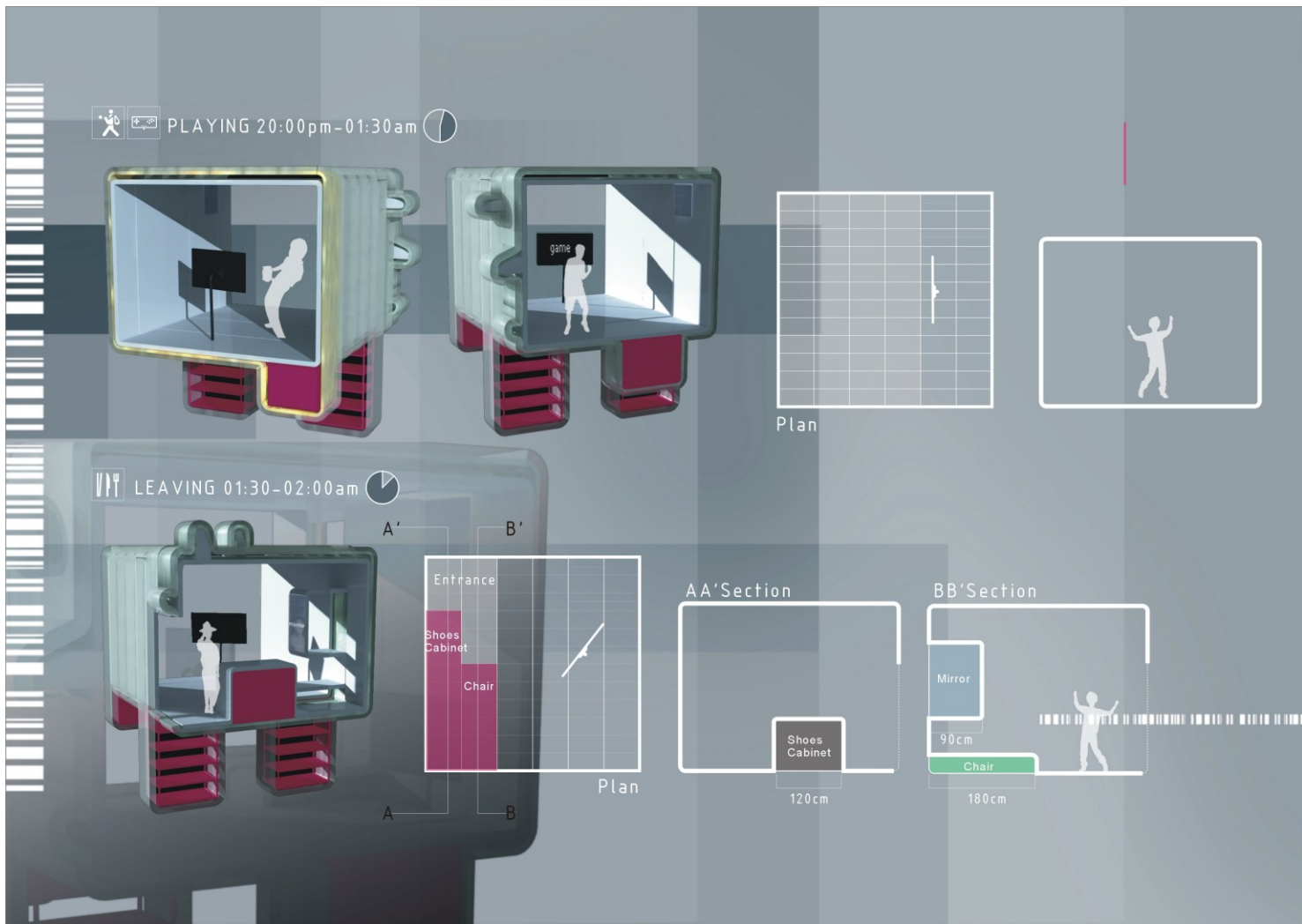
- 13:30pm
- 13:30-14:00pm
- 14:00-20:00pm
- 20:00pm-01:30am
- 01:30-02:00am
- 02:00-05:30am
- 05:30am-

WEARING 13:30-14:00pm

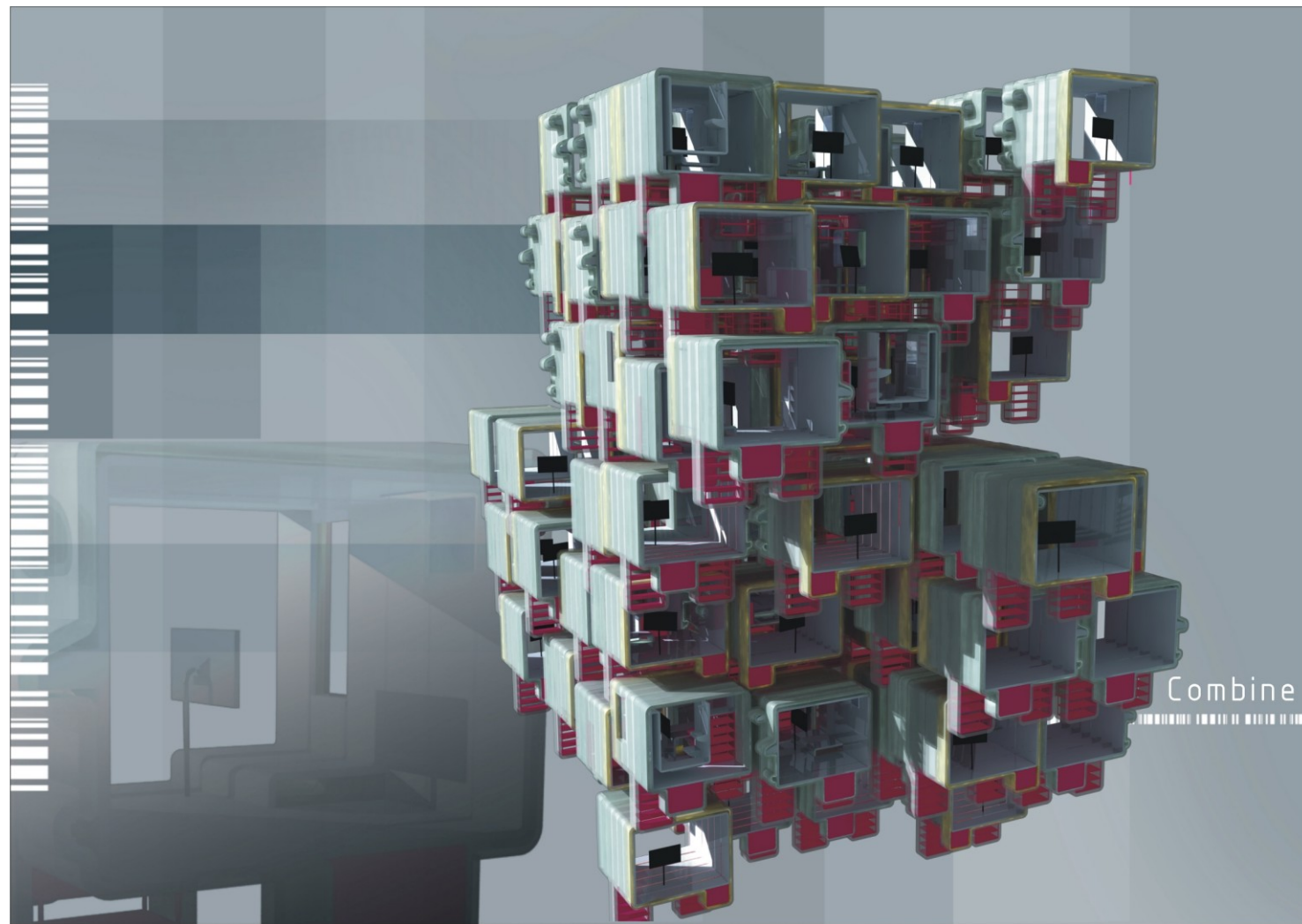


WORKING 14:00-20:00pm

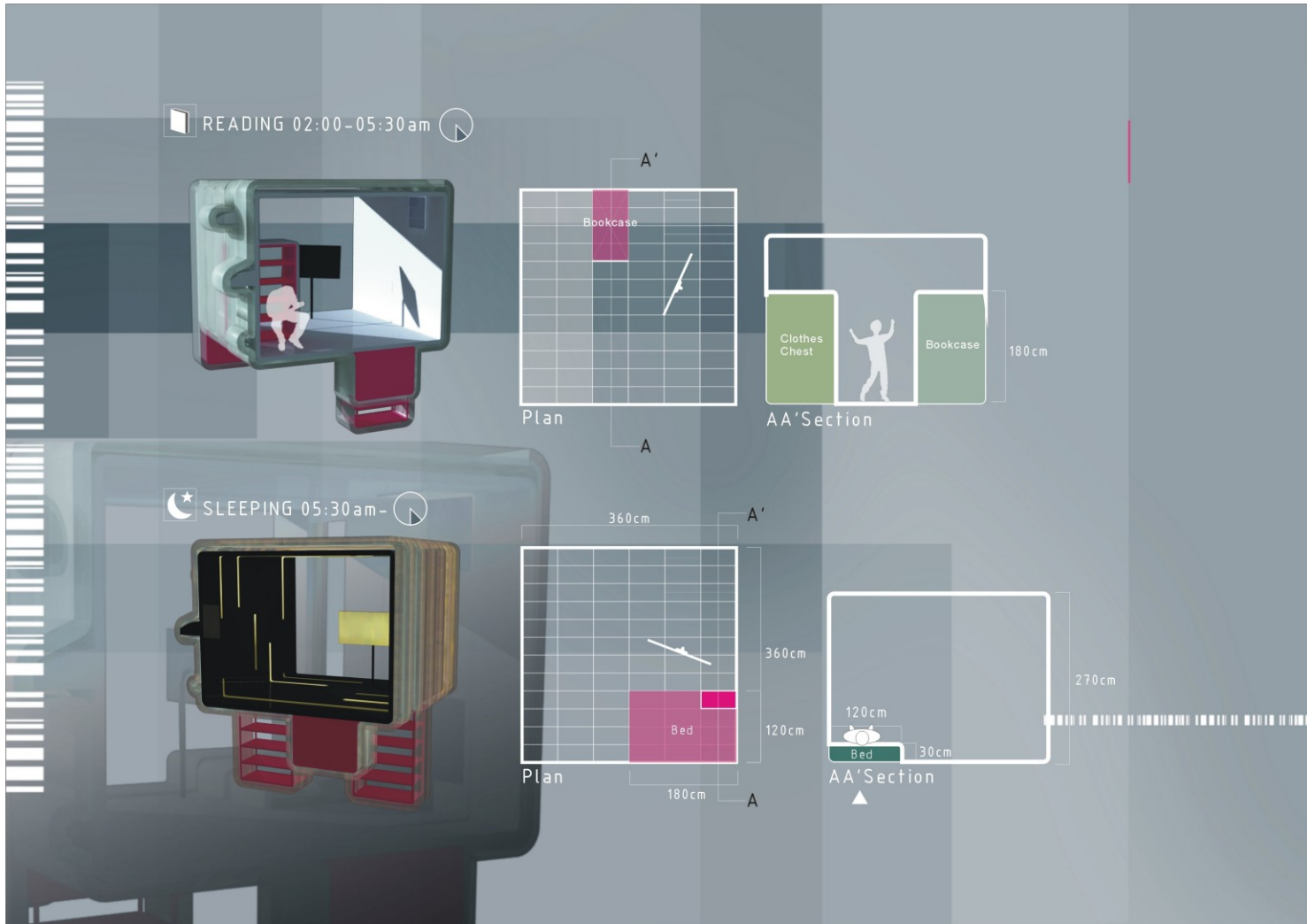




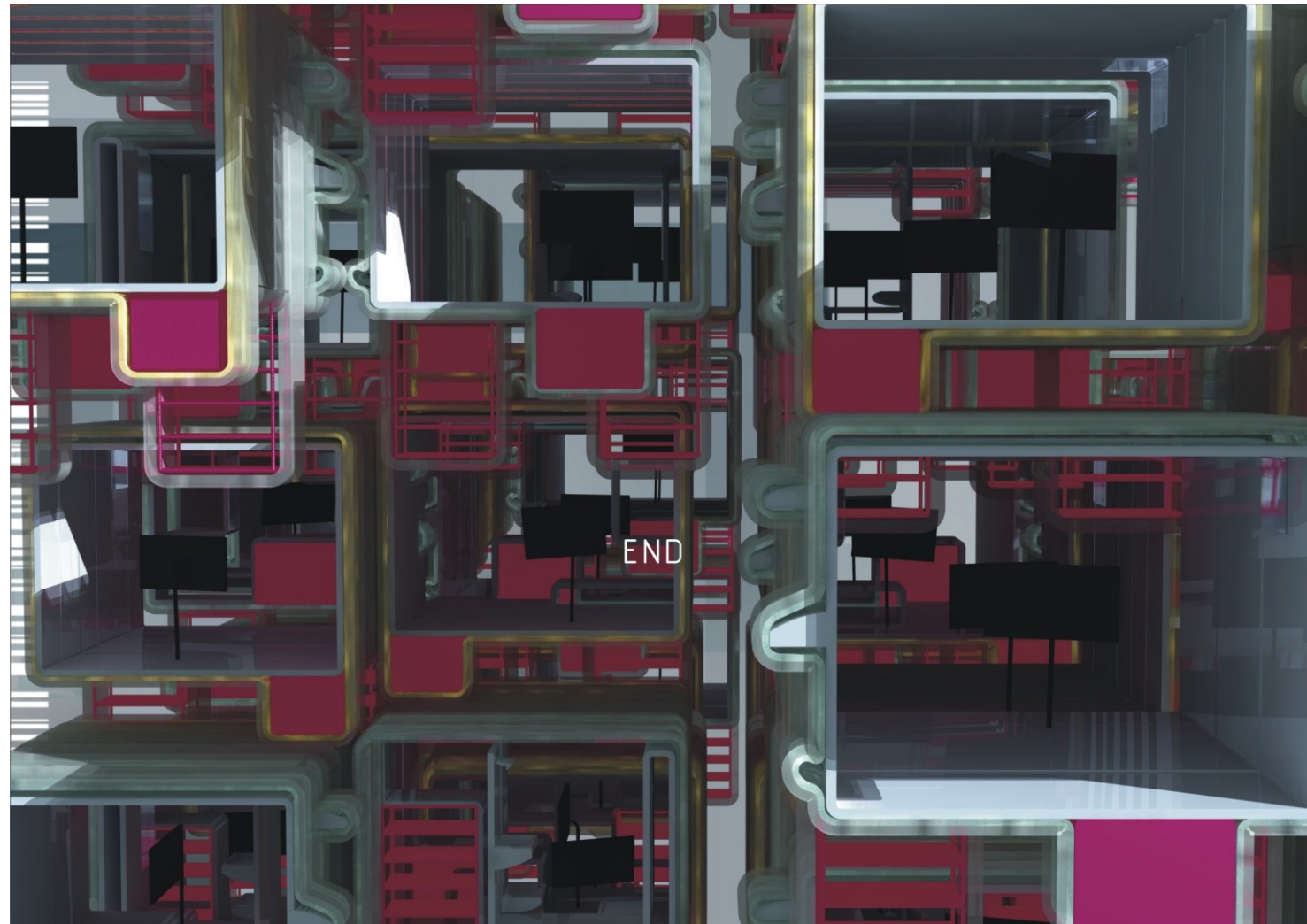
H-Gen 09-10



H-Gen 11-12



Inter_87



Inter_88

