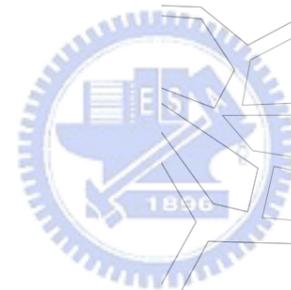


異養建築  
Heterotrophic Architecture

Chia-Ching Lien 06-08 連家慶



# 異養建築

Heterotrophic Architecture

## 摘要

在生物界，生物採用有機物作為能量來源則稱為異養 (heterotrophic) 生物，反之如果採用自然作為生長的能量，則為自養 (autotrophic)。

那在建築上，異養建築 (Heterotrophic Architecture) 可以說是透過建築以外的“有機物”來作為設計發想的背景，這“有機物”可以是 哲學、心理、聲音，科學、藝術...等，透過這些非建築理論來重新思考建築的可能性是這篇設計論文的主要目標。

在傳統建築設計，常透過建築理論作為設計的發想背景，像都市脈絡、環境、行為活動...等，以讓建築產生了固定的模式、固定的組織、固定的構成，這讓建築有了深厚的背景，相反的也讓建築失去了其他可能性的機會，本設計論文嘗試打破這傳統的包袱，讓建築有更多可能性的機會，這些可能性的背後需要有理論作為背景，可以運用其他非建築的理論來達成設計的邏輯推演，而產生新的構成方式。

本設計論文分別透過三種不同的理論作為背景，1. 心理 (建築師的下一步) 2. 哲學 (易經) 3. 藝術 (Golio romano), 在這些背景的支撐下，發展新的設計可能性。

本設計論文包含了我在交通大學建築研究所設計組 2006年-2008年這兩年的設計、媒材實驗、參與研究案的成果

關鍵字：建築、設計、壓縮、重組、哲學、易經、藝術

## Abstract

In the biosphere, the biology obtains food from organic material as energy is called heterotrophic organism. Otherwise if it makes it's own food naturally as energy is called autotrophic organism. Then in the Architecture. The idea of the design of the heterotrophic architecture would be shown that is on the bas of "organic materials", for example, Psychology, Psychology, Sound, Science, Art and soon, is out of the construction. The essential target of this design thesis is by the un-architectural theories to re-think possibility of the architecture.

In the traditional architectural design, people gets associated with the architectural theory as the background of the design. Like the Urban context, the environment, the action etc, it makes architecture cause the fixed pattern, the fixed organization, the fixed constitution, This makes the deep influence of the architecture. On the other hand, it makes the less chance of possible opportunities. Be hind these possibilities, it needs theories to support and it could use other un-architectural theories to achieve the logic of design. Therefore, it produces the new constitution.

Get through this design thesis, there are three kinds of different theories as background, 1. Psychology (the architect's next step) 2. Philosophy (I-Ching) 3. Art (Golio romano).

It promotes the new possibility of design under these theories supporting.

This design thesis contains my design, Media Experiment, and the achievement of being participating in the research in the NCTU institute of Architecture in 2006-2008

Keyword: Architecture, Design, Compression, Recombinant, Philosophy, I-Ching, Art

## Content

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Recombinant Complexity- I CHING
- 63 錯覺結合  
Illusion combine-Gilulio Romano Exhibition

## Attend project

- 107 下代基因建築  
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Media Experiment

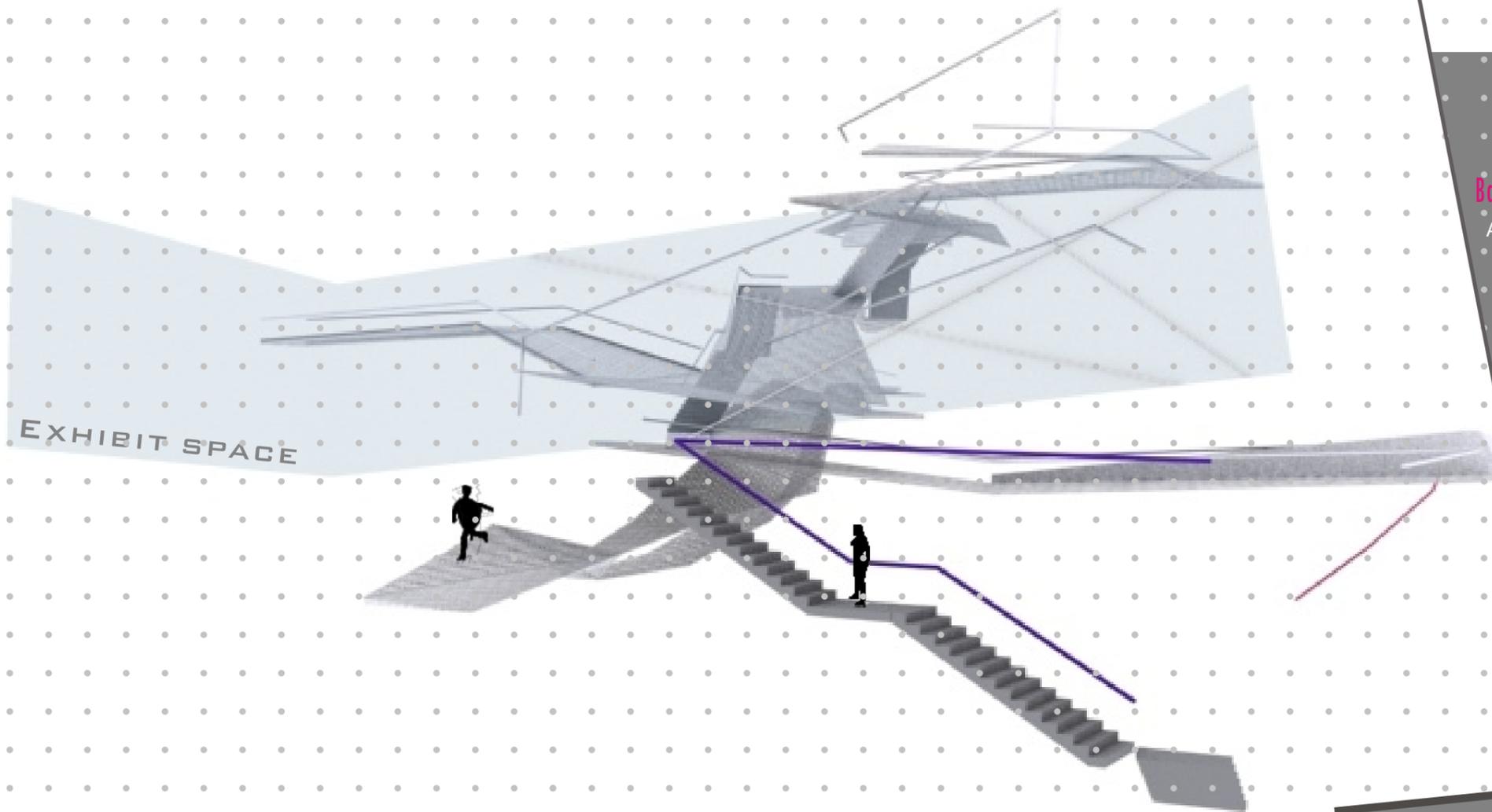


## The project: **Dimension compression**

PROJECT 01

DATE--WINTER 2006

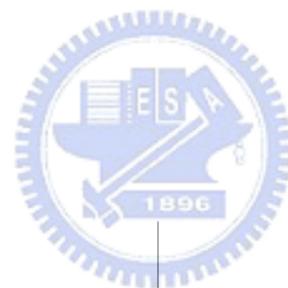
ADVISOR--PROFESSOR YU-TUNG LIU  
PROFESSOR CHUN-TEI TSENG

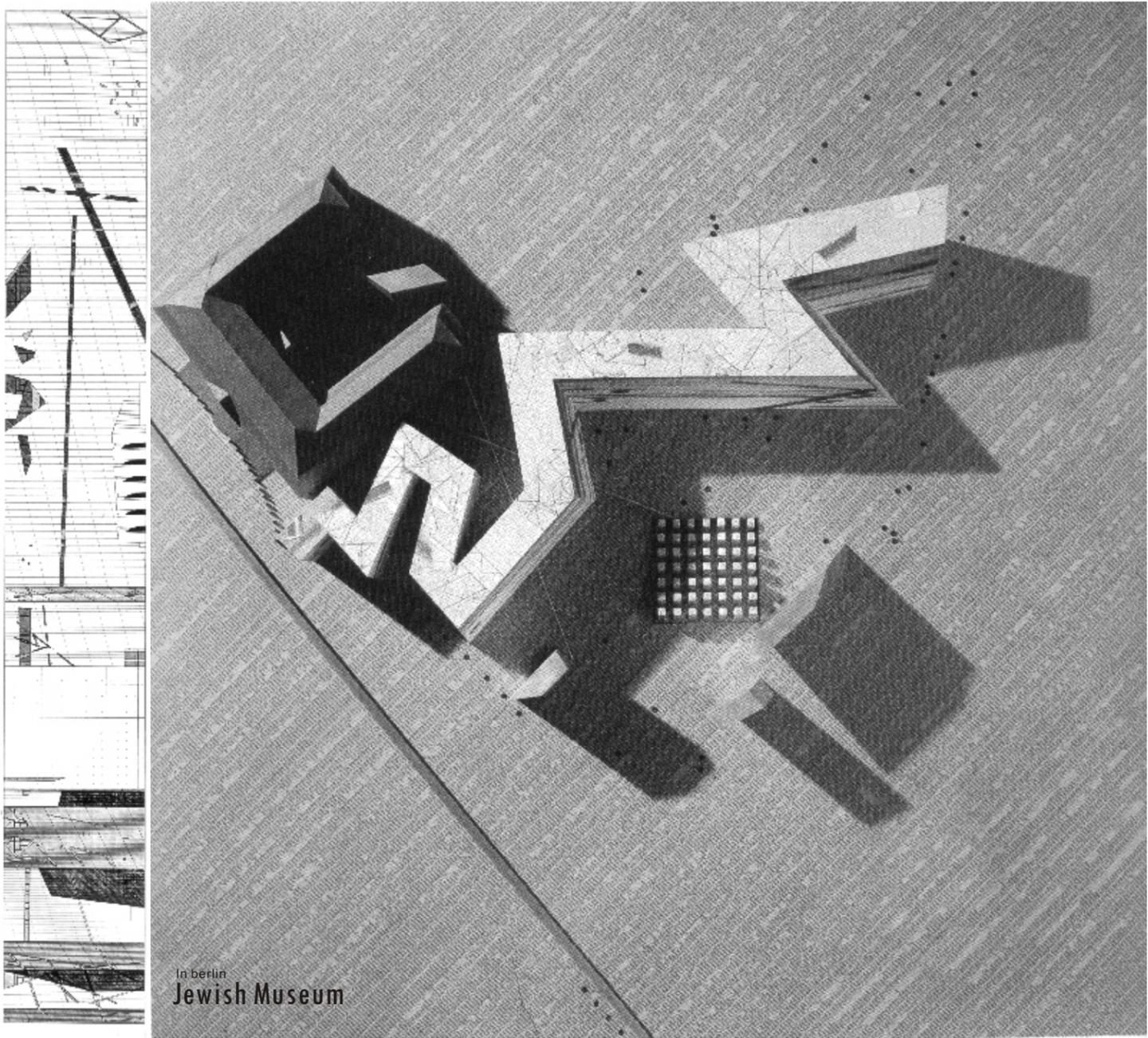


### *Back to the future: digital thinking learning from history*

Analyzing one great architecture in history, from pre-historical to early-21 century, via its thorough concepts possibly (but not necessarily) involving functional/programmatic, constructional, artistic, historical, philosophical, social/cultural, and scientific/technological characteristics. Think about Pantheon, Baroque, Forbidden city, La Familia, and even Toyo Ito's Media center.

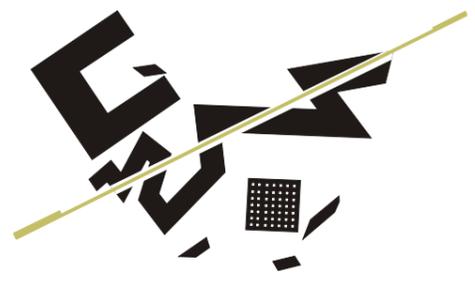
Re-exploring the great concepts of the architecture you are learning by digital thinking and digital technology





Research Architect: Daniel Libeskind  
**Jüdisches Museum Berlin**

Character



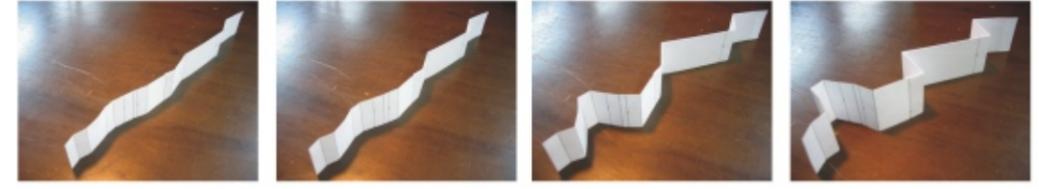
實空間



虛空間



Develop

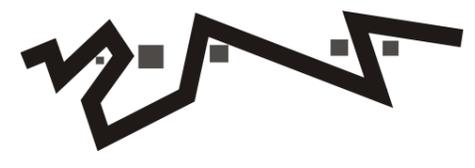


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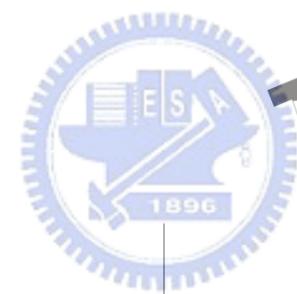
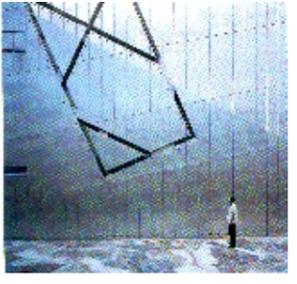
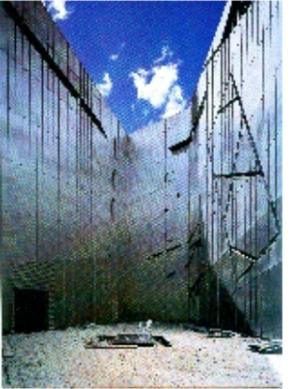
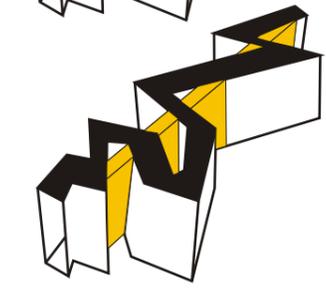
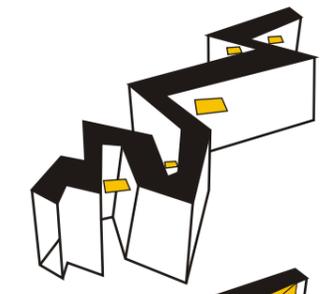
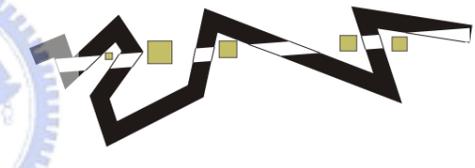
Character



AREA



JOIN

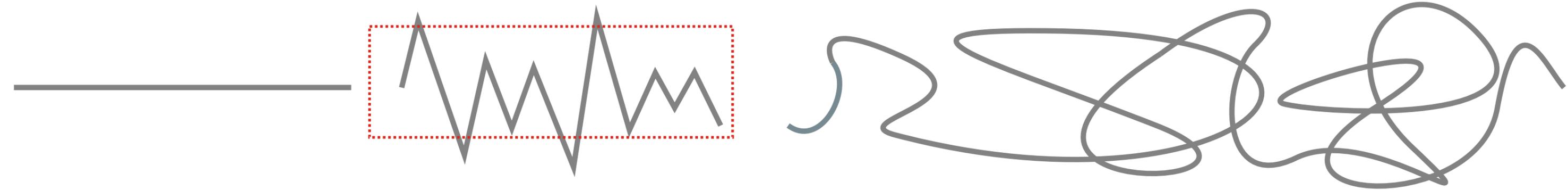


# Concept Develop

直線

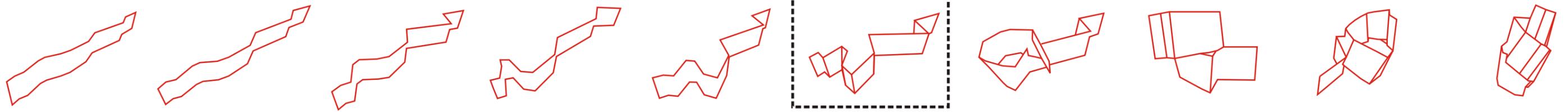
折線

曲線

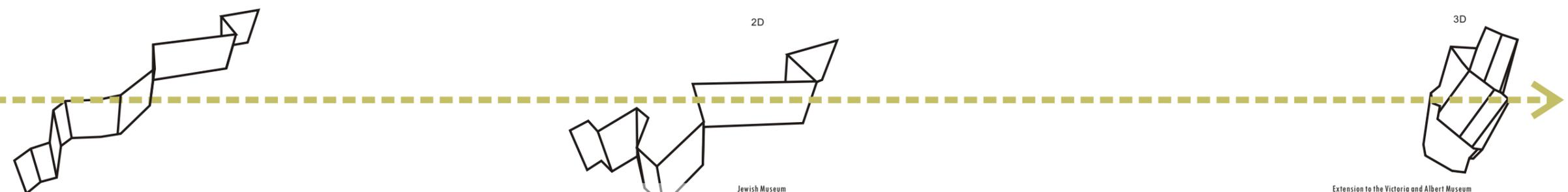
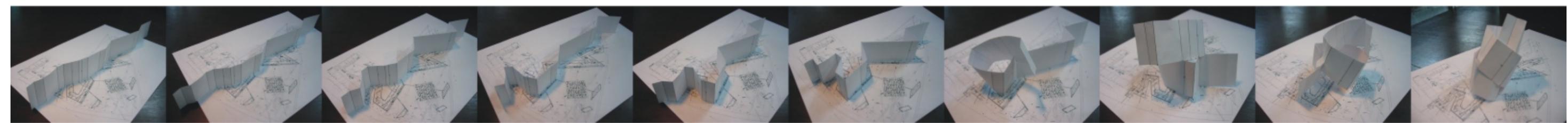


## Develop

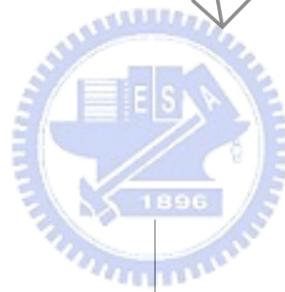
當直線要演變至曲線，透過節點的增加而形成折線再繼續增加而趨近於曲線的過程



## Compression



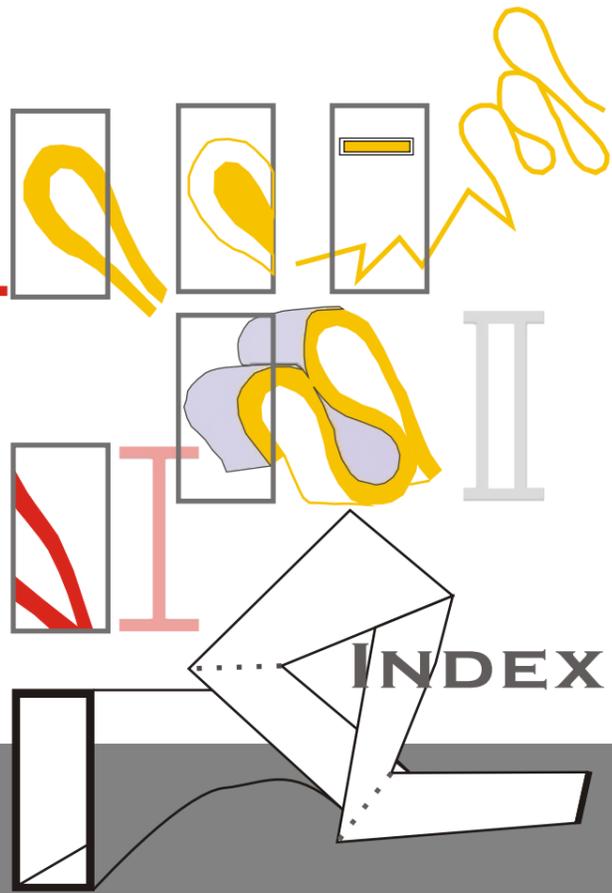
在李伯斯金的設計發展上，可以看到他在設計思考上的轉變，試圖從2D的“折”轉變至3D的“折”



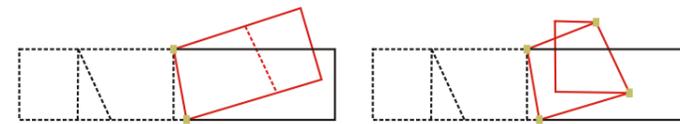
Concept Develop



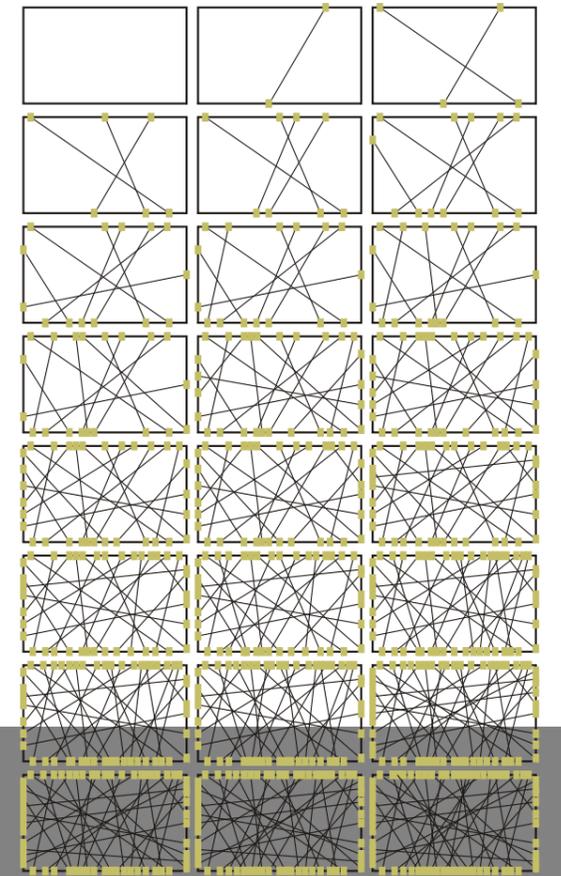
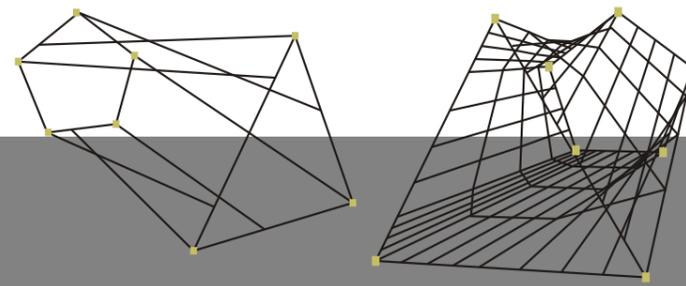
Daniel Libeskind concept model



Principle



Triangle to Pentangle

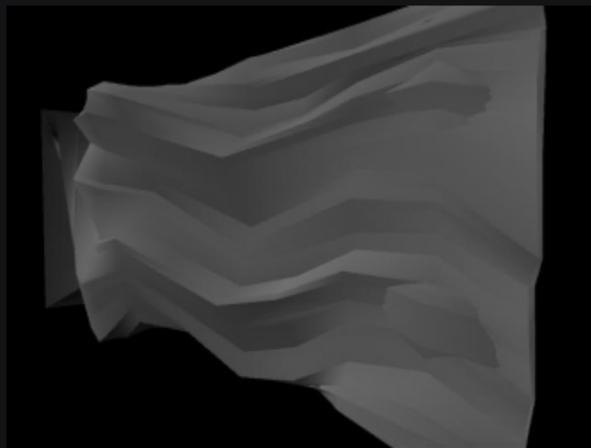


當直面要轉變成曲面中，每增加一條結線與兩個節點可趨近於曲面，而形成空間壓縮



# Dimension compression

Research Architect: Daniel Libeskind



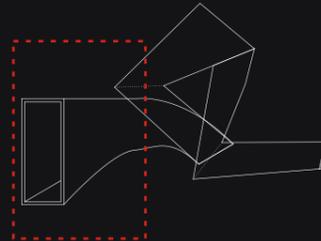
Principle



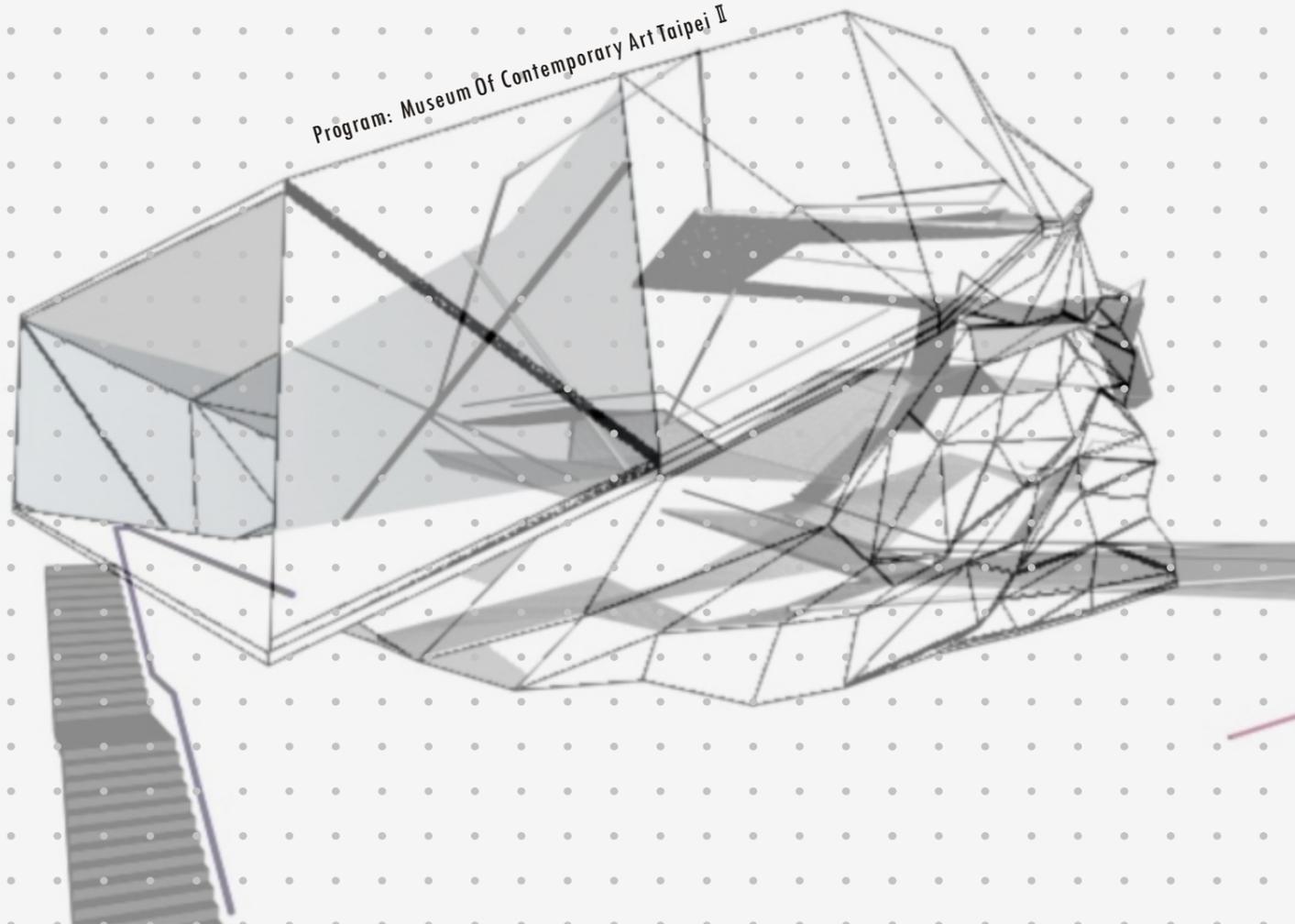
Compression

從方形的空間開始，節點的增加使空間越折越小，壓縮空間

From the square shape spatial start, the node increases causes the spatial booklet to be smaller, compression space.

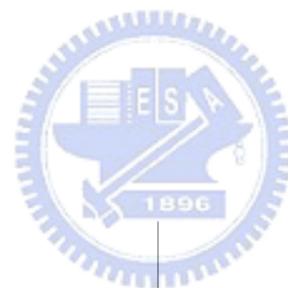
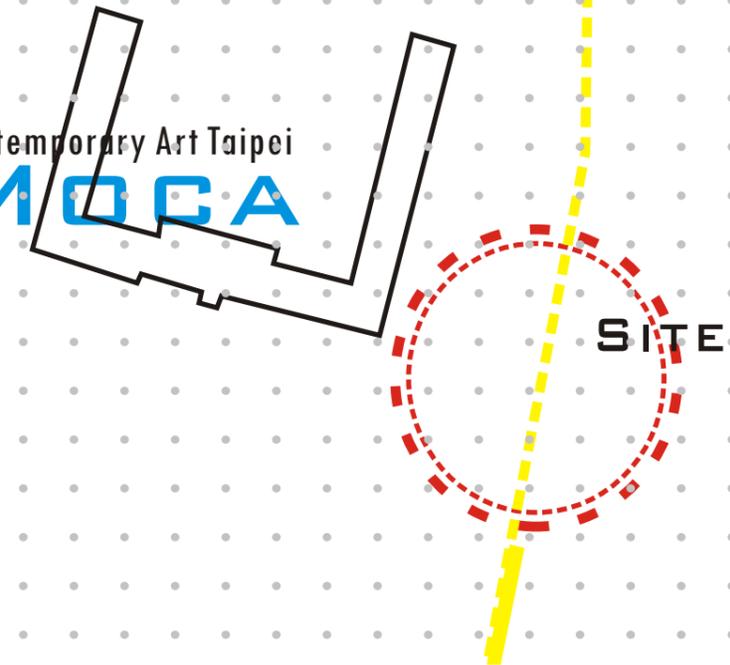


Program: Museum Of Contemporary Art Taipei II

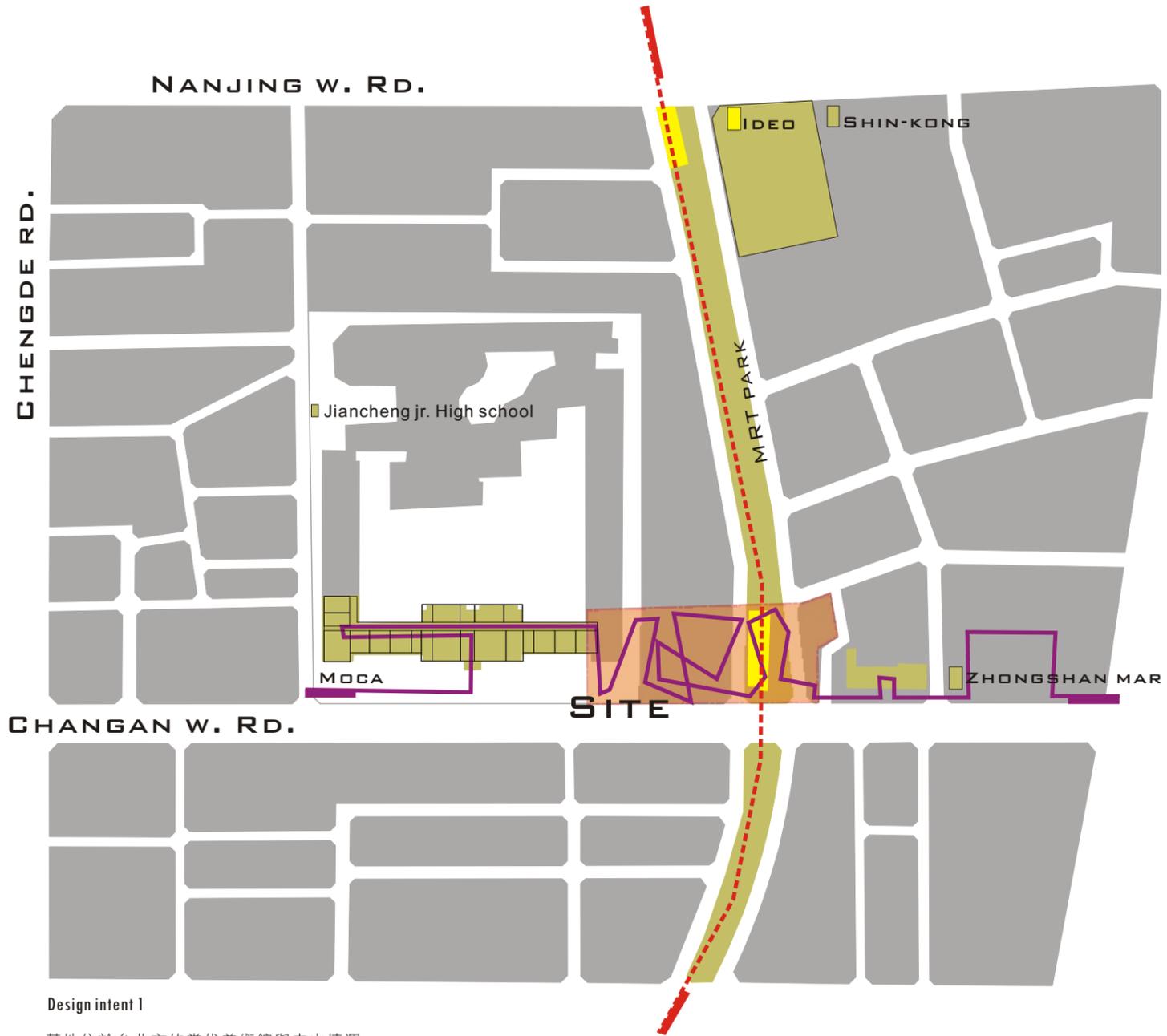


## Site Analysis

Museum Of Contemporary Art Taipei  
**MOCA**



## Site Analysis



### Design intent 1

基地位於台北市的當代美術館與中山捷運站綠帶中間，連結當代美術館與捷運綠帶，加強當代美術館與捷運綠帶的連結性

## Design intent



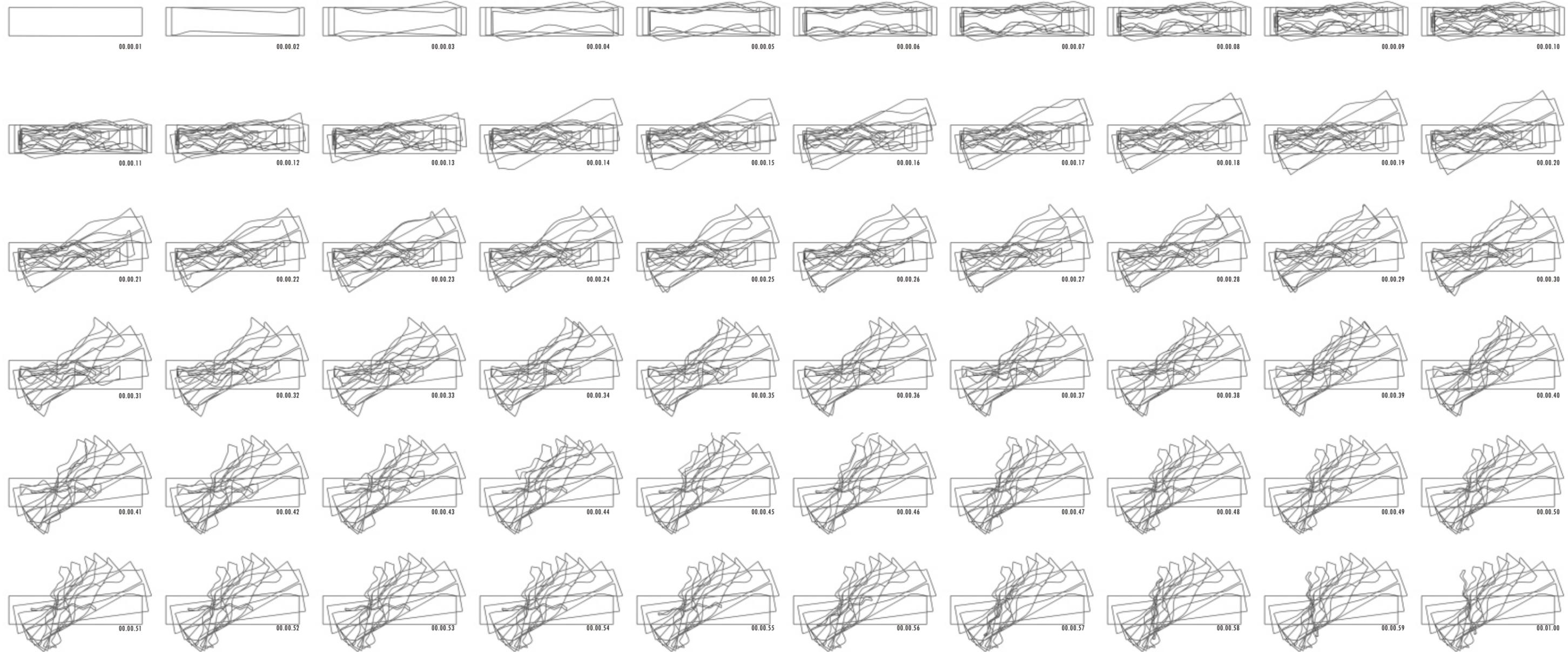
### Design intent 2

在當代美術館前，長安西路鄰接面有固定尺寸的立面比例，延續這立面比例，作為空間變形的開始

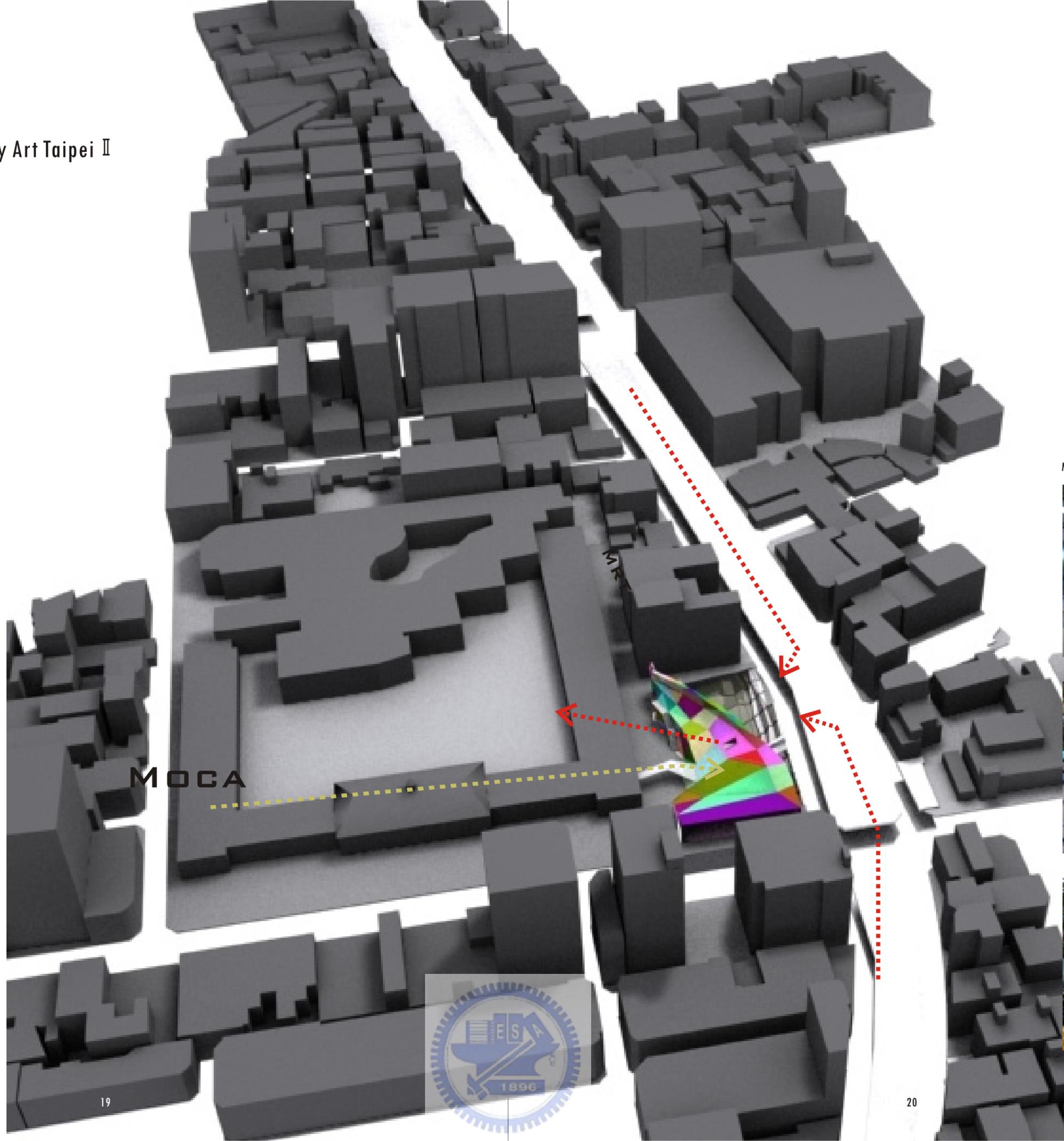




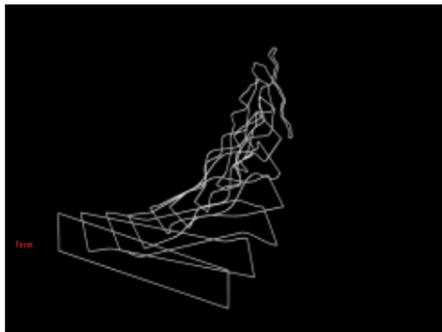
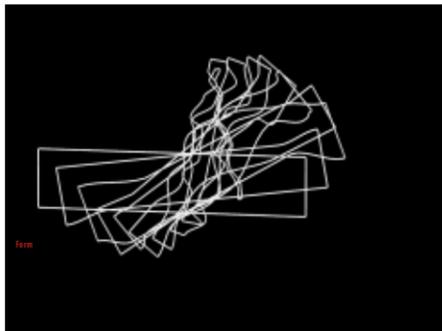
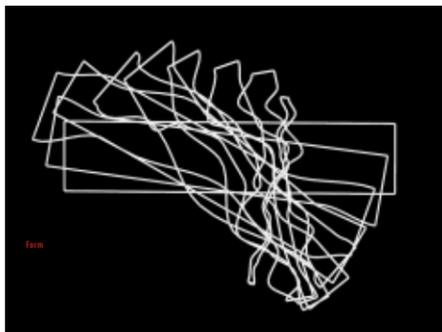
## Design Algorithm



# Museum Of Contemporary Art Taipei II



Final Form

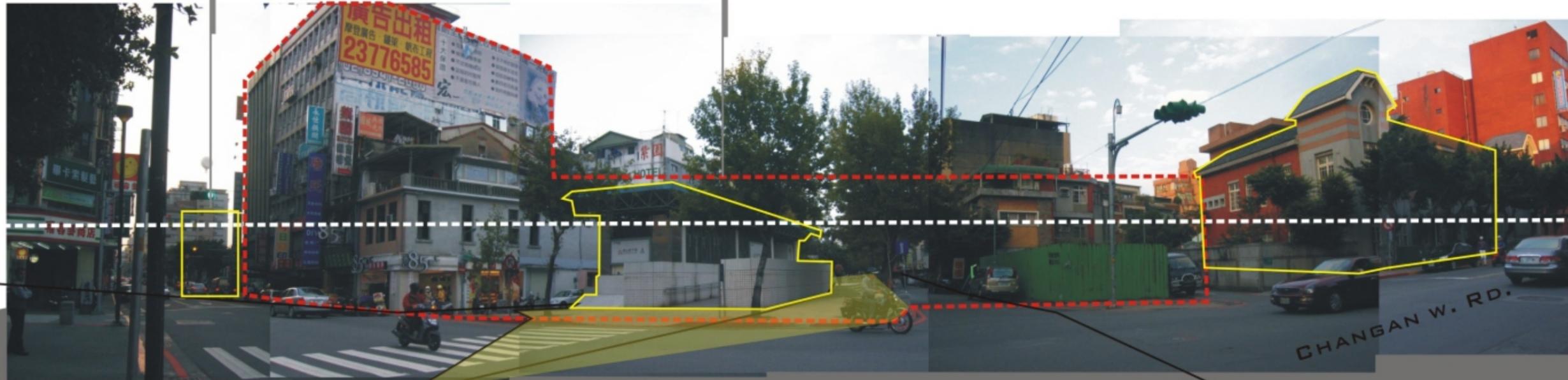


MRT Green Park



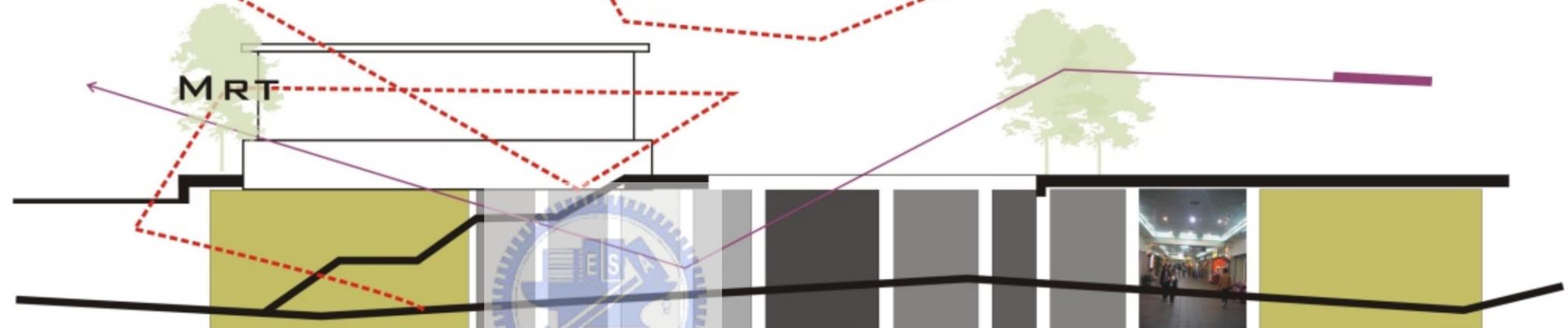
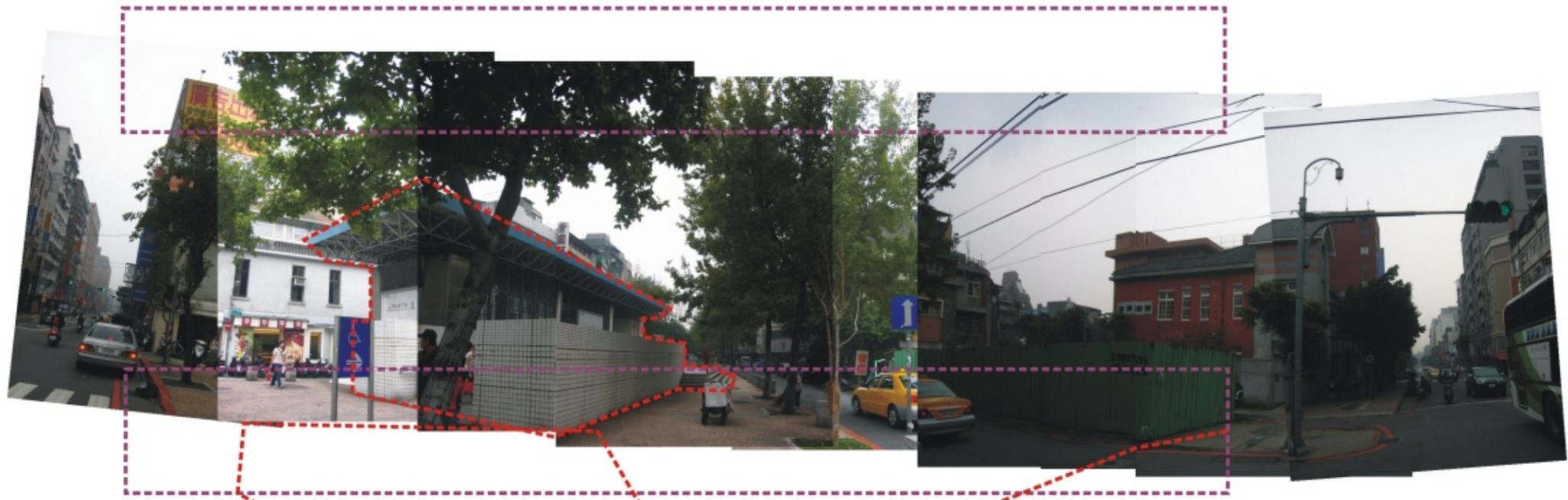
MOCA TAIPEI

MRT PARK

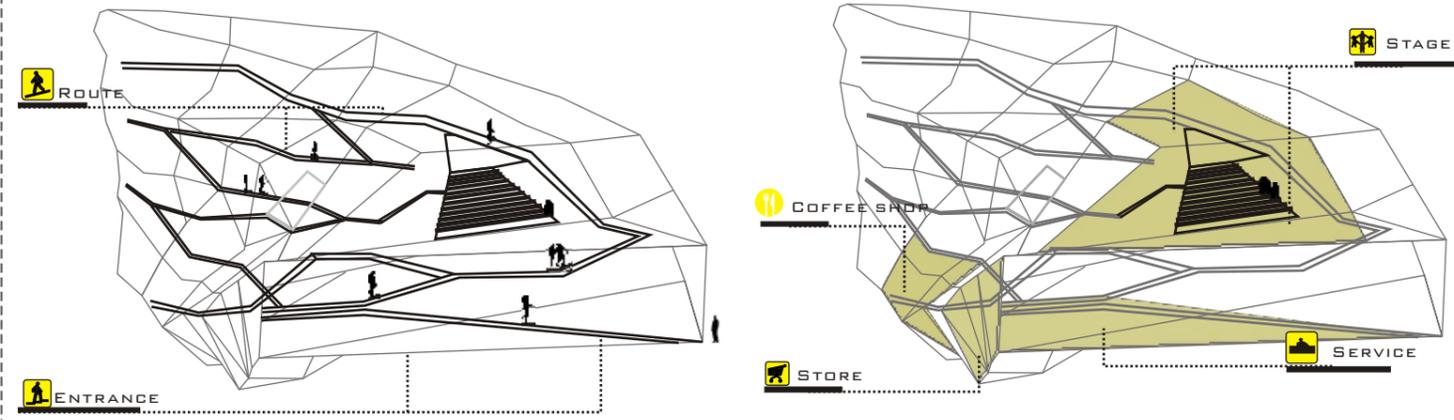


Site Existing

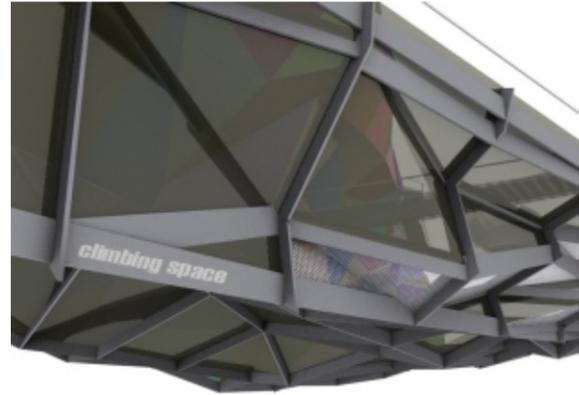
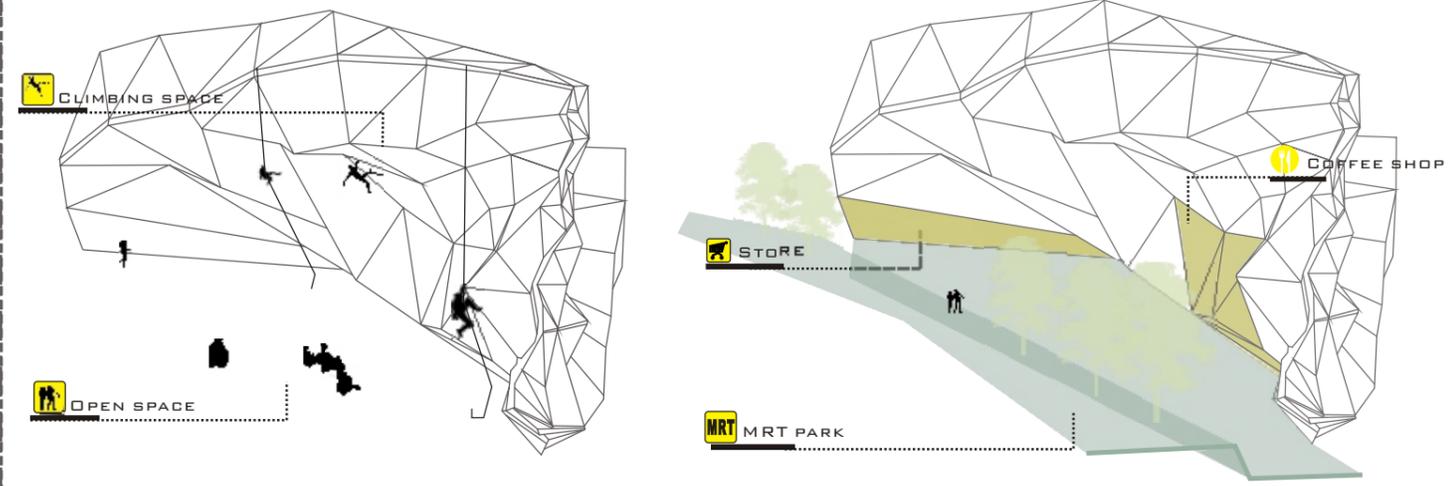
基地與 MRT 綠帶公園連結關係



Moca II

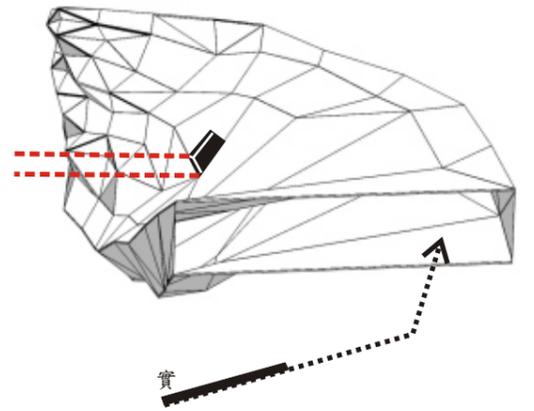


Rock climbing

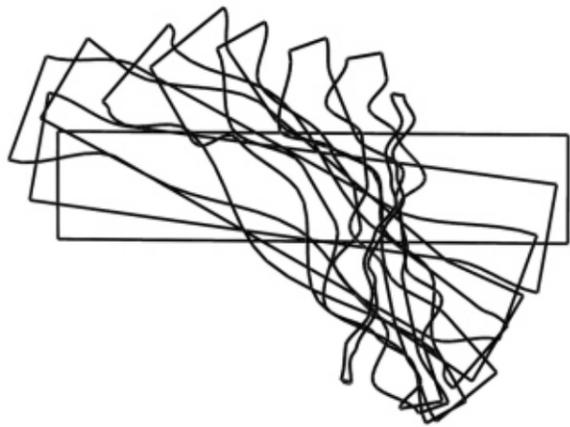
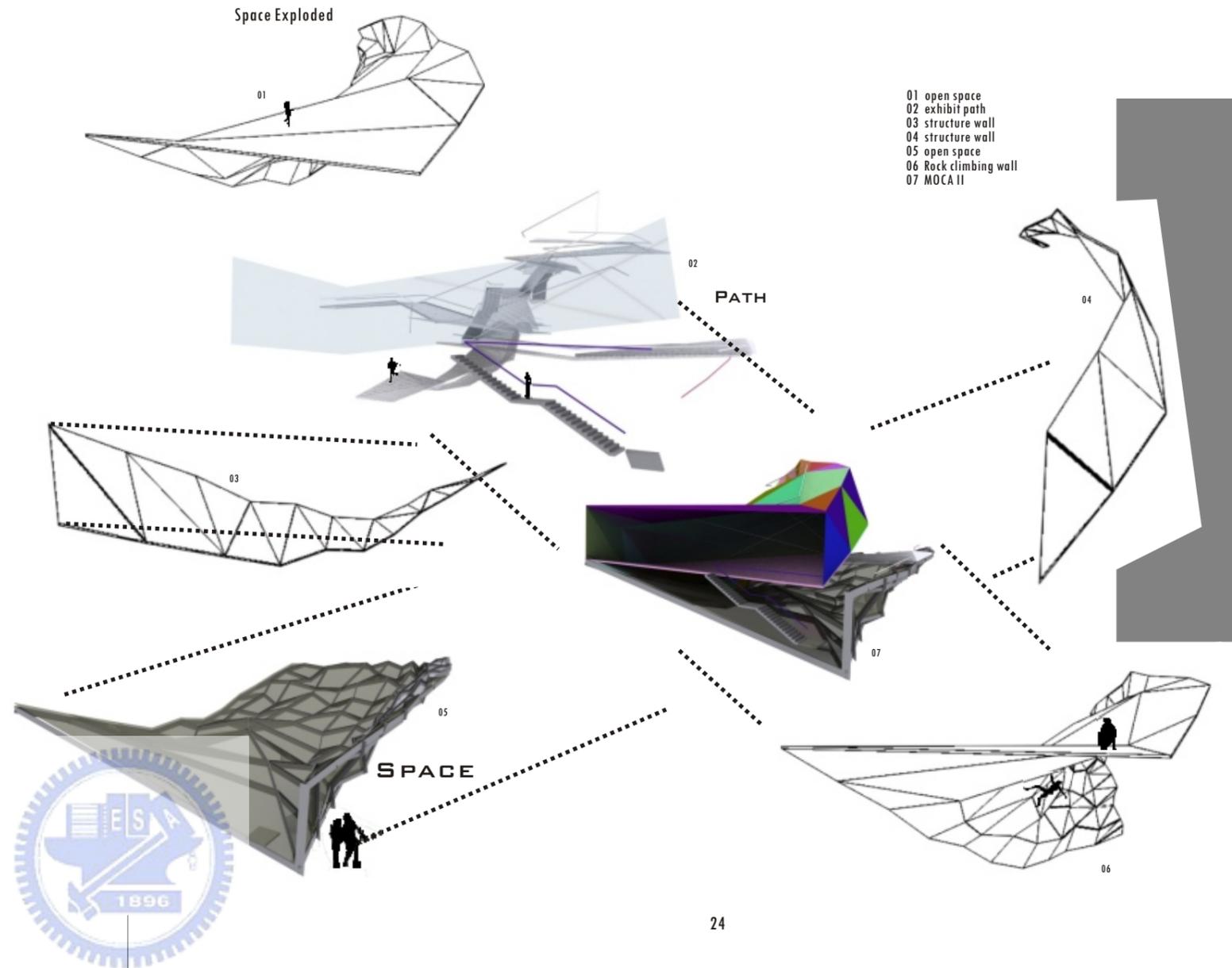


延續當代美術館的展覽功，作為副場館，連結捷運綠帶空間，讓捷運地下人行道可透過此場館得到光線的引入。複合藝術展覽與休閒生活

Develop concept

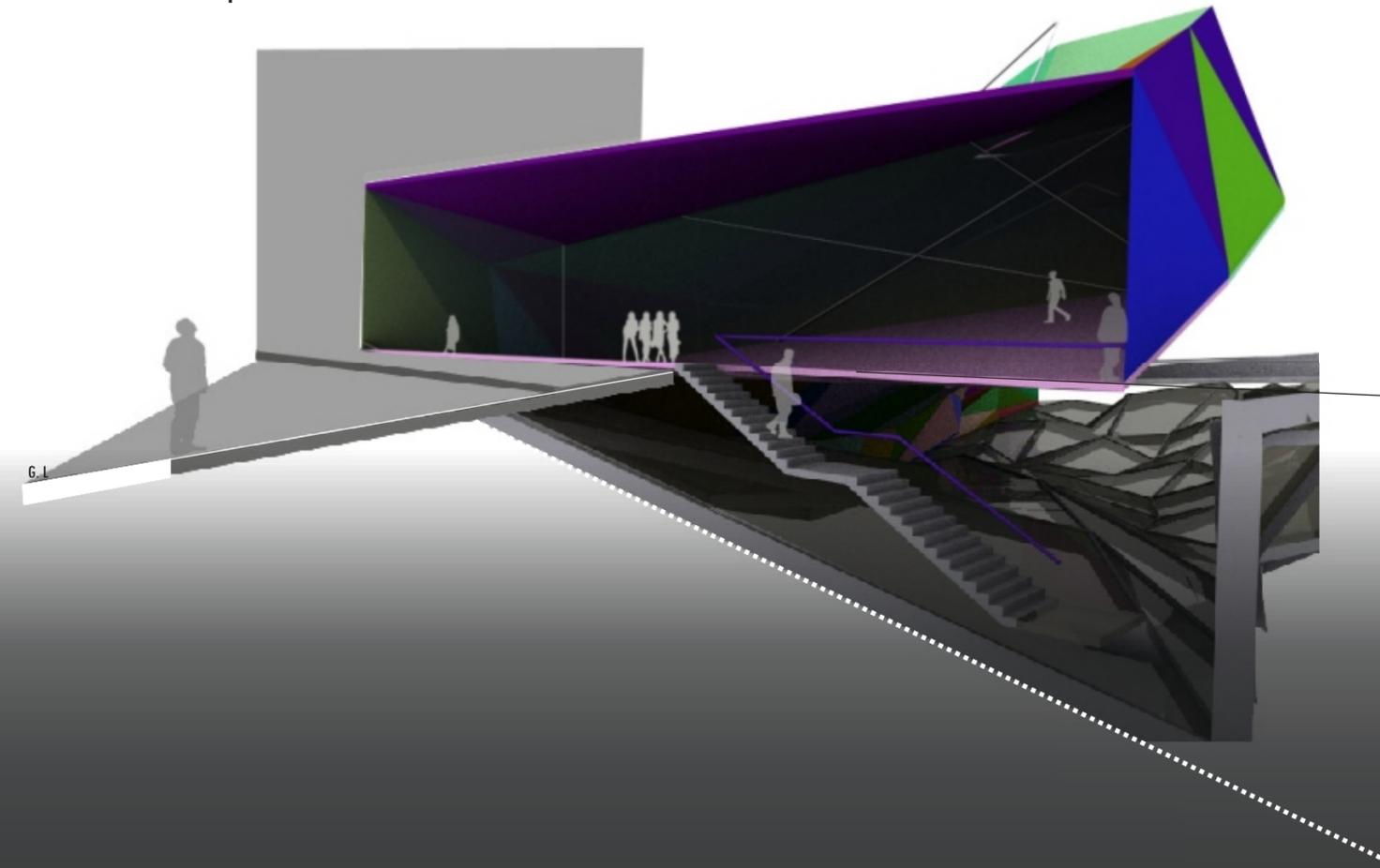


Space Exploded



將斷面在電腦運算中做連結動作

## Entrance space

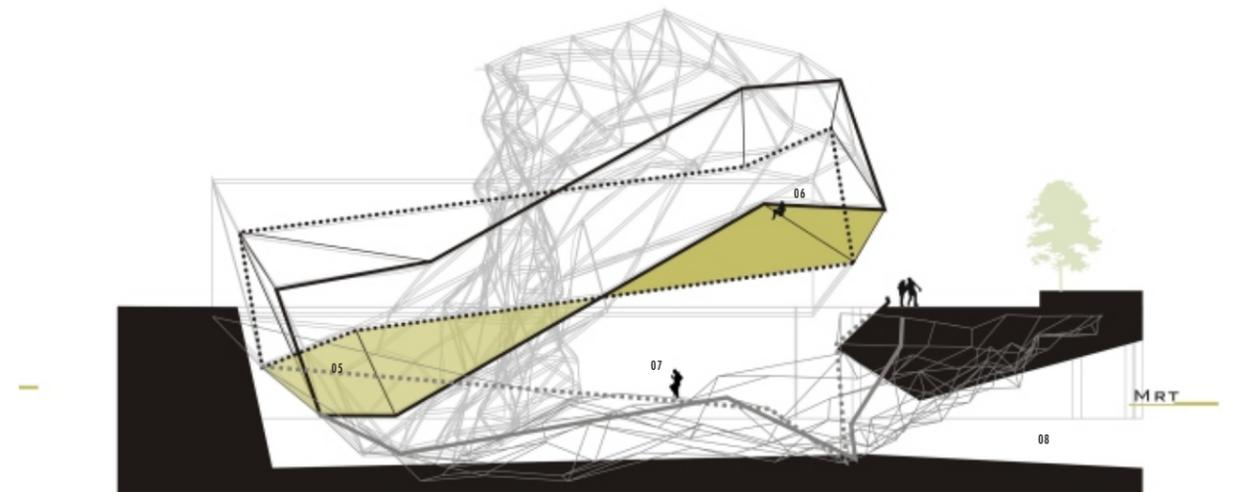
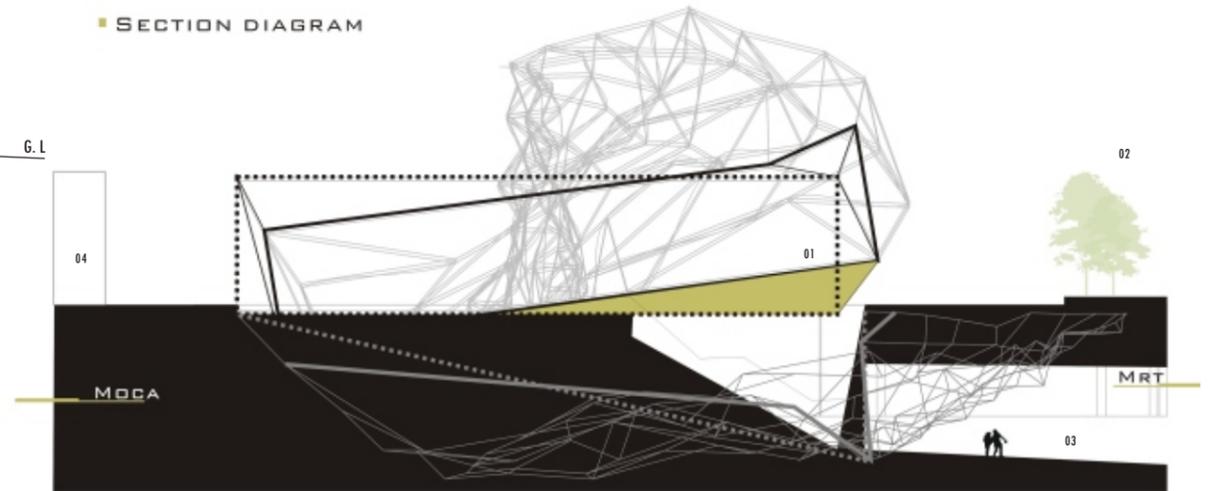


## Exhibit space

美術館入口，延續都市立面尺寸  
 空間主體數位化斷面連結  
 實體為展覽空間 虛空間為開放空間

## Space Section

### SECTION DIAGRAM



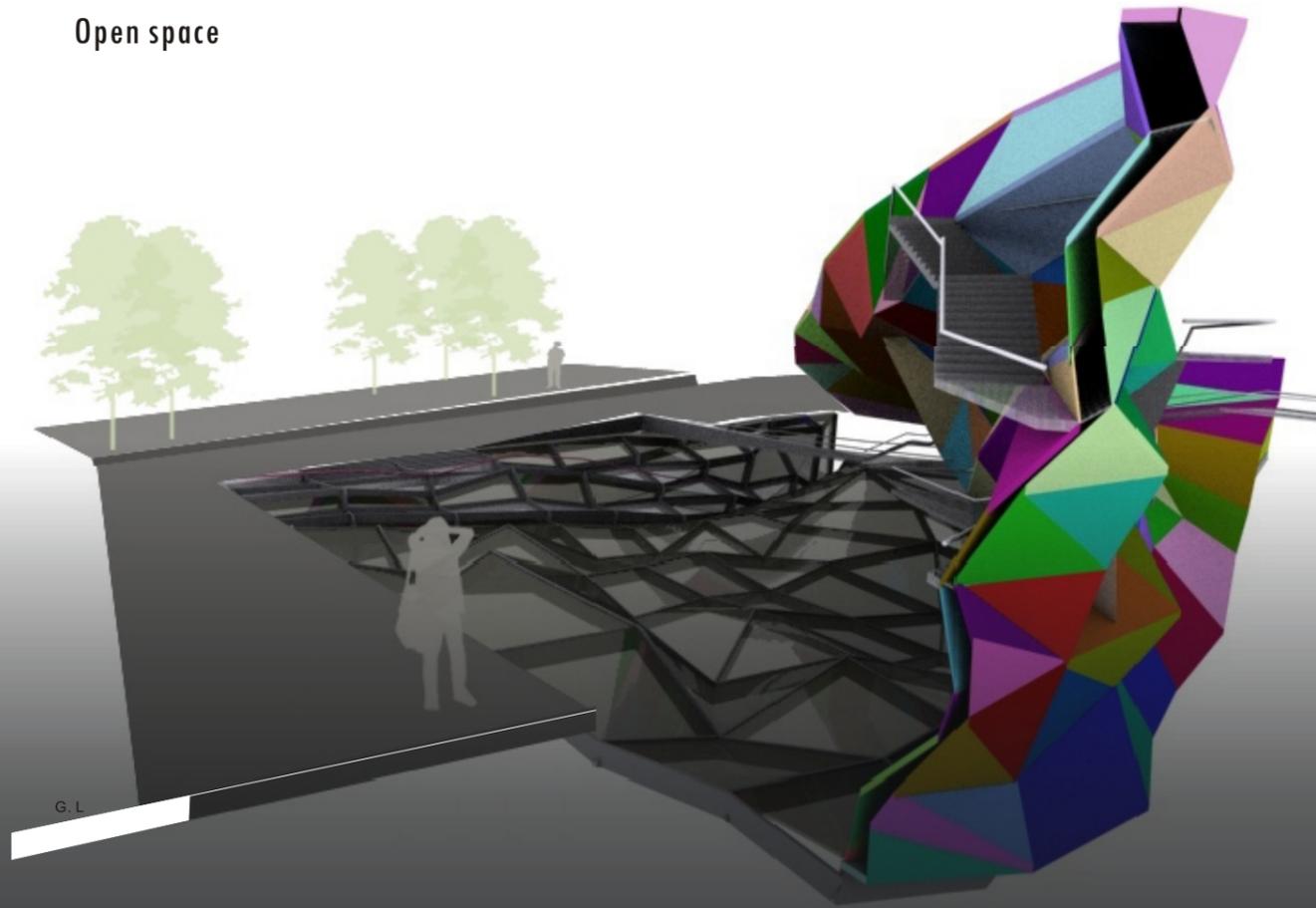
- 01 entrance vestibule
- 02 MRT greenbelt park
- 03 underground passage
- 04 MOCA I
- 05 exhibit space
- 06 lecture theatre
- 07 open space
- 08 underground passage

Research Architect: Daniel Libeskind

# Dimension compression-Museum Of Contemporary Art Taipei



## Open space



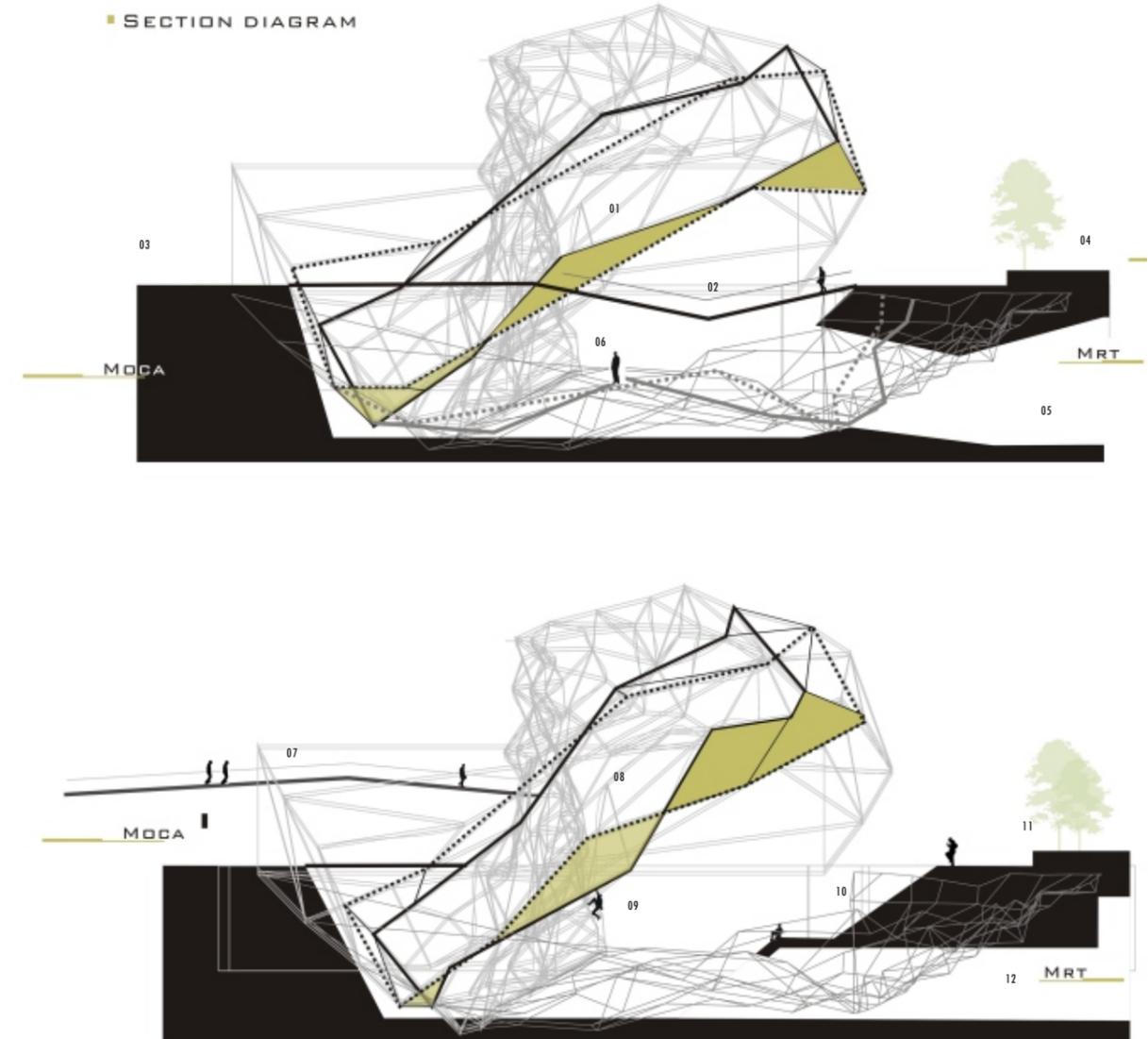
## Open space

開放空間連結綠帶公園與捷運地下道  
 空間形體由方型越折越小到最後形成牆與開放空間  
 攀岩牆面形成開放空間主要焦點

Research Architect: Daniel Libeskind

# Dimension compression-Museum Of Contemporary Art Taipei

## Space Section



- 01 exhibit space
- 02 bridge
- 03 MOCA I
- 04 MRT greenbelt park
- 05 underground passage
- 06 open space
- 07 to MOCA I
- 08 exhibit space
- 09 Rock climbing
- 10 open space
- 11 MRT greenbelt park
- 12 underground passage



Perspective

Entrance space

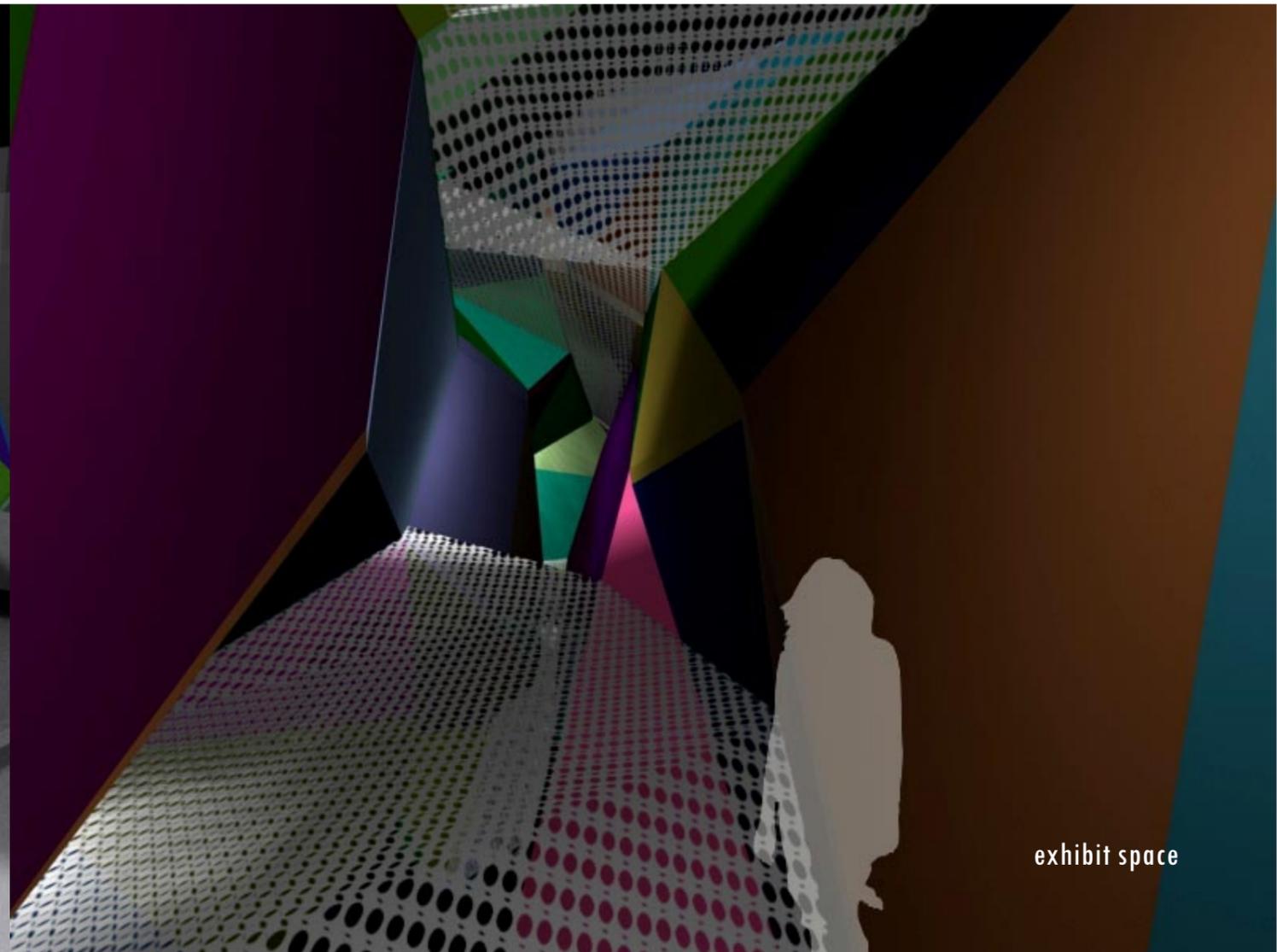
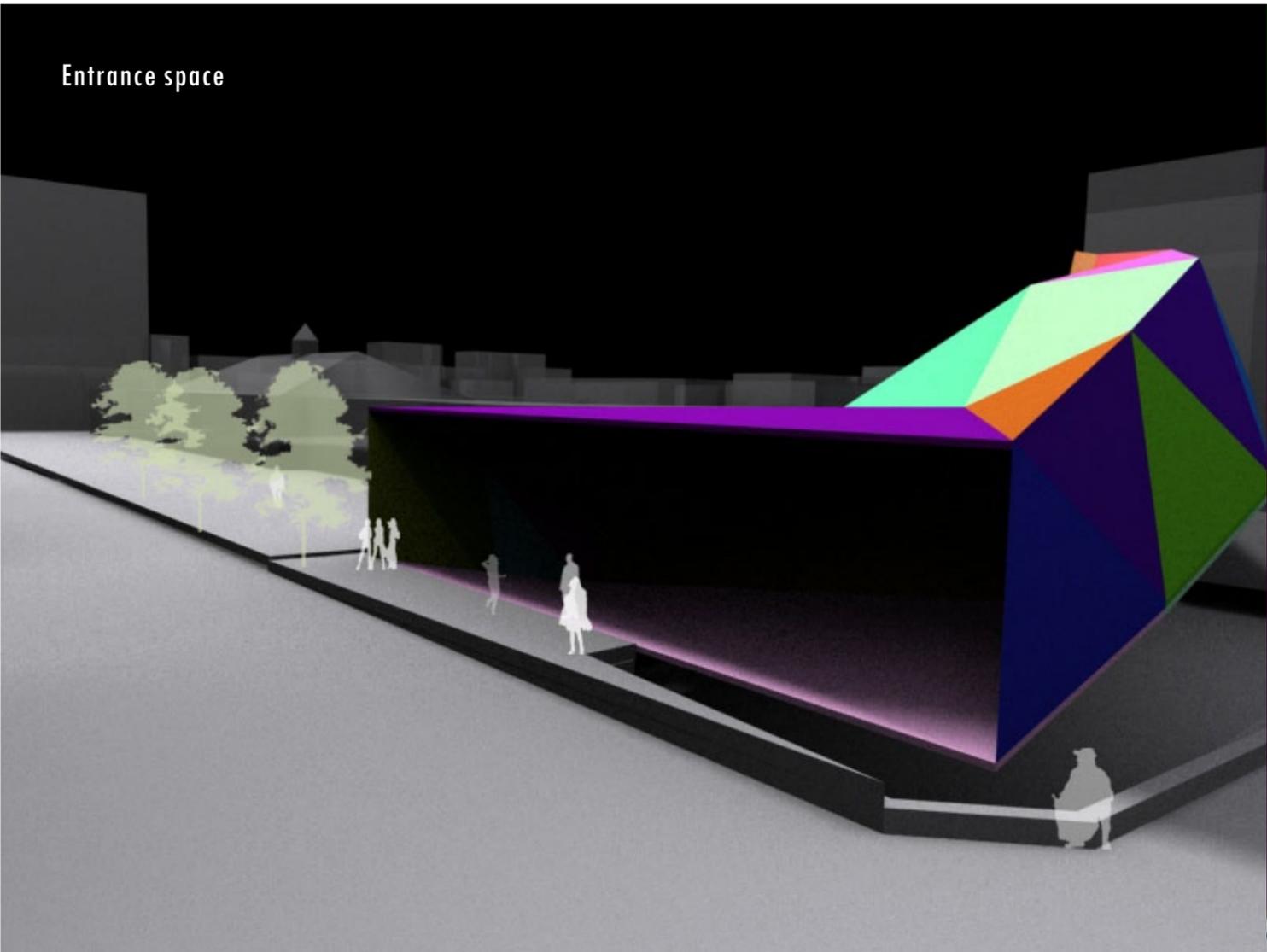


exhibit space



Perspective

Imagination

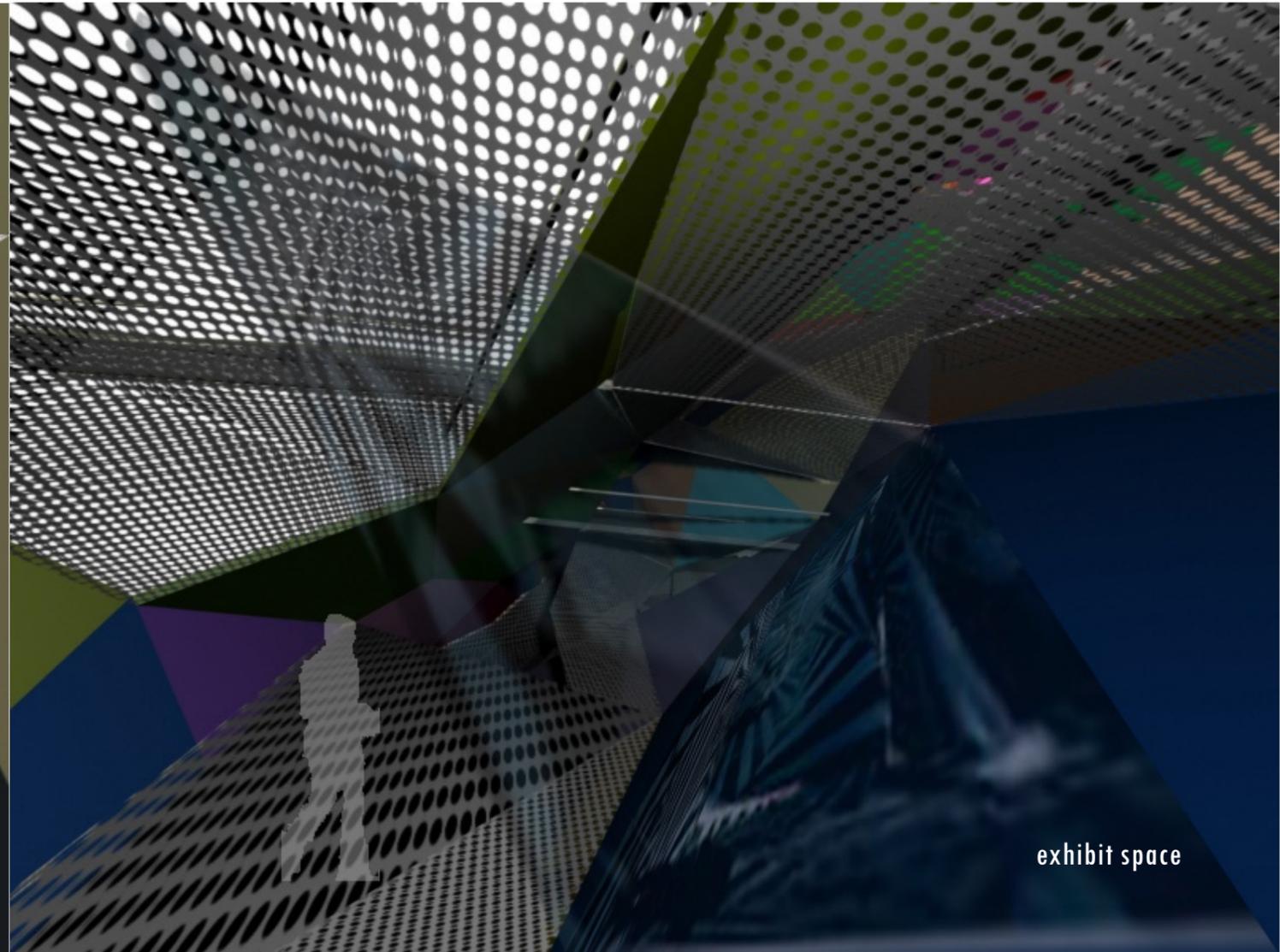
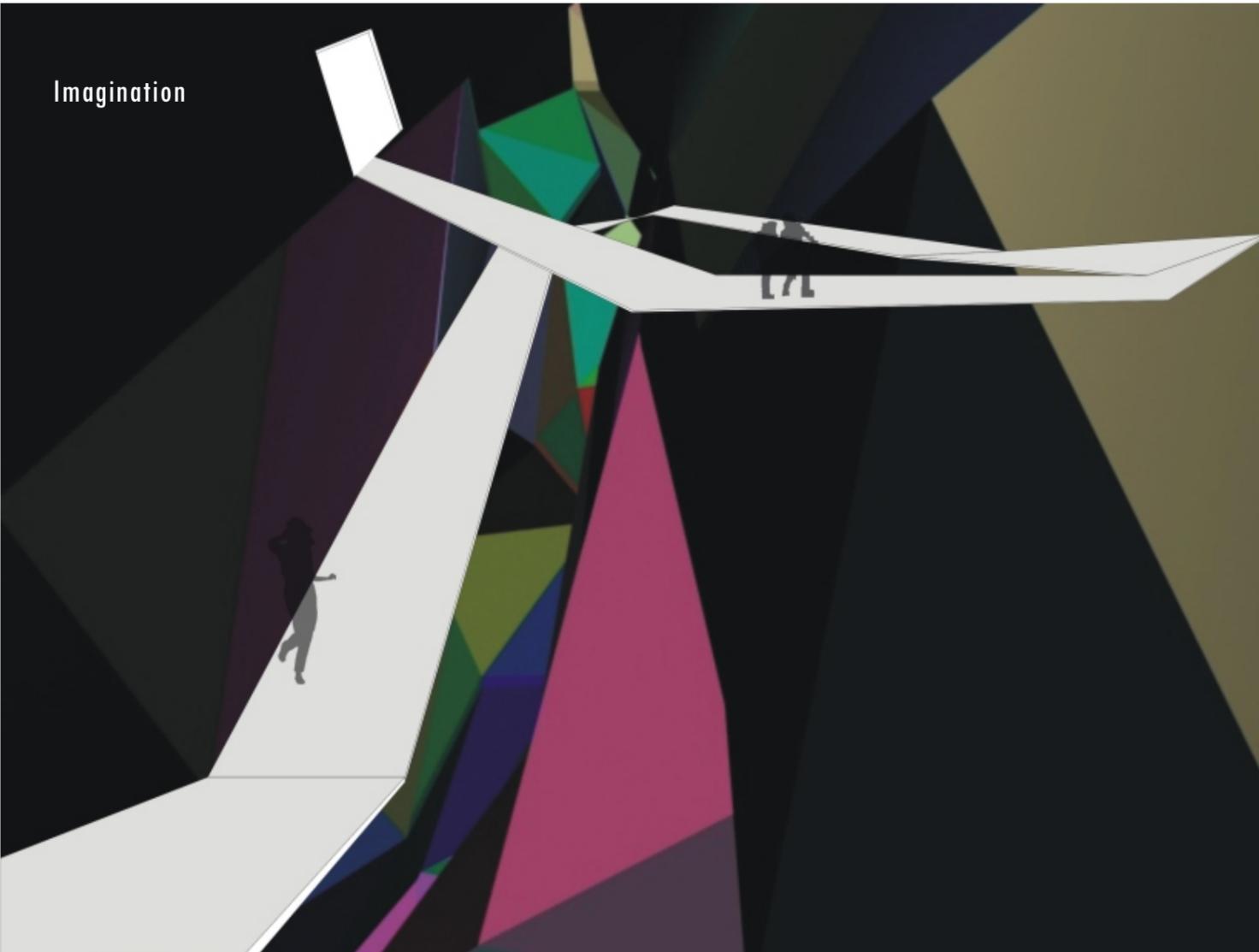
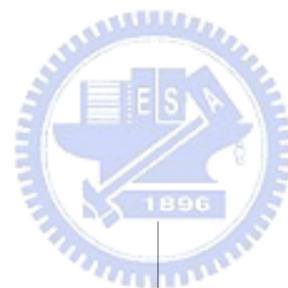
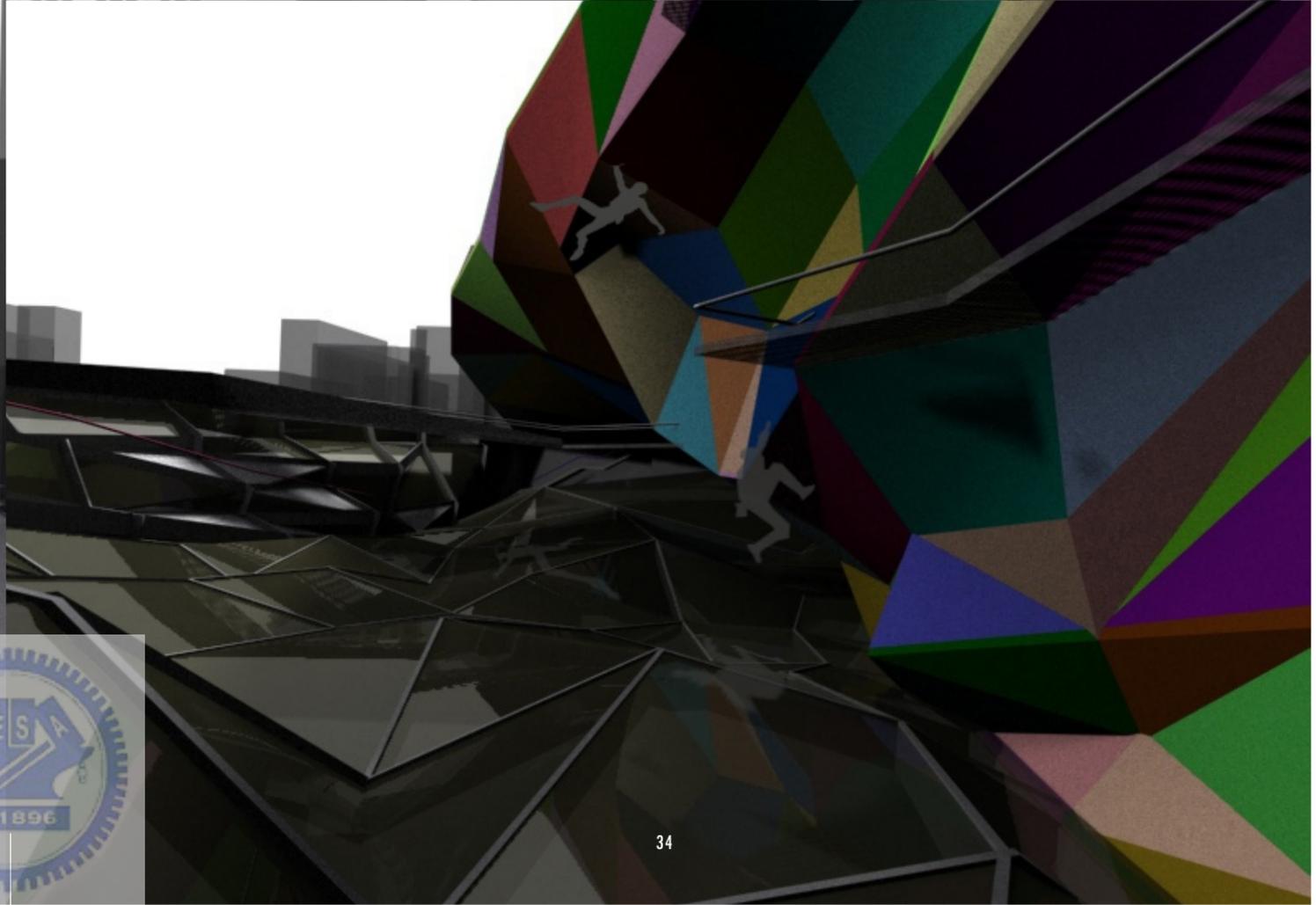
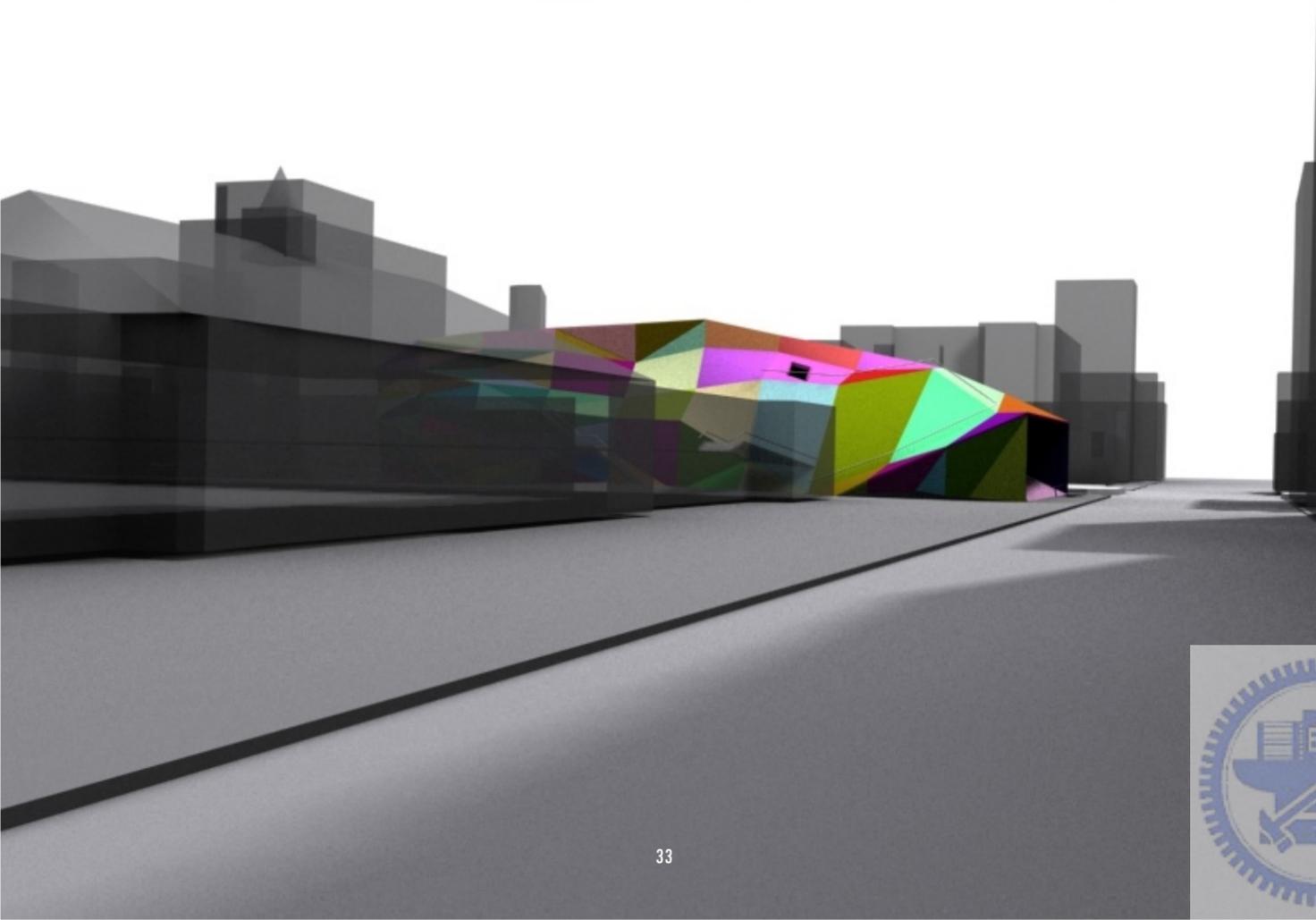
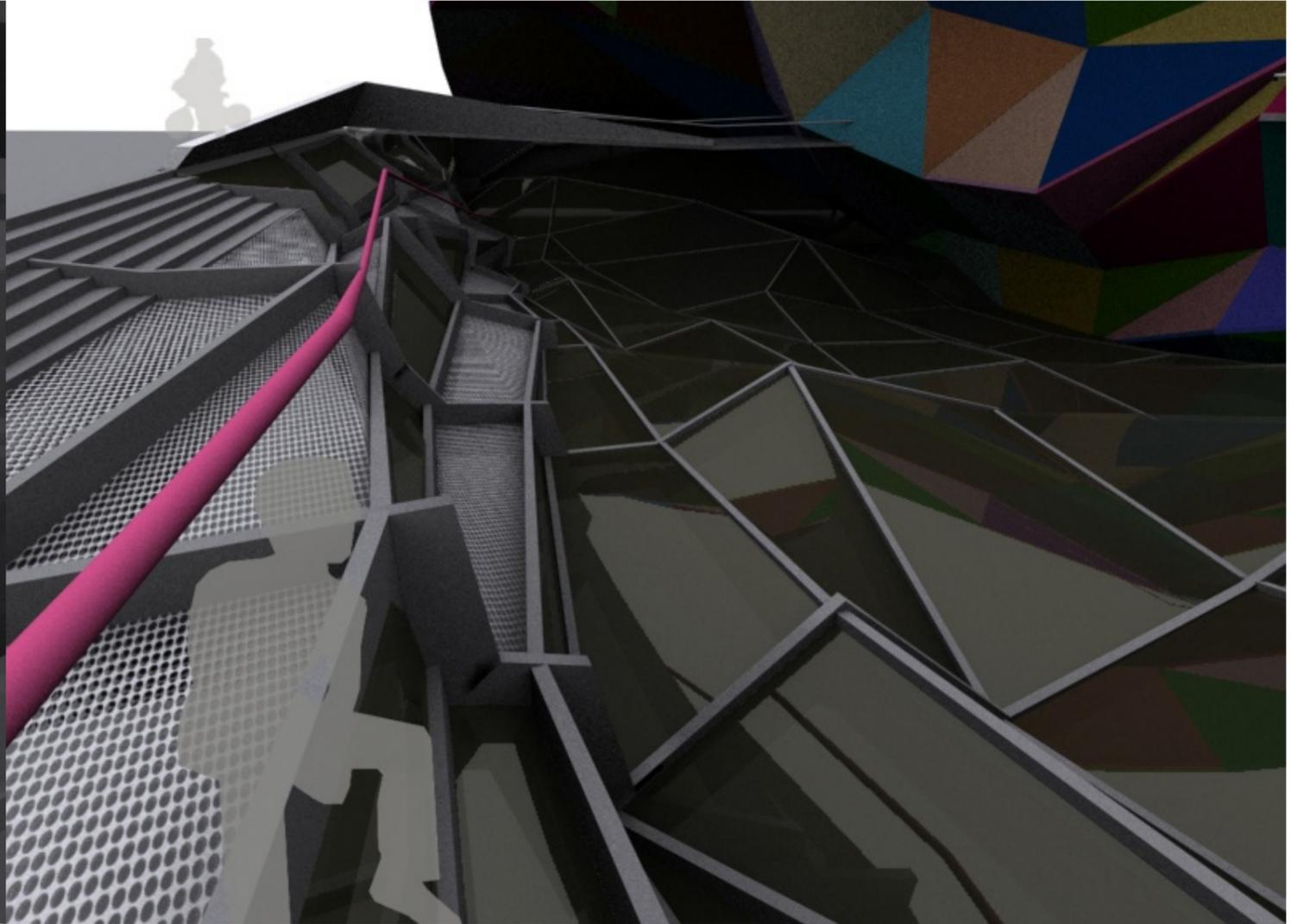
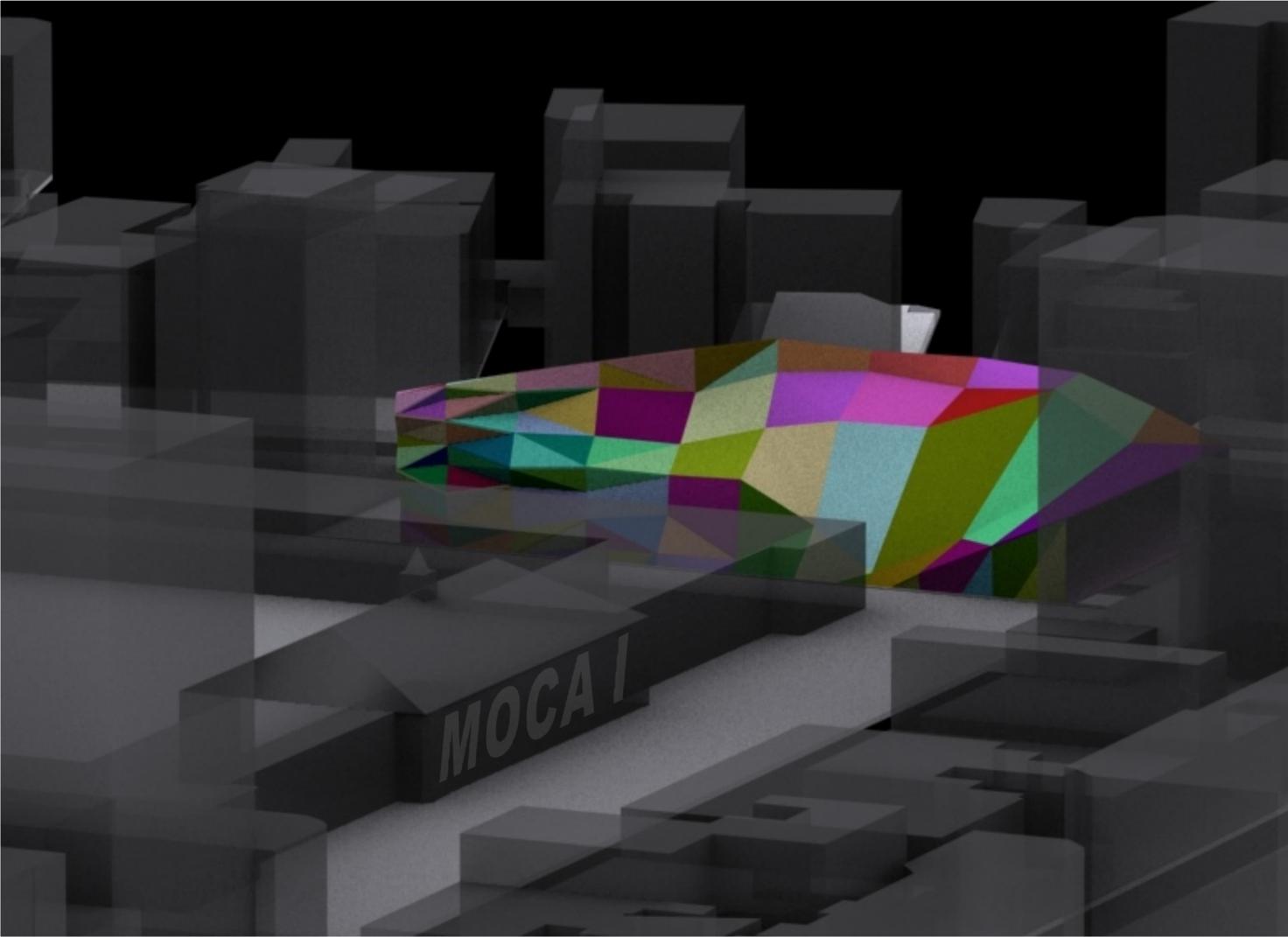
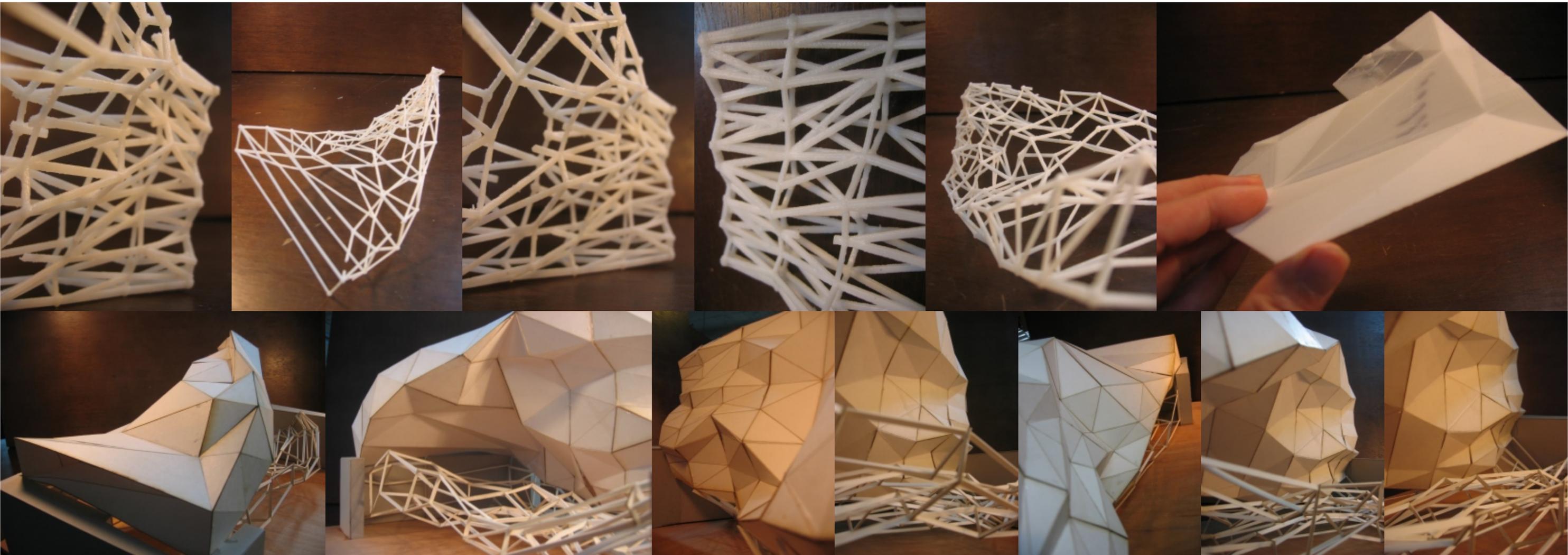


exhibit space





CAD/CAM Model



Research Architect: Daniel Libeskind

# Dimension compression

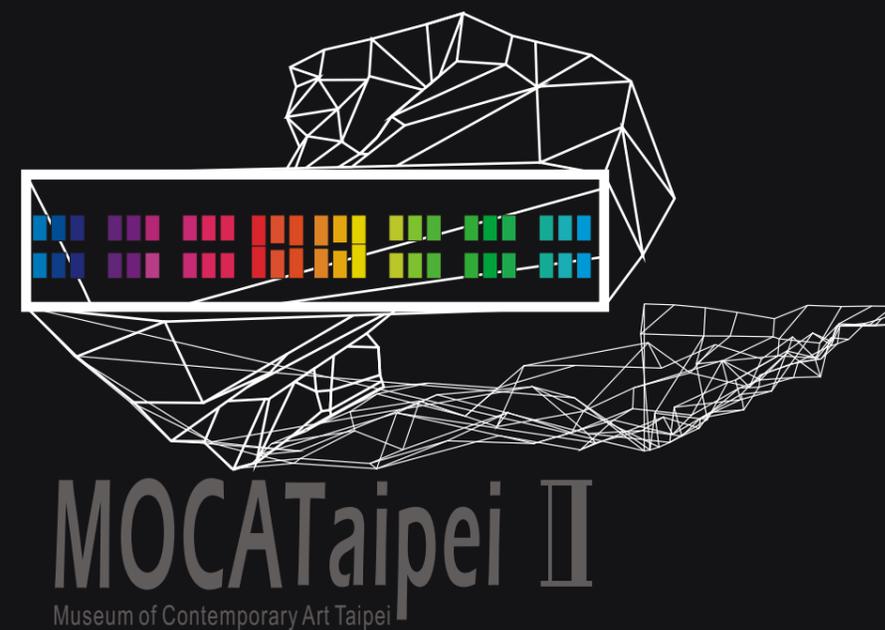


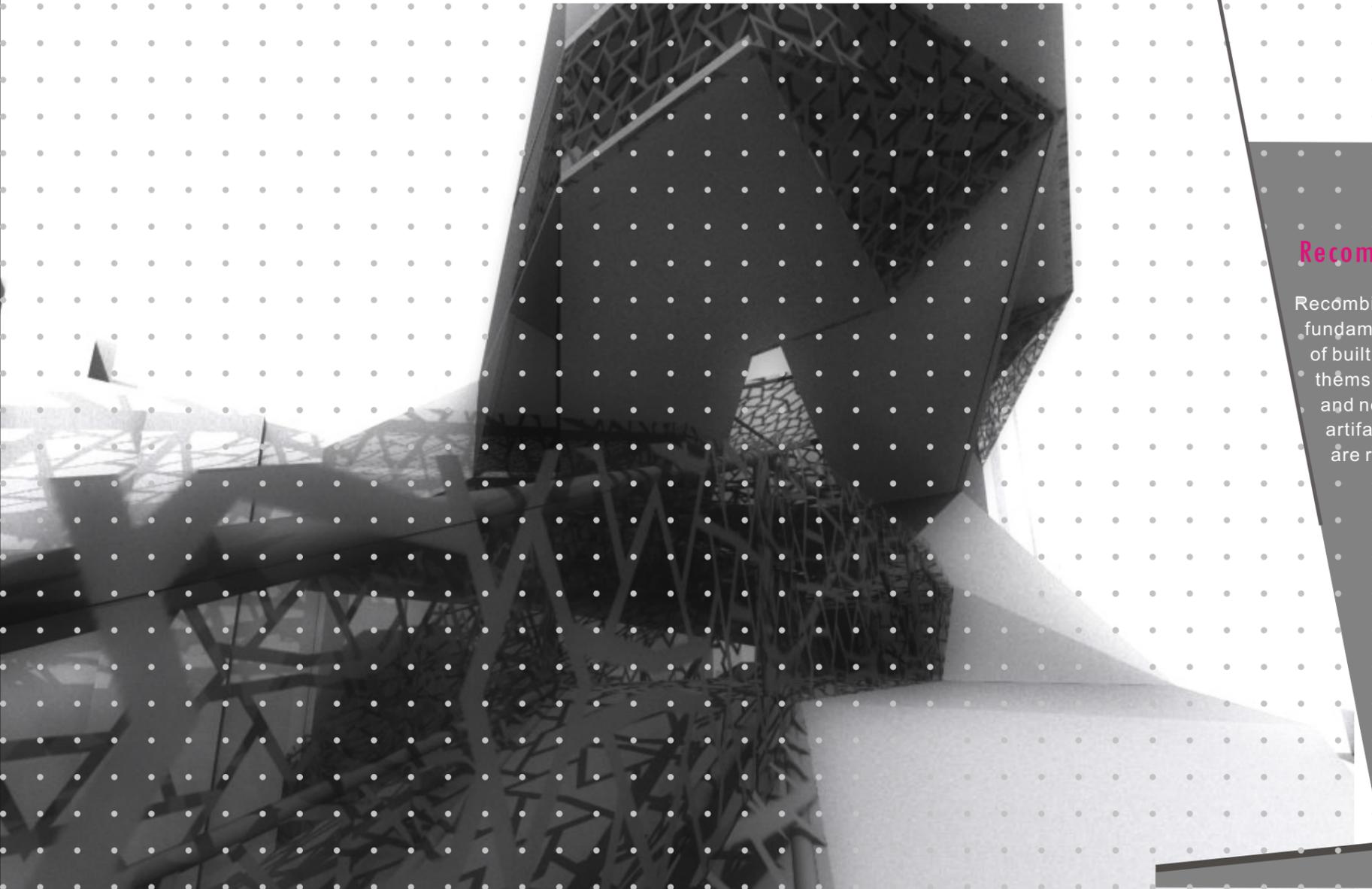
2006 winter

Chia- Ching Lien

Professor Yu-Tung Liu

Professor Chun-Tei Tseng





## The project: **Recombinant Complexity- I CHING**

PROJECT 02

DATE--WINTER 2007

ADVISOR--PROFESSOR BORDEN TSENG

### **Recombinant Complexity- I CHING**

Recombinant architecture is a radical re-questioning of the most fundamental programmatic assumptions about the logical affordances of built space. When both architecture and the bodies that inhabit it are themselves both organic and inorganic, when both are materially alive and not-alive, when the natures of both are understood as artificial and artifactual, the first premises of their interactions in space and over time are reopened.



# 易

在天者卑 乾坤之氣 卑言以謙 貴賤位也  
 動靜有常 剛柔時也 才以觀眾 物以解分 吉凶生也  
 在天者系 在坤者而 變化見也  
 是故 剛柔相應 八卦相與

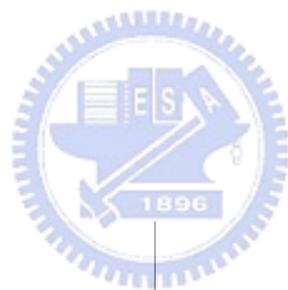
乾知大始 坤化承物 乾以易知 坤以簡能  
 乾道成男 坤道成女  
 彼之以雷運 渾之以風而 日月運行 一寒一暑

易者 與天者也 知則易 知則易 知則易 知則易  
 易者 與天者也 知則易 知則易 知則易 知則易  
 易者 與天者也 知則易 知則易 知則易 知則易  
 易者 與天者也 知則易 知則易 知則易 知則易

通變之謂道 陰陽不測之謂神  
 生生之謂易 成象之謂乾 效法之謂坤 極數知來之謂占  
 富貴之謂大業 日新之謂盛德  
 敬法仁 戒法用 彼萬物而不與聖人同處 德盛大業之謂業  
 故君子之道鮮矣  
 仁者見之謂之仁 知者見之謂之知 百姓日用而不知  
 一陰一陽之謂道 繼之者善也 成之者性也  
 易者 與天者也 知則易 知則易 知則易 知則易

- ☰ 乾 陽能之極，象徵父
- ☳ 震 陽能在下，象徵長男
- ☵ 坎 陽能在中，象徵中男
- ☲ 艮 陽能在上，象徵少男

- ☷ 坤 陰能之極，象徵母
- ☶ 巽 陰能在下，象徵長女
- ☴ 離 陰能在中，象徵中女
- ☱ 兌 陰能在上，象徵少女







SKY



乾



LAND



坤



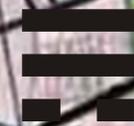
THUNDER



震



THE WIND



巽



WATER



坎



FIRE



離



MOUNTAIN



艮



A LAKE

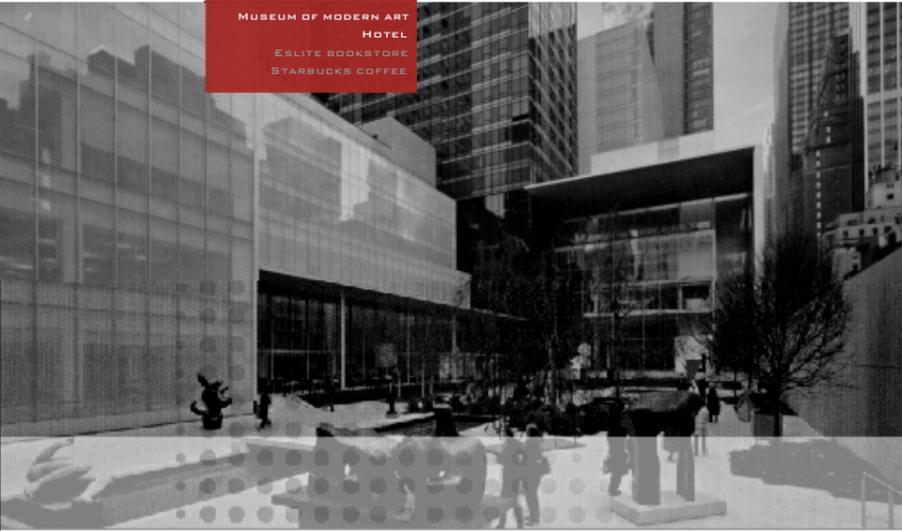


兌

在易經中，構成的元素分別是 乾、坤、震、巽、坎、離、艮、兌八種，各個元素有其特殊的象徵意義分別是 天、地、雷、風、水、火、山、澤，可從卦畫中閱讀出其特殊象徵意義



PROGRAM  
MUSEUM OF MODERN ART  
HOTEL  
ESLITE BOOKSTORE  
STARBUCKS COFFEE



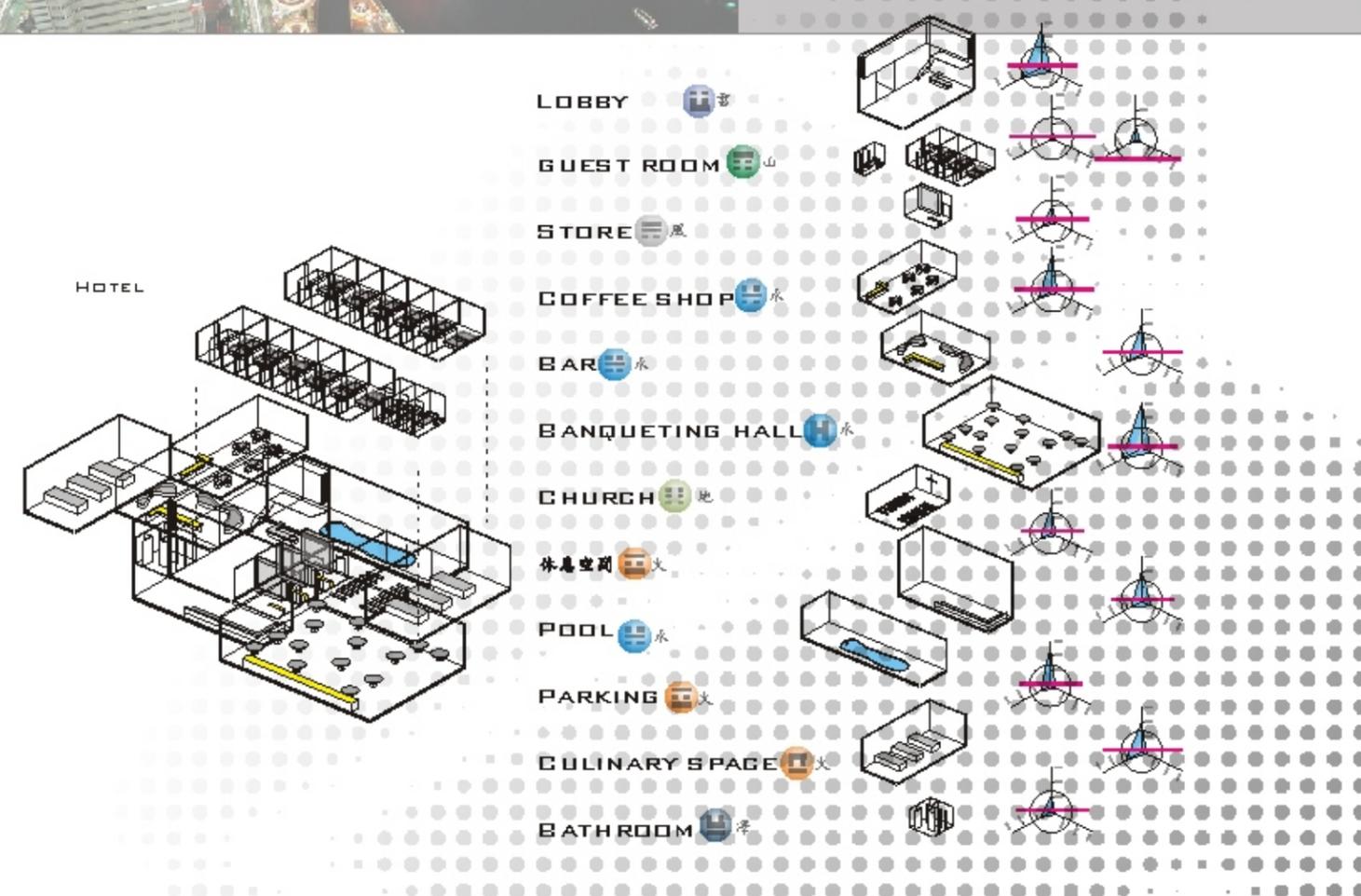
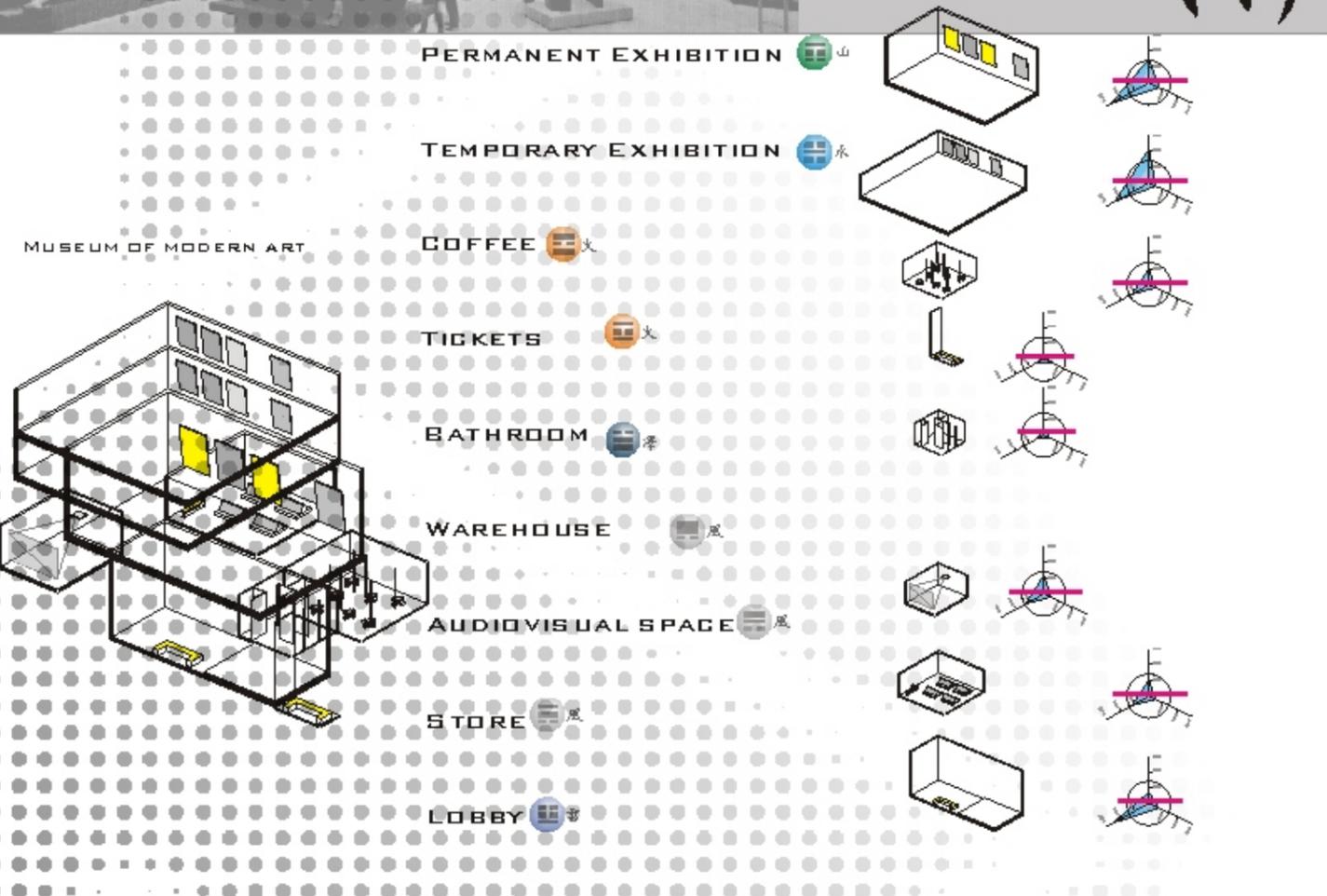
MUSEUM OF MODERN ART

美術

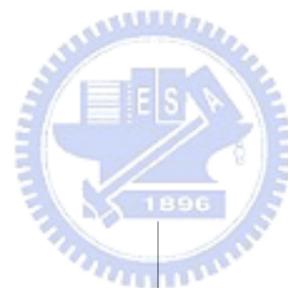


YOKOHAMA HOTEL

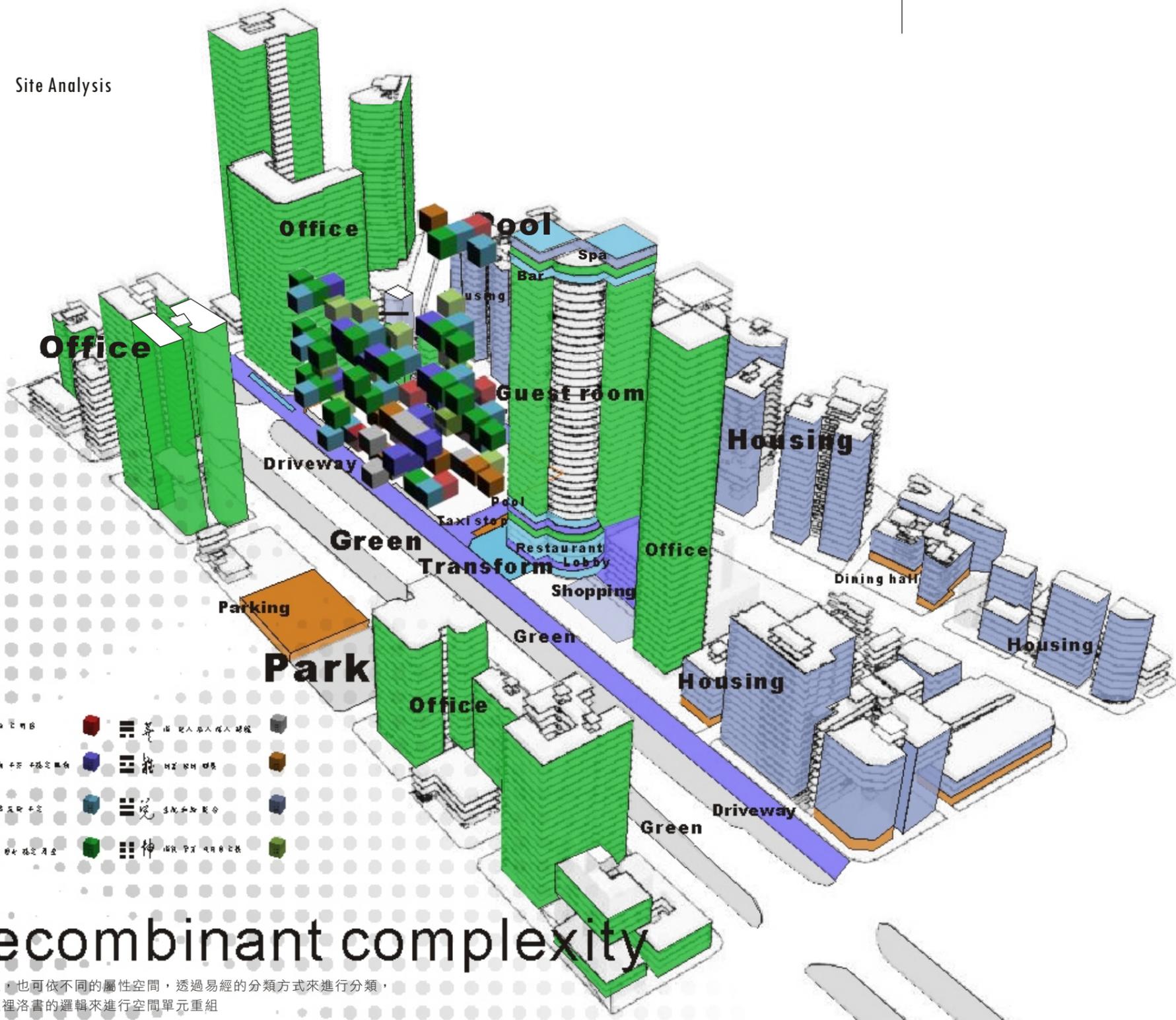
旅館



在易經的元素中依不同的特性有不同的分類，空間也有其空間的屬性，將易經與空間的屬性重新對應與分類



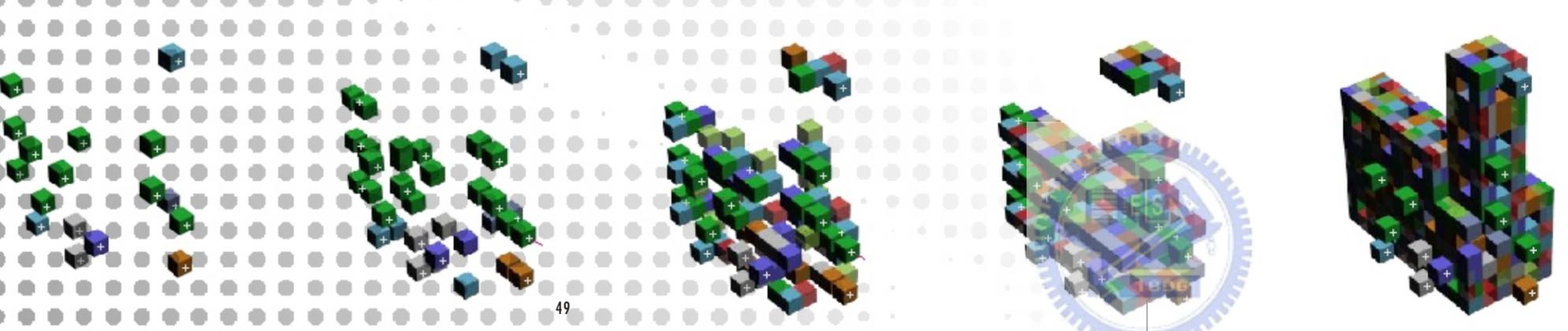
Site Analysis



# Recombinant complexity

在基地上，也可依不同的屬性空間，透過易經的分類方式來進行分類，再依易經裡洛書的邏輯來進行空間單元重組

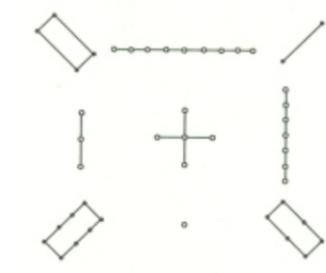
Development



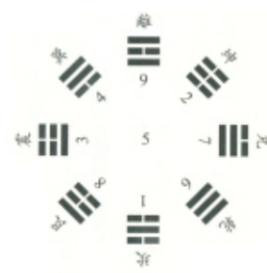
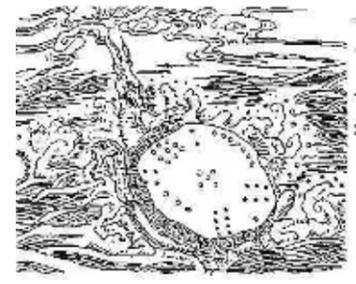
Constitute Rule

後天八卦  
戴九履一 左三右七 二四為角 六八為足 五居中

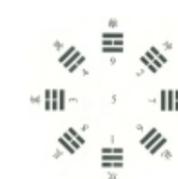
洵



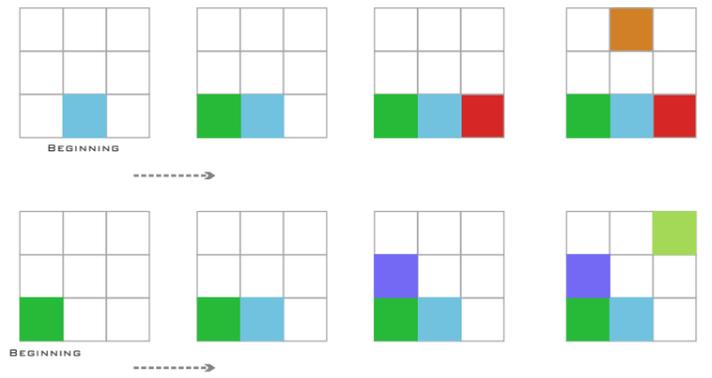
4	9	2
3	5	7
8	1	6



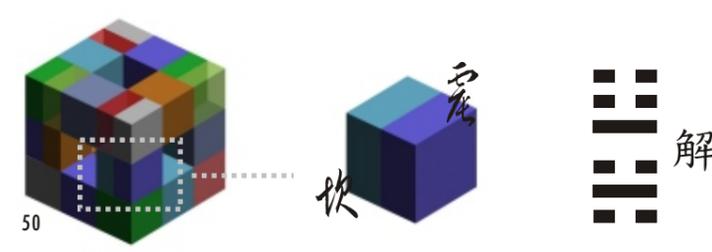
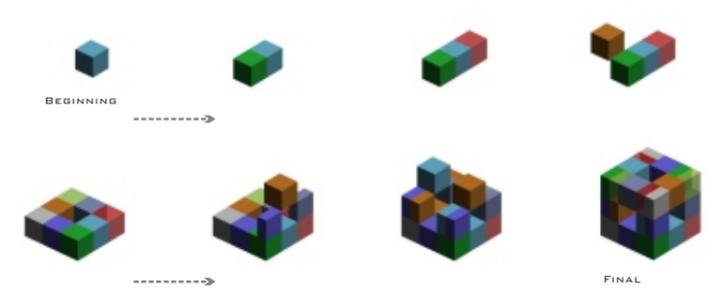
4	9	2
3	5	7
8	1	6

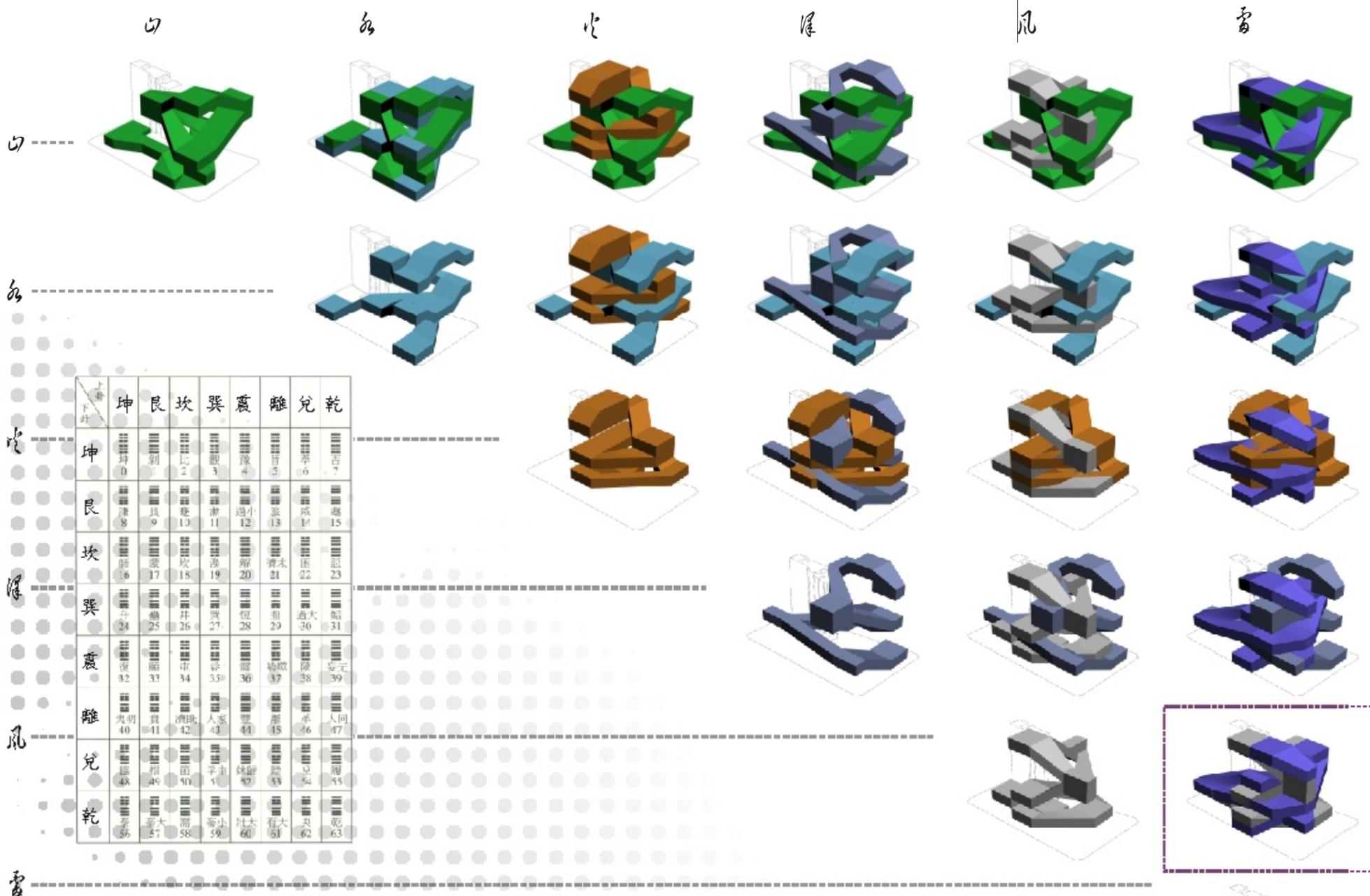


2D

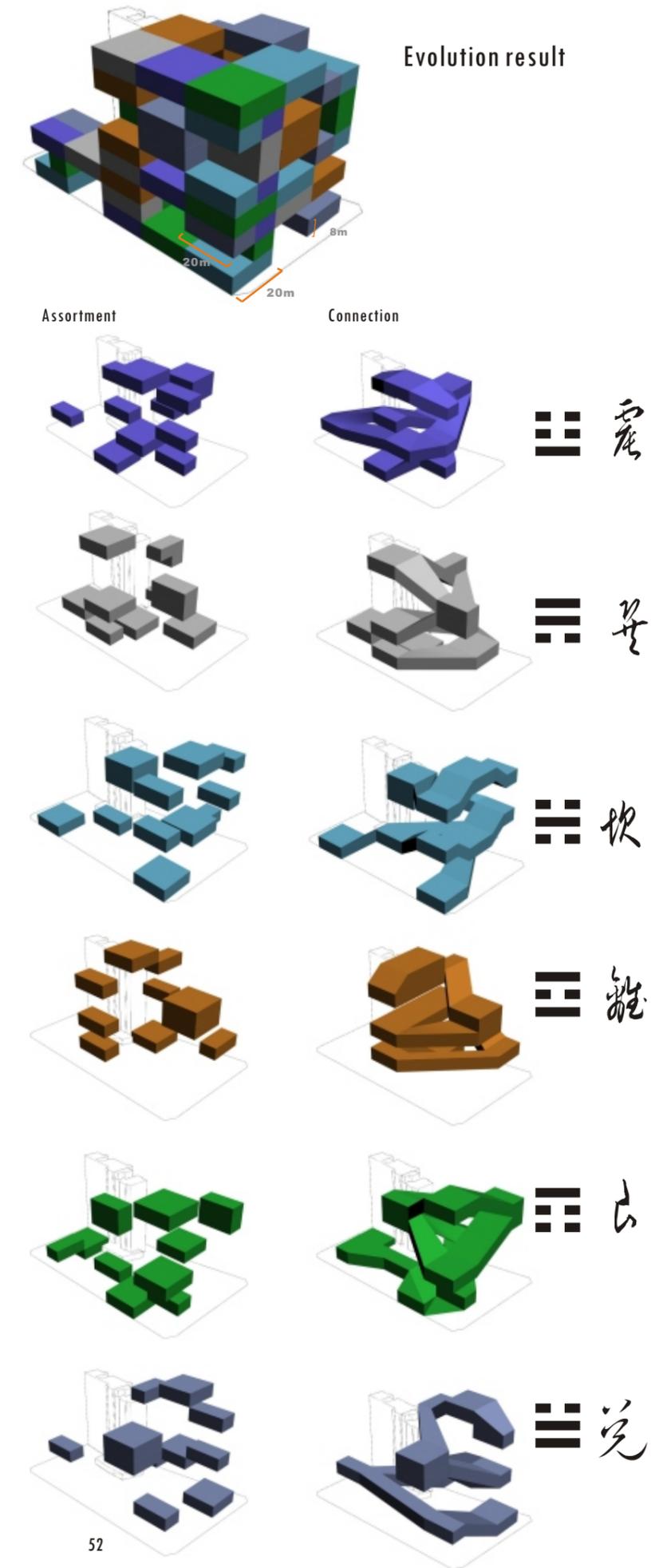


3D

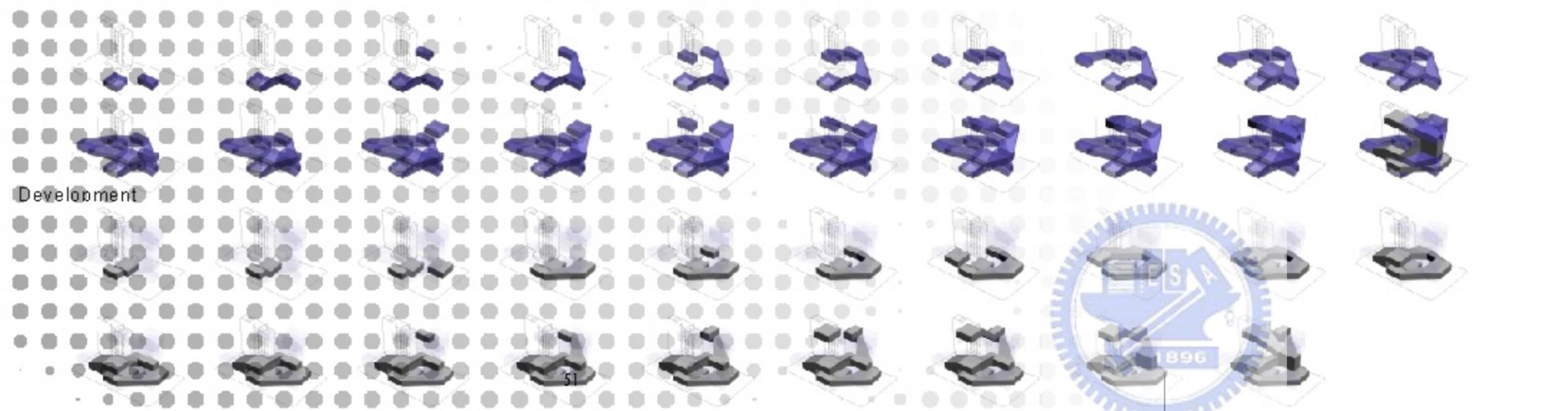




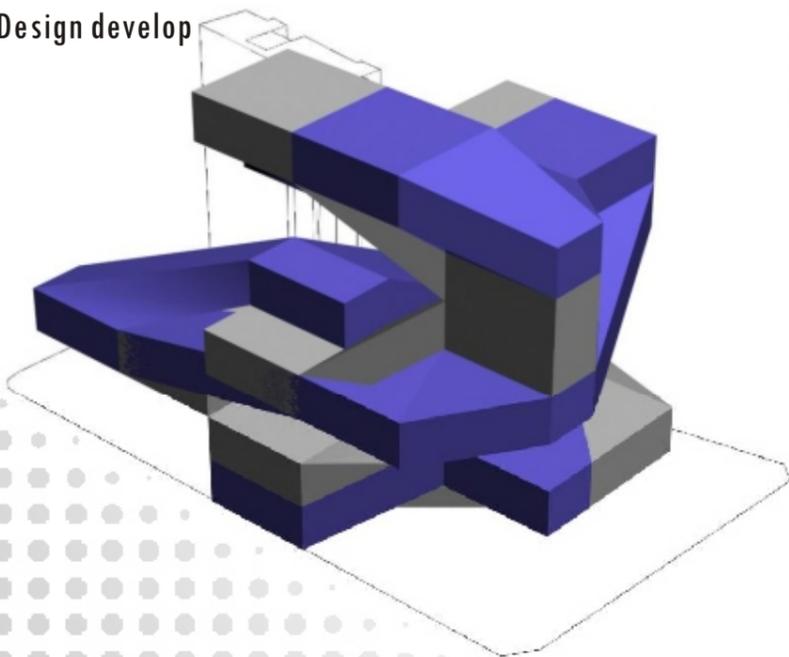
Upper Lower	坤	艮	坎	巽	震	離	兌	乾
坤	☷ 坤 0	☶ 艮 1	☵ 坎 2	☴ 巽 3	☳ 震 4	☲ 離 5	☱ 兌 6	☰ 乾 7
艮	☶ 艮 8	☷ 坤 9	☵ 坎 10	☴ 巽 11	☳ 震 12	☲ 離 13	☱ 兌 14	☰ 乾 15
坎	☵ 坎 16	☶ 艮 17	☷ 坤 18	☴ 巽 19	☳ 震 20	☲ 離 21	☱ 兌 22	☰ 乾 23
巽	☴ 巽 24	☶ 艮 25	☵ 坎 26	☷ 坤 27	☳ 震 28	☲ 離 29	☱ 兌 30	☰ 乾 31
震	☳ 震 32	☶ 艮 33	☵ 坎 34	☴ 巽 35	☷ 坤 36	☲ 離 37	☱ 兌 38	☰ 乾 39
離	☲ 離 40	☶ 艮 41	☵ 坎 42	☴ 巽 43	☳ 震 44	☷ 坤 45	☱ 兌 46	☰ 乾 47
兌	☱ 兌 48	☶ 艮 49	☵ 坎 50	☴ 巽 51	☳ 震 52	☲ 離 53	☷ 坤 54	☰ 乾 55
乾	☰ 乾 56	☶ 艮 57	☵ 坎 58	☴ 巽 59	☳ 震 60	☲ 離 61	☱ 兌 62	☷ 坤 63



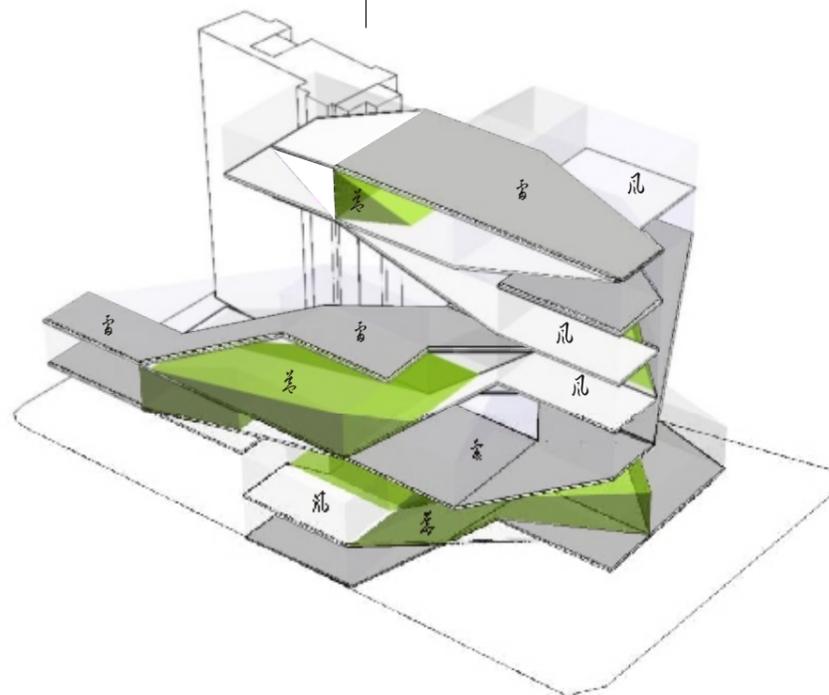
# Recombinant complexity



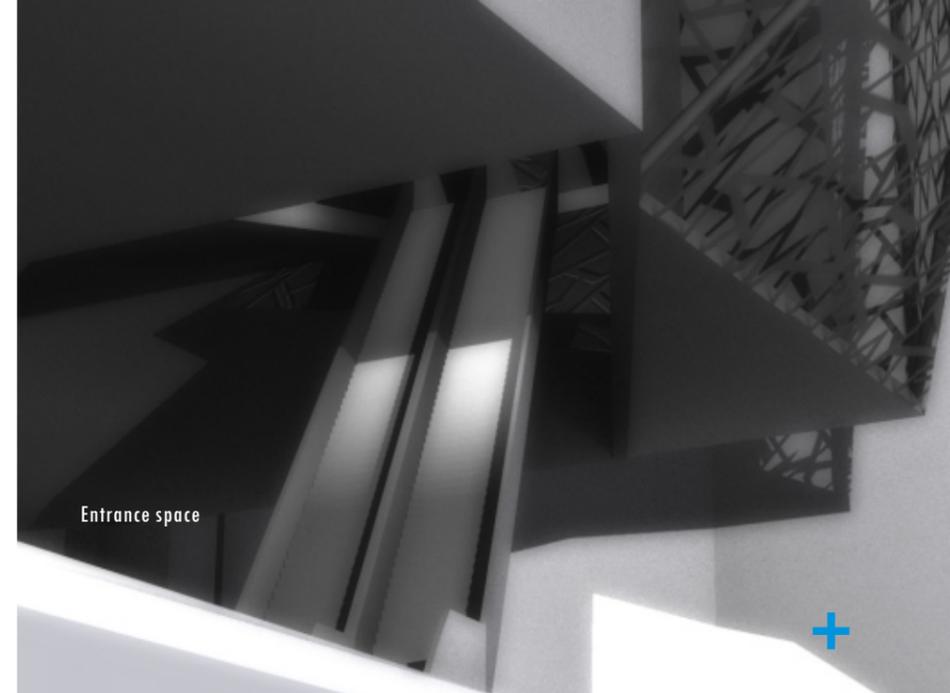
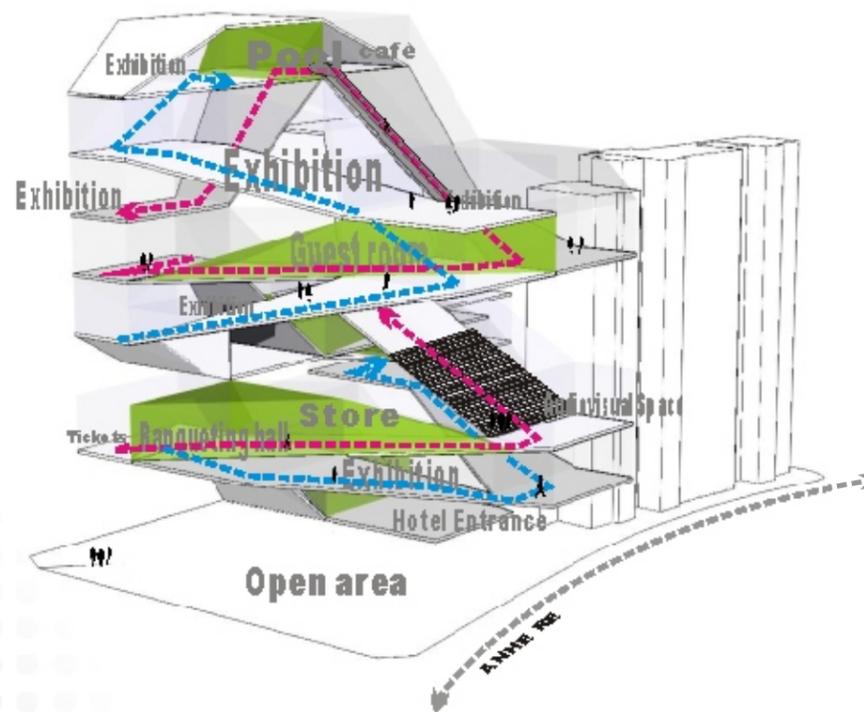
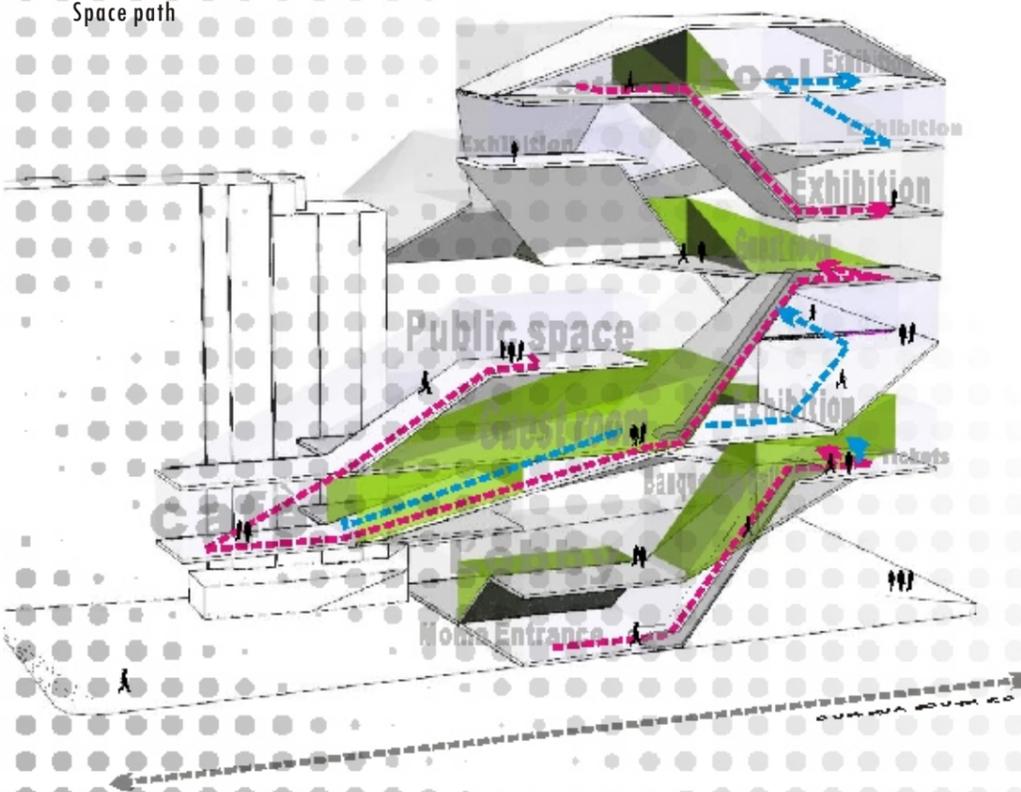
Design develop



益



Space path



Entrance space

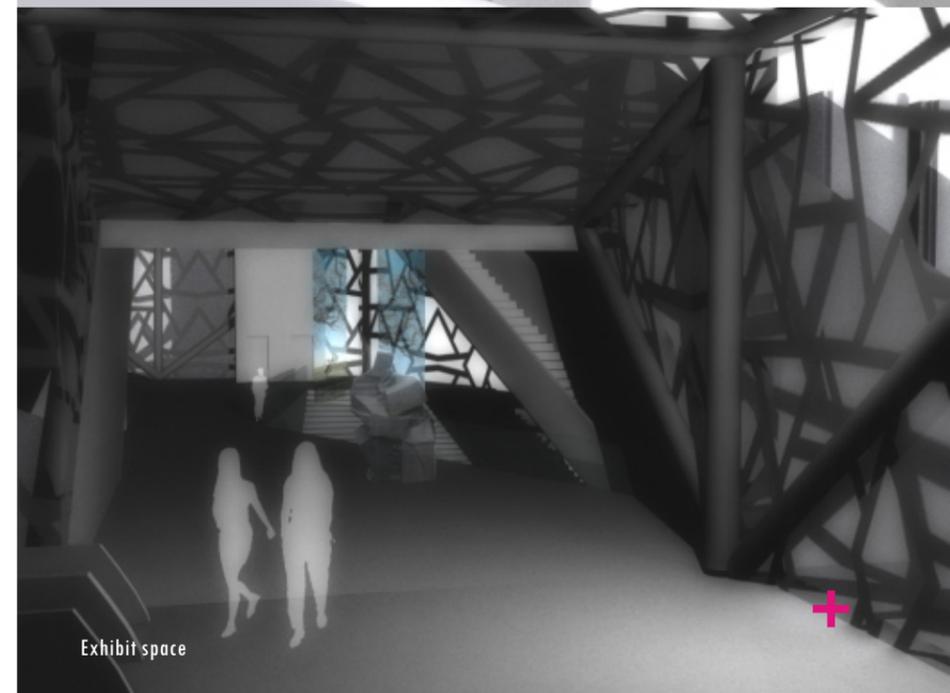
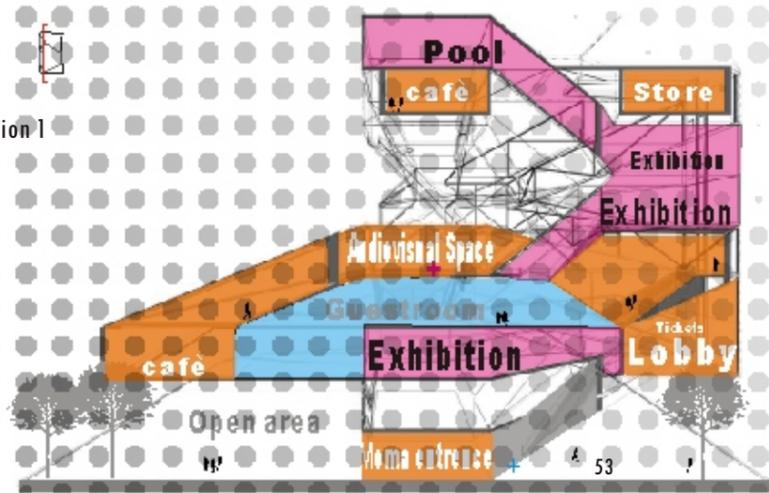


Exhibit space

Section 1



Section 2

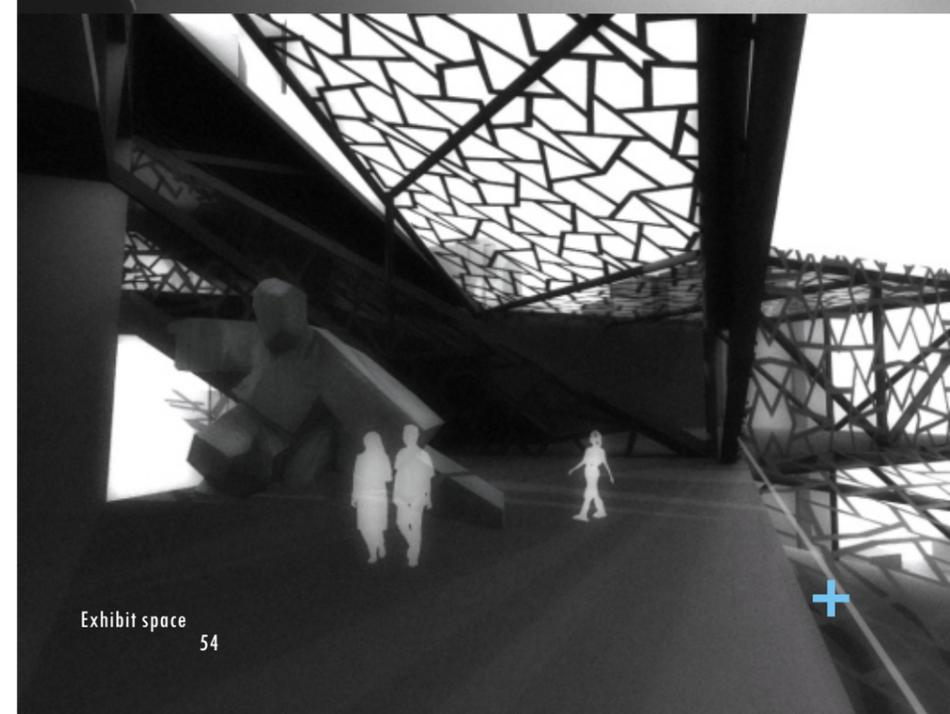
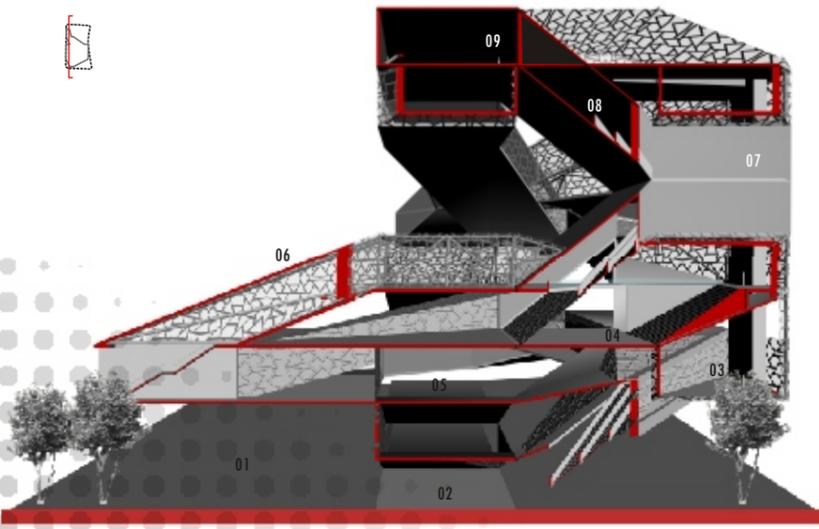
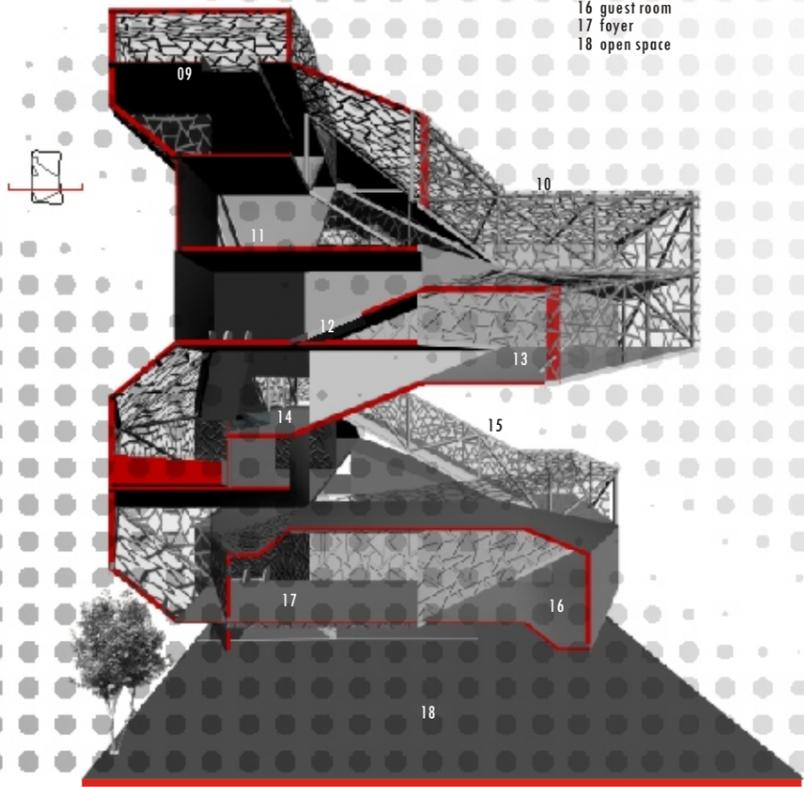


Exhibit space

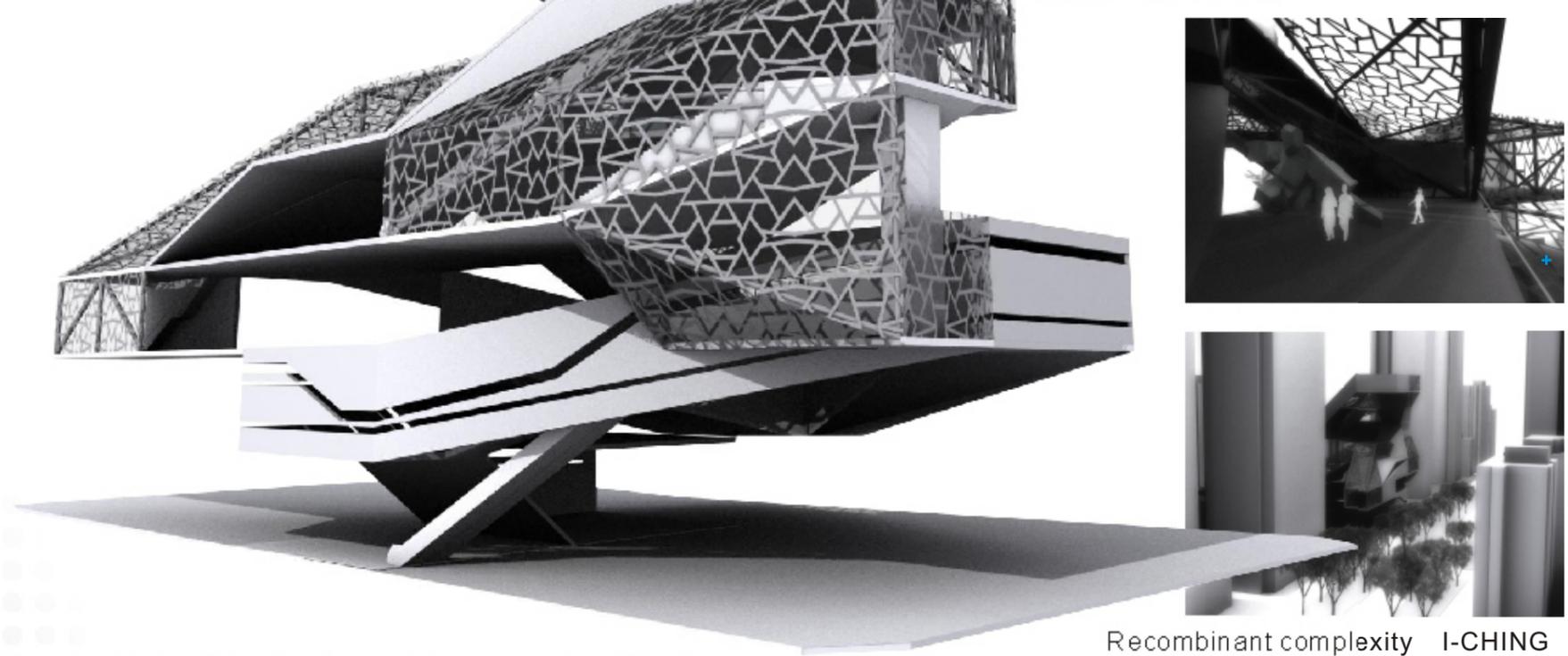
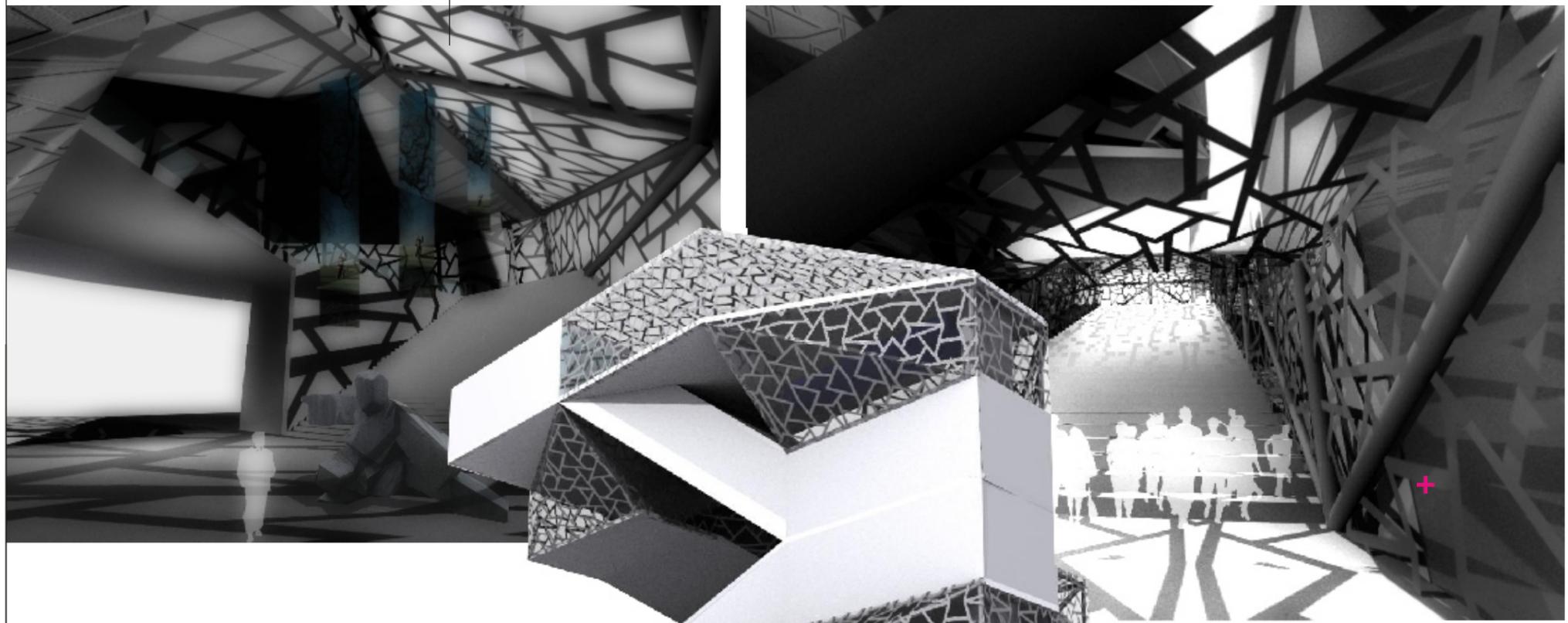
Space section I



Space section II



- 01 open space
- 02 Museum entrance
- 03 foyer
- 04 exhibit space
- 05 guest room
- 06 exhibit space
- 07 guest room
- 08 path
- 09 pool
- 10 exhibit space
- 11 guest room
- 12 exhibit space
- 13 exhibit space
- 14 exhibit space
- 15 lecture theatre
- 16 guest room
- 17 foyer
- 18 open space



Recombinant complexity I-CHING

I CHING

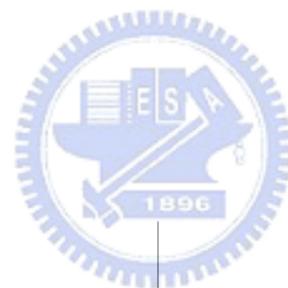
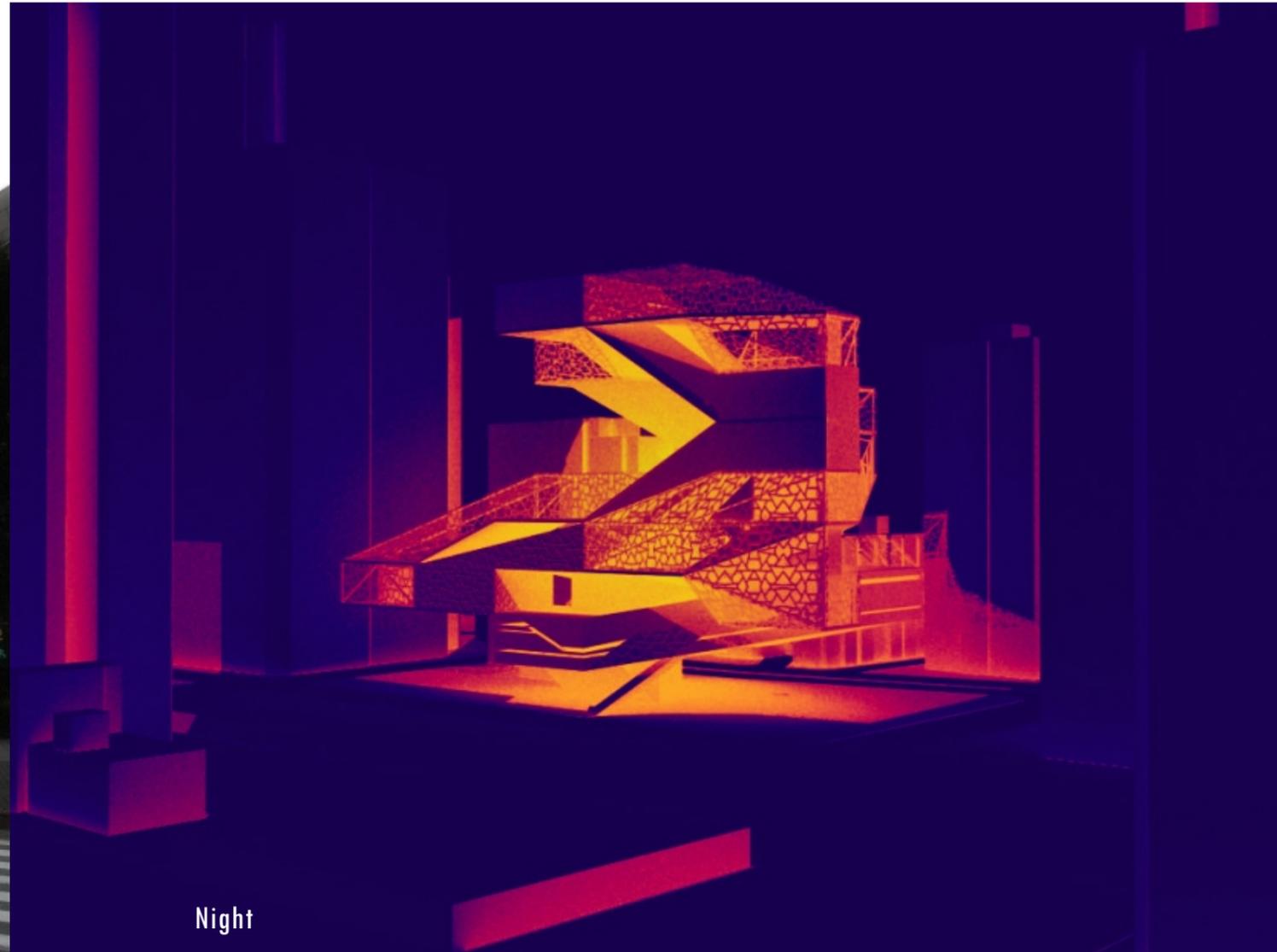
The hexagram diagram is conceptually subdivided into two three-line arrangements called trigrams (卦). There are 23, hence 8, possible trigrams. The traditional view was that the hexagrams were a later development and resulted from combining the two trigrams. However, in the earliest relevant archaeological evidence, groups of numerical symbols on many Western Zhou bronzes and a very few Shang oracle bones, such groups already usually appear in sets of six. A few have been found in sets of three numbers, but these are somewhat later. Note also that these numerical sets greatly predate the groups of broken and unbroken lines, leading modern scholars to doubt the mythical early attributions of the hexagram system.



CONCEPT

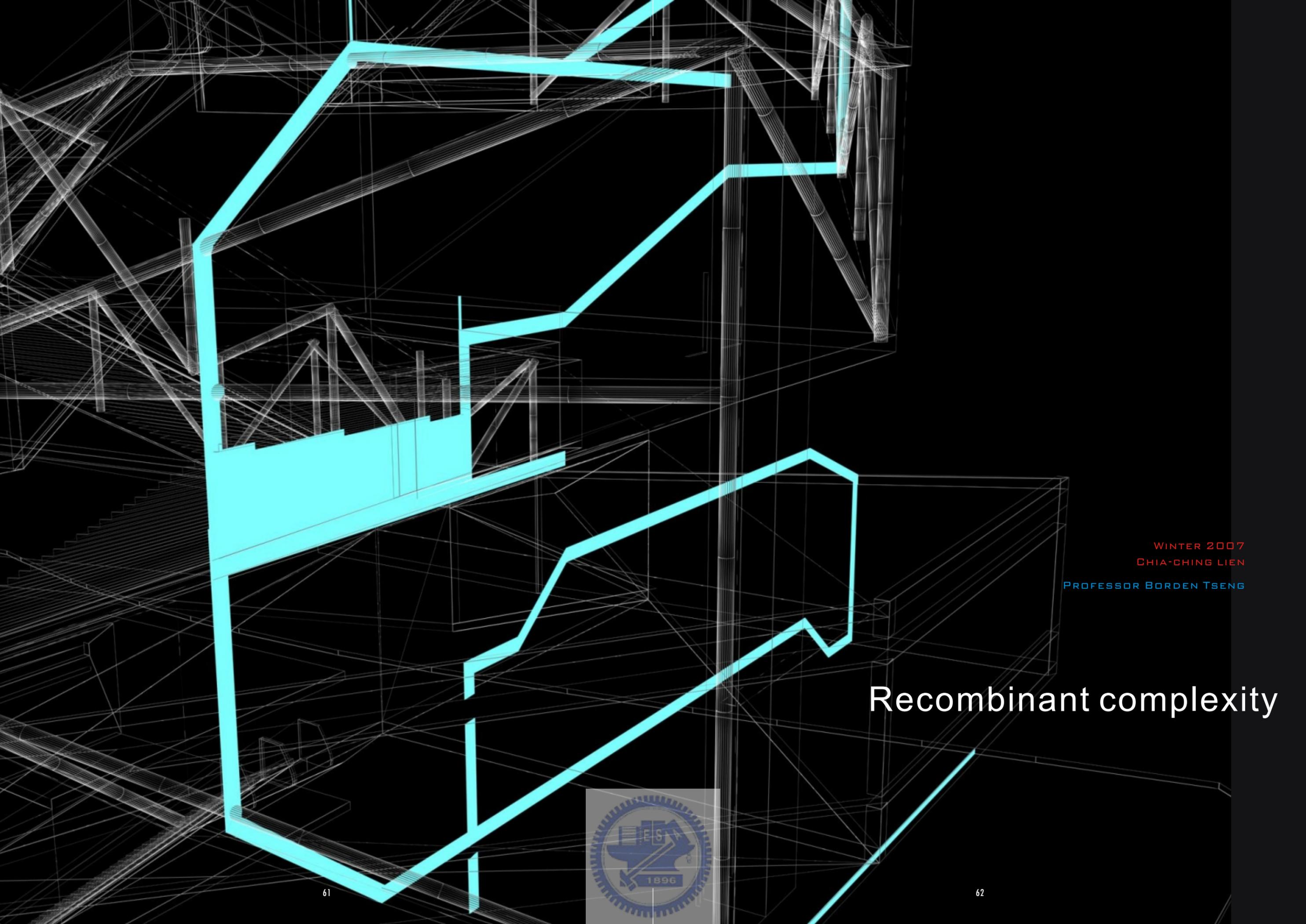


Perspective



## Recombinant Complexity- I CHING





WINTER 2007  
CHIA-CHING LIEN  
PROFESSOR BORDEN TSENG

# Recombinant complexity

