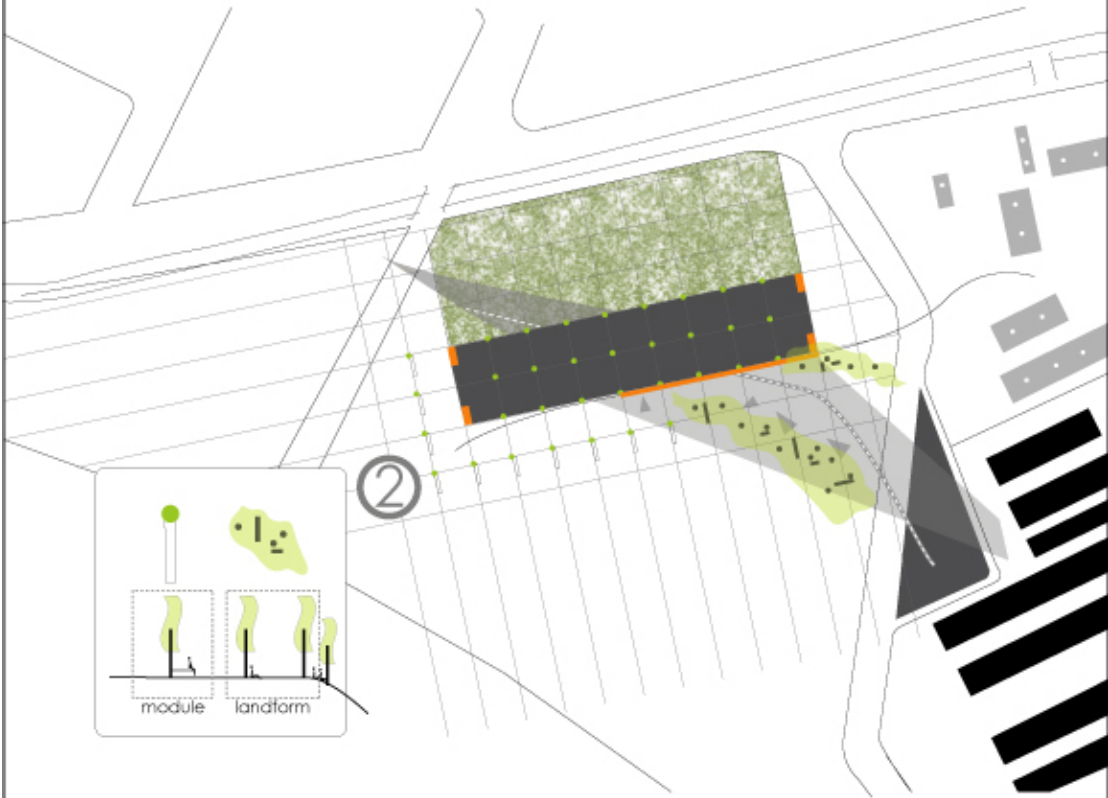
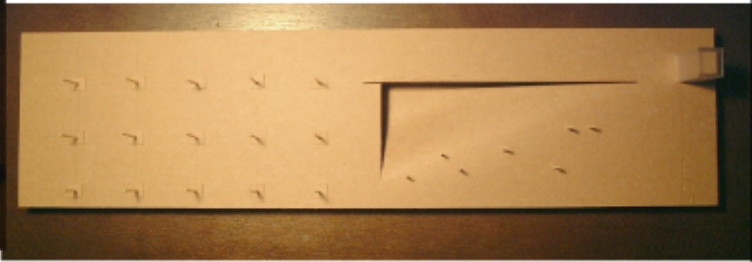
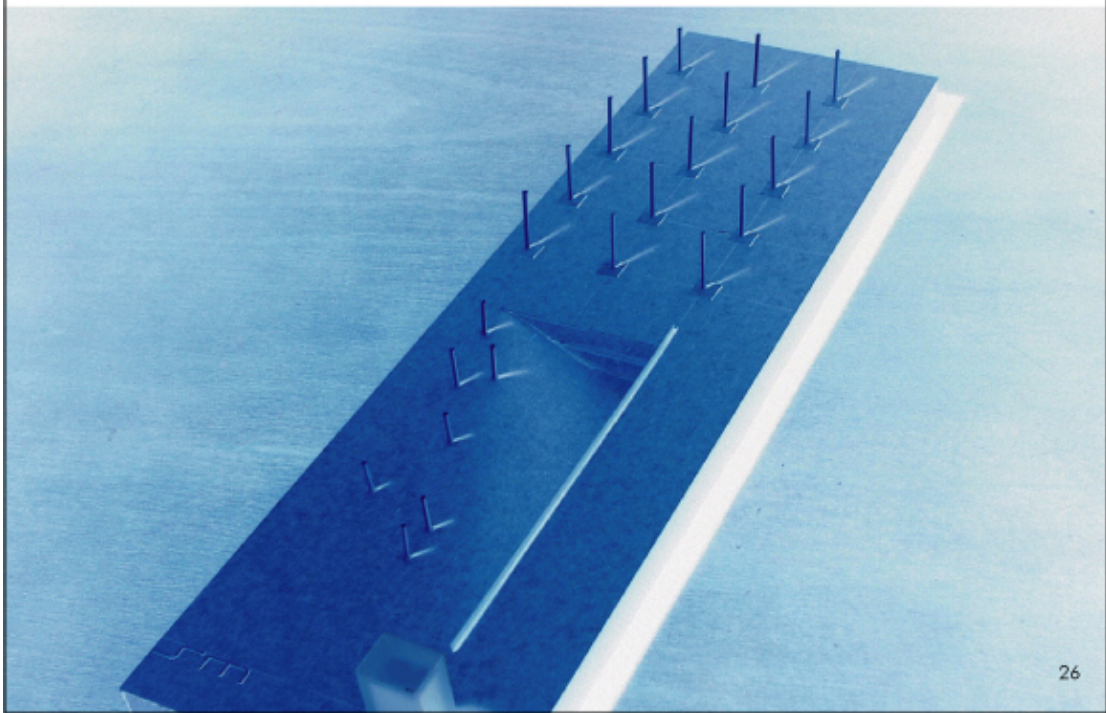
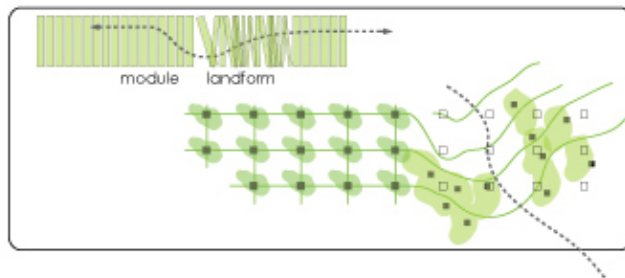
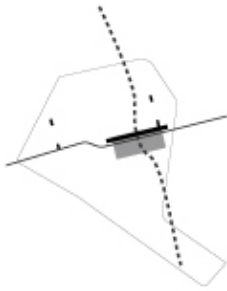
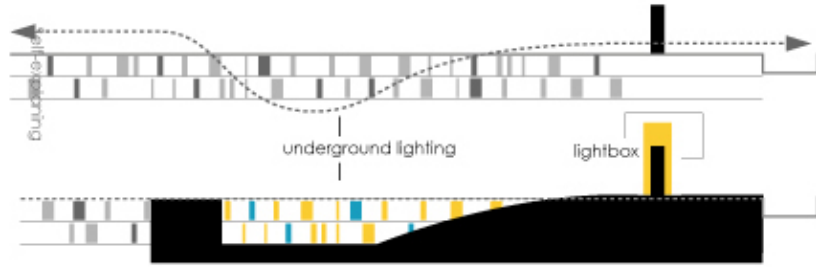


□ Strategy2. Self-explaining



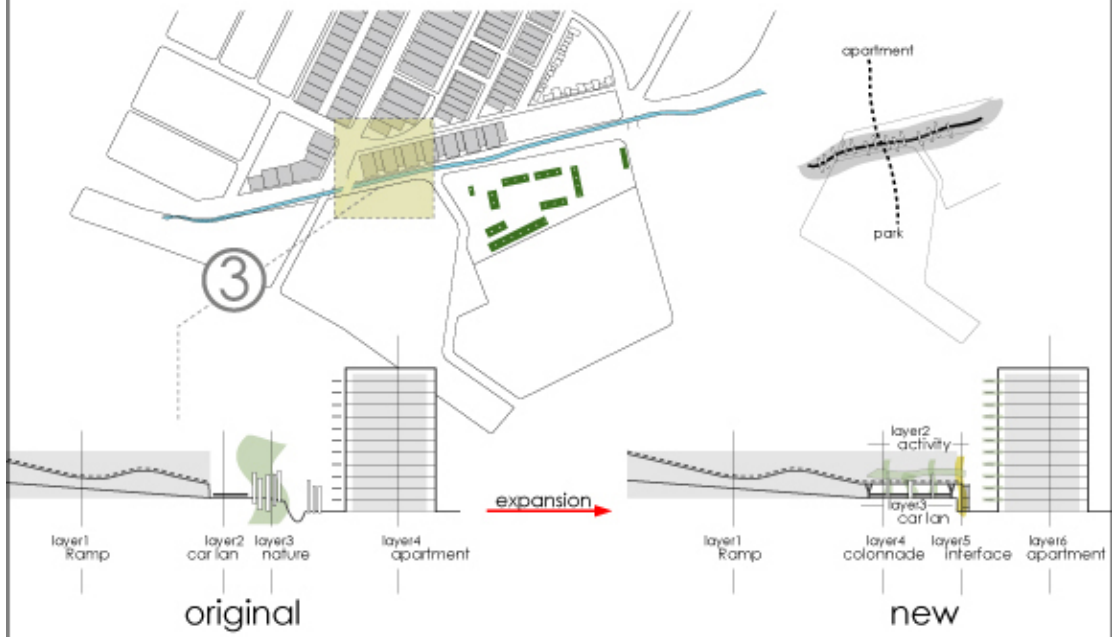
□ Strategy2. Self-explaining

Strategy2

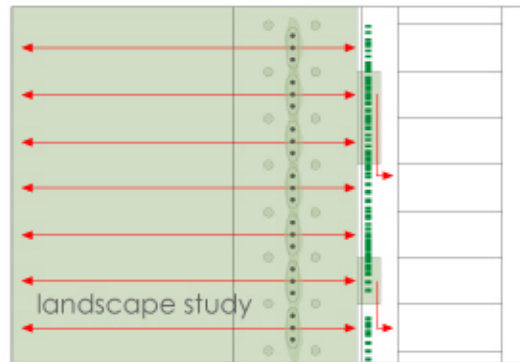
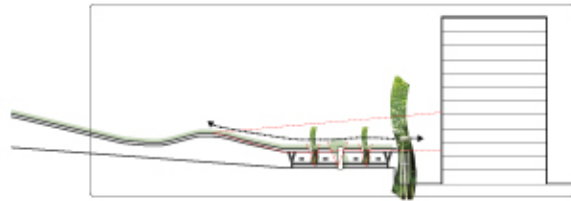
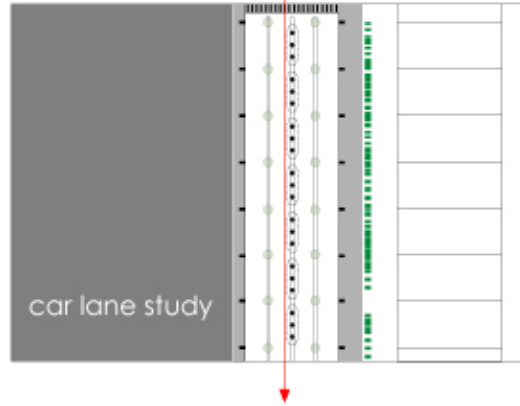
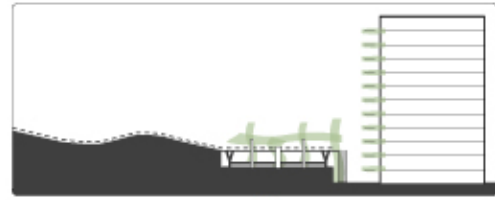


New Interface
Strategy3

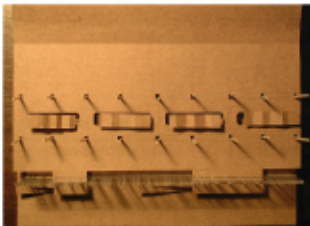
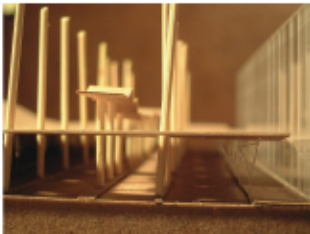
□ Strategy3. New Interface



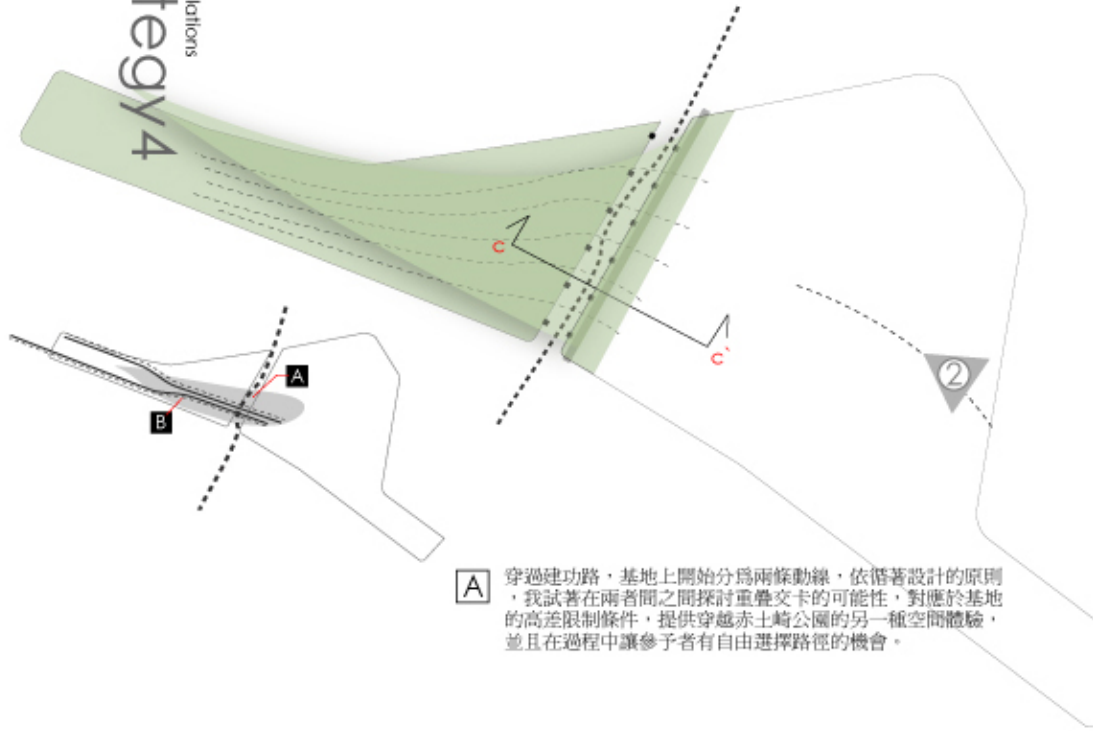
□ Strategy3. New Interface



New Interface
Strategy3



Double Circulations
Strategy4

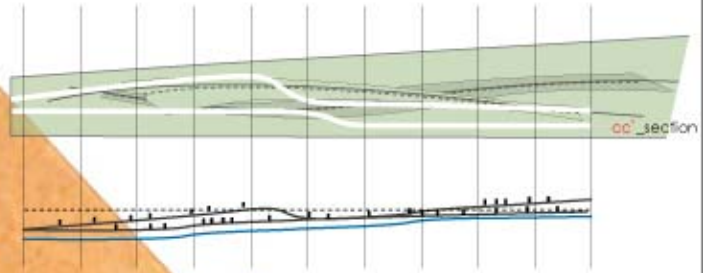


A 穿過建功路，基地上開始分為兩條動線，依循著設計的原則，我試著在兩者間之間探討重疊交卡的可能性，對應於基地的高差限制條件，提供穿越赤土崎公園的另一種空間體驗，並且在過程中讓參予者有自由選擇路徑的機會。



□ Strategy4. Double Circulations

Double Circulations
Strategy4



B 如同Strategy3的操作經驗，基地與基地間夾雜著一條橫貫南北的道路，而基地邊界與道路的關係，設計上嘗試提出平行、重疊、扭曲的概念，將步行經驗與地形的變動結合，也提供視覺空間上的另一種體驗。

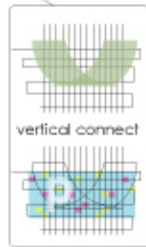
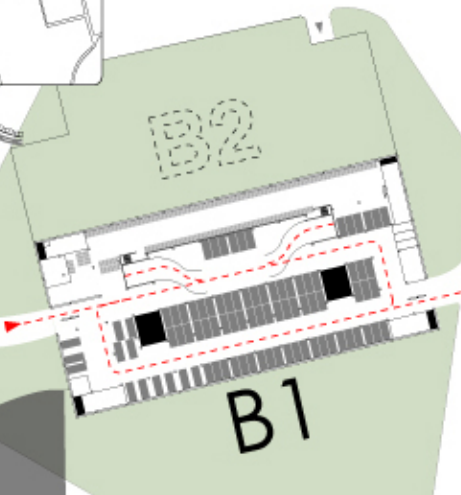
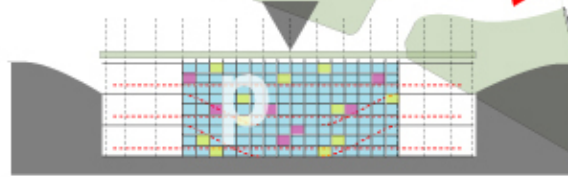


Spirit Be Plugged in
Strategy5

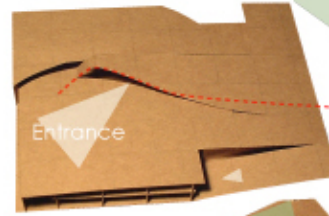


停車空間不是灰暗的

大膽提出此假設，希望將廣場的草坡動線，陽光空氣注入基地內的迴車空間，將停車場內的交集空間重新定義，藉以將虛空間帶入室內，並透過鮮明的視覺手法，提供停車者的心境轉換。



- nature ramp
- glass house
- graphic sign



Entrance



nature ramp