

國立交通大學

建築研究所

碩士論文

**建築磁場-秩序衍生空間**

**The Magnetic Field of Architecture- the Space Derives from the Order**

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建築  
磁場

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THE MAGNETIC FIELD OF ARCHITECTURE  
- THE SPACE DERIVES FROM THE ORDER

# 建築磁場 - 秩序衍生空間

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# The magnetic field of architecture - the space derives from the order

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# 前言

## 磁場

物理學中，磁場(magnetic field)是一種環繞在移動中的電荷(an electric charge)以及磁偶極的螺線向量場(solenoidal vector field)，例如在電流(electric current)與磁鐵(magnet)周圍。當這樣的磁場存在時，對於其他相似的物體會有磁力作用。所有的物質或多或少對磁場有所反應，可能是與磁場產生斥力，或者是受到磁場的吸引。磁力是一種看不見，而又摸不著的特殊能量。

磁體(a magnetic body) (具有磁性的物體)周圍存在磁場，磁體間的相互作用是以磁場作為媒介。在物理界中「磁體」能夠吸引鐵、鈷、鎳等物質的性質叫做磁性，具有磁性的物體叫磁體。磁體所具備的磁力能吸引某些物體，同時也能排斥某些物體。在我們的生活週遭正存在著許多磁體，且相互作用與影響。

人們所生活的場所就像是一個大磁場，人的行為與空間活動即各為磁體，會產生互相吸引或排斥的力量，這種力量由「人類行為」所產生，就好似磁力無形地推動著人們與空間之間的運轉。

# Foreword

## Magnetic Field

Magnetic fields surround magnetic materials and electric currents and are detected by the force they exert on other magnetic materials and moving electric charges. The magnetic field, at a given point, is specified by both a direction and a magnitude (or strength); as such it is a vector field. In special relativity, the electric field and magnetic field are two interrelated aspects of a single object, called the electromagnetic field. All materials would react to the electromagnetic field, no matter be attracted or repelled. The magnetic force is invisible and intangible.

The **magnetic body** (which is a body with the magnet) produces a magnetic field. This magnetic field is invisible but is responsible for the most notable property of a magnet: a force that pulls on other ferromagnetic materials and attracts or repels other magnets. There are numerous magnetic bodies surround us and interact among each other.

The place people live is just like a huge magnetic field. And people's activities and behavior are like the magnetic bodies, which would generate a force to attract or repel among each others. This kind of intangible force is from the "human behavior", and just like the magnetic force to drive the activities between people and space.

## 秩序衍生空間

建築設計最終的目的是期望透過空間建構的手法來創造生活或是解決問題，因此，跳脫出有形的空間形式框架，發掘出引發活動運轉的隱形推力，也就是帶動物體運轉的磁力，才能真正創造出空間活動的價值，讓建築設計不再只是追求造型與形式上的表現。另外，空間形式也是推動人類活動的重要驅力，或者可以說是一種磁力。若能找出引發及驅動人類行為的重要關鍵，就能掌握架構整體建築空間的關鍵磁體及推動人類活動運轉的隱形磁力。

因此，建築的空間邏輯應透過磁體與磁體或是磁體與磁場間的互相影響及運轉而衍生。首先透過觀察與認知人類活動的群性、個性及地域性，從而定義空間機能與行為的相互關係，最終才能配合環境的架構使活動得以運行並且與社會接合。唯有互為支持的關係才能使有益於人類生活的建築場所以運作。這樣的論述闡明了不論是單體的建築本身、區域性的環境或是都市，都將是有機會透過人類行為秩序來創造「新生活衍生空間」的場所。

所謂「新生活衍生空間」是以人類最基本的行為模式為基礎去創造空間，而並非透過空間改變人類行為。建築設計不論是在整理規劃或是空間機能的配置，目的都是期望能更直接推動人類活動的運轉，帶動其運轉的流暢度及開放性，同時接納更多的可能性。因此，不論是建築本身的架構關係及都市涵構，都是建構建築本體很重要的作用磁場。在此所探討的新建築模式即為從最小規模的人體尺度中歸類、配置及組合，再擴大到建築尺度的再組合，進而配合都市涵構的相互聯結關係。

"New space deriving from the life order" is to create the new space by following the original human behavior, instead of changing the human behavior by the space design. The goal of the architecture design is to facilitate the operation of people's activity directly, no matter through the space or program design. This creates the space with more possibility and opportunity. Therefore, not only the relation of framework in architecture but also the urban context is the important and fundamental magnetic field to construct the architecture. What I would like to discuss here is the "new construction model", to classify, layout and compose from the smallest scale of human space to architecture scale, then put it into and fit the urban context.

## The Space Derives from the Order

The final goal of architecture design is to create the life or solve (deal) the problem by the proper space construction. Only discarding the tangible frame of space and discovering the invisible magnetic force of driving the activities, the real value of program could be generated. Therefore, the architecture design is no longer to be the expression of the form and style. On the other hand, the form of the space could be the key driver, or a magnetic force of people's activities. Through finding the key of triggering and driving people's activities, we can manage the key magnetic bodies and the magnetic force to drive people's activities, which construct the whole architecture space.

The space logic of architecture derives from the interaction and operation among magnetic bodies and magnetic bodies, as well as magnetic bodies and magnetic field. By observing and knowing people's preference in the activity of community, personality and location, the program and people's behavior could be defined. Consequently, the design matches the context of location, and the program works and connects to the society. Only the relationships supports each other could benefit the operation of the human life. This discourse indicated that not only an architecture, a small area or even a city could be the place to create a "new space deriving from the life order" through the human behavior.



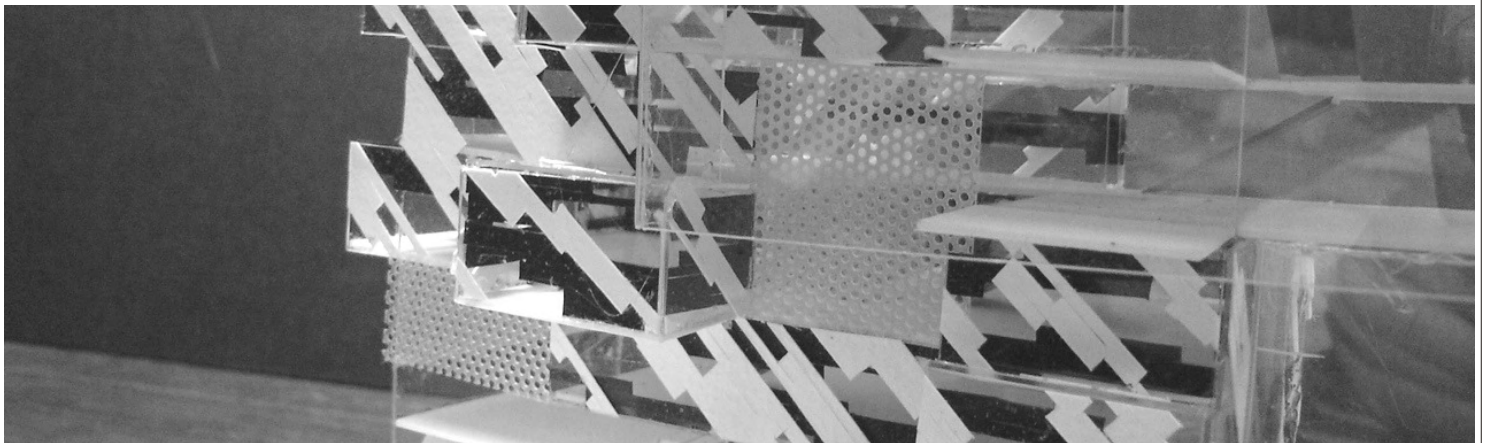




空間機能之間則是磁體與磁體之間的關係

## 空間組構與建築衍生-刺青記憶

**New space combination and space derives  
-Tattoo Memory**



## 空間組構與建築衍生

### -刺青記憶

當城市中人們對於空間的需求不能再單一化，打破以往「一棟」建築的概念，要接納更多不同活動在一起時，在此將刺青所產生的記憶與轉變過程以抽象的關係作探討，重新解讀進而找出組構新的建築邏輯以對應在建築架構之中。

記憶主要是透過聲(感官)、型、意三種基本元素，藉由重複累積的關係而慢慢產生進到不同階段的記憶層面。重新拆解各種不同類型的建築空間機能來分析所內含的特質，這些機能將透過這三種元素所內涵的比例關係而被重新歸類，這樣的結果除了在使用行為上將重新被區分，同時也會建立起新的空間機能關係。將這樣的結果對應回「記憶」的邏輯關係，建築的形體也將被慢慢的組構成型，最後也因空間上所呈現出的開放與私密性而表現在空間虛實、建築架構及外觀之中。當建築單元本身被建構完成之後置入基地，其所呈現的方向、位置及單元與單元的連接關係是同時對應在基地上人們對於空間所使用的關係而被配置的。

由此而呈現的是空間機能因現代性的需求，透過一種新的邏輯方式重新架構。公開與私密性的關係就像是廣大的磁場，空間機能之間則是磁體與磁體之間的關係，在三向度的空間中重新找到適合它們的位置。

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## **New space combination and architecture derivative-Tattoo Memory**

As people can't only have simplified program in their living place, we have to break the old concept of "a building" and include more different programs. Here I researched the process of the memory becoming to a tattoo with an abstract perspective. After reviewing the logic of memory, I found the new logic of composing in architecture reflecting the architecture contracture.

The memory is composed of three main elements: sense, image and meaning. The three elements accumulate and repeat in the process and form memory of different levels. If we deconstruct the programs, the programs would be classified by the three elements' ratio. Then the programs would not only be classified by the people's using behavior but also build up a new relationship among the other programs. Then, the architecture will be composed with this rule, and reflects the "Memory". In the end, the public and private space will be presented by the space's empty and solid. The direction of the units and its relation with the site is the key to connect to the people and activities.

The program of the space would meet the current demand, and construct with a brand new logic. The relation of public space and private space is like a big magnetic field. The relation among programs is just like the relation among magnetic bodies. They will find their position in the three-dimension space automatically.

# I. TATTOO

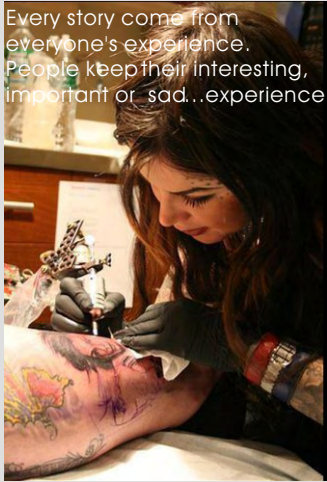
Story

Compose

## II. MEMORY

Process

Every story come from everyone's experience. People keep their interesting, important or sad...experience



Kat Von D

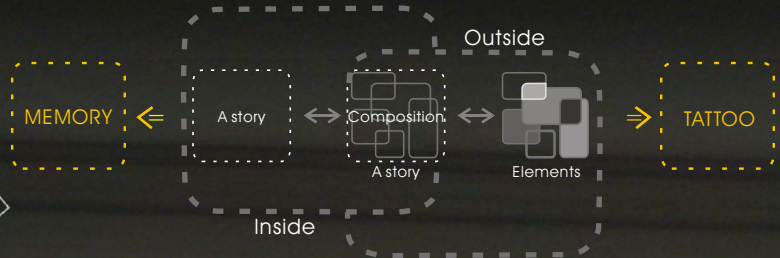
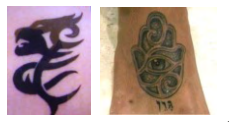
Kat Von D, 刺青畫家，是肖像刺青與黑白刺青的第一把交椅，用圖像符號詮釋記憶中的故事。即便只用單一色調的顏料，透過線條及陰影層次，仍能刻畫感動的圖像。她說，刺青最大的樂趣在於認識一個從他的故事開始，並且運用自己的想像與技術組構成代表這故事的樣子。當重新看過每一個圖像時 "它" 便不只是圖面上所呈現的樣子，"它" 背後擁有一個小故事。

a **permanent mark** or design made on the skin by a process of pricking and ingraining an indelible pigment or by raising scars

### Tattoo is

由內在記憶、故事 轉化 而成的外在圖像、符號。是一種由Tattoo的線條、色塊、陰影組成的過程。

以形象演變成另一類話語的符號，藉由各種圖像組成，使抽象的意義保存下來。刺青即為一個人將記憶中重要的事件，以圖像重新組織的過程，並永久保存。



## IV. SITE

Unite & Unite

Unite in site

## V. Architecture

Input space

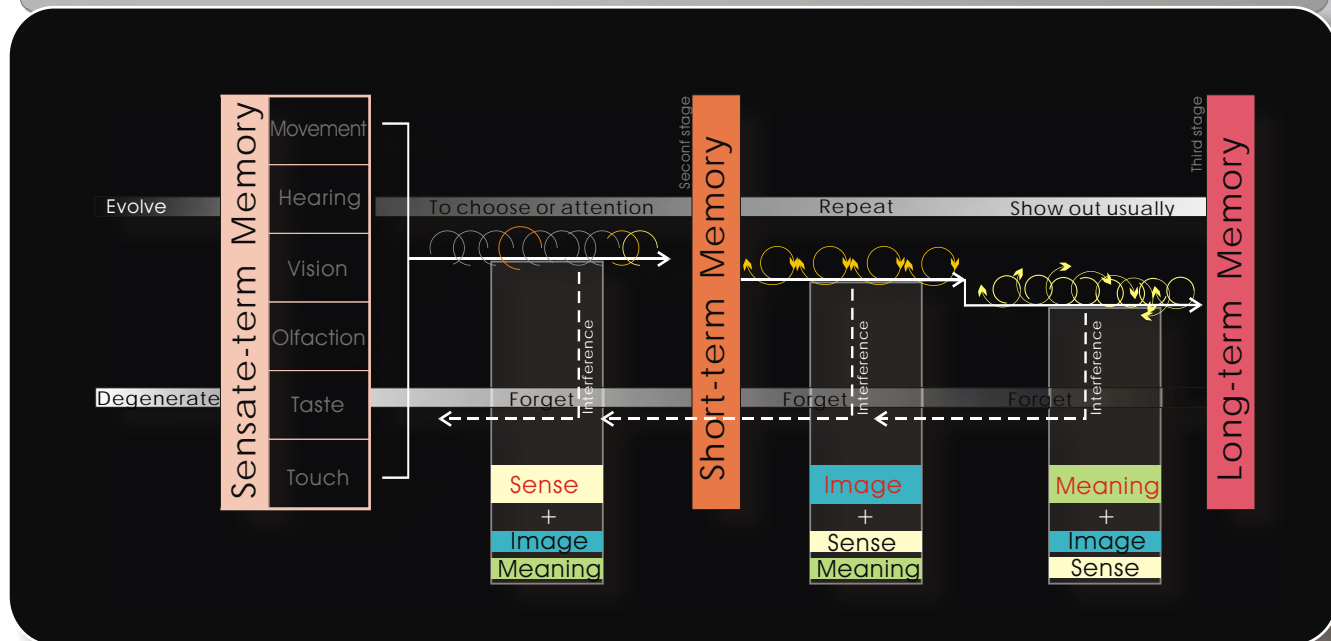
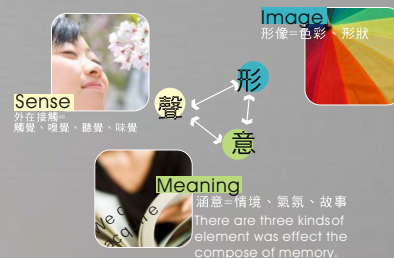
Plan program Circulation

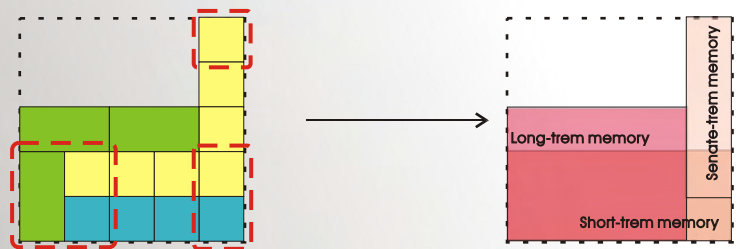
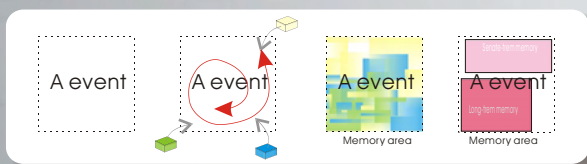


## Research

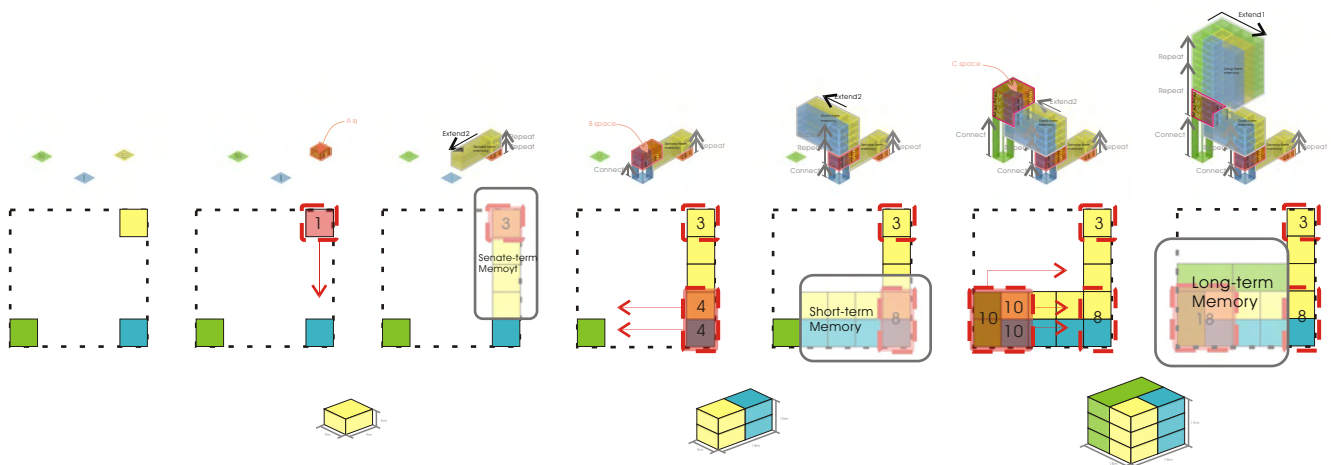
### Process of Memory

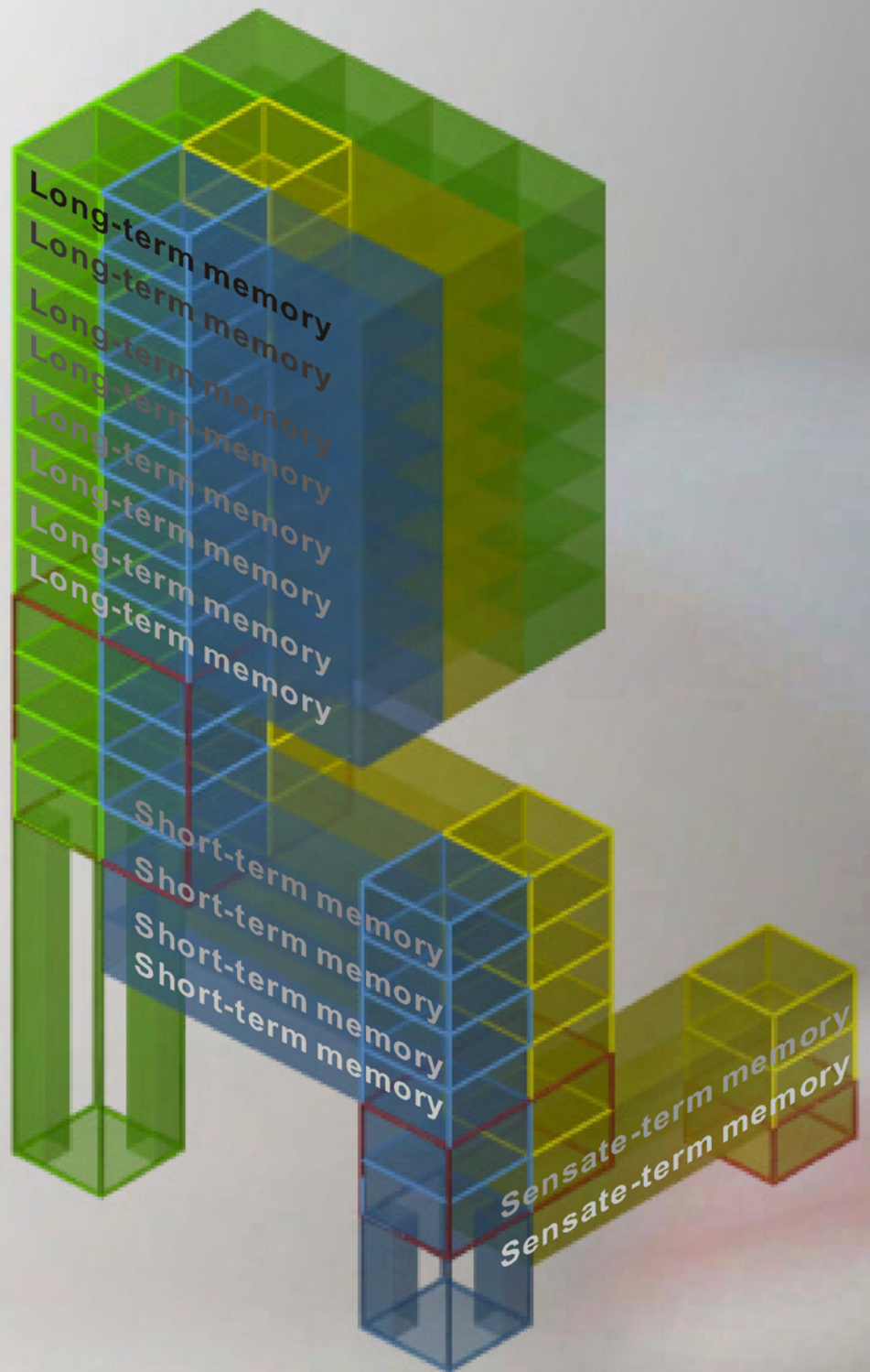
- Sensate-term memory:** 感覺記憶是從任何感官之影像、聲音、味道和觸覺所得到的印象，持續時間大約只有一到兩秒。感覺記憶的編碼包括各以聲碼為先的各種感覺編碼，訊息由感覺記憶要進入短期記憶時，必須經過選擇性注意和型態辨認兩種方式。我們經由選擇性注意選擇自己所專注的訊息加以輸入，所以這些訊息可以記憶得較久。型態辨認是對新的訊息加以分類，熟悉和較有價值的訊息則較可能進入短期記憶，並且得到較多的注意力。
- Short-term memory:** 短期記憶是感覺記憶與長期記憶之間的中介記憶歷程。其編碼方式以形碼為先，但是也包括聲碼與意碼。短期記憶儲存能力有限，保留期間約20秒。短期記憶的遺忘大多是因為訊息之間的干擾。短期記憶是唯一能在意識層次處理訊息的記憶階段，又稱為工作記憶。
- Long-term memory:** 長期記憶構成個人對世界和自我的所有知識。長期記憶接受從感覺記憶和短期記憶所輸入的訊息，它也是所有被經驗的事件、訊息、情緒、技巧、文字、範疇、法則、判斷等的貯藏室。長期記憶的主要編碼方式為意碼。長期記憶的容量無限，貯存時間無限久。



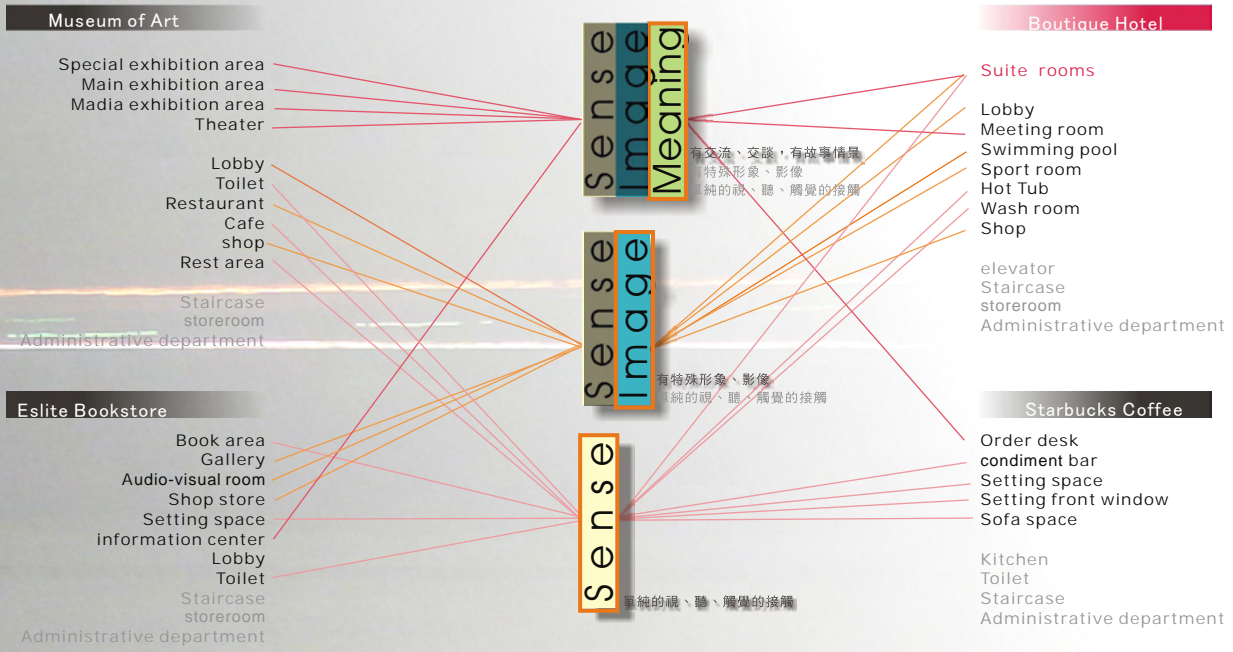


Analysis







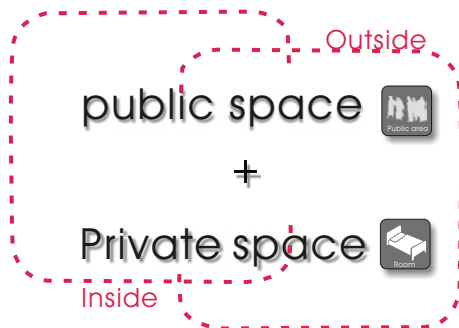


					Learn/watch	Eating /playing	
<b>Sense Image Meaning</b>	Restaurant Special exhibition Main exhibition Media exhibition Theater	information center	Meeting room	Bar Setting space Sofa space	Theater Exhibition Meeting room	Pub Bar	<b>Sense Image Meaning</b>
<b>Sense Image</b>	Restaurant Book shop	Book area Gallery Audio-visual room Shop store	Lobby Sport room Shop elevator		Magazine Book store Audio-visual room Gallery	Restaurant Shop store	<b>Sense Image</b>
<b>Sense</b>	information center Toilet Cafe Rest area	Setting space information center Lobby Toilet	Swimming pool Hot Tub Wash room	Toilet Setting front window Sofa space	Music shop Information	Hot Tub Wash room Coffe shop	<b>Sense</b>

## Tattoo & Hotel

There are two different parts of tattoo. One is a image which is on the body and show everyone off. Another is a story which in the mind and very personal.

There are two parts of space in hotel. One is public space which every roomers can use. Another is room space which is a



## Program Mix

### Cultural Entity

Museum of Modern Art

Museum of Technology

Museum of Cinema

### Hospitality Entity

Service Apartment

Boutique Hotel

Condominium

### Commercial Entity

Apple Store

Eslite Bookstore

Muji Store

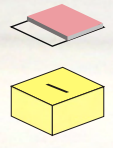
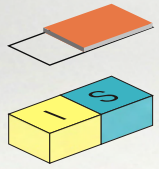
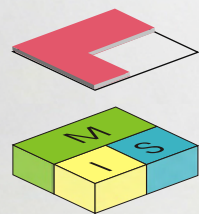
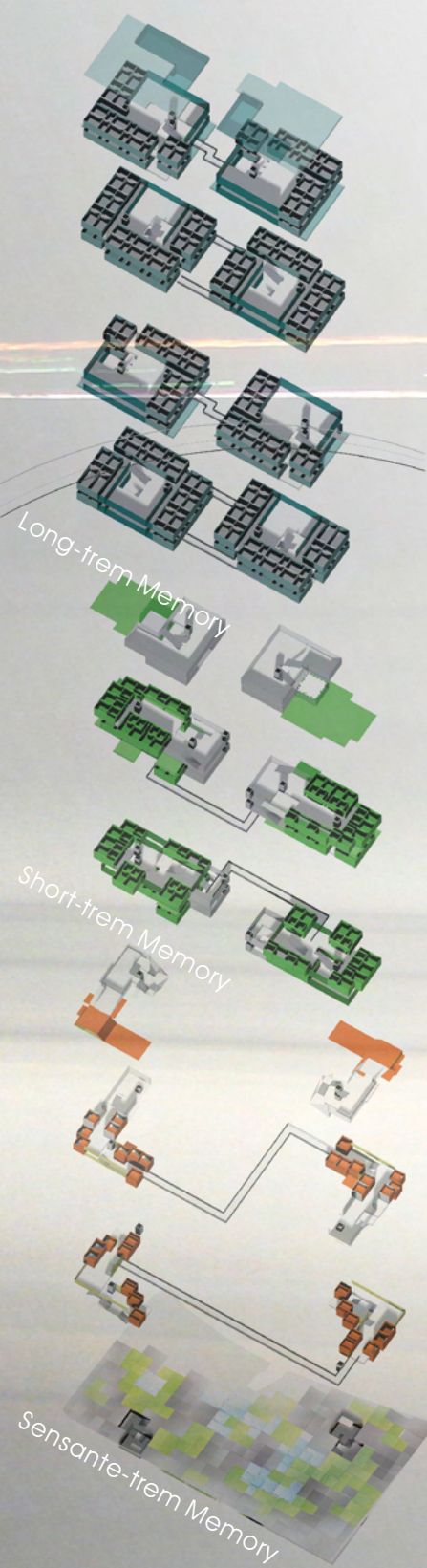
### Dinning Entity

Starbucks Coffee

International Cuisine

Tea House

Choose one topic program for TATTOO building . Then , according to the



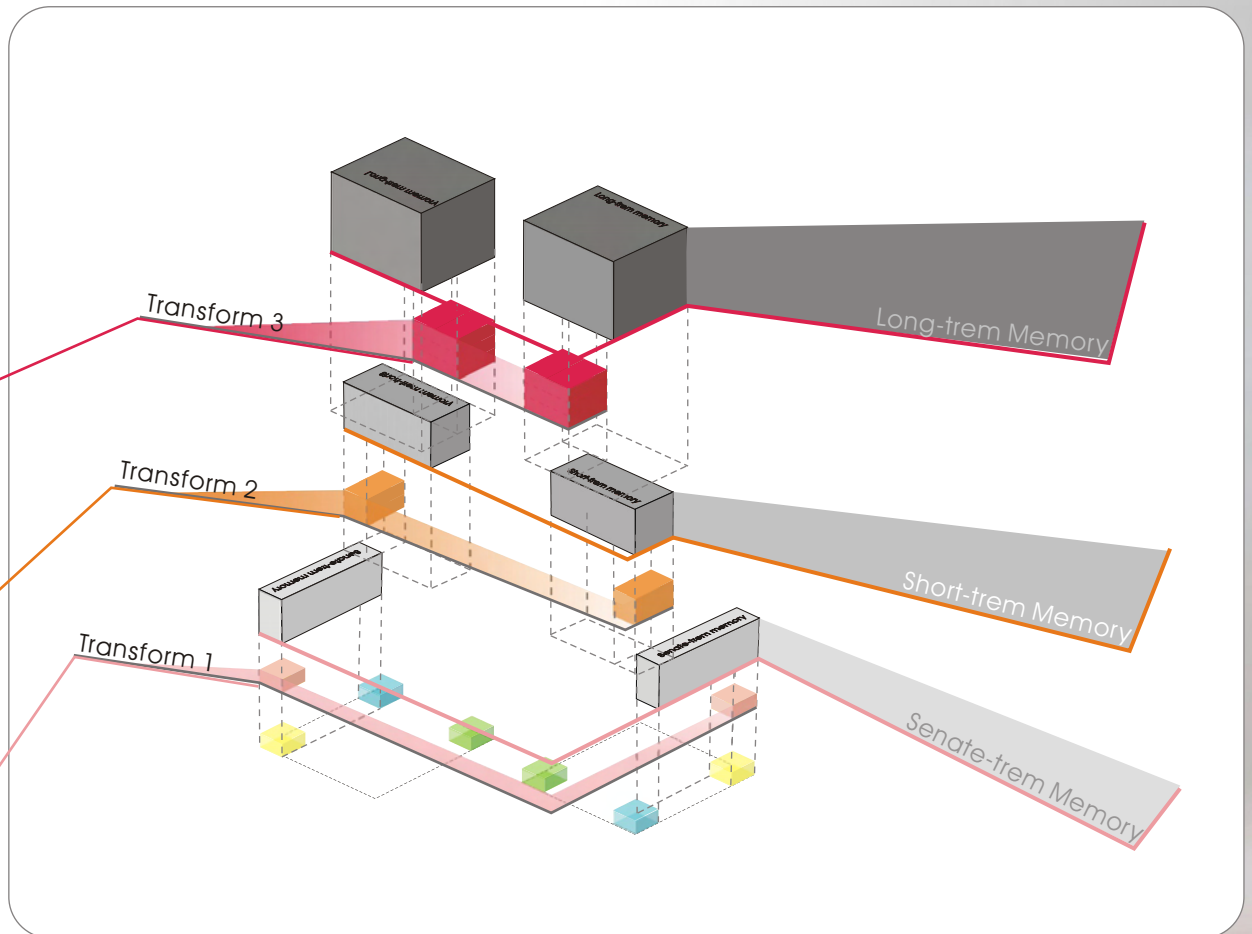
Learn/watch

Eating /playing

- |                    |               |
|--------------------|---------------|
| information center | Pub           |
| Meeting room       | Bar           |
| Exhibition         | Theater       |
|                    | Setting space |
|                    | Sofa space    |

- |                   |            |
|-------------------|------------|
| <b>Magazine</b>   | Restaurant |
| Book store        | Sport room |
| Gallery           | Shop store |
| Audio-visual room |            |
|                   | Lobby      |

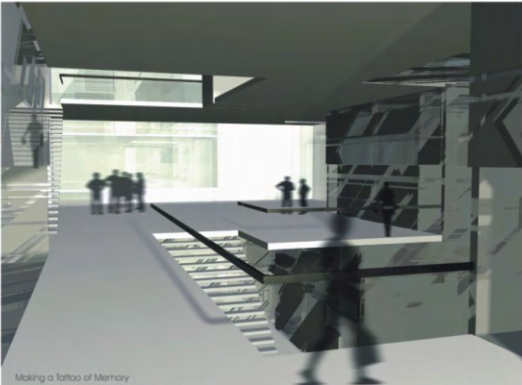
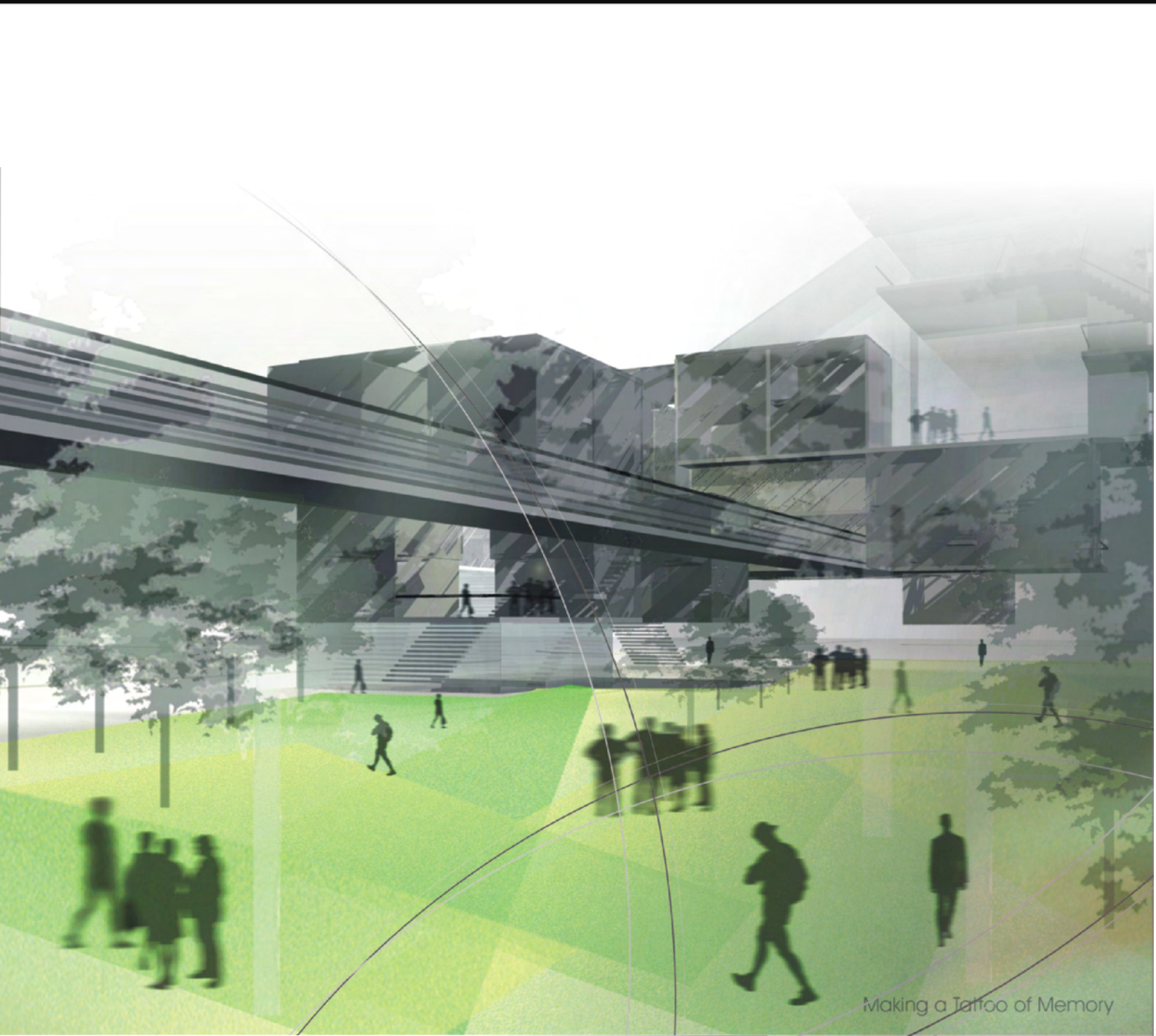
- |                    |                      |
|--------------------|----------------------|
| <b>Music shop</b>  | Swimming pool        |
| information center | Hot Tub              |
|                    | Wash room            |
|                    | Coffe shop           |
|                    | Lobby                |
|                    | Toilet               |
|                    | Rest area            |
|                    | Sofa space           |
|                    | Setting front window |



There are some connected roads between Memory Unites.

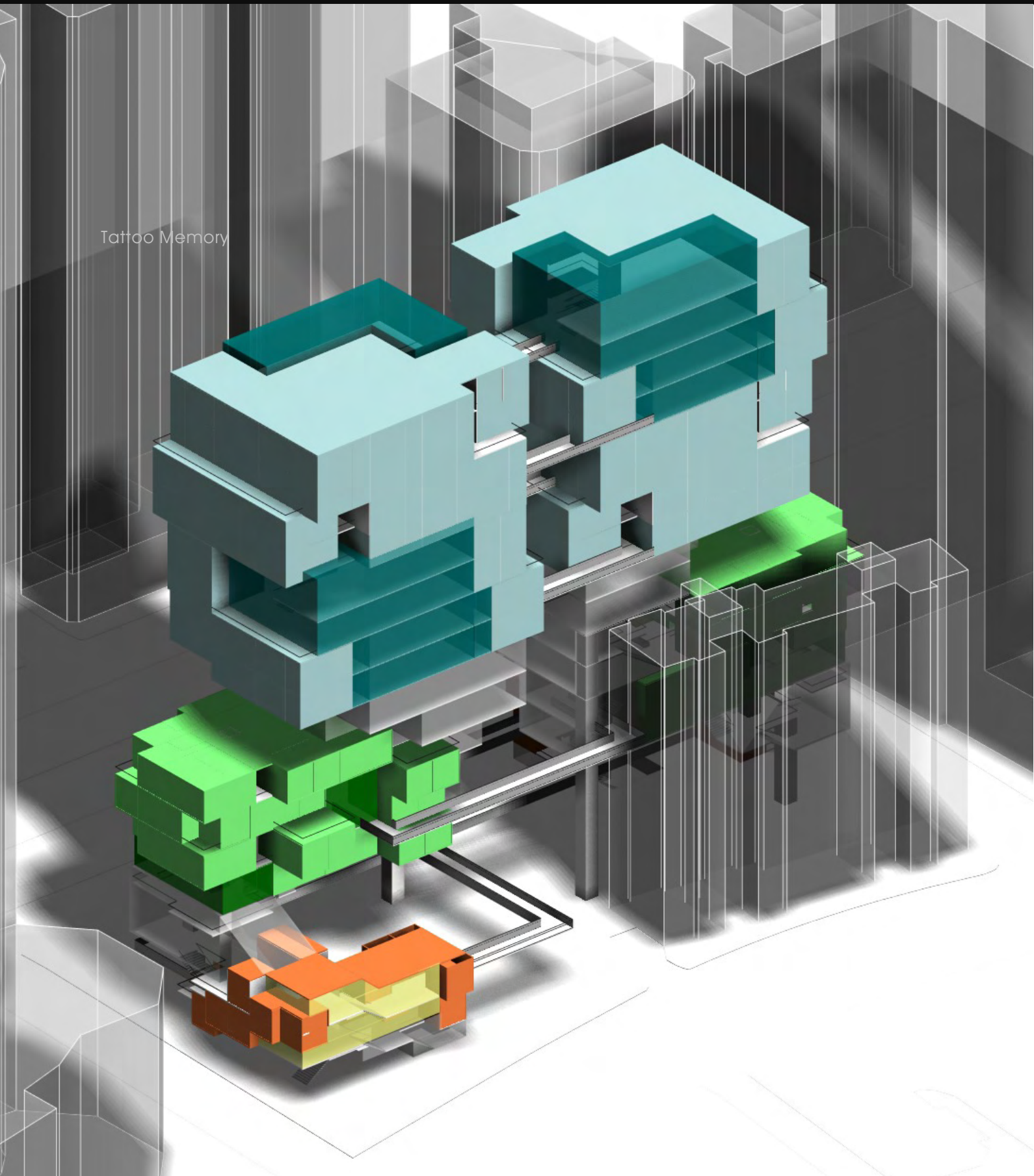
Therefor , the same kind of memory space was grouping to become a resident community. I created a new "Resident Group" that combined three living type together at three different layers

Those resident communities still have there own public space.





Tattoo Memory





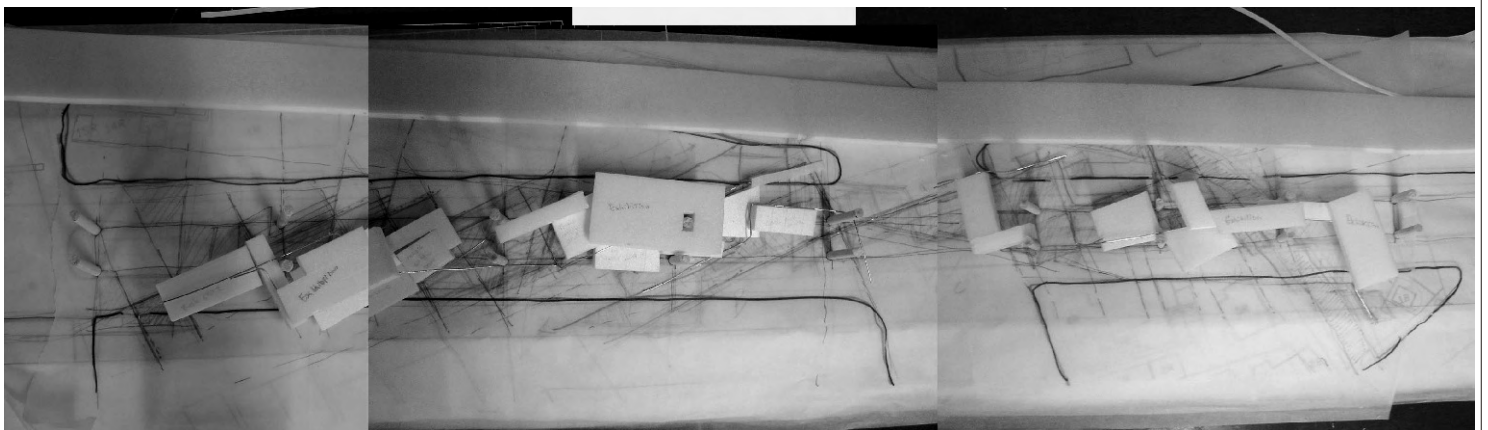


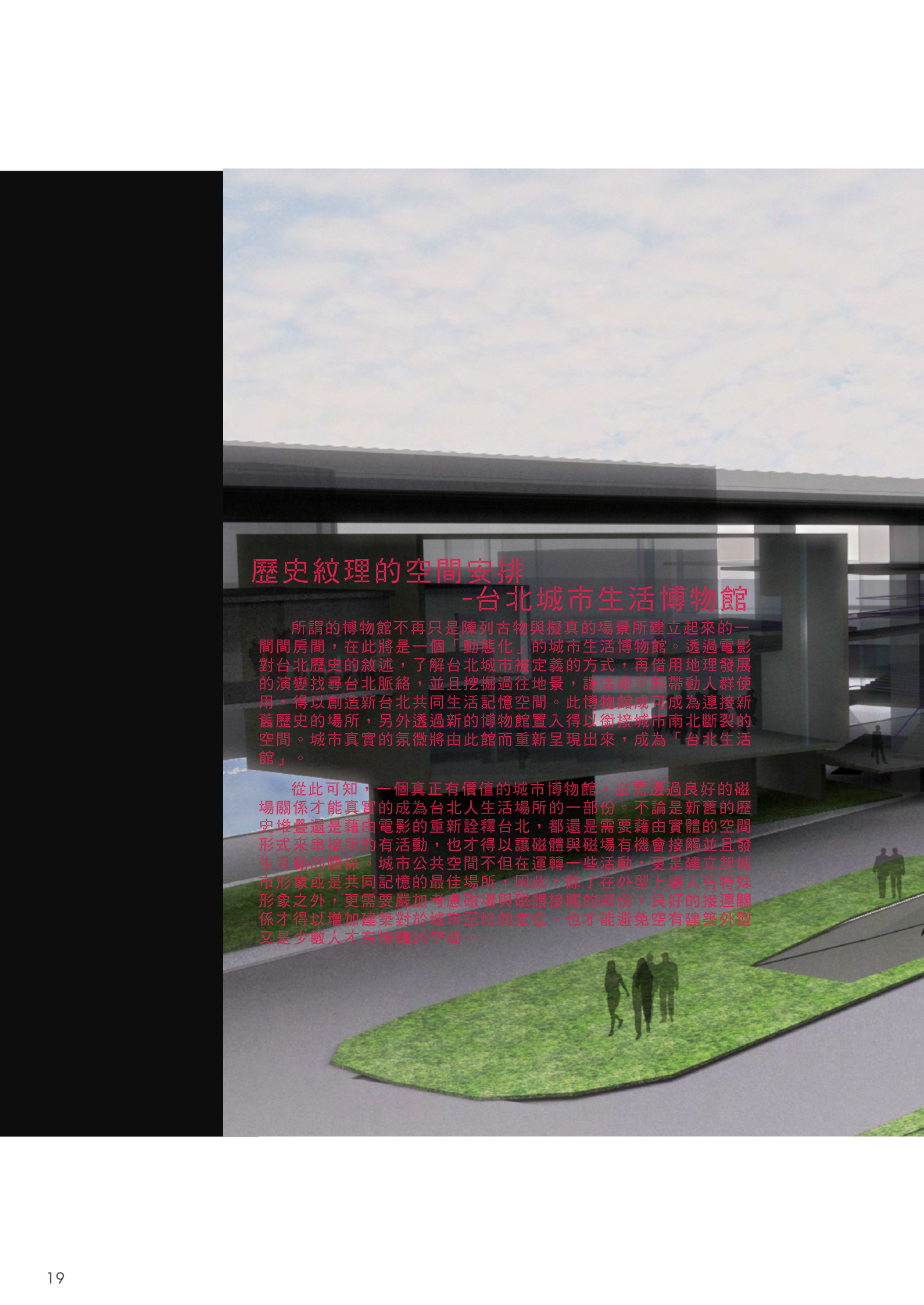


讓磁體與磁場有機會接觸並且發生互動的關係

## 歷史紋理的空間安排-台北城市生活博物館

Arrangement of the history context  
-Taipei City Life Museum





## 歷史紋理的空間安排 -台北城市生活博物館

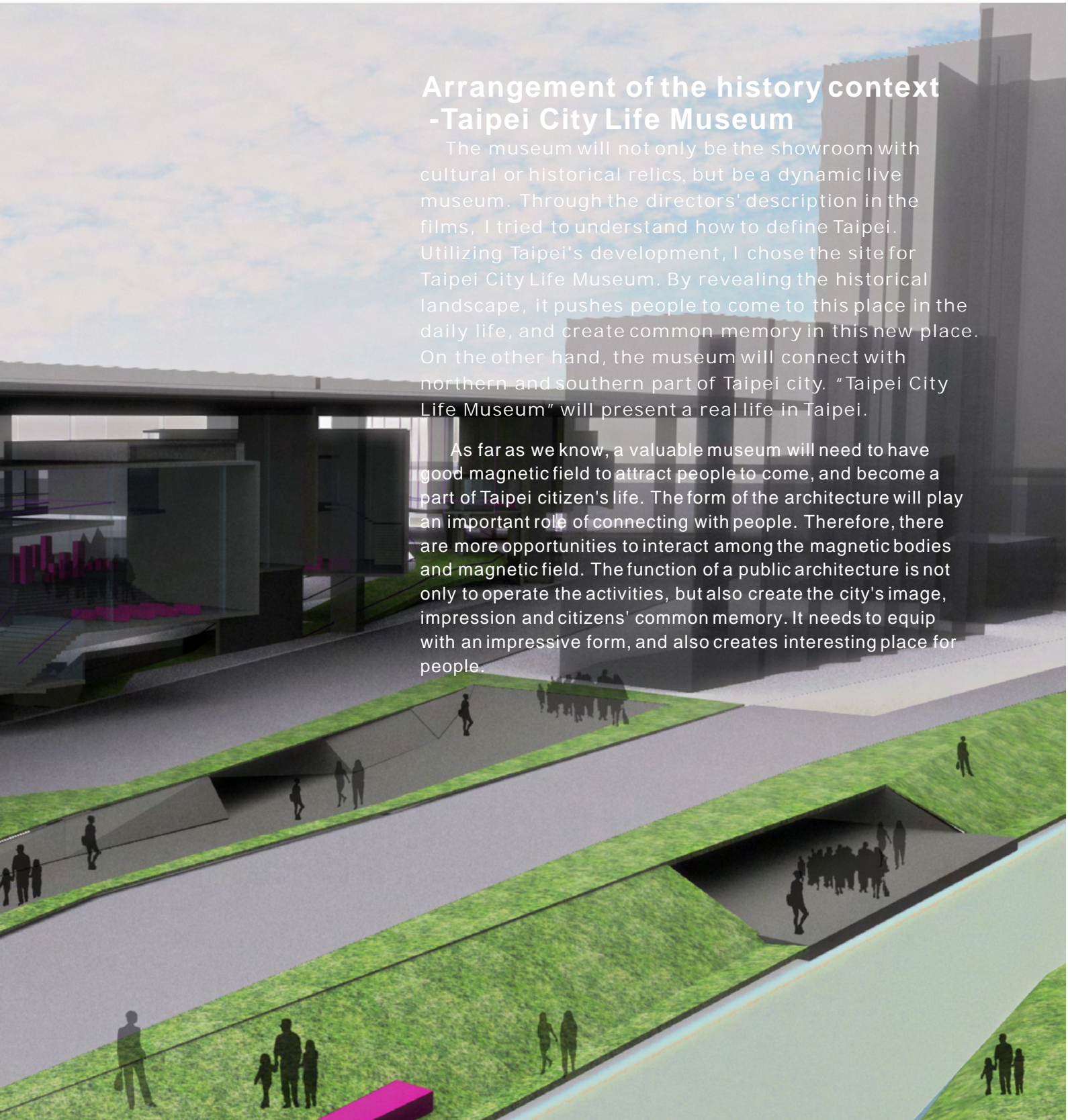
所謂的博物館不再只是陳列古物與擬真的場景所建立起來的一間間房間，在此將是一個「動態化」的城市生活博物館。透過電影對台北歷史的敘述，了解台北城市被定義的方式，再借用地理發展的演變找尋台北脈絡，並且挖掘過往地景，讓活動重新帶動人群使用，得以創造新台北共同生活記憶空間。此博物館或可成為連接新舊歷史的場所，另外透過新的博物館置入得以銜接城市南北斷裂的空間。城市真實的氛微將由此館而重新呈現出來，成為「台北生活館」。

從此可知，一個真正有價值的城市博物館，必需透過良好的磁場關係才能真實的成為台北人生活場所的一部份。不論是新舊的歷史堆疊還是藉由電影的重新詮釋台北，都還是需要藉由實體的空間形式來串接所有的活動，也才得以讓磁體與磁場有機會接觸並且發生互動的關係。城市公共空間不但在運轉一些活動，更是建立起城市形象或是共同記憶的最佳場所，因此，除了在外型上讓人有特殊形象之外，更需要嚴加考慮磁場與磁體接觸的部份，良好的接連關係才得以增加建築對於城市記憶的定位，也才能避免空有建築外型又是少數人才有接觸的空間。

## Arrangement of the history context -Taipei City Life Museum

The museum will not only be the showroom with cultural or historical relics, but be a dynamic live museum. Through the directors' description in the films, I tried to understand how to define Taipei. Utilizing Taipei's development, I chose the site for Taipei City Life Museum. By revealing the historical landscape, it pushes people to come to this place in the daily life, and create common memory in this new place. On the other hand, the museum will connect with northern and southern part of Taipei city. "Taipei City Life Museum" will present a real life in Taipei.

As far as we know, a valuable museum will need to have good magnetic field to attract people to come, and become a part of Taipei citizen's life. The form of the architecture will play an important role of connecting with people. Therefore, there are more opportunities to interact among the magnetic bodies and magnetic field. The function of a public architecture is not only to operate the activities, but also create the city's image, impression and citizens' common memory. It needs to equip with an impressive form, and also creates interesting place for people.



## Taipei City Museum

一座城市的博物館，蒐藏城市的經典價值

### Life Museum

A place which can connect citizen's life

一個結合城市人民生活的共同場所

A place which can know past and accumulate history

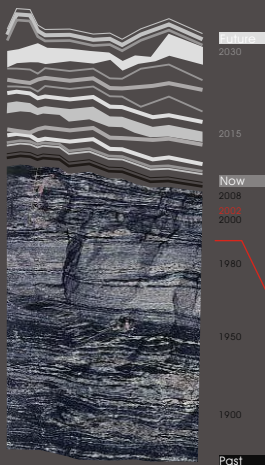
一個可以回顧同時可以累積歷史的場所



Museum of Taipei is for showing the characteristic of Taipei citizen. However, there is a short history city. A good historical museum is a place which is not only getting knowledge of past and supplying for the future. Thinking about our future in Taipei is more important than past. At the same time, the site of Taipei Museum will be a popular place for more people having activity on there. People will create history at Taipei Museum by their life.

台北博物館在於表現出台北市民的生活特色。即便台北的歷史如此的短暫。一個好的歷史博物館應該是一個扮演一個告知過去提供未來的場所，思考台北所需要累積的未來將會比過去更加重要。同時此博物館必須位在受歡迎的場所，以提供人們在此活動的機會，並且讓更多人透過生活在"台北城市博物館"中累積、創造歷史，更加認識台北生活。

## History just like stratum



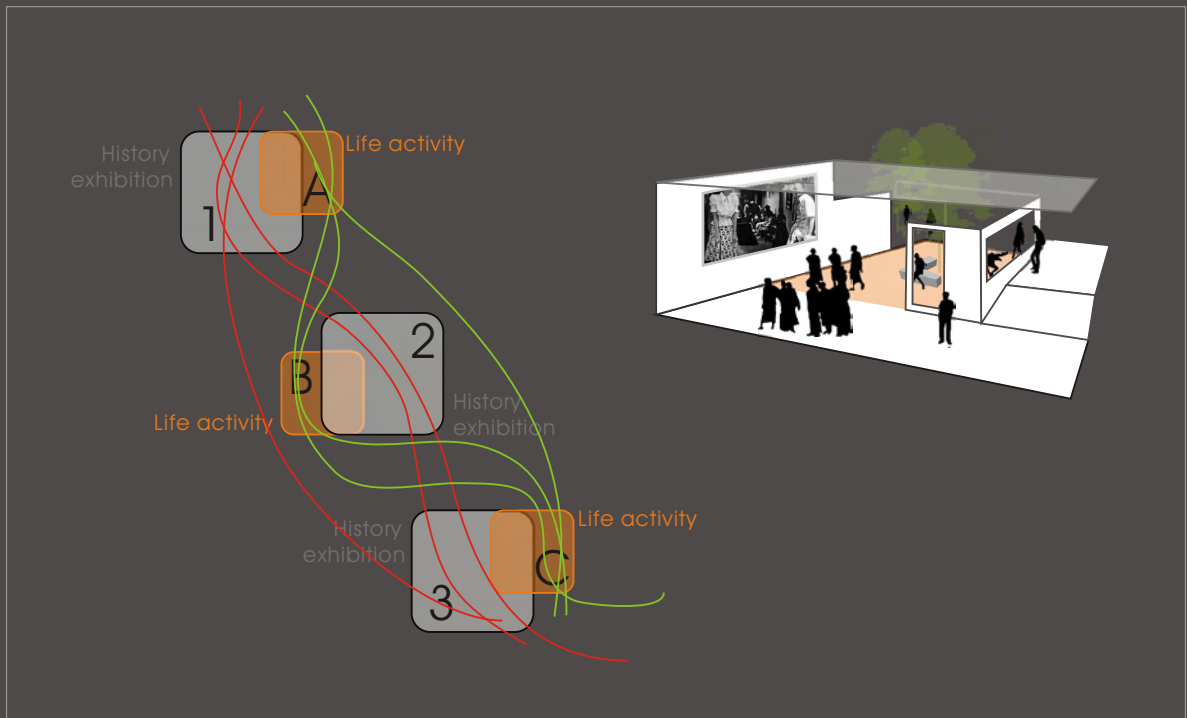
The process of history like a stratum. We can follow the history of life through the strata. We usually review history by old object. How to describe life story in past and future? People usually describe history by some objects or some story.

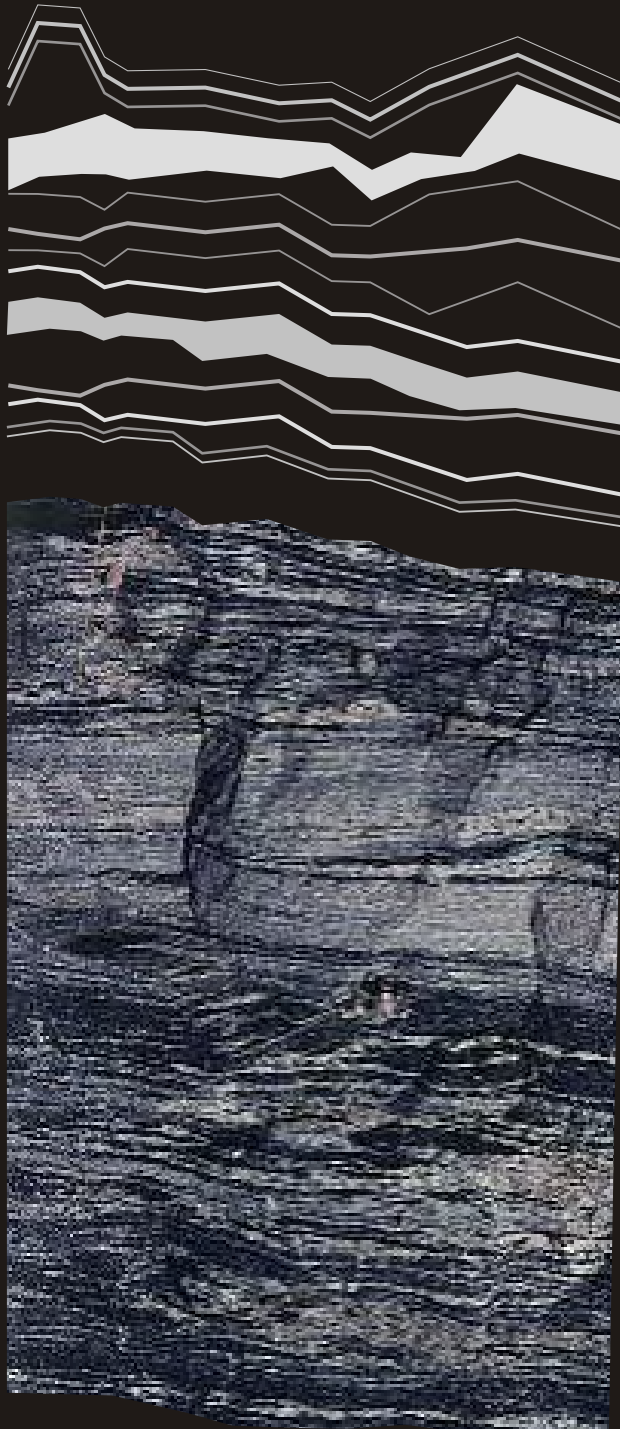
歷史的過程就像地層般的層層累積，我們可以透過一層層的地層跟蹤生命的歷史。然而，通常我們透過一些物件在回顧歷史，怎麼去陳述一個過去和未來的生活故事？

台北故事館 Taipei Story House



Citizen's life Story  
We are recording  
story of Taipei citizen  
by Writing.





Future

2030

2015

Now

2008

2005

2002

2000

1980

1960

1966

1950

1947

(民國時期1911)

1911

1900

日治時期1895-1945

清末時期1895前

Past

民主時期  
戒嚴時期  
日據時代

國民政府民主時期1947-

國民政府戒嚴時期1946-1987





# Taipei Story Movie

1895 1900 1911

日據時代

《最好的時光(一)》

楊順清作品  
Yang Film

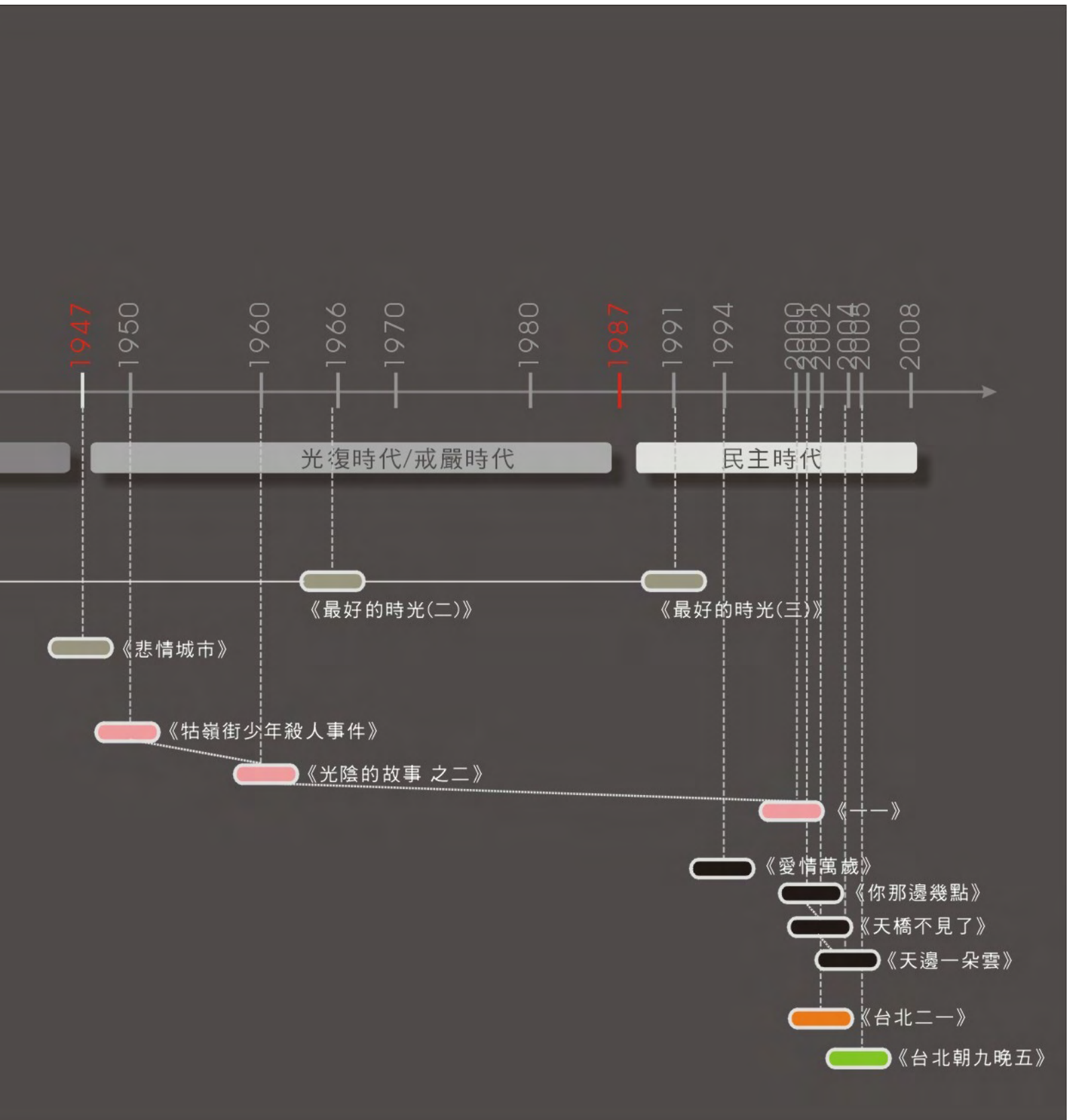
侯孝賢 回憶過往的極光片段，表達時代情懷。深刻表達人物的內心世界與情與情緒。

楊德昌 以寫實的態度看待社會現象，並且忠於描述。呈現出當代背景中真實的生活面貌。同時深刻的描寫台北人忙碌表面下的內心寂寞與無助。

蔡明亮 針對現代都會下的人物，看見其中空虛、孤寂的模樣。細微的描寫身處台北的人們，如何回應、面對這些內心的情緒。

楊清順 多樣的台北都會，即便共同相處的人所面對到不一樣的環境，

戴立忍 24小時的時代，改變部份台北人羣的生活方式，新世代的愛情需求，挑戰著過去的價值觀。



## Analyze movies : How to talk about Taipei

Movie in Taipei	Main Place and Object	Meaning of place	Relationship
<p>《What time it is》 2001 《你那邊幾點》</p>	<p>Taipei main station A crossroads in Hsimending Shin Kong Mitsukoshi Department Store Clocks on main buildings</p>	<p>Associate place -Traffic Associate place -Commerce  The cloak which at public place is connect with most of citizen's life step.</p>	<ul style="list-style-type: none"> <li>• Two people background a place because for Taipei citizen</li> <li>• A men want to image that he mean that "time"</li> </ul>
<p>《The Skywalk Is Gone》 2002 《天橋不見了》</p>	<p>Taipei main station Shin Kong Mitsukoshi Department Store Skywalk under a main road</p>	<p>Citizen's public habit/ memory</p>	<ul style="list-style-type: none"> <li>• When a woman and to find son meeting on, it don't know how because it is gone</li> </ul>
<p>《Taipei 21》 2002 《台北二一》</p>	<p>Traffic-MRT, Motorcycle, Cars Living-House, Suite, Morden apartment  Activity place - East shopping district, Yangmingshan National Park, Civic Blvd(PUB),</p>	<p>Occupation and Position Real life and dream life  Different people using different activity place. We can see different type of activities in this varied city.</p>	<ul style="list-style-type: none"> <li>• Even two people they face two city. The contrast and dream life</li> </ul>
<p>《A Brighter Summer Day》 《牯嶺街少年殺人事件》 1960 《A Cityn of Sadness》 1947 《Three times I》 1911</p>	<p>Life space (normal place, no specific identity), house, school, shop, theater...</p>	<p>Borrow space from old buildings in city. The important things in movie is relationship between people.</p>	<ul style="list-style-type: none"> <li>• The place which movies is people time. At this time are very simple</li> </ul>
<p>《Twenty Something Taipei》 《台北朝九晚五》 2005</p>	<p>PUB, KTV (in Sin-Yi Development District) Sport car Night Internet</p>	<p>Meeting place for friends. People also know new friends in here. A 24HR activity place.</p>	<ul style="list-style-type: none"> <li>• In this modern Every relations happened in the need this place</li> </ul>

**o with role and place**

who have different  
re meet together in this  
e there is a main place  
en.

to change the time to  
is in another city. This  
e" can express a place.

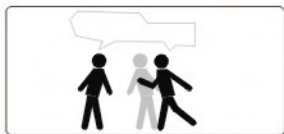
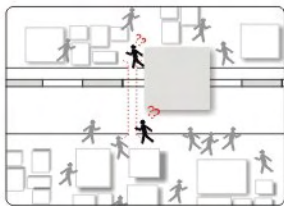
hen goes to the skywalk  
me one who was  
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ople living together,  
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hich show off in the  
ple's life space in that  
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e and close.

rn city, people live 24hr.  
hip between friends was  
his kinds place. People  
e to relax.

**Diagram form movies**



**Program type**

• Lobby- crossing different  
type of programs/ things

• Time place- which can  
express about time of the

• Open way(public activity  
space)- everyone can  
cross free and the road  
become a common, for

• shopping district-secend  
hand store, dandy store

• PUB, Restaurant...

• Old buikdngs

• SPA/ Talk place

• Information

• Public space-

• Life style-  
Story  
Exhibition

• Simple things-  
Life object  
Exhibition

• Social ways-  
Activity  
Exhibition

## Movie in Taipei

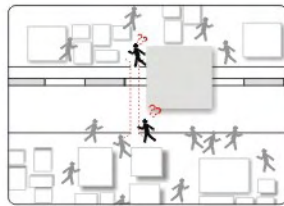
《What time it is》2001  
《你那邊幾點》

## Diagram form movies



時間  
差距

《The Skywalk Is Gone》2002  
《天橋不見了》



場景  
記憶

《Taipei 21》2002  
《台北二一》



相遇  
機會

《A Brighter Summer Day》  
《牯嶺接少年殺人事件》1960  
《A Cityn of Sadness》1947  
《Three times1》1911



共同  
話題

《Twenty Something Taipei》  
《台北朝九晚五》2005



活動  
場所

Site

## Taipei city Story map

以台北電影故事為主題的博物館  
尋找基地線索



**City center**

不論是具體的空間場景  
或是抽象的時間軸線

匯聚台北歷史的重要場所  
成為台北城市博物館的坐落據點

與活動空間相互交疊  
新舊的記憶場景被重新疊合

**Program**

**Taipei city activity**

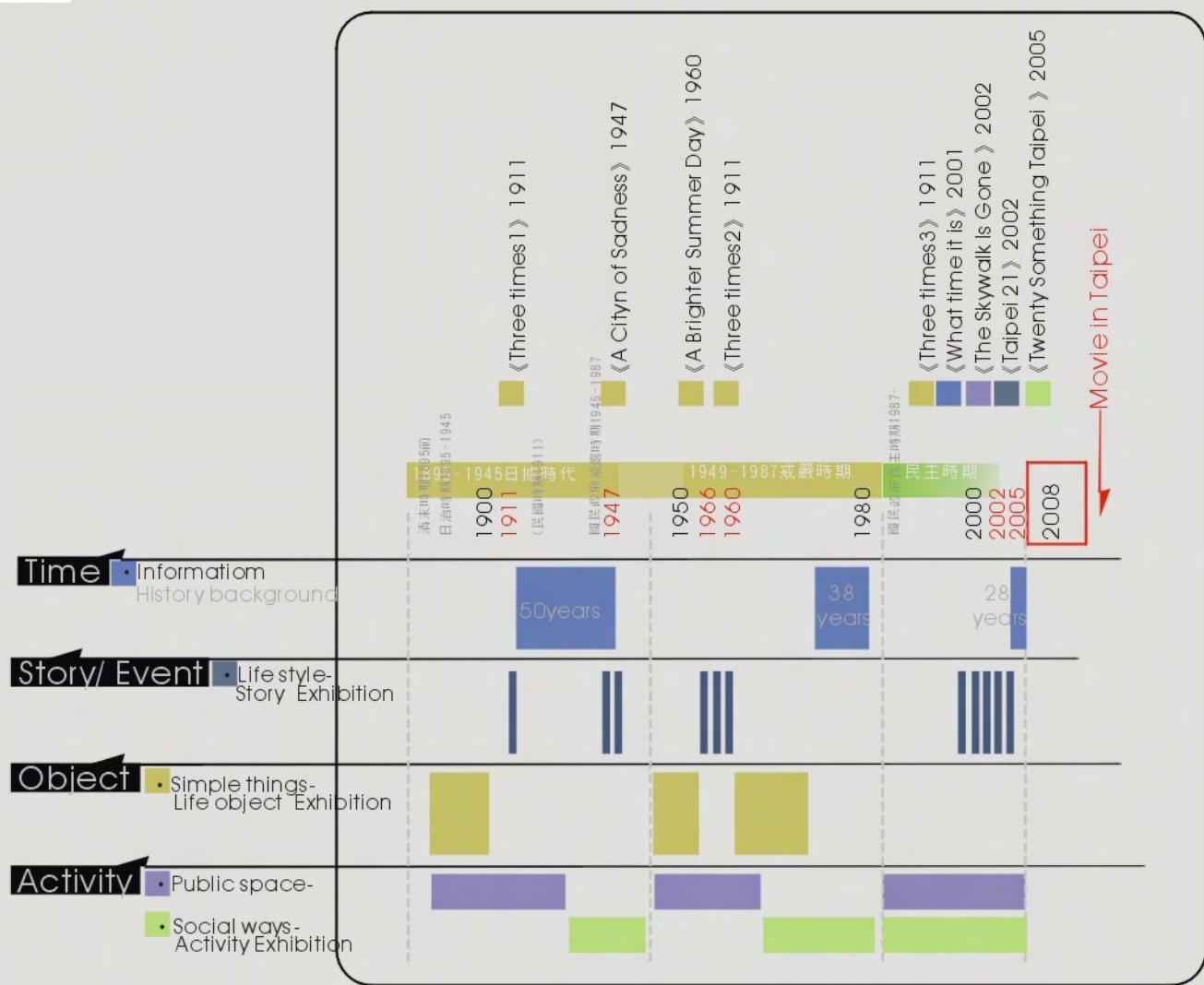
除了歷史時間軸的安排  
空間將沒有先後順序

歷史場景與現代活動的相互對應  
創造城市活動記憶空間

**Program type**

<ul style="list-style-type: none"> <li>• Lobby- crossing different type of programs/ things</li> <li>• Time place- which can express about time of the</li> </ul>	<ul style="list-style-type: none"> <li>• Information</li> </ul>
<ul style="list-style-type: none"> <li>• Open way(public activity space)- everyone can cross tree and the road become a common, for</li> </ul>	<ul style="list-style-type: none"> <li>• Public space-</li> </ul>
<ul style="list-style-type: none"> <li>• shopping district-secend hand store, dandy store</li> <li>• PUB, Restaurant...</li> </ul>	<ul style="list-style-type: none"> <li>• Life style- Story Exhibition</li> </ul>
<ul style="list-style-type: none"> <li>• Old buikdings</li> </ul>	<ul style="list-style-type: none"> <li>• Simple things- Life object Exhibition</li> </ul>
<ul style="list-style-type: none"> <li>• PUB /Tea house which is talk place</li> </ul>	<ul style="list-style-type: none"> <li>• Social ways- Activity Exhibition</li> </ul>







## Editing Movie

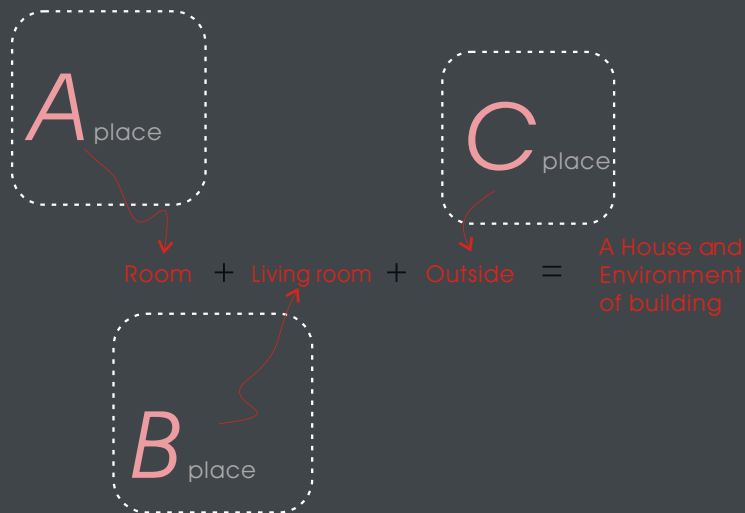
### 蒙太奇 (法文: Montage)

原為建築學術語，意為構成、裝配。經常用於三種藝術領域，可解釋為有意涵的時空人地拼貼剪輯手法。

Montage是電影創作的主要敘述手段和表現手段之一，相對於長鏡頭電影表達方法。即將一系列在不同地點，從不同距離和角度，以不同方法拍攝的鏡頭排列組合（即剪輯）起來，敘述情節，刻畫人物。

### 創造性空間Creative Geography

蒙太奇的一種，指一攝於不同地點的鏡頭，經剪接之後呈現空間的同一性。顯示電影中的地理同一性不必依賴真實空間的地理同一性。創造性空間已成為當代電影攝製不可或缺的一部份。





敘述故事Express Story

同時發展Simultaneity

平行發展Parallel development

剪接Cutting

交叉剪接Crosscutting

間接剪接Inter-cutting

順序剪接Shot-sequence Editing

Zoom out Zoom in

節奏Step

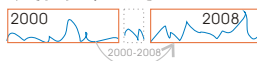
節奏蒙太奇Rhythmic Montage



加速蒙太奇Accelerated Montage



美國式太奇American Montage



轉場Transfer

白化Washout

淡入/淡出Fade In/ Fade Out

出焦轉場Defocus transition

波狀溶鏡Ripple Dissolve

鏡頭Shot

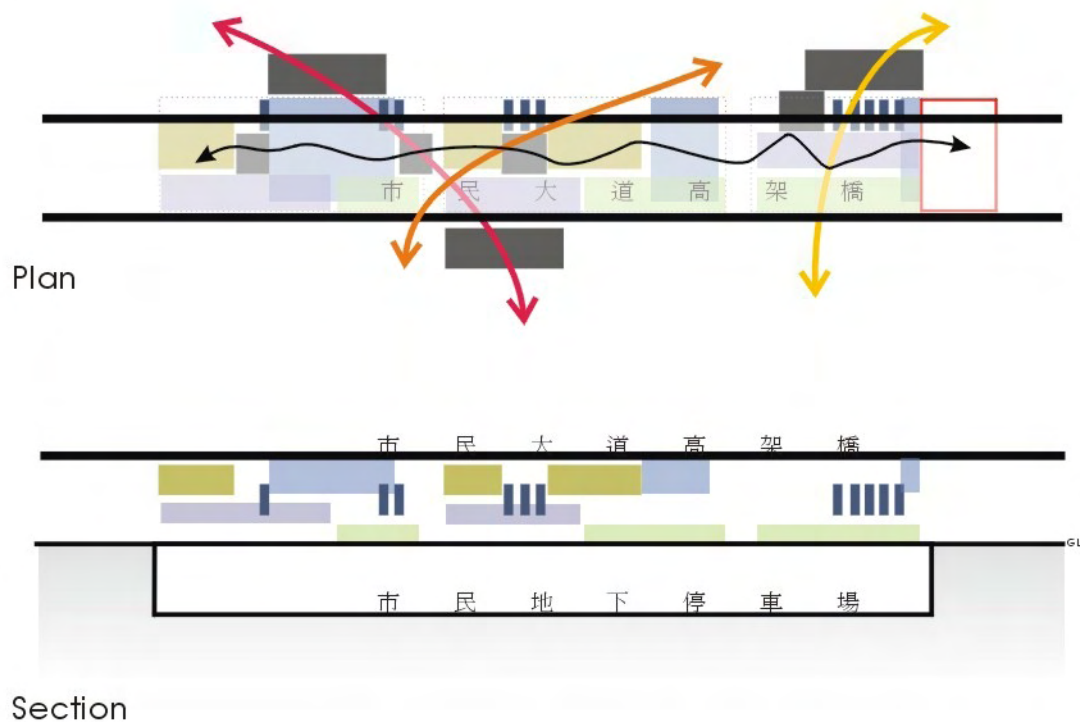
細節鏡頭Detail Shot

銜接鏡頭Bridging Shot

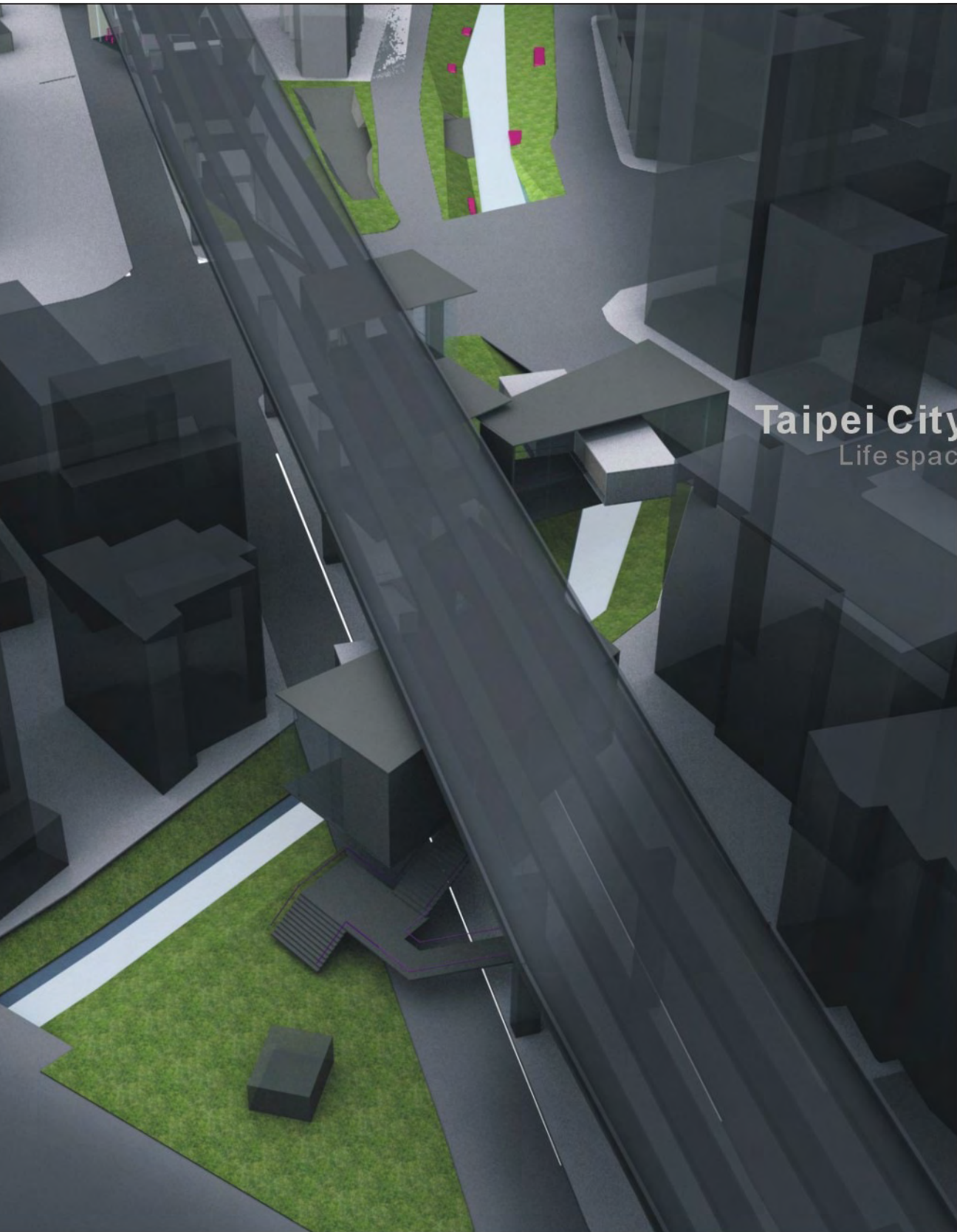
涵蓋鏡頭Cover Shot

停格Freeze-frame

Program diagram of space

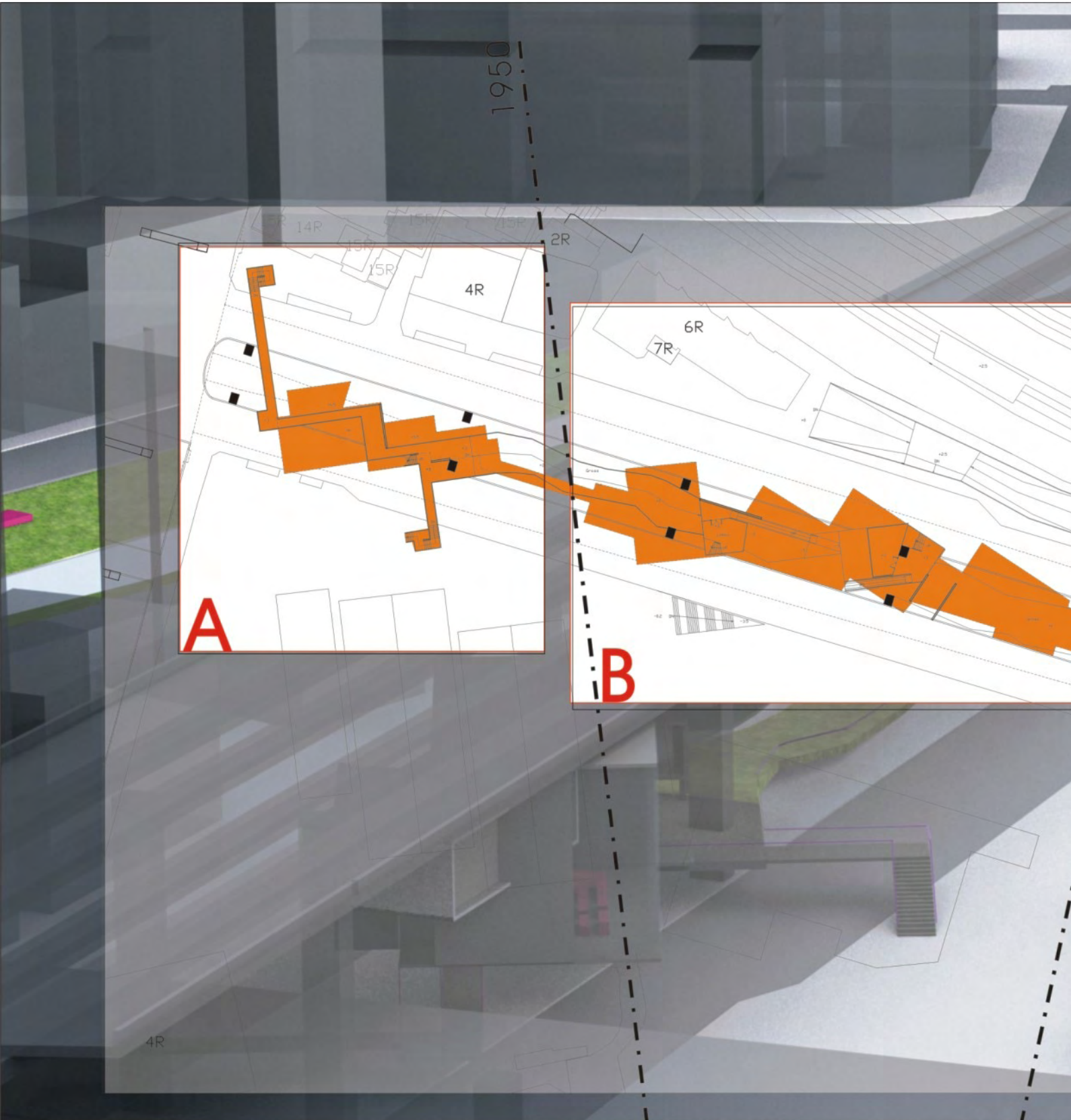


Subsidiary Program	Main Program
展館儲藏室/ 備物室	歷史展館1、2、3 History Exhibition ■
書籍編輯室/ 匯整室	城市故事書館 Story Library of Taipei city ■
影片儲藏室/ 製片工作室	城市影像館 Image of Taipei city ■
文物儲藏室	城市文物館 Object of Taipei city ■
舞台後場/ 設備空間	公共舞台 Public stage ■
蒐藏室/ 設備空間	城市音樂館 Music of Taipei city ■



# Taipei City Museum

Life space for everyone



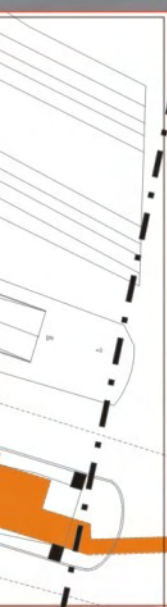
1980

2002

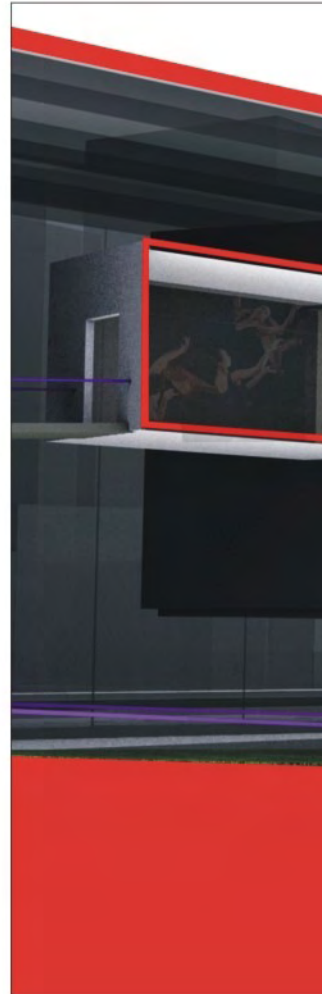
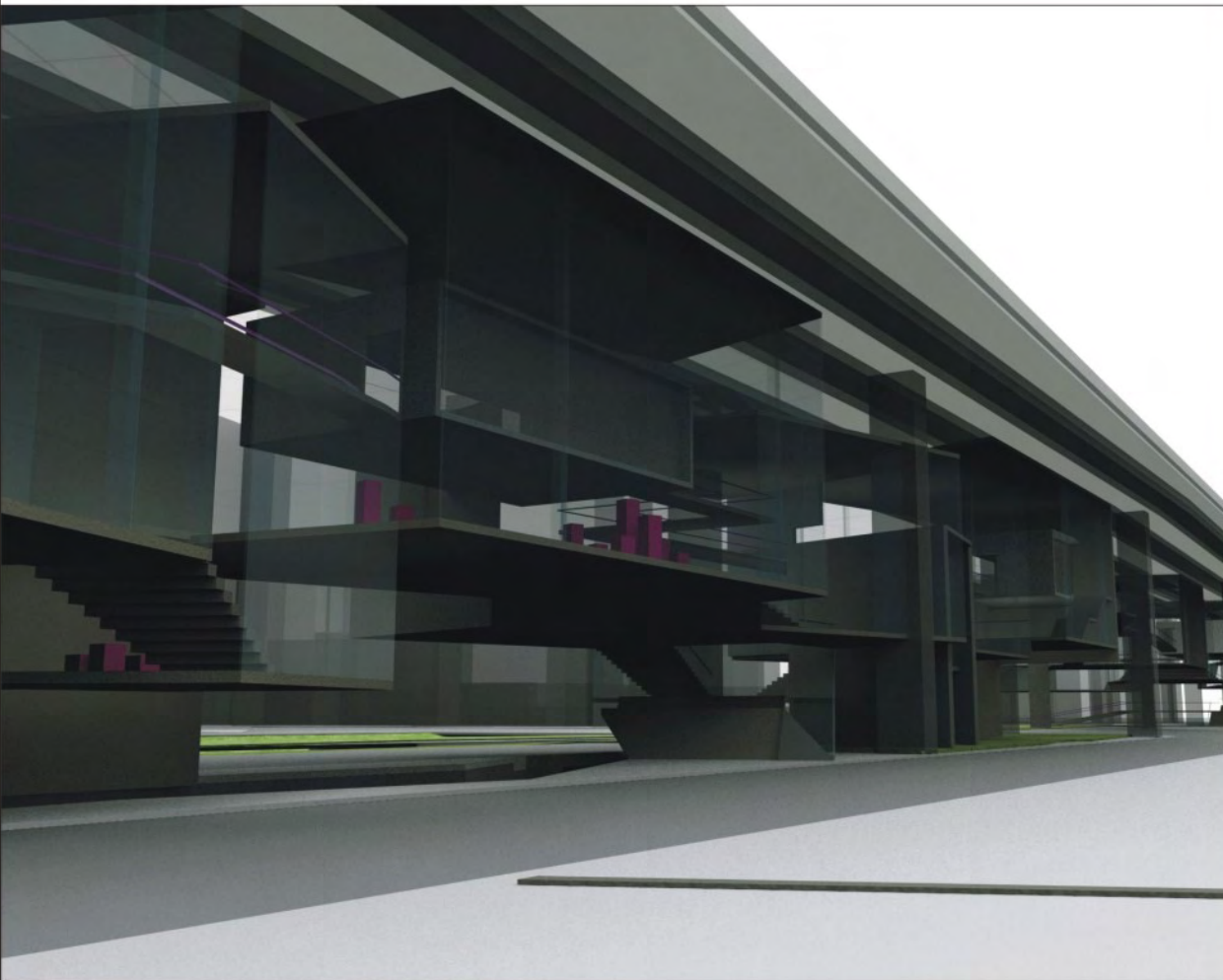
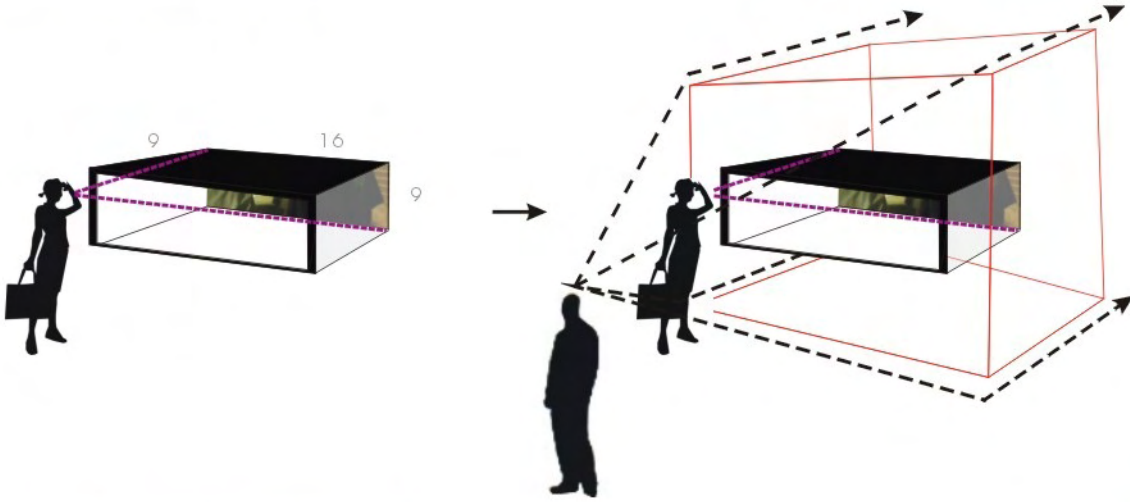
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# Taipei City Museum

Life space for everyone



# Space Diagram

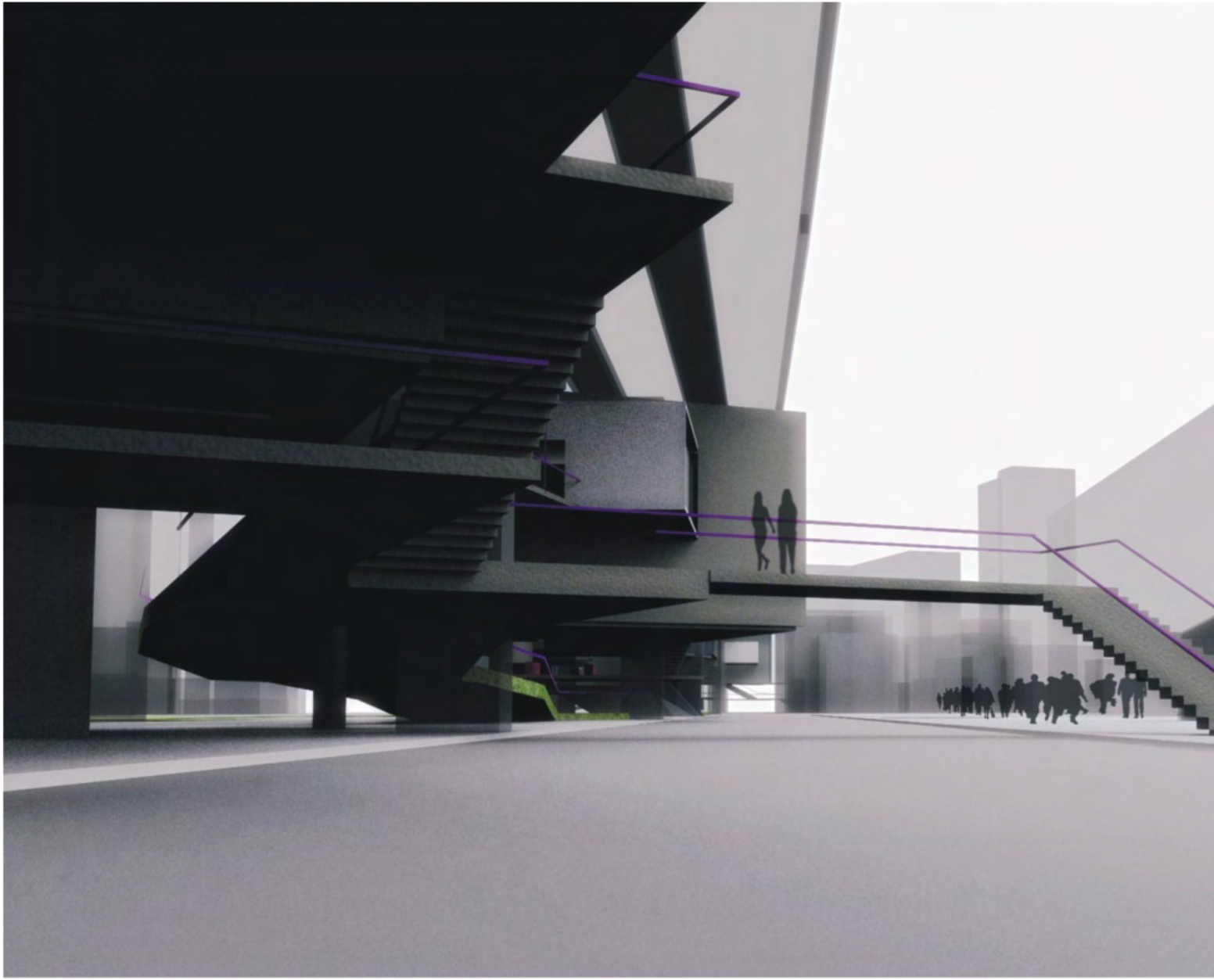


# Taipei City Museum

Life space for everyone

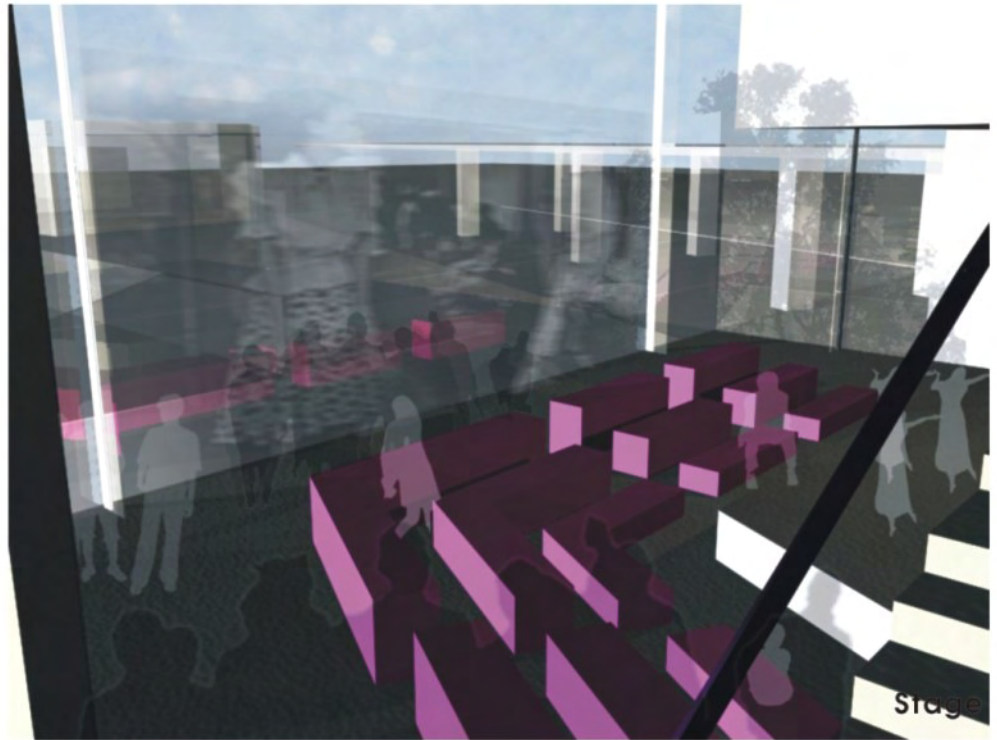
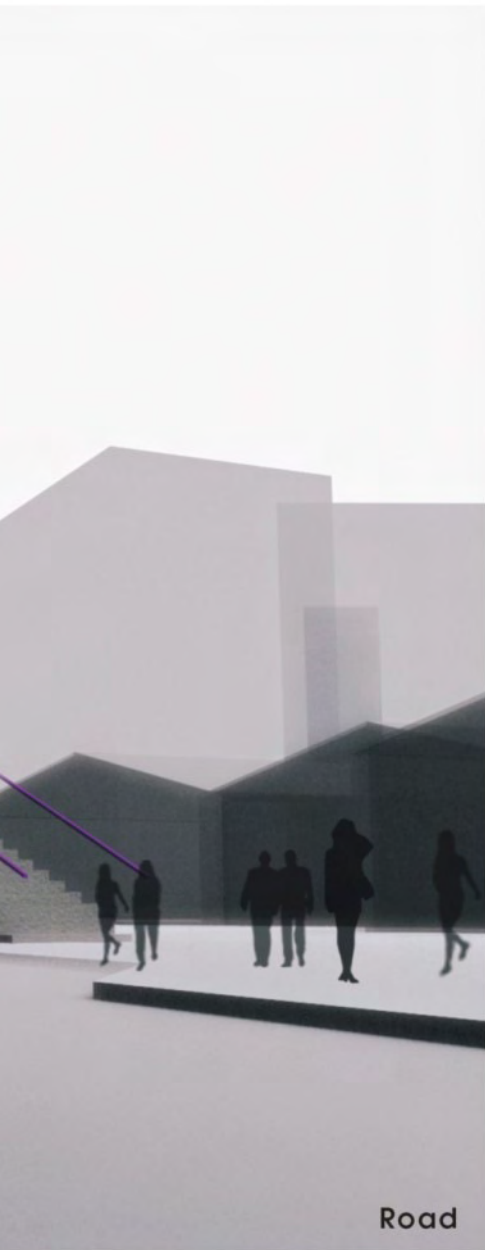






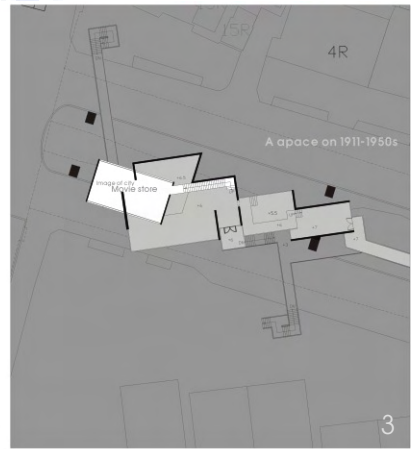
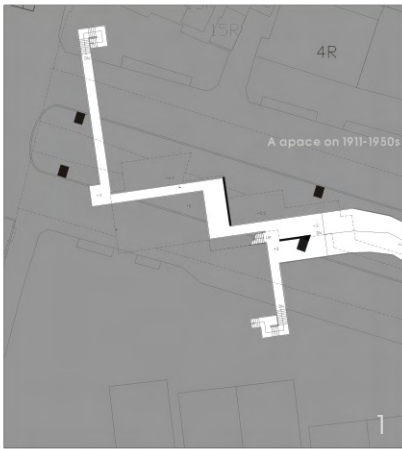
# Taipei City Museum

Life space for everyone

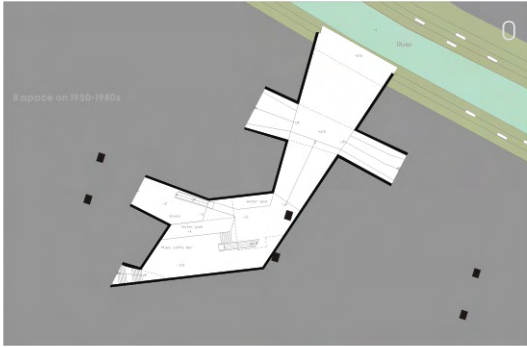




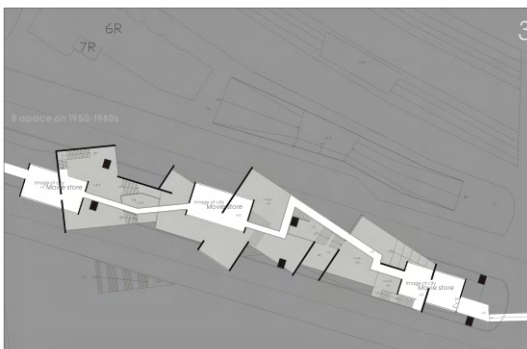
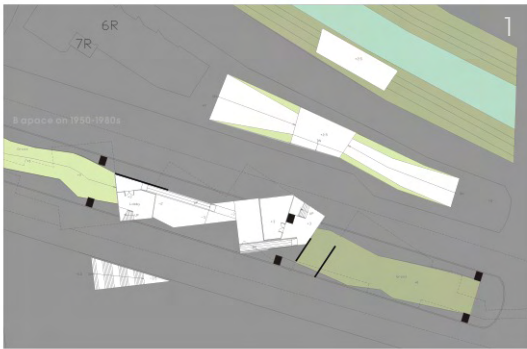
A space on 1911-1950s

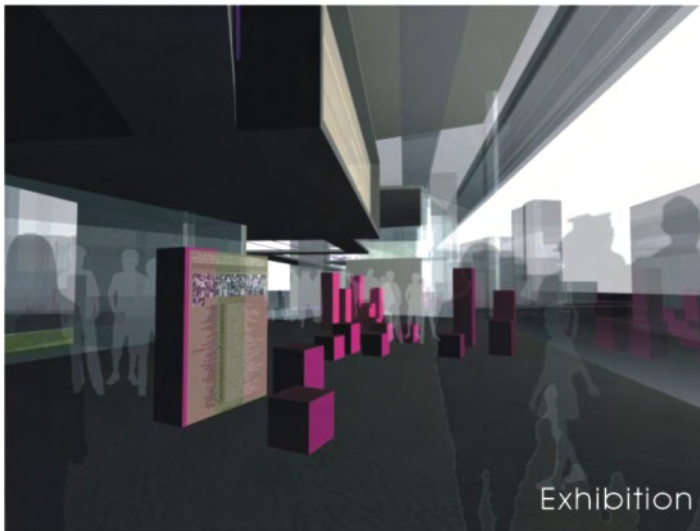
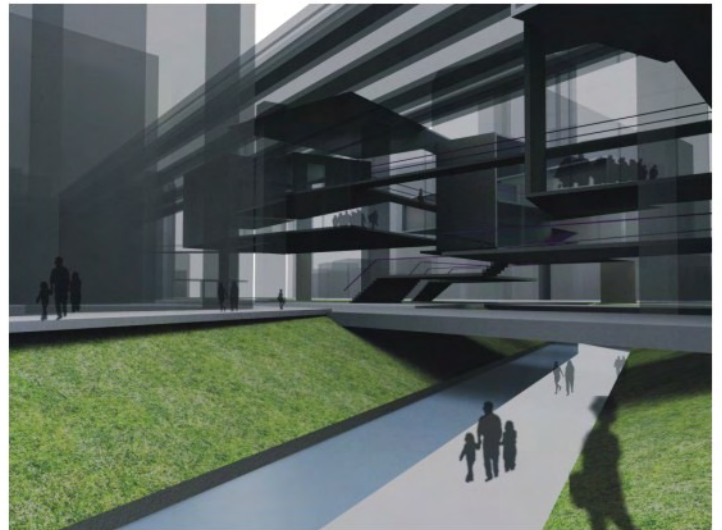
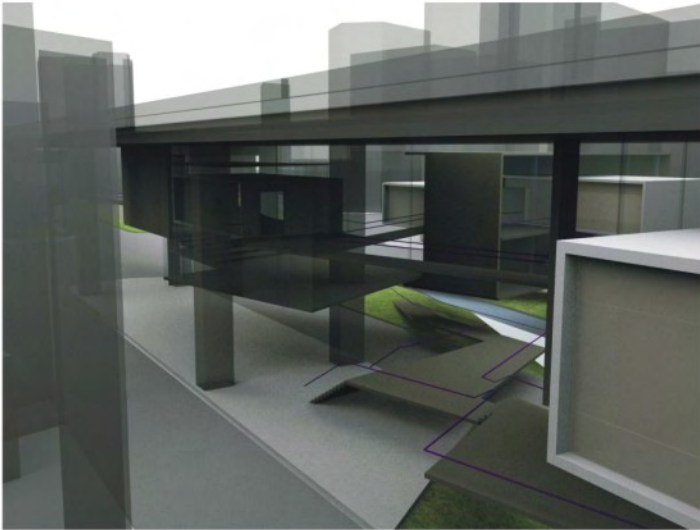


B space on 1950s-1980s



Cspace on 1980s-2000s





# Taipei City Museum

Life space for everyone



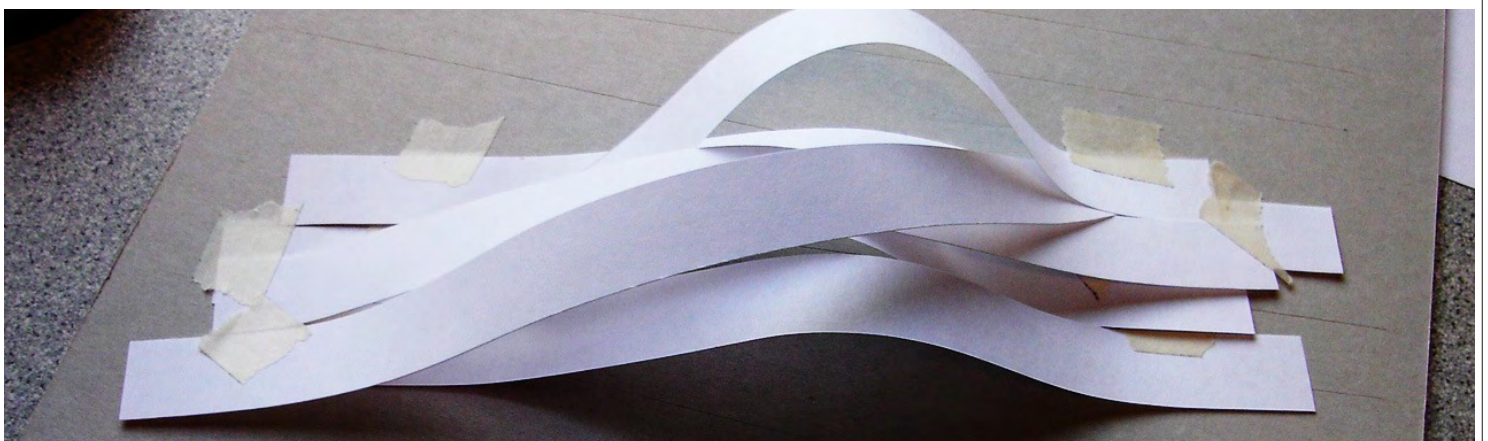
Image of city  
Movie store



找到能夠吸引磁體的磁性種類，才能使磁場產生

都市更新-城市精神價值-水上運動場

Urban renew- City spiritual values  
- Water sport arena





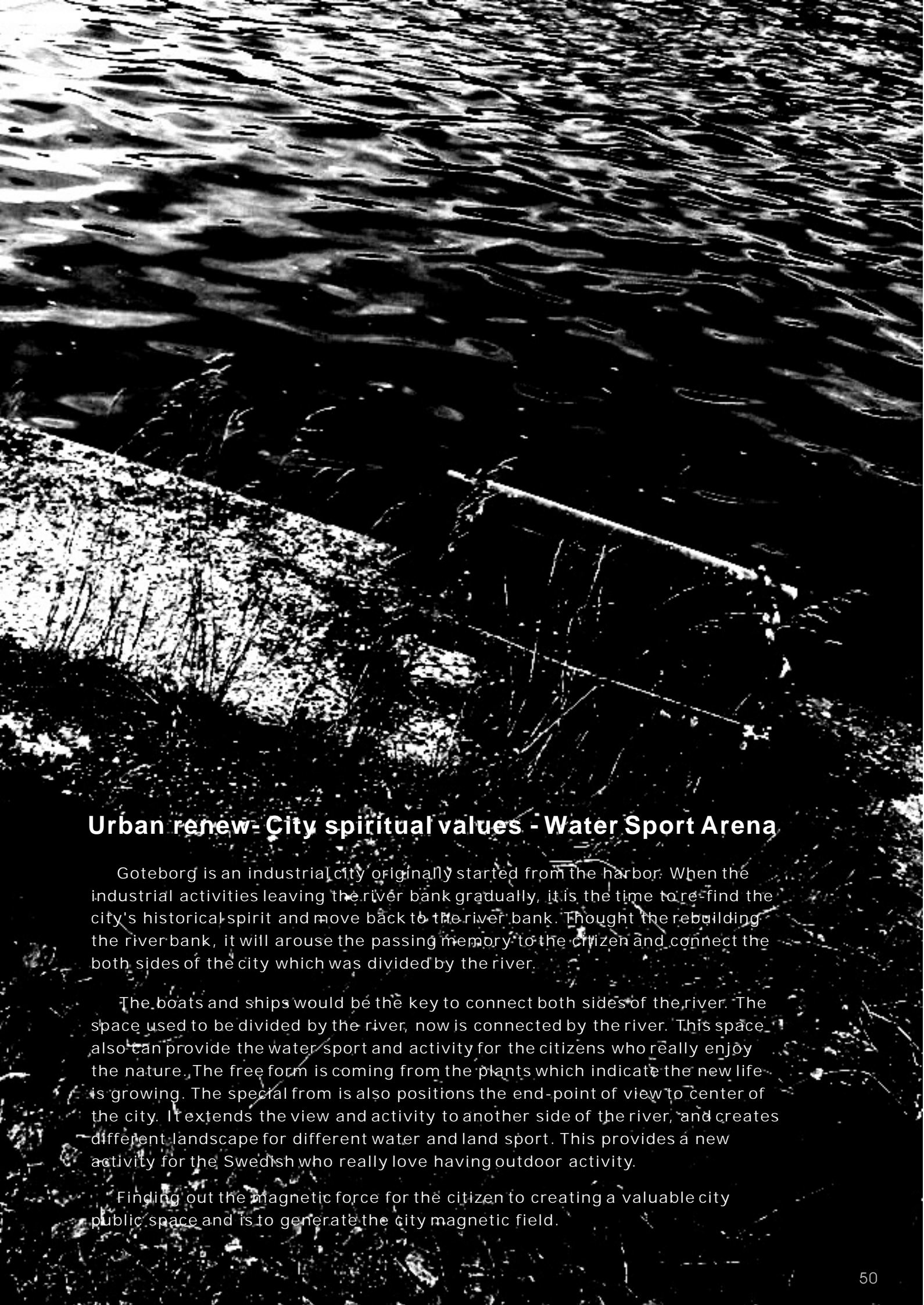


## 都市更新-城市精神價值 -水上運動場

哥德堡是一個以港口開始發展的工業城市，當工業逐漸離開河岸邊-城市成長的起緣地，這將會是市民重新找回歷史精神的時刻，因此，透過河岸空間的再造，喚起市民對於區域的共存記憶，並且藉此連接過去被工業場所阻斷的兩岸生活空間。

透過遊船停泊的路線來當作連結兩岸的活動起開端，被分離在兩岸的城市又能因為水上活動而被接合，將能夠促進市民對於河岸的空間的喜愛及重視。有機形體的創造不但是生命起緣的概念延伸，特殊的造型被設立在城市出海港的視覺端點，除了延續港邊的歌劇院做視覺上及活動上的延伸，更創造出不一樣的水、陸活動方式，提供給喜愛戶外活動的瑞典人有新一種的戶外活動空間。

了解市民喜愛的活動方式，再透過建立公共空間的特殊性而得以創造出城市的新價值，便是找到能夠吸引磁體的磁性種類，才能使磁場產生。

A black and white photograph showing a close-up of a concrete structure, possibly a bridge or a wall, with a rebar protruding from it. The structure is situated on a riverbank, with water visible in the background. The lighting is dramatic, with strong highlights and deep shadows, emphasizing the textures of the concrete and the surrounding vegetation.

## Urban renew- City spiritual values - Water Sport Arena

Goteborg is an industrial city originally started from the harbor. When the industrial activities leaving the river bank gradually, it is the time to re-find the city's historical spirit and move back to the river bank. Thought the rebuilding the river bank, it will arouse the passing memory to the citizen and connect the both sides of the city which was divided by the river.

The boats and ships would be the key to connect both sides of the river. The space used to be divided by the river, now is connected by the river. This space also can provide the water sport and activity for the citizens who really enjoy the nature. The free form is coming from the plants which indicate the new life is growing. The special form is also positions the end-point of view to center of the city. It extends the view and activity to another side of the river, and creates different landscape for different water and land sport. This provides a new activity for the Swedish who really love having outdoor activity.

Finding out the magnetic force for the citizen to creating a valuable city public space and is to generate the city magnetic field.

# Banana-pier

## Lively space like plants growing up

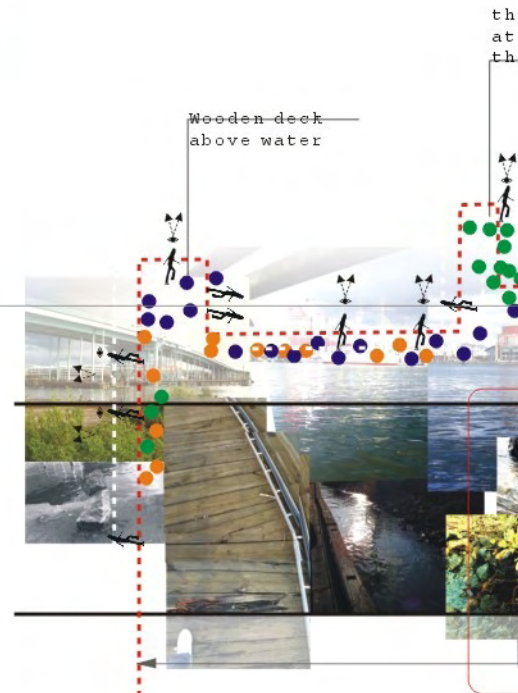
A stadium for aquanaut sports water theatre






### Introduction

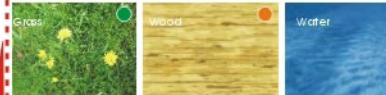
Module 1: The object of this design is to exercise how to apply and respond the elements of site. It aims to piece up my image and thought to the site through the observation, and to develop the design from my perspective on the character of the site.

This design is to make the site, Banana pier to be a stadium for aquanaut sports water theatre, and aims to extend the activities in central of Goeborg to be close to the river.



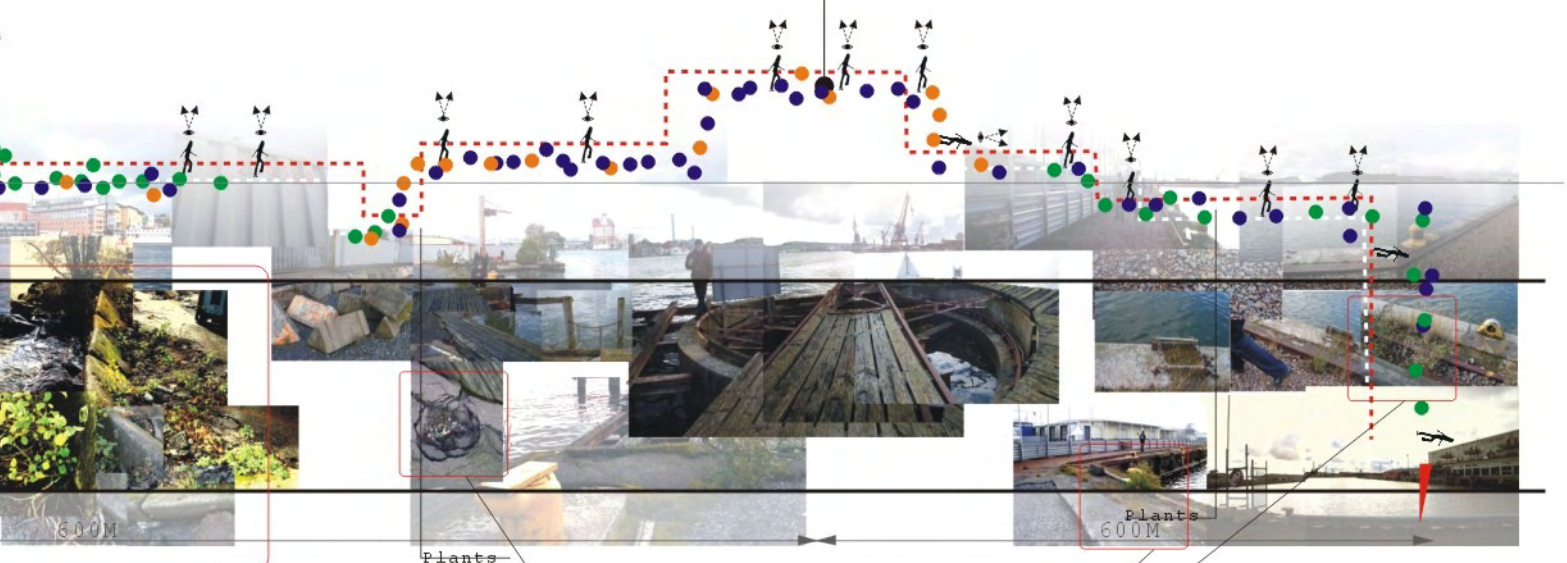
### Site Survey

-  One way circulation a
-  Good view surrounding
-  Nature element in the



Plants growing up  
broken part between  
ground and water

The end of  
the pier  
Wooden deck  
above water



and long distance  
g  
site

Conception  
**+ Lively**



**Design statement**

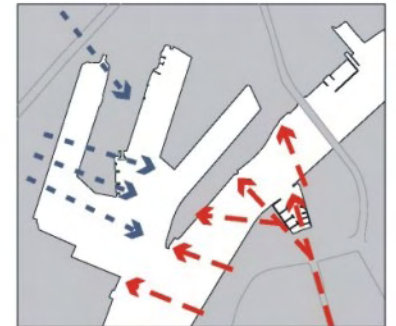
The design concept is "new activities make the space full of vitality, like the plants growing up". In another word, when we are to have new activities in a space, we need to make the space vibrant and full of vitality, and make it easy to be noticed by the people.

## Site Analysis in urban context

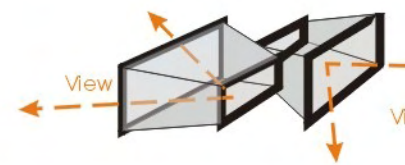
Banana-pier is a long and narrow artificial pier, located opposite to the central public harbor of Goeborg, faced to both riversides.

In this urban context, I try to make the banana-pier to become the bridge which extends the activities in central of Goeborg to the riverside and connects the people in both sides. It also provides more public space to the residents.

## Diagram of Urban Planing

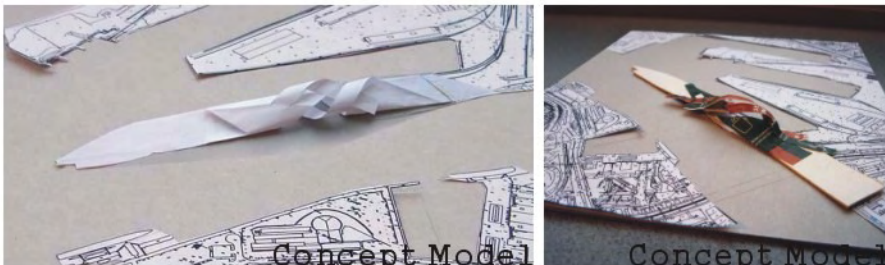


## Concept of Space Connection



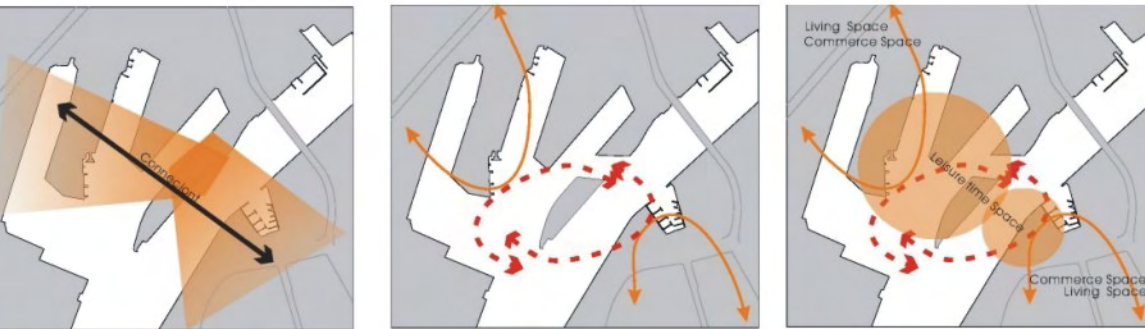
## Design Process

First of all, I want to shape the structure to be like the plants growing up from the broken part somewhere between the ground and water, because this is the interesting situation I found in Banana pier. At the same time, I want to make the arena have vital and vibrant landscape to break the original artificial and boring space experience.

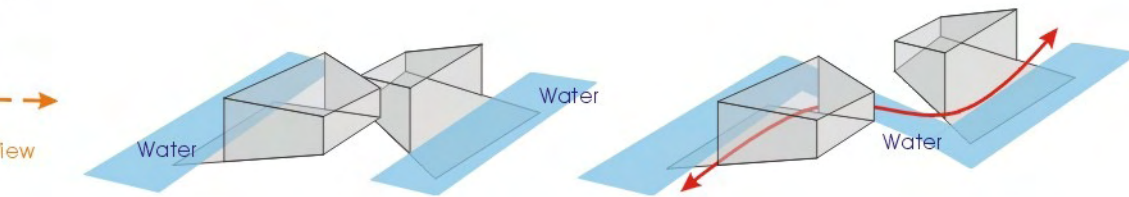


Structure Model Test

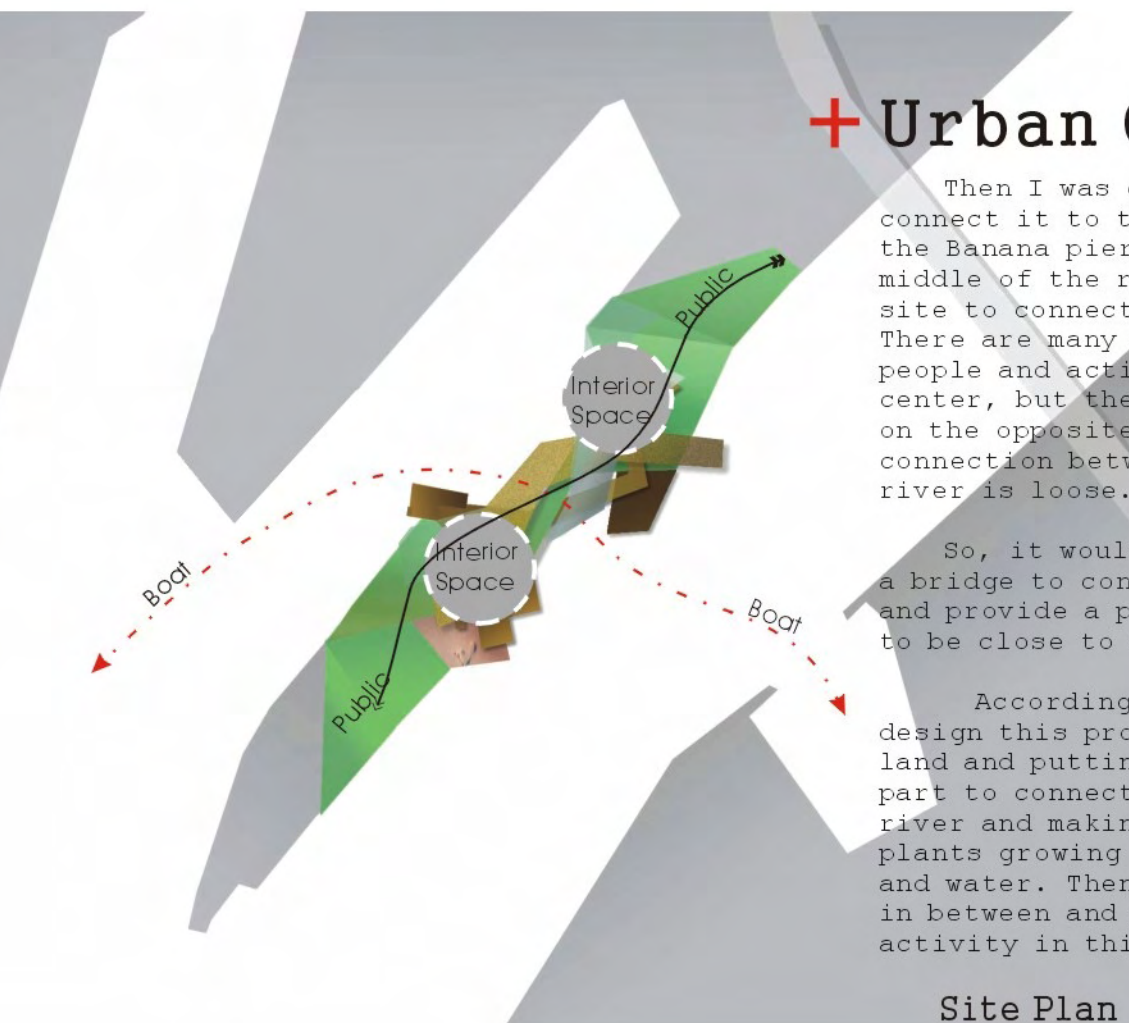




on



iew



## + Urban Connection

Then I was considering how to connect it to the city center. Because the Banana pier is located in the middle of the river, I can utilize this site to connect both sides of the river. There are many public spaces and many people and activities in the city center, but there are little activities on the opposite side. Also, the connection between the activities and river is loose.

So, it would be important to create a bridge to connect the both riversides and provide a public space for people to be close to the river.

According to this context, I design this project by breaking the land and putting a harbor in the middle part to connect with both side of the river and making some rise grounds like plants growing up between the ground and water. Then there will some space in between and people will have activity in this interesting landscape.

Site Plan

## + Program

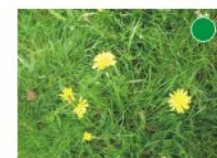
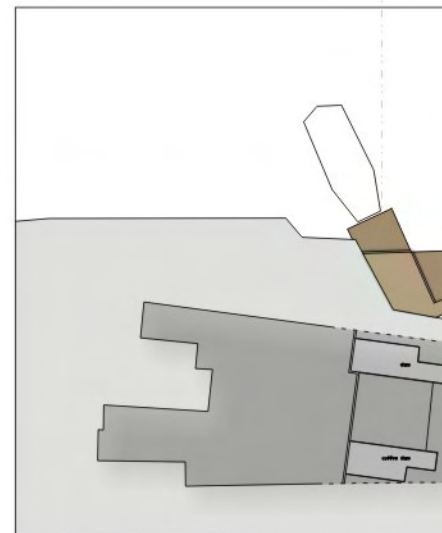
Because of the site ground's different height, some spaces look like hills, and some places go into the water like beach. People can have different kinds of activities on the different ramps.

In the detail, I try to design interesting landscape with different height and ramps, and create some broad space for the activity like picnic or view seeing.

## + Material



I used two main materials, wood and grass, to define the programs. The grass part will be a park with meadow. The wood part will be the beach.

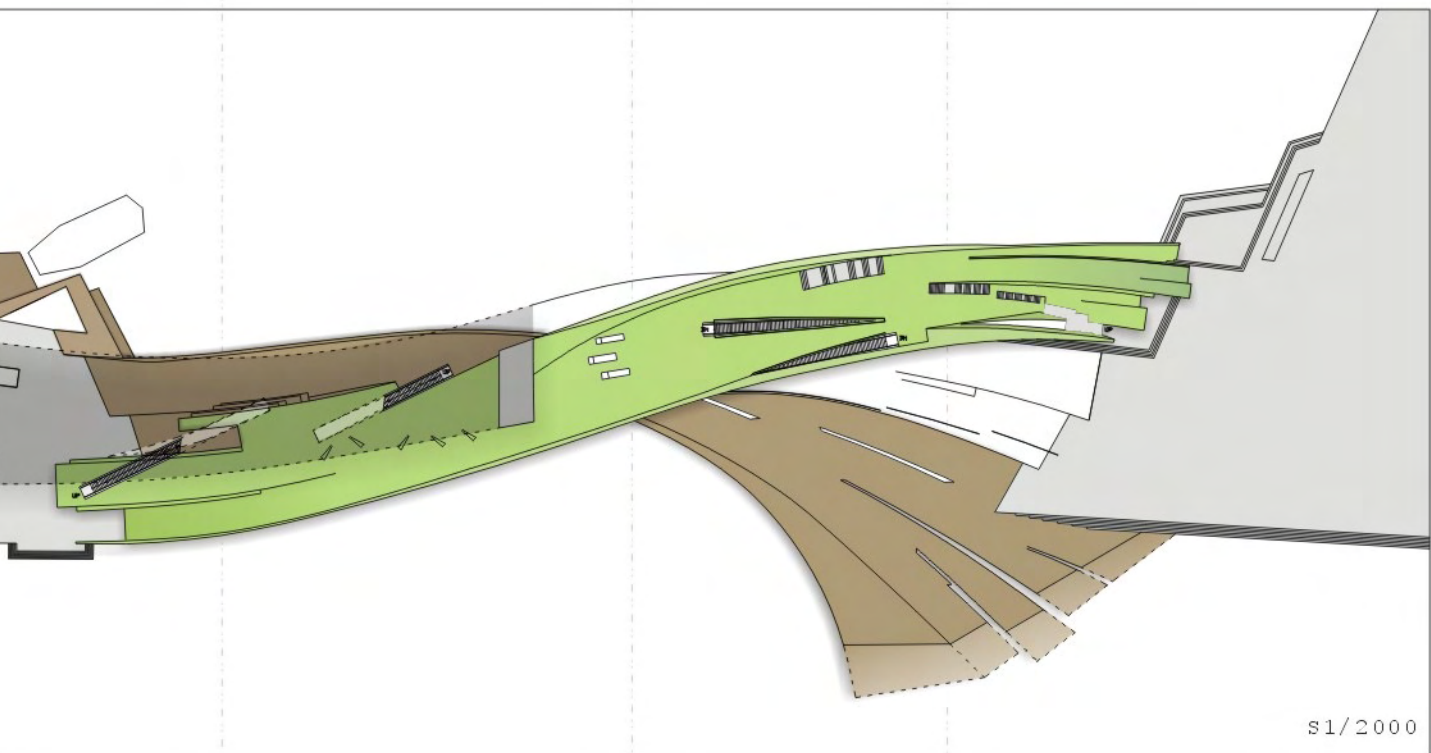


Grass Ramp P

The grass hill. People can see the arena.



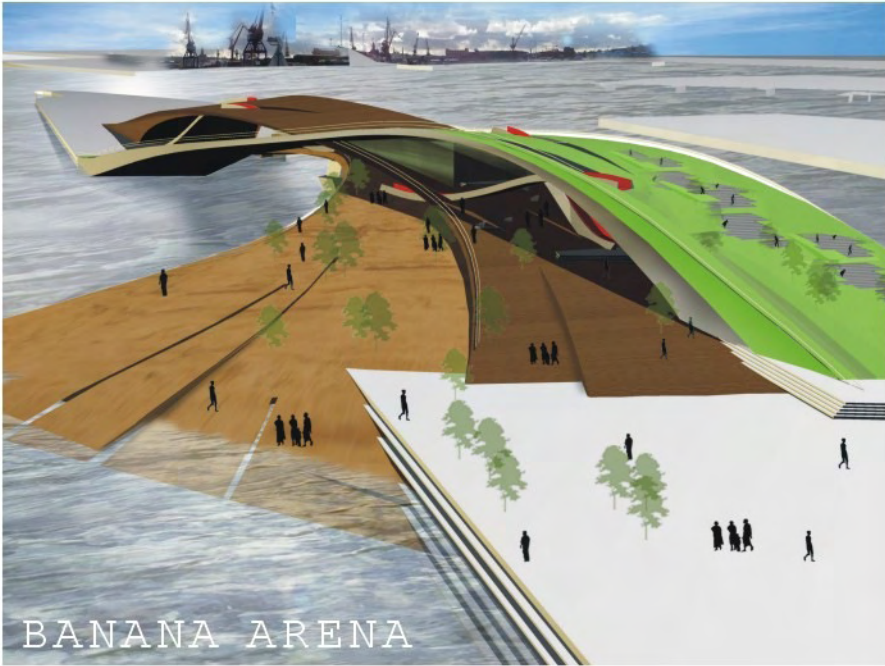
S1/2000  
Elevation & Program



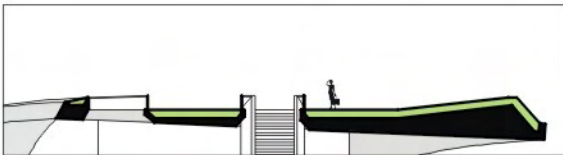
S1/2000

lan  
ramp will be raised like a  
ple can have sport in this open

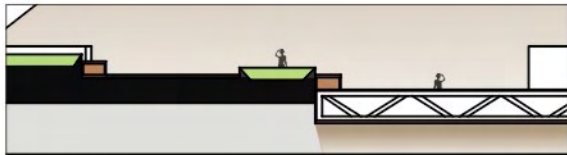




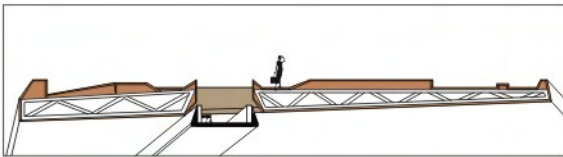
## Detail & Structure



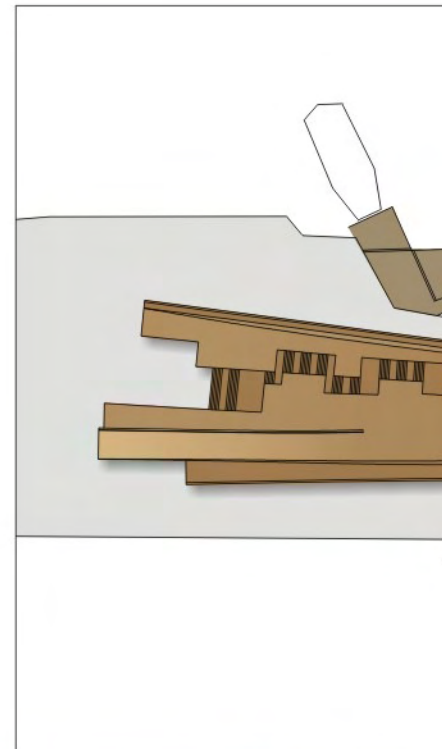
The structure of grass ramp will be made with concrete. The landscape will be created with different height to be more close to the nature ground. People can have many activities in this park.



This part is the interface of the two ramps with two different structure materials. The connection part will be made up with the mixing

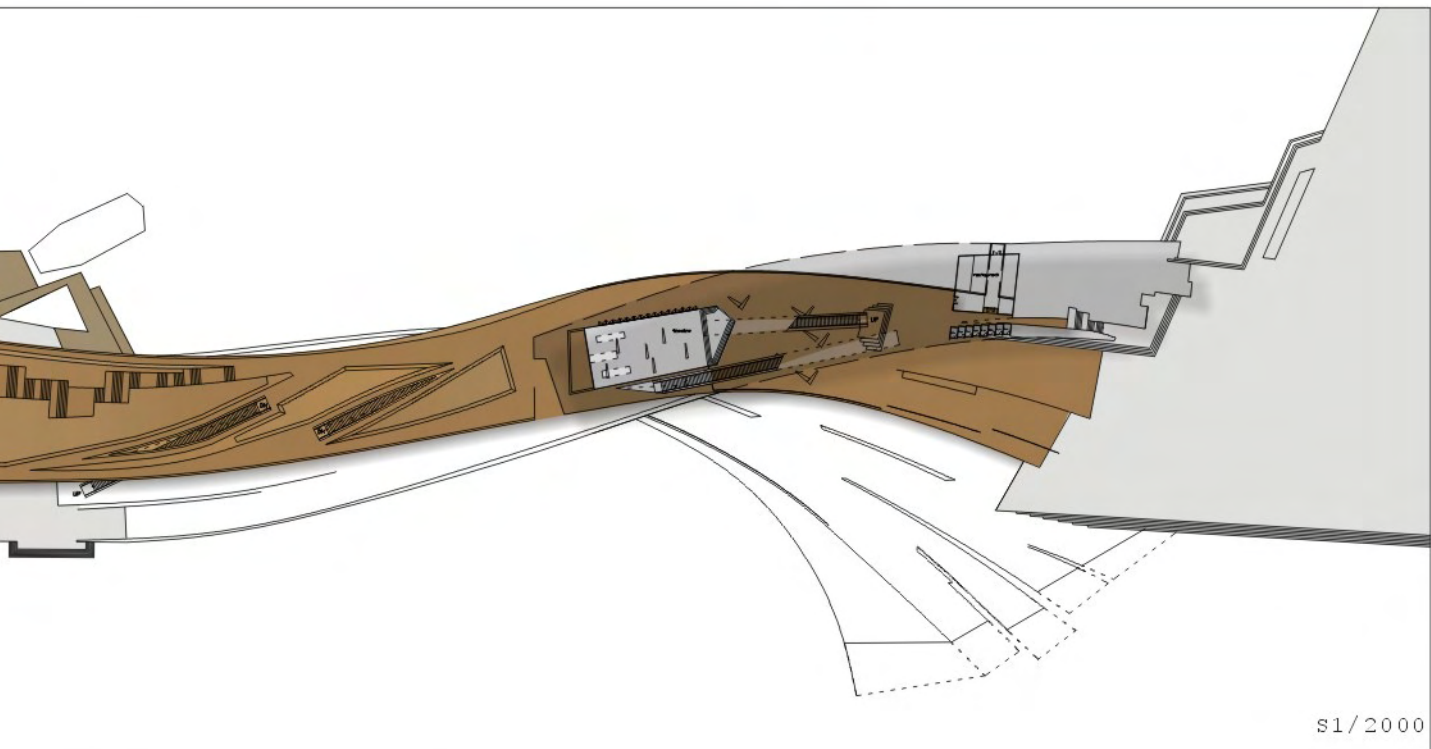
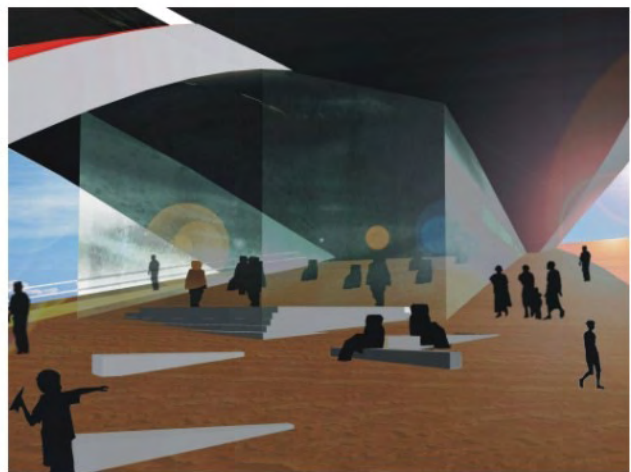
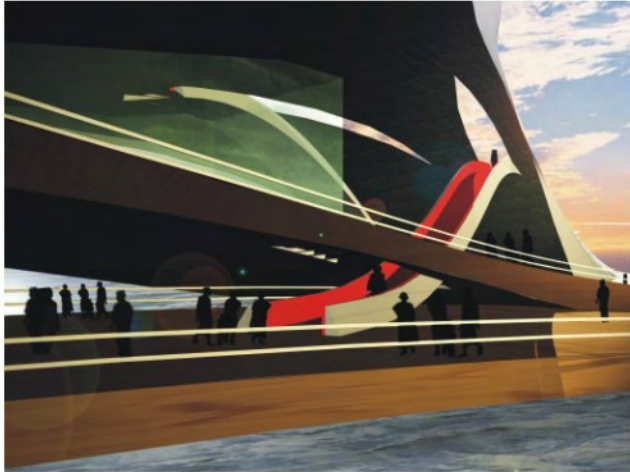


The structure of wooden ground will be made with truss. The landscape will be created with different height to be more close to nature ground. People can have many activities in this park.



### Wooden Ramp


People will enjoy the nature while using the wooden ground space. People can have many water activities in this park.



### Plan

...ould feel they are more close to the  
...e walking on the wooden ground. The  
...nd can go into the river or open some  
...le can get closer to water and have  
...ities. Water and having some water sport.






找到可建立起磁場的街道關係與帶動人群活動的商業磁體

**垂直化住宅村落-從五分埔學習台灣住商混合**

**The Vertical Village in the city  
- study Taiwanese life style from  
the Wufenpu mixed use area**



## 垂直化住宅村落 -從五分普學習台灣的住商混合

城市空間逐漸不夠，人口仍逐漸密集的<sup>1</sup>同時，企圖在垂直化的架構下提供屬於臺灣人所需且更好的居住空間品質。

住商混合是台灣典型的生活文化，便利的生活機能成為人民對於住宅生活的基本需求。混合性的住商空間除了提供便利的生活外，同時也間接的提供建立起社區聯絡關係的橋樑，居民能夠因為公共機能性的空間而擁有互動關係，街道上的氣氛也隨之熱絡，此即為我所謂的良好社區關係。而這樣的社交關係，便是我認為對於住宅村落最需要的精神價值。因此透過觀察與研究找出遠構群聚關係的方式及元素，才能再透過相同的邏輯建立起新的垂直化的社區村落。

倘若空間也能建立起社區關係，就不再需要透過制度作為社區的管理手段，然而在人口密集的都市空間中，極度要求個人私密空間的台北市，要讓居民有意願走出門與鄰居互動，則需要透過間接的手法才得以達成。透過從五分普的住商混合空間的研究，找到可建立起磁場的街道關係與帶動人群活動的商業磁體，才能重新運行一個新型態的垂直化住宅空間。


## The Vertical Village in the City- Study Taiwanese Life Style from Wufenpu Mixed Using Area

When the space is limited and the density of population is high, I am trying to represent Taiwanese's living quality in the vertical village.

Mixed using the commercial and living is the typical living style in Taiwan. Most people heavily depend on the convenient living functions in their neighborhood. This kind of the living is not only convenient but also allows people to have interaction with others. The community will be built up in informal way. I think the most important thing in the vertical village is "social community." Therefore I researched a place with this community, and figured out the rule and key elements.

If people can build up a good community naturally, they don't need to take effort to manage it. How to lure people to come out of the door and have interaction with each other in Taipei? Studying from the Wufunpu mix using area is a good way to find out the magnetic field and magnetic bodies, and then we can operate the new vertical village with the same rules and logic.





**Wufenpu now is a popular commercial area.**

**In the 1960s, many people from FangYuan.**

**They used the first floor as a pret-a-porter (ready-made clothes) shop and the second story as their houses and the tailoring place.**

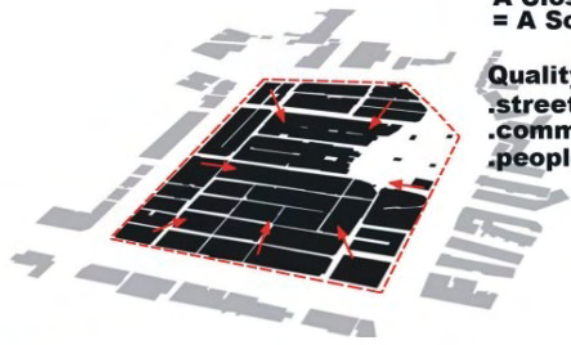
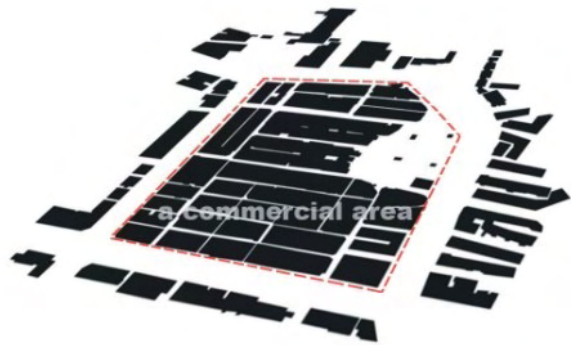
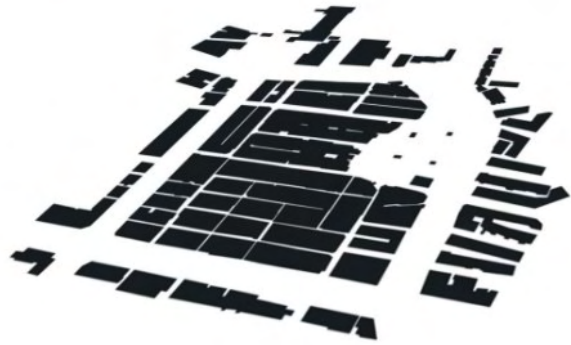
**As of today Wufenpu is still a special pret-a-porter wholesale hub for clothes retailers in Taipei.**





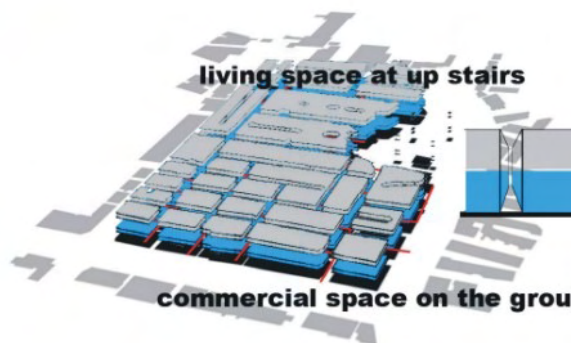
# Wufenpu area is a mixed using area

People can go into this area  
from many different direction



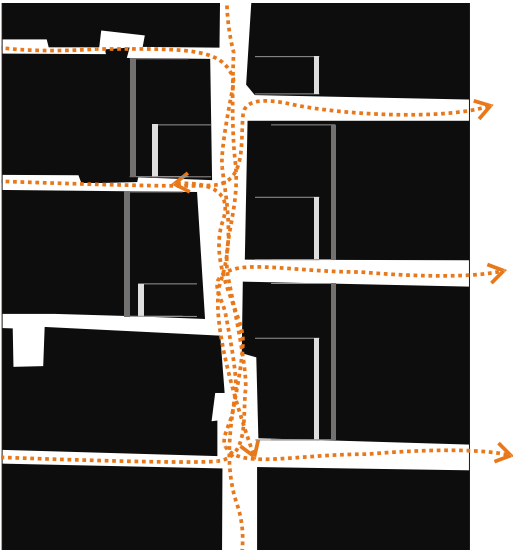
**A Closed Area  
= A Social Community**

**Quality is**  
- street connection  
- commercial activity  
- people can go around



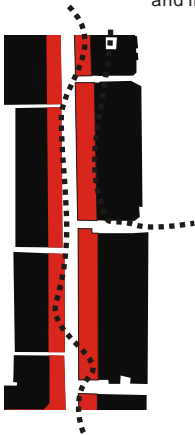
## Streets system

The composing of streets define the distance of block.  
 Moving become easier and freer.  
 The variety streets network is more interesting  
 for Taiwanese.



**Mixed using space  
 commercial and living space**

general commercial  
 and living space



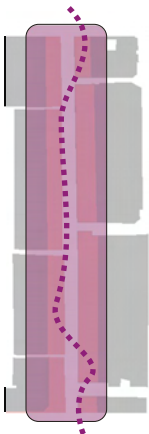
This area is different with  
 others general  
 commercial and living space



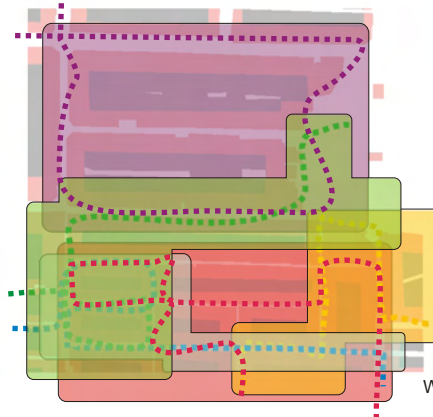
## Walking range

Because of the area is big  
 and there are many different  
 size of blocks.  
 When people go around this area,  
 they will have many kinds of choice  
 for their shopping circulations.

Overlapping



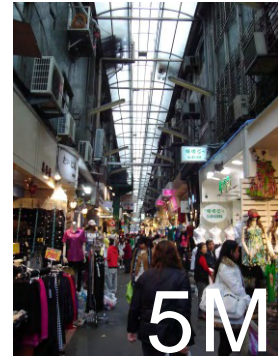
General space



Wufenpu

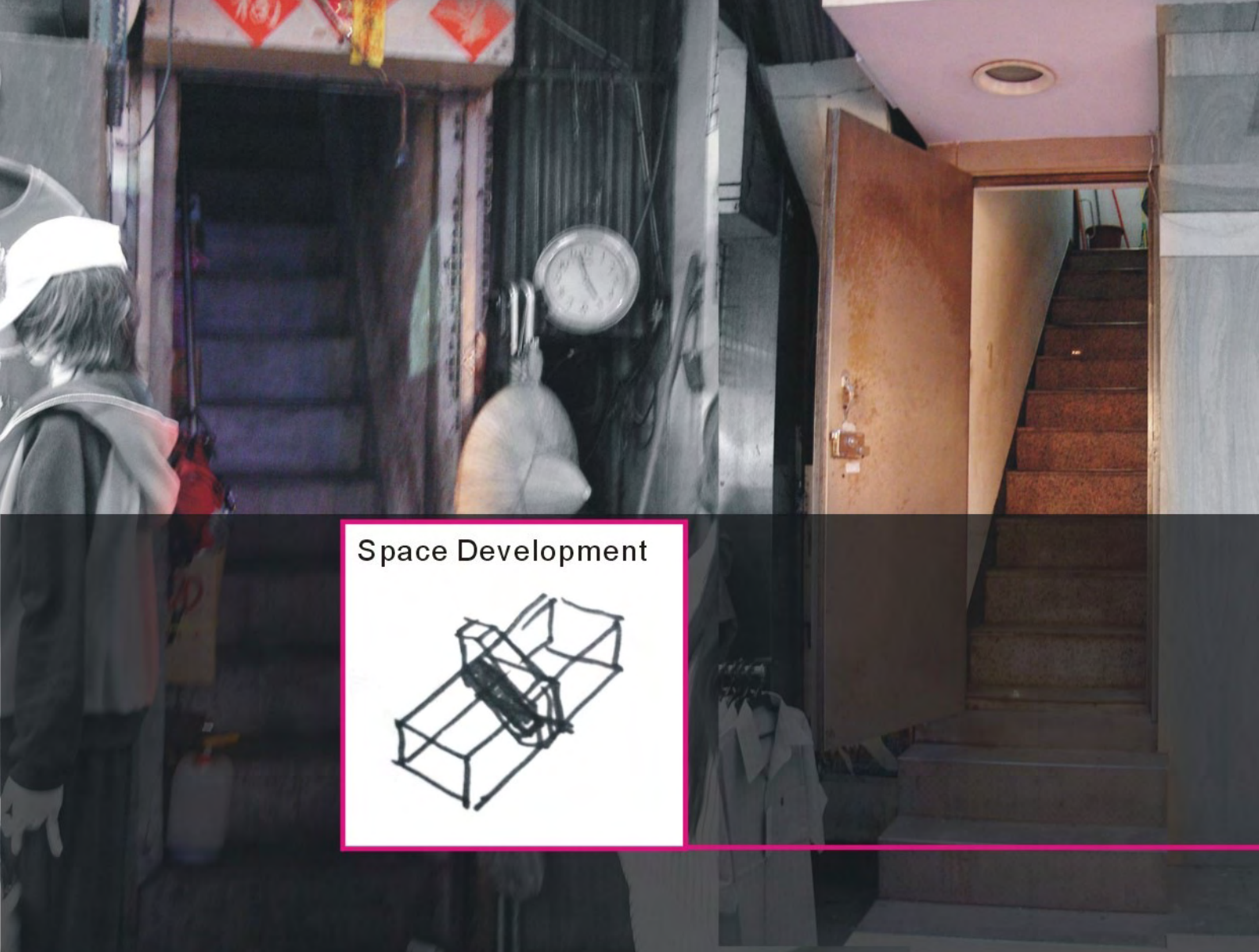
Different size of street

Interesting spatial experience



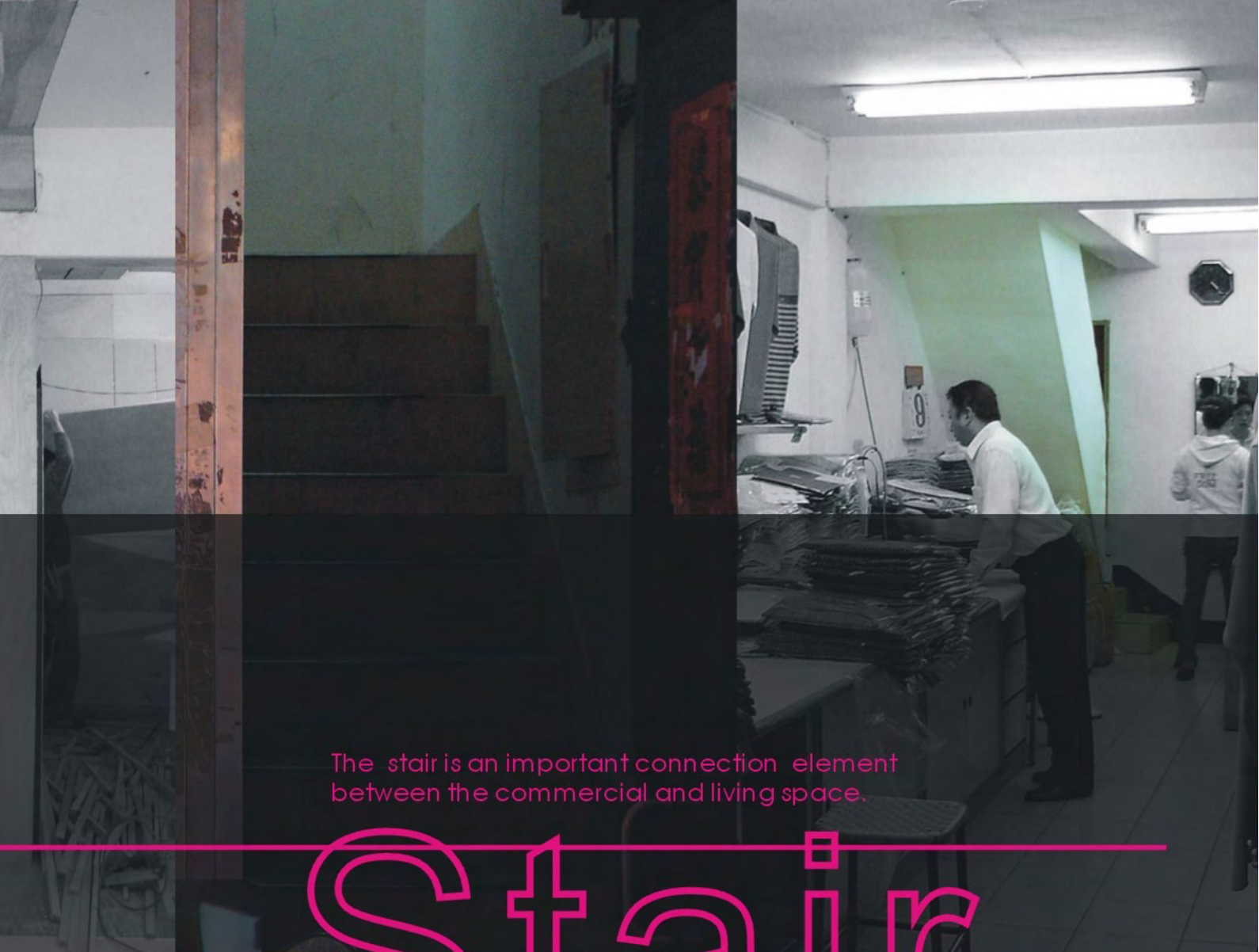
Mixed using space  
commercial and living space





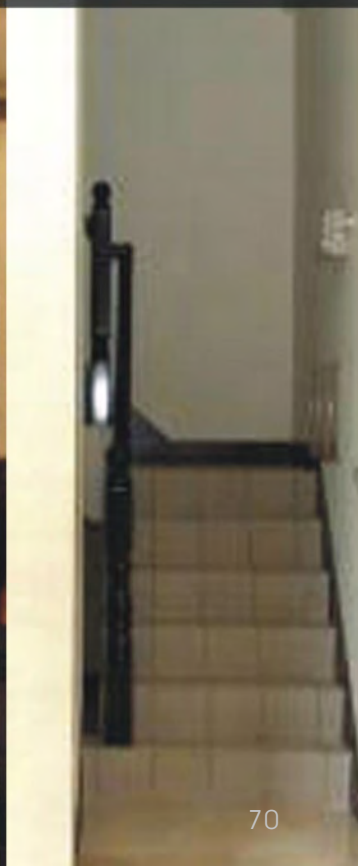
Space Development

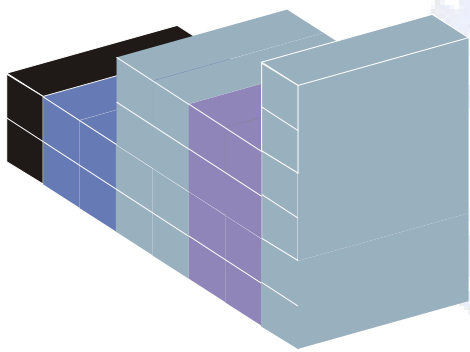




The stair is an important connection element between the commercial and living space.

# Stair

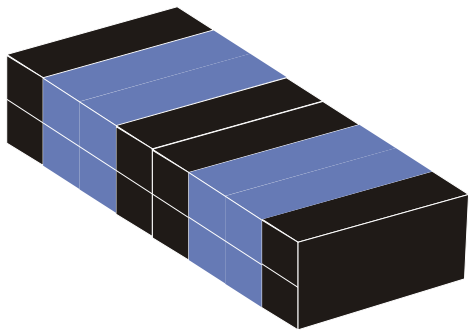




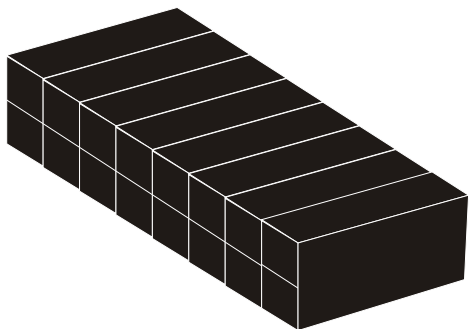
**Extending the size of space  
by a prototype**

Now

20 years ago

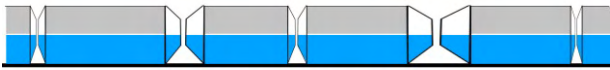


30 years ago

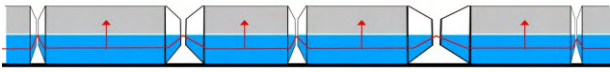


50 years ago

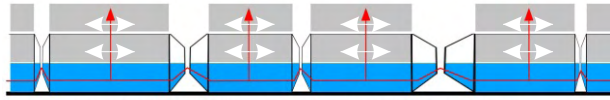
### Shop house



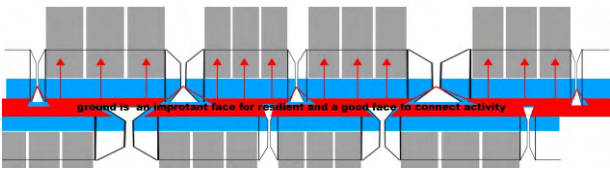
mixed using of commercial and living



people go around outside and go up by inside stairs



when there are more people the building will grow up and people go up by stairs



ground is an important face for residents and a good face for commercial activity

Mixed using space  
commercial and living space

Shop house  
Prototype

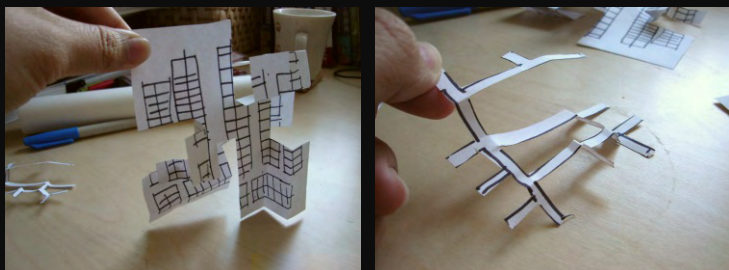
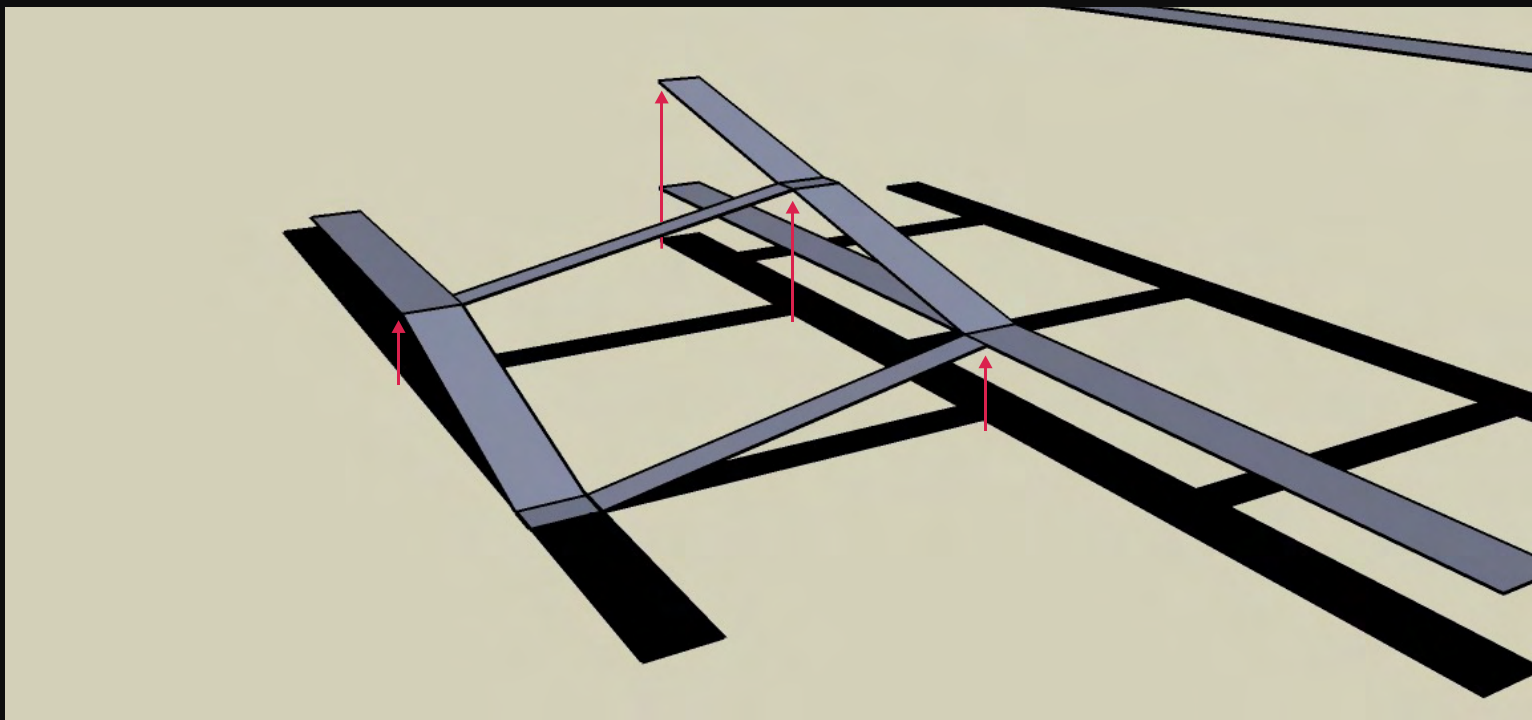
Community network

Commercial activity  
Social Connection

Interesting space experience

Extendable space

*When the ground is not only on the ground*



Develop a new space



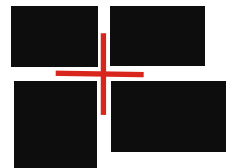
# The size of block Variety selection

Commercial activity  
Social Connection

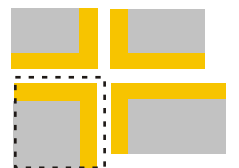


Streets type

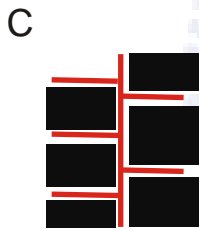
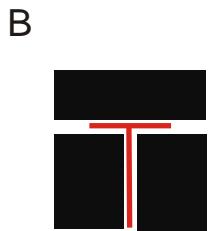
A



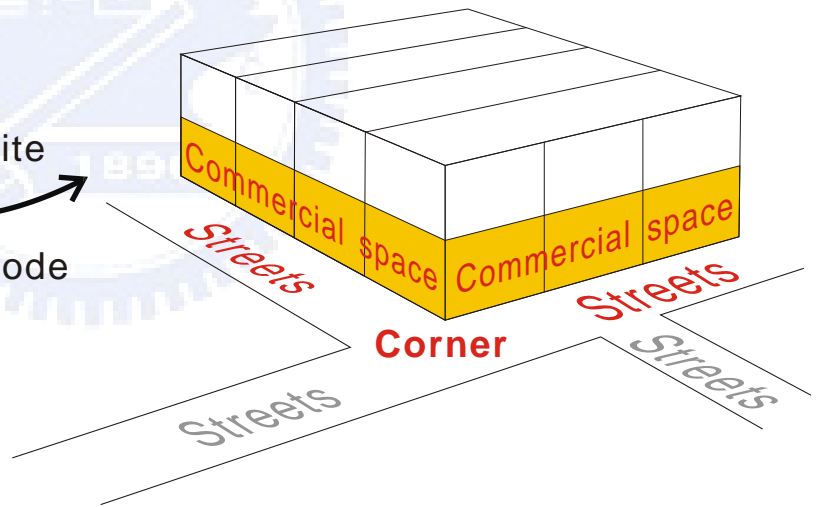
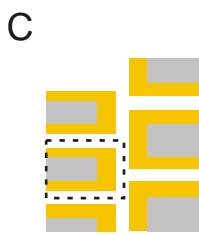
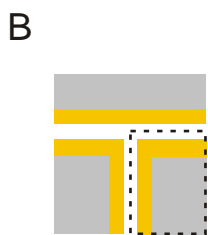
A



Commercial space  
Private space

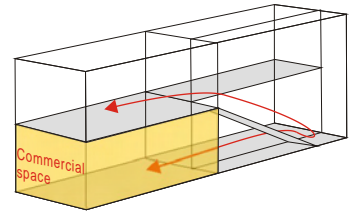
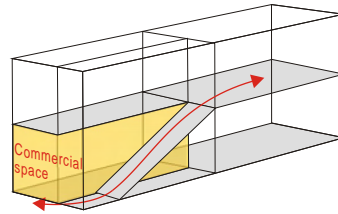
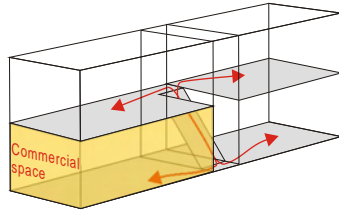


A Unite  
Explode

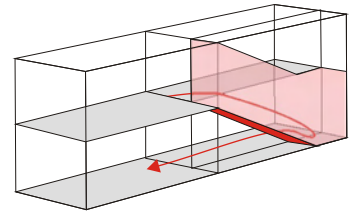
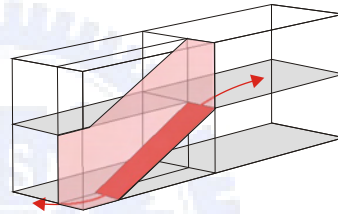
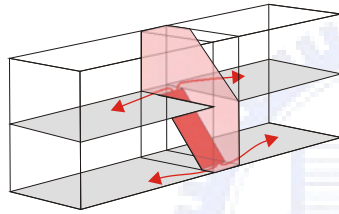


# Space composing in the Shop house

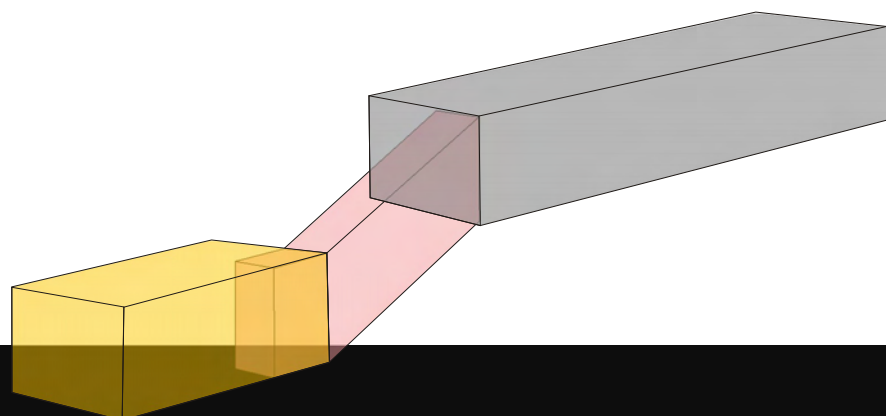
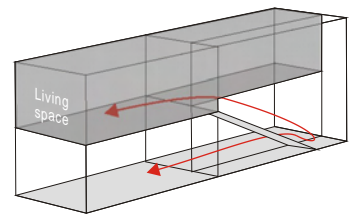
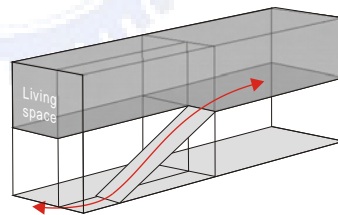
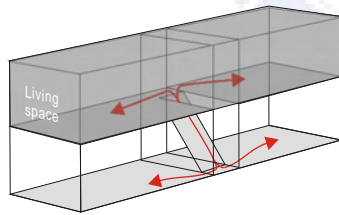
Shop



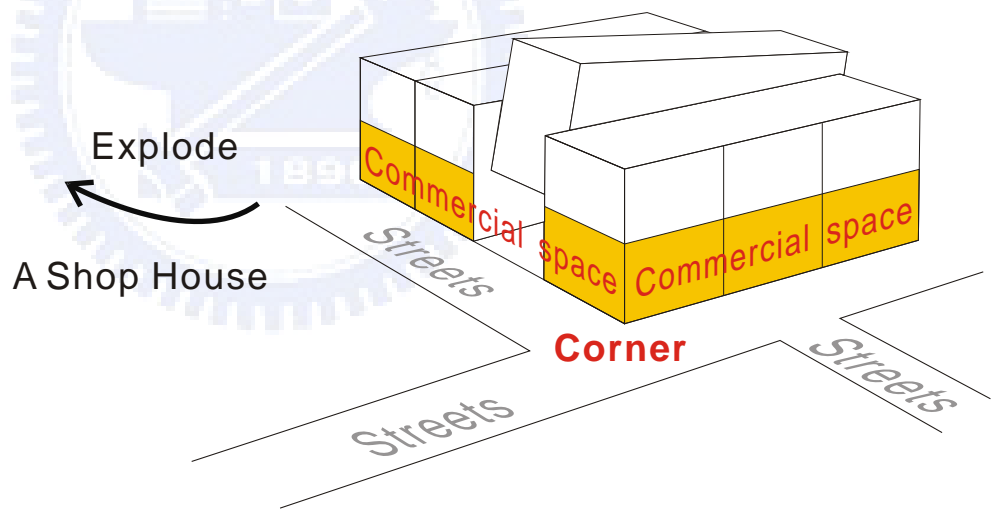
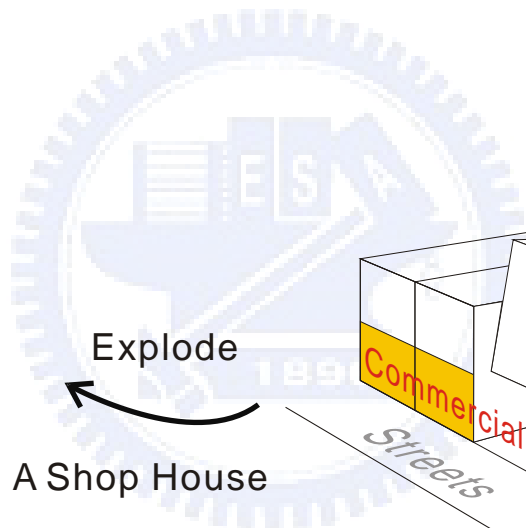
Stairs



Living



The basic space composing



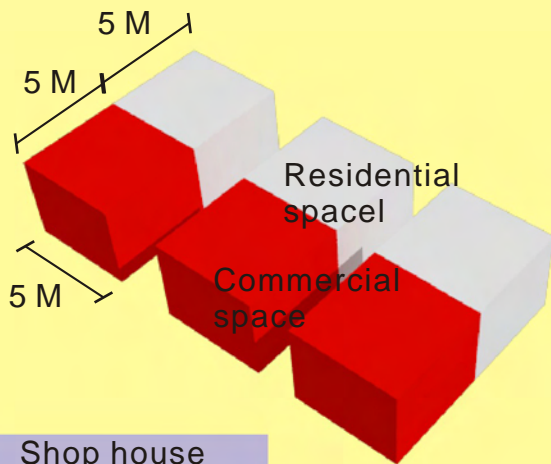
Explode  
A Shop House

# Unit Space Development

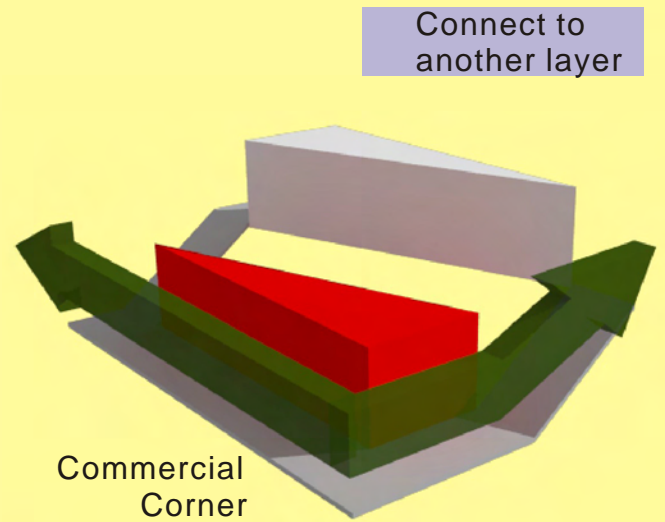
## Wufenpu living and commercial space

Transformation traditional shop house  
to a new mixed using house.

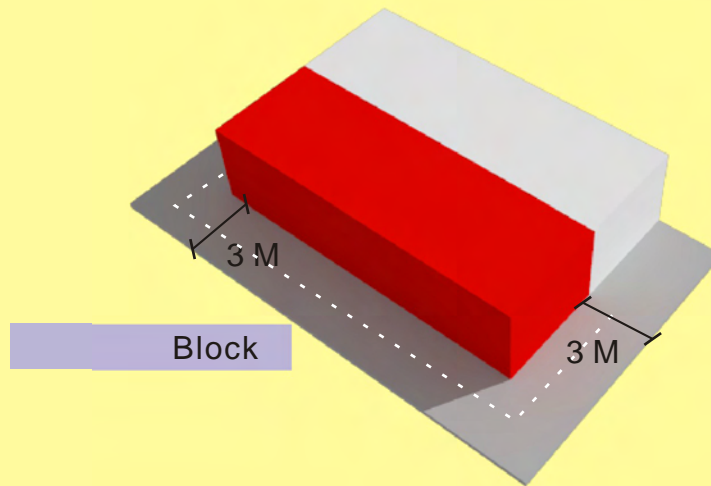
### Shop House



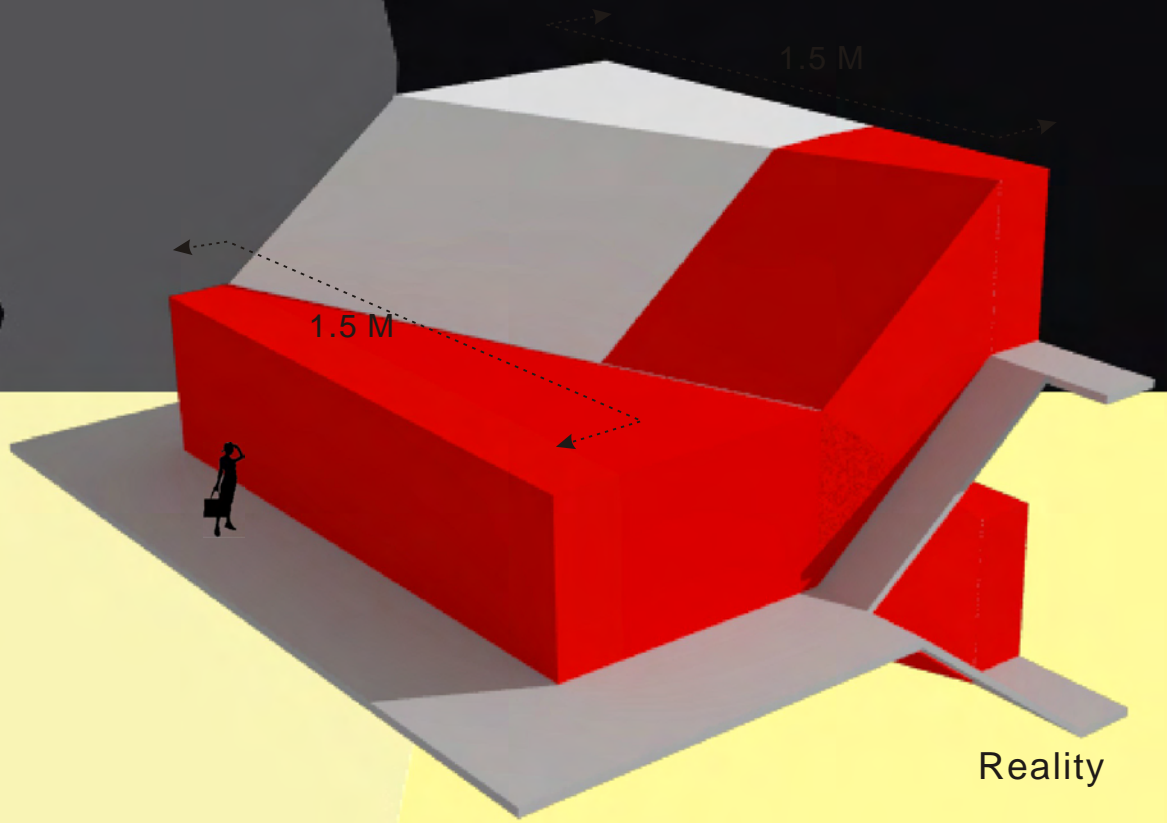
Shop house



Commercial Corner

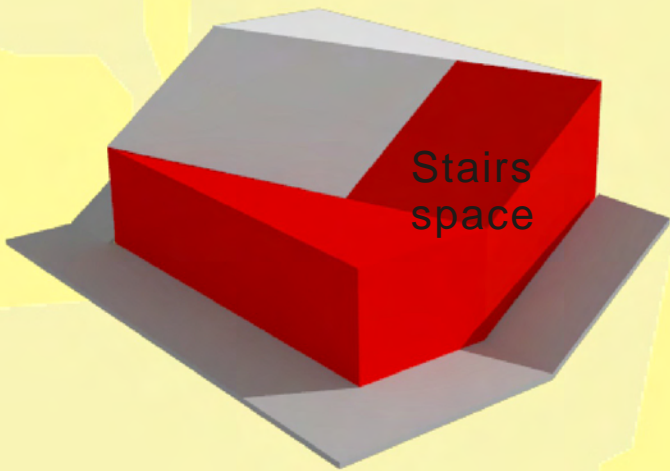


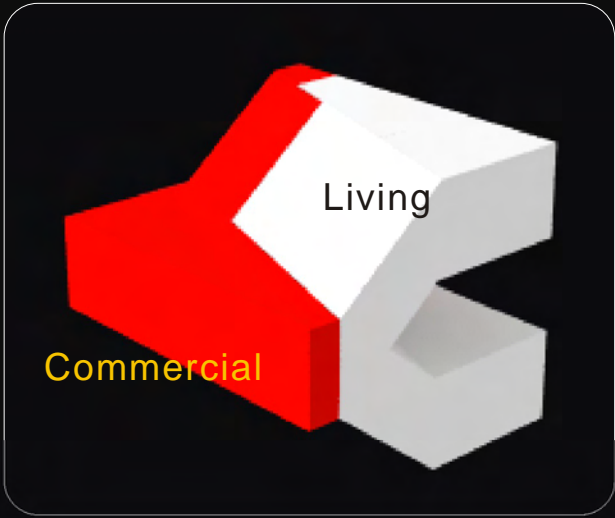
Block



Reality

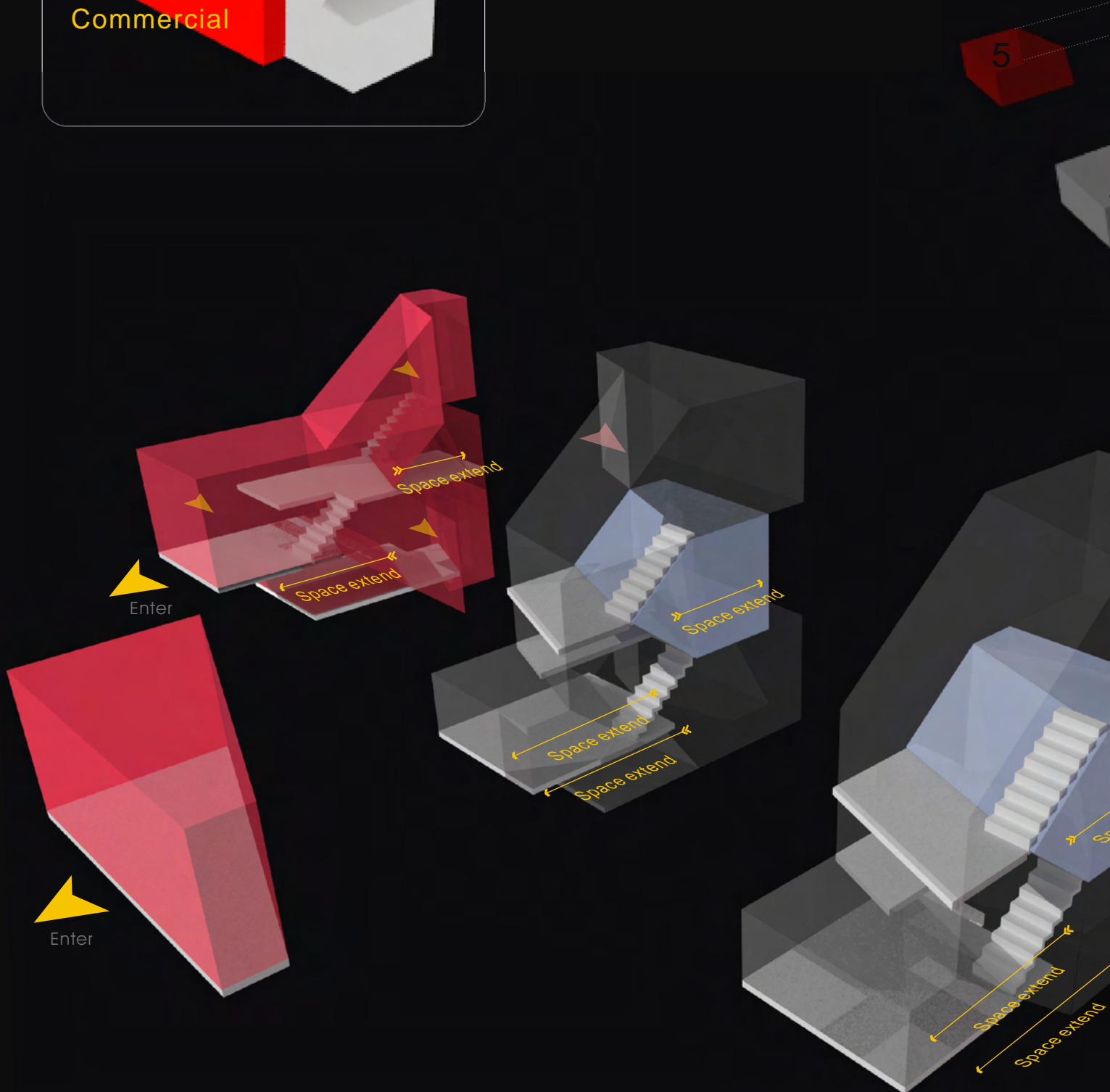
Connect space  
with different layers





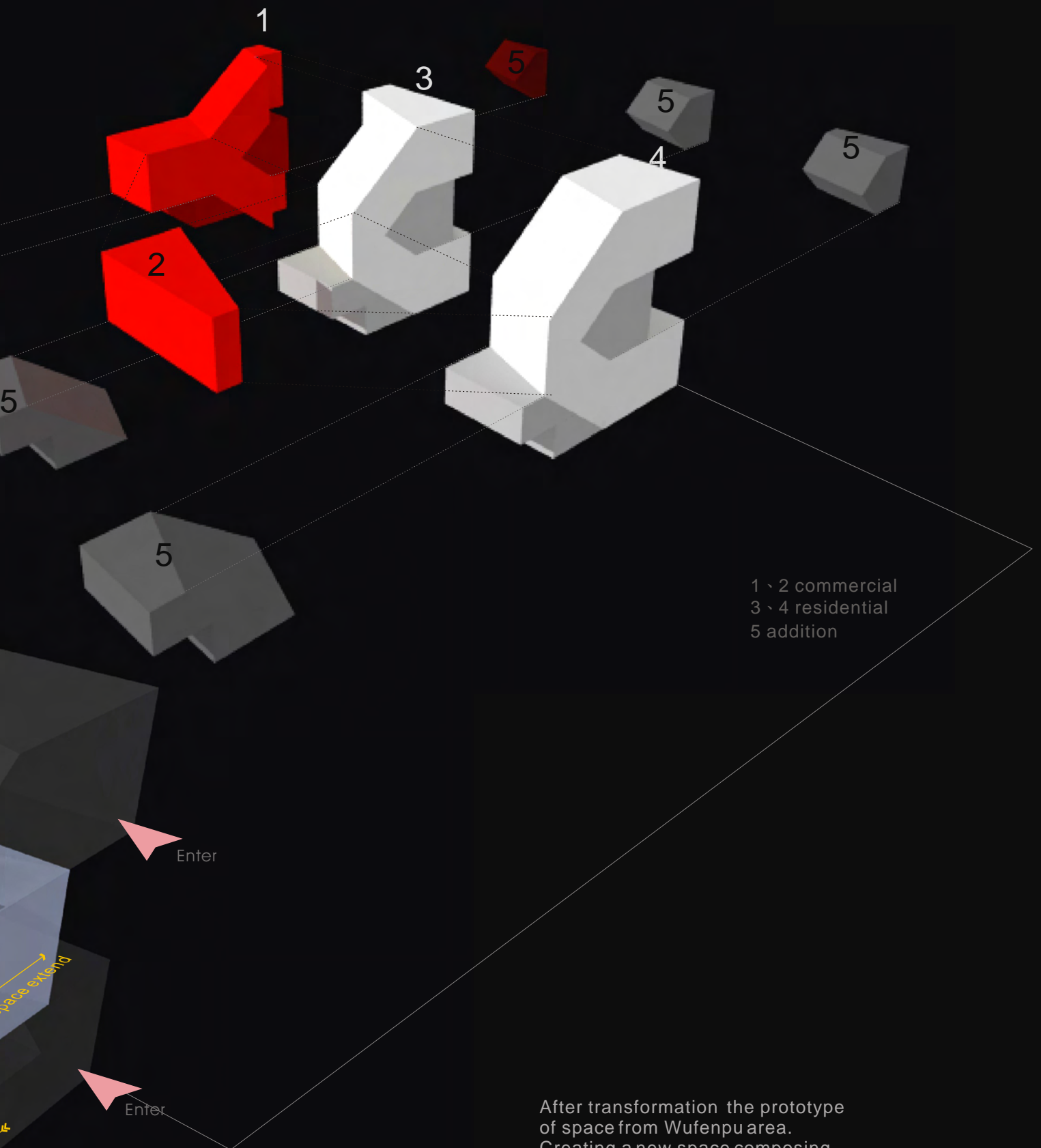
# A unit

Exploding the unit with many small unit.



# Unit Space Explode

## Wufenpu living and commercial space

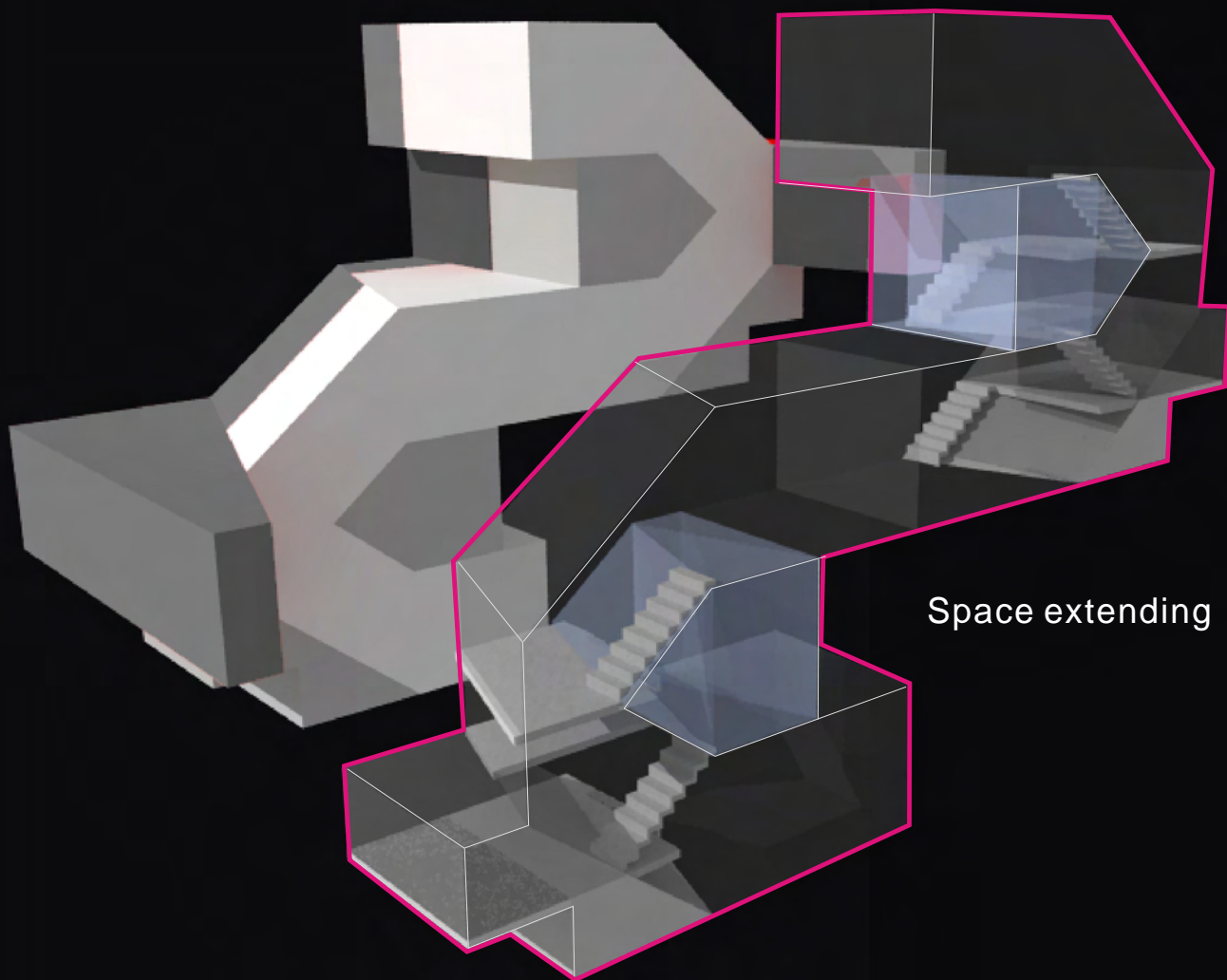
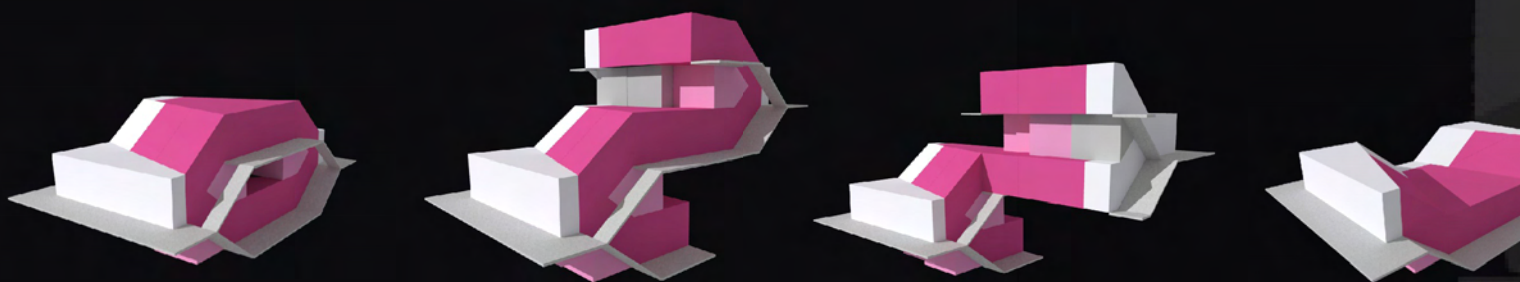




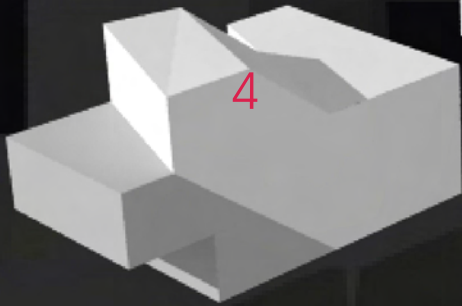
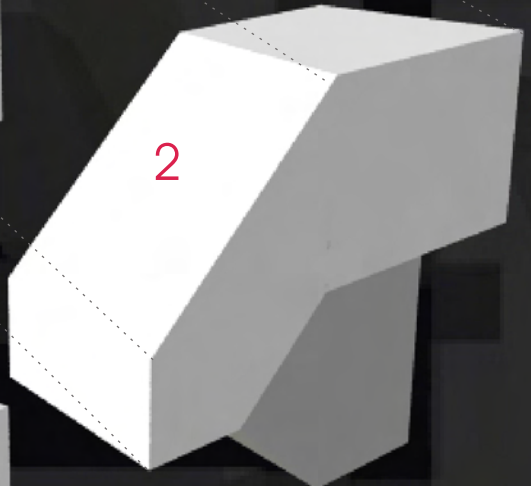
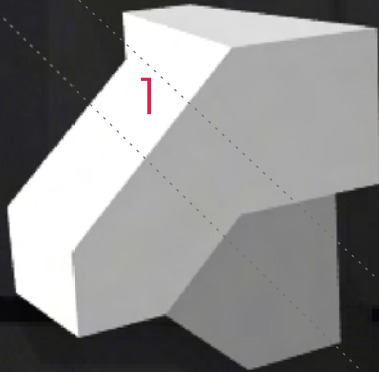
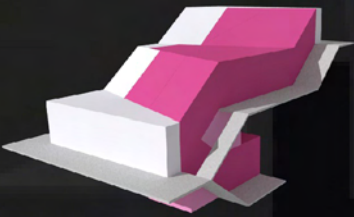
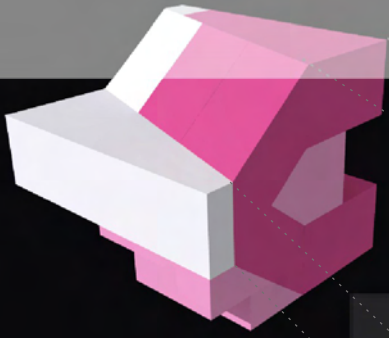
# Unit Space combination Wufenpu living and commercial space

According to the function of unit,  
changing the direction of unit to create the streets network.

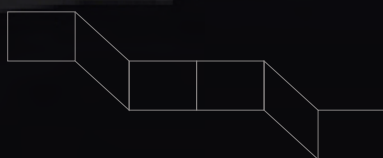
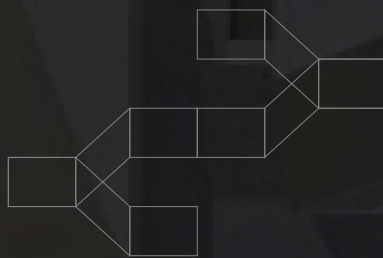
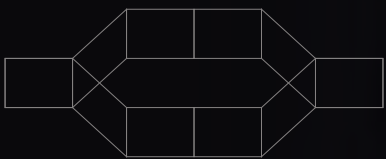
## Unit combination Changeable housing space

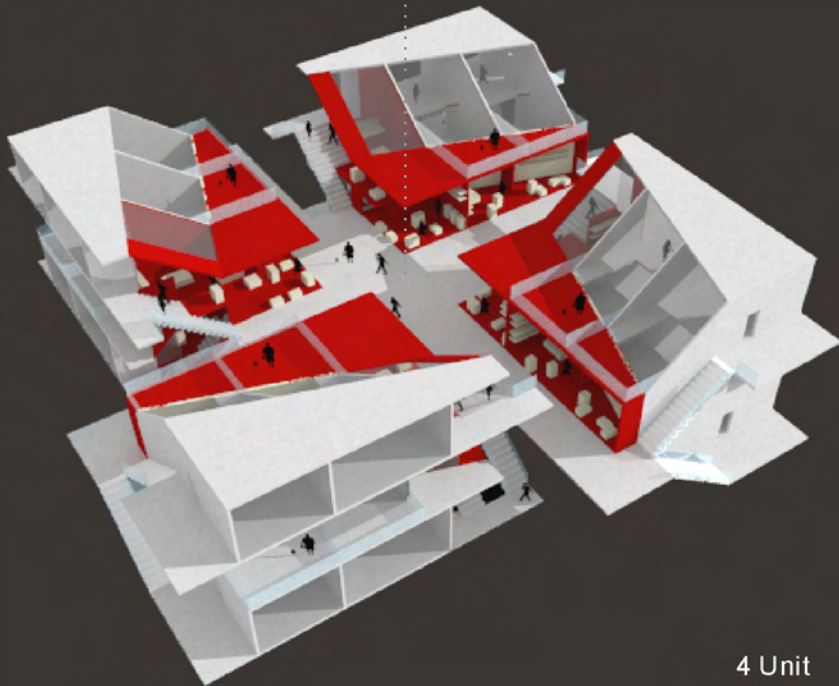
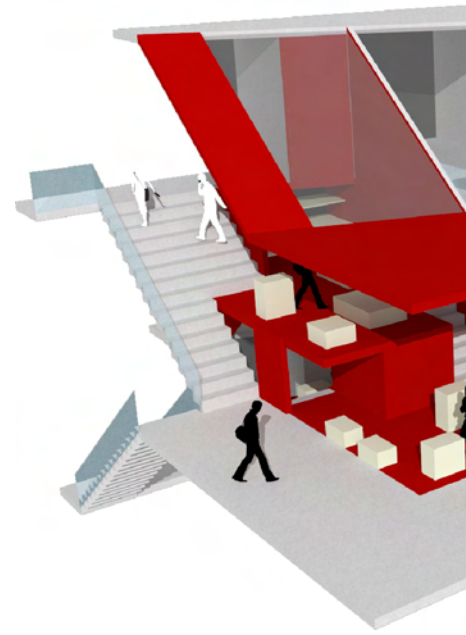
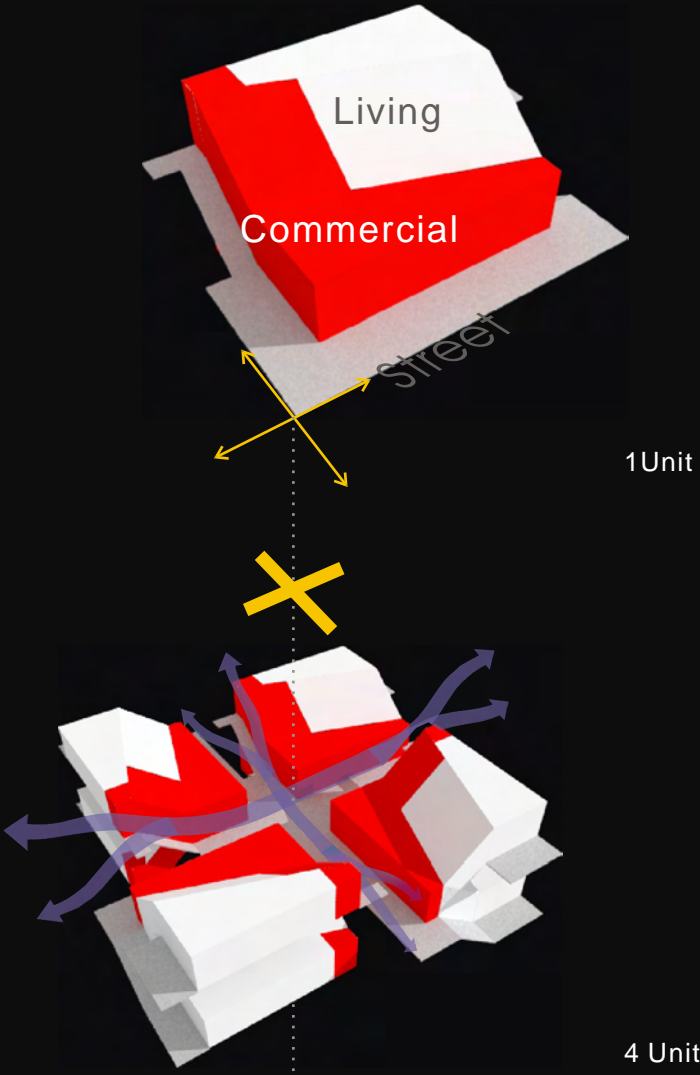


Space extending



4 House in a Unit

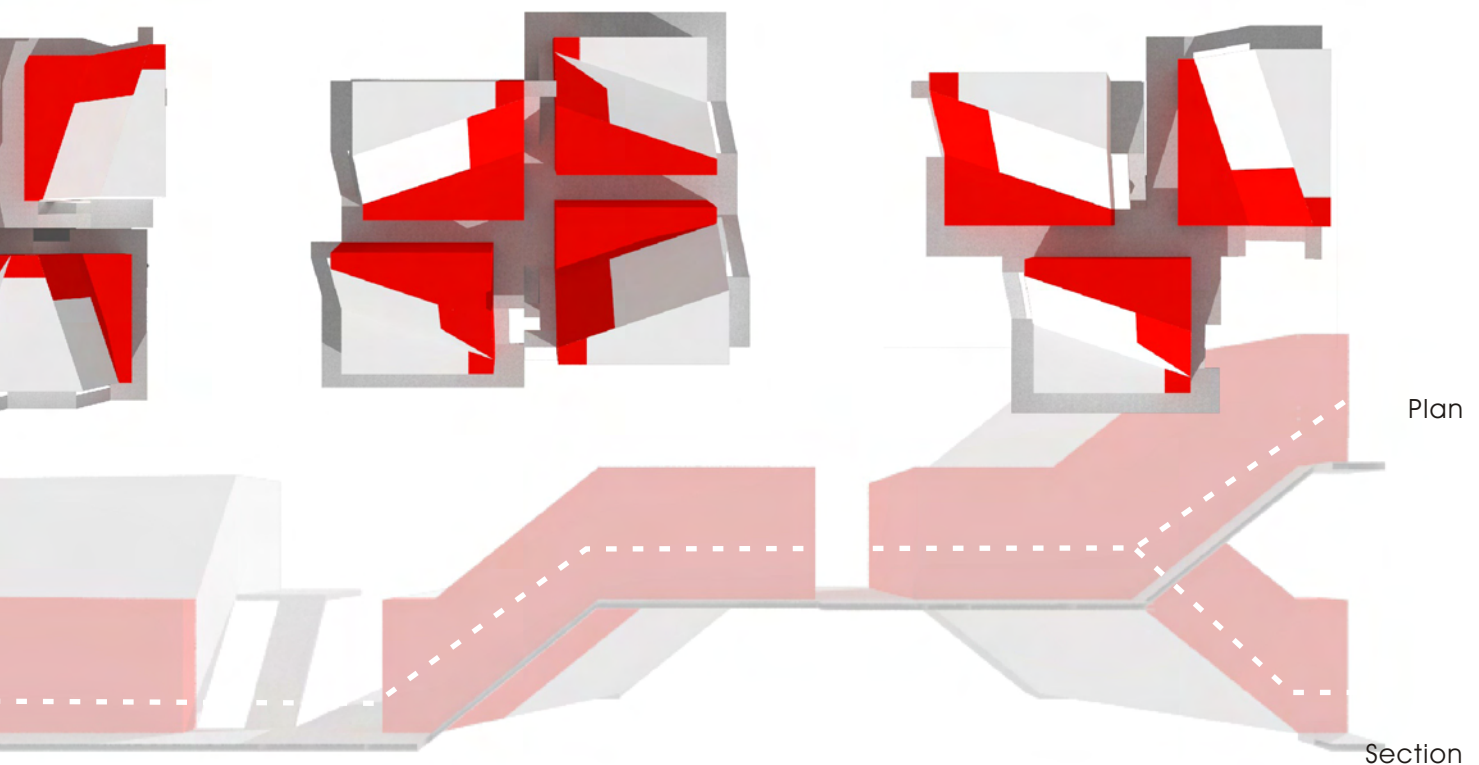




# Unit Space Streets combination Wufenpu living and commercial space

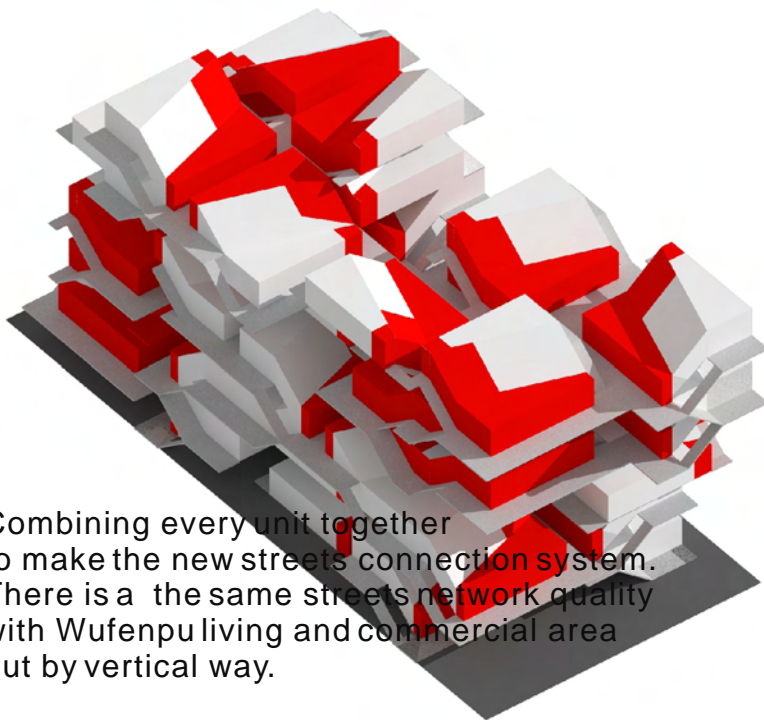
Mixed living and commercial space in a unite.  
Showing how people live in.

## Unit combination Streets creating variety



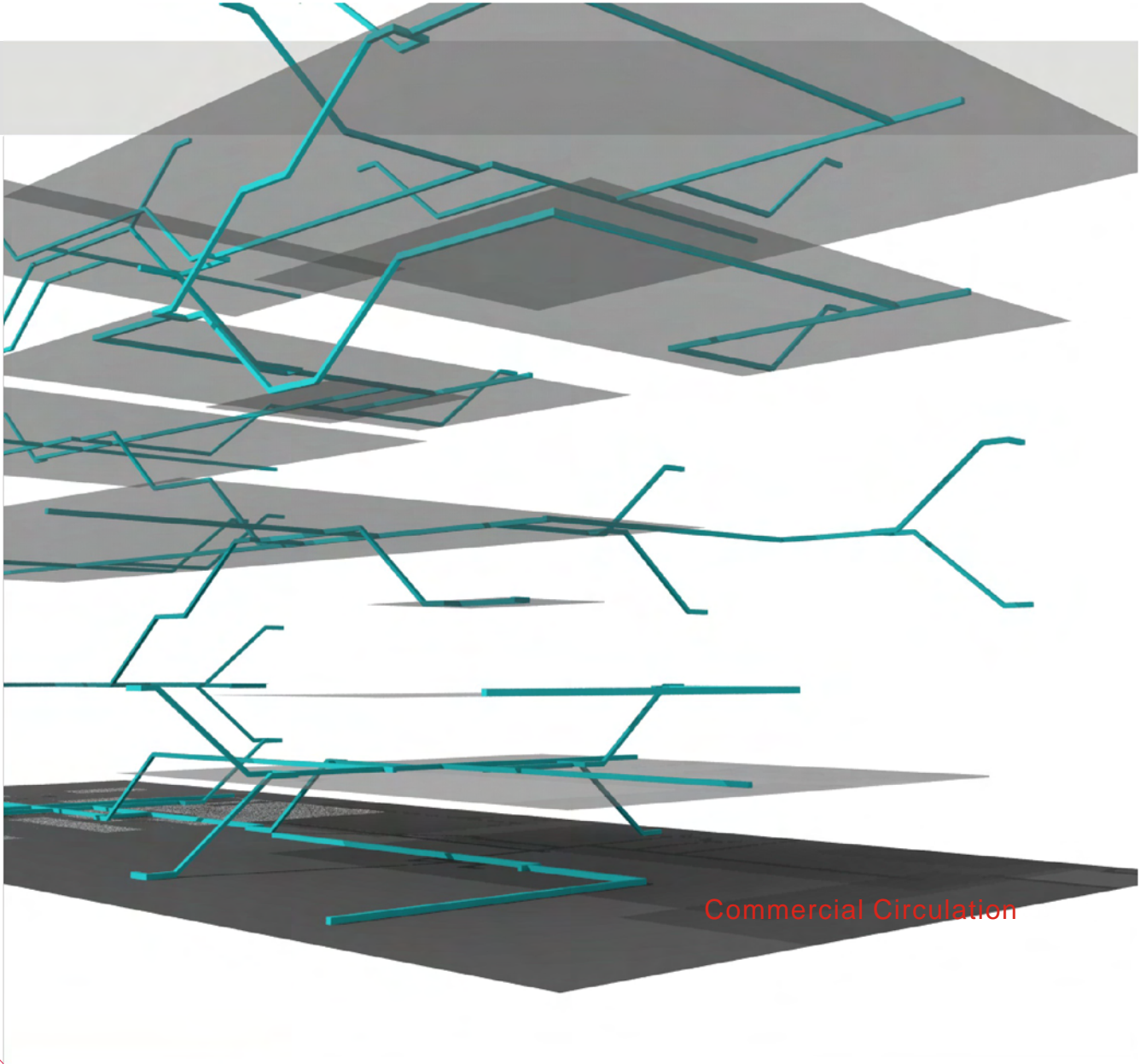
# New Streets Connection System Wufenpu living and commercial space

Vertical streets network  
in a 90m\* 40m area.  
There are commercial space and residential space.

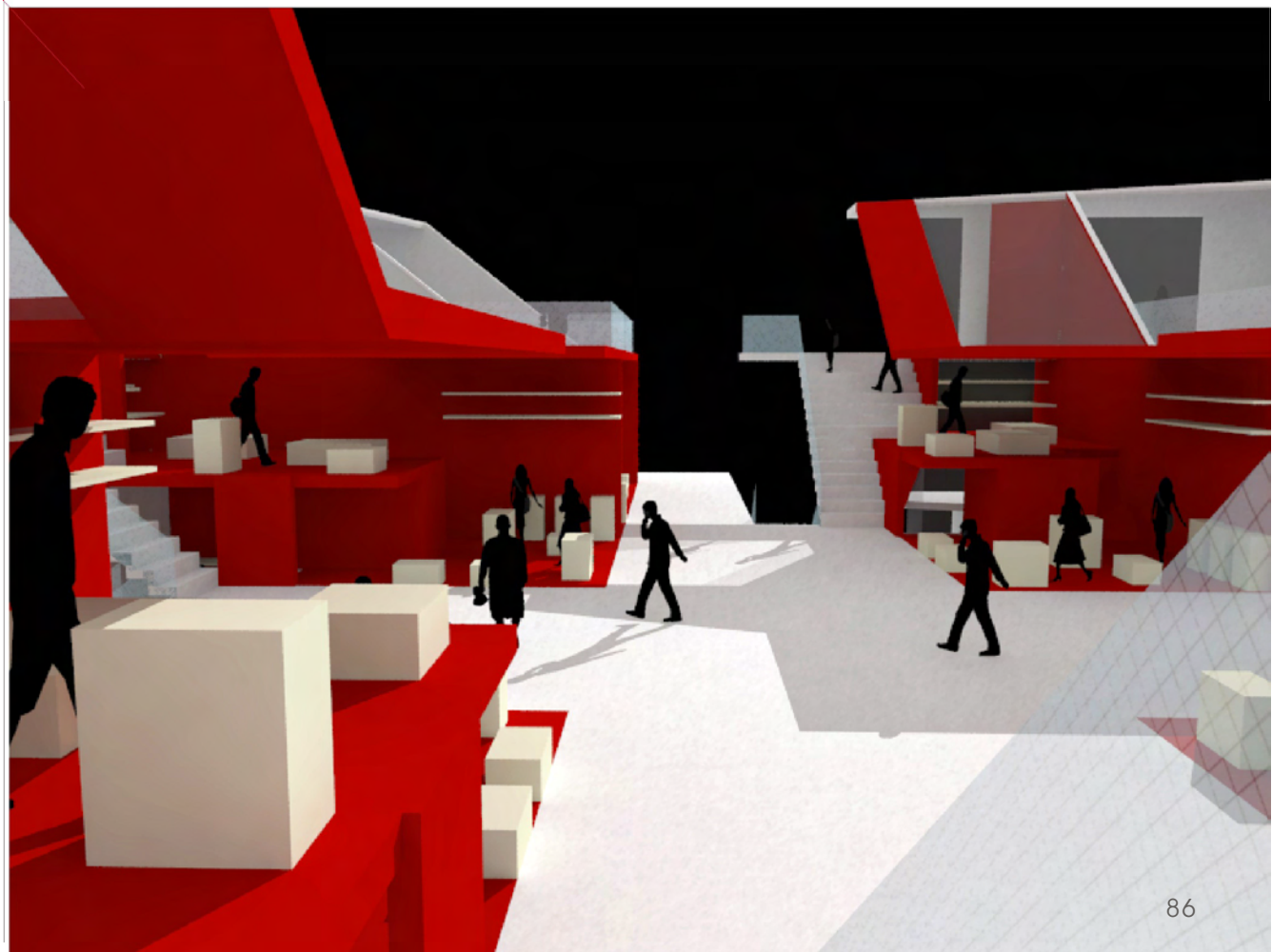


Combining every unit together  
to make the new streets connection system.  
There is a the same streets network quality  
with Wufenpu living and commercial area  
but by vertical way.





Commercial Circulation





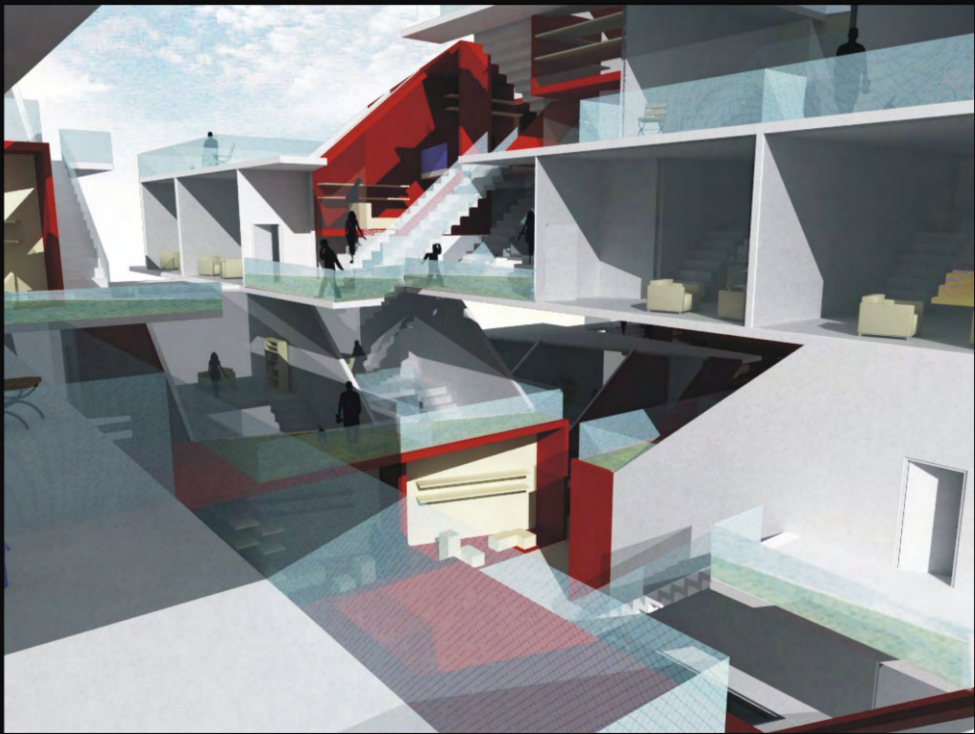
Meng-Fan Yang

## Vertical Vallage

Creating a new village type for the future.  
People will living in a interesting and familiar  
space quality in a new village.









Vertical Village 2009





附錄：工作營

Appendix: Workshop





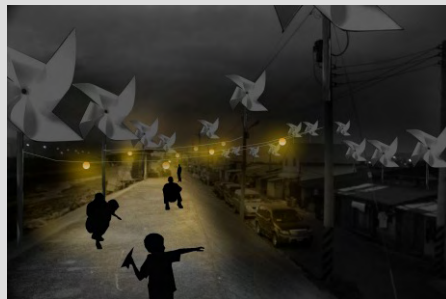
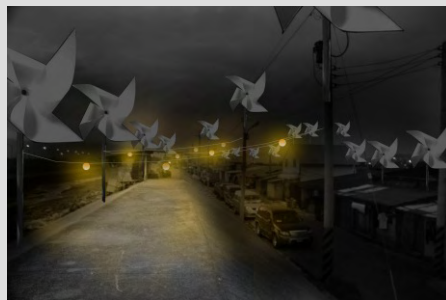
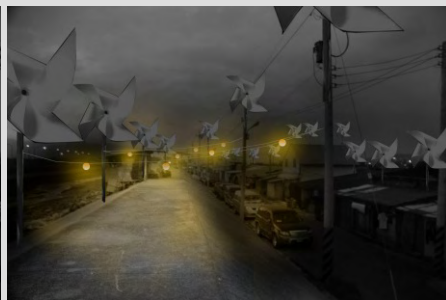
## 自己自足風力發電

新竹海岸 養殖業小群落  
Power DIY in a small village

2008/02/25-2009/03/03

指導老師 黃聲遠

設計製作 楊孟凡



自然界本身的運作存有一種力量，這些力量的推動創造了地景，微小生物也在其中找到其生存空間。

在新竹東岸，有一群以海維生的小聚落，不論他們是否為外來人群，他們都透過了自然的力量找尋出自己的生存之道。

防洪提成為居民對抗新竹強烈風力的最佳屏障，設計希望延續他們自給自足的概念來提供他們的家園有更豐富趣味的資源。

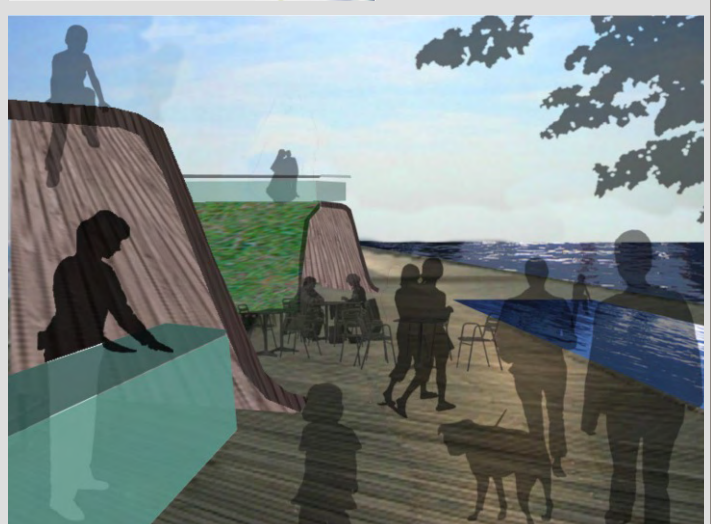
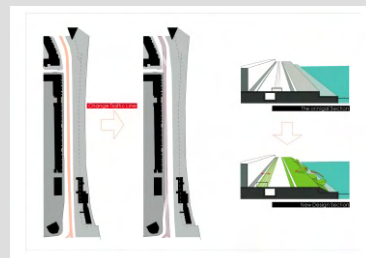
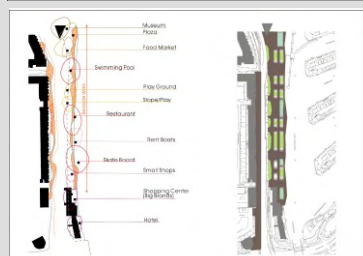
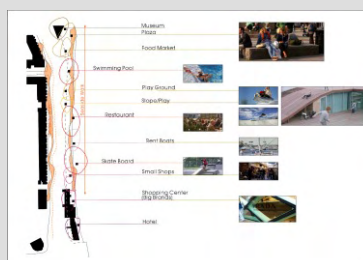
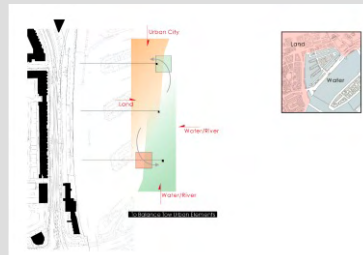
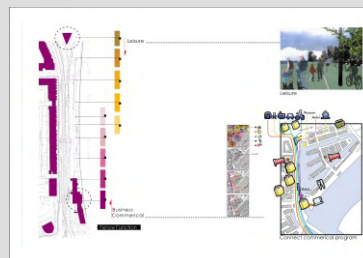
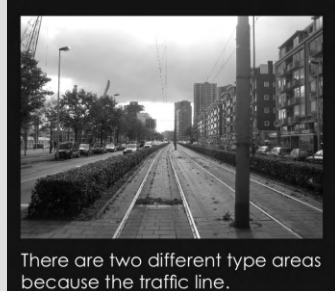


# WaterPark Harbor redevelopment in Rotterdam

2007/10/26-2007/10/30

Teacher Jaakko van't Spijker

By Yu-Hsuan Lin, Ying-Ruo Jian, Meng-Fan Yang, Heng-Wei Hsu and Emelie Smedberg



Park is a big element to connect both side of the street. And then installing some new programs with different types, people would go to the site easily.

After arranging the programs, creating some interesting landscape for them. people would have different experience on view or activity.