

---

# \_ P r i m i t i v e B o u n d a r y

**Boundary, border, frontier** share the sense of that which divides one entity or political unit from another.

**\_Boundary, In-place vs Out-of-place.**

Emotional and physical space between you and another person.

**\_Border, Globalization vs Googlization.**

Geographic Boundaries of Political Entities or Legal Jurisdictions.

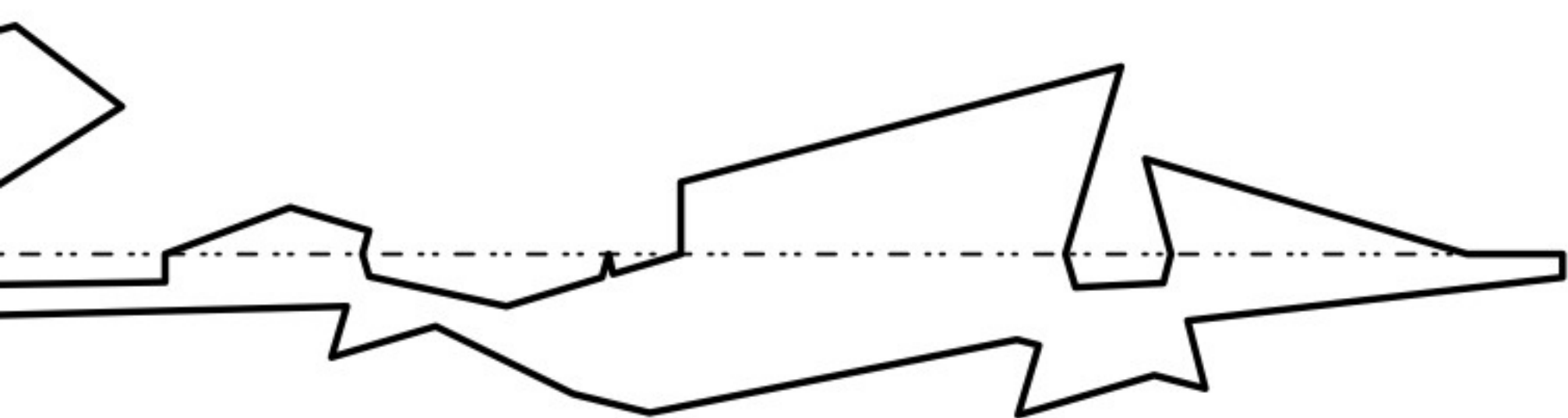
**\_Frontier, Collective Consumption vs Expansion.**

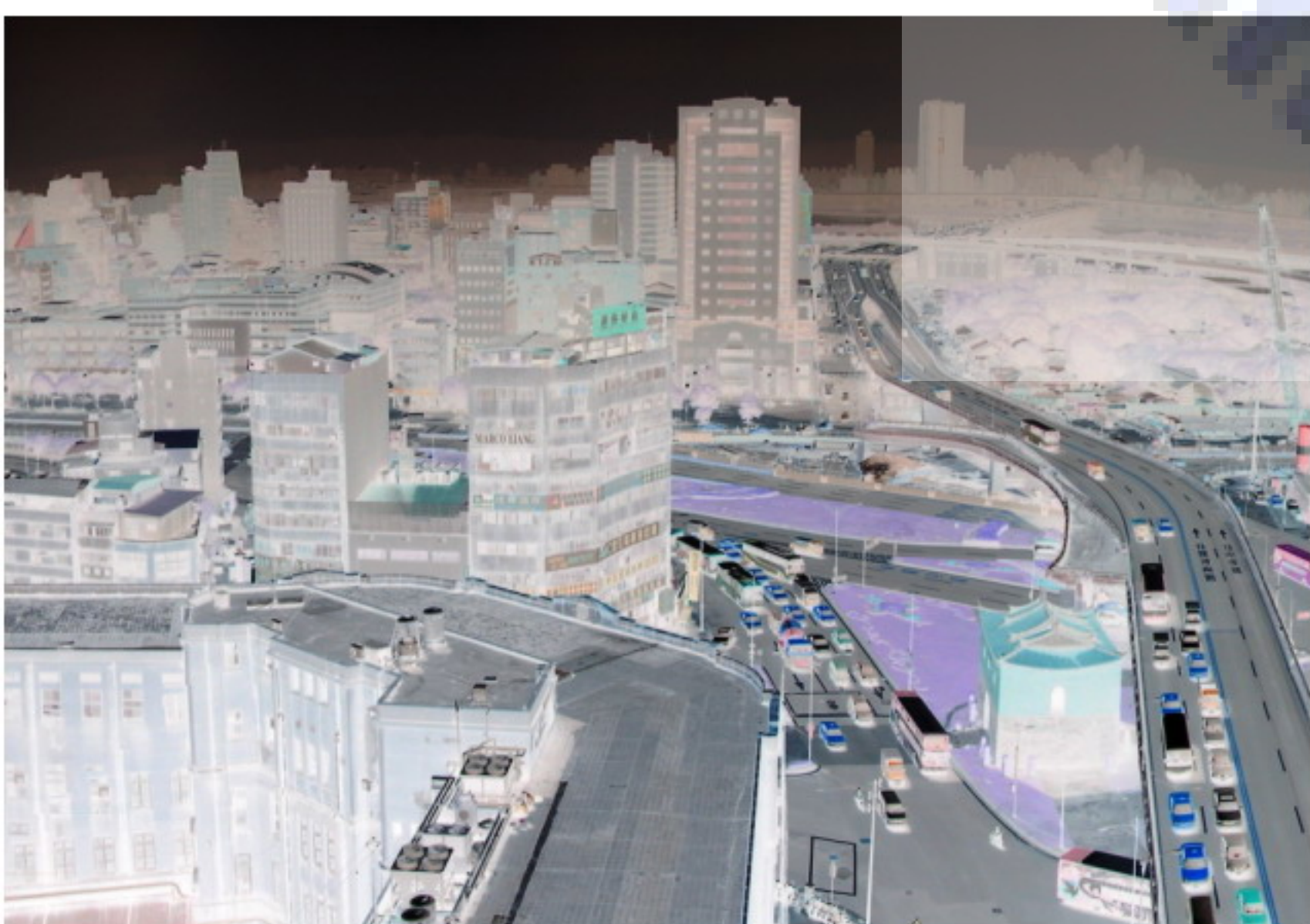
An undeveloped area or field for discovery or research.

**\_Closure, Discrimination & Social & Capital Cultural.**

**Public&Private:**

The state of experiencing an emotional conclusion to a difficult life event or a point in the development of an artifact Where social understanding and interpretation reaches consensus.





---

Project 01\_NCTU  
Date\_Spring 2008  
Advisor\_Chungwei Su

Reflecting City  
City museum of Taipei  
Location\_Taipei



Scenario\_space event

<p>以城市型態及作用力分類</p> <p>1875年以前</p> <ul style="list-style-type: none"> <li>&gt;設台北府前</li> <li>&gt;型隨自然</li> </ul>	<p>封建科考的政治形式</p> <p>1875~1895</p> <ul style="list-style-type: none"> <li>&gt;設台北府前至日治殖民</li> <li>&gt;型隨風水</li> </ul>	<p>殖民地的權力支配形式</p> <p>1895~1945</p> <ul style="list-style-type: none"> <li>&gt;日治至光復</li> <li>&gt;型隨殖民現代性</li> </ul>	<p>威權統治政權形式</p> <p>1945~1980</p> <ul style="list-style-type: none"> <li>&gt;光復戒嚴至解嚴</li> <li>&gt;型隨臨時性</li> </ul>	<p>民粹</p> <p>1980</p> <ul style="list-style-type: none"> <li>&gt;解嚴</li> <li>&gt;型隨</li> </ul>
---	--	---	---	--

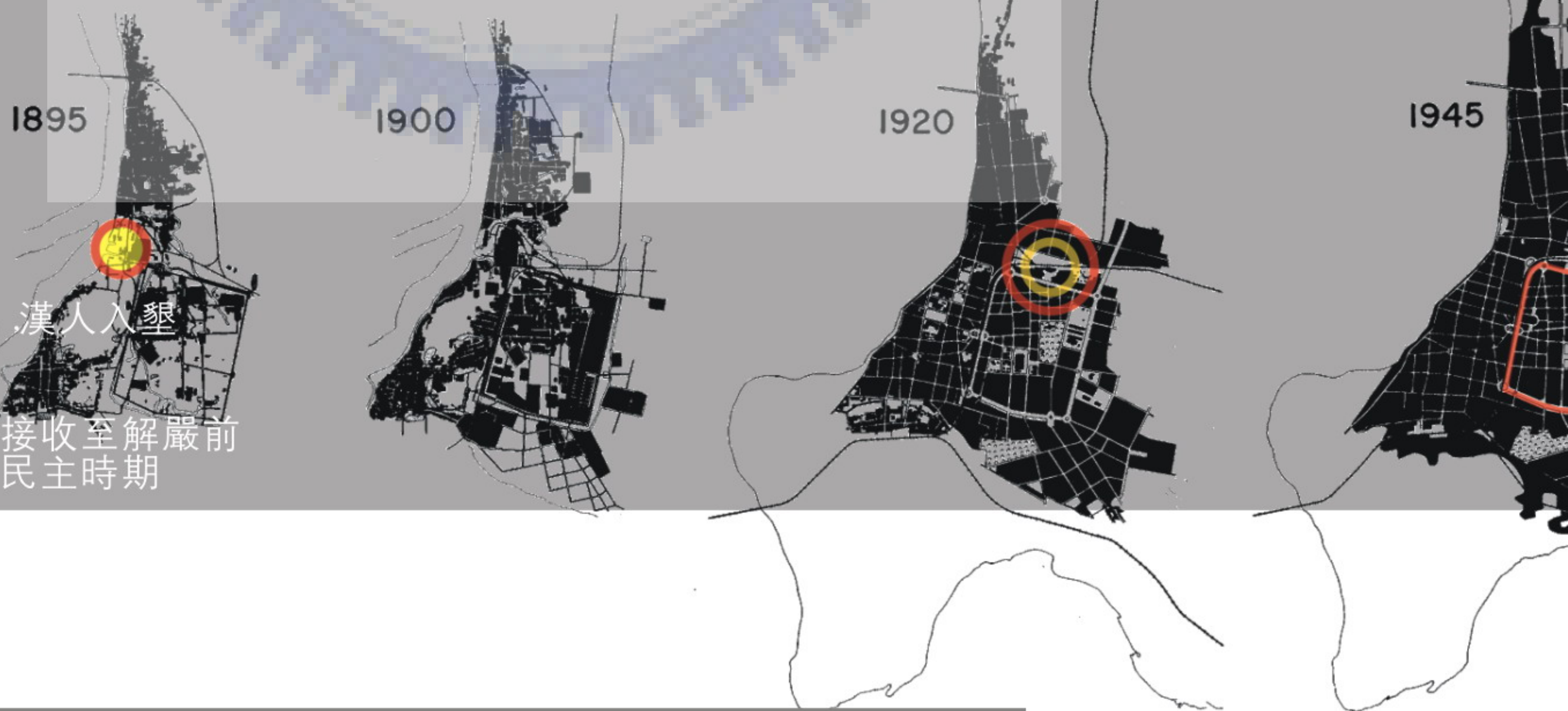


清代的台北城-1895年

日治時期的台北城-1932年

以歷史發展徵主空廣需認  
發象本時合同大

殖民政經移轉之地景象徵-火車站位置變遷  
Dynamics Urban Cultural Landscapes of Taipei



以時間軸分類

- 17century 西荷殖民 漢人入墾
- 1684~1895 清朝
- 1895~1945 日本殖民
- 1945~1987 國民政府接收至解嚴前
- 1987~2002 解嚴後的民主時期

## C r i s i s - K n o w l e d g e a n d P o w e r

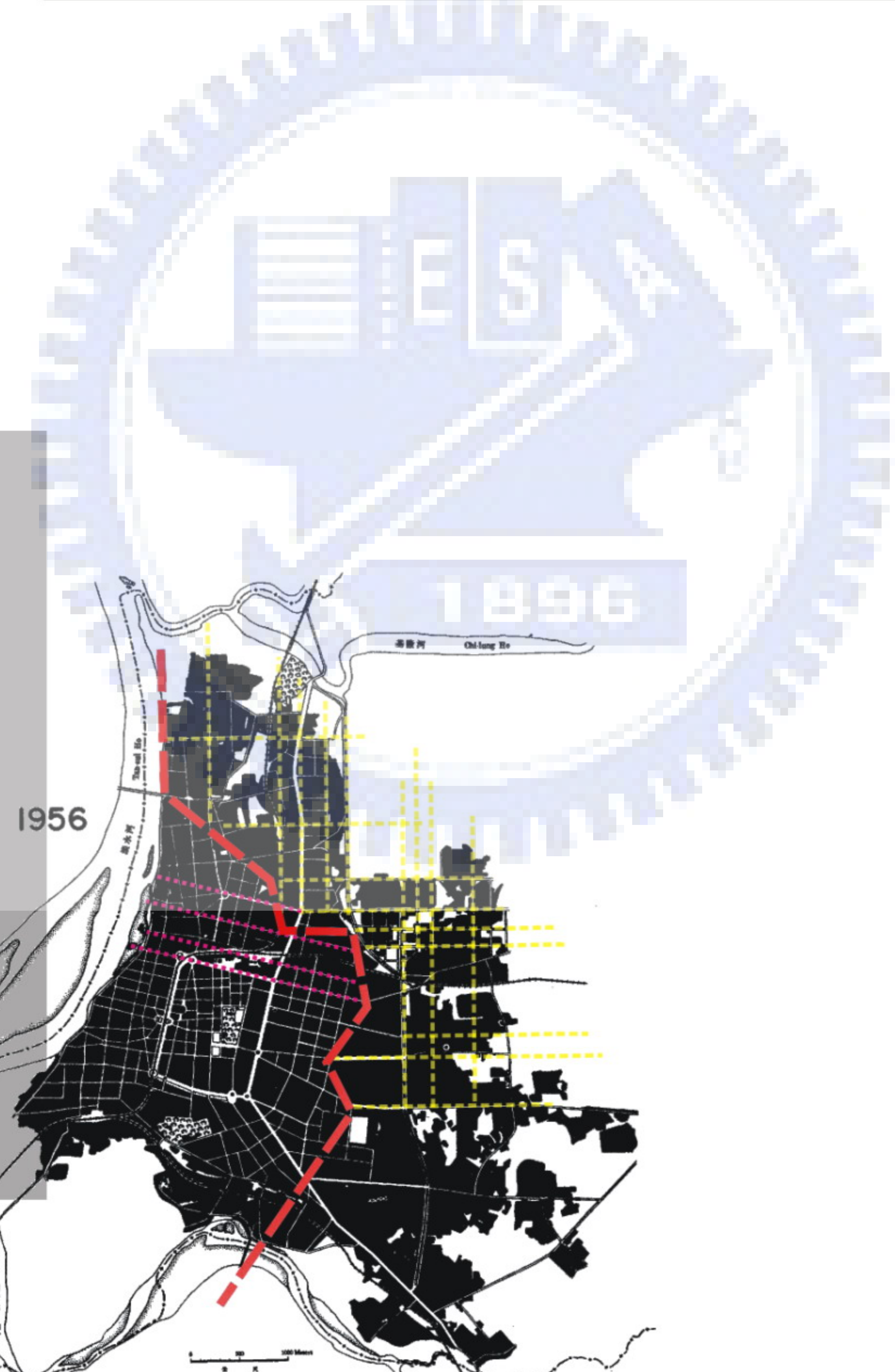
過去博物館淪為是一種蘊藏著知識與權力的教育體

1. 政治影響力 > 淪為意識型態工具。
2. 歷史發展的特殊性 > 多元文化, 文化斷裂感。
3. 全球化 > 地方感的轉變。  
> 權力與階級成為社會結構的焦點。(人際關係改變)  
> 文化, 價值觀及社會需求改變。
4. 逐漸改變的觀眾 > 年齡, 生活經驗, 職業, 社會地位, 政治前提, 文化和教育程度的差異。

### 歷史故事為資產所是

至今  
至今  
故事性

歷史故事為資產所是  
的集體記憶或在資  
經濟, 也市民社在資  
義與市下, 為了符  
背景市民, 其不認  
大而藉此得  
求而藉此得  
同的政治目的。



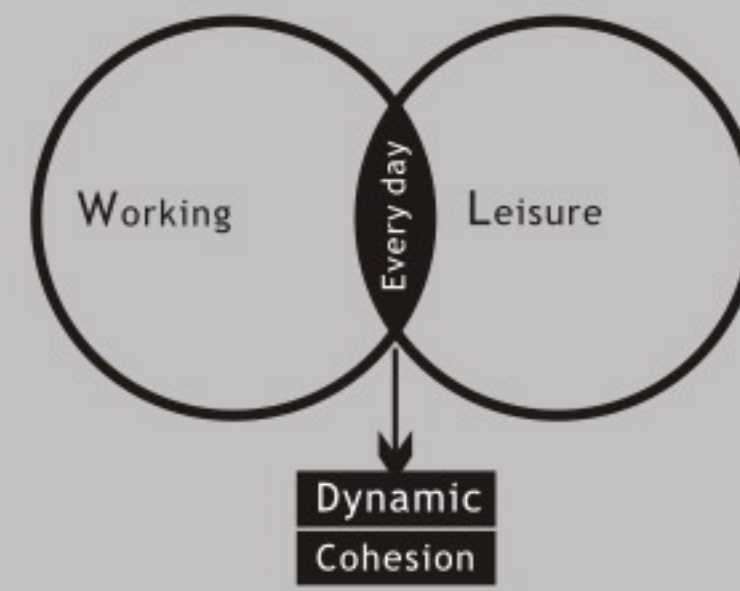
## C h a n g e a n d D e c i s i o n

> 「政治」決定影響著台北人對過去的都市記憶及認知。中央/地區, 核心/邊緣, 公共/私密的區分是政治性的, 而非領域劃分。

# Cultural Continuity and Discontinuity

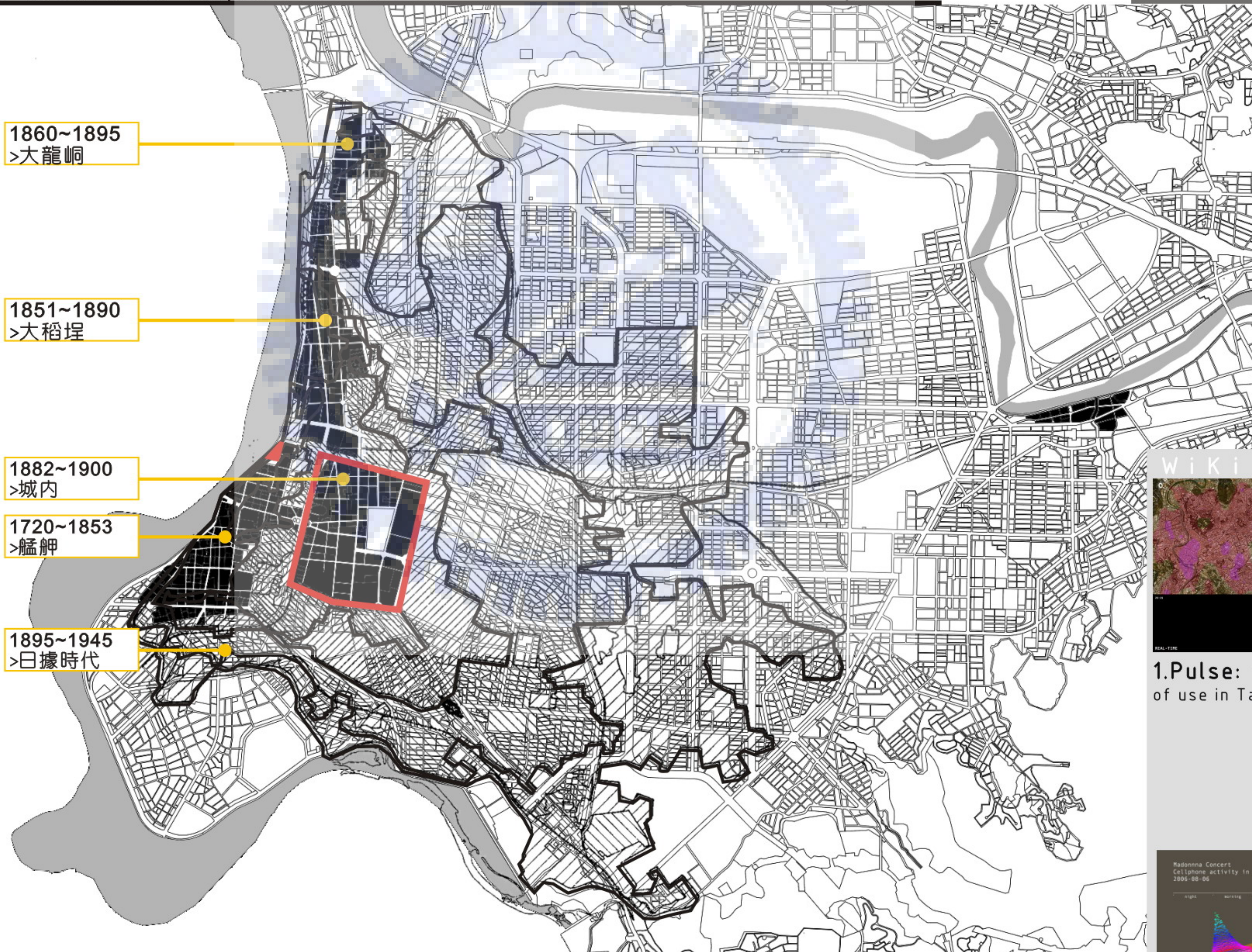
\_Not Boundary but Center

>透過文化地景的再生產成為城市中的**象徵地景**，其象徵性是由不同市民在工作與休閒界線模糊的日常生活活動中，逐一累積而得。而這些具象化的地景符號及表徵到後來又回到市民日常生活中，形成人與文化地景的真實互動關係。



## Site

### The Growth of Taipei 1720-1955

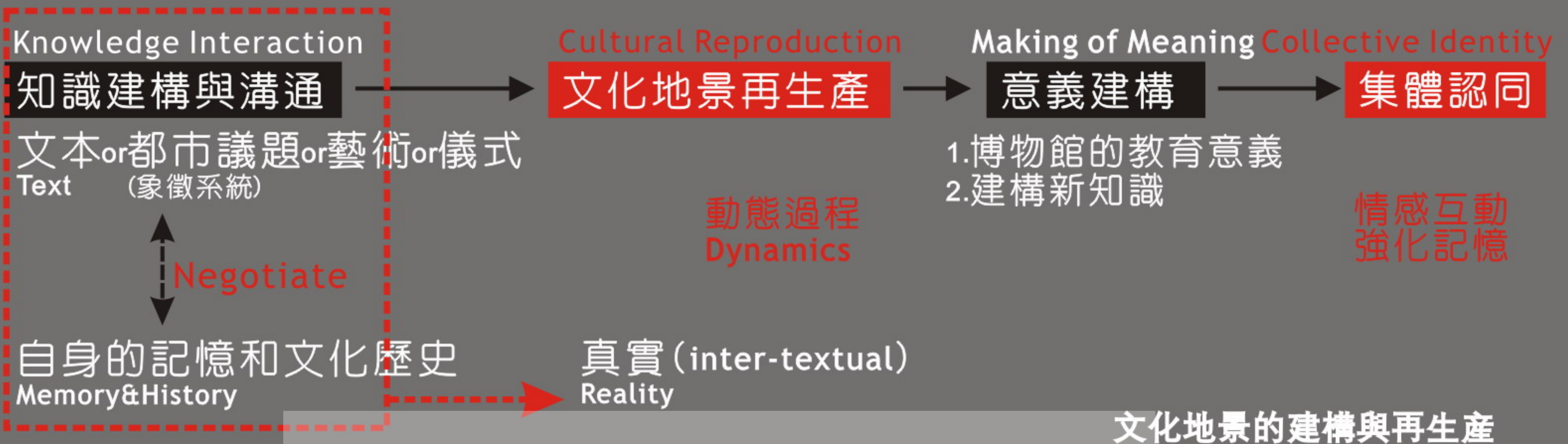


Wiki

1.Pulse: of use in Ta

Madonna Concert Cellphone activity in 2004-08-08

6.Gather



文化地景的建構與再生產



- 1.Pulse
- 2.Connectivity
- 3.Flow
- 4.Icons
- 5.Visitors
- 6.Gatherings

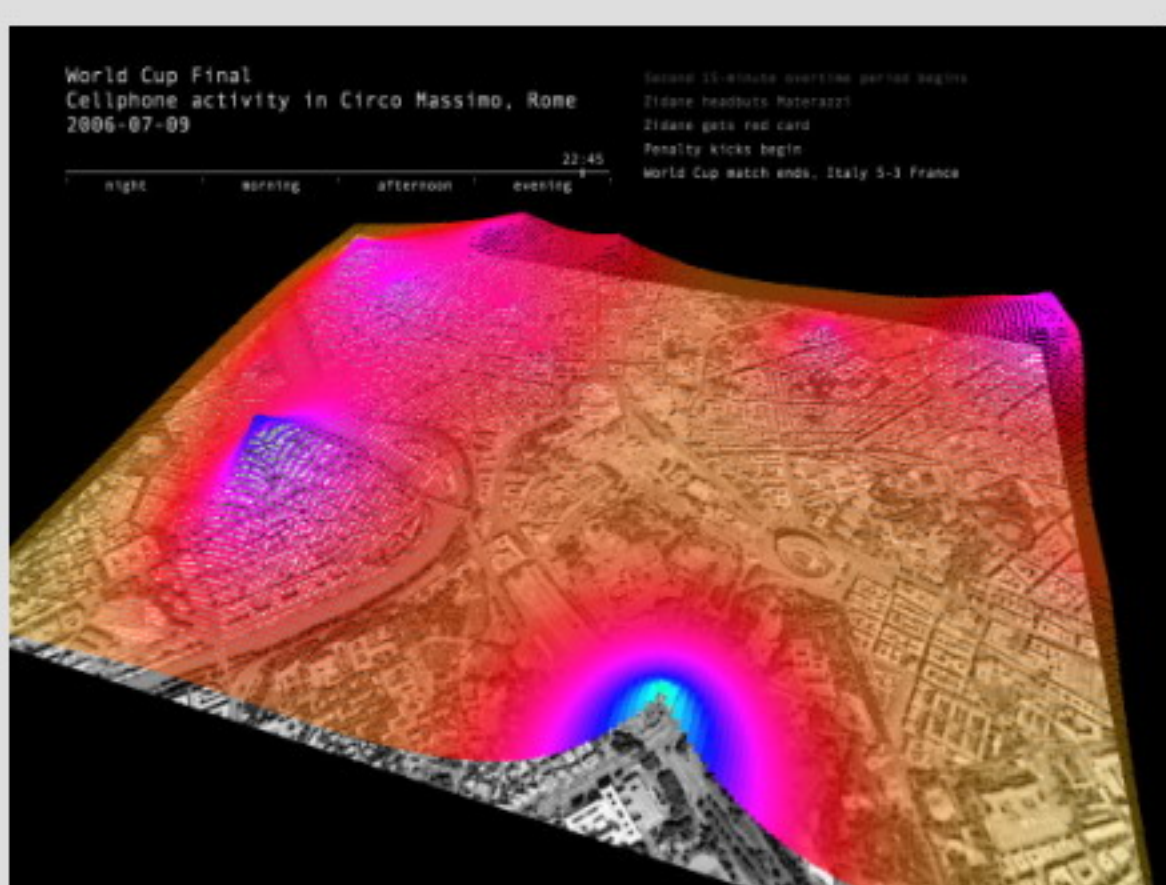
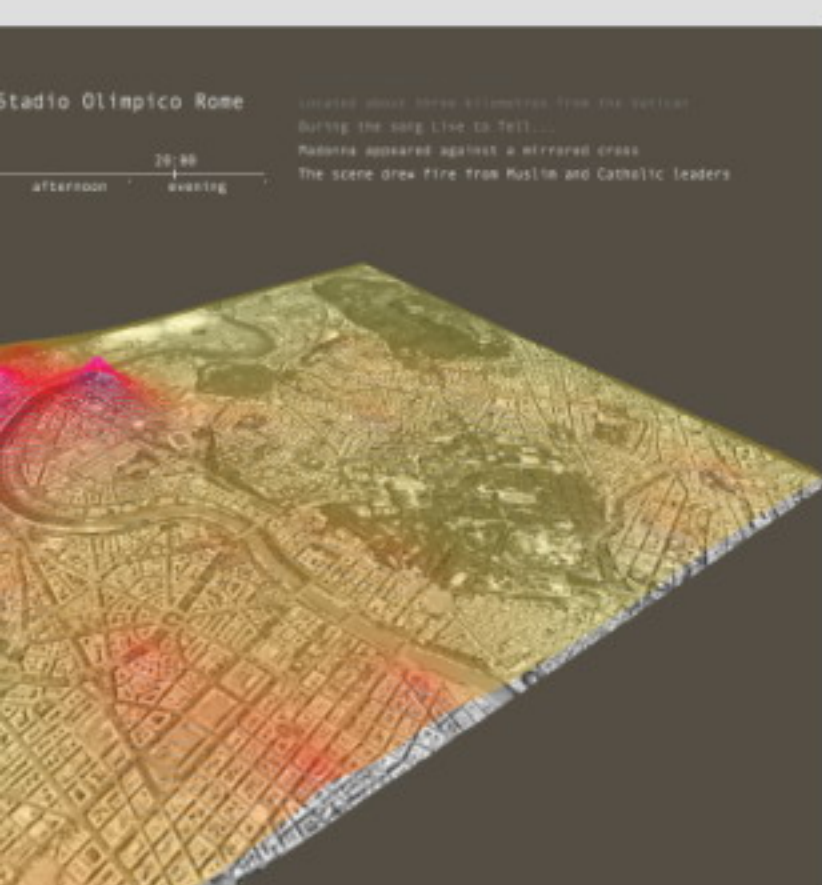
What are the patterns in Taipei?

**2.Connectivity:** Is public transportation where the people are?

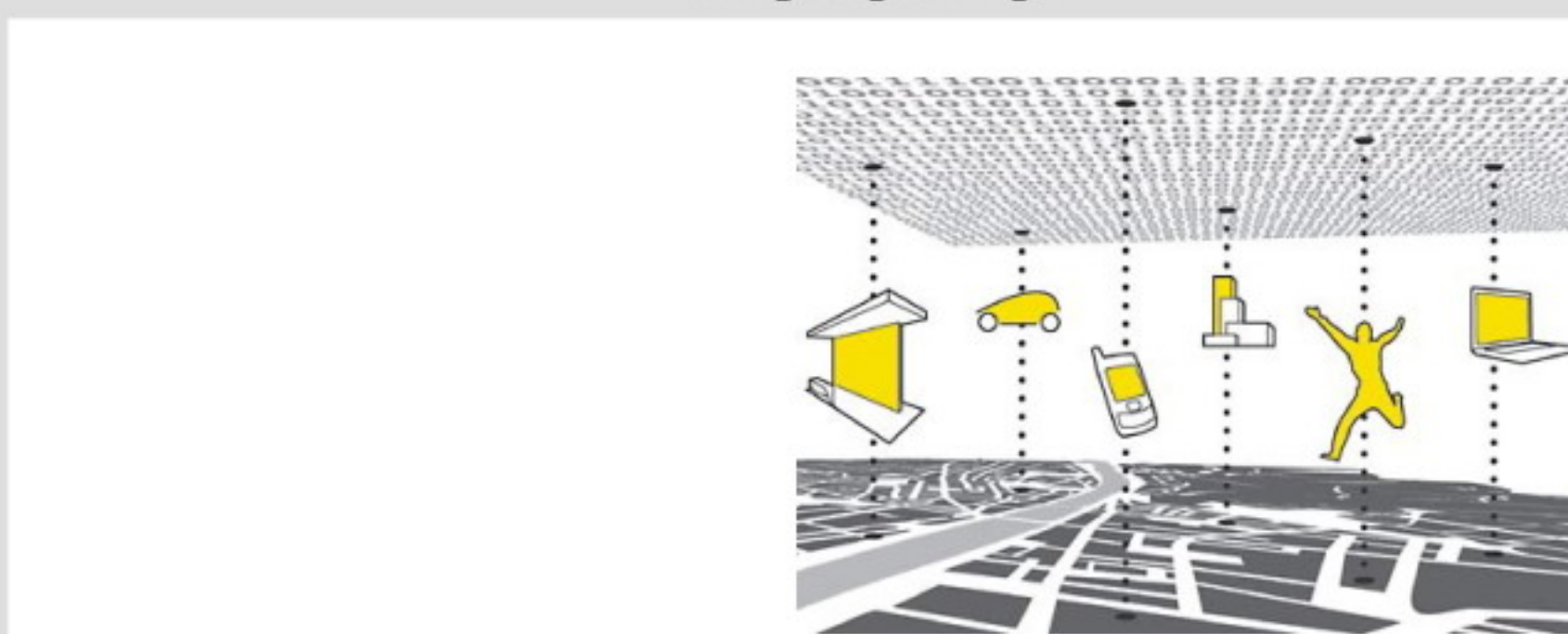
**3.Flow:** Where is traffic moving?

**4.Icons:** Which landmarks in Taipei attract more people?

**5.Visitors:** Where are tourists congregating?



**6.Gatherings:** What does Taipei look like during Special events?



- >Present the History,realtime Taipei and Future.
- >Establish personal Cognitive Map of Taipei.



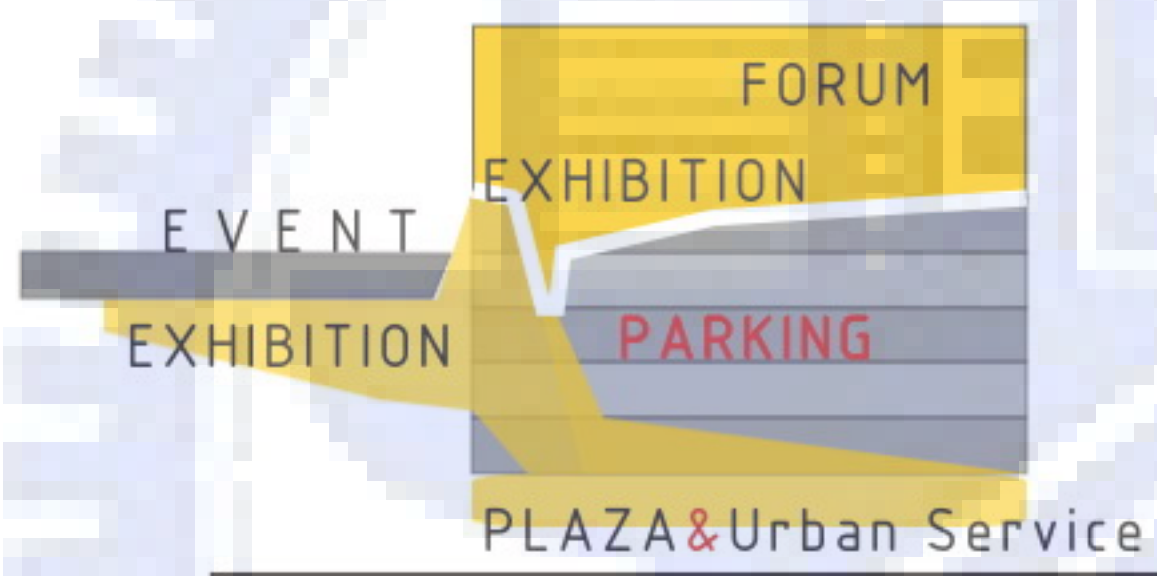
**\_ S I T E .** above the parking lot\_Cross the boundary\_Under the bridge.



Original

totally 1500 cars,  
430 surplus,  
7 Floors.

Original



**Boundary** In-place vs Out-of-place

邊界  
: Emotional and physical space between  
You and another person.

模糊界線  
週邊  
衛星城鎮



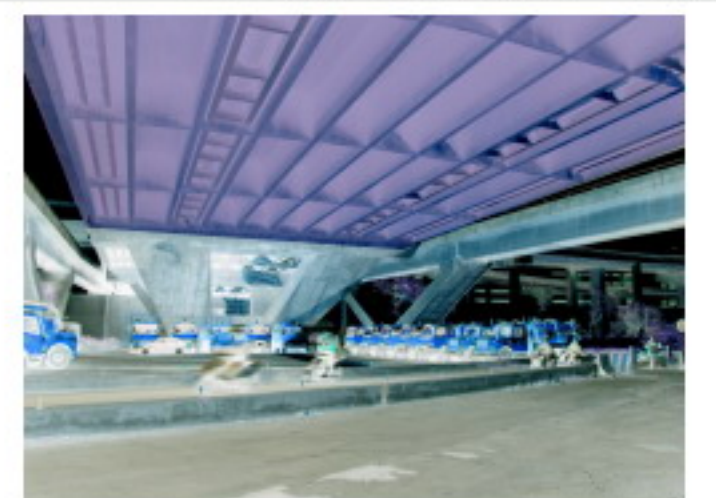
**Border** Globalization vs Googlization

行政疆界  
: Geographic Boundaries of Political Entities or Legal Jurisdictions



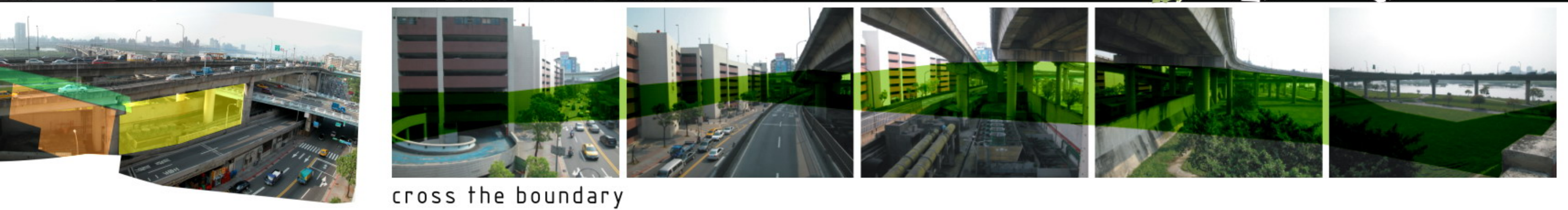
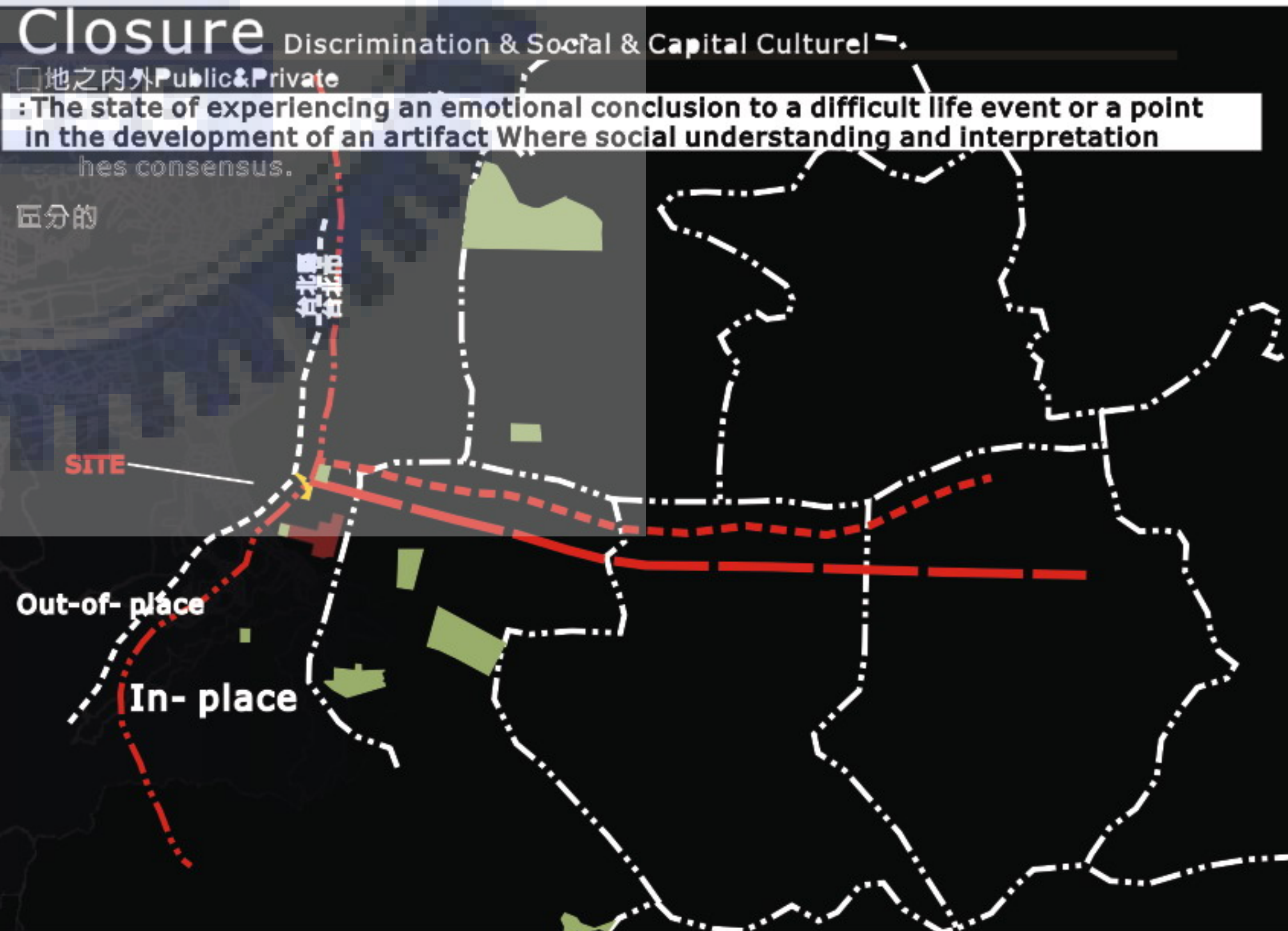
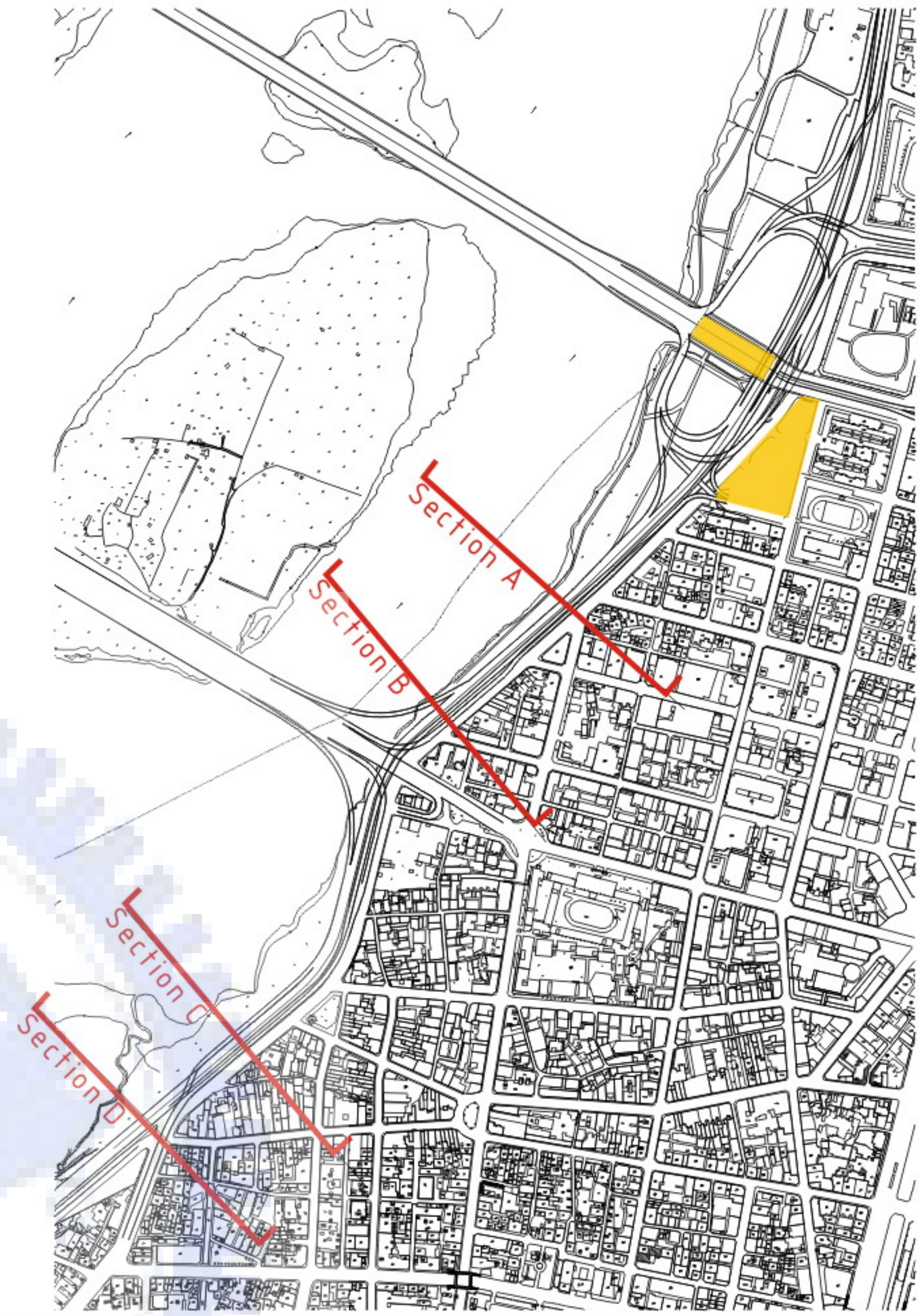
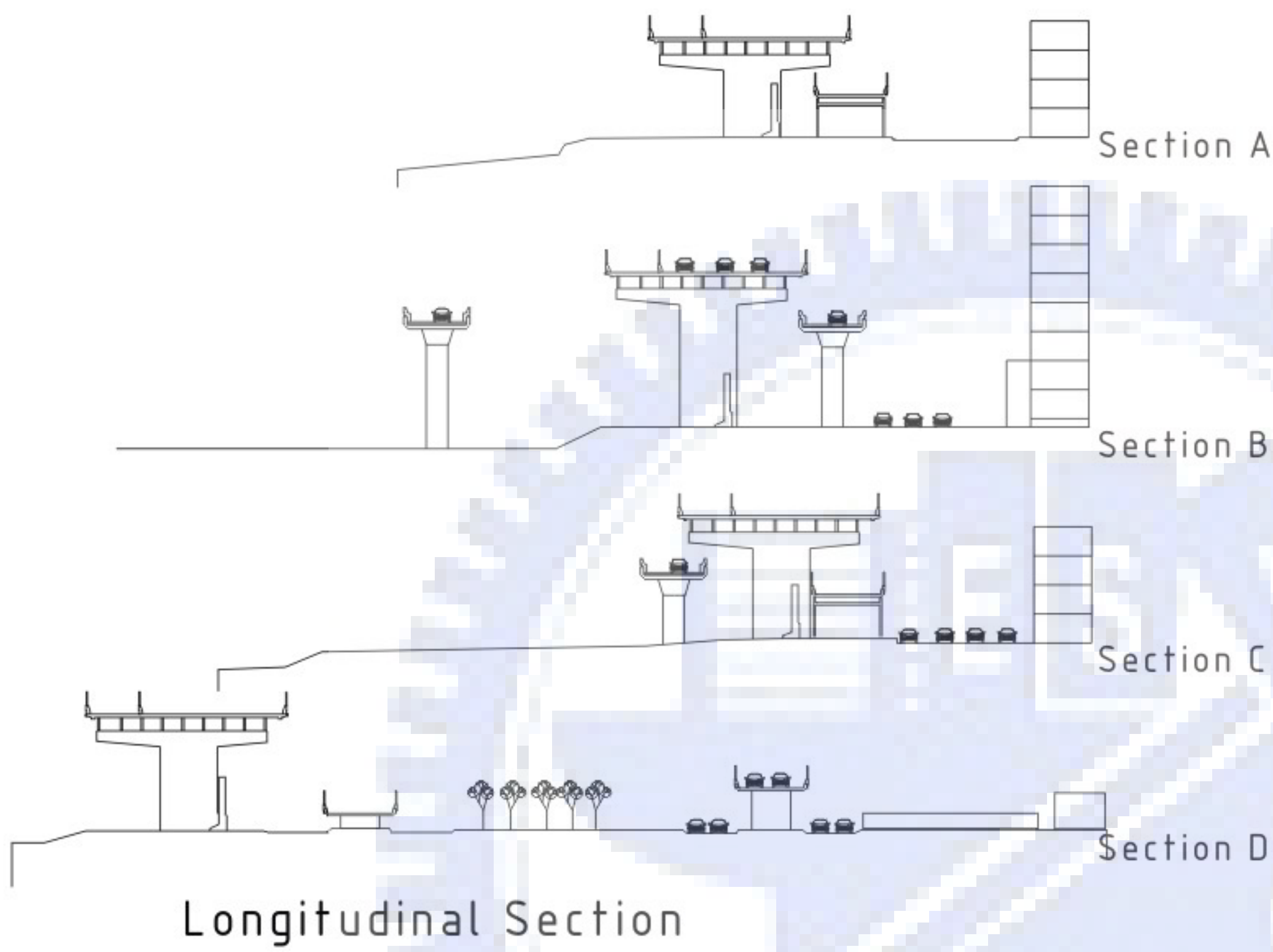
**Frontier** Collective Consumption vs Expansion

: An undeveloped area or field for discovery or research.



under the bridge

\_Margin\_ confrontation, conflict

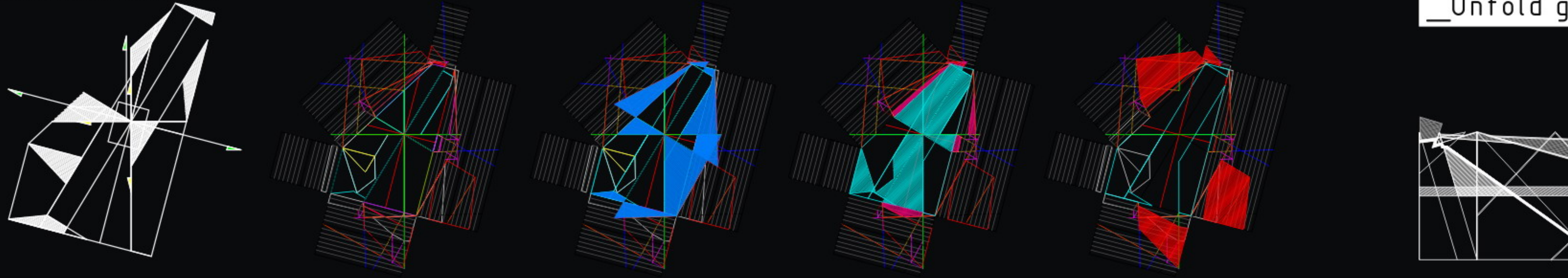


cross the boundary

# Space event / formation order

\_Primitive classification

\_Unfold g



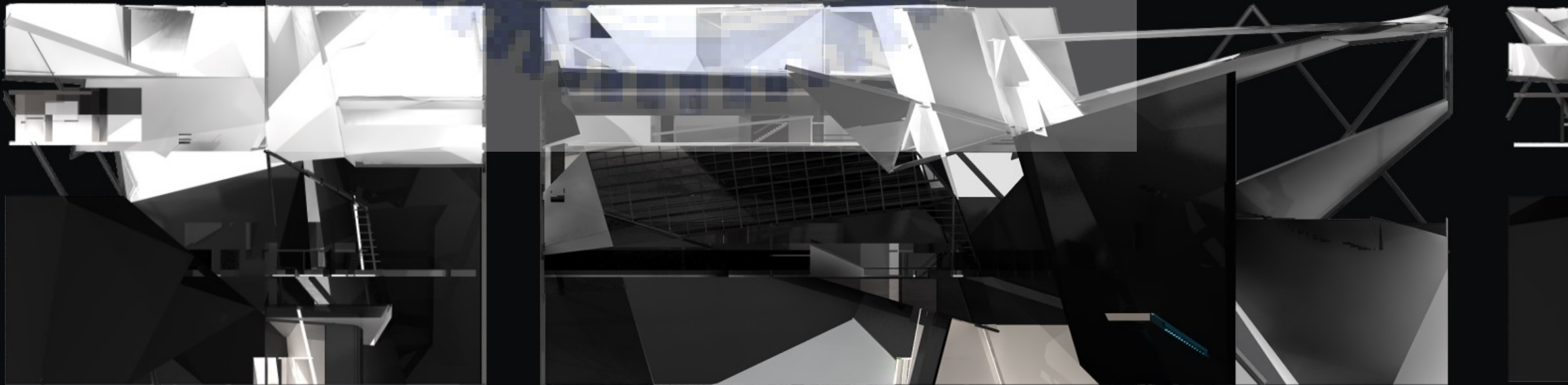
\_Ways of making space order



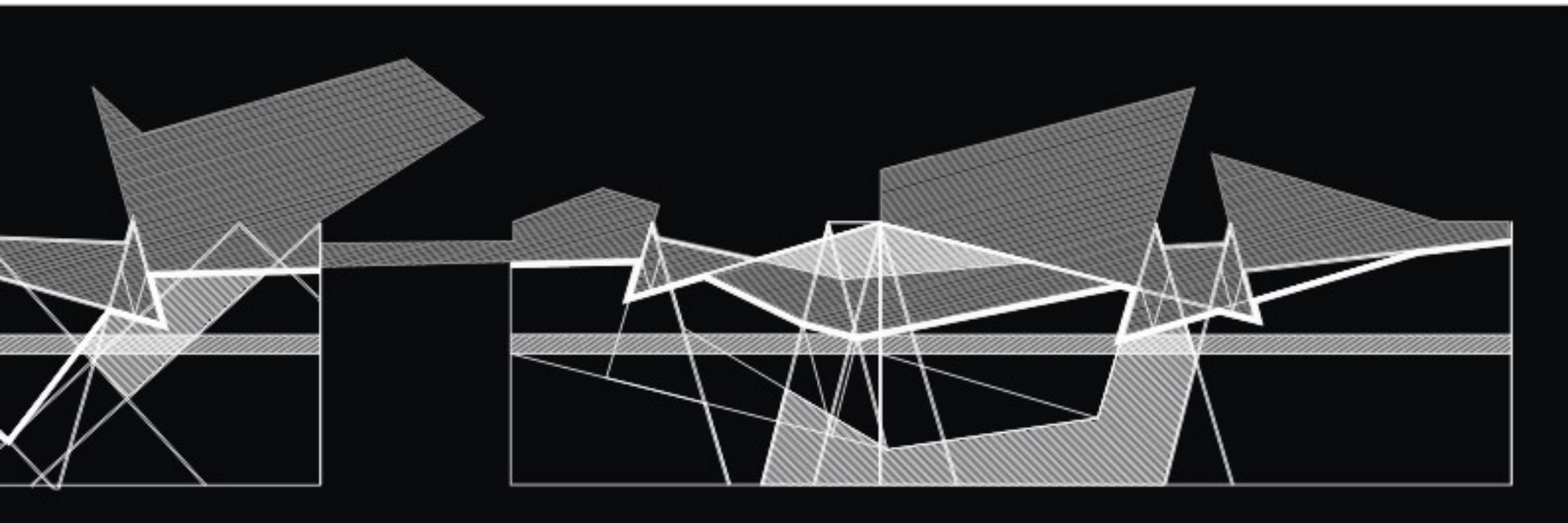
## Section

Section A

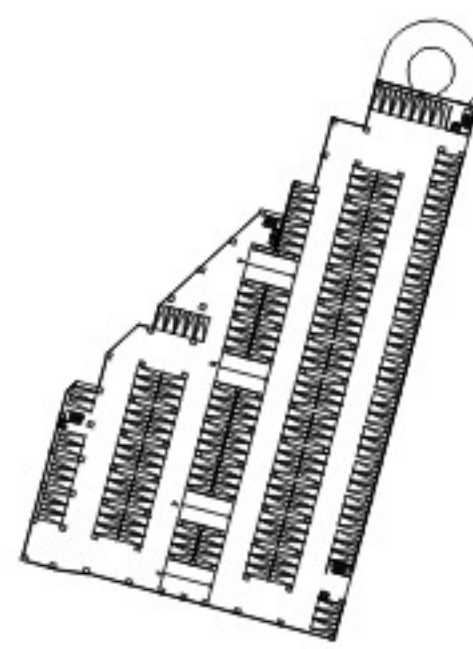
Section A1



Geometric order



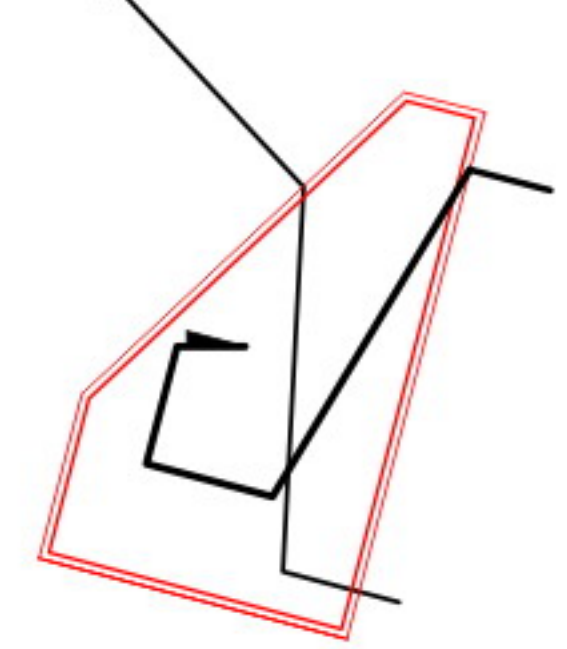
Original plan



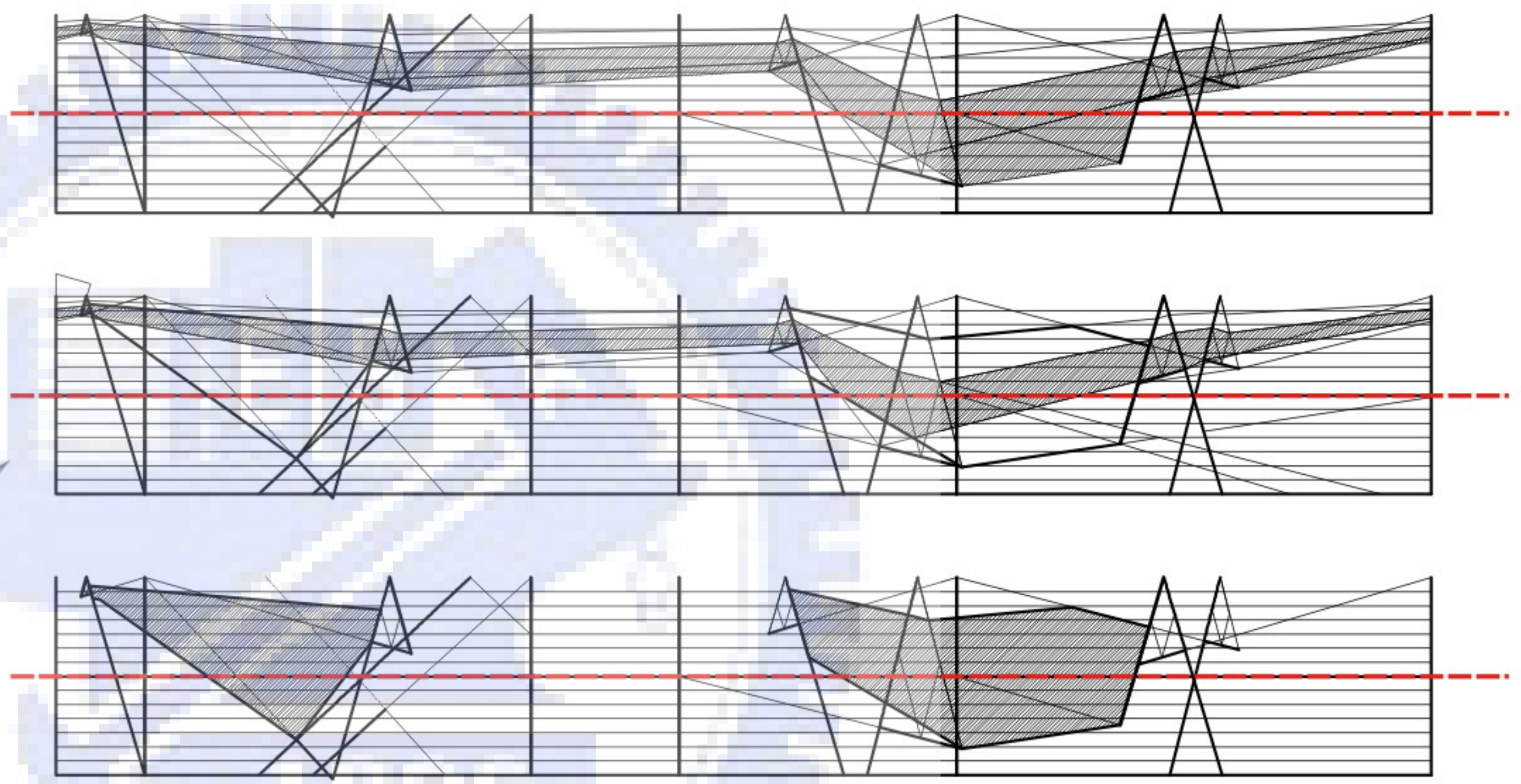
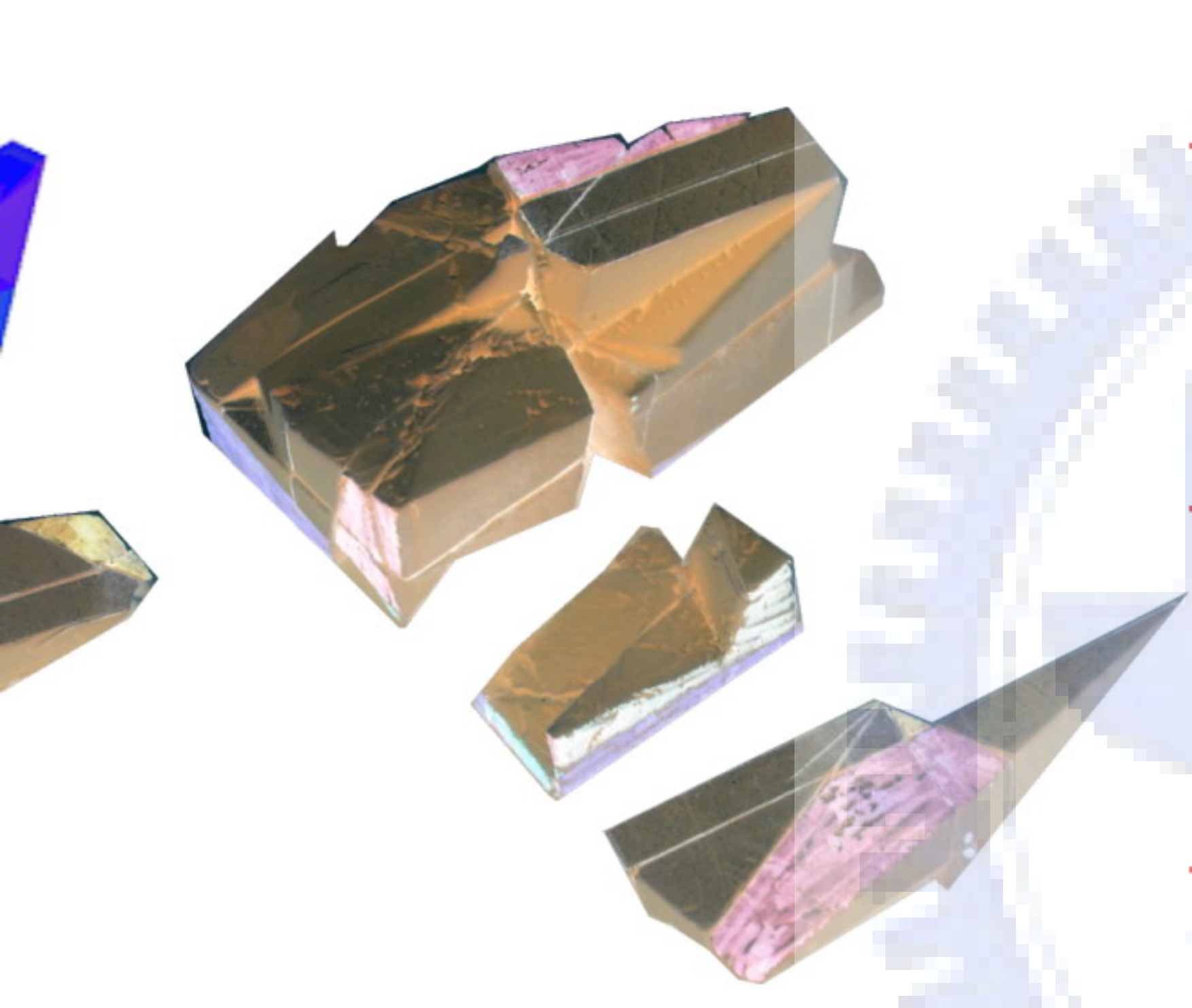
Structure System



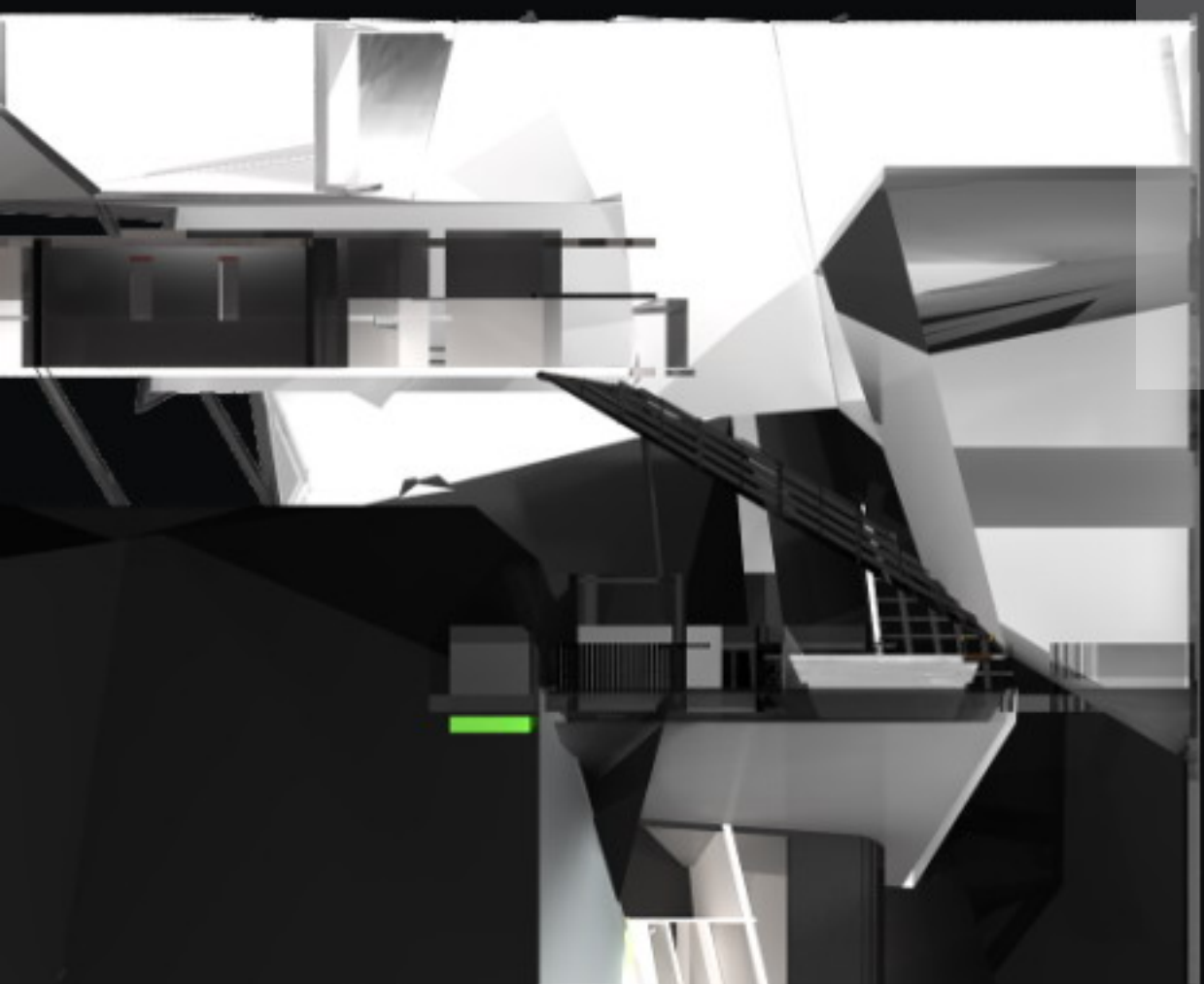
Circulation



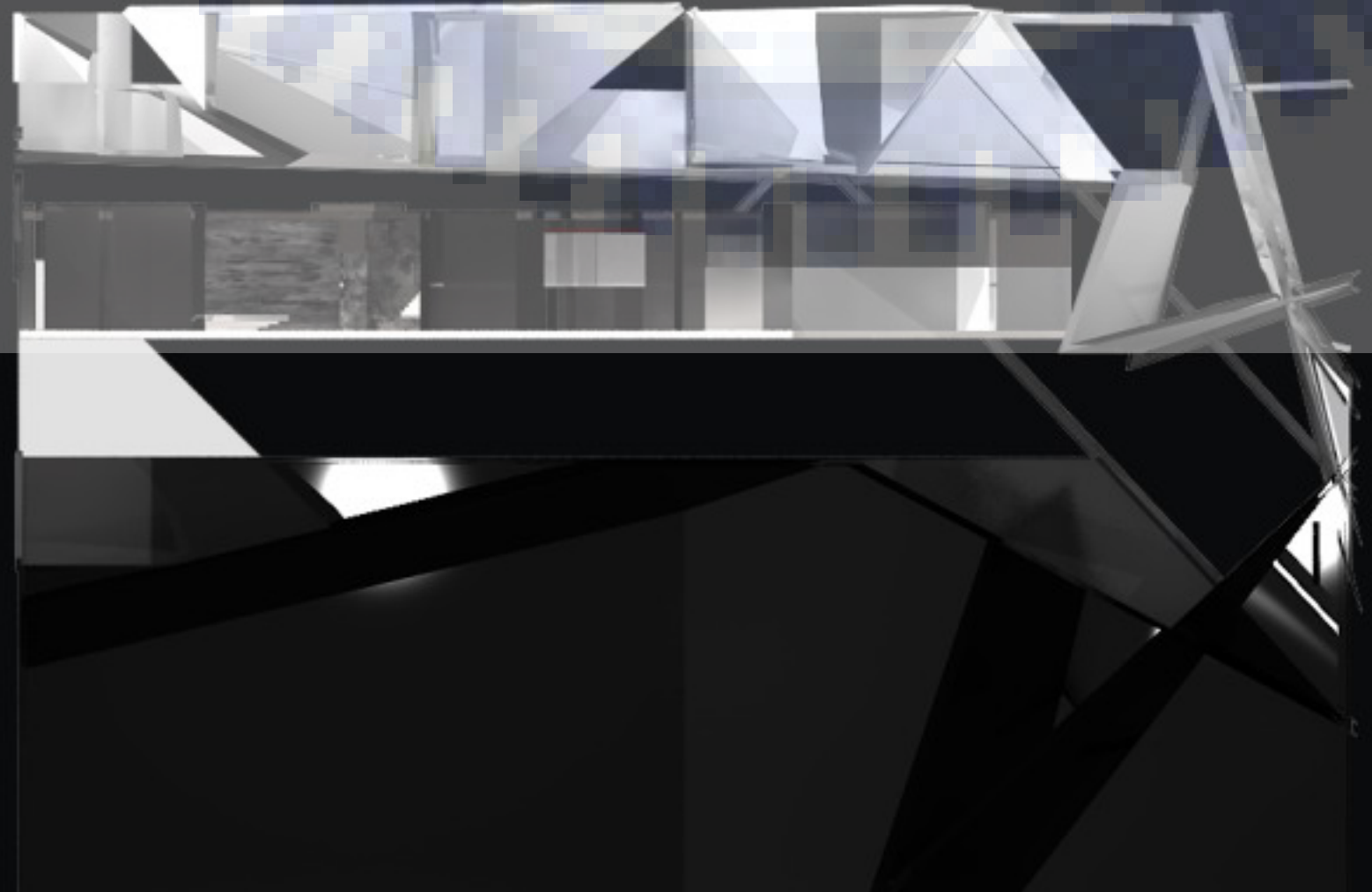
\_Space Event Processing



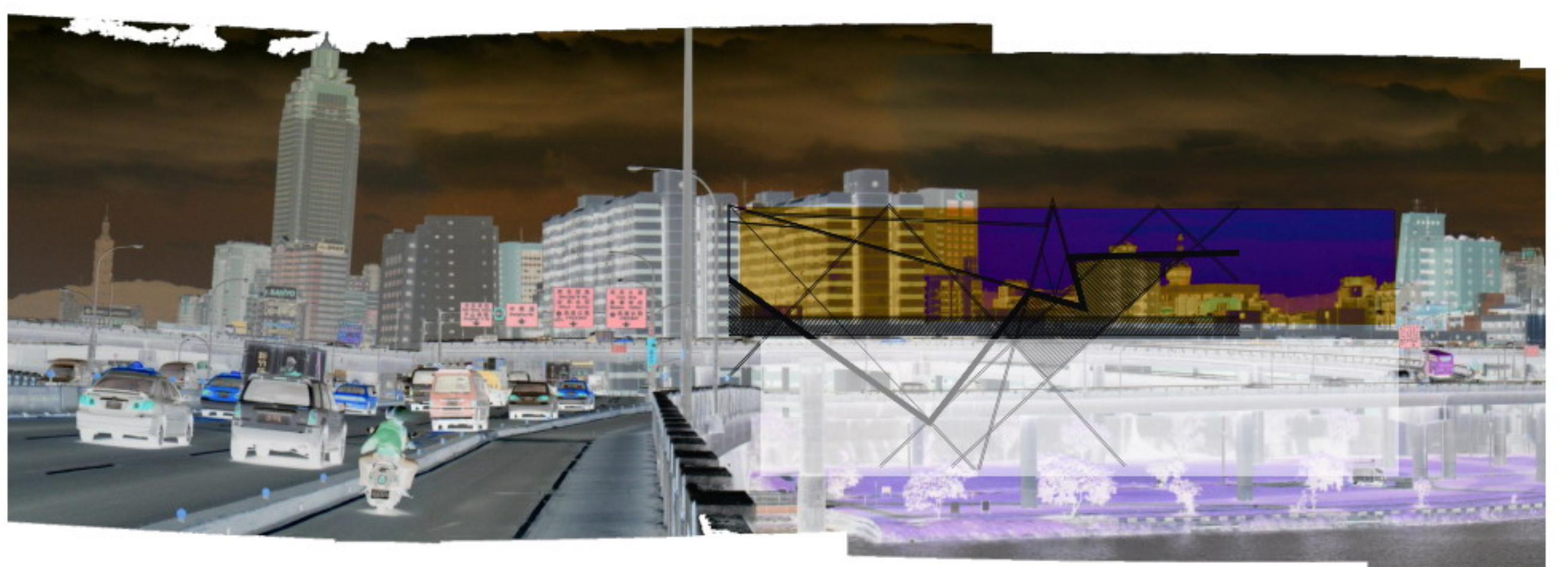
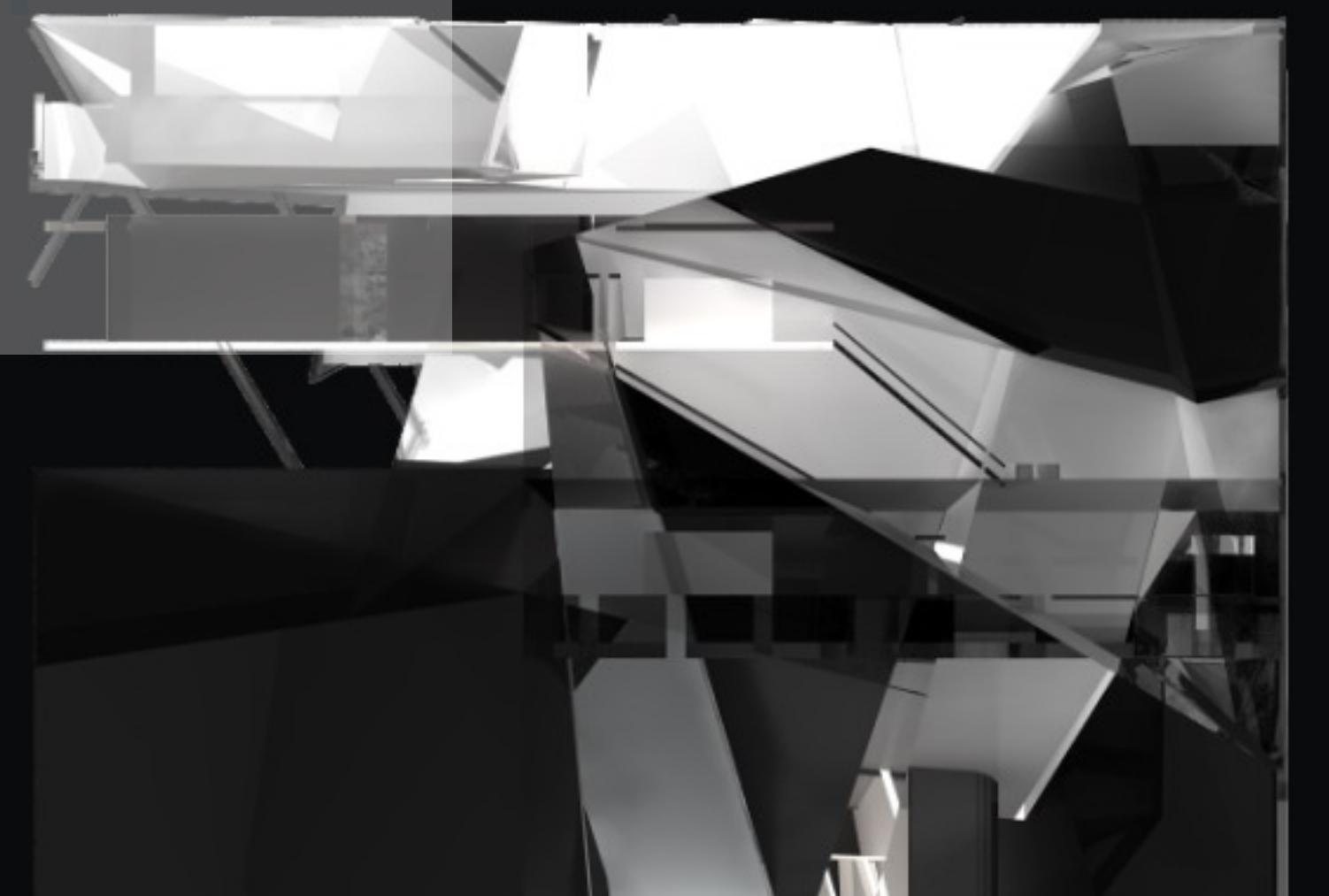
Section B



Section B1



Section C

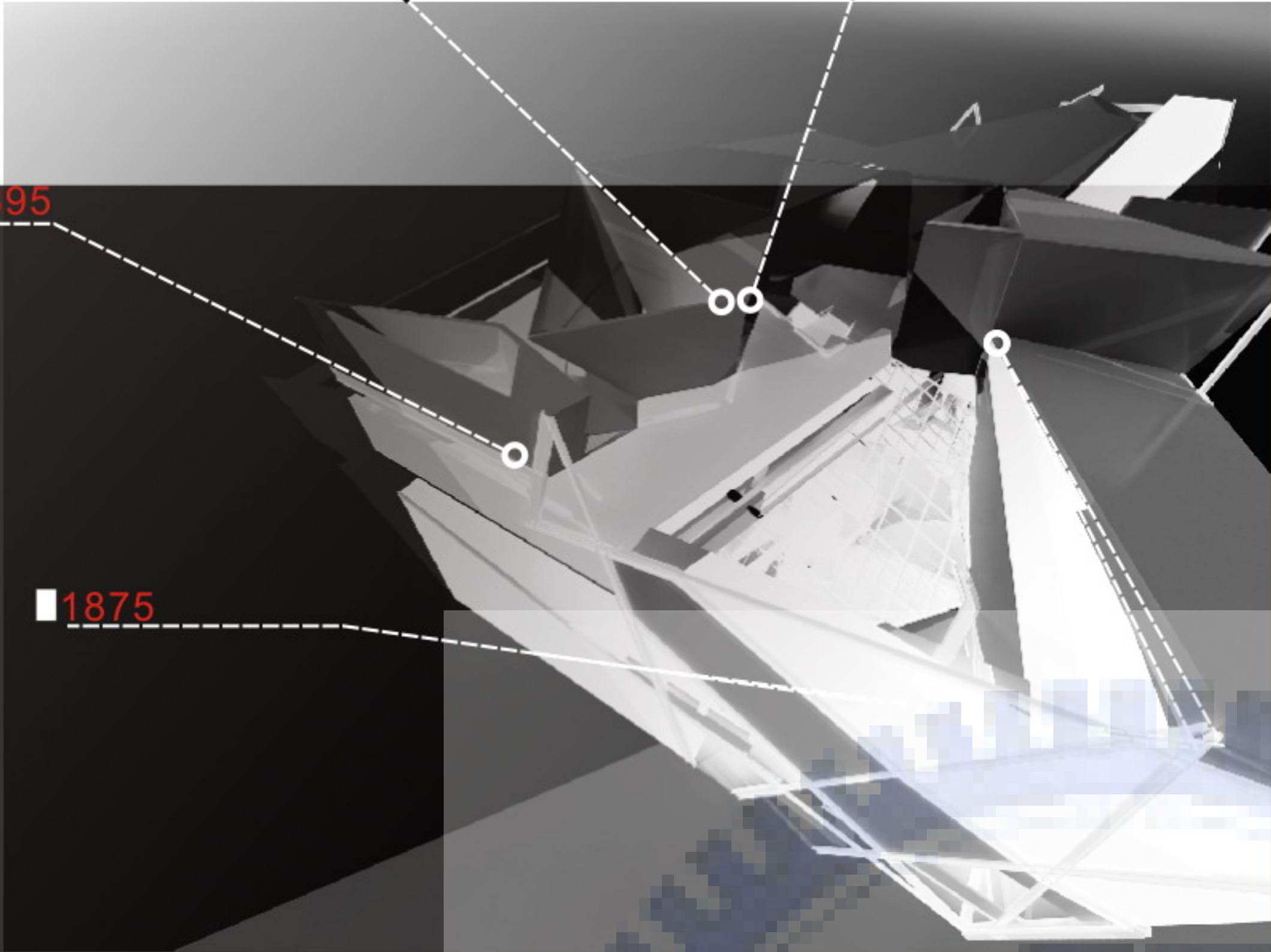


■ 1895~1945

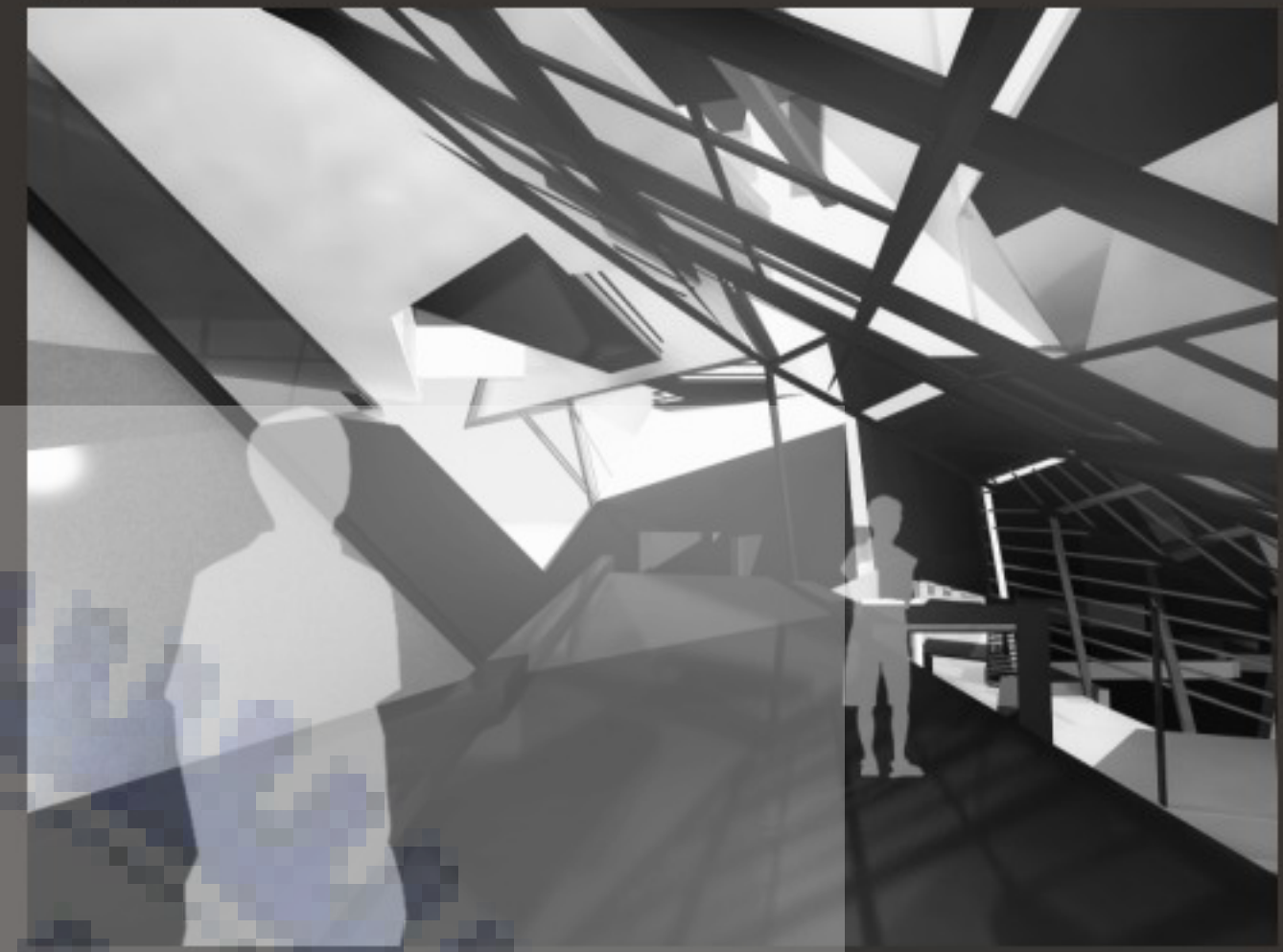
■ 1945~1980

■ 1875~1895

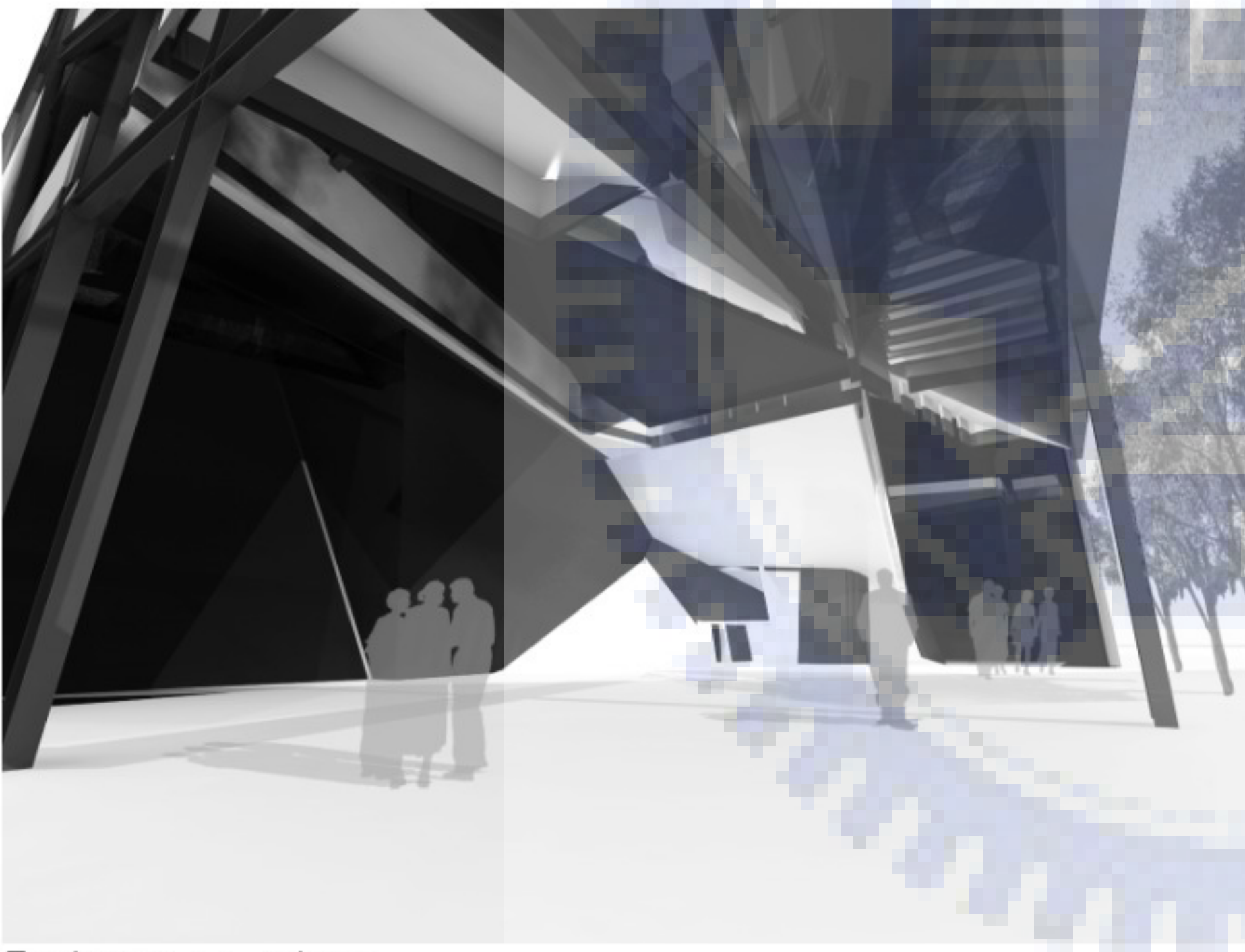
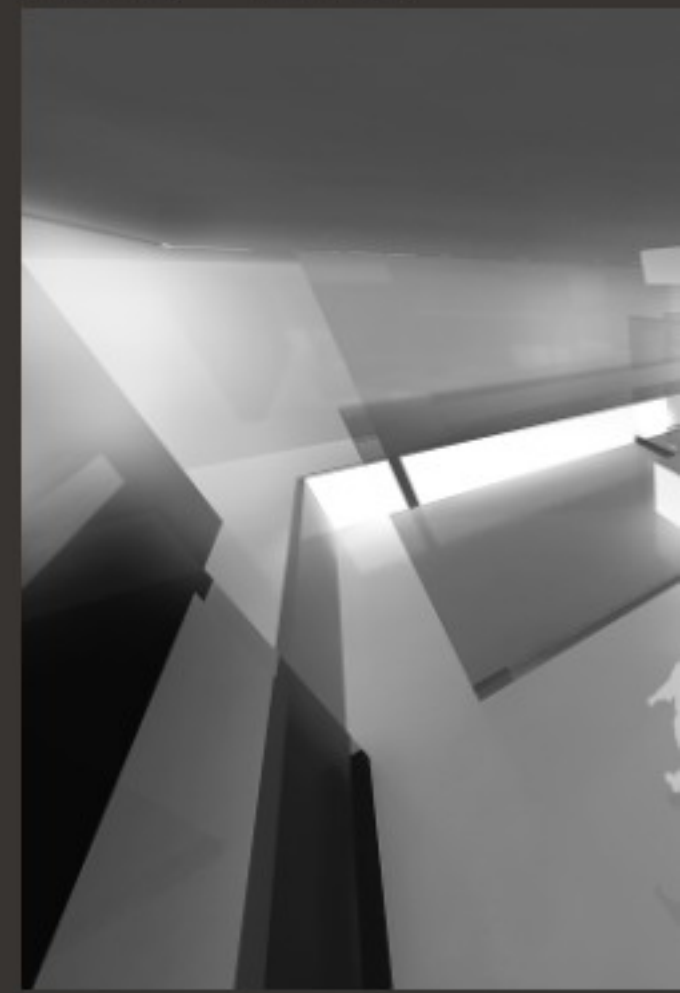
■ 1875



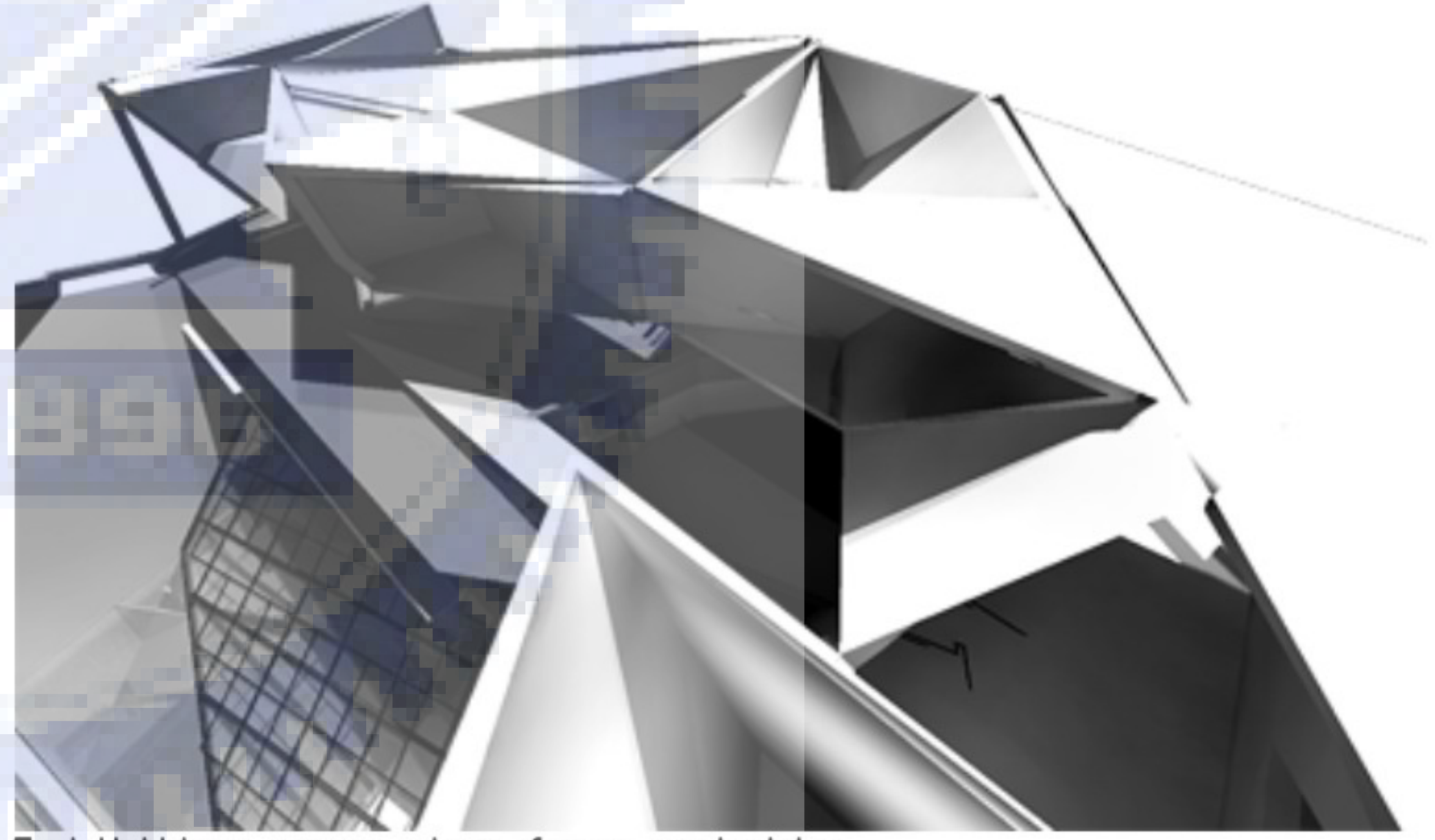
Space event narration  
1875



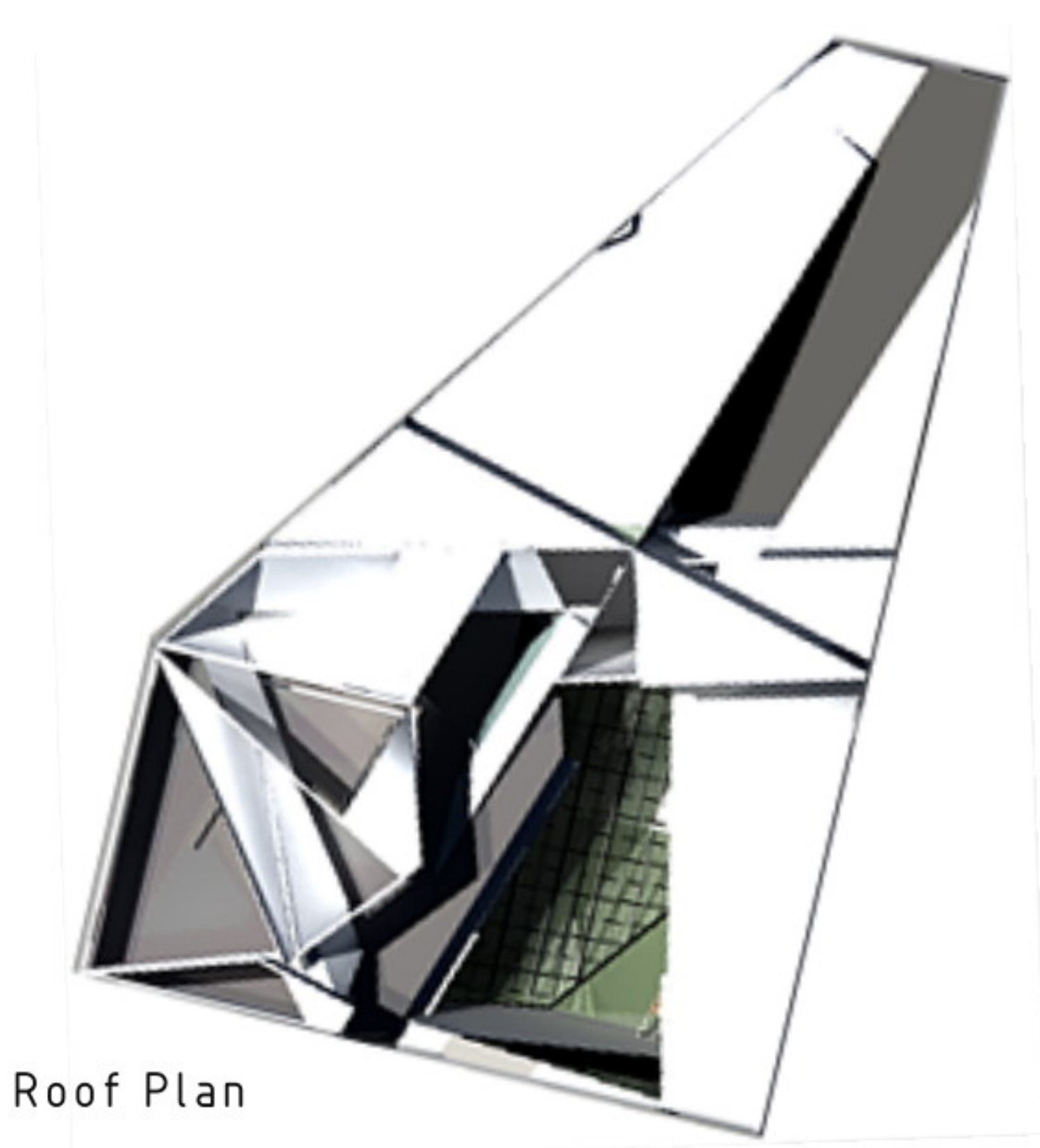
1875~1895



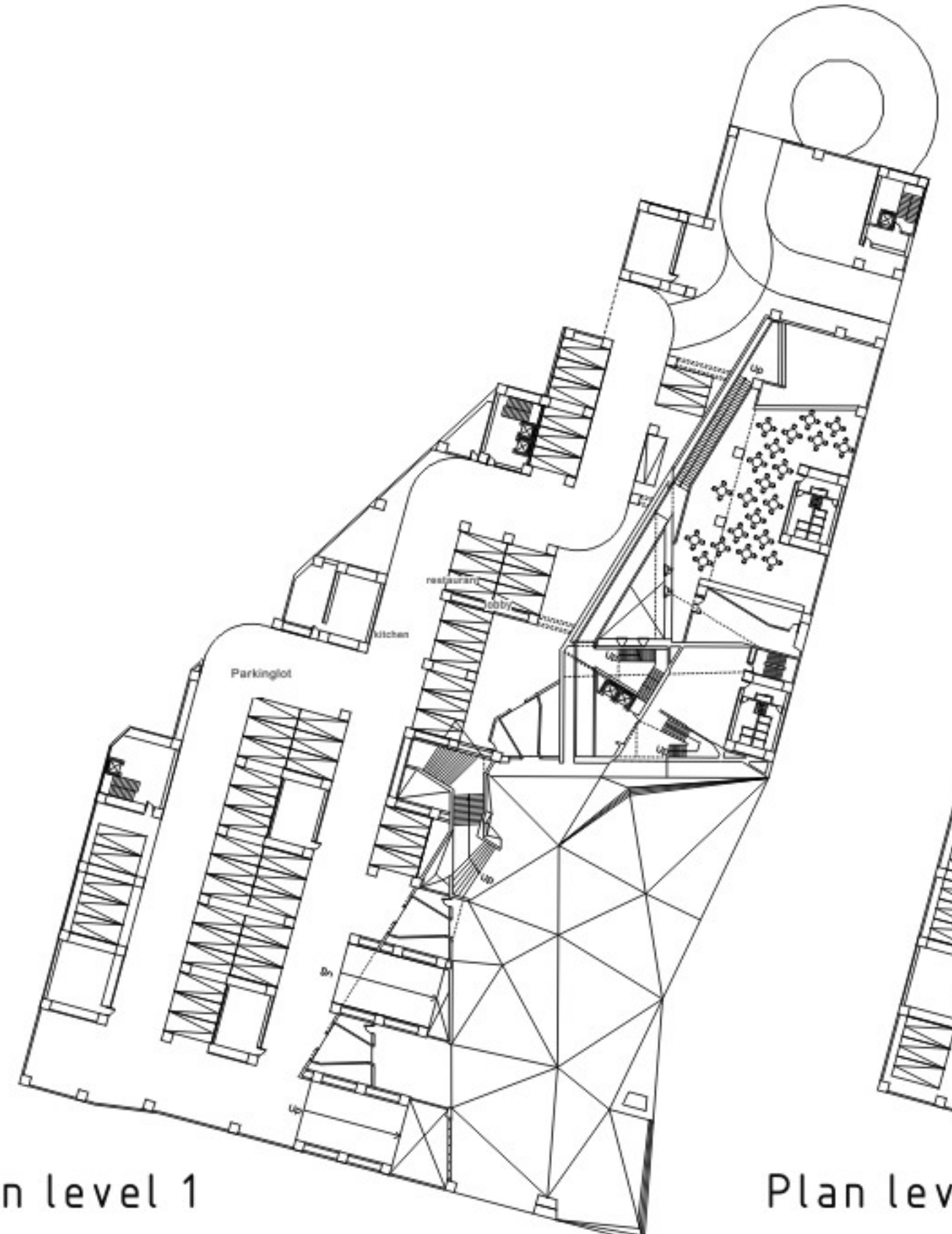
Entrance view



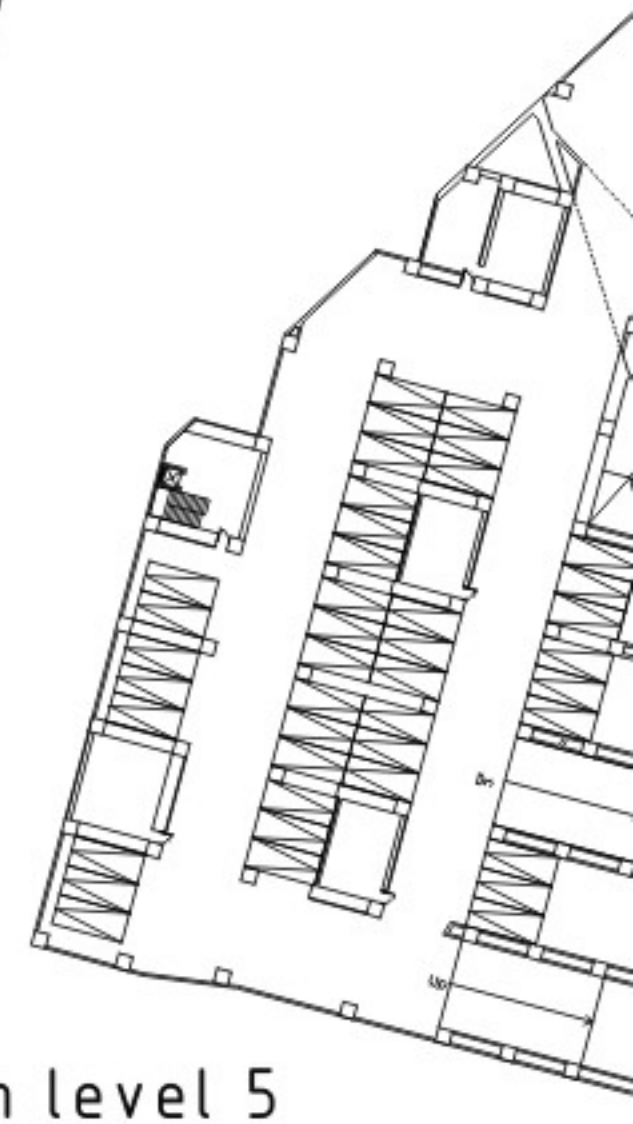
Exhibition room view from outside



Roof Plan

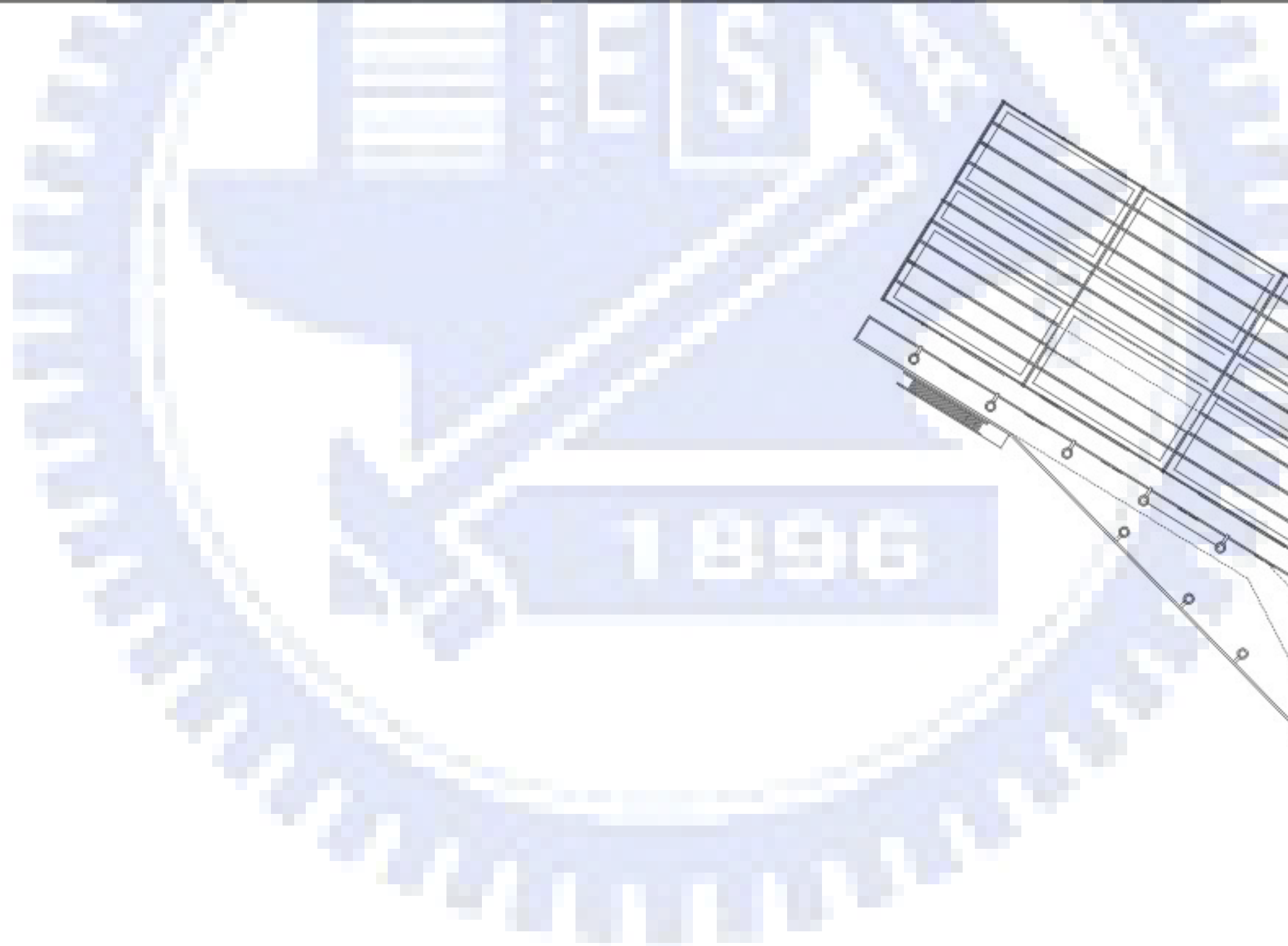


Plan level 1

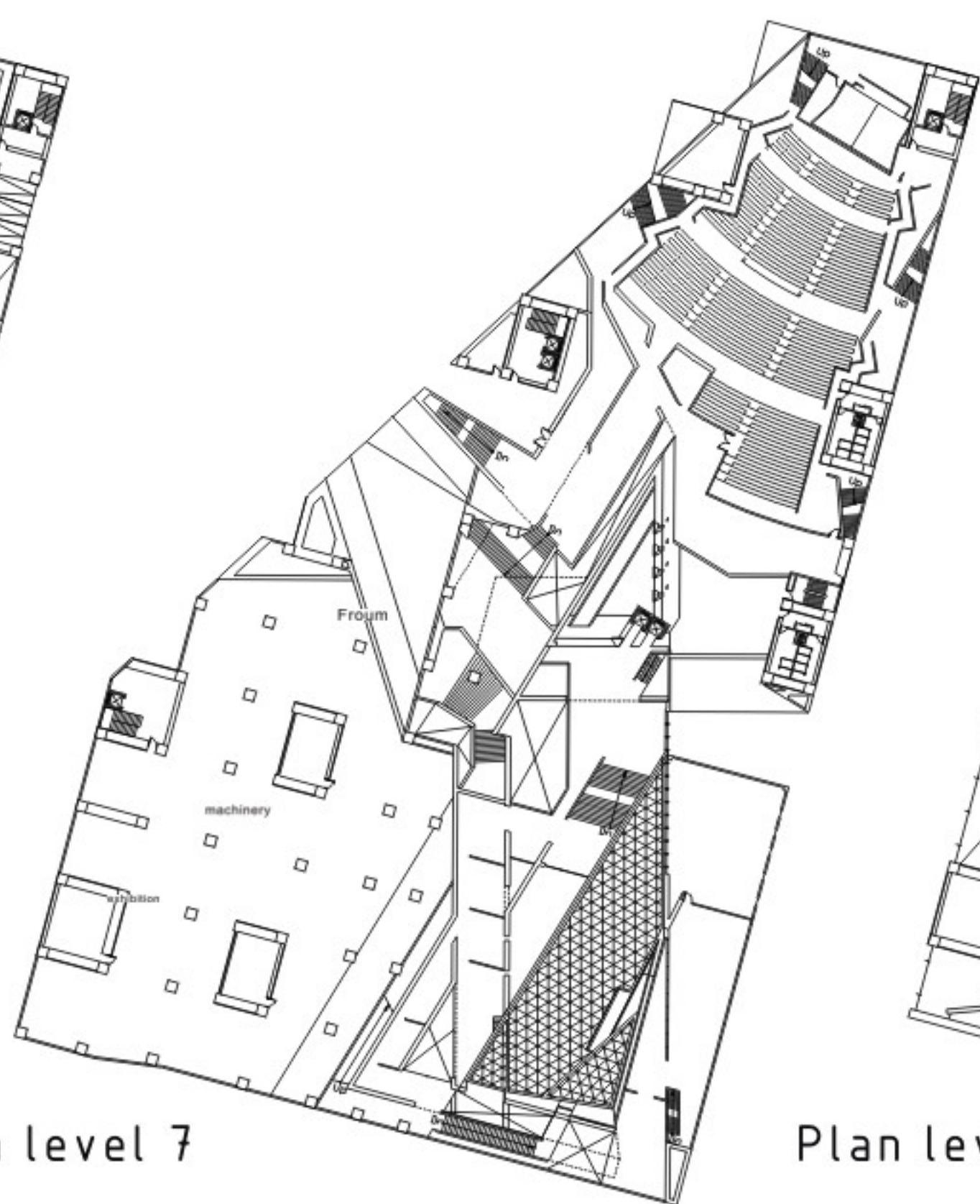


Plan level 5

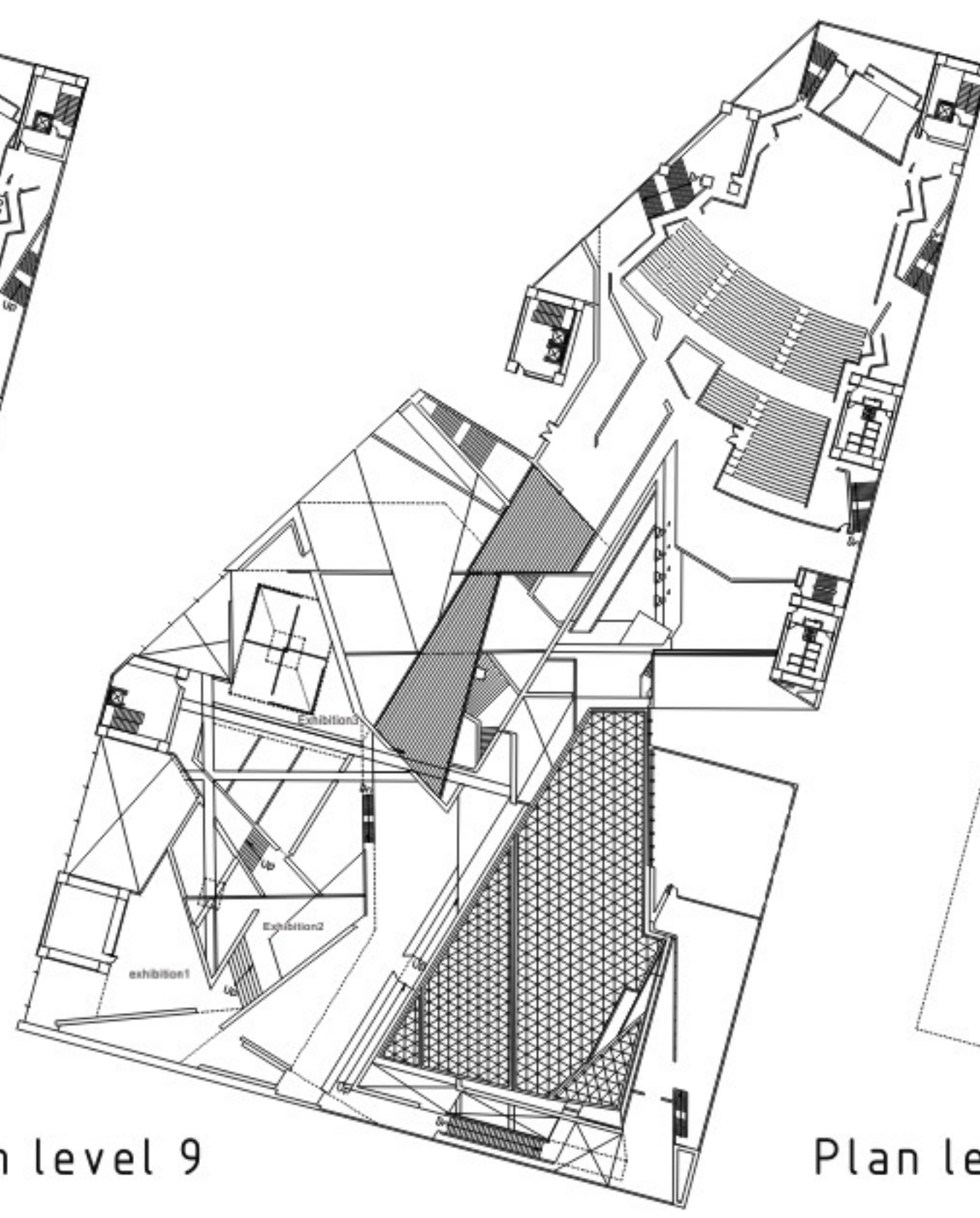
1895~1945



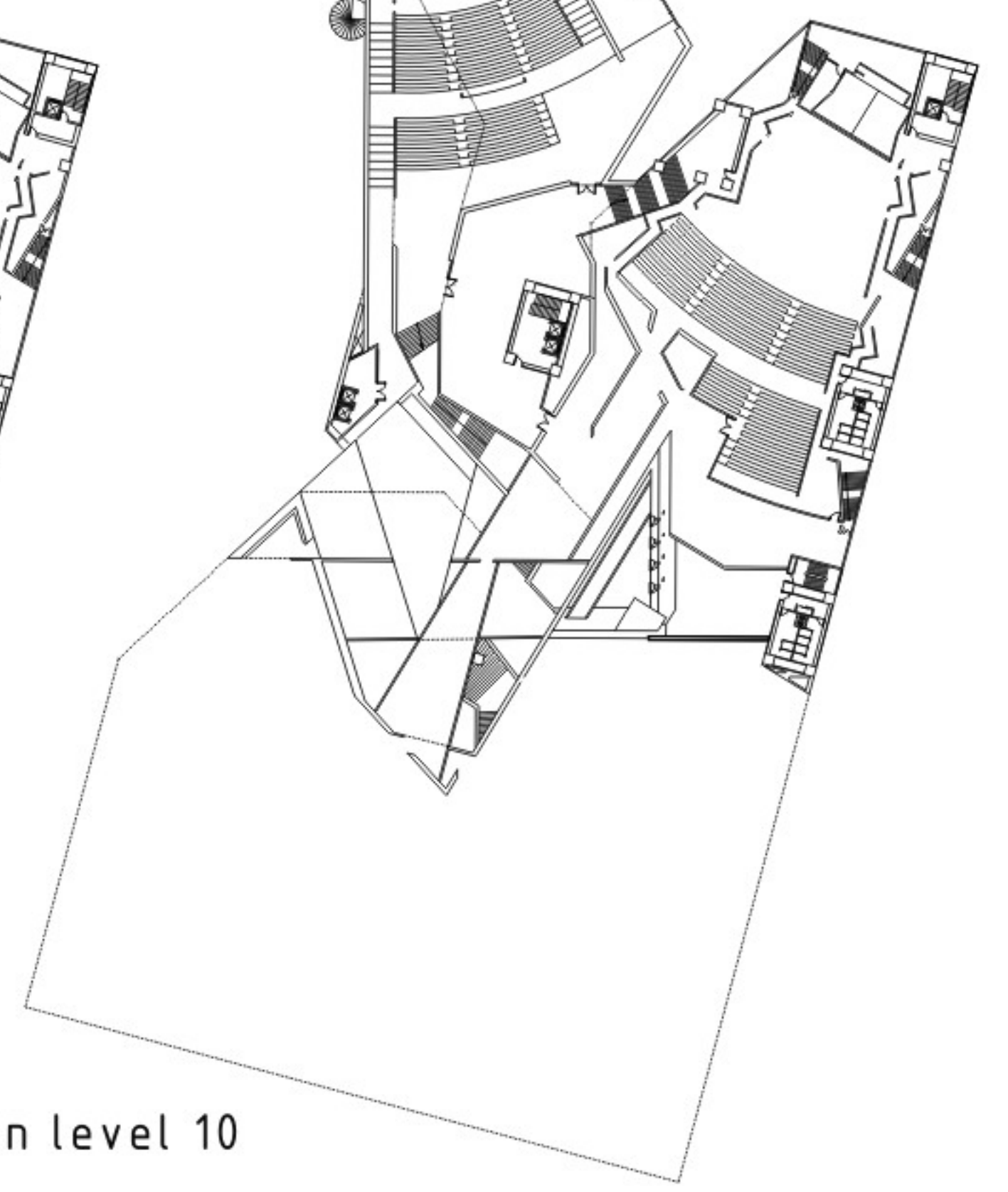
Plan level 7



Plan level 9



Plan level 10





---

# \_ I c o n i c

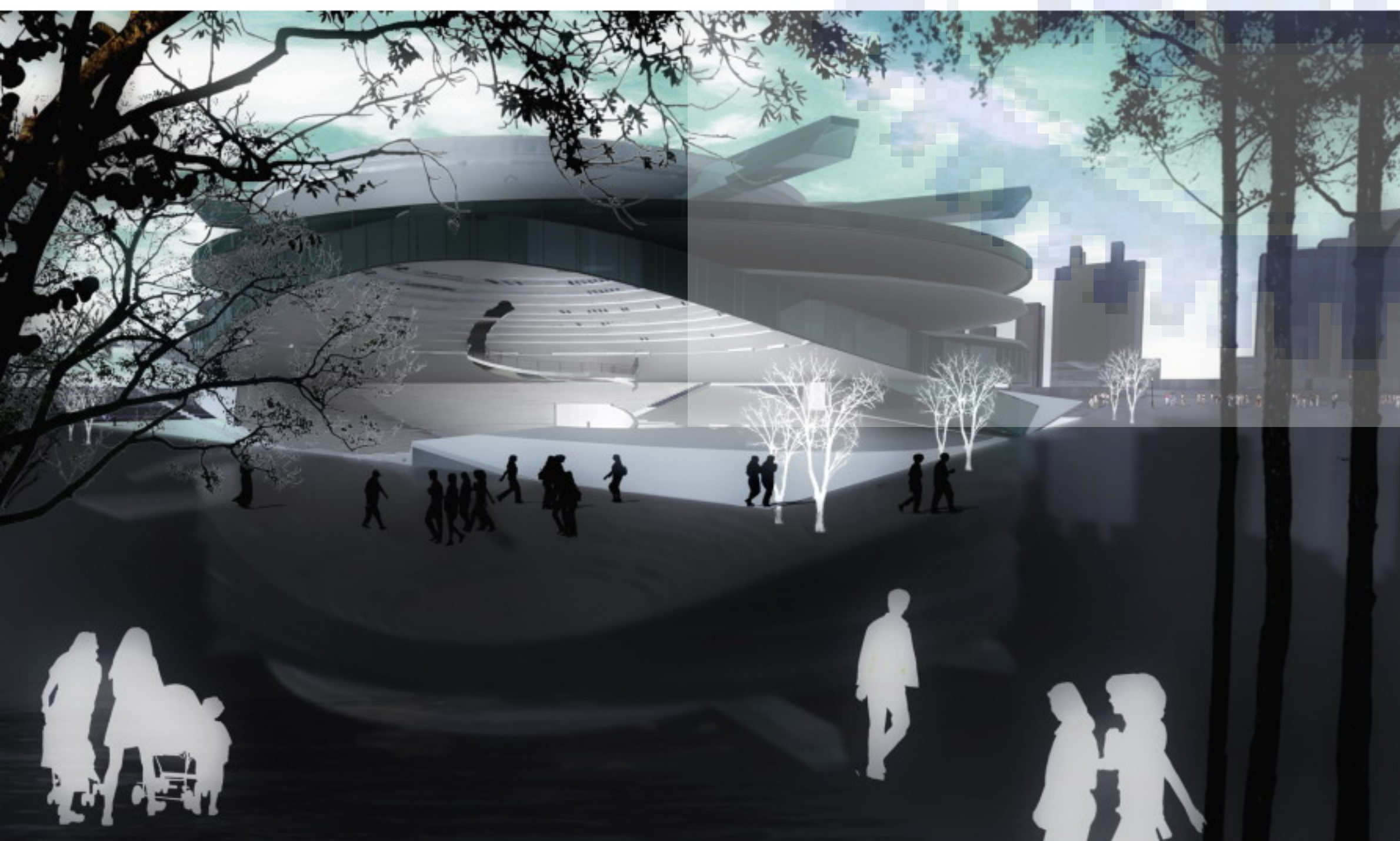
Iconic means pictorial representation.

A: a sign (as a word or graphic symbol) whose form suggests its meaning.

B: a graphic symbol that usually suggests the type of object represented or the purpose of an available function.





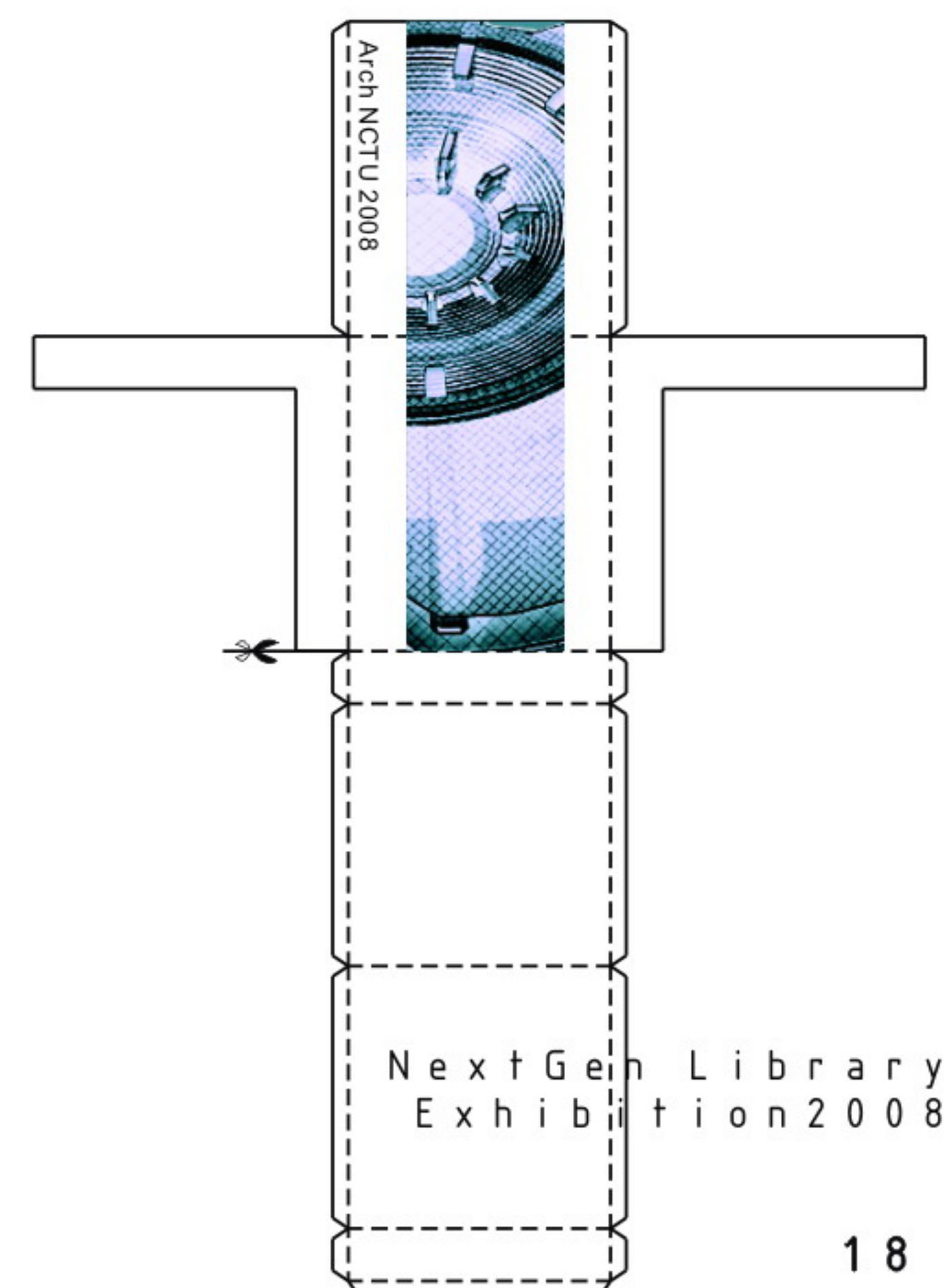


---

Digital Library for the future

---

Project 02\_NCTU  
Date\_Autumn 2007  
Advisor\_Shu-Chang Kung&Jr-Gang Chi  
**Nude Library**  
Digital Library for the future  
Location\_Taichung





## S I T E

基地設定於台中國家圖書館預定地，基地西面為台中地方法院，向東面緊臨台中綠園道，作為連接圖書館地面層向外開放連接的開放空間，並由此連接通往圖書館的最上層。

## R E S E A R C H

數位時代下的網路社會，使人依數位電子媒介來理解事物，虛擬社群Virtual Community超越國界Boundaries的發生，人成為物化的資訊載體中介站，被客體化在資訊流轉過程中，出現人類身份認同及情感斷裂的危機。企圖重新定義web2.0時代下公共圖書館必要的建築自明性與空間表義形式；並藉此對人類既定形式規範下的身份認同及私密性提出質疑；重新定義身體、身分、場所之間的權力關係。

## P R O G R A M

圖書館獨特原型的建立，由古羅馬競技場建築空間類型所內蘊的功能與詩意開始討論；藉由一種儀式性的過程，尋找人對慾望及認同的渴望，從世俗空間過渡至超寫實空間(人類初始的新生)是找尋自我歸屬與解放至平靜的過程。空間分為上中下三個層級，地面層是公共開放快速流通的第一層，連接著螺旋坡道盤旋而上，透過故事線昇華的過程，周圍書牆環繞，看見全部館藏、書籍運送，甚至能隱約窺見城市，過程中逐漸連接斷裂的時空差異，而到達最上層的全視空間場域，即臨界空間(liminal-space)，為損壞的社會提供一個修復的場所，空間狀態與現實是完全反轉的狀態。整個儀式性的空間過程詮釋著數位時代下人與人、人與知識、知識與知識之間的相互關係，並提供一個垂直帶狀集體公共休閒空間。

## S T U D I O I N T R O D U C T I O N

The project aims to host research-assisted investigation of the library in the digital age of information.

We focus our study on a broadened sense of the books and activities in the library based on the critical discussion about the cultural, social, Ritual, and symbolic system. further, this studio explores a new spatial conception-i.e. "transformative and interactive space" based on the concept of "change." The investigation centers around three types of change: formal, special, and relational, that manifest architecturally as a morphing enclosure(the skin)with adaptation programs(the organs)and their variable in-between(the space in-between).Then comes a question: how does one comprehend such a spatial system where a constant is relatively missing, and hence impossible to establish a reference point? The concept of "Anatomical position" was introduced as a basis for developing descriptive models to conceptualize the dynamic space in question. Moreover, the discussion was extended from the physical to the cyber space and their interfaces.

# Human & Information

有未來學者認為，在網絡社會裡，圖書館會被網絡取代，虛擬的資料搜尋系統將取代書籍與圖書館的功能與形式。除了讓圖書館自身更有效地轉變成資訊與知識流動網絡中的節點外，在無遠弗界的流動空間力量，而地方空間，該如何應變。實體公共圖書館存在意義將是為何。

資訊時代的興起使得虛擬社群Virtual Community超越國界Boundaries的發生，造成人群關係改變、社會秩序重整、文化霸權及文化傾銷的社會現象。

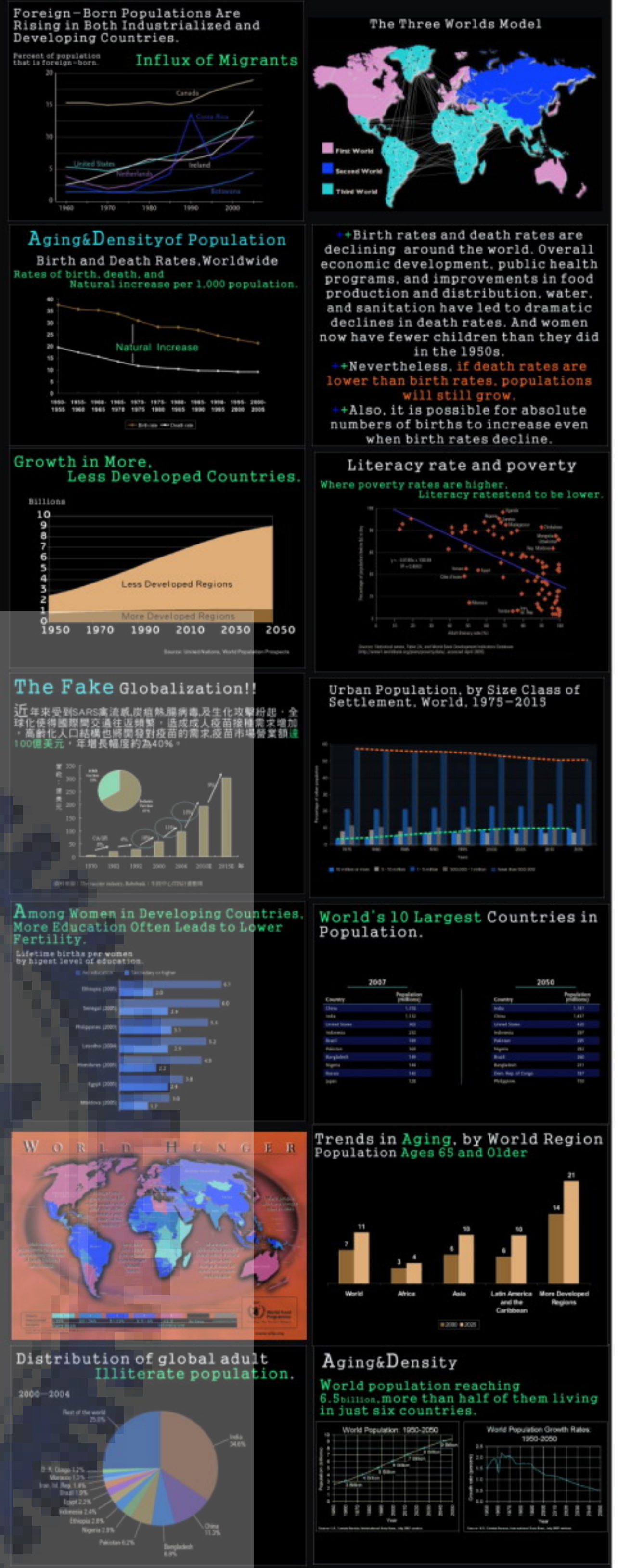
在資訊社會中，人被要求成為資訊的化身，人的物化將有增無減，人成為資訊的載體而被客體化在資訊流轉過程中。社會是有機個體的集合體，社會運作脈絡可以從人的互動來加以掌握，人成為資訊的載體中介或轉接站。

Aimless

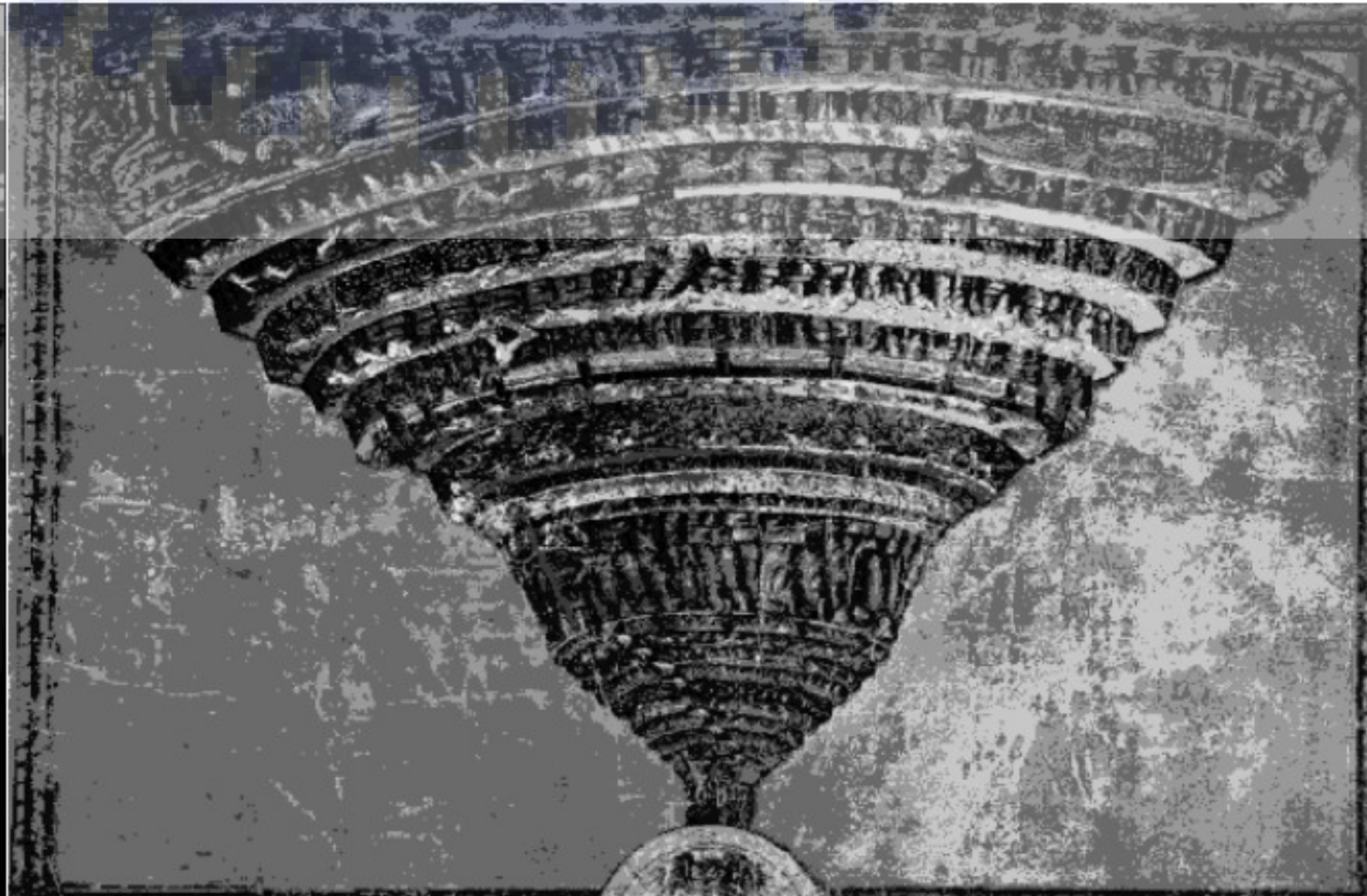
AIMLESS資訊科技吞噬了自身的內容也吞噬了溝通與人際關係

\_ TYPOLOGY & MULTIPLE METAPHOR . . . . .

## Economic & Social Landscape Trend statistics & analysis . . . . .



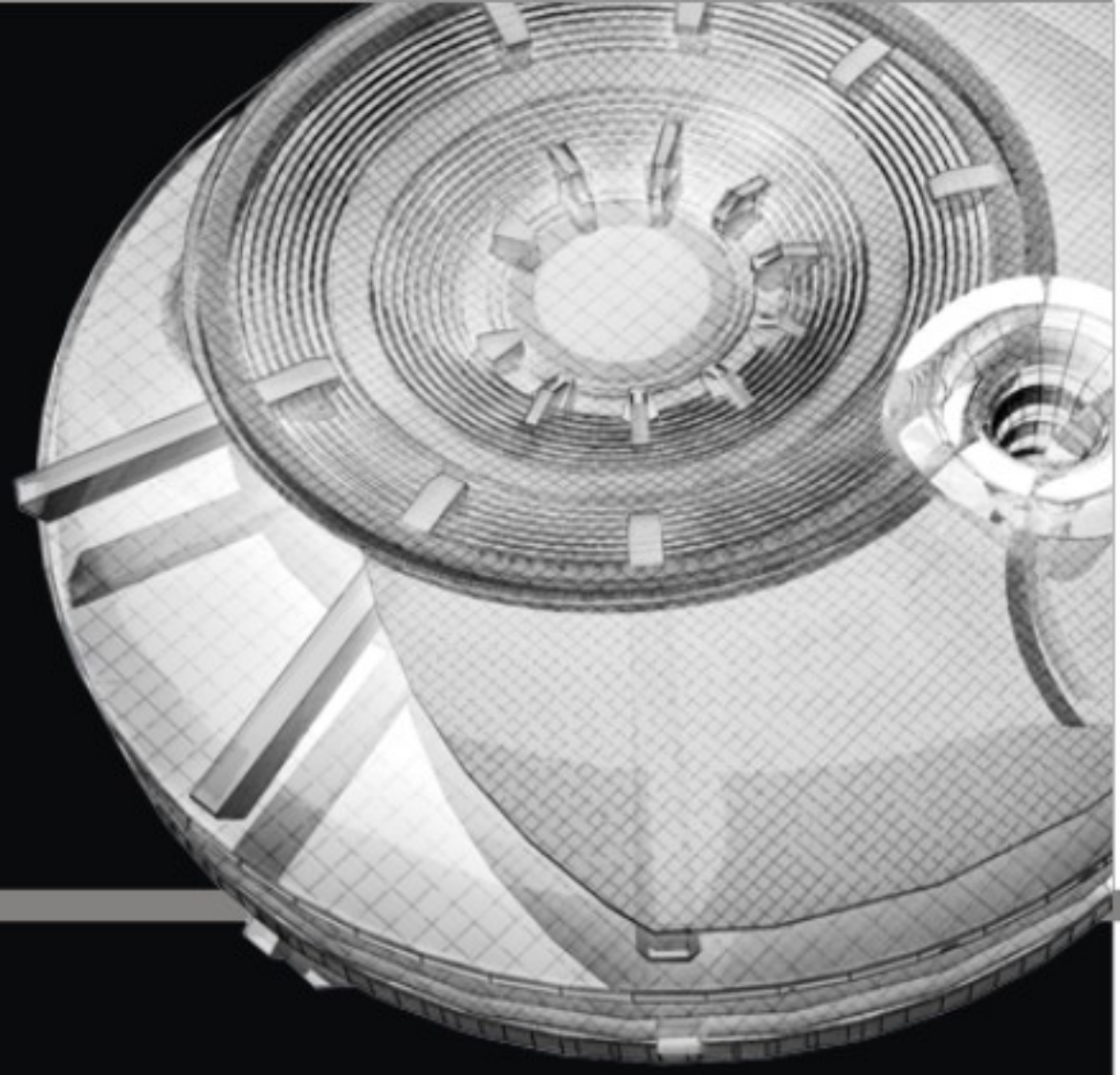
Diamond Mine \_ Extinct



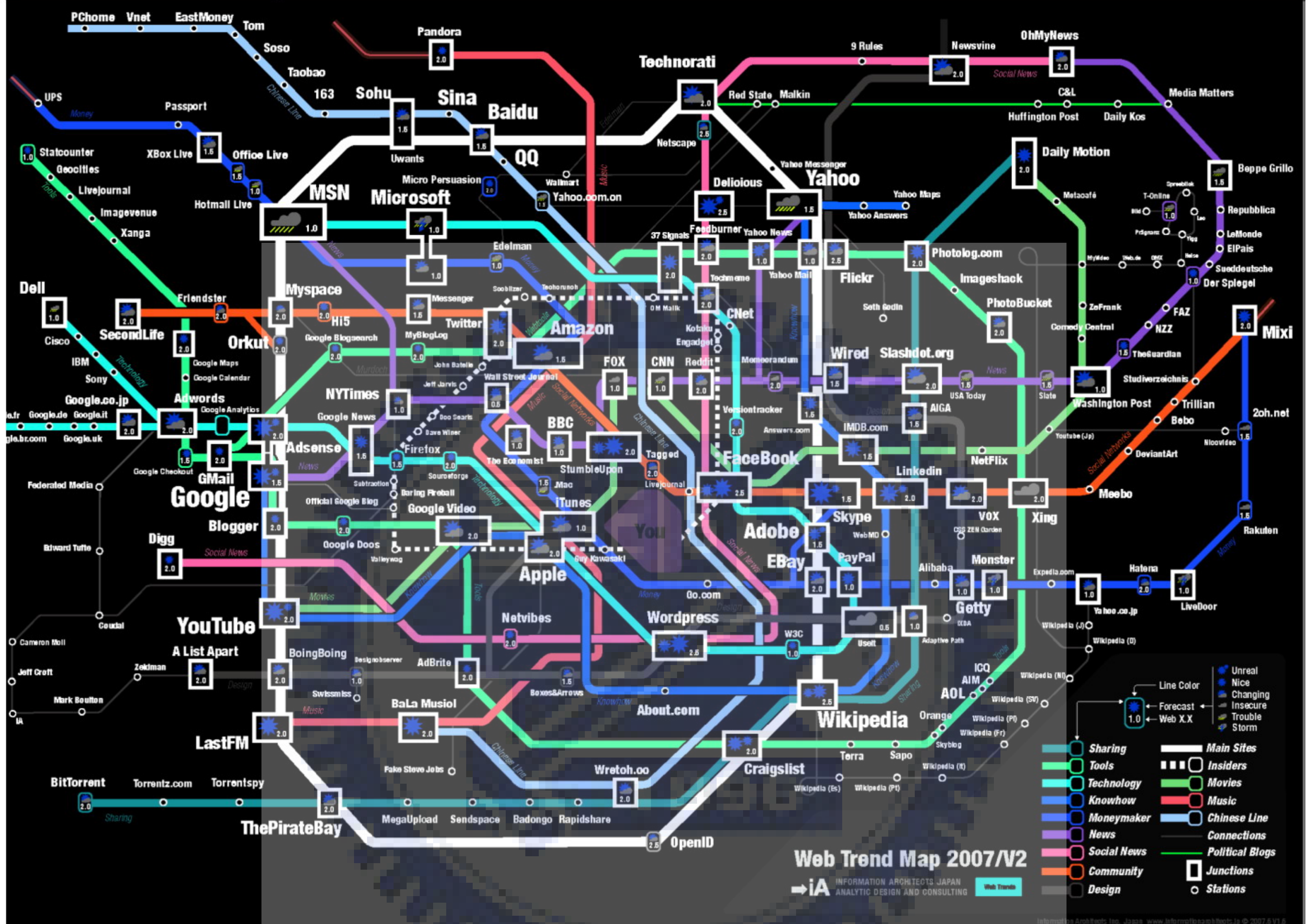
Purgatory \_ Crime



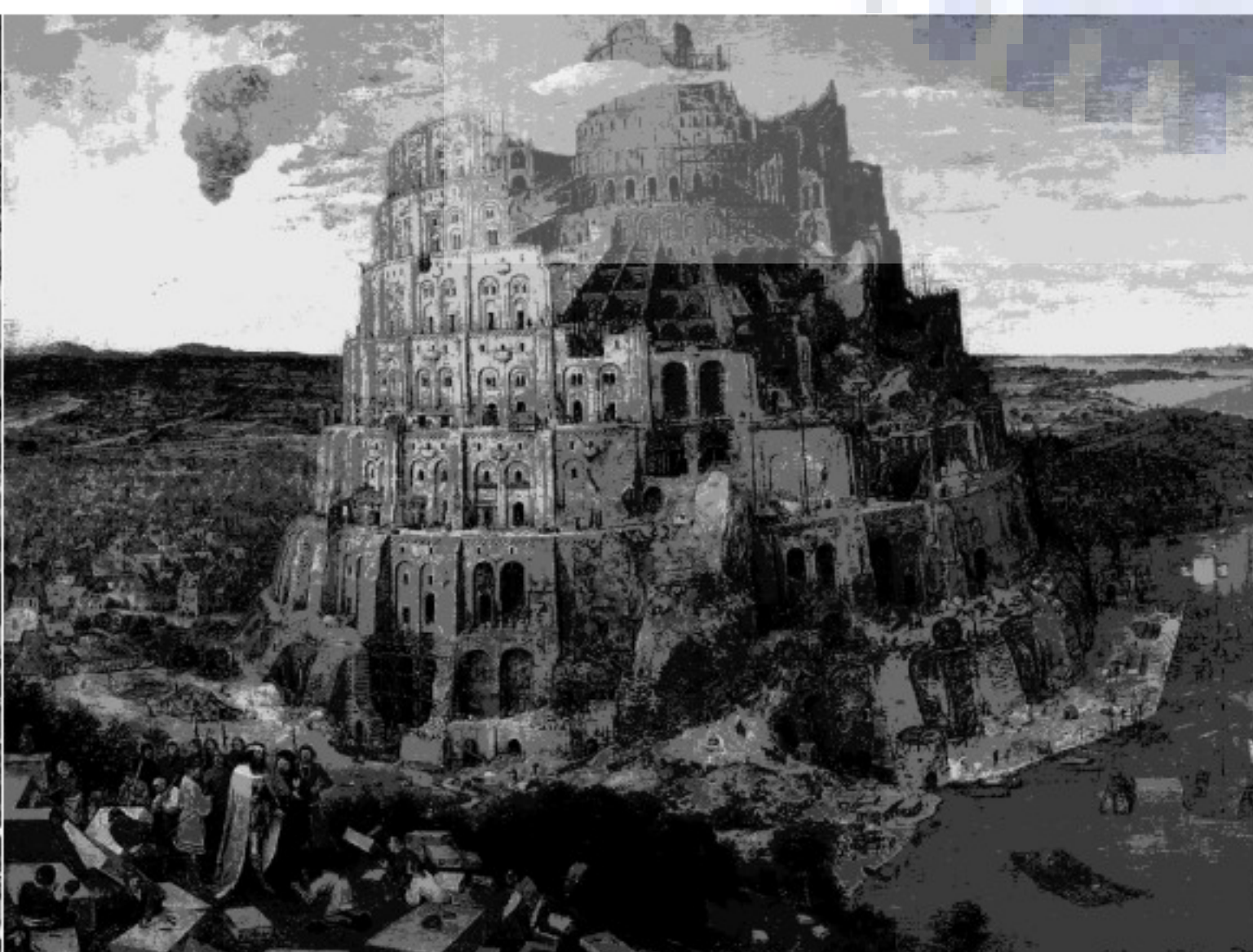
Heterotopia \_ As



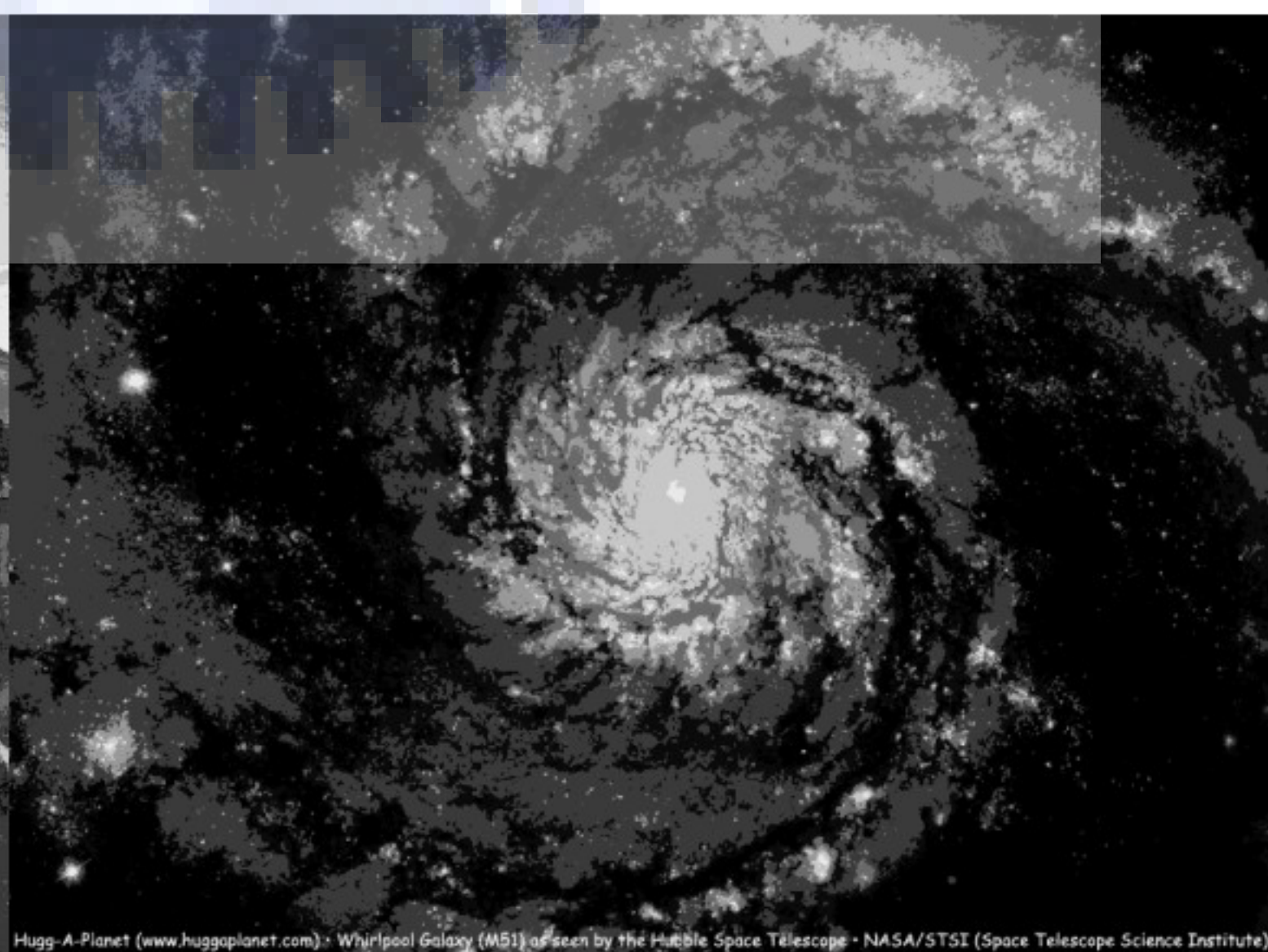
# Web trend Map 2007



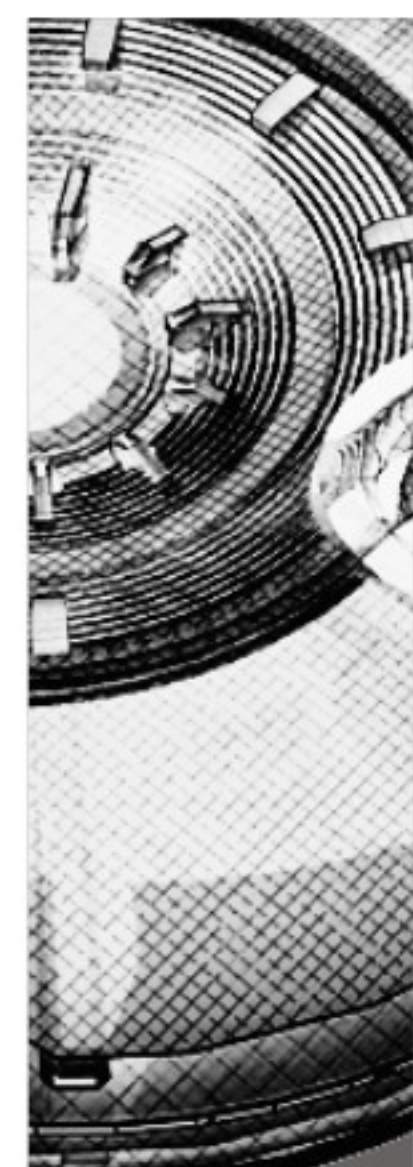
assemble



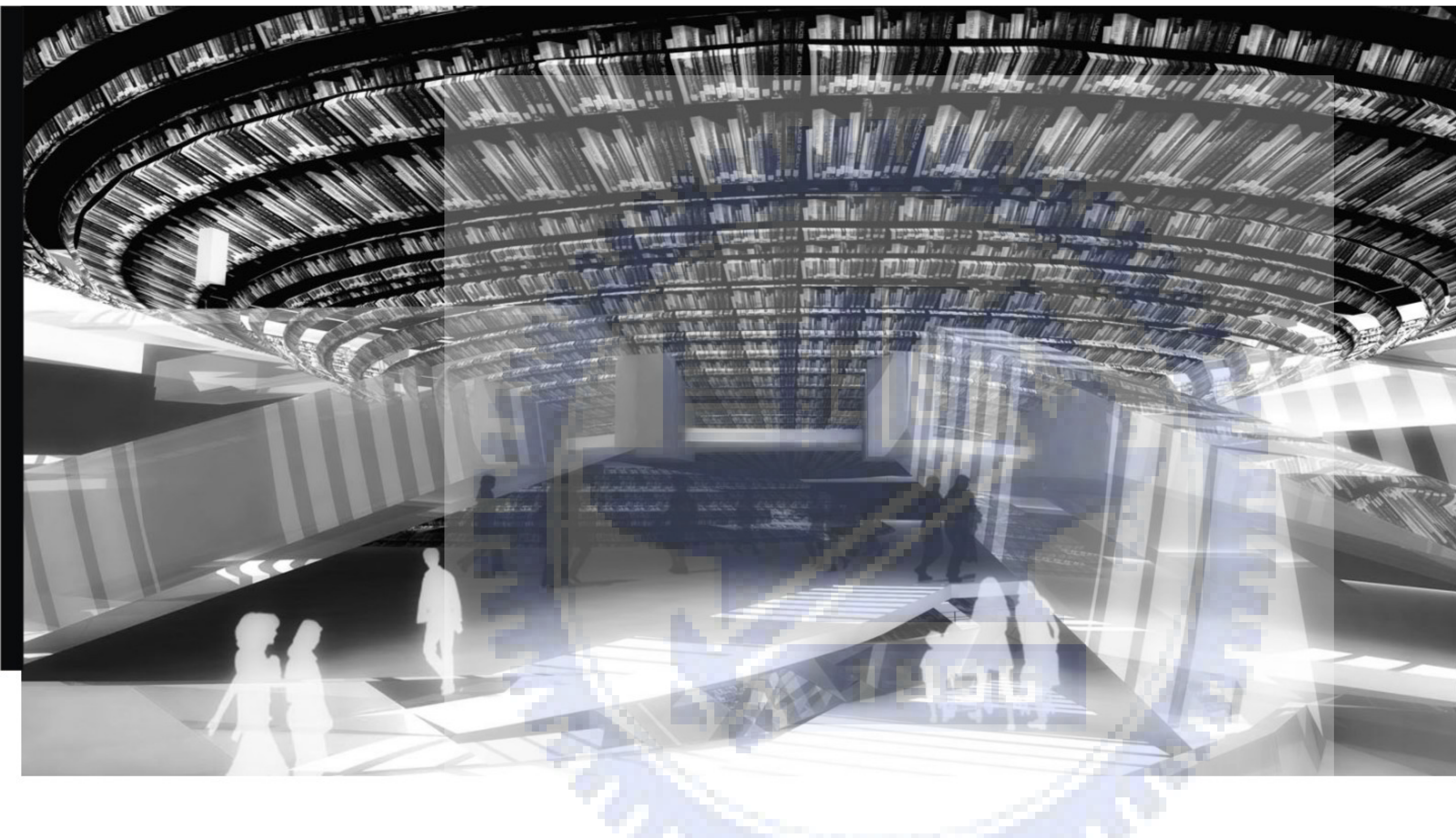
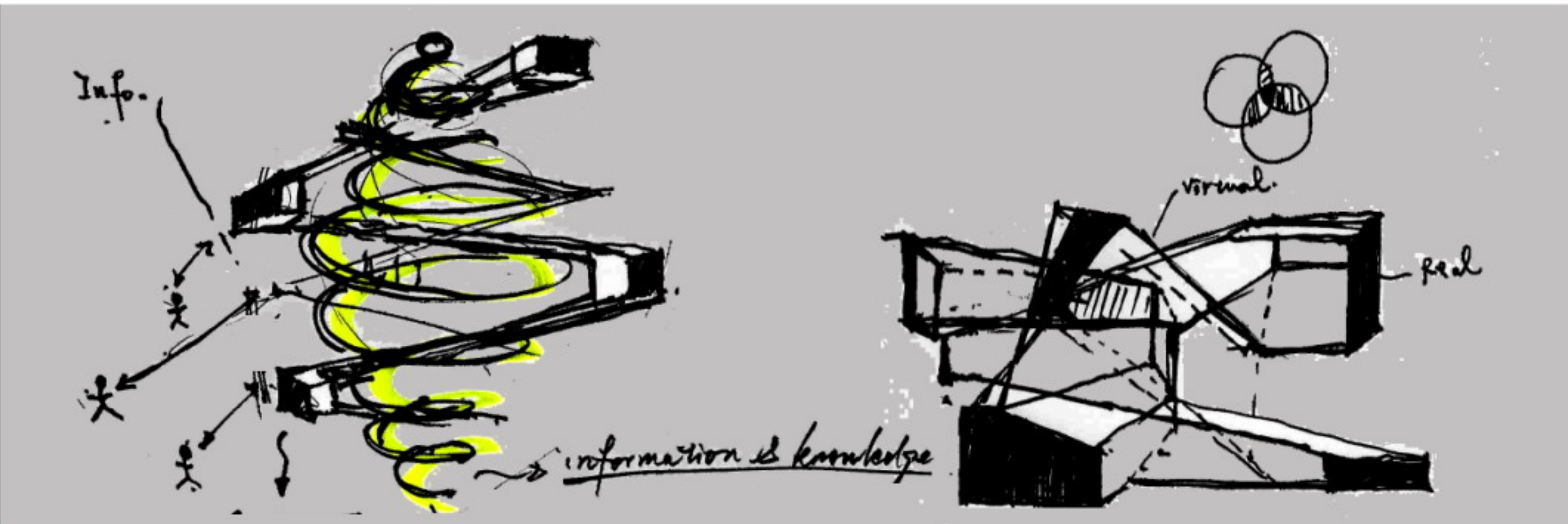
Paradise\_Desire



Cosmos\_ChaoS



Space sketch model  
 \_information skin  
 \_Real&Virtual space system  
 Seamless.Continuous



symbolic interaction  
 \_Physical body as a reading container.

Identity&Privacy\_Information Tattoo

人是一種具有意義的動物，不只用感官來記錄任何事、用語言來溝通；知識的獲得是透過互動的過程產生的，圖書館做為信息再現與信息累積的載體。試圖藉由表皮科技在主體與主體之間的互動中，尋求某種溝通及共享的動態互動介面，創造公共與私密性的相互滲透與辯證關係。

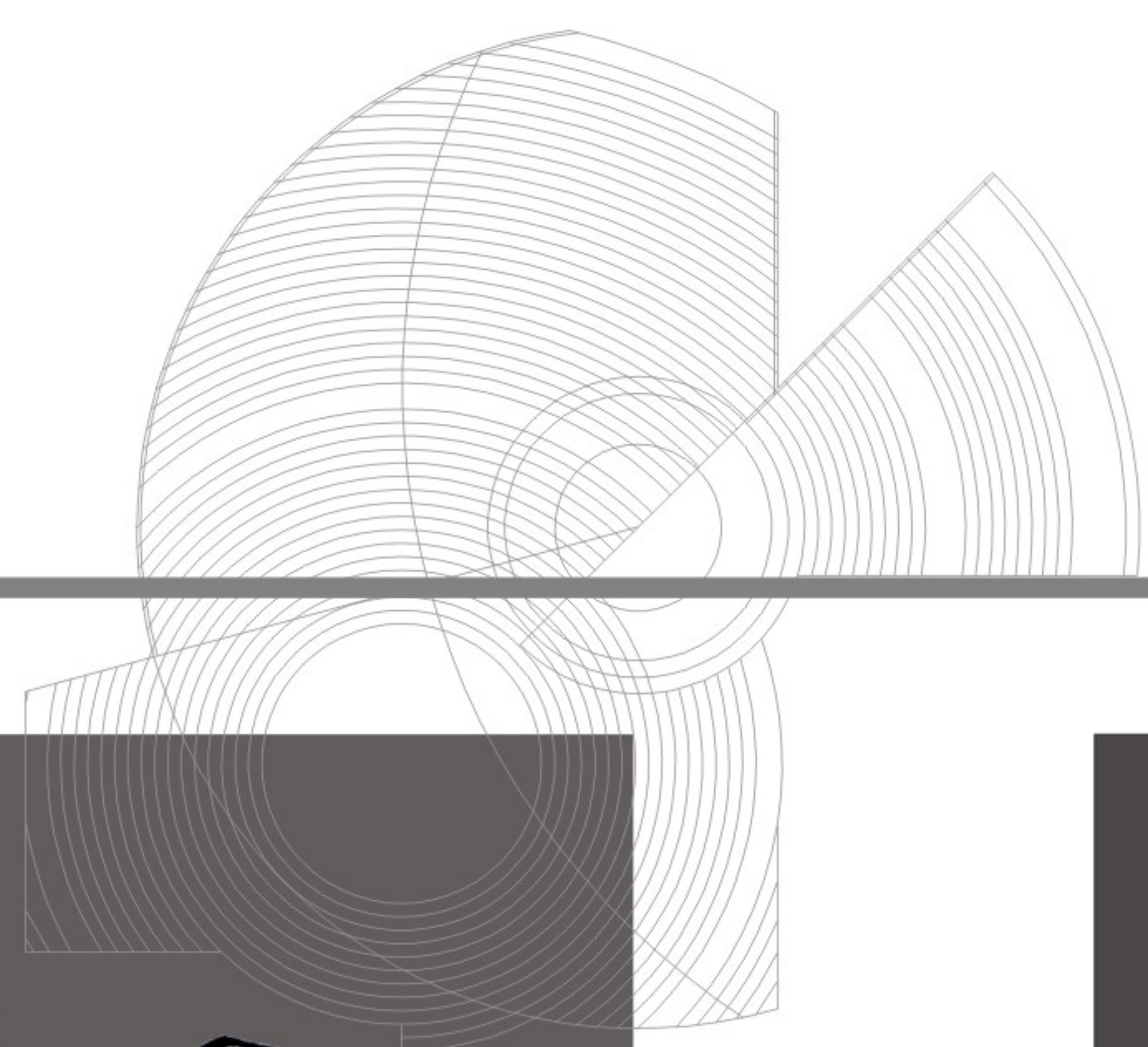
Tag&Personalization

A:Tag標籤註記 隨時下載  
 B:感知互動科技 1.直覺式搜尋 2.表皮顯示資訊及身份  
 C:私密性定義為一種能力，此能力可以控制互動，可以有選擇性並達成需要的互動。此與個人或團體的控制能力有關，他們能控制他們的視覺、聲音、嗅覺以及與他人之間的互動。

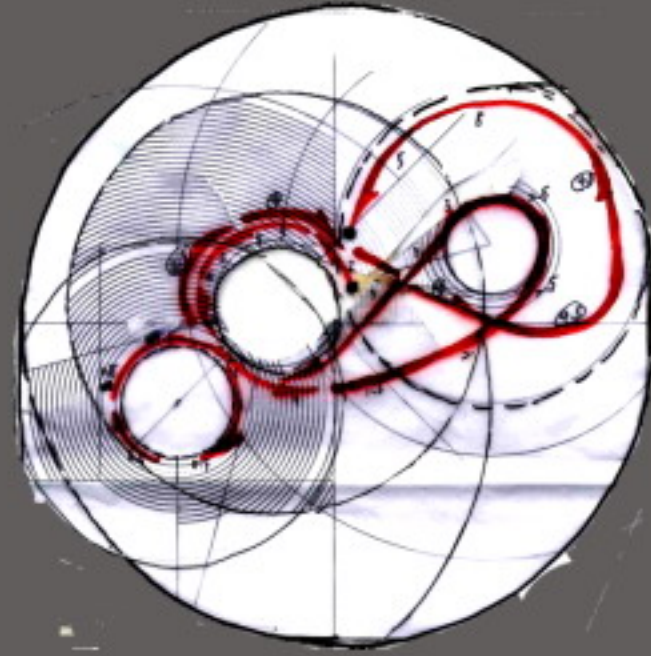
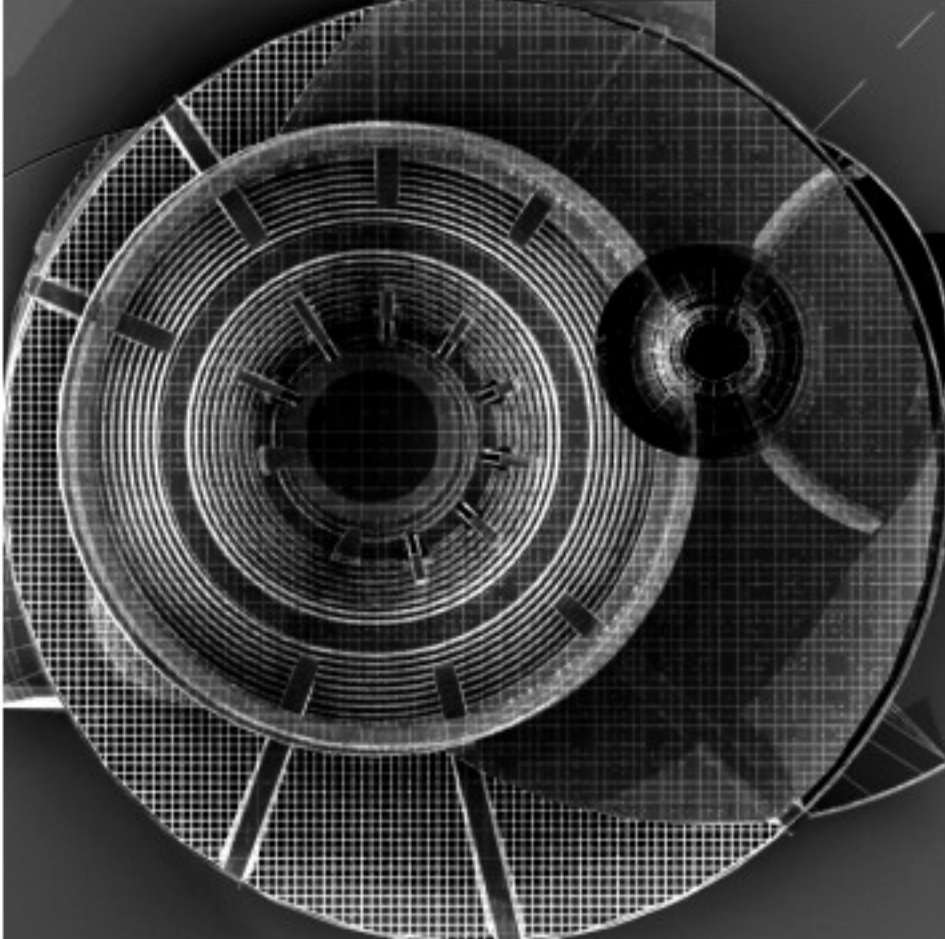
Information Service system

search

pod



Space formation order



Internet

book

ask professional librarian

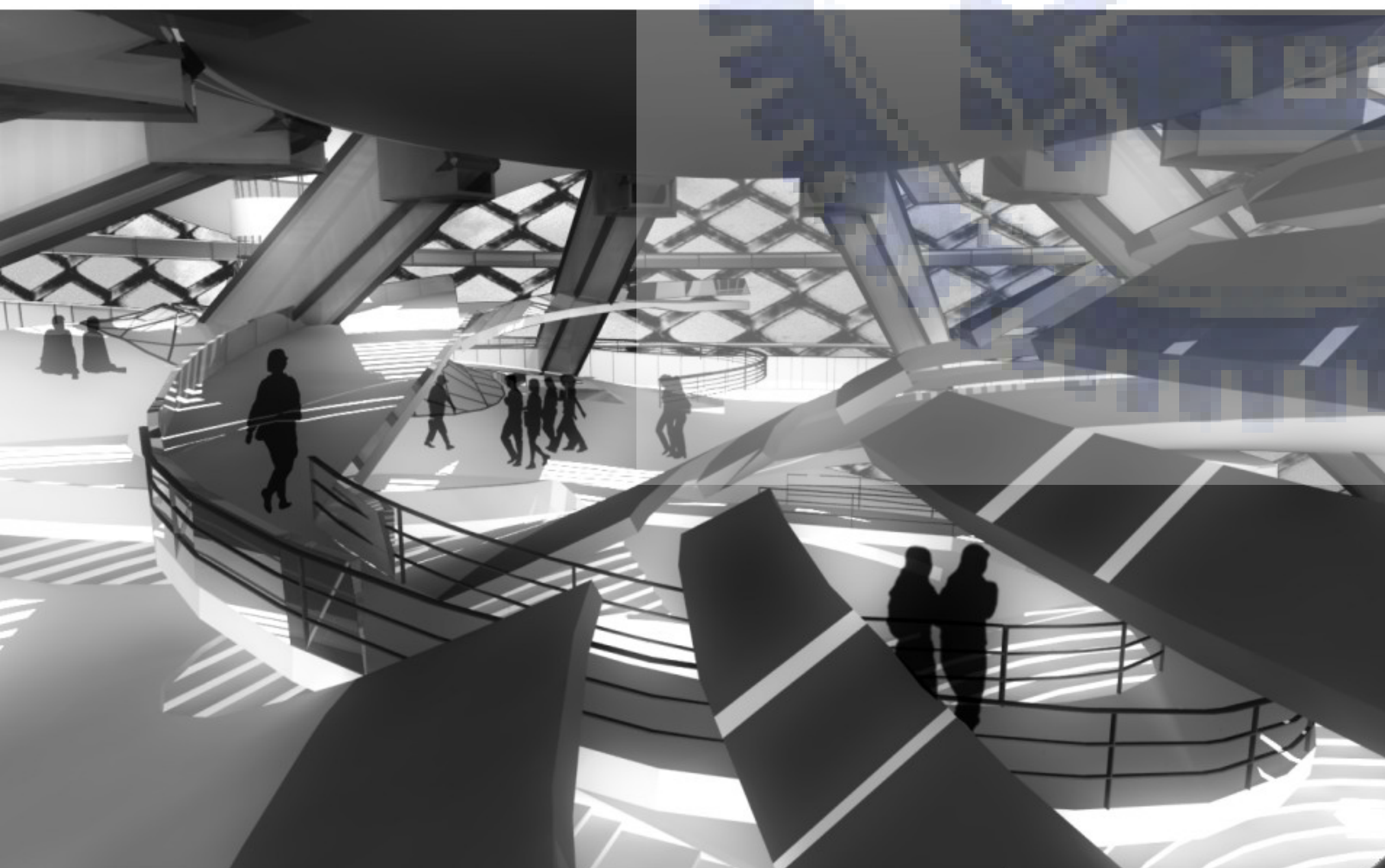
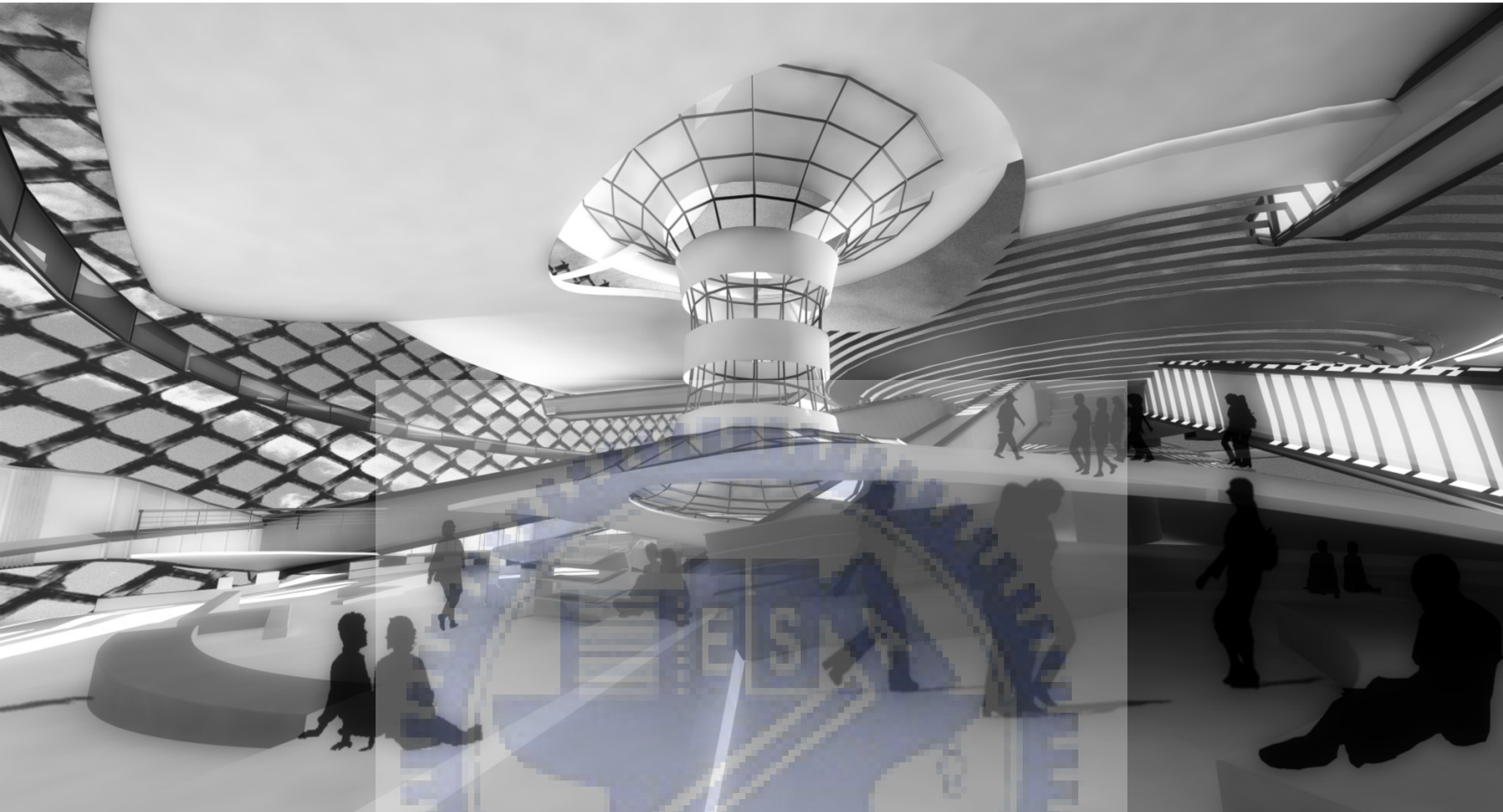
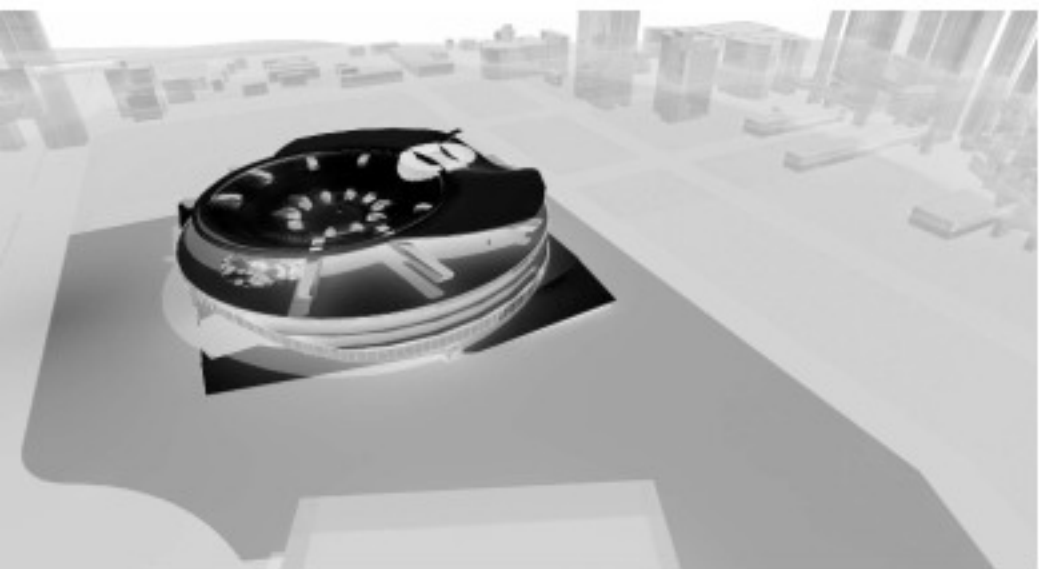
ask professional librarian

+knowledge cooperation

### Liminal Space

連續坡道的過程為通往上層全視劇場的「中介空間」(liminal space)，是身份瓦解與重組的過程，不屬於任何被指定的身分認同，介於種種不同社會族群的組織結構之間，重新定義人與人、人與資訊及空間的相互關係，是延續文明斷裂與情感記憶的過渡場域。

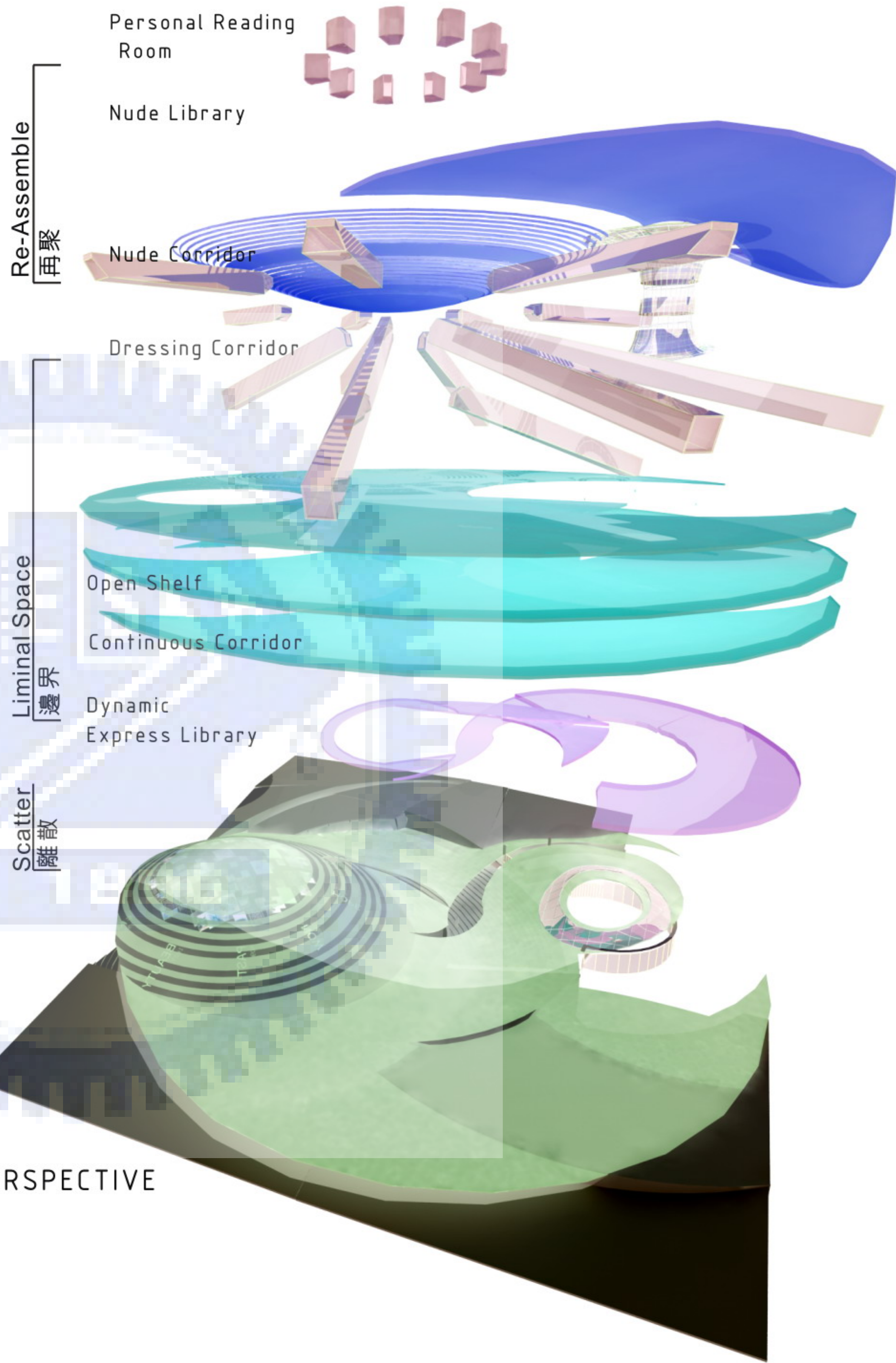
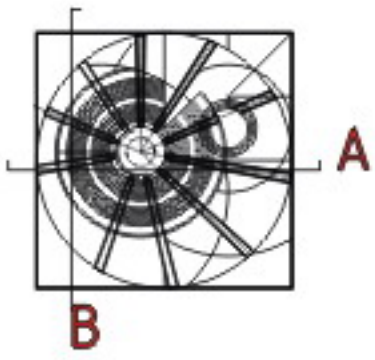
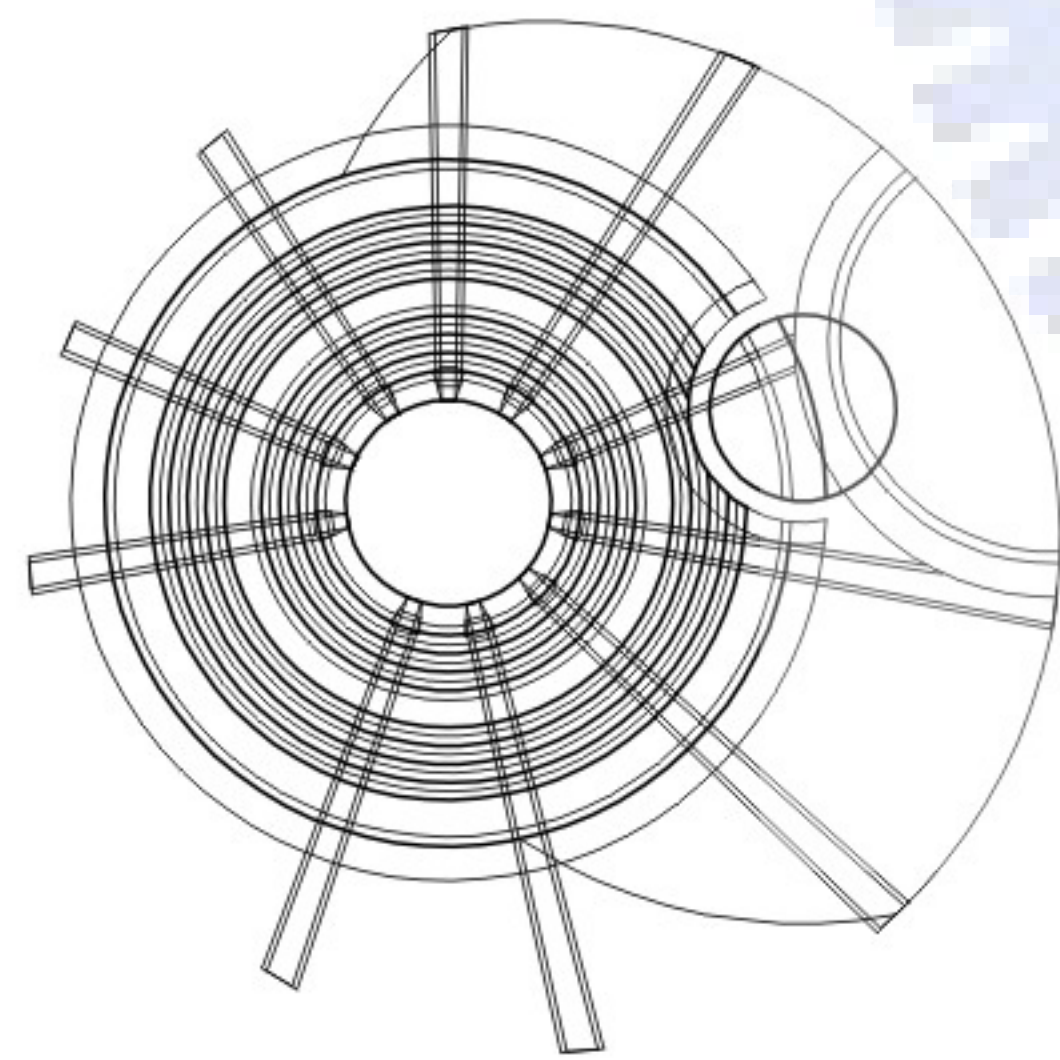
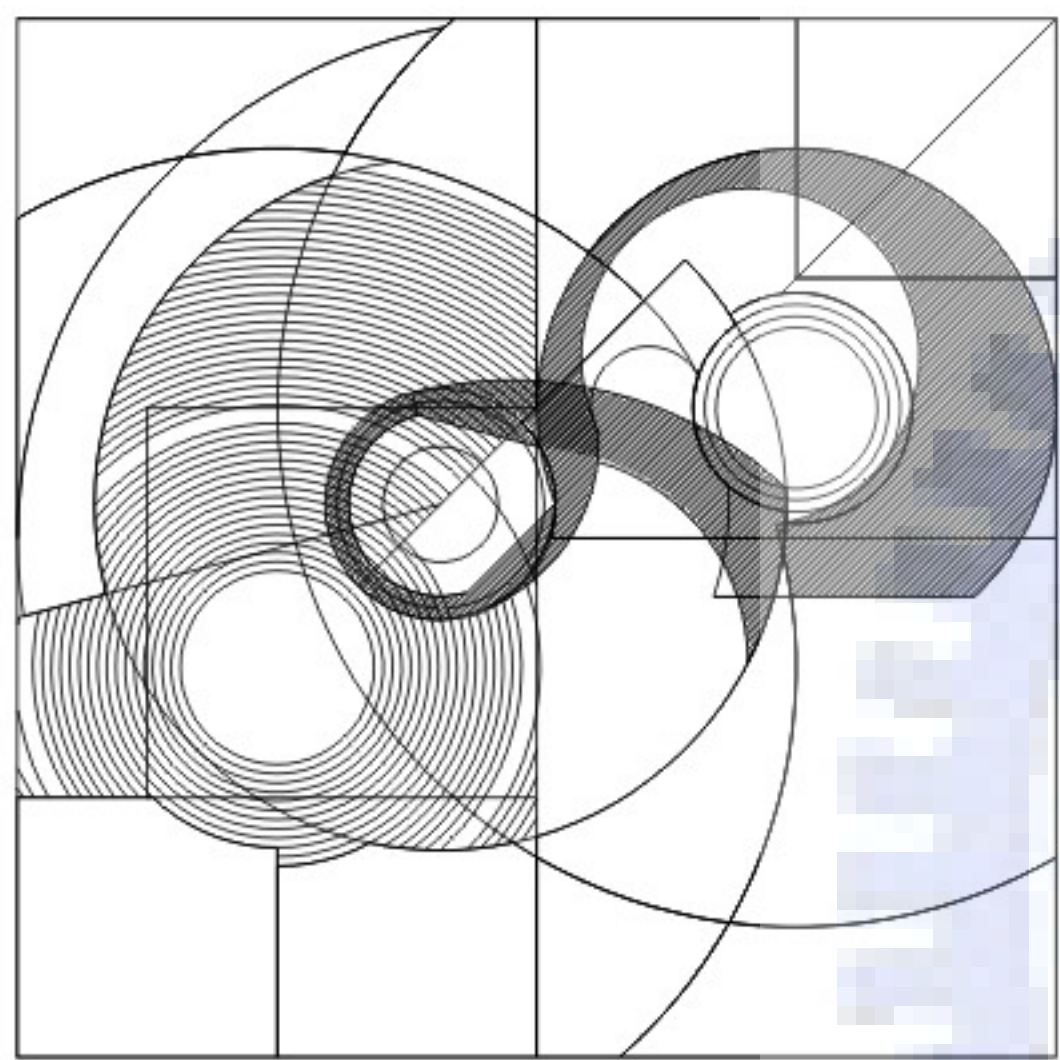
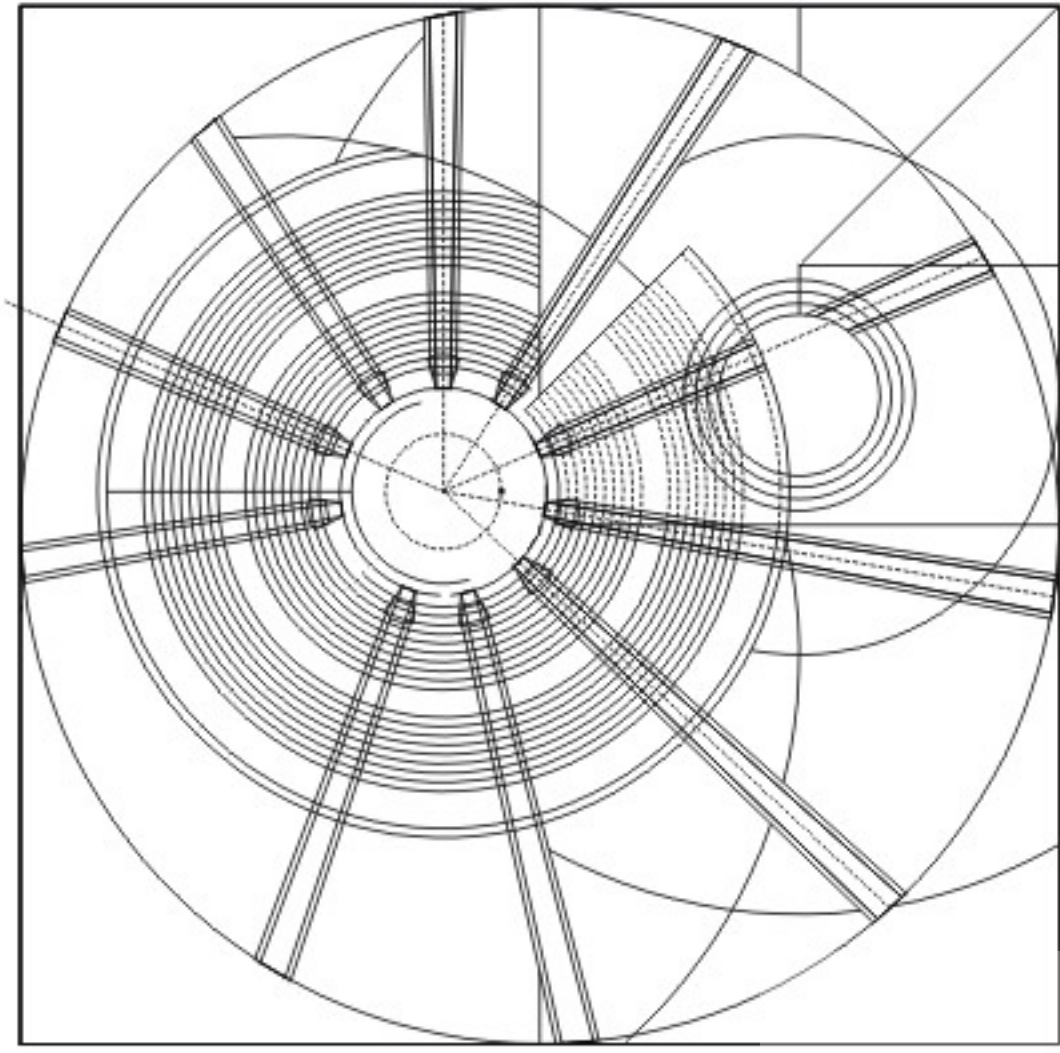
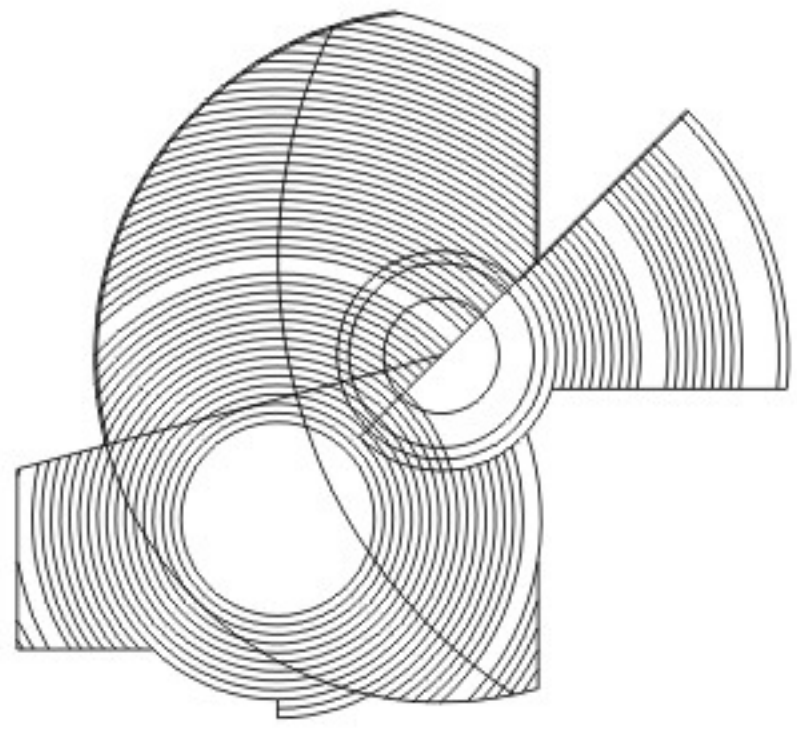




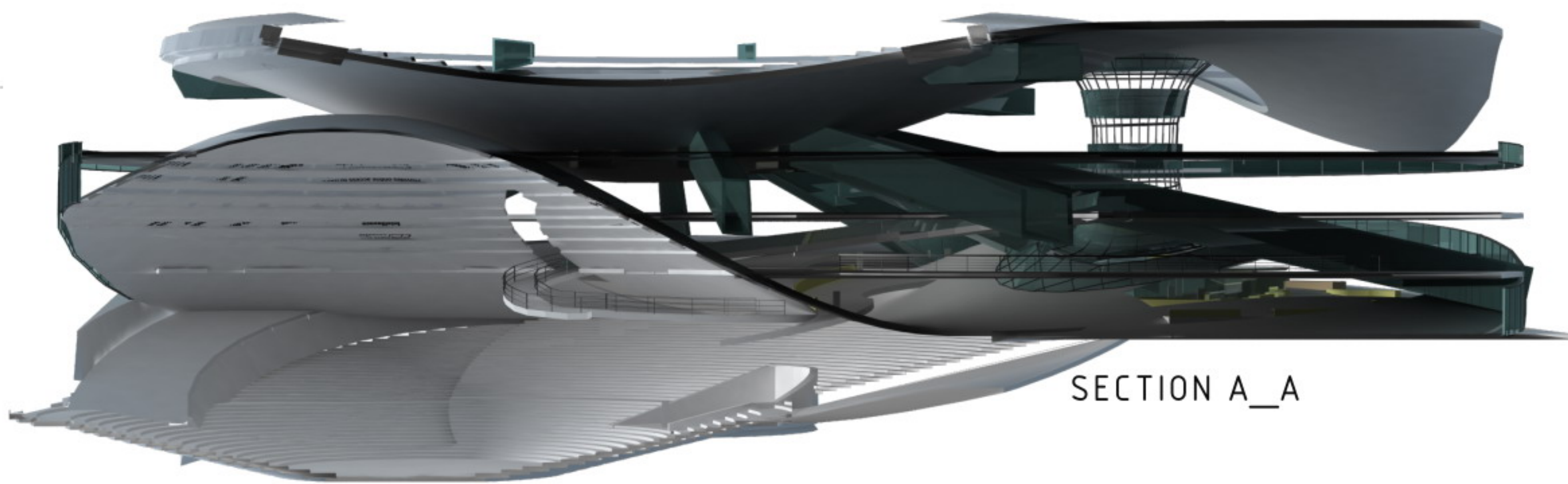
純粹的空間性(spatiality)是由合宜地否認那些建構它的不確定性而決定的，也就是說，由於否認其自身之空間，因此在持續其內部的否定自身傾向時，卻也變的具體。它藉著失去自身而便成空間。

----- 德希達Derrida, 1982

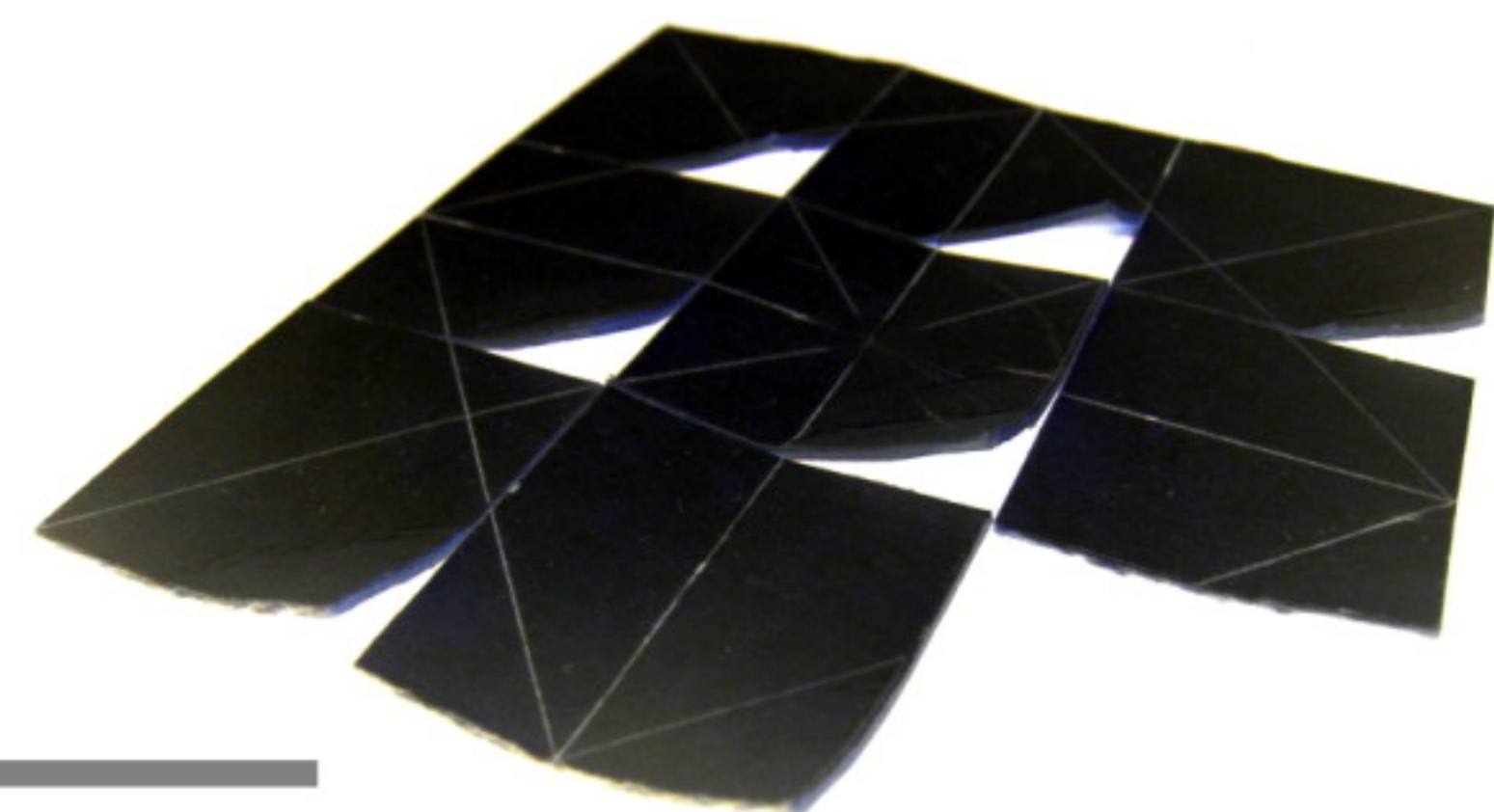




EXPLODED PERSPECTIVE



SECTION A\_A



---

# \_ Flux

**Flux** is a flowing or flow as a continuous change, passage, or movement through a defined area. Flux is defined as the rate at which a given quantity passes through a fixed boundary per unit time.





Frihamnen in the 1930s. In the foreground the old bridge (Hisingsbron) over Göta Älv.



---

Project 03\_CTH  
Date\_Autumn 2008  
Advisor\_Morten Lund

Interface  
Banana Arena  
Location\_Göteborg Sweden





---

## S I T E

Located around the Banana pier just west of the Göta Älv bridge the project integrates the spectator's stand with the public square, designed as a extensive boardwalk in an urban scale. Structurally the boardwalk is designed as a series of large span and movable wooden structures with fittings of cast iron.

## R E S E A R C H

Gothenburg is a industrial port under rapid change. While the central traditional public harbour is disappearing to be replaced by the efficient contemporary container ports hidden behind fences and closer to the sea, the citizens is deprived their immediately contact with the harbour as a spectacle and a theatre in their everyday life.

## P R O G R A M

New functions such as aquanaut sports and water theatre of a relevant scale is emerge to attract large crowds around the central water basin and recreate the theatrical role of festival and exotic dreams of the central harbour.

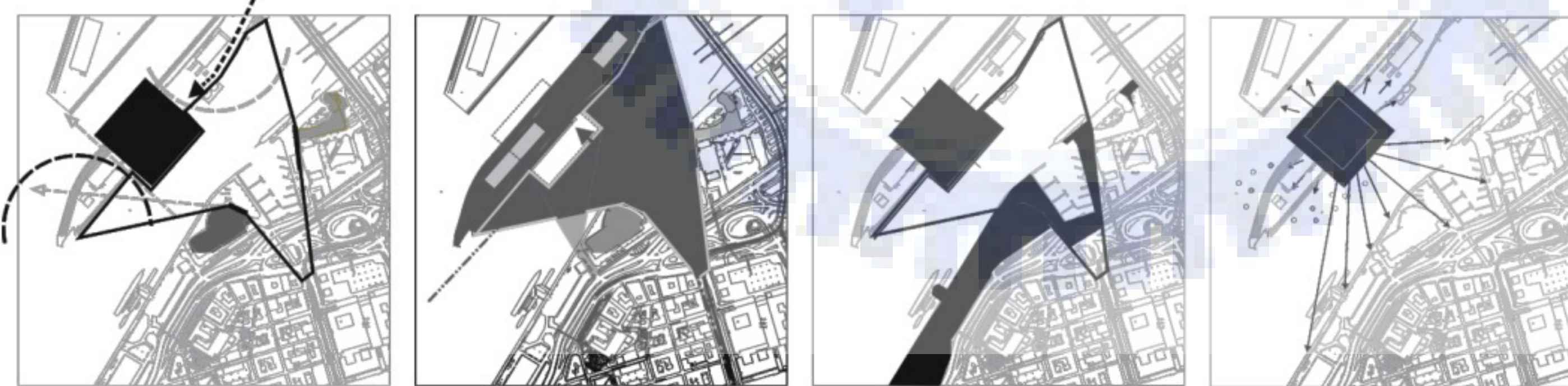
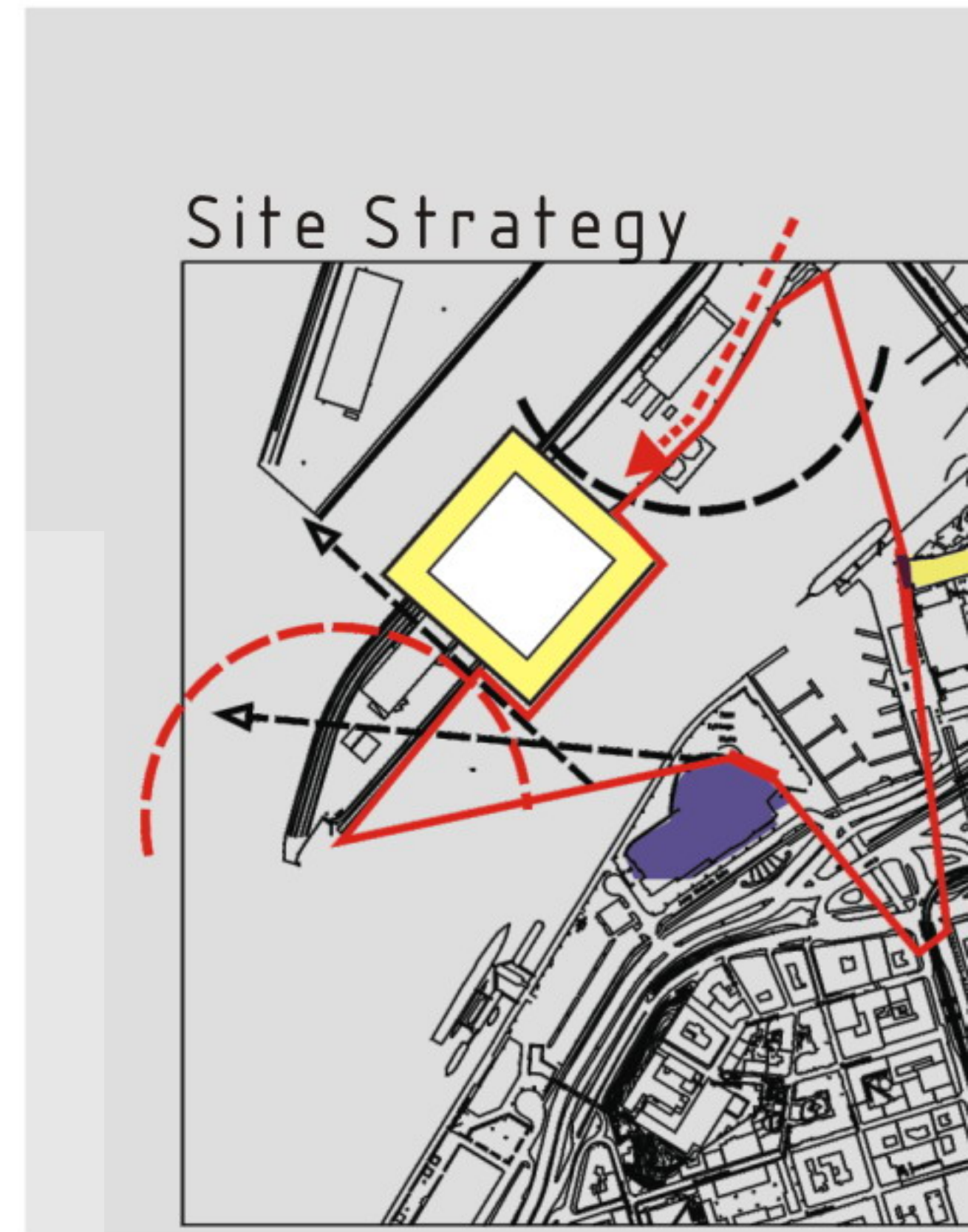
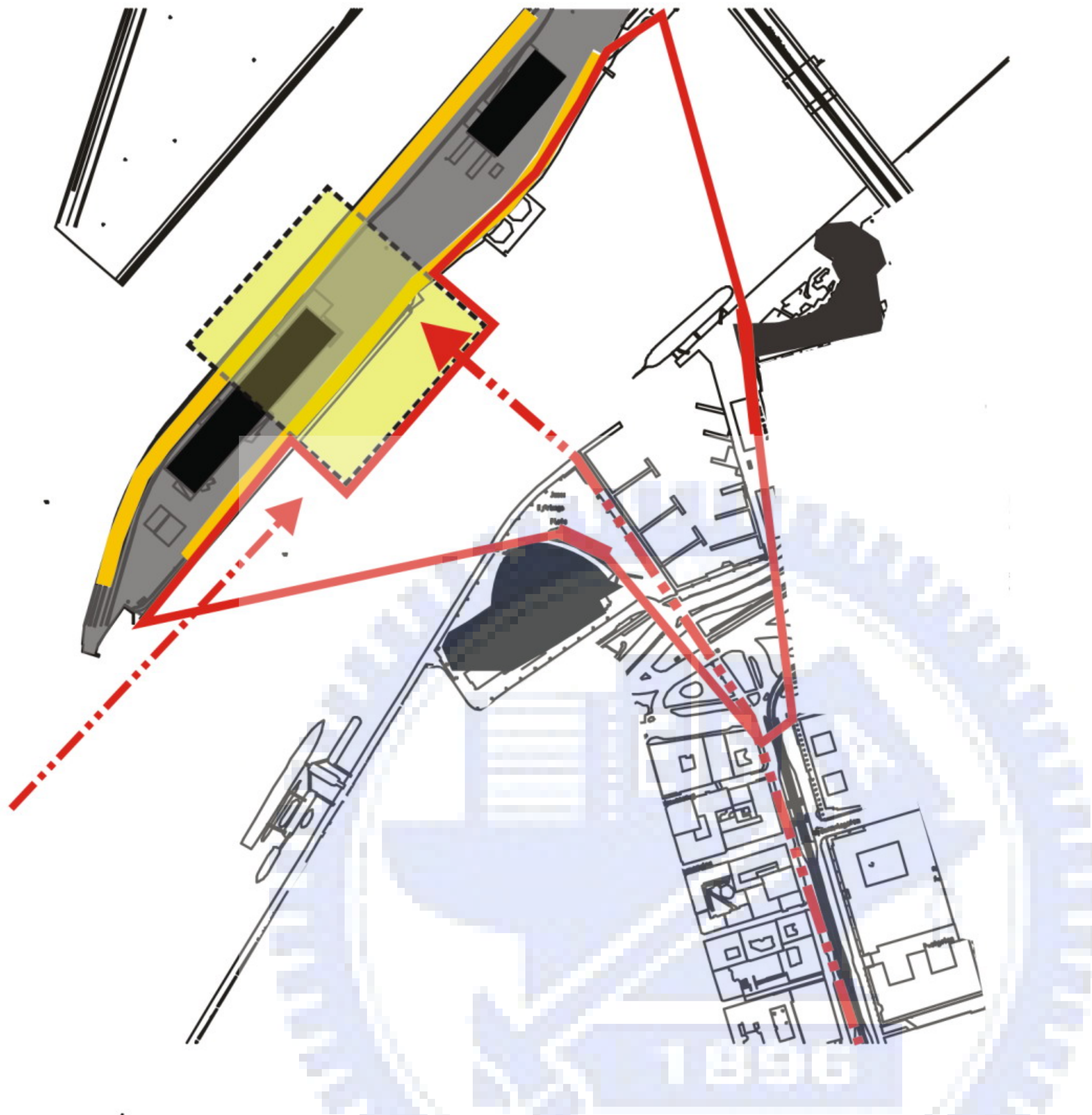
## S T U D I O I N T R O D U C T I O N

The projects alternate between Gothenburg and Shanghai/Odessa. Both cities are important ports in the global trade; they are not national capitals, however leading economic and cultural regional hubs with significance far beyond the national borders.

Investigations of materials – the traditional as well as the newest – are a key aspect of the study. Each project concentrates on one or a few materials to investigate and apply in depth. It is obvious that all projects must document a qualified strategy for economy, sustainability and accessibility.



# Redefine Site From hidden site



A stadium for aquanaut sports water theatre by the "Banana pier" to the west of the Göta Älv Bridge.

Gothenburg is a port under rapid change. While the central traditional public harbour is disappearing to be replaced by the efficient contemporary container ports hidden behind fences and closer to the sea, the citizens is deprived their immediately contact with the harbour as a spectacle and a theatre in their everyday life.

Longitudinal section

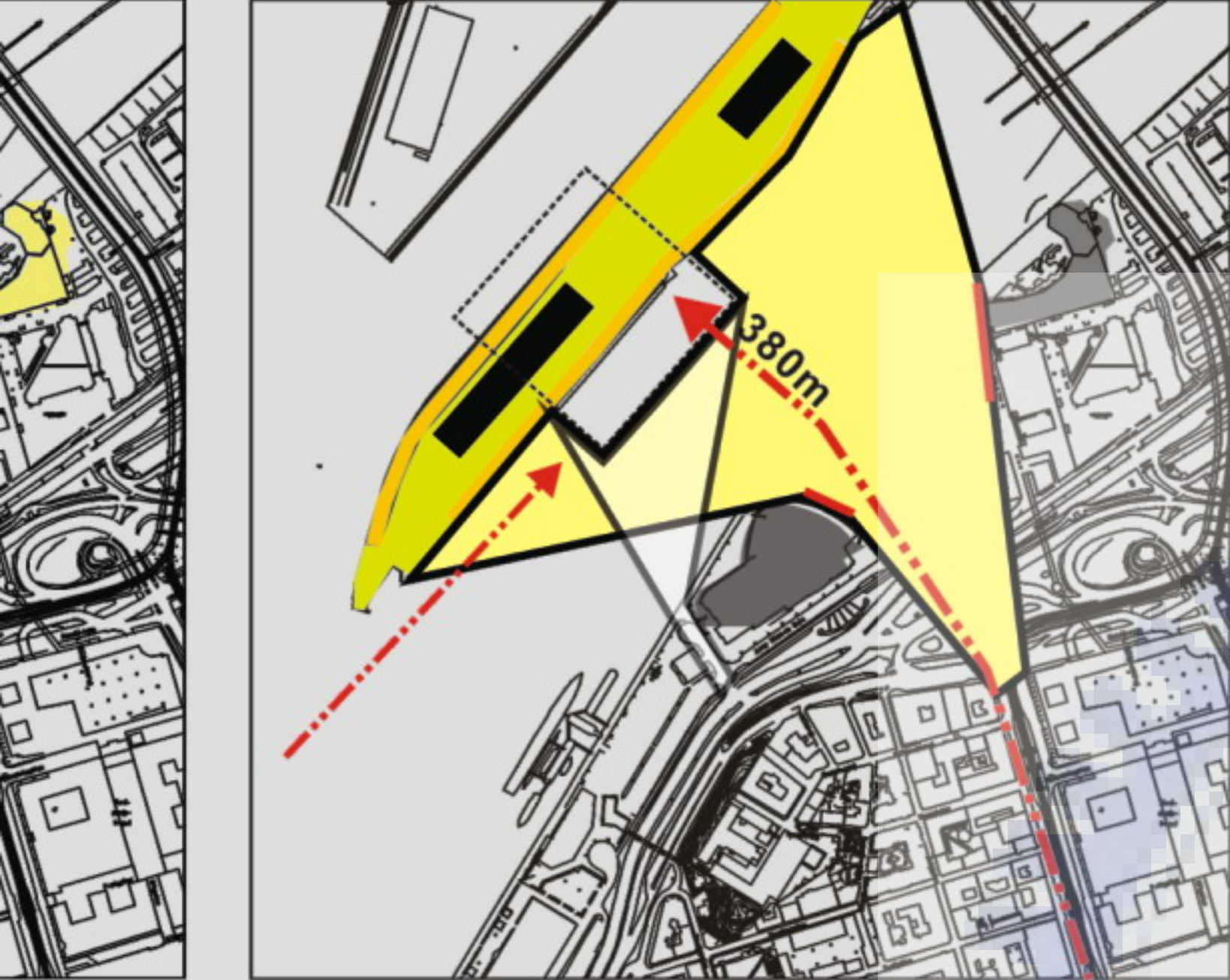


# Identity

## Site to linked site.

The location of the site is marginal, disconnected from the city center it intends to serve as lobby. It also limits views from the site toward the Göteborg city.

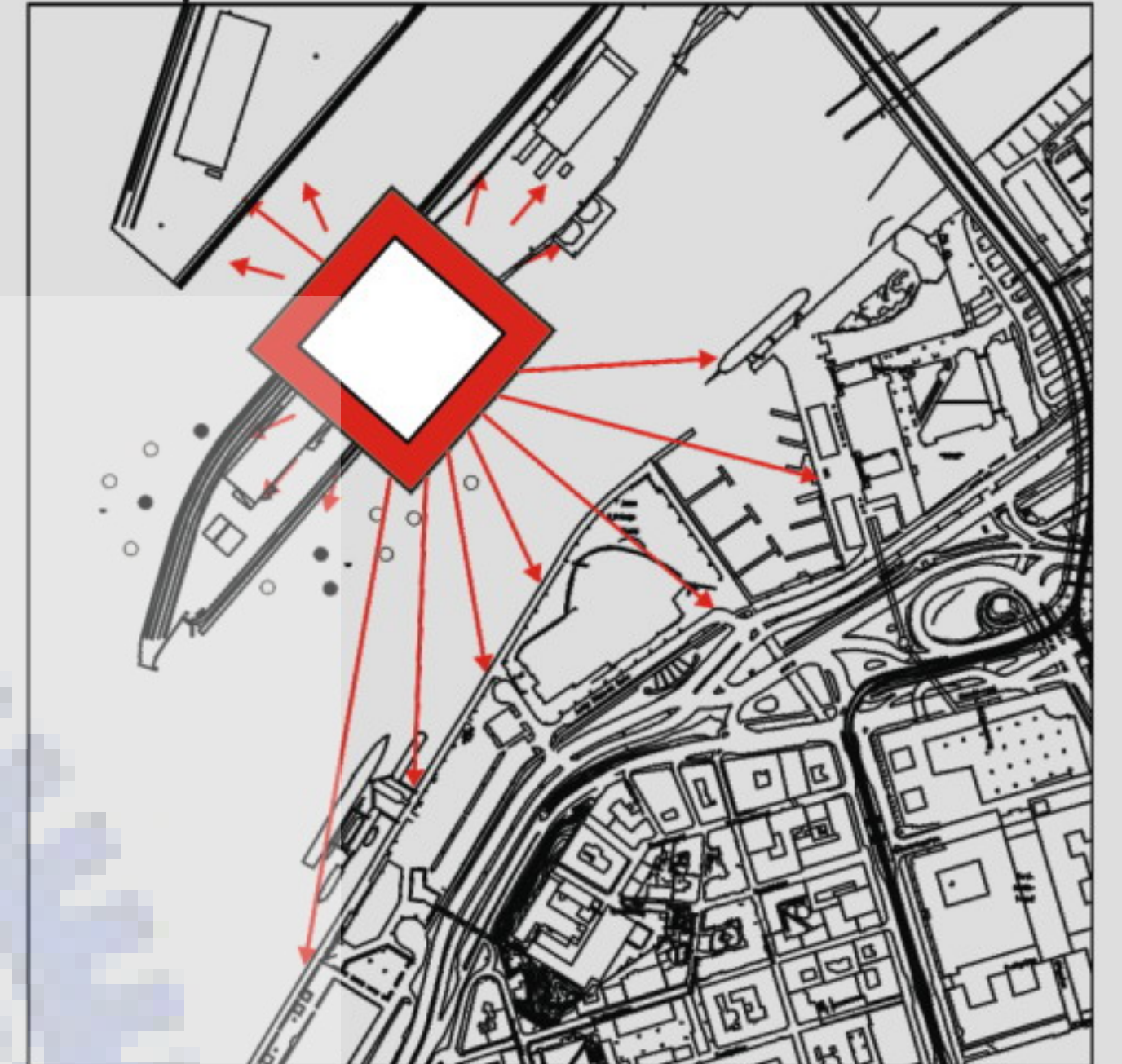
Original arena & Access



Re-create the Interface



Re-present the Interface



## Site survey

The project starting from a photo survey as a strip of snapshots of the urban landscape surrounding the site.

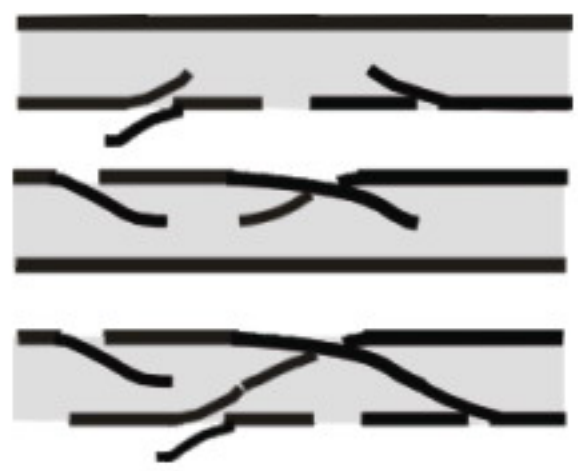
The photo below is take on the Göta Älv Bridge to illustrate the section of the site from Göteborg city to the pier.

The location of the site is marginal, disconnected from the central city it intends to serve as lobby. It also limits views from the site toward the landmark of the city.

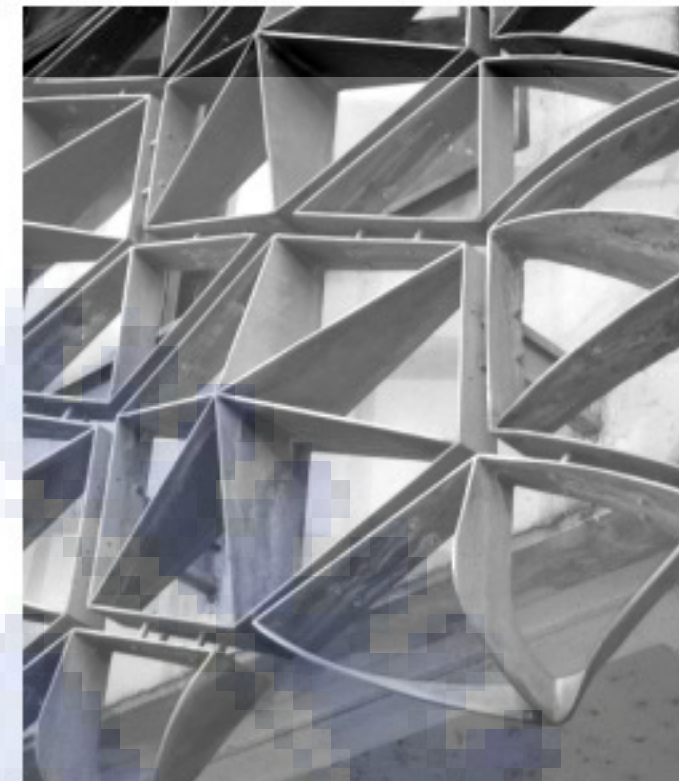
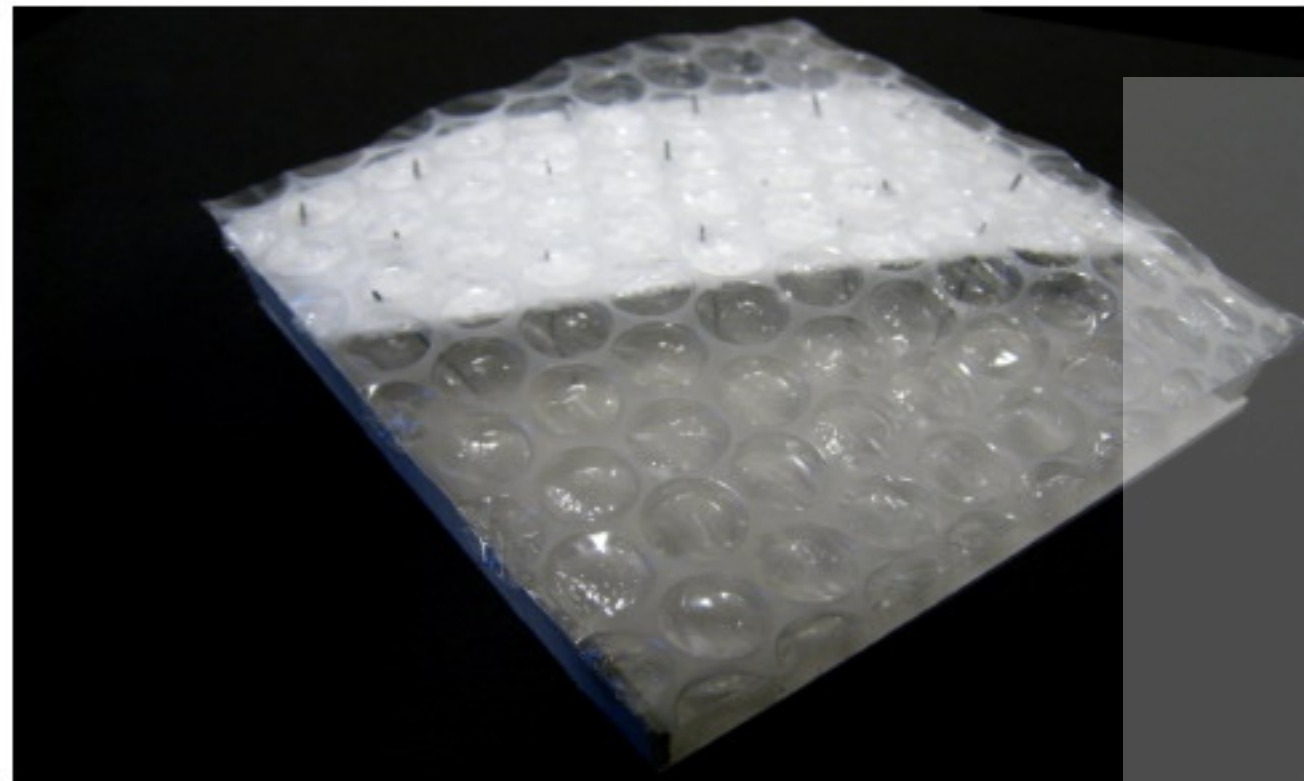


# \_ I n t e r - f a c e

Inter-face refer to communication or interaction.a common boundary or interconnection between systems, equipment, concepts, or human beings.



Space intent and structural idea



Study model\_

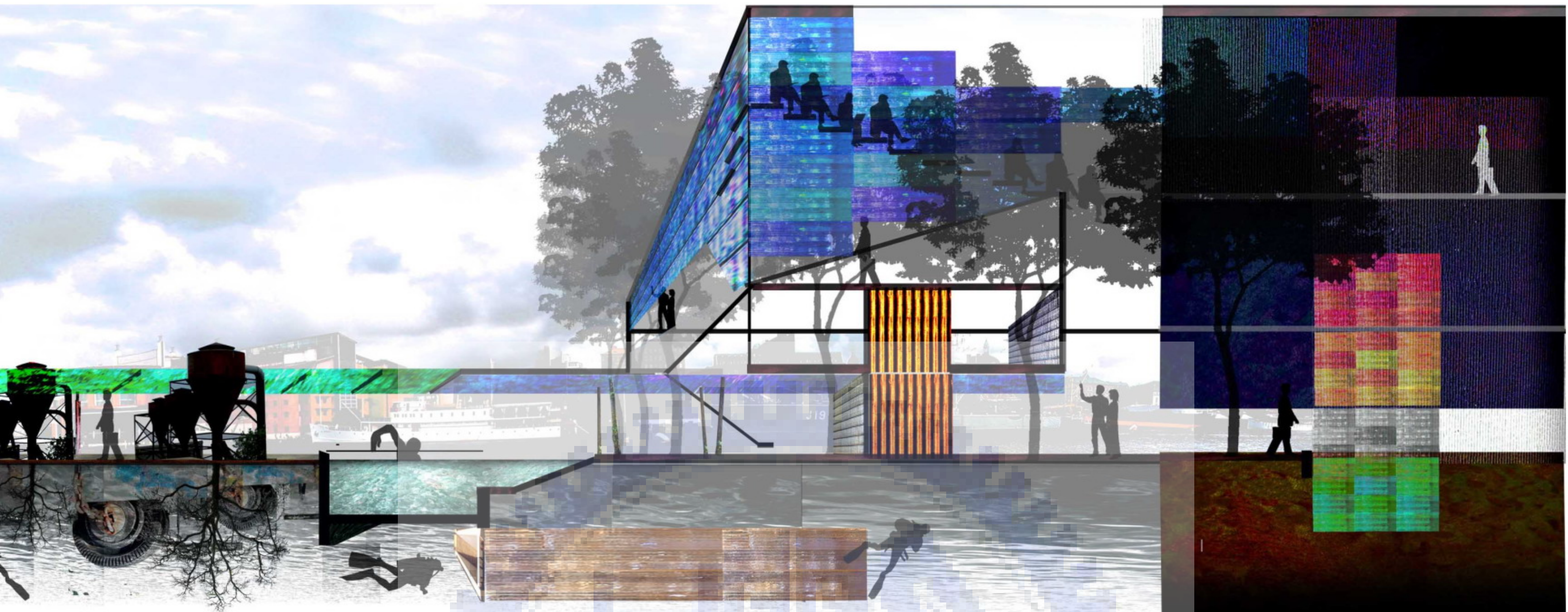
The model is the concept of transition corridor which is the floating System on the water.

## Elevation collage

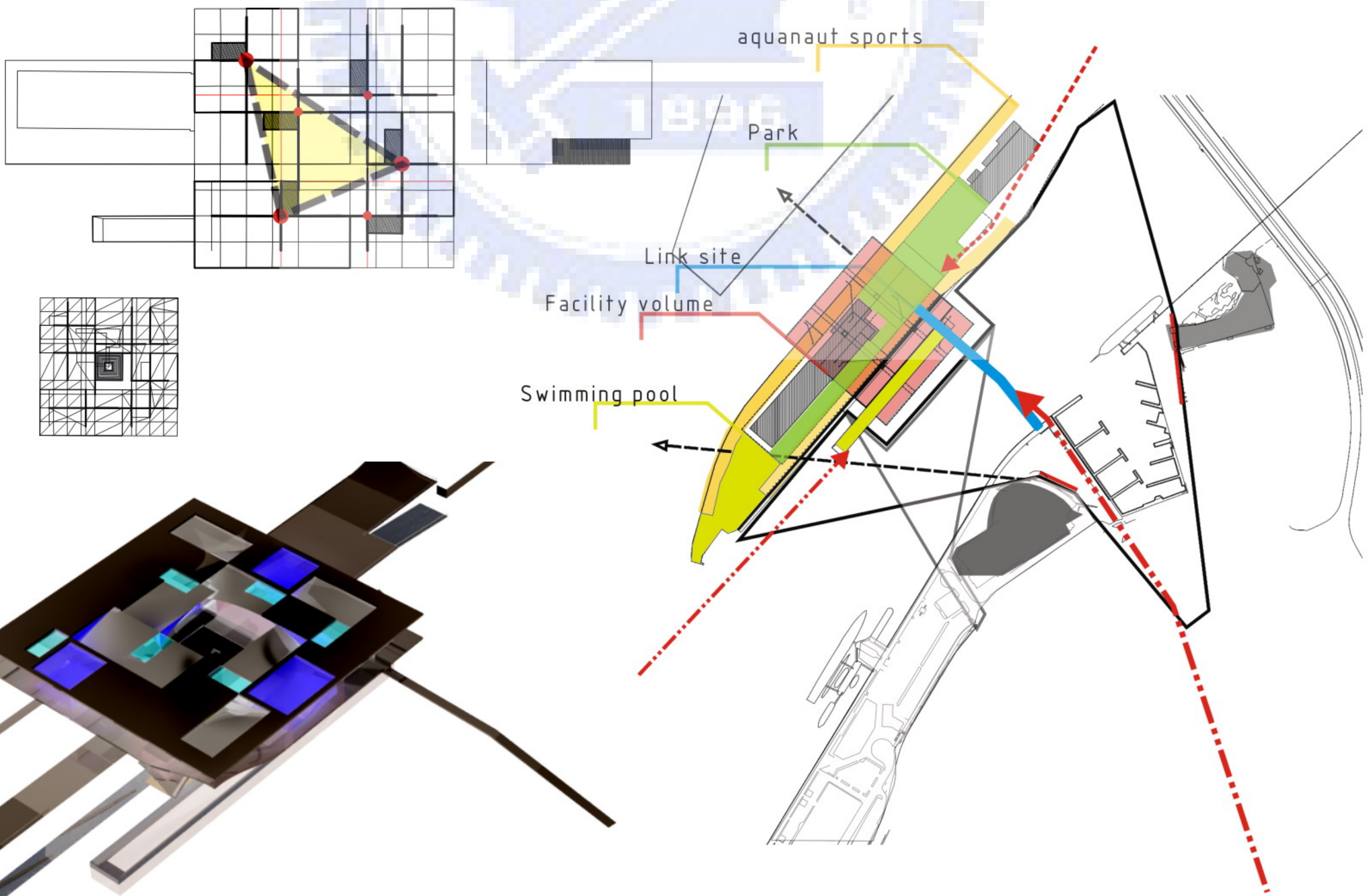


The proposed site is conceived as an essential link in the tourist promenade. The strategic repositioning of the site offers ample view towards the city along the proposed strip on the second floor plaza.

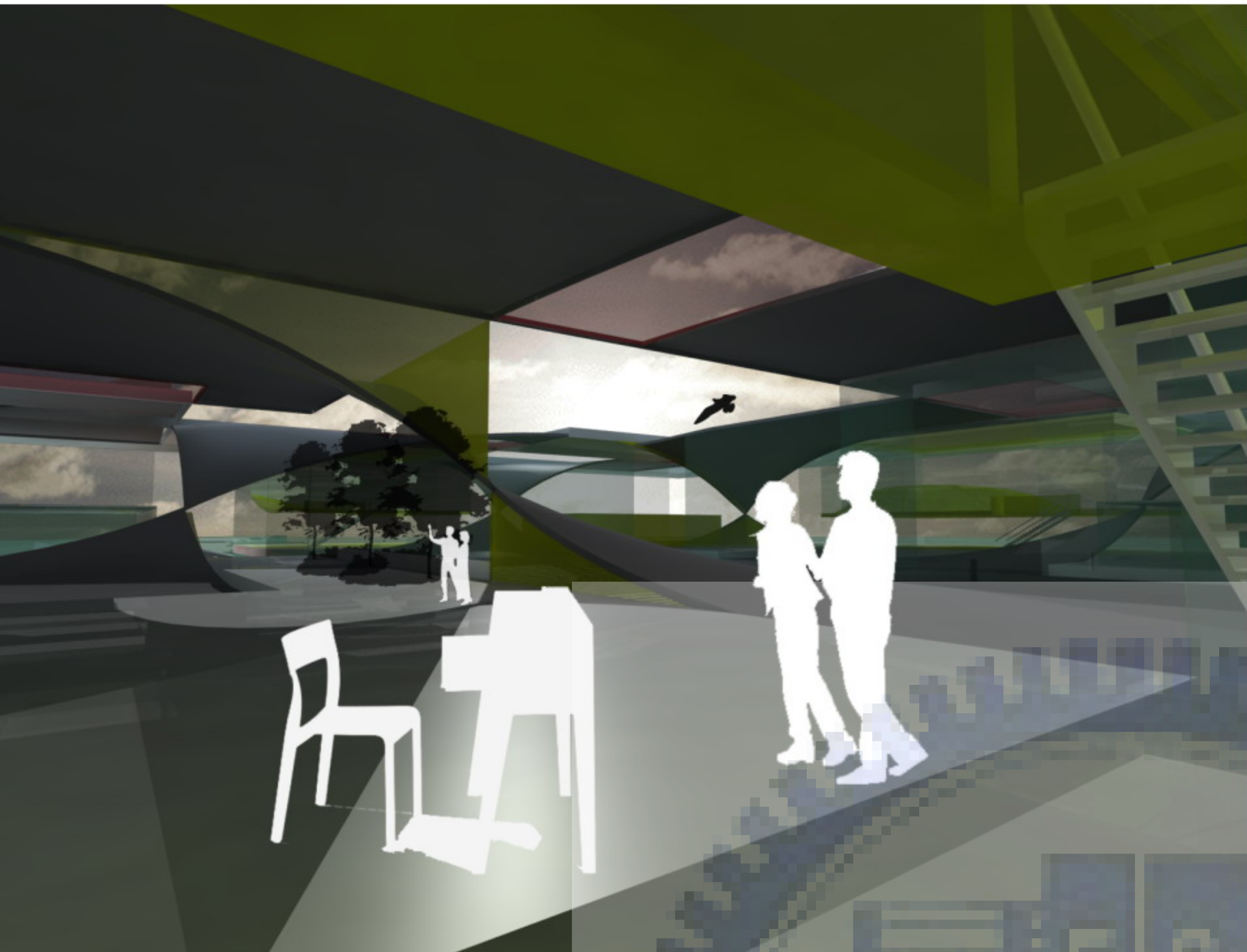
New functions such as aquanaut sports and water theatre will emerge to attract large crowds around the central water basin and recreate the theatrical role of festival and exotic dream of the central harbour.



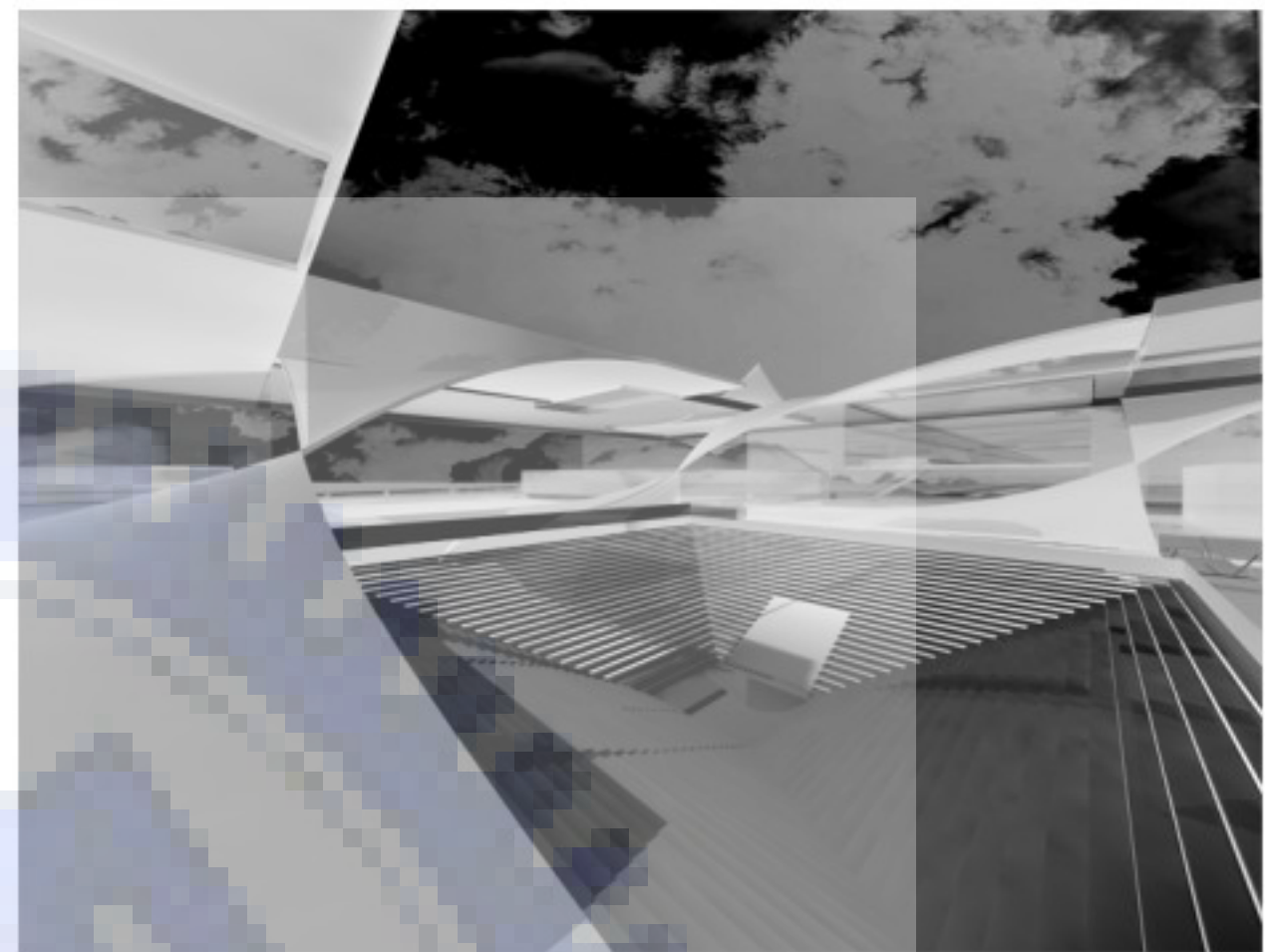
Structure plan



S  
K  
E  
E  
S  
E  
D  
  
S  
T  
R  
O  
D  
D  
E  
S



Interior perspective

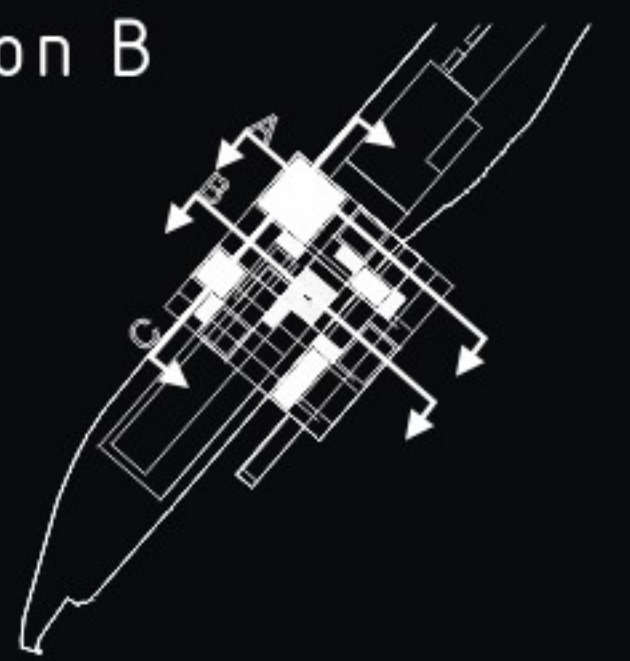


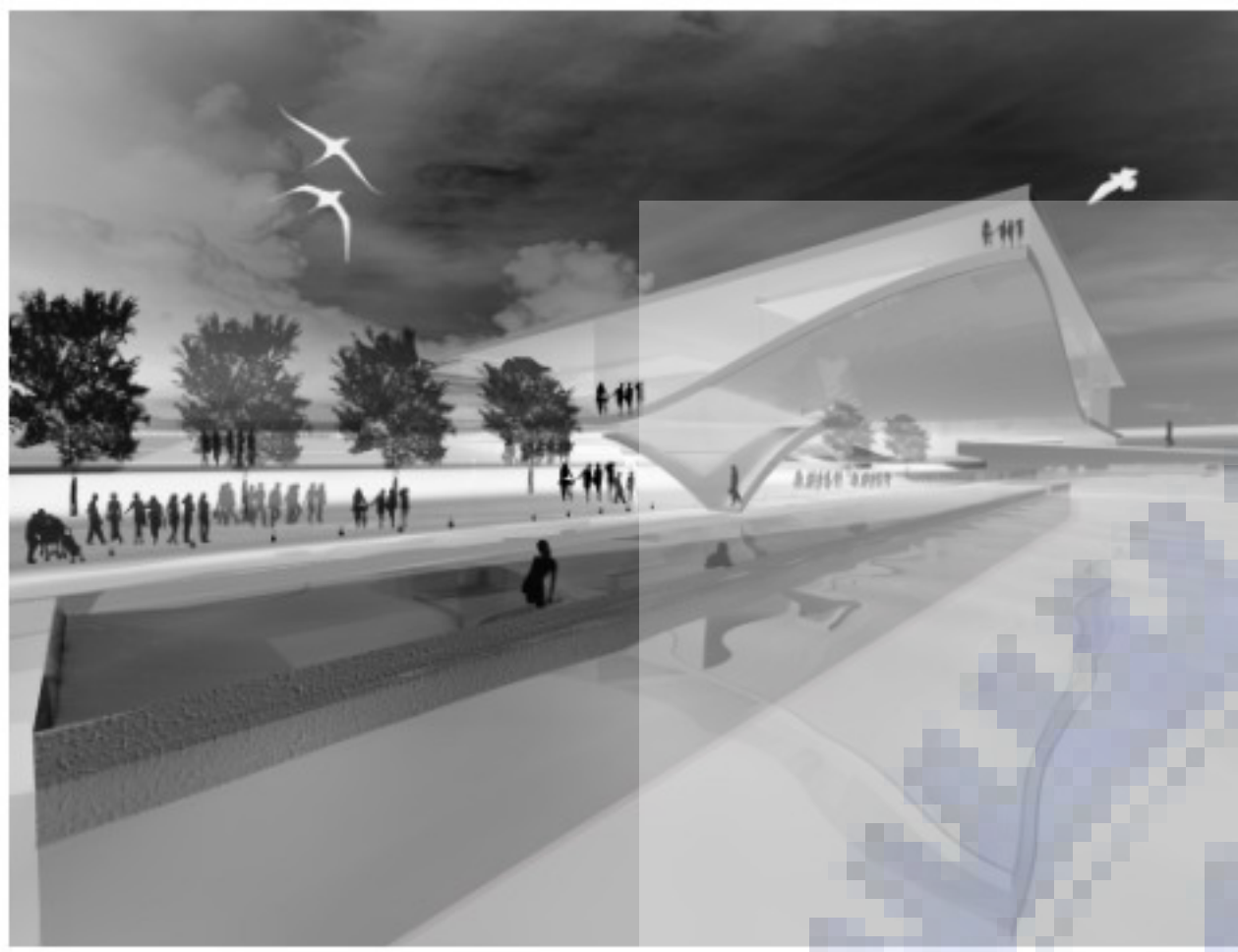
Section A

Section

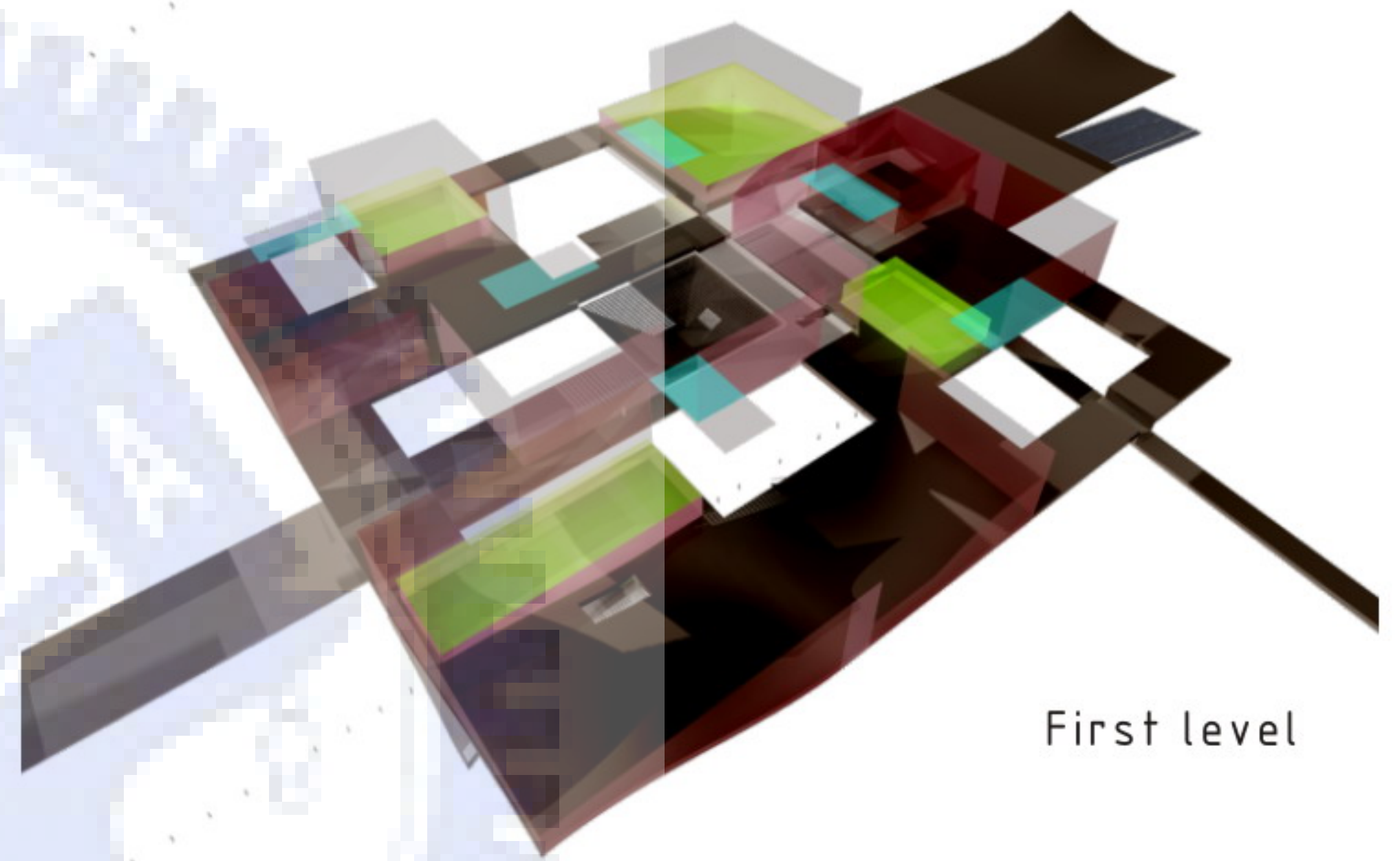


Section B

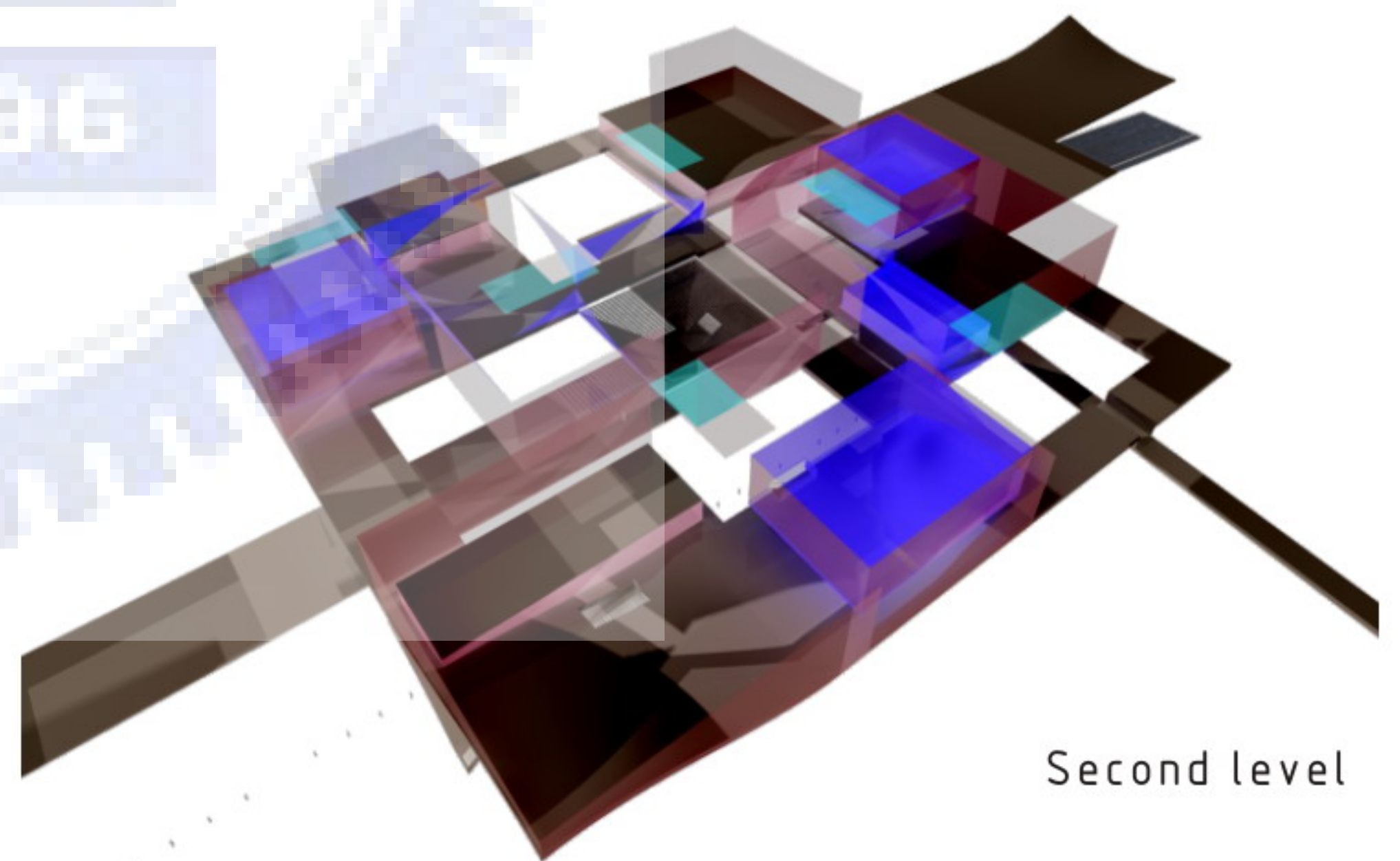




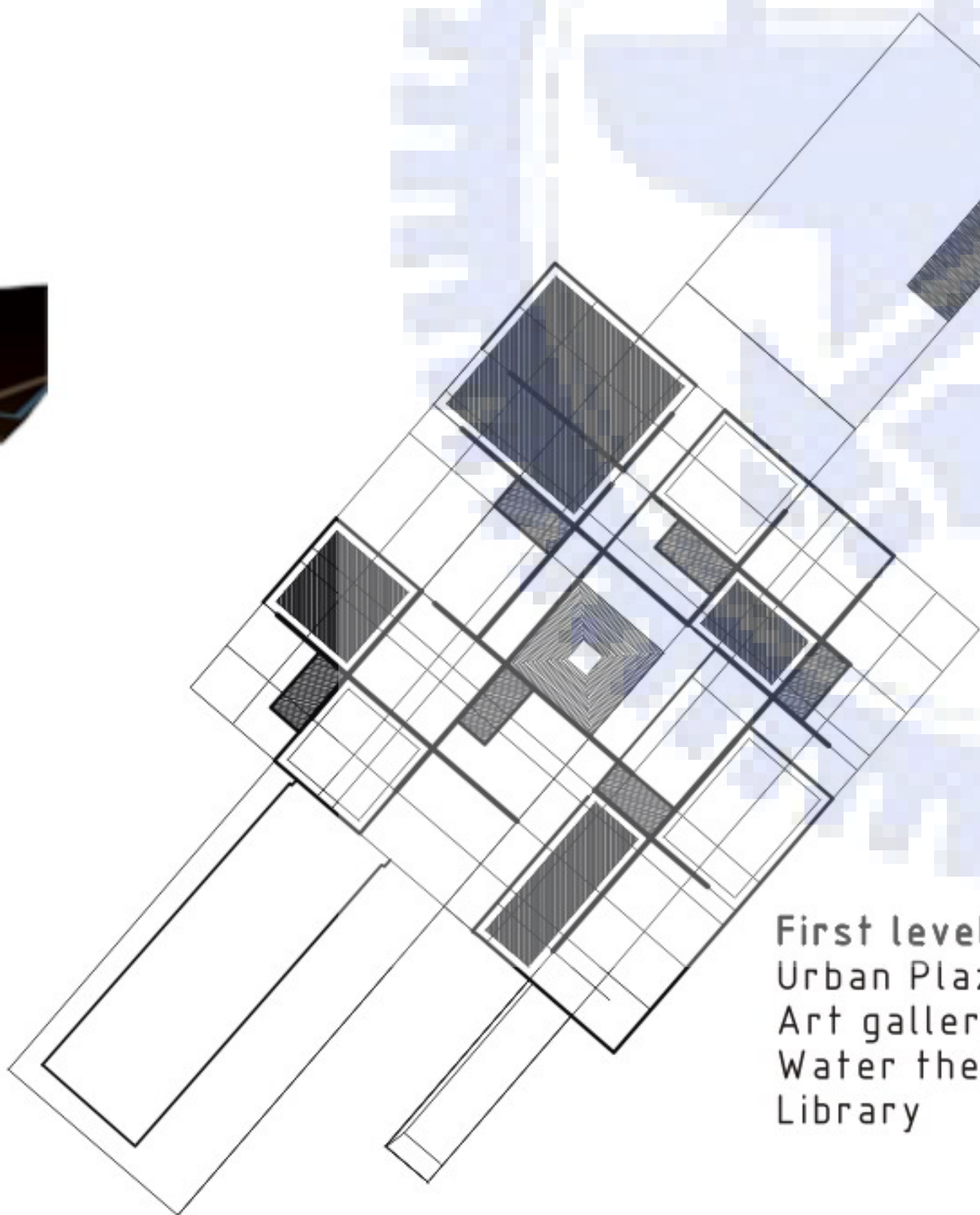
Inter- face



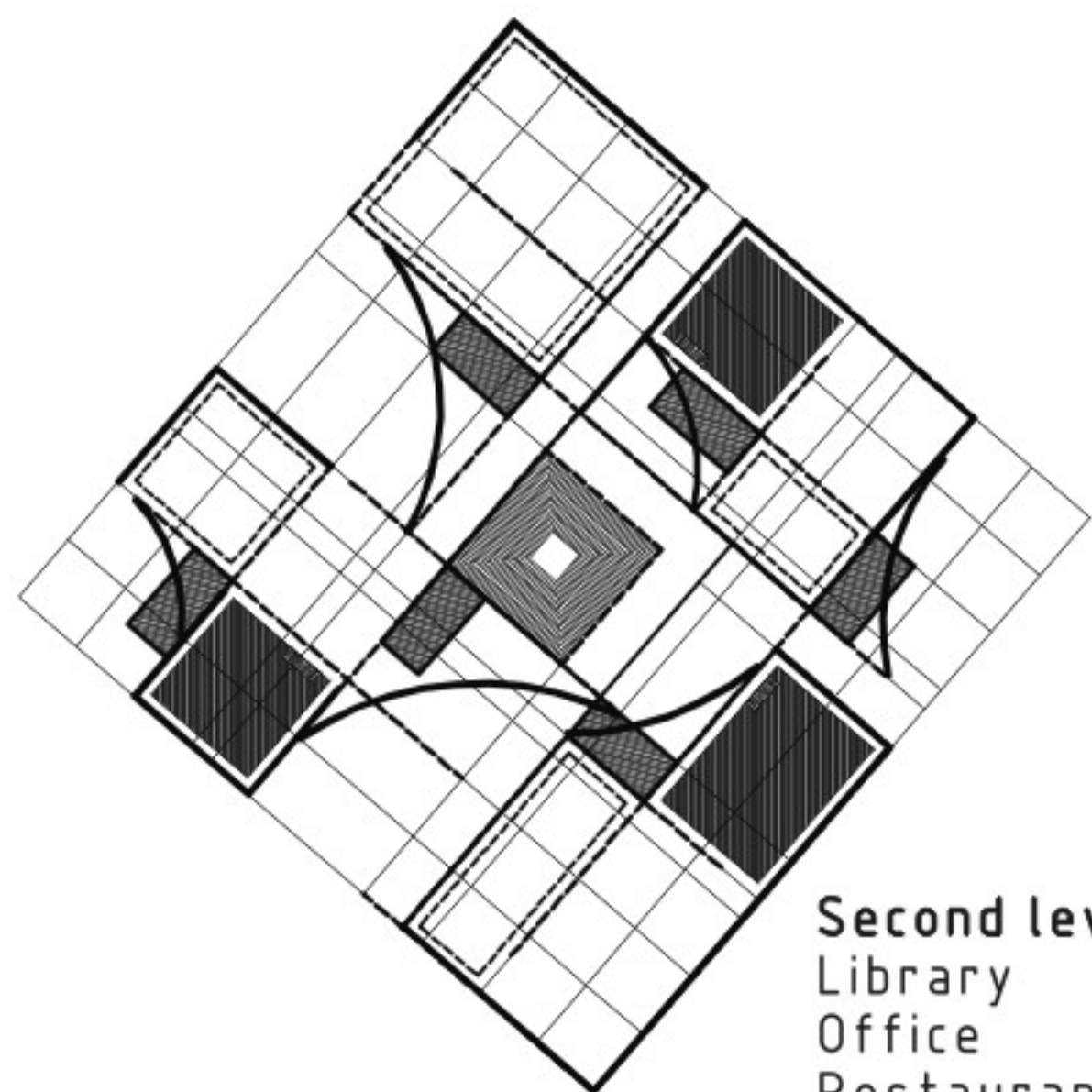
First level



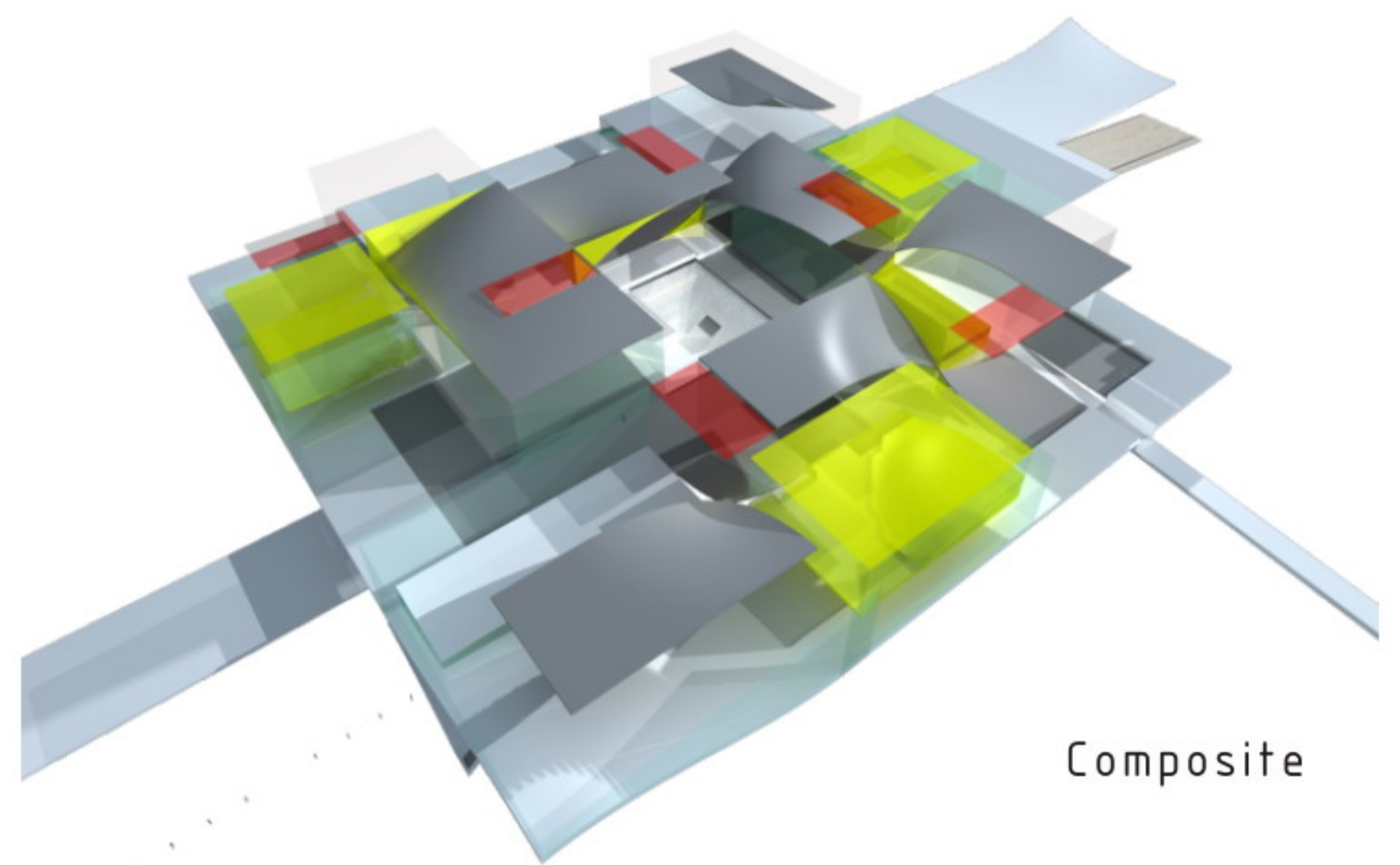
Second level



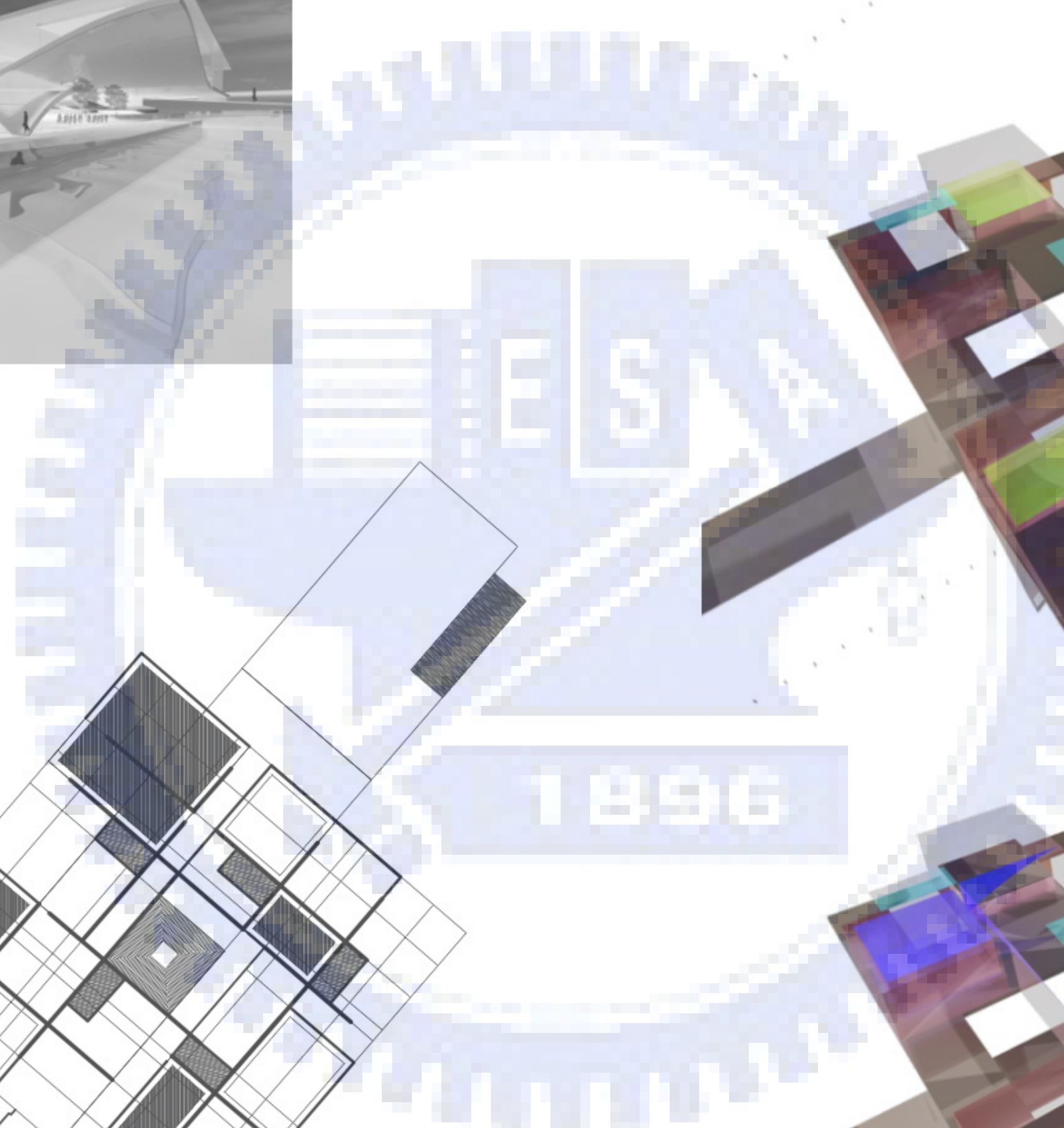
First level plan  
Urban Plaza  
Art gallery  
Water theater  
Library

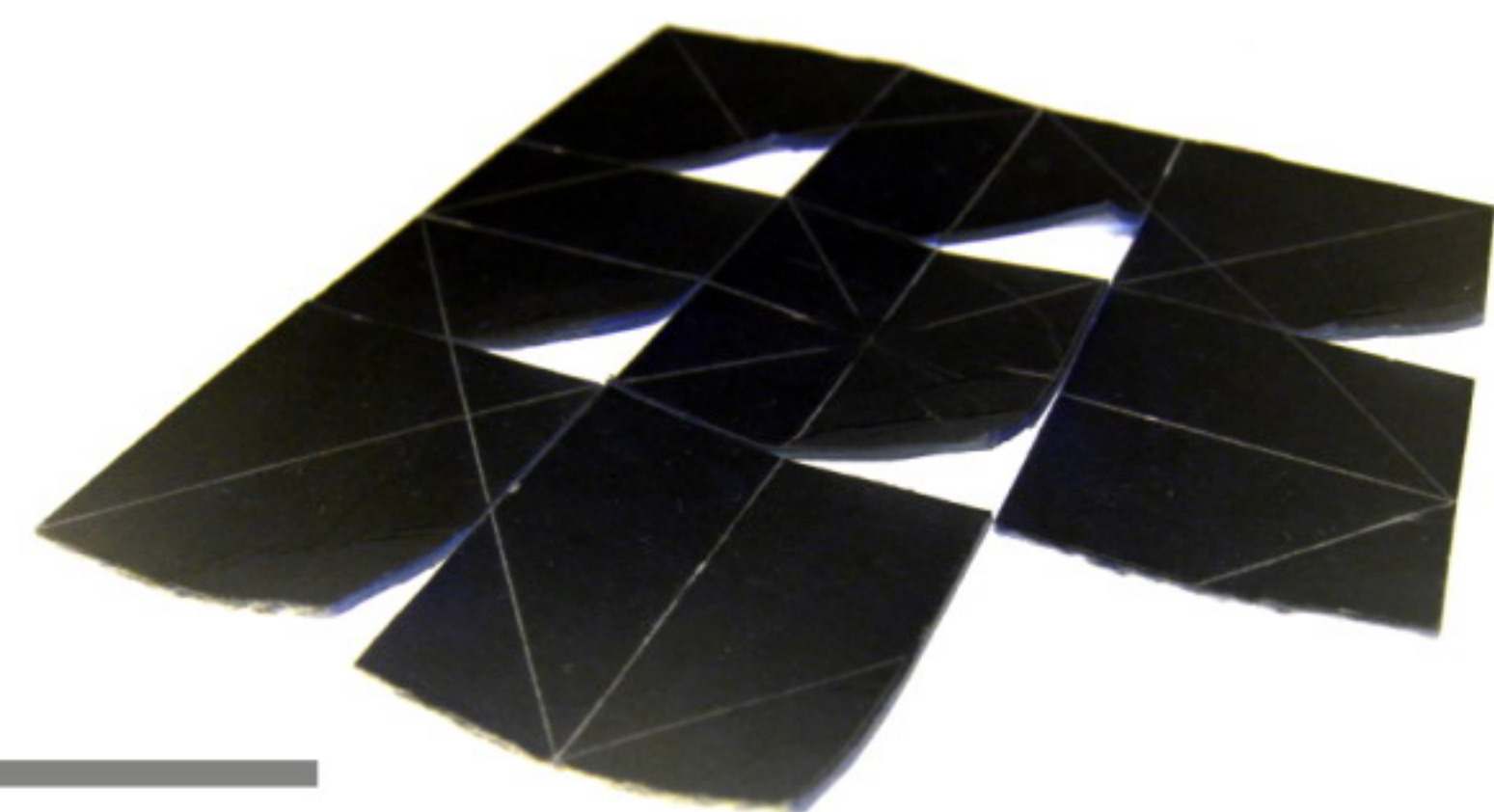


Second level plan  
Library  
Office  
Restaurant  
Cofe



Composite





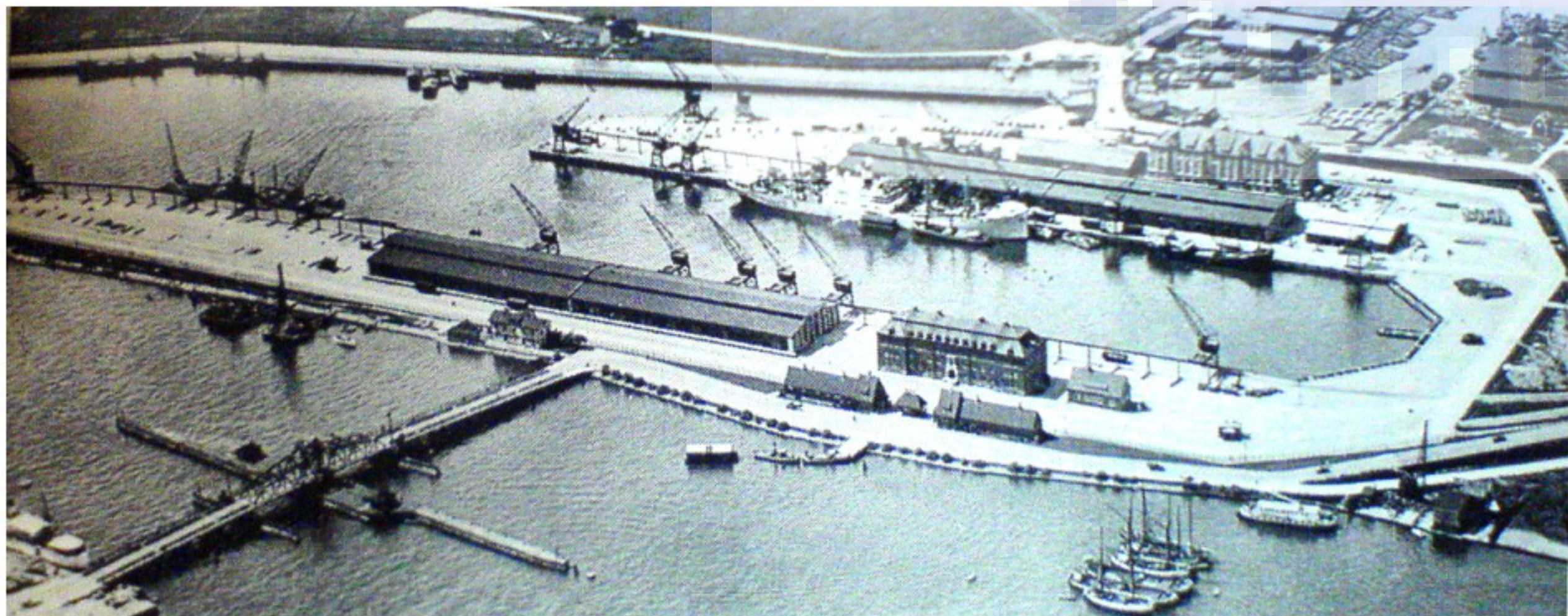
---

# \_ F l u x

**Flux** is a flowing or flow as a continuous change, passage, or movement through a defined area. Flux is defined as the rate at which a given quantity passes through a fixed boundary per unit time.







Frihamnen in the 1930s. In the foreground the old bridge (Hisingsbron) over Göta Älv.



B a n a n a   A r e n a .

---

Project 03\_CTH  
Date\_Autumn 2008  
Advisor\_Morten Lund

Interface  
Banana Arena  
Location\_Göteborg Sweden





---

## S I T E

Located around the Banana pier just west of the Göta Älv bridge the project integrates the spectator's stand with the public square, designed as a extensive boardwalk in an urban scale. Structurally the boardwalk is designed as a series of large span and movable wooden structures with fittings of cast iron.

## R E S E A R C H

Gothenburg is a industrial port under rapid change. While the central traditional public harbour is disappearing to be replaced by the efficient contemporary container ports hidden behind fences and closer to the sea, the citizens is deprived their immediately contact with the harbour as a spectacle and a theatre in their everyday life.

## P R O G R A M

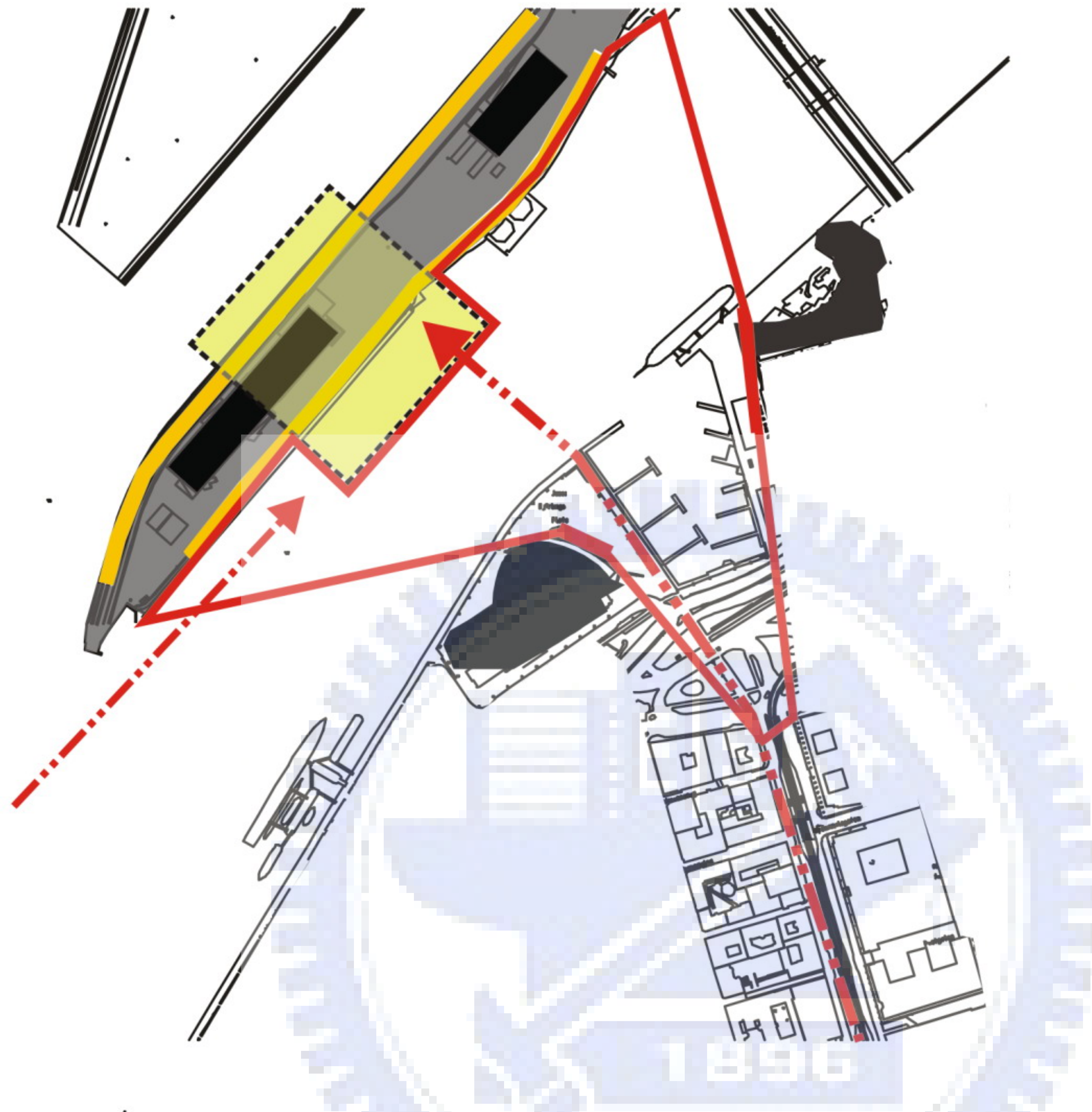
New functions such as aquanaut sports and water theatre of a relevant scale is emerge to attract large crowds around the central water basin and recreate the theatrical role of festival and exotic dreams of the central harbour.

## S T U D I O I N T R O D U C T I O N

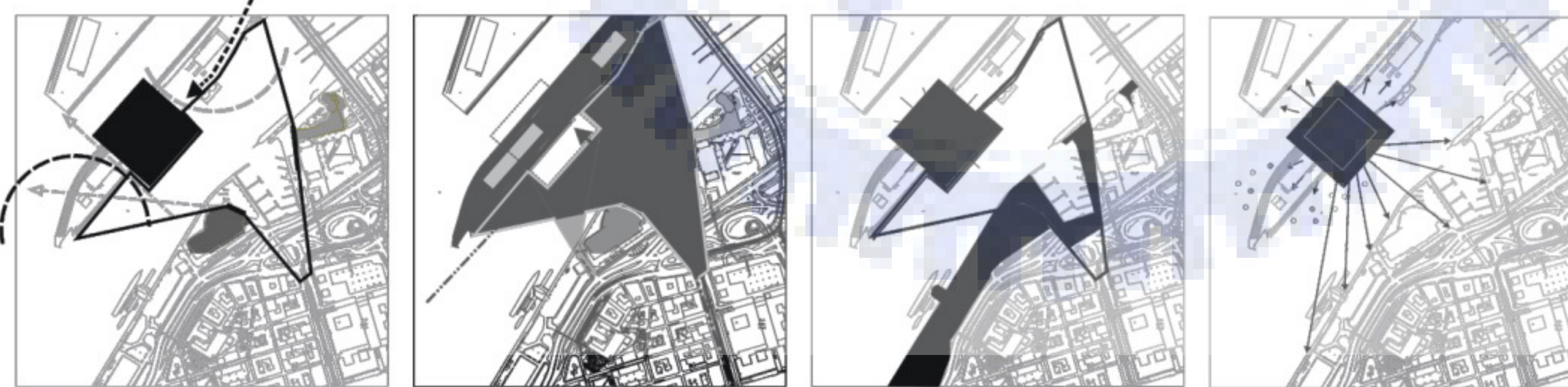
The projects alternate between Gothenburg and Shanghai/Odessa. Both cities are important ports in the global trade; they are not national capitals, however leading economic and cultural regional hubs with significance far beyond the national borders.

Investigations of materials – the traditional as well as the newest – are a key aspect of the study. Each project concentrates on one or a few materials to investigate and apply in depth. It is obvious that all projects must document a qualified strategy for economy, sustainability and accessibility.

# Redefine Site From hidden si



## Site Strategy



A stadium for aquanaut sports water theatre by the "Banana pier" to the west of the Göta Älv Bridge.

Gothenburg is a port under rapid change. While the central traditional public harbour is disappearing to be replaced by the efficient contemporary container ports hidden behind fences and closer to the sea, the citizens is deprived their immediately contact with the harbour as a spectacle and a theatre in their everyday life.

## Longitudinal section

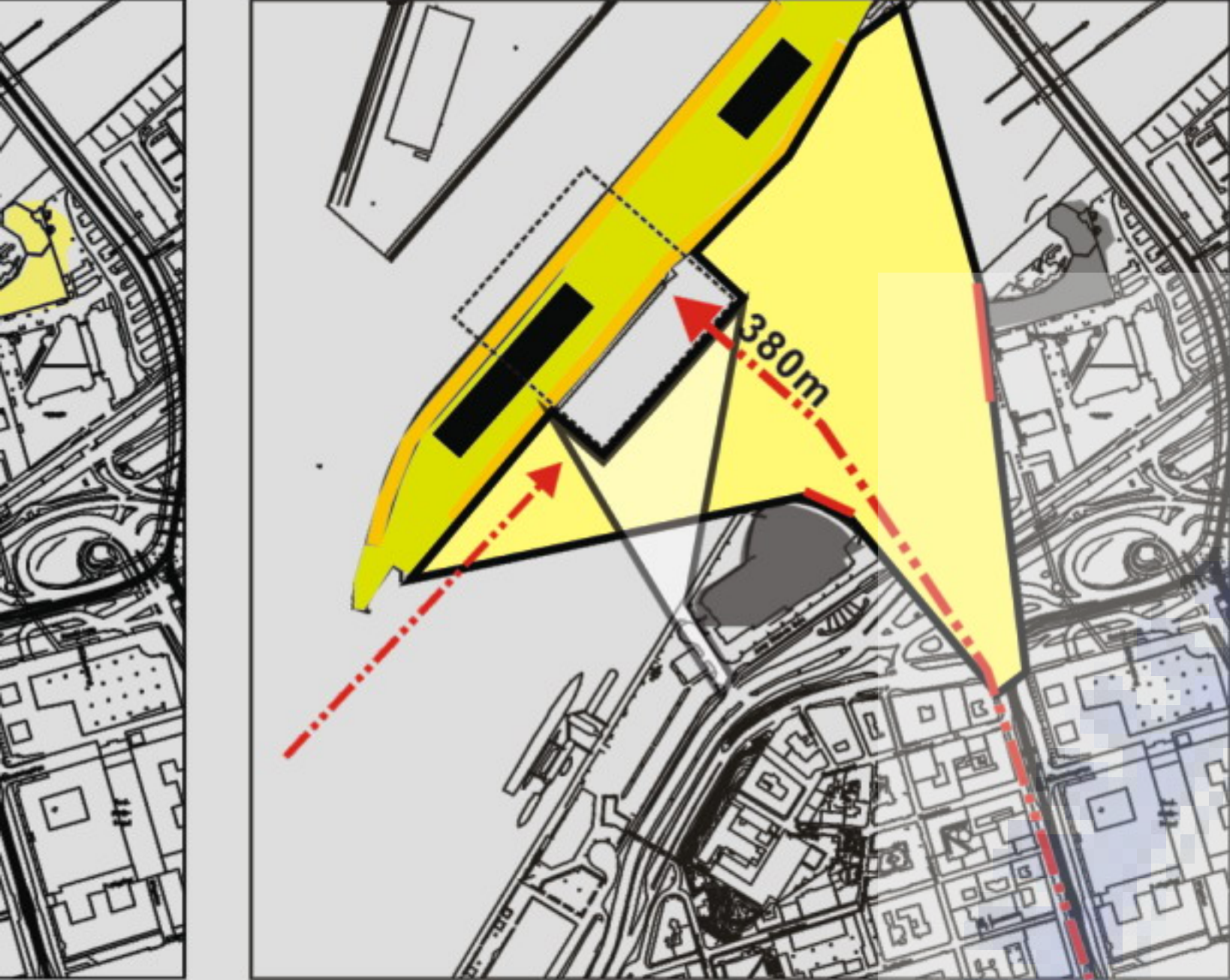


# Identity

## Site to linked site.

The location of the site is marginal, disconnected from the city center it intends to serve as lobby. It also limits views from the site toward the Göteborg city.

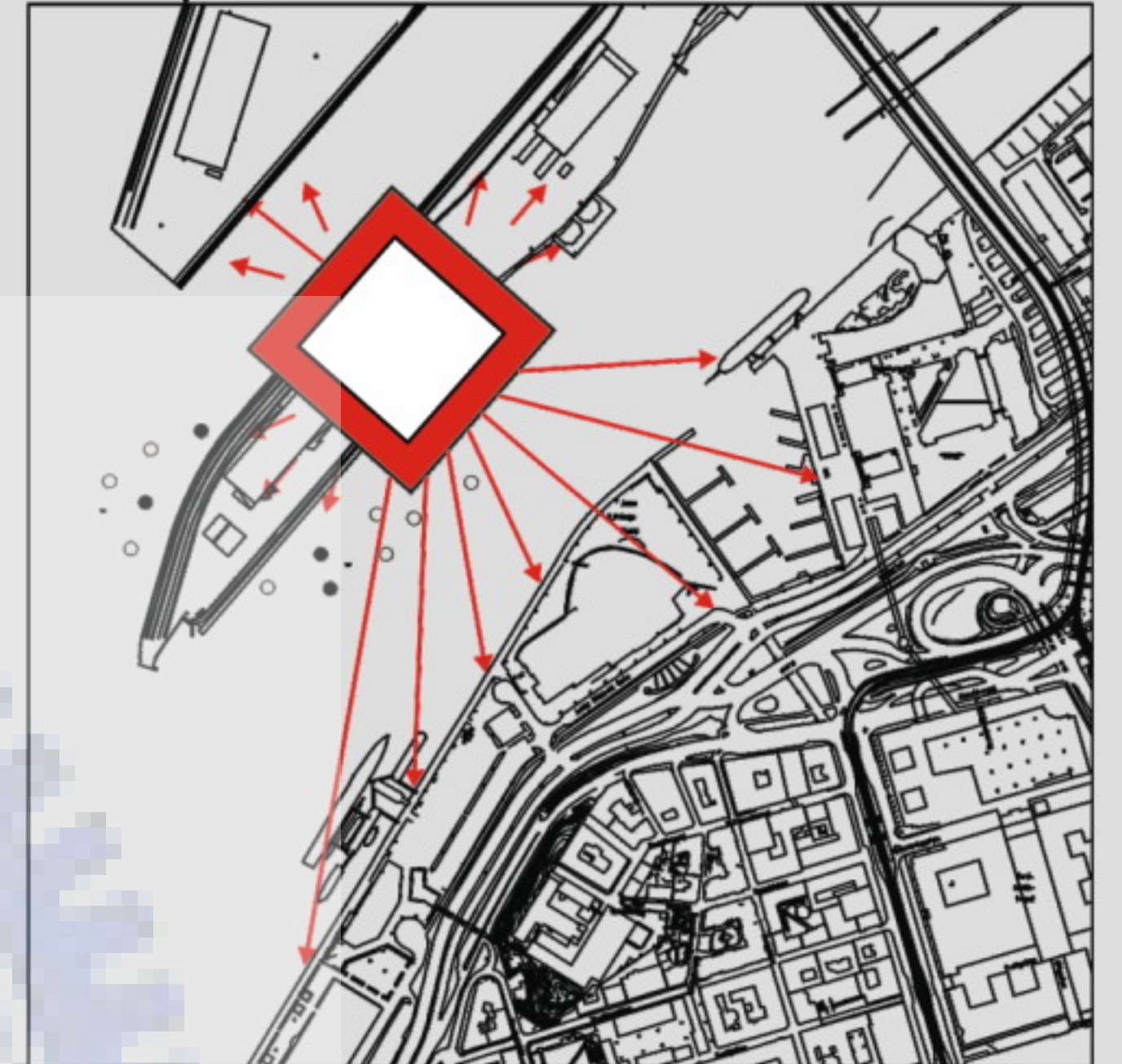
Original arena & Access



Re-create the Interface



Re-present the Interface



## Site survey

The project starting from a photo survey as a strip of snapshots of the urban landscape surrounding the site.

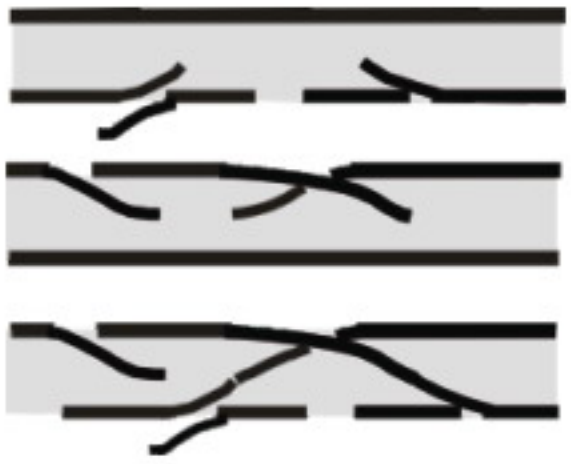
The photo below is take on the Göta Älv Bridge to illustrate the section of the site from Göteborg city to the pier.

The location of the site is marginal, disconnected from the central city it intends to serve as lobby. It also limits views from the site toward the landmark of the city.

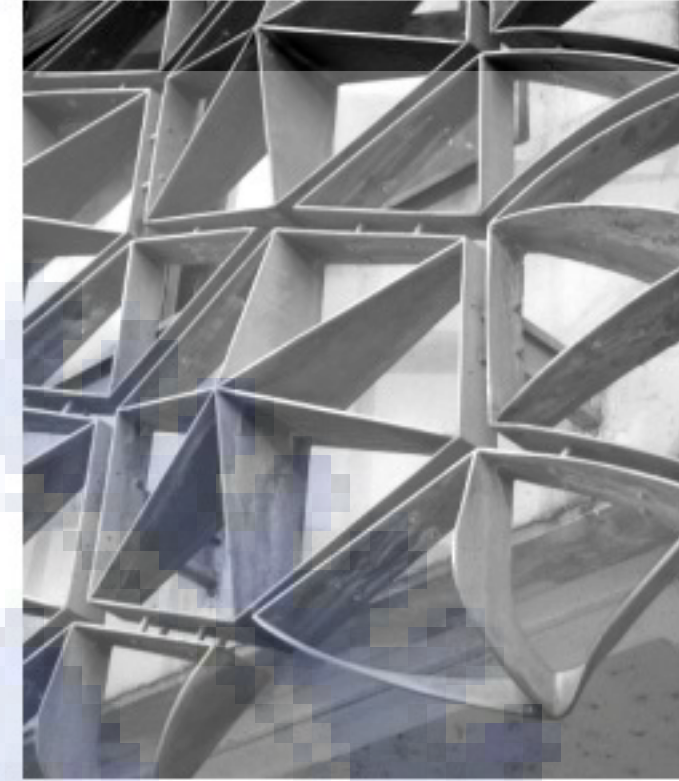
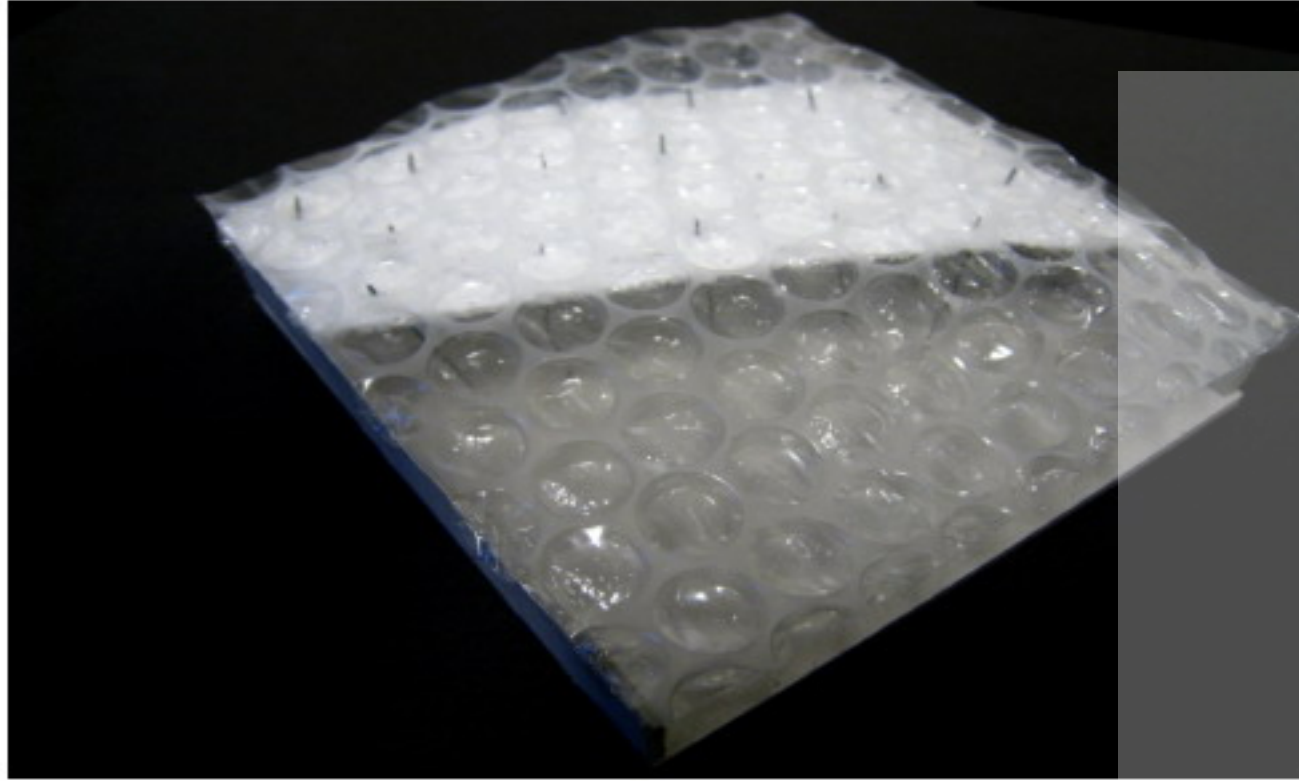


# \_ I n t e r - f a c e

Inter-face refer to communication or interaction.a common boundary or interconnection between systems, equipment, concepts, or human beings.



Space intent and structural idea



Study model\_

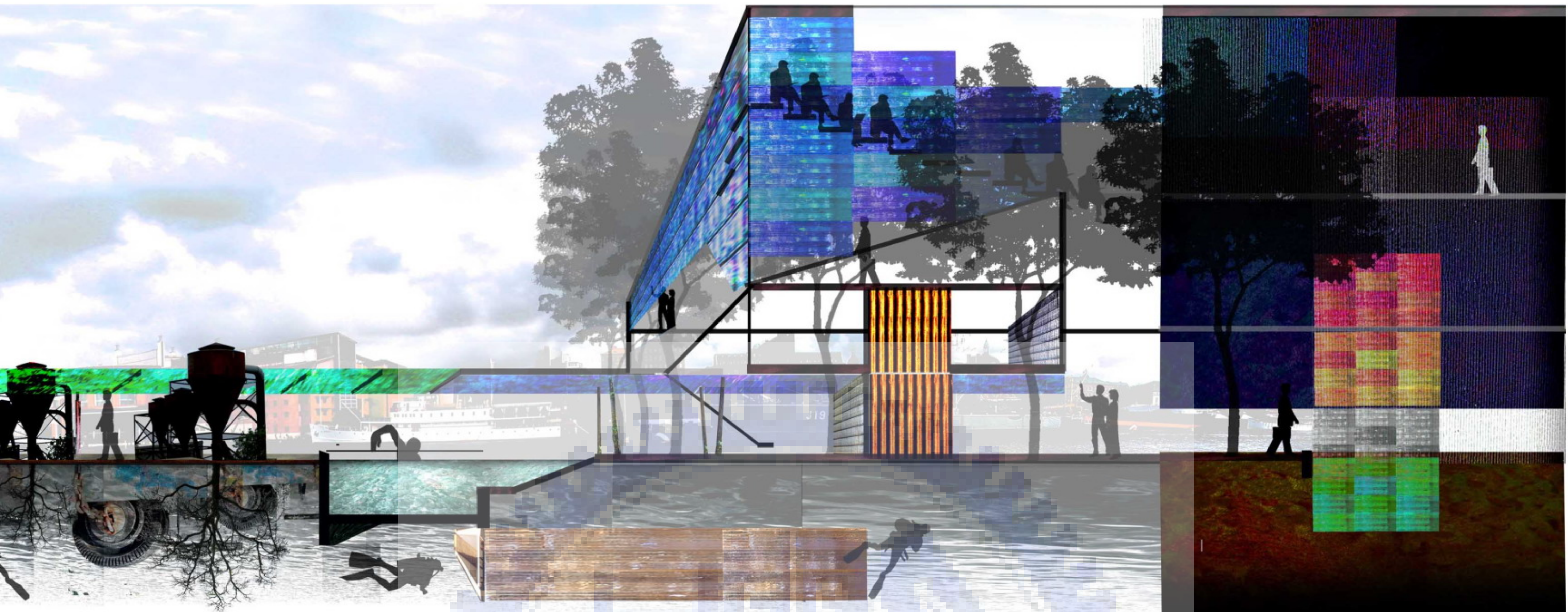
The model is the concept of transition corridor which is the floating System on the water.

## Elevation collage

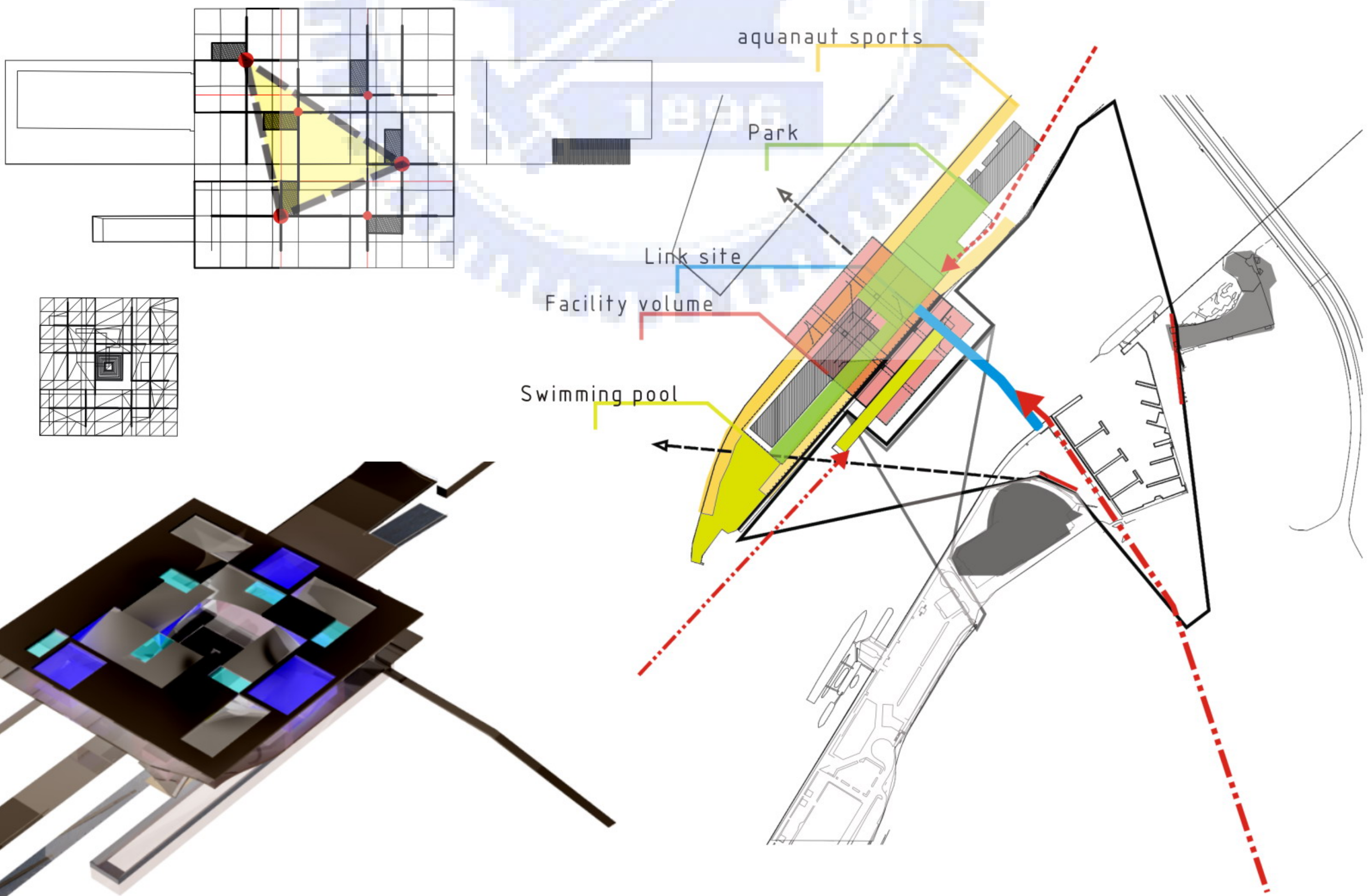


The proposed site is conceived as an essential link in the tourist promenade. The strategic repositioning of the site offers ample view towards the city along the proposed strip on the second floor plaza.

New functions such as aquanaut sports and water theatre will emerge to attract large crowds around the central water basin and recreate the theatrical role of festival and exotic dream of the central harbour.

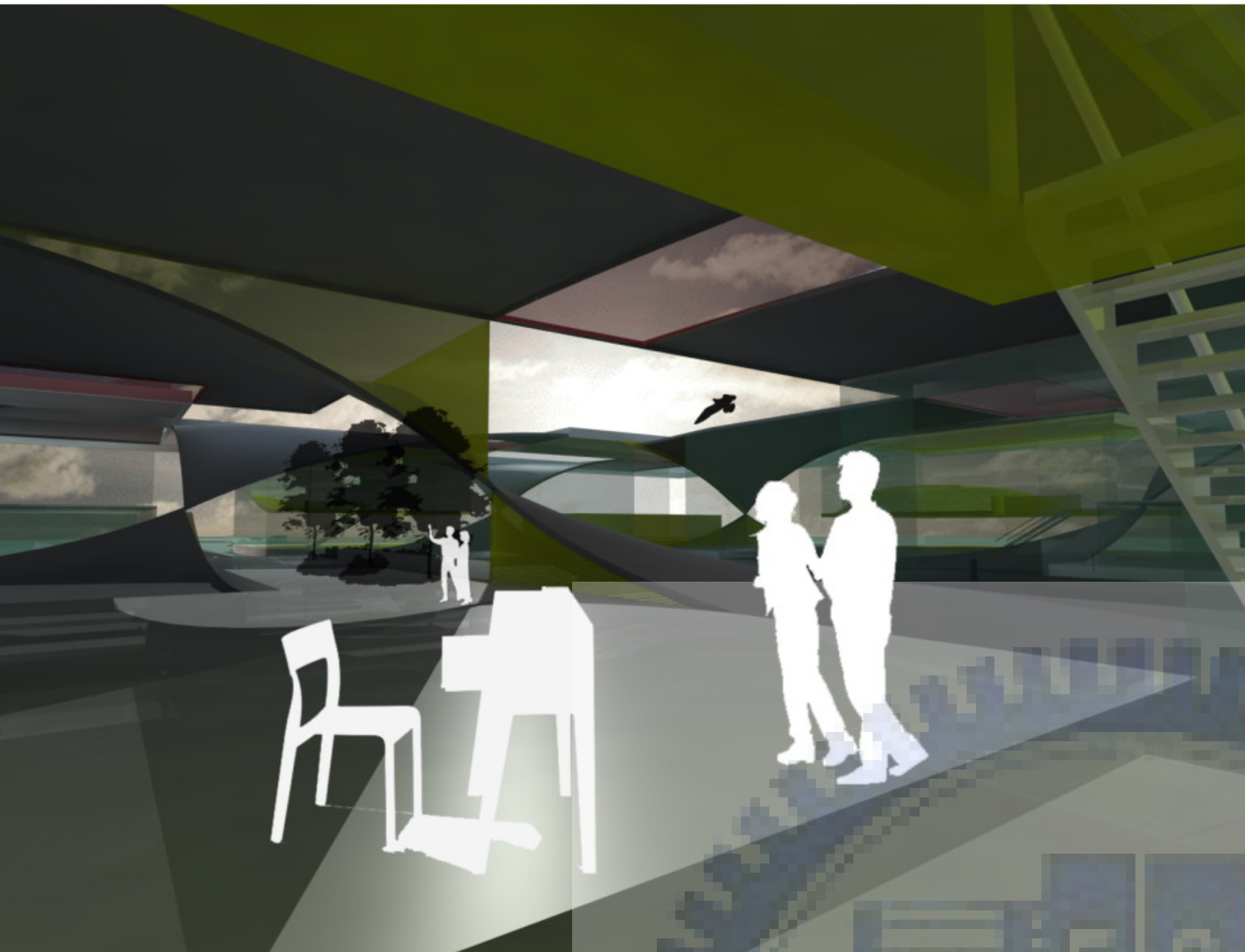


Structure plan

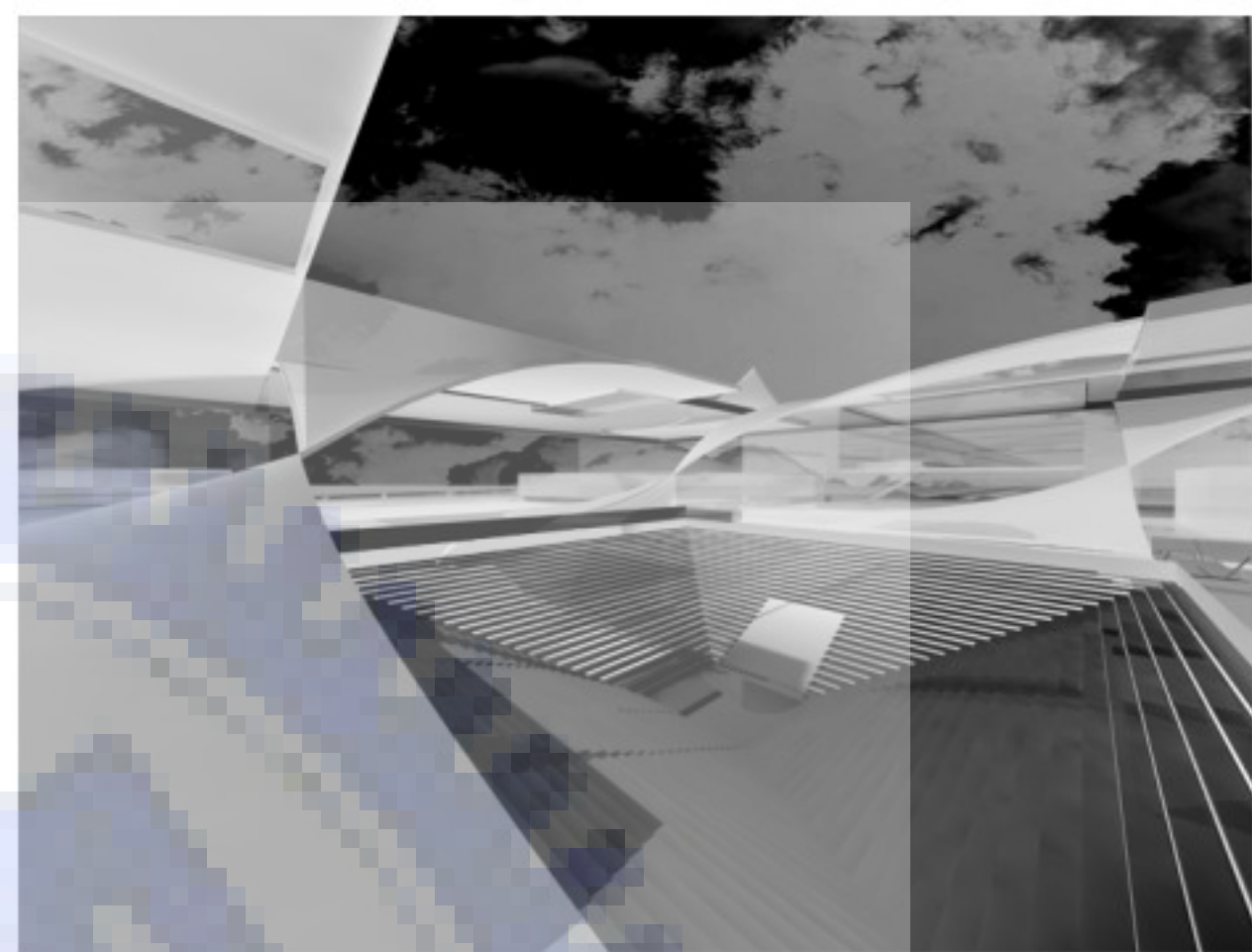


S  
K  
E  
T  
C  
H  
E  
S  
T  
R  
O  
D  
E  
S





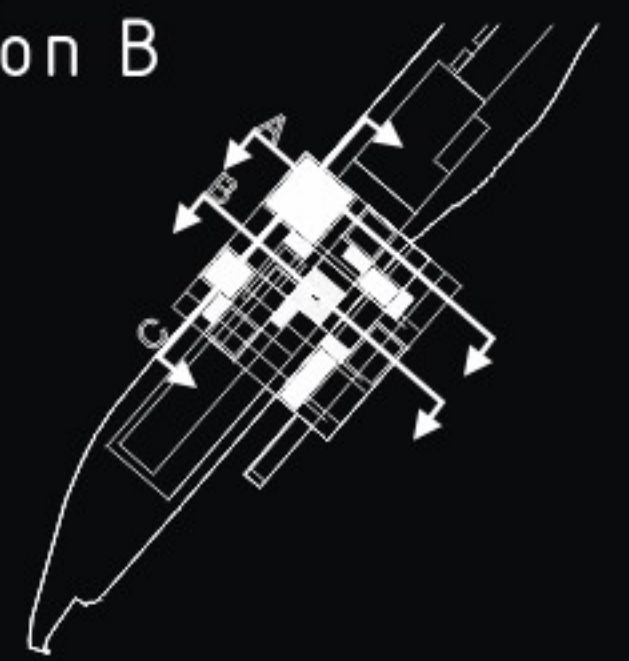
Interior perspective

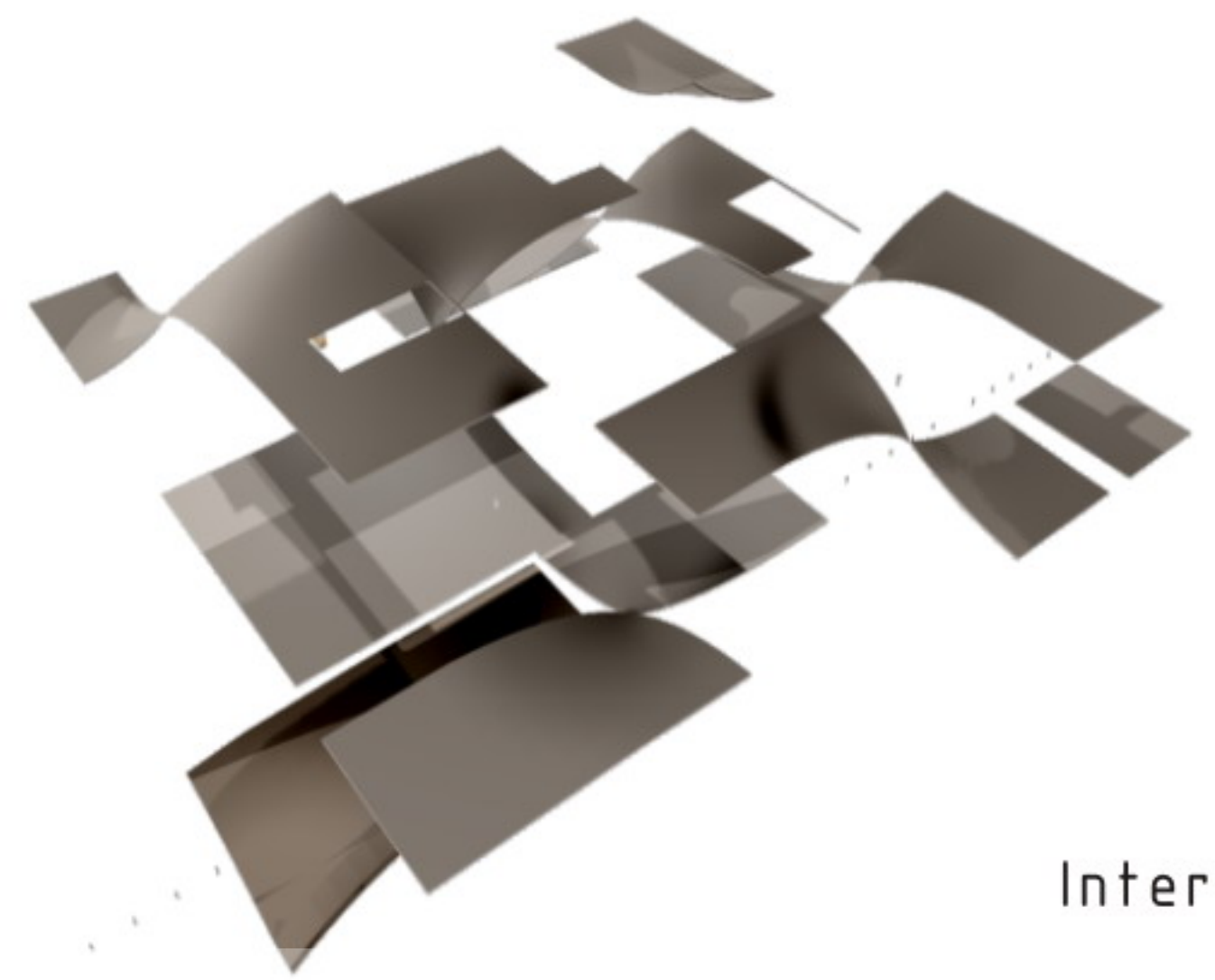
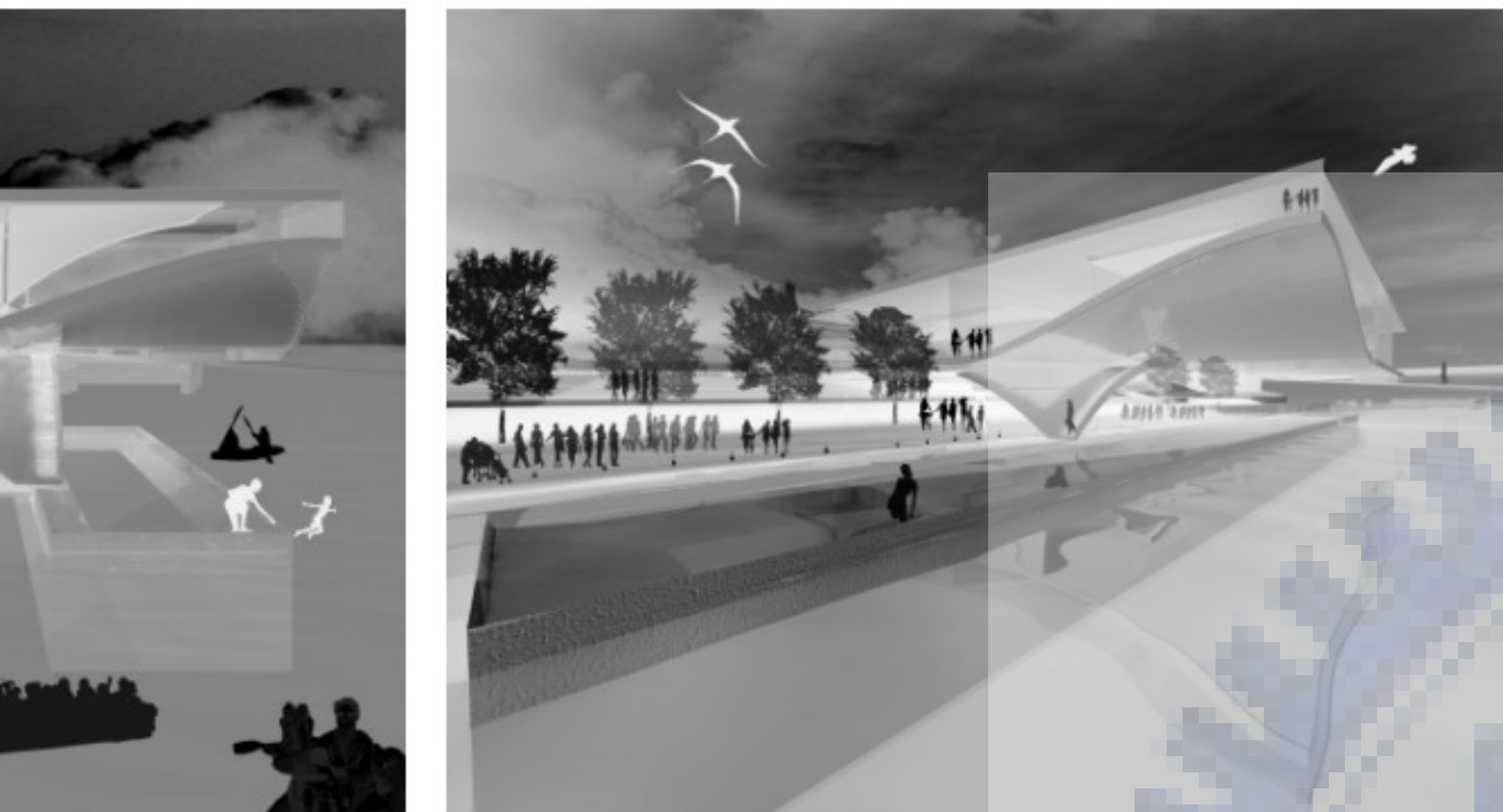


Section

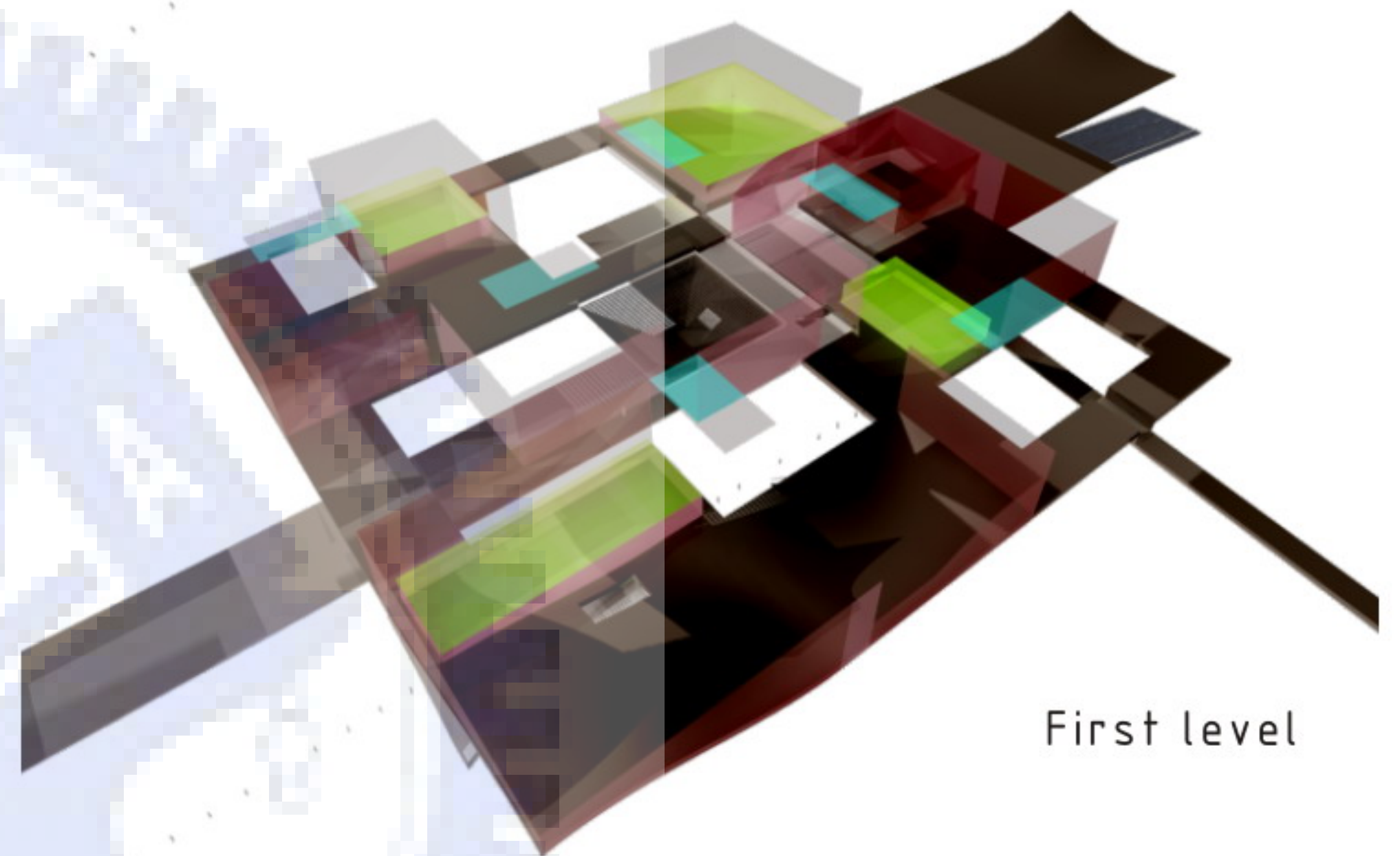


Section B

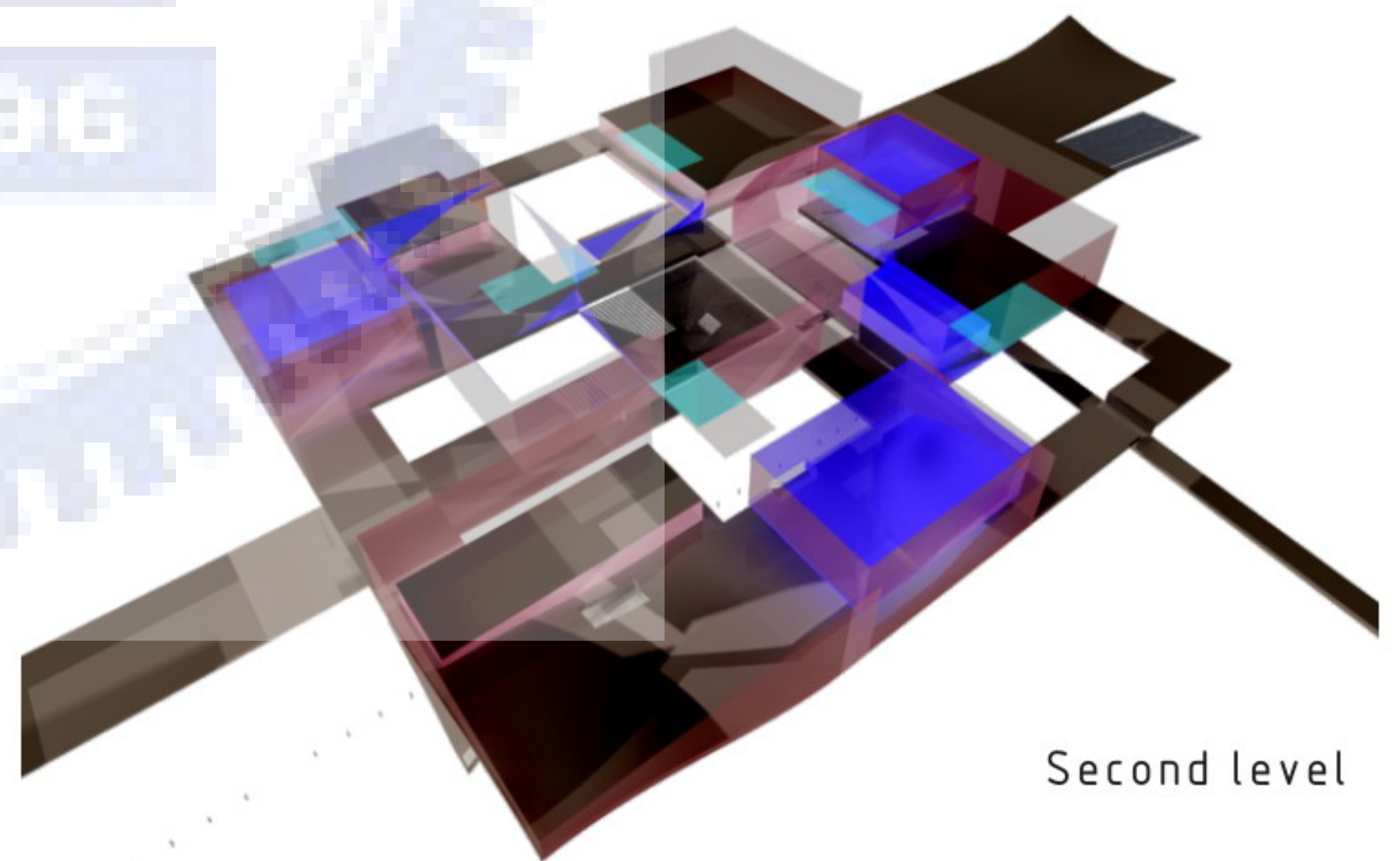




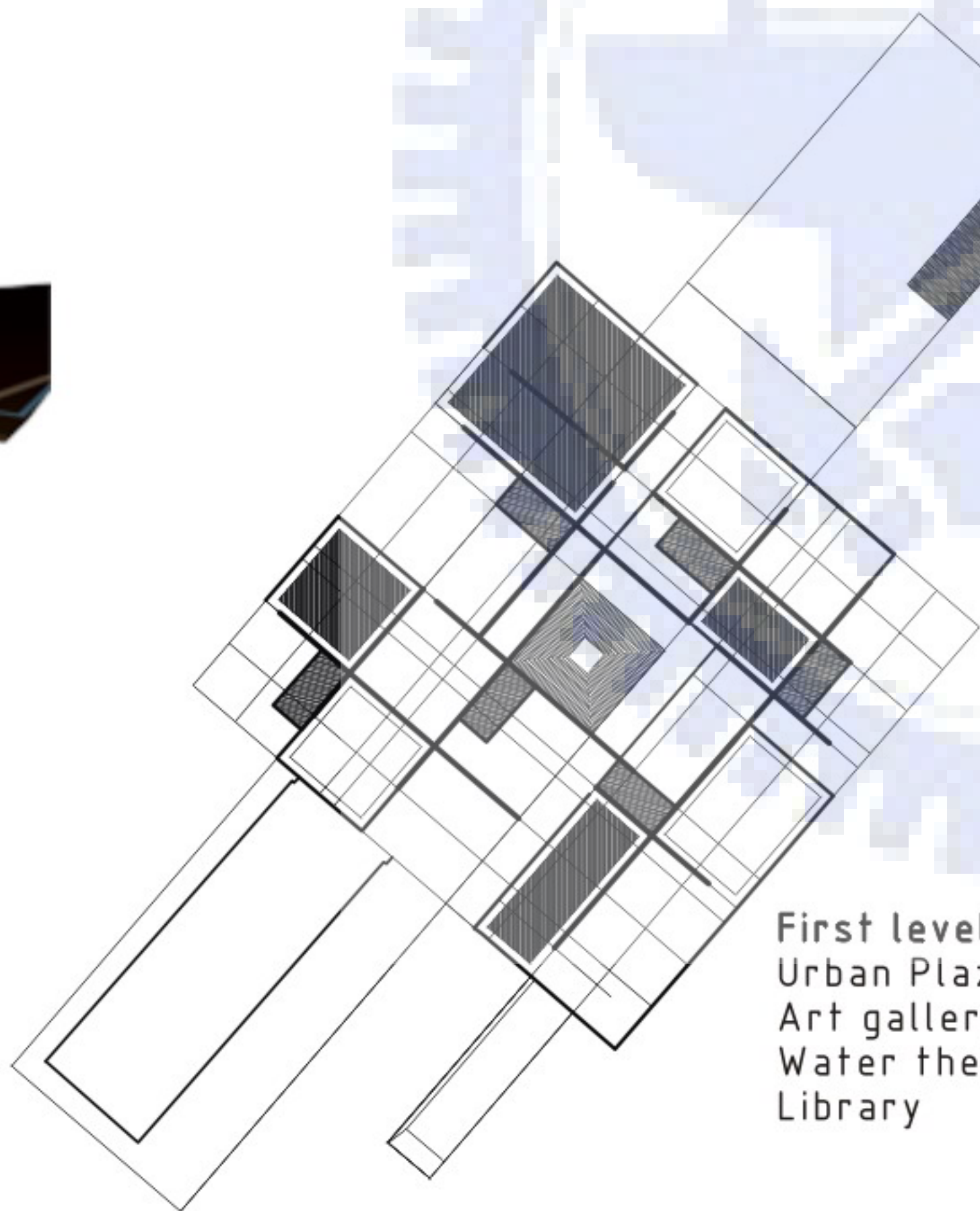
Inter- face



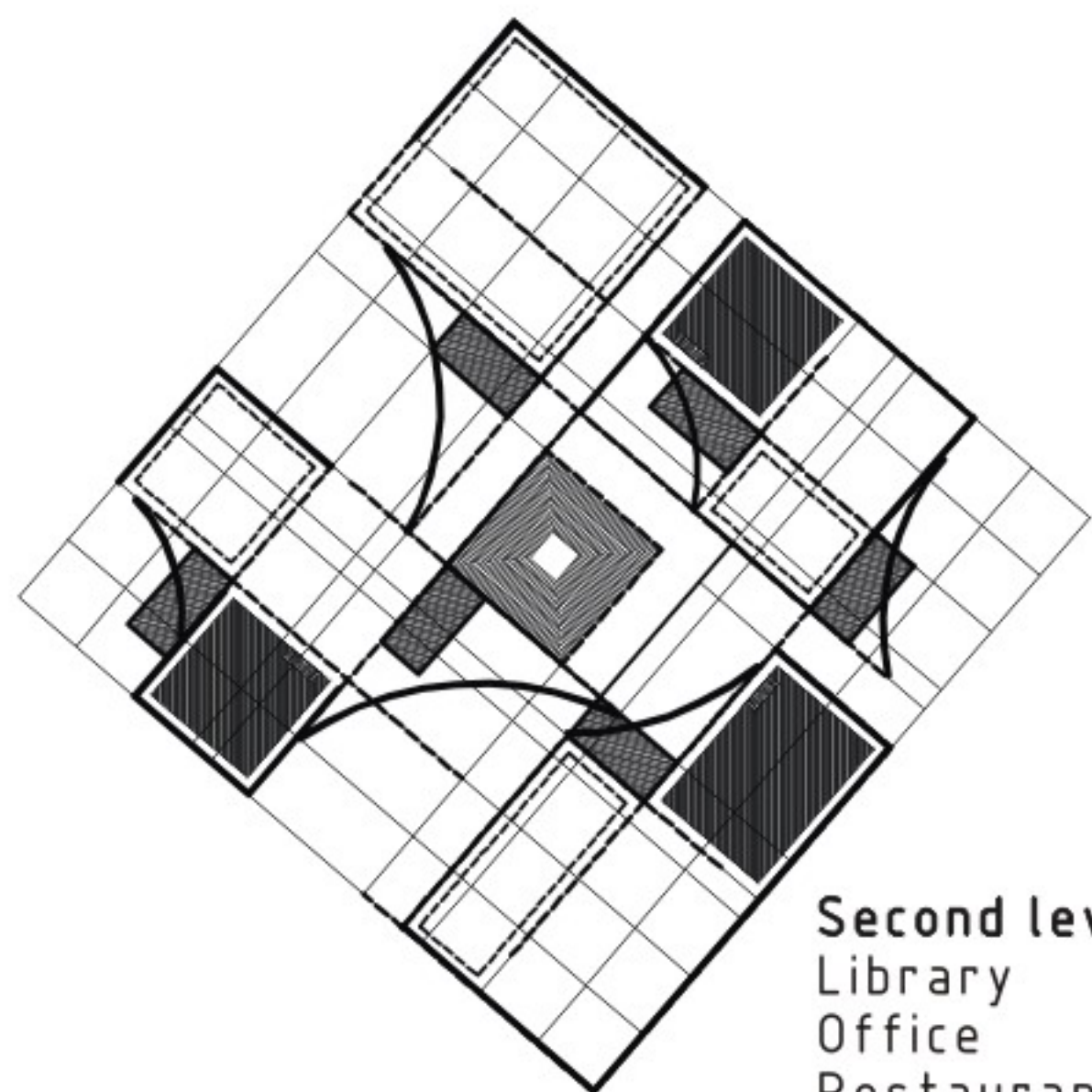
First level



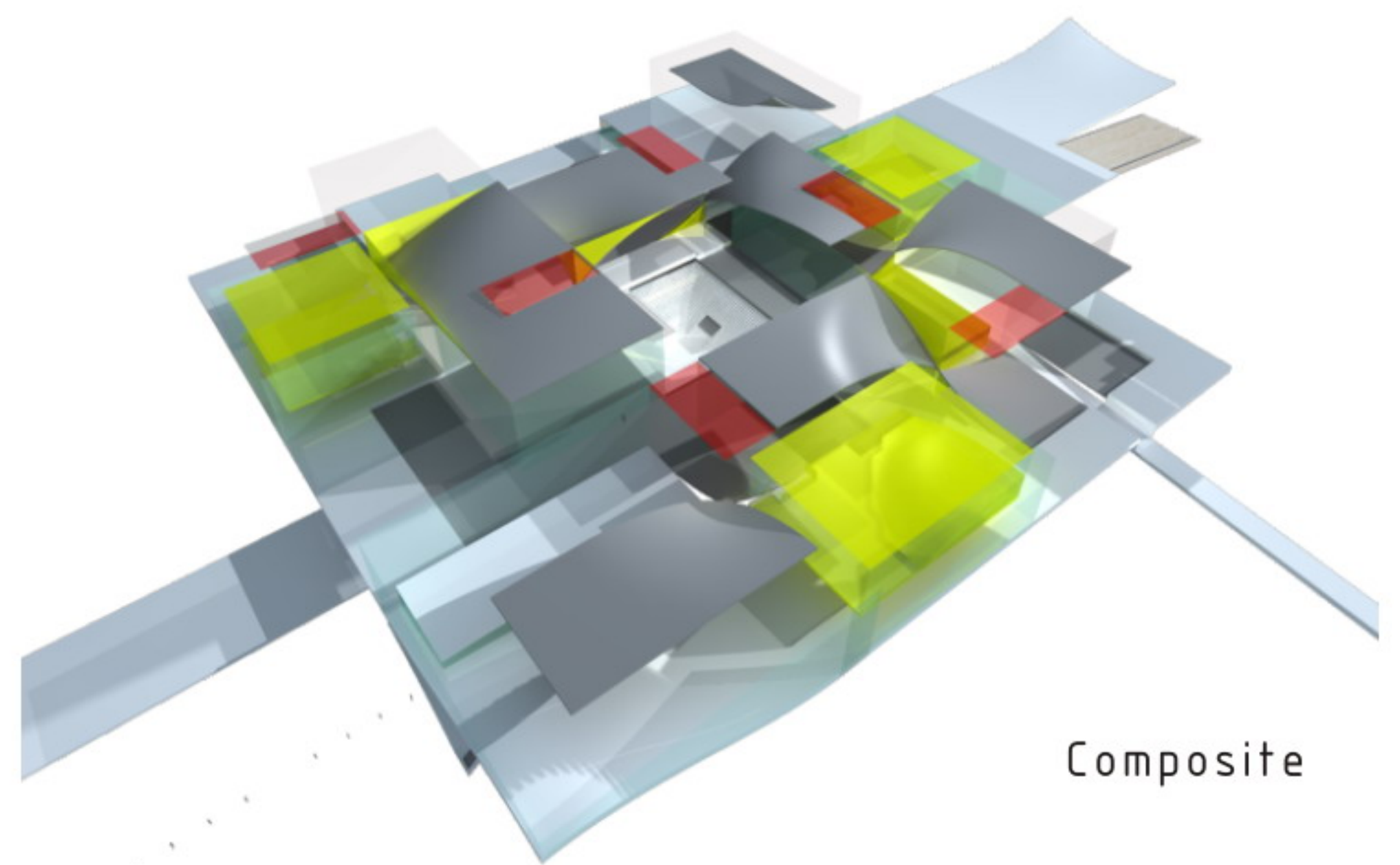
Second level



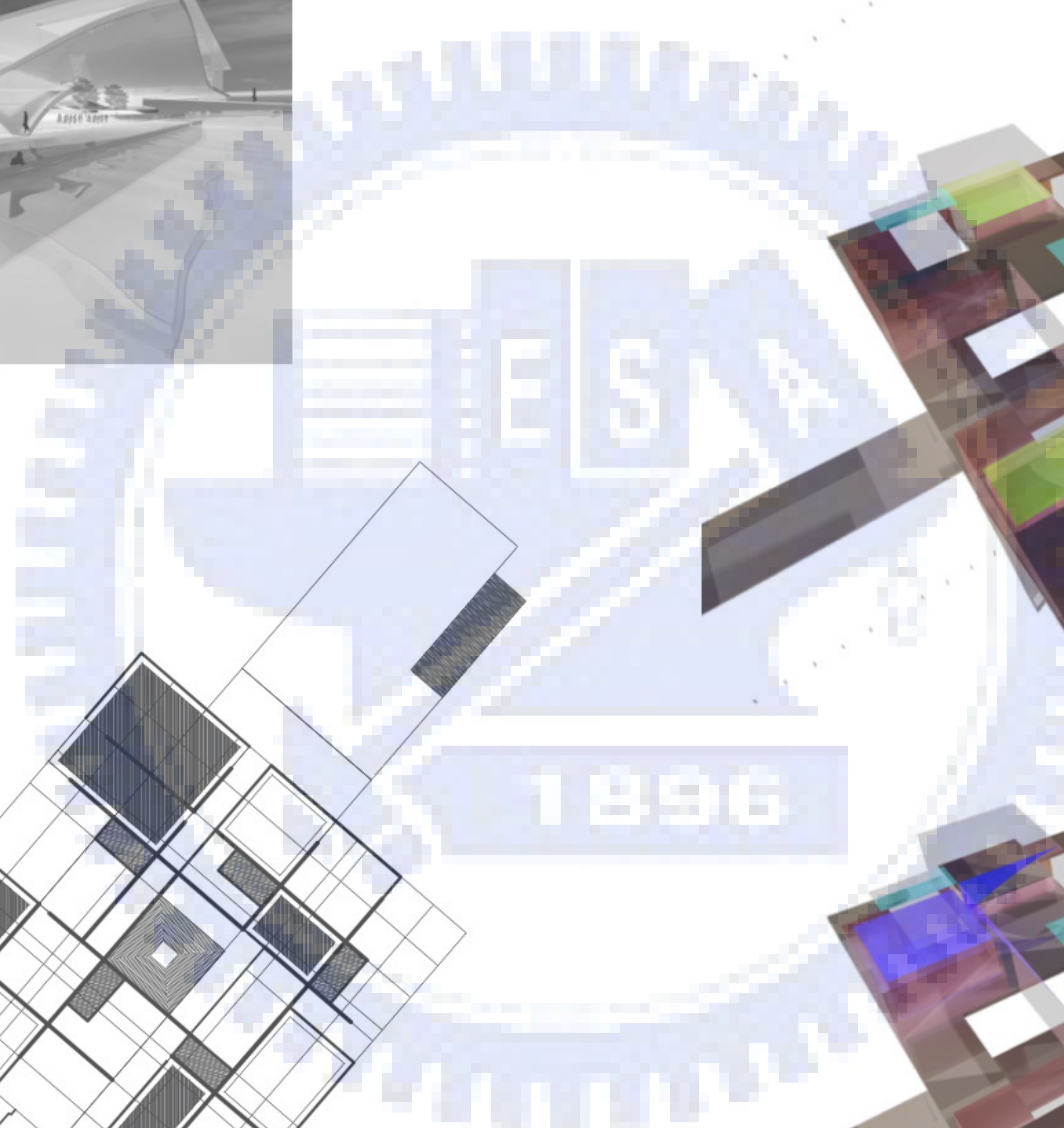
First level plan  
Urban Plaza  
Art gallery  
Water theater  
Library

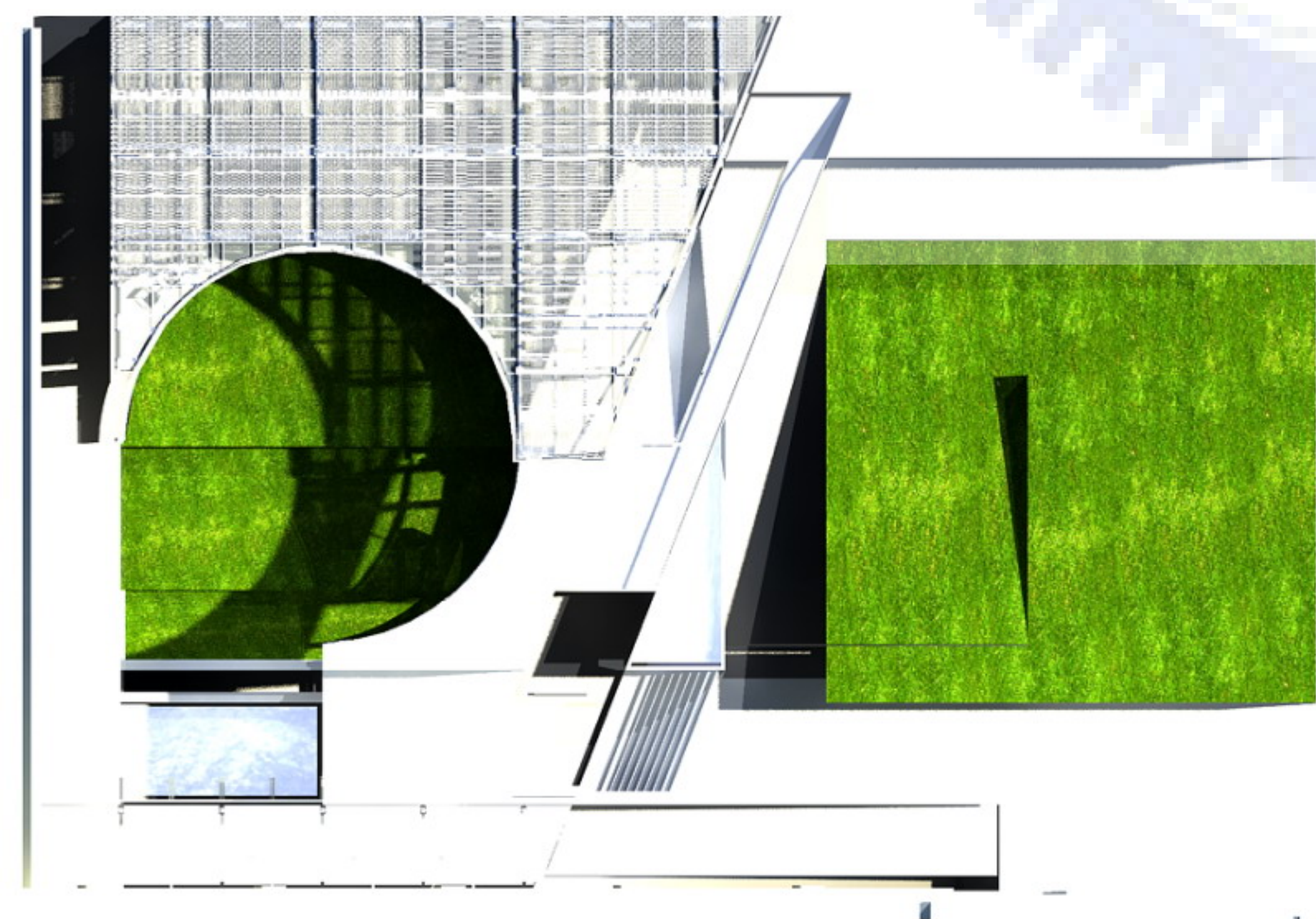


Second level plan  
Library  
Office  
Restaurant  
Cofe



Composite





---

Extension of the Göteborg Museum of Art .

---

# \_ I n - b e t w e e n

**in-Between**\_ in the space separating.kinds of linking or connecting concept.





---

Project 04\_CTH  
Date\_Spring 2009  
Advisor\_Sten Gromark

Extension of the Göteborg Museum of Art  
Architectural Competition  
Location\_Göteborg Sweden





---

## S I T E

The Göteborg Museum of Art in has an emblematic status in the city. Not only do the collections and temporary exhibition form an important part in the self-consciousness of the city, but the building is also one of the most important individuals in the cityscape. The building was once created in order to establish a firm ending of the city to the south, a replacement for the lost archway at Kungssportsplatsen. The location on the top of the hill was chosen in order to make it visible in the entire length of the new avenue. The composition directed the location.

## R E S E A R C H

For the museum itself, the elevated position was more problematic, and several alterations have been made after the original building was inaugurated in 1923 in order to create better connections with Götaplatsen.

The scenographic character of the building was enhanced by the fact that the city wanted an impressive setting for the jubilee exhibition of 1923, the city's 300 years anniversary. Time and economy did not allow the erection of more than a thin screen on the hill, but the intention was from the beginning to extend the composition to the back. The temporary character of the building, designed by Sigfrid Ericson in 1916, resulted in poor logistics and a focus on exhibition spaces rather than offices and workshops. It did not take long before these functions occupied spaces originally designed for exhibitions.

## P R O G R A M

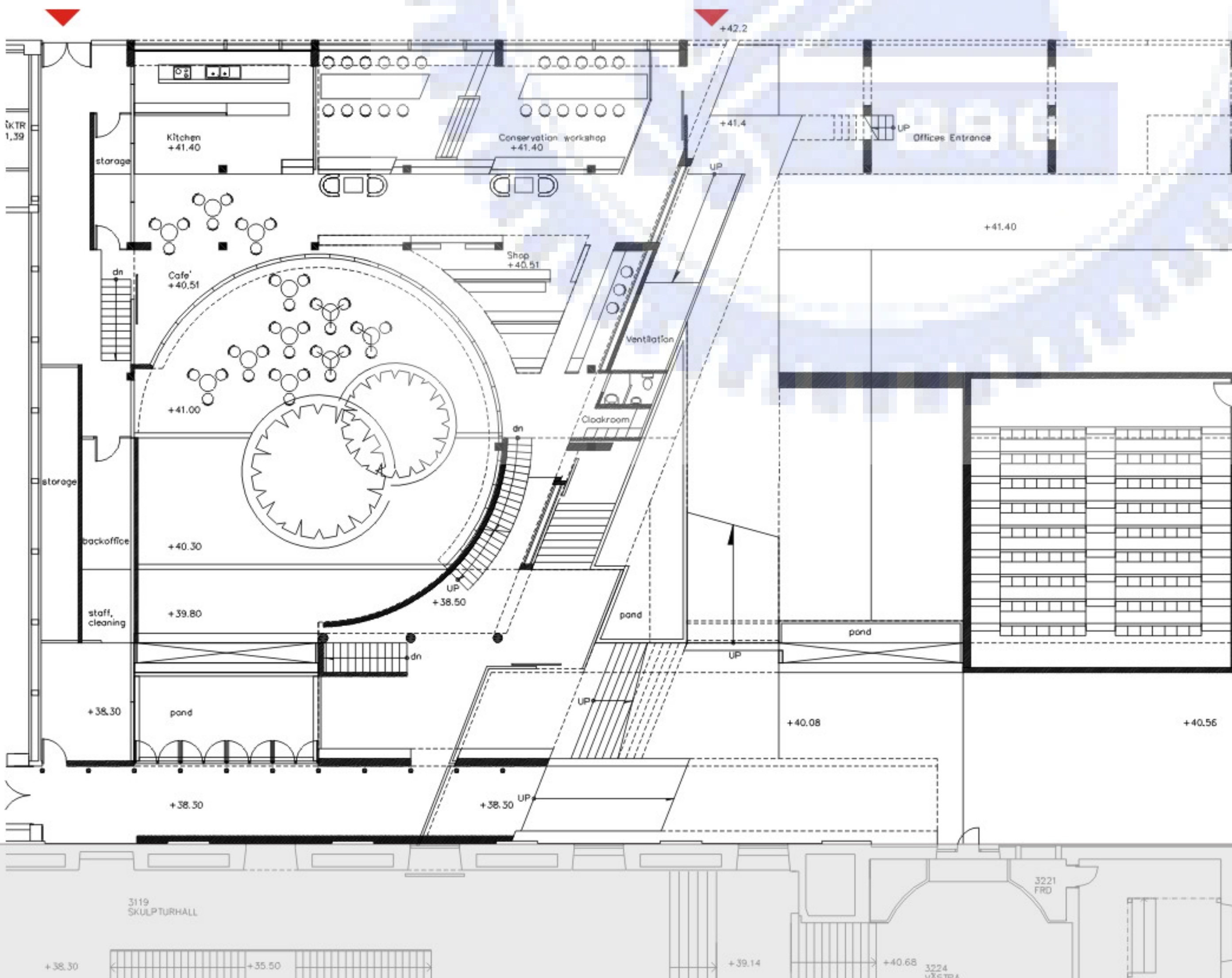
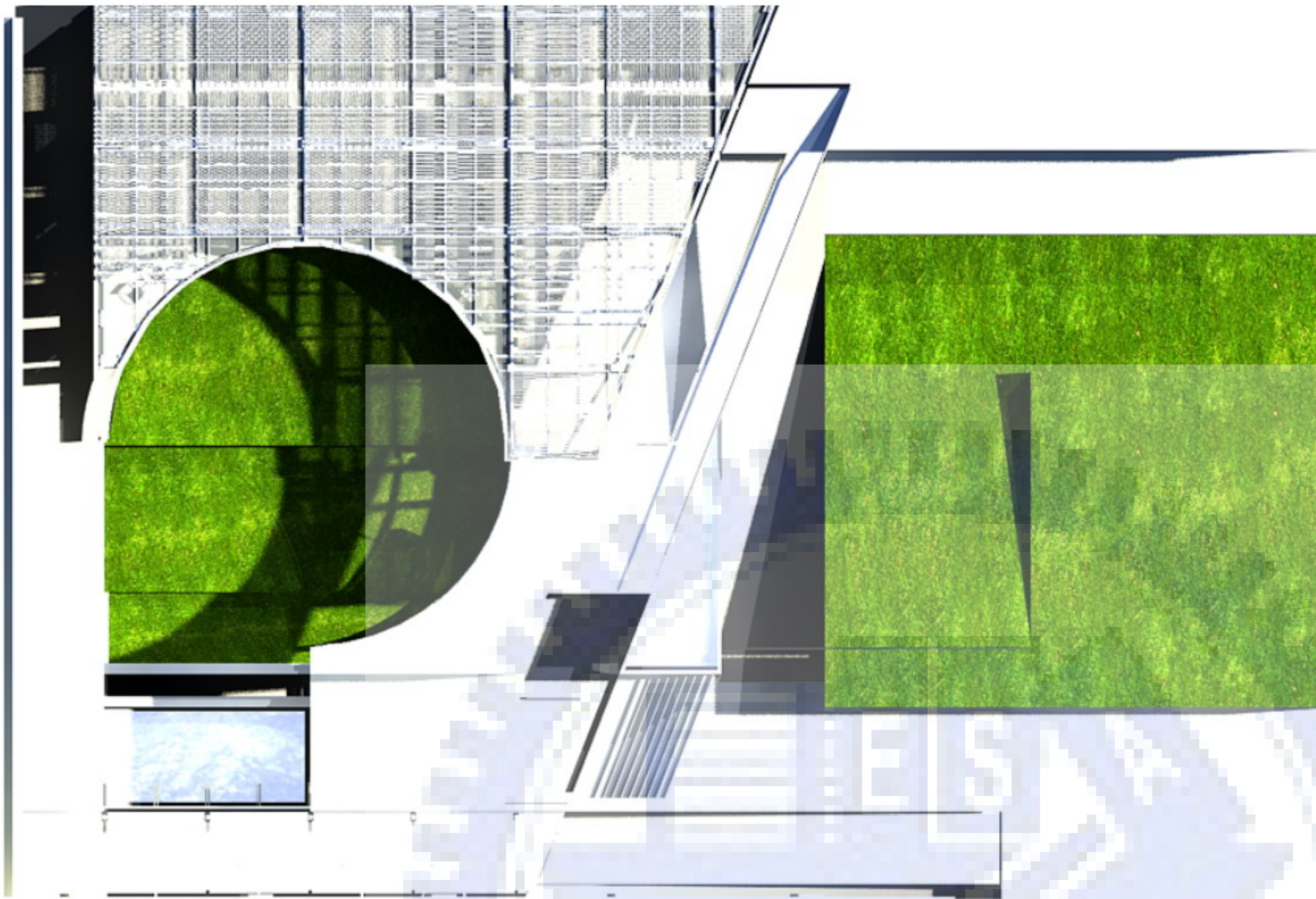
The new premises shall dock to the existing building. They shall contain exhibition spaces, a café, a shop with storage, an auditorium for 200 persons, workshops and offices. Everything except the exhibitions must be able to be accessed at hours when the museum is closed. All facilities except servant spaces shall be able to provide sufficient daylight. However, direct sunlight is to be avoided, especially in the areas where art will be exposed. The possibility to open the vaults of the existing building shall be considered. The proposed building must present a reflective attitude towards the original museum as well as to the extension from 1968 and to the estates on Ekmansgatan. The new building must not extend in any part beyond the area indicated on the map. The height of the building is not regulated in the program. Environmental aspects will be considered in the evaluation. A truly sustainable architecture is desired, in terms of construction, energy, planning and maintenance.



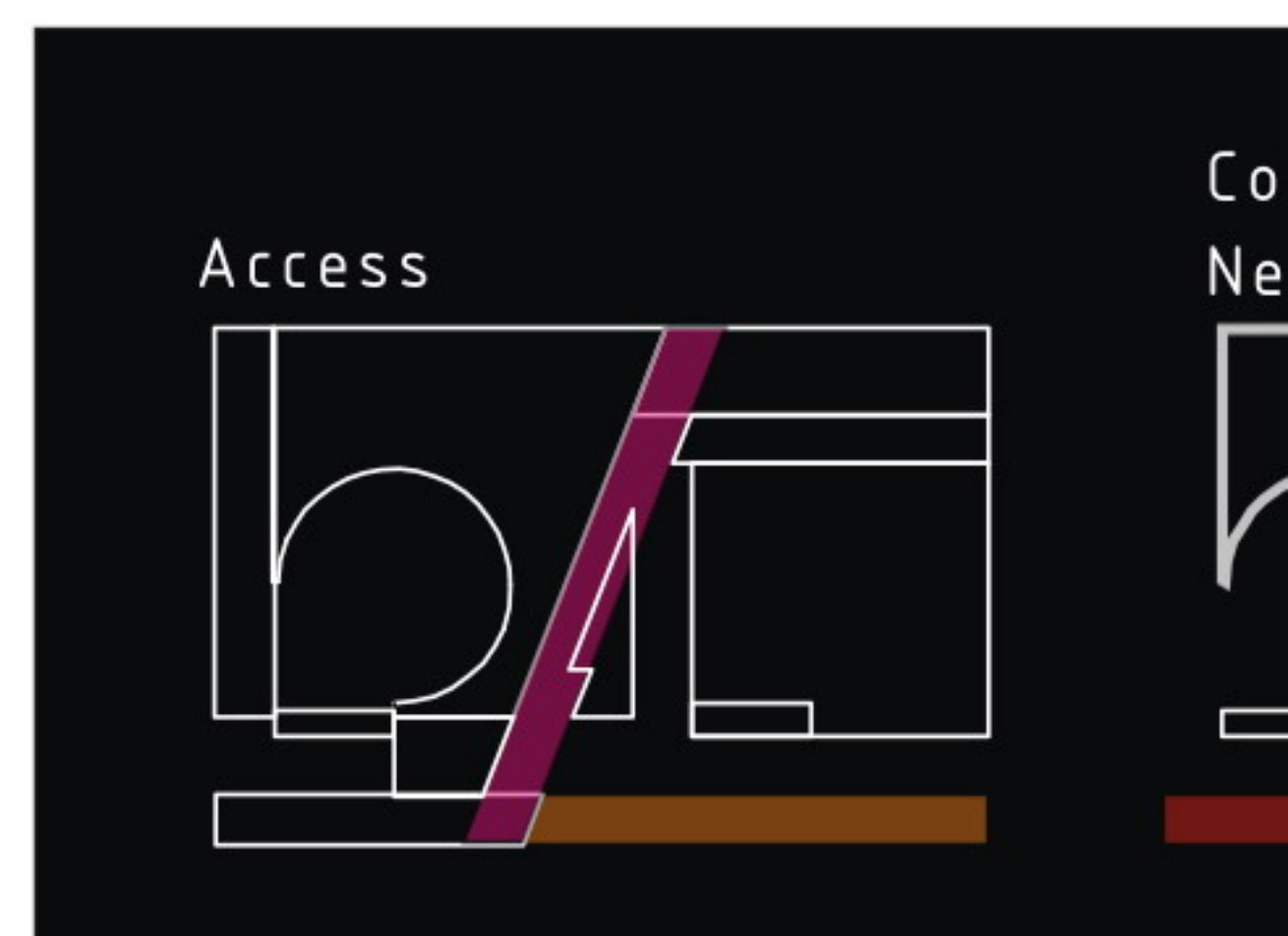
# Architectural

In past, the Göteborg Museum building was a symbol of the city's consciousness of the city, but today it is a problem for the old building.

The result of a public/and it set in the park-like building is raise on the second floor.



+40.5\_First floor 1:200



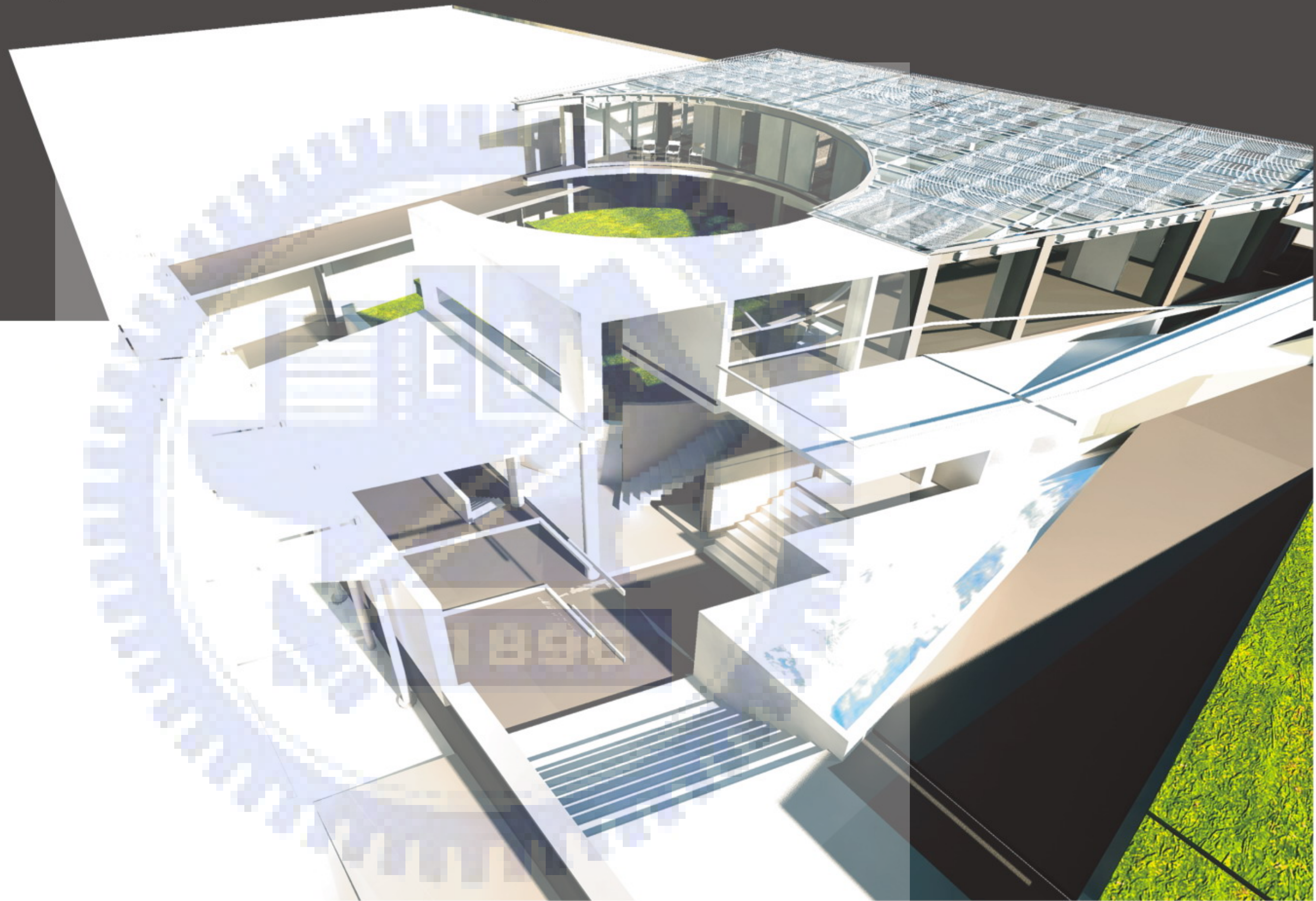
Access

# Competition.

Museum of ART not only the collections and temporary exhibition form an important part in the self- but the building is also one of the most important individual in the cityscape. Itself already set an emblematic status in the ending of the south of cityscape. The intention is to keep the form and inject a new access connected to the new building to the south. It also solved the elevated position

private partnership, the extension museum gives the public access to an exceptional private collection of art grounds of an historic open space. For the maximum open space can using in closed time, the main exhibition and floor which is the same high with the old exhibition building besides.

Site



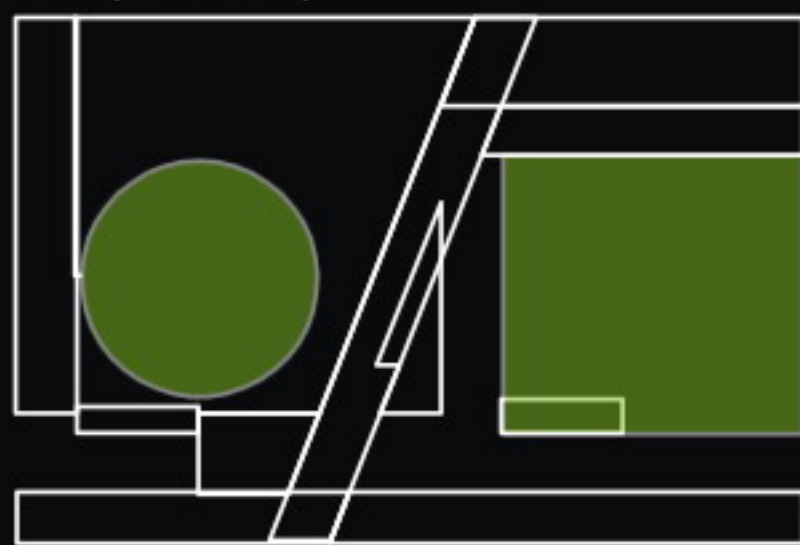
Connection-  
New & Old



New building-  
Exhibition, office, auditorium



Green-  
open space

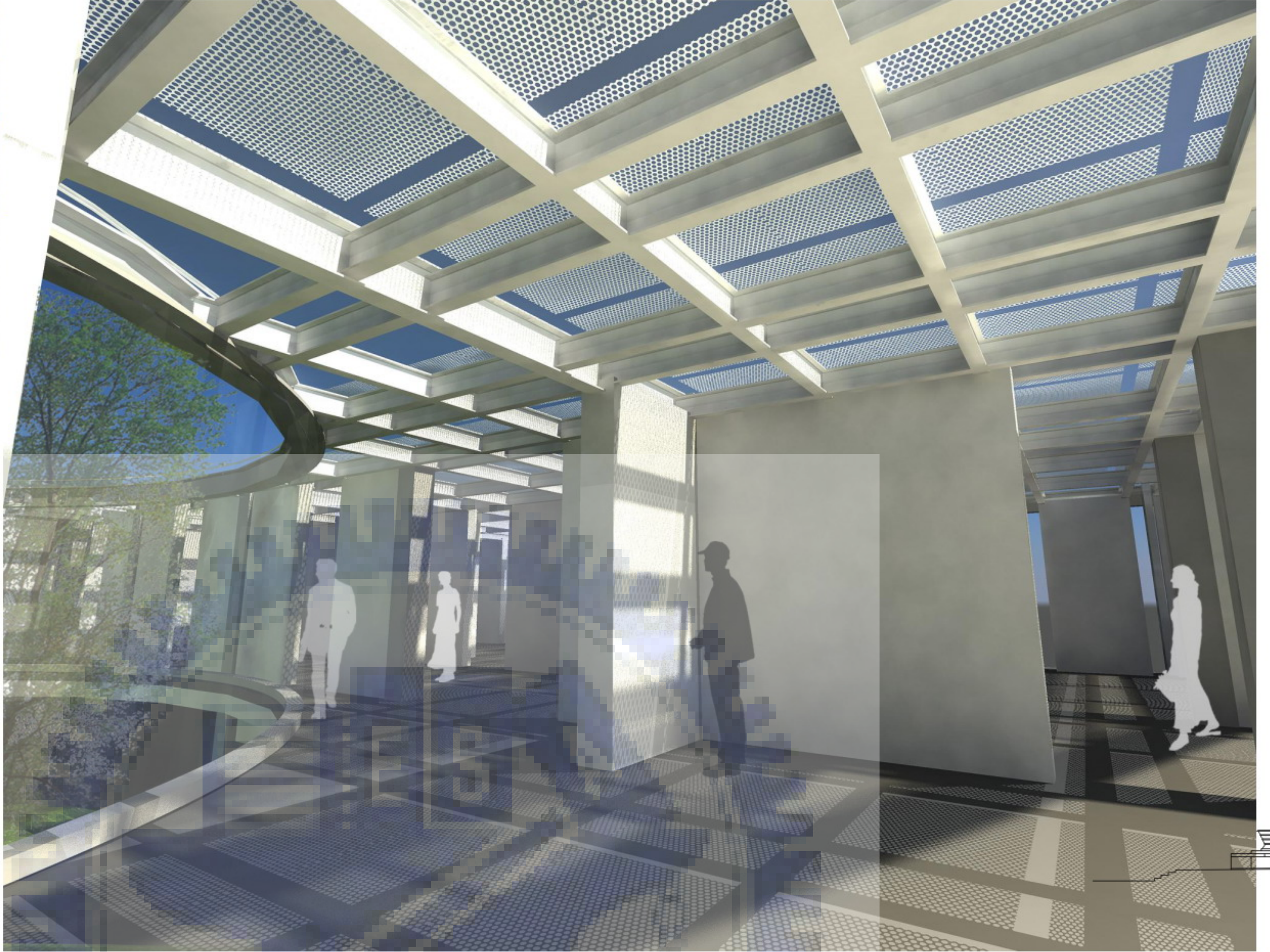
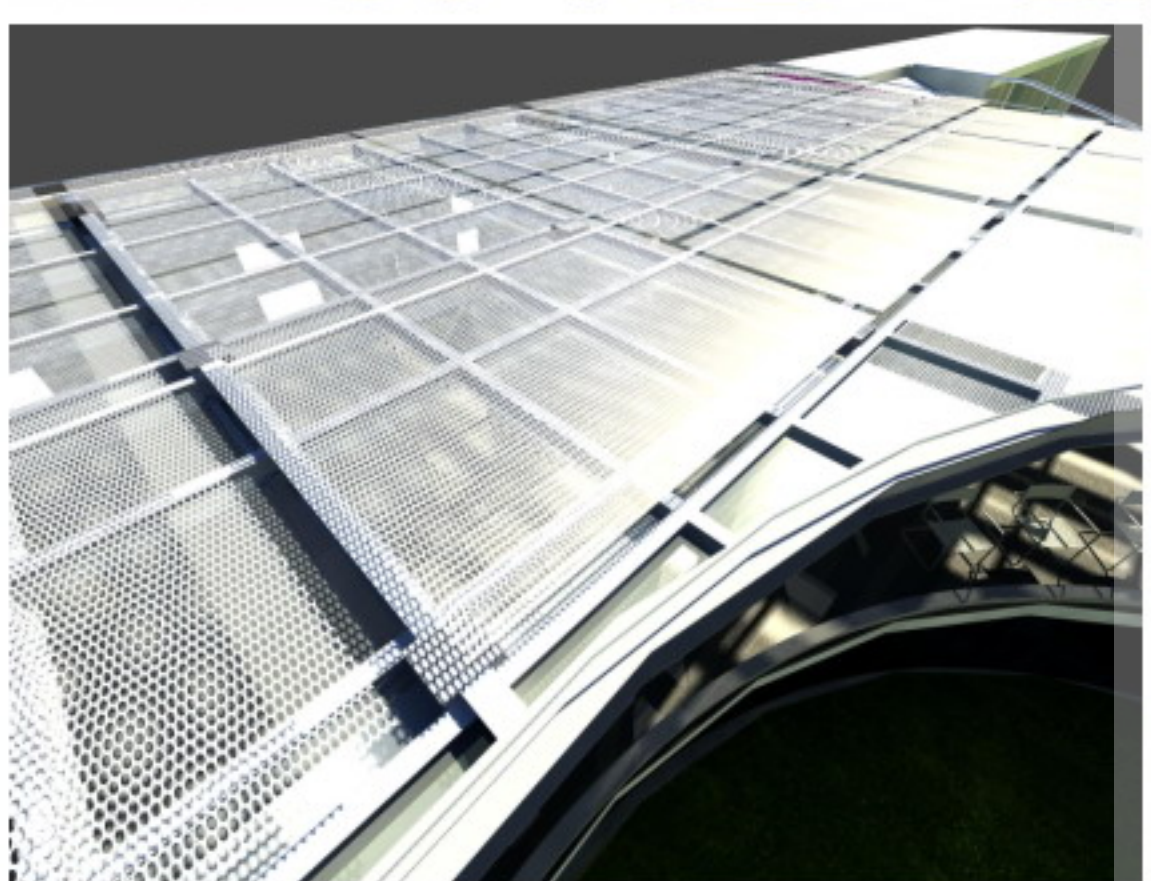
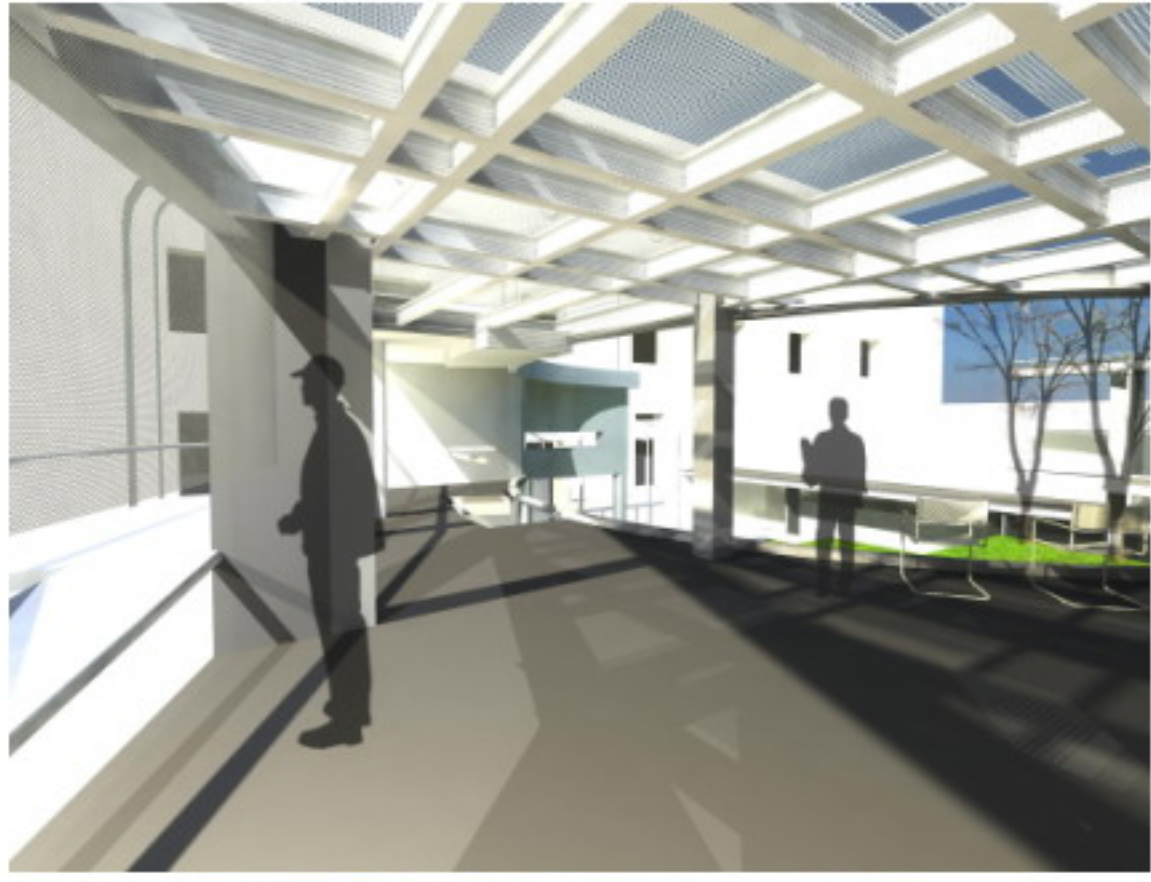


Water-  
Energy reservoir

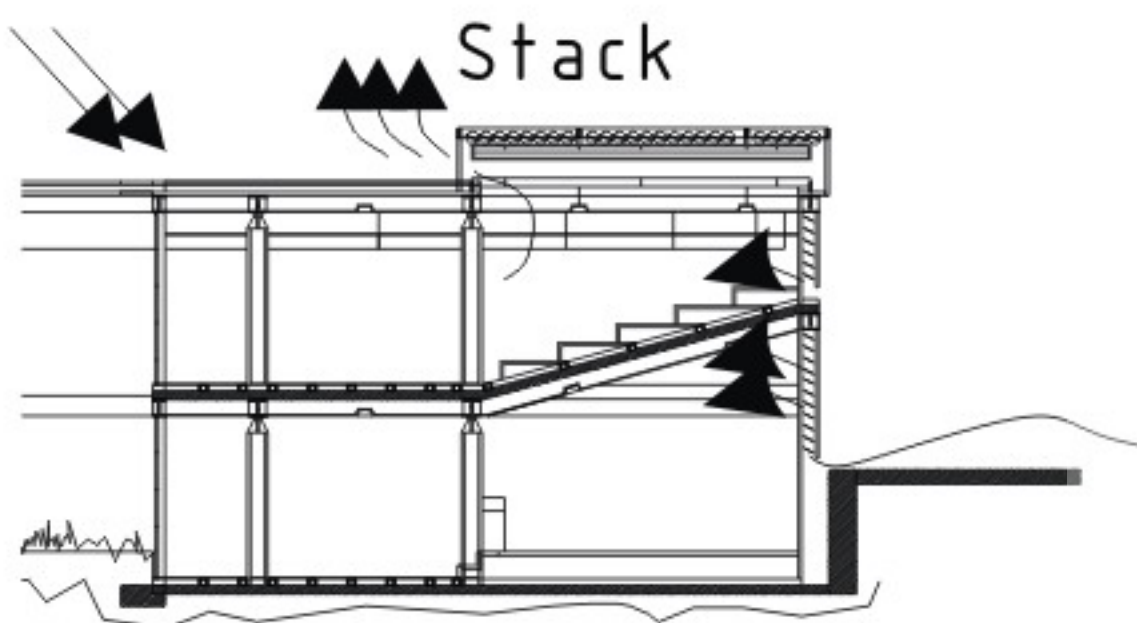


Nature Light & Ventilation  
Energy efficiency



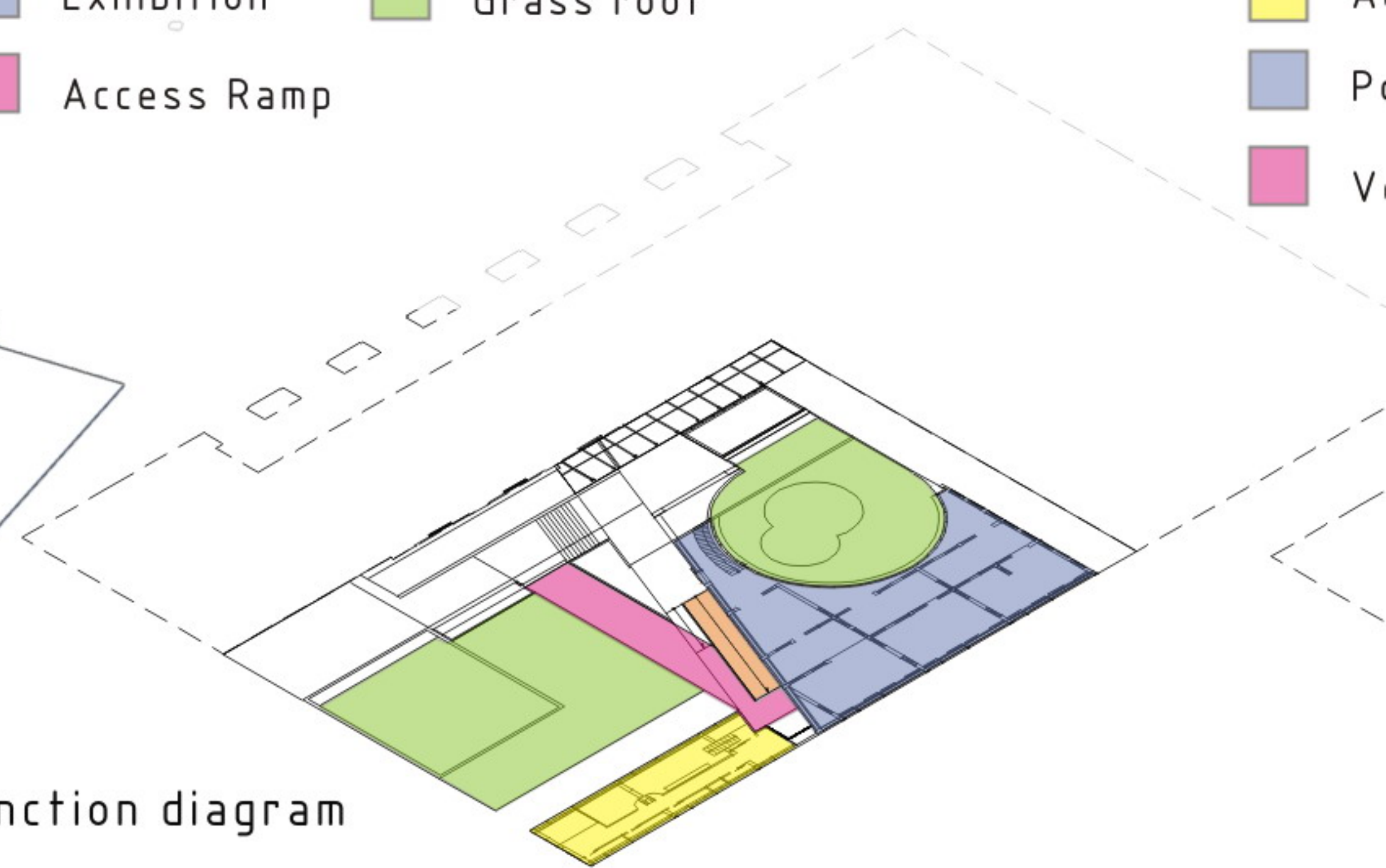
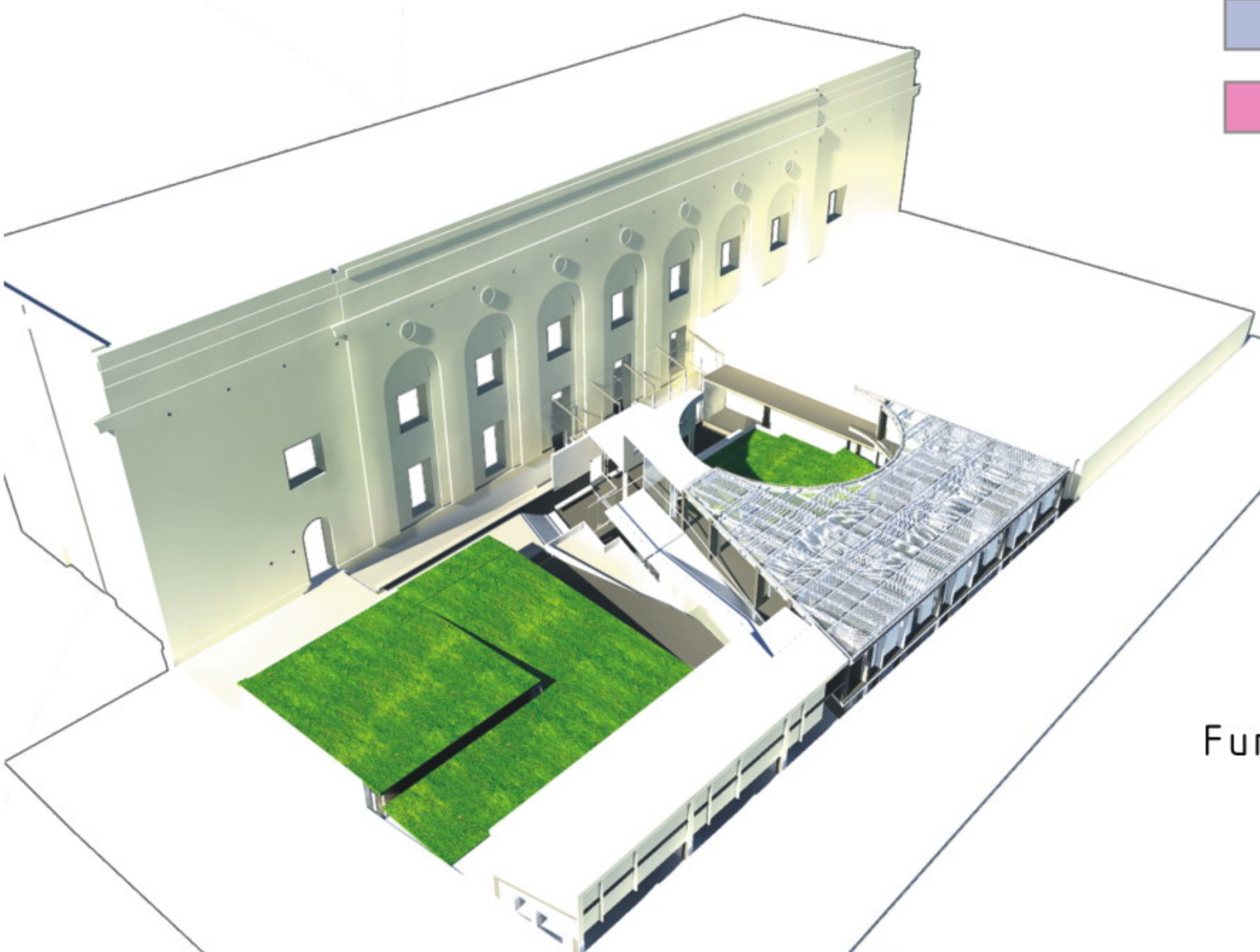


Roof natural light:  
To provide ideal condition for viewing art in natural light.



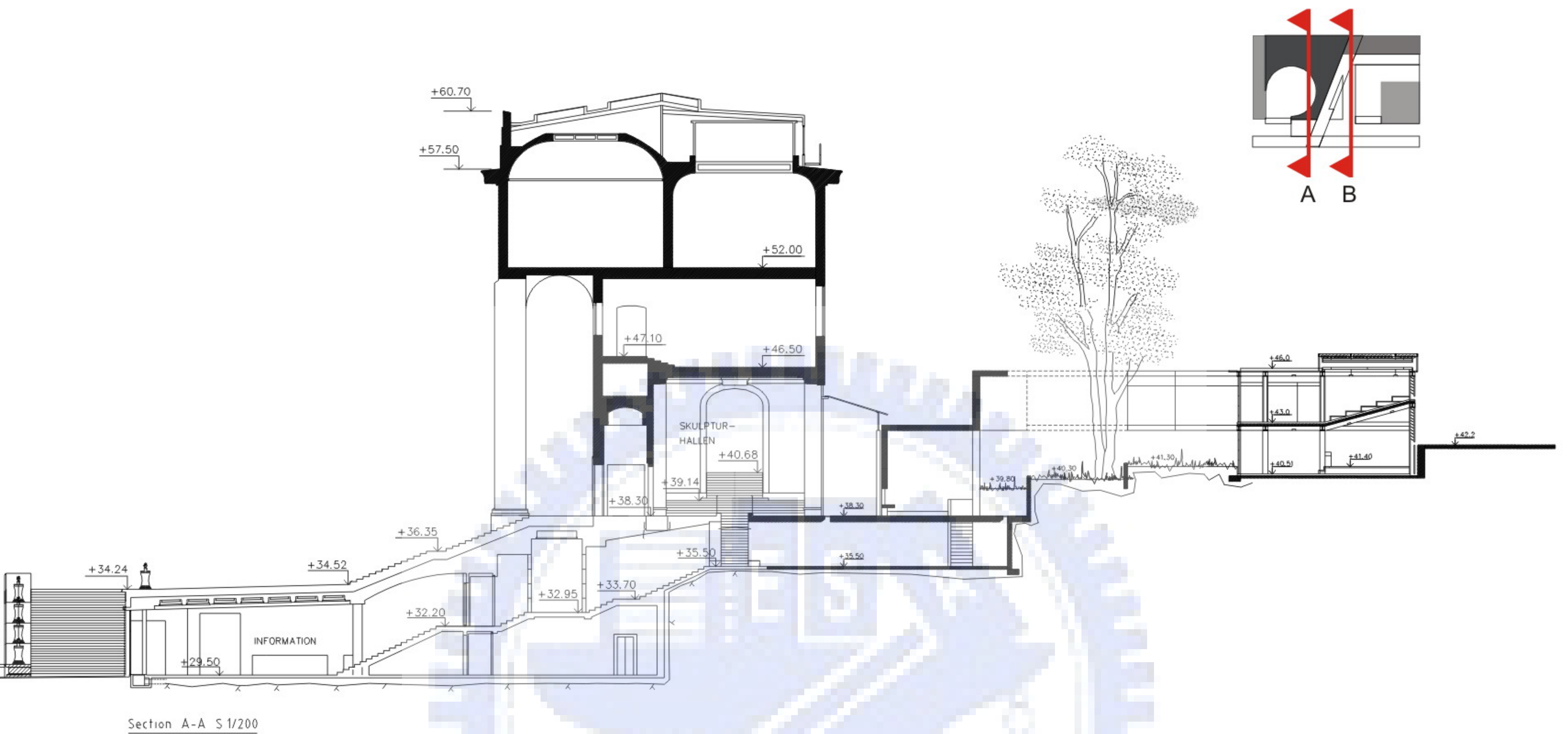
- Office for 8
- Ramp
- Exhibition
- Grass roof
- Access Ramp

- En
- A
- P
- V



Function diagram

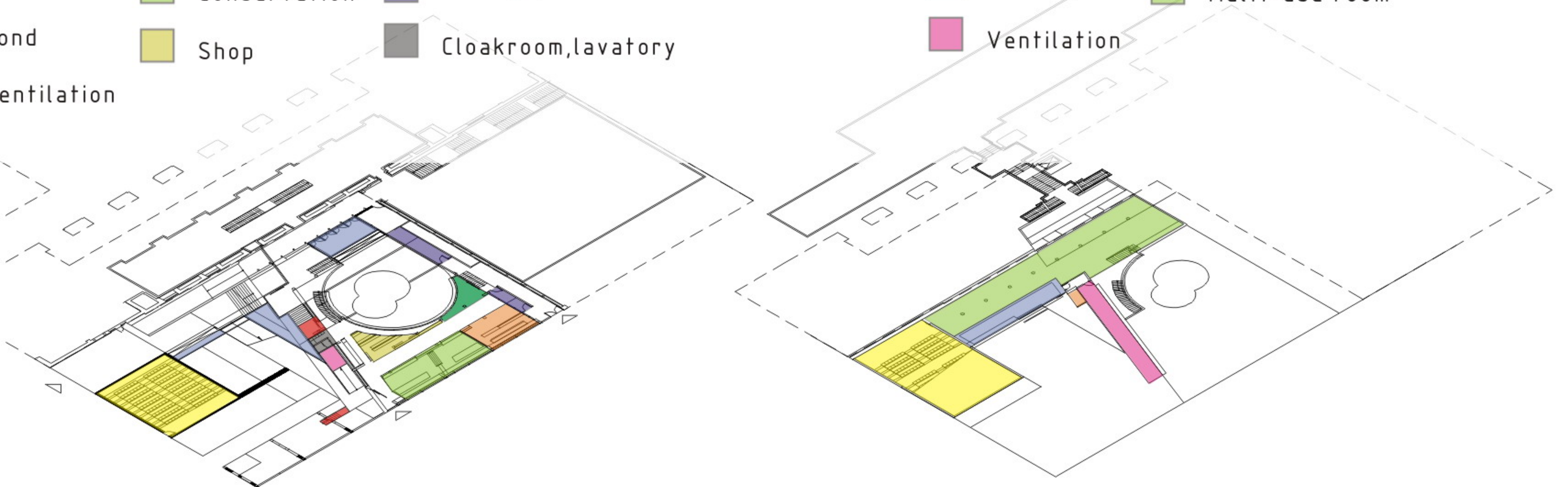
hibition space

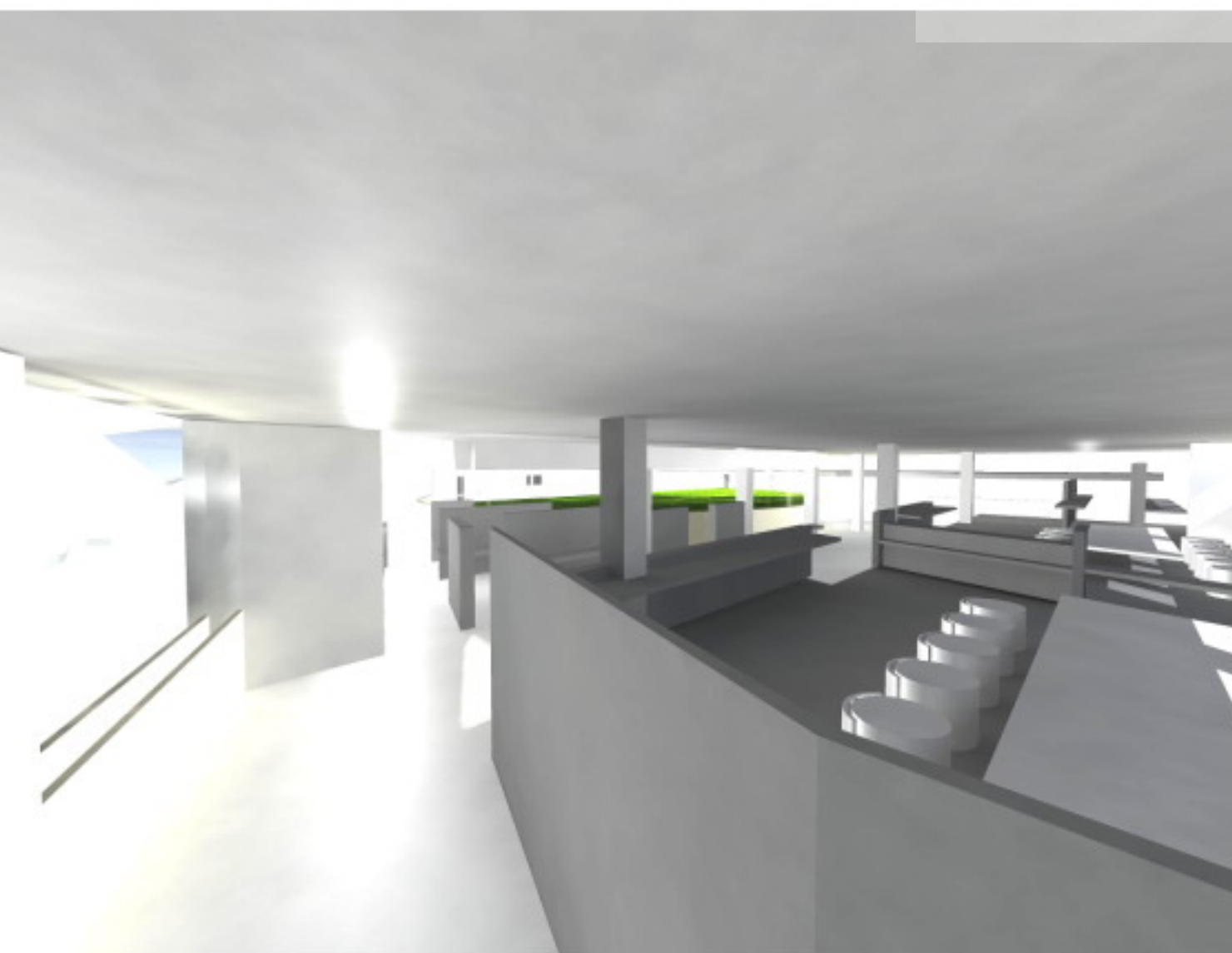
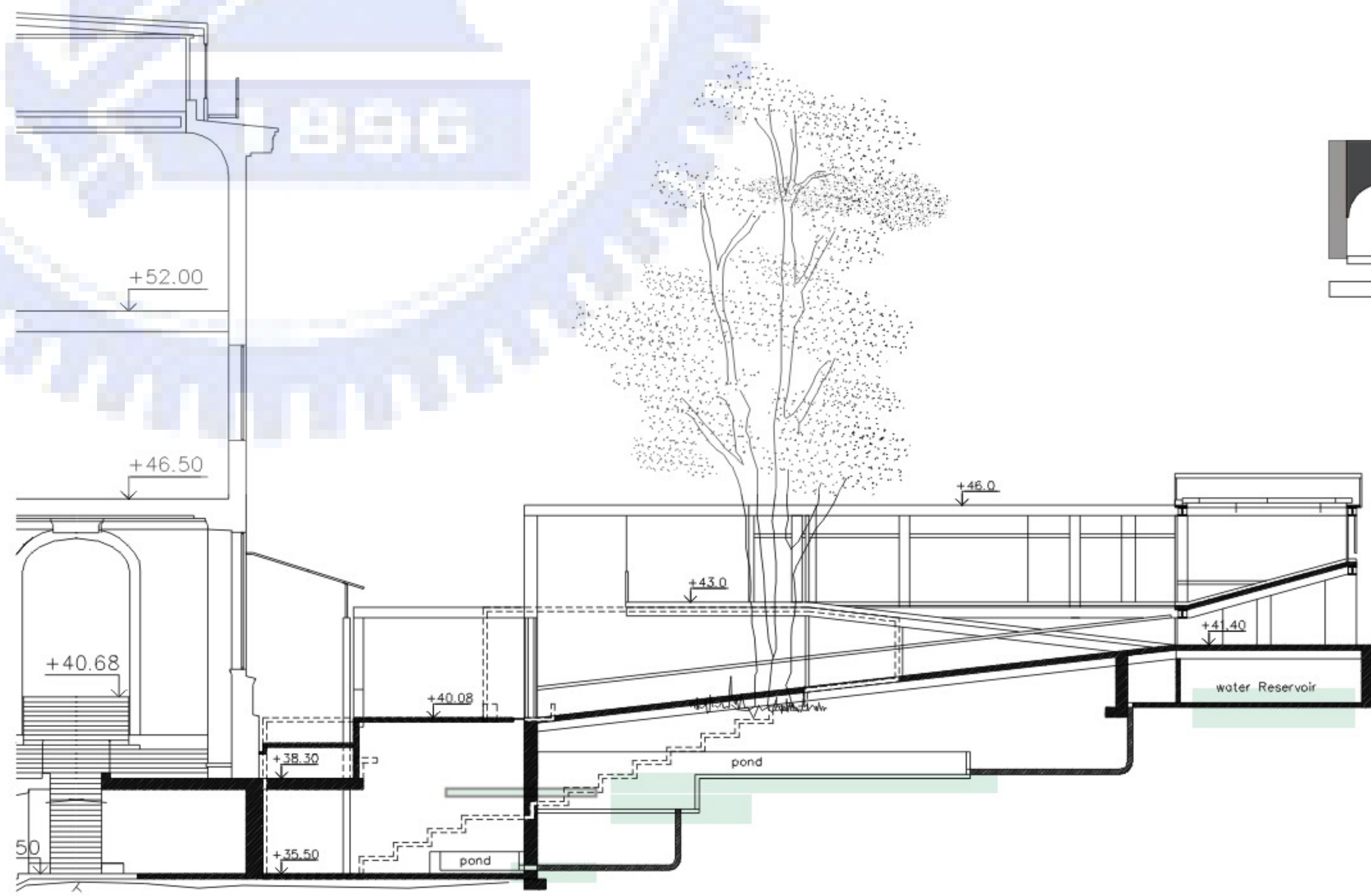
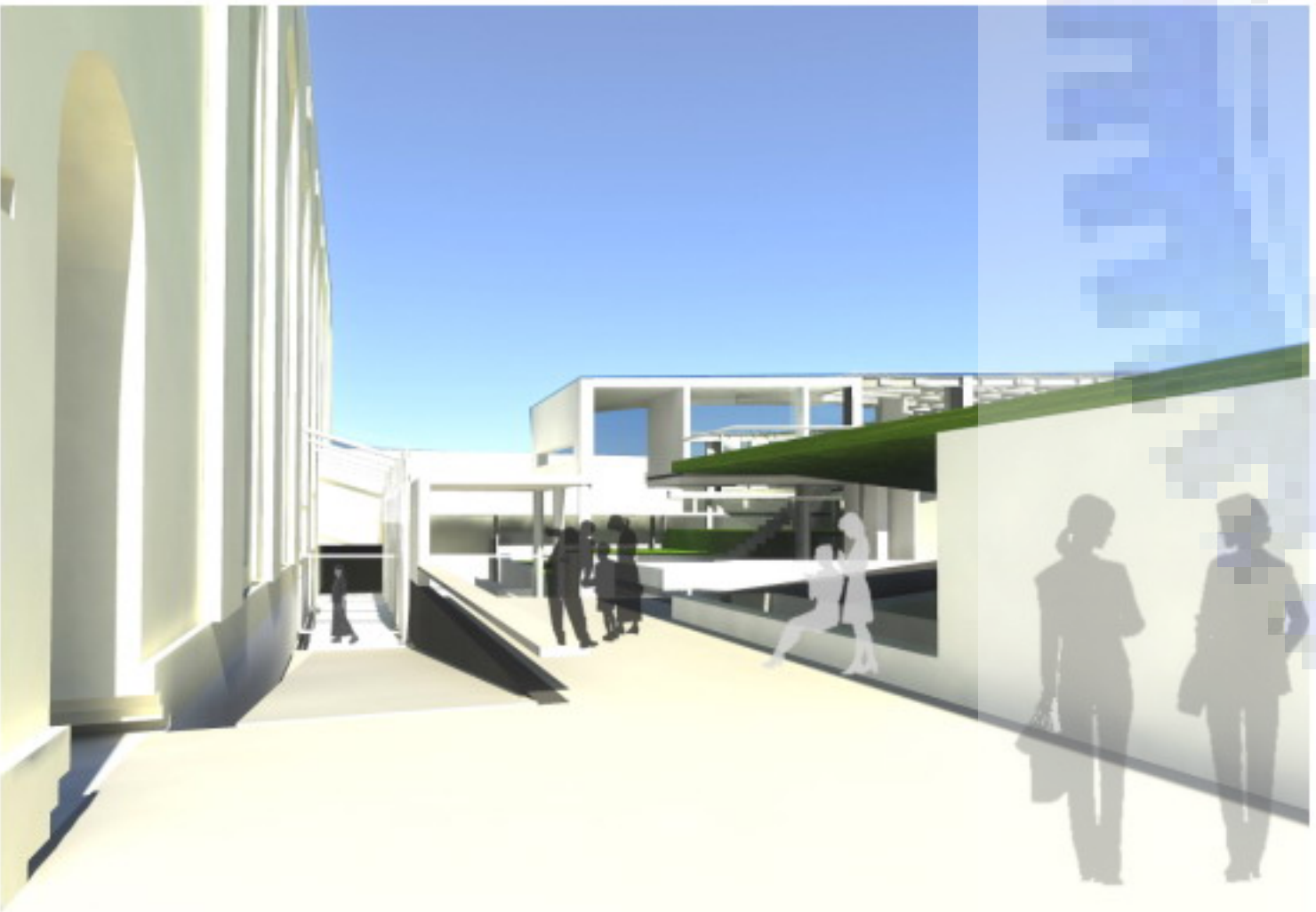
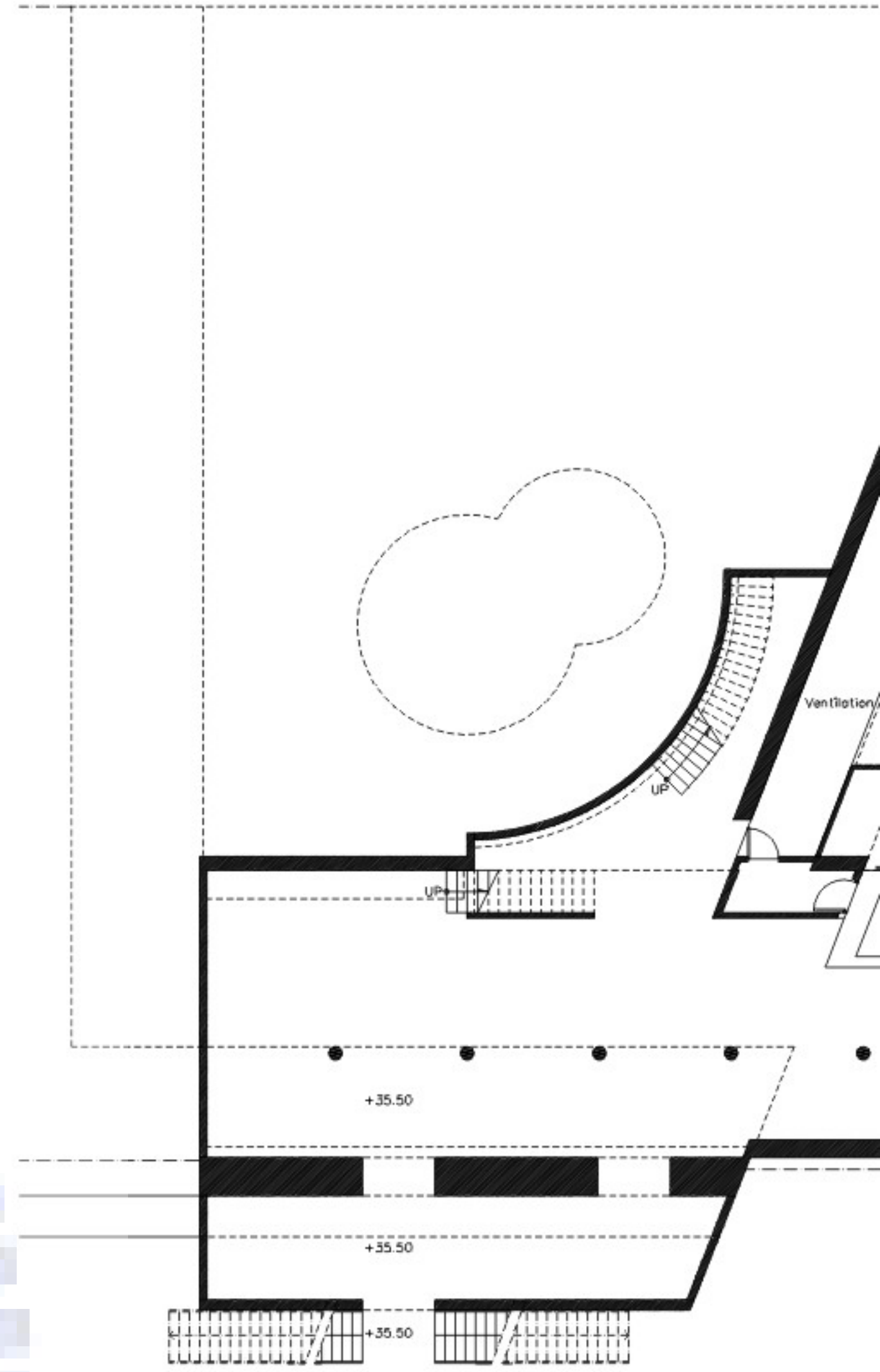


Section A-A S 1/200

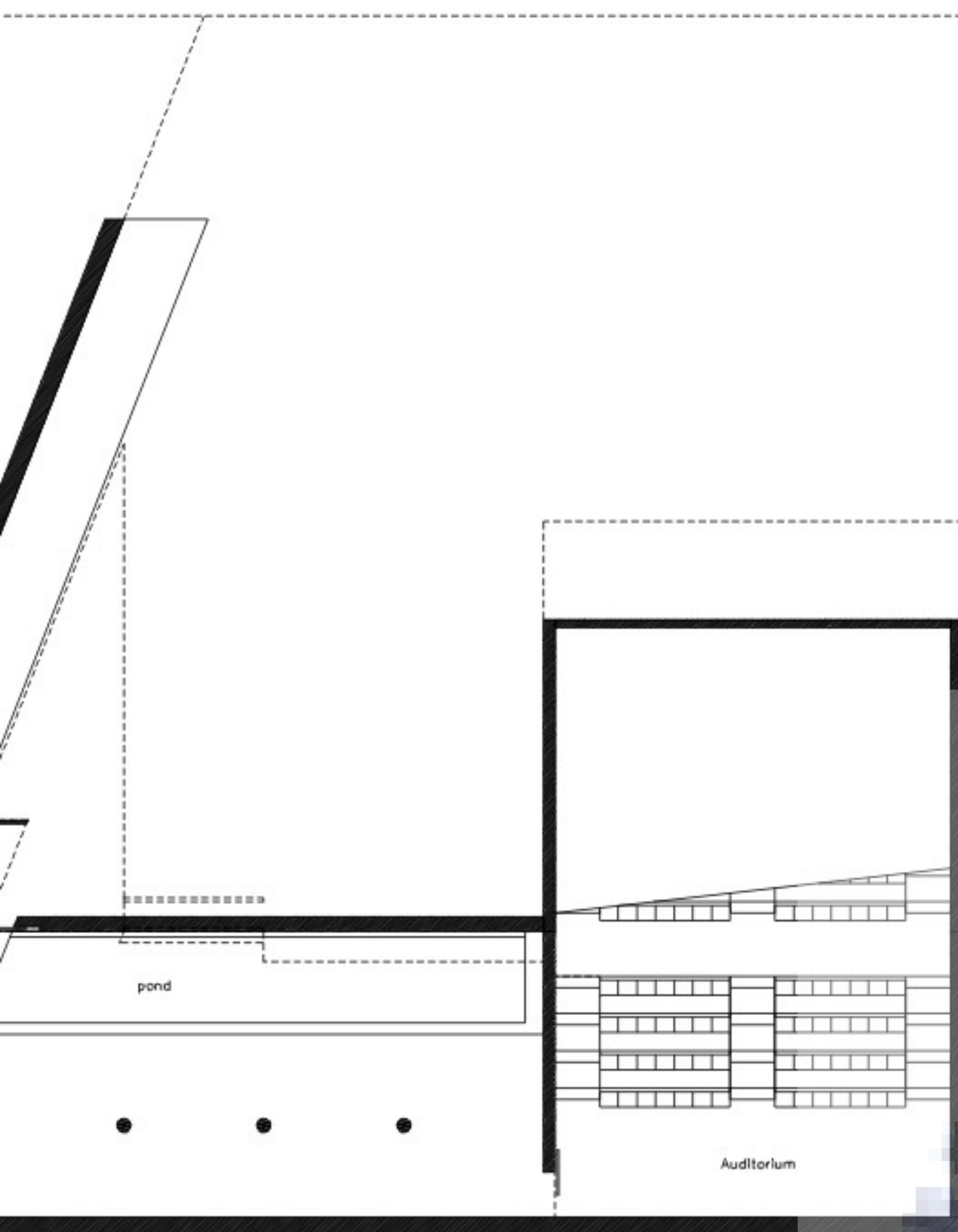
Section A-A S:1:200

- |             |              |                    |             |                |
|-------------|--------------|--------------------|-------------|----------------|
| Entrance    | Kitchen      | Café'              | Auditorium  | Machine room   |
| Auditorium  | Conservation | Storage,backoffice | Pond        | Multi-use room |
| Pond        | Shop         | Cloakroom,lavatory | Ventilation |                |
| Ventilation |              |                    |             |                |

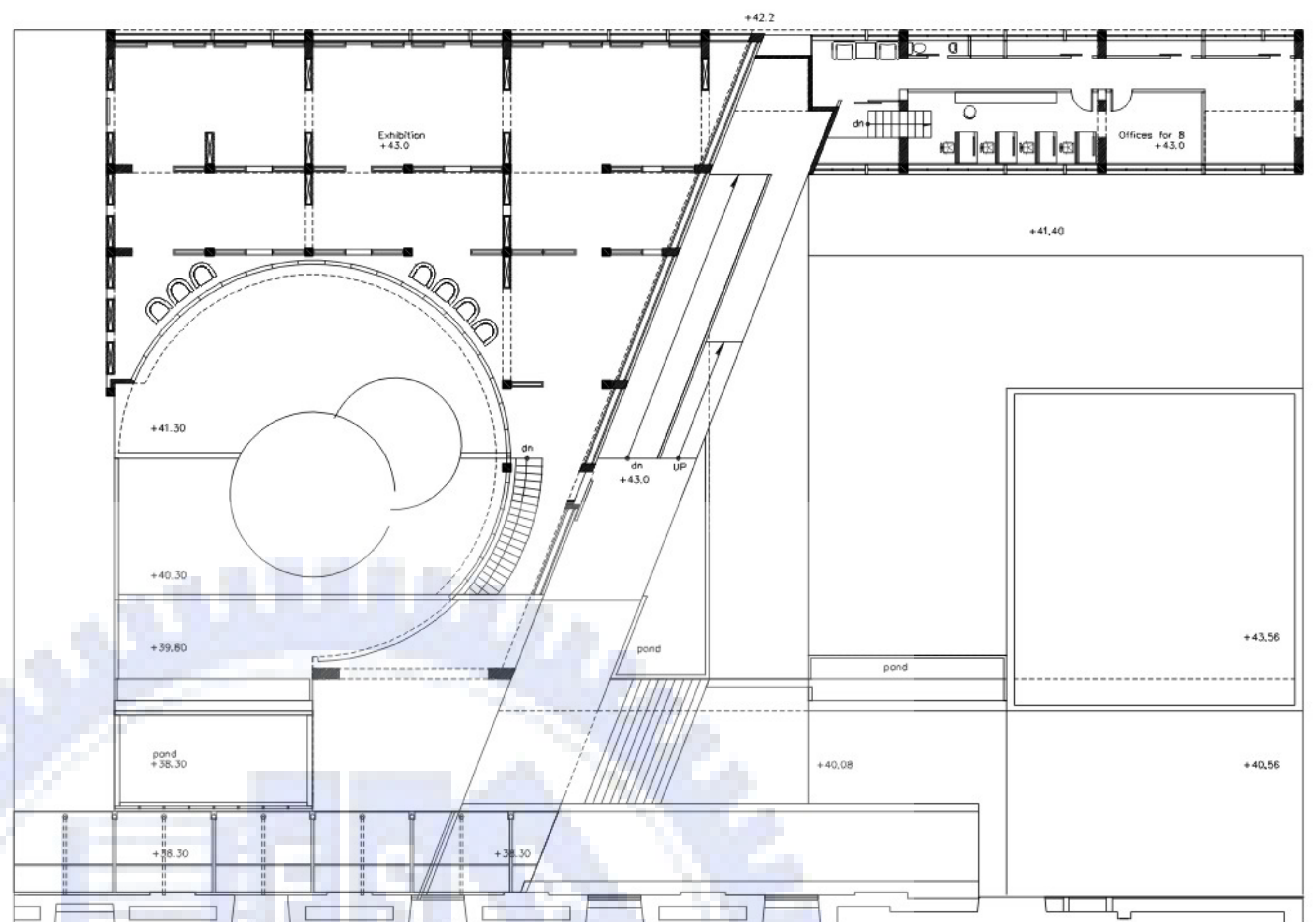




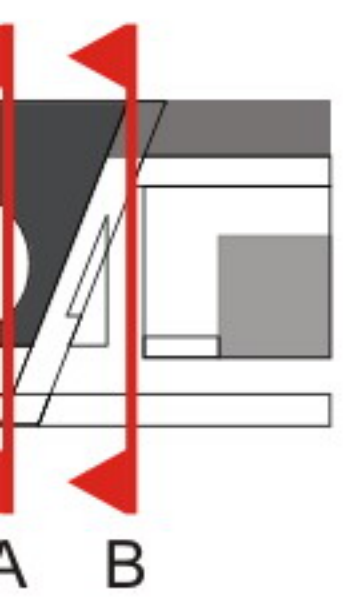
Section B-B S:1:200



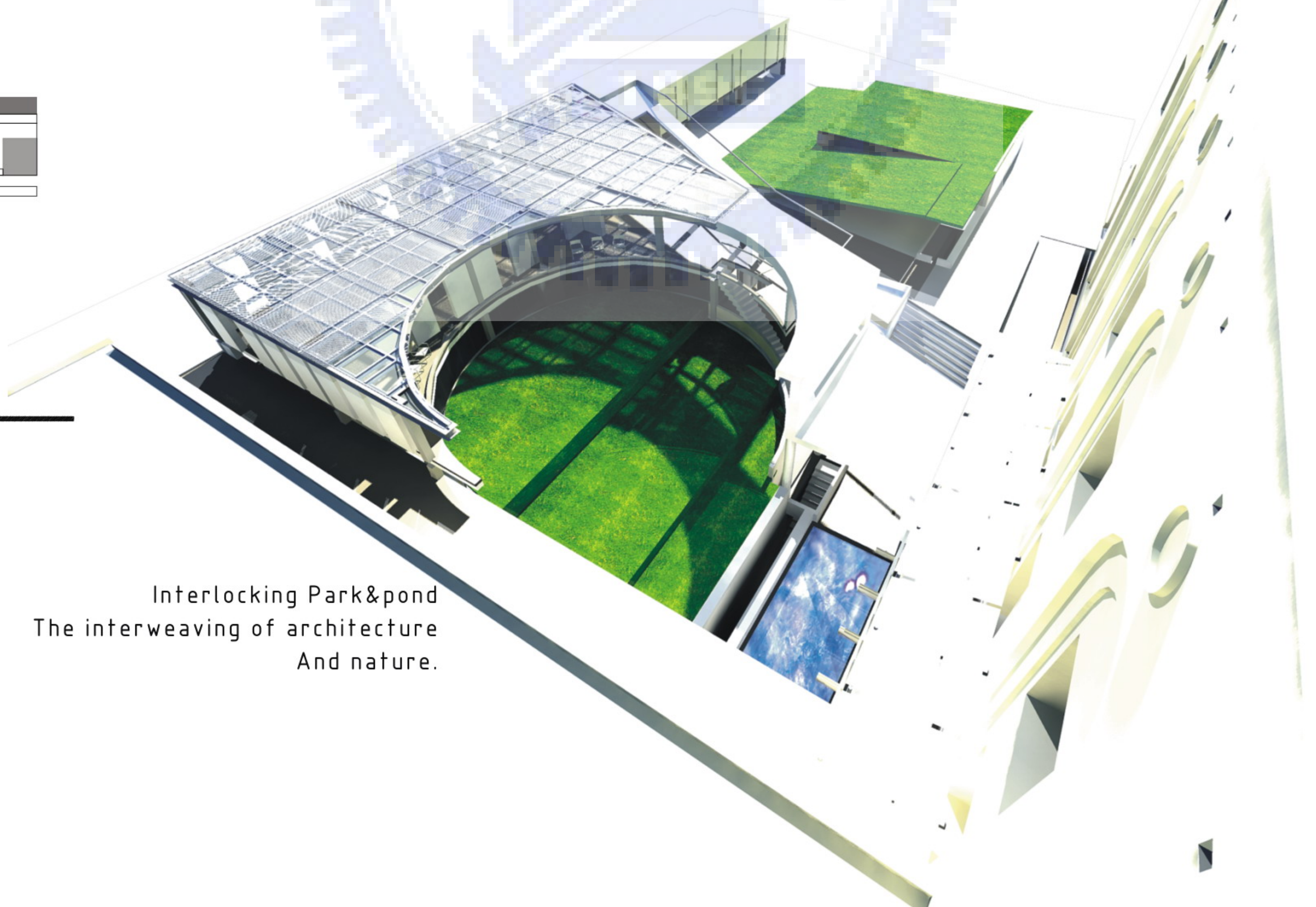
+35.5\_Ground floor 1:200



+43\_Second floor 1:200



+42.2



Interlocking Park&pond  
The interweaving of architecture  
And nature.