

國立交通大學

建築研究所

碩士論文

建築 | 故事

Architecture | Story

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ABSTRACT

建築 | 故事 對生活情境的想像

[生活]

生活就是：與朋友吃飯、到公園運動、在客廳看電視...，由一連串生活動作所組成。生活，是動態的。

[生活情境]

我們腦海中所浮現的一幕一幕生活情境，是由我們一連串的動作、行為所組成。生活加上活動，構成了空間情境。故事，就是對生活情境的想像。



[故事]

故事，由生活的連續動作與生活情境所組成，她可以講述一個事件，她同時傳達了訊息、風景、聲響、甚至活動與行為。

故事，就在生活內發生；故事，也在建築內發生。建築的空間，就是由發生在內的故事所決定。有故事的空間，其實就是有機制來規範空間的運作。由機制，來激發空間裡的故事。

閱讀建築時，閱讀發生在裡面的故事與機制，閱讀由故事所引發的生活情境與生活行為。

用故事來閱讀空間，空間之間不再是以一條界線來區分。有故事的空間，可以是很流動的，它是由發生在裡面的故事來決定各個空間的性質。由故事所觸發的建築，介面很活潑，情境很動態；是自發性的狀態、我們無可預期的情境。

在無可預期的建築裡，故事可以一直發生，空間性質可以一直變動...，這才是故事存在於建築內有趣的地方。

ABSTRACT

Architecture | Story

[Living]

Living is flow.

To have lunch with friends, to exercise in the park, even to be couch potato
Living is the actions clicking through series chemistries of flow.

[Scenario]

With these clipping memories flashing in our minds, our living are articulated through the collaring of actions.

With action, living becomes the story of space.

With story, our imaginations picture our living

[Story]

Story, cascaded by actions and scenarios, can picture an event; it also can channel message, sound, view, even activity and behavior.

Story lives in daily life; it also lives in architecture. Architecture is framed by the stories inhabiting inside. Architecture with stories is acted with the mechanisms to refine the play of space. Through mechanisms, stories can be inspired within space.

We cannot read architecture form outside the stories and mechanisms. We have to live through the play and the actions to read the story, the story of life.

To story a space, space is overly rich to be defined only through single line. Space with story can flow through lines, it also can be characterized by the plays happening inside. The acting space interfaces so active, so flexible; it's so spontaneous, even us cannot really expect what's next.

In such a spontaneous space, stories can play with the play, and the characters of space can always move with the move...

Having an architecture moves within stories, that is the true story we want to story.



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建築 | 故事

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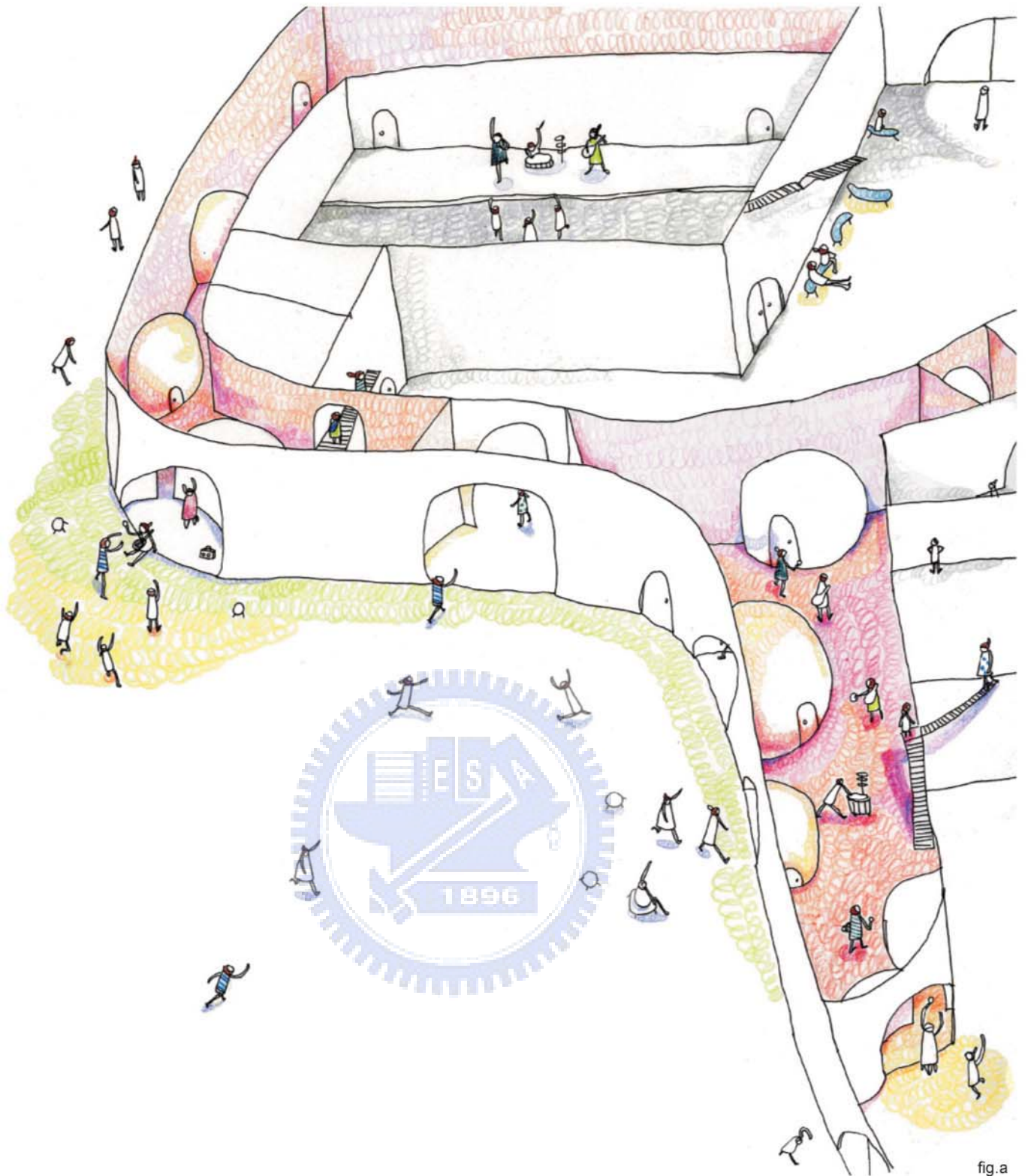


fig.a

2009.spring studio. Adviser_Jr-Gang Chi.

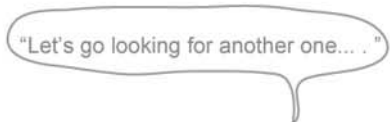
Flash Mob, a spontaneous pop music center.

真實世界與虛擬世界，
音樂人的世界與觀眾的世界。
音樂人，我們無法觸及的，是在虛擬世界；
觀眾，(就像我們)，在真實世界裡。
藉由樂團快閃的活動，
樂團們出現...又消失..在真實世界裡。
樂團們高昂的表演，
樂團人們與觀眾們一同嗨翻!

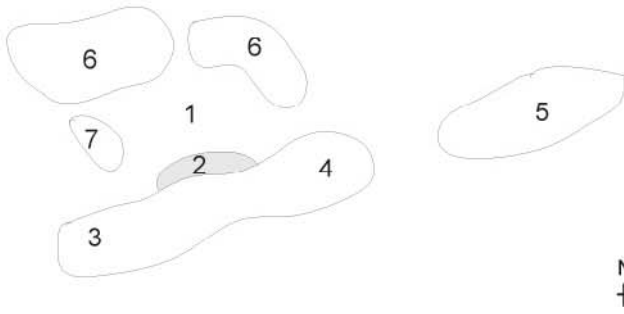
When people (•) in a place get to a number,
Flash Mod will have a live show at the hole !

We dont know which hole will musition appear,
cause there are so many hole in here!
Every activities in this pop music center,
are unpredictable and spontaneous!!!



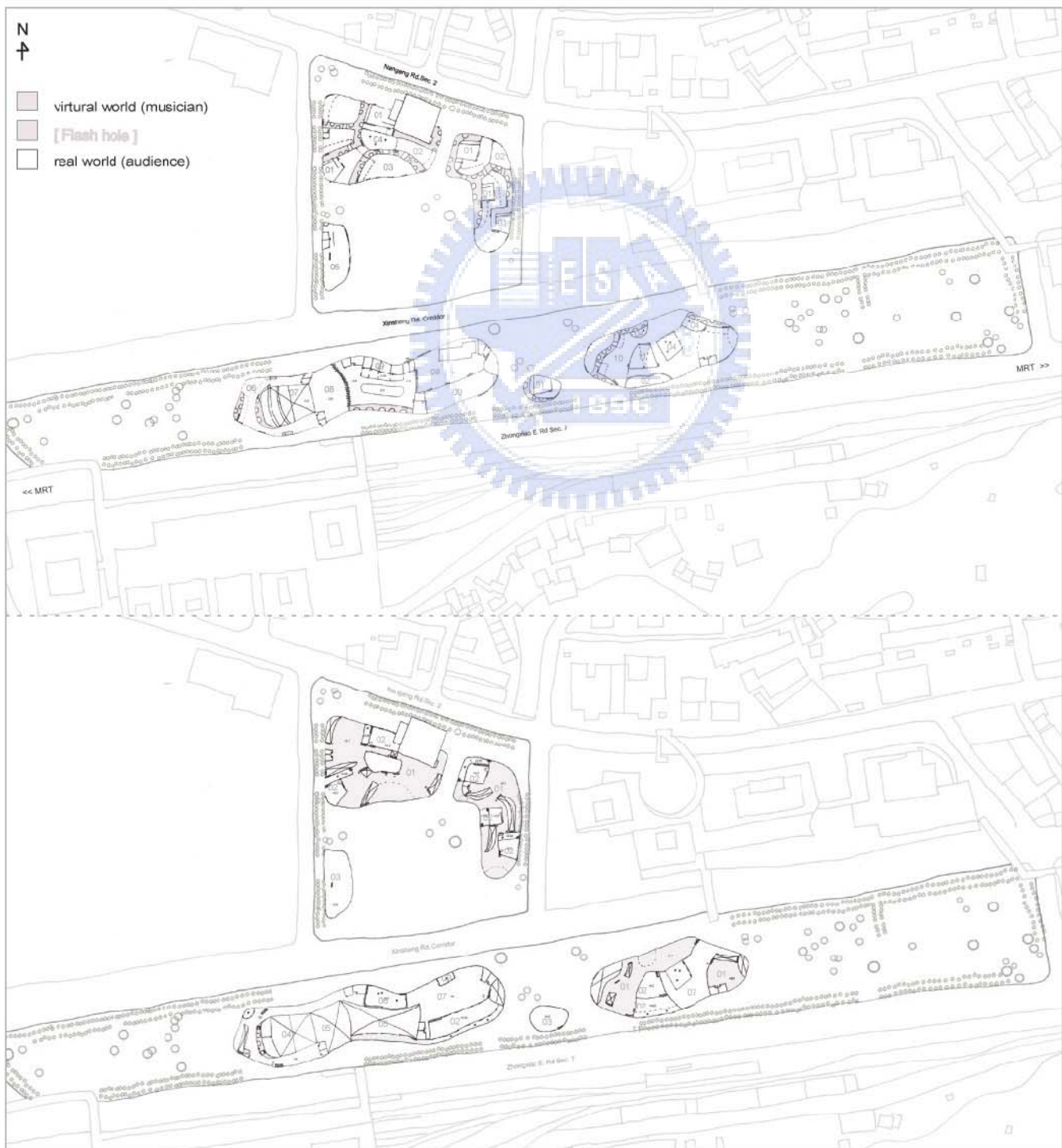


PROGRAM



- 1. outdoor performance hall, for 15,000 people.
- 2. movable stage, can be folded when there's no perform.
- 3. main hall, indoor performance.
- 4. back stage, for indoor & outdoor performance (both).
- 5 ; 6 ; 7 Exhibition ; Live House + eat ; Administration

SITE PLAN

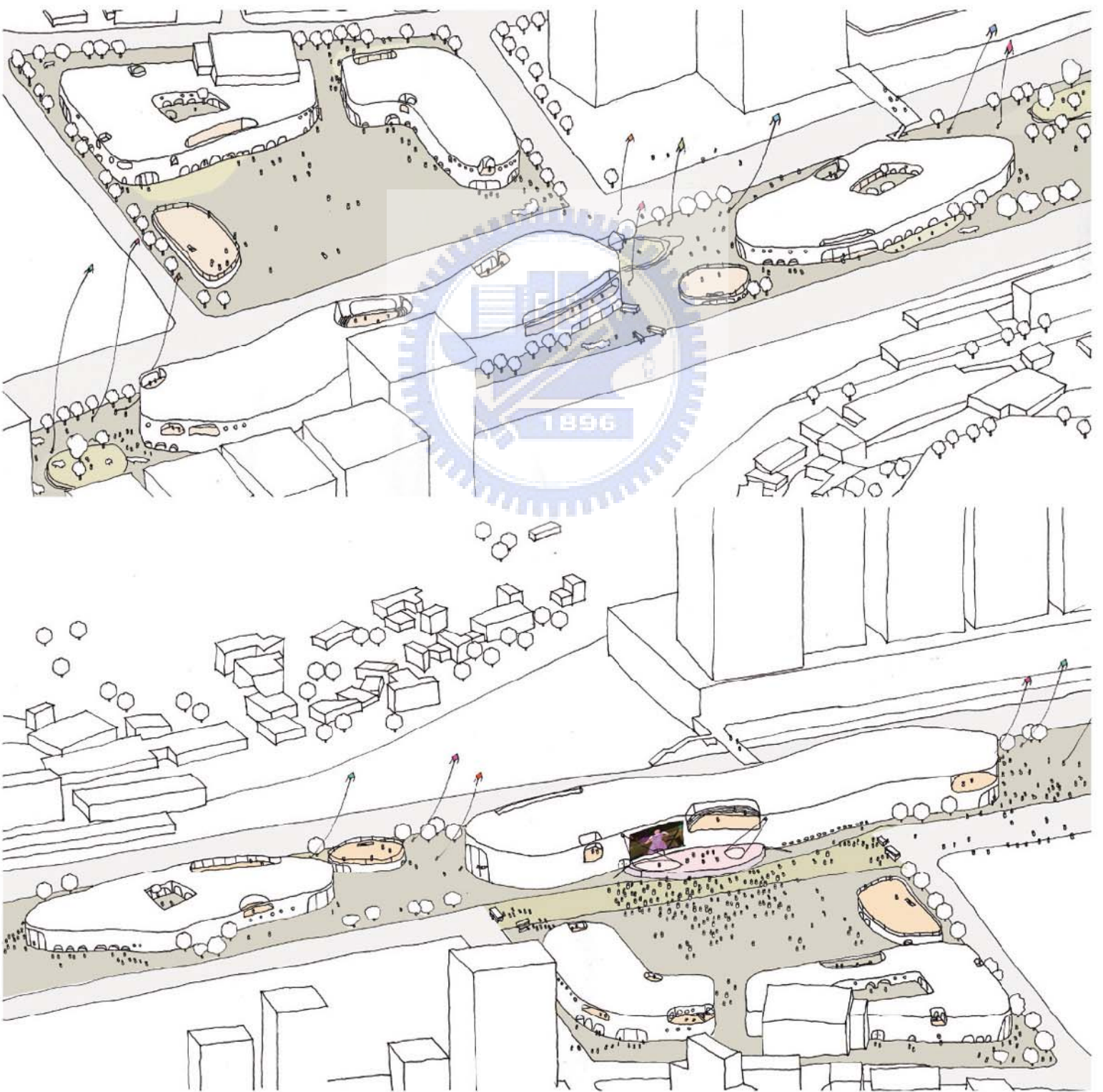
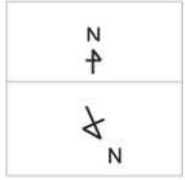


1F SITE

- 01. Live House
- 02. food
- 03. plaza
- 04. garden
- 05. administration
- 06. entrance hall
- 07. main hall
- 08. back stage
- 09. dressing room
- 10. exhibition
- 11. screening room

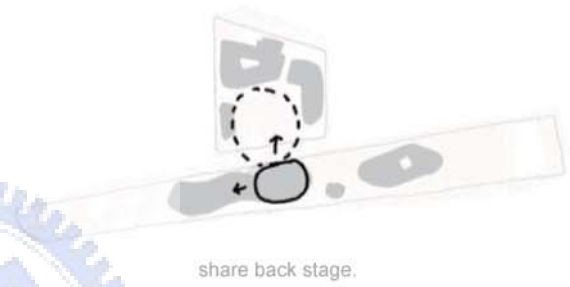
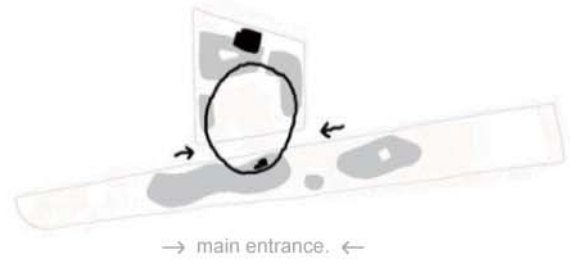
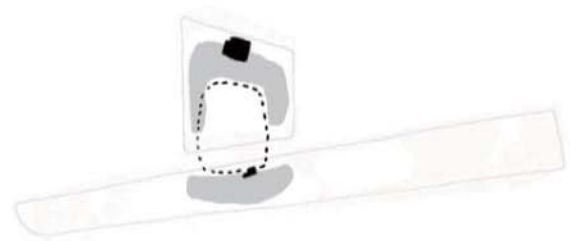
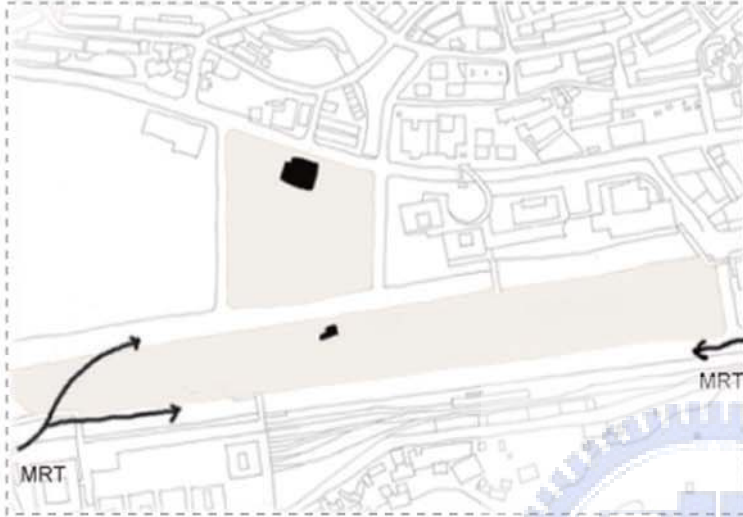
2F SITE

- 01. musician world
- 02. play+eat room (for audience)
- 03. roof garden
- 04. main hall
- 05. back stage
- 06. perform room
- 07. exhibition



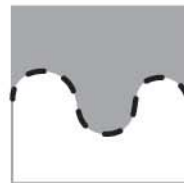
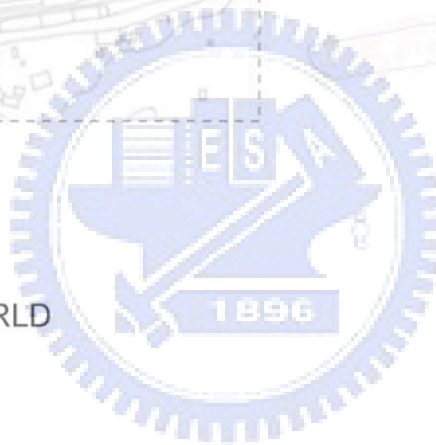
SITE

@ Nangang District, Taipei.
between Kunyang & Nangang MRT station.



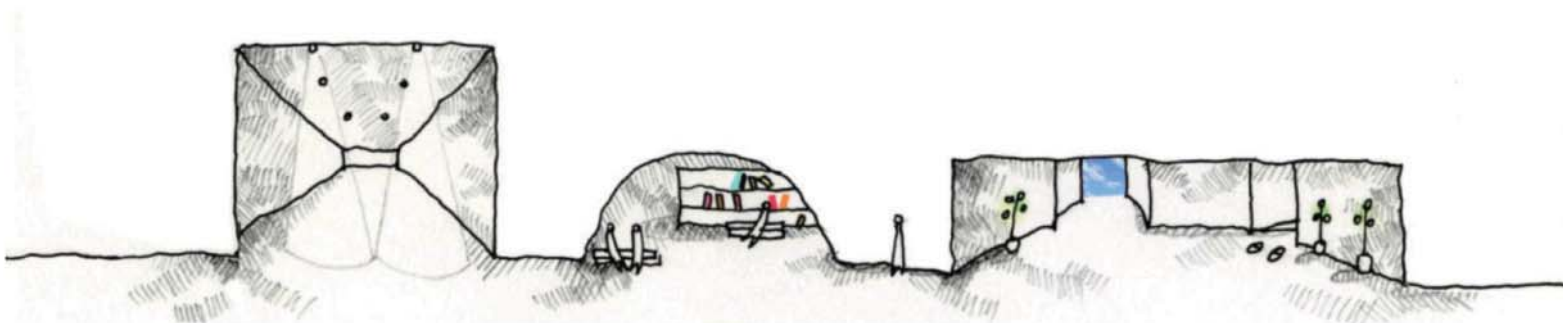
VIRTUAL WORLD & REAL WORLD

musicions & audience



• audience

⋯ = FLASH HOLES



4 type of Flash Mob & space

1 Flash, new songs

Flash holes,
a place to release new songs.

Bands can test the popularity
of their songs,

and manager can find new
singer by coming here.



Inner,
spot, occur frequently.



2 Flash, warm up Live shows

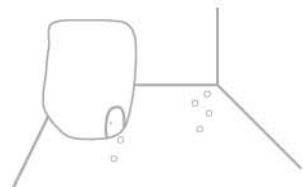
"The live show will start at 10:00pm,
maybe we could meet each other
at 8:00pm first !"

✉ message :

"A flash band is going to perform
at the outside of Live House 6 !!!"



Inner,
plaza, smaller scale.



3 Flash, inbetween

The coffee shop is quiet,
it's the lady's tea time...

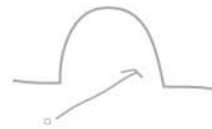
"GO SURPRISE THEM!!!"

✉ message :

"A flash band is going to perform
at the second tree in the garden !!!"



Outdoor,
green; through the glass



4 Flash out @ plaza

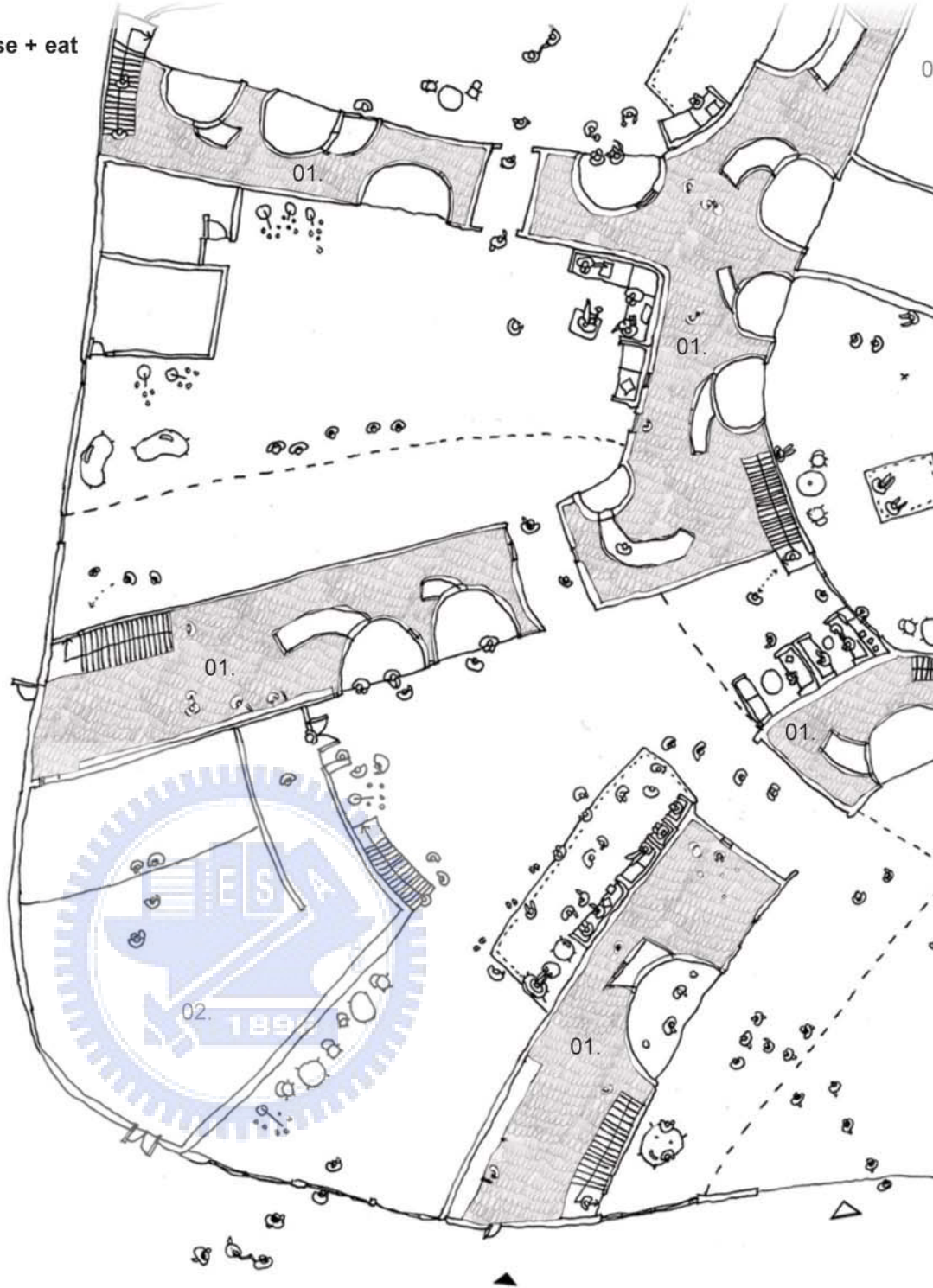
Bands will announce on there
"PLURK".
(20 minutes before the show)

Fans come after receiving the message!



For indoor,
plaza, large scale.



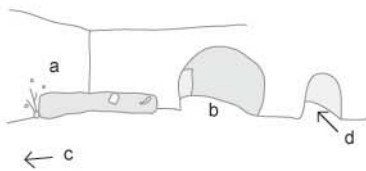


1F plan

- 01. Flash hole
- 02. Live House
- 03. garden
- 04. eat room
- 05. plaza

musician v.s real world

01



02

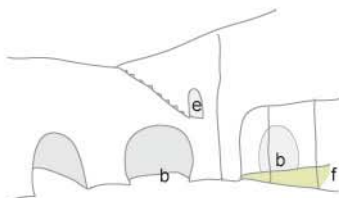




fig.b



- a. Live house
- b. Flash Hole
- c. Live House entrance
- d. entrance
- e. musician secret stair
- f. garden + eat

01	02
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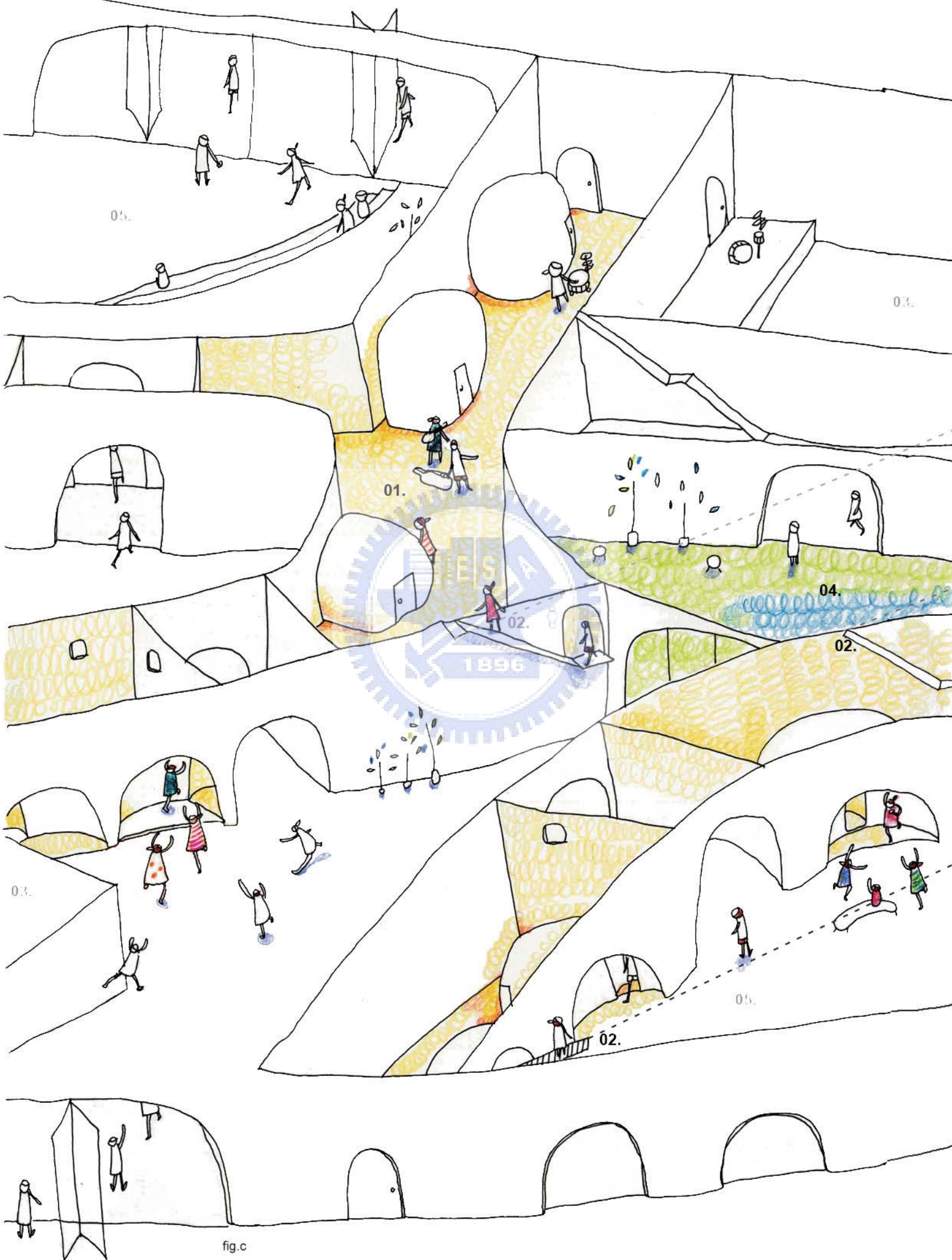
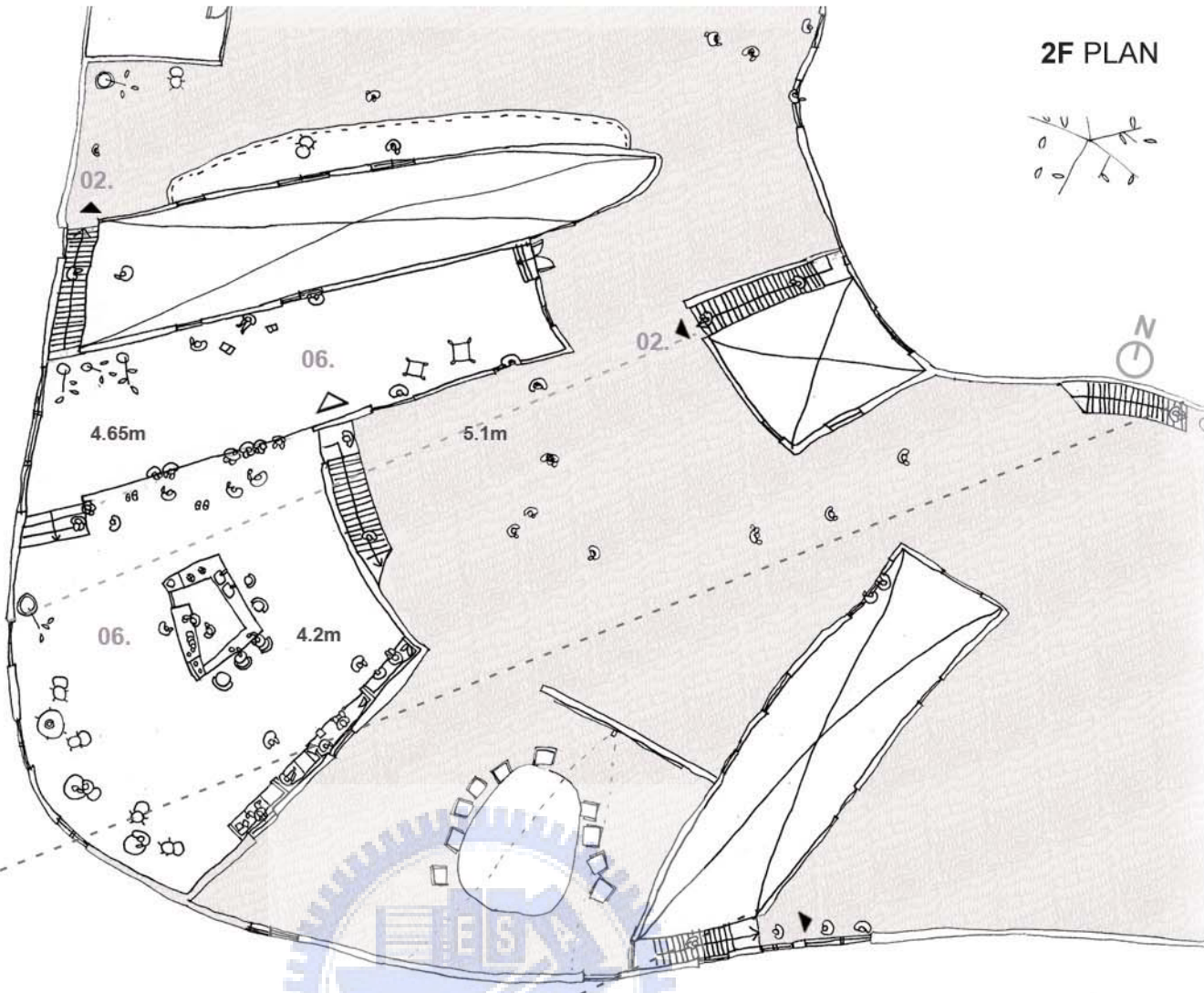
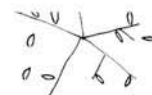


fig.c

2F PLAN

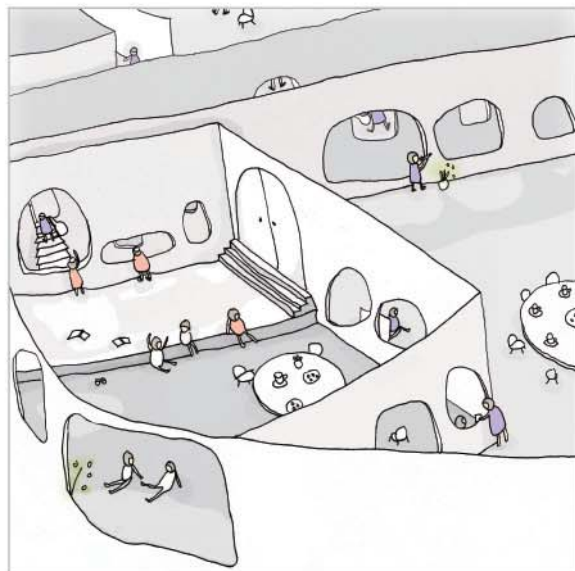


musication world+play room(audience) fig.d

1F inner / 2F plan

- 01.musician world
- 02.musician secret stair
- 03.Live House
- 04.garden
- 05.plaza
- 06.play room (for audience)

fig. e , 2F inner, inbetween (+4.2m; +4.65m; +5.1m)



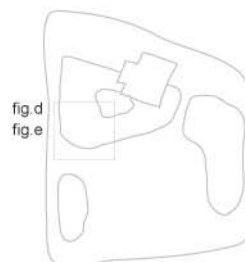
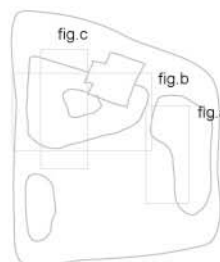
TAG

North part of the music center.

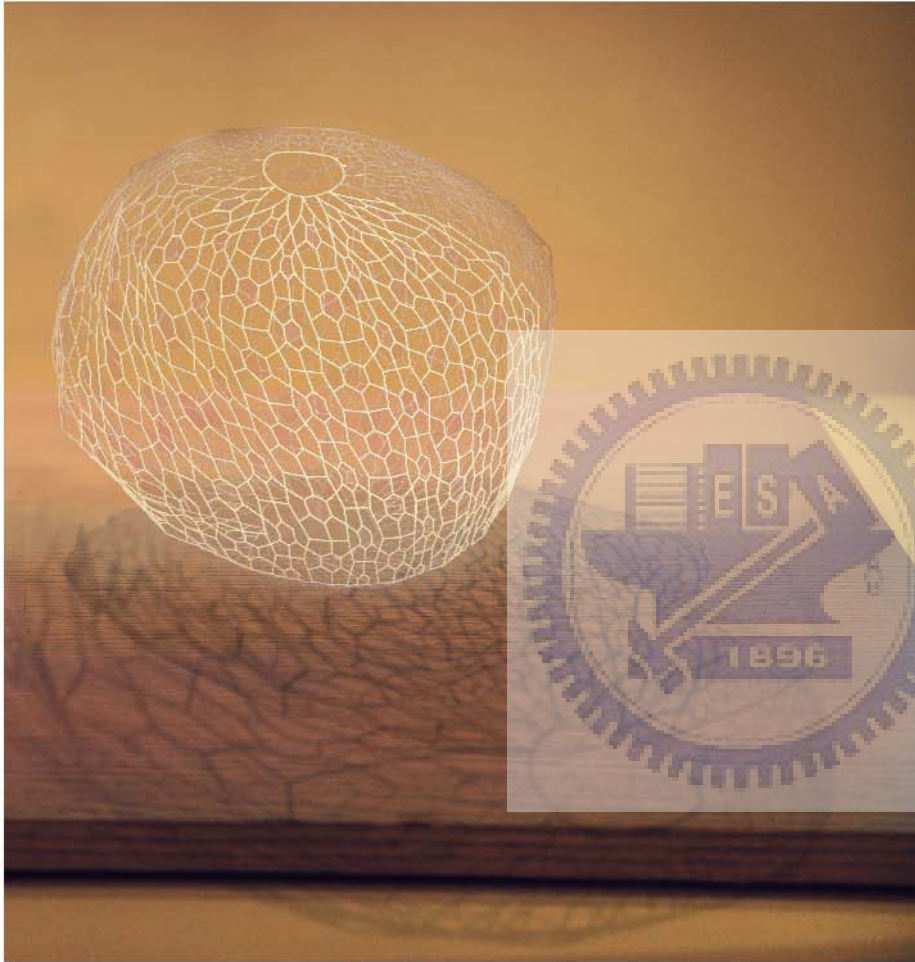
fig.a p.02; fig.b p.10; fig.c p.11; fig.d p12

1F

2F







2010.feb | grasshopper. Keisuke Toyoda studio.

hexagon structure. grasshopper practice.

自然界的
生物們，
都有其 生長的規律，
以及 幾何現象。

我所觀察的四照花棗果
(Cornus Kousa)
是由六邊形所組成。
由於地心引力的關係，
果實的頭以及尾巴的幾何形
逐漸內縮成
五邊形、
三角形。

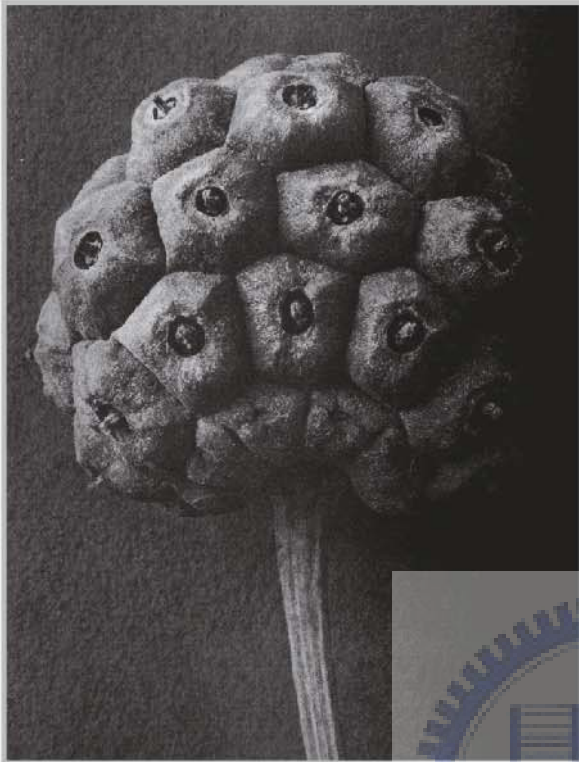
以grasshopper操作，
模仿棗果製造六邊形骨架的結構。

另外又再繼續分割每一邊的骨架，
成為更小的副結構(sub structure)系統。

依此類推，
可以以同樣的邏輯切割。

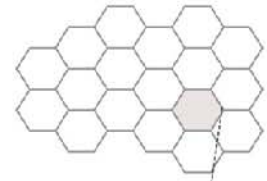
對於本作品的期許，
能依照六角形的結構分割邏輯，
在做為家具使用、或是建築結構計算時，
能依照物件各部位被承受力的強度，
在骨架的密度上，
調整適度的參數。

main structure

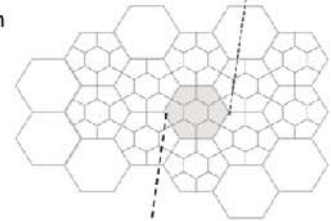


sub structure

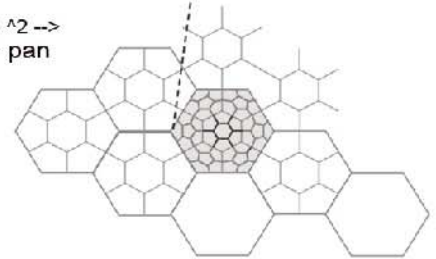
haxigan



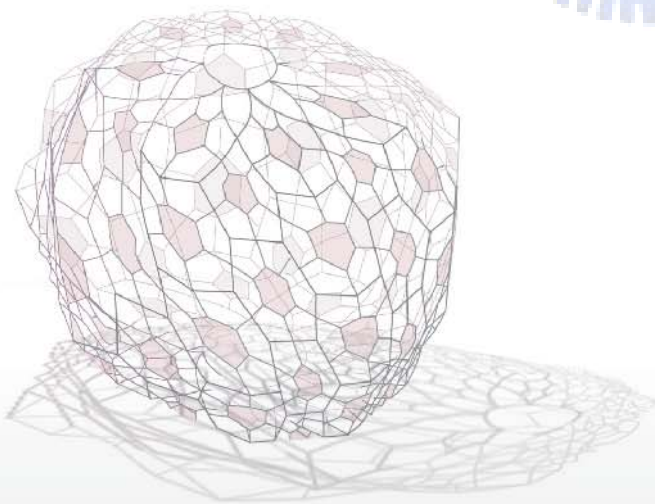
divide-->
hax+ pan



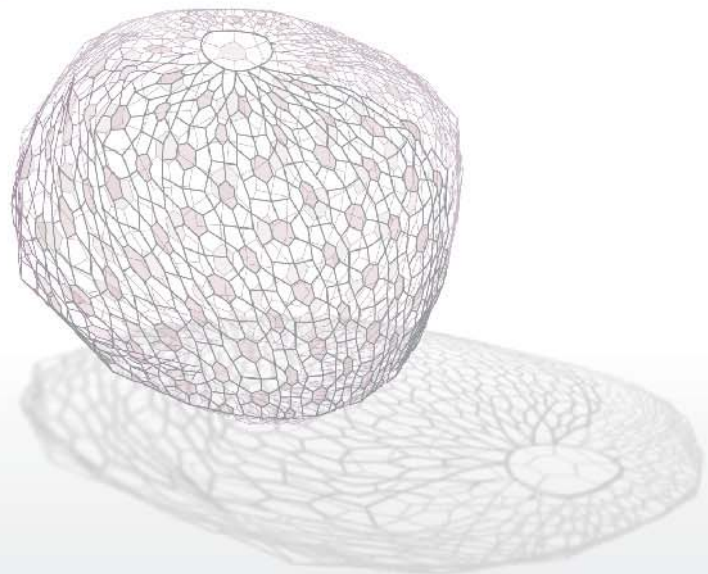
divide ^2 -->
hax+ pan



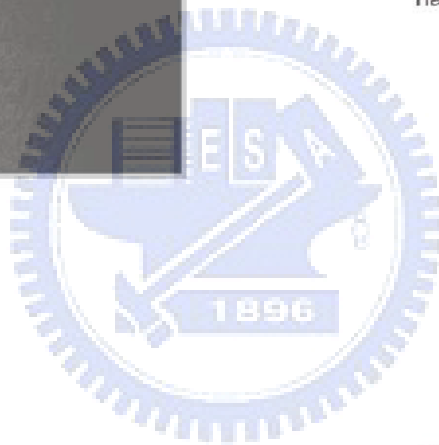
parameter

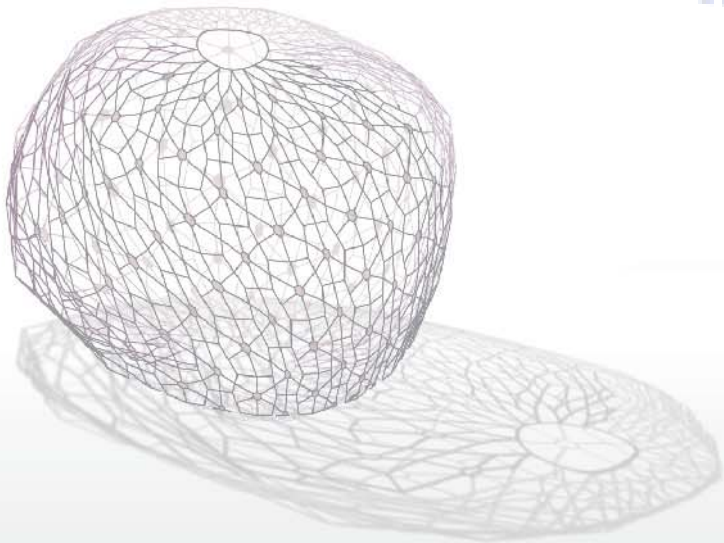


$$U \times V = 5 \times 8 \quad n=0.5$$

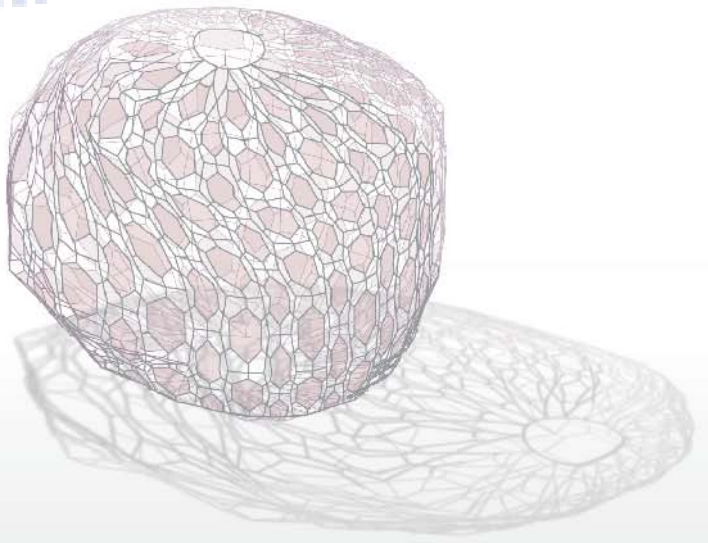


$$U \times V = 10 \times 15 \quad n=0.5$$





$U \times V = 10 \times 15$ $n=0.2$



$U \times V = 10 \times 15$ $n=0.75$



chair no.01

chair no.02

一個給身體的，椅子。

椅子本身是由模矩化的三角錐單元組合而成。

三角錐本身由兩種材料組合，
一為堅硬材，
是椅子與人接觸時的接觸面。
堅硬材與堅硬材之間的連接材：
選擇較彈性的材質，
使人坐上椅子時有緩衝作用的彈性感。

a

整張椅子由三角錐單元組合而成。
嘗試了兩種組合方式：
一種為上下合起來的椅子；
一種為頭尾勾起，可以互相卡在一起的椅子。

椅子在還未組合成一個大圓球之前，
也是一個可以擺在客廳的兩個懶人骨頭，
是一個可拆解、
可以坐、可以翹腳...
任意使用的家具。

b

而再以積木的想法來看待三角錐單元，
若是賦予每一小單元的連接方式，
以磁鐵(可拆解可吸合)
來連接，
似乎可以組合成更多種可能的椅子，
或是，
更加隨意 的家具們。

2010.fall studio. Adviser_Keisuke Toyoda.

chair design, module chair, with flexibility.



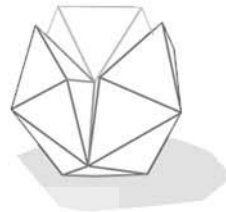
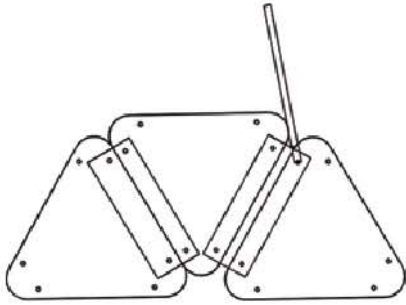
chair no.01

chair no.02

combine

material | hard + flexiable

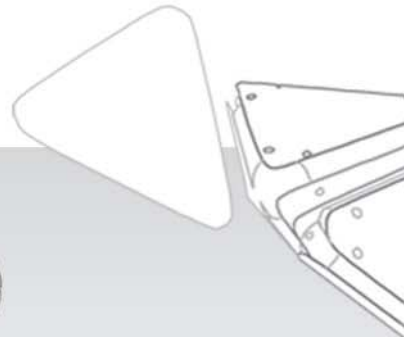
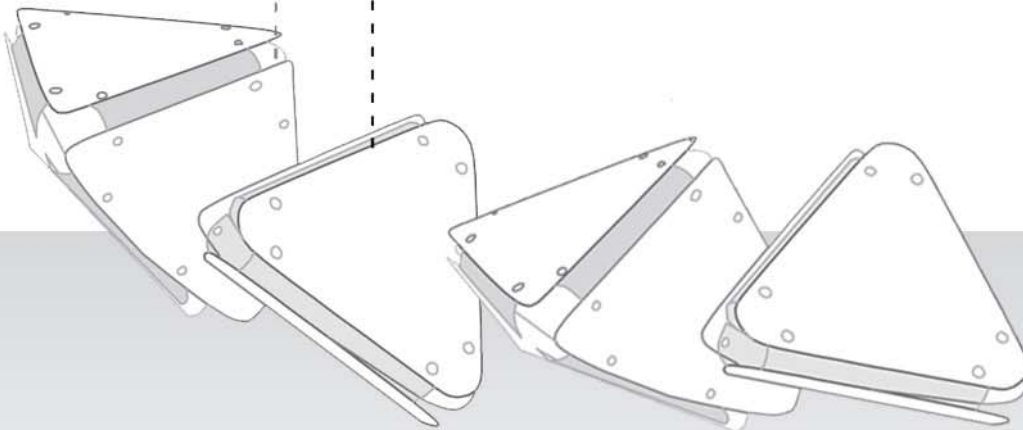
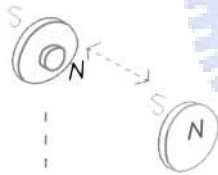
chair no.01



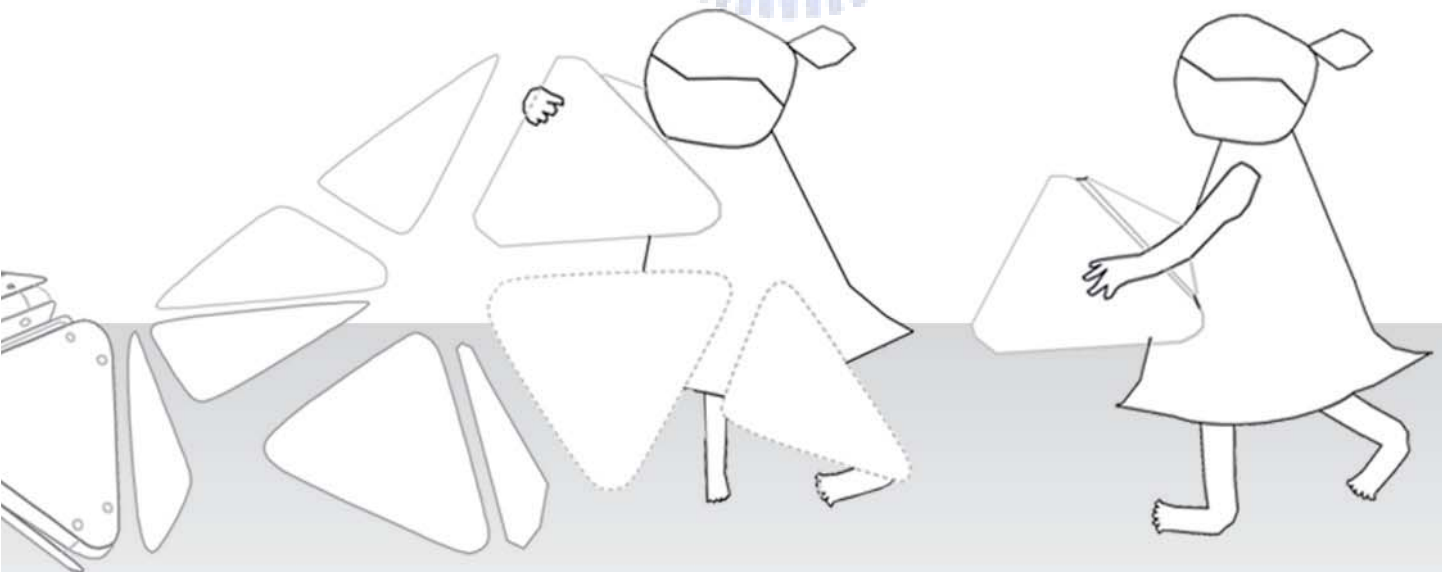
=



opportunity



chair no.02



2010.fall studio | grasshopper | fabrication. Adviser_Keisuke Toyoda.

Tzyy + Yu-Liang + Carl.

PET OHMU, voronoi pattern, PET structure .



一個裝身體的巢穴。
本裝置藝術希望以Gaston Bachelard「巢」為概念的空間形式滿足人們淺在的感知慾望。

PET OHMU的研究大量運用自動數位輔助製造技術，
如雷射切割器、CNC車床...等高科技機械
來討論未來建築施工自動化的可能性。

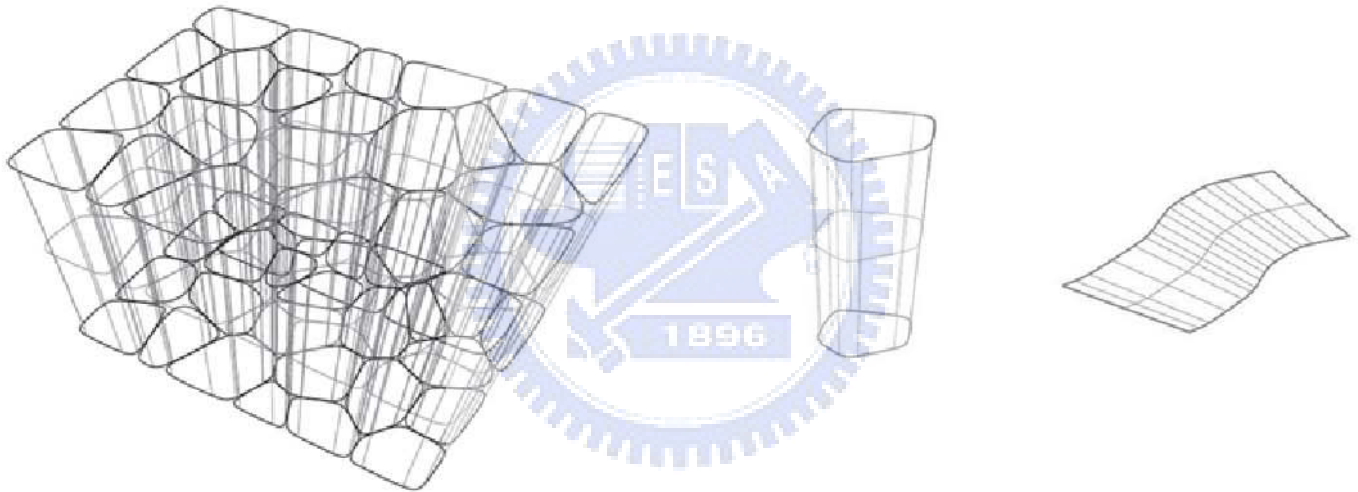
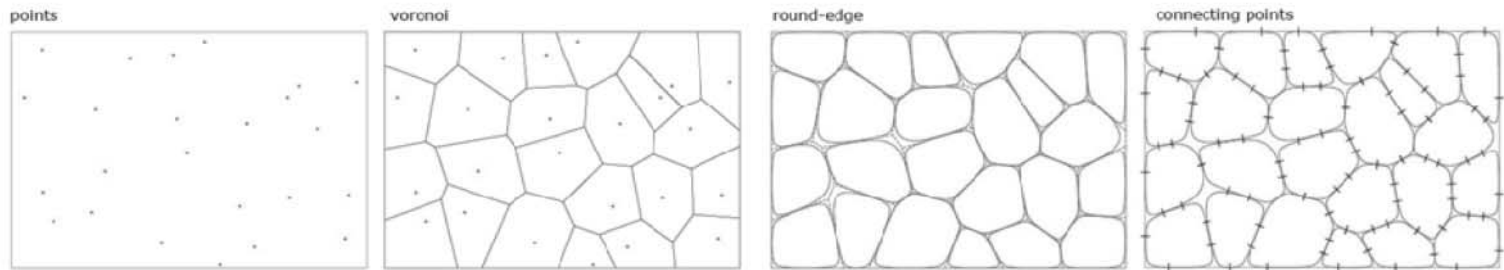
PET OHMU試圖用「牆」來討論一個身體尺度的結構物。
一般我們所熟悉的「牆」大多是用來區隔空間或是做結構使用。
我們在想，「牆」是不是可以跟我們的身體有更多的關係，
或是提供一個獨特的空間經驗，而不再只是功能上的用途。

談論到「牆」，他們如何站立，以及呈現出什麼樣的姿態、質感，是兩個基本的議題。
試圖使用一種材料、一種鑄法，來同時處理以上兩種議題。這也使得PET OHMU在展現姿態的同時，也表現出它的結構。

此外，參數式的軟體媒介也讓PET OHMU有辦法被精確的建構起來。

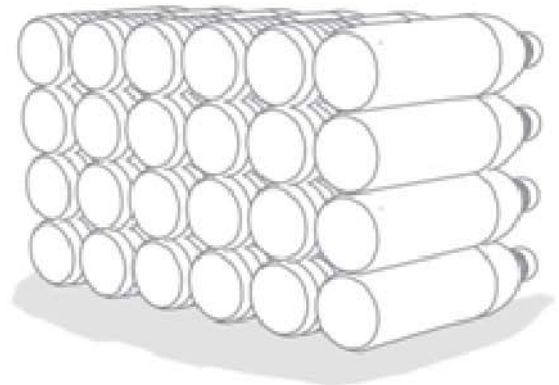
modeling | GRASSHOPPER

Shifting a little distance from the geometric points,
so that we don't really need to fold the material.
it would be a lot easier dealing with the connection between materials.



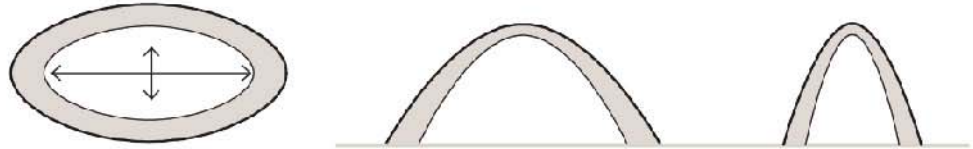
material | PET

Recyclable
Translucent
Flexiable

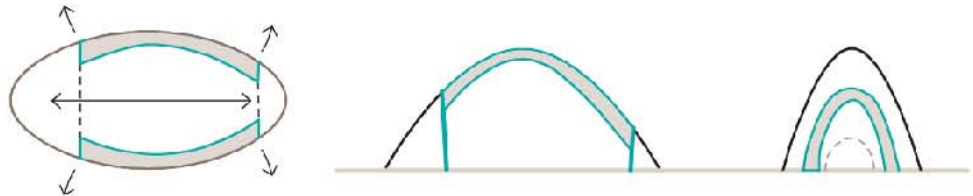


Stress analyse

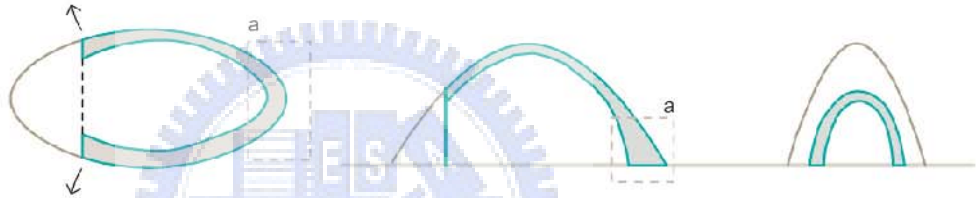
1
original shape.
complete, symmetrical.



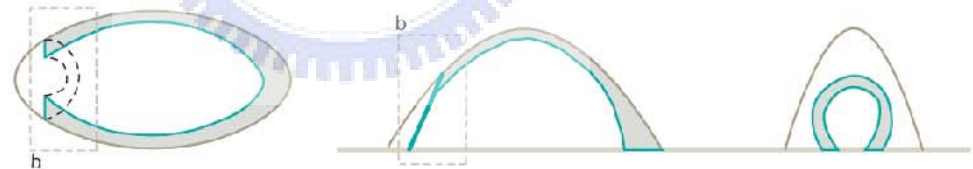
2
Entrance at two sides



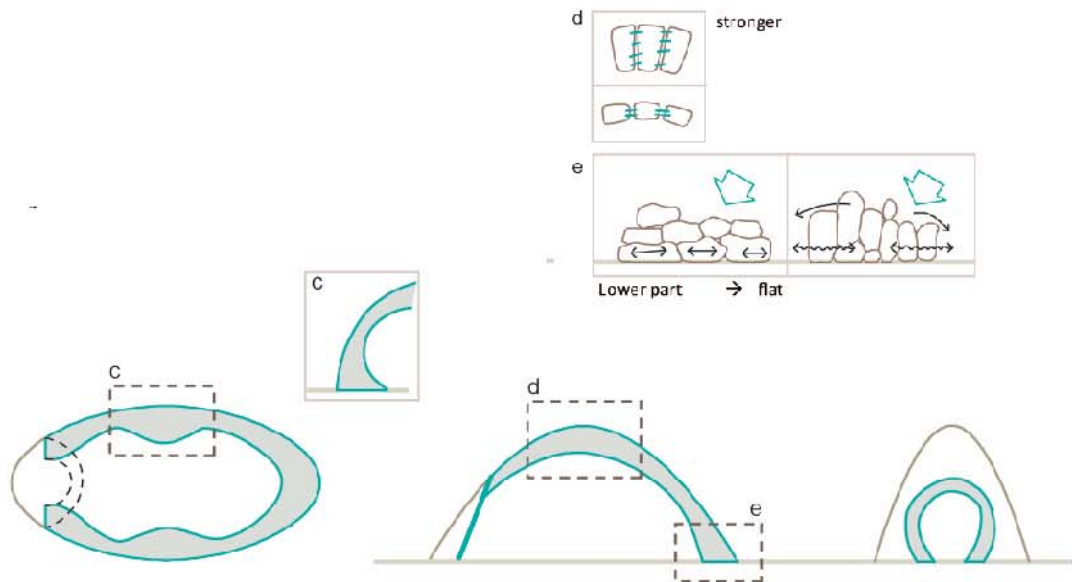
3
One entrance, stronger.
Thickness of PET pipes
at bottom should be wider.



4
Section cut of entrance

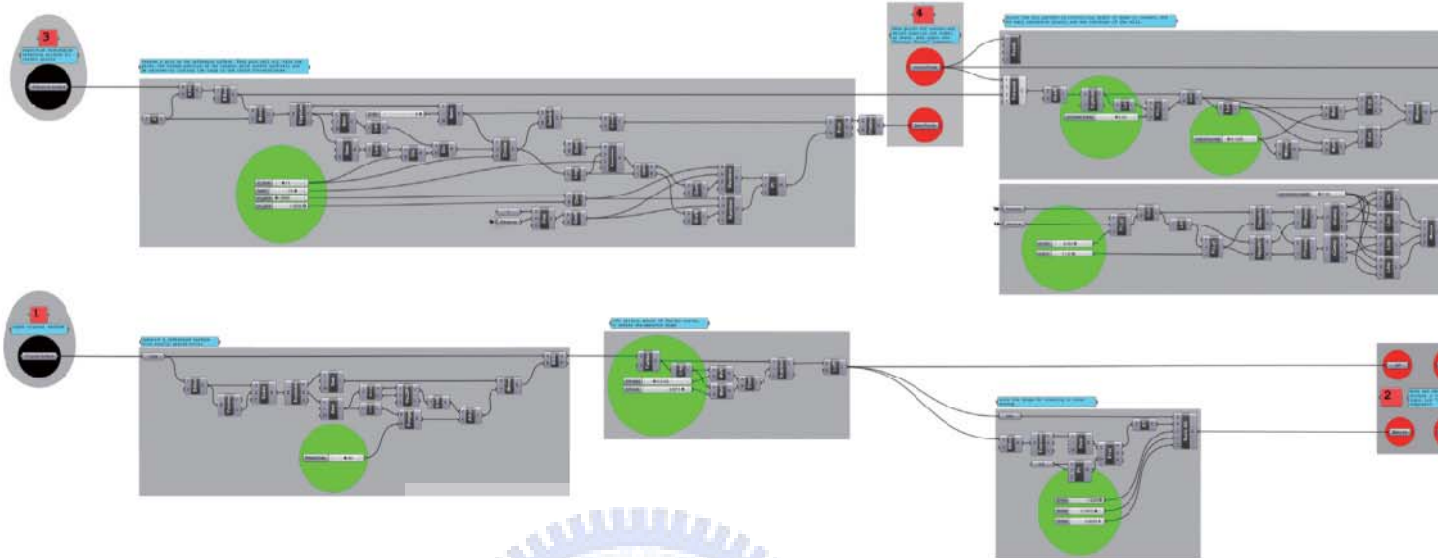


5
By changing shapes of bottom part
may be much more stronger
for standing,
touch the ground stable.



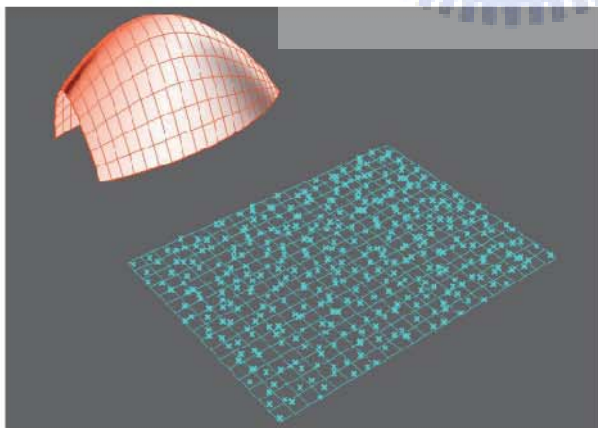
Main inputs:

- Inner and outer surface
- Amount and positioning of cells
- Maximum bending of cell border
- Rules for connections to neighbouring cells

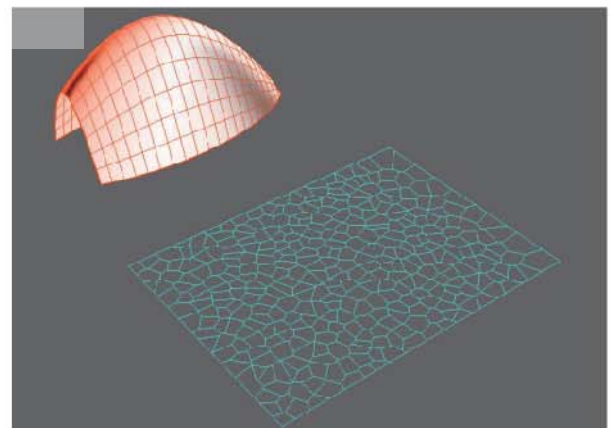


Outputs:

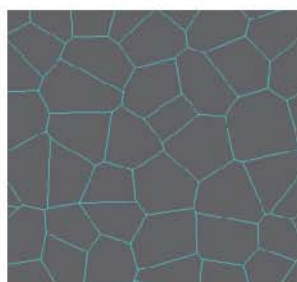
- Cell shapes
- Connection points
- Orientation mark
- Labeling
- Max/min dimensions of cell depth and perimeter
- Estimated material needed



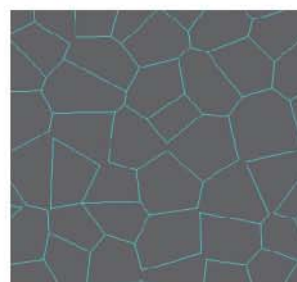
point cloud on reference surface



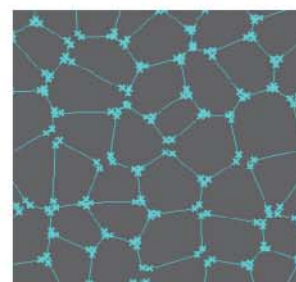
2d pattern



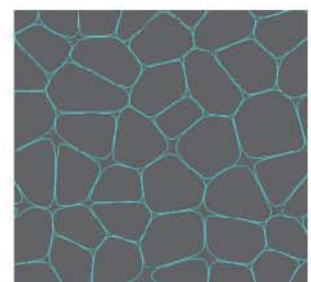
original voronoi pattern



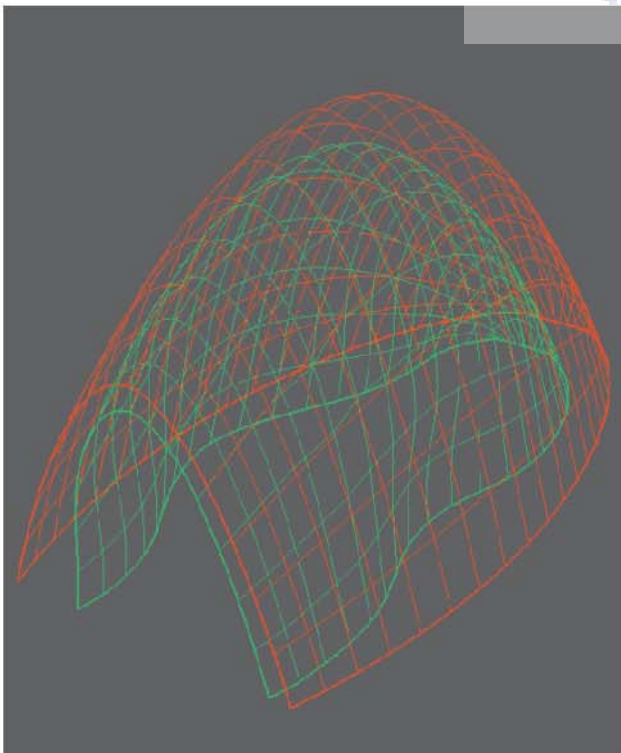
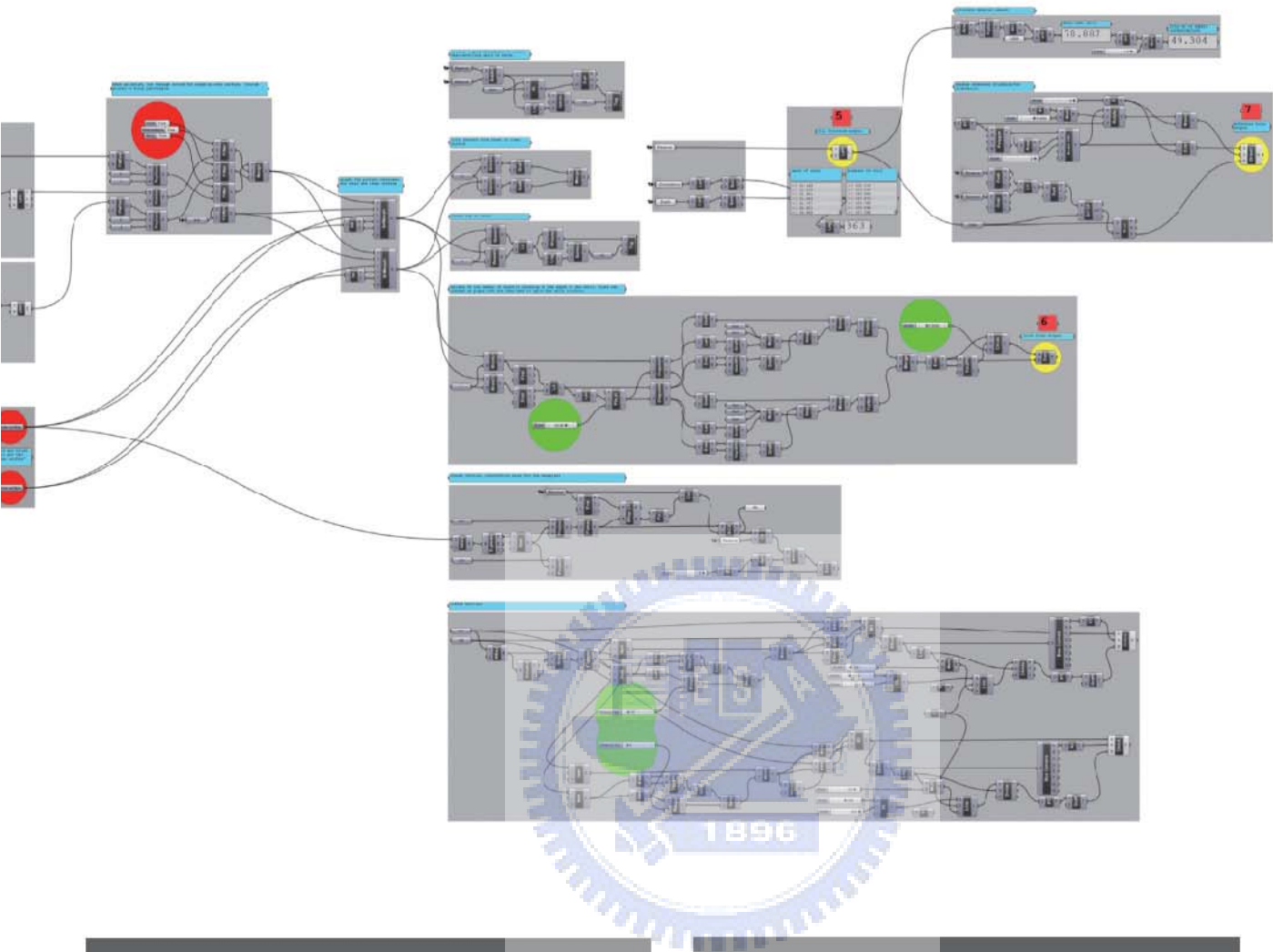
removal of short parts



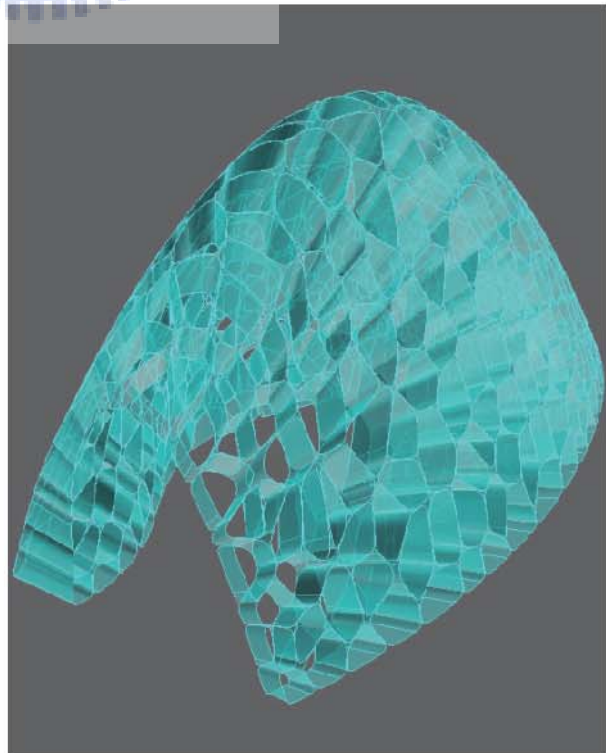
new points for curve



final pattern

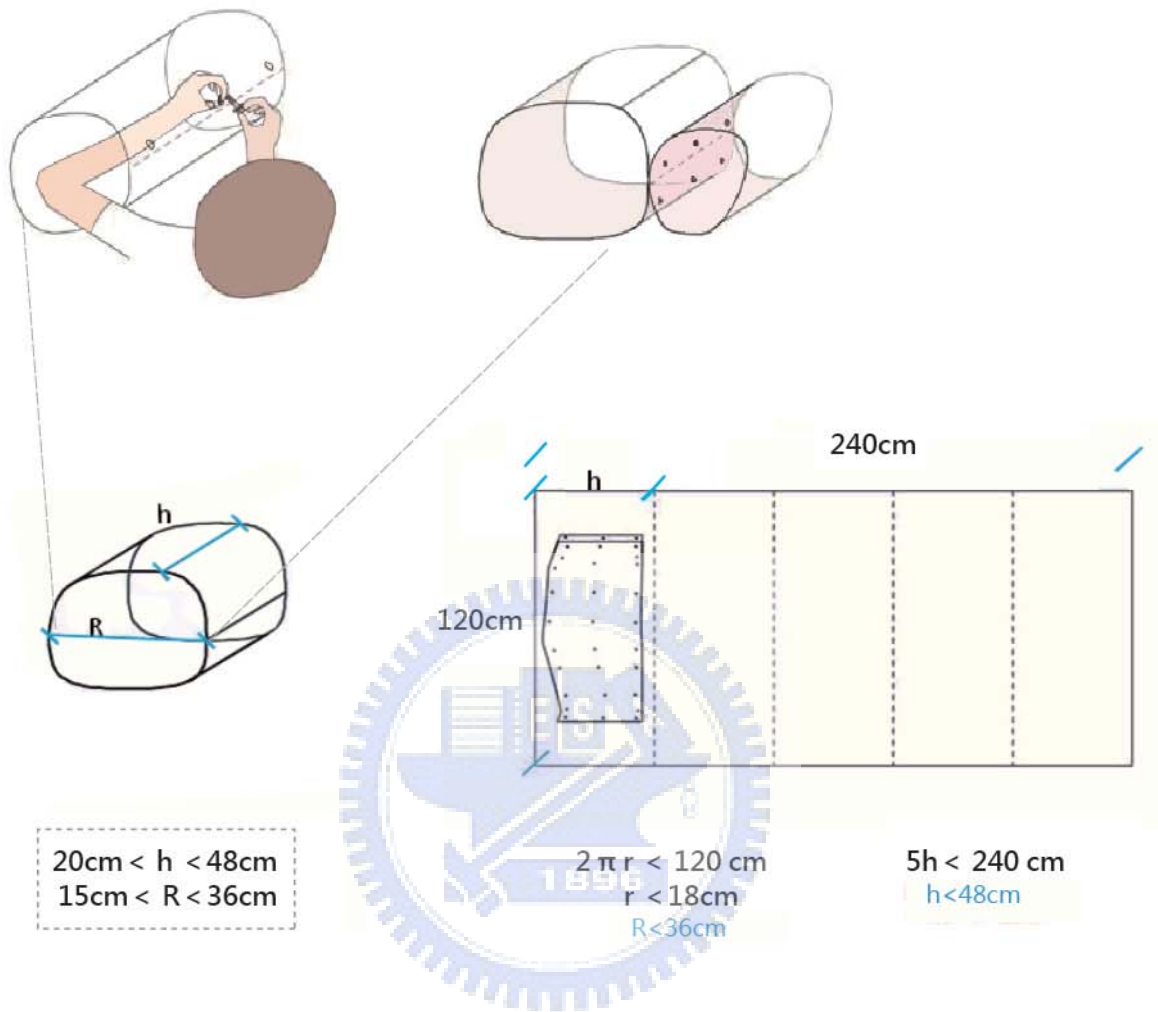


target surface

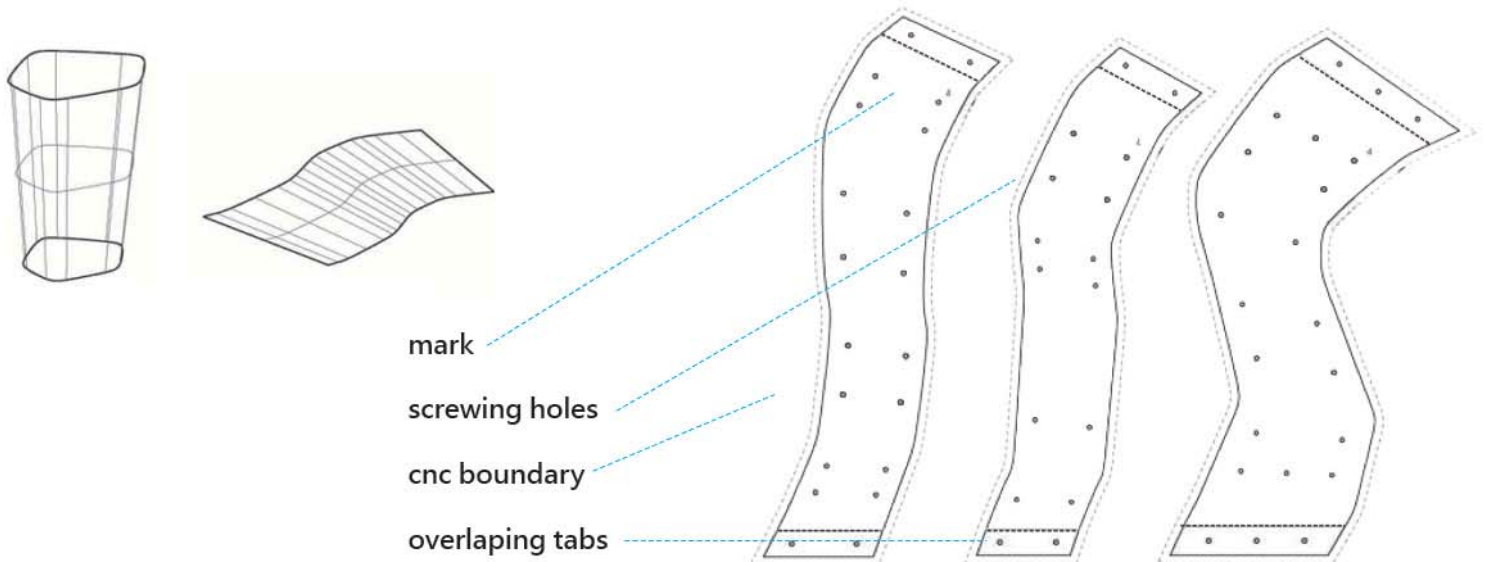


connected 3D cells

modeling | material limit

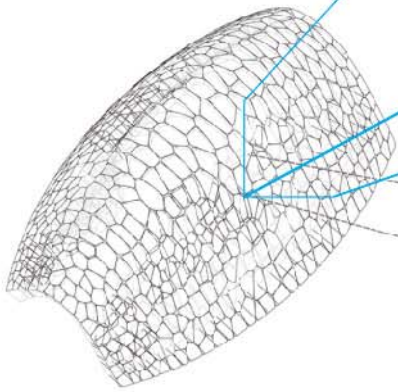


fabrication process



modeling | weight caculation

total weight= PET + screws = **173 KG**

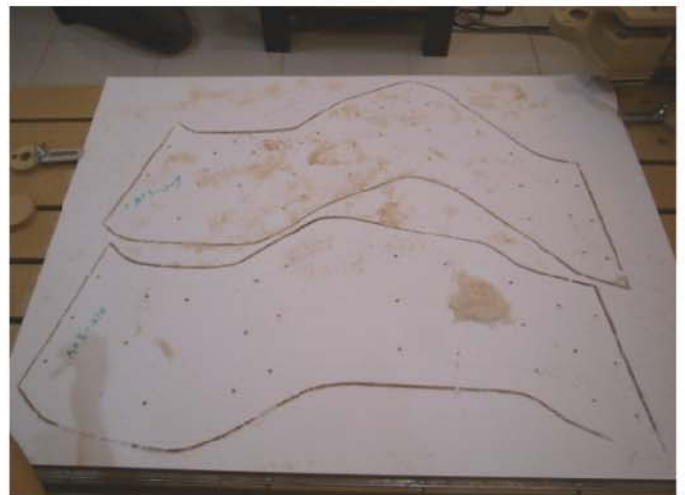


PET = 391 pipes SCREWS = 5200

ALL PETS
= total $\text{cm}^2 \times h \times D$
= $967000 \times 0.1 \times 1.38$
= 132.5g

ALL screws
= $5200 \times 7.92\text{g}$
= 41 KG

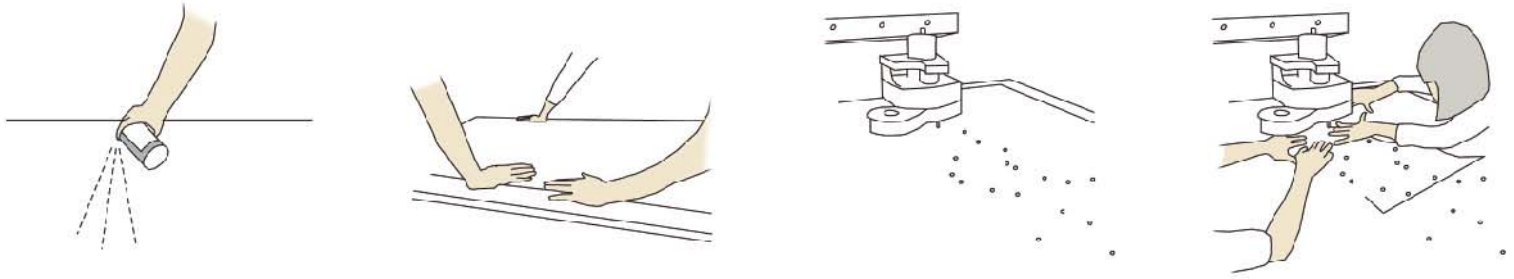
$$\begin{aligned}
 &= \text{Hexagon} = 6 \times \sqrt{3}/4 \times r^2 \times h \times D \text{ (g/ cm}^3\text{)} \\
 &= 6 \times \sqrt{3}/4 \times 1.1^2 \times 0.35 \times 7.8 \\
 &= 2.14\text{g} \\
 &+ \text{Cylinder} = r^2 \pi \times h \times D \text{ (g/ cm}^3\text{)} \\
 &= 0.25^2 \pi \times 1 \times 7.8 \\
 &= 1.53\text{g} \\
 &+ \text{Hexagon with hole} = [6 \times \sqrt{3}/4 \times R^2 \times h \times D] - [r^2 \pi \times h \times D] \\
 &= [6 \times \sqrt{3}/4 \times 1.1^2 \times 0.5 \times 7.8] - [0.3^2 \pi \times 0.5 \times 7.8] \\
 &= 1.96\text{g} \\
 &+ \text{Washer} = 2[(R^2 - r^2) \pi \times h \times D] \\
 &= 2[(1.85^2 - 0.7^2) \pi \times 0.08 \times 7.8] \\
 &= 2.87\text{g} \\
 &|| \\
 &7.92\text{g}
 \end{aligned}$$



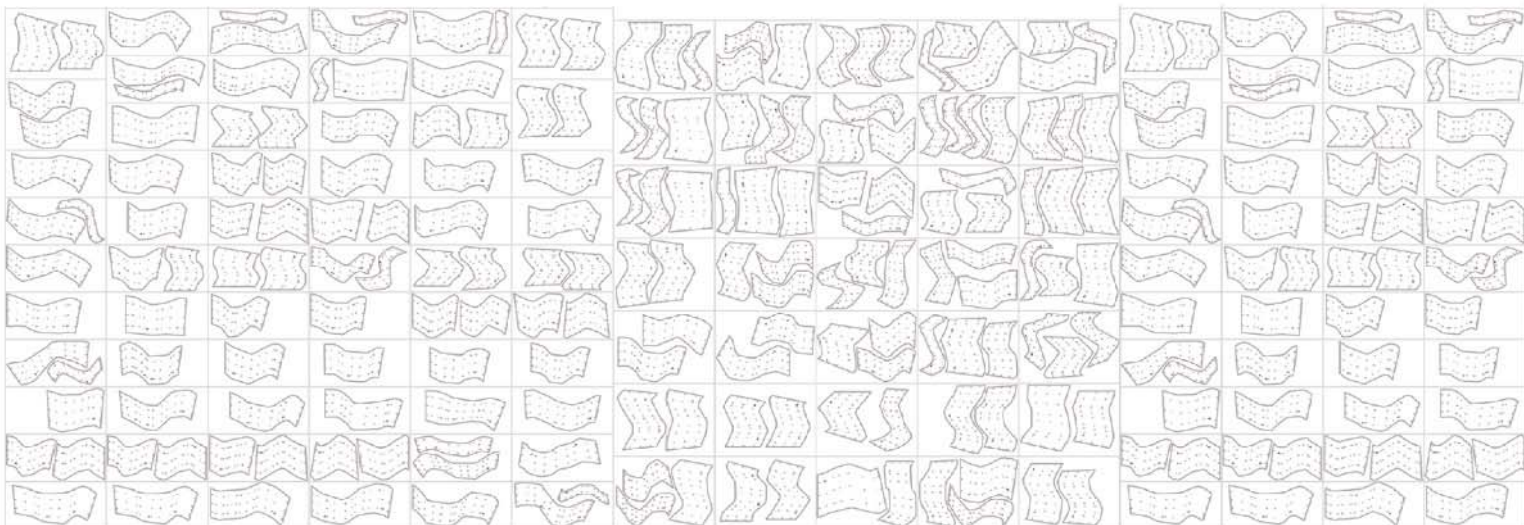
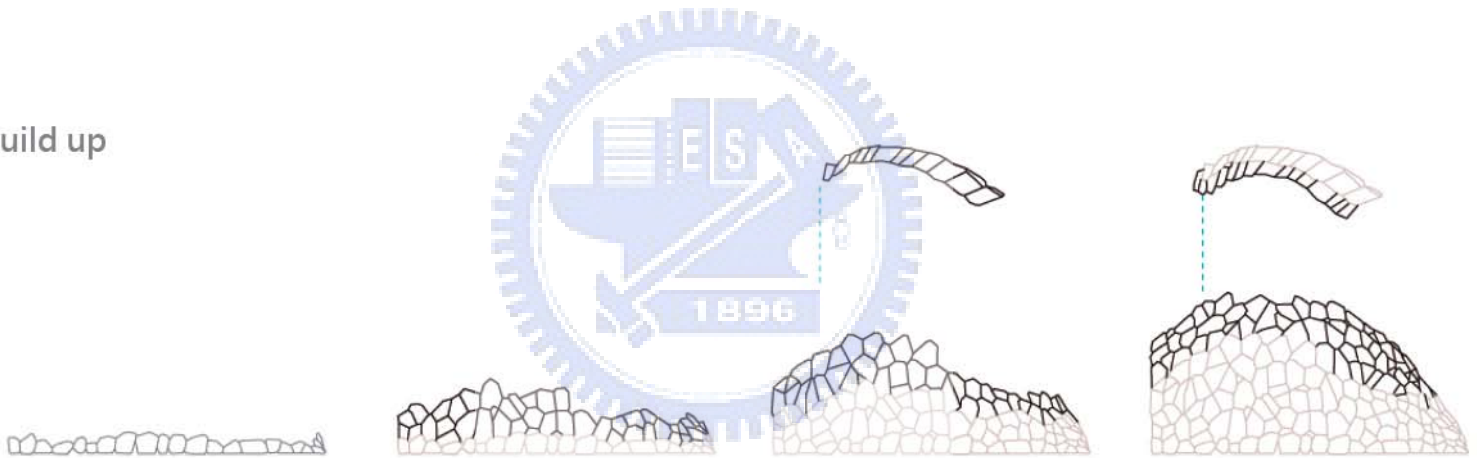
fabrication process

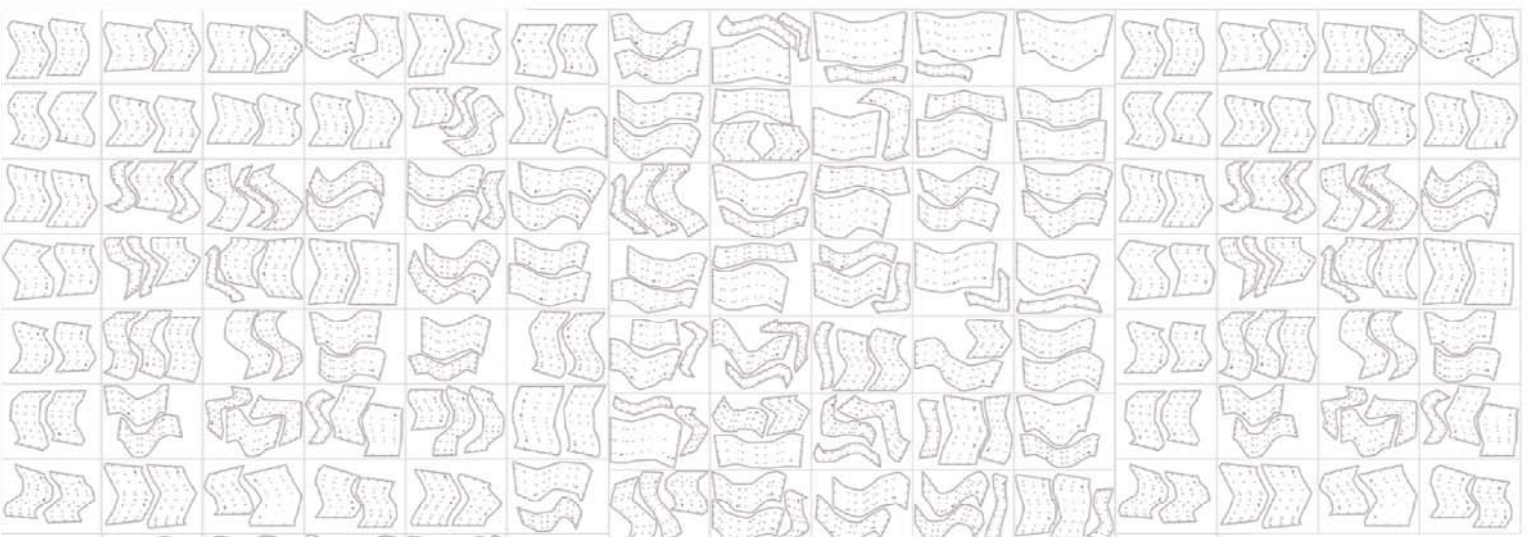
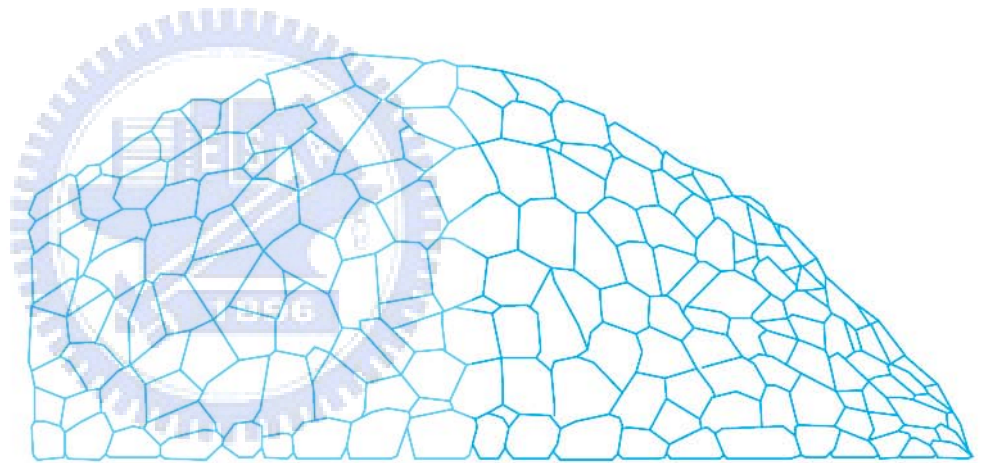
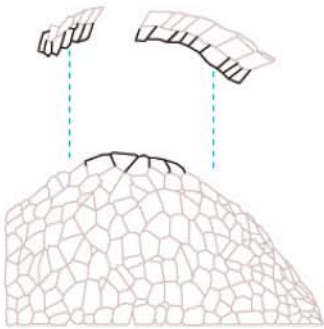
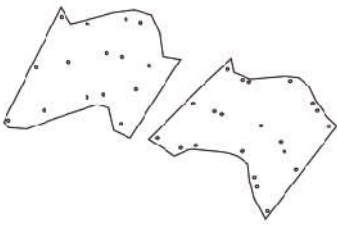
60 sheets of 4ft x 8ft PET plastic+
363 pipes+
over 14000 screwing holes

CNC



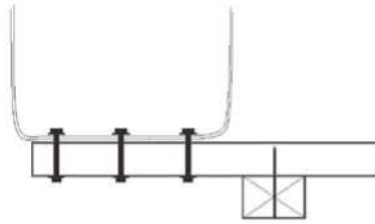
build up





baseplate

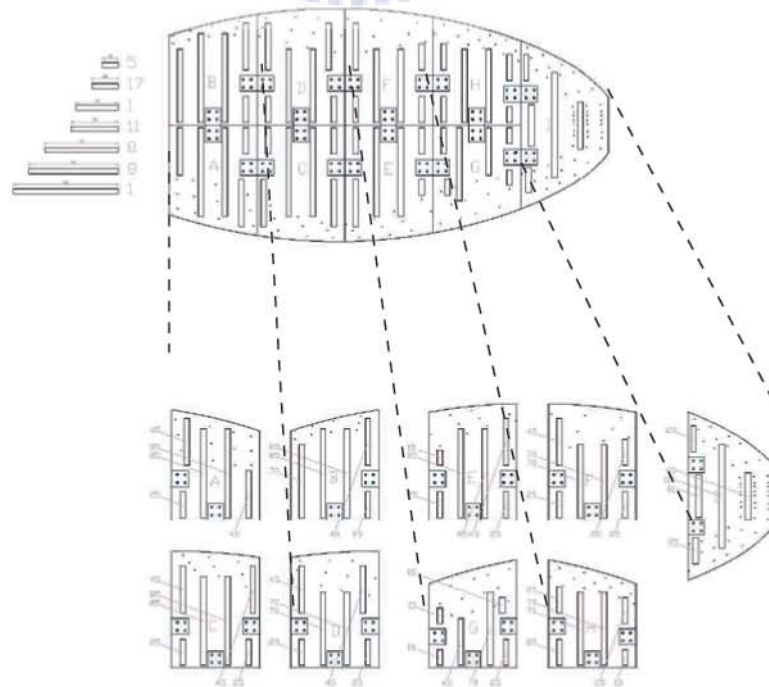
board-plastic connection



board-board connection



baseplate







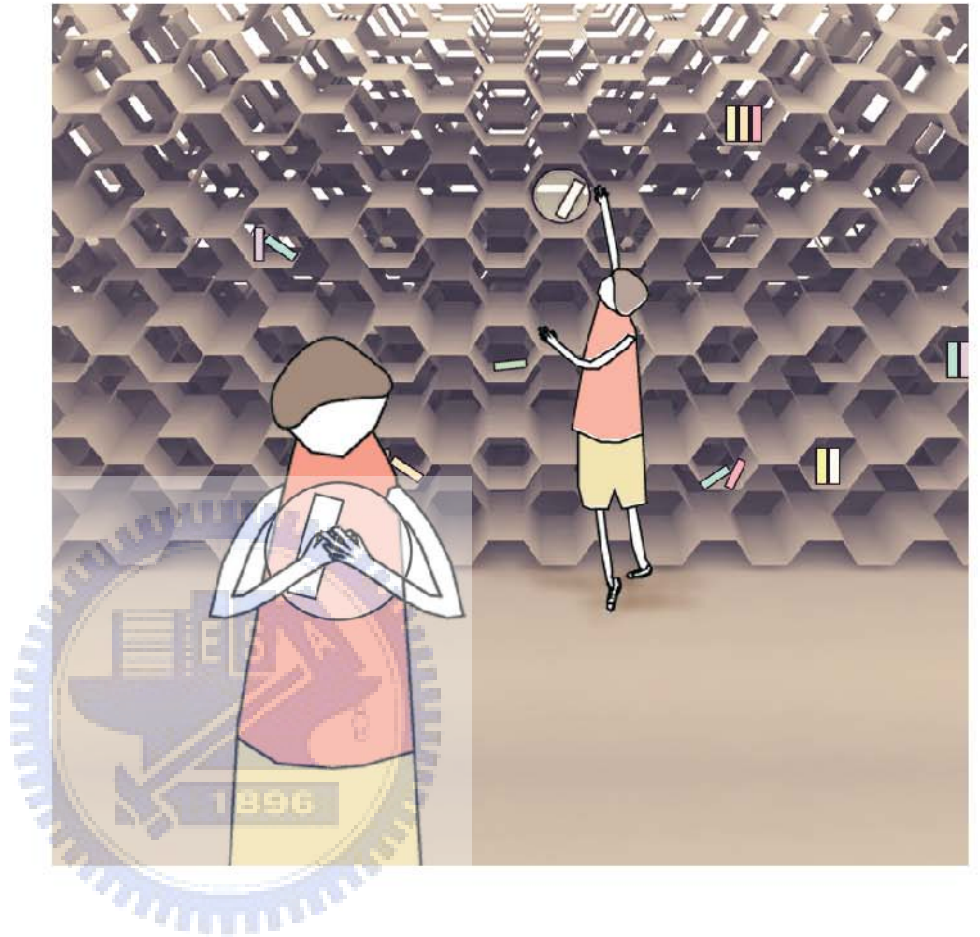
PET OHMU size: 2.25m x 4.25m, h=2.25m





2010.july | grasshopper | exhibition .

P egg,
voronoi pattern, structure: paper .



一個垂直的開口圖書館，
人們閱讀與書本運送的介面。

由大小六角形組成的垂直圖書館，
藉由六角形們的開合，
製造出不同大小的囊袋，
也創造出了運輸動線的開口、控制閘。

這個垂直圖書館，是人們閱讀與書本運送的介面。
大尺度的六角形，
與他開合製造出的囊袋，
是人們閱讀的書囊與移動動線。
小尺度的六角形，
是圖書館書本的運輸軌道。
大小尺度交界面，
可以藉由書本軌道的拉鍊開口，
將書本傳送出來。

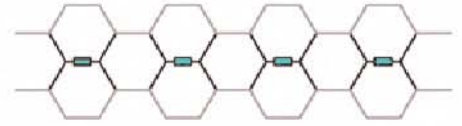
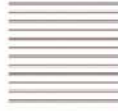
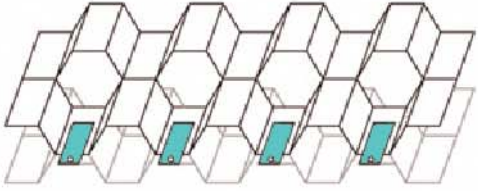
在這裡，
人與書本們都輕盈的在圖書館裡移動著。

一個與以往形式不同的圖書館界面。
人們閱讀與書本運送的介面。

2010.spring studio. Adviser_Ming-Wei Huang.

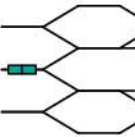
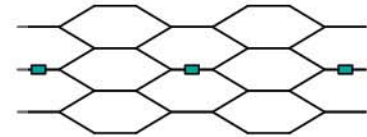
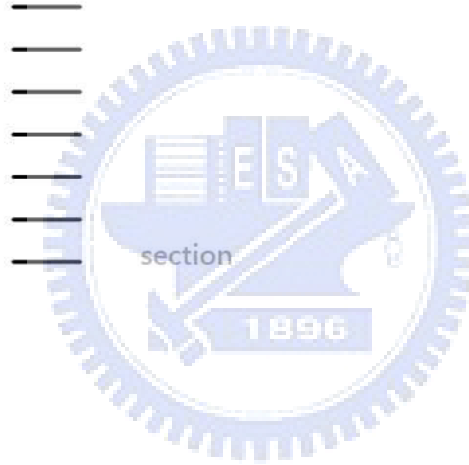
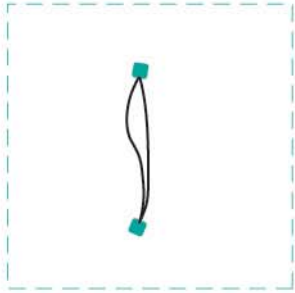
Opening, a vertical reading and transporting interface

UNIT



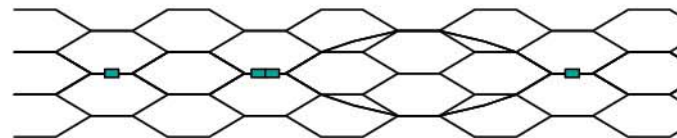
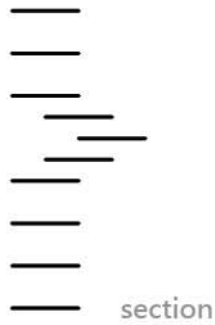
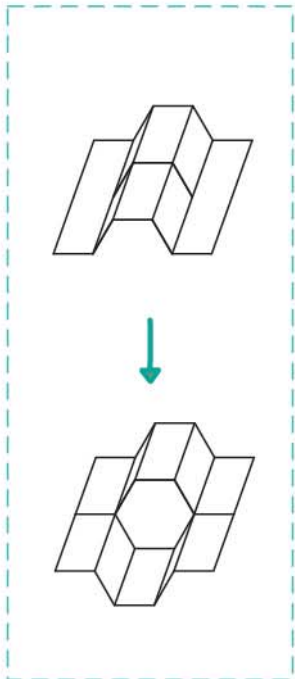
zip

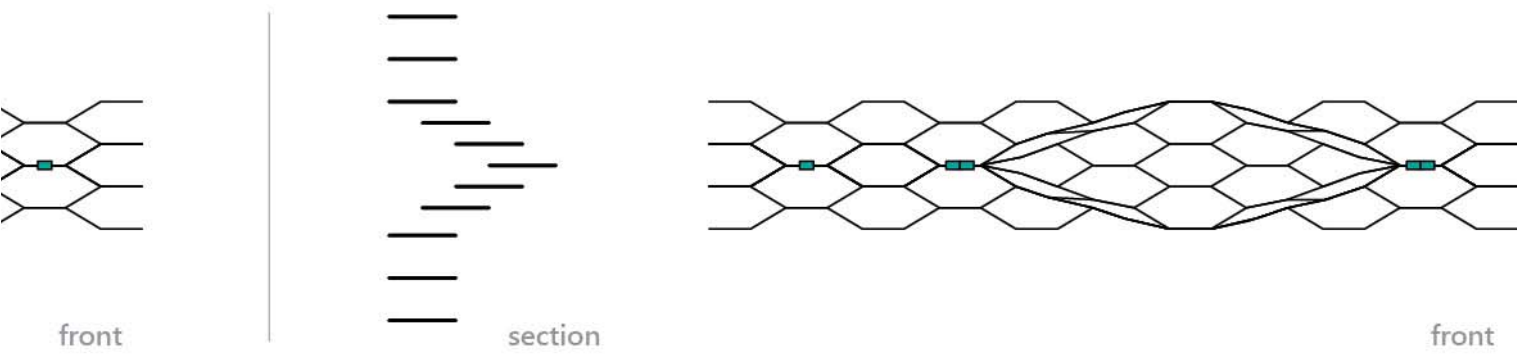
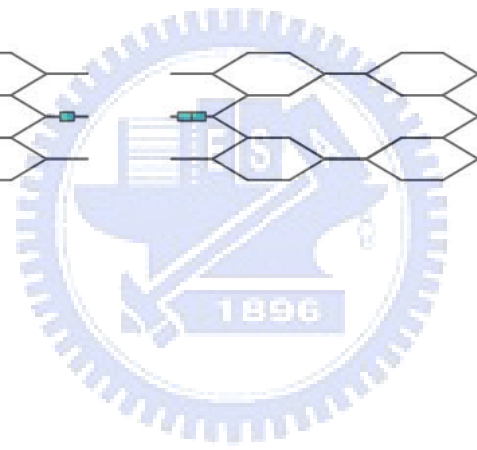
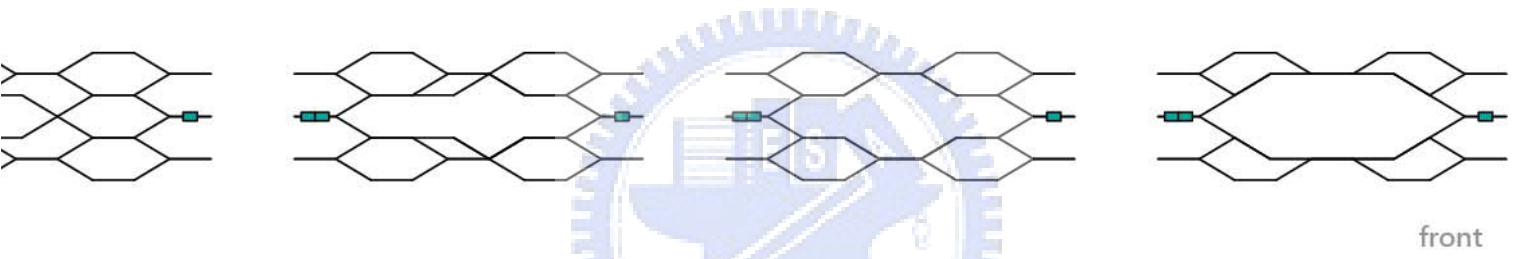
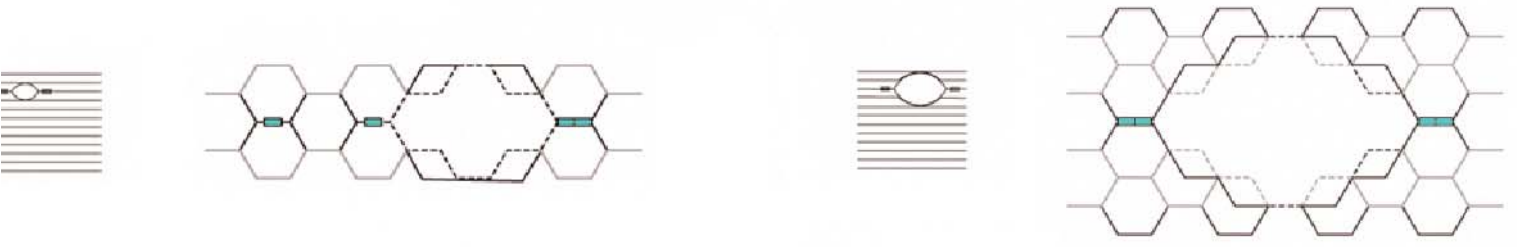
one LAYER | ZIP+OPENING



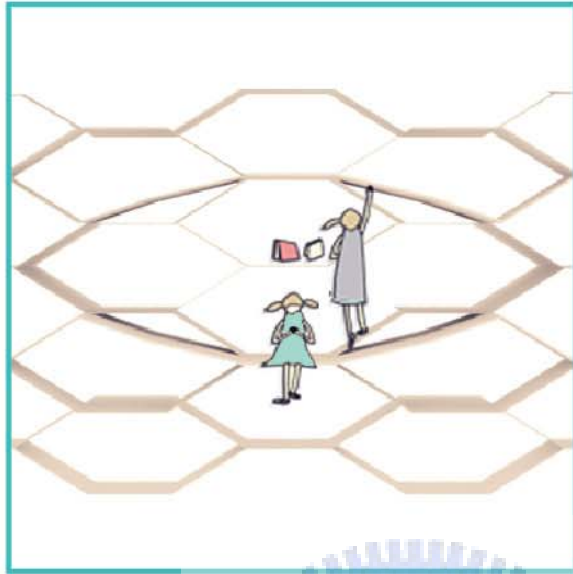
open

↑ two LAYER | ZIP+OPENING+DEPTH

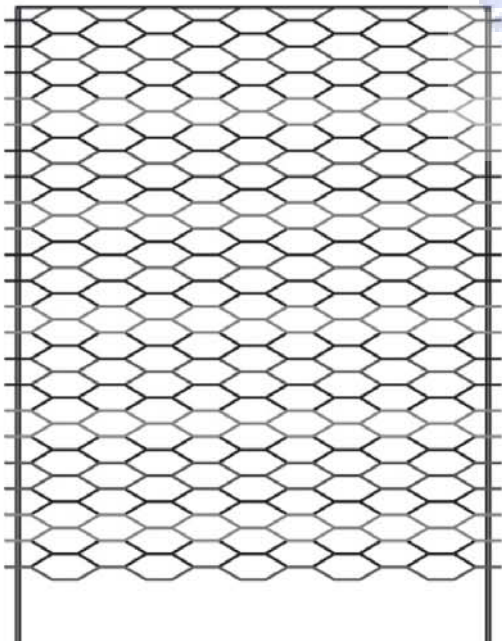
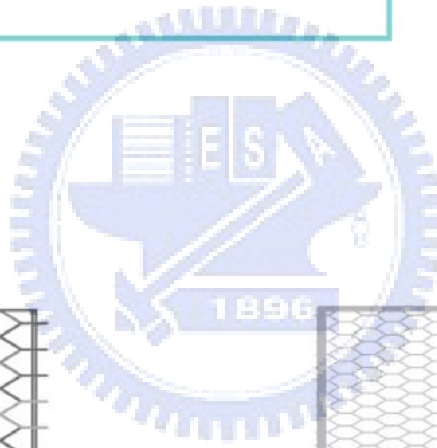
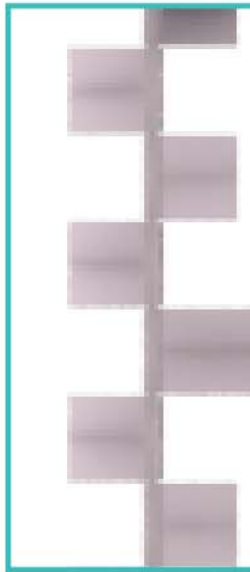




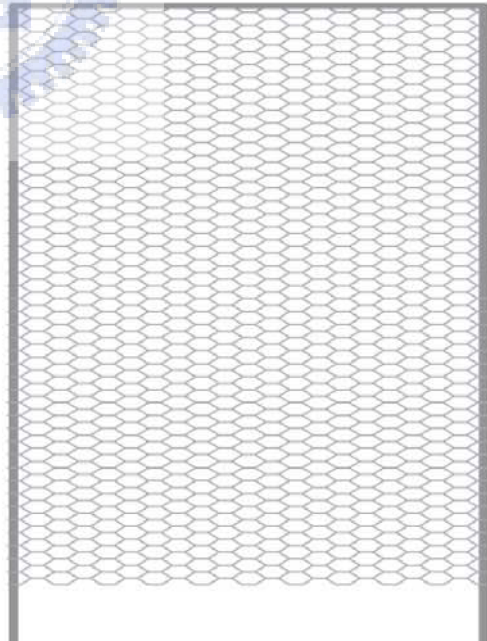
big unit
path,
reading nest



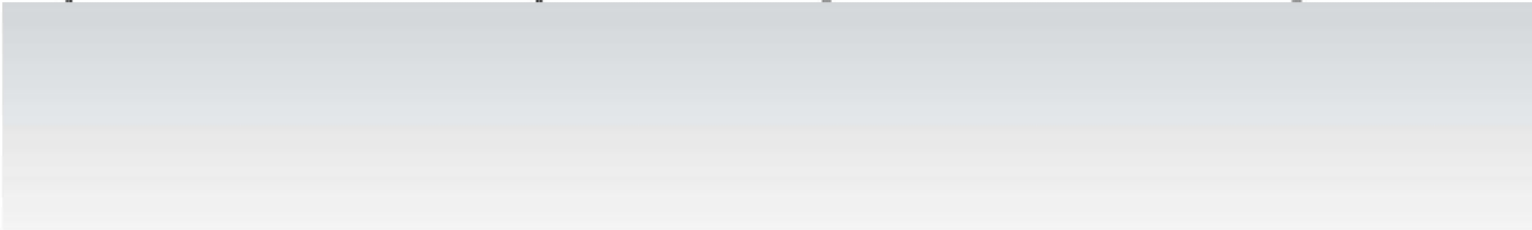
bridge
[sec]

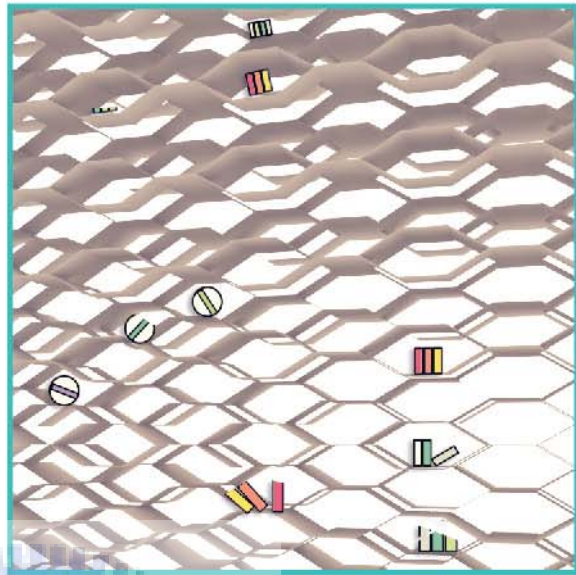
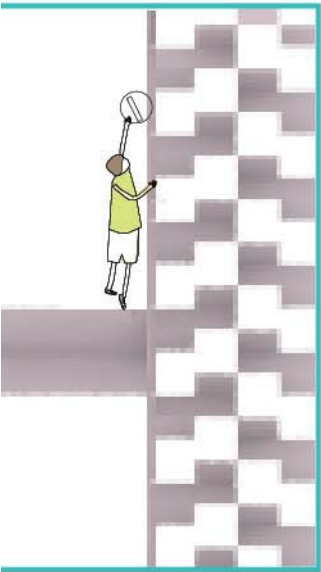


+



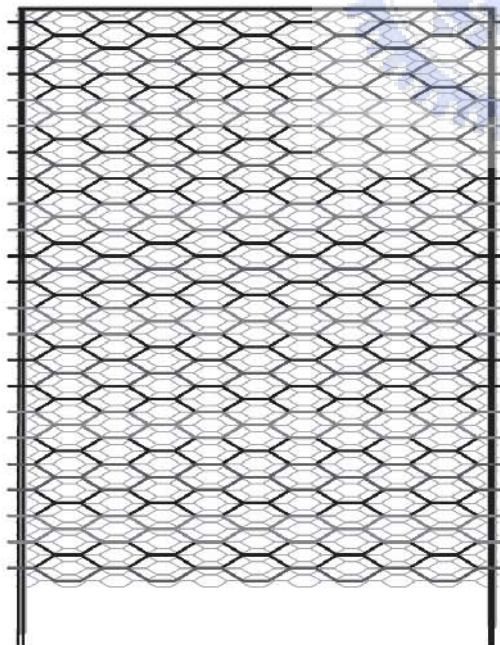
=



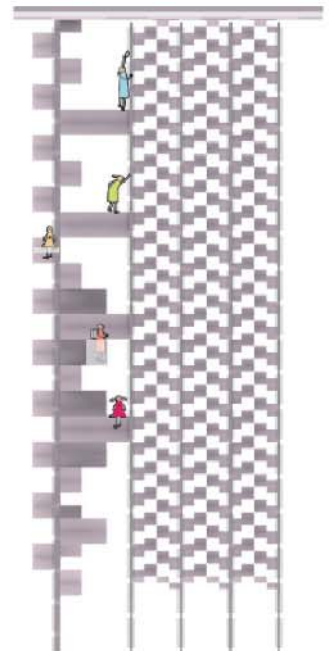


small unit

bookcase
book track
opening zip



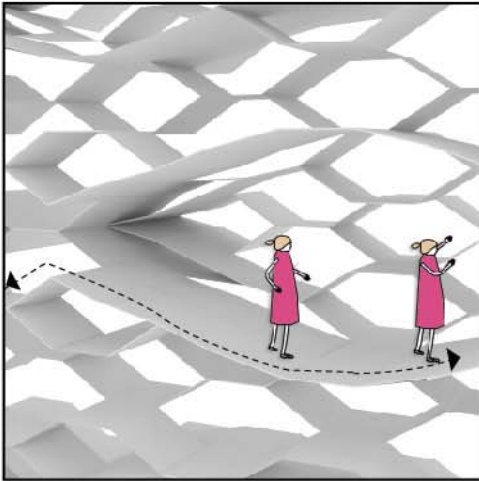
front



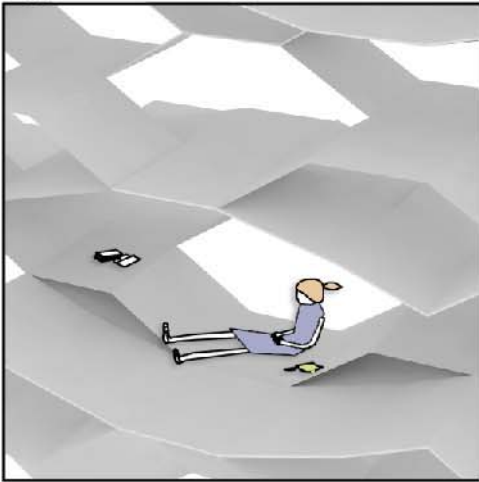
section

PROGRAM | Interface

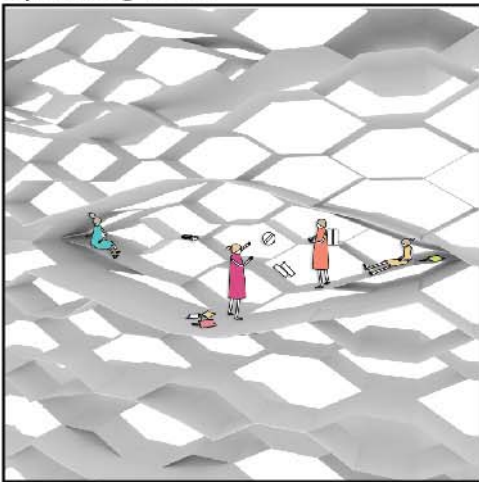
a | moving path(for users)



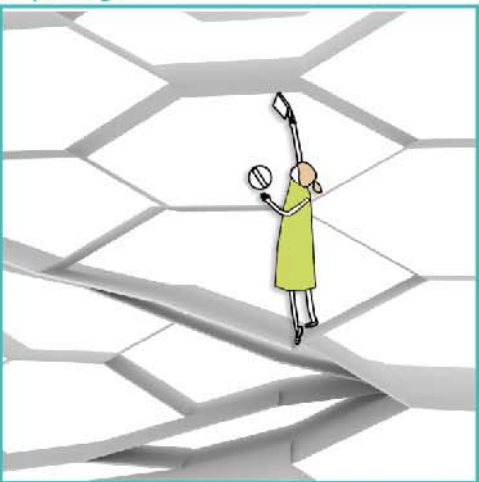
b | personal reading nest



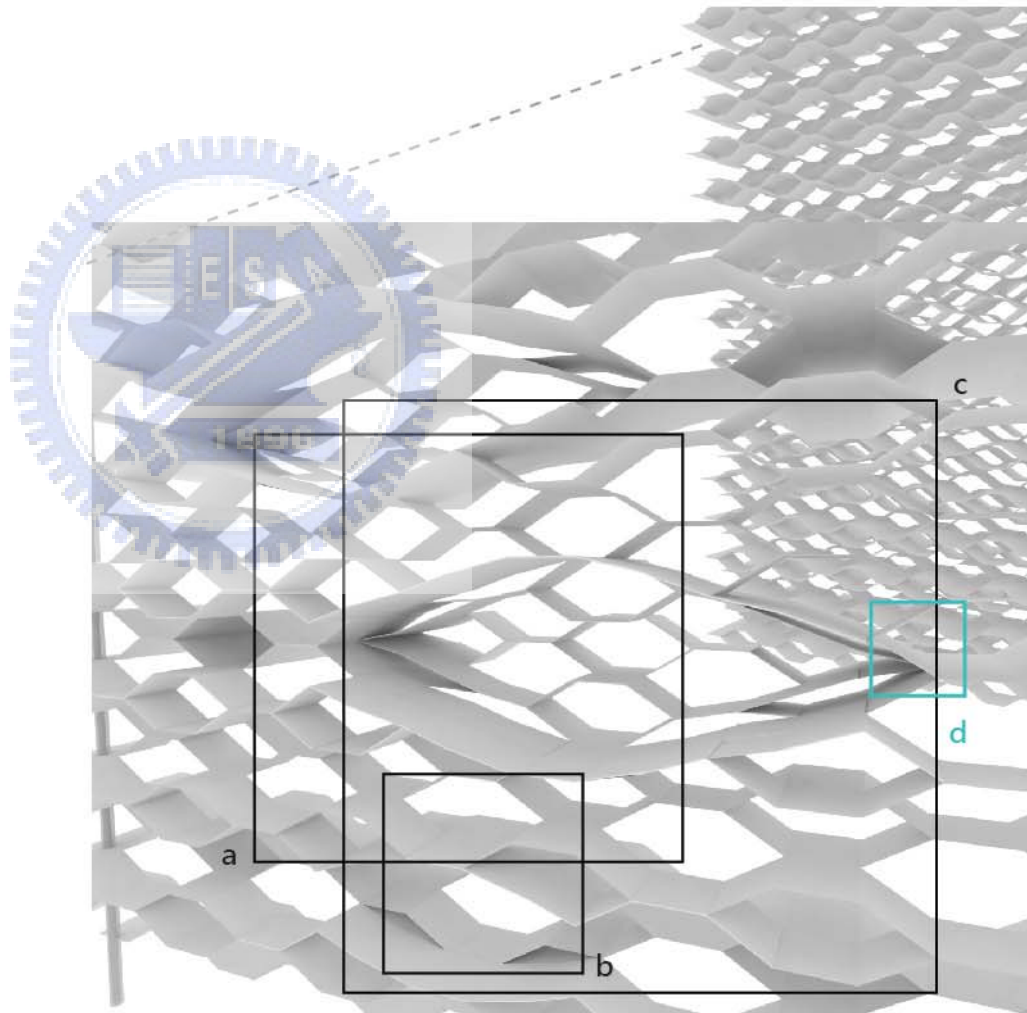
c | reading room



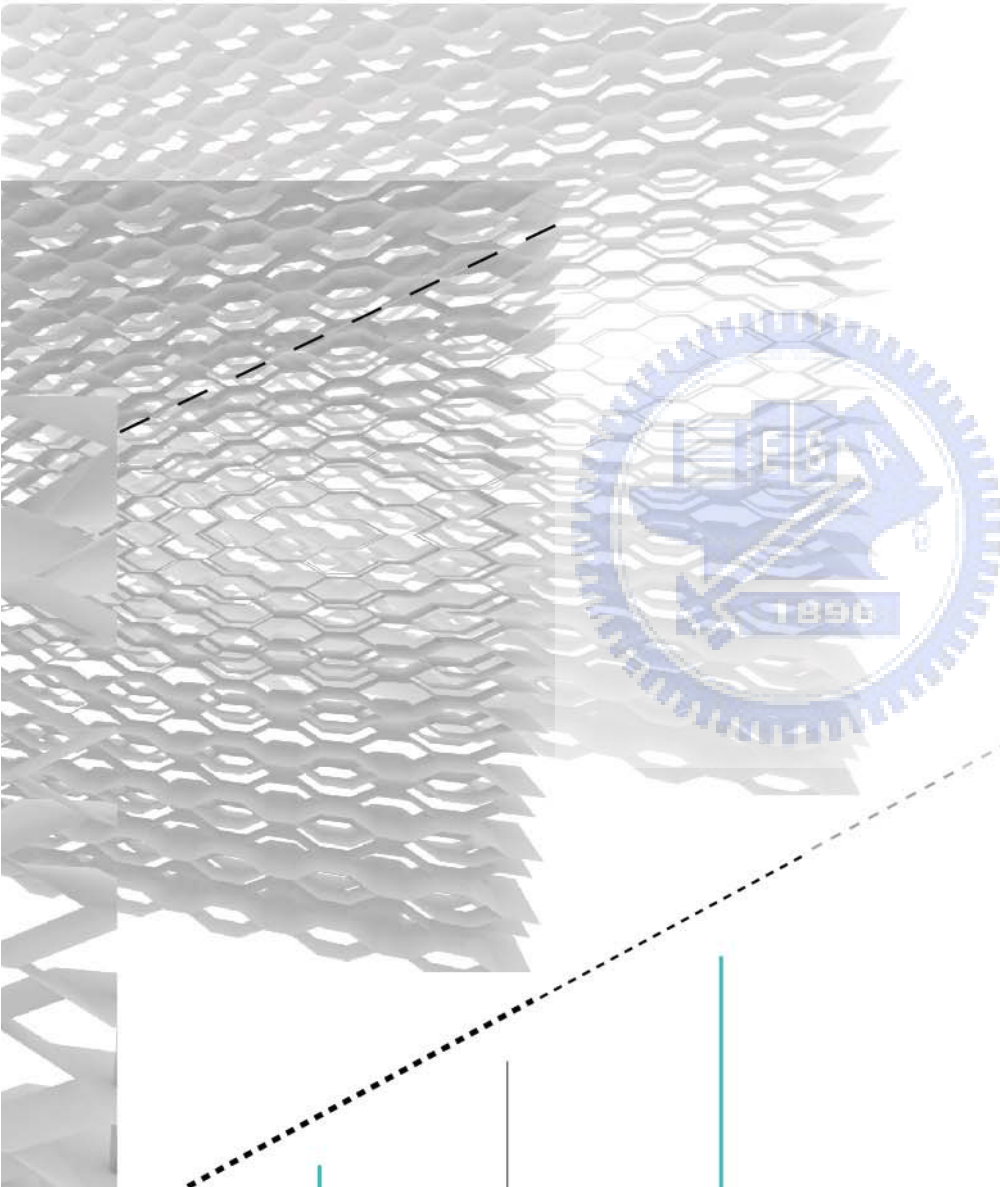
d | bridge



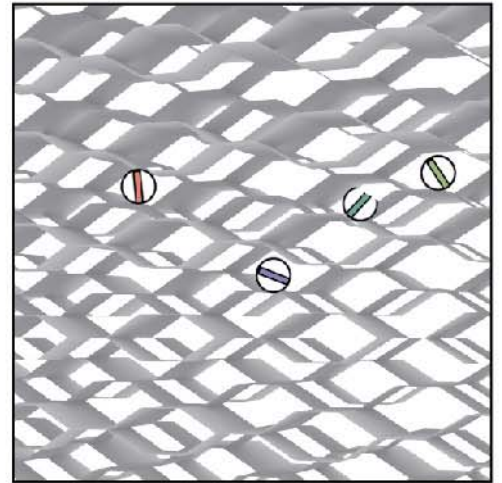
big unit for people



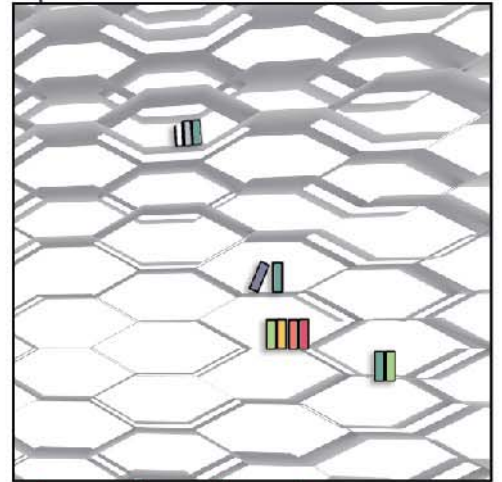
small unit for book



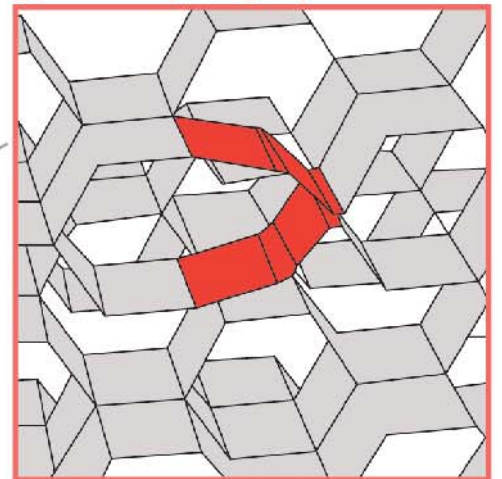
e | book path



f | bookcase



g | control opening : zip



a
b
c

d

e
f

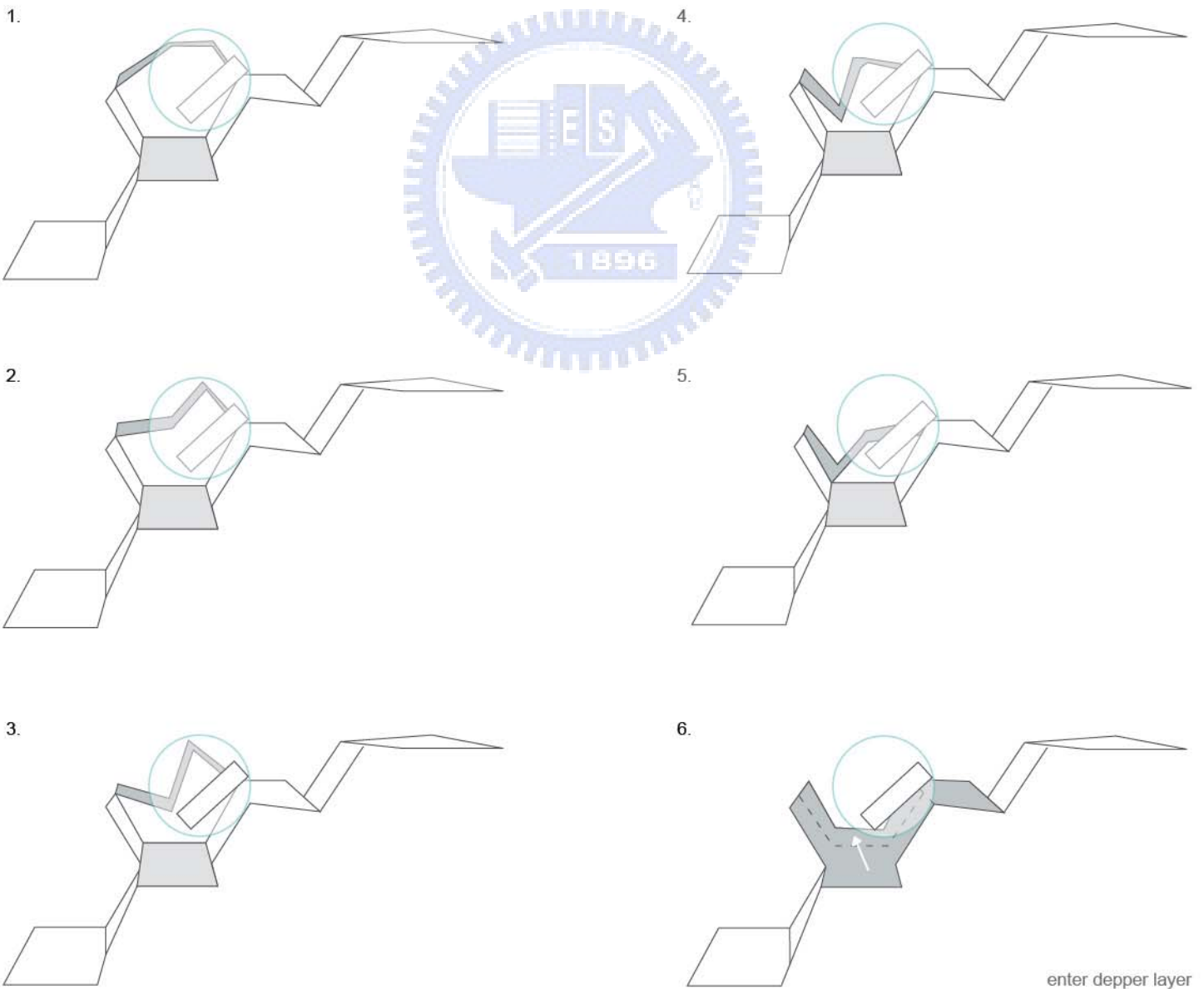
g

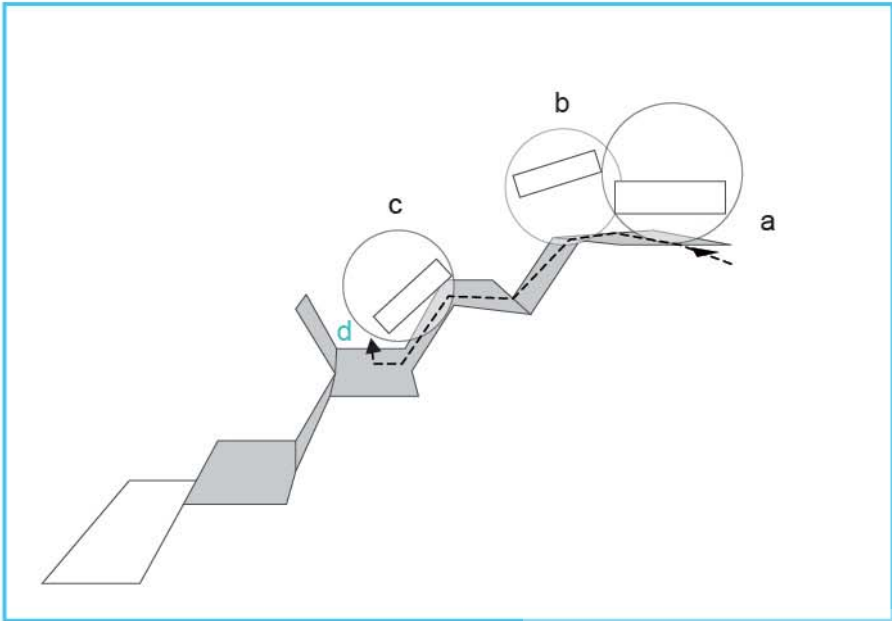
e
f

●

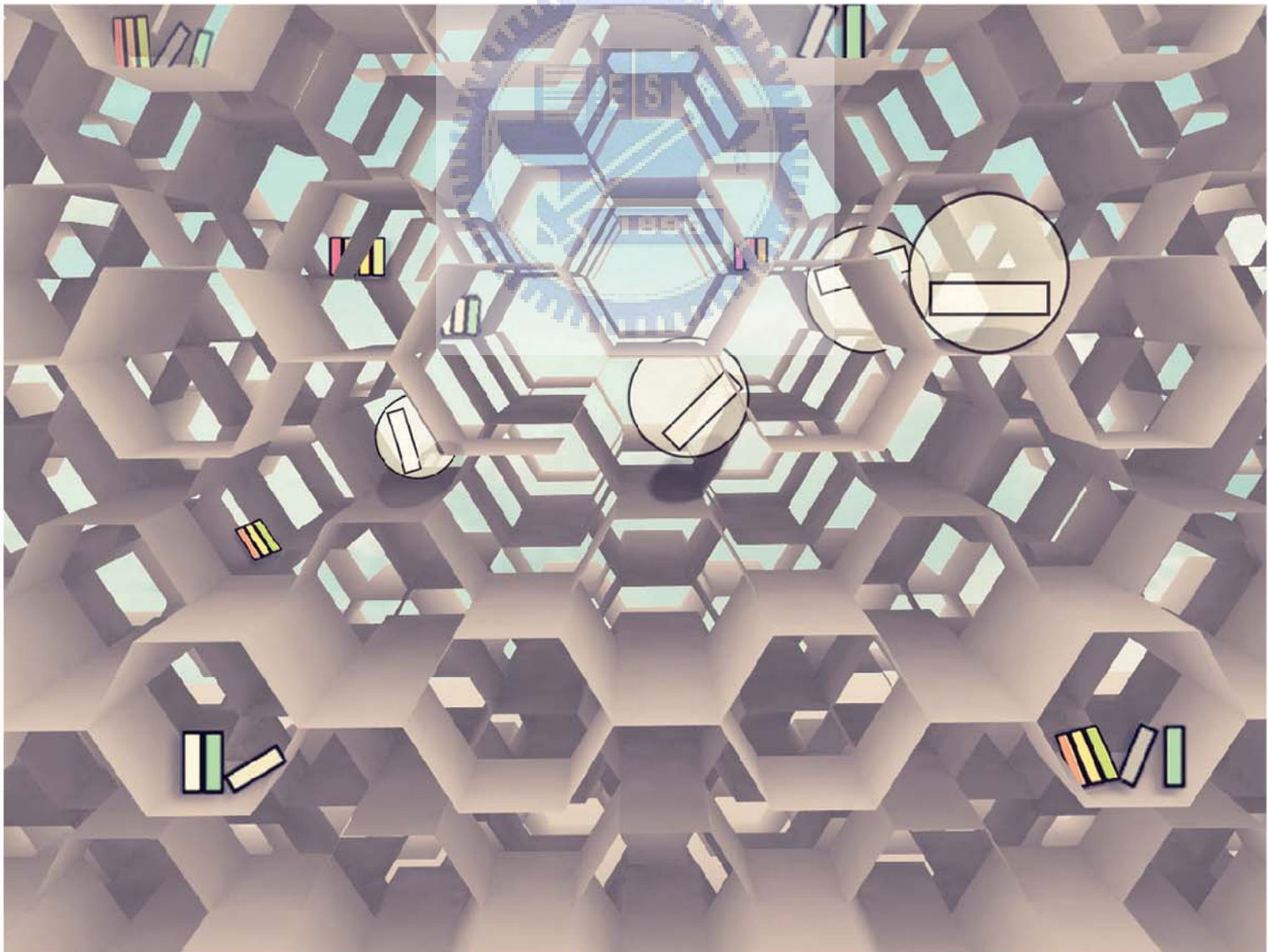
●

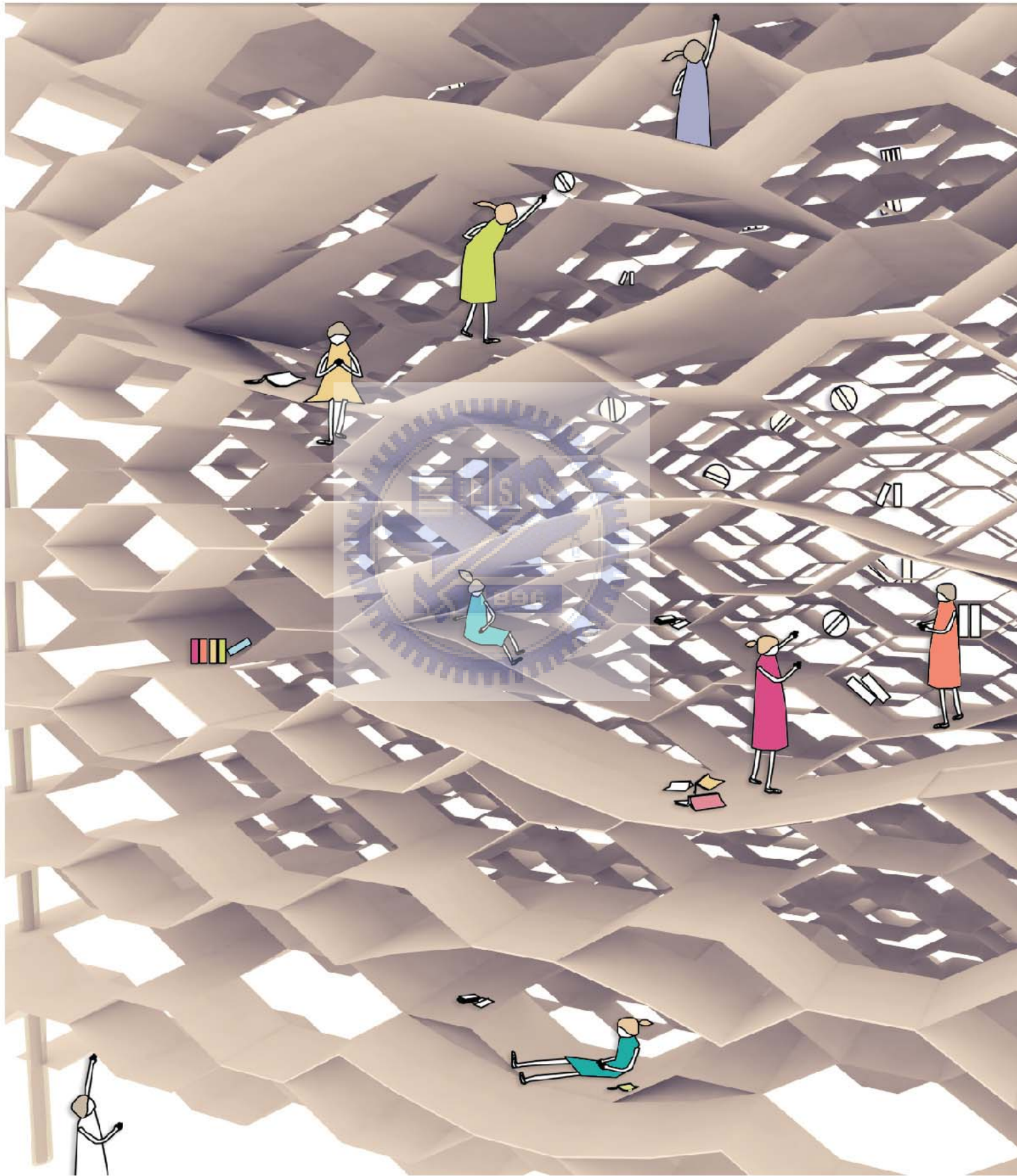
transporting path | zip opening step

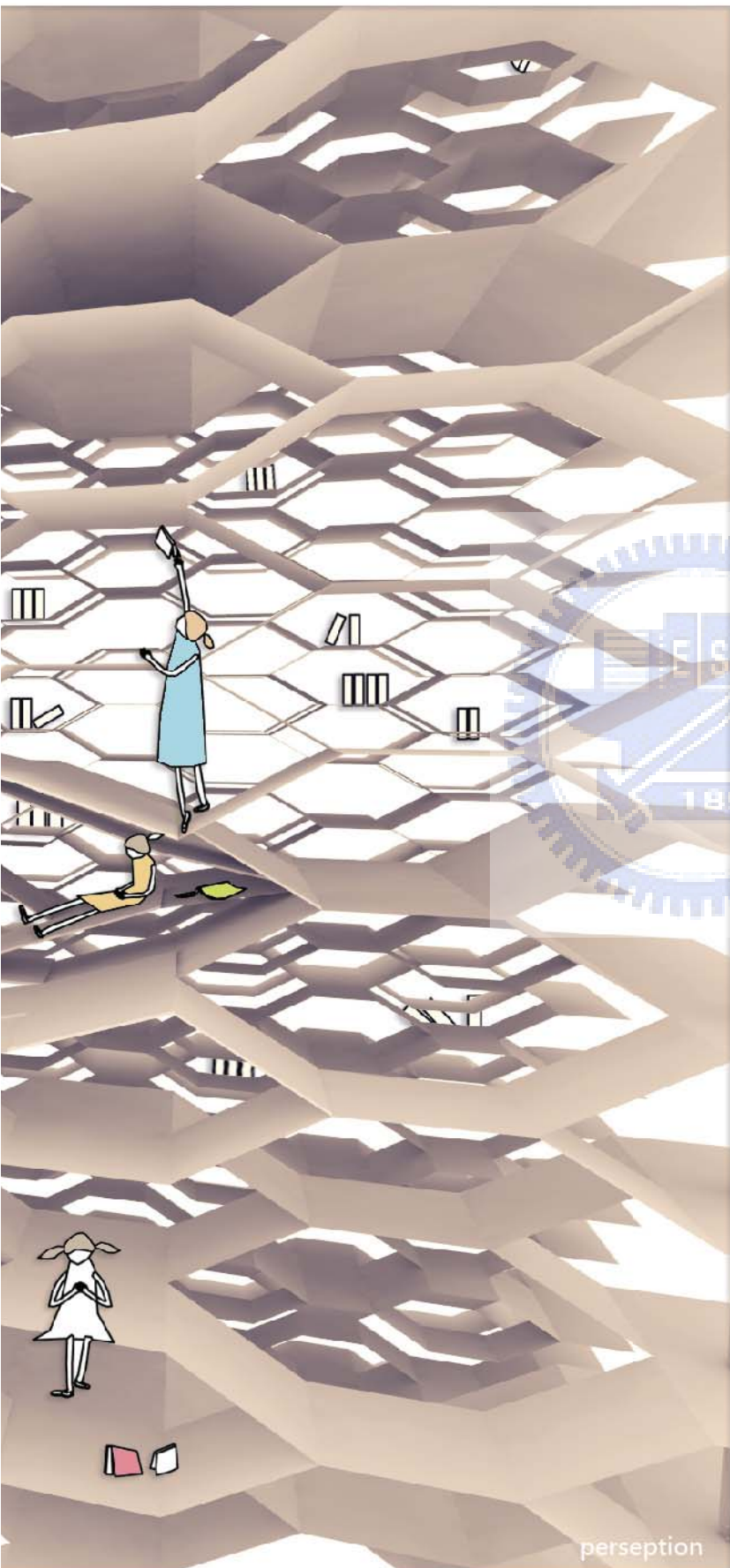




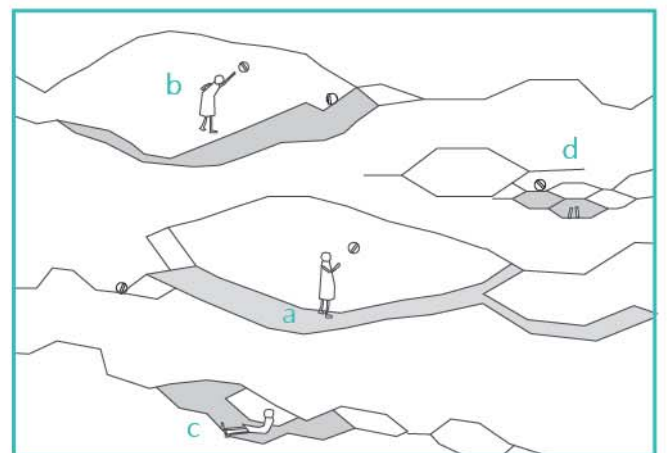
- a | moving path (a -> b->c)
- b | moving path (a -> b->c)
- c | moving path (a -> b->c)
- d | control zip (transporting for books)
- 1-6 | zip opening step







- a | moving path (for users) & reading room
- b | bridge (to reach books) & reading room
- c | individual reading room
- d | bookshelf & transporting path(for books)





房價高漲。

青年人在台北市求職，卻無法在北市購買房屋。
青年人是個國家活力的來源，
但諷刺的是，
青年人卻沒有能力得到最好的居住空間。

如何在現實的狀況下，有限的建蔽率、容積率、公設比，
提供青年人可購買的坪數、以及價位，
創造出一種適合青年人居住的住宅型態。

不管是面對任何基地，
利用接下來所討論的L,L',O,T,Z的小單元(小戶)來組織，
都可以置入。

所企圖的是：
可以利用L,L',O,T,Z置入任何塊基地，
並創造一個適合青年人居住的prototype。

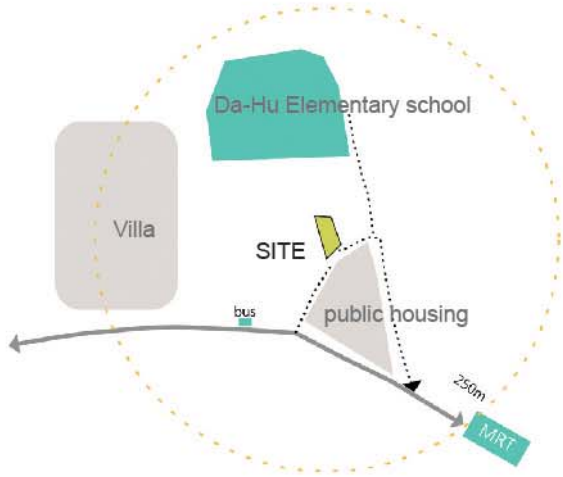
2011.fall studio. Adviser_Shu-Chang Kuang.

Unsettled City, Unhomely Home : a housing dogma for young people.

Qualitative

Provide young people to rent housing

- @ MRT Da-Hu station area
- near by Da-Hu elementary school
- residential area: public housing, apartment, villa...

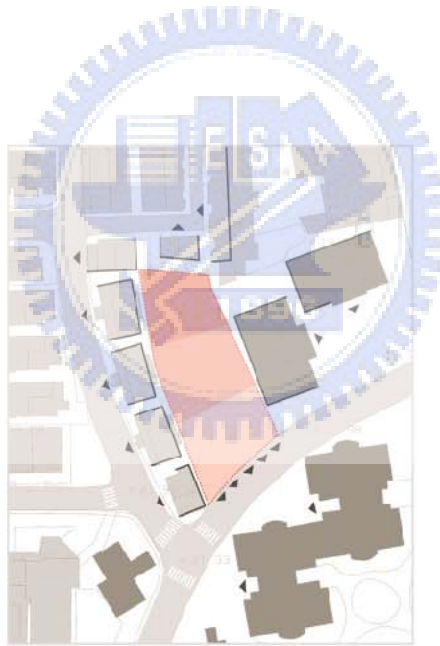


Issue

a | site , relationship

Problems
(3 side)face to buildings back side

Strategy
1 entrance(@ 1 side), both for traffic and pedestrian.



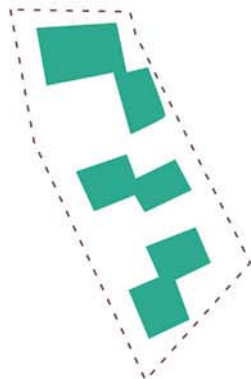
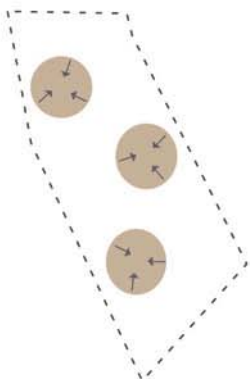
b | site , shape

Problems
site shape: long and thin

Strategy
[front part & back part & middle part]

setting

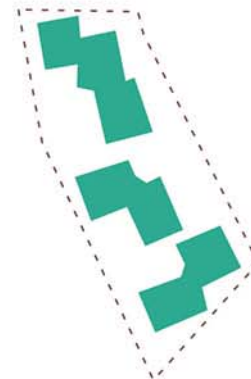
**



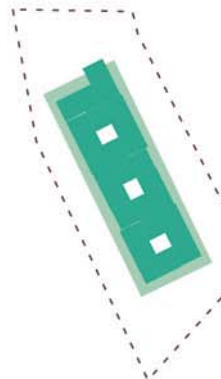
3+2+2units/floor. 3core



3+2+2units/floor. 3core



3+2+2units/floor. 3core



7units/floor. 3core

Quantitative

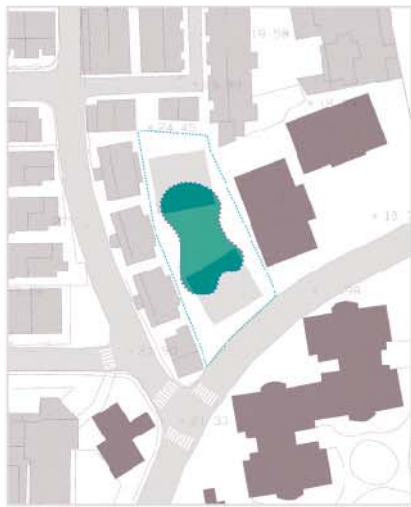
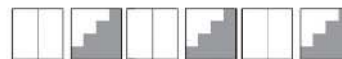
Building coverage ratio: 45%
 Floor area ratio: 225%

Estimate unit no: 49
 Estimate unit size: 49m²
 Estimate floor no: 7

Regulatory restrictions

Once each floor area is larger than 200sqm, it's required to set up 2 sets of stair.

Once the building is more than 7 floor, it's required to set up 2 sets of stair.



c | high price of housing in Taipei city

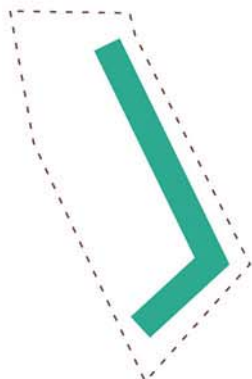
Problems
 young people can't afford the high price of housing in Taipei city

Strategy
 Government: allow to reduce the ratio of social housings' public facilities.

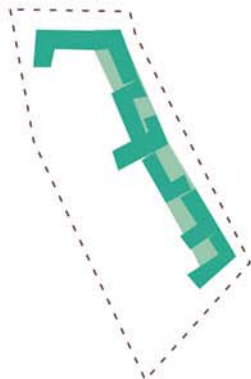
old housing
 350,000-400,000 NTD / ping

new housing
 450,000-500,000 NTD / ping

rental
 400-1000 NTD / ping



7 units/floor, 3 core



7 units/floor, 3 core



7 units/floor, 3 core

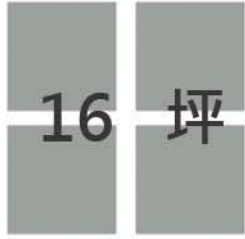


2+3+2 units/floor, 3 core

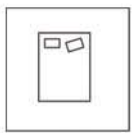


3+2+2 units/floor, 3 core

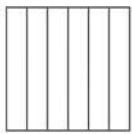
OPPORTUNITY , 16 ping



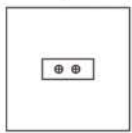
4*[3.6m x3.6m]



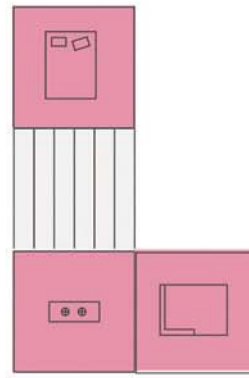
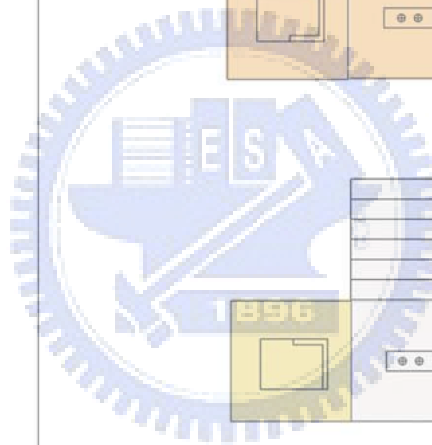
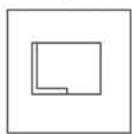
+



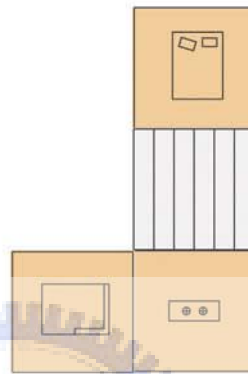
+



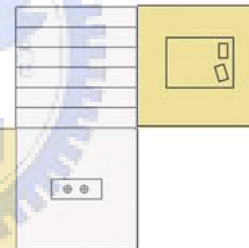
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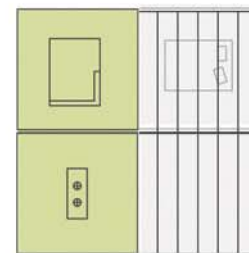
type L1



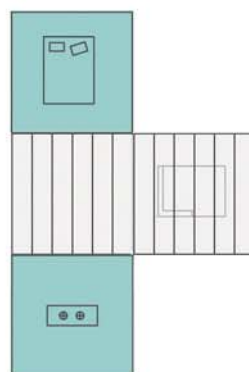
type L2



type Z1



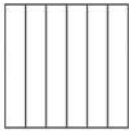
type O1



type T1

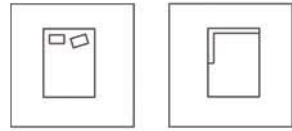


A

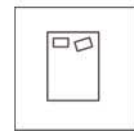
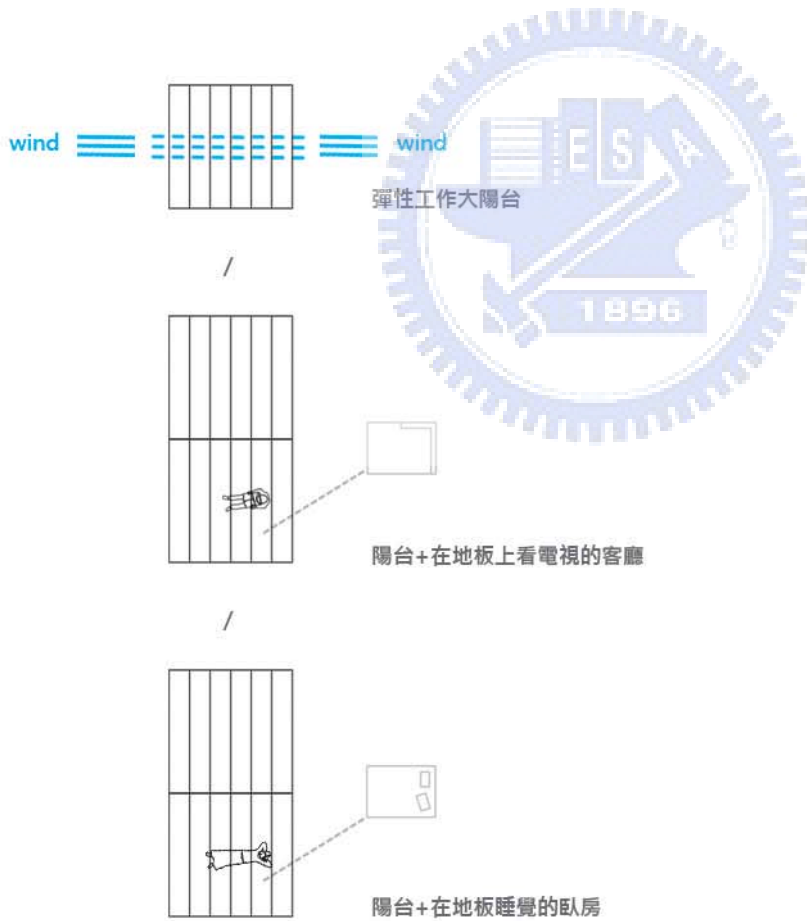


BIG Balcony Plan

B



THE Second Bedroom



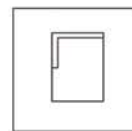
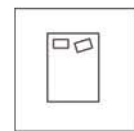
1臥房



+

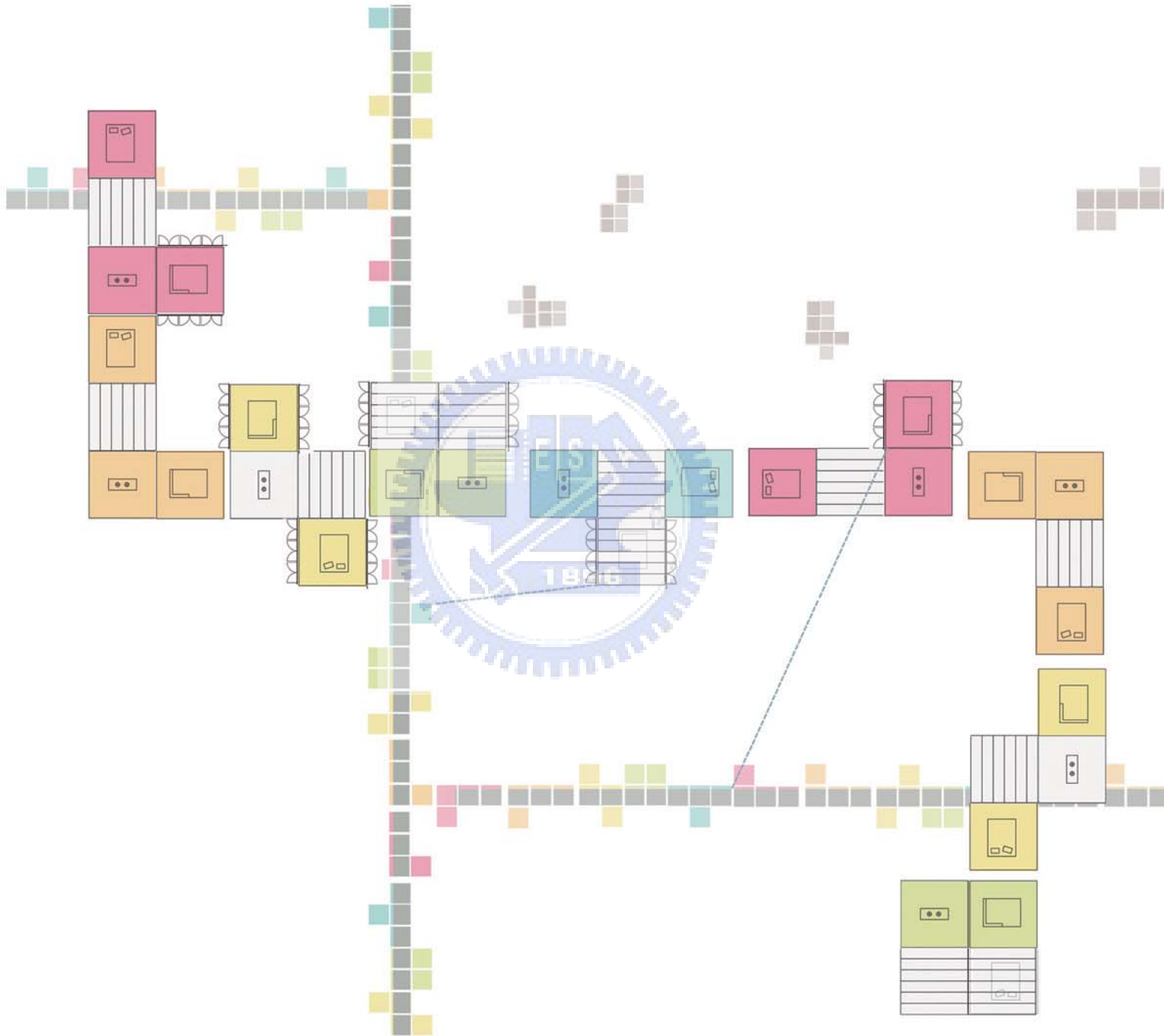


家庭新成員

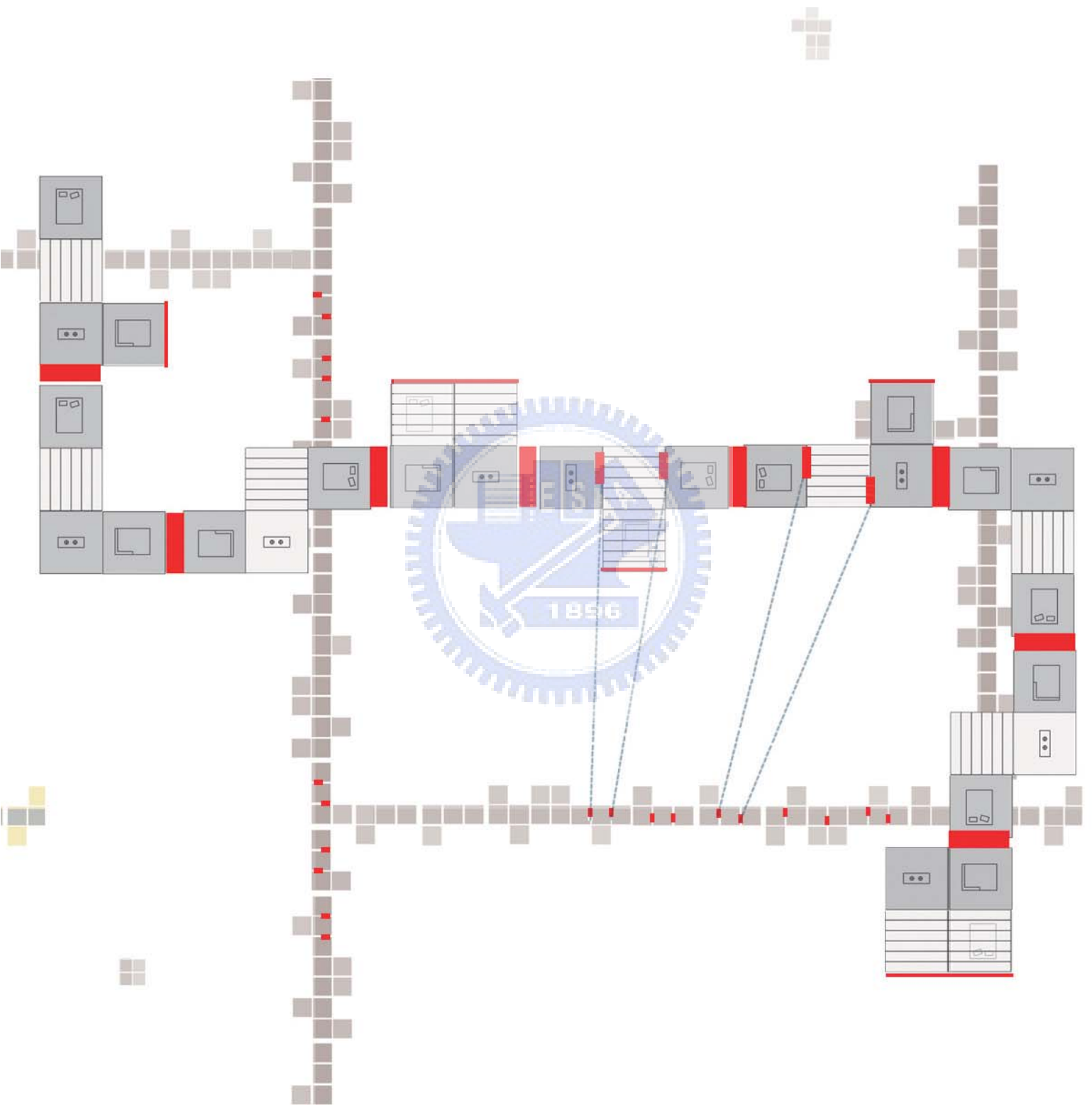


2臥房

Rules



 protruding box: living room



- wall: joint
- furniture(closet, kitchen cabinet): hidden

Units



L1

1

2

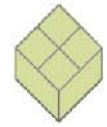
3



L2



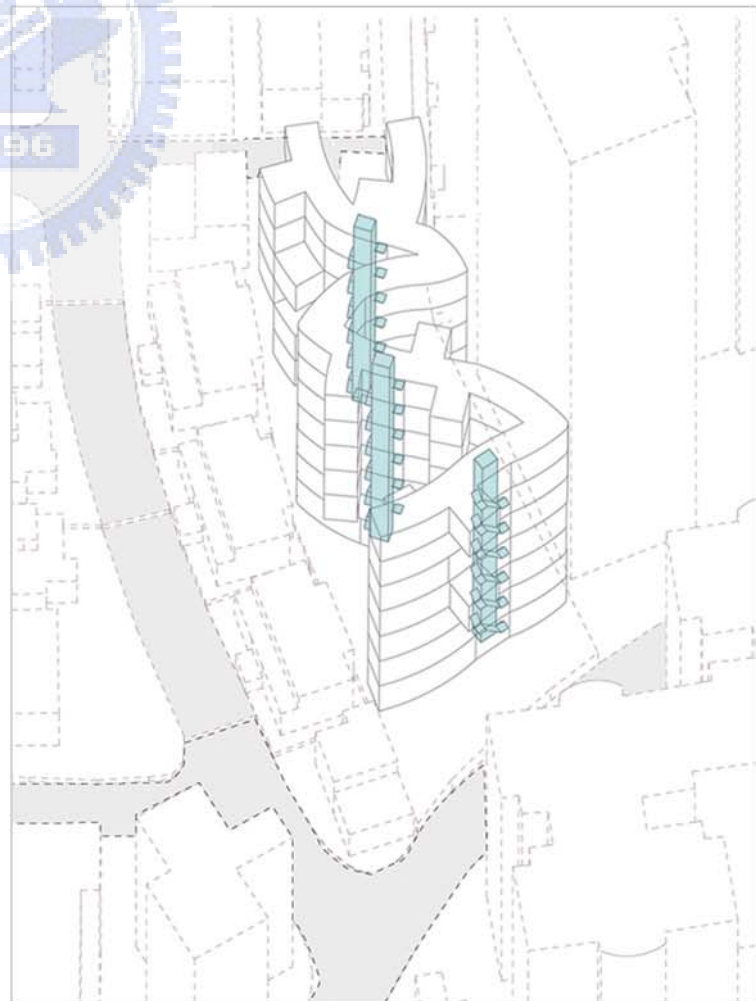
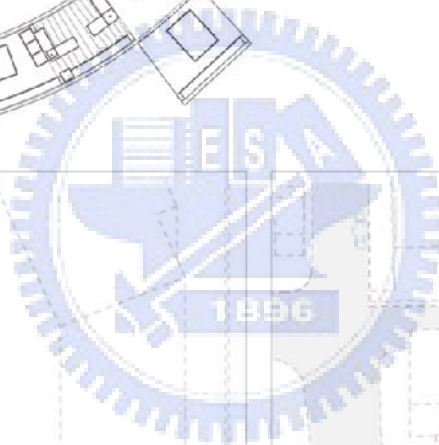
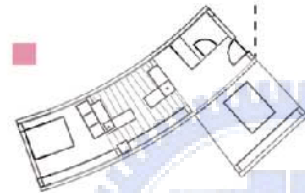
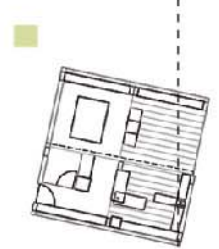
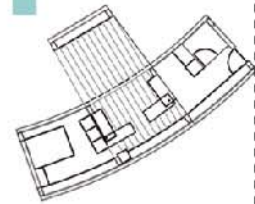
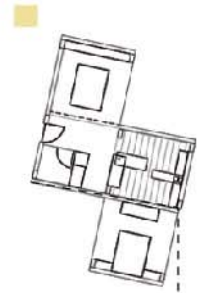
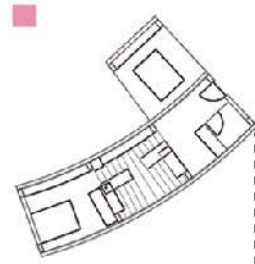
Z1



O1



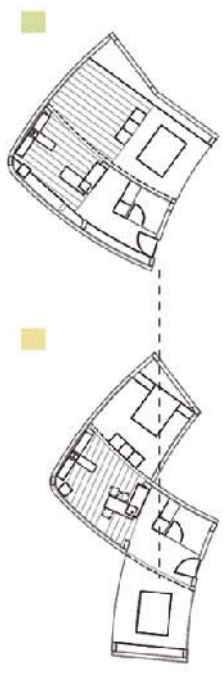
T1



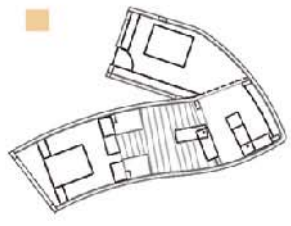
■ ground floor, public space

■ elevator / 7 floor / 2+3+3units

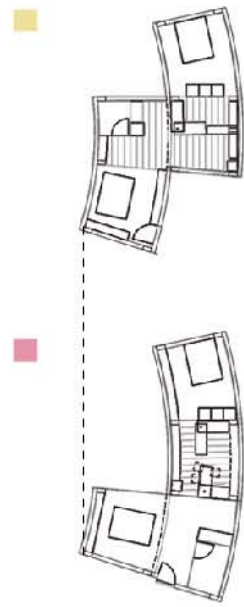
4



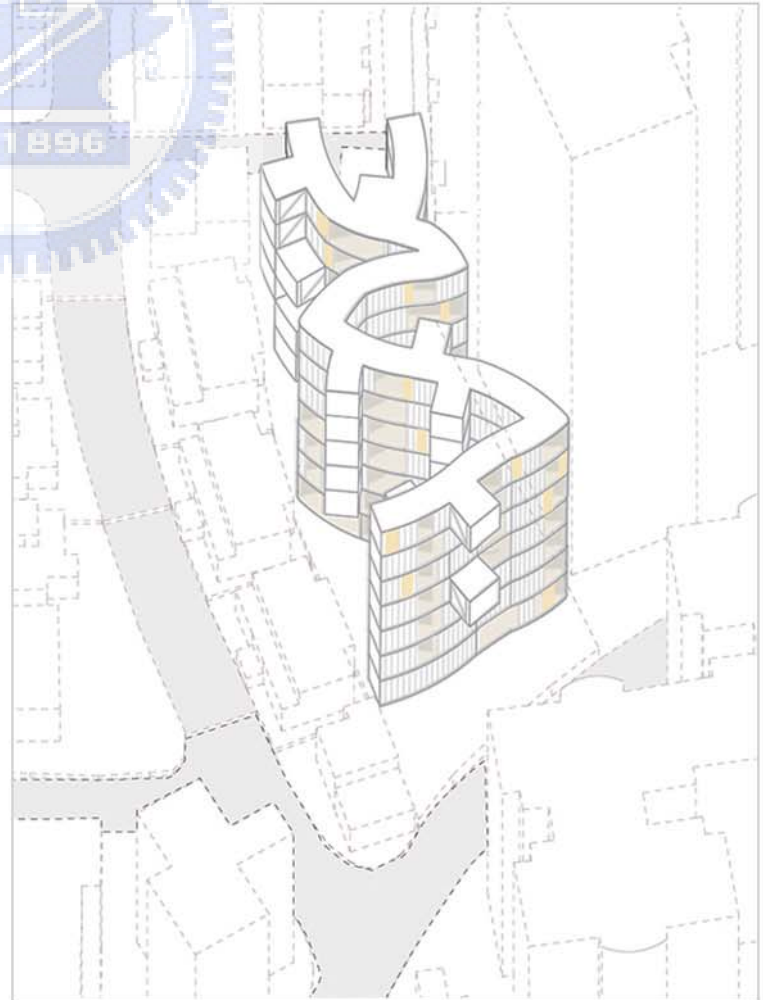
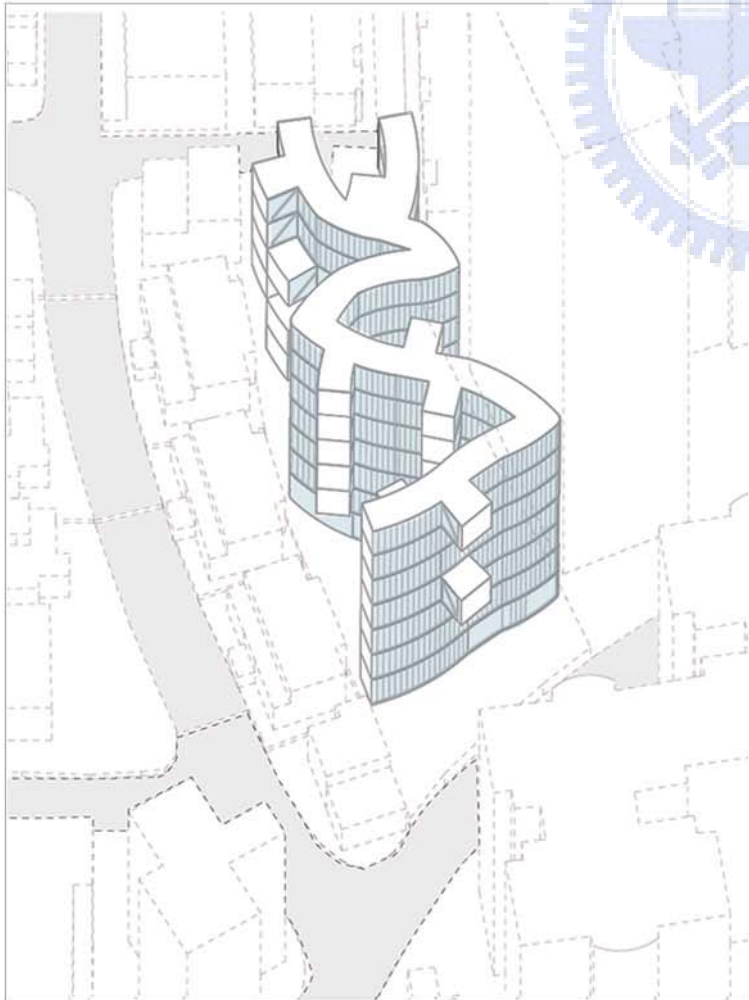
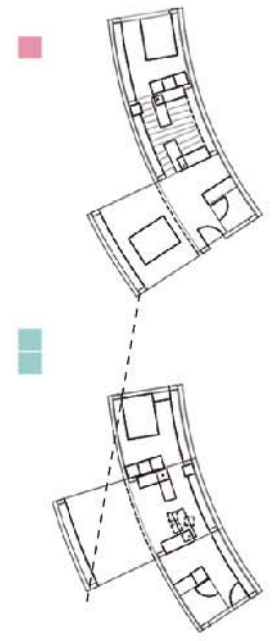
5



6



7

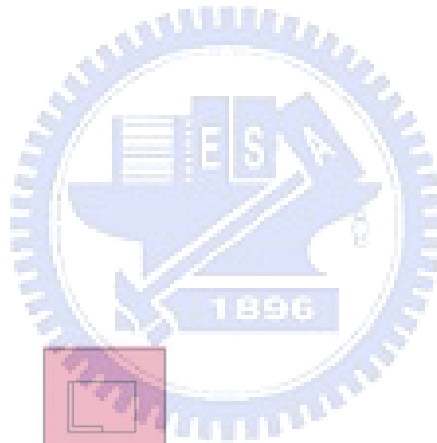
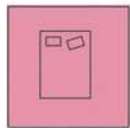


■ wall(inner): window system

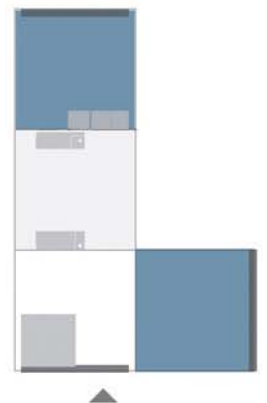
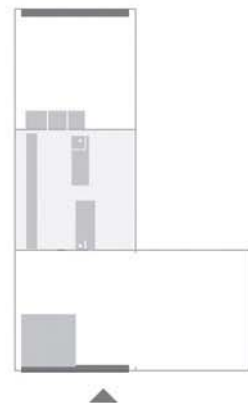
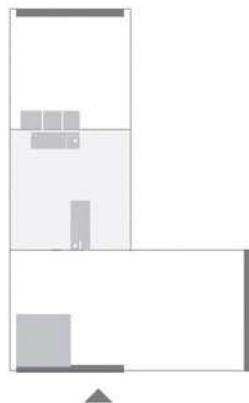
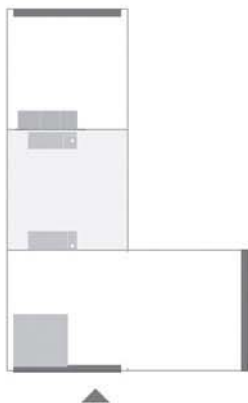
■ wall(outer): Grille door system (rolling)

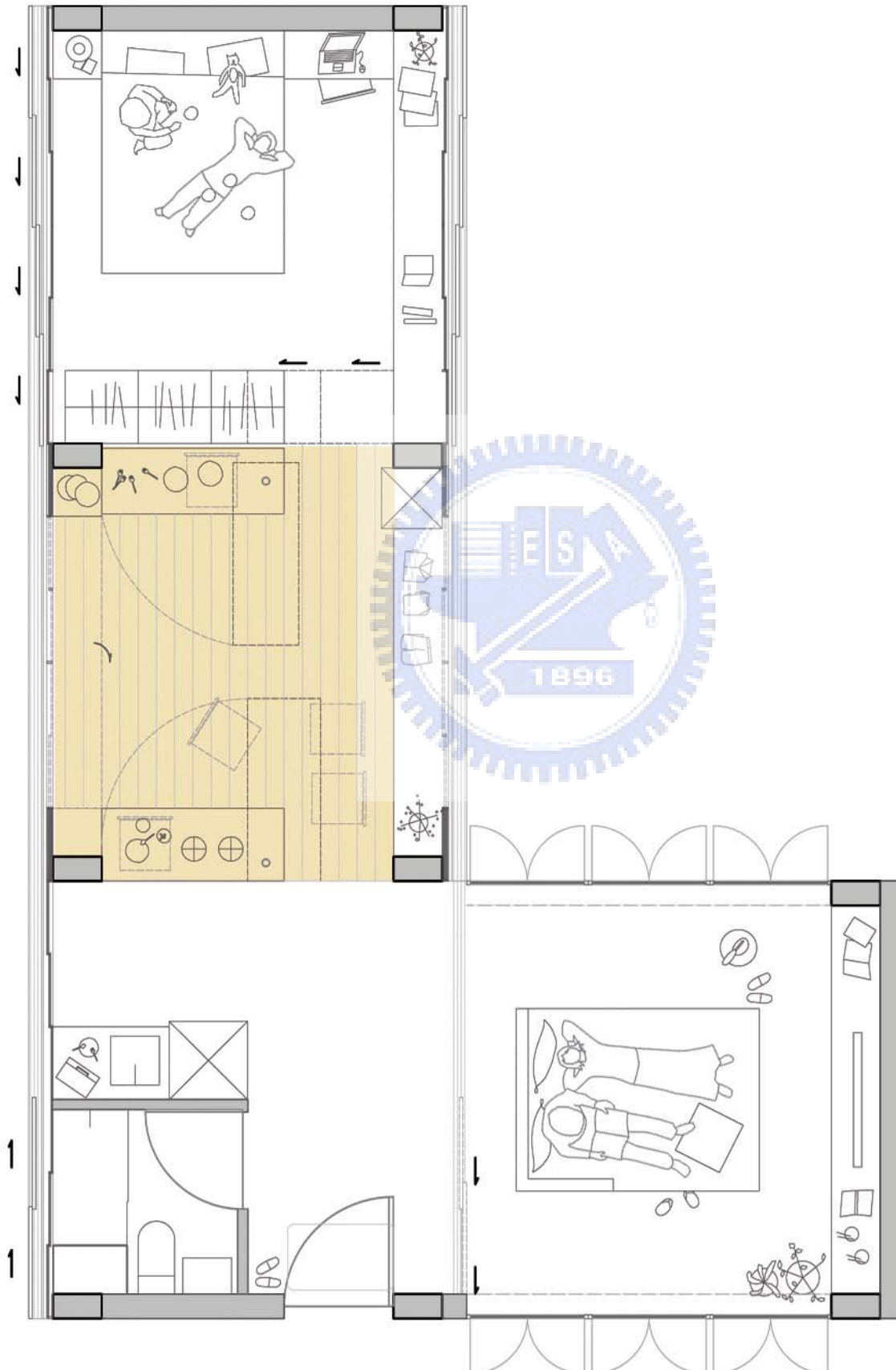
Unit | typical plan

type L1



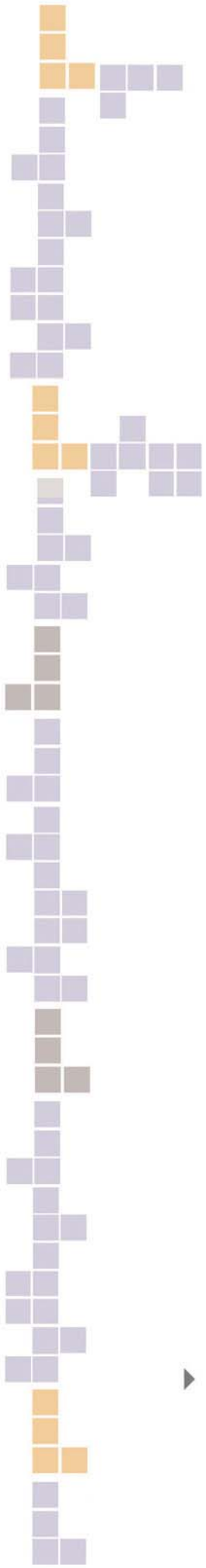
4 condition



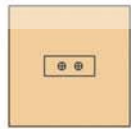
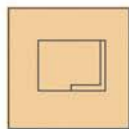
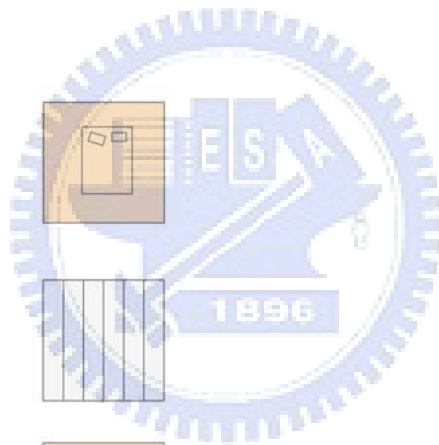


L11/50

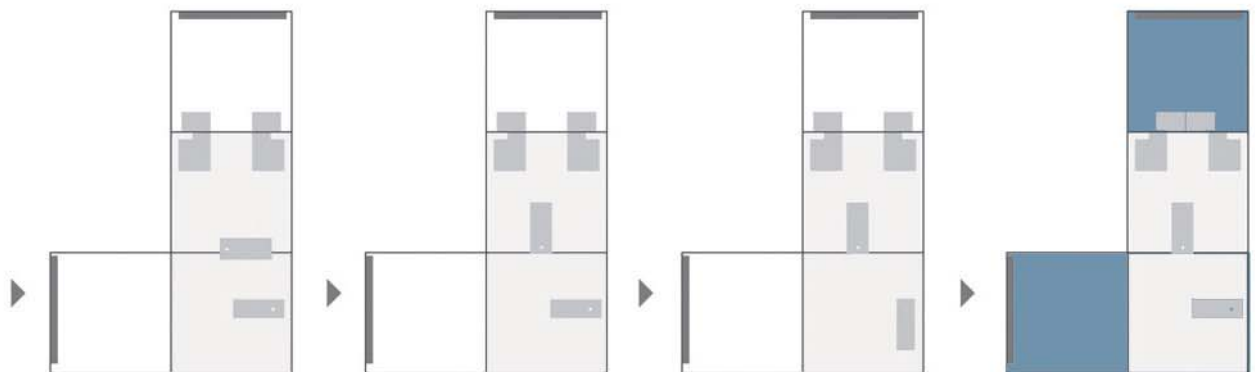
Unit | typical plan

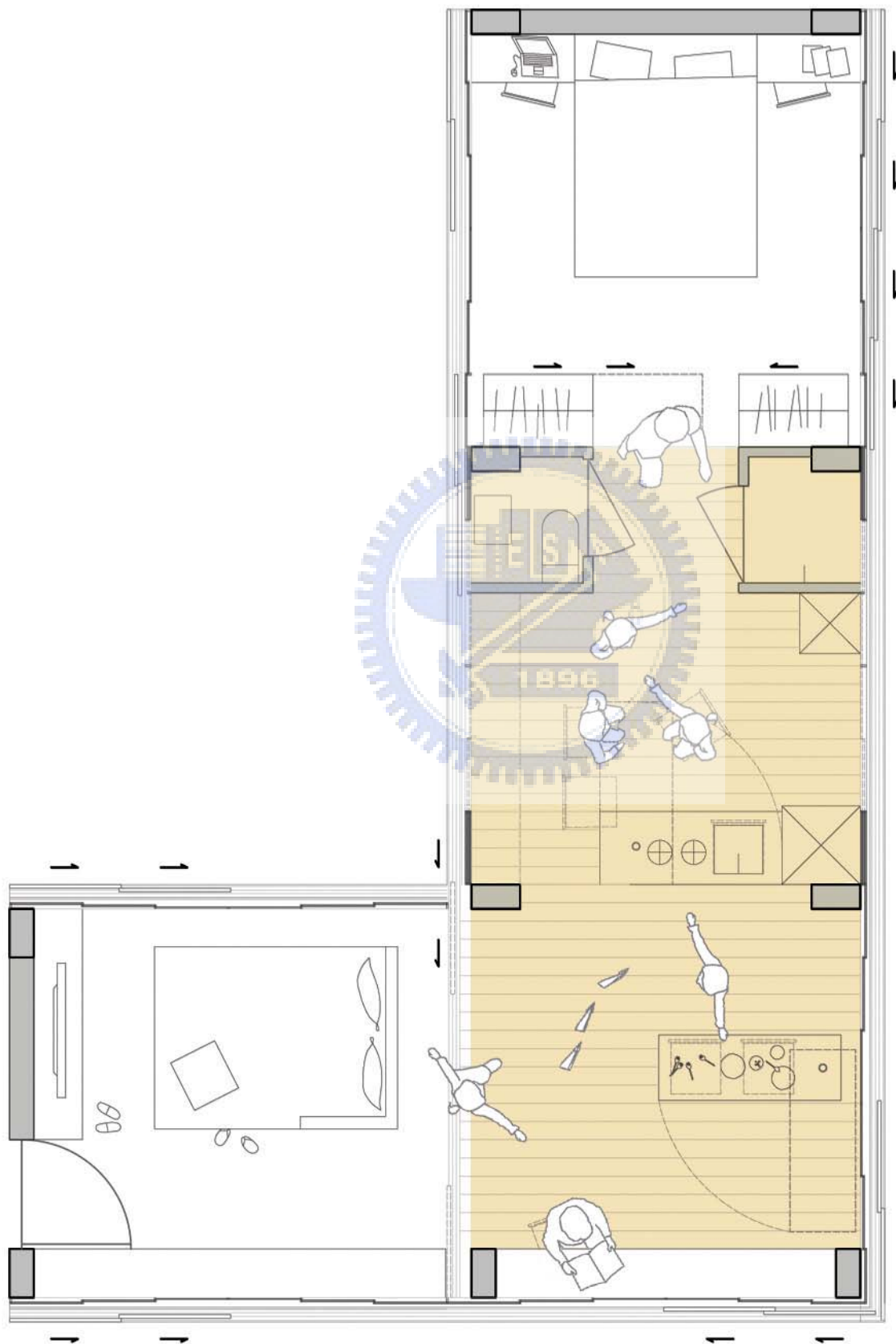


type L2



4 condition

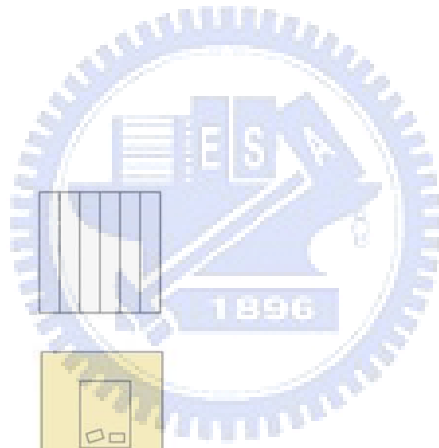
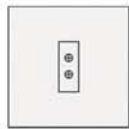
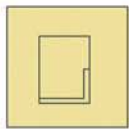




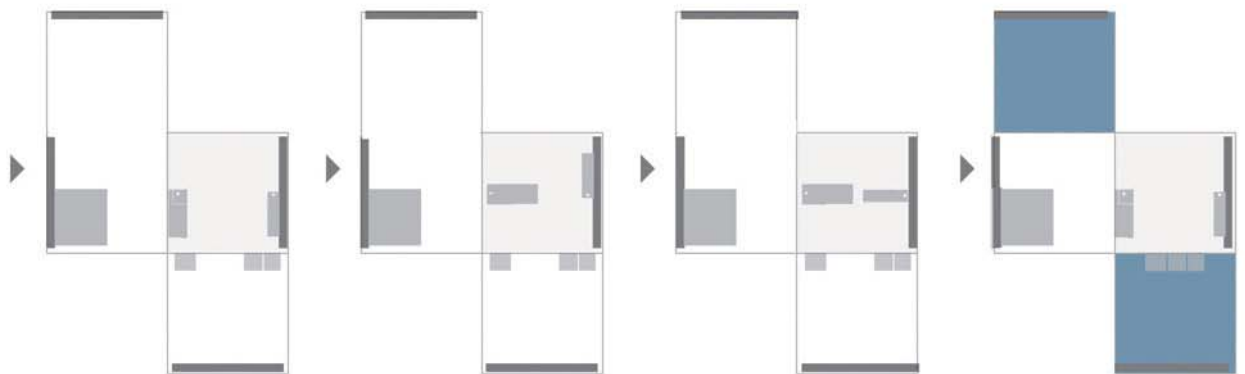
L21/50

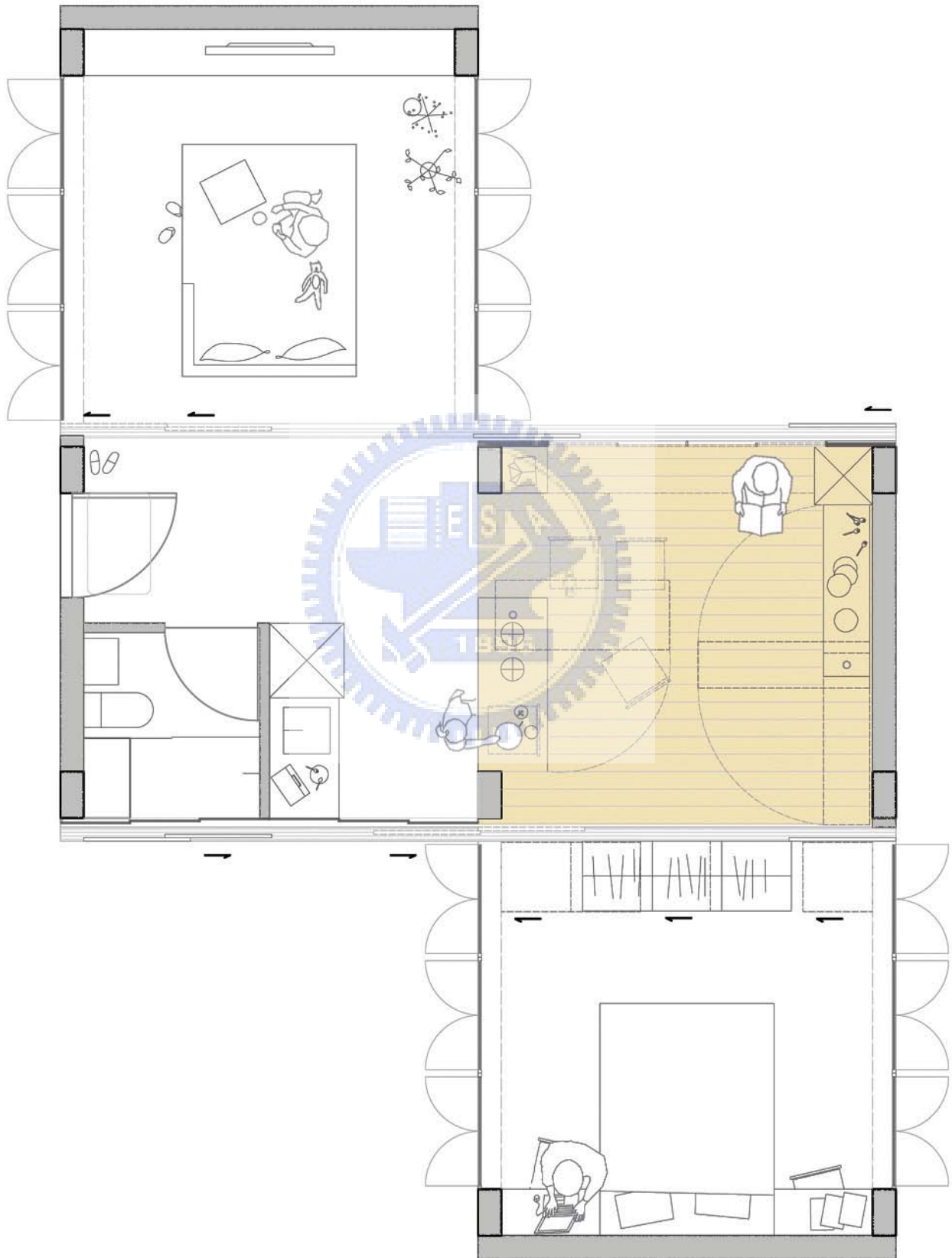
Unit | typical plan

type Z1



4 condition

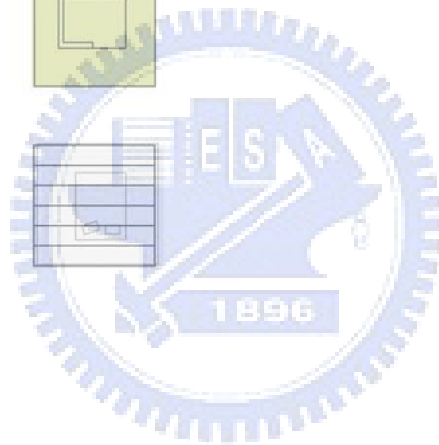
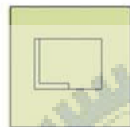




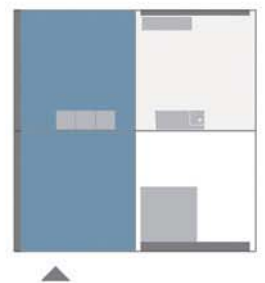
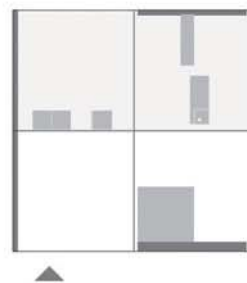
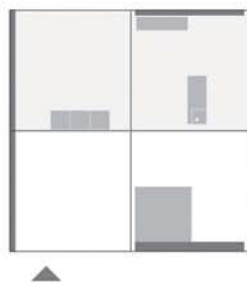
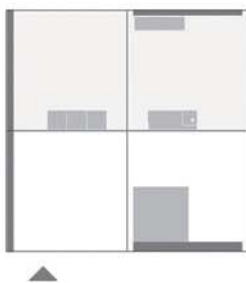
Z1 1/50

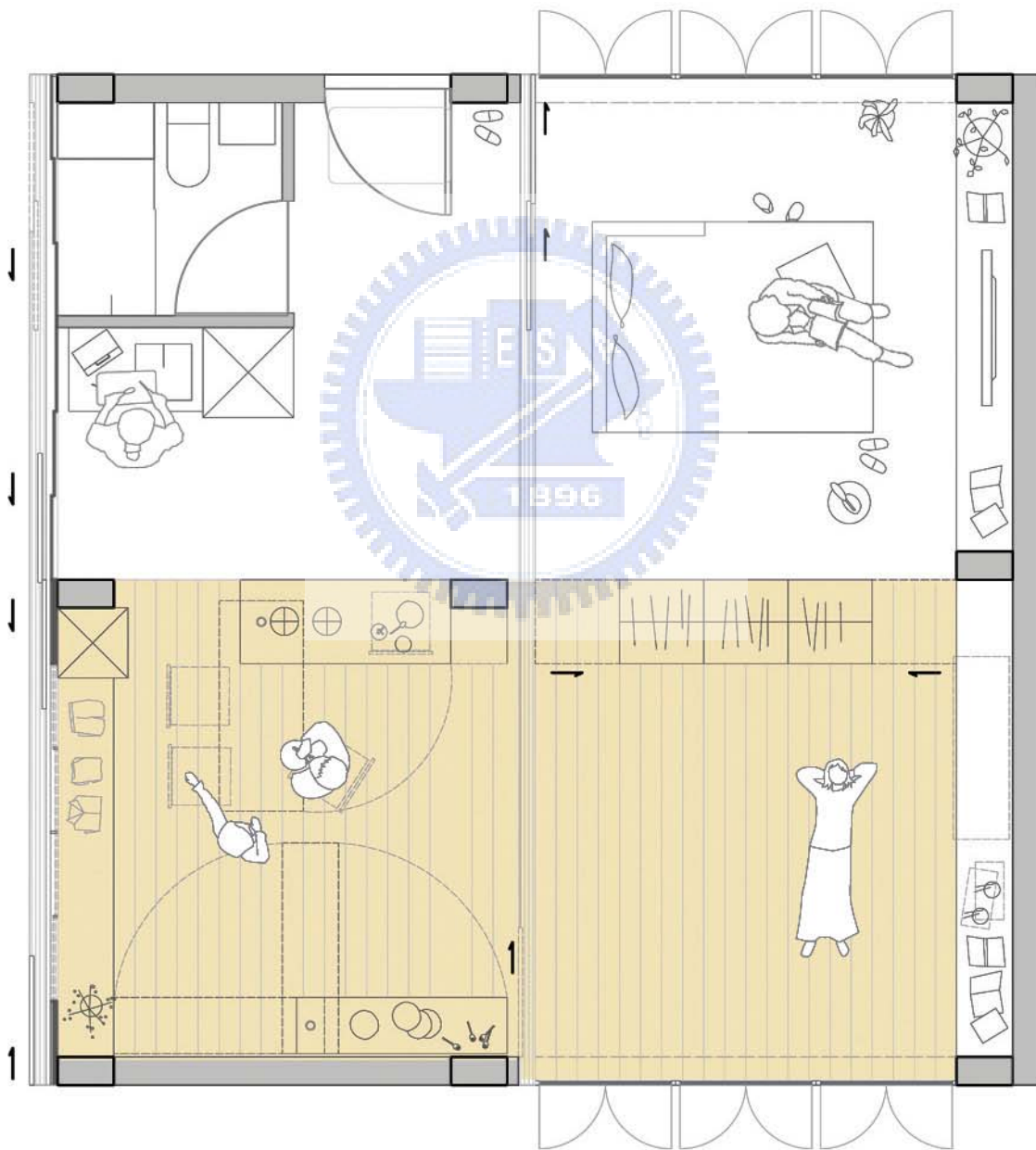
Unit | typical plan

type O1



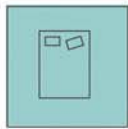
4 condition



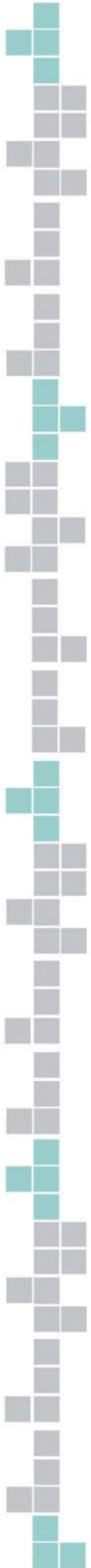
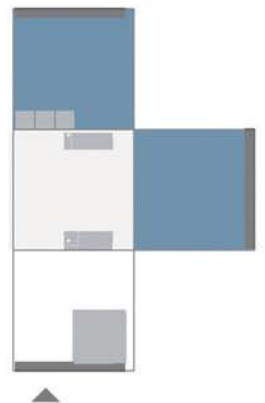
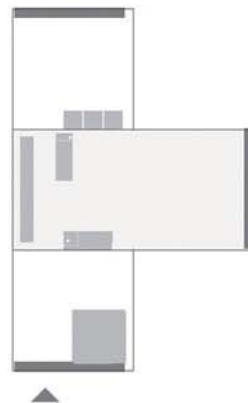
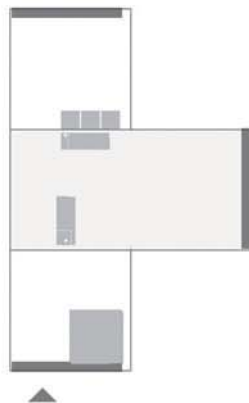
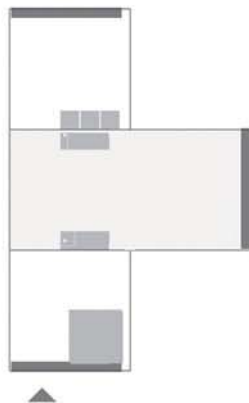


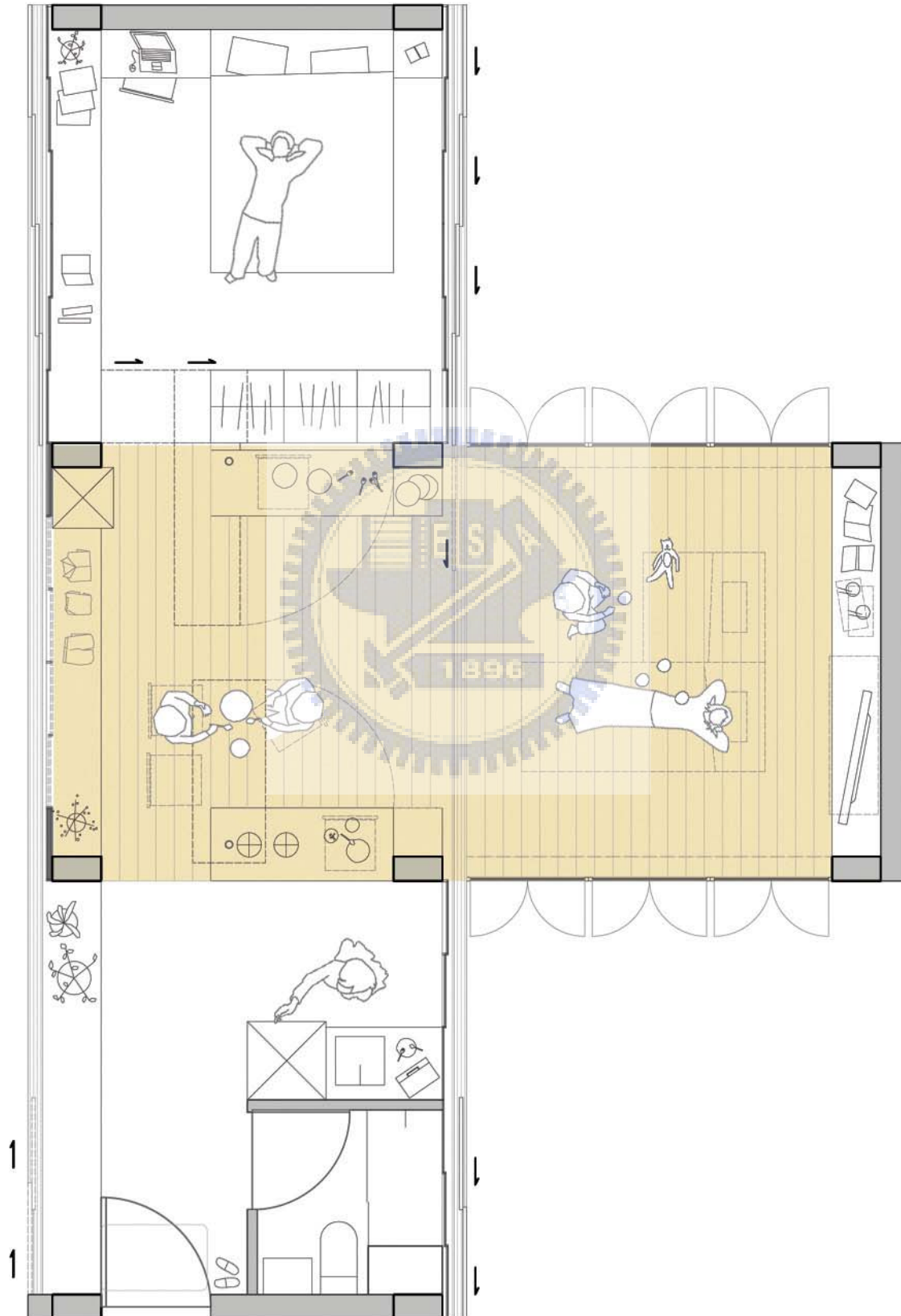
Unit | typical plan

type T1



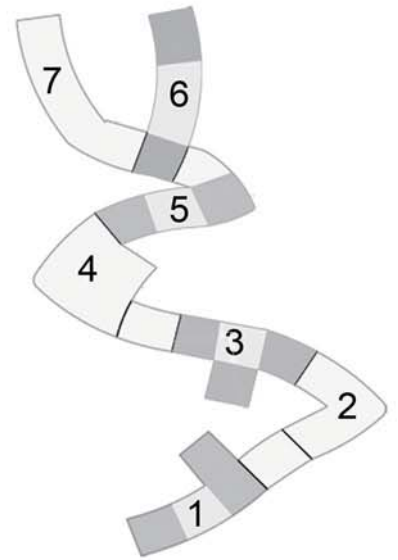
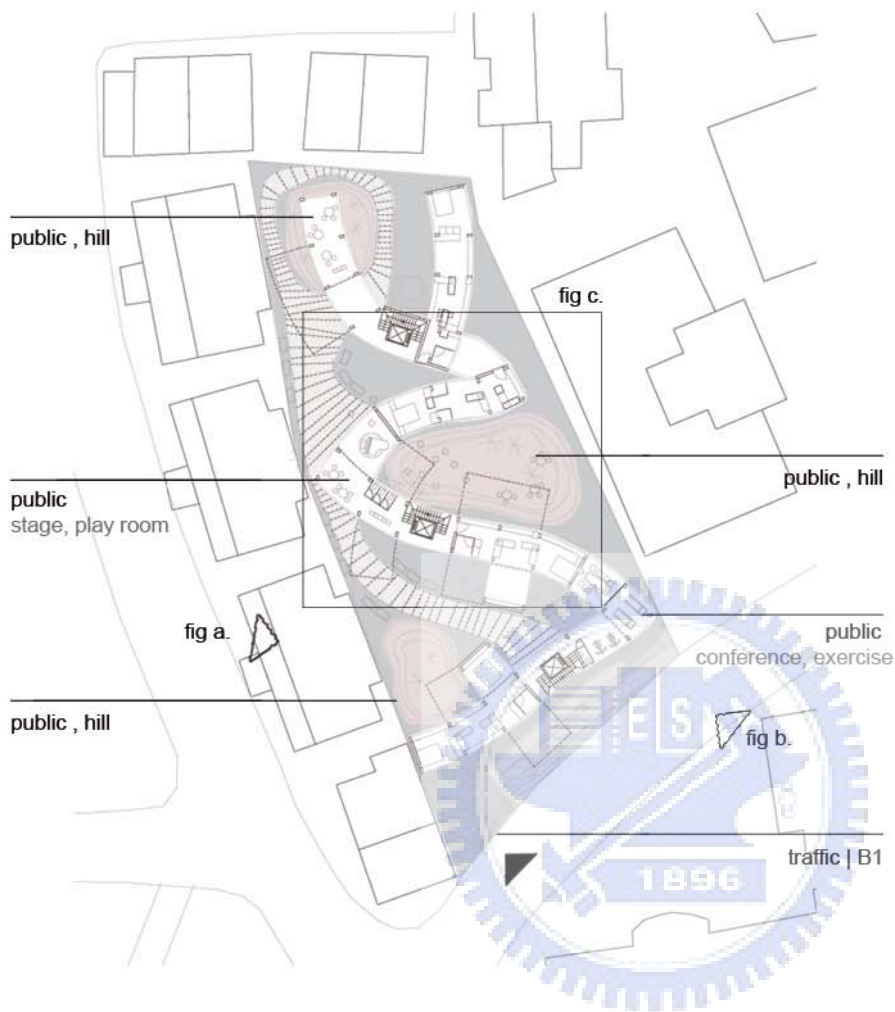
4 condition





T11/50

Master plan



01:L1 | 02:public | 03:T2 | 04:public
| 05:L2 | 06:11 | 07:public

ground floor



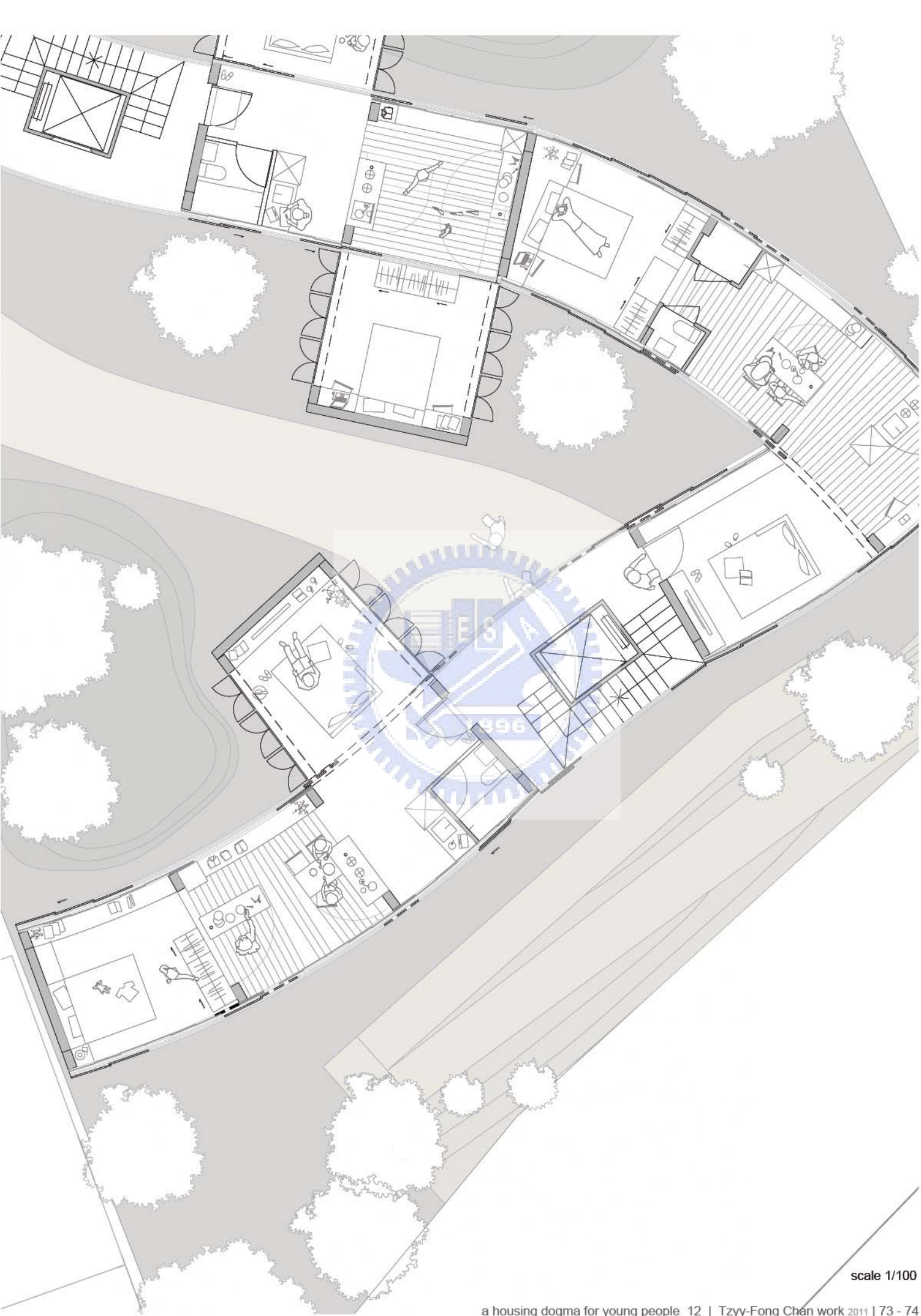


fig c. ground floor | scale: 1/130

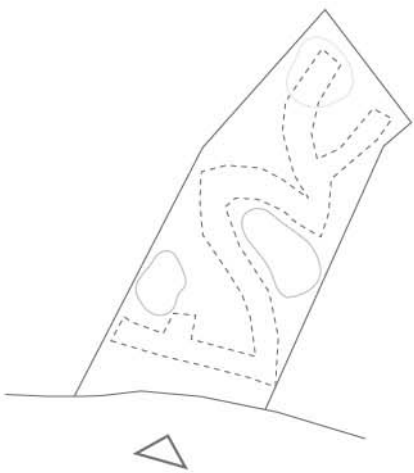




2F plan types | 01: L1 | 02: L2 | 03: Z1 | 04: 01 | 05: L2 | 06: Z2 | 07: L1



scale 1/100



PERSPECTIVE
front







這裡，交織了300年不同時代背景的故事
這裡，融合了清朝、日據、外省、中南部移民的生活文化
這裡，天天端出比士林夜市還要多樣的菜色
這裡，天天上演比電影還要義氣溫馨的故事

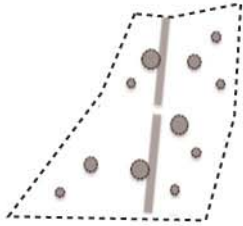
艋舺，是一個當地人可以講述很多故事的地方。
艋舺，是一個遊客們感受台灣信仰力量、
認識台北發展起源、體驗艋舺活力的地方。

2010.july | urban design AECOM bootcamp

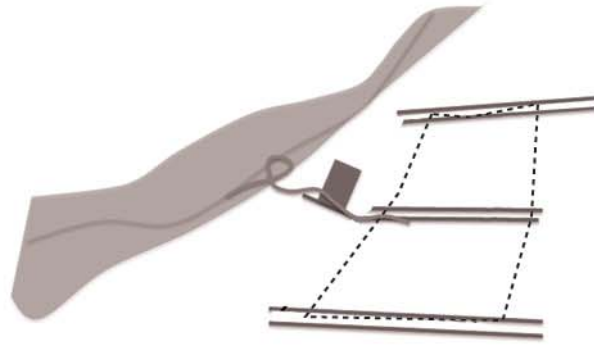
Mangka,
a city that never sleeps.

Strengthening Neighborhood Spaces

focus groups
negotiate
implement

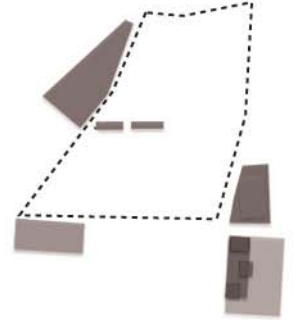


Connections to the City and Nature



Anchors for the Community

cultural anchor
community anchor
public/ commercial anchor



strategy

At the Neighborhood – Alleys / Informal Spaces
Neighborhood Spaces – Elderly / Children / Youth
Connections to City and Nature – LA / Infrastructure / Recreation
Anchors for the Community – Cultural / Community / Economic



cultural anchor

Activate Xiyuan Rd Connection with support services including:
Visitor Information Kiosk (Visitors/Tourist Groups)
Cafe and Restaurant (Local and Visitors (All-Day)

Support Infrastructure:
Public Restrooms, Scooter/Bicycle Parking Areas, Way-finding

community anchor

Renovation and Addition of Longshan Elementary School to provide services for the Community:

Community Center for Elderly & Youth
Library
Gallery for Community Arts
Children's Playgrounds

public/ commercial anchor

Mixed-Use Commercial Activity
PODIUM
Mangka interactive museum
Retail / F&B Shops (3 Floors)
PUBLIC DECK LEVEL (+12m – Above Freeway)
Event plaza
Rooftop F&B/Restaurants (Plaza Level)
TOWER
residential
boutique hotel



master plan



master plan

Neighborhood
LA / Infrastructure
Anchors



經歷

陳紫楓

2005/09~2009/06 成功大學建築系

2009/09 交通大學建築研究所 設計組



2009/09/11~17	WORKSHOP: Carlos Arnaiz Design Workshop	學員
2009/10/24	2009 建築教育國際研討會	工作人員
2010/02-06	交大建研所 都市設計專題(二)	助教
2010/04/21-22	WORKSHOP [GIA AA]: The Architecture of Innovation: Governance, Design, and Infrastructure for Knowledge Cities	學員
2010/07~08	EXHIBITION: 結構 巢 Body, Nest and Computation @台北 MOMA 地下展場	參展
2010/07	NANGANG 2050 URBAN REGENERATION FORUM 國際論壇	助理
2010/08	WORKSHOP : AECOM 亞洲區設計訓練營	學員
2010/08	INTA[創新治理、設計、與基礎設施]高雄圓桌會議	助理
2010/07~11	[創新區域與創意嘗試 台北市南港發展願穎與都市設計策略] GIA AA 出版	編輯
2010/09	[創新區域與創意嘗試 台北市南港發展願穎與都市設計策略] GIA AA 展覽@華山	助理
2011/02~07	NCKU GIA AA Tainan workshop	助教

學術參與



2009/09~01

建築設計

建築設計專題

數位專題:新媒材基礎

建築史論專題

漆志綱老師

曾成德老師 謝宗哲老師

侯君昊老師 林楚卿老師

龔書章老師

2010/03~06

建築設計

建築設計專題:建築典例

都市設計專題(二)

豐田啟介 洪大為老師

曾成德 龔書章 張基義老師

林欽榮老師

2010/09~01

建築設計

都市設計專題(三)

黃明威老師

林欽榮老師

2011/03~06

建築設計

龔書章老師

