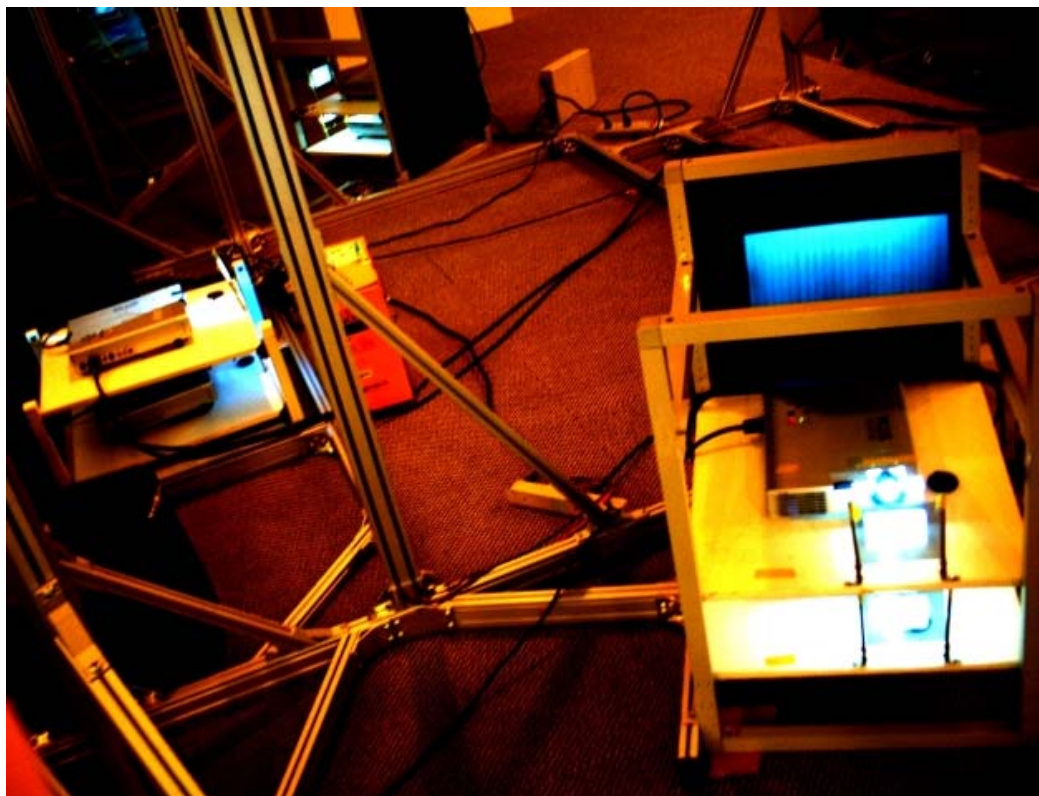




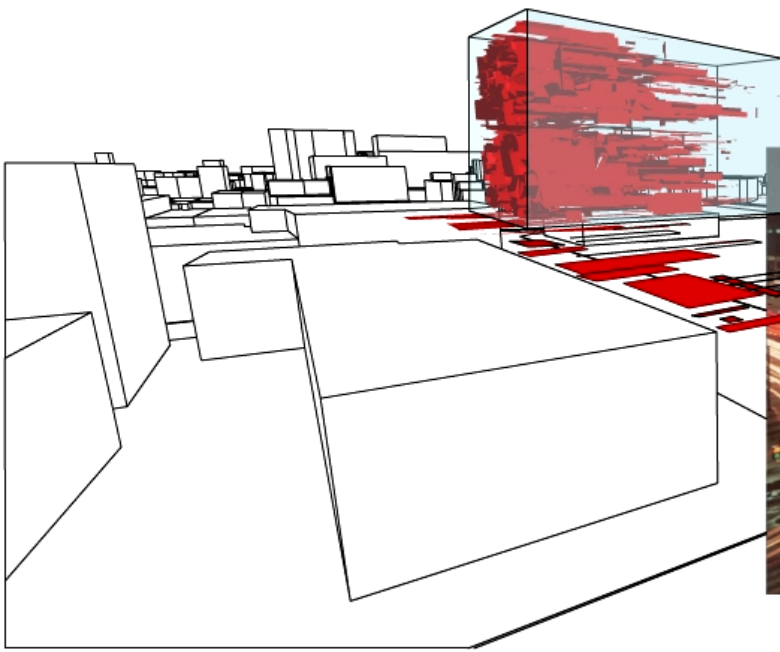
虛擬實境技術 (CAVE Automatic Virtual Environment) 的出現，開始給設計師在數位建築設計上能發揮極大的想像空間，不管在設計構想階段與最終呈現，都能做出最佳的模擬，此項技術的原理是透過雙眼辨識立體影像的原理而成，在撥放動畫的同時，必須配帶偏光式眼鏡 (polarized glasses) 才能體驗出立體影像，而此設計案就是運用這項技術開始實驗與創造空間的可能性，但是目前為止的技術還是無法透過網際網路，呈現出像虛擬實境般的效果，而這個網頁只能呈現出一般 3D 動態的效果，針對設計概念上的說明與呈現



CAVE Automatic Virtual Environment provides digital architecture design a dynamic performance stage all the way through development processes and the final presentation. Wearing polarized glasses, audiences are able to experience the three-dimensional visual effect. In this project, I use this technic to experiment and create space. However, the result cannot be displayed on the Internet. Three-dimensional animation is used to present my design.





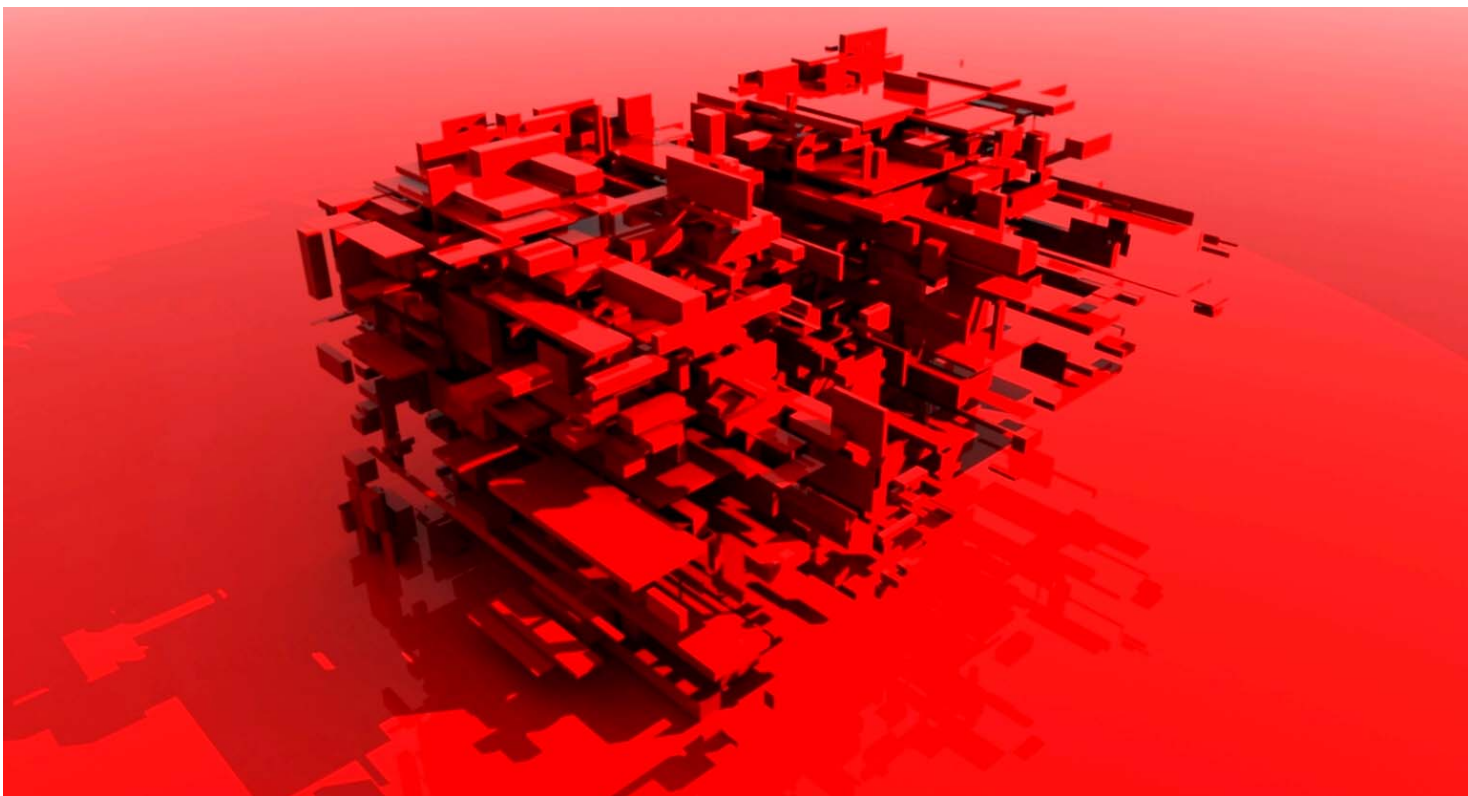


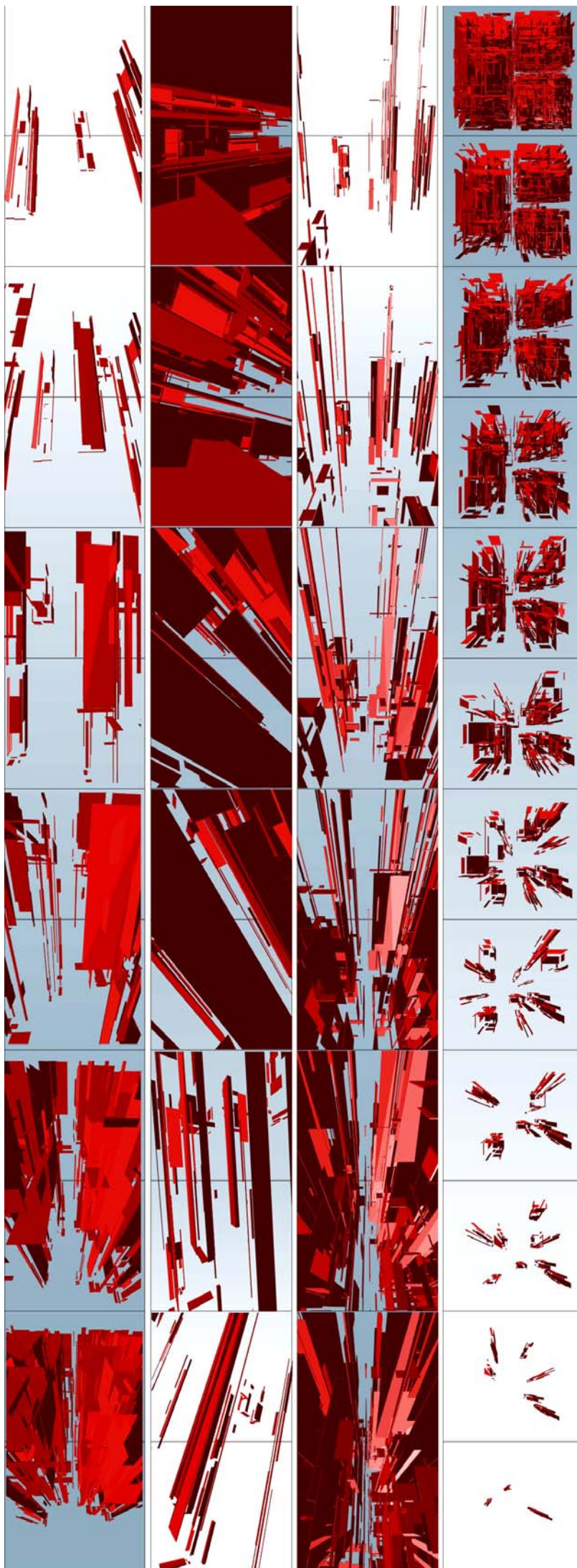
### 都市空間

此設計案是關於圖書館的新概念，嘗試結合虛擬實境科技與網際網路，發展出新的圖書館類型，這個圖書館會被真實建構在網路空間中，並且透過虛擬實境科技設定在真實環境中，所以是把網路空間具象化後再結合到都市空間，透過虛擬實境（virtual reality）在不久的未來將為我們的城市提供新的介面（Interface），基地是位在新竹市的行政區與商業區之間，提案是將圖書館變成為電腦網路（cyber-space）與都市空間（urban-space）上的結合

### Urban-space

The project is a new library idea, combining the CAVE Automatic Virtual Environment and the Internet to create a new type of library. This library will be built in the Cyber Space. The users can experience the facility of the library by wearing polarized glasses. As a result, the foreseeable Cyber Space can be inserted into our future city. Virtual reality will soon provide our city a new interface. The site is located between administration and financial districts in Hsin-Chu City. The idea is to combine cyber-space and urban-space to simulate a library.





## 概念模型

實體空間的圖書館是層級架構系統，而虛擬空間的圖書館則相反，我設計的方式是隨使用者的流動而成，每個方塊（BOX）代表一個使用者，進入虛擬圖書館電腦會隨機幫你安排有空間向度的位置，所以空間會隨時間和使用者數量改變，唯一不變的是空間永遠都是垂直與水平的關係，建立座標系統，企圖把網路上的圖書館視覺化，成為能被界定的空間然後再與都市空間結合

## Concept model

Unlike traditional libraries, all the current users, symbolized as boxes, are the components of the virtual library. The library size depends on the number of boxes from time to time. However, the library space is defined by a fixed Cartesian coordinate system, which attempts to visualize the virtual library. This defines virtual space in reality, then to be combined with urban space.







從傳統圖書館成為網路圖書館 (Cyber-Library)，再從網路圖書館變成虛擬實境圖書館 (VR-Library)，這個過程在真實與虛擬之間不斷互相影響，虛擬實境圖書館以非實質方式存在，是希望提供更大的框架容納全世界的使用者，當使用者聚集到虛擬實境圖書館時，同時也在改變城市的公共空間而圖書館的空間會隨著使用者登錄而不斷改變，空間的界定不再是固定的與實體的，而是會消失的、增加、移動的，因此每個人都是空間界定的一份子，每個人都是圖書館的一部分

The process of transforming the so-called traditional library to Cyber-Library, then from Cyber-Library to Virtual Reality Library involves constant interaction between the real world and the virtual world. The VR-Library operates and stores information in the cyberspace and thus provides large space and capacities that can accommodate all users over the world. Such space and capacities are not limited nor fixed by the usable space in our city. When users are accessing the VR-Library, they modify the library space upon registry as well as restructuring of our public space usage since anyone can access the VR-Library anywhere, anytime. Thus, "space" needs no longer to be fixed, material, or physical. Rather, it can vanish or reappear, increase or decrease, fix or move around. Every user is therefore a part of this space and also a part of the VR-Library.



