

國立交通大學
建築研究所碩士論文

域外

DEHORS

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中華民國九十三年六月

域外

DEHORS

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國 立 交 通 大 學

建 築 研 究 所 碩 士 論 文

A Thesis

Submitted to Graduate Institute of Architecture

College of Humanities and Social Sciences

National Chiao Tung University

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for the Design of

Master

In

Architecture

June 2004

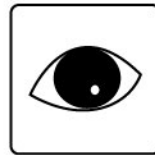
Hsinchu, Taiwan, Republic of China

中 華 民 國 九 十 三 年 六 月

Zhi-Yin Chen

National Chiao Tung University Institute of Architecture

2002~2004



[摘要]

Summer 2004

自以為是

即使是少了一點，乍看下仍舊會自以為作『是』
就像是過去的自己對設計的懵懂與過份的自信
這兩年給與我重新去思考設計和建築的本質
多一些邏輯合理性，也藉由設計的過程裡
逐漸瞭解到自己。

設計 實是一種不斷改變的過程。
這個過程，闖進既定的事物與想法之中，
一切則開始改變，成為『外在於』的莫可名狀之物。

這莫可名狀之物就是

域外 [Dehors]

一個不是內也不是外的
不是開始也不是終點
是內是外也不再重要，
這只是，同一形式的不同位置，
我所在乎的是在那之間的過程

此論文裡共有五個不同的設計主題
之間並無關聯
針對不同的年代、人、事、物等
透過看與說，人與人、與大地互相交換、流動
所夾帶出來的非關係，
我在訴說一個屬於自己的故事

[謝誌]

Summer 2004

謝謝新竹交流道旁的檳榔西施
讓第一次來到這裡的我，
震撼於那小巧而驚人的空間

謝謝新竹的風
有機會讓我深刻的瞭解，米粉得心情。

謝謝九一級十四位幽默風趣大方美麗帥氣的
霹靂董事長們：
月華、從怡、家均、純鈺、莞屏、聰憲、文瑋、
小畢、政宏、家彥、世緯、彥良、識源
讓我的生活更充實與精彩。

謝謝向誠老師在進交大的一開始，打開了我的視野
而基義老師堅持的建築純度與洲民老師的咖啡哲學，
越想越有味道，成德老師的細膩指導給予我深入
思考的方向。

在這短短的兩年裡
我感謝天讓我遇到這麼一群不可思議的人
和

一對寶父母	讓我可以自由的大步走
一個男朋友	當我的靠背
兩隻小鸚鵡	讓我知道生命的脆弱與驚奇！

[Map] :: Nature 2002 :: Nature 2030

design studio fall 2002

Digital technology change
our familiar world to a big jump,
not only convenient but also powerful .
It become to "the Second Nature" gradually
evolution of our life way.

.....01

[District] Hsin Chu City

design studio fall 2003

In this traditional place and the local food, rice flour,
we can see the old skill form water \ wind.

What can we do ?

The place attract me to search some data

.....08

[921] Chichi Earthquake memorial competition

design studio fall 2003

921 earthquake never happens.....

Who lives here?18 [Competition]

Content

DEHORS

[A Library] for the New Age

design studio spring 2003

every aspect of social structures and forcing
the revision of public facilities.

.....22 [Competition]

[Asia] front village

design studio spring 2004

The recordable and portable knowledge,

The personally designed degree,

The buy-one-get-one-free experience

.....27 [Competition]

Map :: Nature 2002 :: Nature 2030

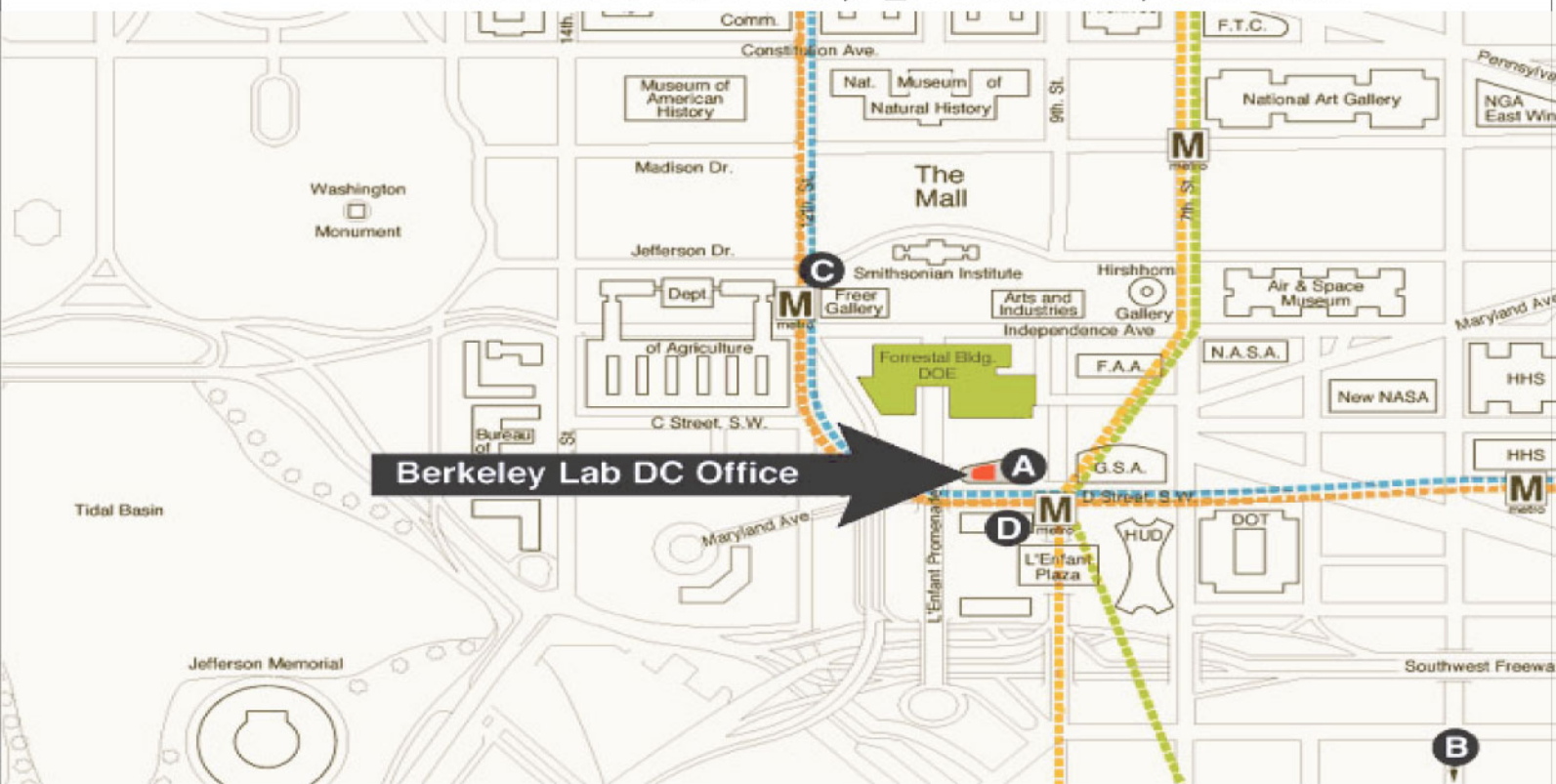
01 Map - Game

02 Treatment of New-Autism

design studio fall 2002

Map - Game

Around The World in 80 Days ■ Around The Day in 80 Worlds



MAP = 訴說事件者，一種傳達的媒介

→ 皆有特定『主題』, name想呈現的內容

→ 皆有『大方向的架構』 Indication of Direction--類別、屬性

→ 從map中抓去自己所需之資料

因人而異, 並因個人 (經驗、文化背景、家庭、教育)

→ 開始有了想像的延伸

(ex: 瞎子摸象-並相信自己建構的世界

藉由人的感官知覺在腦海建構想像的世界)

→ 皆有 (key information) 呈現的方式
符號、顏色、文字，提供解讀的工具

→ 因感官知覺的對應 (手、眼、耳、嘴、鼻)

→ 自以為是

Treatment of New-Autism

Nature 2030

Introduction:

Digital technology change 在這很短又不太短的兩年 our familiar world to a big jump, not only convenient but also powerful .

It become to "the Sec 一路走來有許多人的陪伴 和支持 on Nature" gradually evolution of our life way.

---what would we look like in the future?

---where would technology drive us to?

[Technology]

→ SECOND **Nature is...** | A { verb } = Hetero-genization

→ NETWORK

隱藏身份、一切平等

很自由、「非即時性」

→ MUD 泥巴遊戲
(MULTIUSER DOMAIN)
共識妄想

Evolving



[Individual]

→ COMMUNICATION

A | B

在習慣面對大量的虛擬片段後

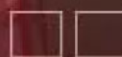
逐漸失去與人直接

面對面的能力

未經中介的事件，反而太過直接

2003 A.D

System



In 2002, A news from BBC:

「the latest issue of scientific research discover to addiction the Multi-User Domain affects brain develop.」
They detect these game make children's Left forebrain become ill .

The function of left forebrain control IQ 、
accumulate knowledge 、 develop language .
Because of digital games contents fit in with
the perception of right brain, nevertheless,
these thinking and
restrain growth of left brain.

The rate of new-autism has increased enormously
throughout the world.

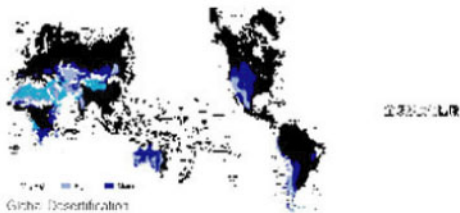
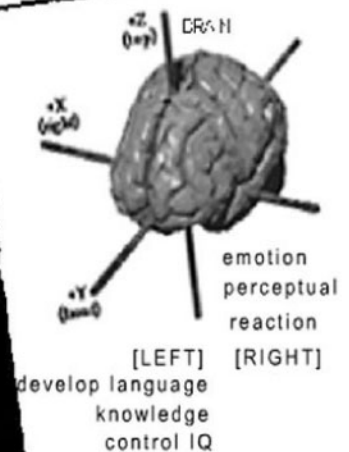
[Not that by inborn gene,
but that by Technology]



Speculation 2030 A.D

[The New Autism]
is a severely handicapping
disorder about social contact
interaction and
communication.
Their behavior or actions
have narrow and repetitive
molds and affect

- language
- sense
- imagination.



[Global Desertification]

The whole world becomes a consistently
fluctuating one.

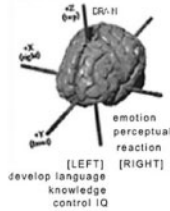
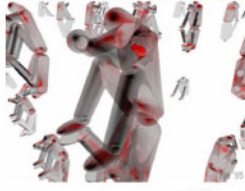
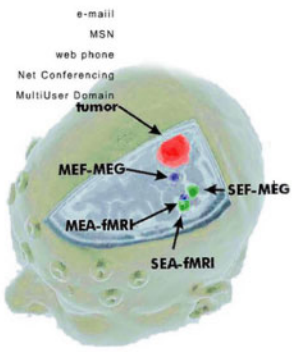


TAIWAN
CHEN ZHI-YIN

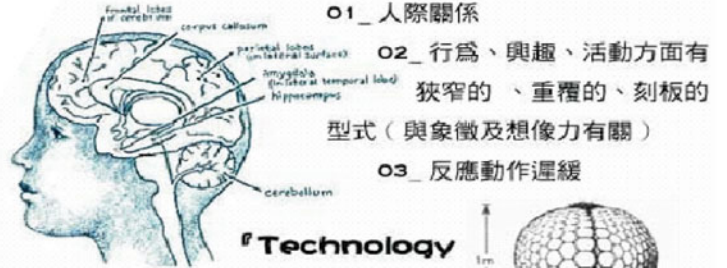


Treatment of New-Autism

The 2003 Far Eastern International Digital Architectural Design Award



[Autism]



- 01_ 人際關係
- 02_ 行爲、興趣、活動方面有狹窄的、重覆的、刻板的型式 (與象徵及想像力有關)
- 03_ 反應動作遲緩

2003 A.D System

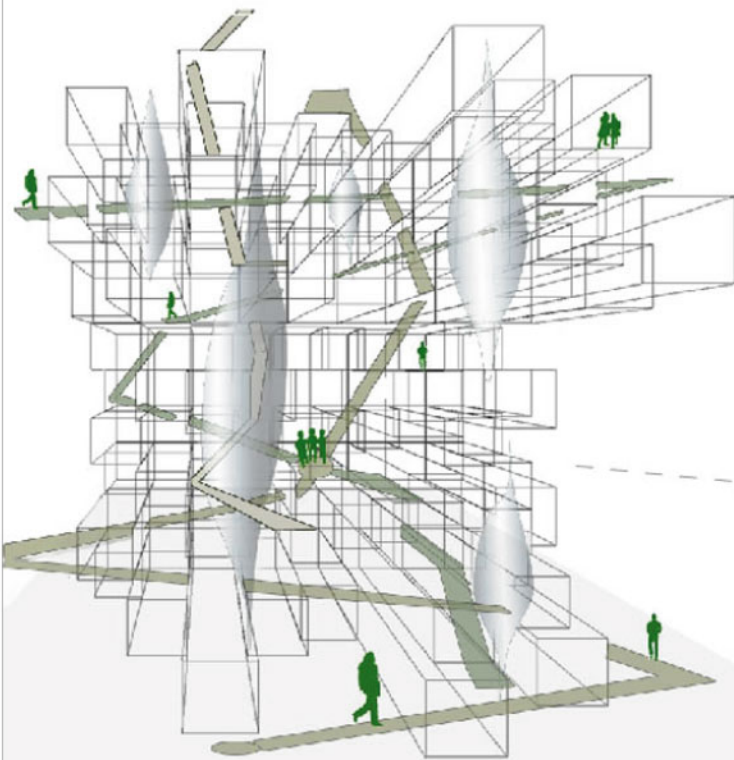
「自閉症」全名為「幼兒自閉症」，是一種包括語言、認知、知覺、行爲、人際關係等多種發展障礙的病症。

「Technology will make a New-Autism People?!」



(the second nature)

Technology substantially change our habit of communication、social contact and the way to recognize the world. We use WEB to create the sense of smell、vision、hearing、touch, but it will make some problem? to free、hide ID、non-immediately, some people gradually lost their ability of social contact interaction firsthand.



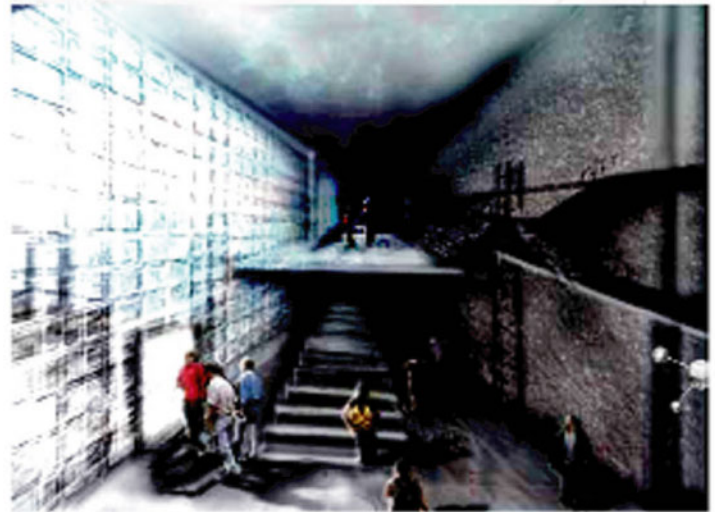
- It's a on-line game
 - the players contact all real man
 - everytime ,you just can choice one sence. ex.touch ,vision, hearing
- [The game rule]

[Purpose]

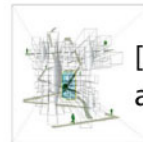
- Design the treatment space for New- Autism
- Attempt to strengthen their Social-Communication sense and imagination by Integrated Play Groups

Game Entry

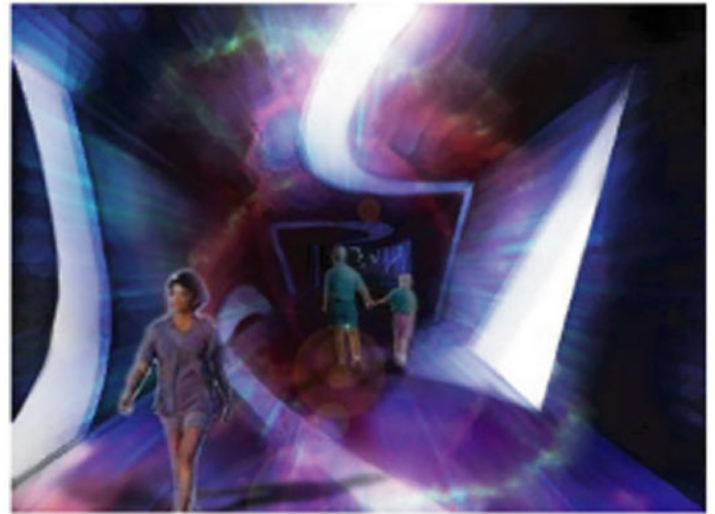
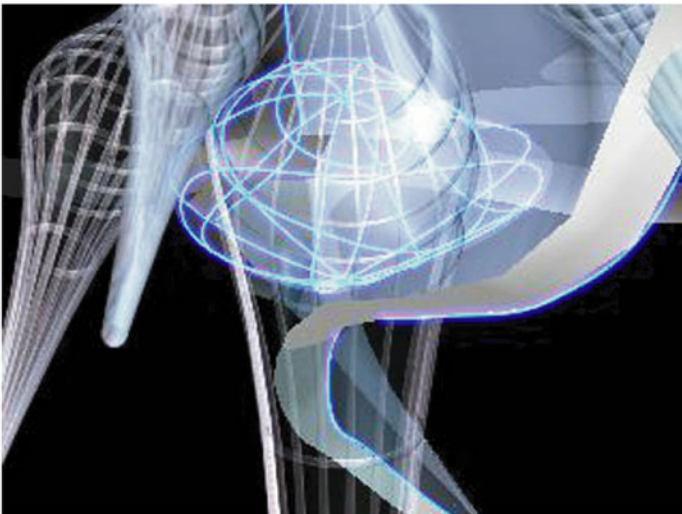
In Internet



The feeling like pilgrimage to crane my neck to look forward...



[Disperse] Is this way? we already repeat a lot of time



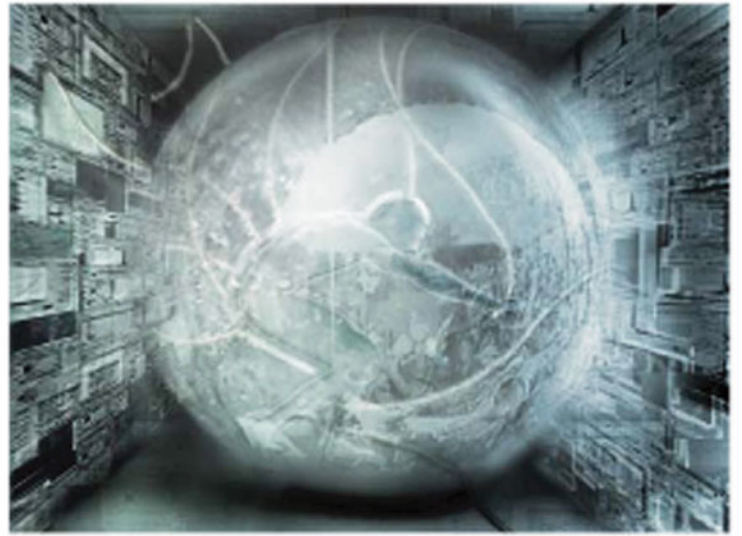
In the darkness that we can't see anything, we follow the footsteps of others.
In movement, we become others' direction



How long i had been in this room?
i can't get out of here, I find out there is someone else with me



Did i hold the key of this room,
just a puzzle map of this room...



Is It over? where is others? lonely is my reality....

to be continue...



Hsin Chu City

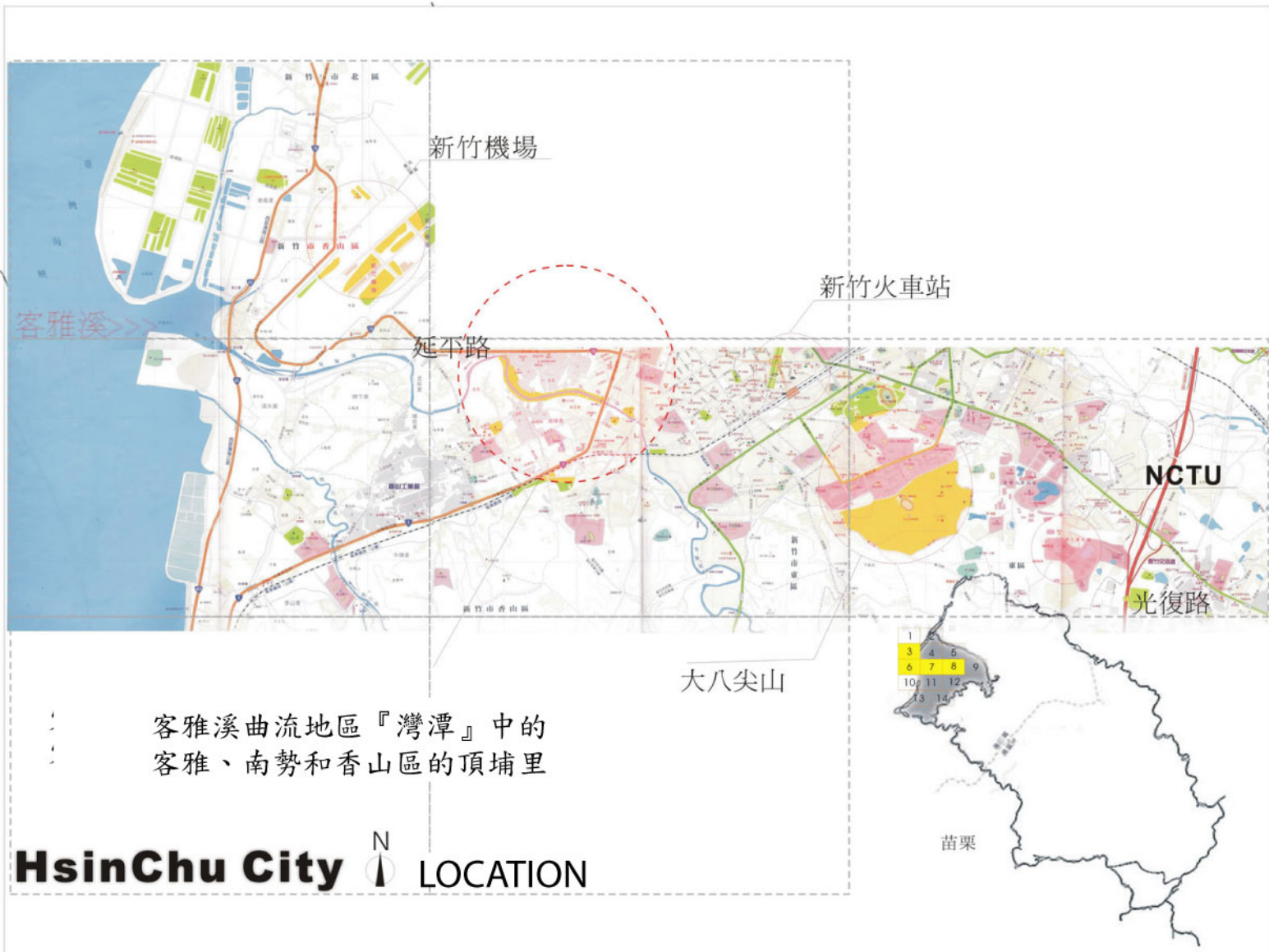
design studio fall 2003

[District] 食



貳

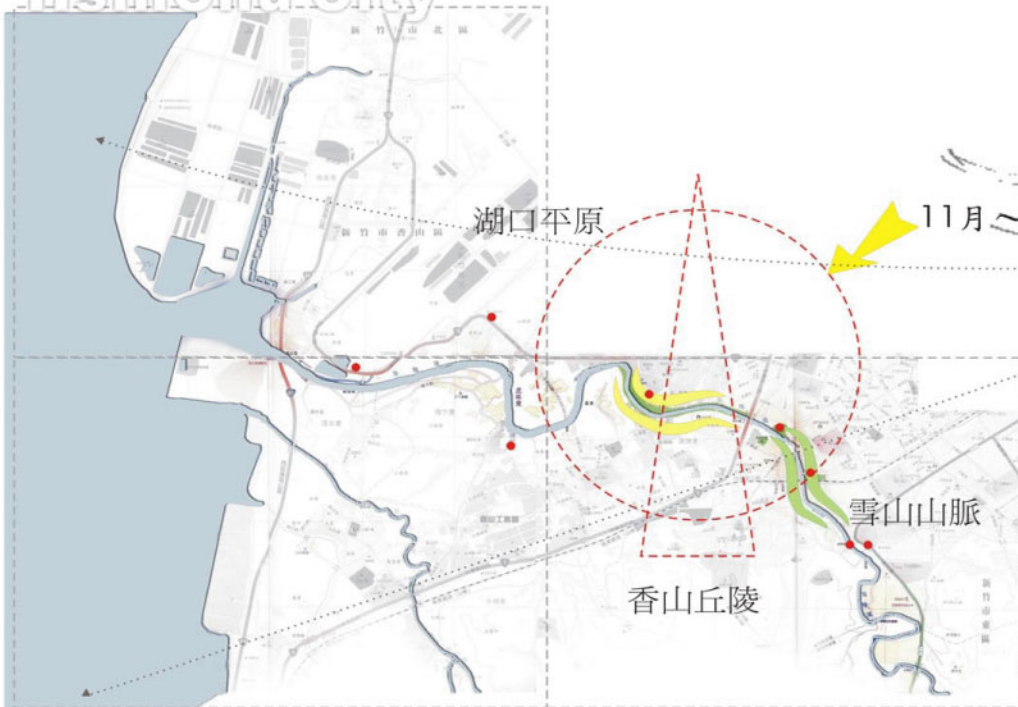
we can see the old skill form water 、 wind.



早期 174 家 現在 28 家



HsinChu City



九降風帶點陽光的東北季風「霜風」



River Environment



Site Environment



Make...



校碎

運送

再校碎

盤米粉



劃米粉

撕米粉





什麼樣的program
適合這塊傳統的地區和生活
在這裡的人們

這塊土地現有的優勢.....
星空、夕陽、RALEX

晒米粉的方式



Soft [Skin]

糖果屋
隨時間改變的皮層
可以變賣的皮層

[人]

How to be connect ?

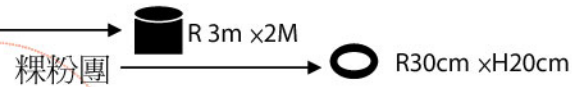
[米粉] [香]

在來米+舊米 3~4 hours 浸泡

加入溪水 2 成粉液狀

至素棉布袋 去水

成濕澱粉狀

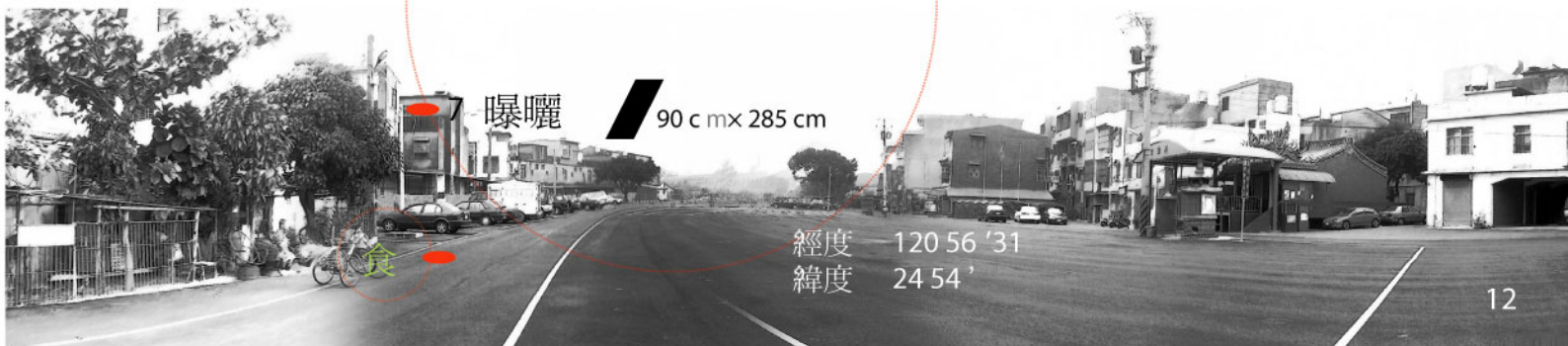


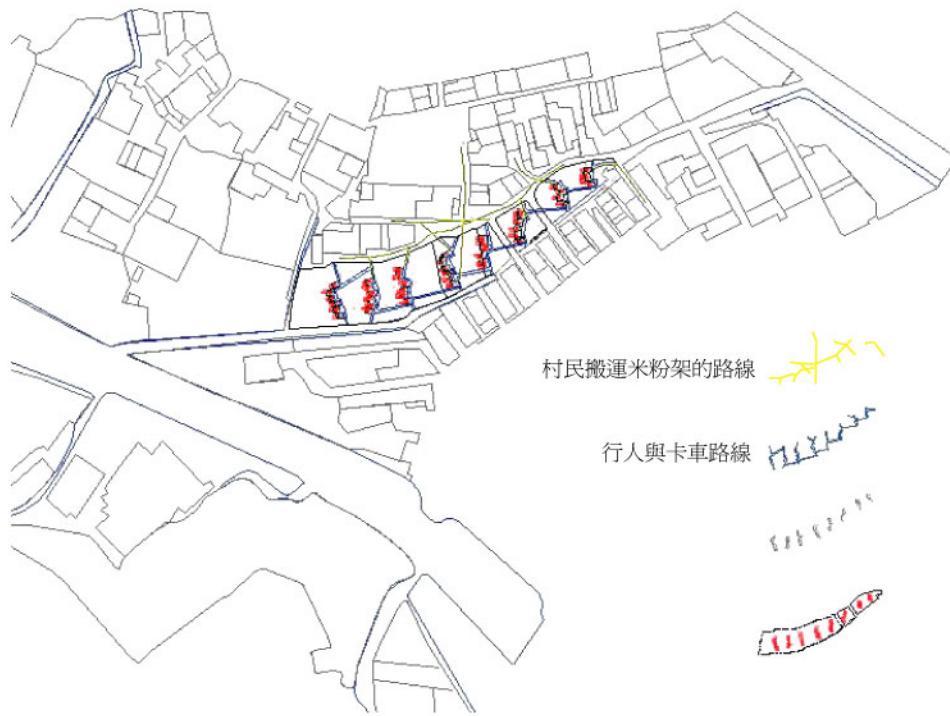
3 30分鐘 4 蒸

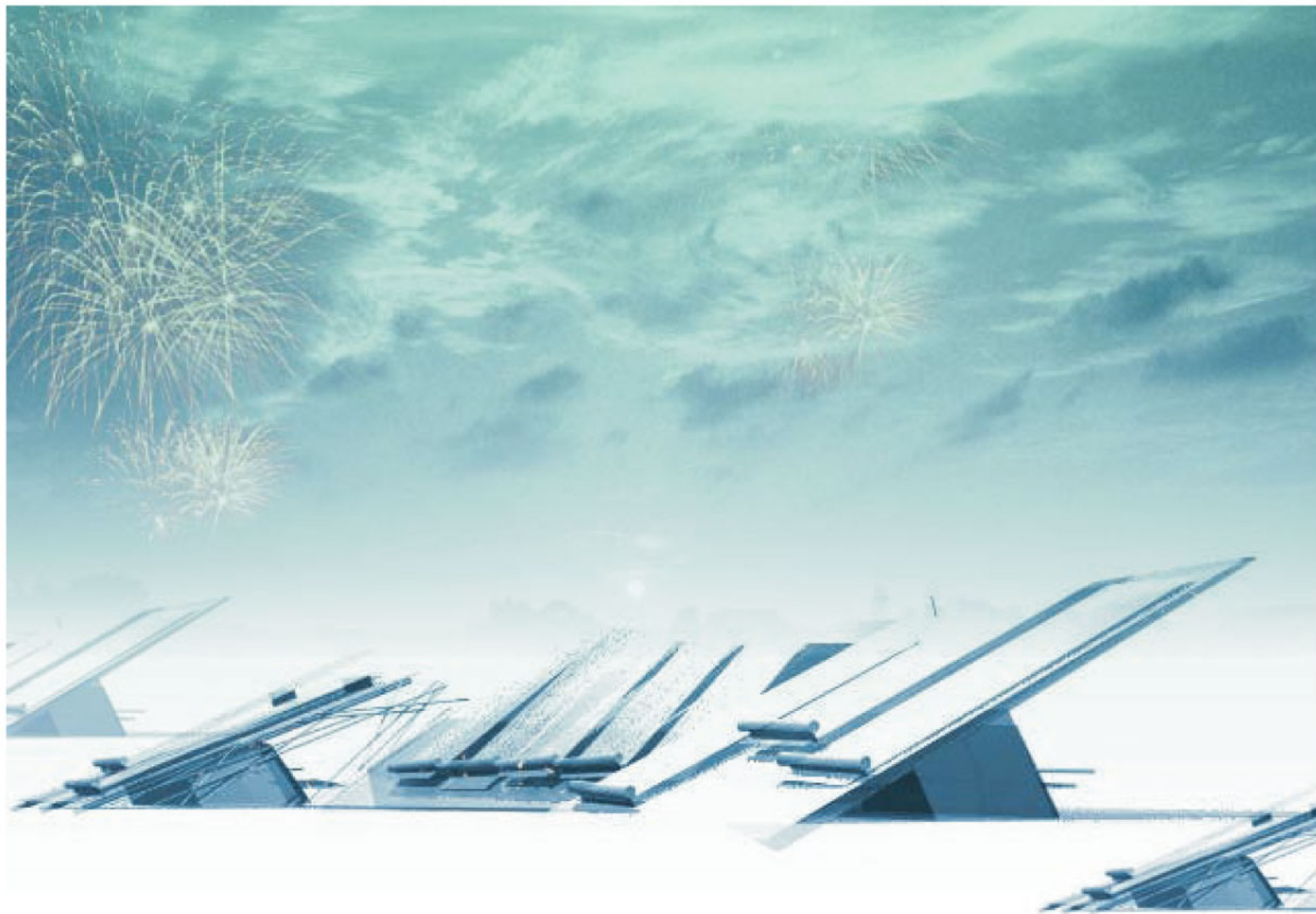
30分鐘 壓碾 5 製成米粉條

再蒸二回 6 30 分鐘

透過九降風 ...
經過八小時的等號
我們聞到
看到

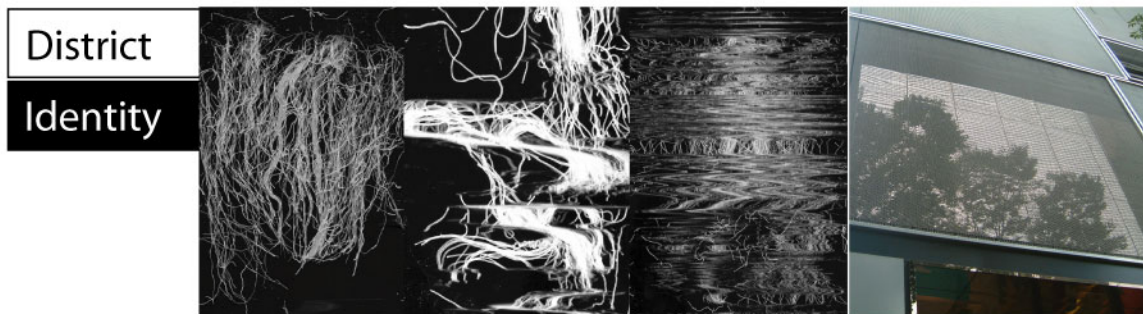






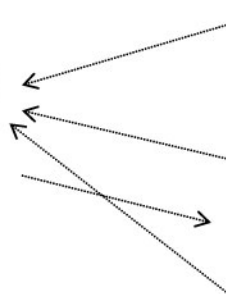
也許也可以是個放煙火的地方

linear

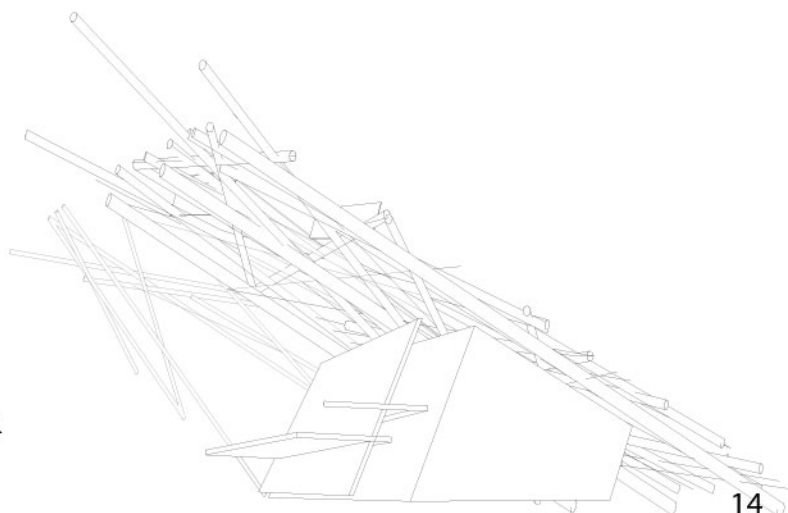


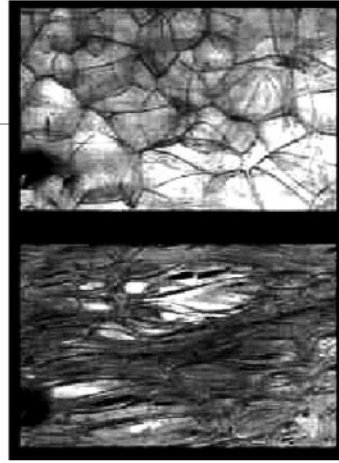
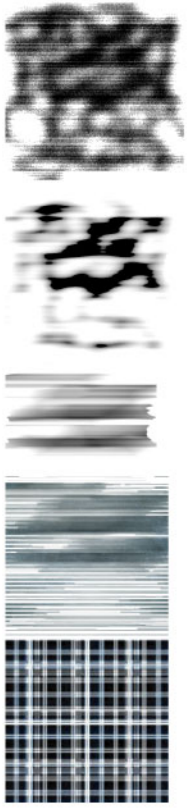
Material 給予建築物表情的材質

風
 河水(過濾)(交通)
 人
 動線與路徑

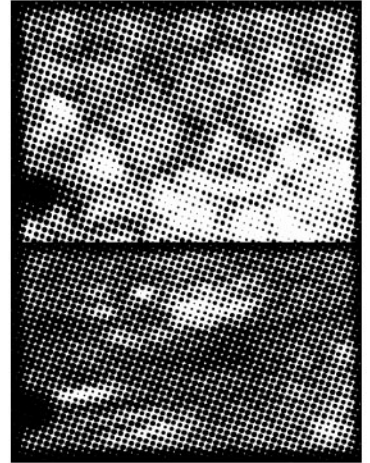


鋼鐵
 銅
 玻璃
 木頭
 混凝土
 塑膠

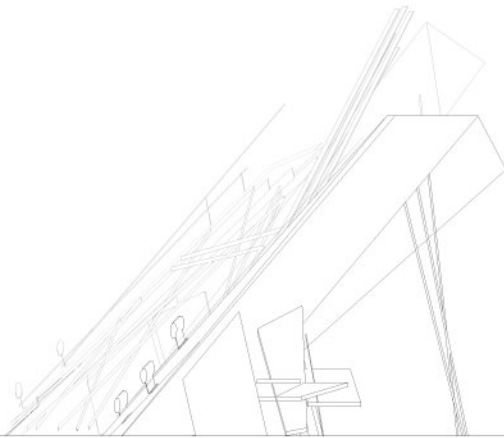




細胞核膜狀



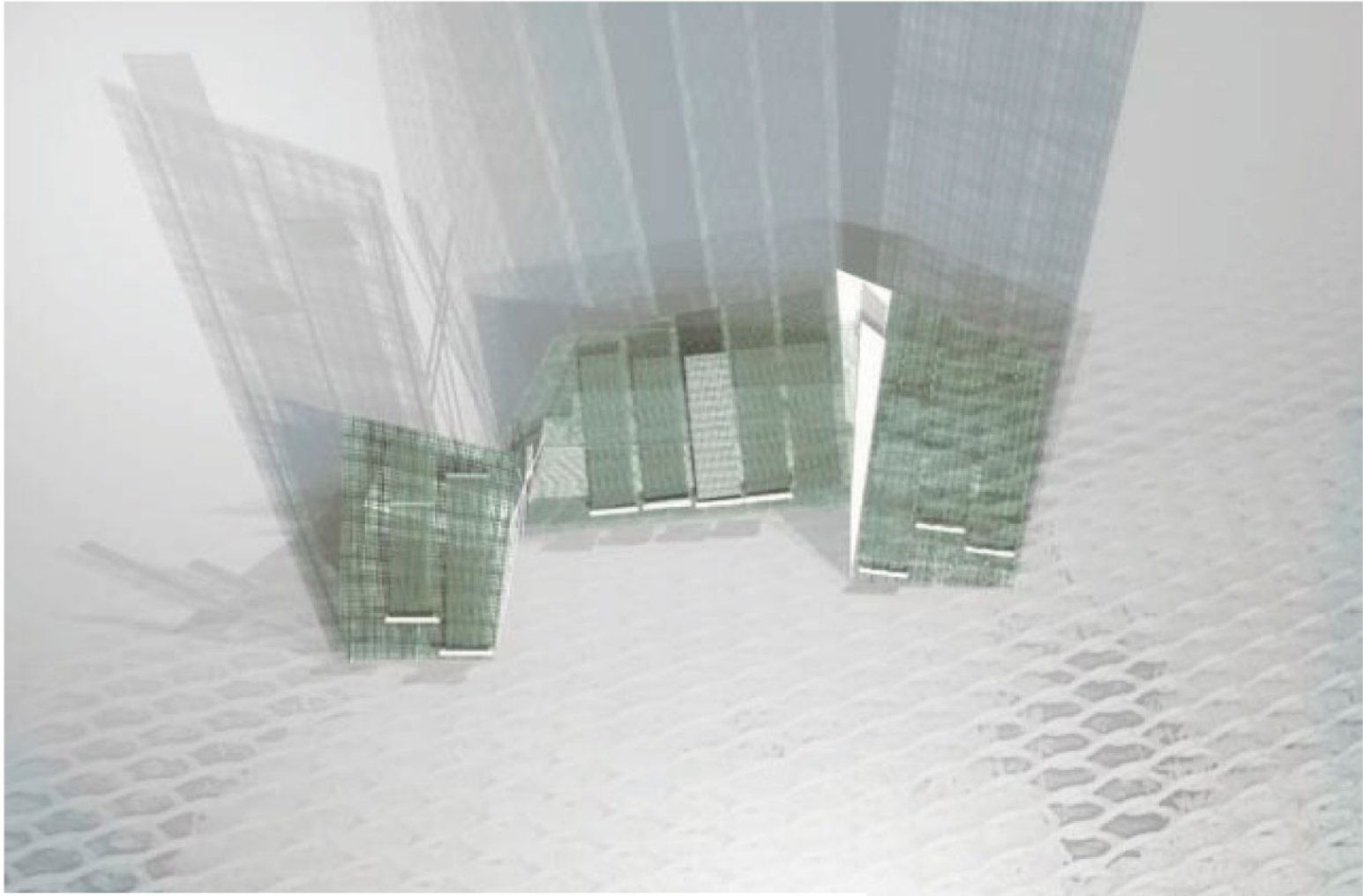
鋼鐵



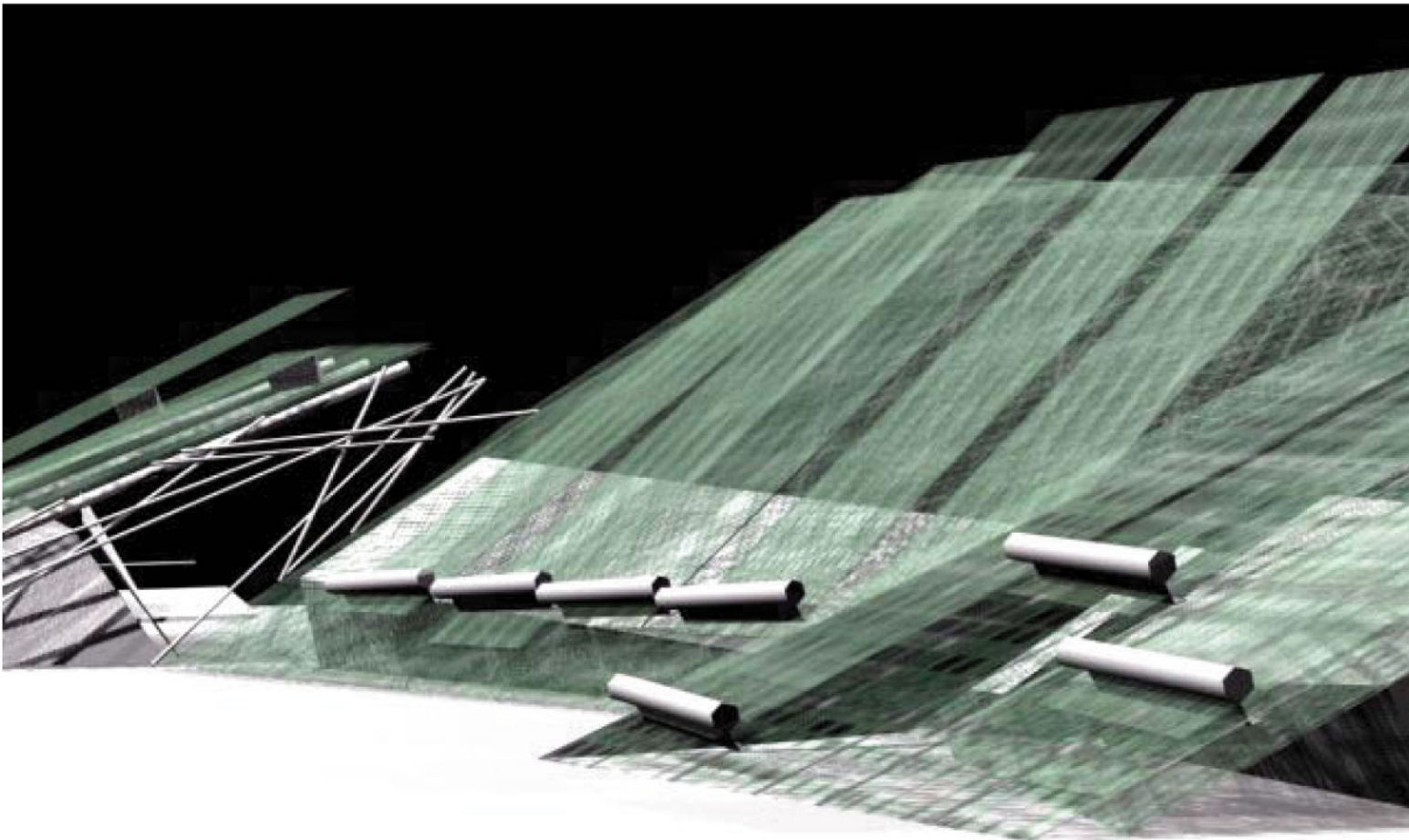
Soft [Skin] 單元 vs 材質型式

耐熱度
硬度
顏色....



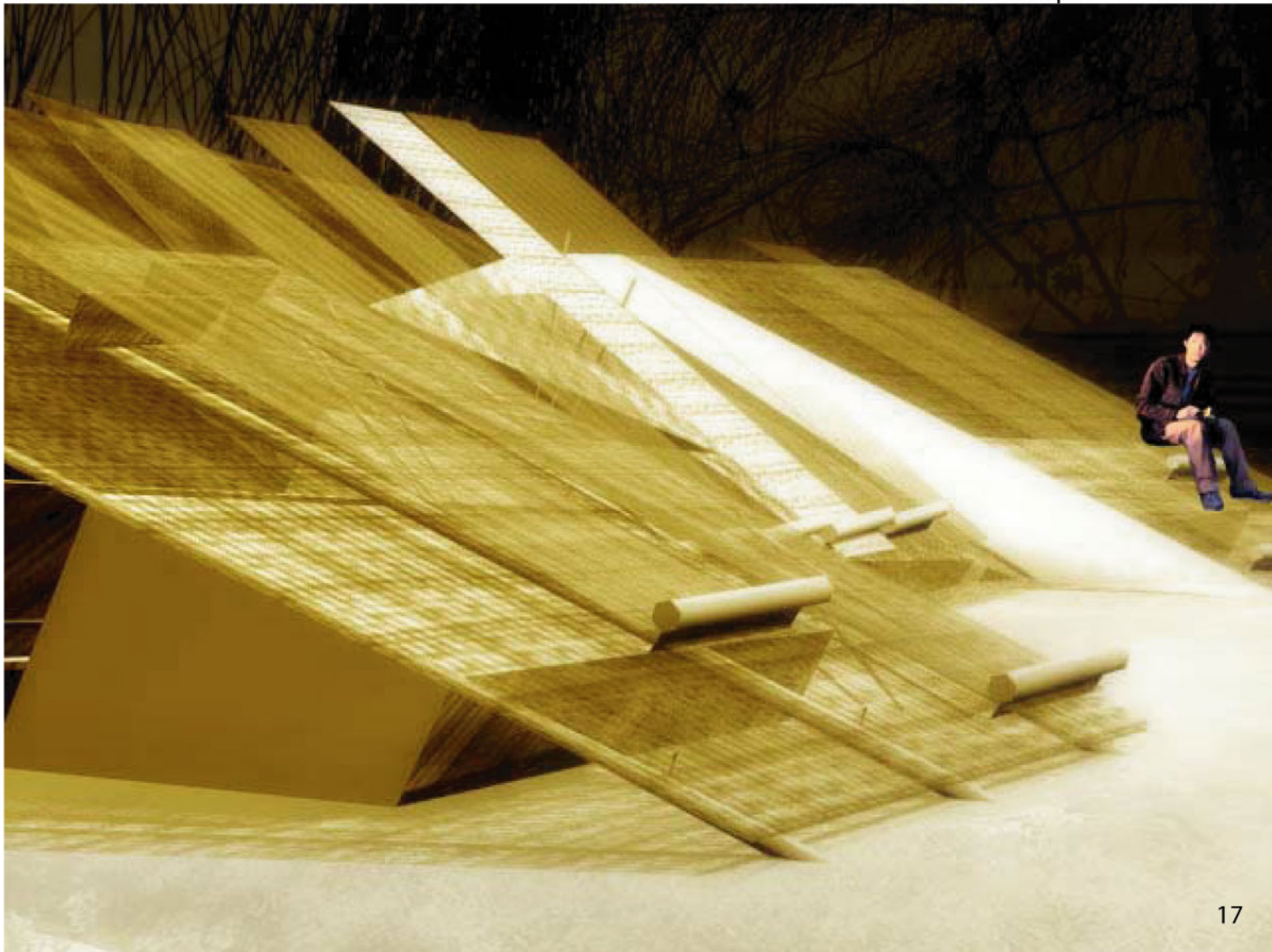


At six o'clock am The shadow from rice-flour's scaffold





It can be a public pavilion.
At five o'clock pm



921 [Competition]
design studio fall 2003

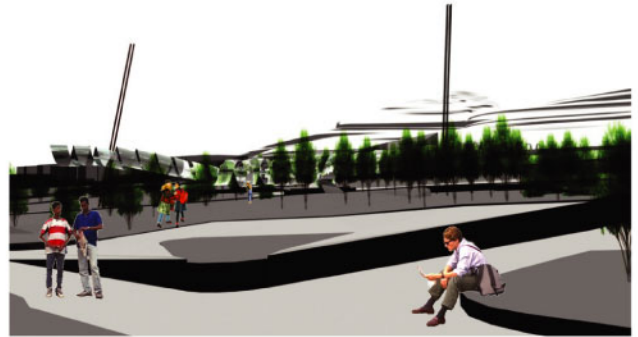


921 earthquake never happens Who lives here?

因為不改變現況的原則所發展的可變動建構型態
Under the principle not to change the originals,
Alterable structural model is built.

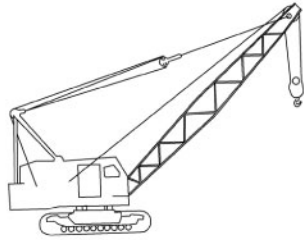
人類在這塊土地上建立起物件，
後來，這物件被自然給擦拭掉了。
如今我們重新擁有一次機會：
也許，
再次對抗自然並將其消除並不是最恰當的方式。
於是決定給予過去殘留下來的人造物與自然同時發言的權力：
選擇柔性的方式去參與，
而不是建構一個強勢的紀念碑或是建築量體。
保留大地的現狀，不加以結構上的開挖，
使建造物像是臨時暫存，但卻又影響未來，
並透過活動深植與來此的青年心中。

Human build, the Nature erased.
Now we may have one more chance.
Maybe, it's not the most proper way
to fight against and erase the big Nature,
AGAIN.
We decide the rights for both
the nature and the remnants of buildings
to speak for them.
We want to join them softly,
rather than building a powerful monument
or architectural construction.
To preserve the way they are now,
instead of structural remodeling.
For buildings can be temporarily preserved,
yet also influencing the future.
Through activities,
they live along in the hearts of the young.



ChiChi Earthquake Memorial Competition



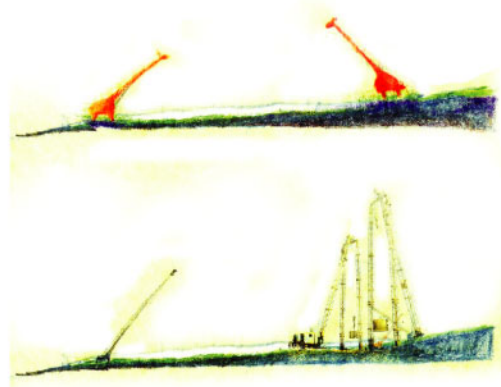


吊車扮演移動性的支持者
Here, a crane plays a movable support.



我們要重塑的是一個繼續變動的紀念碑
和綠地及回憶相關，
是踏在已消逝的建築基柱上，聚集人群而產生的紀念形式
在此重要的是，在危難中人們互助且心懷感謝的精神
透過肩負未來希望的青年傳遞出去

We want to recreate an persistently changing memorial monument.
In concern with green fields and memories.
Based on the fading architectural footstones
and the faith of the gathering people.
We emphasis mutual help
and the gratefulness to life itself during calamities.
Holding in the hands of young,
passed out into the future.



Form
Program
Site

Event

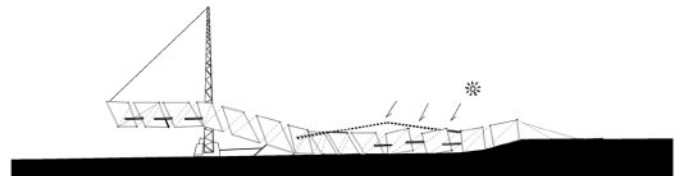
ChiChi Earthquake Memorial Competition

此外，
中興新村目前的老年人口共有3693位。
在紀錄著自己半輩子的老地方，
利用生機蔬菜的簡易種植，
輔以輕鬆自然的生活態度，
為老年生活披上豐富的季節彩衣。

Besides
The elder population of Chungshing Hsintsun is 3693
In this homeland,
To live by using simple method to grow organic vegetab
Life is enriched under a casual life style,
In a beautiful, colorful way



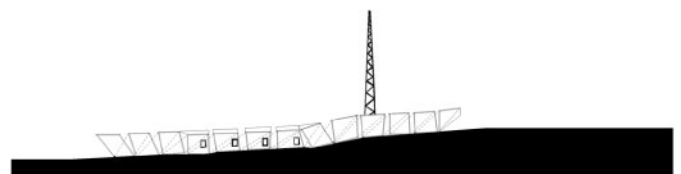
PLAN A



SECTION A



PLAN B



A 倒塌大樓現狀配合郵箱所產生的紀念意義
The memorial meaning with the collapsed mansion and the mailbox.
信箱 The mailboxes



當時間 沈澱了過往的情緒，
曾在這裡付出心血和青春的人們，
再度回到這個地方。
一個老地址，一張舊門牌，
不論是第一次到這裡的新朋友，
或是他的老鄰居，
都有著屬於他自己的故事。
還有大大小小從國外來的青年朋友們，
守候在特地安排的信箱前，
等候海外或彼端寄來的信件及包裹。
在這個建築消失，但門牌依舊的場所裡，
自然地，
讓你在需要的時候
可以
投遞、交換、並保存
這生活的記憶，以及正在被共同創造的新事件。

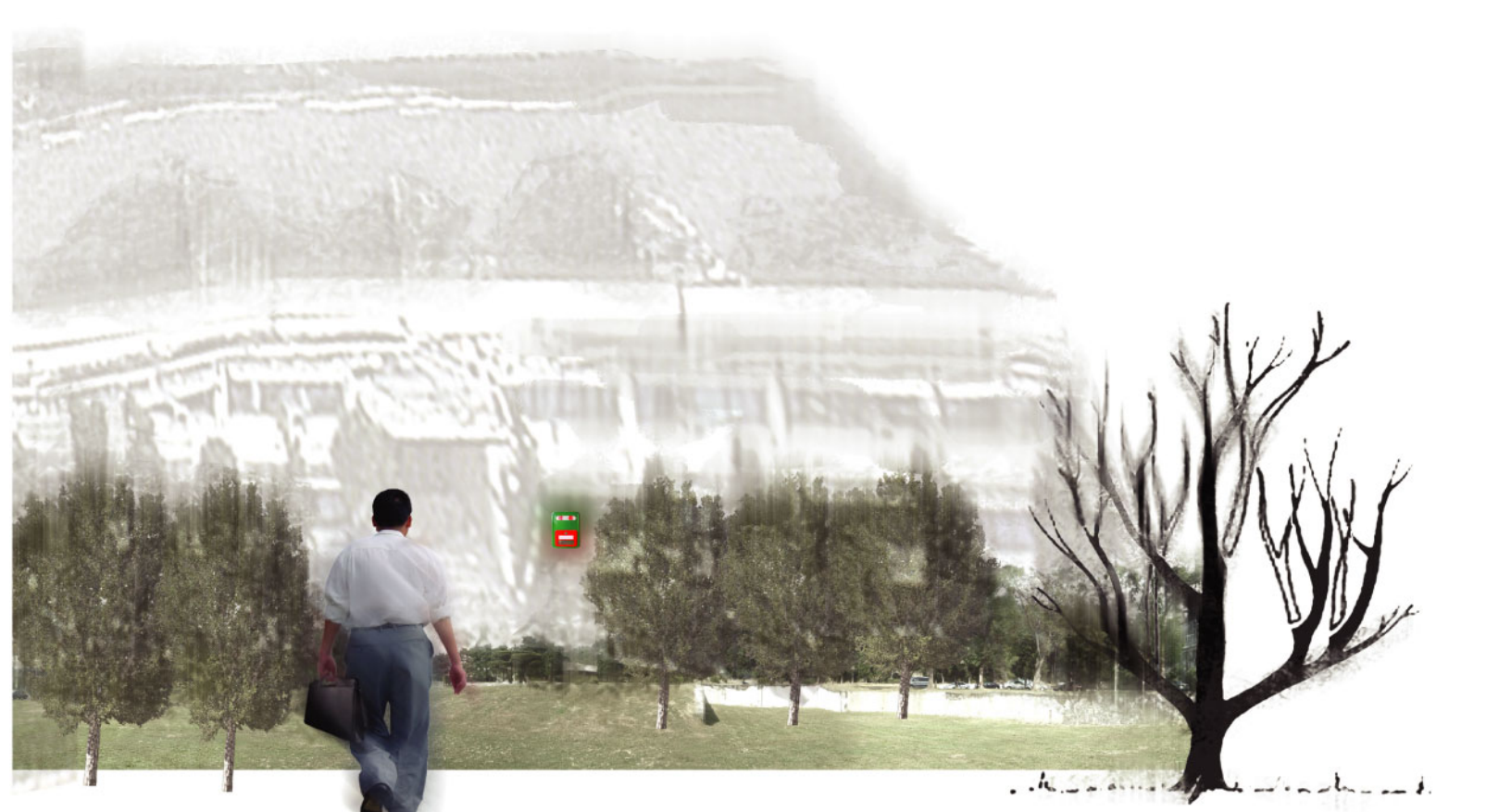
After time had settled the past,
people came back,
to this place fulfilled with their past.
An old place, right in here.
There are stories, the news and the olds.
He will have friends who first visit him,
and his old neighbors will chat with him in sunsets.
He will have oversea little friends in every age,
lining up before that particular mailbox.
Waiting for letters and packages from some other place.
In this place
where the doorplate last after the buildings are gone.
You can send, exchange and preserve
the memories for the moment,
and for the on-going memories.

對於每天日復一日在這裡生活的人們，
也許這是一次再生的契機。
我們希望能為過去在這裡工作的公務人員們，
重新找回過往的生活習慣。
一個家；一個地址；
一個每天早上習慣走來的路程。
希望能再次呈現對這塊土地的記憶，
同時也帶入新的事件。
希望我們能帶入
陽光、綠地 和歡笑

For those who lived here,
Maybe,
It's a turning point to revive again.
We hope to recall the life habits for officeholders who once lived here.
A home, a lasting address.
A morning stroll of everyday path.
To represent the memories, hence bringing new events;
Sunlight, green-yards, and joy.

ChiChi Earthquake Memorial Competition

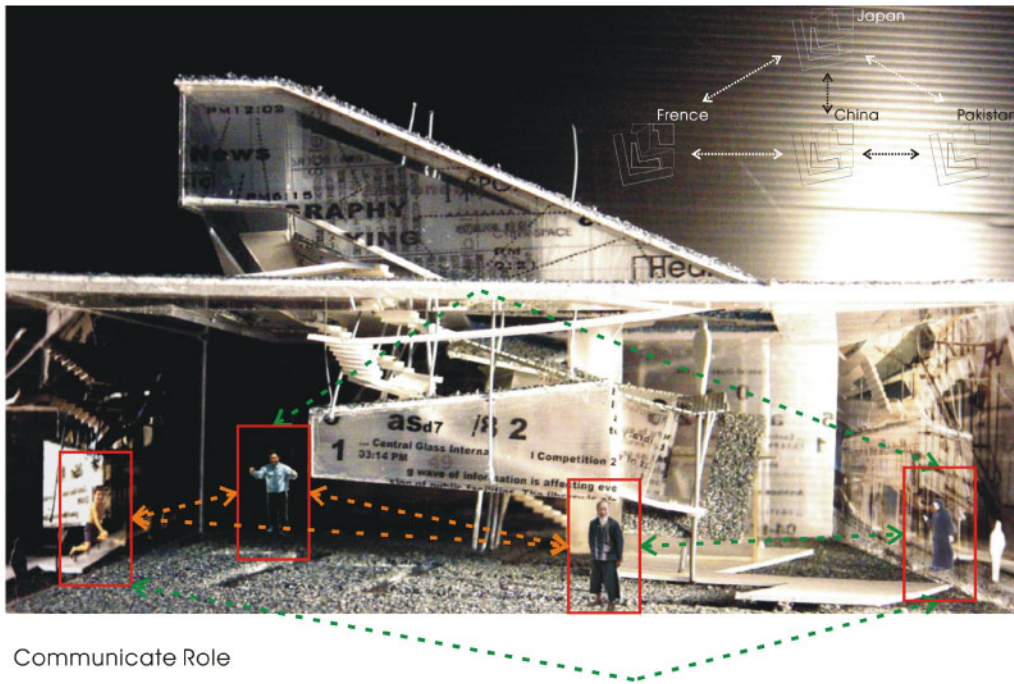
南投市中興新村光華路... LOCATION: Chung Hsintsun , Nantou county



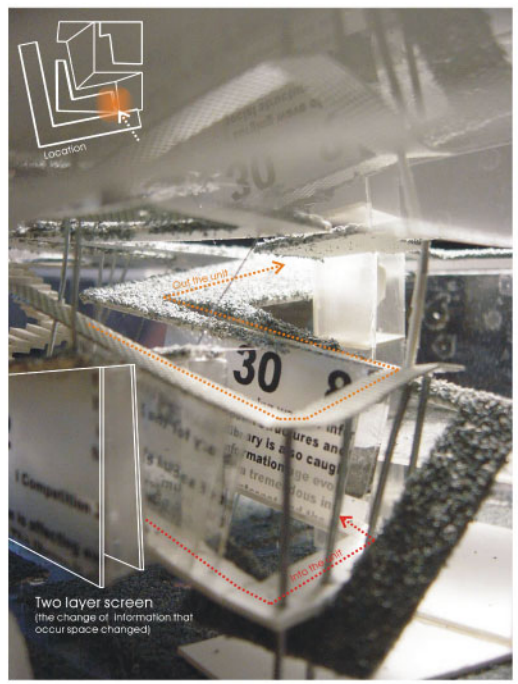
JA Library [Competition]

design studio spring 2003



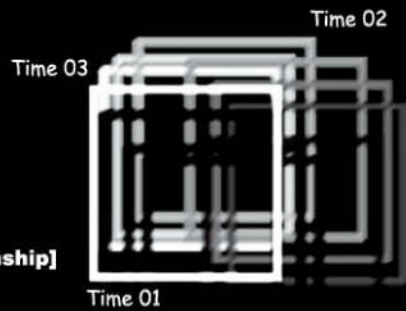


Communicate Role



- Information
 - People (Open mind & relationship)
 - Movement & still (mental)
- Search & Read Fast & Slow Exciting & Calm

R(EAD) alex

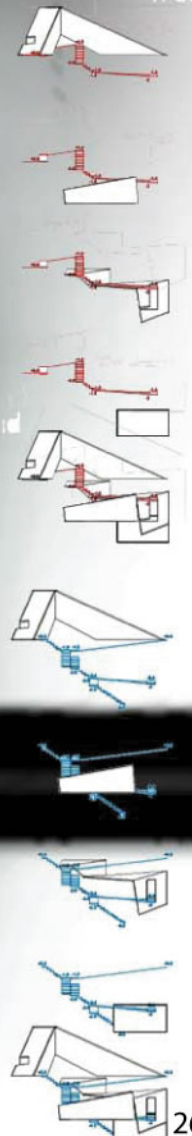
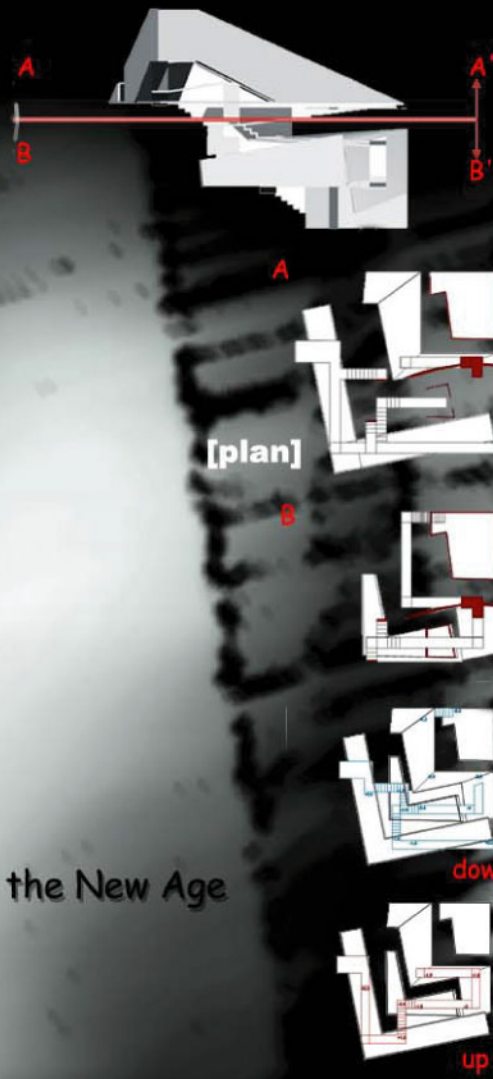


depart from yourself Before **Filter** After

Filter is a verb !

心師

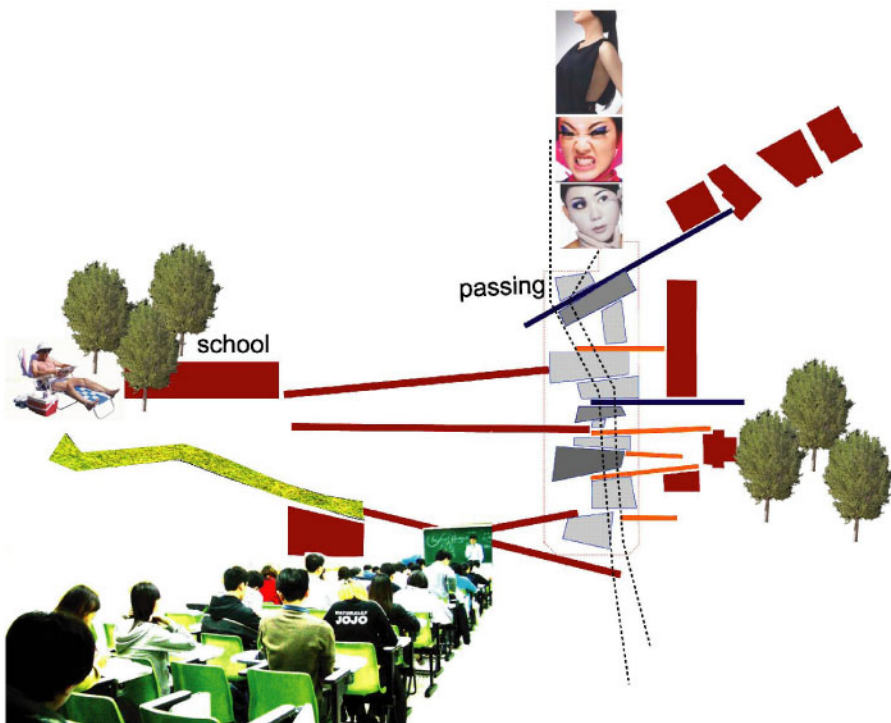
A Library for the New Age

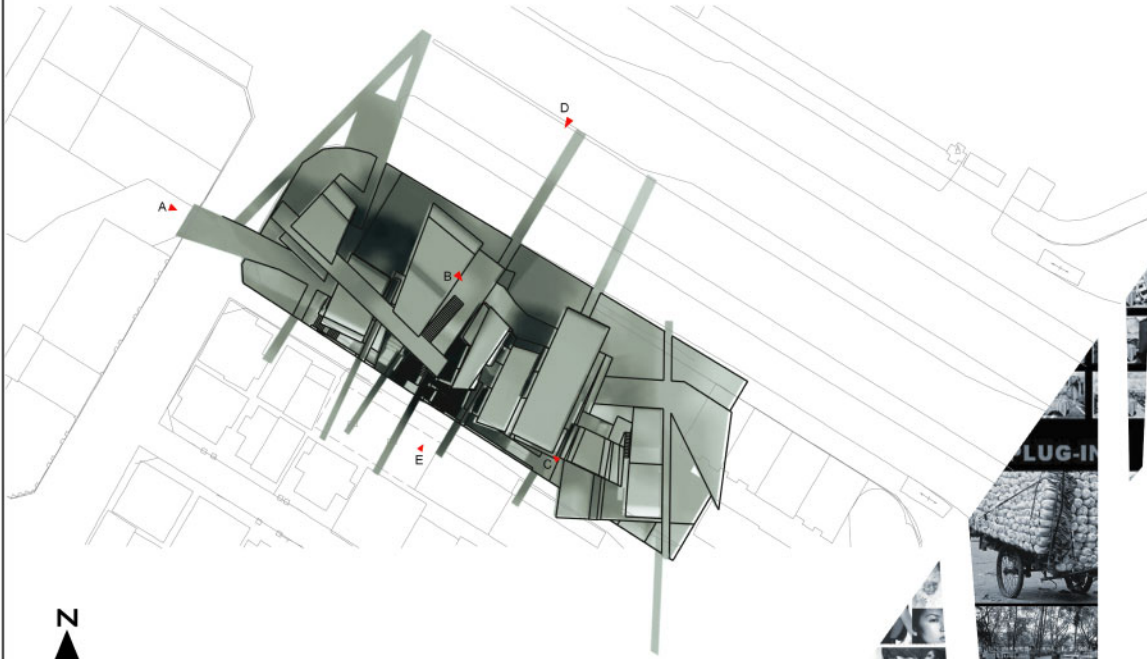


down load
up load

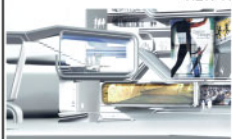
CRAM SCHOOL [Competition]

design studio spring 2003





VIEW A



VIEW B



VIEW C



VIEW D



VIEW E

補習班

知識可以錄下來帶著走、學歷可以訂作、經驗可以買一送一
 語言可以四星期密集班，體型可以隨意加減.....
 在這時間盒子裡，任何被切割開來的時間都能最有效利用
 不需絕對完美，便能做不可能的事

補習成爲一種文化，一種心態，一種價值觀的反映。

THE AFTER CLASS SCHOOL

The recordable and portable knowledge,
 The personally designed degree,
 The buy-one-get-one-free experience,
 The four weeks intensive language course,
 The as-you-wish body shape plus or minus,
 In this time box, any partitioned segment is used optimally.
 No need to be perfect to do the impossible.

It's a culture, a position, a reflection of values.

NOT ONLY CRAM BUT LIFE

補習班滿足了大部分的教育問題，
 卻讓人犧牲了大部分的學習品質，
 抱持著對現行補習型態的懷疑，
 重新思索時間劃分的方式、學習空間的彈性與組合性，
 保留隱私性的本質，開發開放性的潛力，
 營造最愉悅的學習環境

企圖利用交錯的動線重新創造出空間的驚奇，
 並結合放鬆心情的開放場所，讓補習，
 成爲生活的一部份，讓學習，成爲快樂的大部分

The after class school satisfy most educational needs
 but sacrifice learning quality.
 With the doubts of existing cram environment,
 we rethink the way of partitioning of time,
 the flexibility and combination of learning space,
 keep the essence of privacy, explore the potential of openness,
 and create the most enjoyable learning environment.

While the route of each space across each other,
 recreates an amazing space.
 Together with a relaxing open place,
 it makes cramming a part of life and learning enjoyable.

