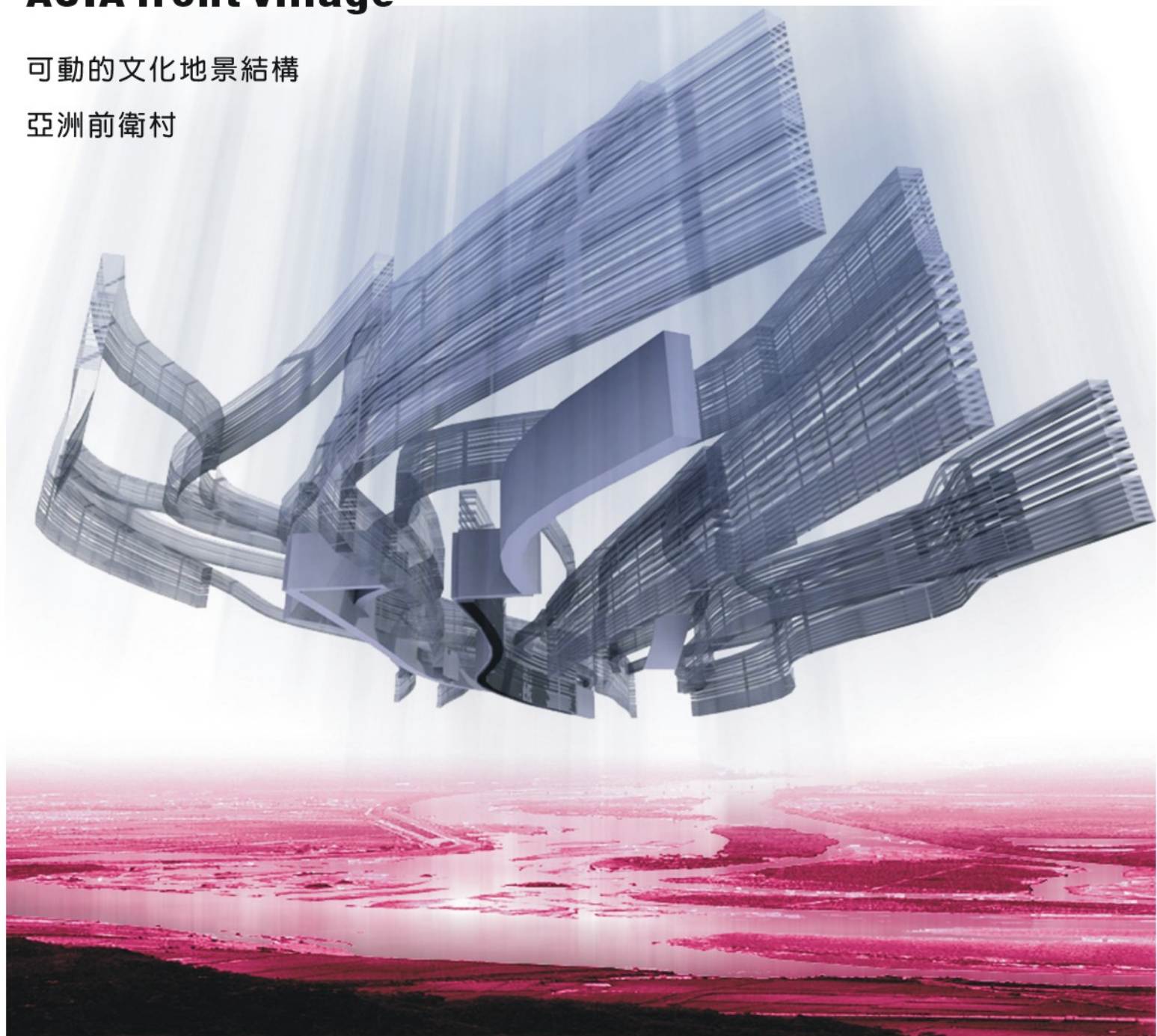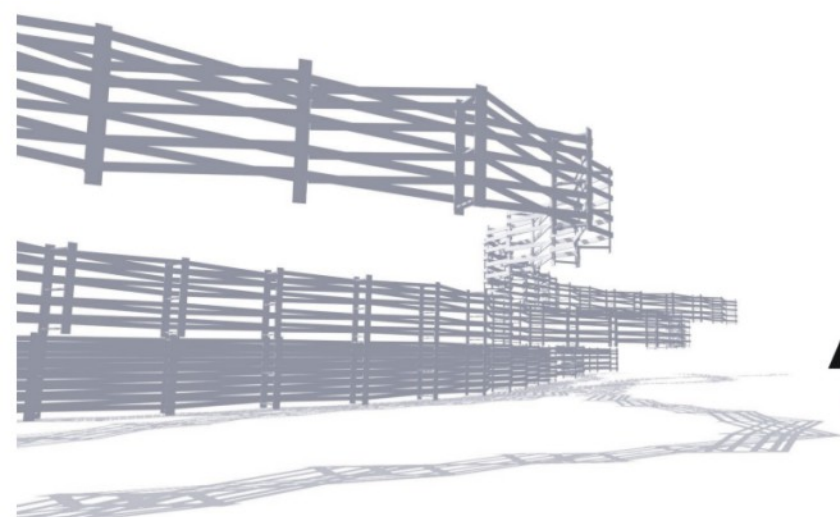# Mobile Cultural landscape structure
ASIA front village

可動的文化地景結構

亞洲前衛村

Aisa Front Village

FROM LANDSCAPE TO OBJECT

OBSERVATION

ORGANIZATION

STRUCTURE

ANTICIPATION

Plasm

From human ecology viewpoint. The partial cultural origin to the humanity the experience which stays behind to the local natural environment, this experience root to a survival system, from the adaption natural environment, to the understanding ecology, then has the agriculture; Because of the different local climate and the terrain, gradually develop from the region experience; Slowly development one kind of unique culture; Even spreads out the production religious belief.

The culture is the difference record, reads this record then is finds out the similarities and differences the start, Emphasizes in here is one kind comes from to the place similarities and differences, This similarities and differences are not the transplant, has the possibility is plasm perhaps the mix, but has the means clearly to recognize and the nature or the landscape relevance, we attempt using the landscape to come to the primary culture to carry on to read

原生

部分文化的起源於人類對當地自然環境所留下的經驗，這經驗根於一個生存的系統，從適應自然環境、到了解生態、進而產生農業；因著不同地區的氣候與地形，逐漸發展出個自地域性的經驗；慢慢的發展成一種獨特的文化；甚至衍生成宗教信仰。

文化是差異的紀錄，去閱讀這個紀錄便是了解異同的開始，再這裡強調的是一種來自於地方的異同，這個異同不是移植的，有可能是原生或是混合，但有辦法清楚辨識出與自然或地景的相關性，我們企圖用地景來對原生的文化進行閱讀
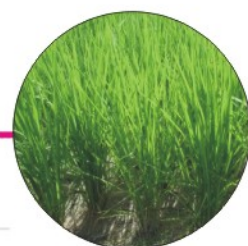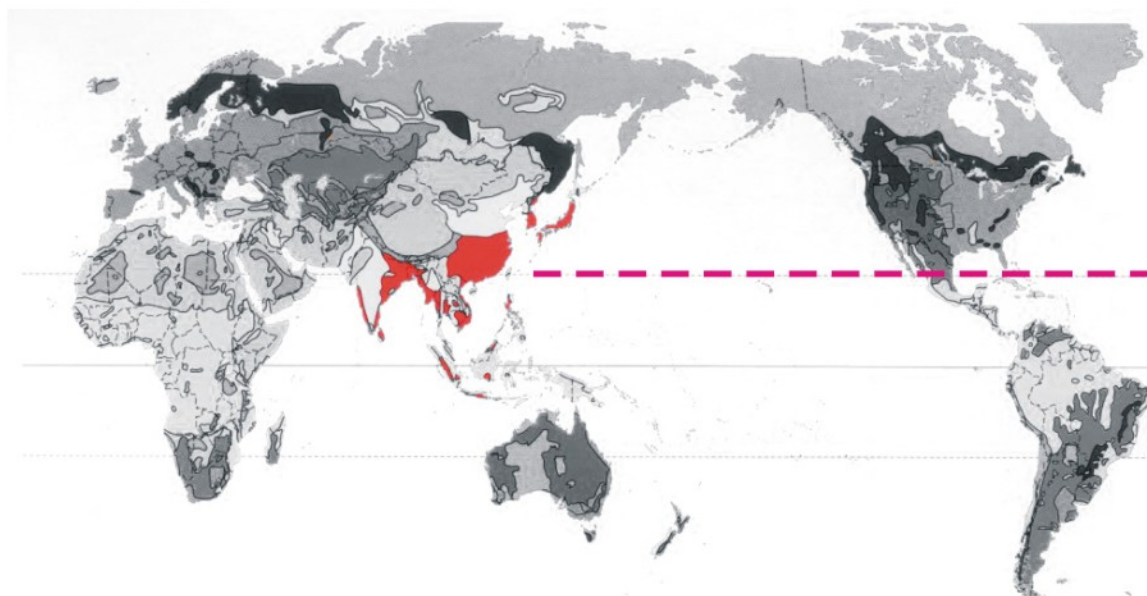
World agricultural distribution map. rice main habitat is in Asia

Asian front village

The travel is understands different cultural one way, but often is unable to feel the genuine region the difference, because the ornamental hairpin h entire world culture does not stop the superimposition above the different culture, I attempts to provide a primary cultural the description way, this way is chooses primary in the nature or the landscape culture, in Asia's each country, all will promote to belong to in the nature the primary culture, I has chosen in the hua dong longitudinal valley jade in Taiwan, here will be the Island of Taiwan aborigine place of origin, simultaneously will be rich in the ecology and the agricultural resources, simultaneously with the country park entrance could be in a natural culture the fine base.


亞洲前衛村

旅行是去了解不同文化的一種方式，但是往往無法感受到真正地域的差異性，因為許多寰宇性的文化不停的疊加在不同文化上面，我企圖提供一個原生文化的描述方式，這個方式是選擇出原生在自然或地景的文化，在亞洲的每個國家，都將推出一個屬於自然上原生的文化，在台灣我選擇了花東縱谷的玉里，這裡是台灣島原住民的發源地，同時在生態上與農業上的資源豐富，同時與國家公園的入口 將會是一個自然文化上優良的基地。

Landscape/Object

This operations will be able to have in the natural region the self-evident, simultaneously will need in the load culture the meaning, therefore we will use from the landscape and the aborigine the object will seek this kind of self-evident space condition, will create with the landscape and the traditional coordination, this will be able to respond local the place difference, the penetration landscape/ object to repondered architecture role which acts in the local culture

地景/物件

這個據點將會具有自然地域上的自明性，同時需要負載文化上的意函，所以我們從地景與原住民使用的物件來尋找出這種自明性的空間型態，創造一個與地景和傳統的協調性，這將會反應著在地的差異，透過地景/物件來重新思考建築在地域文化中扮演的角色
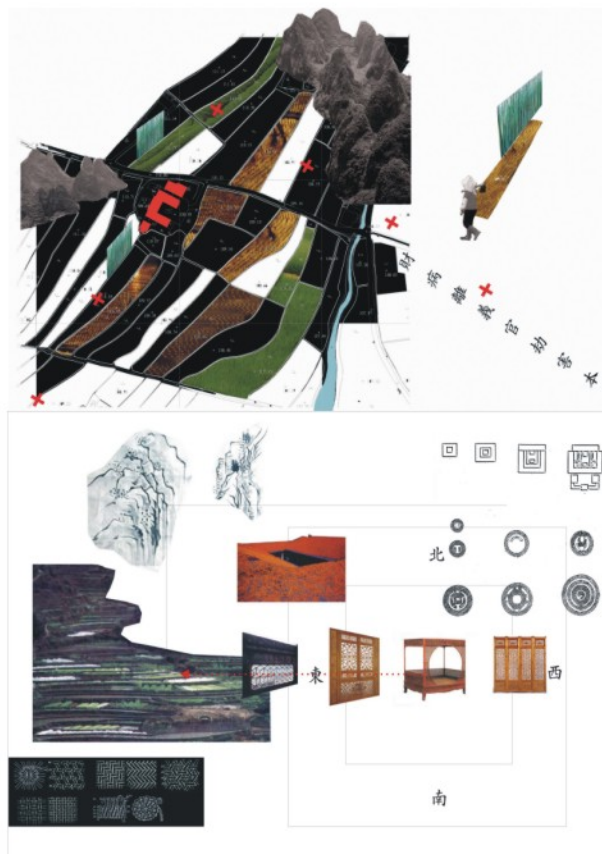
Landscape/trace

The landscape constitution except the natural system itself circulation, human's land operation also occupied a part, in Taiwan; The housing and the agricultural production occupy the majority, also the land which occupies by the agriculture is biggest, but the agricultural revolution must rely on during the natural circulation, we may use the human ecology the view point to explain; Two is the relations which altogether constructs, in this already was allowed to describe the quite complete local culture, therefore we an alyzed these traces, sought to contain the local landscape and the nature construction type, this construction type will be effective and the environment fusion.

地景/痕跡

地景的構成除了自然系統本身的循環，人的土地操作也佔據了一部份，在台灣：居住與農業生產佔絕大部分，其中又以農業所佔據的土地最大，但是農業的運轉必須依賴在自然的循環之中，我們可以用人類生態學的觀點來說明；兩者是共構的關係，這之中已經可以描述出相當完整的地域文化，所以我們分析這些痕跡，尋找出一個蘊含本地地景與自然建築類型，這建築類型將有效的與周圍環境融合。

透過不同系統，我們試著找出這些系統之中背後的共同性，這共同性將會成為不同區域的差異性，我們簡化這系系統來觀察其留下來的痕跡。

Water floating

River 河流

Braid rivers 辮子河流

Paddy field 水田

Terrace 梯田

Agriculture

Paddy rice 水稻

TEA 茶

Terrace 梯田

Fruit farm 果園

Revealable Wall

Wall 圍牆

Gallery 廊

Town walls 城牆

Courtyard 院

Yard 庭

High speed traffic

Exchange 交流道

Railroad 鐵路

Viaduct 高架橋

Charge station 收費站

Transformation

From the plane looked may understand between the different system similar, from the natural system to the housing system, the agricultural system, finally makes analogy again with the transportation system, this similarity becomes in the region the particularity, this contains the native to process the land in the way and the geography the terrain difference, trace stays behind which using these systems, transforms the simple line, uses this first the line to organize the space.

轉化

從平面來看可以清楚了解不同系統之間的相似處，從自然系統到居住系統、農業系統，最後再與交通系統作類比，此相似處成為地域上的特殊性，這包函著當地人處理土地的方式與地理上地形的差異，利用這些系統所留下來的痕跡，轉化成簡單的線條，利用這先線條來組織空間。
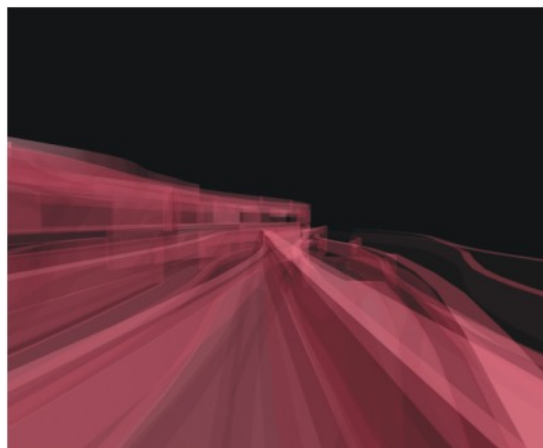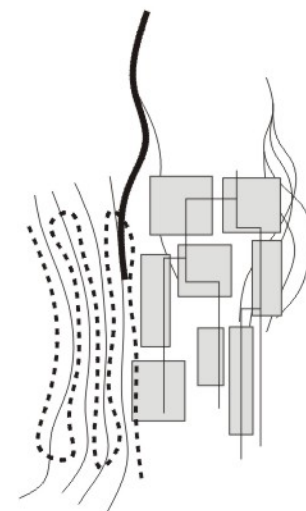
Dynamics and speed to emerge from

After these surface trace and rapid traffic system contrast, we discovered has very is similar place, this has represented one kind of dynamic, explained the person when to carve these traces is at one kind of mobile condition, moreover is the effective promotion move speed. I try to use this kind of dynamic trace to describe a landscape architecture the prototype

動態學的浮現

在這些地表上的痕跡與高速交通系統對比之後，我們發現有許多類似之處，這代表了一種動態，說明了人在刻劃這些痕跡時是處於一種流動的狀態，而且是有效率的提升移動的速度。我試著利用這種動態的痕跡來描繪出一個地景建築的原形。

Superimposition wall

Braid rivers river course does not stop in changes, it is one kind of timely upward superimposition, therefore I pull open the wall four kind of different curves, the curve can leave the original wall linearity, with in addition together the wall overlap again, forms in a structure and the spatial system, the form looked resembles complex, actually is mutually moves from four different walls surface creates. This solid-line curve first can first penetrate between the model simulate curve wall to twist with the condition which pulls, then key in enters the computer, this effectively will simulate the braid rivers in dynamics condition, then will obtain in the static form the space model.

疊加的牆

辮子河流的河道不停在改變，它是一種時間性的向上疊加，所以我將牆拉開成四種不同的曲線，曲線會離開原有牆的線性，再與另一道牆交疊，形成一個結構與空間上的系統，形式看似複雜，其實是從四道不同的牆面互相移動造成的。這連續曲線首先會先透過模型模擬曲線牆之間扭曲與拉扯的狀態，再放樣進入到電腦，這將有效模擬辮子河流在動力學上的狀態，進而獲得在靜態形式上的空間模型。
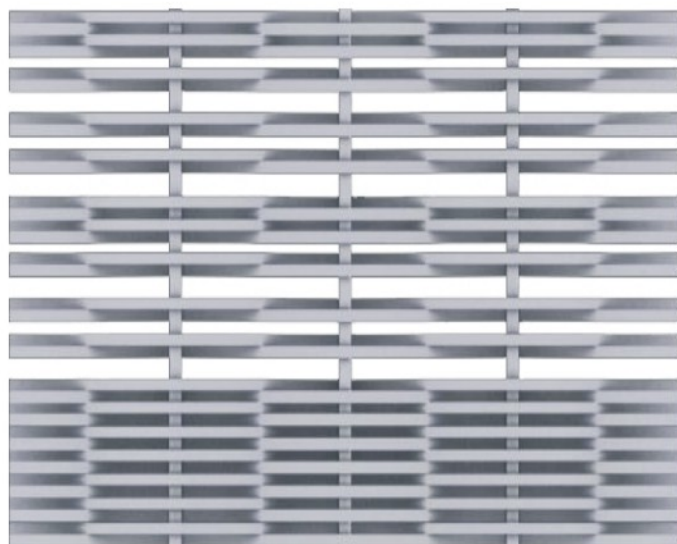
STRUCTURE

Object / tectonic

We have done a sequence research, in the aborigine often uses of object; Seeks in the construction or form commonness, discovered the aborigine extremely excels to weave, except the hunting time all is weaving, this is one of aborigine important tradition techniques, the nearly all lives thing all uses the method which weaves to produce, simultaneously the architecture also uses the similar method to manufacture the wall. When we had discovered from the NIKE system cobbler industry the similar to constitute way, represents such construction is by the western attention and the study, we attempt the characteristic which analyzes this kind to weave to come the display to be possible the structure or the surface layer which uses in the architecture.

物件/構築

我們做了一序列的研究，再原住民常使用的物件中：尋找在構法或形式上的共通性，發現原住民非常擅長編織，在狩獵以外的時間就是在編織，這是原住民重要的傳統技藝之一，幾乎所有的生活物件都用編織的方法生產出來，同時建築物也使用類似方法來製作牆面。當我們從NIKE製鞋工業裡發現了類似的組構方式，代表這樣的構法是被西方關注與學習的，我們試圖分析出這種編織的特性來法展出可在建築上使用的結構或表層。
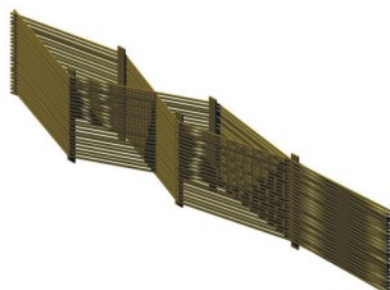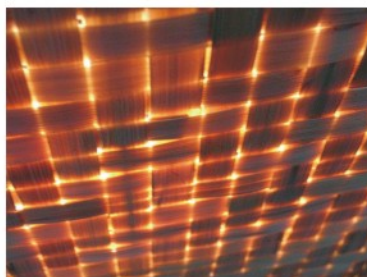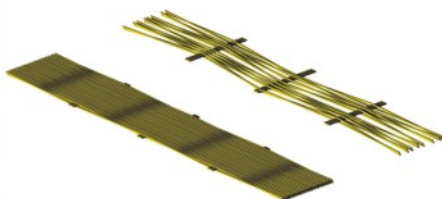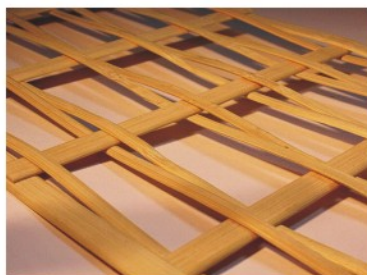

TAIWANESE BAMBOO CRAFT   **NIKE**

Weaves

This kind of construction can withstand the certain structure function, simultaneously retained the elasticity, may the suitable curve, in connecting with place remain has the certain seam, the light and the air can easily passing, thereupon we start to devise the use weaves like this the way develops the structure way which new goods come into the market.
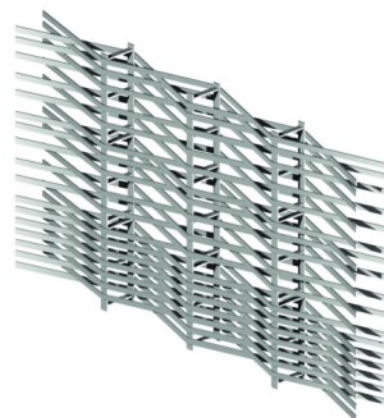
編織

這種構法能承受一定的結構作用，同時保留了彈性，可以適當的彎曲，再交接處留有一定的縫細，光線與空氣能夠輕易的通過，於是我們開始構想出利用這樣編織的方式來發展出新的結構方式。

STRUCTURE

The surface /structure

We use this structure to do for the building surface layer, the light which simultaneously also will be the structure, which the use weaves the laxity controls enters with to ventilate, may obtain the suitable indirect photo source in the room, but the ravine blows the gale is weakened in the inflow inside, the drainage system also uses such structure to flow in the river course, this surface layer will be able conformity all systems.

表層/結構

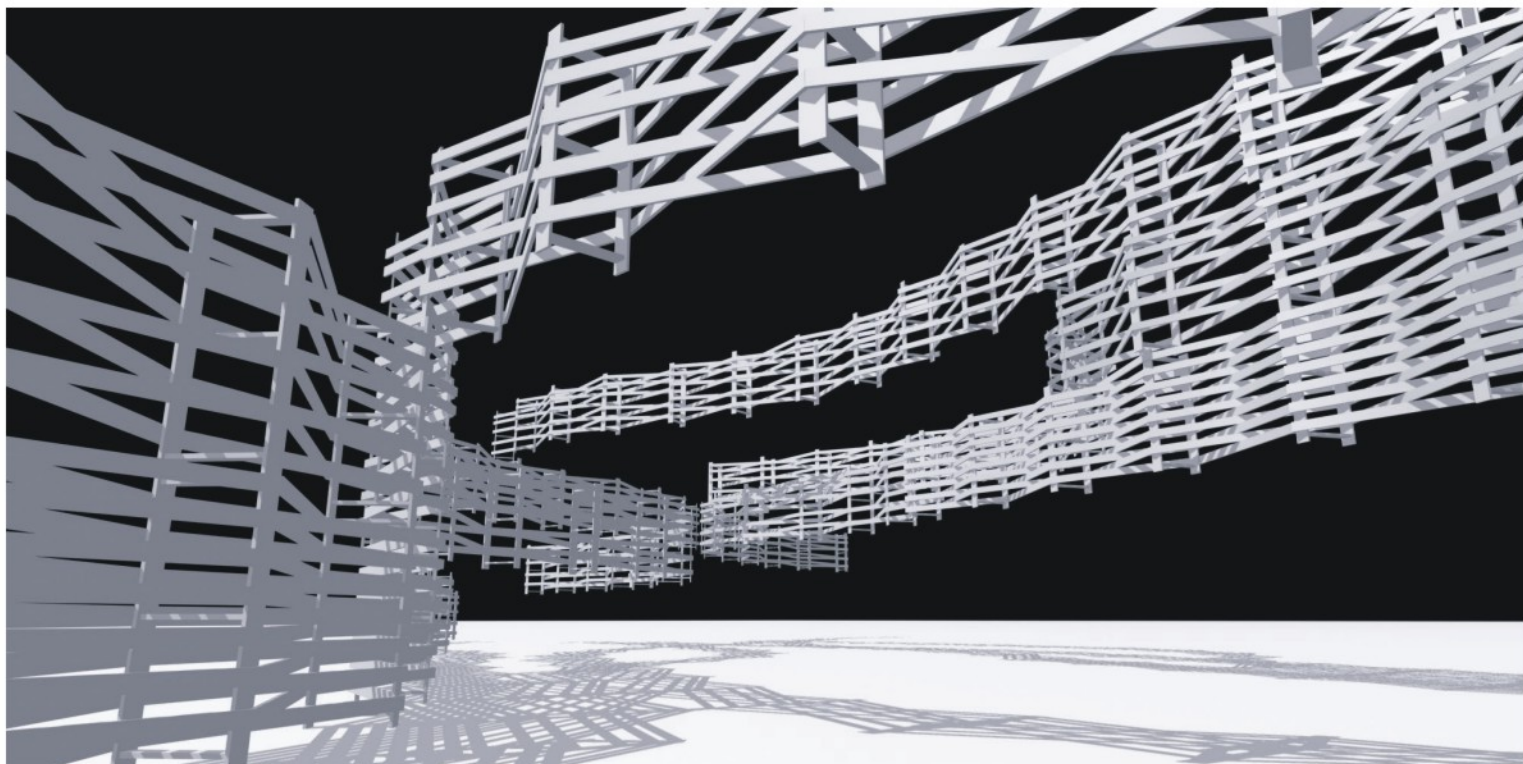我們利用這樣的結構最為建築的表層,同時又是結構,利用編織的輸密度來控制進入的光線與通風,在室內可以獲得適當的間接光源,而山間吹起的強風將被減弱流入室內,排水系統也利用這樣的結構流入到河道,結構表層將會整合所有的系統。

Spatial reverse

The traditional courtyard is gathers round void the entity in the outside package, our reverse such relations, enable the wall to become void surround the entity of space; The wall this time has the garden again the function.

空間反轉

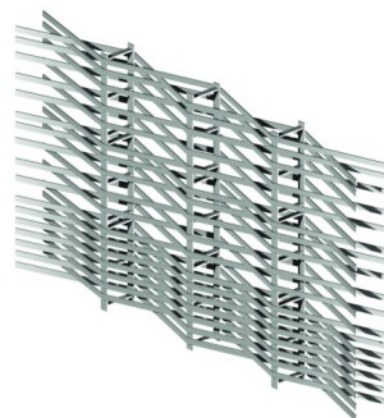傳統的院落是將實體在外面包圍著虛空間,我們的反轉這樣的關係,讓牆成為虛空間來包圍實體的空間;牆體再此時具有庭院的機能。

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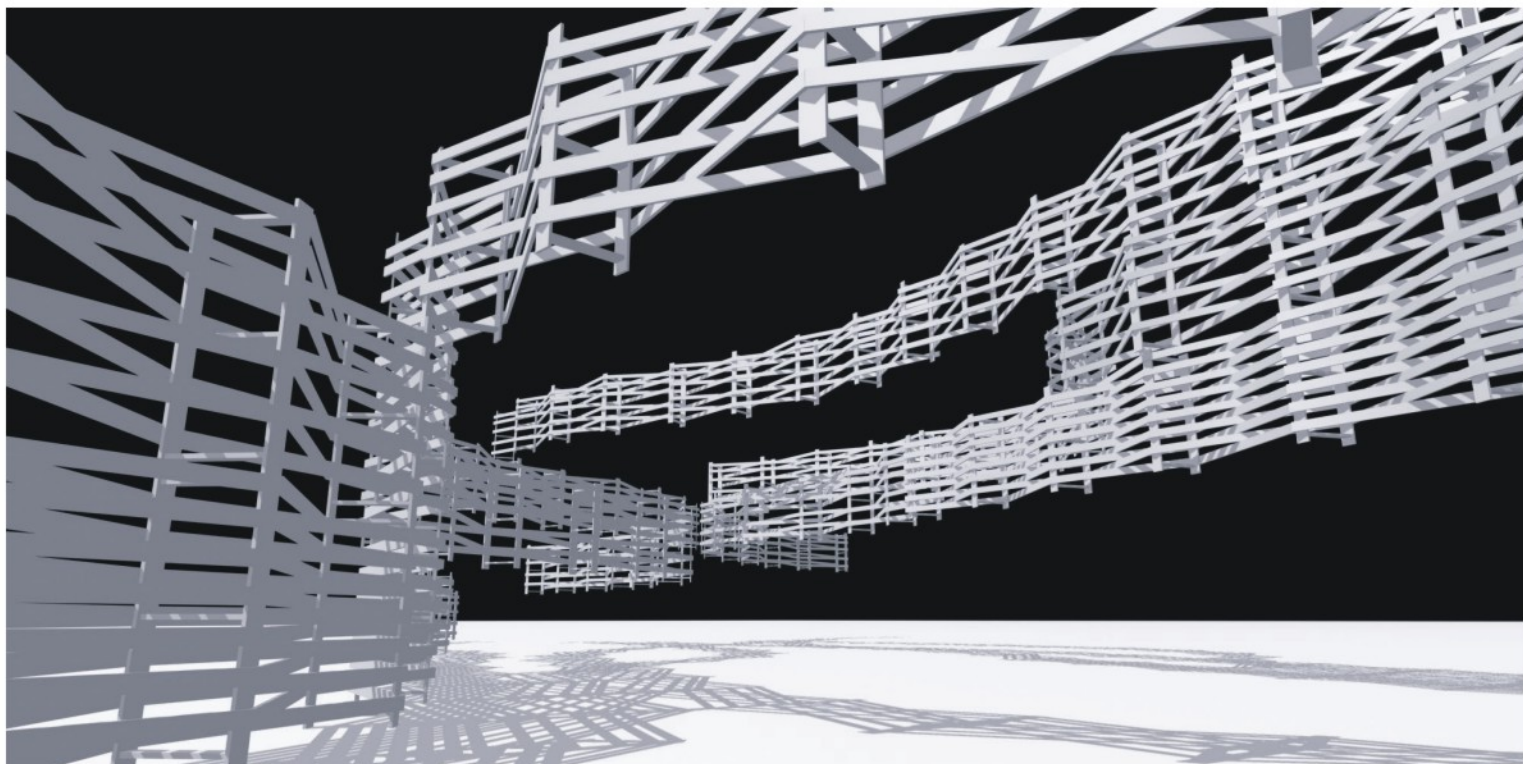
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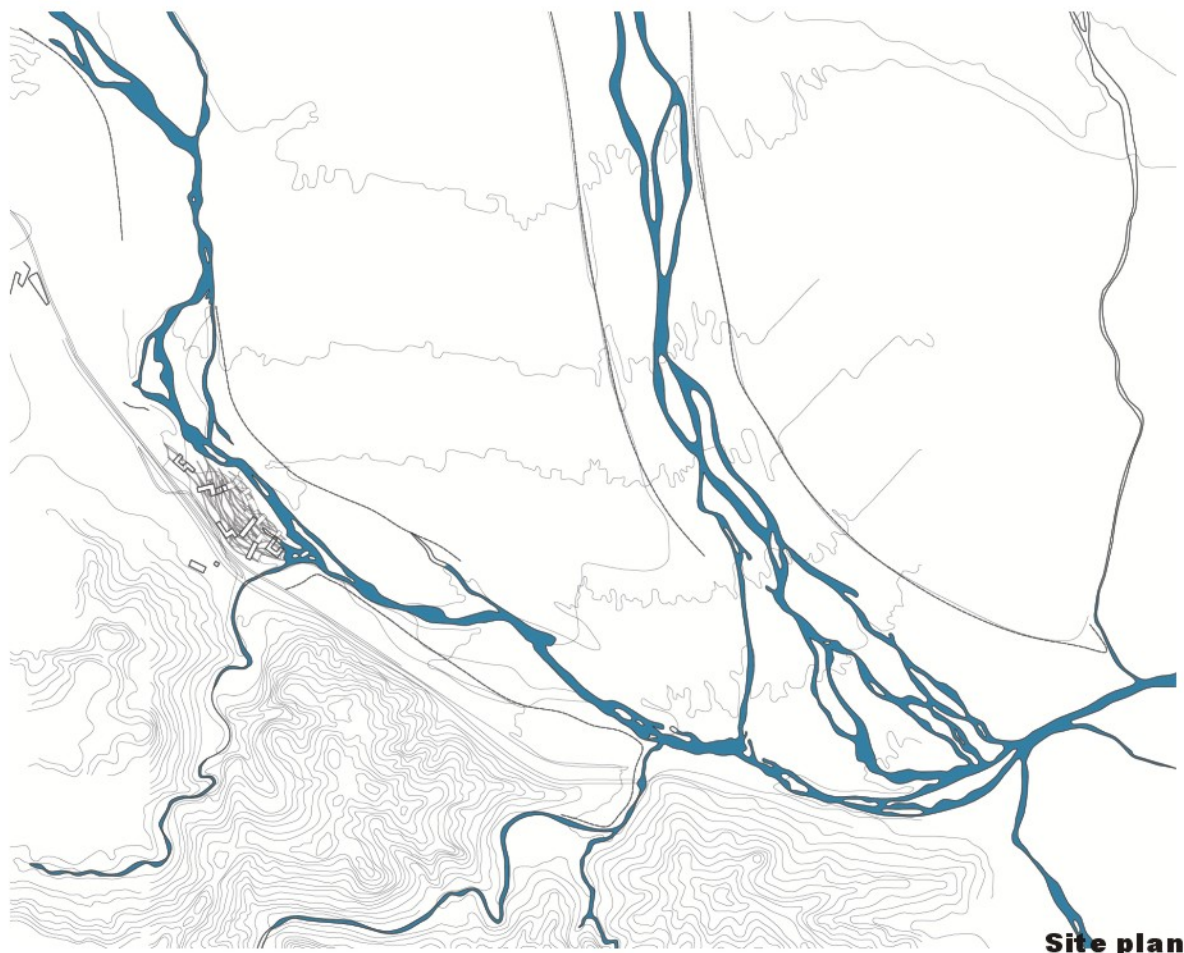

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基地位於山坡與河道之間，中間包含了一條鐵路與重要的交通道路，在接近河的那一側，基地部分位於河道的上方，周圍的堤防會延伸至基地內變成主要的建築基礎，由於是辮子河的關係，河道經常性的更改，我們利用這樣的特性，堤防被設計成可以將水引入，然後穿越過基地，如此對河流的影響降至最小，同時將堤防與河流在平面上的紋理納入建築之中。

Site plan

Site

The base is located between the hillside and the river course, middle clamps a railroad and the important transportation path, is approaching the river that side. The base partially is located the river course the place above, the periphery embankment can extend to the base in turns the main construction foundation, because is the braid river relations. The river course regular change, we use such characteristic. The embankment is designed may introduce the water, then has passed through the base. So will fall to the rivers influence to is smallest, simultaneously will bring into line with the embankment and the rivers in plane texture during the architecture.


1F plan

B 1 plan
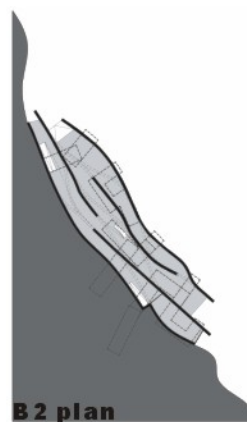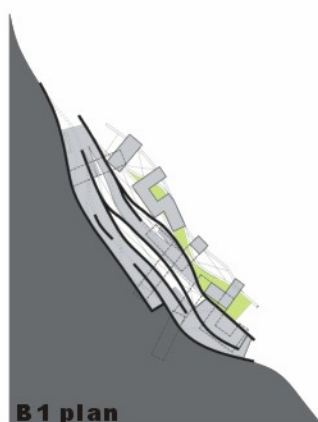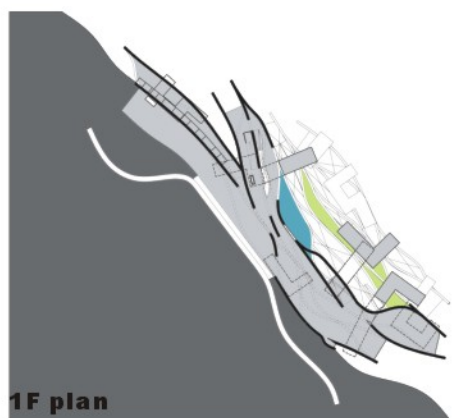
B 2 plan

Typological combination

here figure of new form is not the landscape and the building fusion, but is a juxtaposition condition most took the building use, the large-scale display space and the lodgings use side building, altogether will construct in this juxtaposition building, the side building will become the landscape to continue on the focal point, this new form might hold each kind of size the activity and the function, simultaneously actually will not attach own huge quantity body. Uses the continuous flow wall to adjust the criterion which the space will need, such spatial disposition happen to will conform to the museum demonstration type disposition, the corridor passed through inside and outside the room to provide the different use demand. Resists communists the construction on the landscape with the base around dike, and becomes the embankment and a river course part.

新建築類型

這裡指的新類型不是將地景與建築融合，而是將一個並置的狀態最作為建築物使用，大型的展覽空間與住宿使用的廂房，將共構在這個並置的建築物中，廂房將成為地景延續上的焦點，這個新類型可容納各種大小的活動與機能，同時卻又不附自身巨大的量體。利用連續流動的牆來調整空間所需要的尺度，這樣的空間配置正好符合了博物館展示類型的配置，長廊將穿越室內外提供不同的使用需求。在地景上與基地周圍的堤防共構，並且成為堤防與河道的一部分。

1

2

3

4

5

6
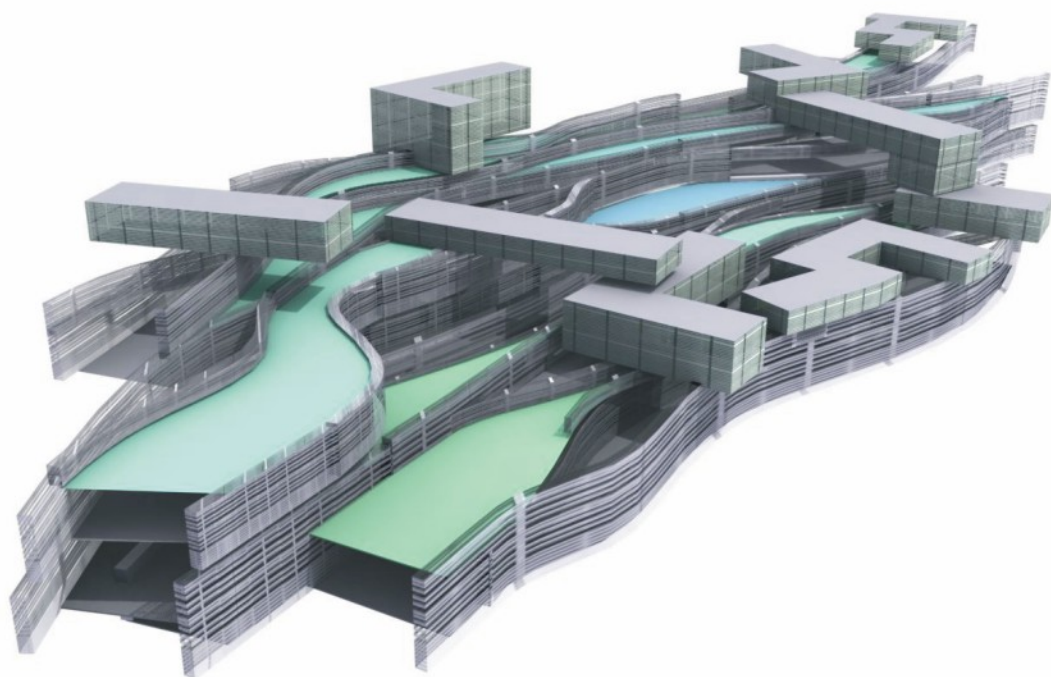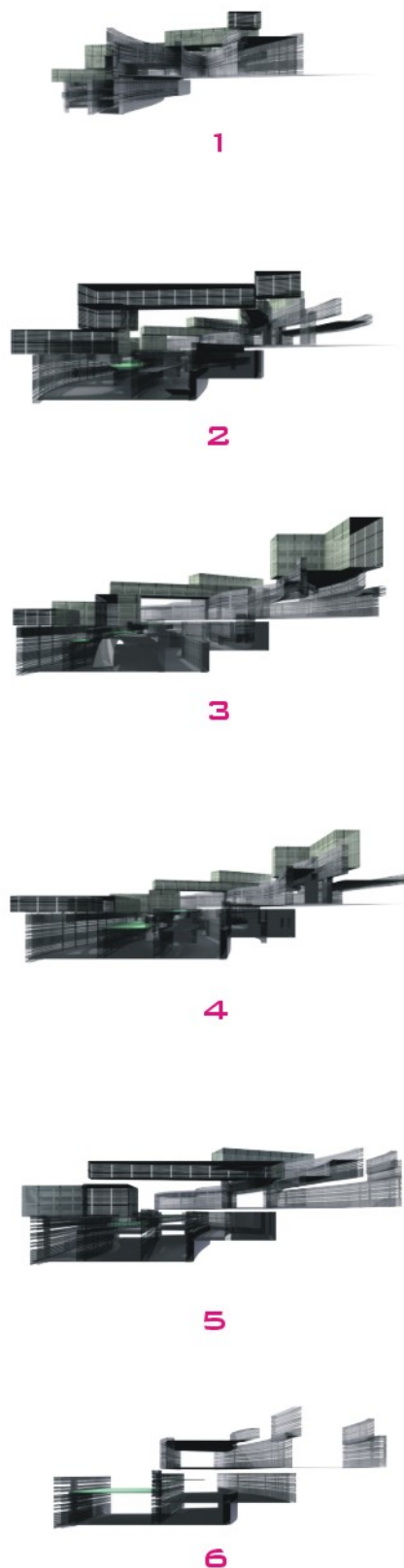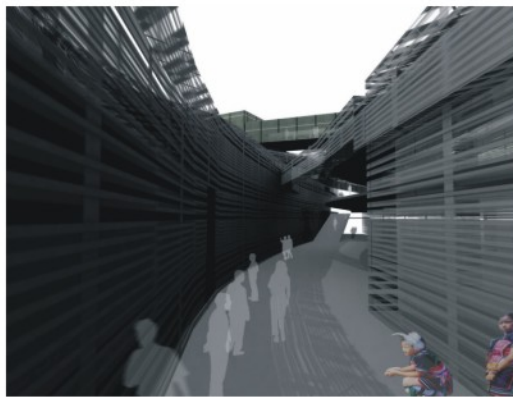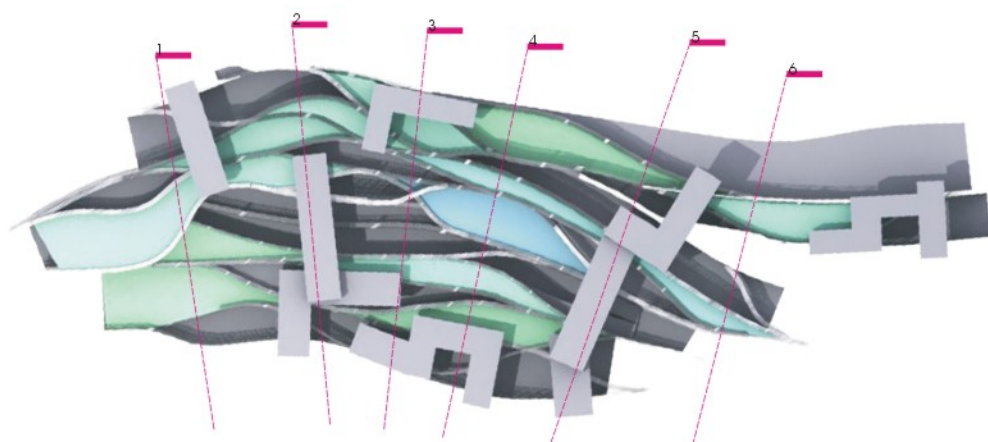
Transparent solid wall

These walls only can the air, the water and the sound pass through, in the essence in the vision cannot pass through under, but on the partial walls truss may be upward adjusts, may rest on needs to control the truss the density degree, if has time the opening degree necessity may complete opening.

透明的實牆

這些牆只能將空氣、水與聲音穿越過去，實質上視覺上不能穿越，但是部分的牆上的橫條可以向上下調整，可依據需要控橫條的疏密程度，若有開放程度必要時可以完全的打開。

ANTICIPATION

PROGRAM
This is a Composite tourism Center
Exhibition Fusion
Composite Center + tourism + internationalization

Research Fusion
agriculture+ ecological+ culture+ geography

Entertainments Fusion
national park tourism center+ delicacies+ idyllic life+ hotel


The event system

All events all will be the related chain, each other mutual influence, is causing between the region to be different can continue to extend with develops, this comprehensive tourist center on when all will go sightseeing the resources conformity, will let the traveler understand in this place the different event relations, simultaneously because of each other causes and effects relations, but will leave behind the profound memory in the traveler mind.


HOTEL

LANDSCAPE

STRUCTURE
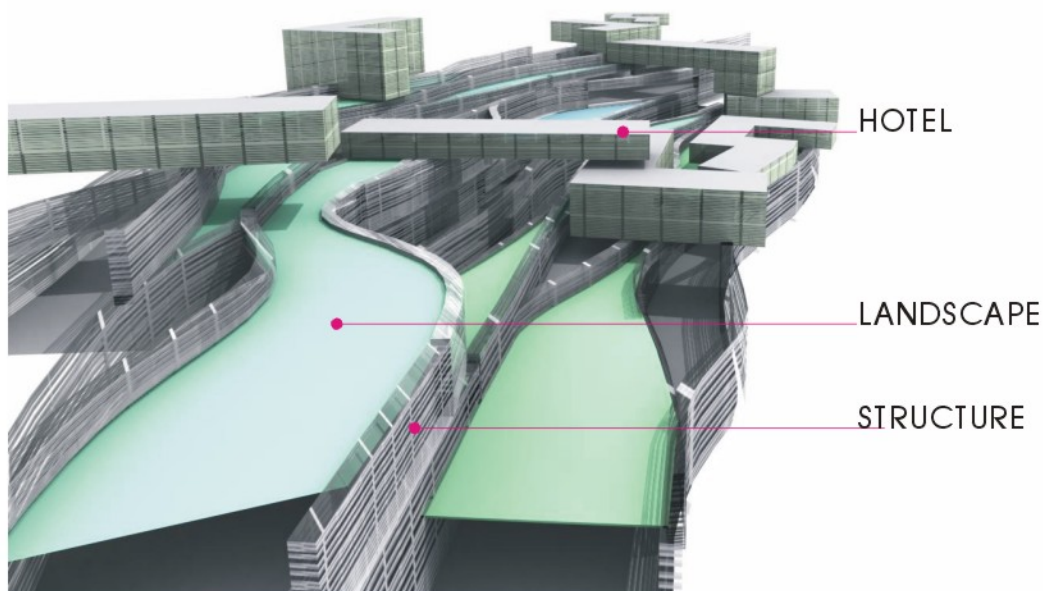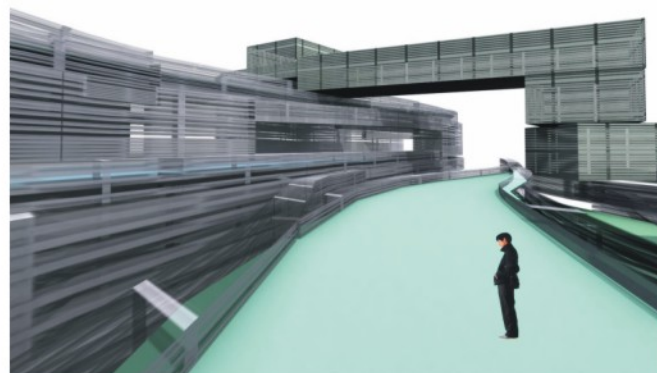
事件系統
在一個土地上，所有事件都是有關鏈性，彼此互相影響著，使得區域間的不同能夠繼續延伸與發展，這個綜合的旅遊中心就時將所有的觀光資源整合，讓旅行者了解這地方上不同事件的關係，同時因為彼此因果的關係，而在旅人腦海中留下深刻的記憶。

ANTICIPATION
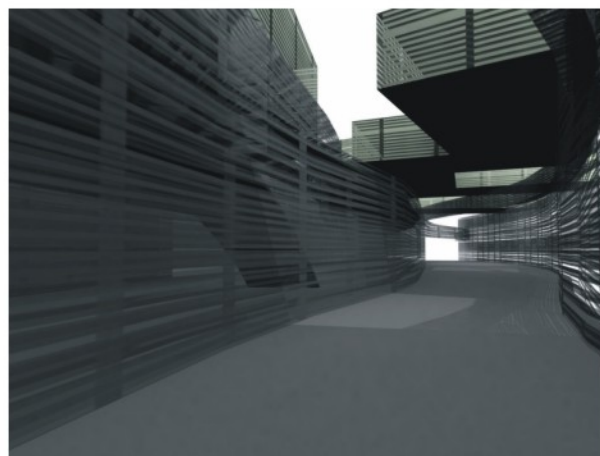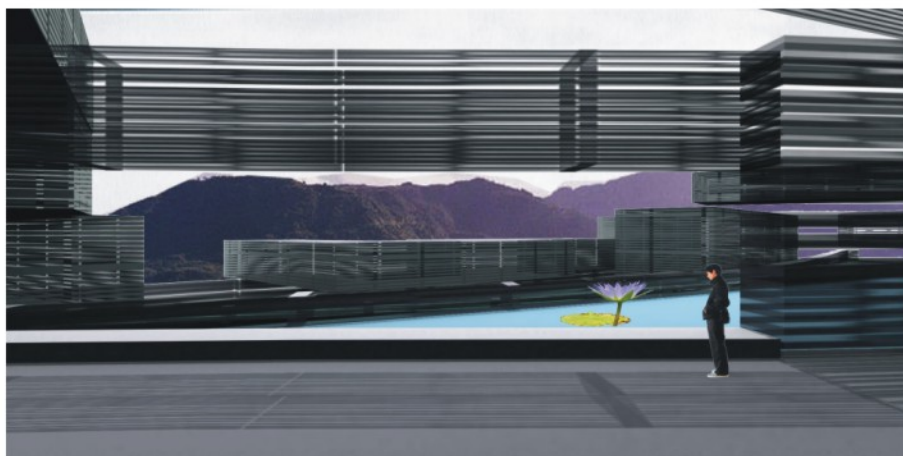
This design originally is the JA Asia front village competes the chart participation work, using the computer regarding the dynamic physique record merit, causes in dynamics model to be allowed to have more further research and the control, processed the massive numerous and diverse logical system in the structure aspect, the user has been allowed very easily to make the step the simulation, simultaneously provided the great criterion structure in various aspects possibility, the light simulation has been allowed by the accurate control.
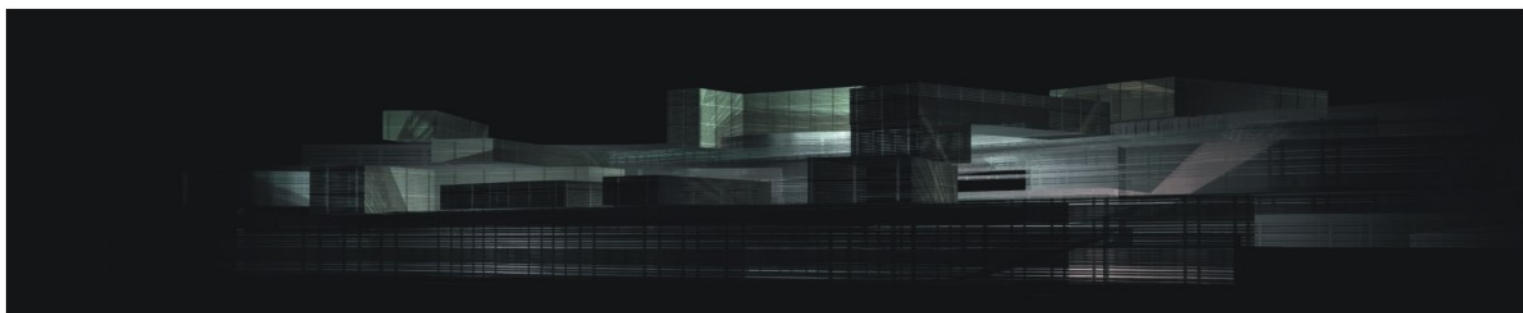
The cultural landscape

we attempt to create a new cultural landscape, operates in the culture using the construction way again the annotation. The cultural origin is very complex, we only transmit the culture by the space and the structure which one kind may recognize, from the smallest thing to the biggest landscape, between this possibility is we wants to catch, then tests the possibility from this design which operates like this.

文化地景

我們企圖創造一個新的文化地景，利用建築的方式操作出文化上的再詮釋。文化的起源很複雜，我們僅以空間與構造來傳達出一種可辨識的文化，從最小的物件到最大的地景，這之間的可能性是我們想要捕捉的，然後從這個設計實驗出這樣操作的可能性。