



| 2004 STUDIO PROJECT |

## EOTM



### DATA MAPPING

a collection of observed urban phenomena



### PROTOTYPE

imported devices for intervention



**BLOCK >**

Dynamic eventual units

E.O.T.M. 後設空間是一種對城市動態系統間的觀察方法，藉由不同的有形與無形系統做全面性的檢視，進而深度瞭解城市運作的模式，設計以台北為實驗版圖，隨機性的抽樣，收集並觀察環境間特殊活動，進而分析與討論，並利用一系列的Diagrams去建構一個新的可能性。





I 2004 STUDIO PROJECT I

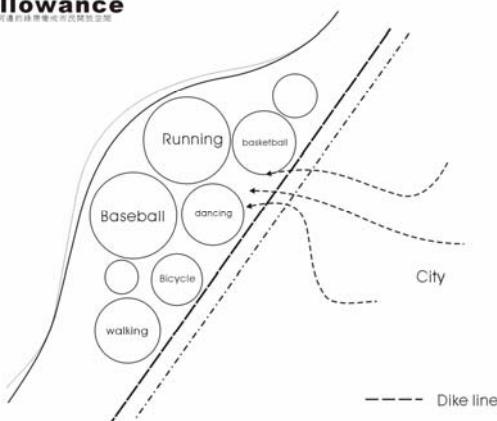
## EOTM

→ **DATA MAPPING**  
a collection of observed urban phenomena

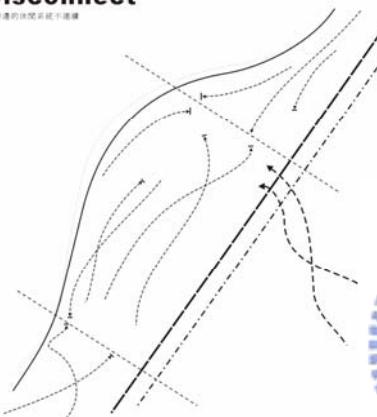
→ **PROTOTYPE**  
imported devices for intervention



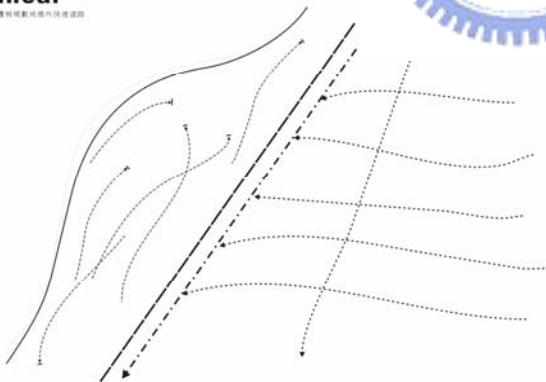
### E 35 Allowance



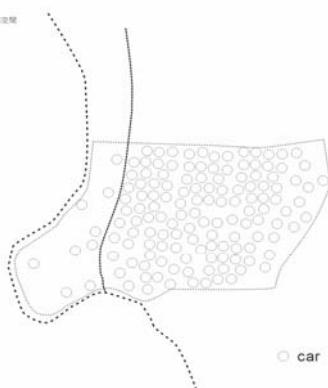
### O35 Disconnect



### M35 Linear



### T35 Density



**E  
T  
OM**

E35淡水河邊的綠帶變成市民開放空間

T35市民的開放空間變成都市大型車輛停車空間

O35發現路障阻隔住水岸邊的動線

M35堤防邊被規劃成提升快速道路



**E  
T  
OM**

是段2小段178、  
179、179-2、180、  
181、182、182-1、  
183、183-1、184  
地號等10掌土地

新竹市



O45沿河兩側設有閱覽、松慢發售的古早味

M45各種悠閒的訊息正在推動



**E  
T  
OM**

E85古風山香(室內家具有趣)

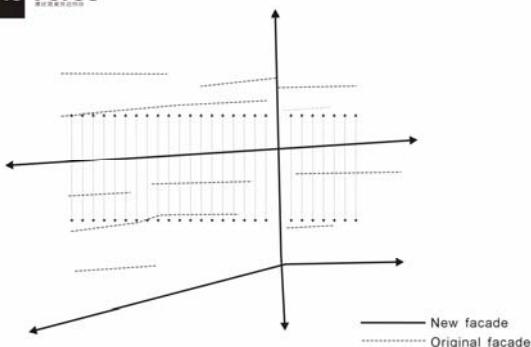
T85沿街輕食飲食店

O85深山有無量便當在交通流量大的路口擺設

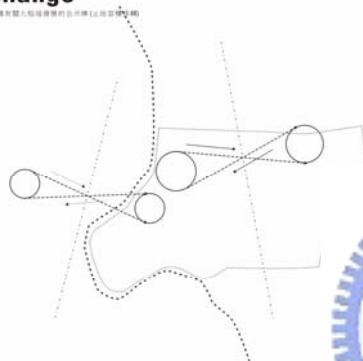
M85深山賣民思的黑走



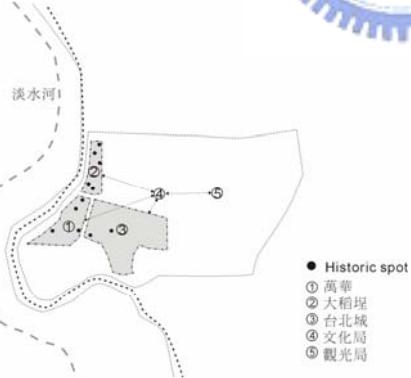
### E 45 Force



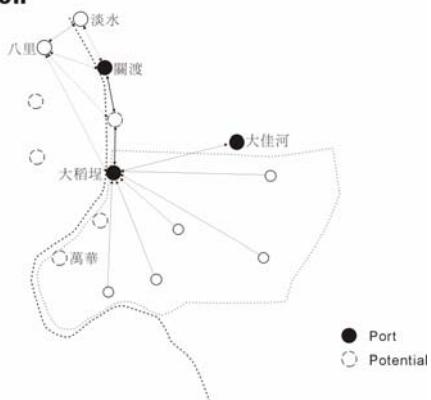
### O 45 Exchange



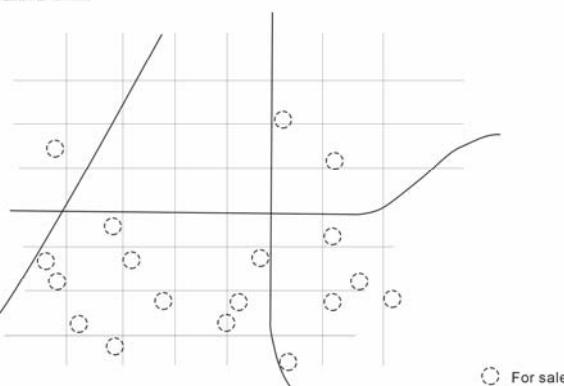
### T 45 Attribute



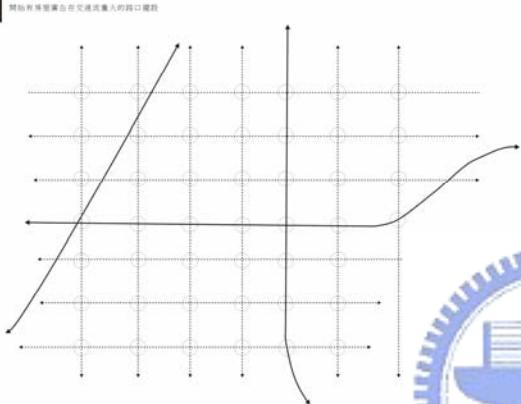
### M 45 collection



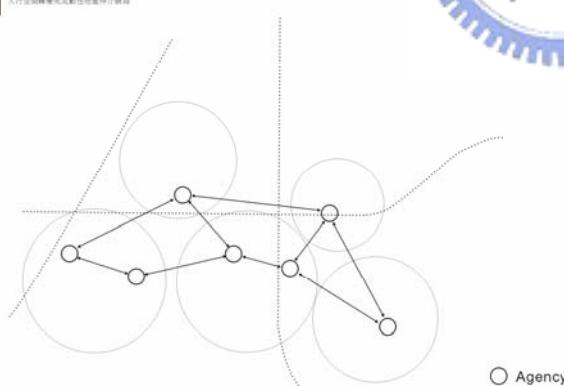
## E85 Influence



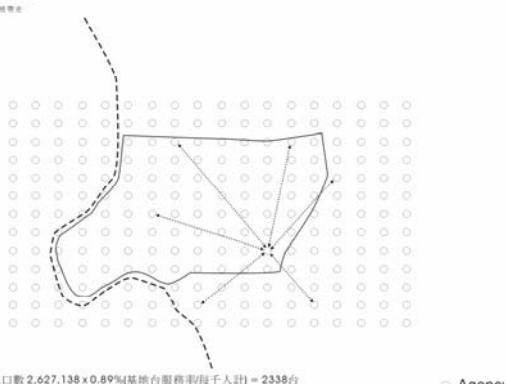
## O85 Flows



## T85 Net



## M85 Deliver



E35.淡水河邊的停車場和市民開放空間  
T35.市民的開放空間和私有都市大型停車場空間

**E  
T  
O  
M**

O35.新竹市復興路住宅旁邊的道路  
M35.防護道路規劃提升快速道路



大稻埕歷史風貌特定專用區

是段2小段178、  
179-179-2、180、  
181、182、182-1、  
183、183-1、184  
地號等10筆土地



**E  
T  
O  
M**

O45.谷關南側點滴有閒人松徑發售的古早味  
M45.各種類型的訊息正在傳動



E65.古堡出售(室內家具被搬空)

T85.街角轉變或流動性房屋仲介

**E  
T  
O  
M**

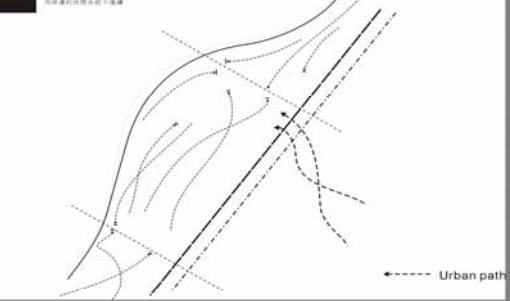
O85.開始有商店賣在交通流量大的路口擺設  
M85.房屋資訊也被帶走



# Prototype

## O35 Disconnect

河岸邊的休閒系統不連續

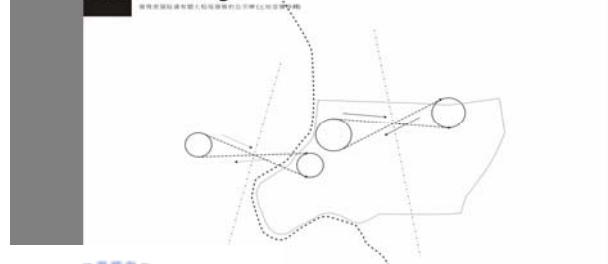


Urban open space

Continuity/ Life quality

## O45 Exchange

舊有地圖與新地圖的交換



Land area  
New characteristics

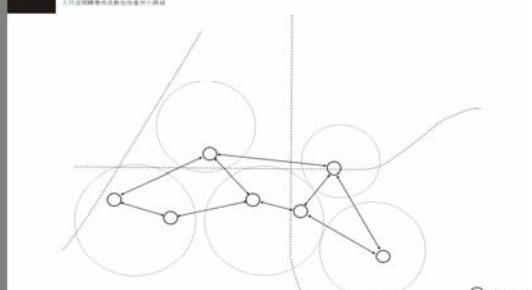


Urban heritage resource

Reconnection/ Initial-vitalization/ Education

## T85 Net

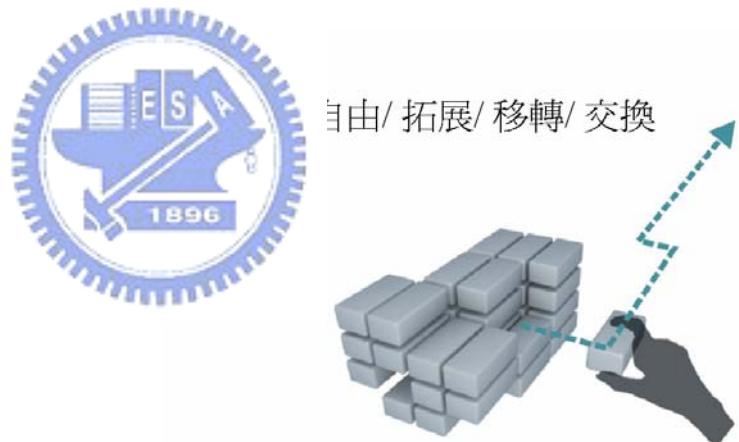
大稻埕與萬華兩地的連接



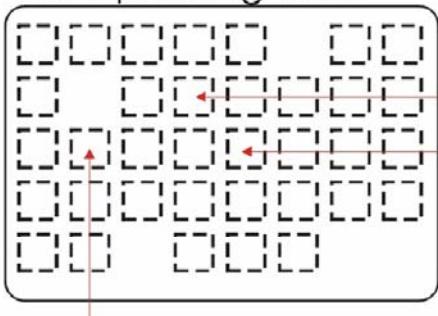
Urban Network

Interlock/ Dynamic/ Relation

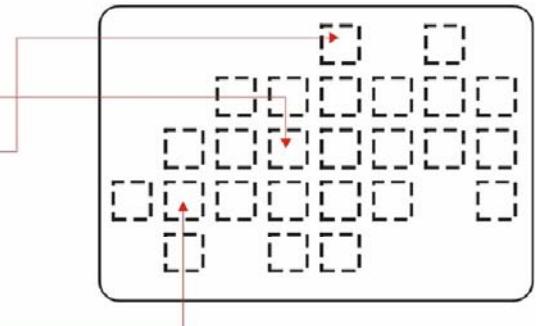
## Event into Transporting Unit



Transporting-unit



Station 1



Station 1

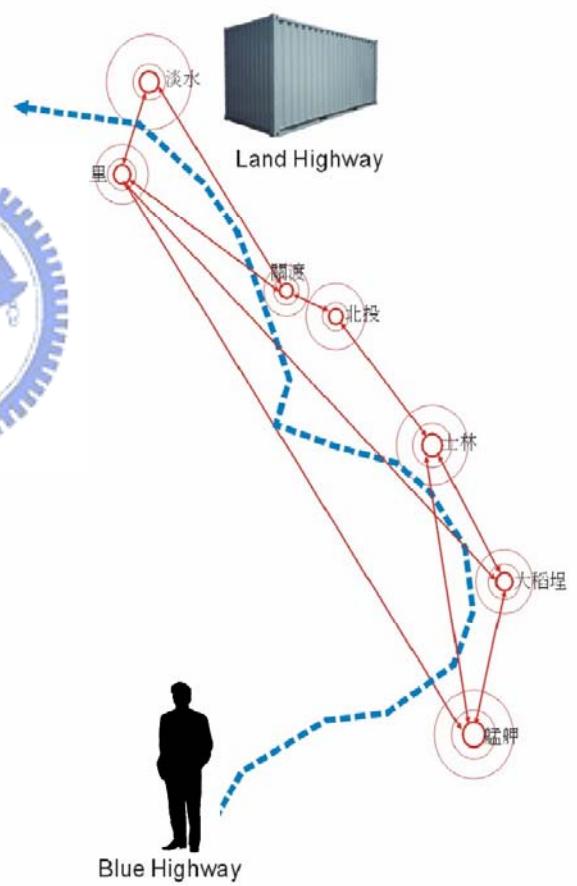
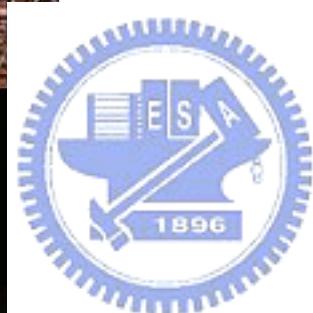


- Traditional event
- Ecology
- History
- Education
- Leisure

## Traditional event

	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov
Calendar	Mid winter Winter Solstice Lunar New Year Lantern festival	Spring Festival Chuseok		Qingming Dragon boat festival			Dragon boat festival Summer Lantern festival			Moon festival Zhongyuan Festival National Holiday		
Usage of Facilities	Street / Transport		Street / Transport Waterfront			Street / Transport Waterfront		Street / Transport Waterfront		Street / Transport Waterfront		
Activities	Street Activities Public Gathering Cultural Events			Night Festival Cultural Events		Street Activities Public Gathering Cultural Events			Street Activities Public Gathering Cultural Events			







ECO



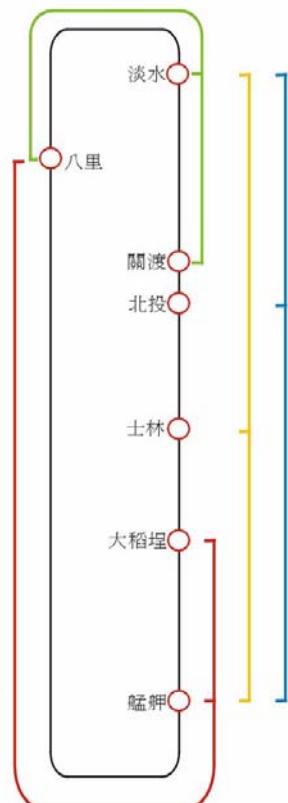
History



Food



— ECO  
 — HISTORYCO  
 — FOOD  
 — HOT-S

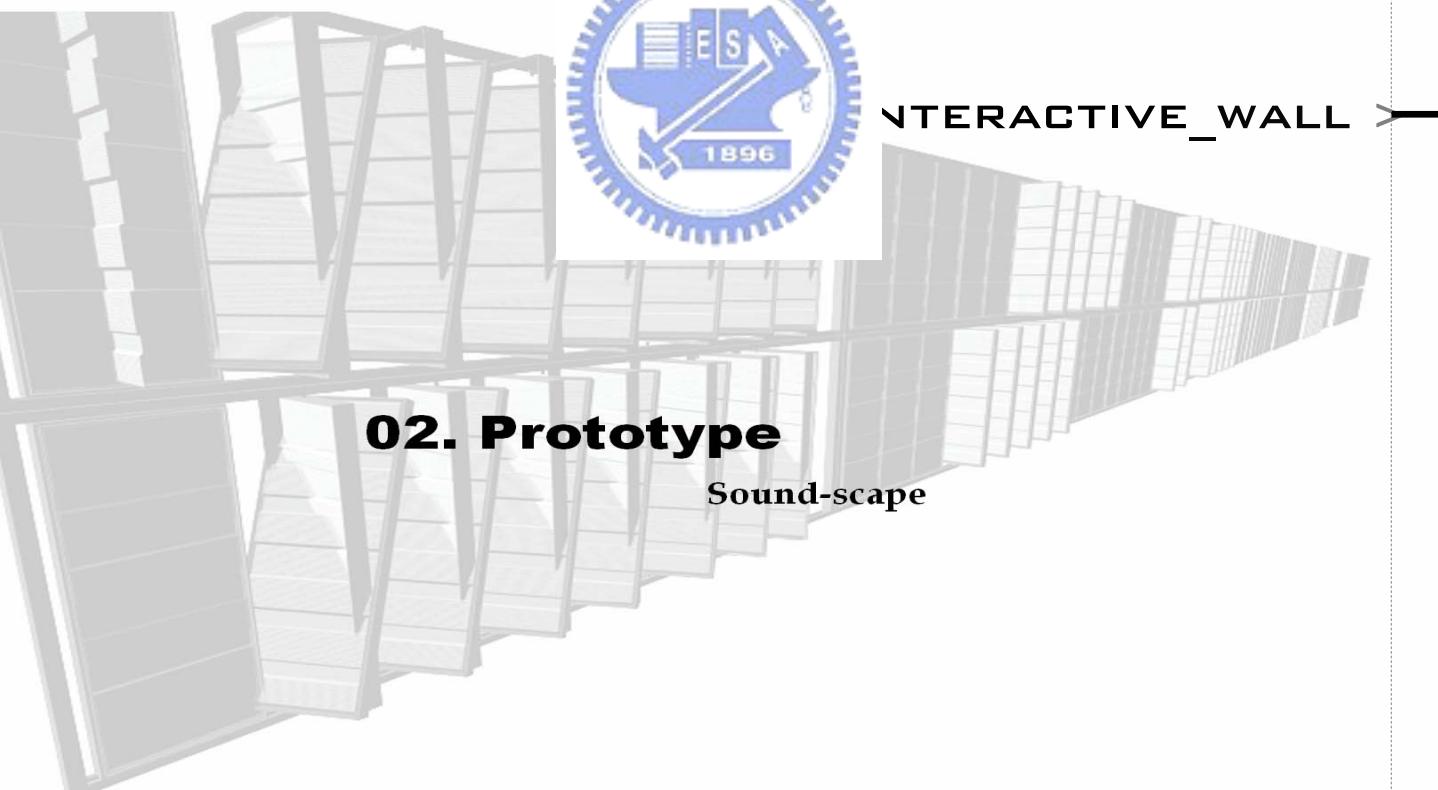


自然界的任何物質皆有著其一種或多種的生成方式  
依著不同的物理狀態呈現出不同的物理特性  
水分子是經由 H<sub>2</sub>O的物理元素所構成, 不同的環境狀態呈現出水/ 冰/ 氣

當數位媒材的廣泛使用, 互動式的介面與空間不斷生成之際  
設計企圖從自然, 提出一個新方式來型塑一個新的互動式空間

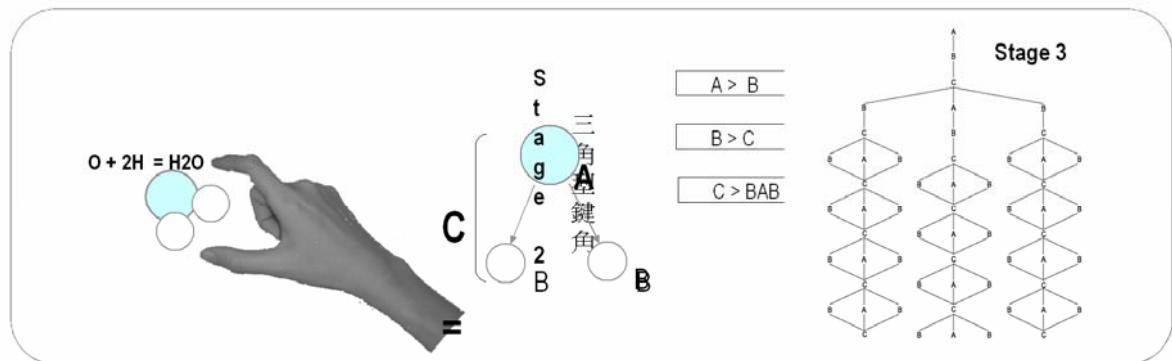
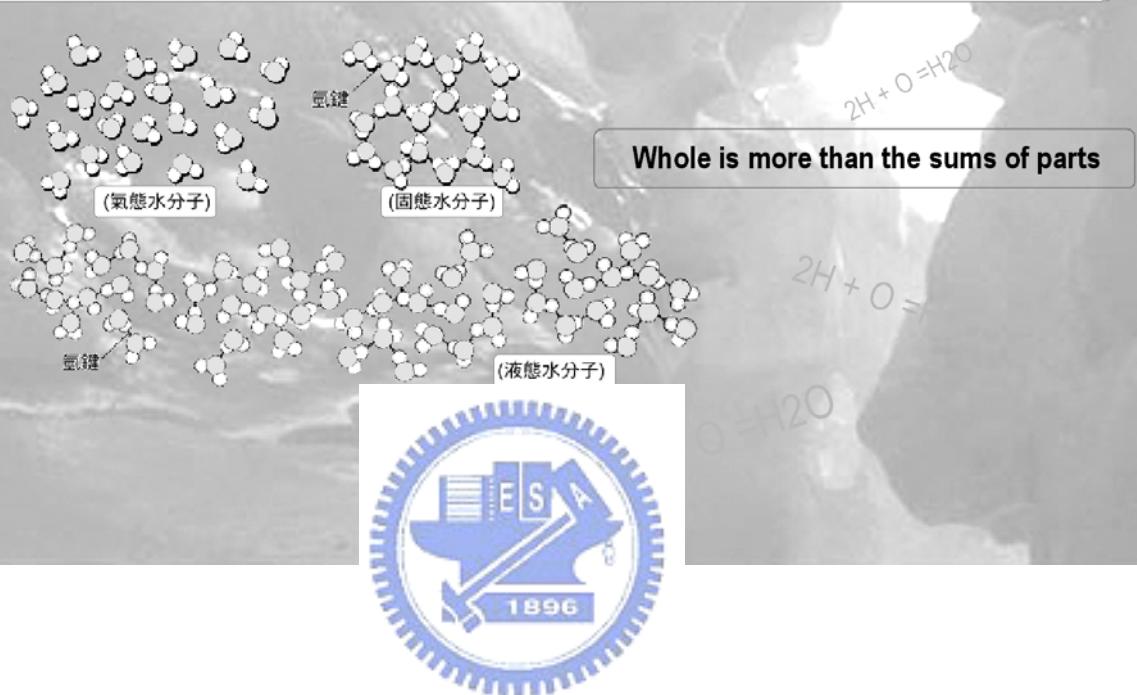
隔音牆, 一種企圖阻斷聲音所產生的裝置, 將高速公路延伸的介面完全阻隔  
介面的兩邊變成不帶情感的建築立面,  
空間從此斷裂

設計是透過車流/ 速度/ 線性/ 穿透/ 時間 等不同的環境變因  
形成沒有固定的形體  
建築立面不停的改變中

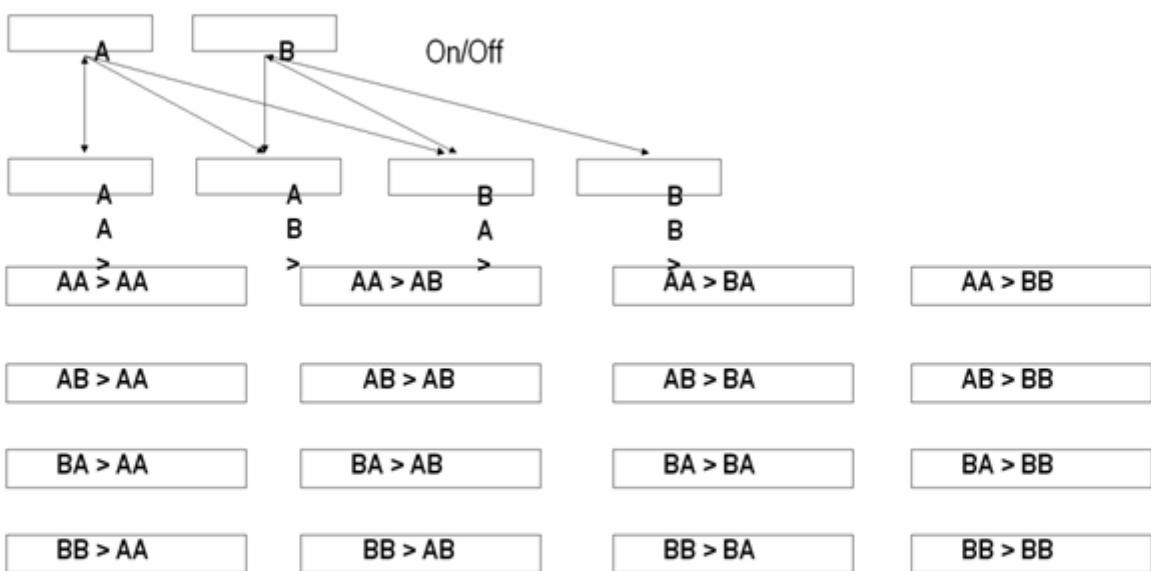
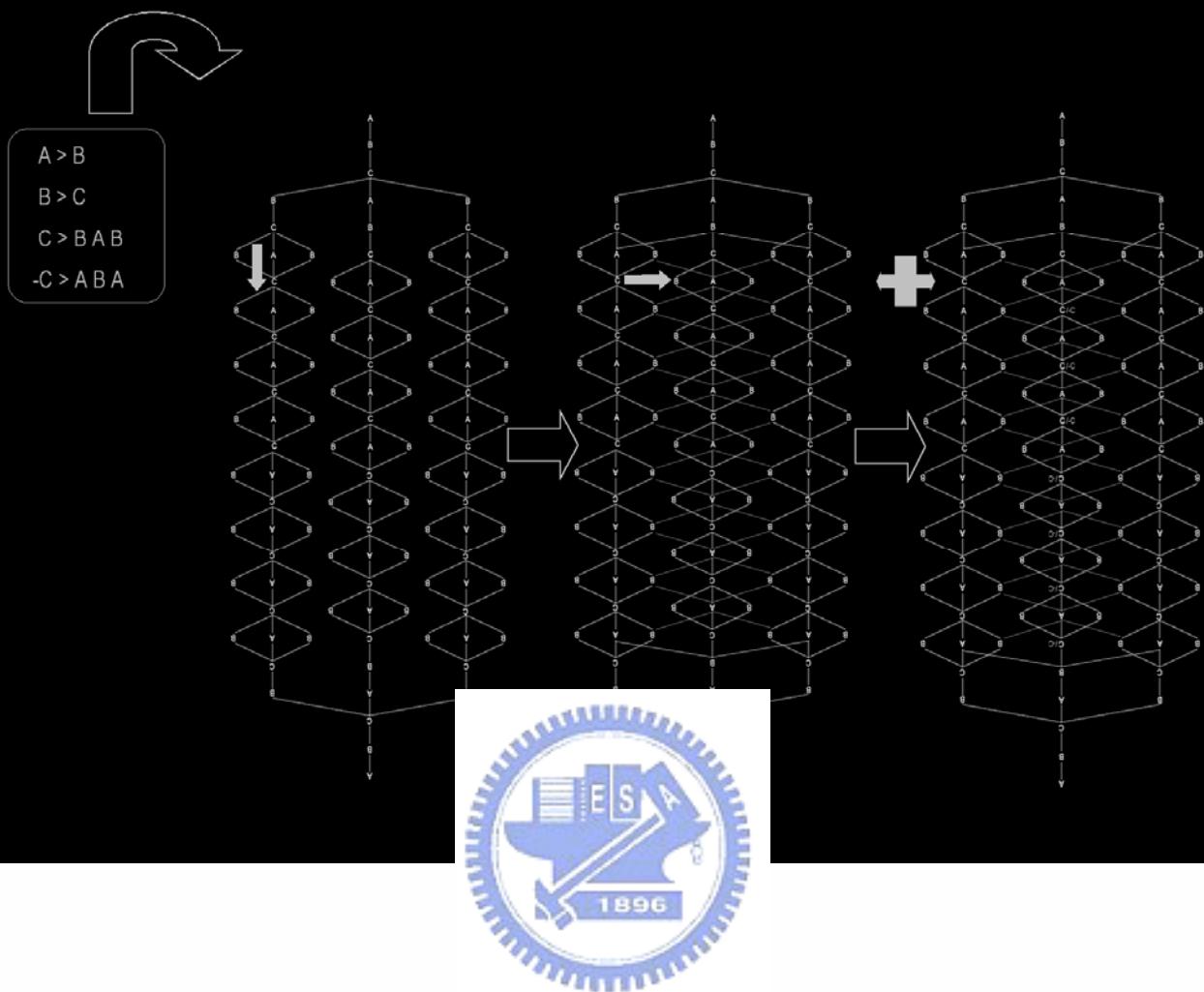


水是自然界中數量最多的液體，也是地表上唯一三態並存的物質，水是由兩個氫原子和一個氧原子所構成，這三個原子並不在一條直線上，而是以氧原子為中心，形成一個鍵角約為 $105^\circ$ 的三角形排列。

氣態的水分子大體上是彼此獨立的，除了碰撞外，它們之間的相互作用很微弱。固態的水分子則彼此強烈地結合，形成一個井然有序的陣列結構，當水結冰時，一個水分子會將鄰近的五個分子吸引在自己的周圍，形成六角環疊層式的晶格陣列。一般的流體，分子是彼此獨立而無規則地運動著；但是水會因為氫鍵而使水分子彼此緊密地連結在一起，而保有部分冰的晶格，使水顯現出截然不同的性質。

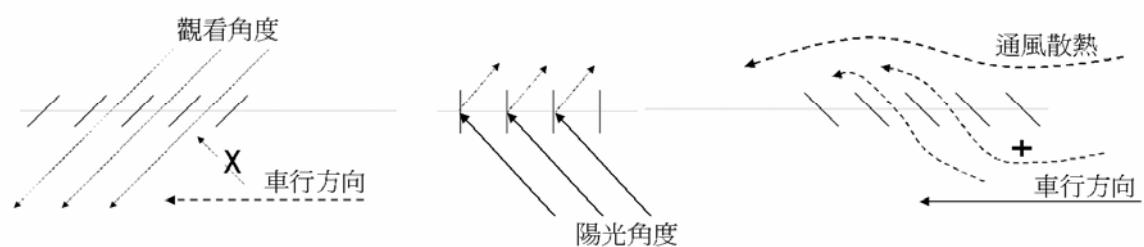
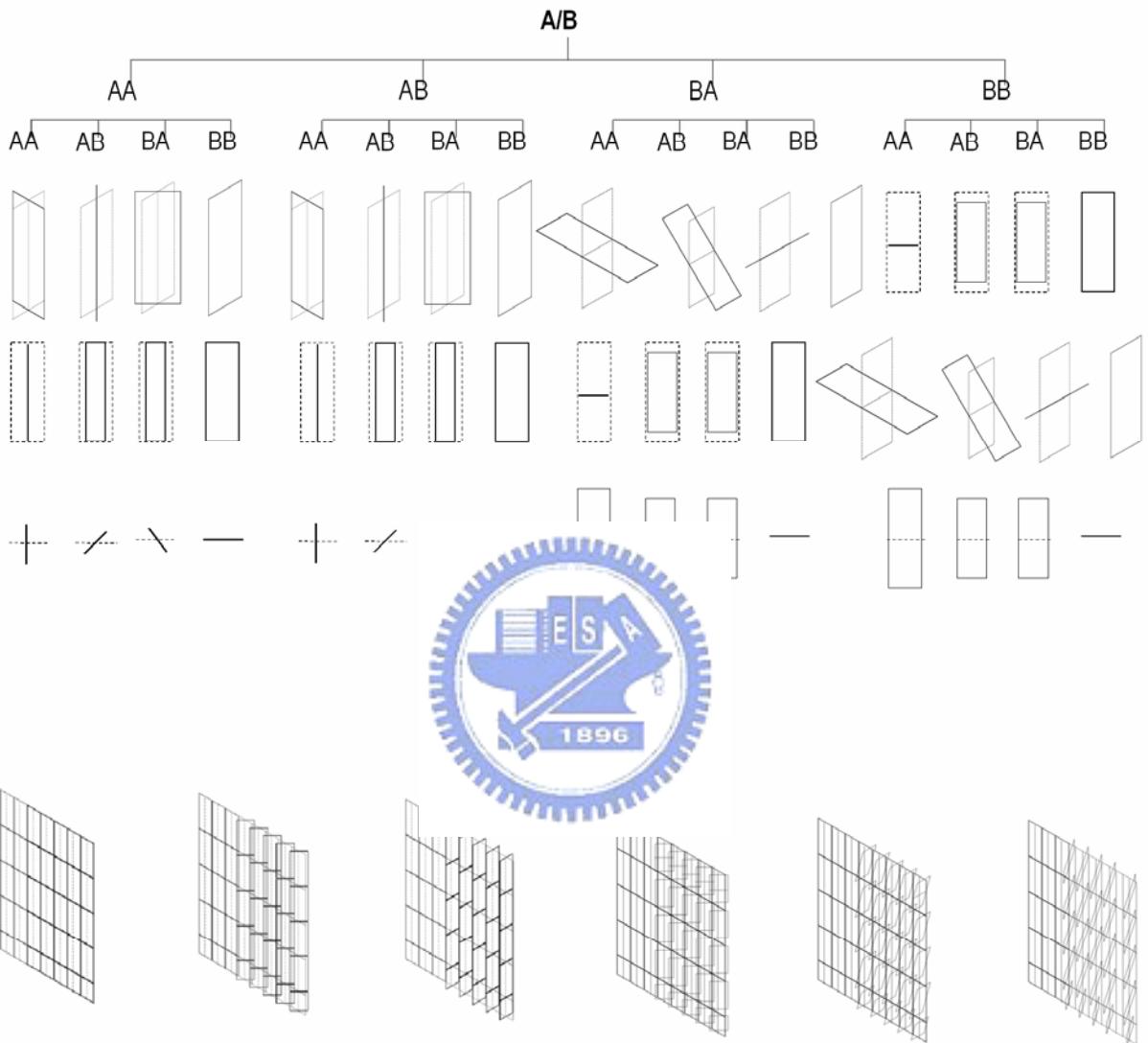


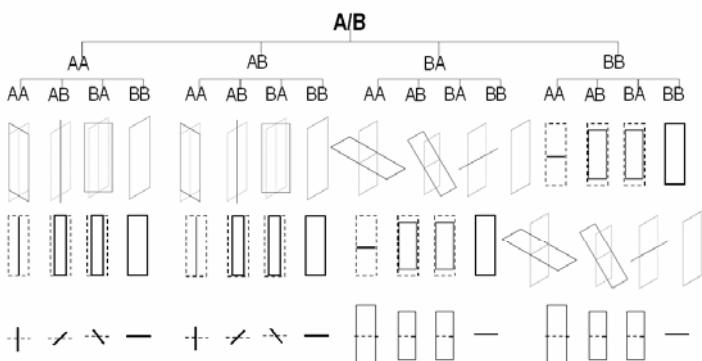
Stage 1



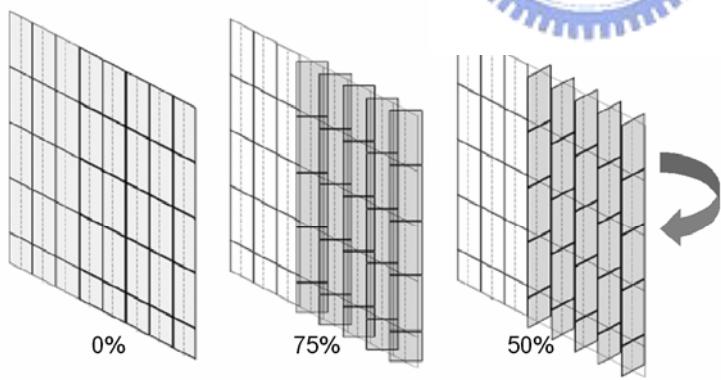
Combination



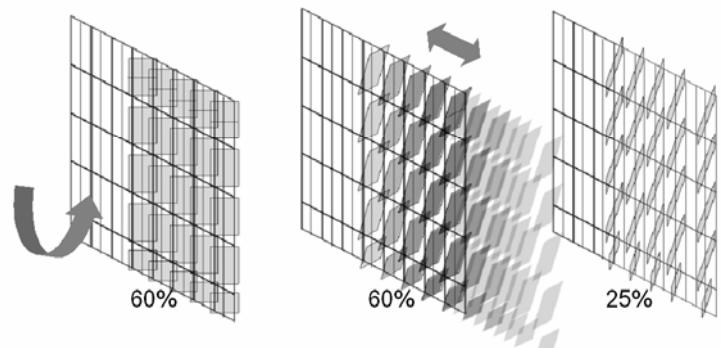


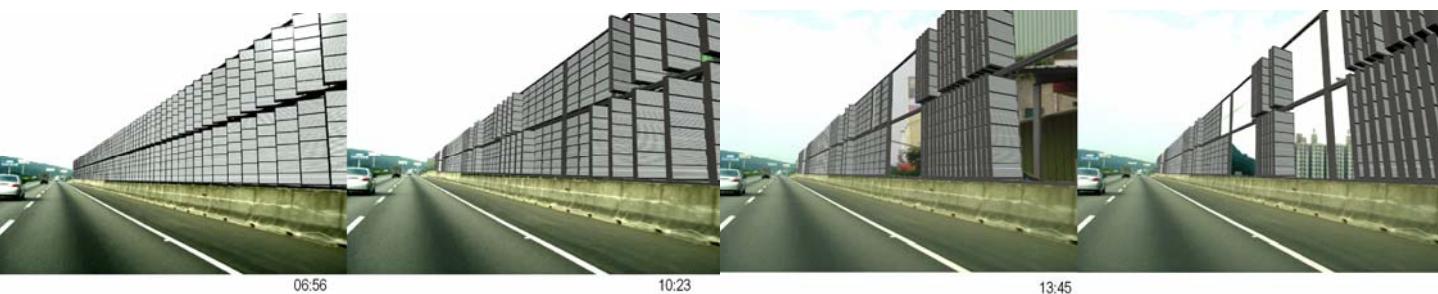
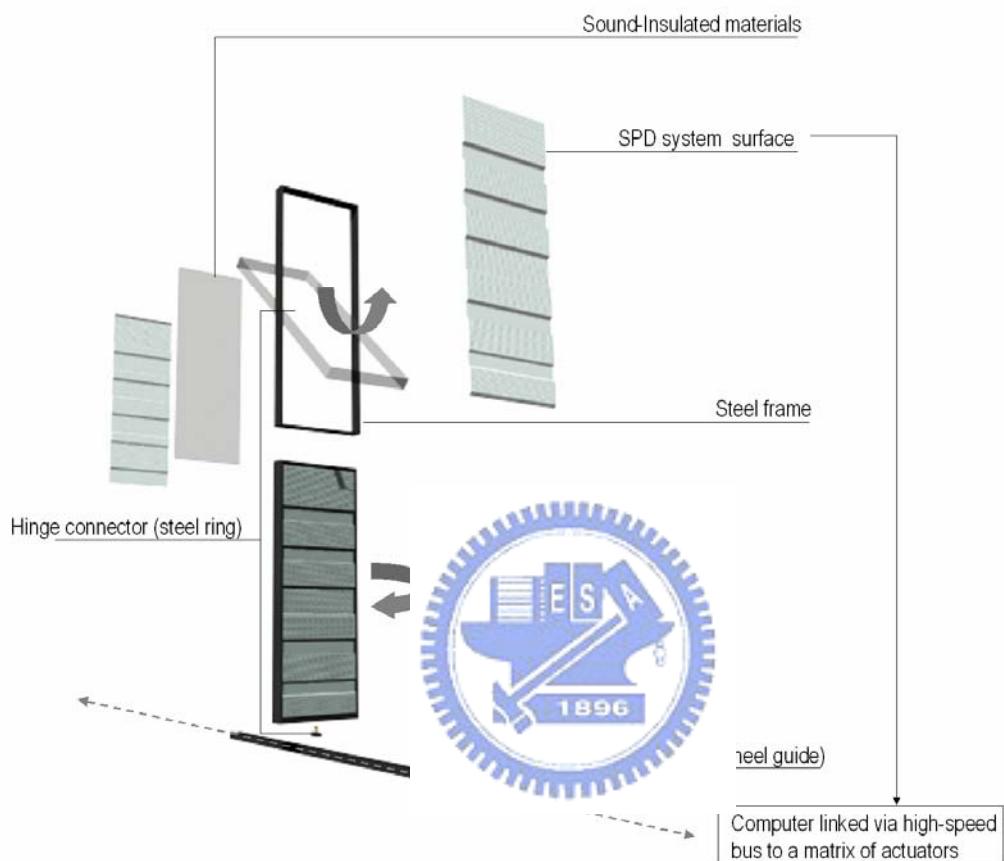


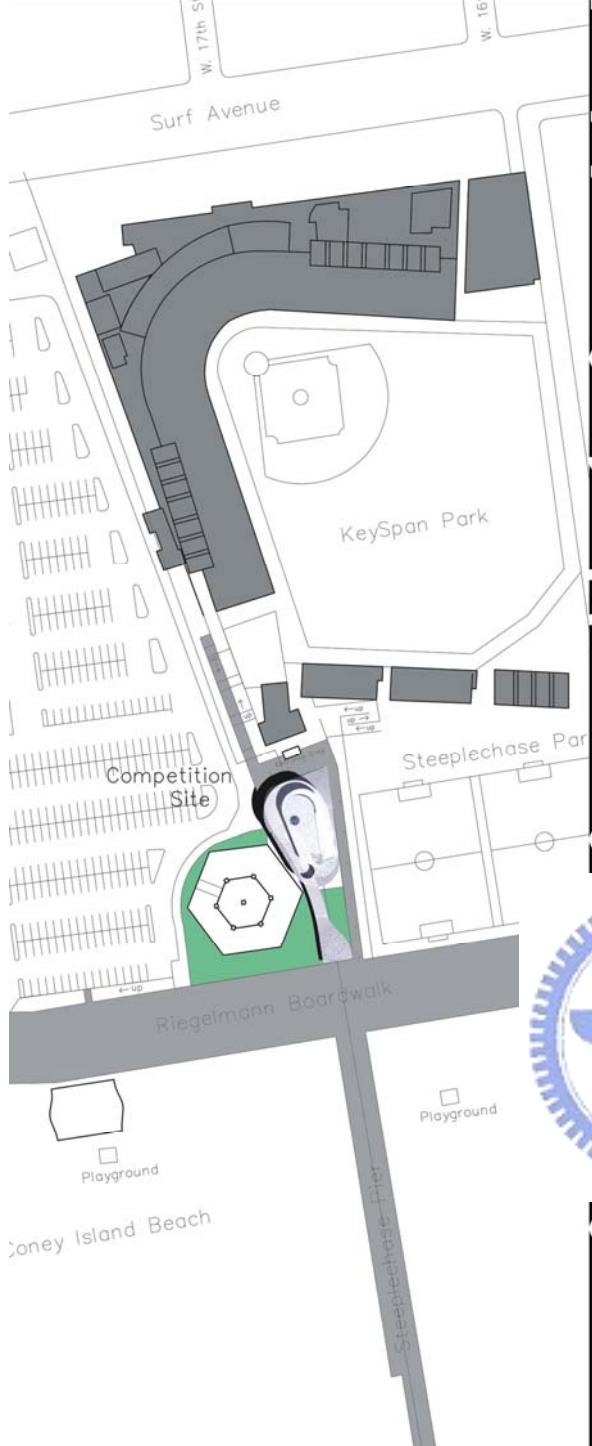
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獨立住宅	A/B>BB	A/B>BB	A/B>BB	A/B>AB/BA	A/B>BB	A/B>AB/BA	A/B>AB/BA	A/B>AB/BA	A/B>BB	A/B>AB/BA	A/B>AB/BA	A/B>BB
集中住宅	A/B>BB	A/B>BB	A/B>BB	A/B>AB/BA	A/B>BB	A/B>AB/BA	A/B>AB/BA	A/B>AB/BA	A/B>BB	A/B>AB/BA	A/B>AB/BA	A/B>BB
辦公樓	A/B>AB/BA	A/B>AB/BA	A/B>AB/BA	A/B>AB/BA	A/B>BB	A/B>BB	A/B>BB	A/B>BB	A/B>AB/BA	A/B>AB/BA	A/B>AB/BA	A/B>AB/BA
賓館	A/B>BB	A/B>BB	A/B>BB	A/B>BB	A/B>BB	A/B>AB/BA	A/B>AB/BA	A/B>AB/BA	A/B>BB	A/B>BB	A/B>BB	A/B>BB
學校	A/B>AB/BA	A/B>AB/BA	A/B>AB/BA	A/B>AB/BA					A/B>BB	A/B>BB	A/B>AB/BA	A/B>AB/BA
工廠	A/B>AB/BA/AA	A/B>AB/BA/AA	A/B>AB/BA/AA	A/B>AB/BA					A/B>BB	A/B>BB	A/B>AB/BA/AA	A/B>AB/BA/AA
演藝劇場	A/B>AB/BA/BB	A/B>AB/BA/BB	A/B>AB/BA/BB	A/B>AB/BA/BB	A/B>AB				A/B>BB	A/B>BB	A/B>AB/BA/BB	A/B>AB/BA/BB



Density







# Competition for Coney Island



on: an 0

262 英尺高降落傘結構體是康寧島的地標性建築體, 基地位處於Steeplechase 遊樂園, 曾經是紐約近郊最受歡迎的主題遊樂園, 然而隨著時間的變遷, 曾充滿光鮮的場景與動態旋轉的遊樂設施, 在歡樂時光與記憶的蛻變後, 只剩下這座曾有著不同角色的結構, 設計是在概念上企圖轉化原有康寧島的記憶與重構那些曾因旋轉遊樂設施所營造的歡樂經驗

基地位置於多重介面- 城市/ 停車設施/ 棒球場/ 海岸/ 堤岸步道等, 扮演著一種中介空間, 而如何將所有活動在功能上的串接變成設計的重要議題, 設計上轉化旋轉遊樂設施的概念創造一條立體的旋轉動線, 將不同動的空間需求依序展開與串接, 並與周遭環境溶合

**THE HINGE >**

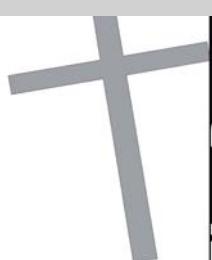
Parachute Pavilion Competition

The 262 foot-high parachute jump, the tallest structure in Coney Island, was originated at Steeplechase amusement park. There once were full of sparkling enjoyments and memories around those **dynamically revolving** rides. When the happy time had passing by now; **only** a tower left stand. The project is conceptually to take the historic characteristic of Coney Island and intend to **retrace** the happy time of revolving experiences.

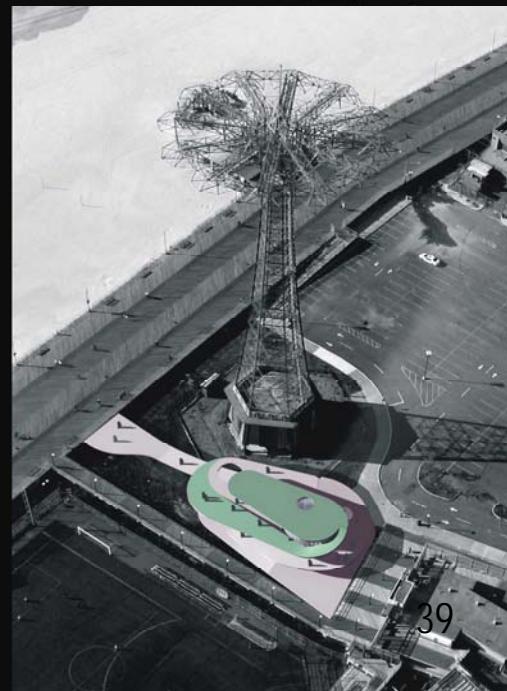
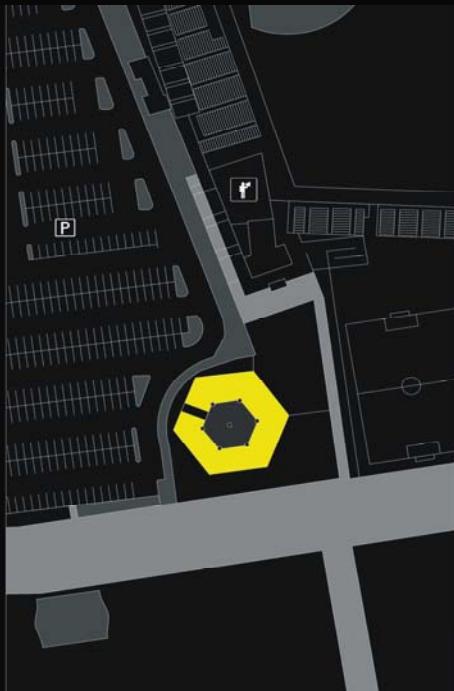
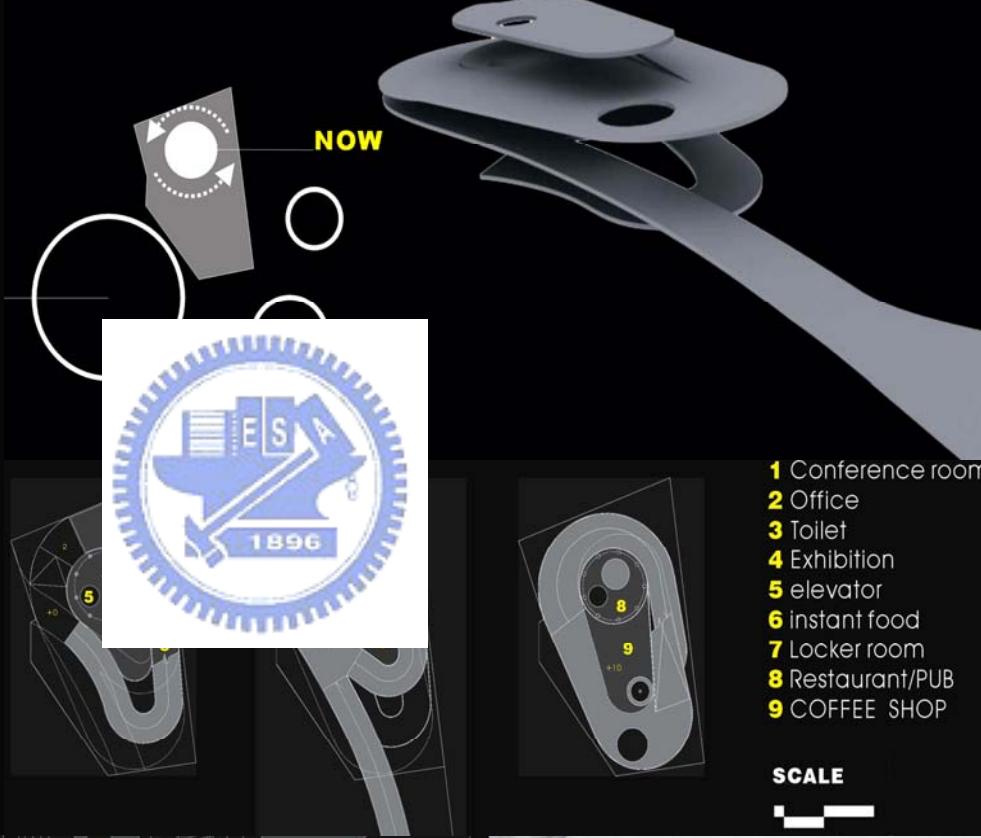
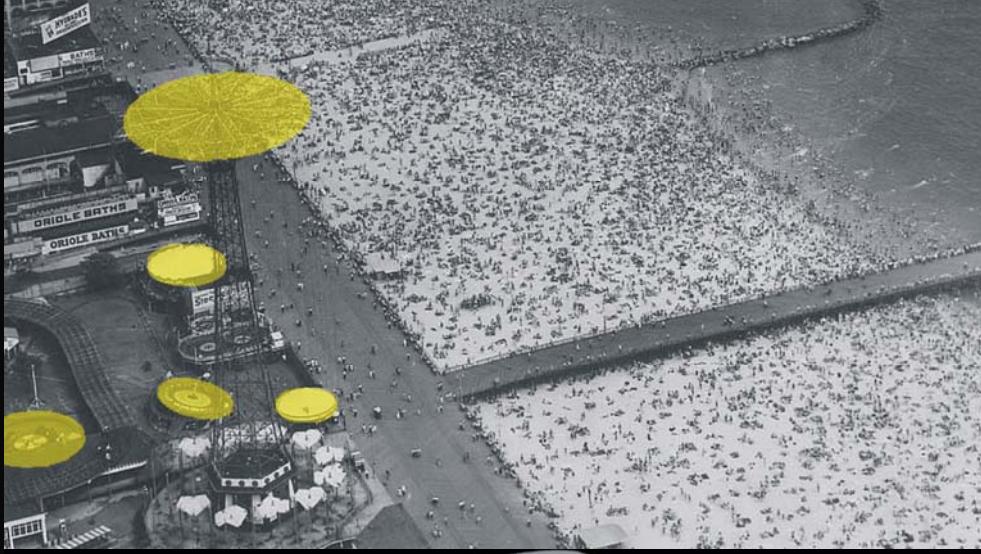
The site is situated with city, parking lot, baseball stadium, beach, and board walk, as a **conjunction** of diverse activities. How to link with all together is the primary theme for the project. Fundamentally, people approaching to the site were again a desire to transform the path into an active and 3-dimensional surface as well as provide a bridge between the city and the water. The physical form of the project was not only prompted by wanting to create a visually interesting **linkage** with parachute jump, but by more **pragmatic concerns** with surrounding.

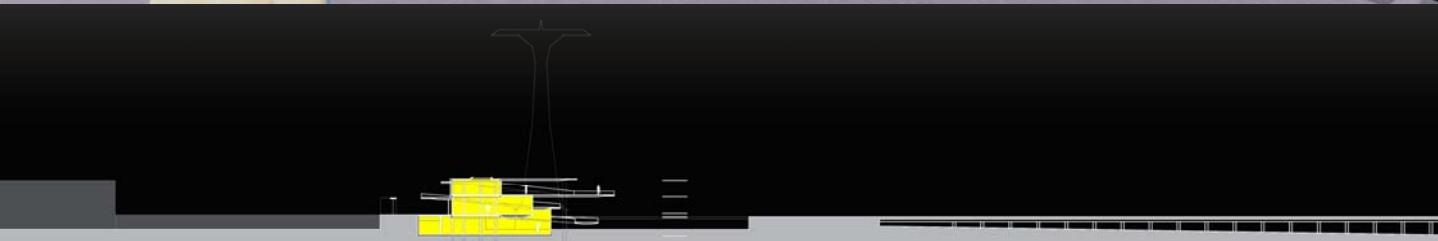
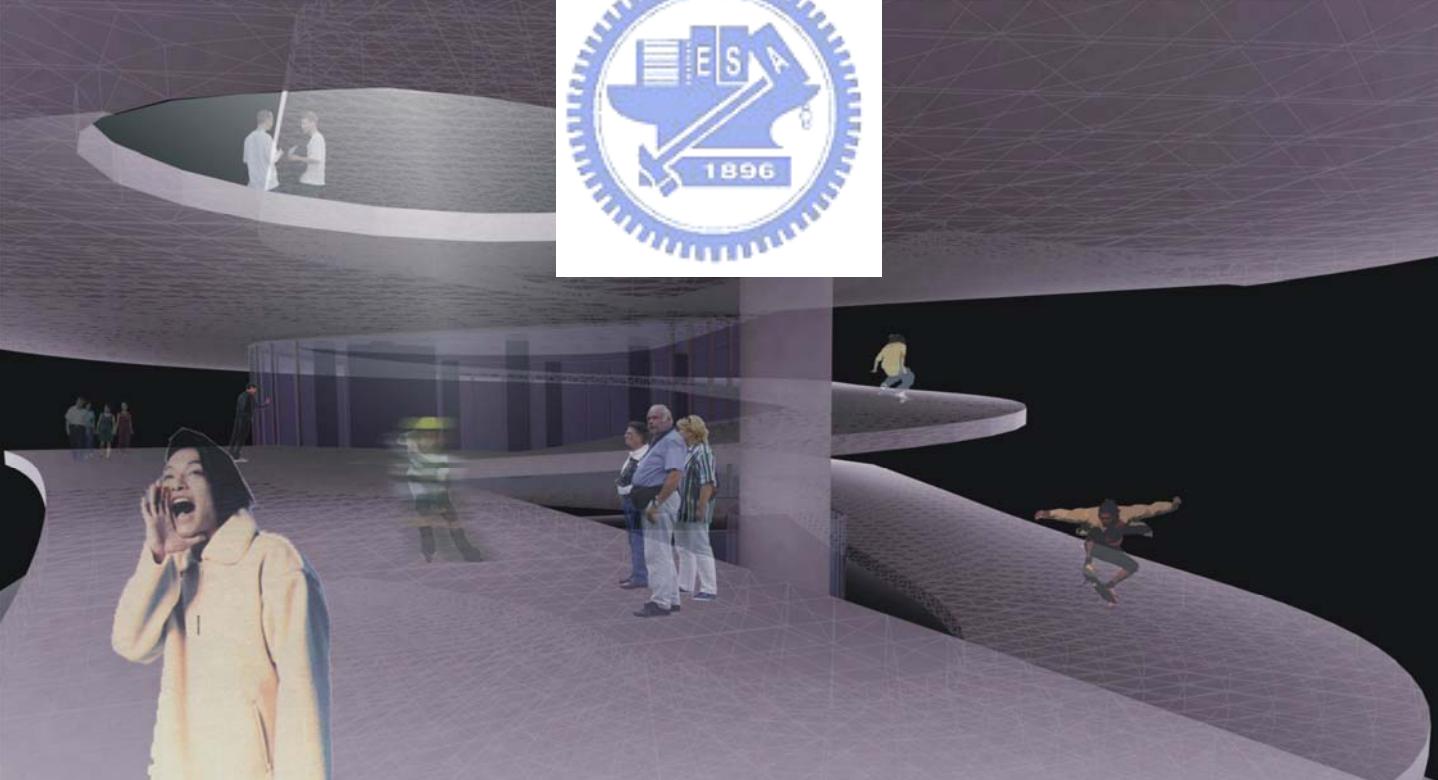
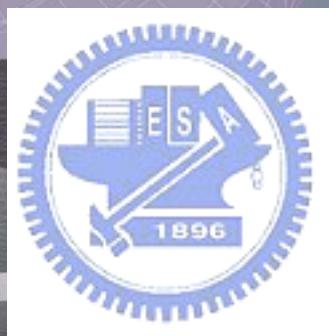
With its new public accessibility and relations between the site and Parachute (landmark status), the Steeplechase Parachute Jump seems ready for another **new era**.

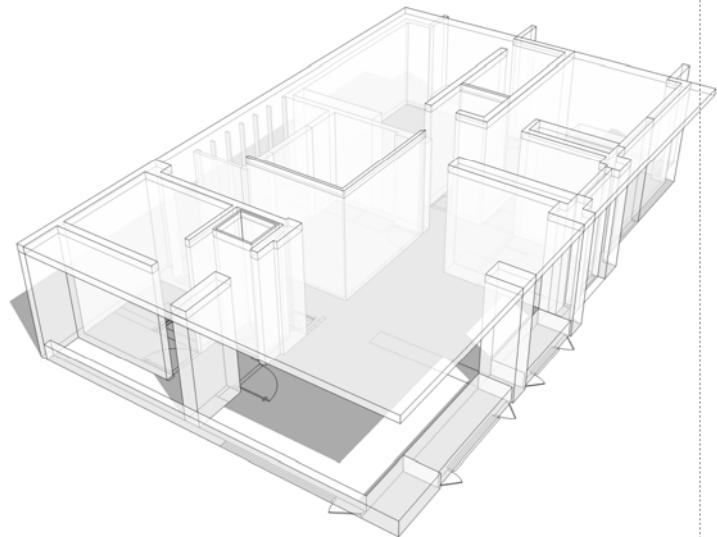
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0 50' 100'



The Para

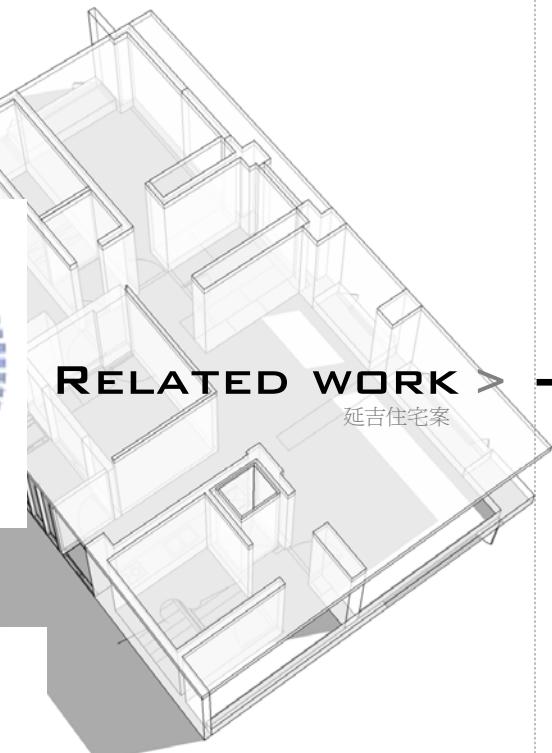




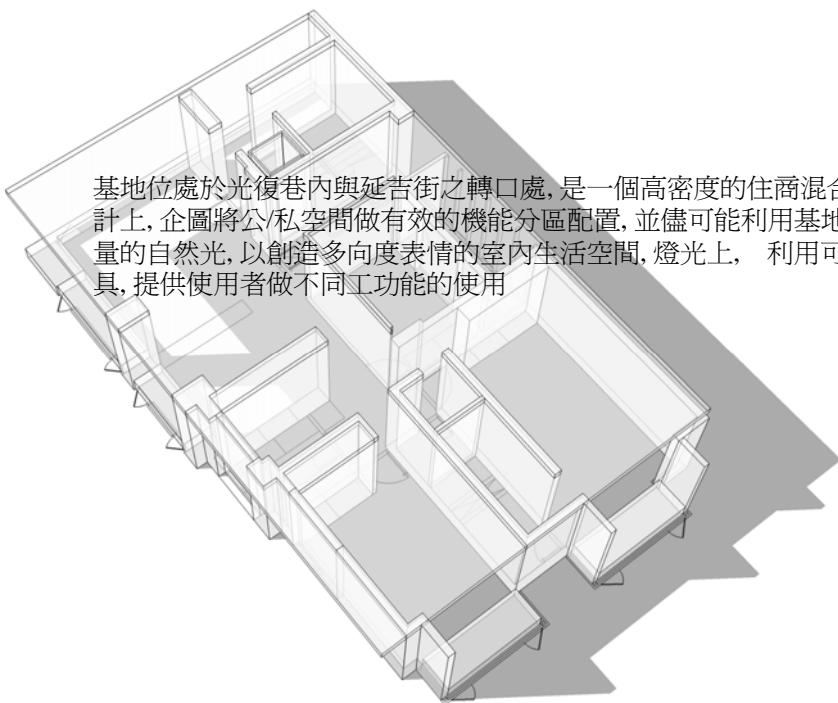


## RELATED WORK >

延吉住宅案



基地位處於光復巷內與延吉街之轉口處，是一個高密度的住商混合使用區域，空間設計上，企圖將公/私空間做有效的機能分區配置，並儘可能利用基地的轉角特性導入大量的自然光，以創造多向度表情的室內生活空間，燈光上，利用可變化色彩的 LED 燈具，提供使用者做不同工功能的使用



**PRIVATE -**



**PUBLIC +**

