

# 不定 Instable

Dynamic-nexus.morphosis.deduction

交通大學建築研究所

碩士論文



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# Instable

Dynamic-nexus.morphosis.deduction

A Thesis  
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Master  
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JULY 2006

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# 不定 Instable

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一種不斷轉變而未達平衡的狀態  
也代表著所有的機制與事件  
可以再一次的產生碰撞與組合  
產生新的關係

然而  
隨著時代的變動  
資訊與空間計畫間也開始產生變化  
在建築的設計發展過程中  
不論是概念的推演議題的掌握  
或者是空間的轉化與演進  
都是一段從未停滯的序列  
而這個動態的演變因子  
時間因素、場域概念  
脈絡編織與探討、空間計畫與事件  
挑戰著他們之間的變與不變

也因為這樣的發展  
藉由數位工具的幫助  
動態的連結產生空間異質得探討  
也翻轉了原有的空間定義與場域關係

領域化、去領域化、再領域化  
的循環演進過程中  
重新詮釋建築的關係

而接下來的每個案子裡所挑戰的  
是在建築某個議題上的不定  
置入programs, events, ....  
那建築將會是什麼呢?

# 0405

# Introduction

## Instable

Dynamic-nexus.morphosis.deduction

It's an instable status that continuously changes.  
By hybridizing the mechanisms and events,  
we can generate a new organization.

Information and program are changed by the change of age .  
In architecture design process,  
dynamic sequences effect the generation of concepts,  
the focus of discussions, or the transformation of spaces.  
In other words, an instable status:  
variable time, content of field operation, and program  
challenges the information and design  
to remain stationary or variable as time changes.

Based on the development of dynamic deduction,  
we use digital operation to further connect space  
and then discuss the different appearance.  
Meanwhile,  
we also reserve the definition of space and field condition.

Territorialization, de-territirialization, and re-territiriazation  
compose a recycling process of evolution .  
We try to re-configure or re-present the  
relationship of architecture or space .

The following cases will try to challenge  
different issues in architecture  
which install instable programs or events etc....  
What architecture will be?

# NCTU

Graduate Institute of Architecture

## 誌謝

總算在驚滔駭浪中完成了研究所的學業  
 在研究所的這兩年獲得的東西  
 不只是在建築本身的專業領域上  
 更在許多教養上學習到數位環境的薰陶  
 看到了各個不同領域的人才與熱情

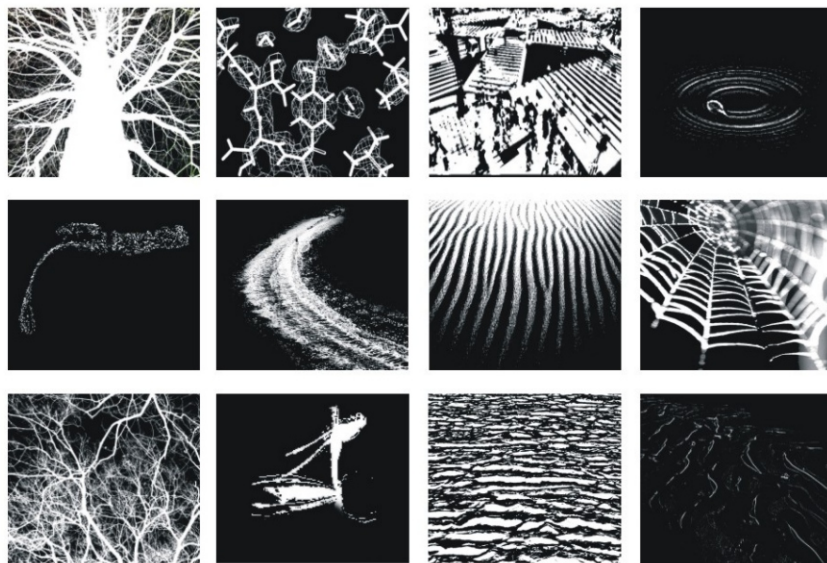
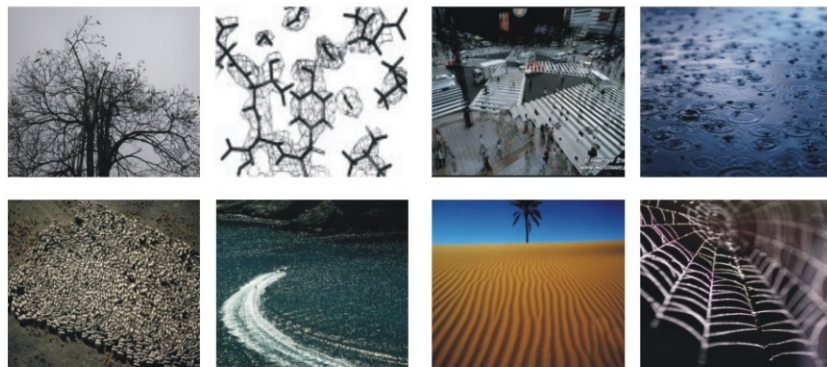
## 這兩年

感謝 allepo 基義 David老師Nanacy老師龔老師  
 蘇重威老師王家宏老師蘇喻哲老師等給我設計上的啟發  
 同時數位組的君昊老師李華老師  
 也給我數位科幻方面很大的想法與概念  
 還有身邊每位都很優秀的同學給我的刺激

## 兩年有非常多的回憶

安藤之旅  
 歐洲的自助旅行  
 設計組與數位組一起相處的碰撞  
 設計課workshop專題課  
 來自彼此互相的刺激與成長

Pattern image



Drawing pattern method

Trying to transform the pattern and analyze them then choice the dynamic deduce which has some rule



# RE-configuration of Pattern /field condition

## Pattern

Searching the image of tree . snowflake . crossing . water trace . Desert . Spider web . Herd sheep and do the simple analyzing their pattern

first , drawing the tracing image ,and try to find some relationship witch we can apply .

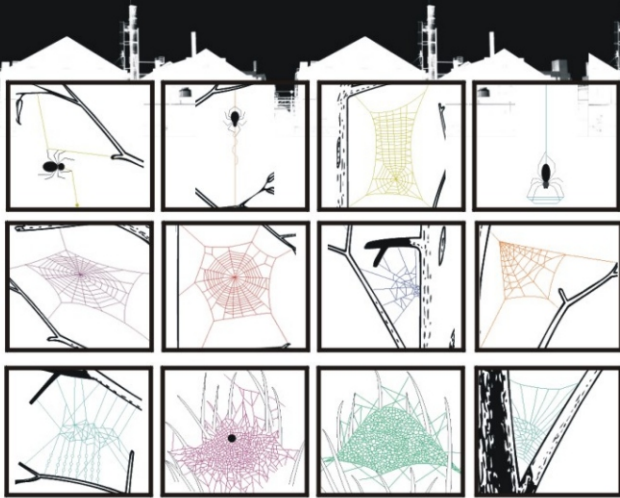
## 圖樣

樹枝.雪花.斑馬路.水花.水紋.沙漠.蜘蛛網.趕羊的圖像收尋  
做簡單的樣式格局分析

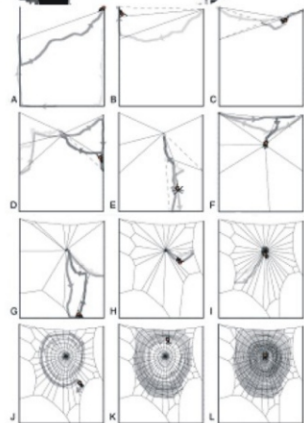
簡單從形象上的描繪樣式. 試圖找出可以利用的關係

# SPIDER WEB

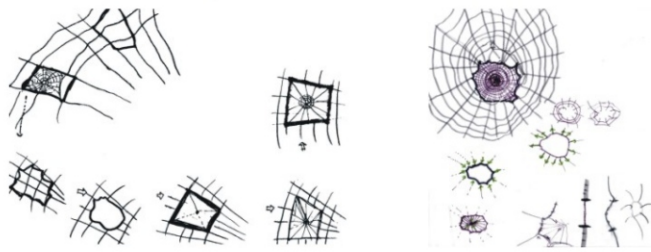
TADA Entrance Competition + Treasure Hill Landscape Strategy



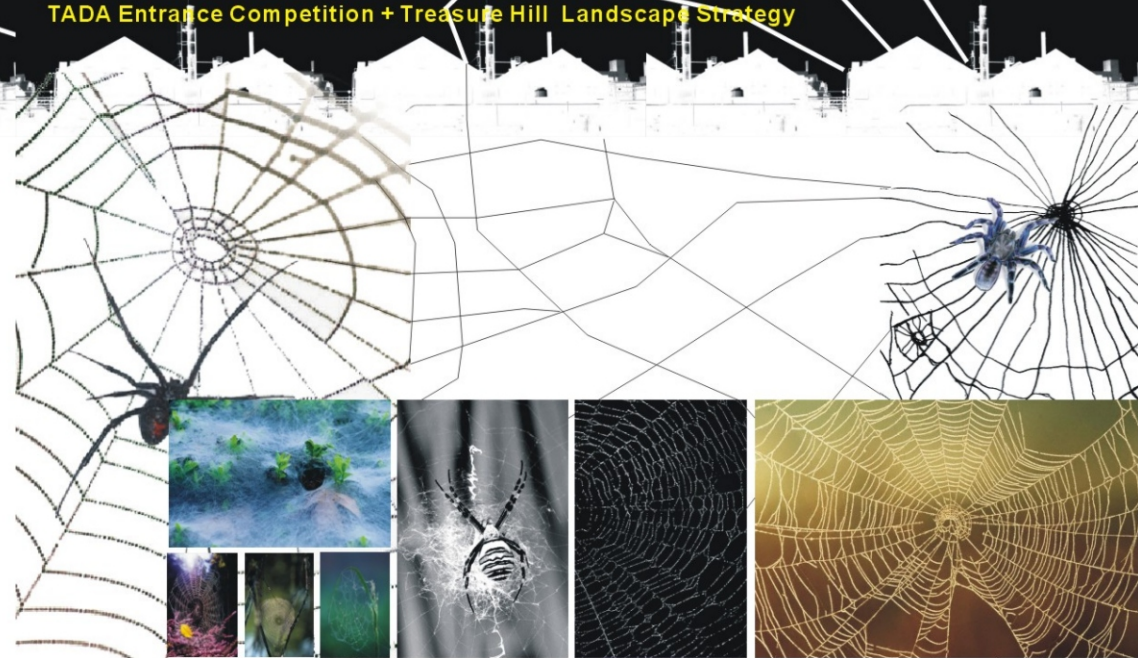
**The type of spider web**  
attached outside field/weaving



**The weaving spider web**  
centrality / reversal



**The Organization of mending spider web**  
a new organization/hem/layer by layer/inside method- outside method/entend feild/field operation



## 場域條件界定

蜘蛛網上紋路跟秩序的整理  
可作為在開放空間上一種對場域限制的界定與重新判定  
更創新一種新的空間關係和場域操作

## RE-organize Field condition

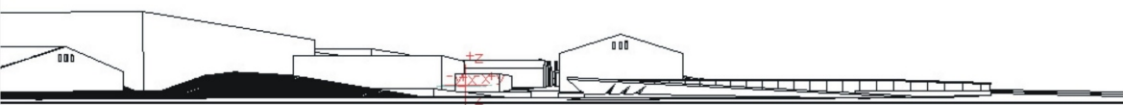
We try to arrange the line and method of spider web image  
It would be used to re-define and re-organize field condition in open space  
and create a new space relationship and field operation .



# CONNECT

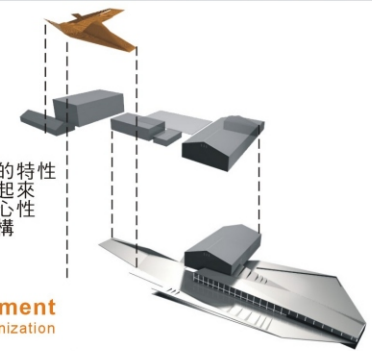
## TADA ENTRANCE COMPETITION

入口作為內外間的第一層介面藉，由一個個連結的道路把無邊界感的園區的內外活動再度串連起來



### 修補涵構

依照之前對蜘蛛網的研究  
蜘蛛網在破網時補網以及多層次的特性  
把周邊的關係與內部的空間連結起來  
酒廠本身內在配置廣場的內聚中心性  
利用蜘蛛網重新編之整理附近涵構  
並將使用分區

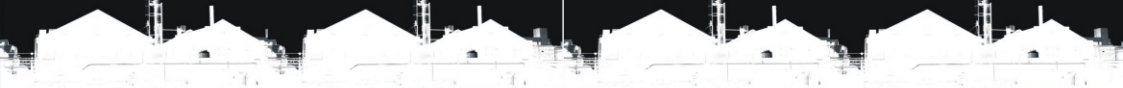


The mending of environment  
3 parts of new organization

## Pattern

Searching the image of tree . snowflake . crossing water trace . Desert . Spider web . Herd sheep and do the simple analyzing their pattern

first , drawing the tracing image , and try to find some relationship witch we can apply .



## Mending Context

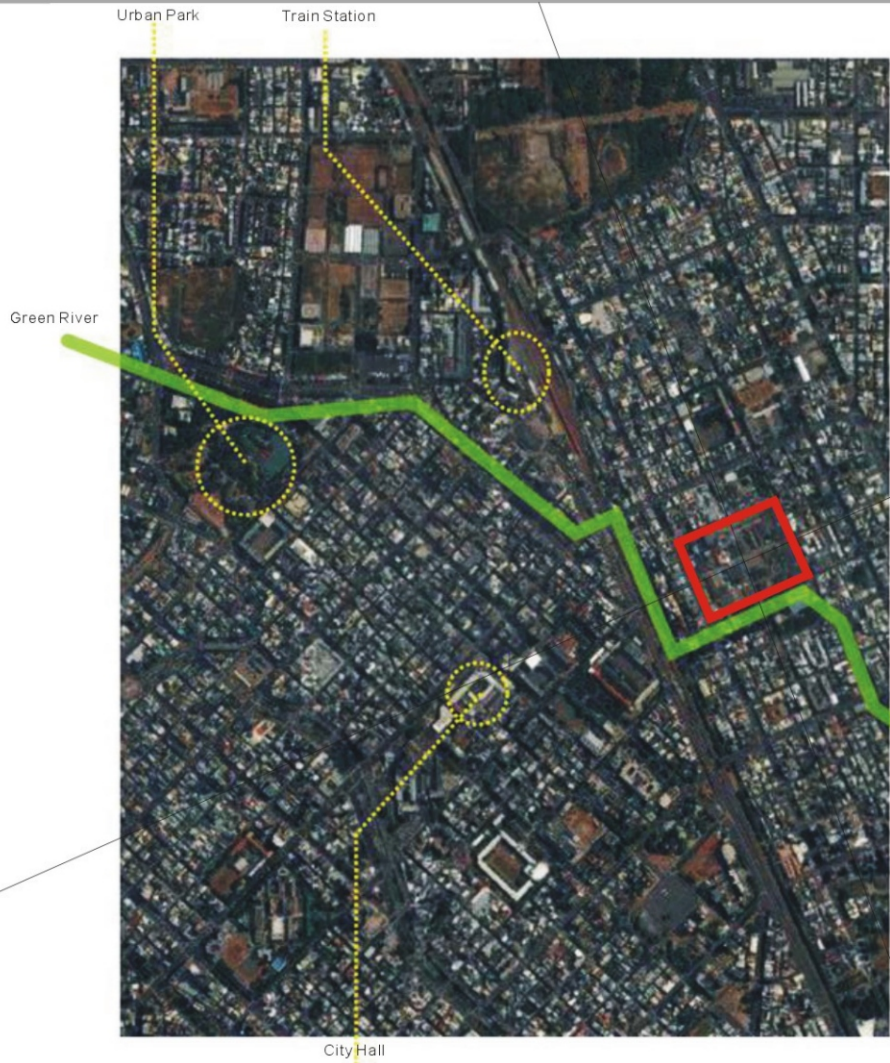
Based on the result of analysing spider web pattern  
when the web is broken , spider mend it hemming and layer by layer .  
Connecting the surroundings and inside space by mending characteristic  
and centrality of TADA site plan .  
We re-confiugre the context of TADA by spider web  
and re -arrange program.

由活動間的關係與型態的操作來表達”接 ”的關係，開放的園區入口更有不斷的能源，一個動態的過程經驗

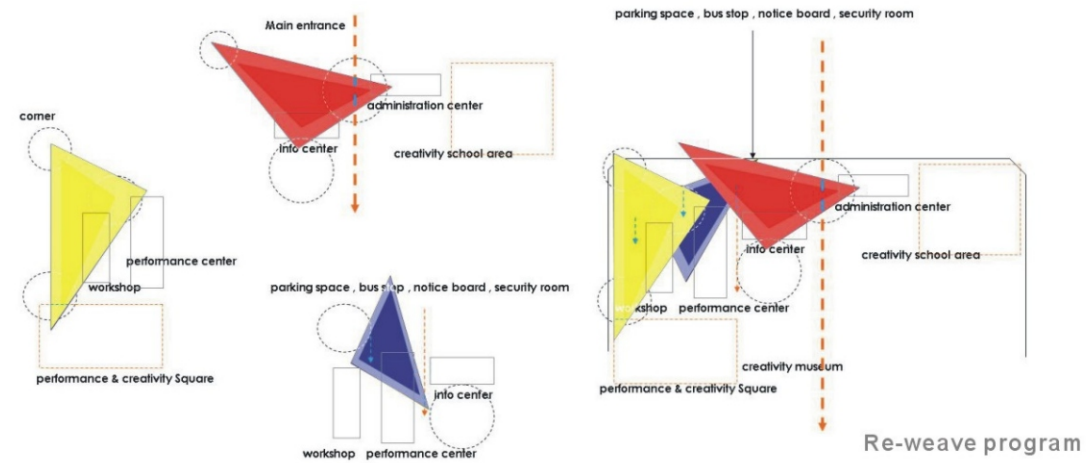
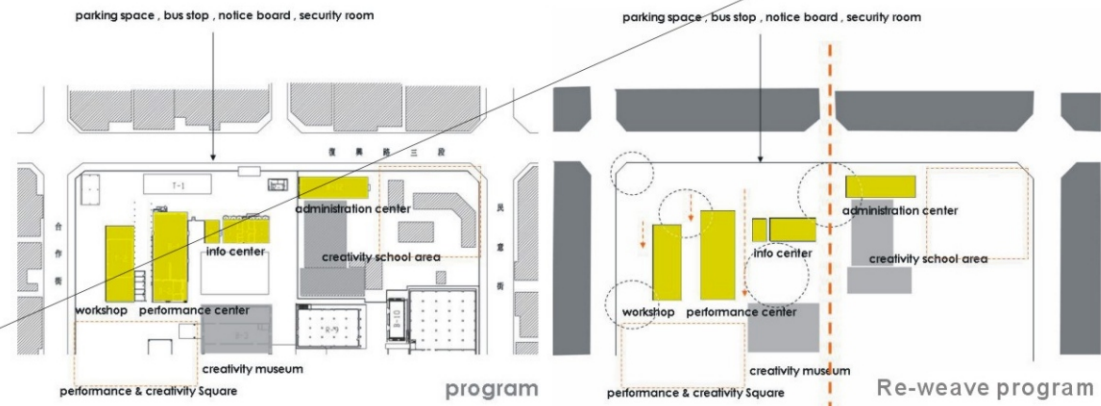


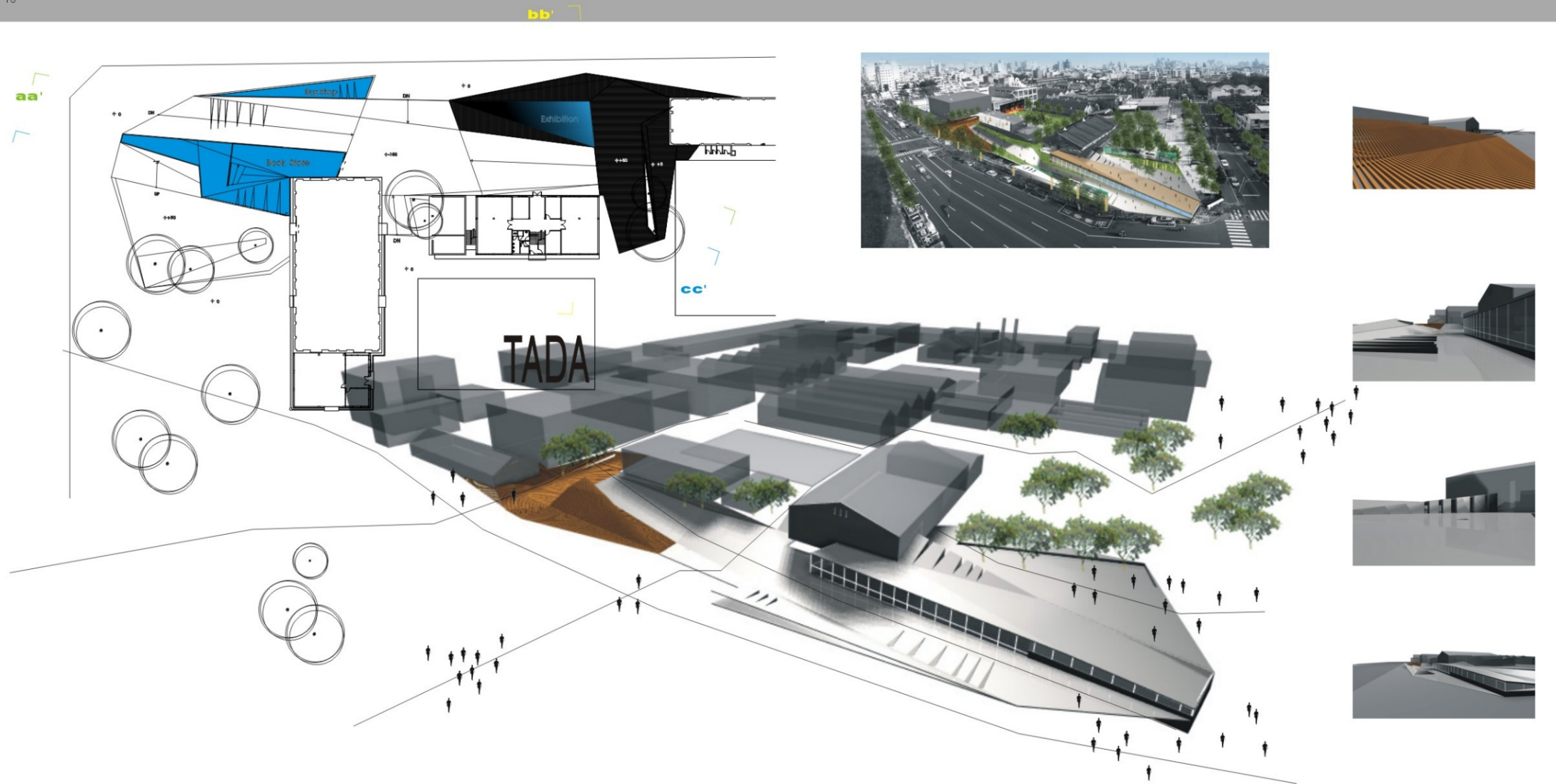
Connection is presented by the relationship of activity and operating type  
The Entrance of open area would have more engine.  
It's a dynamic process



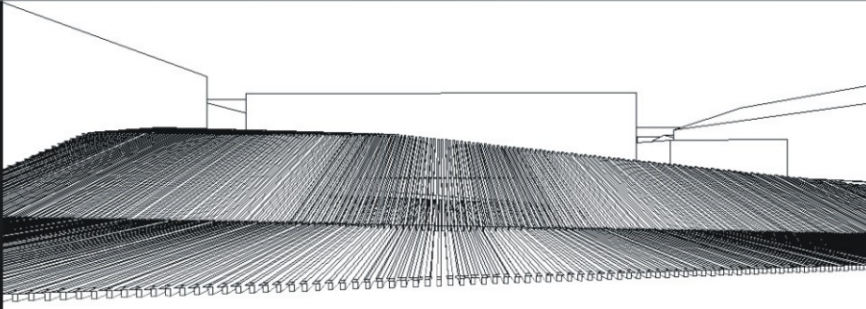
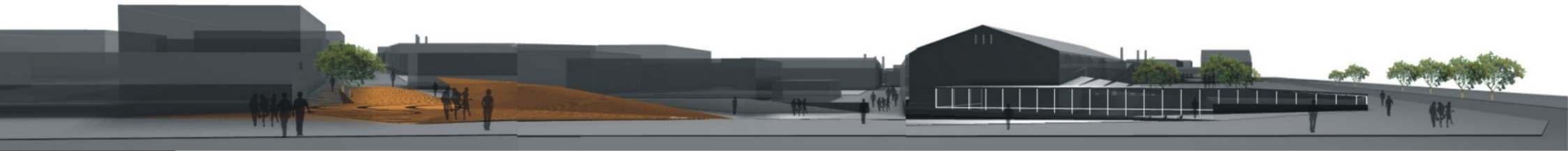


TADA

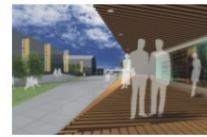




View of different part of TADA Entrance without wall and attract the people to join program



**Wood construction/Main Entrance**  
connect information center and out exhibition area and square



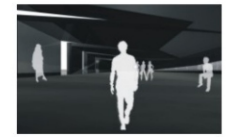
**Exhibition Area**

木構架的辦戶外空間  
作為臨時性的展覽  
及平時可以休憩聊天的地方  
可把活動延伸到戶外廣場



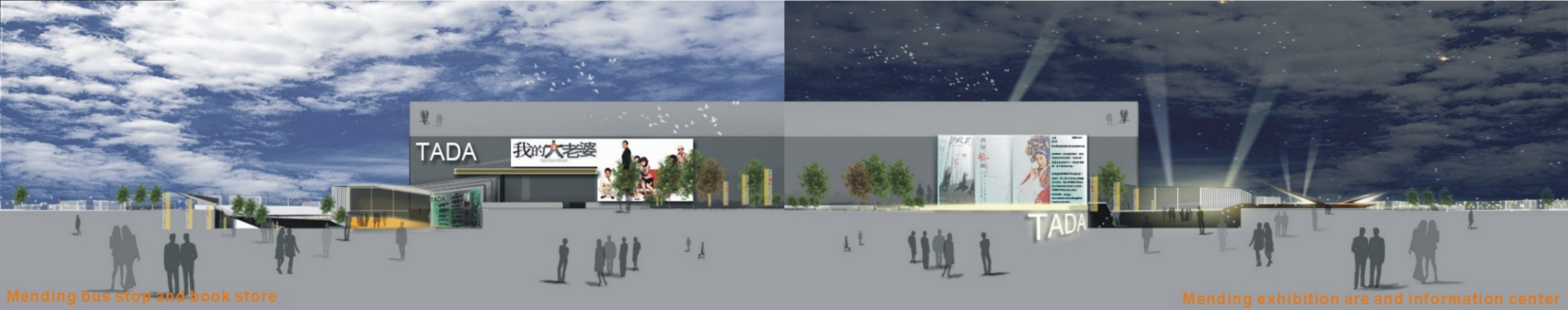
**Bus Stop**

由地形翻折回來的空間  
除了等公車外  
更容易接觸到園區的活動



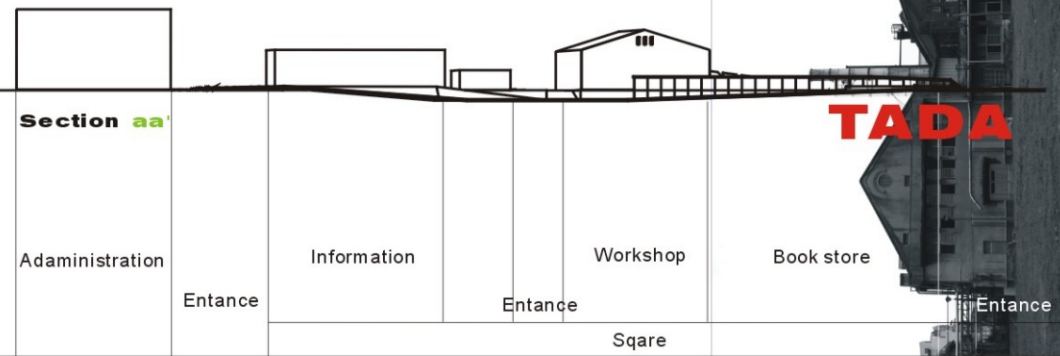
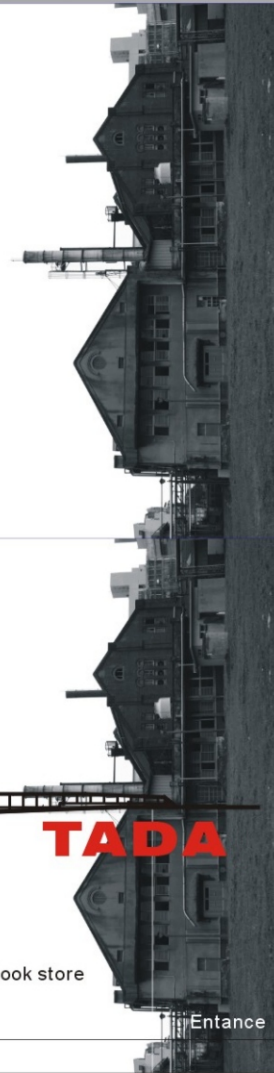
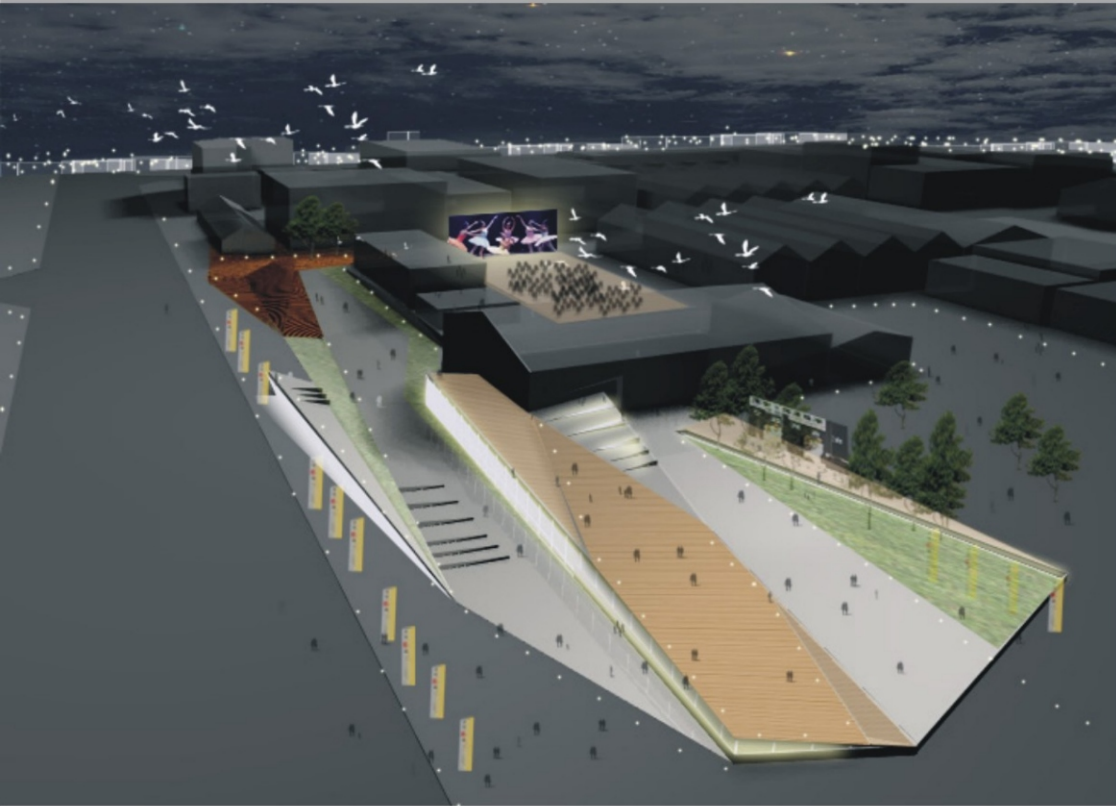
**Book Store**

植入的一個新的空間元素  
可以讓工作坊適時的往內延伸  
更可以把工作坊的活動與廣場做連結



**Mending bus stop and book store**

**Mending exhibition are and information center**



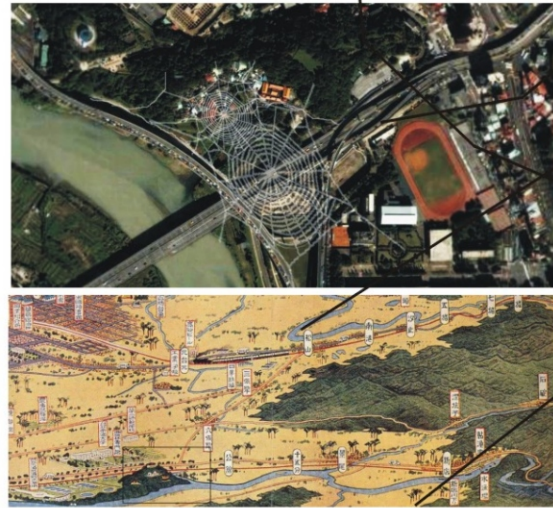
Section between Bus Stop and Old house and Square

Program re-compose in entrance  
re-define the entrance meaning



### Treasure Hill -

It's a around urban edge.  
 a historical village living 50 old army-households and illegal house  
 Art workers go here recently because it special space character .  
 It develop an art village in-between old bouse resident and artist .  
 Landscape and activity and Old context and new pattern  
 reversing preserving history and crowd memory are woven.  
 - a illegal house Museum . a river Park . a Artist stage  
 Landscape and space are weaving program.



### 寶藏巖 -

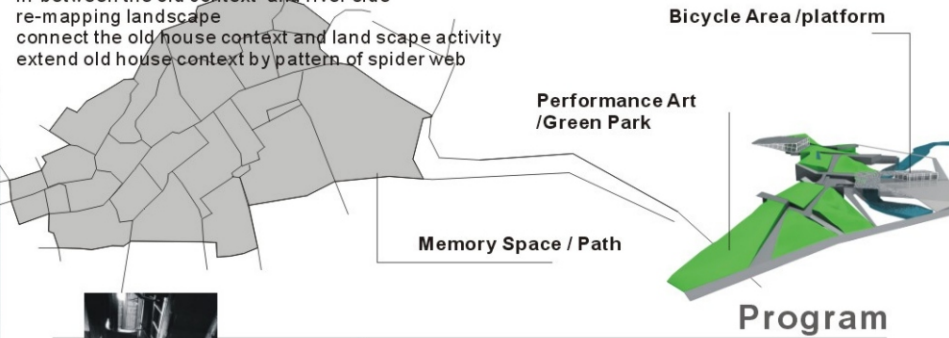
一個位於都是邊緣的地區 一個住了約50戶老兵以及充滿違建的歷史聚落  
 現今由於它特殊的空間特質開始引起藝術工作者的進駐  
 逐漸發展為藝術村老聚落的脈絡與新引入的人潮之間的關係  
 是歷史保存與集體記憶反轉出新的地景與活動的編織  
 老脈絡與新格局的虛實 是違建博物館是河濱公園也是一藝術表演的舞台  
 地貌與空間將他們彼此虛實編織



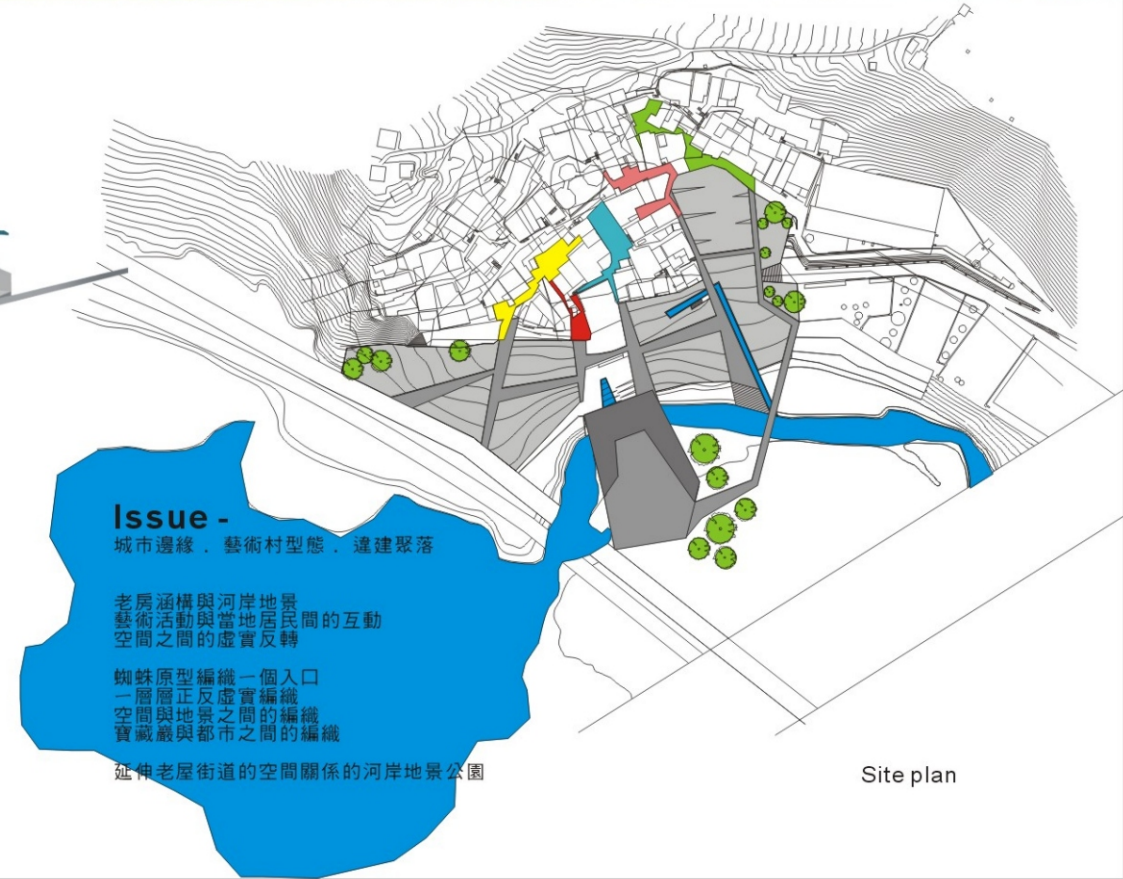
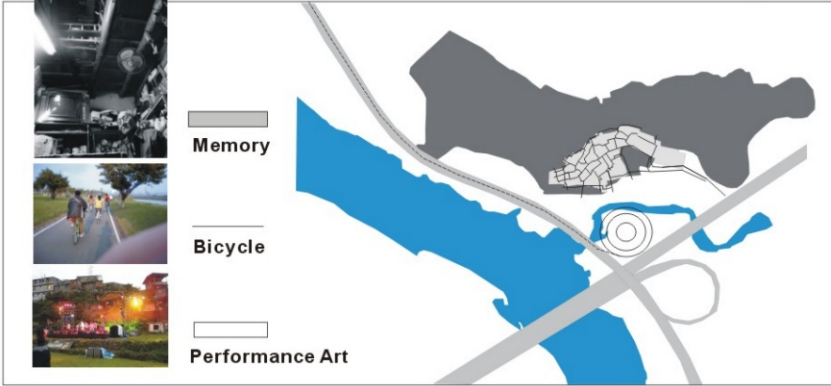


### Issue -

It is around urban edge and near the river  
 an Art village . Illegal house village  
 in-between the old context and river side  
 re-mapping landscape  
 connect the old house context and land scape activity  
 extend old house context by pattern of spider web



### Program



### Issue -

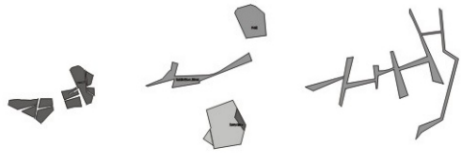
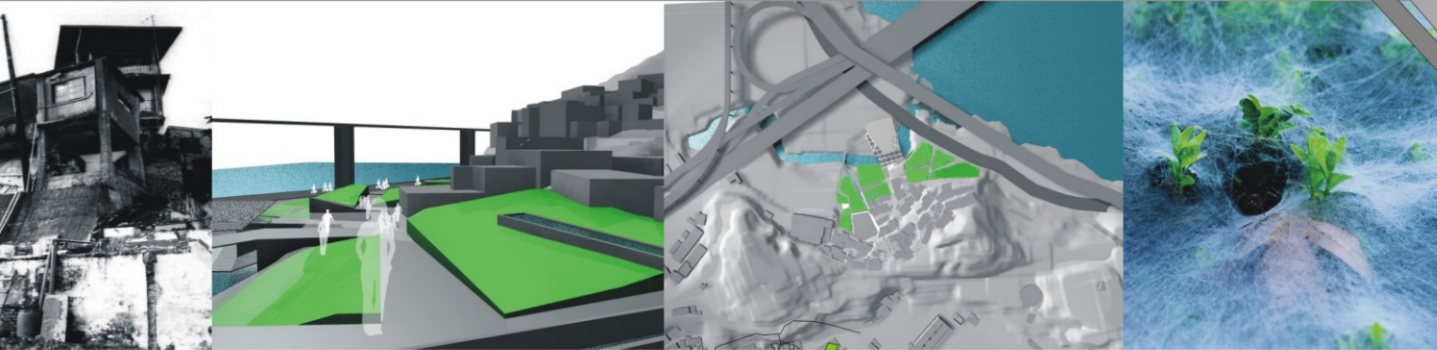
城市邊緣，藝術村型態，遠建聚落

老房涵構與河岸地景  
 藝術活動與當地居民間的互動  
 空間之間的虛實反轉

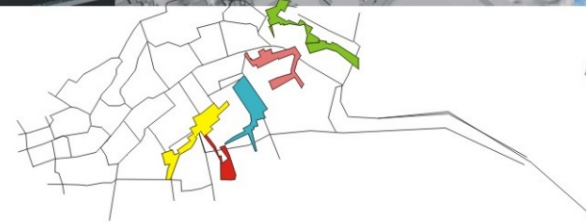
蜘蛛原型編織一個入口  
 一層層正反虛實的編織  
 空間與地景之間的編織  
 寶藏巖與都市之間的編織

延伸老屋街道的空間關係的河岸地景公園

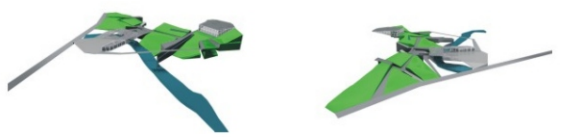
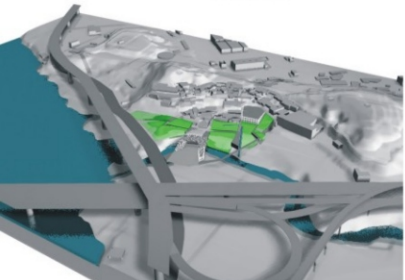
Site plan



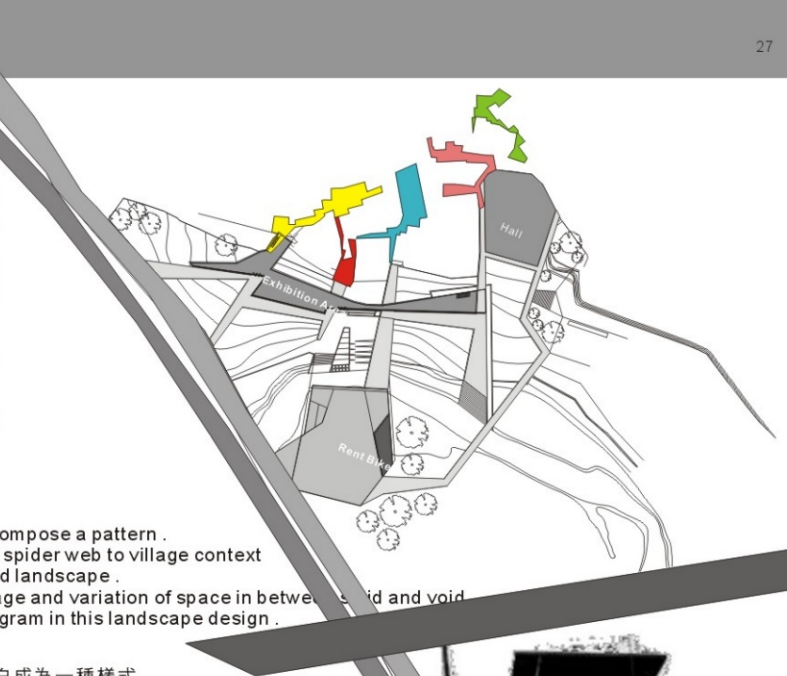
Grass Program Path



Old house Path / 5 main Paths



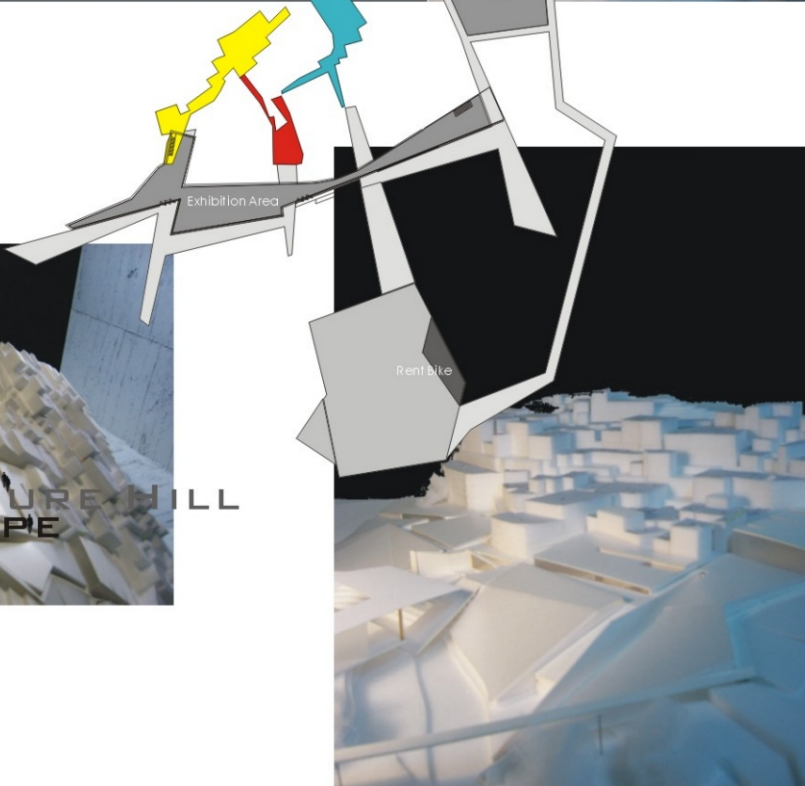
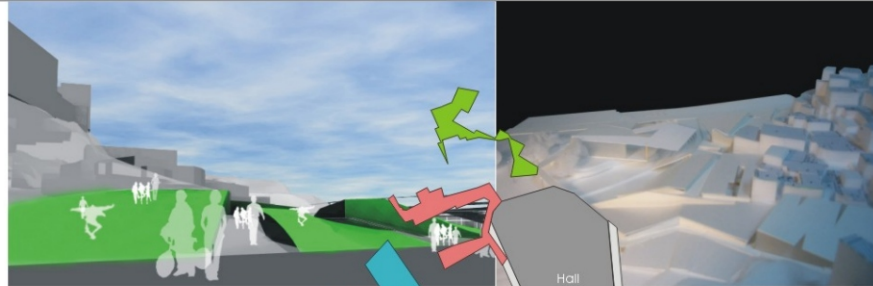
RE-configuration of Double layers/River/Grass/Path



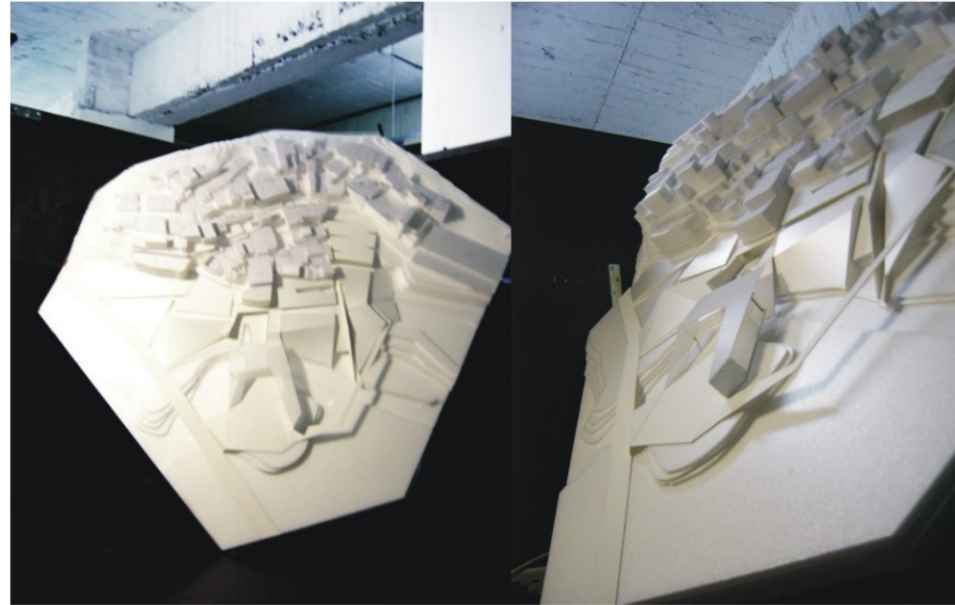
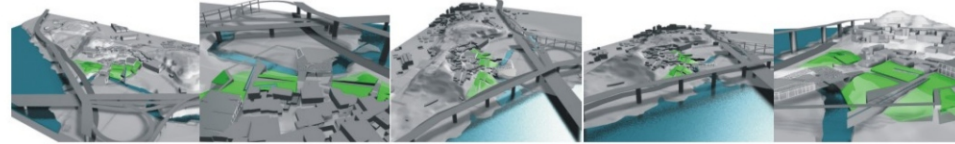
The path in the village compose a pattern .  
 We apply the pattern of spider web to village context  
 and arrange the field and landscape .  
 It's the extension of village and variation of space in between solid and void  
 Finally we put some program in this landscape design .

聚落間小巷所留下的空白成為一種樣式  
 利用蜘蛛網樣式的特質套入  
 對整體場域做新的操作與整理  
 做為聚落的延伸,空間之間的虛實變化  
 並置入適合的空間計畫





TREASURE HILL  
LANDSCAPE



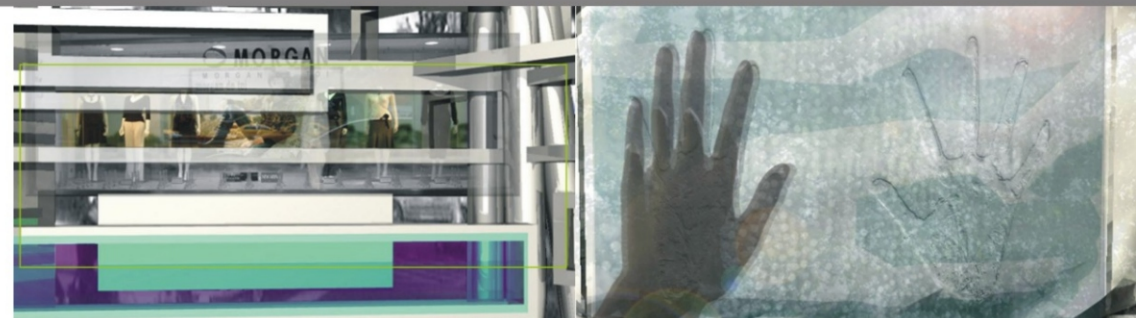
RE-CONFIGURATION  
TREASURE HILL





Space of Tomorrow  
the thickness of working space

# Interface of interfaces



# Interface

Is a medium communicate with two objects  
touched or closed or .....between two



Shopping interface

In common life, showcases are used to express the impression of shop and goods. We normally have Static Showcases which are presented by light, Material, Model... ect and need a interface between commodities and consumers because they need some motion interaction and create a new relationship.

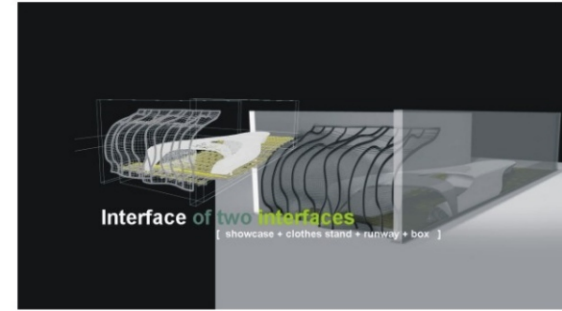
# Trigger

# Relationship between Consumer and Commodities Interface between



projective wall

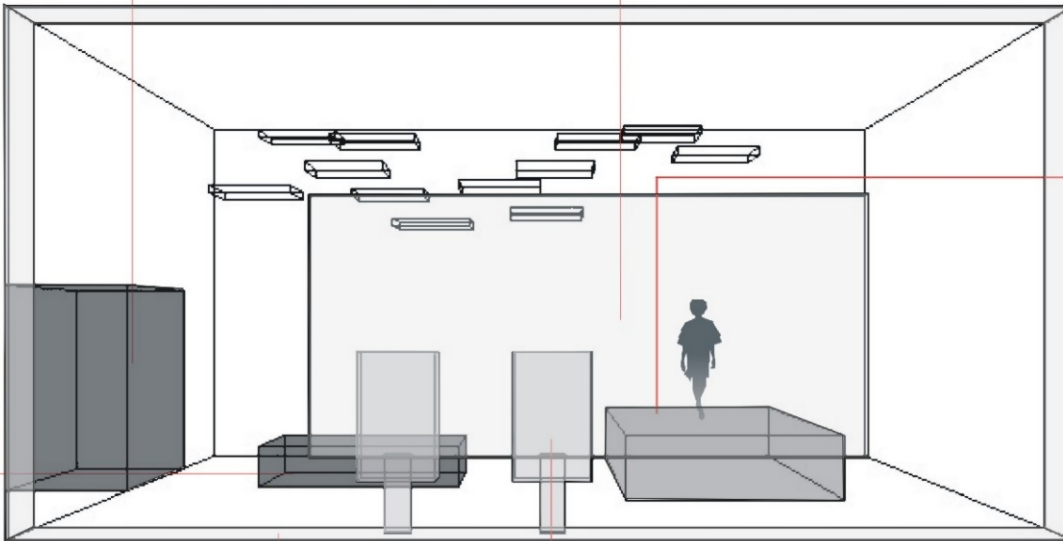
runway



cabinet & wardrobe



box



## [Introduction]

In our life experience we can find some interfaces of commodities and consumers when we shop in store . Those interfaces distribute separately in this space and compose them to become several communicative approaches . a relationship of interaction

We try to analyze every layers of interfaces what kind of relationship between them to keep they exist and to understand what role they are played in the world of interfaces .

Therefore , we call this kind of depth of interfaces are thickness interface .

showcase



clothes stand



There are a lot of elements in the shopping space and interfaces are occurred

**showcase**  
Be seen not touching and showed by 3D model in the showcase  
A isolated interface

**cabinet & wardrobe**  
the depth display and be contacted  
A permeated interface

**box**  
Upward or downward display . some are contacted and some are not  
A interface in different way

**clothes stand**  
3D model perception display  
A interface showed by 3D model

**project wall**  
Be project to display some motion image on the wall  
A fiction interface

**runway**  
The mobile model on the way to display objects  
A motion interface

**Showcase** A.B A.C A.D A.E A.F

**Cabinet&wardrobe** B.C B.D B.E B.F

**Box** C.D C.E C.F

**Clothes stand** D.E D.F

**Project wall** E.F

# Interface



Trying to analyze interface in shopping space between goods and customer  
Interface is isolated in space .

## Interface

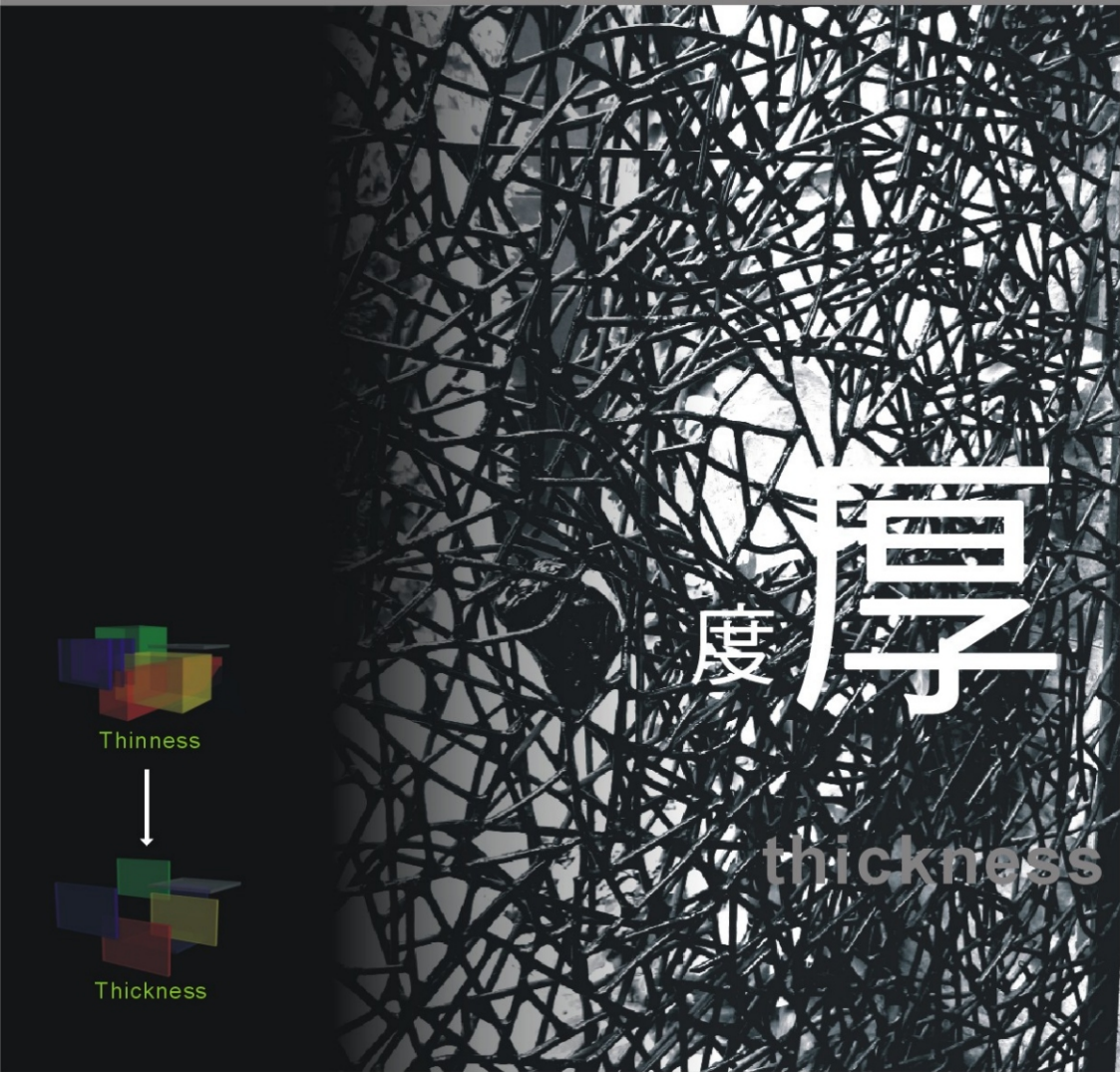
there are lots of interfaces in the space  
but they are isolated

# Interface of two interfaces

Therefore , a subverting discussion is that interfaces are not thickness in the past  
but now they will have some possibility by discussing about interface of two interfaces

## Interface[s]

In between each interfaces have a new relationship  
which is interfaces and they keep each other .  
Reverse

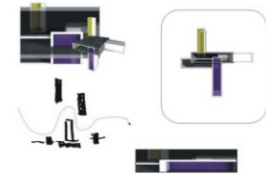
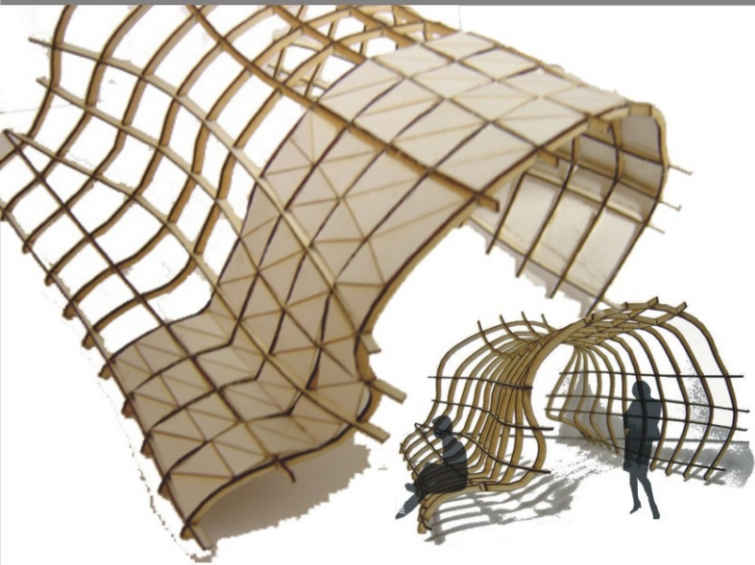


[Conclusion]

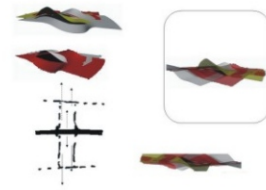
when there is a relation occurred between two interfaces,  
 we need to redefine the "interface"  
 In space, the interface is no longer a sparse layer of "mediums".  
 Instead, there might be a deep relation occurred  
 therefore, we may redefine this new relationship  
 and the future consumptive space and experience



interface



Between [box]+[cloth stand]



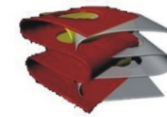
Between [runway]+[project wall]



Between [showcase]+[cabinet&warrobe]



[interface of interface]



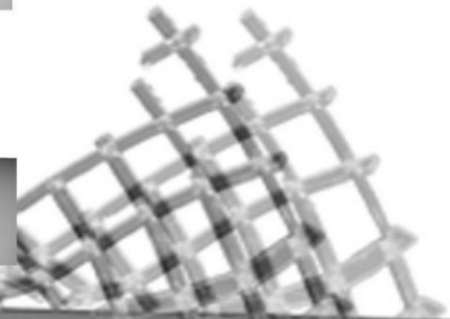
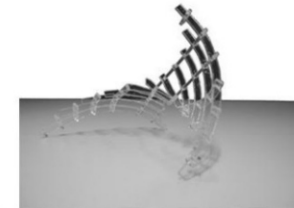
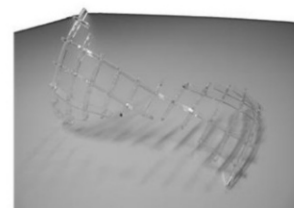
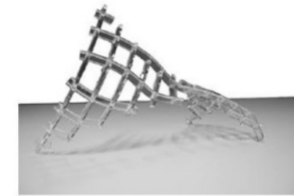
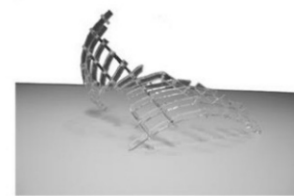
[space of interface]

+



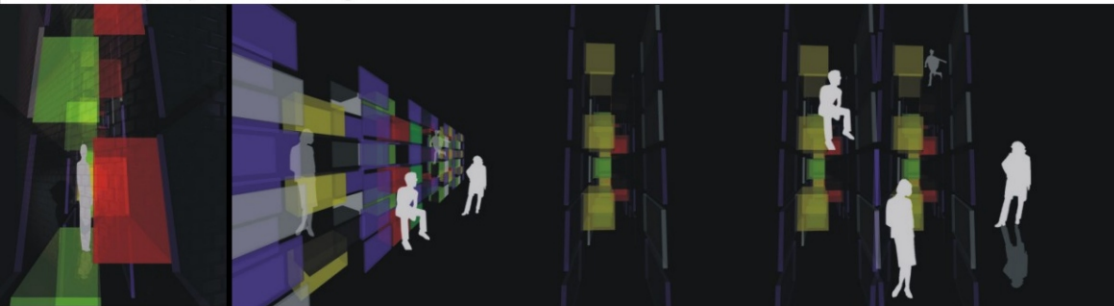
Fashion epicenter

[Design strategy] interface of interface



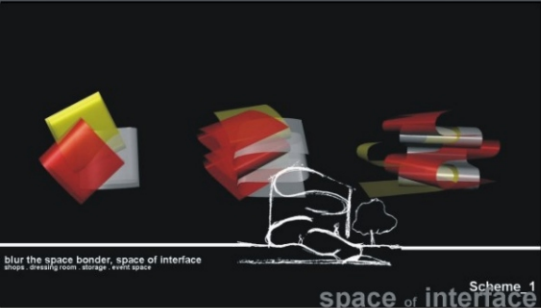
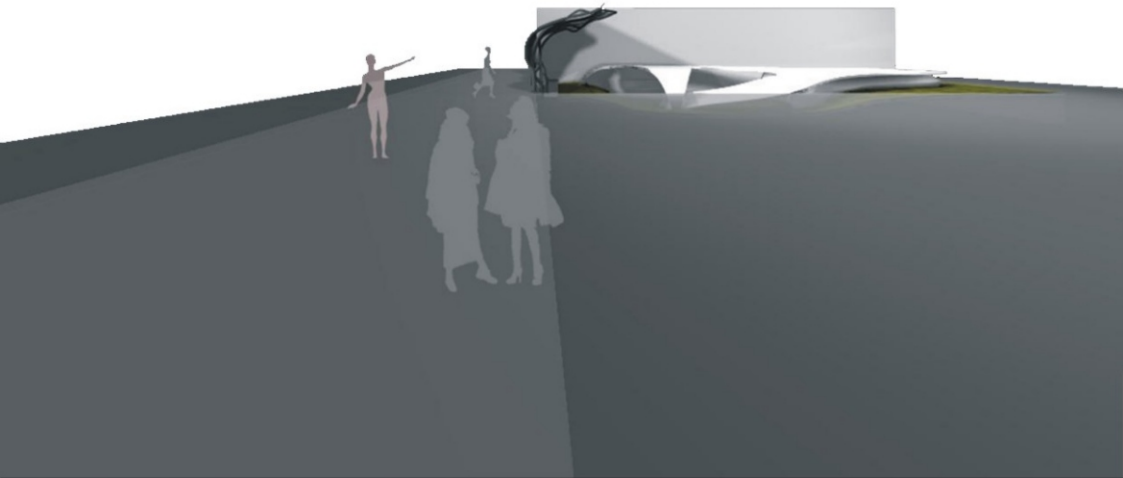
### [Digital implement]

We try to find the relations of interfaces by computer operation .  
The space will be reserved - wall not just the wall , blur level ...  
Event we try implement the digital model .



[Design]

# Interface of **interfaces**



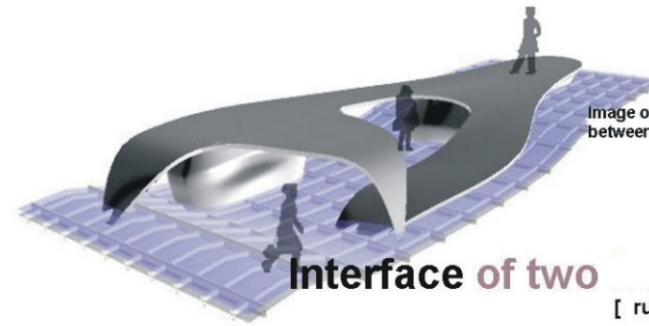
blur the space border, space of interface

space of interface

Scheme 1



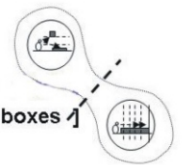
[about sKM]



## Interface of two

Image of two interfaces (runway and box) between Consumer and Commodities

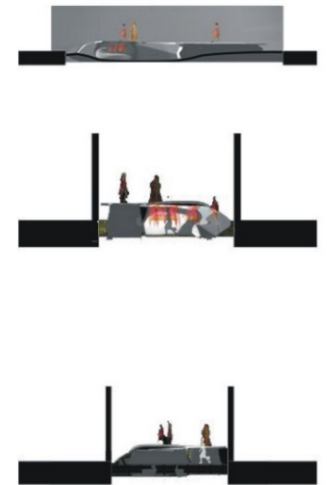
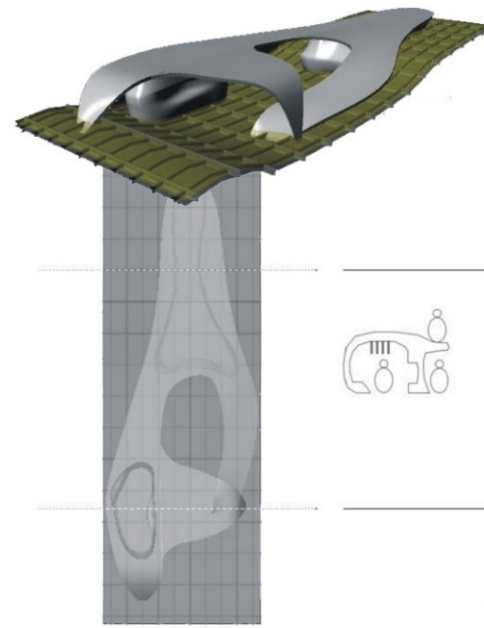
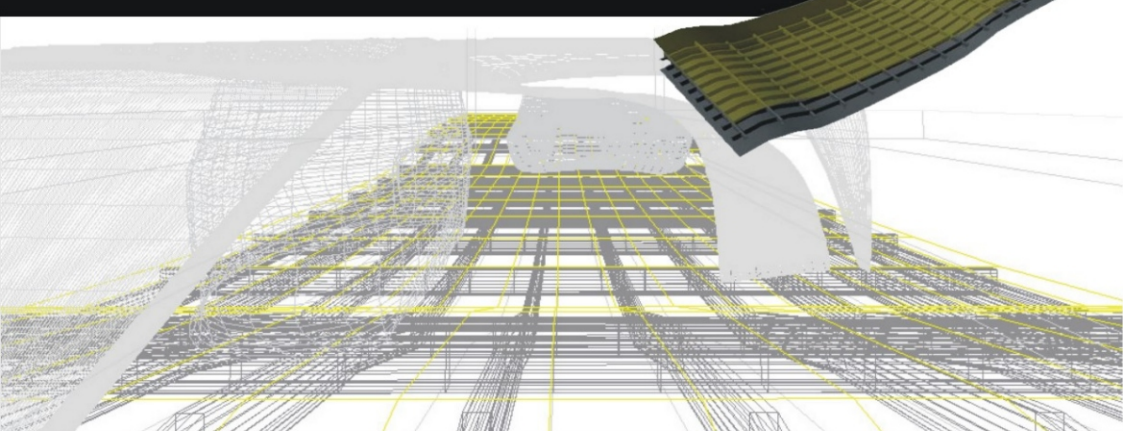
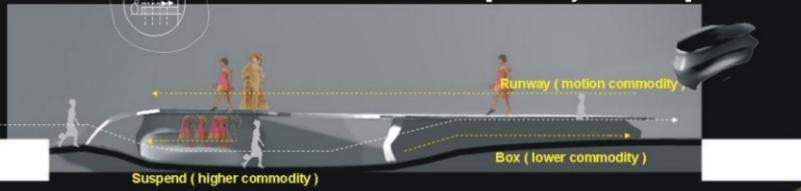
[ runway + boxes ]



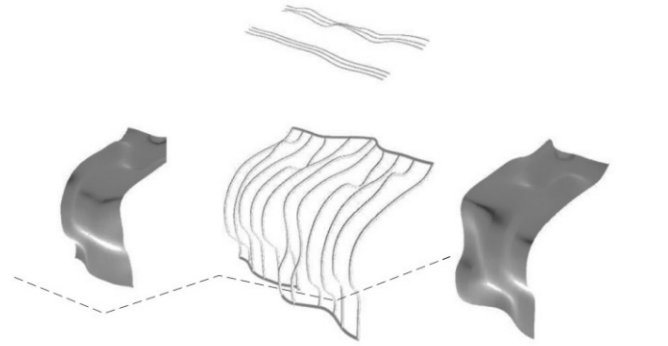
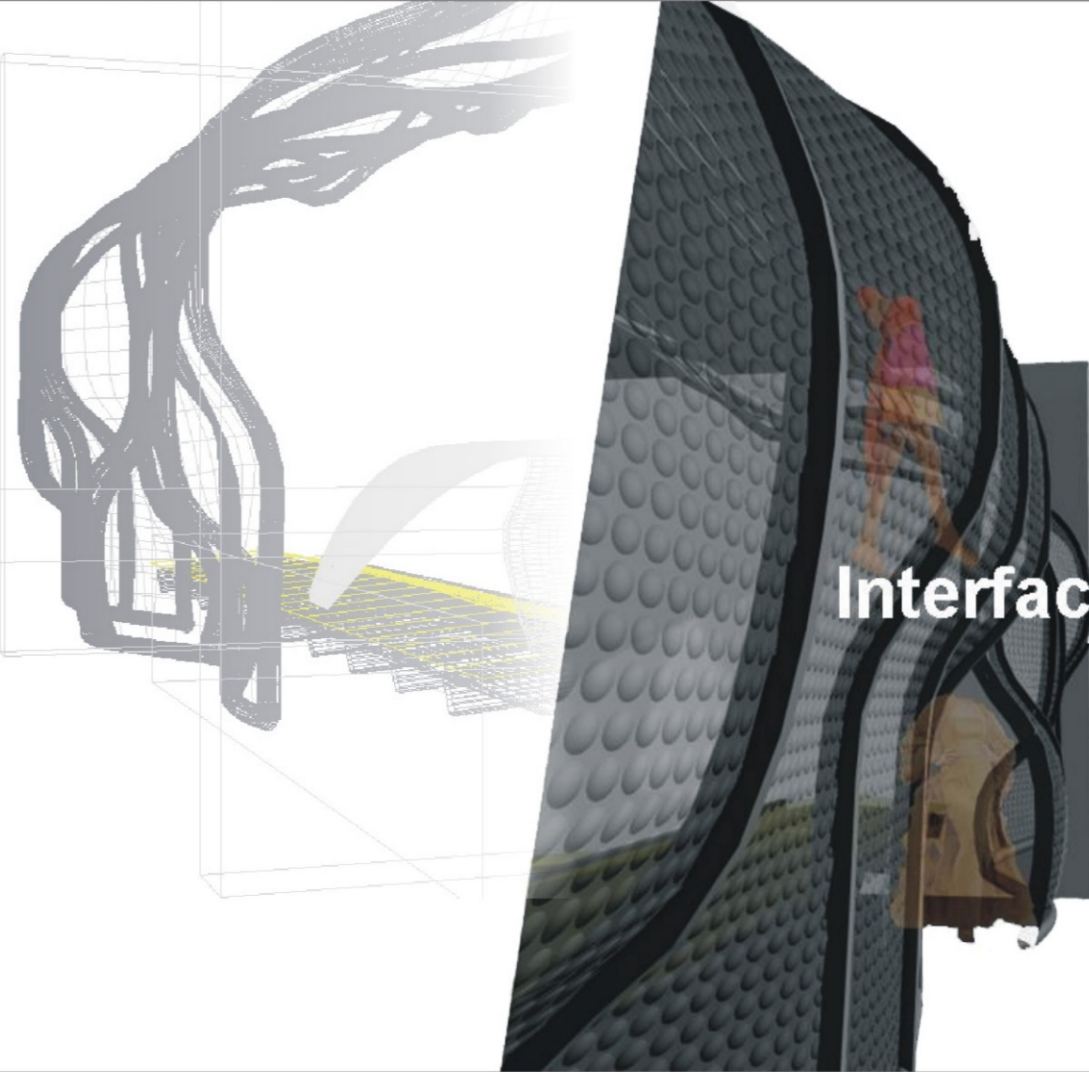
[ runway + boxes ]

Two layers which is undulated ground and face are formed some motion interfaces like the relationship of commodities and human - even the runway around us. They make the view of the human and commodities to be abnormal viewpoint.

[ runway + boxes ]



Three kinds of section relationship and design diagram between Consumer and Commodities



# Interface of two interfaces

[ showcase + clothes stand ]





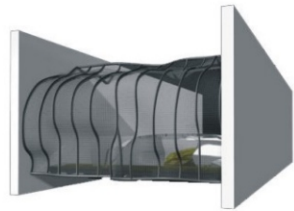
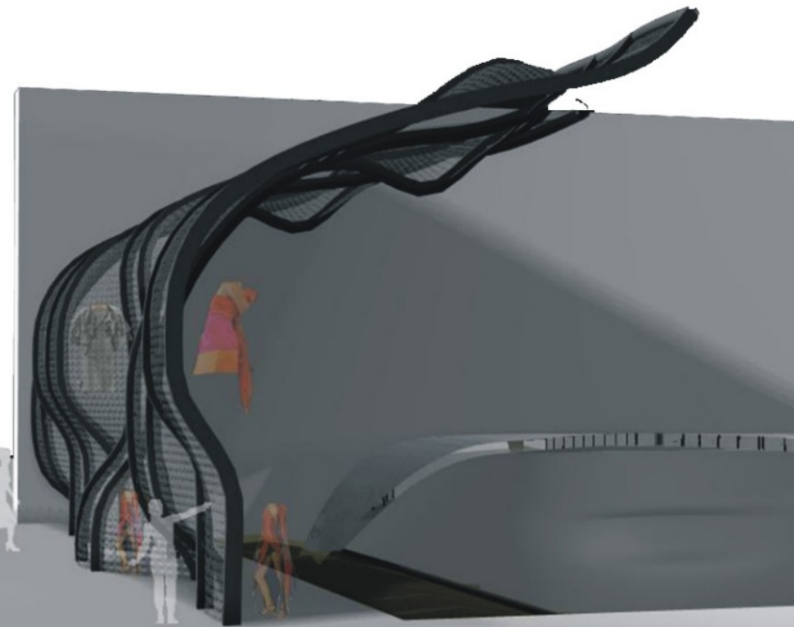
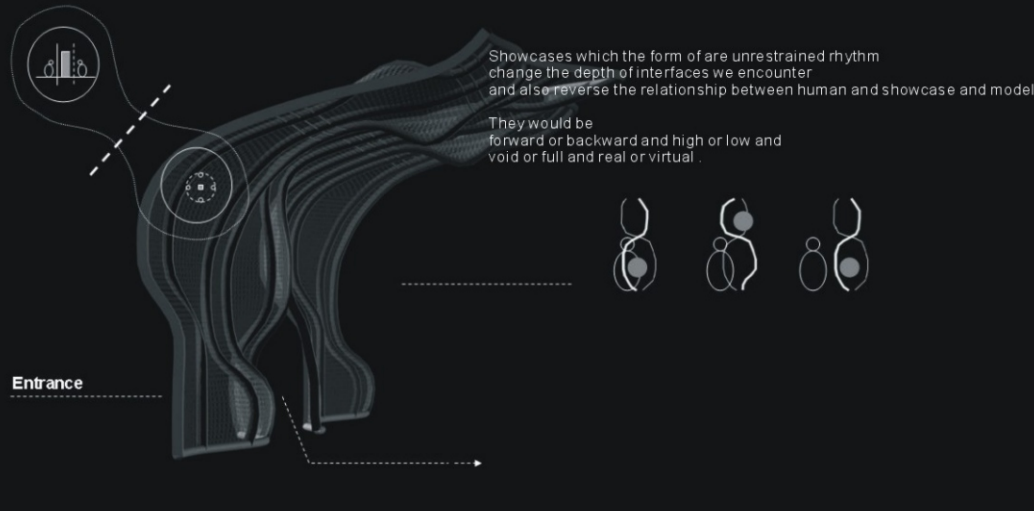


Image of two interfaces (showcase and clothes stand) between Consumer and Commodities

[ showcase + clothes stand ]



Showcase , Motion surface , change the relationship between Consumer and Commodities

# Music Technology

LIFESTYLE & ENTERTAINMENT DEVICE INCUBATOR



## [時尚產品育成中心]

隨著科技日新月異時尚產品開始改變人們的生活型態，  
越來越小、機動性高、輕便且隨身、即時更新資訊的趨勢，  
甚至被看作是身體的一部份，  
開始顛覆原有的空間型態及program定義

把這樣的特性填塞回具都市特質的中山足球場，  
顛覆原有的空間使用，重組空間的內外關係，  
身體與產品的關係轉變成一種附加空間的原則，  
場域、實虛體、流動之間的秩序，  
育成中心之於足球場，足球場之於都市

[LifeStyle]  
In sociology, a lifestyle is the way a person (or a group) lives.  
This includes patterns of social relations, consumption, entertainment, and dress.  
A lifestyle typically also reflects an individual's attitudes, values or worldview.

Having a specific "lifestyle" implies a conscious or unconscious choice  
between one set of behaviours and some other sets of behaviours.

In business, lifestyles provide a means of targeting consumers as advertisers  
and marketers endeavor to match consumer aspirations with products.



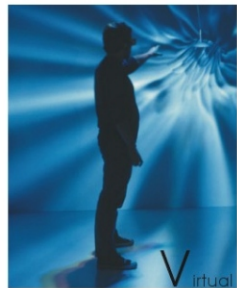
Digital . mobile . nature

Life Style product incubators

phone . imagination . mp3 . game . network device

Enjoyment Matters

# What's style



Virtual Reality



1950

LP&SP

phonograph record



1980

SONY WALKMAN

track



2002

apple iPod & iTunes

mp3



future



platform

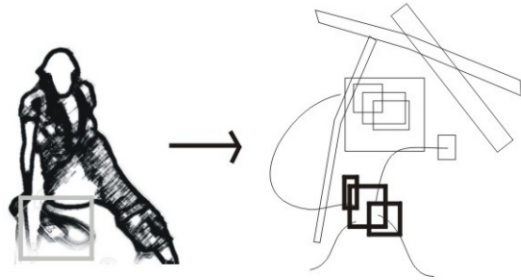


music device



new tech





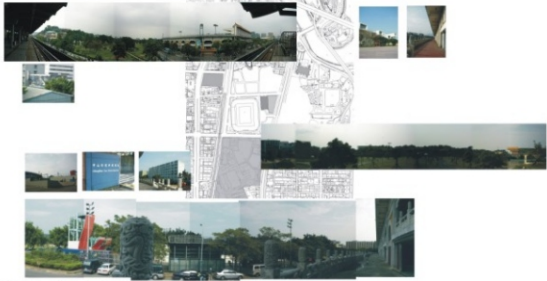
**Urban instrument**  
The relationship between device and body /  
the relationship between site and urban



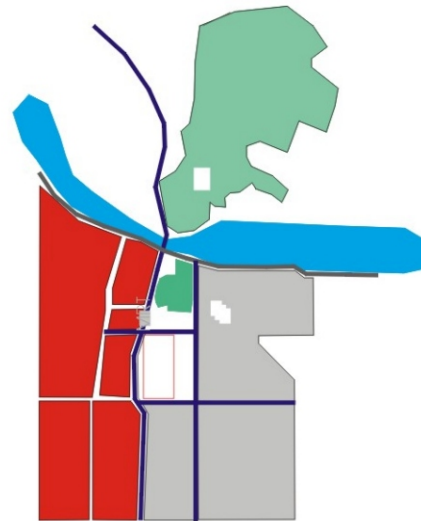
**CHUNG-SHAN Stadium**



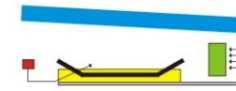
Fine Art Museum - PARK (Green Area) - MRT



X-game . Taxi . School & company



Traffic business & leisure



force & weak



boundary

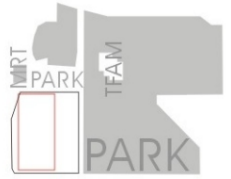


soccer game

vocal performance

political

No act

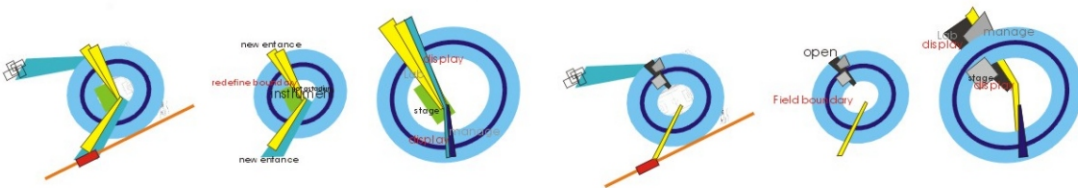


status



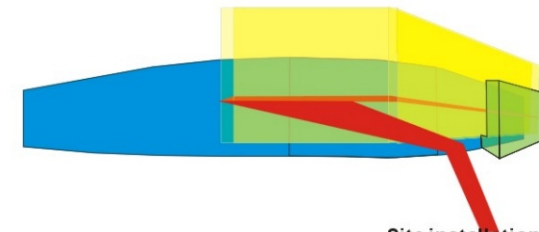
LAB collect sound

In-PARK live band



field condition

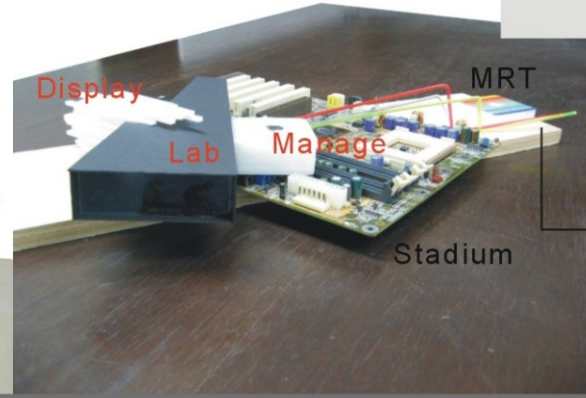
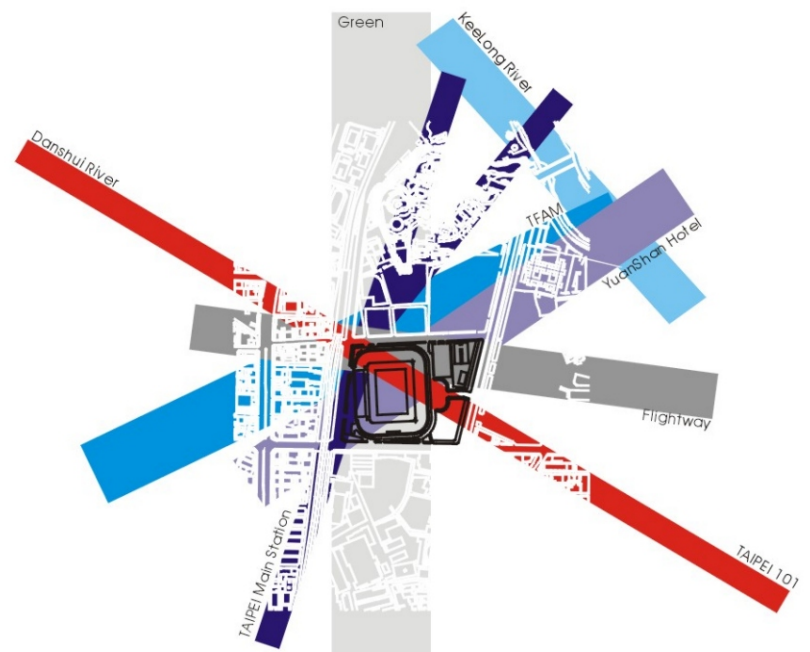
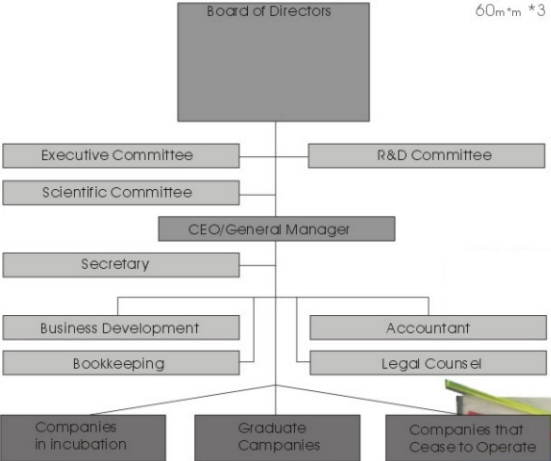
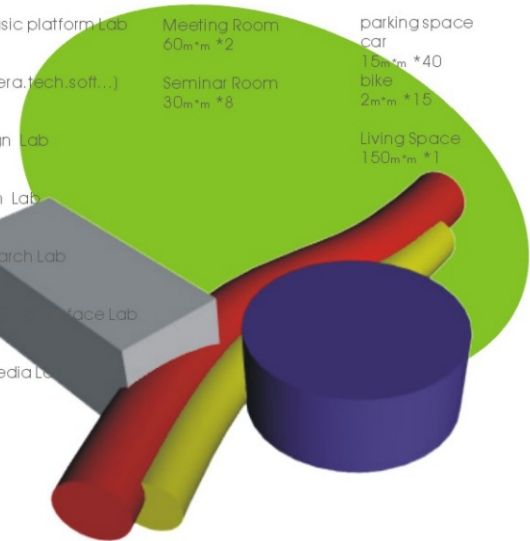
re-defined the boundary of site  
 Double face of entrances  
 which are faced different urban element  
 change definition of the stadium wall .



Site installation

re-defined the boundary of site  
 the urban context / program are  
 collected and broadcasted  
 stadium not only stadium

Display	Manage	Leisure	experiment	Workshop	service
Exhibition 450m²*1	Info-Center 120m²*1	Lounge Room 300m²*1	Collect music & image Lab 60m²*6	Workshop 120m²*2	rest room 60m²*6
Lobby&entrance 210m²*1	Billboard Box 150m²*1	Music Store 60m²*1	Cutting & Recording Film Lab 60m²*6	Conference Room 90m²*2	storage 150m²*1
Experience Room 120m²*2	Office space 210m²*1	IN-PARK 330m²*1	Exchange music platform Lab 60m²*3	Meeting Room 60m²*2	parking space car 15m²*40 bike 2m²*15
Conference Room 30m²*8	Board Room 90m²*1	EX-PARK 60m²*1	VR Lab (camera,tech,soft...) 120m²*3	Seminar Room 30m²*8	Living Space 150m²*1
			Industry Design Lab 120m²*2		
			3D Animation Lab 60m²*2		
			Lifestyle Research Lab 60m²*2		
			Human-machine Interface Lab 60m²*3		
			Interactive Media Lab 60m²*3		



Collect & Broadcast

Black Box . Collect & Broadcast  
Conceptual model



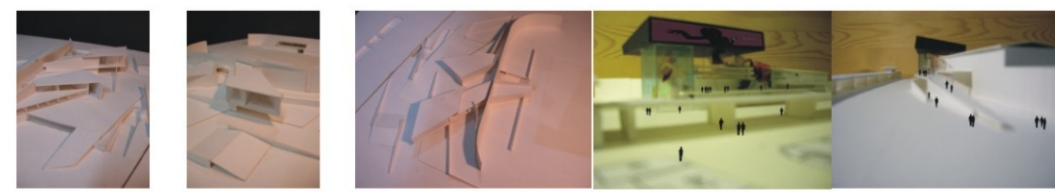
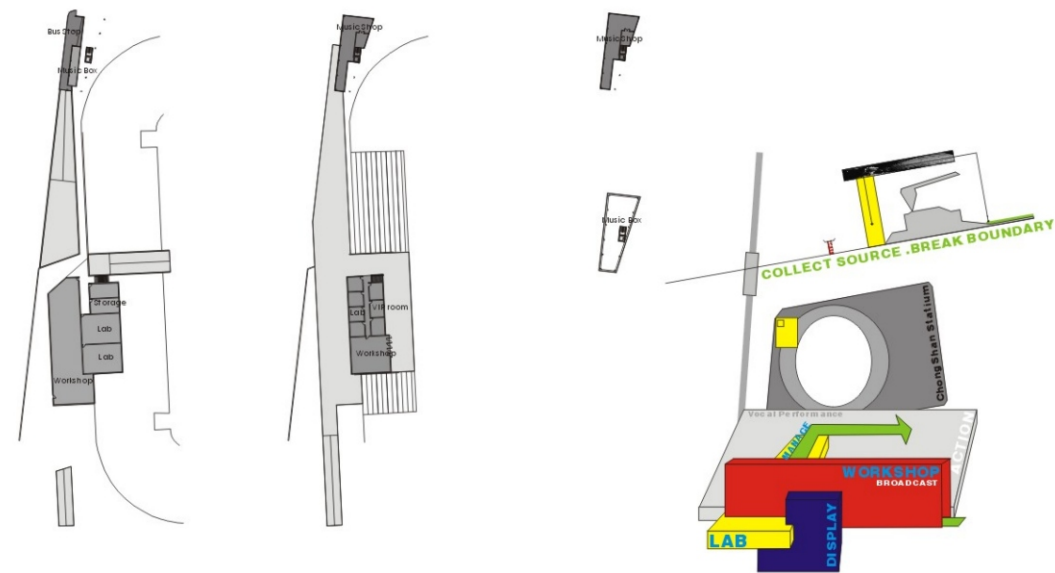
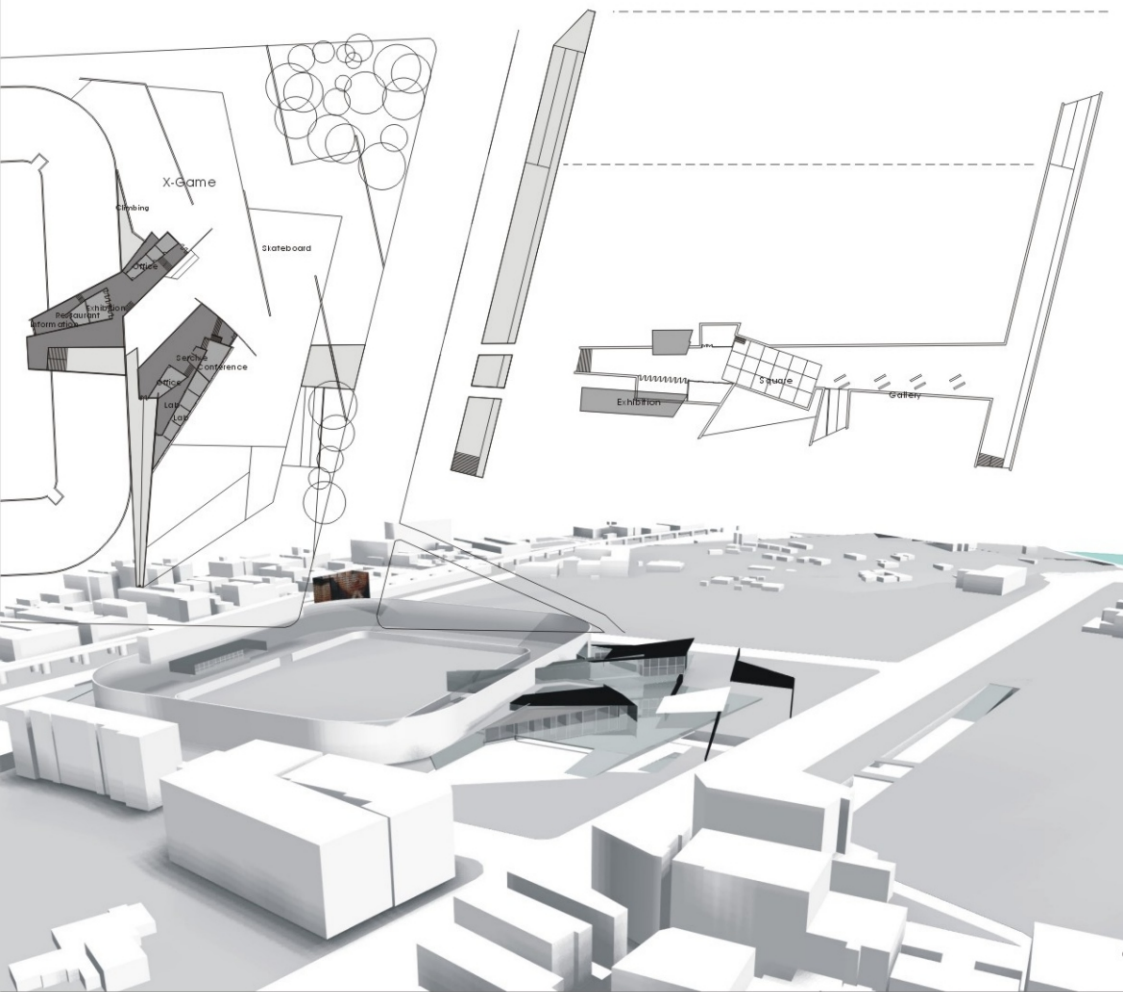


### [Life style incubator]

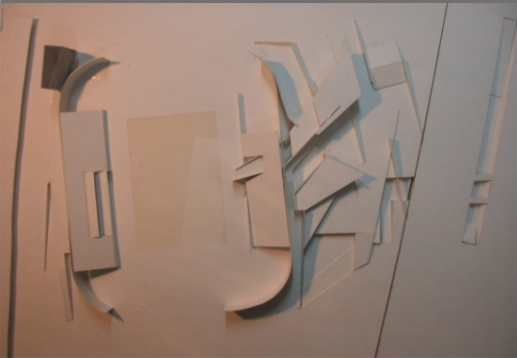
lifestyle is changed while the new technology entertainment devices develop  
 the trend is smaller and smaller , high mobility , taking easy , up dating  
 It is treated as a part of body .  
 and subvert the primal space of prototype and definition of program.

We stuff this characteristic into stadium which present the urban character.  
 Re- defined the program of space , Re-organized the relation of inside and outside  
 Relationships between body and products are the principle of a subsidiary space  
 the order of Field , object and auxiliary , mobility , mobility  
 incubator - stadium stadium - urban space







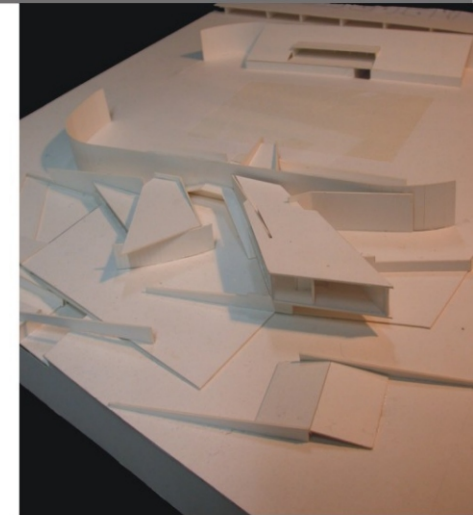
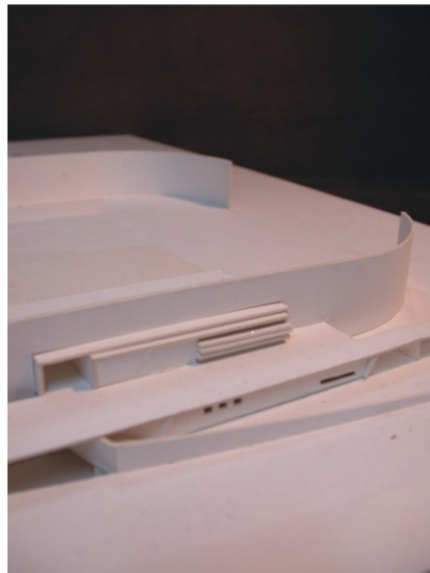


**Design model**

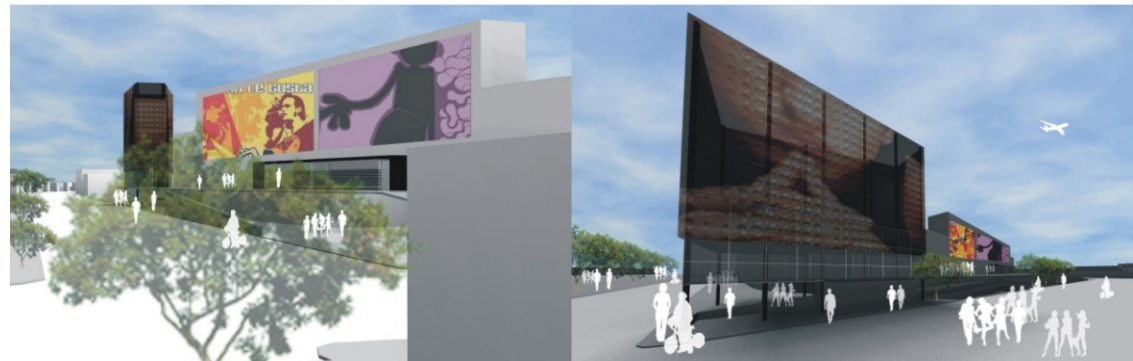
Field condition / Urban instrument

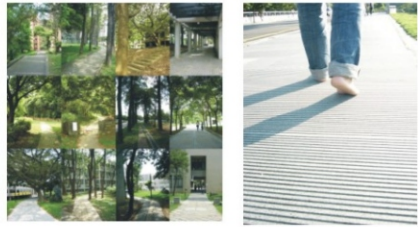
**field condition**

re-defined the boundary of site  
 Double face of entrances  
 which are faced different urban element  
 change definition of the stadium wall .

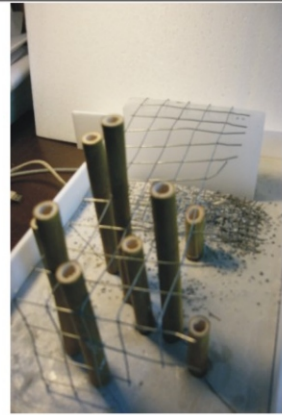


**Design model** Field condition / Urban instrument / mobile wall





Path



Material

# 徑

蒙眼走路的經驗  
閉眼但能感受到陽光的冷暖光亮  
草坪與映路給人好感

微風泥土竹子溪流  
不同的交界乾溼軟硬

人為介入的痕跡 變與不變  
不變 - 包圍的竹子.水  
變 - 水與人

Experiment of Covering the eye and barefoot  
I use other sense organs to feel outside environment  
which is the bright or dark and warm or cold  
a deep impression is grass and hard road .

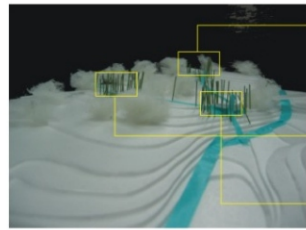
Breeze ,Dirt , Bamboo , Stream  
they are in-between soft and hard and dry and humid .

Site is in-between nature and artificial.  
We create a artificial vestige in the nature  
and discuss the timeliness in-between nature.  
Permanent and invariable

permanent - water and people  
variable - bamboo



Filter container



Look down the stream  
and in-between nature  
experiment of meditation  
when people  
in the same level of water

俯瞰溪流與中界自然  
與水面同高的不同體驗

Conduction by path  
filter  
小徑導引  
過濾

面對森林水瀑石料  
完全的進入自然世界



平 底 頂  
撐 坎 挖

# In - Between Nature

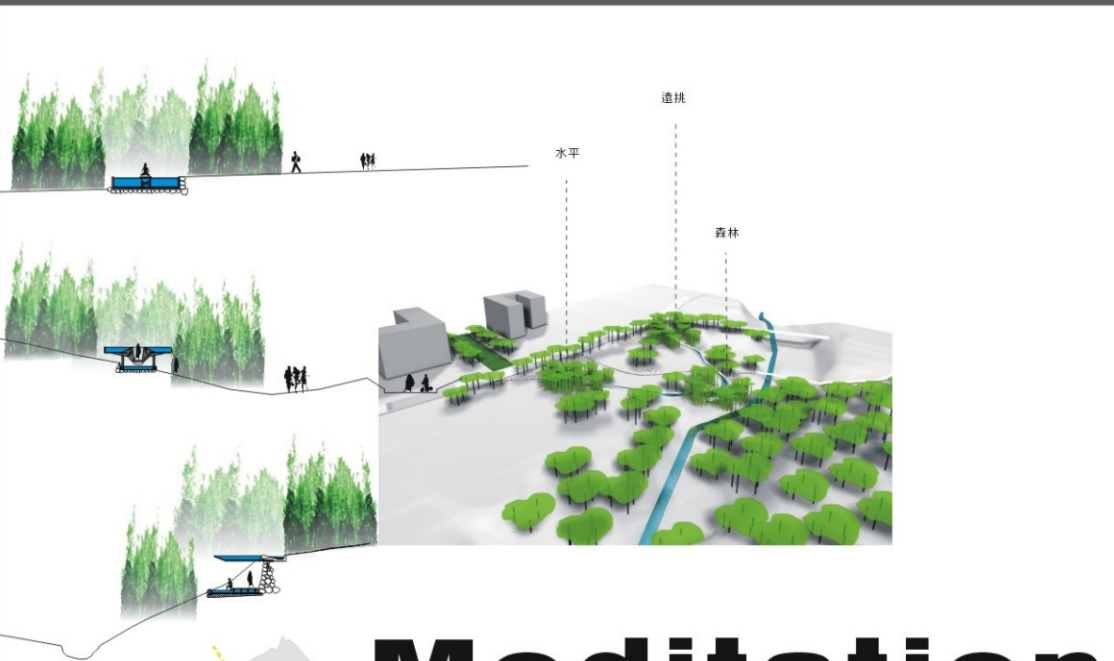
Face the forest and waterfall  
into the nature completely

一個漸進的過程  
一個路途慢慢的把心中的雜訊去除

到了最後的終點卻可以完全的專著  
而人處在中界自然

透過自然環境的力量  
慢慢的讓人進入冥想

三個不同的中界序曲  
遠眺 - 地平 - 森林  
不同的體驗方式

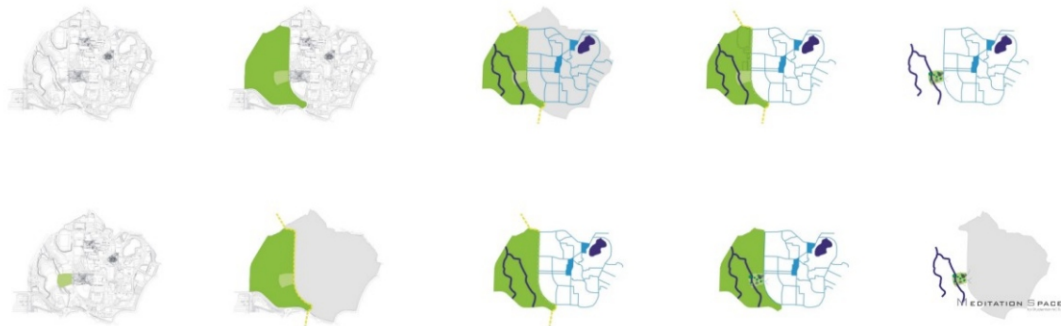


# Meditation Space

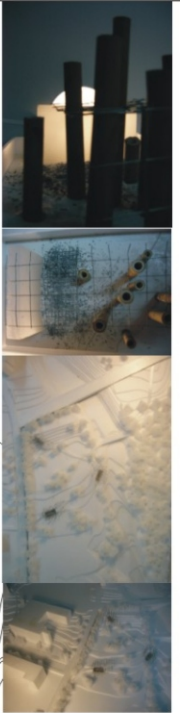
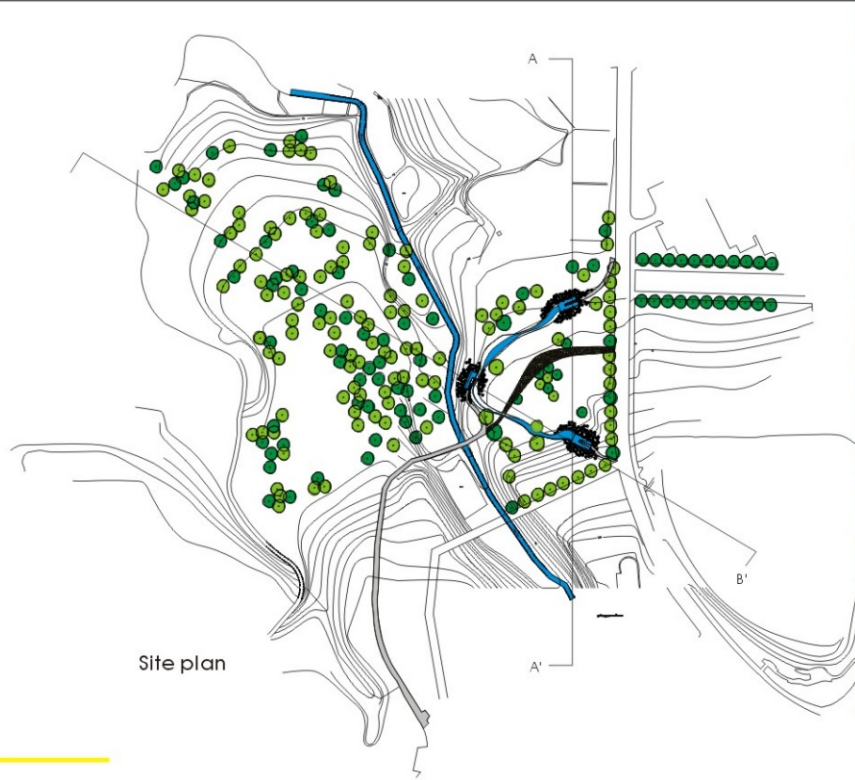
## Meditation

Meditation is a progress step by step and a way which get rid of chaos in our mind until we can concentrate on one thing at the destination. When we are in-between the nature, we can reach meditation gradually by the power of nature environment.

Creating three melodies of in-between nature survey - horizon - forest are different ways of experiment.

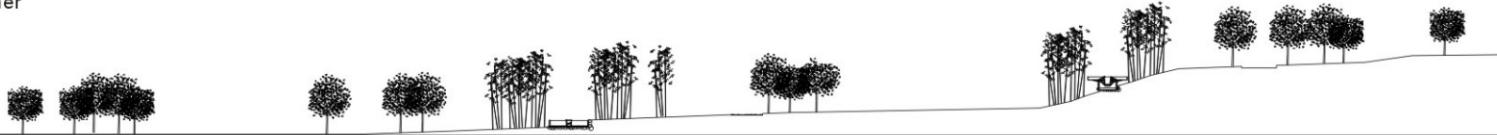


經由身體體驗後的基地分析,一個由許多路徑構成的校園,環校道路的切痕介於人造物與自然區域間  
基地上竹林與陽光彼此的誘導與洗滌,如此中界自然的條件,三條連結外界的路徑,做為進如自然的入口作為  
竹林的包圍與撞擊聲,做為過濾喧囂的路途,用自然的材質使心靈沉靜,並與人造材質分開



We analyze the site by experiment of body perception  
It's a campus which are composed by path.  
The road encircling the campus cut a line between artificial and nature area.  
Bamboos and Sun are respond and affected each other in site -  
Such a condition of in-between nature.  
Three paths of connecting out of site  
are entrances of nature .  
Bamboos which embrace us and sound crash each other  
are the way to filter the noisy .

We use nature material to make our mind clear.  
- bamboos . river . gravel .grass  
and separate the manmade material



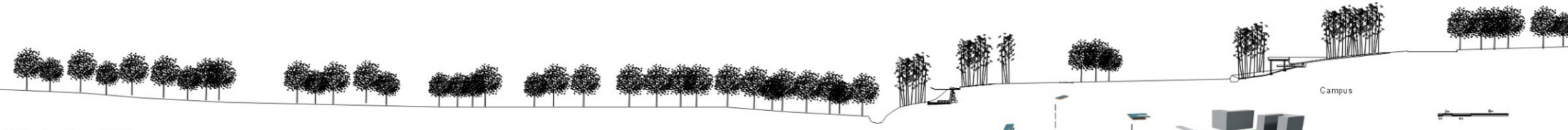
# 冥想曲

由路徑與水道做為導引進入自然的路  
三個不同高程所進入的單元也產生三種不同的冥想曲目

地平  
與身體同高的進入逐步的進入自然  
被竹林包圍與腳底下的水  
柳暗花明又一春發現水道

俯視  
綜觀全區進入  
逐漸的被埋沒入水盤中  
此時發現水與視線同高  
竹林倒影水的衝擊冥想

森林  
進入水瀑包圍的空間  
是在水裡也是被森林包圍  
也像是最後的終點  
一望無際的林發人省思



## Melody of meditation

The ways are conducted to nature by paths and river way .  
Three different high entrance of unites  
make three kinds of meditation melodies .

## Horizon

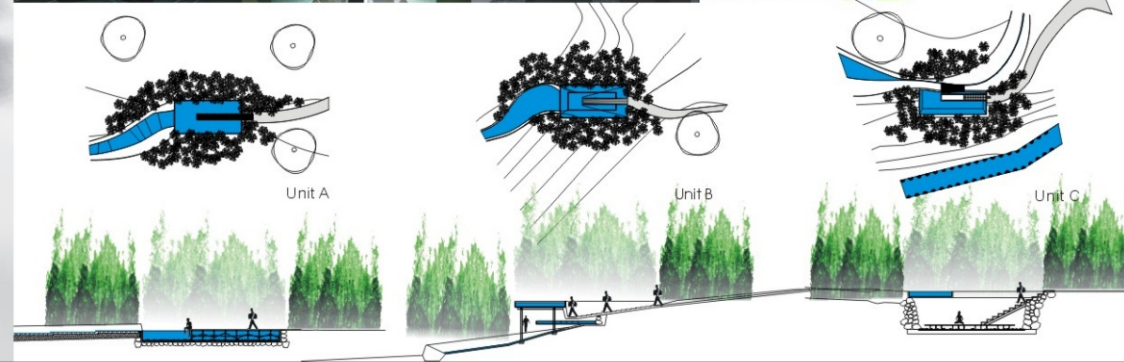
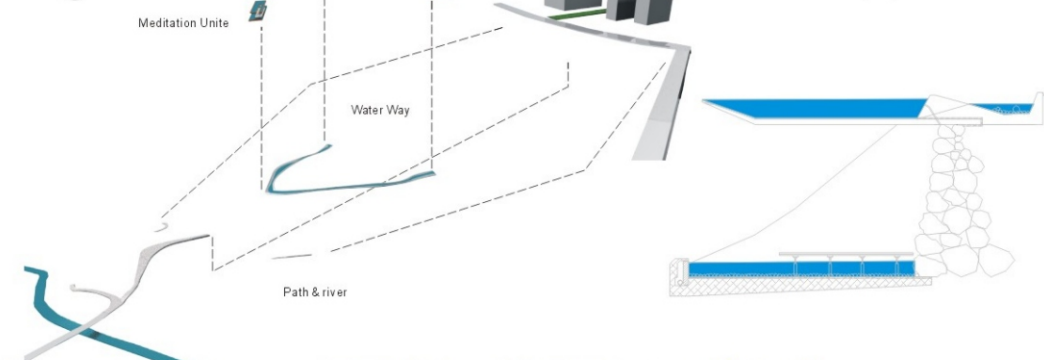
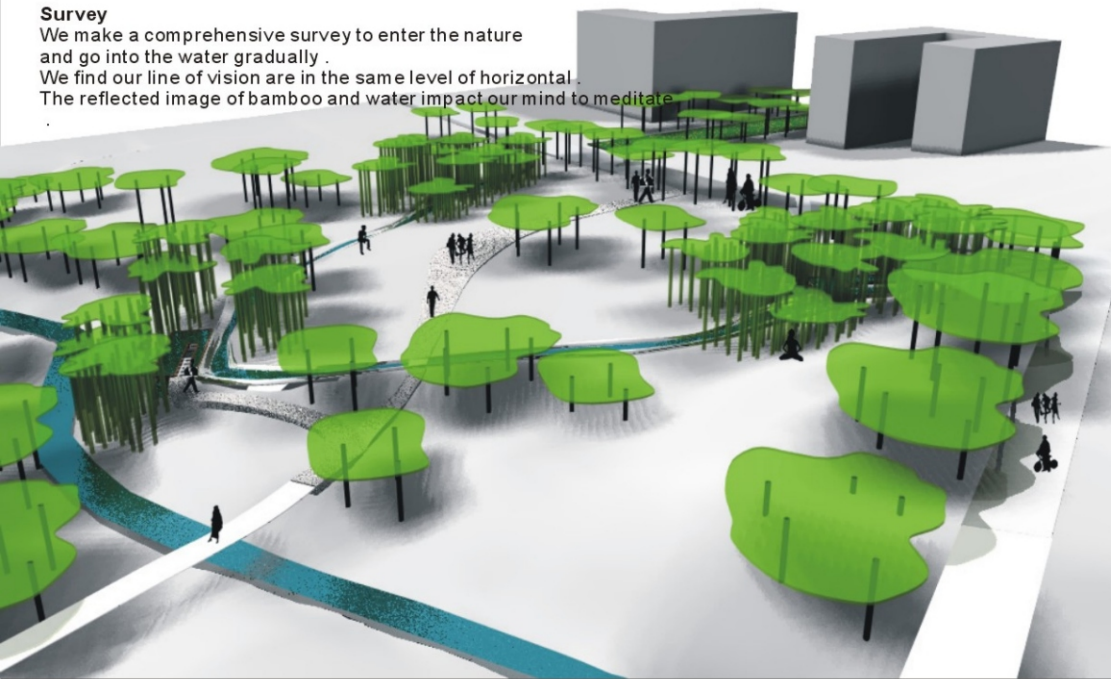
It's the way which are in the same level of us to enter nature  
Embraced in bamboos and steping on the water  
find a water way behind the bamboos when we encounter nature.

## Survey

We make a comprehensive survey to enter the nature  
and go into the water gradually .  
We find our line of vision are in the same level of horizontal .  
The reflected image of bamboo and water impact our mind to meditate

## Forest

Going to the space around the waterfall  
We are in the water and embraced by forest  
It is like the end of meditation melody .  
A forest which can't see anything  
let us to thought and clear mind to concentrate



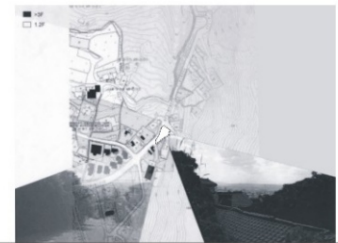
SITE [HOUSING] In Tien - Mu



[HOUSING]

A story about 3 women who are SOHO searches what is come . Sometimes like bird it's comes into nest and site condition also has forest and a huge range in landscape and a good view on top floor . It's easy to explain the life style of soho or fashion women - sensitive of come home , night life in the home , privacy and public .

So using the site condition and set up some program to explain the life of women and different level in the forest how to live .



[LifeStyle for 3 women]  
 In sociology, a lifestyle is the way a person (or a group) lives.  
 This includes patterns of social relations, consumption, entertainment, and dress.  
 A lifestyle typically also reflects an individual's attitudes, values or worldview.

Having a specific "lifestyle" implies a conscious or unconscious choice between one set of behaviours and some other sets of behaviours.

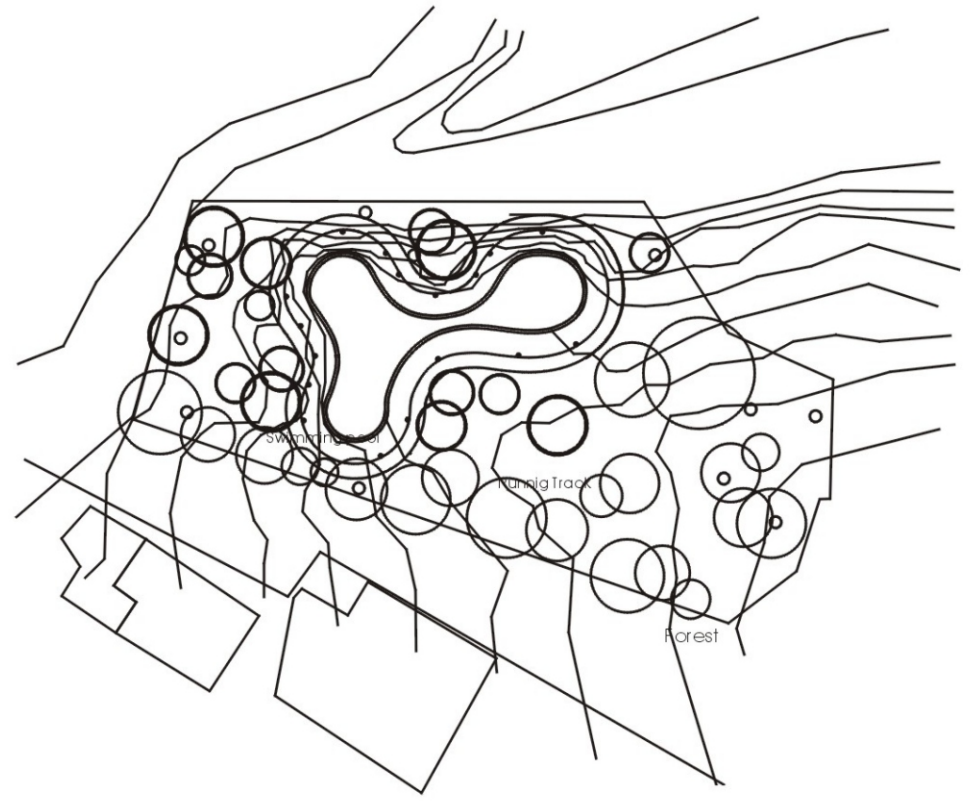
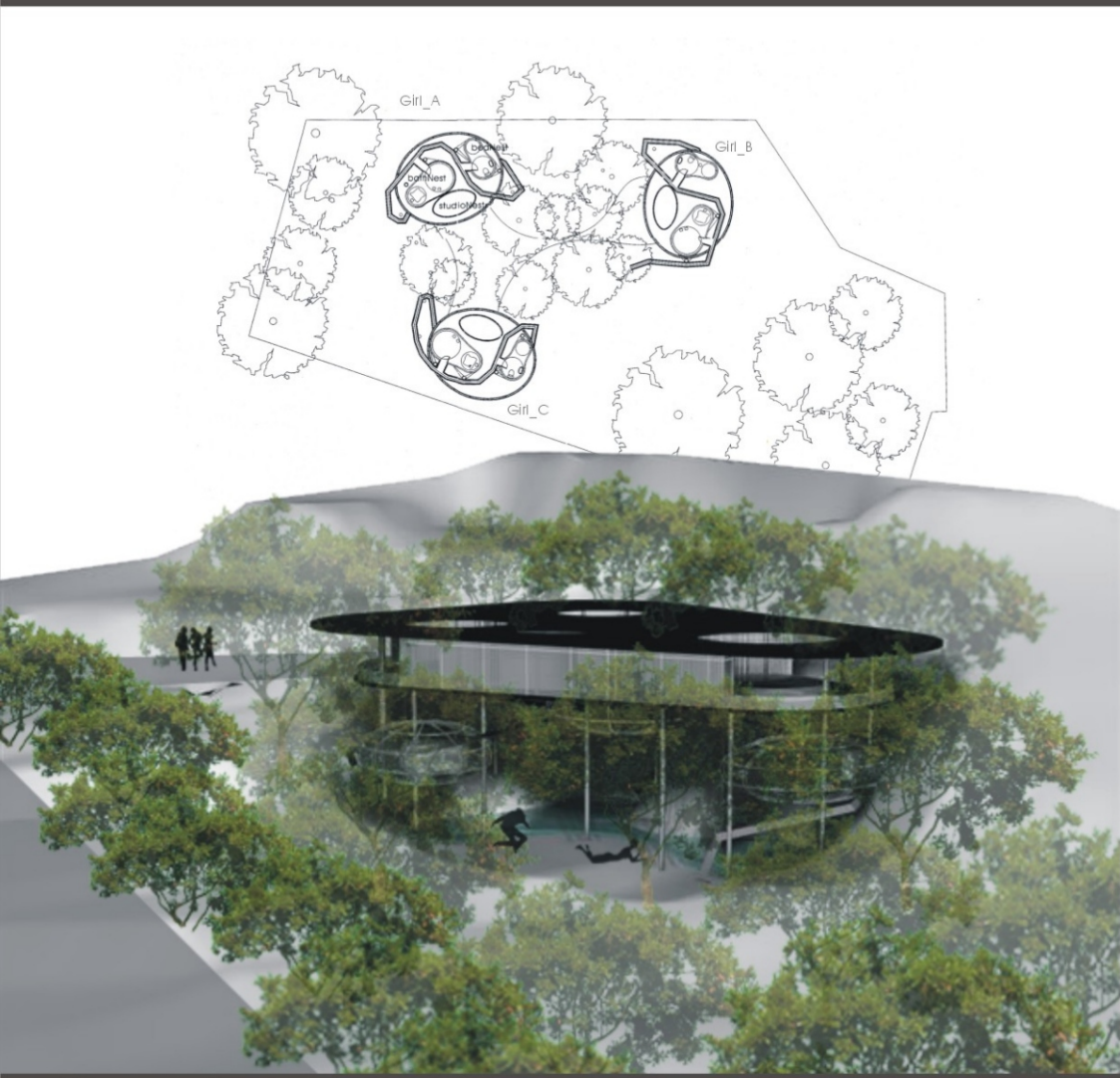
In business, lifestyles provide a means of targeting consumers as advertisers and marketers endeavor to match consumer aspirations with products.



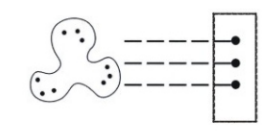
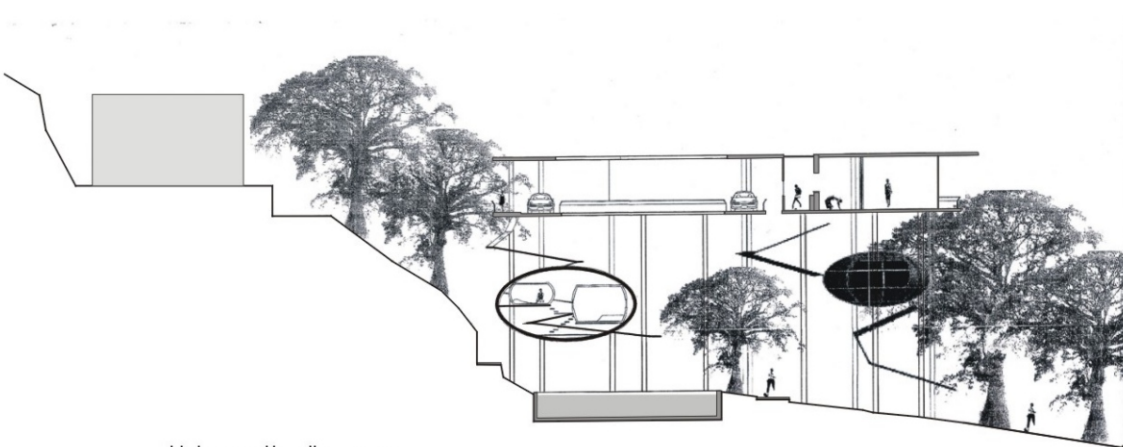
**[Re-interpretation]**

Transformation of Housing Typologies ,  
 Revolution of Demographic Patterns  
 Re-adaption of Living Styles ,  
 Revelation of Site Context and  
 Re-examination of Building Construction as a Reality

Concept -nest and land-made  
 3women live - SOHO life  
 the way of coming home like bird



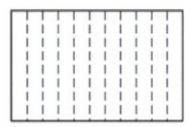




Swimming & SPA



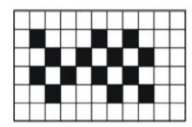
Living unite diagram



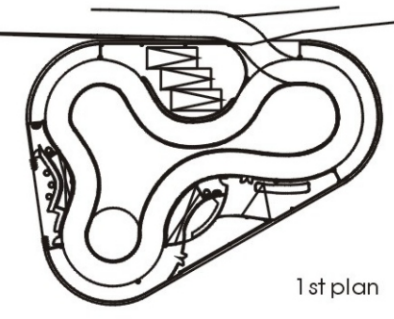
STUDIO room/transparant



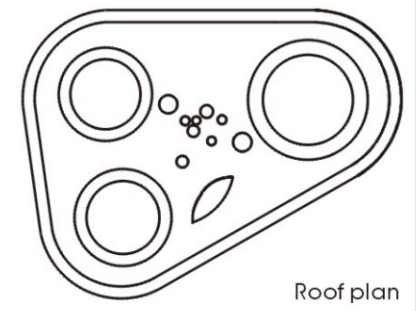
BED room/translucent



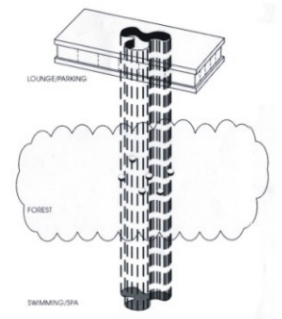
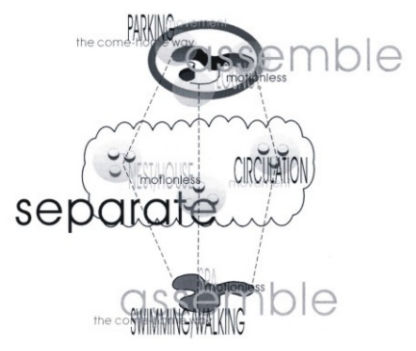
BATH room/opaque



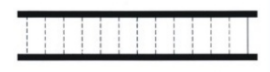
1st plan

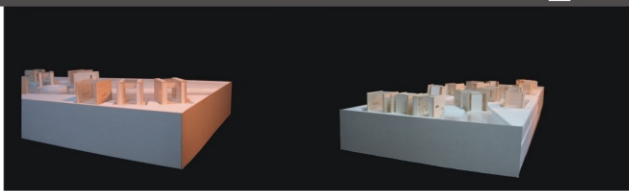


Roof plan



Lounge/Parking





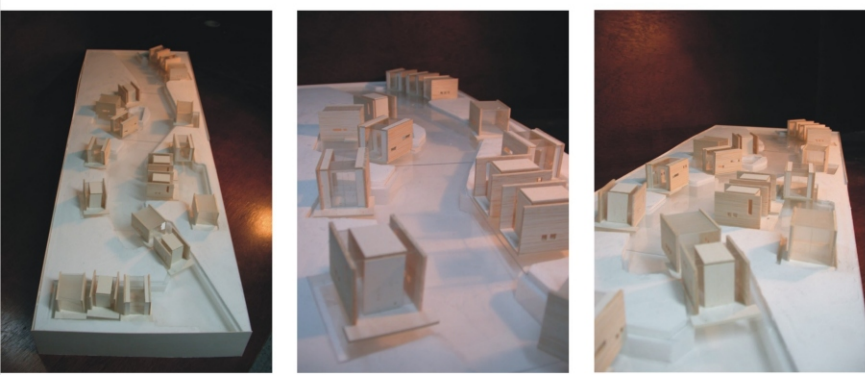
驛站 **Between Gate 100 - Gate 92**

埋沒在樹林內河道的轉機站  
 不是目的地 不會久留  
 2hours的時間暫留  
 哪也不能去 被框在這限定的框框內  
 這個不熟悉的地方出不去  
 一直往前走 閒晃  
 只知道2hours內  
 必須從Gate100到Gate92  
 不回頭 相對環境的不熟與寂寞  
 與情人間變成唯一一個依靠與親密  
 兩人的世界裡不受其他干擾  
 閒晃的過程一起分享經歷  
 過程不再孤寂

挑選自己喜愛的BOTEL  
 森林SPA  
 船上式車床  
 Home pa  
 像經過一個個的情境旅棧  
 情侶間盡情享受兩人生活  
 2hours不再孤寂 無所閒晃  
 反而  
 值得期待

最後  
 各船間的互相期望  
 暗示著旅途的結束check out  
 準備下船前往真正的目的地

RE-ADAPTING HOUSES



這是一個在各種建築類型目錄集中, 討論其空間場所的象徵性(Symbolic Place)和轉換性(Transformation)

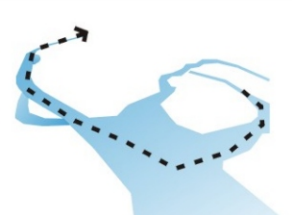
這是一個經由對日常生活事物 "細部的度量", 重新來回指涉出 "空間類型" 的真實性與想像性

這是一種經由對建築空間, 場所與生活事物之間相似或對比的敘述, 而衍生建構一個異變的新建築類型

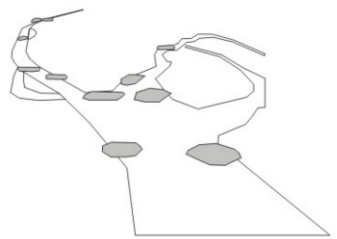
RE-interpretation



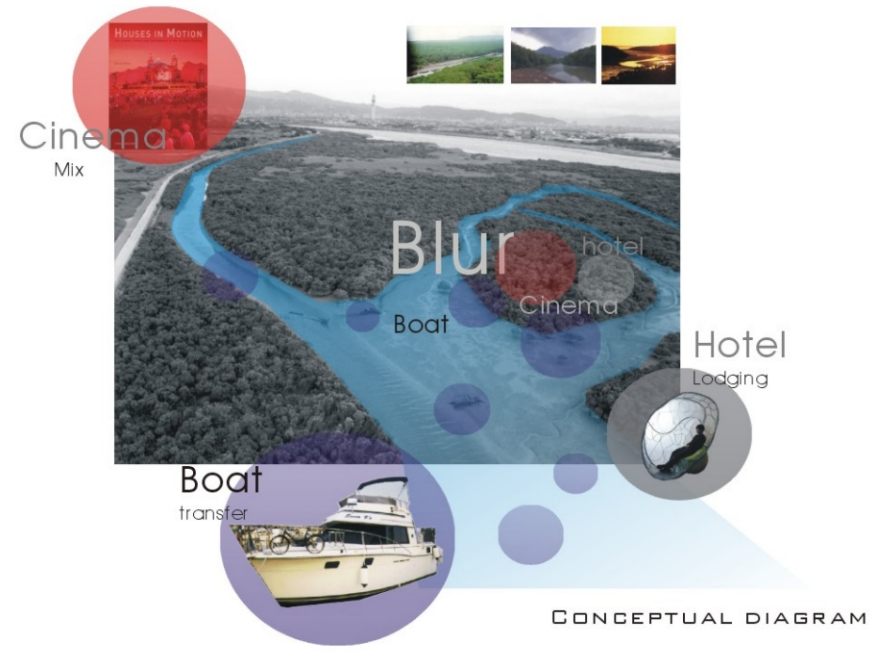
MANGROVE



LODGING / TRANSFER 2 HRS



FLOAT RIVER 漂漂河

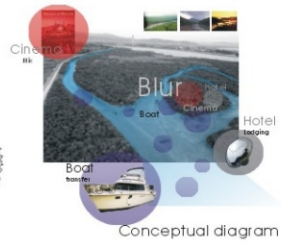
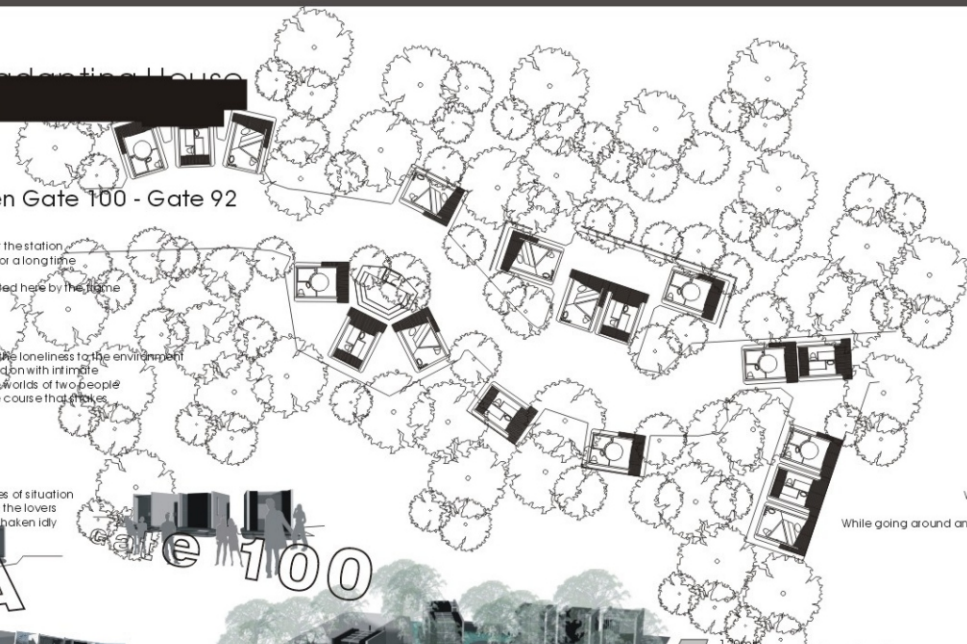
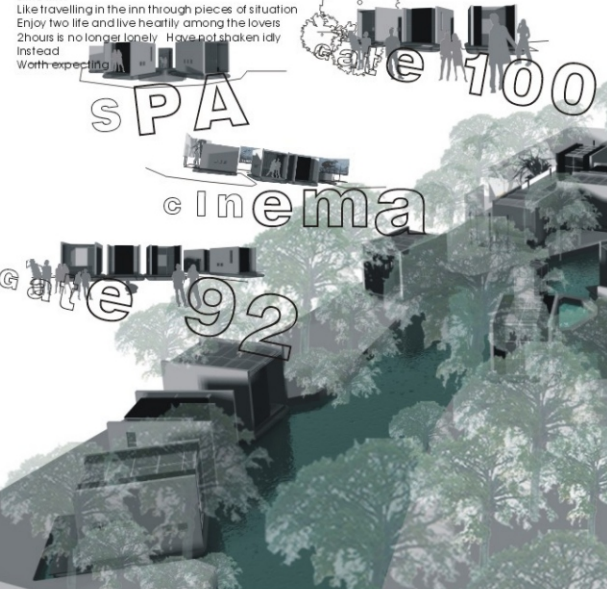


# transfer+lodging

## Love Botel Between Gate 100 - Gate 92

Bury in the woods the river transfers at the station  
 It is not the destination Will not stay for a long time  
 The time of 2 hours stays temporarily  
 Every can go either In the circle filled here by the frame  
 This unfamiliar place can not go out  
 Keep straight on Shake idly  
 Only know in 2 hours  
 Must be from Gate 100 to Gate 92  
 Do not turn round Knowing well with the loneliness to the environment  
 Become with lover only piece depending on with intimate  
 Free from interruption by others in the worlds of two people  
 Share the experience together in the course that gives  
 The course is no longer lonely

BOTEL selecting oneself to like  
 Forest SPA  
 Type on the ship lathe  
 Little film  
 Like travelling in the inn through pieces of situation  
 Enjoy two life and live heartily among the lovers  
 2 hours is no longer lonely Have not shaken idly  
 Instead  
 Worth expecting in

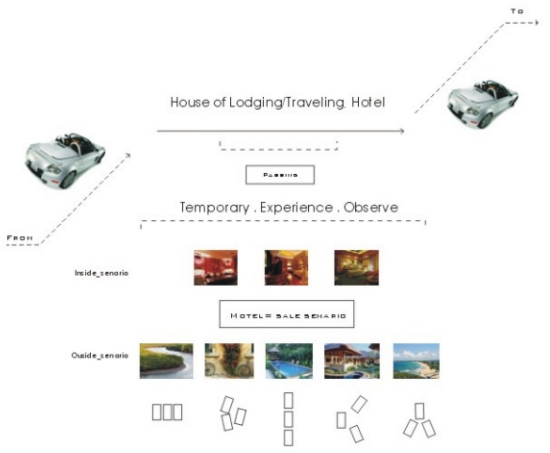
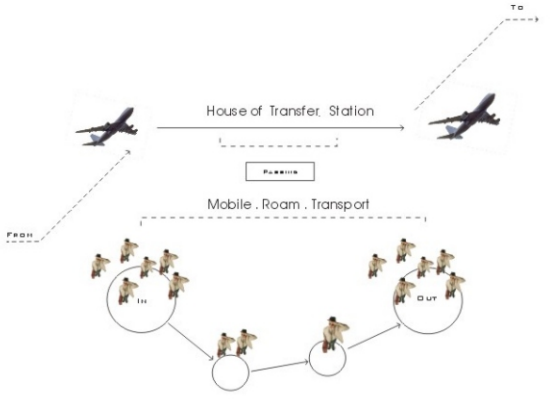


Conceptual diagram

Finally  
 Facing each other among every ship  
 Hint and check out of the voyage  
 Plan to go going ashore in the real destination

Pieces of love inn  
 Walk to the district of waiting of Gate 92 in Gate 100  
 Knowing well like woods  
 While going around and bleaching the river and climbing the tree to pile  
 Look for the next export  
 Conceal it in the woods  
 The limitless surprise is no longer uninteresting

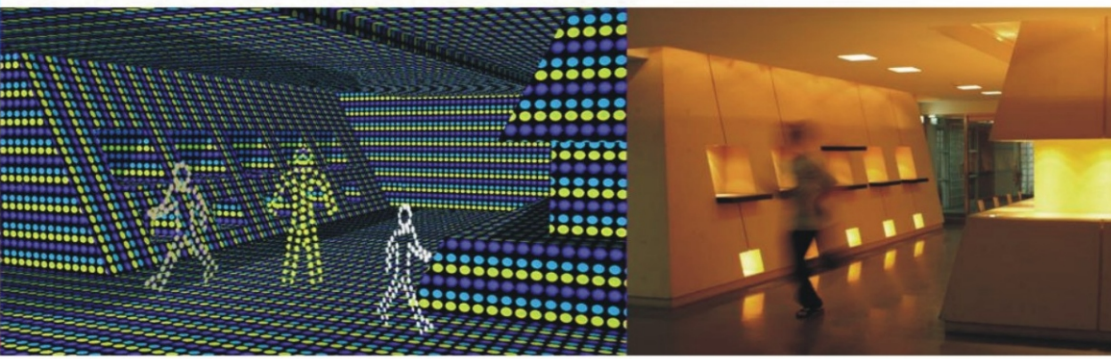
Transporting one and staying transiently  
 Find an interesting balance





TRAFFIC LIGHT (MECHANISM) + LIFE (EVENT) = IF..

●●● Traffic Light - System  
I n v i s i b l e ●●●



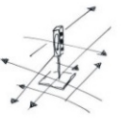
Our life is composed of many fragment event , so the result of human interaction is created by events . If we don't have this kind of communication , we will get into more trouble .

How the traffic light work? It controls human behaviors efficiently, However, it is similar to our daily life.

- Theme
- Design something that lasts for less than 1 minute
  - + Design something that moves very slowly
  - + Design something that makes time go faster
  - + Design something that makes people stop
  - + Design a way of selling time
  - ||
- Traffic light



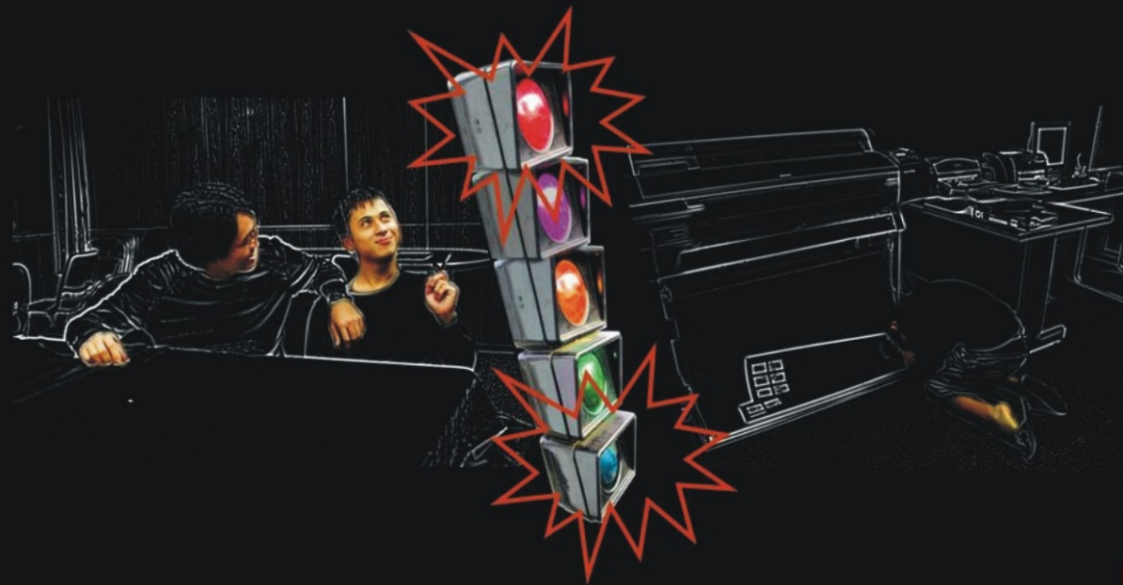
Traffic light is a close system, the result of machine mechanism. However, activities are open and dynamic systems. Traffic light is one kind of device to control human behaviors with variety. Therefore, we have different types of traffic light. Traffic light will lose its meaning of existence without people.



# Some events

We try to simulate a comic story compared the human mood in different situation

TRAFFIC LIGHT (MECHANISM) + LIFE (EVENT) = IF..

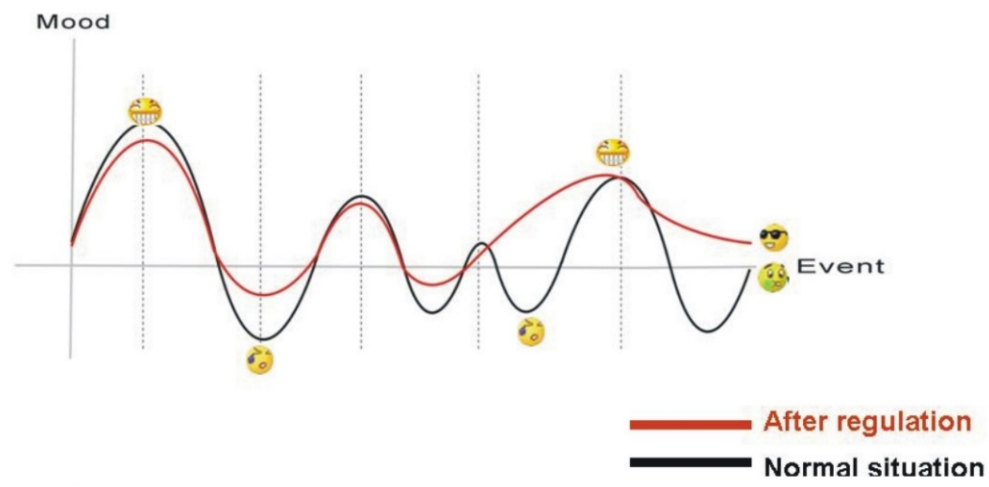


TRAFFIC LIGHT (MECHANISM) + LIFE (EVENT) = IF..

# What we are selling?

~ not only Time but also quality time ~

We sell the mechanism to change the mood in our life. Some light will help us to save time or keep smooth mood .



- STOP / GO FORWARD**
  - 5-10 SECS
  - USE A ENTRANCE GUARD TO CONTROL ENTRANCES AND EXITS
  - PEOPLE & OBJECT
- ACCELERATE RAPIDLY**
  - 30-40 SECS
  - A COMPETITIVE RELATIONSHIP IN THE GROUP
  - PEOPLE & PEOPLE
- A CLIENT-SERVER SYSTEM**
  - 1-3 SECS
  - ONE MUST YIELD TO ANOTHER TO ENSURE THE CLIENT'S RIGHT OF SPEAKING
  - PEOPLE & PEOPLE
- A WARNING SIGNAL**
  - 1-3 SECS
  - A NECESSARY OBJECT IN SOME STAGES OF EMERGENCY.
  - PEOPLE & OBJECT
- A FLOW REGULATOR**
  - 30-60 SECS
  - WAIT TO USE SOME OCCUPIED FACILITIES
  - PEOPLE & PEOPLE

- STOP / GO FORWARD**
  - 40 - 60 SECS
  - REGULAR IN THE CORNER. THE ORDER BETWEEN TWO RECIPROCAL DIRECTIONS
  - VOICES OR PICTURES TO REGULATE PEOPLE'S BEHAVIORS
  - USE DIFFERENT COLORS - FIGURE - VOICE
- ACCELERATE RAPIDLY**
  - 2-5 SECS
  - THE COMPETITION RELATIONSHIP
  - A COMPETITIVE RELATION
  - USE DIFFERENT COLORS - FIGURE - VOICE - BODY LANGUAGE
- A CLIENT-SERVER SYSTEM**
  - 1 MIN
  - THE RELATIONSHIP BETWEEN THE PRIMARY AND THE SECONDARY
  - ONE MUST YIELD TO TH ANOTHER TO ENSURE THE CLIENT'S RIGHT OF WAY
  - USE DIFFERENT COLORS - FENCES
- A WARNING SIGNAL**
  - 10 SECS
  - THE ATMOSPHERE TURN RAPIDLY
  - RAISE ONE'S ALERTNESS
  - USE DIFFERENT COLORS
- A FLOW REGULATOR**
  - 40 - 60 SECS
  - TO CONTROL THE FLOW
  - REGULATE THE SYSTEM TO RUN SMOOTHLY
  - USE DIFFERENT COLORS - FIGURE

# About selling time

## TIME IS MONEY

If there are different traffic light mechanism in our life we will save more time and regulate our mood .

**Saving money** is fundamental , one of the most important thing is we have more smooth life and happy hours.



# Taipei Water City

TSAI, CHIA-HAO LIU, TU-CHUNG CHEN, LIANG-TZU LIU, YU-LU

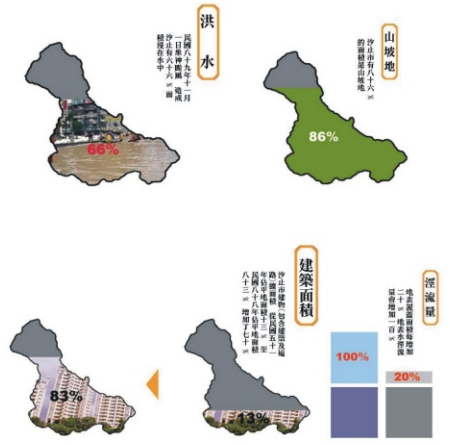
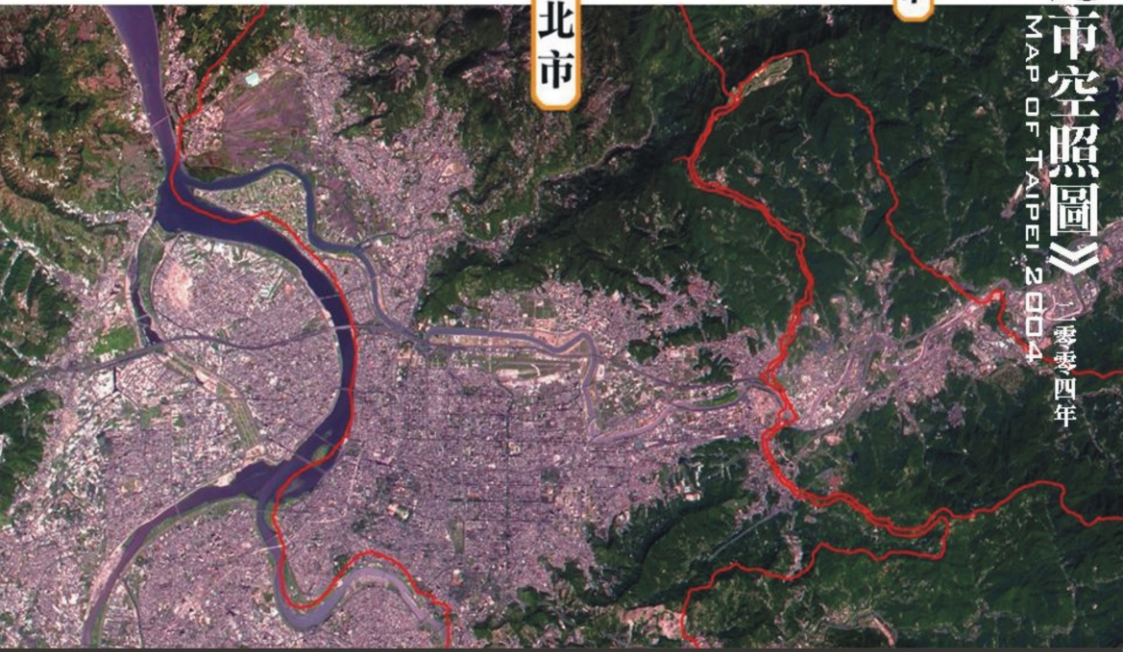


## 《台北市空照圖》 MAP OF TAIPEI 2004 二零零四年

十年防洪標準

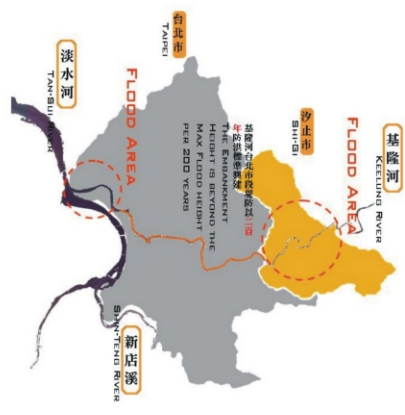
台北市

基隆河截彎取直  
二百年防洪標準

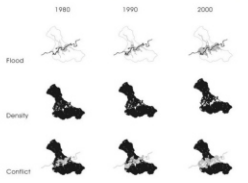


### 《台北水系圖》

基隆河發源於臺北縣平溪鄉菁寮山，為淡水河水系之一大支流，全長約八、四公里，流域面積約四九一平方公里，河床縱橫平緩，中、下游流山與平原，中間有丘陵，這使流域的中下游地區易於堆積泥沙，使河道變窄，排洪不易，因此，低窪地區常遭洪水氾濫。



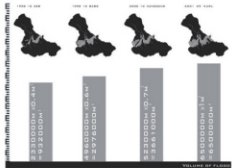
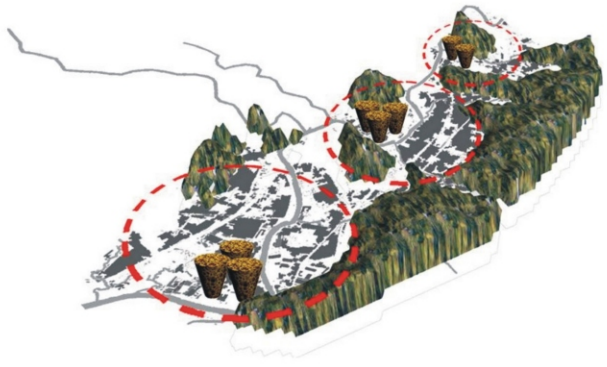




SHI-GI HOUSE AT PINGLIAN TOWN, SHI-GI  
14 September 1994



SHI-GI HOUSE

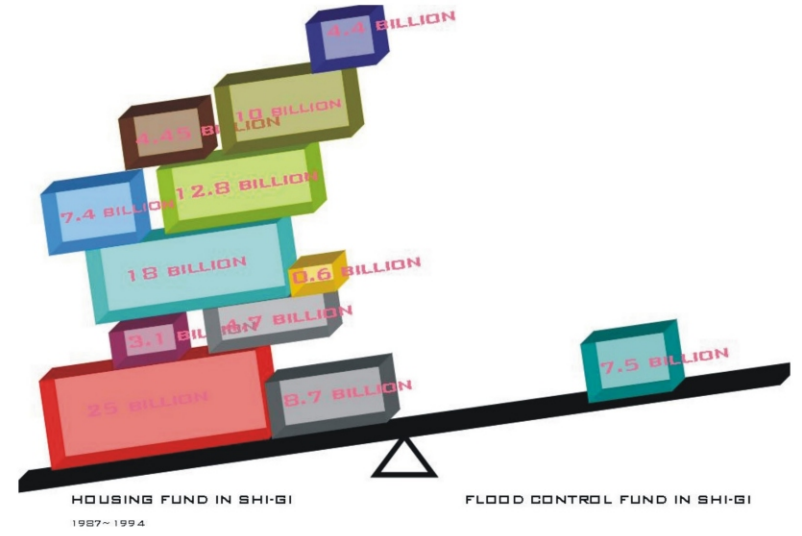


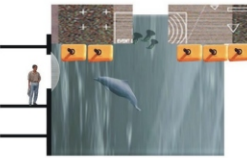
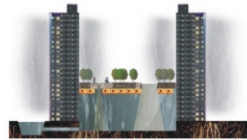
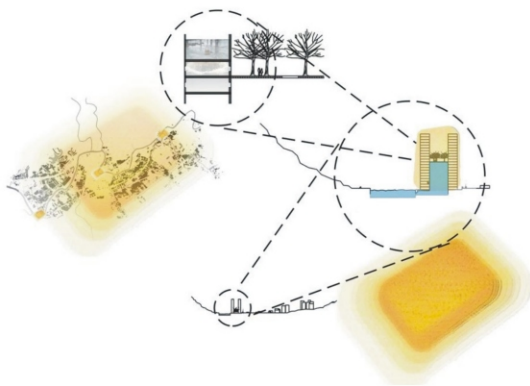
VOLUME OF WATER




= N

CONTAINER

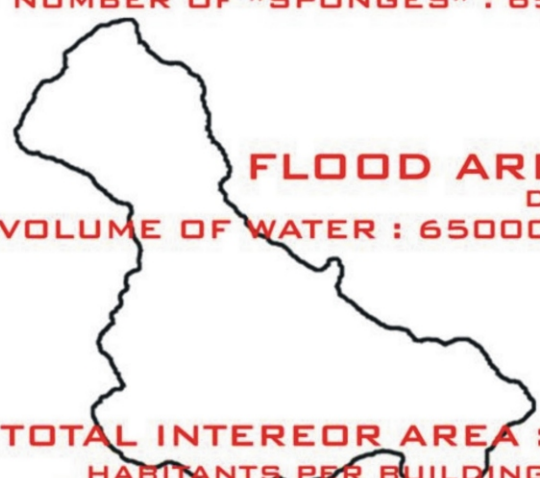




BUILDING AREA : 40%  
**ATRIUM : 1000M<sup>2</sup>**  
 HEIGHT : 20 FLOORS = 60M  
**WATER CONTENT : 1000M<sup>2</sup> x 60M = 60000M<sup>3</sup>**  
**NUMBER OF "SPONGES" : 6500000M<sup>3</sup> / 60000M<sup>3</sup> = 108**



**FLOOD AREA : 6500000M<sup>2</sup>**  
 DEPTH OF FLOOD : 1M  
**VOLUME OF WATER : 6500000M<sup>2</sup> x 1M = 6500000M<sup>3</sup>**



**TOTAL INTEREOR AREA : 660M<sup>2</sup> x 18 = 11880M<sup>2</sup>**  
**HABITANTS PER BUILDING : 11880M<sup>2</sup> / 24M<sup>2</sup> = 495**  
**TOTAL NEW HABITANTS : 495 x 108 = 53460**

**VALUE : 11880M<sup>2</sup> x 108 x \$40000 = \$513.2 BILLION**

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**Born** December 1980, Chiayi, Taiwan

**Education**

2004-2006 Graduate Institute of Architecture, NCTU

1999-2004 Department of architecture, Tamkang University

**Residence** Taipei, Taiwan

■ **Experience**

2006 TAIWAN AWARD VENICE BIENNIAL , Venice , Italy.

2006 TAIWAN AWARD Archi7

2006 Bus Stop Design in NCTU

2006 TADA Center Entrance Competition - *Selected Works*

2006 Taiwan International Design Competition - nomad

2006 The 2005 Far Eastern International Digital Architecture Design Award - TOP 60

2005 Travel 3 month in Europ for architecture

2005 OCEAN NORTH Workshop @ NCTU [**Taiwan Time workshop**]

2005 Tada Ando Tour

2004 Spunik workshop @ NCTU [**Water city Taipei workshop**]

2003 921 Chi Chi Earthquake Memorial Competition

2003 selected 921 Earthquake image Competition

2003 Yilan, International Children's Folklore & Folkgame Festival - **Tree House Workshop**

2003 Archigram workshop Competition - **Excellent Work** [**Instant Street a Meta Morphosis**]

2003 **Exhibition Design of Archigram** in Taipei Fine Arts Museum

2002 Active Chair of Tamkang University Department of Architecture Institute

2002 NYU Summer Program , New York

1998-2003 TamKang University Field & Track Group

**NCTU**  
Graduate Institute of Architecture