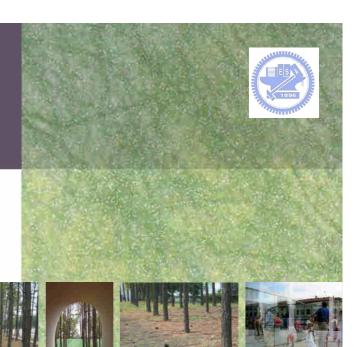


About the continuity of the visual perception

## 空間秩序的清晰與模糊

THE CLEARNESS AND THE FUZZINESS IN THE SPACIAL ORDER











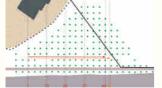
這是一個將樹林行走經驗轉化空間設計的一連串嘗試。首先行走在具 有相同間距的松林中,我們對方向 的知覺是靠著背景的暗示。透空的 覺經驗聯想到:透明性不只暗示 光學上的特性,更廣義的是空間的 秩序,不同空間座落的同時知覺。 在均質的樹林中,如果加入鏡子的 作用,強化我們對於方向的知覺同 時,也產生了模糊的樂趣。什麼是同時兼具清楚秩序和模糊樂趣的空 間呢?利用單元組構和玻離的相互對 ,試圖產生如此矛盾特質的空間

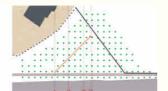




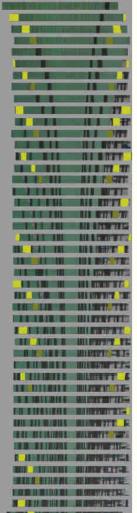
Transforming the experience of walking in the matrix trees into a spatial concept. Transparency however implies more than an optical characteristic, it implies a broader spatial order. Transparency means a simultaneous perception of different spatial locations. Using the module and glass to structure the space combined fuzziness and clearness.

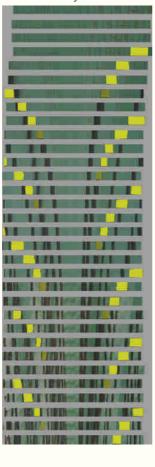






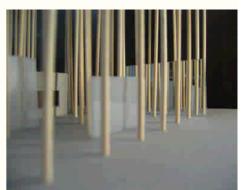
The walking paths and the visual intensity







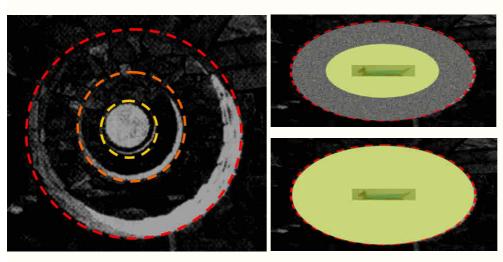






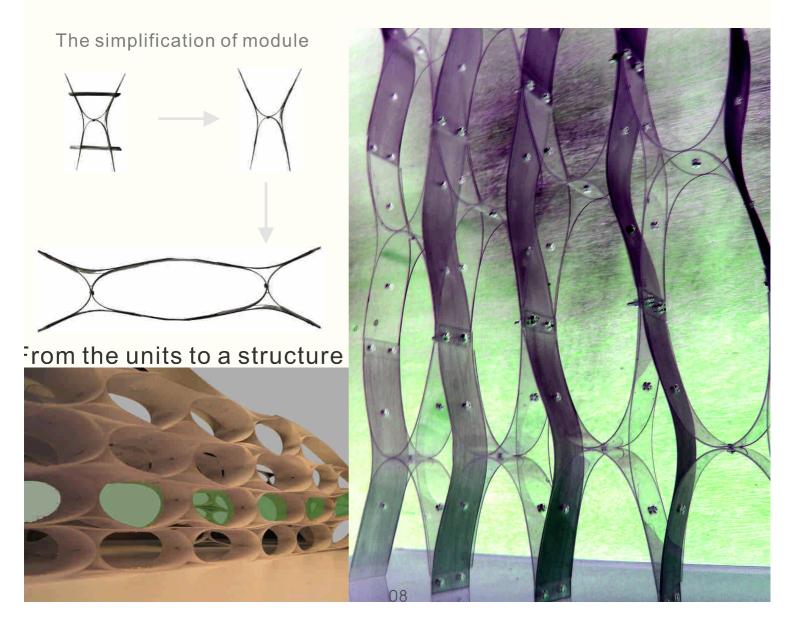
FUZZINESS





Placing the earth back on to it axis, it is certainly possible to section and frame the landscape through the pipes

## Depth of field / To change little by little





What I want is to dialogue one's perception of the place with one's relation to the field when he is walking.

Void



Perception



Pass through

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