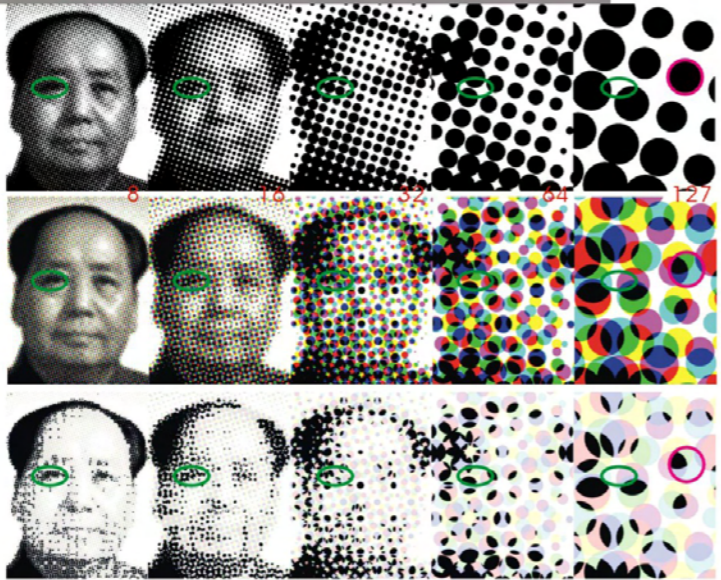


BITMAP

Different translation of Density could infer the **dissolution of pictures**.
 Dots represent the **composition and distribution of picture field**.
 Larger dots **cover wider area of parts, but also create bigger gaps**.
 This is a **de-construction** procedure.

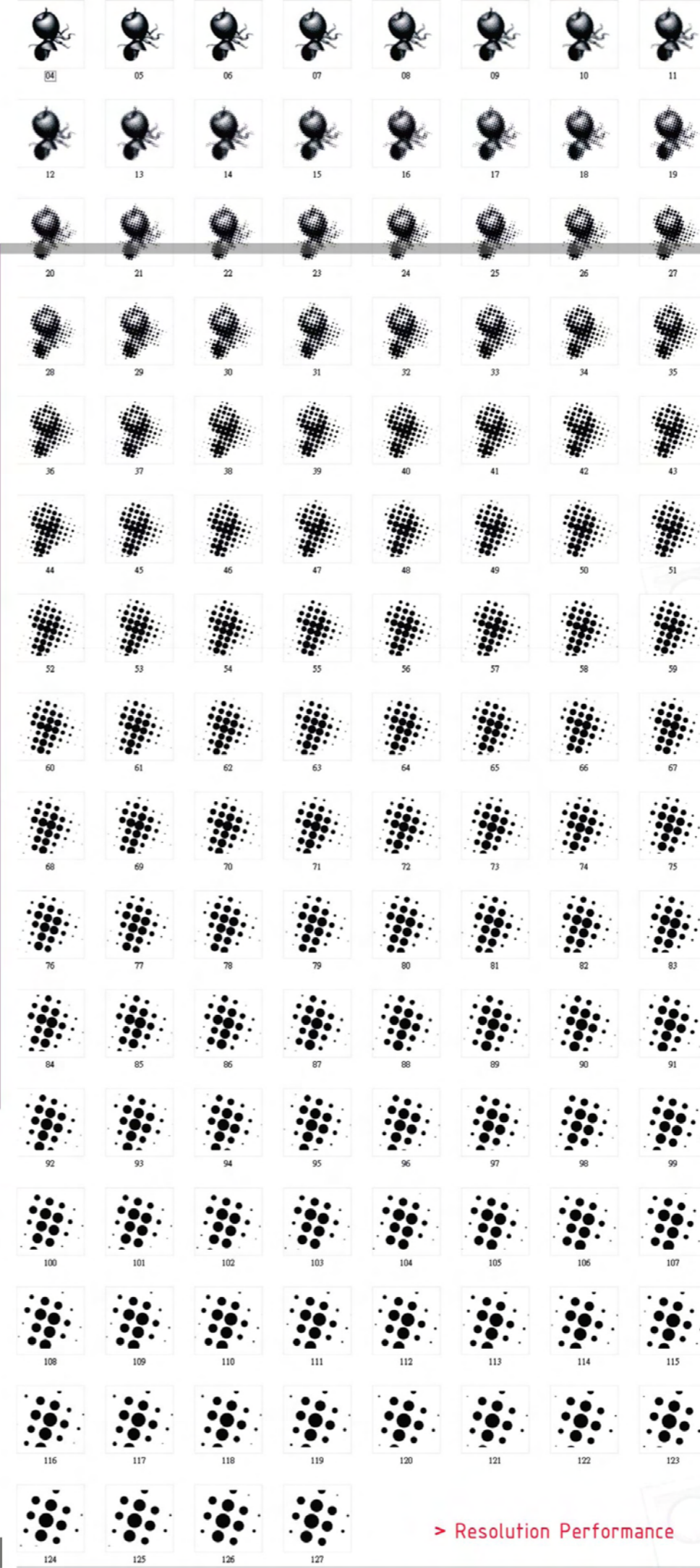
Like waterdrops on smooth surface, **individual drops may attract each other to stick and gather to form a bigger cluster**.

Clusters and clusters associate and link each other.
 This is an **inner interaction**.



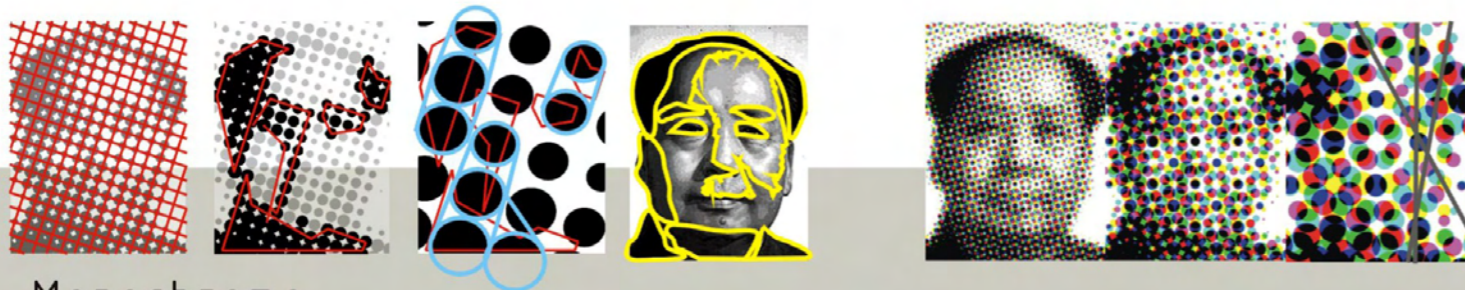
Translucency

Overlapped color [black] marks the distribution of Assemblage.
 3 primary colors decide the brightness of **Zones**, and also represent 3 different Orientations.
 Proceeding systems join together to make distinct the field of portrait.



> Resolution Performance



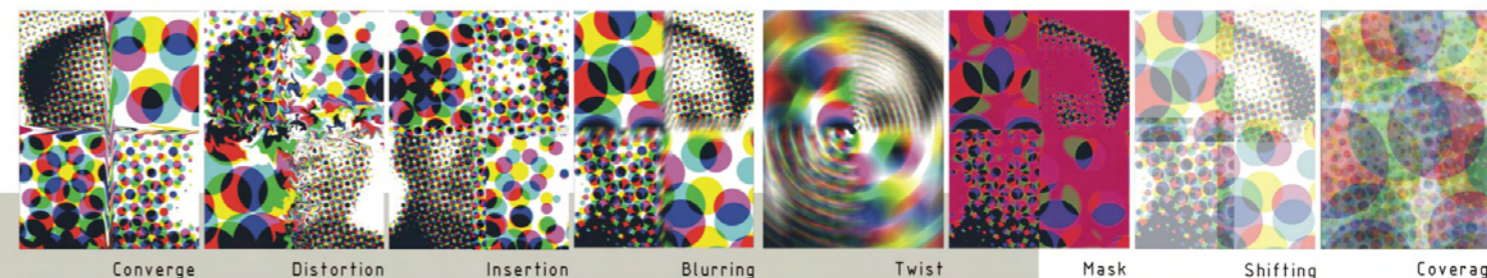


Monochrome

Single system of black dots utilizes various sizes and modules of pixels to shape composition. Re-translation of the same picture shows the field condition varies with different unit scale.

Polychrome

Multiple systems of RGB color dots utilize integrated superimposition to shape composition. 3 individual color dots have independent distribution of composition. Relative relationship among RGB dots refers to linkage of non-hierarchy activities.



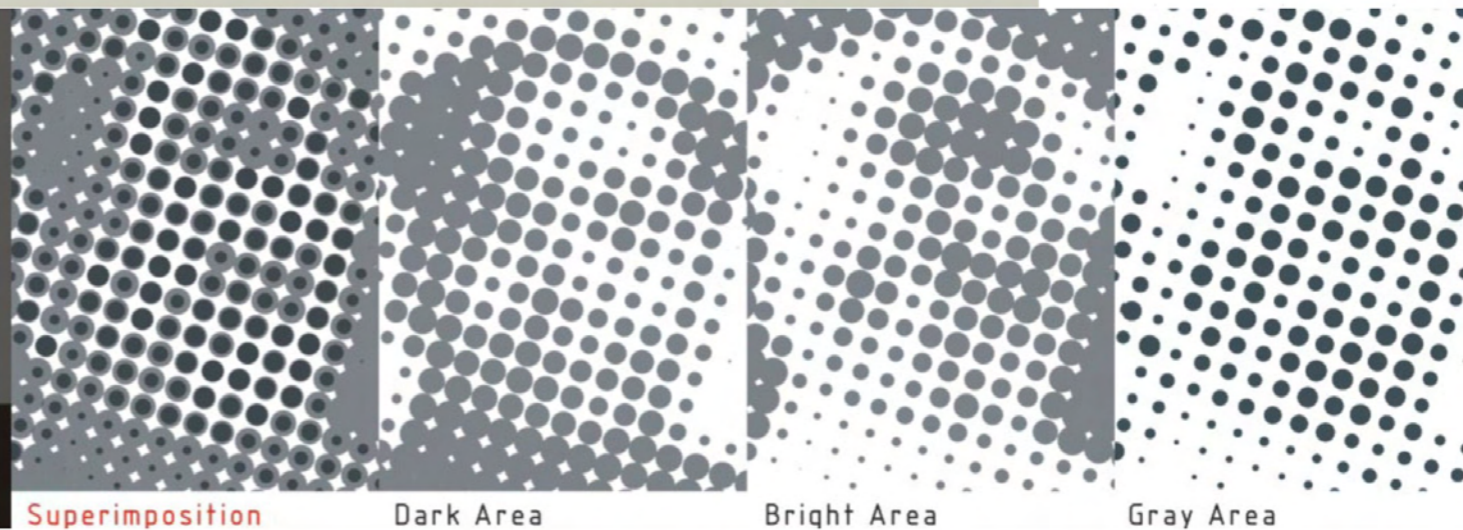
Re-mix

Differences between resolution could be dissolved by the 3rd interface that changes the boundary. We're able to utilize the mixing procedure to redefine where is clear and distinguishable among diversity. These procedures as optical filters that interprets the relationship between eyes and scenery reconstruct relativity of resolution and create a softer edge or even edgeless.



Inverse

The negative effect changes distribution of images. Bright and dark sides mutate mutually.



site

- Changing Factor
- Sparse Field
- Multiple Elements



Site Function



Artificial / Natural



Scale



< Site Photos

Borders without Boundaries

Everything always changes – continuously. But the change happen at different levels and speeds, and in varying degrees. The environment and its perception will continue to change regardlessly. So what do I have in mind eventually?

Clues++

- _artificial to natural > **scale inverter**
- _isolated field > **independent courtyard**
- _broken community/continuous water > **activity infiltration**
- _various height levels > **sectional space**
- _abandoned warehouse > **parasitical indoor environment**
- _varying water ambit > **time-based programmes**

Activity++

- tidal/bird - Watching
- art/scenery - Viewing
- pond/dike - Fishing
- swim/snorkel - Aquatics

Programme++

- Amphibious Ranch**
- Sea / Land Water Activity
- Penetrating System
- Wet / Dry Intermingling Space
- Augmented Landscape

