

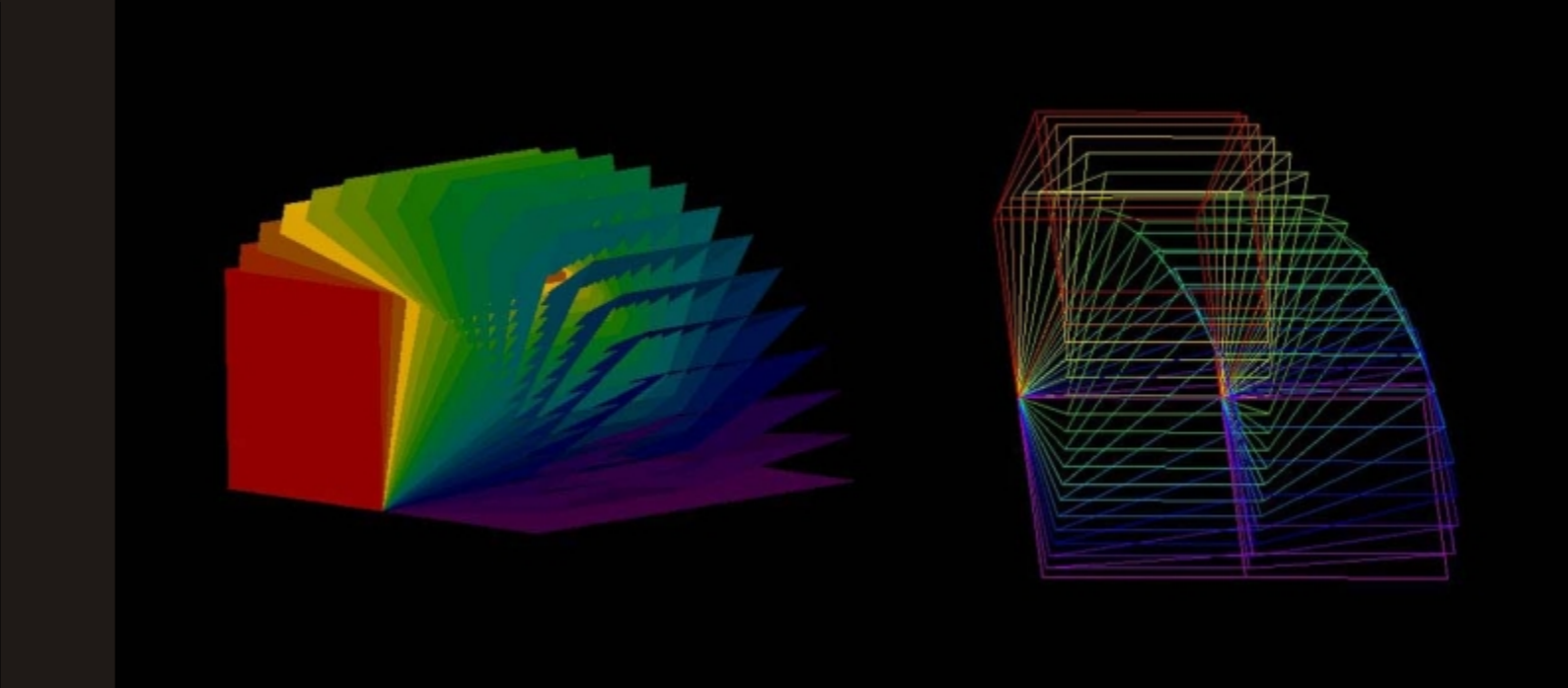
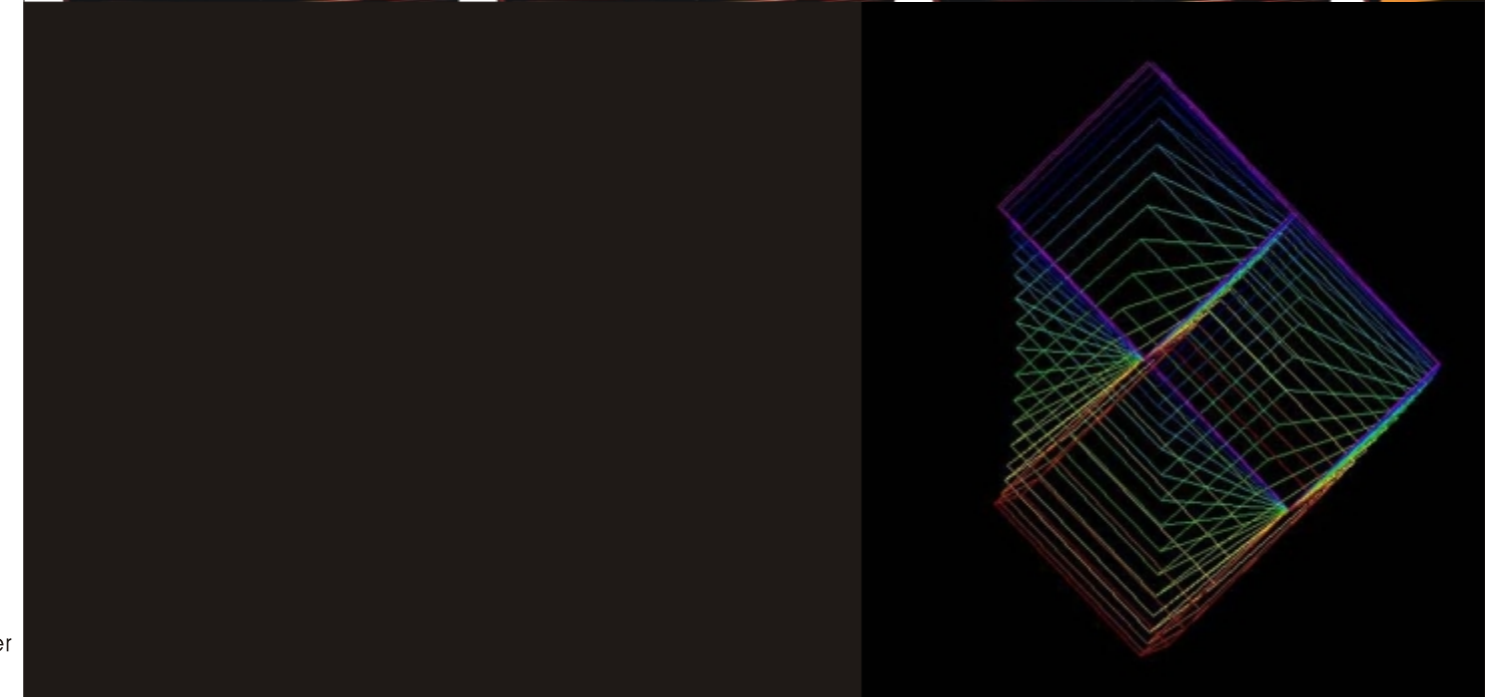
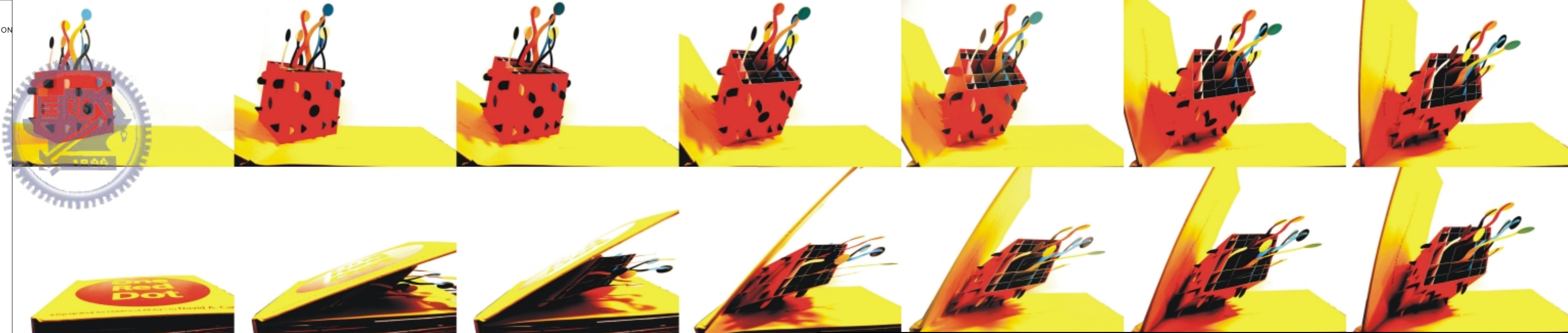


討論量體與形體完全不等的碎化單元組構之關係  
視覺模擬形體 形體碎化單元  
而單元由相同工法與紋理構成 創造新符號建築

Discussion of the relationship  
between the unequal fragments of construction  
Vision intimate structure ,structure fragmentized into units  
In the same procedure unite construct  
and texture create new symbol is structure

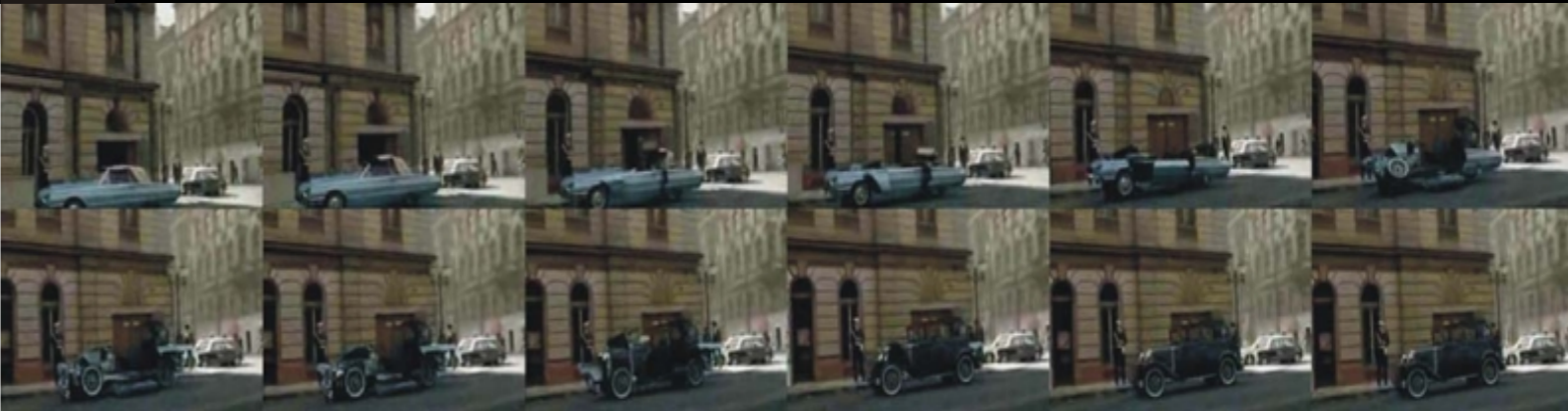
>>> 動態視覺與動態般形體的互動現象  
---從2D到3D的符號--LV博物館  
Interactive phenomenon between dynamic vision  
and dynamic physique  
---Symbols from 2D to 3D --LV Museum

理想的建築物之變裝秀

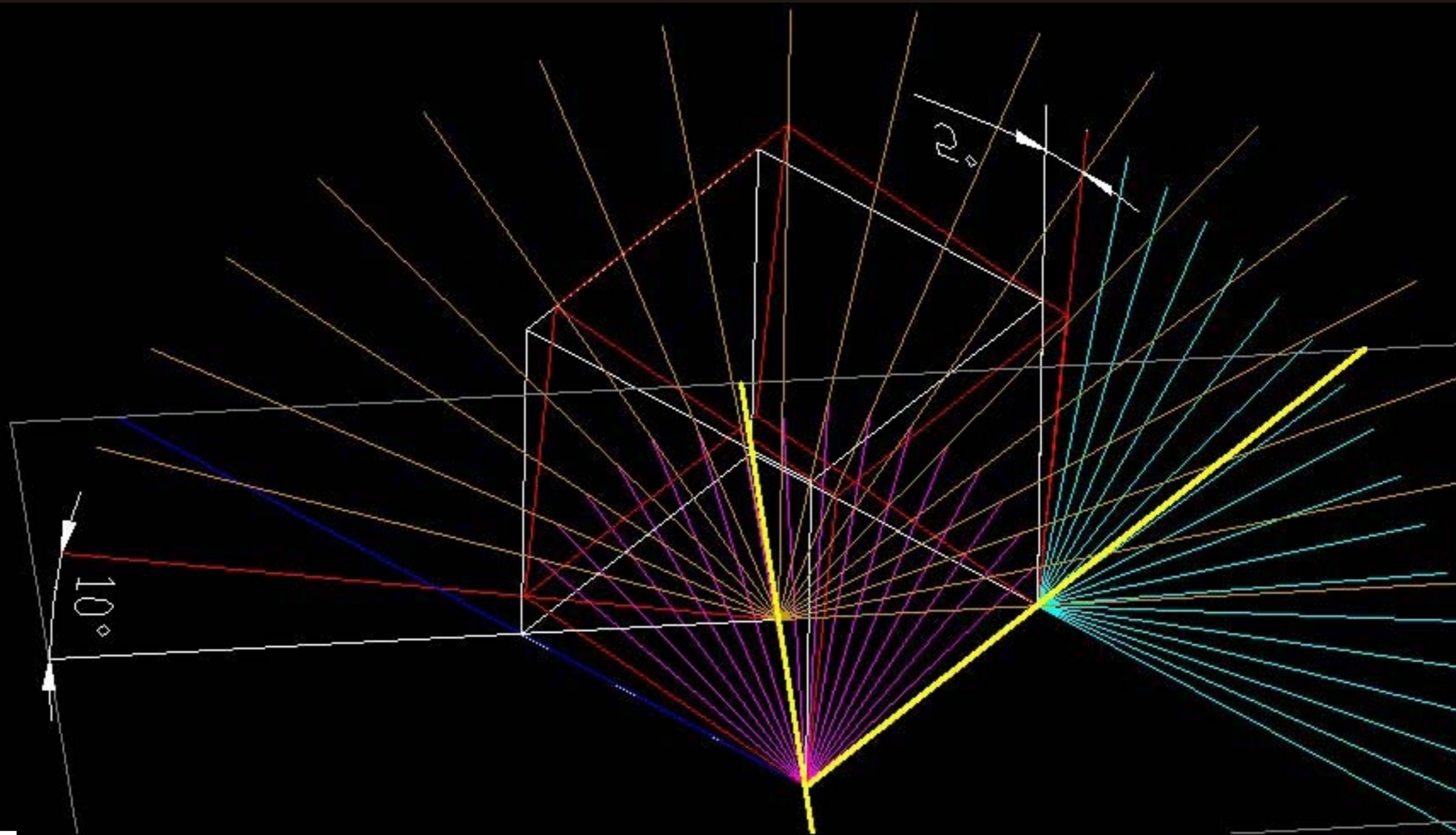


動態視覺與動態般形體的互動現象---  
從2D到3D的符號--LV博物館  
理想的建築物之變裝秀-

Inspiration  
為海尼根啤酒廣告過去與現代空間之間的轉換變裝  
從2D長到3D的紙裝置書  
MOMA QNS 建築物與視覺動線間的符號趣味



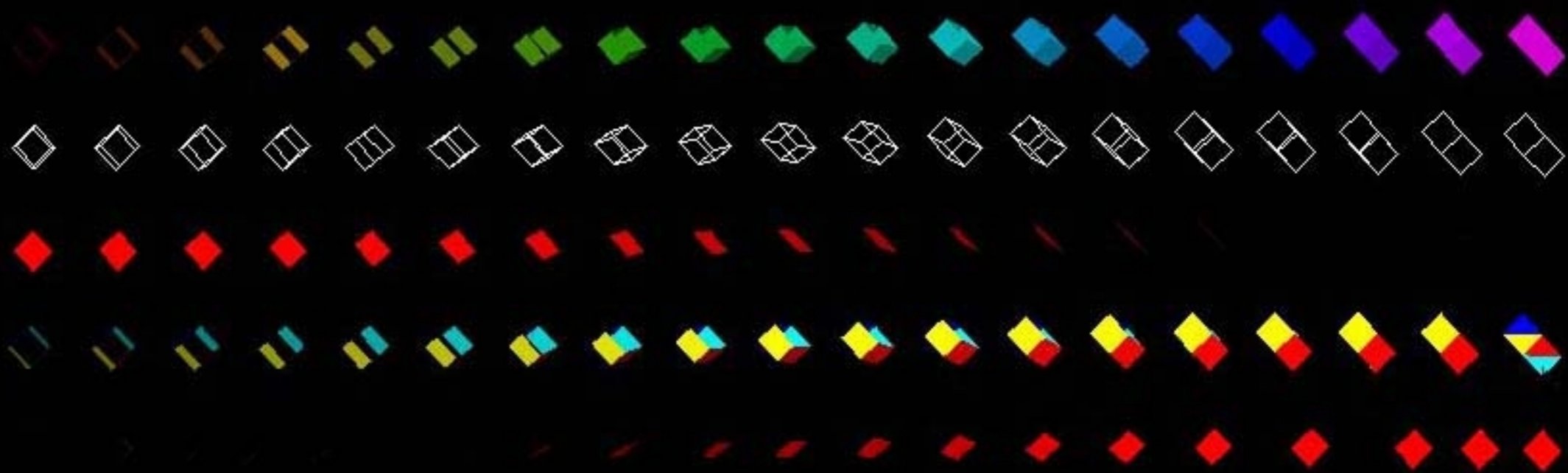




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Interactive  
Phenomenon  
Between  
Dynamic  
Vision  
And  
Dynamic  
Physique  
2D to 3D

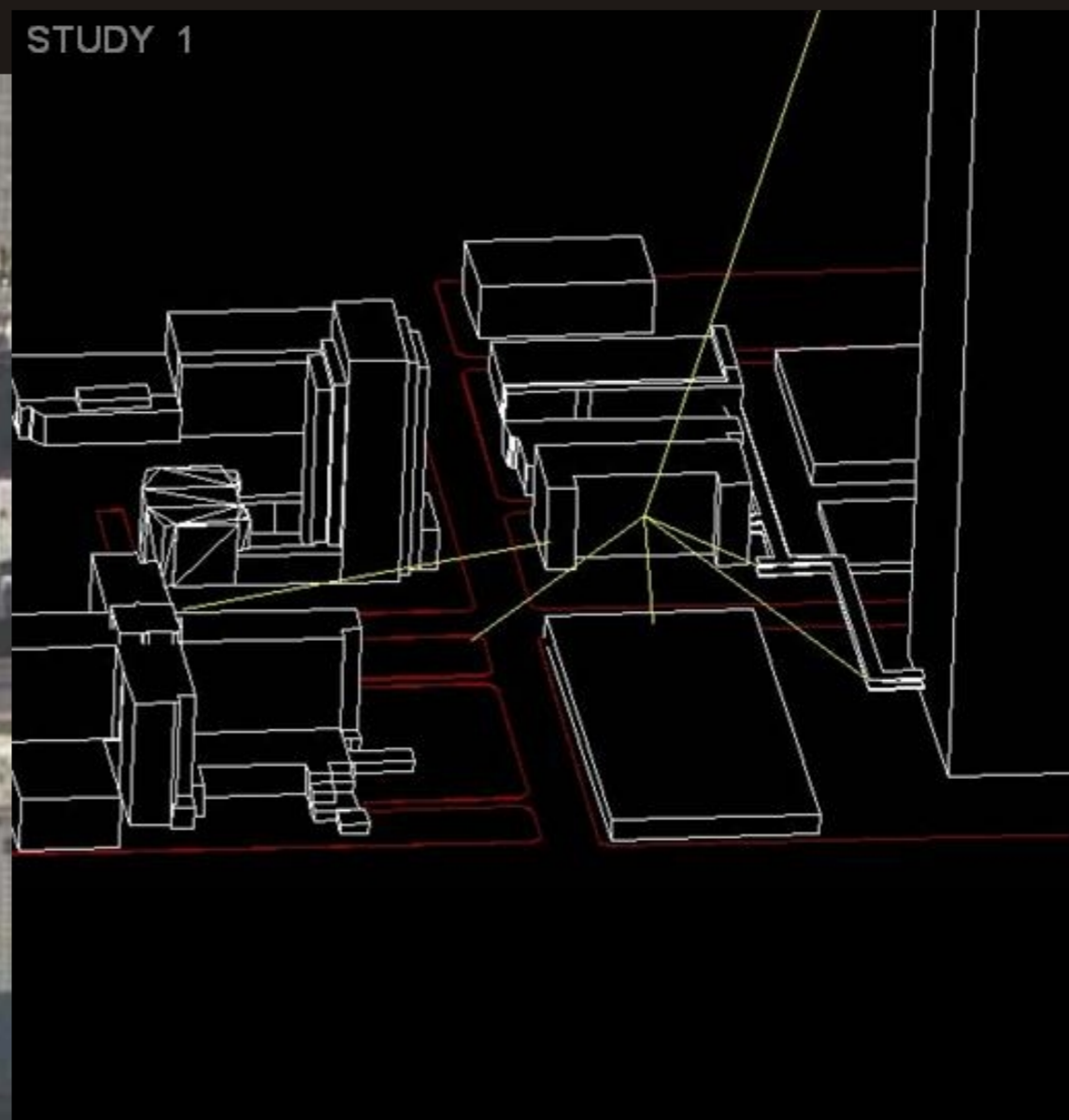
Interactive phenomenon between  
dynamic vision and dynamic physique  
---Symbols from 2D to 3D ---LV Museum  
  
.From Heineken beer advertisement  
--- The space in the past between  
modern is transformation  
  
.As is long from 2D as the 3D paper installment book  
.MOMA QNS Visual generatrix interest mark







STUDY 1



<試驗設計---N-Y>

101旁的紐約紐約百貨商場多向視覺軸線的錯構  
注入嶄新的雕塑造型-N and Y: YES和NO之意涵產生新PROGRAM的可能性  
形體在101頂層看時為完整的"N" 而後漸漸碎化成散佈的量體  
到達紐約紐約百貨空中天橋視點時散化的量體重組聚集為"Y"符號  
(基地關係/形塑圖/環繞視覺漸變圖)

Experimental design N-Y

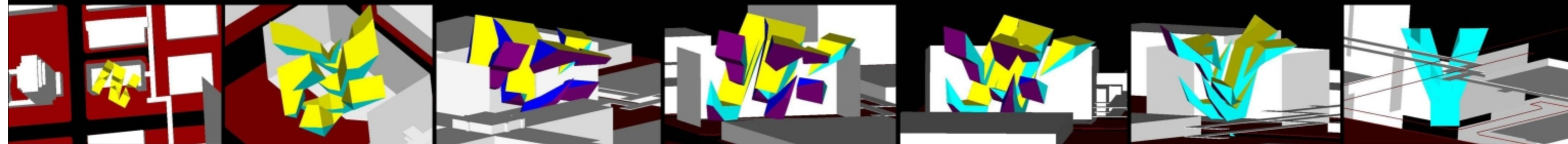
Many to visual spool thread wrong construction at the new york new york department store near Taipei 101  
Pours into the brand-new sculpture modelling-N and Y: "Yes" and "No" produces new program to be possible  
The physique looked "N" when 101 top layers for integrity  
When go to the airborne over-bridge viewpoint at the New York New York department store ,  
disperses the quantity body reorganization gathers is "Y " mark.  
Geography relations/The shape molds/Surrounds the vision to change gradually



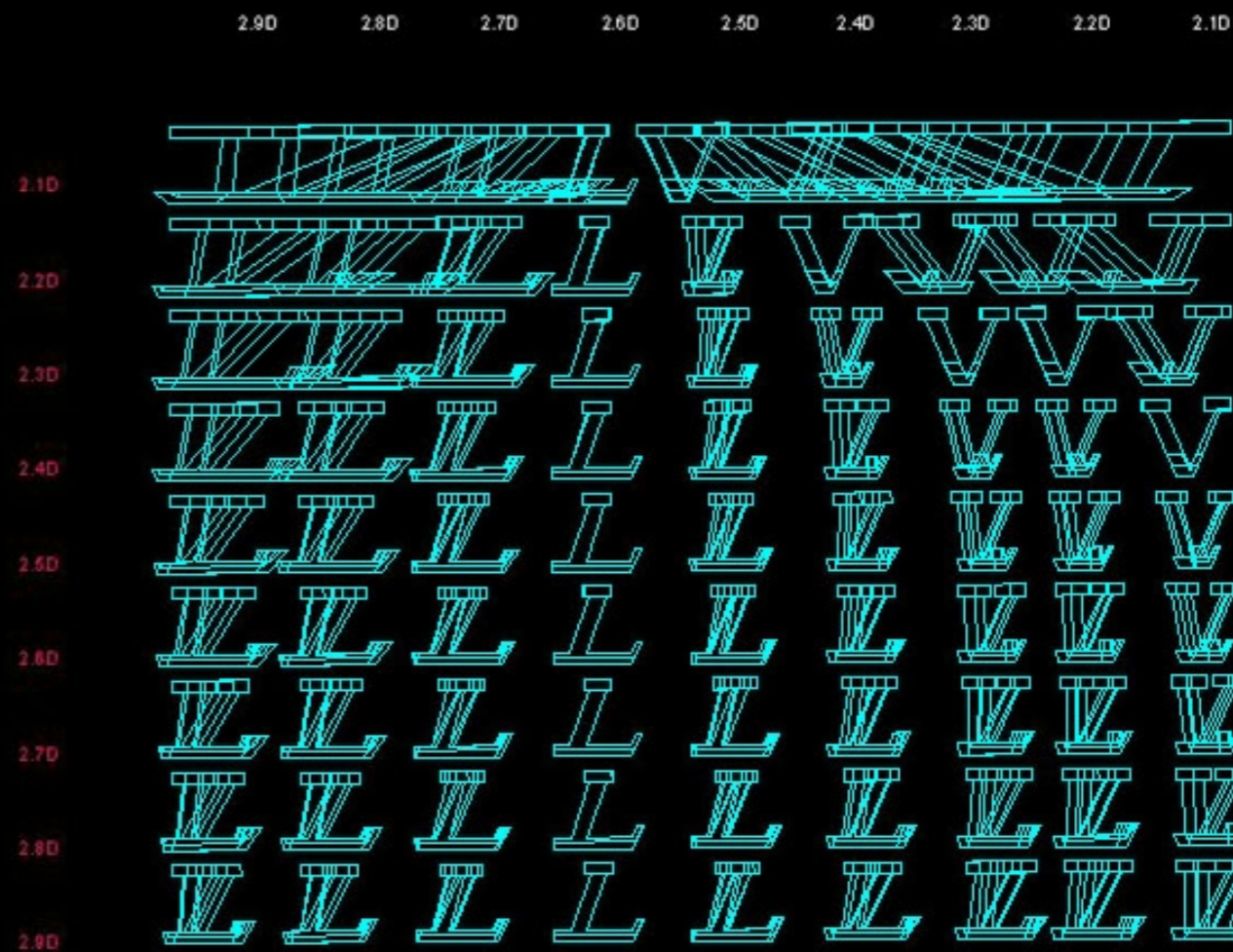
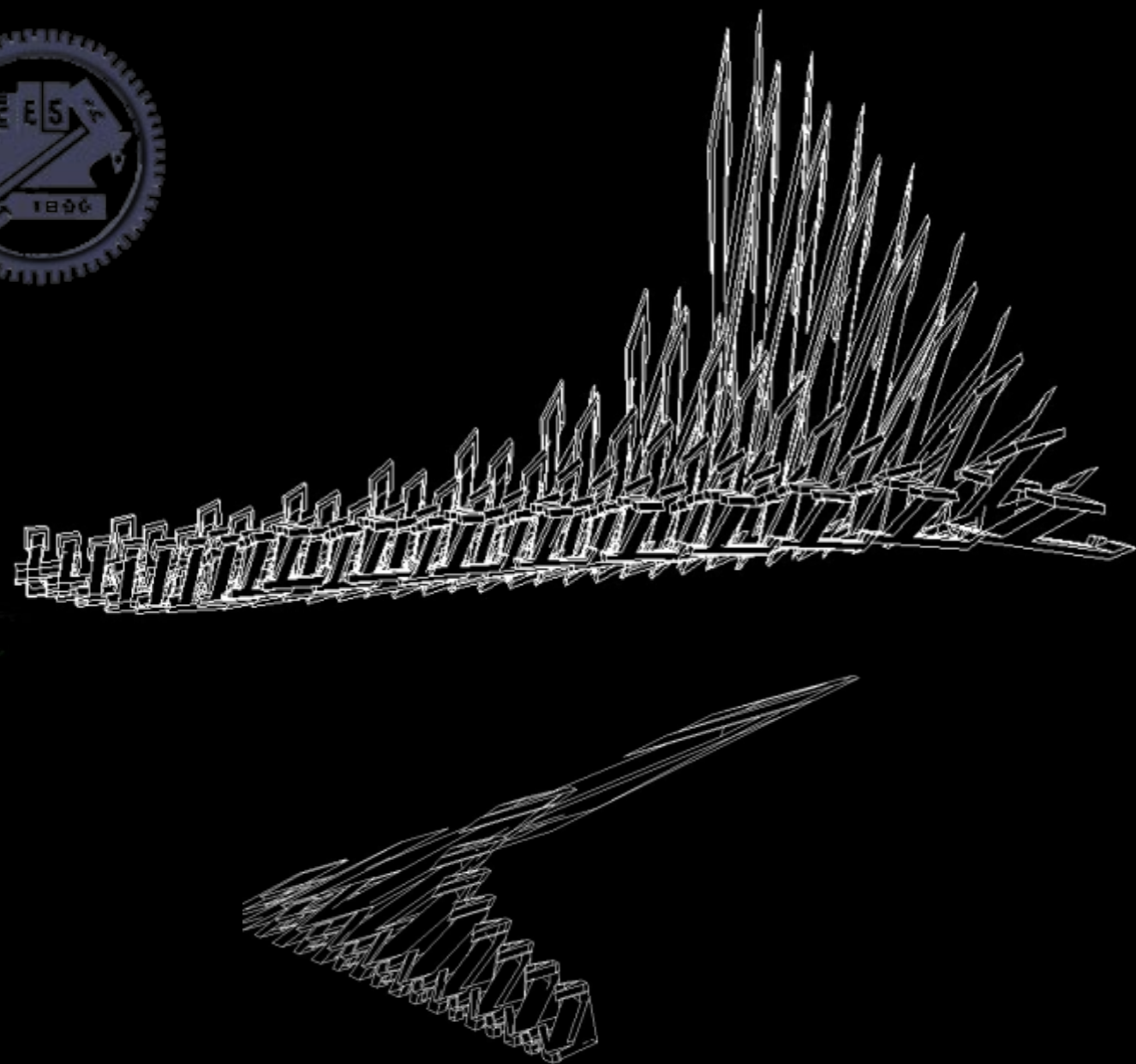
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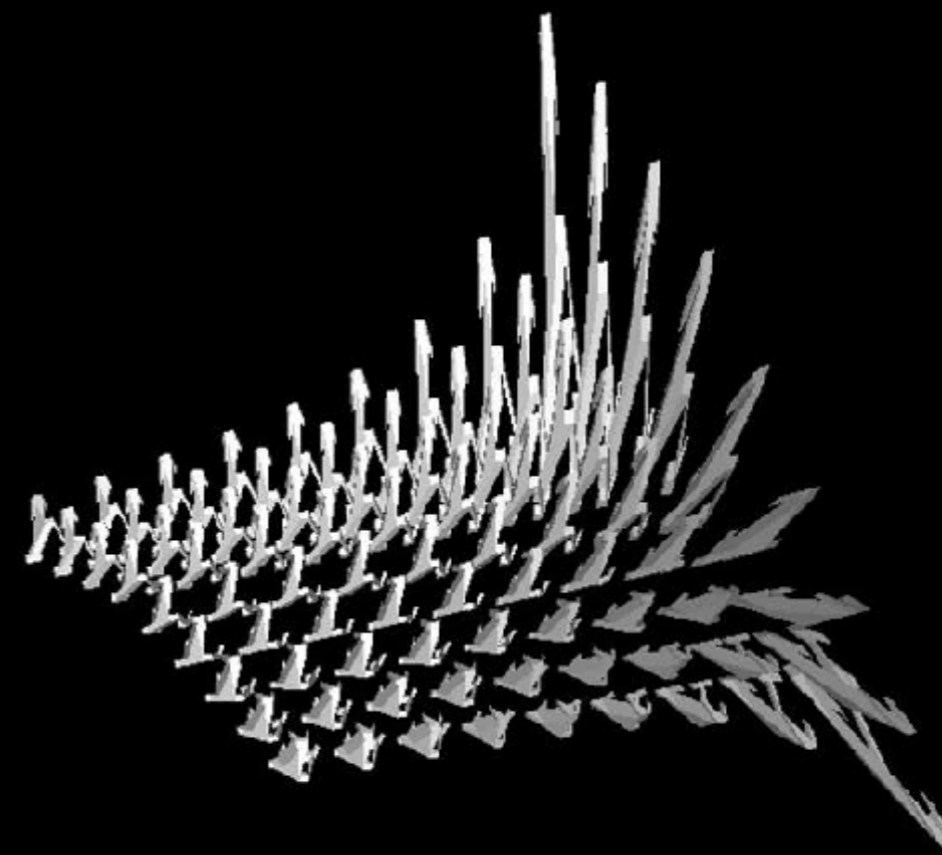
符號視覺與形塑圖

.形體從2.1D到3D 與由0度到90度的視覺 交織最後的視覺成像  
 .兩向度由大於2D漸變至3D的相互關係成形過程 與經由人體移動  
 其視覺環繞旋轉後 閱讀對形體產生的成像

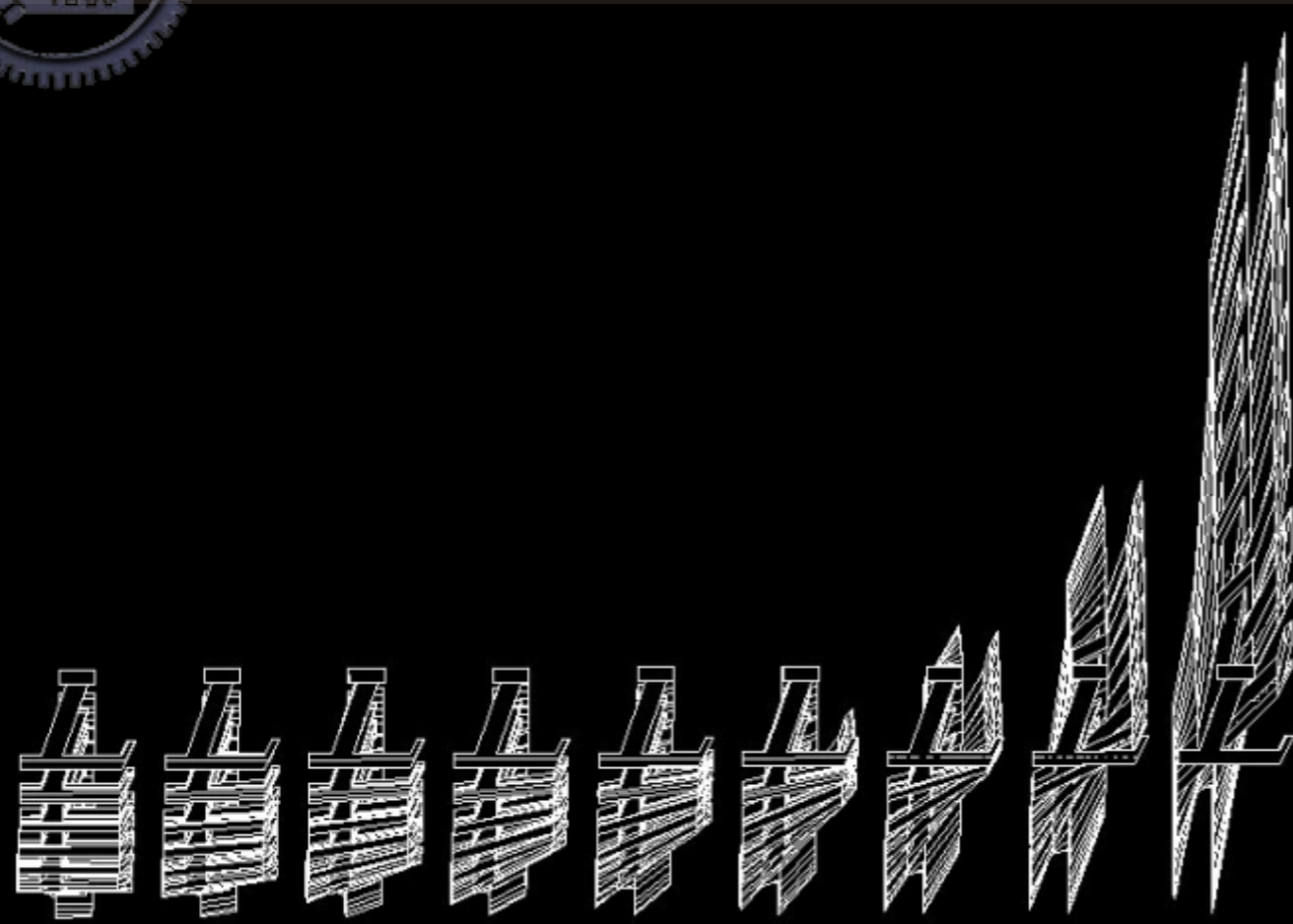
L-V sign's model chances

the chart of L-V mark vision and the shape model

Physique from 2.1D to 3D with from 0 to 90 visions to interweaves the final visual imagery.

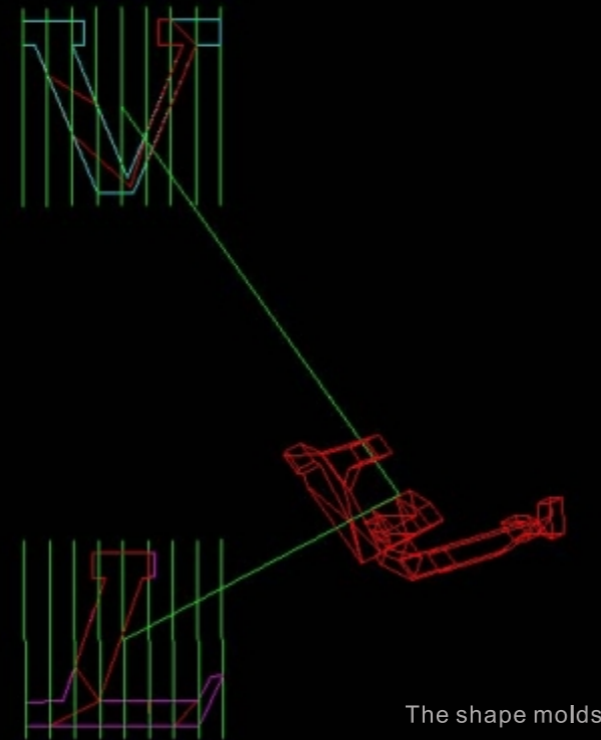






2.9D    2.8D    2.7D    2.6D    2.5D    2.4D    2.3D    2.2D    2.1D

Visual dynamic evolution



The shape molds



Visual map

### LV museum design development

- .Brand mark three-dimensional worship.
- The affiliation displays by the building to its may fear venerating.
- With likes the relations which the La Tour Eiffel produces mutually looks.
- .Metropolis vision focal point-La Tour Eiffel.
- The shape models the physique of the museum from vertical high change and visual focal point.



### LV博物館

- 品牌符號的立體崇拜藉由建築物更表現對其可畏的尊崇與愛菲爾鐵塔產生互望的關係
- 由觀光的視覺焦點愛菲爾鐵塔經由垂直高度的改變與視覺的焦點來形塑博物館的形體

具有貫穿形體的管狀結構  
外觀立面各有三種結構表現

The tubular structure has passes through the physique.  
The outward appearance sets up the surface respectively to have three kind of structures performance.

The structure and  
the material decompose







view changing gradually the animation



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.使用空間12層樓  
所有量體實虛交錯  
碎化成形

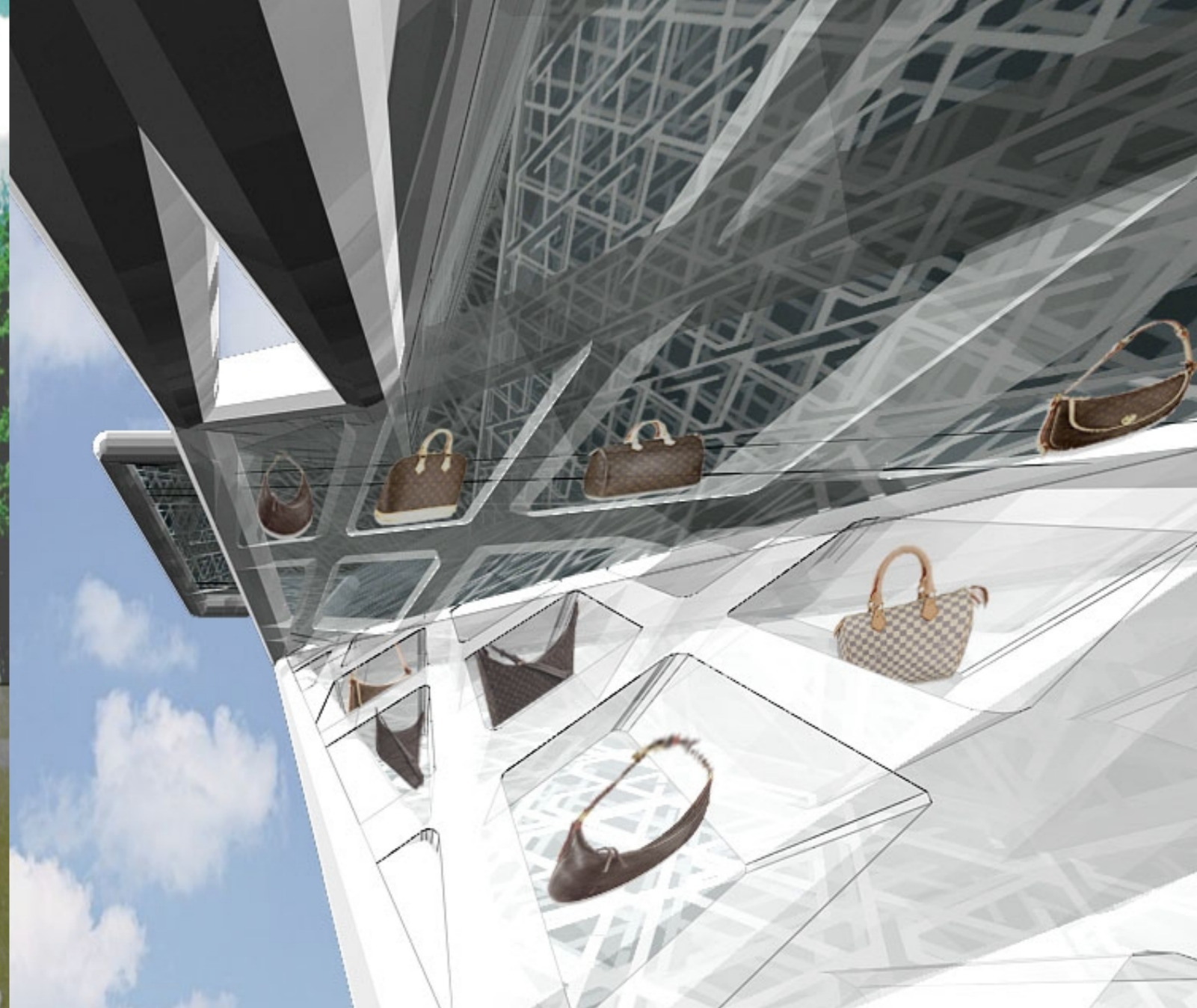
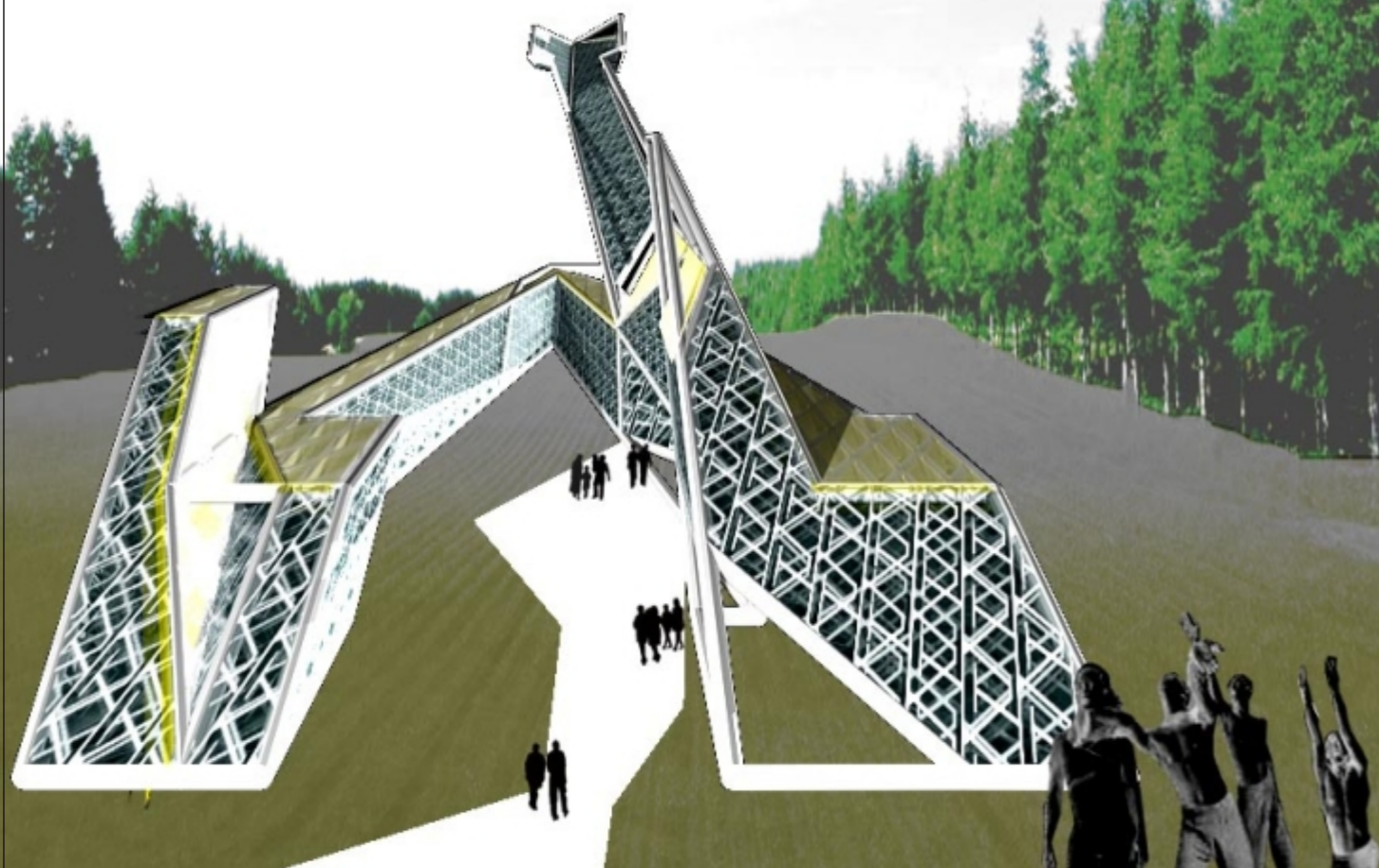
.Museum is use 12 floors.  
This has the reality and the empty quantity body.  
Fragmented forming.

.在其低樓層的視覺形塑為"L" 在高樓層的視覺形塑為"V"  
分類方式為"L"面、"V"面和非"L、V"面

.The models in tour's low floor visual shape is "L".  
The models in tour's high floor visual shape is "V".  
The classified way is "L", "V" with non- "L, V".







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LV museum simulation

The tower goes against the isologue/  
Spatially illuminates/  
In surface person's vision/  
Outdoor scenery in night/  
indoor scene

