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My Real Library

在Web2.0的時代，個人在網路世界累積的社群情感，無法延續至真實的生活的互動，兩者之間對於個人與群體也有著不同的定義及態度。

“我的真實圖書館 My Real Library”以網路社群作為故事背景，並以水與書作為媒介，在圖書館實體環境裏，回歸人與書、人與人，人與空間真實的互動關係，期望能找出屬於Library 2.0獨有的空間特質。



In the age of Web 2.0 , the reaction of people's relationship in the internet world can't be continued in the real world . For one person and also for groups , we have different definitions and attitudes about two different worlds .

“ My real Library ” take the internet communities as the background of story , water and books as mediums . In the real physical environment , I try to find out the real reactions between people and people , people and books and also people and spaces and create the distinguishing characteristics of space that belong to Library 2.0 .

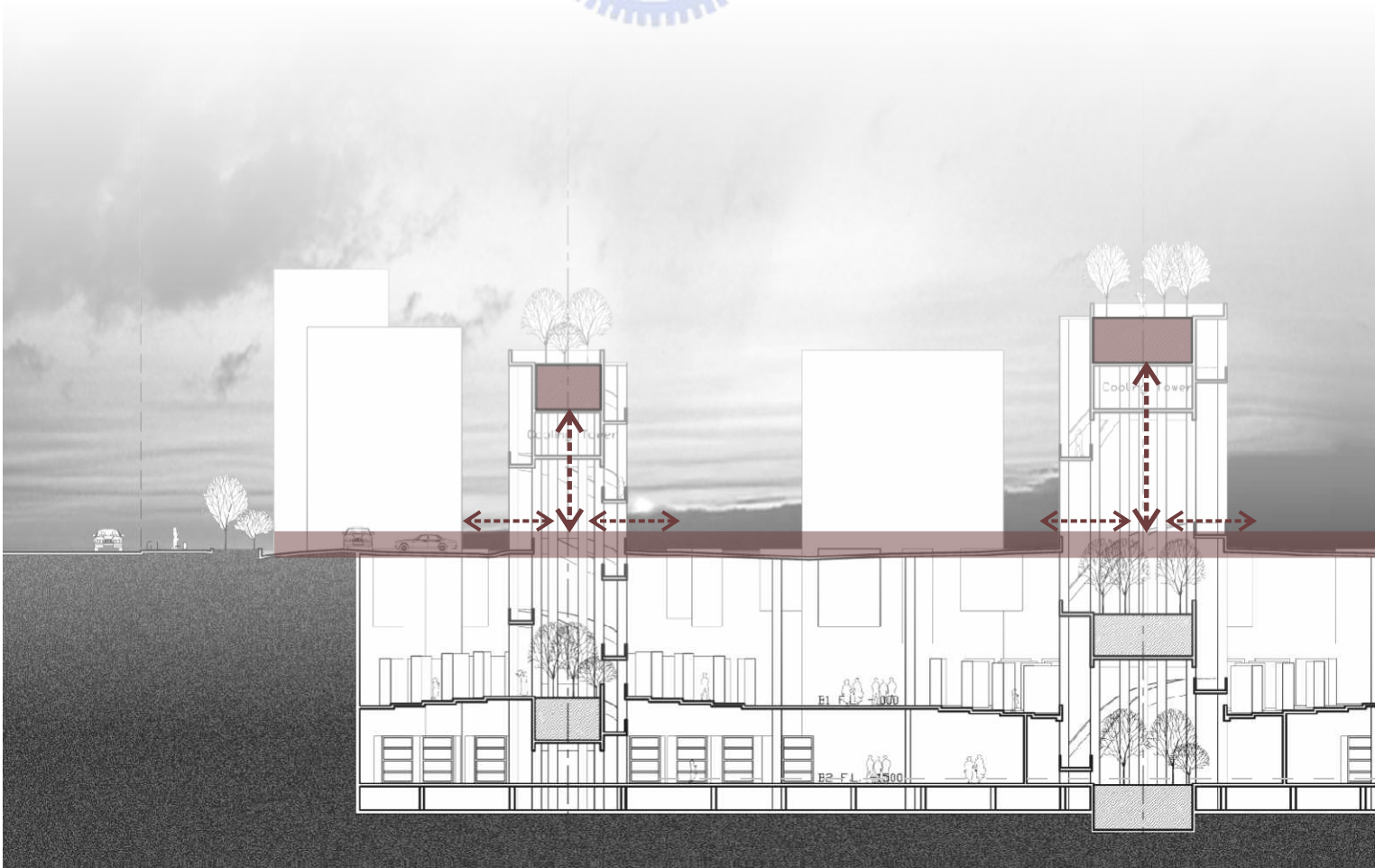
ter

**More People
More Parking Lot
More Air Conditioning**

**Less People
Less Parking Lot
Less Air Conditioning**

人群的多寡，空調設備的使用量，與停車場的使用率，三者的對應關係直接反應在水量的多寡，利用單純水位的高低變化與循環的機制形成都市地景的變化。

有時是以水為主題的公園，有時又是停車場與圖書館的入口，人與地景的互動，模糊人們對圖書館既定的刻板印象，塑造屬於數位時代圖書館獨特的空間與都市地景。





Everybody is Nobody

傳統圖書館服務—虛構的群體:國民.市民.學生.....

Everybody is Sombdy

網路則傾向服務—由獨立(客制化)個體所組成的動態群體概念: 書—個人—小組—會員, 由小聚集成大, 由關係的強弱決定群組的大小及邊界。

兩者之間決定不同的空間特質, 藉由二者不同之處, 區分出屬於數位時代的圖書館空間的獨特樣貌。

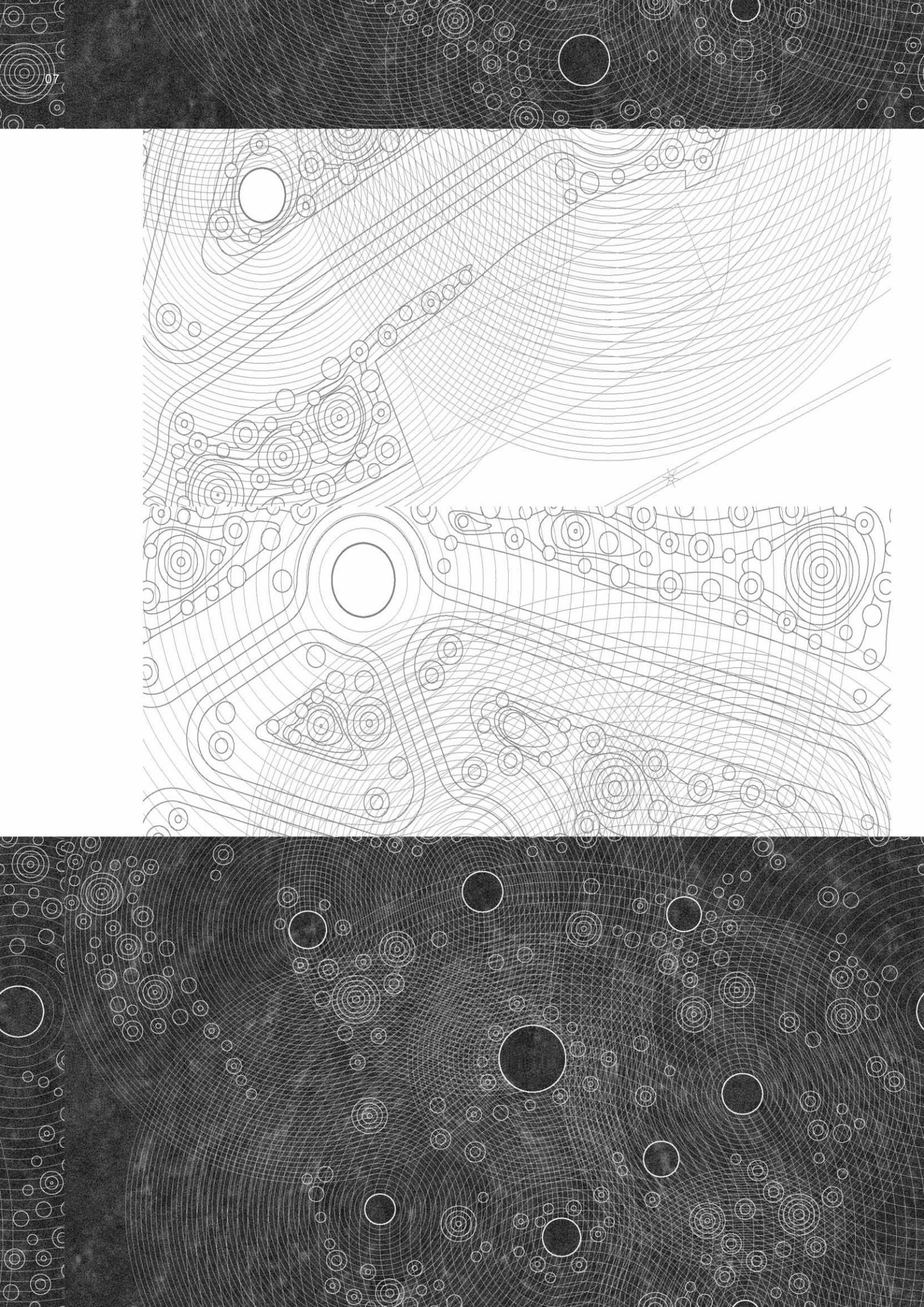
Two Worlds

人同時以兩種身分生活在世界上:

真實環境: 市民、學生.....

網路虛擬: 生命中不可承受之輕、小王子.....

並同時建構屬於個別的社群關係。但彼此之間互不相關, 真實環境與虛擬網路產生斷裂的現象, 在網路世界累積的資訊、資源與情誼... , 無法在真實環境中延續。



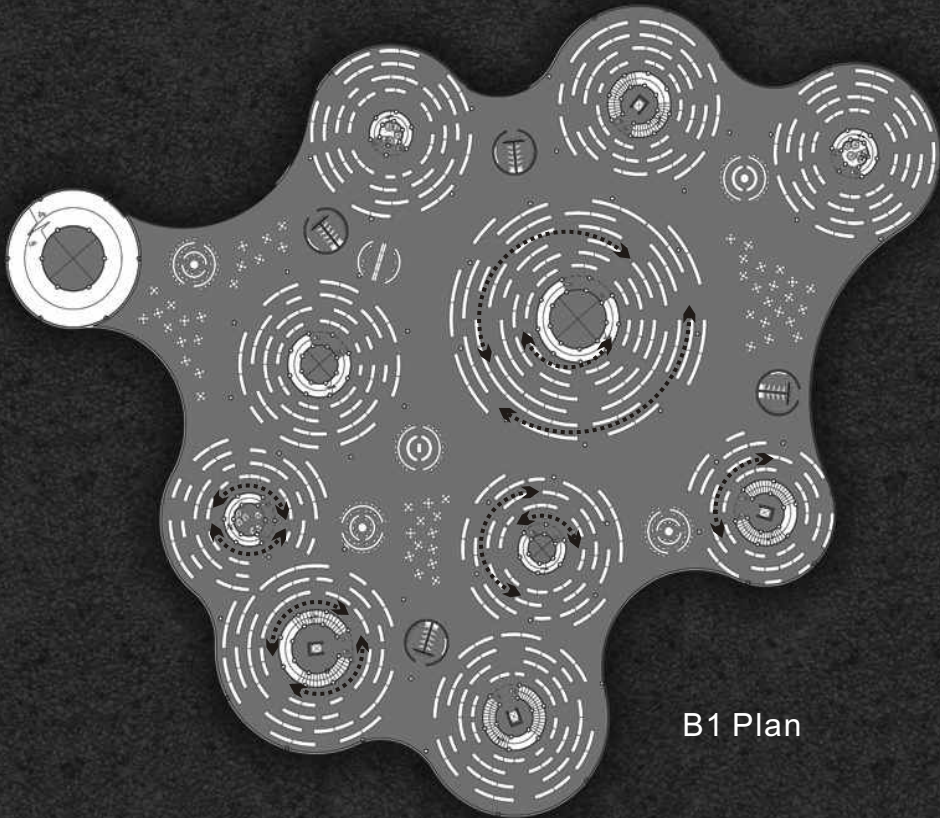
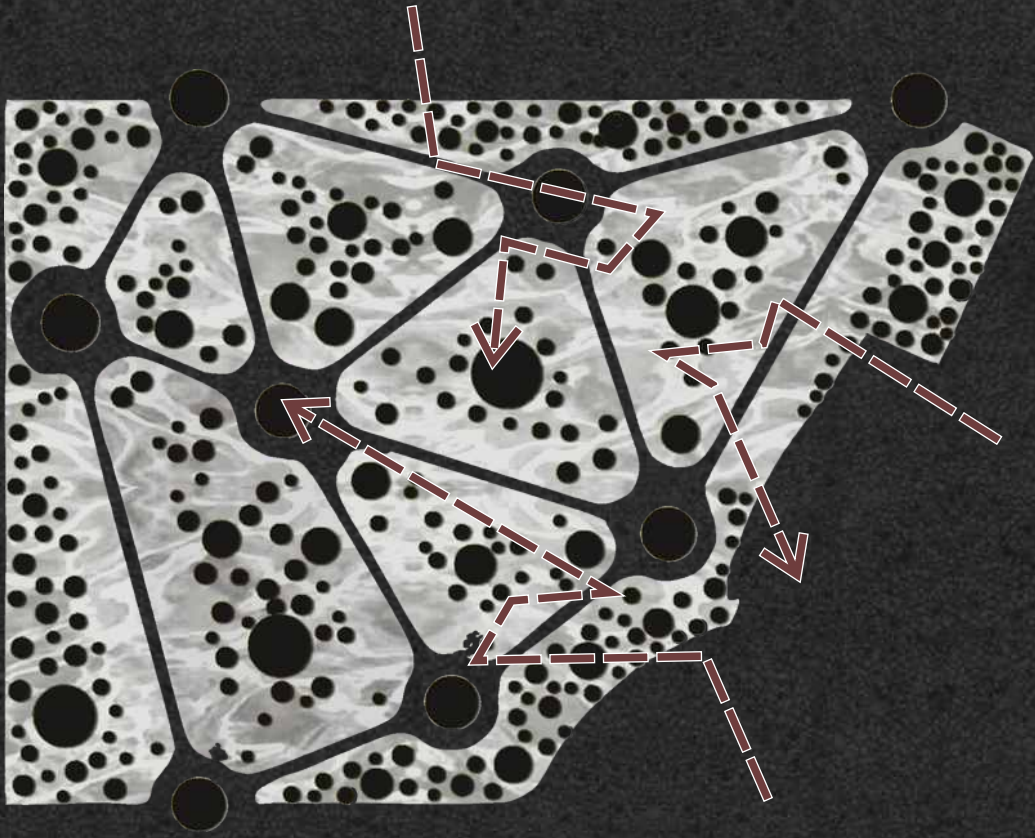


Speed Of Walking

利用水形成多變的都市公園景觀，讓都市居民在每次使用時都有不同的感受，每次經過都可以選擇不同的路徑，意識到每天的時間變換，除了讓都市居民因為空間趣味提高公共空間的使用率，更可結合圖書館，真正讓公園與圖書館進入都市居民的日常生活之中。

Speed Of Reading

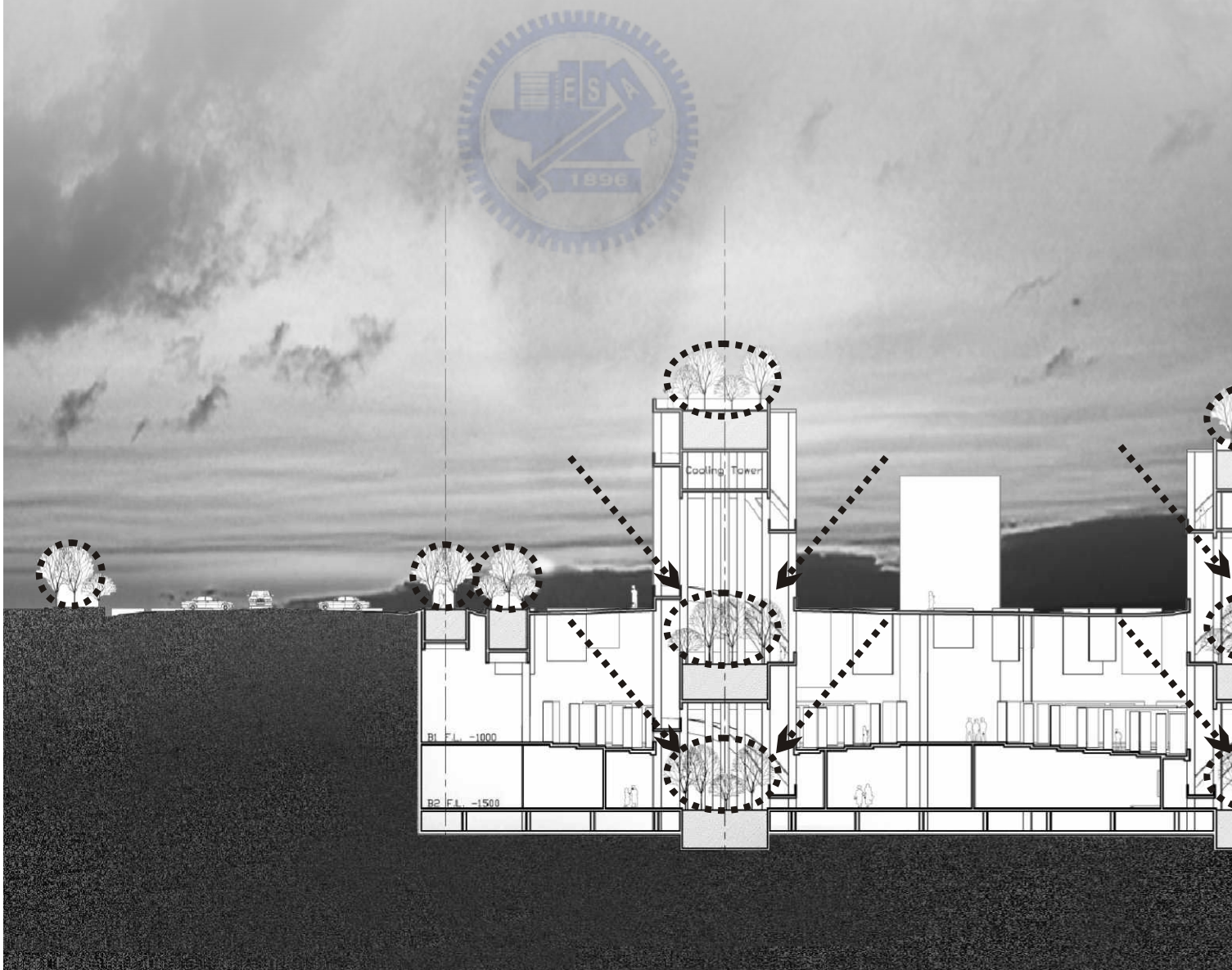
藉由空間及路徑上動態與即時的變換，延長讀者進入與停留在圖書館的時間，減緩閱讀的速度，提醒讀者單純閱讀與溝通的樂趣，讓資訊不單只是快速的獲取，而有更進一步自我審視與思考的價值。



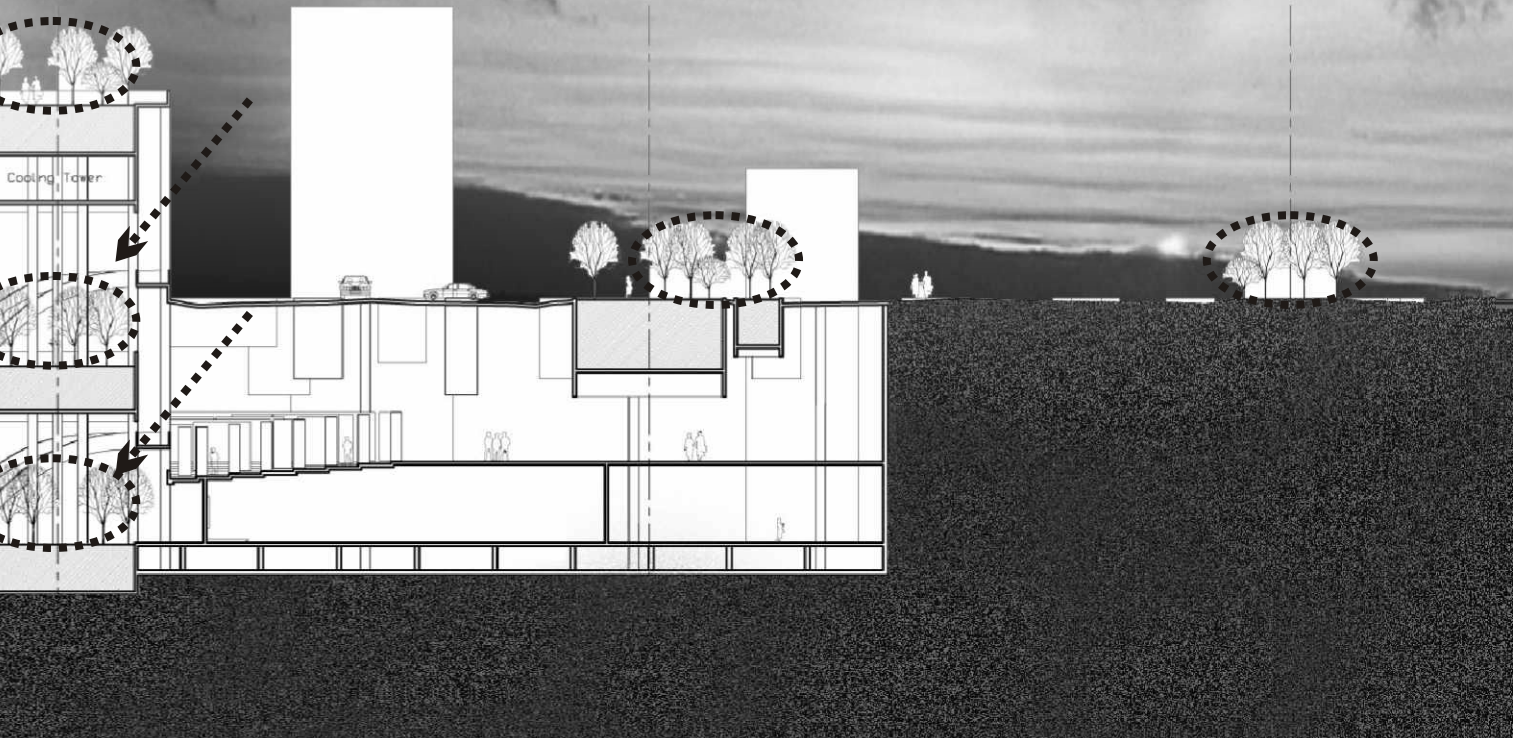
B1 Plan

Sunshine Plants Fresh Air

將地面層的陽光、綠意及新鮮空氣引入地下層，結合圖書館的開放空間，將圖書館轉變為整體公園的一部分。

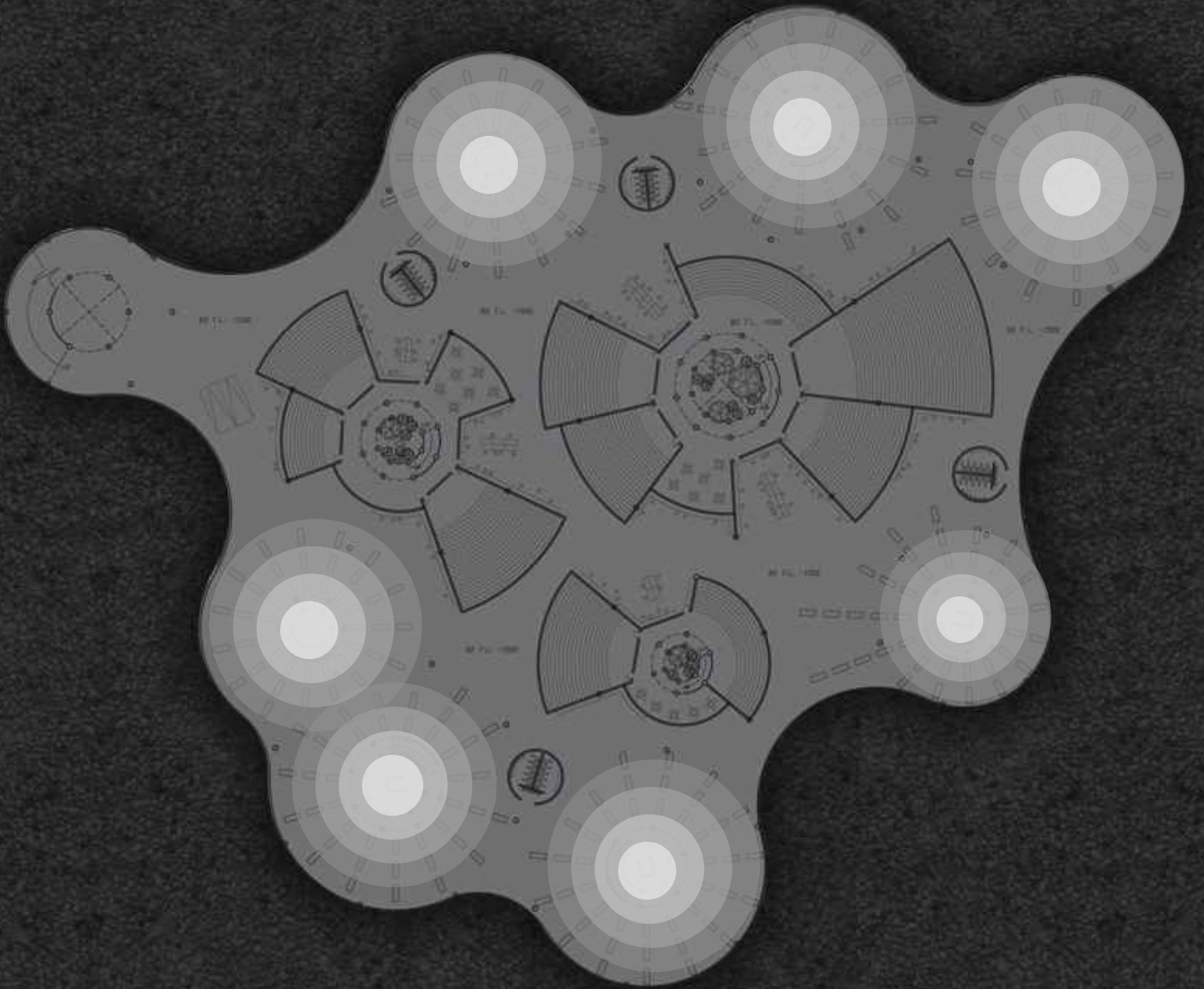


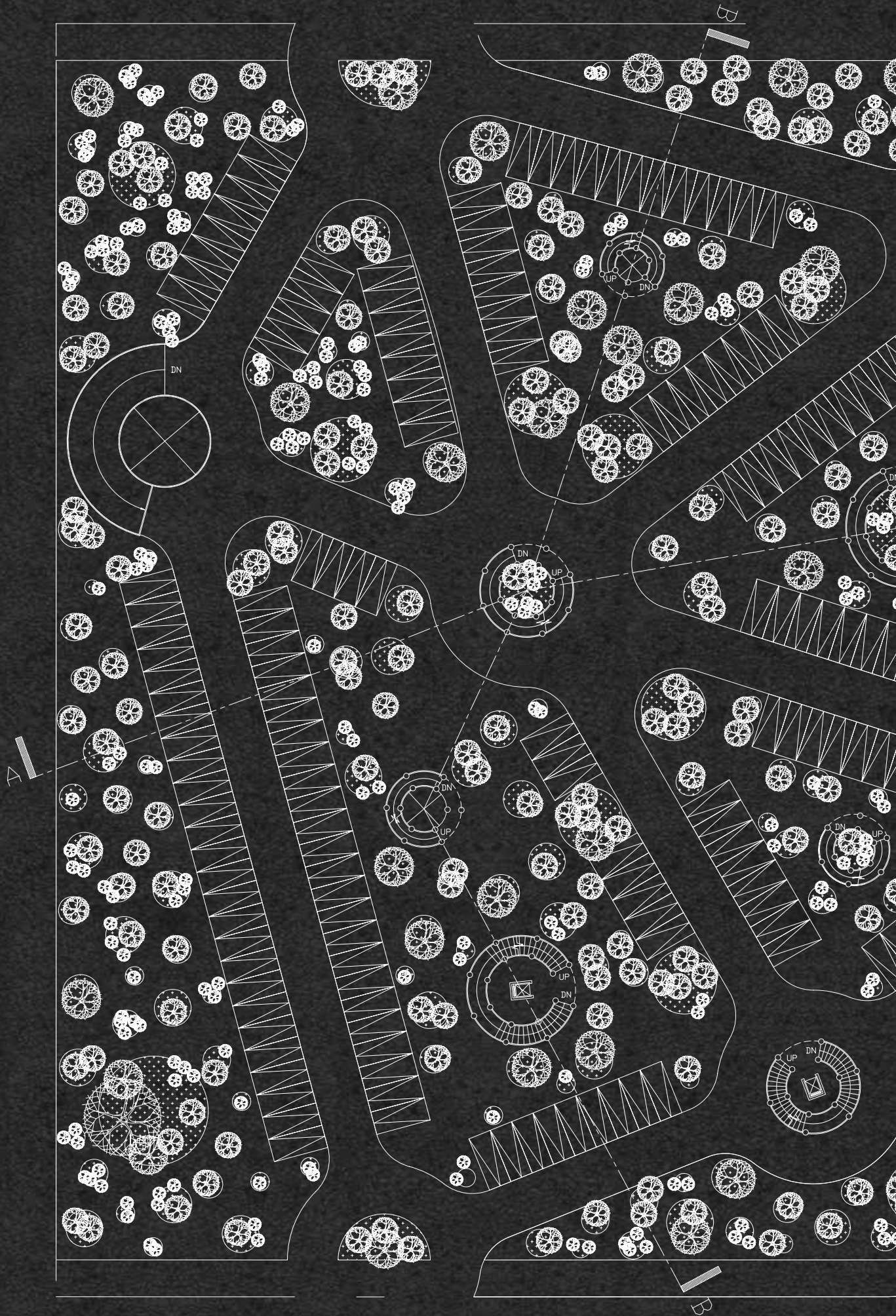
地面層連結相鄰綠地，視為整體綠園道的一部份。

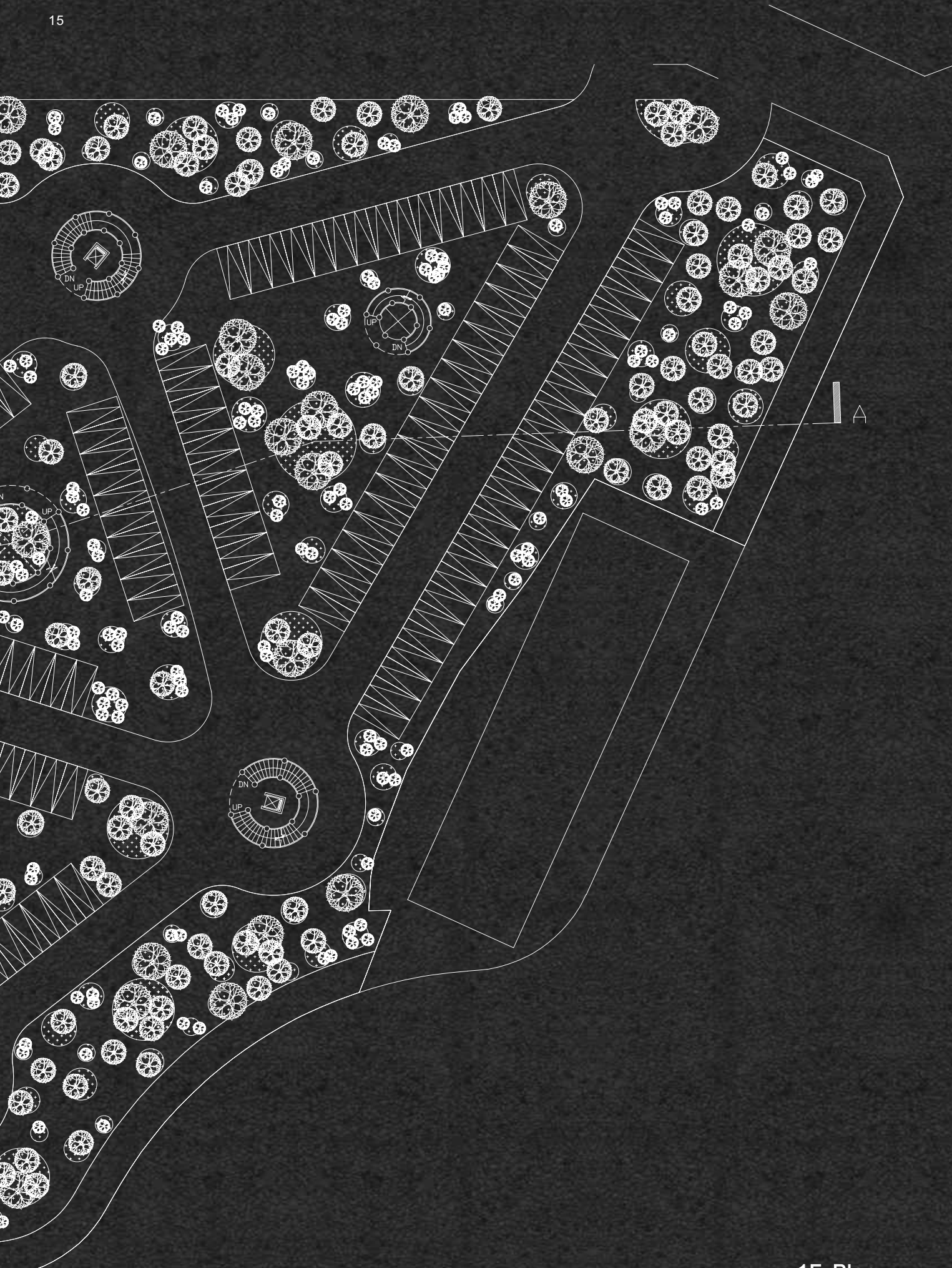


Circulation

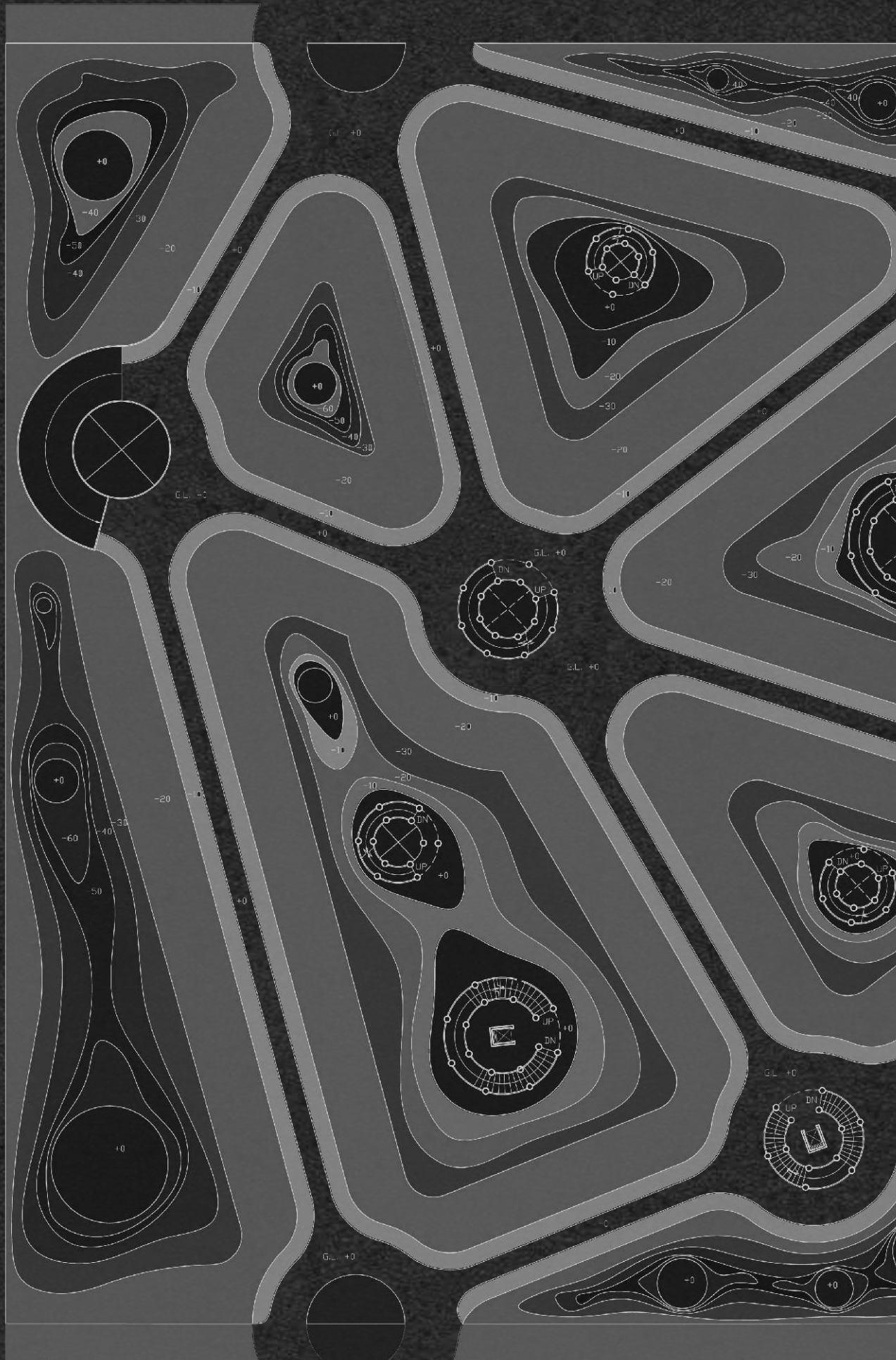
依照圖書檔次更換的時間，越接近更換日期的書移動至越靠近圓心的位置(垂直服務通道)，形成循環的換書模式。

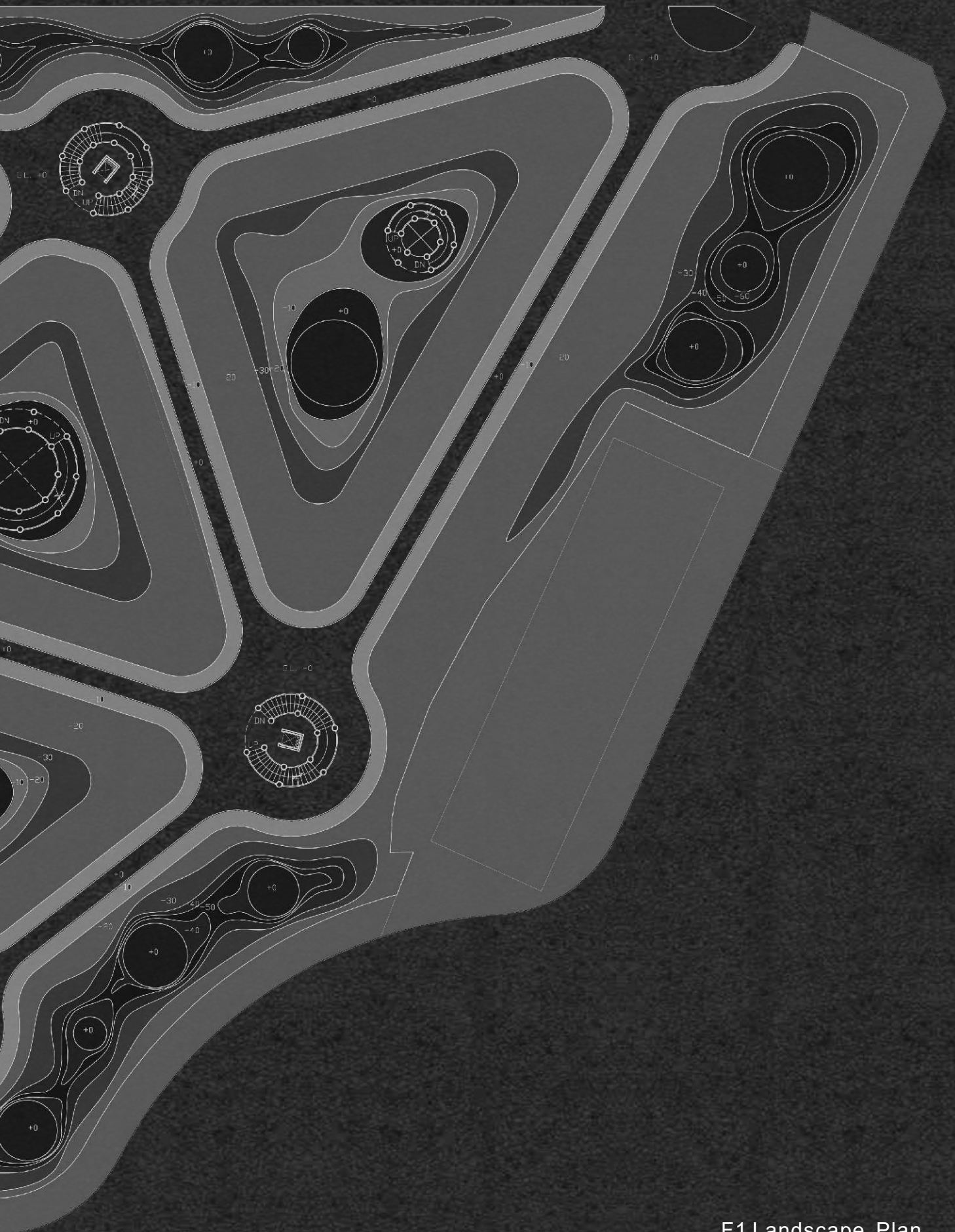


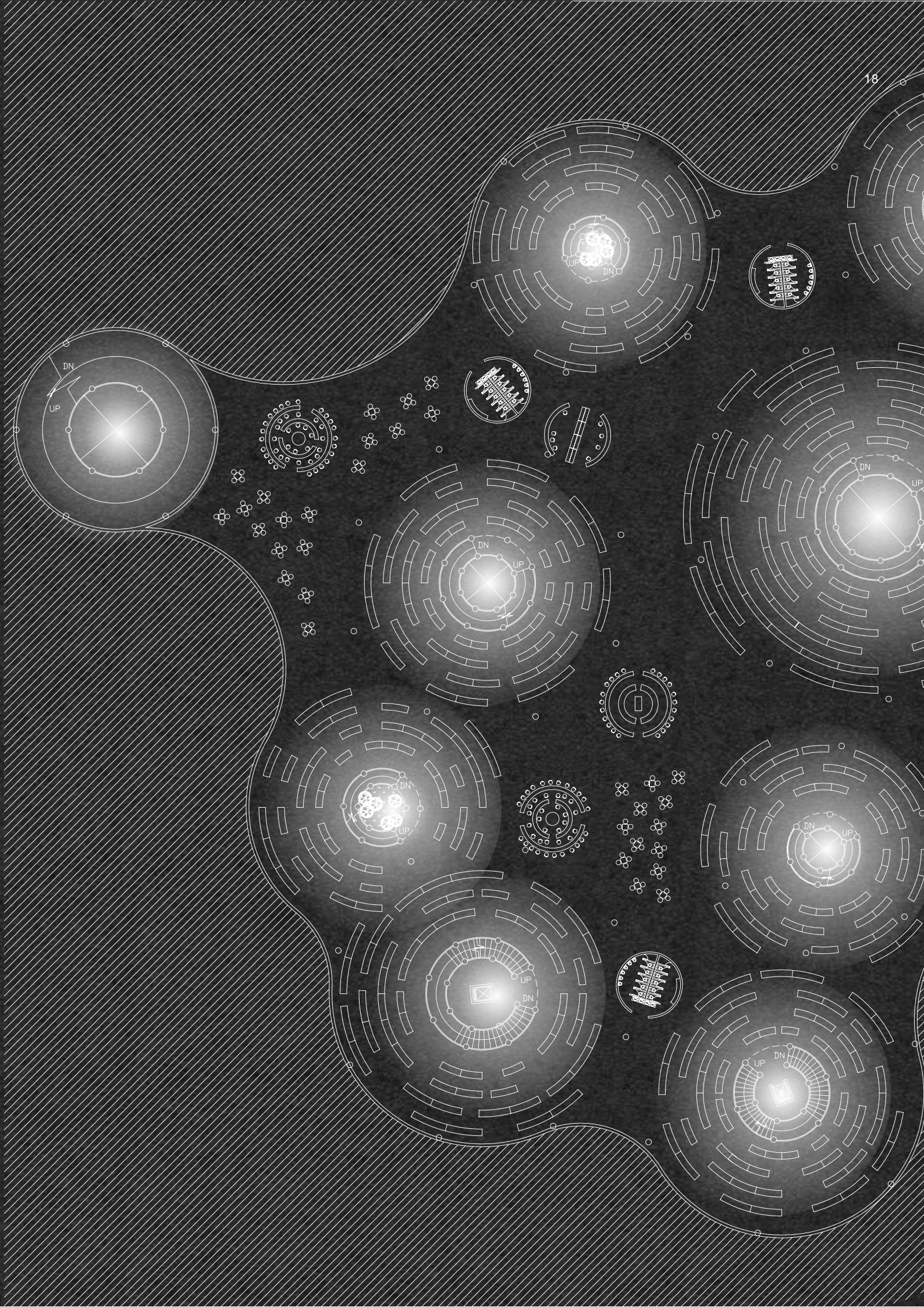


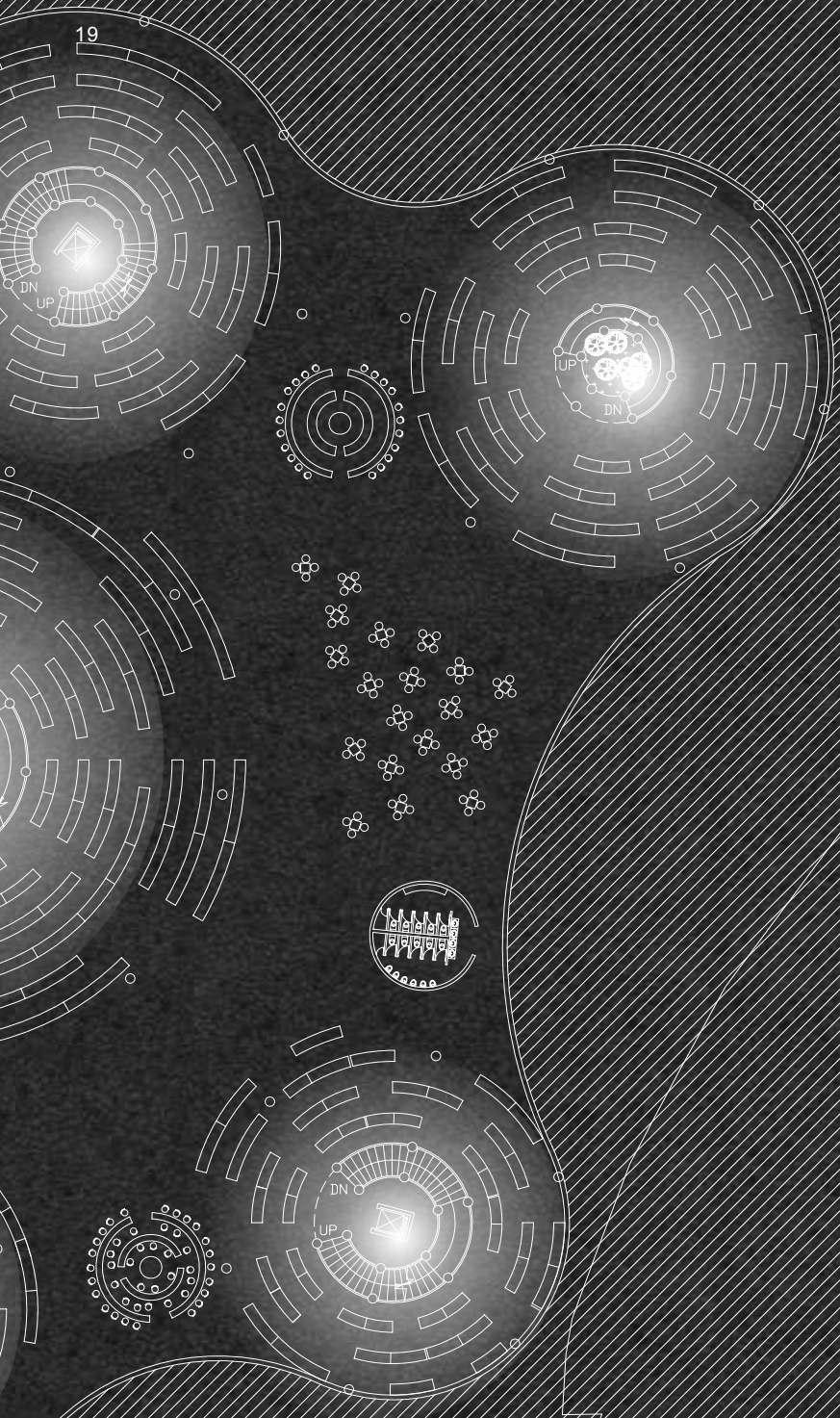


1F Plan











B2 F.L. -1500

B2 F.L. -1500

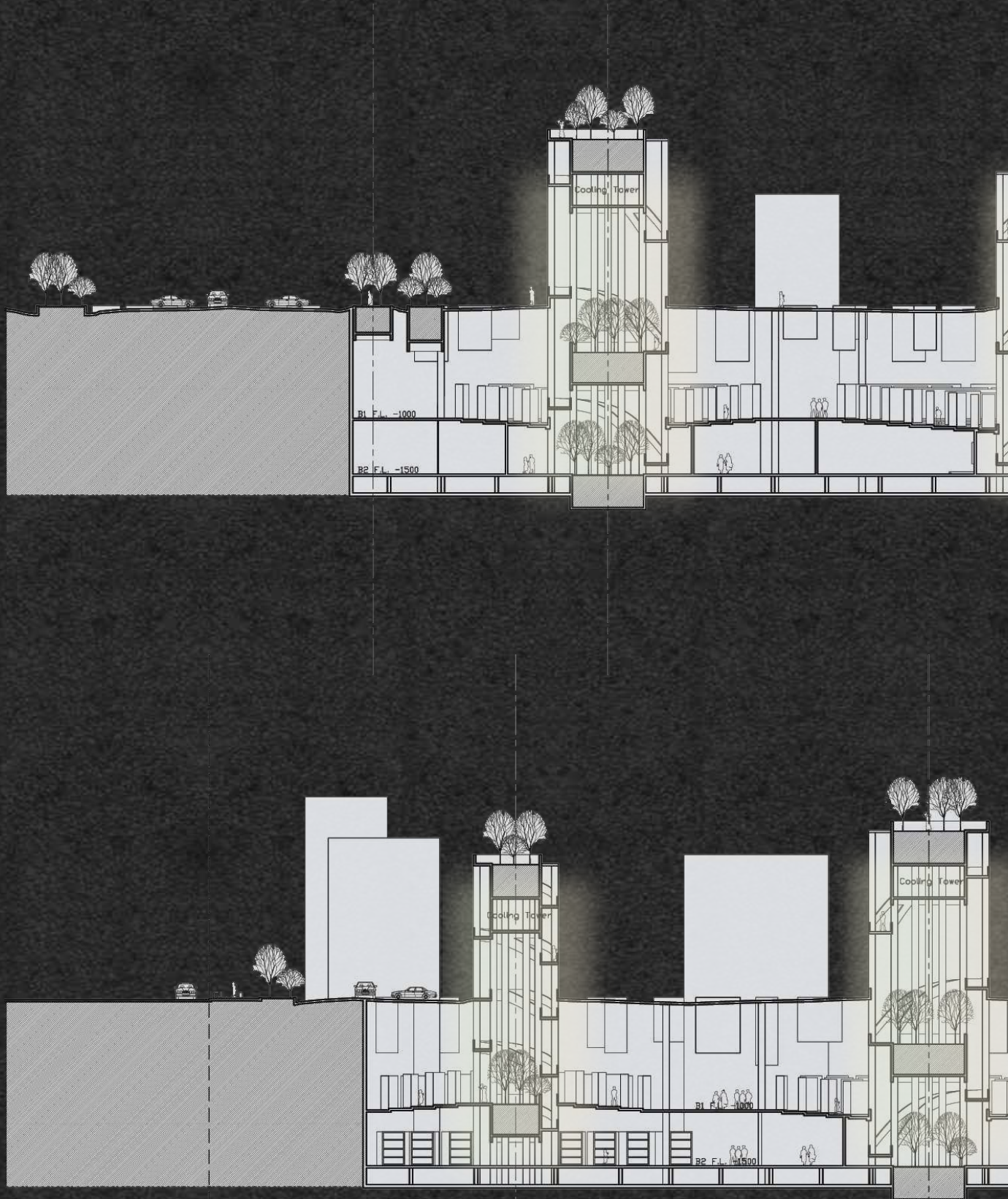
B2 F.L. -1500

B2 F.L. -1500





B2 Plan





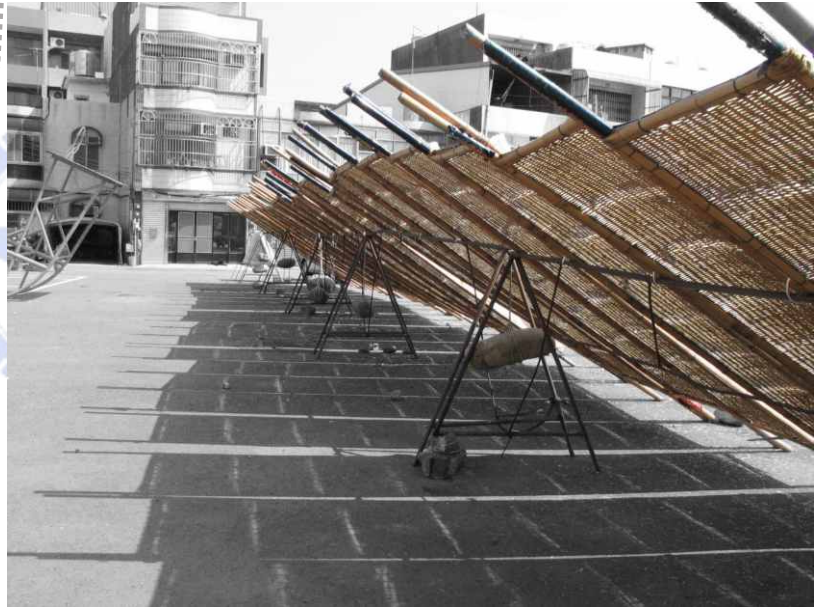
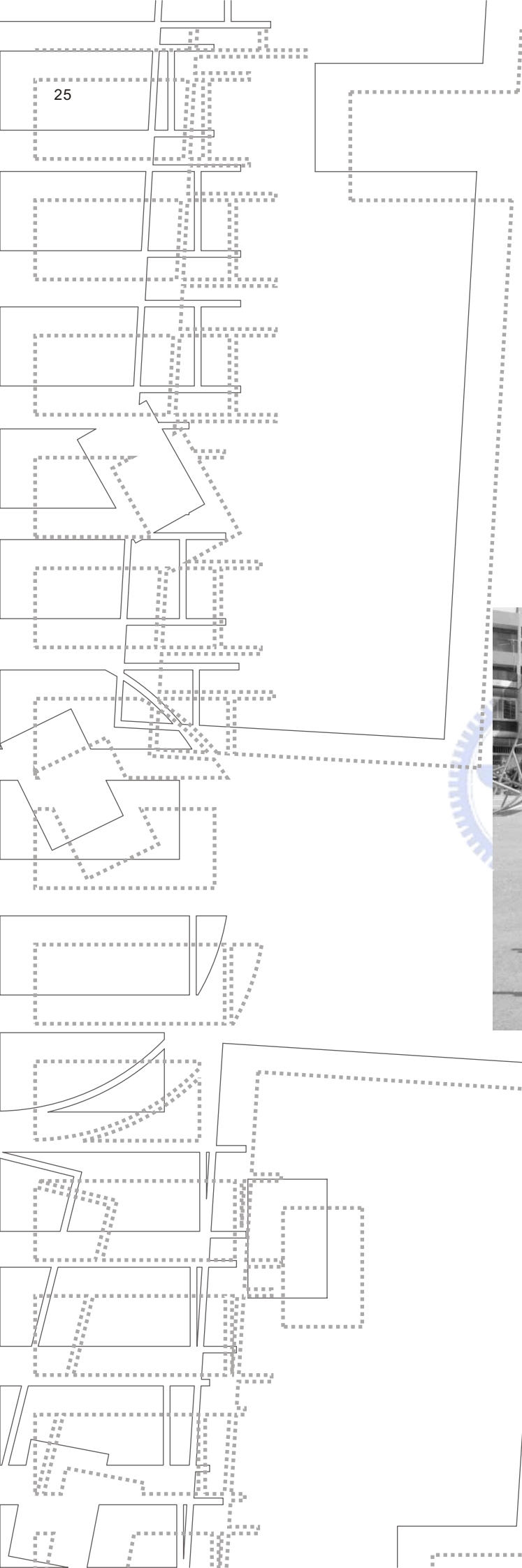
A-A Setion

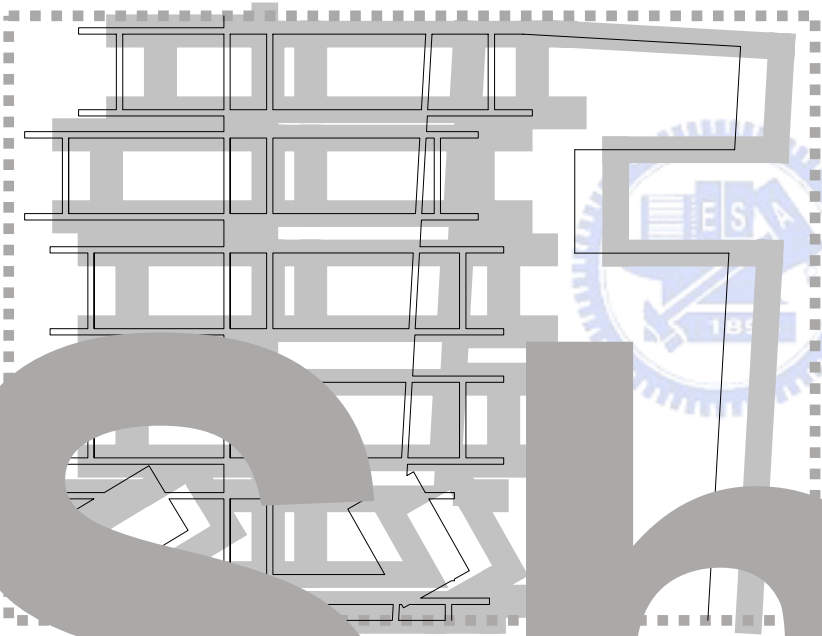


B-B Setion



25





S n a

Urban Gallery

以都市複雜環境中重疊的陰影作為觀察與紀錄的對象，視為承載歷史意義的空間遺跡，藉由尋找具有辨識性的圖像，重現居民共同的空間記憶。

由平面圖像的操作轉譯為具體的空間原型，最後植入真實的基地環境與實際需求，整合為一隱含著都市空間歷史的歷史空間。

Through the observation and recording of the shadow in the urban complicated environment, I try to find the identity of the memory belonging to the citizens. The image of the shadow is the trace of history and carries the meaning of living life.

Starting from the pattern of selected shadow, I transformed the plan images into 3D models, trying to find the prototype of historical space. Adapting the prototype into the real environment and programs, I created the historical space that has the space history.

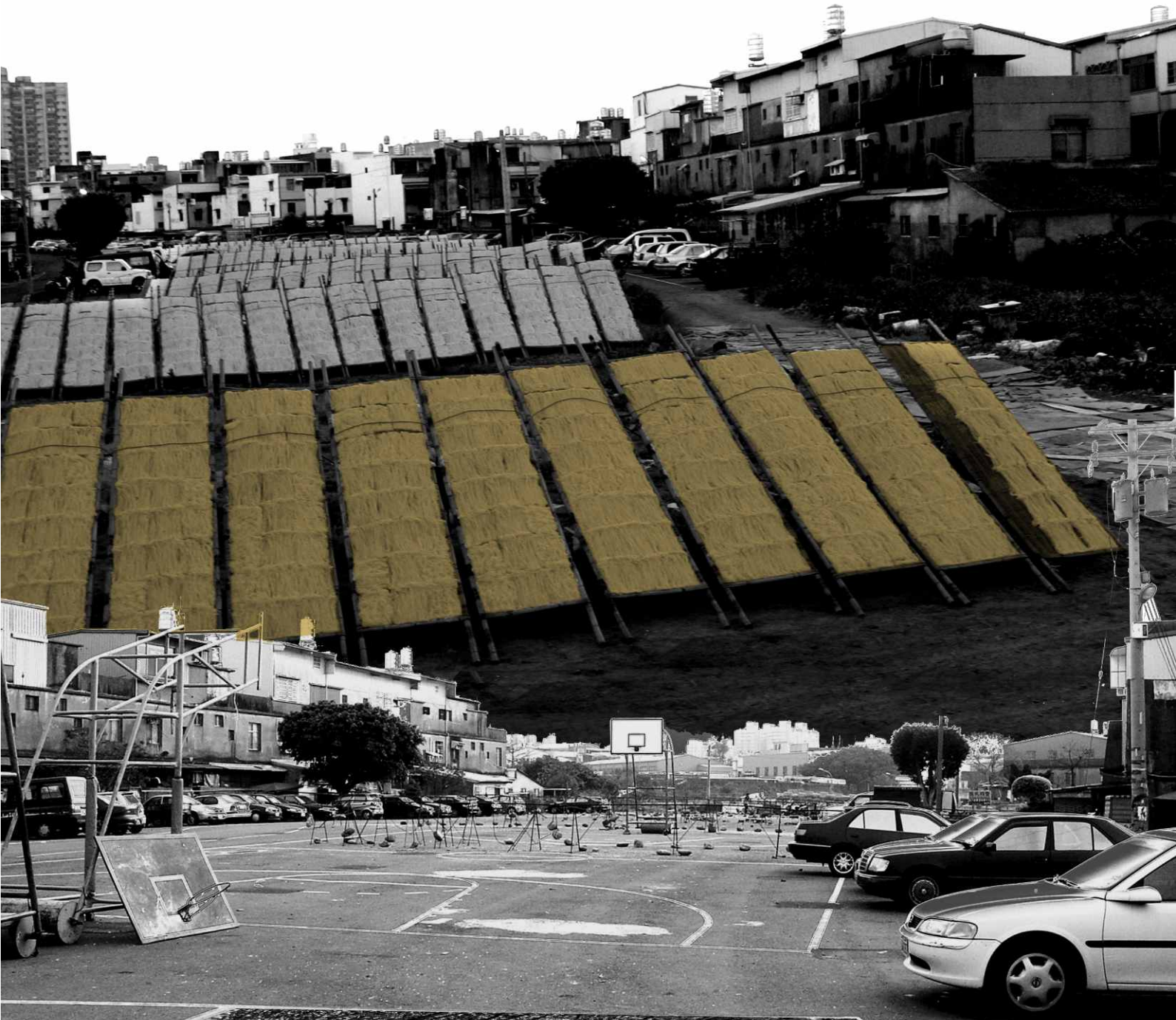


down

都市觀察
Observation

新竹市
Hsin-Chu City





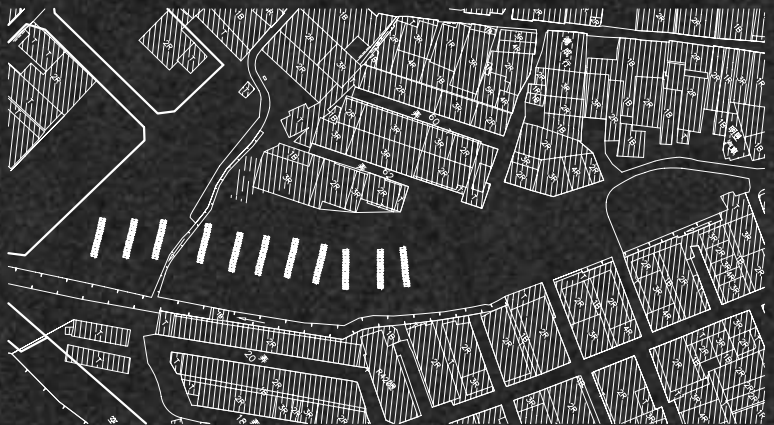
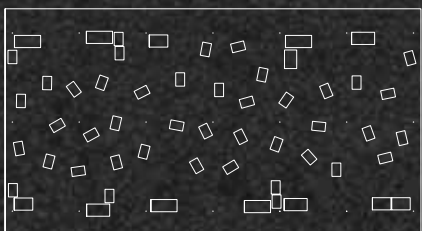
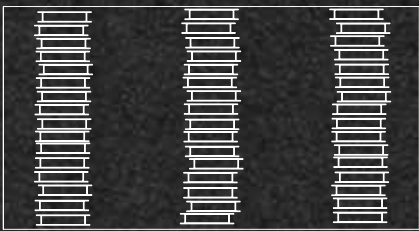
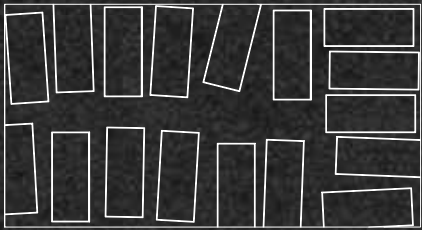
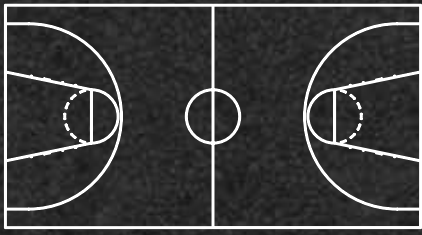
紀錄對象
Recording

籃球標線
Basketball Field

停車格
Parking Lot

米粉架
Rice Noodle Shelf

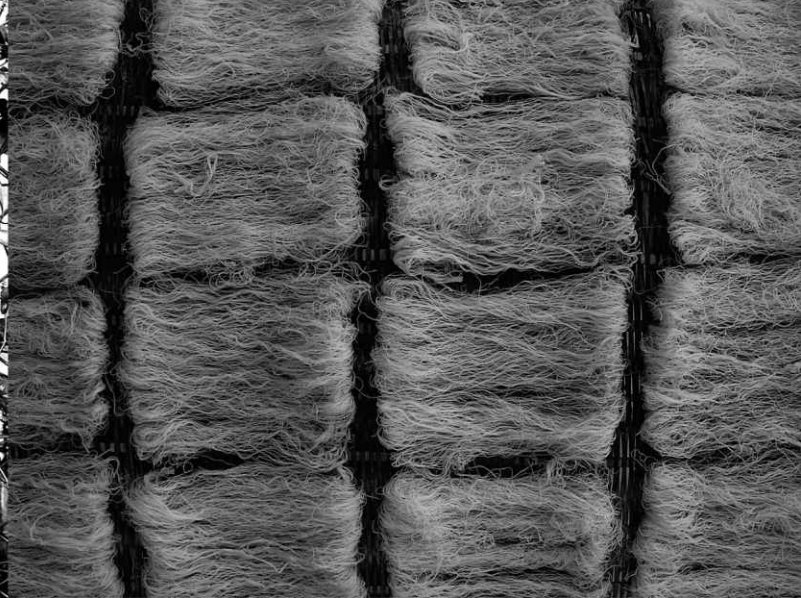
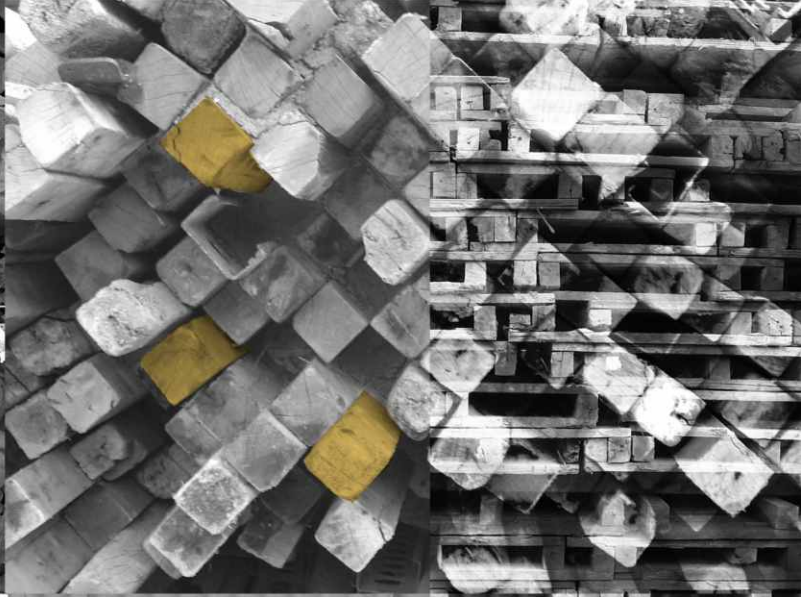
夜市棚架
Night Market Shelf



紀錄對象
Recording

水平面 / 垂直面
Horizontal / Vertical

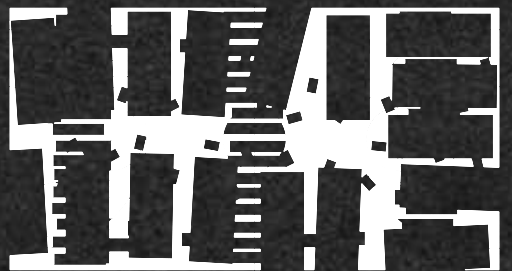
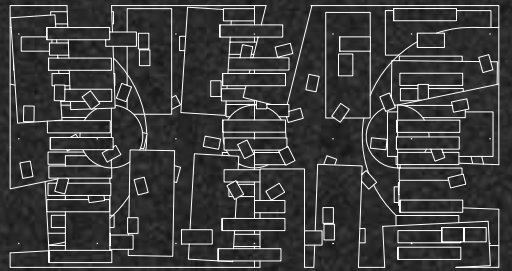
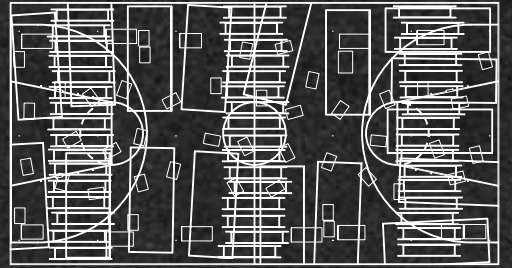
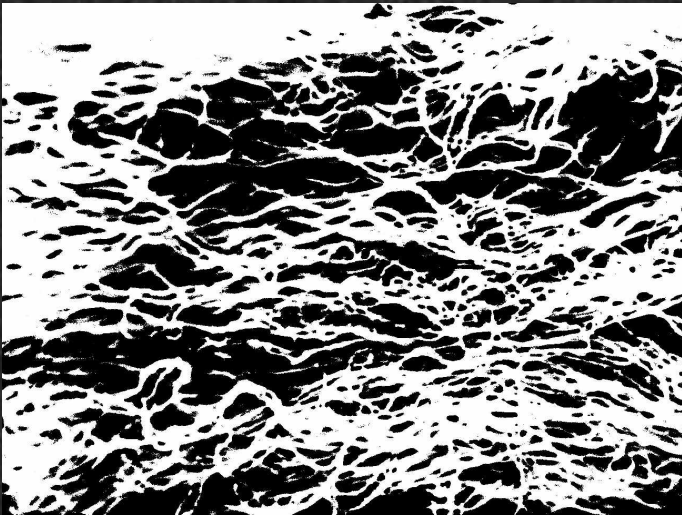




平面操作歷程
Process of Plan Developing

形變 / 疊加
Transform / Overlap

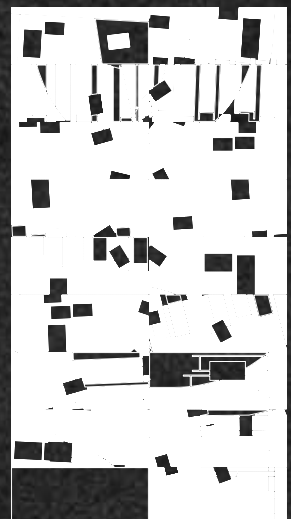
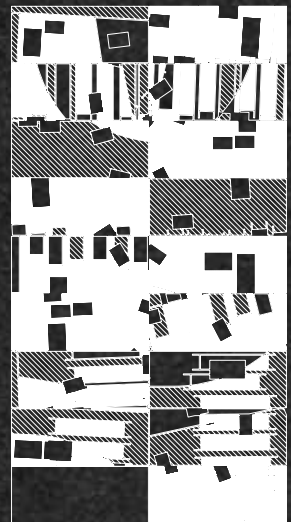
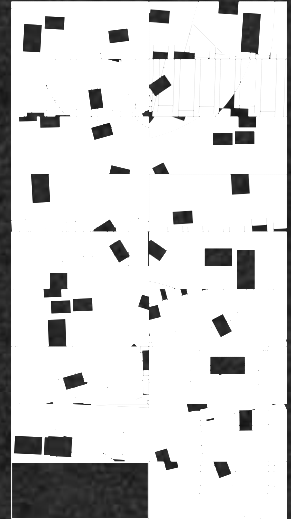
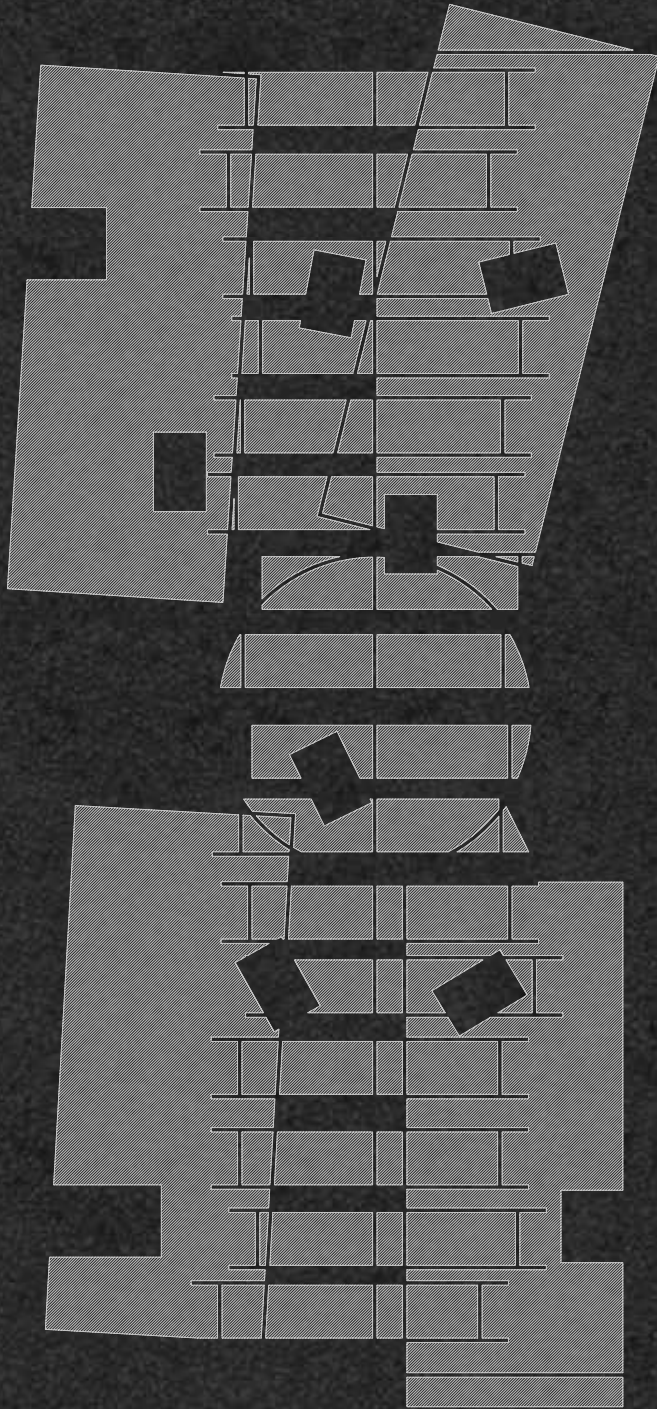




平面操作歷程
Process of Plan Developing

選擇
Select

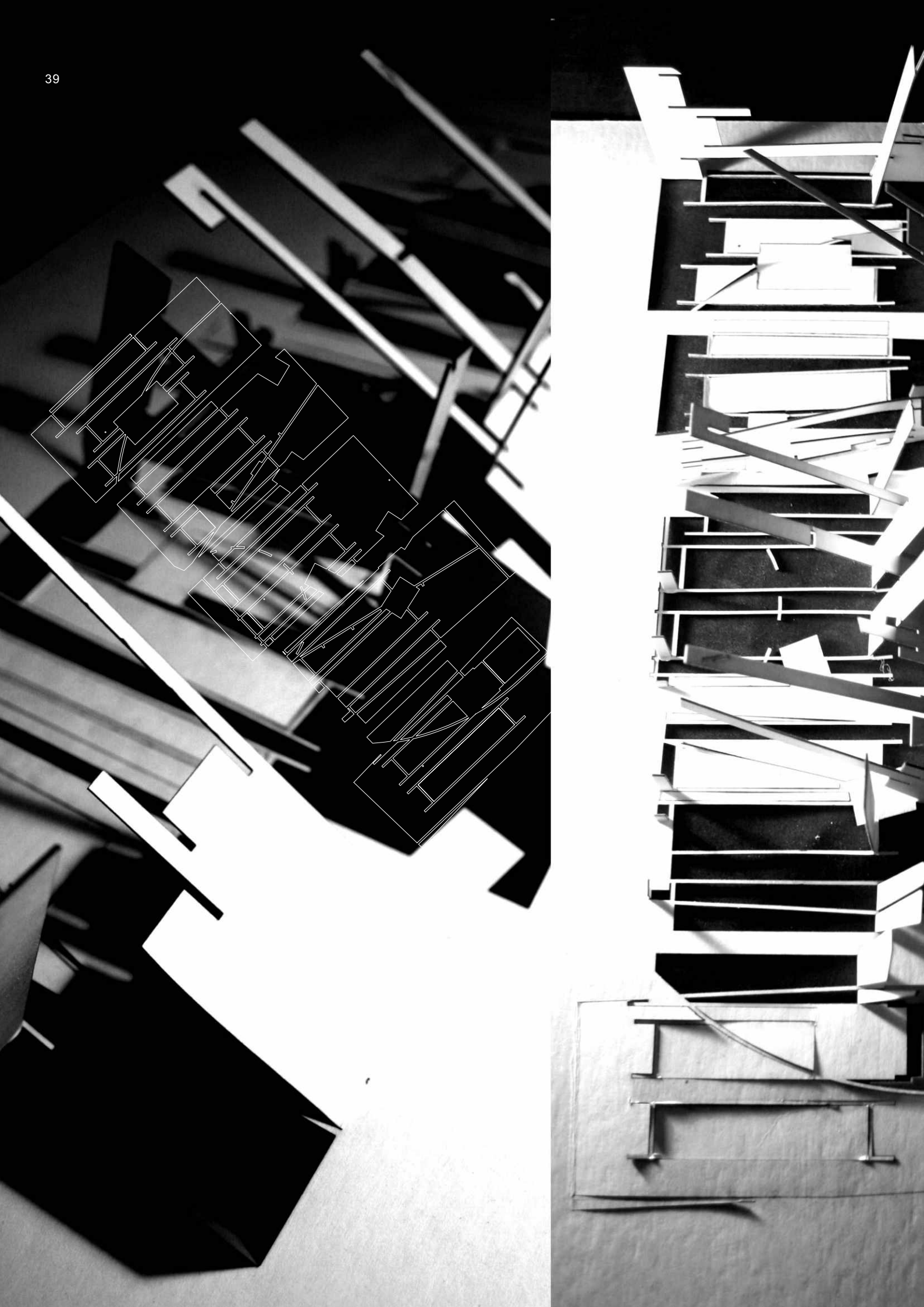




空間操作歷程

Process of Space Developing





空間操作歷程

Process of Space Developing

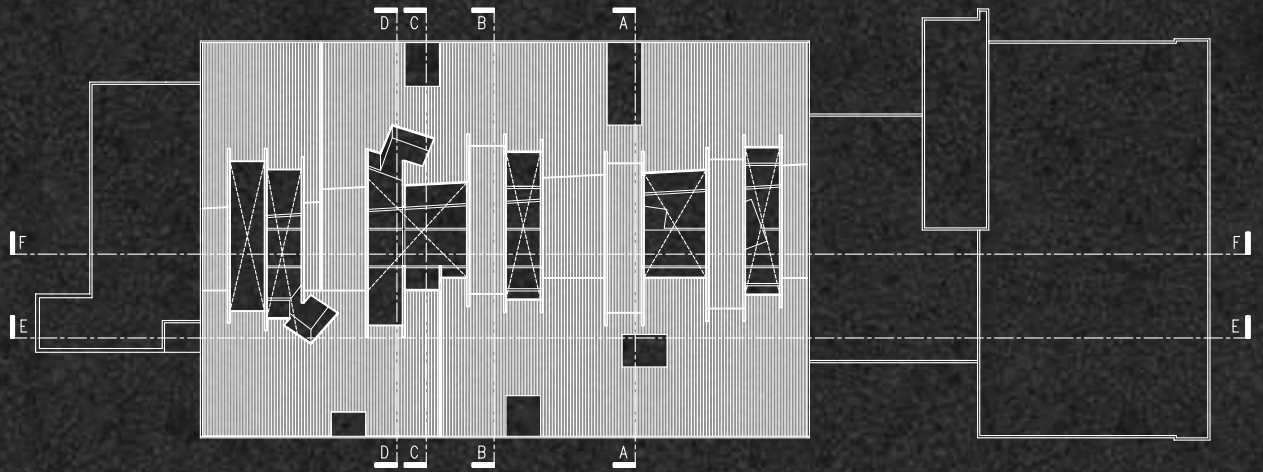
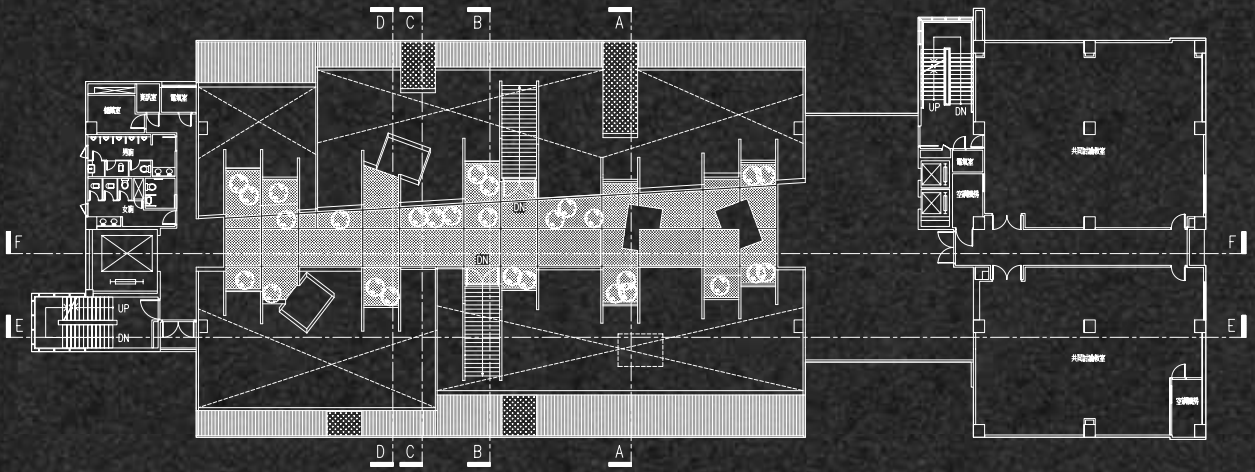
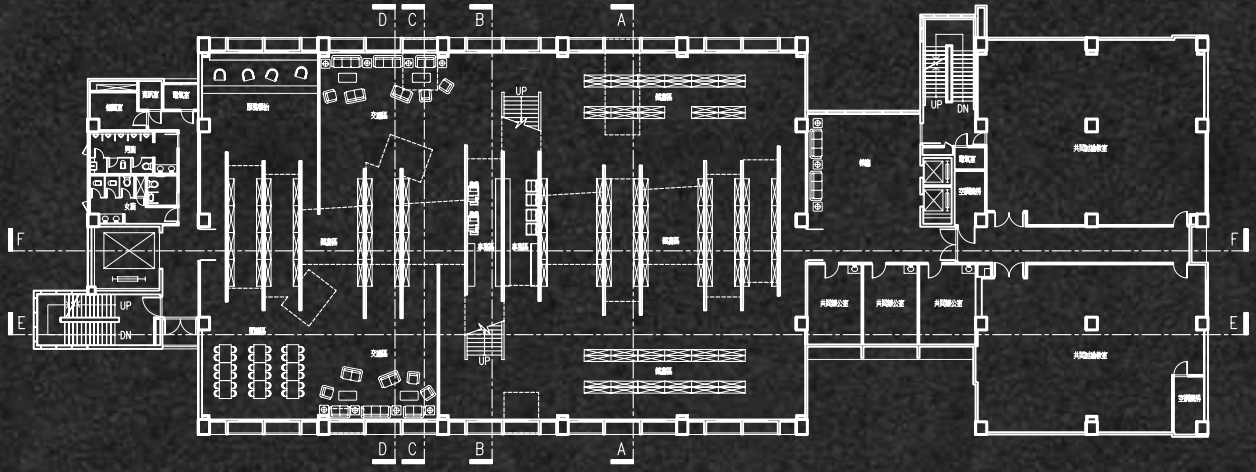




植入真實基地
Installation in Real Site

平面
Plans

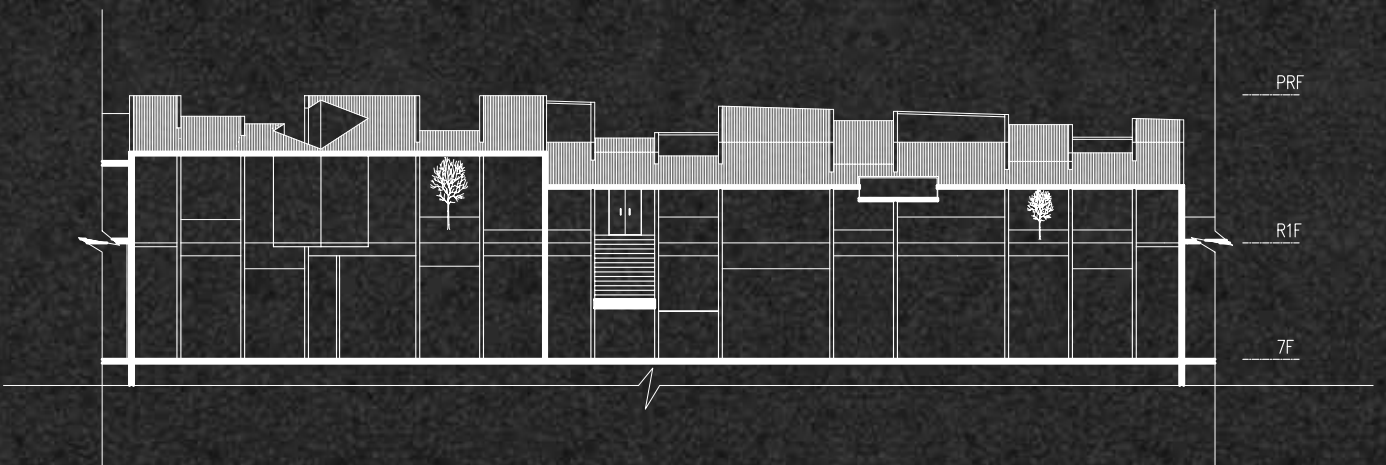
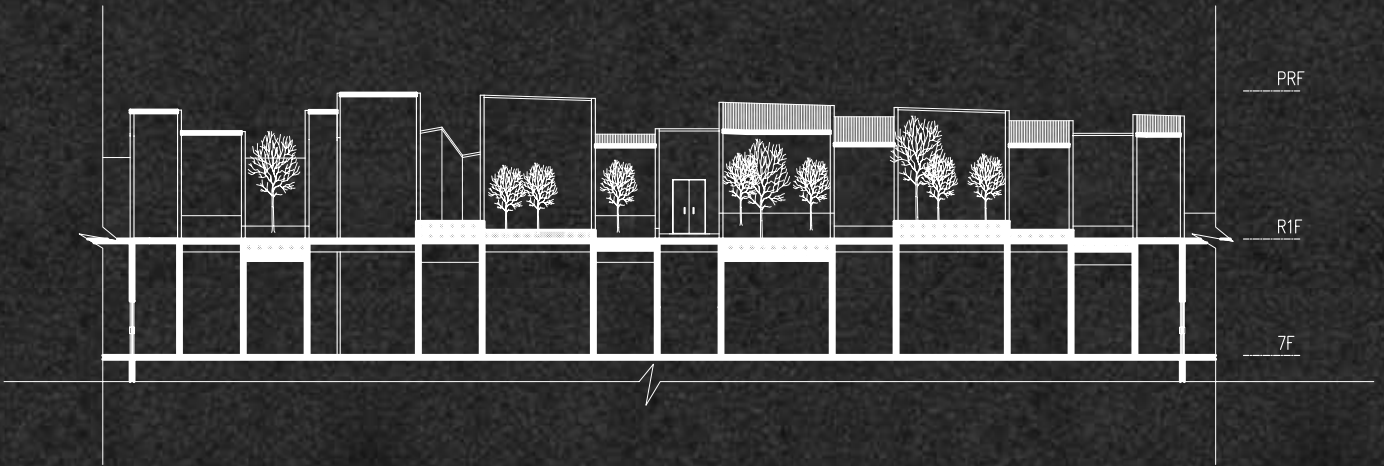
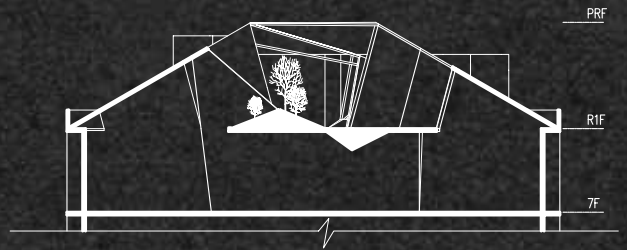
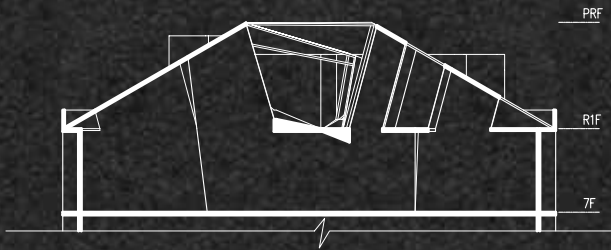
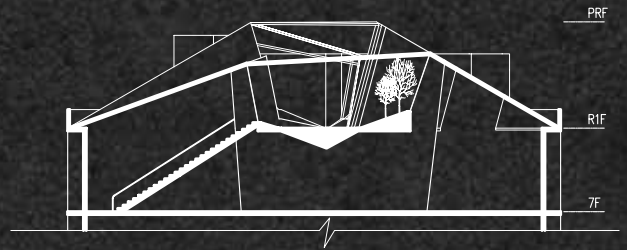
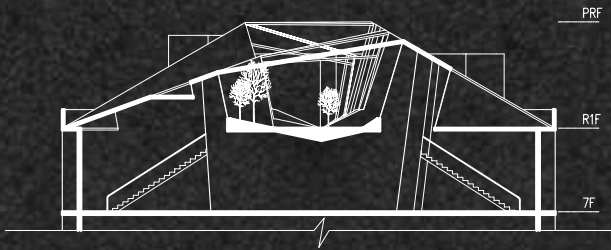




植入真實基地
Installation in Real Site

剖面
Sections

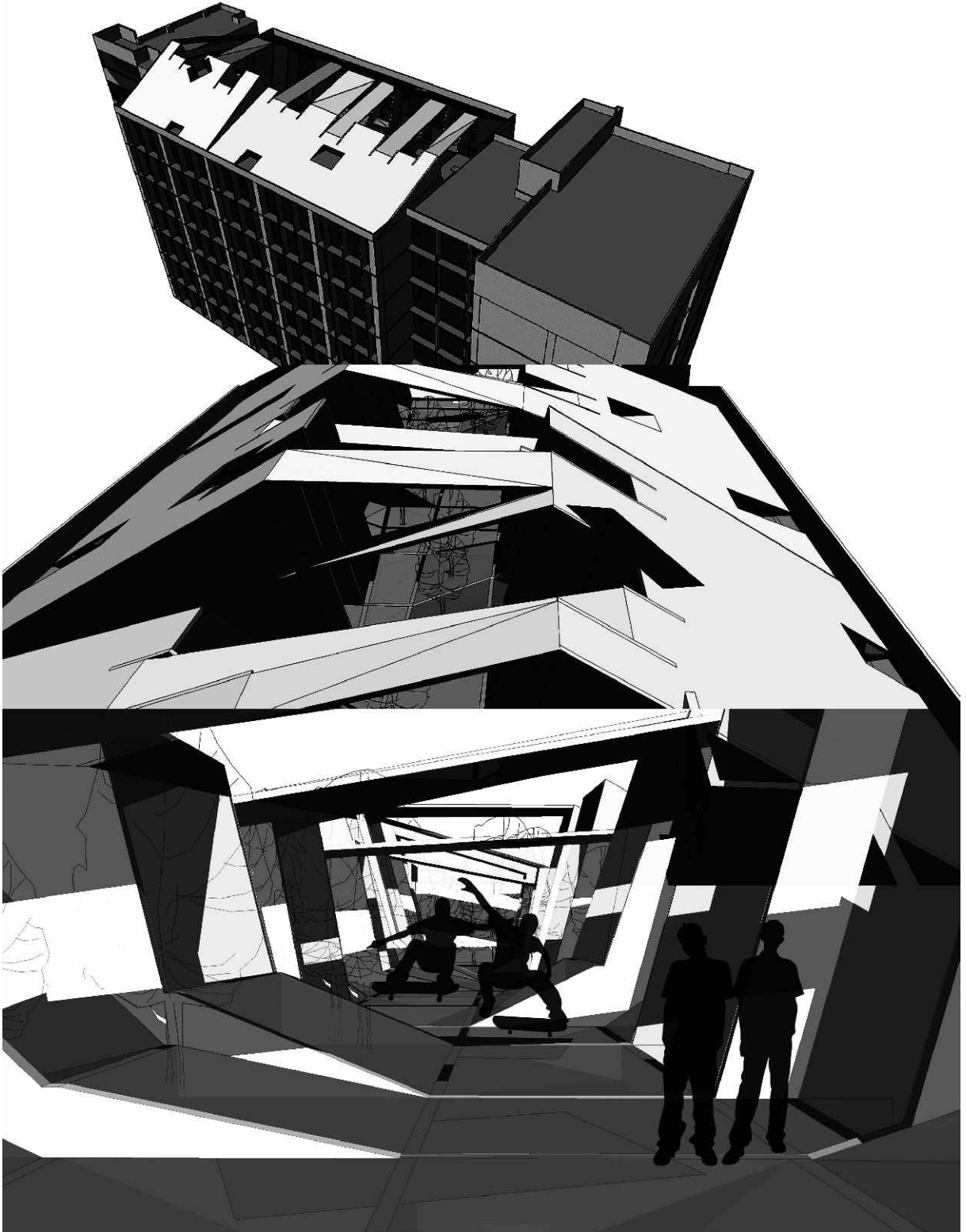




植入真實基地

Installation in Real Site





植入真實基地
Installation in Real Site



