不定

**Instable**

Dynamic-nexus.morphosis.deduction

交通大學建築研究所

碩士論文

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Introduction

Thanksgiving

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Housing

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WORKSHOP

Taipei Time

Taipei Water City

Profile
**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-territorialization, and re-territorialization 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?
誌謝
總算在驚濤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熏陶
看到了各個不同領域的人才與熱情
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兩年有非常多的回憶
安靜之際
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
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.

Drawing
pattern method

圖樣
樹枝, 雪花, 跨越, 水紋, 沙漠, 蜘蛛網, 羣羊的圖像收尋
做簡單的樣式格局分析
簡單從形象上的描繪樣式, 尋找找出可以利用的關係
Spider Web

The type of spider web
attached outside field weaving

The weaving spider web
centrality / reversal

The Organization of mending spider web
a new organization/layer by layer/inside method: outside method/extend field/field operation

TADA Entrance Competition + Treasure Hill Landscape Strategy

RE-organize Field condition
We try to arrange the line and method of spider web image. It would be used to re-distill and re-organize field condition in open space and create a new space relationship and field operation.
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-configure 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” 捕“的關係，開放的園區入口更有一個不斷的動態，一個動態的過程經驗

The mending of environment
3 parts of new organization

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.
Main elevation and Entrance

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

Exhibition Area
木構架的延伸空間
作為臨時性的展覽
同時可以休息和天氣好的地方
可把活動延伸到戶外廣場

Bus Stop
由動態者的空間
除了等公車外
更可以接觸到園區的活動

Book Store
植入一個新的空間元素
可以讓工作坊活動的延伸
更可以把工作的活動與廣場做連結

Mending bus stop and book store

Mending exhibition area and information center

Perspective section and simulation
Section between Bus Stop and Old house and Square
Treasure Hill -

It's a round 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 house 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.

Treasure Hill Landscape

棟藏巖 -

一個位於都市邊緣的地區，一個住了約50戶老兵以及充滿遺址的歷史聚落, 現今由於它特殊的空間特質開始引起藝術工作者的重視, 漸漸發展為藝術村，聚落與居民的關係逐漸變成藝術吸引人潮之間的關係 是歷史保存與藝術創作為的轉換, 景觀設計與空間的結合，如博物館或公共空間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 landscape activity extend old house context by pattern of spider web

Program

Memory

Bicycle

Performance Art

Bicycle Area/platform

Performance Art/Green Park

Memory Space/Path

Site plan

Elements of old house area
New Event around Treasure Hill
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 void and solid. Finally we put some program in this landscape design.
TREASURE HILL LANDSCAPE

Re-configuration
Treasure Hill
Space of Tomorrow
the thickness of working space

Interface of interfaces

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

Shopping interface
Trigger

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

Interface

Interface of two interfaces

Interface

Interface[s]

Interface of two interfaces
[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.
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
Two layers which is undulated ground and face are formed some motion interfaces like the relationship of commodities and the even the runway around us. They make the view of the human and commodities to be abnormal viewpoints.
Interface of two interfaces
[showcase + clothes stand]
showcase + clothes stand

Showcases which the form of are unrestrained rhythm change the depth of interfaces we encounter and alter the relationship between human and showcase and model.

They would be
- variant of avantgard and high or low
- void or full and real or virtual

Entrance
[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，
越來越高機動性、輕便且隨身即時更新資訊的趨勢，
甚至被作是身體的一部份，
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型足球場，
顛覆原有的空間使用，重塑空間的內外關係。
身體與產品的關係轉變成一種附加空間的原則
場域實質體.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.
New lifestyle = fashion + device + mobility

Life Style product incubators

Digital, mobile, nature

Enjoyment Matters

What's style

IPod was one of the trend lifestyle

Lifestyle device were more and more mobility And it would re-define the life space...
CHUNG-SHAN Stadium

Urban instrument
The relationship between device and body / the relationship between site and urban
Site condition and re-composed program

Field condition
re-defined the boundary of site
Double face of entrances
which are faced different urban elements
change definition of the stadium wall
### Display
- Exhibition: 450m² *1
- Lobby & entrance: 210m² *1
- Experience Room: 120m² *2
- Conference Room: 30m² *3

### Manage
- Info. Center: 120m² *1
- Billboard Box: 150m² *1
- Office Space: 210m² *1
- Board Room: 90m² *1

### Leisure
- Lounge Room: 300m² *1
- Music Studio: 60m² *1
- IN-PARK: 330m² *1
- EX-PARK: 60m² *1

### Experiment
- Collect & Image Lab: 60m² *1
- Cutting & Recording Film Lab: 60m² *1
- Exchange music platform CO: 60m² *1
- VR Lab (camera & software): 120m² *2
- Industry Design Lab: 120m² *2
- 3D Animation Lab: 60m² *1
- Lifestyle Lab: 60m² *2
- Human motion data Lab: 60m² *1
- Interactive Media Lab: 60m² *3

### Workshop
- Test Room: 60m² *1
- Conference Room: 90m² *1
- Meeting Room: 60m² *1
- Seminar Room: 30m² *1

### Service
- Storage: 150m² *1
- Parking space: 40 bikes: 15
- Living Space: 150m² *1

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**Diagram:**
- **Display:**
- **Manage:**
- **Leisure:**
- **Experiment:**
- **Workshop:**
- **Service:**
- **Collect & Broadcast:**
- **Conceptual Model:**

**Logos:**
- Black Box: Collect & Broadcast

**Projects:**
- MRT
- Stadium
[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.”

incubator - 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
In-Between Nature

Experimental of Covering the eye and barefoot
I use other senses organs to feel outside environment
which is the bright, dark, and sense the 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
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.

Study of site terrain
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
Melody of meditation
The ways are conducted to nature by paths and river way.
Three different high entrance of units 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 stepping 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
A story about 3 women who are SOHO searches what is come. Sometimes like bird it 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, 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
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"脈動的厚度"，重新來回介入出"空間類型"的真實性與想像性。

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

RE-interpretation
Concept site in forest and river space
Love Boat: Between Gate 100 - Gate 92

Buy in the woods the two transfers at mentioned.
It's not the destination. Nothing stays for a single day.
The home of house is temporary.
Every can go and stay in the empty house.
They stay there for a single day but read.
Keeping straight on the lake is
till true in Zhoukou.
Must be from Gate 100 to Gate 92.
Do not a single day to stay at the house, read and move.
Become with slow, only the place to be together with the crime.
Free from interaction of the house, so keep your ends of the house.
The course is no longer clear.

BOTE: selecting on the way to like
Forest SPA
Type: on the ship ride
Like film
Like traveling in the lake through pieces of a section.
Enjoy textile and live study: among the house.
Showcase an empty house to be the greatest city.
instead.

Finally
Facing each other, each other among even a ship.
Hit and check out of the voyage.
Plan to go going ahead in the real destination.

Pieces of love in
Walk to the district of waiting of Gate 12 in Gate 90.
Knowing nothing of woods.
While going around and blossoming the new and coming the house of a possible cost to the next yard.

The limitless space is no longer uninteresting.
Transport one and stay temporarily.
Find an interesting balance.

Temporary, Experience, Observe

House of Transfer, Station

Mobile, Room, Transport

PA: 70m
60m
30m
15m

House of Lodging, Travelling, Hotel
Traffic Light System Invisible

Our life is composed of many fragment events, 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 works? 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 wait
Design a way of selling time
Traffic light
Some events

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

- Time Up!!
- Emergency!
- It's too late...
- Waiting long time...
- Comfortable
- Safe now?
- Done! Gogogo
- Run out of tissue...
- Clear?
- Done! Gogogo
- Why ~ STOP
- Surfina ~
- DAMN JAM!!!
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.

About selling time

TIME IS MONEY
If there are different traffic light mechanism in our life 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.
BUILDING AREA: 40%
ATRIUM: 1000M²
HEIGHT: 20 FLOORS = 60M
WATER CONTENT: 1000M² x 60M = 60000M²
NUMBER OF "SPONGES": 6500000M² / 60000M² = 108

FLOOD AREA: 6500000M²
DEPTH OF FLOOD: 1M
VOLUME OF WATER: 6500000M² x 1M = 6500000M³

TOTAL INTERIOR AREA: 660M² x 18 = 11880M²
HABITANTS PER BUILDING: 11880M² / 24M² = 495
TOTAL NEW HABITANTS: 495 x 108 = 53460

VALUE: 11880M² 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
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Experience
2006  TAIWAN AWARD VENICE BIENNIAL, Venice, Italy.
2006  TAIWAN AWARD Arch7
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 Europe 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 - Archigram - [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