

The Wreckage of the Memory

TUNGSHAI UNIVERSITY DEPARTMENT OF ARCHITECTURE

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IMPROVISATIONAL SCAPES OF STREET CORNER - RECYCLING URBAN MEMORIES AND SURPLUS IN TAICHUNG CENTRAL DISTRICT

REPRESENTATION OF SPATIAL IMAGERY IN TAICHUNG FIRST-SQUARE

The Wreckage of the Memory

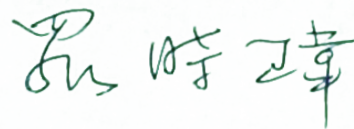
2014

私立東海大學建築系碩士班
建築碩士學位論文

記憶的殘骸

台中第一廣場空間影像再現

研究生:廖緯為
經審查及口試合格特此證明
論文考試委員會



指導教授:邱浩修

系主任:關華山

中華民國 103 年 06 月

Acknowledgement

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從上學期的Taichung Game、宜蘭工作營，
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MAIN DESIGN PROJECT

1

IMPROVISATIONAL SCAPES OF STREET CORNER
RECYCLING URBAN MEMORIES AND SURPLUS IN TAICHUNG CENTRAL DISTRICT

INSTRUCTOR : CHIU HAO-HSIU

Memory works as the hint and reassurance of our everyday living.

It is recorded by both material and immaterial parts of human activities.

But as collective memory has failed to remain collective, it turns out to be surplus of social evolution.

In Taichung Central District, dispersed memories can still be discovered on historical urban blocks, old streets and alleys, archaic facades, and abandoned spaces because of the loss of their collectivity and connectivity with contemporary life styles.

Most of them are now social surpluses needed to be re-imagined to create relevant new meanings.

This design studio will investigate the potential reinterpretation of these scattered memories around street corners of the area.

Could old (im)materiality bear new scenarios to enrich contemporary urban lives?

Could we recycle various social surpluses to generate new urban spaces?

Could collective memories be rediscovered through inspired implications of the past?

To answer these questions, the design theme of “Improvisational Scape” will be introduced as a catalyst to enlighten the urban fabric of old Taichung.

You will be designing space installations and exhibitions that invite interactions and evoke meaningful activities to rejuvenate urban contexts.

Based on your knowledge and experiences on this district from last semester, you will continue to cope with urban renewal issues but in more tangible ways and at a relatively intimate scale.

With the funding of government urban renewal program called “Pedestrian Paradise” , you will be asked to actually realize your projects so that the design proposals must be buildable with reasonable budgets.

And you will also be responsible to involve local people or community to contribute to your design processes and be part of your end products.

PHASE 1 : MOVIE

THE GHOST-SHIP LEGEND & THE CHILDHOOD MEMORY



Story

Role : Ghost-Ship , Locals , foreigner

角色 : 幽靈船、居民、外勞

Scene : First-Square

場景 : 第一廣場

That year, the ghost ship struck the nightclub
It took many innocent local people' s lives
The busy nightclub disappeared overnight
It also took away my childhood memory
I remember when entering the transparent pyramid
It made one feel like entering a special castle

那年，幽靈船來襲
抓走了許多無辜的民眾
一夜之間就消失了
也帶走了我兒時的回憶
依稀記得進入透明的金字塔時
好像進入了某種特別的城堡內

Then, they leave you and the wreckage of memory
Strangers are occupying this place
The wreckage of memory disappeared in the stranger group
And gradually forgotten memory lives here

隨後，卻留下了一群陌生人與那些記憶的殘骸
陌生人占領了這裡
記憶的殘骸也隱沒於陌生人群裡
而我們也逐漸遺忘了在這裡的記憶

But on that day
The wreckage of the memory suddenly grows, like a seed
From a flat pattern into 3D
With different angles and different times, it has a different face
Is it moving or is memory changing
Maybe memory is made now
A common memory with strangers

但就在那天
記憶的殘骸卻突然像顆種子似的生長了起來
從平面的圖像變成了立體
隨著不同的時間不同的角度有著不同的面貌
是它在動還是我們的記憶正在變化著
也許我們的記憶現在才正要被創造
我們與陌生人的共同記憶

◀ Compact Disc of Movie

Acts



part01



part02



part03



part04



part05



part06



part07



part08



part09



part10



part11



part12



part13



part14

PHASE 2 : CREATIVE THINKING



THE WRECKAGE OF THE MEMORY
REPRESENTATION OF SPATIAL IMAGERY IN TAICHUNG FIRST-SQUARE



The public open space in front of the First-Square Complex near Taichung Train Station has been long term embedded in the minds of local people in the earlier stage.

However, since the First-Square Complex has been developed and following the economic recession, the place here has become a familiar but strange place for local inhabitants.

They used to come to this place for shopping and leisure activities before but now they dared not to go near as it has been occupied almost by foreign workers and homeless people

台中火車站附近的第一廣場前的公共休憩空間，在過去已經長期的存在在當地居民的心中。然而，由於第一廣場已經成型並且隨著經濟而衰退，所以這裡已成為當地居民熟悉卻又陌生的地方。他們以前常來這個地方購物與休閒育樂，但現在他們卻不敢靠近，因為這裡幾乎已經被外勞與流浪漢所佔據。

The social surpluses 社會剩餘

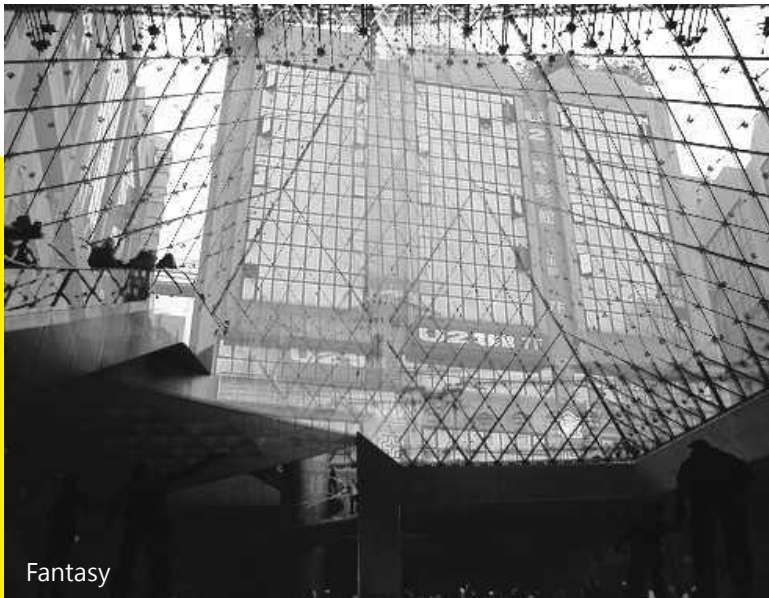
There once existed many childhood memories in the First-Square
But in the aftermath of a myth of Ghost-Ship hearsay rumor derived from the big fire disaster of the Wei Ere Kan restaurant in 1995,
the whole down town areas including the First-Square has been left behind without any further memory being retained

Local memories seem to be recalled when one enters the transparent pyramid building.
It gives the feeling of entering the special castle once was vibrant before in this area.
Then one can notice that there appear the traditional patterns in the square under the pyramid.
These patterns compensate those lost memories embedded in local people' s mind

第一廣場曾經存在很多童年的回憶
但在1995年衛爾康餐廳火災而衍生出幽靈船傳說事件之後，整個城市的商業區包括第一廣場，已經沒落且沒有任何其他的記憶被保留

在進入透明的金字塔時，人們的記憶似乎被喚起
有一種像是進入特別的城堡內的感覺，以前曾經熱鬧的地方
接著可以發現，根據金字塔而出現在廣場上的傳統圖案
這些圖案補償著那些映在人們心中失去的記憶





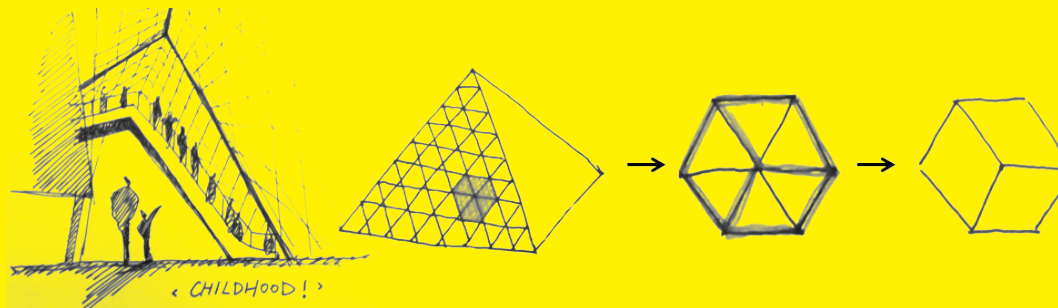
The disappearance of the memory is not just the disappearance of the pattern
The lost memory is the memory of play
The envy is through the pyramid look from top to bottom
Envy those who can go inside shopping

The fantasy is through the pyramid look from bottom to top
People fancying themselves to be a prince or princess in the castle

遺失的記憶並不只是那消失的圖案
遺失的是 在那遊玩的記憶
透過金字塔由上往下的羨慕
羨慕他們可以進去裡面購物

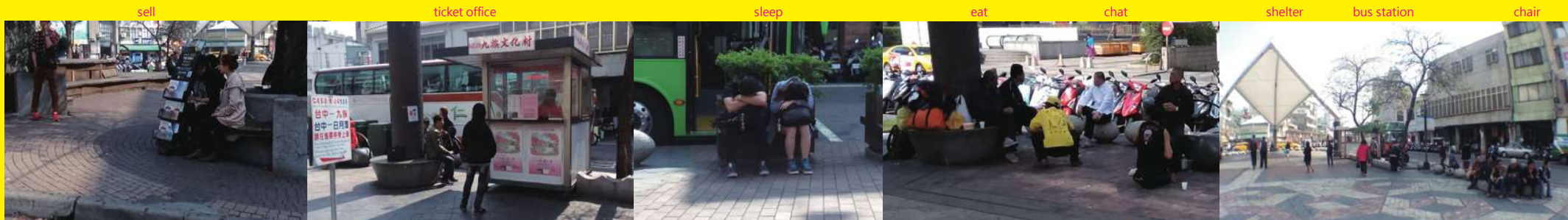
透過金字塔由下往上的幻想
幻想自己是城堡裡的公主王子

Change of pattern / Continuation of memory 圖案的轉換 / 記憶的延續



The gigantic volume of 3D pattern of commercial complex has been used, but the horizontal pattern has been neglected
商業設施的大型立體圖案有在被利用但平面的圖案卻被遺忘

Continue 延續



The units continue to accommodate the surrounding activities & objects near the area. But the users define their own space

各個單元延續周邊的行為、物件，但是讓使用者自行定義空間



Using the reflection of mirror
Letting the surfaces of the objects reflect
the surrounding landscape

Reflecting the pattern of the floor
Letting the objects hide in them, it seems like both 2D & 3D
The object can become the street furniture in the square
And can't be unrelated & with no memory

利用鏡面的反射
讓量體的各個面照映出周邊景物

照映出地板的圖案
讓量體隱藏於其中，看似2D又像3D
量體可成為廣場的街道家具造型
而不會與現況毫無關聯與記憶

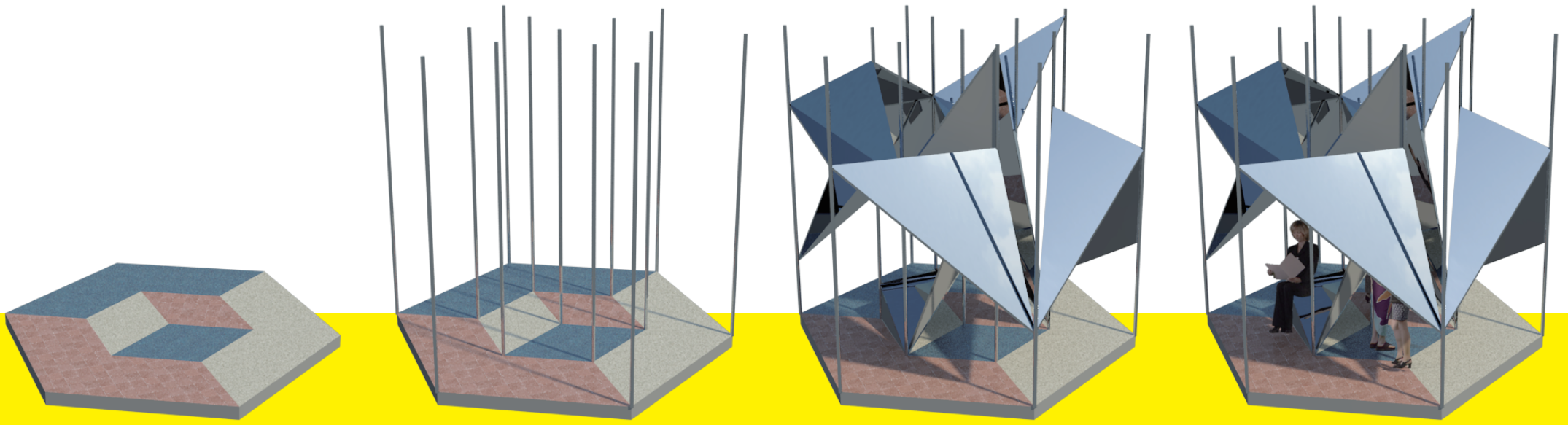
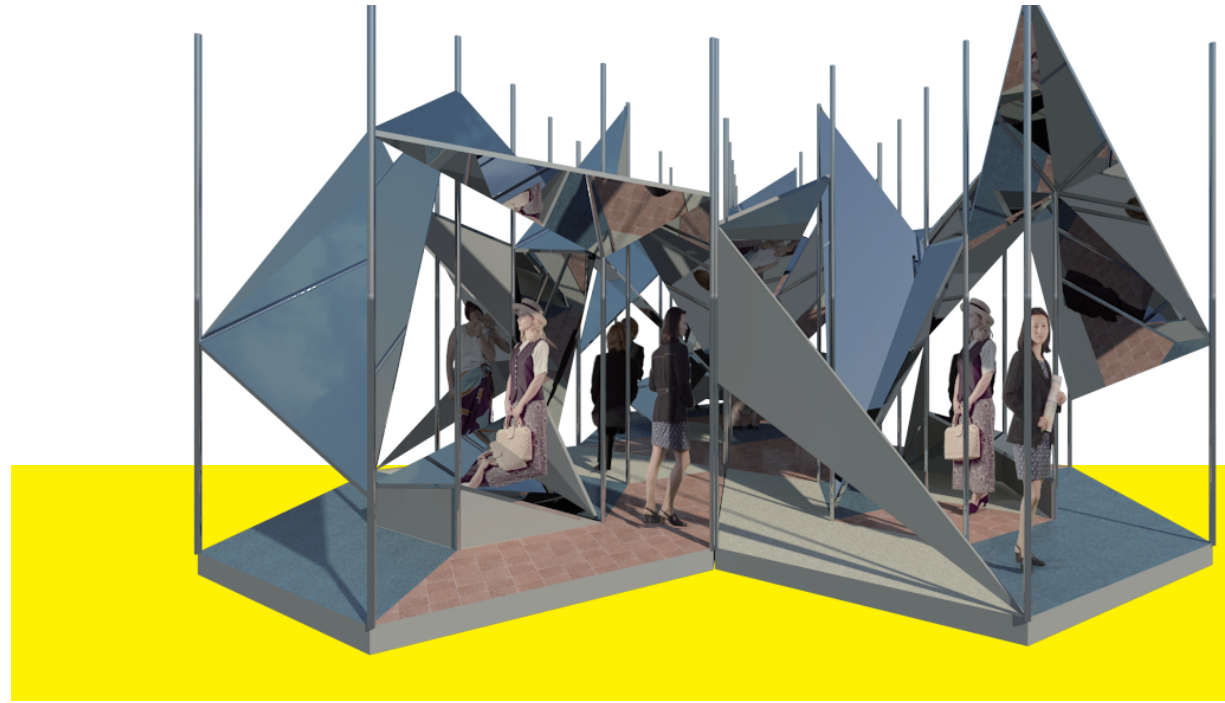


Continuation of memory:

Reflecting the First-Square
Having childhood memory
Like the fantasy through the pyramid
look from bottom to top

記憶的延續：
照映出第一廣場
有著兒時的回憶
像是在金字塔內由下往上看幻想





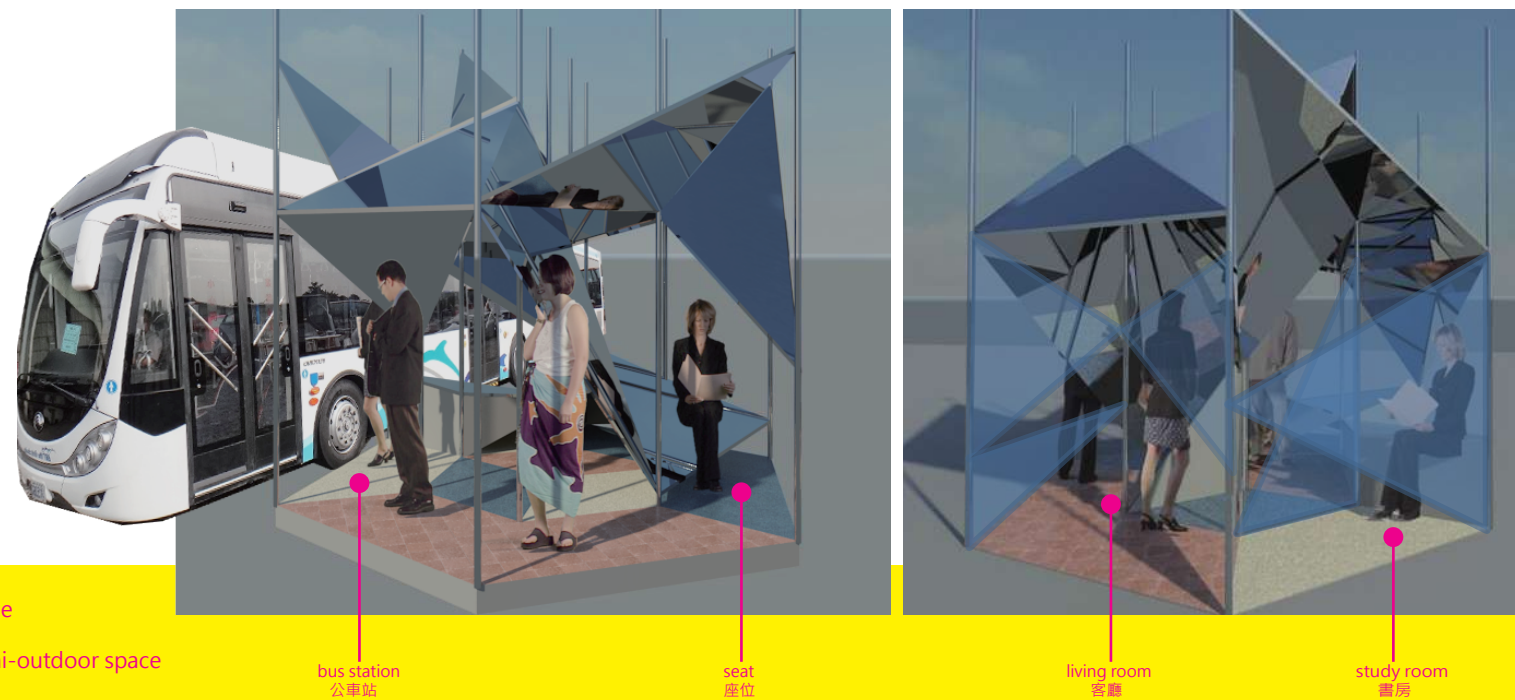
The unit 單元

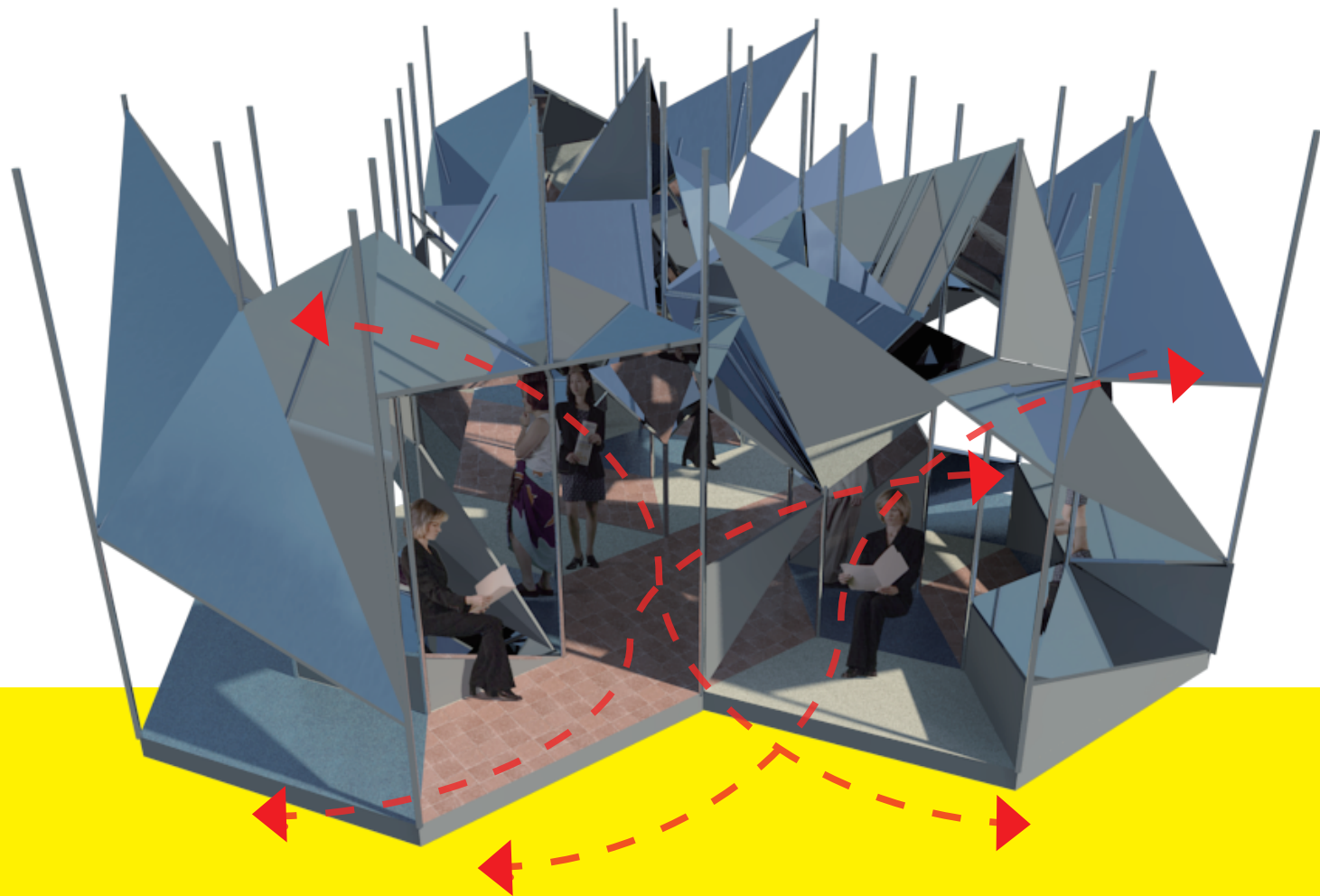
From flat pattern into 3D 從平面的圖像變成了立體

Interaction with people 與人的互動

Using "cloth" to change the space according to needs for use
Endpoints can move
Making private space, public space, outdoor space, and semi-outdoor space

使用 "布" 來依照使用需求變化空間
端點可沿著軌道推移
形成私密、公共、戶外、半戶外空間





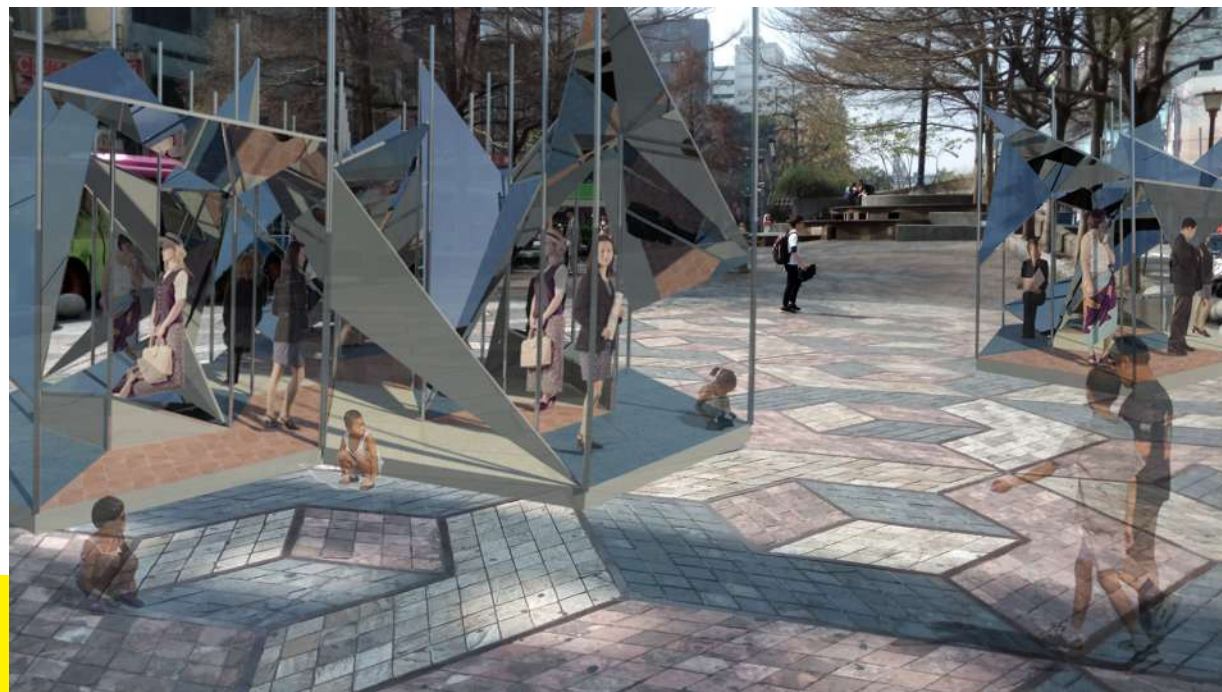
Interaction with people 與人的互動

Combining some different units
Making the walking path of adults and children

幾個不同單元的結合
製造大人與孩童遊走的路徑

People walk here
The mirror changes
And reflects themselves and the surrounding people
Making some encounter & interest
Making a change of true & false
And letting it be like a maze playground

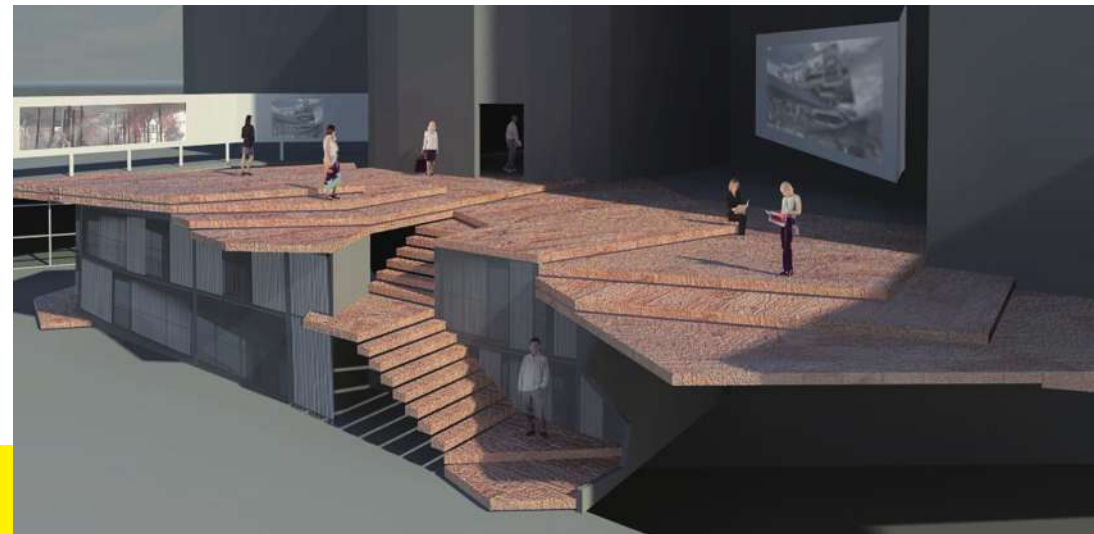
讓人行走於此
在鏡面的變換中
照映出自己與周邊的人
產生不經意的相遇& 趣味性
製造真、假的變化
讓這裡像是個迷宮遊樂場

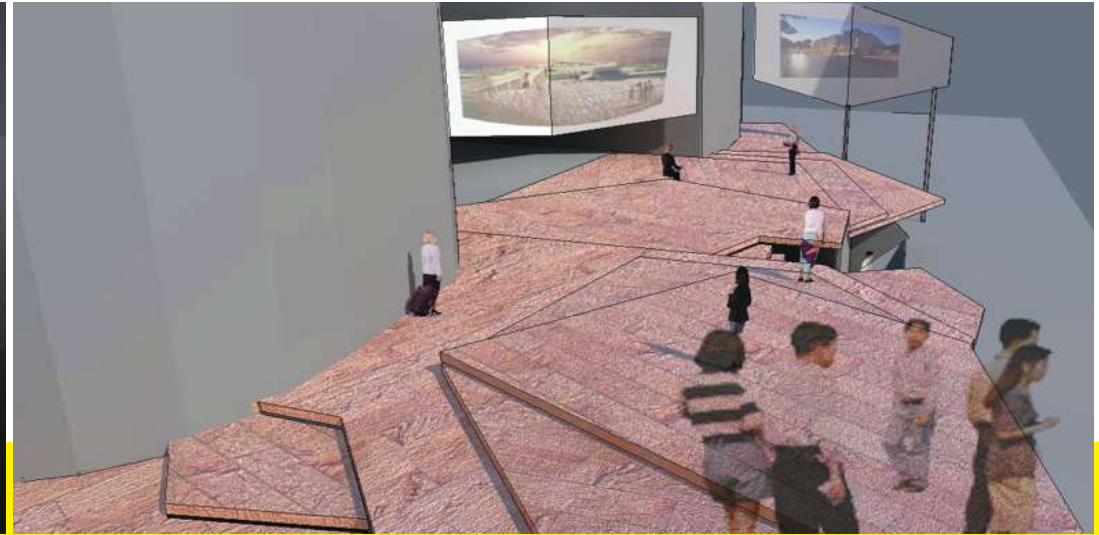
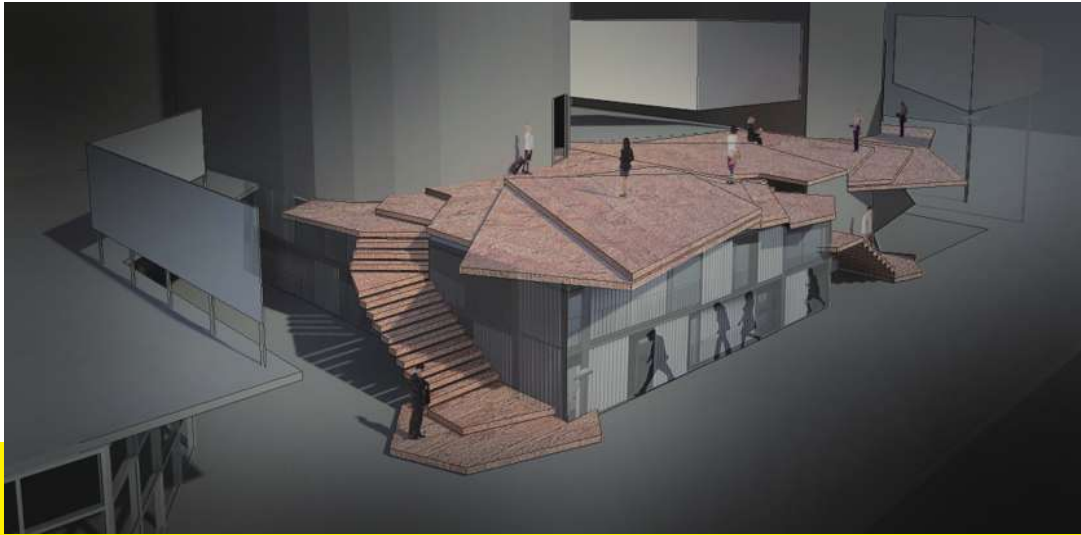


The units let people use them
The square lets crowds stay
單元讓人使用
廣場讓多人停留

PHASE 3 : INSTALLATION CONCEPTS

EVACUATE FROM THE THEATER
THE PLAN OF OUTDOOR STAGE IN WONDERFUL THEATER





Recycling area
資源回收區域

Movie museum
電影博物館

Entrance of
motorcycle parking
機車停車入口

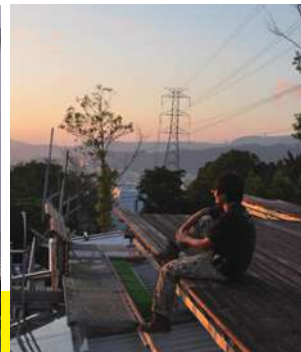


Noting the metal part behind the lane

Located at the rear of the motorcycle parking as it is more obvious, so relatively few people use the area, customer usually park in the main street, and the movie museum is beside the road

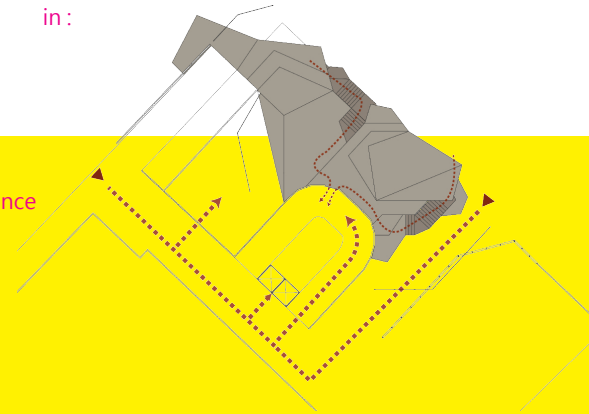
注意到車道後方的鐵皮部分

位於後方的摩托車停車場因為較不明顯，所以比較少人使用，顧客一般都會把機車停在主要的街上，旁邊就是電影博物館

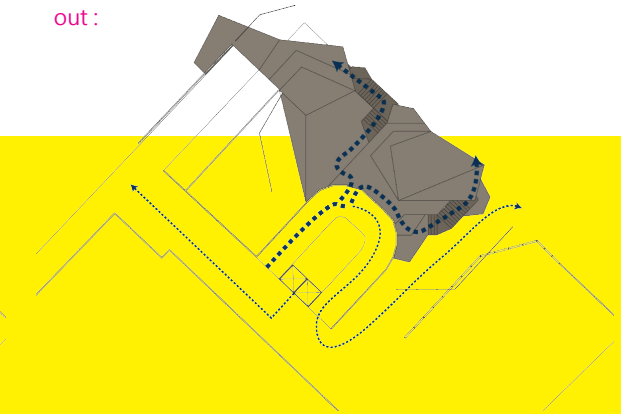


Platform / stage
平台/舞台

in:

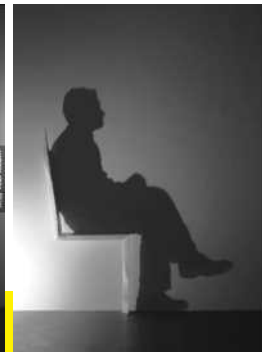


out:



The relationship between the old and new routes:
 Improving the problem of the original population being too concentrated in the main entrance
 The crowd is directed to the secondary side of the entrance
 And extends to the rear of the movie museum, creating loops and open routes

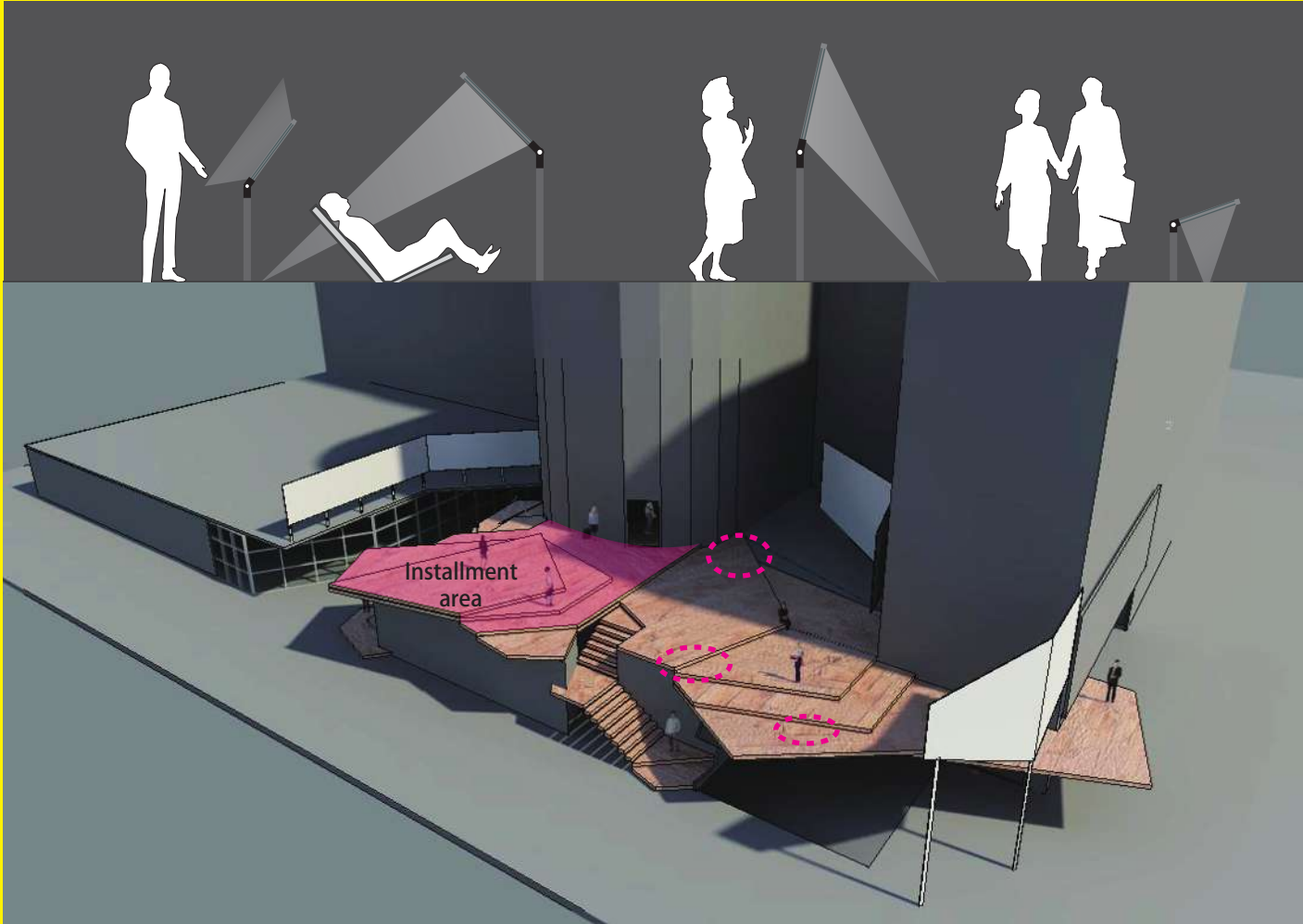
新舊動線關係：
 改善原本人群過於集中在主要入口的問題
 將人群引導到側面的次要入口
 並延伸至後方電影博物館，創造循環、開放的動線。



Street facade renovation
 沿街立面改造



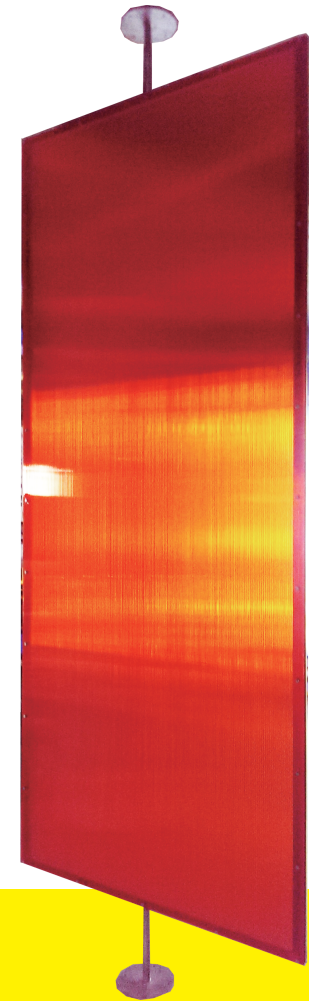
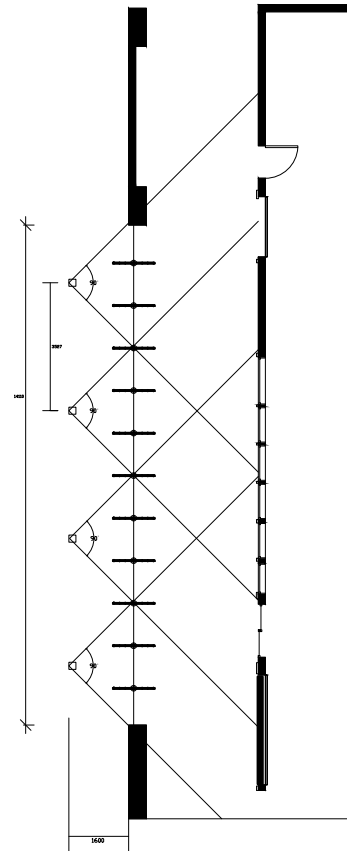
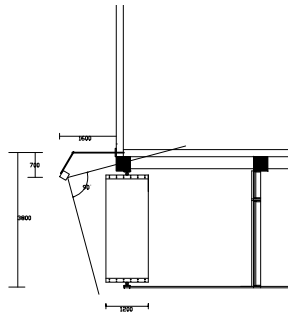
Interactive installation of side facade 側立面互動裝置



Roof terrace 屋頂平台

PHASE 4 : ONSITE CONSTRUCTION

LIGHT AND SHADOW OF SURPLUS

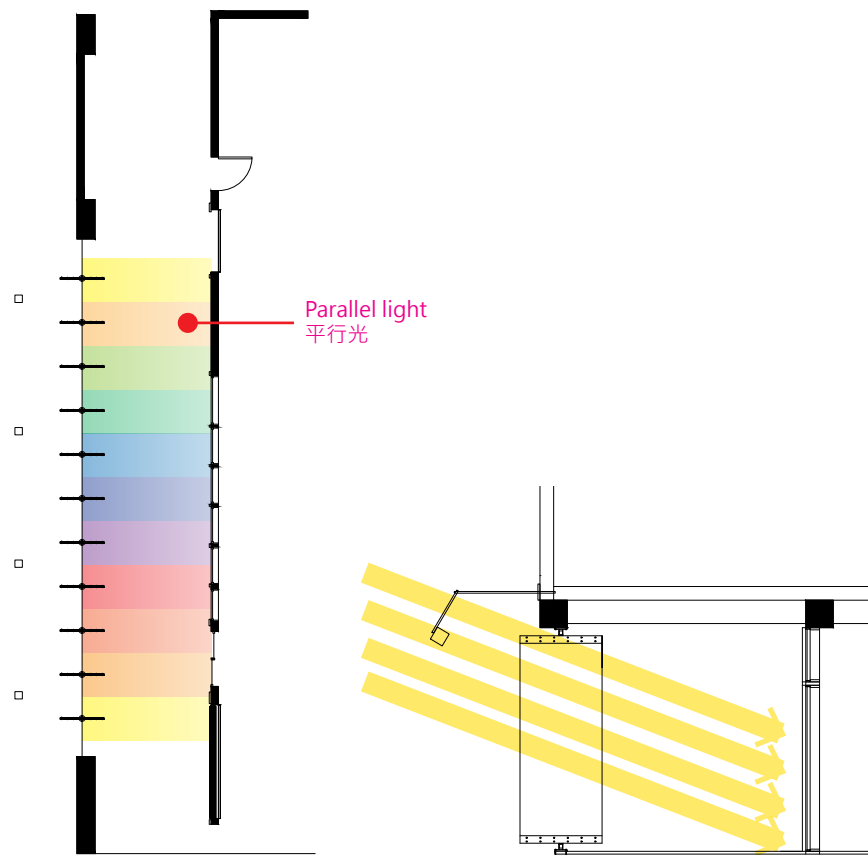


The projection lamp is mounted in the arcade in the light of the projection

The translucent colors in the color boards are projected on the floor of the arcade, and the original concept of a complete presentation of the gradient

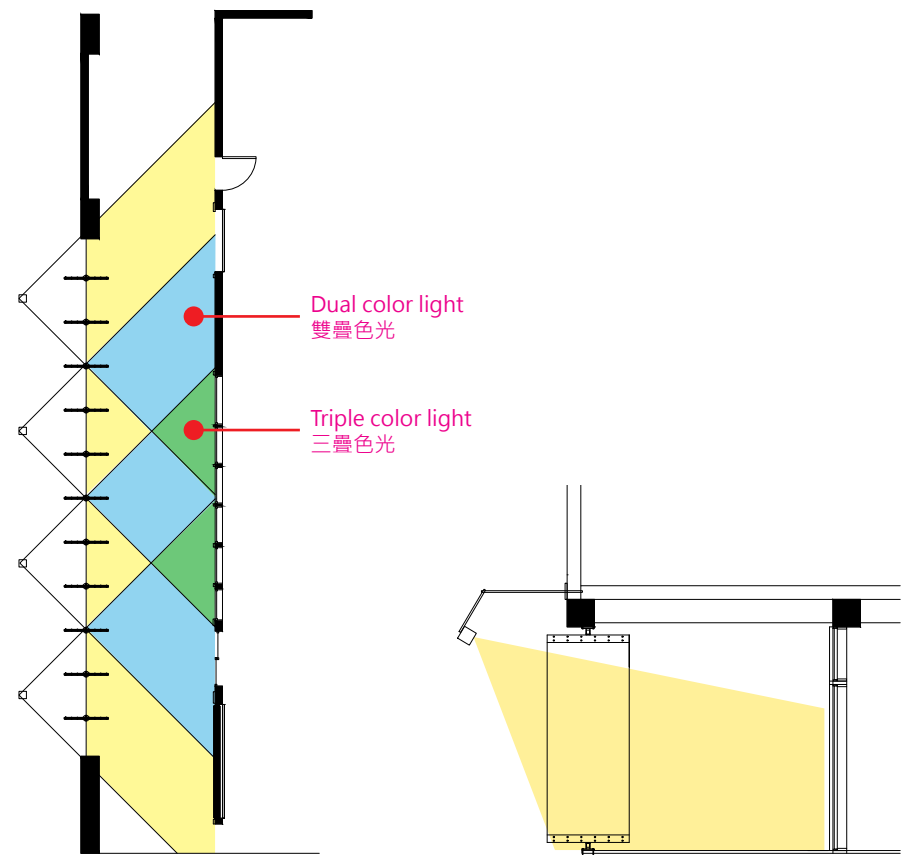
將投射燈架設在騎樓外，在光線的投射下

將半透明彩色中孔板的顏色投射在騎樓的地板，並將原有漸層的概念完整呈現



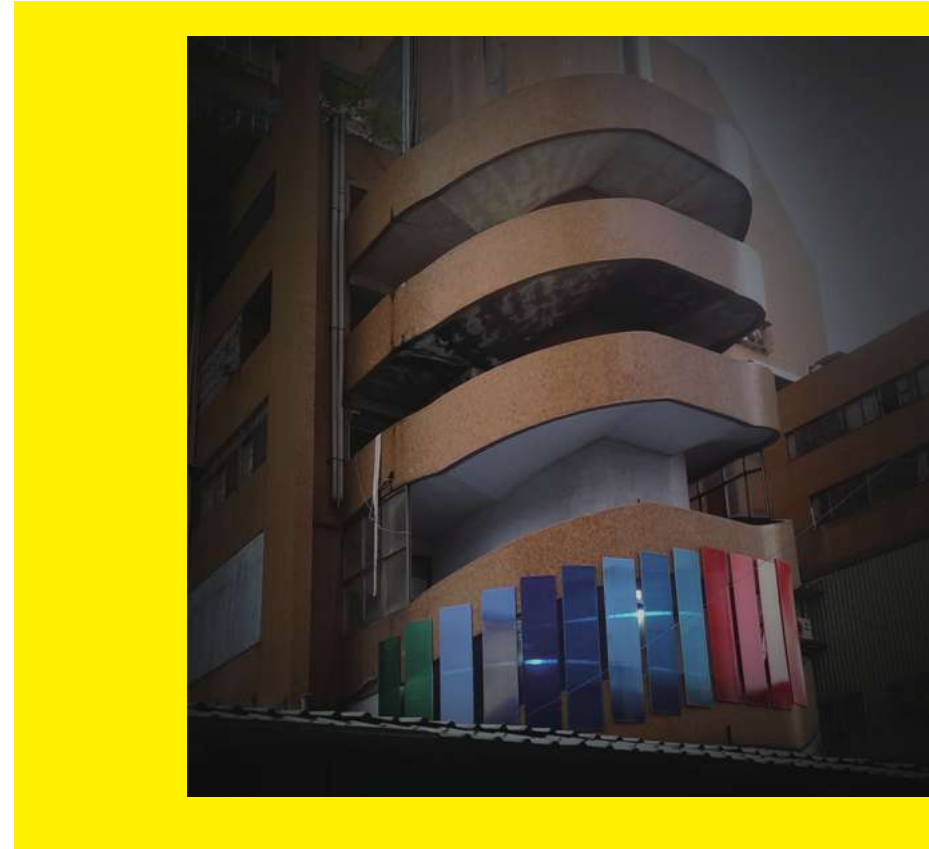
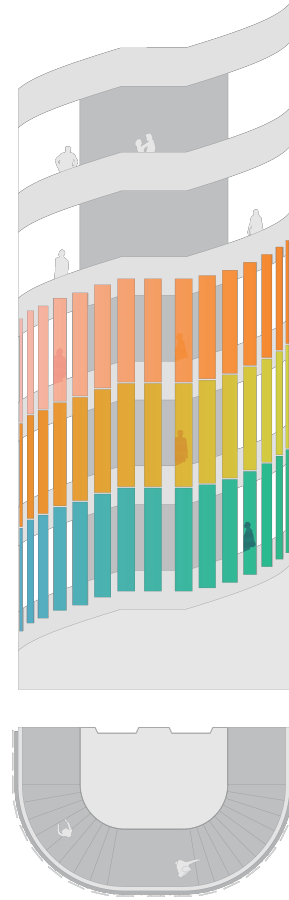
Day :
The light is projected through a color version
of the color into the original dark arcade

白天：光線透過彩色版將顏色渲染進原本陰暗的騎樓內



Night:
With projection lamplight, in addition to improving the issues of the original dark arcade,
the area exudes colors that overlap each other, creating more level changes

夜晚：藉由投射燈的光線，除了改善原有騎樓陰暗問題，散發出的顏色會互相交疊，創造出更多種層次的變化





Part1



Part2

SUPPLEMENTARY DESIGN PROJECTS

2

TAICHUNG GAME STUDIO
REGENERATE OF TAICHUNG MIDDLE DISTRICT

INSTRUCTOR : SHU CHIH-FENG , LO SHI-WEI

Cities are more than the collection of their streets and their buildings- whether they are the homes of the ordinary or the monuments of the very rich. They are more than the places where people live, play, work, earn and die. Cities are also stories, mythologies, and narratives. They are journeys, encounters, conflicts, and resolutions. They tell stories of the relationship between people and other people, between civilization and nature, between the real and the unreal, between the known and the unknown. All cities tell these stories through their spaces and people- through their patterns, textures, surfaces, and spaces. Architecture is bound in all of these. It tells the story of the city and often these stories bridge across time and space.

This semester we shall try and explore spatial themes through the act of story telling. In these stories we will try and span what might seem to be insurmountable differences. In them we might find what binds us together as people- in spite of our cultural peculiarities.

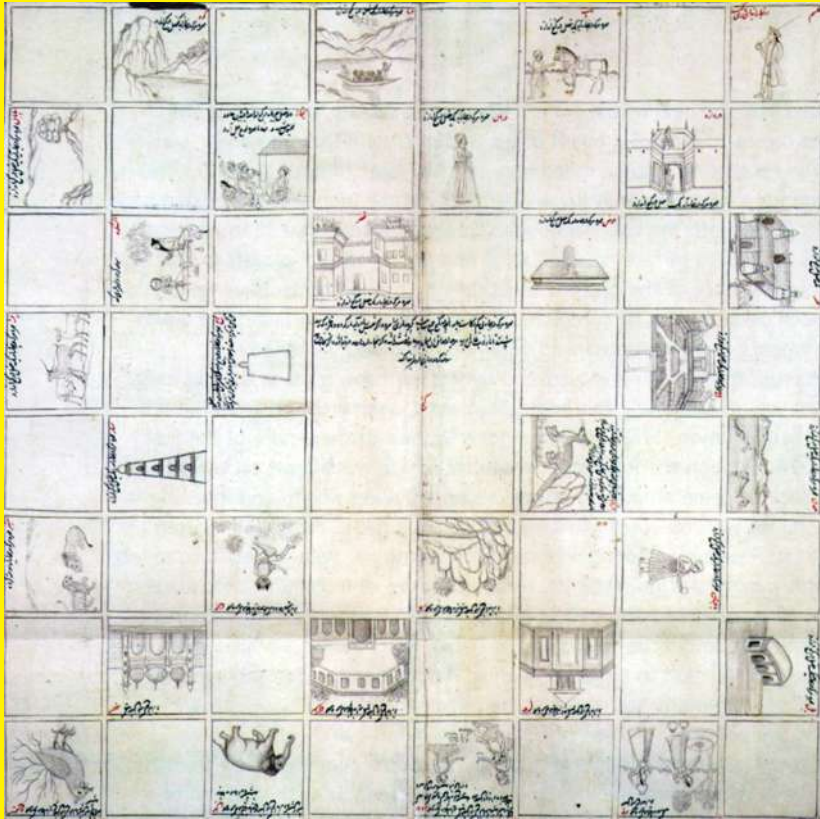
During the Mughal empire (1526 to 1757) in the North of India a game used to be played: 'Ganj' . This game, like so many others including modern day video games, was a tale of a journey of the encounters of a traveler. As the dice rolled the traveler went through many different landscapes, meeting strange people and animals- some real and many unreal. The traveler finds many strange objects on the way to the 'treasure' in the center. And this 'treasure' was the experiences he or she had gathered along the way. To each of the travelers who undertake the journey the treasure would be different; to each of them they would have in their minds their own version of the journey.

The eye of the traveler is one of a detached but interested person. A traveler in an unfamiliar land is aware of all the details around. Every single thing takes on multiple meanings. What we often see as ordinary becomes extraordinary in the eyes of someone traveling through. How often it is that we are able to find beauty of the unexpected in the everyday? What we take for granted can often take on a new light when seen through the distanced eye of a traveler.

In Italo Calvino's famous book about travel and the city 'Invisible Cities' , Marco Polo tells Genghis Khan details of the various cities under his realm. Each of these cities is fantastic in its own way- some are mirrors, some lenses, some perpetually rising- the list is long and fascinating. Gradually we get to realize that all these cities could be any city- or it could be the very city that we are in.

By playing the game of Ganj in the city we are hoping uncover new cities within Taichung. The project explores a notion of a journey as a way of gaining knowledge about the city. It attempts to uncover the stories and landscapes of the city we have often forgotten or taken for granted.

The game board attached is played anti-clockwise from the top right to the center. With every roll of the dice you move forward towards the middle collecting ideas from the board and Taichung for your interpretation and the city you will build.



The Mughal Game Board



	7 Mountain		5 River		3 Horse		1 Talisman
9 Wilderness		33 Tavern		31 Gatekeeper		29 Gateway	
	35 Fire-temple		51 Palace		49 Pond		27 Fort
11 Forest		53 Tablet	61-64 TREASURE			47 Garden	
	37 Minaret				59 Azhdaha		25 Moat
13 Sher		55 Jinn		57 Cave		45 Gardener	
	39 Mosque		41 Caravanserai		43 Hammam		23 Bridge
15 Simurgh		17 Elephant		19 Magic		21 Well	

The Meanings of the images within the game board



URBAN GRAFFITI

DISCOURSE OF THE SYMBIOTIC ALLEYS LIFE

Five Elements

Fire-temple



It means
"7th
Redevelopment
District"
代表 "七期重劃區"

SEVEN

It represents a symbol of people's mind
Graffiti are the "people's mind" in the street
Graffiti mean, "mock" and "reflect the social situation"
代表著人們 精神的象徵
街頭 塗鴉是街道中 "人們精神的象徵"
而塗鴉本身富含著 "嘲諷" "反映社會現況" 等意義



LOST

SAME

It means
"They lost the original life"
"Want to have prosperity as before"
代表
"他們失去了原本的生活"
"想要像以前一樣的繁榮"

It means, "They want to save this old city centre"
代表 "他們想拯救這個中區"

SAVES

SAVES



Garden



Lane is compared to a garden within the block
And local people's activities
will be referred to different kinds of plants
巷弄是街區中的花園
當地居民的活動就像是植物

Many different kinds of plants
grow in a garden
They grow & propagate here
花園是一個各式各樣種類植物生長的地方
它們在此生長、繁衍



Many different kinds of lives & activities gradually appear here
and that makes the area full of vitality
各種各式各樣的生活、活動在此慢慢出現
而充滿生命力

Tablet



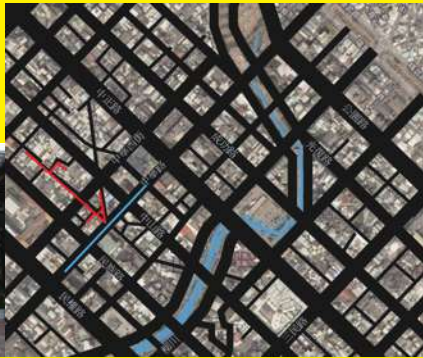
The style of building facade is the "tablet" in the street before
and now is a signboard
以前立面的樣式是街道中的“碑”，而現在是招牌

"Tablet" recorded the history of places
just like buildings recorded the history of Taichung
“碑”記錄了場所的歷史
就像建築記錄了台中的歷史



The vendor & illegal construction attach to the wall
and it looks like the alley's façade
They are the "tablet" in the alley
攤販、違建貼附著牆面，像是巷弄中的立面一樣
它們是巷弄中的“碑”

Tavern



They live in the alleys nearby the night market.
They live here in the alleys
在夜市旁巷弄裡的巷弄生活
他們在這裡生活

The alleys became resting places temporarily just like taverns
讓巷弄變成暫時的休憩所
就像是客棧一樣



Bridge



The "bridge" links the two places and connect relationships between them.
I was inspired by this linking bridge and found it can be my final site
“橋”連接了兩地，串起了他們之間的關連性
串起了我的發現，發展到最後的基地

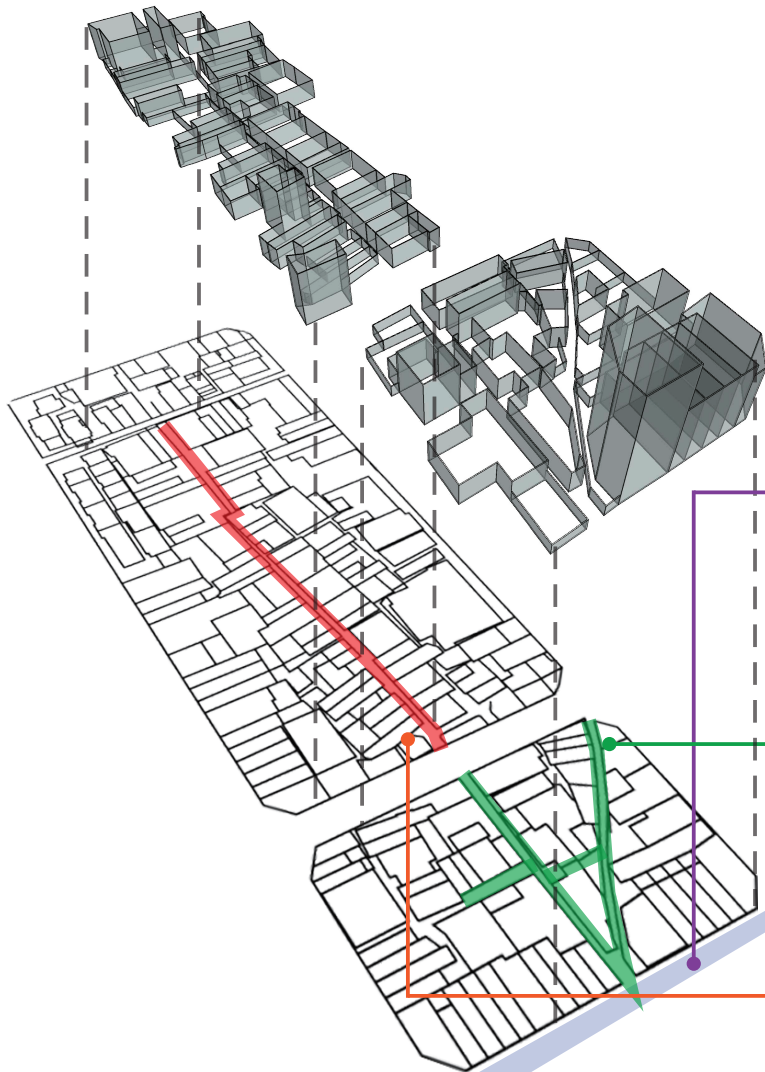


巷口的 修鞋老店
The old shoes' vendor stands
in the corner of the alley

巷弄中的餐飲攤販、畫室
The food vendor and painting studio
are also present in the alley

早市內的巷弄生活
The alley life in the morning market

夜市內的巷弄生活
The alley life in the night market



Current situation

The prosperous commerce streets life in the city

都市繁榮街道的商業生活



Coexisting with alleys' daily life and external commerce streets

生活起居與對外商業共存



Coexisting with alleys' daily life and internal commerce corners

生活起居與對內商業共存



The alleys spread nearby the night market
中華夜市旁的巷弄

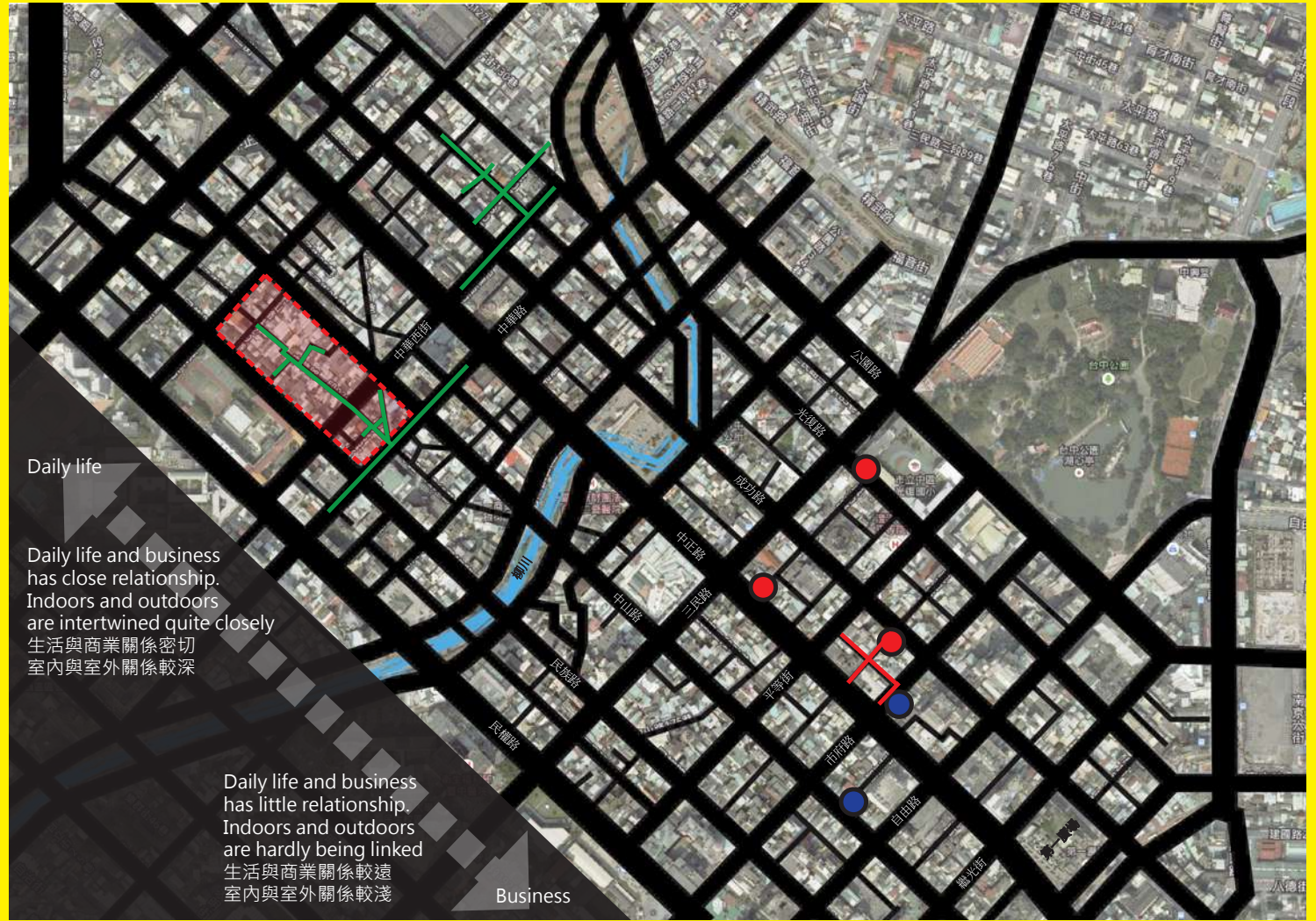


- Local people tend to sit along the alleys everywhere; it seems that they have extended their living spaces to the nearby alleys
居民巷弄隨處而坐，生活空間往巷弄中延伸
- Wooden tectonic materials grow naturally like branches and occupy the alleys
木構建材如樹枝般自然的生長，占據了巷弄
- Vendors' mobile stalls are placed temporarily at every possible corners along the alleys and stalls will be pushed by keepers to the night market for selling in the evening
攤販隨處放置，傍晚推至夜市販售

The alleys where stalls are placed are somehow a little bit far away from the night market area
離中華夜市更遠的巷弄



- This secluded community exhibits a strong sense of isolation from the rest of the city but local inhabitants live in a way of merging their daily life into the alleys
與世隔絕，居民生活起居融入巷弄中
- The core of public living space shared by surrounding inhabitants is exactly in the segregated alleys where exhibit an image of rear gardens for the neighborhoods. The close and intimate living relationship has transformed the shared spaces of the alleys into an image like a home for everyone
客廳又像後花園的巷弄，是居民生活的重心
緊密的鄰里生活，整條巷弄巷是一個家
- Here only a little internal commerce exists
有少許的對內商業在此存在



Map of Taichung middle district

Graffiti

adolescent

sub culture

illegal, exploiting legal loopholes

freedom, creative design without constrain

graffiti drawings expressing young generation' s ideas, critical mocking to reflect the situation of social injustice

wall – a place for revealing complains and protests

give a new vital image to the old wall

塗鴉

青少年

次文化

違法、法律邊緣

自由、無拘無束的創作

平面圖像、表達想法
嘲諷、反映社會現況

牆 - 抱怨宣洩的場域

賦予老舊牆面新生命力

Urban Graffiti

The senior local aged people

forgotten culture , hidden culture

illegal, exploiting legal loopholes

To meet the needs of the locality, only when growing naturally
can the community be recognized in the local culture

Through three-dimensional spaces, activities and patterns of usage,
it is a proper way to reflect the social situation

alley - Alleys function like the backyards
and always become the focus of daily life of the nearby neighborhood

to reactivate local alleys, interiors, and exterior walls
to exhibit a new vital image with strong sense of spatial identity

都市塗鴉

當地中、老年居民

被遺忘的文化、隱藏的文化

違法、法律邊緣

符合在地的需求、
是要自然有機的去生長、才會被在地文化認同

立體、活動、行為來訴說
反映社會現況

巷弄 - 如自家後院、鄰里關係的交流、全部生活的重心

賦予巷弄、室內、牆體空間 新生命力與空間感

(tablet)

(garden)

(fire-temple)

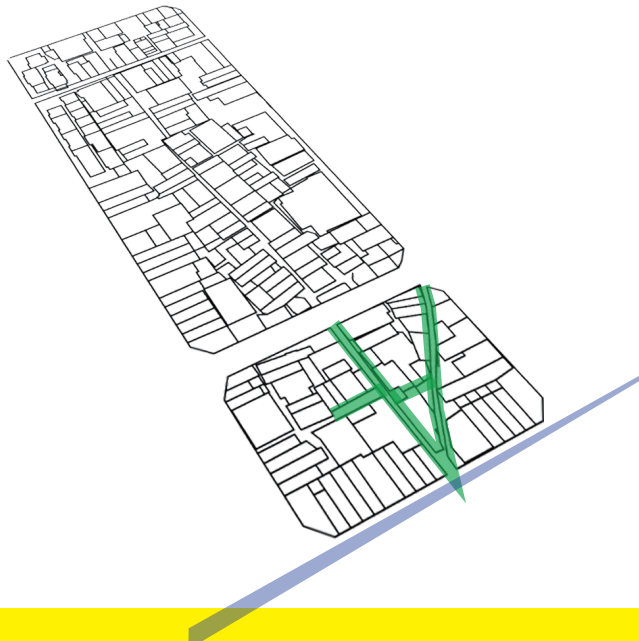
(tavern)

(碑)

(花園)

(火廟)

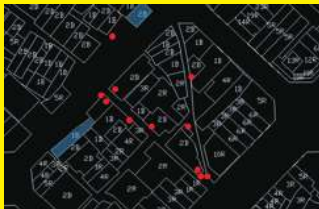
(客棧)



Coexisting with alleys' daily life and external commerce streets 生活起居與對外商業共存

Local Urban Graffiti refer to the following phenomena:
 Let vendors sell in this same place with legal legitimacy
 instead of moving them to the night market to sell
 Let vendors be placed here as their storage places
 Coexisting with original local daily life and vendors

當地居民的“都市塗鴉”
 讓在此的攤販就地營業
 而非移動到夜市販售
 讓此淪為攤販放置的場所而已。
 原巷弄生活與在此的攤販結合·共存



Here the “urban graffiti” have revealed a strong impression of critical mocking and anti-capitalism, in the mean time this phenomenon also reflects the existing social issues So I deliberately arrange to let the vendors be able to stay in the alleys (It is a manifesto of anti-capitalism that street vendors phenomenon is to be referred to the “urban graffiti” .)
 Here this urban graffiti phenomenon also reflects the issue of lacking living spaces and especially the public open spaces
 (This urban graffiti phenomenon also expresses a kind of silent protest.)
 此處的“都市塗鴉”透露出一種嘲諷、反商業的性格·也反應了社會問題與現況·
 所以我希望把攤販留在巷弄中 → 有一種塗鴉「反商業的性格」(不要被商業操控)
 另一方面這裡也反應了生活空間不足問題·與公共空間利用的現況。(一種無聲的抗議)

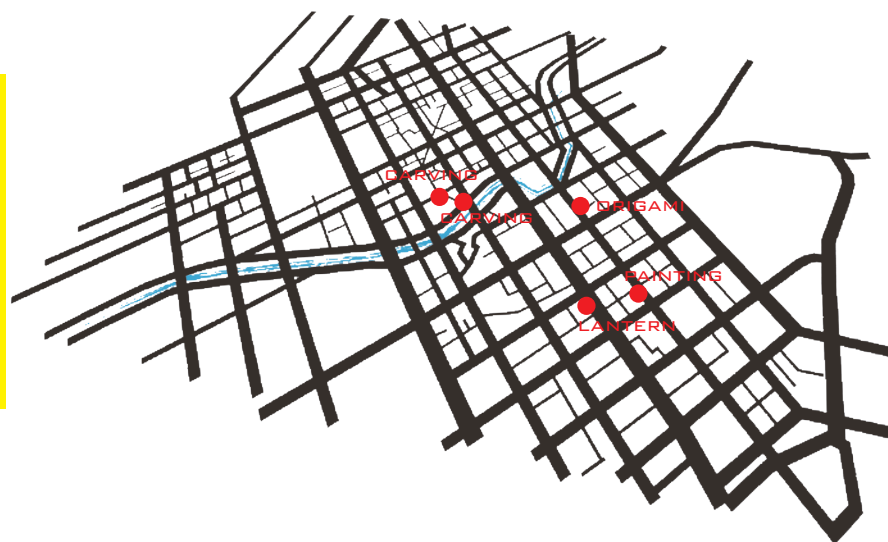


Street vendors are freely allowed to be placed in alleys or their home entrances or living rooms in their houses
 Coexisting with original local daily life and vendors
 夜市攤販放置於巷弄中或是自家門口·客廳
 原巷弄生活與在此的攤販結合·共存

Intensifying Urban Graffiti:

Introducing neighboring traditional artists and old snack vendors, such as carving, painting, lantern and origami, etc
Let traditional art combine with alley community
Gather in this full of "Urban-Graffiti" street

中區居民的“都市塗鴉”
帶入中區傳統工藝藝術家、古早小吃、
(雕刻、木雕、繪畫、燈籠、折紙...)、
讓傳統工藝結合巷弄社區、
聚集在這充滿“都市塗鴉”的藝術街道內。



carving 陳雕刻處

carving 大名雕刻



Rationale :
Carving combined with wooden illegal building
Let it be clearly visible
置入合理性:
木雕結合巷弄裡木造違建的建築特色、
讓木雕工藝在巷弄清楚可見。

lantern 龍古燈鋪



Rationale :
Like the original lamp shop , into the lamp shop in the main entrance
置入合理性:
像原本燈鋪一樣、於主要入口處置入燈鋪

origami 禎祥折紙

painting 宗謚人像



Rationale :
It is on the second floor or middle part of alley
It does not need vision
置入合理性:
置入巷弄中或是二樓加蓋部分即可、
較不需要視野



Local Urban Graffiti + Foreign Urban Graffiti

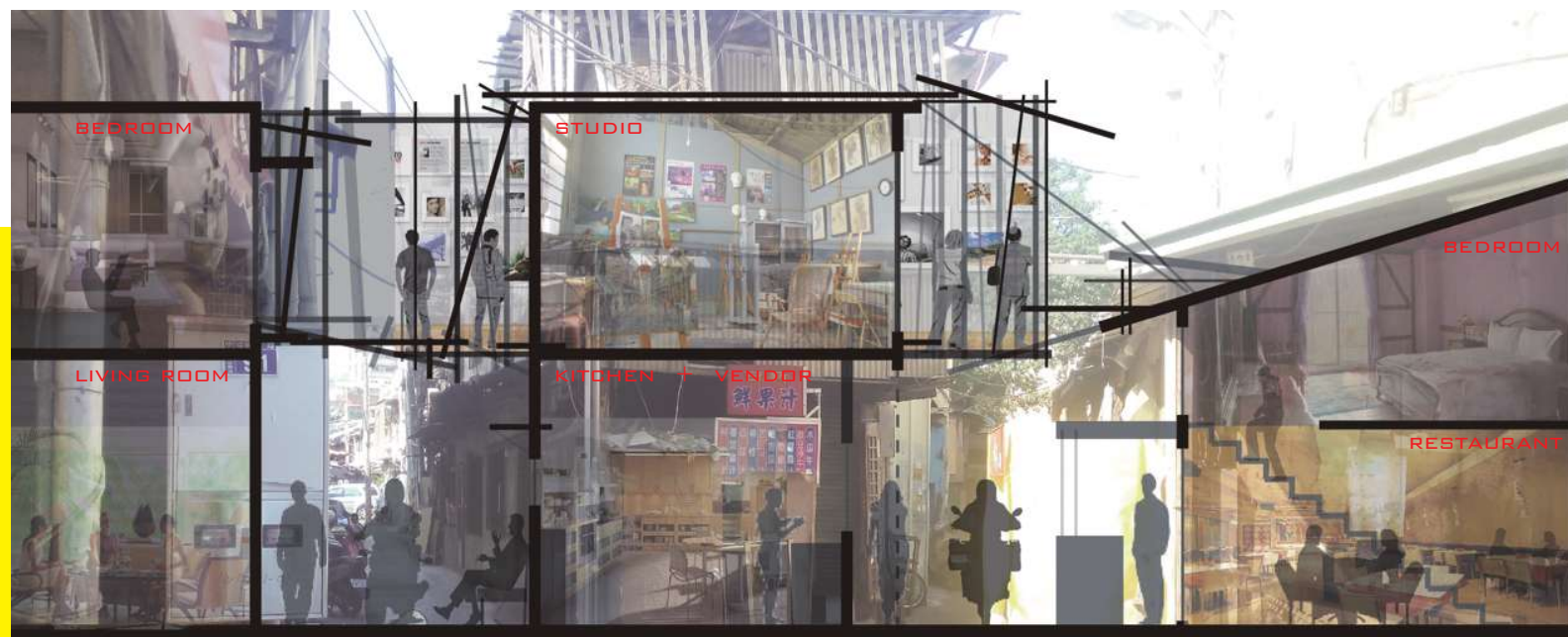
"Urban graffiti" appear in the alley
and gradually saturate and create a layer of covering up
showing the spatial density in urban alleys
The space is the most economical human scale

“都市塗鴉”在巷弄中產生，
佔據了牆面與巷弄空間，逐漸飽和且層層覆蓋上去，
展現出都市巷弄的空間密度，最經濟的人體尺度空間，
創造如同“街頭塗鴉”的飽和感。



Redeveloping buildings by imitating illegal buildings
Coexisting with daily life, vendors and studio

依照原木造連建發展
原巷弄生活與在此的攤販、工作室結合、共存







alleys full of activities are
extended to the second floor
飽和的巷弄延伸至二樓加蓋平台

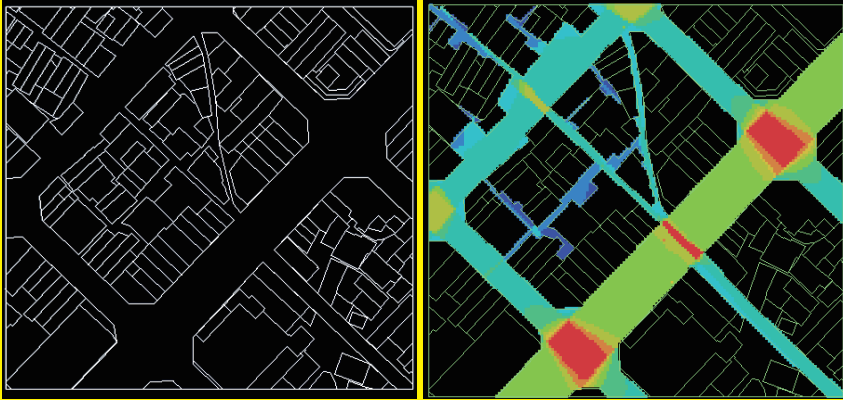


alleys are
extended to indoor
飽和的巷弄延伸至室內

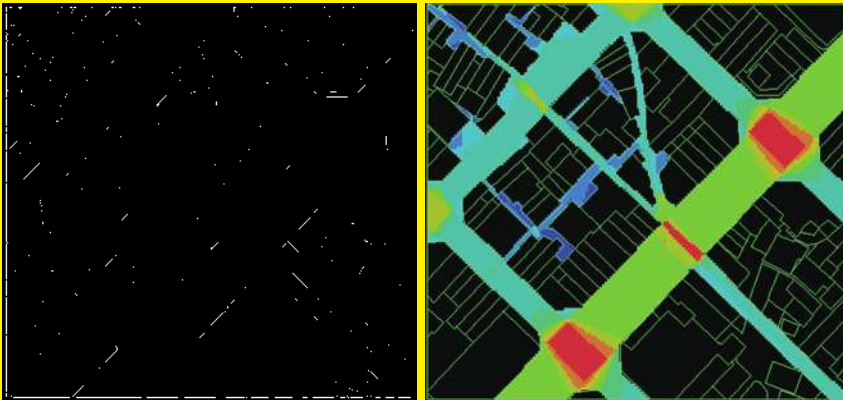


Space syntax

before

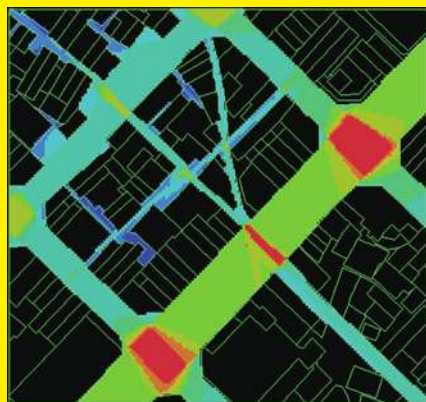
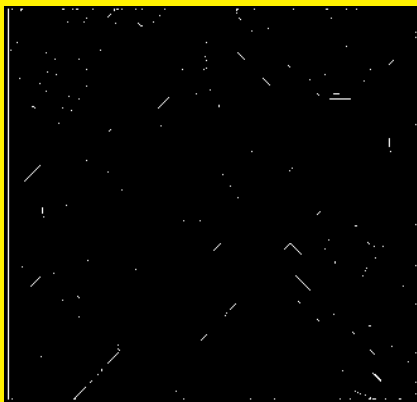


plan A



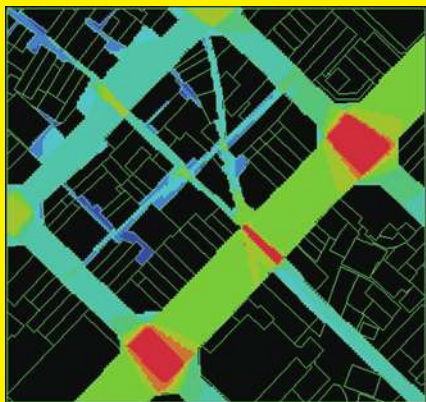
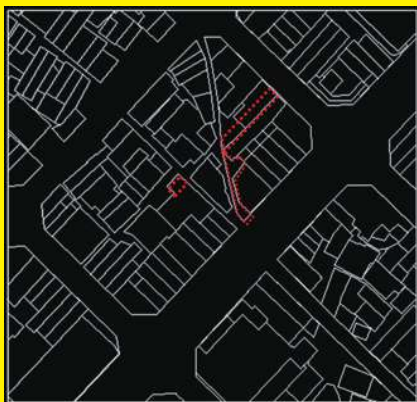
Trying to remove the hut on the corner
Makes better vision and lets vendors survive
試著移除路口處的鐵皮加蓋
讓視野更好·攤販在此才能生存

plan B



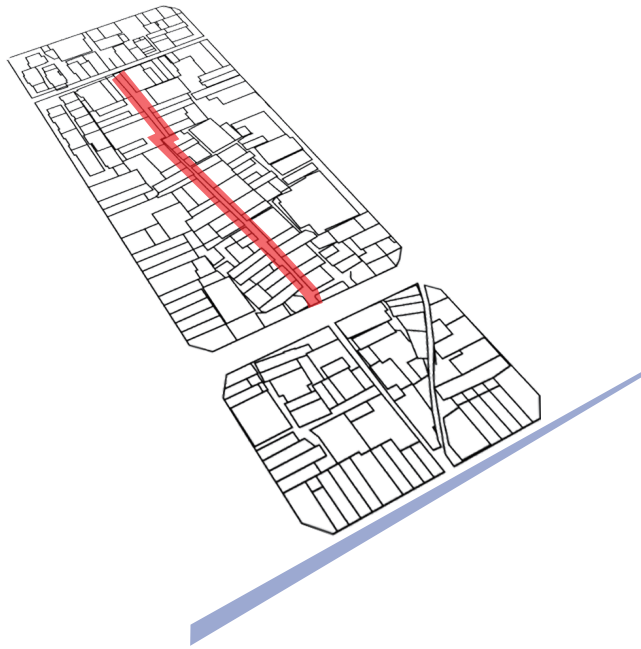
Trying to link the road
To make better vision and to let vendors survive
試著讓道路連通
讓視野更好，攤販在此才能生存

plan A+B



Creating better visibility is the best plan
讓視野更好
為最佳的方案

Before removing part of buildings
Pushing the alley and building beside the road
移除部分建築後
活絡了巷弄與兩旁建築



Coexisting with alleys' daily life and internal commerce corners 生活起居與對內商業共存

Local Urban Graffiti:
 Connecting daily life and living space
 Linking indoor and outdoor
 Linking first floor and second floor
 Linking opposite buildings
 Linking side buildings

當地居民的“都市塗鴉”
 主要以各種生活起居、各式各樣的生活空間作串連。
 室內外串連、一二樓串連
 對街串連、臨棟串連...



Facades and small units of the alley space are found
 And the focus is on scale and use
 Layers of covering up grow naturally
 like branches

建築立面、巷弄空間之小單元模矩的發現
 強調尺度與使用行為
 以自家立面逐漸向外往巷弄自然發展、層層覆蓋上去
 如同樹枝一樣的自然生長、交錯盤纏

Linking indoor and outdoor + Linking opposite buildings 室內外串連 + 對街串連

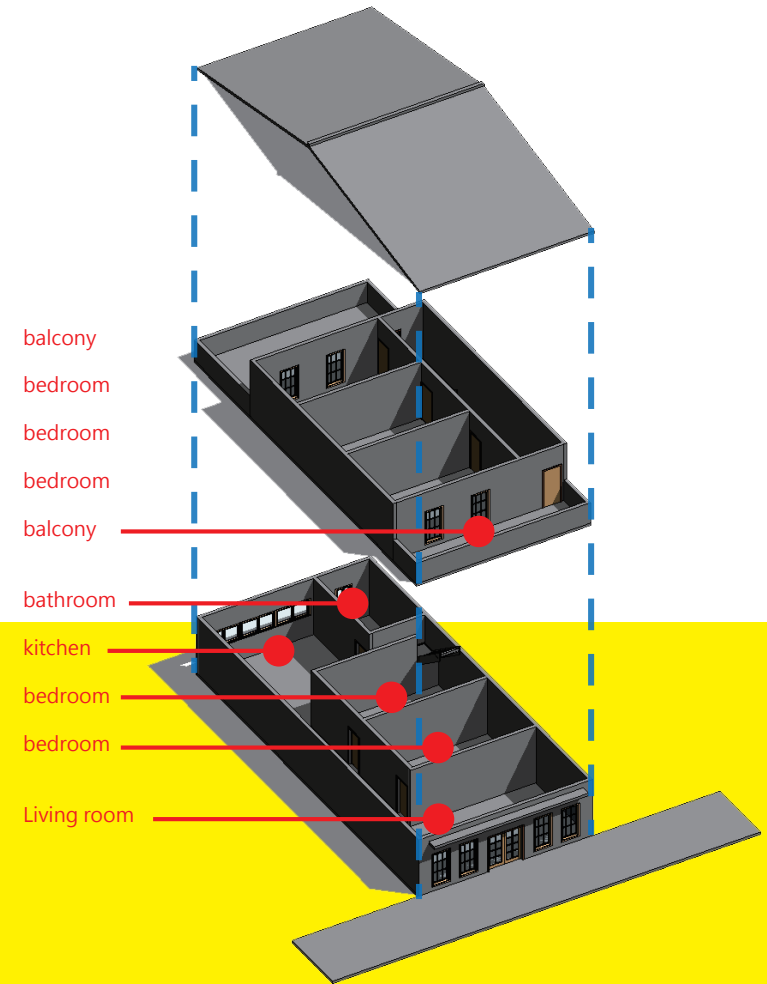


Each space of each house is linked only between the living room and balcony now
現況各個空間各戶有連結的只有陽台跟客廳

Because the kitchen is at the end of the building
When people need to cook and care for children
It's difficult balance
因為廚房都在建築末端，
老人、婦人需帶小孩又要煮飯
難兼顧。



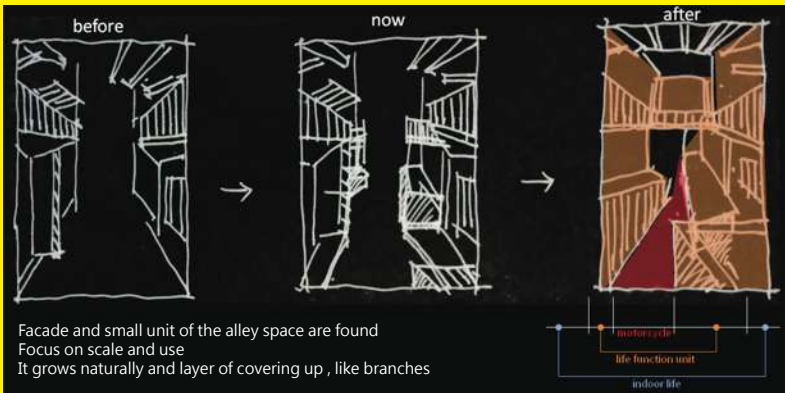
So I want to make some common kitchen unit spaces
所以希望在巷弄中製造幾個共同的廚房小單元空間



Linking first floor and second floor + Linking side buildings 一二樓串連 + 臨棟串連



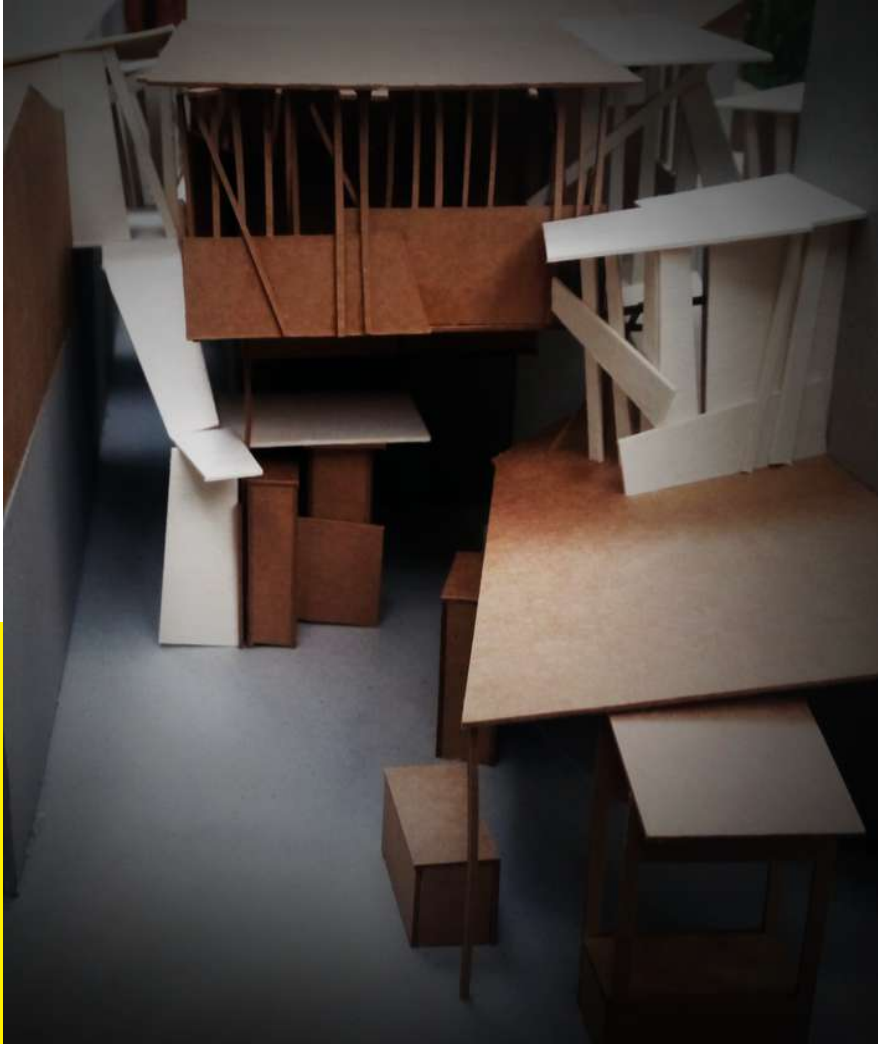
Linking indoor and outdoor + Linking opposite buildings + Linking first floor and second floor + Linking side buildings
室內外串連 + 對街串連 + 一二樓串連 + 臨棟串連



It's a straight alley now
現況為直通的巷弄

Improved the traffic safety
①提高了交通的安全性

Improved the external privacy
②增加了對外的隱私性



Model



Imagine

3

YILAN INTERNATIONAL WORKSHOP
UPDAMI SPACE SYNTAX URBAN DESIGN WORKSHOP IN YI-LAN

INSTRUCTOR : SHU CHIH-FENG

Theme : Urban Parametric Diagnosis and Acupunctural Microscope Intervention (UPDAMI)

Issues of Township Modernity and Development in the Asian region have been long term neglected since the drastic transformation need of metropolitan trend has swept the globe, particularly in most Asian countries. Yet, it is exactly because of this tendency of concentrated development of capital metropolitan that there seems to appear a Cinderella phenomenon in most Asian contexts that one finds the traditional townscape has largely been intact and retained its amazing charisma in terms of uniqueness and diversity of dwelling forms when compared to the globalized major metropolitans. As most Asian metropolitans have gradually lost their own identity and have relied on expansive heroic landmark architecture and grand urban development schemes, it is the right moment to shift our attention to the situation of the Asian township development.

One important issue is whether to adopt the development model of heroic and grand scheme exhibits in most of Asian capitals.

Moreover, what would be the adequate way of development for the Asian township if the heroic grand scheme should be avoided?

It is clear that small and minor intervention strategies for most of Asian townships would be the proper way for need of future and sustainable development due to the considerations of strengthening vernacular identity as well as constraint of financial support from local authority.

On the other hand, how one can tease out a proper analytical model to scrutinize the existing physical environment to work out the most effective microscope intervention scheme for the Asian township development has become the most critical issue in Asia' s urban design practice.

Thus, this first international PAAU workshop and forum proposes to examine the feasibility of the "Urban Parametric Diagnosis and Acupunctural Microscope Intervention (UPDAMI)" conceptual framework for the Asian township development issue mentioned above.



JIAOXI TRANSPORTATION HUB

Method :

1. Defining social-spatial issues through
2. Diagnosing spatial problems through
3. Prioritizing strategies for redevelopment through
4. Designing alternatives under



Major subjects :

- 1.The first question is to explore the possible strategies and design alternatives for future development on spaces left over after planning (SLOAP), areas or spaces left unused, i.e. redundant or declined areas, areas under drastic transition or confronting with imminent transition, etc. in the contexts of Yi-Lan County.
- 2.The second issue is related to the so-called "Urban Parametric Diagnosis and Acupunctural Microscope Intervention (UPDAMI)" process.



The site is located in Jiao-Xi , Yi-Lan city.

The graph shows the location of the train station , old street and new road in this area.

Old street is mostly gathered by the local people, which include local shops, restaurants and street markets.

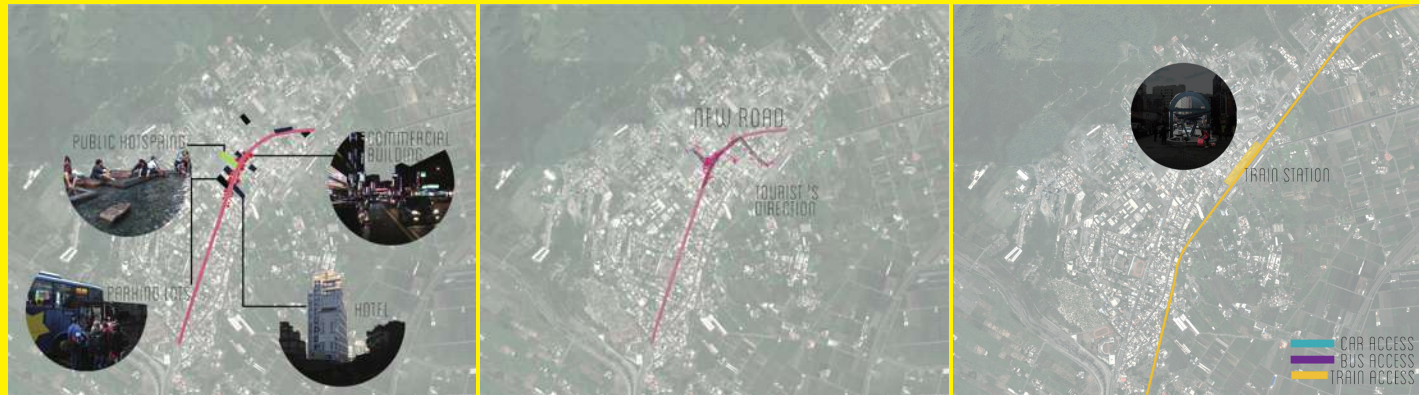
As well as the institution such as elementary school and country office.

It is easily to discover the different movement between local peoples and tourists.



New road is crowded by the tourist due to the fact that most of the commercial activities happened here.

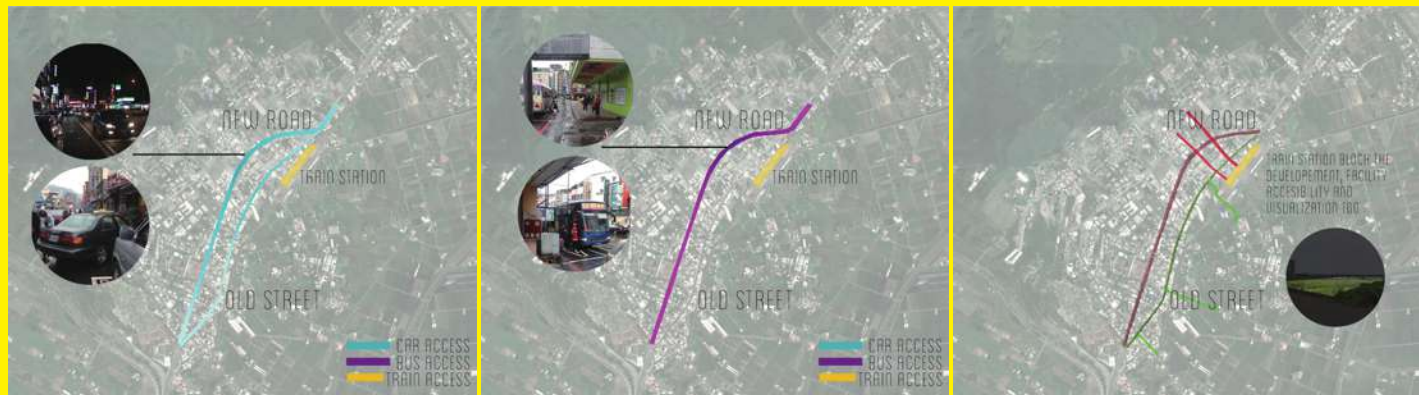
For example:
Hot-spring hotels, public hot-spring or the bus transfer station.



The west side of the train station gathers most of the industries and commercial activities.

The main industry in east side of the train station is agriculture.

So the rail road actually block the development from the left hand side to the right hand side in this map.



Solving the existing phenomenon



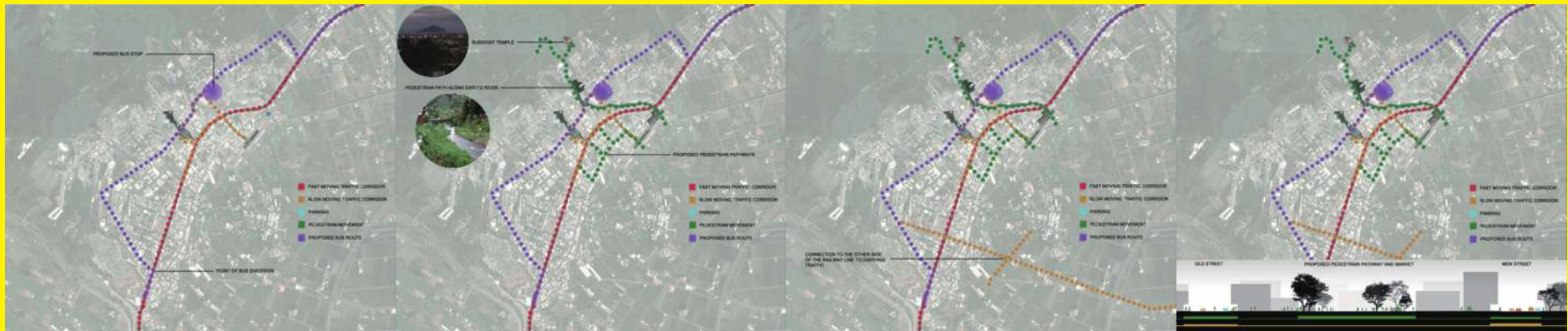
1. Spread out the range of mass transportation
 Increase the accessibility for people
 → adding or changing the location of the bus transfer stations

2. Ways of leading the pedestrians
 → to link the open public spaces
 → connect the public architectures or institutions

3. The linkage of the two side of the railroad
 → from the train station
 → extend existing road



The existing condition on site creates an overlap of the various traffic movements. The private vehicular traffic, public buses, pedestrian and also the road side parking. This is caused due to the concentration of program around the public hot springs leading to traffic congestion during the tourist hours.



It proposes to shift the existing bus stops and create a pedestrian link with the hot springs and also the train station. It further looks at making links, both pedestrian and vehicular with the other side of the railway line.

STRATEGY & SOLUTION

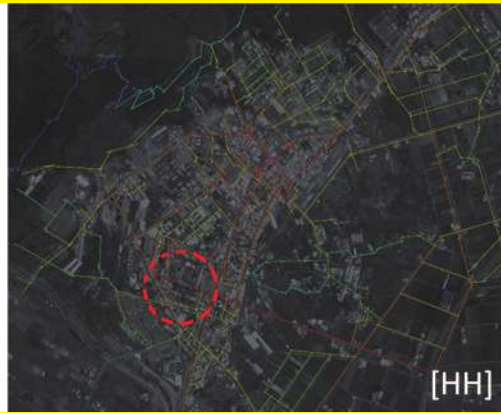
Using axial line graph and VGA analysis

Step 1. suggest a solution for the existing model.
Step 2. use the software to analyze whether our suggestion works or not.
Step 3. combine the best solution for Axial line and VGA as a best result.

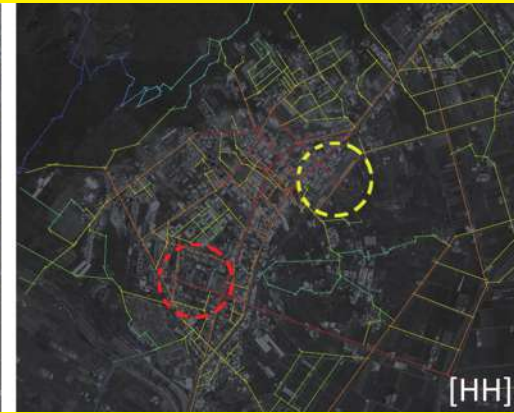
Axial line Design



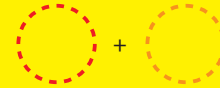
original axial line graph



adding one connection

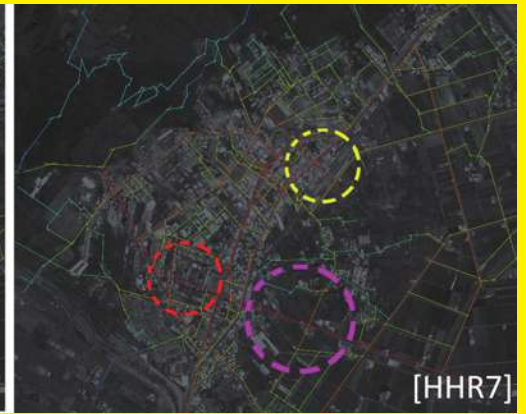
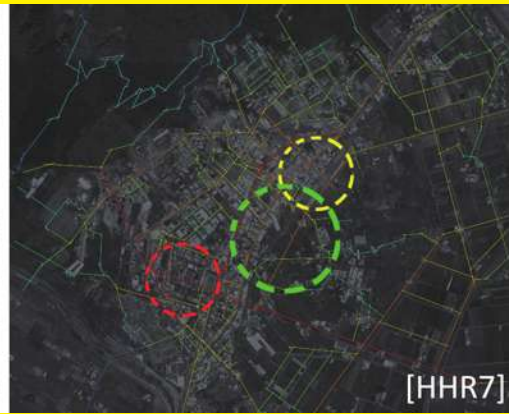
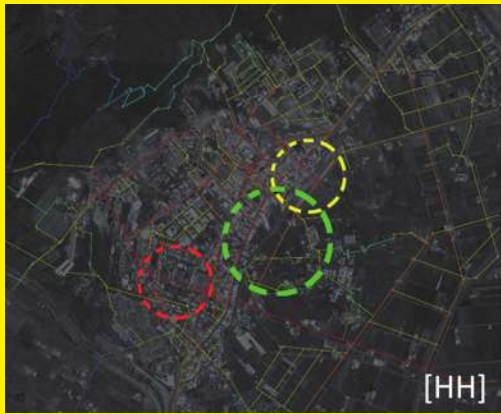


adding another connection
based on the first result



adding the third connection
based on the second result



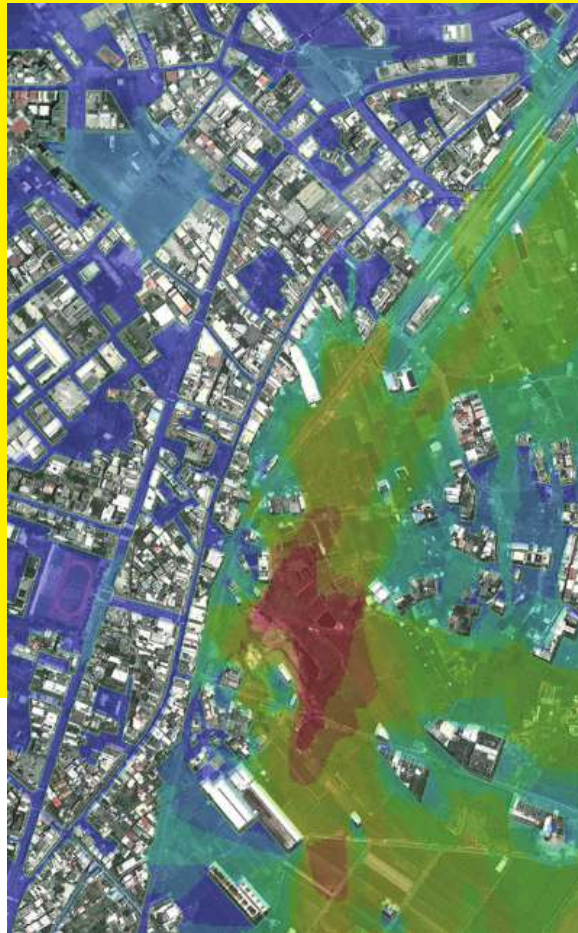


remain the first and second linkage,add another new connection

remain the first and second linkage,add another connection



VGA Design 1

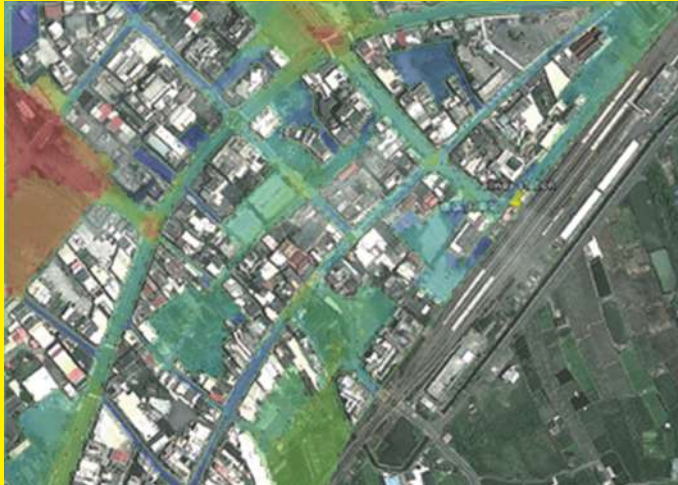


Original VGA for full site



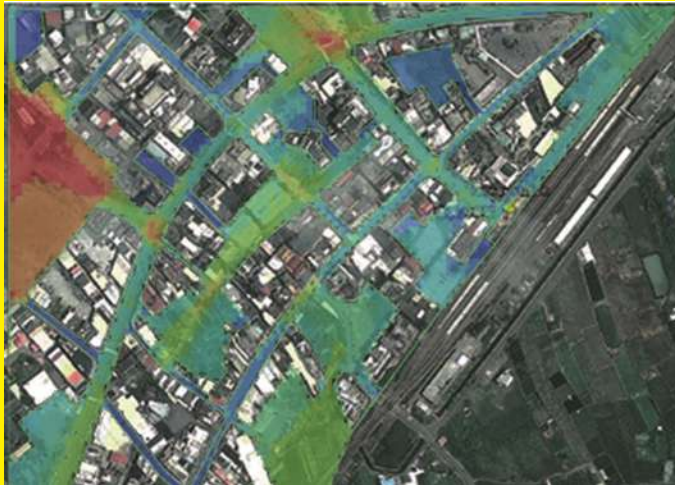
Original VGA

Pedestrian access to the free bathing area near the Tang-Wei-Go Park
Mainly along the main street thus clashing
with vehicular traffic on the main street.
Visibility of open areas leading to the spring obstructed
due to parking lots and smaller buildings.



Stage 1 VGA

Opening the parking lot to pedestrian movement creating an intermediate space between the old and new street where programs that encourage interaction between tourists and pedestrians.



Stage 2 VGA

Continuation of the pedestrian walkway to link the smaller links between the old street and the main market street.



Stage 3 VGA

Linking the pedestrian pathway back to the main market street thus creating a parallel alternative to sidewalk on the main market street.

VGA Design 2



Original VGA

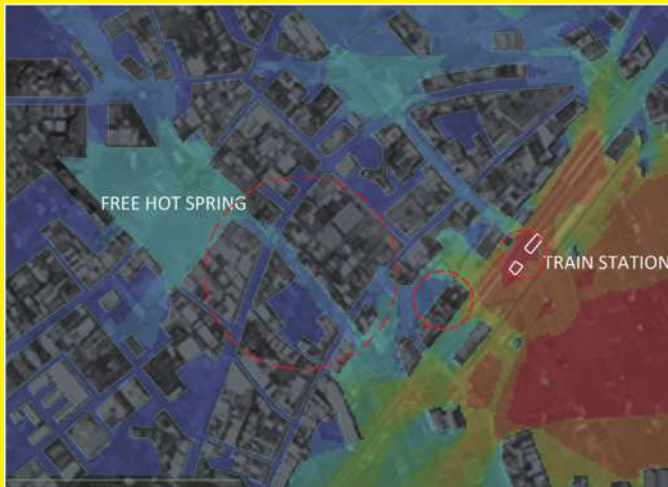


Test 1 VGA



Test 2 VGA

We use the VGA to analysis the site that show amount of red behind the train station that's mean it is to much open space there but it's was block by the station. So the people don't realize where to go next after arrive the station. So we try to break out the train station and connect open space. Due to this connection it would make more opportunity and development spread out from the hot spring side to another side behind the train station. And also give more view point and connection from the train station to hot spring that would guide and encourage the tourist's route.



Test 3 VGA



4

RESEARCH & WORKSHOP IN BELGIUM
RE-SEARCHING BRUSSELS

INSTRUCTOR : SHU CHIH-FENG , CHOTIMA AG-UKRIKUL , BURAK PAK

Re-searching is a one week long of fieldwork, research and discussion workshop.

In this workshop three different research methods will be introduced to the participants.

These methods have been developed by different researchers in the field of architecture and urban design to compare, to build the understanding and to initiate discussion about the sites.

The three methods are Spaces Syntax, Walkability and Eatscape, these are methods with very different stance.

Space Syntax is quantitative research method with evidence-based for producing strategy.

Walkability is about experiencing and evaluating through walking and Eatscape is about in-depth and ethnography approach toward understanding the quality of a site.

Eatscape track– Guidance (Chotima Ag-ukrikul)

The quality of city living depends closely on the quality of its everyday life and ‘eating’ , among many everyday activities, contributes tremendously toward how people experience a city.

‘Eating’ involves everybody every day; and the recurrence of this everyday acts of eating craft their traces onto the physical space of a city.

Eatscape in this workshop is about learning from spaces for commensality and building the understanding of the impacts of commensality on the urban commons.

Through Eatscape lens participants are encouraged to discuss ‘what make a place its particular experience and feels to us’ through Eatscapes.

Participants will be given pre-selected Eatscapes site to carry out fieldworks, where participants are also asked to reflect their experience through designerly lens following a list of Eatscape research approach.

The results of this fieldwork will be used as the base for comparison and discussion with the other 2 methods during the discussion session.

Walkability track– Guidance (Burak Pak)

Walkability is a measure of how walking friendly an area is.

It has been prescribed as an essential urban quality by numerous authorities during the last century (Gehl, 2010) (Jacobs, 1961) (Lynch,1961).

Various evaluation methods have been introduced from the perspectives of medicine, transportation, environmental design and psycho-sociology, including a significant number of alternative performance dimensions: connectivity of path network, linkage with other transportation modes, land use patterns, safety (traffic/social), the quality of the path context, spatial definitions and overall explorability (Southworth, 2005).

The walkability track of the workshop is based on two main motivations: the potential of walkability as a performance indicator for urban spaces and the new possibilities offered by the social media and novel information and communication technologies for the collective location-based representation of individual experiences.

The workshop follows the research tradition of Lynch (1961), a qualitative research method focusing on exploring how people experience walkability.

It makes use of the web-based social content management platform developed in the framework of a post-doctoral research project.

In this method, the students make several walk-throughs in a predefined urban area while making notes and collecting visual information which are entered on the platform after the study.

Discussion - The aim of the discussion is the exploration of the walkability concept and the extraction of its culturally bound dimensions while establishing links relations between the Eatscape, the Walkability and the space syntax study made by the participants from Tunghai University.

Based on this exploration, the participants will develop alternative ideas for enabling spatial interventions in the chosen site areas.

The discussion will be record and used as part of the future exhibits and on the Geoweb 2.0 environment for this workshop.

De Noordzee La Mer du Nord

NOORDZEE EATSCAPE - OPEN SEAFOOD RESTAURANT



What are the Eatscape Concepts :
Which of the following Eatscape Concept, in your opinion, is suitable for this site

Intimacy : it is a friendly place, Strong relationship between indoor and outdoor
Good smell spreads to far surrounding areas
Customers can choose any space nearby the restaurant

	Not at all	1	2	3	4	5	Very much
(in)formal	1	2	3	4	5		
(im)perfect	1	2	3	4	5		
Intimacy	1	2	3	4	5		
Discovery	1	2	3	4	5		
Ephemeral	1	2	3	4	5		
Shift in Place / Time	1	2	3	4	5		

The body of architecture :
The construction, anatomy, the tangible material such as a membrane, a fabric a kind of covering, cloth velvet and etc



There is no strong feature in comparison to the surrounding

Sound of a space :
Interiors are like large instruments, collecting sound, amplifying it and transmitting it elsewhere



The restaurant is located on the road and the sound of the tire of the cars polishing against the paving stone very noisy and this disturb the customer.



Between composure and seduction :

Architecture involves movement with various plays of light, forms, and materials, architect introduces a sense, a mood, or a milieu for strolling

The restaurant do not have chairs Just have tables in the square. Being outdoor eating area Let delicious food and beautiful city combine



Tension between interior and exterior :

It is about the transitions between the inside and the outside

Just have outdoor eating area and Indoor is kitchen. However those staffs at the bar has much more interaction with outside spaces These spaces are the eating area on the bar and also the eating space on the table in the square



Levels of intimacy :

It is about the two things (1) the scale and (2) the proximately and distance

The restaurant is on both sides of the street. Therefore the streets can also be seen as a part of the restaurant
The restaurant combined life and surrounding things. There is the strong relationship between customers and the passerby
People order food from the outside And walk through the road can come to the eating area



Collective space :

What make the place a collective space

(Collective space is neither public nor private entirely, it is often a place that bare public value to what is private)

The eating area like a living room and garden. People stay here feeling comfortable
People eat in the square and the eating area is very open



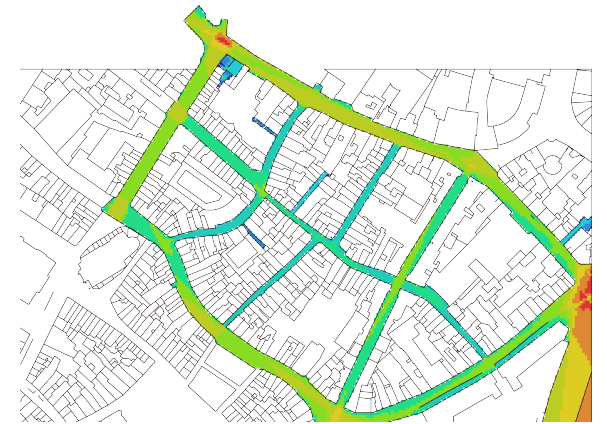
Rating maps sense of walkability



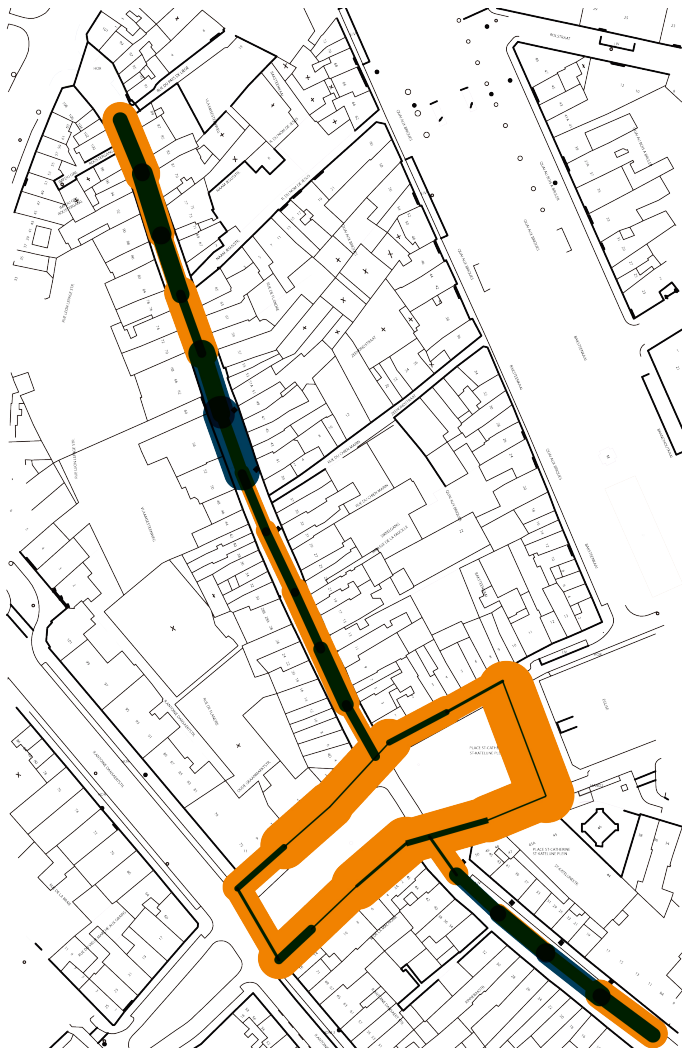
Sainte-Catherine / Sense of Place



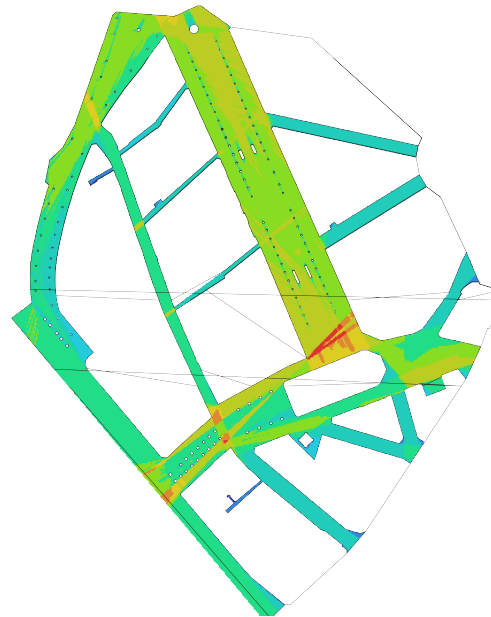
VGA-Rn



VGA-R3



Rue Des Bouchers / Sense of Place



VGA-Rn



VGA-R3

5

INTERNATIONAL COMPETITION UNEXPECTED CITY

INSTRUCTOR : SHU CHIH-FENG

2014 HYP CUP INTERNATIONAL STUDENT COMPETITION IN ARCHITECTURAL DESIGN

Topic of the Competition

Unexpected City:

The Unexpected City is a city of wonder, a city where imagination, creativity, and the new have boldly surpassed what has been.

The Unexpected City is a city which will find a new relationship between ancient tradition, modernity, and technology.

It will offer a new perspective in space of living, nature, and respect for everyone with concrete architectural and urban projects.

After all, home is not 'where the heart is' but where the house and neighborhood reside.

I expect high level intellectual ambition, artistic originality, and freedom of thought to bear on those who build the world and on those who take this course.

Purpose of the Competition

We know the digital city, the sustainable city, and the smart city.

But city in transition is also about the unexpected city, like the unexpected creative city, the unexpected social city,

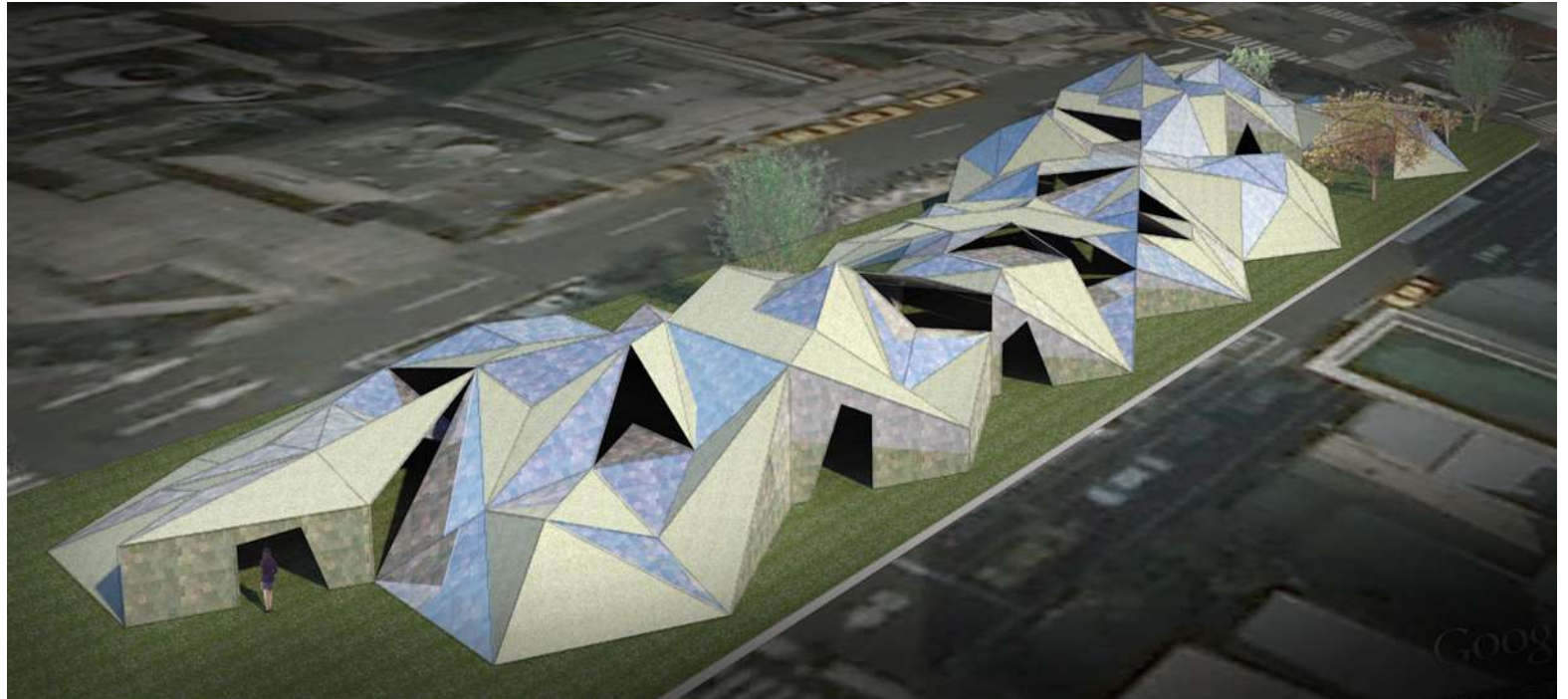
the unexpected public space that a city can have, the unexpected city of art, the unexpected social and cultural encounters that a city can give us.

So I think the "Unexpected City" is also the city in transition and the city of future.

It' s about everything which is not what I expected. It' s about everything which is not on the agenda but will become our agenda because of the creative process.



GROWING MEMORY
ARCHITECTURE IN TRANSFORMATION



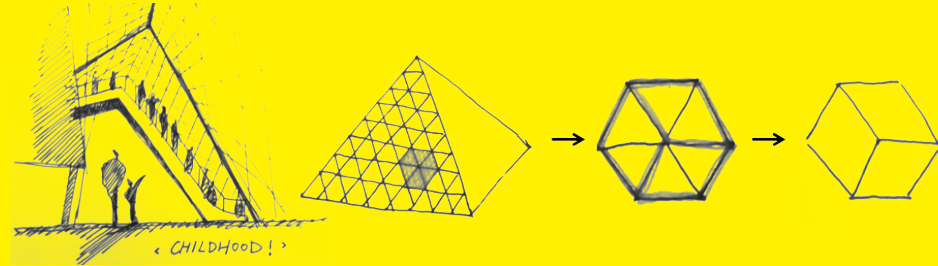
Site

Taiwan, Taichung, Central District

The public urban open space in front of the First-Square Complex in Taichung has been chosen for this design project.

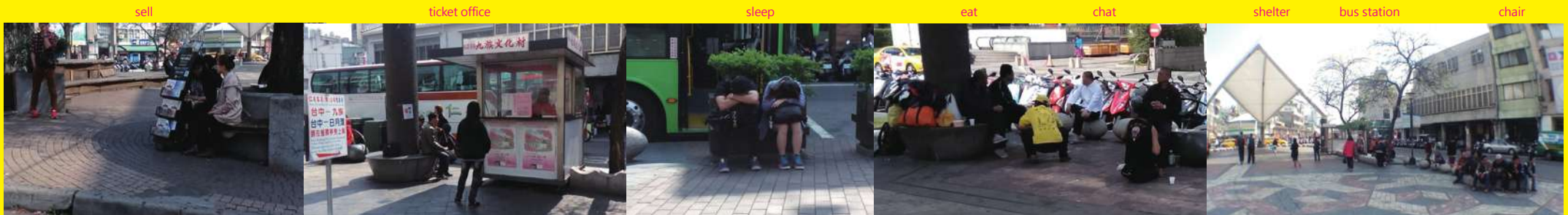


Change of pattern / Continuation of memory



The gigantic volume of 3D pattern of commercial complex has been used, but the horizontal pattern has been neglected

Continue

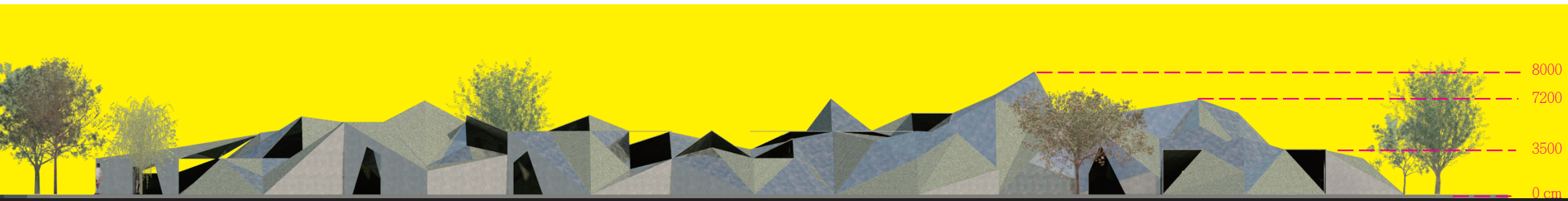


The units continue to accommodate the surrounding activities & objects near the area

Ancient tradition and modern technology :

Memory of the First-Square \longleftrightarrow vs \longleftrightarrow Illusion, Visual arts, Folding, Landscape, Roof garden

Nearby user groups :

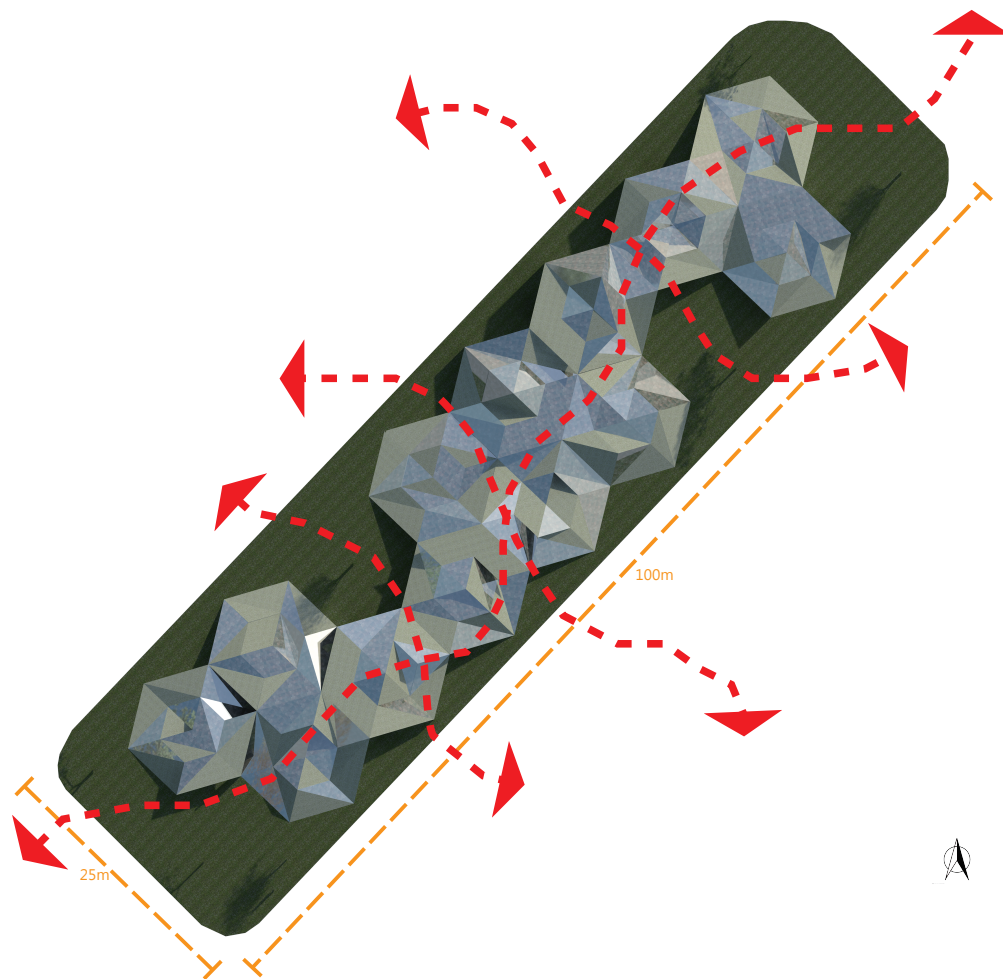


The design proposal intends to combine living spaces (artificial settings) and the Green River (natural feature) into a well-integrated dwelling environment. Architecture has been developed to combine with the surrounding community, commercial activities, etc, through intertwining of landscape style of buildings and landform.



The public open space in front of the First-Square Complex near Taichung Train Station has been long term embedded in the minds of local people in the earlier stage. However, since the First-Square Complex has been developed and following the economic recession, the place here has become a familiar but strange place for local inhabitants. They used to come to this place for shopping and leisure activities before but now they dared not to go near as it has been occupied almost by foreign workers and homeless people. There once existed many childhood memories in the First-Square. But in the aftermath of a myth of Ghost-Ship hearsay rumor derived from the big fire disaster of the Wei Ere Kan restaurant in 1995, the whole downtown areas including the First-Square has been left behind without any further memory being retained. Local memories seem to be recalled when one enters the transparent pyramid building. It gives the feeling of entering the special castle once was vibrant before in this area. Then one can notice that there appear the traditional patterns in the square under the pyramid. These patterns compensate those lost memories embedded in local people's mind.

Plan



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