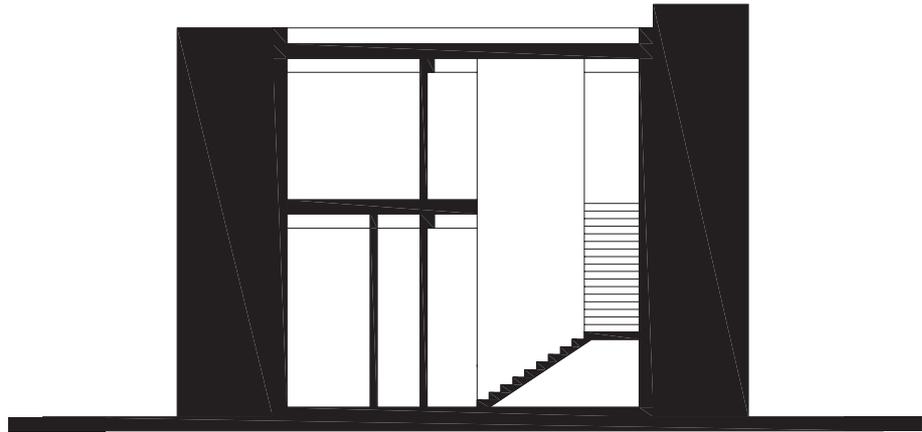
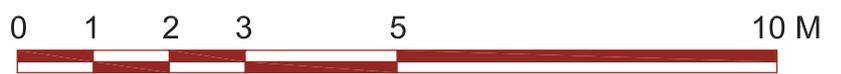
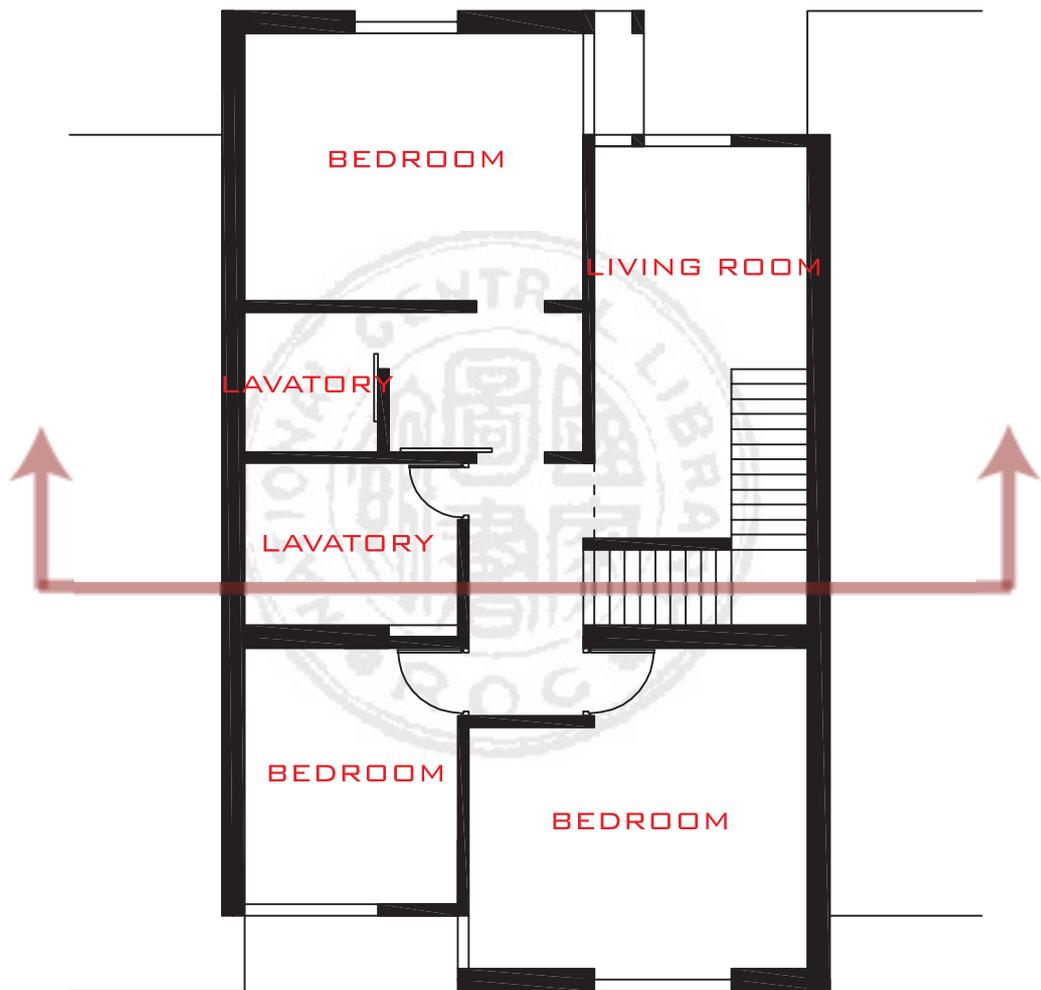
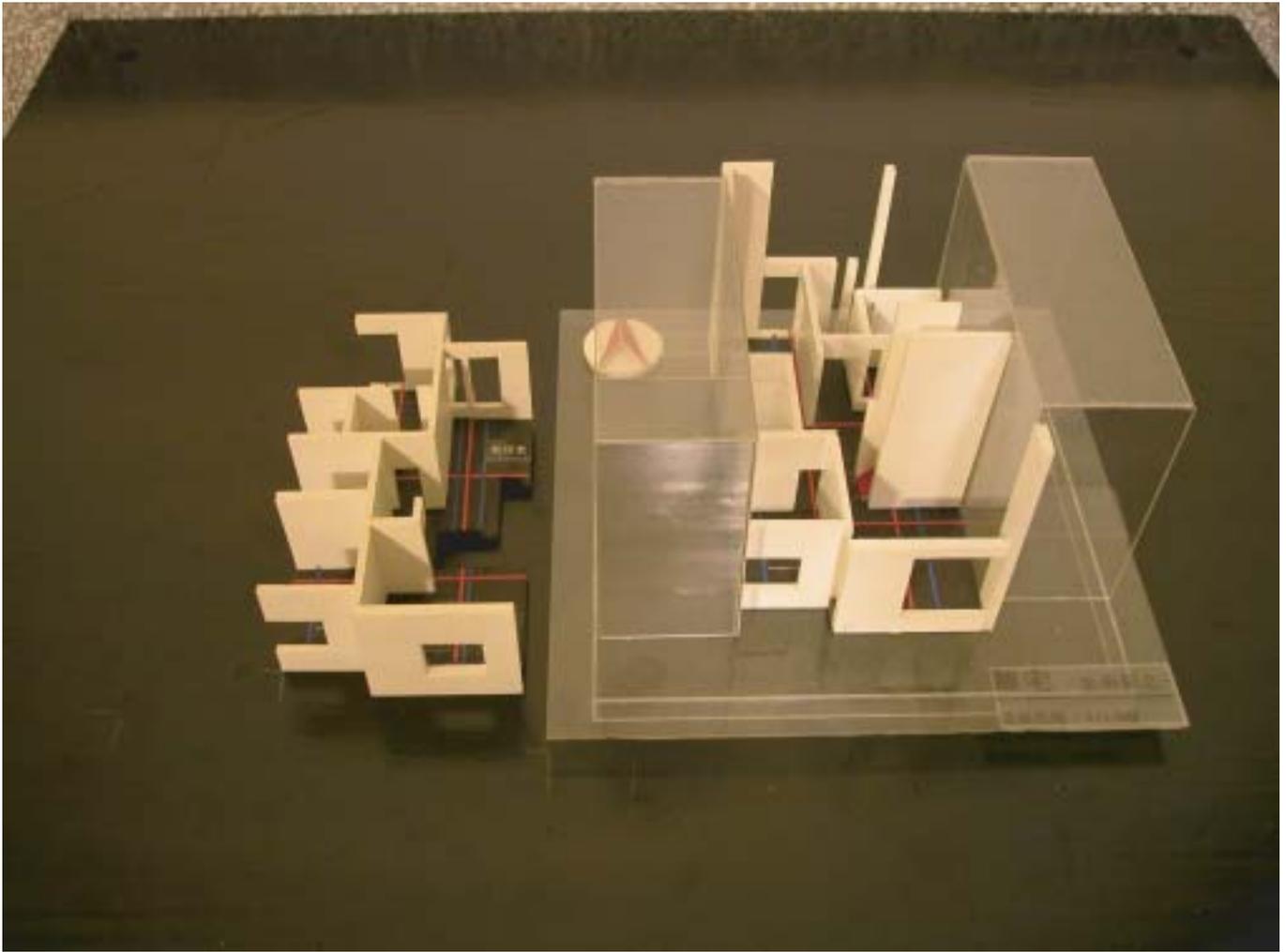


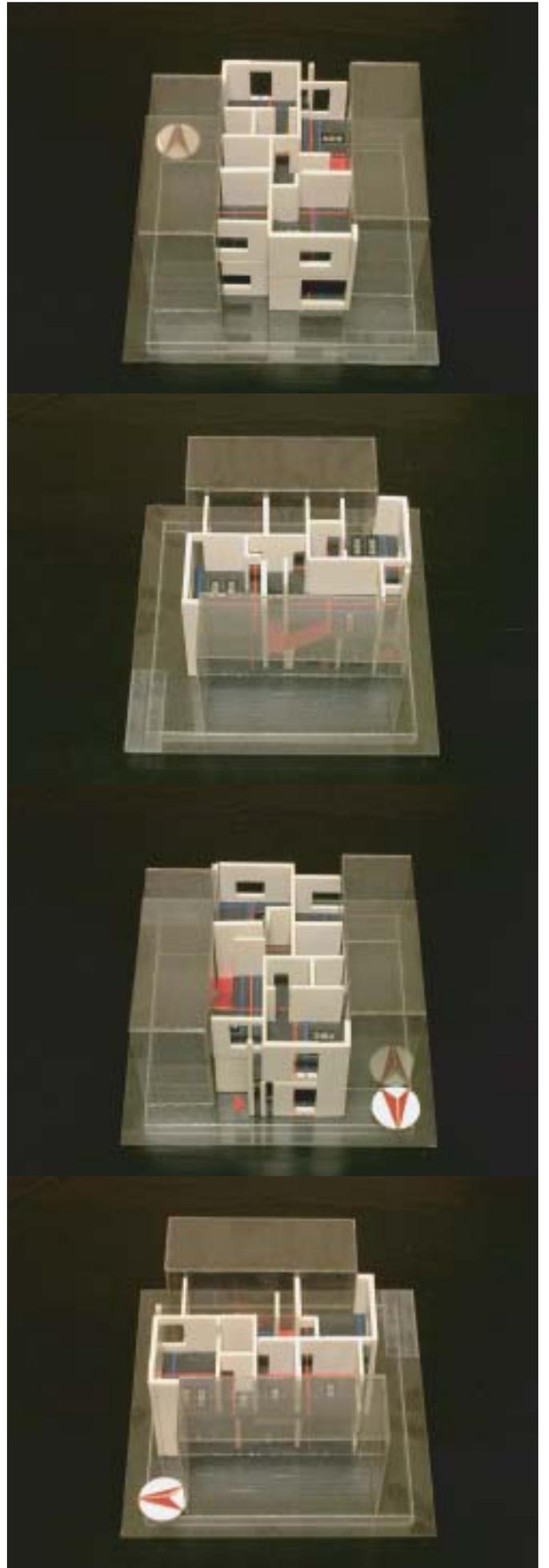
剖面示意



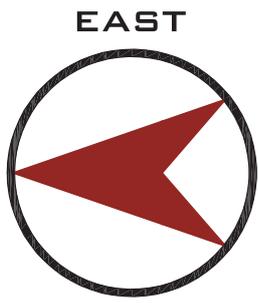
2F





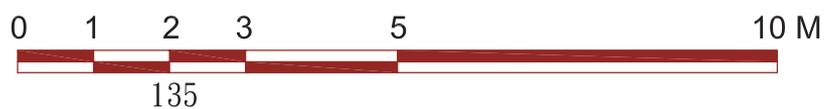
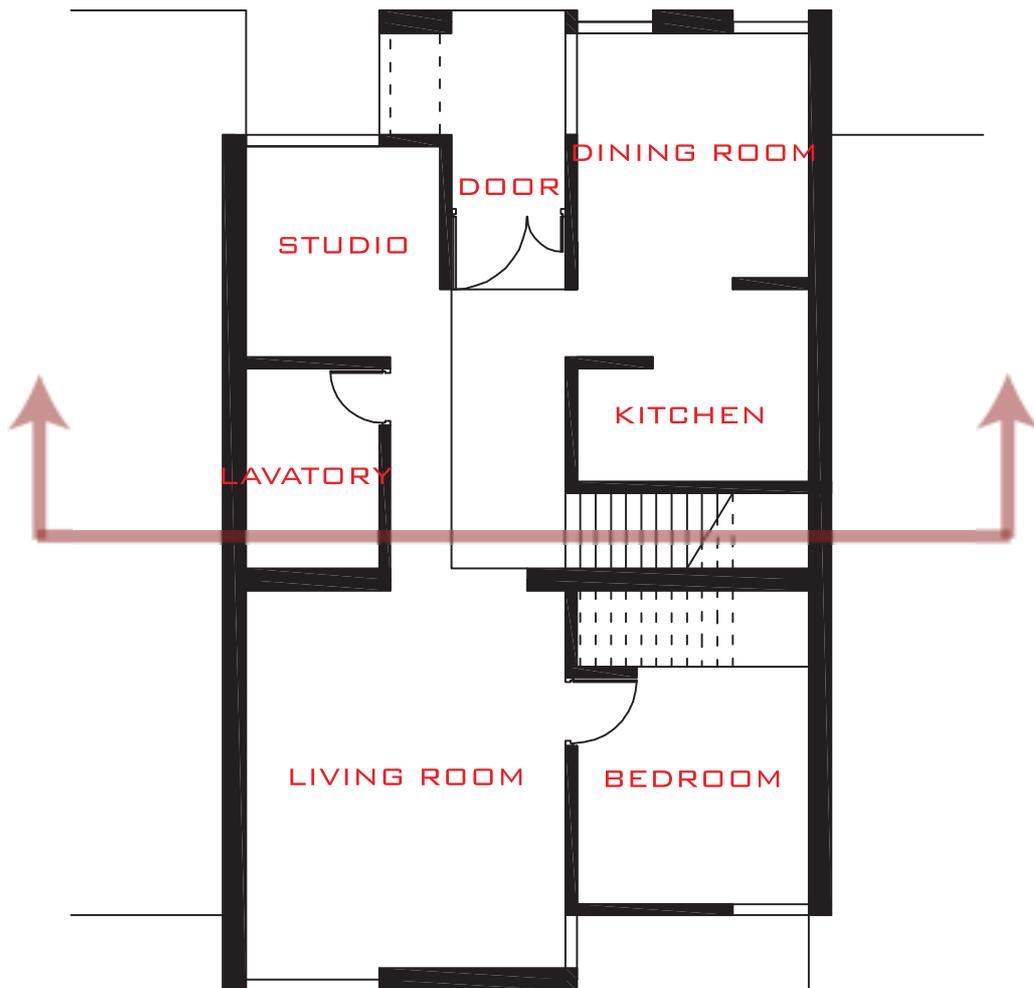


C. 連棟格局

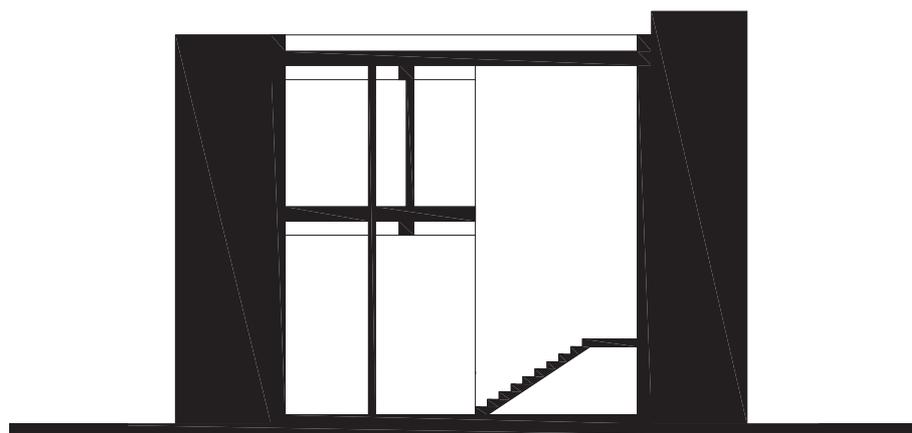


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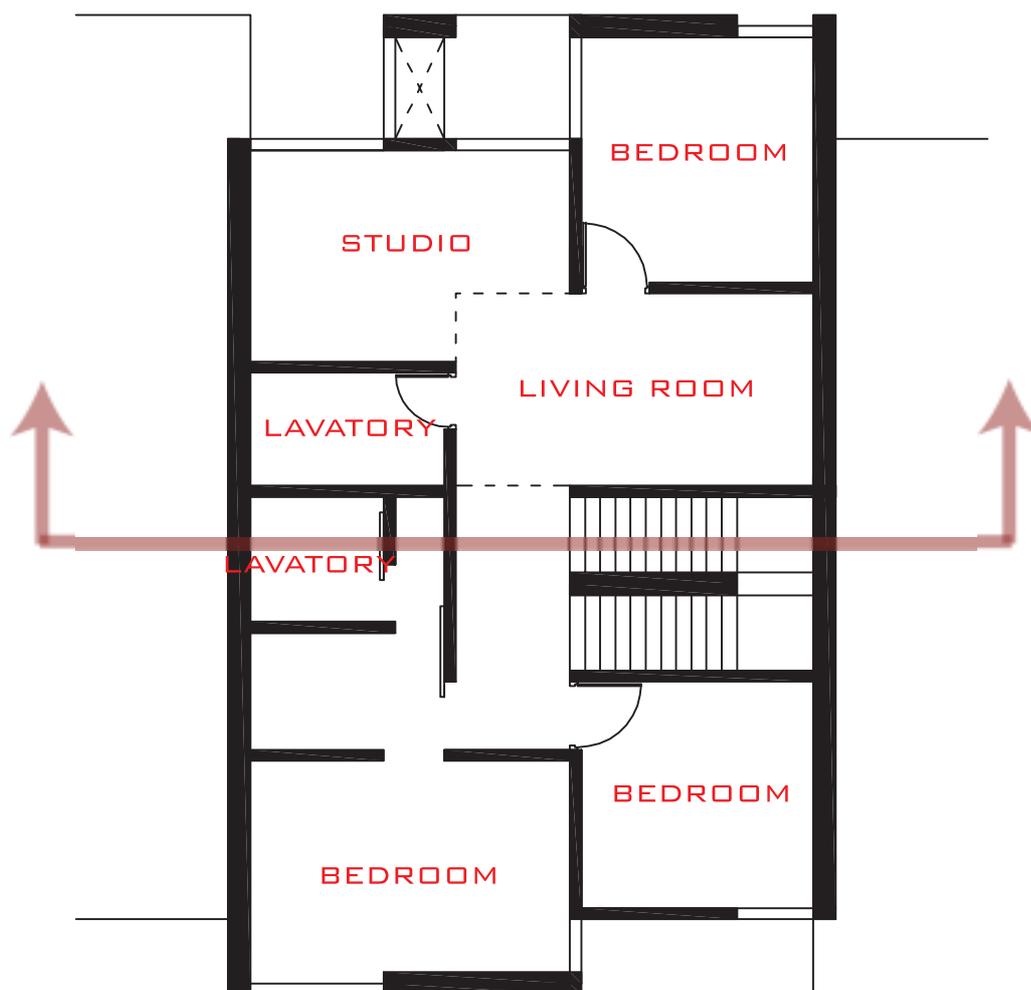
1 F

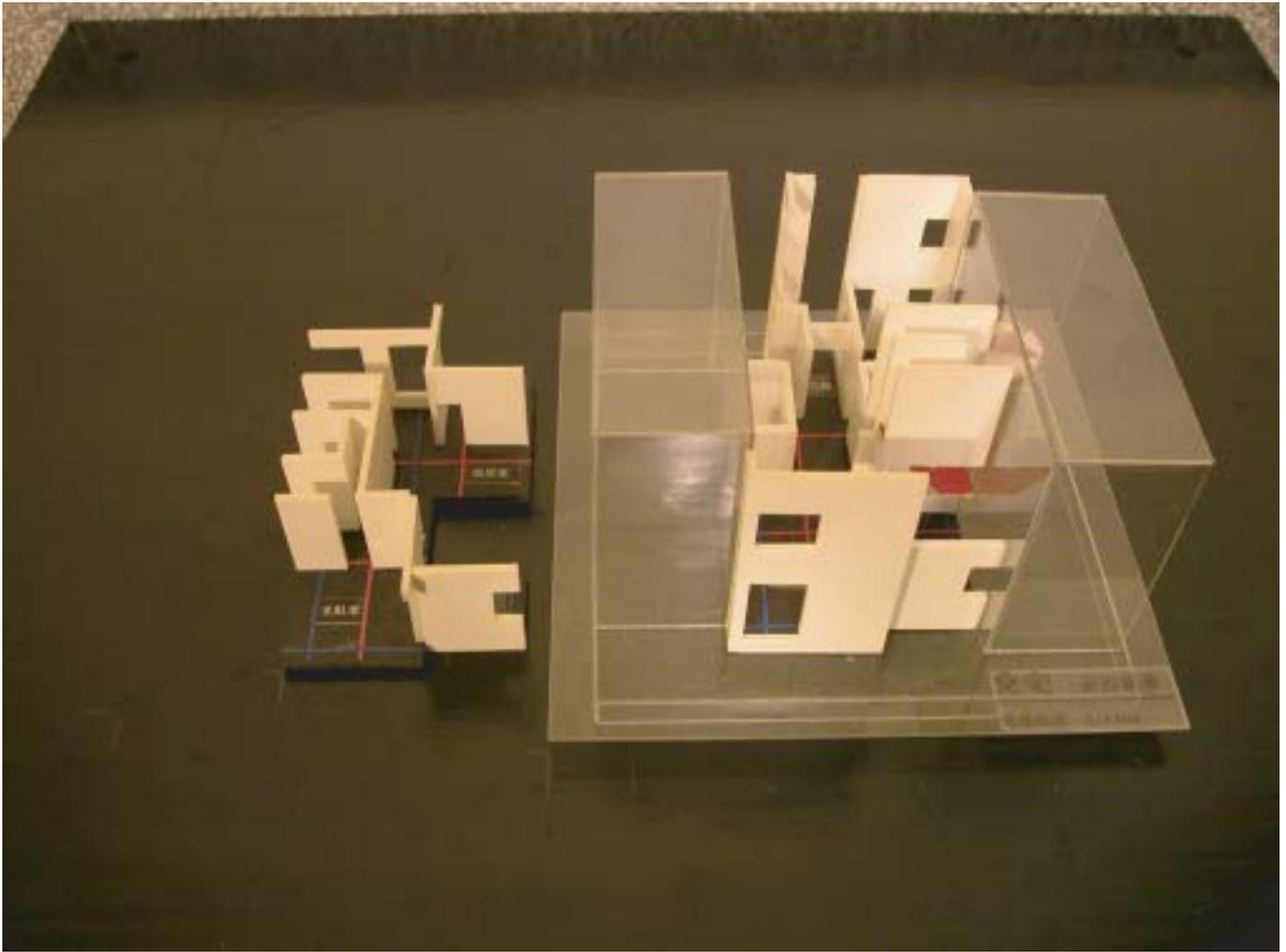


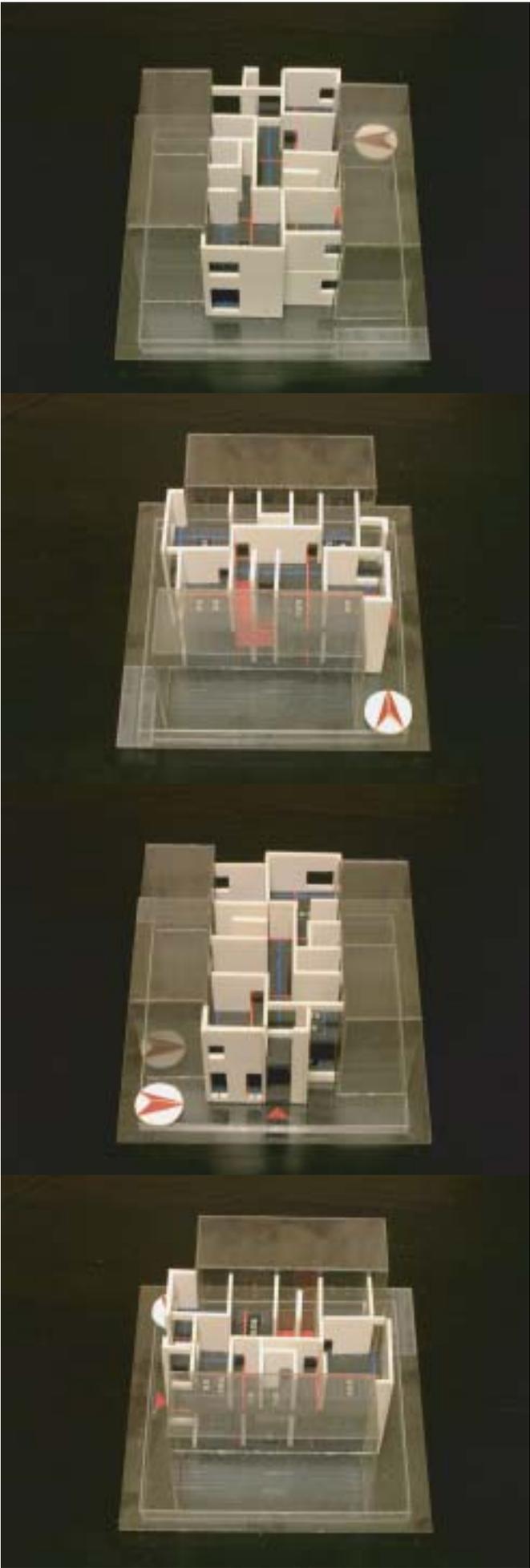
剖面示意



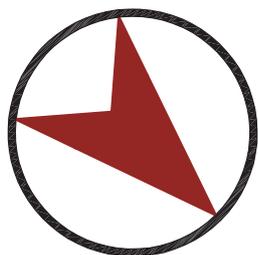
2F





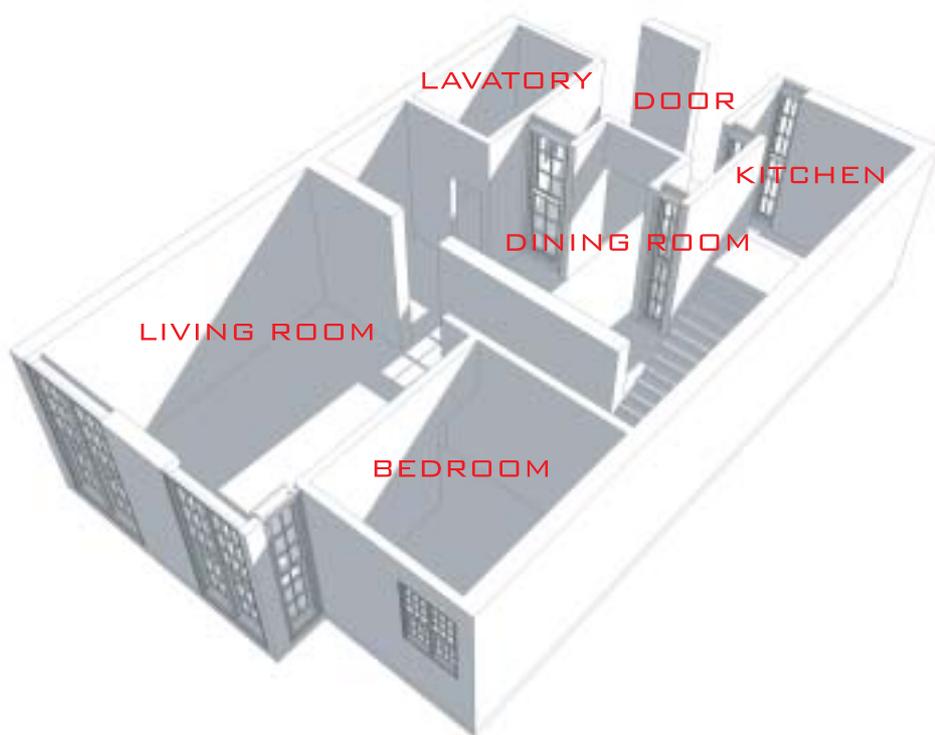


C. 連棟格局



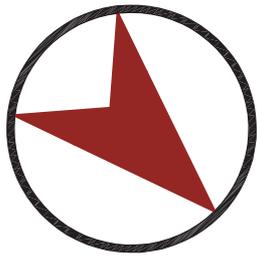
三震

1 F



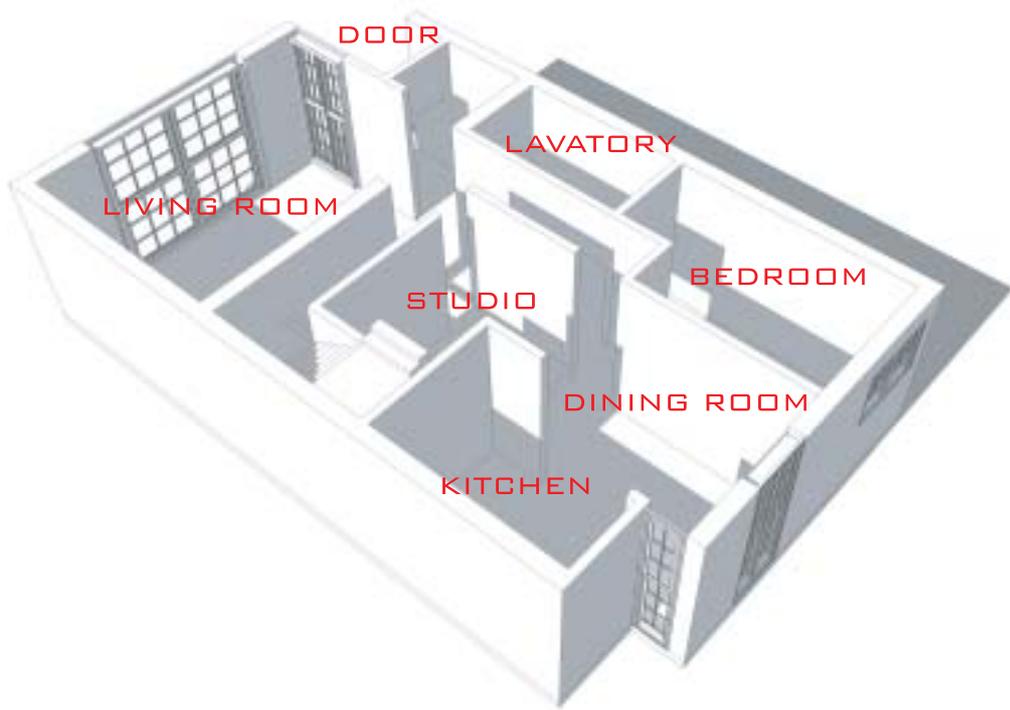
2 F



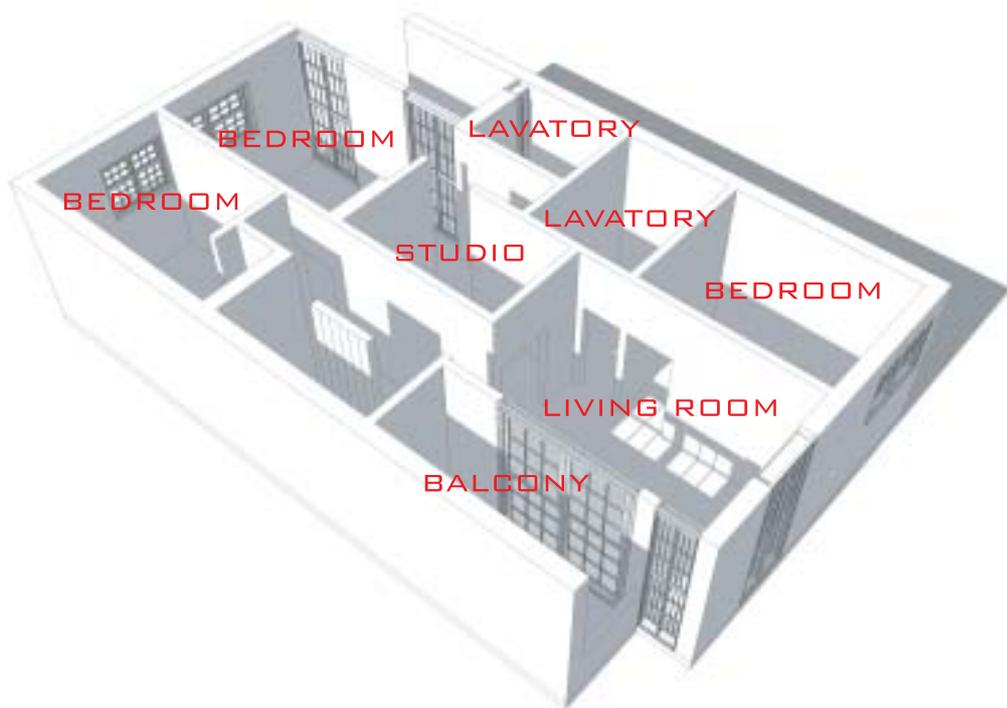


坎

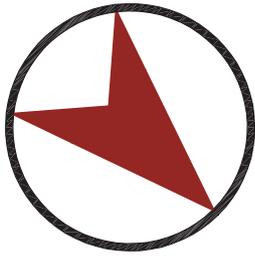
1 F



2 F

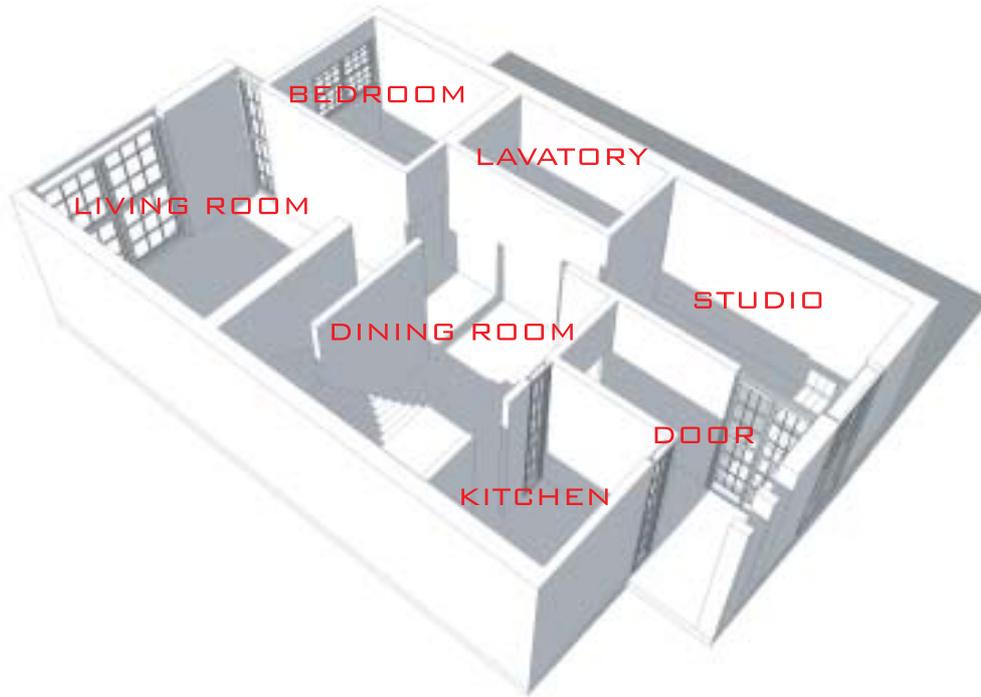


C. 連棟格局



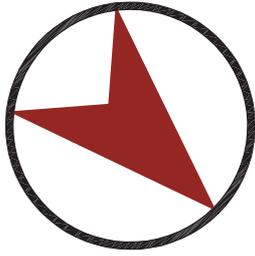
三離

1 F



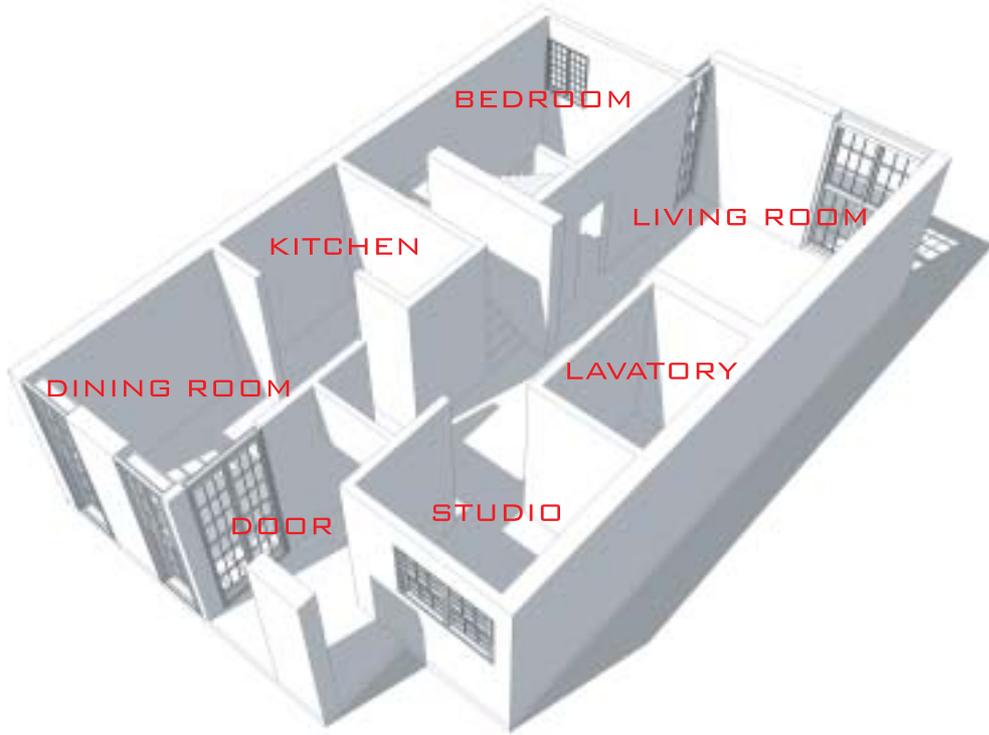
2 F



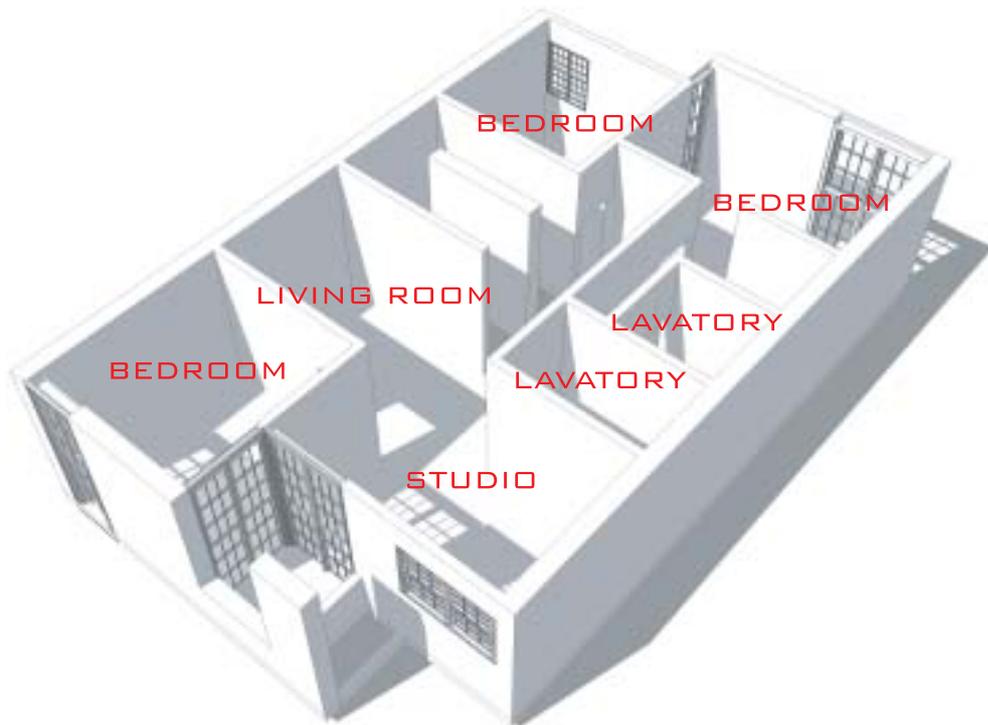


兰 兗

1 F



2 F







第四式 異體格局設計

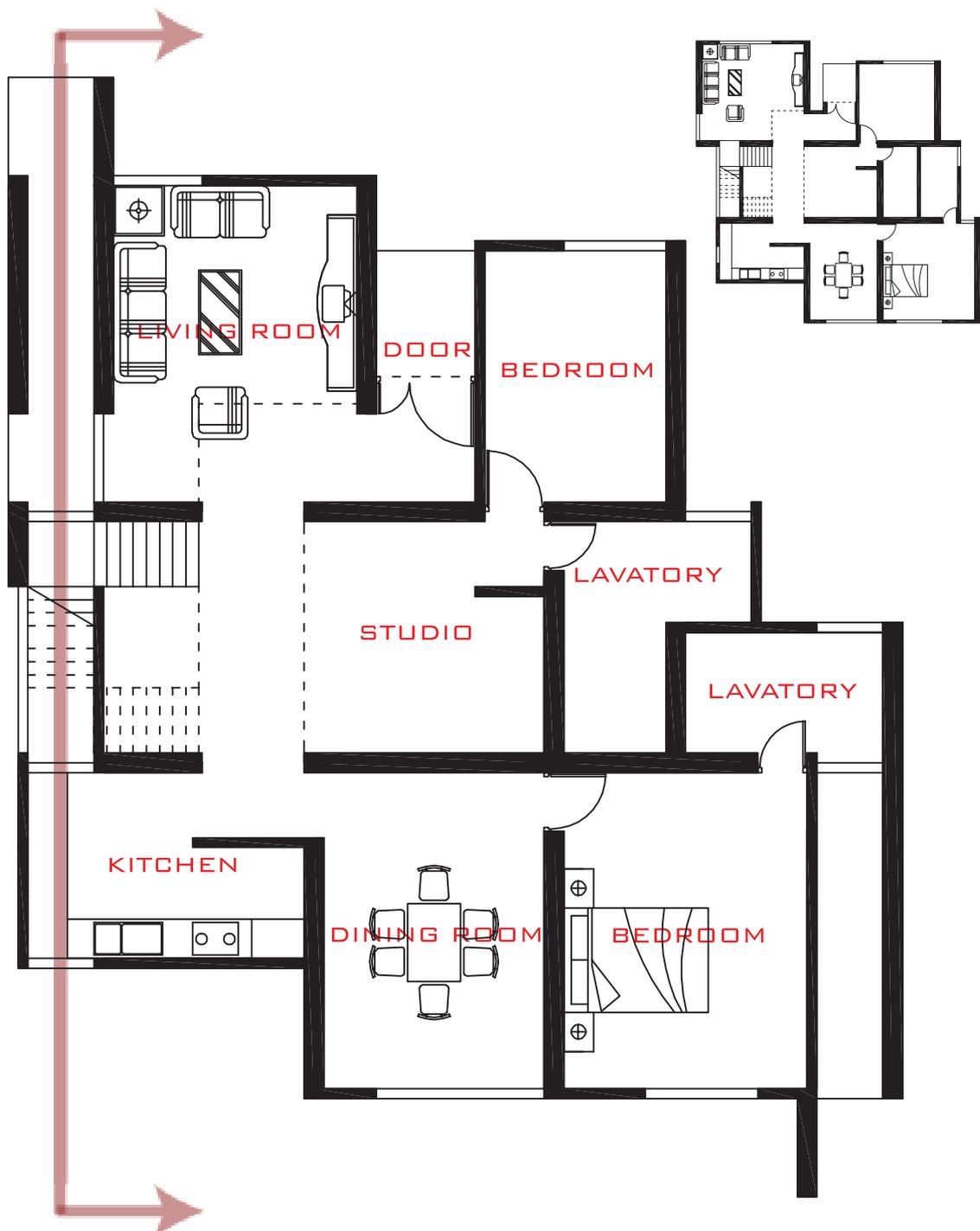
異體格局設計將重點放在環境限制，以標準格局為基礎，預設數種環境涵構，並以空間修正設計對應這些不利的環境條件，這部份在本研究中是很重要的一個環節，因現今住宅環境相較於過去已複雜甚多，都市涵構的關係直接影響住宅風水格局的考量，為了驗證風水設計的可行性，在此節預設了五種環境條件，第一，線性相夾，很常見的都市問題，線性泛指交通動線、高架系統、河川渠道等具有動態的向性，第二，反弓型水路，性質與前一項相似，其他如前高後低致格局相反，採光限制或針對不利空間條件所設置的光屏區劃，都是經常遇到的住宅問題，本節呈現前兩項的細部設計，後三項以模型作為研究過程。

D. 變體格局(線性相夾)



坎

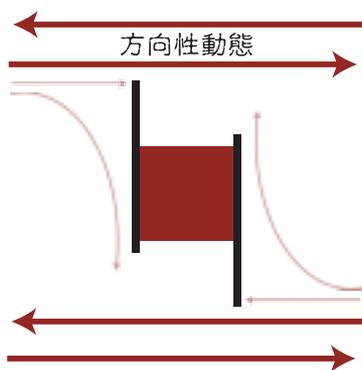
1 F



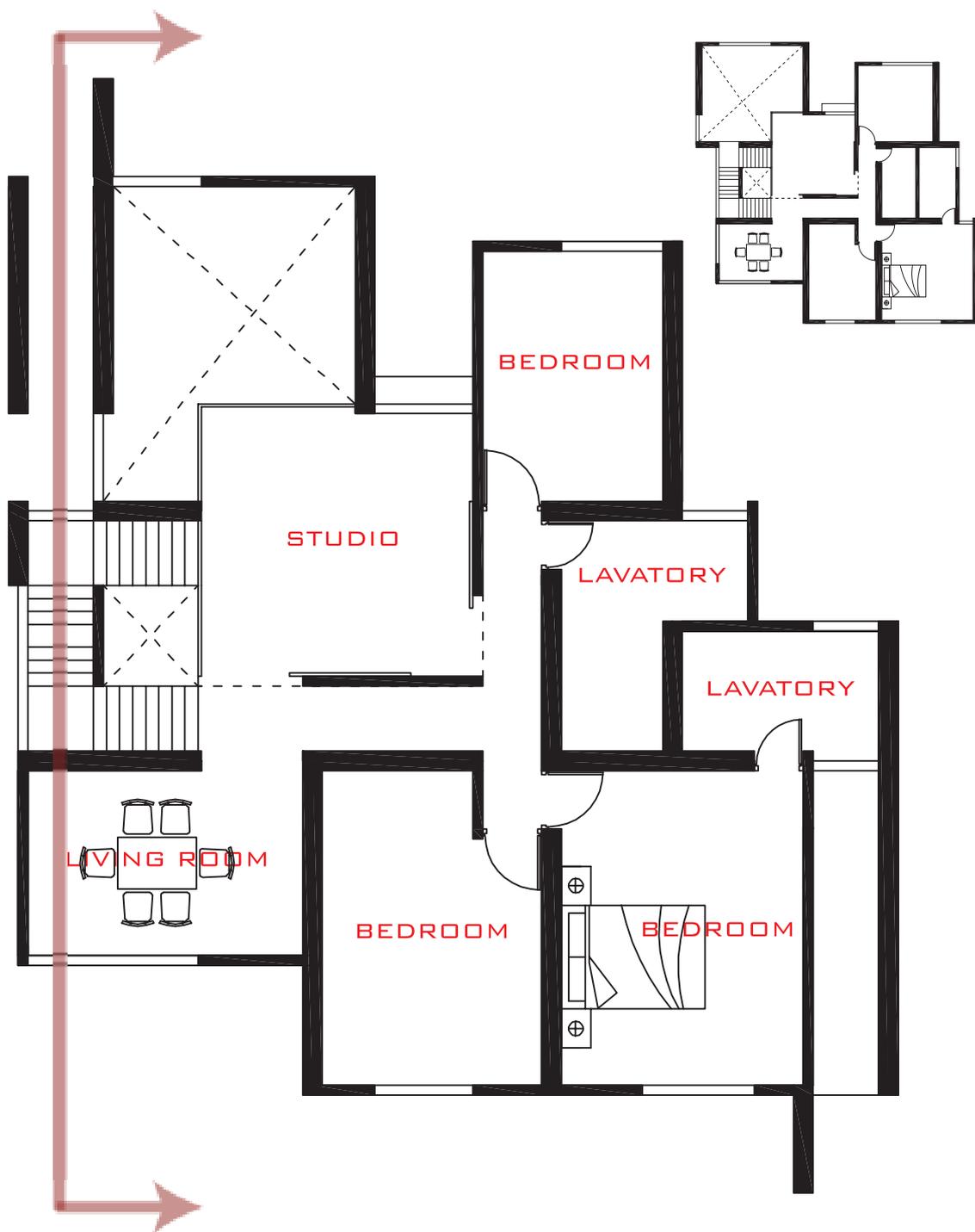
預設現況示意

A-4-3.
避免交通幹線相夾區域

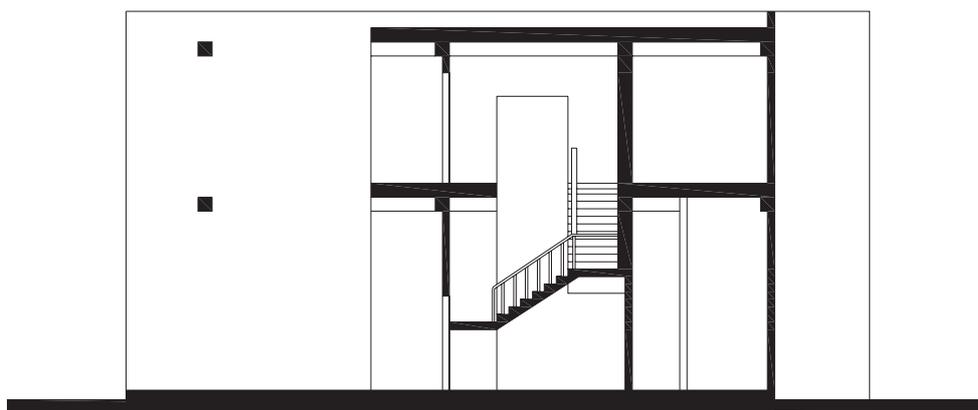
B-1-1.
避免接觸具體直接的線性標的



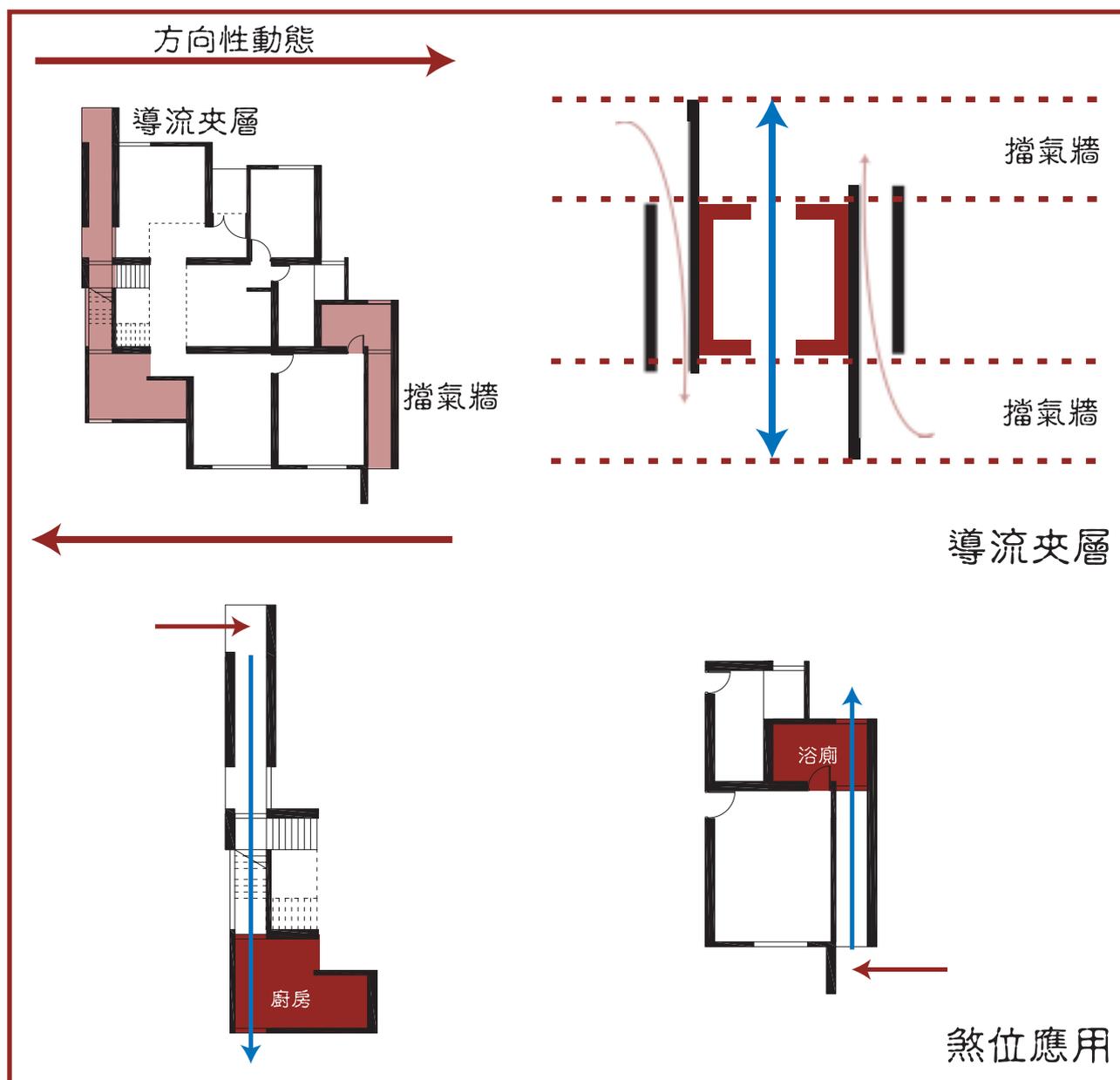
2F

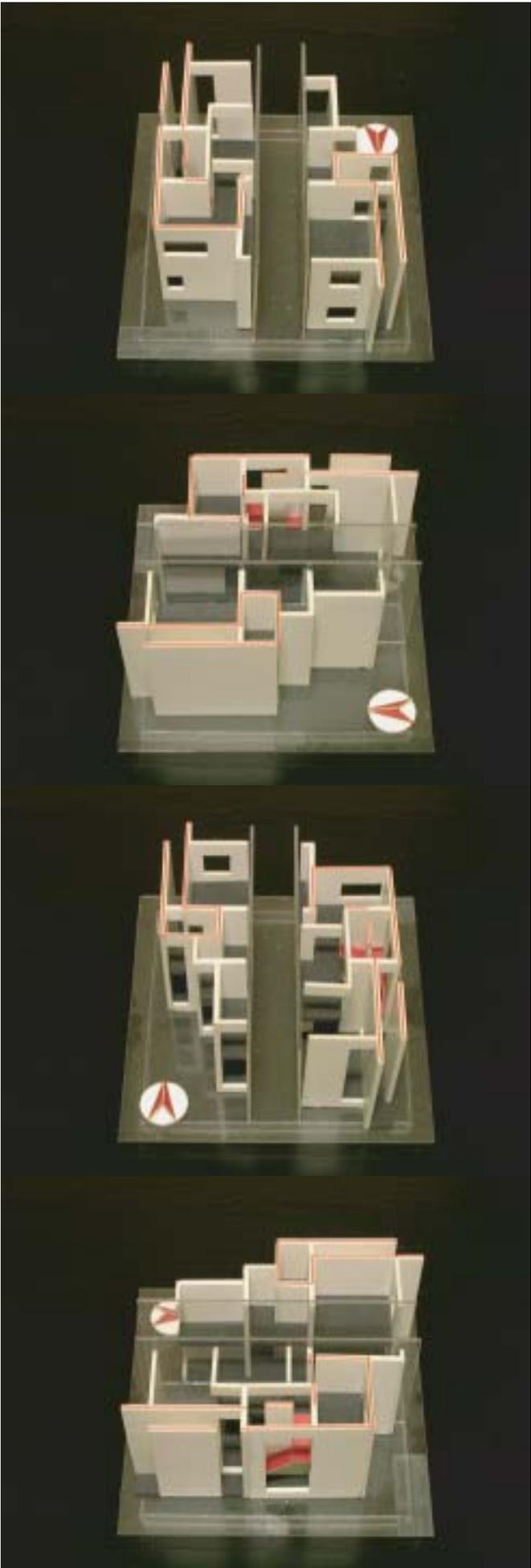


剖面示意



重點操作依據



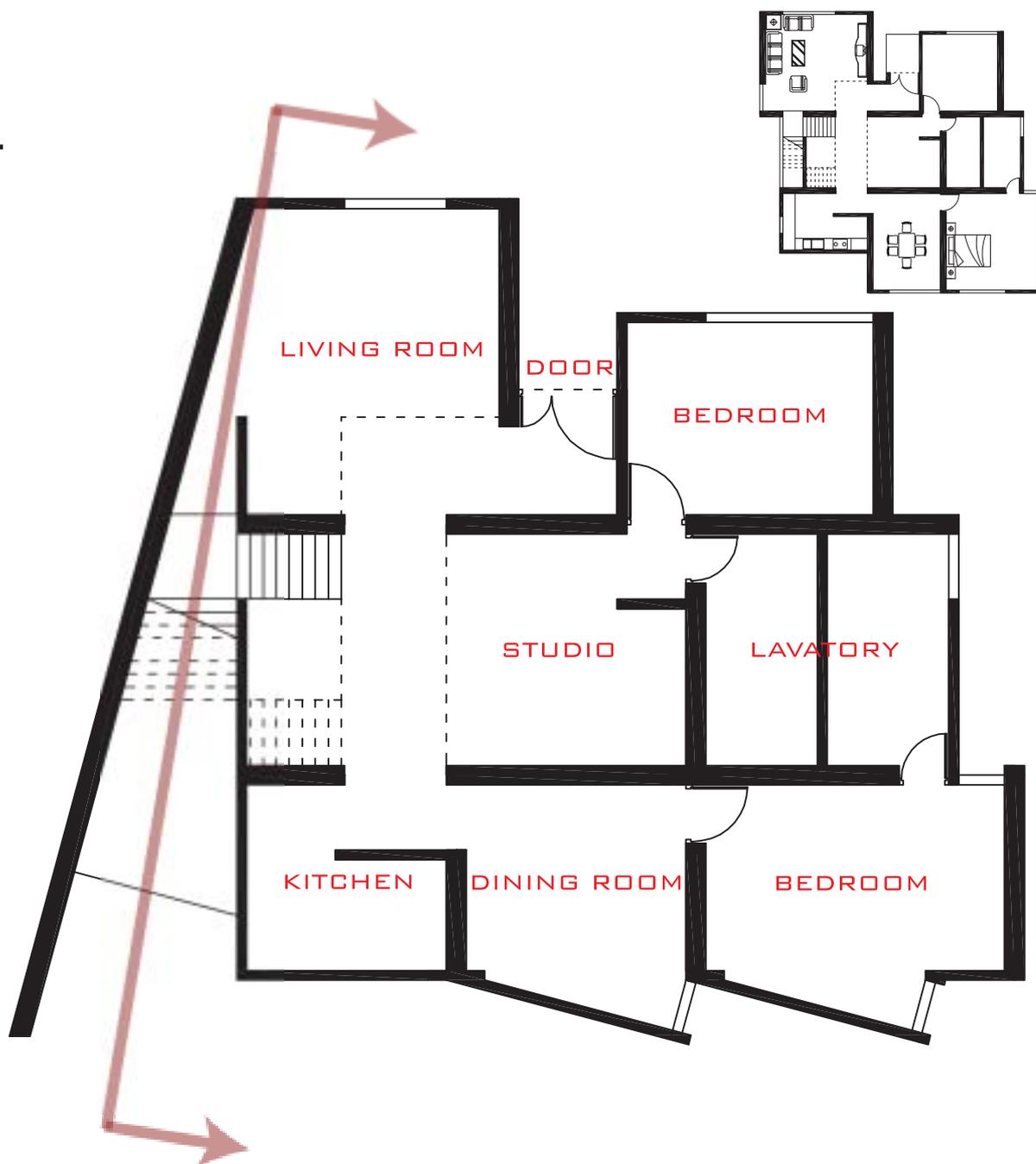


D. 變體格局(反弓水路)



坎

1 F

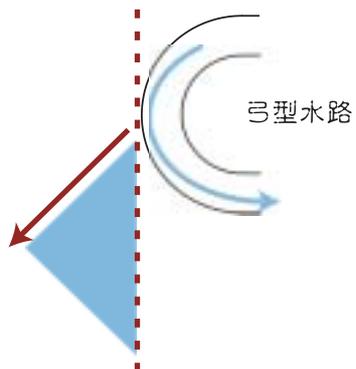


現況示意

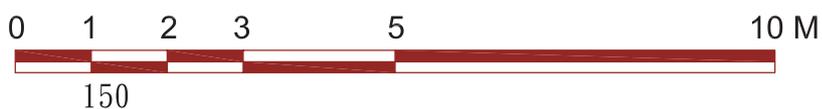
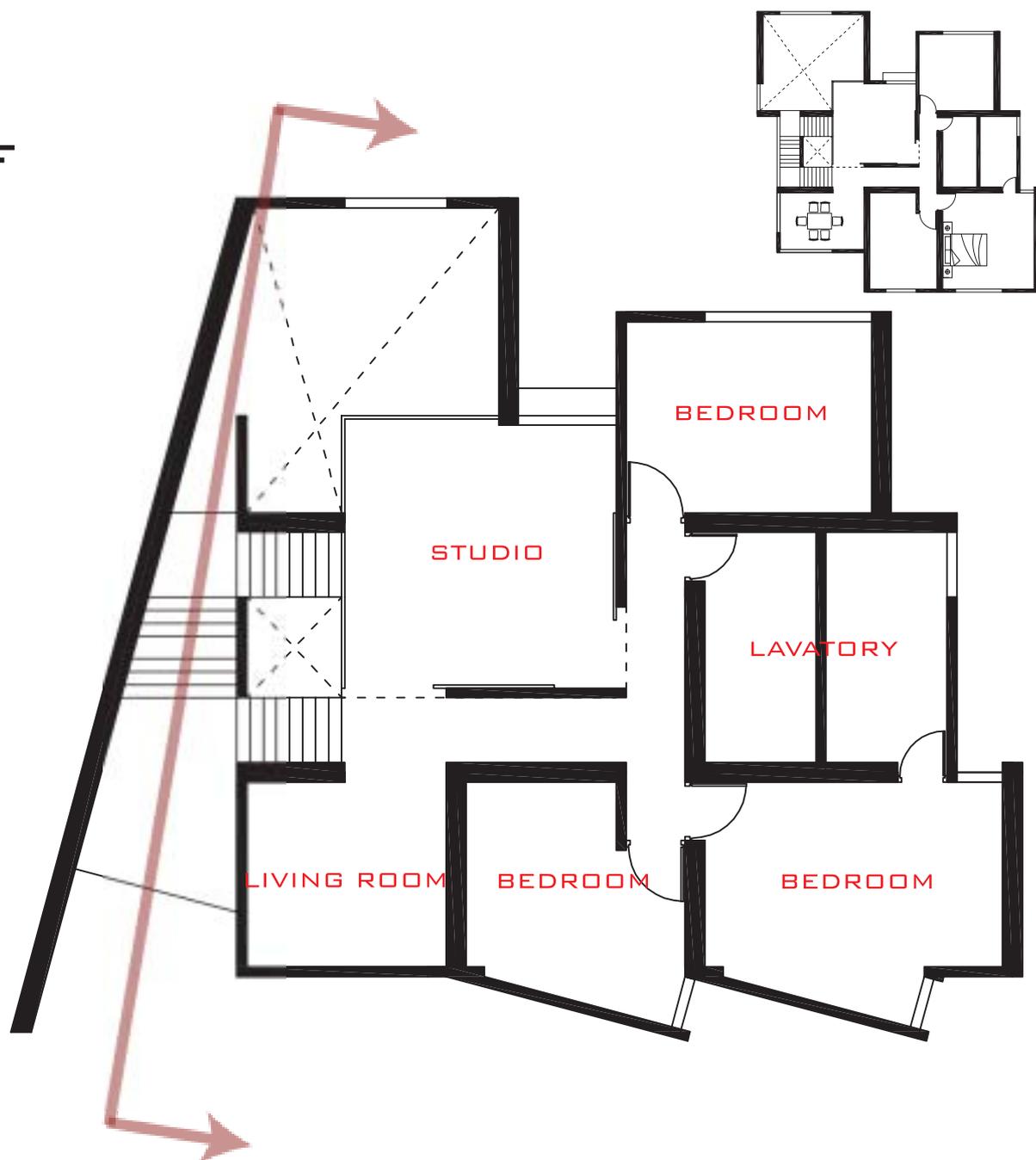
A-2-3.
弓型水應選擇正弓處

A-3-2.
幅員前窄後寬

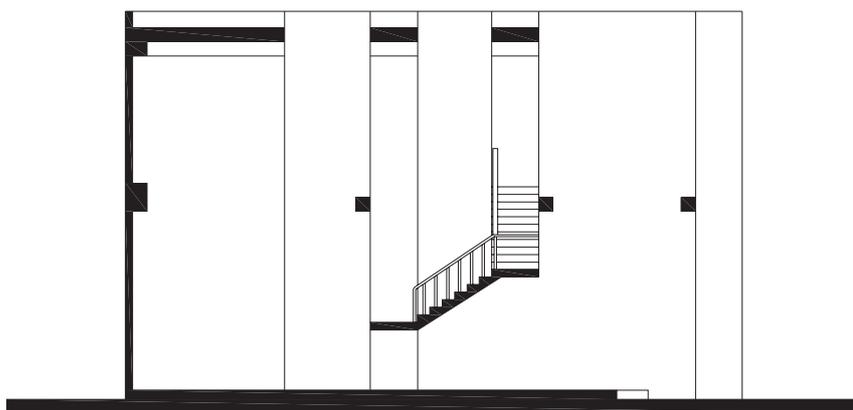
B-2-2.
弓型路應選擇正弓處



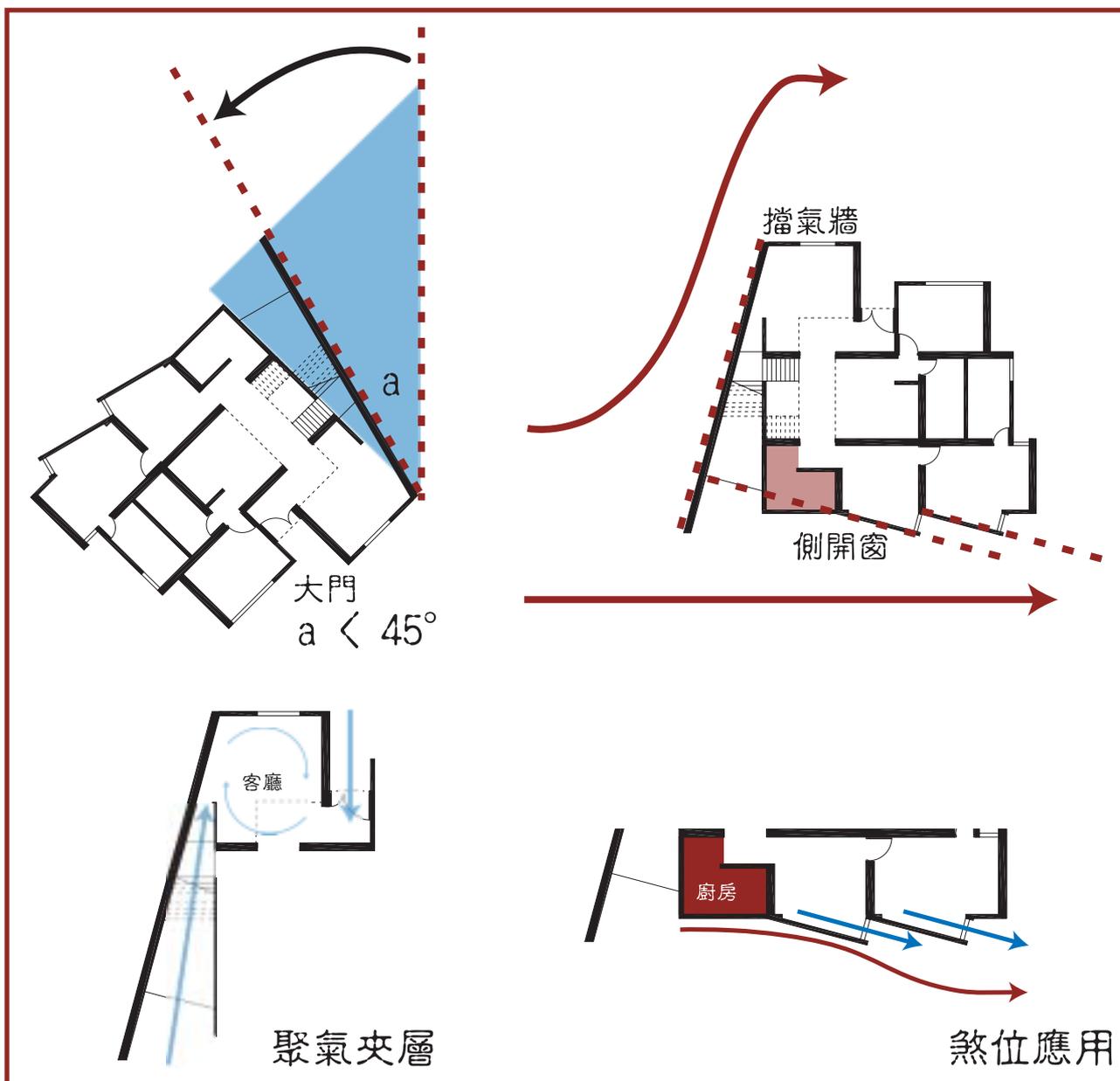
2F

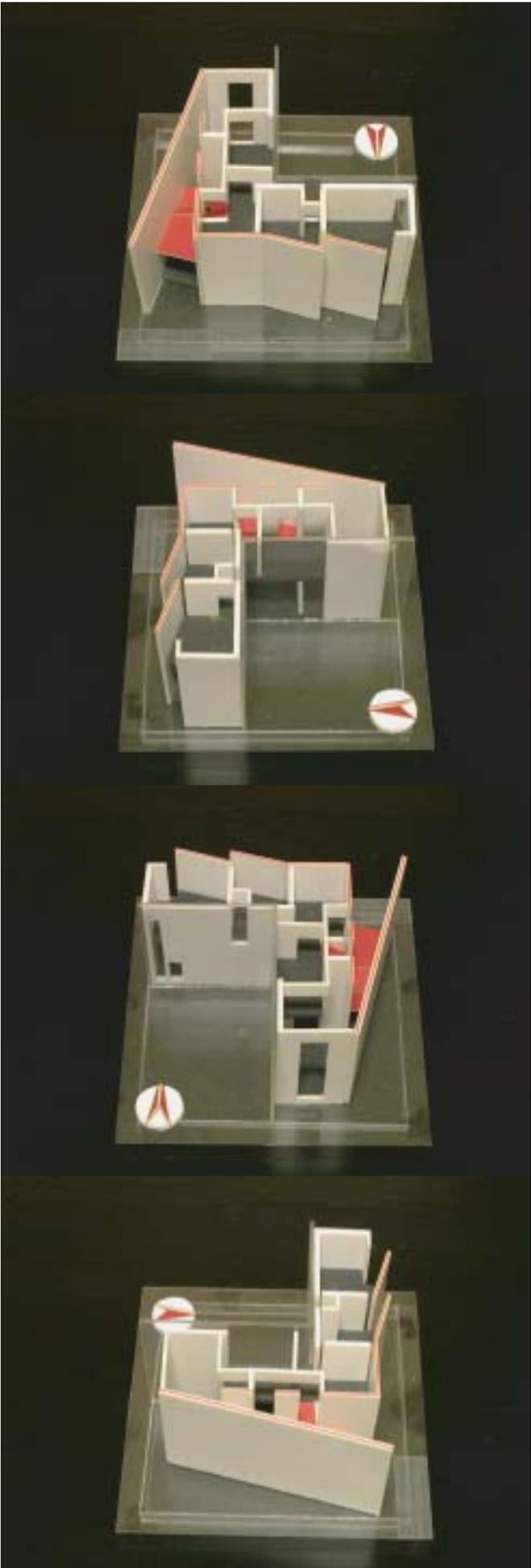


剖面示意

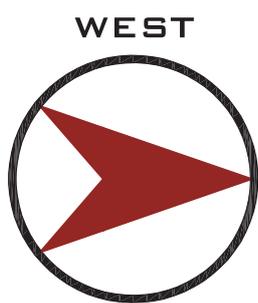


重點操作依據





D. 變體格局(前高後低)



三震

