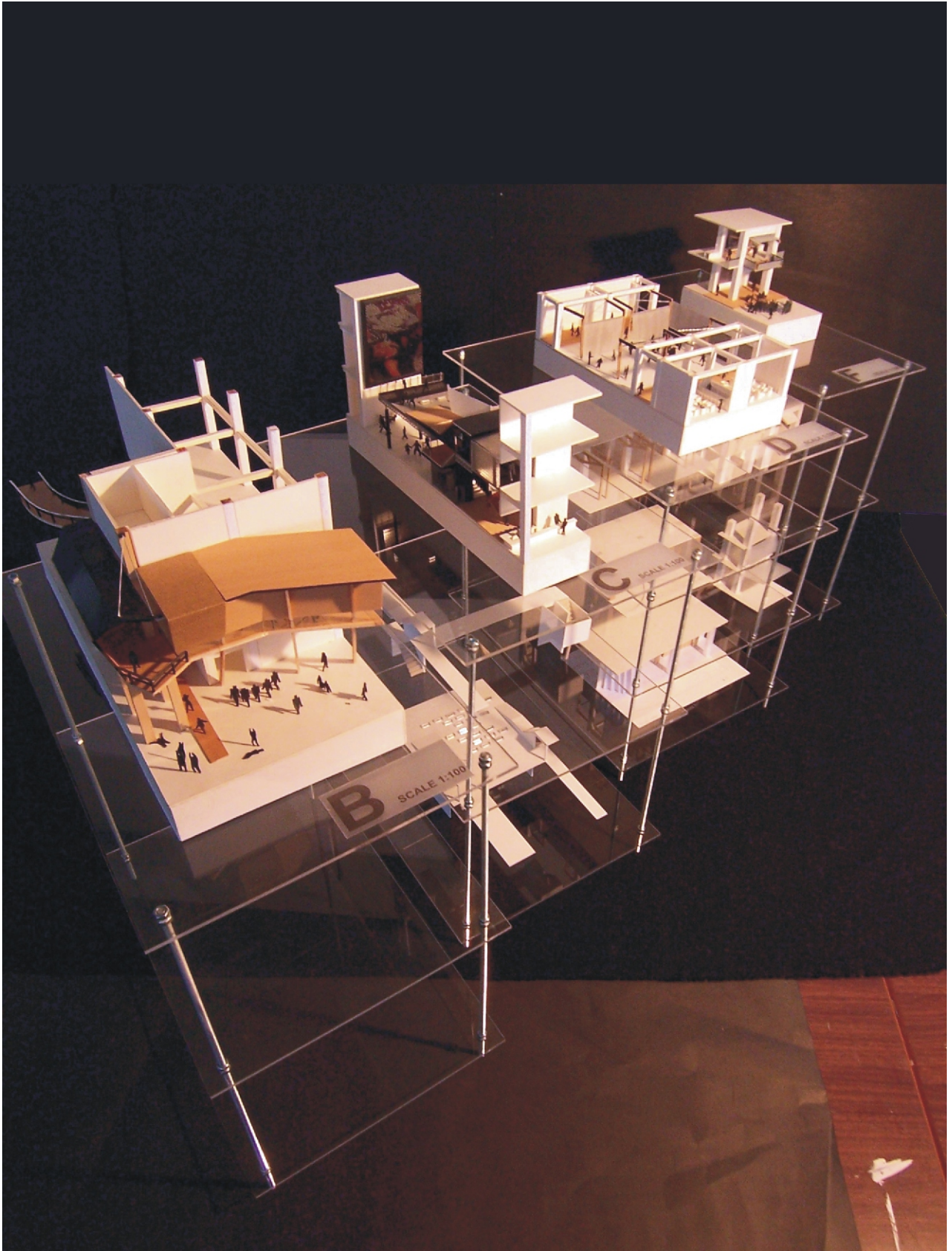
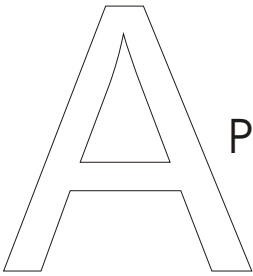
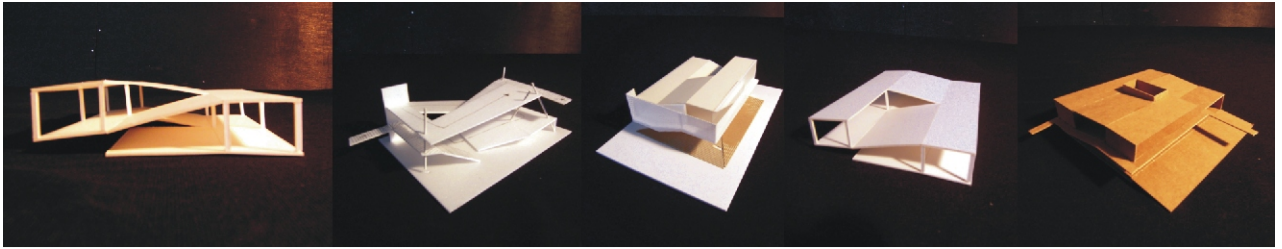
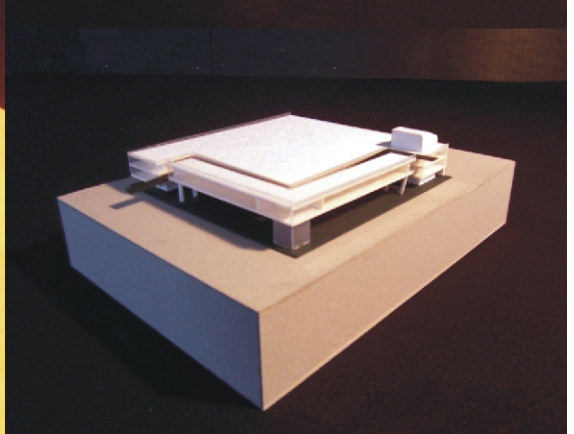
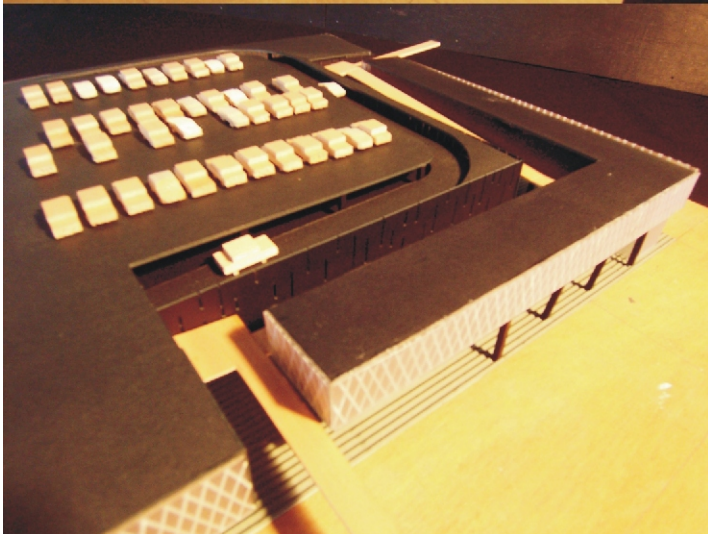
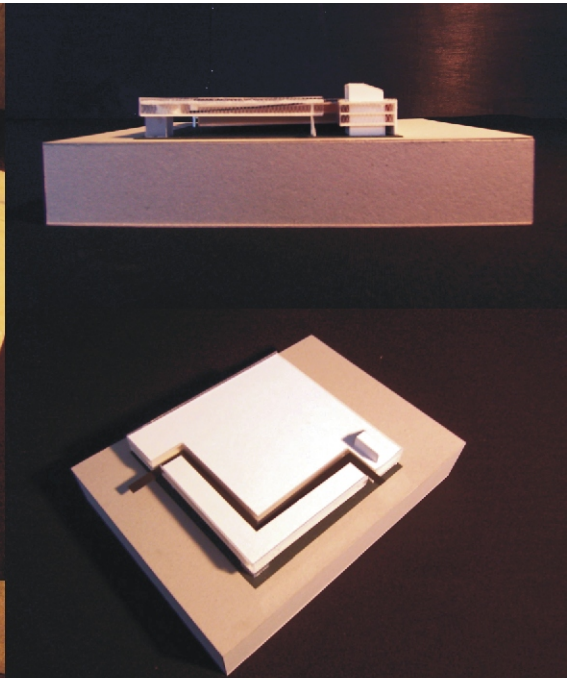
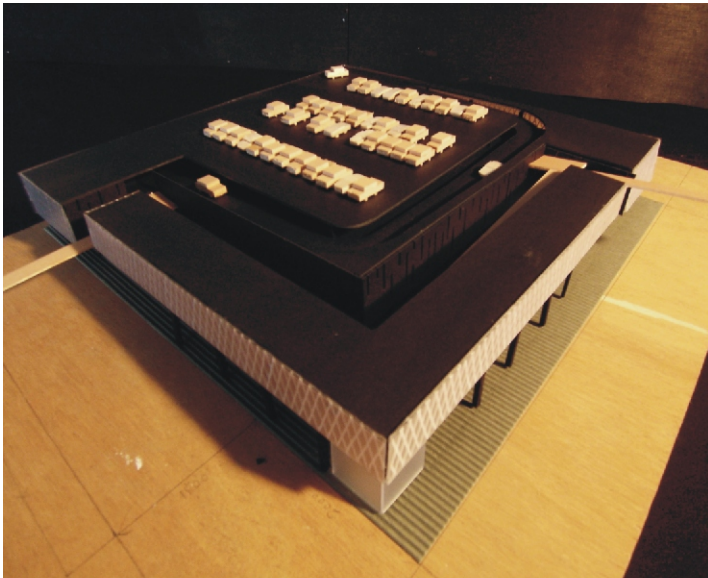


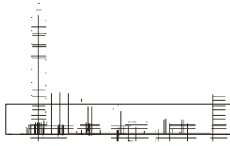
Nocturnal City



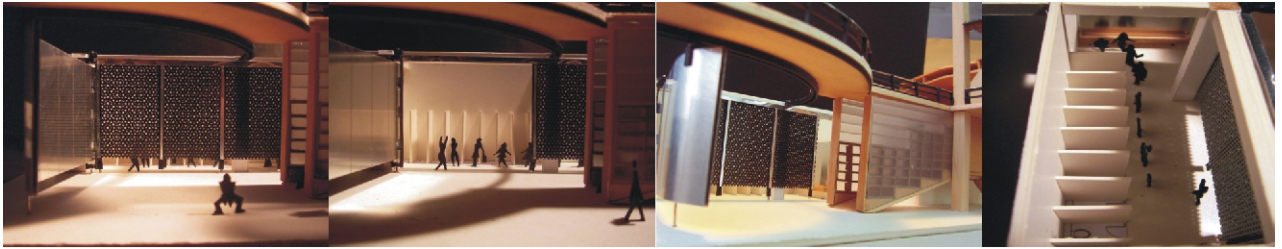


Parking bar

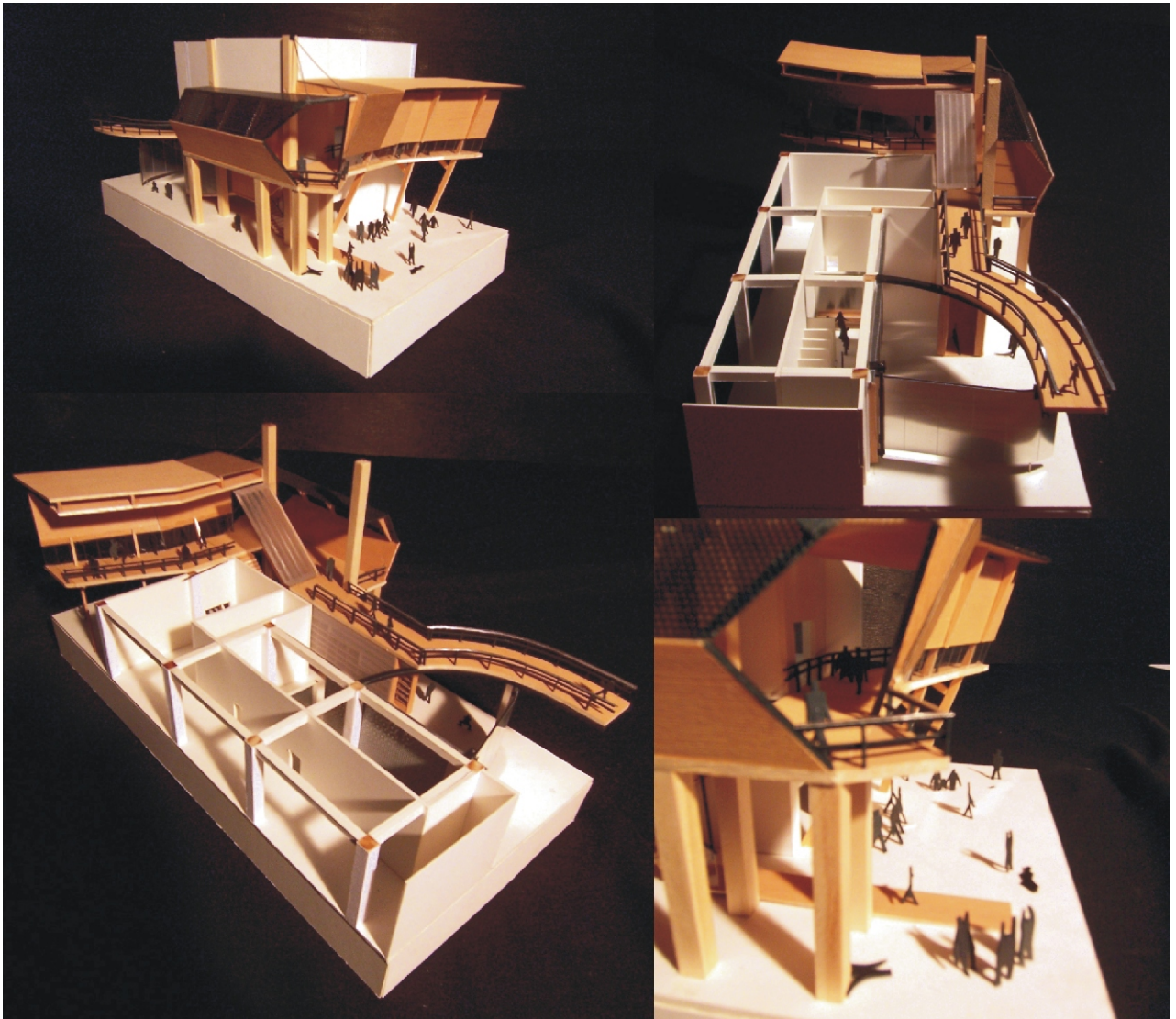


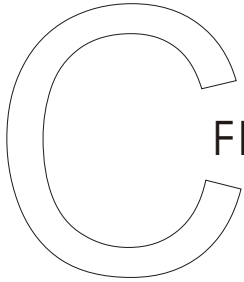
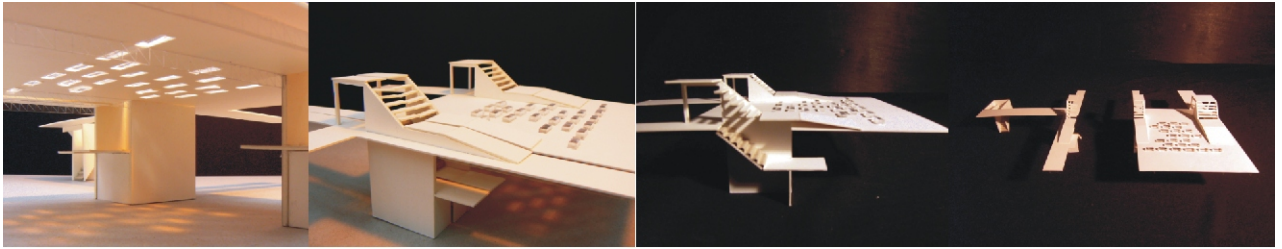


Nocturnal City

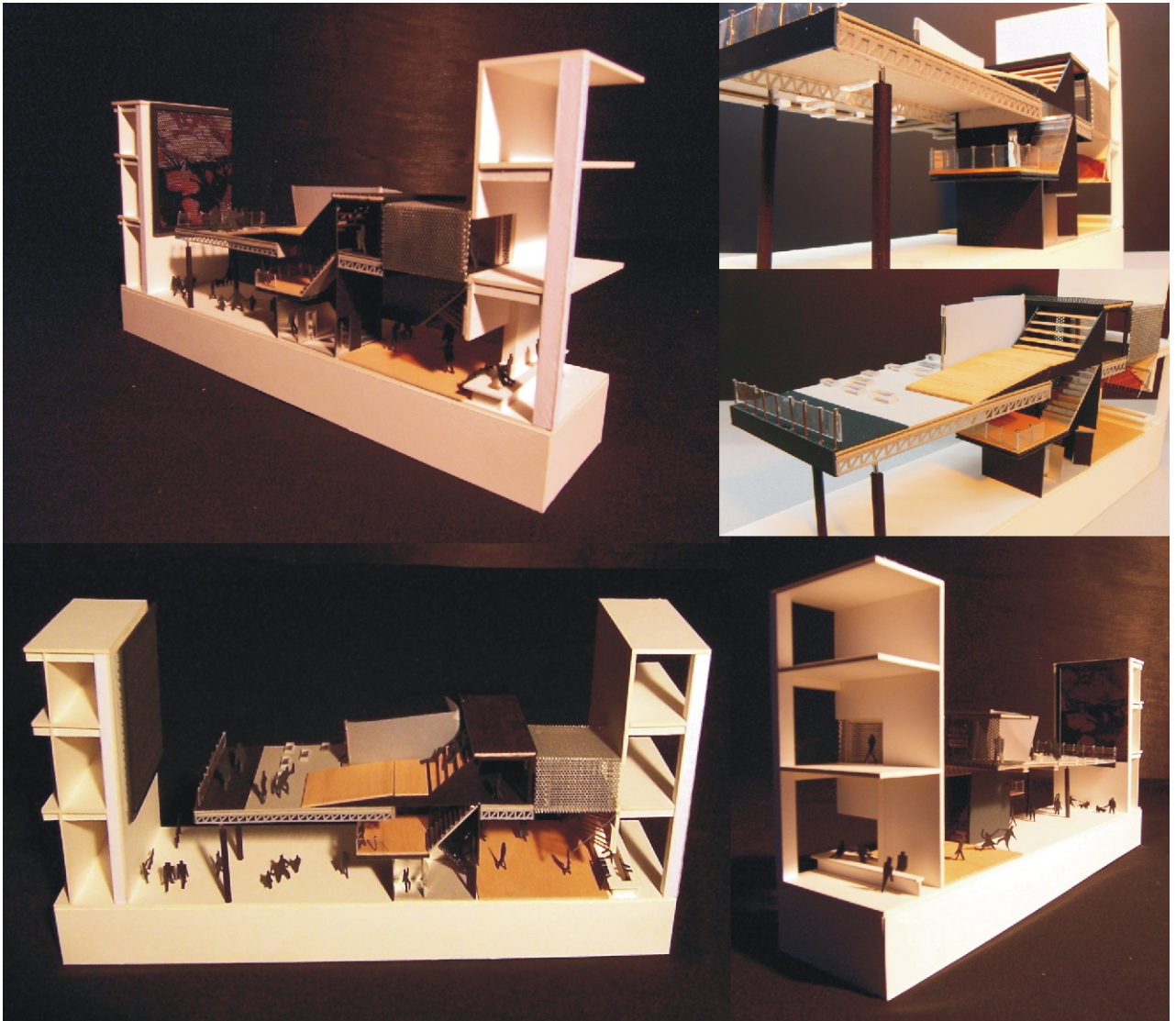


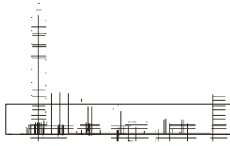
Accost room



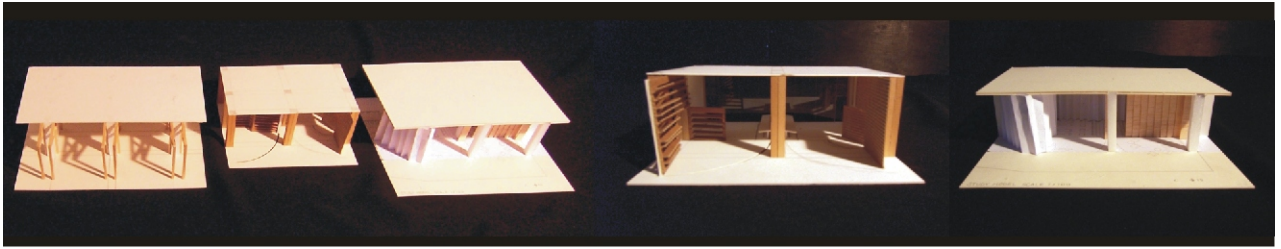


Floating theater

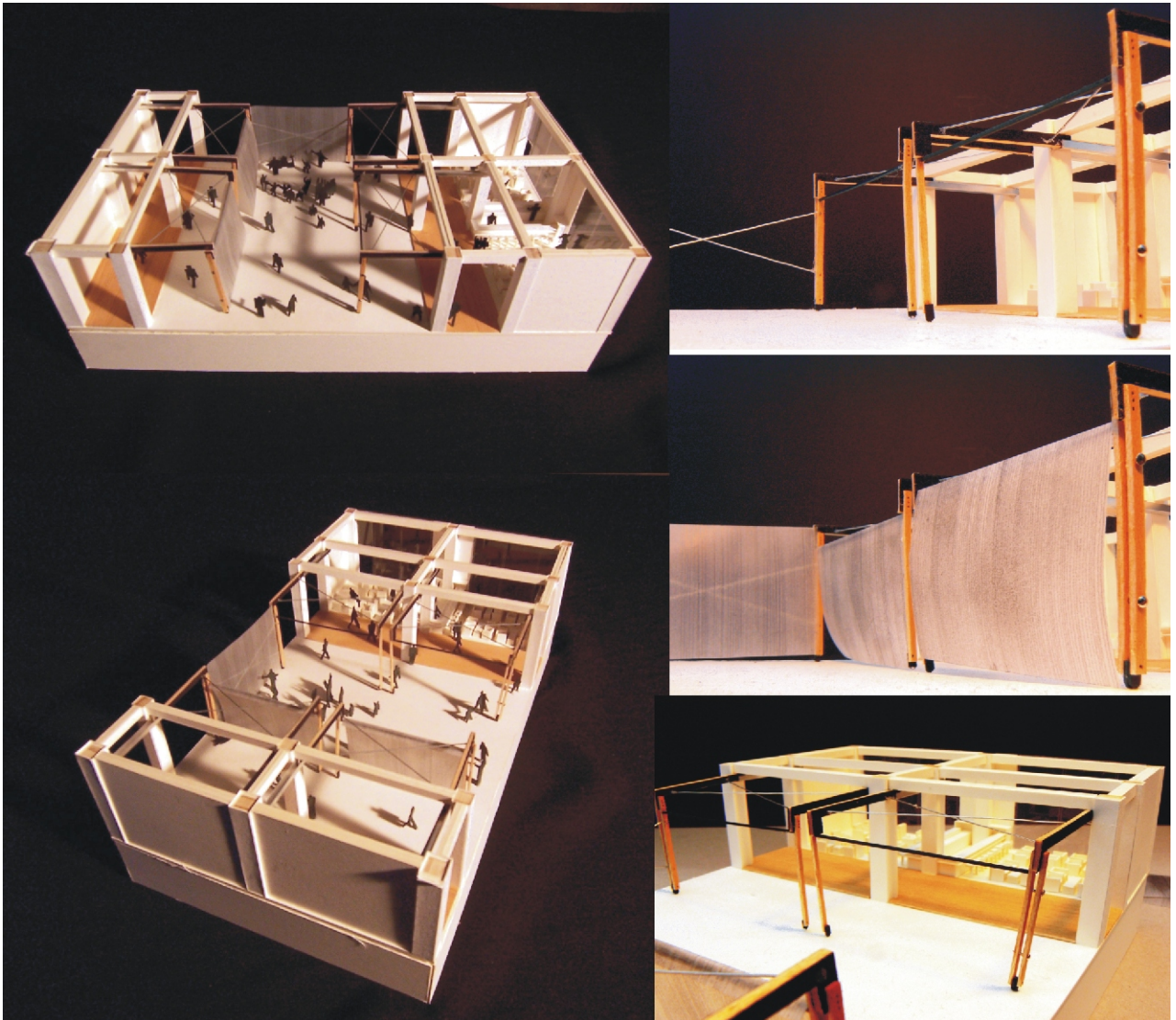
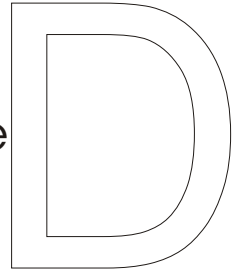


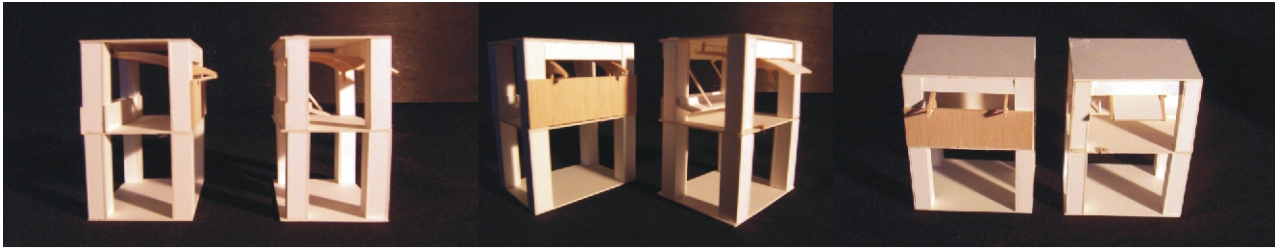


Nocturnal City

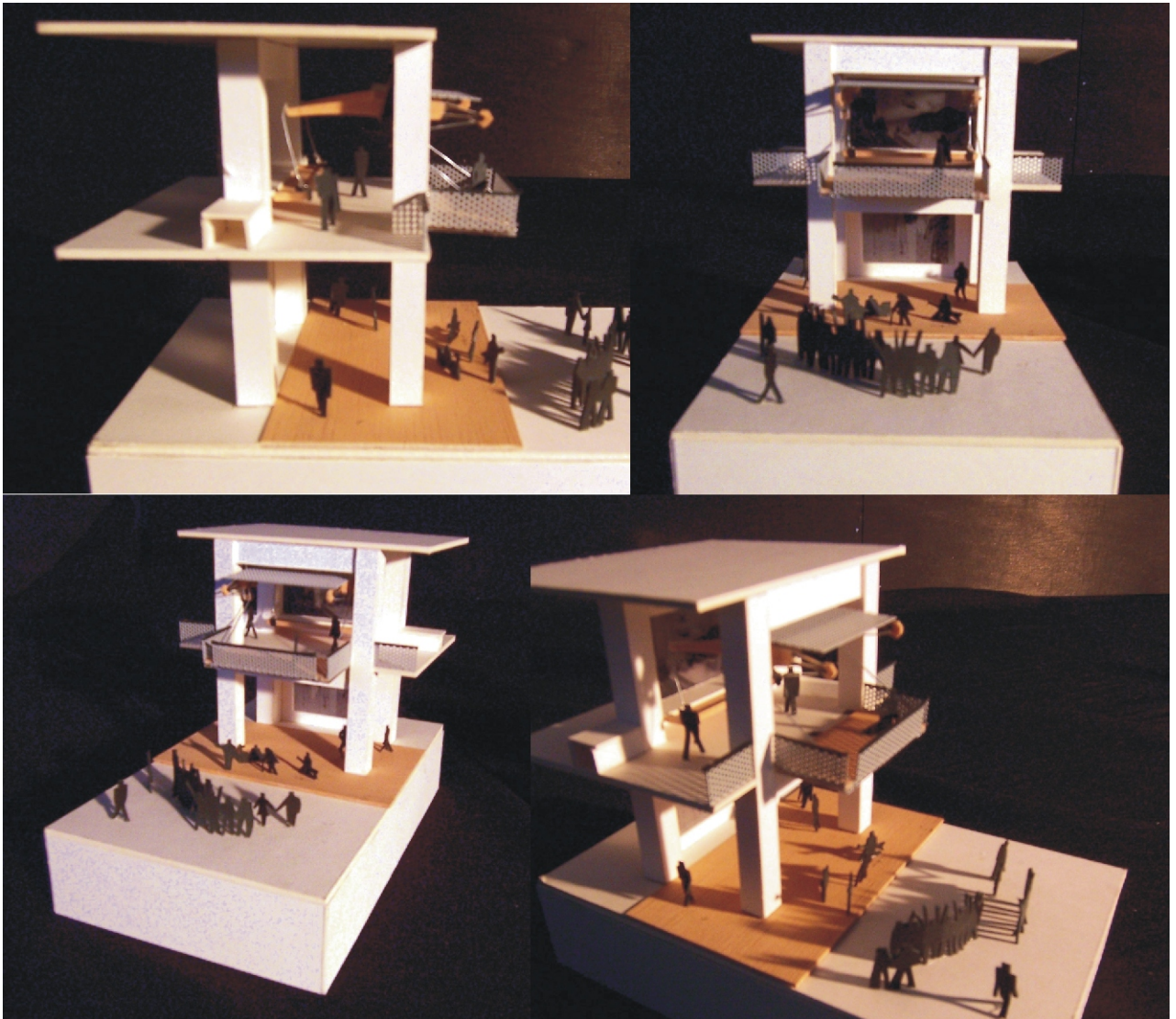


Circulation service



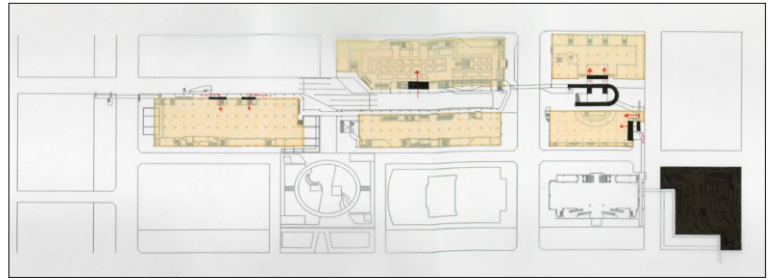


F Street market



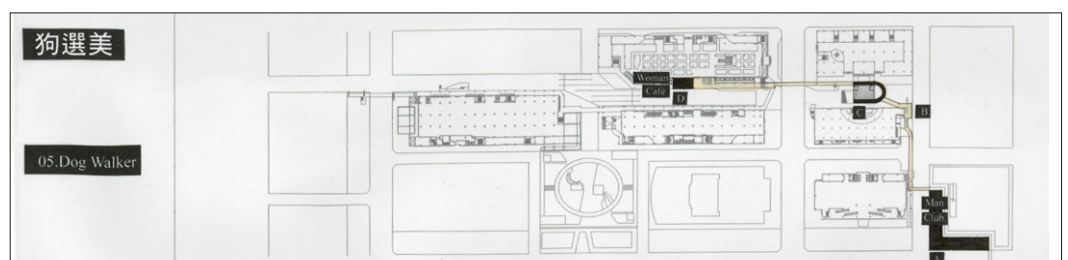
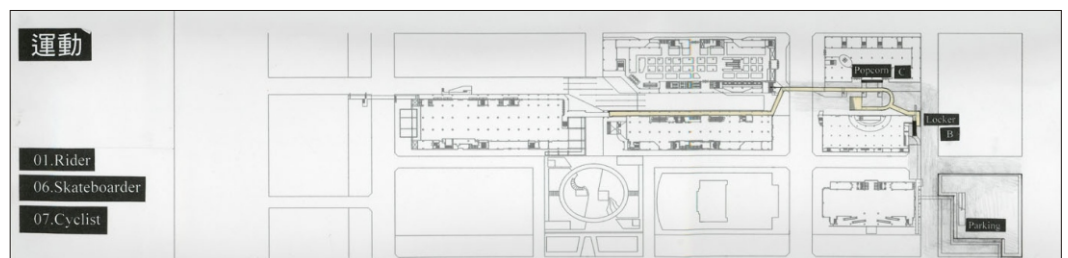
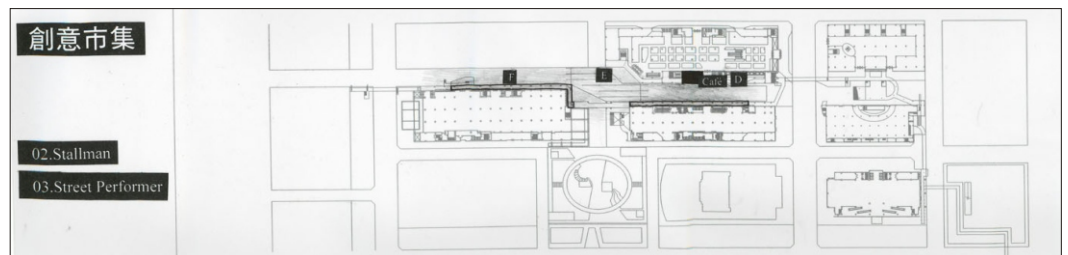
DAY

建築物內部做為活動發生的場所而以都市(街廓)的尺度為邊界,人行天橋在此時作為連接內/外,上/下的介面屬於建築物的一部份



EVENT

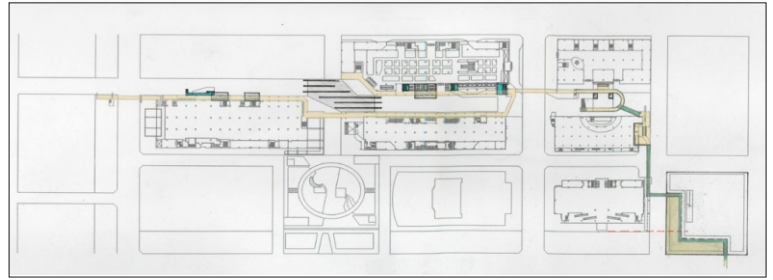
因此我以現有的六種夜間活動及各種族群作為操作的對象,在六個角色及事件重疊複雜的點置入物件附著在都市的皮層上,當白天/夜晚轉換及夜間活動發生時,點之間開始發生關聯性而置入的物件因為不同的活動出現不同的型態,進而重新定義都市空間夜間的個性



NIGHT

夜晚建築物的功能消失。

發生figure/ground的轉換,街道空間成為新的都市內部空間而活動發生在人行天橋周圍並且各族群活動場域發生重疊形成新的可能性及多樣性



Timetable

