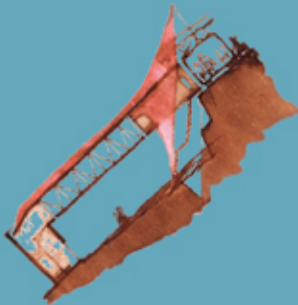


桌壹·真實 Tabling I / Reality

不斷堆疊瞬時與茫然的存在

ER02/08  
SPEEDY BRIDGE



03/06 堆疊逼真 Stacking Vividness

02/08 框住瞬時 Framing a Transience

09 茫然的美麗 Beauty of Absence

ER03/06  
JOGGING HOUSE



ER09  
INCOHERENT CORRIDOR



ER02/08  
SPEEDY BRIDGE



ER10/01  
LYING BOTTLE



ER01/07  
TREE NEST

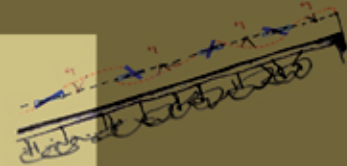


From  
HOME

ER03/06  
JOGGING HOUSE



ER08/02  
M-WALLS



ER09  
INCOHERENT CORRIDOR

To



ER04/05  
MOVABLE BOX



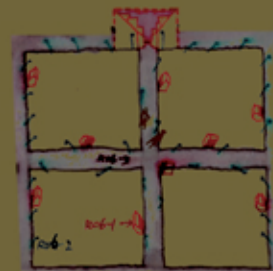
ER07/04  
SHIFTING FACADE



ER05/03  
SECOND CORRIDOR



ER06/09  
DROPPING FOLDER



桌壹·真實 Tabling I / Reality  
不斷堆疊瞬時與茫然的存在

03/06 堆疊逼真 Stacking Vividness

02/08 框住瞬時 Framing a Transience

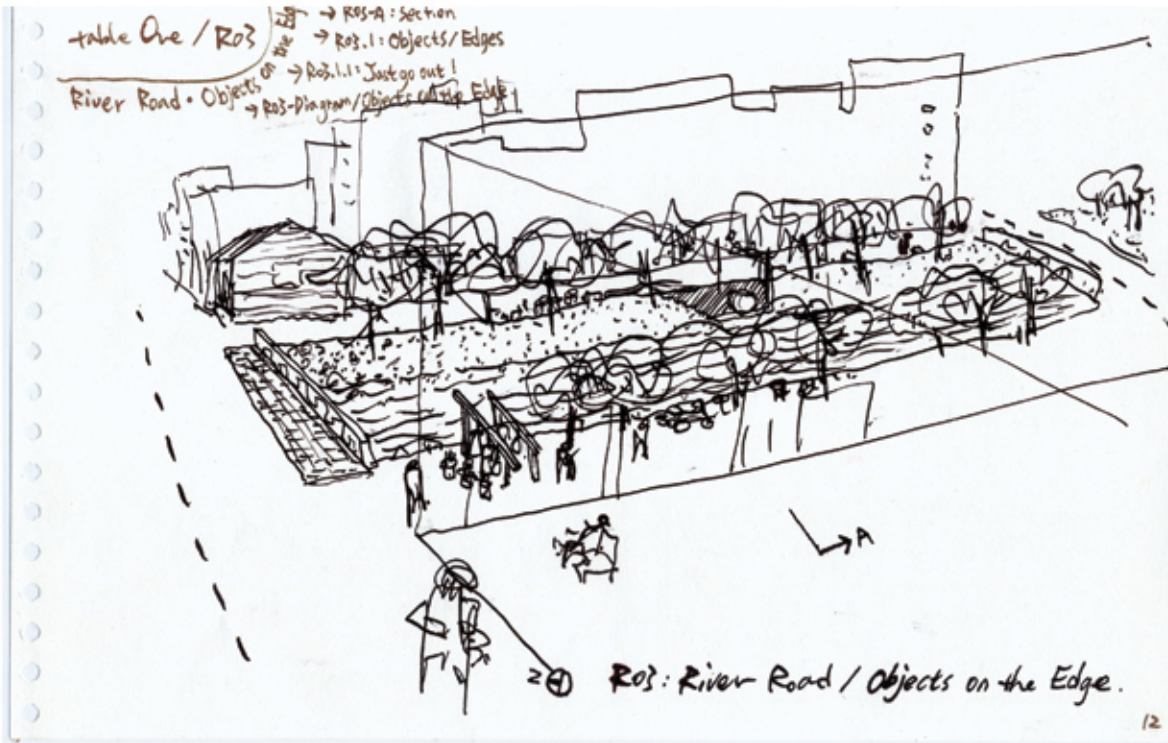
09 茫然的美麗 Beauty of Absence

什麼是真實?什麼事情讓時間像手錶一樣精準無誤的逼迫著我們去追求一些外在賦予我們的責任?這一切難道都沒有一處可以喘息的烏托邦讓我們暫且停下腳步,想想,又或者當我們意識到一切理想與自身能力的不可為時,除了放棄然後去掙那讓一切可以繼續下去的機會之外,實在是想不出還有別的法子讓我可以不是我、我的身分可以不是如此,誘惑者就是經常以如此個人生命中必然的缺陷召喚每個人的時間,讓每個人投身在此是唯一也是必然有意義之體認。

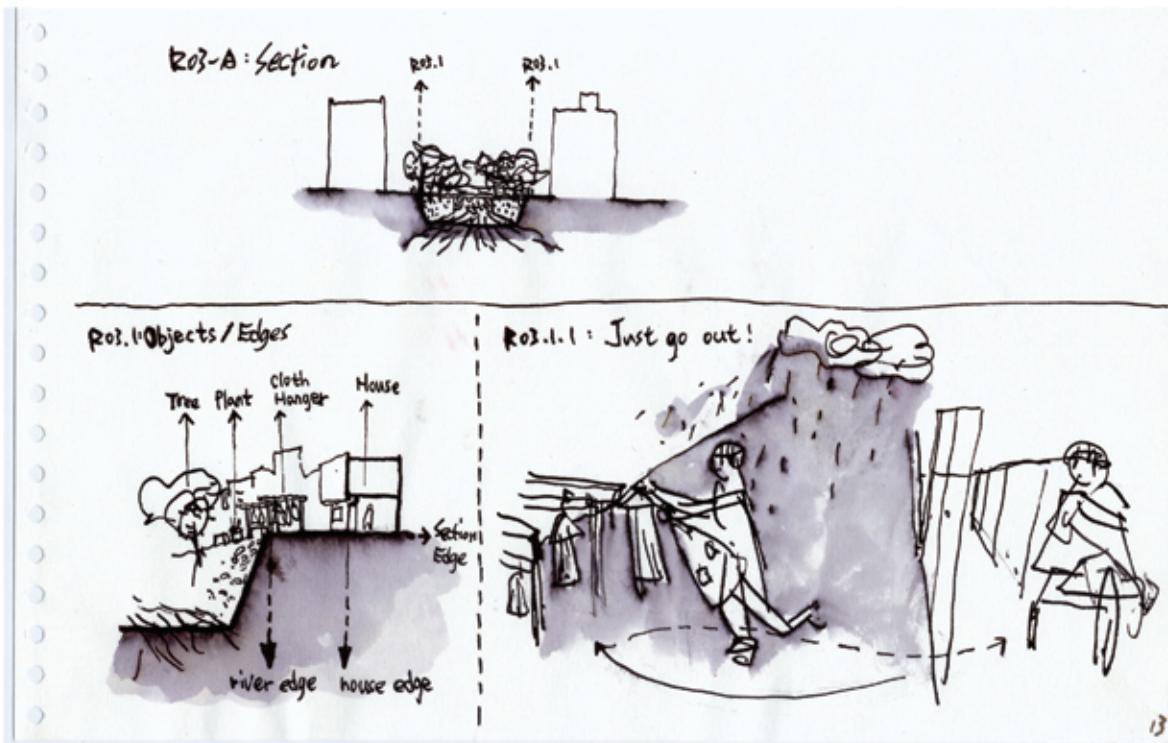
所以最逼真的事物往往是不斷重複單調的事物,因為其必然的揮之不去與宿命使得真實如呼吸一般之必需卻纏繞著身體每一分秒的姿態,只有在偶而運氣非常好的時候,那呼吸像極了沒有任何微粒存在的虛空,那一口呼吸是生命裡感到最輕盈、最具有詩意與想像力的瞬時,這瞬時當我們想要去框住它的美好的同時就是逝去。

我們就這樣像做了一場好夢,期待下一次的奇妙感受。也就這樣,過了一輩子大概也不會在遇見過。我會想到那浪漫的詩人或者是作家如何寫作,那一輩子可能才有一本代表作或者是沒有,這一切在今天幸虧有了媒體這玩意讓每個人寫寫字就可以是暢銷作家、拿著畫筆就是個藝術家...這些或者也某種程度滿足了或釋放了一些壓力,但是那些真正誘人而有智慧的見解藏匿了,因為太多作家、太多大師反而讓真實變得更加可以觸及卻空虛,我說,這時代是一個看著手錶就準備起床、看著日曆就知道自己的下一個出版品該是出現的時候,是時間審視了所有應該呈現的事物,只是當代有兩個時間,一個是時尚;另一個則是歷史,只不過我們似乎更在意前者,在意那當下的成就要能被立即看見,這麼說來我似乎更加躊躇於這兩者之間,假若這論文變成了出版品那無疑是一種時尚時間的奢侈;假若沒有出版,那是否又意味著這些堆堆疊疊應留給歷史時間呢?我想我還沒有如此的自信,但亦不想沉醉在一種出版品的標籤,這一切或許最後還是不同尺度的時間會去給予答案,在此之前我想表達的就是,任何運氣美好的那一口呼吸,我相信都將堆疊在許許多多的逼真之中,於是那堆疊的能量亦只有在某個時刻被探掘而展現靈光,這有別於一般美好的瞬時,它是比瞬時更沒有時間性的東西,它將表現一種茫然的美麗。茫然就是像霧一般迷濛的可見而使一切呈現不在。

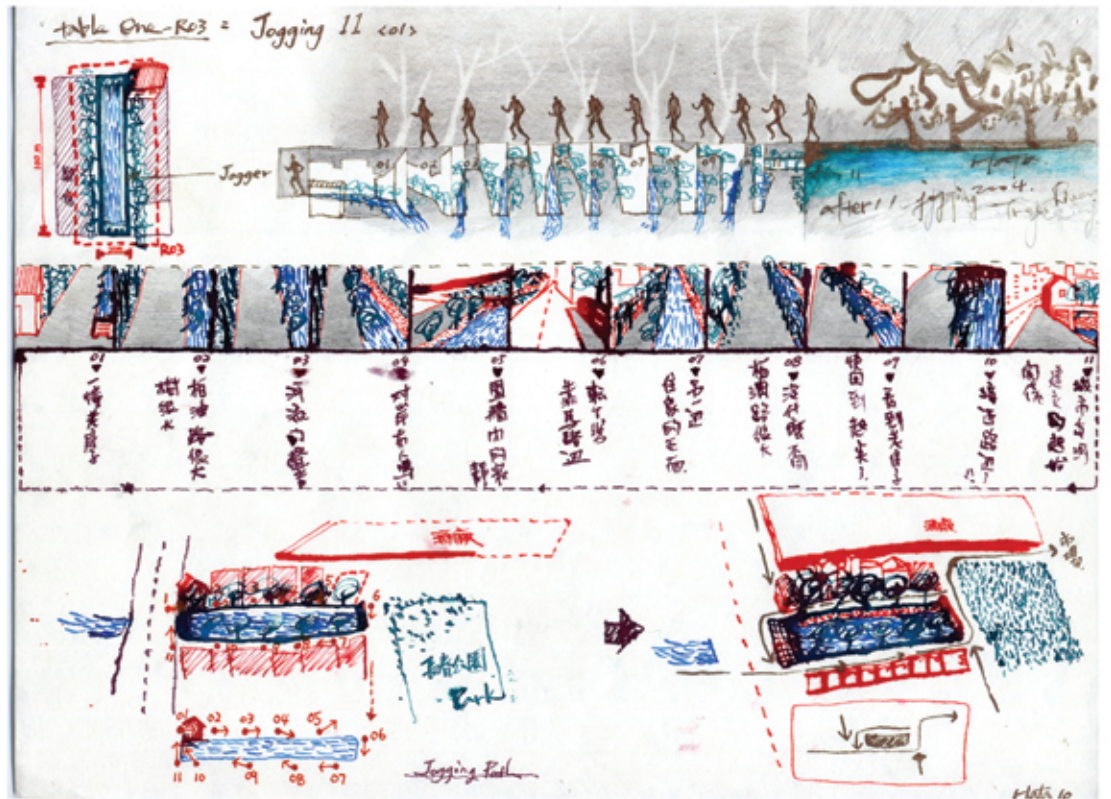
### R03/CANAL/OBJECTS ON THE EDGE



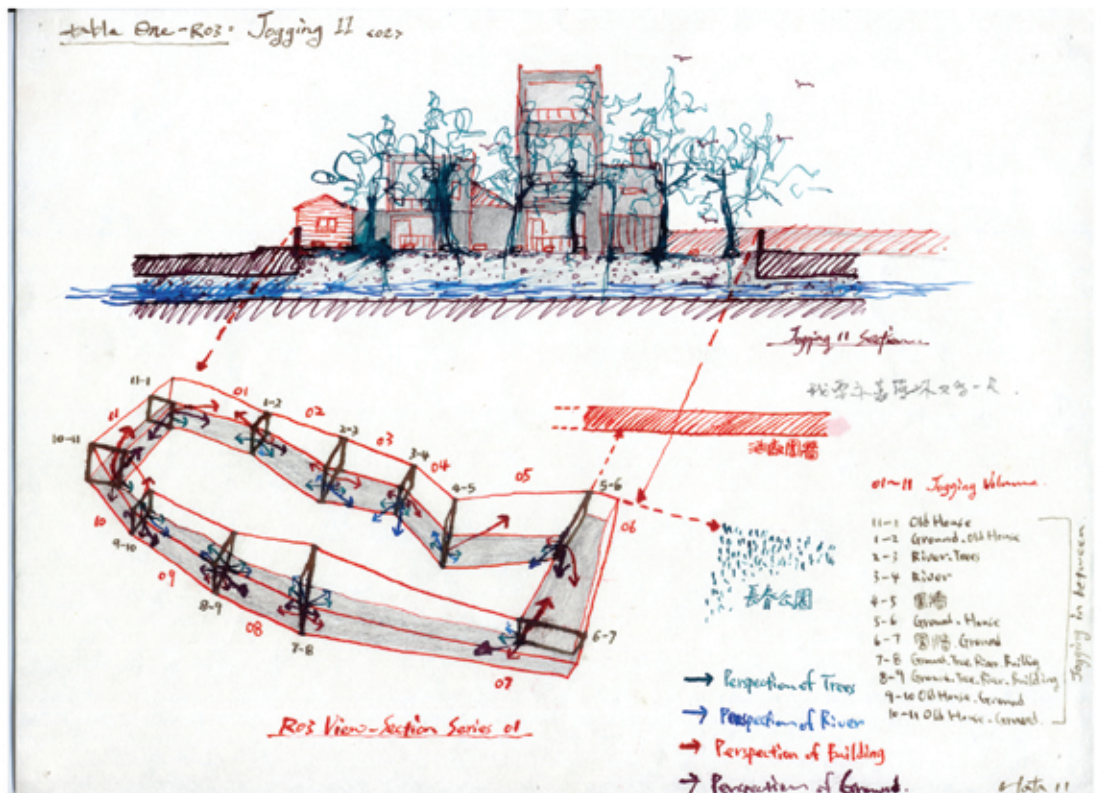
R03 / CANAL / SITE SKETCH



R03 / SECTION / OBJECTS ON THE EDGE / GOING OUTSIDE

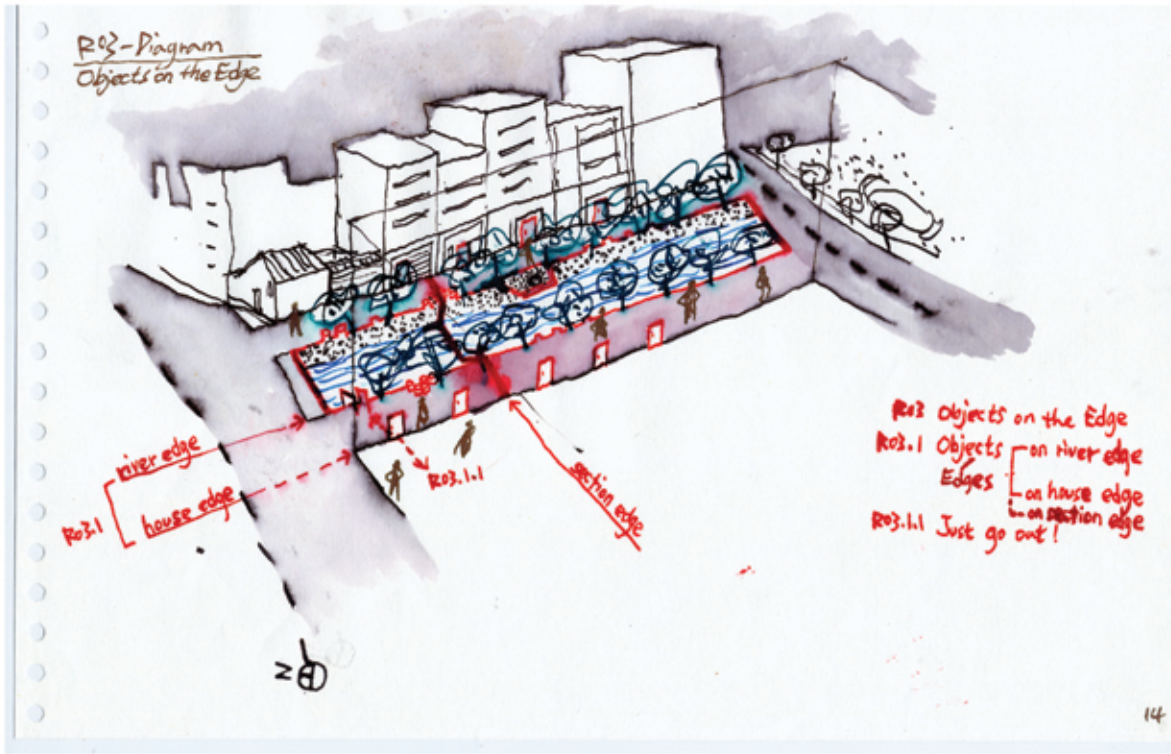


R03 / JOGGING CIRCLE-PATH



R03 / VIEW RINGS THROUGH JOGGING

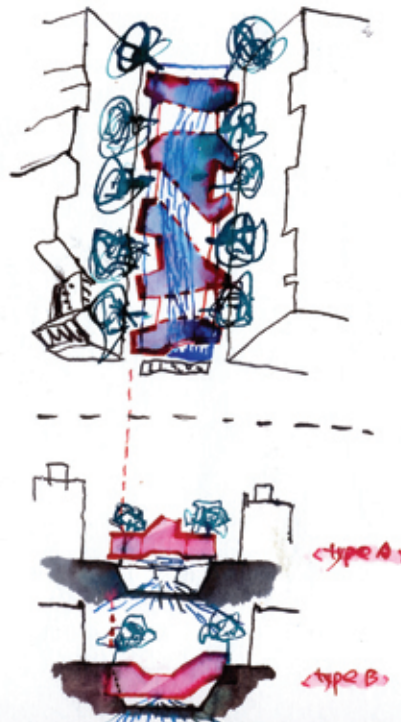
ER03/JOGGING HOUSE + Familiar(R06)



R03 / DIAGRAMMING SKETCH

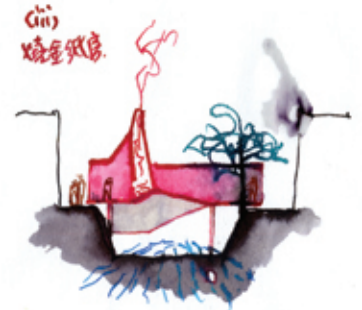
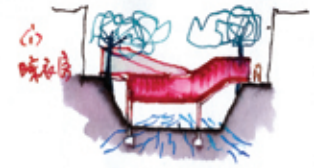


1. 晾衣架 (hanger)
2. 盆栽 (Plants)
3. 烧金纸箱
4. 慢跑者 (Jogger)

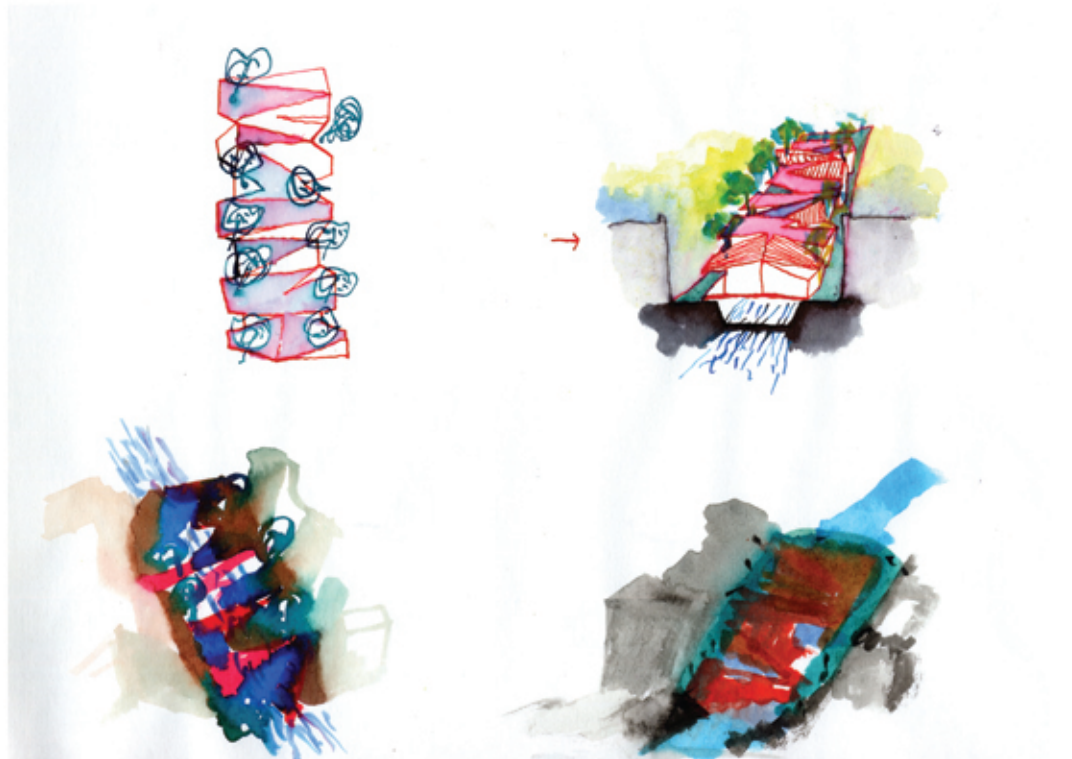


ER03 / COMBINED WITH HANGERS, PLANTS, BURNING GOLD FOILS AND JOGGING

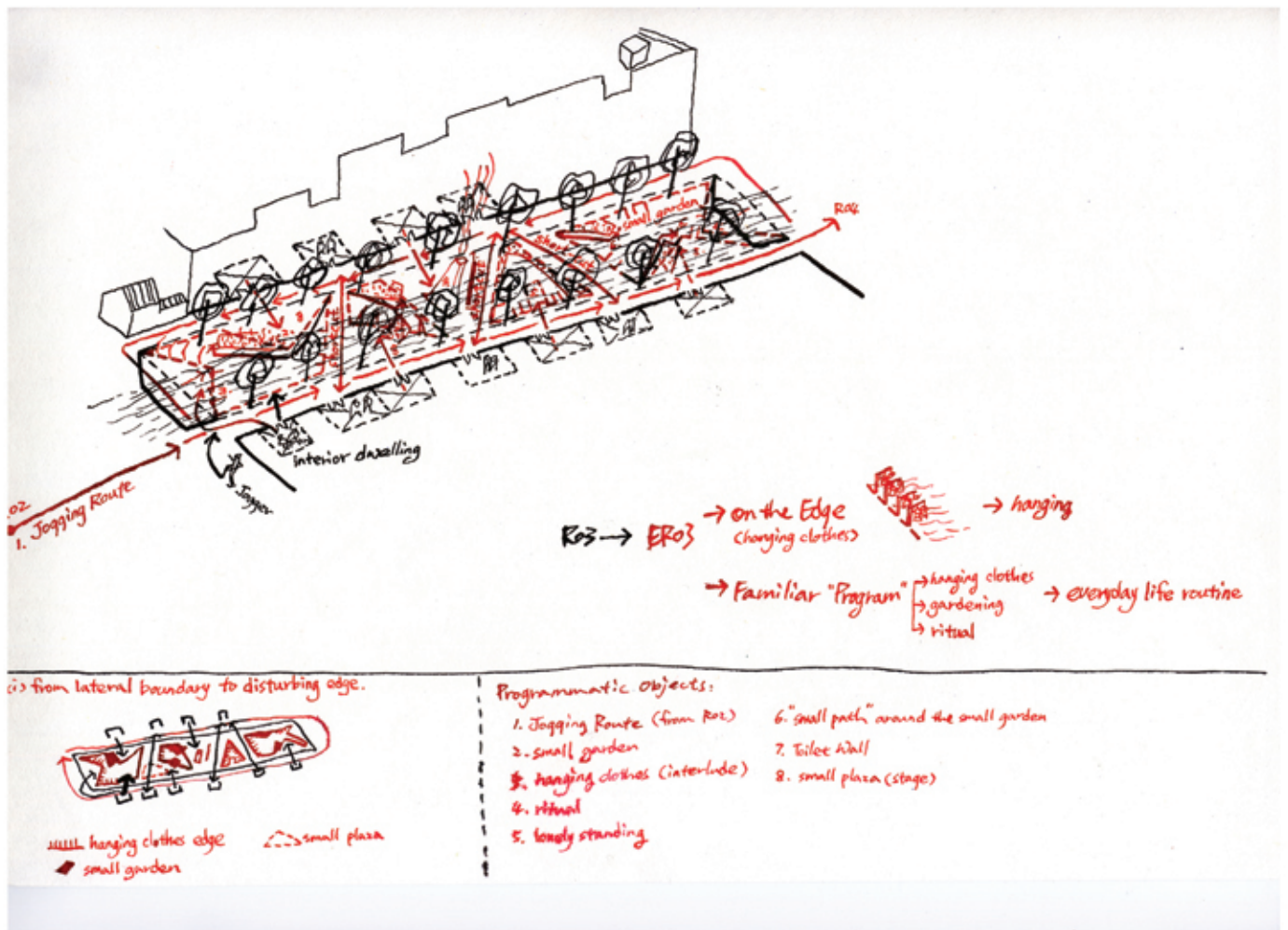
table Troo / ER03.2 : Crossing Strips



ER03 / LATERAL CROSSING

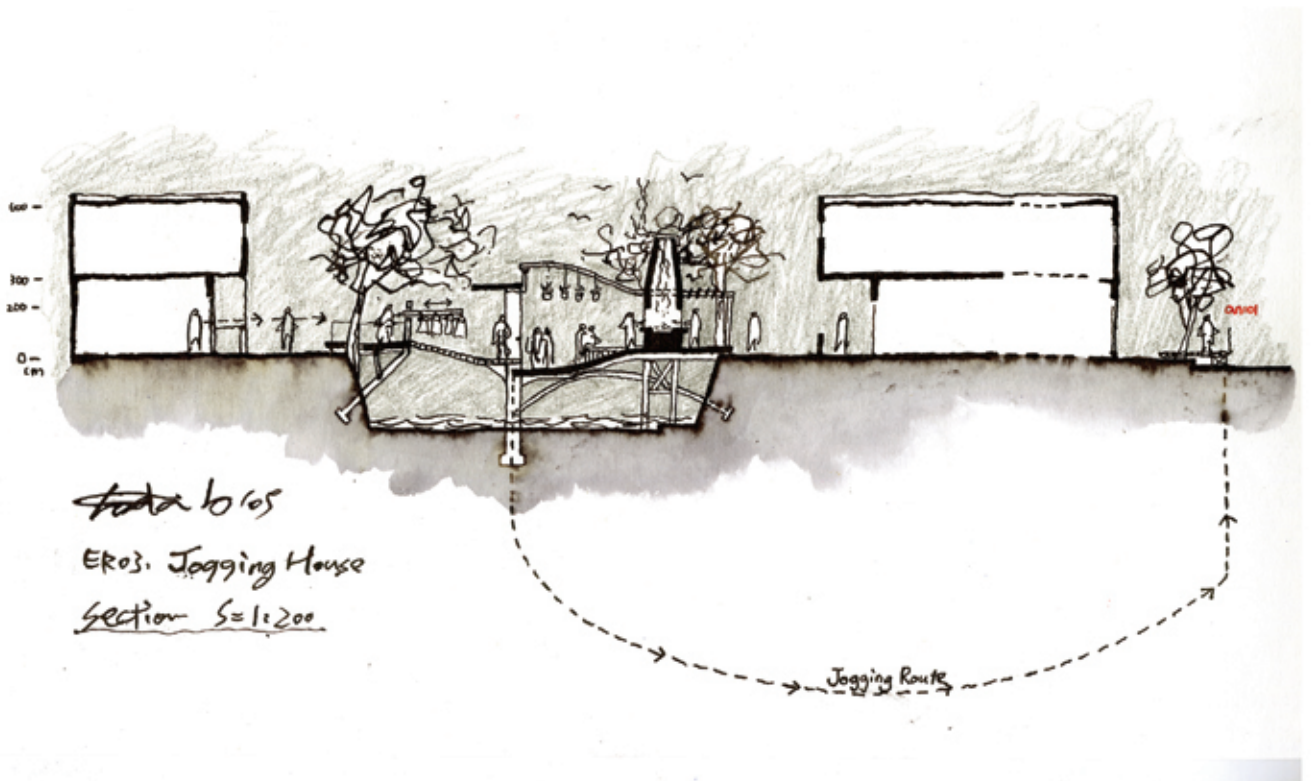


ER03 / SHELTERS & TREES / FAMILIAR

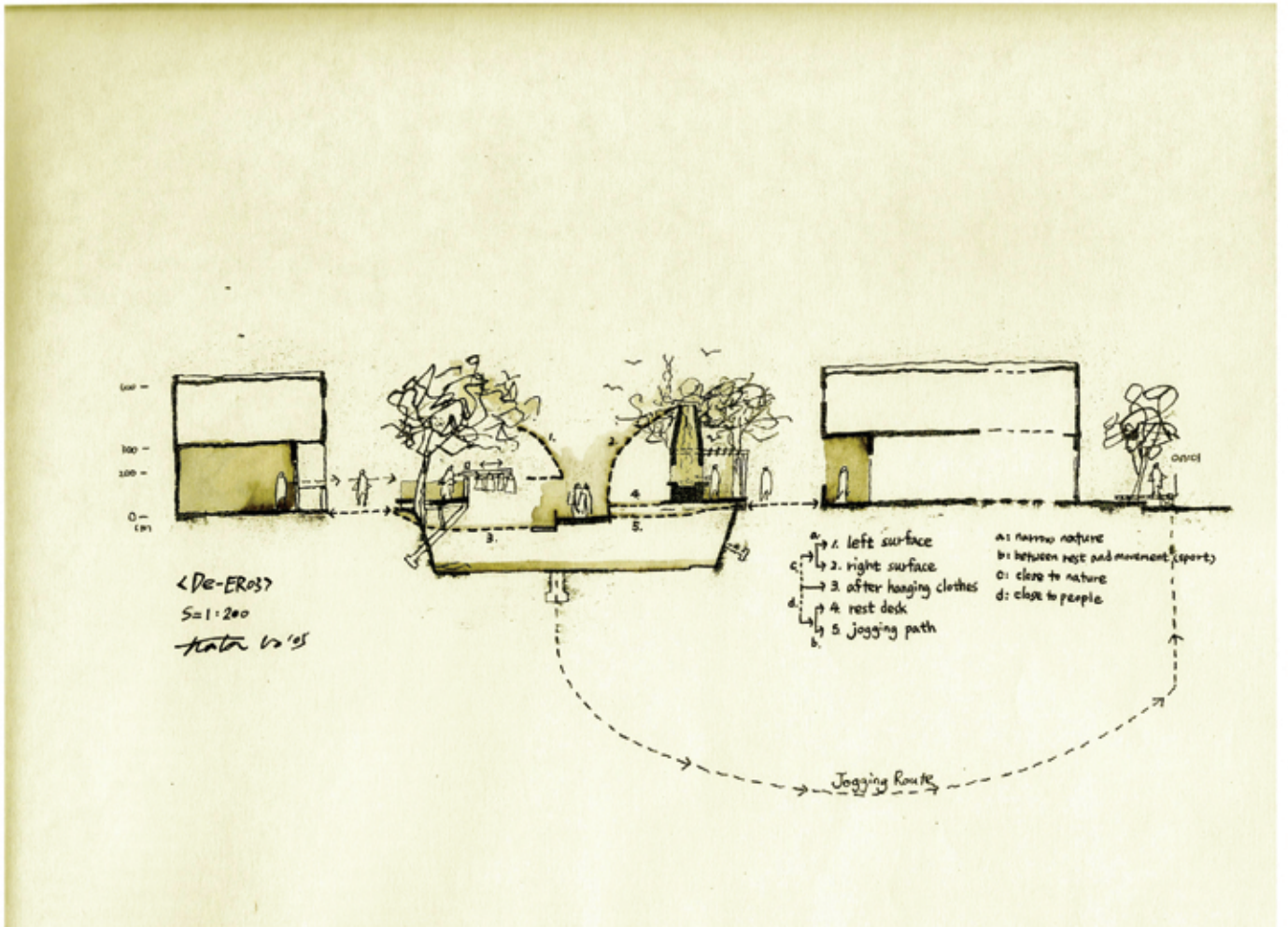


ER03 / JOGGING HOUSE DIAGRAM



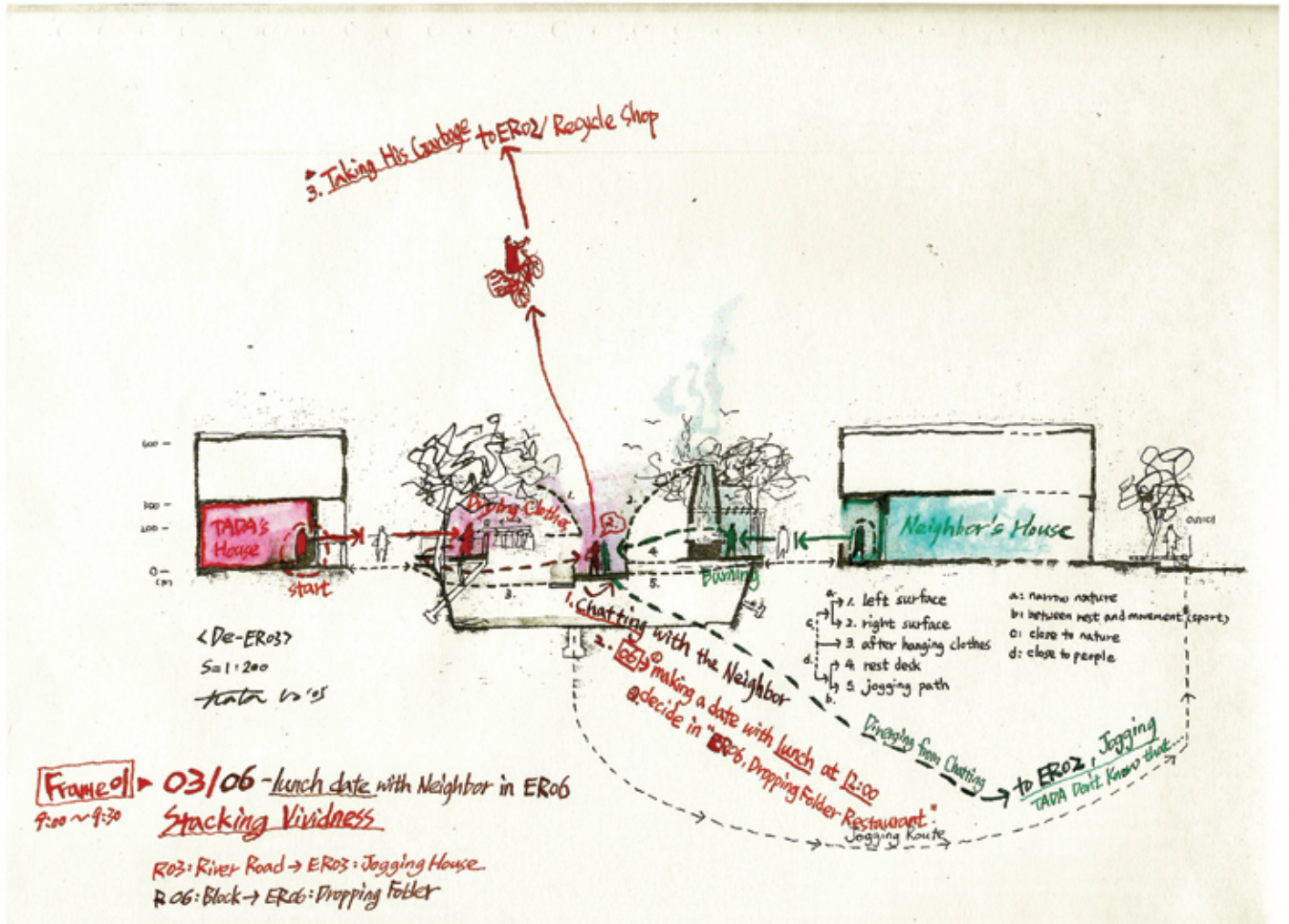


fada 10/05  
ER03. Jogging House  
Section S=1:200

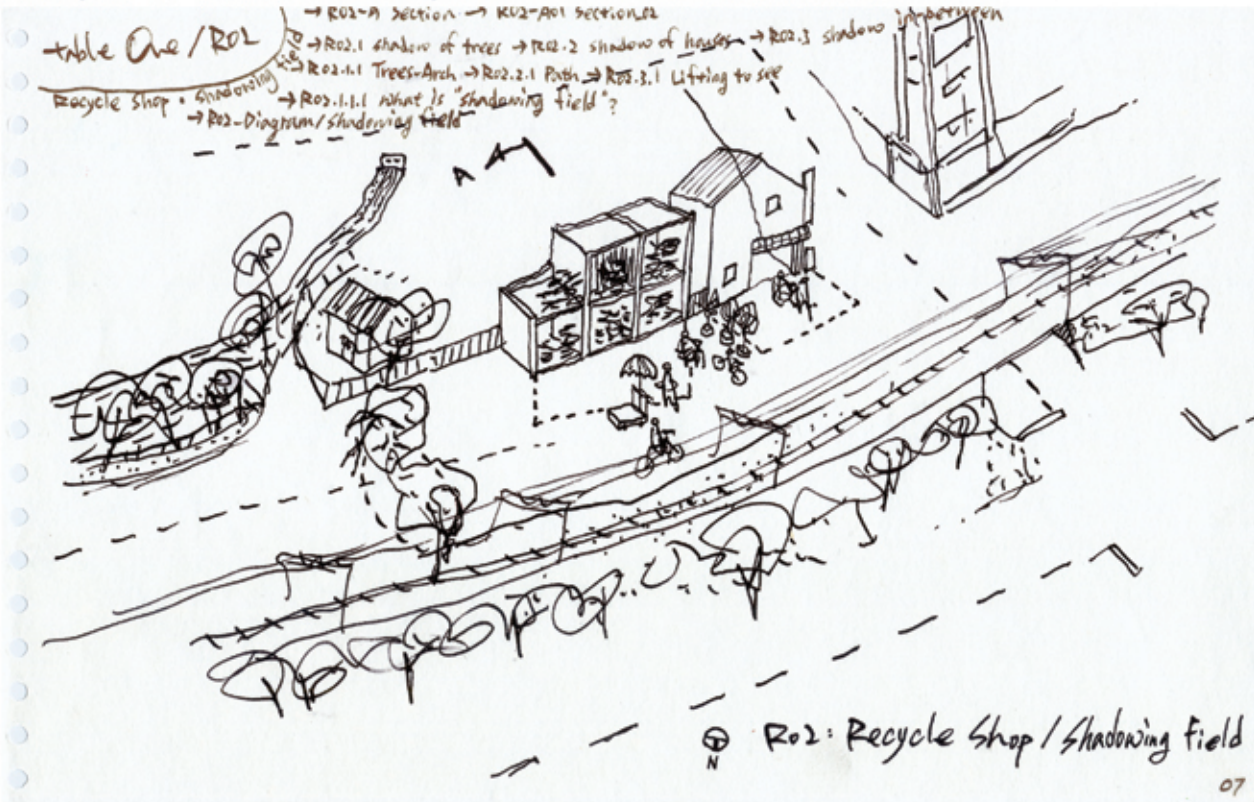


D-ER03 / ERASING & ARTICULATING PROGRAMS

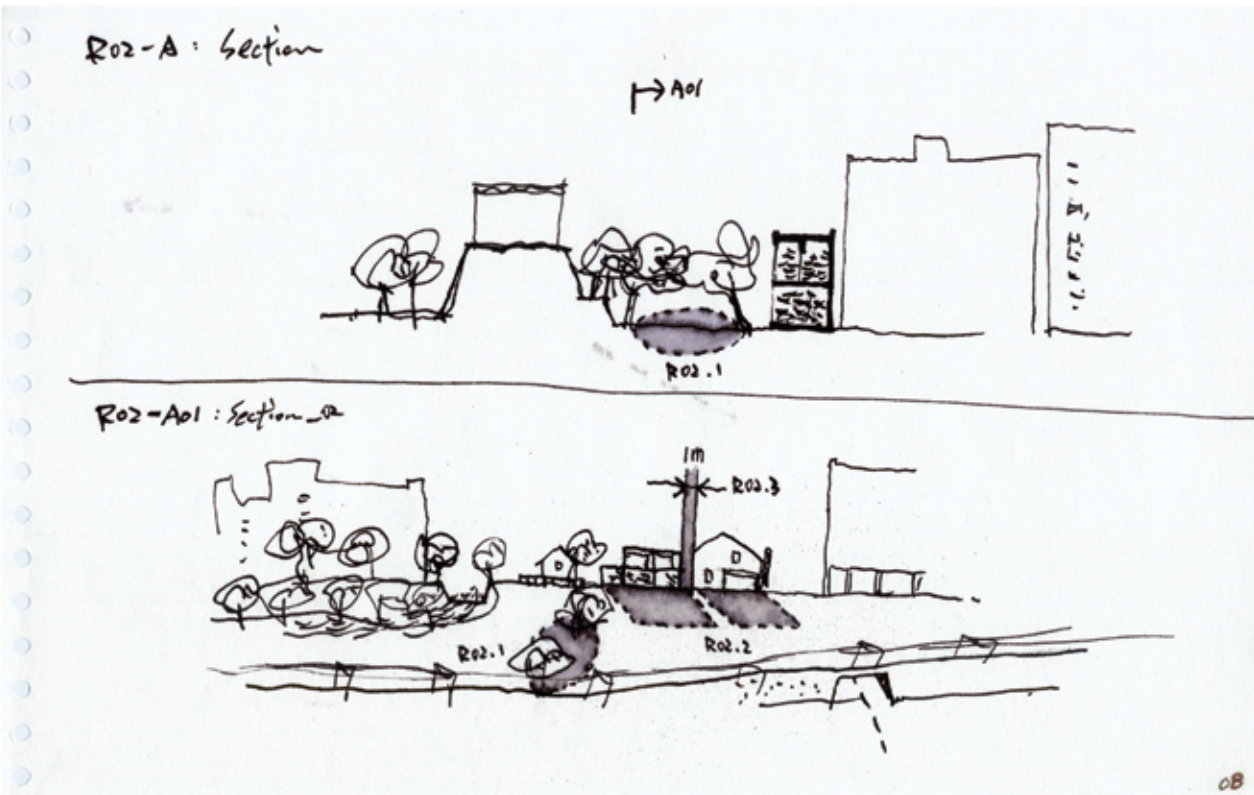
# STACKING VIVIDNESS



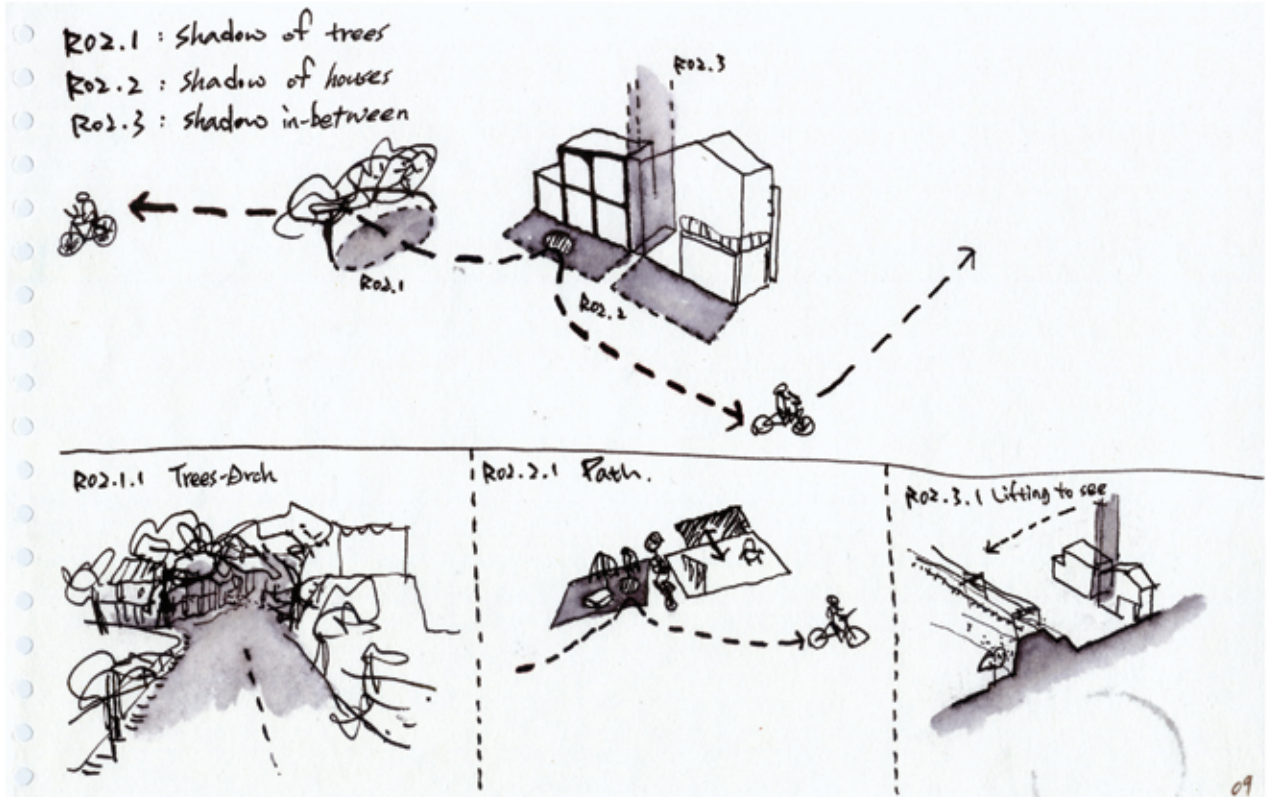
# R02/RECYCLE SHOP/SHADOWING FIELDS



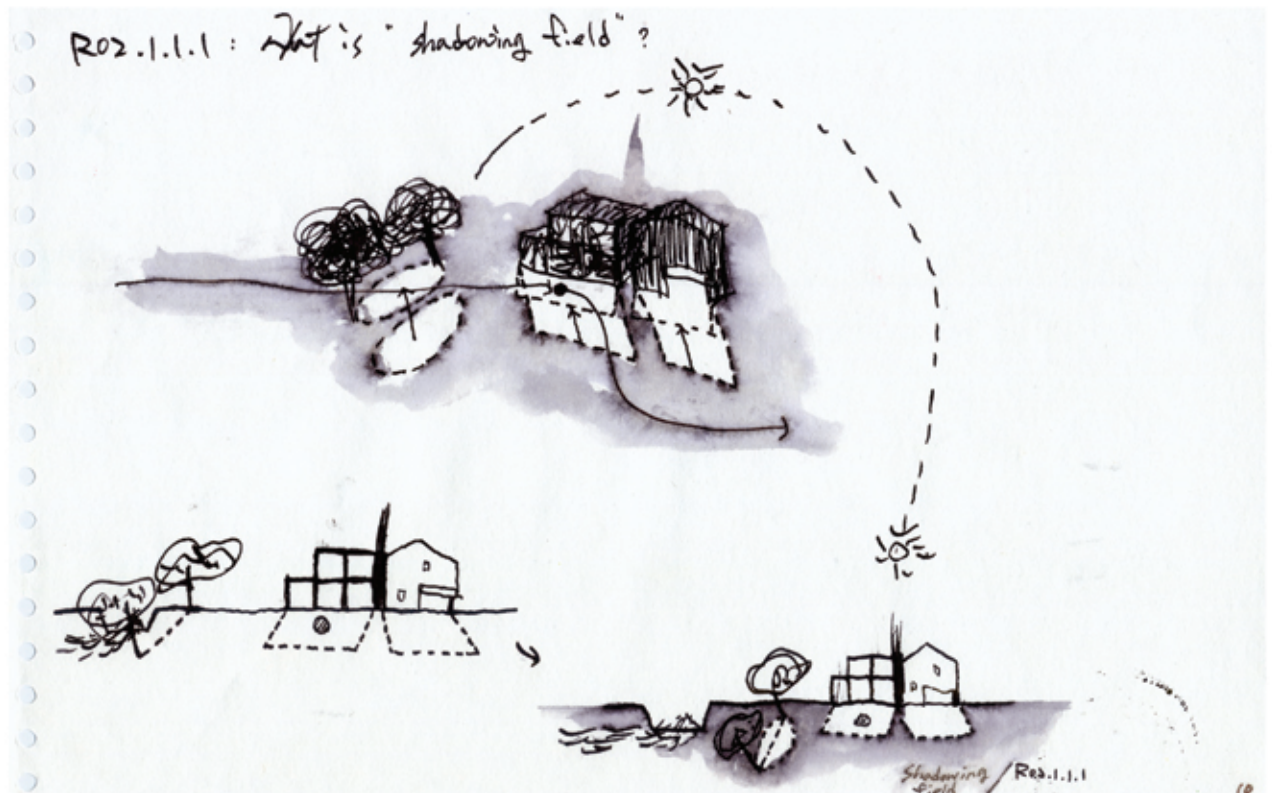
R02 / RECYCLE SHOP / SITE SKETCH



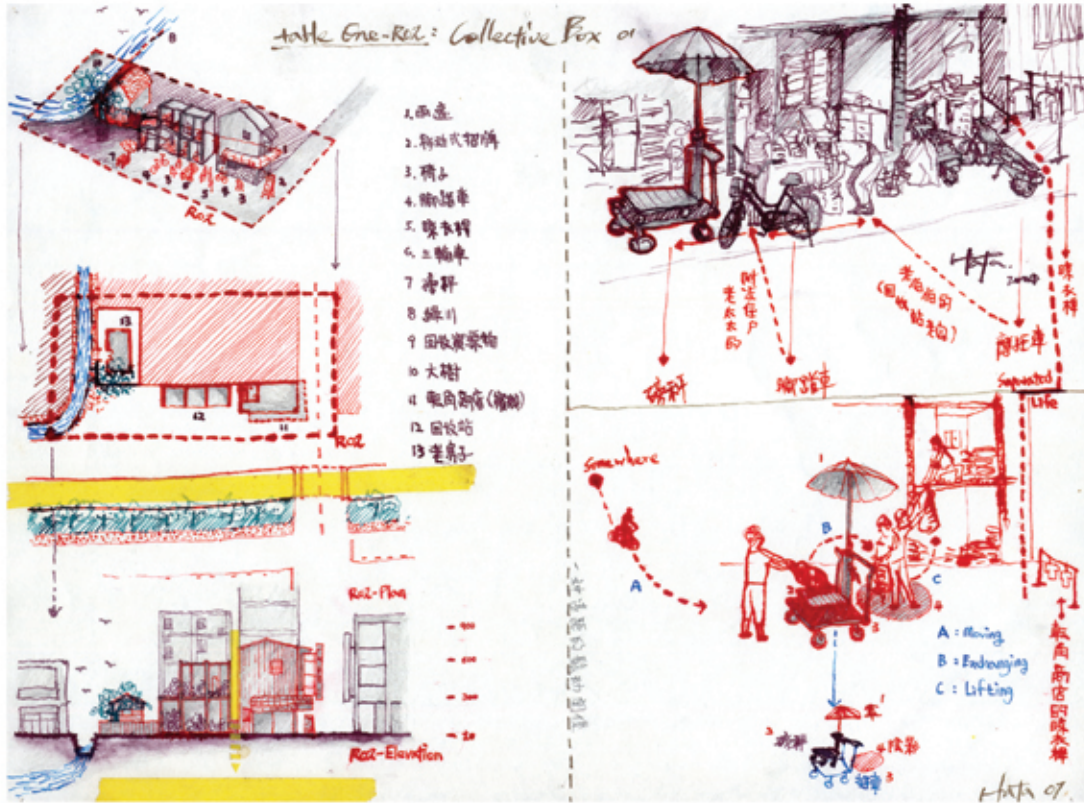
R02 / SECTION / SHADOWING FIELDS



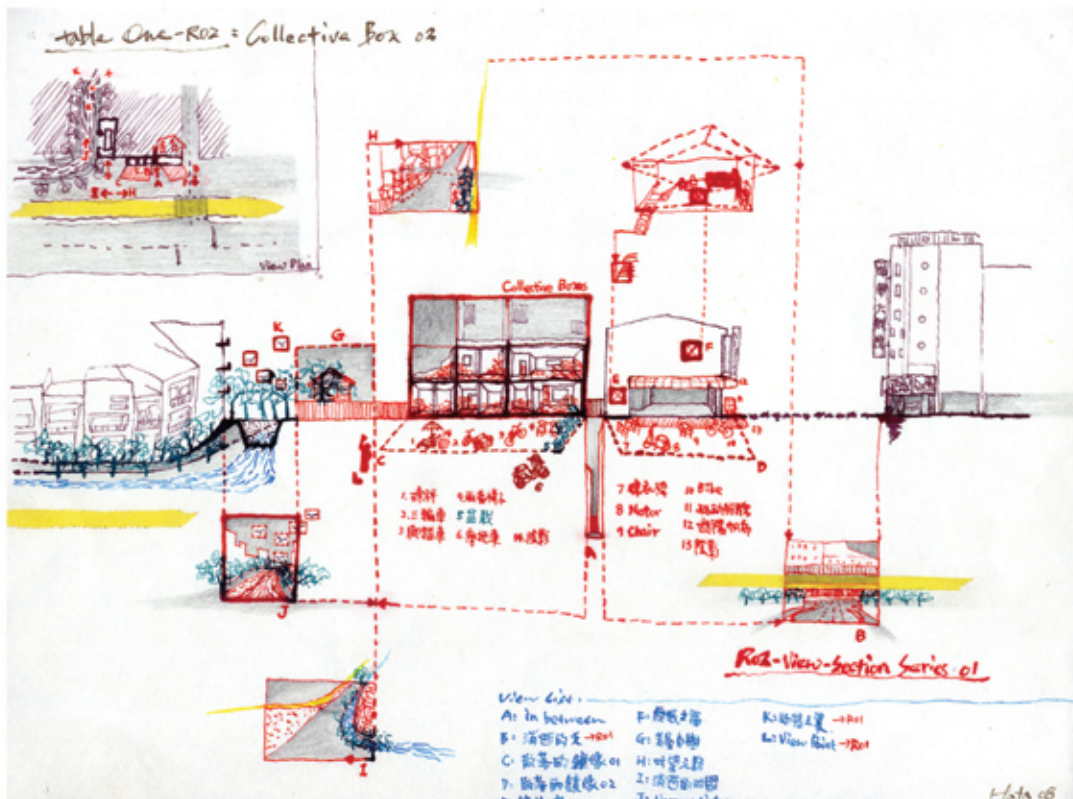
R02 / WORKING FIELDS



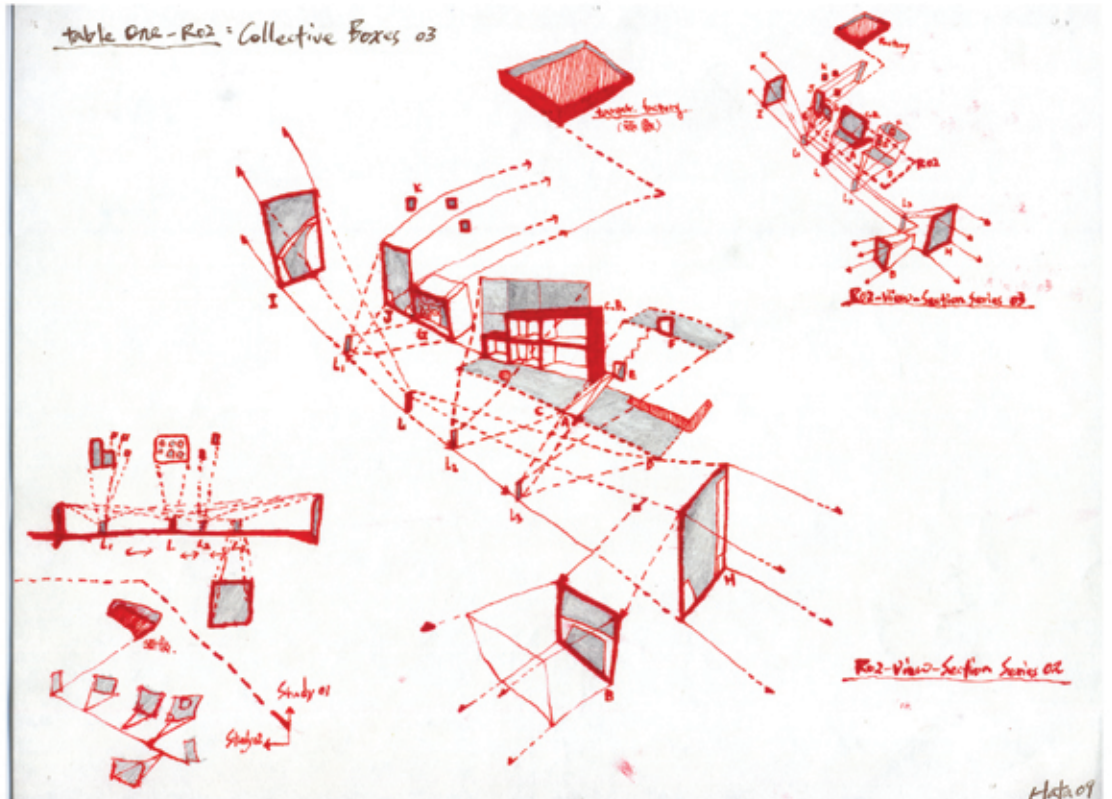
R02 / SUN MOVING PATH



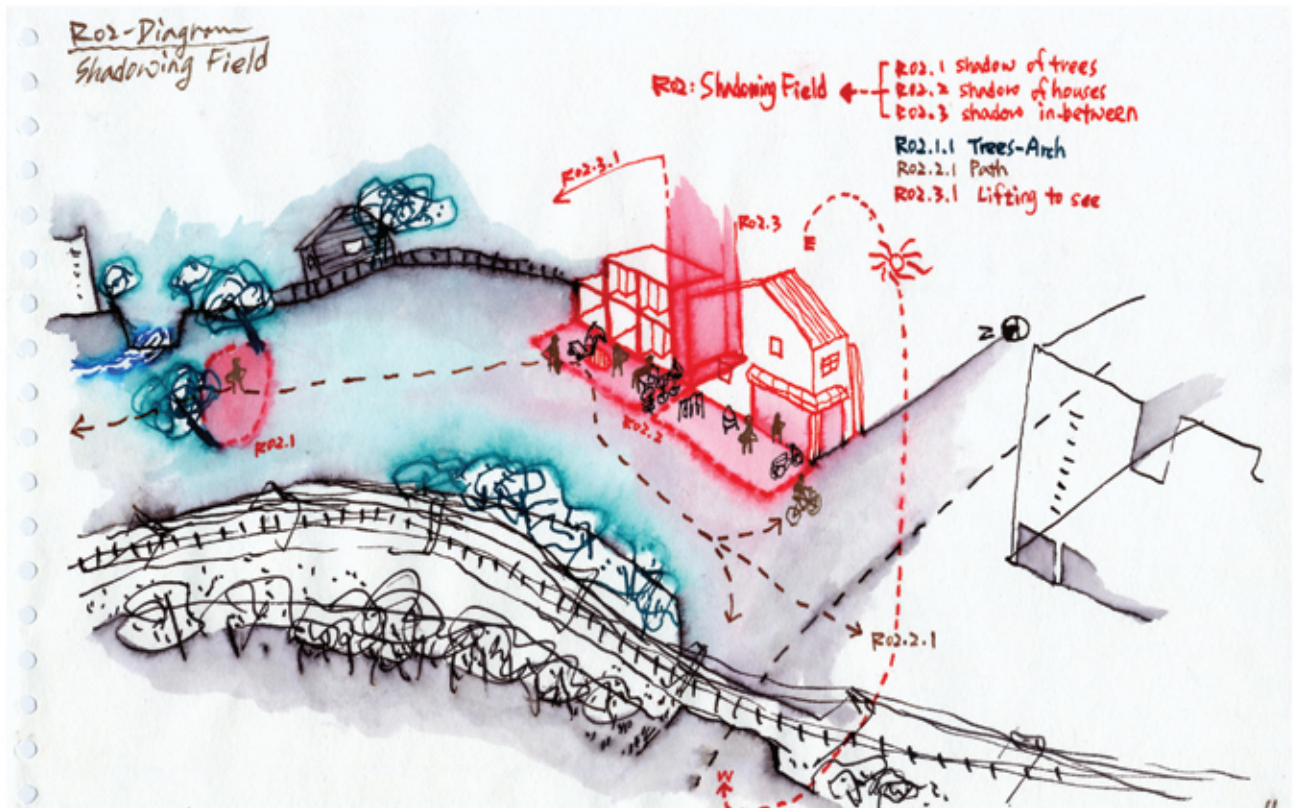
R02 / WORKING FIELDS & SHADOWING REST



R02 / OBJECTS IN SHADOWING FIELDS

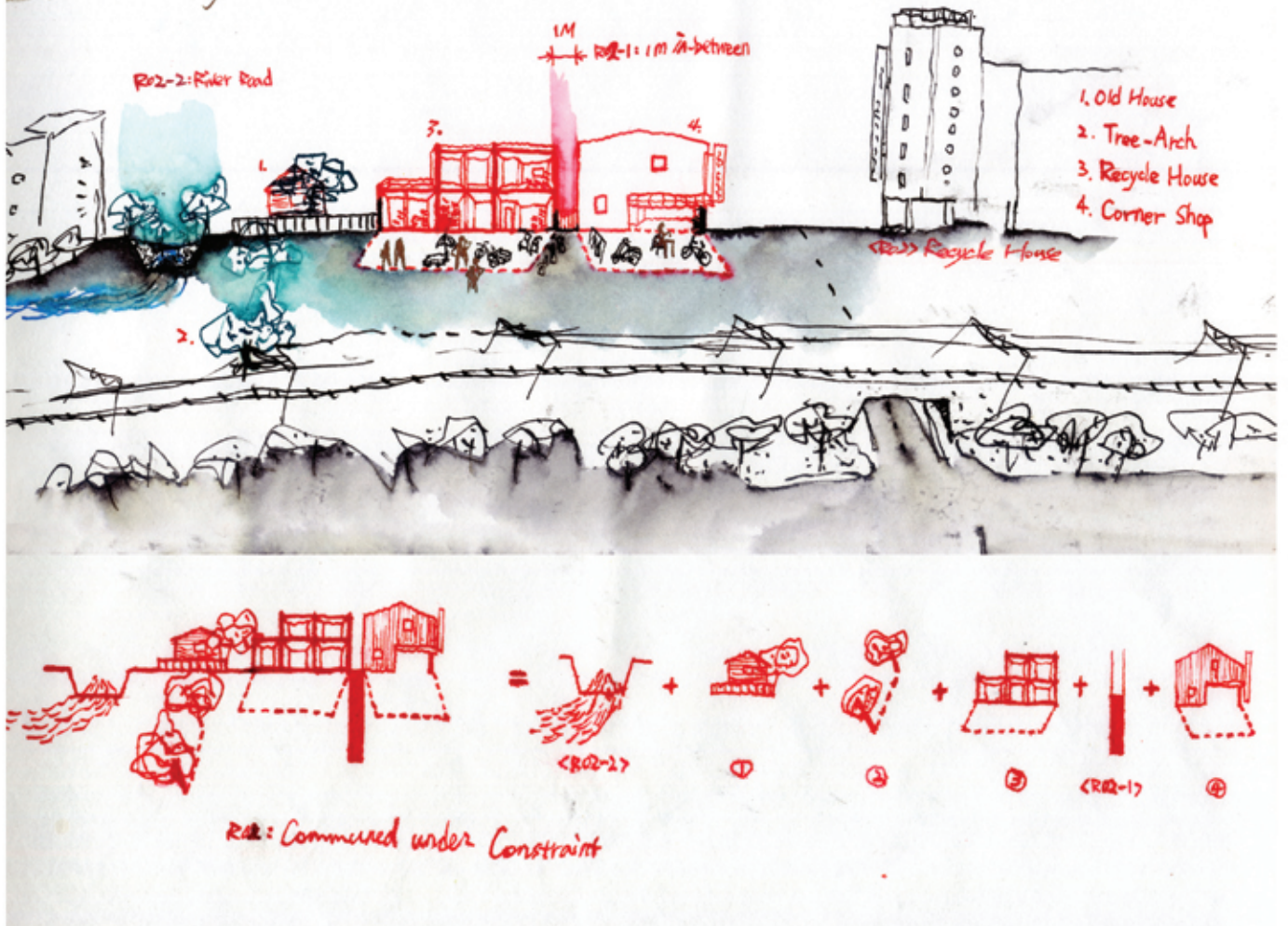


R02 / VIEWS IN SEQUENCE

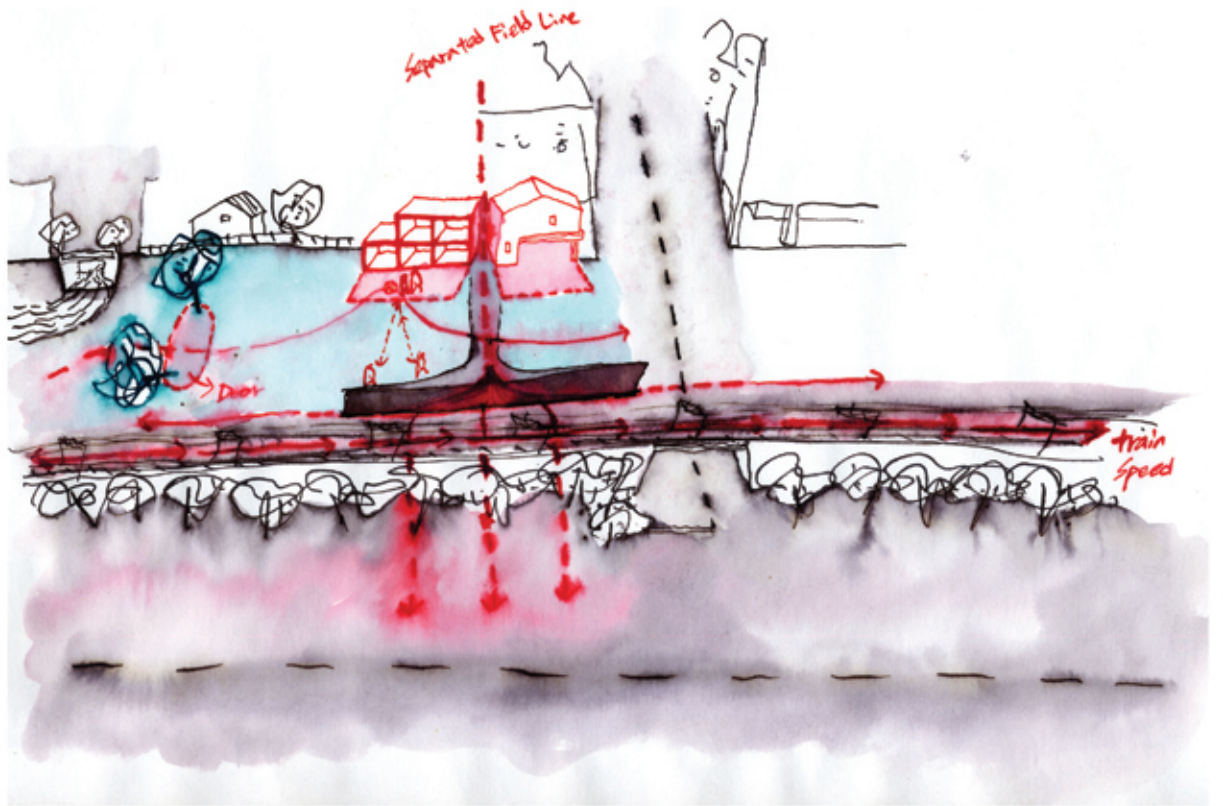


R02 / SUN / WORKING / RAILWAY

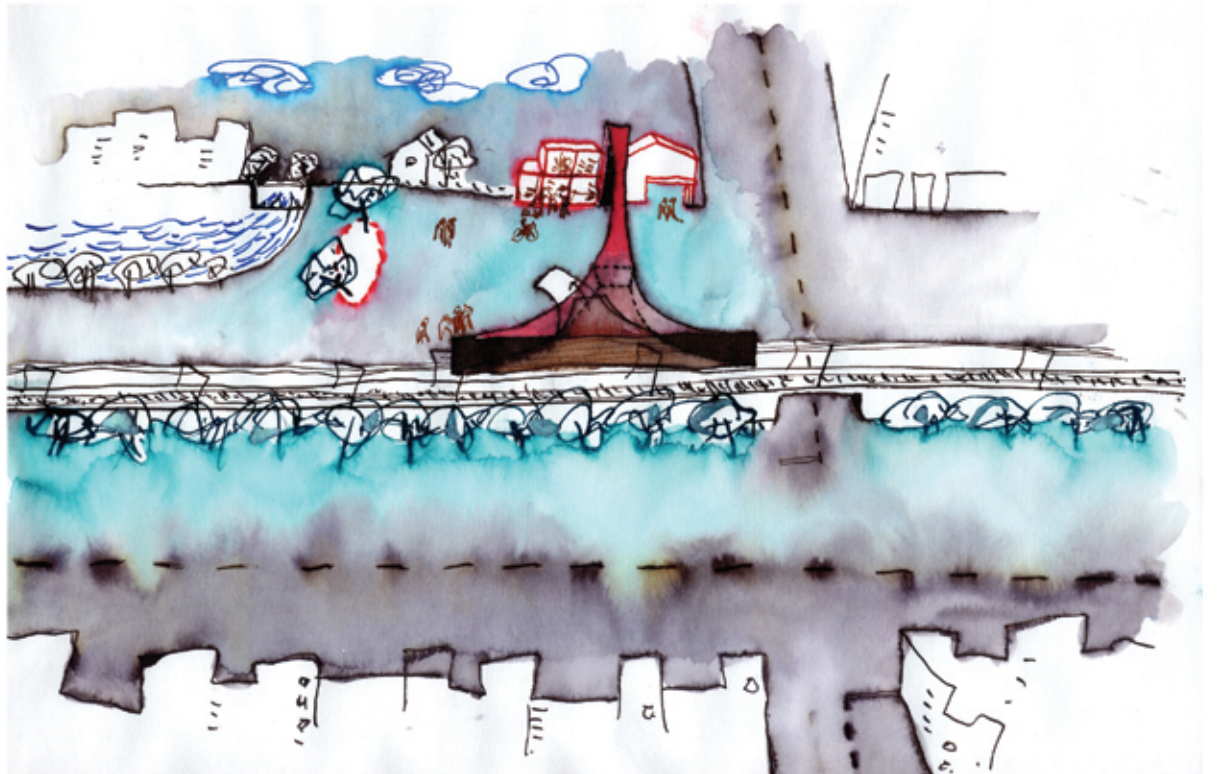
### R02/RECYCLE SHOP/SHADOWING FIELDS + Depthless(08)



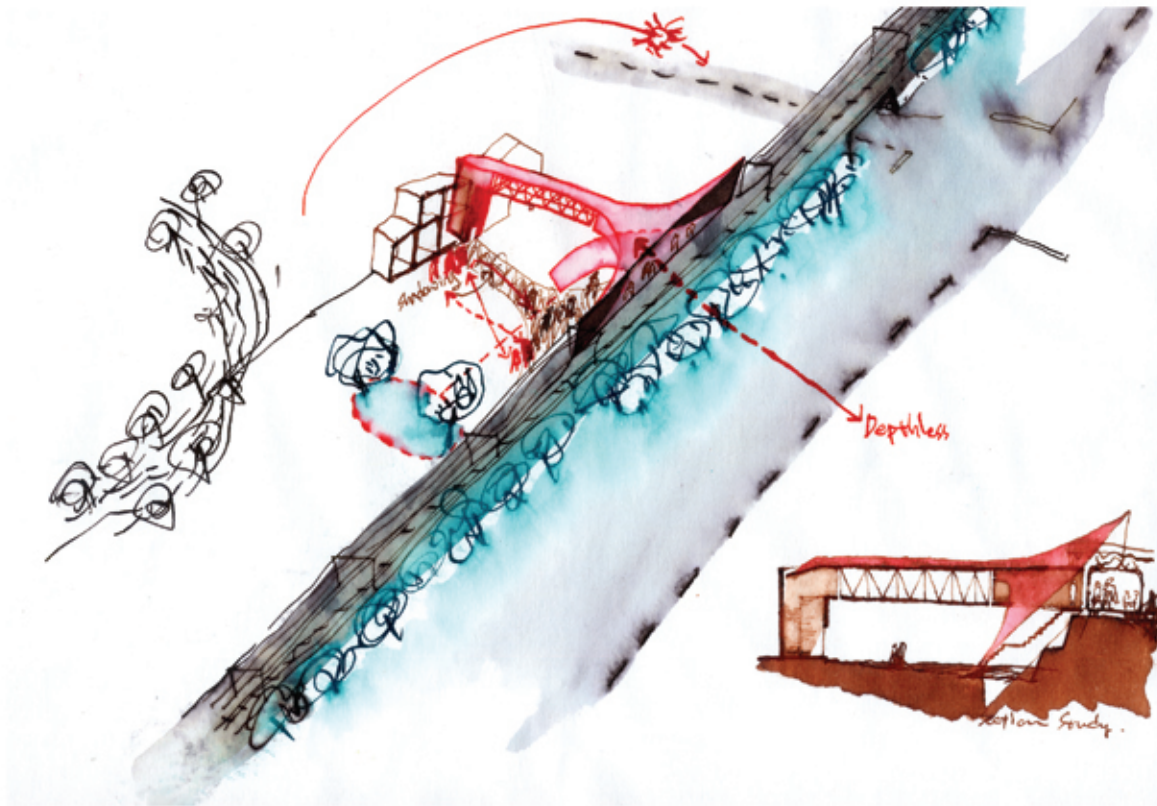




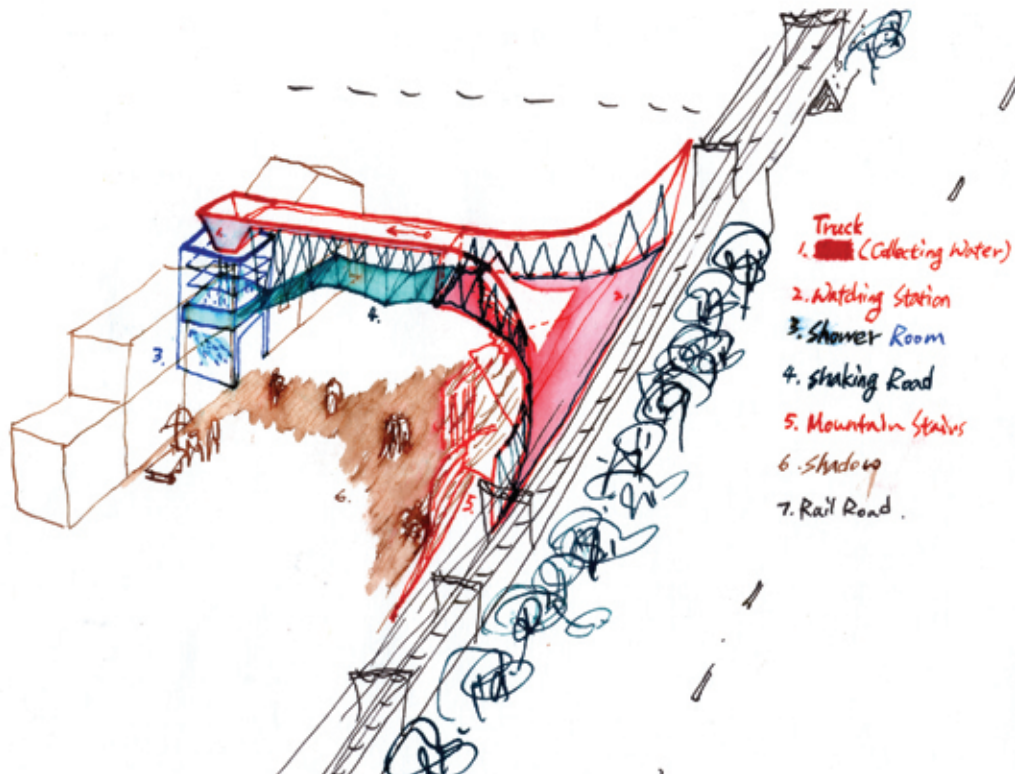
ER02 / EXPANDING PASSING



ER02 / HORN-LIKE DEPTHESS



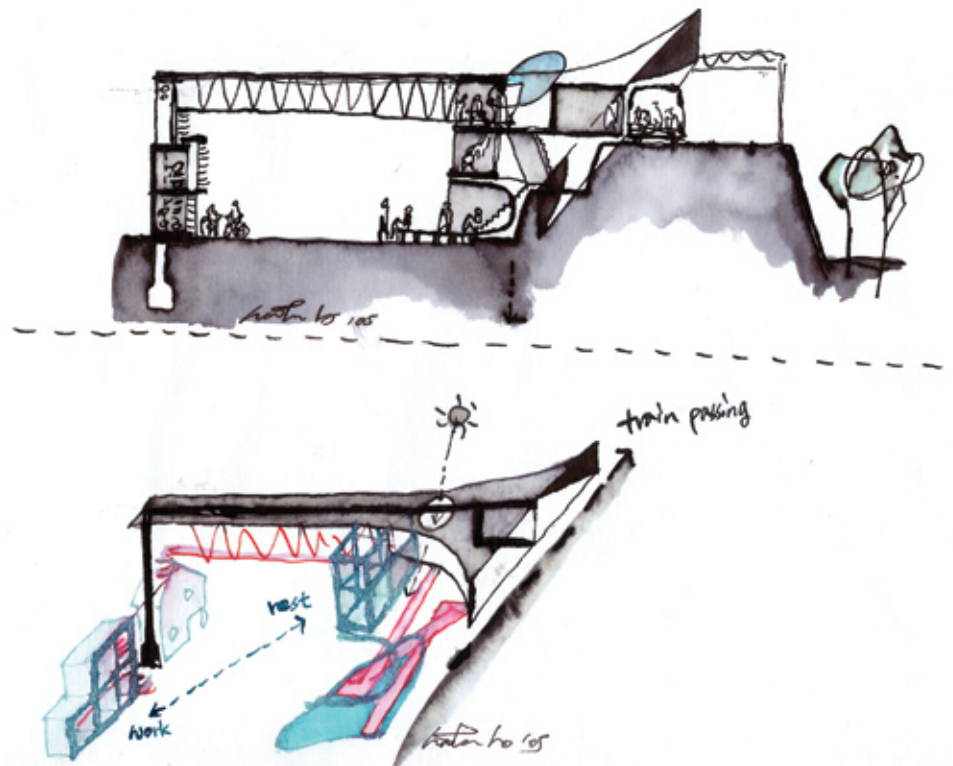
ER02 / DEPTHLSS SPEED LANDSCAPE



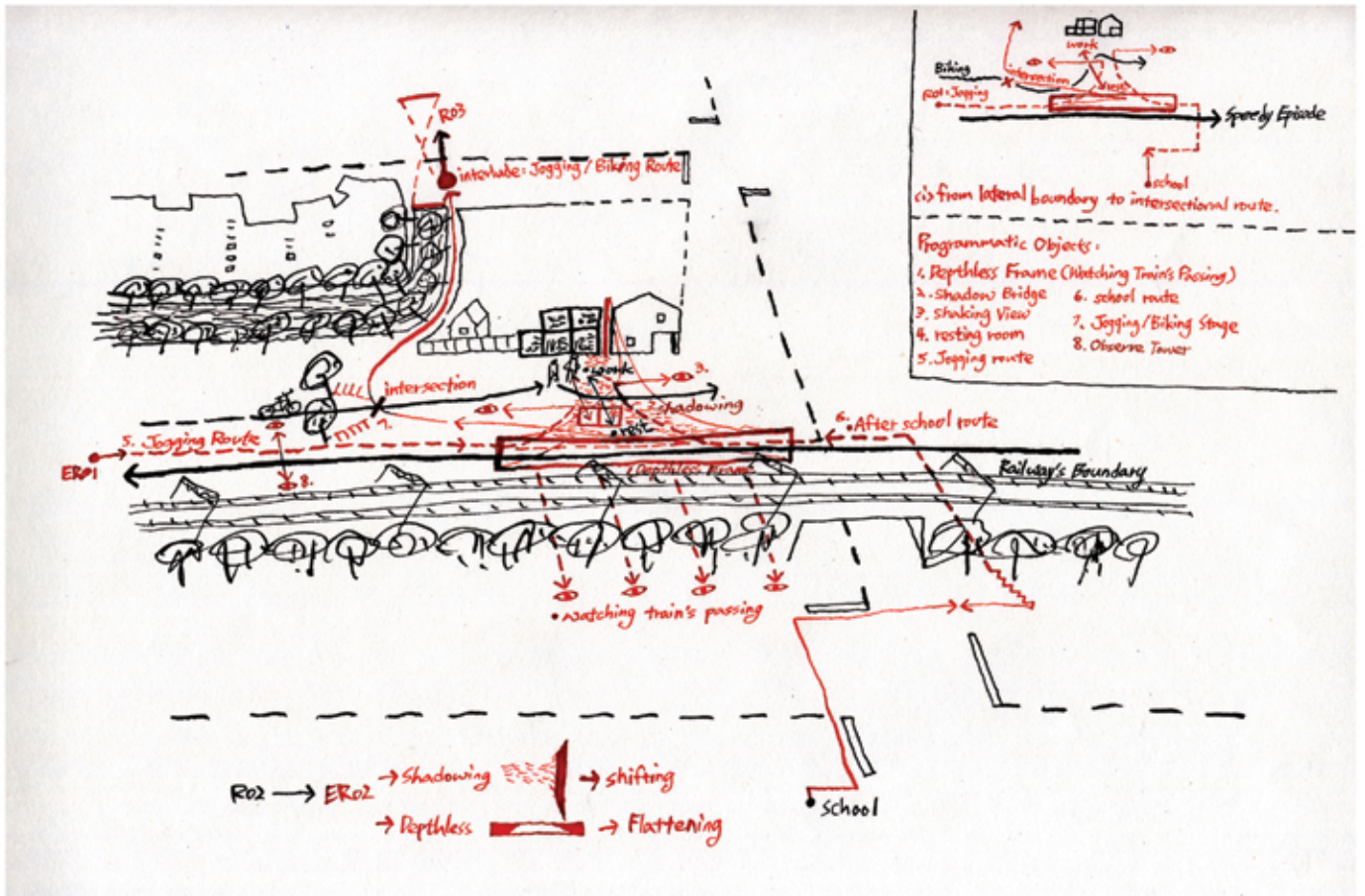
ER02 / BRIDGE SHADOWING BETWEEN WORKING & RESTING



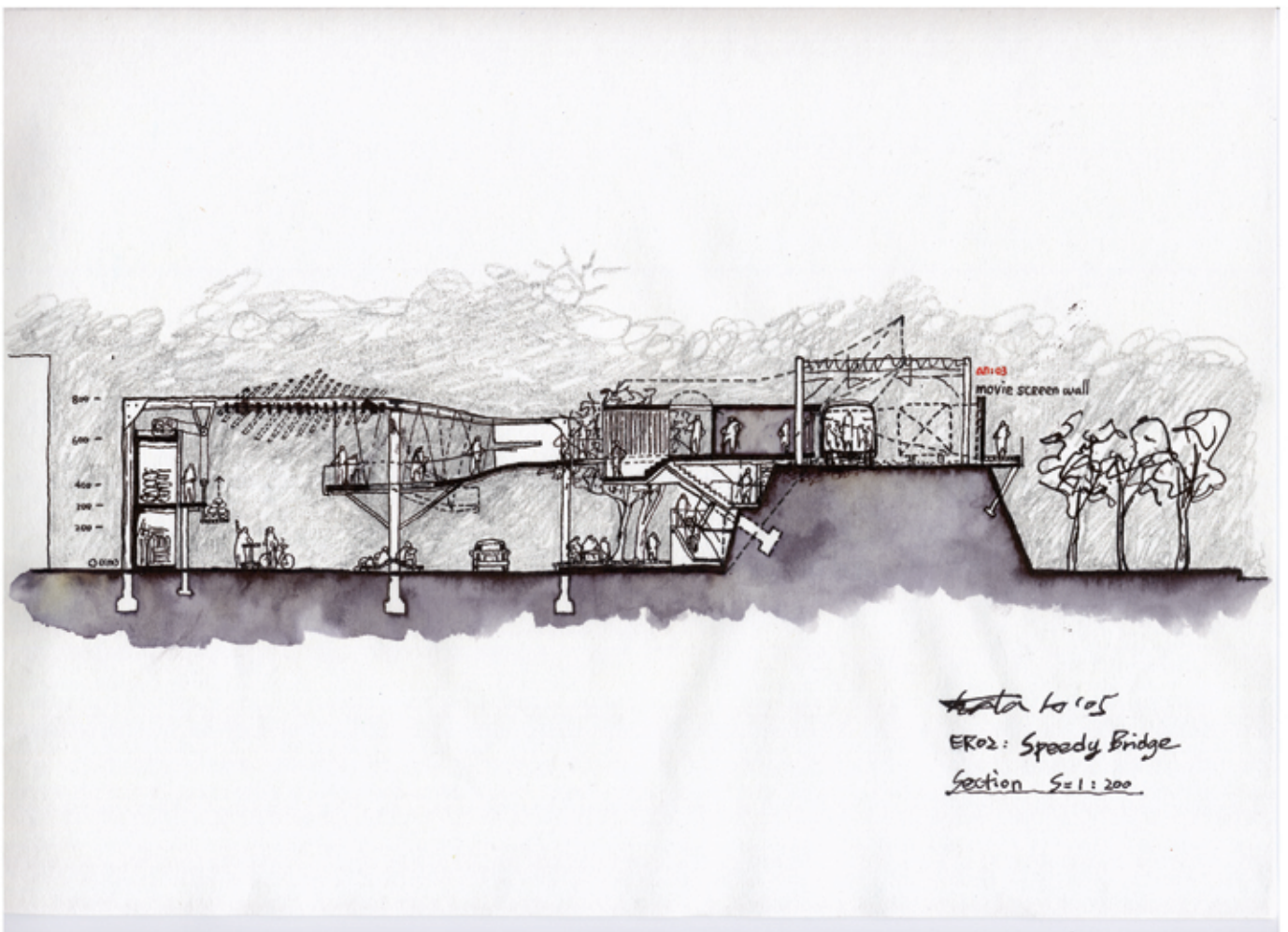
ER02 / A PASSING TRAIN SHADOWS A ROOM



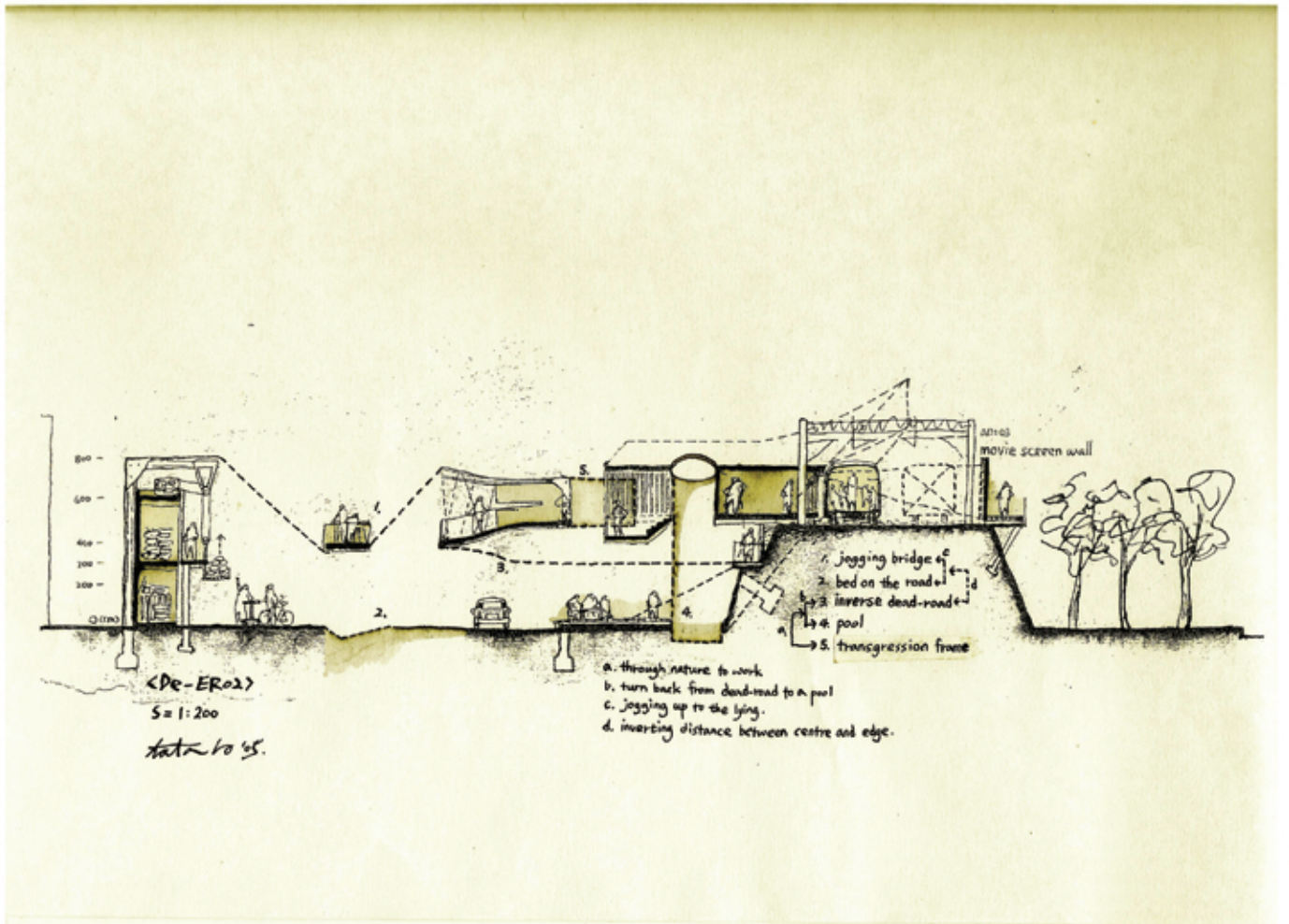
ER02 / SUNLIGHT THROUGH THE SECTION



**ER02 / SPEEDY BRIDGE DIAGRAM**

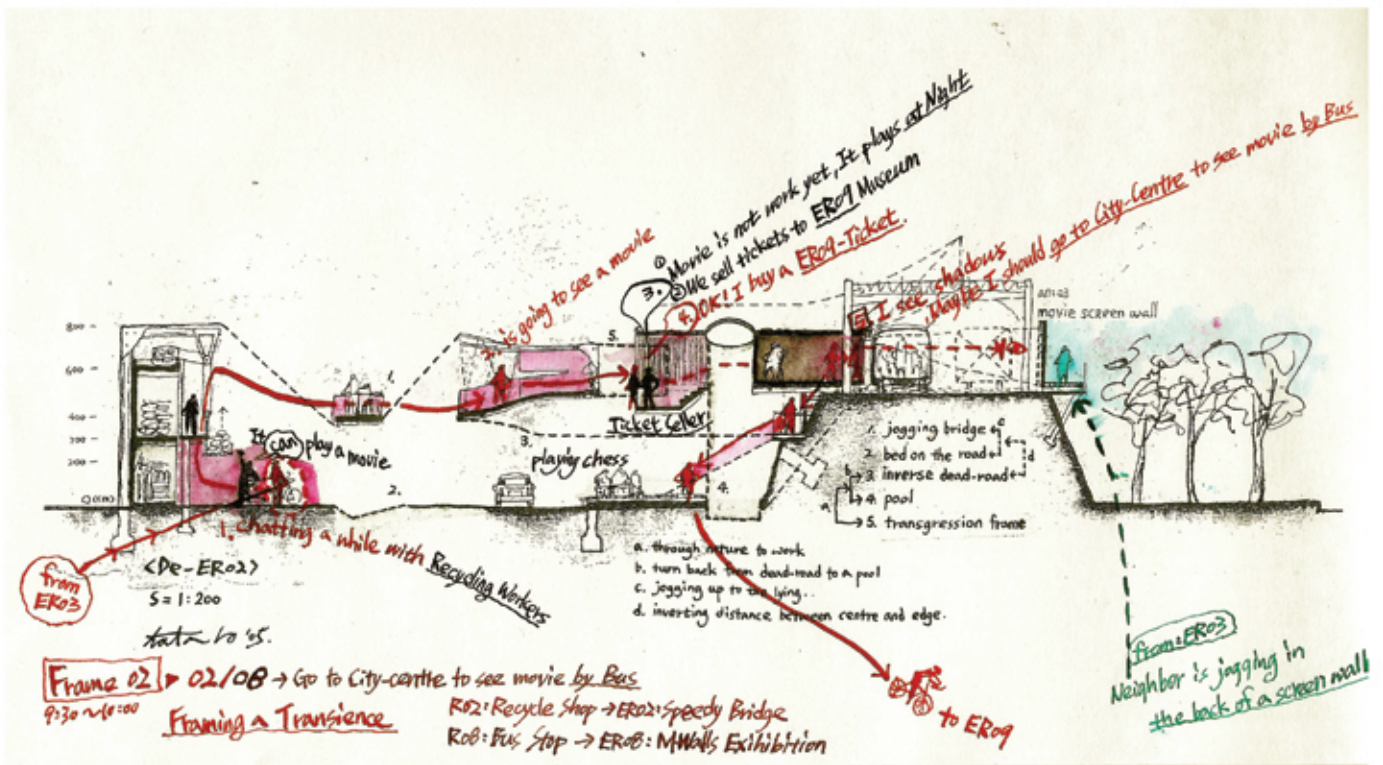


data to '05  
ER02: Speedy Bridge  
Section S=1:200



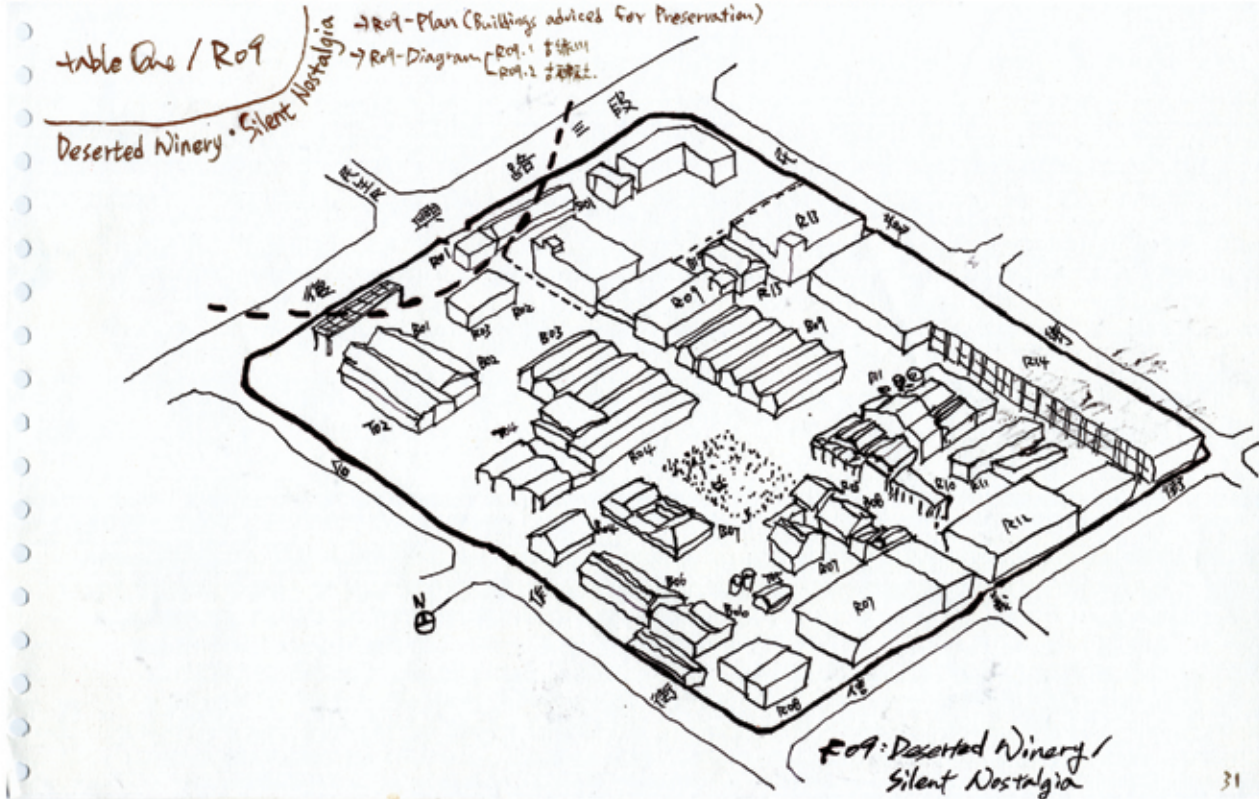
**D-ER02 / SECTION**

# FRAMING A TRANSCIENCE



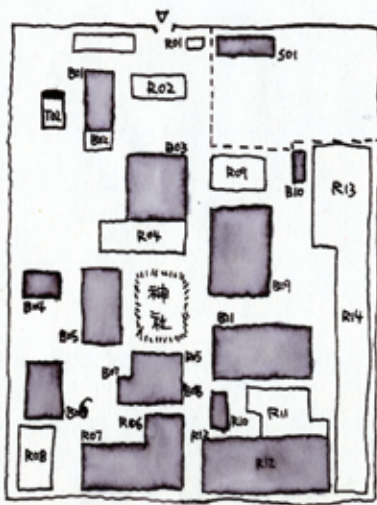
SD-ER02 / SECTION SCENARIO

R09/DESERTED WINERY/SILENT NOSTALGIA



R09 / DESERTED WINERY / SITE

R09-Plan.



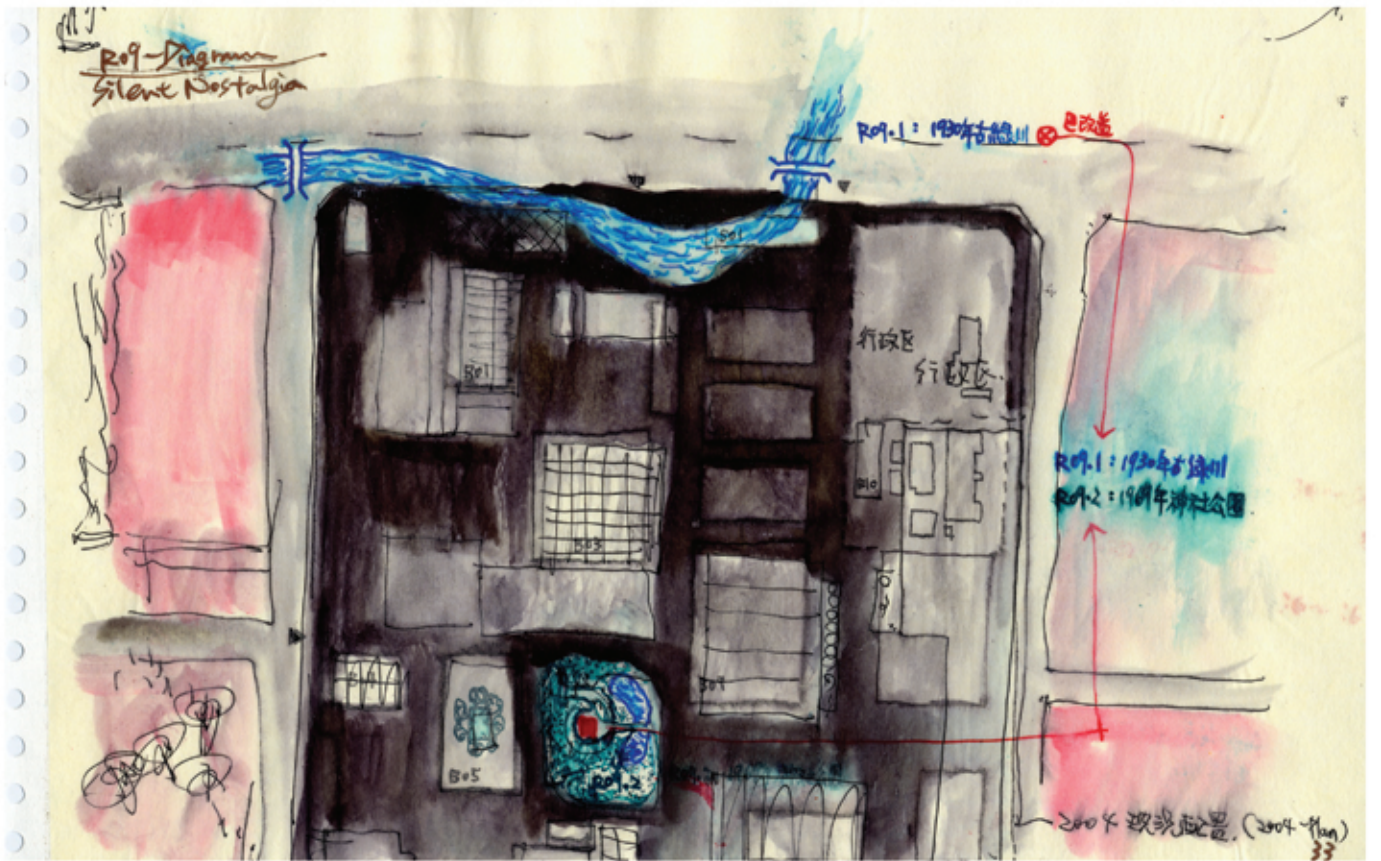
- B01 → 工廠
- S01 → 小酒倉庫
- B03 → 二號倉庫
- B10 → 五號新式倉庫
- B09 → 新造成的倉庫(米酒)半圓形酒庫
- B04 → 七號倉庫
- B05 → 礼堂、方廳
- B11 → 五號倉庫、精製、三號啤酒酒庫
- B06 → 社廟
- B07 → 鑄爐室
- B08 → 機械修理場
- R05 → 板金等電機室
- R10 → 化驗室
- R07 → 蒸餾酒工廠
- R06 → 蒸餾室
- R12 → 啤酒室、蒸餾、冷飯塔

■ Buildings advised for Preservation.  
(B01 · S01 · B03 · B10 · B09 · B04 · B05  
B11 · B08 · B07 · R05 · B06 · R10 · R07 · R06 · R12)

注: 此編制係根據「巴史全覽」台中戰後區內之建築調查研究及修復區劃(規劃)「建築報告」之分析。

R09 / BUILDINGS SUGGESTED FOR PRESERVATION





R09 / SILENT NOSTALGIA

ER09/COMPULSIVE ROUTES/CR01,CR02,CR03

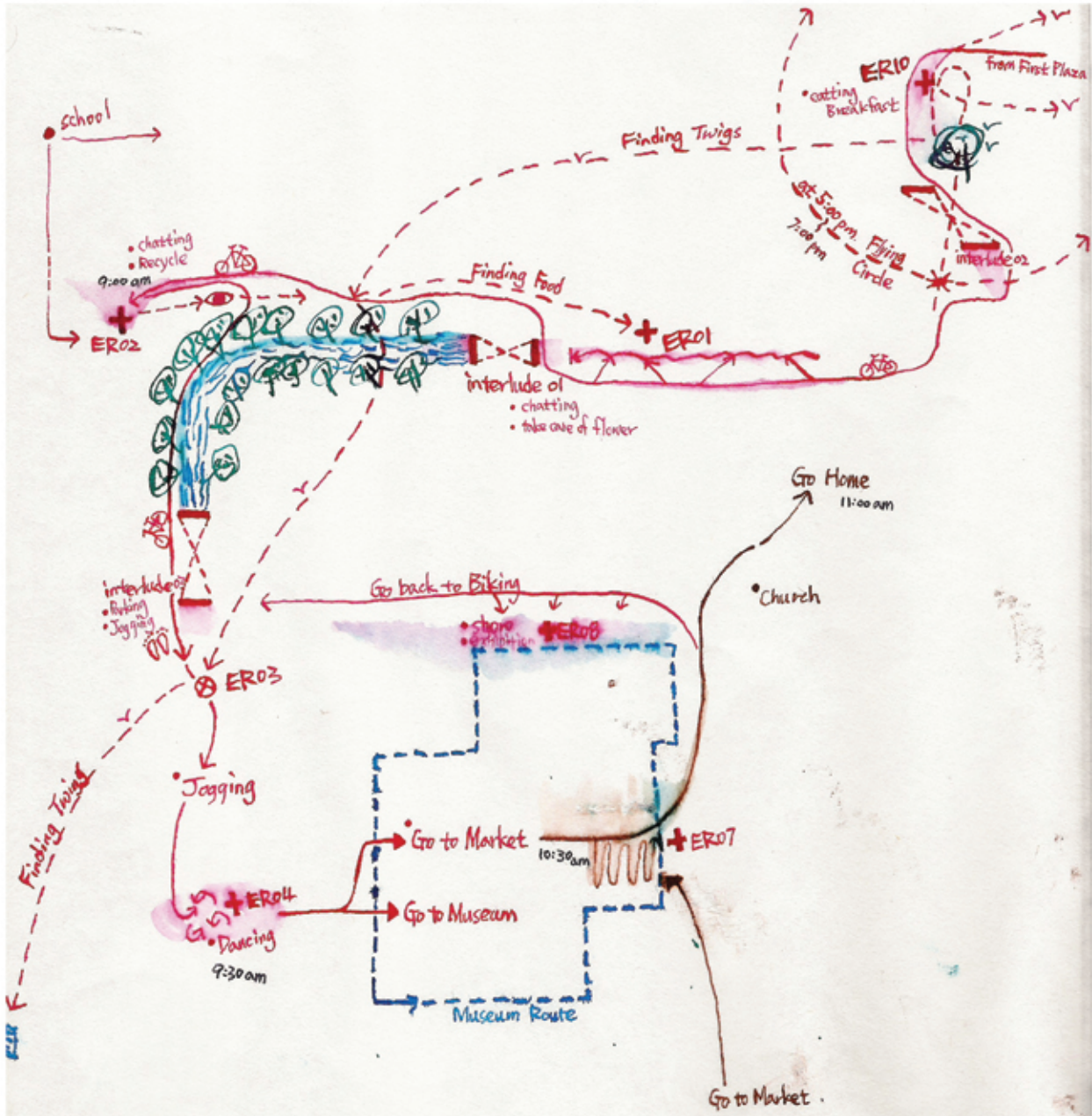


Table Three: CR01 - Go to Market / Home → Recycle Shop (ER02) → Jogging House (ER03) → Temple (ER04) → Market (ER07) → Go Home

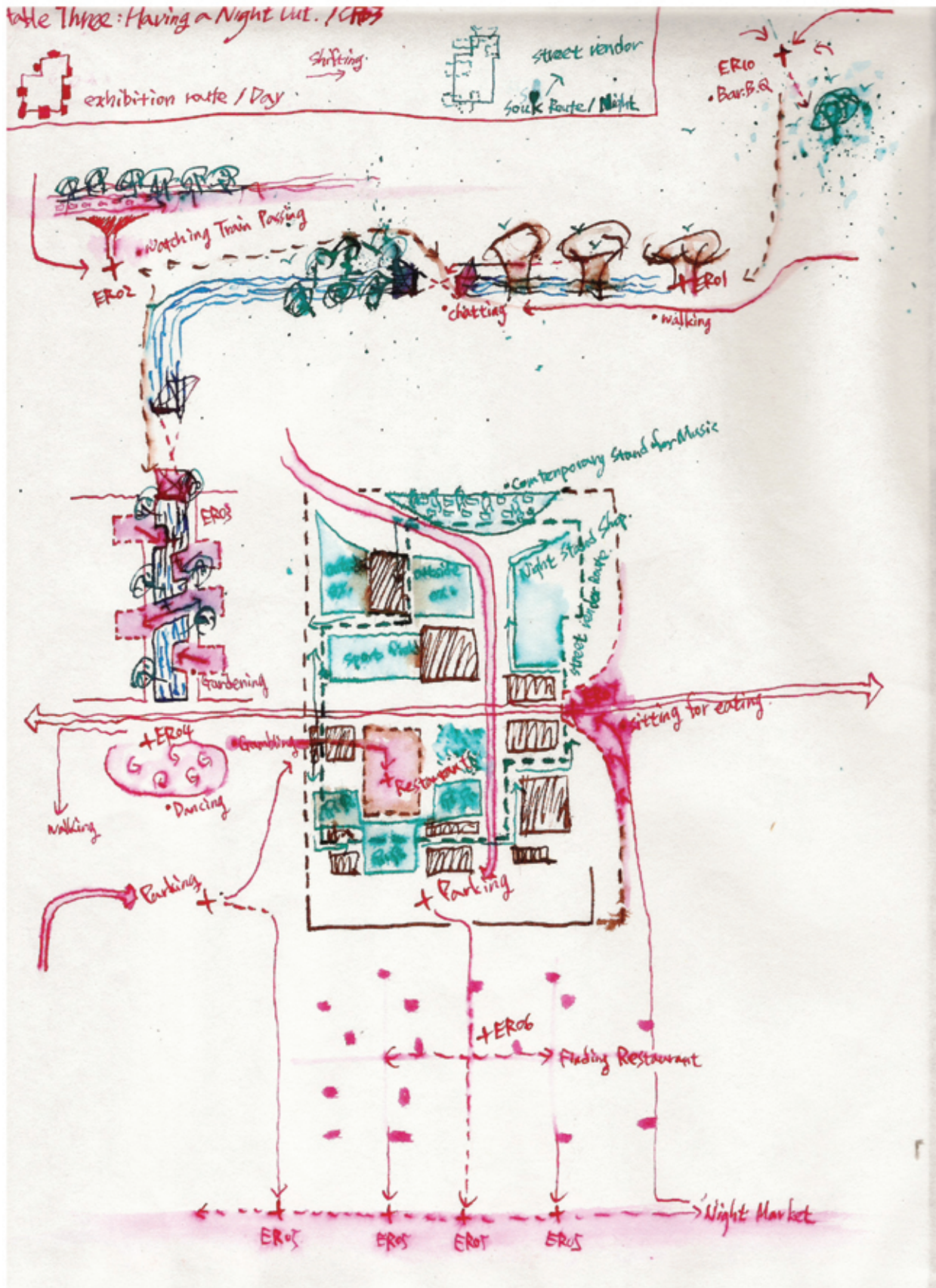
<interlude 01> River Stage  
 location: Near to ER01  
 form: Platform  
 Function: talking \ Chatting  
 inter-shifting: Housing → Garden

<interlude 02> Nature Fence  
 location: down to ER01  
 form: Fence - chair  
 Function: Protection, Sitting  
 in-sh: Nature → Urban

<interlude 03>  
 location: Up to ER03  
 form: Platform  
 Function: Bicycle Parking, Sitting  
 in-sh: Biking → Walking

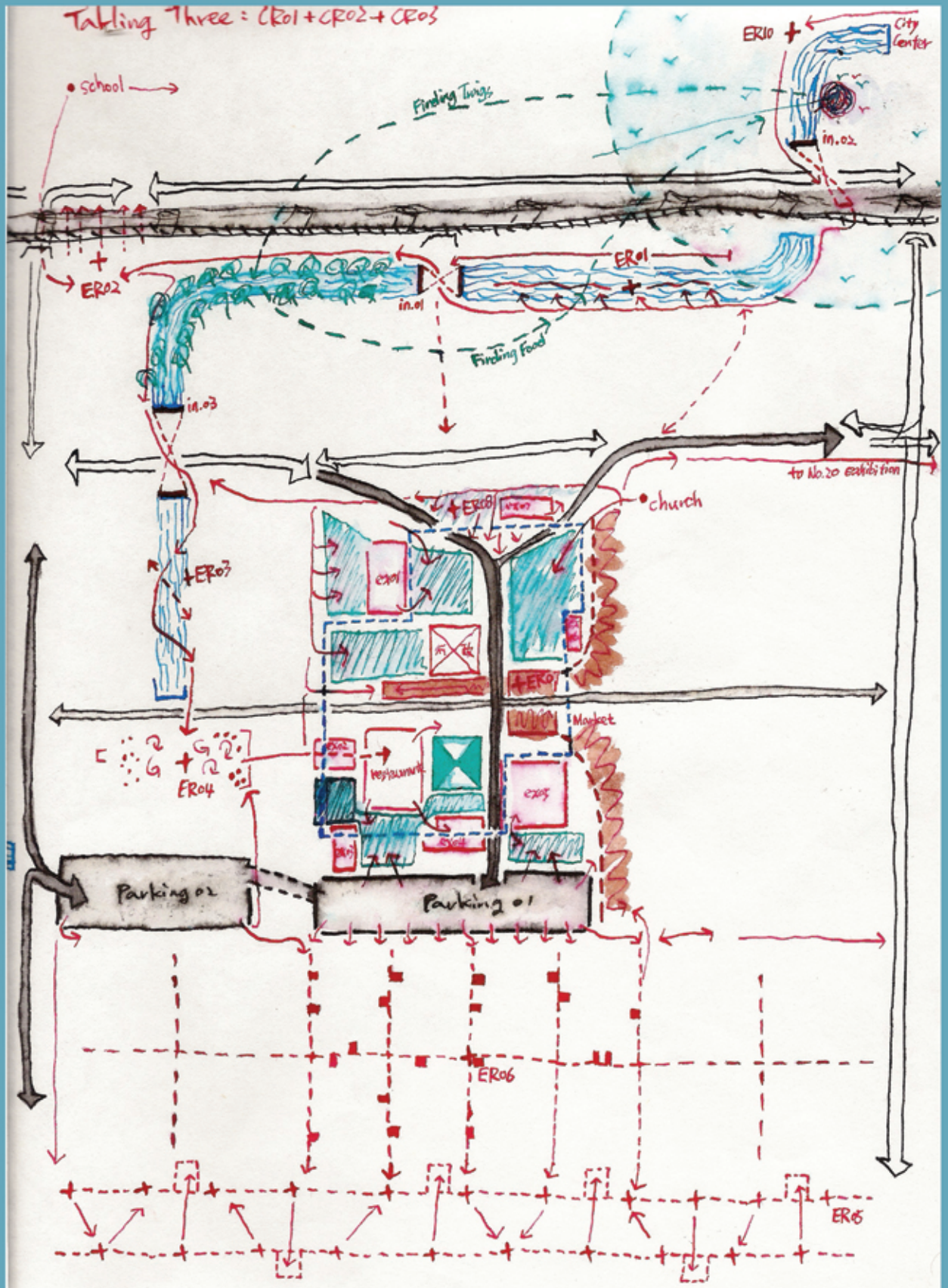


table Three: Having a Night Out. / CR03

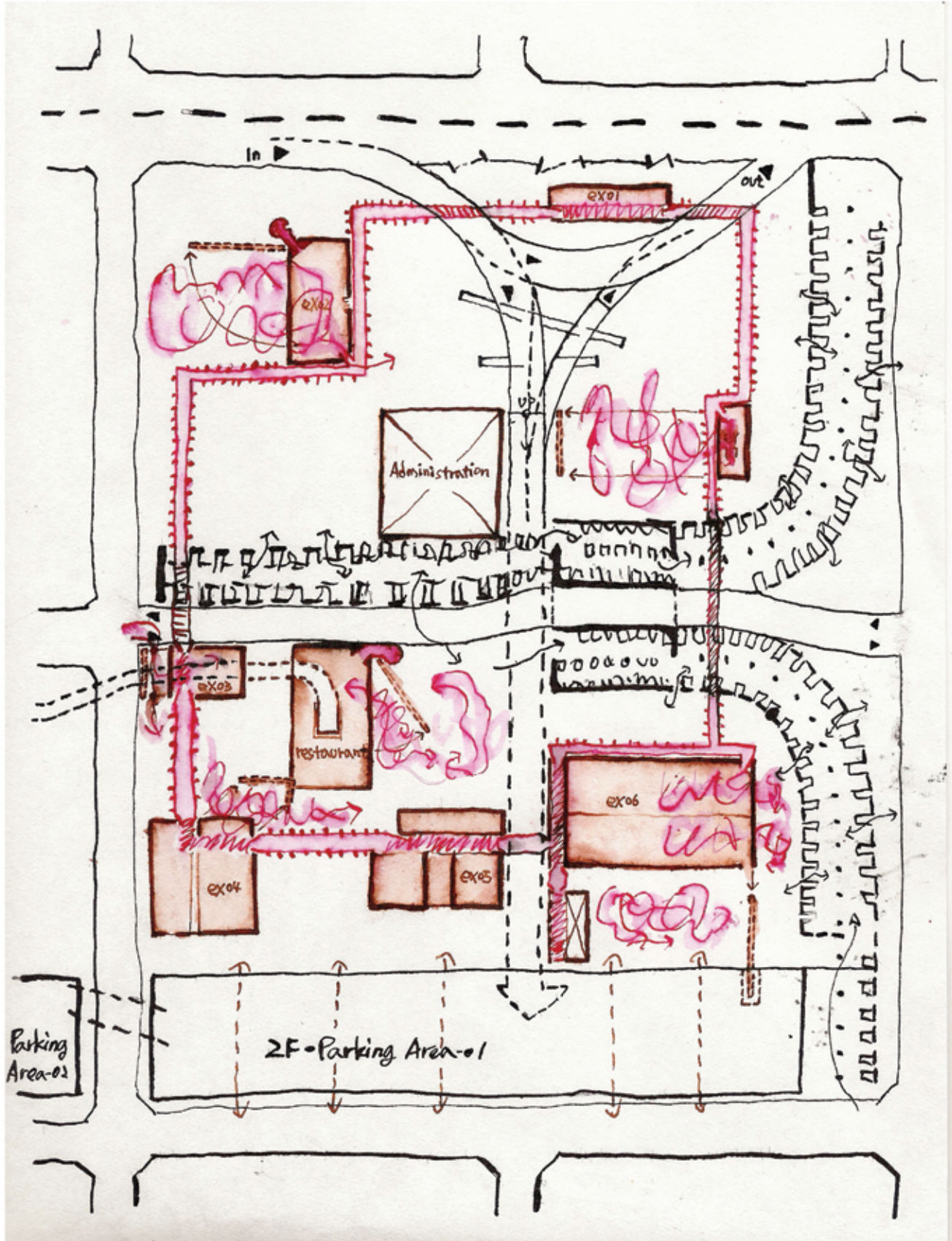


ER09 / CR03 / HAVING A NIGHT OUT

CR01+CR02+CR03

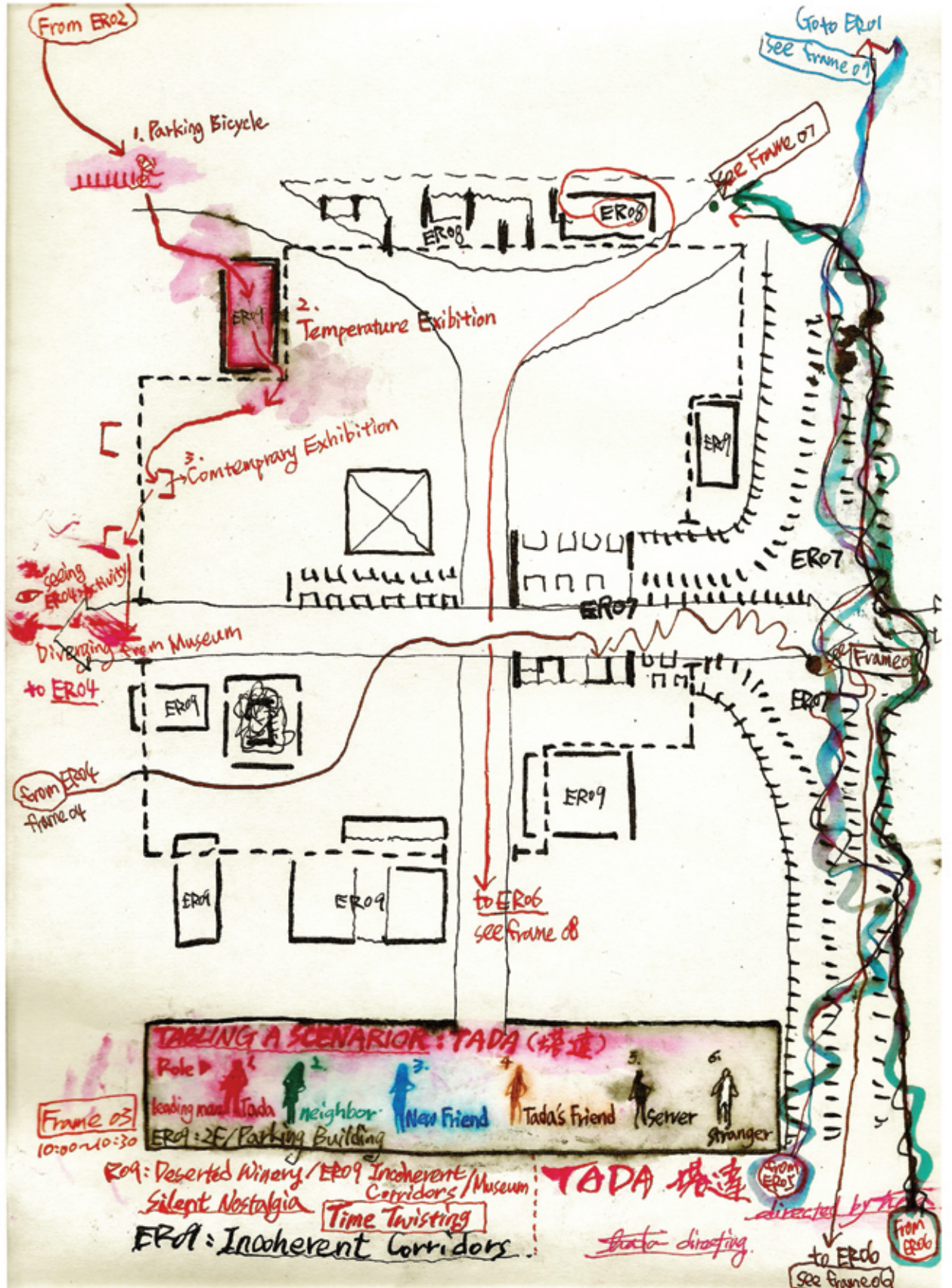


# ER09/INCOHERENT CORRIDORS



ER09 / PLAN

# BEAUTY OF ABSCENCE



桌貳·經驗 Tabling II / Experience

有趣無聊的離題與不連貫

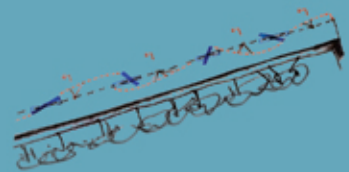
04/05 傾向離題 Inclined to Diverge

07/04 慣習的不連貫 Incoherence in Routine

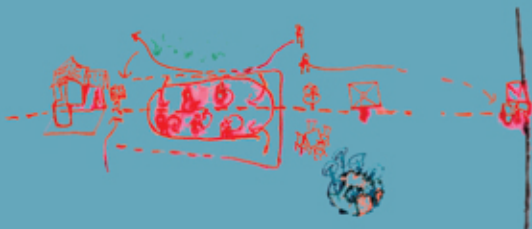
08/02 有趣而且無聊 Interesting and Boring



ER08/02  
M-WALLS



ER04/05  
MOVABLE BOX

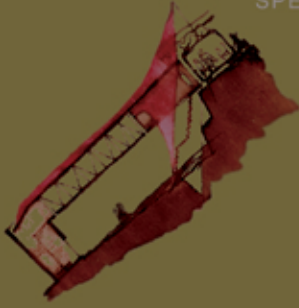


ER07/04  
SHIFTING FACADE





ER02/08  
SPEEDY BRIDGE



ER10/01  
LYING BOTTLE



ER01/07  
TREE NEST



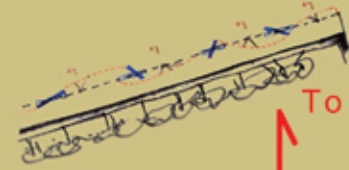
ER03/06  
JOGGING HOUSE



ER09  
INCOHERENT CORRIDOR



ER08/02  
M-WALLS



ER07/04  
SHIFTING FACADE



ER04/05  
MOVABLE BOX



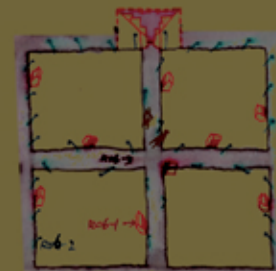
From ER09

To

ER05/03  
SECOND CORRIDOR



ER06/09  
DROPPING FOLDER



桌 貳 · 經驗 Tabling II / Experience  
 有趣無聊的離題與不連貫

ER04/05 傾向離題 Inclined to Diverge

ER07/04 慣習的不連貫 Incoherence in Routine

ER08/02 有趣而且無聊 Interesting and Boring

什麼是經驗?這大概不用特別解釋也知道其中的意義，在班雅明與諸多的德國作家來說，經驗有兩種層次：一個是單純經歷過的經驗(德文即Erlebnis)；另一個則是被累積、被反思過的經驗(德文用另一個字即Erfahrung)。因此Erfahrung指的是讓單純的經驗Erlebnis開始具有社會意義。對班雅明來說現代社會充斥了過多的Erlebnis，知覺被大量的、過剩的、虛幻的影像給曲解了，我們的身體亦在這種虛空中更加無依無靠，日常生活的不斷重覆更是逼迫著更多的幻覺來引誘我們，進而釋放壓力。

如果我將班雅明對經驗的理解，進而提升到另一種方式的累積，也就是我們應試圖讓沉睡在重複系統裡的靈魂開始傾向離題，離題變成是對抗或者是反思經驗的開始，也就是說從Erlebnis到Erfahrung的介面是離題的空間，我們應該在尋常的、膚淺的通俗經驗裡找到離題的開始，就像偶而課堂上的離題會帶來另一個向度的討論，當然這首先就是要將離題逼迫到不屬於原有的系統裡，如果離題只是一種換湯不換藥的假借形象，這就不是我所要的，我要的是一種在側邊沉默而徹底的離題，沉默是一種並非要所有人都得如此的態度；徹底則是一種反思的力道。

於是我會說，當我們離題時就是創造一種日常慣習的不連貫，日常工作或生活的課表深深的壓抑了人類自由的心靈，人們總以不工作等於是廢物來要求自己也要求別人應該認真而徹底的工作，這裡我並非反對工作或日常慣習，相反的我相信不斷重覆的慣習才有可能創造偉大，那是通向珍貴成果的道路，但在此又有多少的慣習是通向這條自由卻堅持的道路，沒有!大部分是來自社會壓力形成的慣習，因此之前談的離題就是製造日常慣習的不連貫來進行反思的動作，所以我這裡所指出的不連貫不是逃避而是反思；不只是休息還有觀察。慣習的不連貫就是針對日常生活的反覆進行反思的進程。

然而這樣經驗的反思必然是有趣而且無聊的，有趣的是不連貫創造了新的生活體驗，可是這體驗最後也將不是什麼新鮮事，當無聊來襲時，經驗應該再被錨定，沉入重覆的慣習裡去累積經驗的理解與思考，經驗的累積就是在重複慣習裡進行理解。

# R04/PARK/ALIENATING ACTIVITIES

table one / R04  
 Park • Alienating Activities

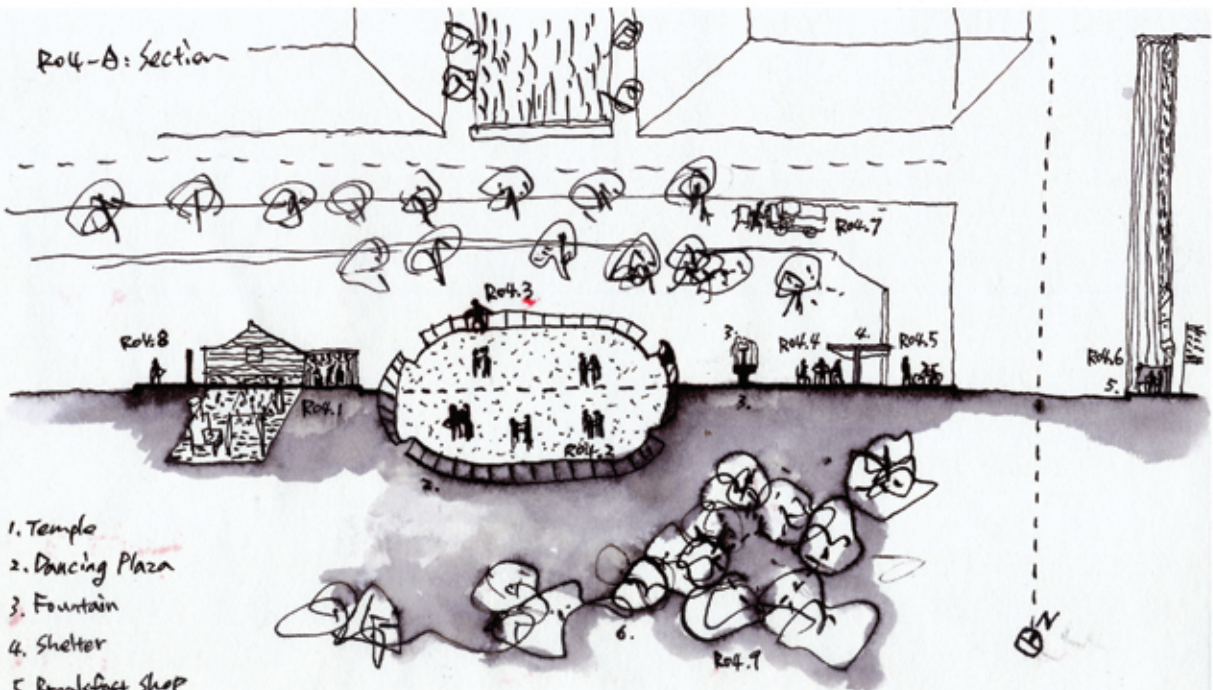
→ R04-A: Section

→ R04-D: Alienating Activities



R04 / PARK / SITE SKETCH

R04-A: Section

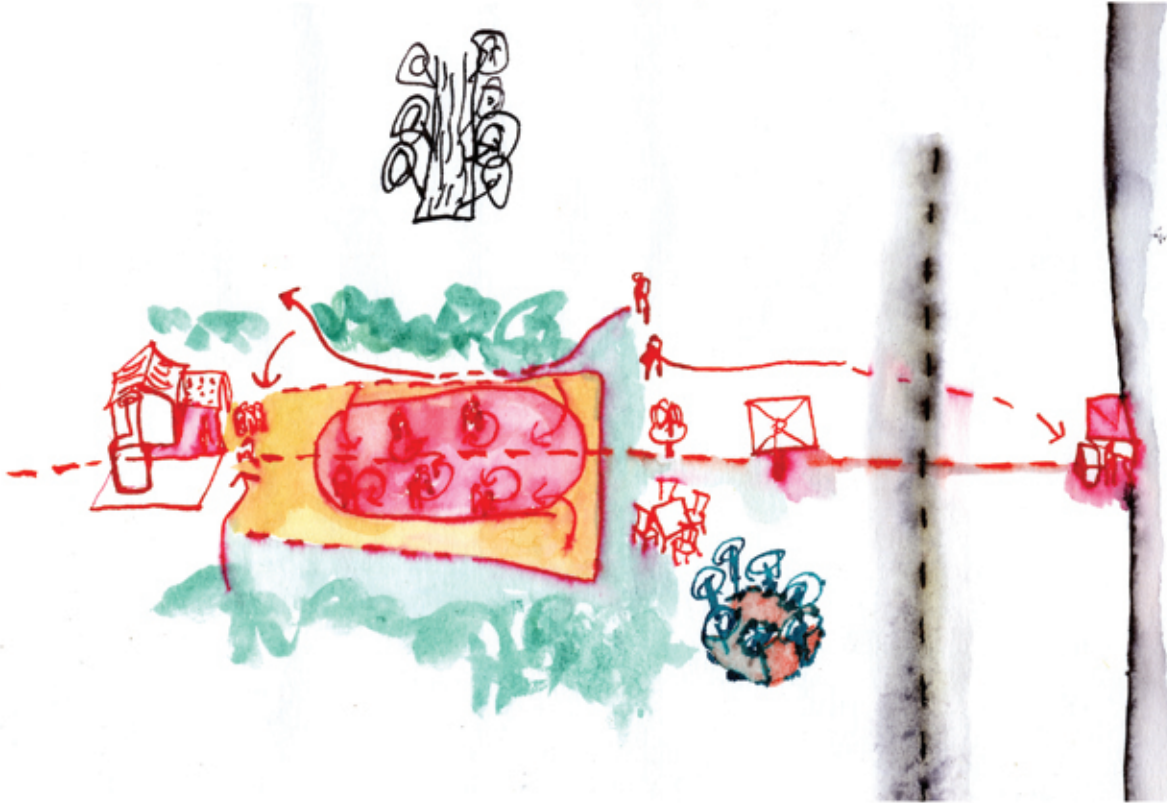


- 1. Temple
- 2. Dancing Plaza
- 3. Fountain
- 4. Shelter
- 5. Breakfast Shop
- 6. Trees

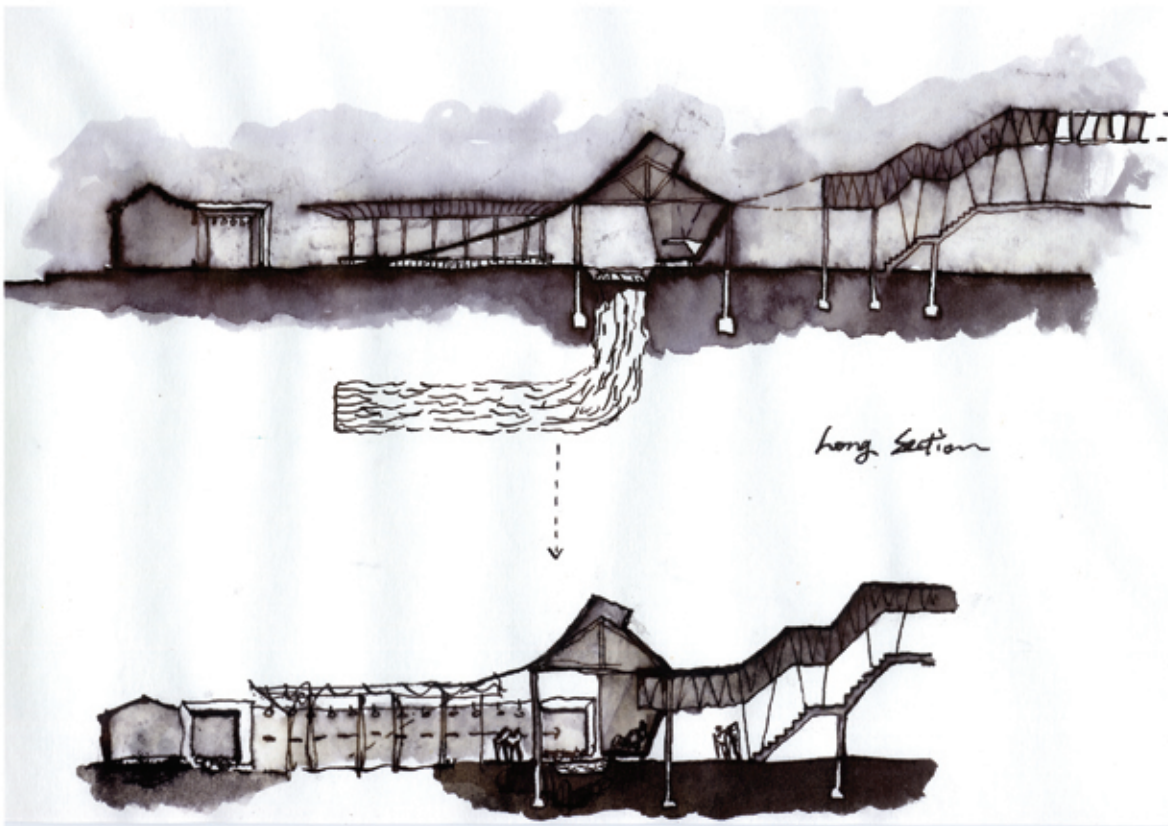
R04 / OBJECTS IN THE PARK



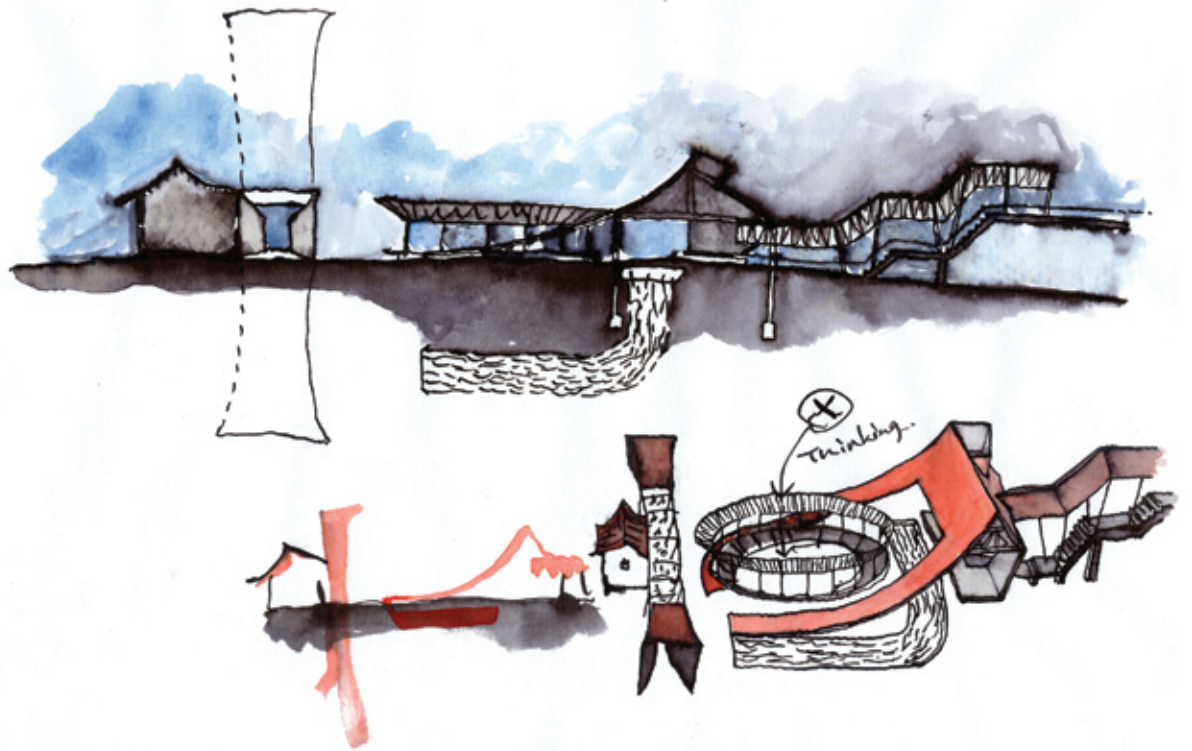
**ER04/MOVABLE BOXES+Chaotic(05)**



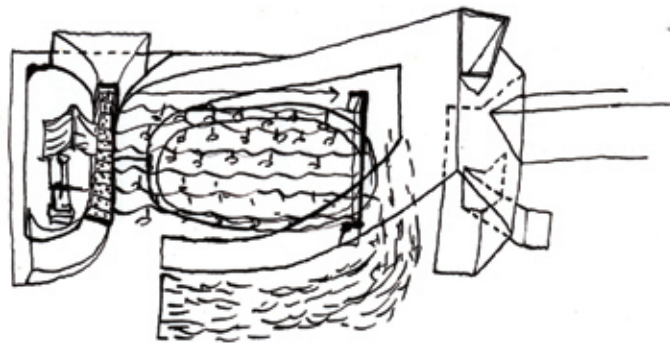
**ER04 / BEING CHAOTIC**



**ER04 / EXTENDING BOXES**

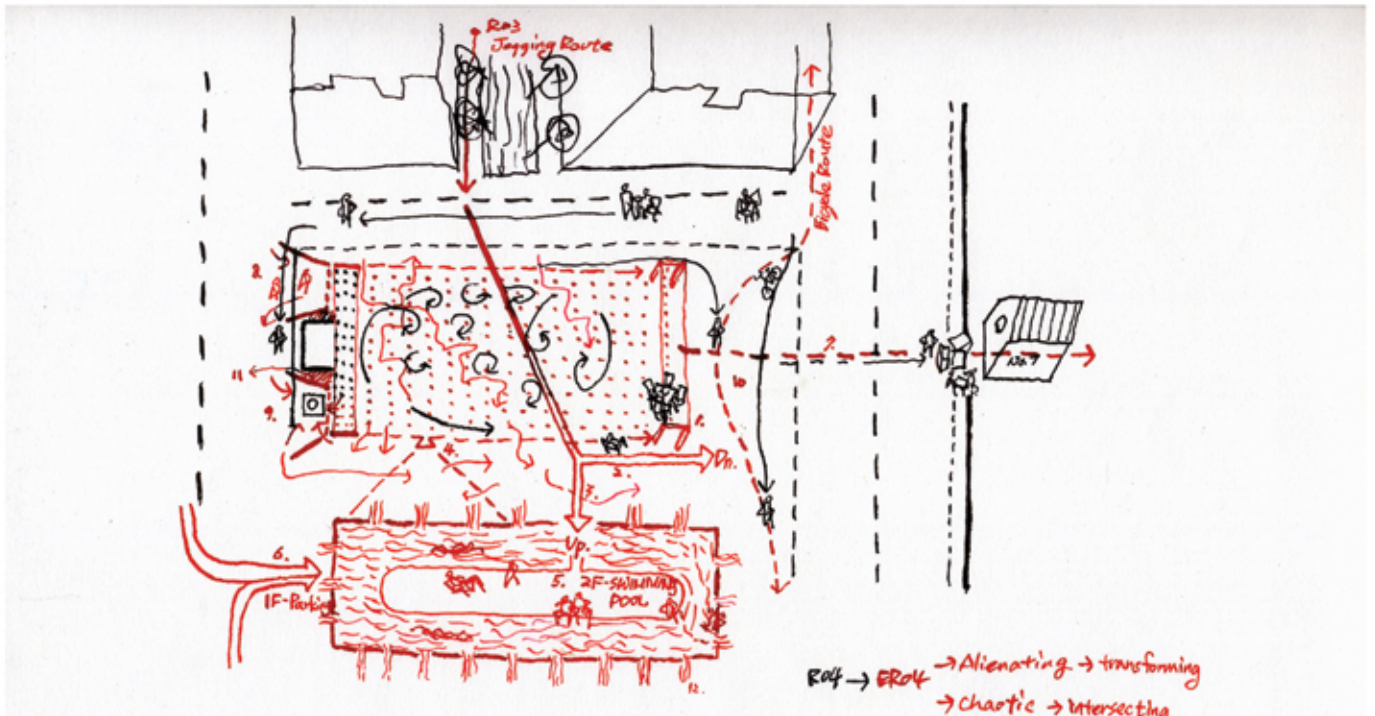


ER04 / SHELTER RING



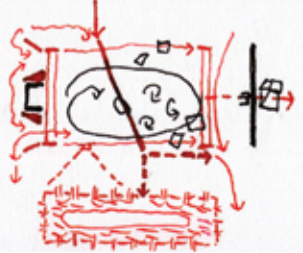
- ① Everyday Life → Alienating ground
- ② Festival → Flatten ground / Chaotic Ground.

ER04 / BLURRING SPACE



ER04 → ER04 → Alienating → transforming  
 → chaotic → intersecting

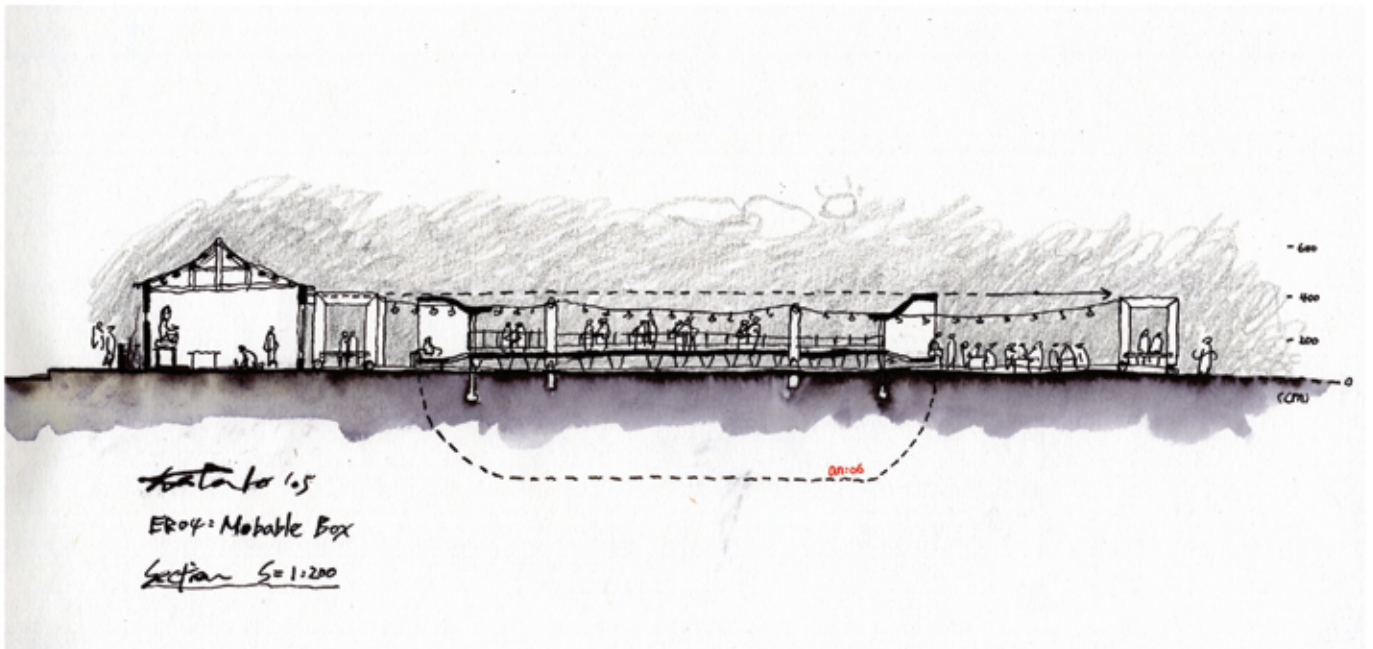
c) From lateral boundary to enveloped activities.



Programmatic Objects:

- 1. Movable Box (Festival Edifice)
- 2. Jogging Route - Down - to - the - ground
- 3. Jogging Route - Up - to - the - swimming pool
- 4. Small theater
- 5. 2F - SWIMMING POOL
- 6. 1F - Parking Area
- 7. entrance to Ro3
- 8. Inverse space for pavement
- 9. Inverse space for interaction
- 10. Bicycle Route
- 11. Toilet
- 12. Pool Water Filling

ER04 / MOVABLE BOXES DIAGRAM

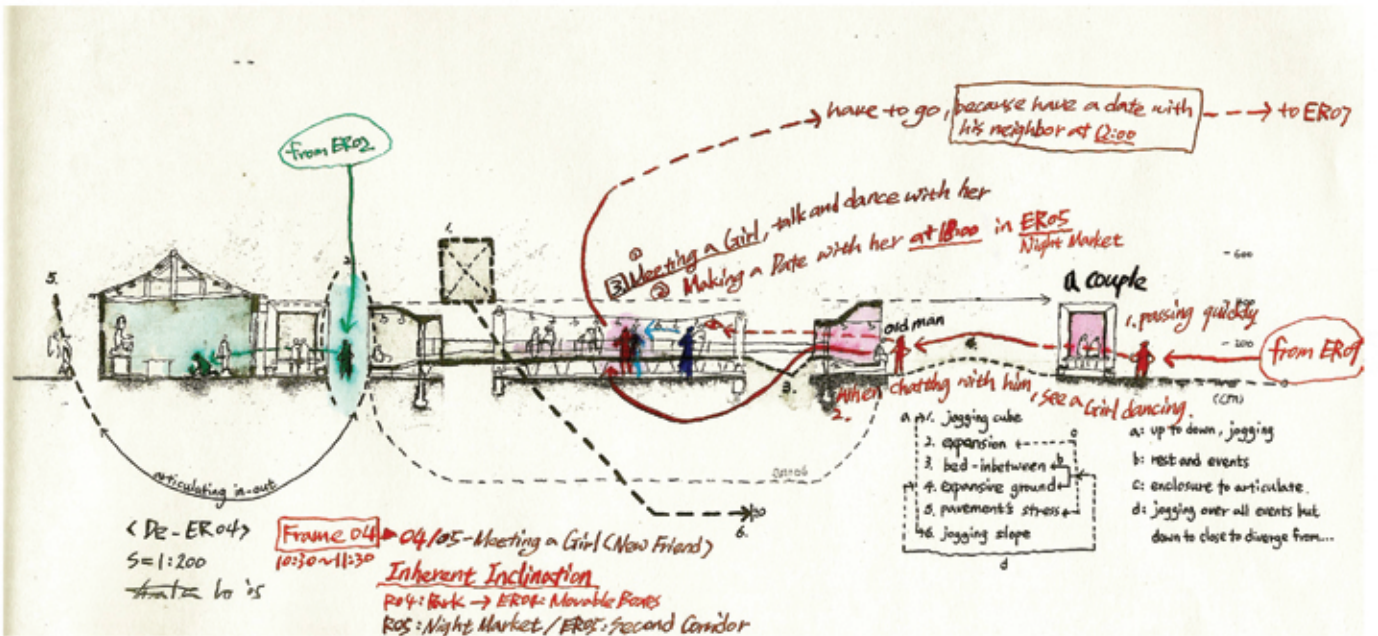


ER04 / MOVABLE BOXES SECTION



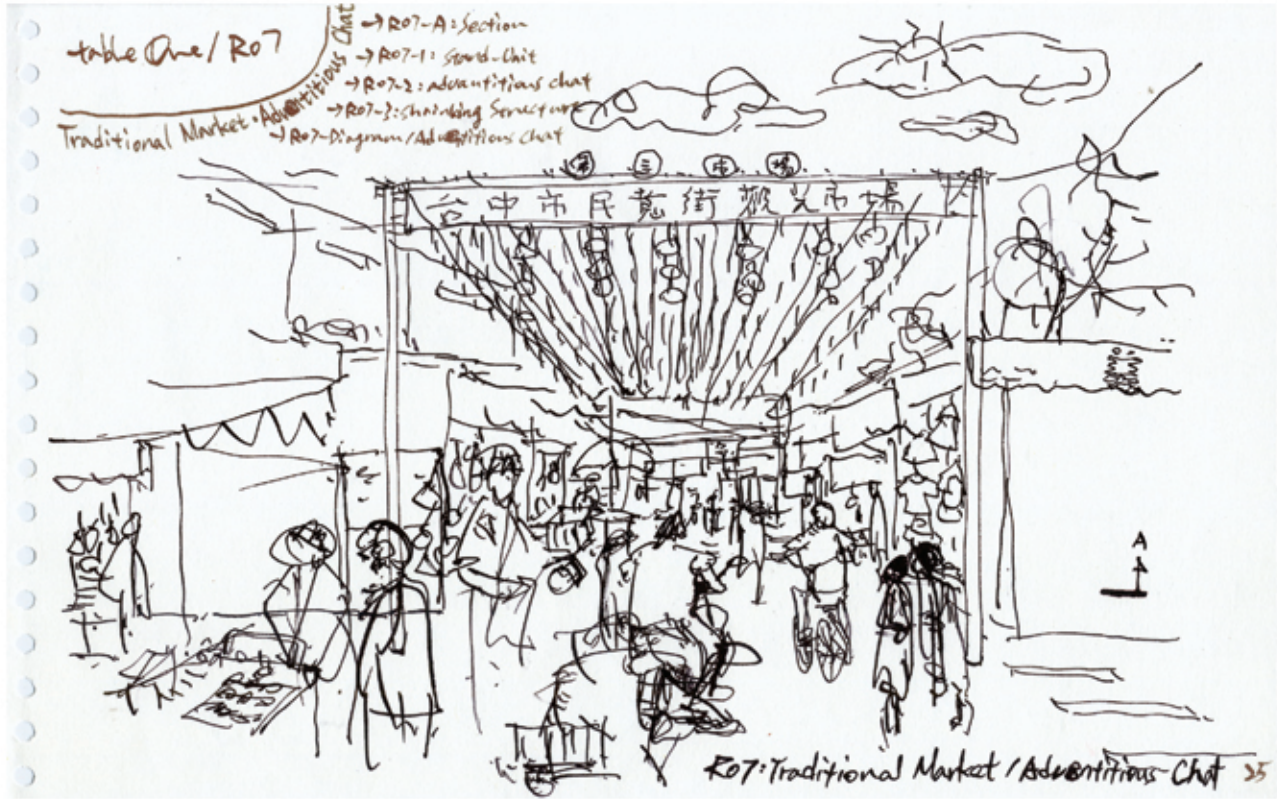


# INCLINED TO DIVERGE

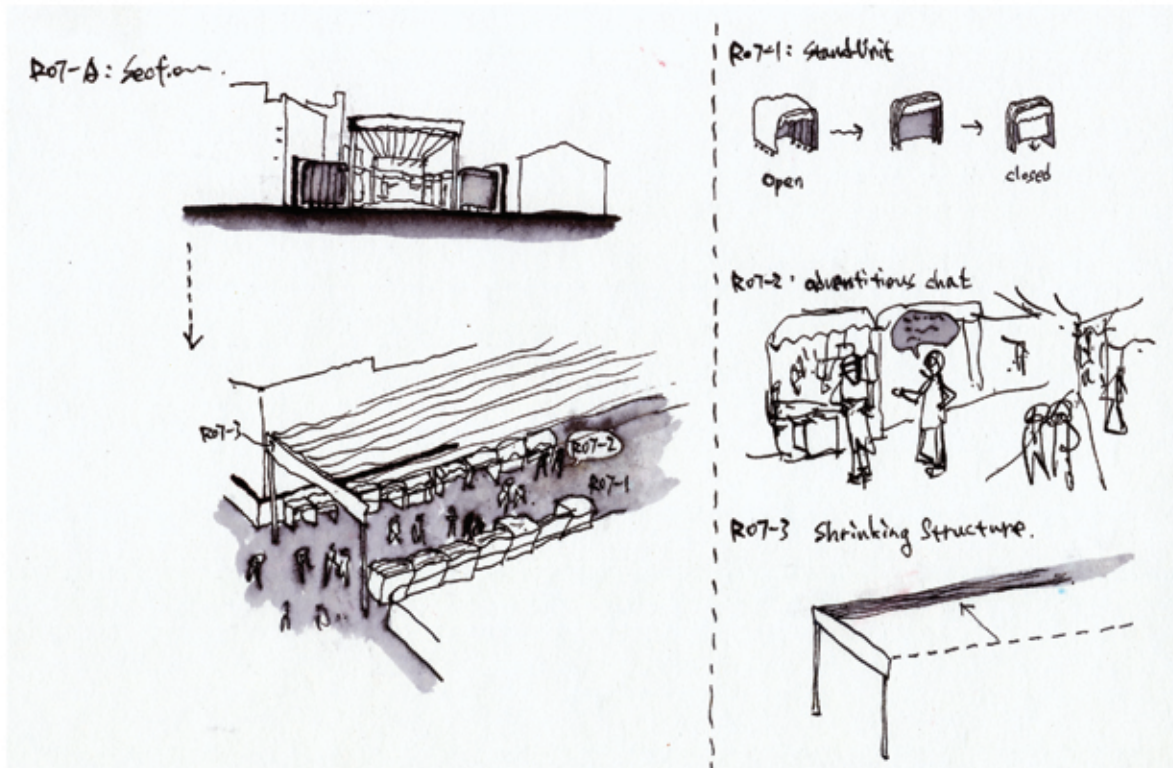


SD-ER04 / INCLINED TO DIVERGE

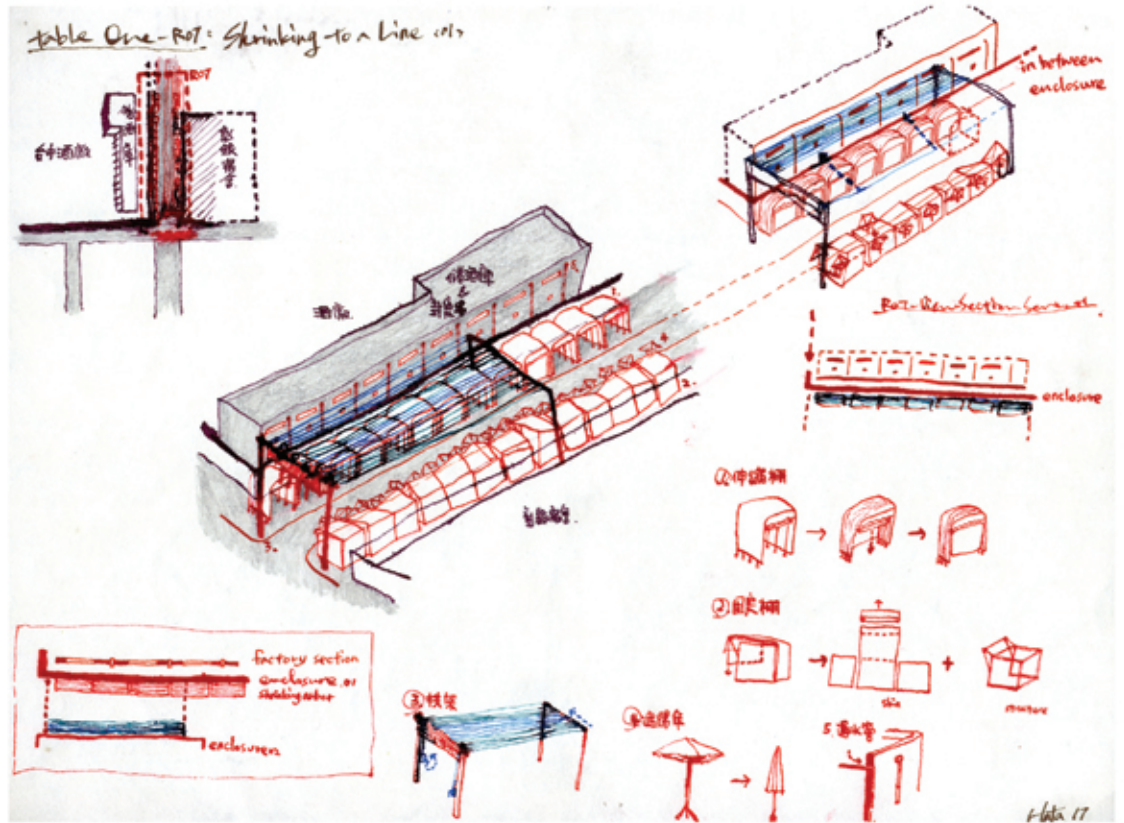
# R07/TRADITIONAL MARKET/ADVENTITIOUS CHATS



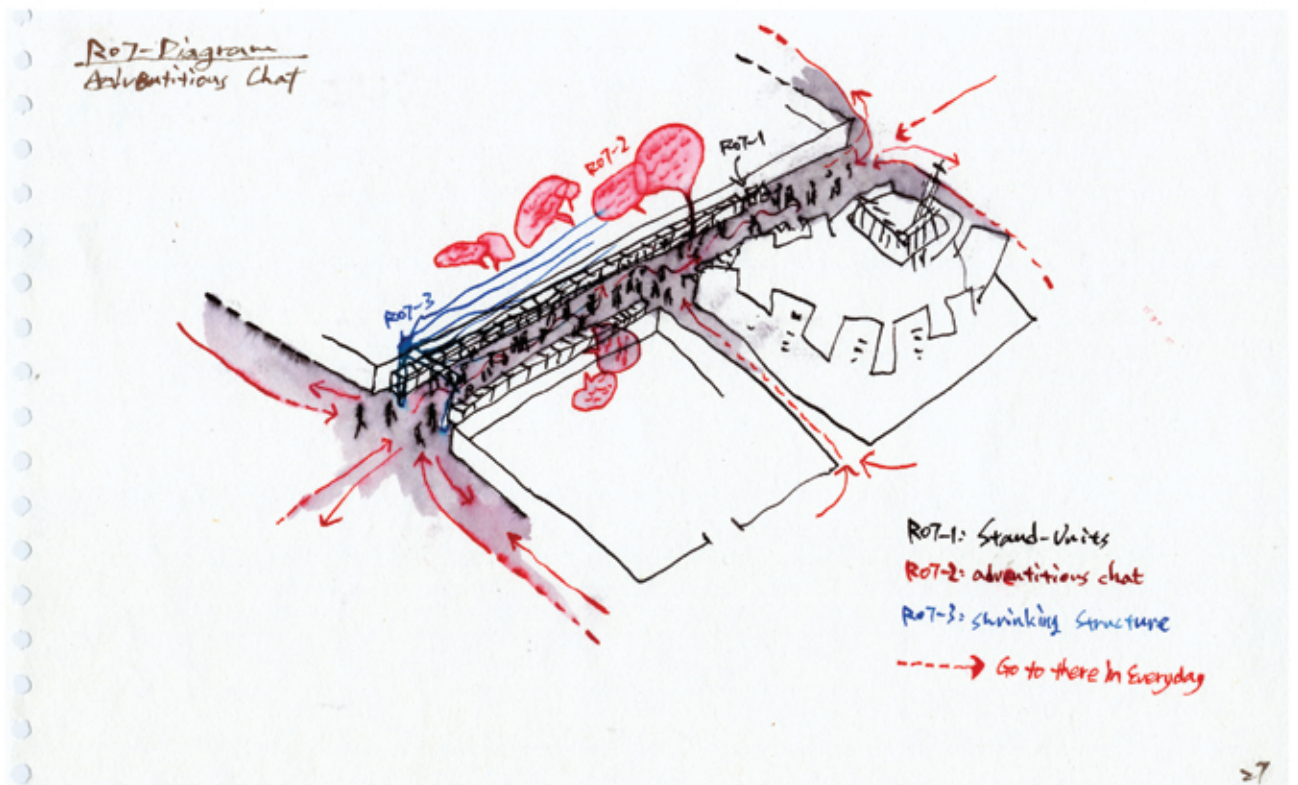
R07 / TRADITIONAL MARKET / SITE SKETCH



R07 / OBJECTS ANALYSIS 01

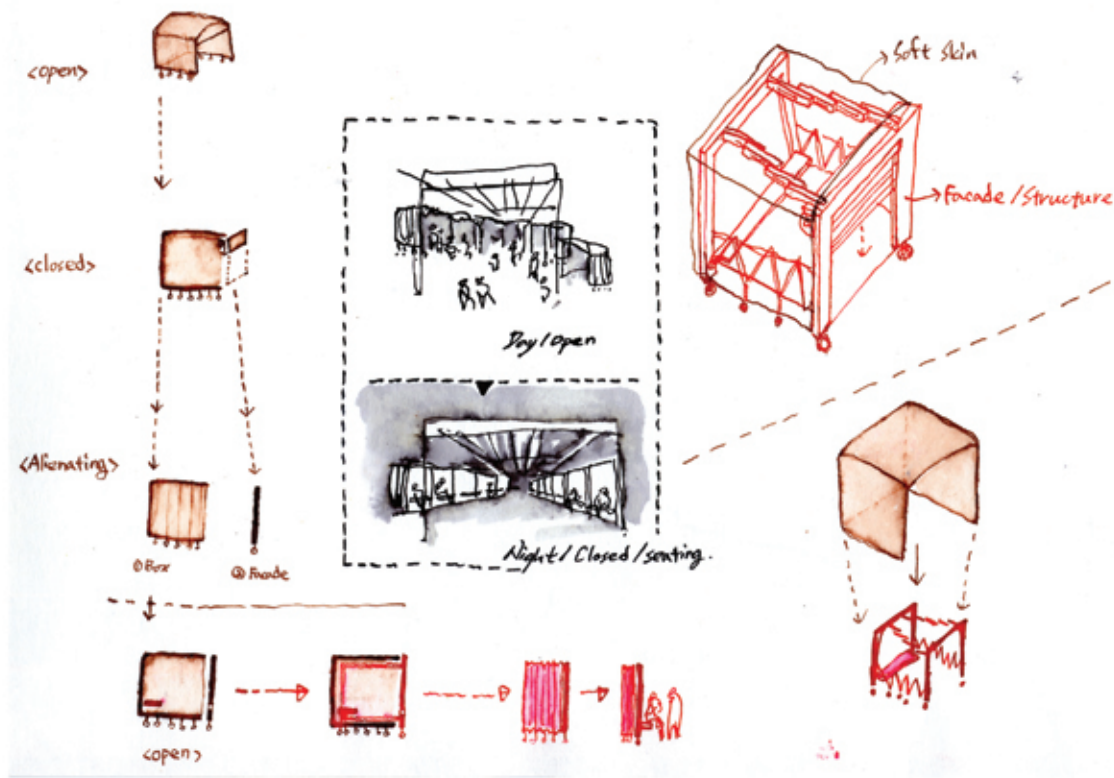


R07 / OBJECTS ANALYSIS 02

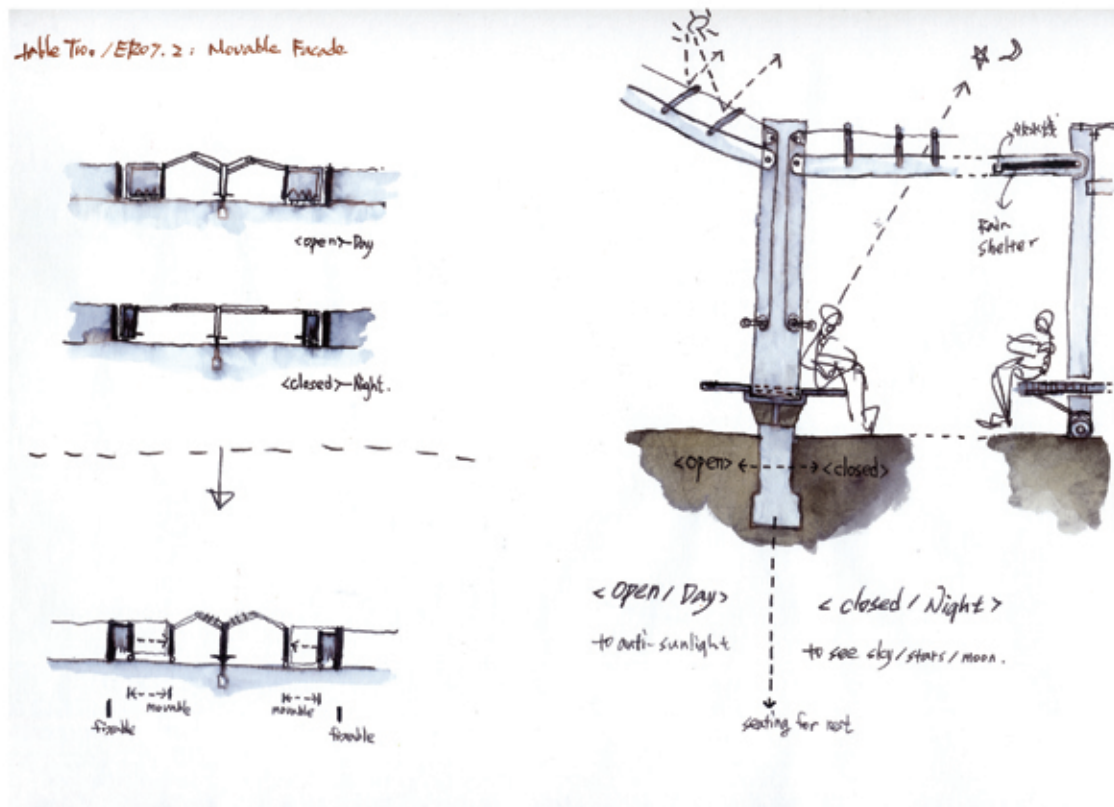


R07 / ADVENTITIOUS CHATS

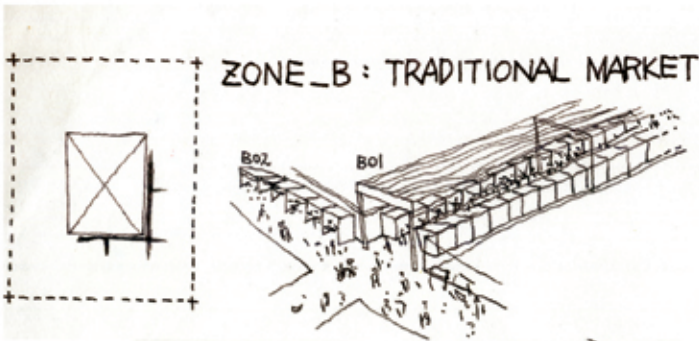
ER07/SHIFTING FACADE+Alienating(04)



ER07 / ALIENATING THE FACADE OF A TENT



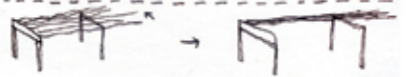
ER07 / ALIENATING DAYS & NIGHTS



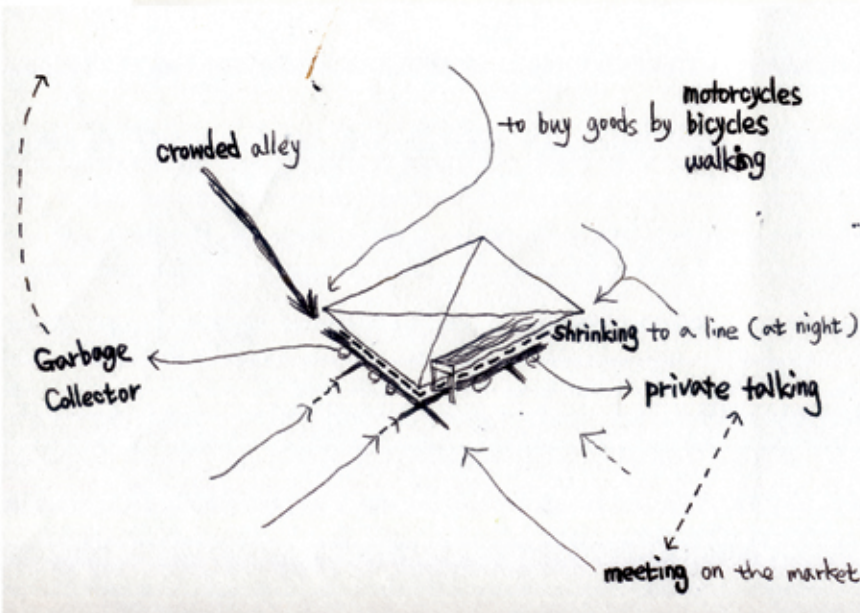
- (a) public place but private talking.
- (b) time during which such a meeting takes place. (6:00 am ~ 6:00 pm)
- (c) shrinking to a line.

ZONE B Objects:

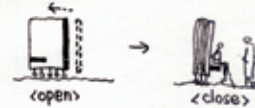
(Bo1) Market Landmark



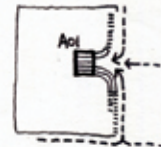
(Bo2) Tents



- (i) shrinking + walking + private talking
- ↓
- tired to sit

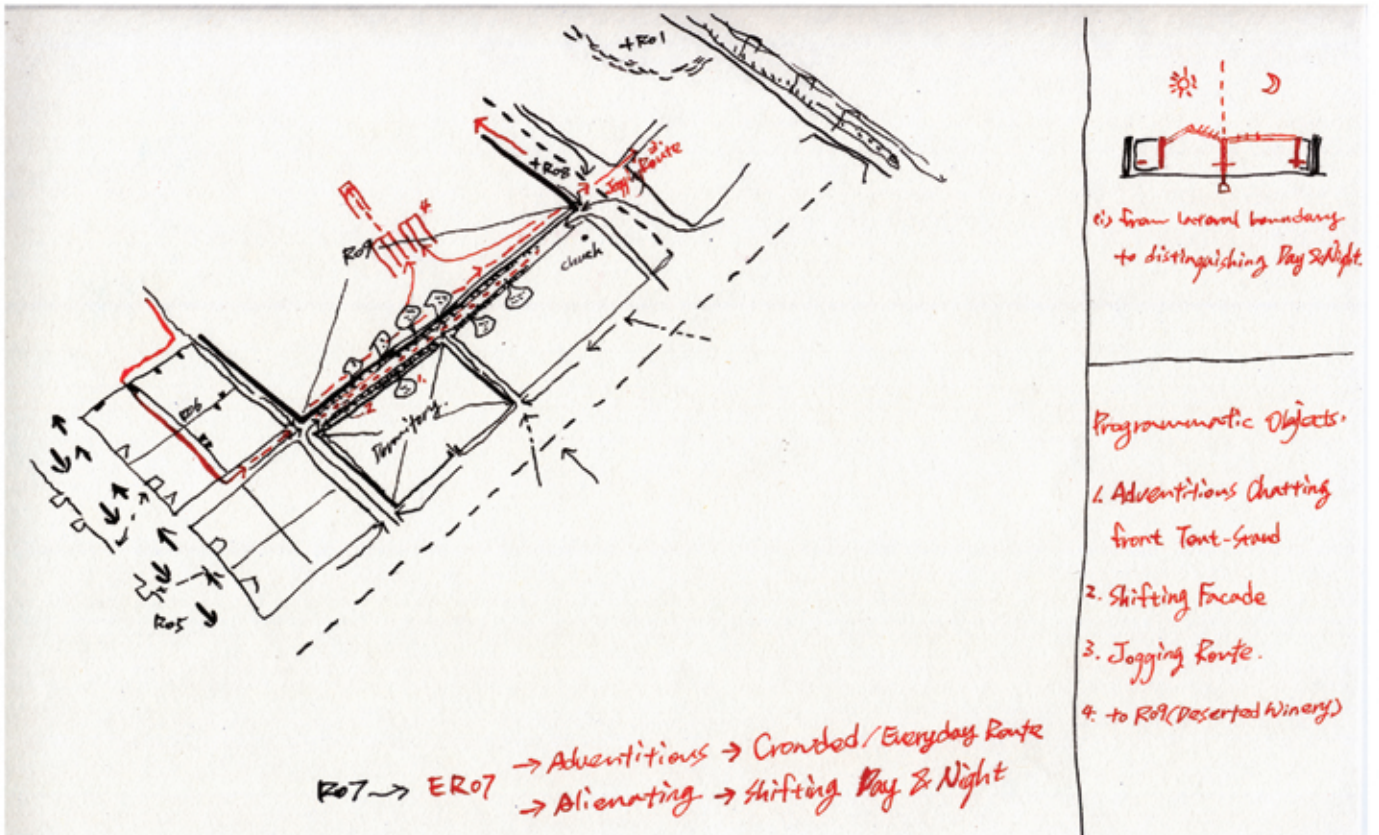


- (ii) shrinking + crowded + ZONE\_A01

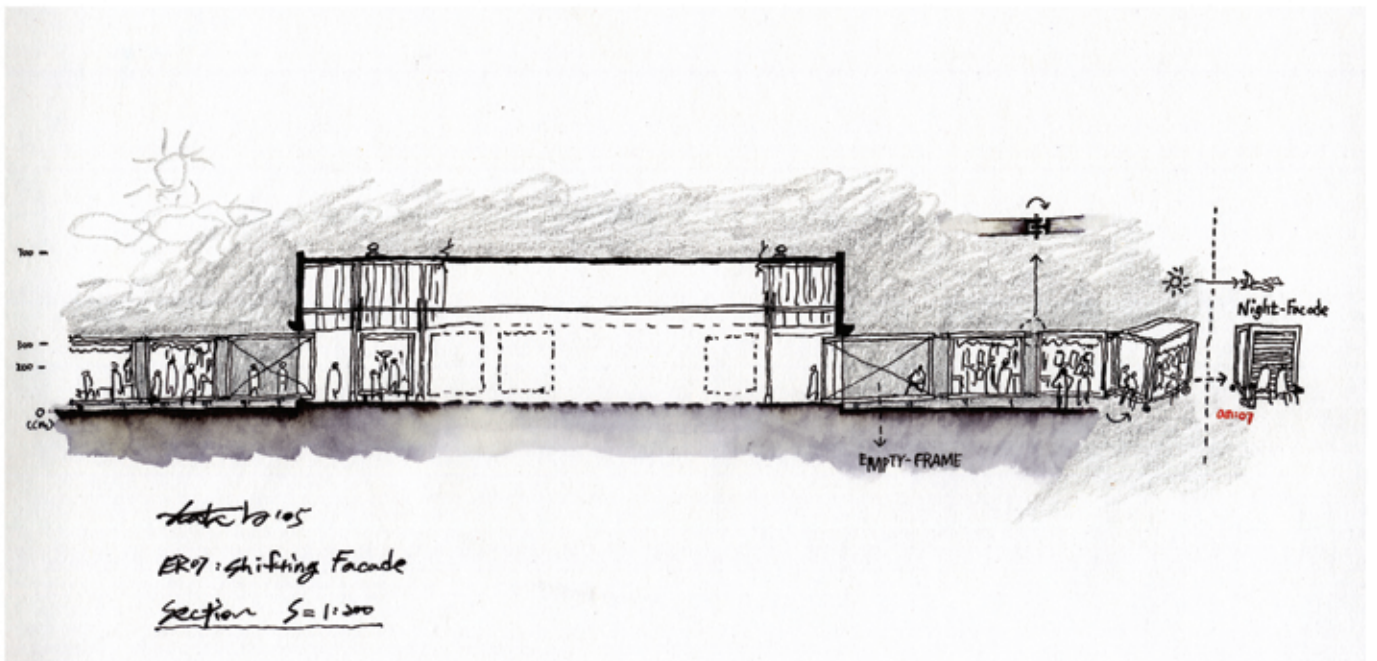


(i) + (ii) = A01 + Bo1 + Bo2



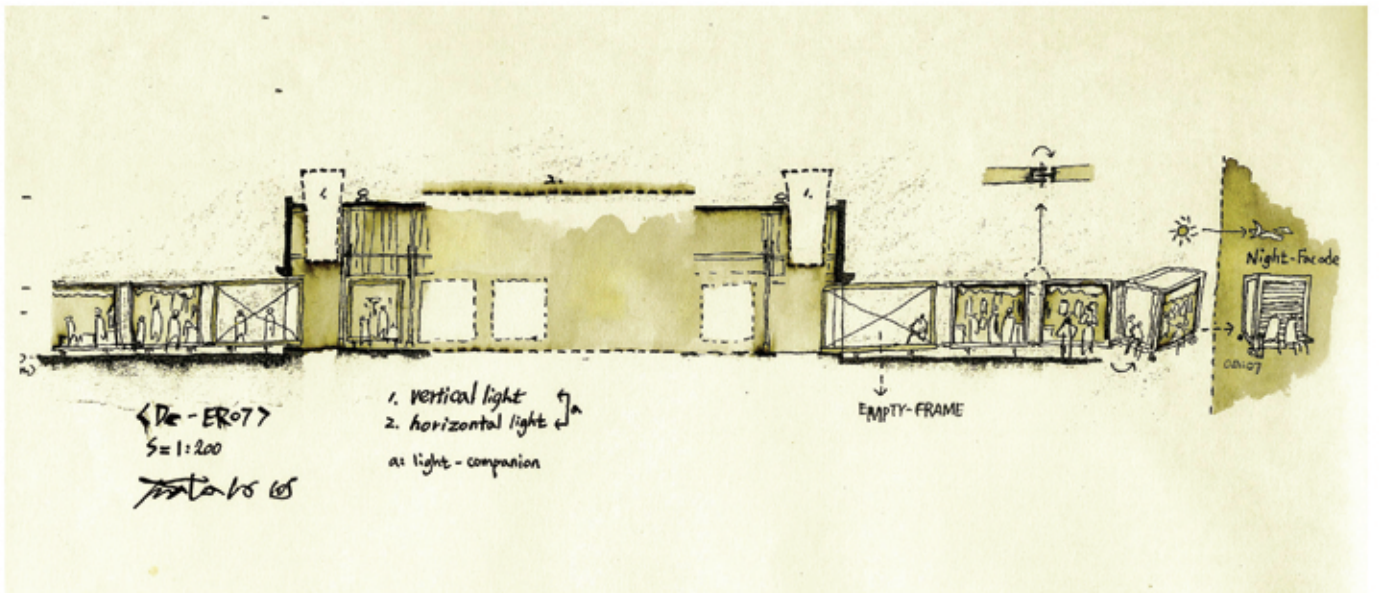


ER07 / SHIFTING FACADE DIAGRAM



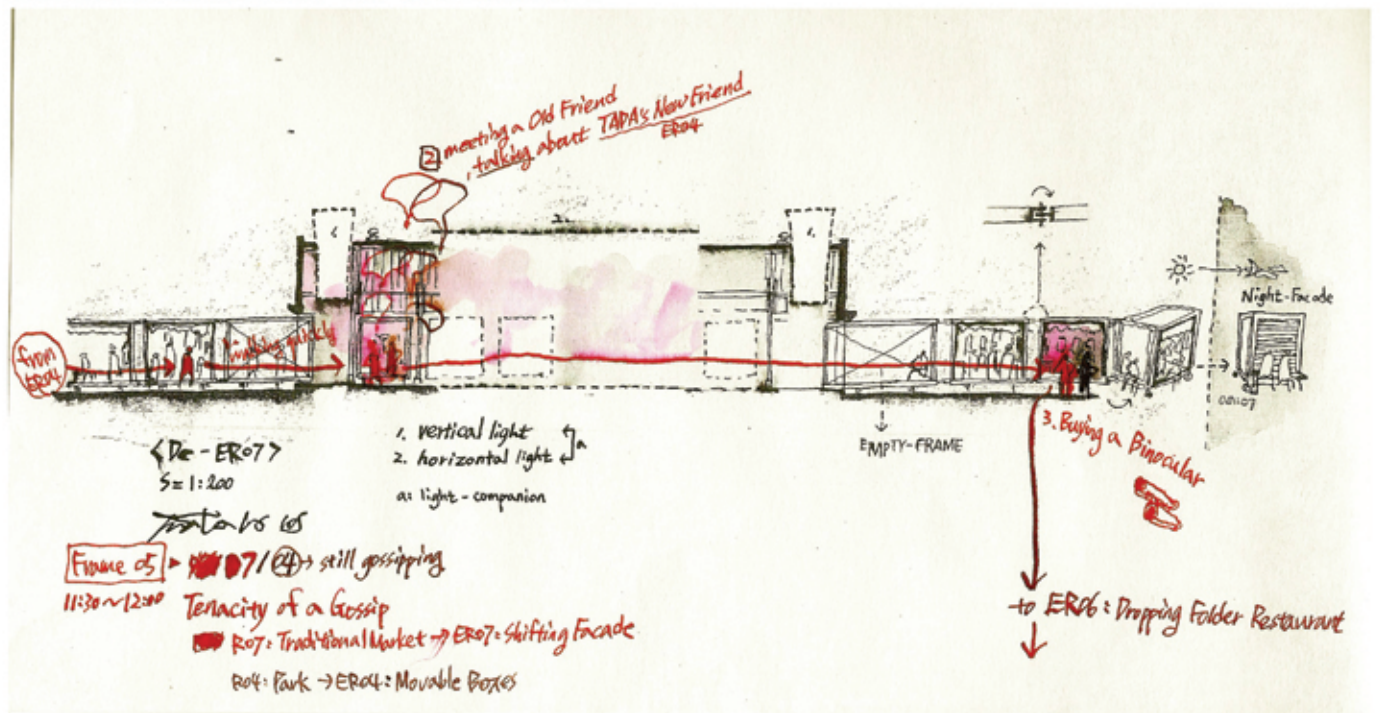
ER07 / SHIFTING FACADE SECTION





D-ER07 / TENTS THROUGH OUT A BUILDING

# INCOHERENCE IN ROUTINE



SD-ER07 / INCOHERENCE IN ROUTINE

# R08/BUS STOP/DEPTHLESS WAITING

table One / R08  
 Bus Stop • Depthless Waiting  
 → R08-A: Section  
 → R08-1: Information of bus Route  
 → R08-2: Barricade  
 → R08-3: Pavement  
 → R08-Program/Depthless Waiting.

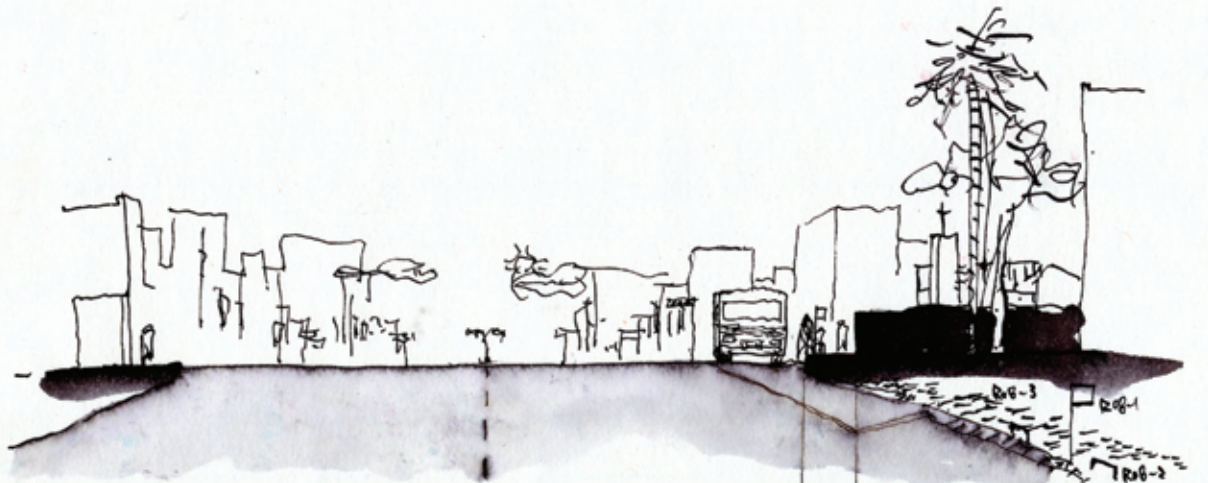


R08: Bus Stop / Depthless Waiting.

28

R08 / BUS STOP / SITE SKETCH

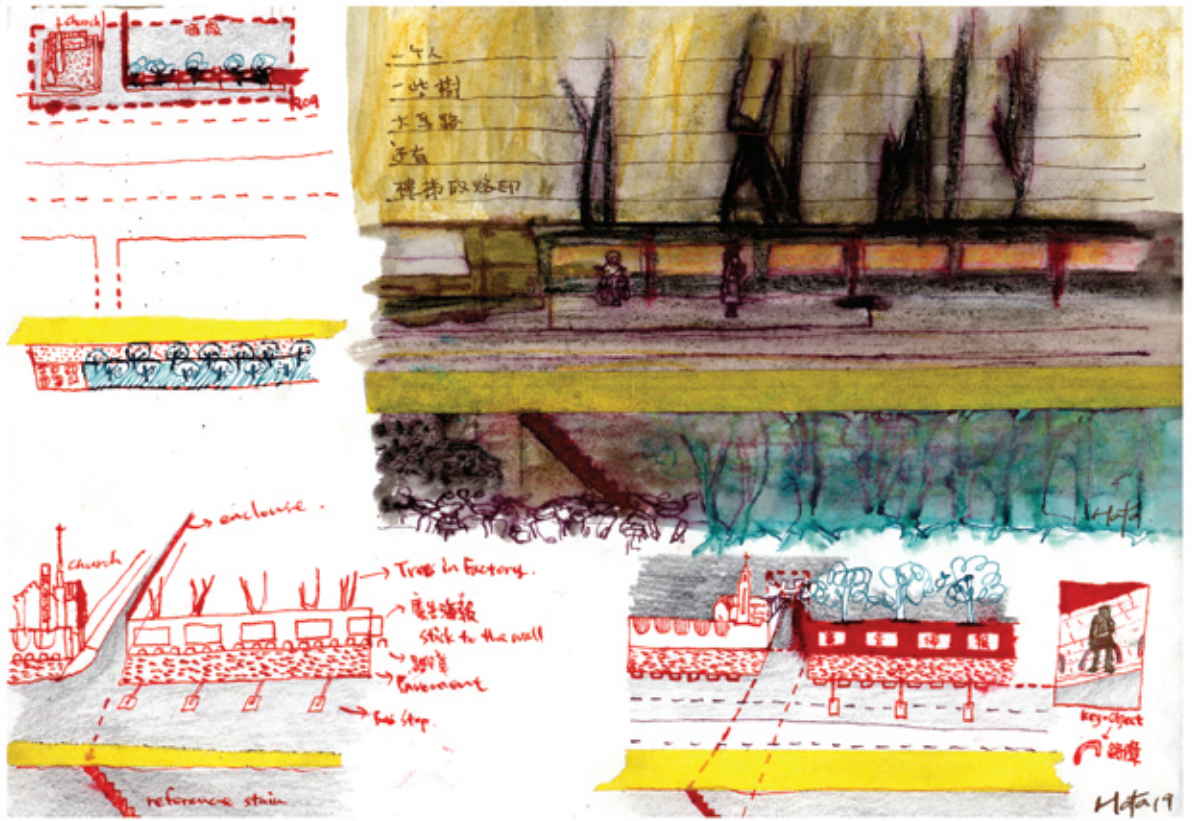
R08-A: Section



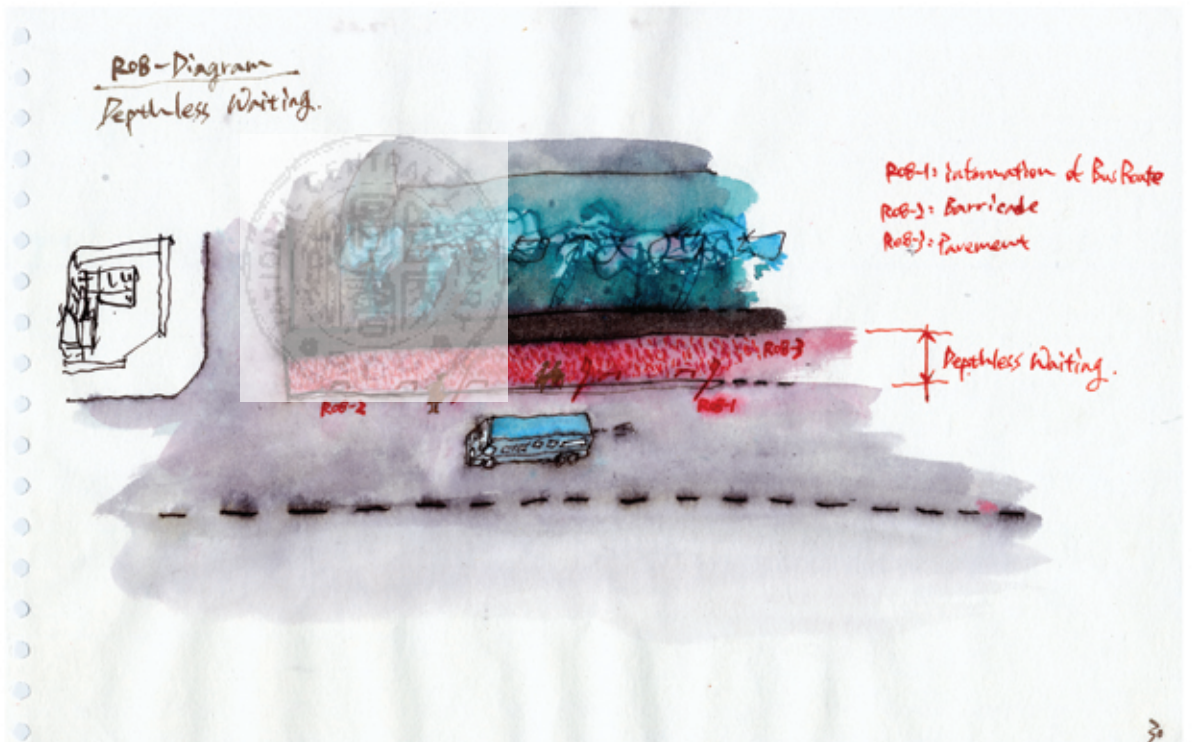
R08-1: Information of bus Route  
 R08-2: Barricade  
 R08-3: Pavement

←---Boring Road---\* \*--- Vacant Space  
 Depthless Waiting

R08 / DEPTHLESS ROAD

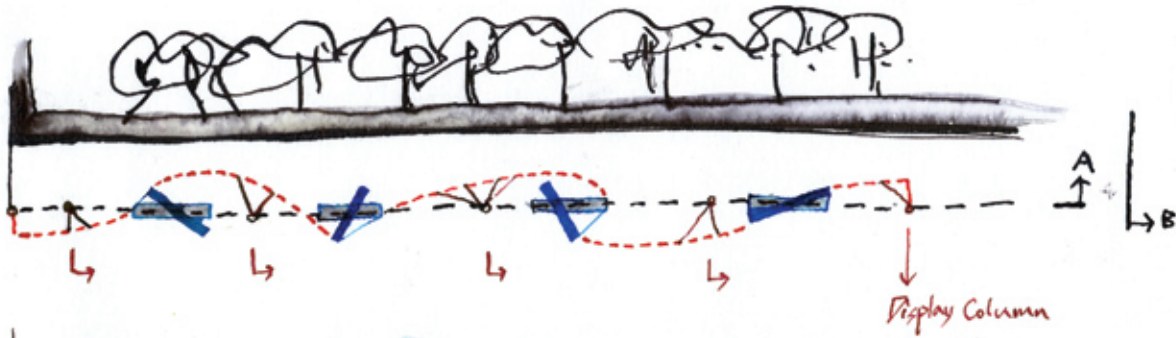


R08 / OBJECTS ANALYSIS



R08 / DEPTHLSS WAITING

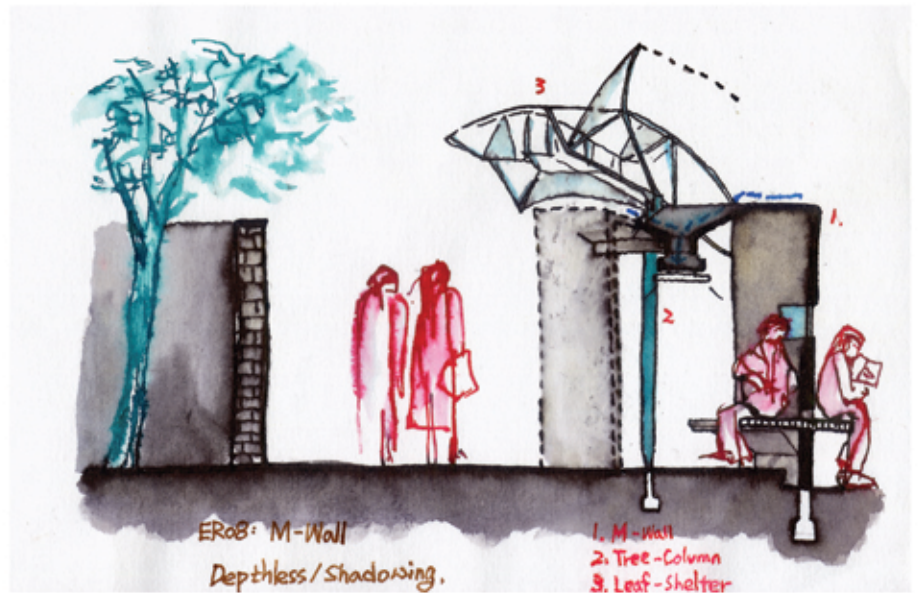
### ER08/M-WALLS+Shadowing(02)



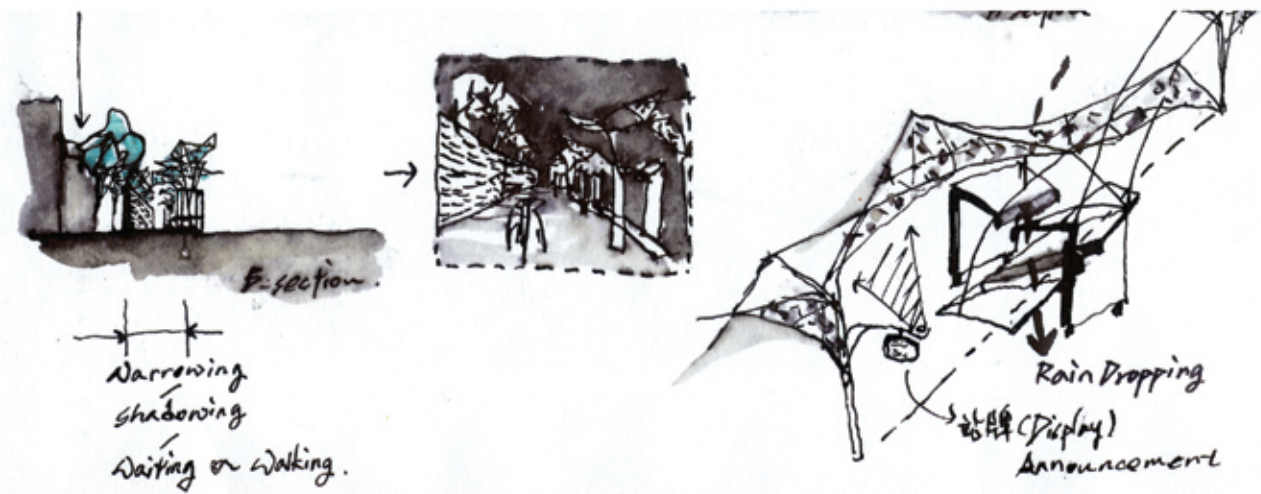
ER08 / MOVEMENTS AND WALLS



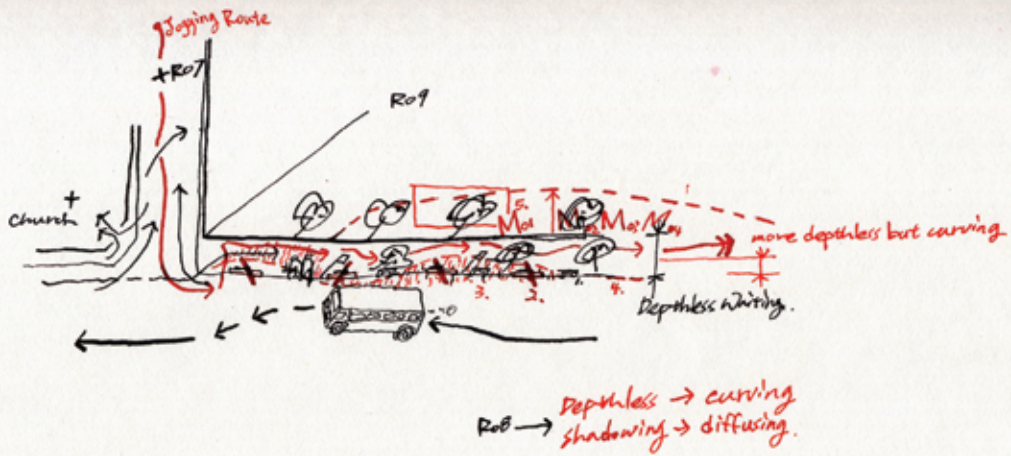
ER08 / SHADOWING & ELEVATION



ER08 / WALKING & SITTING



ER08 / DETAIL STUDY

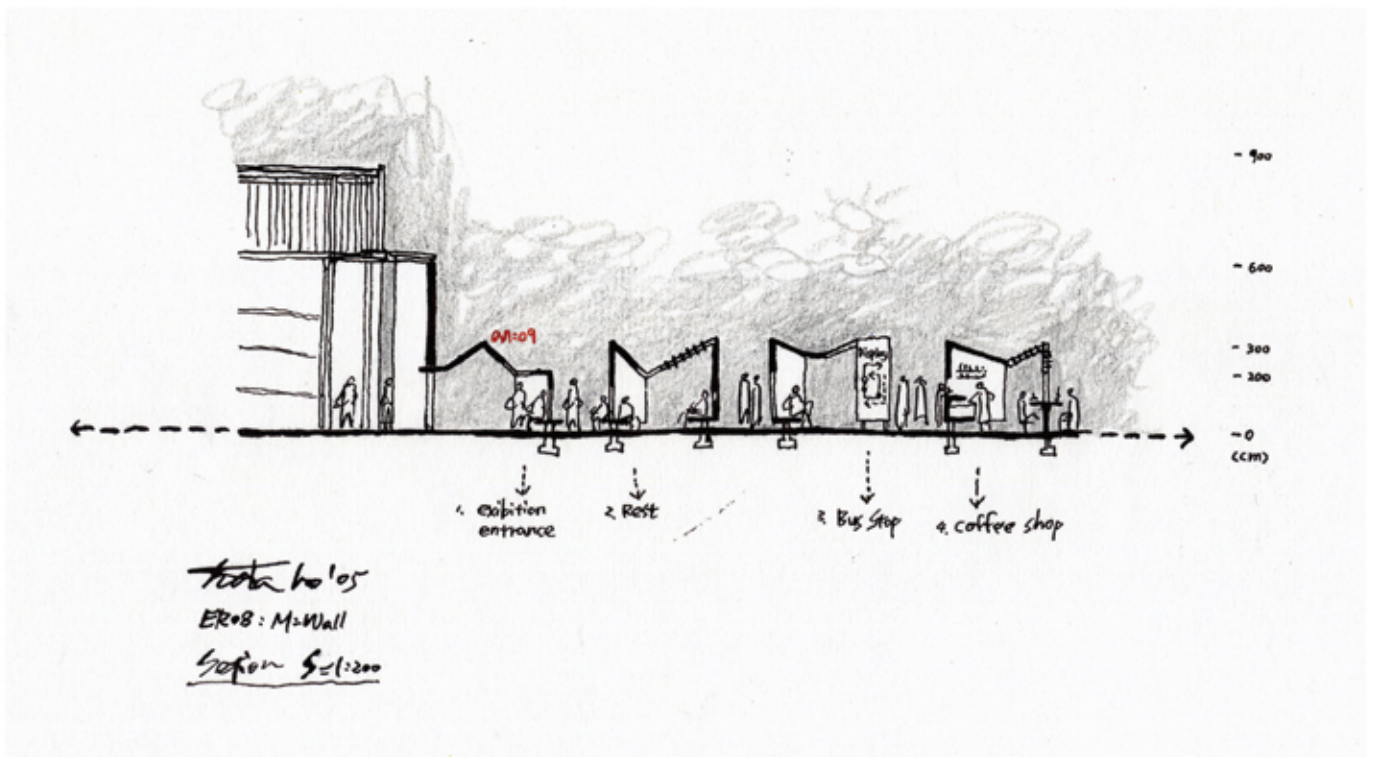


(c) form hybrid boundary to curving edge.

Programmatic Objects:

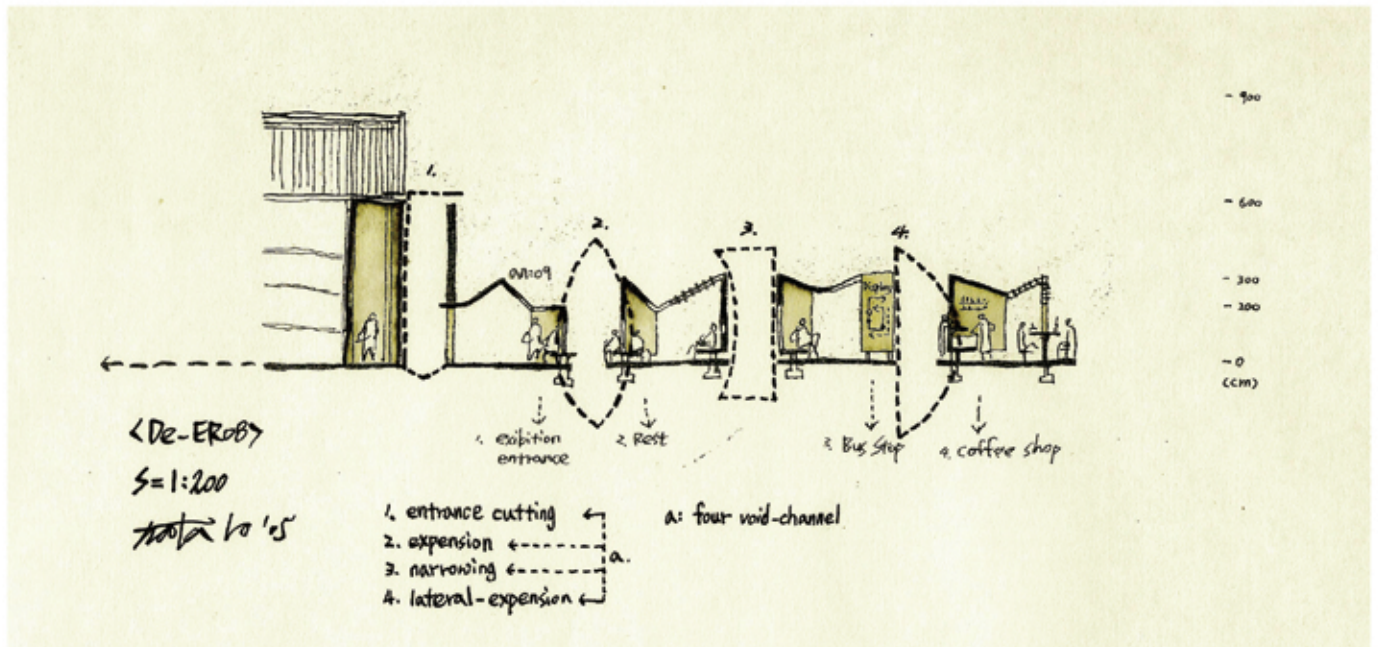
1. Original Road Barrier
2. Chair-Barrier (M-Wall)
3. Diffusing Shadow
4. Curving Edge.
5. Moa ~ Moa
  - Exhibition Entrance (Moa)
  - Rest-M (Moa)
  - Bus Stop (Moa)
  - Coffee Shop (Moa)

ER08 / M-WALLS DIAGRAM



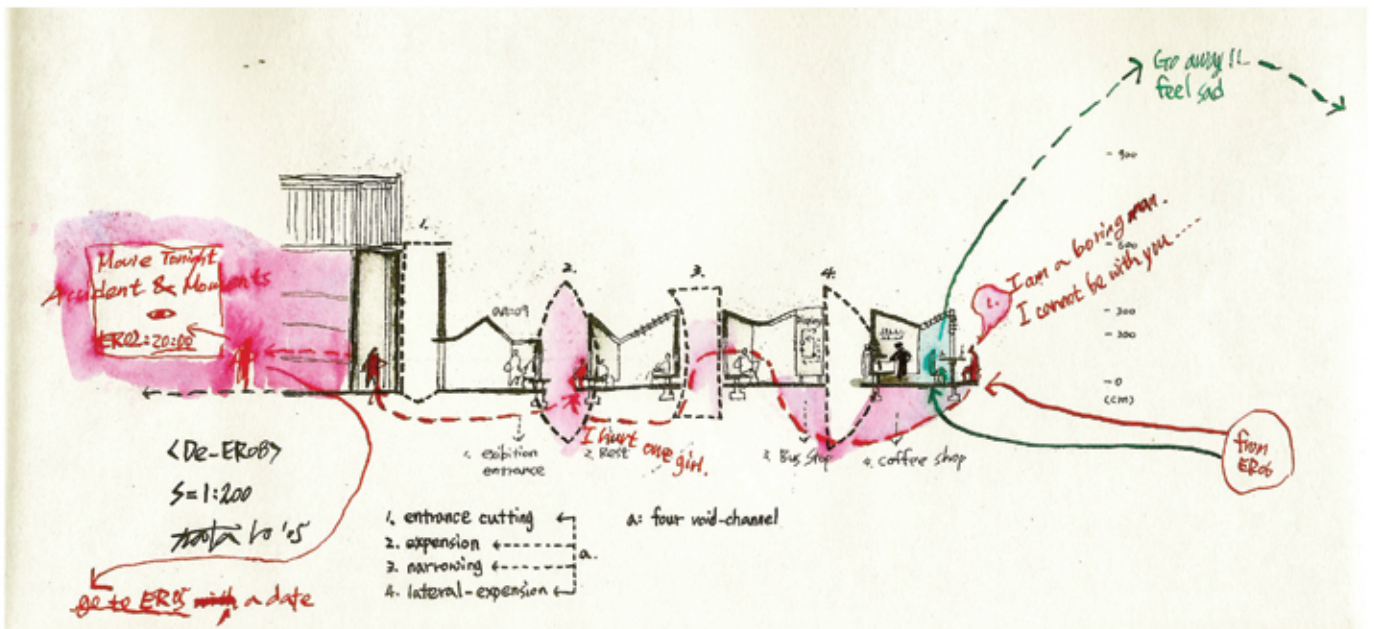
ER08 / M-WALLS SECTION





D-ER08 / VOIDS BETWEEN M-WALLS

# INTERESTING AND BORING



SD-ER08 / INTERESTING AND BORING