梁井宇





梁井宇 LIANG JINGYU

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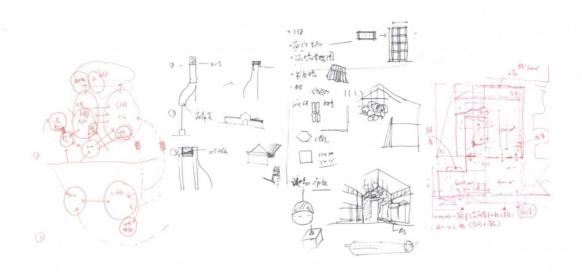
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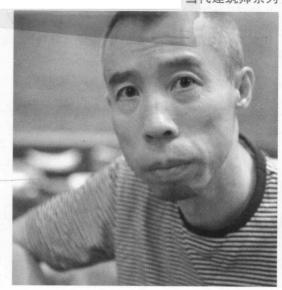
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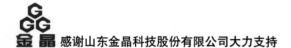
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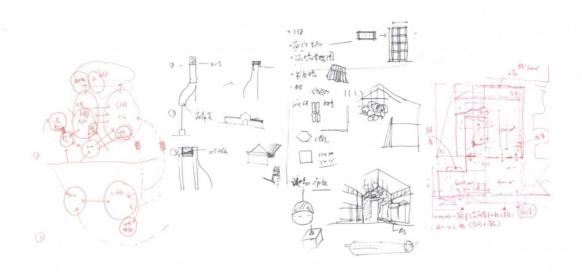
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梁井宇印象

文/黄元炤

梁井宇, 1969 年出生, 1991 年毕业于天津大学建筑系, 曾工作于国营设计单位, 及与人合伙创办设计工作室。1996 年到加拿大留学与工作, 学习了电脑图形学与电脑动画, 并对游戏设计产生兴趣, 还曾工作于游戏公司电子艺界, 是一名电子游戏场景设计师。2003 年回国, 先至中联环建文建筑设计有限公司任首席设计师, 2006 年, 与九源三星事务所组建场域建筑事务所, 任主持建筑师。梁井宇, 是个追求原创性的建筑师, 他既不重复自己的过去, 也不重复别人, 总是想做新东西。创新性的事务所, 始终是他的追求。

在加拿大时,梁井宇曾沉浸在电脑的虚拟世界里,虚拟世界中的完全自由化与无拘无束的想象,让当时的他找到了新的依靠与追求。而在电子游戏的设计里,梁井宇体会到游戏空间中的幻觉与美好,而游戏中对于空间无设限的形体扭曲与创造及无局限的变化法则,是现实中受局限的真实空间所无法表达的,这也勾起他从虚拟到真实之间的转换与尝试。可是,梁井宇后来似乎也厌倦了这样的追求,因为毕竟在虚拟世界中很难像实际建筑一样,可以表达出一种真实的力量。所以,之后他又回到了真实的世界中,去追求真实的、可以实现的建筑。

真实到虚拟,是梁井宇从国内到国外的设计转换;而虚拟到真实,又是 他从国外到国内的设计转换。当梁井宇回到建筑领域后,他是从一个对软件 虚拟与精神化的游戏场景操作,转向一个对硬件现实与物质化的建筑操作, 所以, 他对于曲面形体的兴趣, 似乎想将虚拟世界中的 3D 曲面转化到现实 世界中来实现,这展现在中联环建文建筑设计有限公司办公空间中的一道曲 面墙体设计中。他将一道墙面处理成柔性物体,这似乎嗅出他思考着将虚拟 世界中的软化与柔化运用在墙面上。因为在设计操作过程中,这是必须经过 电脑运算而得出的曲面比例与组织构成,这样对空间的图像表达更直观,也 能探索新形态空间的各种可能性。另外,他也关注到材料的细部与构成,比 如在办公空间中有不加修饰的混凝土墙、局部氧化的钢材、管线的裸露、墙 上细部收边处理等,从曲面形体与材料构成,到建筑中的小物件与小细部, 这是他受到艺术家的启发,与对真实世界、真实材料再现的一种渴求、一种 补偿, 他希望作品中能暴露材料的真实质感, 合理运用及贴切表达材料的物 理属性,对抗重力并反映材料与自然之间的关系。曲面墙体,既可以观赏, 又可以是功能性的考量。座椅,似乎也带有点表皮造型的设计倾向,它就是 在既有墙面上生成的新形态,而这样的办公空间设计,有整体也有局部,除 了室内设计以外, 也偏向于家具设计与工业设计, 横跨的方式似乎暗示着梁 井宇日后朝向多面向发展的设计趋势,尝试一种跨界的模式。

在伊比利亚当代艺术中心项目中,梁井宇把虚拟世界中的曲面想象转化成更实际的建筑外墙,他用红砖来形塑出一个新形态的弧形墙,在保留原有墙面上增加一道新的皮层,犹如在旧系统上,以不破坏、不瓦解的方式植入与附加上新的物体,并同时串连与组织,而新皮层与旧墙面之间就成为建筑与环境之间的新界面,它同时有了深度与容积,创造出新的形态空间。所以,这个项目强调一种新皮与旧皮之间的扣合关系、新旧之间的差异性所衍生出的冲突感及材料与构造之间的对话。红砖的运用,是个偶

然,并不会让人感觉到有地域性的存在,反而带有一种工业性与艺术性,正因为是作品所身处的环境——北京 798 艺术区的原因。在这个项目中,梁井宇一方面专注于尝试砖运用的可能性,一方面试图摆脱与改变以前对于奉行至高无上的现代主义建筑信条的信守,将数个分散的个体,用一道连续的墙整成一组完整的建筑。

皮层的运用,在梁井宇的作品中依稀可见,但是材料各异。如中联环建文建筑的欧松板的变形,伊比利亚当代艺术中心的砖运用的可能性,而上海民生现代美术馆运用灰色金属网,也成为一道新的皮层。上海民生现代美术馆的设计意图类似于伊比利亚当代艺术中心,同样是反映出新旧之间的衔接与统一。梁井宇使用灰色金属网,完全是他对于上海的一种感觉。一个是工业时代颓废面貌的上海,一个是时尚且光鲜透明的上海,灰色金属网便是这两种感觉并存的材料运用。而这样对于上海的思考,其实是偏向于一种地域性的思考,思考当地的历史与文化。梁井宇并不认同他的建筑只有表皮,他觉得应该要冲破现代主义建筑理论形成的思考框架,去理解艺术特别是当代艺术对于建筑的影响,就如同赫尔佐格和德梅隆,他们对于当代建筑的贡献就是重新把建筑纳入到当代艺术体系,当很多东西被建筑师认为是不屑一顾的,或者说对建筑而言是无意义的东西,在当代艺术领域却可以找到它的位置,且有不可替代性。

原创,是梁井宇始终追求的境界,他既不重复自己的过去,也不重复别人,总是想做新东西。所以,坚持原创,而且可能他会从一种独特的出发点切入设计,带有一种颠覆性,颠覆建筑学所约定成俗的事件,颠覆原先的设计规律、原先的任务书,颠覆原先的设计概念,甚至也把人们对于城市、建筑、社会、生活的概念给颠覆了,而在经过这样的颠覆以后,期望就变成是一种创新,而这种创新是不设限的,无边界,思维不被固化,去思考更多的可能性,就如同他不拘泥于某一特定的工作一样。所以,梁井宇时而觉得自己有些进步,时而又觉得在否定自己的过去,就如同他的作品,当一件作品诞生以后就代表这件作品的死去,他给了每一件作品原创性与独一性,也让他的作品起源于过去、停留在现在。每一次他都在追求新的东西,追求建筑设计的原创性,但他还关注到不断在变化的建筑的社会属性。

从伊比利亚当代艺术中心到上海民生现代美术馆、到近期的上海金融学院图书馆,若从比较严格的建筑学视点来看,都不算是梁井宇真正的建筑作品,都是改造项目。比如加一层外皮,或者将室内空间重新做装修,或者将原来的窗子放大以增加采光。这些设计操作都还处于一种实验与整理当中,也都是在既有的建筑体上去重新改造,可以说是梁井宇与原有厂房建筑师的一种跨越时空的"合作",他俩在不同时空中企图产生一种心灵上的设计交流。然而不管是改造或是新建的项目,梁井宇都希望他的建筑,能够优雅地出现,然后优雅地老去,在建筑的完整生命周期里,与人、与周围环境相处从容,最后衰老与死去,就像一个自然而然的过程,他的建筑就如同一个有生命的东西,这是他对建筑最本质的关注,也是他最基本、最简单与最低调的设计追求。

Portrait

By Huang Yuanzhao

Liang Jingyu was born in 1969 and attended Tianjin University studying architecture where he graduated in 1991. He started working at a state-owned architecture design institute and later co-founded his own design studio. He went to Canada in 1996 for study and work, where he studied computer graphics and animation. This sparked his interest in videogame design and eventually worked at Electronic Arts as a video-game scene designer. He return to China in 2003 and became the chief designer at United Architects & Engineers Co. Ltd. Later in 2006, Approach Architecture was established in partnership with Jiuyuan International Architects Ltd. Co. As the lead architect, he tried not to follow current design trends but chase after new and innovative design methodologies.

During his time at Electronic Arts in Canada, Liang was immersed in the virtual world of unrestrained freedom. He worked within a space of illusions and beauty where the laws of physics do not apply and he was able to bend the rules and created buildings that could not be otherwise realized in the real world. His imagination was his only limit. However, Liang soon grew weary of building in a fictional universe and eventually concluded that his true passion lies in building in the real world where true beauty can be achieved.

Liang's return to China also marked his return to the field of architecture. His interest in the virtual environment allowed him to experiment via three-dimensional modeling to create and express different spaces and also explore other potential possibilities. His concern for small details and the composition of materials is of no less importance than his passion for design. He also had a habit of considering the use of any pre-existing parts of a building that could potentially serve as a feature for the new renovations. For example, he may leave an aged concrete wall untouched or leave partially rusted steel pipelines to be exposed. These traits resemble the artist, where he or she explores and manipulates different mediums and materials to express certain feelings and mood. Liang's ultimate intent is to convey and contrast the relationship between the old and new, the built environment and nature through careful consideration and balanced use of materials.

Liang also believes that he must break through the conventional frameworks for architectural design and theory. He must also attempt to fully comprehend art and the influence art has on architecture and strive to reintegrate art and architecture. When architects dismiss certain things or consider them meaningless, these things can find themselves irreplaceable in the world of contemporary art.

The use of red brick and curved form, of the extension of the Iberia Centre for Contemporary Art, seems appropriate as it seamlessly connects with the old facade while indicating the building's primary function possibly being related to art. The aim of this project was not only to emphasize the dialogue between the old and new facade through its materials and construction but also to convey their sense of conflict. The considered use of the red brick was not to convey a sense of regionalism but instead a more industrialist and artistic quality while at the same time trying to abandon the supreme modernism. The curved wall may just be more aesthetically pleasing to the common eyes, but more importantly, it demonstrates Liang's inclination to break free from conventional modern design forms. He is trying to steer common design processes towards a more development-orientated strategy.

Achieving originality in architecture has always been Liang's ambition. He would not repeat his own nor other people's designs and strives to create something new at all times. Though, striving for originality has led him approach design in a distinctive manner. He would subvert and challenge existing design rules and requirements. To question his original concept and people's vision of the city, architecture, society and life. His approach represents his quest for hope, and this hope will transform into creativity and innovation where the possibilities are endless and have no boundaries, allowing him to push his design to the limits. Despite this, Liang still hopes his architecture will last through the ages and will remain harmonious with its environment throughout its life cycle. He believes that buildings are just as alive as the nature and people surrounding it and achieves this through the most basic, simple and low profile design.

伊比利亚当代艺术中心 北京

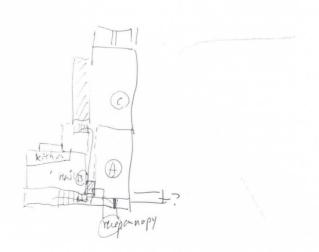
Iberia Centre for Contemporary Art, Beijing 2007 ~ 2008



伊比利亚当代艺术中心位于北京 798 艺术区内,是一个厂房改造项目。 初始基地由一组工业建筑组成,总建筑面积为 3000 平方米。其中最大的厂 房建筑面积约为 1000 平方米,净空高达 8 ~ 11 米。

改造设计的理念是在最大限度保持工业建筑外观的基础上,将现状零散的建筑转变为一个综合的艺术展示空间。沿街立面上引入了一道 50 米长的砖墙,使得原本分散的三座旧厂房产生了一道完整连续的立面。然而,新的建筑立面并不是简单地替代了旧的立面,而是通过建筑形式和构造等语言与旧建筑进行对话。

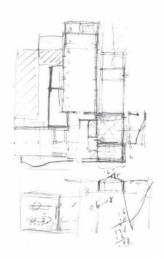
建筑室内在保留原有墙体的基础上,在高大空间内加入了几个新的功能体块。除了展示空间外,还设有办公空间、书屋、报告厅、咖啡厅以及艺术书店等功能。



Iberia Center for Contemporary Art is a re-development project located in the 798 art district, Beijing. The original site was composed by a group of industrial buildings, The biggest one is around 1000 square meters area with 8 to 11 meters ceiling height.

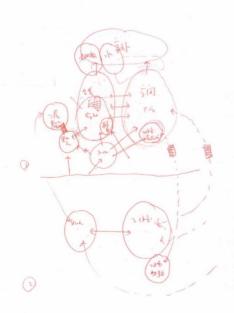
The concept of this re-development is to convert these separated buildings into an integrated art exhibition space while keeping the industrial appearance as much as possible. A 50-meter-long brick wall was introduced to the street interface in order to join the three old individual buildings into one single continuing facade. The new facade, however, is not completely replacing the old facades, but interacting with the old one by its shape and tectonic concept.

The interior wall was preserved while a few new function boxes were inserted into the lofty space. Besides the exhibition space, it includes several offices, a library, an auditorium, a cafe and an art shop.



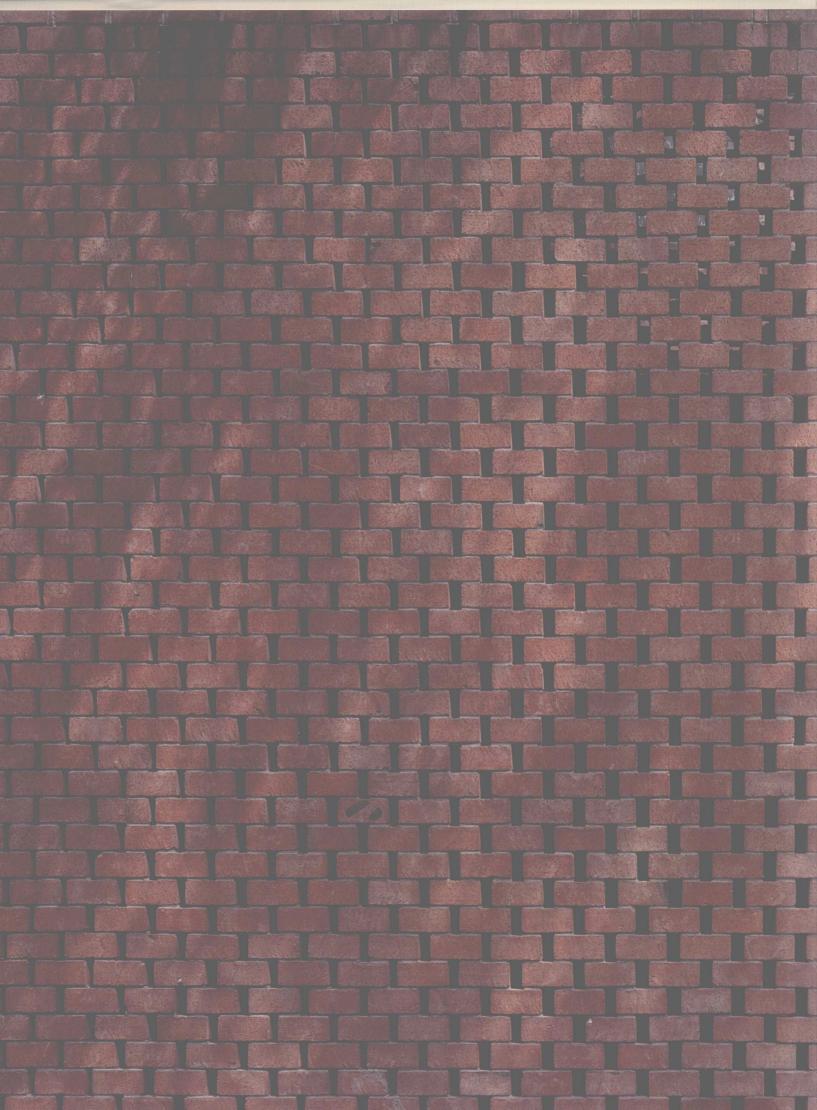


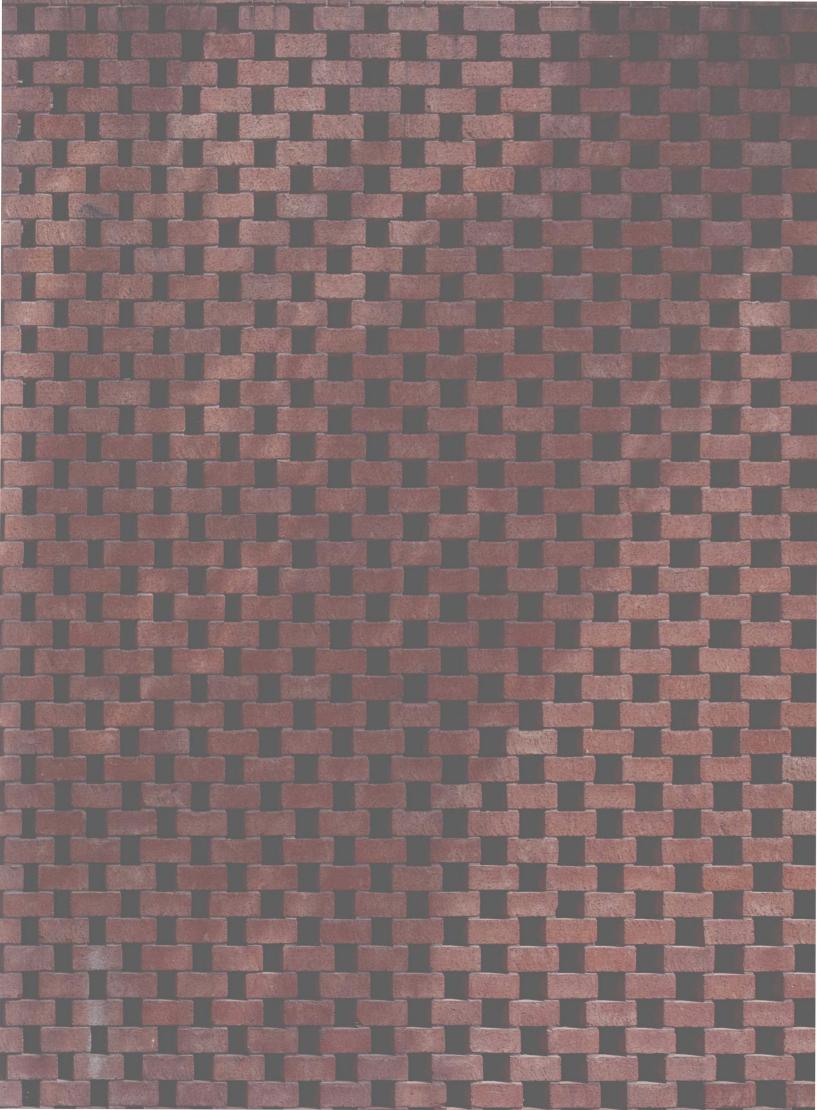
区域位置图 / Location map



分析草图 / Sketch

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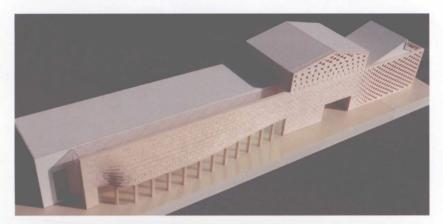














模型研究 / Model study







