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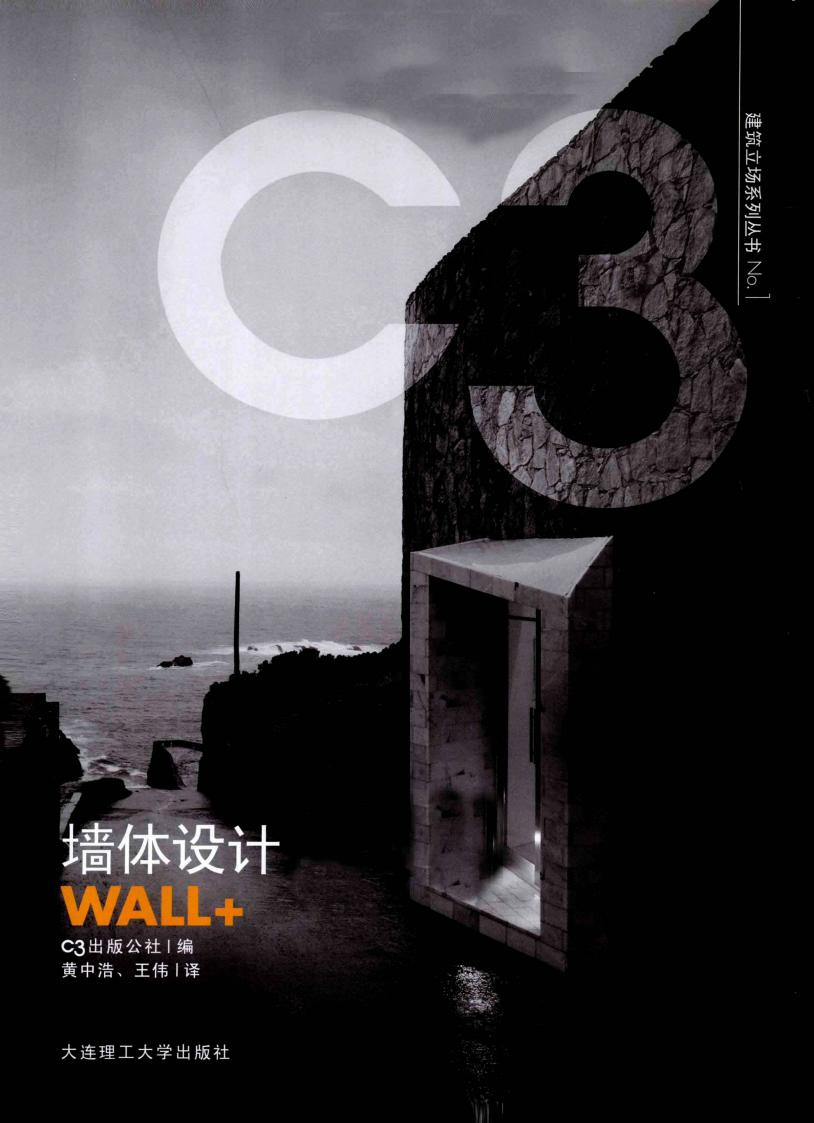
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资讯



16墙体设计

- 016 超越墙体_Simone Corda
- 020 葡萄牙弗洛勒斯岛地域环境资料馆 _ Ana Laura Vasconcelos
- 034 武藏野艺术大学图书馆 _ Sou Fujimoto Architects
- 048 以色列霍伦设计博物馆 _ Ron Arad Associates

58

^{建筑脉动} 乘着绿色的浪潮

- 058 乘着绿色的浪潮_Silvio Carta
- 064 格勒诺布尔的表皮墙体_Édouard François
- 076 哥本哈根的8字之家_BIG-Bjarke Ingels Group

86

过程与发展

- 086 时间与空间的四种体验 _ Marco Atzori
- 090 德国巴伐利亚21迷你歌剧院 _ Coop Himmelb(l)au
- 100 斯图加特大学ICD/ITKE研究所_ICD+ITKE
- 108 光波 _ AnL Studio
- 114 波亭 _ Macdowell + Tomova

120

对建筑进行回收再利用

- 120 对建筑进行回收再利用 _ Marco Atzori
- 126 马塔罗奇·佩尔辛格尔大厦_Aidlin Darling Design
- 132 陆荣昌亚洲博物馆_Olson Kundig Architects+Richard Sundberg Architect
- 136 宣言住宅_James & Mau
- 140 萨拉姆医院集装箱居住小区_Studio Tamassociati
- 146 易拉罐立方建筑_Archi Union Architects
- 152 沙漠金菊_Simón De Agüero

158

对既存建筑的反思

Stéphane Beel Architecten

- 158 对既存建筑的反思_Samantha Heringuez
- 160 卢纹M美术馆
- 170 星格尔国际艺术校园

178 建筑师索引

4 News



16 WALL+

- 016 Wall and More_Simone Corda
- 020 Environmental Interpretation Center in Flores Island _ Ana Laura Vasconcelos
- 034 Musashino Art University Library _ Sou Fujimoto Architects
- 048 Design Museum Holon _ Ron Arad Associates

58

Riding the Green Tide

- 058 Riding the Green Tide_Silvio Carta
- 064 Skin Wall in Grenoble_Édouard François
- 076 8 House_BIG-Bjarke Ingels Group

86

PROCESS AND DEVELOPMENT

- 086 Four Experiences in Time and Space _ Marco Atzori
- 090 Pavilion 21 Mini Opera Space _ Coop Himmelb(l)au
- 100 Research Pavilion ICD/ITKE_ICD+ITKE
- 108 Lightwave _ AnL Studio
- 114 Wave Pavilion _ Macdowell + Tomova

120

It's a Building; Recycle it!

- 120 It's a Building; Recycle it! _ Marco Atzori
- 126 The Matarozzi Pelsinger Building _ Aidlin Darling Design
- 132 Wing Luke Asian Museum _ Olson Kundig Architects + Richard Sundberg Architect
- 136 The Manifesto House _ James & Mau
- 140 Container Medical Compound _ Studio Tamassociati
- 146 Can Cube_Archi Union Architects
- 152 Brittlebush_Simón De Agüero

158

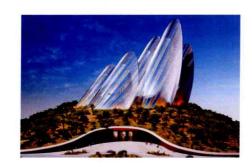
Rethinking the Existing

Stéphane Beel Architecten

- 158 Rethinking the Existing_Samantha Heringuez
- 160 Museum M, Leuven
- 170 deSingel International Arts Campus

178 Index

阿布扎比的扎伊德国立博物馆



萨迪亚特岛距离阿布扎比海岸500米远,是波斯湾地区最大且唯一的综合开发地区。福斯特建筑事务所设计的扎伊德国立博物馆已在建设中,它是为这个地区设计的第一个博物馆。

博物馆是为了纪念故去的阿拉伯联合 酋长国第一任总统谢赫·扎耶德·本·苏尔 坦·阿勒·纳哈扬而建造的纪念碑式建筑,起 着萨迪亚特文化街中轴线的作用,这将会很 好地展现当地的历史、文化以及阿拉伯联合 酋长国的当前社会及经济面貌。

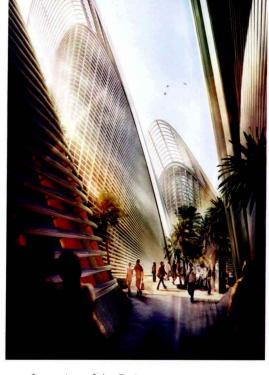
展示空间位于人工山丘之上。在这个展示厅上面有五个热塔。这些塔可加热空气,并起着烟囱的作用,同时自然地形成了博物馆内冷空气的流动。新鲜的空气通过地上的冷却管集中到低处,再输送到博物馆大厅。塔楼上部的热量通过烟囱作用将空气从展示厅垂直吸上来。通风口由于热空气散发时产生的强压,在翅膀一样的塔楼上部开启。

博物馆的塔楼采用了轻质钢结构,它起着与鸟的翅膀一样的空气力学作用。我们在塔楼造型上可以推测出老鹰或飞机的模样,这与谢赫·扎耶德总统喜爱打猎也有着直接的关联。

展示厅的轻质钢结构和纪念碑式的室内构成相辅相成,中间还有一个引人注目的顶部采光中央大厅,并深入地下充分利用了热工性能。大厅将商店、咖啡厅、礼堂、诗朗诵及舞蹈表演厅连接在一起。整体的明暗处理利用了经过慎重考虑而设计的传统出入口。这种设计使当地的强烈阳光照射到室内空间,创造了一种生动感。

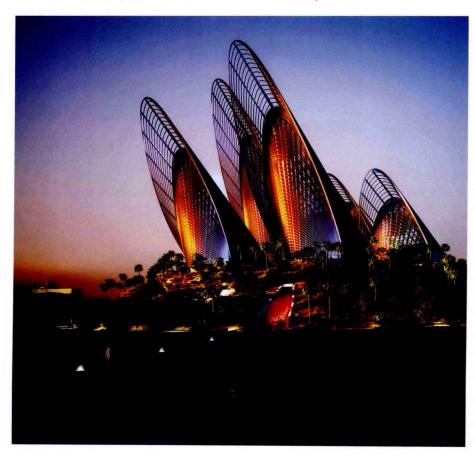
Zayed National Museum in Abu Dhabi

Saadiyat Island is located 500 meters off the coast of Abu Dhabi and is the largest single mixed-use development in the Arabian Gulf. The Zayed National Museum designed by Foster+Partners is already under construction and will be the first of the museums proposed for the island. Conceived as a monument and memorial to the late Sheikh Zayed bin Sultan Al Nahyan, the founding president of the UAE, the Museum will be the centerpiece of the Saadiyat Island Cultural District and will showcase the history, culture and more recently the social and economic



transformation of the Emirates.

Architecturally, the aim has been to combine a highly efficient, contemporary form with elements of traditional Arabic design and hospitality to create a museum that is sustainable, welcoming and culturally of its place. The display spaces are housed within a man-made, landscaped mound. The galleries are placed at the bases of five solar thermal towers. The towers heat up and act as thermal chimneys to draw cooling air currents naturally through the museum. Fresh air is captured at low level and drawn through buried groundcooling pipes and then released into the museum's lobby. Air vents open at the top of the wing-shaped towers taking advantage of the negative pressure on the lee of the wing profile to draw the hot air out. Here in the museum these towers are lightweight steel structures, sculpted aerodynamically to work like the feathers of a bird's wing. The analogies with falcons and flight are deliberate and relate directly to Sheikh Zayed's love of falconry. Balancing the lightweight steel structures with a more monumental interior experience, the galleries are anchored by a dramatic top-lit central lobby, which is dug into the earth to exploit its thermal properties. Throughout, the treatment of light and shade draws on a tradition of discreet, carefully positioned openings, which capture and direct the region's intense sunlight to illuminate and animate these interior spaces.



瑞典冰雪酒店的新套间

双人设计组合班·罗索和伊安·道格拉斯·琼斯在去年12月末上映的电影《创战纪》中得到灵感,利用尖端技术设计了位于瑞典北部尤卡斯亚尔比的冰雪酒店。冰雪酒店以建筑整体由冰块和雪覆盖而著称。

在2009年伦敦维多利亚与艾伯特博物馆 主办的设计庆典上,作为标题设置作品入选 者参加的伊安·道格拉斯·琼斯与班·罗索通 过这个建筑作品再一次聚在一起。他们将设 计的重点放在生态环境上,创造了具有创意 的建筑作品。

这两位英国设计师从利用极为节能的未来型照明技术和电影场面中得到了灵感。这个建筑作品成为他们在2011年推出的隐式照明的家具和室内设计作品的基础。

根据电影《创战纪》所提示的创新技术,班·罗索和伊安·道格拉斯·琼斯从第一步就将重点放在生态环境上,利用尖端设计试验了新的照明技术的局限性。伊安·道格拉斯·琼斯说:"我们两个都是《创战纪》的影迷,迪斯尼公司制作的3D新作《创战纪》的上映时间被定为12月,我们觉得这再好不过了。套间的设计从我们所喜爱的音乐家及这个电影的音乐制作人朋克乐队友情客串的夜总会场面得到了灵感。"而且班·罗索说:"对于







我们来说,这个电影展现了尖端技术和未来 设计完美结合的科幻世界。"

Legacy of the River Suite at the Ice Hotel in Sweden

Inspired by the year's most eagerly awaited movie release TRON: Legacy, design duo Ben Rousseau and Ian Douglas-Jones have just completed "Legacy of The River Suite" a cutting edge Art suite at this season's Ice Hotel In Jukkasjärvi, arctic Sweden. The original and largest hotel on earth made entirely from Ice and Snow. Following on from their headline installation at 2009 Design Festival at London's Victoria and Albert Museum architect lan Douglas-Jones and designer Ben Rousseau again join forces to create a unique project with a sustainable focus. Using futuristic lighting technologies that use negligible amounts of energy, concept architecture and styling taken from a combination of scenes from the forthcoming film, these two British designers will use this unique project as a platform to launch a new range of illuminated furniture and interiors products due out







照片提供: Ian Douglas-Jones+Ben Rousseau





early 2011.

In keeping with the groundbreaking technology in "TRON: Legacy", Ben and Ian will be testing the limits of new lighting technologies in pursuit of cutting edge design that has sustainability imbued from day one. "We are both massive TRON fans, so the timing of the release of Disney's new 3D high-tech adventure, 'TRON: Legacy', December was absolutely perfect. The suite itself takes most of its influence from a nightclub scene in the film involving one of our favorite music artist Daft Punk, who wrote the score for the film." says lan Douglas-Jones. "The entire film is a complete fantasy for us both with its high tech and futuristic design." says Ben Rousseau.





建筑和戏剧一次特别的结合

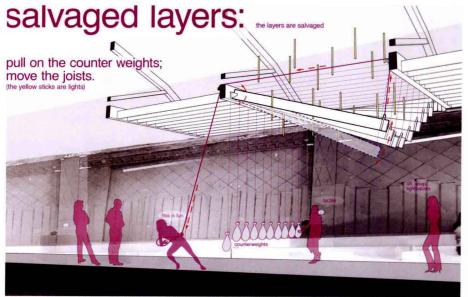
这个项目是由两组来自不同大学的学生 完成的跨专业合作作品。一组是由Timothy Gray带队、来自美国鲍尔州立大学建筑系 的11名大四学生,另外一组则是由院长Melli Hoppe指导、来自巴特勒大学表演系的9名 学生。工作室要求学生在已被清空、计划重修 的印第安纳波利斯剧院里设计原尺寸建筑模 型,来探讨工艺、制造以及位置等问题。清空 的剧院对于学生来说, 犹如一个丰富且能引 起共鸣的调色板,同时将他们从传统的舞台 和观众概念中解放出来。

项目被定位为跨专业合作,令学生们 有机会在这个特殊的基地条件下去探索把 两门学科融成新学科的方法。建筑专业的 学生在设计方案中充分结合先例,包括关注 Elizabeth Diller、Thom Mayne、扎哈·哈迪 德和伯纳德·屈米等建筑师的作品,这些建筑 师的作品都是表现与艺术相结合,并且作为执 行建筑师,着重在作品中突出其空间展示。伯 纳德·屈米指出,"没有事件的场所是不存在 的",并在他的建筑理论中阐明了"对空间描 述的关注,与时间、行为以及运动有关"。在 这个过程中, 建筑系学生把自己从准备舞台的 过程中分离开来, 因为他们要领导而非遵循这 个舞台表演。当学生被鼓励考虑空间设施的 安装时, 既要界定空间, 也要考虑其动力性能 以及能够好好相互配合的潜在性,没有对设 计和表演的解说。同理,戏剧专业的学生可以 自愿展示/合作展示作品,并且将大胆而创新 的表演融入设施, 去挖掘建筑专业学生设计 的设施的潜在性。两组同学的合作产生了令人 兴奋的效果,并且达成了强烈的共识,即合作 产生的效果远远好于分工。

A Collaborative Site for Specific Performance

This project was an interdisciplinary collaboration between two groups of students from separate Universities, a group of eleven fourth year architecture students of Ball State University led by faculty coordinator Timothy Gray and a group of nine Butler University theater students led by faculty director Melli Hoppe. The studio challenged students to explore issues of craft, making and place through a series of full scale built interventions in a historic Indianapolis theatre which had been gutted in anticipation of a planned renovation. The raw state of the theatre's interior gave students a rich and evocative palette to engage while simultaneously liberating them from the conventional notions of stage and audience. By positioning this project as a cross

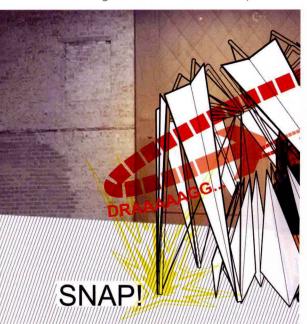






Architecture (@Greg Hittler)

disciplinary collaboration it gave students the opportunity to explore ways in which the different disciplines could creatively engage one another while simultaneously grounding their activities in the specific circumstance of the site. The architecture students drew on a rich mix of precedents to inform their approach which included looking to the work of such architects as Elizabeth Diller, Thom Mayne, Zaha Hadid and Bernard Tschumi, all of whom have been involved directly with performance as an art form but also foreground the idea of spatial performativity in their work as practicing architects. Tschumi famously stated, "there is no place without event", in his advocacy of an architecture "concerned with spatial discourse associated with time, action and movement". Throughout the process, the activities of the architecture students differentiated themselves from that of preparing a stage set because they led rather than followed the choreography of the performance. While students were encouraged to think of installations that could define space, or were kinetic and ripe with potential for interaction, there was no narrative to which they were responding. By the same token, the theatre students were allowed to react/interact with the work on their own accord, and engaged the installations in bold and unexpected ways, amplifying the potential of the architecture student's projects. There was a very real excitement and synergy between the two groups, and there was great consensus among those involved in the project that the collaboration resulted in a whole that was in fact greater than the sum of the parts.











【供: Gray Architecture (@Greg h

宾夕法尼亚大学莫里斯植物园中建于树枝间的森林探险通道

莫里斯植物园的森林探险通道是一个多层面的展示区,由Metcalfe Architecture & Design设计,通道建立在树枝间的独特之处受到了广泛的赞誉。

森林探险通道在2010年费城AIA设计竞赛中获得第一名,在2010年宾夕法尼亚州AIA设计竞赛中获得优秀奖,以及在2010年美国博物馆协会举办的展览设计竞赛中获得了最佳奖。

"森林探险通道"的中心建立在树木的 树枝间,是北美为数不多设计精良的以浓密 树枝为顶盖的通道之一。Metcalfe充分平衡 了预知的风险、实际安全、外形美观的材料以 及森林中的树木等元素,来创造森林中的趣 味学习体验,其中包含吊桥栈道、凉亭、鸟巢 和松鼠攀爬网等许多部分。吊桥栈道是一条 137m长的通道,可以逐步将游客引领到树梢 之间。每段通道的末端均设有露台,可作为展 示区或瞭望区。蜿蜒曲折的行程使游客脚步 放慢,或者偶尔驻足,环顾四周,将自己融入 树林中。通道末端为平台, 距地面约12m高, 游客在平台上可以透过树枝看见陡峭的维萨 肯山谷和溪流。"鸟巢"悬在空中,是由树枝 搭建的约一人高的巢穴, 里面安放着三枚巨大 的"蓝色鸟蛋"。其设计理念是大人和孩子们 都可以在这个温馨而封闭的鸟巢里眺望外面 的世界。

"松鼠攀爬"是距地面5层楼高的编织绳网,人们可以在这里跳跃玩耍。设计以轴上的两棵树为中心,环绕成绳网,有意形成紧张感,但结构却十分安全。

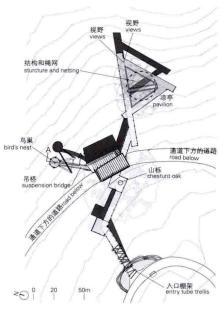
森林探险通道,尤其是建在树枝间的特点,在材料的选择、建筑方式、设计过程以及极少能源的使用方面,均表明它能深入体现可持续发展设计。建筑各部分间的独立性使结构能够维持可持续性。即使一棵树倒塌,

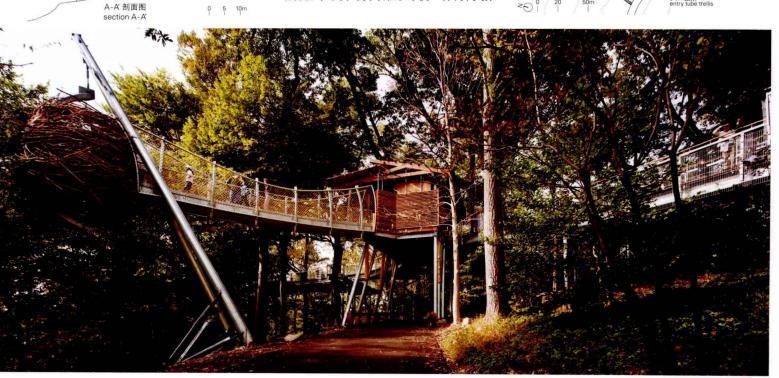
损毁了建筑,其余部分仍会屹立不倒。

"森林探险"传达了"我们需要城市森林、城市森林也需要我们"的理念。其建造的目的是通过在植物园中进行体验,扩大人们的游览足迹,让人们体会到植物园中树木的重要性与美丽。展览区用于组织以森林为主题的活动,鼓励与家人一起游戏。此处的景观成为植物园中发展的重点,而树木的顶端定义了新的边界。

Tree Adventure Out on a Limb at Morris Arboretum of the University of Pennsylvania

Out on a Limb is the award-winning, one-of-a-kind, central feature of a multifaceted exhibit called Tree Adventure, de-









signed by Metcalfe Architecture & Design at Morris Arboretum.

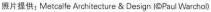
Tree Adventure won the 1st prize 2010 Philadelphia AIA Gold Medal Award for Design Excellence, 2010 Pennsylvania AIA Certificate of Merit for Design Excellence Award and 2010 Excellence in Exhibition Design Award, American Association of Museums.

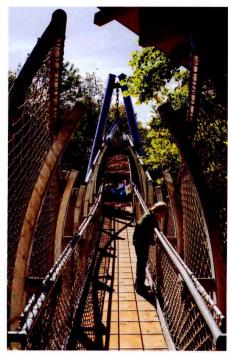
The centerpiece of Tree Adventure is Out on a Limb, one of the few and among the most elaborate of tree canopy walks in North America. Metcalfe balanced perceived danger, actual safety, beautiful materials, and real trees to create a playful learning experience about the forest. It consists of multiple components, including Canopy Walk, Pavilion, Bird's Nest, Squirrel Scramble. Canopy Walk is an accessible 450-foot walkway that gradually whisks visitors into the treetops. Each section terminates in a balcony with an exhibit or observation area. The zigzag journey forces a slower trip and asks visi-

tors to stop, look, and physically engage with the surroundings. The journey ends at a platform 50 feet above the forest floor where visitors can look out through the trees and down into the steeply sloped forest of the Wissahickon Valley and the Wissahickon Creek. Bird's Nest is a dangling people-sized nest sheathed in branches and home to three oversized blue eggs. Designed with the idea that adults and children alike enjoy being in intimate enclosed spaces, looking out to the world beyond and below. Squirrel Scramble is expanses of rope netting suspended five stories above the forest floor upon which to frolic. Skirting two towering trees the rope netting, it is intended to be a bit scary but completely safe in its engineering. The entire Tree Adventure, and specifically Out on a Limb, was created with a deep commitment to sustainable design, in the selection of materials, the construction methods and processes, and the minimal use of energy. It is struc-

turally sustainable in that all the pieces are structurally independent of each other. If a falling tree destroys a section, the rest of the project will remain standing. The message of Tree Adventure is "We need trees and the urban forest needs us". The goal was to expand visitors' attendance by creating experiences throughout the Arboretum that would engage everyone and offer a rich, sensory experience in the beauty and importance of trees, as opposed to creating a distinct children's garden that would separate families with various aged children. The exhibit was organized around treefocused activities with the purpose of encouraging families to play together. While the landscape is the typical focus of development at the Arboretum, the new frontier has become the treetops.

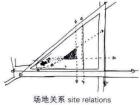


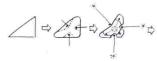




哥本哈根的科技楼和潘侬校区



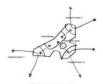






几何结构 geometry

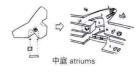
科学广场 science plaza



楼层平面布局



科技大楼 tower



C. F. Møller建筑师事务所的设计在哥 本哈根大学的潘侬校区扩建设计大赛中获得 了优秀奖。

潘侬校区的扩建是为了给研究和教育提 供最佳的环境而设计的。潘侬校区和大学北 侧校园结合在一起,做到了与核心建筑在内 的整体统一。新的校区将会成为周边地区以 及整个城市发展的积极动力。

16层高的科技楼造型简洁且显眼,它是 校区内动态且统一的焦点。但是,就像树根 交织在一起一样,这个大楼耸立在一系列具 有公共功能的建筑物中: 礼堂、教室、校内食 堂、实验室、会议室、书吧。在这个"树根网 络"中最引人瞩目的就是超大规模的科学广 场,该广场将会成为校区内新的社交中心。广 场包括主入口,它与潘侬校区内新旧建筑中的 所有功能空间都得到了连接,成为主要的聚 会场所。

新潘侬校区的一层强调透明性,模糊了 建筑和城市的界限,在整体上形成了开放且 外向的立面。科技楼顶层设有咖啡厅、休息 厅、瞭望台等可供人们使用。

设计在建筑之间形成了新的广场,并在 内部庭院中设置了凉亭和座椅。

这里可以用作图书馆和办公室的延伸空 间,同时也为城市提供了绿洲。贯穿于这片区 域的校内人行道和自行车道使之与周边城市













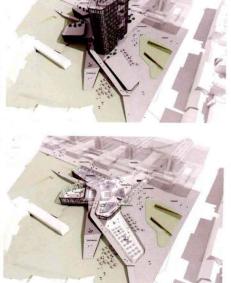














紧密连接,并作为城市公园给城市注入了新 的活力。

建筑以有机的造型表现了其非凡的力量 与创新,同时与原有的潘侬校区的色彩、韵 律、重量相和谐。

建筑立面采用一层高的玻璃排成格子 状,将建筑的巨大体量分成了几块。

这个设计项目将成为能源利用领域的先 锋,与丹麦最优秀的能源效率研究所一起重 新利用了已使用过的能量,在建筑的整体能 量均衡上达到了前所未有的高水平。

Science Tower and Panum Complex in Copenhagen

C. F. Møller Architects have been selected as the winners of a large and prestigious competition to design an extension to



the University of Copenhagen's Panum The extension of the Panum complex has

been designed with the aim of creating the best possible environment for modern research and teaching. A parallel objective has been to create a building which will stand out as an identity-creating, sculptural linchpin for the entire Panum complex and the university's Nørre Campus (i.e. the North Campus) as a whole. The new complex is also intended to act as the generator of a positive urban development in its immediate neighborhood and in relation to the entire city.

At sixteen stories tall, the science tower will provide the complex with a unifying and dynamic focal point in a clear and readable form. But just as a tree has its root network, the tower rests upon on a series of smaller buildings which contain the common functions: the auditoriums. classrooms, canteen, show lab, conference rooms and book cafe. The most striking part of the root network is the extensive

science plaza, which will form the new social hub of the complex. The plaza accommodates the main entrance and will serve as the main social meeting-place, linking all functions between the new and the existing Panum complex.

The new Panum complex will have an open and outward-looking appearance, with a transparent ground floor that will help to blur the boundaries between the building and the city. The public will also be invited to visit the top of the tower, where there will be a cafe, lounge and viewing points.

Between the buildings, new plazas will arise, together with internal garden spaces equipped with alcoves and seating. These will function as an extension of the study rooms and offices, but will also add new green oases to the city. A campus thoroughfare passing through the area, together with pedestrian and cycle paths, will create a vibrant urban park with intimate links to the surrounding city. With its organic forms, the building expresses signal power and innovation, but is also adapted to the existing Panum complex through its color scheme, rhythm and gravity.

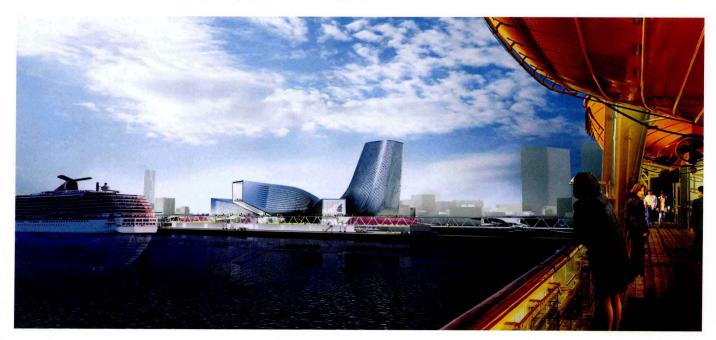
The facade is built up in the form of a grid structure of story-high window fields that break up the building's large scale. The project will be pioneering in energy usage, with Denmark's most energyefficient laboratories, in which waste energy from the ventilation system will be recycled in the overall energy balance of the building to a hitherto unprecedented degree.







台湾高雄港埠旅运中心国际设计竞赛



Reiser + Umemoto建筑师事务所在台湾南部地区高雄市的港埠旅运中心国际设计竞赛中荣获了一等奖。

他们的设计提议就城市的网状结构最大限度地利用基地独特的侧面布局,以创造一个动态的三维城市。设计沿着码头布置了逐渐升高的公共步行道,原有的公共步行道在设计中并没有被切断,而是得到了扩张。游览船码头和轮渡位于公共层的下面。为确保乘客上下船的安全,该场所与旅运中心保持了一段距离。

大厅根据各个船舶的不同航程用三个隔断分开。相反,散步道与码头保持平行,使水和大地之间的分界面最大化。

旅运中心的结构对一般公共功能、港口 商务、码头边角的旅客进行了垂直区分,这样 可以在高效维持各种运营功能的同时,配合 为旅客提供的混合功能。将这个容纳了结构、设施、通风的建筑外皮加厚部分设计成垂直动线。结构为一系列相互嵌套的大跨度壳体,由下方的钢管空间框架构成,框架之间夹有覆面板,创建了一个可用的空腔。总之,经过指点、功能分离的流程将会使主要的终端空间变得充满活力。

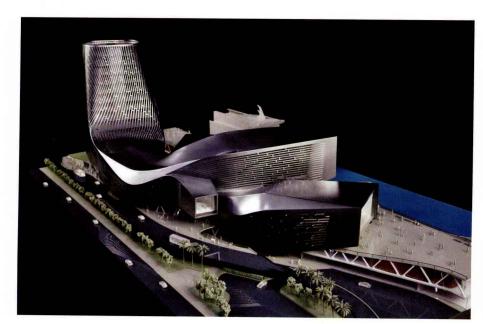
为这个港埠旅运中心项目注入活力所需的因素是,连接沿着码头升高的公共空间。与高雄市进行连接的这个独特的港口空间起着很重要的作用。用木板铺成的道路将沿着码头周围的绿化带和新的音乐中心、艺术及购物街区连接起来,形成一个可以24小时享受购物、饮食、娱乐等设施的空间。而且,利用与重要公共管道的连接,可以确保港埠旅运中心的经济持续性,还可以增加定期利用游览船码头和轮渡的次数。

Kaohsiung Port Terminal Competition

Reiser + Umemoto has been awarded First Prize in the Kaohsiung Port and Cruise Service Center International Competition, located in the city of Kaohsiung in southern Taiwan.

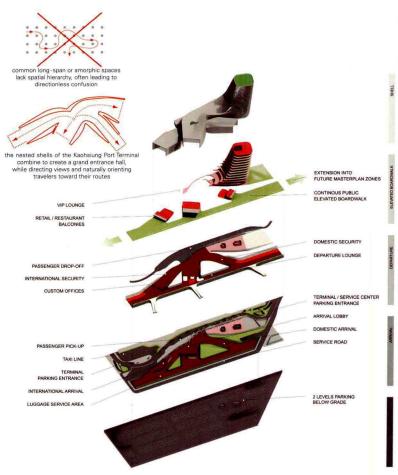
For the Kaohsiung Port Terminal, we propose a dynamic 3-dimensional urbanism that takes advantage of the site's unique lateral positioning with respect to the city grid. Existing public pedestrian flows along the proposed elevated boardwalk can be amplified, rather than interrupted by creating a continuous elevated public esplanade along the waterfront. Cruise and ferry functions, meanwhile, are located just below the public level and are kept distinct to maintain secure areas for departing/arriving passengers.

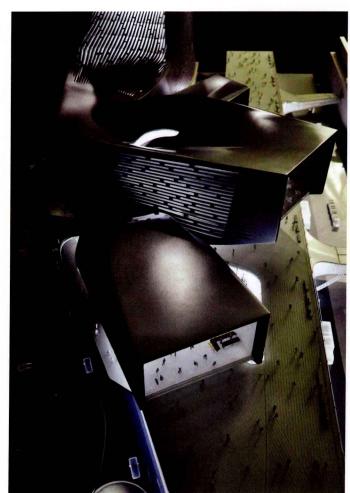
The Main Hall splits up into three different partitions, each related to a different







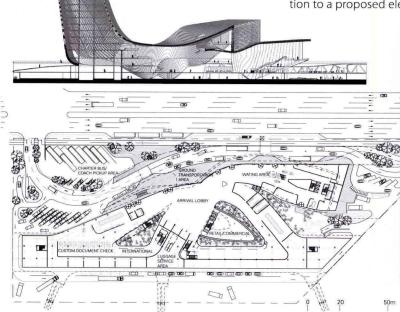




itinerary for travelling by ship, while the concourses are oriented parallel to the waterfront to maximize the interface between water and land. By vertically separating the functions of the general public, port business, and travelers along this waterfront edge we are able to keep the various operational uses highly efficient while at the same time allowing for the synergy of mixed functions for the general public. Vertical circulation is

organized around thickened zones in the building's skin which also house structure, utilities, and ventilation. The structure is a system of nested, long-span shells, which are composed of an underlying steel pipe space frame which is sandwiched by cladding panels to create a useable cavity space. Overall an experience of directed yet functionally separated flows will lend an aura of energy to the point terminal space.

An essential component to the vitality of the Port Terminal Project is the connection to a proposed elevated public space along the waters' edge. The importance of this waterfront space which is distinct yet connected to the city of Kaohsiung is inestimable. The boardwalk links the new Pop Music Center, the arts and shopping districts within a green necklace along the waterfront. The boardwalk will be a 24 hour space that fosters shopping, dining, and recreation. Moreover, connection to this vital public conduit will ensure the continuous economic viability of the port terminal, sustaining and amplifying the periodic maritime uses of the cruise terminal and ferries.





Vilhelmsro小学

蜿蜒曲折的山丘成为未来建于丘陵山坡 上的小学和户外学习场地的背景。倾斜的风 景和建筑倾斜的屋顶很自然地连接在一起, 不管是在室内或室外,在一层或屋顶花园行 走都可以得到持续的体验。周边不仅是美丽 的背景,而且与这个以自然和可持续性为教育 重点的学校也是一脉相连的。学校的建筑如 倾斜的丝带一般,融入到周围的大自然中,同 时这也有助于教室内的自然采光。

创新建筑的传统概念通常被描述成对既定权利的反抗。先锋派的定义通常是它所反对什么,而不是它所支持什么。BIG建筑师事务所并没有因为一代人总是跟上一代人唱反调而将建筑和教育视为矛盾的载体,而是试图将原有老式学校重视规则的优点与新式学校重视灵活教育与社团的优点相结合。

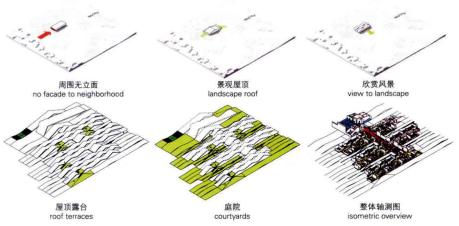
他们所关心的不是革新,而是进化,这样就可以与传统的价值观相互融合,成为创造实验性新构思的创新者。这就是BIG最具影响力的核心价值,而且他们还会进一步进行挑战和发展。BIG建筑师事务所提议,以新建筑来帮助发展先前遗留的学校,这既是对实用主义的一种创新,也是对它的一种促进。就像孩子们的成长一样,学校也应与社会同步发展。

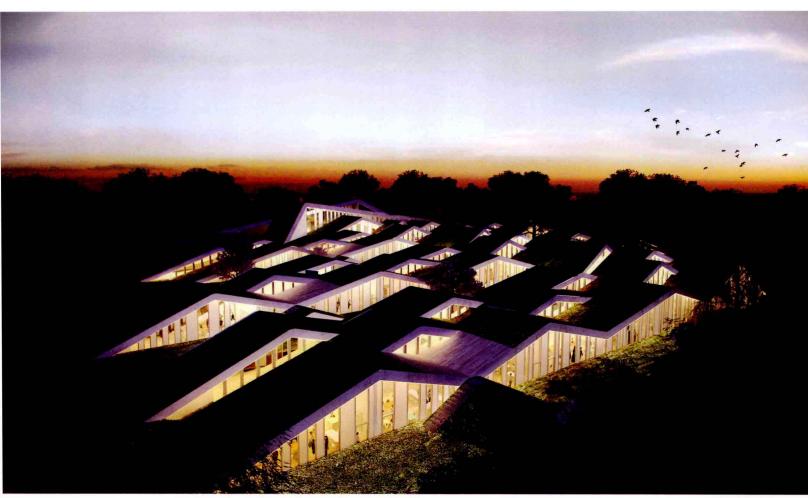
Vilhelmsro Primary School

A pristine undulating hillside serves as the backdrop for the future Vilhelmsro Primary School and its outdoor activities. The sloping landscape and the building's sloping roofs merge into one continuous experience no matter if one is inside, outside, on the ground floor or walking across its green roofs. The surrounding landscape does not only serve as an aesthetic backdrop, but is also integral to the school's curriculum which focuses on nature and sustainability. Formed as

sloping landscaped bands, the building merges with the surrounding nature and allows daylight to stream into all of the school's class rooms.

The traditional image of innovative architecture is usually described as a revolution against the establishment. The avant-garde is defined by what it is against rather than what it is for. Rather than seeing architecture and teaching as an oedipal succession of contradictions where each generation says the opposite of the previous, BIG propose to look into potentially combining the qualities of the old school where focus and sense of belonging rule with the qualities of





the new school of flexible teaching and community.

Rather than revolution they are interested in evolution. This way they are able to connect both strong old values and be innovators of new experimenting ideas. This is the functional core value BIG have been brought up by, which they shall challenge and develop further. BIG propose to develop the legacy of the former school with an architecture that is both a break and a tribute to functionalism. The same way as children grow up and develop, the school has to develop itself together with the society.





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