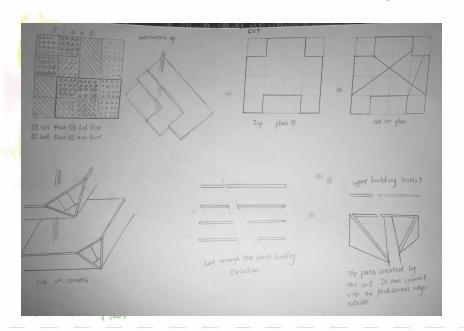
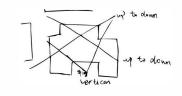


Divide the stories of the building into different spaces

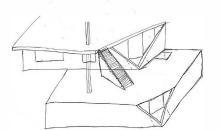
To present the central idea of cutting, the building is designed to be split into half, so as to provide a new path for pedestrians and operate as a multi-functional study space (different light income, noise condition etc.).

(This project was drawn by hand completely)

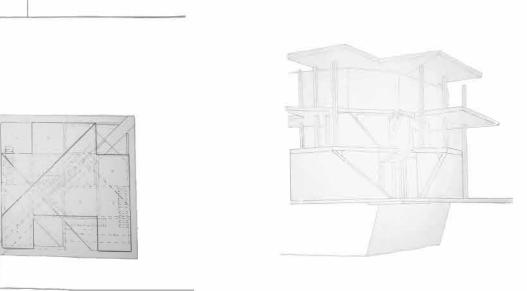




The building is cut in different directions (especially on the corner).





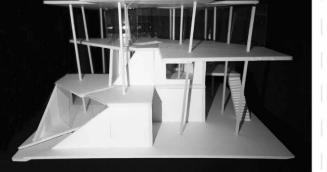




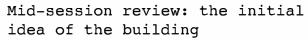


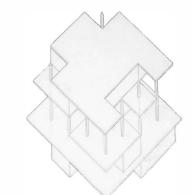
Site Plan





The path is created by the cut

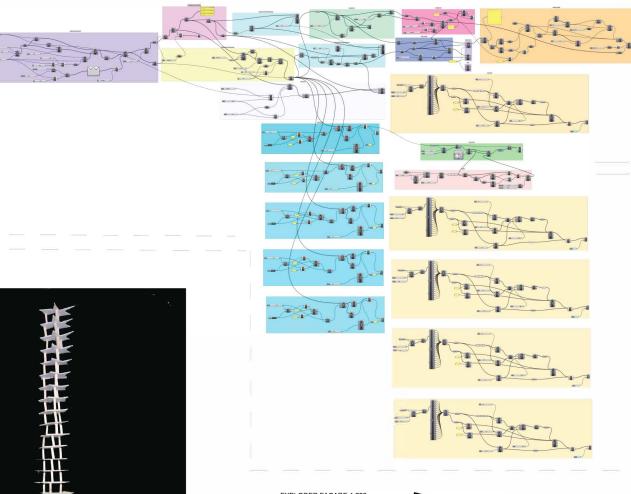


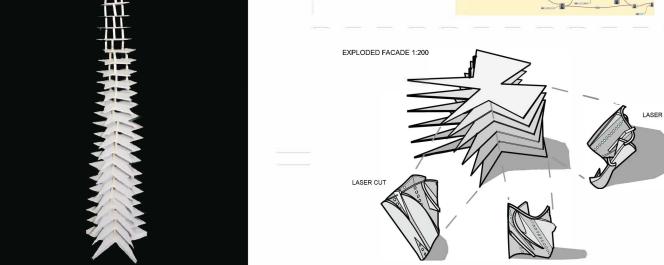


The tower is composed of several parts:

- 1. the floorplates
- 2. the structure(columns)
- 3. the facade.

The sizes and shapes of the floorplates vary as the tower twists up.





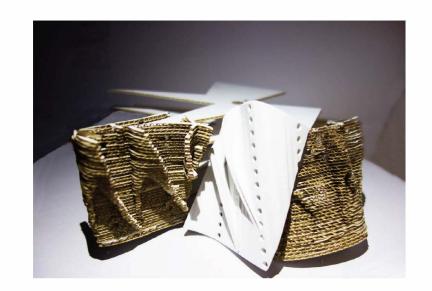
Final work

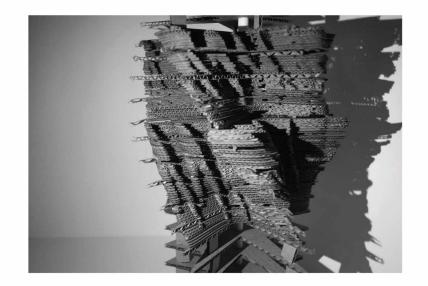
Isometric NW





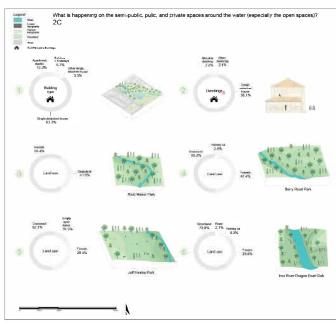




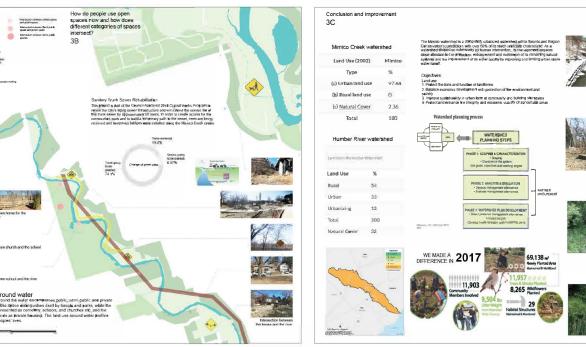


Analysis of the site assigned by the professor is required to conclude what can be done to improve this area. Thesis: Land use around the water. Conclusion: Environmental protection is needed due to low natural coverage. (paper size: 40cm*40cm)



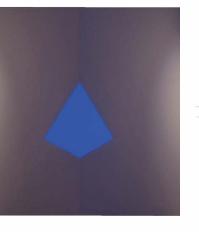




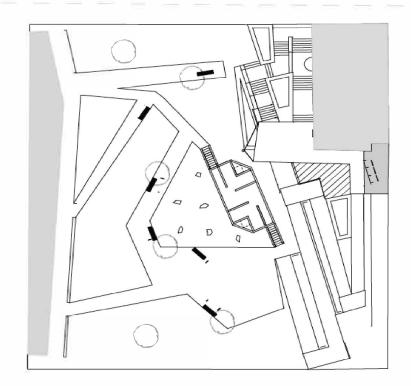


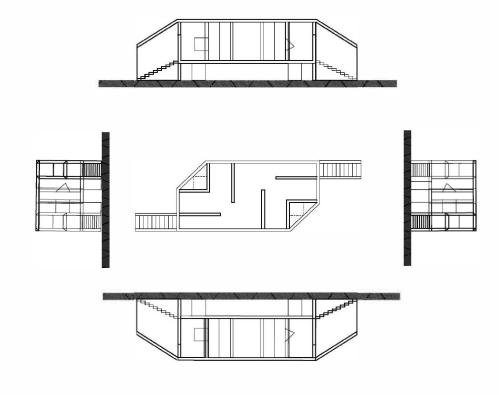
A gallery is designed for James Turrell's artworks of Corner Shallow Spaces, with two pieces of artwork on the corner. In order to avoid light on the artworks, the gallery is made of non-transparent materials and the whole gallery is dark except the light from the projector. Walls are used to seperate the two pieces of artworks to shelter the lights from the opposite. The paths in the site vary with the shape of the pavilion.





The artwork by James Turrell: Corner Shallow Spaces. The two dimensional objects are projected onto the corner in the sense of the three-dimensional.

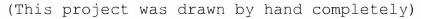


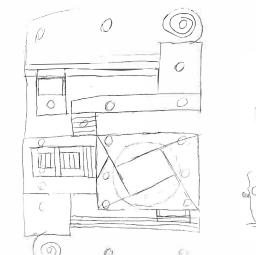


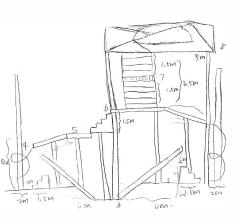
Site Plan

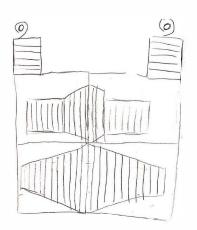
Elevation:

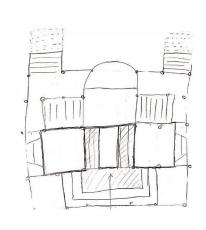
The second project of this course requires the design of horizontal spaces to express a central idea. My initial purpose is to construct an architecture that can give people a surprise during their walking process in it. The idea is expressed by the openings after revisions. Since people are always having to travel through the project by nevigating openings of different shapes, and cuts on the walkways, the unpredictibility is created. This project turned out to be a fundation for the final one (on the first page).

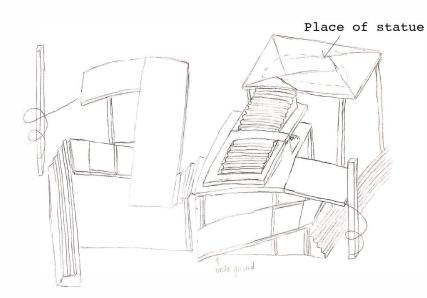












My initial intention was to set the surprise on a statue.

