

# **ARCHITECTURE, EXPRESSING THE STRENGTH of FEELING**

**WANG, Yichao 王毅超**

Architecture  
Portfolio  
2014 - 2018

**WANG, Yichao**

Bachelor of Architecture | Given in 07 2018

Zhejiang University , Hangzhou , China

403624799@qq.com

18868106604

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SELECTED WORKS 2014 - 2018



01

## INHERIT & DISPLAY

The Museum of "HUI"

三雕文化馆

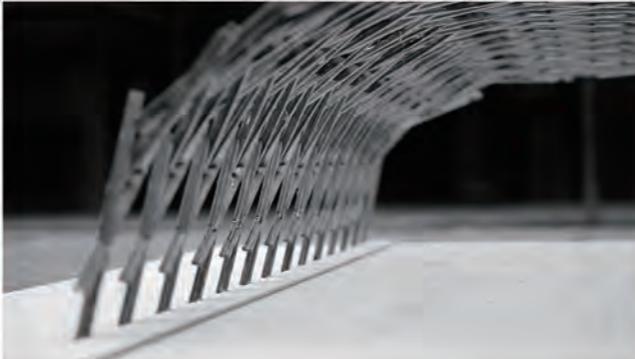


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The Space of Cover

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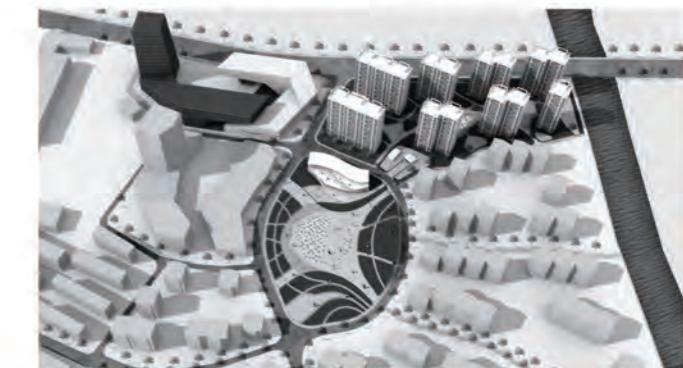
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Urban design

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Name : WANG,Yichao  
School : ZheJiang University  
Major : Architecture  
Origin : Xian Yang ,Shan Xi  
Birth : 13.10.1994  
Tel : +86 18868106604  
Email : 403624799@qq.com

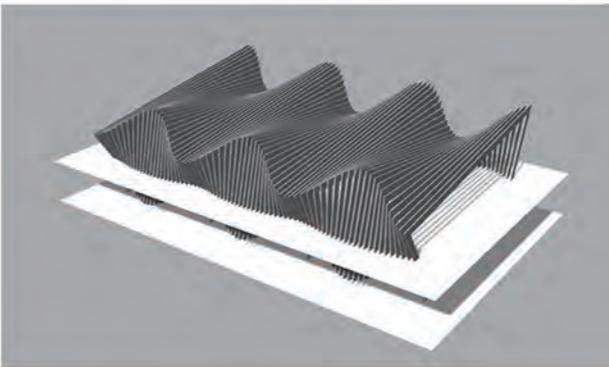


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Modeling

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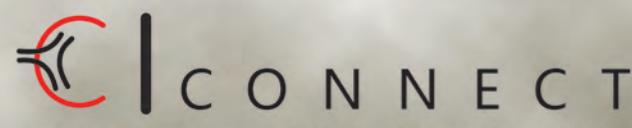
06

## FOUNDATION

Other Work

其它作品

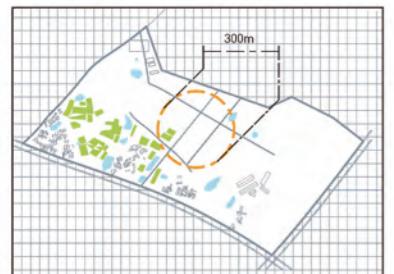




老人与自闭症儿童综合福祉设施规划与建筑设计  
——自闭症儿童幼儿园



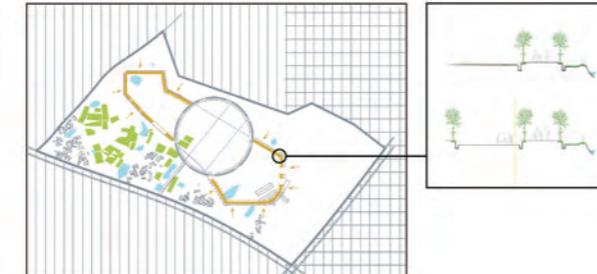
场地介入



路网整合



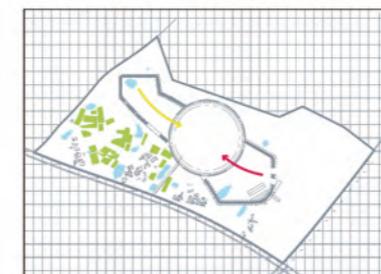
路网改造



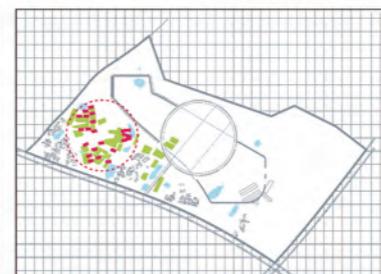
区域环流



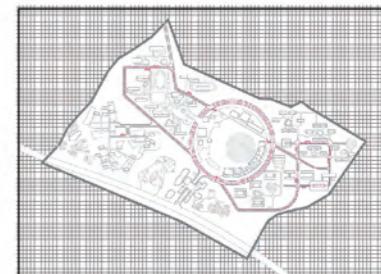
老幼聚合



既有农田利用

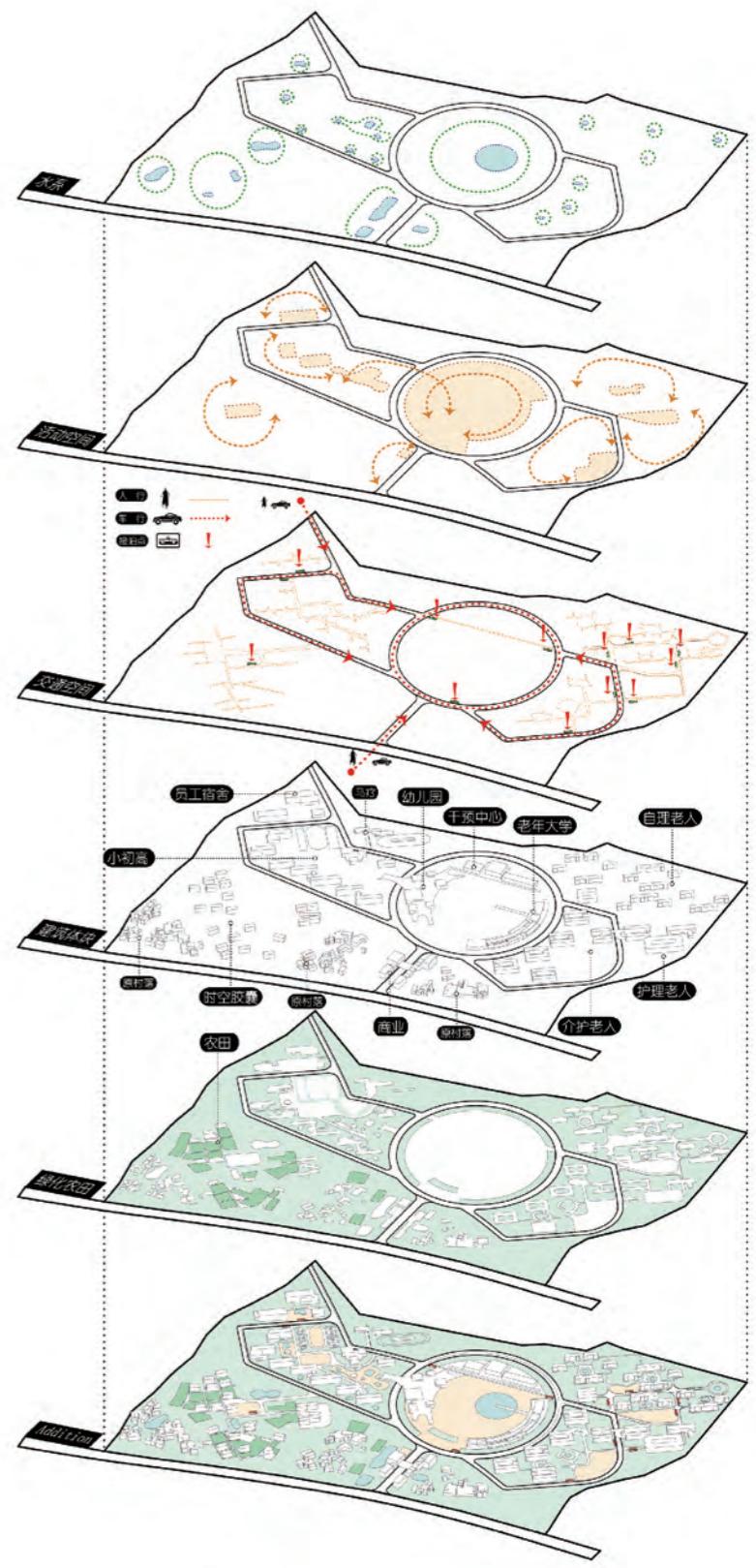


内公交系统



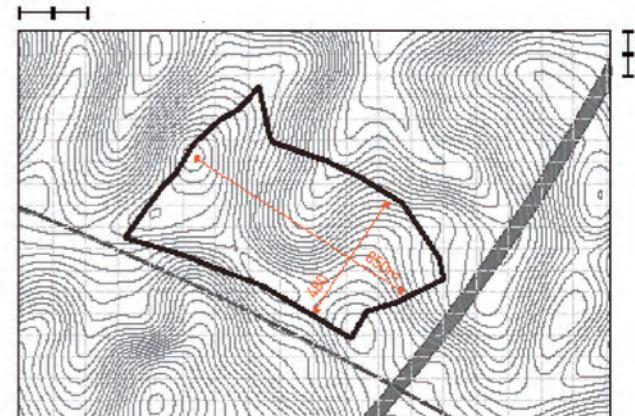
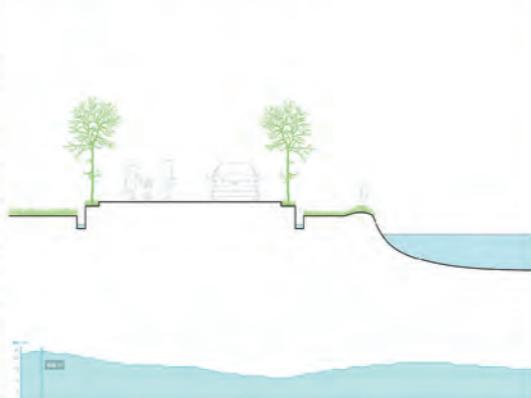
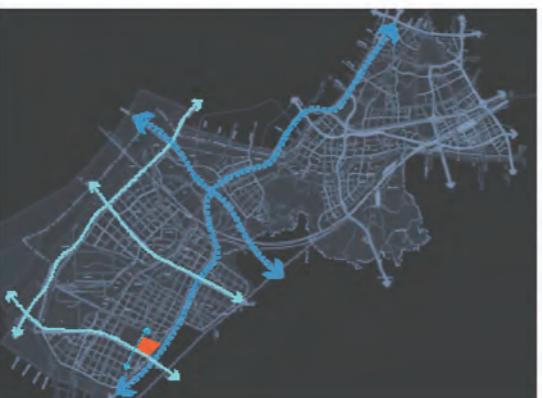
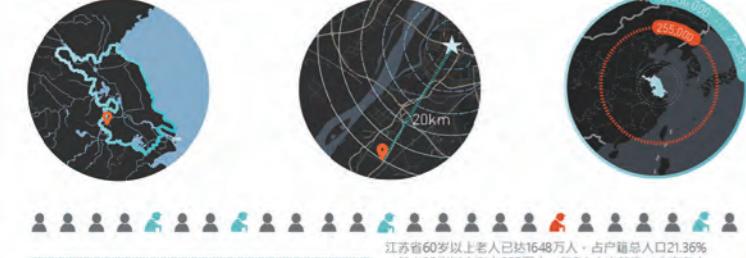


规划总平面 / 构成分析



## Site Analysis

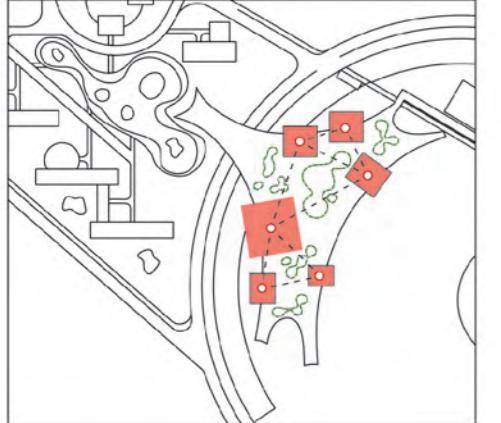
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平面深化逻辑

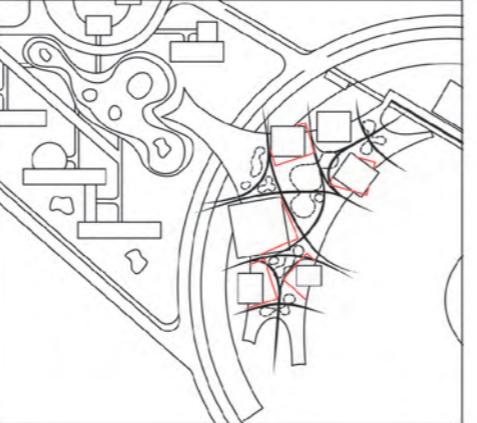
景观中心



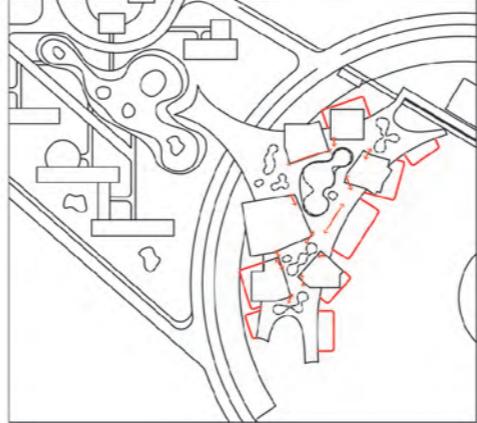
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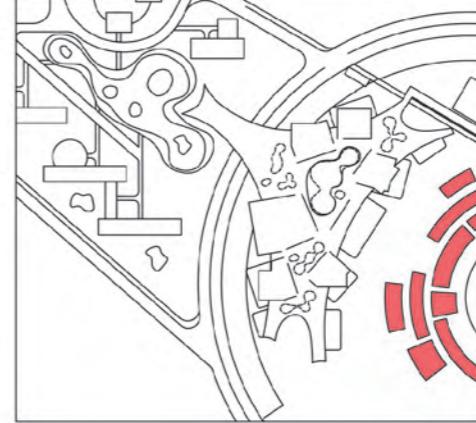
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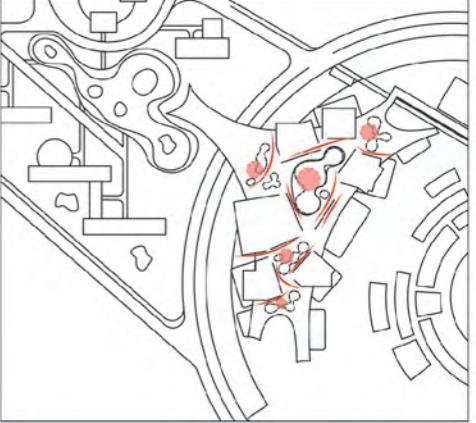
消解 / 绿化



中心绿化



点线空间



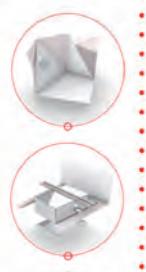


# CONNECT 幼儿园 / 管理模式 / 互动装置

儿童区



视线可达/  
行为不可达



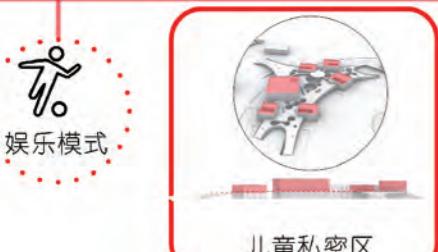
综合区



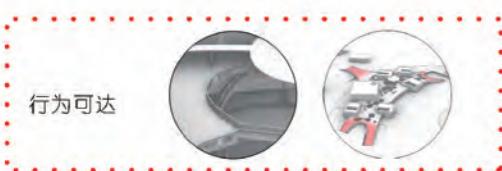
上课模式



娱乐模式



儿童私密区



行为可达



混合区



课时

娱乐

互动平台——互动装置

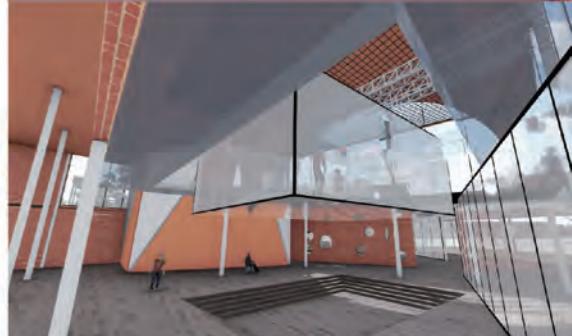
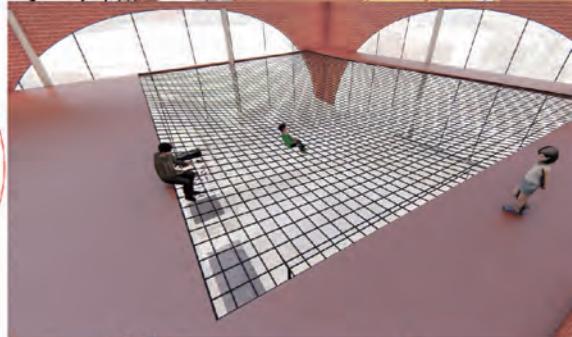
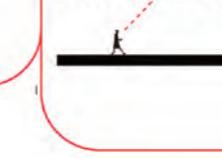
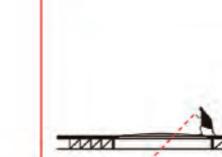
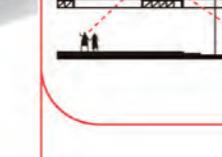
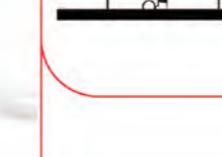
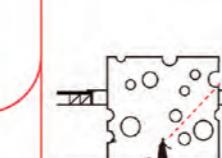
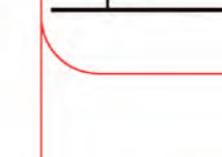
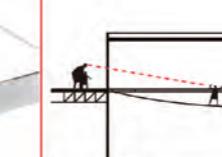
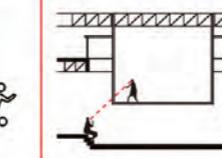
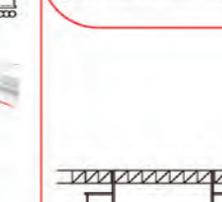
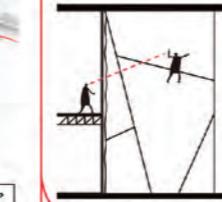
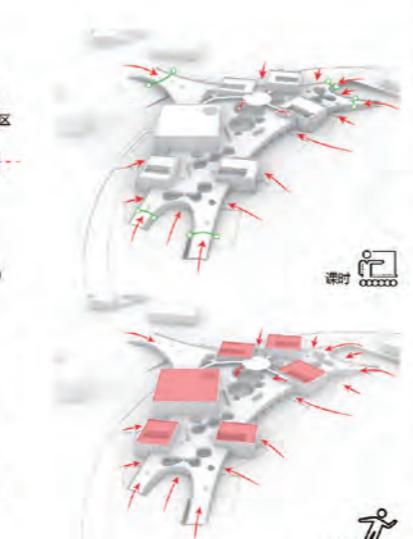


限制流线  
(仅幼儿园人员)

禁止通行

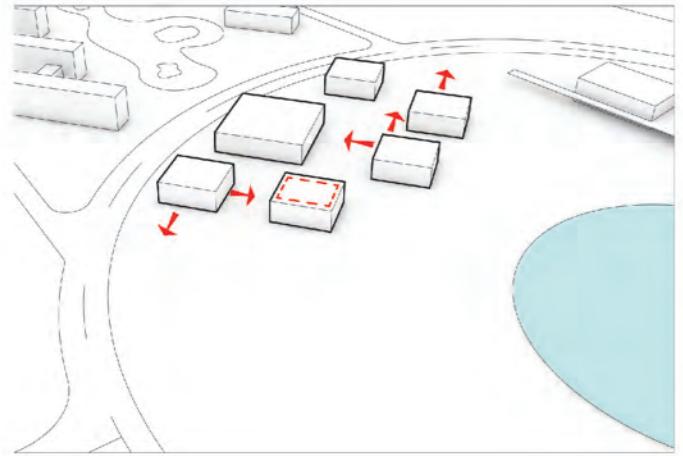
行为可达

视线可达

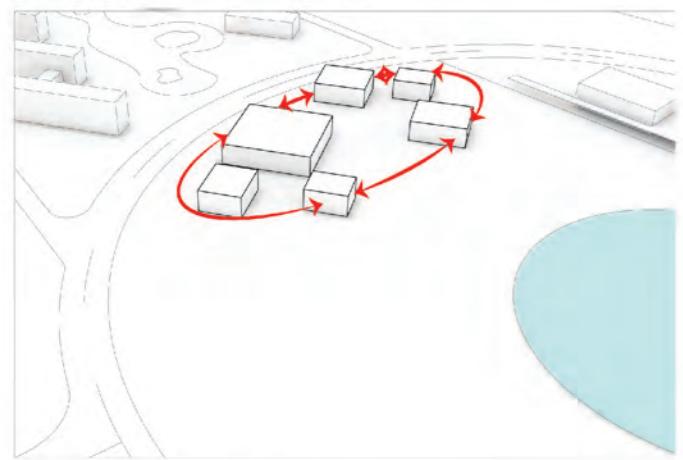




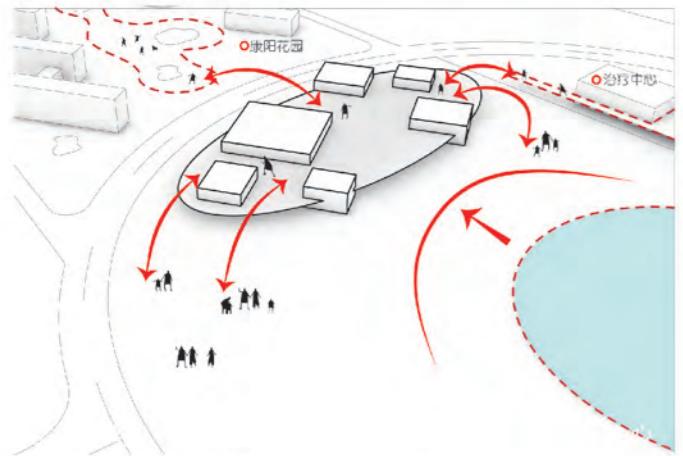
幼 儿 园 / 单 体 生成 / 平 面



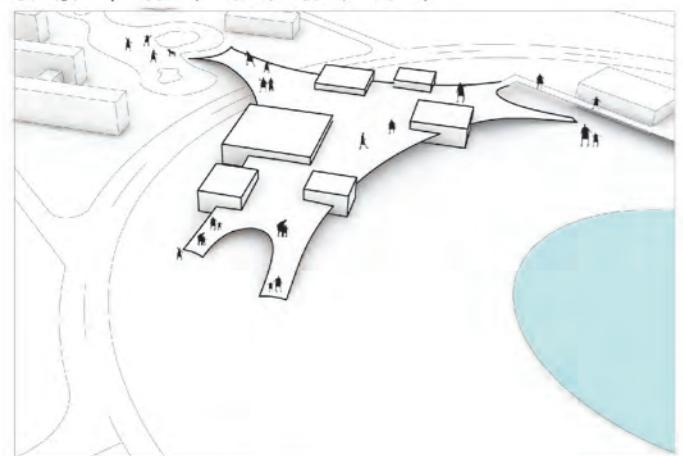
### 体 块 错 动 / 大 小 放 缩



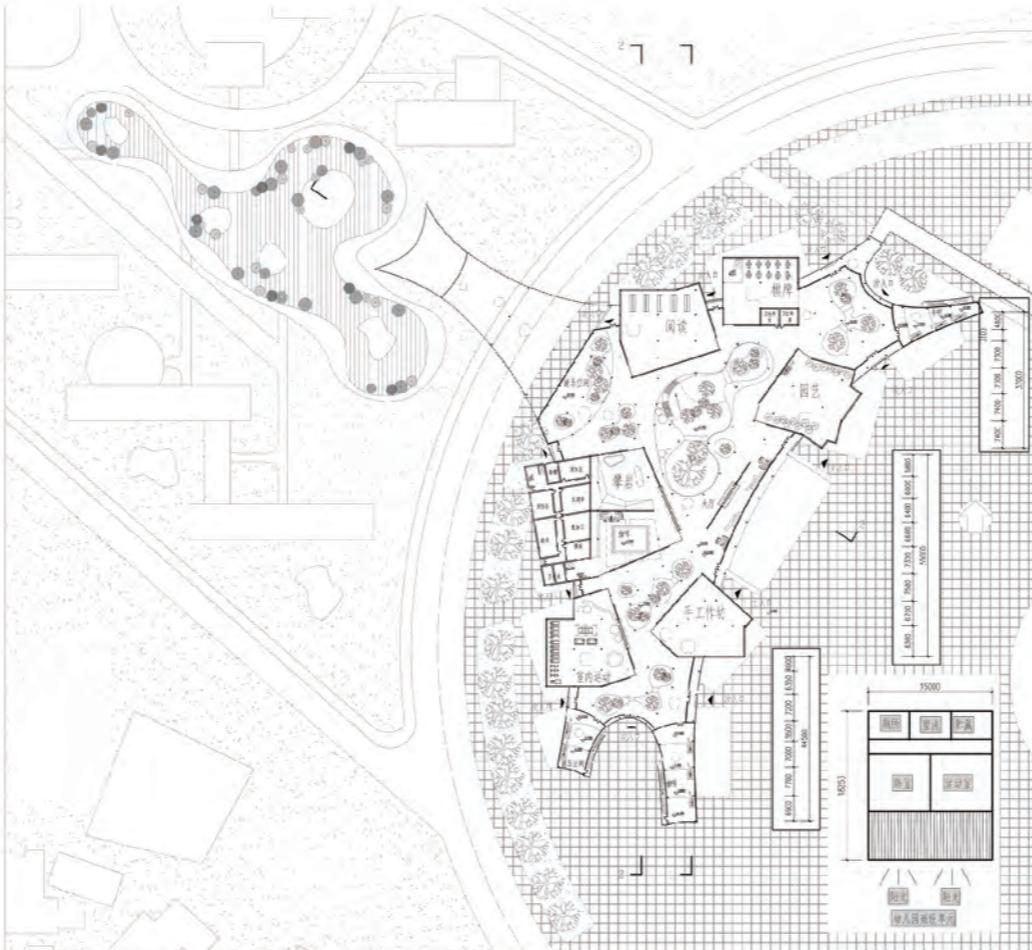
整合空间 / 大平台



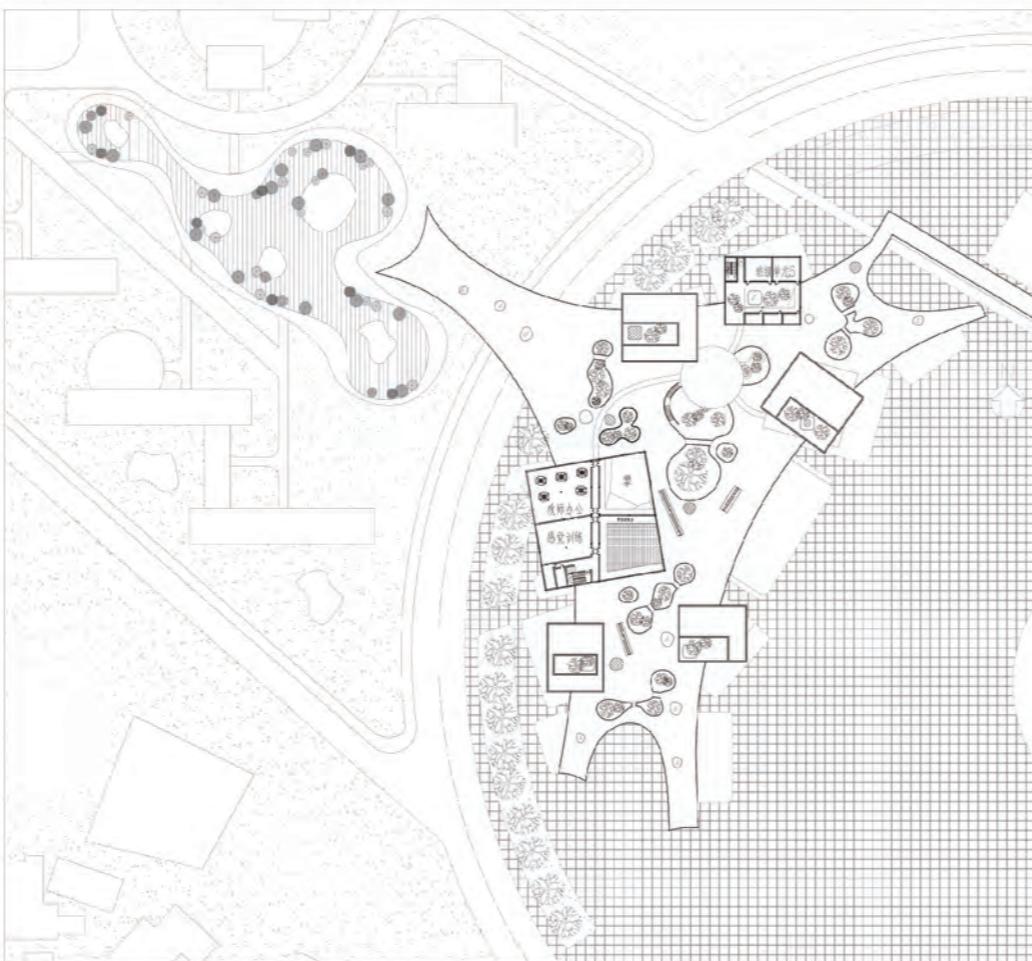
### 联系环境(小/初/高)



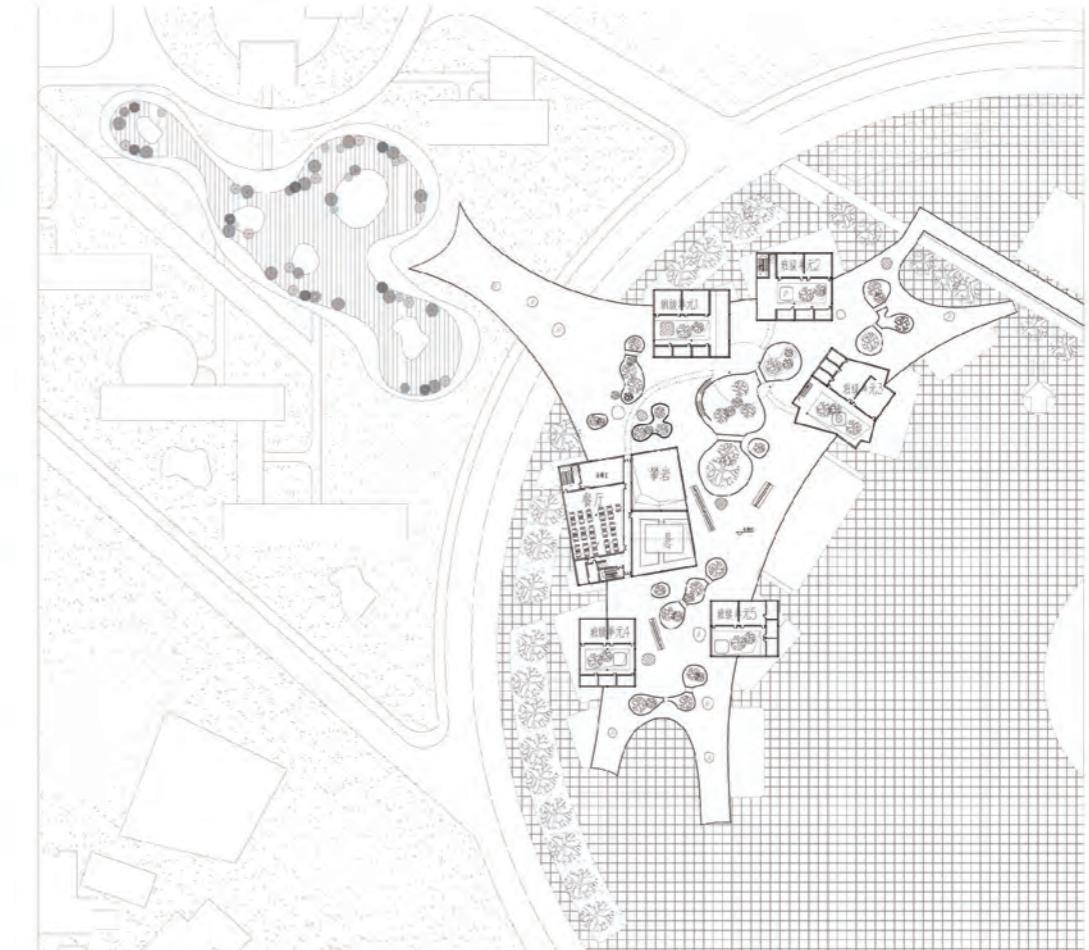
人 群 / 自 有 互 动



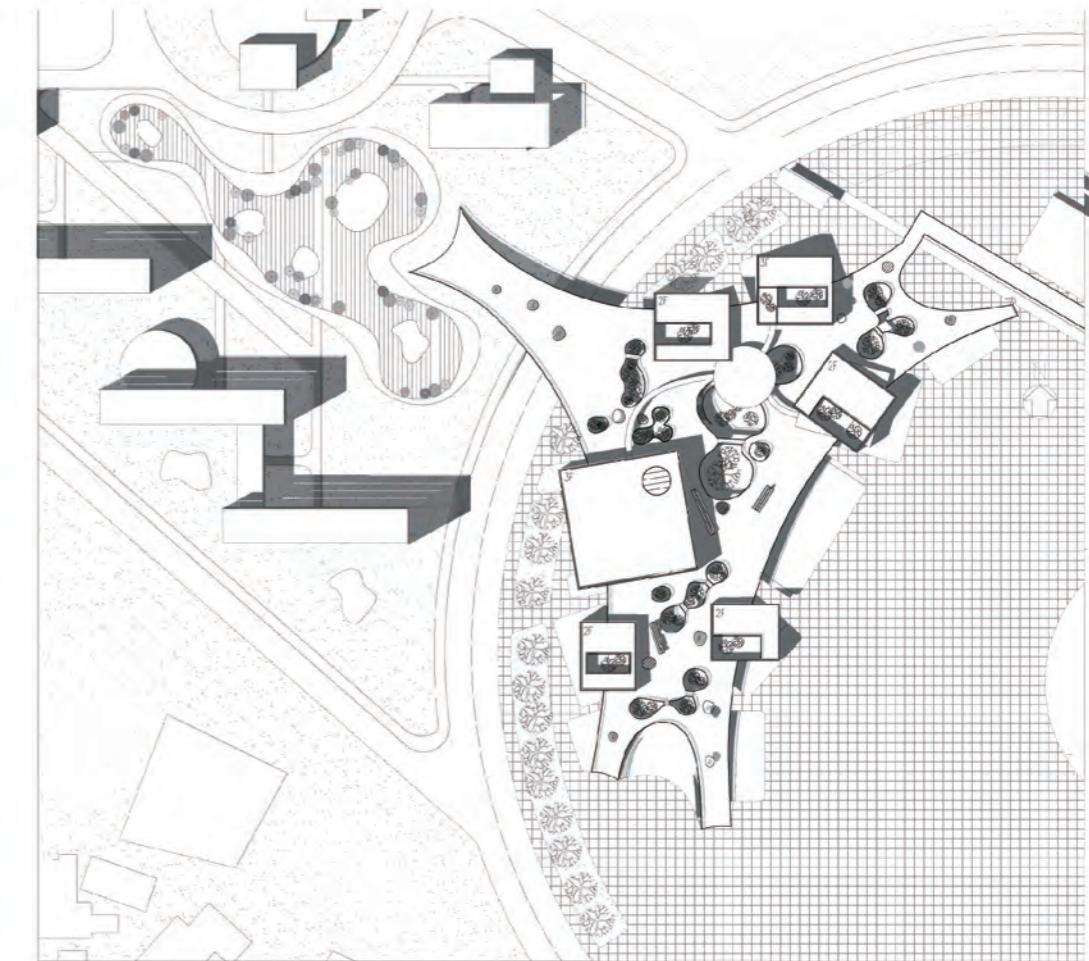
— 层平面 / 1 : 700



三 层 平 面 / 1 : 7 0 0



二层平面 / 1 : 700



屋 顶 平 面 / 1 : 700



立 面 / 剖 面



东立面 / 1 : 400



南立面 / 1 : 400



2-2 剖面 / 1 : 400



1-1 剖面 / 1 : 400



3-3 剖面 / 1 : 400

婺中

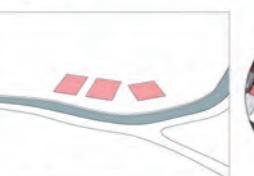
三雕

设计说明：从连接历史与未来的角度去阐释古典徽派建筑文化。新建建筑在建筑的形式语言上与江西婺源的地理环境和建筑文化形成新与旧的对话。具体如：新旧墙体材质对话、立面形式的继承与发展、保存原河岸的人流通过性、设置眺望平台回应周边景观等。

三雕（砖雕、木雕、石雕）文化是徽派建筑文化的特色。方案中，将三雕悬浮于象征未来的玻璃盒中，再将玻璃盒镶嵌于简化的“门楼”和“旧砖”所重塑的墙体表面，最后用连通室内外的“长廊”空间将其联系起来，使游客在“新”与“旧”的墙体之间漫步时，感受历史遗留的雕塑文化和跨时间的空间氛围。



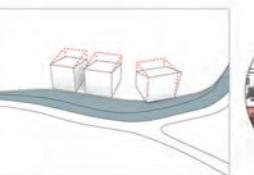
### 形体生成



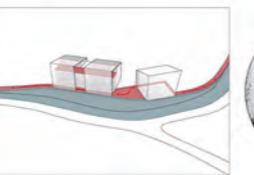
沿河分布



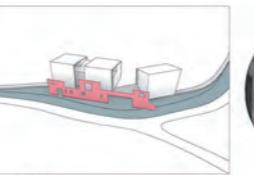
河床拓宽——有机错动



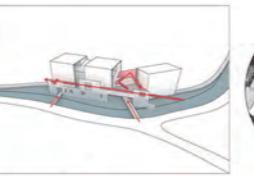
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河岸人流——消解体量



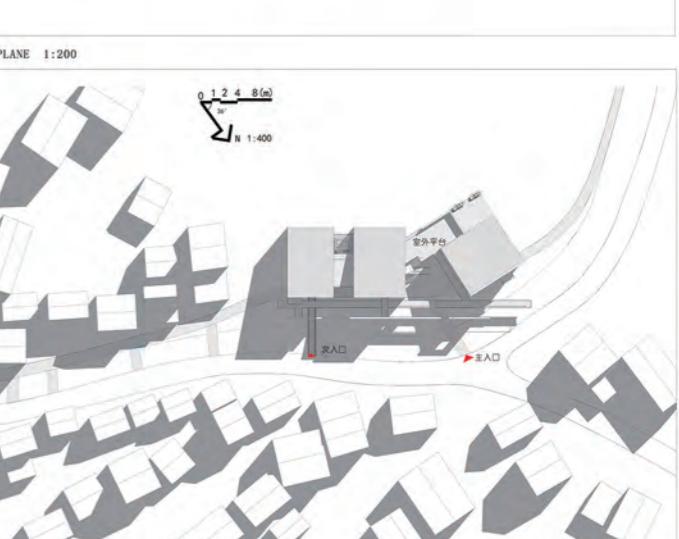
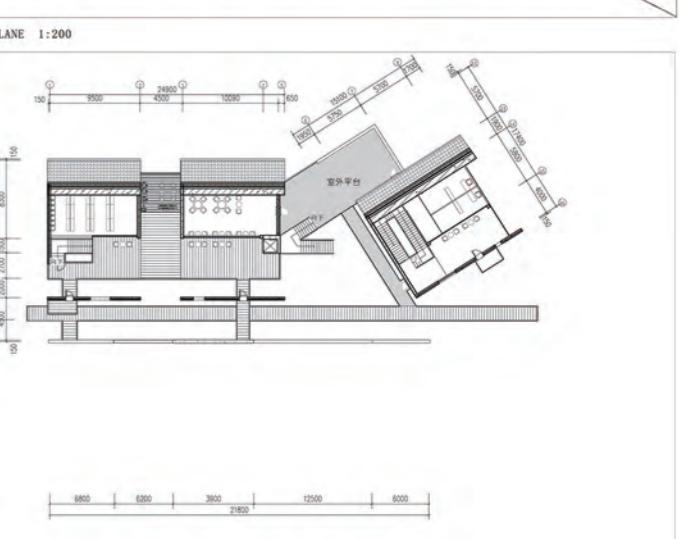
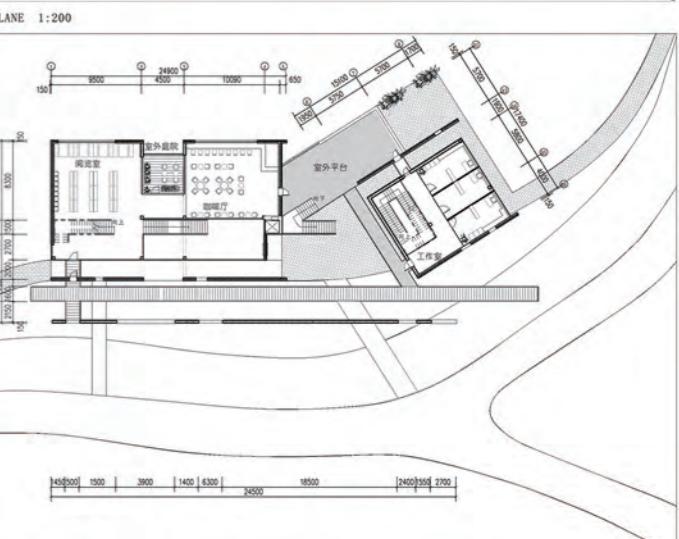
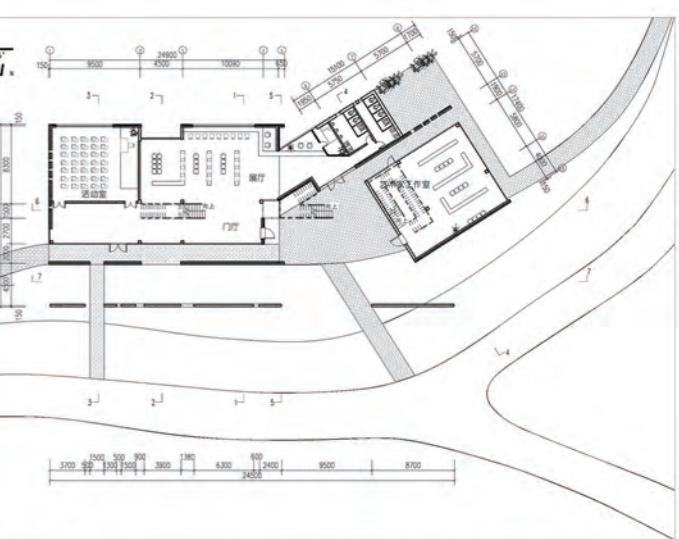
立面肌理



景观——长廊



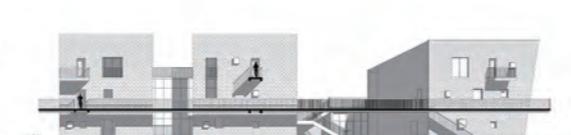
临水——平台



区位因素



NORTH ELEVATION 1:200



SOUTH ELEVATION 1:200

SECTION 1-1 1:200

SECTION 2-2 1:200

SECTION 3-3 1:200

SECTION 4-4 1:200

SECTION 5-5 1:200

SECTION 6-6 1:200

SECTION 7-7 1:200

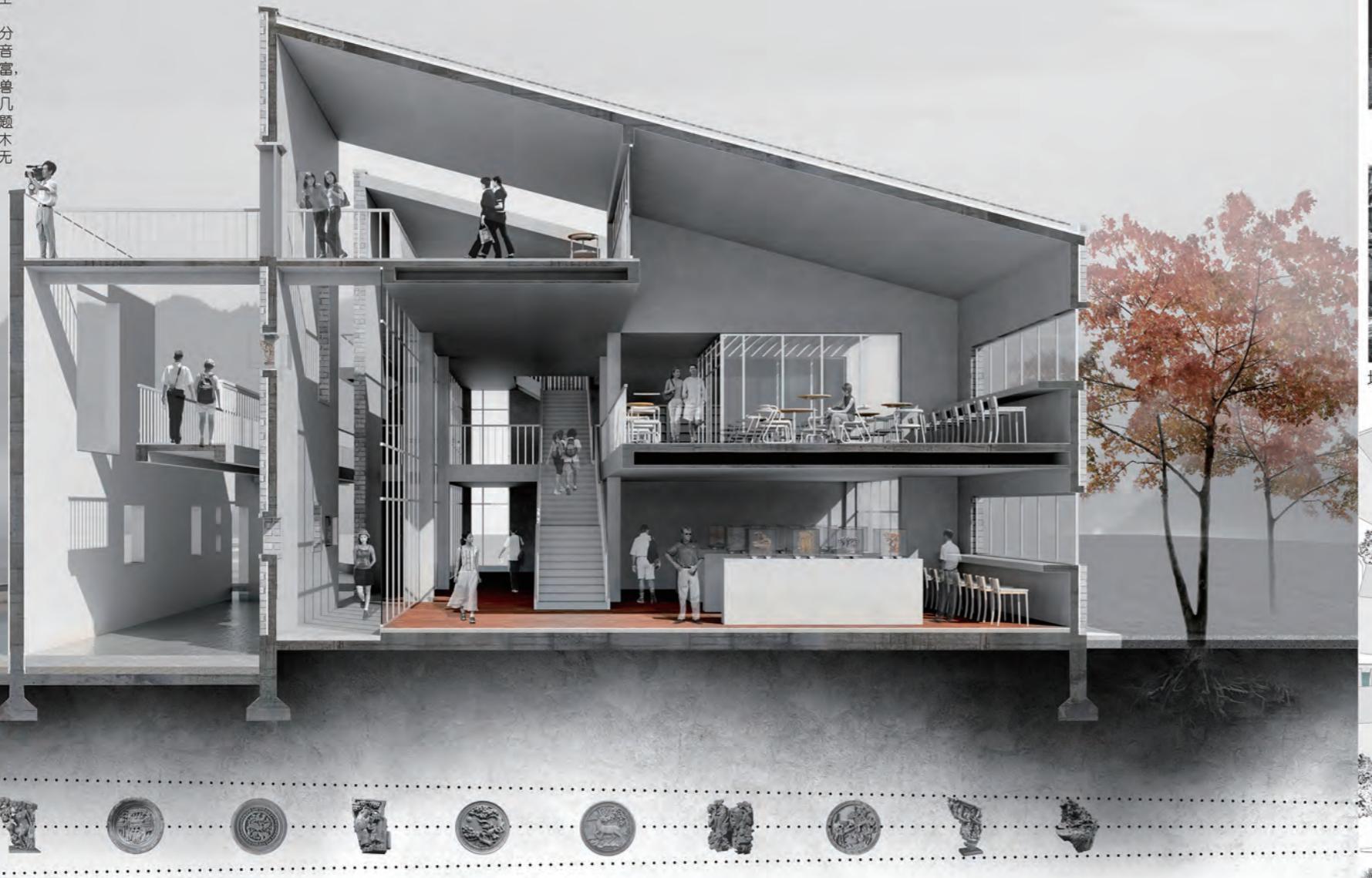
SECTION 8-8 1:200

婺中

三雕

“精雕细琢”式的三雕艺术  
婺源三雕是婺源徽式建筑中最主要的装饰内容，也是最具地域性文化特点的雕刻艺术。婺源三雕多体现在官邸与商宅之中，其雕刻作品细腻繁复，玲珑剔透，每件作品仿佛都在叙说着一个个美丽的故事，其“精雕细琢”式的玉雕艺术也体现了工匠的雕刻技艺水平。

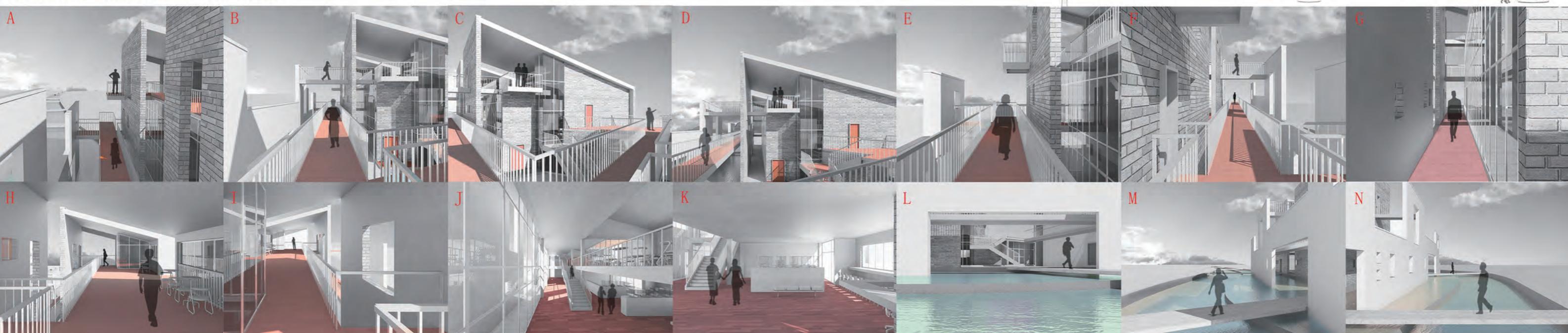
婺源三雕图纹艺术符号创作手法分析。  
组合拼接、象征、隐喻、谐音取义、表号婆源木雕装饰题材丰富，涉及到人物故事、花卉植物、鸟兽鱼虫、云纹、回纹、八宝博古及几何形体等纹样或图案。木雕装饰题材受到了新安画派的影响，婺源木雕图案从花鸟虫草到人物风水，无不表现出高度的文化气息。



场地照片



爆炸轴测图节点对应一一透视图：A—N



# 城中村改造——CS GAME CLUB (小组作业)



基地网格特征提取  
空间特质  
巷道空间  
空间强化  
城中村掩体自身基础  
现存CS多为野外丛林游戏  
CS巷战游戏俱乐部  
功能特质

体块生成

游戏模式  
■ 两小队突袭战 两小队从不同入口进入场地，规定时间按生存人数多少决定胜负。  
■ 拆除炸弹 规定时间拆除场地中规定数量的炸弹。  
■ 救人质 规定时间解救绑架人质，场地随机组合。

部分建筑移除

小组成员：胡晓楠 郭若梅 王毅超  
个人任务成分：  
负责剖面空间绘制及设计，  
单体空间设计及做图，模型制作

场地肌理提取

肌理强化

肌理演化

正负空间

新体块生成

联系

可能性

1 2

3 4

5 6

7 8

功能组织

GAME SERVICE CENTER

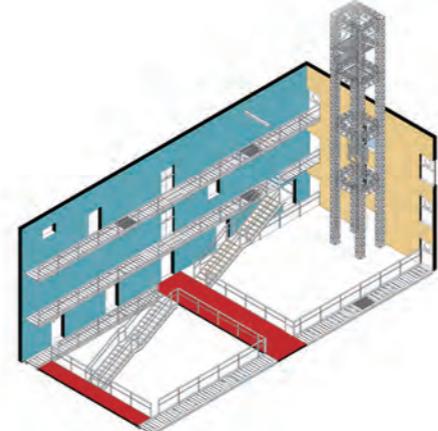
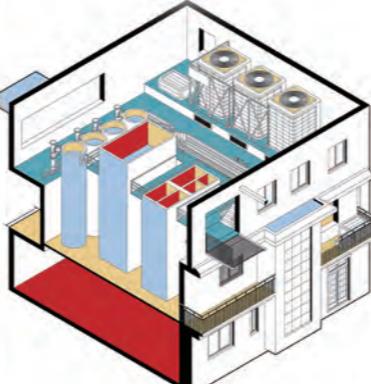
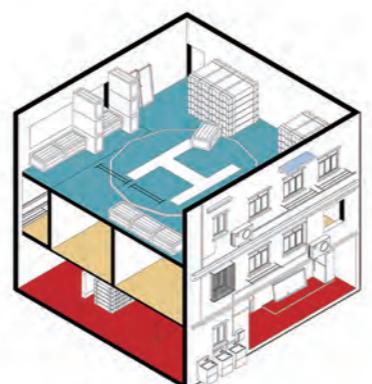
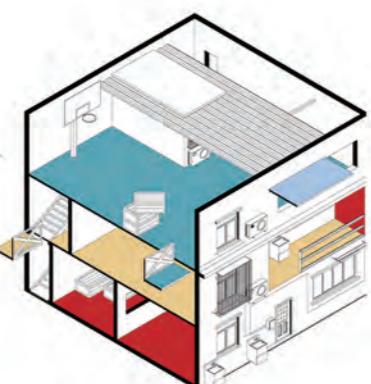
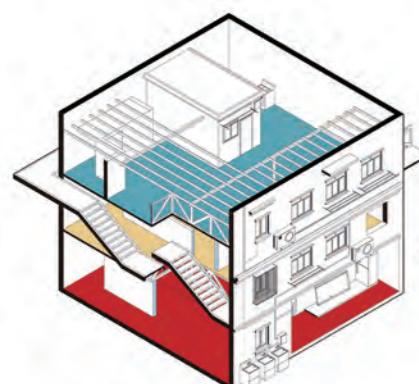
杭州区位

骆家庄总图

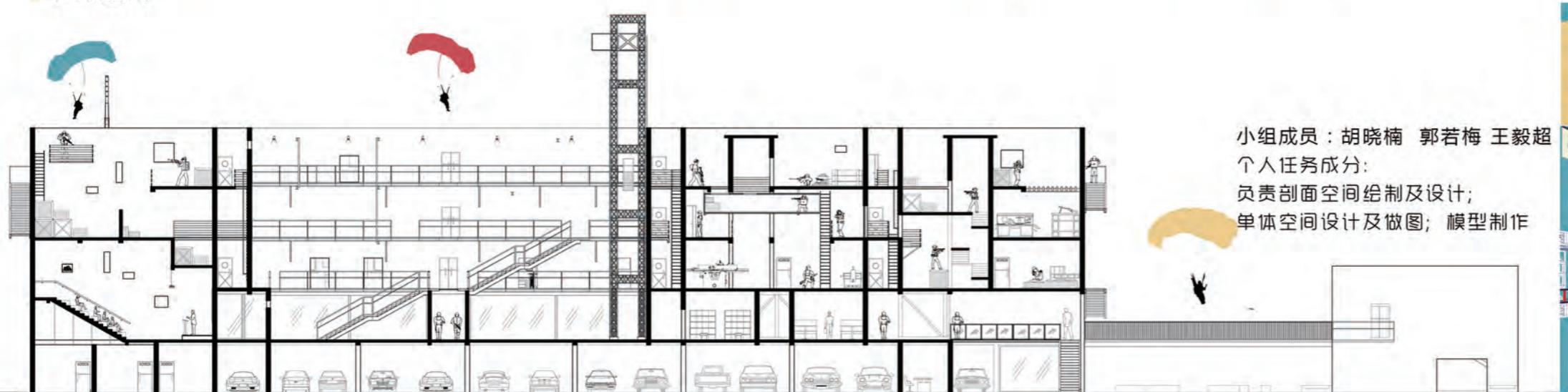
A A B B

N

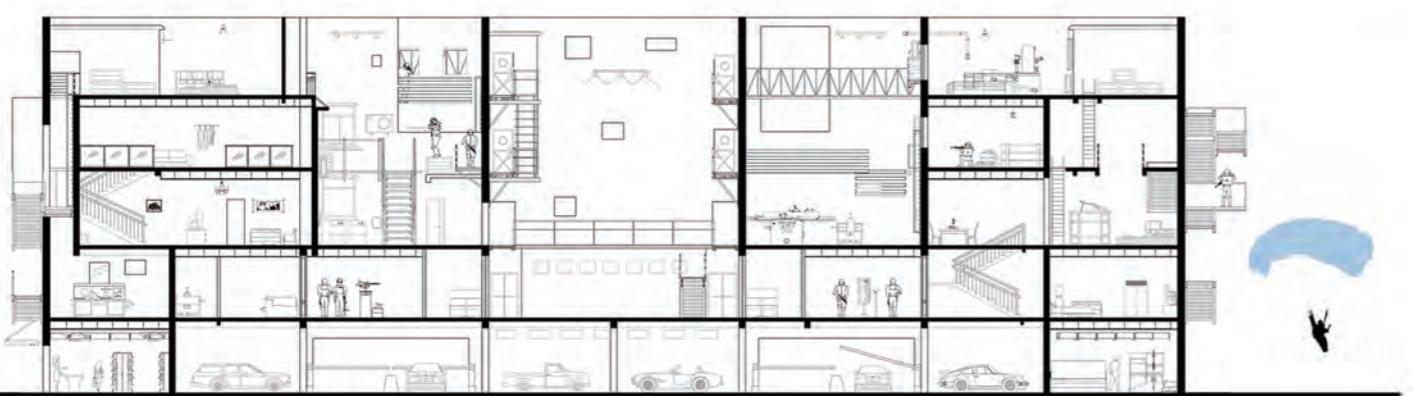
# 城中村改造——CS GAME CLUB (小组作业)



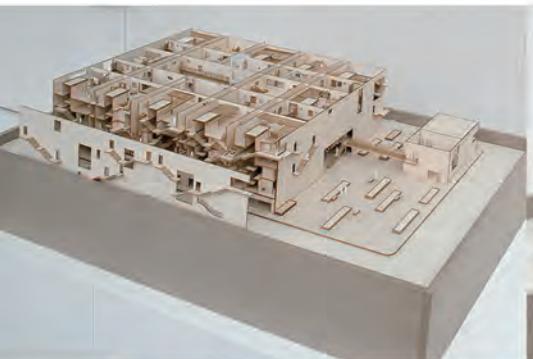
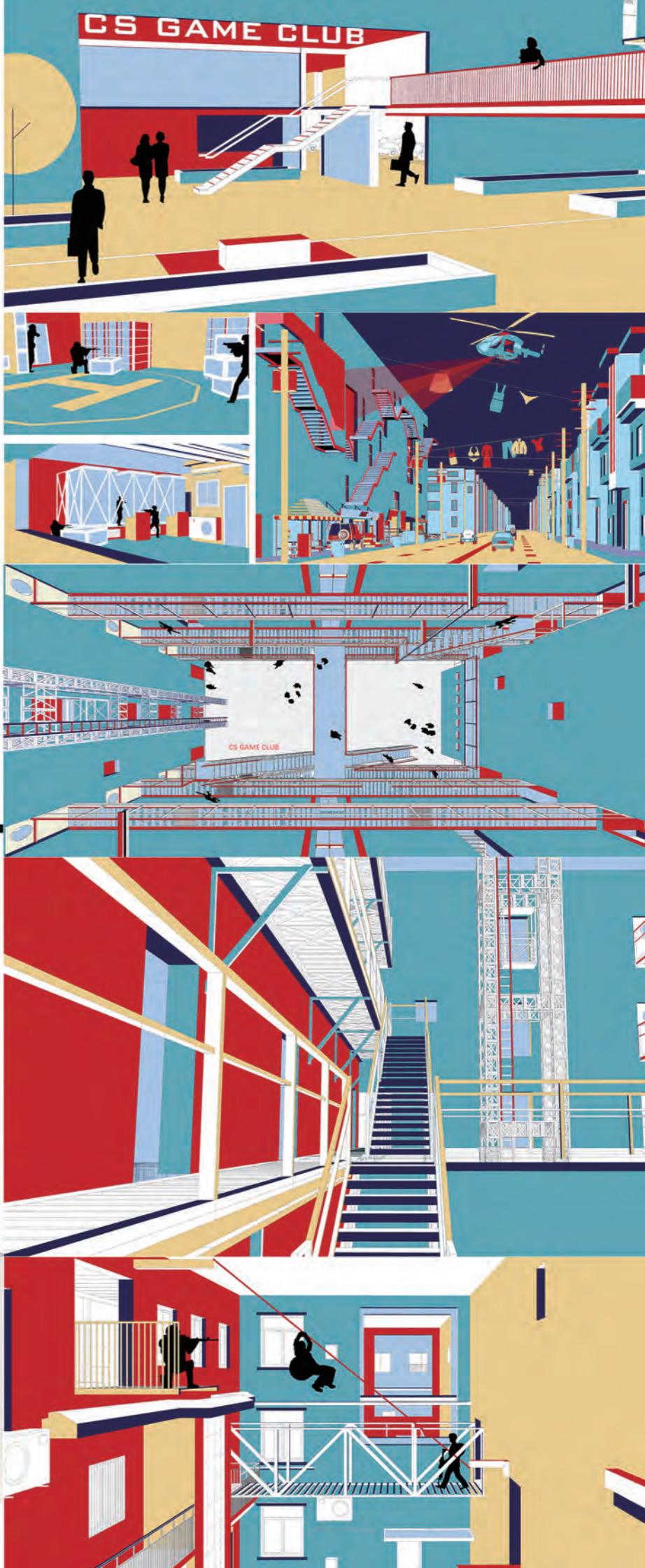
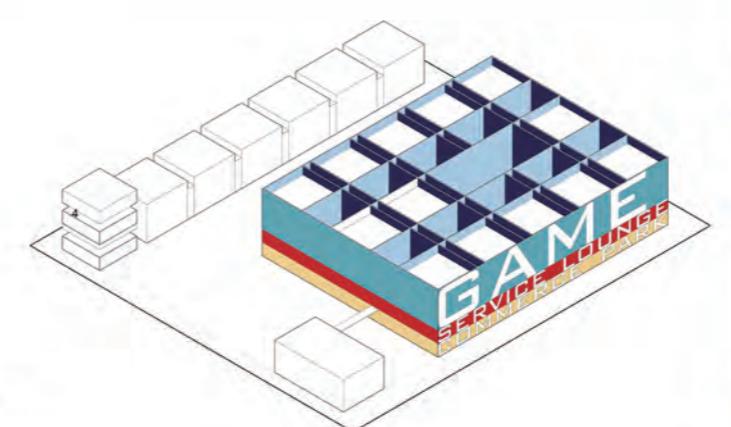
单体空间



长轴主要空间剖面

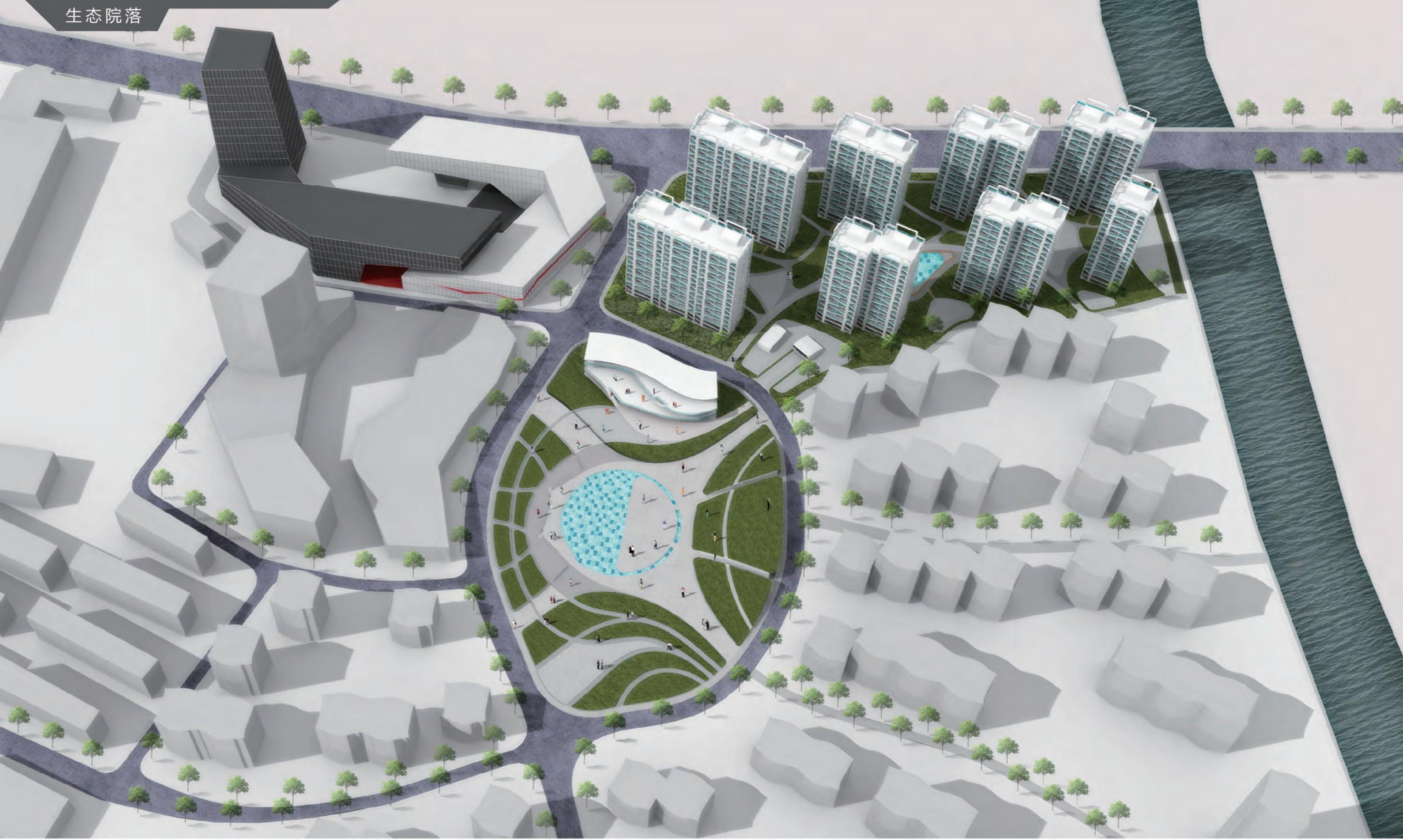


短轴主要空间剖面

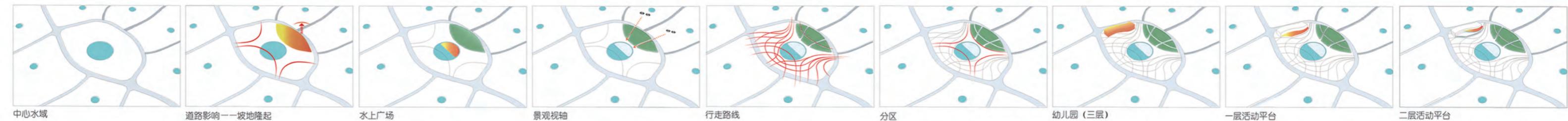


模型照片

# 生态院落



中心生态院落——生成逻辑

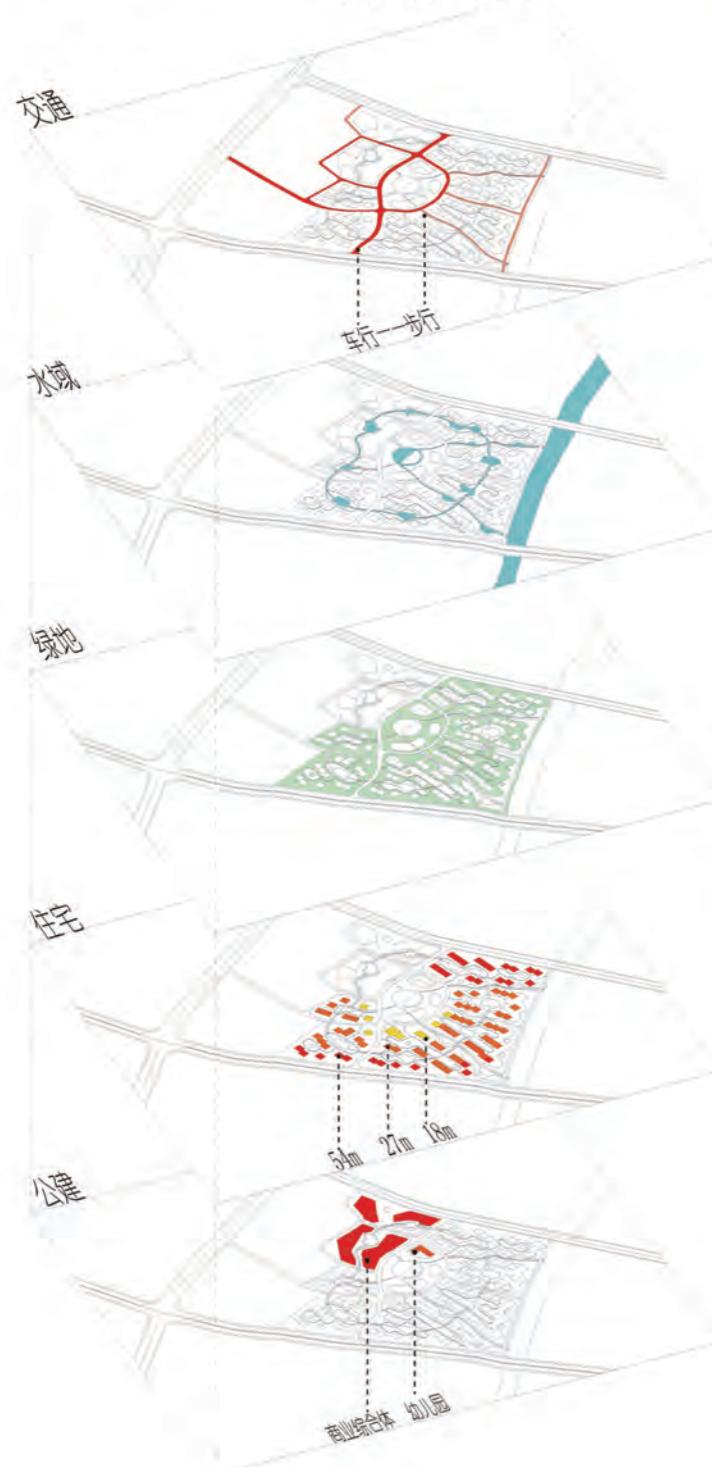




院落——苗圃



生态院落——整体围合中心绿地

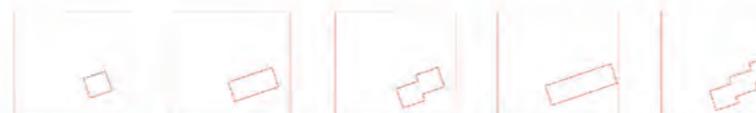


居住建筑用地	
规模	约 16 公顷
容积率	1.8
建筑高度	30m 以下住宅面积约 51%，30m 以上住宅面积约 49% (18m 住宅 1.5 万 m <sup>2</sup> ; 27m 住宅 13 万 m <sup>2</sup> ; 27m~69m 住宅 14 万 m <sup>2</sup> )
住宅户型	90m <sup>2</sup> 以下户型 30%左右；90m <sup>2</sup> ~120m <sup>2</sup> 户型 50%左右；121m <sup>2</sup> 户型 20%左右
建筑密度	约 16%
绿地率	30%
停车位	约 3000 个（全地下停车）

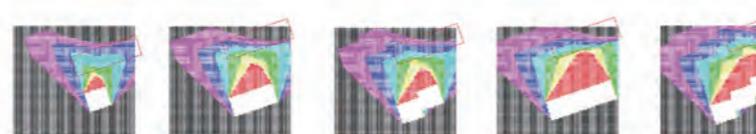
规模	
规模	约 3 公顷（包括配套设施与道路用地）
容积率	2.2
建筑密度	≤55%
绿地率	≥15%
停车位	约 550 个（地面约 50 个）

## 日照分析

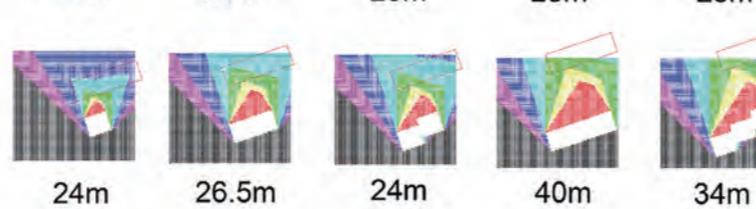
## 建筑形式



## 建筑层高 27m

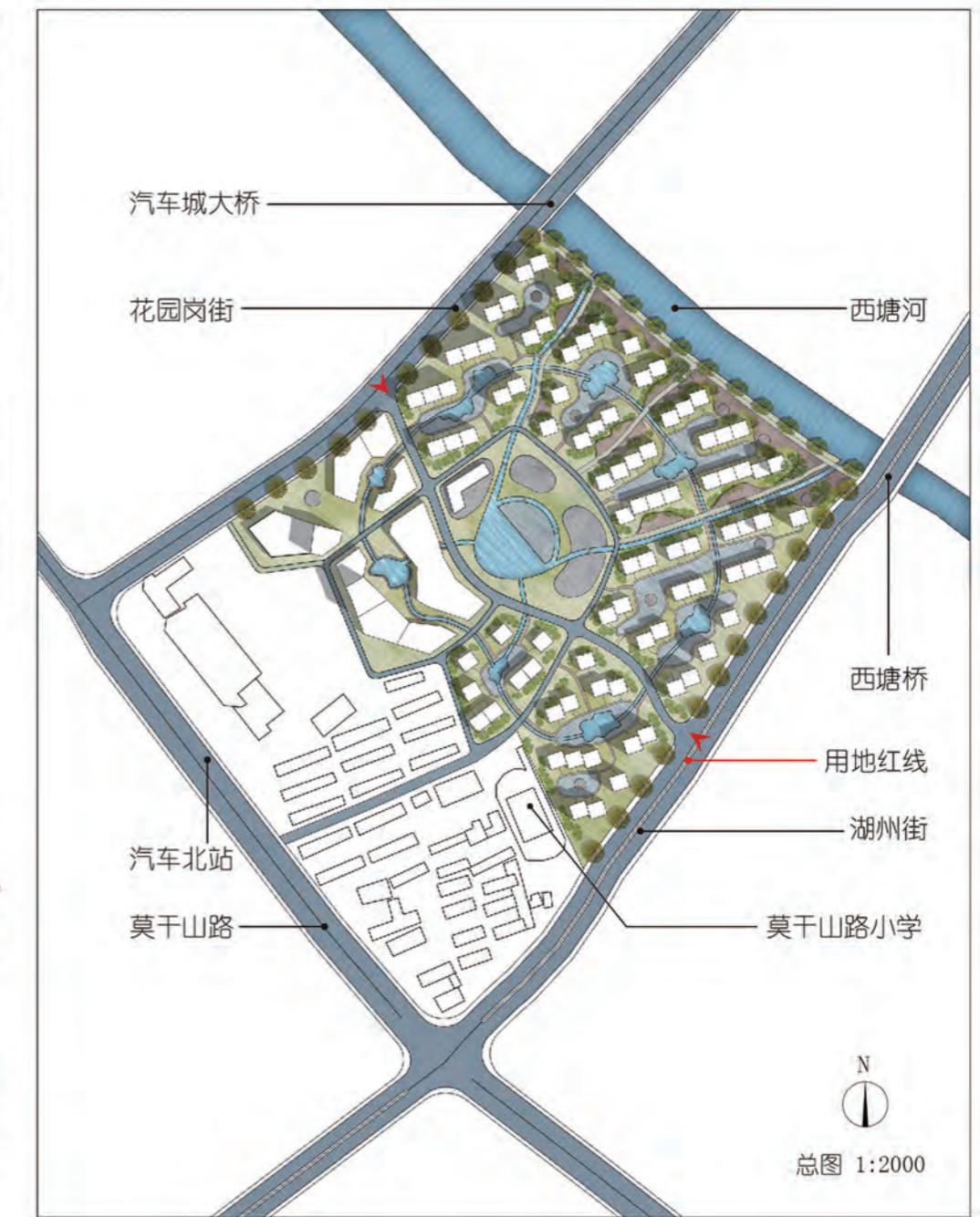


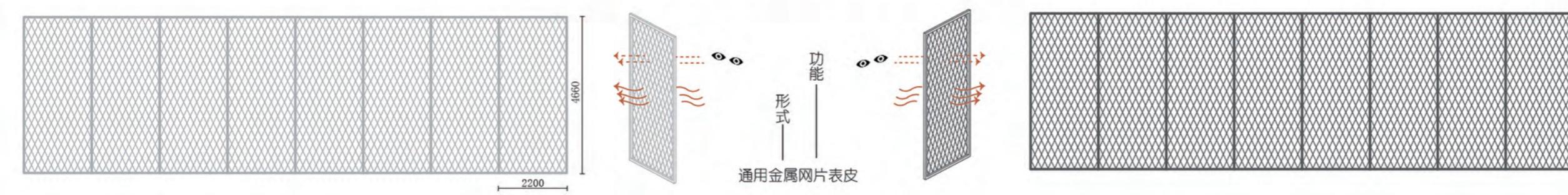
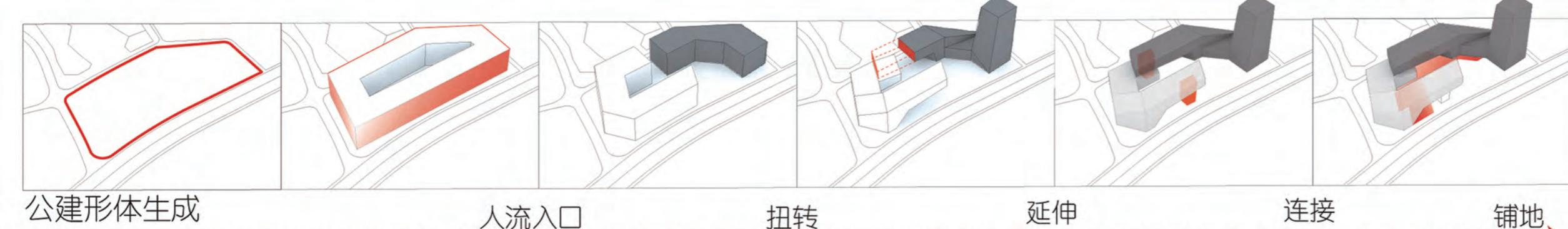
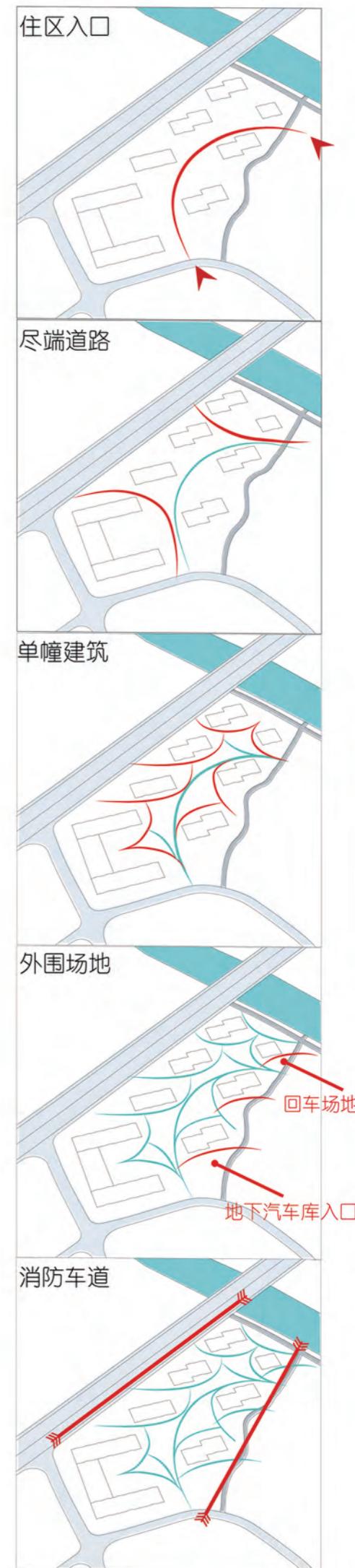
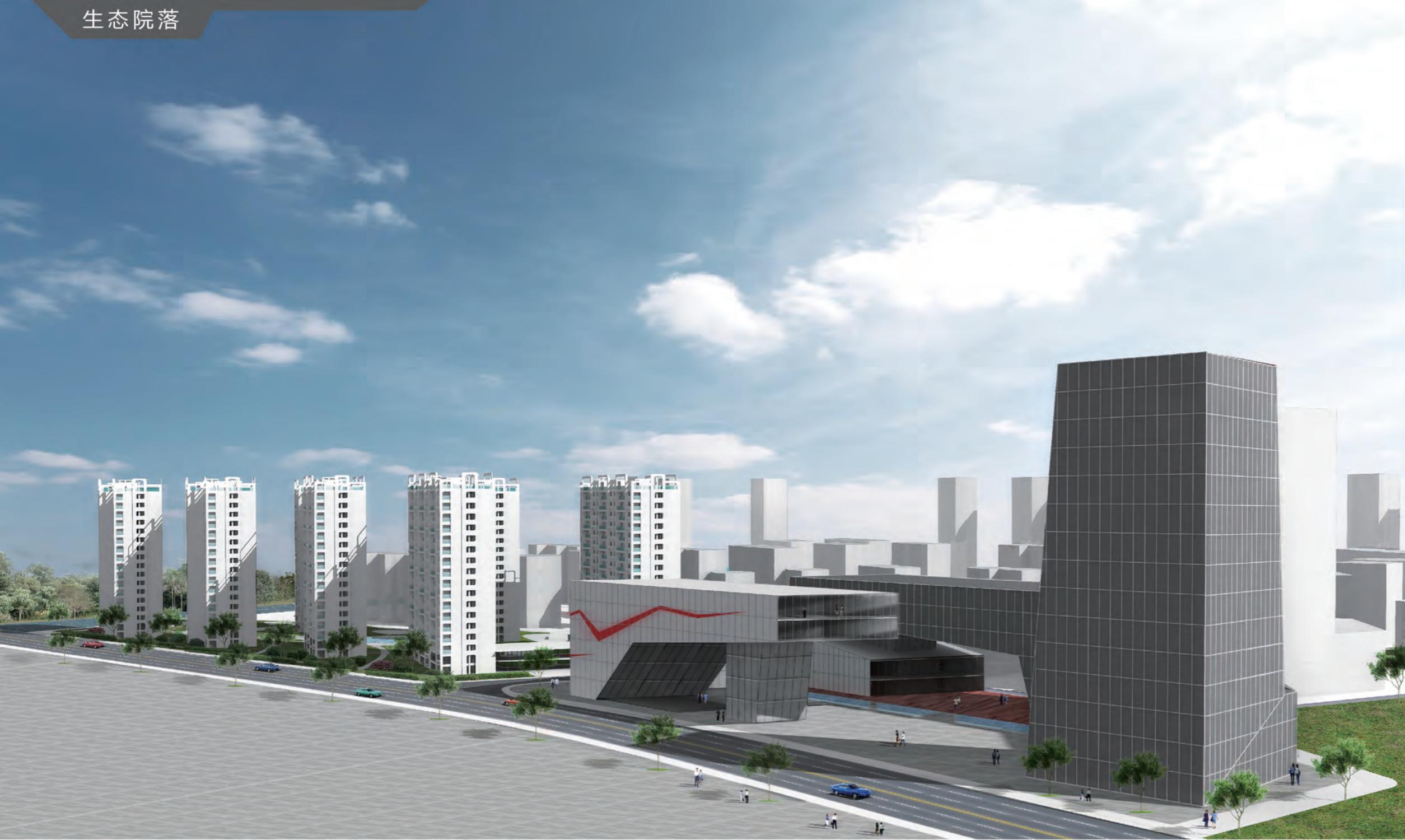
## 日照间距



## 建筑层高 54m

## 日照间距



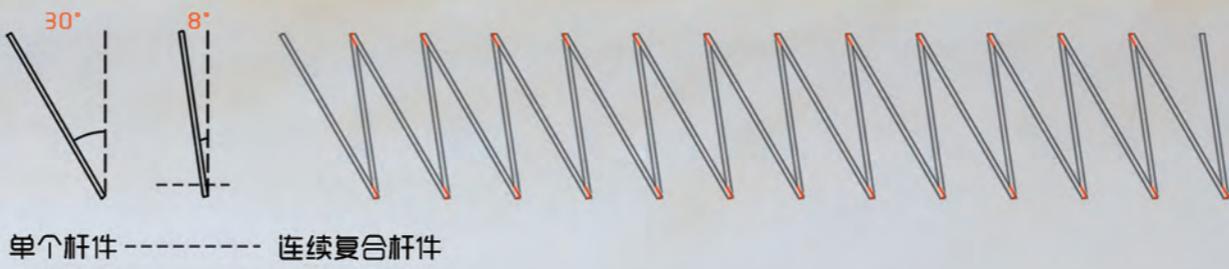
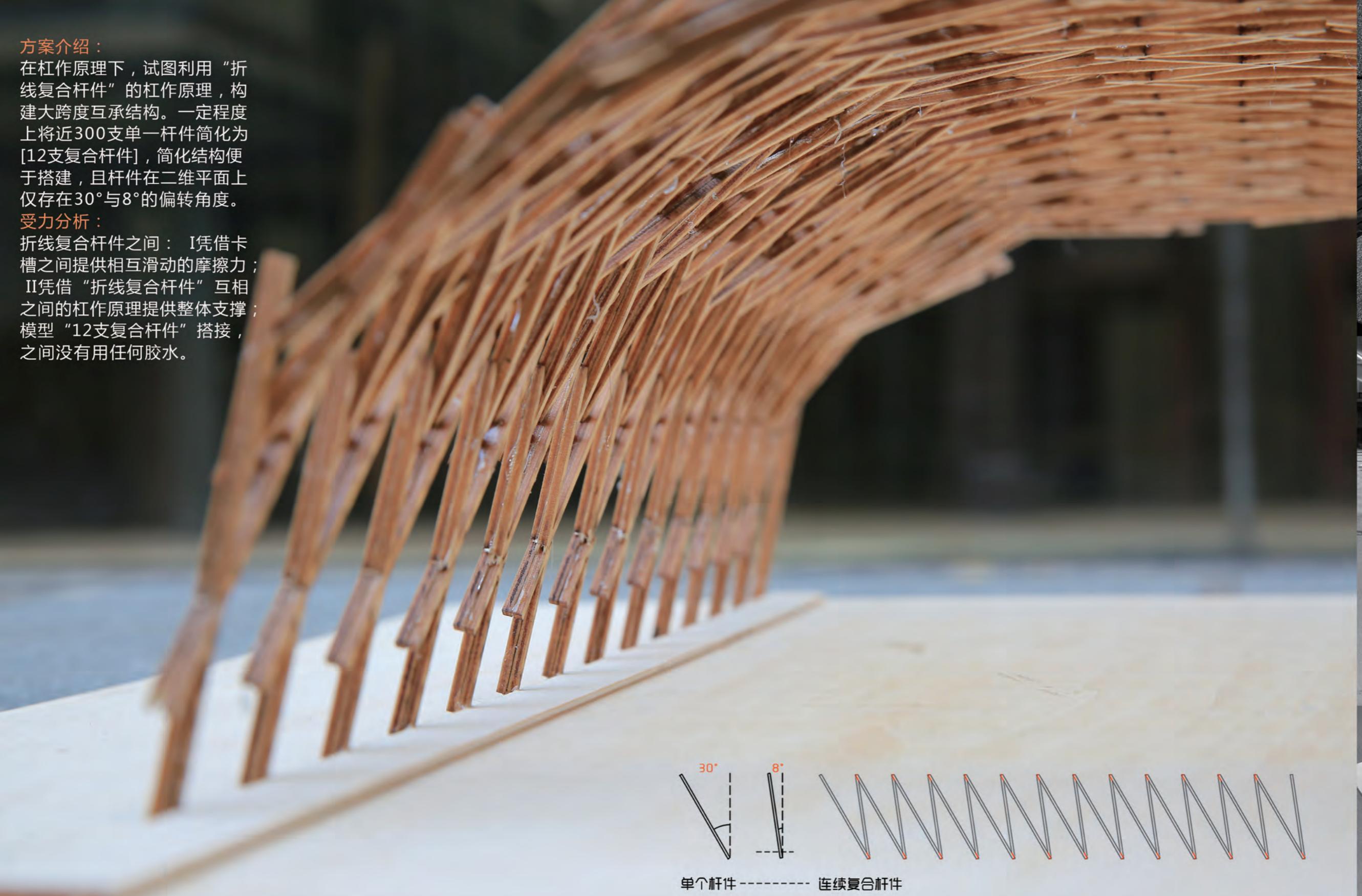


### 方案介绍：

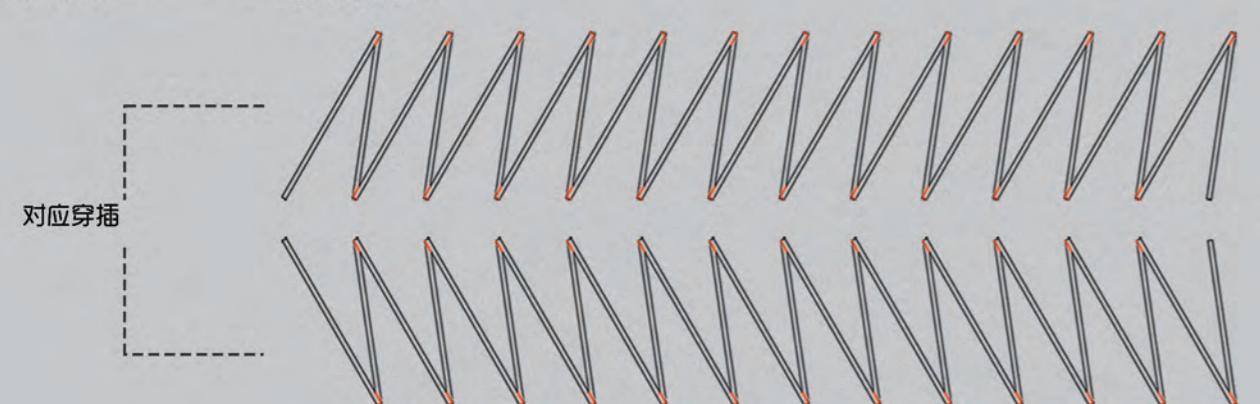
在杠作原理下，试图利用“折线复合杆件”的杠作原理，构建大跨度互承结构。一定程度上将近300支单一杆件简化为[12支复合杆件]，简化结构便于搭建，且杆件在二维平面上仅存在 $30^\circ$ 与 $8^\circ$ 的偏转角度。

### 受力分析：

折线复合杆件之间：  
I凭借卡槽之间提供相互滑动的摩擦力；  
II凭借“折线复合杆件”互相之间的杠作原理提供整体支撑；  
模型“12支复合杆件”搭接，之间没有用任何胶水。



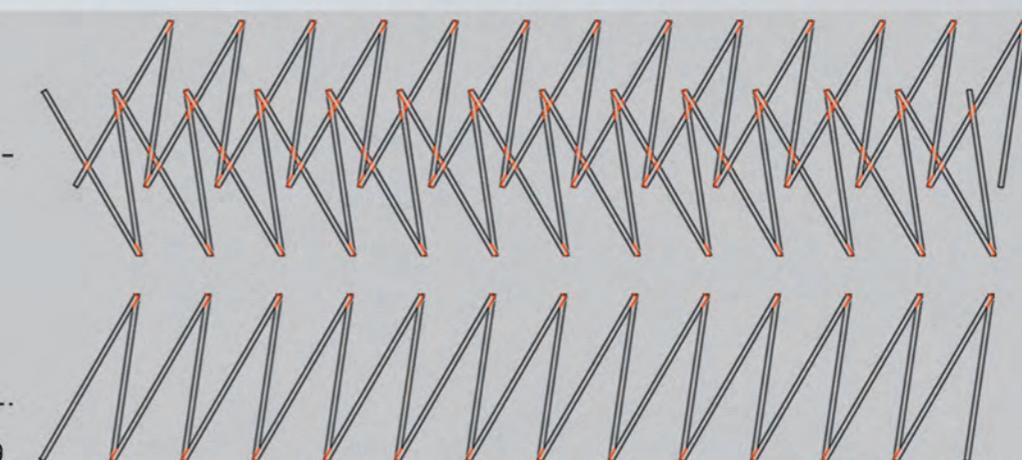
单个杆件 ----- 连续复合杆件



对应穿插

REPEAT...\*9

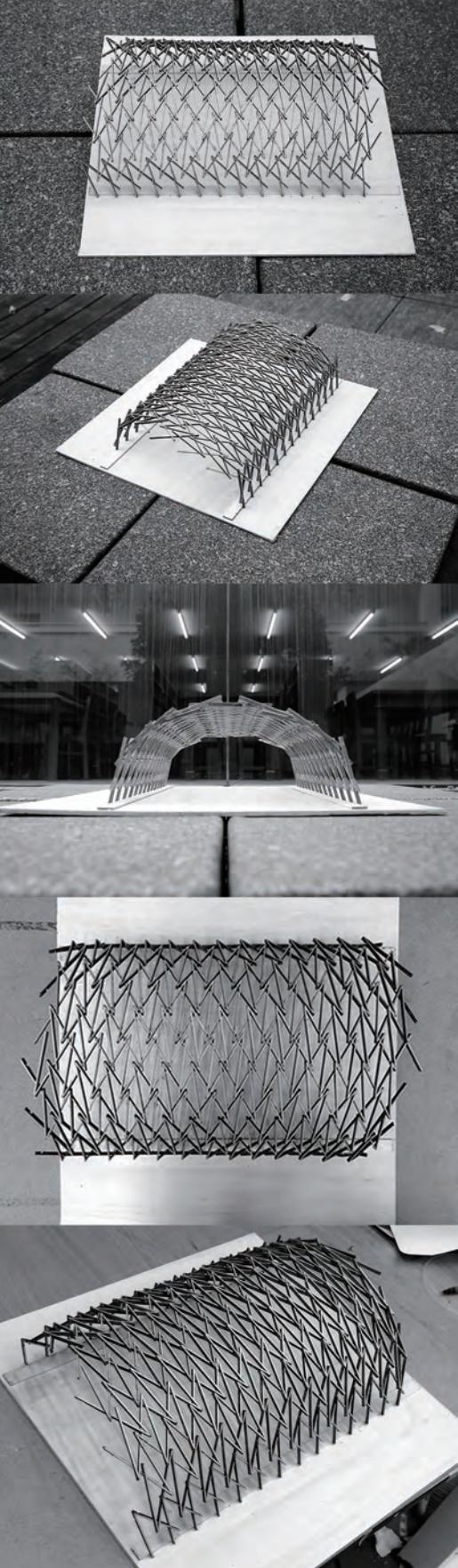
REPEAT...\*9



对应穿插

REPEAT...\*9

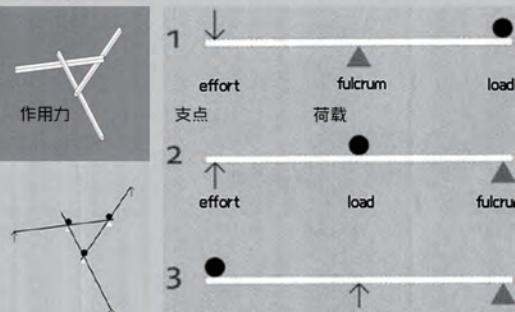
REPEAT...\*9

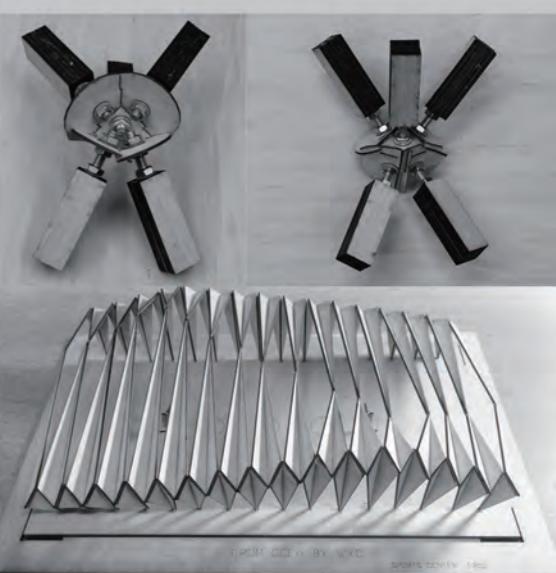


I: 杠作的三种简单形式

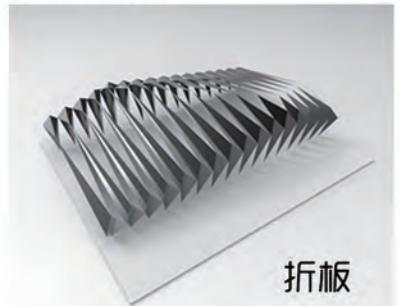
II: 3支杆件的互承结构

III: 3支杆件的互承杠作





## 设计概念



▼



▼

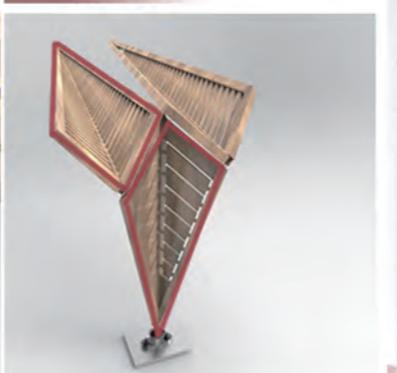
## 结构概念

整体结构为由桁架结构演变成的网架结构的，相邻榀之间共用底部支撑结构和顶部跨度构件,构件之间错位连接，故成网架结构。整体由四边形分割,刚体与刚体之间由铰结点相连，四边形刚体之间互相制约，整体结构达到稳定。

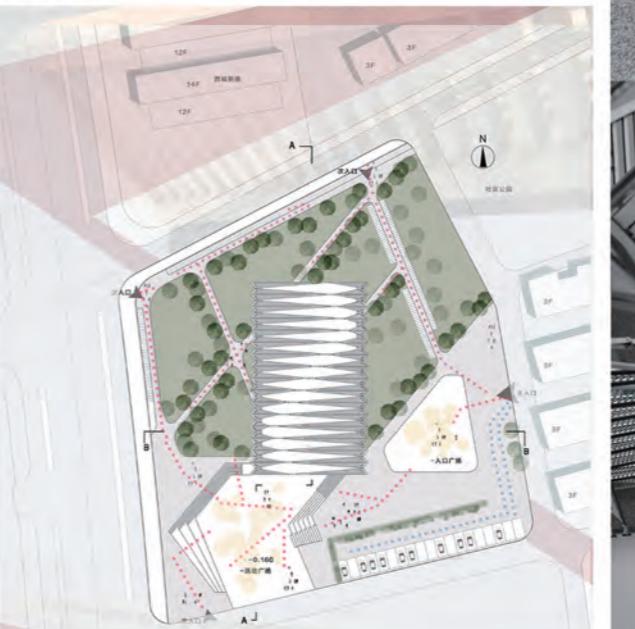
▼ 箱梁



▼ 四边形刚体

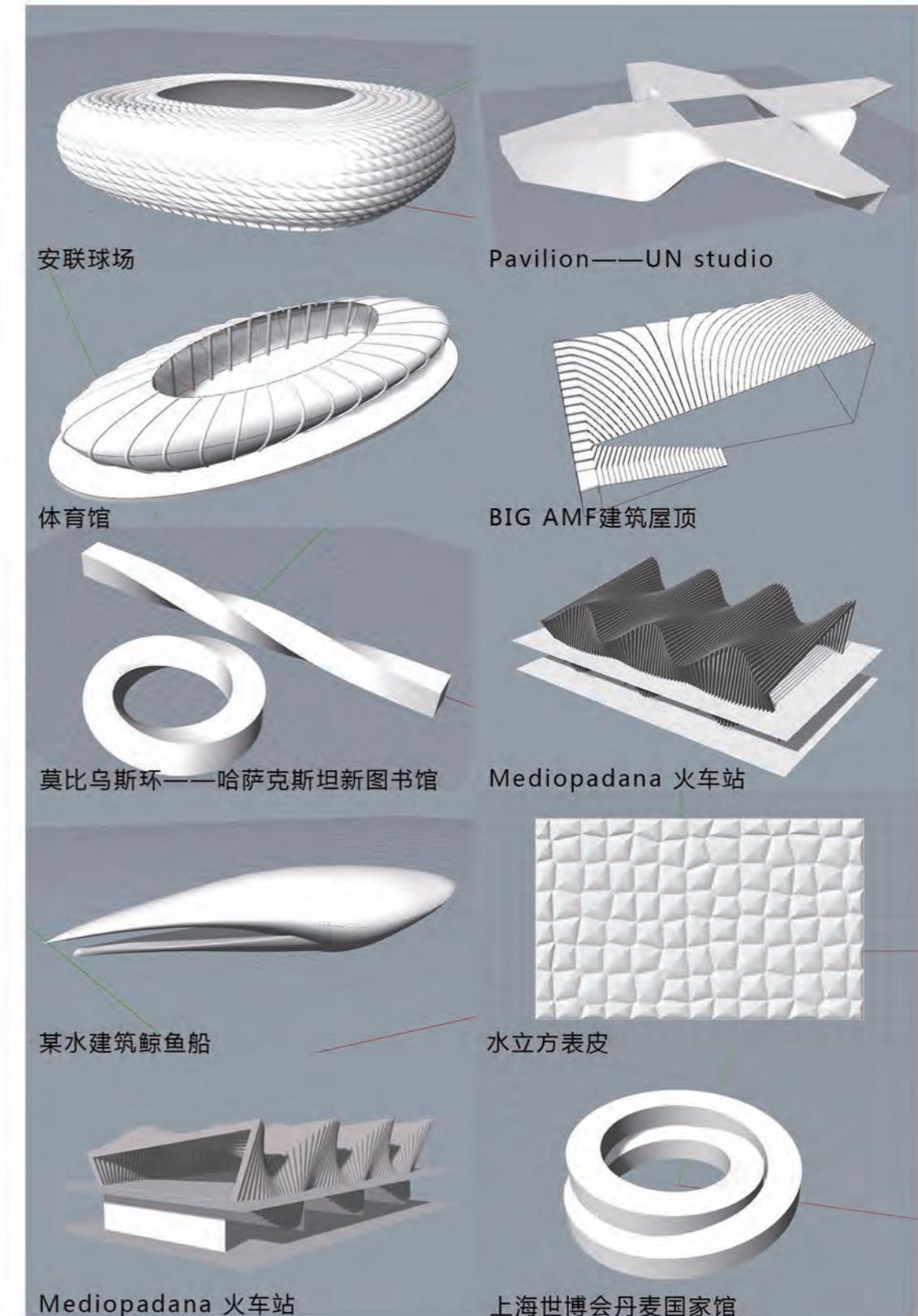
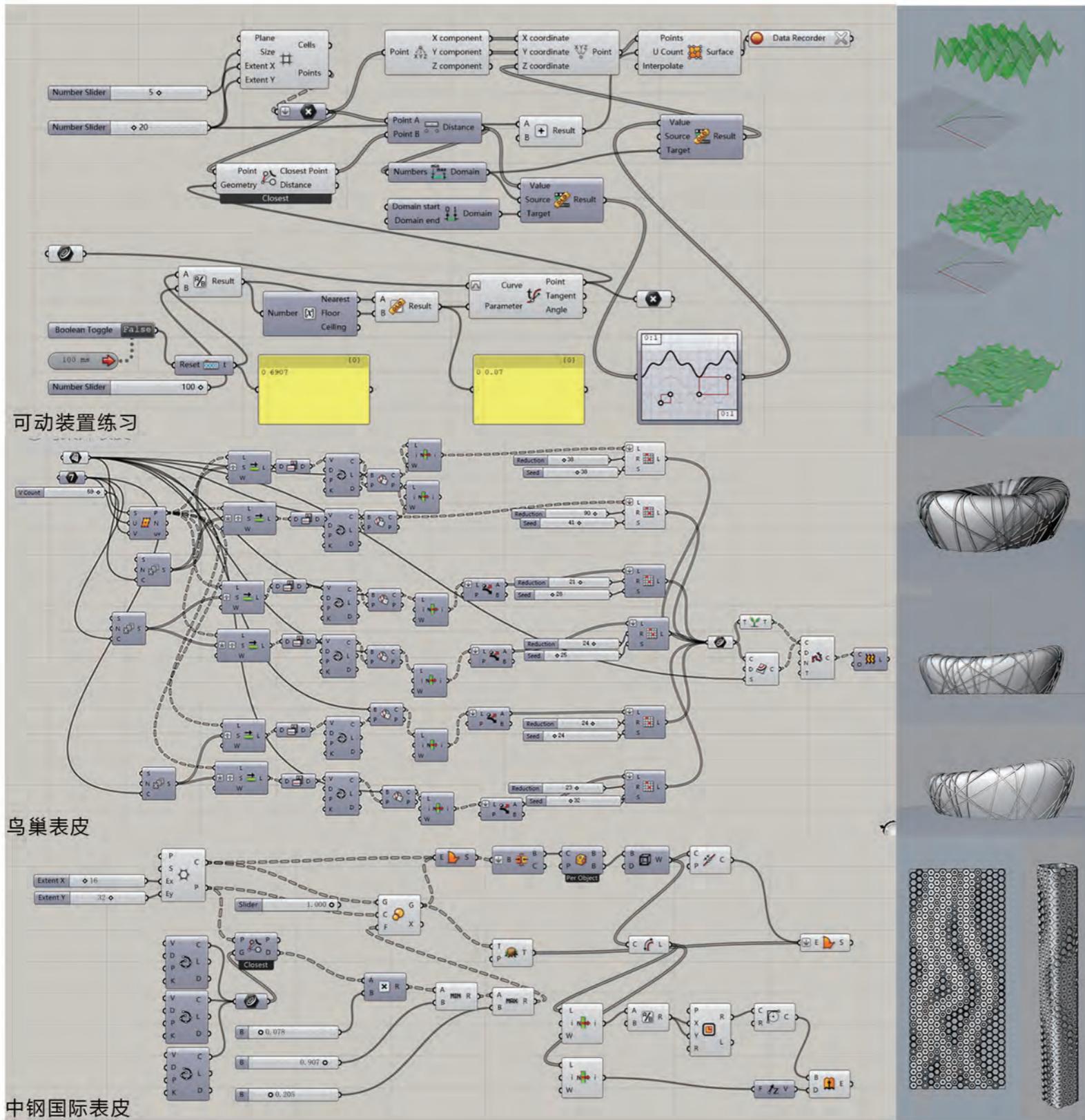


## 总图



之字形渐变屋顶

## 参数化设计 建模



## Other work

