

AN OFFLINE VIRTUAL COMMUNITY

PUBLIC CONDENSER AS A SYSTEM

GRADUATION REPORT

AUTHOR: YINGDA SUI

ID: 4933117



Graduation Plan

Master of Science Architecture, Urbanism & Building Sciences



Hague South-West has neither already-defined local identity nor any leading local culture. A lack of resource made nostalgic historicity powerless in this area.

This research expects to find an alternative way to enhance local-based community, in the context of a post-war migrant city and in a near future.

[Design Assignment]

The project is designing a community center in the Hague South-west area. It aims at helping the migrants, especially the globally-thinking-Millennials to establish a sense of belonging to their local-based community.

The process of migrant integration is proved to be social, psychological, yet spatial. The process people today find their belonging on the online communities is also associated with certain interactive modes, which could be interpreted into physical space to some extent.

Hence there are certain spatial qualities and prototypes that could facilitate the design goal. Besides accommodating the required programs, the Public Condenser should be infused with those spatial qualities and prototypes.

Process

Method description

The project first applied a theory & case based qualitative research, trying to find out what kind of spatial quality or prototypes is necessary for migrant integration and might help establish a sense of belonging. The literature reviewed covered multiple disciplines from sociology, praxeology to phenomenology.

Besides, heuristic tools including 'subversive surface drawing' and 'multimodal object' was used to interpret the interactive modes of online community into physical and performative concepts.

The spatial qualities, physical concept, program will be integrated and fitted into the site, before the final design was achieved.

Literature and general practical preference

Hall, S. (2012) *City, Street and Citizen: The Measure of the Ordinary*. London & New York: Routledge.

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Sandercock, L., Attili, G., (2009) *Where Strangers Become Neighbours: Integrating Immigrants in Vancouver, Canada*. Berlin: Springer.

Shao, Y., et al (2017) Defining Local Identity. *Landscape Architecture Frontiers*, 5(2). pp. 24-41

Marcus, G., E. & Saka, E. (2006) Assemblage. *Theory Culture Society*. 23(2-3) p.101-109.

Muminovic, M. (2006) Places as Assemblages: Paradigm Shift or Fashionable Nonsense? *Athens Journal of Architecture*. 1(4) p.295-310.

Clark, A. (2007) Understanding Community: A review of networks, ties and contacts. *NCRM Working Paper Series*. 2007(9).

van Nes, A. (2008) The Heaven, the Earth and the Optic Array: Norberg Schulz's Place Phenomenology and its Degree of Operationability. *Footprint*. June 2008 p.113-134.

Bordeleau, A. (2008) An Indexical Approach to Architecture. *Footprint*. Autumn 2008 p.79-76.

Frampton, K. (1981) From "Towards a Critical Regionalism"

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<https://www.tandfonline.com/doi/full/10.1080/1070289X.2019.1658396>

Ramon, M. (2012) Integration of Migrants into Cities through Culture: The Case of Barcelona. Retrieved from: https://www.iemed.org/observatori/arees-danalisi/arxiu-adjunts/qm-17-originals/qm17_Ramon.pdf

Acesso Cultura (2017) The Inclusion of Migrants and Refugees: The Role of Cultural Organisations. Retrieved from: <file:///C:/Users/Administrator/Downloads/Access-Culture-migrants-refugees.pdf>

Reflection

Relevance

Local-based community is crucial for social cohesion. However, it is now challenged by globalization and digitalization of the world. Current studies and practice on locality mainly limit their scopes in the conservation of historical cities while seem to be powerless in front of post-war migrant cities. The project the New-Hague-ness will excavate the capacity of architecture enhancing local-based community, and suggest to the regeneration and improvement of post-war cities in the future.

Time planning

Till P2:

Design manifesto

Spatial quality description

Spatial concepts in drawing and model

Program and sequence in diagram

B DESIGN MANIFESTO

Schematic building volume on the site

Till P3

Developed building volume on the site

Floor plans and circulation

Interior concepts for programmatic elements

Multiplicity concept involving structure, material and sustainability

Till P4

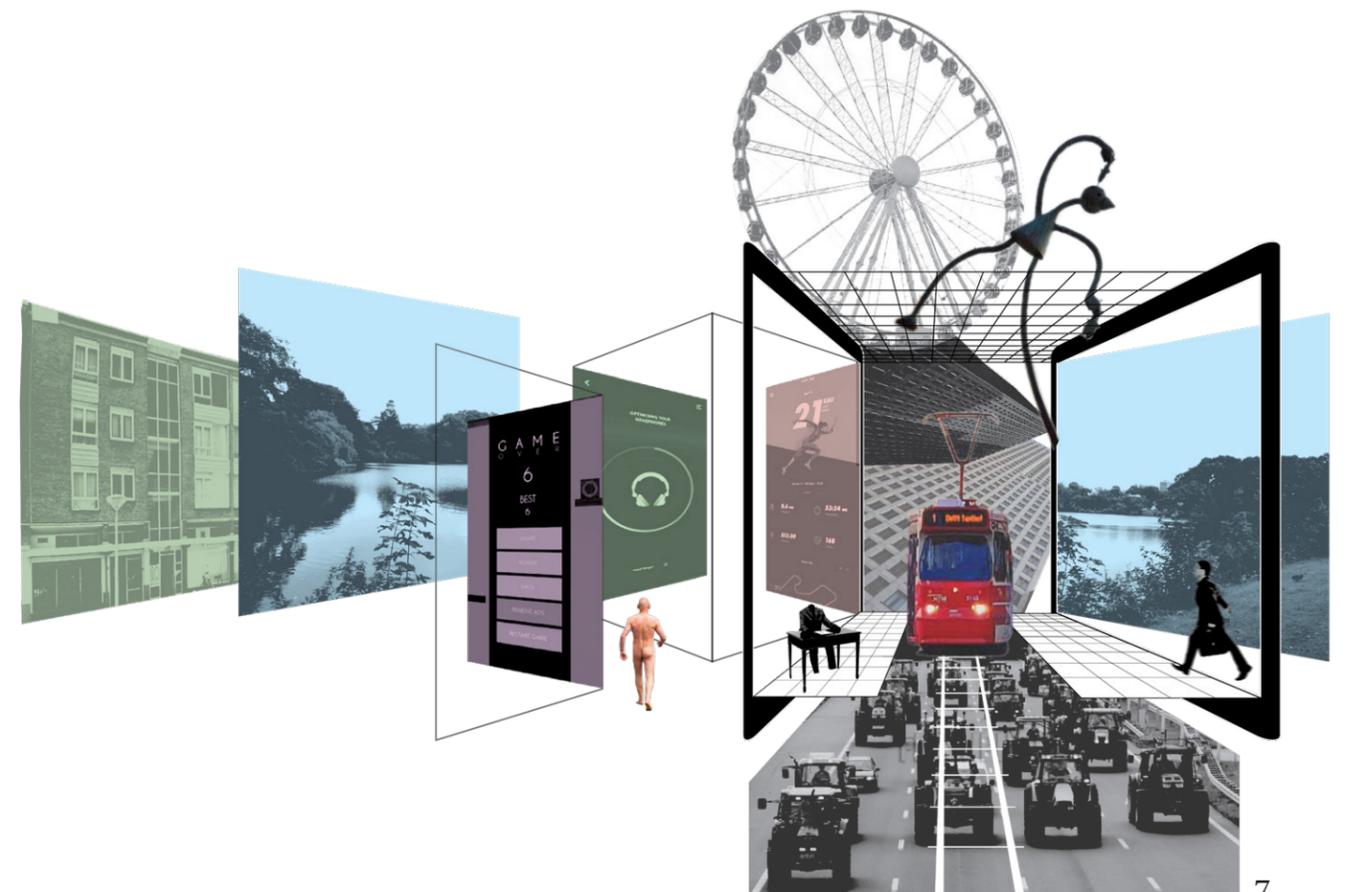
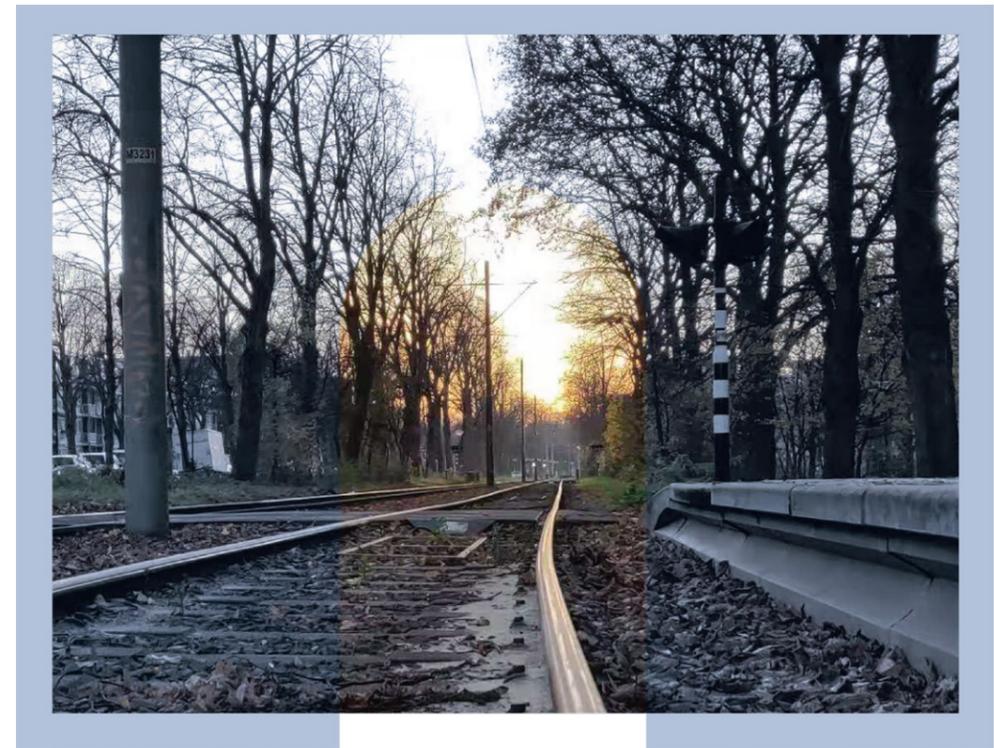
Design development into detail & building technology

Visualization

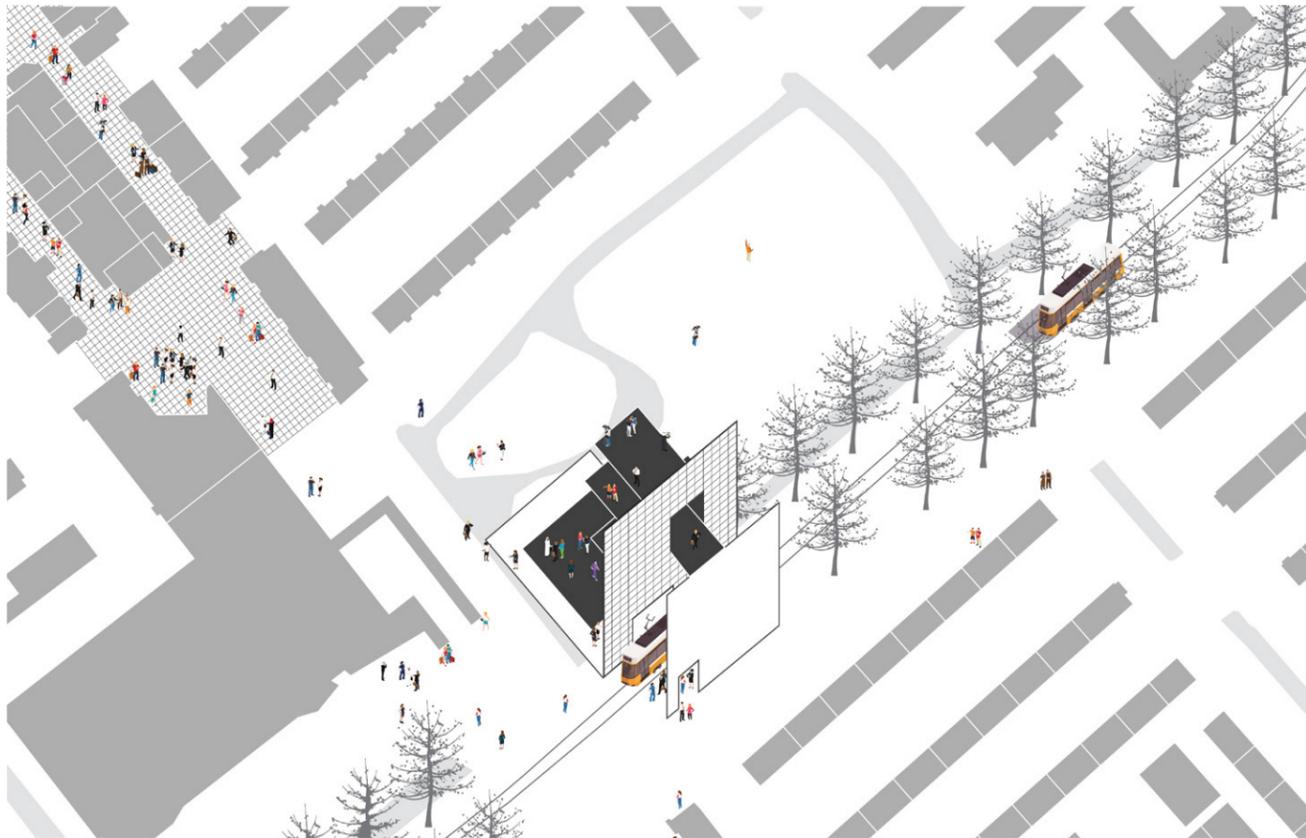
Storyline

Till P5

Final Models / Drawings / Presentation

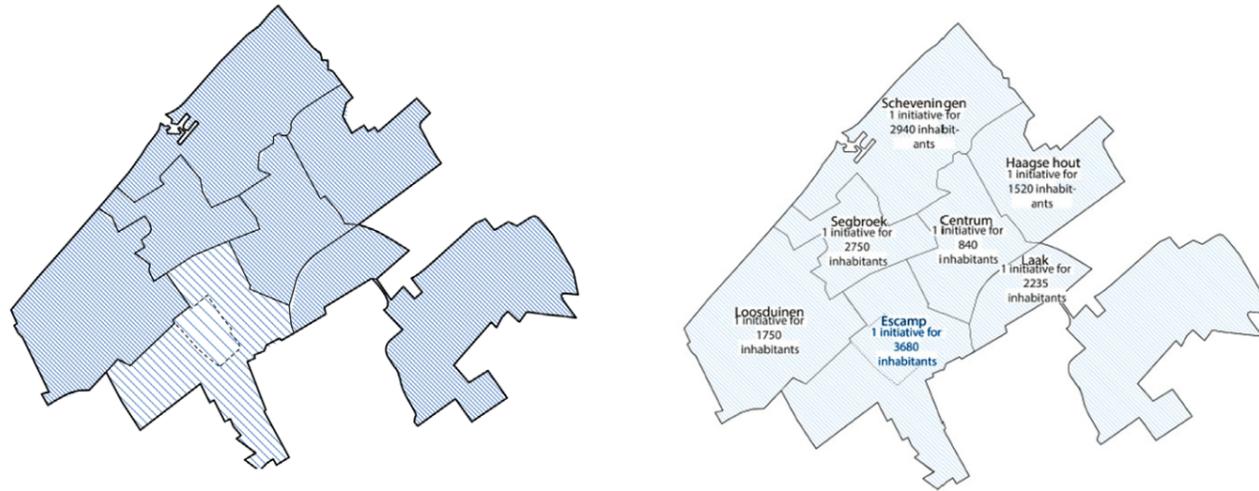


C DESIGN BRIEF

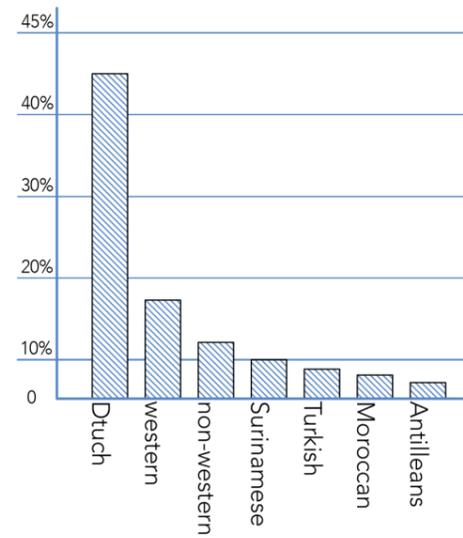


1. TRAM STATION	(Outdoor)	14. DANCING	250
2. RECEPTION	100	15. HALL FOR 80 PEOPLE	200
3. SHOP	100	16. HALL FOR 250 PEOPLE	700
4. INDOOR GAME	200	17. CLASSROOM	200
5. CARESTAKER	150	18. AMPITHEATER	(Outdoor)
6. SPORTS HALL	900	19. READING ROOM	150
7. ADMINI + STORAGE	200	20. SOCIAL LOUNGE	200
8. TOILET + CHANGING	200	21. NGO'S OFFICE	200
9. BMX + MINI GOLF	(Outdoor)	22. CONSULTATION	150
10. BEACH VOLLEYBALL	(Outdoor)	23. MEDITATION	150
11. WORKSHOP KITCHEN	100	24. YOGA / TAICHI	250
12. CAFE	100	25. BATH + MASSAGE	200
13. EXHIBITION / STAGE	200	26. TOILET + CHANGING	50
		INDOOR PROGRAMS TOTAL	4950 approx.
		GROSS FLOOR AREA	8000 approx.

People: City of Arrival

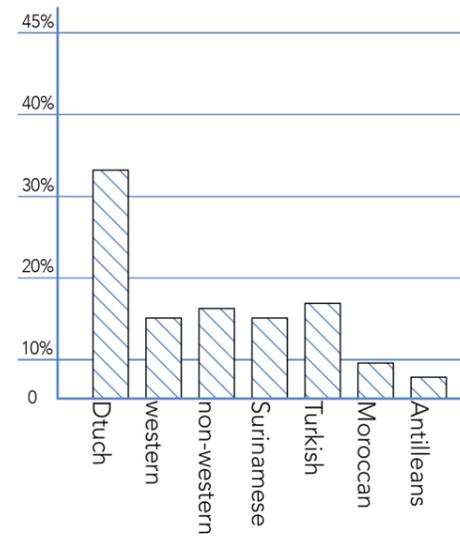


The Hague



Western > 50%

Morgenstond



Western < 50%

CITY: Post-war City

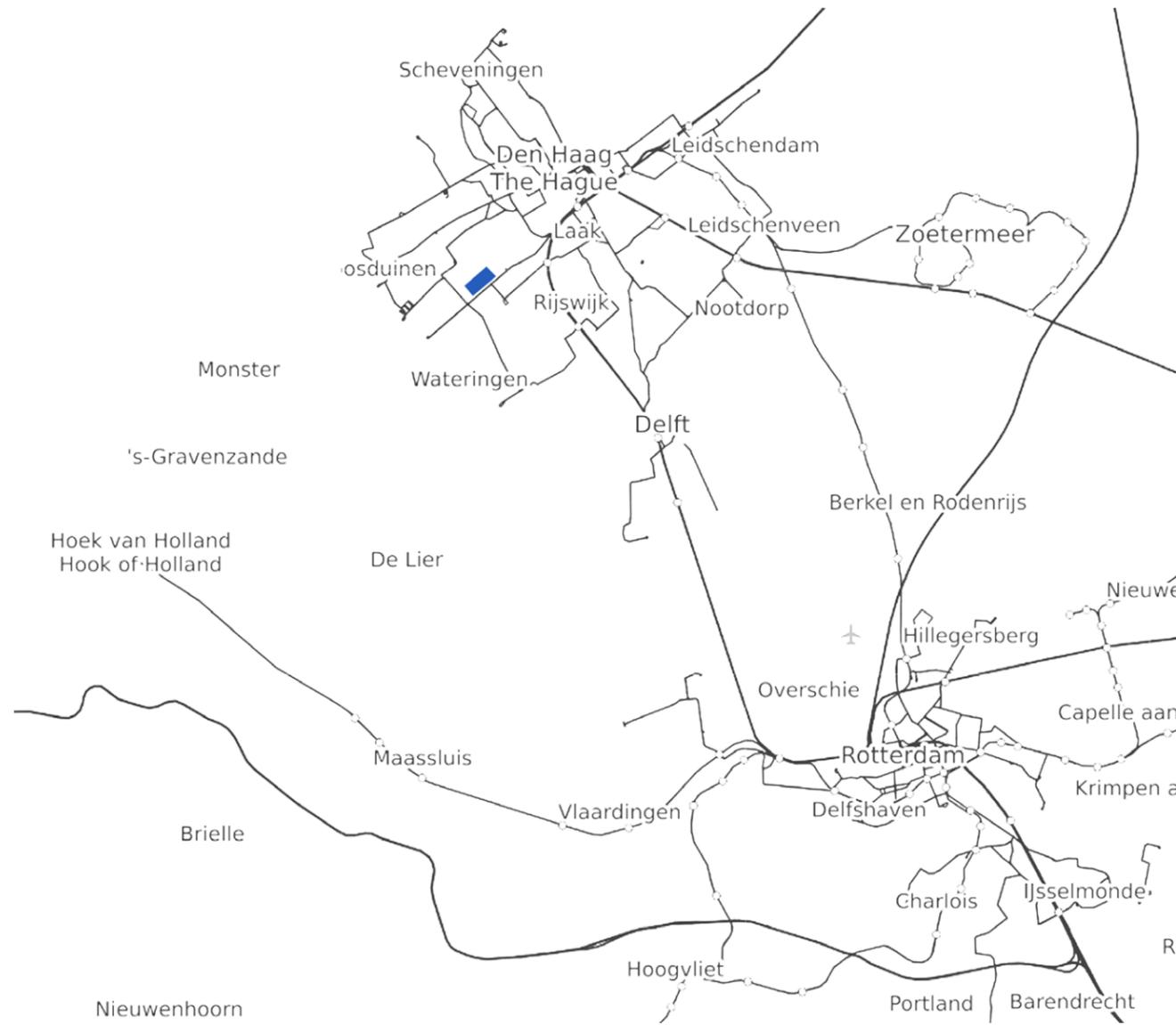


Urban Development Plan for The Hague South-West by W. Dudok, 1935



Key feature:
grided plan
international style
placelessness.

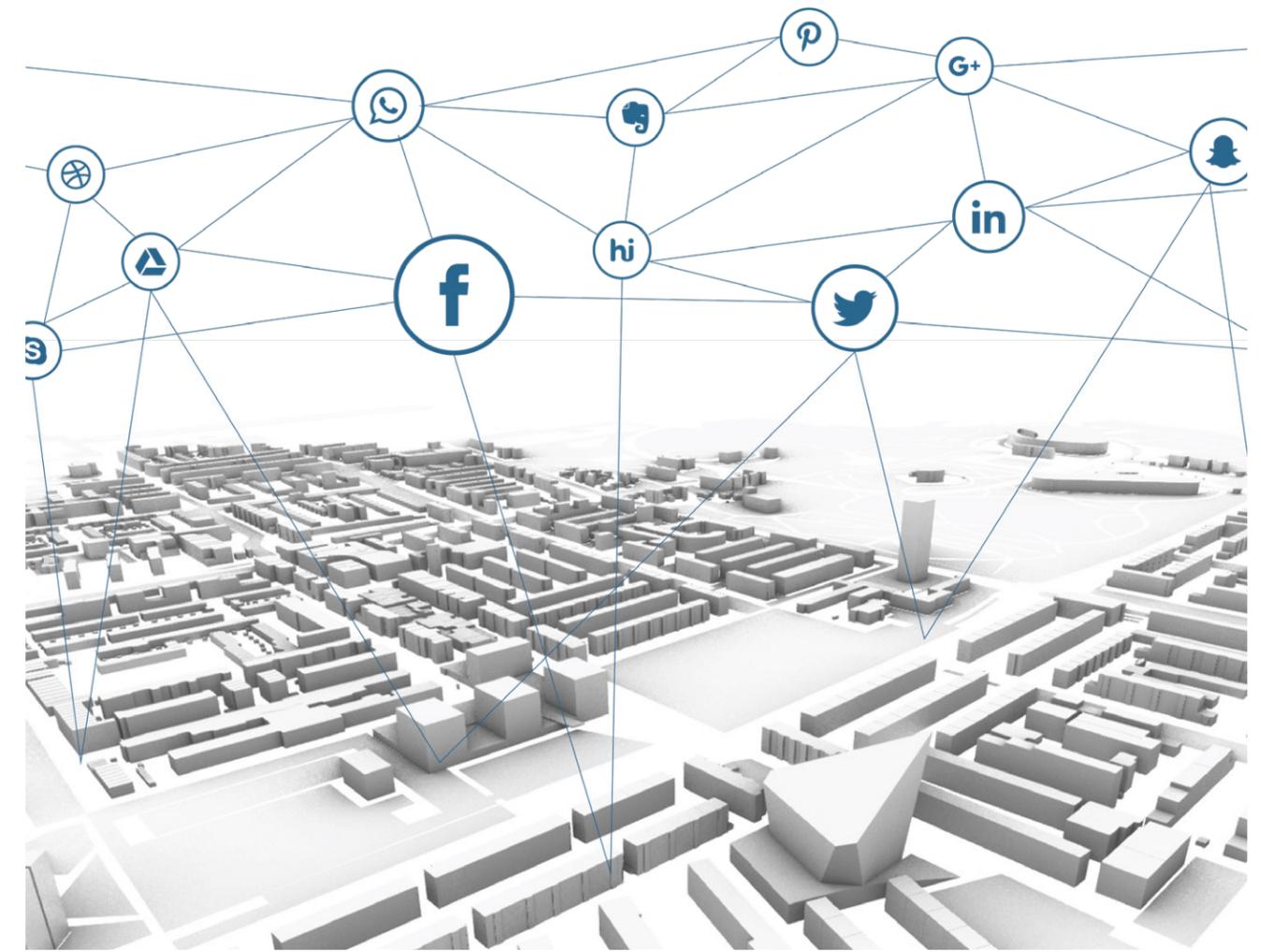
Connection: Urban Agglomeration on the Rail



Train/light rail network of MRDH

Inter-district, inter-city and inter-national commute are enabled, and has changed the relationship between people and their land.

POWER: Community in the Digital Era



Social network creates a form of community and weakens the traditional one

INITIAL FASCINATION

Problem or Potential?

The Hague South-west has some potentials which appears as problems now.

[People] As an area of more than half migrants, South-west is highly international. However, such internationality didn't make the economical competitiveness there, nor give birth to special cultural identity in the area. On the contrary, the area is faced with segregation, unemployment, low-income, low participation in public affairs and low sense of security.

[Power] Cities and areas in MRDH has their own economic role and collaborates. The economy in South-west is featured with small business and self-entrepreneurship: those decentralized and informal. On the other hand, the shopping center area is planned to be the regional economic center of Zuid-west.

[City] The dominant type of public space in the 2km ray is the square in front of public building. The most adopted type of public building is the large-scale, which stands out from the context. South-west has the only pedestrian street within the ray.

[Connection] The MRDH region is strengthening its inner connection by upgrading rail-transport. The site is on the middle point of Melis Stokelaan, which links the downtown of the Hague and the Westland.

Possible Interventions:

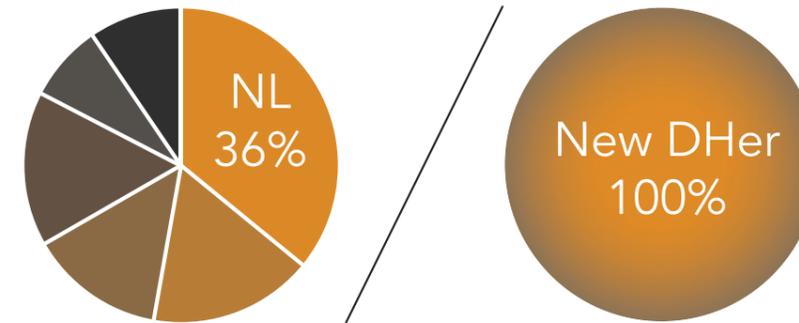
1. A local identity generator (function). Many international cities establish their local culture based on immigrant cultures, which involves arts, cuisine, festival, lifestyle & etc. The public condenser provides a place and a meeting point for the migrants and their own culture, and give birth to new culture that belongs to South-west.
2. A local identity generator (form). We may find a form for such a generator by testing the 'indexicality' of the Hague and its migrants. (I still need to understand indexicality more thoroughly.)
3. Interaction with the pedestrian street. The public condenser interacts with the pedestrian street (e.g. be used by the same users successively or by related users at the same time), in order to strengthen the centrality.
4. Incubator of small business (or social enterprise if legalized). Improve local employment and economy, with a vision to future business.
5. Transportation hub. The terminal station of R'NET Tram 16, bus 37 and 25 are all nearby but not centralized. A transportation hub could be integrated in the public condenser, with a vision to future transportation.

Goal:

Improve living quality, cultural identity and social coherence. Meet immigrant culture with future economy. Help transforming the South-west into 'a new, international the Hague'.

THE NEW HAGUE-NESS

'If Zuid-West define neither the Hague or its residents, then redefine Zuid-West.'



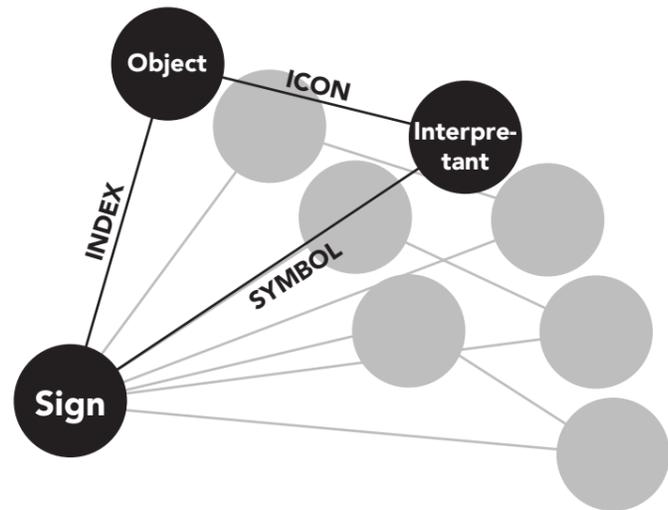
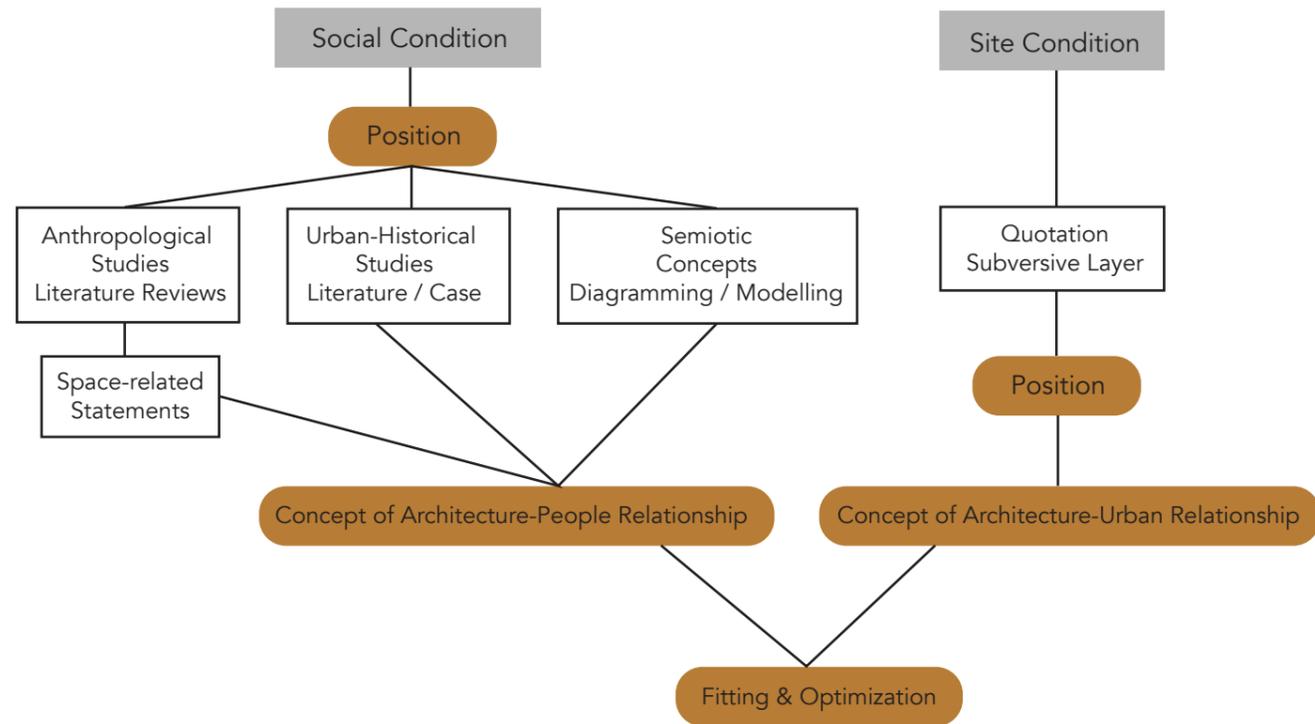
Client: Local Government (Escamp), Central Government (IND)
Users: DHers, New DHers, Visitors (blurred)

Background: The Hague has historically been an international city regarding to all the political, cultural and demographical exchange with abroad. Starting from the 1950s, immigrants from European and non-European countries flooded into the city especially the newly developed Escamp. Until 2010s, non-European immigrants takes up around 45% the population of Escamp, even higher than the percentage of foreign-born population of New York.

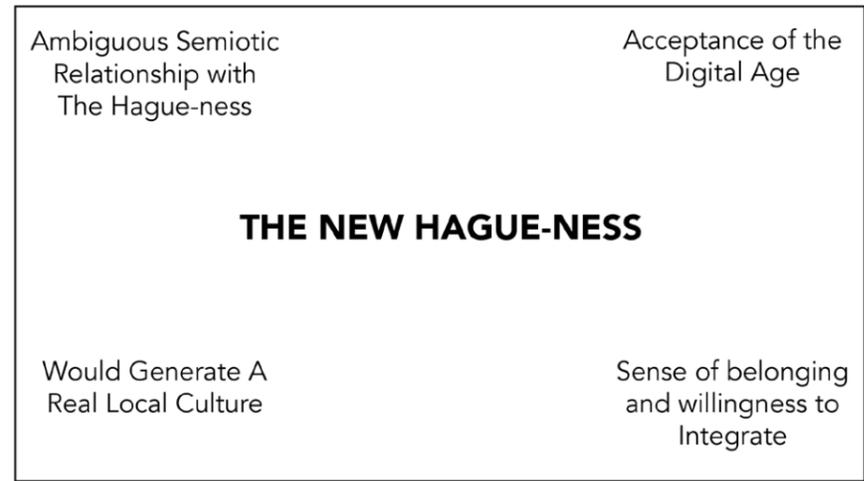
However, the migrants were in some ways regarded as 'passengers', 'guests', or even problem of the city. The homogeneous urban fabric of Escamp also depressed the incorporation of ethnical cultures. As a consequence, Escamp could neither represent the Hague or its highly-international demography.

In recent years, local culture, identity and the sense of belonging has been increasingly important factors of city competitiveness. The Hague Escamp local government decided to setup its own local identity, which is both 'the Hague' and 'Immigrants'. The community center of Morgenstond becomes the chance for such an attempt. Experiments will be carried out on both utility and perceptual level.

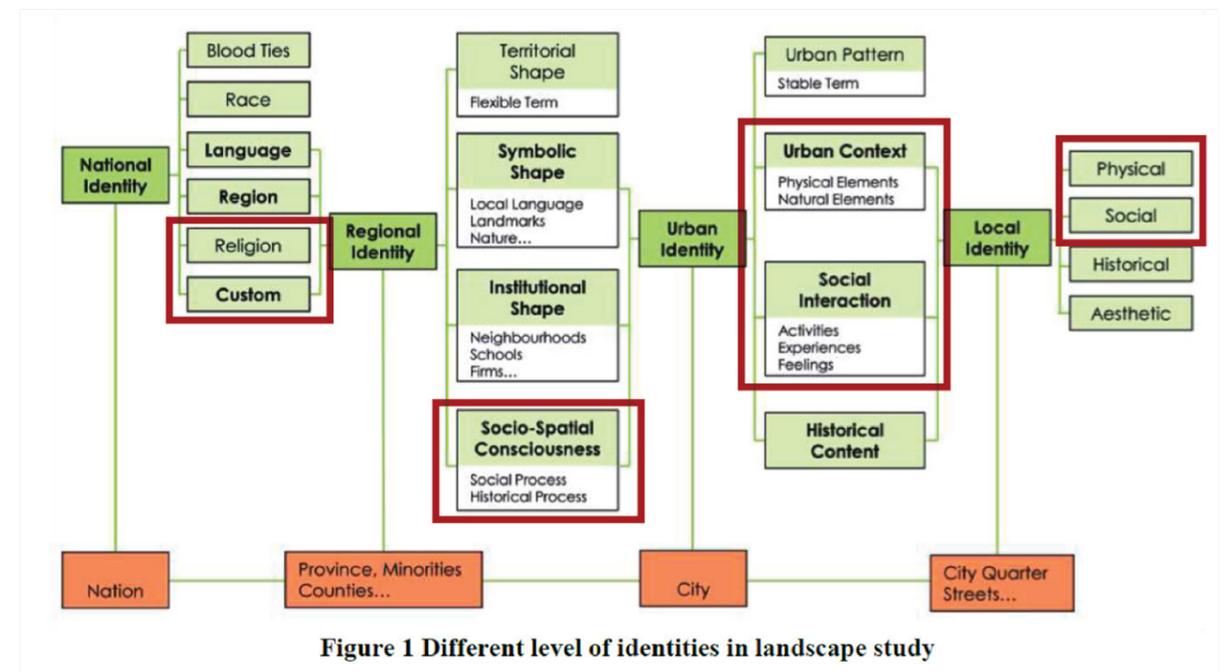
Planned Approach



If the Sign is 'Den Haag Zuid-west', what would be the objects, and then what could be their indexes?



1. What Makes Local Identity?



Source: Barcelona Interreligious Center



Breaking the 'Theorem'

Highlight the Diversity (People / Material)



Awareness of Urban Formation

Spontaneous Relationship



Source: Collingwood Neighbourhood Center

ZW ALLEEN
Den Haag: stad van aankomst ?



Urbane diversiteit, migratie en het Netwerk Erfgoed Haagse Migranten

Challenge from 'Network Locality' & Hyper-locality'



Figure 1: Montage visualization of Instagram photos from cluster 2 organized by time from top left to bottom right



Hybrid cyber-physical space?



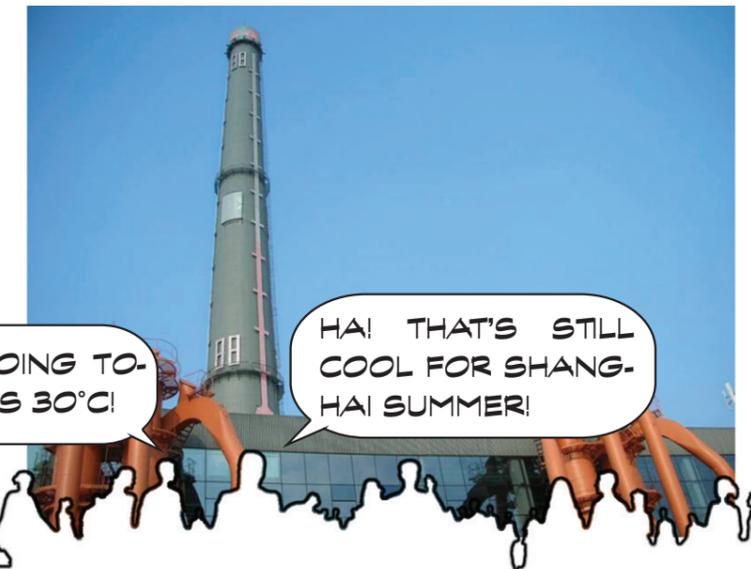
Meditation space?



JAI HEEL MOOILJK

EEN MOOILJK WINKEL?

As strangers but willing to know each other, we always need something to start our conversation.



IT'S GOING TOWARDS 30°C!

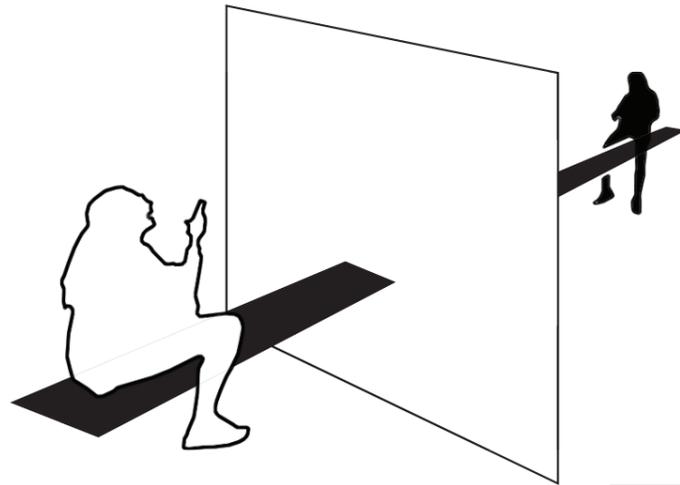
HA! THAT'S STILL COOL FOR SHANGHAI SUMMER!

Weather is one of the common choices. It is local and never exhausted. Some INDEX of it could easily resonate with your experience and also trigger the conversation.

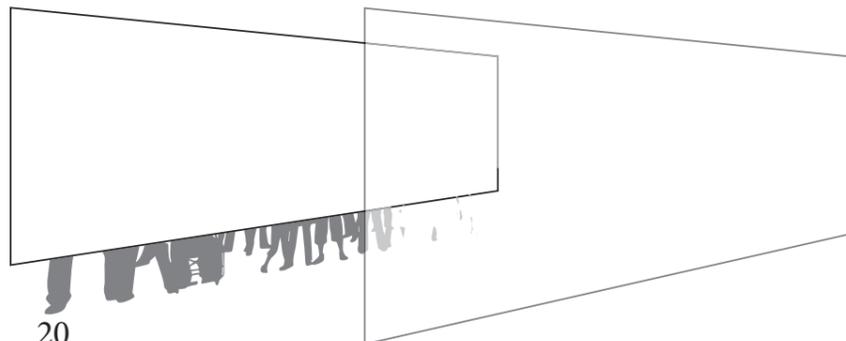
Moreover, according to Norberg-schulz's theory of place phenomenology, the sense of place comes from 'the STRUCTURE of landscape/urban/building/interior...'. Kenneth Frampton stressed on a critical regionalism that ties to geographical context, including climate/topography/light/techtonic/sense of touch... Such a thermometer would help you experience the 'structure of local climate', and then construct your sense of locality.

This thermometer/chimney represents my first impression of Shanghai (partly) and it has been a collective memory for EXPO visitors.

For a long-time segregated community, some people may not willing to participate immediately. They need a space to observe first.



But having many people staring at your daily training is not a pleasant experience. We need to make a balance between them: an observer zone.



Sometimes we also need to filtrate some the SURFACE IMPRESSION out, to let people start interacting before they pre-judge each other.

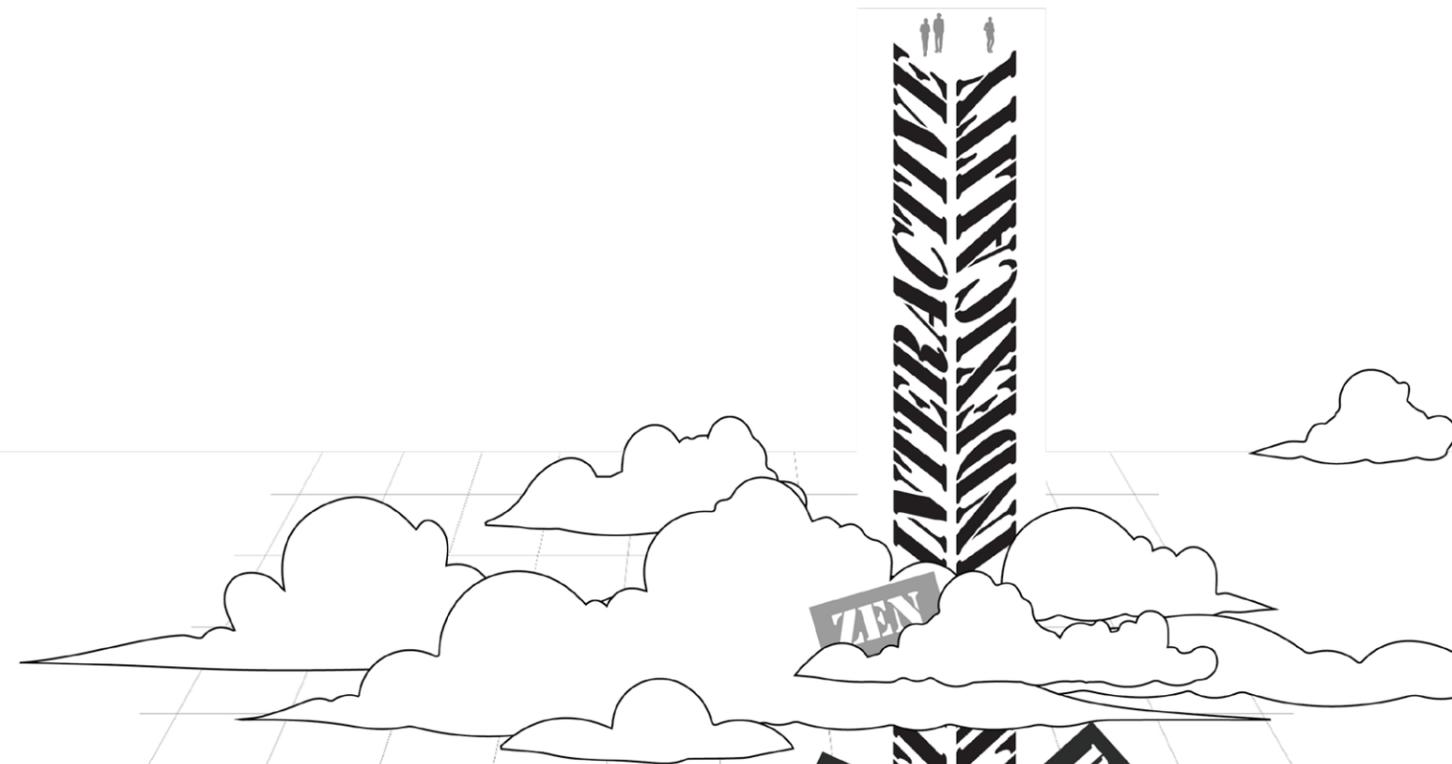
Triggering Strangers' Conversation

Tied to Geographical (or more) Context

Adapting to 'Hyper-locality'

Autonomous Monument

Difference with Den Haag



Establish Consciousness of the Structure of Local Elements

Filtering immediate/surface impression

Soft transition between participation and segregation

Semi-enclose small spaces for regular staying

- A1** Consciousness of place I: strengthening / blurring boundary
- A2** Consciousness of place II: semi enclosure & allowing regular staying
- A3** Consciousness of place III: awareness of local activities
- B1** Ice-breaking quality II: filtering immediate impression
- B2** Ice-breaking quality III: soft transition between segregation & participation
- C.** Ontological concept: Place as assemblage
- D.** Social function: encourage public participation in art & cultural events

ARRIVAL

- entrance **A1**
- reception info **B1**
- ticket counter
- cafe with kitchen **A2**
- shop **D** (made my inhabitants)
- toilet

GAMES

- climbing (part of circulation)
- golf **A1** (semi-interior)
- bmx
- interactive **B1**

ZEN

- Yoga
- Pilates **B2**
- Tai-Chi
- Meditation
- Lounge **A2**

PERFORMANCE

- hall for 250 **A3**
- amphitheater **D**
- exhibition

PULSE

- ball sports
- martial arts
- table tennis **A3** **B2**
- gymnastics
- dance **D**
- areobics
- cycling **A1**

Think

- hall for 80 **A1**
- outdoor seat **A1** **D**
- herb garden
- workshop kitchen
- classroom

Health

- consultation
- physiotherapy
- massage
- sauna
- spa
- whirpool

Admin

AIMED

2700 (in)

- golf
- bmx
- interactive
- yoga
- pilates
- tai-chi
- meditation
- ball sports
- table tennis
- gymnastics
- dance
- aerobics
- cycling
- workshop kitchen
- classroom
- consultation
- physiotherapy
- massage
- sauna
- spa
- whirpool
- admin
- ticket
- toilet

1100 (in)

- cafe
- shop
- climbing
- hall for 250
- amphitheater
- exhibition
- material arts
- hall for 80
- herb garden
- spectatory

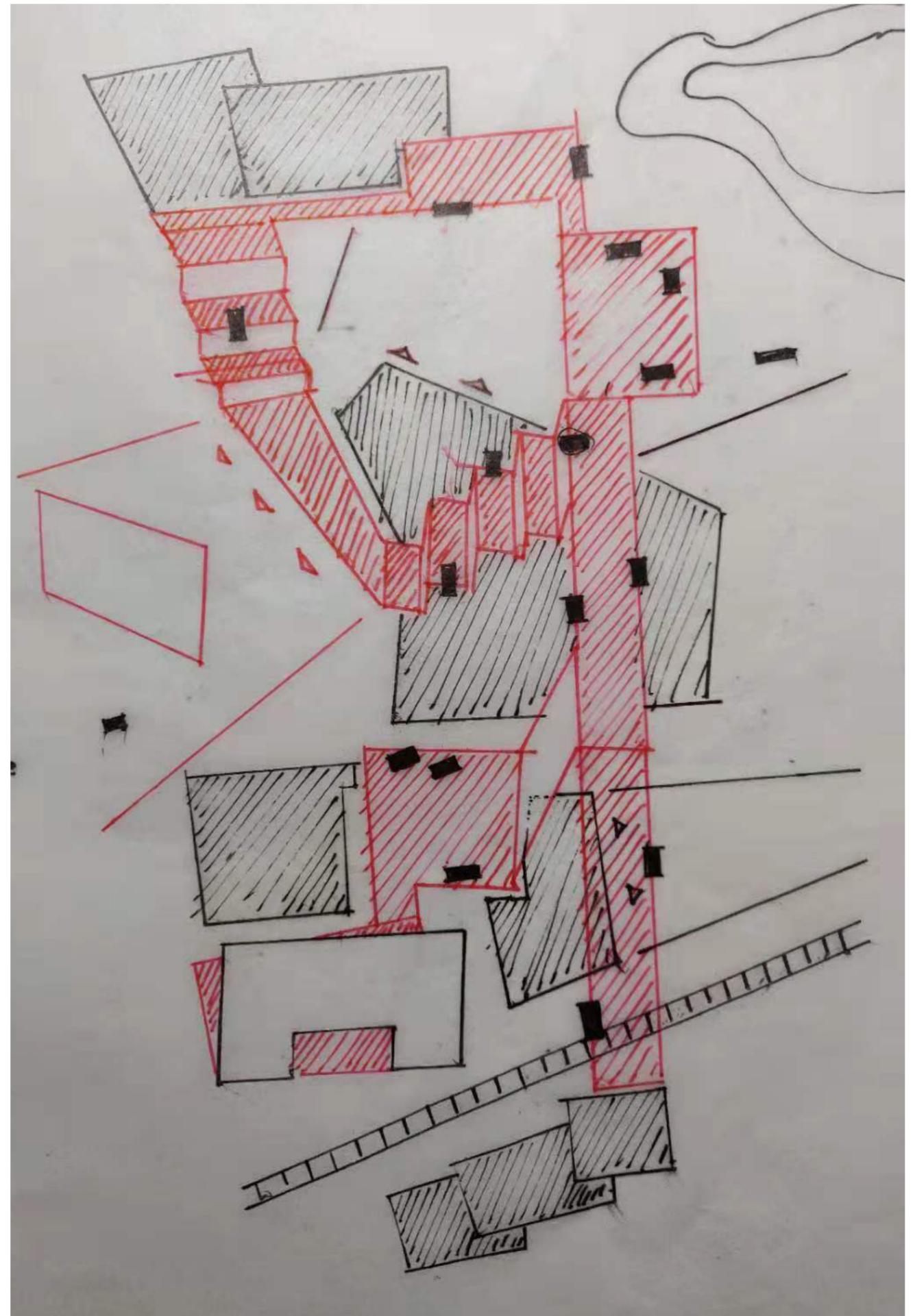
200 (in)

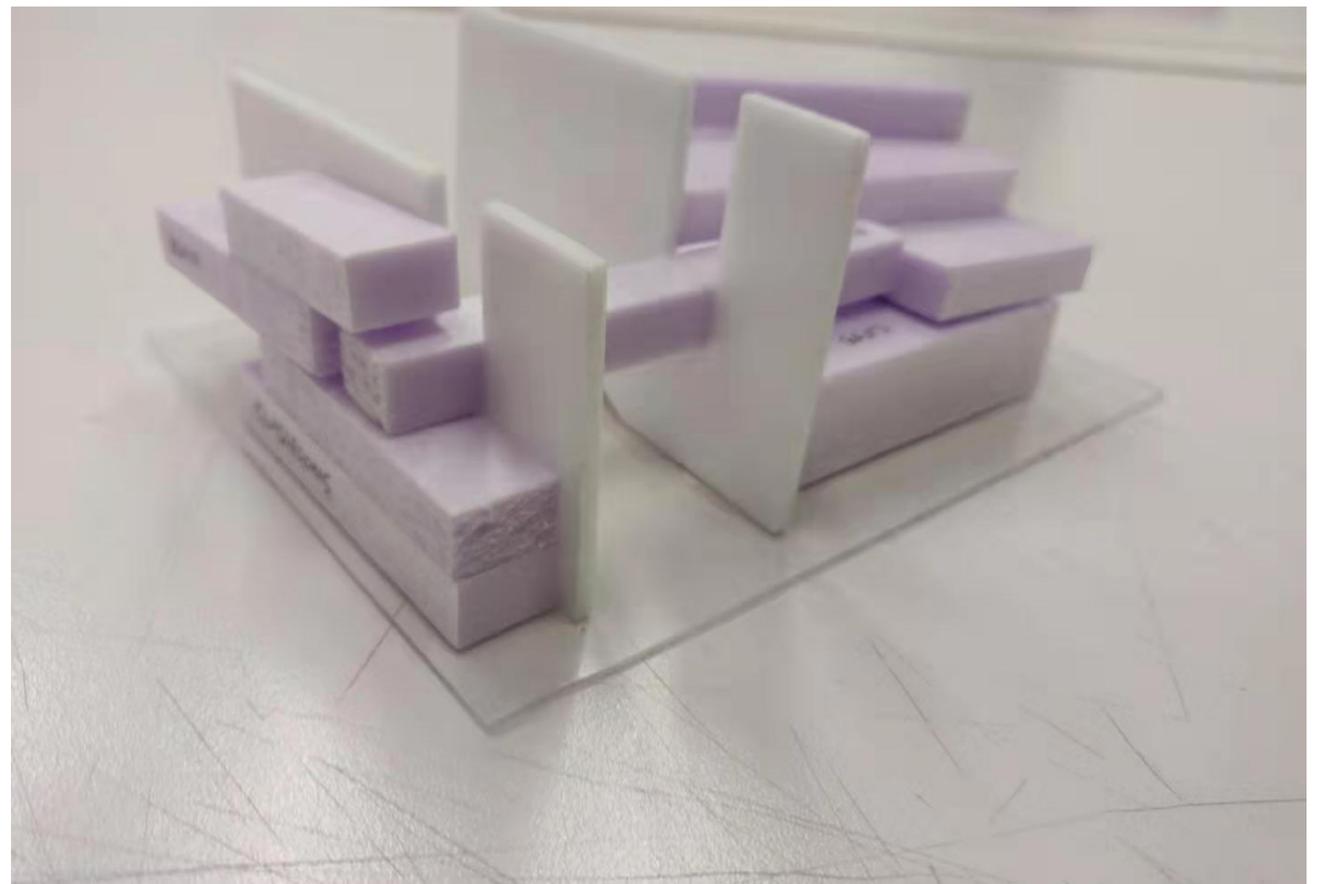
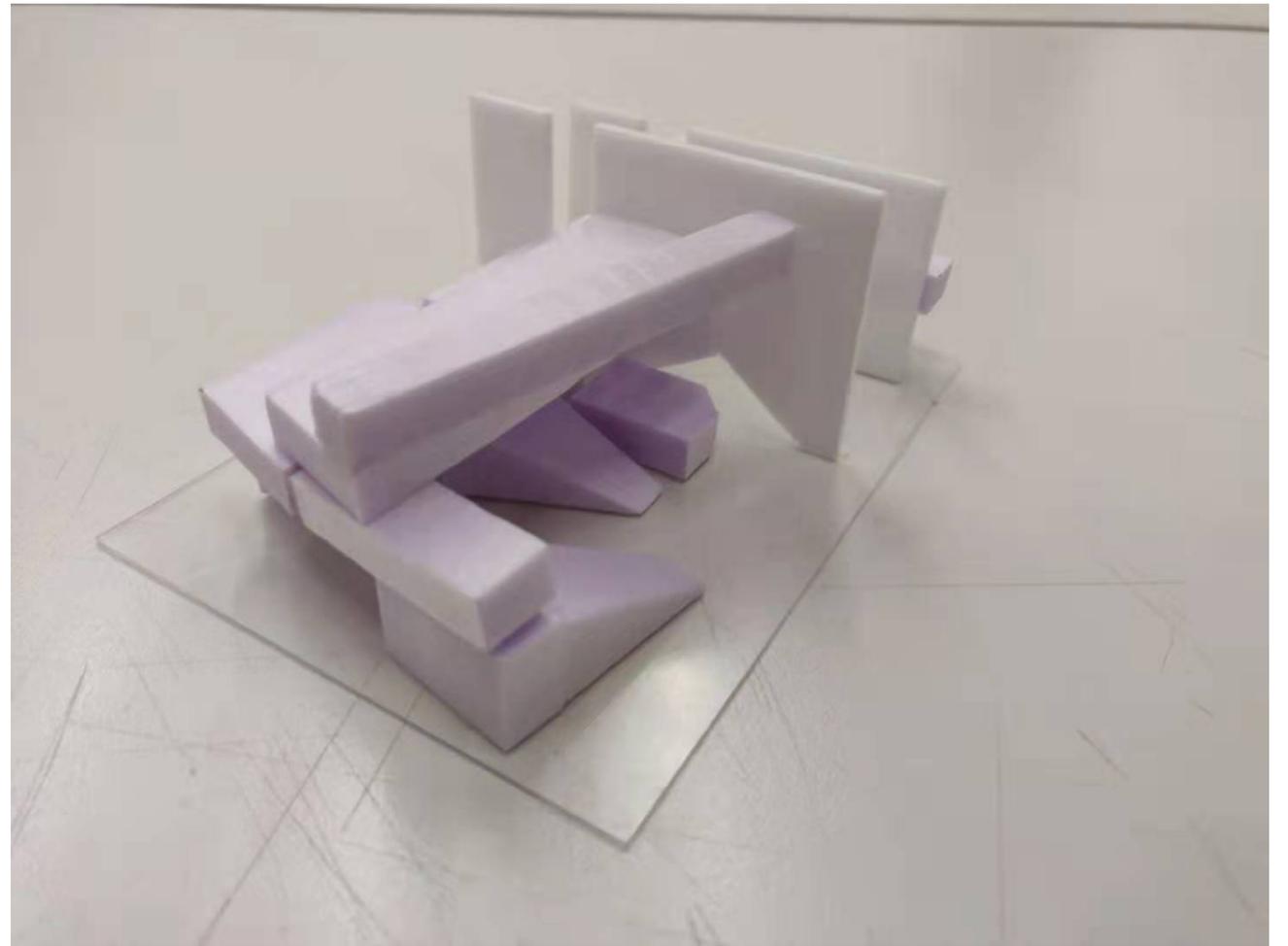
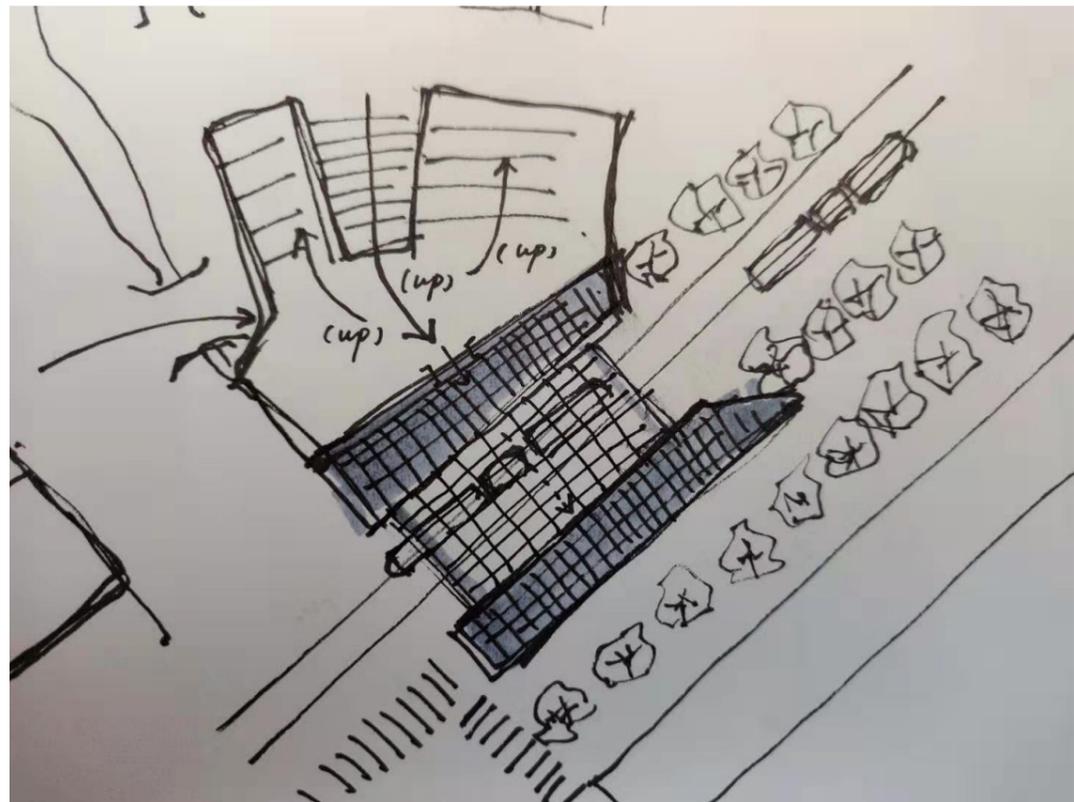
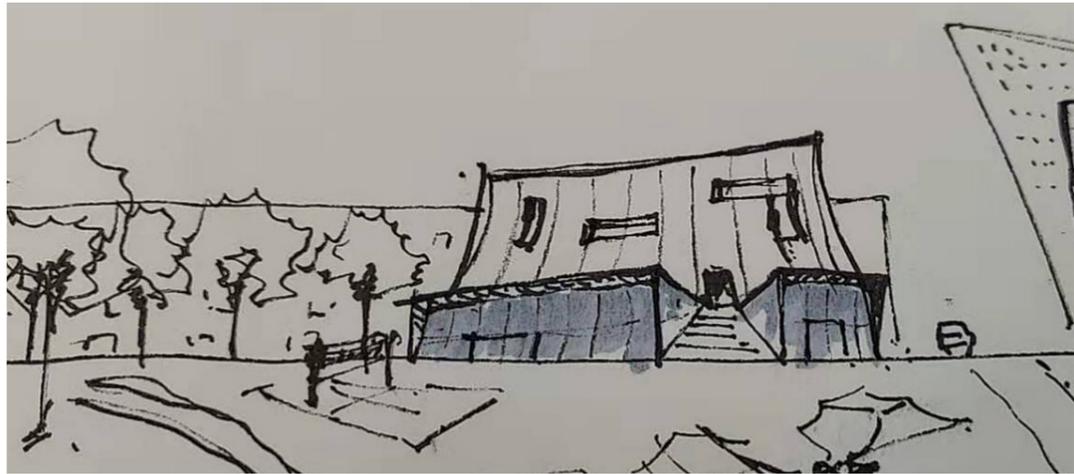
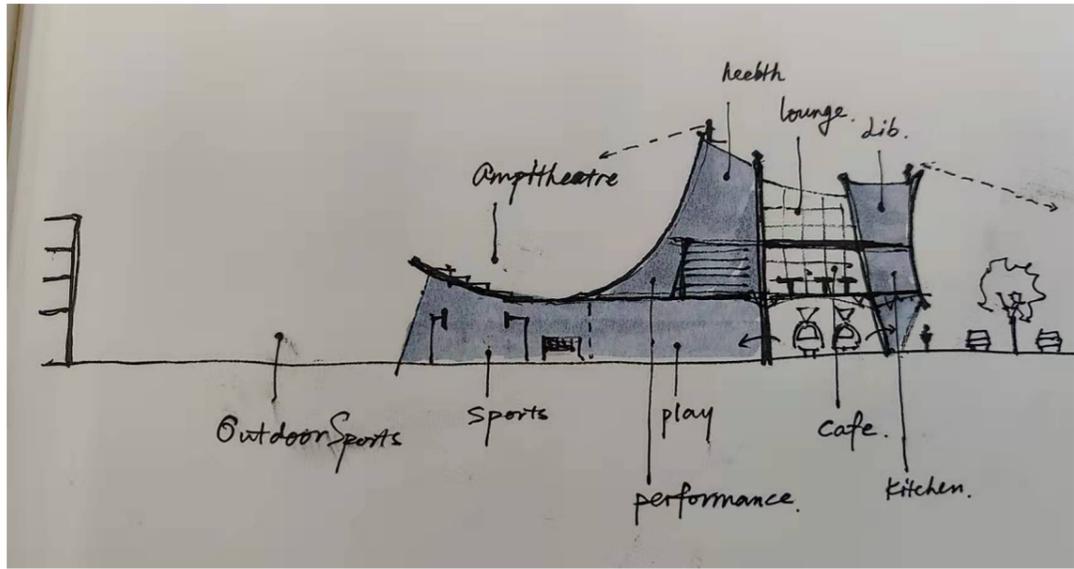
- entrance
- lounge
- outdoor seat

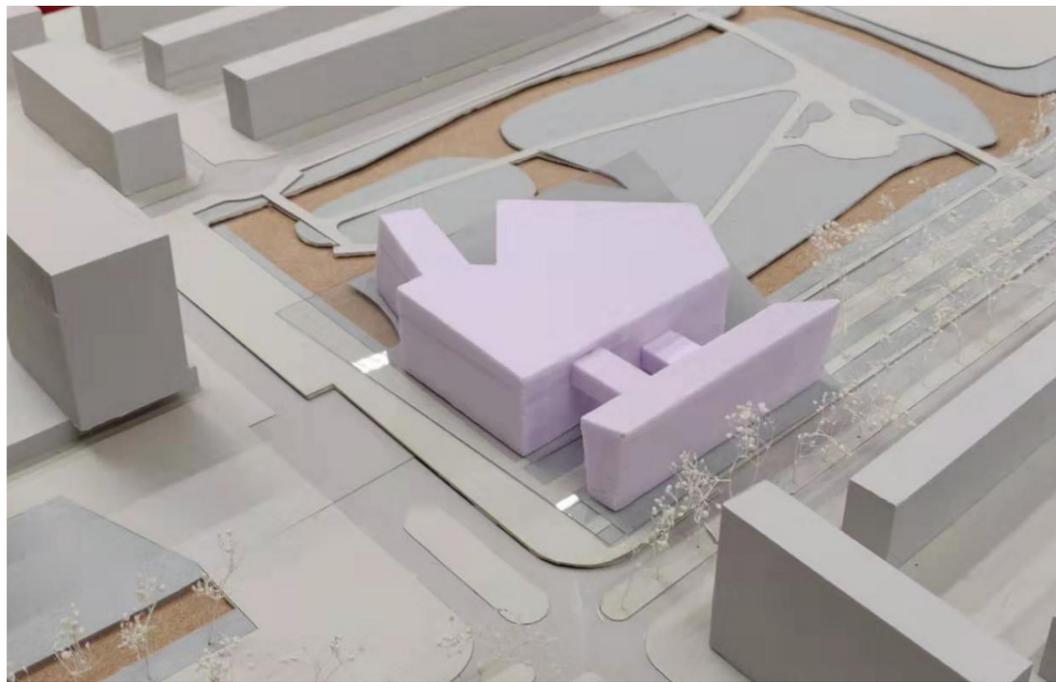
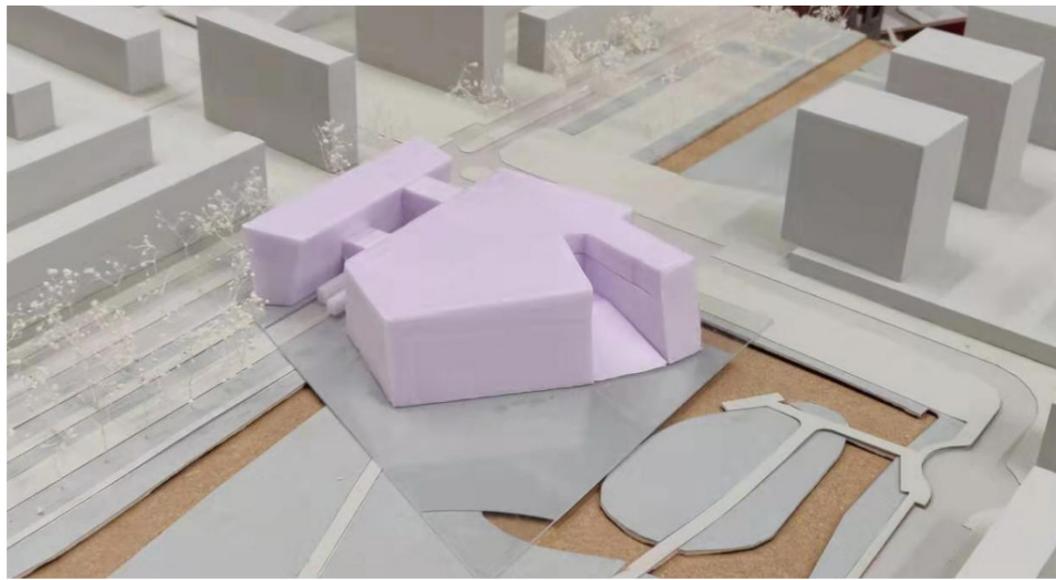
AIMLESS

Entrance Reception Ticket Toilet Cafe Shop	Badminton Table Tennis Basketball Material Art Gymnastics Billards Dance Aerobics Dressing	Hall for 80 Herb Garden Workshop Kitchen Classroom	Administration Caretaker Technical
Climbing VR Game BMX Golf	Yoga Pilates Tai-Chi Meditation Social-Lounge	Hall for 250 Ampitheater Exhibition	Physiotherapy Consultation Bathe Sauna SPA Massage

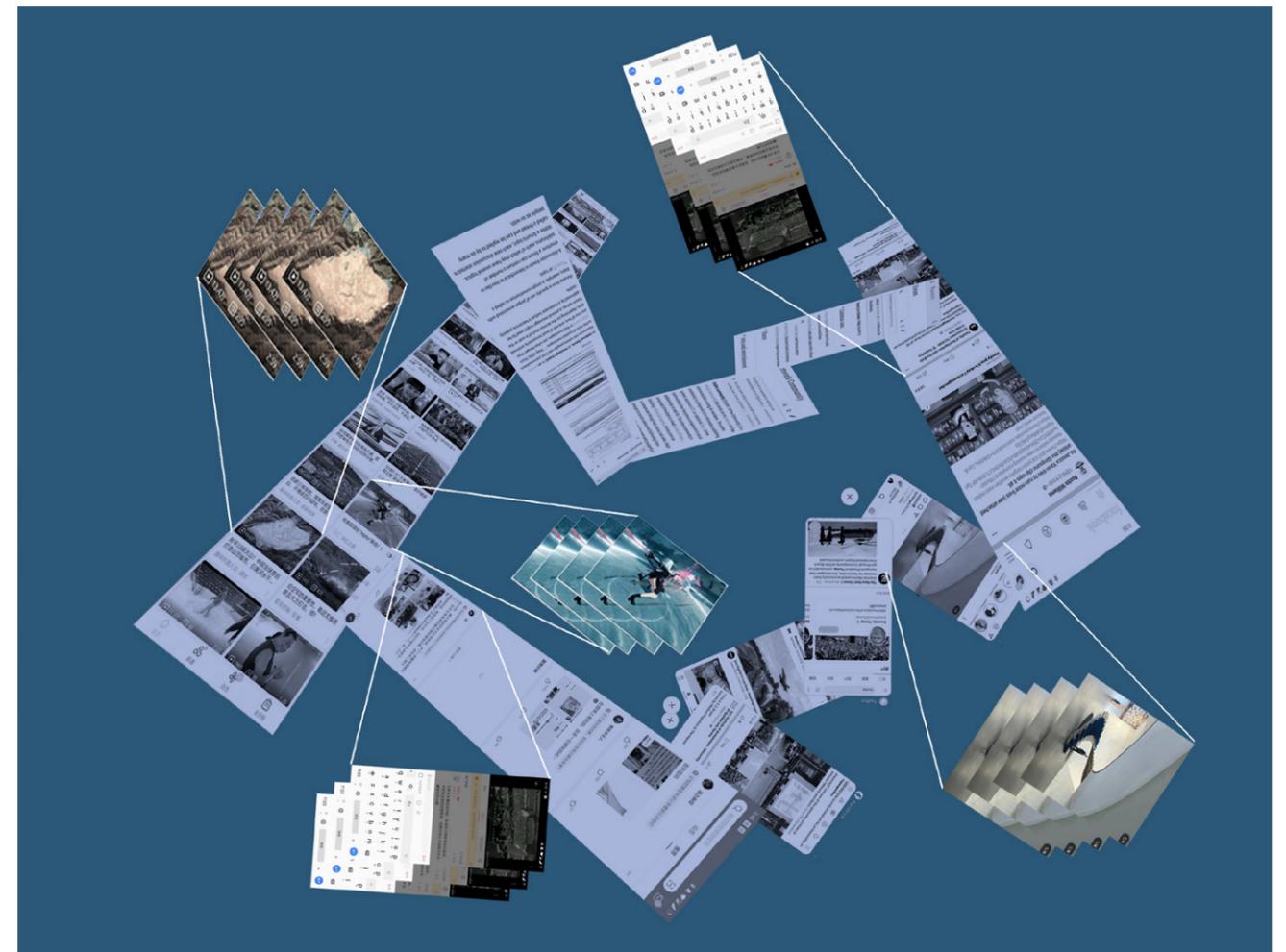
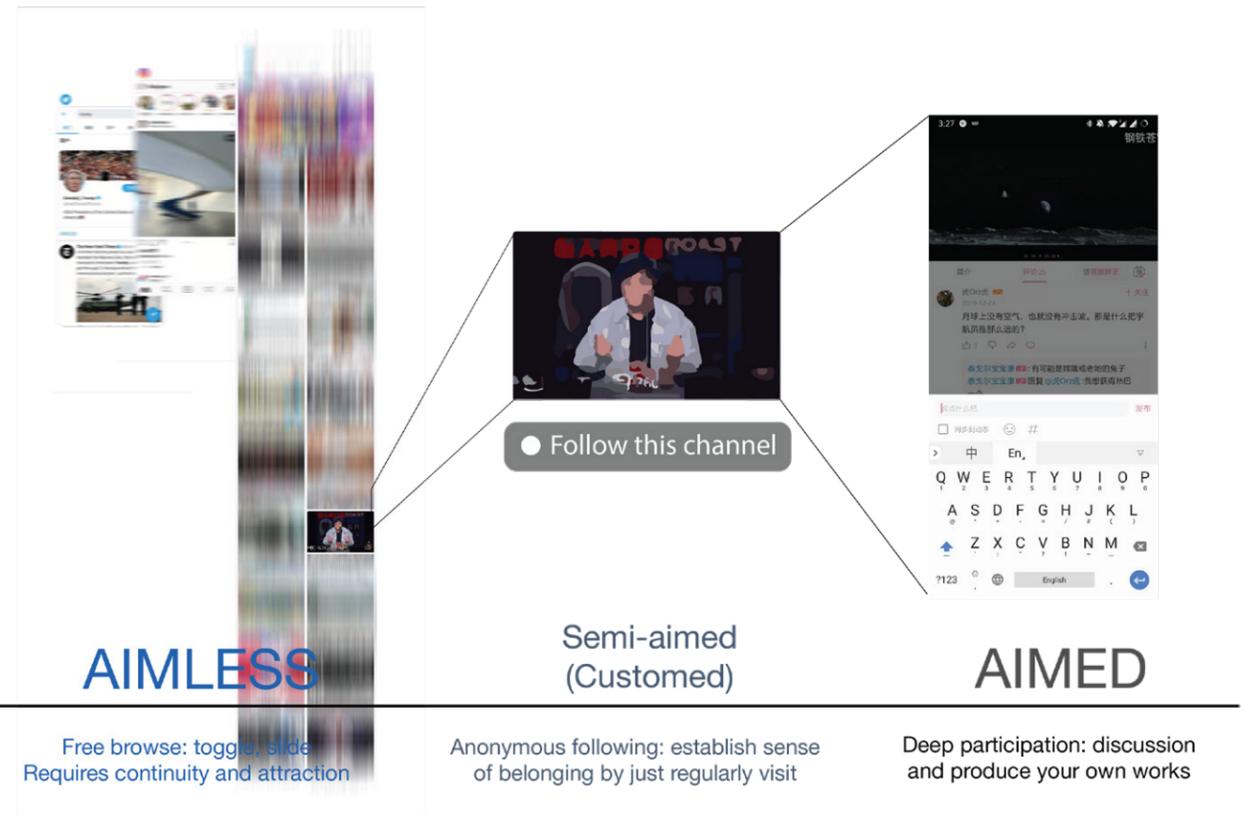
Entrance Reception Ticket		Physiotherapy Consultation		
Climbing	Golf	Badminton Table Tennis Basketball	Administration Caretaker Technical	
Cafe	BMX	Gymnastics	Yoga	Hall for 250
Shop	VR Game	Pilates	Tai-Chi	Herb Garden
	Billards	Social-Lounge		Ampitheater
Toilet	Hall for 80	Dance	Meditation	
	Bathe Sauna SPA Massage	Aerobics	Dressing	Workshop Kitchen
			Classroom	
			Exhibition	







E1 CONCEPT DESIGN V1



Entrance Reception Ticket Toilet Cafe Shop	Climbing VR Game BMX Golf	Badminton Table Tennis Basketball Material Art Gymnastics Aerobics	Yoga Pilates Tai-Chi Meditation Lougne	Hall for 80 Garden Kitchen Classroom	Hall for 250 Exhibition Ampitheater Dance Dressing	Administration Caretaker Technical	Physiotherapy Consultation Bathe Sauna SPA Massage
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CATEGORIES

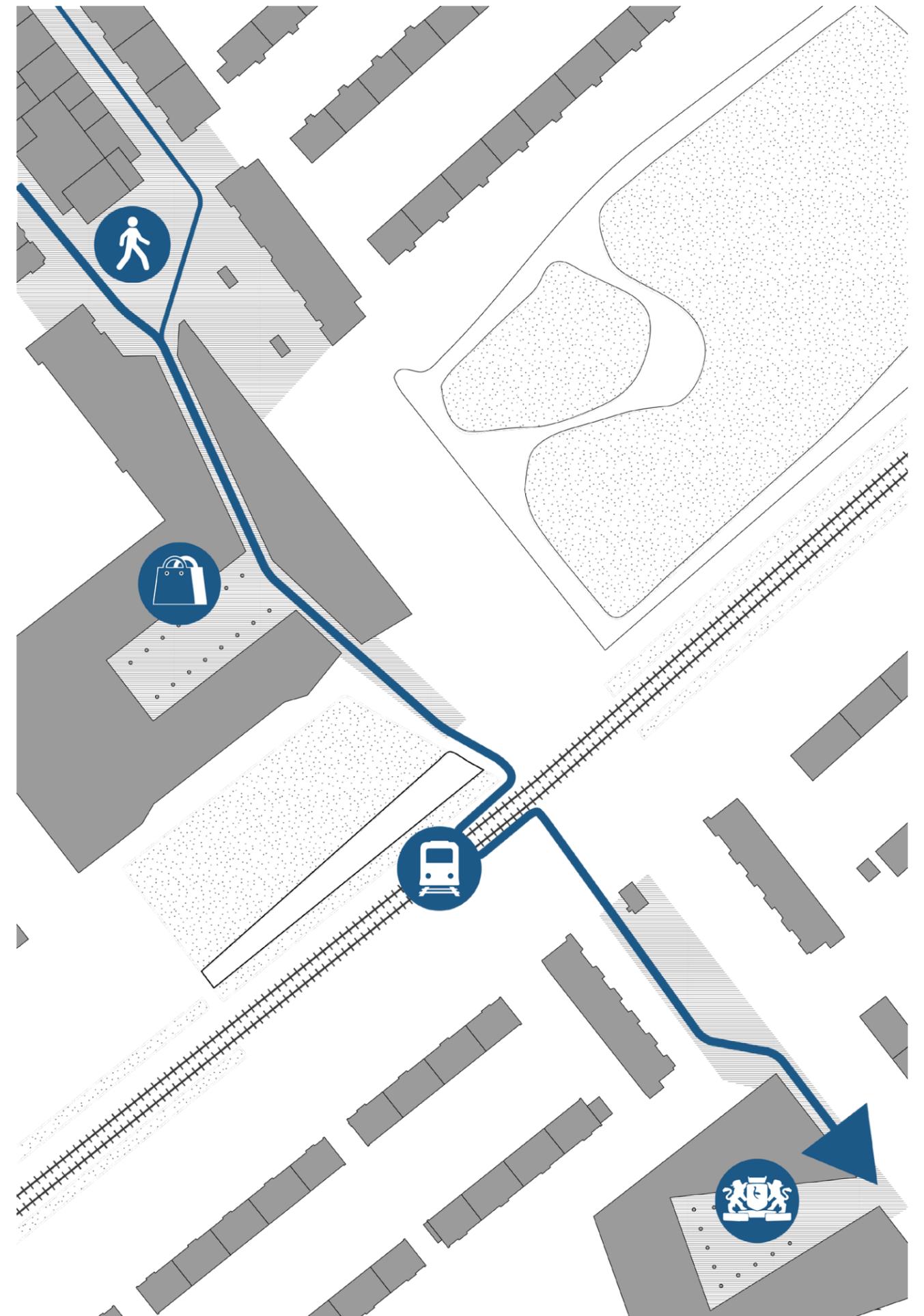
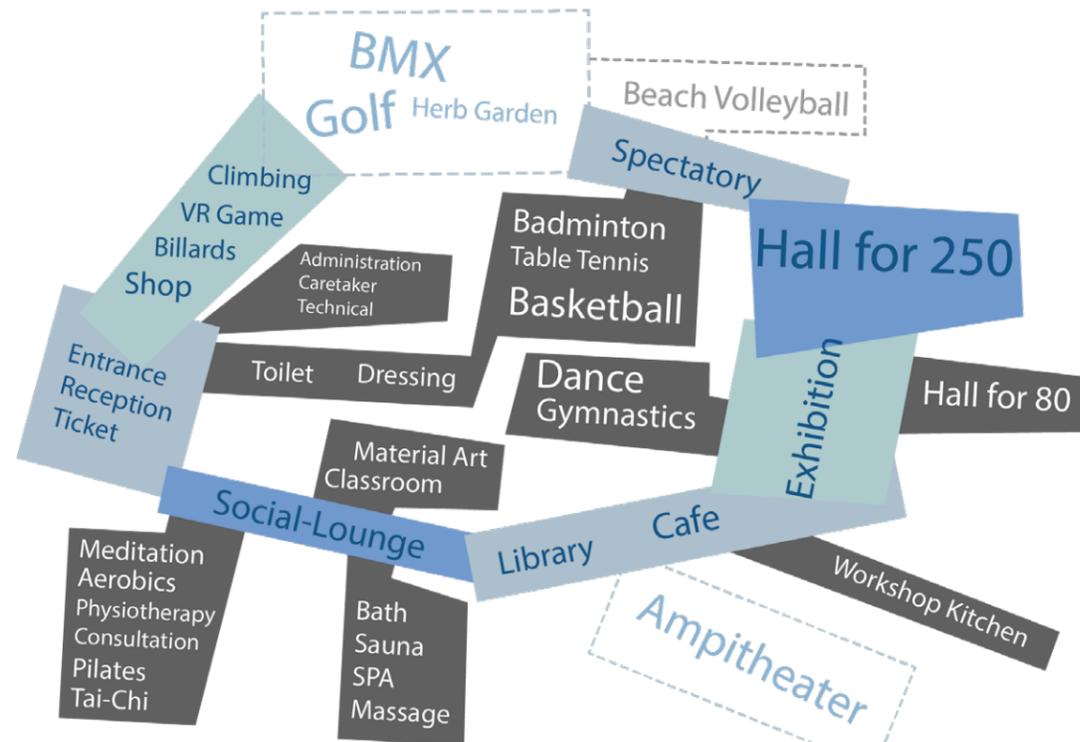


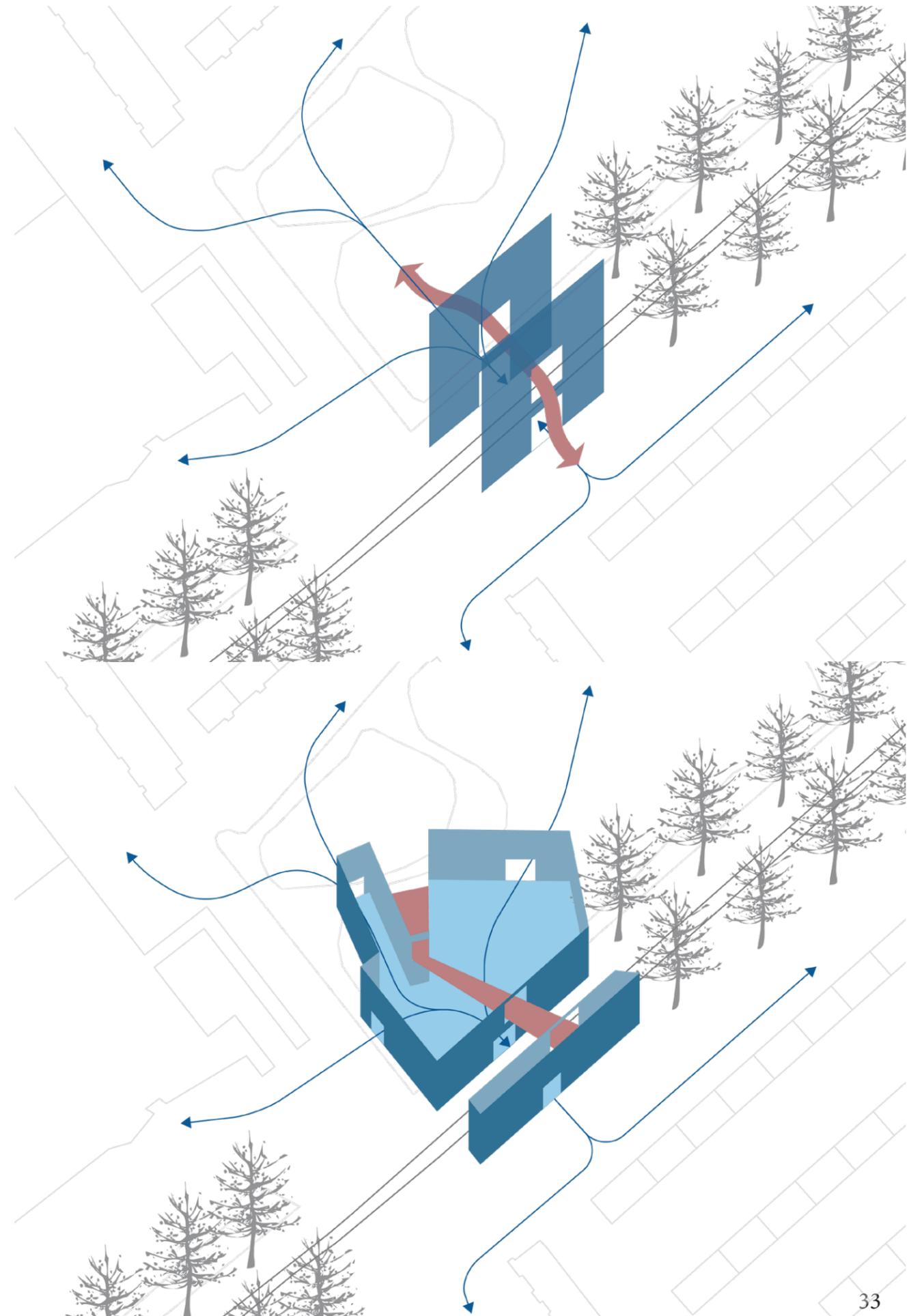
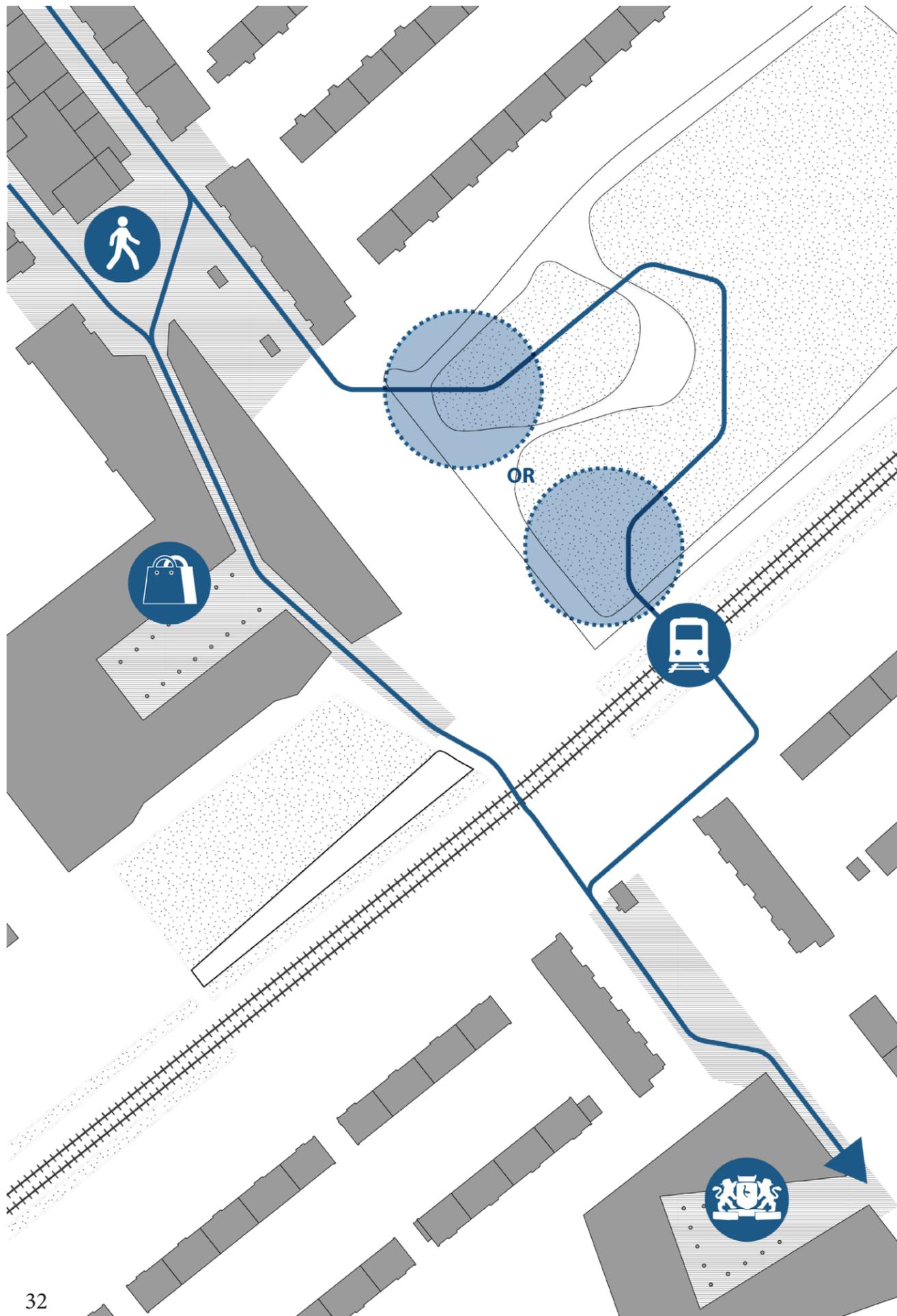
Entrance Reception Ticket	Ampitheater Golf Shop Exhibition
Climbing Cafe	Hall for 250 Herb Garden Social-Lounge
BMX VR Game	Hall for 80 Billards

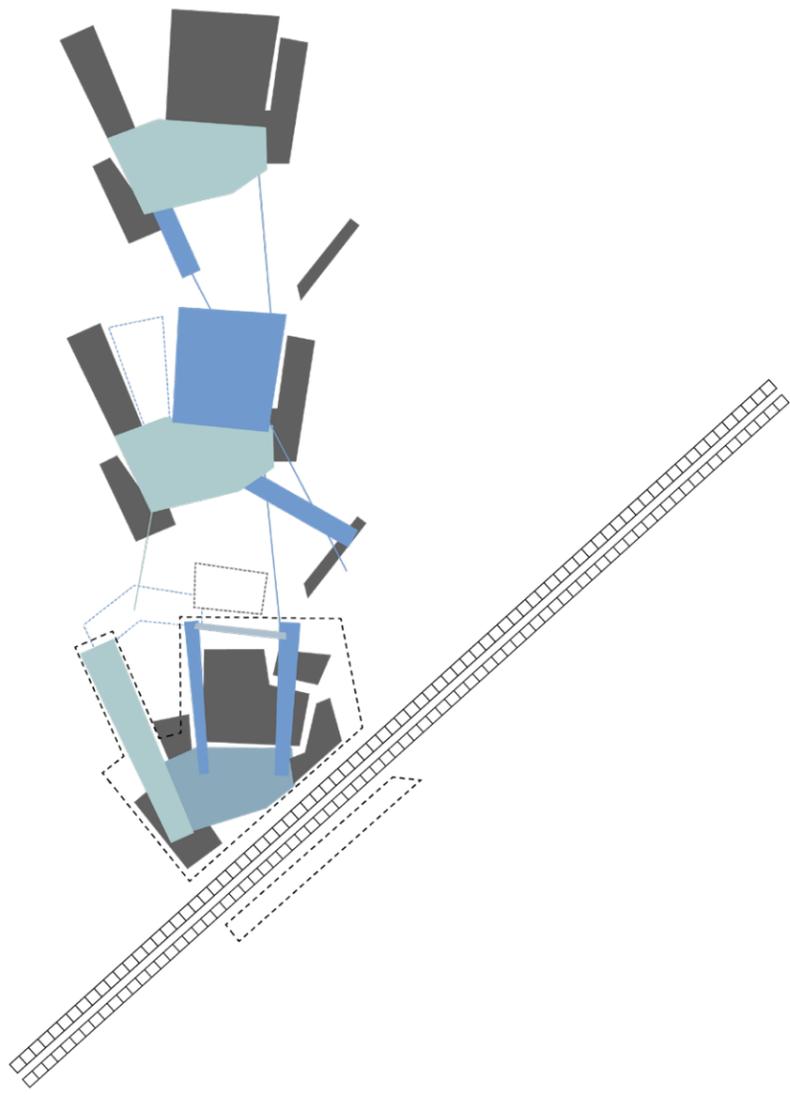
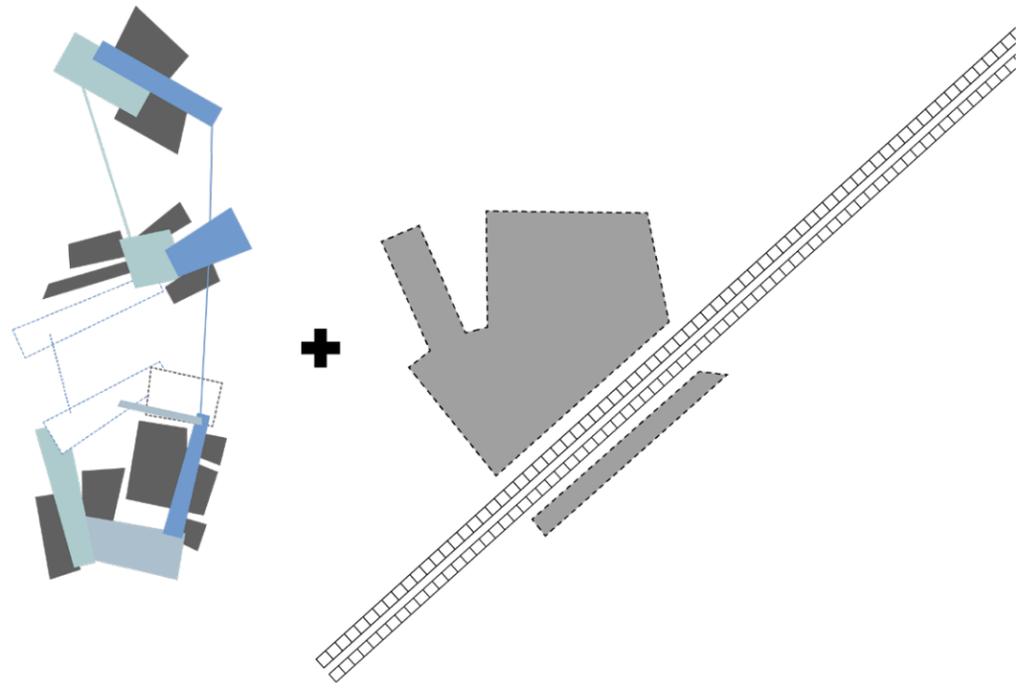
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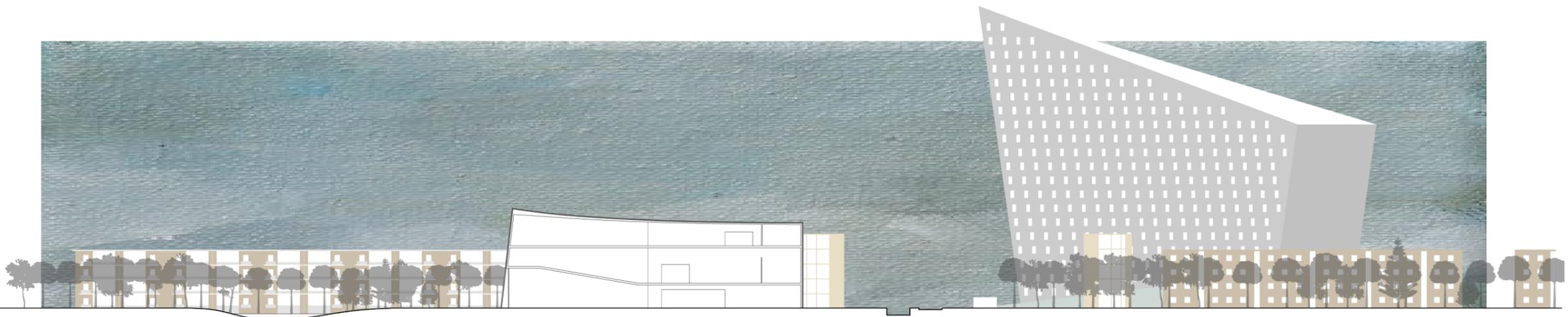
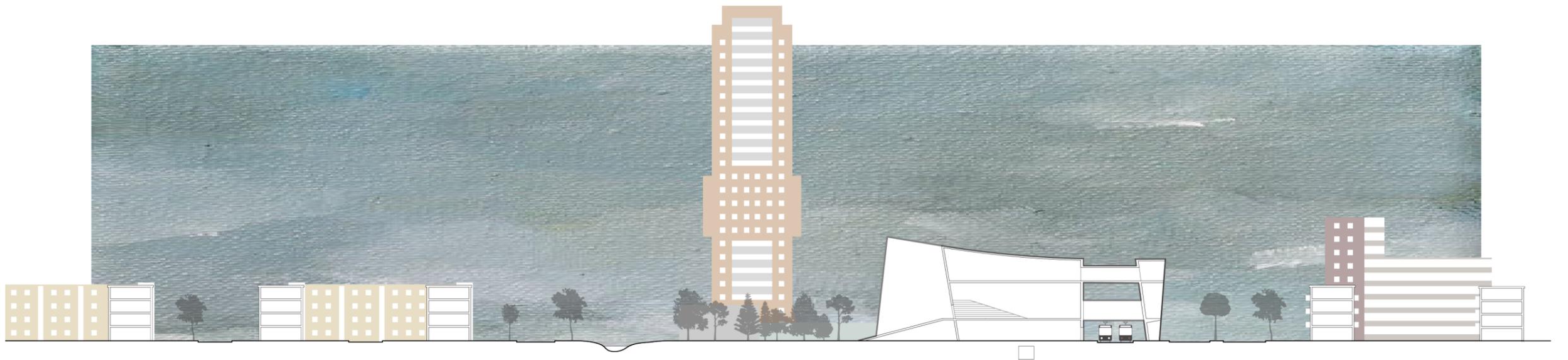
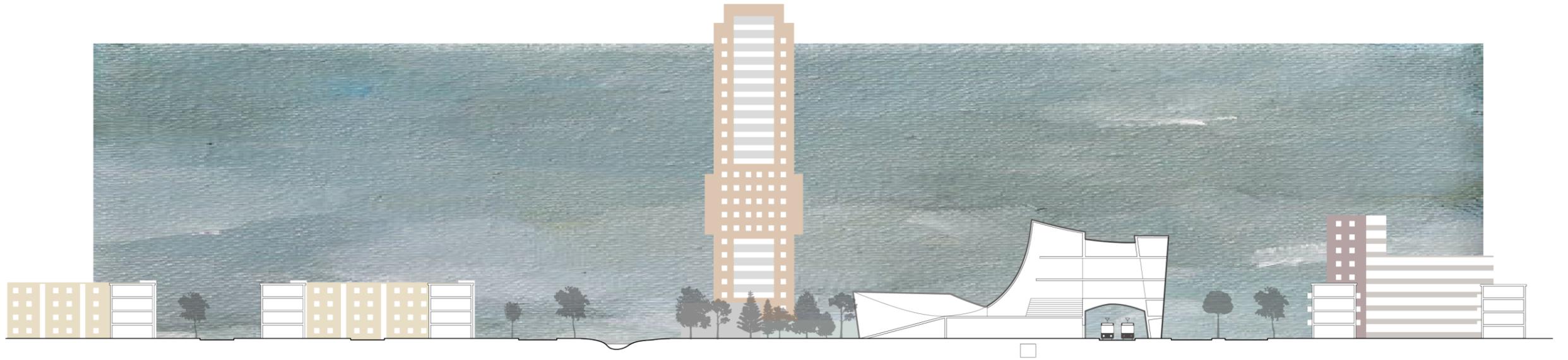
Gymnastics Pilates Bath Sauna SPA Massage	Badminton Table Tennis Basketball Tai-Chi Toilet Classroom	Aerobics Material Art Meditation Dance	Administration Caretaker Technical Physiotherapy Consultation Workshop Kitchen Dressing
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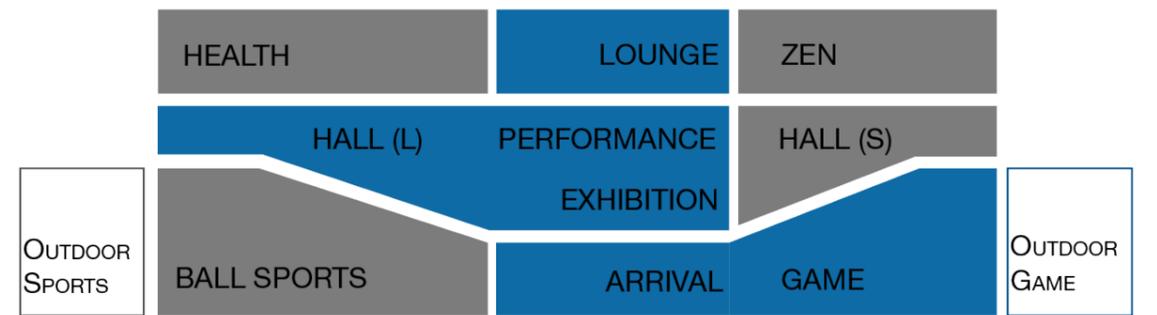
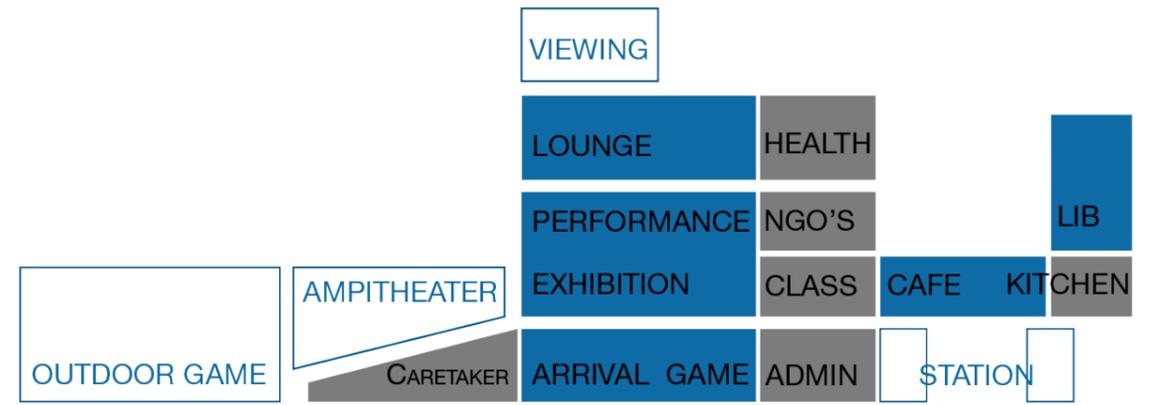
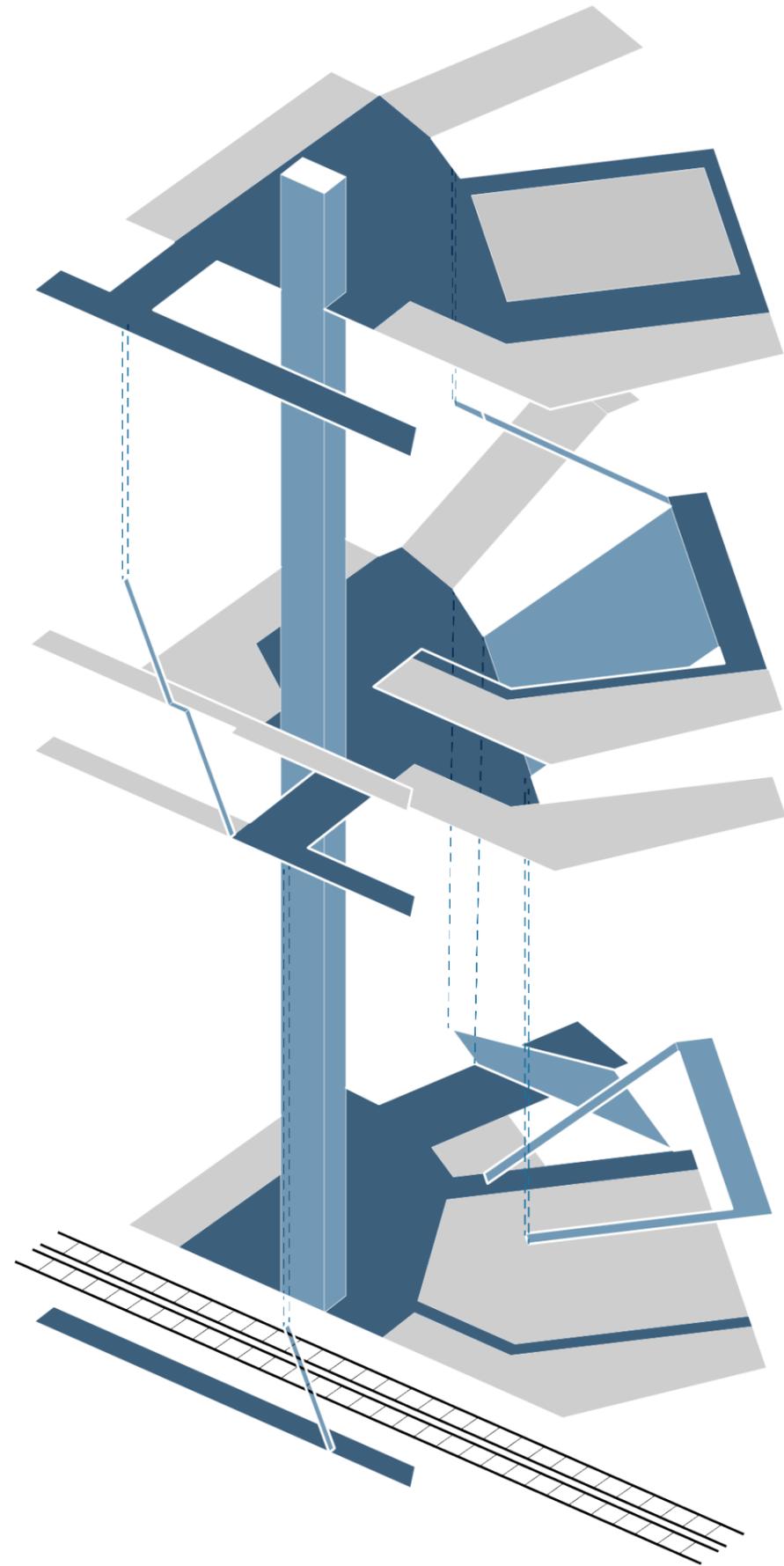
AIMED

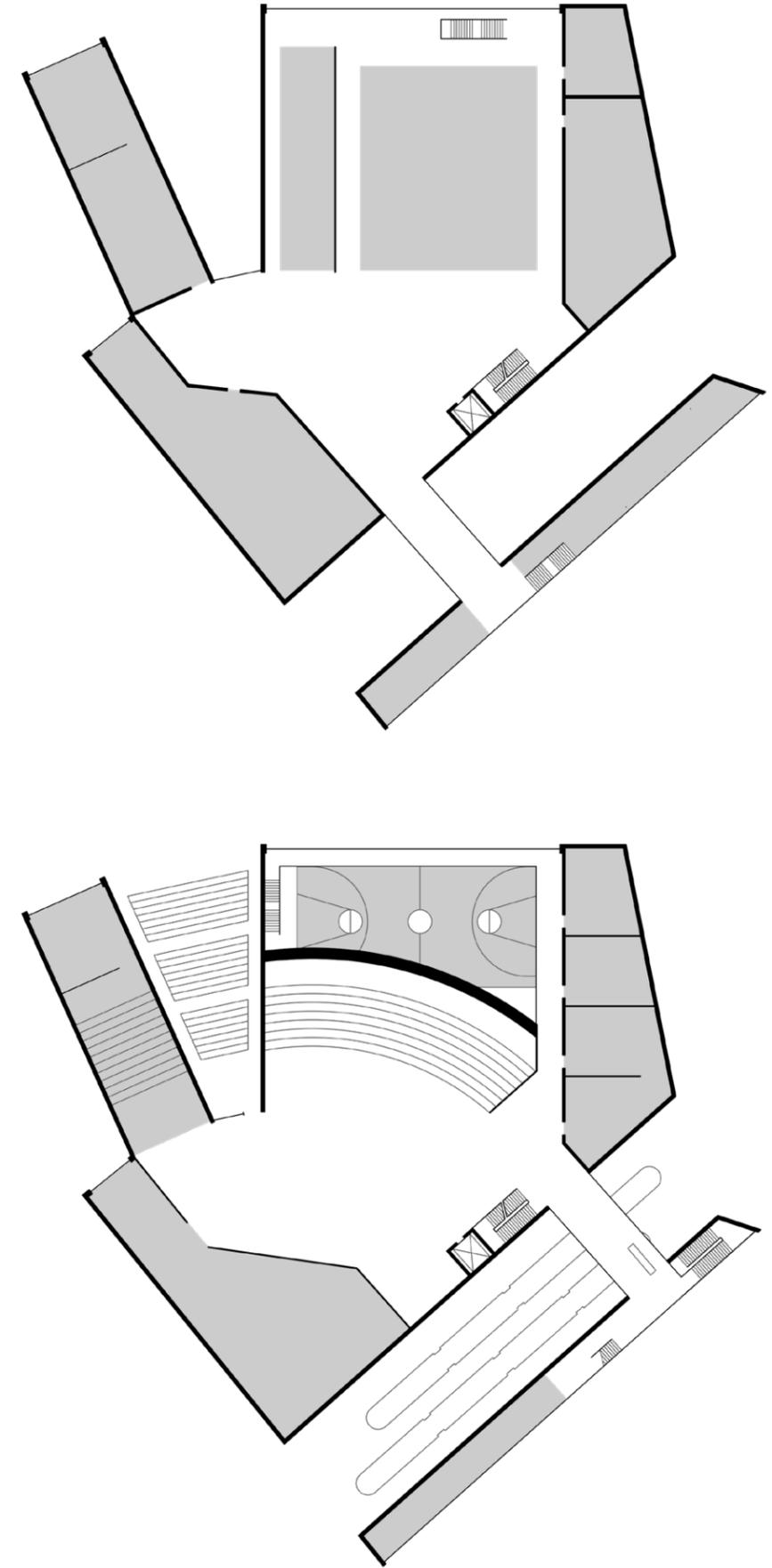
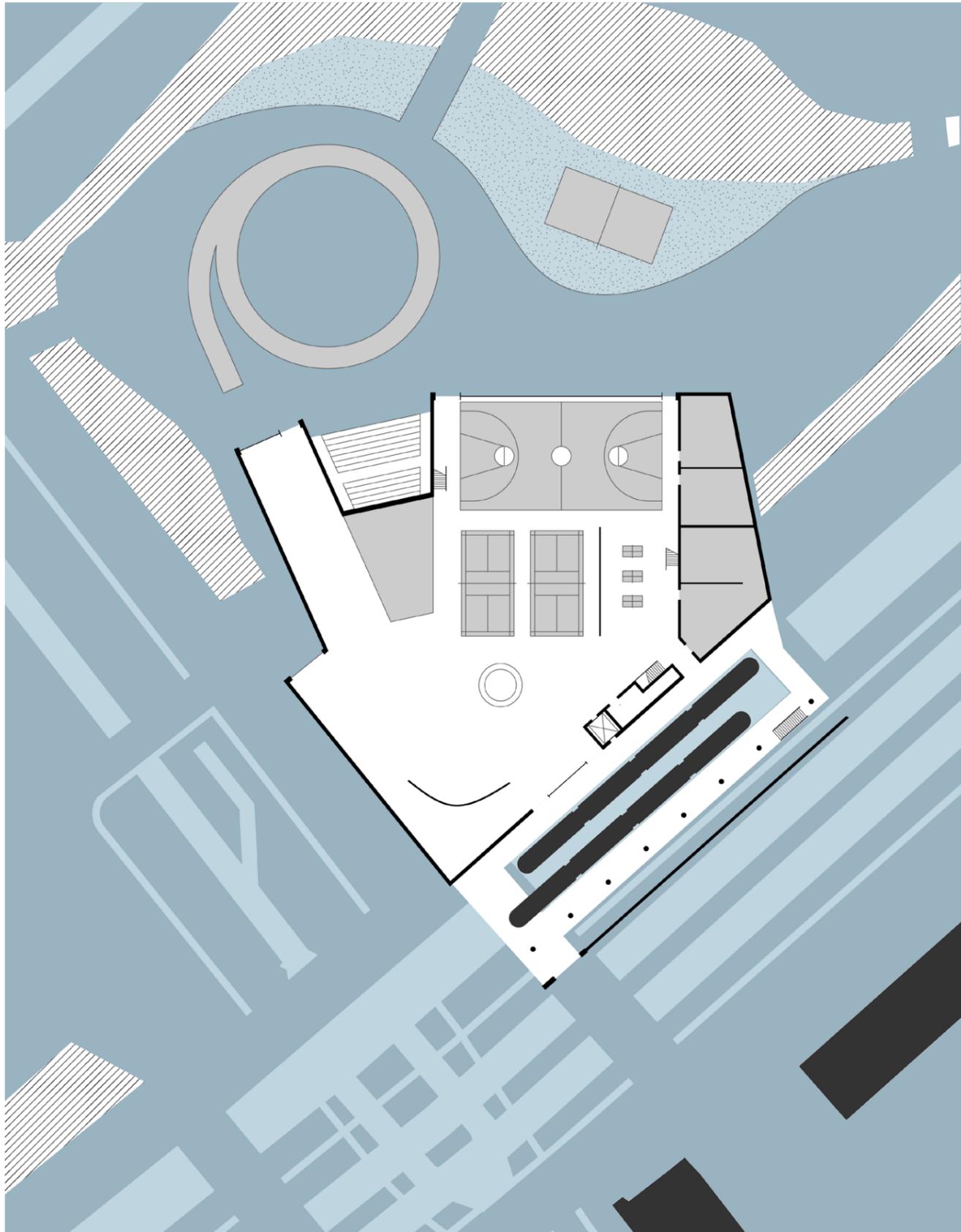








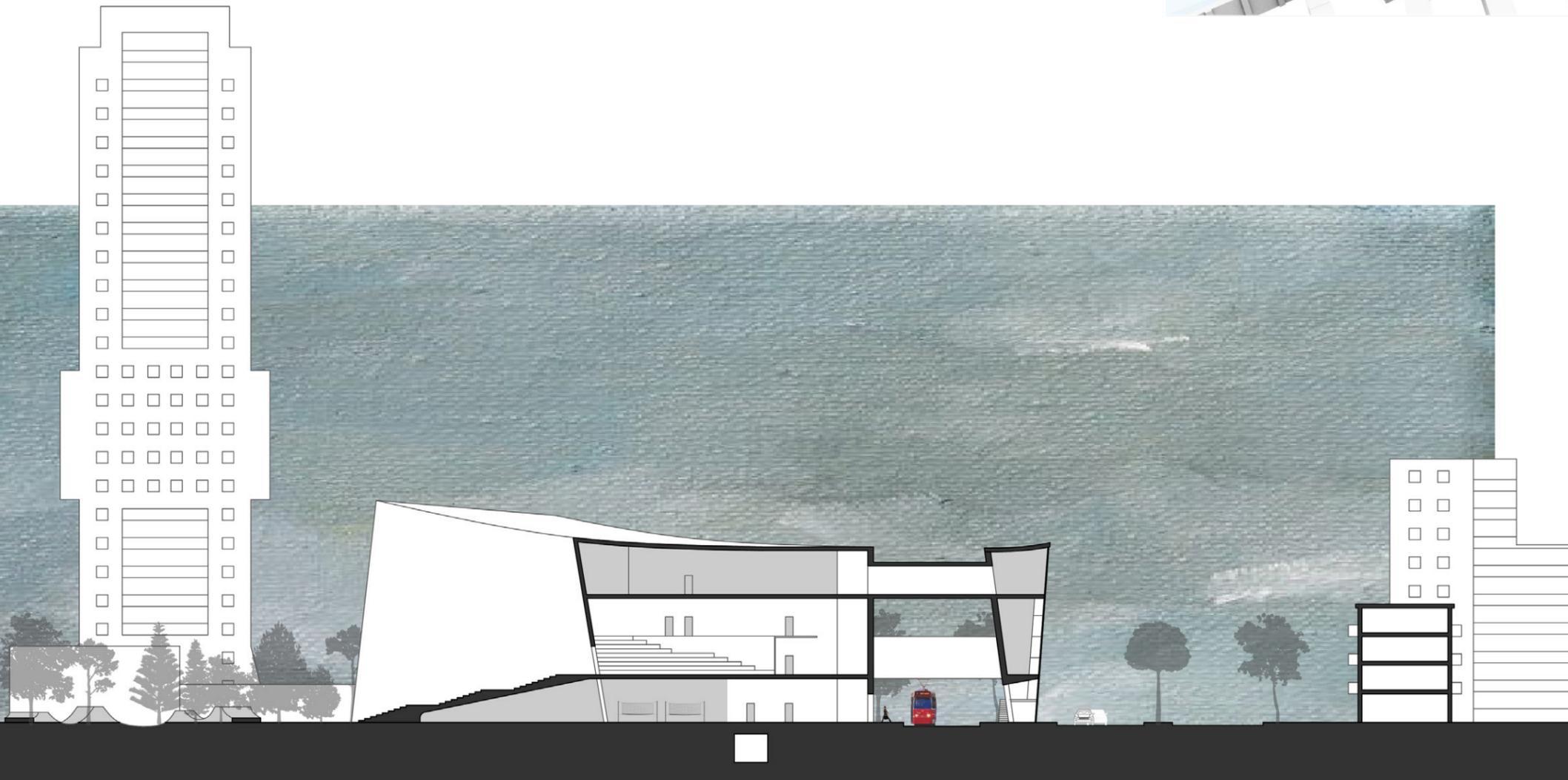




ON MULTIPLICITY

Multiplicity could be understood in multiple ways. As most commonly accepted, it refers to the multiple programs and activities within an architecture, which is not simply juxtaposed, but rather mixed, blended, overlapped in a complex yet ordered way. In my project, the spatial coordination between sports zone, game zone, hall for 250 people, hall for 80 people, exhibition, and dancing area could be seen as an application of multiplicity.

Specifically for my project, multiplicity could also be seen as the overlapping of concepts. A design purpose might be interpreted into different concepts. Those concepts are unnecessary to be conflicting with each other. Rather they could be overlapped and blended as long as they are on different levels, which is, in my case, on the level of urban context, architectural program and the human behaviour respectively.





'...capitalism has undermined the traditional forms of belonging... people find their belonging more easily on virtual communities...'

'...we find community in networks...'

Clark, A.

'Can we materialize a virtual community?'



'...(in a cafe) customers claim their belonging through the repeated maintainance of time and place...'

'...the size of table provided a small but vulnerable measure of social distance without entirely seperating anyone from activities around...'

Hall, S.



LEAVING

FOLLOW
DAILY VISIT
PARTICIPATION

PUBLISH
BROWSE
TOGGLE
ATTRACTED

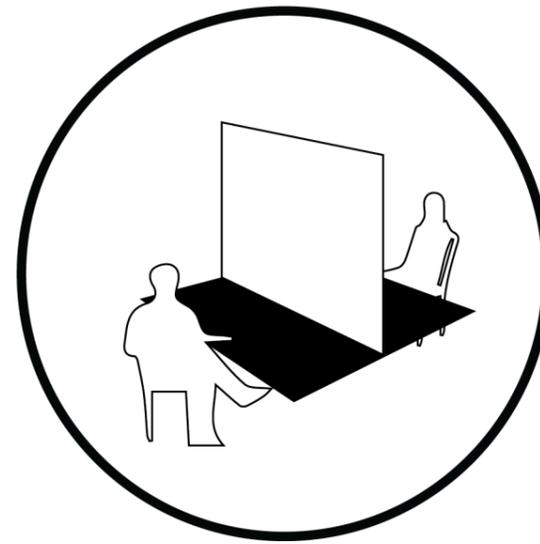
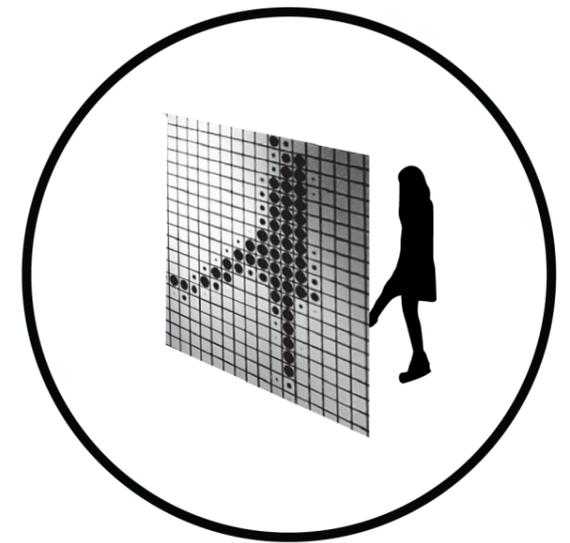
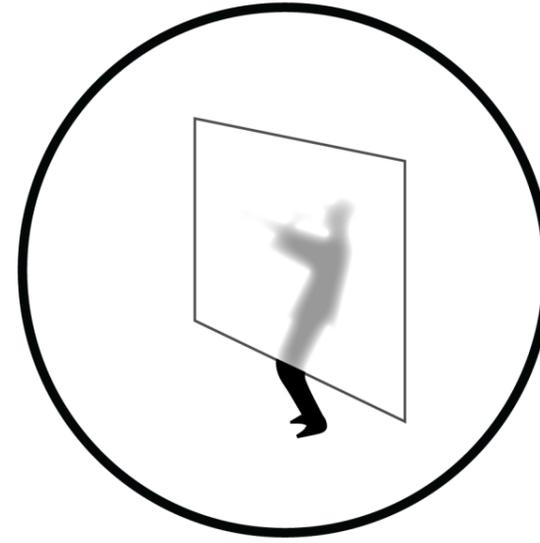
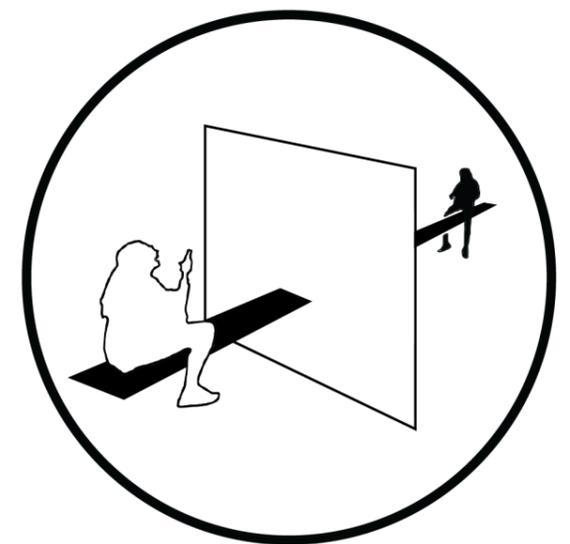
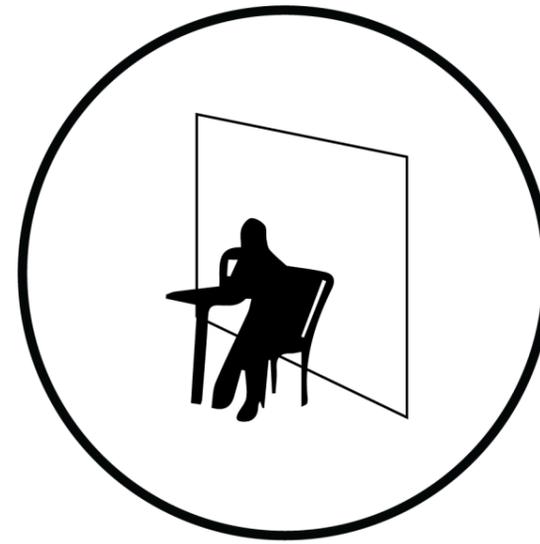
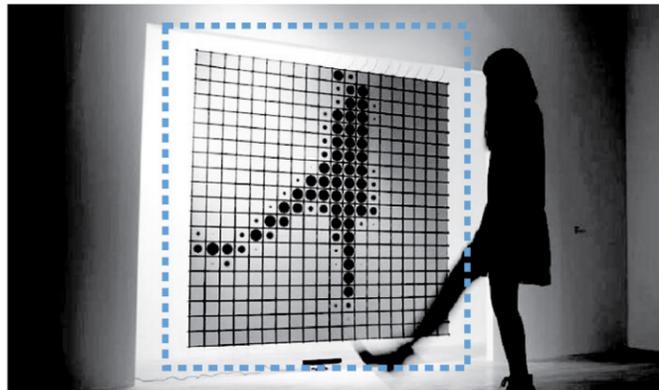
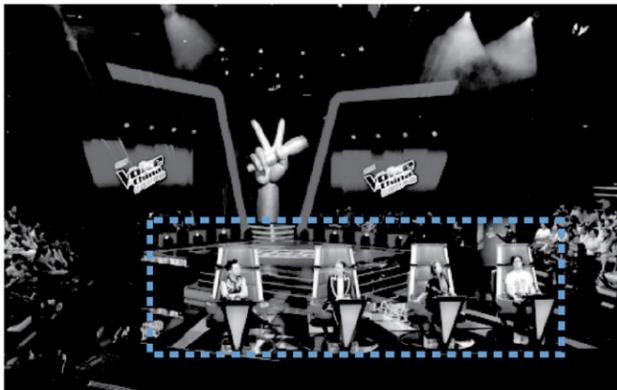
ENTERING

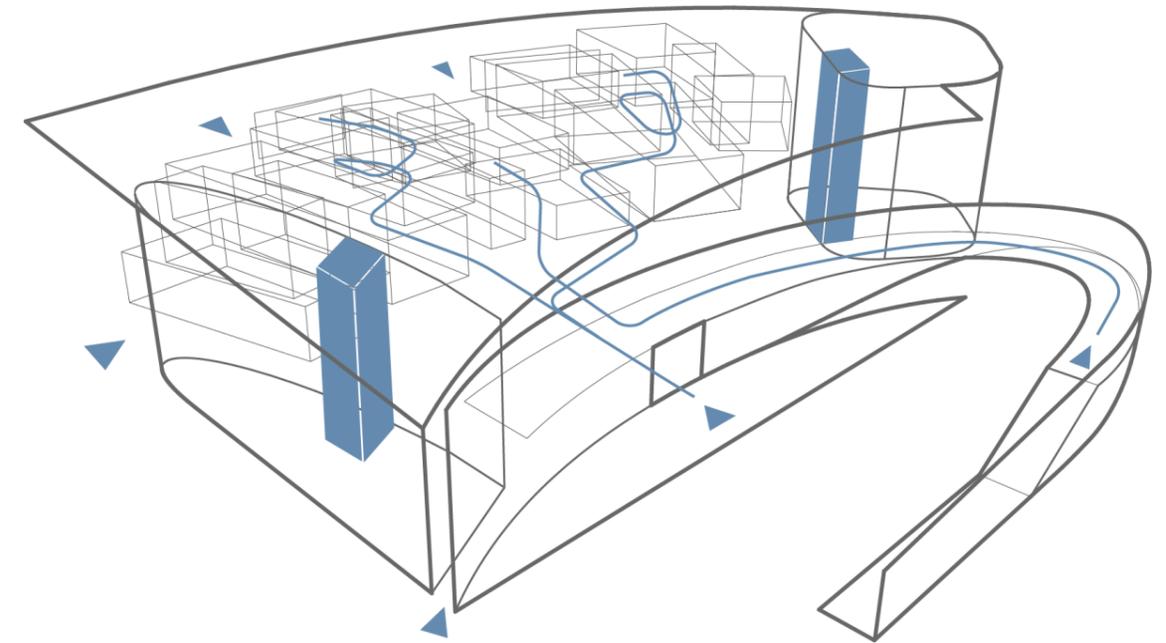
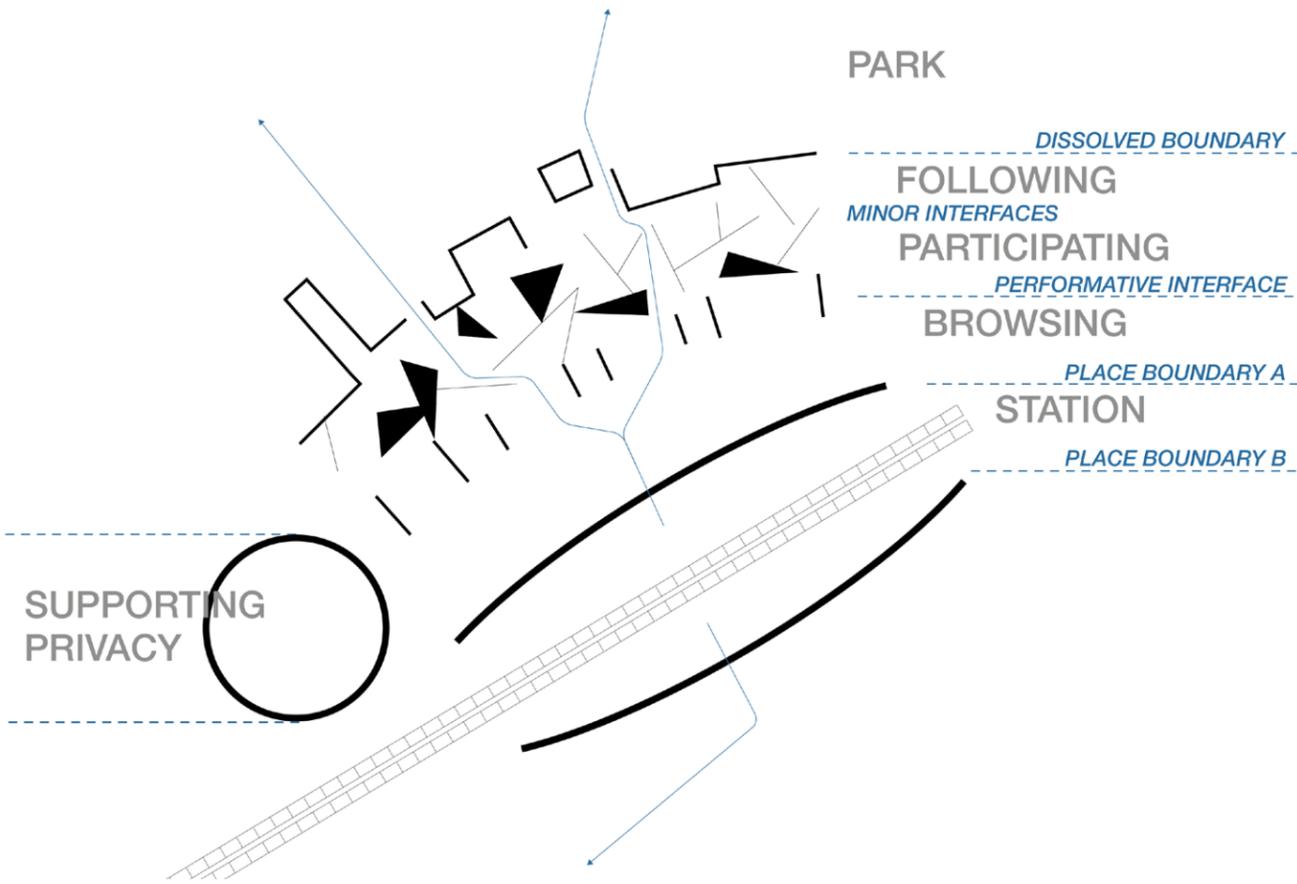




'...virtual community is advantaged in its anonymity and indirectness.....makes it easier and more free to express as well as interact with strangers.'

Jiang, G & Ji, J.





PARK

BMX
VOLLEYBALL
BASKETBALL
OUTDOOR SITTING

FOLLOWING PARTICIPATING

SPORTS HALL	300	SOCIAL LOUNGE	250	HALL FOR 80	200
CLIMBING	50	PERFORMANCE HALL	250	CLASSROOMS	200
CYBER CAFE	100	VR ROOM	100	TAICHI & YOGA	200
INDOOR GOLF & GAMES	250	IMMERSIVE ART	100		
CHILDREN'S ZONE	150	READING ZONE	100	TERRACE	

BROWSING

HALL FOR 250	500
RECEPTION + EXPO	250
CANTEEN	150

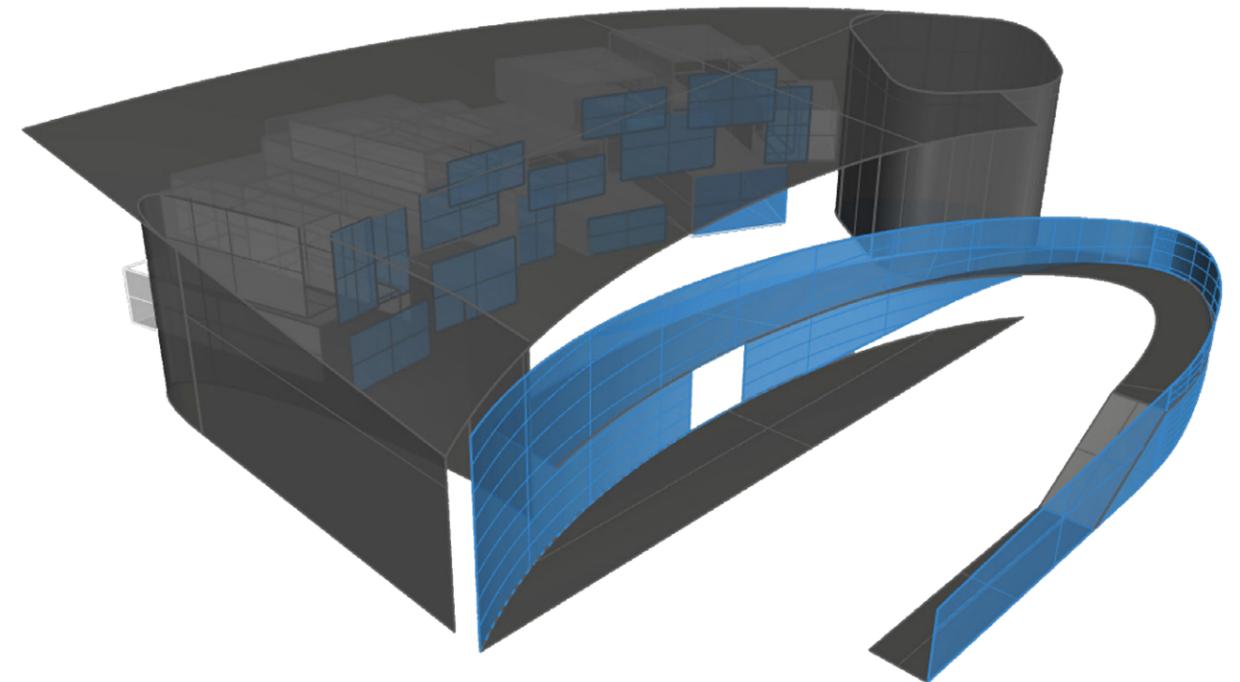
STATION

TRAM-WAITING CAFE	150
PLATFORM	

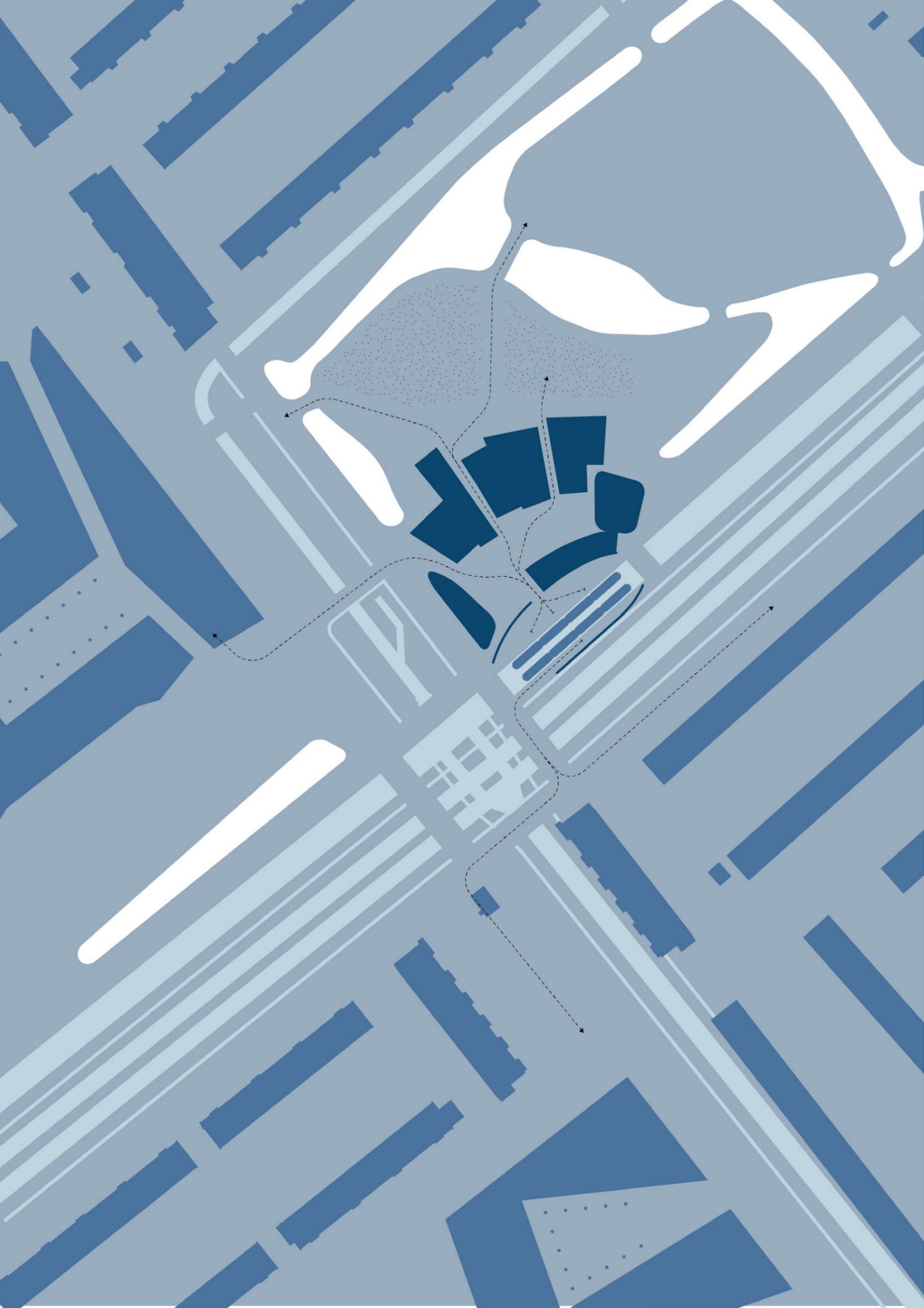
SUPPORTING PRIVACY

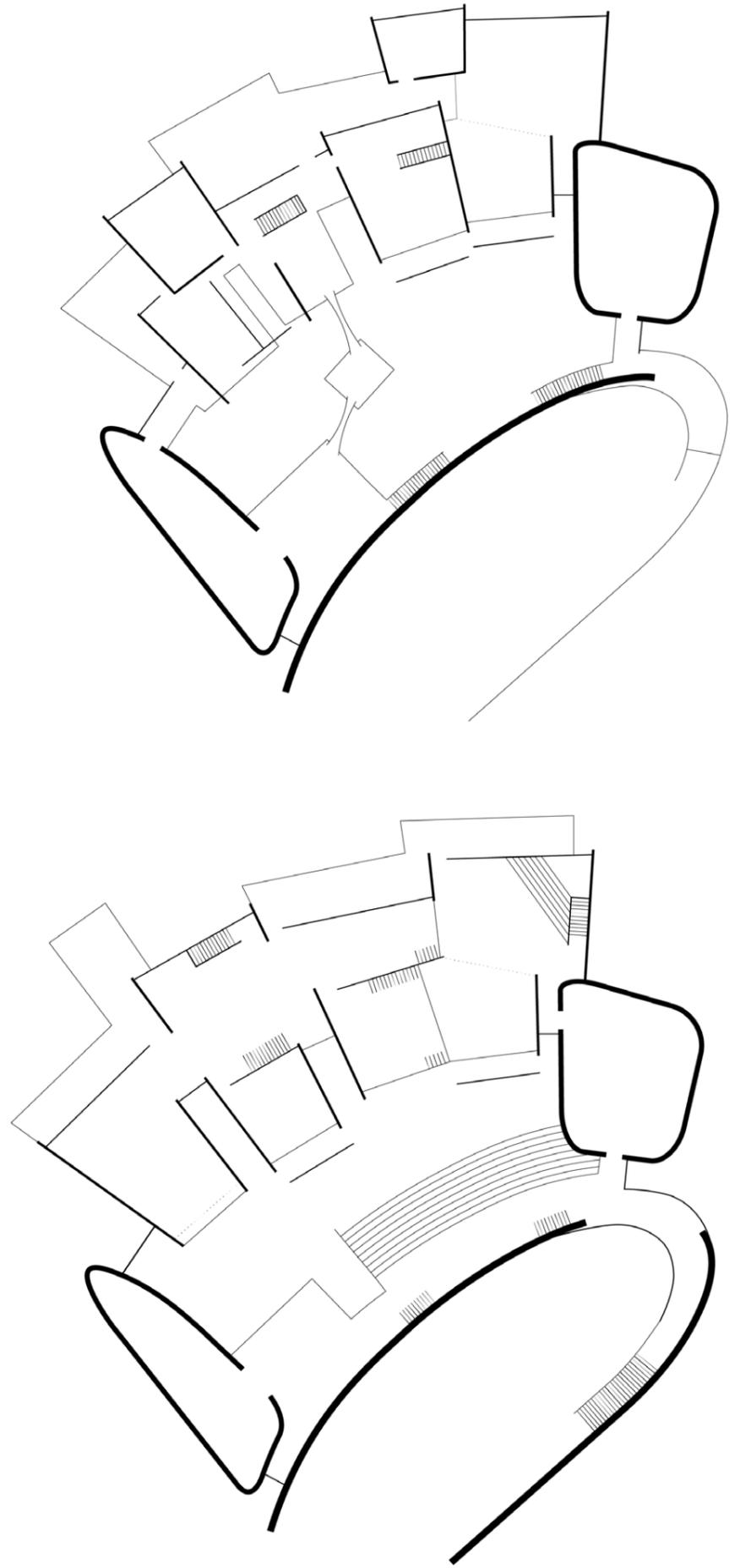
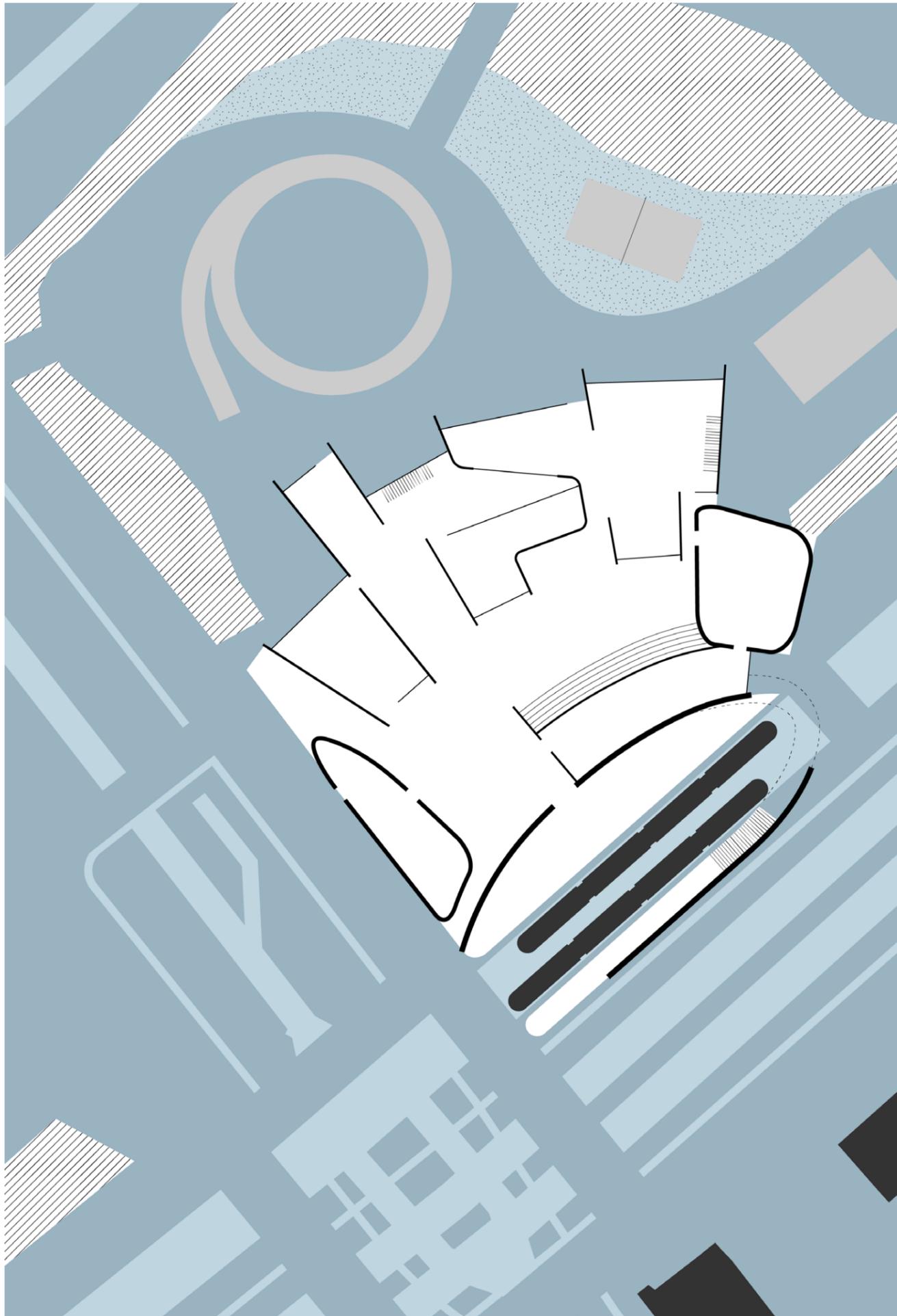
BIKE PARKING	200
ADMIN+STORAGE	250
TOILET + DRESSING	250
BATH + SHOWER	250
HEALTH CARE	250
SHOP	100
KITCHEN	100
NGO OFFICES	250

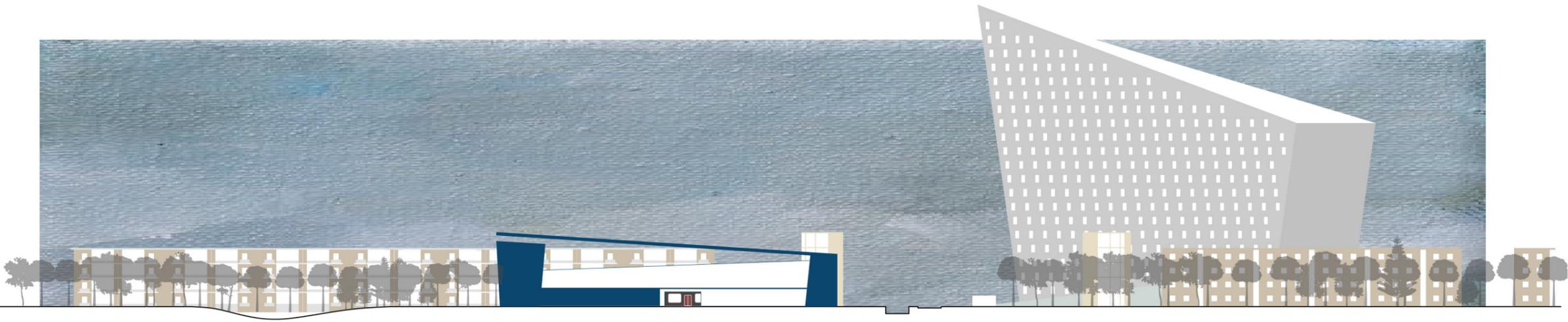
ALL PROGRAMS	4900
INCLUDING OTHERS	6700

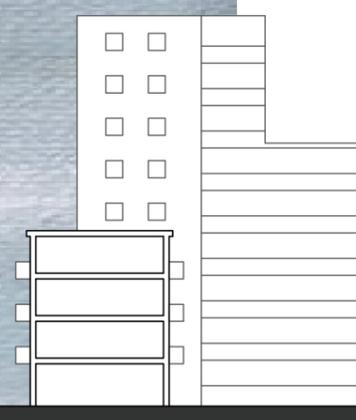
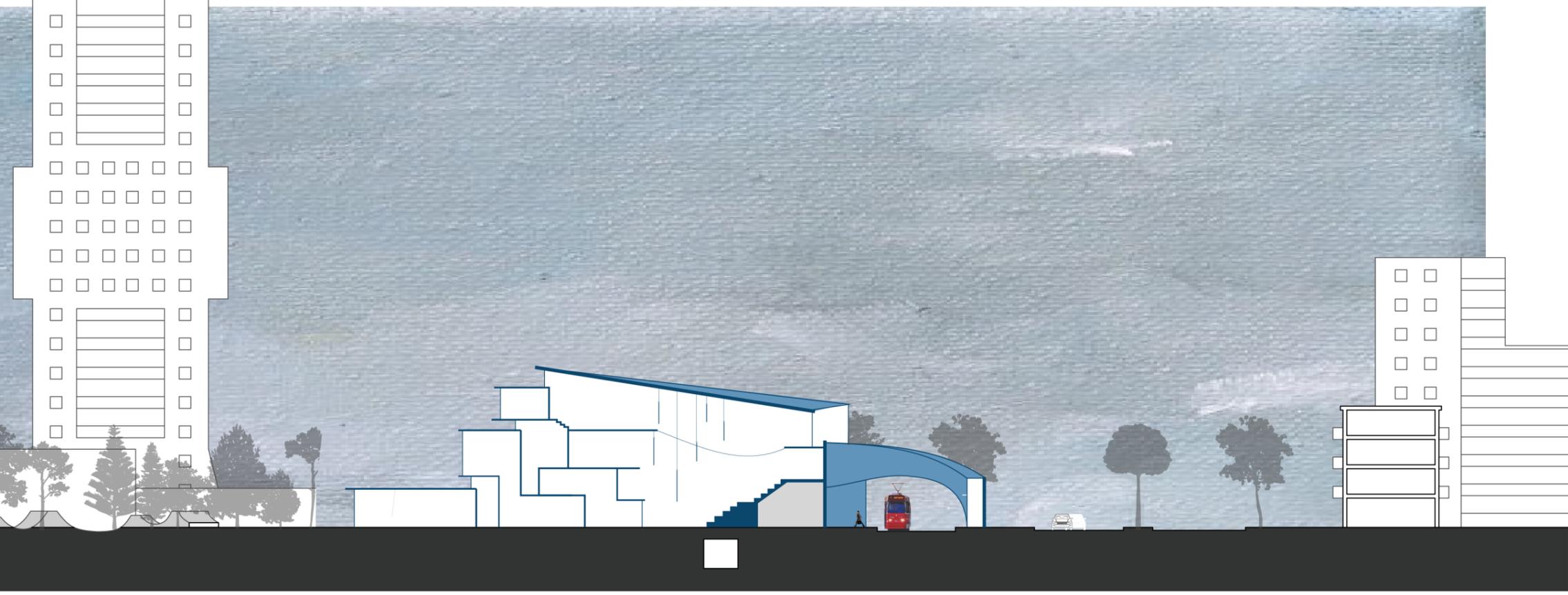
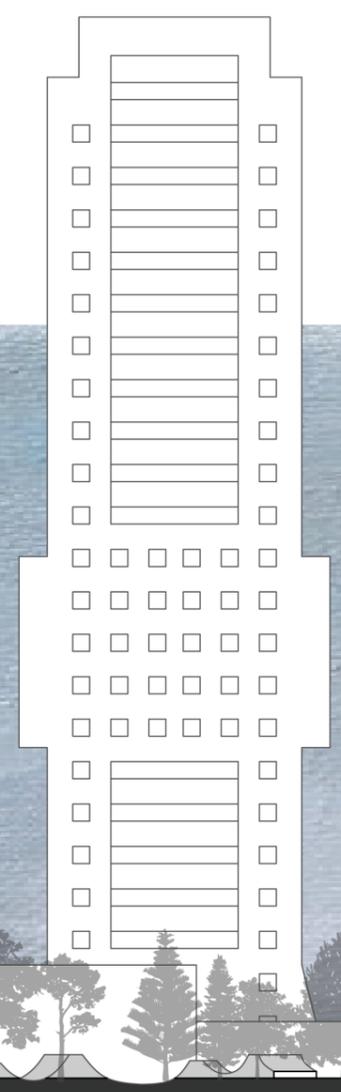
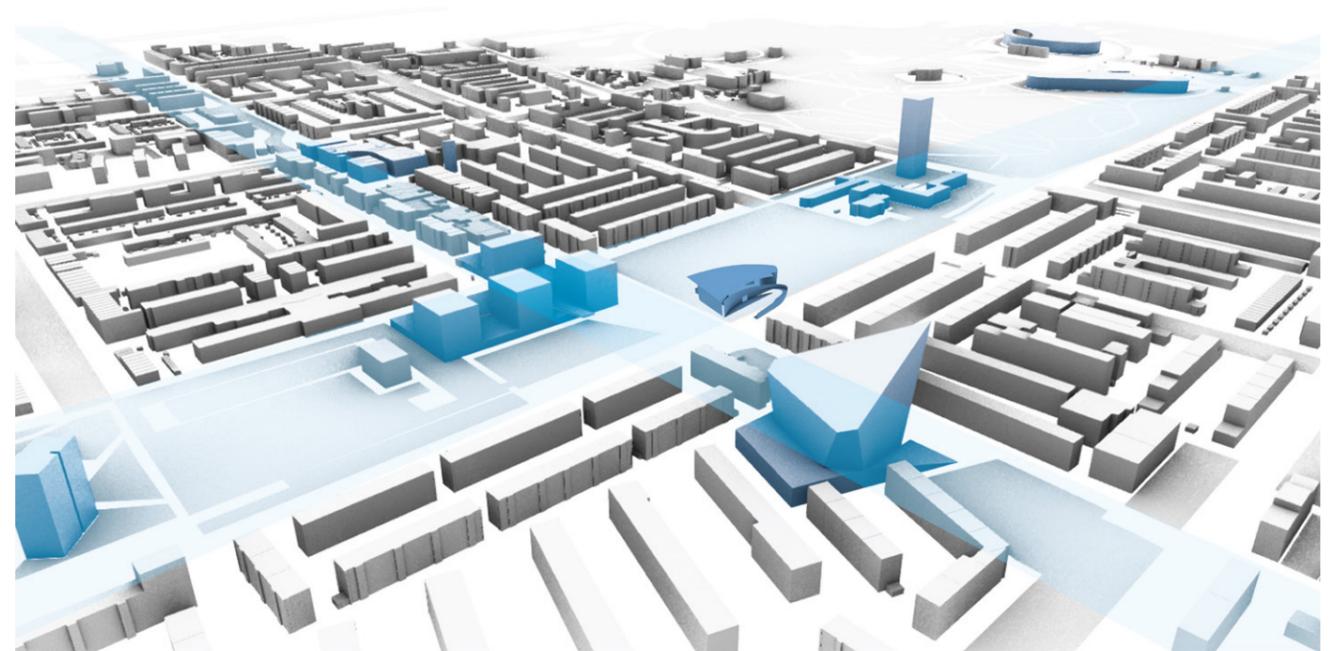


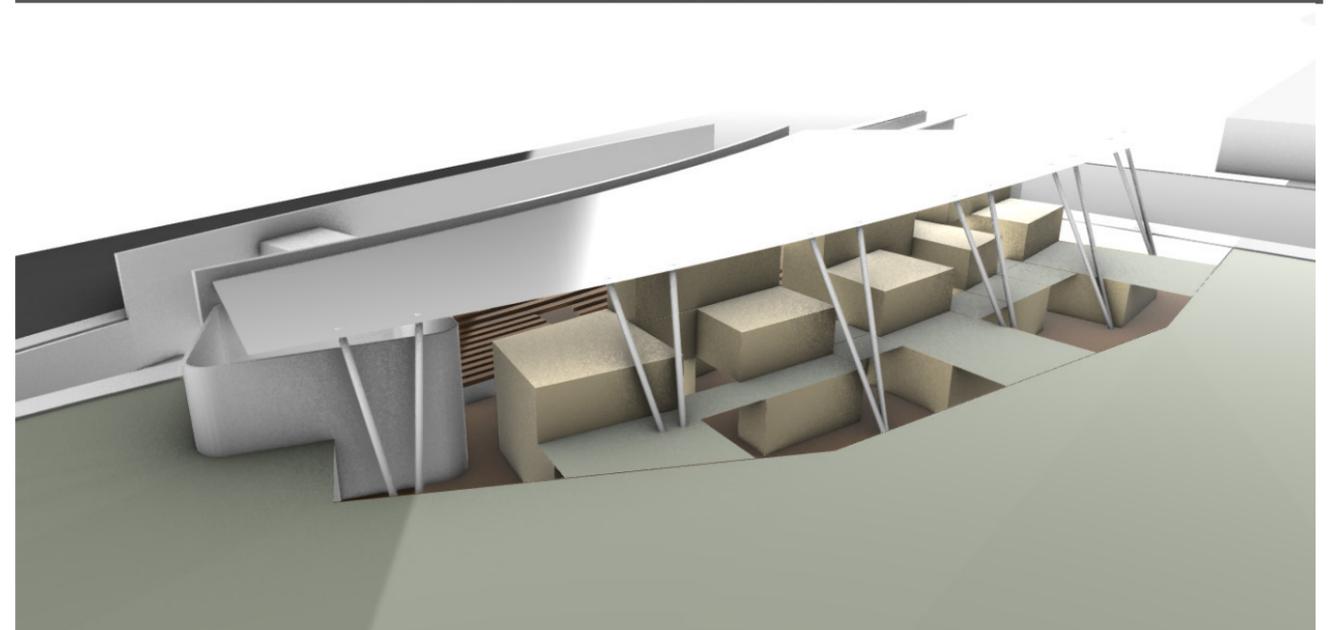
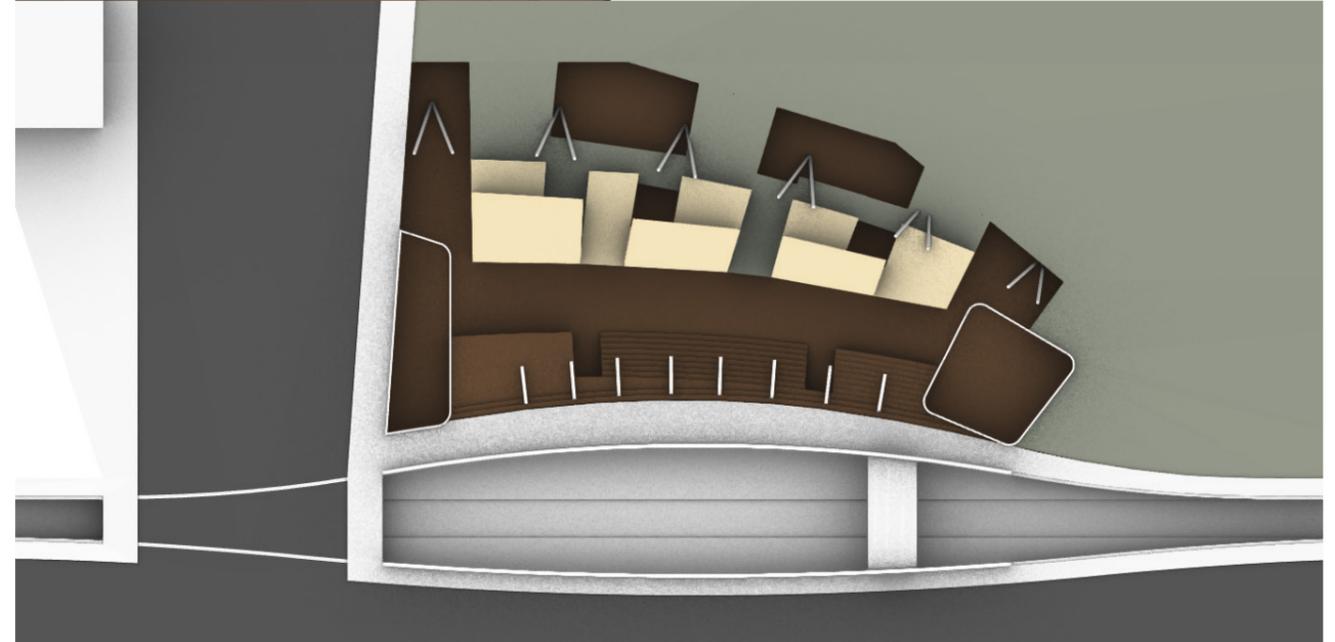
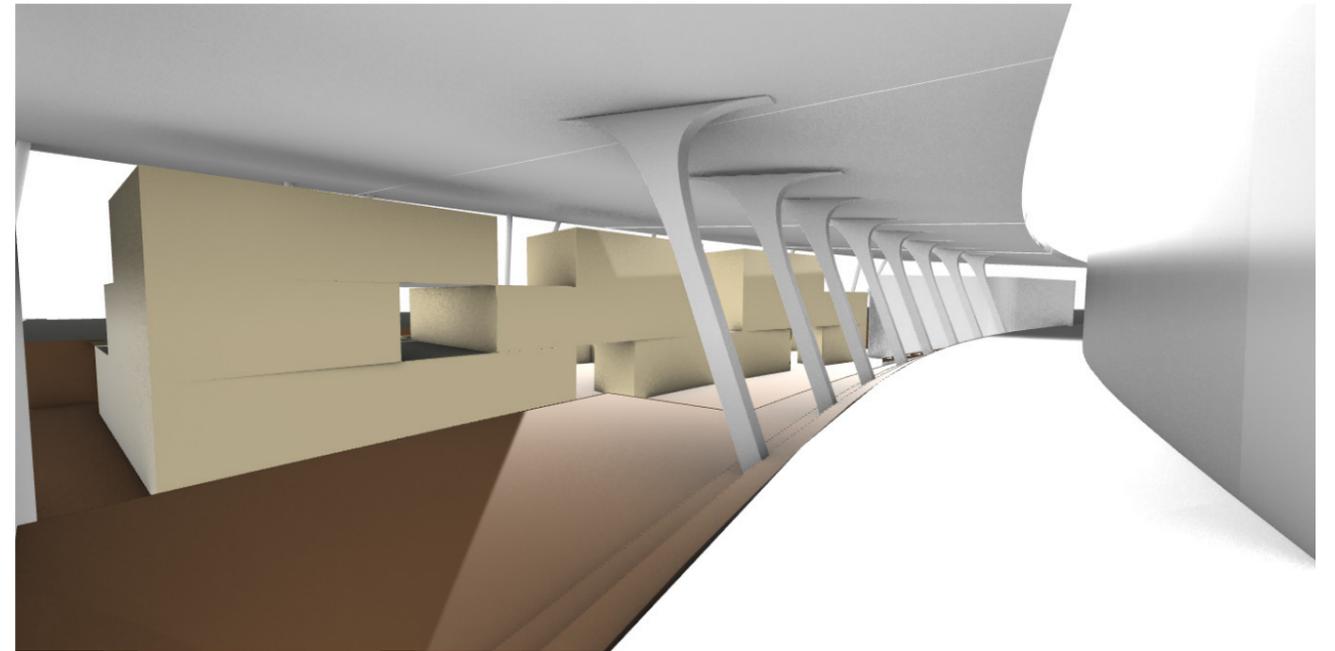
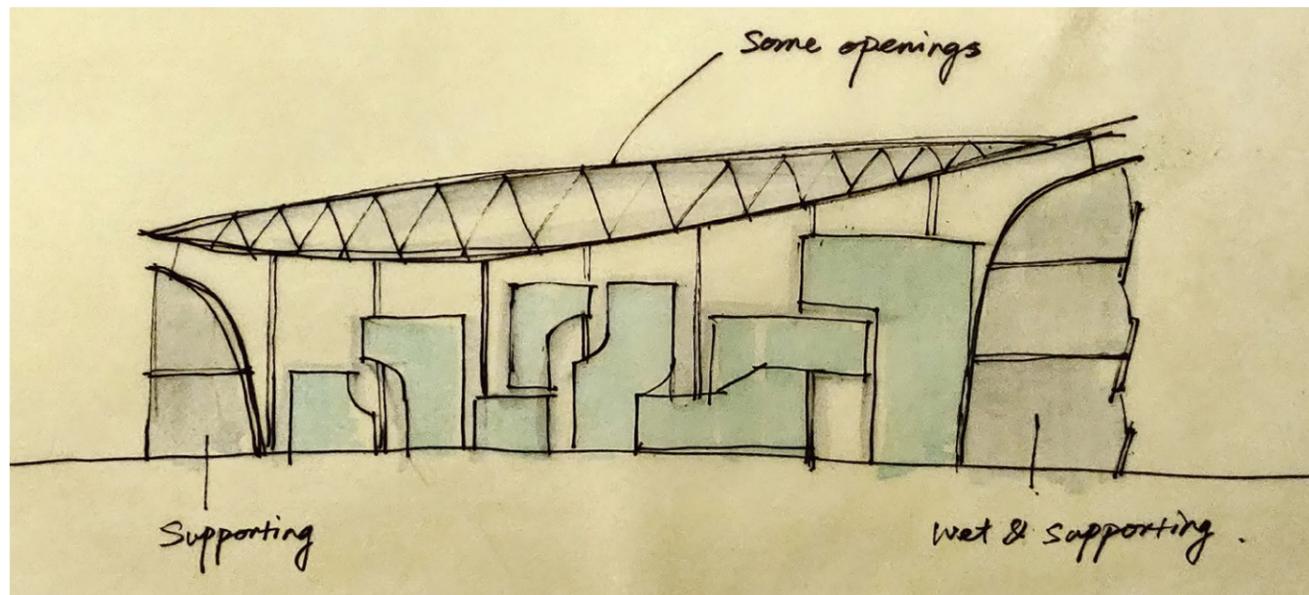
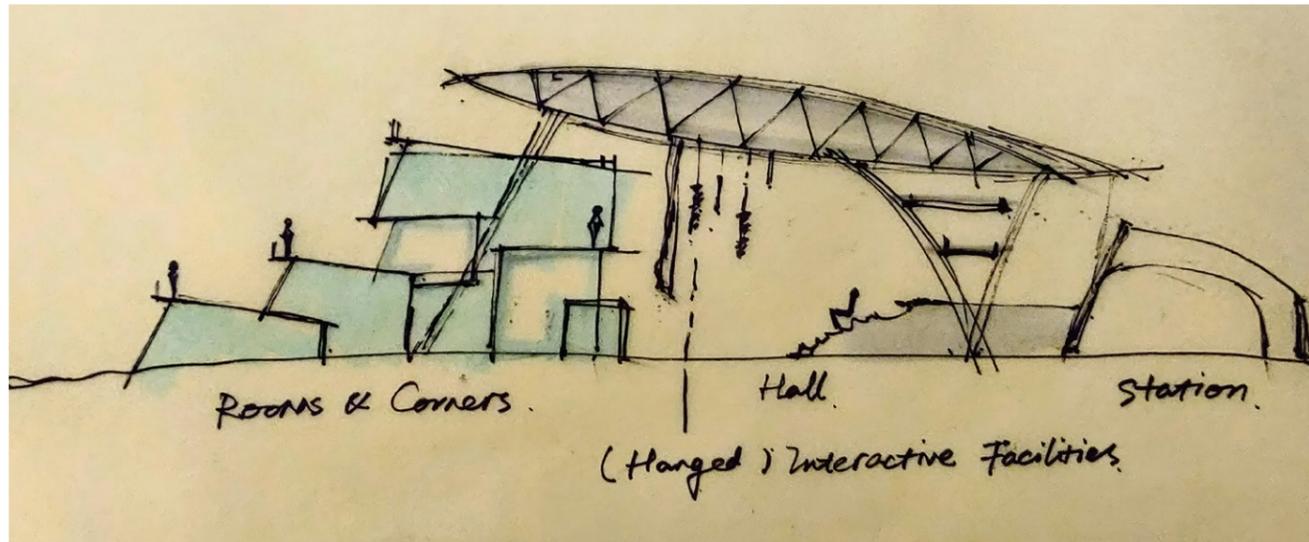


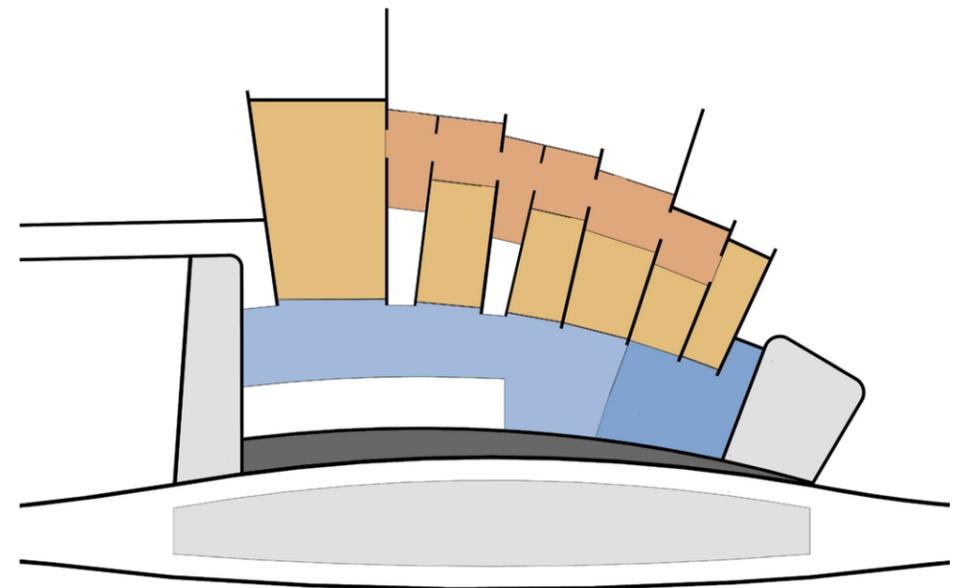
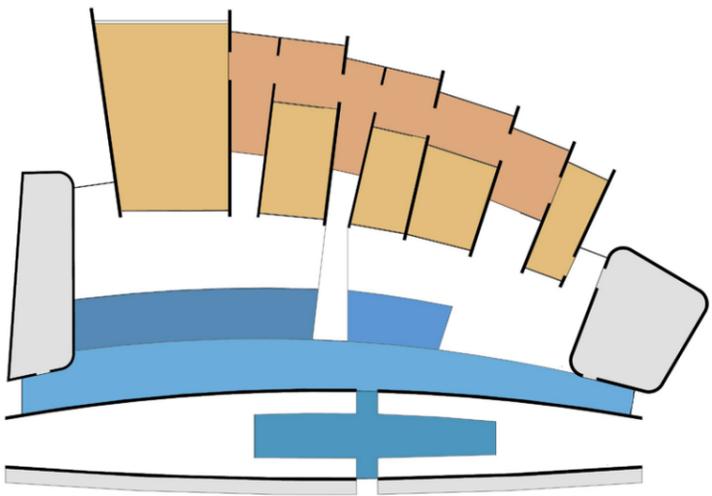
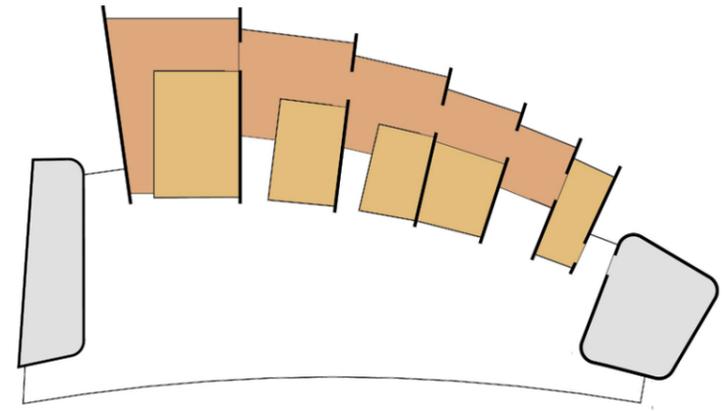
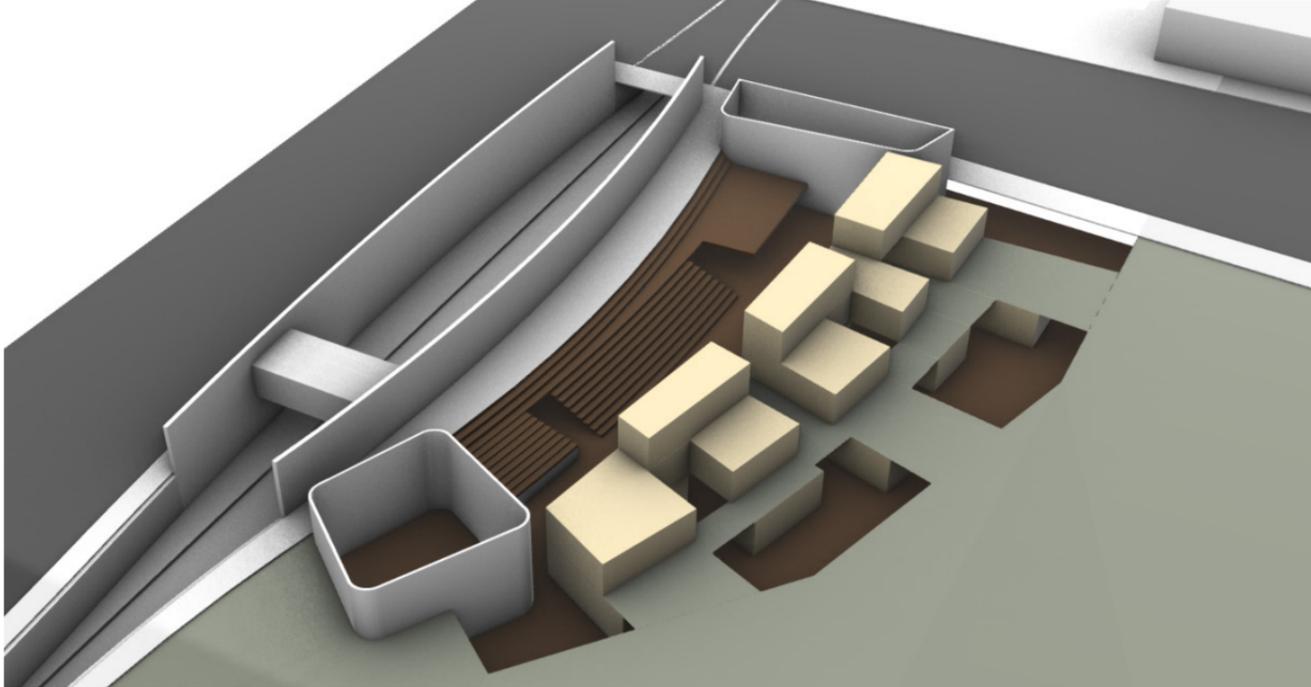
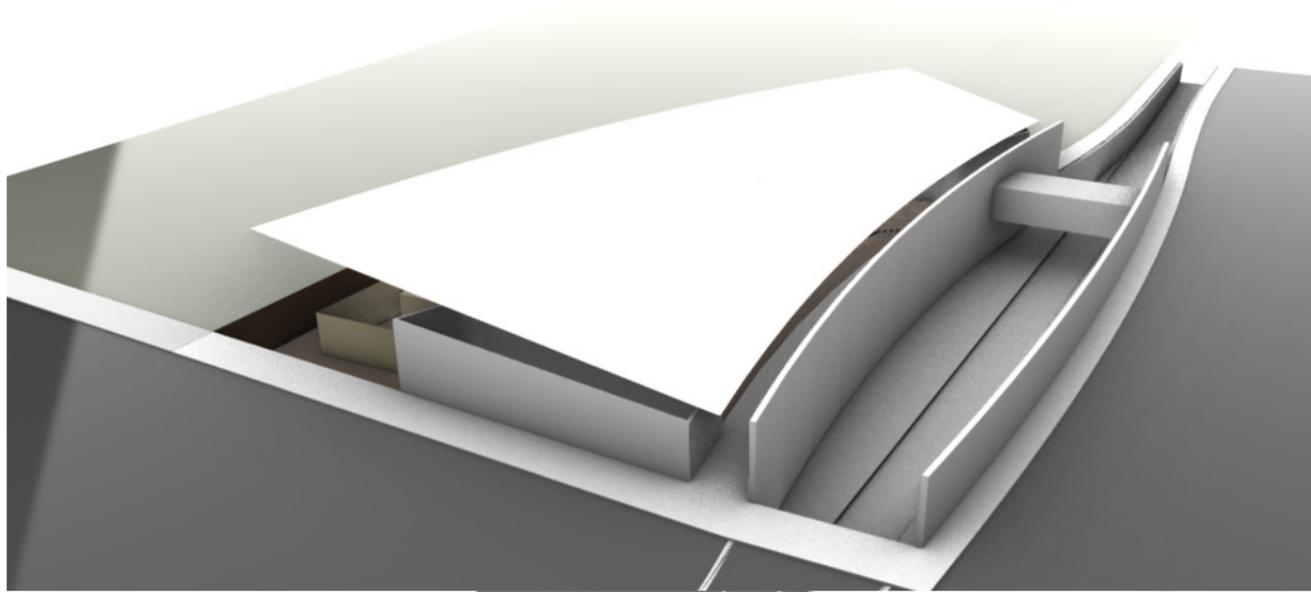


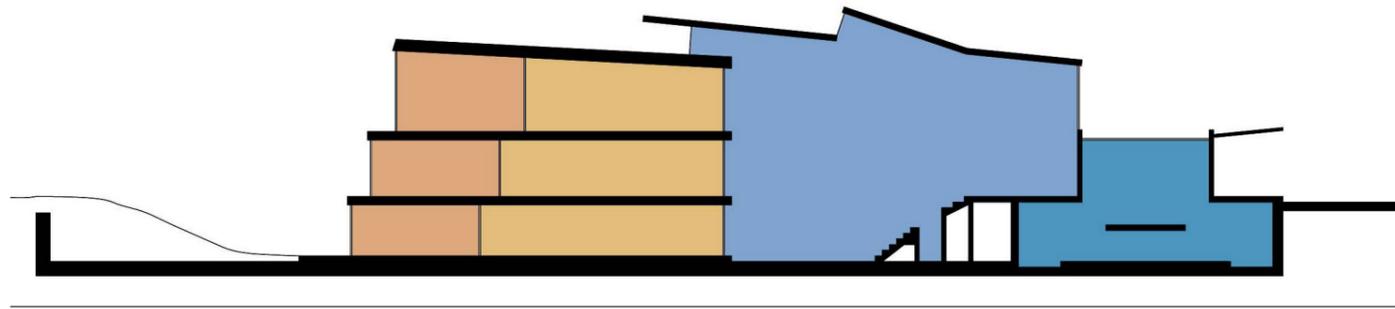




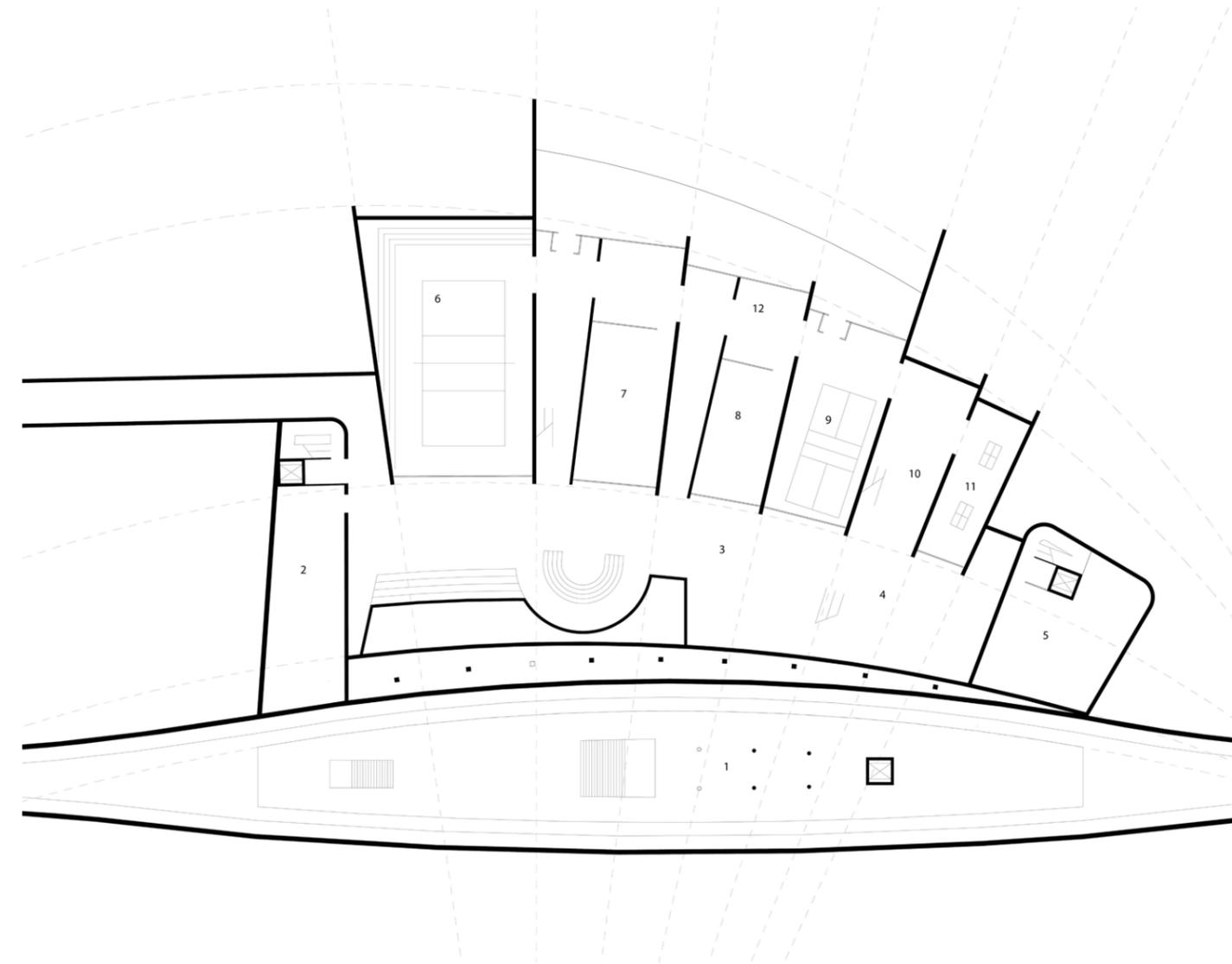
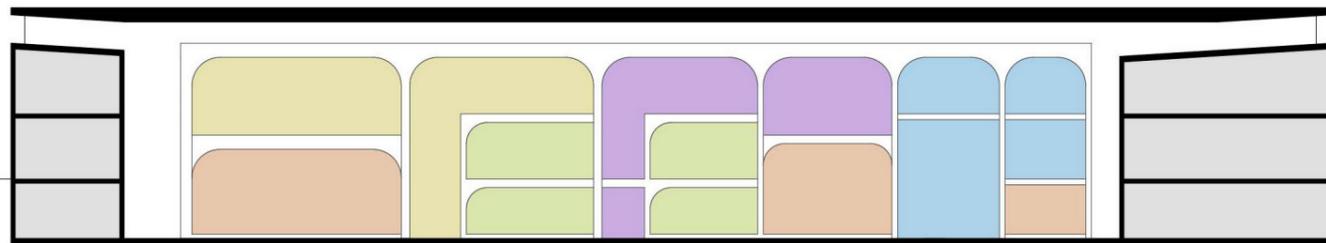




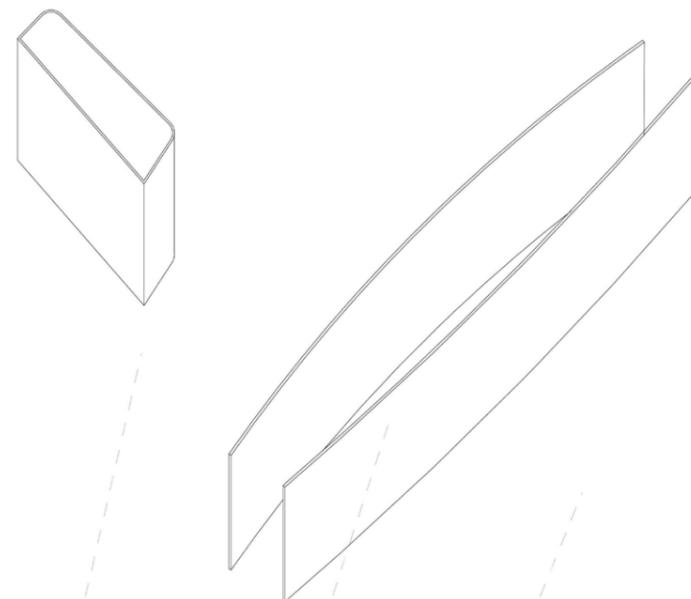
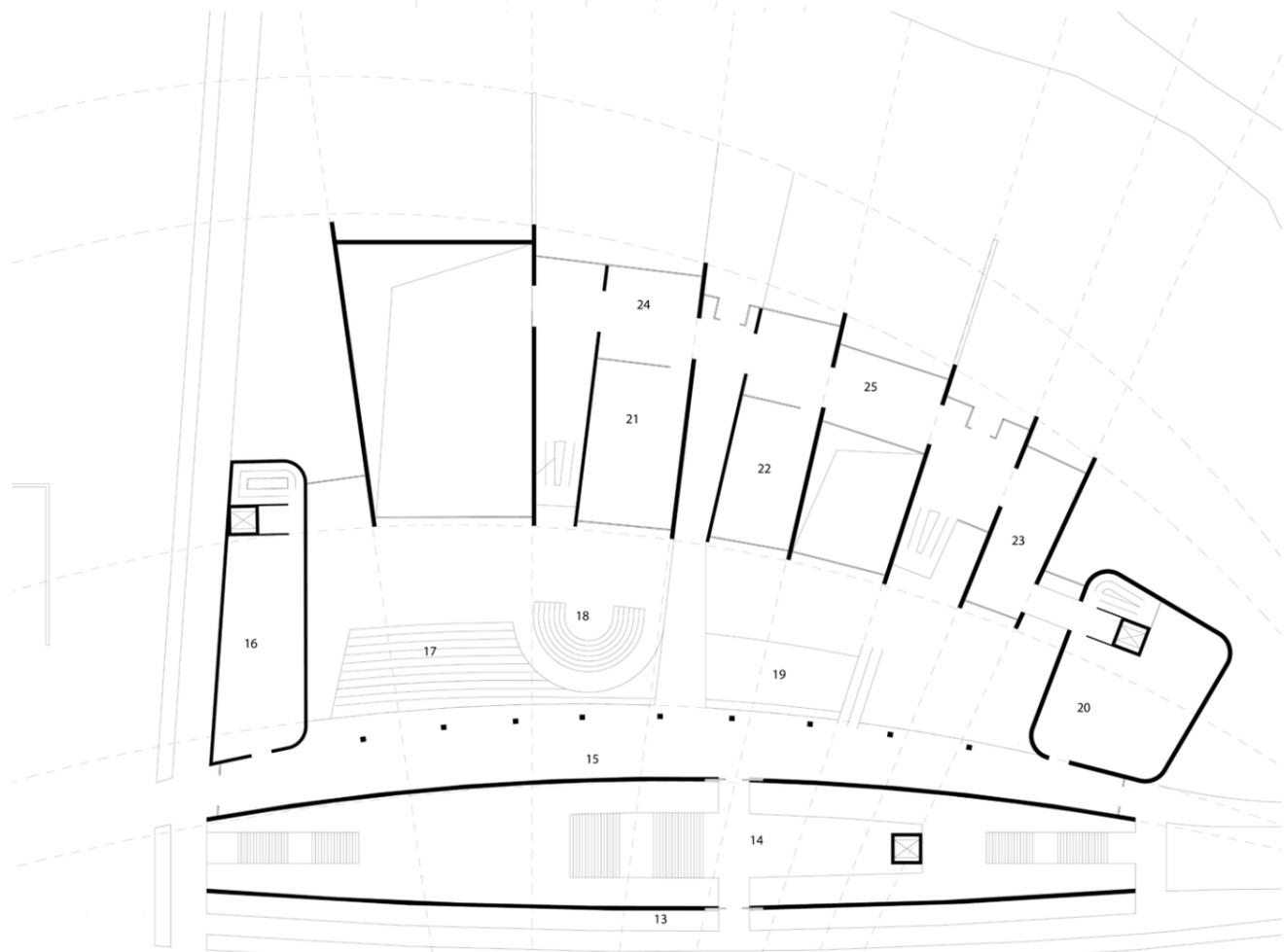
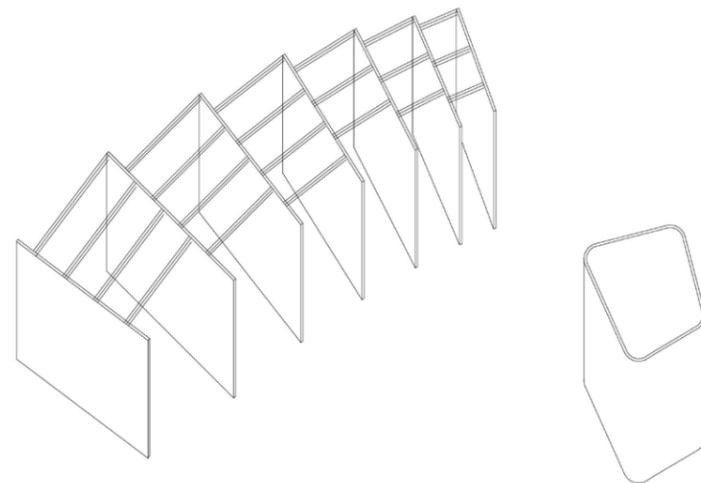
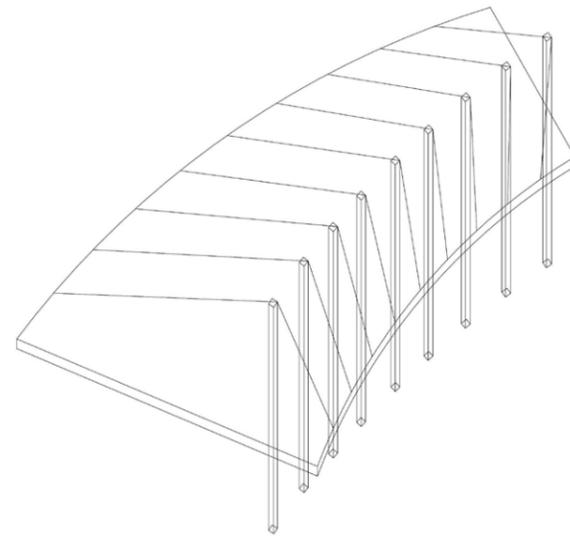
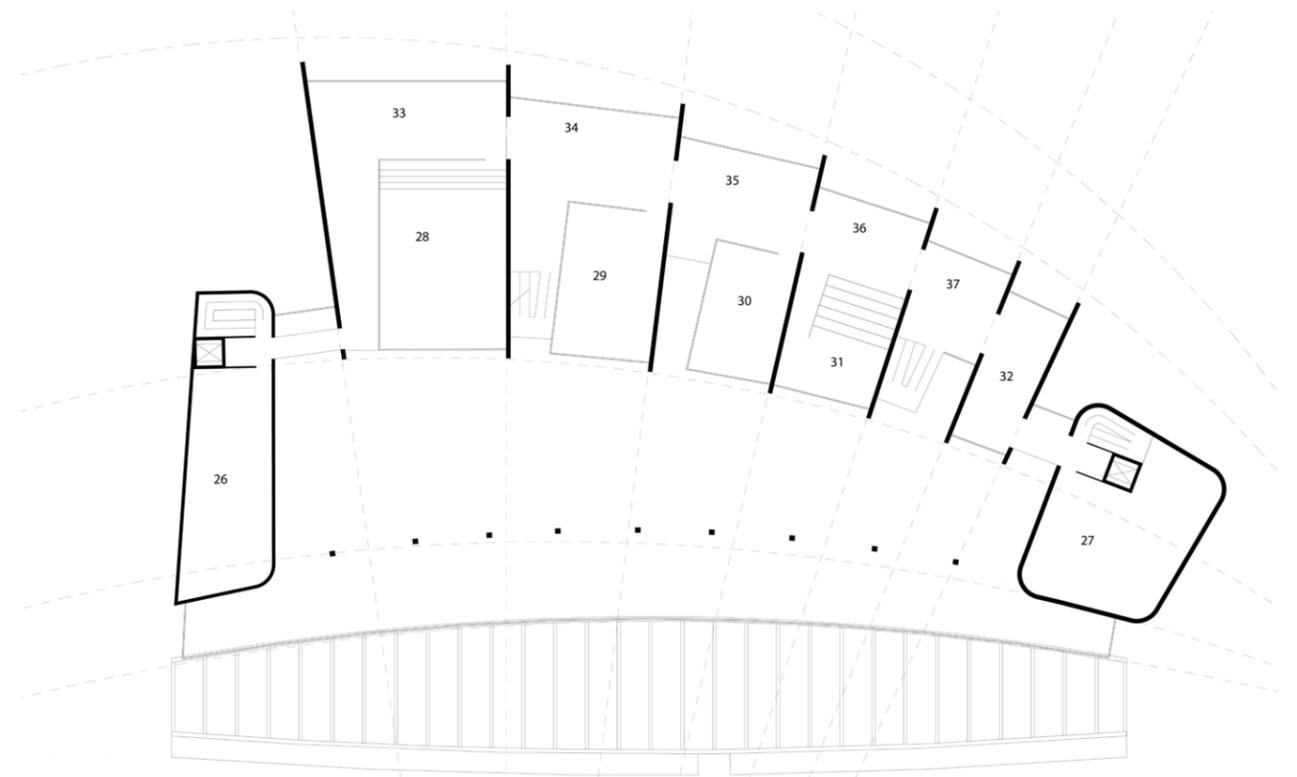


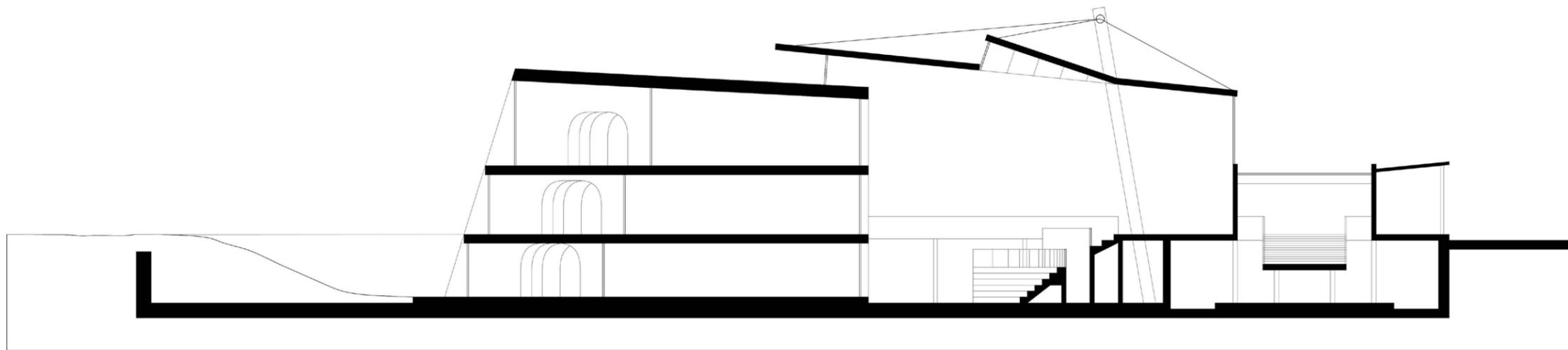
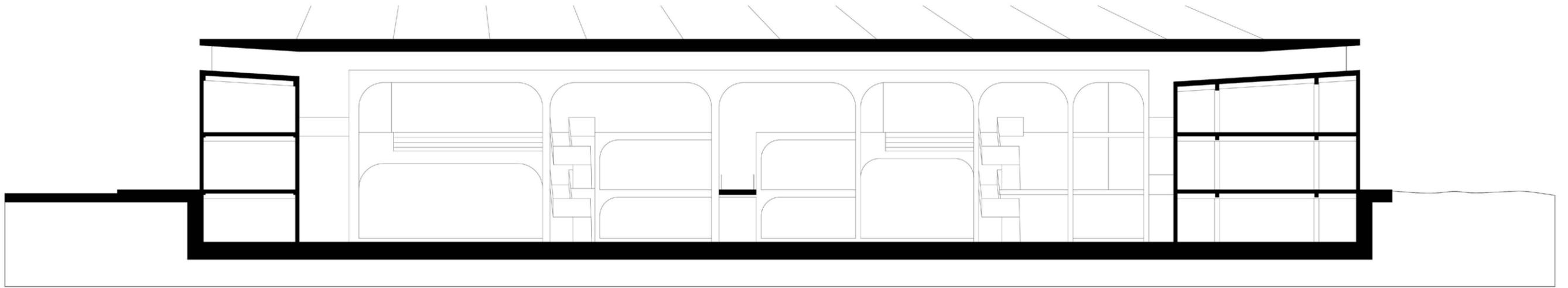


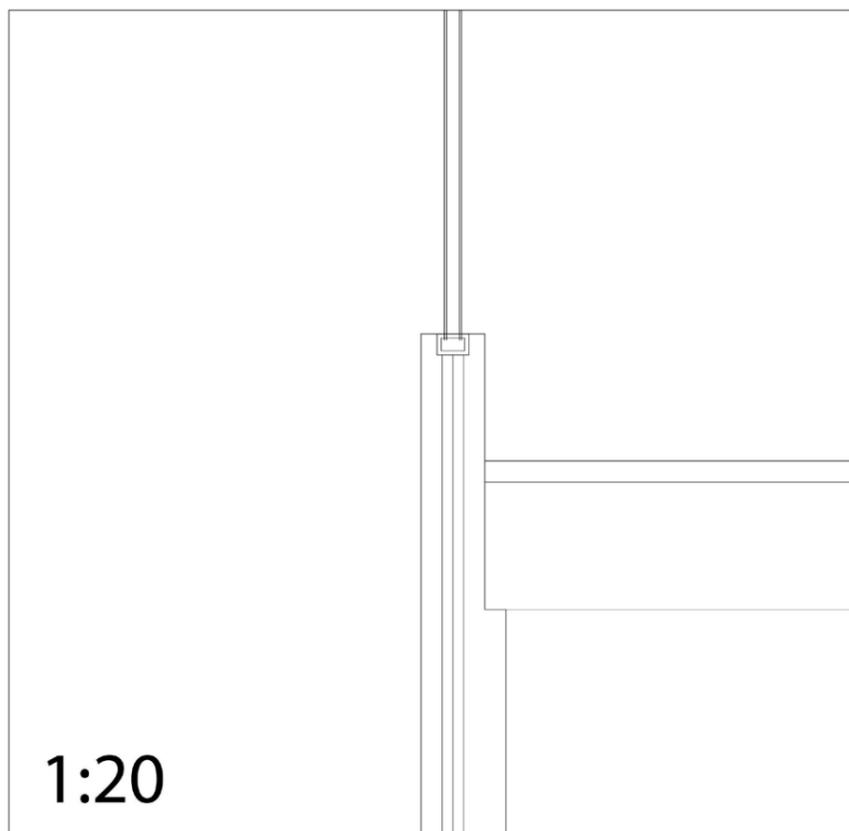
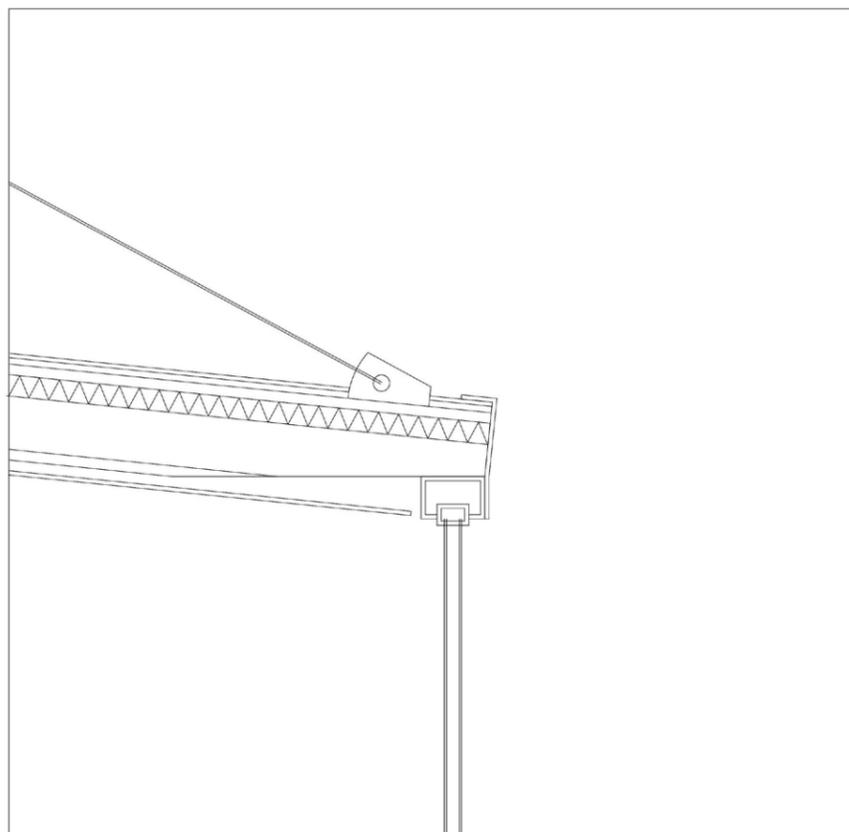
- 'Browsing' area: looking around, short stay, passing by, temporality
- 'Participation & Performing' area: core functions, specific, performing as participating.
- 'Following' area: in sticky relationship with participation & performing area, holding informal functions: reading, socialling, longer stay, self studying or officing.



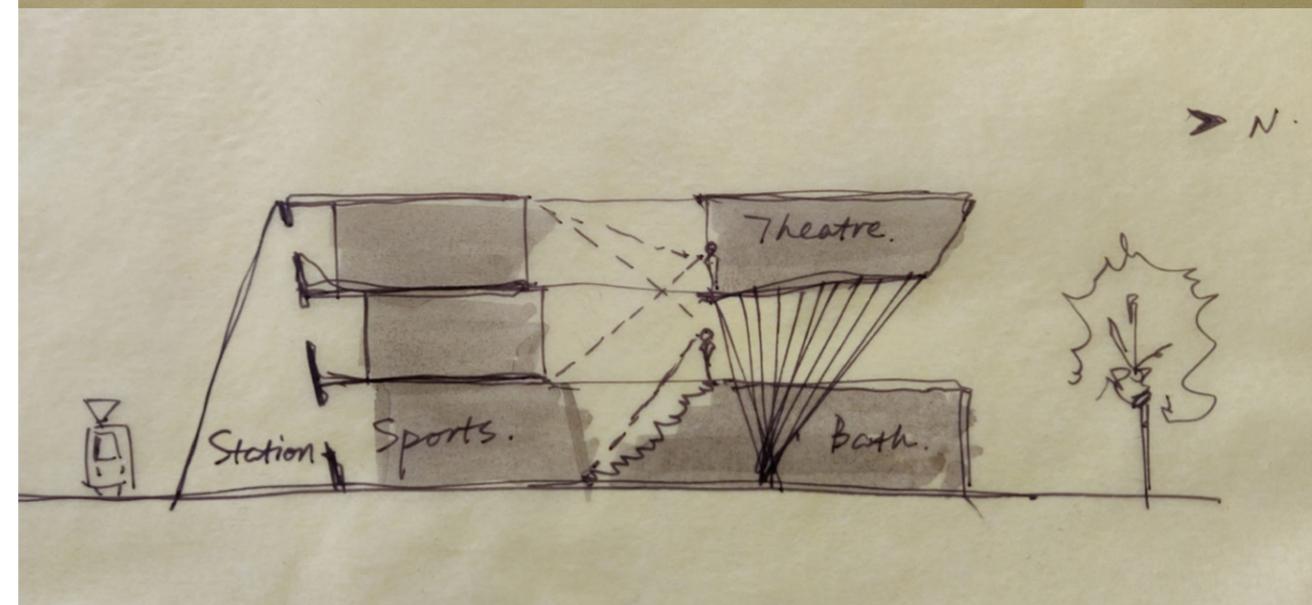
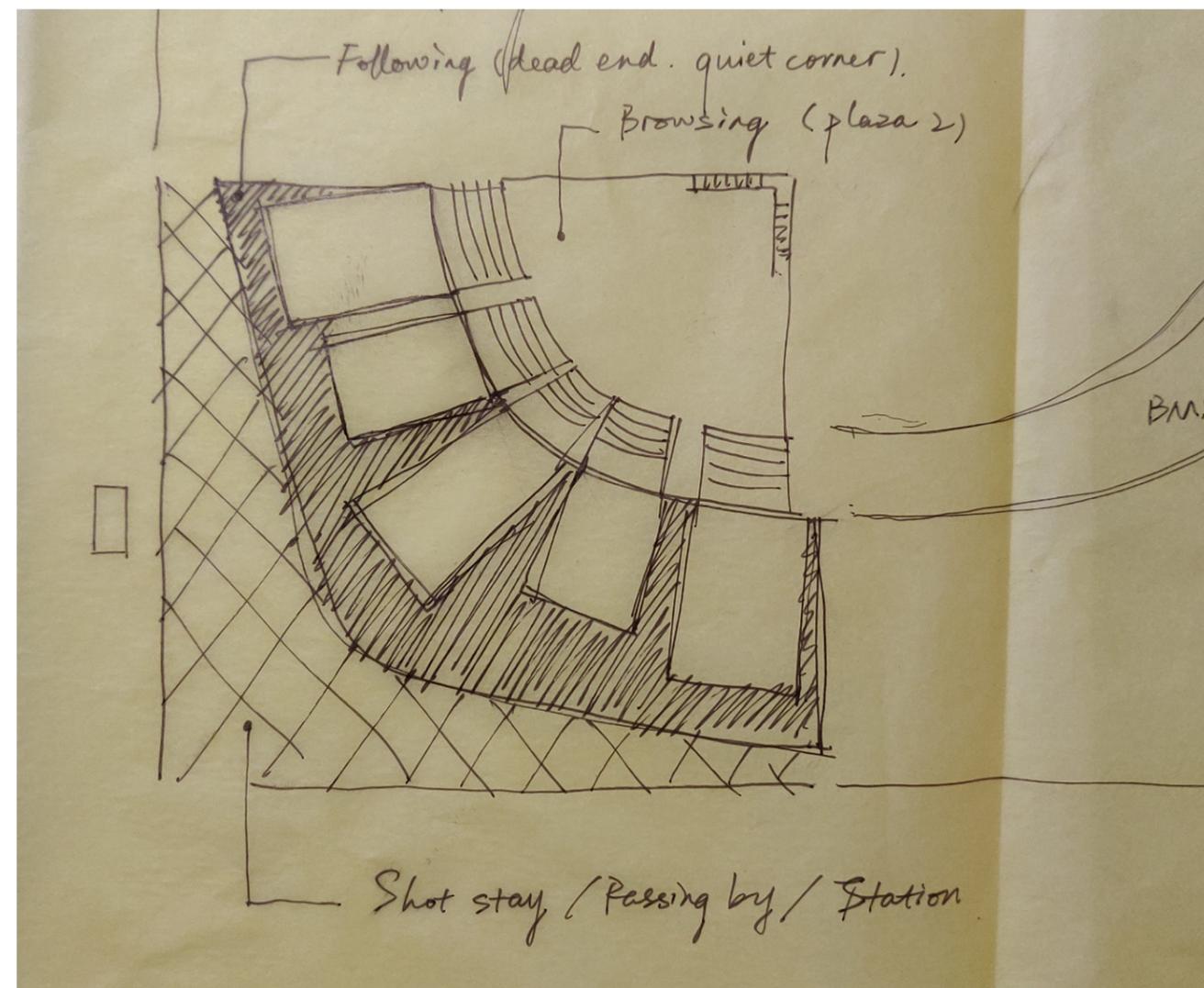
(This one is using a different coloring system than the other 4. One color means a category of activity, e.g. performative / athletic / learning / playing / digital. People could directly go to what they chosed)

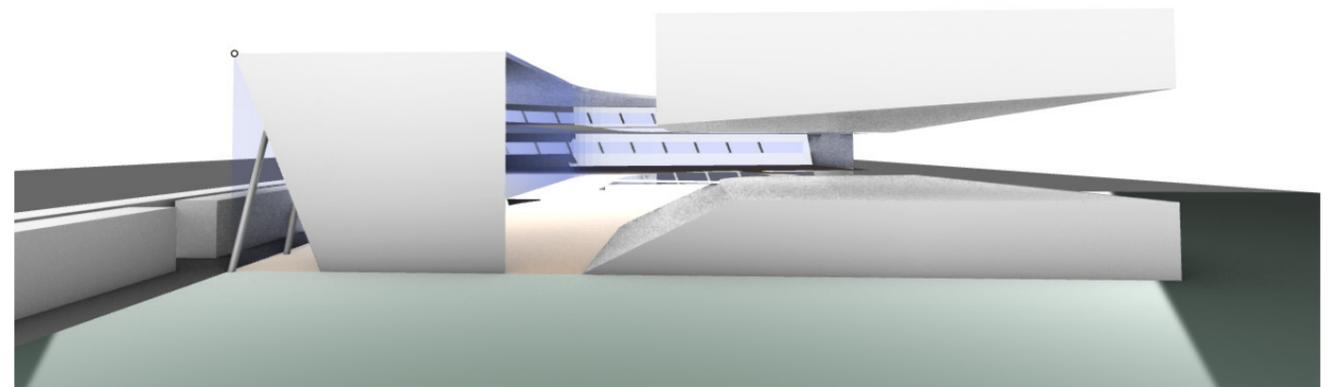
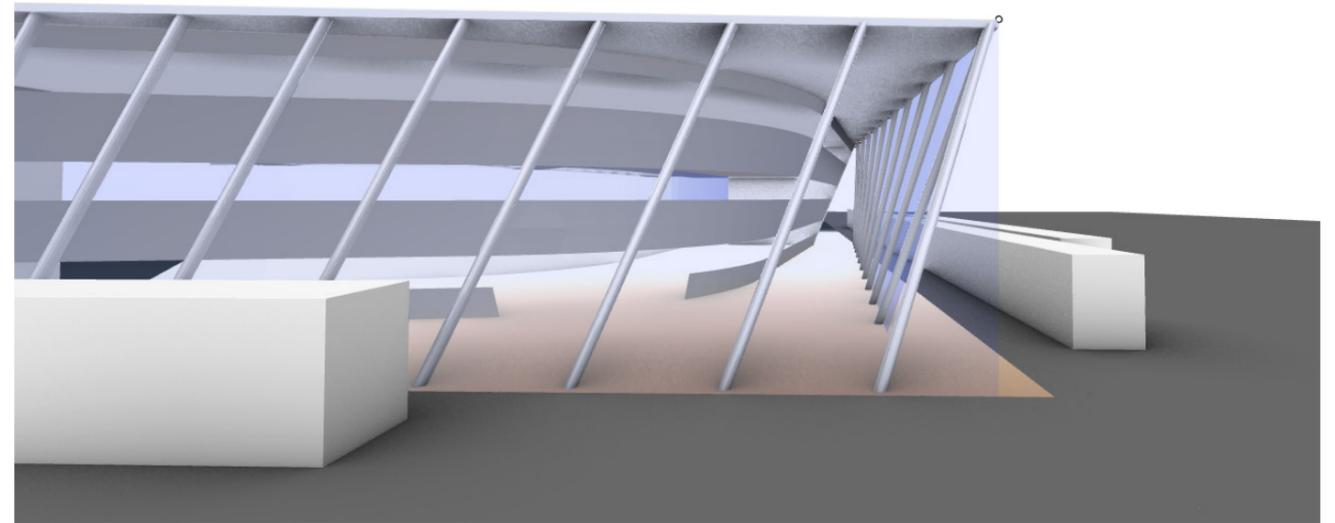
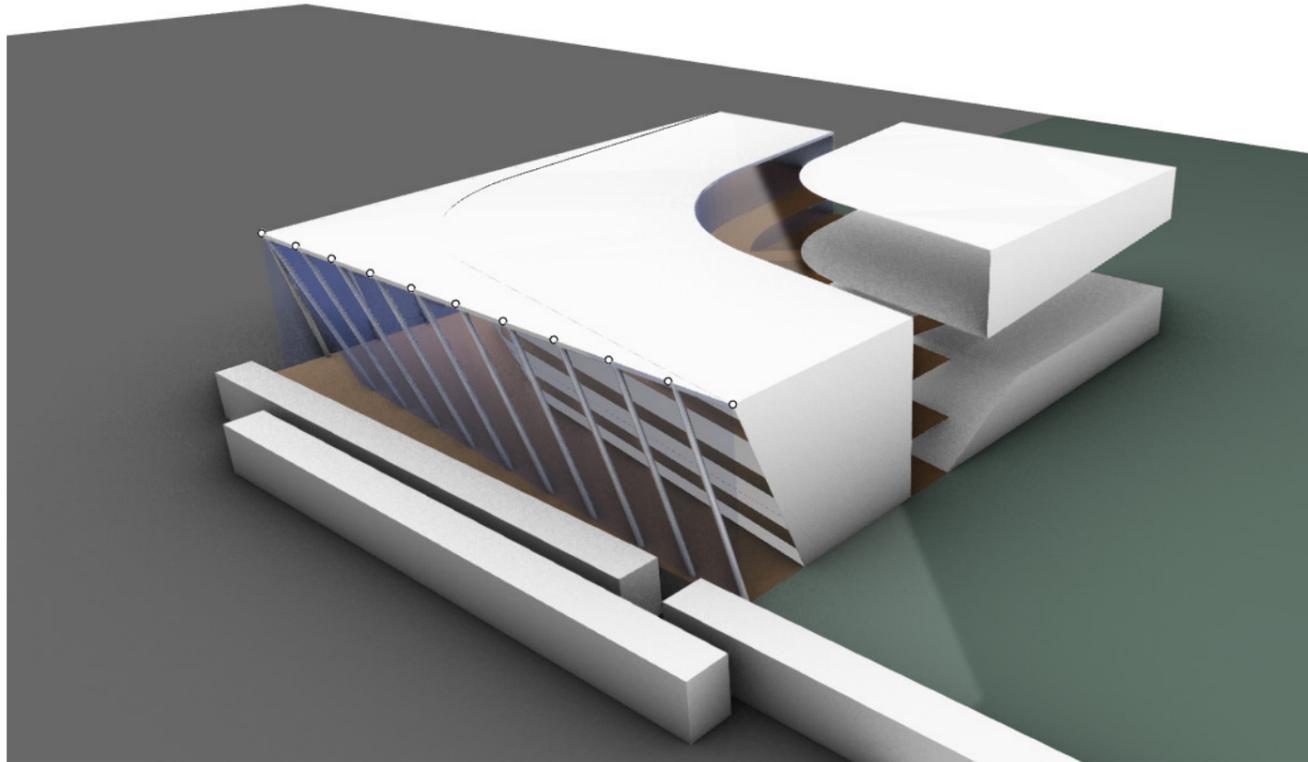
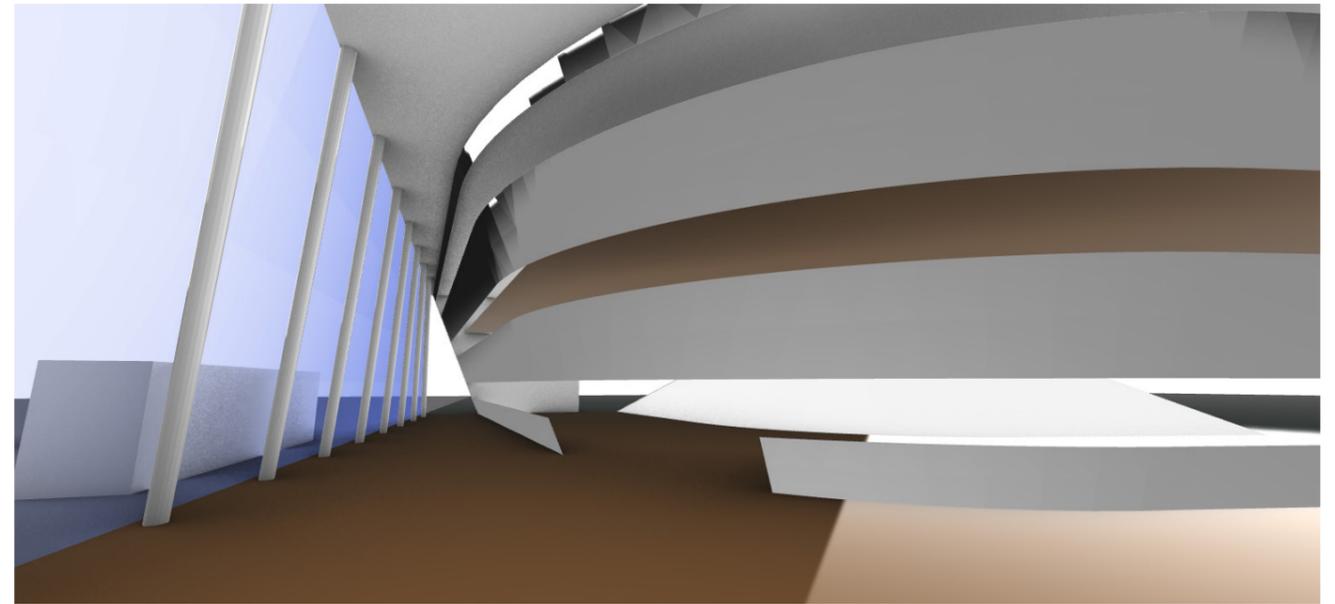
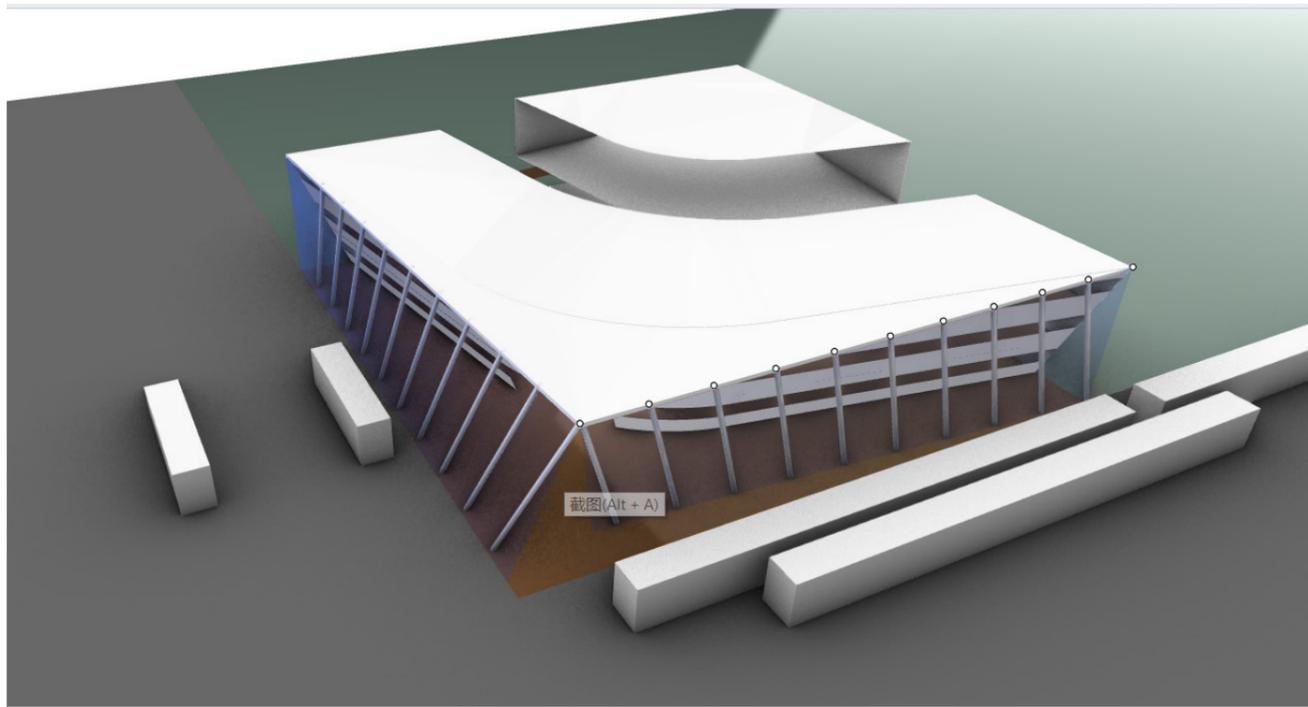


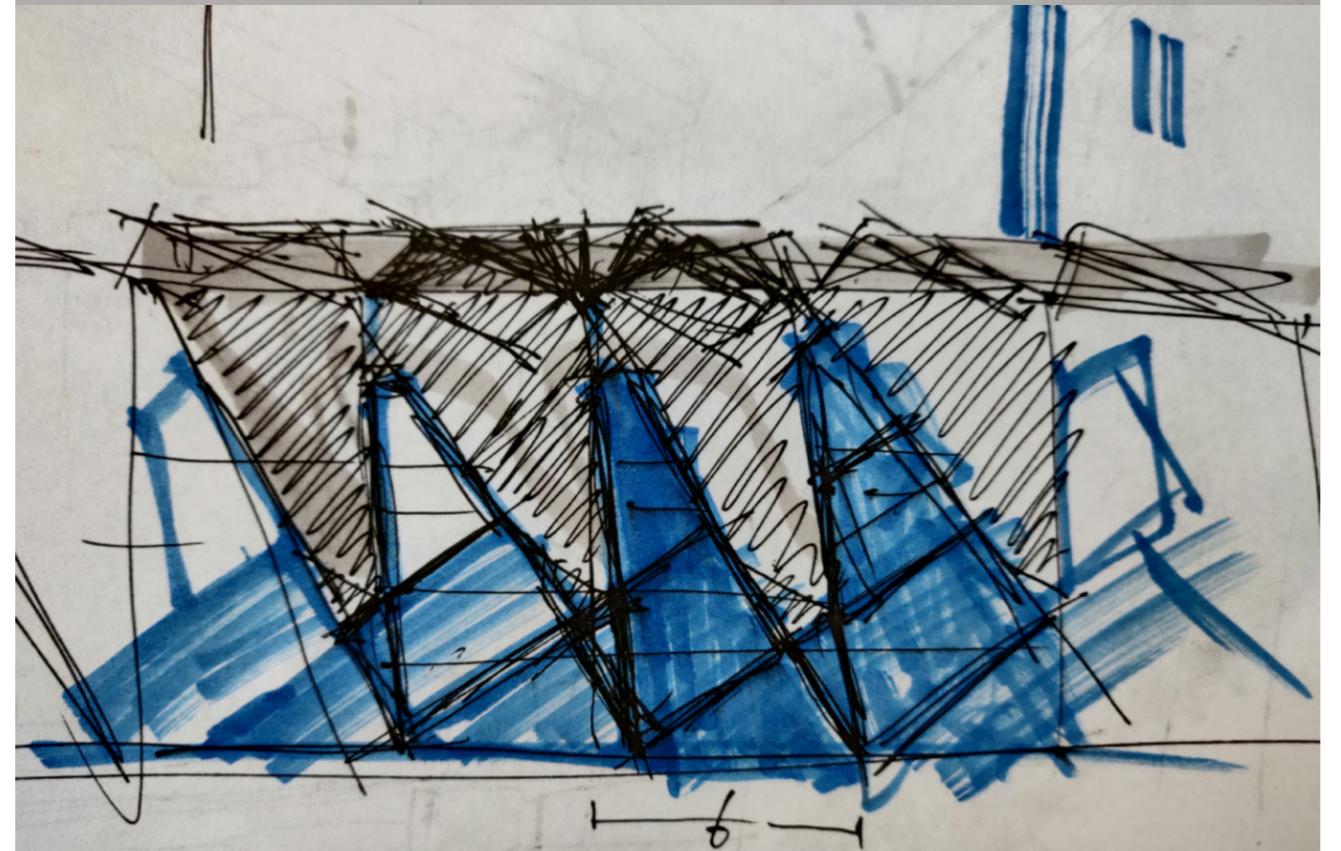
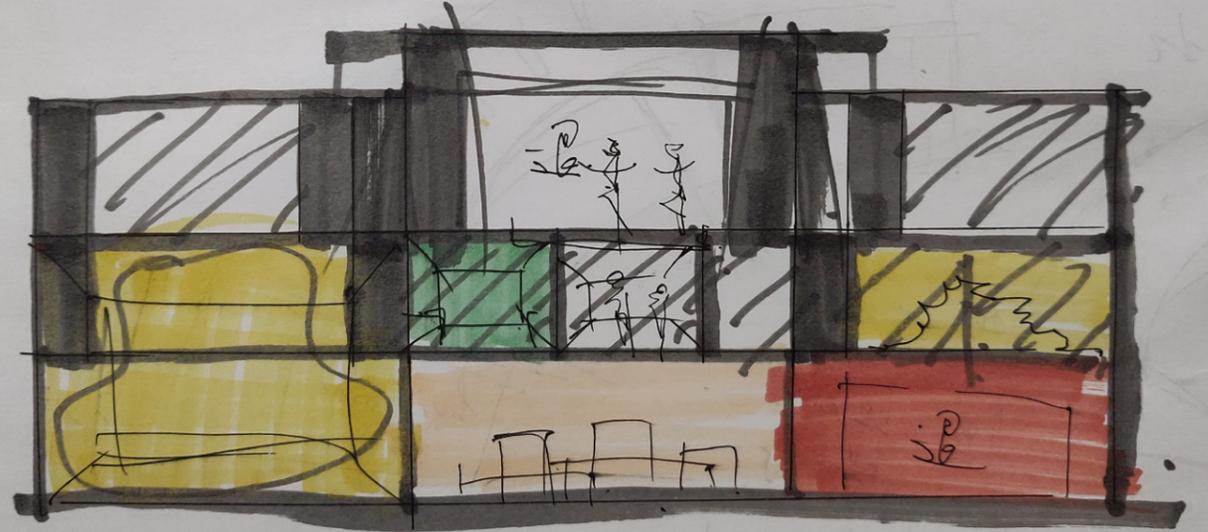
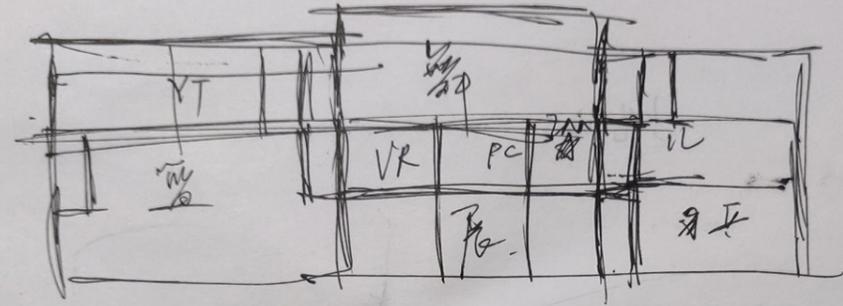
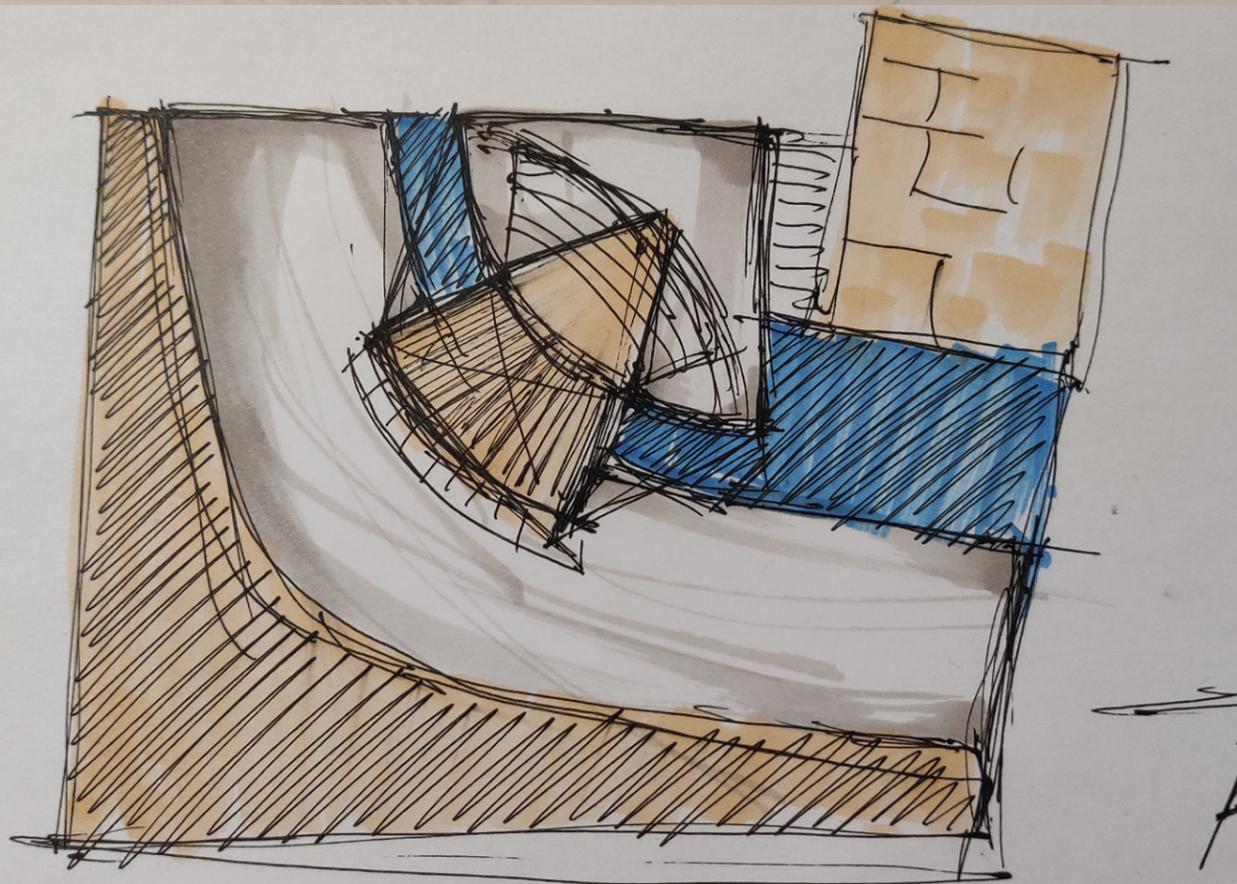
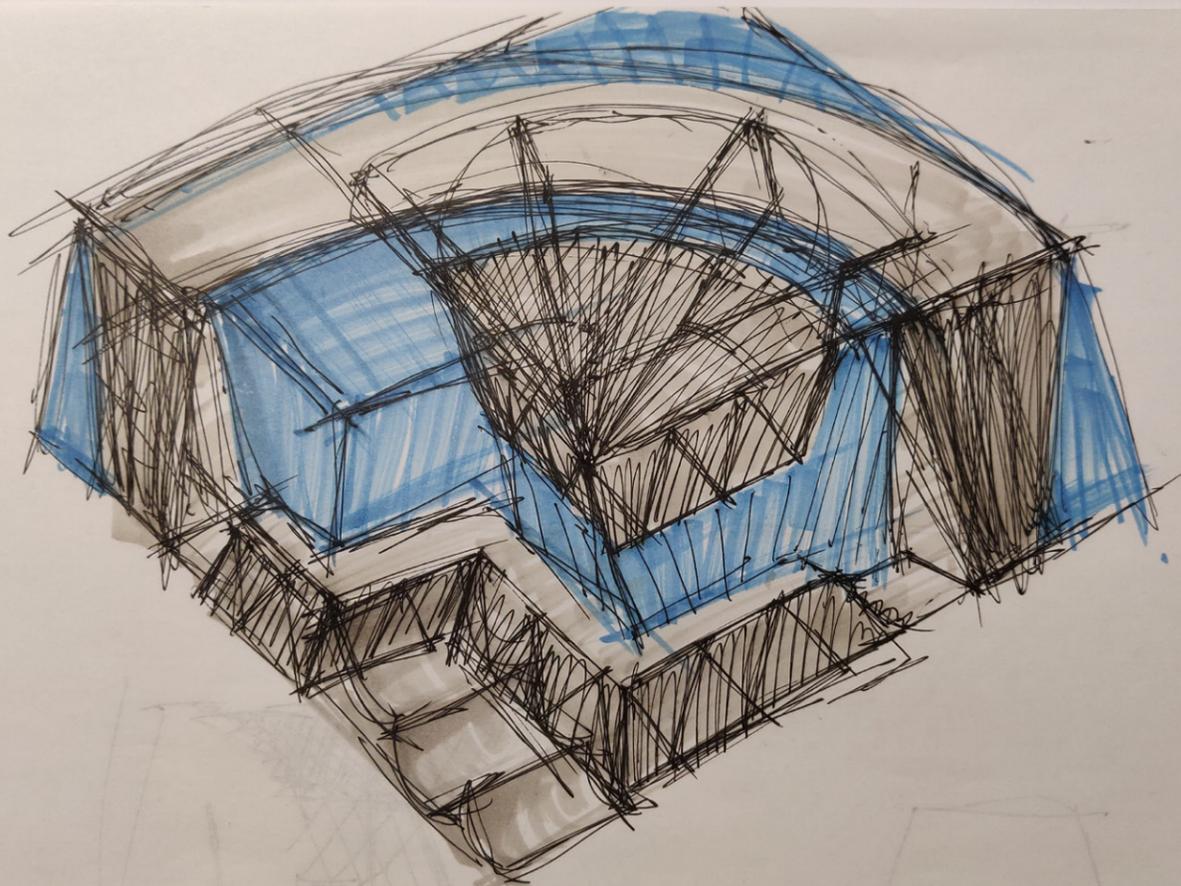


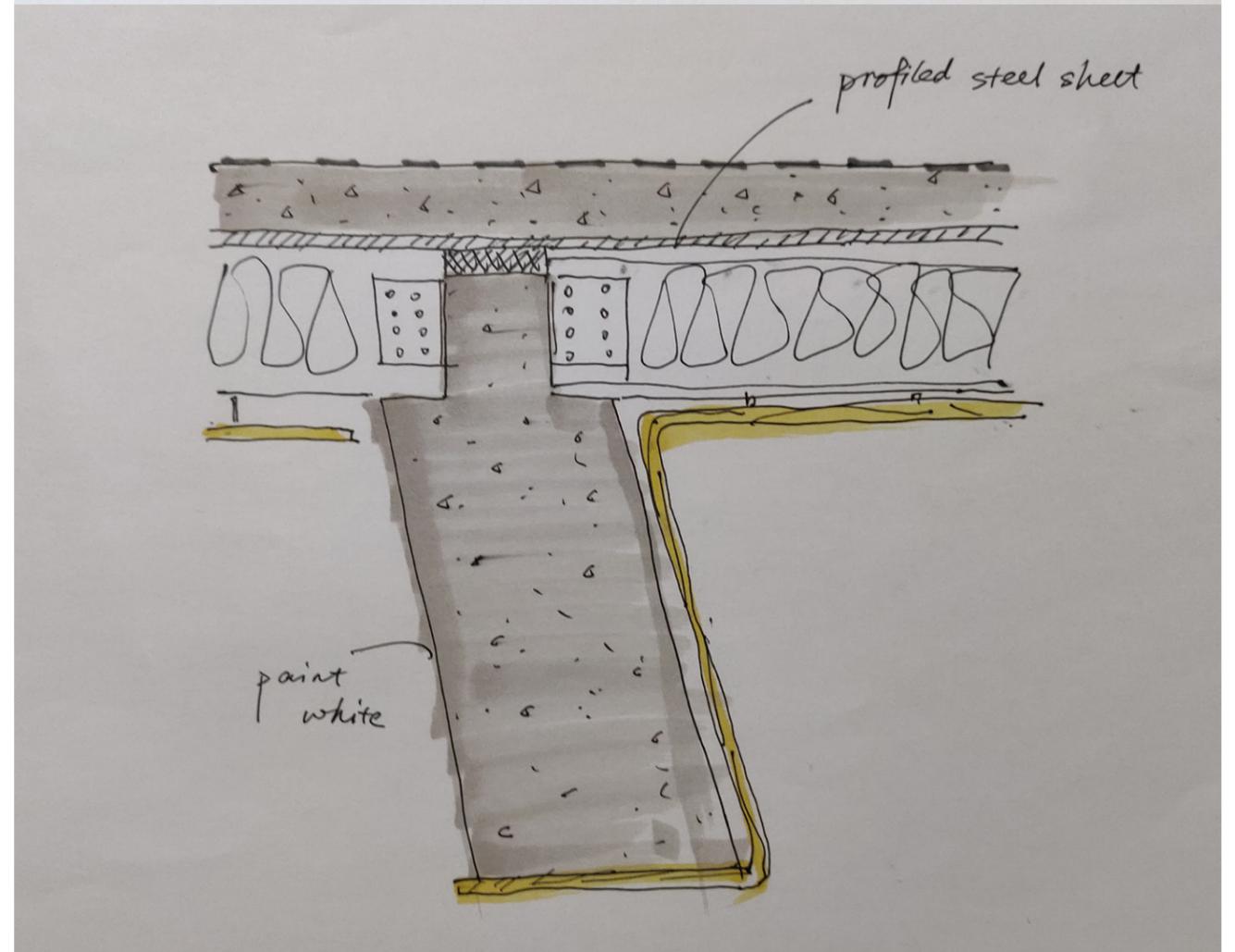
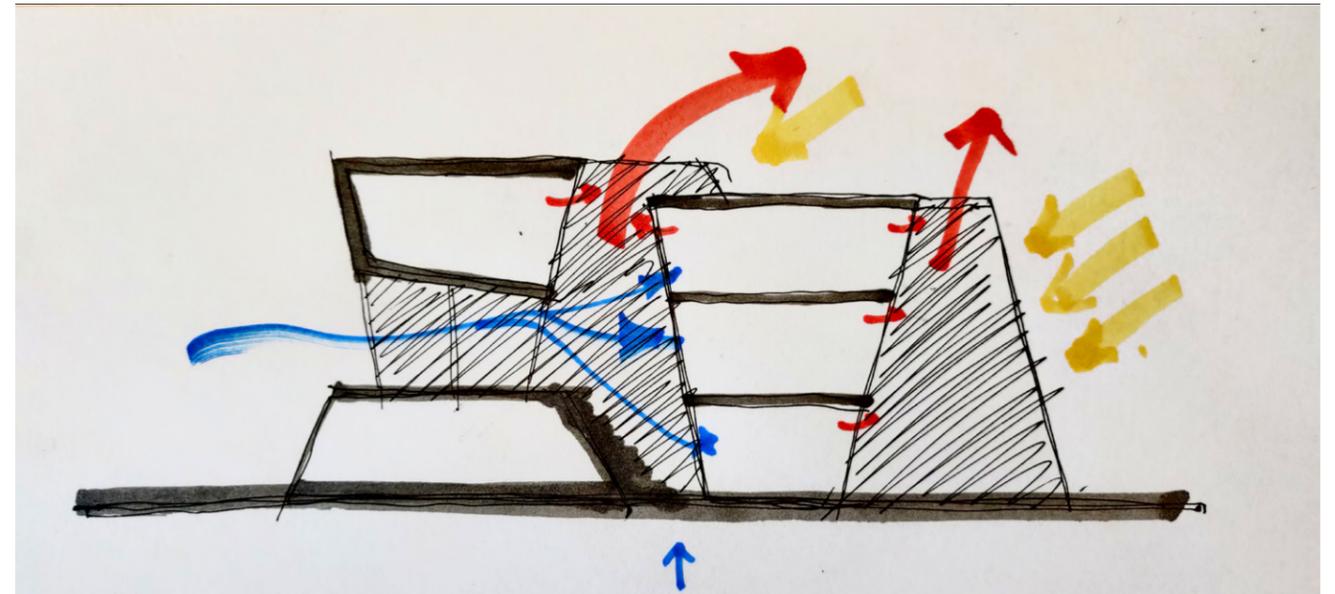
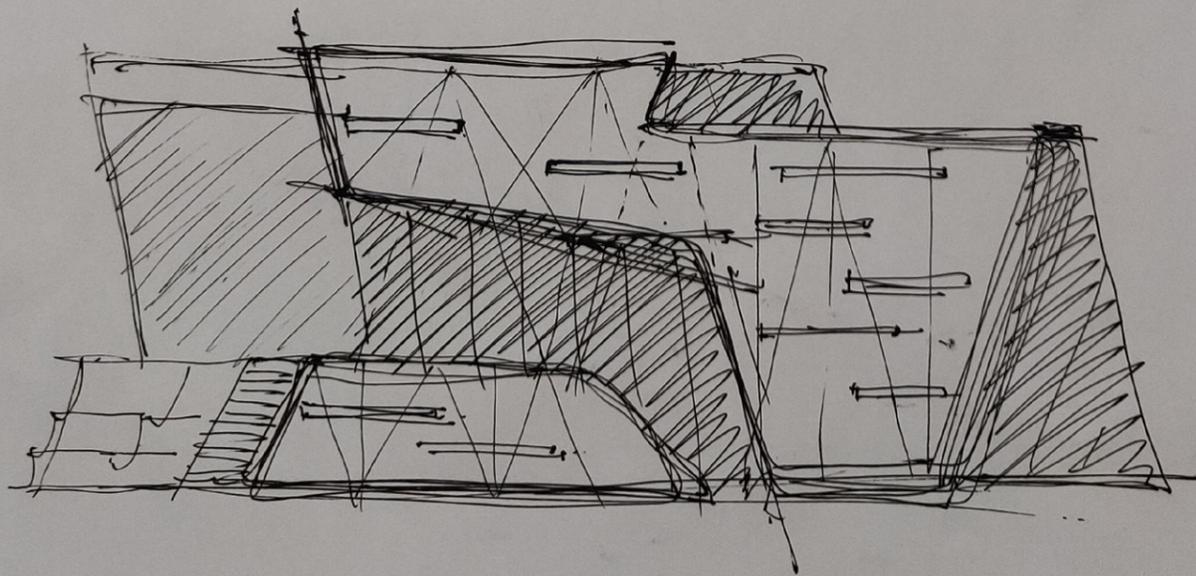
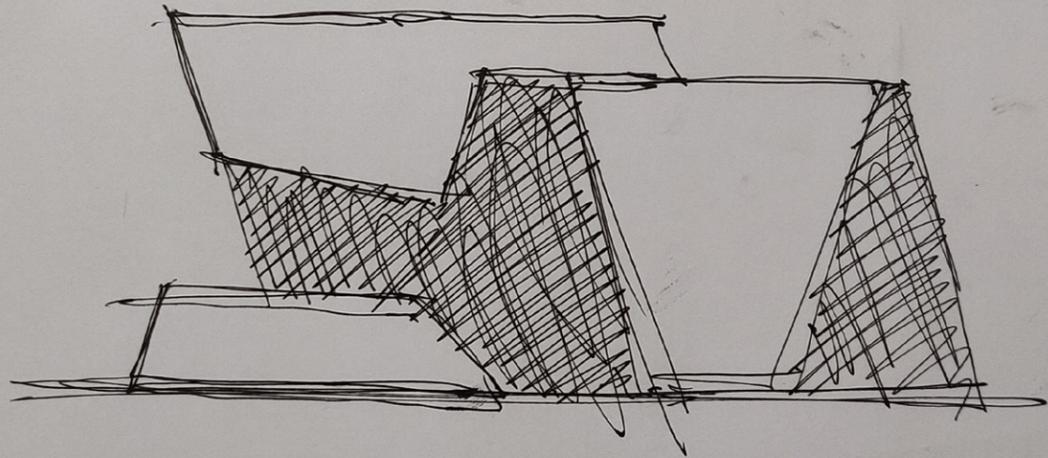
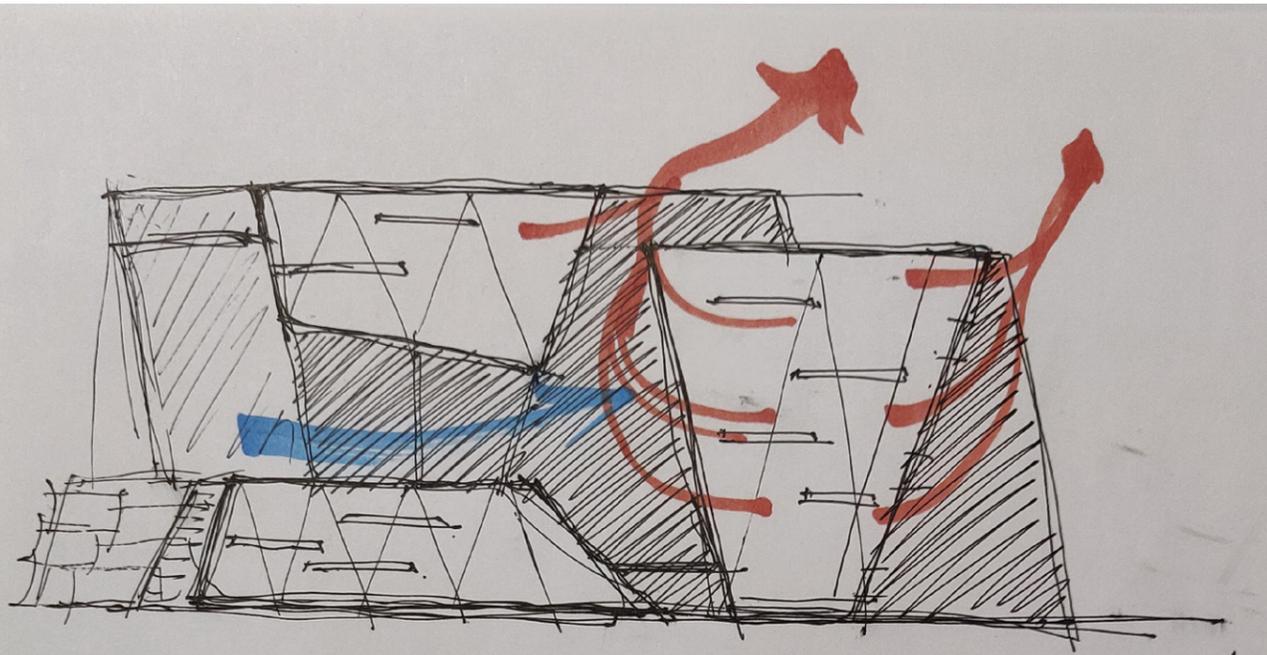


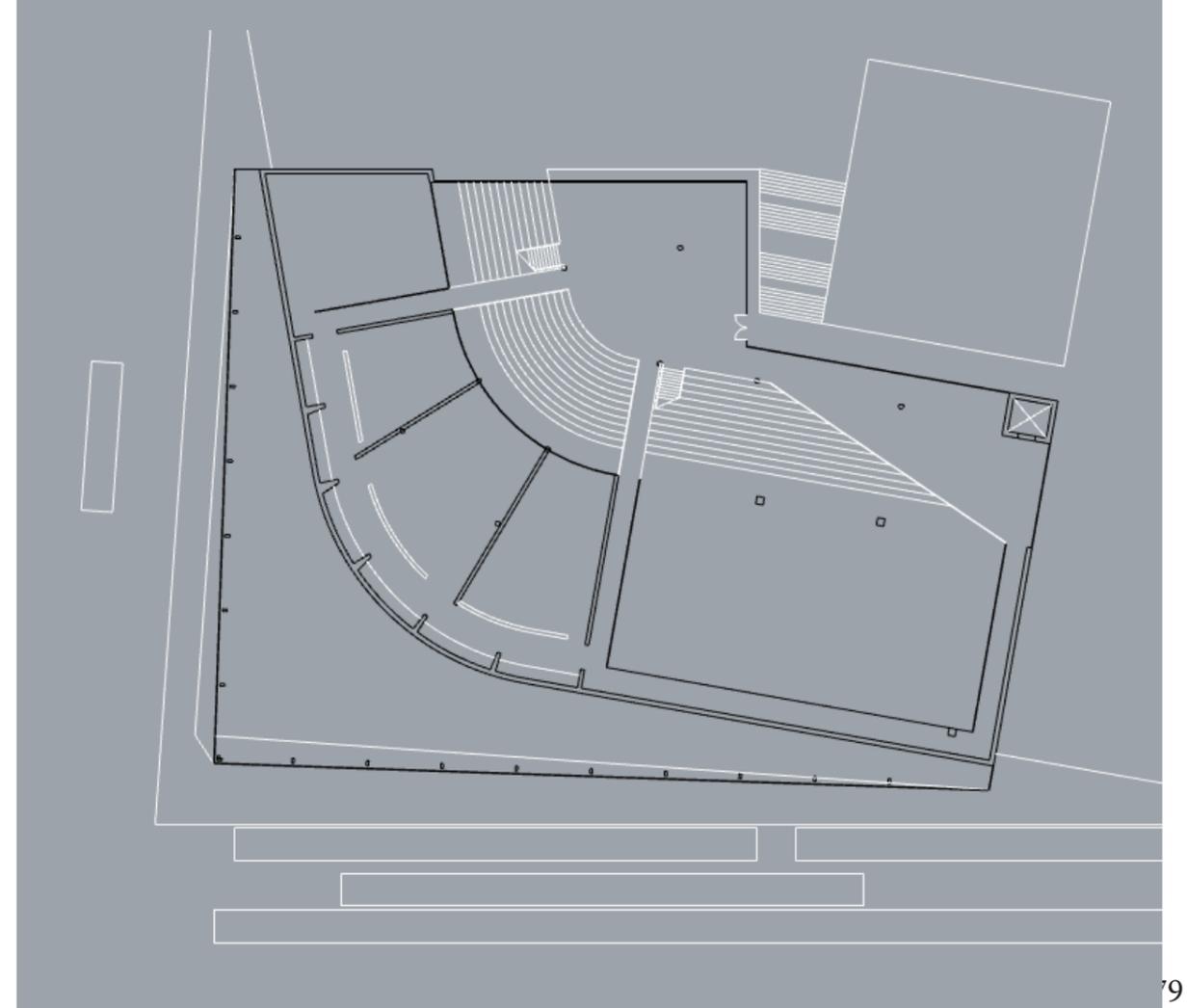
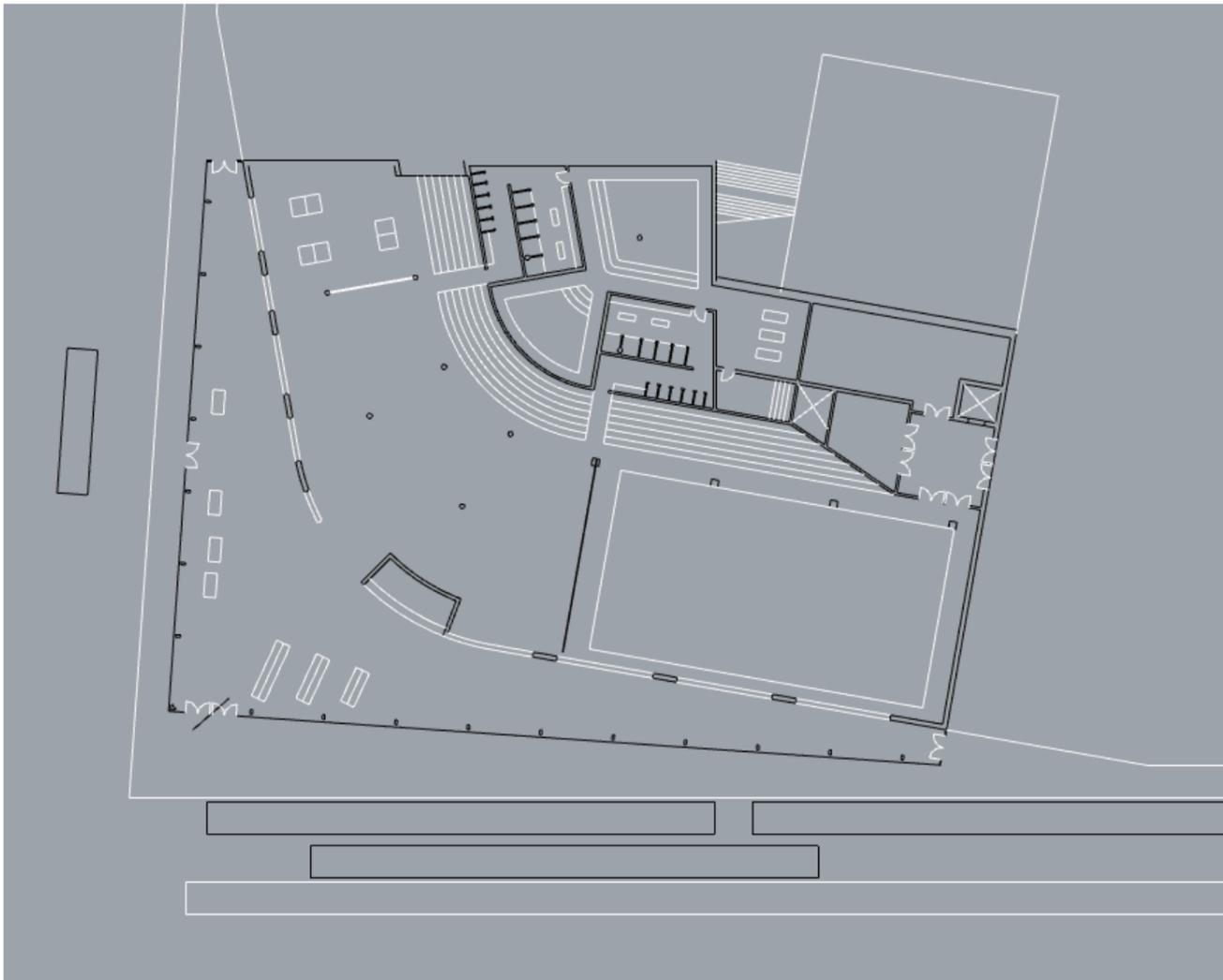
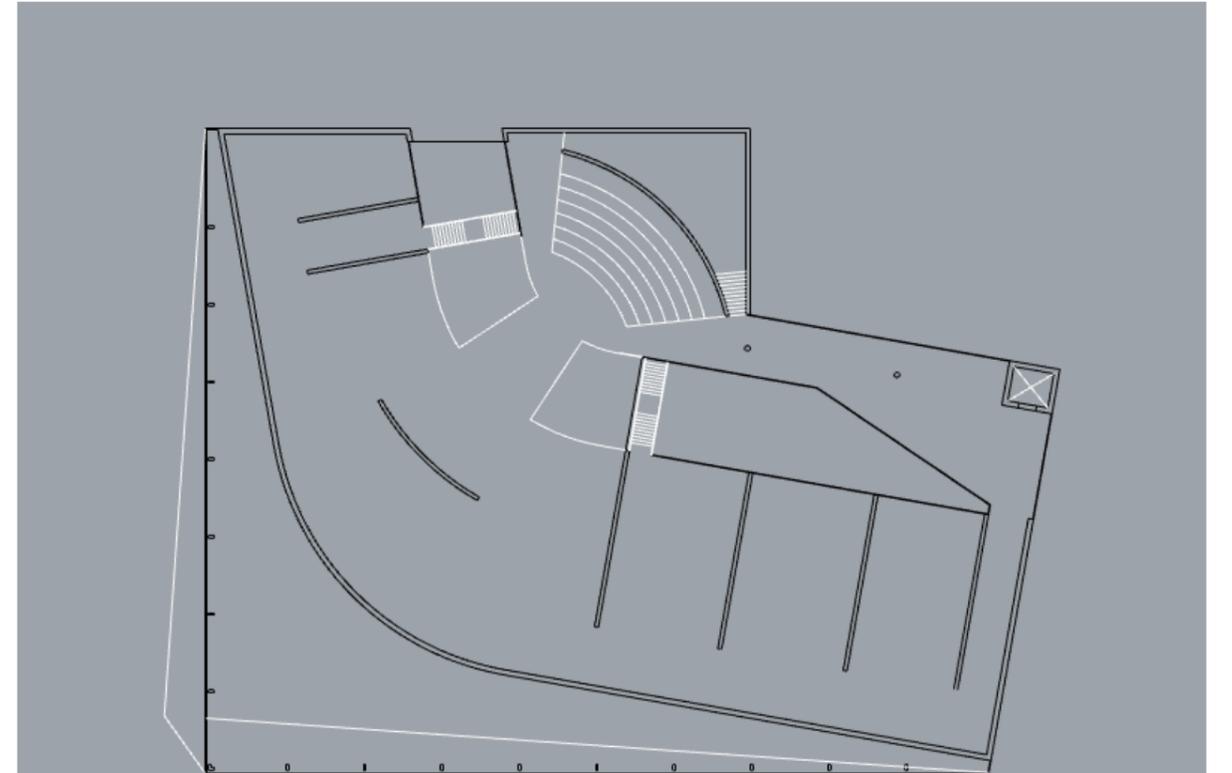
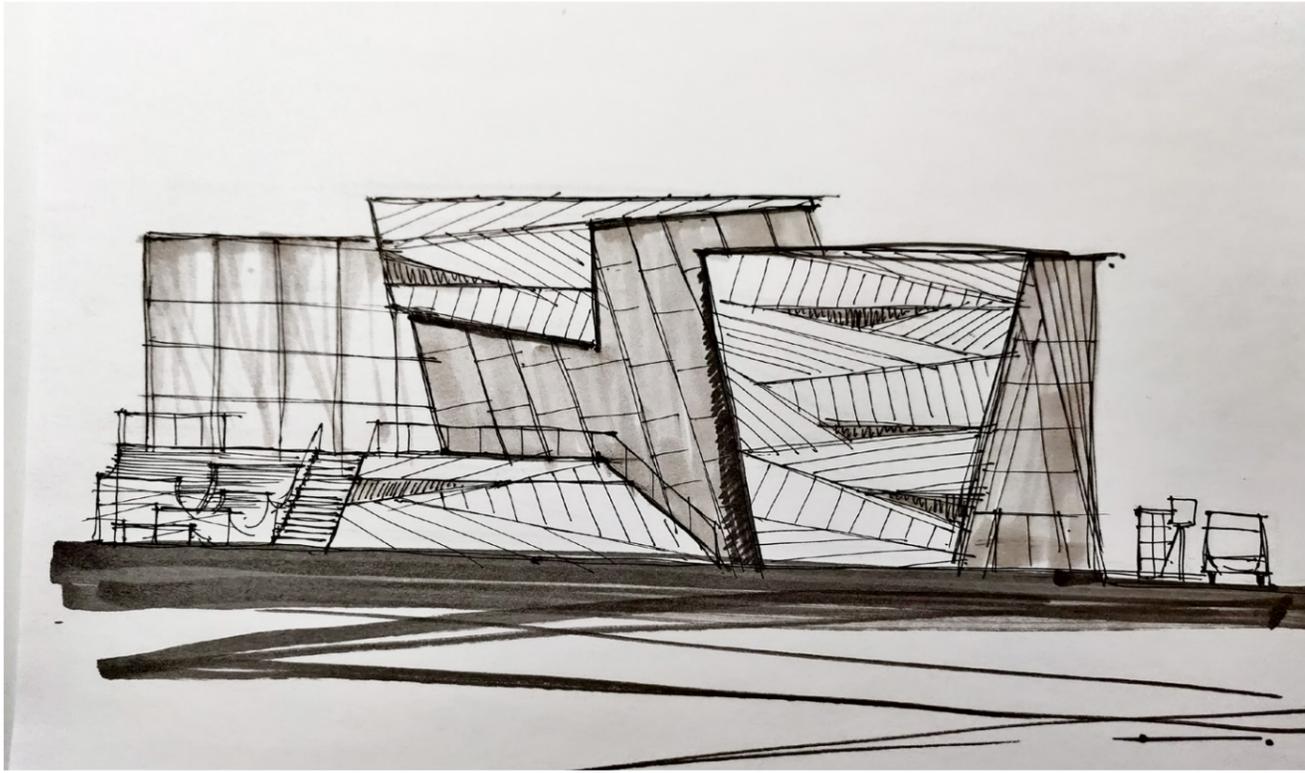
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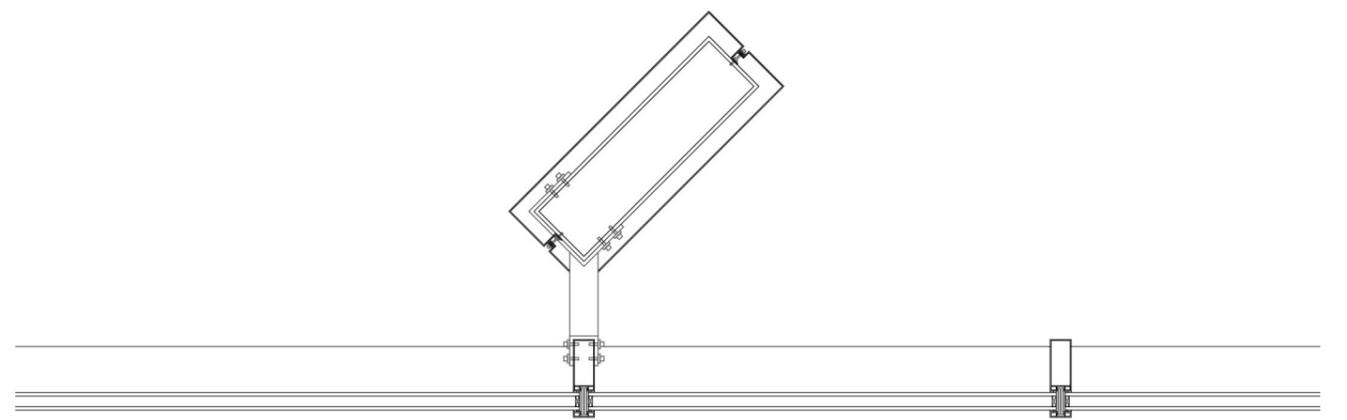
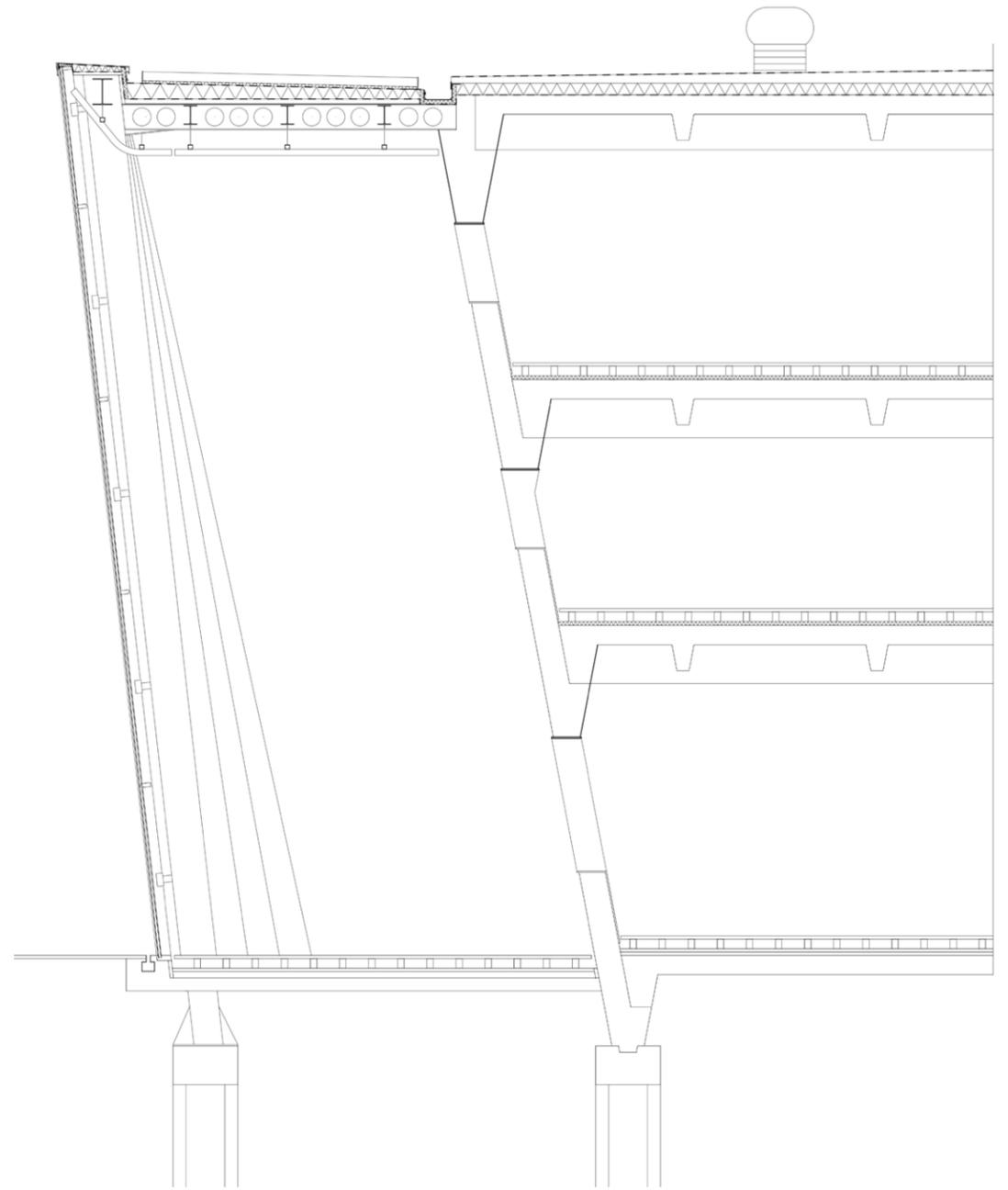
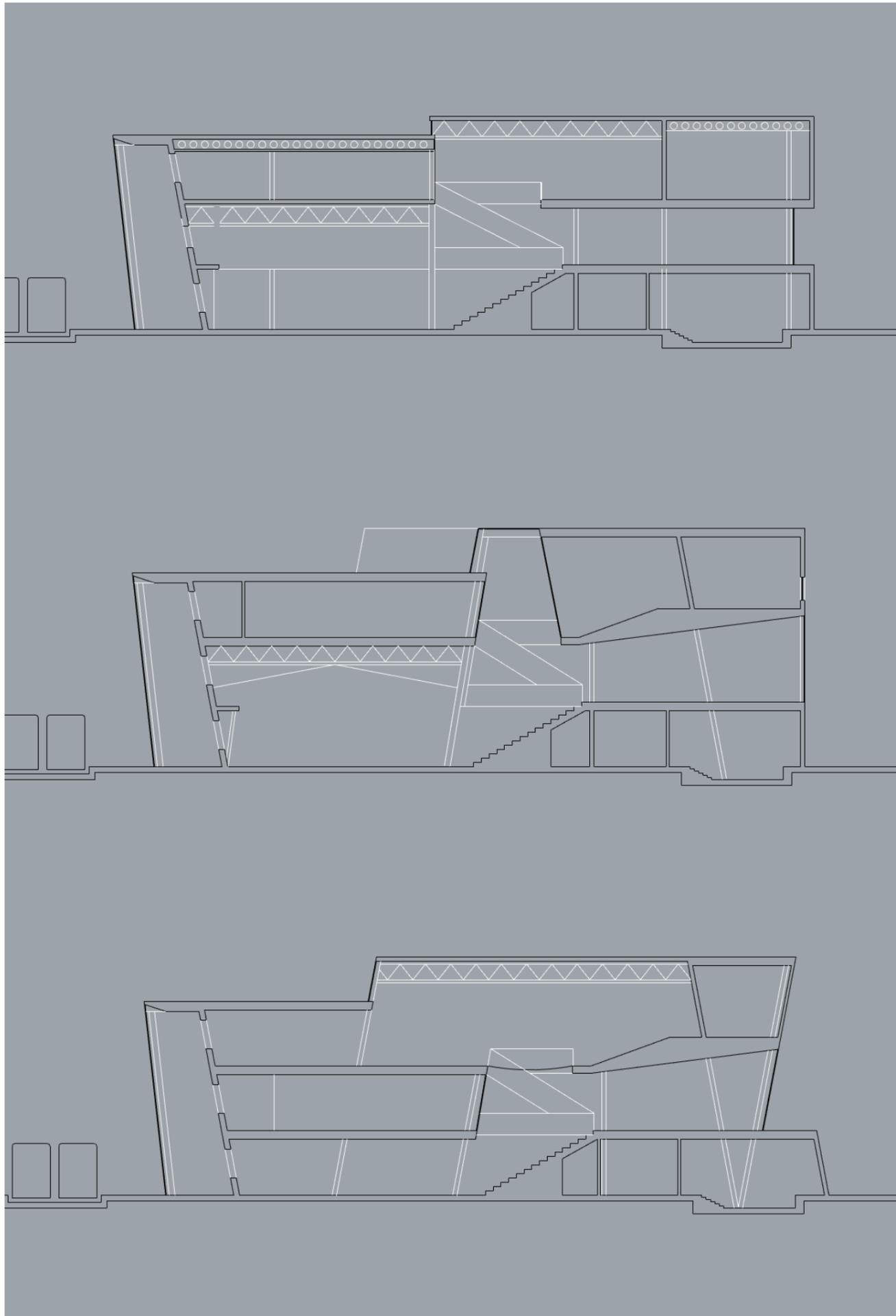


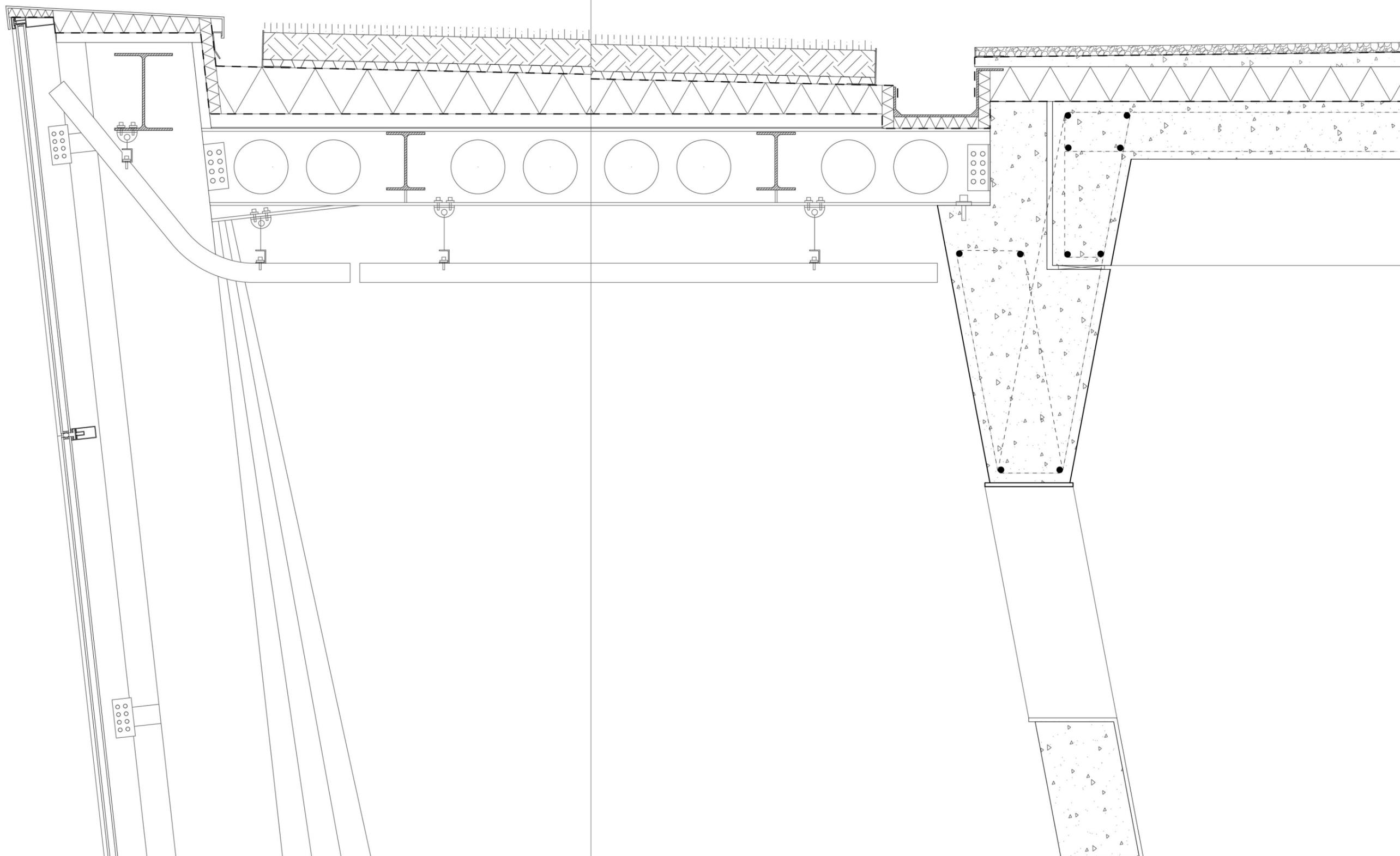


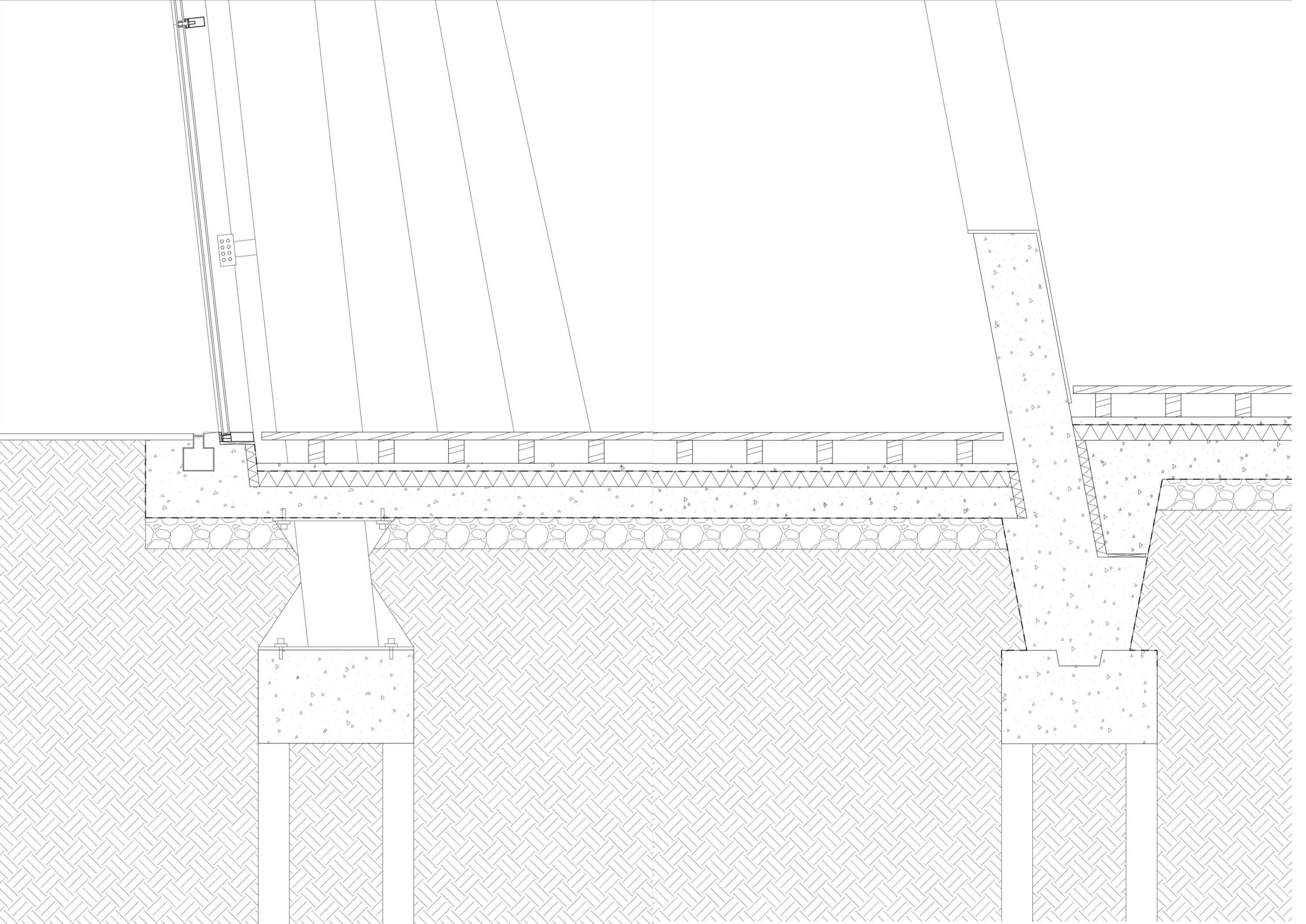


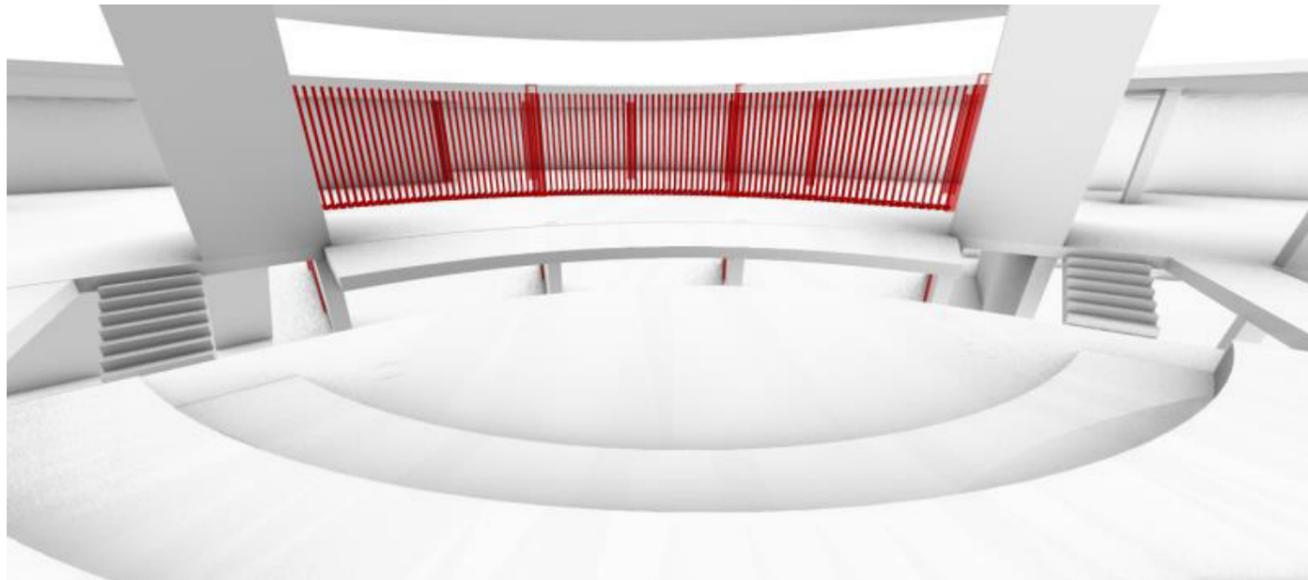
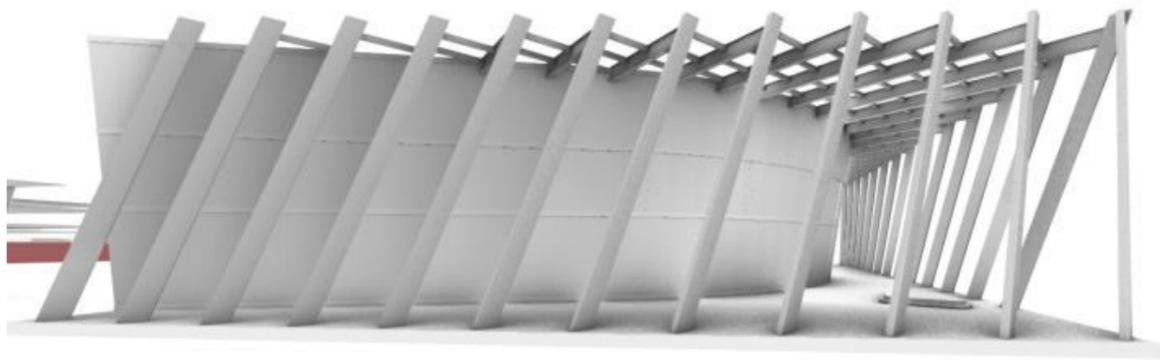




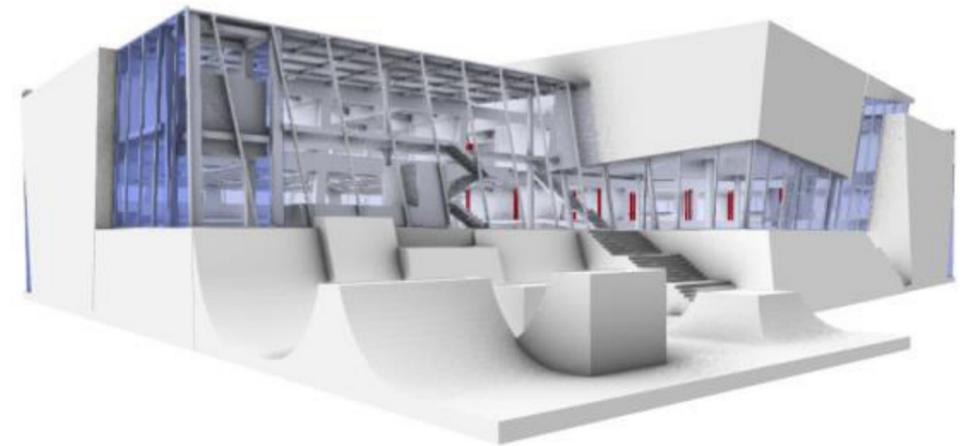
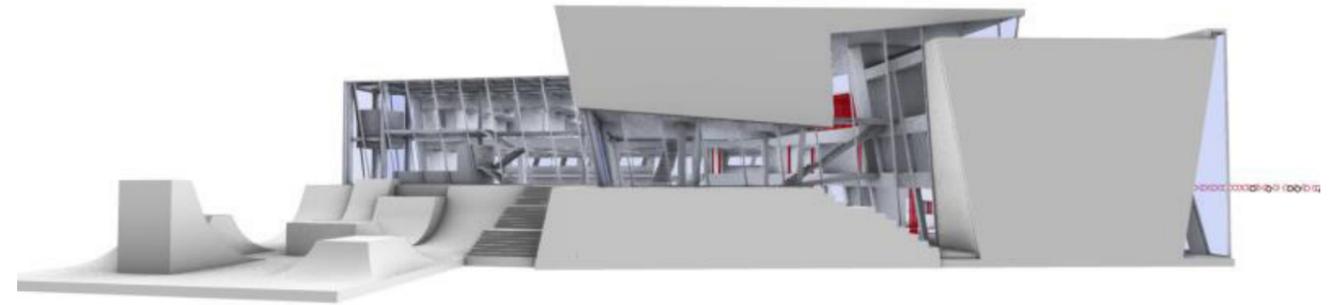


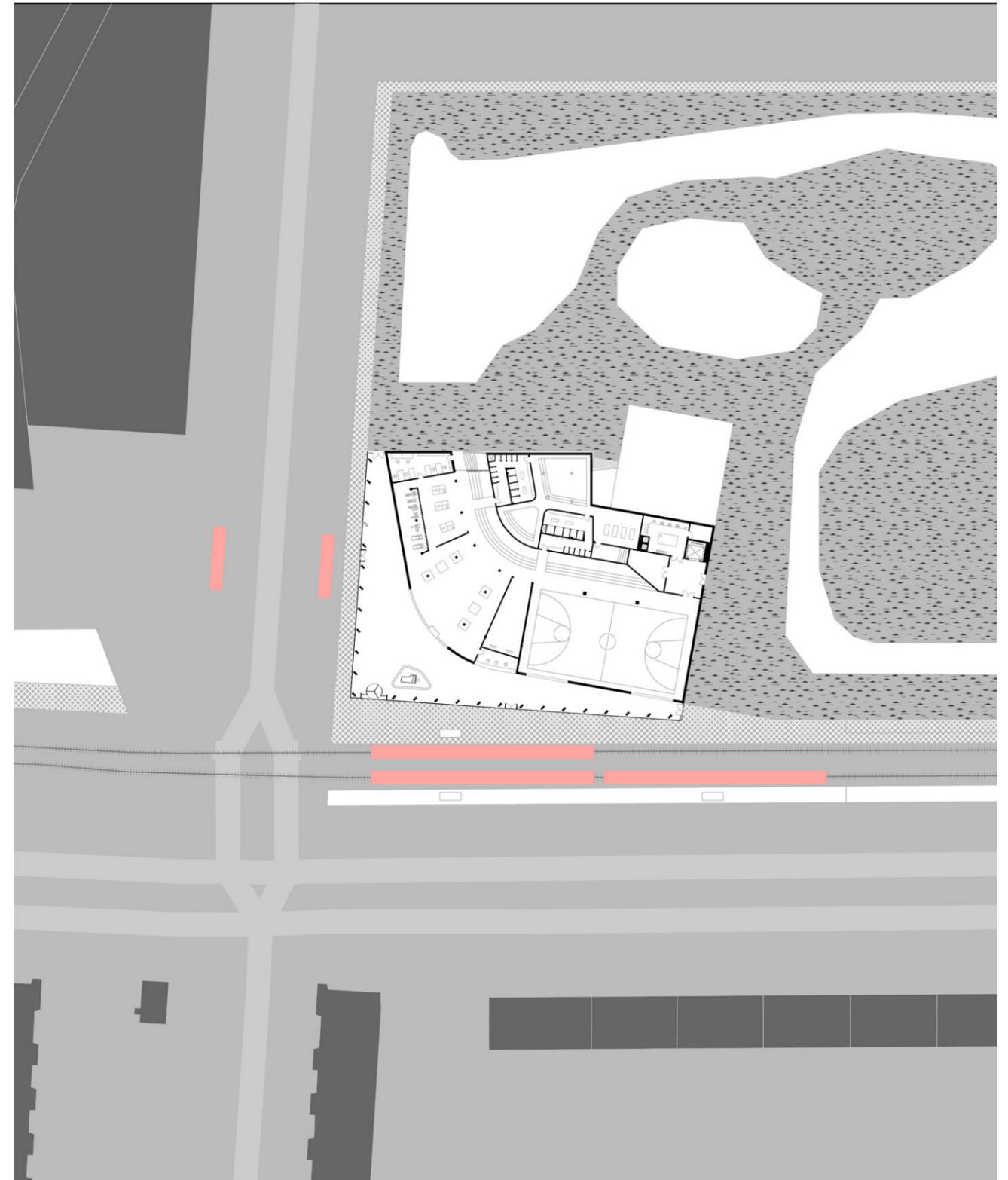
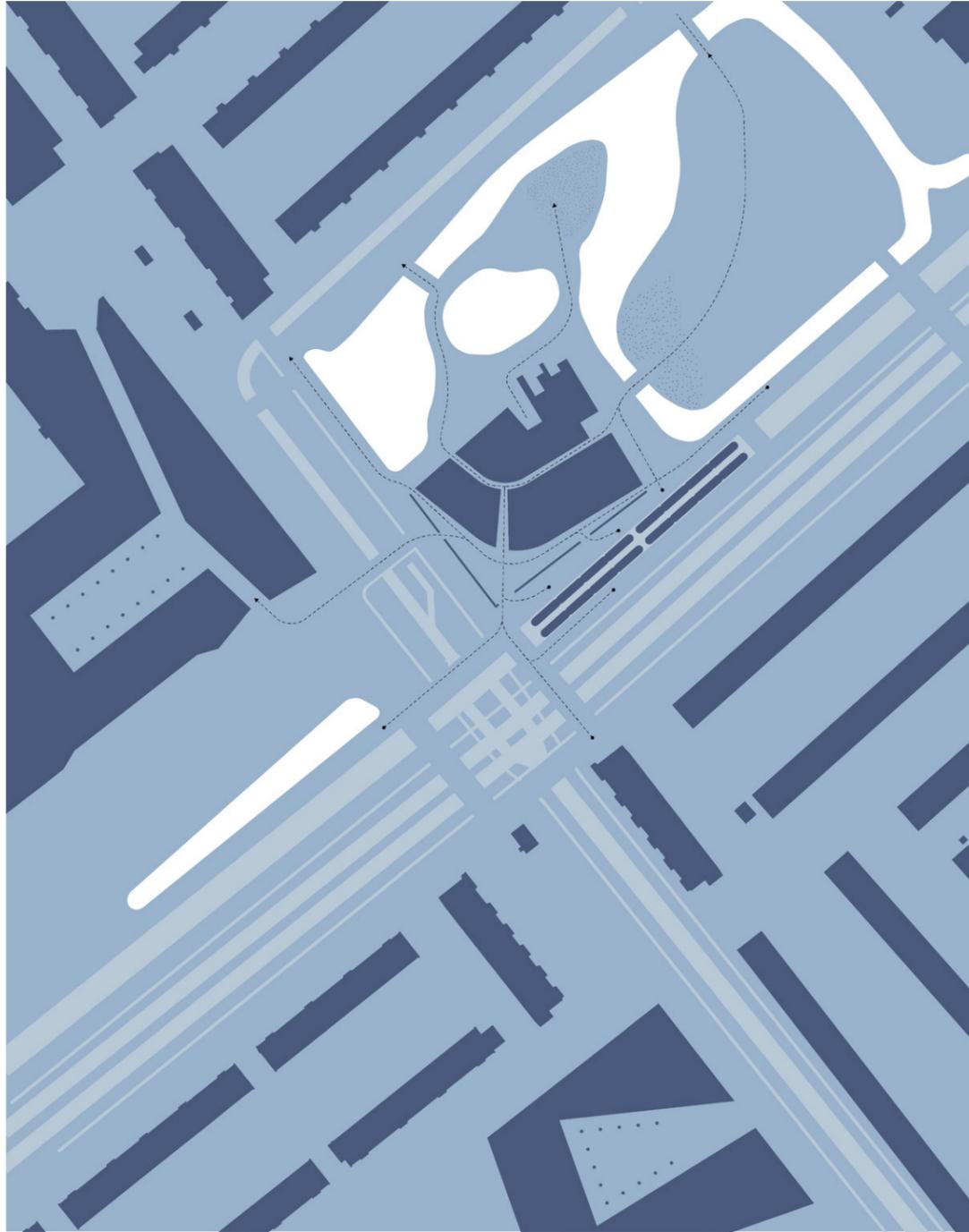


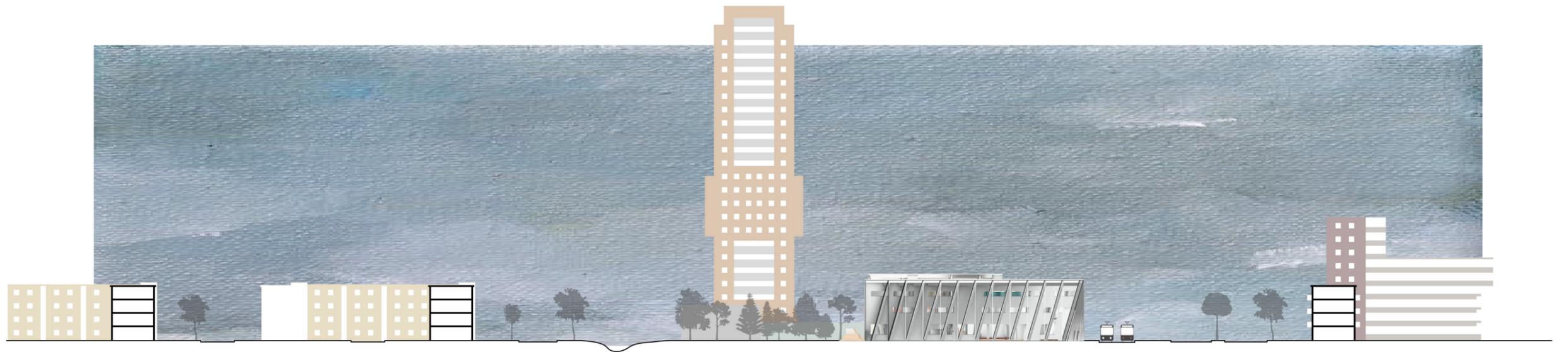
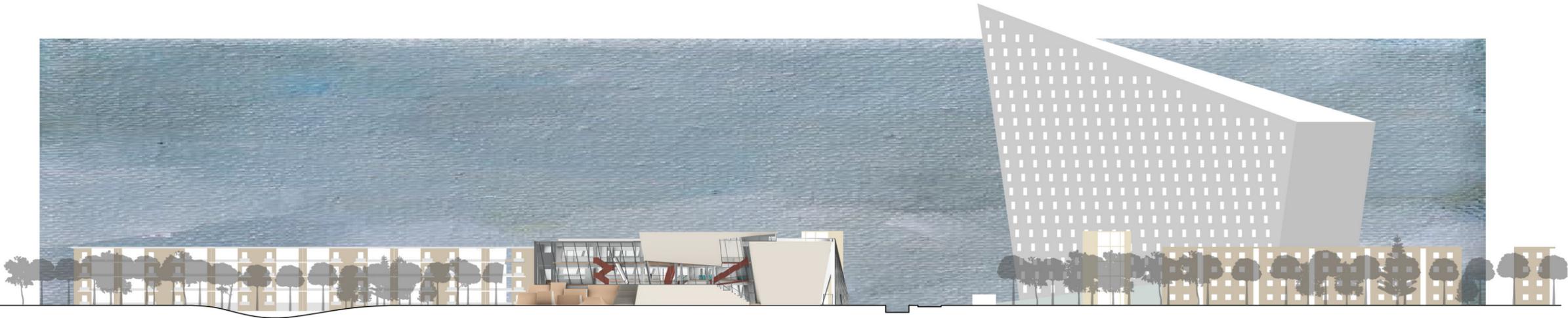


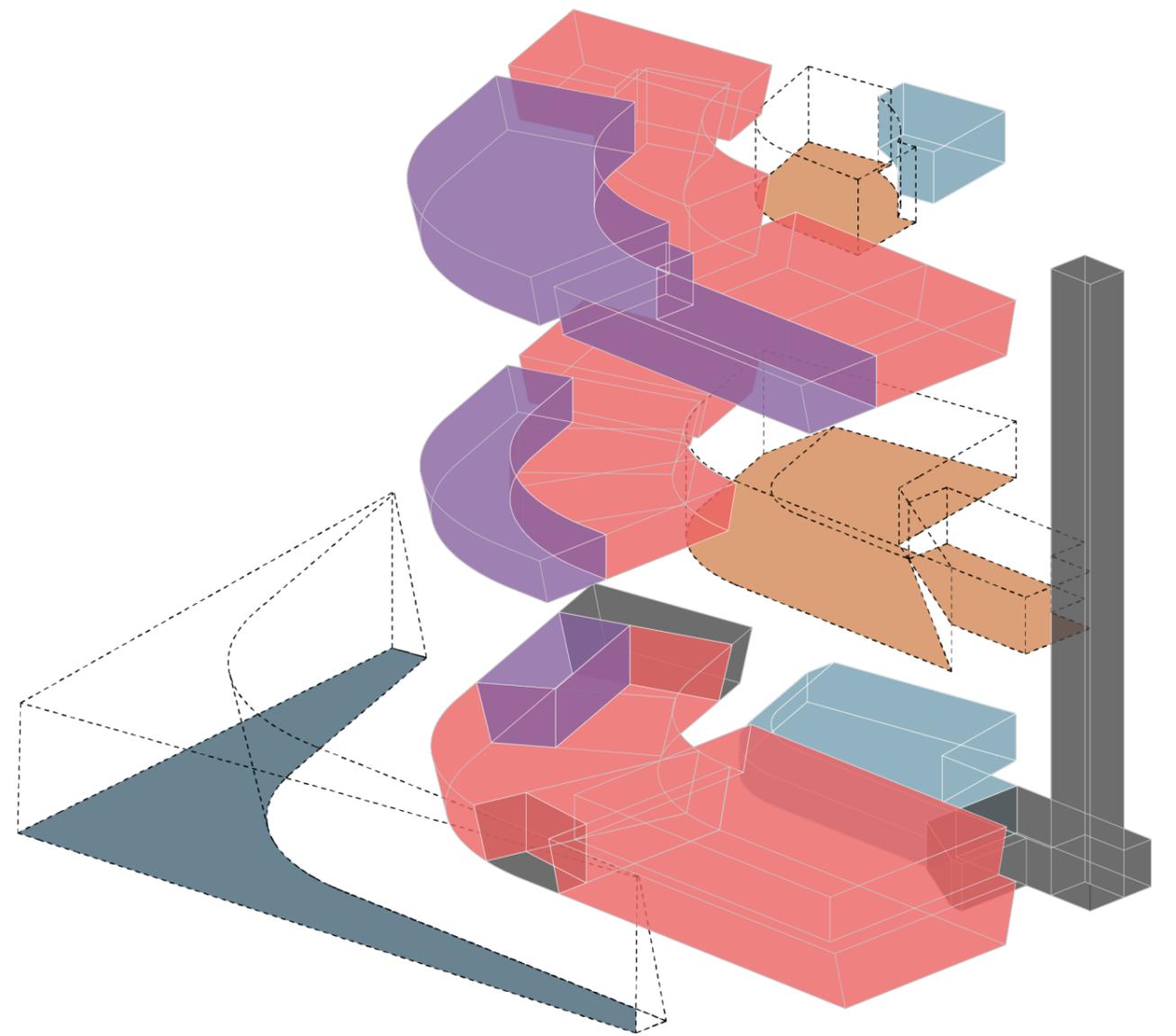
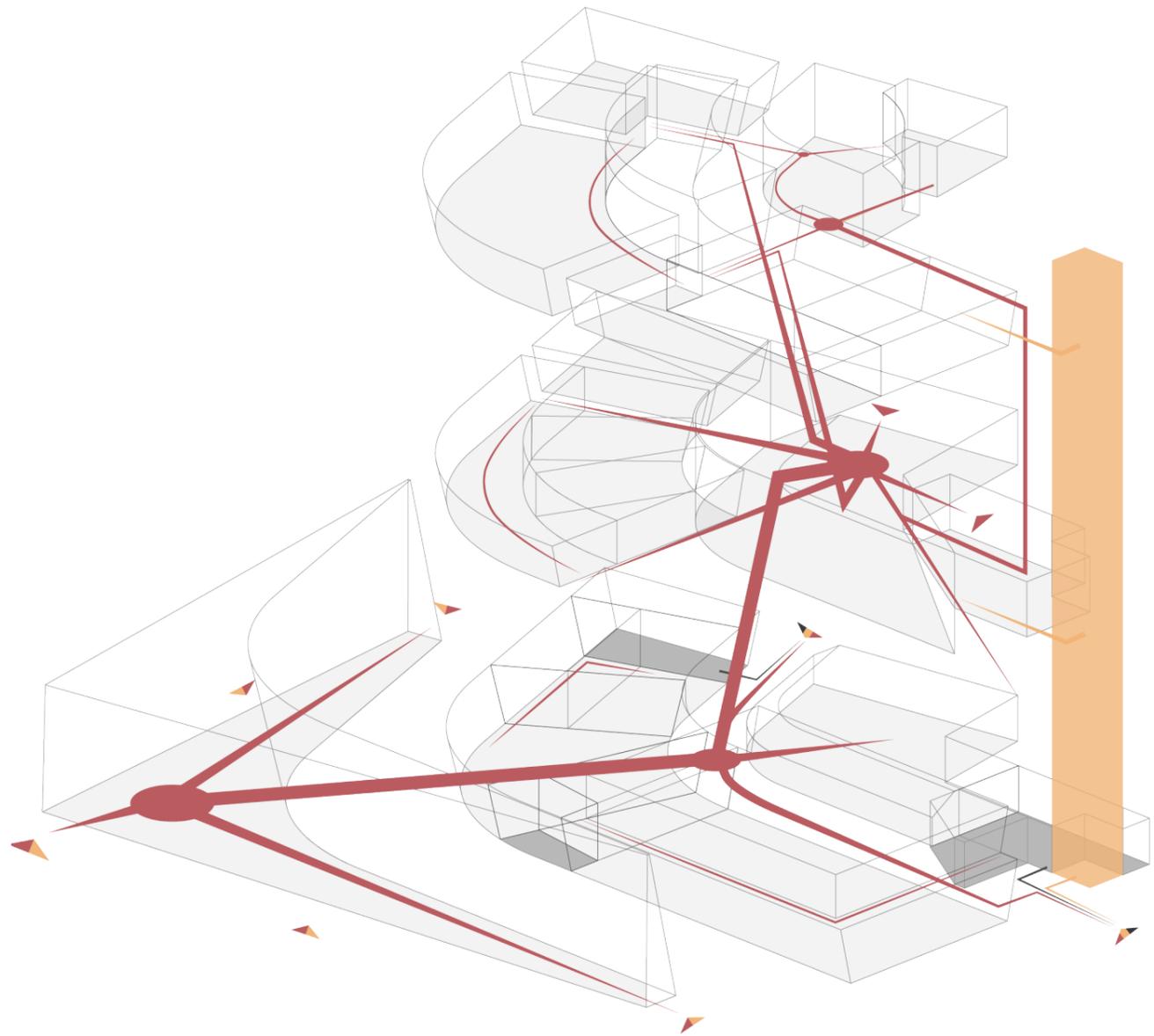


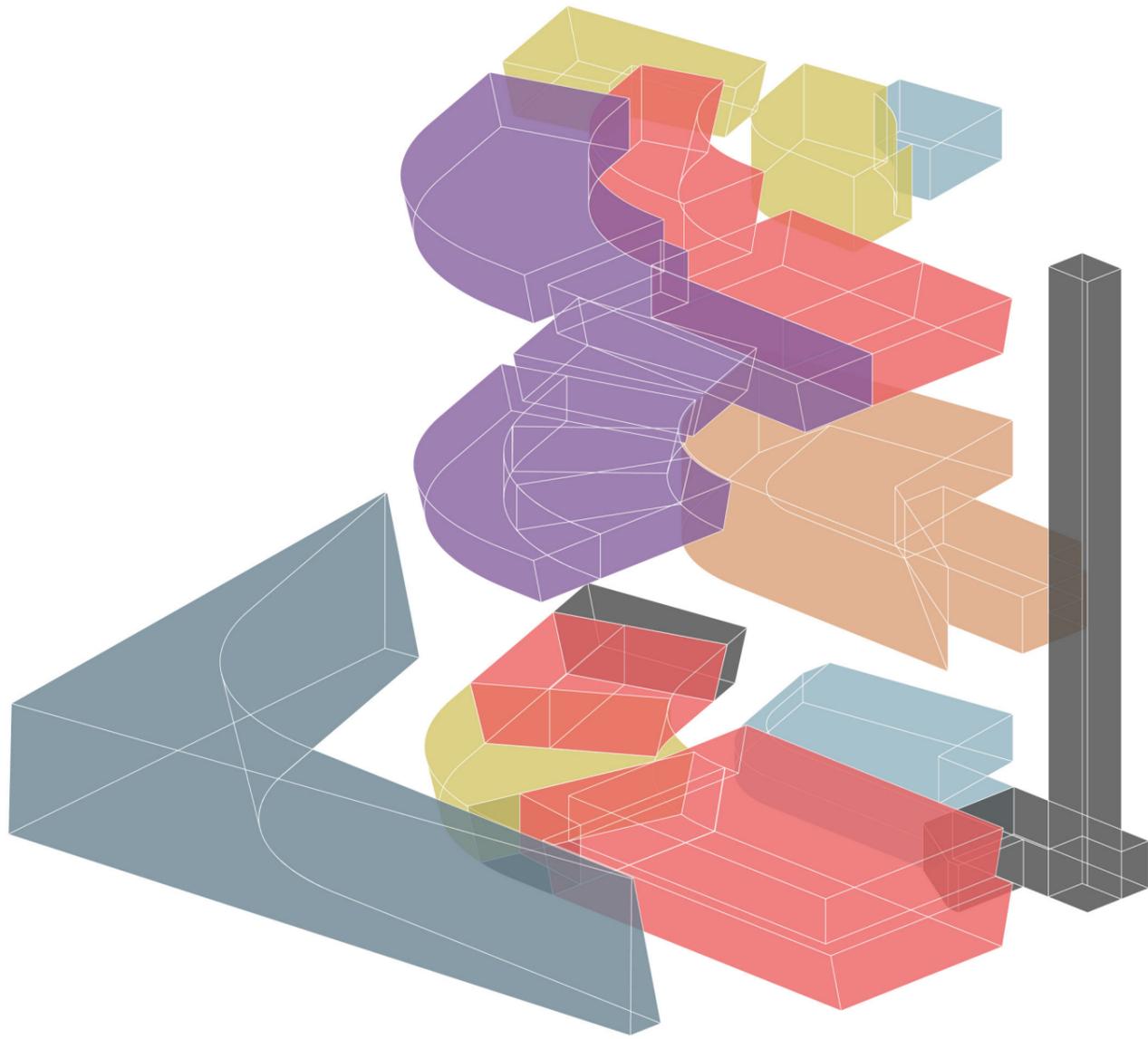
Perspective

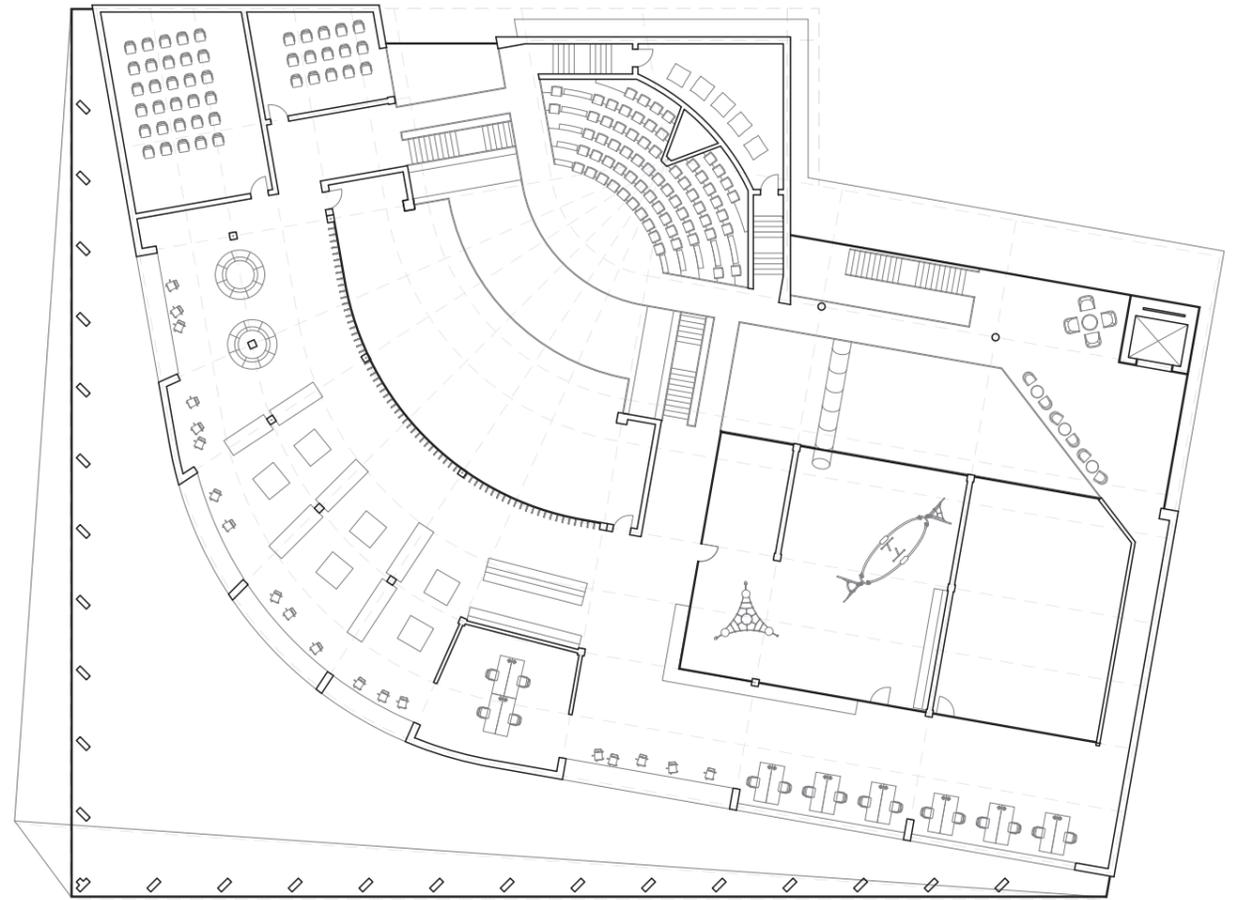
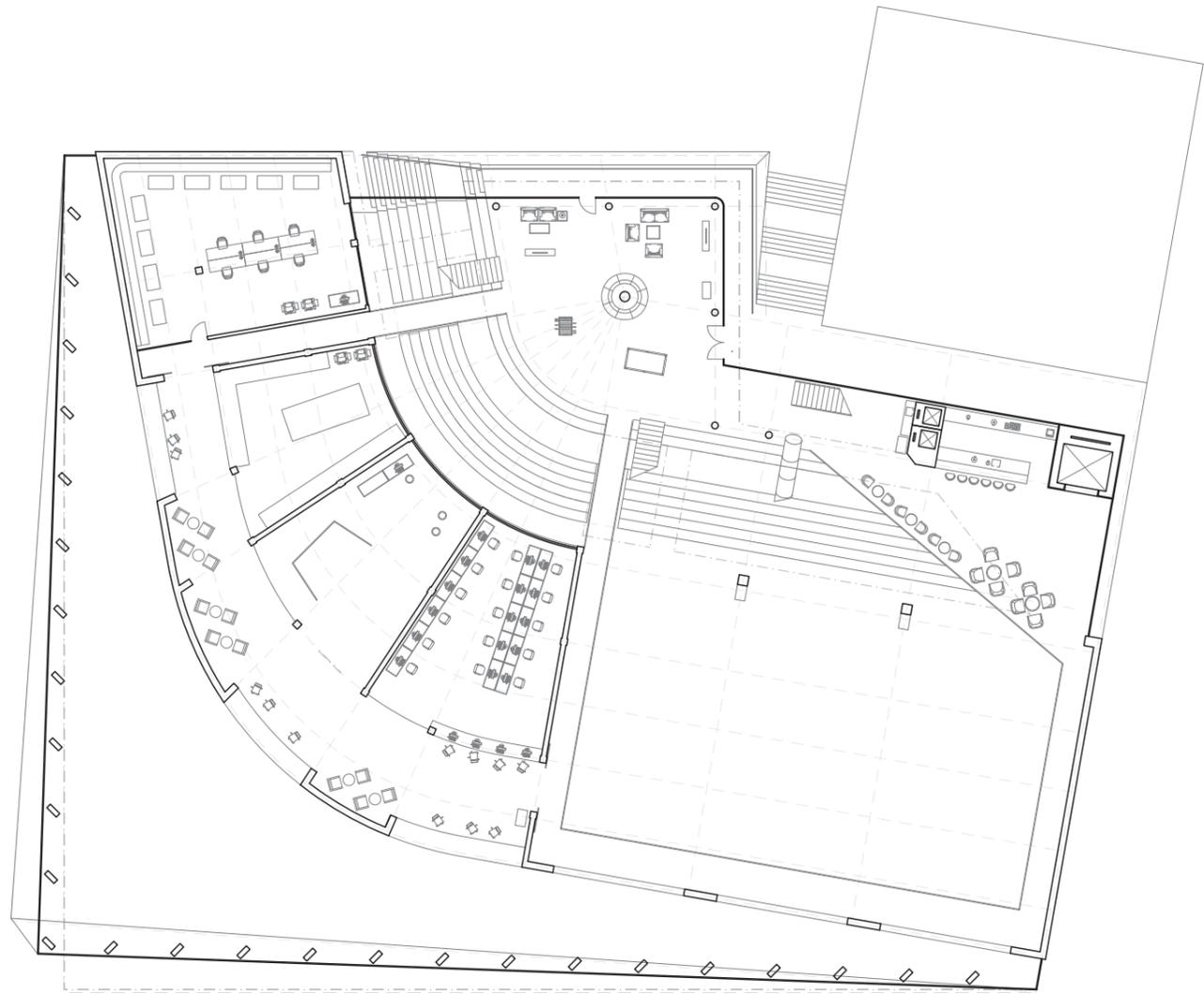


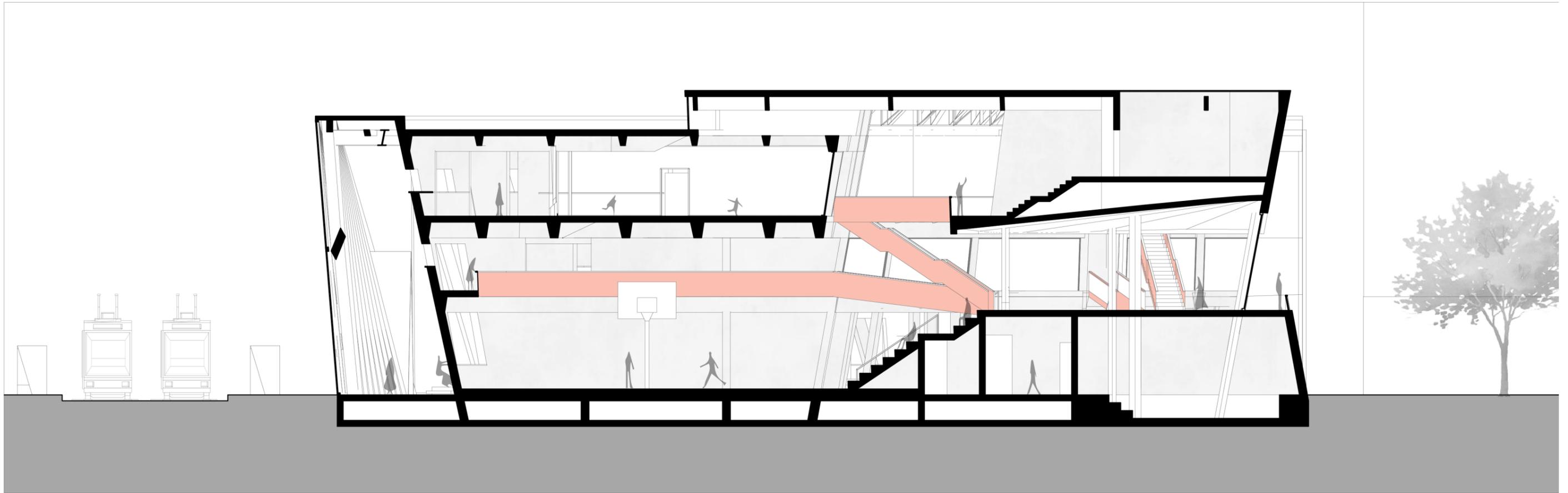


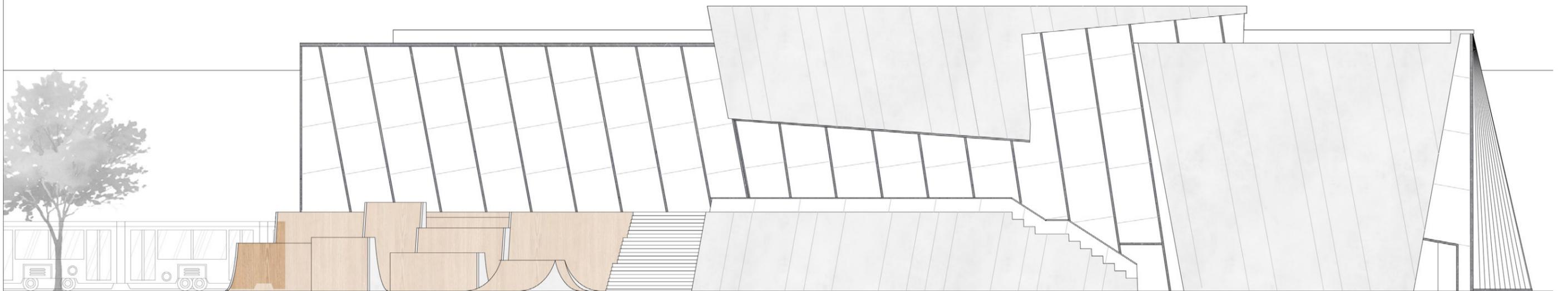
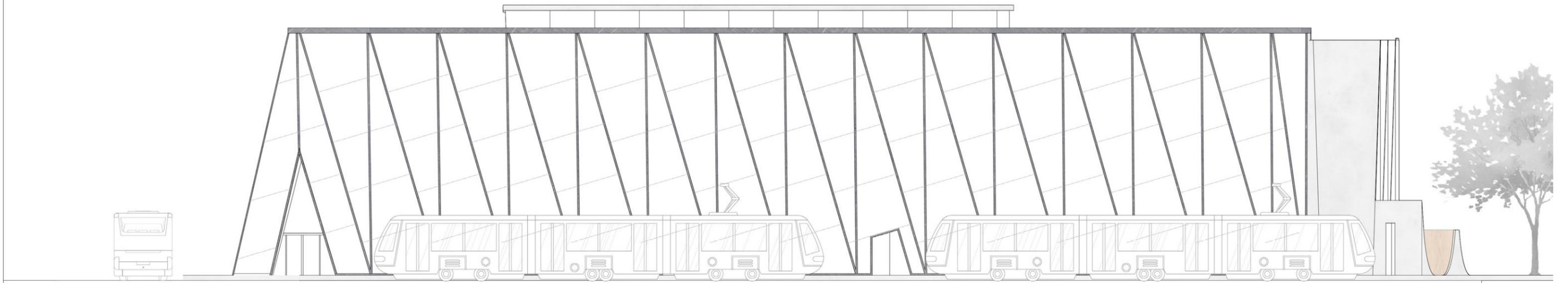


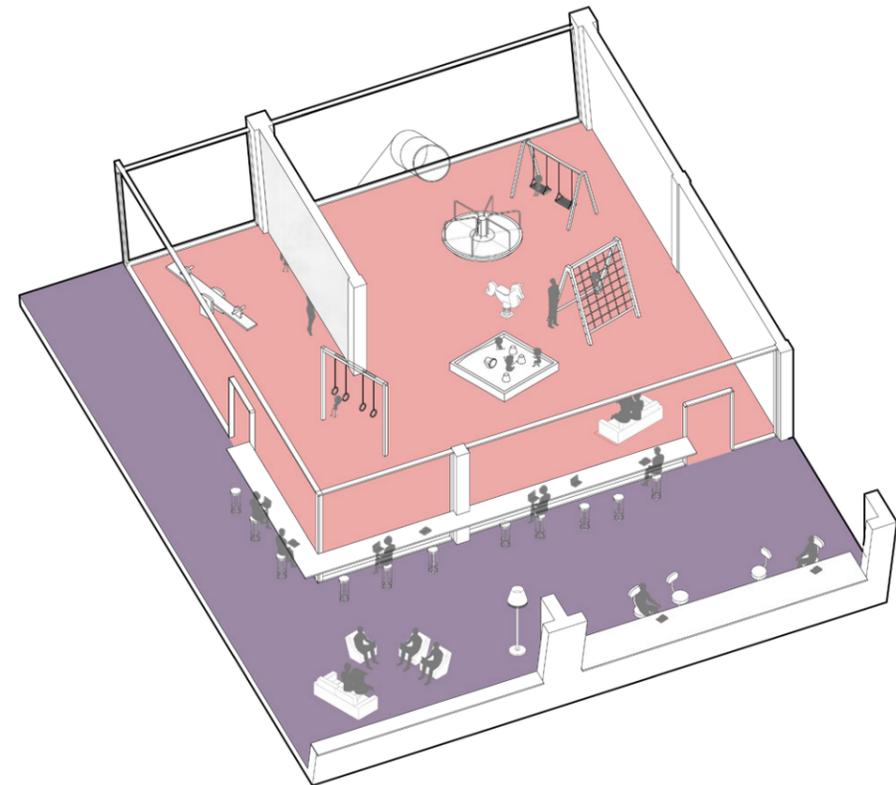
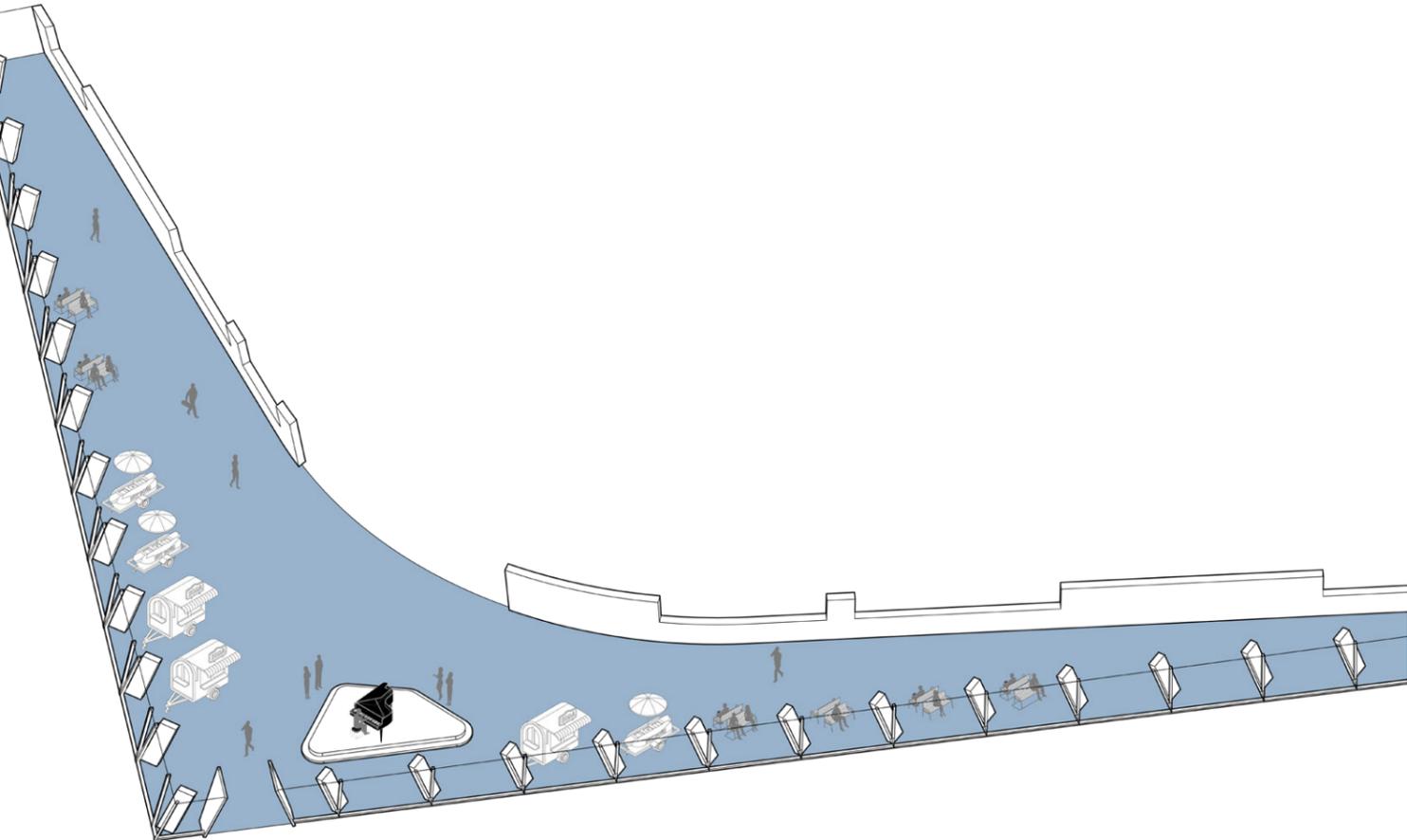
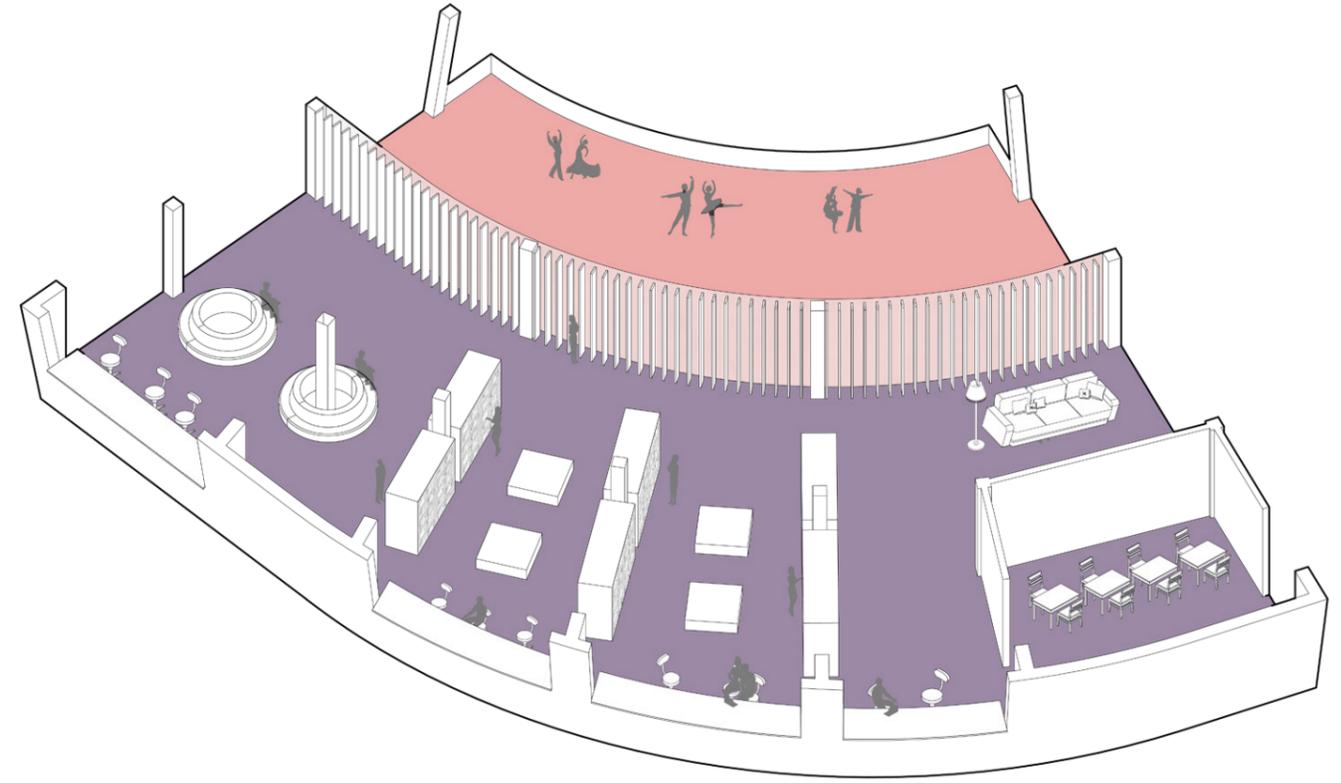
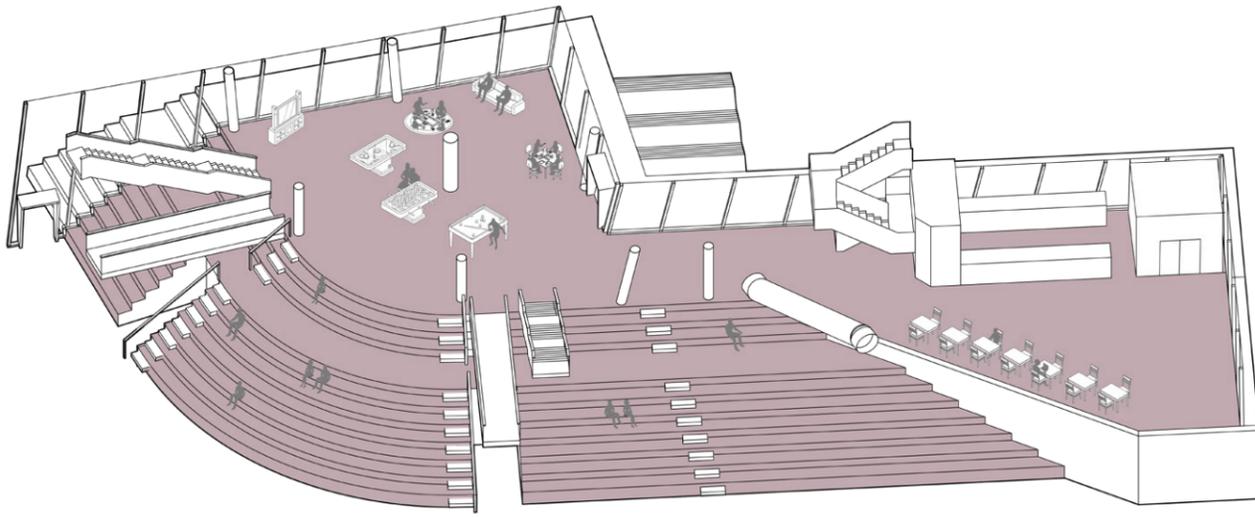


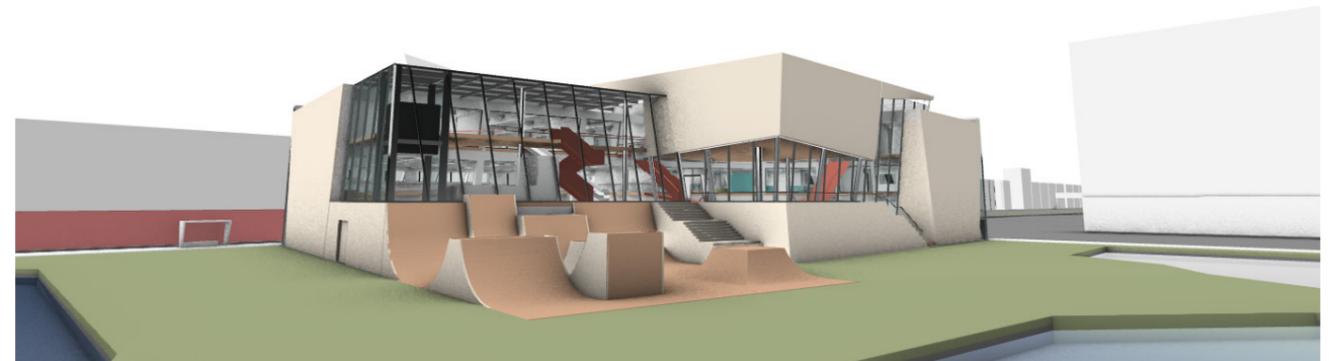
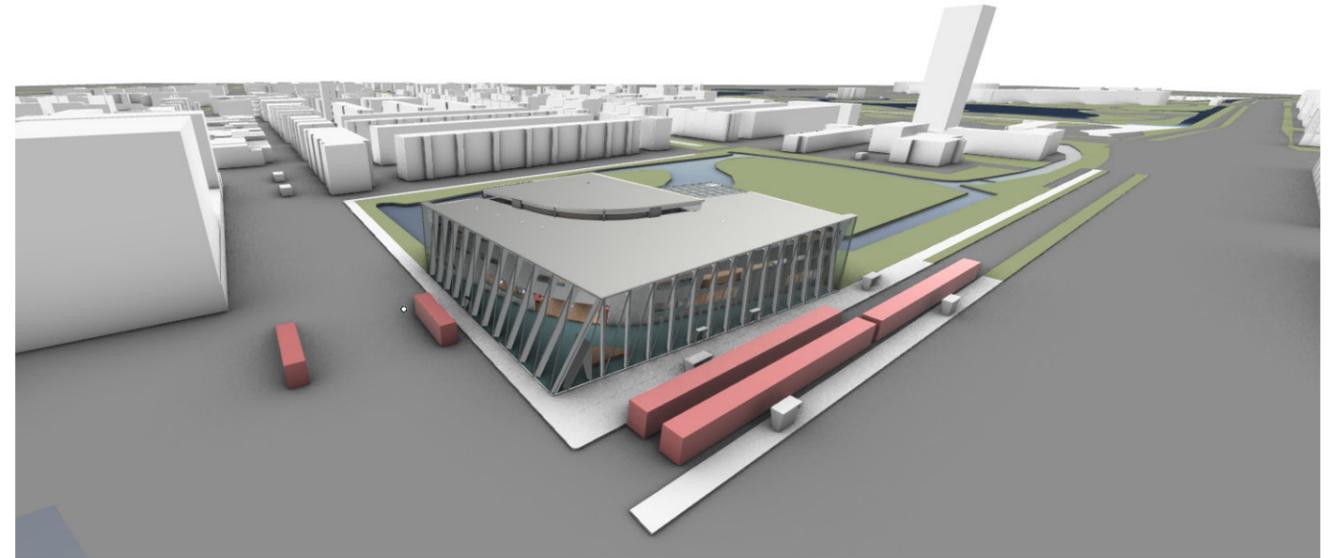
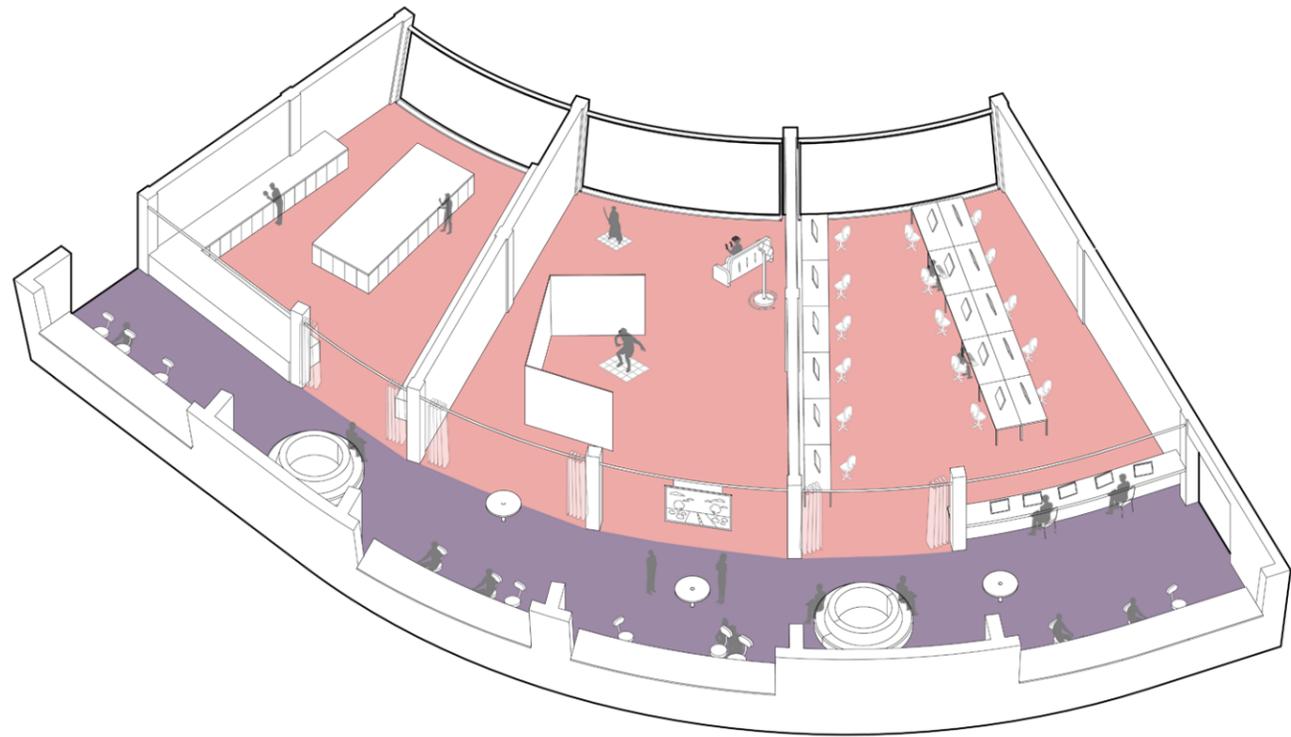
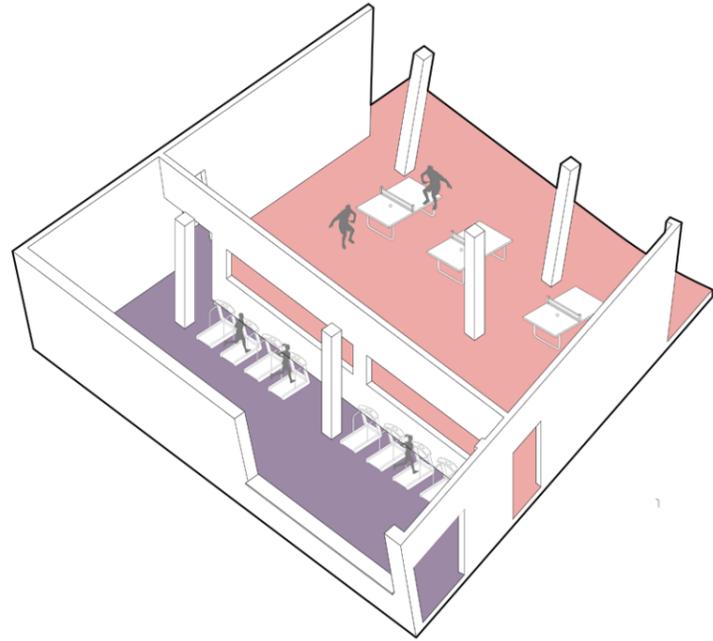


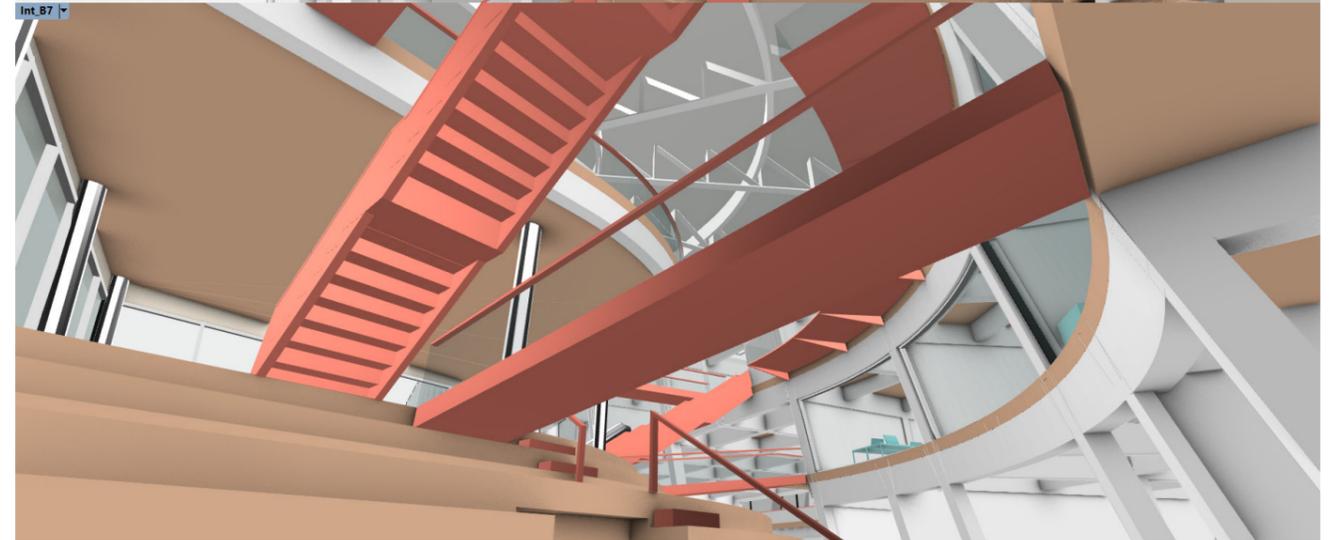
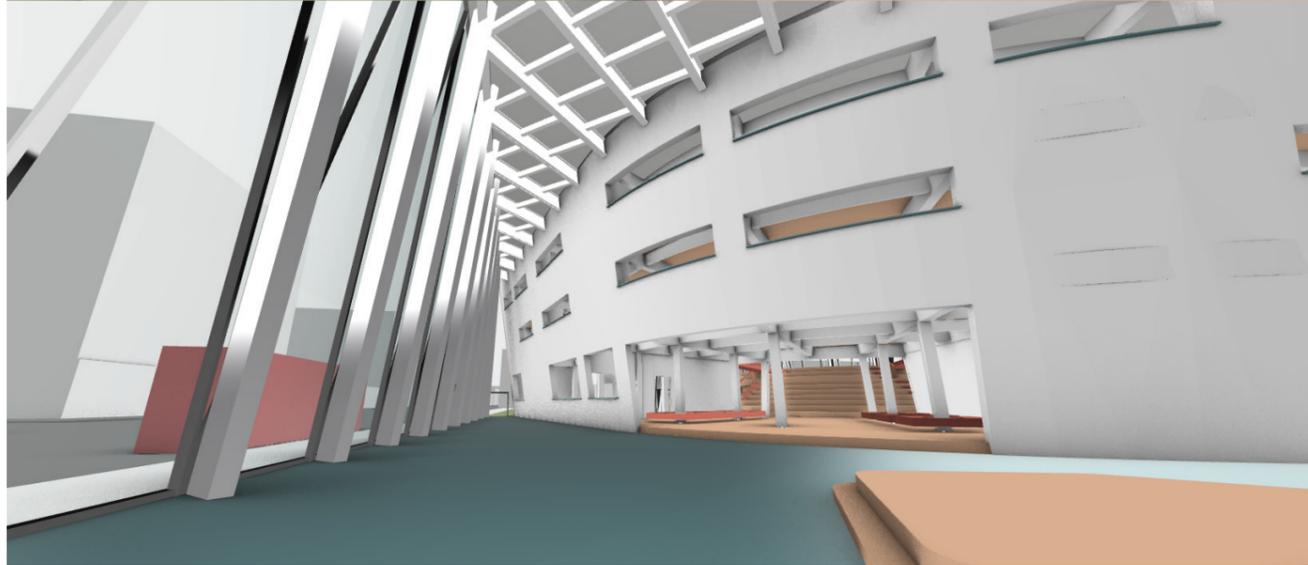
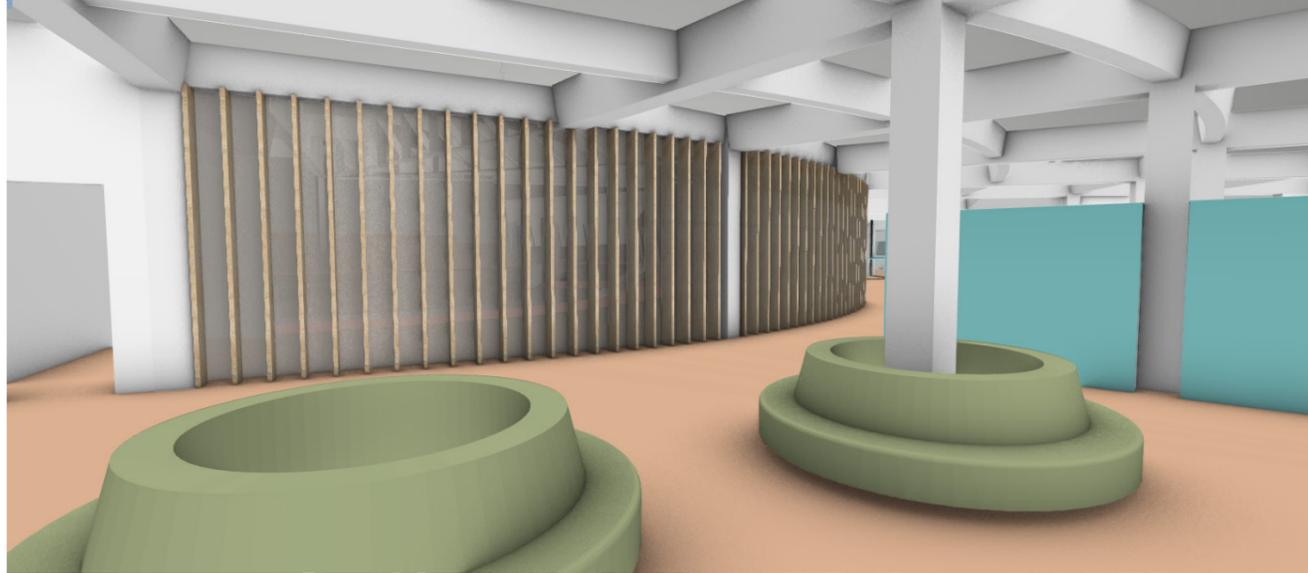
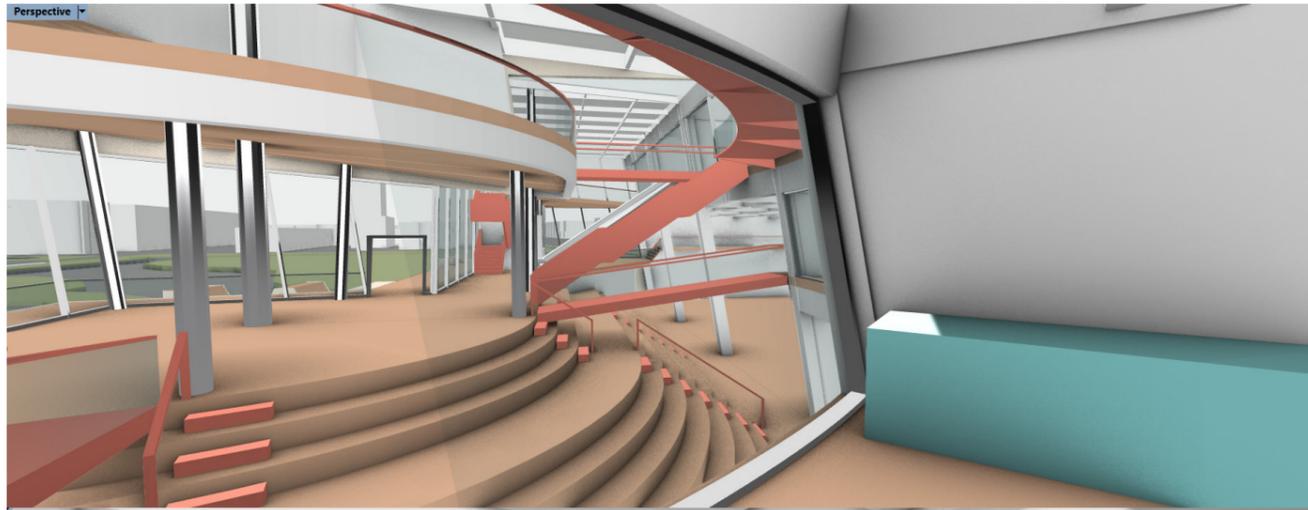


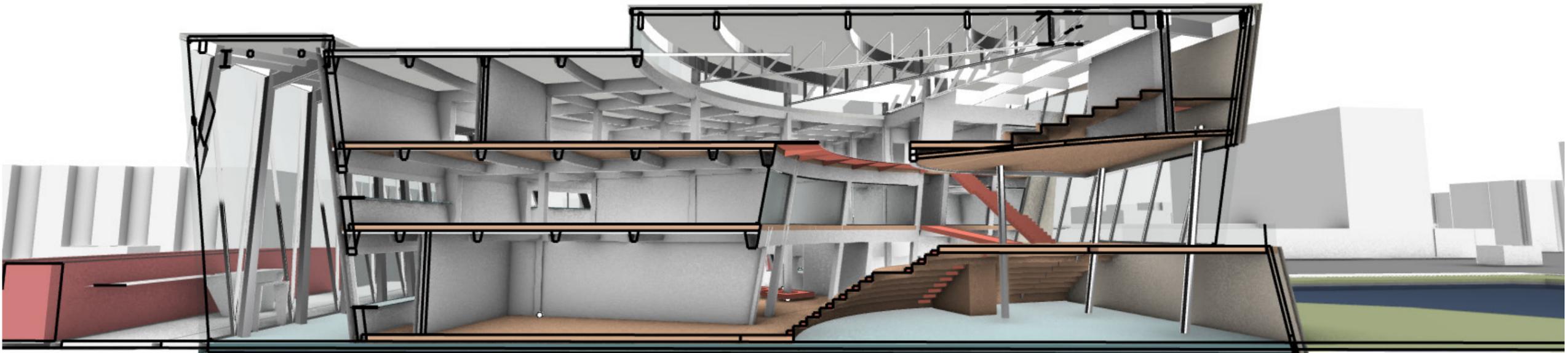
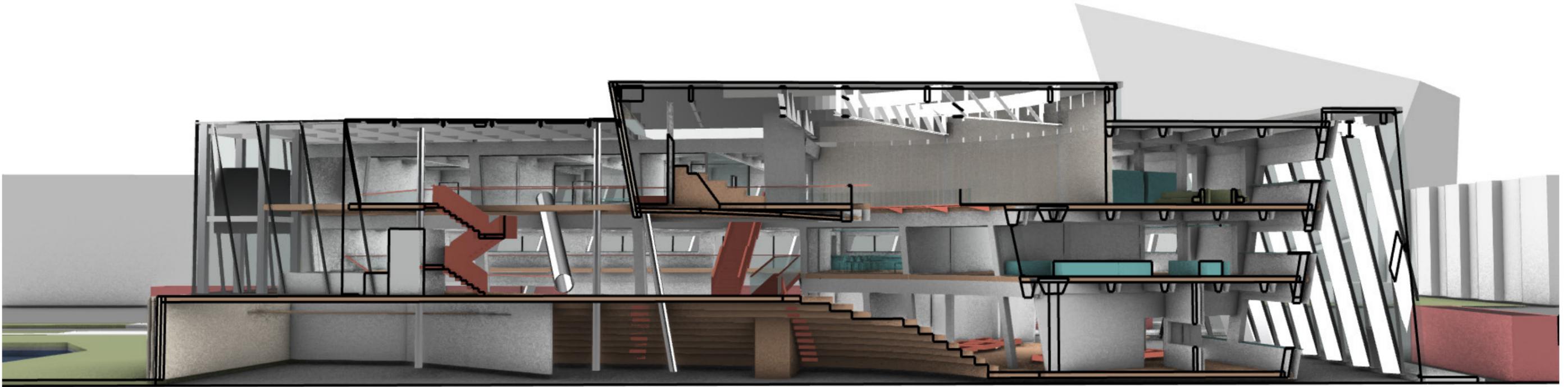


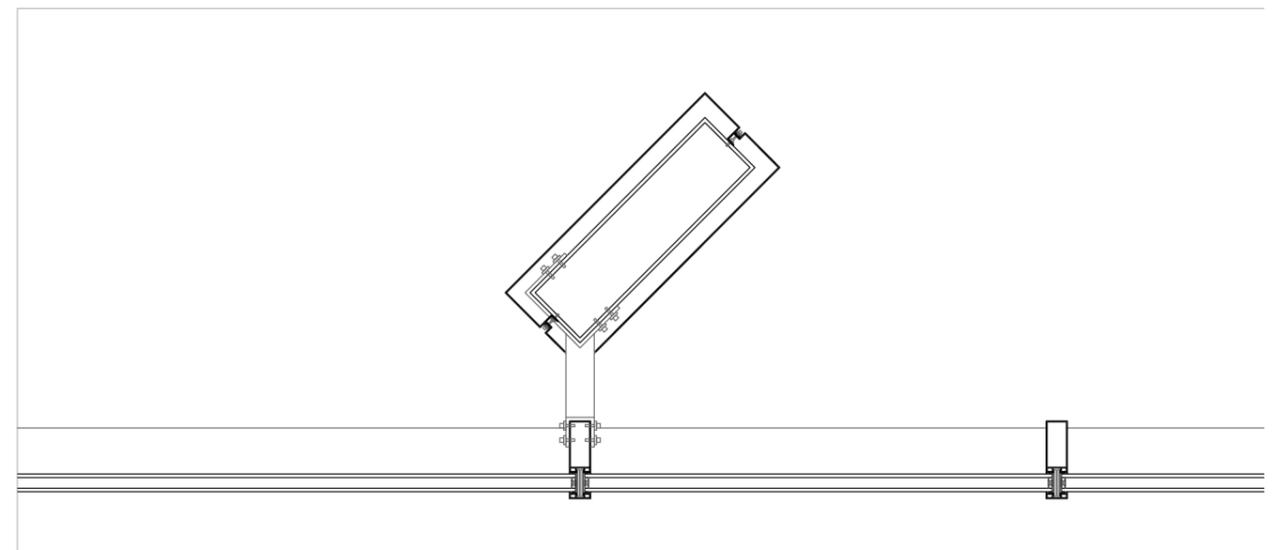
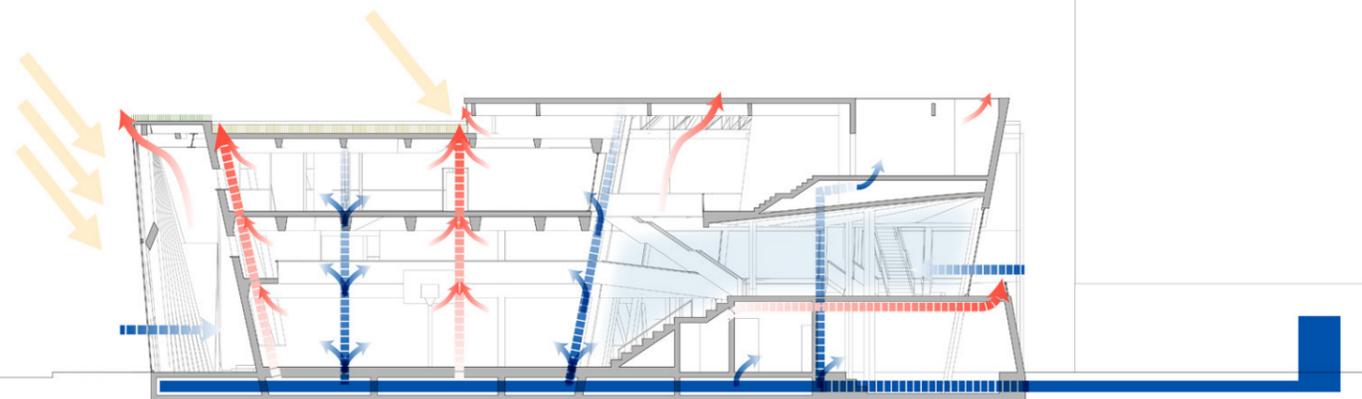
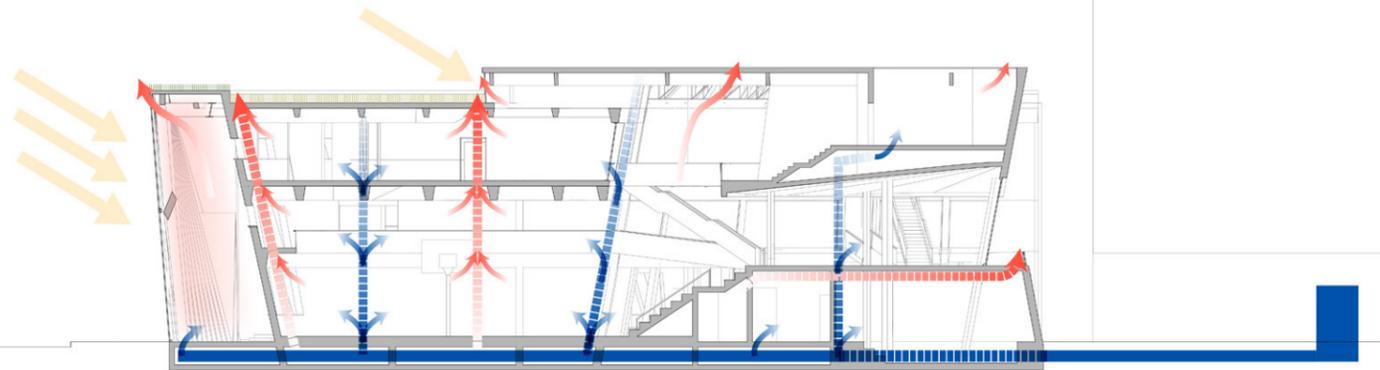
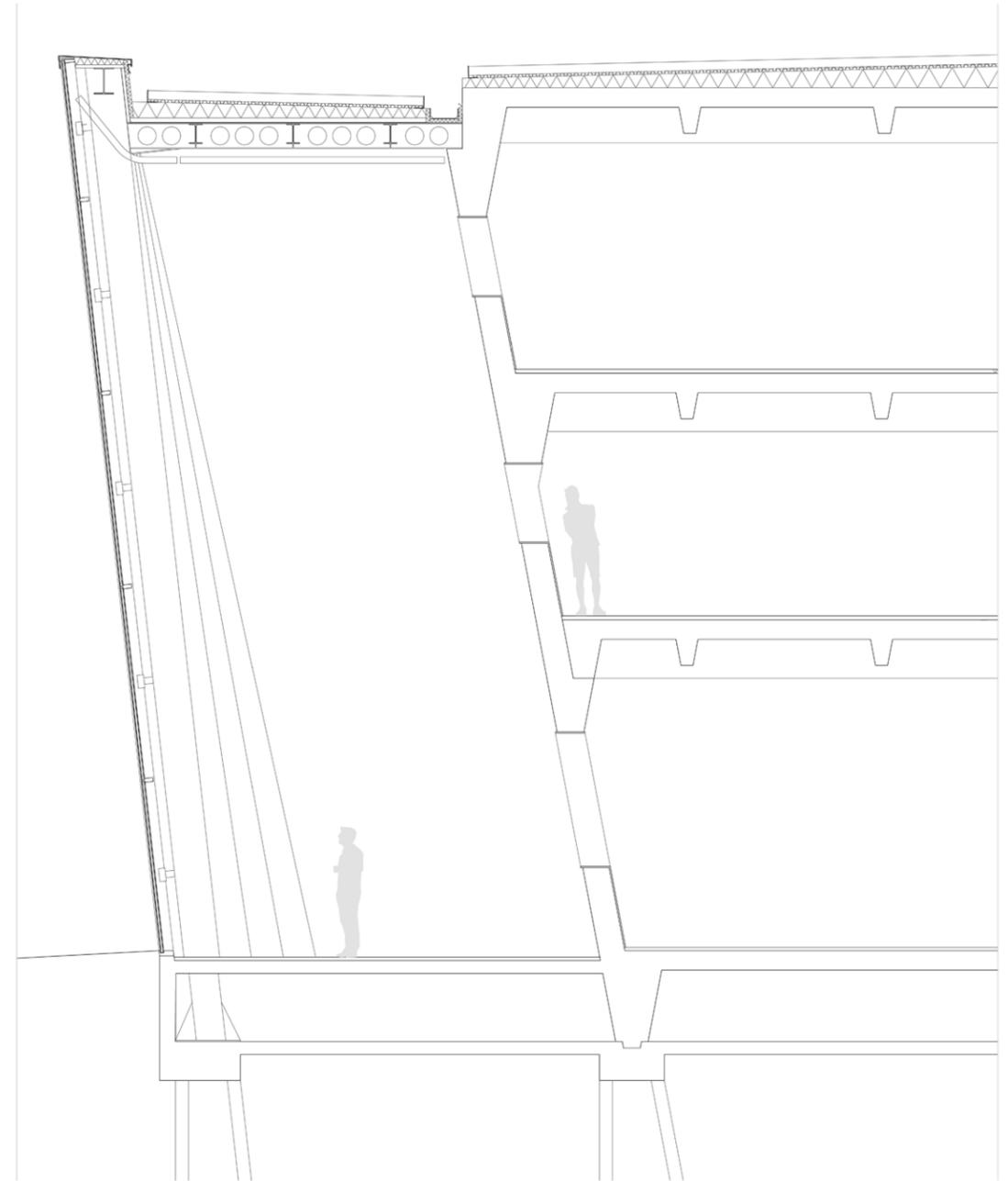
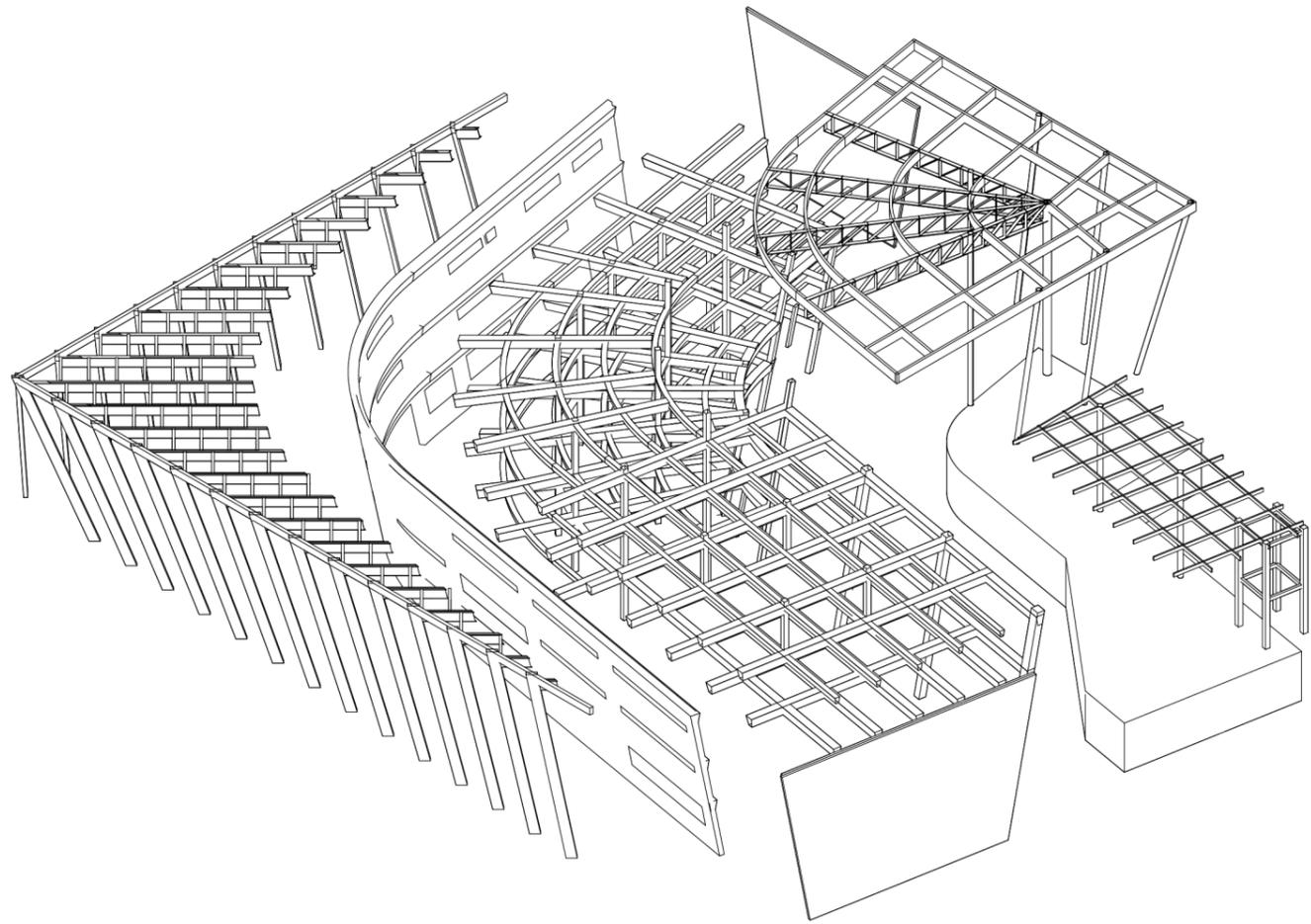


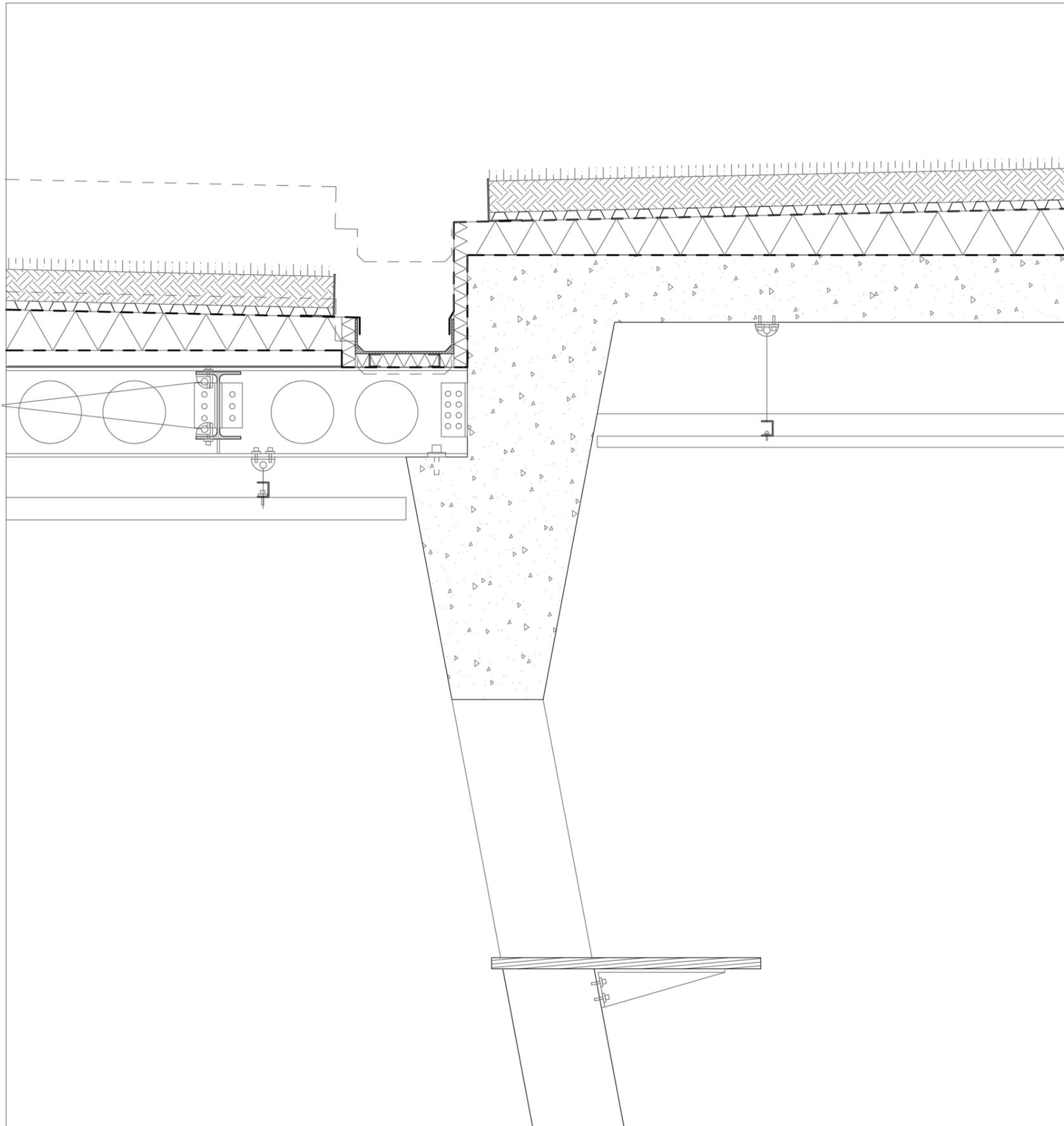
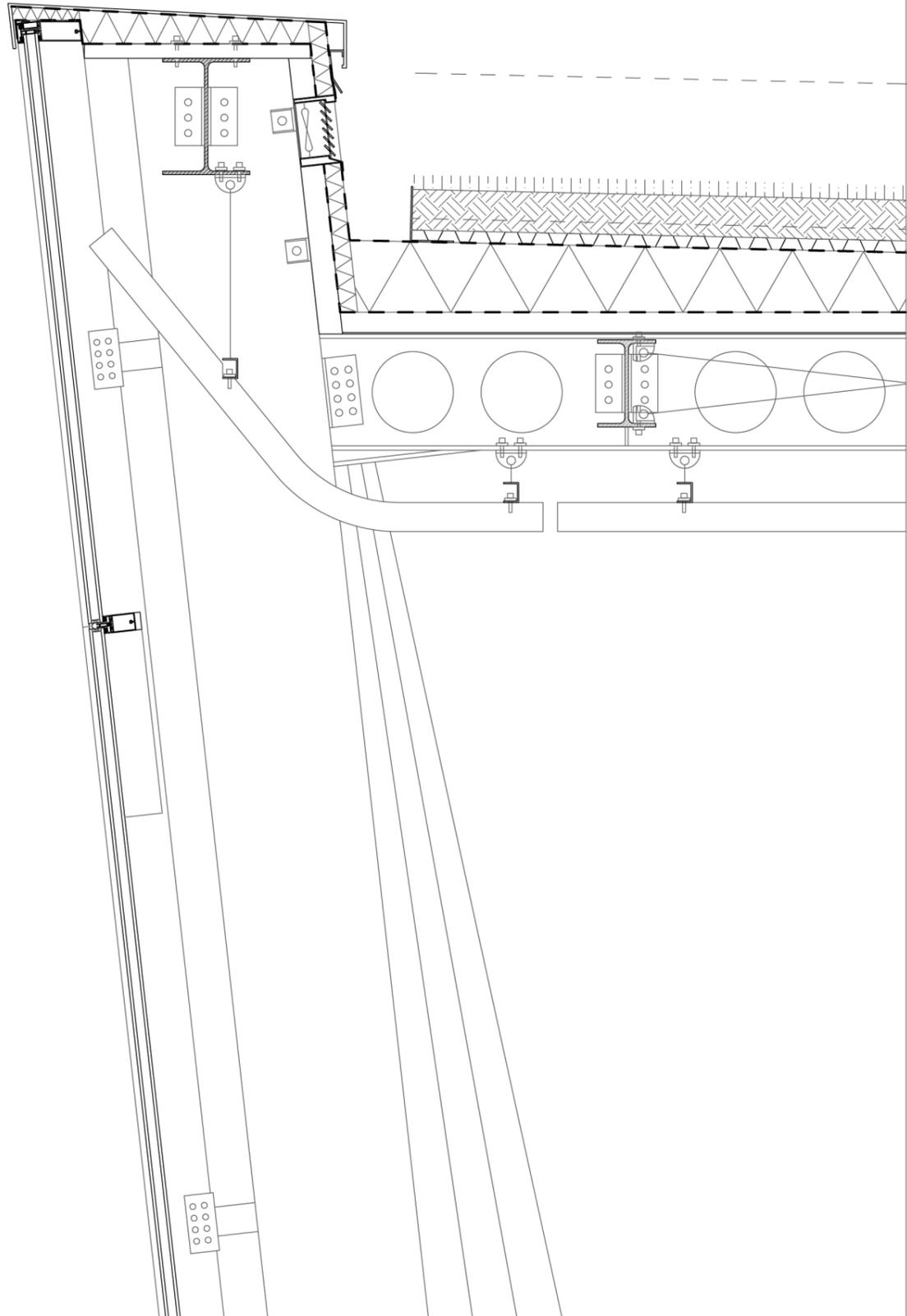


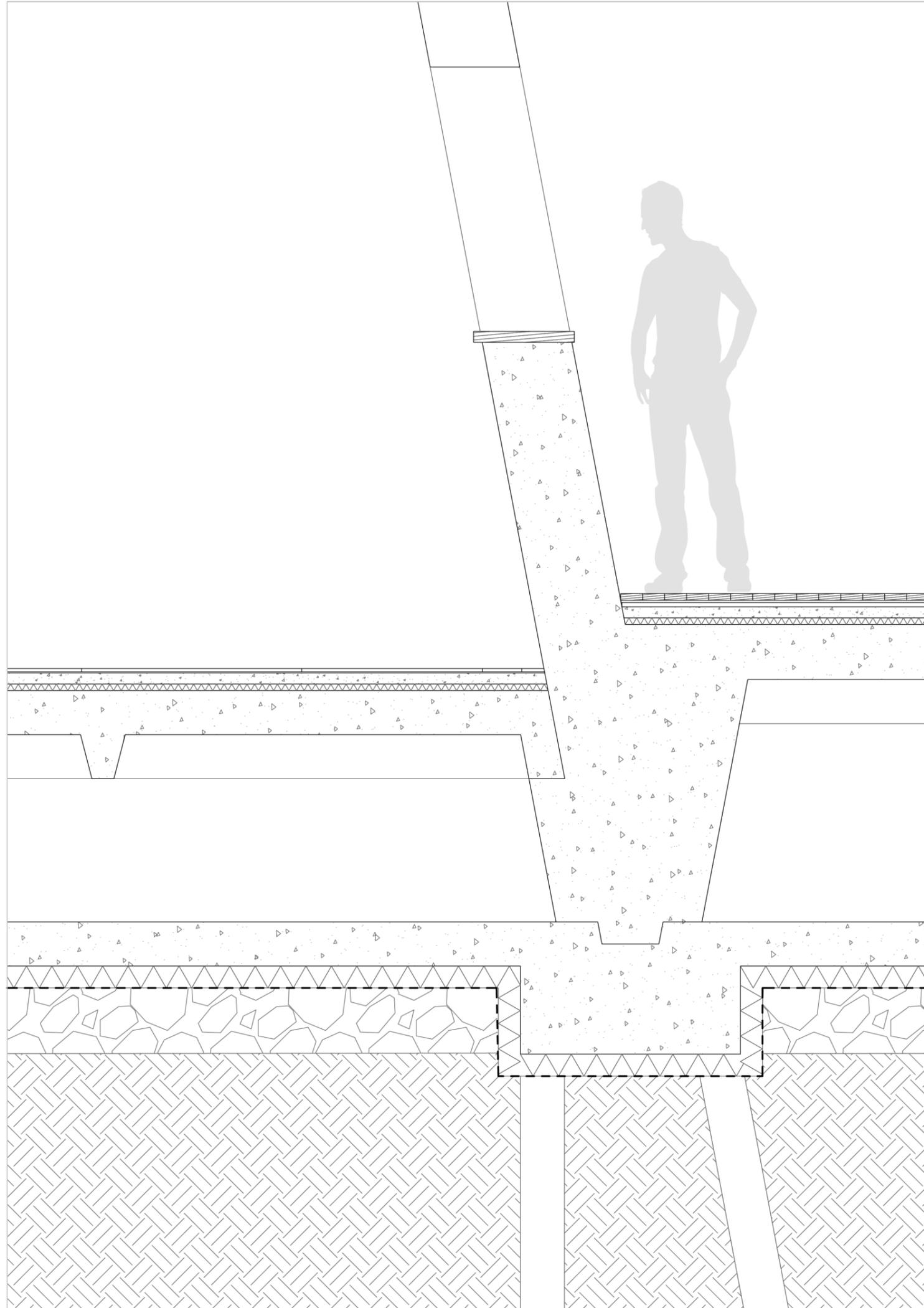
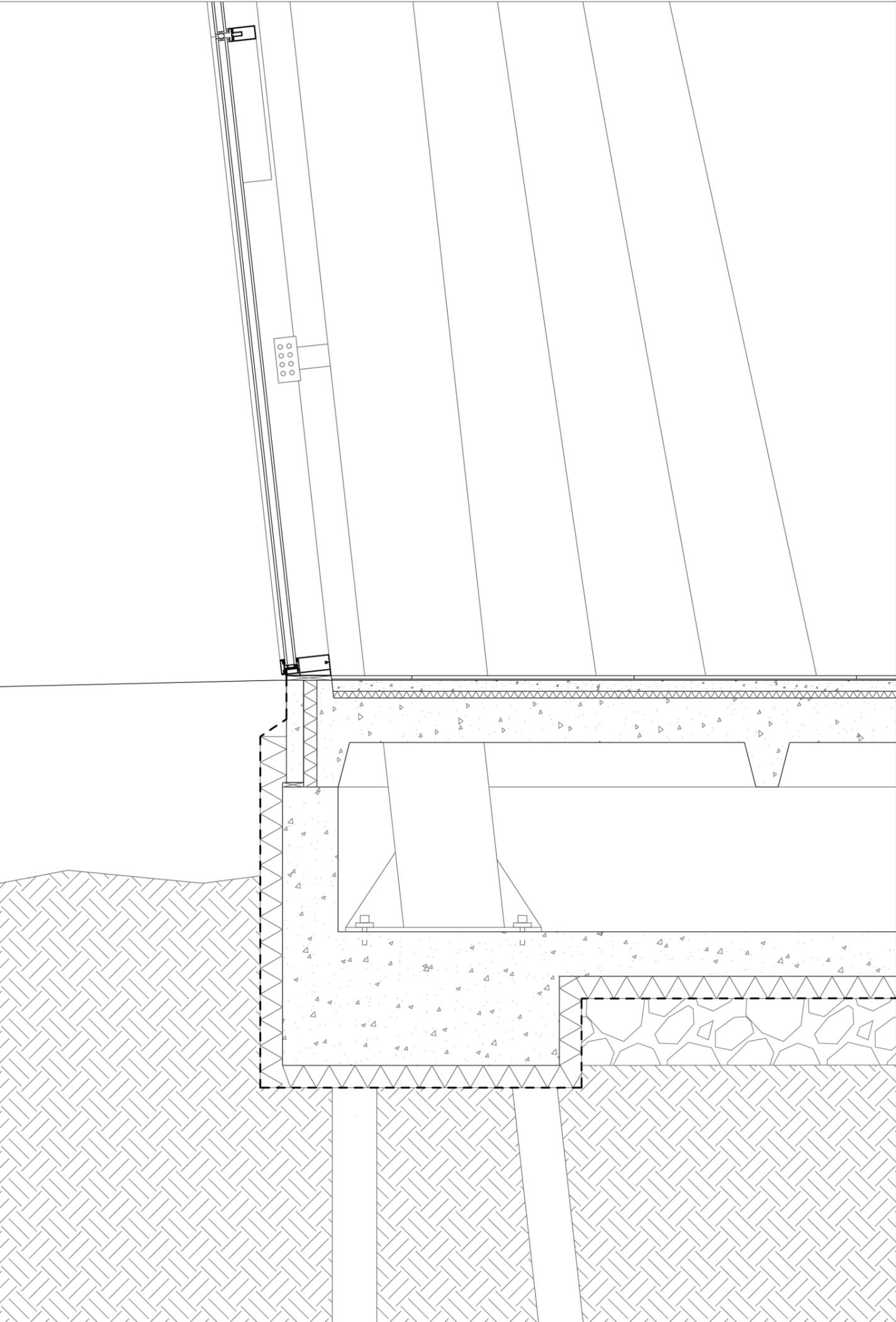


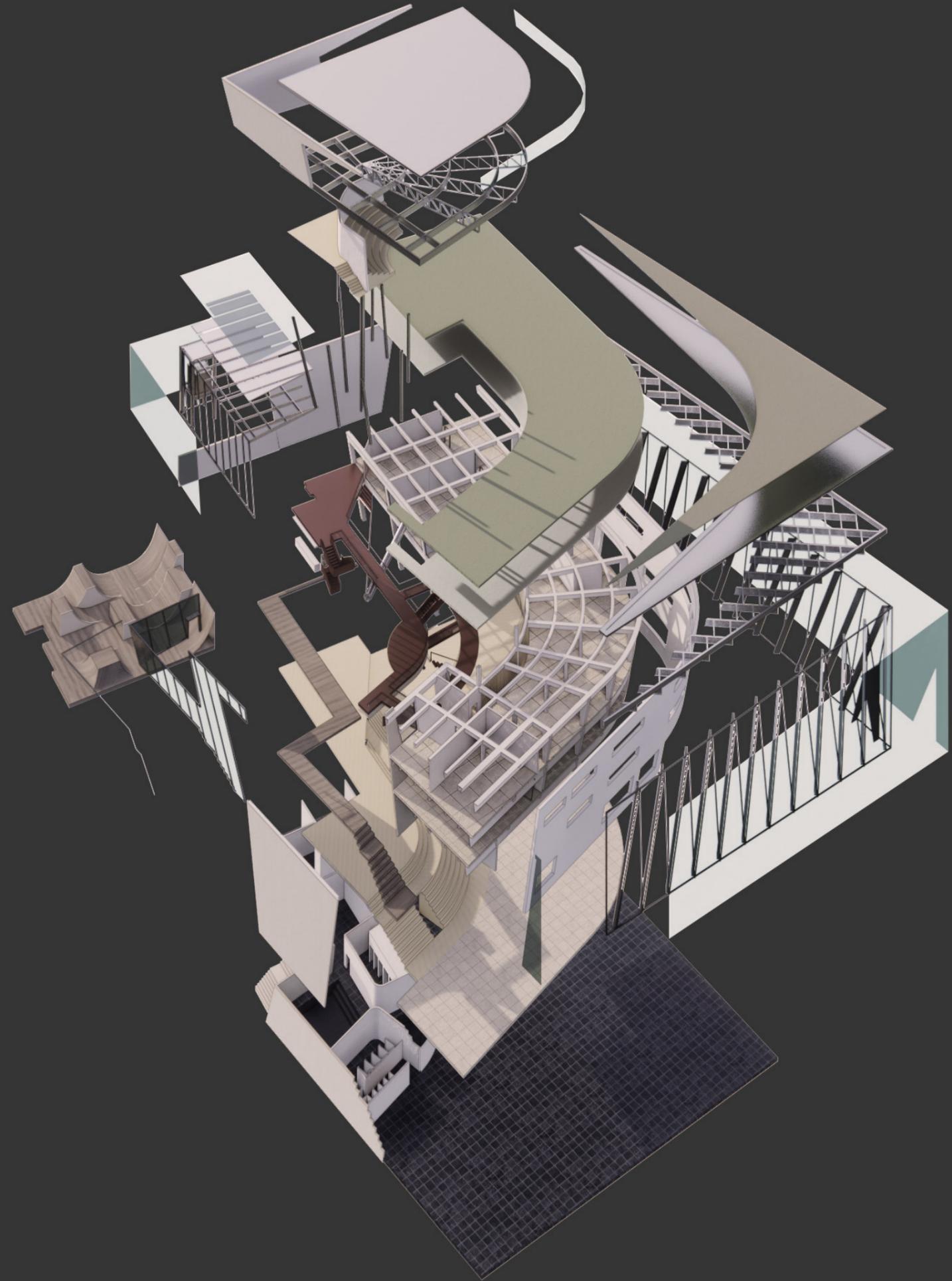
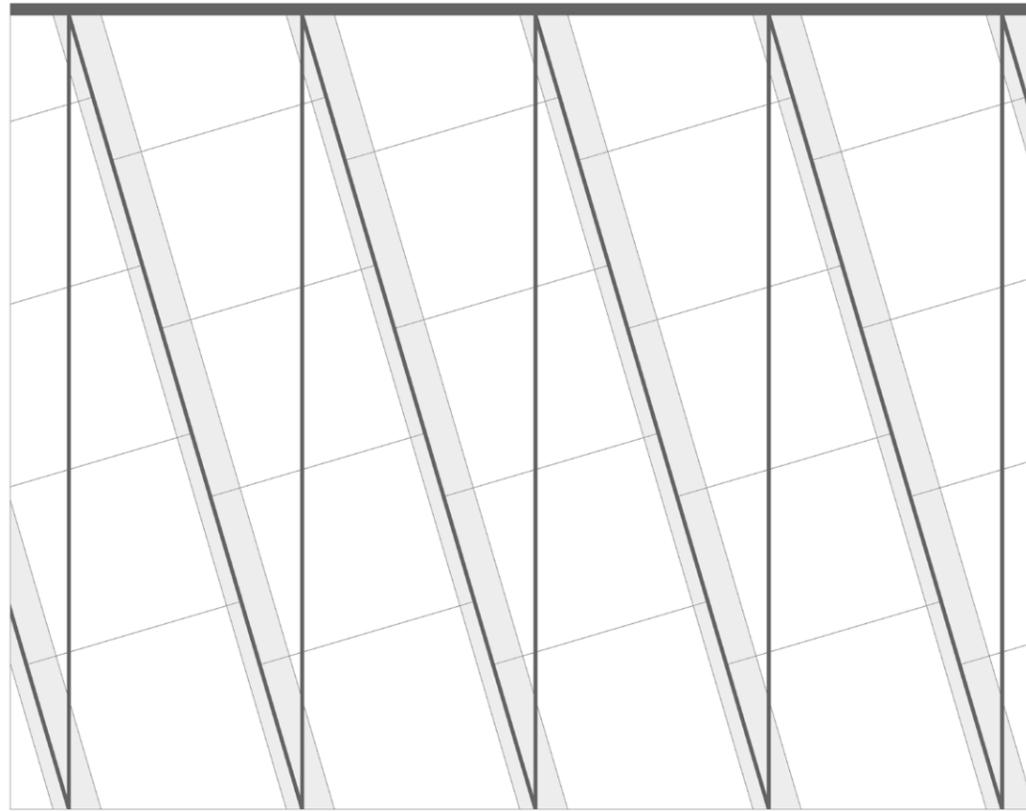


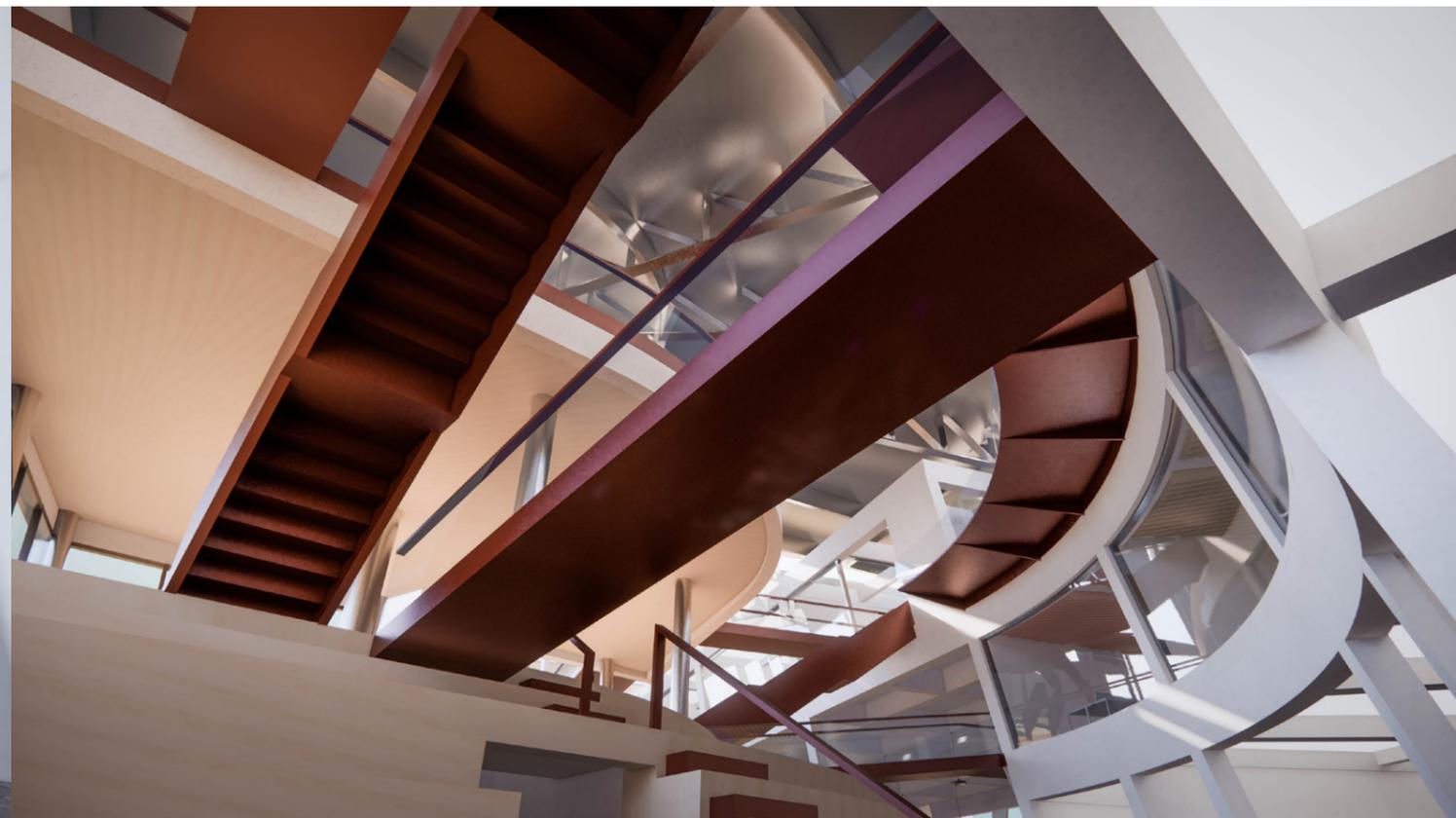
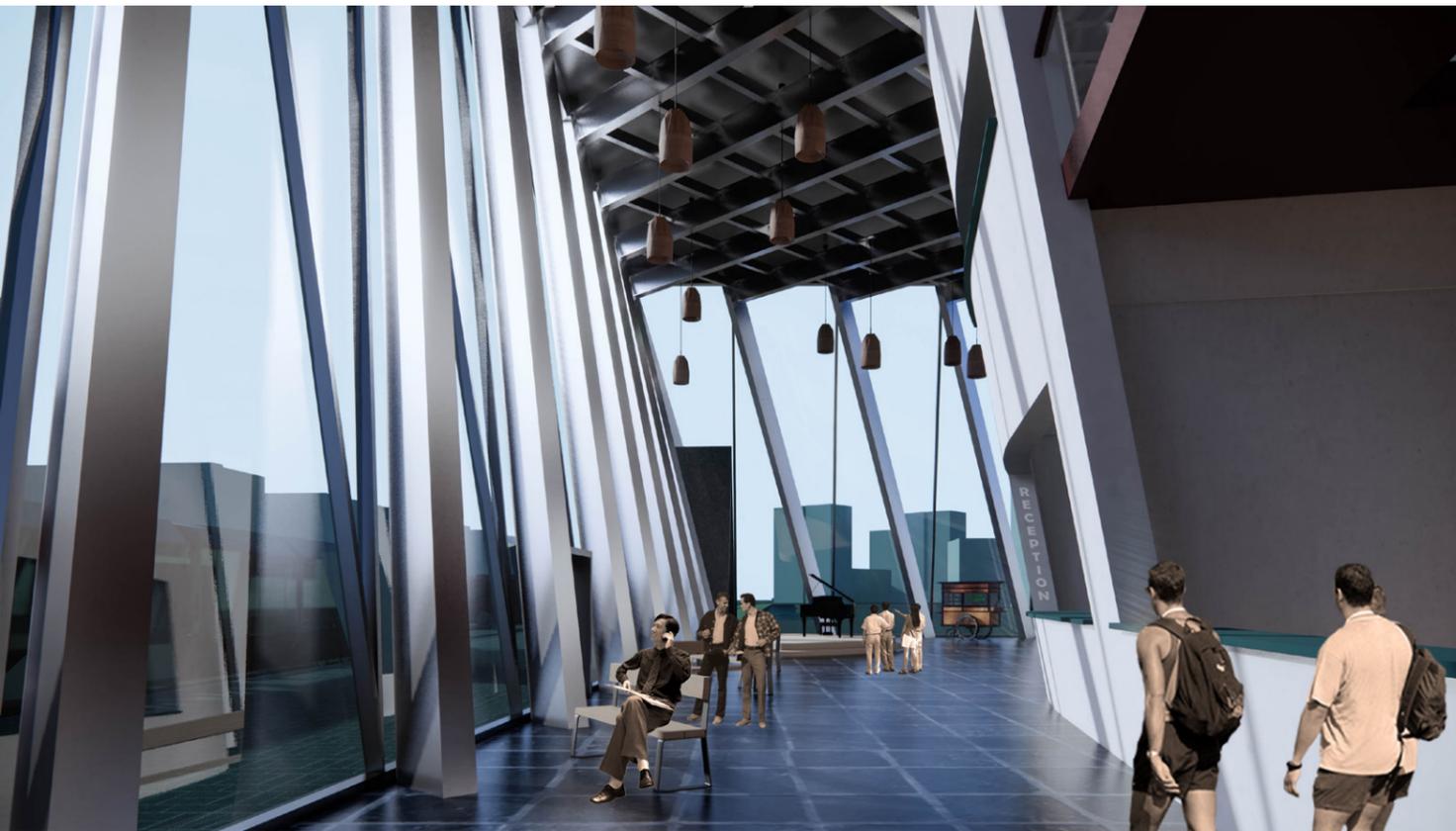


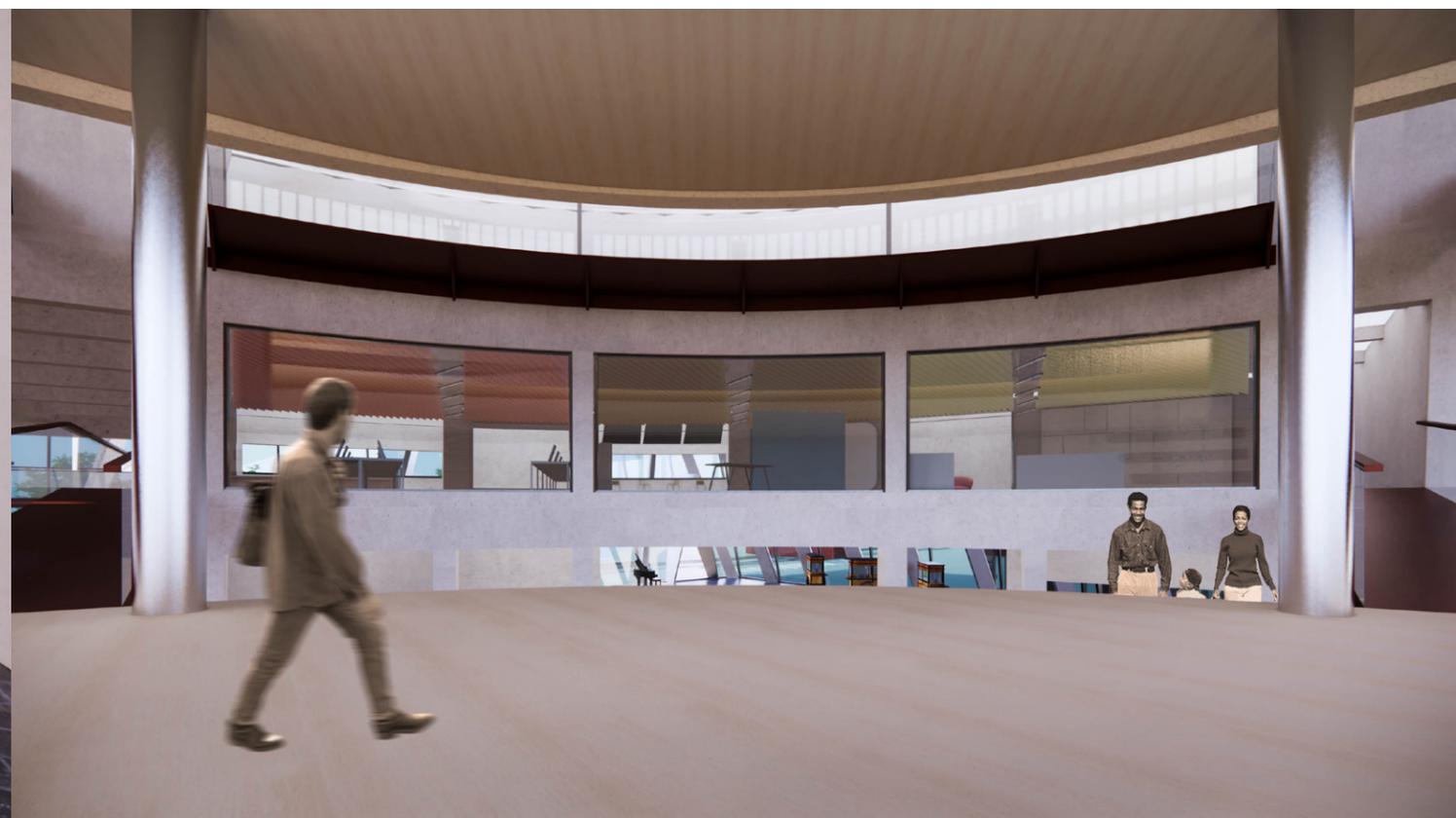




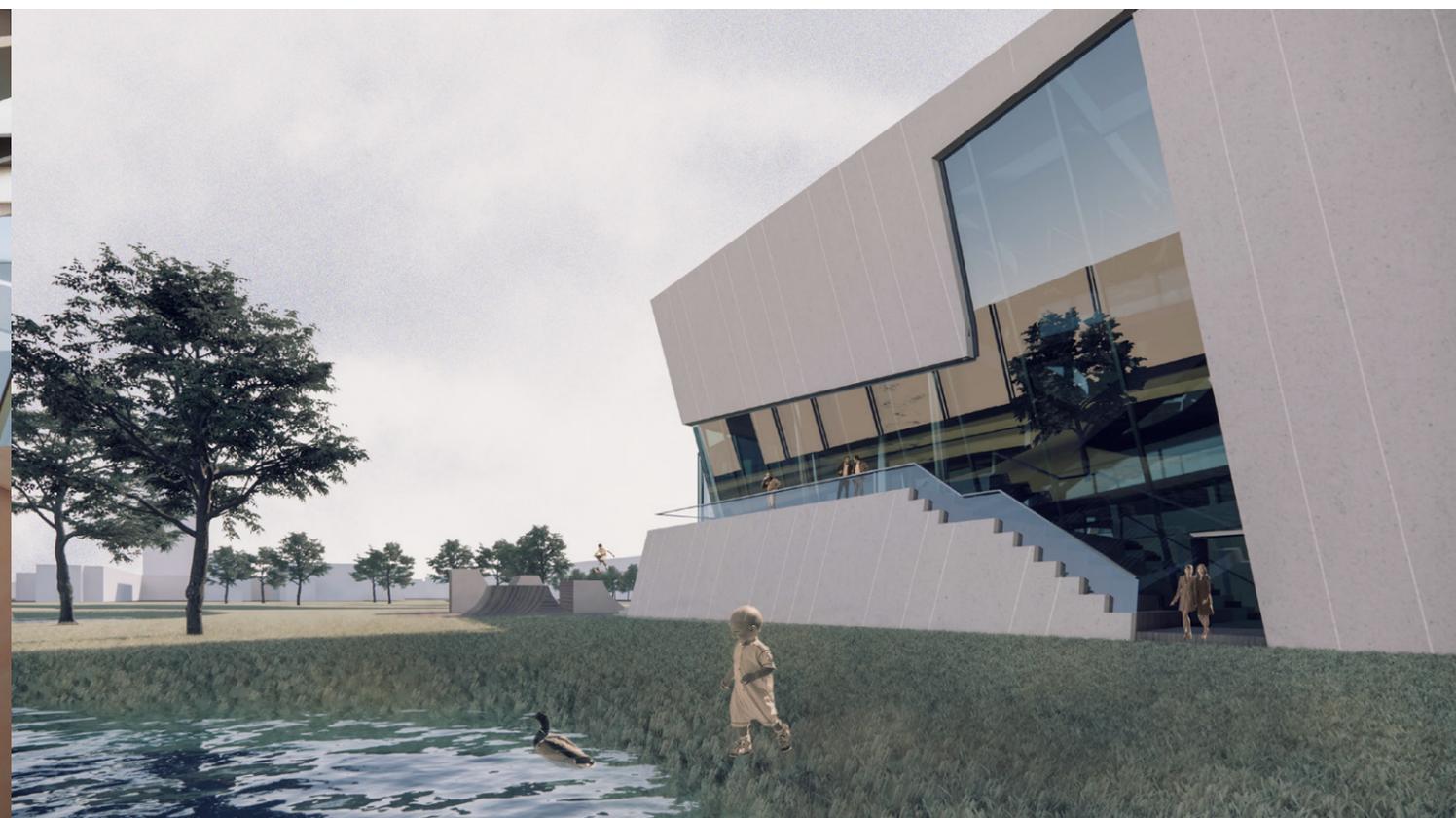
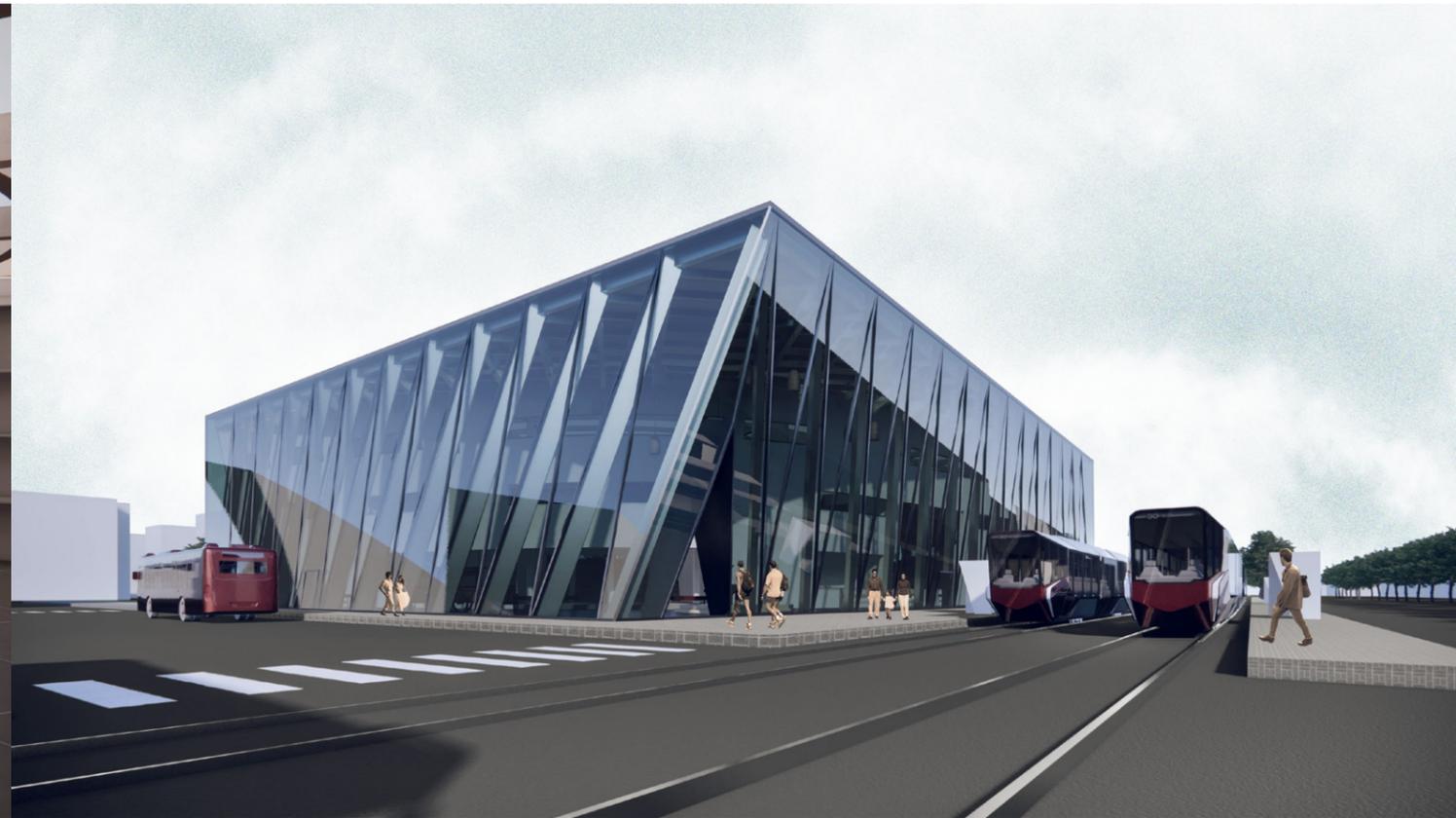


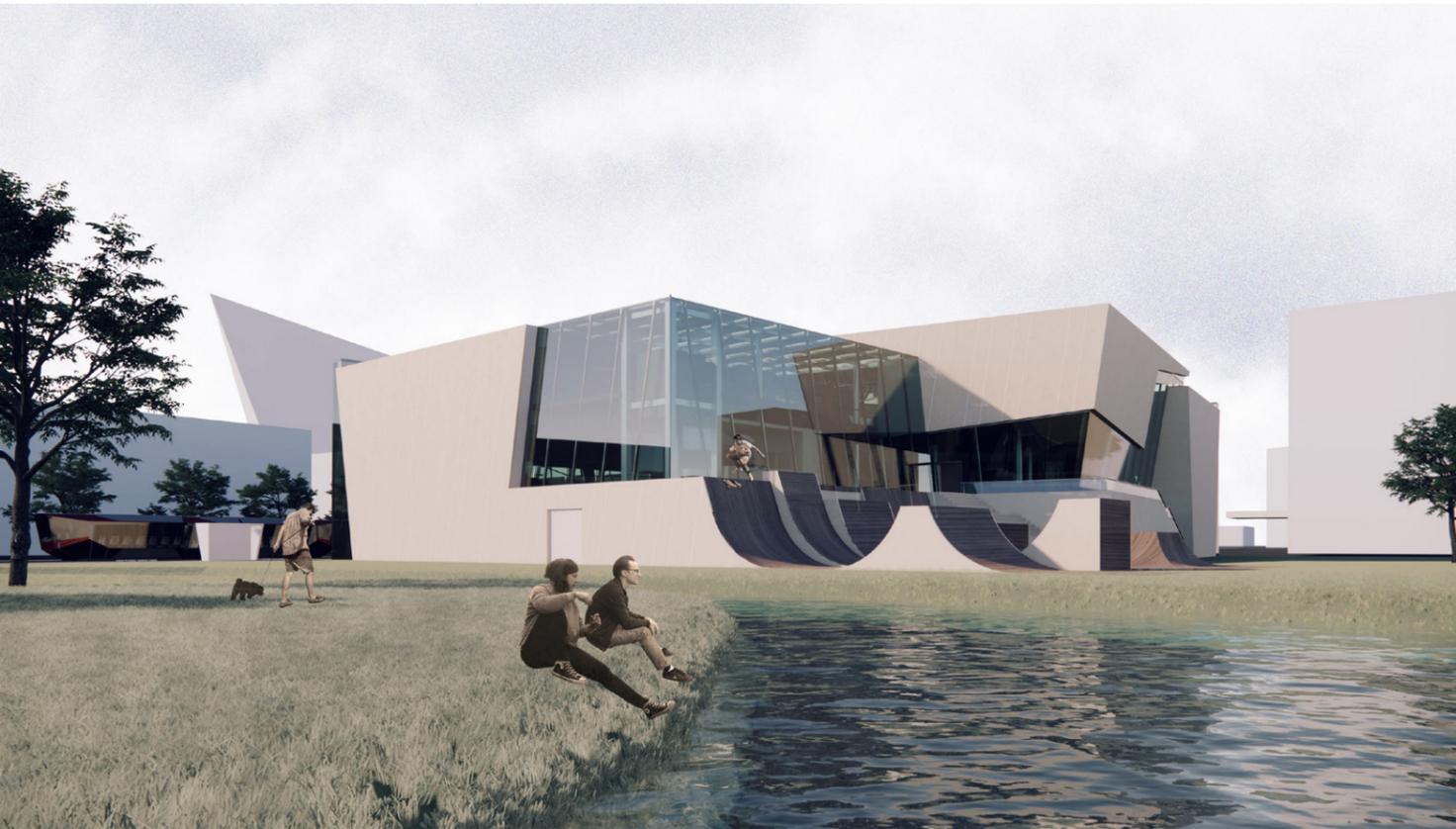












Reflection on P4

Yingda Sui

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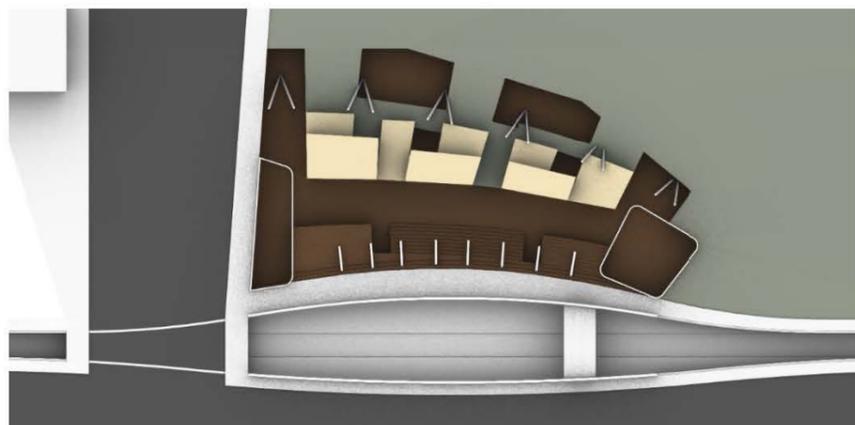
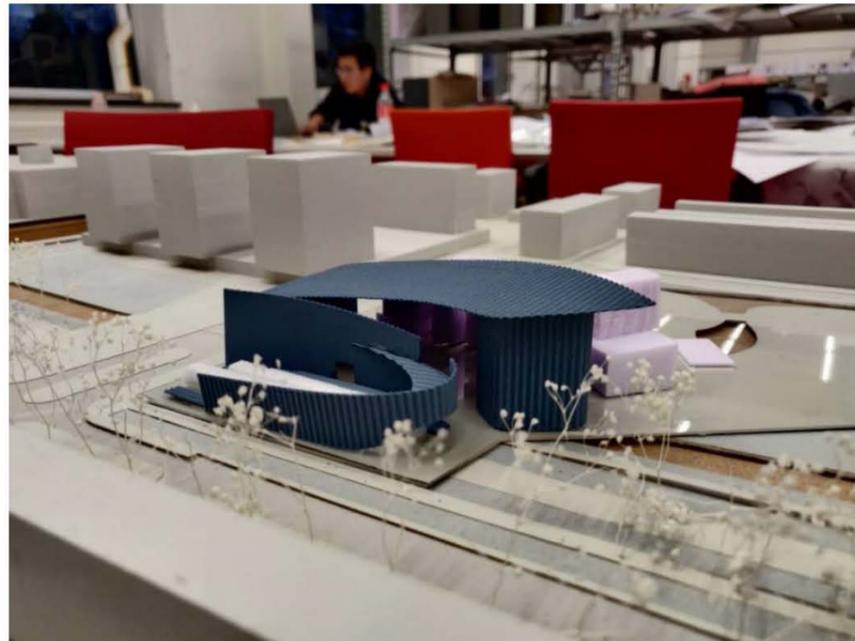
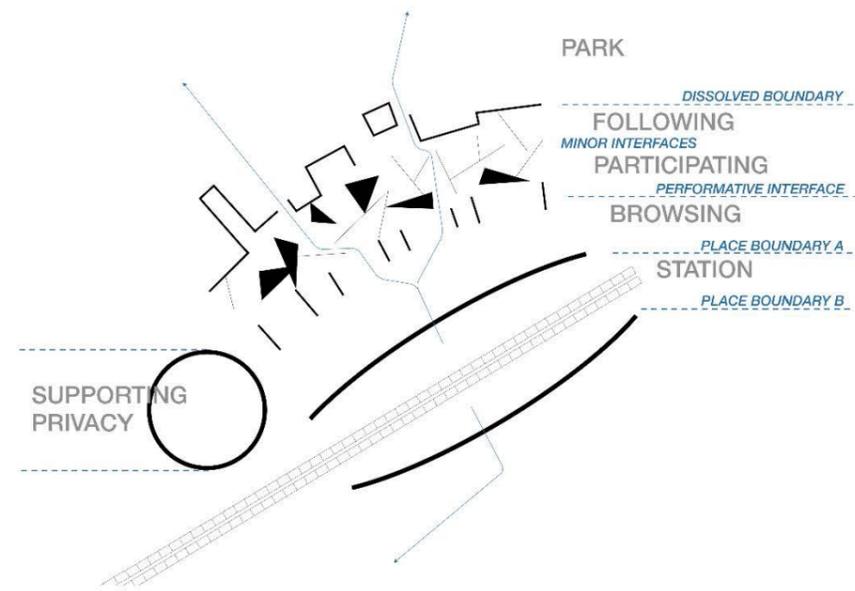
Project: The New Hague-ness, Localizing a Dispersed Community

The general approach of my graduation project *The New Hague-ness* has experienced 3 stages of evolution on designing method. While all of them were deeply based on a theoretical and contextual research.

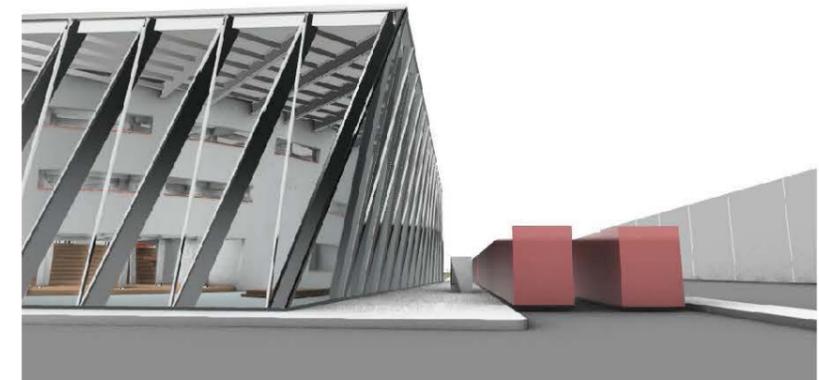
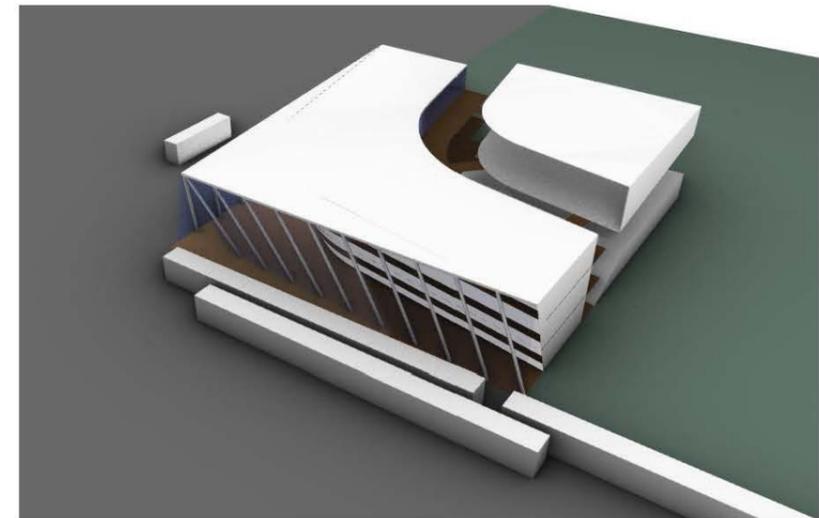
The research aimed at finding a spatial order to help people experience a 'place' on the 'placeless' post-war site. By taking 'place as assemblage' theory as a theoretical basis, 'virtual community' as an abstract machine, and 'tram station being the entrance of community' as my critical point on the context, I first achieved a set of concepts that includes 3 scales: urban, building and human. This has successfully led from my initial aim, which was to strengthen the residents' sense of place and improve social cohesion, to a spatial quality code.

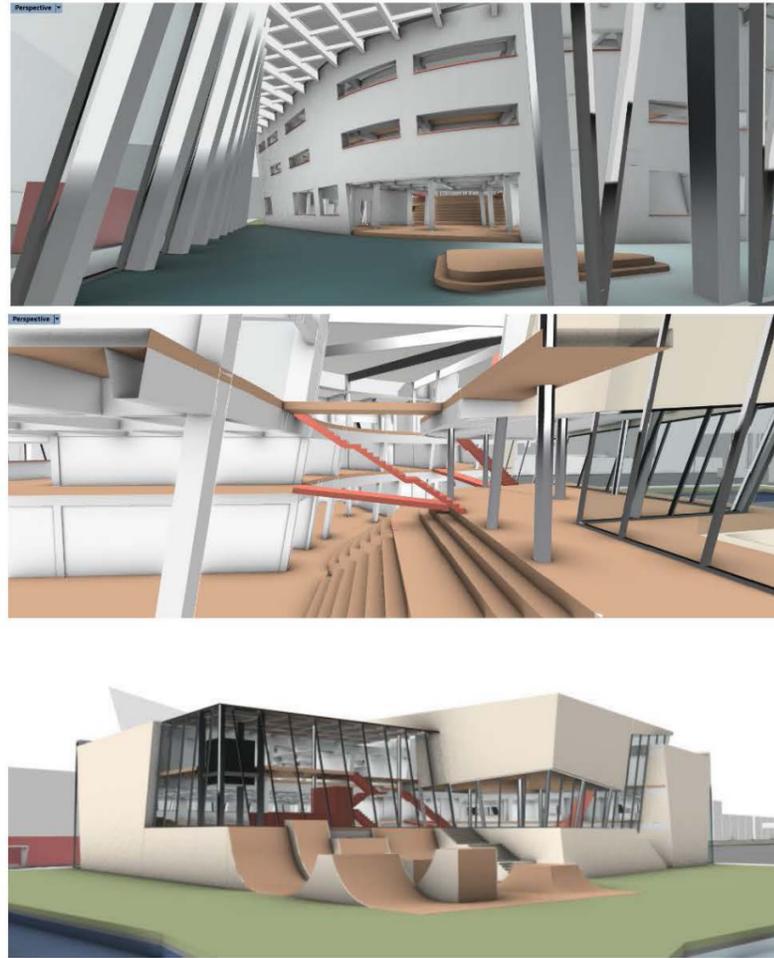


However, my first attempt transforming the concepts into a building was not successful, for that my concepts of 3 scales was translated separately into spaces: building envelope from the urban concept, interior circulation from building concept and minor spaces from human concept. The 3 parts do not have essential relationships with each other and left gaps in between. The key problem to this has been the insufficient translation of the 'building level concept', which should have been the link between the other two: 'circulation' is not a controlling enough element to conceptualize a building.



My second attempt focused on the integration of the 3 concepts. By mapping and diagram making, I finally integrate them as a 4-layered space, with 3 different interfaces in between. However, I was somehow limited by the conceptual mapping when pushing it to a working building. In 'diagrammatic building' way, I directly made building volumes out of the mapping. However, when trying to structuralize and materialize the building as well as solving practical problems, it became difficult to maintain the spatial quality. The shifting and porous blocks became rigid and uniformed when fitting a structure in. The integration of a light-rail station dragged the entrance hall to a huge scale, as well as flattened the fan shaped plan somehow. The reason behind was an over-relying on plan, a lack of structural concept in mind and an equal treatment to all the 4 layers of spaces which distracts the focus.





exploit the potentiality of architecture, we should keep the 'architecture elements' in mind. E.g. a 'partition' could be not limited to a wall or a window, it could also be a curtain, a threshold, some columns or bars, a beam above or a change of ceiling height. To avoid exceeding the capability of architecture, we should be clear about the structural typology each building elements indicates.

Third, public condenser is normally medium scaled, thus needs a cross-scale design method. Unlike dwelling building which focuses on human-scale and is easier with structure, and urban complex that cares more about its urban quality and function distribution, public condenser should link both scales. On one hand, the building as an entity brings certain urban quality. On the other hand, inside of the building, zones and areas should not be simply divided or added up, rather they should really react with each other by carefully designed interfaces and relationships.

Back to my project. The building gives an alternative spatial response to the somehow cliché 'place making' issue. It also reflects the contemporary / future form of community: virtual community, and the contemporary way people experiencing their city: metropolitan commute on rail. It suggests to exploit the possibility of new architecture that resonates with such a society of emergence and fluidity.

To solve those problems all at once while keeping the distinctive spatial quality, a third building mass was made. In this stage, I thought a bit more on the section than on the plan. I shifted the order of my special layering and made it work in 3D. Structure, material, openness and closeness were pre-considered when making this building mass. This version finally guided to a functionally and structurally workable building, which keeps the whole concept and especially enhanced on the 'browsing space and following space'.

The 3-stage evolution marks my exploration of the design approach of a public condenser. There are several guidelines concluded.

First, to exploit the potential of an abstract concept, the question 'what it possibly means spatially' should be asked repeatedly. This means not to generalize, blur, or weaken the concept when translating it spatially. With such a core concept, more than one spatial answer should be tried in the early stage.

Second, the transformation of an abstract concept into a solid building volume should be assisted with a clear consciousness of architecture's potentiality and capability. To