Threshold: the Temporary Act in creating New spaces
Consensus I:  A critical observation and understanding of everyday spatial practice
Research interests & focuses
Hidden disciplines govern the way of people practicing space

People reappropriate the space organized by techniques of Socio-cultural production.
Definition & Theoretical frameworks
**Threshold** | A 3-Dimensional physical or psychological space which created by the actions of body or a group of people

Other Academic Realm:

A demarcation of an Entrance

A starting point which trigger a new things or a new experience
Research questions:

How people establish their thresholds?
What are the spatial tactics used in order to create the thresholds? &
What are the spatial consequences in the existing environments due to the creation of thresholds?
Theoretical framework I: Perception of space

by Sarah Wigglesworth

by Michel de Certeau

by Bernard Tschumi

Theoretical framework II: Research methods

by Bruno Latour

by Guy Debord
Research findings & mappings
Consensus II:  The route I took decides what I am going to observe

AND

what I observe also driving the direction where to go
**Site:** Bridge (Edge)

**Spatial Tactic: Engage**

The engagement of spaces by creating different thresholds (temporary acts) along the Bridge: swinging of the fishing rods by fishermen, spaces occupied and transformed by fishermen and street vendors causing the alternation of the Edge conditions of the Bridge

**Time:** 0700 - 2000

**People Involved:** Fishermen, Street vendors, Pedestrian

**Description:**

In the early morning, several fishermen arrived and occupied some spaces along the bridge. They created their spaces by arranging their fishing rods, tools, plastic buckets and wooden chairs. A moment later, more and more fishermen came together and occupied different spaces along the bridge for fishing. A portion of the walkway are occupied by the fishermen, the function of the space is transformed and also the spatial territory. In the afternoon, several street vendors occupied some balustrades and hanging their goods on it which attract some fishermen and pedestrian to stop and stay temporary. The fishing act of the fishermen and the products and goods of the street vendors causing pedestrians to stop temporary or even alternating their circulation paths. In the night time, more and more fishermen and street vendors come and stay, the movement of the fishing rods and the location of the street vendors causing the change in the moving patterns of the pedestrian. Thresholds were created at the moment when they swung out and swung back their fishing rods to the oceans. The two spaces, bridge and ocean, are engaged together which caused the alternation of the Edge conditions of the Bridge. Also, the thresholds created by the fishermen and street vendors changing and shaping the movement patterns of the walkers.
Site: Pedestrian (Margin)
Spatial Tactic: Transgression

Site: Street
Spatial Tactic: Differentiation

Site: Back Alley
Spatial Tactic: Obstruction

Site: Plaza (Void)
Spatial Tactic: Order and re-order

Site: Aqueduct
Spatial Tactic: Multiple
Translation of 2D mappings to 2.5D drawings & flat models

Exploring spatial possibilities, qualities and architectural forms
Exercise: Study of vdl House, Richard Neutra
Study of the house:
- Spatial elements of the house creating different spatial experiences
- The way in drawing axonometric
Translation of 2D mappings to 2.5D drawings

Exploring spatial possibilities, qualities and architectural forms
2.5D Drawings Interpretation - Projections, Extrusion & Rotation projections

Site: *Bridge (Edge)*
Spatial Tactic: *Engage*
Spatial exploration: *Plane Projection*

*Edge Perspectives*

*Movements Perspectives*
Site: Pedestrian (Margin)
Spatial Tactic: Transgression
Spatial exploration: Corner Condition

Site: Street (Zone)
Spatial Tactic: Differentiation
Spatial exploration: Boundary Sub-divisoin
Site: Back Alley (Interface)
Spatial Tactic: Obstruction
Spatial exploration: Surface Extrusion

Site: Plaza (Field)
Spatial Tactic: Order & re-order
Spatial exploration: Grid Orientation
Site: Aqueduct
Spatial Tactic: Multiple
Spatial exploration: Multiple
Site: **Bridge (Edge)**  
Spatial Tactic: **Engage**  
Spatial exploration: **Plane Projection**

Site: **Pedestrian (Margin)**  
Spatial Tactic: **Transgression**  
Spatial exploration: **Corner Condition**

Site: **Street (Zone)**  
Spatial Tactic: **Differentiation**  
Spatial exploration: **Boundary Sub-division**

Site: **Back Alley (Interface)**  
Spatial Tactic: **Obstruction**  
Spatial exploration: **Surface Extrusion**

Site: **Plaza (Field)**  
Spatial Tactic: **Order & re-order**  
Spatial exploration: **Grid Orientation**

Site: **Aqueduct**  
Spatial Tactic: **Multiple**  
Spatial exploration: **Multiple**
Conclusion

1. Alternative way in producing space

2. Depict the autonomy of body acts in spaces

3. Disrupt the existing spatial order (boundaries & elements), by alternation, activating and integration

4. Suggest a dynamic & unstable spatial condition
Spatial Exploration of Flat Models
**Intention & Process**

**Process**

**Site:** Bridge (Edge)
Spatial Tactic: Engage
Spatial exploration: Cantilever & Floating space

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**Site:** Plaza (Field)
Spatial Tactic: Order & re-order
Spatial exploration: Linear Rhythmic Over-hang space

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**Site:** Back Alley (Interface)
Spatial Tactic: Obstruction
Spatial exploration: Punched & Plateaux space

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**Site:** Street (Zone)
Spatial Tactic: Differentiation
Spatial exploration: Interweaving & Undulating space

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**Site:** Pedestrian (Margin)
Spatial Tactic: Transgression
Spatial exploration: Oblique & Tilted space

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**Final**
Methodology
Conclusion

Cantilever & Floating Space

Oblique & Tilted Space

Interweaving & Undulation Space

Punched & Plateaux Space
**Conclusion**

- Development of 4 Spatial Strategies
- Spatial quality suggested in the Flat Model - Spatial Simultaneity & Ambiguity
- suggest Different Degree of Threshold conditions

<table>
<thead>
<tr>
<th>Cantilever &amp; Floating Space</th>
<th>Oblique &amp; Tilted Space</th>
<th>Interweaving &amp; Undulation Space</th>
<th>Punched &amp; Plateaux Space</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ambiguous between Continuity &amp; Dis-continuity / Desire to Dislocate / Avoid Subjugation to specific territories</td>
<td>Spatial instability / Directional / Spatial Dis-continuity</td>
<td>suggest Movement / Works of multi-layers (Levels) / Spatial Communication (Connection)</td>
<td>Static / Privacy / Capsulate / Suggest Level Difference</td>
</tr>
</tbody>
</table>
Design Intention & Questions:

1. Creation and develop one Spatial Language from the 2.5D Mapping and Flat models

2. How to apply the Spatial Language developed in order to create Architectural Spaces

3. How to achieve the experience of Spatial Simultaneity and Ambiguity by applying the Spatial Language.

4. Creation of “Uncertain” spaces and spatial elements to trigger people to create their Thresholds.
Introduction of Program & Site selection
Conclusion:  
Collective zone: 270 m² (Reception 30 m² + Collective area 240 m²)  
Total Area: ~1200 m²  
Administrative spaces: 130 m²  
Clinical space: 200 m²  
Functional spaces: 280 m²  
Patient private spaces: 350 m²
**Spatial Characteristics:**

<table>
<thead>
<tr>
<th>Space Type</th>
<th>Characteristics</th>
</tr>
</thead>
<tbody>
<tr>
<td>Colective Zone</td>
<td>Public / Sense of Entrance</td>
</tr>
<tr>
<td>Patient Private space</td>
<td>Private / Enclosed / Stability vs. Instability / In-Out condition / Void / Translucent / Supportive sharing spaces</td>
</tr>
<tr>
<td>Administrative space</td>
<td>Segregation / Confined zone / certain Privacy / Visually connected with other spaces / Superior Spatial conditions</td>
</tr>
<tr>
<td>Clinical space</td>
<td>Private / Secure Sensation / Enclosed / Directional / Possible to connect Outdoor (Visually or Spiritually)</td>
</tr>
<tr>
<td>Functional space</td>
<td>Open / Public nature / Potential for people to explore &amp; transgress / Connection with Outdoor / Inter-relations among spaces / exploration of In-Out conditions / exploration of Boundaries conditions</td>
</tr>
</tbody>
</table>
Top-down & Bottom up
**Bottom up**

**Spatial Organization**
**Spatial Characteristics:**

- Clinical space
  - Private
  - Secure Sensation
  - Enclosed
  - Directional
  - Possible to connect Outdoor (Visually or Spiritually)

**Spatial Strategies developed in Flat Models:**

- Cantilever & Floating Space
  - Ambiguous between Continuity & Dis-continuity
  - Desire to Dislocate
  - Avoid Subjugation to specific territories

- Oblique & Tilted Space
  - Spatial Instability
  - Directional
  - Spatial Dis-continuity

- Interweaving & Undulation Space
  - Suggest Movement
  - Works of multi-layers (Levels)
  - Spatial Communication (Connection)

- Punched & Plateaux Space
  - Static
  - Privacy
  - Capsulate
  - Suggest Level Difference
Design - Spatial Quality

*Trigger the creation of Threshold*  
*Free interpretation of spaces - Autonomous of Body act in spaces*

*Spatial Simultaneity & Ambiguity*  
*Experience several spaces in 1 space - Multiple spatial Experience*
Design - Spatial Quality

1. - Horizontal & Vertical Elements

2. - Level Difference

3. - Concept of Threshold & transition of spaces

4. - Folding Planes

5. - Extension

6. - Ramp vs. Platform vs. Stairs
Conclusion

Trigger the creation of Threshold

Spatial Simultaneity & Ambiguity

Autonomous of Body act in spaces