My graduation project is not goal oriented from the beginning, but constantly thematic exploration. It is progressively oriented by a series of small goals set only after the previous one is answered.

During research phase, observing the ruined space, through which I developed an interest of architecture being dissected- architectural anatomy. I found out that architecture being dissected is not negative, requiring solution, but an existing spatial phenomenon with potentials, often poetic and rich in original spatial conditions, arousing exploration. The goal of this phase is getting spatial understanding of architecture being cut. The outcome of this phase is a series of 2.5D models translated from collages.

During the translation from 2.5D to 3D model, I notice there is a potential in some model to be seems as exclusively as architectural element such as structural, façade and floors. So the goals of these phase then becomes to develop self-standing architectural element systems according to 2.5D model with the thematic relationship with “cut” revealed in each of them from one proto space. Four 3D models as solid& void, structure, façade and floor system is developed using different way of “cut”.

The goal becomes to explore the methodology of combining four systems to one building. Instead of literally superimposing all systems, I consider the combination as spatial assemblage and deconstructively separate and superimpose them, to create very interesting spatial quality at the edge of detachment and merging while keep the relatively independency of each system.