



無界

無界 - 沉浸式光影美術館

UNBOUNDED - LIGHT AND SHADOW ART MUSEUM

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01 設計緣起

緣起

由於在台灣玻璃工藝這一塊產業已經漸漸沒落，
不管是市場接受度又或者是缺少技術傳承的下一代。



希望能延續這項產業的美好發展，
結合地方產業文化，使玻璃工藝以不同的面貌，
在市場上展露鋒芒。

展望



計畫

以建立光影美術館更讓這項產業增加能見度，
結合新媒體技術，
使用大量玻璃和光影結合產生化學效應，
帶給觀眾視覺和感受上不一樣的藝術饗宴。

效益

建立知名地標、建設，
增進社會凝聚、文化交流，
並活絡新興產業且創造就業機會。



OUNDLESS

LIGHT AND SHADOW ART MUSEUM



DESIGN NOTES

THE "OUNDLESS - LIGHT AND SHADOW MUSEUM" IS DIFFERENT FROM THE PREVIOUS WAY OF CREATING ART WITH A PAINTBRUSH AND A CARVING KNIFE, EMPHASIZING THE TWO-WAY INTERACTIVE EXPERIENCE OF NEW MEDIA ART, THUS OPENING UP THE POSSIBILITY OF ART CREATION.

IT EMPHASIZES THE TWO-WAY INTERACTIVE EXPERIENCE OF NEW MEDIA ART, THUS EXPANDING THE POSSIBILITIES OF ART CREATION. THE PROGRAM IS BASED ON VIEWING, PARTICIPATION AND LEARNING. THE CORE OF THE PROGRAM IS APPRECIATION, PARTICIPATION AND LEARNING. THROUGH THE INTERACTIVE DIALOGUES BETWEEN THE FIVE SENSES AND THE BODY, IT CREATES A TWO-WAY INTERACTIVE FUN AND BRINGS TOGETHER LIGHT AND SHADOW TO CREATE AN INTERACTIVE EXPERIENCE.

IT IS A TWO-WAY INTERACTIVE EXPERIENCE THROUGH INTERACTIVE DIALOGUES BETWEEN THE FIVE SENSES AND THE BODY, BRINGING TOGETHER THE ILLUSIONARY ART OF LIGHT AND SHADOW, AND A UNIQUE WAY OF DEMONSTRATING THE CONNECTION BETWEEN ART AND DIGITAL TECHNOLOGY, THUS REINTERPRETING ART.

THE CONCEPT AND VALUE OF ART MUSEUMS WILL BE RE-INTERPRETED THROUGH A UNIQUE WAY OF DISPLAYING THE CONNECTION WITH DIGITAL TECHNOLOGY.

DESIGN CONCEPT



ORIGINAL BUILDING



INTEGRATE



KALEIDOSCOPE ELEMENTS



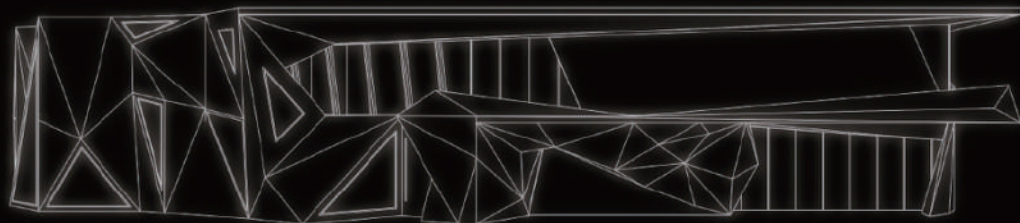
THE GAZE OF A SINGLE VIEWER IS DIRECTED TOWARD THE CENTER OF THE BUILDING



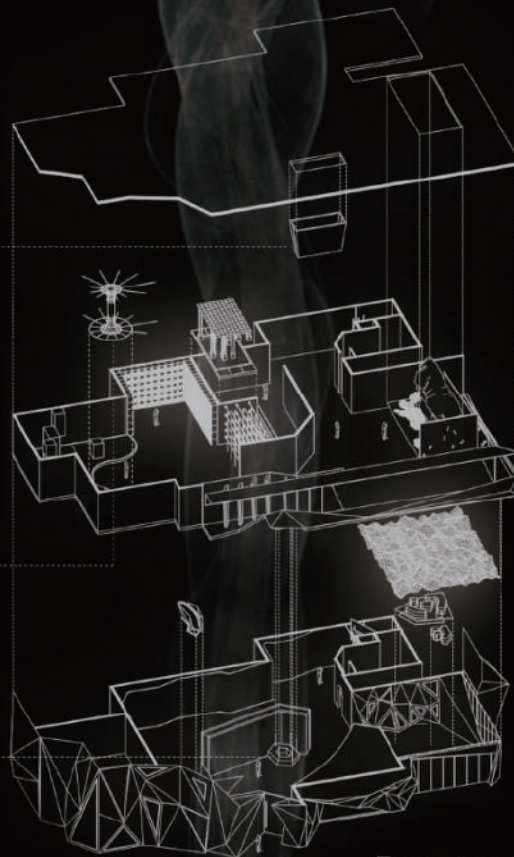
REFRACTION OF PERIPHERAL MIRRORS IN THE BUILDING SLICING IT INTO DIFFERENT PARTS



A MYRIAD OF PERSPECTIVES FOCUSED ON A COMMON POINT



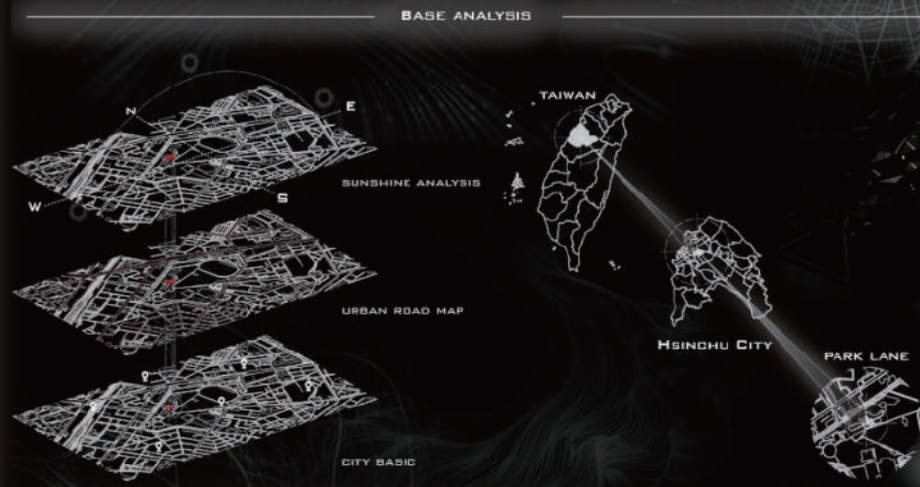
BUILDING SECTION



EXPLODED VIEW

02

設計發想 — ONE



HSINCHU CHENGHUANG TEMPLE
THE CHENGHUANG TEMPLE OF HSINCHU IS A TEMPLE LOCATED IN HSINCHU, TAIWAN. IT IS DEDICATED TO CITY GOD OR CHENG HUANG YE (鎮城爺), WHO IS BELIEVED IN CHINESE RELIGION TO PROTECT THE SOON AND HAS BEGGED BY EVERY PEOPLE RESIDING IN THE PARTICULAR CITY. COMMON PRAYERS MADE WITHIN THE TEMPLE ARE FOR BETTER LIVES, TO SEEK FOR JUSTICE AND TO AVOID FLOODS AND DROUGHT.

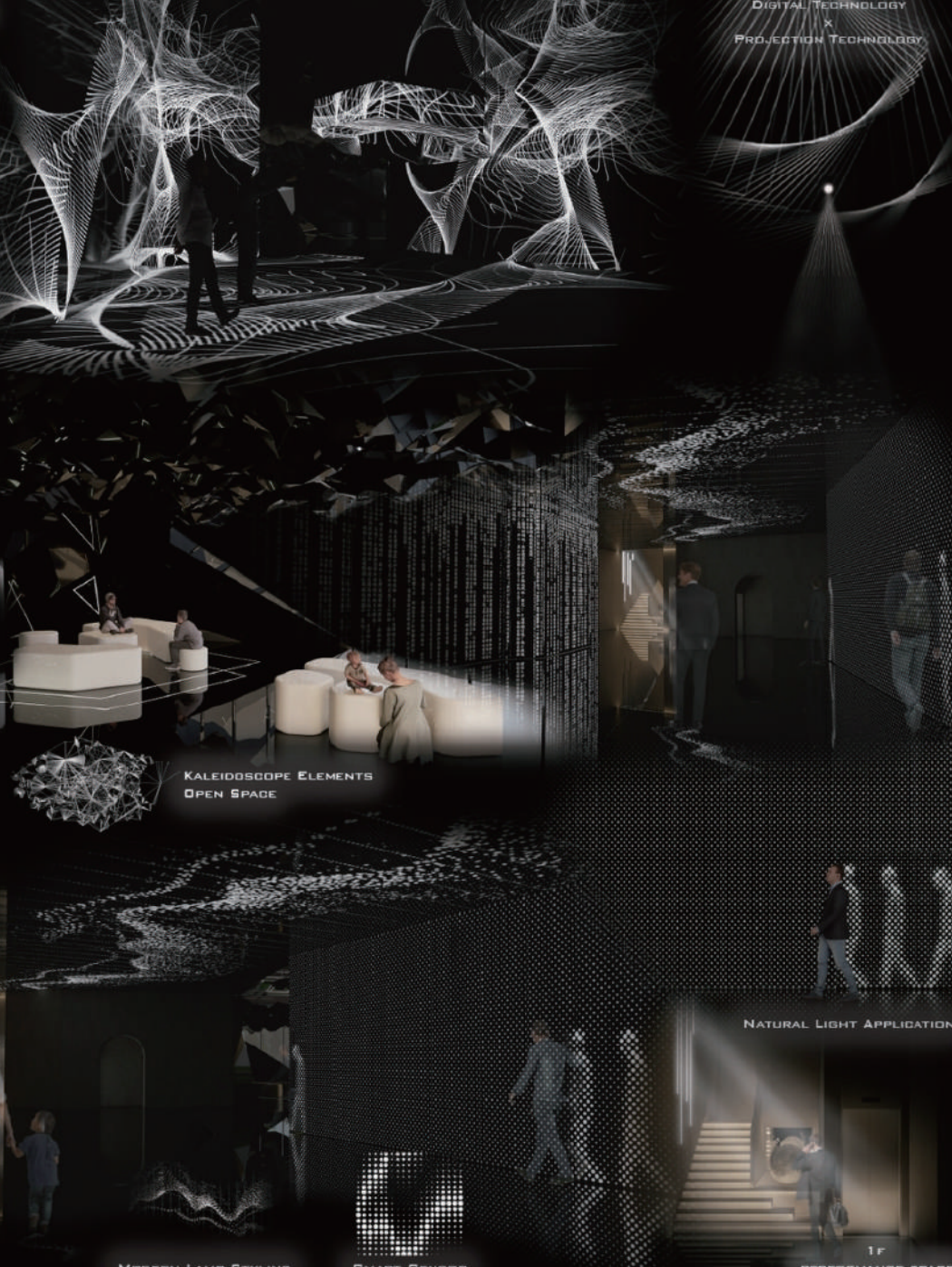
YINGXI GATE OF ZHUQIAN CITY
THE YINGXI GATE OF ZHUQIAN CITY IS THE ONLY REMAINING CITY GATE OF ZHUQIAN CITY AND IS A HISTORICAL HERITAGE SITE OF THE REPUBLIC OF CHINA.

HSINCHU RAILWAY STATION
HSINCHU IS A RAILWAY STATION IN EAST DISTRICT, HSINCHU CITY, TAIWAN SERVED BY TAIWAN RAILWAYS ADMINISTRATION. HSINCHU STATION IS A MAJOR STATION ON THE WEST COAST LINE AND THE WESTERN TERMINUS OF THE NEIWAN LINE.

HSINCHU ZOO
THE HSINCHU ZOO IS A ZOO IN EAST DISTRICT, HSINCHU CITY, TAIWAN. ESTABLISHED IN 1974, IT IS TAIWAN'S OLDEST ZOO TO CONTINUOUSLY OPERATE AT THE SAME LOCATION.

MADEAY MEMORIAL HOSPITAL
MADEAY MEMORIAL HOSPITAL, ESTABLISHED ON 26 DECEMBER 1912, IS ONE OF THE LARGEST MEDICAL CENTERS IN TAIWAN.

TAININGHUA UNIVERSITY
IT IS A PUBLIC UNIVERSITY LOCATED IN TAININGHUA PARK, HAIGUO DISTRICT, SHANGHAI, PEOPLE'S REPUBLIC OF CHINA. BUILT IN 1931, IT WAS RENAMED AFTER 'TAININGHUA GARDEN' IN THE NORTHWEST BUSINESS OF BEIJING.



02 設計發想 — TWO

MODERN LAMP STYLING

SMART SENSOR

NATURAL LIGHT APPLICATION

1F PERFORMANCE SPACE

KALEIDOSCOPE ELEMENTS OPEN SPACE

2F
PERFORMANCE SPACE

LASER SENSING DEVICE

LASER INTERACTIVE AREA

LASER INTERACTIVE AREA

ABYSS MIRROR

ECONOMIC BENEFITS

ATTRACT TOURISTS
AND INCREASE REVENUE

PROMOTE
REGIONAL TOURISM

INCREASE
PROPERTY VALUE

ENERGIZE
EMERGING INDUSTRIES

CREATE JOB
OPPORTUNITIES

INDUSTRIAL INTEGRATION

FILM AND
TELEVISION INDUSTRY

DIGITAL
TECHNOLOGY

AUDIO
INDUSTRY

DESIGN
INDUSTRY

OPERATIONS
MANAGEMENT

EXHIBITION
PLANNING

LIGHTING
TECHNOLOGY

02

設計發想 — THREE

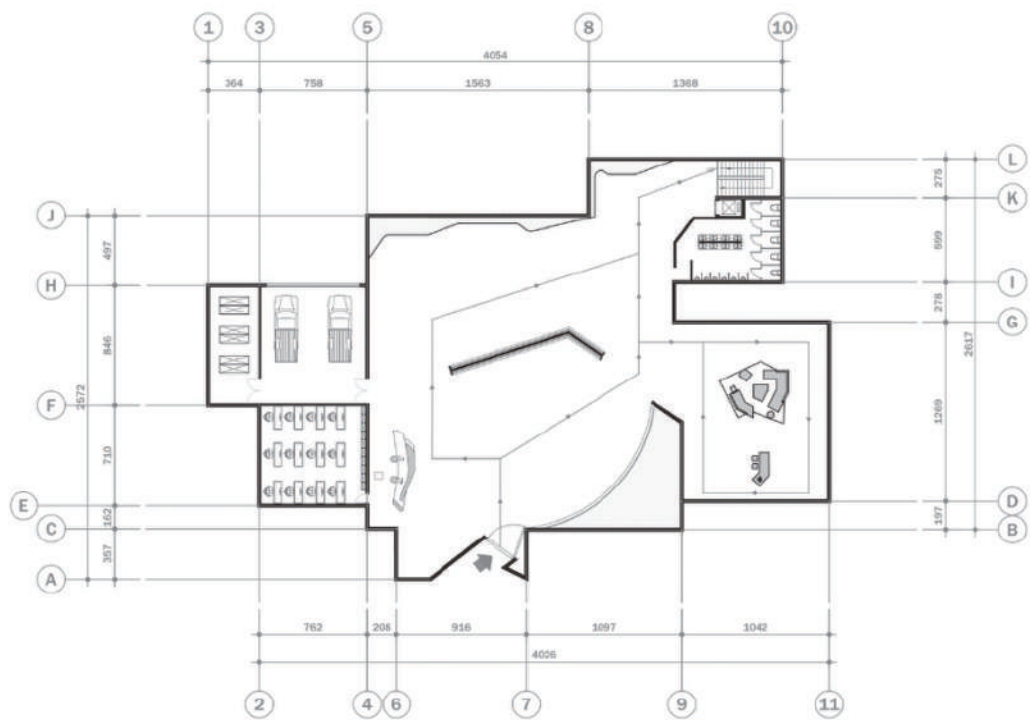
LIGHT AND SHADOW MEMORY

NATURAL LIGHT APPLICATION

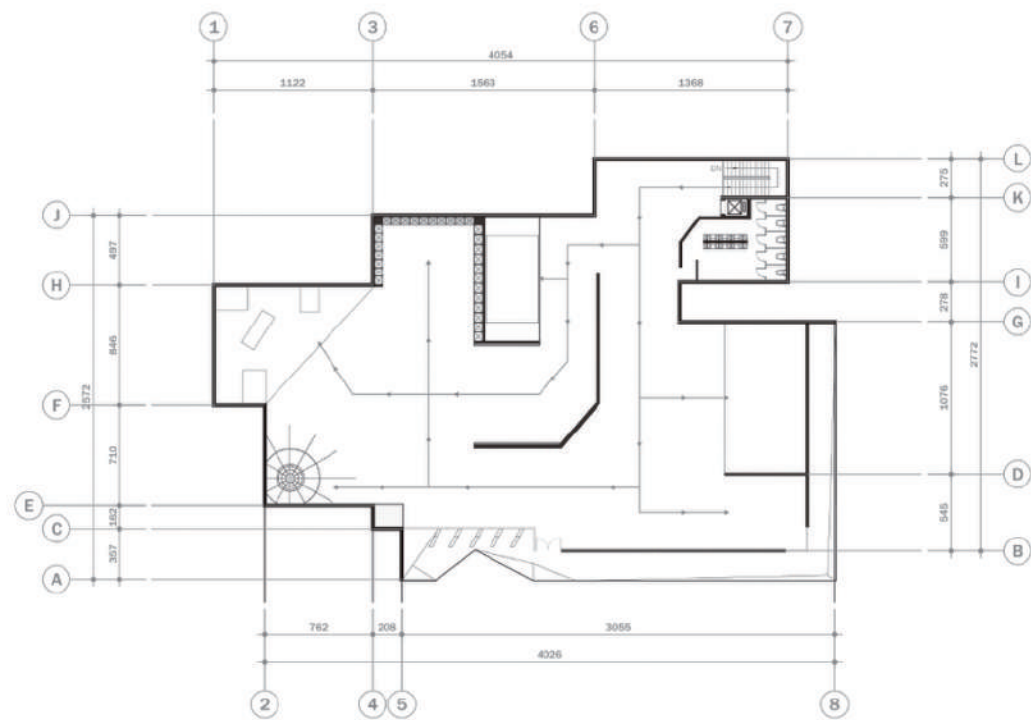
DIGITAL TECHNOLOGY
COMBINED WITH WATER REFLECTION

LIGHT TREE

03 設計呈現 - 平面配置圖



壹層-平面配置圖

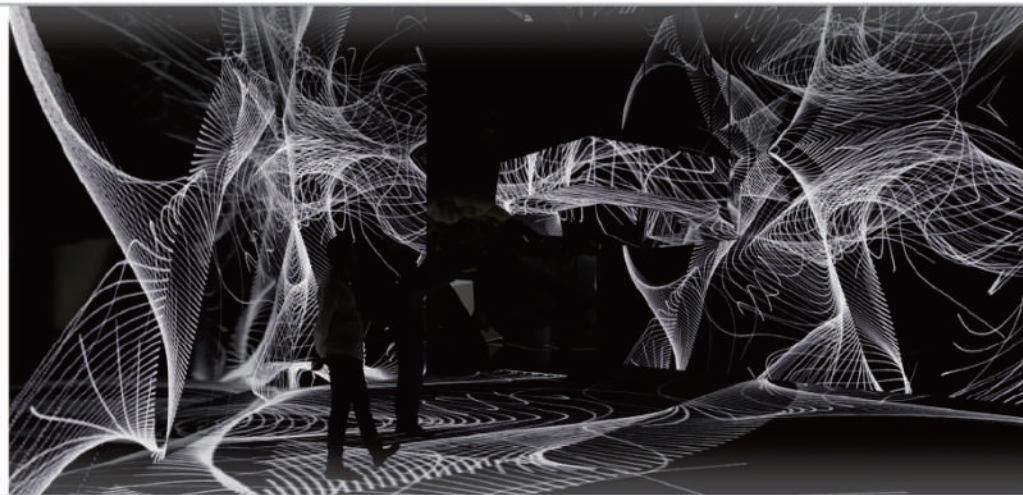


貳層-平面配置圖



無限空間

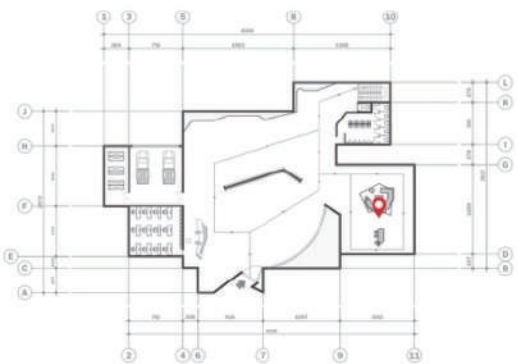
展區組成使用高階LED螢幕搭配投影以及音響設備，同時結合了包絡線動畫設計，使展場達到視覺不斷延伸之氛圍，搭配著輕柔的音樂，讓觀眾沉靜在場域當中。



幻影

展區由現代燈具及LED螢幕組成，結合了光學感知軟體，場域中的燈光能夠與現場的觀眾互動，天花板則是使用星空頂的設計，除了能夠營造大氣、科氣感的氛圍，還可以引導觀眾理解展場動線。





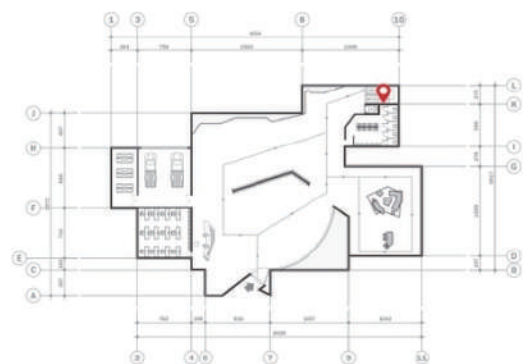
休憩區

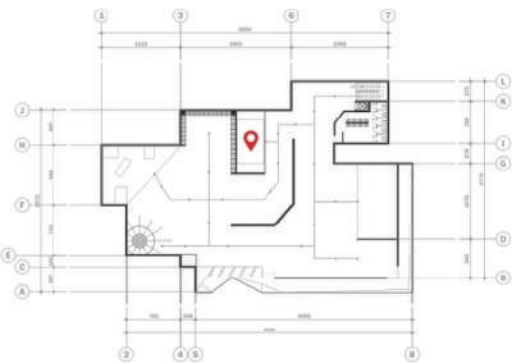
休憩區設計同外觀的萬花筒元素應用，與建築外觀的造型達到呼應的效果，建築外觀的菱角造型一路延伸至室內當中，同時搭配線型燈具，將幾何輪廓勾勒表現。



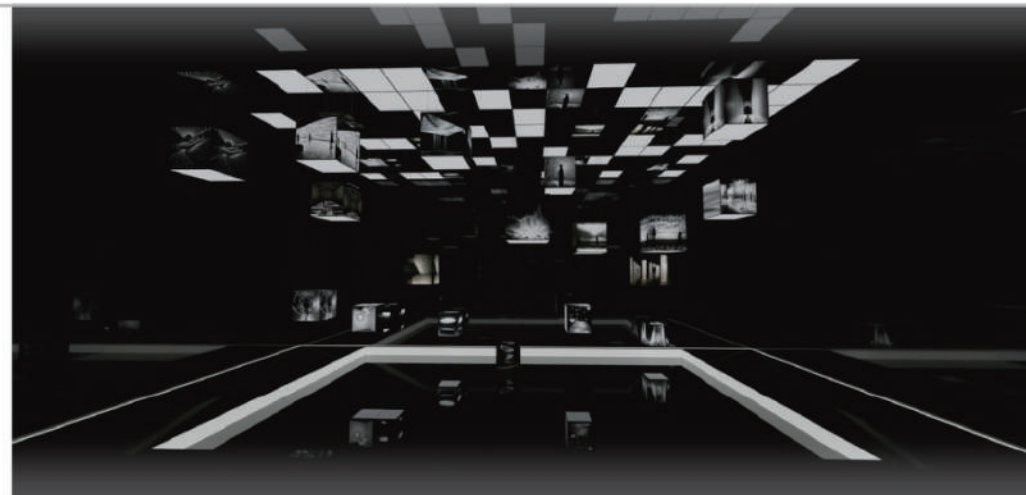
1F樓梯

展場必經之路，走到二樓展區前，可以看到樓梯間左側牆面開了一些長條型孔洞，樓梯間還擺設了一顆月球燈具。造型除了能讓觀眾感受日照變化之外，還能透過自然光源，傳達出日照之指向性，令觀眾透過日光、月球燈、星空頂的引導，至二樓展區參觀。

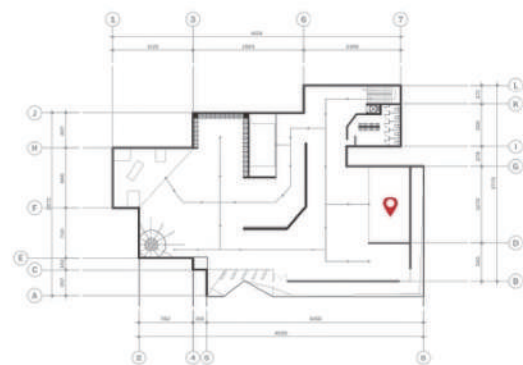


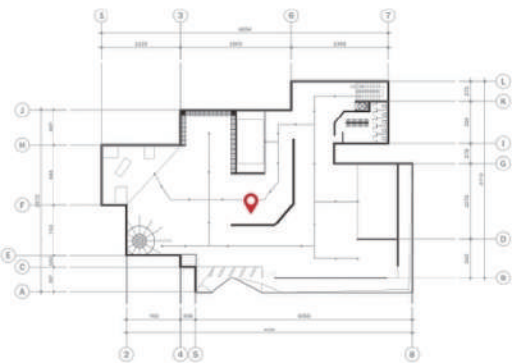


光影記憶
運用現代燈具光膜、燈箱，
加深觀眾對臺灣玻璃工藝歷史作品的印象。



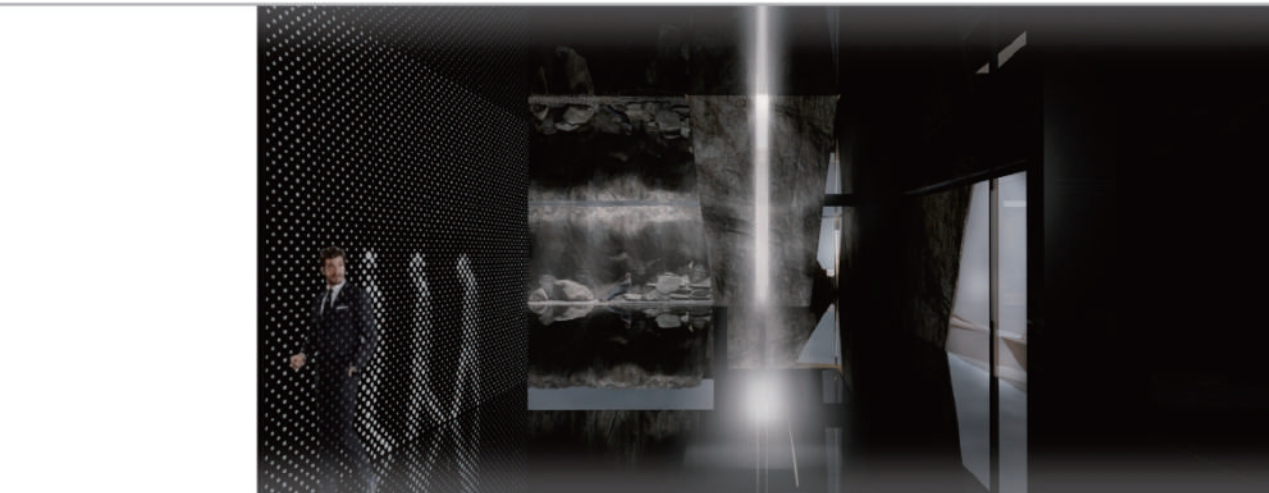
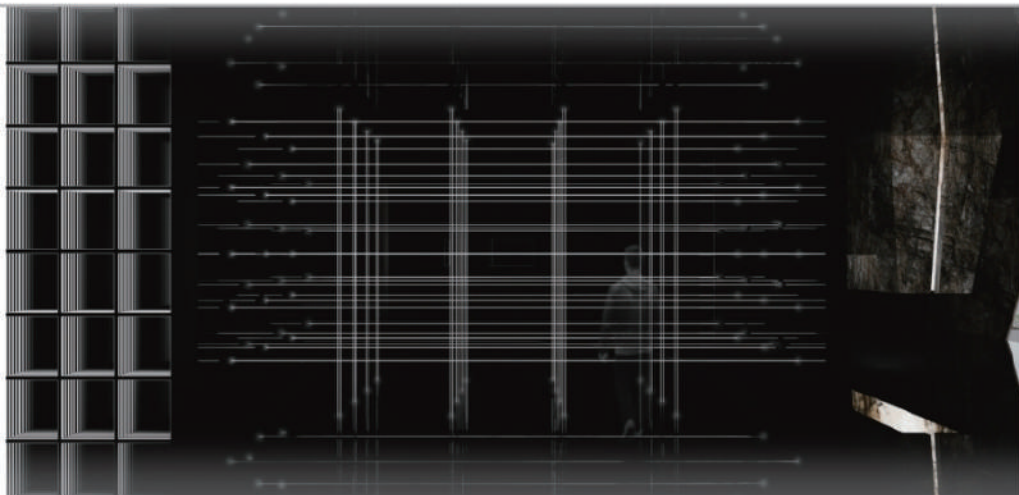
日光印象
仿自然質地場域，以最真實的日光展現光影，
透過岩石質地展露光影奧妙，是最原始的自然美感。





困境

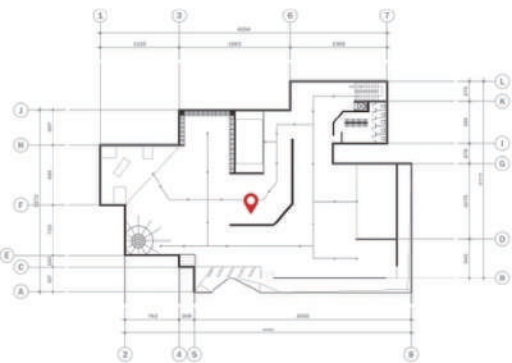
360度雷射感應裝置環繞，使激光形成網狀，若觀眾決定突破前方障礙，激光將會解除。



曙光

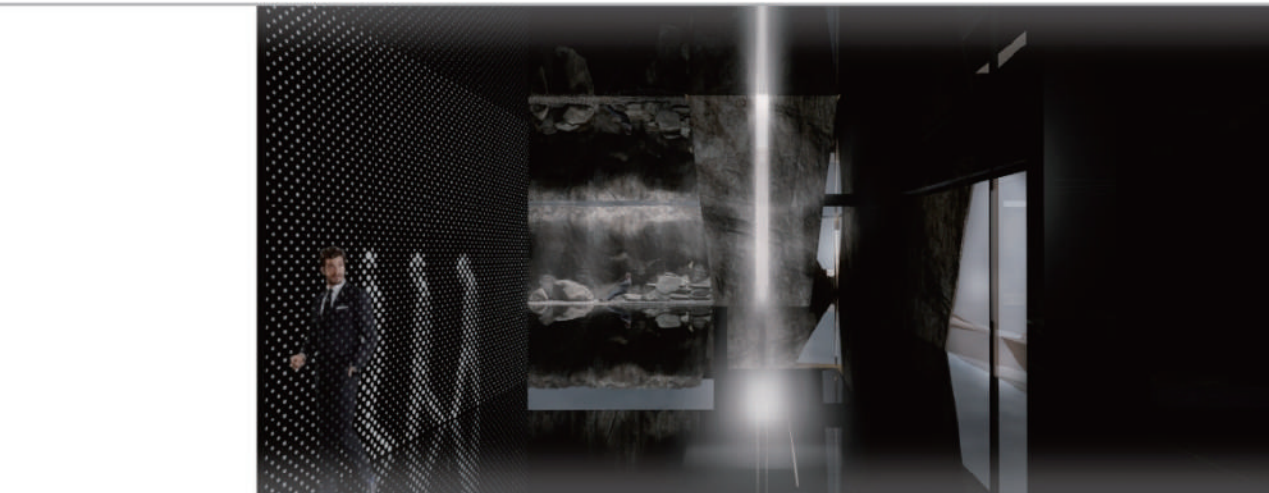
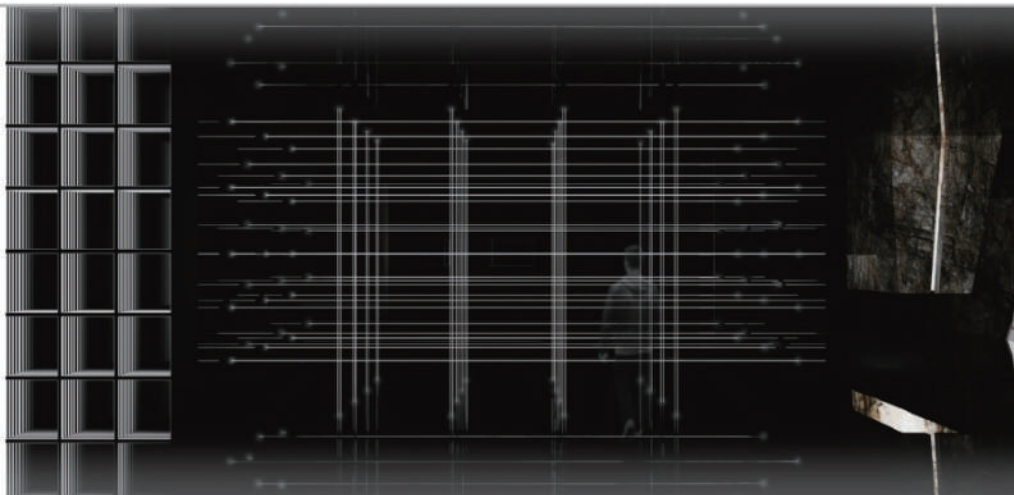
利用特殊造型引入光線，在日光照射下，透露出一絲絲的線形日光，彷彿黑暗中的黎明。





困境

360度雷射感應裝置環繞，使激光形成網狀，若觀眾決定突破前方障礙，激光將會解除。



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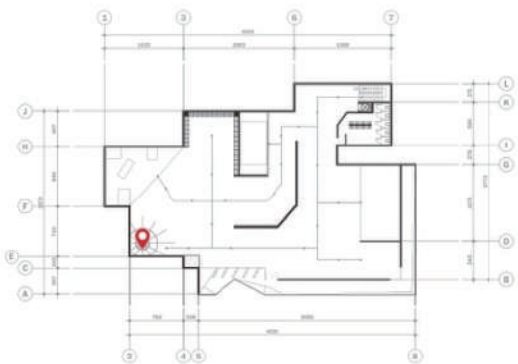
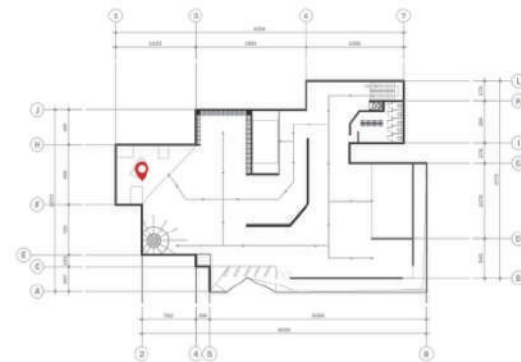
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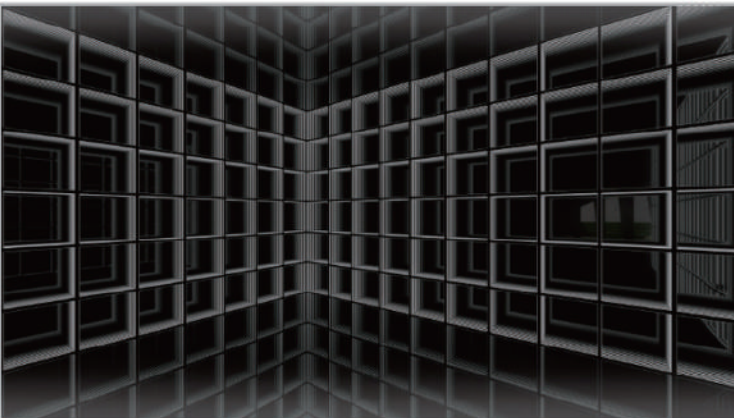
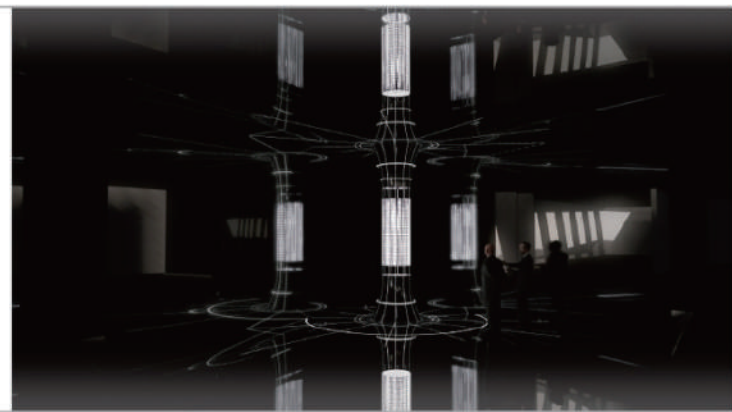
光紋

透過矩形量體LED，接錯擺設，
播放螺紋視覺動畫，搭配LED放映的水池動畫，
使視覺聽覺同時感受藝術饗宴。



科技之樹

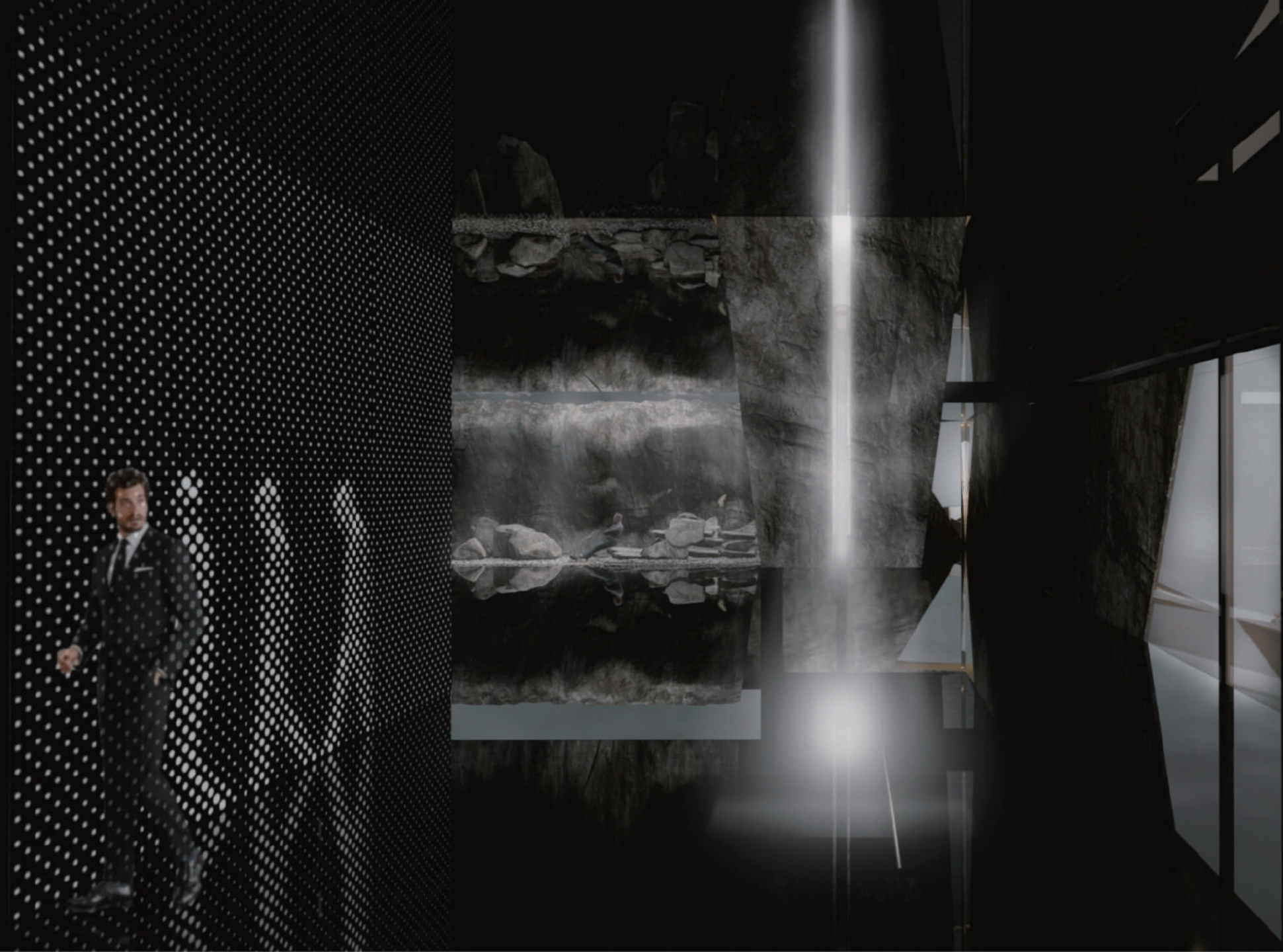
造型以樹木做為發想，由現行燈帶作為樹枝，
樹幹中心由可曲折LED作為核心，結合特殊動畫，
將這棵樹帶入生命感，同時透過天地的映射，
視覺上營造出無限延伸氛圍。



深淵鏡

使用鋼化玻璃面板、鏡面和燈帶，
構成的一種創意發光體，
視覺上有種無限延伸的感覺





THE END
謝謝評審老師



動 畫