

# Escape from the City

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## CONCEPT:

Linsen N. road, a fantasy area of nightlife in Taipei, has all the pubs, beer houses, hotels, and motels. Living in a flourishing but crowded city such as Taipei, people tend to look for their liberation at night, for release from the pressure of a whole day's work and the pressures of the real world. This design looked to establish several escape scenes from the nightlife of Taipei.

Following, the space will be described through the use of a time map:

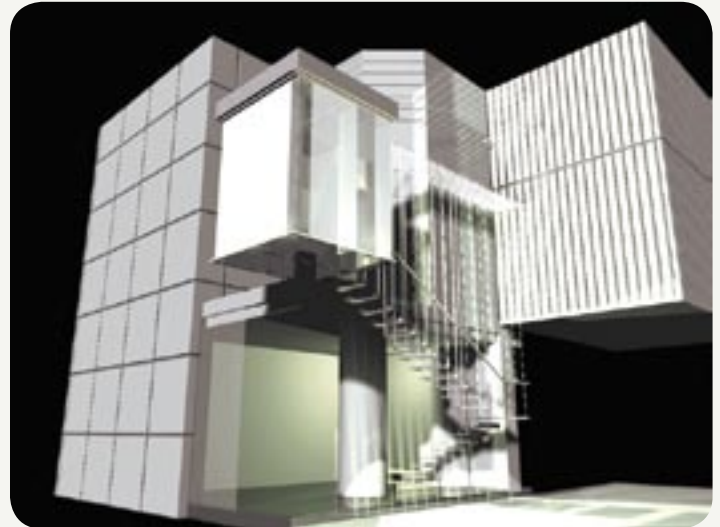


Figure 3.2

23:30 PM:

The high view deck (Figure 3.2): We suspended a plate form in one of Linsen N. road's buildings, took away the ground level so it can look down at the entire nightlife playground. This work emphasizes the use of glass and light to exhibit a light volume. Lights will reflect, shine, or disappear through the glass stairway to make a suspending surreal sensation.



Figure 3.3

24:00 PM:

The food stand (Figure 3.3): Have some food before you go to a party. These stands, scattered between pubs inside alleys, emphasize the use of lumber, sand, and time, using the food stand as the clock of the virtual realm. A reminder of the flow of time while at play.

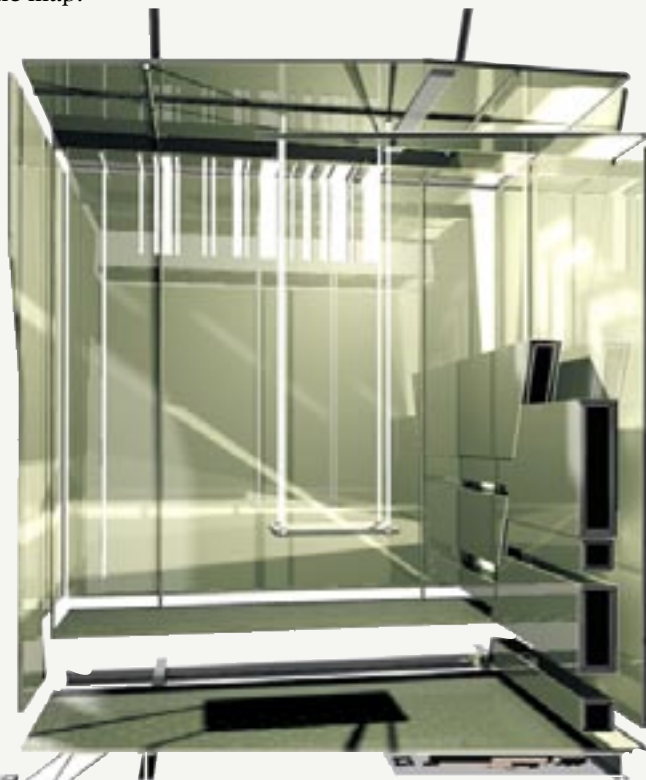


Figure 3.1

23:00 PM:

The metal box (Figure 3.1): At the closing time of a shopping mall, open the window and walk toward the balcony, walk into the metal box to condense. I used stainless steel (material) and sounds (immaterial) for the metal box. The metal and sound agitate each other, let the metal echo the sound of the surroundings, enlarges all the noises and the quietness.



Figure 3.4

00:30 AM:

The wine shop (Figure 3.4): Emphasize the use of fabric and smell. Pick up a bottle of wine and drink it at the corner—an unstable shacking sensation created by a fabric-surrounded space, just like the feeling of being slightly drunk. It will give you a feeling like whiskey with ice in the space.

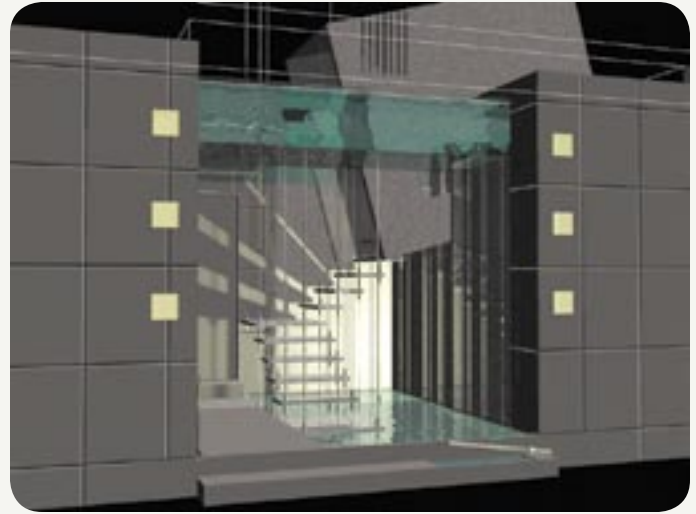


Figure 3.5

01:00 AM:

The pub (Figure 3.5): Emphasizes the use of stones and water. This is a rest area for drunk people. It is surrounded by water next to the hallway and implies a calm feeling.



Figure 3.6

03:30 AM:

The hotel (Figure 3.6): Emphasize the use of glass and steam. Use the frosted glass and water to adjust the room temperature to create the fog on the glass. This indistinct feeling blurs the edge between private and public spaces. The rhythmic timing made a rest out of this space.

#### EXPERIENCES FROM THE DESIGN STUDIO:

This design studio is attempting to operate the design tools differently from the other training I had in other design studios before. Usually, we treat the 3D model as the last stage of the design; however, in this studio, we do the design in 3D space at the very beginning of the design process. This helped me to break through the old manner of 2D thinking, starting in the 3D space with ease. It is also great that, whenever there is a conceptual design, it can be traced out right the way, increasing the opportunity of finding the problem and fixing it. Also, because of the high visibility, it makes the design process just like sculpting. It increases the opportunity to discuss the fine details and interior atmosphere during the design process.