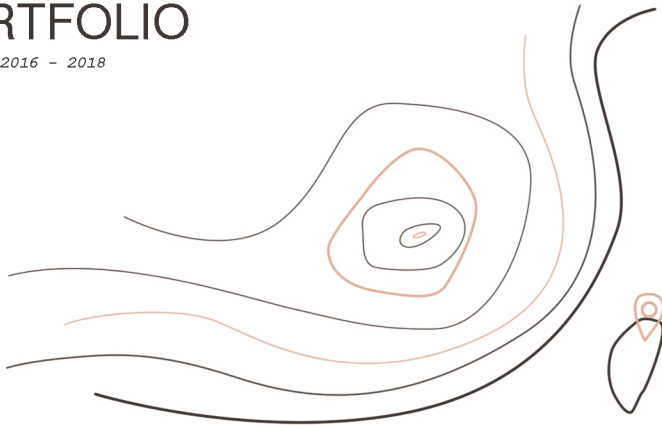


PORTFOLIO

2016 - 2018



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New Taipei City 241, Taiwan (R.O.C.)

EDUCATION

Bachelor of Architecture
Ming Chuan University
(2018)

MFA, Interior Design
Pratt Institute, NY
(2019~)

JOB HISTORY

Internship in K+Spacing
(2015)

Internshop in Sensesite Studio
(2018~2019)

Design Assistant in Joyelle Interior Design Studio, NY
(2020)

HONORS

Second Place of The First Architecture Design Studio of Ming Chuan University and Hunan University

EXTRA-CURRICULAR ACTIVITY

Exchange Student at Chongqing University
(2015)

Ming Chuan University Student Association of Department of Architecture Vice Knowledge Manager
(2016)

Learning Away From Home Program to Sri Lanka
(2016)

The First Architecture Design Studio of Ming Chuan University and Hunan University
(2016)

Learning Away From Home Program to India
(2016)

Sha Yang Ye Robot Wonderland wall design
(2017)

Ming chuan University Graduating Class Association of Department of Architecture Critique and Exhibition Planning and Execution Manager
(2017~2018)

SKILLS

SOFT WARE

AutoCAD
SketchUp
Rhino
Revit Architecture
Enscape
Lumion
V-Ray
Adobe Photoshop
Adobe Illustrator
Adobe Indesign
Adobe Premiere
Microsoft Office

HANDS-ON

Model Making
Hand Drawing
Drafting
Photography
Woodworking

LANGUAGE

Chinese-Native
English-Flucent

INTEREST

Travel
Hand Craft
Graphic Design and Styling
Drawing
Photography

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學歷

銘傳大學 建築系 學士畢業
(2018)

紐約 Pratt Institute 室內設計 碩士在學中
(2019~)

工作經歷

金禹岑空間設計 實習設計助理
(2015)

森岫設計 實習設計助理
(2018~2019)

紐約 Joyelle 室內設計工作室 設計助理
(2020)

得獎經歷

第一屆銘傳大學聯合湖南大學建築設計工作營
第二名

其他經歷

重慶大學交換學生
(2015)

銘傳大學建築系學會 學術組長
(2016)

銘傳大學建築系 斯里蘭卡移地教學
(2016)

第一屆銘傳大學聯合湖南大學建築設計工作營
(2016)

銘傳大學建築系 印度移地教學
(2016)

祥儀機器人夢工廠 特色牆設計與施做
(2017)

銘傳大學建築系 第15屆畢業設計委員會
展覽策畫組組長
(2017~2018)

技能

軟體

AutoCAD
SketchUp
Rhino
Revit Architecture
Enscape
Lumion
V-Ray
Adobe Photoshop
Adobe Illustrator
Adobe Indesign
Adobe Premiere
Microsoft Office

手工

模型製作
手繪
草案繪製與製作
攝影
簡易木工

語言

中文 - 母語
英文 - 流利

興趣

旅遊 手做 平面設計 手繪 攝影

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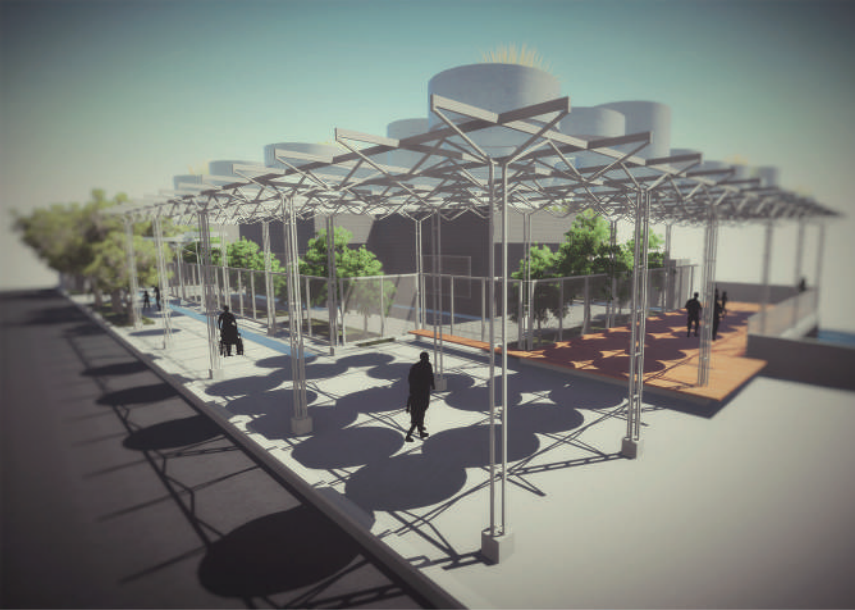
FALLING LEAVES

16

SENSEOREALITY

DESIGN COMPETITION

1



FLAOTING EDGE

This is a old building renovation project along Tainan Canal. There are two renovation sits on the east bank of Tainan Canal, the Tainan Axis project by MVRDV was at the middle of the two sites. The two original sites were isolated. Though it's a riverside public space, people only pass by these sites instead of enjoy the open space and beautiful view because of the unpleasant spatial experience. Our goal is to connect the two sites and the Tainan Axis project by open up the original sites and bring in green spaces, in order to creat a joyful riverside park for public.

PROJECT BACKGROUND



site A

Tainan Axis Program

site B

TYPE: Cooperation Real Project
MY WORK: Render, Diagram
DATE: 3/2017~Continuing
SITE: East Bank, Tainan Canal, Anping Dist., Tainan City, Taiwan

There are two sites on the east bank of Tainin canal, the Tainan Axis Program by MVRDV is in the middle. This area is planed to be an important river-sightseeing yacht pier, many tourist will come to this area.

We wanted to connect the two sites and the Tainan Axis site, to creat a T-shape riverside park.

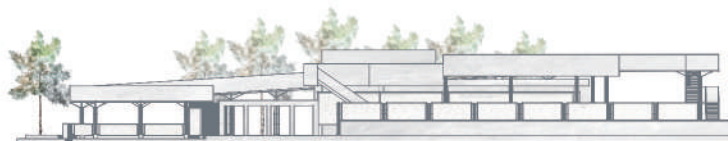
The buildings in the two sites are closure stations. The public spaces around them were old, and there are no green spaces around. We tried to open up the two sites by renovat the public open spaces and creat green spaces in the sites. We designed a trail for walking and biking along the river to connect the T-shap park.

SITE-A SITE PLAN, ELEVATION AND DESIGN

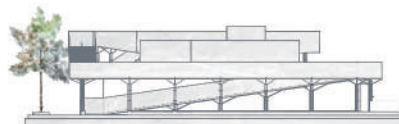


SITE PLAN N
0 1 2 3 4

The site is facing west, people can see sunset by the river. We designed a wood trail and a lift up platform, people can walk along the trail to the platform to see further view.

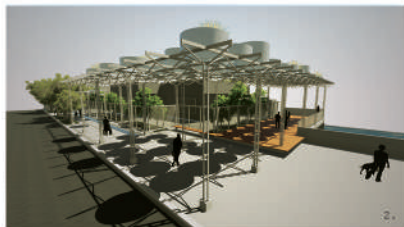


WEST ELEVATION



NORTH ELEVATION

3D RANER



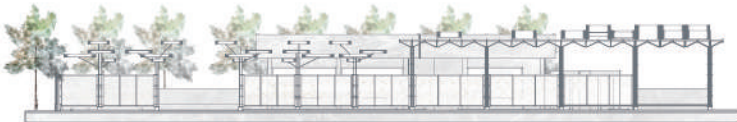
1. Top Perspective View
2. Side Perspective View
3. Side Perspective View
4. Night View

SITE-B SITE PLAN, ELEVATION AND DESIGN



SITE PLAN N
0 1 2 3 4

People can see the sightseeing yachts from the site. The southern Taiwan is in the Tropics, the weather there is very hot. In order to make this place more comfortable for people to stay at, and enjoy the beautiful river view, we designed a green ceiling around the building to block the sun and lower the temperature.

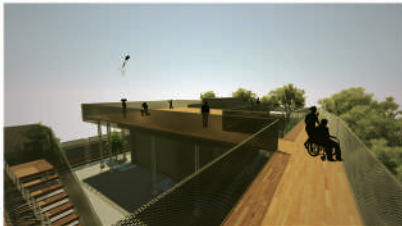
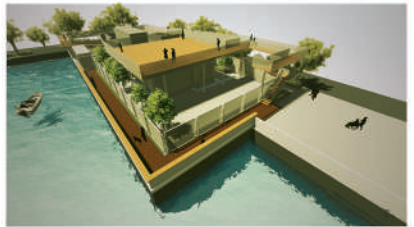
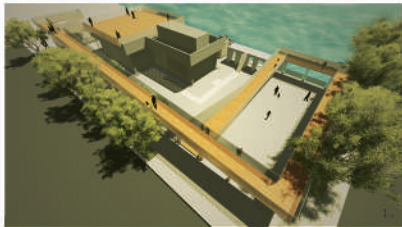


EAST ELEVATION



NORTH ELEVATION

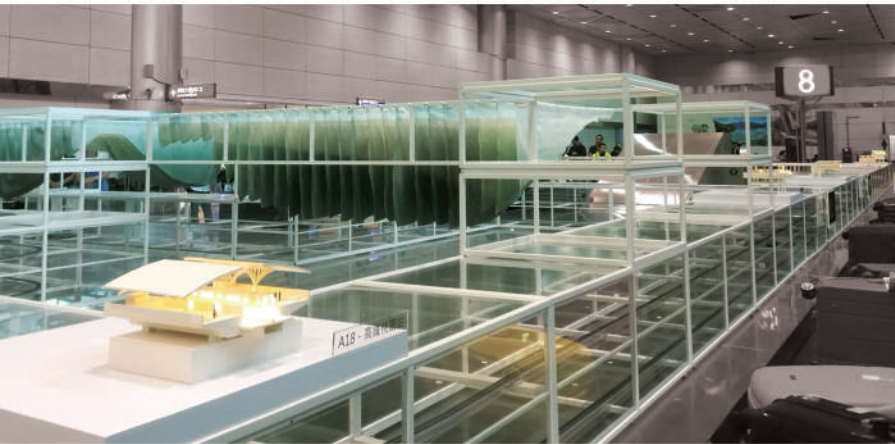
3D RANER



1. Top Perspective View
2. Side Perspective View
3. Perspective View
4. Night View

2

COLLAGE JOURNEYS



This project was a public art in the Taiwan Taoyuan International Airport and was made to promote Taoyuan Airport MRT. The art pieces were placed on the second and third luggage carousel in T1, and the seventh and eighth luggage carousel in T2.

We designed the tiny version of Taoyuan Airport MRT moving around on the carousels. When the tiny MRT pass through the MRT station models, it will automatically turn on the lights in the models. Sets of cloth were hung behind the MRT models as the mountain backgrounds. The shape of these sets of cloth were cut as mountain range, but upside down. The mirror surface of the carousel would reflect the image of the mountain range, present a poetic picture.

DESIGN DIAGRAM AND IRON FRAME DETAILS

TYPE: Cooperation Real Work

MY WORK: Cloth Dyeing And Cutting, Sewing, Construction

DATE: 8/2017-12/2017

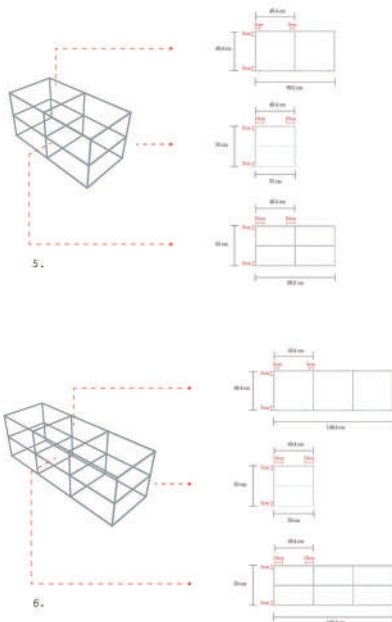
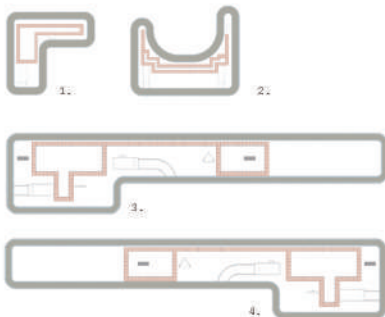
SITE: Taiwan Taoyuan International Airport, Dayuan Dist.,
Taoyuan City, Taiwan



In order to promote the Taoyuan Airport MRT, the Taoyuan City government wanted to place public art pieces in the luggage carousels in the Taiwan Taoyuan International Airport. Everyone passed by the carousels would see these art pieces, and know more about the new MRT system.

There were four carousels chosen to be the site of the art pieces, two in T1 and so as T2. We designed several types of iron frame, that could assemble together. These frame would be the structure of the art pieces.

1. The 2nd Luggage Carousel of T1
2. The 3rd Luggage Carousel of T1
3. The 7th Luggage Carousel of T2
4. The 8th Luggage Carousel of T2
5. Iron Frame Structure - Type2
6. Iron Frame Structure - Type3



MODLE MRT DESIGN AND PRODUCTION



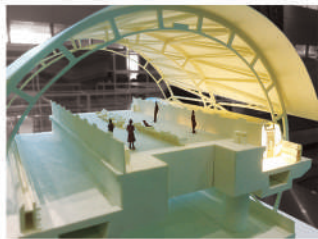
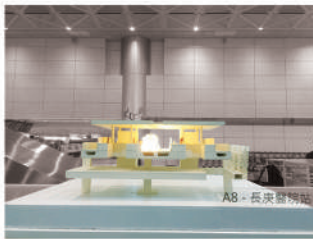
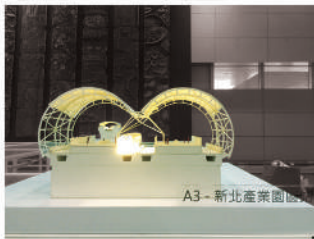
The bodies of the model MRTs were made by 3D-printers, and spary paint on silver coat and the perple logo. The bottoms of the models were from the Japanese railway model. The trais were placed on the iron frame, and connected to the electricity devices to make the model MRT move.

1. Model MRT And Mountain Range
2. Front View of Model MRT
3. Perspective View of Model MRT
4. Side View of Model MRT



MODEL MRT STATION

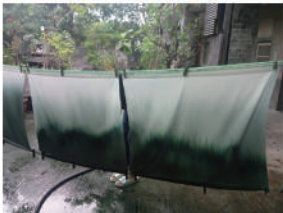
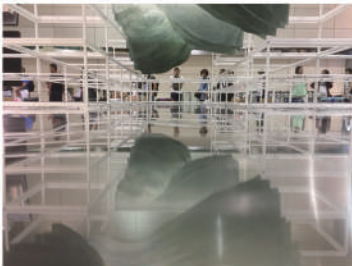
We made several section models of Taoyuan Airport MRT stations. The models were made by white modeling papers by hand. The models would light up when the model MRT pass by automatically.



CLOTH DYEING AND CUTTING

The cloth were dyed into gradient green, the bottom ent was darker. When it reflect from the mirror, the image will be darker at the top.

The cloth were cut according to the topographic map of mountains in Taoyuan City. If you look at the cloth itself, the mountain image was upside down. However, if you look at the mirror beneath the cloth, the mountain range will pop into your eyes.



3

LOGO DESIGN

"WAKO" is a new Japanese company that sales car products. It is related to "Huntpower", a Taiwanese compand and "Holdwealth", a Chinese company. The two related company logo is blue color, a symble color of wisdom, confidence, trust and high technique. I followed the relat-ed image, taking blue as the logo color.

Japanese people tend to be more interest-ed in logos that look cute and soft. So I designed the logo to be round shape at the angle side and the ends.



LOGO DESIGN DEVELOPMENT

After several changes of this logo, the final version was the second one. All the letters look clear and simple, it looks balanced on the two ends, and it does match the aesthetic of Japanese people. This logo shares the same color and concept with the two related company logos. And the smooth line of this logo gives the image of high technology and good quality.



The dot in "A" in this version was too big. It made the left side look too heavy.



The dot in "A" in this version was as big as the previous one. It looked more balanced than others.



This version was a bit over designed. The two dots in "A" and "O" looked wired together.



This version looked simple and clean. But some people could not find the letter "A" in this logo. It was easy to be misunderstood as "WKO".



This version had the same problem as the previous one. The letter "O" with a dot was considered like a tire image.



The letter "O" was not clear in this version. It looked more like "WAK".

4



FAIRY BOOK HOUSE

Having fun is children's nature, creativity is their talent. We wanted to bring these two things into the design of the library, to make children enjoy reading and light up their imagination.

We wanted to create a flexible space for students, a library that they don't have to stay at their seat and keep their mouth shut, a place that they can share the attractive stories in the books with their friends and truly feel the joy of reading.

We combined the tree image decorations with artificial lights, and designed clove shape lights to extend the outdoor view into the library.

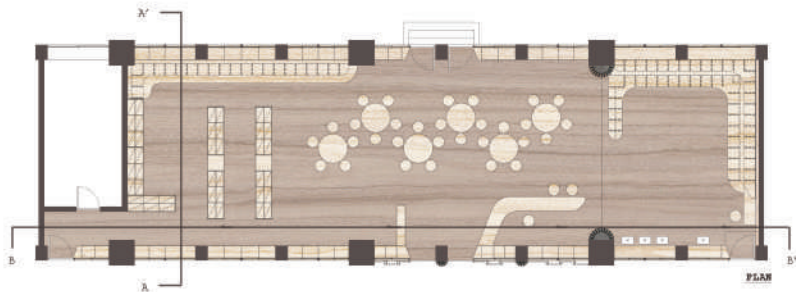
PLAN, SECTION AND DESIGN INSTRUCTION

This was a library design project in Hualong Elementary School in Taichung City. The original library of this school was in the third floor with only several large desks and book cases. Students didn't like to go there at all because it was far from their classrooms and the space design was boring. Therefore, the school decided to move the library to the first floor and create a better reading experience for the students.

Children love outdoor activities and getting close to the nature. The concept of this library is to bring the nature energy to the library and create a flexible reading space for children. We wanted the library to be a place where children would love to go.

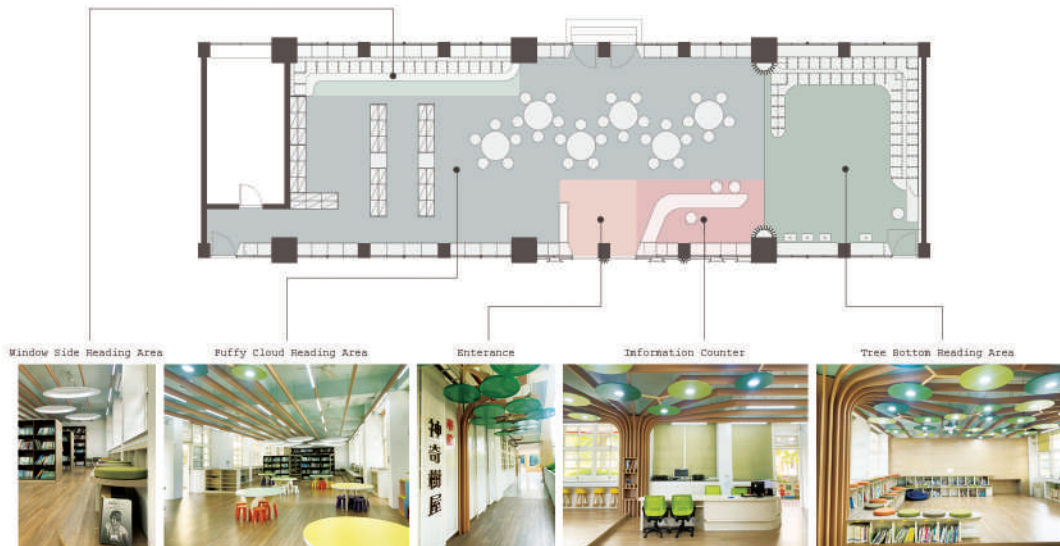


TYPE: Cooperation Real Project
BY WORK: Color and Material Choosing, Render, Layout
DATE: 1/2018-10/2018
SITE: Hualong Elementary School, Dajia Dist., Taichung City, Taiwan



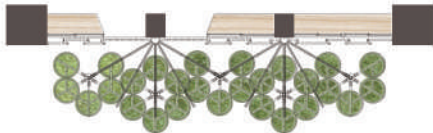
0 1 2 3 4

AREA DIVISION AND SCENE PHOTOS

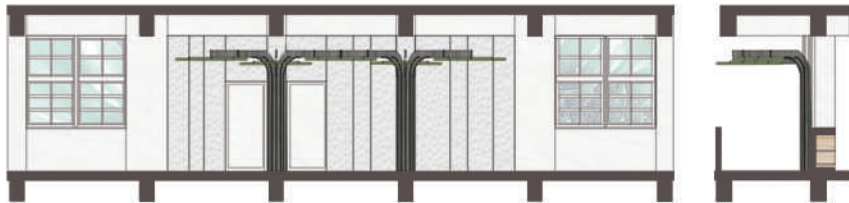


ENTRANCE DESIGN AND SCENE PHOTO

We designed a tree image entrance for the library, as entering a jungle of knowledge. People could see the tree image of the entrance from far away, and this could attract students to come to the library.



ENTRANCE CEILING PLAN



ENTRANCE FRONT VIEW AND SIDE VIEW

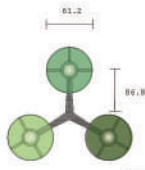
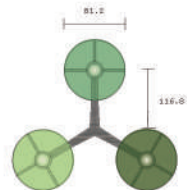


CEILING PLAN AND DETAILS



CLOUD DETAIL

The cloud image lights were hung on the wood structures on the ceiling. They were made of wood board and painted white. The light tubes were placed between their wood board.



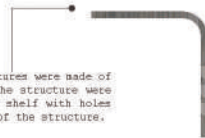
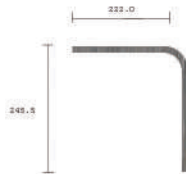
TREE LEAF DETAIL

The tree leaves were made of wood board and painted green. The light balls were fixed in the middle of the leaves. The objects were fix on the tree structures on the ceiling.



CEILING PLAN

0 1 2 3 4

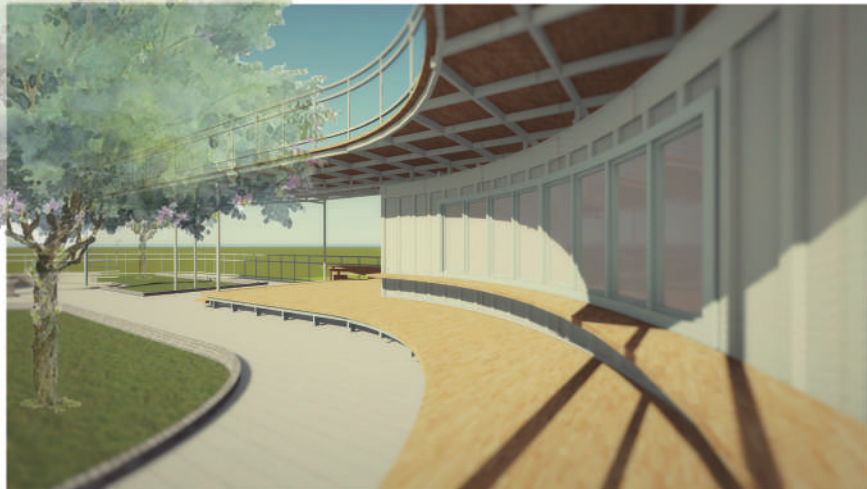


TREE STRUCTURE DETAIL

The tree structures were made of wood. One of the structure were made into book shelf with holes in the middle of the structure.

5

FAITH CONTAINER



Taiwanese people believe that there is a local god in every community who blesses the people in the community. You can find the local god temple all around in Taiwan.

To us, the local god not only protect the community members, but also build the relationship between the community members.

This project is to design a community center beside the local god temple in Dadu District, Taichung City to bring people closer in the community.

SITE ANALYSIS AND PROJECT INSTRUCTION



SITE PLAN N
0 30 60 90 120

TYPE: Cooperative Real Project
MY WORK: Drawing, Render, Diagram
DATE: 8/2018-Continuing
SITE: Dadu Dis., Taichung City, Taiwan

This site is located in Dadu District, Taichung City, a rural area. The local god temple manager wanted to build a community center for the community members, and take care of the people near by. The community center will be a place where the adults can gather to have a cup of tea to kill time after work, and a place to discuss issues and make important decisions together. For the children, it will be a park where they can play in after school. This place is not only the center of belief, but also a place that the community members can take care of each other.



The local god temple is in the corner of the building area next to the site.

The site is surrounded by fields.



PLAN AND DESIGN DEVELOPMENT DIAGRAM



SITE PLAN
0 30 60 90 120

We designed a container house with a second floor view-watching platform and a open green space. The community center is facing the building area, to always open to the community. People can enjoy the beautiful countryside view on the second floor platform. It is also a good place to dry the crops. The outdoor open space is a playground for children and a garden for adults. During local holidays and events, the outdoor area can be a gathering space, or a place to hold ceremonies.

CONTAINER POSITION AND SHAPE DEVELOPMENT

To place 3 containers along the site.



To turn one container around to form a outdoor central space.



The previous spatial form is too long and not useful.



To turn the other container around to form a larger space.



To combine the dispersed spaces into a integrate space.



SECOND FLOOR PLATFORM SHAPE DEVELOPMENT

Place a second floor platform on the containers.



The shape of the platform is not useful.



To create a larger space on the second floor.



To place the stairs to the end of the platform.



To change the shape of the angle of the platform.



STAIRS POSITION AND SEMI-OUTDOOR SPACE DEVELOPMENT

The stair separated the two indoor spaces.



To create a semi-outdoor space between the two indoor spaces.



To extend the semi-outdoor space.



To place the stairs to the side of the building.



The semi-outdoor space is in the middle of the stairs and the indoor space.



ELEVATION



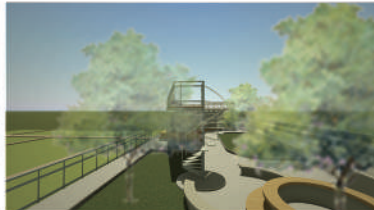
NORTH ELEVATION



EAST ELEVATION



SOUTH ELEVATION



WEST ELEVATION

3D RANER



1. Perspective view
2. Perspective view
3. Perspective view
4. Perspective view

CONSTRUCTING PHOTO



6

LOGO DESIGN



This is a logo of Sensesite Design Studio. The concept of this studio is to respect and live in harmony with nature. Just like the image of the two Chinese characters of this company, mountains and trees.

I think the Chinese characters represent the concept of this company, and the shape of the characters are very beautiful. So I put the character image into the logo by combining the characters together.

LOGO DESIGN DEVELOPMENT

森山

are the characters of the Chinese name of Sensesite Design Studio.

Character “森”, which means forest contains three character “木”, which means wood.

Character “山”, which means steady contains two character “山”, which means mountain.

Ancient version Chinese characters are like drawings, people drew the shape of nature and animals to record their lives.

is the ancient version of wood character,

and is mountain.

I combined the ancient wood and mountain characters to form the image of the Chinese name of Sensesite Design Studio.

TYPE: Individual Real Project
DATE: 9/2018



The first “wood” character



The second “wood” character



The third “wood” character



Three “wood” characters combined to a “forest” character.



The first “mountain” character



The second “mountain” character



Two “mountain” characters combined to a “steady” character.



Combined the “forest” and the “mountain” characters, and came out with the logo image.

7

A 3D architectural rendering of a modern pet restaurant interior. The space features a light-colored wooden floor and a curved, light-colored wall. A long, low wooden counter runs along the wall. In the foreground, there are several white square tables and grey chairs. A person is seated at one of the tables, and a black cat is perched on the table next to them. Above the counter, a dark blue cat trail is visible, with a black cat silhouette standing on it. The ceiling has white ceiling fans and recessed lighting. Large windows on the right side provide natural light. The overall atmosphere is clean, bright, and pet-friendly.

PET RESTAURANT

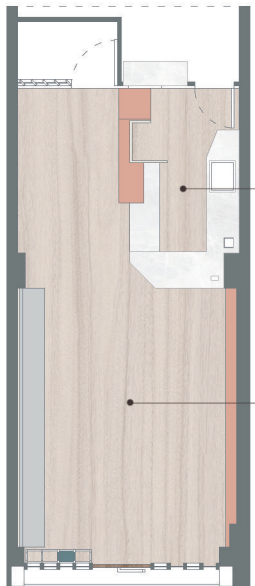
This is a pet restaurant in Chiayi City. The owner of this restaurant loves cats a lot. She wants to create a joyful environment for people and their pets. She keeps a cat in the restaurant to play with the customers, and she is welcome the customers to bring their own to the restaurant and enjoy the meal together. We designed a cat trail above the table, people can see the cats hanging around when they are having the meal.

PLAN, CEILING PLAN AND 3D RANER

TYPE: Cooperative Real Project
MY WORK: Size Measurement, Color And Texture Choosing,
Rander, Logo Design, Menu Design
DATE: 12/2018-Continuing
SITE: East Dist., Chiayi City Taiwan

The restaurant is small, but we tried to not only provided a wonderful eating space for the customer, but also give the cats a space to walk around. Cats are indipendent, so we have to give them a space where seperate from the table area. Cats are good at climbing, so we placed the cats' trail above the restaurant space. People can see cats playing in on the trail when having the meal.

We combined the shelf at the entrance with the cats' trail, cats can climb up to the top by the shelf. We designed three bowl shape transparent sits on the trail for the cats. People can see the cats when they sitting on the seats.



PLAN 0 50 100 150 200



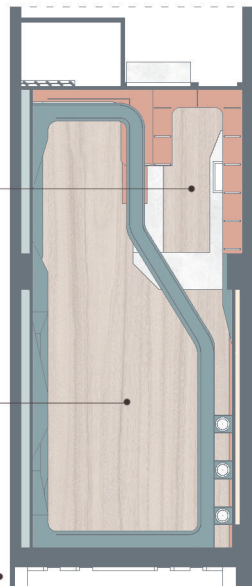
Counter Area



Table Area



Entrance



SITE PLAN 0 50 100 150 200

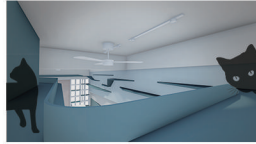
SECTION AND 3D RANDER IN CATS' SIGHT



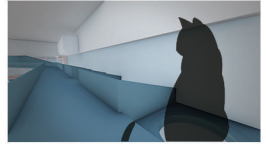
Cats can climb up to the trail by step on the shelf by the entrance.



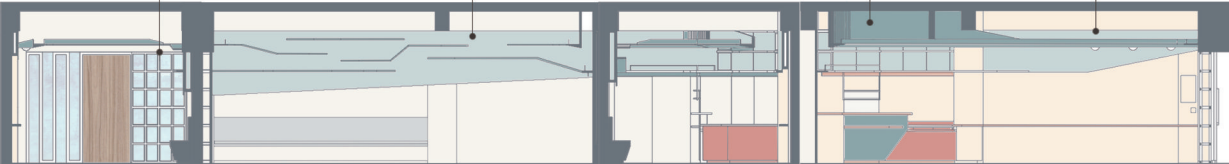
Cats can jump up and down on the side trail.



The trail above the counter and meal preparing area has baffle, to prevent cats jump down to the area.



There are three bowl shape transparent seats for cats, people can see the sitting cats from down below.



LOGO AND MENU DESIGN



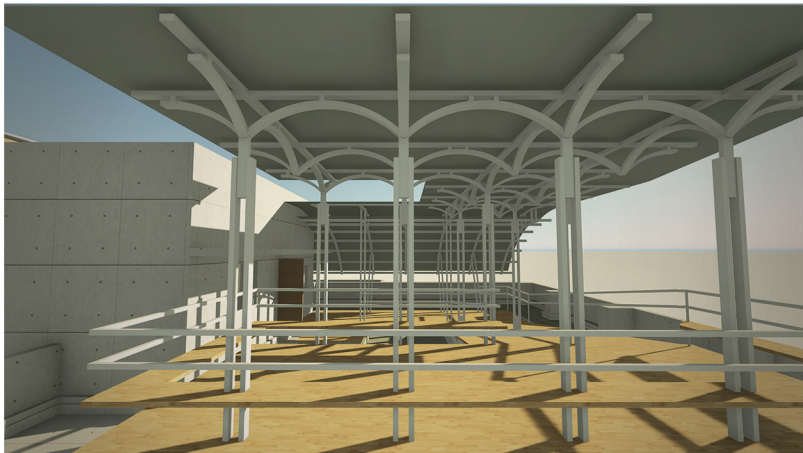
The name of the restaurant means "cat paw". We combine the Chinese characters with a cat paw image. The logo seems like a cat is waving to you, the cute image would attract people to come.



We used the color combination of the restaurant design to design the menu. The menu back board is made of wood board. The paper menu is changeable, if the owner wants to add new dishes to the menu, they won't have to print a new one.

8

CONSTRUCTING THE DREAMS



This is a case still on designing. This project means a lot to me and my family because this is our future home. My parents brought this house two months ago, and they decided to let me handle this case. The first floor is going to be my parents' office, and my studio. The second and the third floor will be our living space. The home improvement is based on the living habit and particular preference. I also put in the Chinese Fung-Shui geomancer into the design since my mother believes that this could bring luck to our family.

FIRST FLOOR - OFFICE SPACE

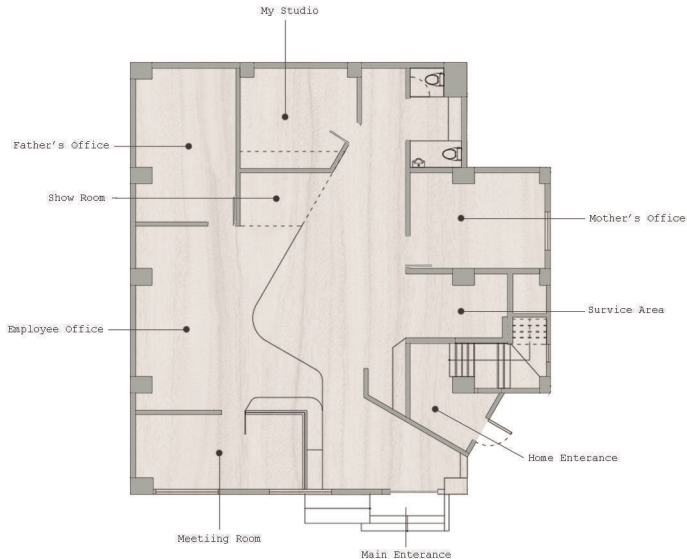
TYPE: Cooperative Real Project

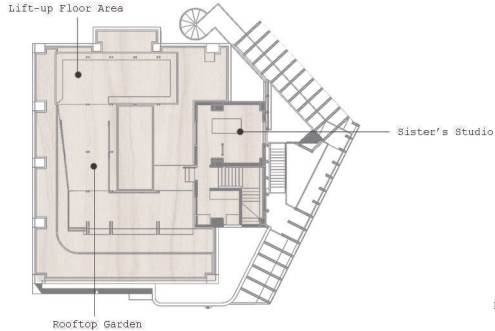
MY WORK: Design, Drawing, Render, Diagram, Size Measurement

DATE: 1/2019-Continuing

SITE: Zhongli Dist., Taoyuan City, Taiwan

The first floor is office space. My parents own a factory in China, they planed to open an office in Taiwan. In Chinese Fung-Shui, My father's office have to be the largest, cause he is the CEO of the company. My mom hold the money of the company, the direction where her office located is good for keeping and earning money. The window side fo the meeting room is a bad luck spot, however, the fung-shui master hold us that if we let the customer to sit at the spot, it will be good for us cause it brings bad luck to the other. My studio position is good for me aslo, I could be more concentrate and got more ideas in the studio.

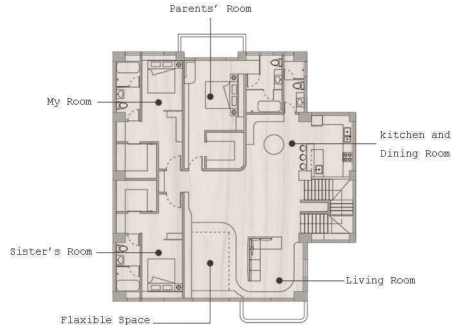




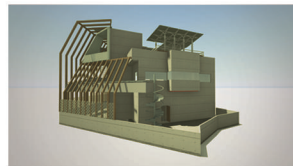
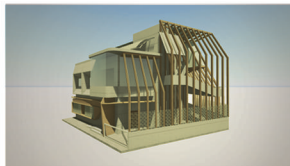
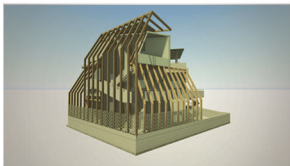
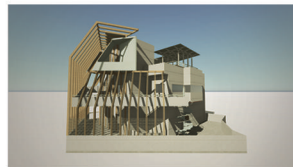
THE SECOND AND THIRD FOLLR - HOME SPACE

The space next to the living is a flaxible area, it can be as a part of the living room when friends come to visit, so there will be enough space for the gathering. It cam also be an extra area for our family. Further more, there are door wall hiding in the shelf, the door wall can take out when needed, for exam-ple, if a friend wands to stay for a night, we can move out the door wall and turn this space into a guest room.

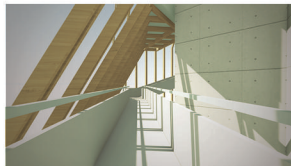
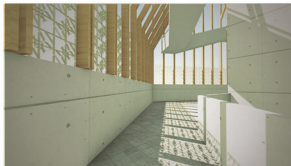
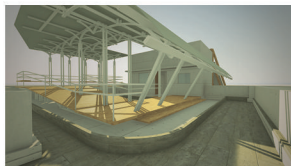
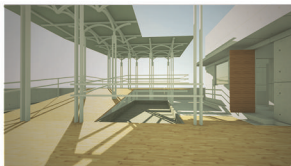
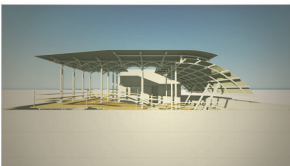
The third floor is a rooftop garden, I designed a structure to form a family gathering space. There is a water pond near the house, so I life the floor up to get a better view. The other side is stick to the neighbor, so I fold the structure to block that side.



ELEVATION DESIGN

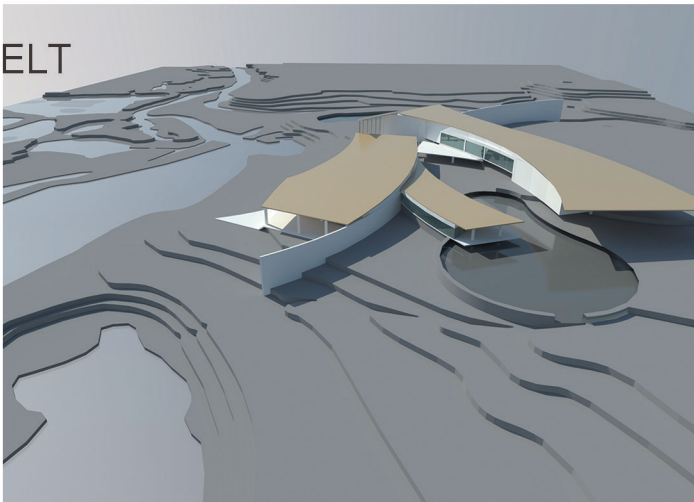


ROOFTOP DESIGN AND INNER SPACE



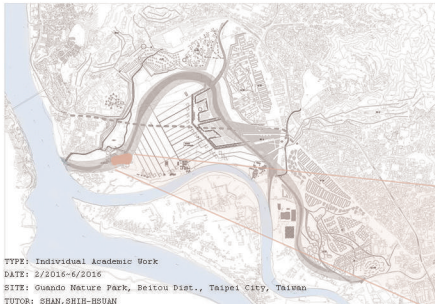
9

GREENBELT



Guandu district is in the north coast of Taiwan. Its wetland ecosystem attracts over 140 types of migratory birds to stop by every year. Guandu Nature Park was set up in 1996 in order to conserve the ecosystem and the biodiversity in this area. In this project, I designed a museum located in the park to educate people the essential wetland ecosystem and the importance of environmental protection.

This museum also provides a great location for scientists and birdwatchers to do animal research and observation.



SITE ANALYSIS AND LANDSCAPE ZONING

Guando Nature Park locates in the Guandu embankment on the east bank of the confluence of the Danshui River and the Keelung River in Beitou Dist., Taipei City. Thousands of species live in there, and the wetland ecosystem there decrease water pollution and provide a relay station for the migratory birds. I divided Guando Nature Park into several areas by their location and landscape. The museum and education area is at the entrance of the park, people can learn more about the ecosystem before entering the main conservation and observation area, where migratory birds stay in. People can learn about how the wetland ecosystem clean water in wetland area, and get close contact to the native plants and some species in environmental symbiosis area.

The regional division of the park provides the best quality research and observation base and educational space under the premise of minimal impact on the environment and species.



Museum and Education Area



Wetland Area



Environmental Symbiosis Area



Main Conservation Area

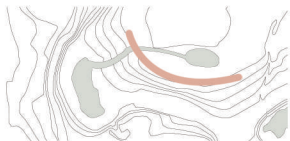


Observation Area

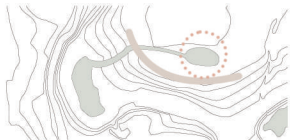
DESIGN DEVELOPMENT



The Guando Nature Park is a slope land. The entrance is at the top of the site, as getting closer to the wetland coast, it gets lower. There are several wetland ponds in the park, other spaces are covered by wetland plants.



The museum was placed close to the top of the site, it is far from the area where migratory birds stay in, so people might not disturb them. I designed the museum pattern along the topographic map, therefore, we don't have to destruct the environment too much when constructing the museum.



The pond on the top of the site is artificial, it is a good place for people to get close to water species and get to know more about them. So I tried to connect the museum building and exhibition with it.



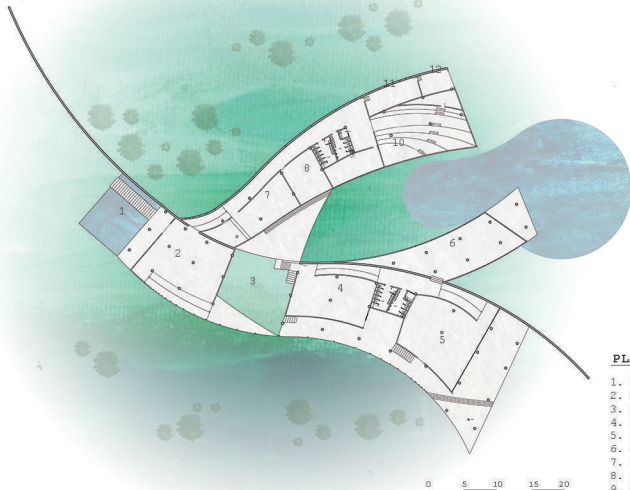
I connected the top spot and the pond by a V-shape pattern. People can see the panoramic view of the park from the top. The two patterns link together in the middle, where you can get the best view of the Nature Park.

The museum building look like a belt lay on a green carpet. The self shape represent the right way to face nature, soft and respectful.

The wooden trail allows people to walk around in the park. The trail rounded the native trees in the park son no tree will be take down because of the trail construction.

The parking space is away from the conservation area, to avoid the noise and vibration of the vehicle. But I still design a service lane for fire fighting and exhibition setting.

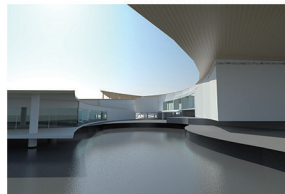
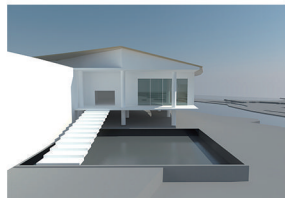
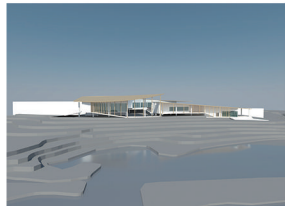




1. Museum Building
2. Entrance Image
3. Water pond area

PLAN N

1. Entrance Image
2. Lobby
3. Courtyard
4. Exhibition Room
5. Exhibition Room
6. Wetland Education Center
7. Restaurant and Shop
8. Exhibition Room
9. Library
10. Audiovisual Room
11. Office
12. Storage



10

An architectural rendering of a city park plan. The image shows a large green area with various paths, buildings, and a winding road. The plan is overlaid on a semi-transparent dark rectangle containing text. The background is a light blue sky with soft clouds.

JOINT

This project is to design a connection between Songshan Cultural and Creative Park, which is an important exhibition center and a commercial district, and Taipei Railway Workshop, historical building that are still planning, and to make a comprehensive plan for this area.

We designed this area as the central park Taipei, by planning different activity areas and green spaces, for people live in Taipei metropolitan areas. And still meet the demand of people who live in the communities around this area.

REGIONAL CONTEXT

TYPE: Cooperative Academic Work

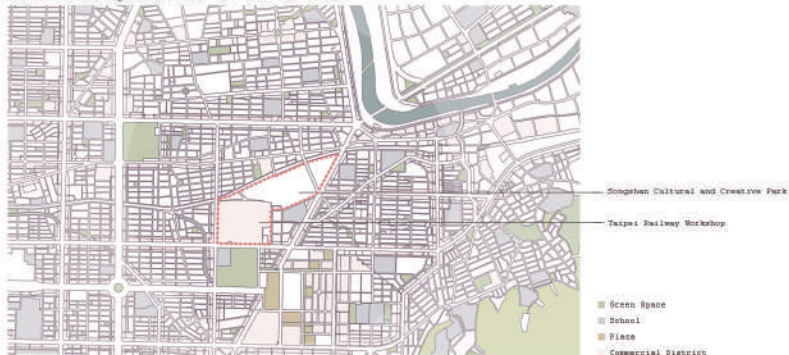
MY WORK: Design, 3D Model, Plan, Section, Render

DATE: 8/2014-12/2014

SITE: Songshan Dist., Taipei City, Taiwan

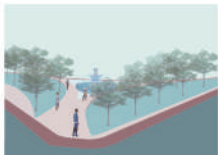
TUTOR: SHYU, HING-SONG

The site locates in one of the most important commercial district in Taipei. People gathered here from far and near for business activities, leisure activities, exhibitions, shopping, etc. Songshan Cultural and Creative Park used to be a tobacco factory, it has been developed into a commercial and exhibition center with public green space. The original site of Taipei Railway Workshop is right next to it. Taipei Railway Workshop has been appointed to be national historic landmark. In this case, we have to look for a plan to conserve the historic buildings and make new use of them.



1. Taipei Railway Workshop
- Aerial Photograph
2. Taipei Railway Workshop
- Railway Workshop
3. Taipei Railway Workshop
- Bathhouse
4. Songshan Cultural and Creative Park
- Public Green Space
5. Songshan Cultural and Creative Park
- Elite Spectrum Songyan Store
6. Songshan Cultural and Creative Park
- Exhibition Center

ACTIVITY SPACES ANALYSIS DIAGRAM



Cross road entrance.



Skatepark in exercise area.



Use large green spaces to separate the noise from the busy roads.



Conserve the old trains in Taipei Railway Workshop for exhibition and education uses.



Elevated cycle paths connected different areas.



Shopping center connected the two areas.



Public space and courtyards.



To plant different types of Native tree species.



Conserve the bathhouse in Taipei Railway Workshop for exhibition and education uses.



Entrances from four sides connect to each other, form a net like pathway.



Wooden trails connect different buildings.



Exhibition space.



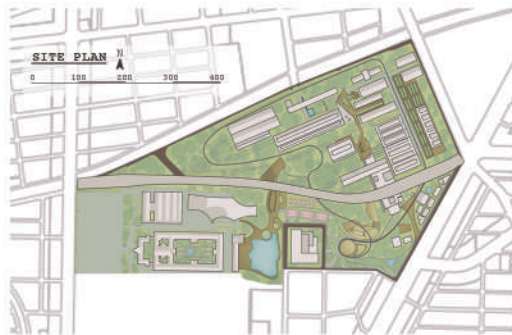
Create different layers of leisure spaces.



Edible landscaping.

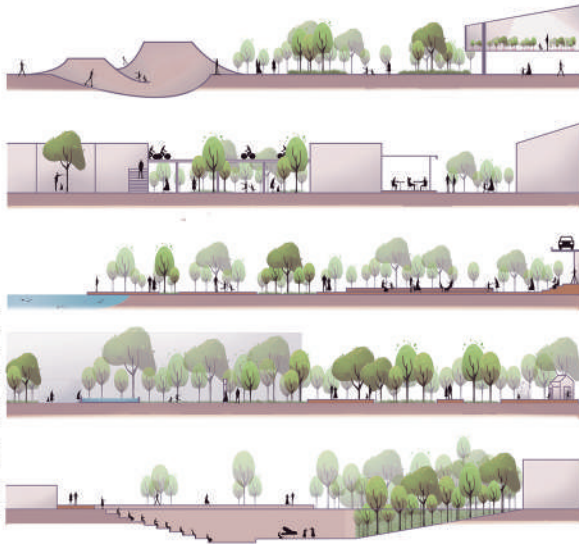


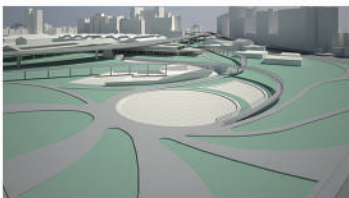
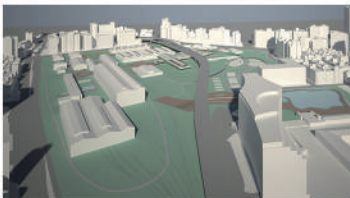
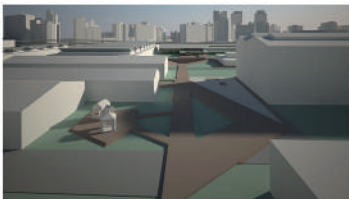
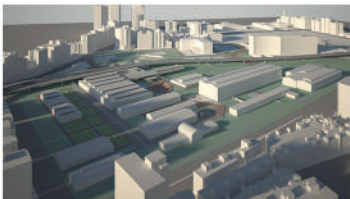
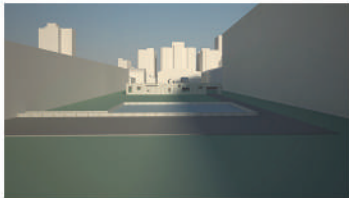
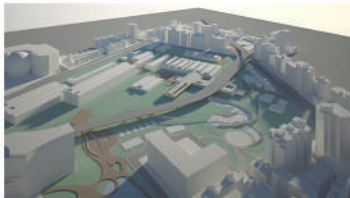
The wooden platforms provide rest areas with different landscapes.



To connect different activities and combine multiple areas together, we came up with several sections to think through the possibilities of spaces. In this program, a viaduct out through the two park and separate them. People do not cross the boundary line so the link between to area has been out off. We try to reconnect the spatial relation ship between two areas, and creat more possibilities and activities in this site.

ACTIVITY AREAS DIAGRAM





- | | |
|----------------|------------------------|
| 1. Aerial View | 4. Main Entrance Image |
| 2. Aerial View | 5. Wooden Trail |
| 3. Aerial View | 6. Skatpark |

11



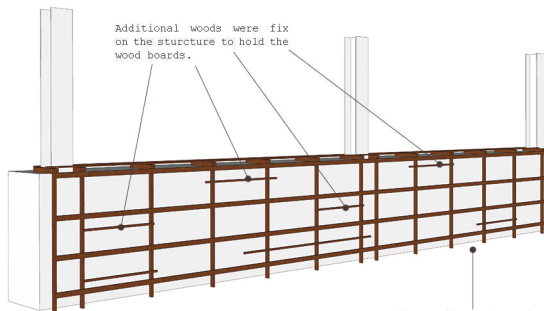
ROLLING STONE

This project is to design an interactive wall in Sha Yang Ye Robot Wonderland, a tourism factory that produces precision gear. Children can learn mechanical knowledge and build their own robot in the tourism factory.

We wanted to design a wall that can let people to understand how easy and fun the mechanical systems are. And to market to products - precision gear of this factory.

We decided to make a marble wall. Using the mechanical systems we designed on the wood board, people can bring the marble to the top then pass through different gates and roll down to the bottom.

STRUCTURE DESIGN



Additional woods were fix on the sturcture to hold the wood boards.

The grid system structure will hold the weight of the hanging objects.



The sturctures hold on the pillar to keep steady.

TYPE: Cooperation Academic Work

MY WORK: Design, Model Making, Budget Controlling, Construction

DATE: 3/2017-6/2017

SITE: Sha Yang Ye Robot Wonderland, Taoyuan Dist., Taoyuan City, Taiwan

TUTOR: LIN, YU-HSIANG

When designing the structure of this project, we do not want to distory the original wall. We design a structure system that can hold on the pillar to keep the whole wall structure we made safe and steady.

The wood board we use to hang on the wall is not thick in order to decrease the weight of the ob- jects. So we add some additional structures on the back of the wood boards to make them stronger.

The structures were cut to the right length in the workshop at school then bring to the tourism factory to fix together.

The structures were made by two x-axis wood structures on two sides an one y-axis wood structure in the middle and fix to- gether. This kind of structures are easy to make and can With- stand a lot of weight.



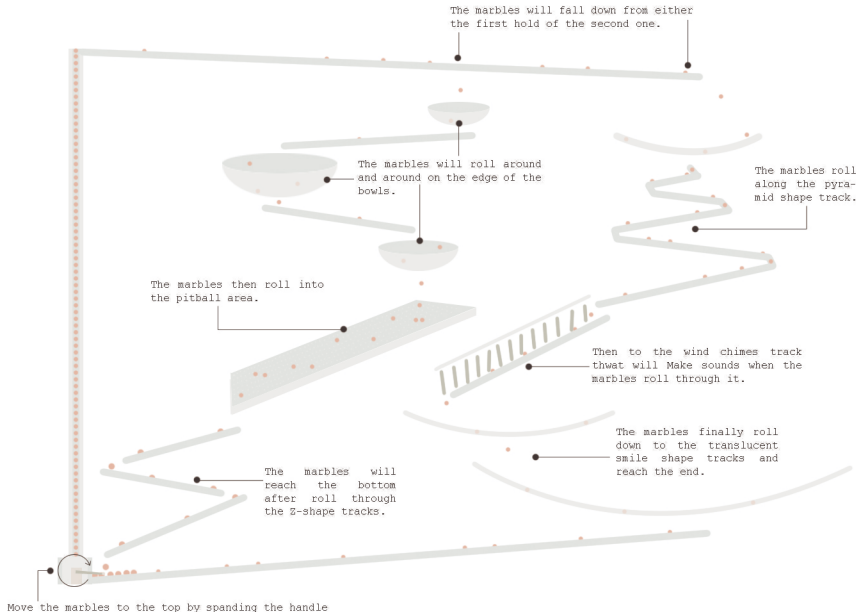
MARBLE MECHANICAL WALL DESIGN



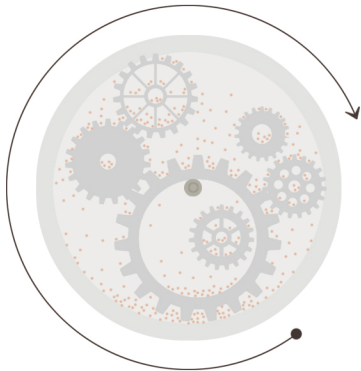
The rolling marble wall was composed of five main mechanical systems and several small objects. The marble mechanical system was fixed on a large wood board and hung on the wooden structure.

There were five members in our design group. Each member designed one main mechanical system, the other structures were designed together.

My main mechanical system was on the left end of the site. There were two routes in the system, each contained three stages. The objects of my system were made of wood, iron wire and acrylic.



GEAR PATTERN
INTERACTIVE OBJECT DESIGN



The gear pattern interactive objects were made by wood and acrylic. There was a bearing in the middle, connecting the object to the wall. When you turn the object, the tiny balls in the object will fall down like snow.



12



SCHOOL EVOLUTION

School is a place where we explore the world of knowledge. However, the spatial form remain the same while the world and the way of getting information and knowledge are changing.

In this project, By studying the mental and physical changes of school-age children. I tried to find better spatial forms of learning spaces that suit the way of how we learn things now.

SITE SELECTION AND ANALYSIS



TYPE: Individual Academic Work

DATE: 8/2017-5/2018

SITE: Shilin Dist., Taipei City, Taiwan

TUTOR: LIN, YU-HSIANG

The site were choosed in Shilin Dist., Taipei, where many experimental school located. This might raise the attention to the new school design of this project. The original site was the oldest elementary school in Taiwan, it then founded the middle school campus. As a pioneer in Taiwan education, this school is the best choice to be the site of new experimental spatial forms of learning spaces. The site is located next to the most famous night market in Taiwan and the original site of Shilin Paper Mill, which is possibly develop into a culture creative park. This increased the social and cultural diversity in this area.



Figure-ground

■ Pedestrian and Vehicular Circulation
■ Building



Residential Distribution

■ Residential District
■ Commercial District
■ Mixed Residential-Commercial District



Green Analysis

■ Open Green Space



Node

■ Traffic Node
■ Commercial Node
■ Green Space Node



Major City Road

■ MRT-System Circulation
■ Main Vehicular Circulation



Secondary City Road

■ Community Ring Road
■ Densely Populated Area

6



Children in this age are more active and lively, but they still rely on adults. Ring shape open spaces could give children a high-freedom-degree learning experience and teachers can still keep eyes on them.

8



Children start to develop peer relationship in this age. It is good to start team work programs to help them explore which could be the best rule they are in a group. A round shape learning space can let children easily find their partners and teachers can handily take care of every students.

11



Teenagers in this age are facing great changes in both mental and physical conditions. The degree of difficulty in all subjects also increased. A high-freedom-degree learning space can change into different space form, will fit different uses.

13



Teenagers start to develop close relationship between members. They get to know each others by having the same interests or sharing secrets. Community space become an important social place for them. Also, due to the different subject needs, more specialized classrooms are needed.

16



Facing the academic pressure, students in this age need a breather. To increasing open green spaces around their classrooms can decrease their pressure. It is also a good idea to design an isolated space for discussion and studying.

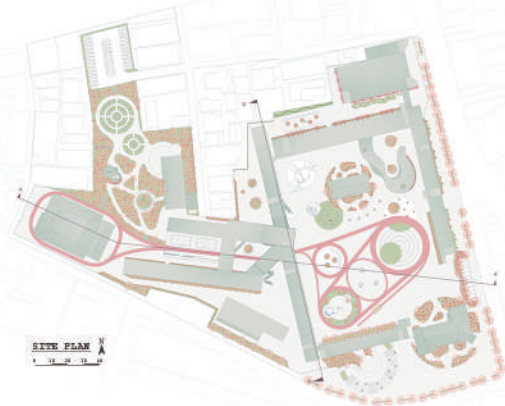
18

PROGRAM ANALYSIS AND SITE PLANNING

I placed 6~8 years old children's isolated learning area between library and the main entrance, and placed 8~11 years old children around them. So the elder children could take care of the younger. 13~18 years old teenagers are being placed between different specialised areas, and mixed with several community spaces. children in 11~13 are being placed between the two main classroom areas. They can easily connect to both sides. An exercise area run through the site from the front door to the other end. It connects all areas and brings people together.



PROGRAM SITE PLAN AND SECTION



SITE PLAN

A-A' SECTION
B-B' SECTION

0 10 20 30 40



A

A'



1.



2.



3.



4.



5.



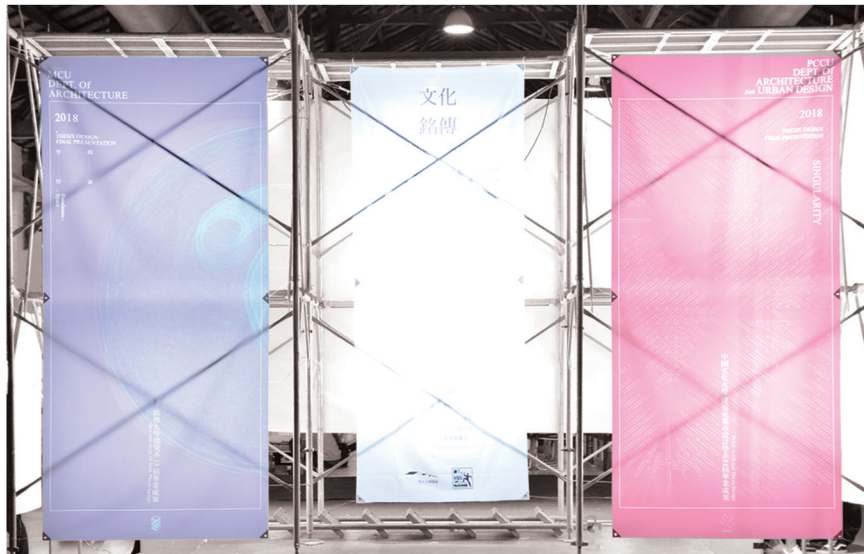
6.

MODLES

1. Connecting Area - Structure Detail
2. Connecting Area - Lecture Space
3. Connecting Area - Public Space
4. Connecting Area - Exercise Area
5. Art, Music And Culture Learning Area - Area Theater
6. Science Learning Area - Laboratory And Ecological Park

13

GRADUATION EXHIBITION PLANNING AND EXECUTION



Our graduation exhibition was held in the Songshan Cultural and Creative Park, the third exhibition room with the students of the Chinese Culture University Department of Architecture And Urban Design. I am the critique and exhibition planning and execution manager of this exhibition project.

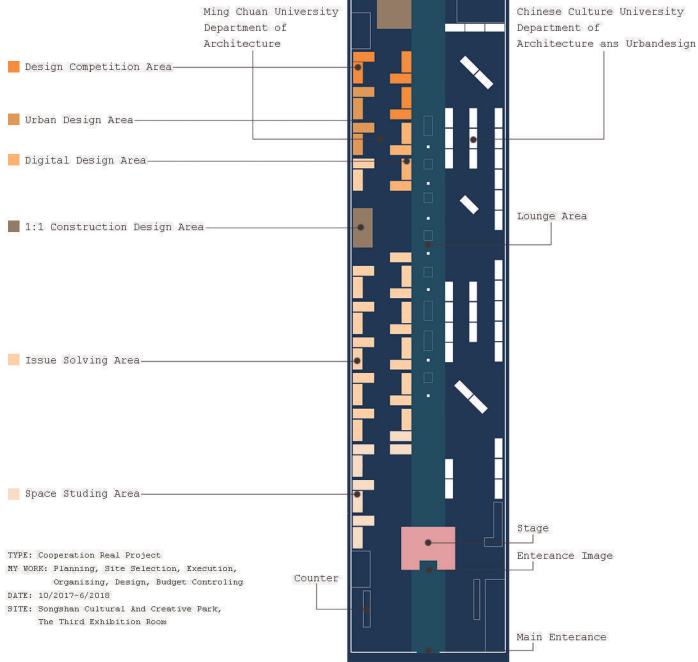
This is a four-day exhibition held in graduation exhibition season with 72 exhibitor. The exhibition showed the study outcome of our college life and our graduation design project.

AREA DIVITION DESIGN

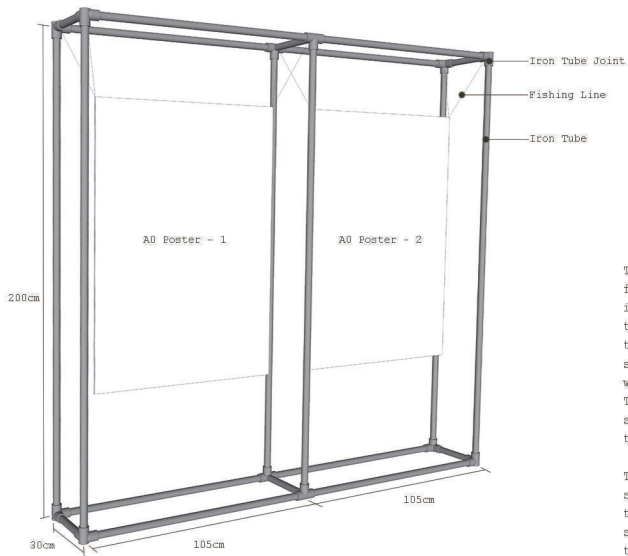
This was the first time our department share an exhibition room with others for graduation exhibition. We divided the exhibition room into two sides, one for our department, and one for PCCU. The floor in the middle of the exhibition room was raised by thirty centimeters, so it is not suitable to be the mail exhibition area. We designed a stage on one side of the middle area, and above the stage, there was lounge area for people to sit down and talk with the exhibitors.

For the area division of the main exhibition space, we first collected the topics of every classmates' graduation projects, and classified them in to several types. Space studing type is to study the possibilities of space form. Issue soving type is to find an issue that you think is important and solve it with architecture and space designing. 1:1 construction type is to design and build an actual size useable construction. There are also digital design type, urban design type and design competition type.

The stage was faced to the lounge area, and on the other side of the stage backwall, We designed an entrance image that showed the information of both school and the exhibition.



DISPLAY RACK DESIGN



When turning the iron tube, the two joints will be locked tight to the two ends of the tube.



These display racks were designed for the exhibition, it was made by iron tubes and join together with two types of iron tube joint. The tubes were designed with special screws, that could lock two ends with the joints at the same time. The posters were stuck on both sides of the boards and hanged on the racks.

The display racks were easy to assemble, so we transported the rack to the exhibition center unassembled. The racks were sold after the exhibition for other uses and no resources were wasted.



SCENE PHOTOS



1. Entrance Image
4. Lounge Area

2. Stage
5. Main Exhibition Area

3. Exhibition Counter
6. Display Rack

14

GRADUATION CRITIQUE PLANNING AND EXECUTION

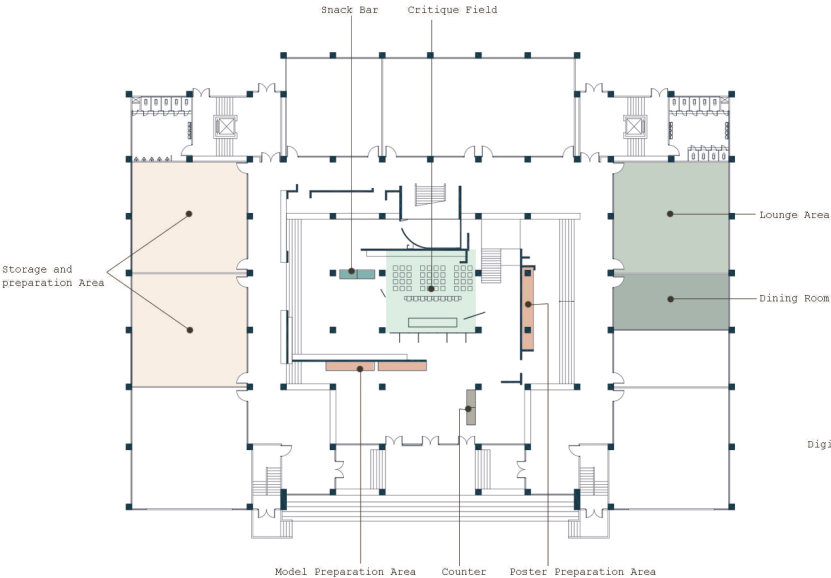
The graduation critique was held at the first floor exhibition hall in the Design School building of Ming Chuan University. Architects and professors of other schools were invited to give comments to our graduation project.

The graduation critique last for two days, up to twenty-six students and over twenty architects and professors participate in it. Therefore, We had to make good use of every minutes and figure out a plan that can shorten the interval time but still keep the quality of the event.

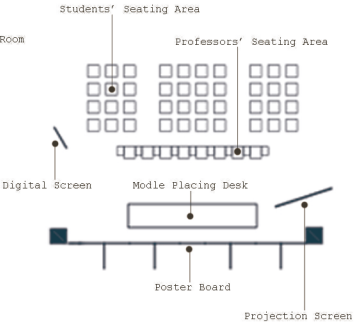
Besides the students, architects and professors who were in this event, there were other teachers and students that wanted to watch the critique. We had to arrange enough sits for them in a limited space.



AREA DIVISION AND PLAN DESIGN

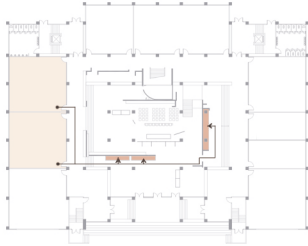


TYPE: Cooperation Real Project
MY WORK: Planning, Design, Execution, Organizing
DATE: 4/2018-5/2018
SITE: First Floor of The Design School Building,
Ming Chuan University

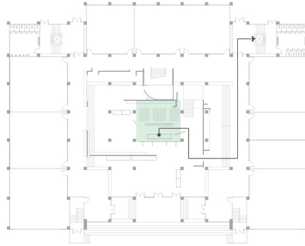


INTERVAL ORDER AND CIRCULATION

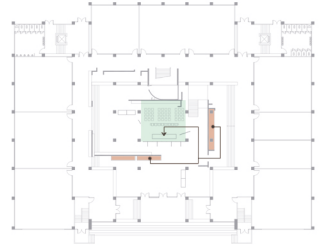
Planning an interval order and circulation helped up to decrease the interval time. People had to know their jobs and remember when and where they should bring the models and poster in and out. When one student is on critique, people help to prepare the next one. So when the student finished critique, we can bring on the models and posters immediately. The whole process took only five minutes.



Move the models and poster out from the storage to the model preparation and poster preparation area. Set the models neatly on the desk and put on the double-sided tapes on the back side of the posters.

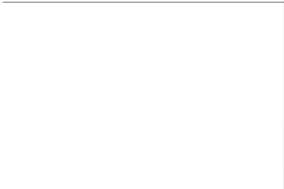


After the student finished critique, move away his model with the desk and the posters to his personal working area on the fifth floor.



Bring in the models and the posters from the preparation area to the critique field. Stick on the posters on the poster board first then set the model desk on the right spot.

SCENE PHOPOS



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FALLEN LEAVES



We designed a plants collecting center in Hsinchu Jinghua Green Parkway. Plants will be brought to the plants collecting center and the community will take care of them. If anyone like the plants in this center, they are free to take the plants home.

Nowadays, people are not used to get along with their neighbors and community members. People tend to stay at home after work

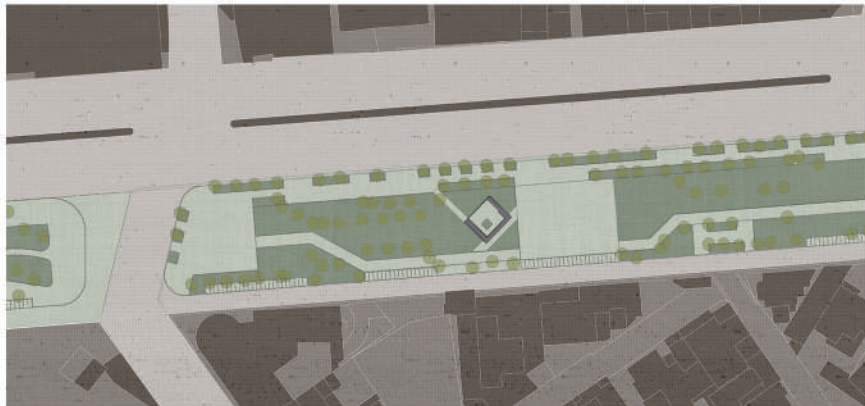
SITE PLAN AND DESIGN BACKGROUND

TYPE: Cooperation Design Competition Project

BY WORK: Drawing, Diagram, Render

DATE: 9/2017-9/2017

SITE: Jinghua Green Parkway, East Dist., Hsinchu City, Taiwan



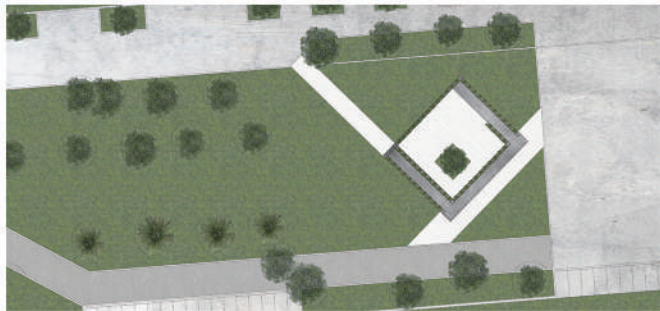
The site is in the Jinghua Green Parkway in the East District of Hsinchu City. The East District is a densely populated area where three national universities and a science-based industrial park located.

The purpose of this design competition is to connect the communities and bring people to the outdoor public green space.

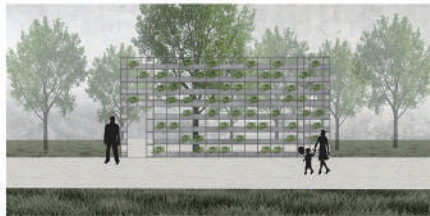
We designed a plants collecting center in this parkway and let the community members to take care of the plants. The members can meet each other while taking care of the plants.

SITE PLAN
0 5 10 15 20
N

DESIGN DRAWINGS AND INSTRUCTION



PLAN



FRONT ELEVATION



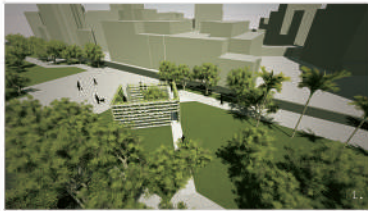
A-A' SECTION

The plants collecting center is made by a iron frame structure, the plants can grow on the frame wall of the center. people both go into the center and be surrounded by the green walls, and climb up to the top to enjoy the view in different angle.

There is a tree growing in the center of the structure. People can only see the tree top from the outside of the plants collecting center. If people want to see the whole tree, they have to walk into the inner space.

This structure create a different layer for the park, not just simple outdoor open space. It makes the green space and nature to hold the relationship of the communities.

3D RANER



1. Top Perspective View
2. Side Perspective View
3. Inner space
4. Top trail

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SENSOREALITY



This is a design competition of the Taipei Fine Art Museum, the X-Site Program. The Taipei Fine Art Museum planned an outdoor exhibition on the front square every year since 2014. The topic of the X-Site competition this year is "Post-Nature", to discuss a new concept of ecosystem, the relationship between nature, environment, culture, economic and society.

We designed a cube on the front square, we wanted to reflect the post-nature phenomenon we see in the site by this cube, to let people experience nature in a new way. People can feel the growing of the living nature and the passing of lives. We tried to put life and death in a space to let people feel the change of nature environment. And hoped to change the way they react to the nature and environment.

SITE ANALYSIS AND CONCEPT DIAGRAM

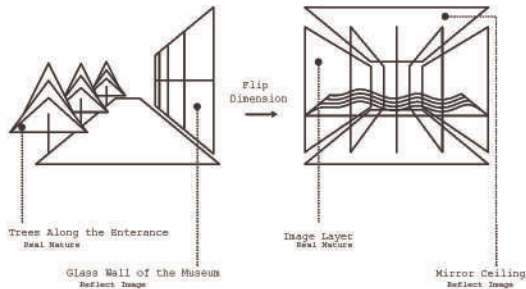
TYPE: Cooperative Design Competition Project
 BY WORK: Drawing, Diagram, Render
 DATE: 9/2018-10/2018
 SITE: Taipei Fine Art Museum, Zhongshan Dist.,
 Taipei City, Taiwan



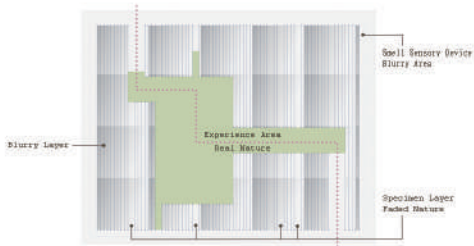
The Taipei Fine Art Museum and its park are surrounding by several main traffic artery. People can enjoy the nature and green space in the park but this place is also isolated from outside due to the heavy traffic. This limits the way people sense nature, and led to an unreal feeling of being in a natural space.



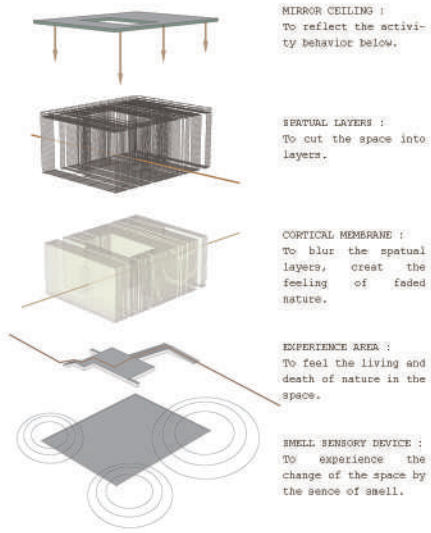
As the museum itself, the trees growing along the entrance are seem to be part of the museum, but are actually separated by the front square. Therefore, we wanted to create a space to connect the museum with nature and people, to enhance the relationship between them.



We took the space composition of the museum and nature, and flip dimension to create the spatial form we want. We tried to create different layers for the space to respond to the real nature and the reflection on the mirror wall of the museum.

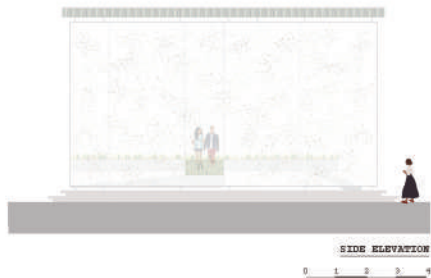


To create a new special experience to sense the existing of nature and connect the museum, nature and people, we designed a cube shape structure for people to walk in to feel the living and death of nature, and the relationship between nature and artificial by the sight and smell.

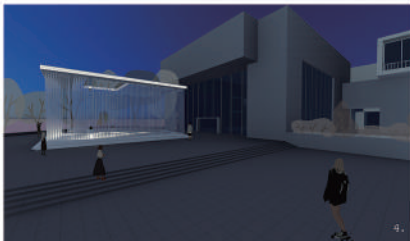


SPATIAL RELATIONSHIP DIAGRAM

ELEVATION AND SECTION



3D RANER



1. Perspective View
2. Perspective View
3. Inner Space
4. Night View