

A c e r t a i n l i q u i d i t y o f t h e e y e s

T h e p l a y g r o u n d

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C h a n g k u n
M a

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1. Synopsis
2. Field of Interest
3. Site
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Children's Games, Pieter Bruegel the Elder

1. Synopsis

The core of this project lies in the desire to carry out a series of interventions in the public space to generate different "emotional" playgrounds through the deformation and combination of "Playful elements". As well as responding to a range of site specificities through different materials, forms and functions.

The generated series of playgrounds, in response to the context of their respective sites, have their own independence and narrative. Between fragmentation and coherent, different story are formed.

As a platform, playgrounds allow people to meet and connect through shared emotions/interests.



E y e s

2. Field of Interest

As an actor, how to use eyesight has always been the focus of my performance. Different angles, different temperatures, eye contact, eye waves. It includes emitting energy, transmitting energy, and receiving energy.

I use the perspective of an actor to perceive, and then use architectural vocabulary to respond.



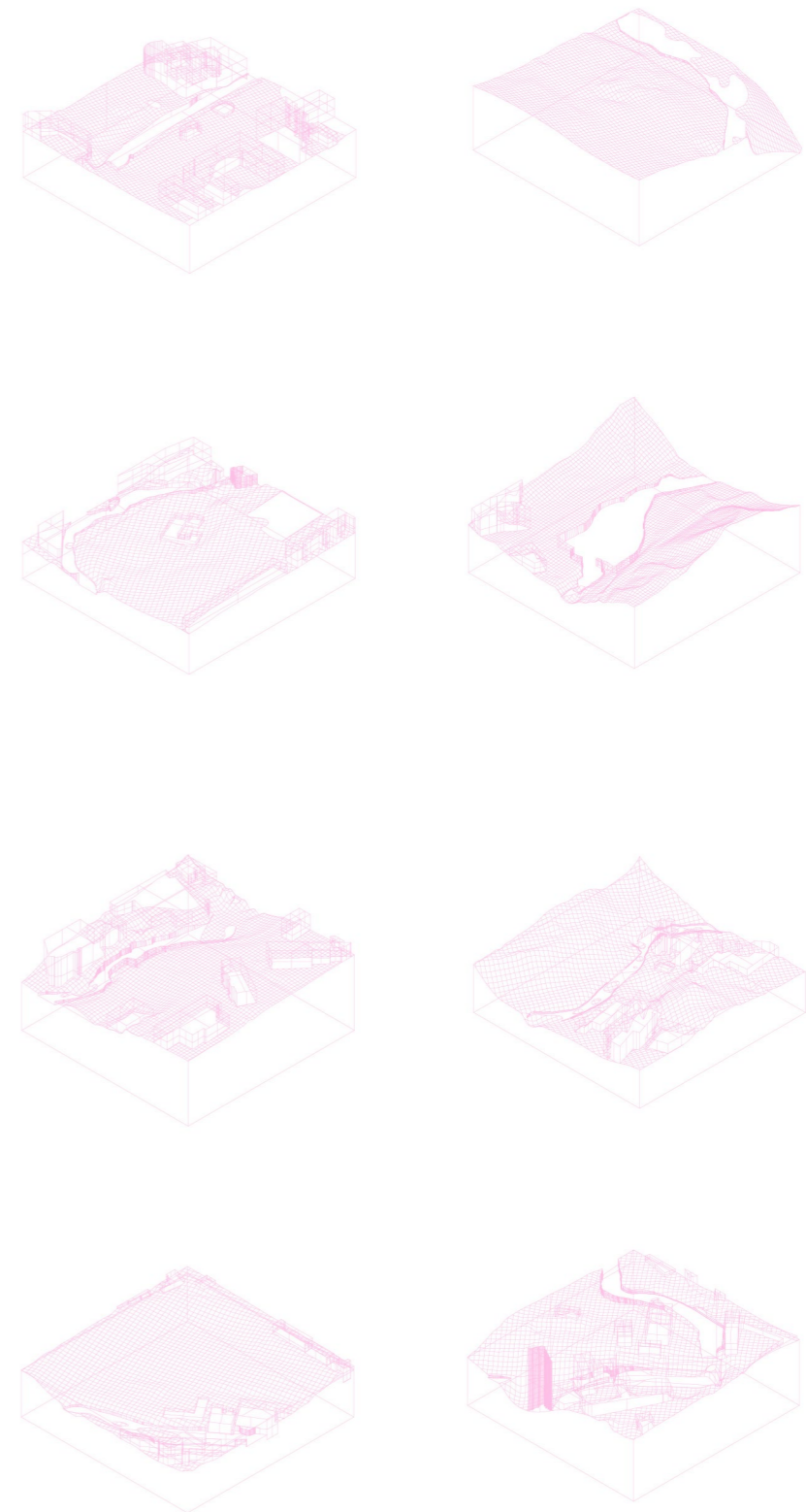
Akerseleva, Oslo, Norway

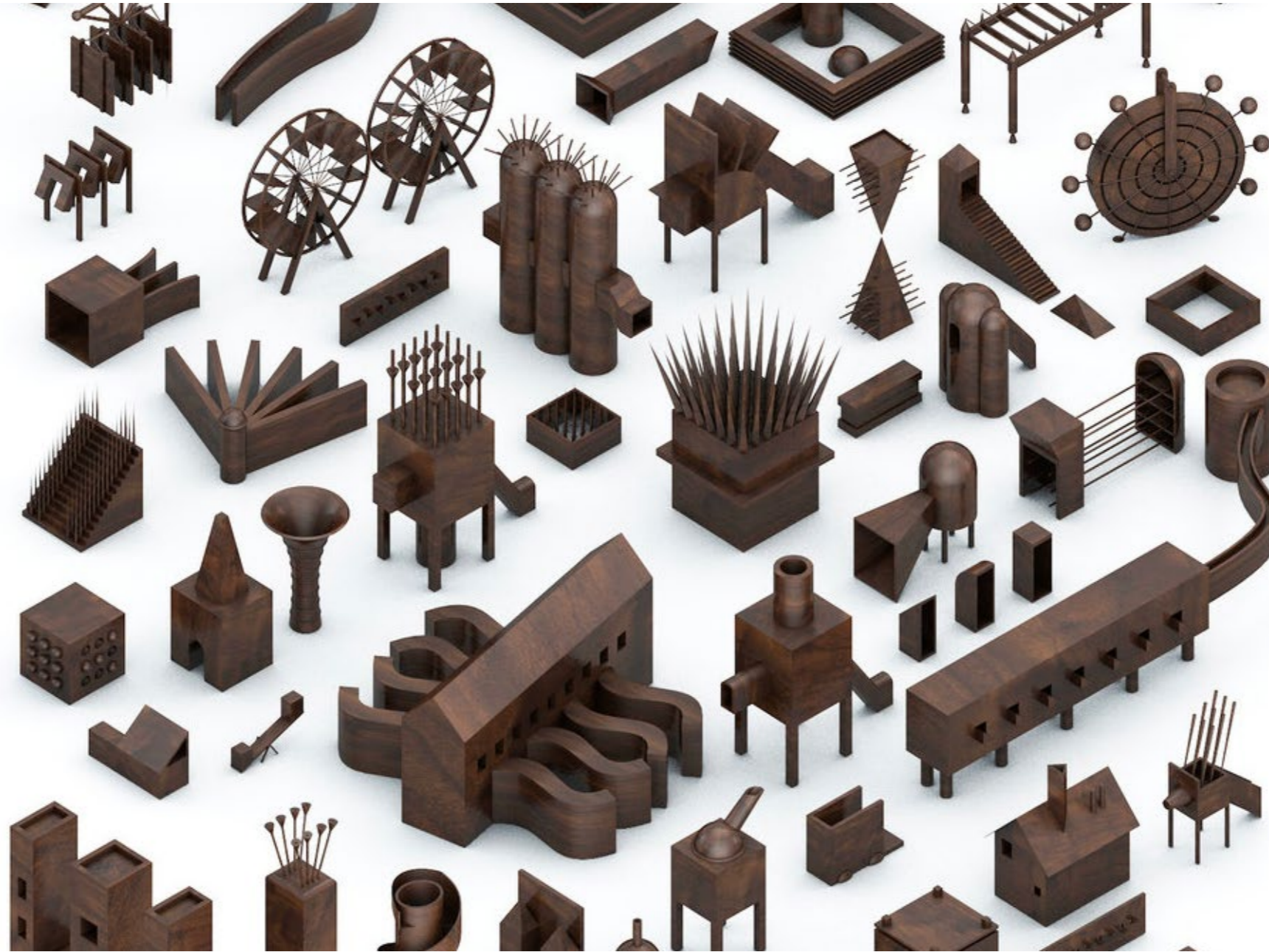
3. Site

Akerseleva, as a river in Oslo, divides the whole city geographically into two parts, east and west. After that, these two parts have the influence of class and culture and gradually move in two directions. Inspired by the "24 stops" project in Basel, it aims to carry out a series of interventions on both sides of the river with a total length of nearly 10km. Try to provide a series of platforms for people to meet and gather. While proposing the urban playful strategy, through 8 specific sites beside the river, it responds to a series of playground/playful spaces generated by different emotions and themes under different contexts and landscapes.

On both sides of the endless river, trying to balance the chaos and appease people through the various functions of 'PLAY'. Create a "flowing feast" to celebrate life.

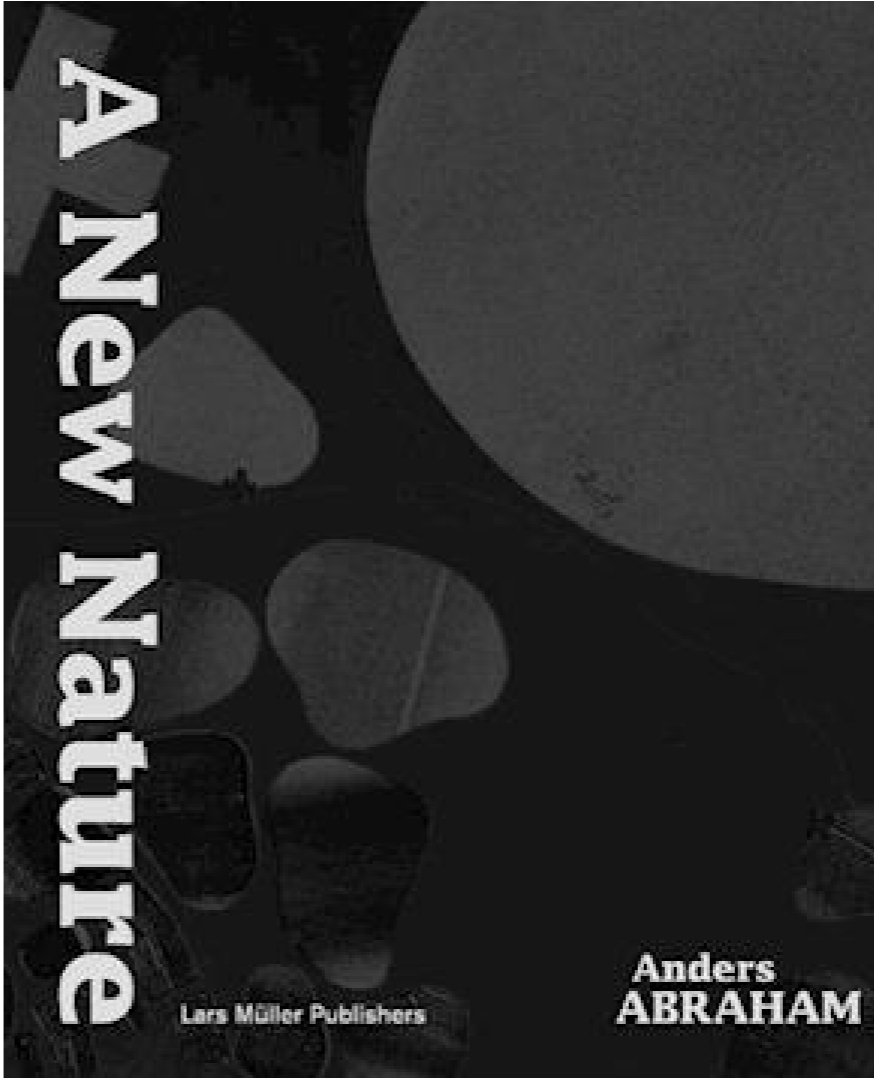
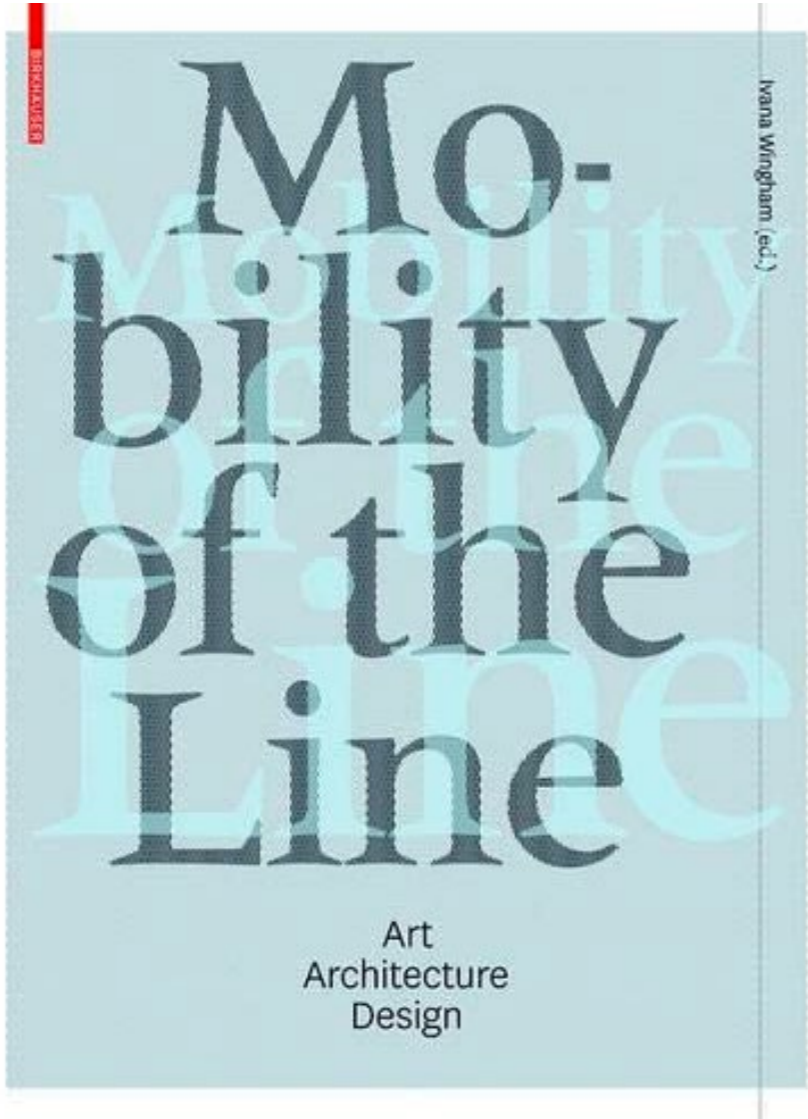
Oslo's site uses the river to form a linear narrative. People can enter from different stops and choose to travel in different directions forward (to forest-landscape) or reverse (to fjord-urban). Eight sites form a complete story to demonstrate the different powers of "Play".





Masque, John Hejduk

4. Focus and Method



5. Steps & Schedule

Steps1. Study "PLAY" from the fields of sociology and anthropology. (Social Science Essay on "play" by John Huizinga et al.)

Steps2. Study Jan Gehl's theory of public space and the city. (Diagram)

Steps3. Playground research with Aldo van Eyck (Prototype and Deformation of "Playful Elements" , Diagram)

Steps4. Case study (Reflect on site, contest, materials, programs, colors, etc, Sketch.)

Steps5. Field Trip 1- Oslo (Photos, observations, archival study about history, culture, biodiversity, etc.Documentation)

Steps6. Site Analiysis 1- Oslo (Mapping, analysis of human activities, spatial flow, 3D modelling, Physcial models etc.Diagram+Model)

Steps7. "Eyes" study trough literature, film and theatre («Mobility of line» etc. Writing+Diagram)

Steps8. Reflections on Architectural Theory and Methodology(Study Anders Abraham, John Hejduk and Gaston Bachelard etc. Writing+Diagram)

Steps9. Conceptual Design 1 - Oslo. (Form-Finding: geometric, Emotion Definition, Program .Drawing)

Steps10. Development Design 1 - Oslo. (Materials, tectonic, climate, biodiversity. Drawing)

Steps11. Development Design 2 - Oslo (Form-Giving, spatial ordering ectDrawing)

Steps12. Atmosphere and details - Oslo(Scenography, Color ect Illustration)

Steps13. Site Analiysis 2- Reykjanes (Reading in Literary, Political, Geographic, mapping Drawing + Writing)

Steps14. Urban strategy- Oslo (River flewing. Illustration)

Steps15. Field Trip 2- Reykjanes (Photos, videos, Understanding context, materials and climate, site specificity.Documentation)

Steps16. Reflections writting (Base on Tutorial, Critic, Peer views and reading Writing+Diagram)

Steps17. Supplementary Theory About Design (Study Peter Märkli , Peter Cook and Sverre Fehn etc. Writing+Diagram)

Steps18. Landcape strategy-- Reykjanes (Illustration)

Steps19. Conceptual Design 2- Reykjanes (Form-Finding: parametric, Emotion Definition, Program, 3D modelling .Drawing)

Steps20. Development Design 1 - Reykjanes. (Materials, tectonic, climate, biodiversity, Physcial models etc Drawing)

Steps21. Development Design 2 - Reykjanes. (Form-Giving, spatial ordering ectDrawing)

Steps22. Atmosphere and details - Reykjanes(Scenography, Color ect Illustration)

Steps23. Graphic (Tecnical drawing, Booklet,Poster)

Steps24. Film making

Steps25. Physical Models.(Varies scales)

Steps26. Image(Digital rending, Photography,Illustration)

Week 1-2

Week 3

Week 4

Week 4-6

Week 6

Week 7-8

Week 7

Week 8

Close Exploration: 20th Feb

Week 8

Week 9

Week 10

Week 11

Week 12

Week 13

Week 14

Week 14-15

Week 15-16

Week 15

Week 16

Week 17

Week 18

Week 18

Close Focus: 8th Mai

Week 19-20

Week 20-23

Week 21-22

Week 22-24

Submission: 14th Jun

Week 25

Study trip 1: Basel,Switzerland
Understand the Public Space
in Urban Context, River

Study trip 2: Copenhagen, Denmark
Understand the Playground in the
Nordic Context

Research
(8 weeks)

Design
(10 weeks)

Finalize
(7 weeks)

Exhibition(4 days)

6. Submit materials

1. Mapping

1)norli, 2)historical, 3)biodevercity, 4)function, 5)transpotation, 6) high, 7) Park, 8)playground, 9)sport place, 10)bridge, 11)waterfall, 12) material, 13) color, 14)economy & social, 15)google earth, 16)cleaning, 17) green

2. Reserach

1)sun, 2)weather, 3)catelogue, 4)prototype, 5)revier history, 6)norwegian habit-human activity, 7) case study, 8)photo-winter/spring, 9)Urban Evolution Report,

3. Diagram

1)sun, 2)wind, 3)sound, 4)light, 5)movement,

4. Tecnical drawing

1)situation plan, 2)plan, 3)section, 4)evevation, 5)relevant detail, 6)Axo drawing,

5. Image

1)render, 2)real scene, 3)model, 4)spatial quality (interior) , 5)Scenography-illastrution-collage

6. Models

1)situation, 2)building, 3)interior,

7.Narrative-writing-description

8. Book-booklet

9. Film-video



The Garden of Earthly Delights, Hieronymus Bosch