



A Library of Life

EXPLORE THE POSSIBILITY OF DIFFERENT ATMOSPHERE
FOR READING SPACE

Bi Wenhui

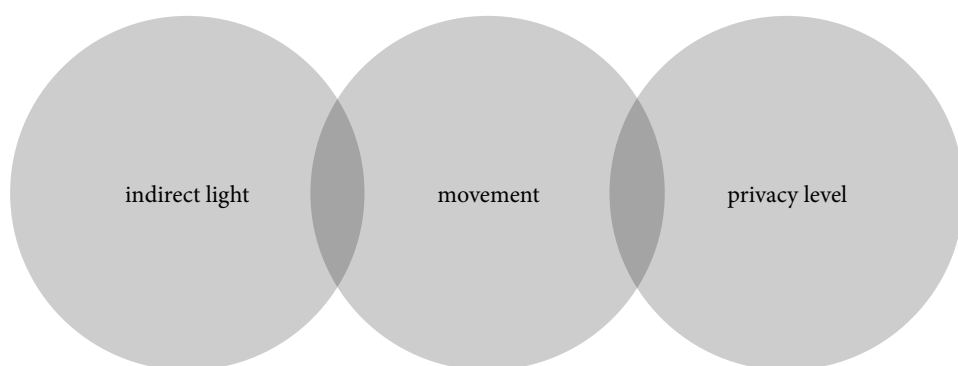
Chalmers University of Technology
Architecture and Urban Design



CHALMERS
UNIVERSITY OF TECHNOLOGY

Table of Contents

Abstract	5
Chapter 1. Background	7
Research of Göteborg Central Area	10
The Need From Inside	11
Chapter 2. Context & Site	13
Site condition	14
Reference	15
Route Organization	16
Light Condition	19
Plan Strategy	20
Chapter 3. Experiment 1. Corner Unit	23
Rotating Wall	24
Rotating Ceiling	26
Panning Wall	28
Panning Ceiling	30
Chapter 4. Experiment 2. Layer of Space	35
Reference	36
Test of shell system	38
Chapter 5. Experiment 3. Zone & Boundary	43
Boundary	44
Organization 1	46
Organization 2	48
Organization 3	50
Organization 4	52
Chapter 6. Design Result	59
Bibliography	79



Abstract

This project concerns mainly the relationship between social interaction and atmosphere. The aim of this project is to create a comprehensive and intimate place for rebuilding the interaction between people using indirect light.

The main progress of this project lies on the logic of organization. All the testing and generating start from a simple logic and become more and more complex as the logic multiplies. Every step of processing is setted as much as possible under control.

The examination of the relationship between indirect light and intimacy becomes prototype. Overall there are two aspects of the examination, changes within one single space and layers of spaces. Then the formation part is mainly about the organization of space using the results from prototype phase.

The design method and process are tightly attached to the toolbox. Two digital tools mainly used in this project are Rhino and Grasshopper, with all the parameters for testing and shape generating coming from the logic of organization, which means the formal analysis and research. Thus the digital program could be based on a logical foundation.

The result of this project is not a completed design, but a structural space with all the potentials remained to be explored. Results from the first phase are systematic but not full-scaled. Yet the method and design process are completed and will be used for further exploration.

In the article, Borges claimed three pairs of concept:

Geometry & Infinity

Every hexagon forms a chamber with particular character. All the hexagon chambers are connected, together composing a boundless world.

Isolated & Unified

Inside the chamber, generates the feeling of enclosure. Yet experience of similar themes gives the feeling of a whole.

Clarity & Ambiguous

Form cooperating with character locate the observer. Yet through the movement, the maze provides a possibility to get lost.

Borges, Jorge Luis. "The library of Babel."
Collected fictions (1998).

Chapter 1

Background





Second-hand Bookstore

Limited reading space, crowded book-shelves create a puzzle-like movement.

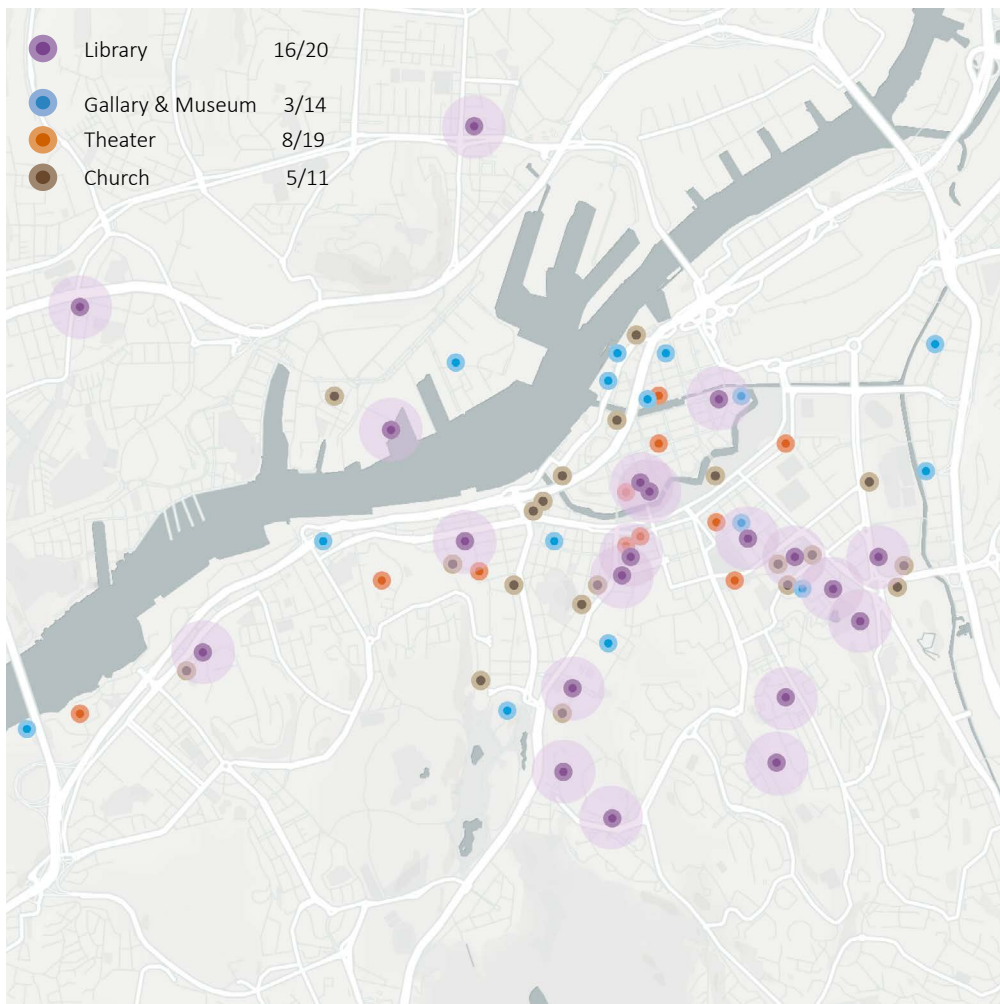


Library

Organized book-shelves, intimate reading space inside a larger open space.

Research of Göteborg Central Area

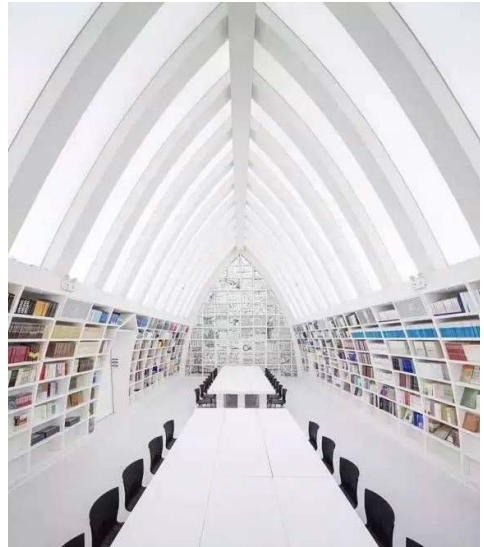
About density and distance for libraries and public facilities



Twenty libraries including university libraries are picked up as samples for this survey. The public facilities included are museums, theaters, and churches.

For museum, apart from the bookstore of their own, 1/4 are within 500m distance from the nearest library. For theater and church, the percentage nearly reach 50%.

The Need From Inside



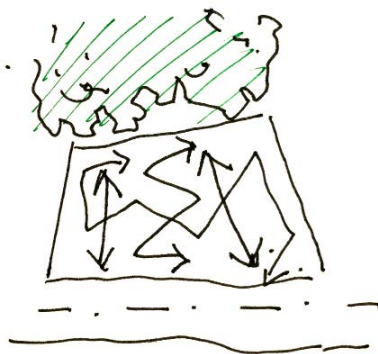
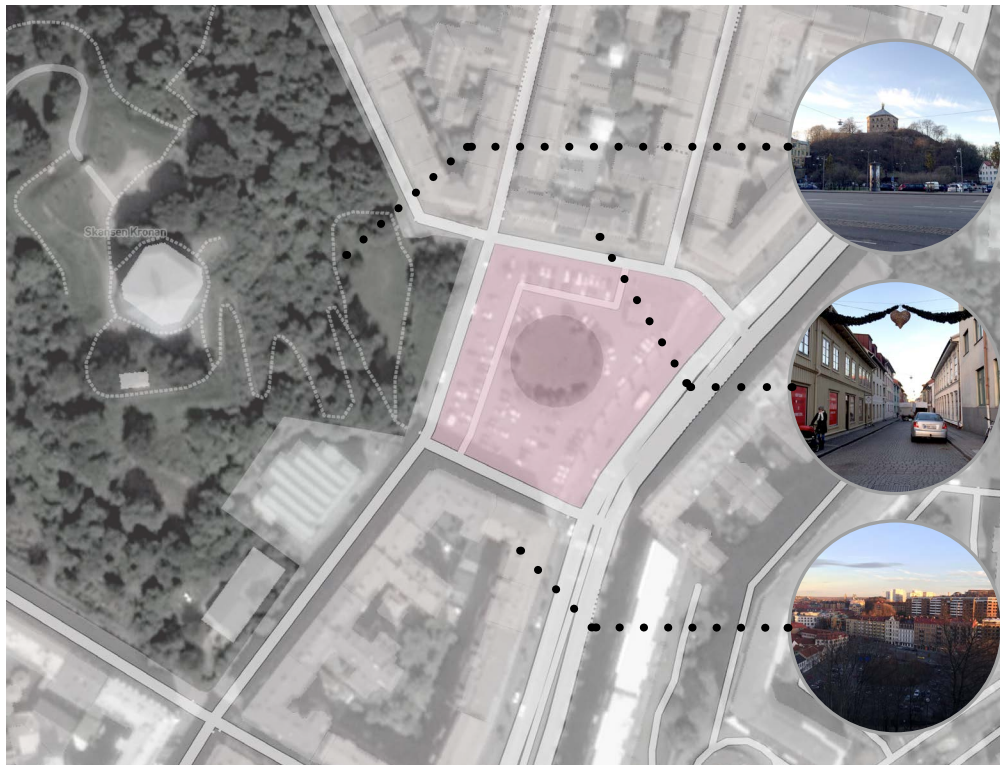
Topic Revelent
Functional attached
Samiliar atmosphere

Chapter 2

Context & Site



Site condition



How to approach an inviting and interaction encouraging atmosphere?

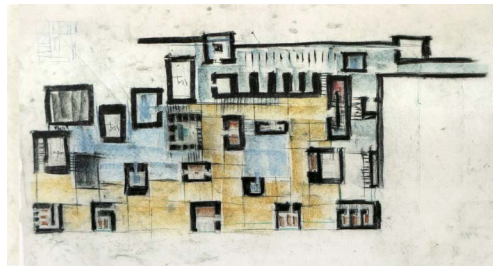
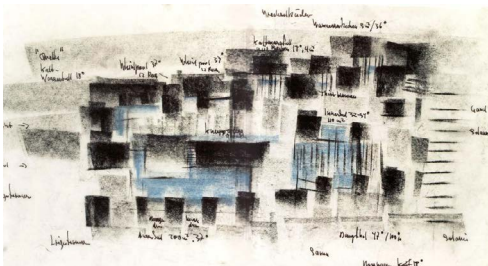


How to organize the route between different sides?

Reference

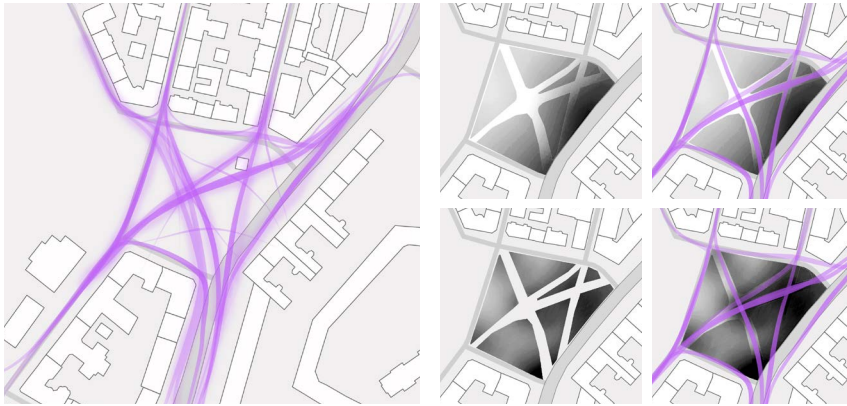


Thermal Vals, Switzerland
Peter Zumthor, 1996



- Pack up the private function to all the units
- Change density of the units to create a transition from artificial side to natural side
- Create courtyards by units that become a more public area

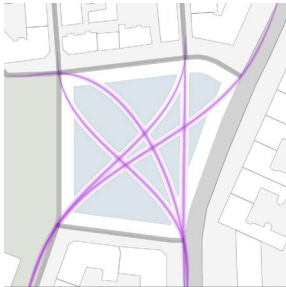
Route Organization



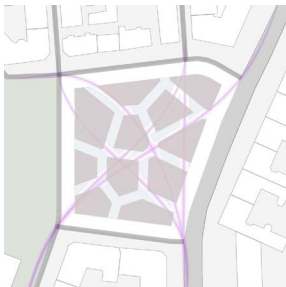
- Possible routes divide the site into several zones
- Privacy Gradient ranging from main road to pathways
- More publicity around the crossings



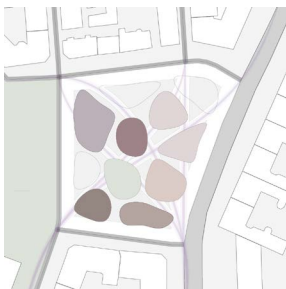
- Privacy Gradient with routes



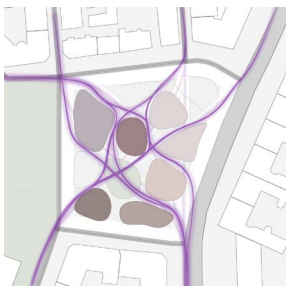
- 1, Get possible movement and people flow within this area, then naturally the site is divided into 11 zones.



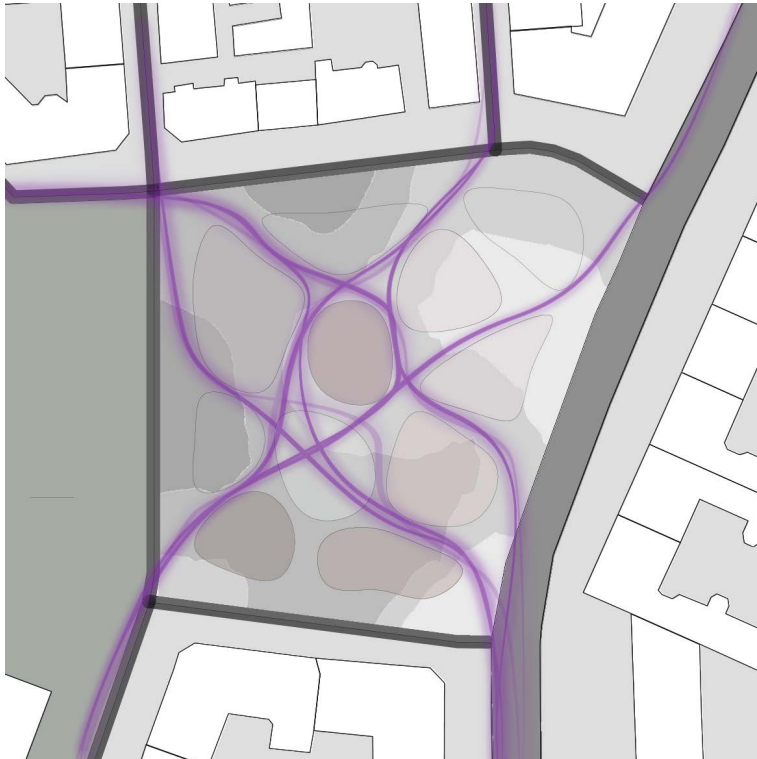
2. Use grasshopper to generate a new zoning plan in which all zones are nearly equal size, while mostly preserving the routes.



- 3, Transfer the edges of zones from straight lines to curves, in order to get more open space around crossings, give a less impression of direction.



- 4, The zone that covers the largest amount of routes is setted as open courtyard. The zone at the northeast corner of the site is given back to the street.

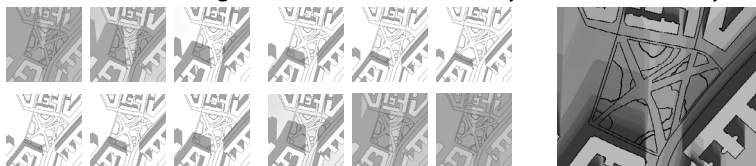


- Principle for generalizing the plan form is to maintain the origin routes of the site while creating more average areas that fit the public-private level of the site.

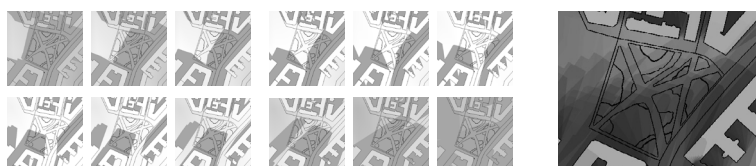
Light Condition



- Shadow darkness gradient from 15th of every month around a year

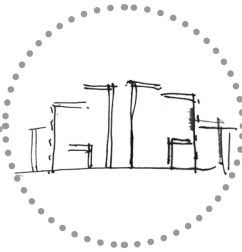


- Shadow darkness gradient from around daytime on 15th December



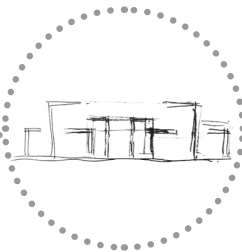
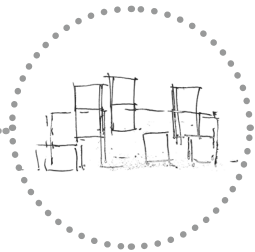
Plan Strategy





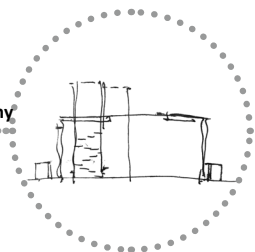
a. Area: 484m²
Meditation space
Book Type:
[100] Philosophy & Psychology
[200] Religion

b. Area: 270m²
Group Room
Book Type:
[300] Social Science
[400] Language



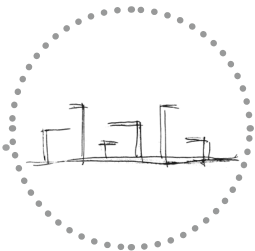
c. Area: 586m²
Gallery
Book Type:
[700] Art & Recreation

d. Area: 356m²
Theater
Book Type:
[800] Literature
[900] History & Geography



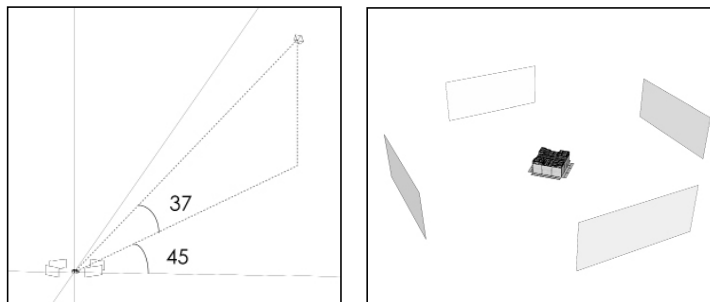
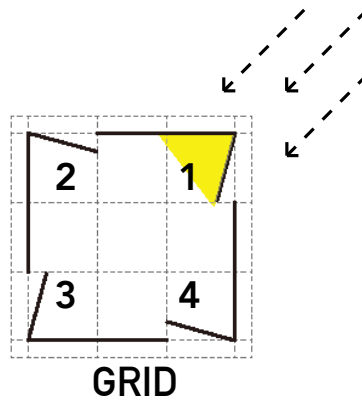
e. Area: 280m²
Media Center
Book Type:
[000] General Wook, Computer Science

f. Area: 247m²
Focusing study room
Book Type:
[500] Pure Science
[600] Technology

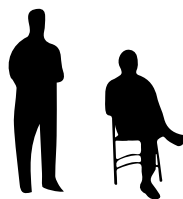


Chapter 3

Experiment 1. Corner Unit



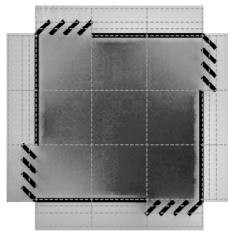
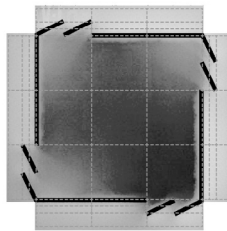
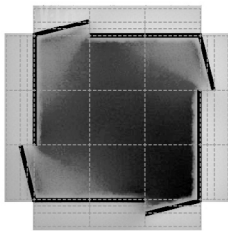
LIGHT



600/1200/2400

MODULE

Rotating | Wall



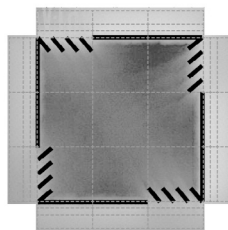
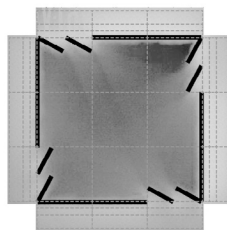
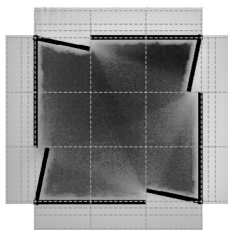
BRIGHTNESS

SHARPNESS

Rotating Outside:

Smaller divided>>Brighter/Blurring edge

- The first corner provides the largest amount of light, so the forth corner is the brightest
- The inside area of the first corner is the darkest



BRIGHTNESS

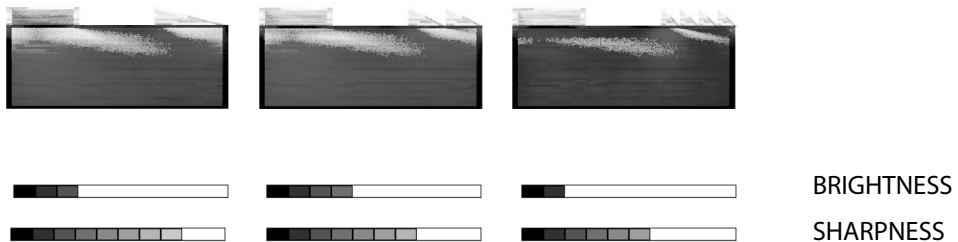
SHARPNESS

Rotating Inside:

Smaller divided>>Brighter/Blurring edge

- The first corner provides the largest amount of light, so the first corner is the brightest
- The inside area of the forth corner is the darkest

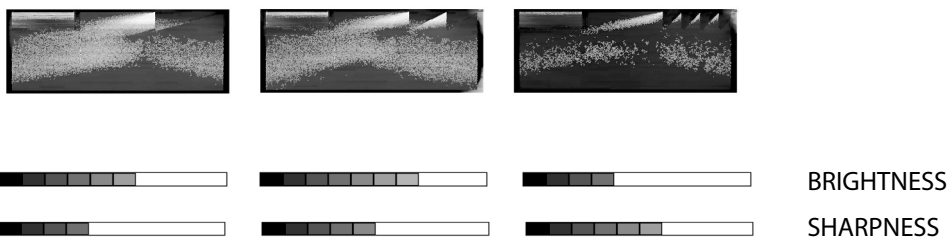
Rotating | Ceiling



Rotating Outside:

Smaller divided>>Brighter/Blurring edge

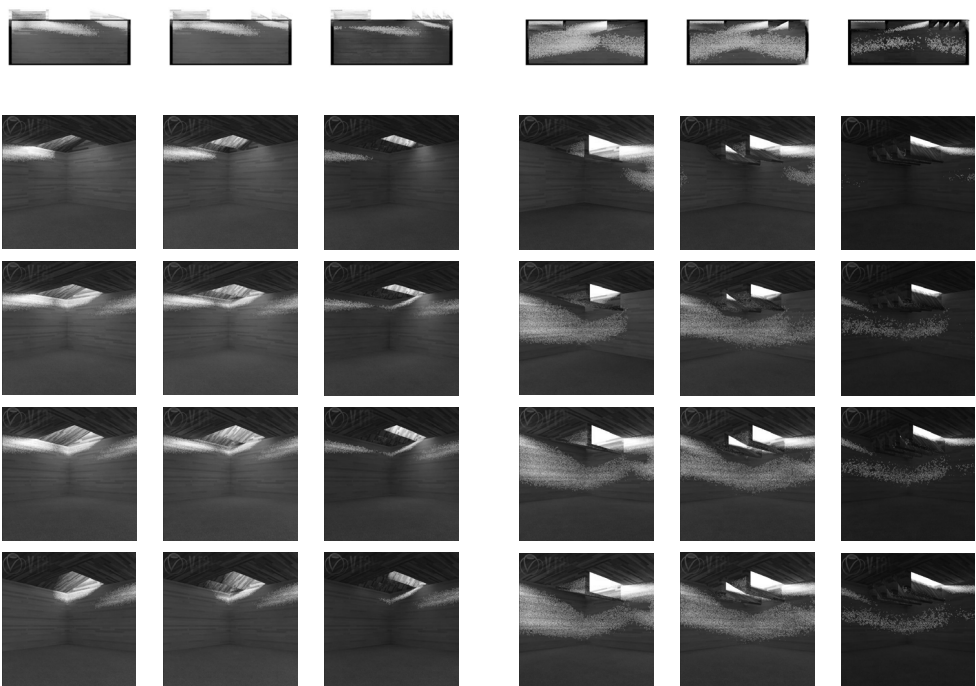
- The first corner provides the largest amount of light, so the forth corner is the brightest
- The inside area of the first corner is the darkest



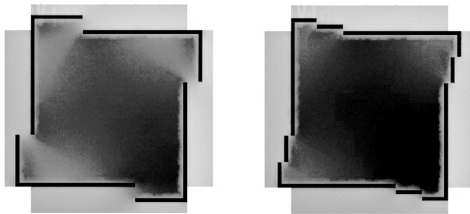
Rotating Inside:

Smaller divided>>Brighter/Blurring edge

- The first corner provides the largest amount of light, so the first corner is the brightest
- The inside area of the forth corner is the darkest



Panning | Wall



BRIGHTNESS

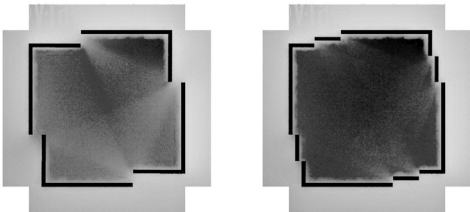


SHARPNESS

Panning Outside

Smaller divided>>Darker/Blurring edge

- The first corner provides the largest amount of light, so the forth corner is the brightest
- The inside area of the first corner is the darkest



BRIGHTNESS

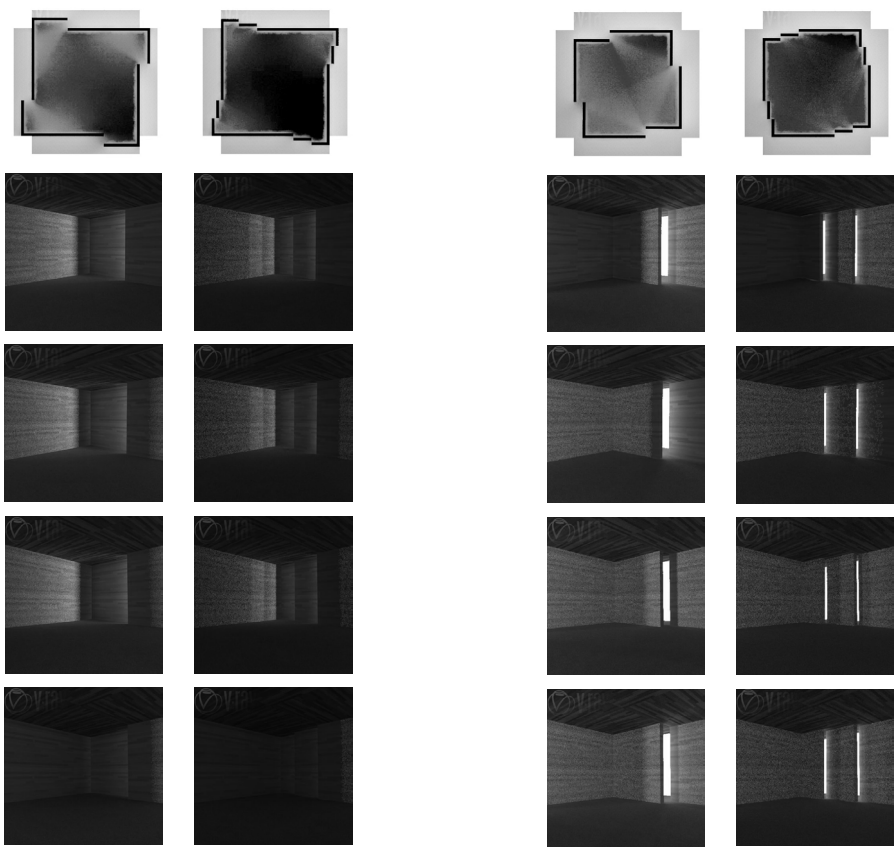


SHARPNESS

Panning Inside

Smaller divided>>Darker/Blurring edge

- The first corner provides the largest amount of light, so the first corner is the brightest
- The inside area of the forth corner is the darkest

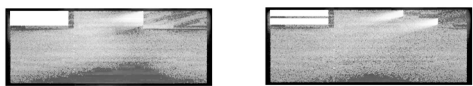


Panning | Ceiling



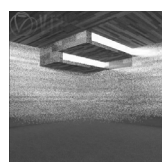
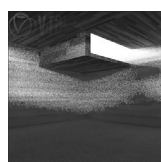
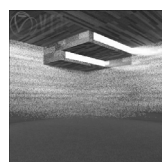
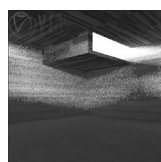
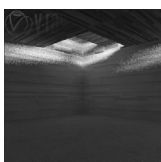
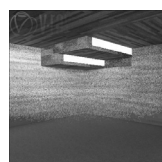
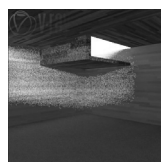
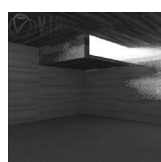
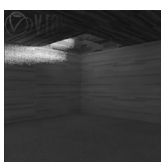
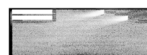
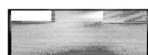
Panning Outside Smaller divided>>Darker/Blurring edge

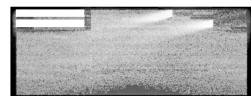
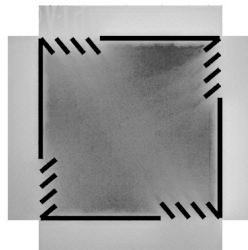
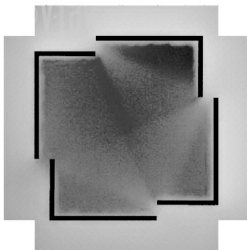
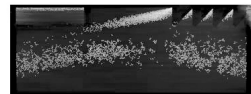
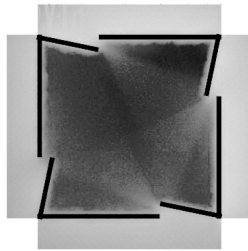
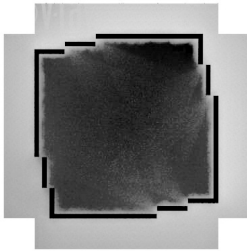
- The first corner provides the largest amount of light, so the forth corner is the brightest
- The inside area of the first corner is the darkest



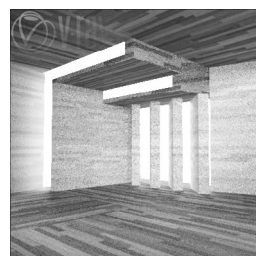
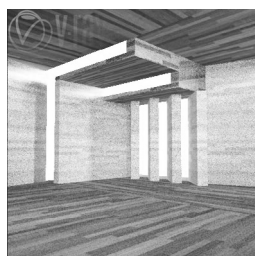
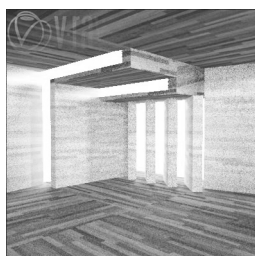
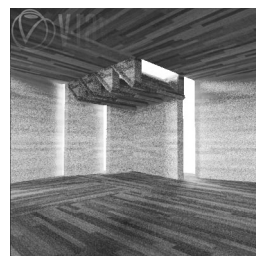
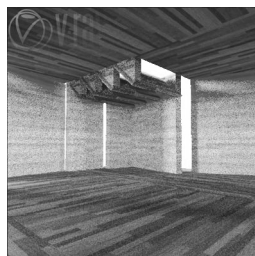
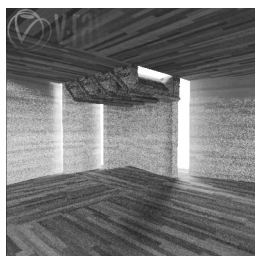
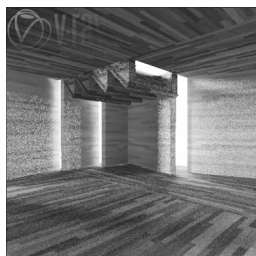
Panning Inside Smaller divided>>Brighter/Blurring edge

- The first corner provides the largest amount of light, so the first corner is the brightest
- The inside area of the forth corner is the darkest





- With all the result above, we could choose the combination that is needed

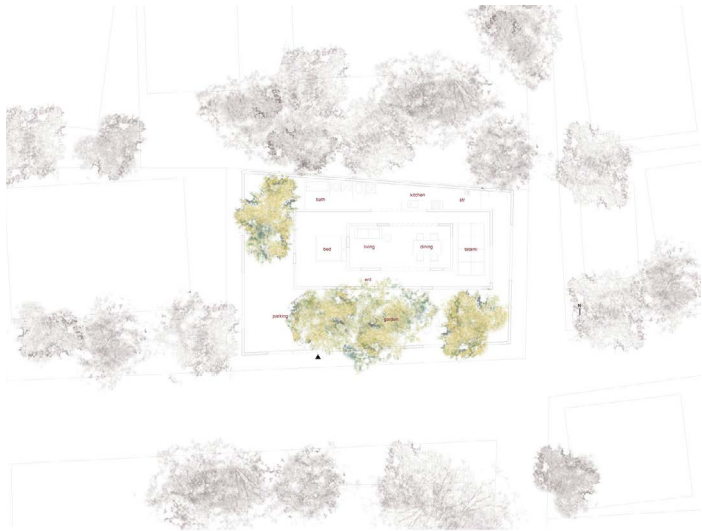


Chapter 4

Experiment 2. Layer of Space

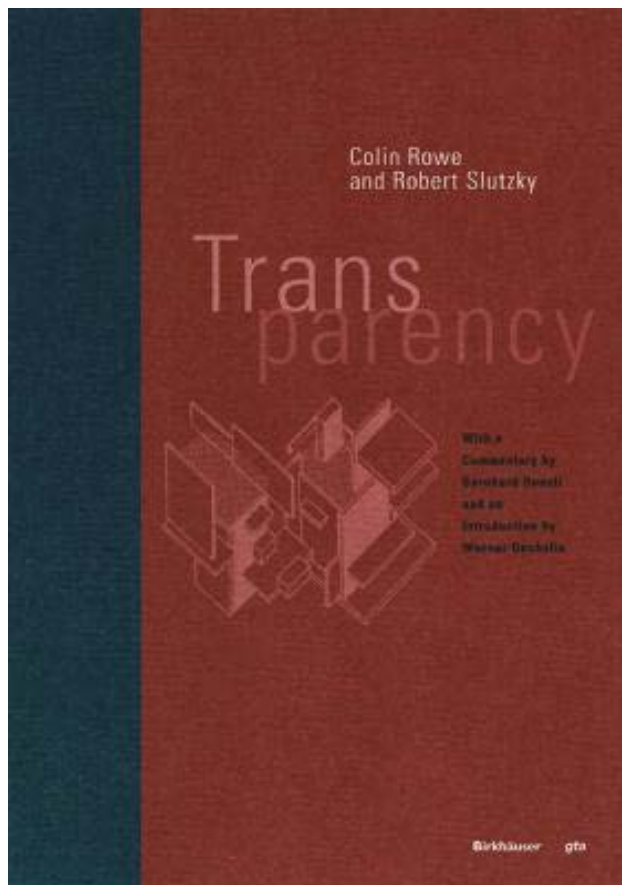


Reference



House N, Japan
Sou Fujimoto, 2008

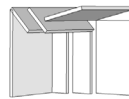




- Transparency means a simultaneous perception of different locations.
- interpenetrate without optical destruction of each other
- Indicating, hidden, interpenetrating space

Test of shell system

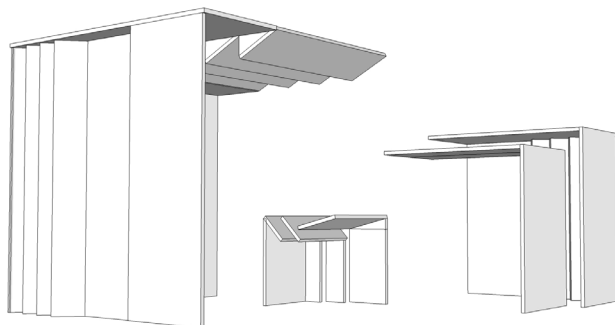
- SCALE I, 2400mm
- Set on each line facing different directions

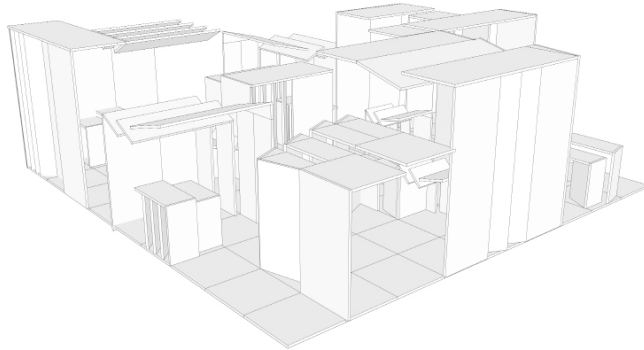
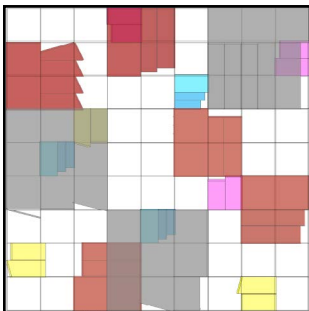
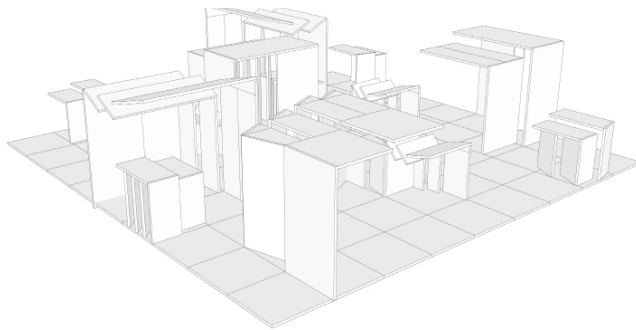
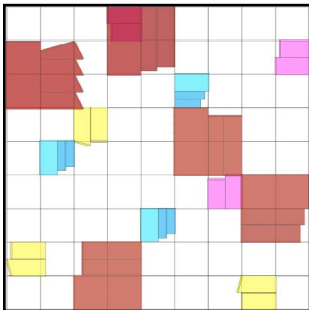
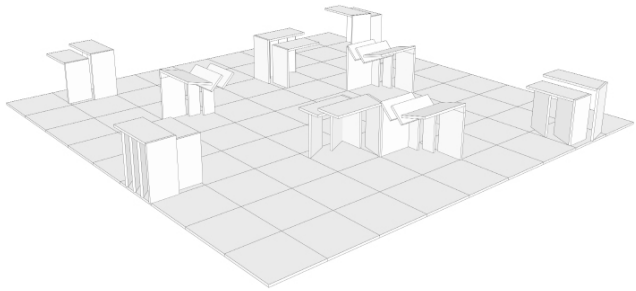
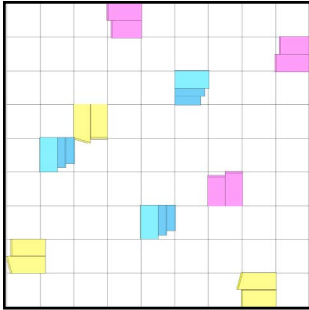


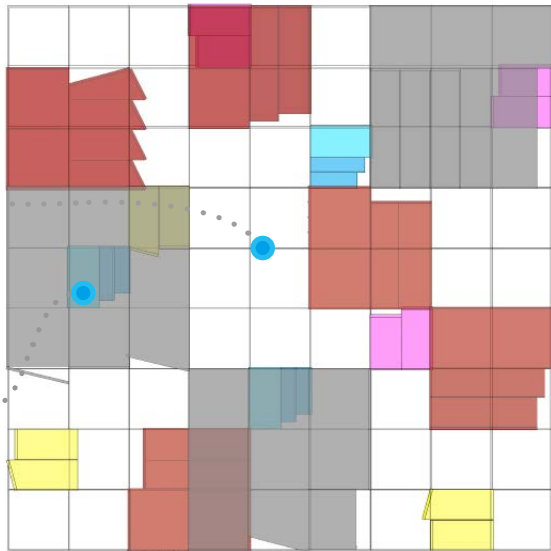
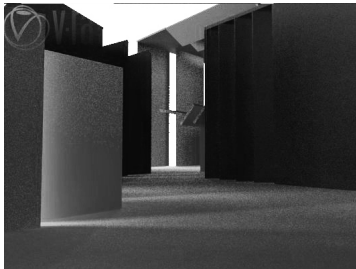
- SCALE II, 4800mm
- Set on every two lines facing different directions
- Overlapping and maximum spatial diversity



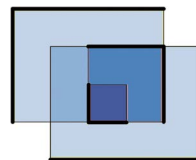
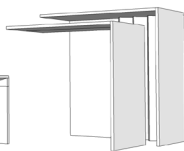
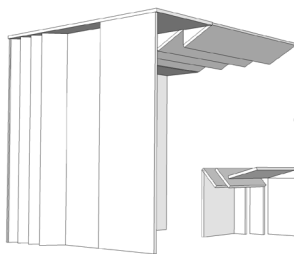
- SCALE I, 7200mm
- Set on every three lines facing different directions
- Overlapping and maximum spatial diversity







- Pathway
- Light from inside to outside enables the interaction
- Public area setted around private area
- The shadow from layers falls on the ground, arising conciousity about the layers



- LEVEL 1
- LEVEL 2
- LEVEL 3
- LEVEL 4

- The privacy level
- The more shells overlap, the more the privacy level will be



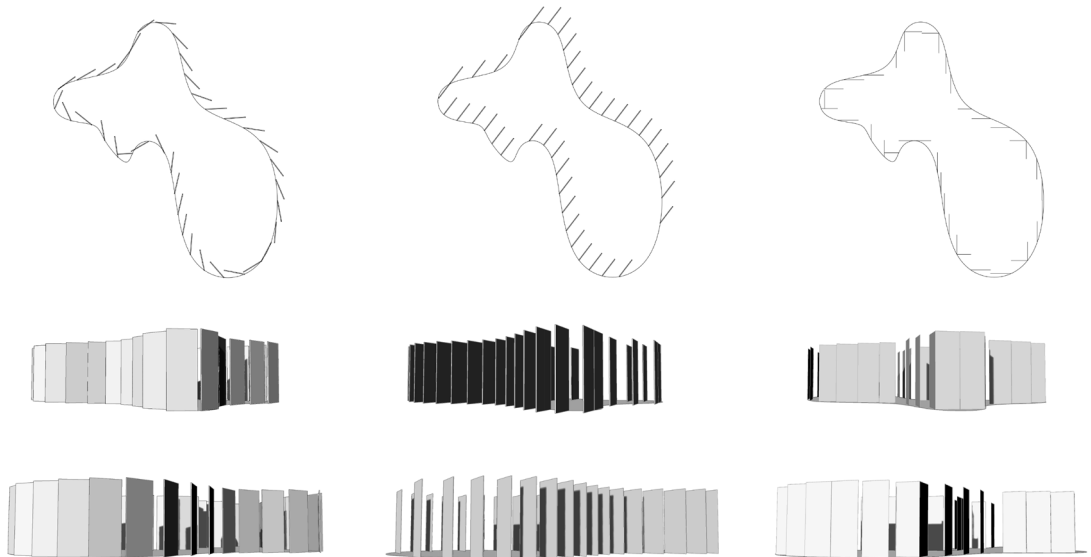
Chapter 5

Experiment 3. Zone & Boundary



Boundary

Wall structure deal with the curvilinear boundary



· Type 1

The fans rotate along the direction of curve, intensity of light controls the range of angles.

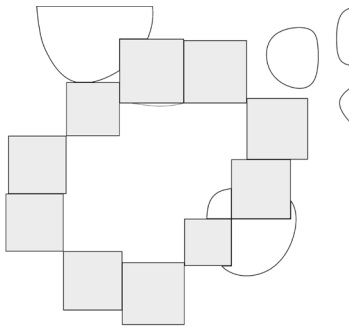
· Type 2

The fans pan along the shape of curve, direction of light controls the direction of fans.

· Type 3

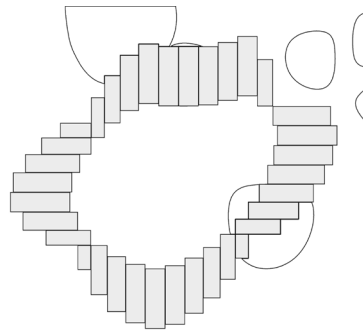
The fans are perpendicular to each other, setted along the curve, intensity and direction of light control the direction of fans.

Different divided unit of roof and wall structure



- Type 1

Divided into larger fragments, the perception of the space will be private corners.

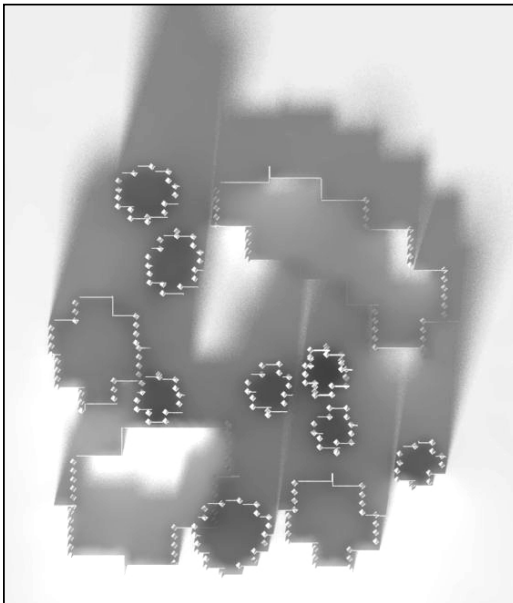
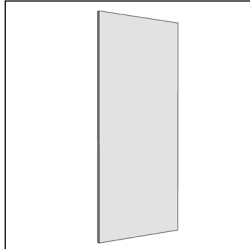
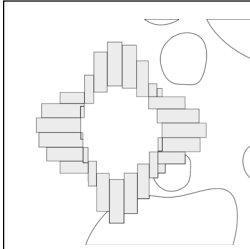
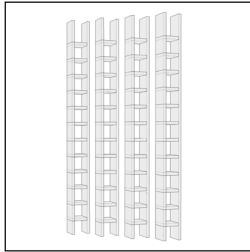
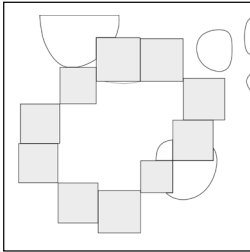


- Type 2

Divided into smaller fragments, the perception of the space will be the larger public zone.

Organization 1

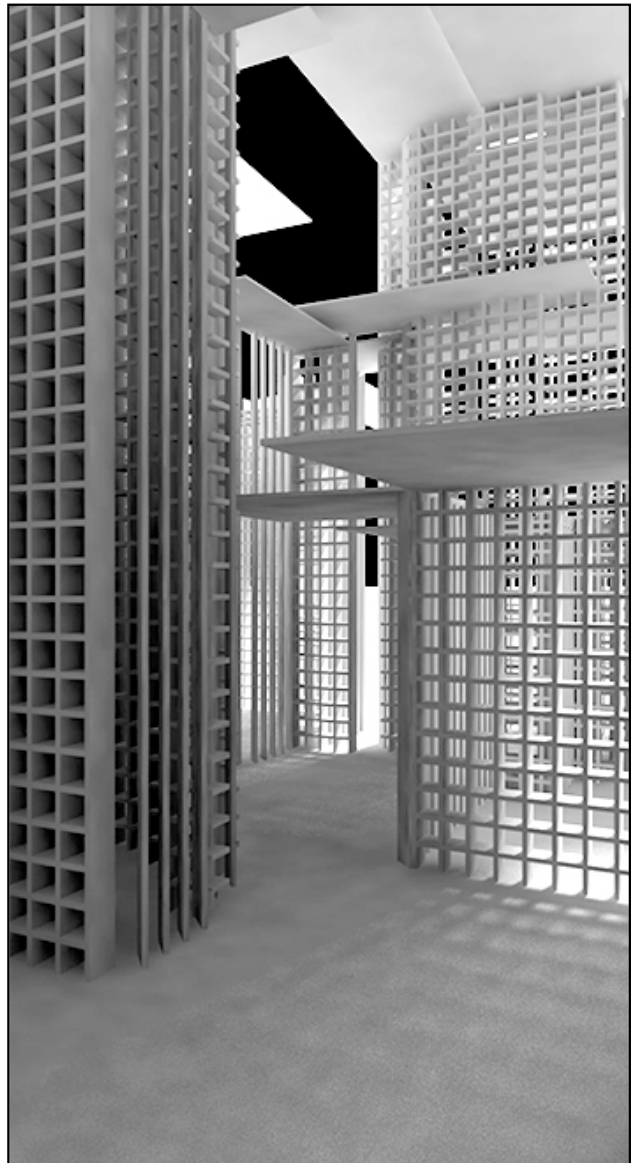
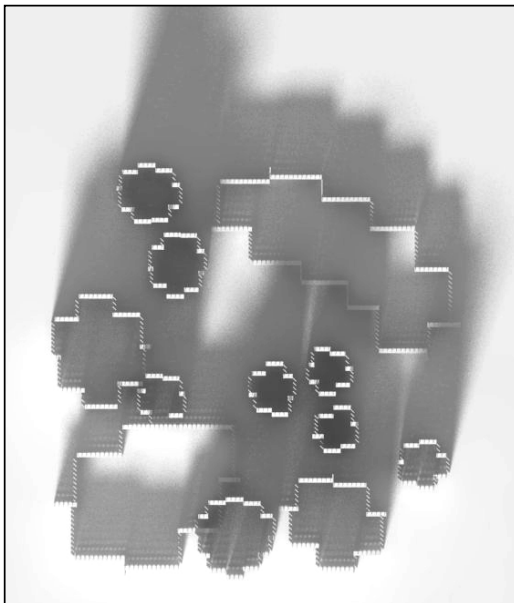
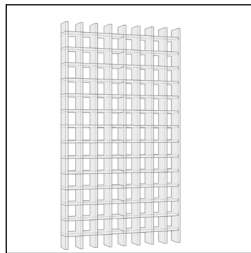
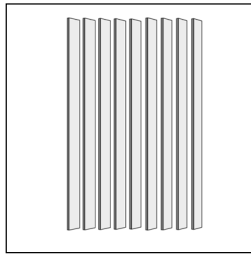
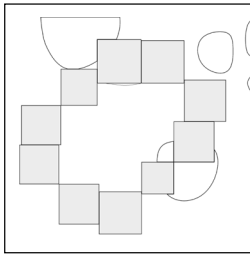
- Larger area divided into larger pieces
- Smaller area divided more fragmentally
- Fans turns to bookshelves





Organization 2

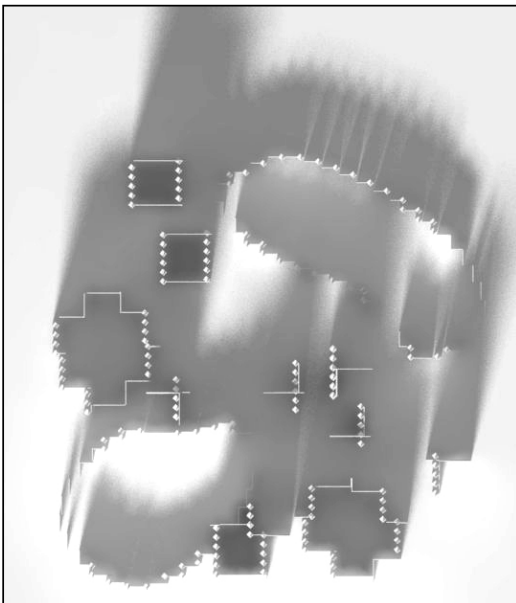
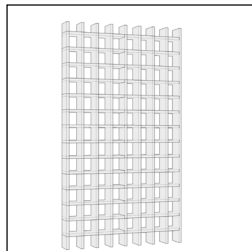
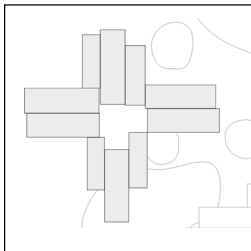
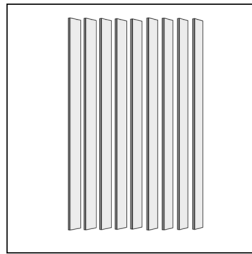
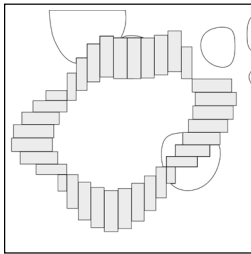
- Larger area divided into larger pieces
- Smaller area divided more fragmentally
- Walls turns to bookshelves





Organization 3

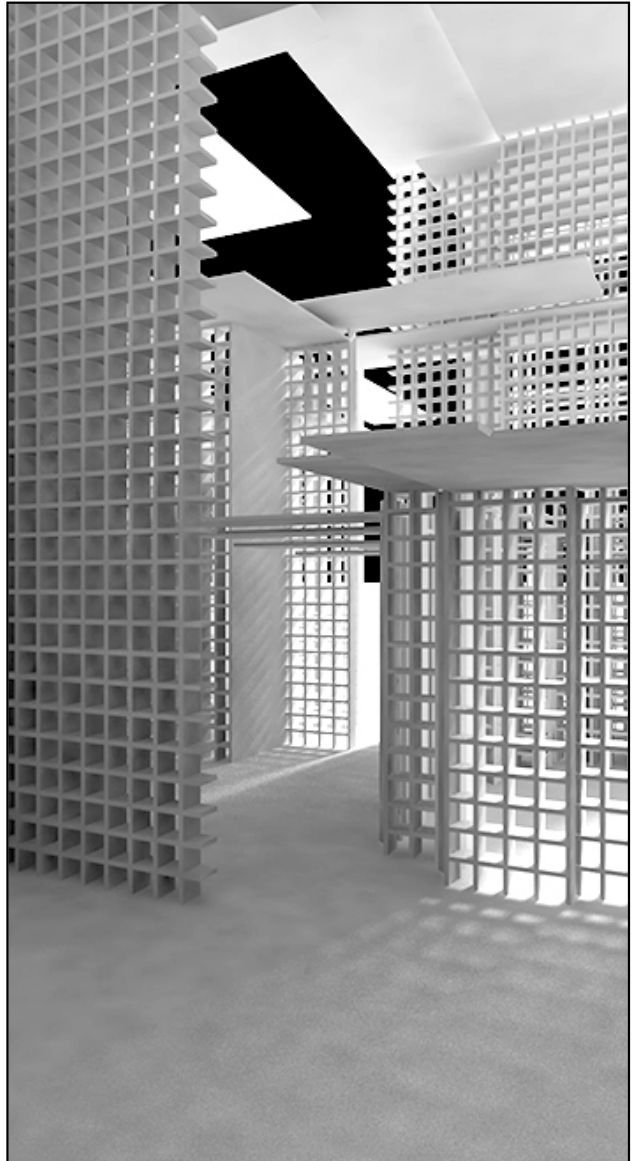
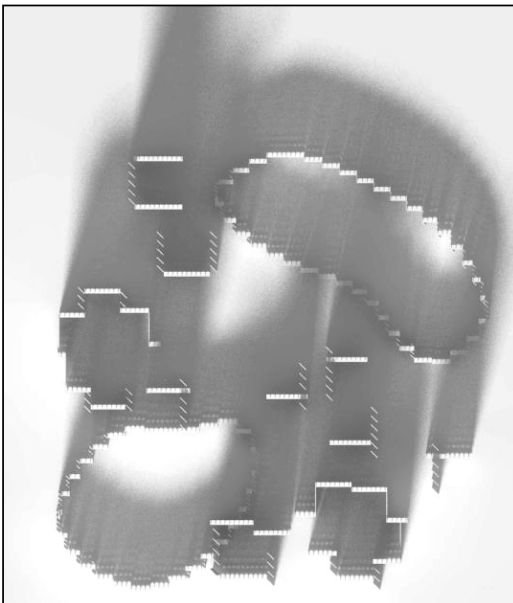
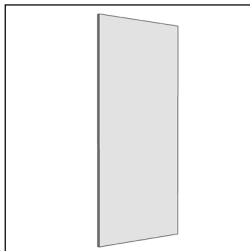
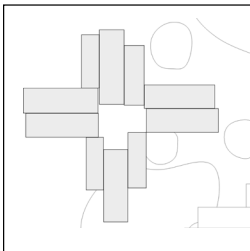
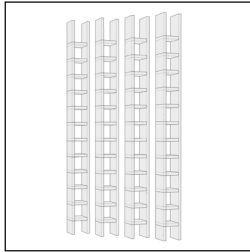
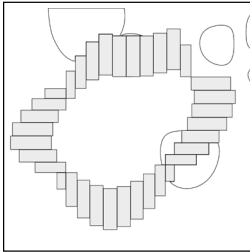
- Larger area divided more fragmentally
- Smaller area divided into larger pieces
- Walls turns to bookshelves



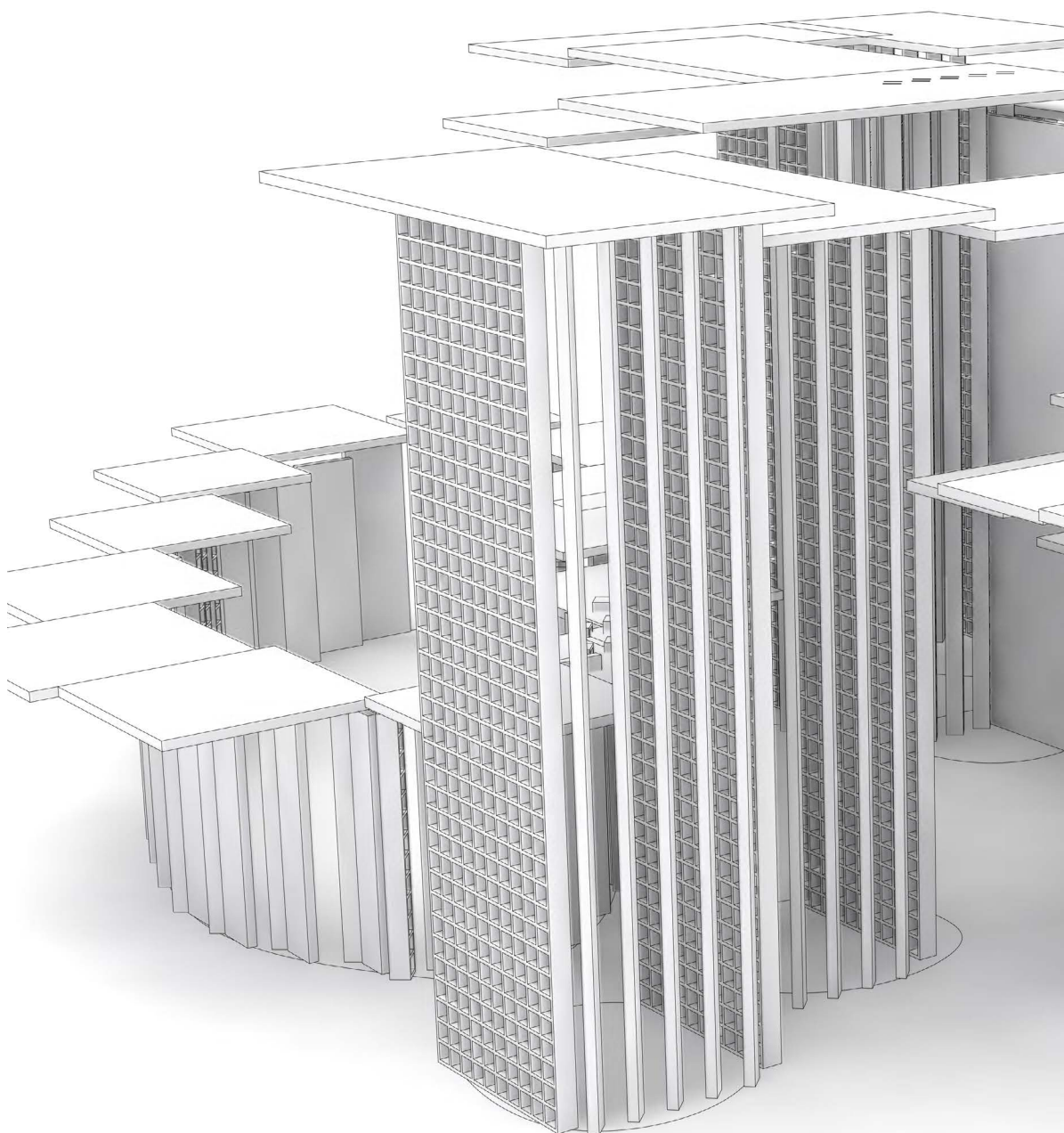


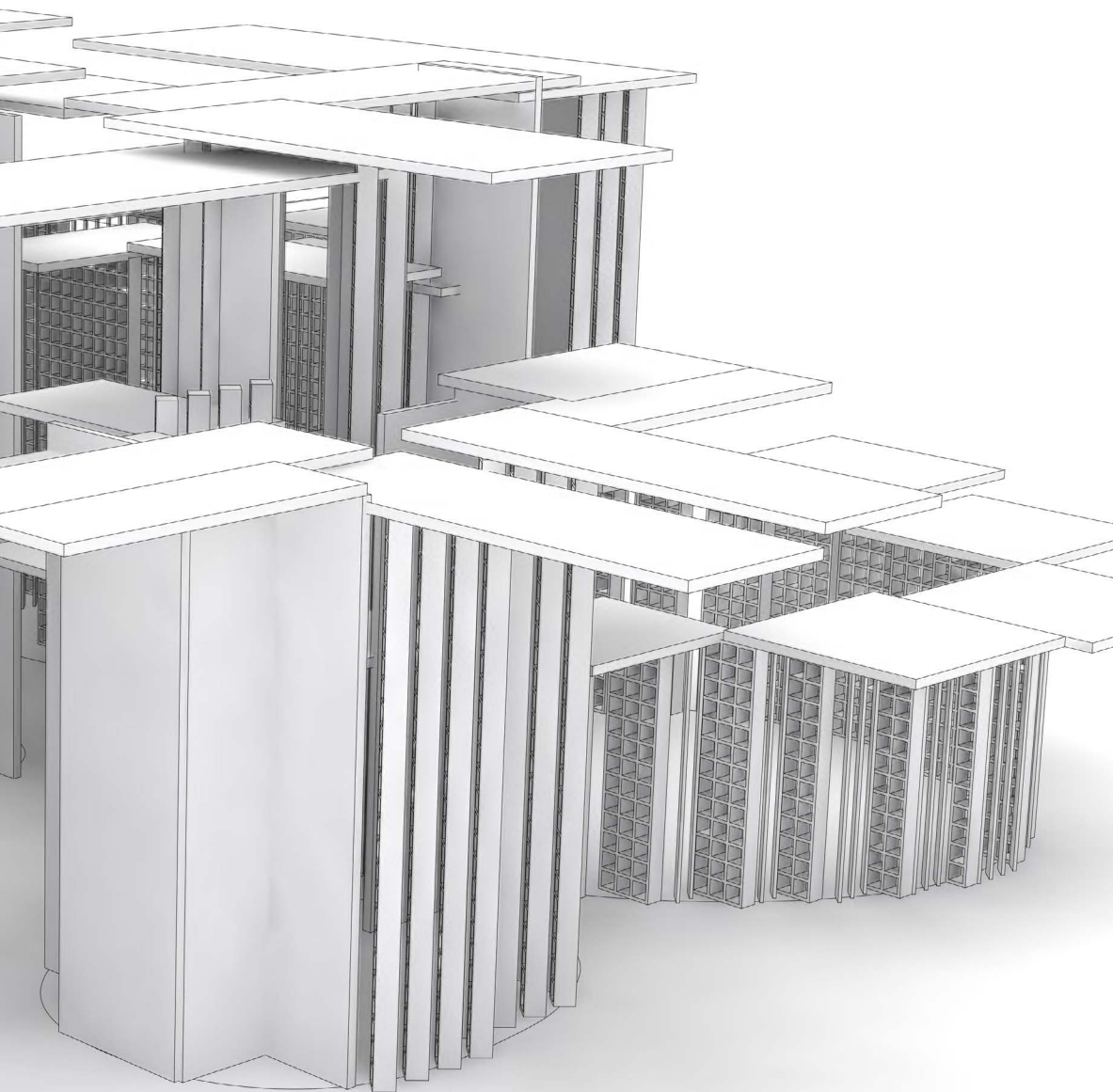
Organization 4

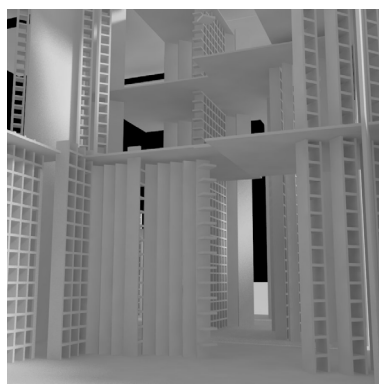
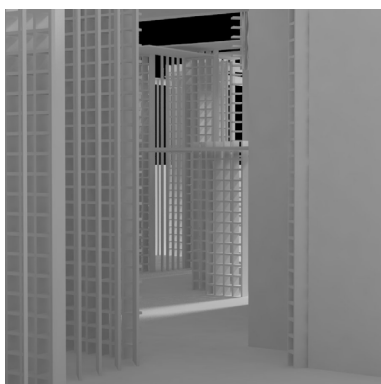
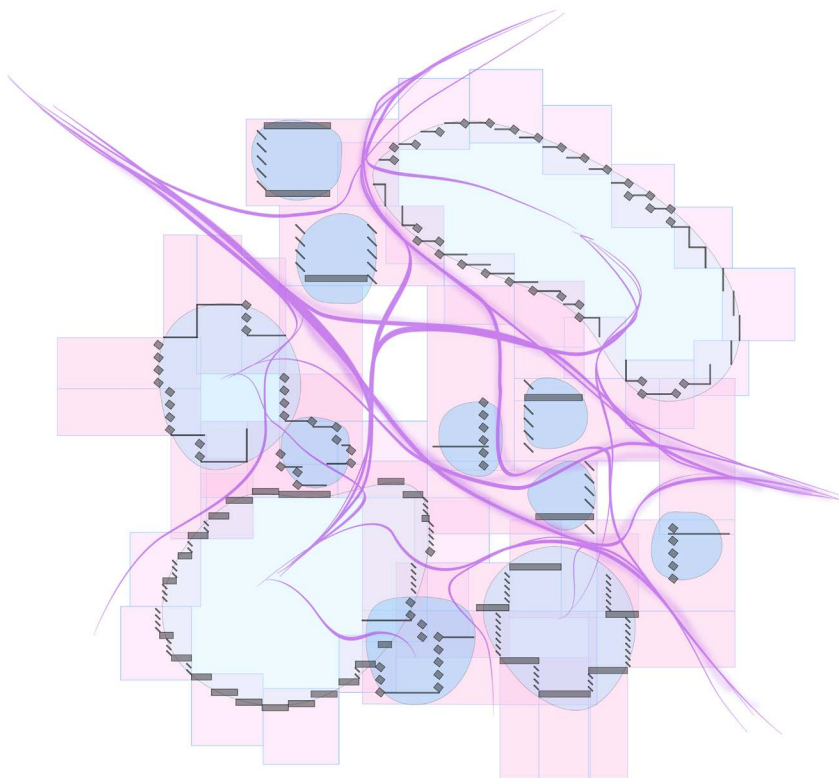
- Larger area divided into larger pieces
- Smaller area divided more fragmentally
- Fans turns to bookshelves

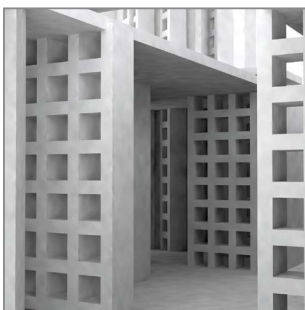
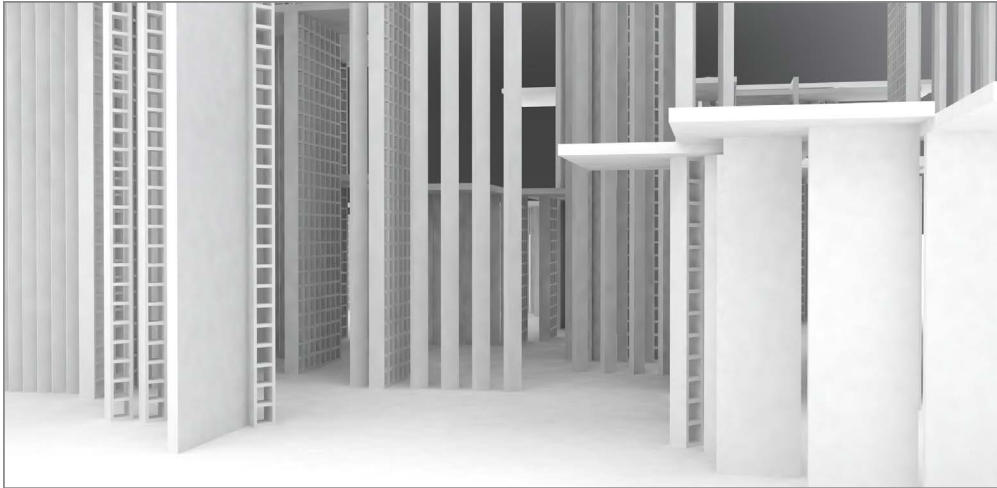






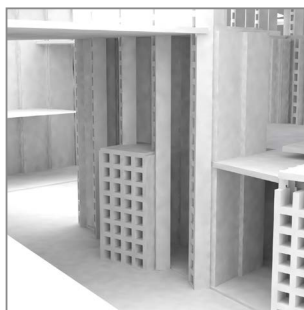






View of first level

limited view, filled by book-shelf structure, guided by the direction of structure



View of second level

recognize the contract of structure, more openness



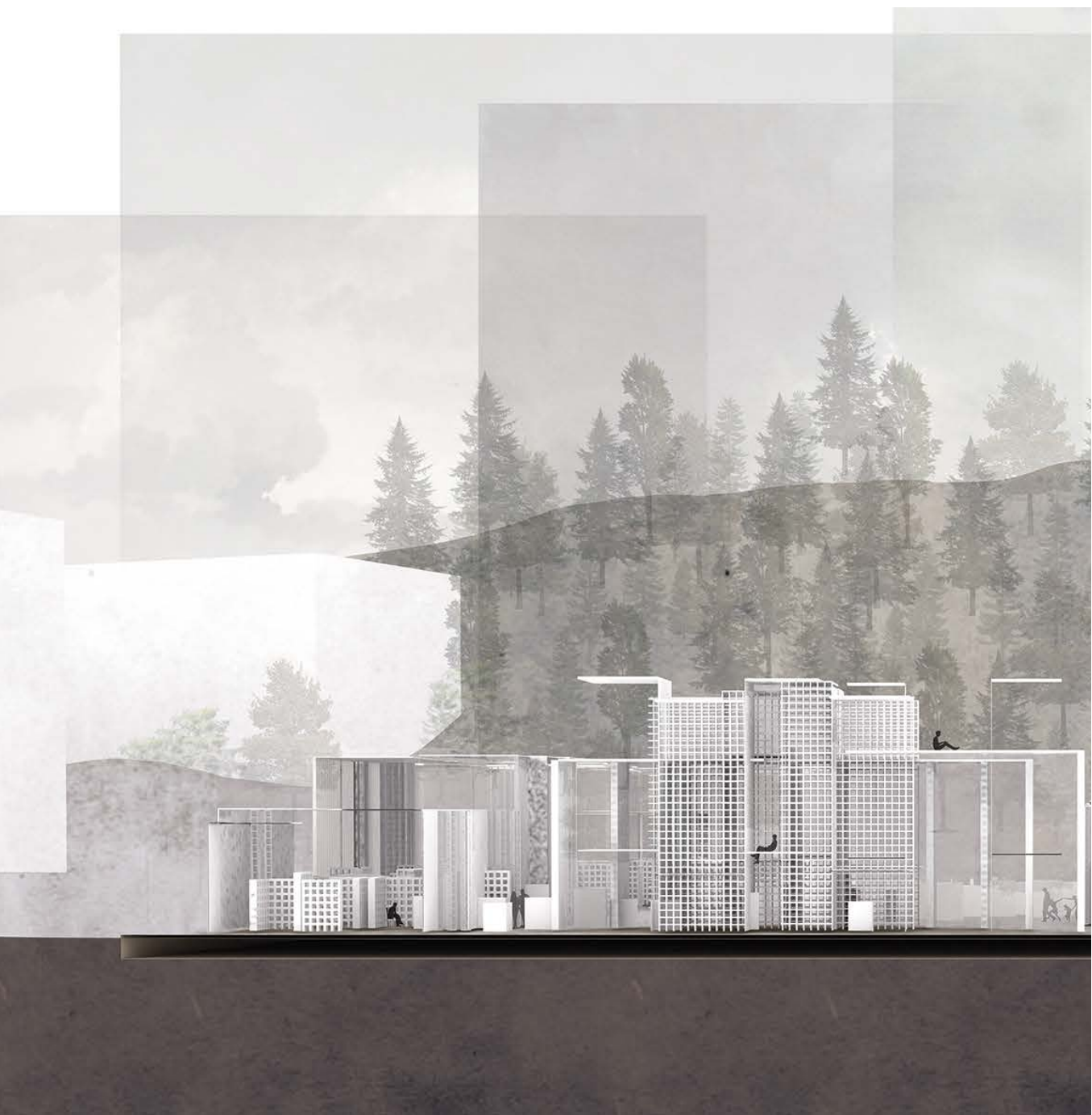
View of third level

recognize the plan form, guided by route

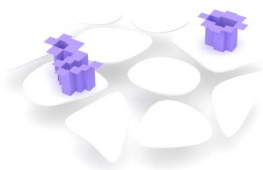
Chapter 6

Design Result



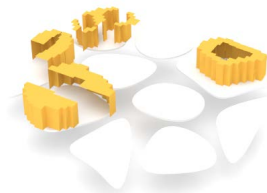






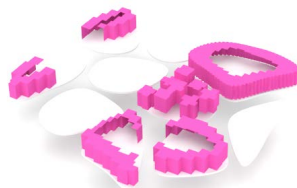
Forth Layer

- Creating the tranquil light



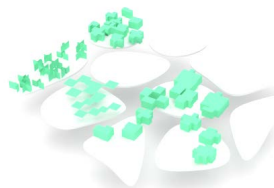
Third Layer

- Defining the boundary of zone
- Setting another layer



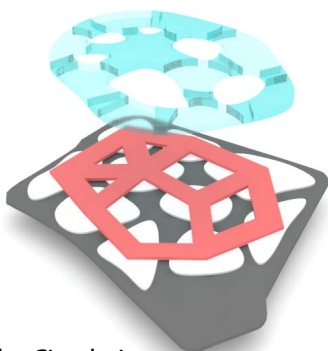
Second Layer

- Defining the boundary of zone

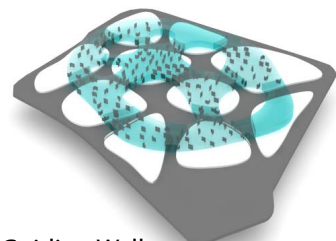


First Layer

- Creating the private space



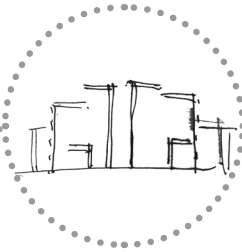
The Circulation



The Guiding Walls

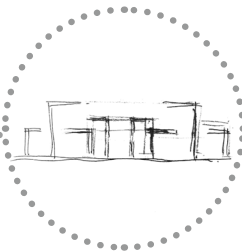
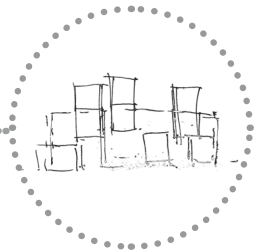






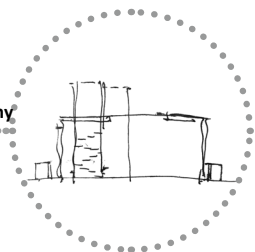
a. Area: 484m²
Meditation space
Book Type:
[100] Philosophy & Psychology
[200] Religion

b. Area: 270m²
Group Room
Book Type:
[300] Social Science
[400] Language



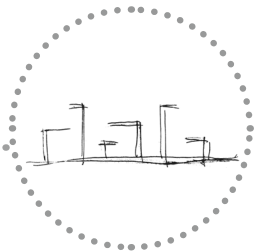
c. Area: 586m²
Gallery
Book Type:
[700] Art & Recreation

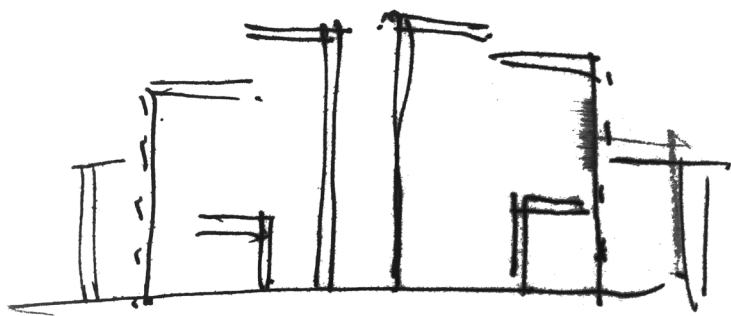
d. Area: 356m²
Theater
Book Type:
[800] Literature
[900] History & Geography



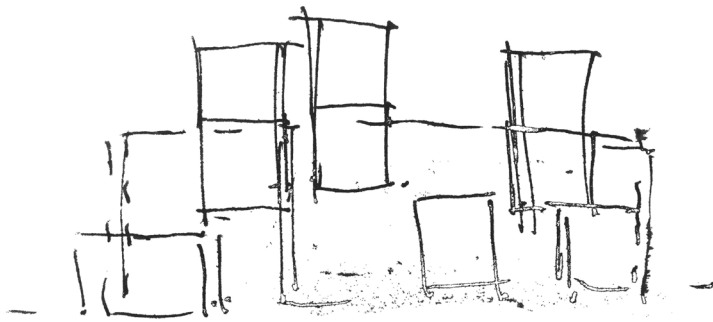
e. Area: 280m²
Media Center
Book Type:
[000] General Wook, Computer Science

f. Area: 247m²
Focusing study room
Book Type:
[500] Pure Science
[600] Technology

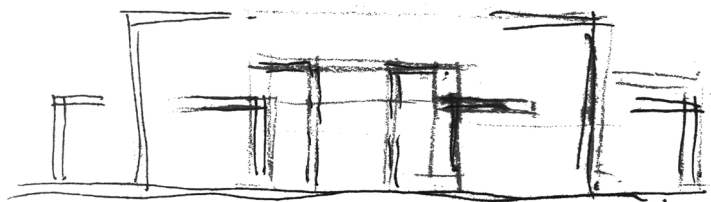




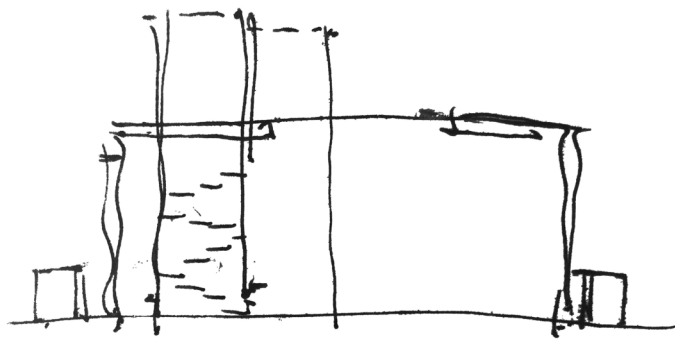




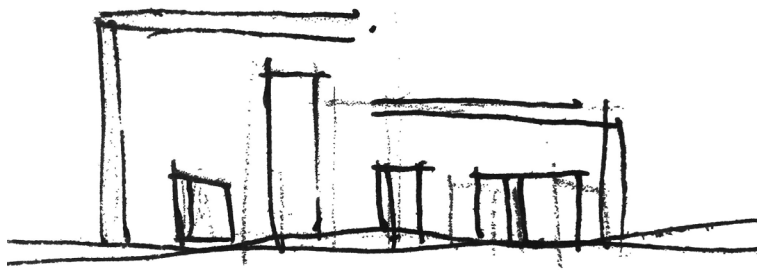


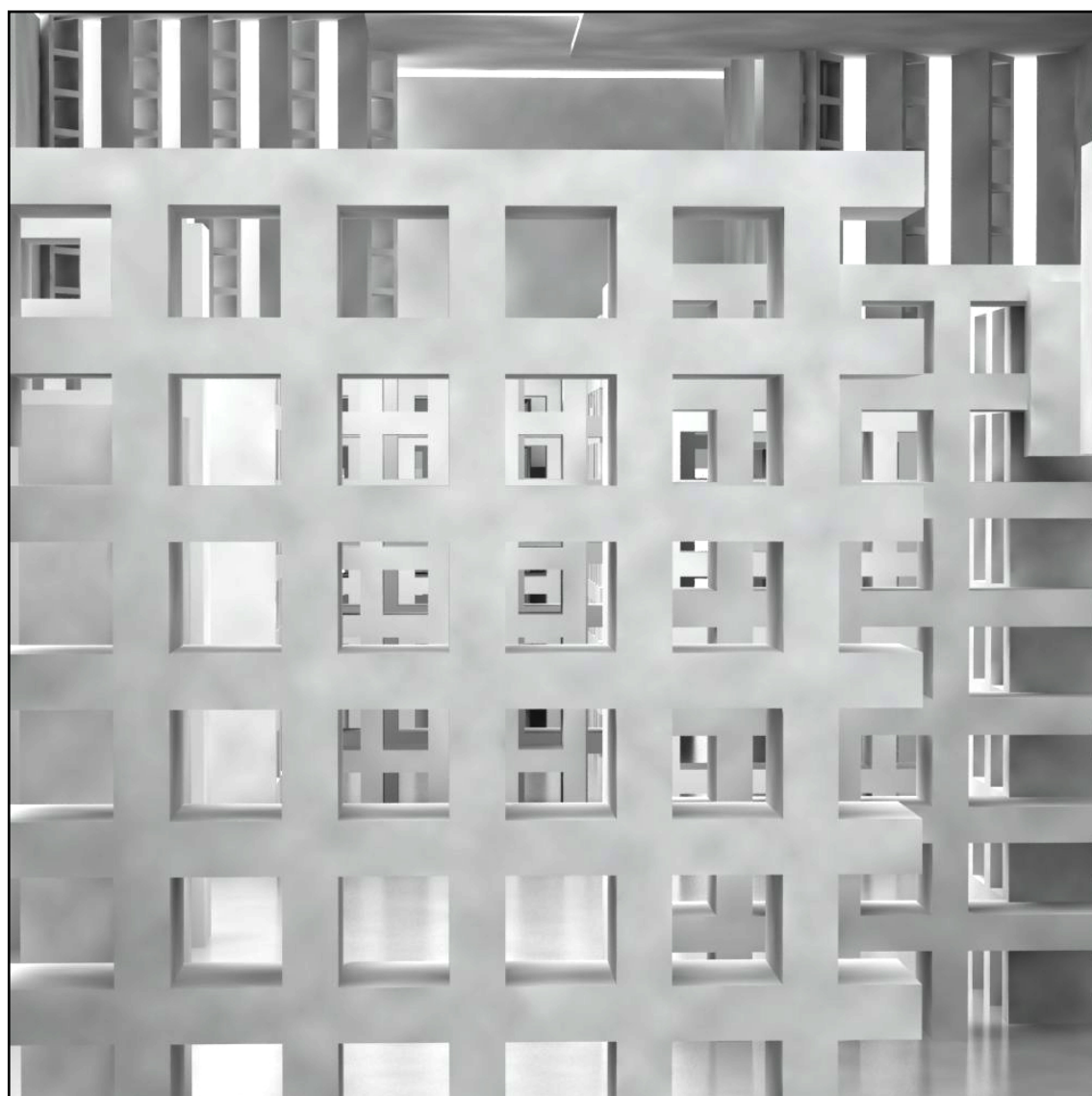


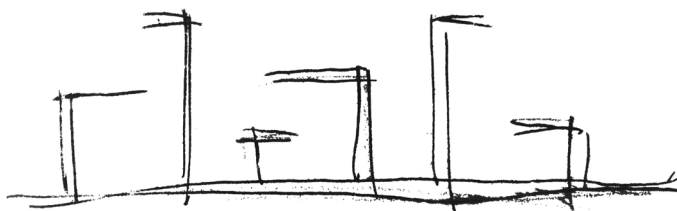


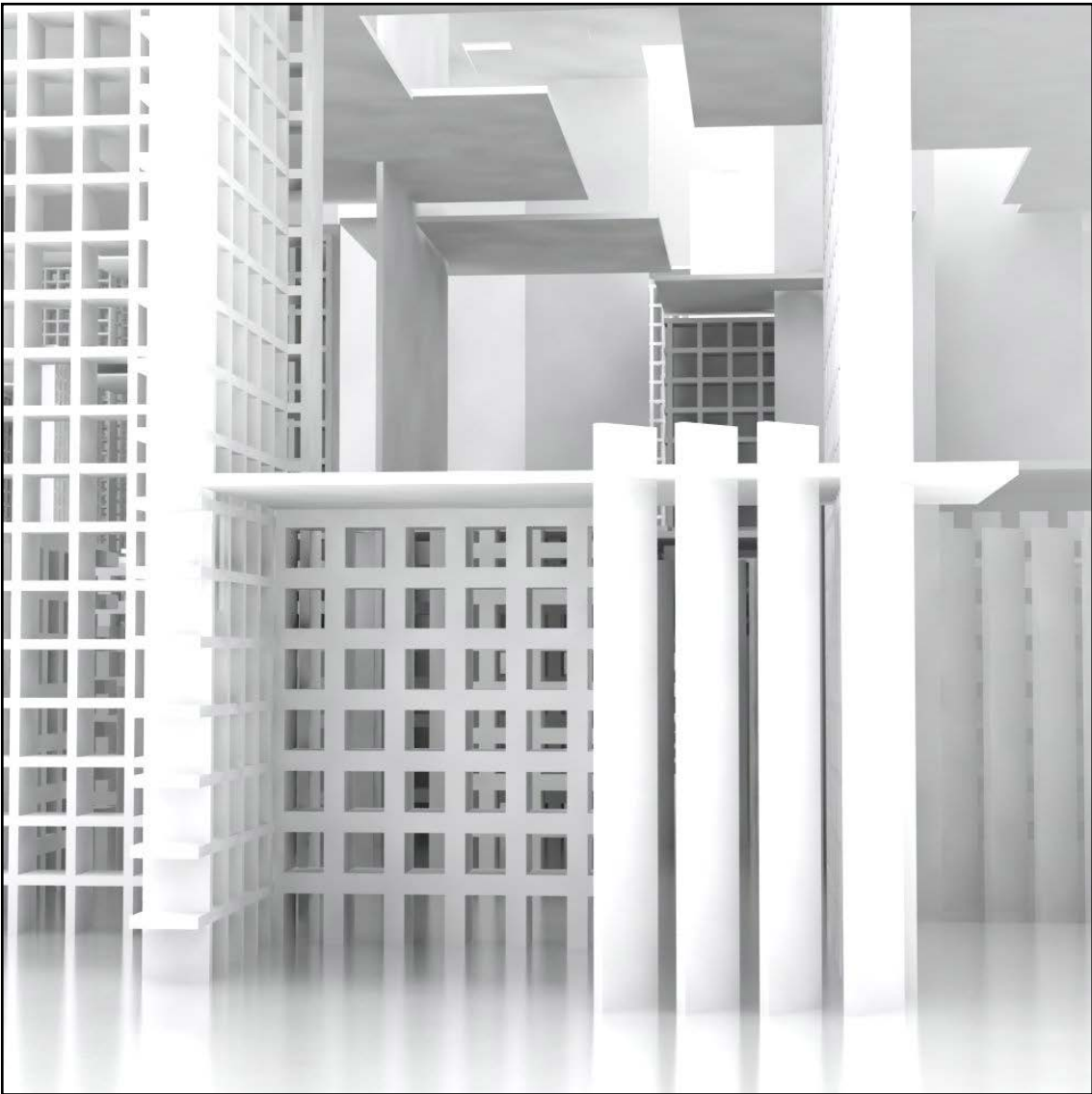












Project References

- Viikki Church, by JKMM, Helsinki, Finland, 2005
- Saint Benedict Chapel, by Peter Zumthor, Sumvitg, Swiss, 1988
- House N, by Sou Fujimoto, Japan, 2008
- Thermal Vals, by Peter Zumthor, Switzerland, 1996
- Amanenomori Nursery School, by Aisaka Architects' Atelier, Japan, 2015
- Högalidskyrkan, by Ivar Tengbom, Stockholm, Sweden, 1923
- Woodland Cemetery, by Gunnar Asplund, Stockholm, Sweden, 1915-1940
- Temppeleaukio Church, by Timo and Tuomo Suomalainen, Helsinki, Finland, - 1969
- Malms Church, by Kristian Gullichsen, Helsinki, Finland, 1981
- St. Michaels Church, by Käpy and Simo Paavilainen, Helsinki, Finland, 1986

Literature References

- Rowe C, Slutzky R. Transparency[M]. Birkhäuser, 1997.
- Plummer H. Nordic light: modern Scandinavian architecture[M]. Thames & Hudson, 2012.
- Bakker I, Voordt T, Vink P, et al. Color preferences for different topics in connection to personal characteristics[J]. Color Research & Application, 2015, 40(1): 62-71.
- Cubukcu E, Kahraman I. Hue, saturation, lightness, and building exterior preference: An empirical study in Turkey comparing architects' and nonarchitects' evaluative and cognitive judgments[J]. Color Research & Application, 2008, 33(5): 395-405.
- Nikunen H, Korpela K M. The effects of scene contents and focus of light on perceived restorativeness, fear and preference in nightscapes[J]. Journal of Environmental Planning and Management, 2012, 55(4): 453-468.

