



Zhurong Qian Thesis book 2017



PERCEPTIBLE AMBIGUITY | LEARNING CENTER

A thesis presented in partial fulfillment of the requirements for the degree of Master of Architecture in the Department of Architecture at the Rhode Island School of Design, Providence, Rhode Island.

By Zhurong Qian  
2017

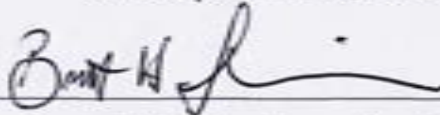
Approved by Mater's Examination Committee:



Jonathan Knowles, Department of Architecture, Thesis Coordinator



Christopher Bardt, Thesis Advisor



Brett Schneider, Secondary Thesis Advisor





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## Perceptible ambiguity\_ Visualized projection

This project investigates the possibility of using the concept of projection to blur a boundary, as well as the potential to create an ambiguous transition between various spaces. In this project, the differentiation between floors, inside and outside, solid and void, starts to fade away.

## Program of use\_ Learning center

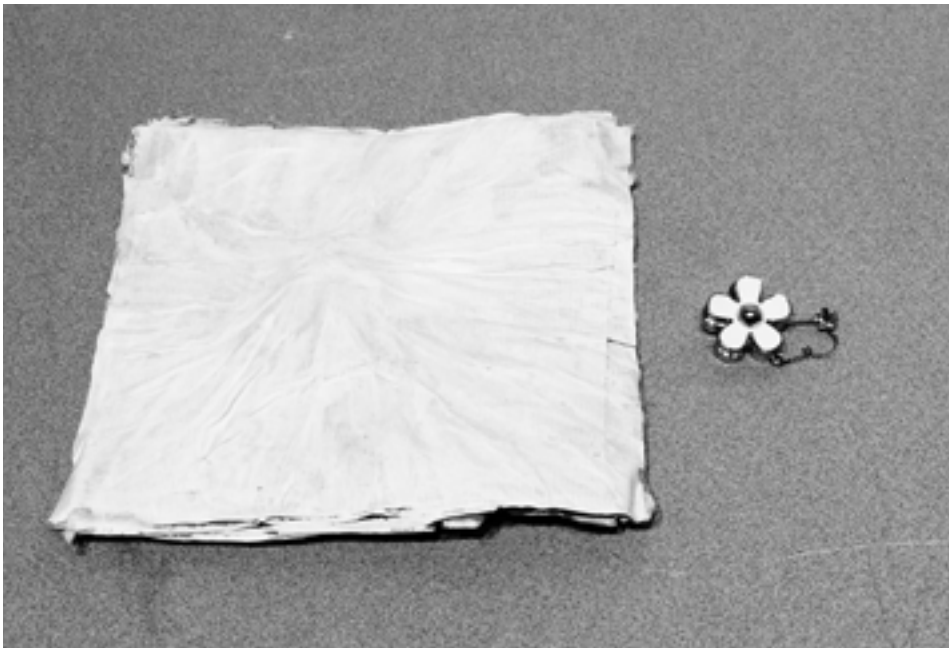
Projection is a way to understand the world. Through “looking”, we “collapse” the original object, and reconstruct the image in our head. Learning is in the same way, we “break down” the phenomenon in order to comprehend the logic, and through experiments, we examine the theory repetitively.

Learning is also about seeing the same thing from different perspectives in order to recognize the whole, and to create new forms through repetitive efforts.

Projected lines constitute the project. Starts from an “original” point of view, the spaces grow through constant projection and back projection. The projected lines become solid and void elements. Spaces that defined by thick walls contain specific programs; while the rest of the spaces remain as large rooms open to various activities.

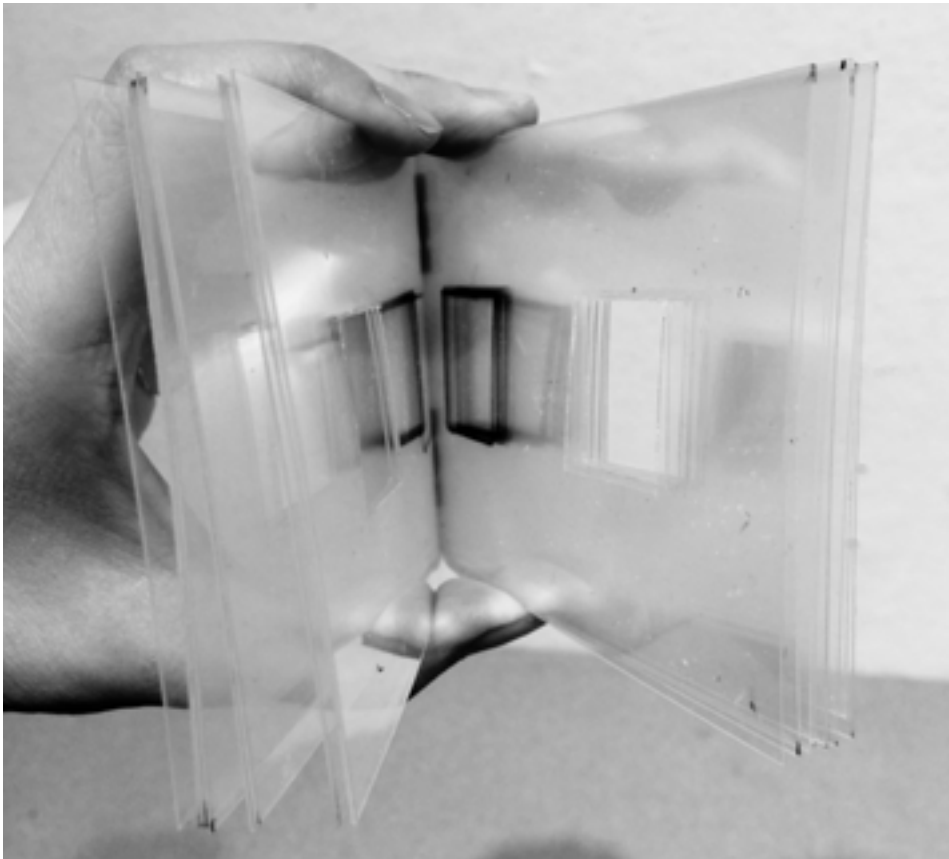
Blur is a phenomena when the same scene is taken from different perspectives and flattened on an image.  
As a construction method it includes layering, weaving, simultaneity or multiplicity, etc.

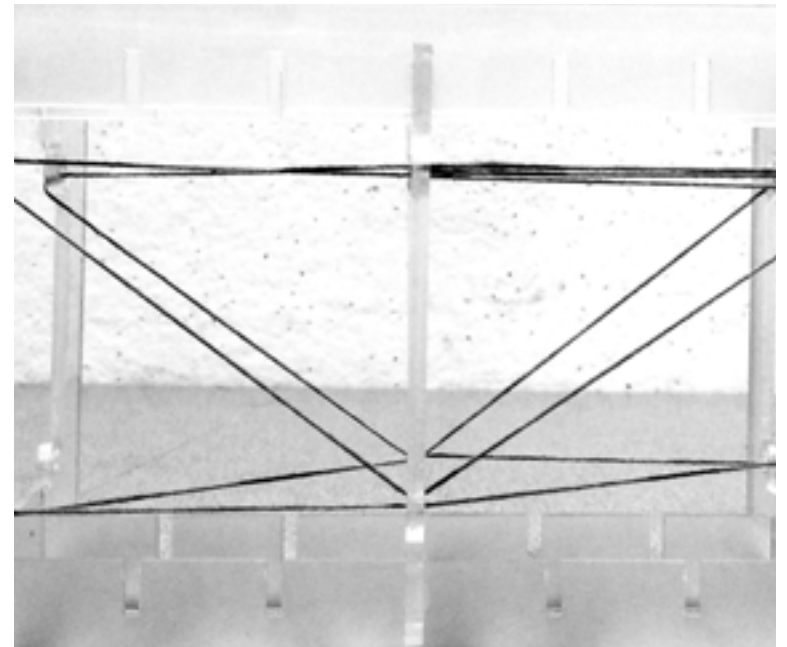




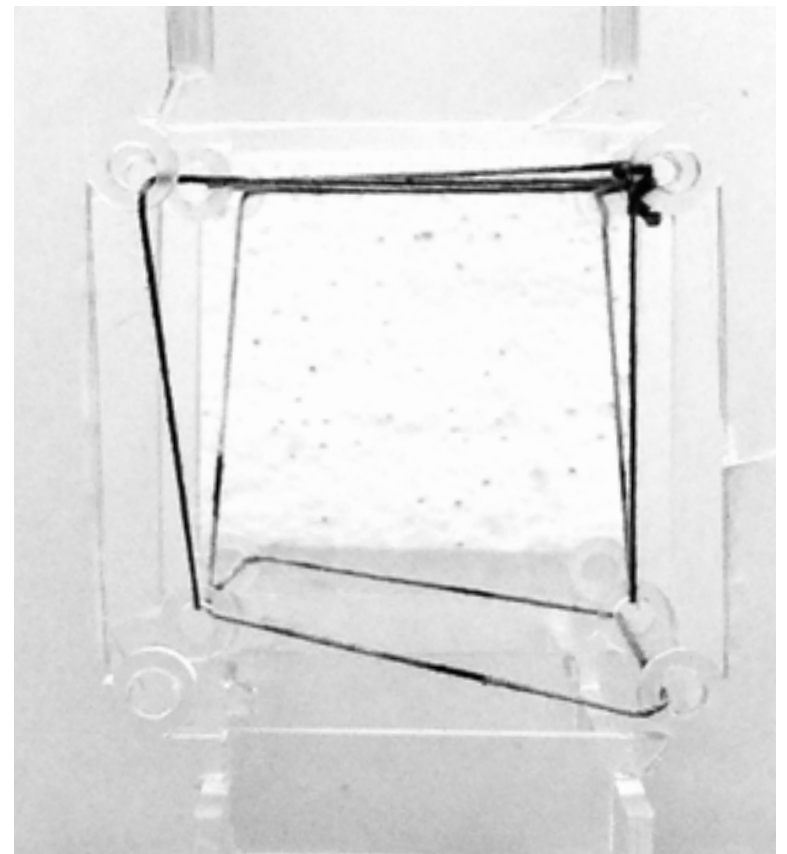
The boundary starts to blur though accumulation of layers

02



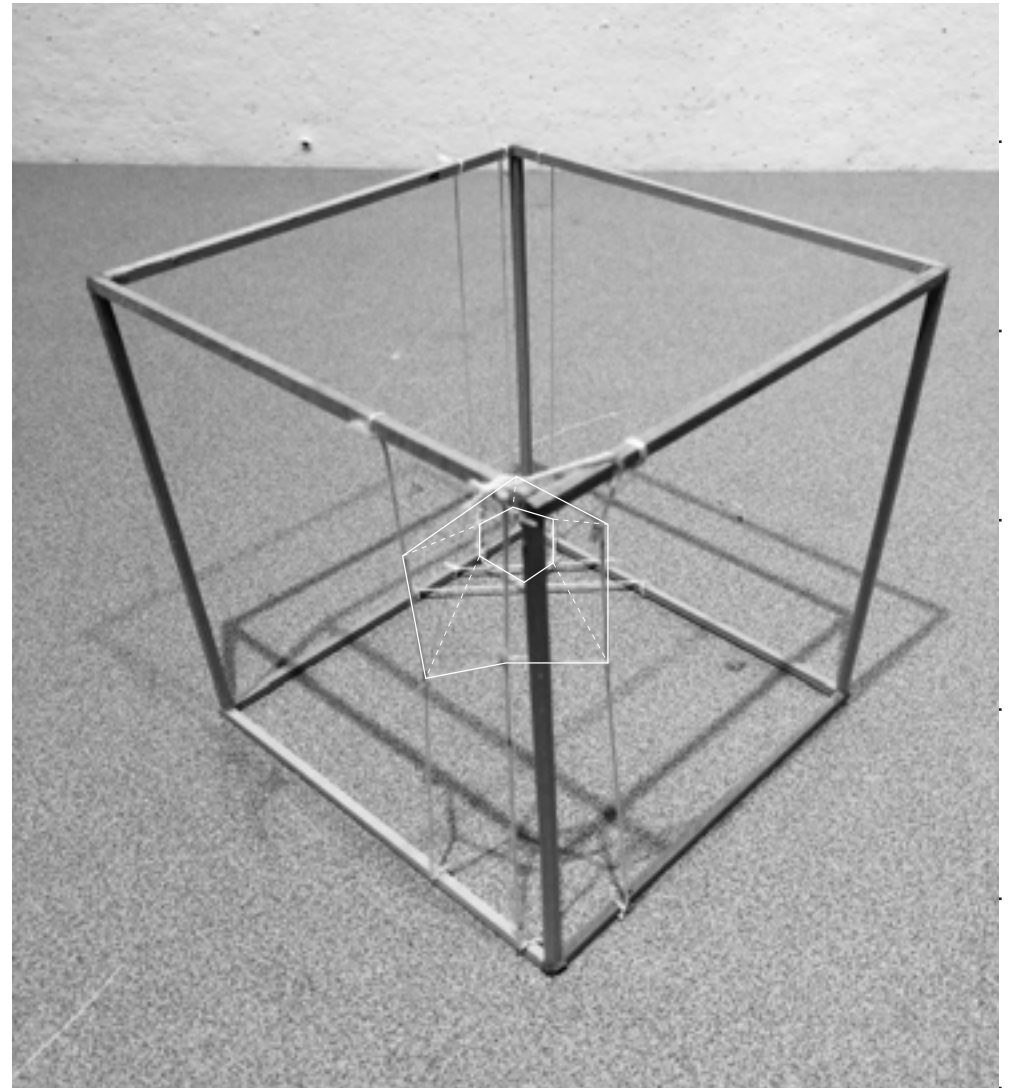
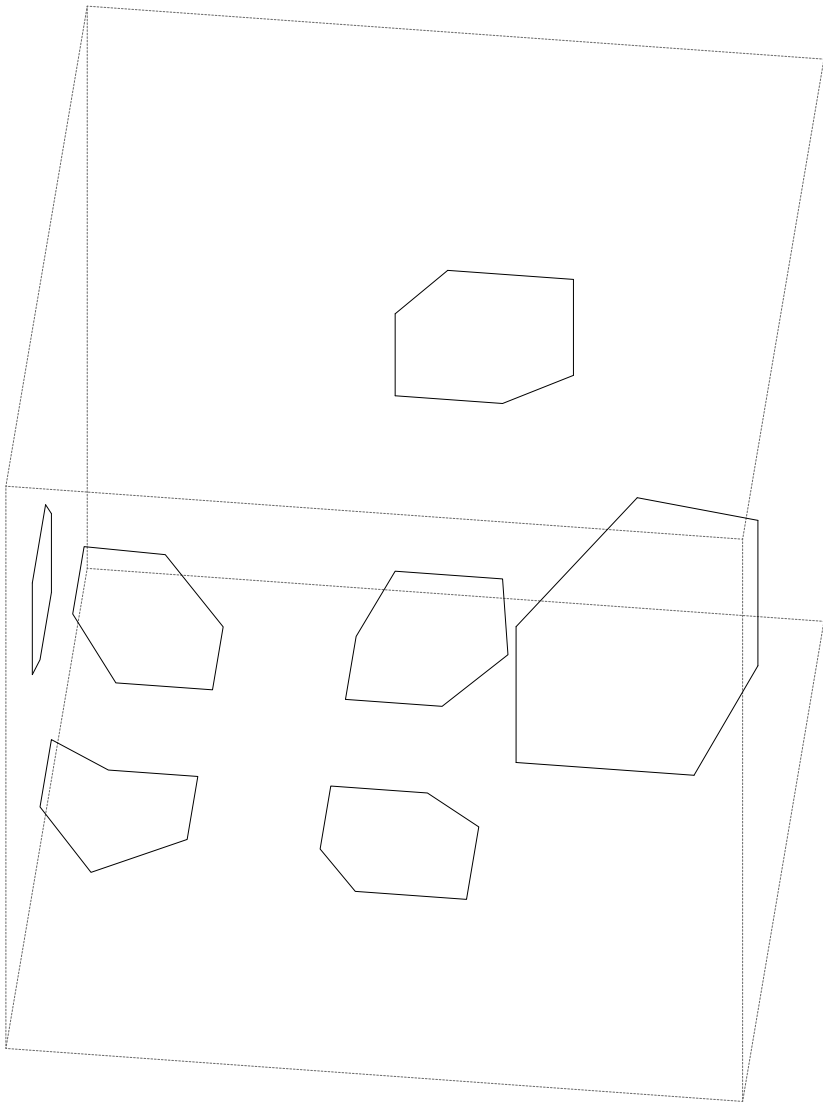


Boundary revealed through accumulation&collapse

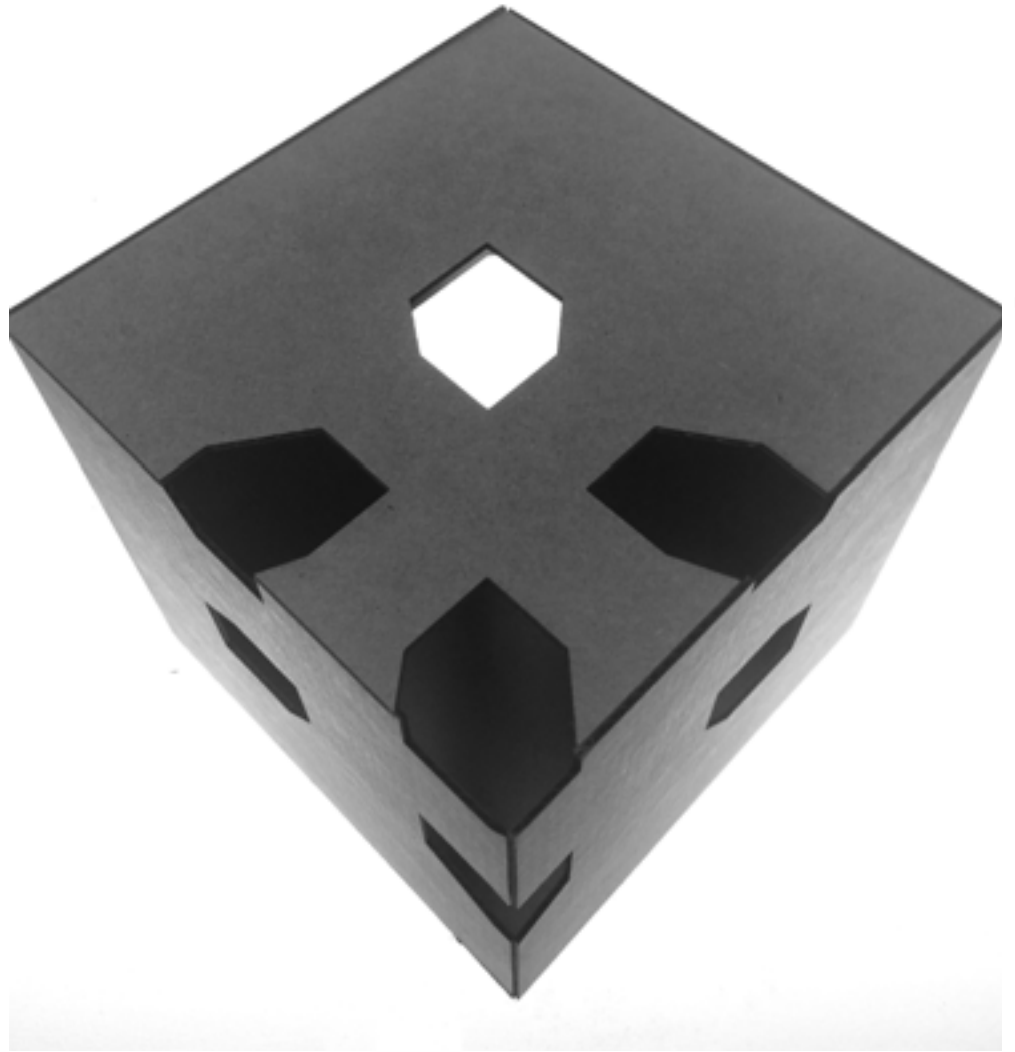
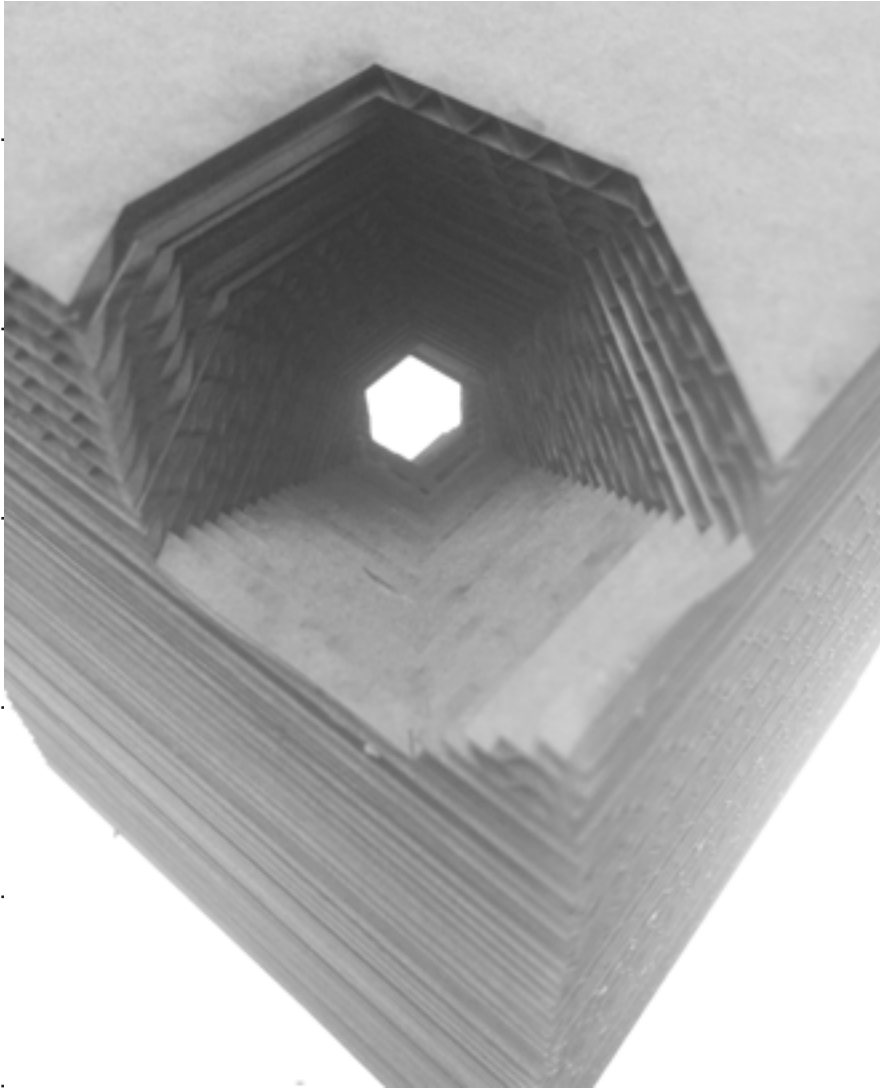


Through the indication of the hexagons, the boundary of the cube starts to formulate, and the cube starts to emerge when looking from the diagonal.

04

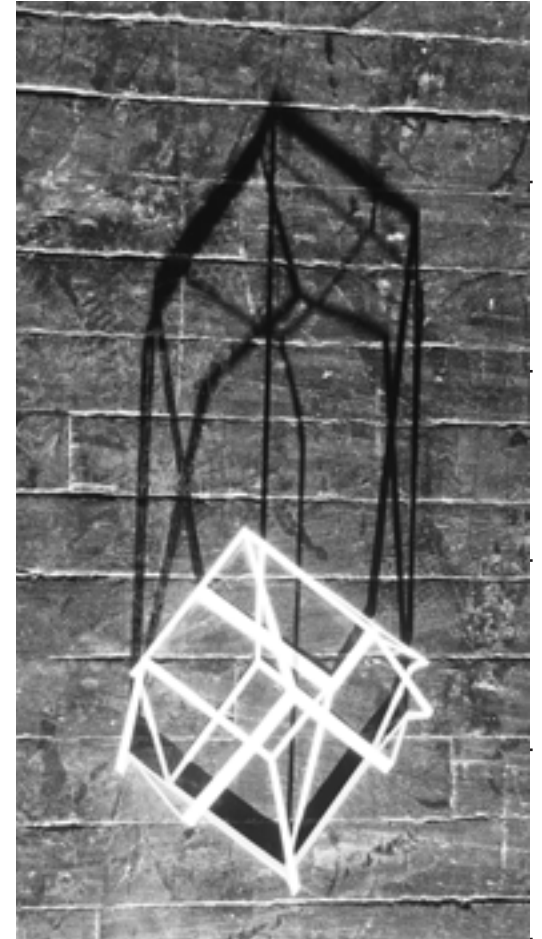
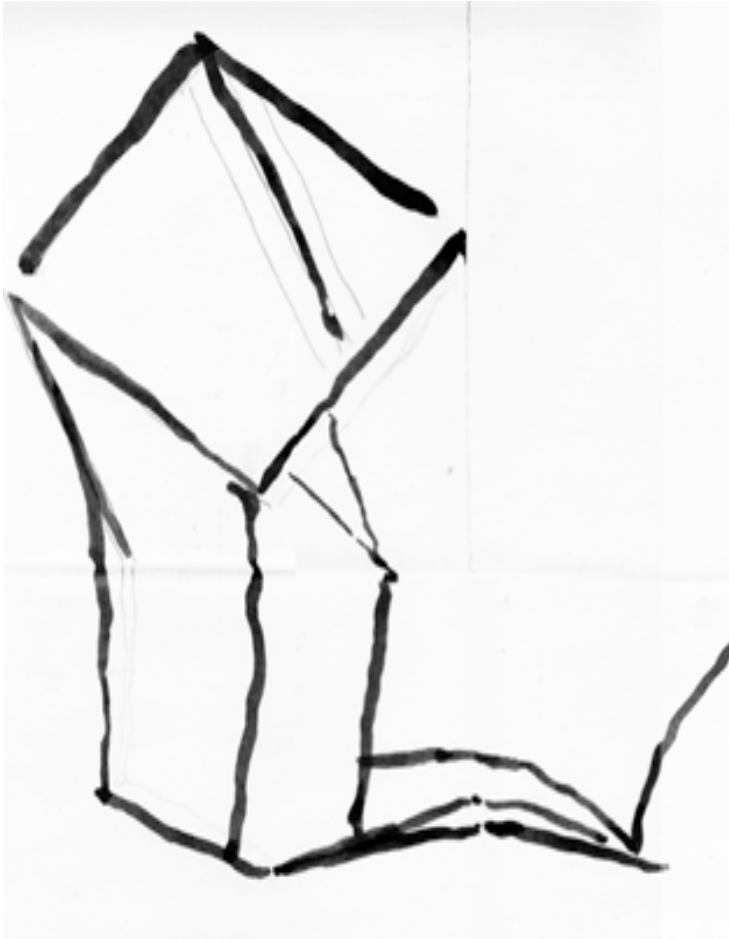


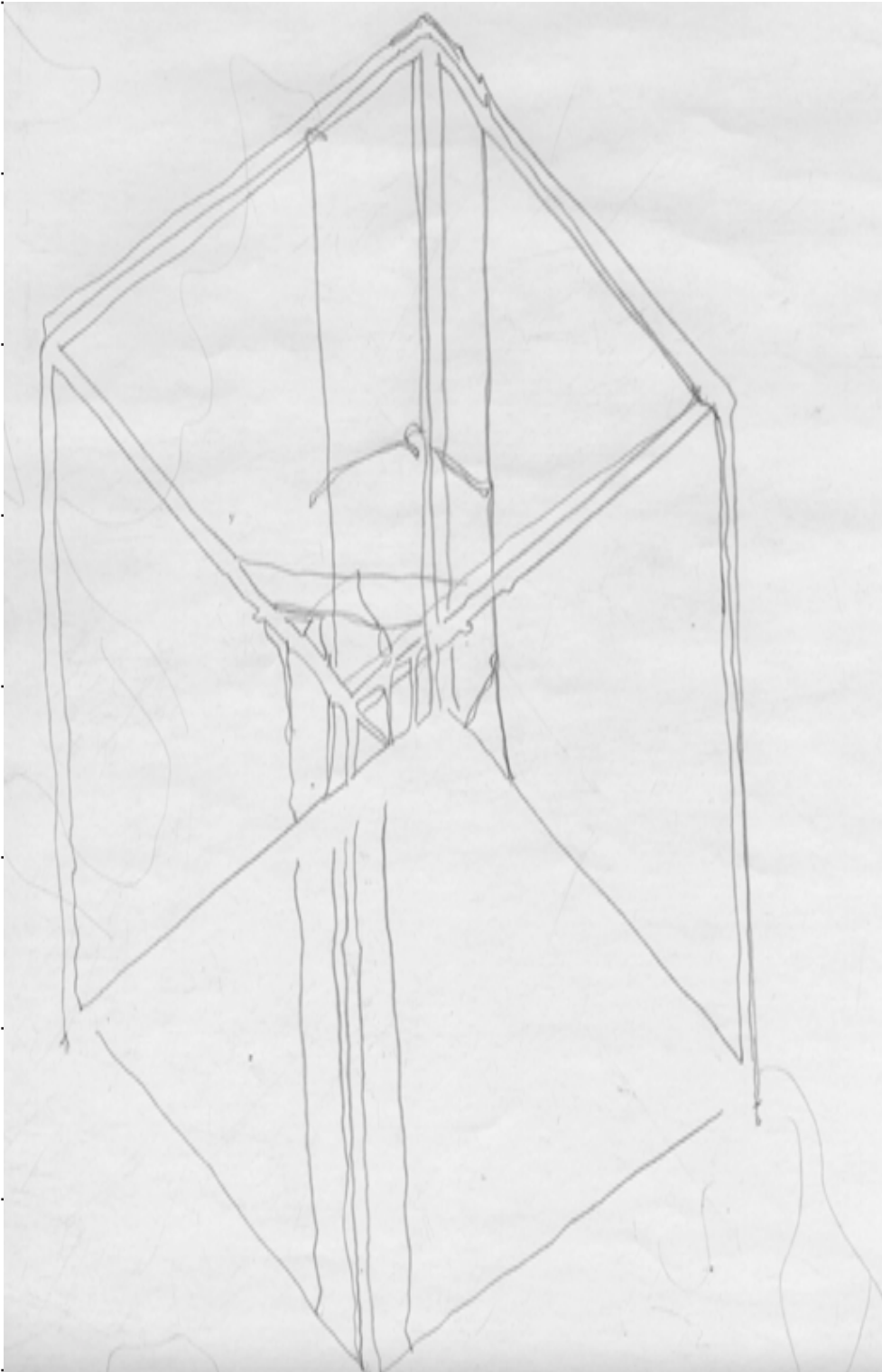




Seeing is a way of collapse, so as the shadows. When an object is projected in space, in order to reveal the boundary of it, the space needs to be reconstructed

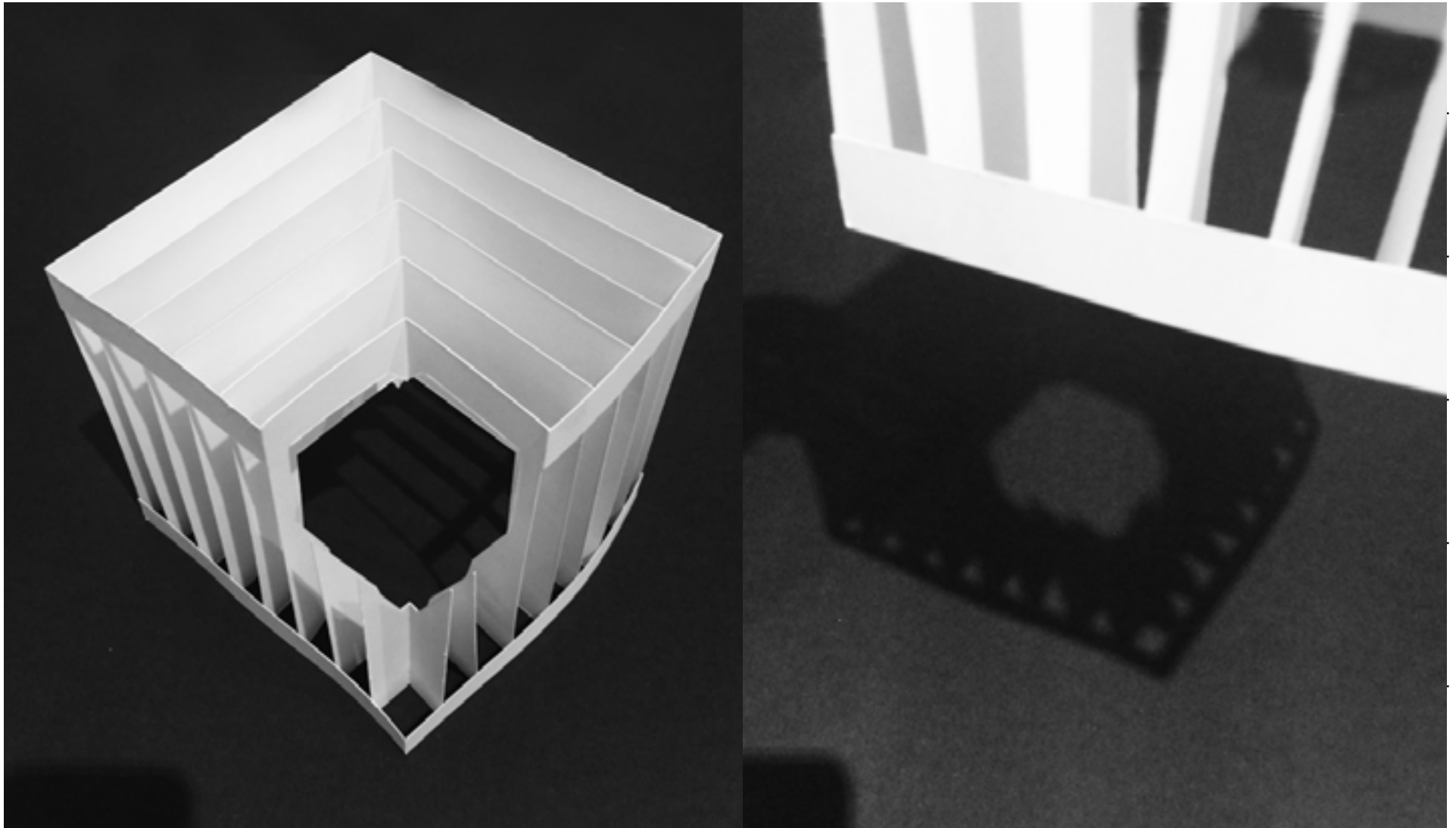
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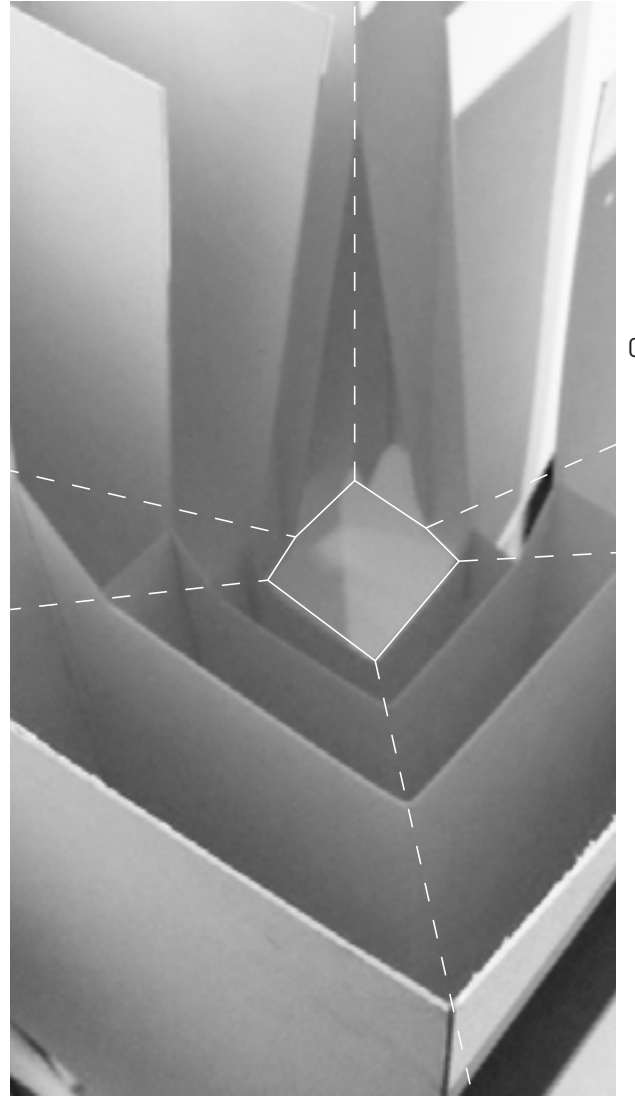
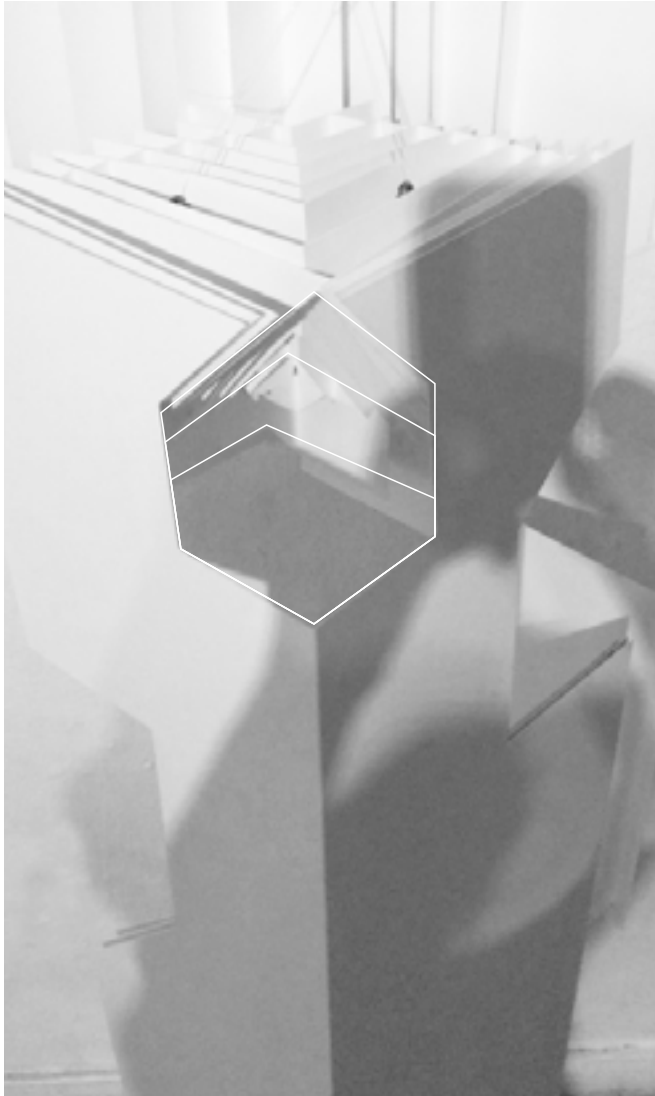
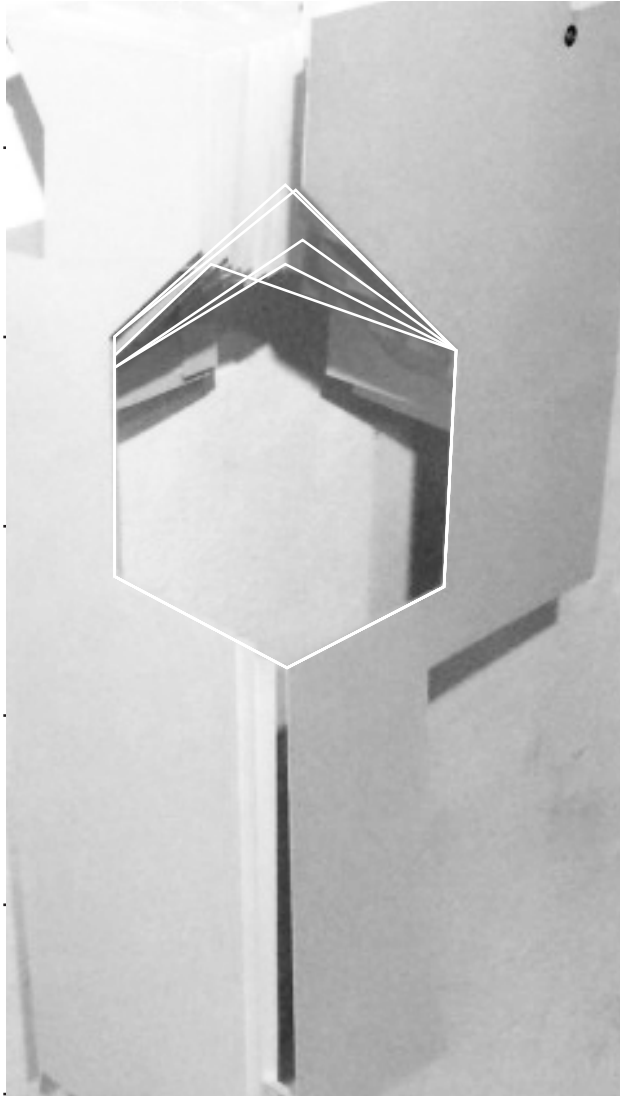


Through construct the space in certain structures, the boundary of the void starts to extend.

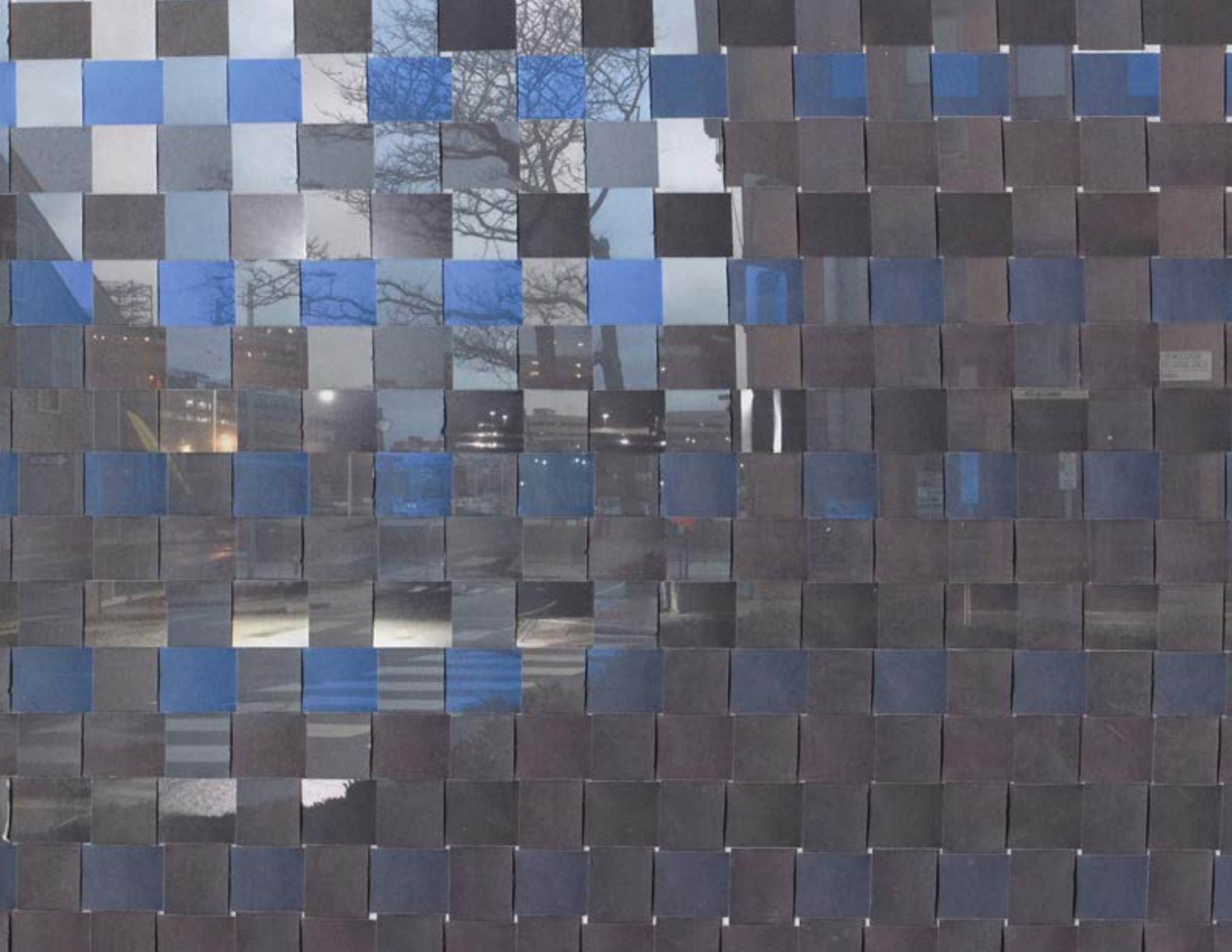
08







Four kinds of pixels, each represents a specific time through a day, when weaved together, the time is blurred in this image.





I am proposing an architecture that can be a vague boundary itself; it is both resistant and porous. It is a boundary with “thickness”, a “site” where lots of exchanges happen. But at some point, it collapses into a “2d bridge” that allows fast movement from one side to the other.

Methods of flattening a 3d object:

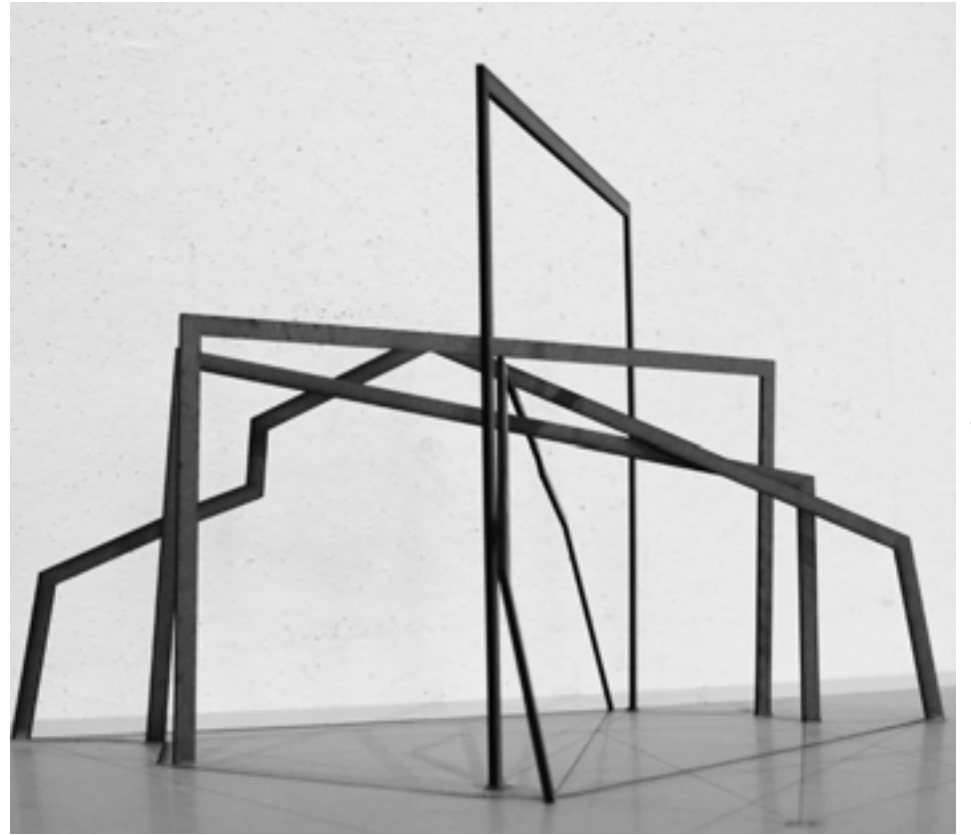
- \_Shadow on the ground of an object in sunlight
- \_Photos of an object
- \_Stereotomy/traits/layout drawings
- \_Fabric of inflatable structure

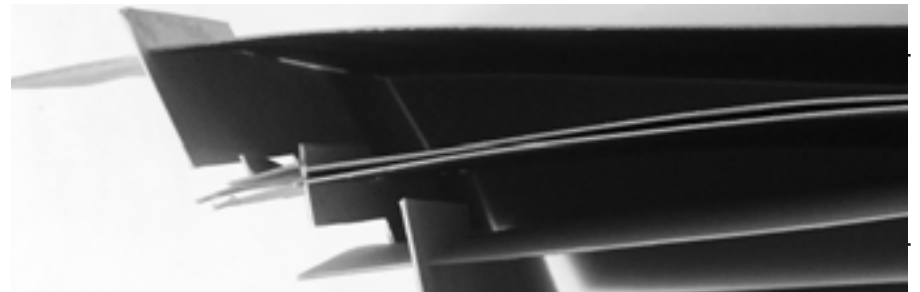
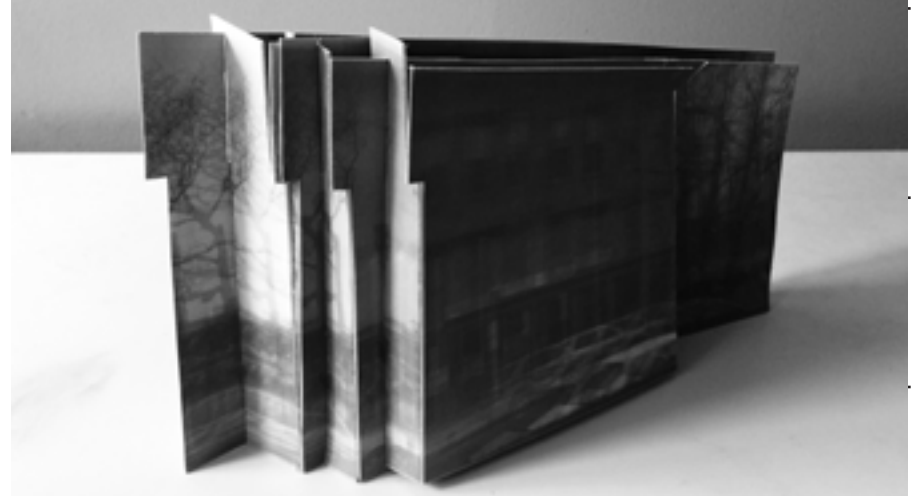
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Operation:

- \_Taking photos of an object from different points of view, either through zooming in and out, move, rotation, or inside and outside.
- \_Overlaying the views creates an ambiguity, which blurs the original boundary of the object.
- \_Recreating the scenes to 3d devices according to the logic of how the scenes are shot.
- \_Looking through the devices of a scene from inside and outside, rearranging and weaving the new scenes, a new space in between is revealed.
- \_Time & space weaving...





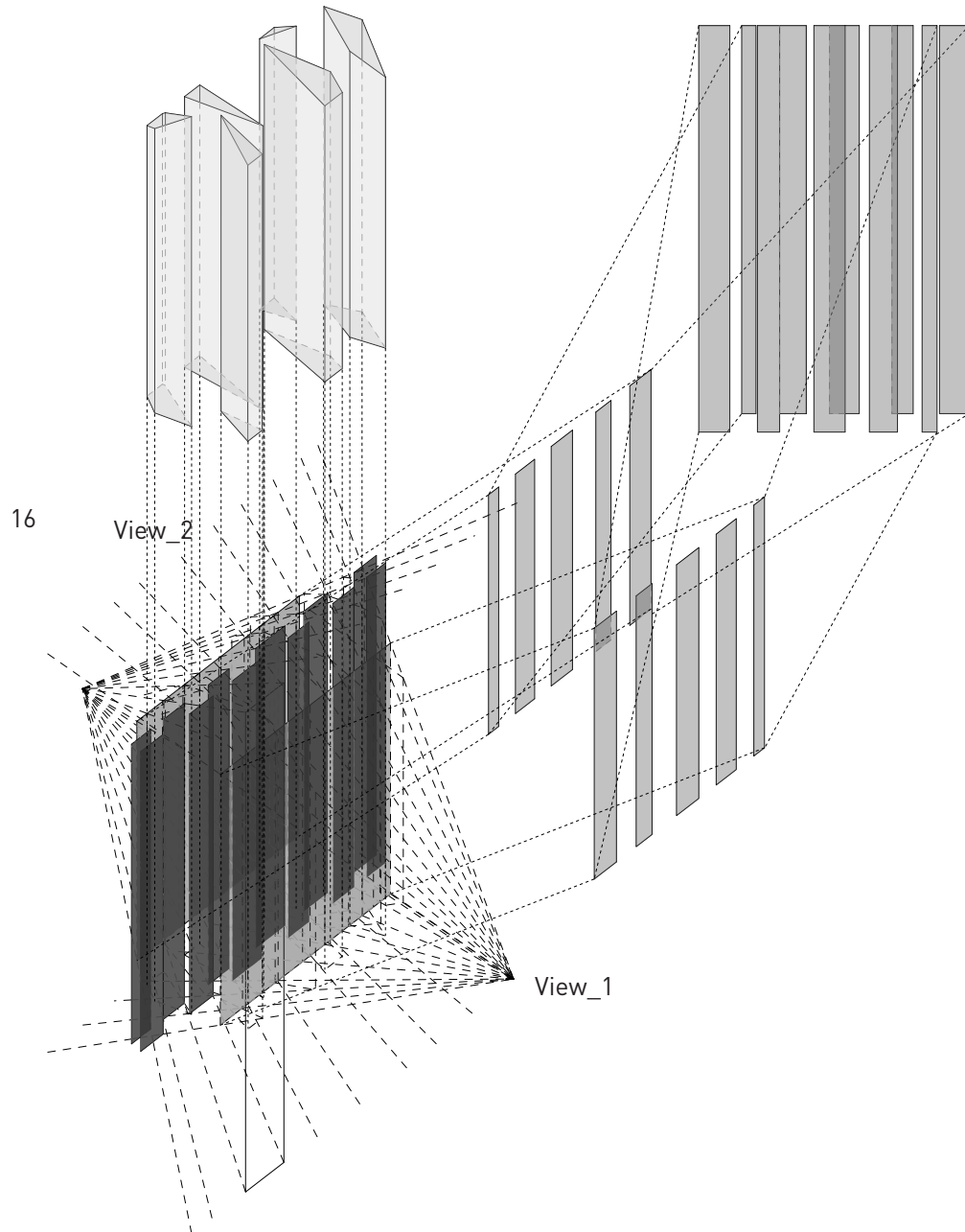




# Block device

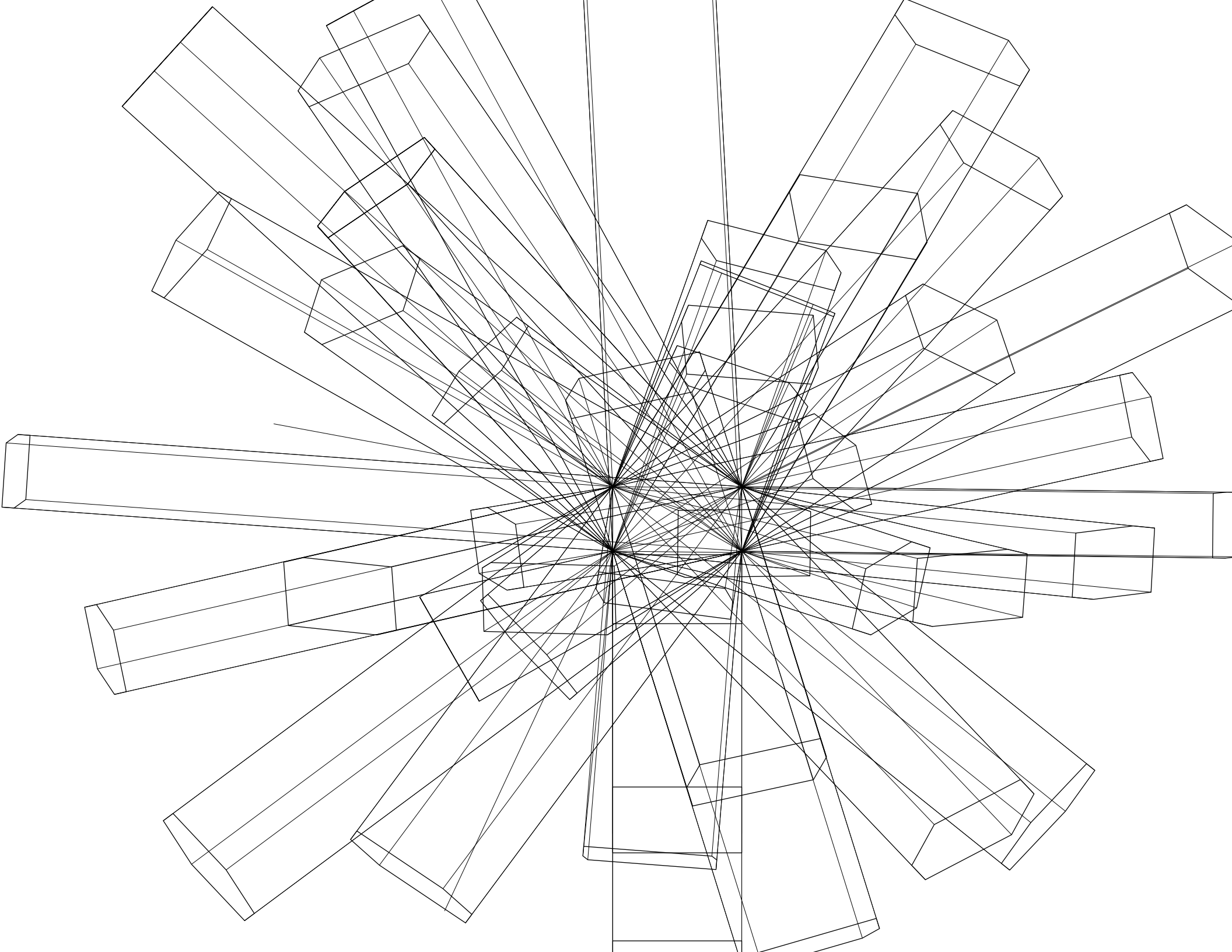
Space of ambiguity

Overlaid flattened images

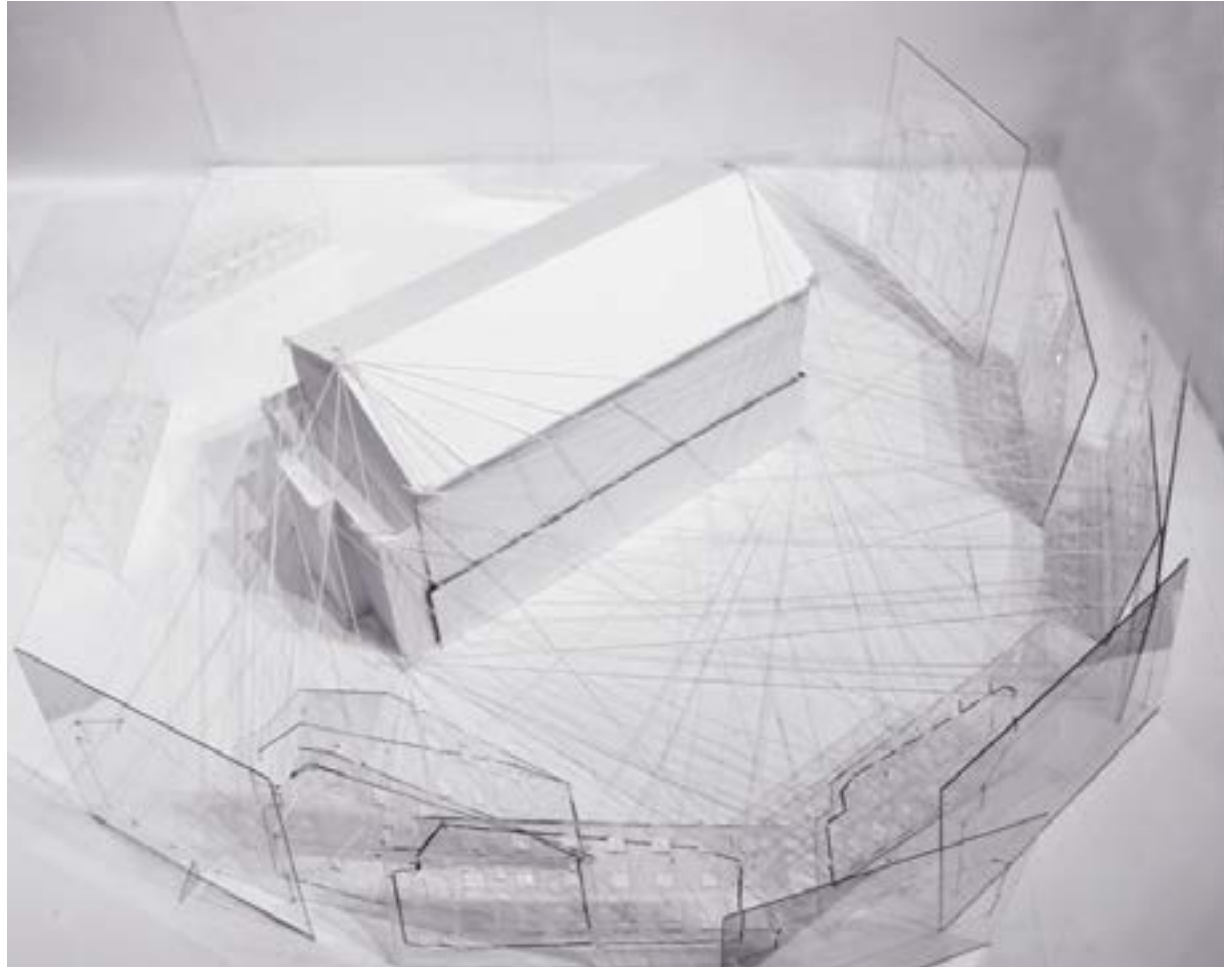




When looking at the same object through different perspectives, the act of seeing creates a space, which takes the object as a center.





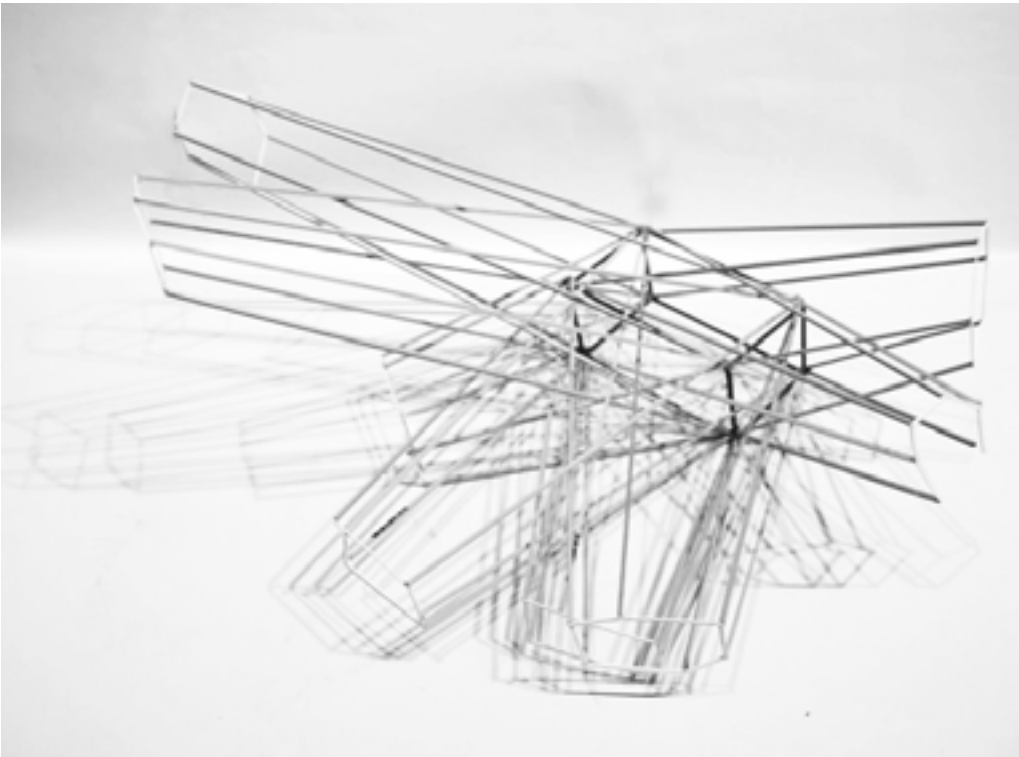


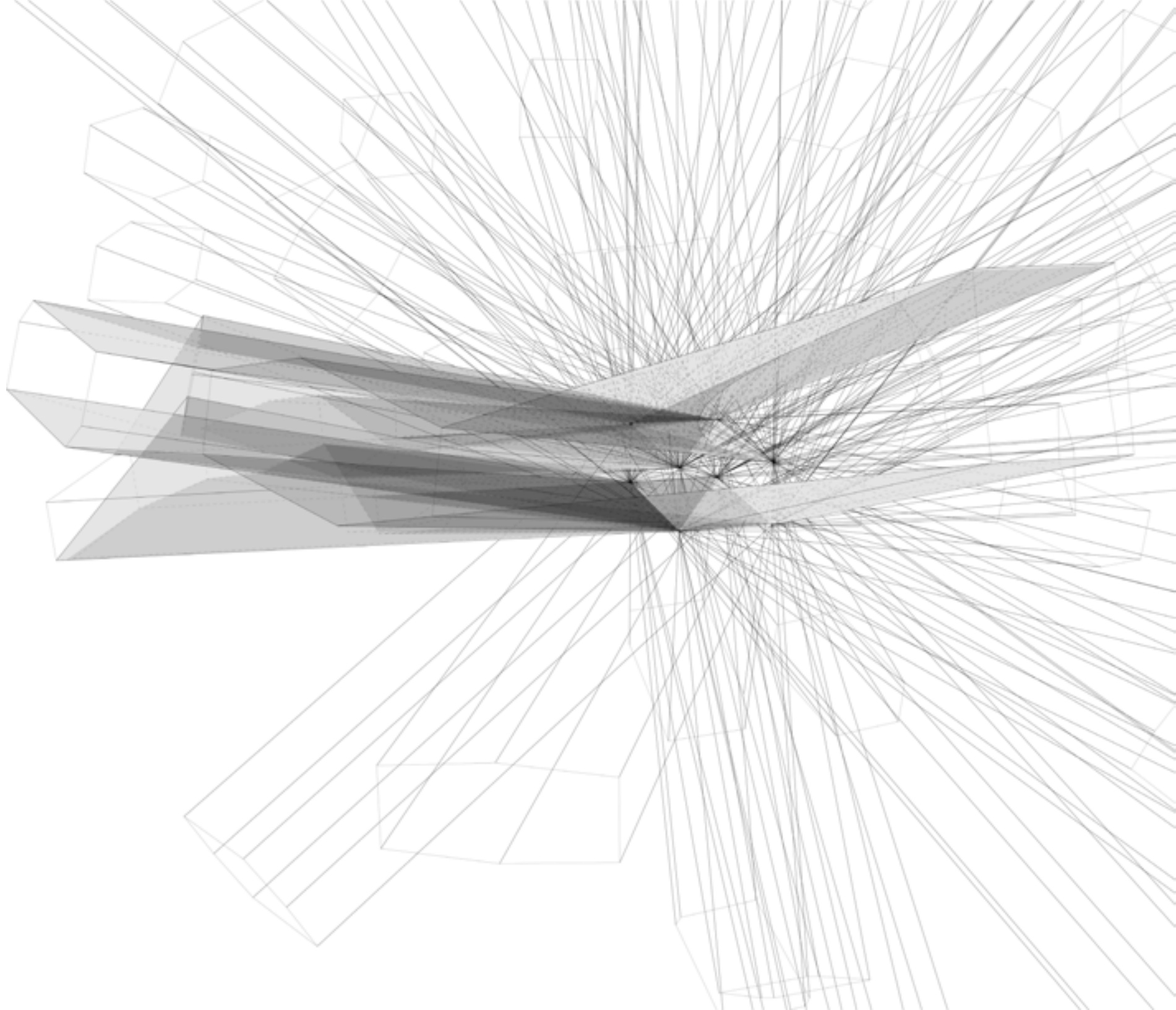




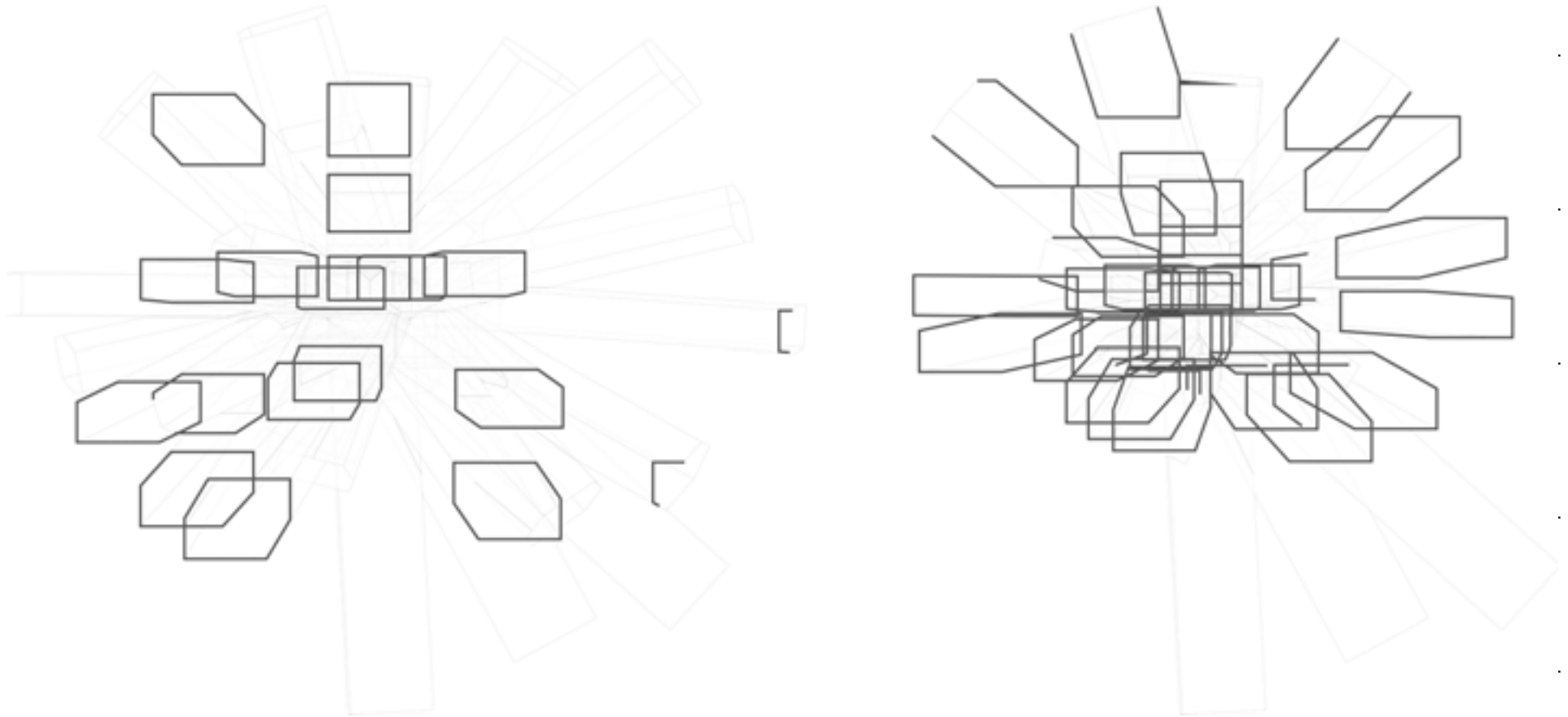
The view cones intersect with each other and generate a space.

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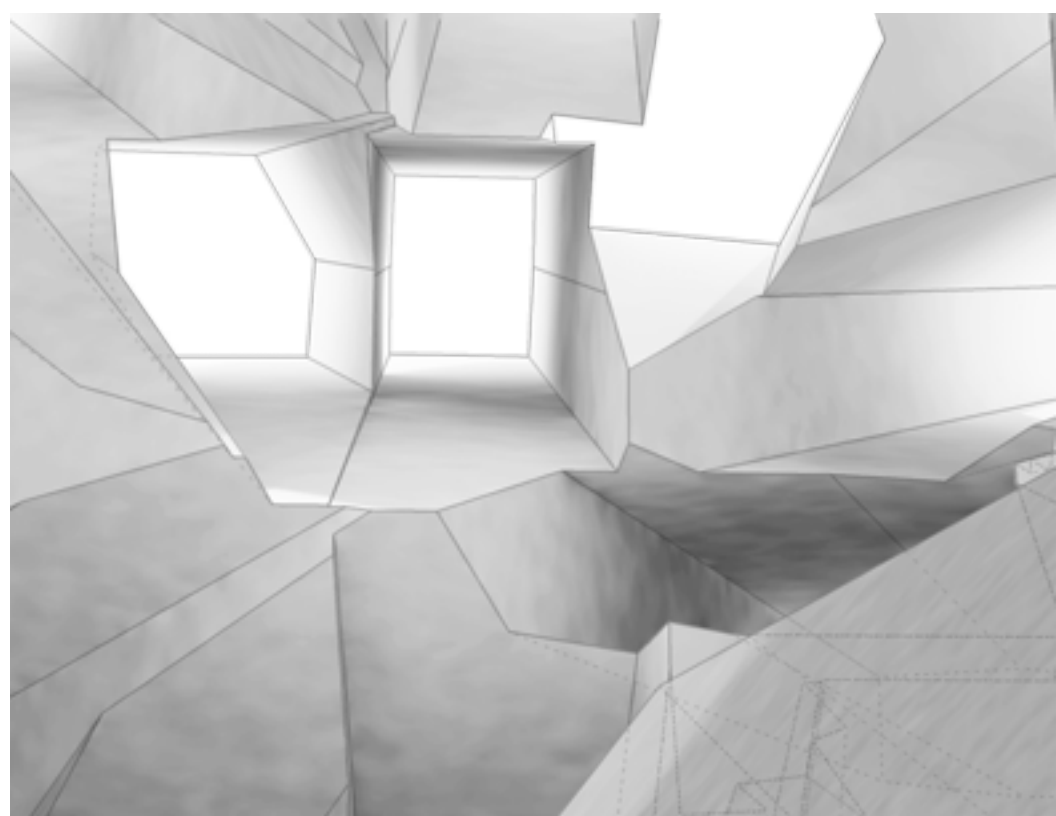
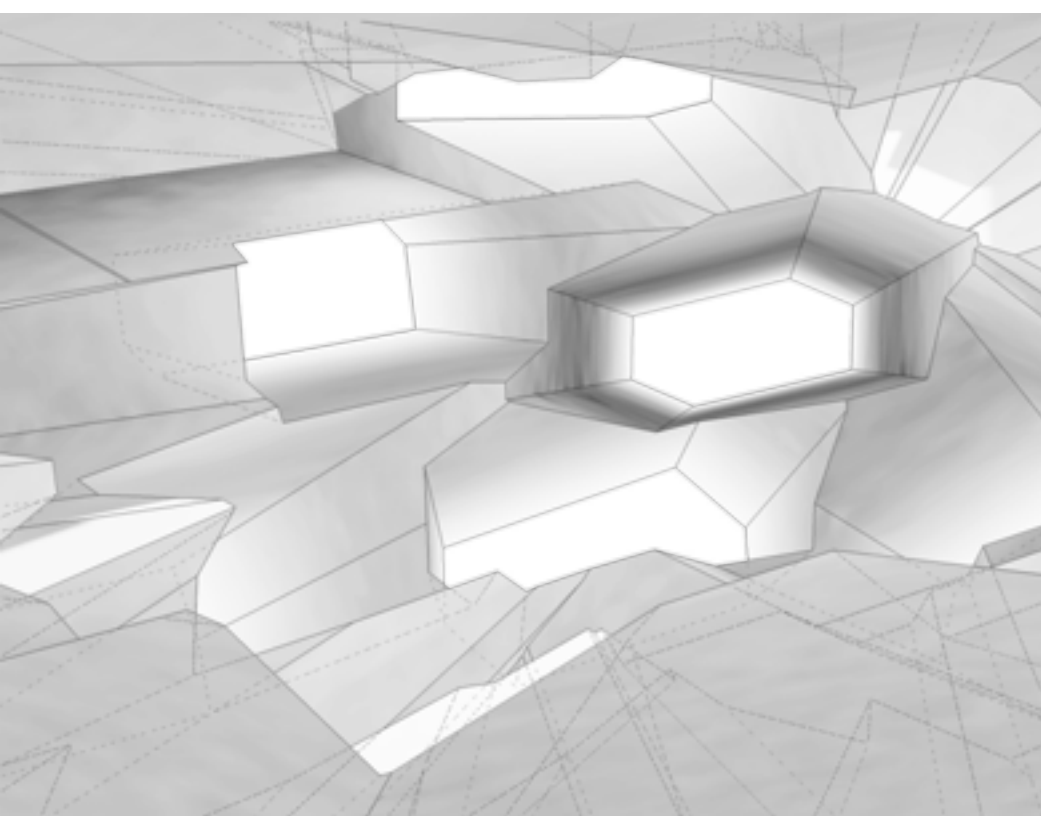
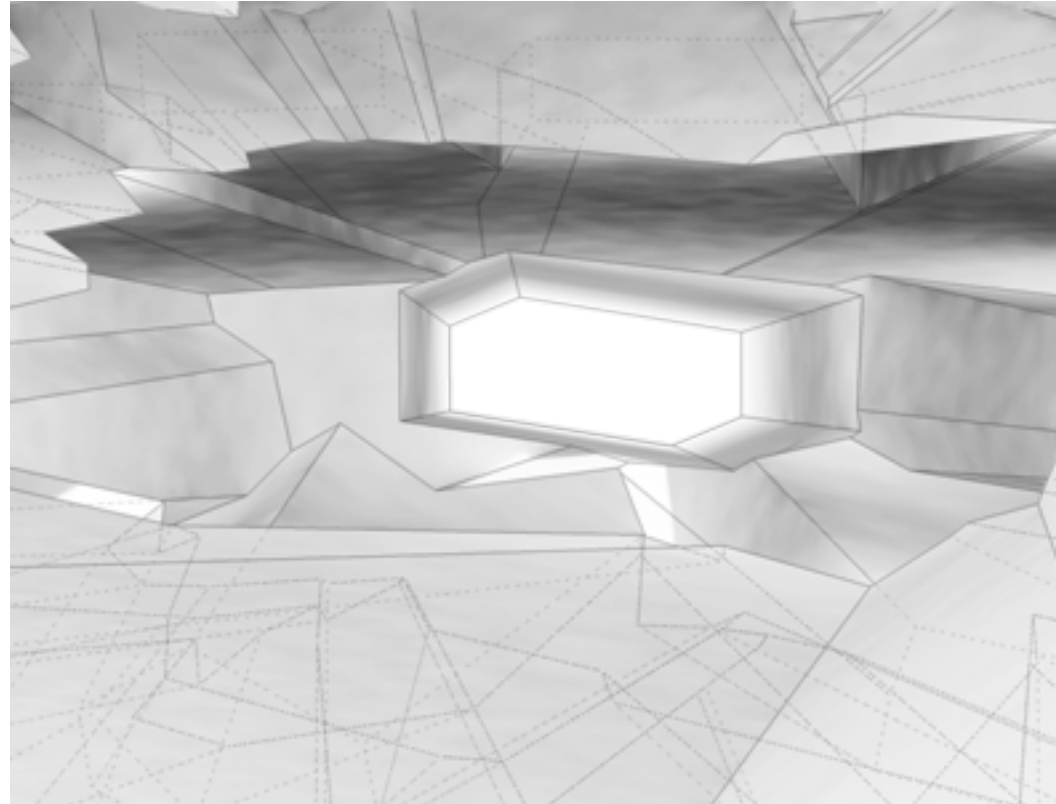
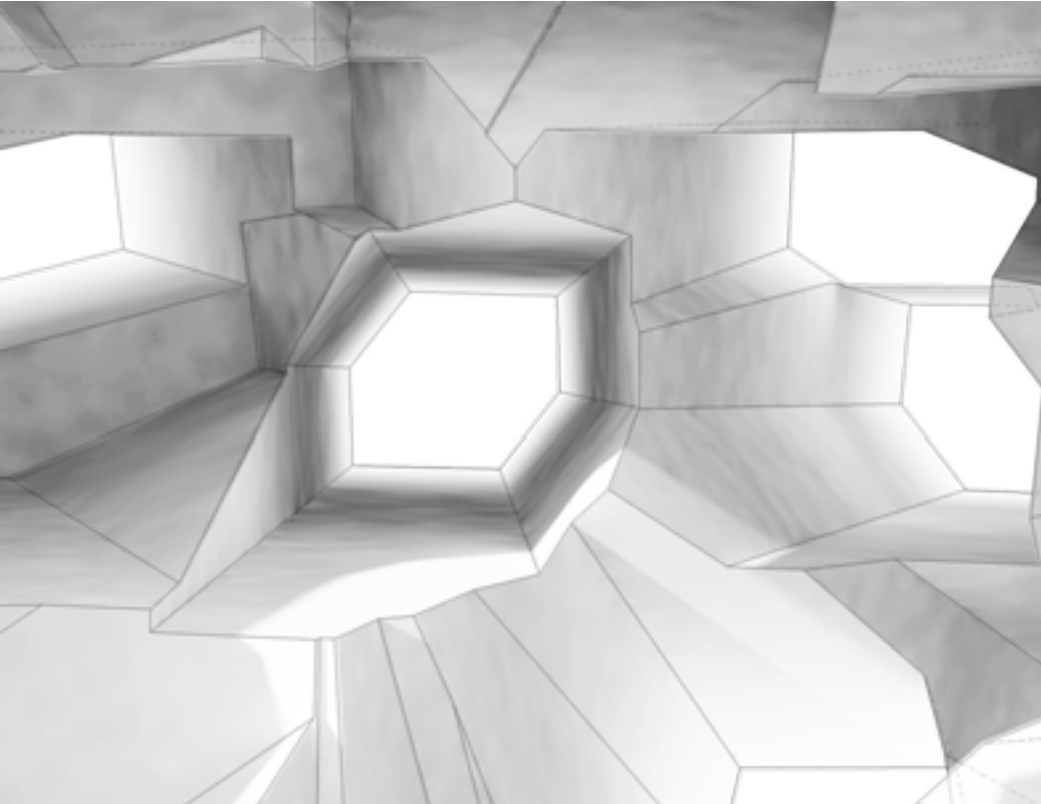


The view cones formulate space through carving the solid.



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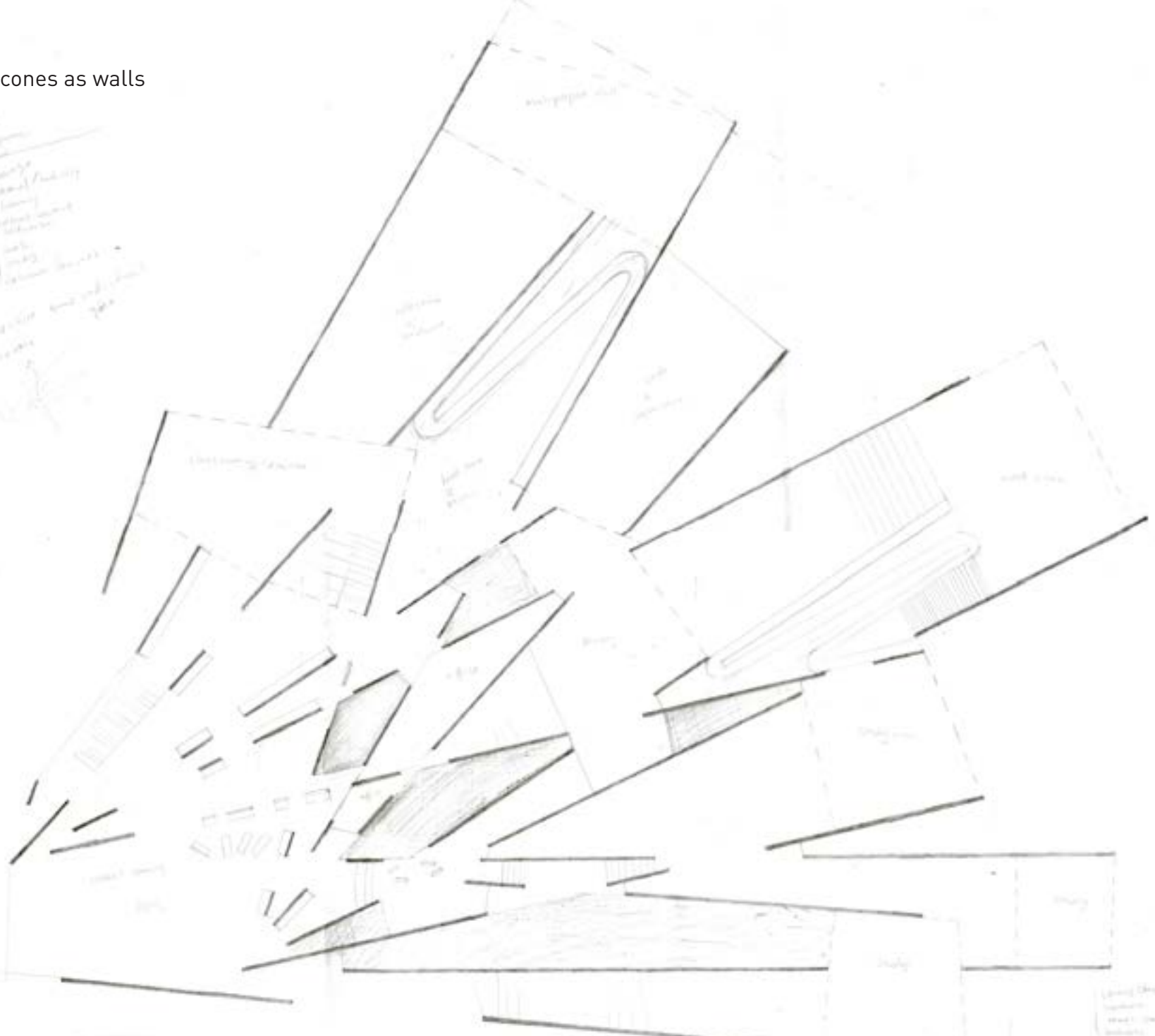




The view cones as walls

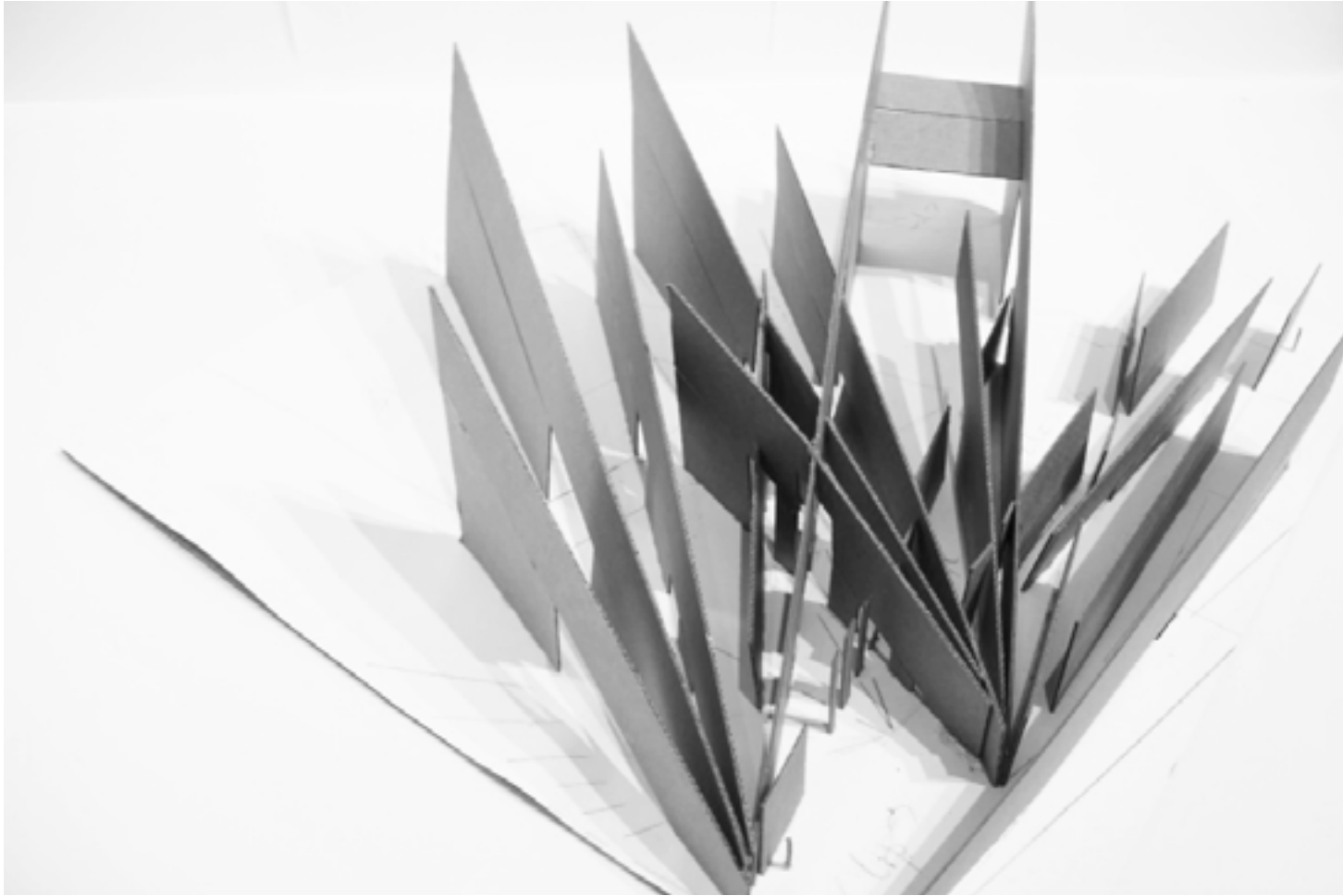
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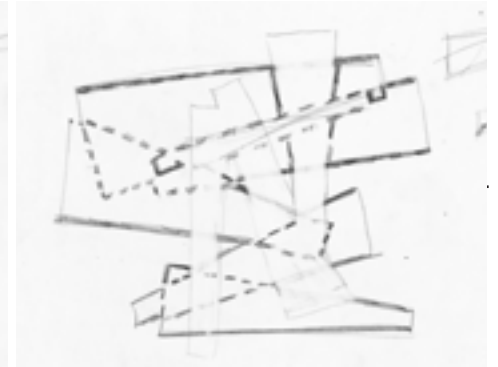
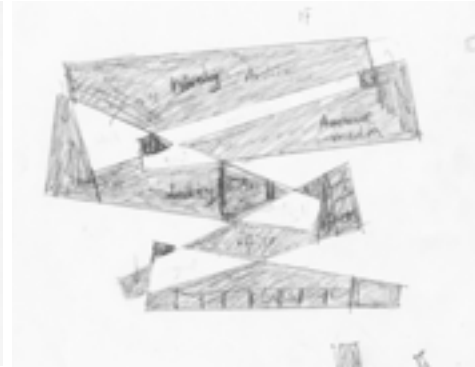
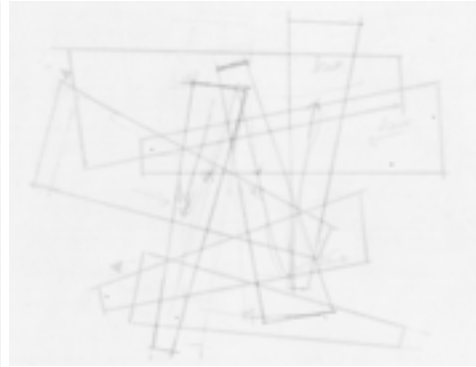
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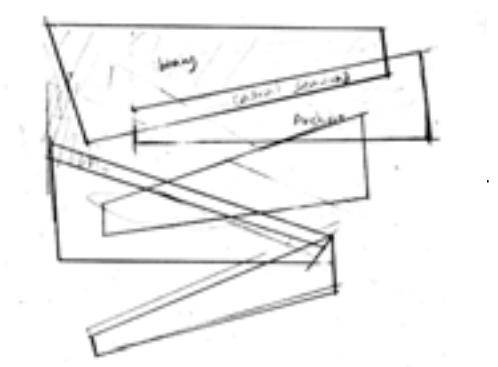
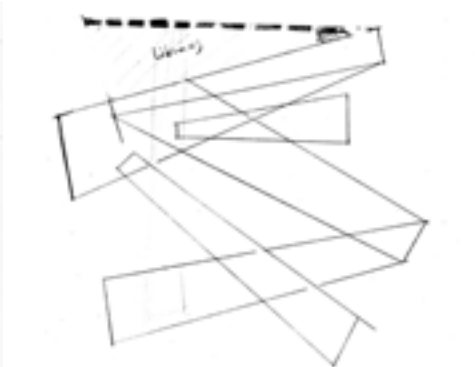
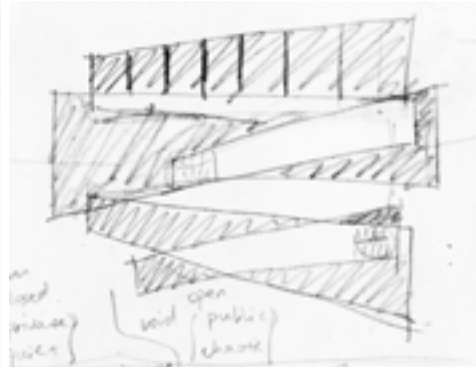
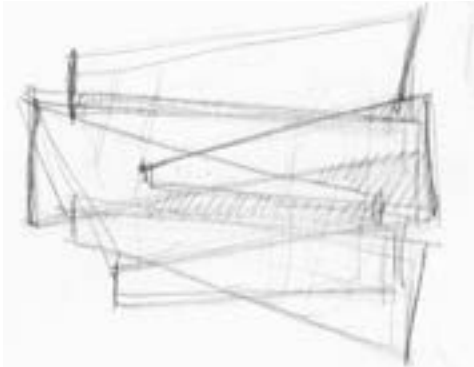
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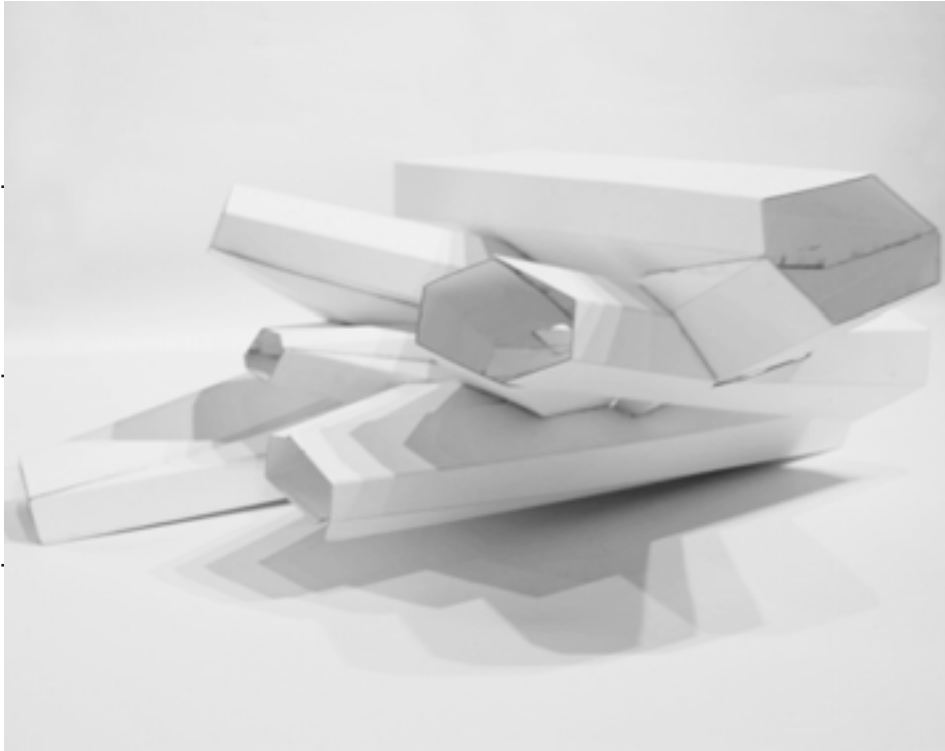


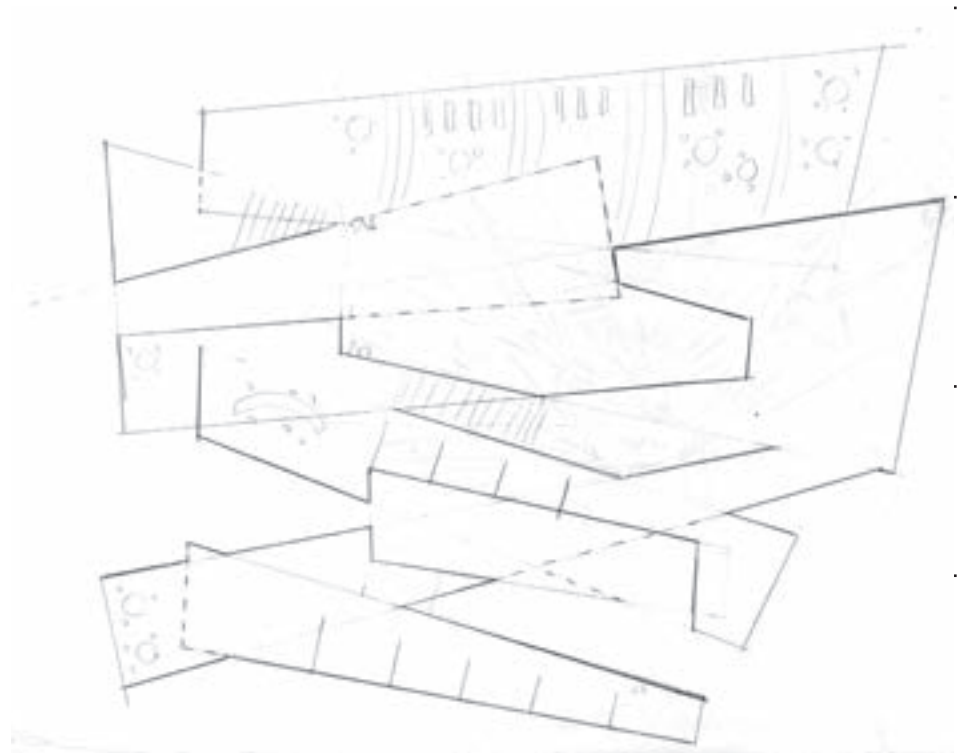
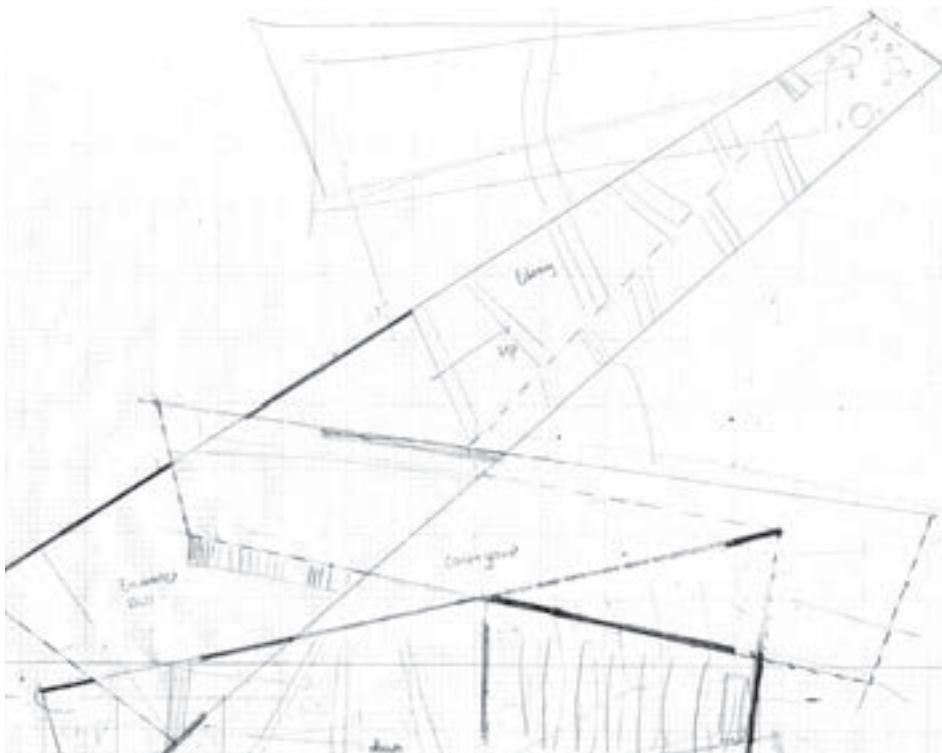


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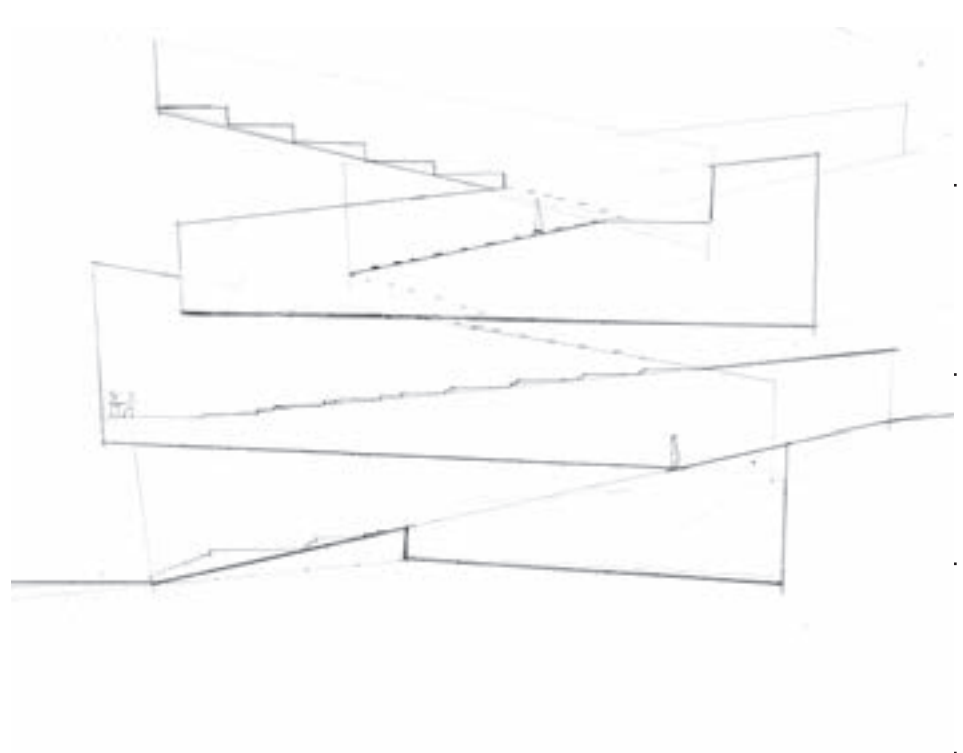
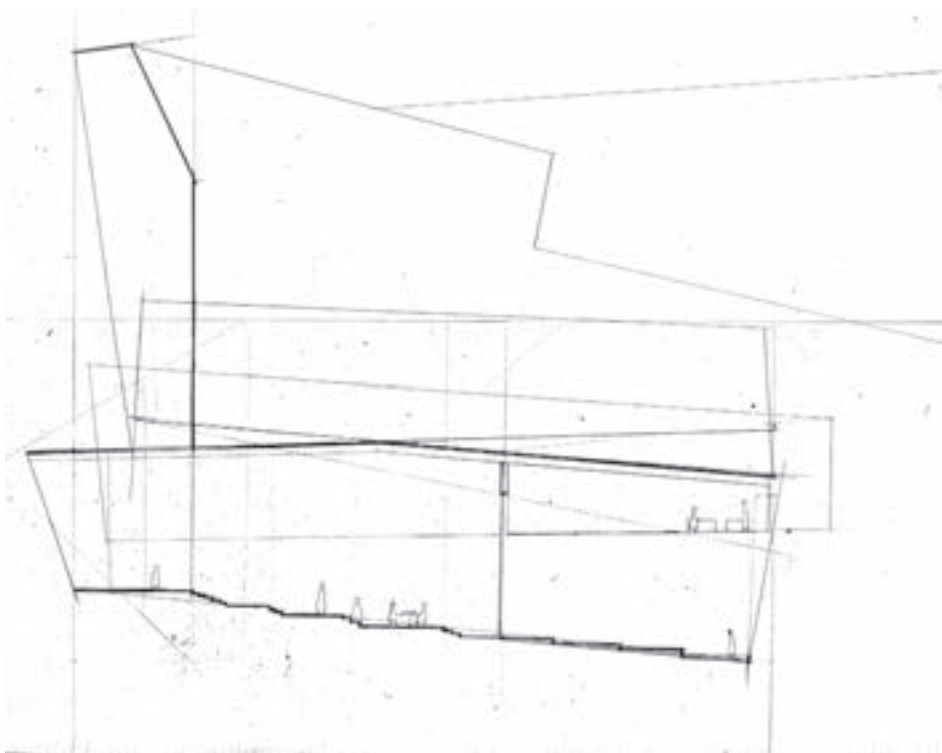


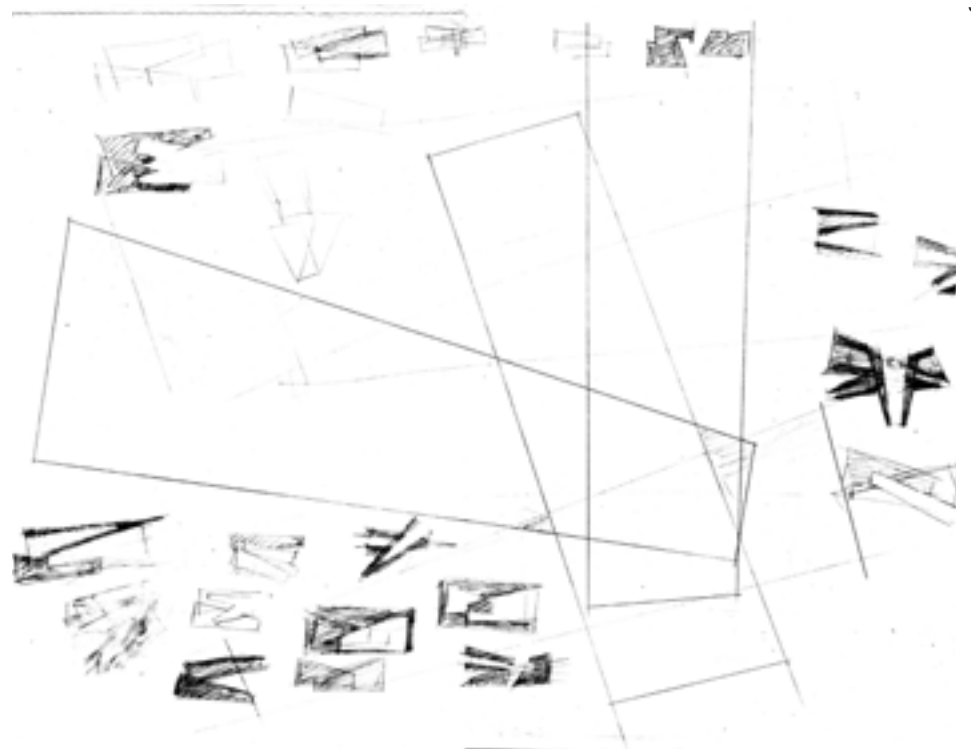
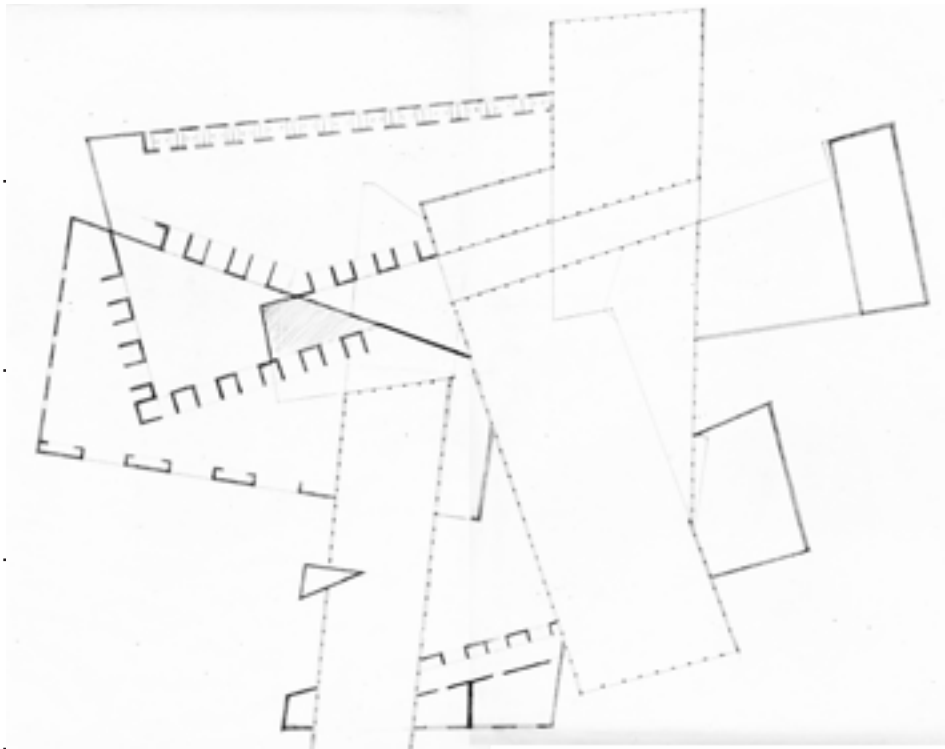
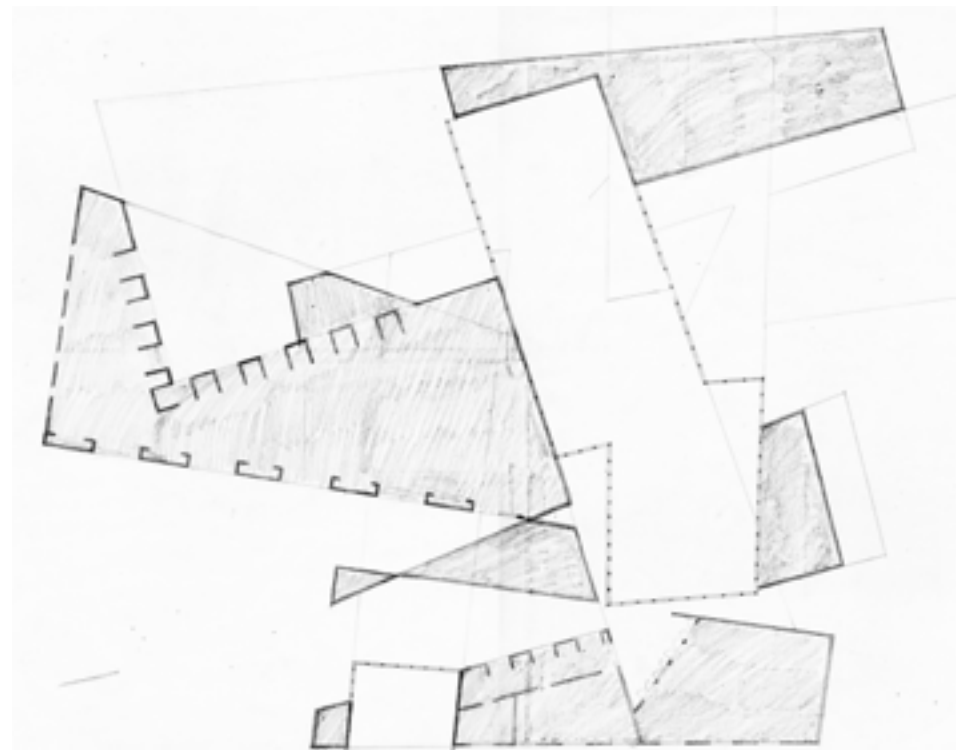
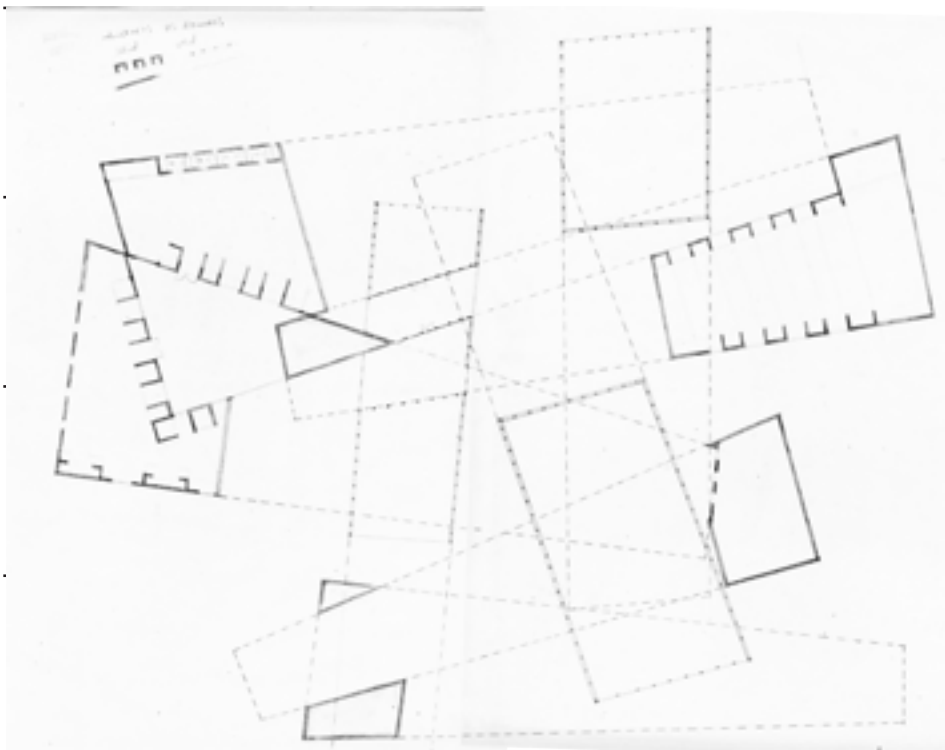






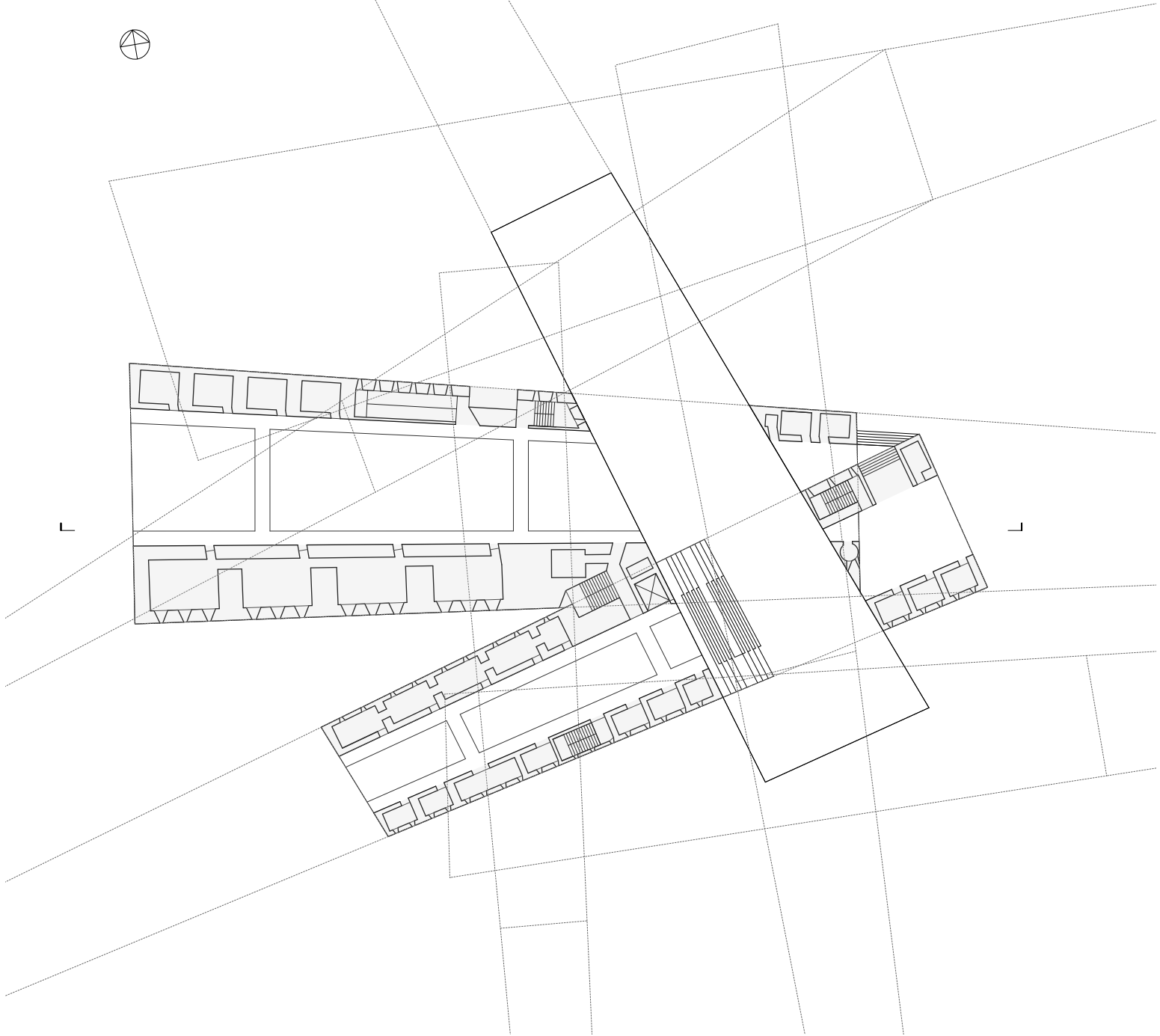
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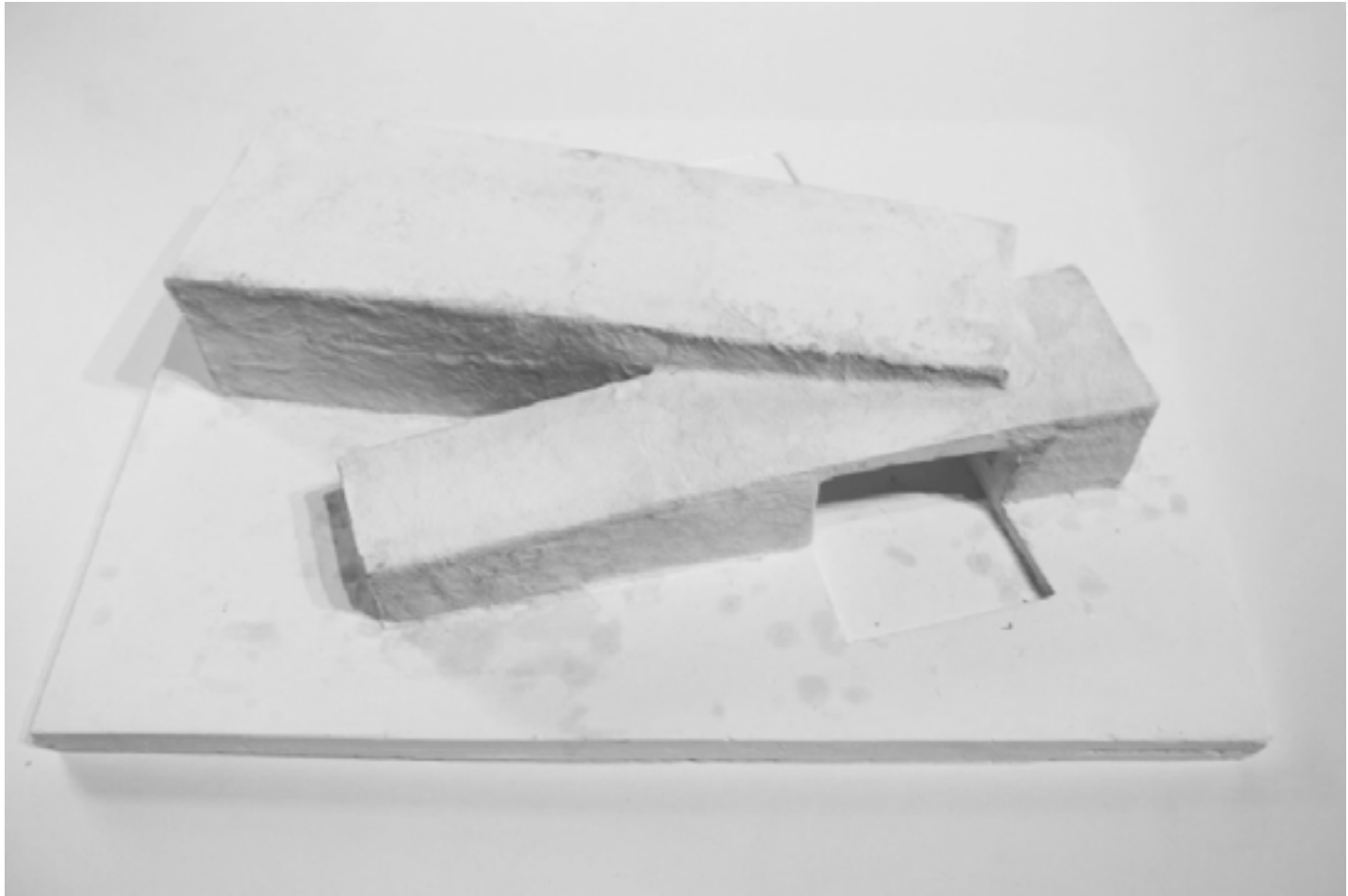






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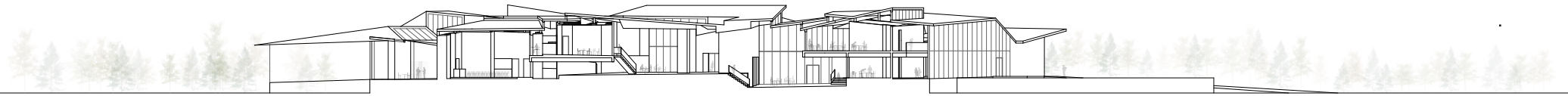
Main floor plan







# Sections



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