

THE SPACE IN BETWEEN

LIMINAL SPACE

[Lines/ Tones/ Boundary]

**Rhode Island School of Design
Master of Architecture Thesis 2018
Wei-Chun Cheng**

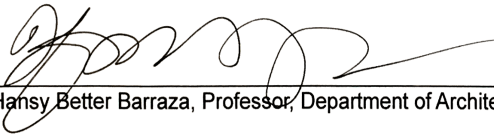
The space in between- liminal space

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

by

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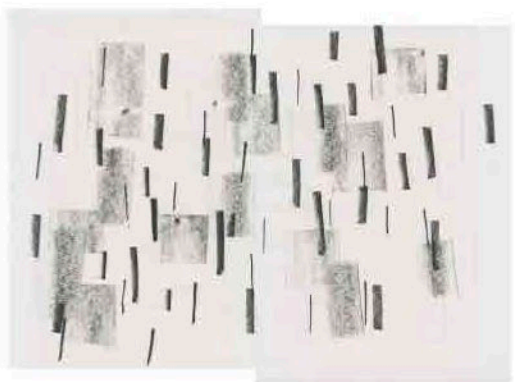
abstract

Drawings are not just a representation of the architecture. We ask questions through drawings and solve questions by drawings. Every line on the paper is constructing a thinking, an idea. The moment you draw, ideas start to evolve. The way you draw reflects the way you think. Your drawings will function as a trigger to stimulate your brain to imagine the world differently.

This thesis is a journey of discovery through draw “boundary”. The site, architecture language, and program will emerge from the process of drawing.



“If anything is described by an architectural plan, it is the nature of human relationships, since the elements whose trace it records - walls, doors, windows, and stairs are employed first to divide and then selectively to re-unite inhabited space.” – Robin Evans



Draw random lines

The line always refers to a force, a direction, so:

Can we design architecture by using only lines?

Can lines produce program?

What medium would be better to express a particular boundary condition?

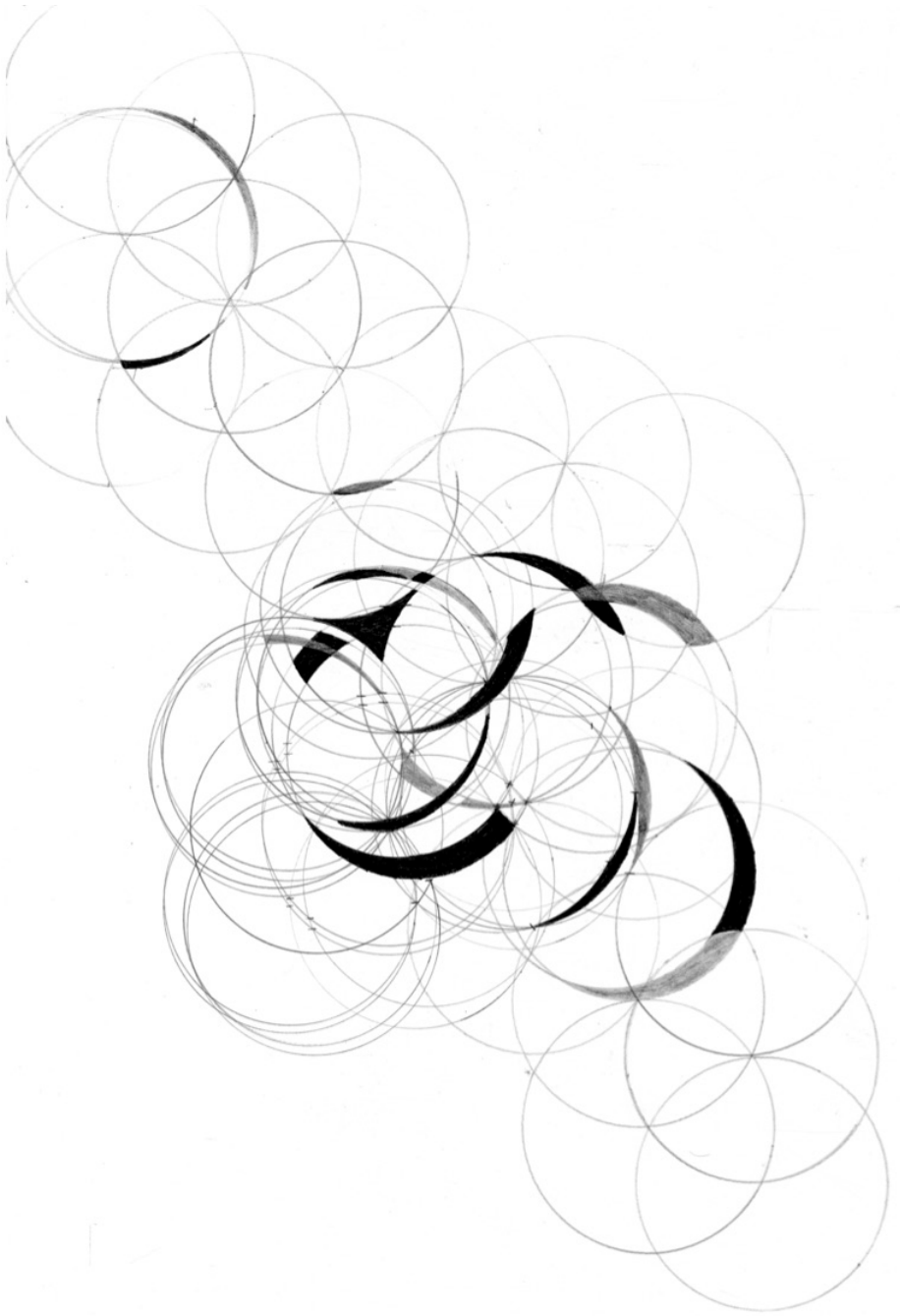


Boundary

Draw lines on a surface, we establish boundaries to divide space. It's all about organizing relationships for the building. In the drawing, we give each line a meaning to represent something. A line could be read as a division, a threshold, or a passage by adjusting line weights.

Boundary, [bound + ary], [a well-defined piece of land, a visible mark indicating a dividing line, a bound being the limit or furthest point of extension of any one thing], Bound, boun, [intending to go], from old Norse “**bu**”, [to prepare, to dwell, to live], from Proto-germanic “**bu**”, [to dwell], old Danish dwelling, from PIE root ***bheu-** [to exist grow]

-ary, from Latin -arius, -aria, -arium, [connected with, pertaining to],



Field of Boundary

If we trace back to the history, we have been manipulating the idea of the boundary in different ways, tangible or intangible. The translation from thick stone wall to a thin glass wall. Space is all designed by boundaries.

Moreover, architects have developed multiple methodologies to generate the form of architecture in order to alter our experience within the building. But most of the time we built what we cannot really experience. No matter how fancy the exterior is, the interior volume is the real place can influence our perception. As a result, we can say that the boundaries are critical to defining a space which generating the configuration of architecture. However, the essence of architecture is inherent inside the boundaries.

circle drifting, form the territories
 in outline boundaries; cone intersecting.
 break, extend the border of boundaries.

1.

crack cloud drizzle freeze
 thin trail stone scud scumble.

crack cloud drizzle freeze thin trail stone scud scumble

5.

crack drifting from the territories
 border markers cone intersecting third of
 border

2.

trickles, slide stay
 scatter, strain crag
 blossom breeze bloom.
 climb, thick clumps.
 thread, cry.

6.

cruise	cliff	drop	freeze
crap	cloud.	drizzle	fringe
crawl	clay	drain	frame.
creep.		drag	
crack		dirt.	
creak			

3.

crack drifting
 crack cloud drop drizzle
 thin trail stone scud scumble
 storm strolls breeze freeze
 cruise thread crag scum scum
 thin thread crawl cloud fringe

7.

thin	trail	trench	stone	drain
scud,	scum		storm	
	scumble,	slide.	stroll	
	drip		stream	
			stand	
			trunk	
			strata	

4.

crack cloud drop drizzle
 storm scud scumble freeze thin trail stone
 scum scum stream trickle
 scum scum stream trickle
 scum scum stream trickle

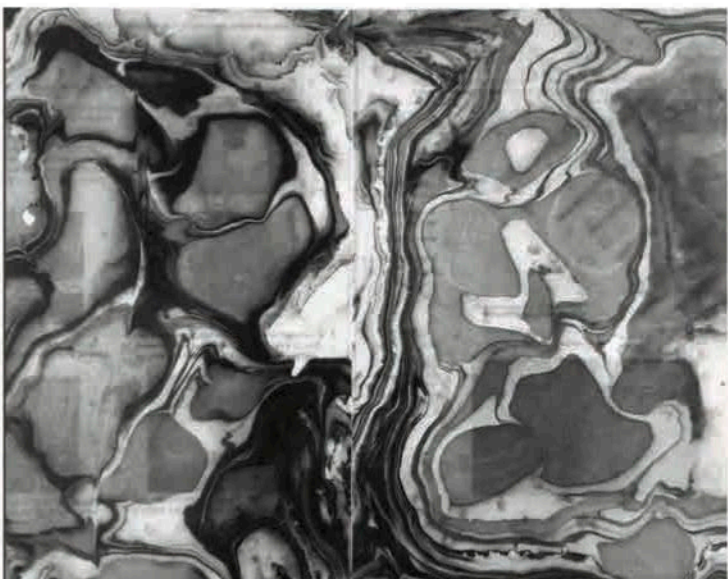
1. Haiku.

8.

Writing is just like drawing

Haiku

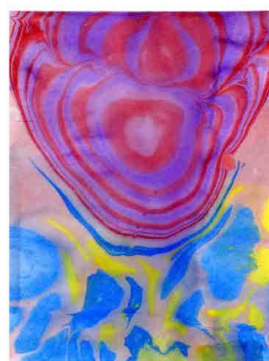
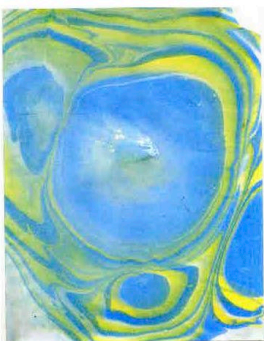
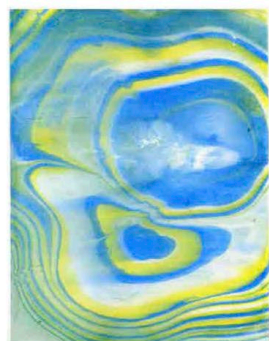
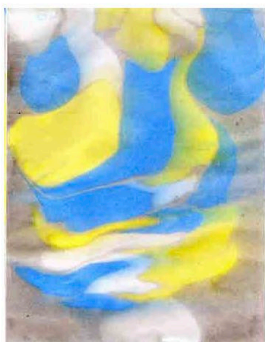
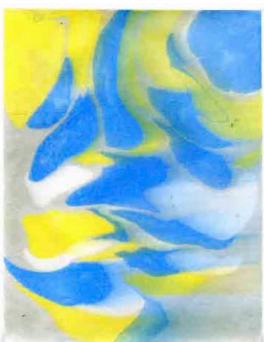
Cloud creak drop drizzle
Storm strolls freeze thin strata
Stone break stream trickle



Drop inks

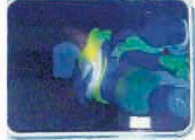
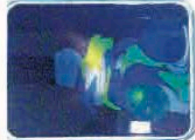
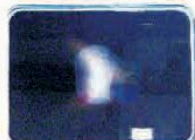
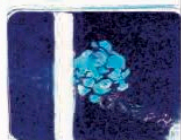
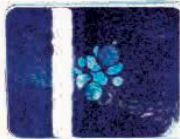
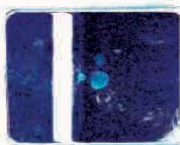
There is no front or back for a circle, there is only inside or outside. Draw a circle to form a boundary, space is split into two. I tried to blur the line between inside and outside by intersecting those circles. There result from that is we obtain an organic form of space which has the same relationship with its origin.

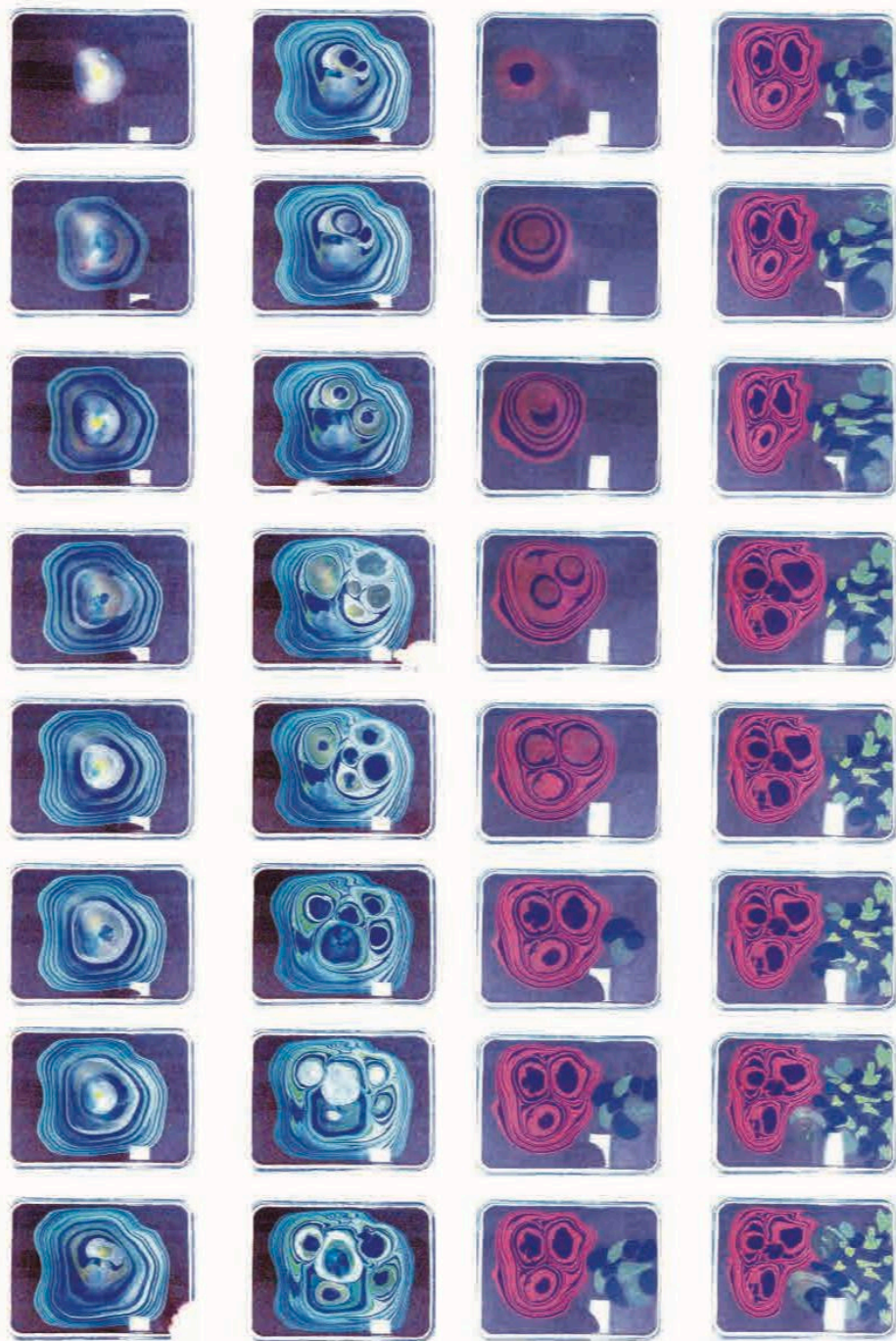
If we think these drawings in different scales, we can start to discover the essence of the project.

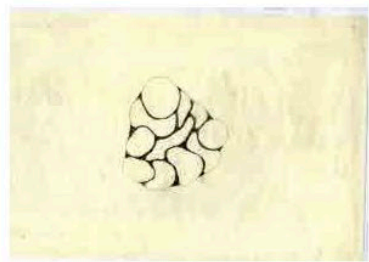
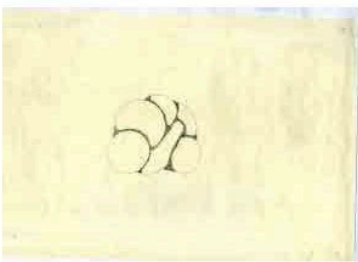
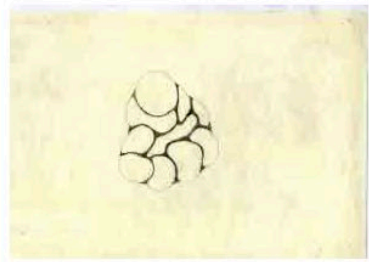
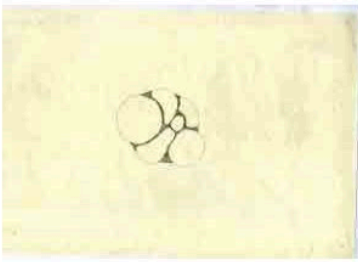
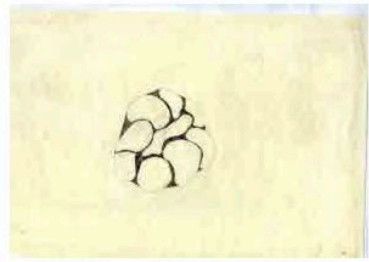
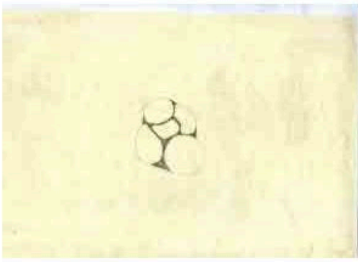
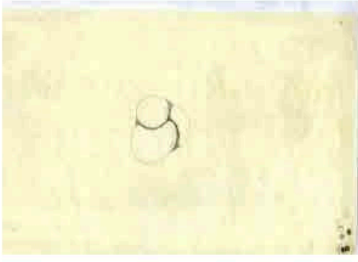
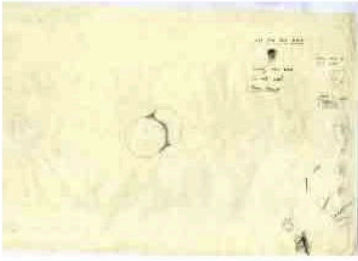


Scale 1: Landscape

Surface tension

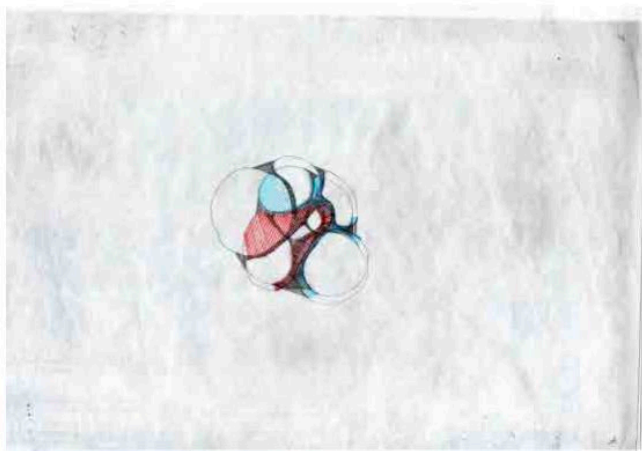
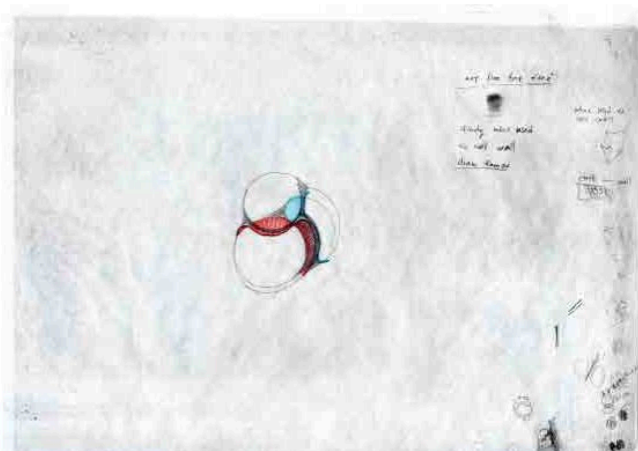


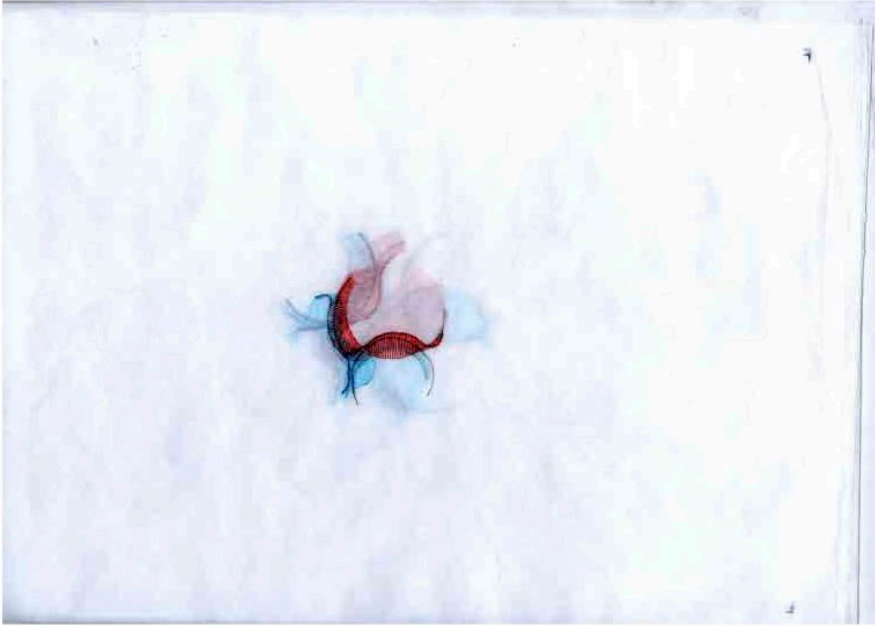


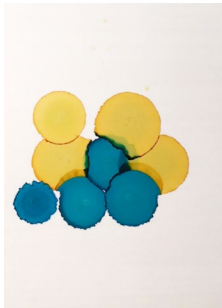
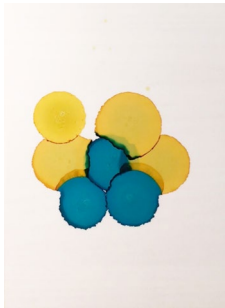
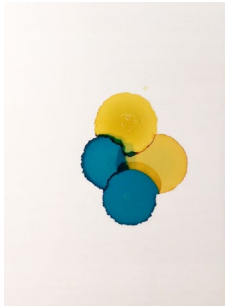
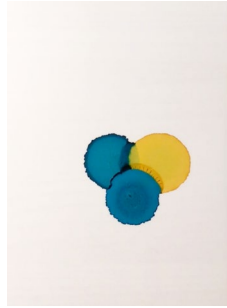
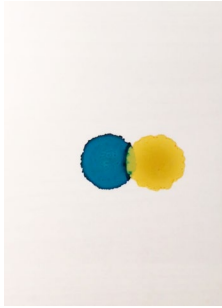
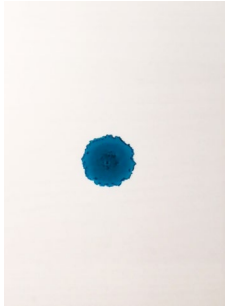


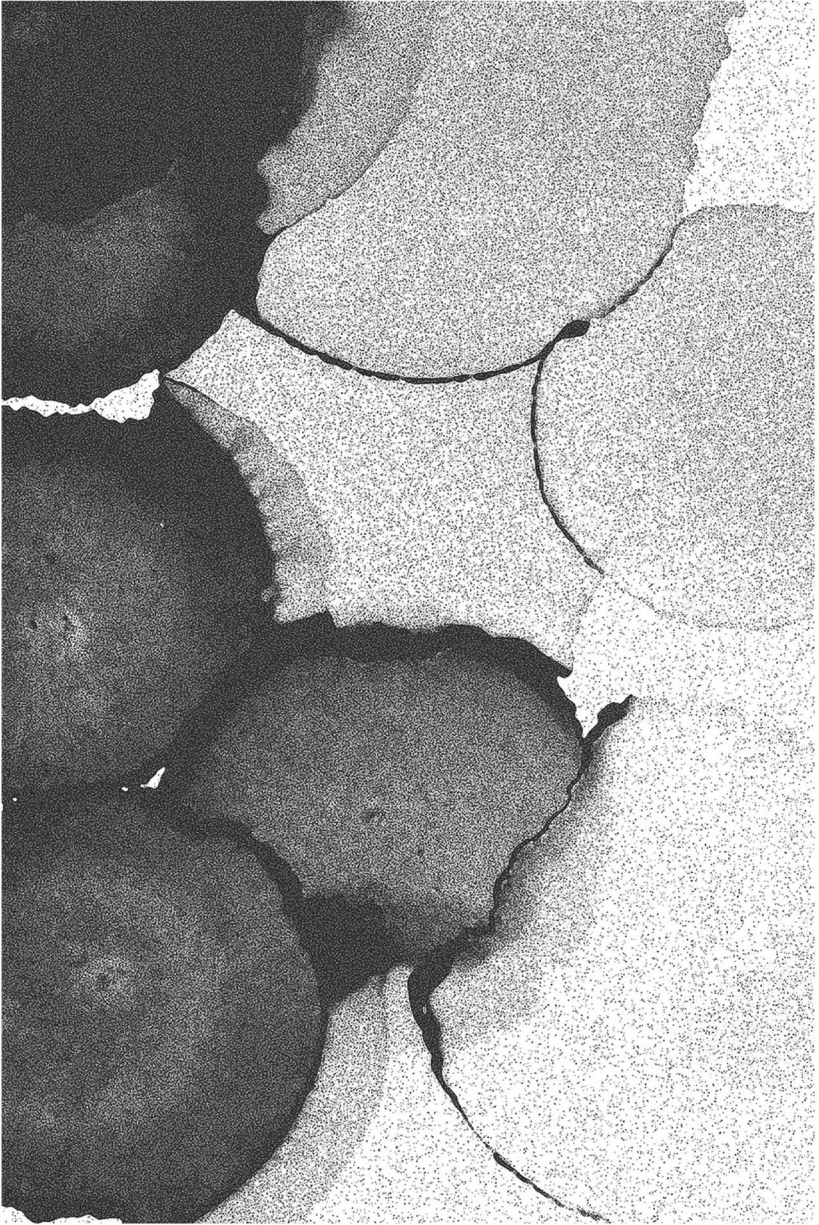
Scale 2: programs

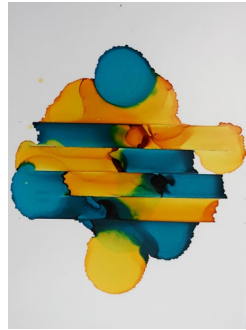
Shifting/ Distorting

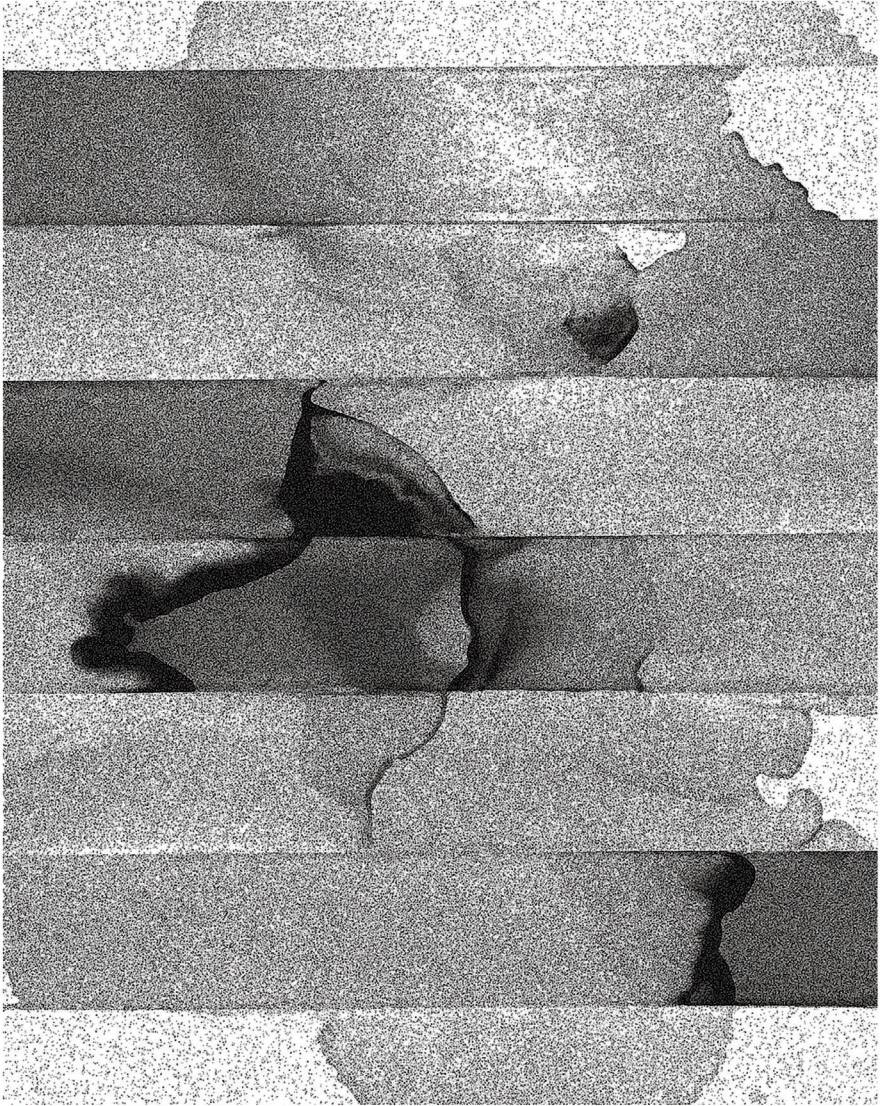


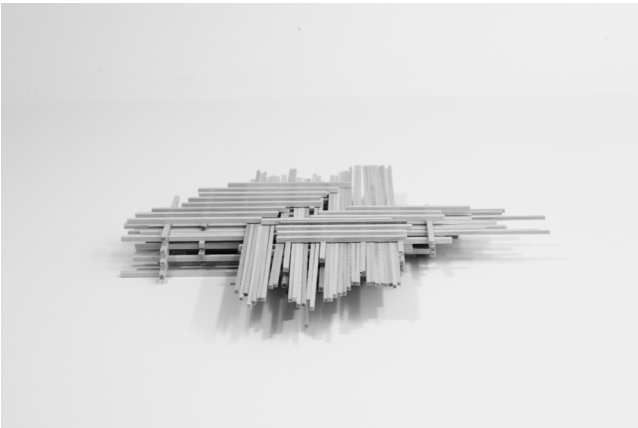
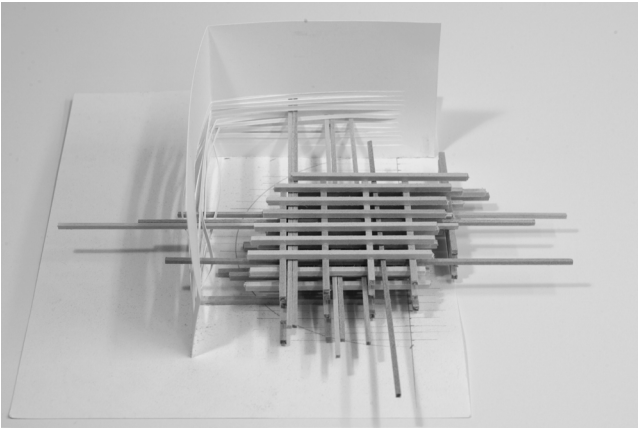
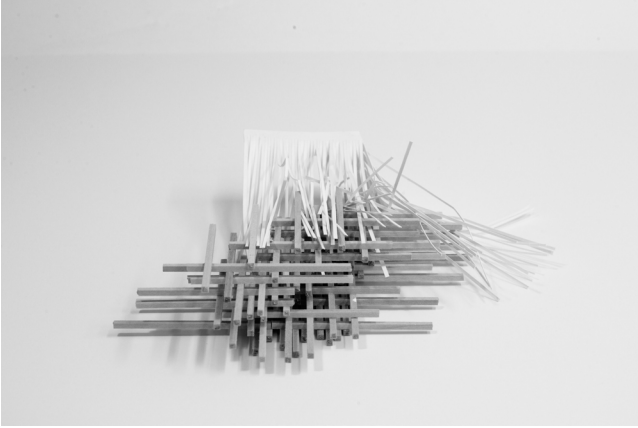












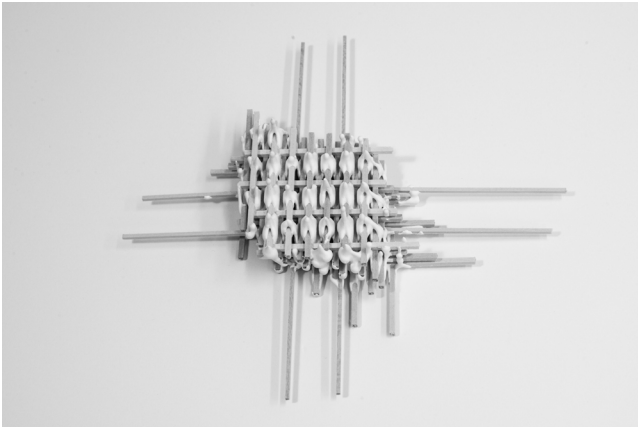
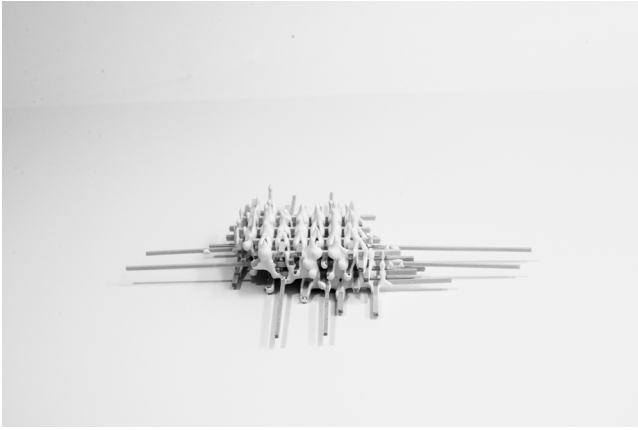
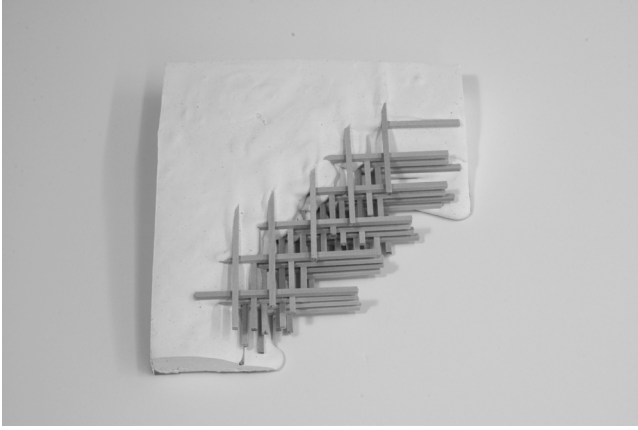
Filtering water

From two series of ink drop drawing, one ink influence the other. During the process, boundaries shifted and shape distorted. Three boundary condition occurred from the process:

1. Transition color created by two colors.
2. The dark boundary between two colors.
3. The physical boundary created by the cuts.

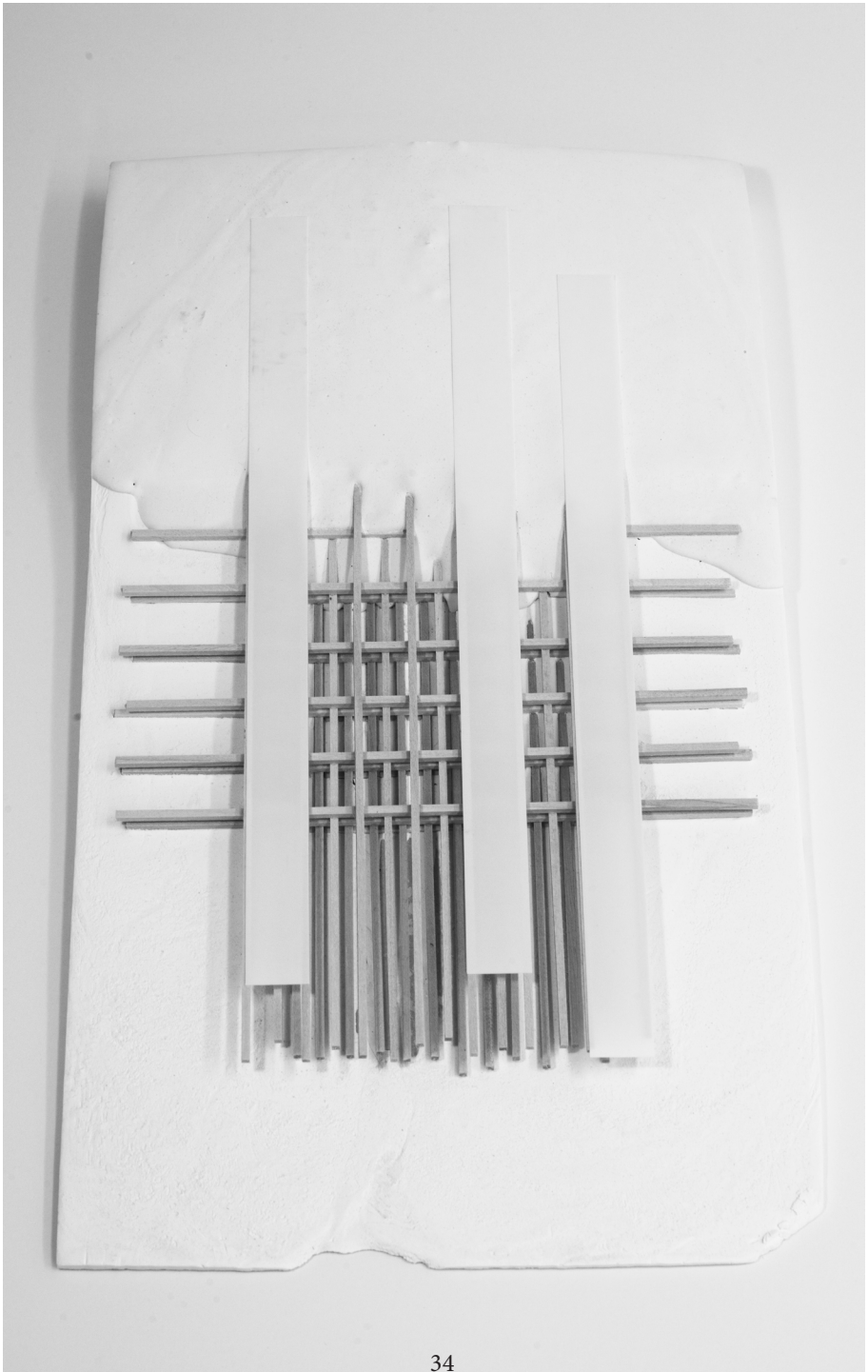
If you zoom in to see what's really happening inside those lines, you will see a wall doesn't need to be drawn as a line. It could be consist of hundred small elements. Therefore, I started to experiment what would happen when two material meets.

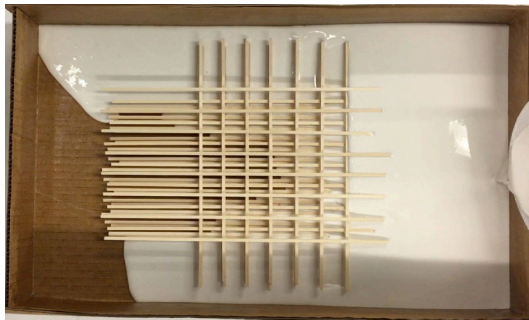
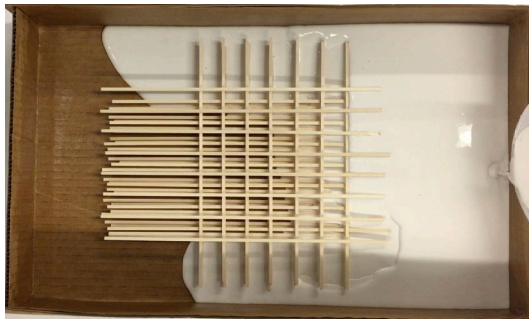
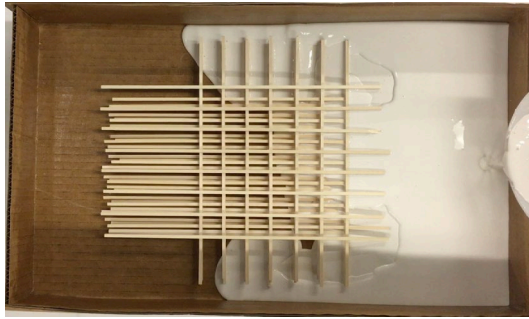
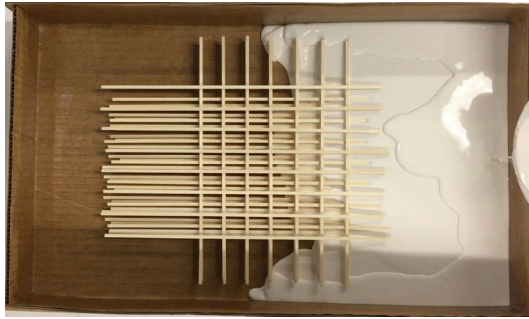
1. Wood/ paper
2. Wood/ plaster

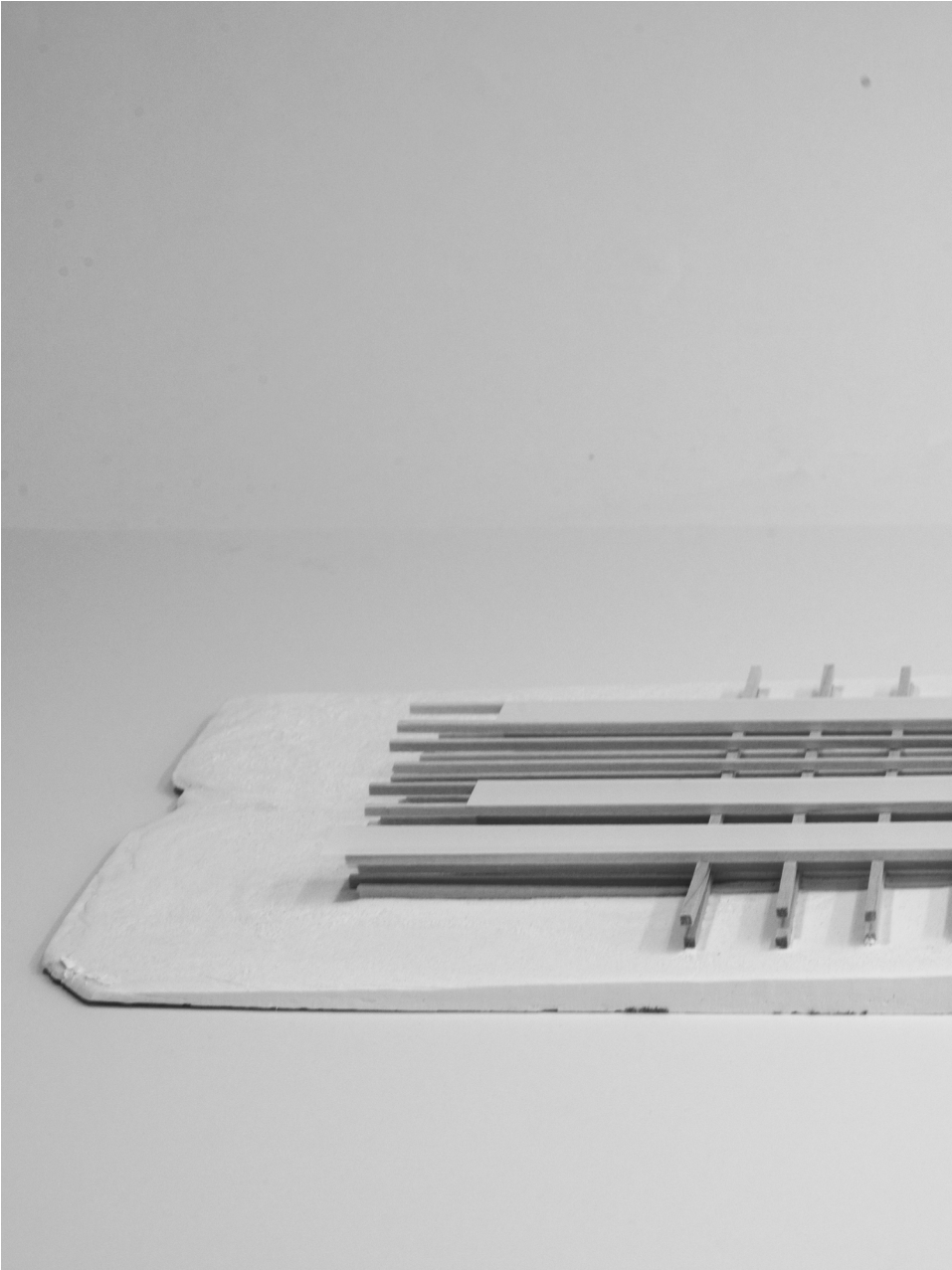




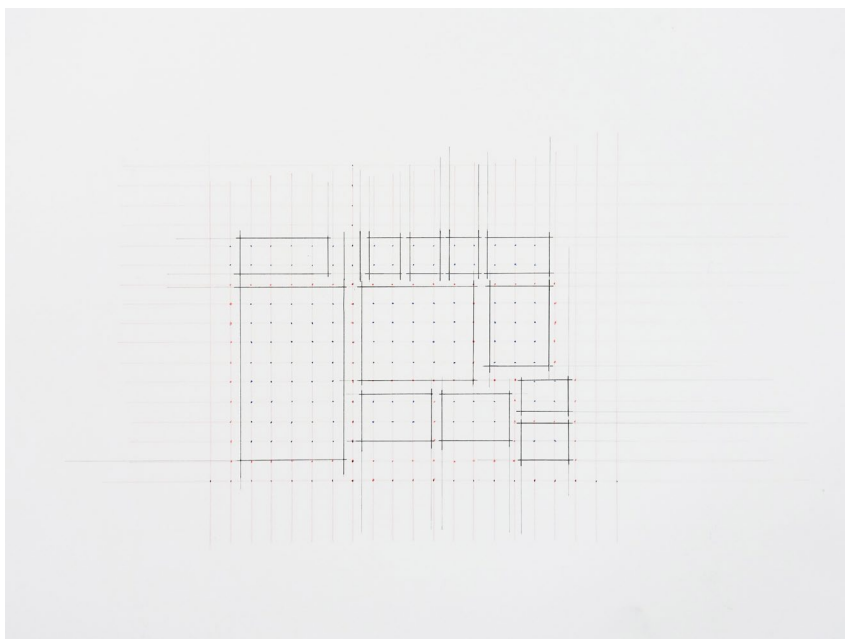
Plaster form a waterdop shape by the wood screen. It capture the movement of the water.

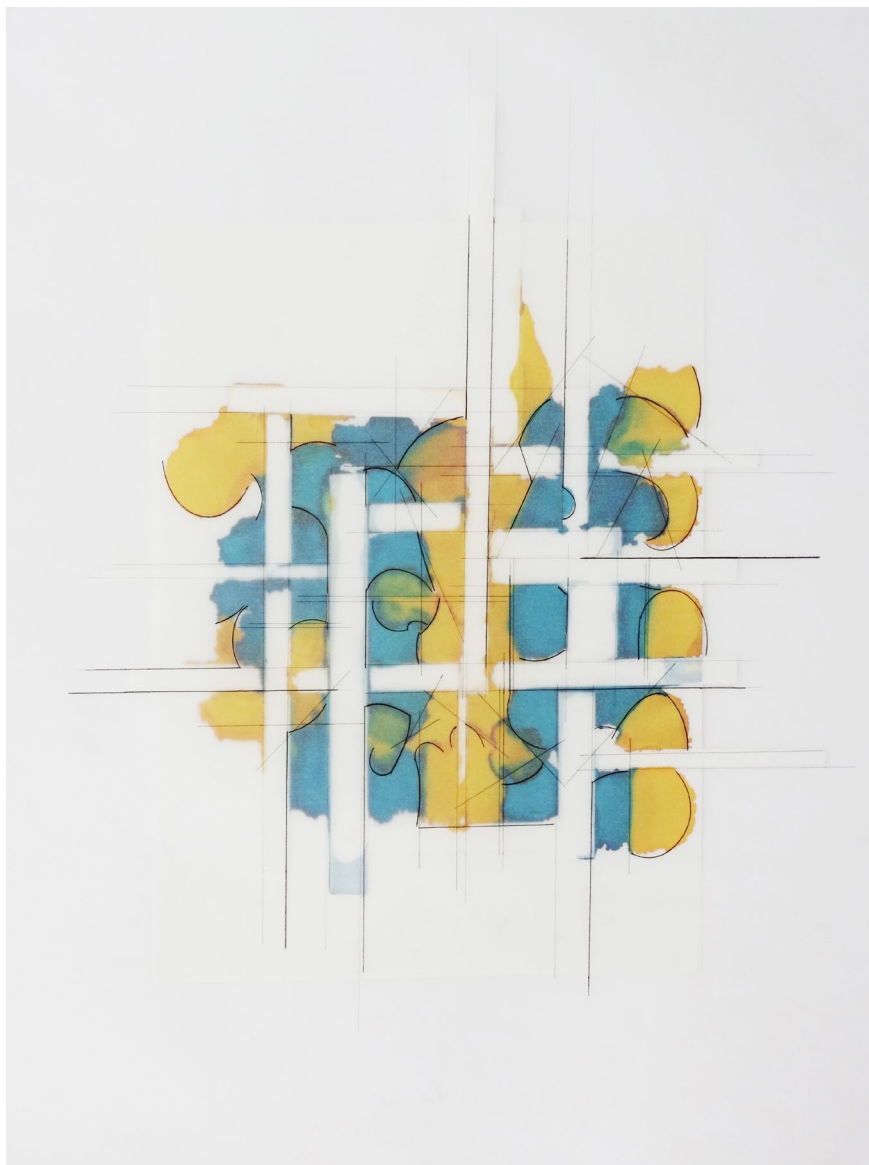




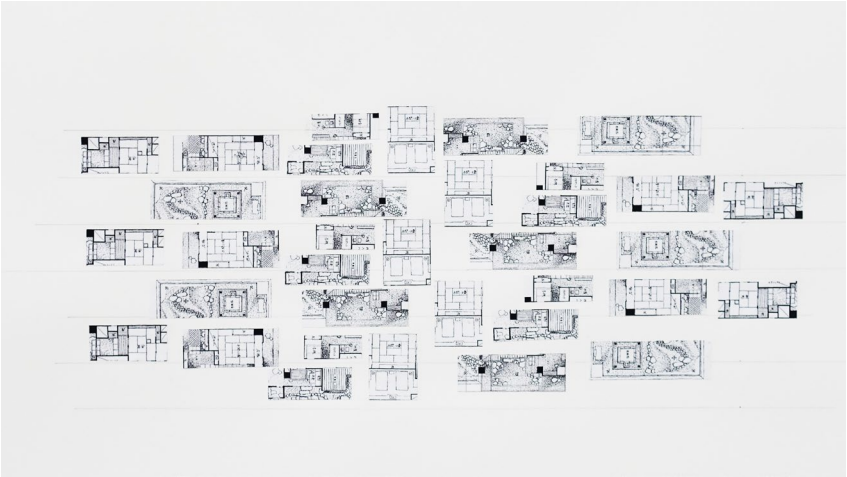


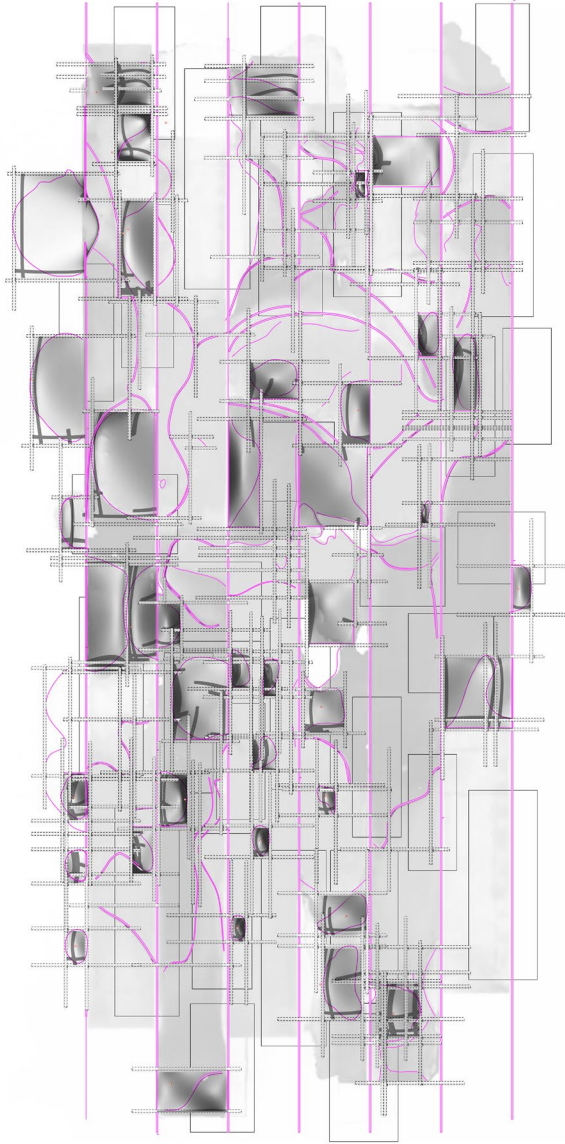




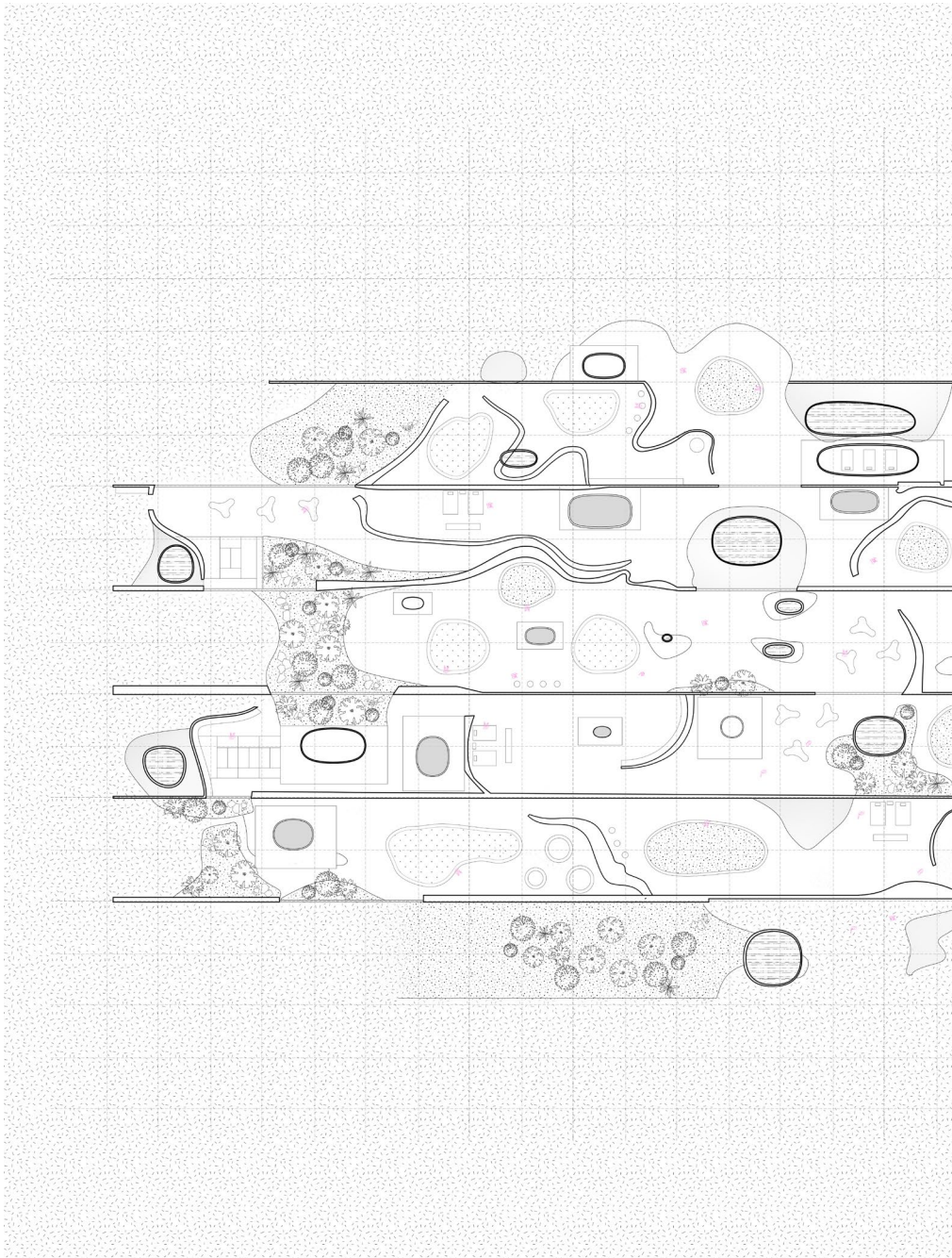


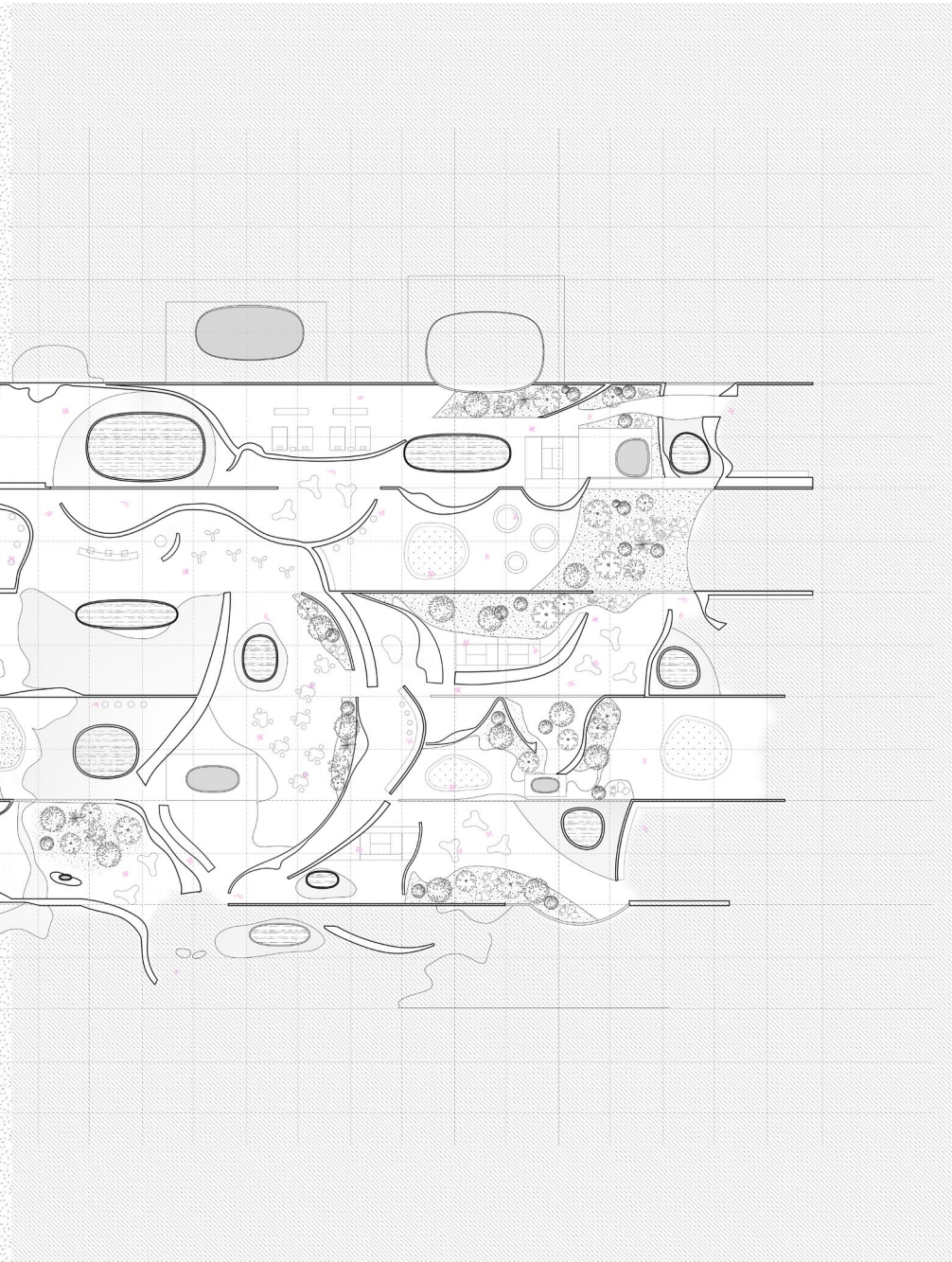
Traditional Rome bathhouse layout



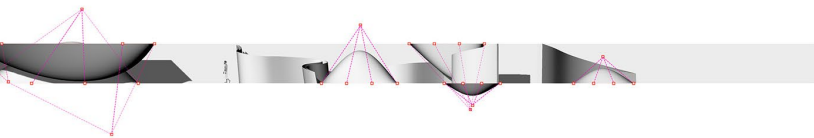
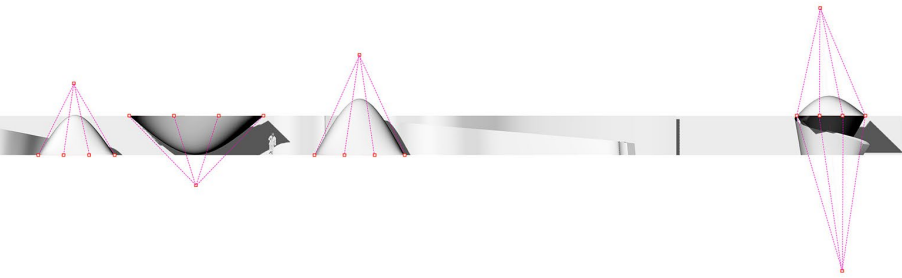
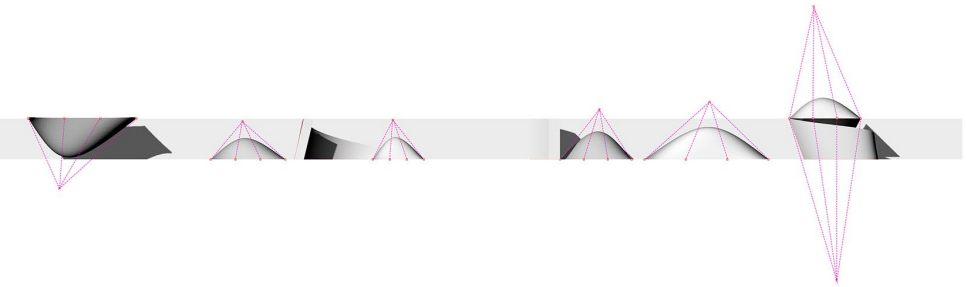


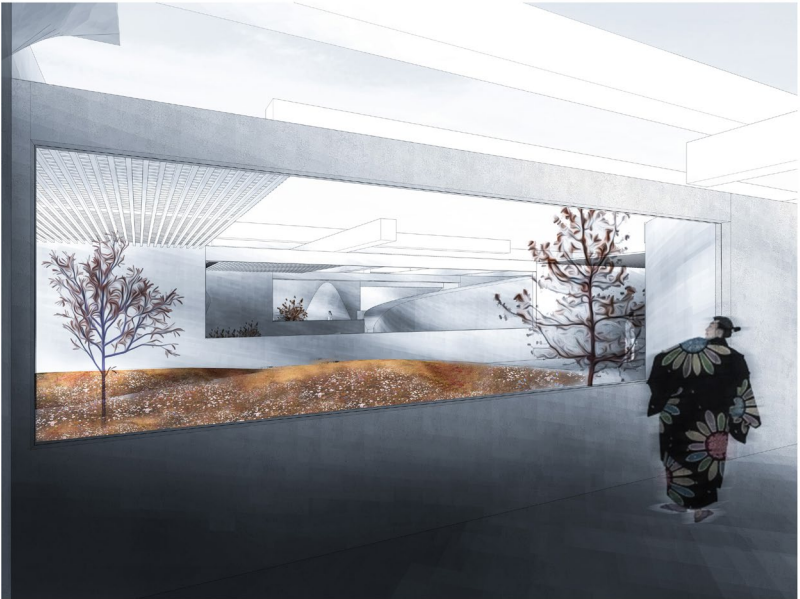
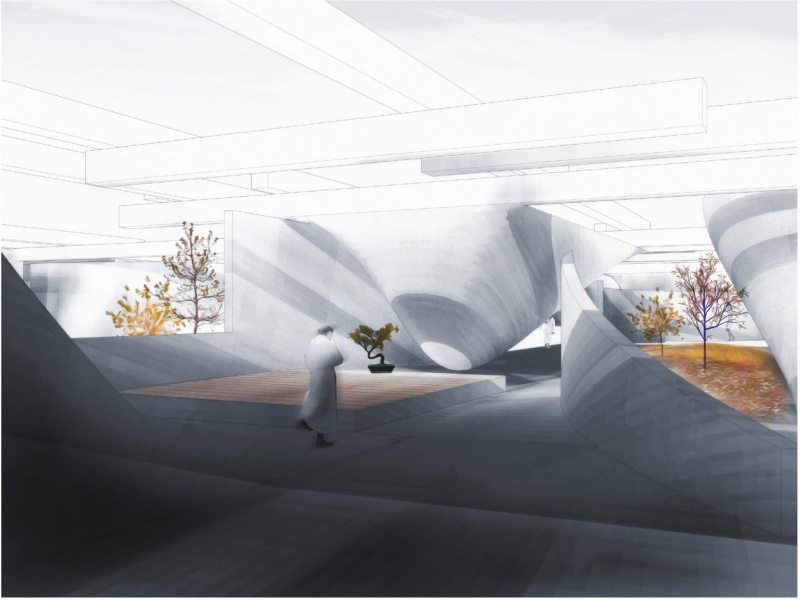
Reconstruct traditional Japanese onsen layout

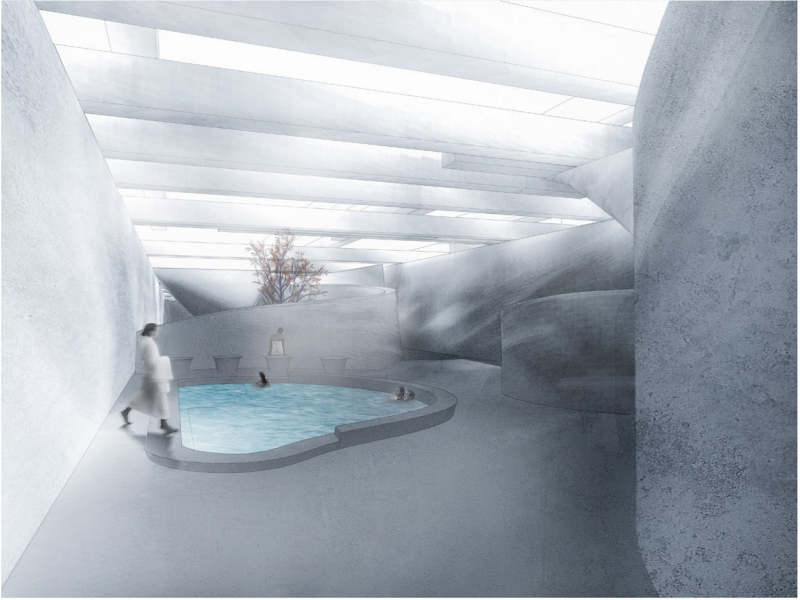












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