The Time Continues

A study of architectural continuity for recovery of broken relationship

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Abstract

The study is about architecture which helps restore disconnected relationship. The site is an empty military base which had been occupied by the U.S army right after the Korean War and has been physically and emotionally disconnected from the city and the citizen. The aim of the design is to encourage people to revitalize the lost connection by spending time in the architecture. In accordance with the concept, the architecture design provides a walkable environment with various circulations.

As a key concept, continuity penetrates the whole design. Spatial elements of the design offer an opportunity for visitors to stay in the space by controlling speed of them. Relation with space is recovered when the visitors create both physical and temporal flow. It allows the link which was broken in the past to continue.

Library, contemporary cultural platform, is proposed as the program. The library in the design is defined as a place to furnish spaces for visitors to share their experience and to form a society. It also provides spaces for visitors to enjoy a variety of cultural programs and to develop themselves as well as to acquire information as a traditional activity of library. That is, the visitors can relish the spaces and atmosphere of the architecture.

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Introduction

Introduction

Does architecture change our lives? The study starts with this question. Architecture is one of the fundamental elements for humans to live and is together with us every time, everywhere. Architecture provides a place for human to stay and is the first environment surrounding us. It is a key factor in forming one's personality or society. Architecture itself cannot change our lives. However, it grants us a possibility and encourages us to develop our lives.

As we are accustomed to architecture, as a result, the attempt to profoundly explore decreases. Nevertheless, when looking into it with architectural eyes and mind, we become aware of its attraction and presents from architect. In accordance with it, this design proposal gives a chance to directly experience architectural element by offering an architectural walkable place.

The walk is situated in a site having a special meaning. The site was separated from the motherland for decades and represents the historical pain of Korea. Land accumulates memories through time and it is delineate through architecture, tangibility. The design proposal of new buildings suggests a new role for the site and motivates a new aspect with the city. People, a comparatively changing element, is a medium to connect time and space with the site, a static background over time. We, human beings, fix the broken relationship and will sustain it until the end of time.

Site

Area: 81.54 km²
Population: 461,710
Density: 5,662 Pop/km²

Site

How to utilize empty military bases is one of the big issues of the Republic of Korea, because the U.S army has moved its camps to other city. The land was occupied by the U.S and Koreans were not accessible without permission. That is, the site has been physically and emotionally isolated even though it is situated in Korea, its motherland.

The chosen site is situated in Uijeongbu-si, a city of the Republic of Korea. It was one of the main camps and has been planned to be returned to the local citizen. Moreover, areas surrounding the site have been newly developed. In this situation, there are lots of possibilities to recover the broken connection between the site and the citizens. By proposing an architecture design, this would help the site rekindle the losing relationship.

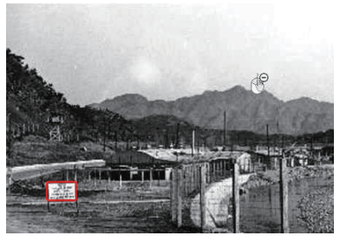
Site The Camp Stanley
(Gosan-dong, Uijeongbu-si, Gyeonggi-do, Republic of Korea)

History

1960's

The Republic of Korea got help from the USFK right after the Korean War. Local societies were activated around the U.S army military bases.

1970's



The Blooming Period. The locals were dissatisfied with the U.S army because of their tyranny.

1980's

Local economy had been rapidly developing. The U.S army did not function as a policy for the local society. The lands were being isolated.

1990's

Conflict between the cities and the U.S army was serious. Because of these following reasons; continuous growth of the economy and citizenship in South Korea; the end of the Cold War; relieve of the tension between South and North Korea

2000's

The conflict was severe because of these following reasons; continuous meeting for peace between South and North Korea; some crimes committed by the U.S army and unfair results

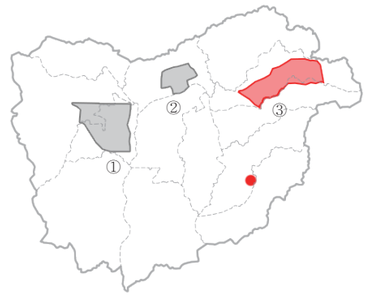
Analysis

Topography

- Site
- Low — High

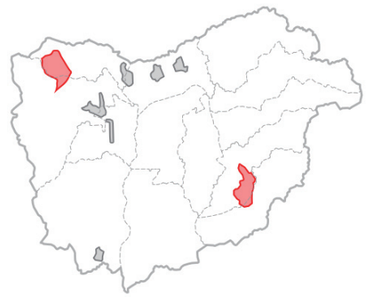
Road system

- Site
- Main road
- Expressway
- Subway
- Light rail



City center development

- Site
- ① Old center
- ② Adiministrative center
- ③ New residential area

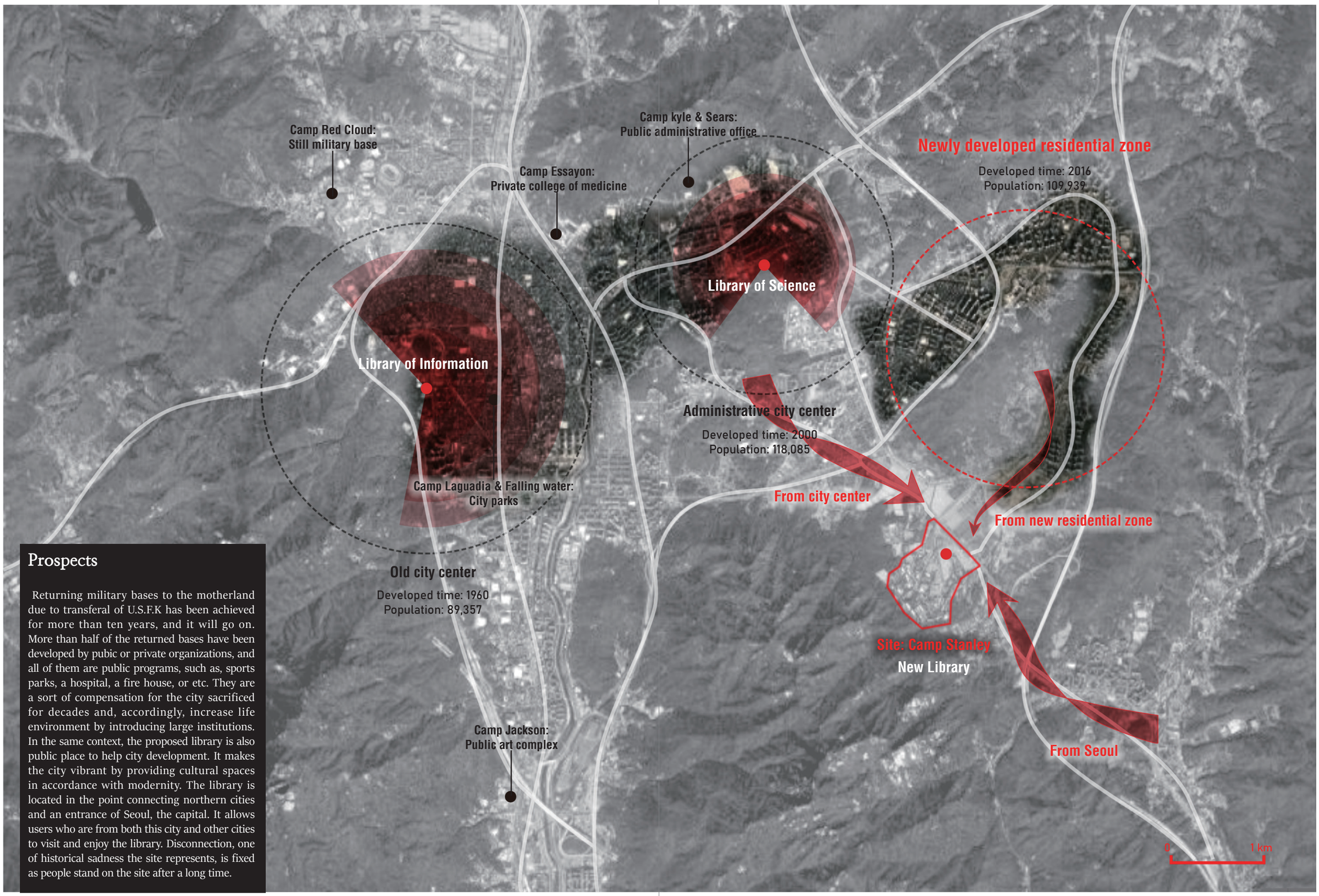


Location of the U.S camps

- Not returned yet
- Returend and used or under development

Relation of city libraries

- Site/ Design proposal
- The existing library



Prospects

Returning military bases to the motherland due to transferal of U.S.F.K has been achieved for more than ten years, and it will go on. More than half of the returned bases have been developed by pubic or private organizations, and all of them are public programs, such as, sports parks, a hospital, a fire house, or etc. They are a sort of compensation for the city sacrificed for decades and, accordingly, increase life environment by introducing large institutions. In the same context, the proposed library is also public place to help city development. It makes the city vibrant by providing cultural spaces in accordance with modernity. The library is located in the point connecting northern cities and an entrance of Seoul, the capital. It allows users who are from both this city and other cities to visit and enjoy the library. Disconnection, one of historical sadness the site represents, is fixed as people stand on the site after a long time.

Concept

Continuity

The site is a symbol of disconnection. It shows traces of the Korean War and the division of the Korean Peninsula into South and North. Fences surrounding the camp, a restriction of physical access is an indication of the obvious gap. Now, through the design, the access becomes easy as a way to recover the relationship disconnected in the past.

The barrier is removed. The architecture and programs attract users into the site. The invited people revitalize connectivity with the site by spending time in the building. Invisible link continues in the present. Therefore, physical and temporal continuity is an intermediate of recovery, and penetrates the design as a key concept.

The relationship between architecture and user is no longer passive. User attempts to form personal area wherever they are, and it becomes dynamic. Meaning of architecture is dependent on what the user feels and experiences. The reason why walking builds relationship is that walker is able to continuously encounter a new environment and to be open to accept following events.

Continuity is divided by two categories, flow and stay. Flow, physical property, is kinetic connection of spaces. Stay is temporal one and represents behavioral connection carried out by users.
Speed is a standard dividing these two properties. It makes variations on this continuity. Speed in spaces of the stay approaches 0. Speed in the flow has a variety of value more than 0. The level of speed is a possibility of event which happens in the building.

In this design, the flow is described as circulation between the space. The stay becomes rooms for users to take a specific behavior. These two spatial types are threaded by walking. Walking is visible representation of speed. Visitors remain their traces by walking in the building.

Study of Continuity

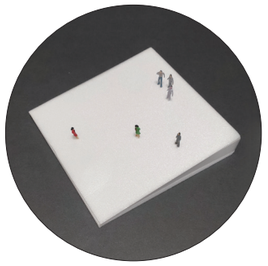
This model study is subjective conception of the continuity and speed constituting it. The unit is an element and it is understood and interpreted in terms of space and speed. Many parts are inspired by ideas from various architects and the shapes of the site.

This spatial elements have each definition and meaning. It starts from linguistic inspiration and is represented as physical form in aspect of architecture. That is, it is the basic study to reflect the immaterial concept into an architecture design. The elements are dismantled and combined in process of design to form spaces.

Experience of movement

"The instability of the position changes the relationship with the horizon. The individual will always be in a state of resistance."

-Paul Virilio, 2001, 「Virilio Live: Selected Interviews」



Inclined plane

Inclined plane induces ceaseless movement. In accordance with it, the relationship between them and the object is constantly different with variable-movement direction and speed- in comparison with when we are standing on a flat plane.

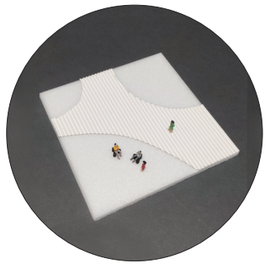
Melting floor

The organic plane is threatening us but is simultaneously a field of curiosity and means exploration for new. This melting floor bends at some point and becomes a wall or ceiling. We meet unexpected architectural elements when we follow the floor.

Experience of relation

"Time often defines quality of space perception, duration of man's contact with it."

-Mikhail Dutsev, 2017, 「Architecture at Its Boundary 」



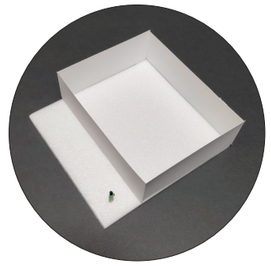
Comparison of quality of walls

The quality of wall changes relationship between a space and a walker. The way to conceive the space is different depending on visible level of material of wall. The space affects the passerby while the individual is able to anticipate which event happens in the space. In other words, the level of familiarity with a space changes walking speed.

Experience of vision

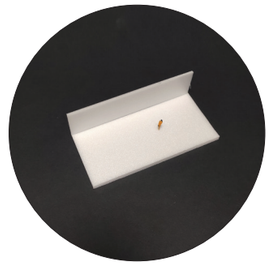
"The field of vision constantly changes, the spaces ahead are not presented all at one, and totally appears only gradually."

-Toyo Ito, 2011, 「Tarzans in the Media Forest」



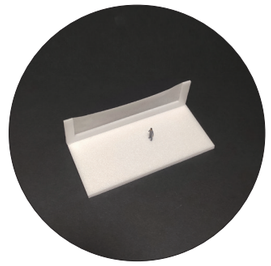
Comparison of straight wall and curved wall

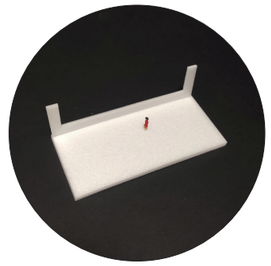
We are accustomed to straight walls. It allows us to expect what is waiting for us over the wall. We anticipate the surroundings and adjust quickly. On the contrary, curved wall encourages us to explore because we are not able to anticipate beyond the wall.



Comparison of quality of transparency

The level of transparency is one of conditions defining our behavior. The elements, so-called wall and window, allow communication with outside and color the atmosphere of inside. Our vision promptly reacts to the mutational environment and our speed changes accordingly. Which event we can see beyond the wall or window is also an additional cause.





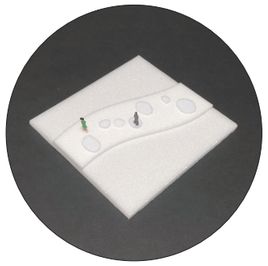
Experience of conversion of space

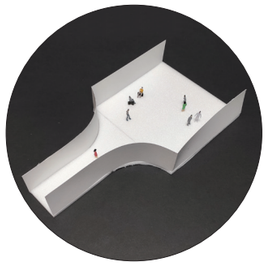
“Slowness is a progressive revolution.”

-Brian O'Brien, 2004,
『Slow Architecture: Linger, Savour, Touch』

Quality of material

Encountering different types of material in a single space implies horizontal division of territory. Accordingly, invisible vertical boundary is created and the speed is slower when users move between these materials.





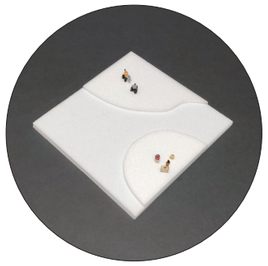
Expansion of space

Expansion or reduction of space leads to other spatial sense in a single flow. We try to pass through a narrow way to keep the personal distance from each other. Right after we face a large space, the distance is naturally maintained and our speed becomes slow.

Experience of invitation of action

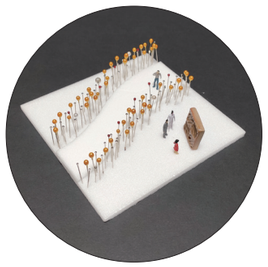
“We are inspired by seeing others in action.”

-Jan Gehl, 2011, 『Life Between Buildings』



Open space

Openness affects the users. Through this invisible window, behaviors of preoccupier invite passerby to participate in them. These events encourage them to be curious about the surroundings and their walking speed is slower to find something they are interested in.



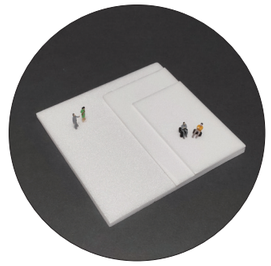
Quality of boundary

Boundary which property of solidity is low allows transmission between spaces and divides the domain at the same time. Through unclear indirect communication, the spaces invite walkers by causing synaesthetic curiosity.

Experience of territoriality

“Architecture is a container of life. "

-Peter Zumthor, 1998, 『Thinking Architecture』

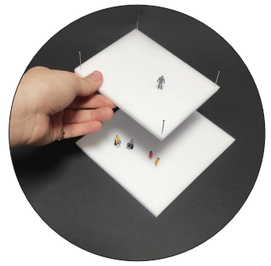


Horizontal layers

The stepped floors consisting of horizontal layers divide territory in small space. Although symaesthetic communication is allowed, level difference discourage us by forming unconscious boundary when we try to approach.

Floating floors

The floor looking like floating in the air from a floor we stand on invites us by causing structural curiosity. Different gaps from the original bottom floor signify an opportunity of events inbetween.



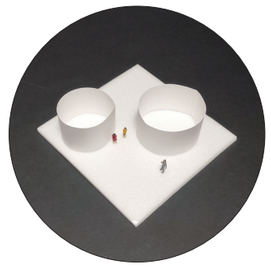
Skip floor

Skip floor is a medium floor between vertically divided floors and neutralizes two divided space. Accordingly, because all stories are positioned at eye-level, visible borderline reduces and accessibility increases.

Experience of possession

“Comtemporary people sometimes want to be alone. They need time for themselves to communicate with their inside.”

-Ching-Chih, Lee, 2014, 『Speed of Travel』



Island room

People want to form their own territory in shared area. The space for this demand defines the boundary through a variety of materials. It functions as the first principal enclosure to make a private area. Visitors staying in this elements slow down their speed almost o.

Program

Library

Contemporary library means possibilities. It is an environment providing a variety of functions from a traditional role or conservation of records. In the past, only a minority of privileged class was able to use library. Information was prohibited for a majority of normal people. However, contemporary library welcomes everyone and offers a place for them to stay regardless of their class or standard of their living. We can achieve information as well as experience various cultures. Now, library is equality, democracy, and liberty.

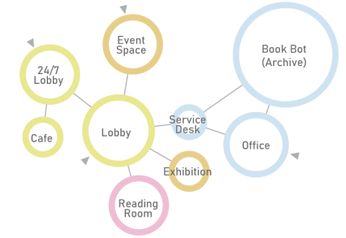
Library becomes social place. It is public one allowing everyone to readily visit and stay. We acquire information of various types, for example, digital or paper form. We explore a range of cultural programs, such as exhibitions, lectures, or hobby classes. We refresh ourselves by experiencing different shapes of our daily life. Hence, library presents a background for us to create small societies and to communicate with each other.

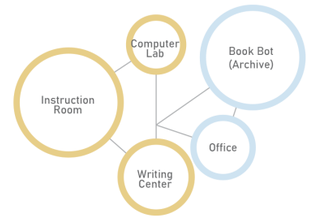
Accordingly, a library as a cultural platform is suggested as a program of this design proposal. It accommodates demands from modern people and attracts the local people into the site. First of all, users in the library start a basic behavior which is getting information. Secondly, they enjoy cultural actions and build a society by sharing their experiences. Finally, they create their own territory in a public place without any aforementioned productive objectives. The user is a main agent accomplishing the continuity, which is the concept of this design, and also reactivates the discontinued relationship by autonomously enjoying their behaviors and by staying in the site.

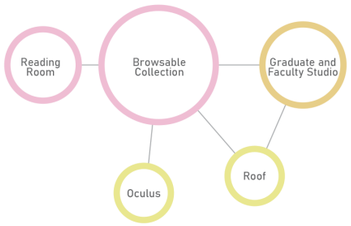
Oodi Helsinki Central Library

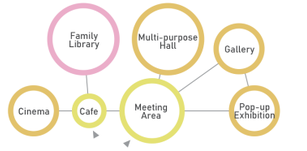
ALA Architecture, 2018, Finland

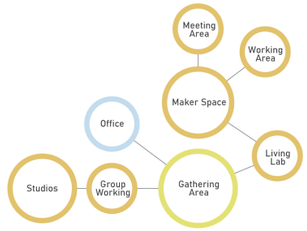
This library in Helsinki, Finland is designed by ALA Architects in 2018. Comparing to traditional form and role of old library, it accommodates new demands from modern people. It encourages the citizens to develop themselves through education or gatherings as well as provides good environments for reading. There is no limitation in any form or space, the visitors are able to build small society everywhere and to communicate with each other. Therefore, the library grants liberty and democracy by allowing the users to choose what they want to behave.

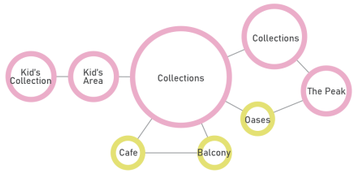








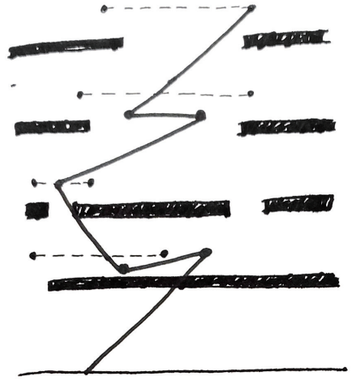


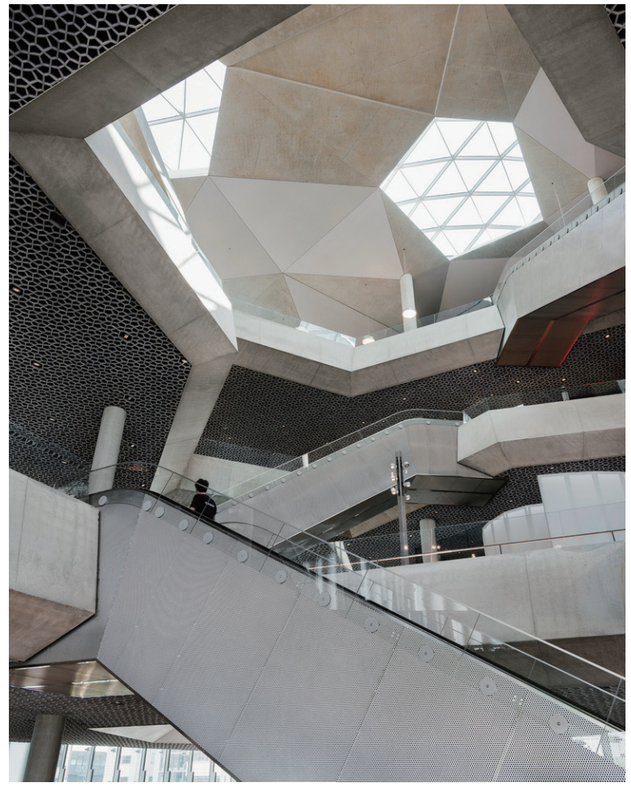


Charles Library at Temple University

Snøhetta, 2019, United States

This library designed by Snøhetta in 2019 is situated in Philadelphia, U.S.. It is focused on students who are the main users and, accordingly, most of programs and spaces are composed to improve study environments. The library offers study places as the main program which the university students firstly require and, secondly, furnishes places for them to get information in various forms. Furthermore, it provides a variety small creative rooms for the student to develop their talent. Hence, the library thoroughly considers the main users, which is described in the indoor functions.





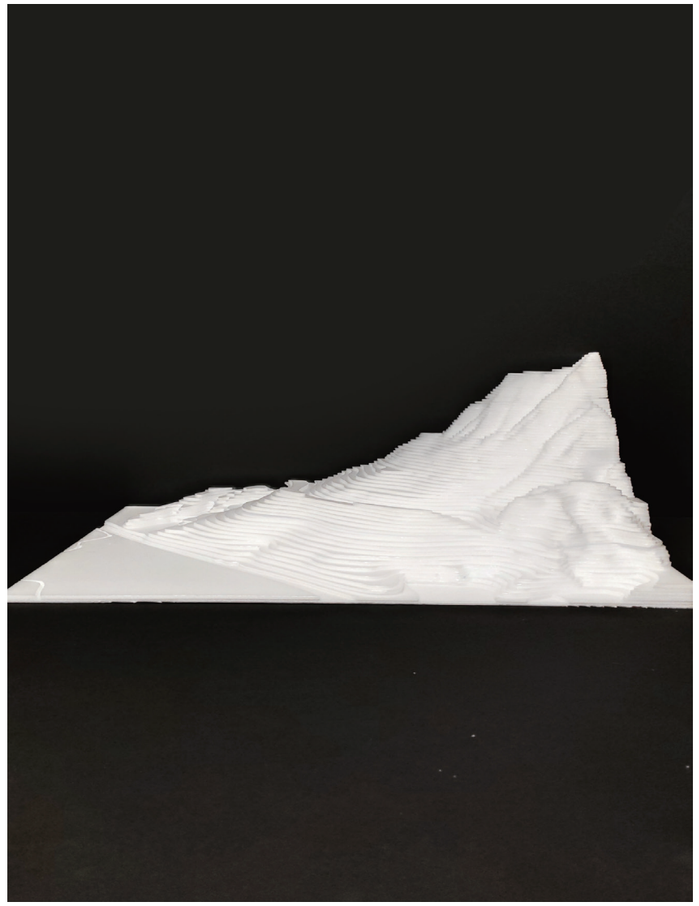
Deichman Library

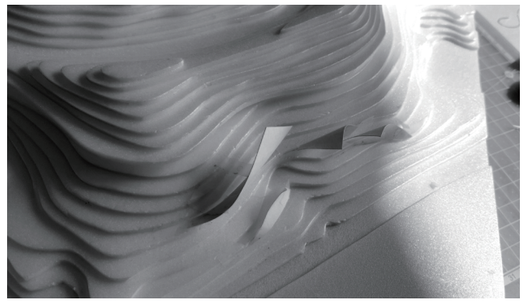
Atelier Oslo and Lund Hagem, 2020, Norway

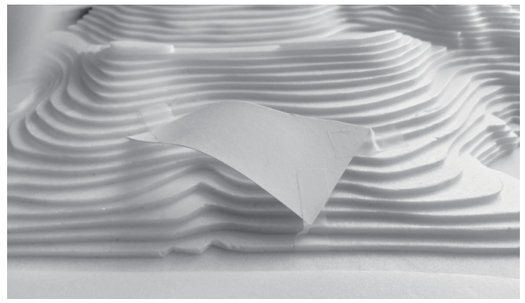
This library is positioned in Sentrum, Norway and was designed by Atelier Oslo and Lund Hagem in 2020. While it is composed in vertical way which is a different form from other libraries, visual connectivity and circulations encourage users to explore the building. An atrium penetrating the whole building invites the visitors into the inside and, by maximizing verticality, it allows them to visually communicate. The circulation system surrounding the atrium leads the users to the specially designed parts in the corners and helps them to enjoy the atmosphere and programs which the library offers.

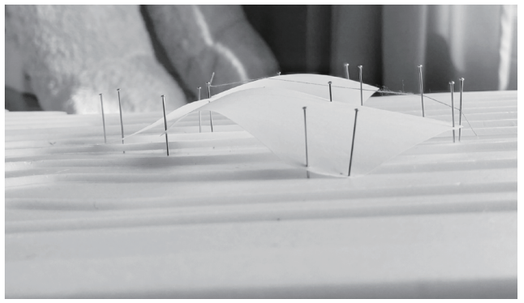
Design Development

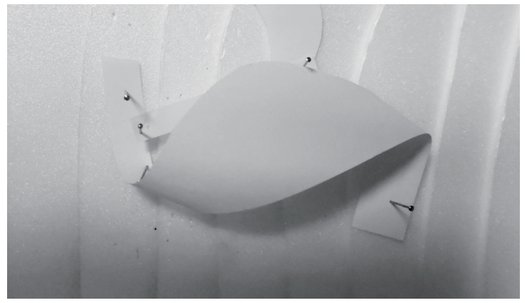
Topography Model

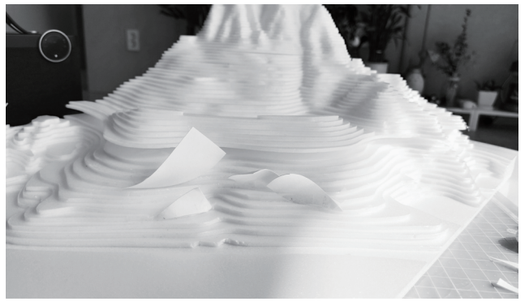


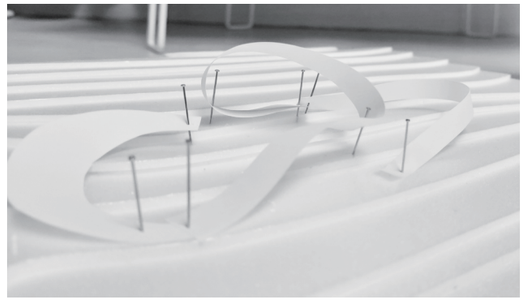






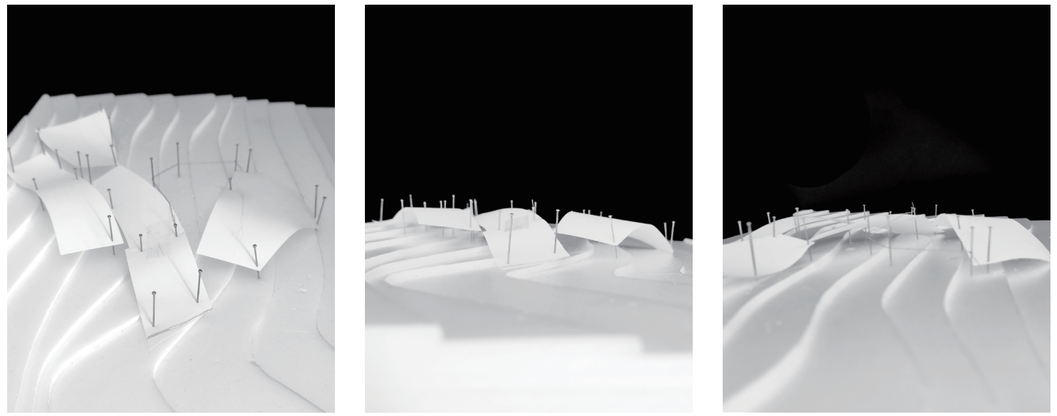






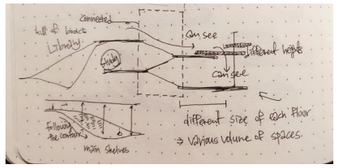
Volume ver. 1

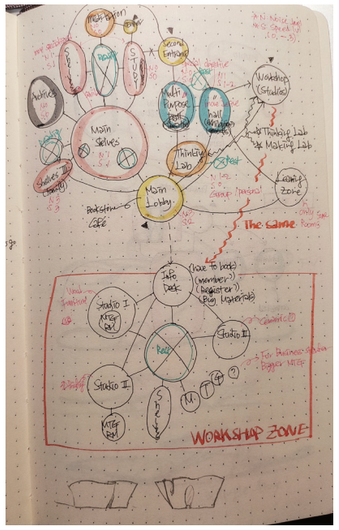
This volume study directly describes architectural flow and stay. The volume is divided by five based on the programs. The proposal conserves the existing topography to the maximum and, therefore, the level of each floor increases according to it. The courtyard in the center of the design is a space allowing all visitors to communicate with the outside. The narrow way surrounding it traverses nature and binds the volumes. The circulation generally links the south and north. Hence, the study helps the architecture represent the natural topography in artificial method.

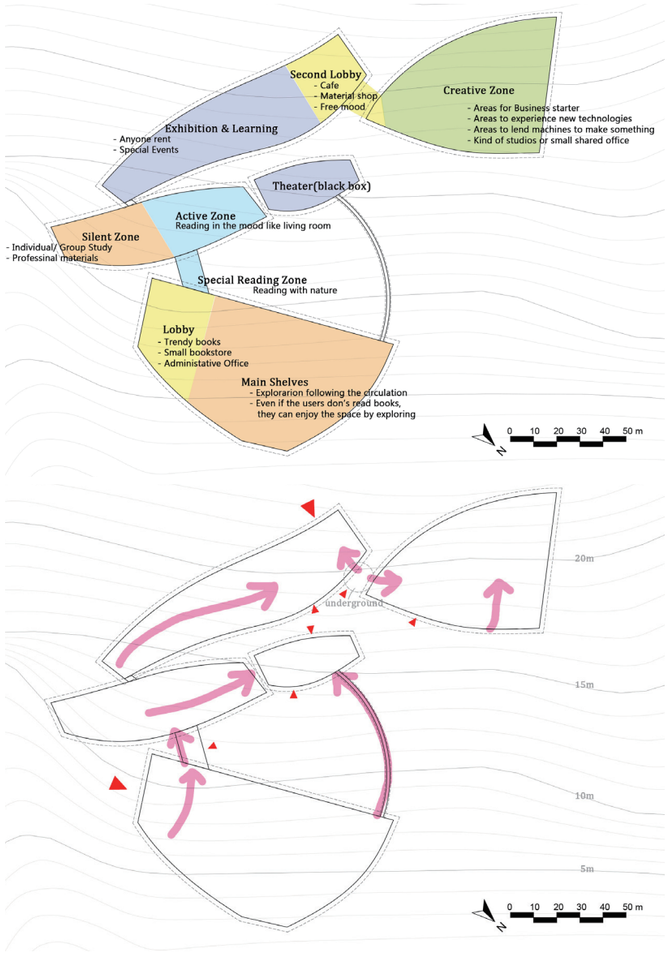


Physical volume study

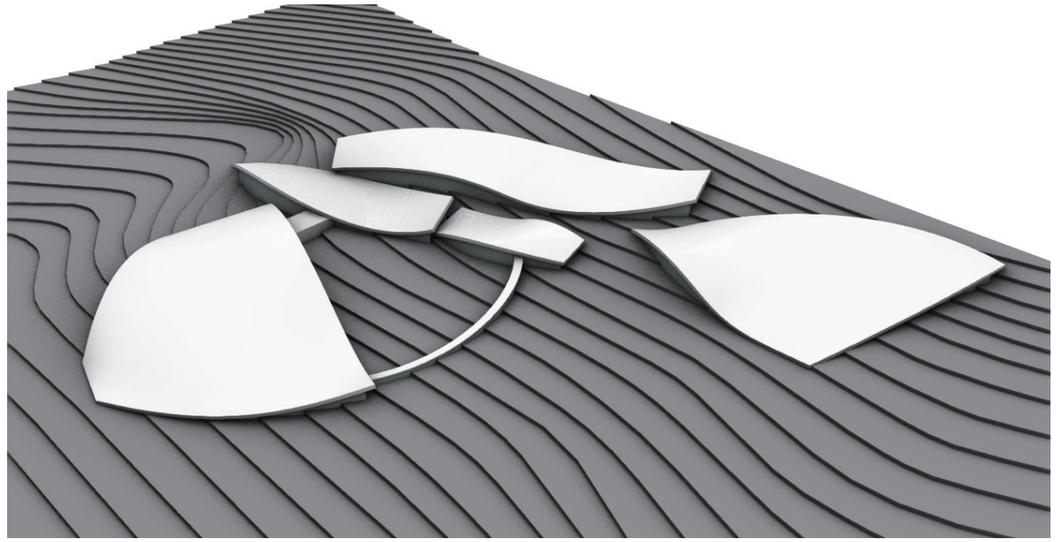
Program scheme





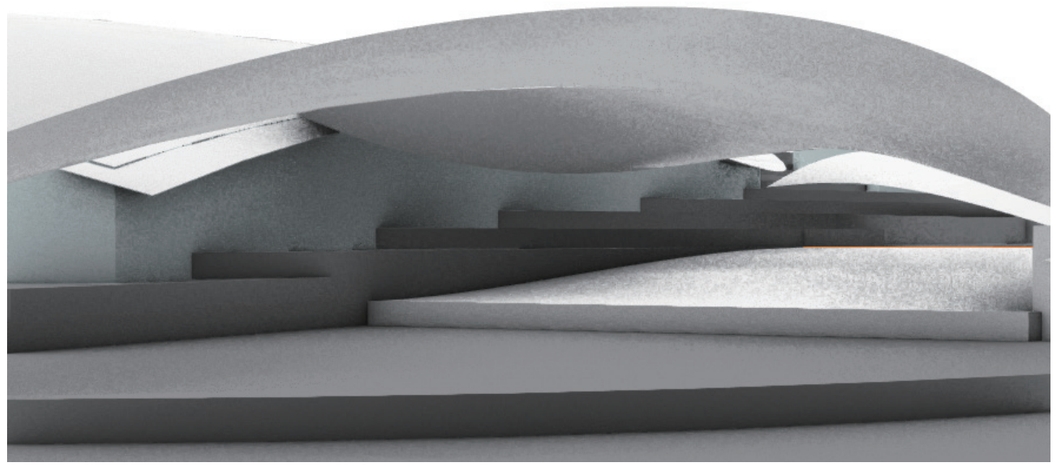


3D volume study

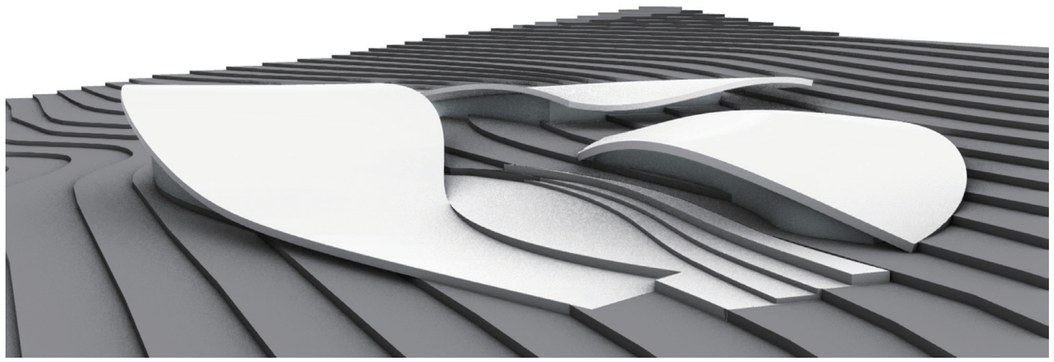


Bird-eyes view

North facade view



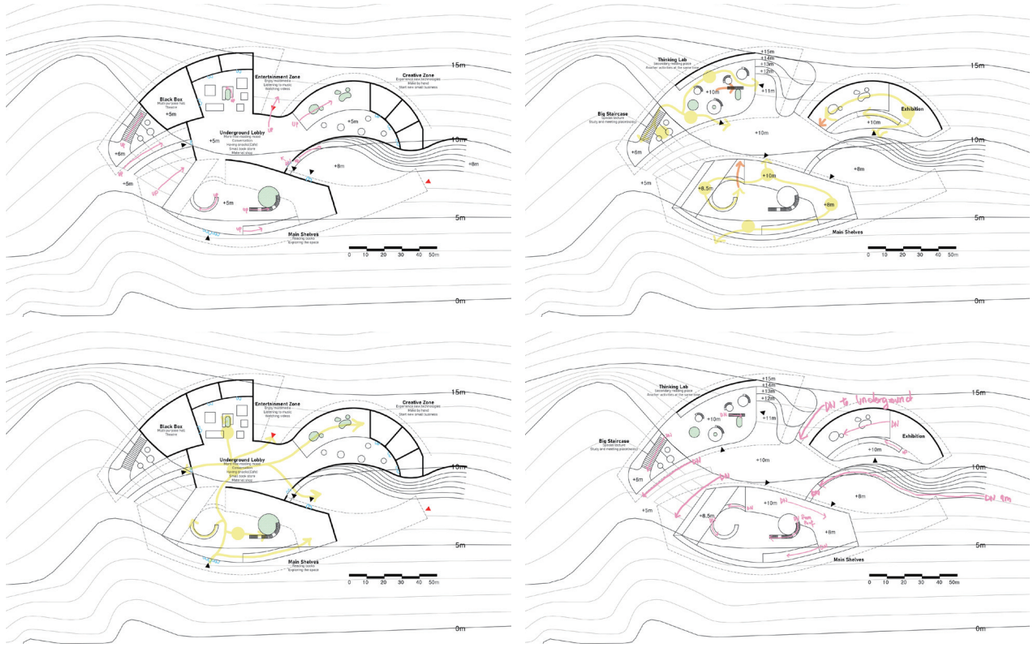
Main entrance view



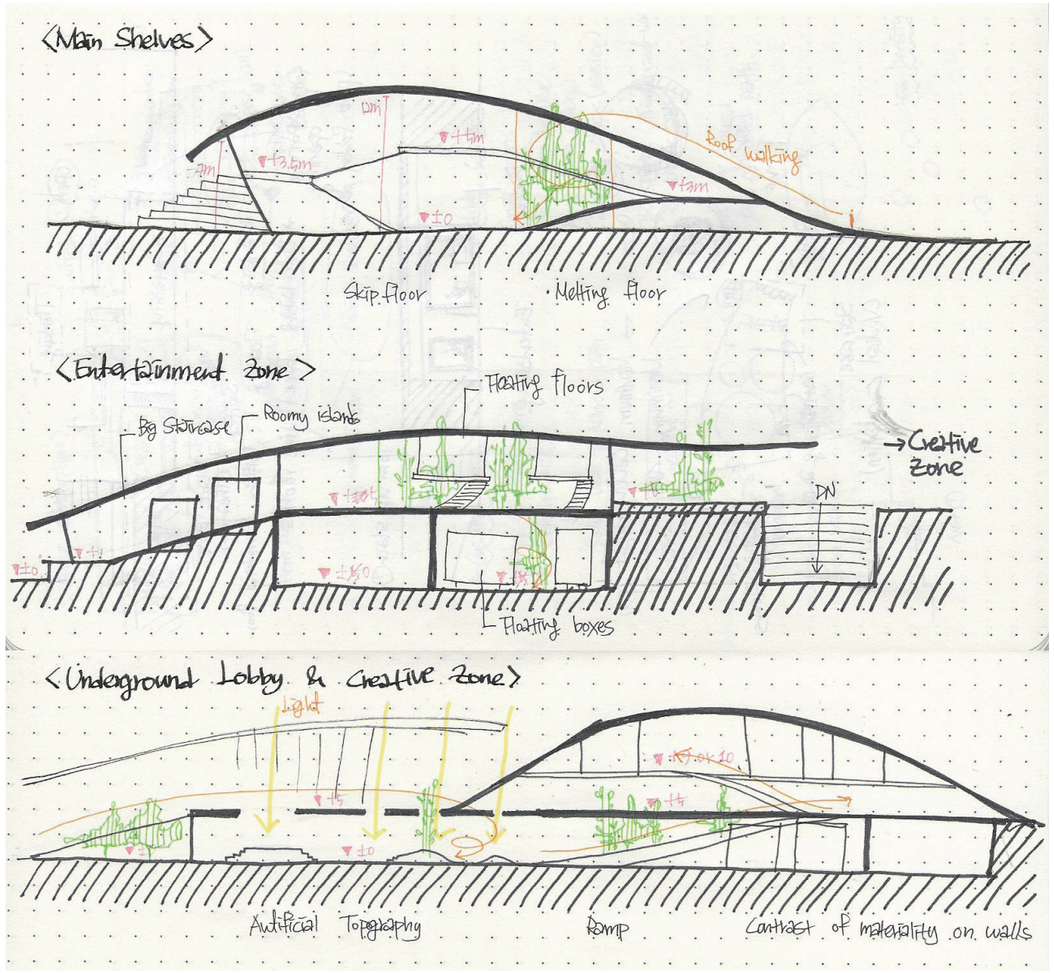
Volume ver. 2

The number of the volumes reduces to three dependent on the number of the programs while describing artificial accessibility by digging the natural topography. The courtyard is divided by two and one of them follows the natural topography and another is situated in the counterfeit ground. Underground becomes the main lobby welcoming the users and is a main element combining every program. The proposal is a beginning plan of walkable roof.

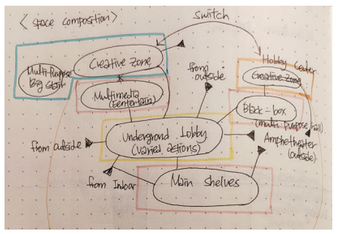
Program scheme

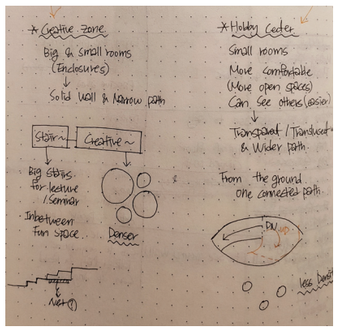


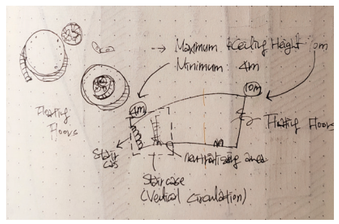
Section sketch

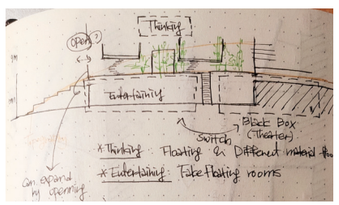


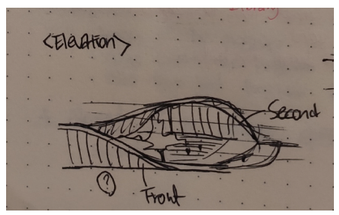
Program sketch



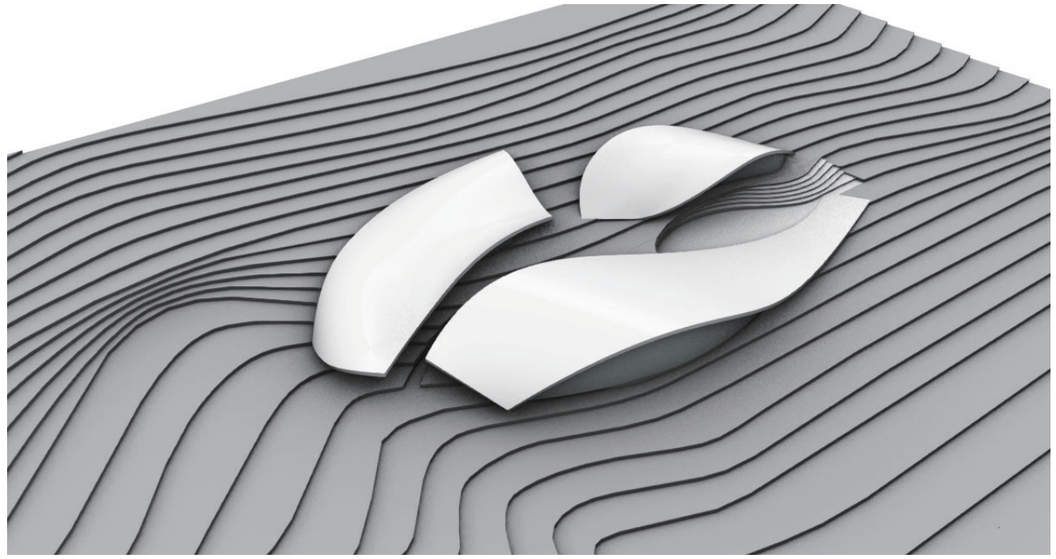




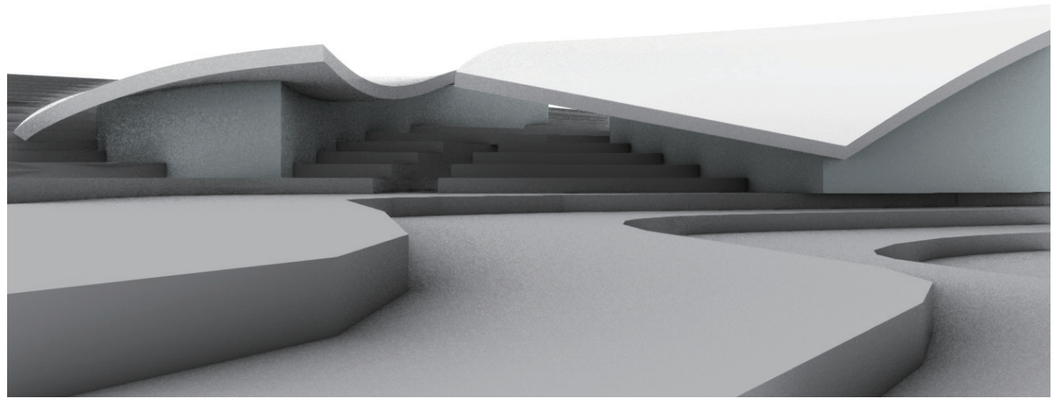




3D volume study

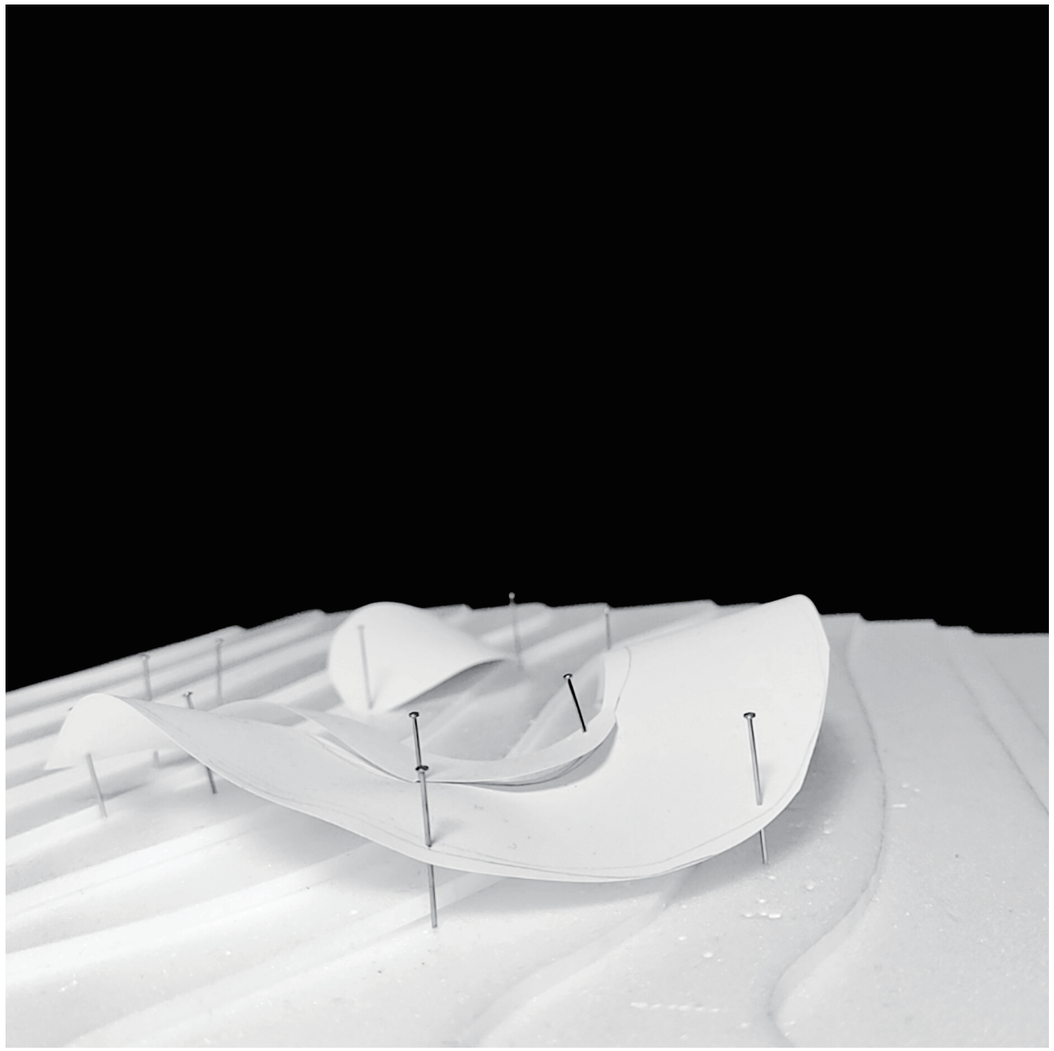


Bird-eyes view



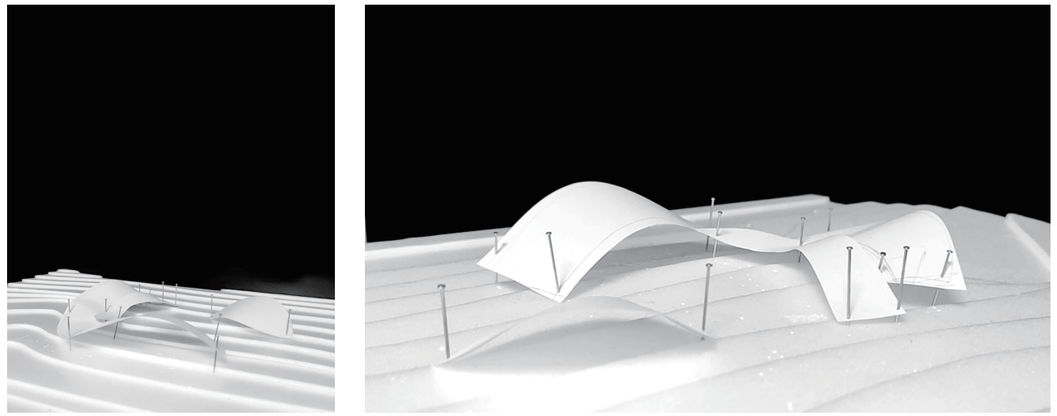
Perspective view

Front facadeview



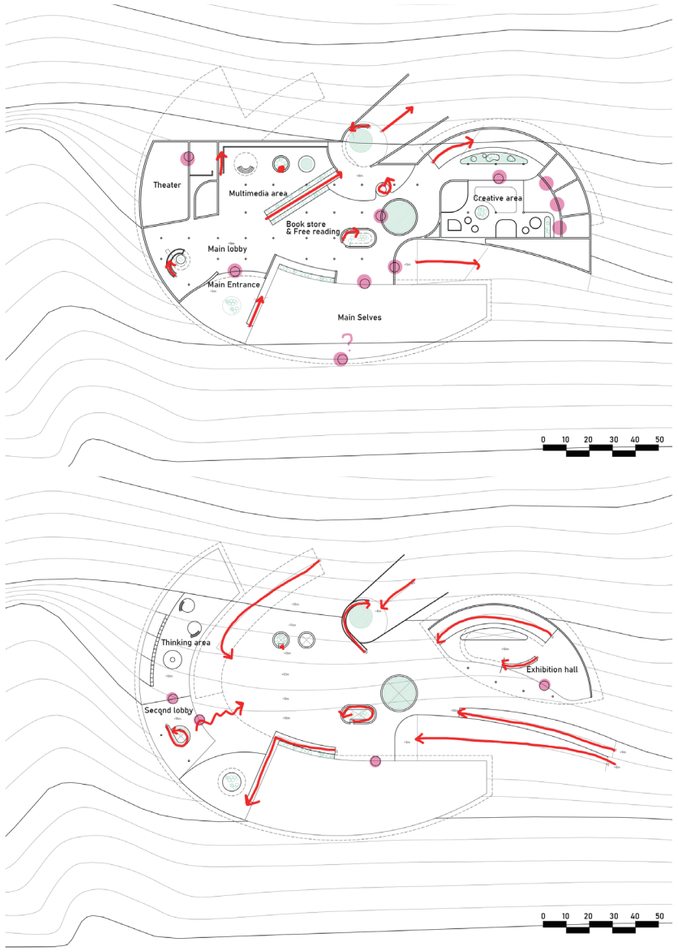
Volume ver. 3

The volumes reduce to two. The underground lobby provides adaptable accessibility to all buildings. As a kind of an objet, the shape of the volume is an organic form enclosing the whole site. The courtyard on the ground reflects the original topography. The cylinder gardens penetrates both the underground and the ground and simultaneously connects the inside and outside. The walkable roof scheme is not drastic compared to the previous version but the plan of circulation between the topography and each building is abundantly diversified.

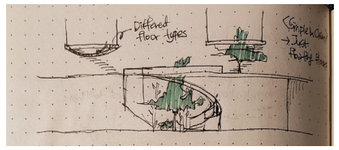


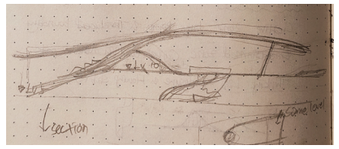
Physical volume study

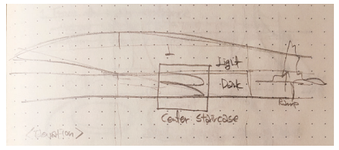
Program scheme

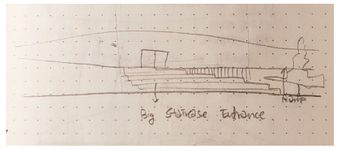


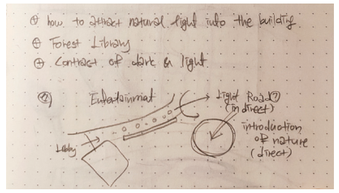
Interior sketch



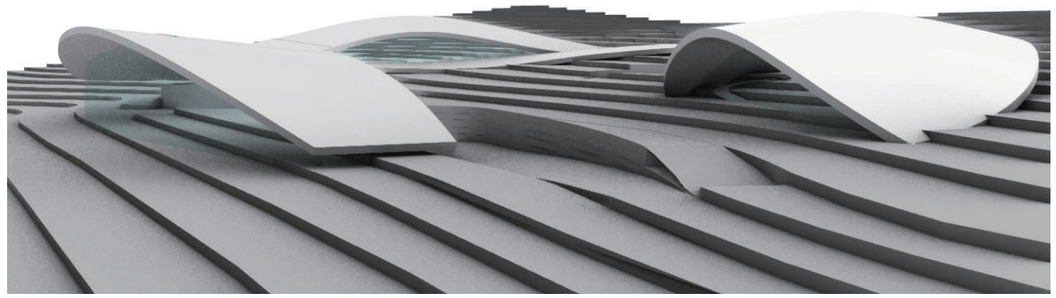




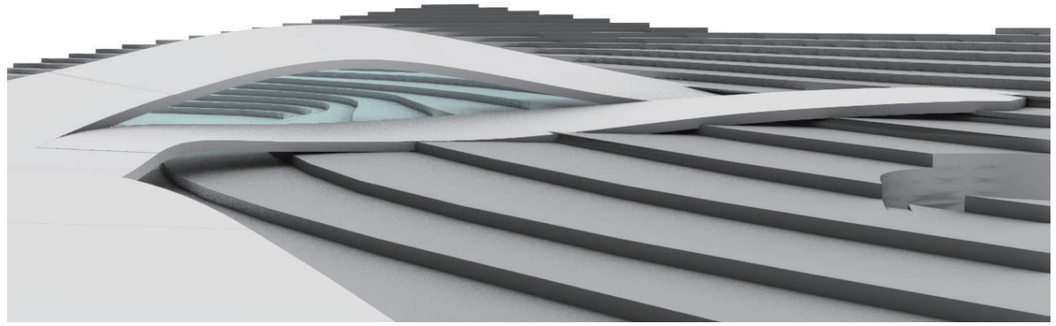




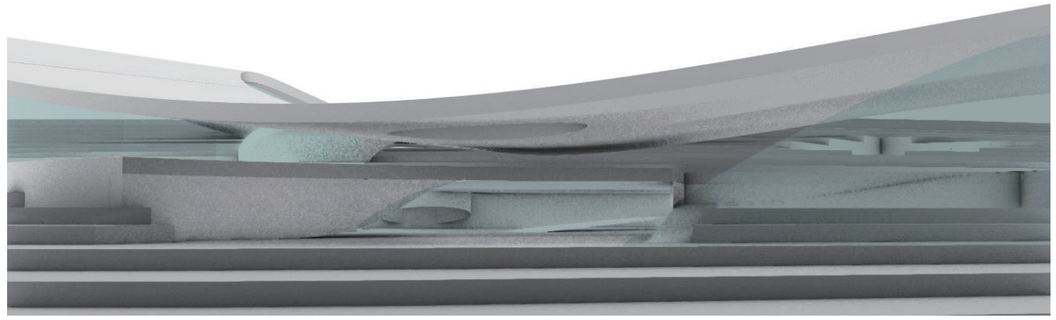
3D volume study



Perspective view



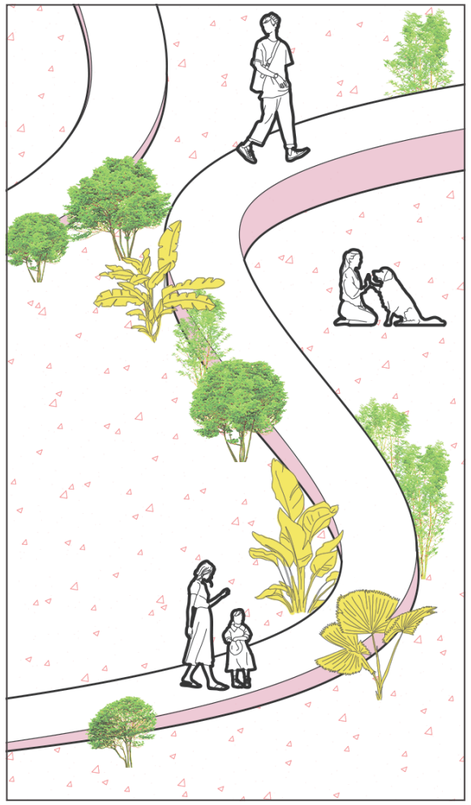
Perspective view



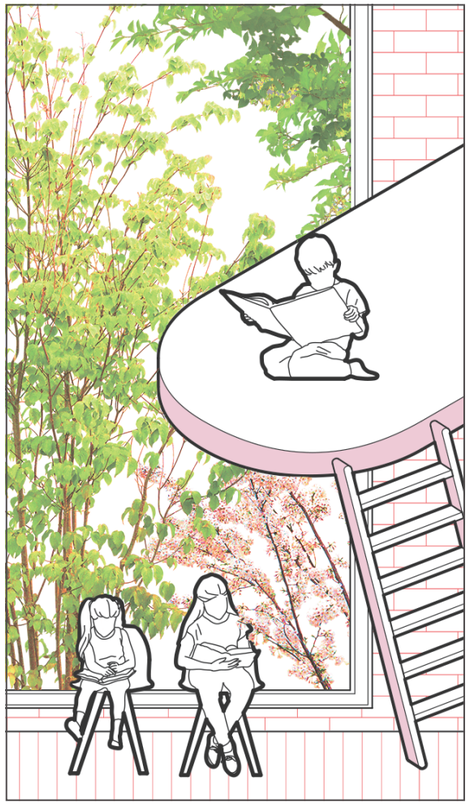
View of the main entrance

Design Output

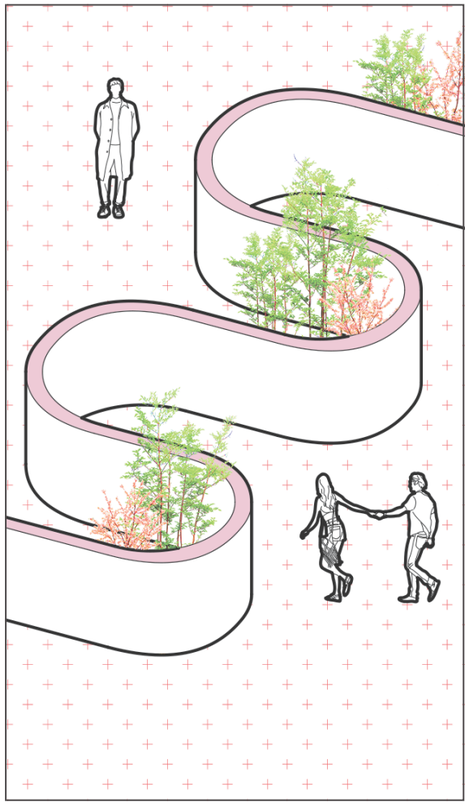
Design Strategies



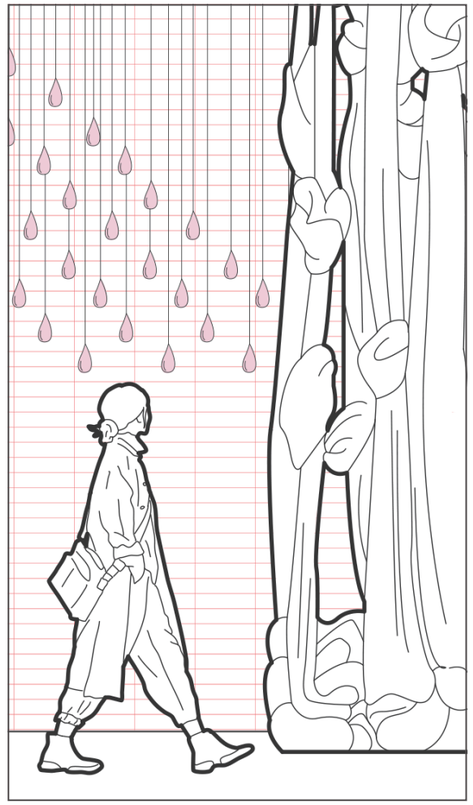
Walkable



Readable



Greenable



Experienceable

Librarians

Readers

Age

0 20 40 60 80 100 120

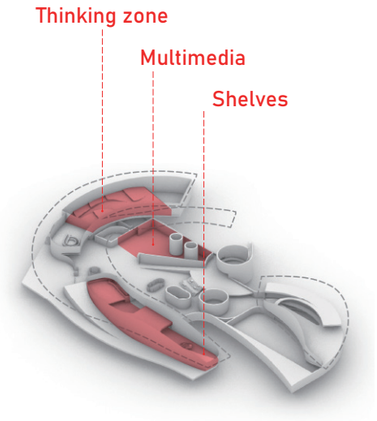
Job

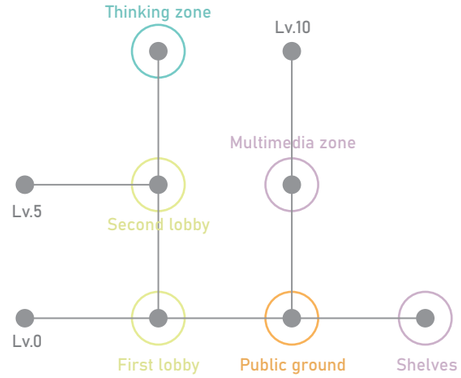
ALL

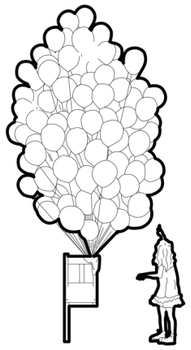
Group

Individual Friend Family

Reading | Studying | Watching multimedia | Group studying | Silent reading | Having snack | Drinking coffee | Watching multimedia | Family reading







Exploerers

Age

0 20 40 60 80 100 120

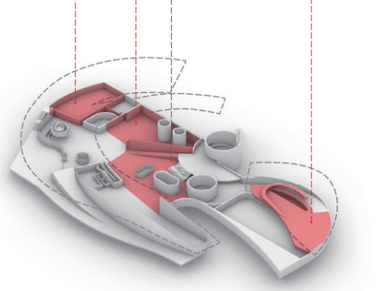
Job

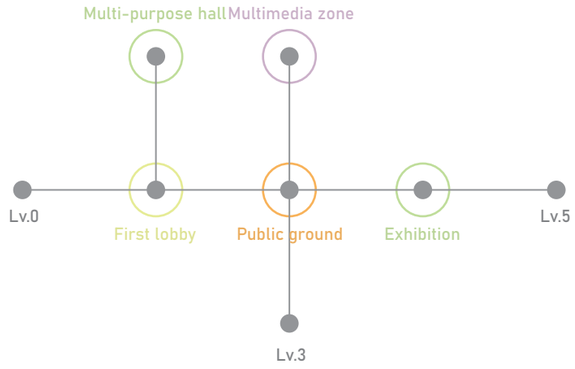
ALL

Group

Individual Friend Family

Practicing performance | Listening to music | Appreciating exhibition | Social gathering | Eating | Drinking coffee | Attending lecture | Learning new technology | Learning for hobbies





Creators

Age

0 20 40 60 80 100 120

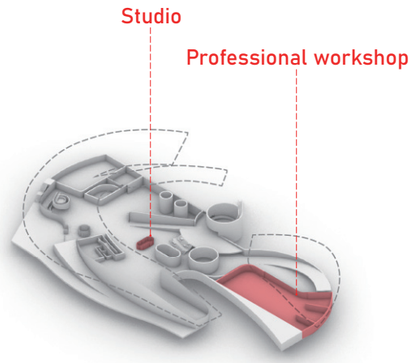
Job

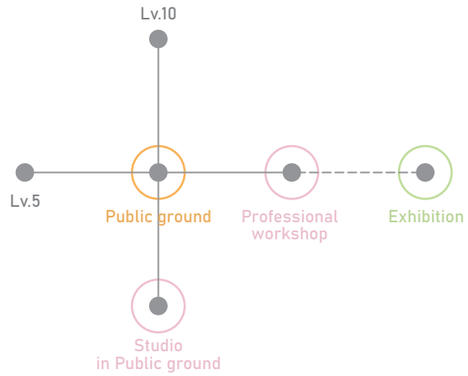
Artist Business starter

Group

Individual Group

Professional meeting | Proffesional making | Social gathering | Drinking coffee | Attending lecture | Eating | Hoding exhibition

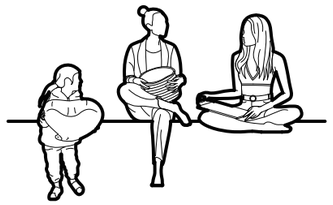




Continuity

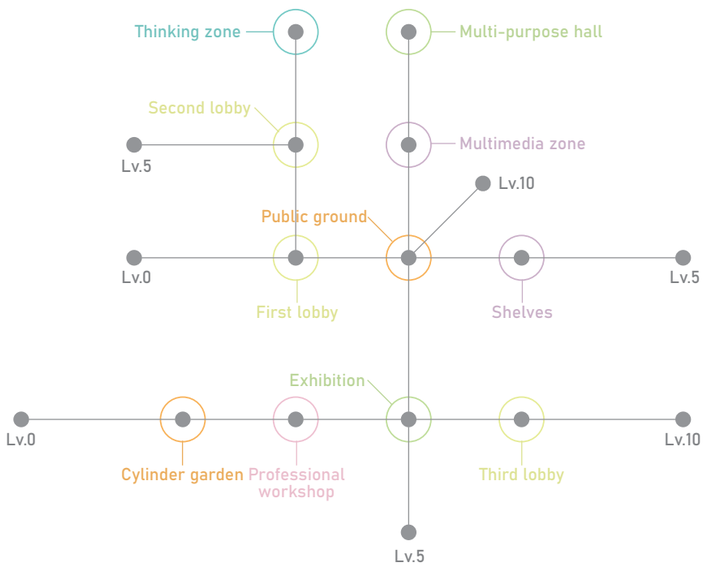
Stay

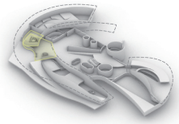
Temporal continuity
Speed 0
Activated by users' behavior



Flow

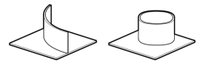
Physical continuity
Speed more than 0
Visible connection between spaces

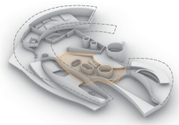




Lobby

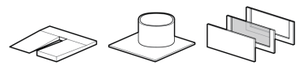
Transition between indoor and outdoor
Various accessibility from different levels

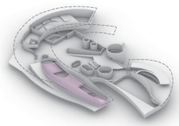




Public ground

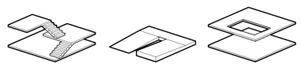
Reaction with Topography, Underground, Light, Climates
Able to go anywhere
Talking, playing, & reading





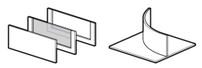
Shelves

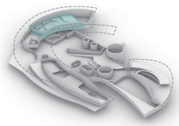
Continuous indoor paths
Exloration like a journey



Professional workshop

Denser composition of programs
Active area by users



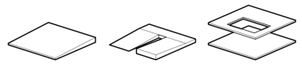


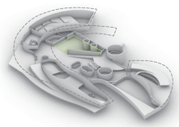
Thinking area

Visually inspire passerby
Able to do my thing

Exhibition

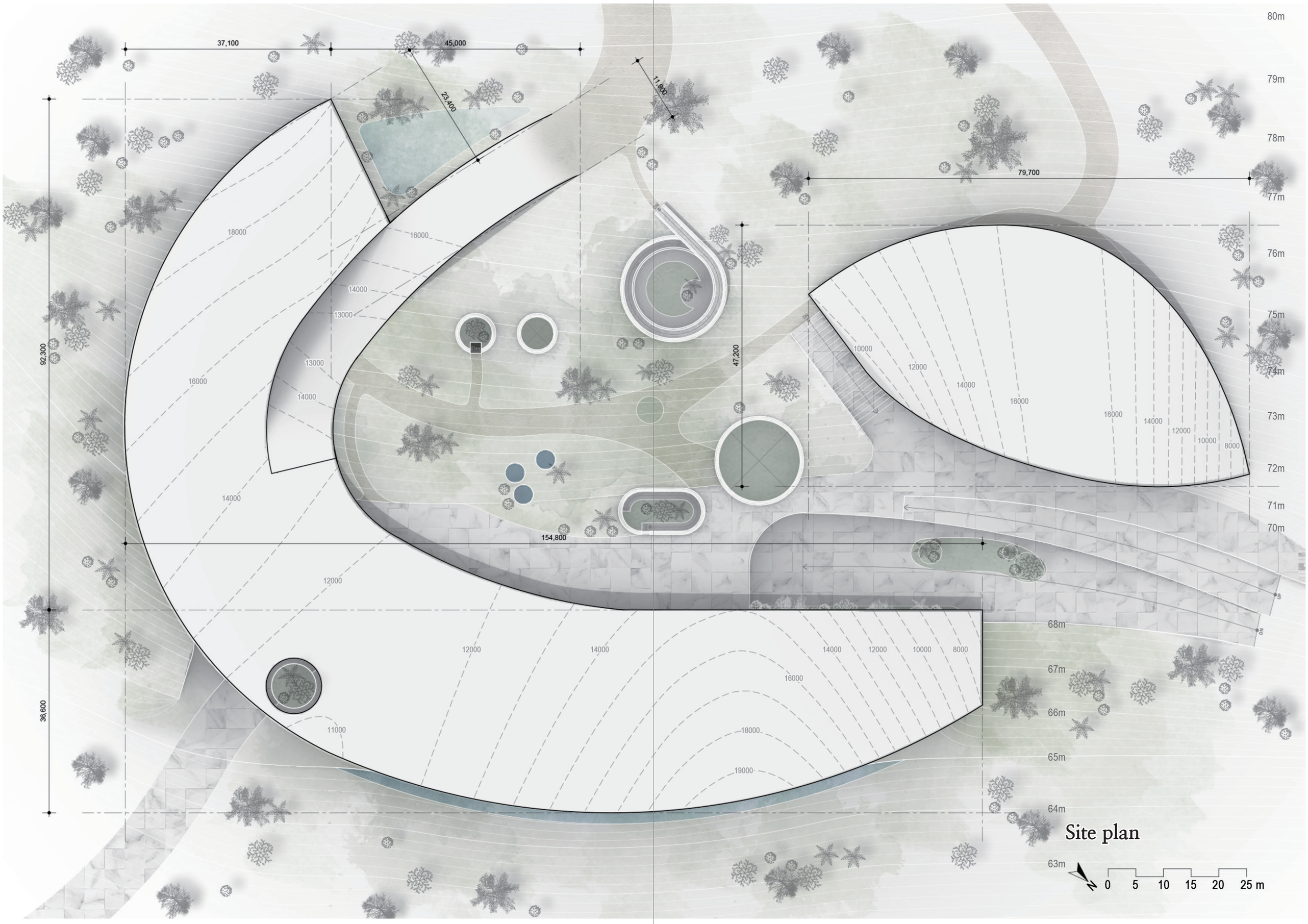
Inspire visitors with professional works
A field of showing the efforts
Invitaion of art





Multimedia area

Experience of new technology
Sensory inspiration with technology


37,100
45,000
23,400
11,900
79,700
92,300
47,200
154,800
36,600
18000
16000
14000
13000
12000
11000
10000
8000
19000
80m
79m
78m
77m
76m
75m
74m
73m
72m
71m
70m
68m
67m
66m
65m
64m
63m
0 5 10 15 20 25 m

Site plan

X1 12,000 X2 12,600 X3 12,000 X4 12,000 X5 14,400 X6 12,000 X7 12,000 X8 14,000 X9 10,000 X10 10,000 X11 12,000 X12 12,000 X13 12,000 X14 16,000 X15 13,000 X16

Y1 Y2 9,900 Y3 9,000 Y4 12,000 Y5 11,000 Y6 9,000 Y7 13,000 Y8 7,000 Y9 9,000 Y10 9,000

Waiting Area
Screen Wall
Toilet
Toilet
Multi-purpose Hall
Open Theater
Elev
Outdoor Exhibition
Multimedia Area
± 0m
Laboratory
Screen Wall
Archive
± 0m
B'
Cylinder Garden
Professional Workshop
± 0m
Maker's Room
Laboratory
Cylinder Garden
Public Ground
± 0m
Lobby
± 0m
Welcoming Area
B
Main Entrance
Toilet
Archive
± 0m
± 0m
Entrance
A
A'
Shelve 1
± 0m
67m
66m
65m
64m
63m

Floor plan G.L. +67m

0 5 10 15 20 25 m

X1 X2 X3 X4 X5 X6 X7 X8 X9 X10 X11 X12 X13 X14 X15 X16

12,000 12,600 12,000 12,000 14,400 12,000 12,000 14,000 10,000 10,000 12,000 12,000 12,000 16,000 13,000

Y1 Y2 Y3 Y4 Y5 Y6 Y7 Y8 Y9 Y10

9,900 9,000 12,000 11,000 9,000 13,000 7,000 9,000 9,000

Multimedia Area

Elev

Waiting Area
+ 3m

Shelves 2
+ 3m

± 0m

68m 67m 66m 65m 64m 63m 69m

Floor plan G.L. +69m

0 5 10 15 20 25 m

X1 12,000 X2 12,600 X3 12,000 X4 12,000 X5 14,400 X6 12,000 X7 12,000 X8 14,000 X9 10,000 X10 10,000 X11 12,000 X12 12,000 X13 12,000 X14 16,000 X15 13,000 X16

Y1 9,900 Y2 9,000 Y3 12,000 Y4 11,000 Y5 9,000 Y6 13,000 Y7 7,000 Y8 9,000 Y9 9,000 Y10

+ 7m

+ 6m

Thinking Area
+ 5m

Entrance

Second Lobby
+ 5m

Entrance

Exhibition
+ 5m

Entrance

Entrance

Shelves 1
+ 3m

Main Shelves
+ 5m

73m 72m 71m 70m 69m 68m 67m 66m 65m 64m 63m

Floor plan G.L. +72m

0 5 10 15 20 25 m

X1 12,000 X2 12,600 X3 12,000 X4 12,000 X5 14,400 X6 12,000 X7 12,000 X8 14,000 X9 10,000 X10 10,000 X11 12,000 X12 12,000 X13 12,000 X14 16,000 X15 13,000 X16

Y1 9,900 Y2 9,000 Y3 12,000 Y4 11,000 Y5 9,000 Y6 13,000 Y7 7,000 Y8 9,000 Y9 9,000 Y10

78m 77m 76m 75m 74m 73m 72m 71m 70m 69m 68m 67m 66m 65m 64m 63m

Entrance

Lobby
+ 10m

+ 9m

+ 8m

Thinking Area

+ 7m

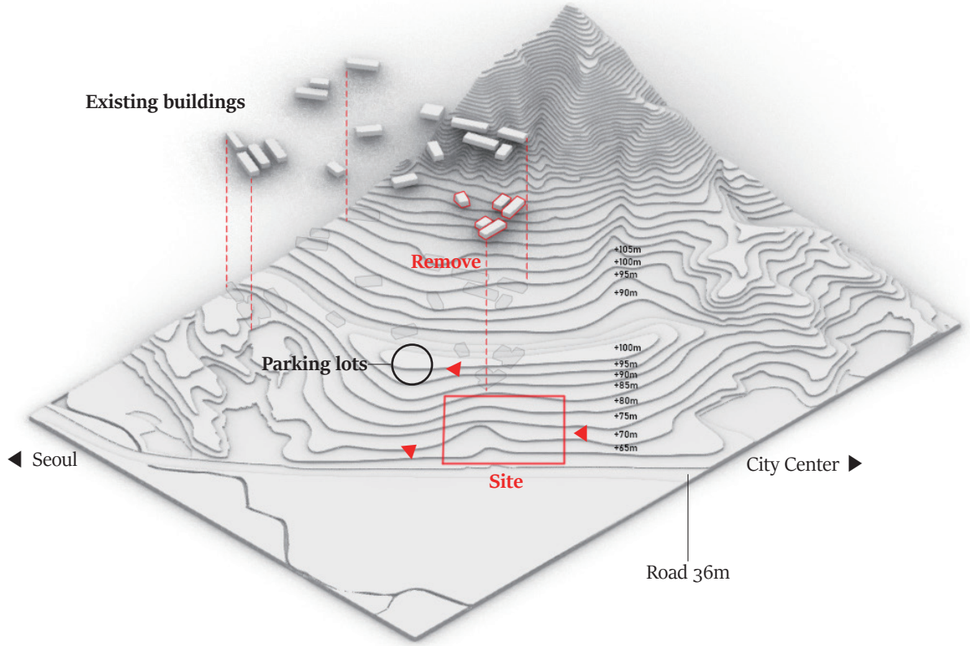
+ 6m

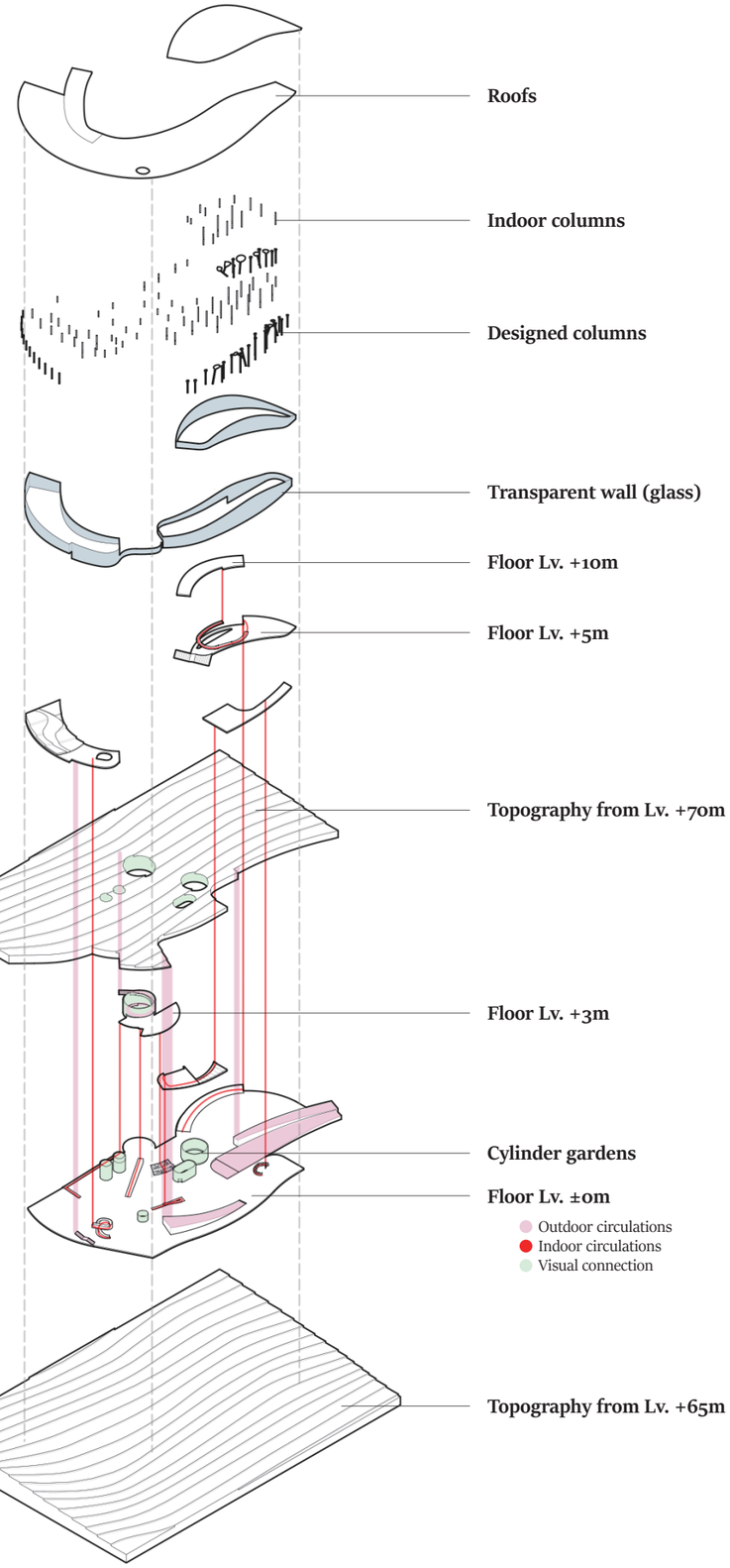
DN

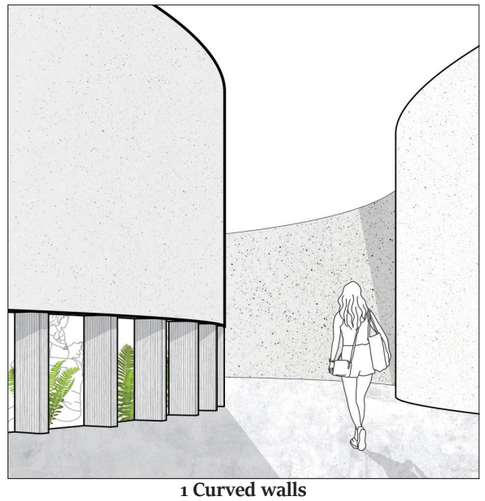
Elev.

Floor plan G.L. +77m

0 5 10 15 20 25 m

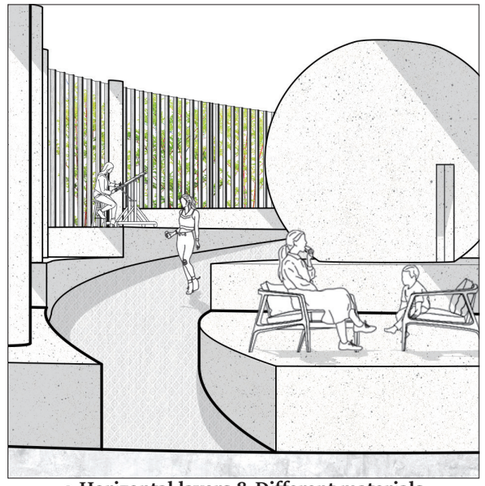

Existing buildings
Remove
Parking lots
Site
Seoul
City Center
Road 36m
+105m
+100m
+95m
+90m
+100m
+95m
+90m
+85m
+80m
+75m
+70m
+65m


Roofs
Indoor columns
Designed columns
Transparent wall (glass)
Floor Lv. +10m
Floor Lv. +5m
Topography from Lv. +70m =F.L +5m
Floor Lv. +3m
Cylinder gardens
Floor Lv. ±0m
Outdoor circulations
Indoor circulations
Visual connection
Topography from Lv. +65m =F.L ±0m

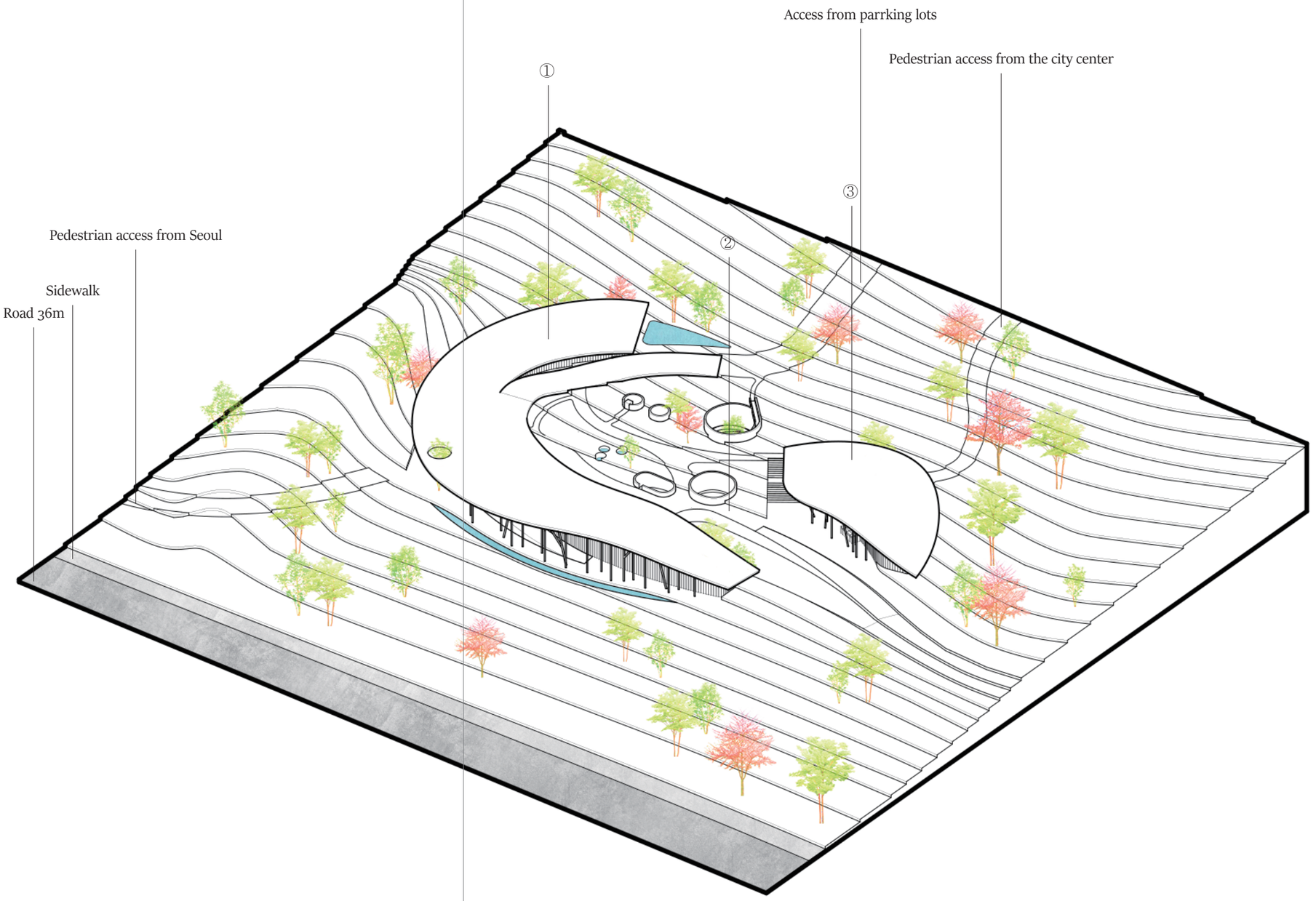


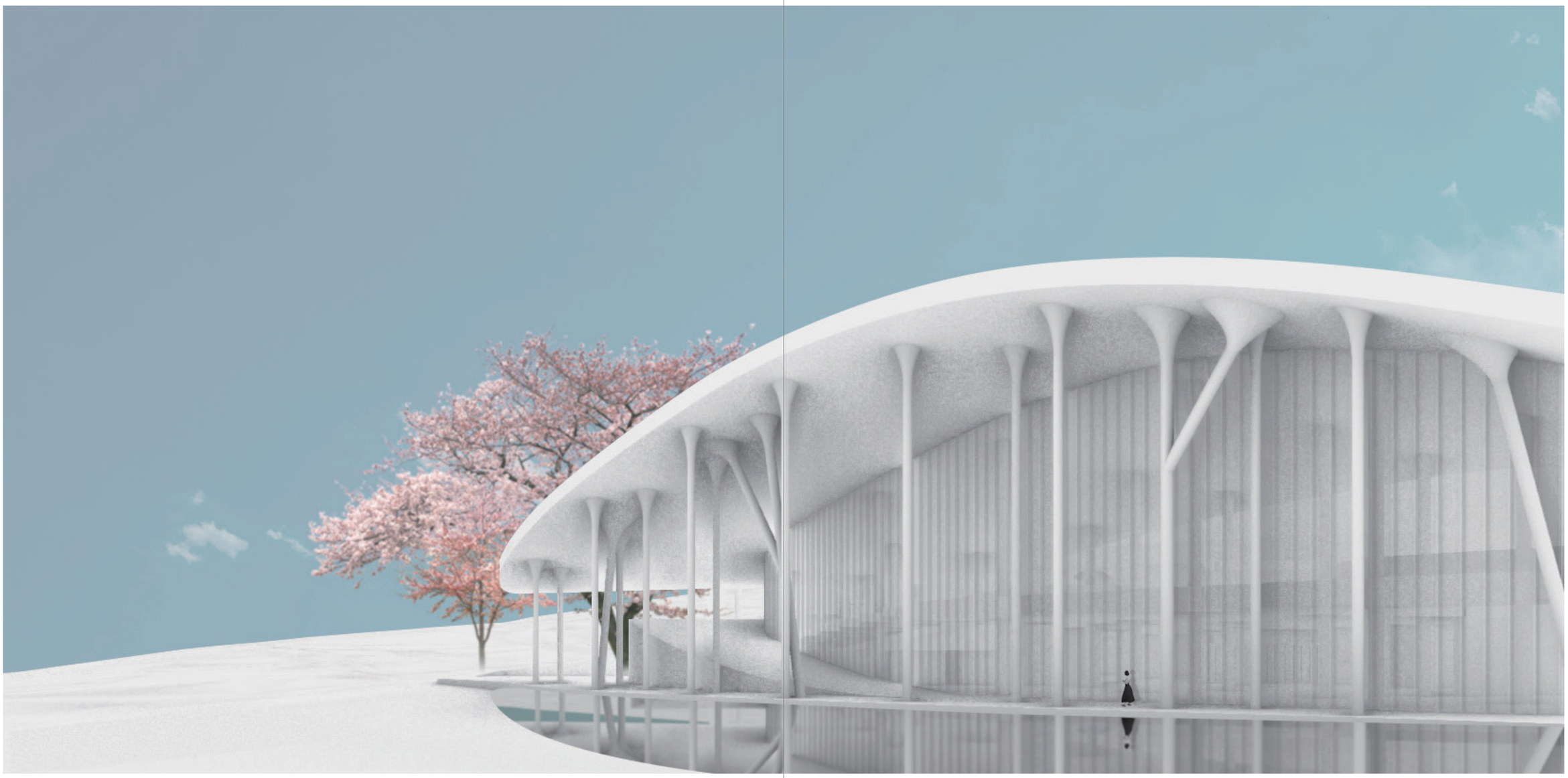
1 Curved walls

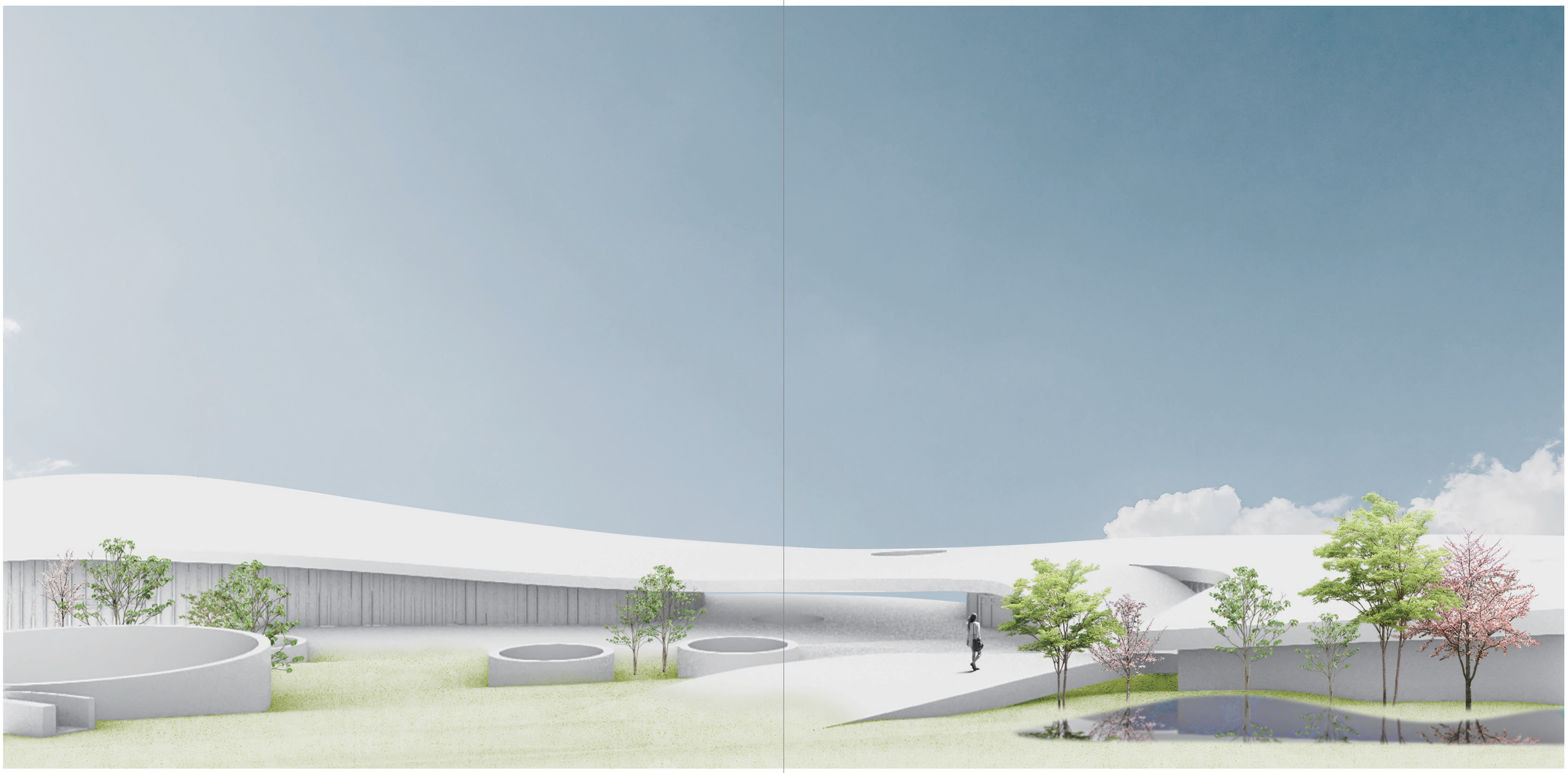
2 Ramp & Atrium

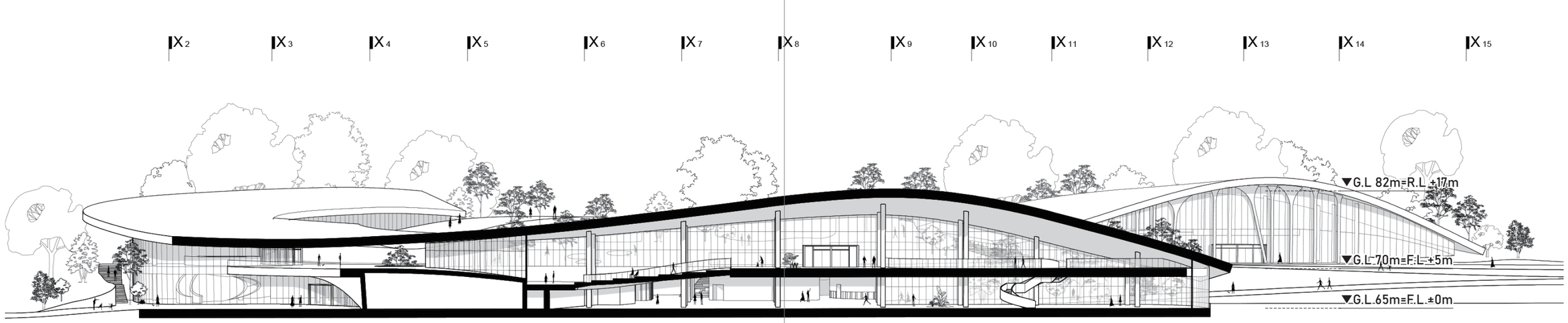


3 Horizontal layers & Different materials

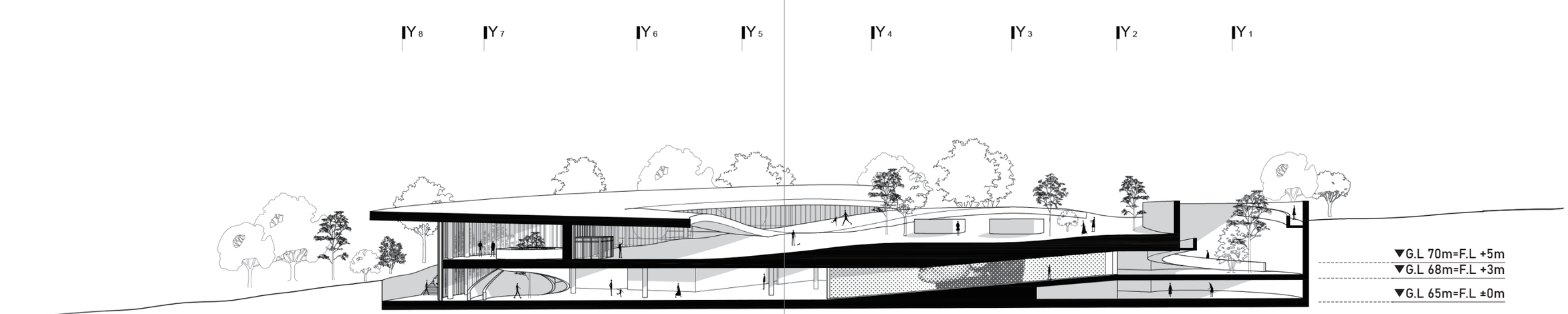








A–A' Section plan



B–B' Section plan

Conclusion

Conclusion

Earth has accumulated time. It has maintained memory of life of human beings who live for about 100 years, while the shapes of it has been changed by natural environment or humans' needs. Therefore, the ground has been a history of humans. A role of architect is finding meanings from this invisible long memory and representing them into tangible form in accordance with age we live. When we found the meanings, in fact, they exist as 'meaning' itself without physical configuration. Hence, the first aim of this study is embodying them into touchable shapes.

Imagination and experience are different. Because imagine something from text is amorphous, it is readily lost and transformed. However, we remember concrete form, which our bodies experience by using all senses. The aforementioned 'meanings' exist without any specific form and, therefore, we understand just vocabularic definition of them. In relation to it, the second goal of the study is opening a possibility of experience by depicting the 'meanings' in concrete and substantial form with architectural elements.

Continuity, the key concept of the study is described in two aspects, temporality and physicality. Time is irregular and goes in one direction. The temporal property which is in impalpable form is illustrated through the medium, human being. All human behaviors accompany the temporality from visiting and leaving building, to moving and acting in it, to creating societies and communities with others. This is defined as 'stay' because of a precondition that human stays and behaves as a main agent in the building. On the other hand, the physical property is delineated as architecture which is static and anchors in the same spot. That is a direct expression of the 'continuity.' Users make a decision where they want to go by following the corporeal elements. Finally, this property becomes 'flow' connecting spaces of the 'stay.'

An immediate variable for the continuity is 'speed', inspired by a conception, Dromology, created by Paul Virilio. Difference is as follows; this design proposal attempts to control the speed of users from the outside by manipulating the architectural elements; on the contrary, Paul Virilio talks about visual experience depending on the movement speed of human body based on which object human perceives in moving. However, it is common that perception of the object and relationship with it is changing on the basis of the moving speed of human. This design proposal simplifies the speed by dividing it by two, which are o and more than o. It is a standard defining the two properties of the concept.

Architectural studies related to speed are scarce and it is a field that has been developed these days. Before, relationship between architecture and human beings is passive, for example, human just required specific design or used the given building. In other words, a prerequisite is that humans understand the prescribed space in a single way. However, humans, who are the first component of architecture design, constantly move and engender and change a variety of relation with architecture. Emotion and situation of users are factors having them understand and interpret a single space in many ways. Consequently, human beings are round variables of architectural environment. Speed, a physical behavioral component of humans, is a variable which is objectively judged. When it is reflected on architectural design, user experiences the architecture not as a spectator but as a principal agent.

Relationship between architecture and human beings will be active and colorful if constituents, which allow humans to independently experience space, like speed, and architecture are combined. This design proposal is a basic consideration of the issue and implies a possibility of more open relationship.

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