

- run path width

- show the red & whiteline

- 画准 1km for a lap

- 各路 $\frac{1}{4}$ material 分别

- corner curve

- choose better glass

- label & furniture.

- 画 line parking.

- 16 m to 2 m

- 6 people space

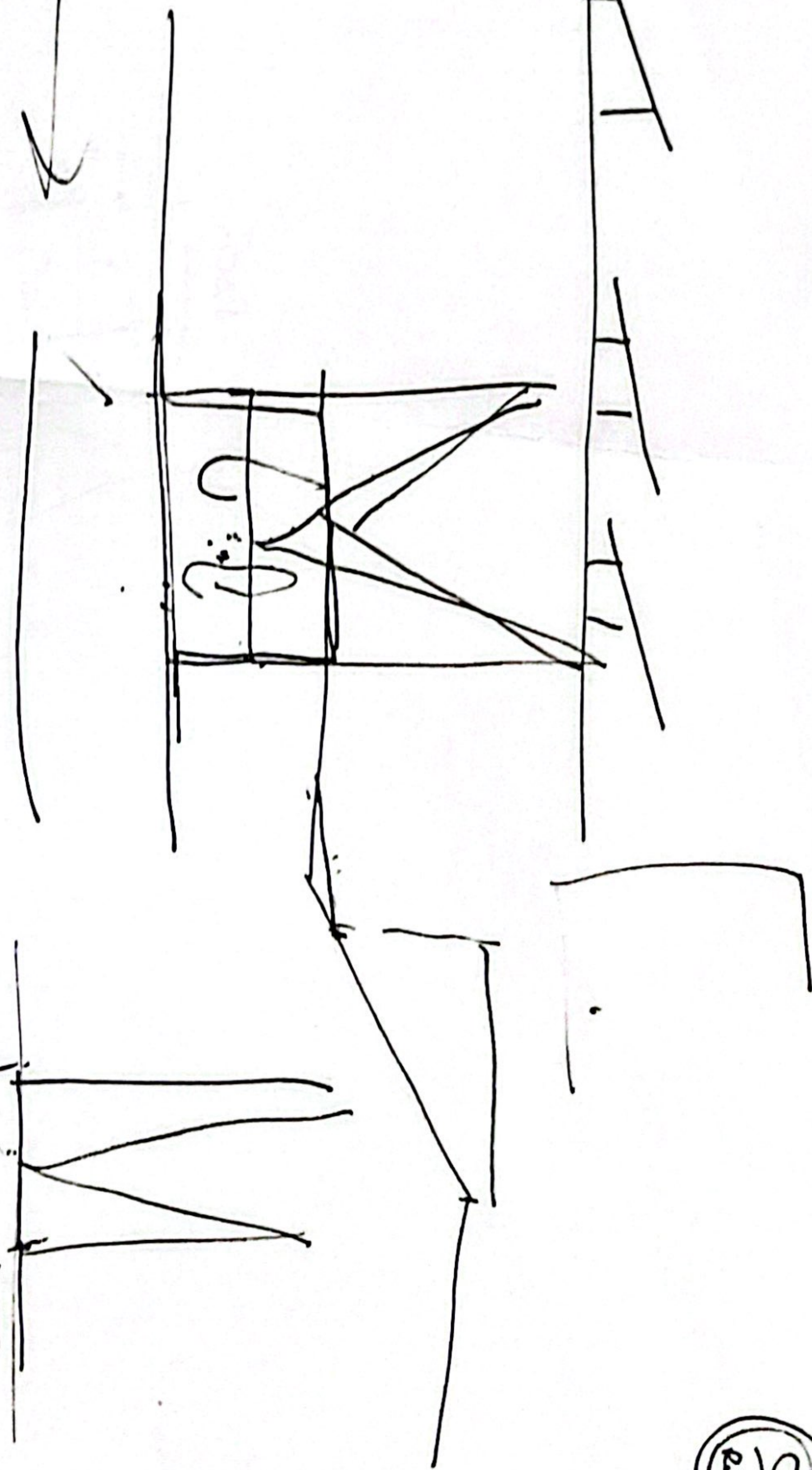
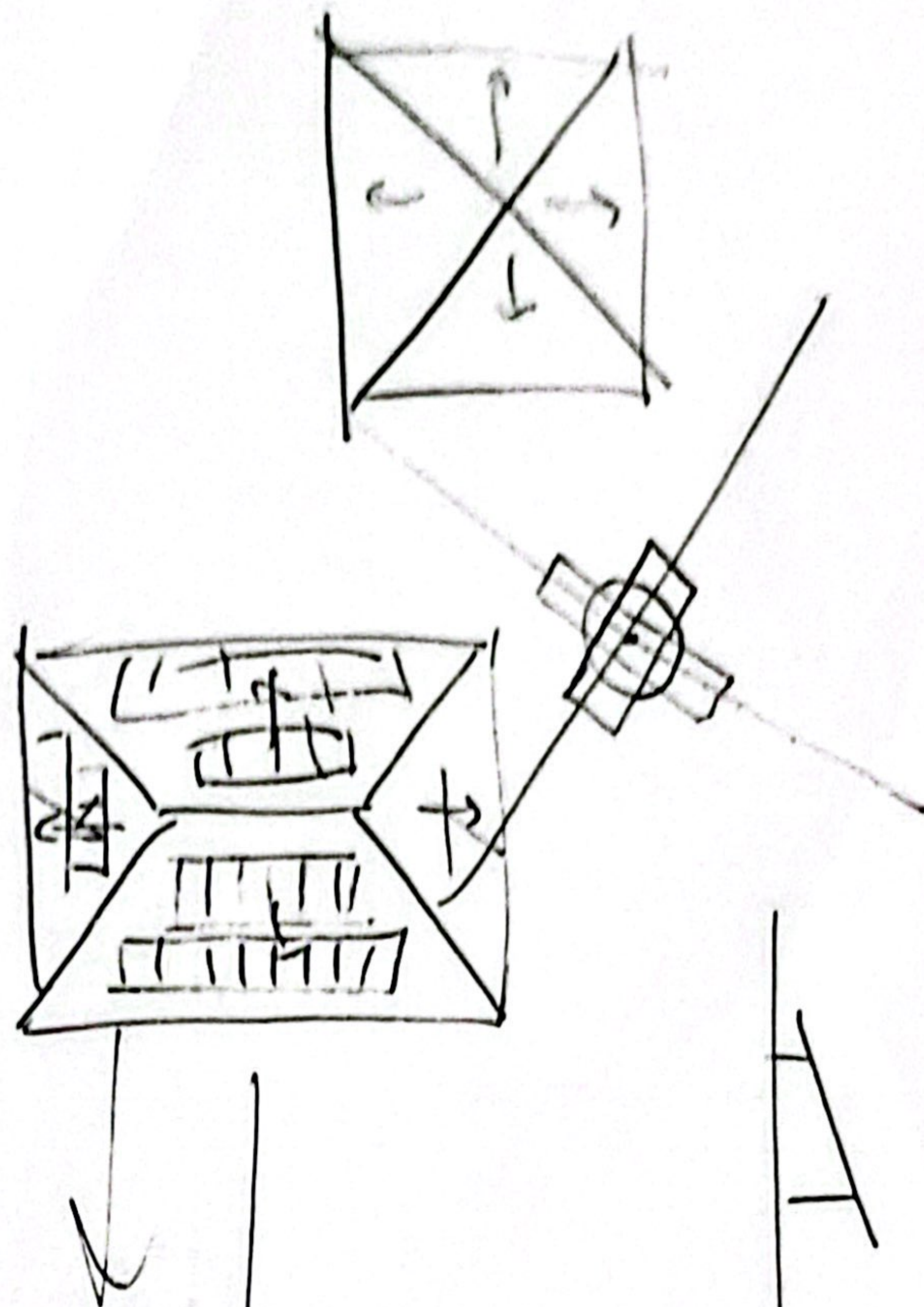
- column can be different.

- do side at

- carpark adjust the parking

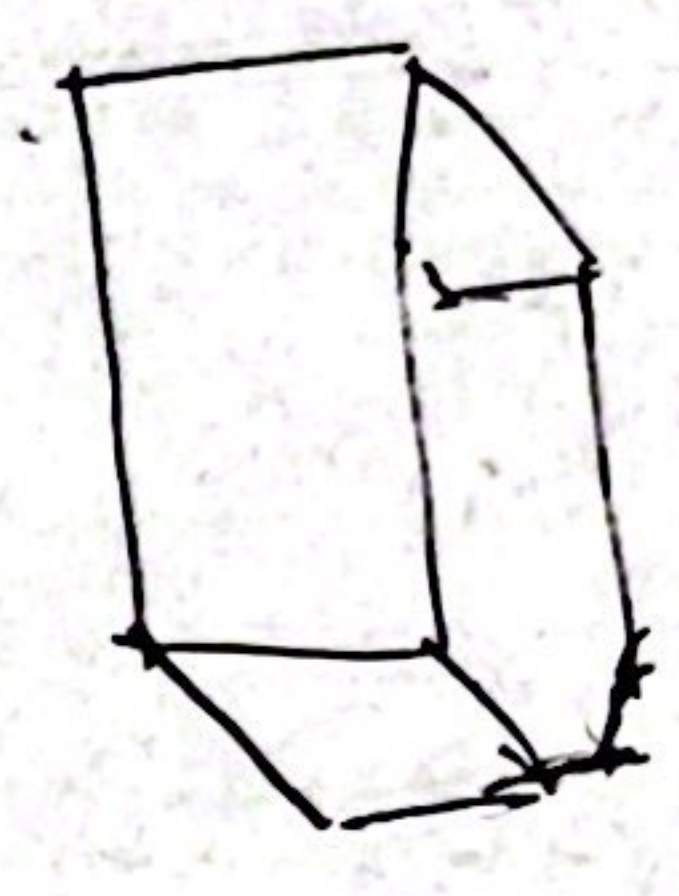
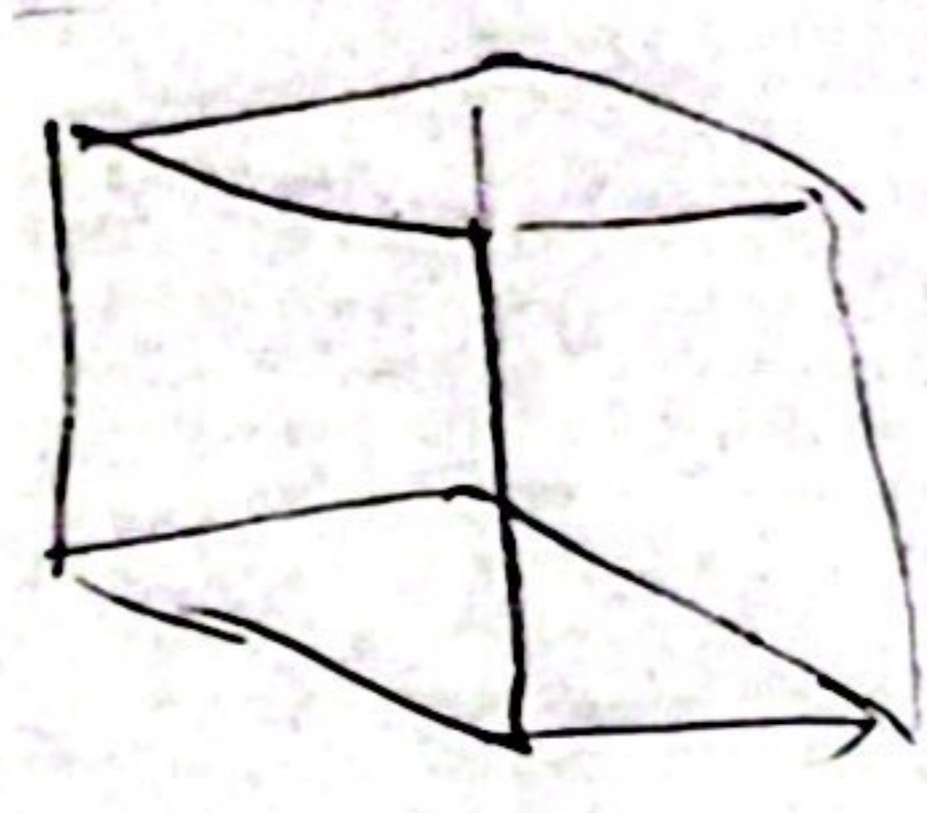
- need do axo view (choose angle)

- solar panel size 约 $\frac{1}{4}$ 靠近 1.5m 路

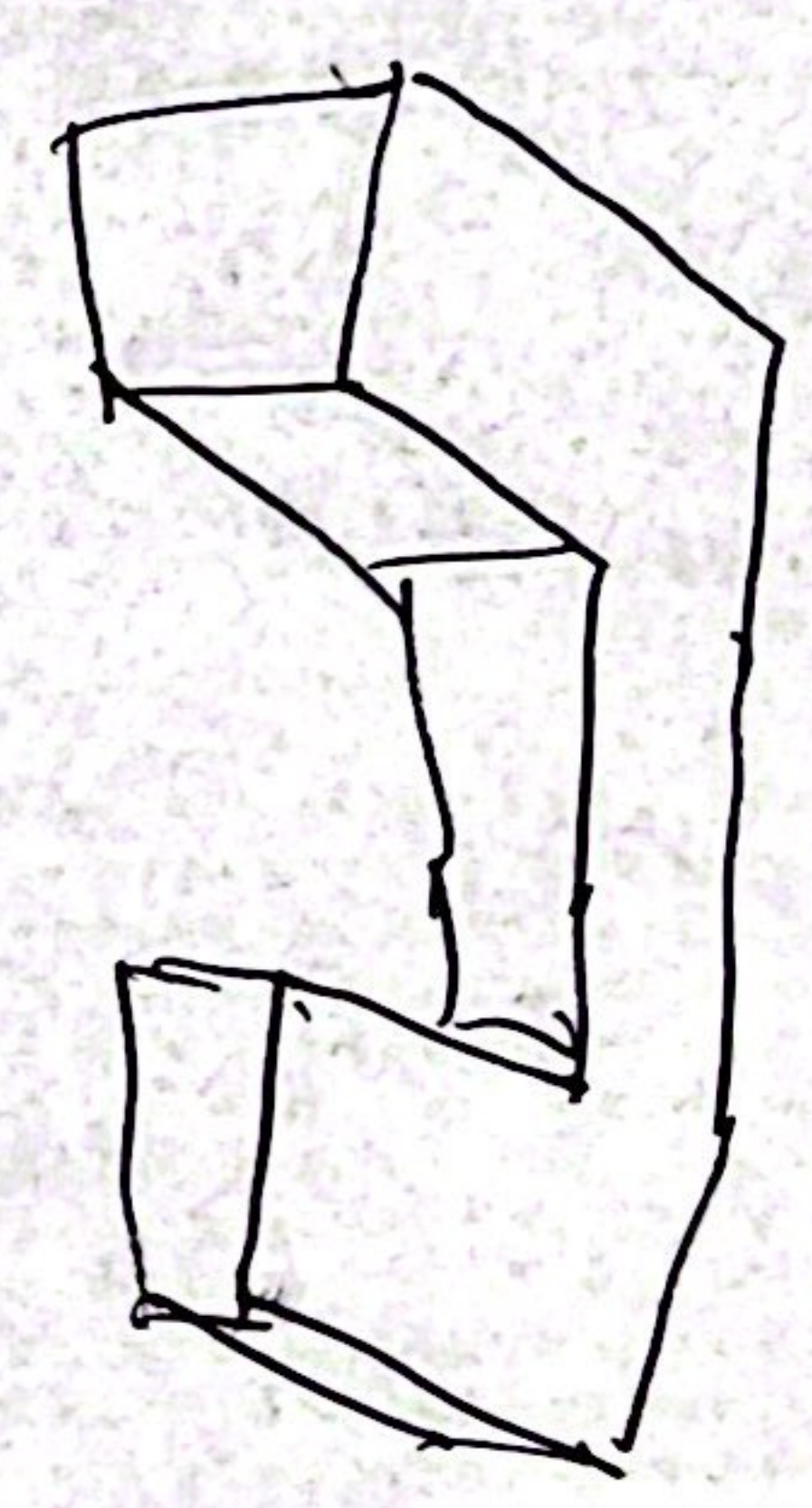


Form Development

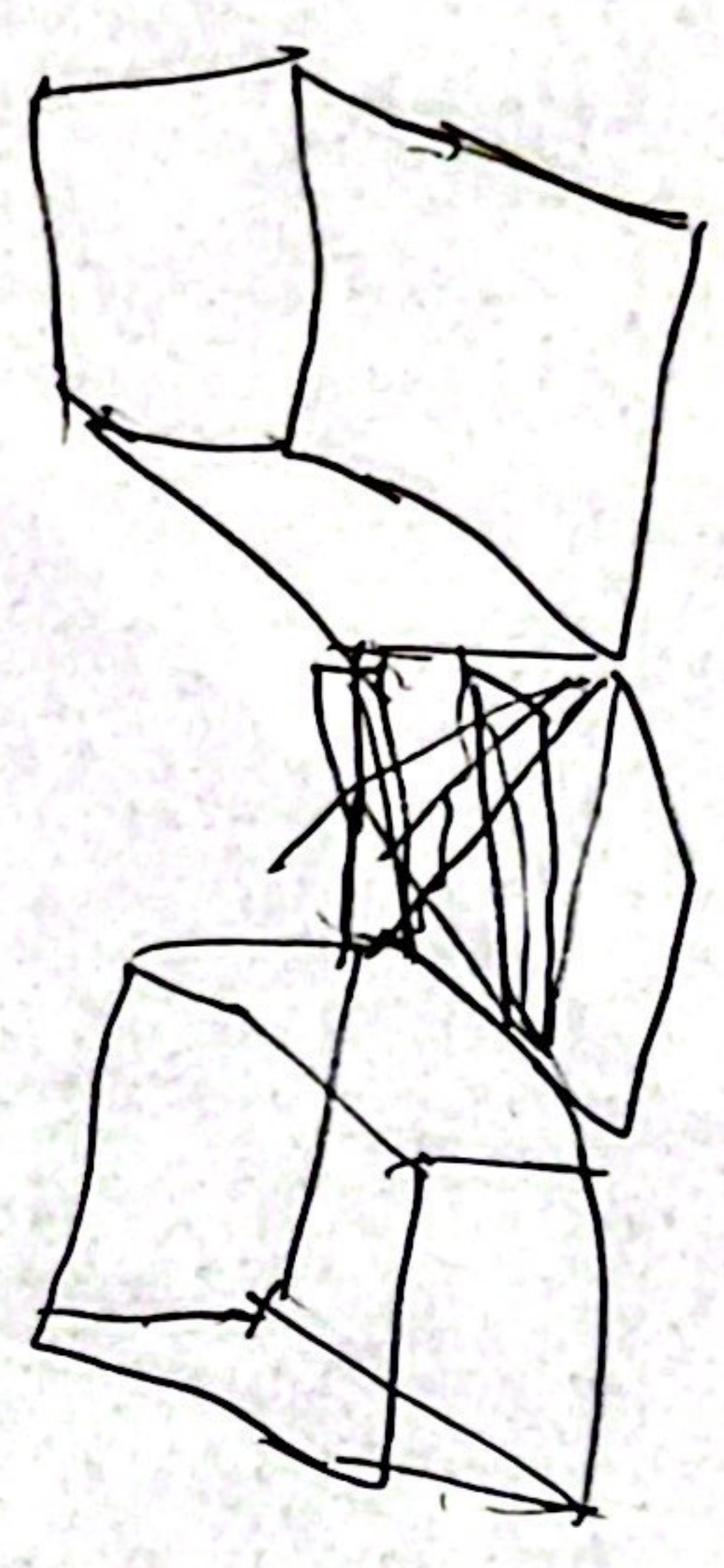
①



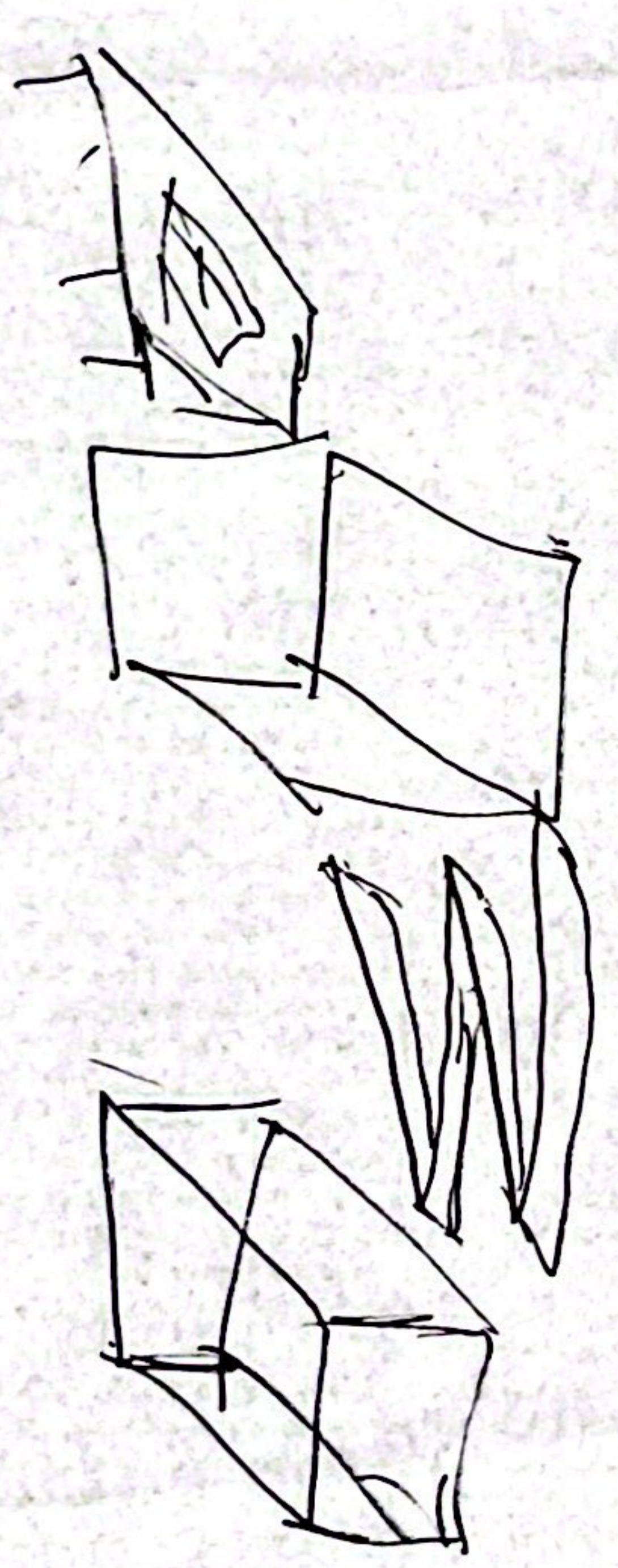
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③

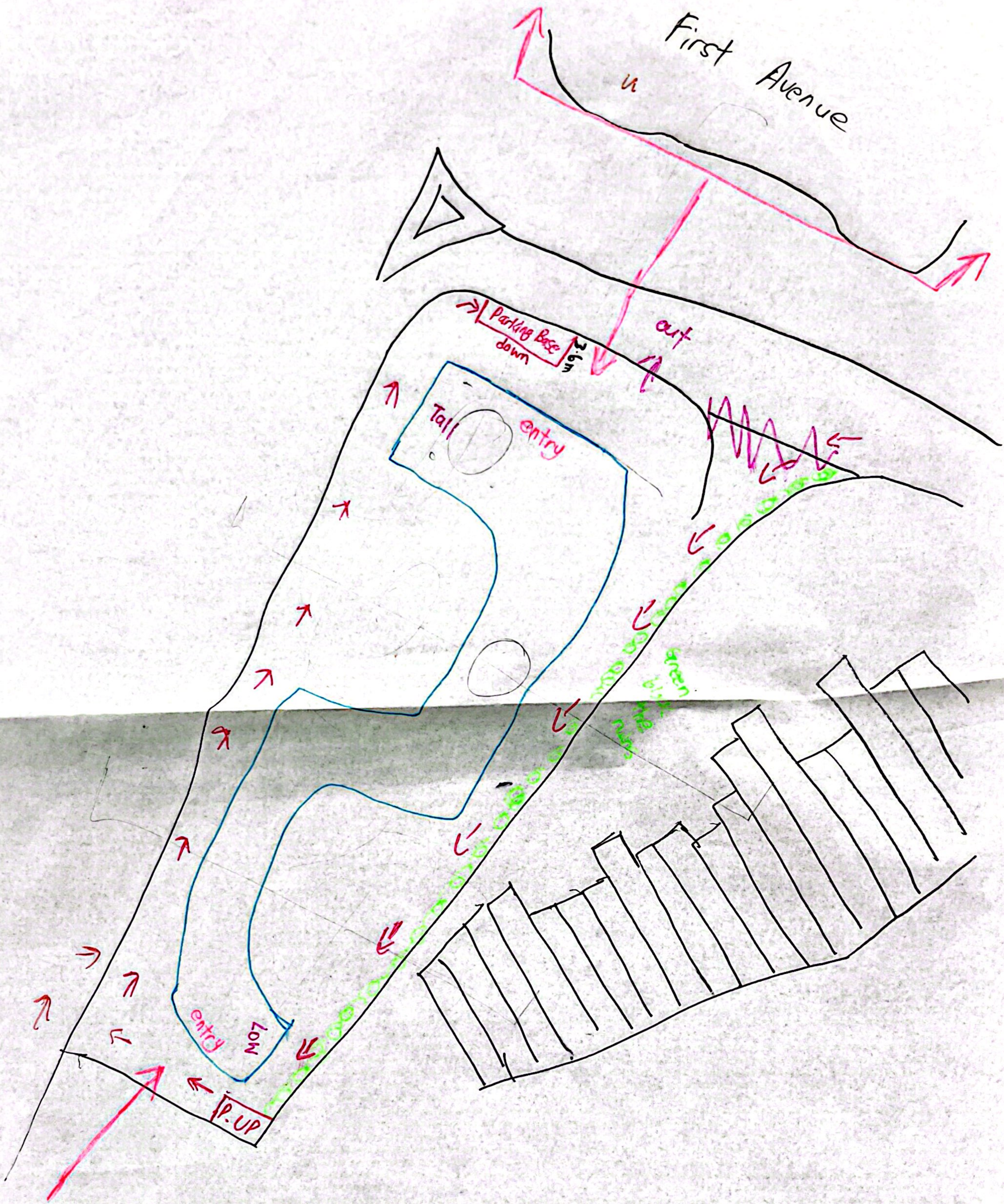


④



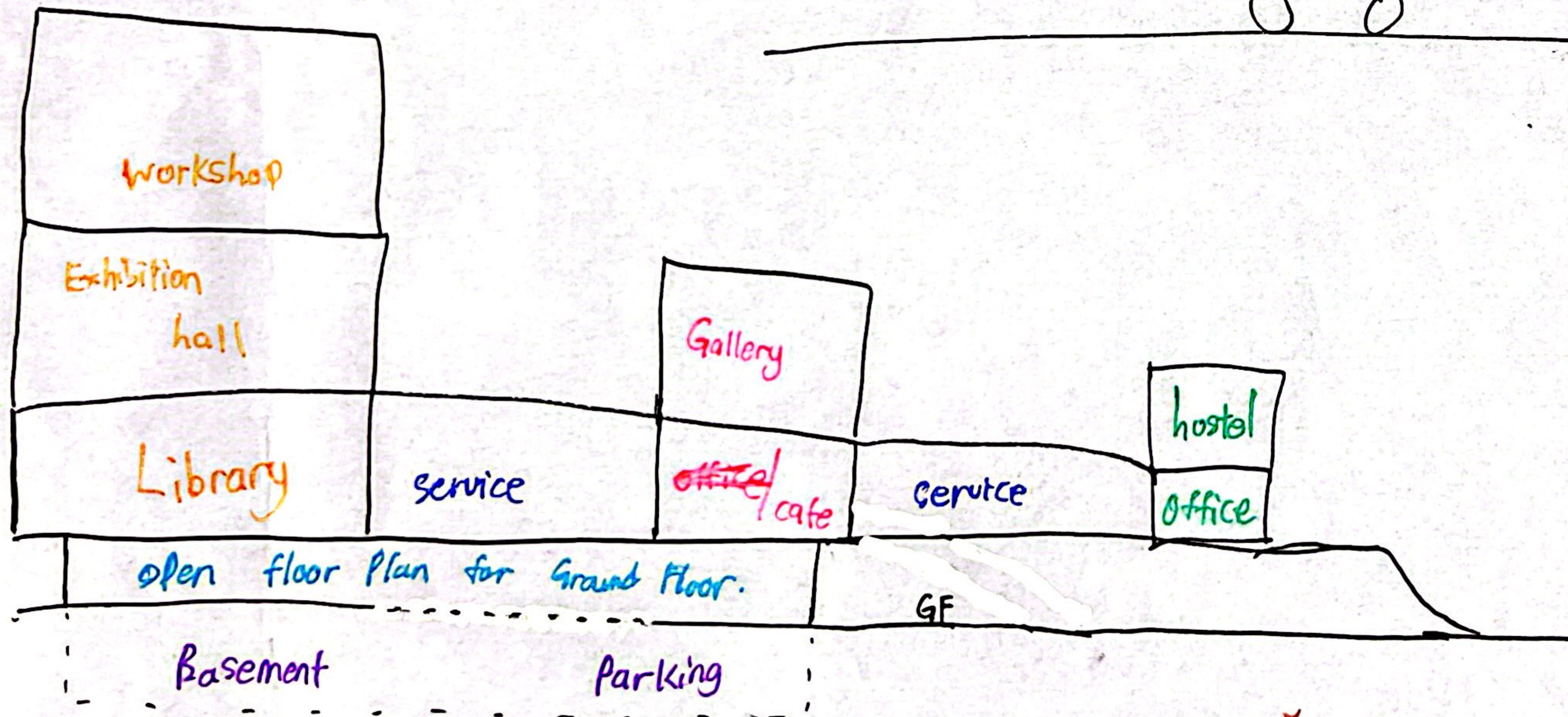
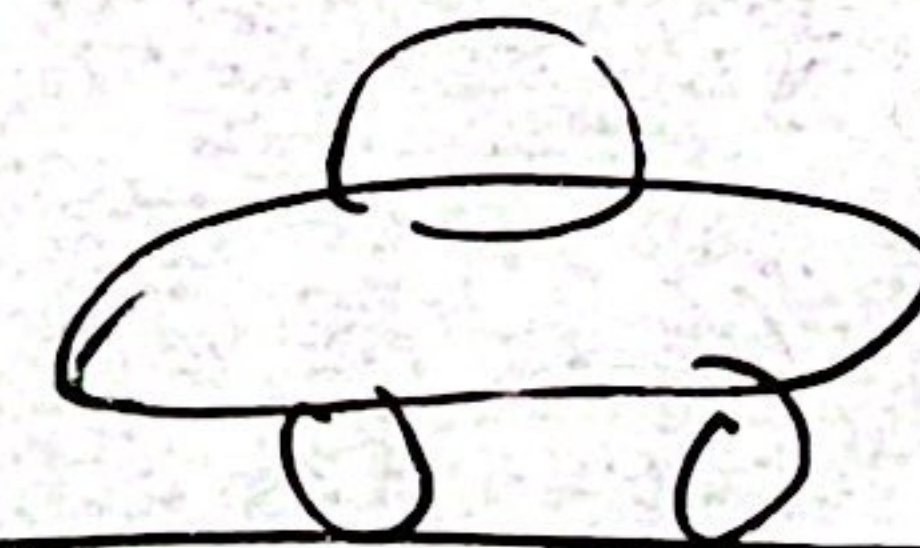
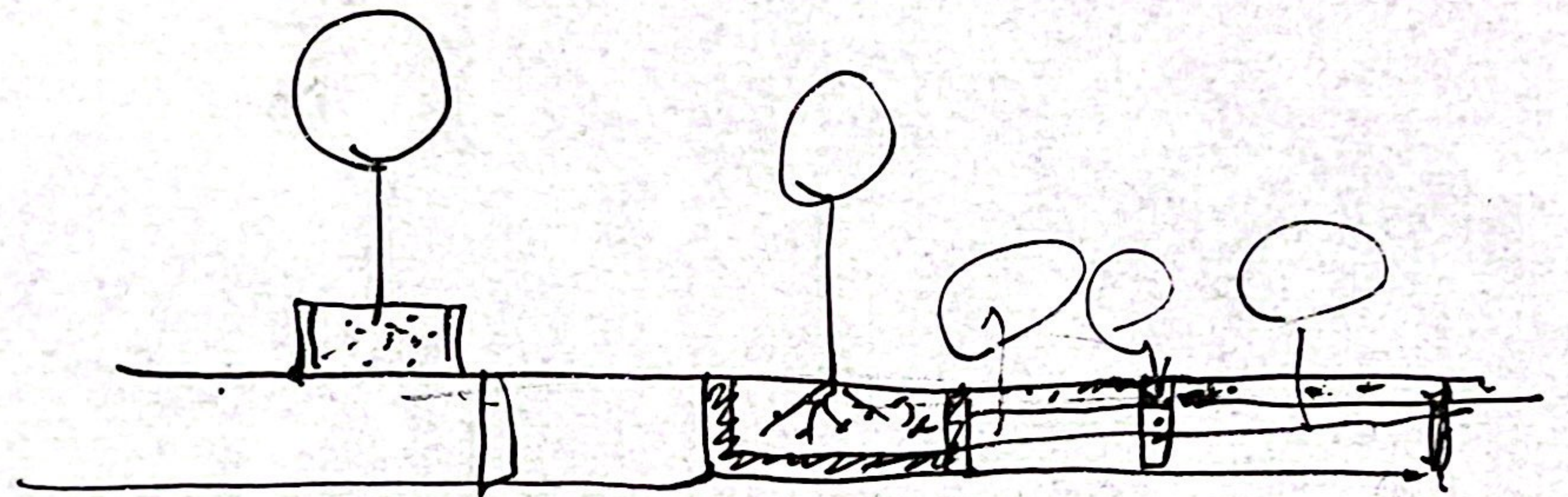
⑤





Busan Cinema Center

Zoha hadid soouf



"This is not a conventional library, this is a redefinition of what a library means in the 21st century"

→ library can be a new tourist spot.

→ From book-based library to people based library.

"In ancient times, libraries were about scrolls and books.

In modern times, they're about people, conversations, and memory.

This is a library of stories, of cultures, of community."

Traditional library

→ Store knowledge

→ let people to study.

→ Reading

→ Passing ~~the~~ knowledge.

My library

→ store culture and memory

→ passing down the history

→ let people come join, sharing, creating

→ listen to people, read their life.

Library:

• 一种思想容器

• 一种文化的聚合平台

• 一种地方记忆的存档机制

• 一种人和人之间连接的媒介

Redesign library

→ From storage → exchange

→ From silence → dialogue

→ From passive → active

→ ~~From~~ From book → people

→ You're not borrow a book, borrow a people to listen their story.

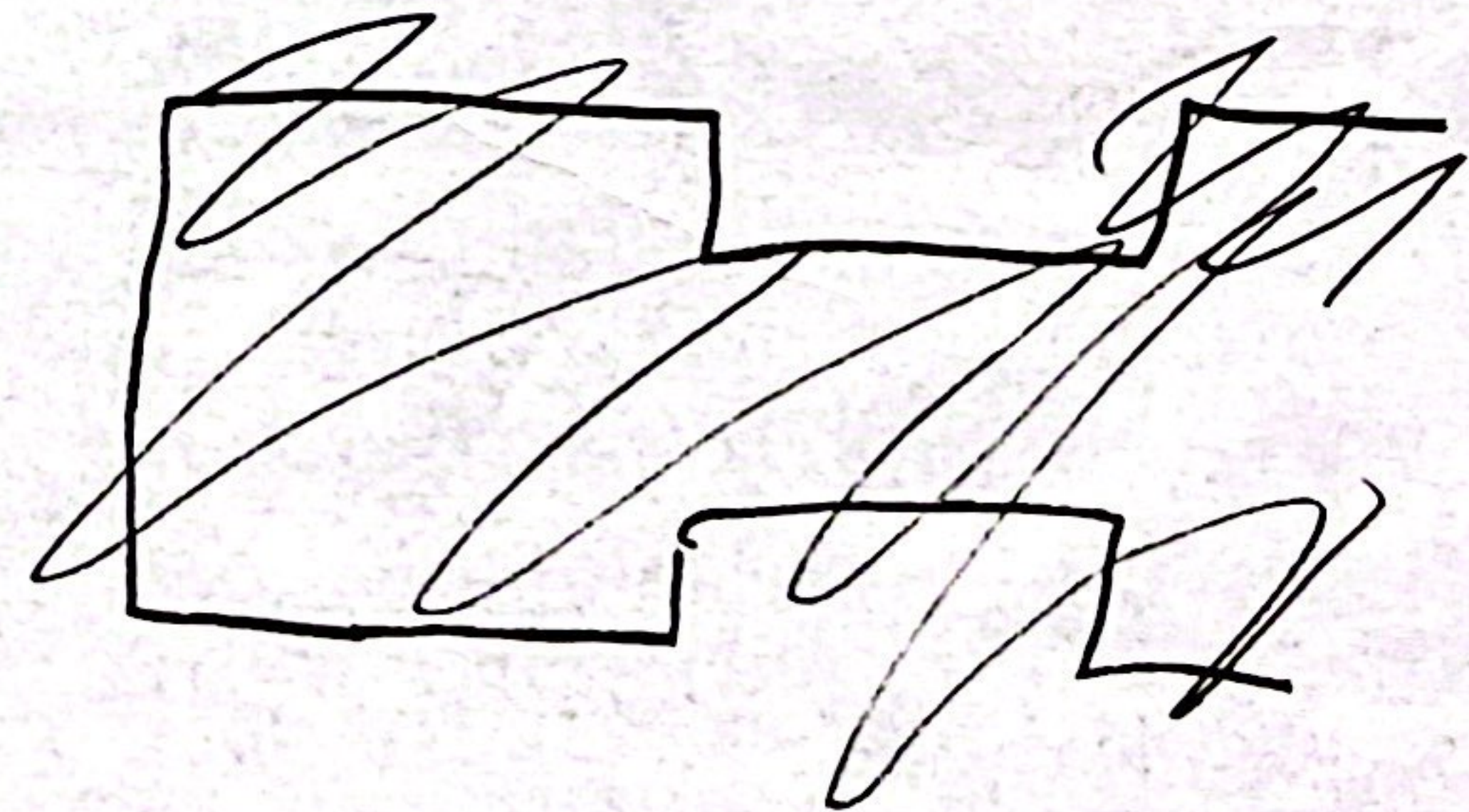
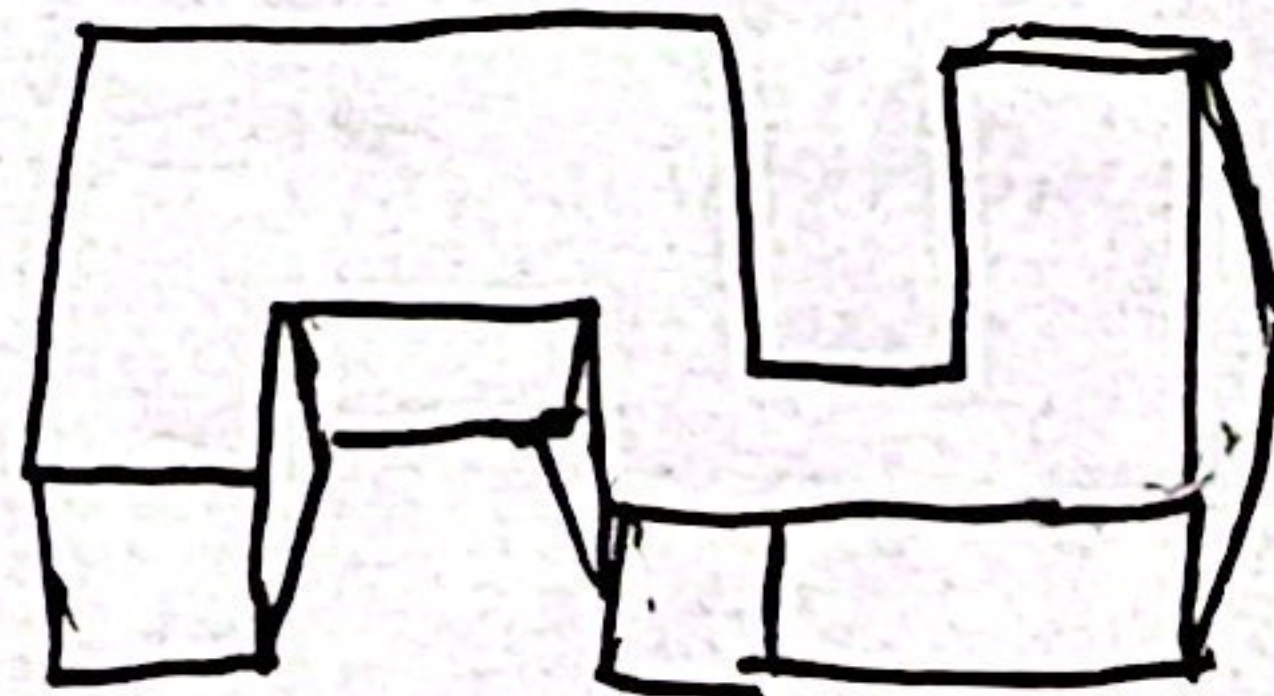
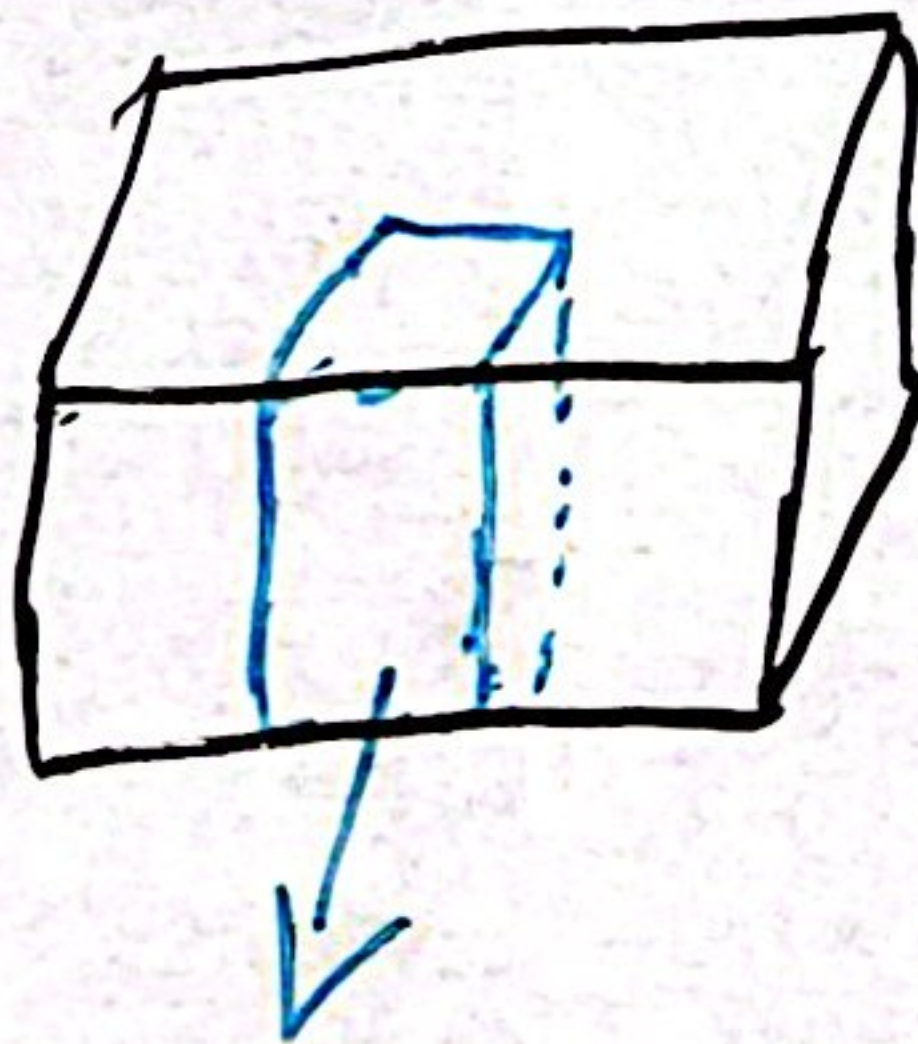
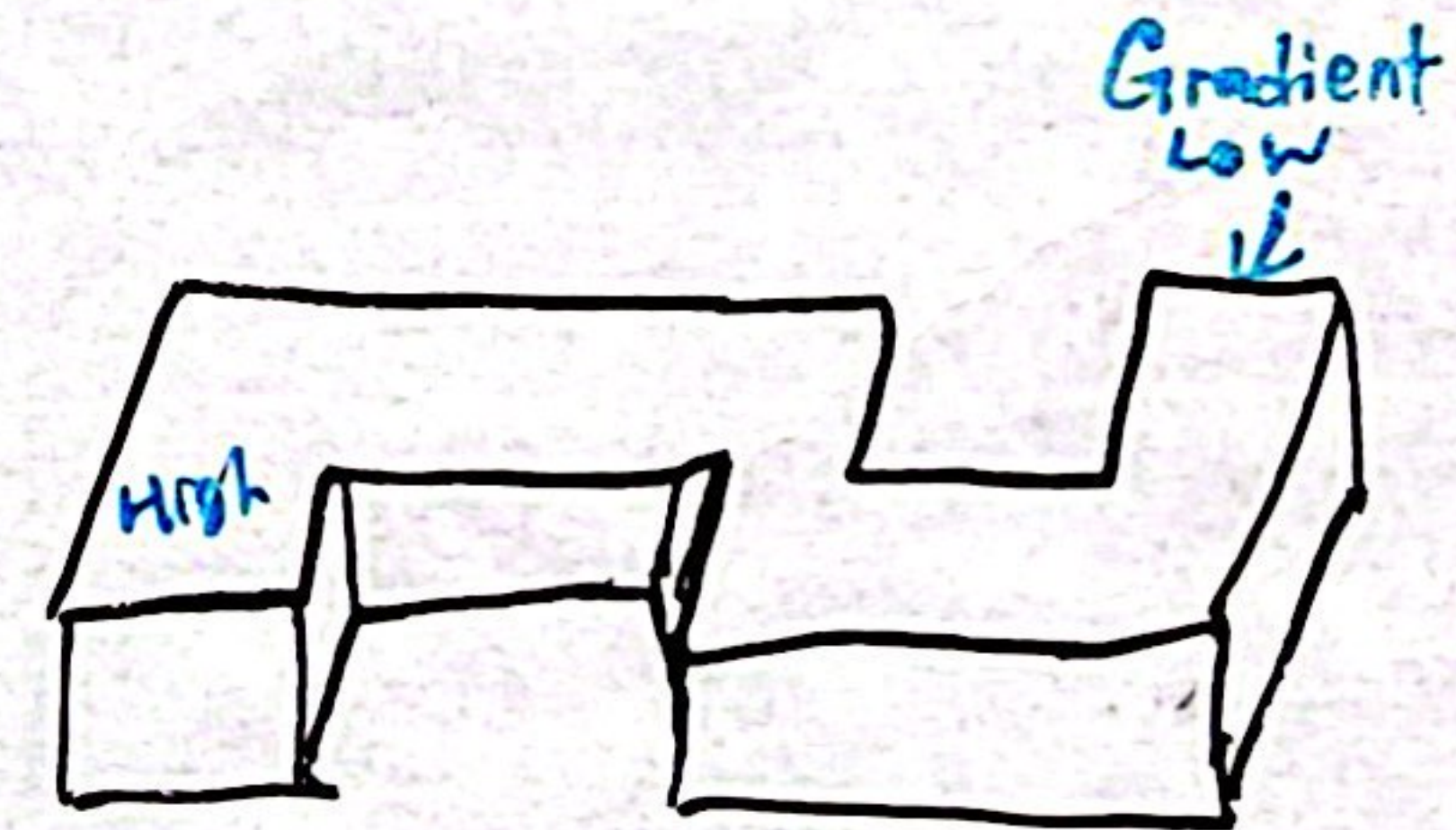
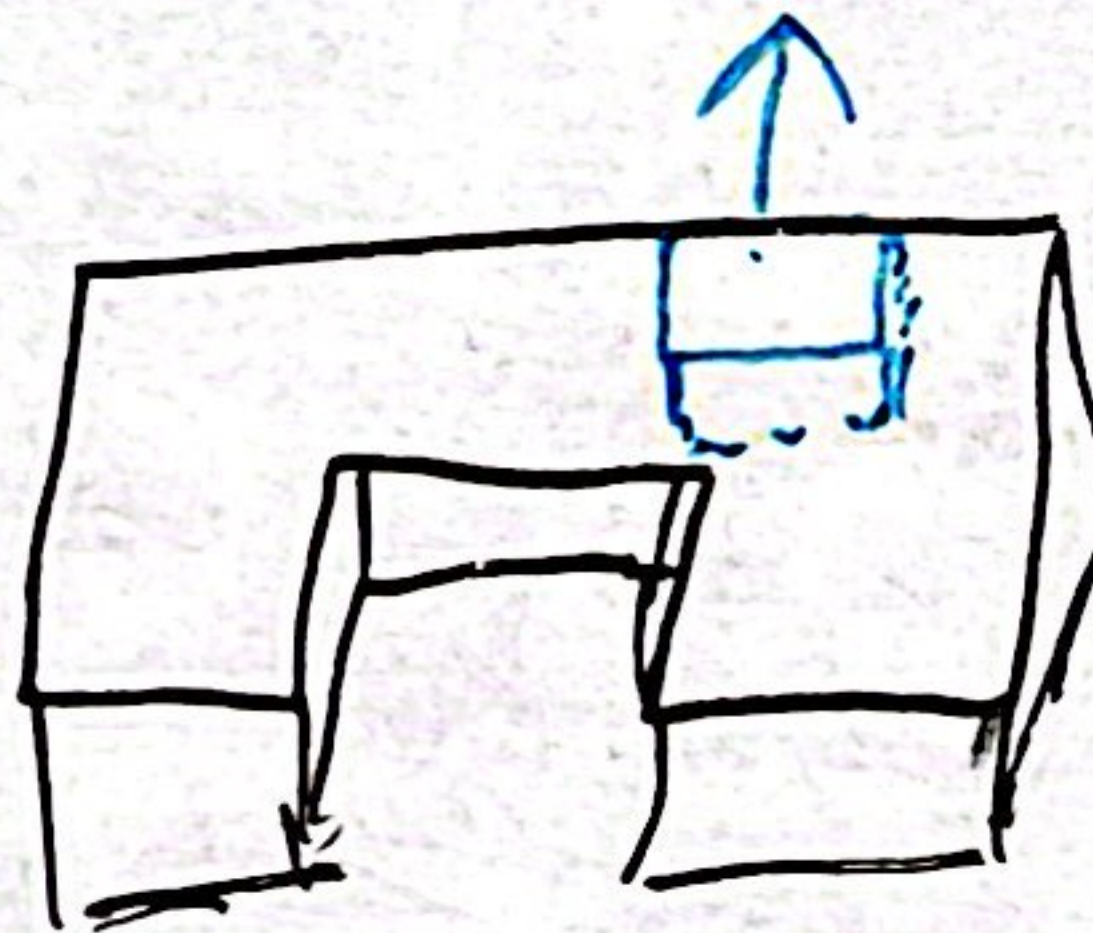
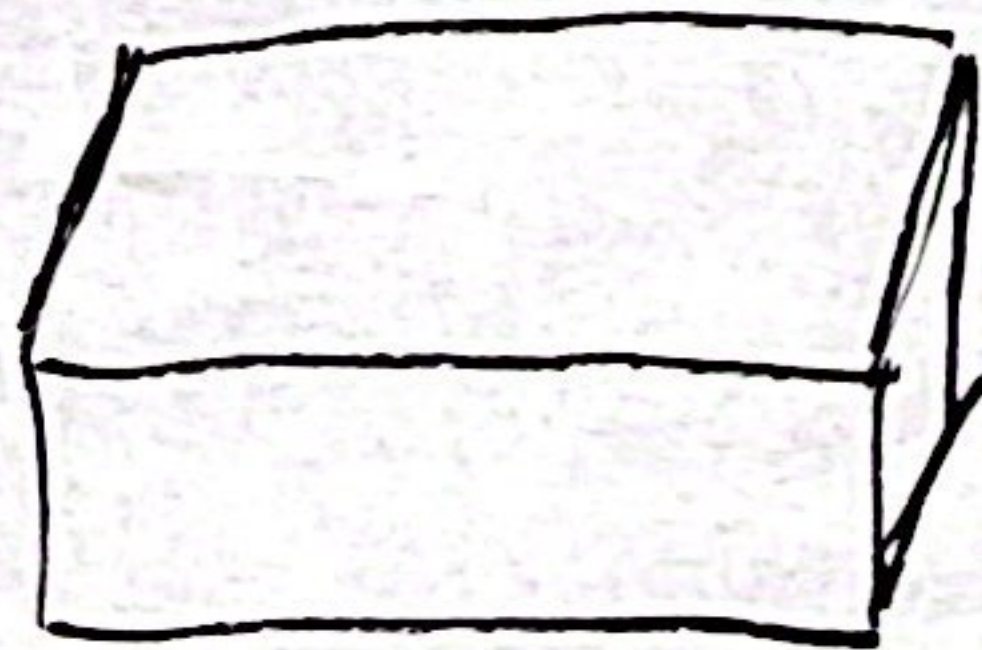
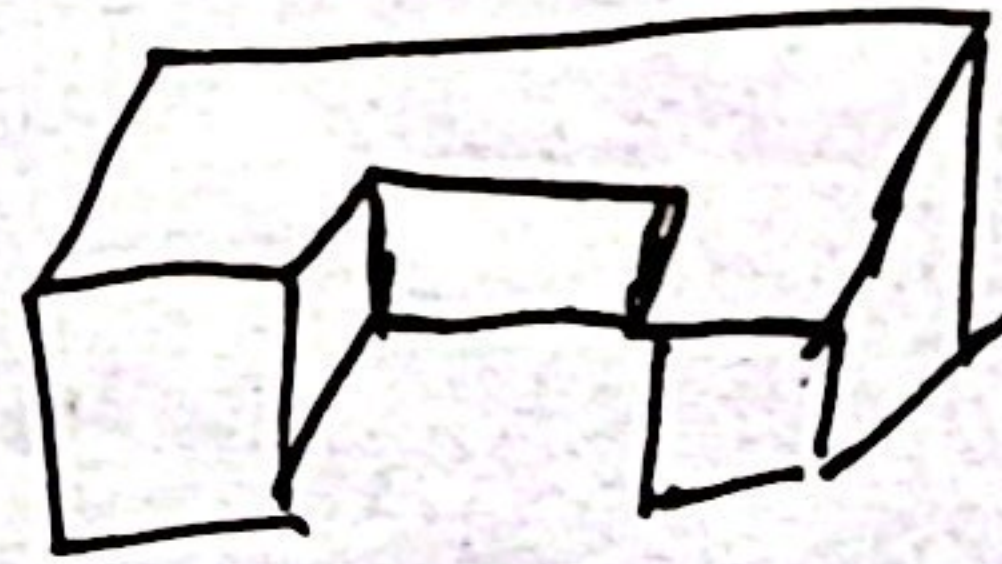
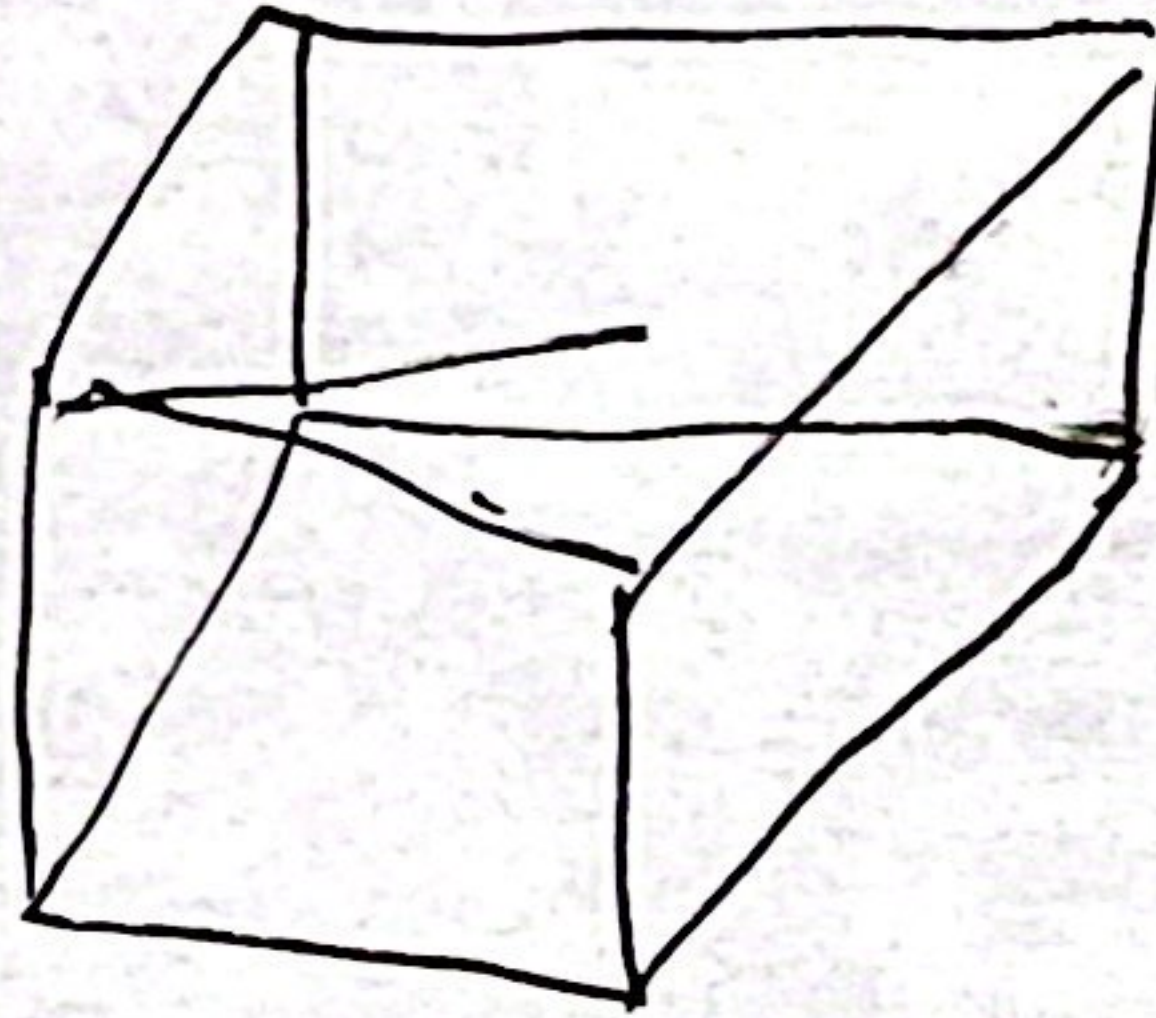
→ library can be the most vibrant place in the city

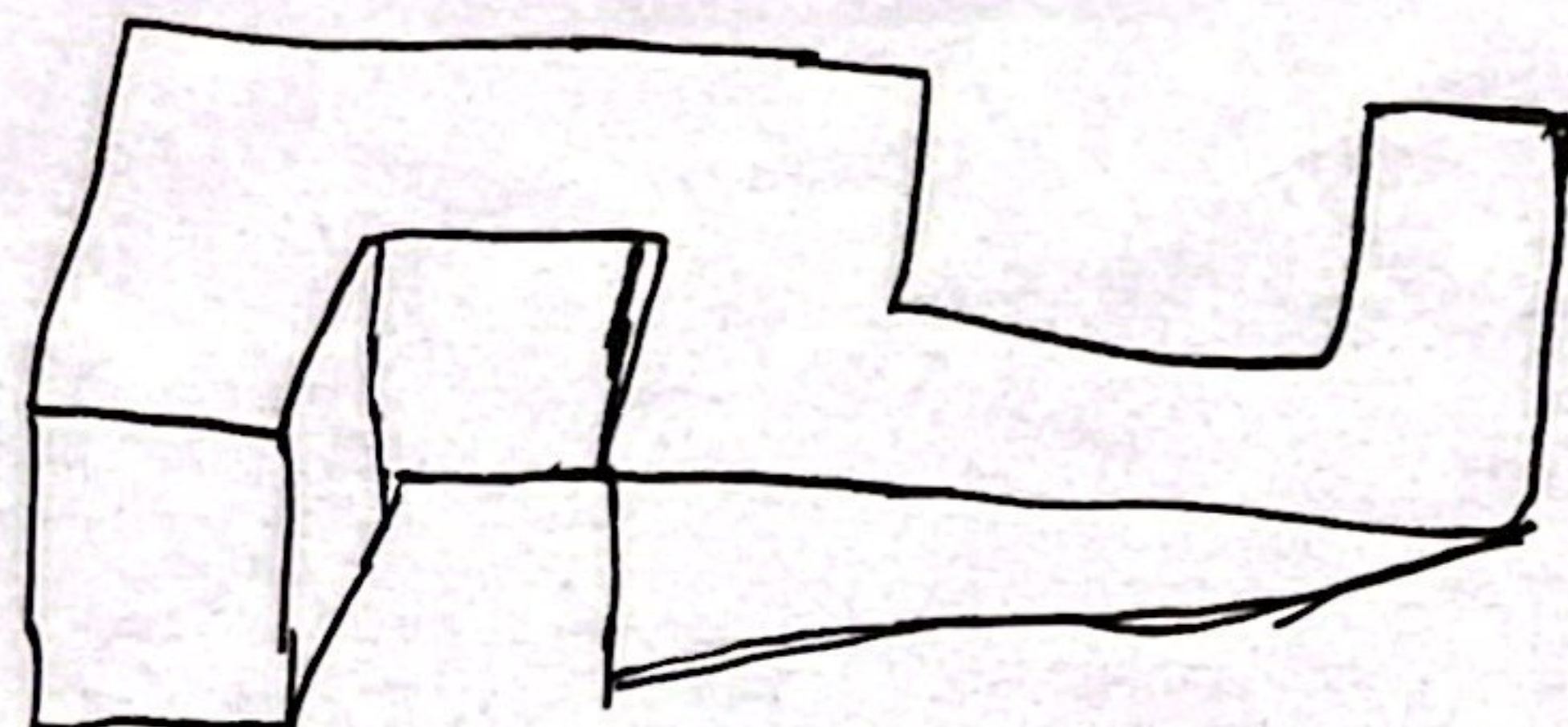
→ Not the endpoint of information, The starting point of culture.

→ Not a place tourist pass by → A place they choose to stop.

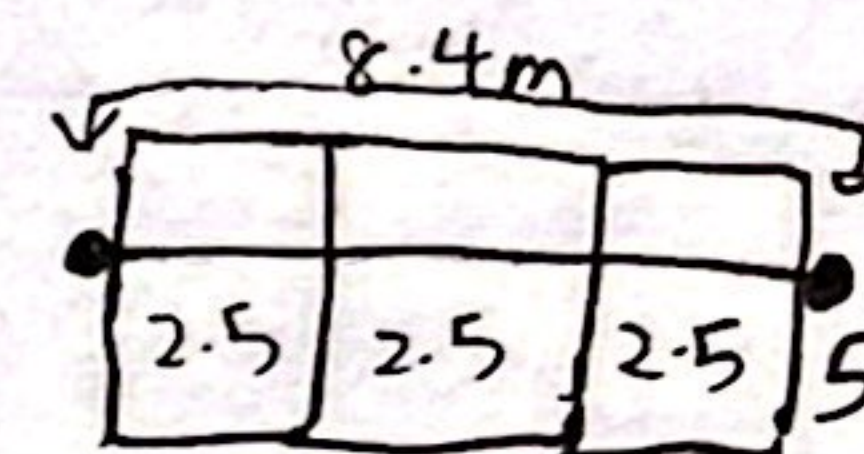
Form Development

OMA
MURDV
Big
Green link diagram





Parking
- 8.4m
- 2.5m for each



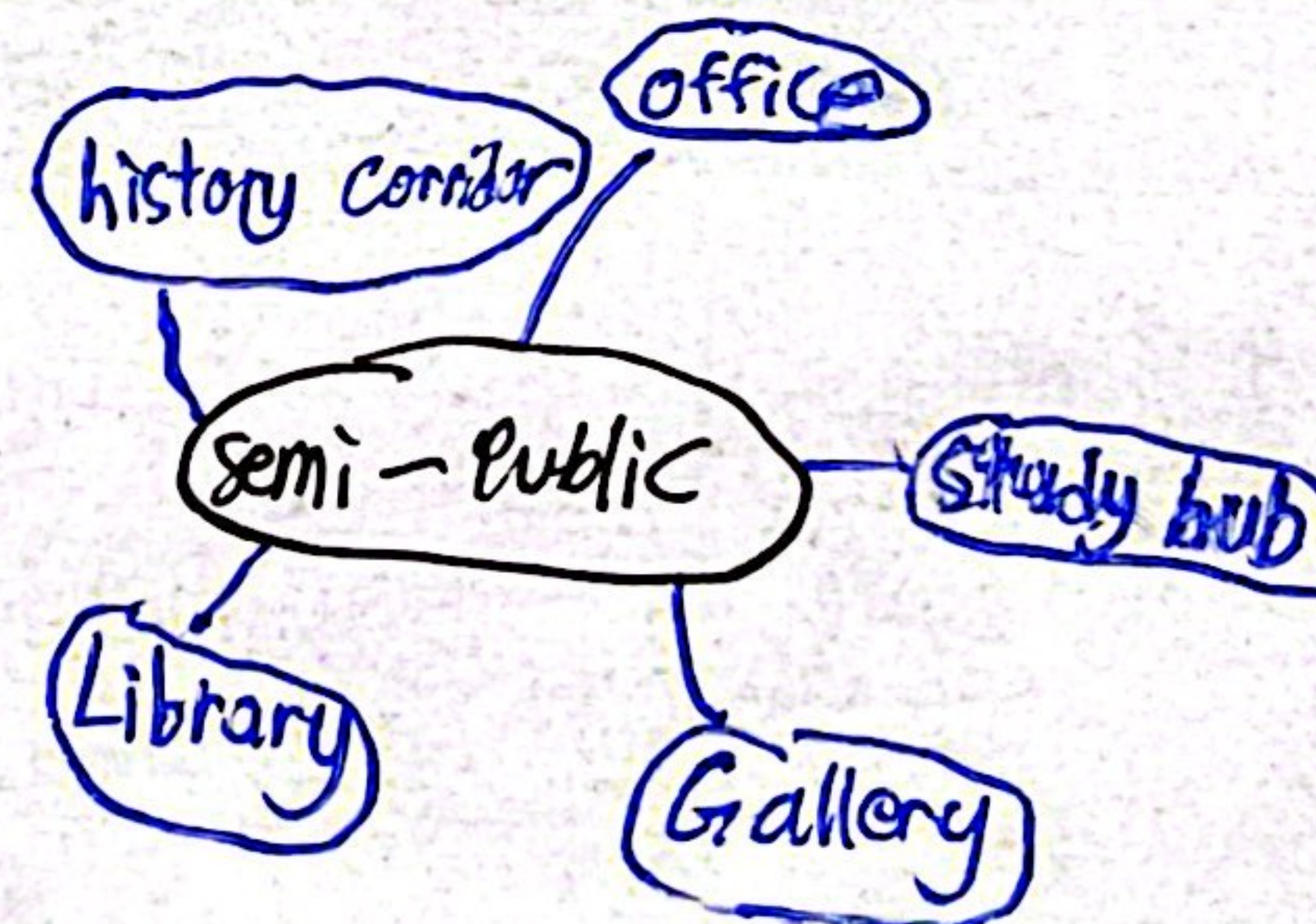
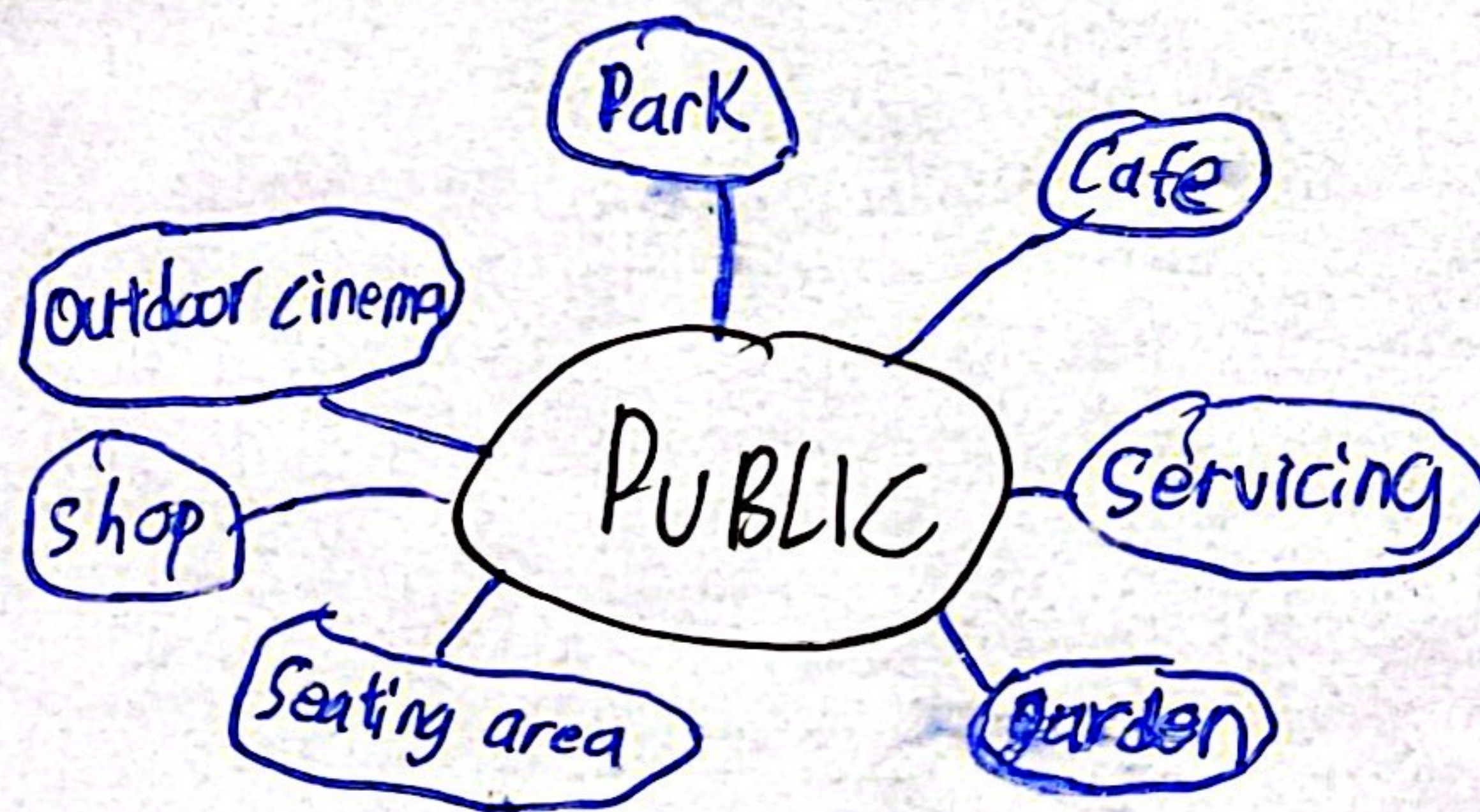
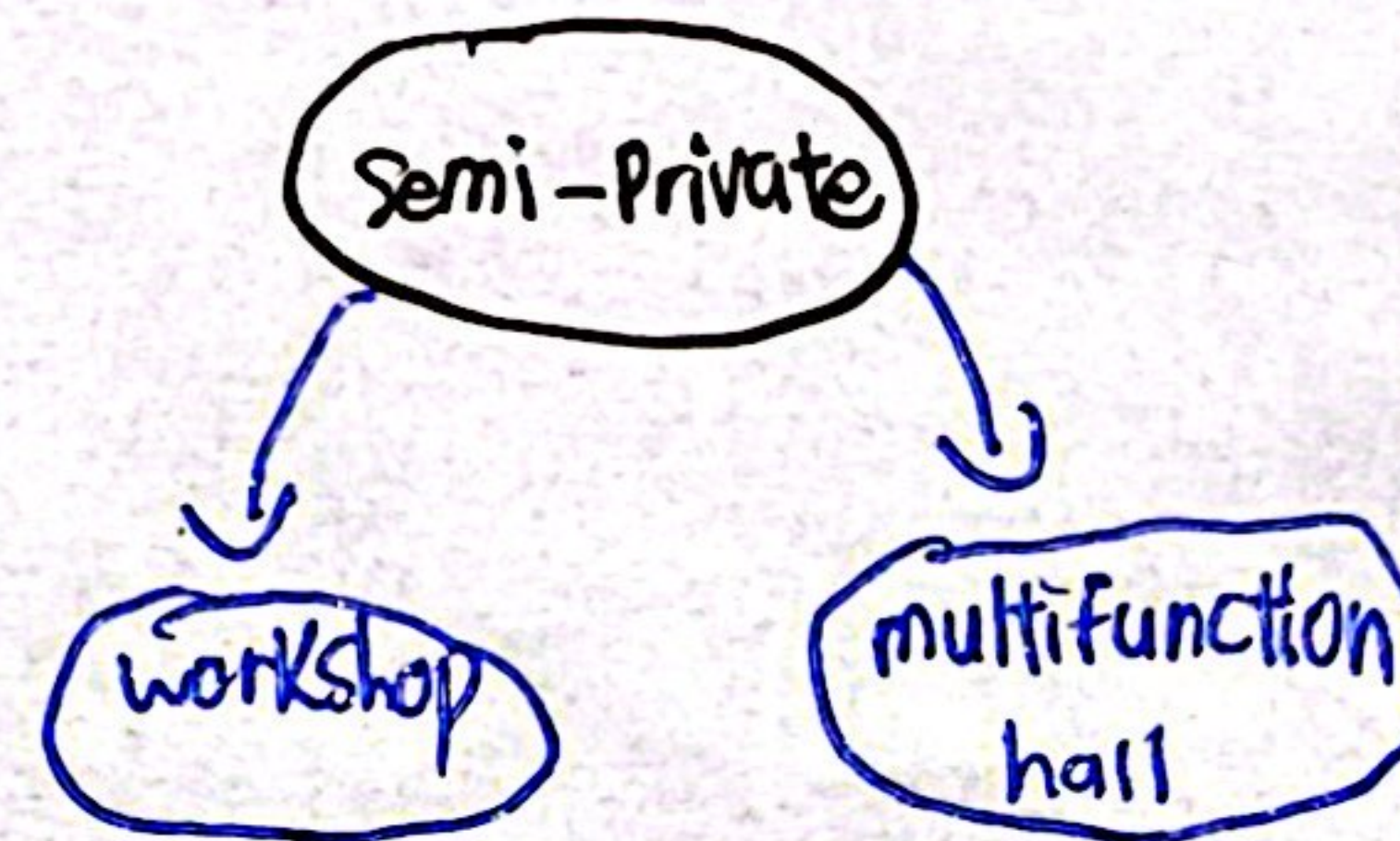
6 FP → PUBLIC

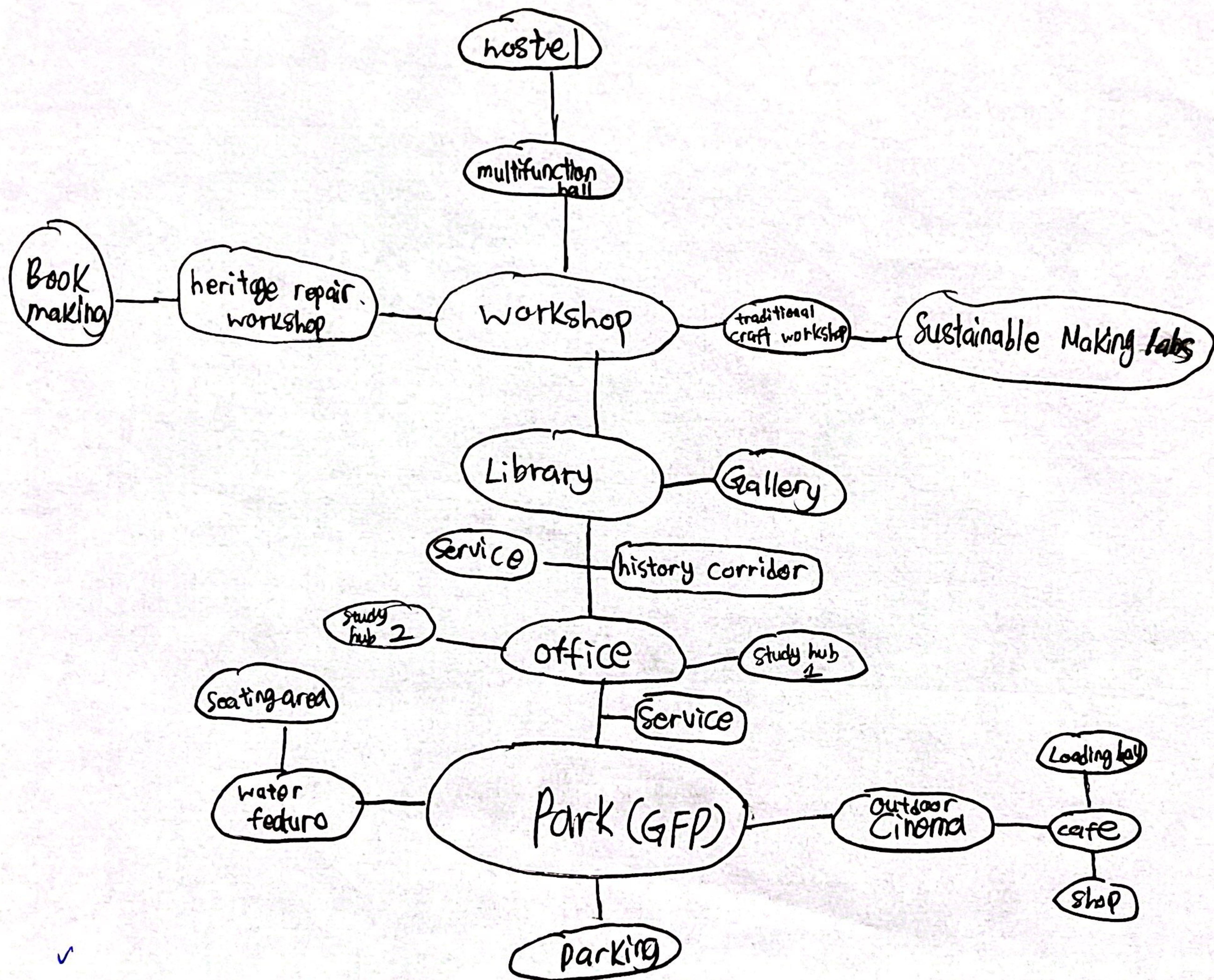
1 FP → Semi - PUBLIC

2 FP → Semi - PUBLIC

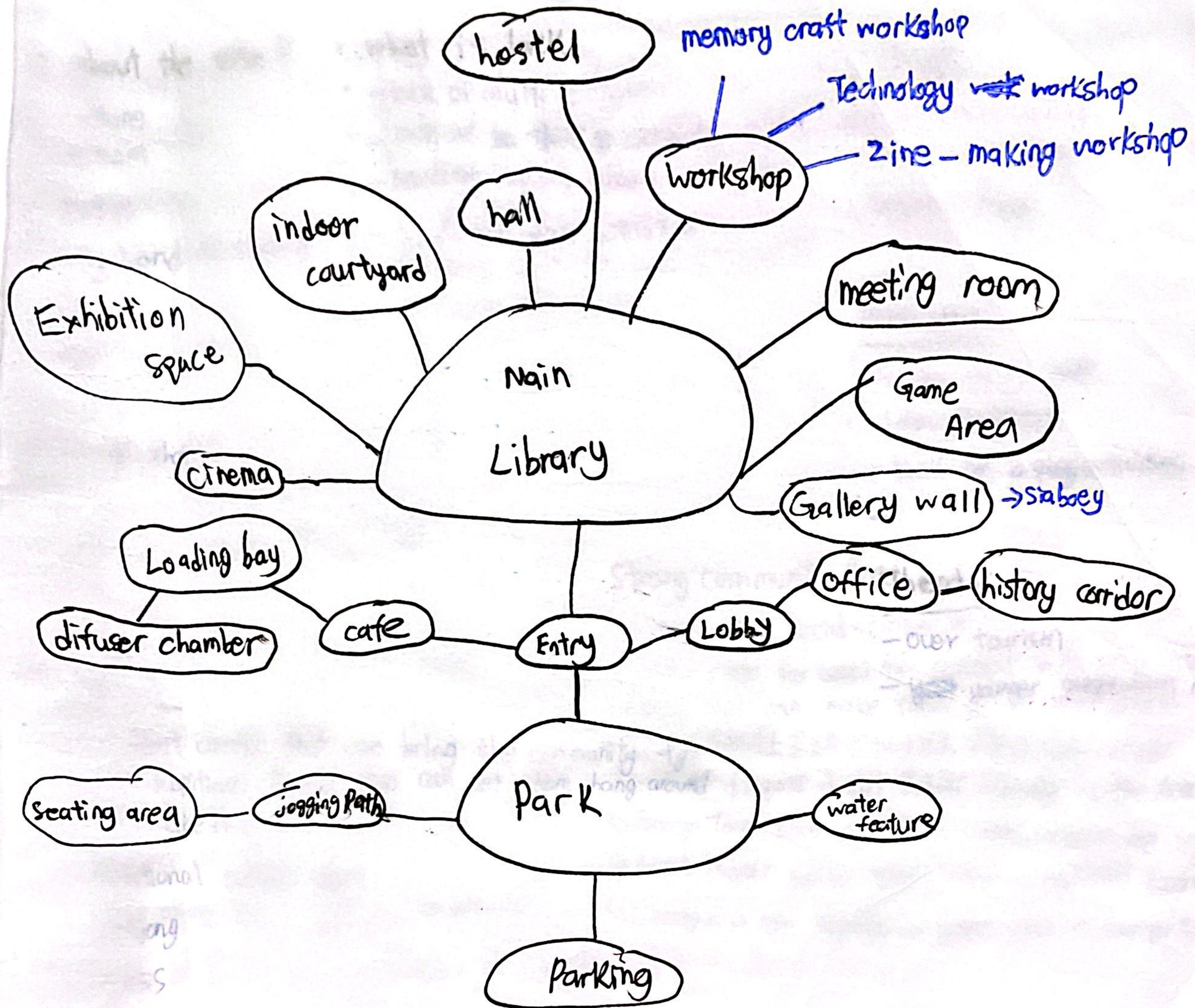
3 FP → $\frac{1}{2}$ Semi - Private

4 FP → Private





✓



PIB

What is about the site?

- Chinese culture
- Food / Kopitiam
- Old people
- community bond is strong
- tourist
- friendly
- hot
- traditional shoplot

What is lack

- lack of multi culture
- lack of ~~to third~~ community place
- lack of sport place
- lack of fun activities.

Strength

- Strong community bond
- rich cultural heritage
- Tourism Appeal

Weakness

- Limited green space
- Urban Congestion
- lack of play activities

why sia boey need a library.
Library is different with old library.
it can be a place for

Concept 2

Programme

Concept :

- Do a sport center that can bring the community together out of Kopitiam. A place that can let them hang around rest, make friends.

↳ Traditional cultural sport

↳ Mahjong

↳ chess

↳ jogging.

Strong Community Bond

Threats:

- over tourism

- ~~you~~ younger generation move away

Library as a social-cultural anchor

providing space for locals to connect with other people
a place that can make them more people

Purpose-built Public Library in the Area

↳ George Town does not have a central, inclusive, small-scale public library

↳ Most indoor public spaces are commercial (cafe, shopping, etc.)

↳ Library = a new type of public place in George Town. (Cultural, social, etc.)

Concept: Sport as a form of social bonding, not competition

Programme (Traditional)

- ↳ chess
- ↳ congkak
- ↳ mahjong
- ↳ board games
- ↳ Tai Chi

Target User

- ↳ Elderly local
- ↳ ~~teen~~ youngster

Third-Place Theory

- Neutral Ground → a place where people relax
- Regularity → frequent regularly
- Playful mood → relax and enjoyable activities
- easy accessible and affordable
- community space

→ why sia boey need a library.

→ library is different with old traditional

it can be a mix of both

Concept 2: The Living Library

Programme

- ↳ not only book but culture exchange.

Existing Urban Problems

- ↳ disconnected foot ways
- ↳ chaotic streets
- ↳ dominance of cars, hotels
- ↳ People always say: "nowhere to stop, breathe"

Library becomes a walkable, inclusive third place.

Library new tourist place

Strong Community Bond

- ↳ library as a social-cultural anchor
- ↳ shared place for locals to connect with other people
- ↳ place that can make them know more people
- ↳ A place 可以让当地与外地人分享互相的文化.

Lack of purpose-built Public Library in the Area

- ↳ George Town does not have a central, inclusive, ~~new~~ small-scale public library
- ↳ Most indoor public spaces are commercial (cafe, shopping, hotel)
- ↳ Library = a new typology of public place in George Town. (Urban reading room)

Space Programme

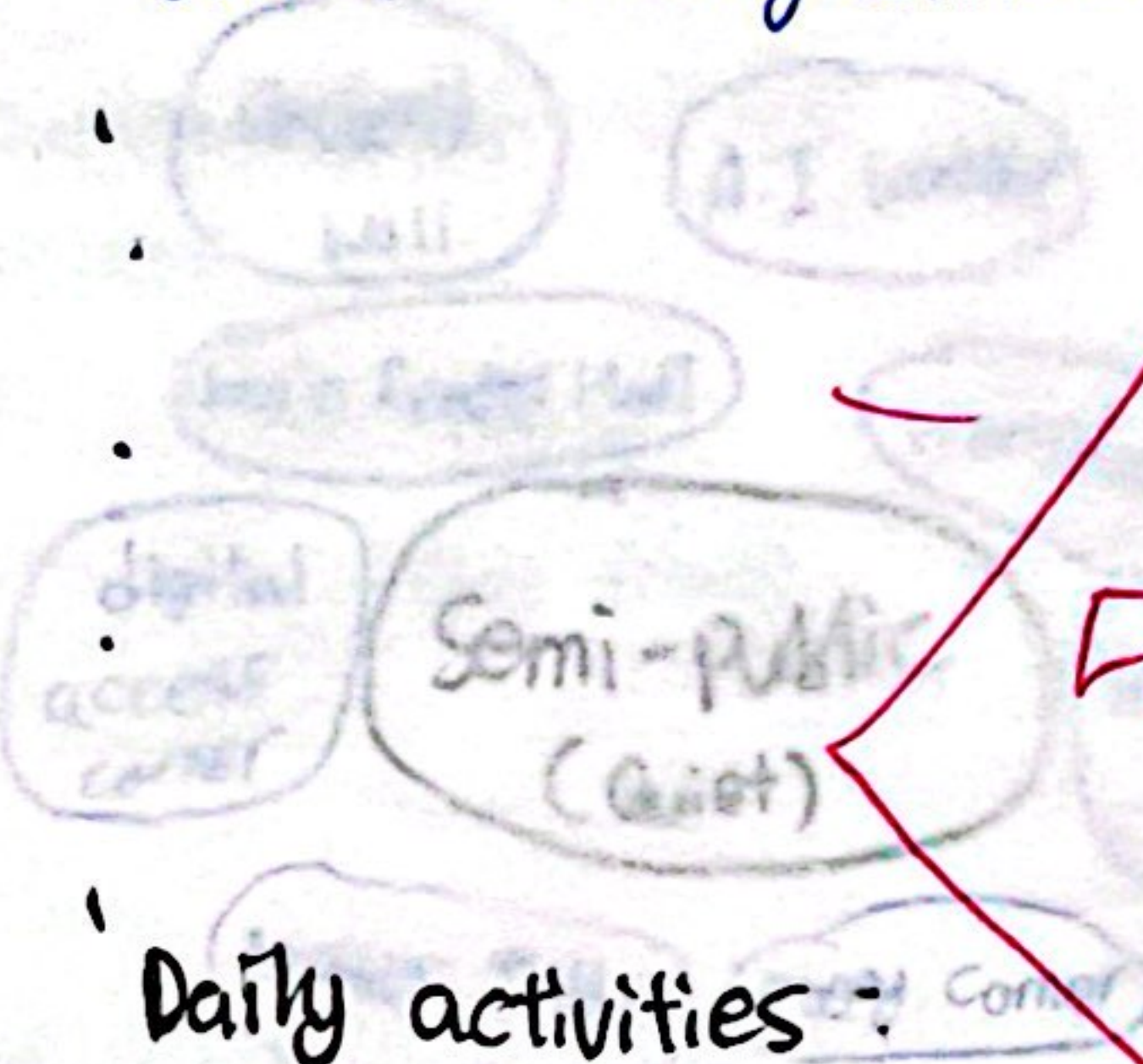
- ↳ main reading hall
- ↳ ~~community~~ story telling hall
- ↳ ~~story~~ history corridor
- ↳ workshop room
- ↳ digital access corner CA.I. workshop
- ↳ Gallery wall
- ↳ courtyard Garden
- ↳ Cafe
- ↳ Game Corner
- ↳ Toilet
- ↳ Lobby
- ↳ Roof garden
- ↳ accommodation
- ↳ Hall (multifunctional)
- ↳ cinema

FF →

talk about why need library even
what different with normal library, state library, digital library.
Library new tourist place.

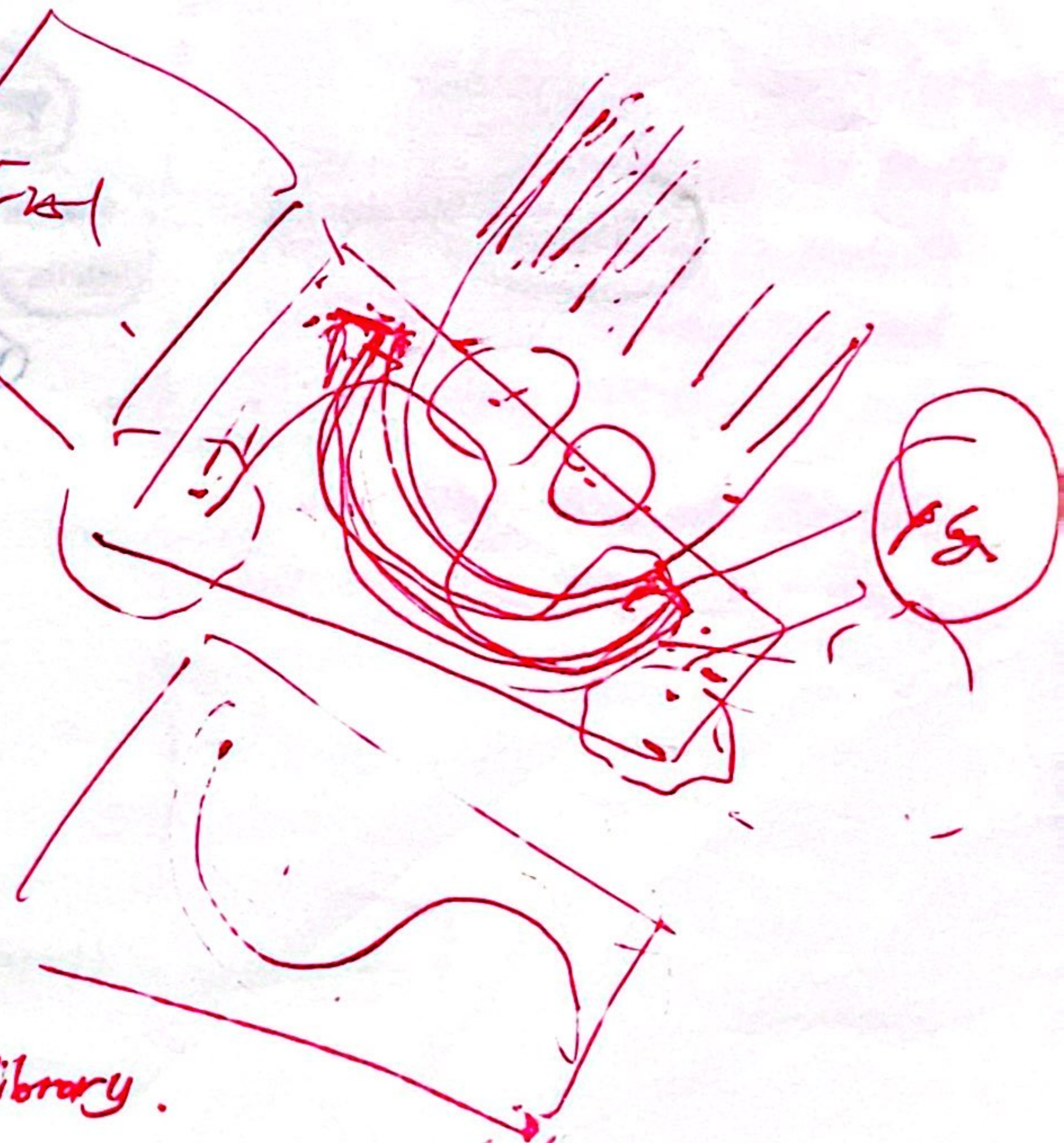
User Experience Summary

- Elders : Read newspaper, play chess, share story, digital corner workshop
- Student : browse book, join workshop.
- family : play board games, cultural event.
- Tourist : history corridor, workshop, gallery



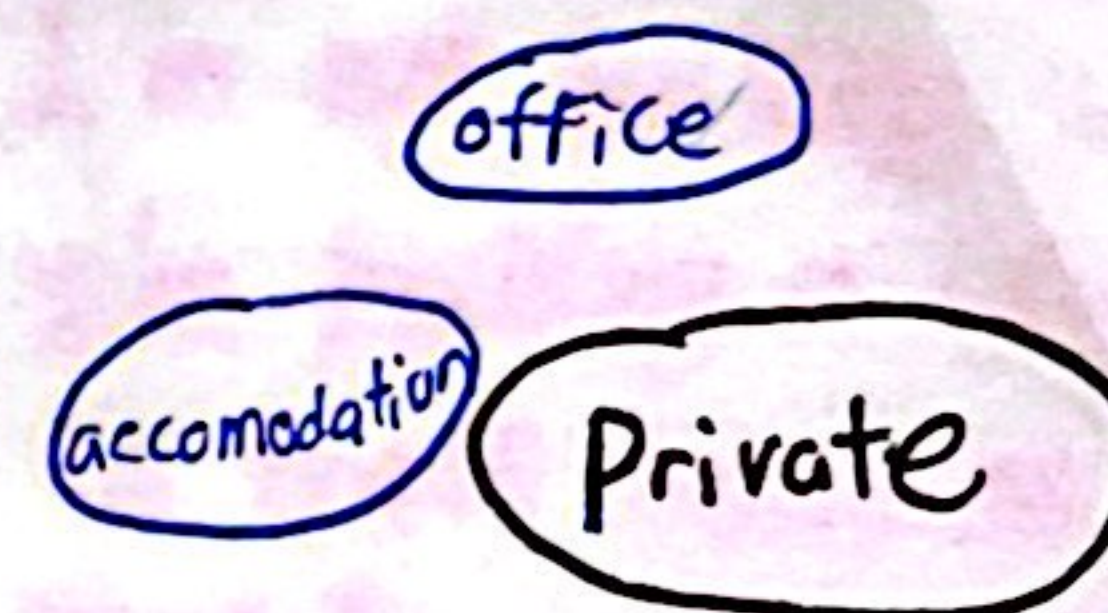
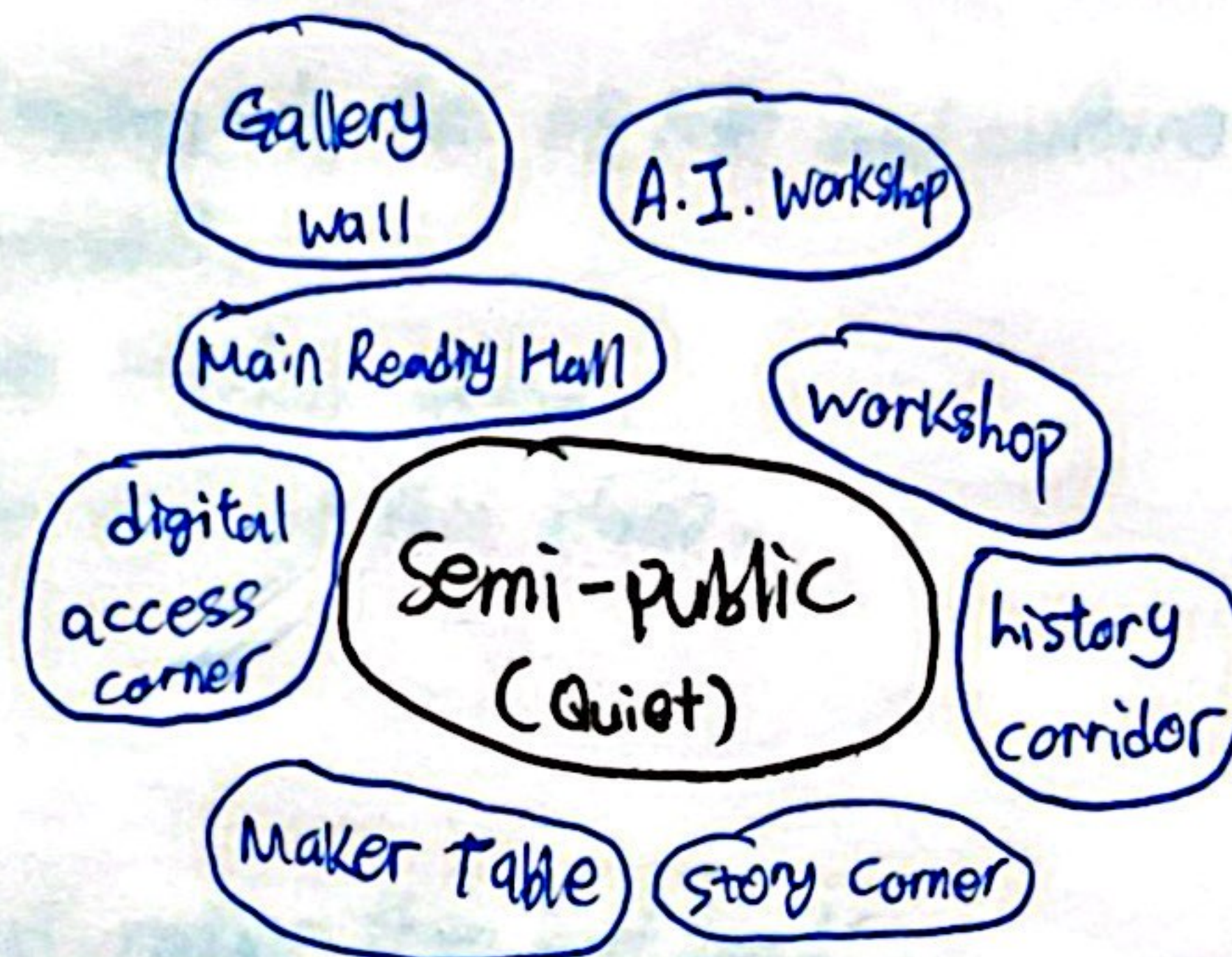
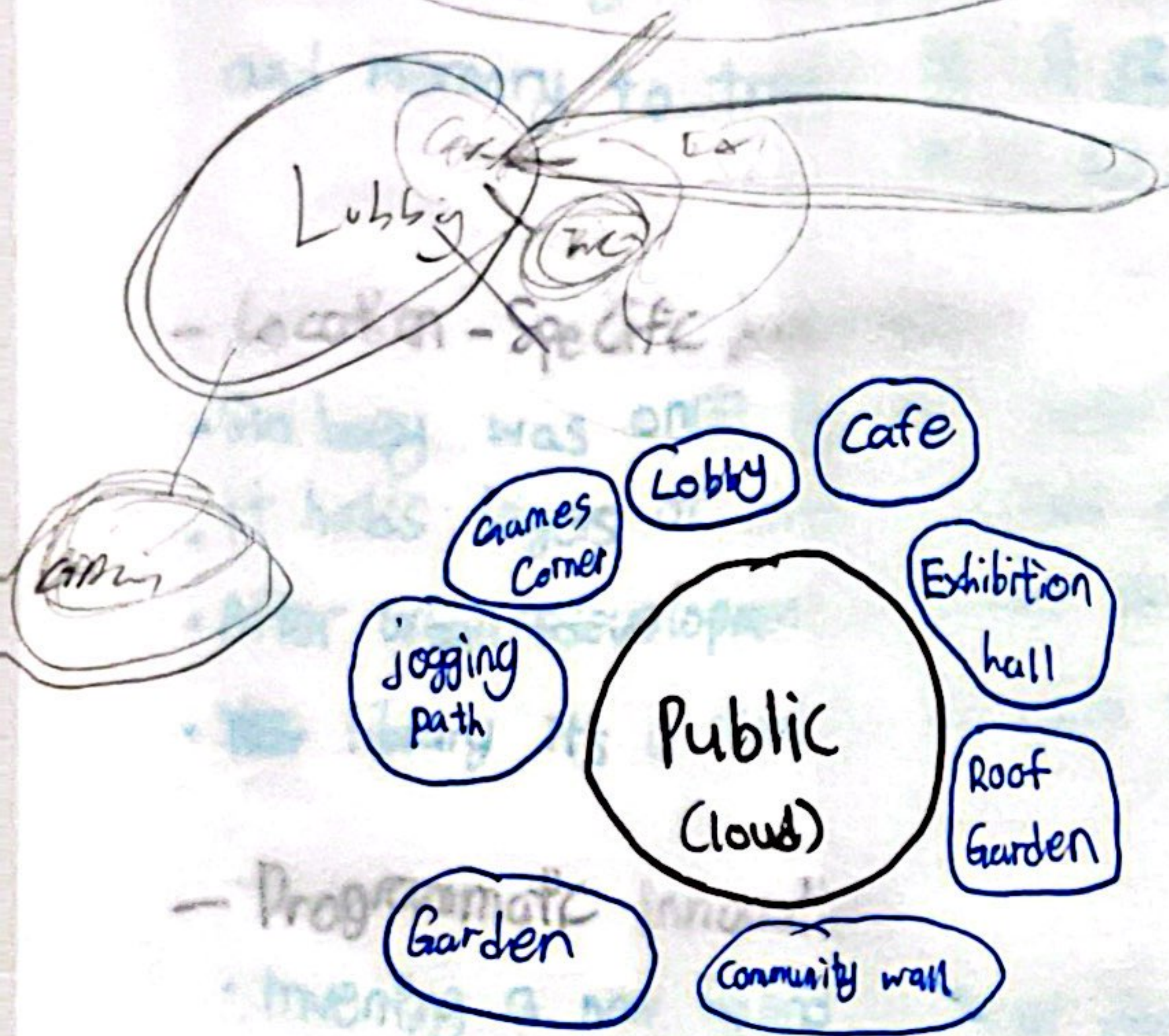
Daily activities :

- ↳ history story telling
- ↳ chess match
- ↳ open mic session
- ↳ Language exchange
- ↳ Heritage archive tours



Why do Sia Booy want a library?

- not building a library
- location - specific
- library was on the way
- cultural spirit



GF → Public

FF →

- Engagement - Driven

- library is not a cold space anymore, it's a space with warmth and people
- breaks the stereotype of exclusive library

Why do Sia Boey need a library?

- I not building a library, its ~~reviv~~ revive. Sia boey trading culture spirit, but with culture, knowledge, and memory to trade. 我不是建一个图书馆, 我是在恢复 Sia boey 的贸易文化的精神, 但文化, 知识, 记忆来交易。

- Location - Specific justification .

- Sia boey was once Penang's earliest trading hub, full of life and culture exchange.
- it holds layers of multi-culture memories.
- After urban redevelopment, its human stories washed away.
- ~~the~~ library it's a tool to awaken the soul of this place.

- Programmatic Innovation

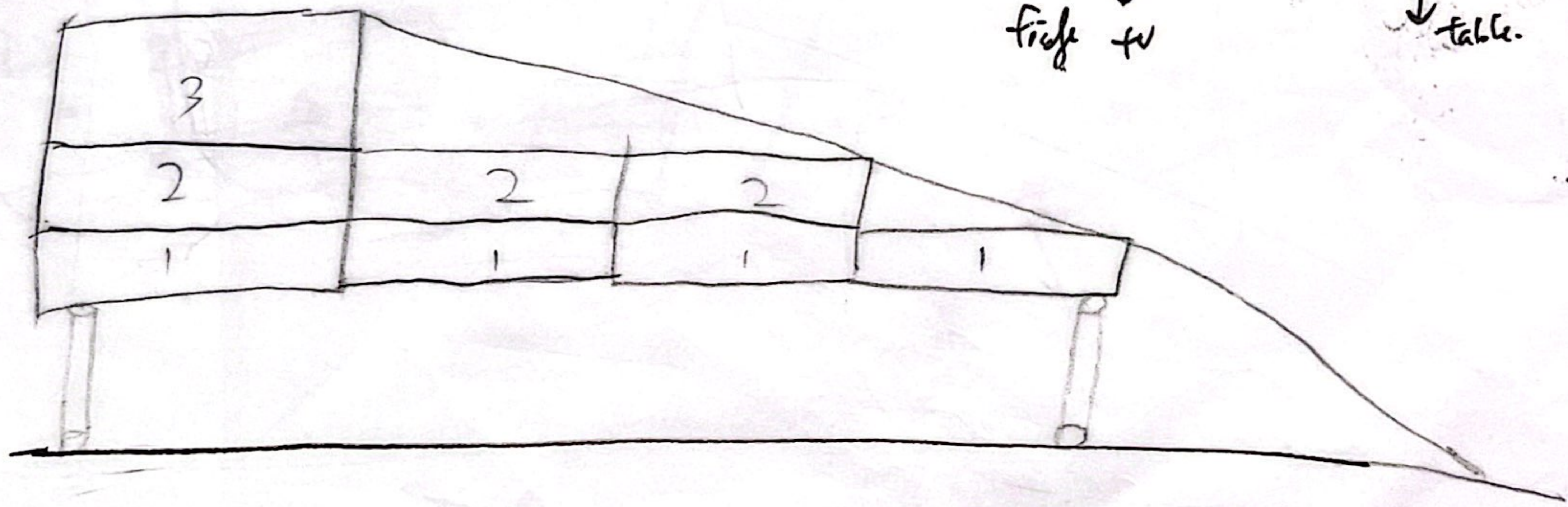
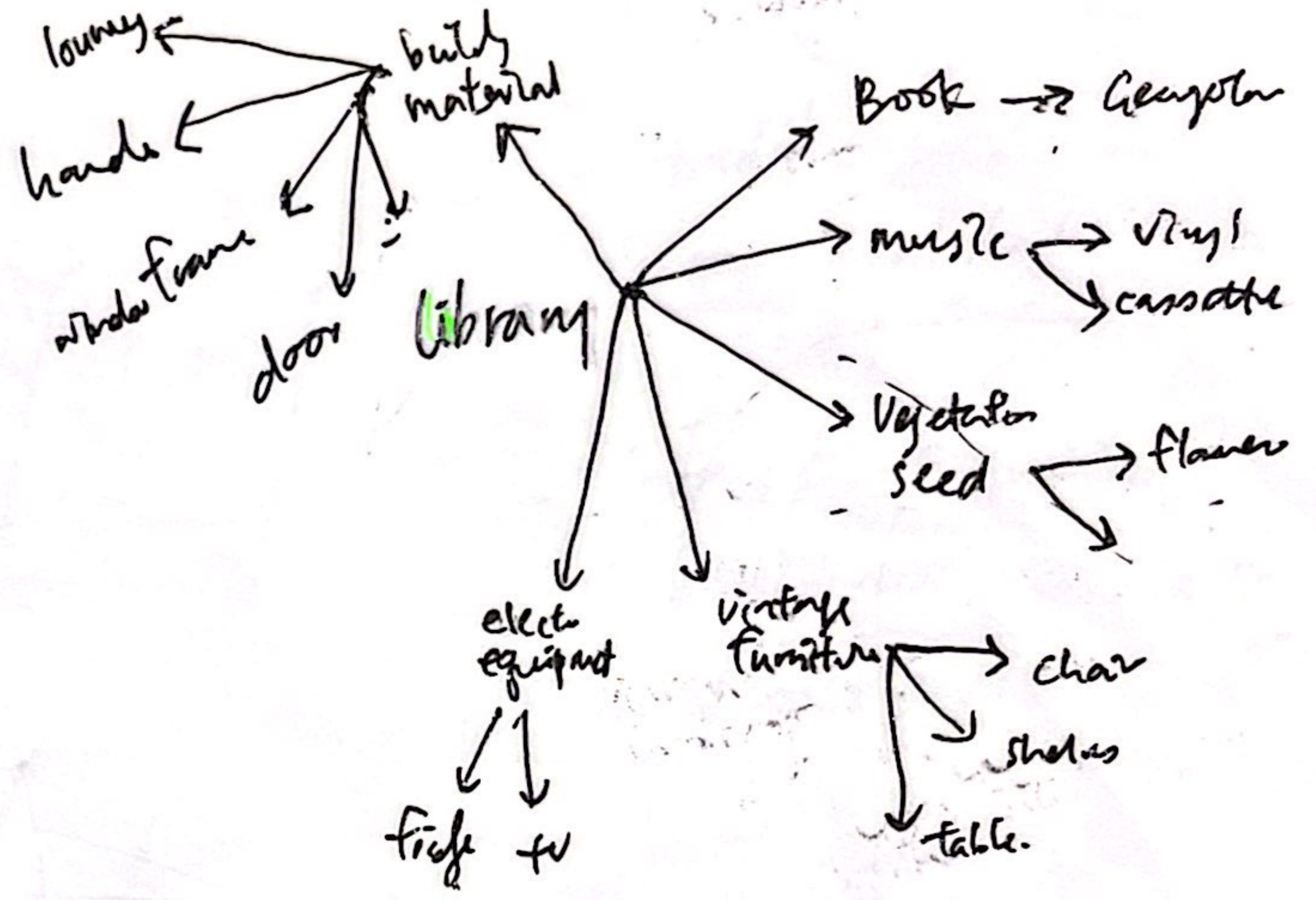
- Inventing a new hybrid cultural format, rather than just book.
- Swap memories (memory wall)
- Borrow real people as books (human library)
- Story Capsule
- Leave their mark. (digital Archive)

- Engagement - Driven Design

- library its not a cold building anymore, its a space with warmth and people.
- Breaks the stereotype of a quiet exclusive library.

I'm not building a library for book;
I'm building a library for people
to trade memories, to archive
identity, and to keep the soul
of Sia Boey alive.

Because every city has libraries,
but only Georgetown has Sia Boey.



Main Space

- ↳ Gym, badminton, sport, pickle ball
- ↳ 饮食健康, about food health

Minor Space

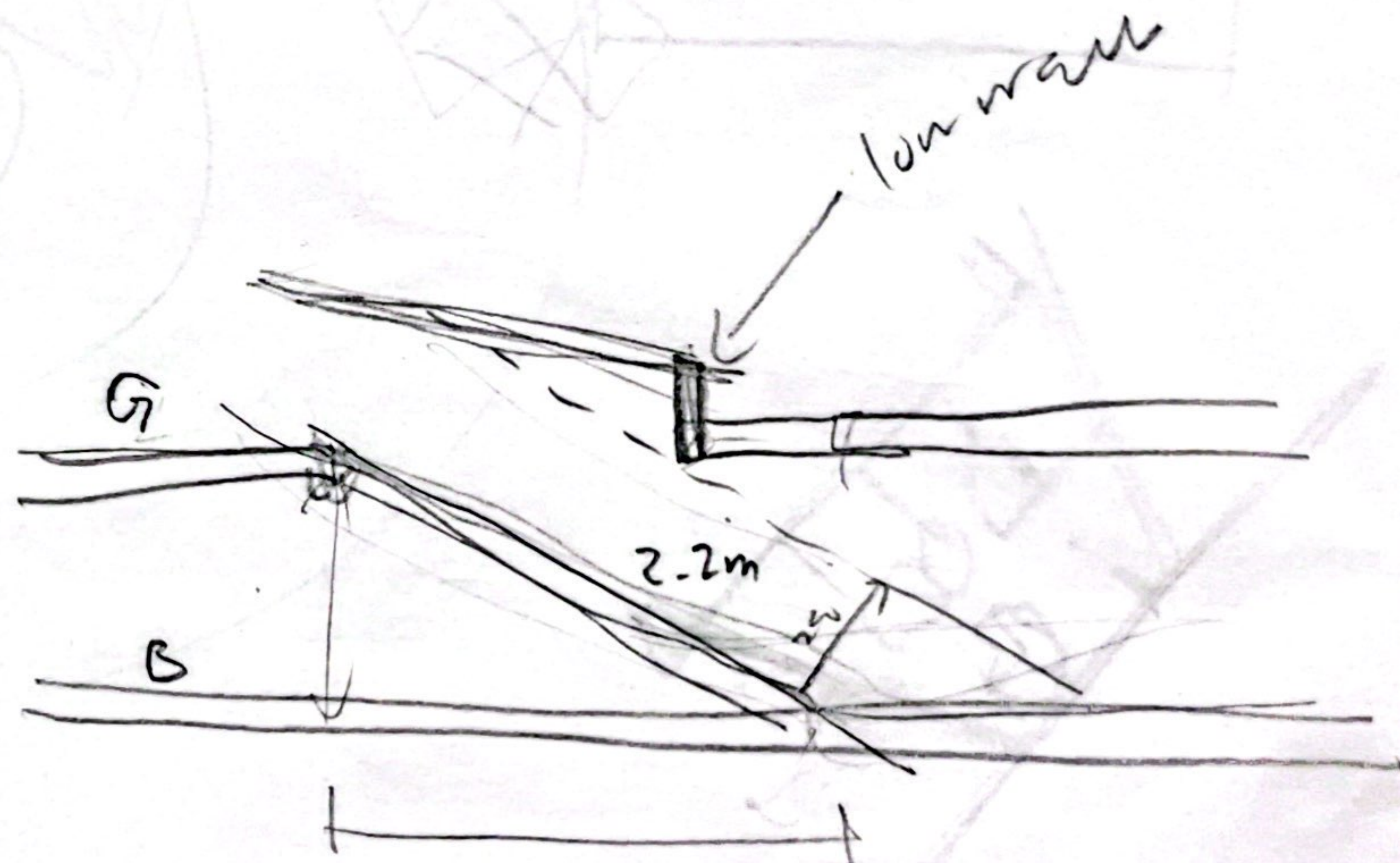
- ↳ Workshop
- yoga, plates, healthy food

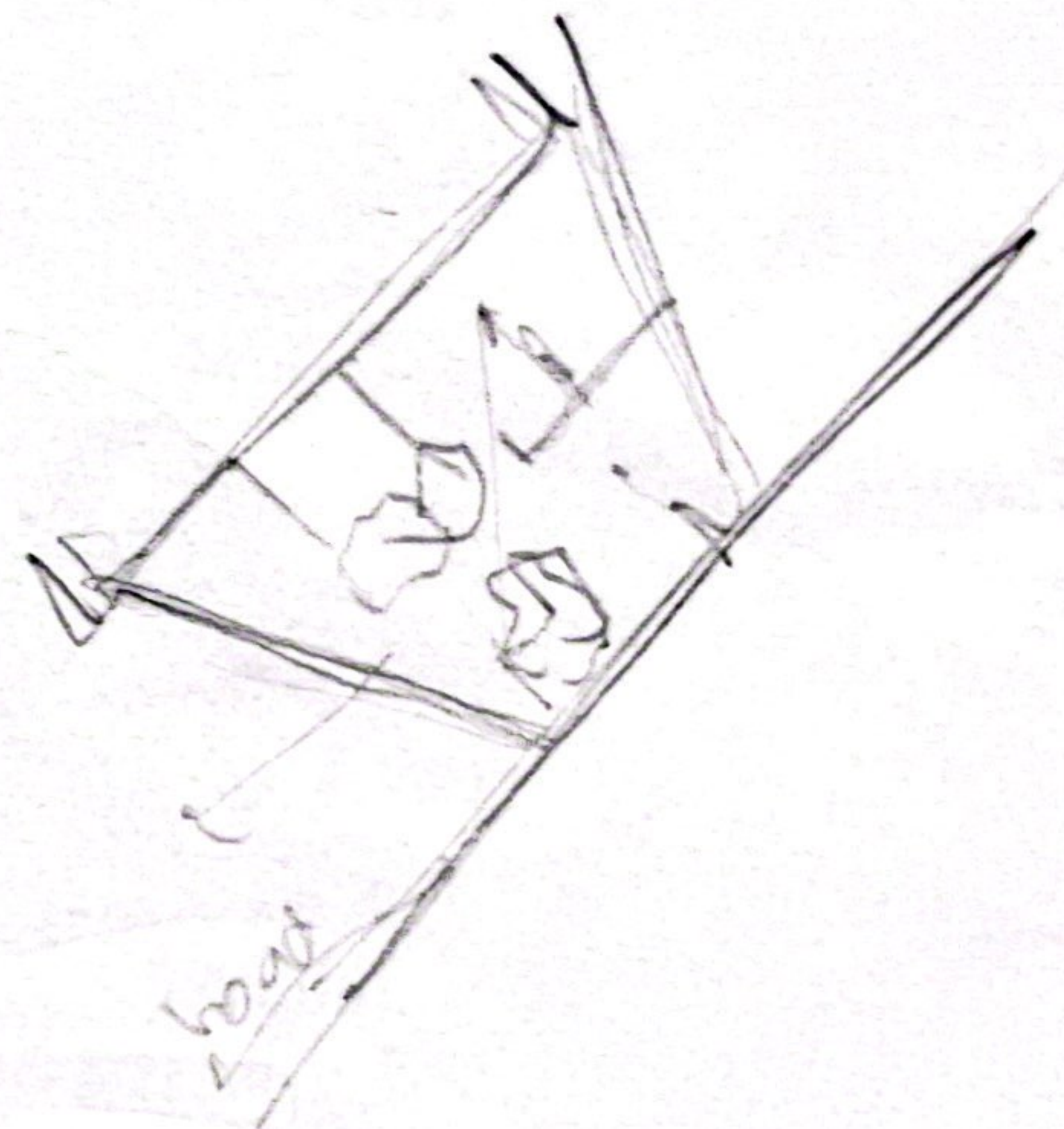
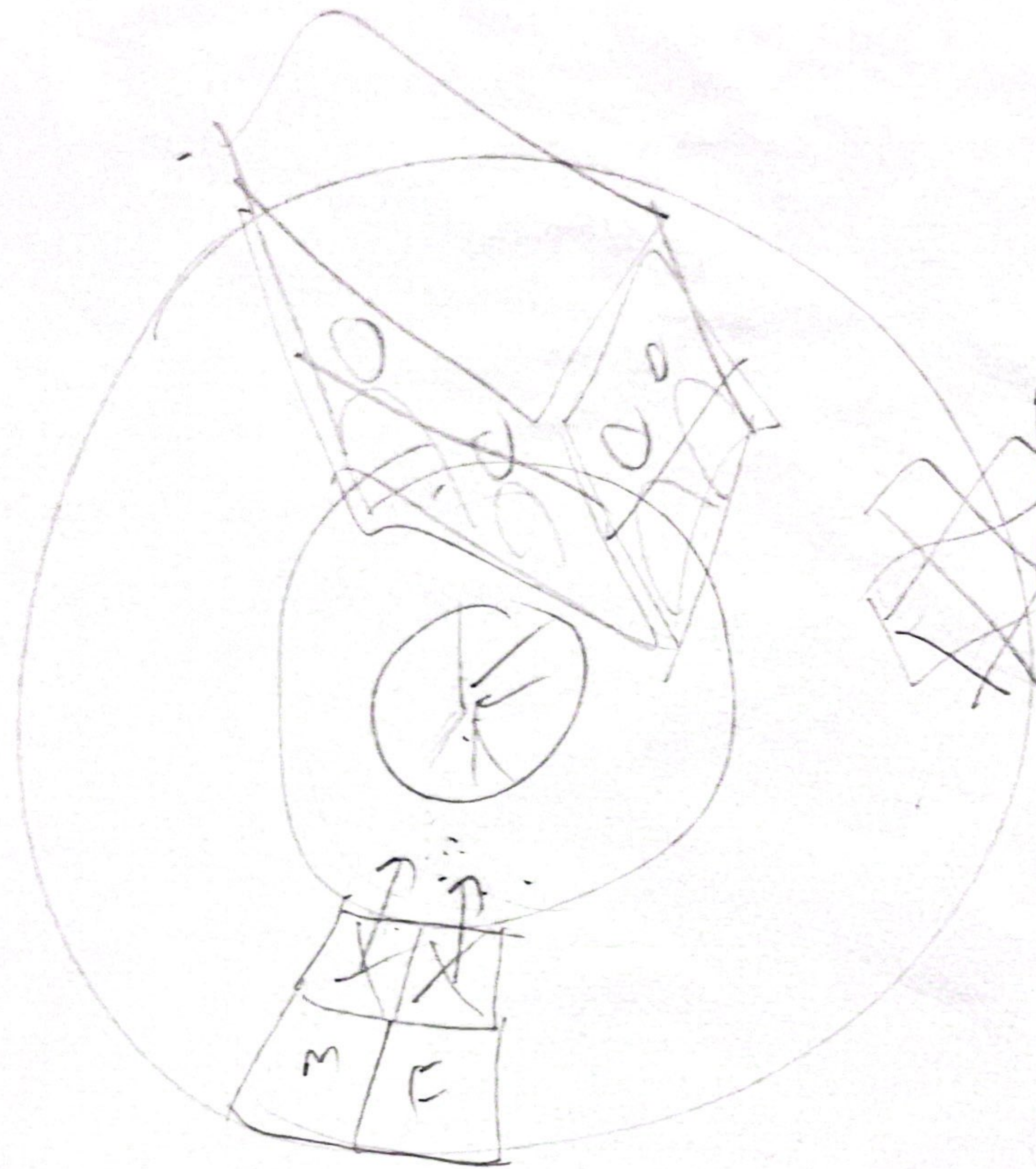
① facade

② entrance
drop off

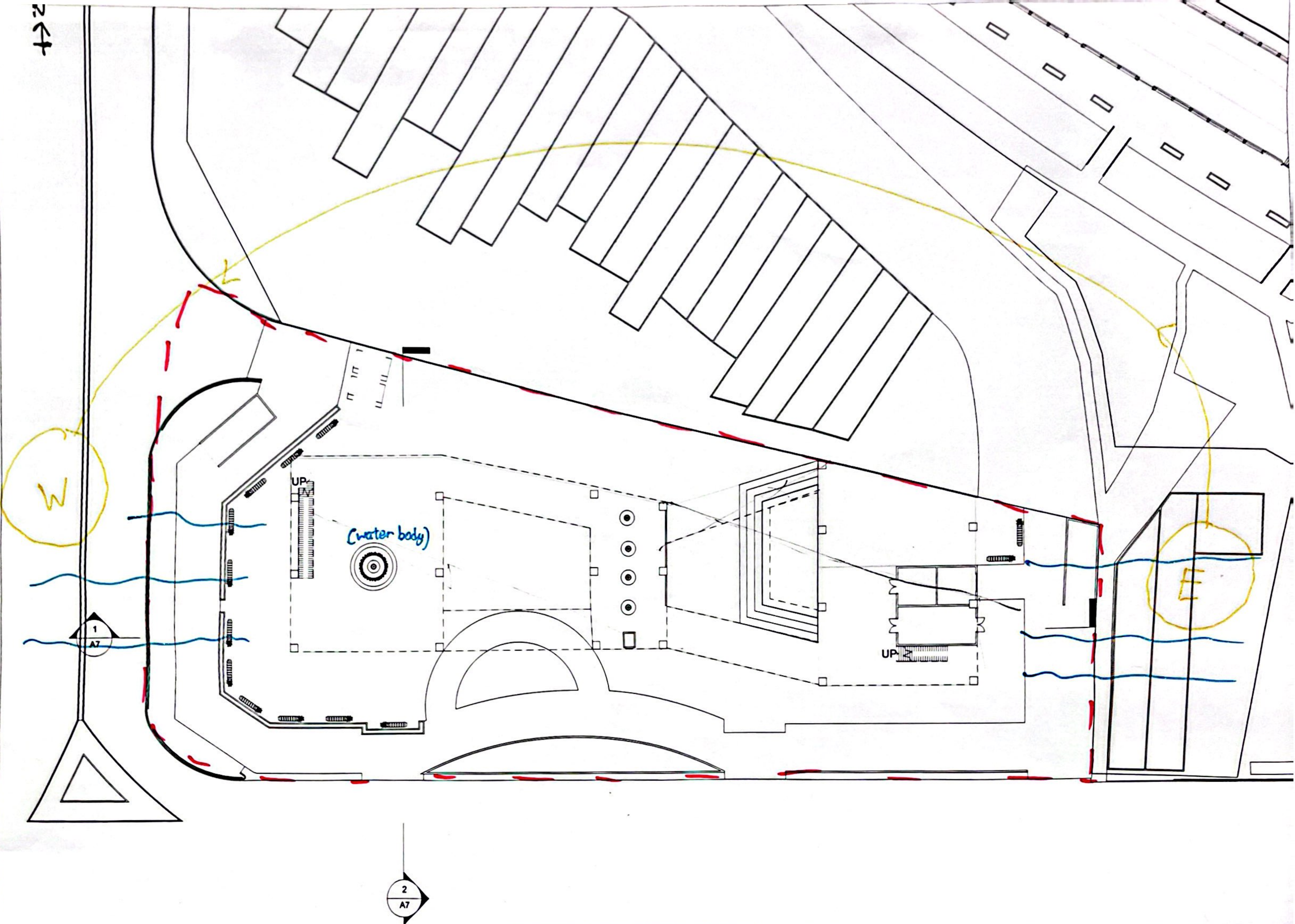
③ public rest
space

④ landscape





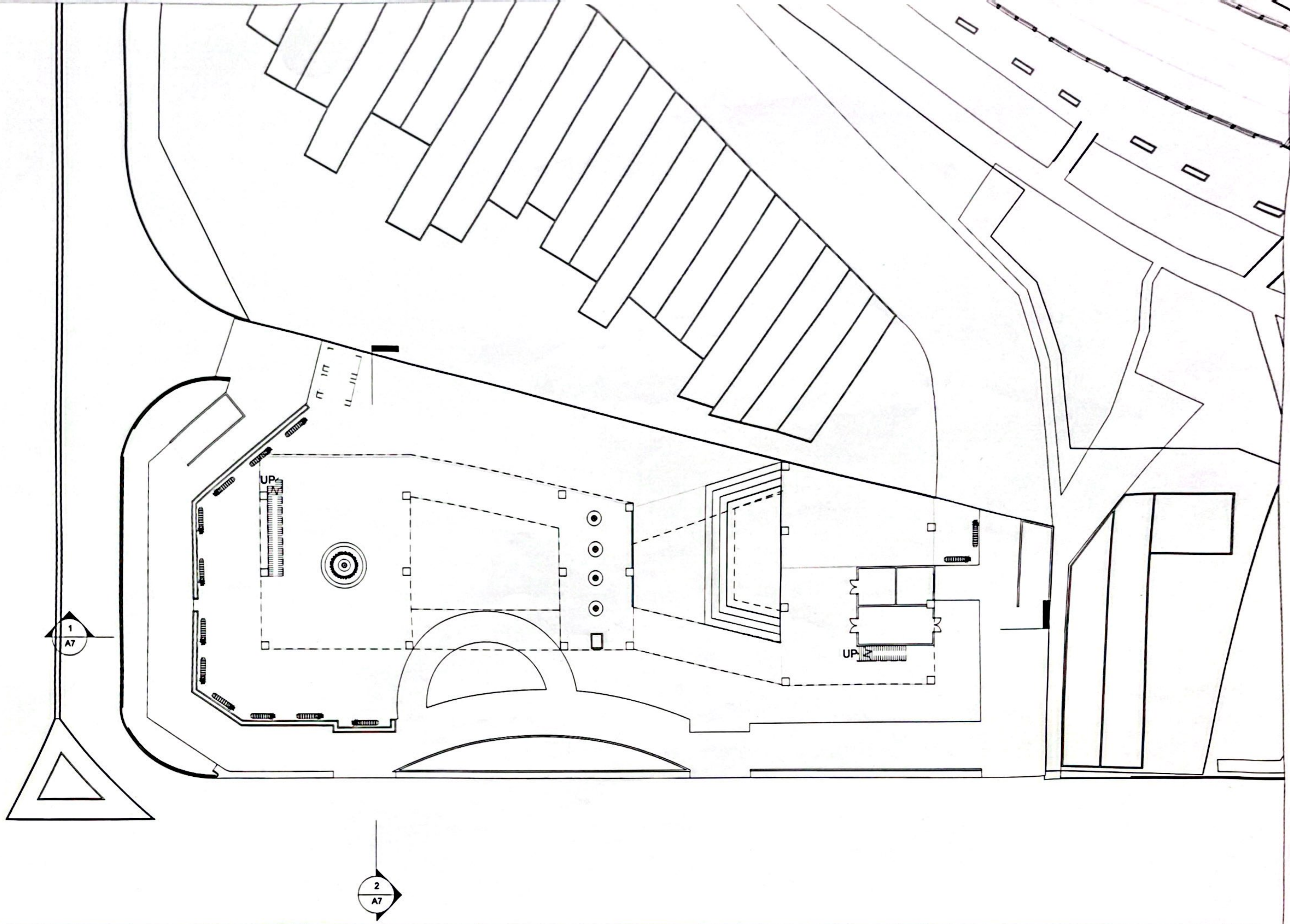
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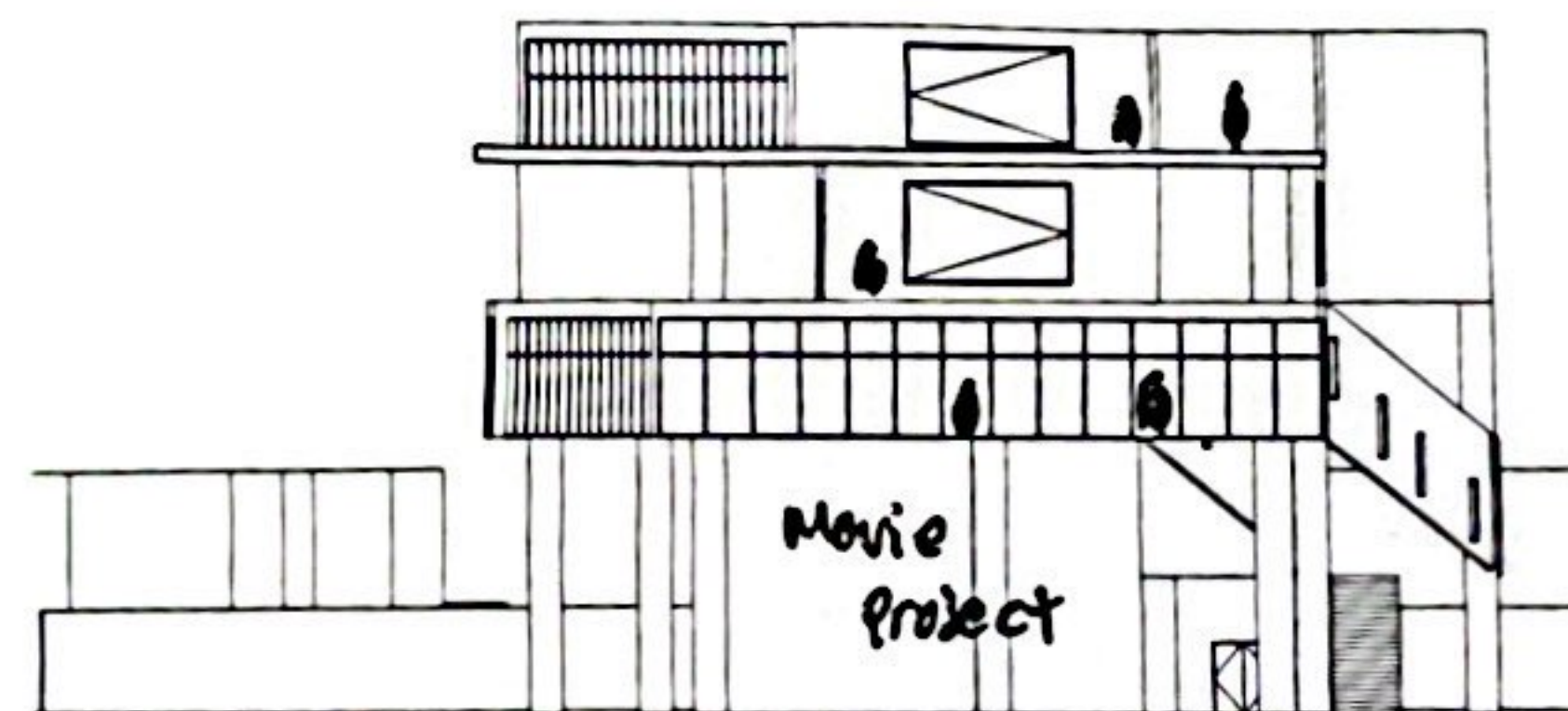


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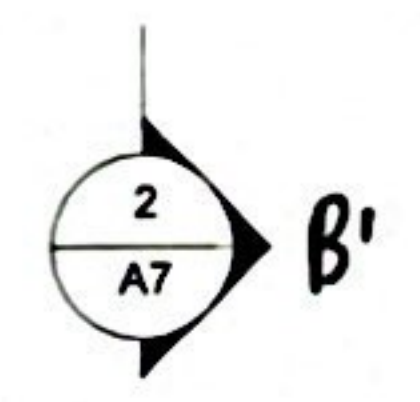
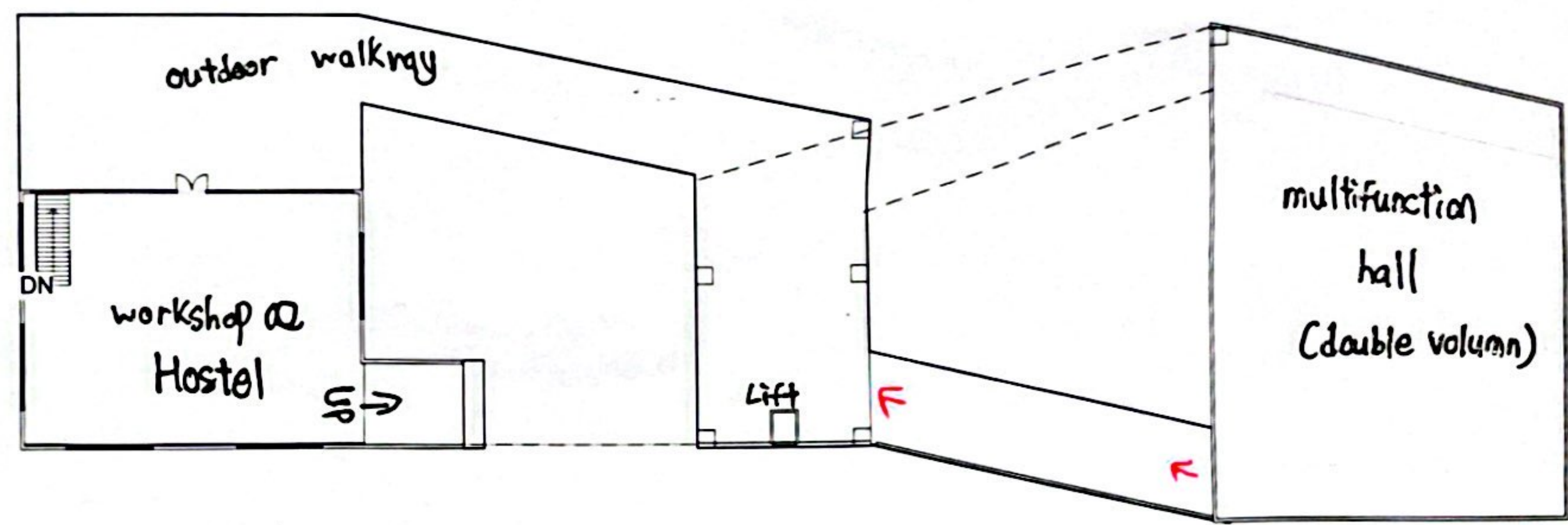
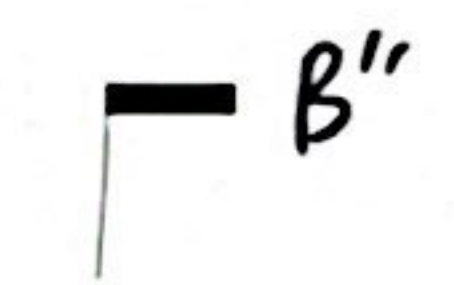
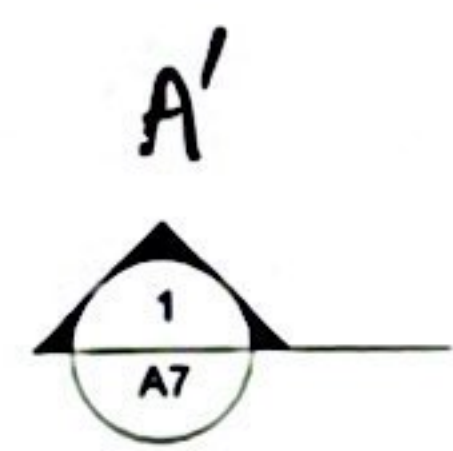




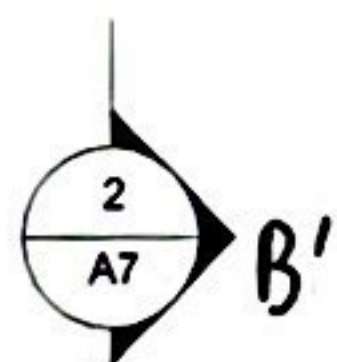
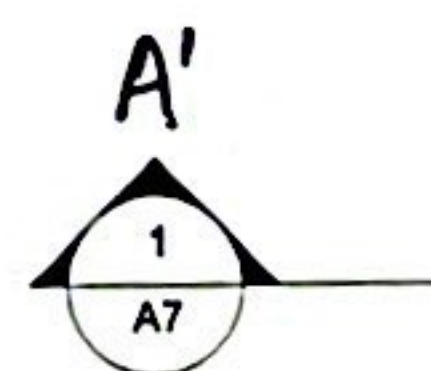
SECTION A'-A'



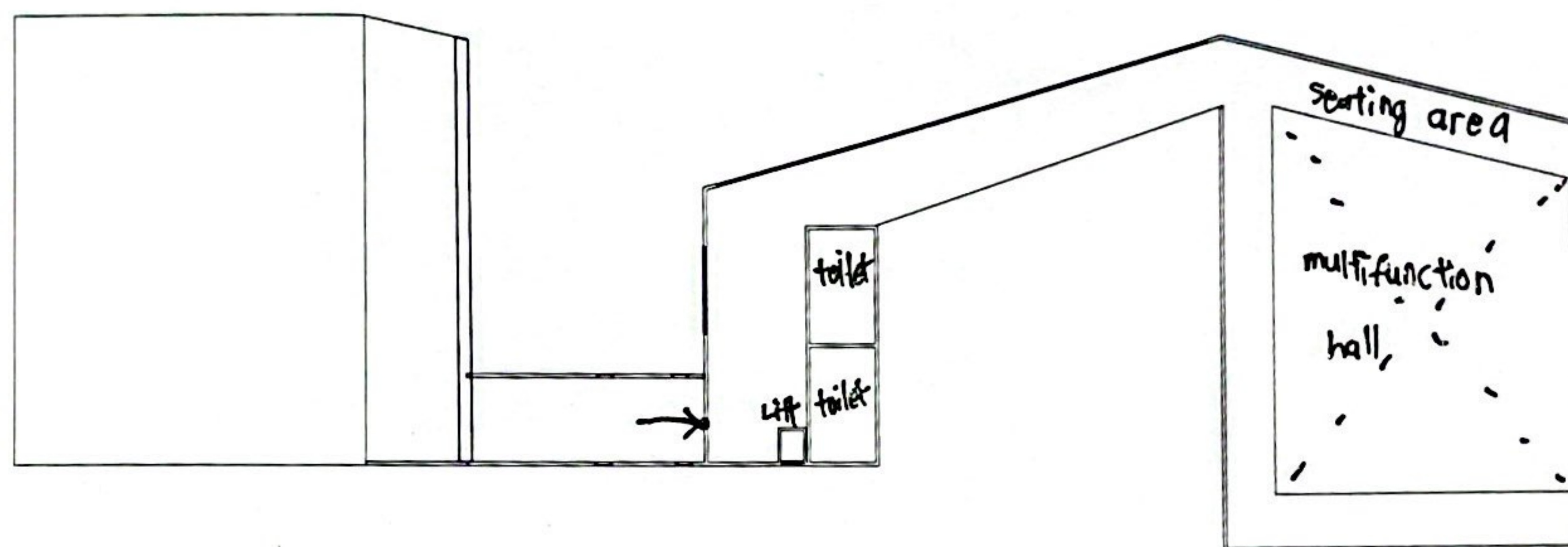
SECTION B'-B''



2
↑
+

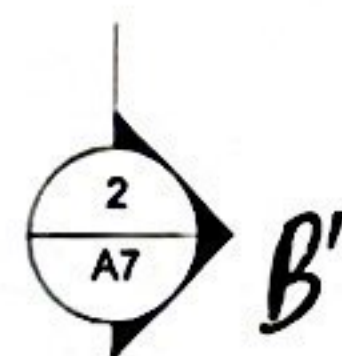
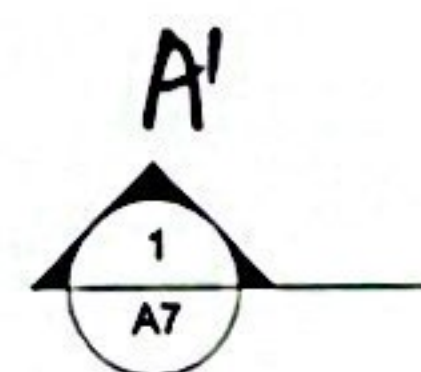


B''

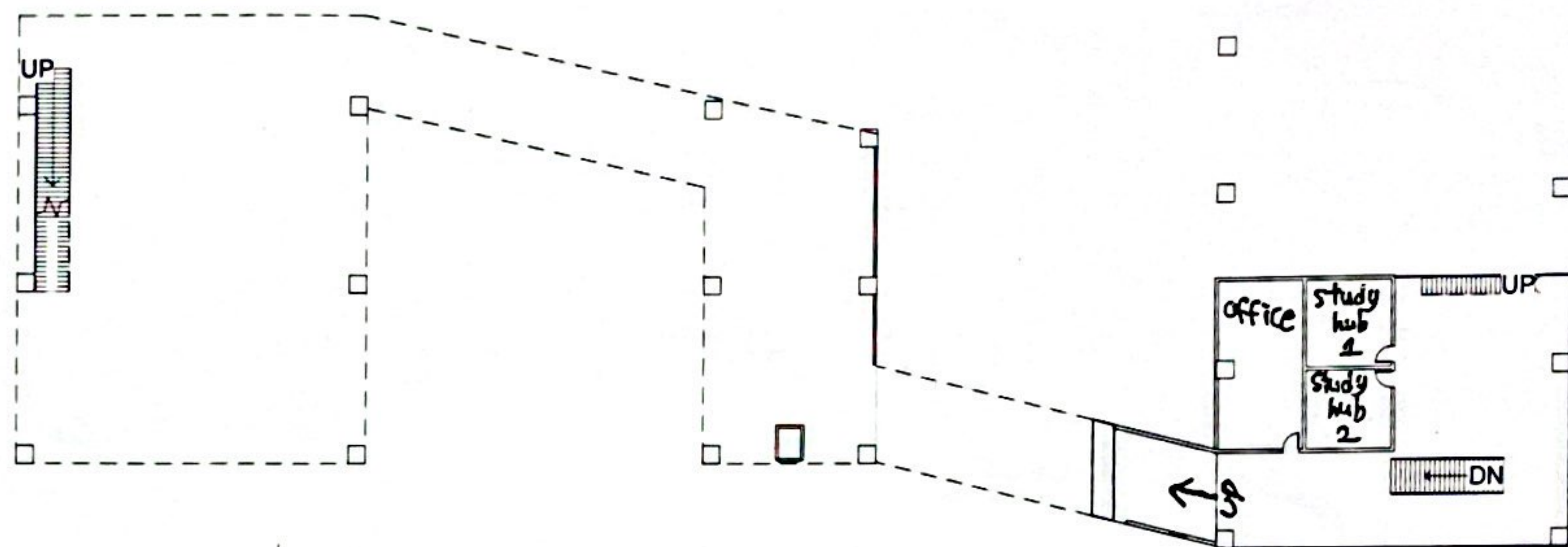
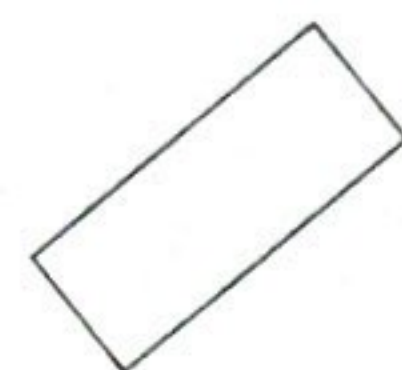


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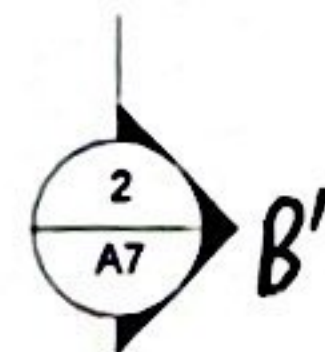
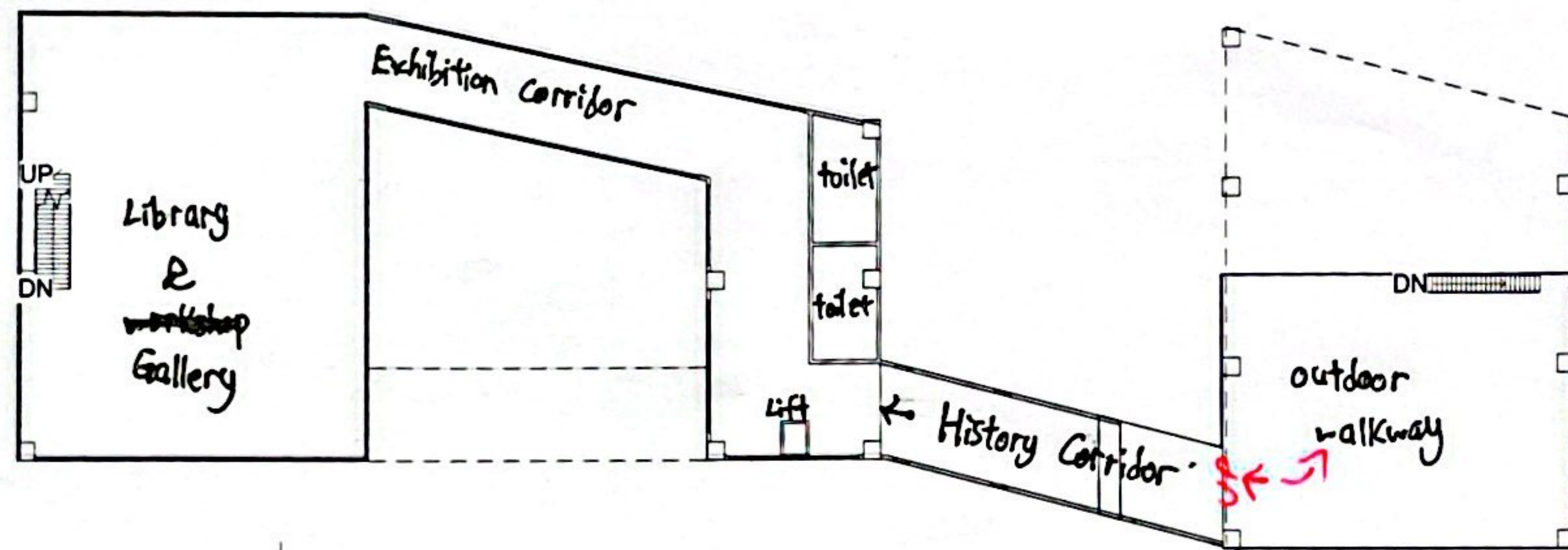
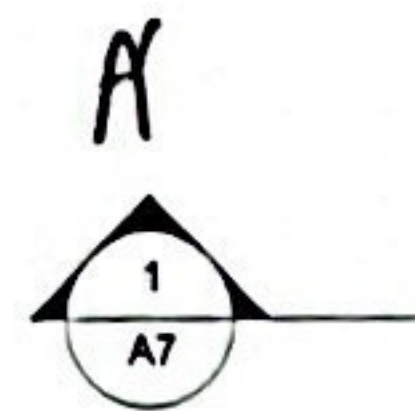
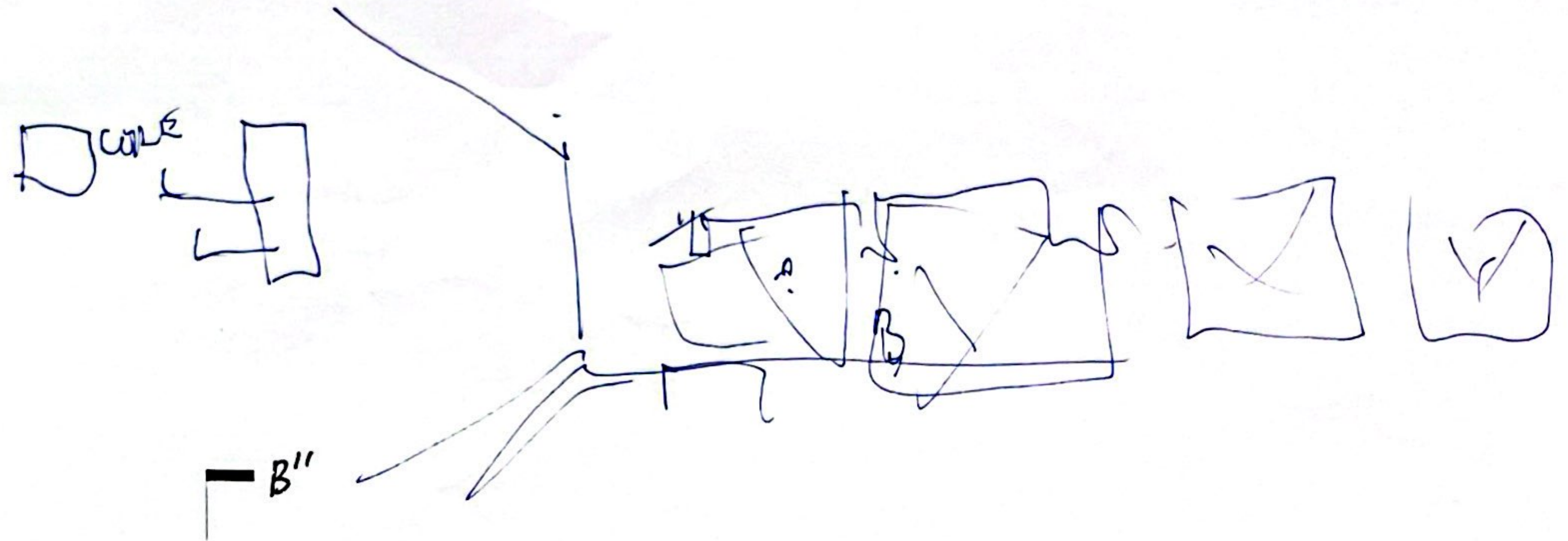
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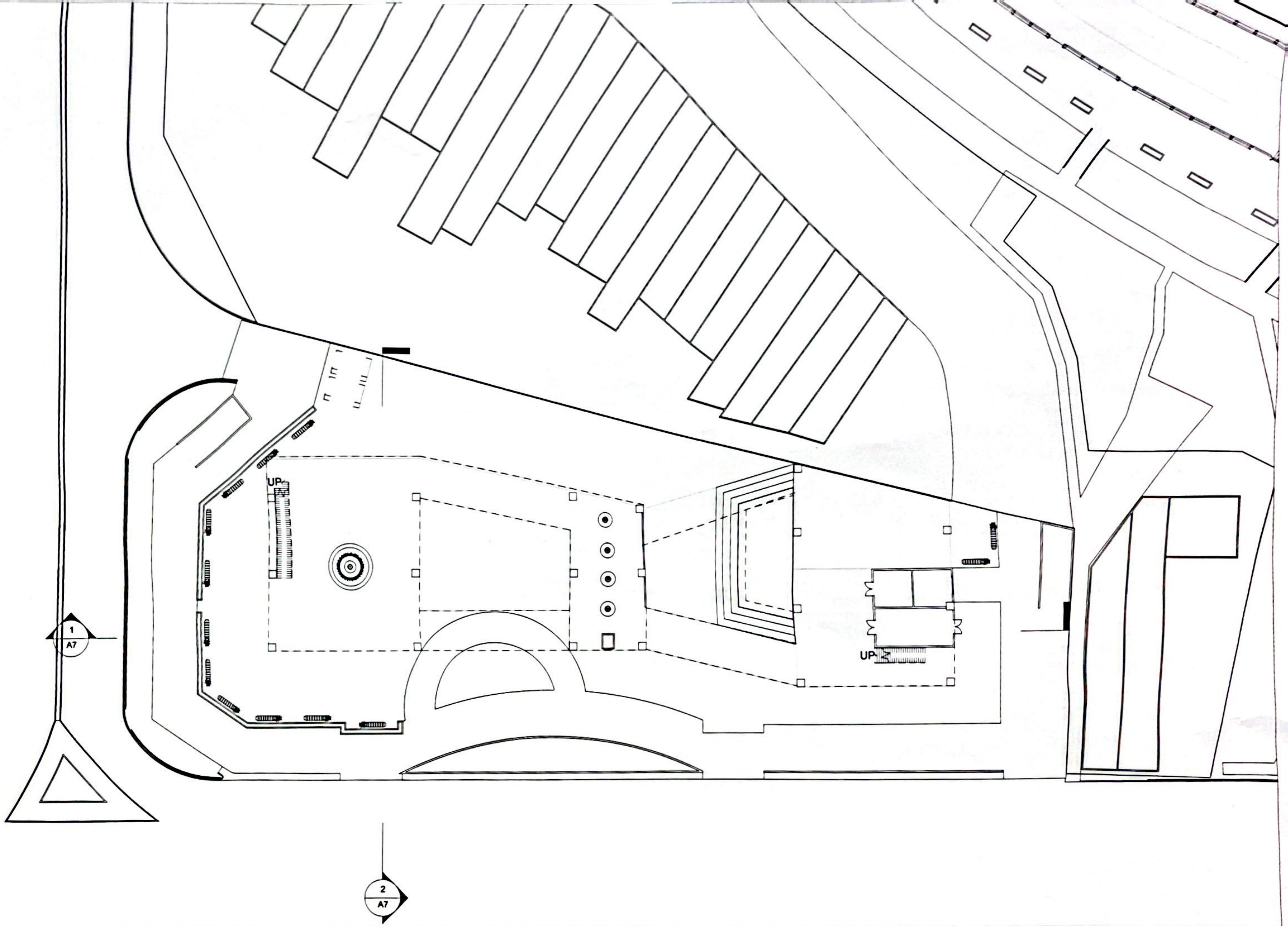


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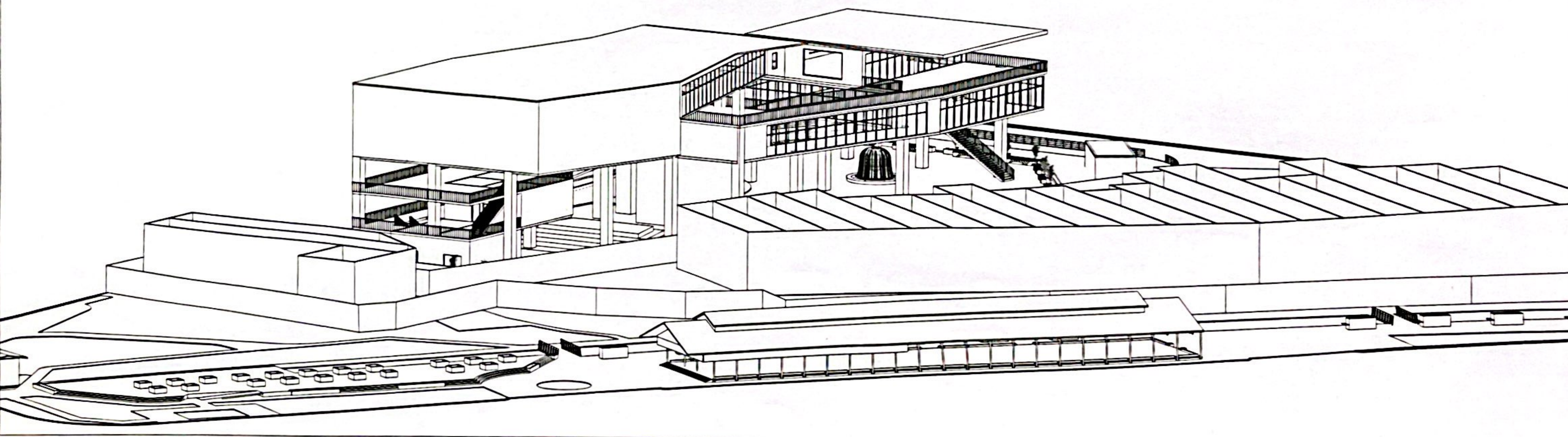
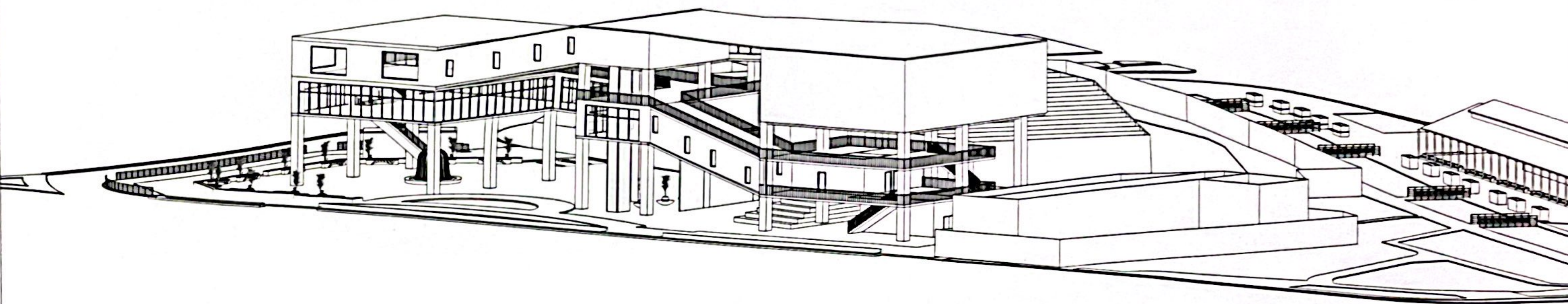


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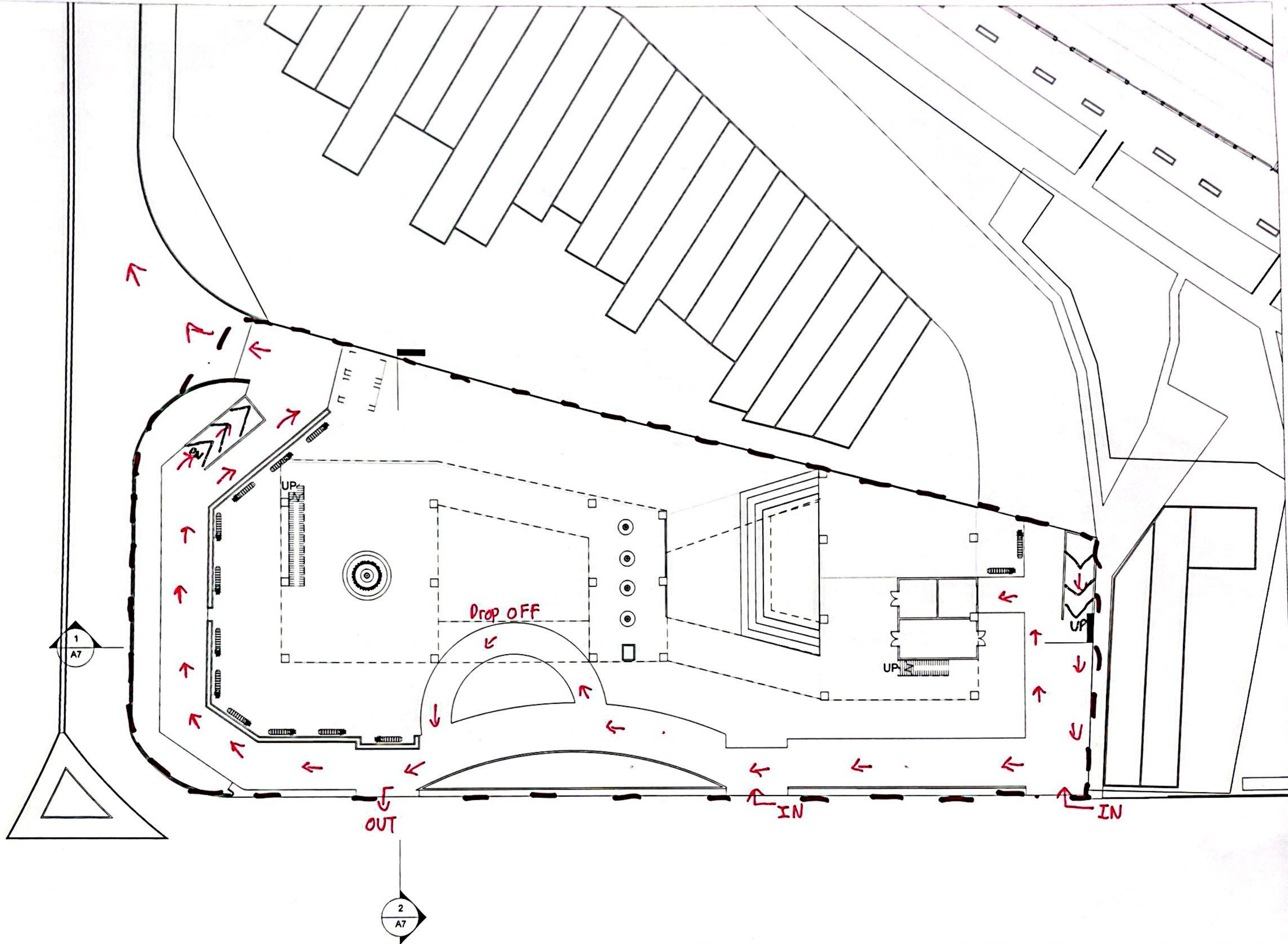




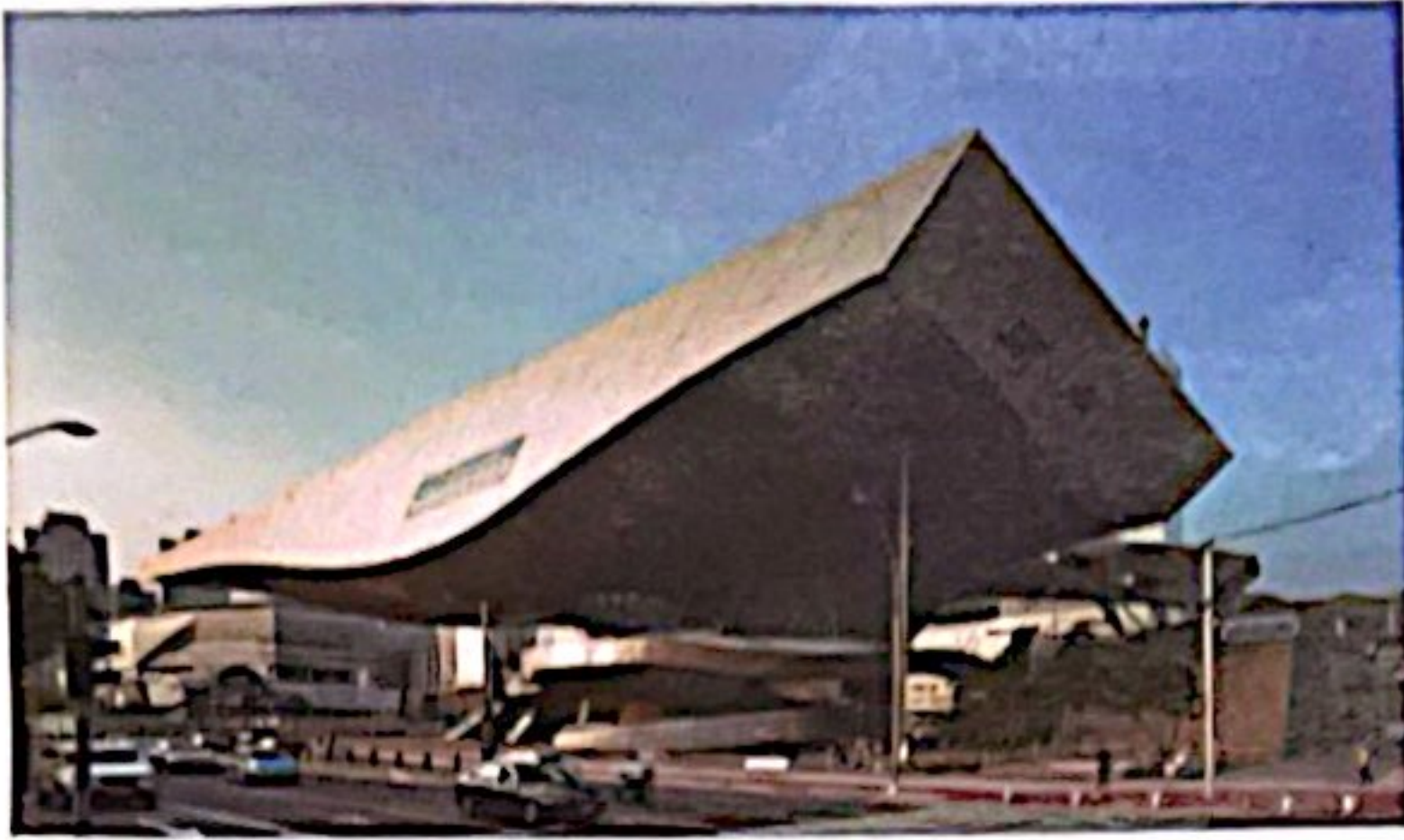








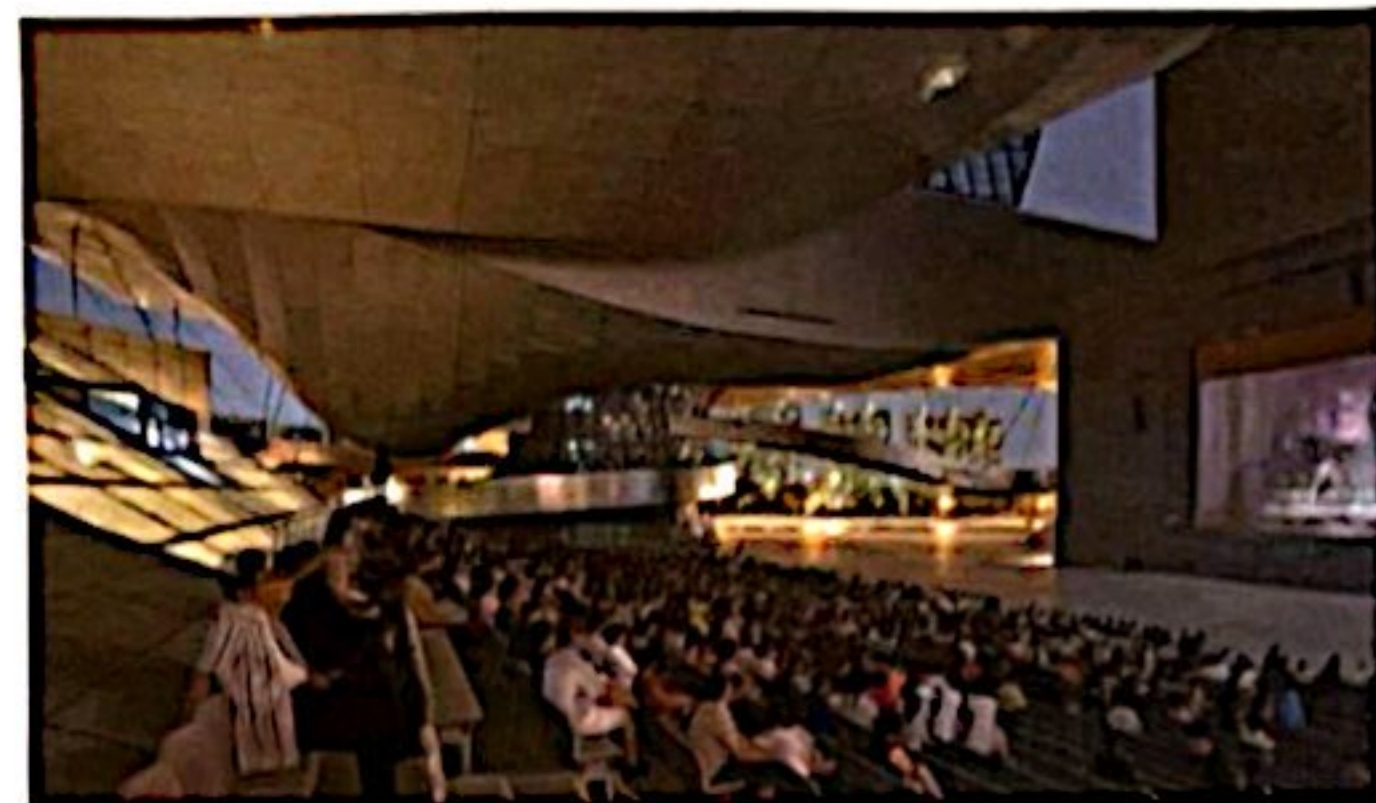
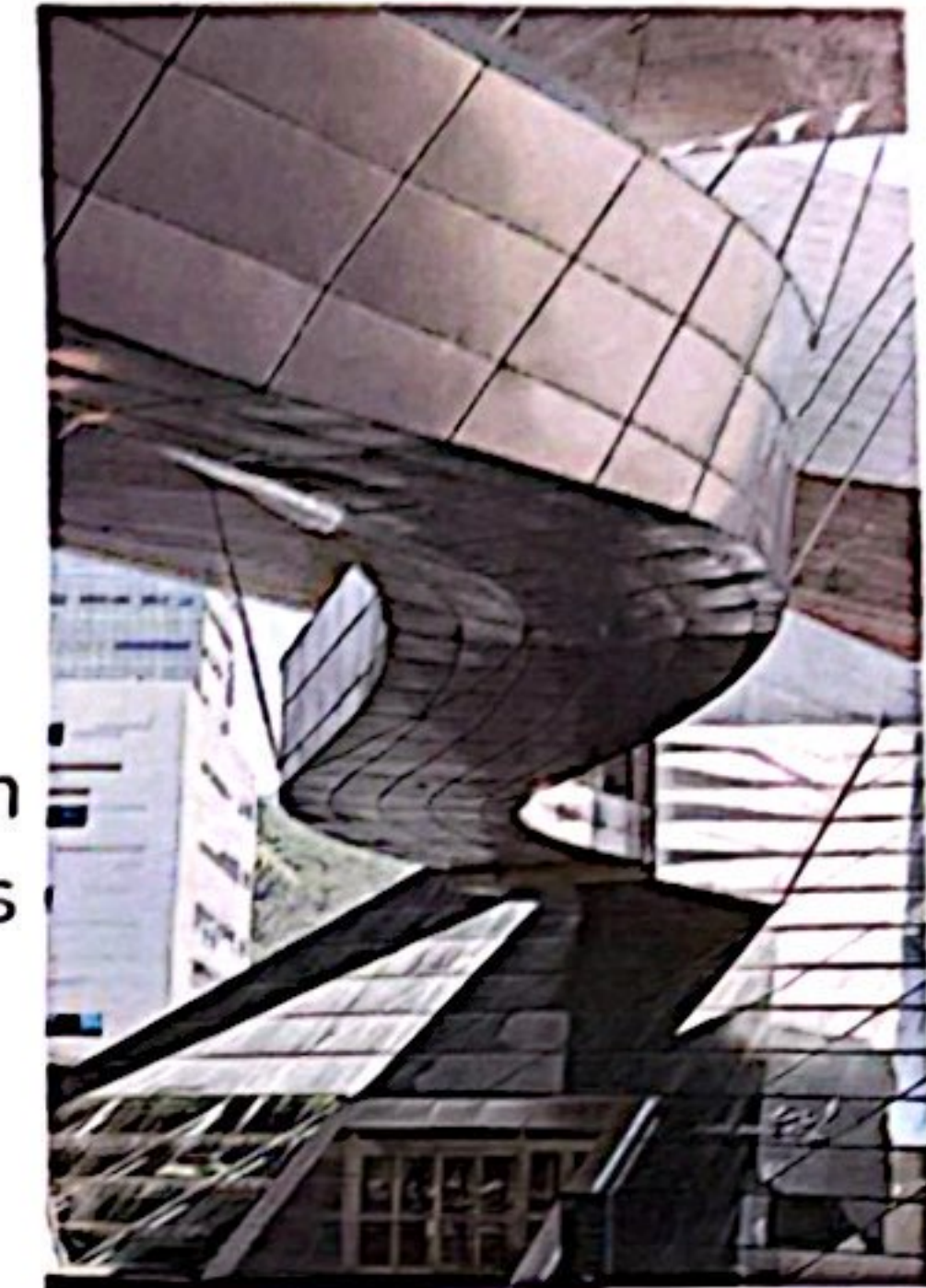
Precedent Study: Busan Cinema Center



- **Location:** Busan, South Korea
- **Function:** Cultural complex and main venue for Busan International Film Festival (BIFF)
- **Completion Year:** 2011
- **Architect:** Coop Himmelb(l)au (Wolf D. Prix and Helmut Swiczinsky)

Background:

The Busan Cinema Center, located in Busan, South Korea, the center is known for its striking “Big Roof” – a massive cantilevered steel structure that covers outdoor plazas and theaters. The center serves as a cultural hub for film lovers and the local community, combining innovative architecture with functional public spaces.



Outdoor Cinema Experience

Creating a vibrant public gathering place by integrating outdoor screening spaces

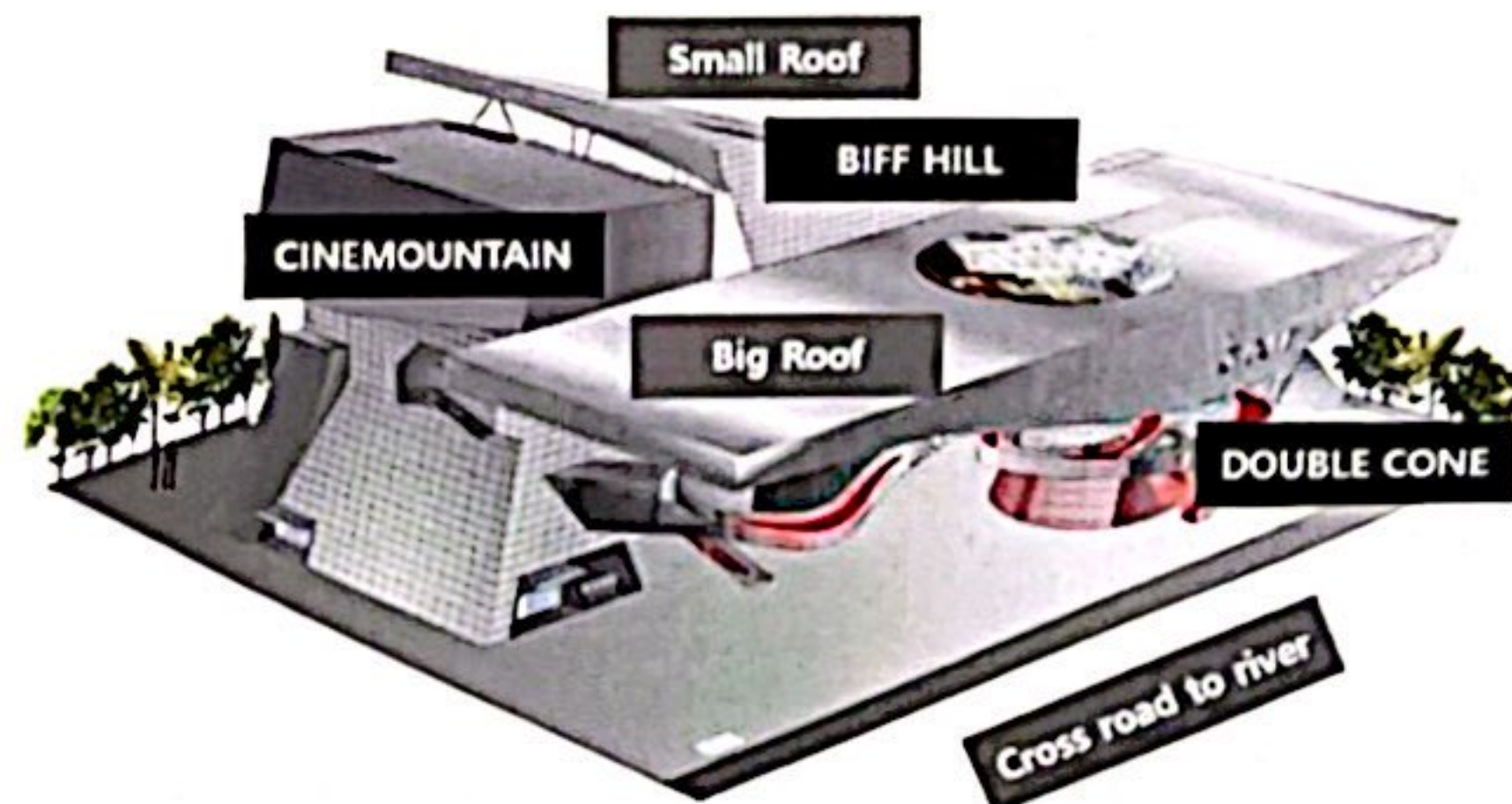
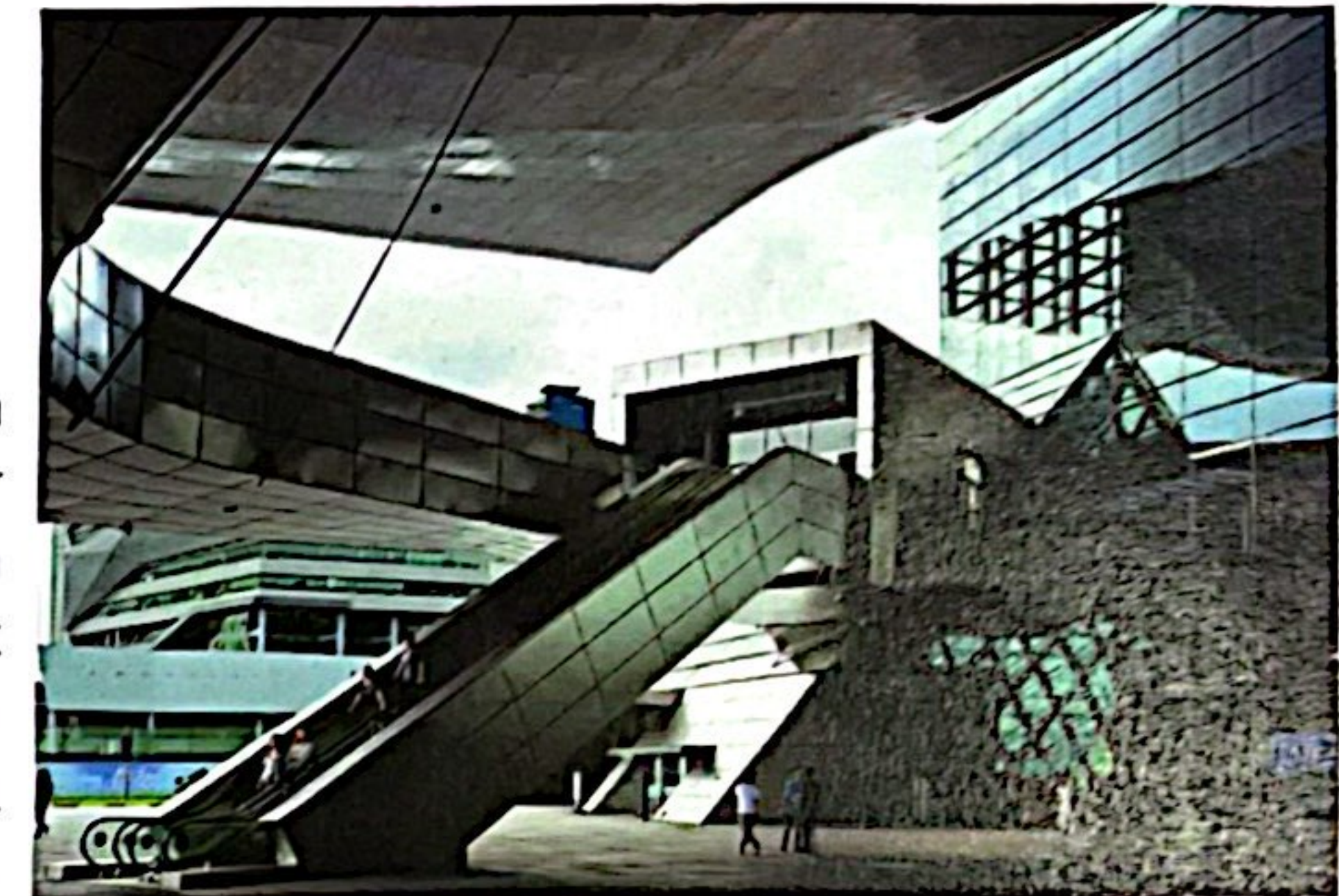
Encourages community engagement and inclusivity through open-air events

Vertical Connectivity: Escalator Design

Seamless transition from ground floor to upper levels enhances user circulation

Promotes easy access and flow between different public and event spaces

Integrates architecture with user movement, improving spatial experience



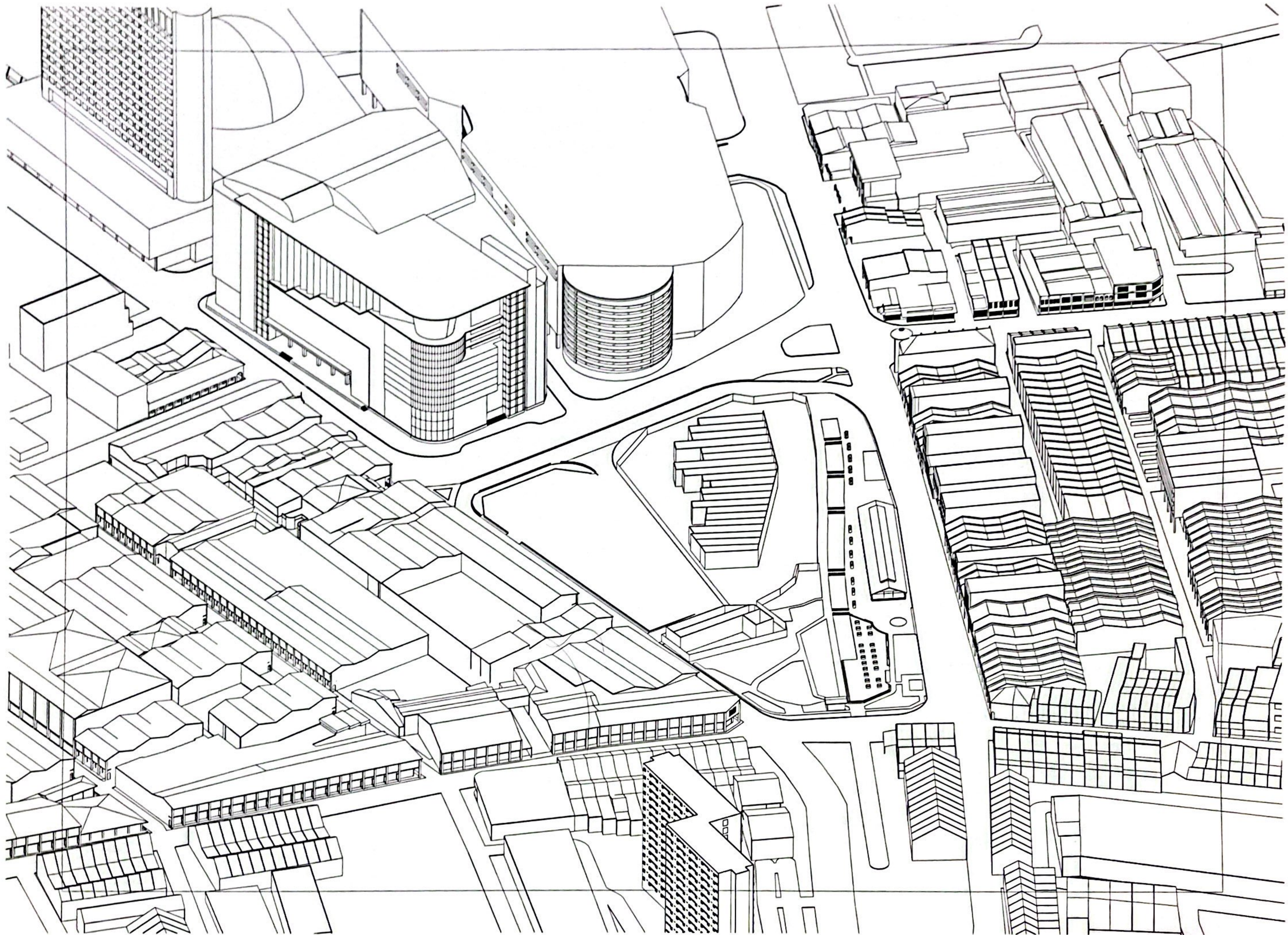
The Big Roof Structure

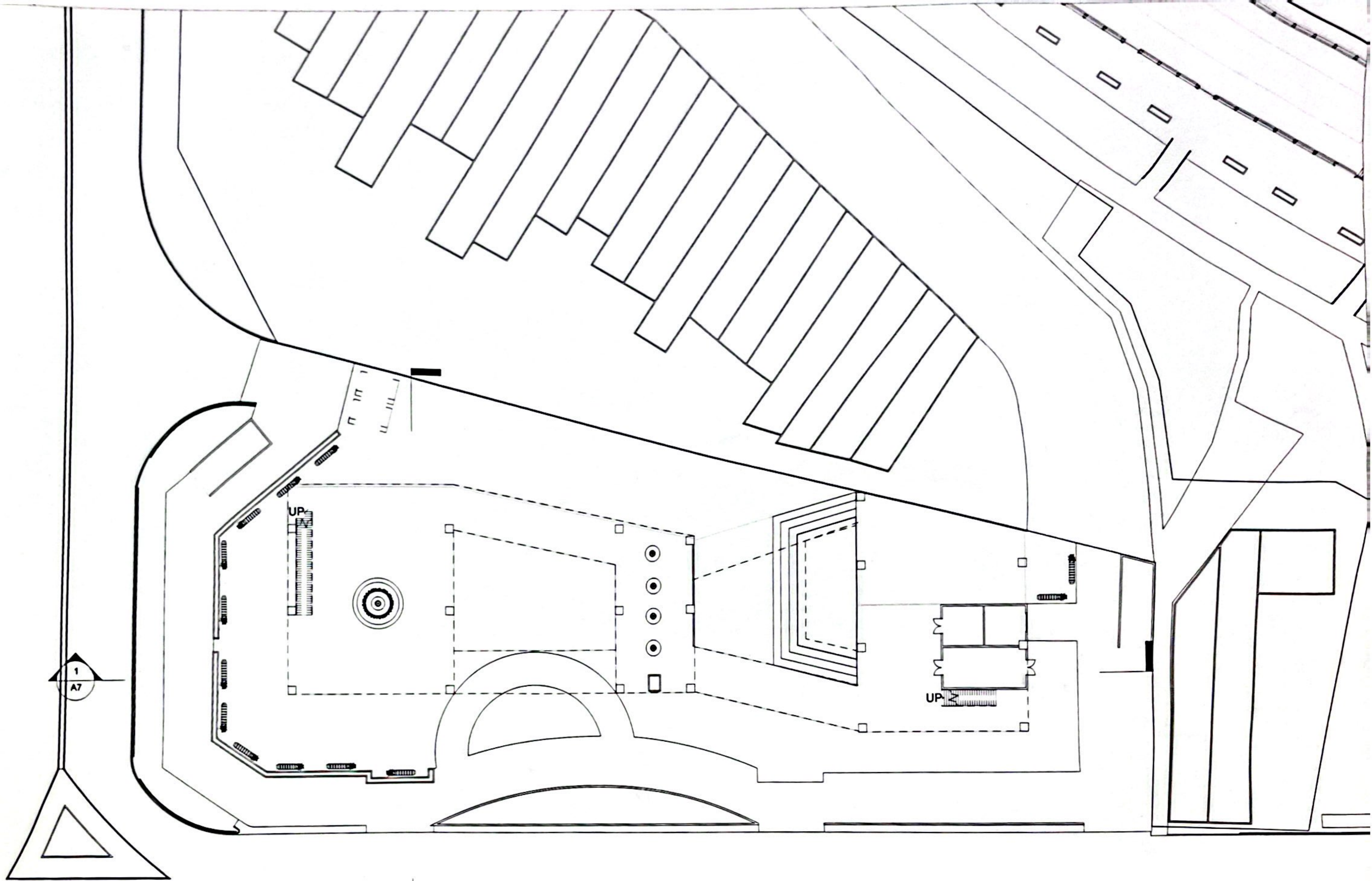
Innovative cantilever design creating a vast sheltered plaza without columns

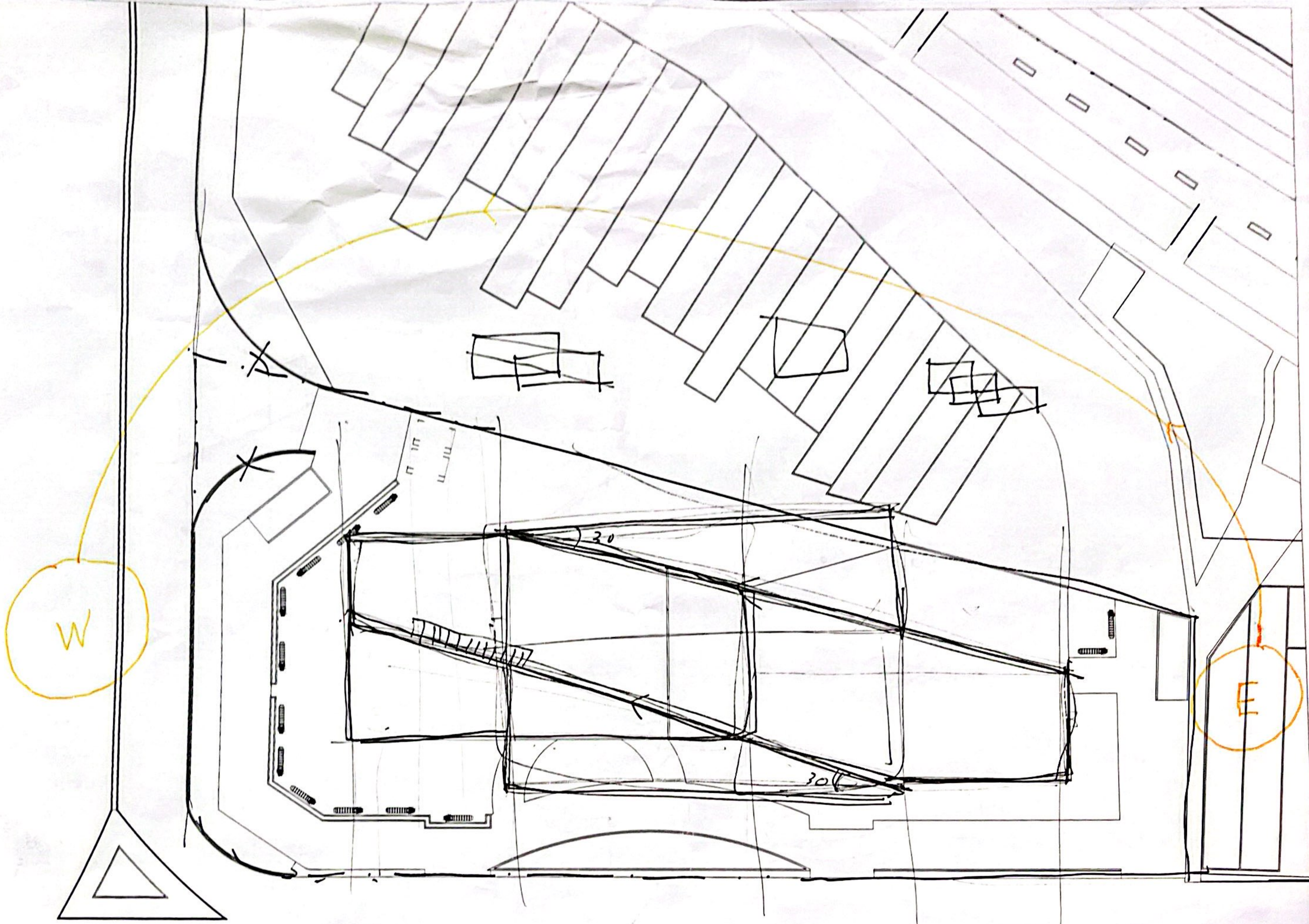
Provides shade and protection from weather while maintaining openness

Acts as an iconic architectural statement and landmark

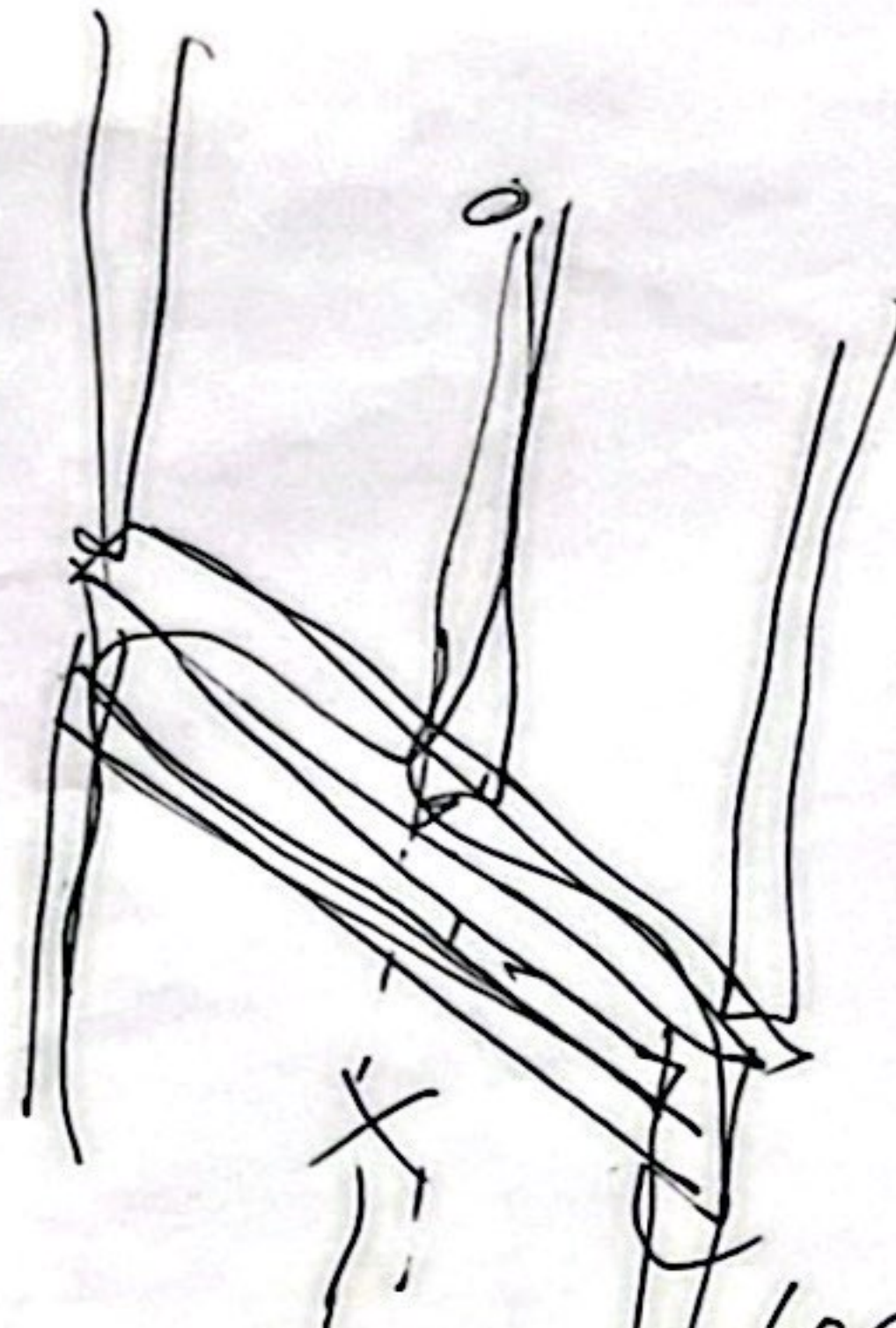
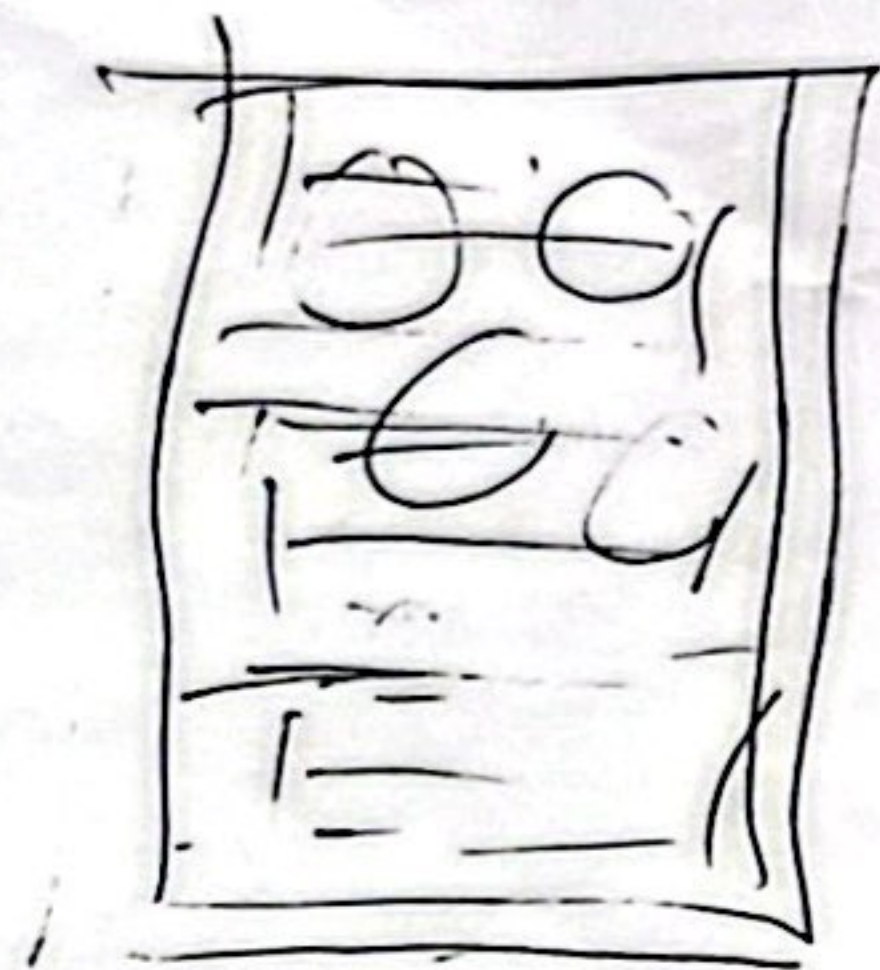
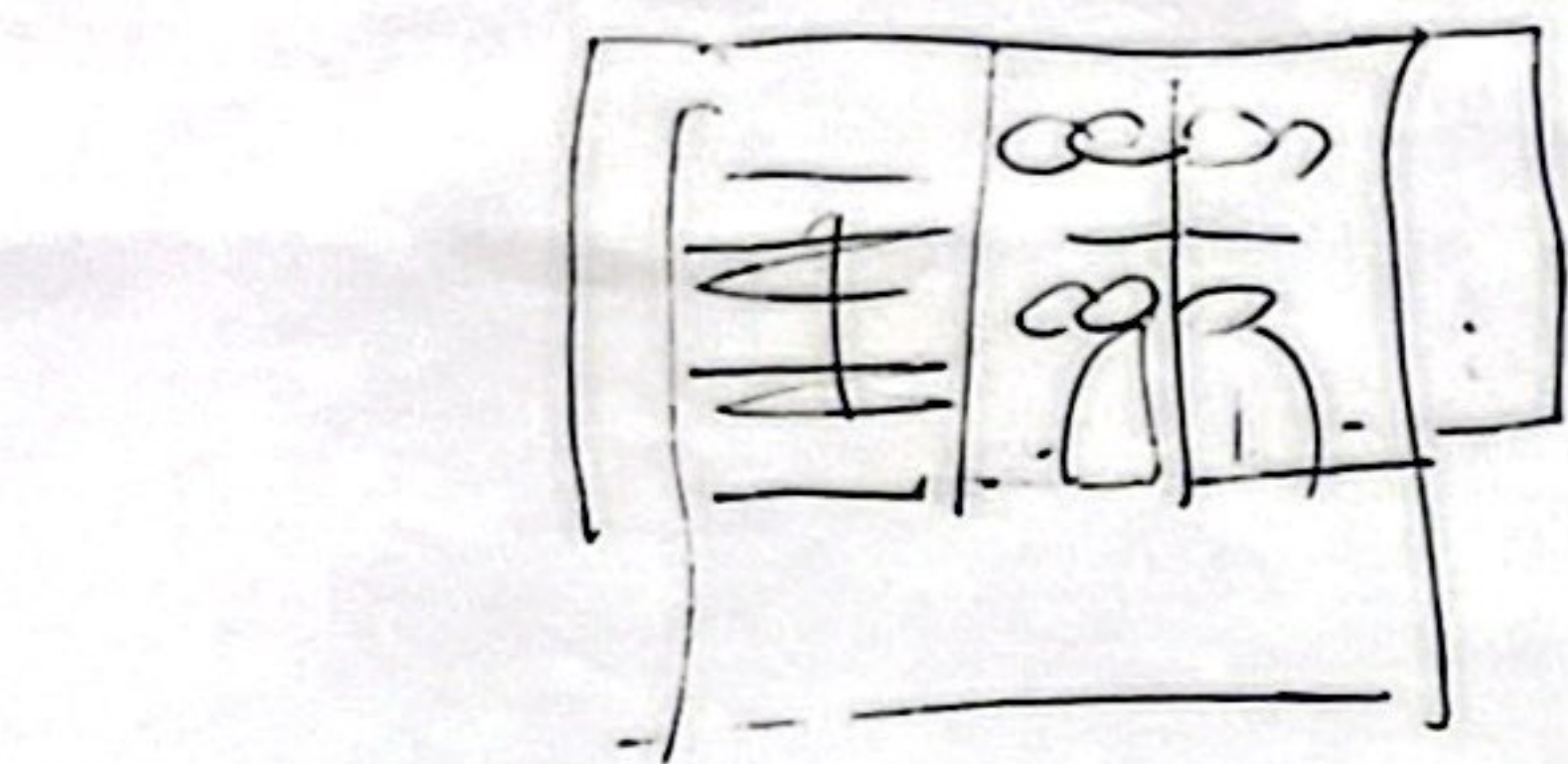
What I learned from this project is the use of outdoor cinema to create a public gathering space, the dramatic 'Big Roof' structure that shelters the plaza, and the use of escalators to connect ground to upper levels efficiently.



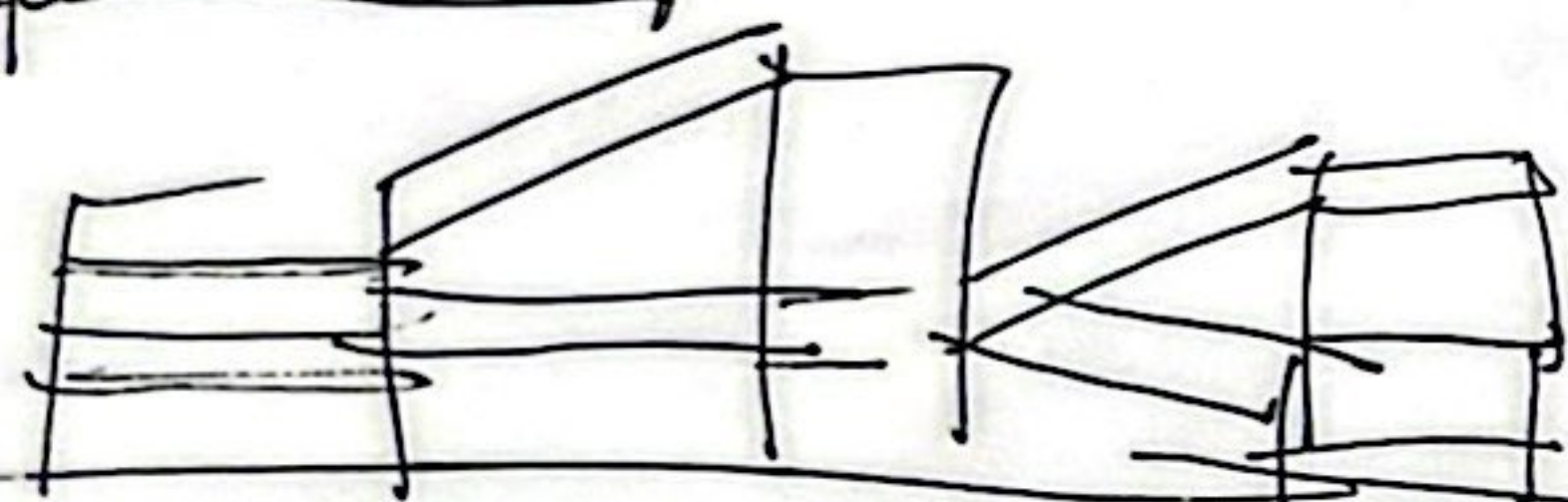
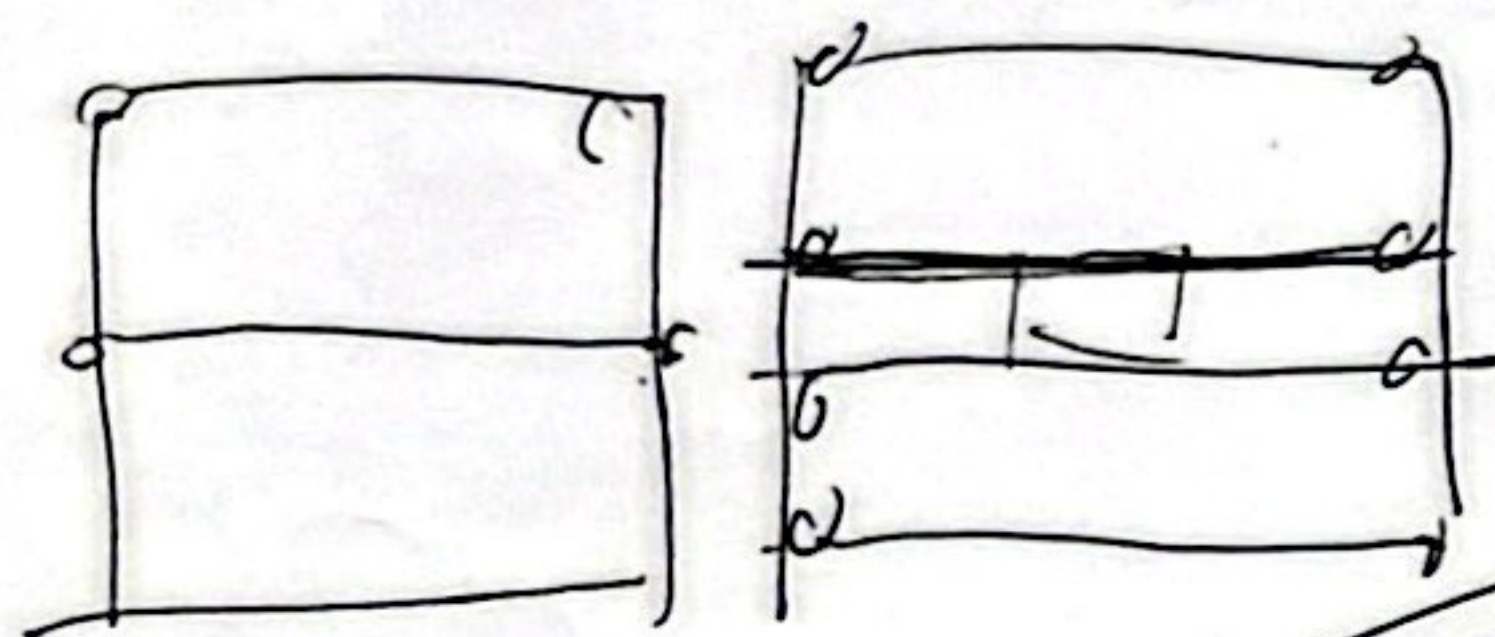




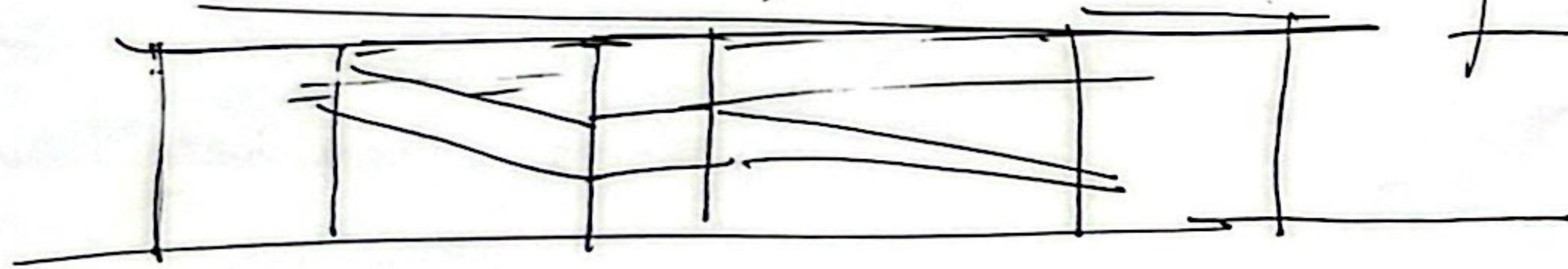
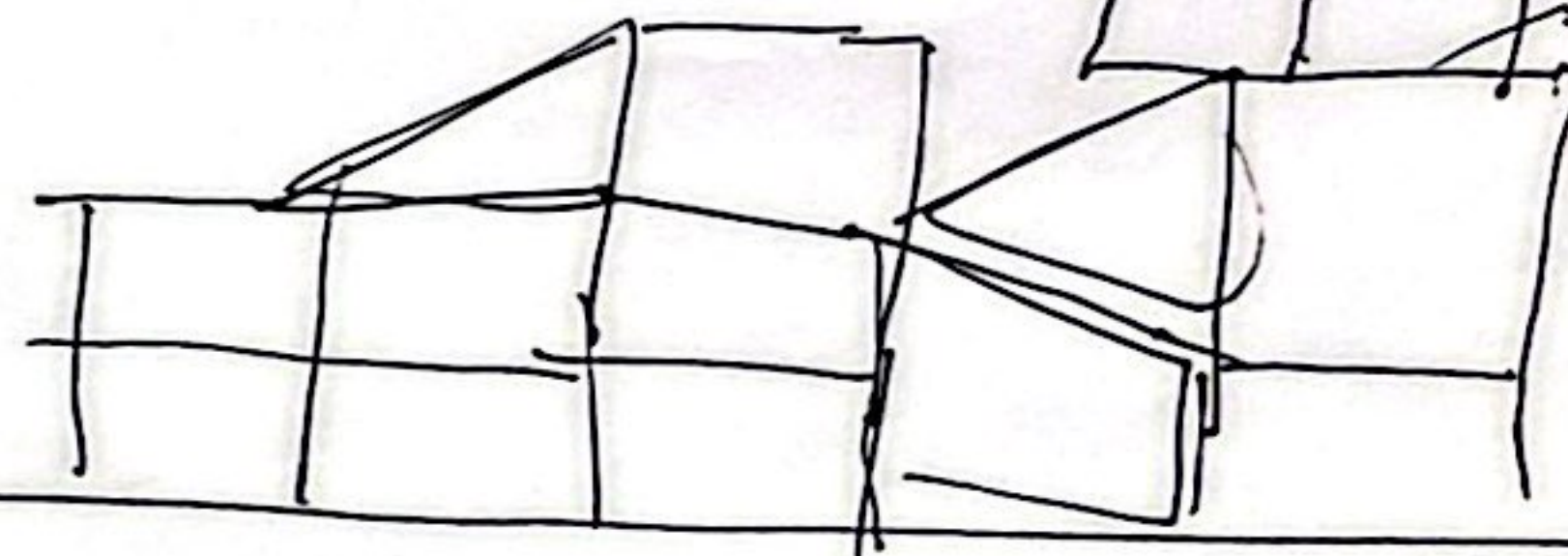
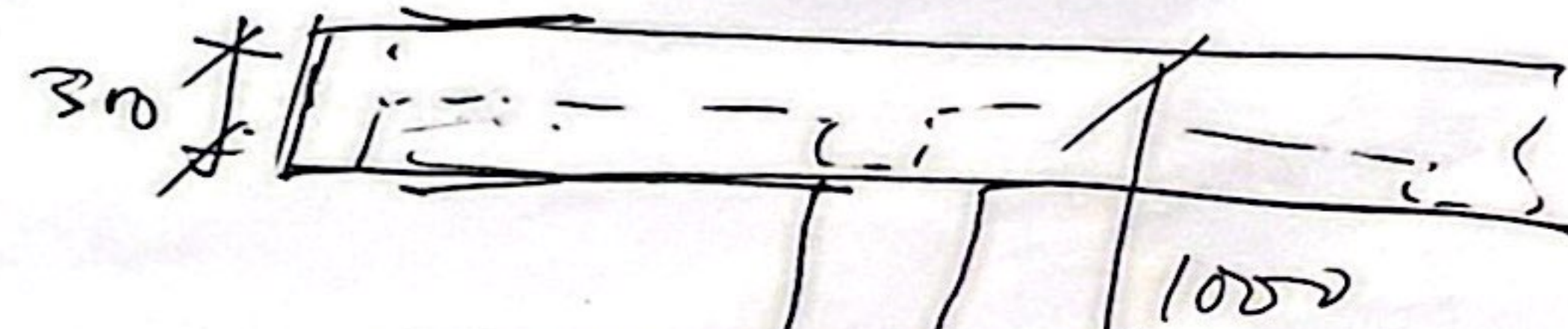
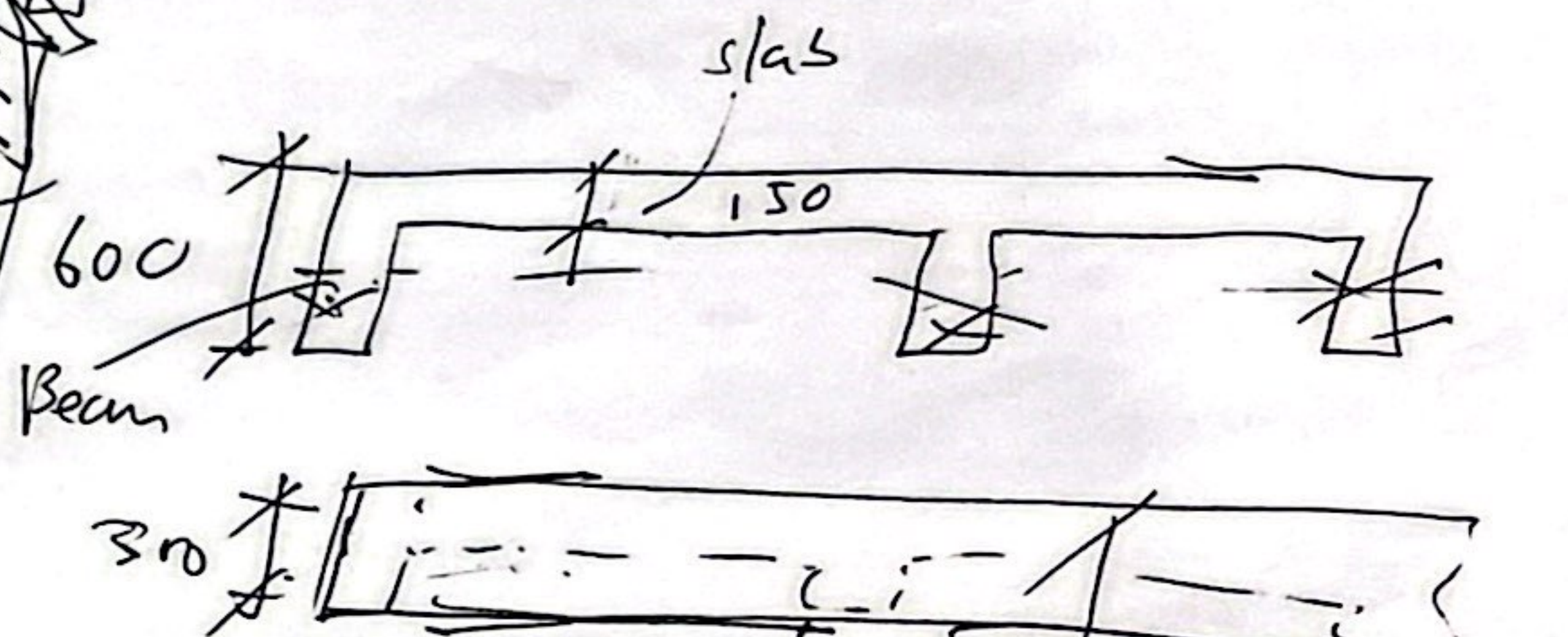
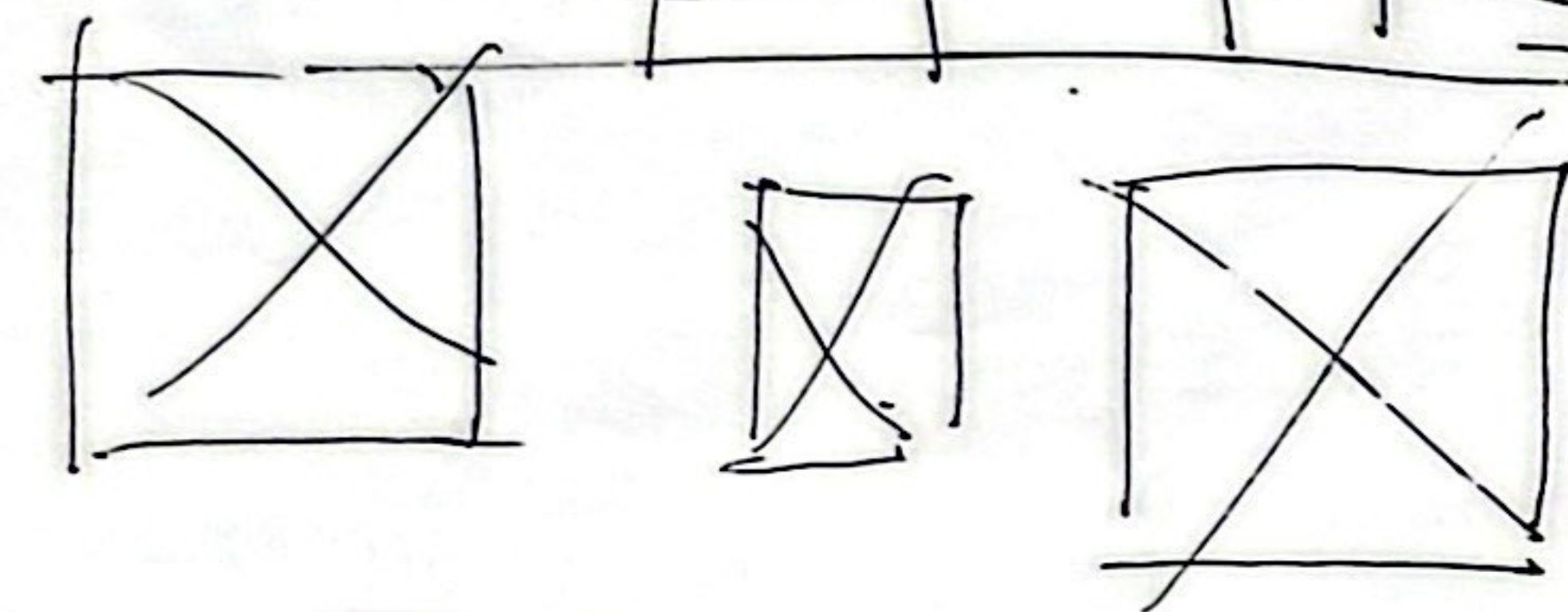
The longest side of building facing north and south to avoid the Site Plan
direct sunlight



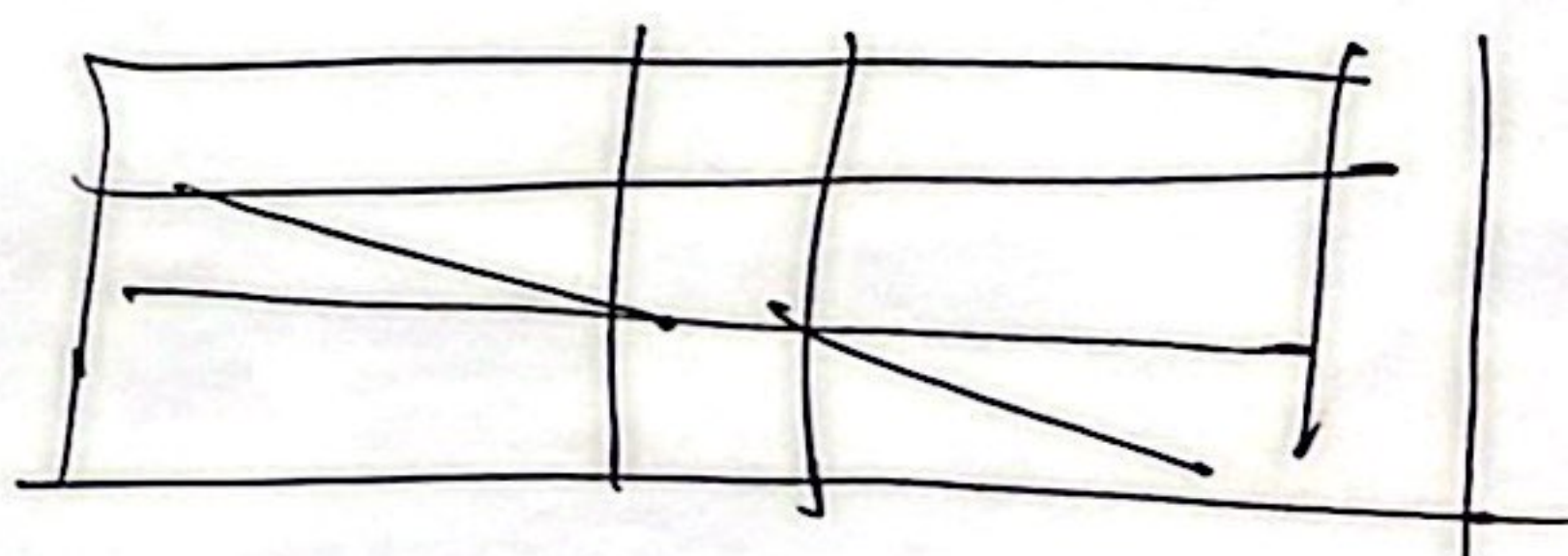
Slab $\rightarrow$ 300
corr

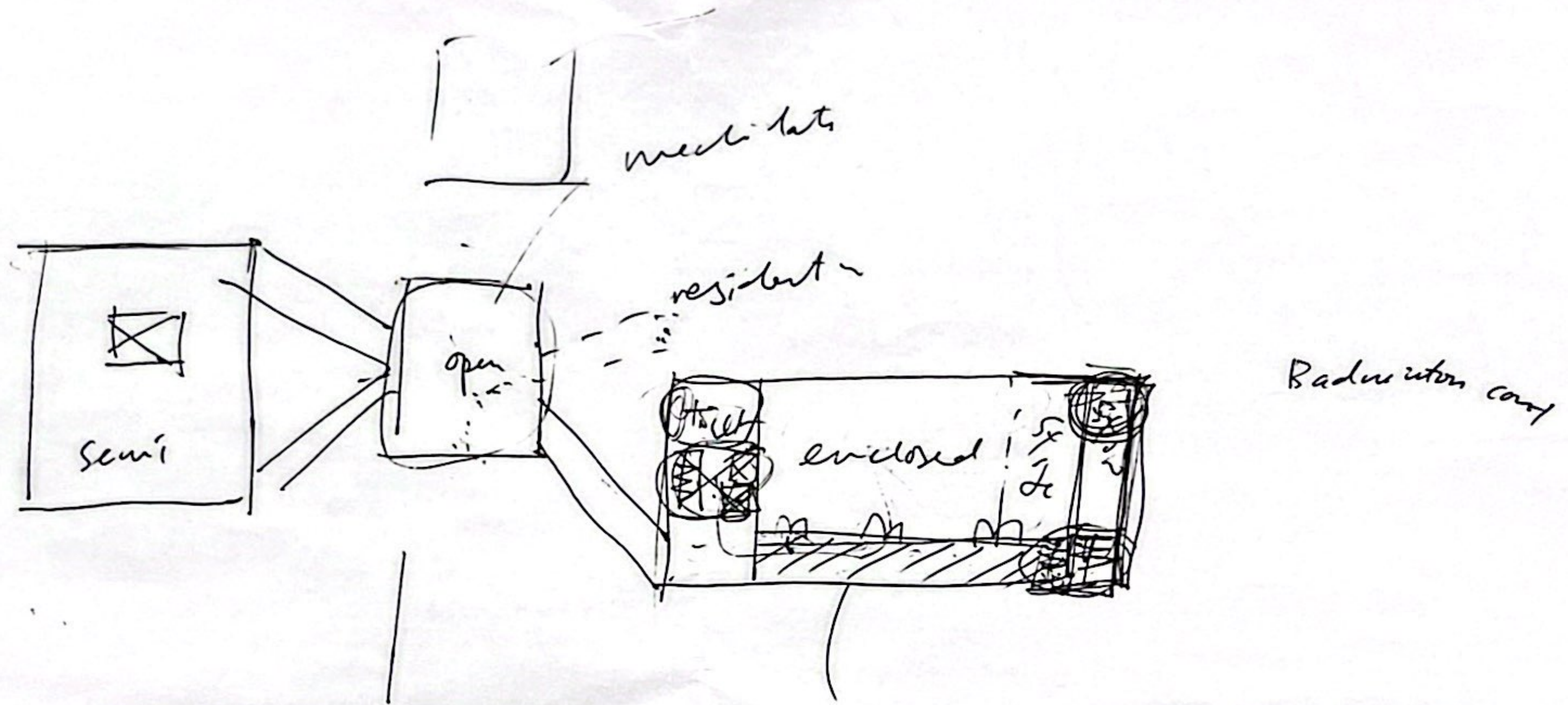


Stage



+





breakout space
 or

