Architecture is both the process and the product of planning, designing, and constructing buildings and other physical structures. Architectural works, in the material form of buildings, are often perceived as cultural symbols and as works of art.

Architecture has to do with planning, designing and constructing form, space and ambience to reflect functional, technical, social, environmental and aesthetic considerations. It requires the creative manipulation and coordination of materials and technology, and of light and shadow.

You can say architecture is an art form, and just like art, it is somehow unique to human, buildings, cities and many man-made structures define the human civilisation, our habits, as well as our habitats and the humanity.
學生作品
Student's Artworks

Title The Aftermath
Medium Charcoal

Title Our Destiny?
Medium Video (3:40)

Title Virtual City 2033
Medium Illustration

Title Sky walkway
Medium Computer Graphic
8 spruce street,

Originally known as Beekman Tower and currently marketed as "New York Gehry", is a 76-story skyscraper designed by Frank Gehry in the NY borough of Manhattan at 8 spruce street, just south of city hall Plaza and the Brooklyn Bridge.

8 spruce street is the tallest residential building in the Western Hemisphere, and somewhat resembles Aqua, a Chicago skyscraper, in height and form. The building

Early reviews of the 8 spruce street tower have been favorable. In New York Times, architecture critic Nicolai Ourouboff praised the building's design as a welcome addition to the skyline of NY, calling it "The most finest skyscraper to rise in NY since Eero Saarinen's CBS building went up 46 years ago." New York Magazine's Paul Goldberger described it as "One of the most beautiful tower downtown."

Comparing Gehry's tower to the nearby Woolworth building, completed in 1913, Goldberger said "it is the first thing built downtown since that actually deserves to stand beside it."

The 8 spruce street is like a progressive experiment on the NYC, it keeping the traditional square-like frame and make it distort, to make it more like melting metal. Just like it is telling us the it is time for the next generation of architect, the old, boring way of building is time to become the history.
Draw a building to represent Hong Kong, represent the little bit different perception of

I choose the ICC.

Other buildings which have a similar appearance to tallings, represent to boring, singly style of architecture.

In order to make more dramatic,

I add a barrier like a structure. Inside is a group of future-like buildings, like it is protecting the remain creativity in the aggression of HK stereotyped buildings.

May be also add some small dots as the people walking inside.

The outside of is dark because of being abandoned. The unfriendly building, and move into the more friendly one, which inside the barrier is very tight
Reflection

Why architectures in our city are supposed to be tall, square, many angles, or always look like puzzle of some geometry?

Why the buildings of Hong Kong are always the same?

Why building are as always the sign of destruction to the nature?
Nowadays, the most important thing is "how to earn money." This simple and basic concept is deeply planted in mind since you were born. When times flowing, you might forget what are different between animal and us.

We can create, we have imagination.

Survive (earn $$) is just the basic ability to all life in earth.

Find a book about the Architectural Association School of Architecture. This is a "tiny" school in London, but it is well-known in the world.

What their students made are pure imagination (and really awesome!)

Notable former students:
- Rem Koolhaas
- Zaha Hadid
- Richard Rogers
- Toyo Ito
- Alison
- David Chipperfield

This school is established for 150yr. Although it is not from the normal UK education system, yet its recognition is strong in the world.
And soon I have an idea
If I can create any in the game
I want to create a Great, Giant, Epic City or a Megalopolis by many Buildings
by many blocks
In order to show or simulate the way that our civilization ruin the nature and show the "Great" view of our "World"
This time, I have a chance to get a board from my teacher that is for Illustrations.

I always draw the city in a bird's-eye view.

Bird's-eye view can always show the greatest scene of the landscape.

The reason that I always use bird's-eye view is because I always play a computer game called "Simcity", it is also why I love city scene which form by numerous architectures and buildings.

Isometric View

This kind of graphing method is also the thing I learn from Simcity, this method can make the objects seem to be a model like thing, that why in Simcity, they use isometric view, they want to give players a God like feel, that he is really "playing" or managing the city.
Screen building is a kind of "HK style". I think we should keep this characteristic. But we should modify the structure so that to minimize the...

Architectura

- HOS
- Public housing
- Public
- Recreational
- open area

- URB, CY living
- government
- residential

- Style
- modern
- retro futuristic
- fantasy
- post-apocalyptic

- Future
- 18 centruy (steampunk)

- Screen building
- air pollution
- cold blood
-estrangement between people

- Symbolize

- HK style
- affect

- Caross

Region

Europe

Asia
The Coverage of this project.