

DESIGN 360°

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Concept and
Design Magazine
觀念與設計雜誌

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US\$ 30.00
NT\$ 400.00



設計策展

Curating Design

Curators' Experiments
Academic Vision

策展人實驗
學術視野

Collage by Koos Breen Commissioned by
Matylda Krzykowski
由Matylda Krzykowski委託Koos Breen創作的拼貼

The Senses: Design Beyond Vision
(Cooper Hewitt, Smithsonian Design Museum)
感官：設計超越視覺（庫珀·休伊特國立設計博物館）



270° Exchange:
D&AD 2019

Winner of Graphite Pencil
in Spatial Design Category
空間設計類別石墨鉛筆
得獎者



One Plus Partnership

One Plus Partnership, Ltd., jointly established by Ajax Law and Virginia Lung in 2004, has launched a wide range of design projects, including more than 60 cinemas, restaurants, retail

stores, clubs and sales centers, as well as brand and product design. In the past 15 years, One Plus Partnership has won a total of 596 international interior design awards.

壹正企劃由羅靈傑和龍慧祺共同成立於2004年。壹正企劃設計項目包括超過60家的影院，其他類別含概餐廳、零售店、會所和銷售中心。公司設計業務也同樣涉及品牌和產品設計等。在過去的15年裡，壹正企劃共獲得596個國際室內設計獎項。

壹
正
企
劃

“All forms of technical innovations share the same goal: to be in better service for living, working, and entertainment space.”

「所有形式和技術的革新，最終無非都是為人們生活、工作和娛樂空間所服務。」

1.
2.

1-2.
Wuhan Panlong
Plaza Yinxing
Cinema
(Winning Work)

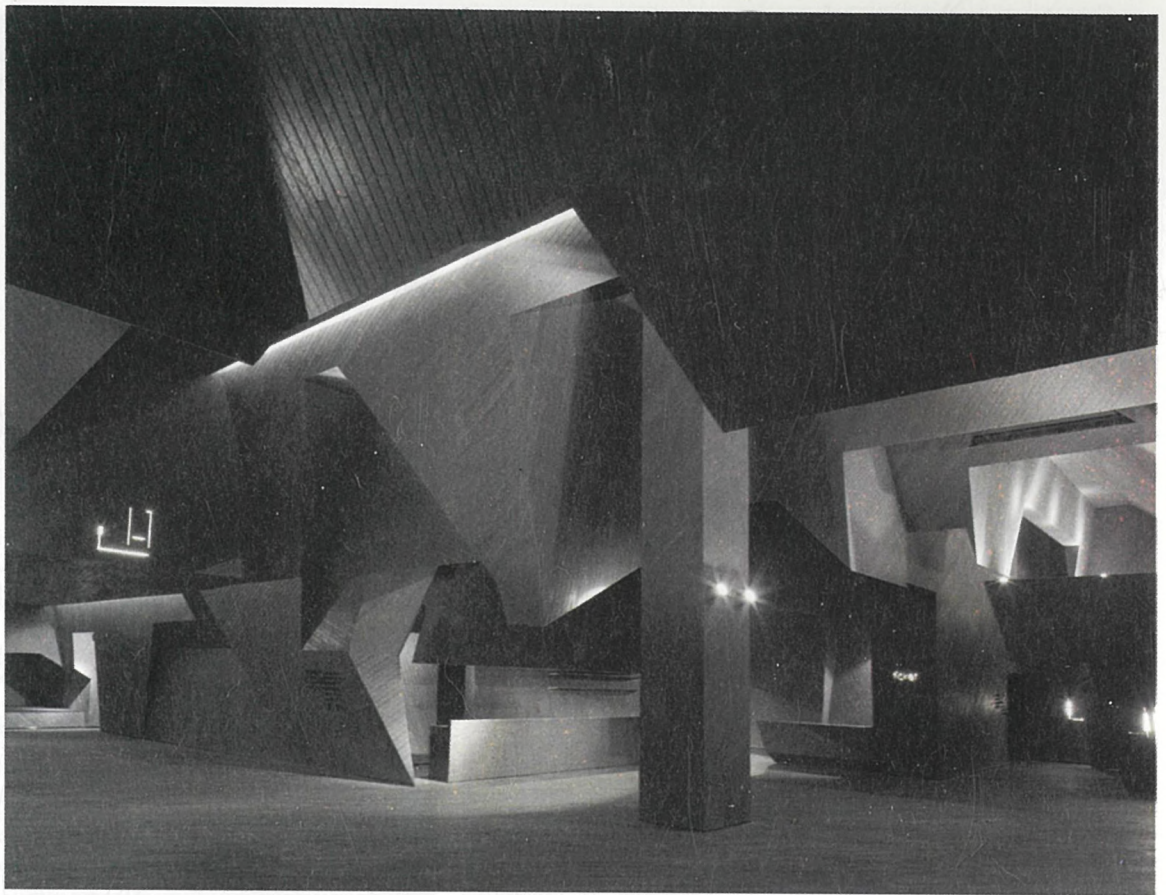
Interior design:
One Plus Partnership

Photography:
Jonathan
Leijonhufvud

武漢盤龍廣場銀興
影城（獲獎作品）

空間設計：
壹正企劃

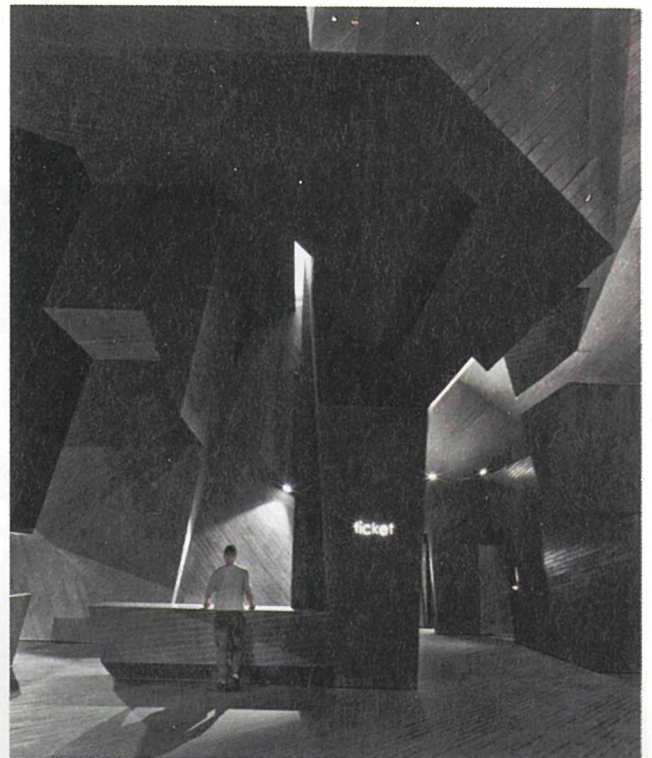
攝影：
雷壇壇



1

360° — 請簡單介紹一下“武漢盤龍廣場銀興影城”
這個項目的設計過程，並談談它的設計理念？

壹 — “武漢盤龍銀興影城”的設計概念并非具体事物，而是抽象的“投影”。這個概念來源於電影的放映，電影通過燈光照射膠捲，投影到銀幕上形成電影。我們研究發現光束投影到銀幕上時，光束的空間是一個類似“金字塔”形狀的三角體。我們在設計之初將整個建築進行3D建模，再从空間內部減去“投影”所呈現出的“金字塔”形狀，通過不同的組合和增減，使其呈現出富有變化、棱角分明的新形態。為了讓空間更純粹，我們調整了傳統的燈光佈置。將大功率燈光暗藏在造型的頂部，從而產生強烈的明暗對比；減少燈具數量，令空間更顯簡潔。而空調的出風口同樣被“暗藏”，視線所及之處不會看到出風口位置，縱使隱蔽，卻不影響使用效果。

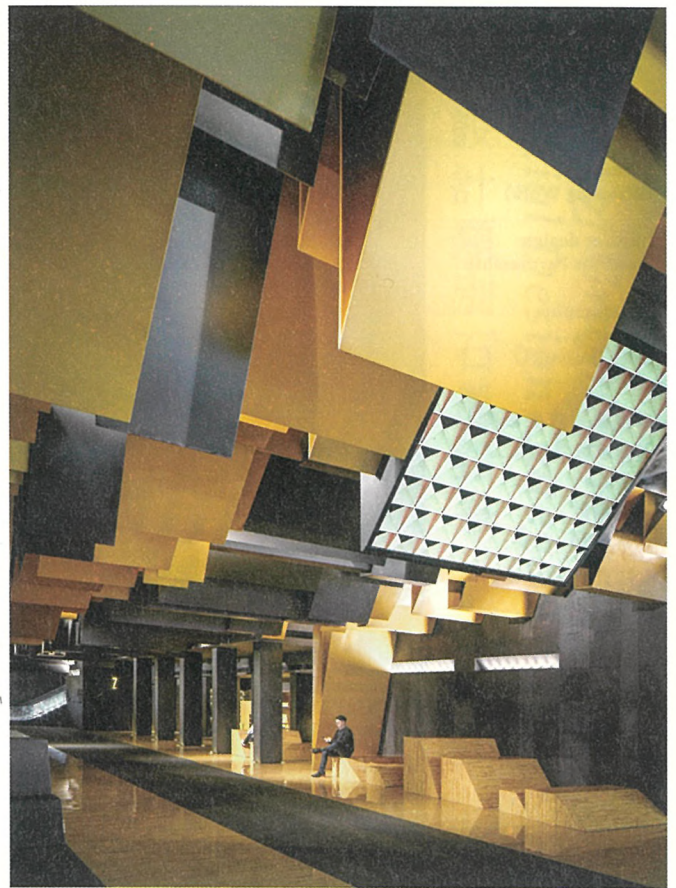




2

360° — 壹正企劃一直在嘗試不同的設計範疇，你們的子品牌Pulse On在服裝設計上也不斷探索新的可能，請問你們是如何看待跨界設計的？

壹 — 我們一直以來對設計都充滿熱情，其實之前也有涉及產品、視覺、公共雕塑等跨界設計，而新推出的品牌Pulse On，我們希望賦予它更多活力，並且能夠找準品牌市場定位。服裝設計是我們踏出的第一步，故想嘗試做出一些新的東西，於是設計了half & half系列，它很好地將穿著性和個性結合，這不僅因為我們想尋找一種區別於傳統服裝的方式，更是我們的初衷。



3

360° — 隨著科技、媒介的不斷發展，近年在D&AD的獲獎作品中，數字內容所佔的比重越來越大，而人工智能、3D列印等技術的普及接踵而至，你們認為這對未來的空間設計發展會造成什麼影響？

壹 — 人們對空間的需求是一直存在的。比如原始的山洞是空間，時至今日，人們居住的房間、工作的辦公室都是空間。科技、媒體、人工智能的發展，毫無疑問能很好地為空間所服務，讓人在空間之中更享受、更舒適、幸福感更強。所以我們認為這些因素對未來空間設計會有正面且積極的影響，其實所有形式和技術的革新，最終無非都是為人們生活、工作和娛樂空間所服務，殊途同歸。

360° — Could you briefly introduce the design process of the project “Wuhan Panlong Plaza Yinxing Cinema” and its design concept or characteristics?

O — The design concept of “Wuhan Panlong Plaza Yinxing Cinema” is not a specific thing, but an abstract “projection”. It comes from film screening, which is illuminated by light and projected onto the screen. We found that when the light is projected onto the screen, the space formed by the beam is a pyramid-shaped triangle. At the beginning, we carried out the 3D modeling of the whole building, and then subtracted the pyramid shape of the “projection” from the interior space, and made it show a new and varied shape through different combinations and additions and subtractions. In order to make the space a cleaner one, we adjusted based on the traditional lighting layout: high-power lights are hidden on the top, resulting in a strong contrast between light and dark; lighting devices are reduced, making the space concise. The air outlet of the air conditioner is also “hidden” without weakening its conditioning effect.

360° — One Plus Partnership has been experimenting in different areas, and particularly your sub-brand Pulse On is constantly exploring new possibilities in fashion design. How do you think about cross-border design?

O — We are always passionate about design and were

3.4.

5.

3-4.
Shunde Jinyi
Cinema

Interior design:
One Plus
Partnership

Photography:
Jonathan
Leijonhufvud

順德大信新都匯金逸
影城

空間設計:
壹正企劃

攝影:
雷壇壇

5.
Yoho Mall Chow
Tai Fook Experience
Shop

Interior design:
One Plus
Partnership

Photography:
Jonathan
Leijonhufvud

香港周大福 YOHO
MALL 體驗店

空間設計:
壹正企劃

攝影:
雷壇壇

involved in cross-border designs of products, visuals, and public sculptures. By launching Pulse On, we hope to inject more energies into the brand with clear market locations. Fashion design is our first attempts towards something new — therefore the half & half series. It smoothly integrates comfort with personality, which is our intention, as well as a distinction from traditional clothing.

360° — With the development of science and media, the proportion of digitals is gradually expanding in the awarded pieces of D&AD. With the popularization of Artificial Intelligence, 3D printing, and other technologies, what impacts will they bring to the development of interior design?

O — People’s need for space has never been absent. In the old days, caves were a form of space; nowadays, people’s residences and offices are a form of space. The development of technology, media, and Artificial Intelligence allows them to better assist in space, and to confer a stronger sense of comfort and joy for their hosts. Therefore, we believe that those factors will have a positive impact on future interior design. In fact, all forms of technical innovations share the same goal: to be in better service for living, working, and entertainment space.

