

Aranya Kid's Restaurant

阿那亞兒童餐廳

設計者」 Wutopia Lab / 俞挺 閔而尼

參與者」 潘大力 孫悟天 穆芝霖

燈光照明顧問」 張晨露、秦澄懿

攝影者」 CreatAR Images

空間性質」 兒童餐廳

坐落位置」 中國

主要材料」 聚碳酸酯板、PVC、玻璃纖維布、人造石、地墊、鏡面、不鏽鋼、穿孔鋁板

面積」 303 坪

完工時間」 2018 年 5 月

Designers」 Wutopia Lab / Yu Ting, Min Erni

Participants」 Dali Pan, Wutian Sun, Zhilin Mu

Lighting Consultants」 Chloe Zhang, Chengyi Qin

Photographer」 CreatAR Images

Category」 Children's Restaurant

Location」 China

Materials」 Polycarbonate board, PVC, glass fiber fabric, artificial stone, floor cushion, mirror, stainless steel, perforated aluminum board

Size」 1000m²

Completion period」 May 2018



在精心規劃的路程裡，先沉浸於綺麗夢境，最終再回望真實環境，沿途的過渡或停留，無不敏銳了對環境的感知。

對孩童來說，踏入阿那亞兒童餐廳，就像是探索一場奇幻旅程。Wutopia Lab 設計團隊透過空間裝置手法，將想像凝塑成真實，不僅為孩童建造一座樂園，亦讓成人在其中重拾兒時奇想。

輕盈入夢

跳脫實體物質束縛，用氛圍延伸想像，是全作的設計思考。設計師意欲創造一座不受外界喧擾的超現實世界，特意淡化材料的質感、量體與空間指向性，令一切像似覆加一層半透濾鏡，如夢似真，惹人好奇，在探索中參與一幕幕奇幻且實存的場景。

原有建築立面運用聚碳酸酯板包裹，覆入燈光，創造隱約半透的輕盈表情，如若一座巨大燈盒。室外，再以一座轉折長梯將動線接入裡部，喻示夢的入口。全作共有三個樓層，一、二樓為主要用餐與活動區域，兩座樓層採用圓形主理佈局，藉弧線淡化空間的方向感，同時產生場域擴張錯覺。自室外長梯進入二樓的光之森林，可見 PVC 管圍合成圓形餐廳，空間盡是圓潤線條與純淨色彩，一切莫不柔和寧靜。順沿弧形長梯下至一樓，同樣是以圓形圈劃出主場域以及其中的多功能展演廳、球池、天井。圓形自有的純粹與張力成為樓層焦點，圓體大小暗示著場域的主副屬別，讓人更輕易直觀意會。再者，以圓劃界所衍生的邊緣也編入許多細節，諸如盥洗室、鏡池、溜滑梯、跳床、泡泡樹與繪本區，它們都安置在角落或隱沒於暗門之後，待人探索。

催化想像

在這個作品裡，光與物質的折射是催化想像的助力，為所有平凡物料變造出夢幻色彩。有如晝夜設定般，與二樓淡色場景相較，一樓就像漆黑星空下的夢境，暗色空間由 PVC 空心球、玻璃纖維布、人造石與安全地墊打造成大型遊樂場，繁星閃爍的天花板鑿開洞窗，予人仰望的出口。散佈於表演廳旁的明透大泡泡，也像是宇宙中的星體，歡迎孩童鑽入其中佔領星球，那些透明膜衣在光影下呈現細微的明暗差異。

1. 用聚碳酸酯板包裹原有的建築外牆，創造半透明的新立面。
1. PC boards cover the entire building to create an opaque skin.

Yu Ting



Wutopia Lab / 俞挺

Wutopia Lab 由主持建築師俞挺創立於上海，公司以複雜系統這種新的思維範式為基礎，以上海性和生活性為介入設計的原點，以建築為工具，從而推動建築學和社會學進步的建築實踐實驗室。

Wutopia Lab 的設計理念重視對人的研究，致力於連結城市生活中的不同方面：傳統的，日常的，以及文化的方面，致力於詮釋城市人的生活方式，併發展出基於上海的當代中國式審美。面對每一個專案，設計均希望呈現出創新的建築策略，思維及形式。

Wutopia Lab 致力於全面設計，不僅能夠完成建築的概念和深化設計，還具有前期的策劃分析能力，景觀和室內的設計能力，具有協調各工種和協作單位的能力以及現場執行建造的能力。

Wutopia Lab / Yu Ting

Wutopia Lab was found by the chief architect Yu Ting in Shanghai as an architecture firm based on a new paradigm of addressing complex systems. Wutopia Lab regards Shanghai's culture and life style as a starting point to use architecture as a tool to promote sociological progress within a building practice.

Wutopia Lab focuses on humans and is dedicated to linking different aspects of urban life: traditional, daily and cultural to interpret a new urban lifestyle and to develop a contemporary Chinese aesthetic based on Shanghai.

With each project, Wutopia Lab's practices are promoted to display different innovative strategies, thinking modes and forms.

Wutopia Lab is committed to comprehensive design, not only the completion of a concept and deepening of the building form but also focuses on early planning and analysis along with landscape and interior design. Wutopia Lab also has the capacity to coordinate and collaborate different types of departments and on-site construction.



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哈哈鏡是整座遊戲空間的邊界，扭曲紋理映射出層次多變的畫面，場地動態與光照隨著波曲鏡身而反射，實境和光影開始疊合，若是沿牆而繞，會發現它們像似不停流轉，交織成一幕幕蒙太奇拼貼。圓體、黑夜、星光與哈哈鏡所構築的奇幻情境，佇身任一處都看似掌握了全景，實則難以得知全貌，在鏡影之間像是探見了宇宙，也同時映現著自身。

回望現實

全案最醒目的標誌是屋頂上的紅色飛屋，想要抵達小屋，必需沿著室外的黃色長梯牽引穿行，室內先經過不鏽鋼鏡池，再繞過泡泡樹，拾階走向屋脊，動線曲折冗長，歷經明暗轉變，令人油生一份朝著光邁進的期待。黃色動線、紅色小屋用



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色飽和明亮，與室內那些透明、素白抑或冷色調場景作出鮮明對比，賓客在深入淡出的路程裡，先浸淫於一幕幕綺麗夢境，最終再登高回望真實環境，沿途的過渡或停留，多變的觀看視角，無不敏銳對環境的感知。

當代對兒童空間美學日益重視，但普遍設計風格多以童話情境為主。在阿那亞兒童餐廳，設計師跳脫了大眾熟悉的甜美童話，用想像營塑出超現實場景，處處抽象簡潔卻直觀感性，這一片夢幻詩意成了招徠的入口，也同時美化了現實。撰文」
劉蕙蘋

2. 阿那亞兒童餐廳位於園區會所的一翼，明淨新穎的立面表情，與會所原本建築風格相互對比。3. 外觀新舊立面之間安置了垂直綠化和大樓梯，構成有層次感的立面空間。4. 兩座入口讓樓層動線可從室外分流，利於包場活動進出控管。5. 用餐大廳，磨砂的 PVC 管圍合出場域。

2. Aranya Kid's Restaurant is located in a wing of a building of a whole complex. 3. Vertical greenery and a large staircase appear in part of the main building. 4. Two entrance systems divert the flow of people and make access control easy. 5. Restaurant main hall and surrounding PVC tubes.



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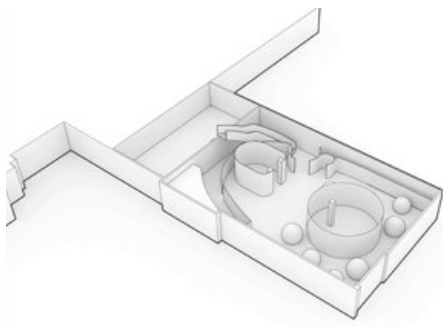
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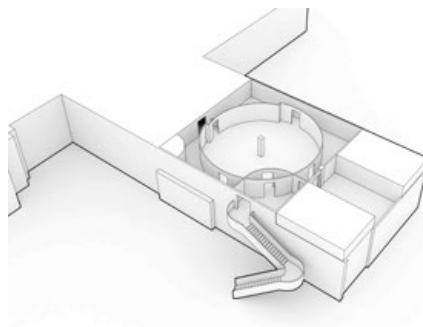
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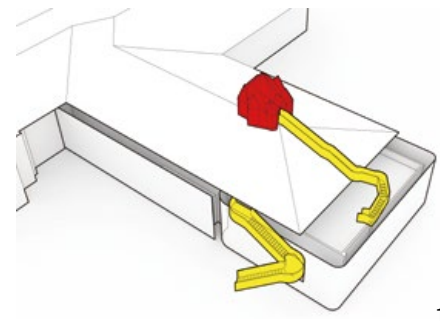
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6. 用餐大廳，圓形場地、鏡面、漫反射燈光，令空間產生擴大錯覺。7. 用餐大廳，在發光頂棚柔和的光照下，一切選色無不淡雅輕柔。8. 繪本區隱身在角落待人發現。9. 藍色盥洗室，海洋之聲主題情境。10. 一樓透視圖。11. 二樓透視圖。12. 頂樓透視圖。

6. Restaurant main hall and its hallucinogenic lighting quality. 7. Restaurant main hall under a dome covering, like a sky sphere. 8. Picture book corner. 9. Blue color lavatory. 10. The first floor perspective. 11. The second floor perspective. 12. Top floor perspective.

Aranya Kid's Restaurant is a "Neverland" where the real and fantasy mix into an experience of taste. The objects are all real but obscure in other sights. The experience is not just tailored for kids as adults will love it as they find their unrealized fantasy reminding them when they were young.

Floating like dreams

The space is a surreal world and detached from any laws of physics in reality. De-materialized objects reserve stereotypical norms in how we think about what is real. It is like a flier that looks at the clouds and then confronts something unexpected.

The entire building facade is clad in PC boards, back-lit; and the light-box building has an outburst staircase cut into the building. The staircase signifies an entrance into a dreamland. The first and second floors are designated as a restaurant but the staircase that penetrates from the exterior lands on the second floor at a place called the Light Forest. The internal plan displays a round shape layout to avoid a direct visual and corporeal orientation. The round shaped restaurant is surrounded by PVC tubes, and the round elements appear everywhere from the furniture pieces to the playground, play equipment and even the shape of the lavatory. Some of the fun spaces are hidden behind secret doors or indented into dark corners that invites a kid's curiosity to discover.

Stimulating fantasy

Light and furnishing materials are two elements that stimulate a kid's imagination. The first floor, apart from the functional zone is virtually a playground, secured with every safety measurements. The light is set in dark tone and ceiling is built like a sky dome, which has several punctured holes. A huge transparent bubble right behind a stage is a planet that waves to kids while they are exploring.

Distorting mirrors are installed on the rim of playground. The distorted images and fast flash lighting totally derails one's orientation like watching a montage of clips or an experimental film.

Reality vs. Surreal view

A very identical object in the main hall is a small flying cabinet hanging behind big sky dome. To access the cabinet, one must ascend by the outdoor yellow staircase and walk through the stainless steel pond and bubble tree until one finally reaches the cabinet's roof ridge. The fresh and bright colors in red, yellow and green directly contrast with the surrounding plain colors. The rhetorical contrast accentuates the sharp gap between reality and the dreamlike impression.

Children's aesthetic education is valued as the most important part in school, but sometimes it only manifests itself through cartoon images. Aranya Kid's Restaurant has no cartoon characters but the fantasy has driven everyone to his/her dream world seeking indulgence.



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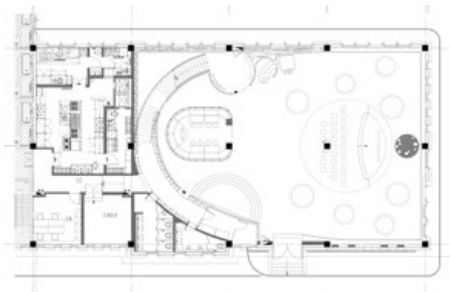
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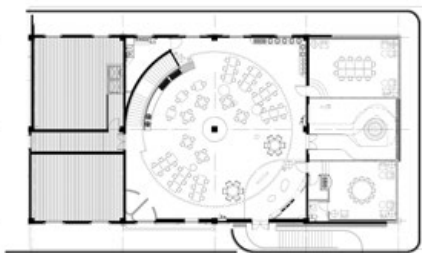
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13. 一樓就像漆黑星空下的夢境。14. 不鏽鋼溜滑梯，以及散佈於展演廳旁的明透大泡泡。15. 多功能展演廳。16. 在星空天花板下，球體、哈哈鏡打造了一座遊樂場。17. 一樓平面圖。18. 二樓平面圖。19. 頂樓平面圖。20.21. 立面圖。

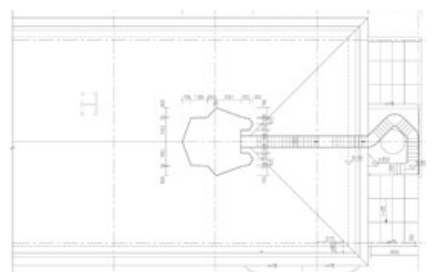
13. Dark night shone by stars. 14. Stainless steel slide is situated within large bubbles. 15. Multiple function exhibition hall. 16. The playground hall is like a dreamland. 17. The first floor plan. 18. The second floor plan. 19. The top floor plan. 20.21. Elevation.



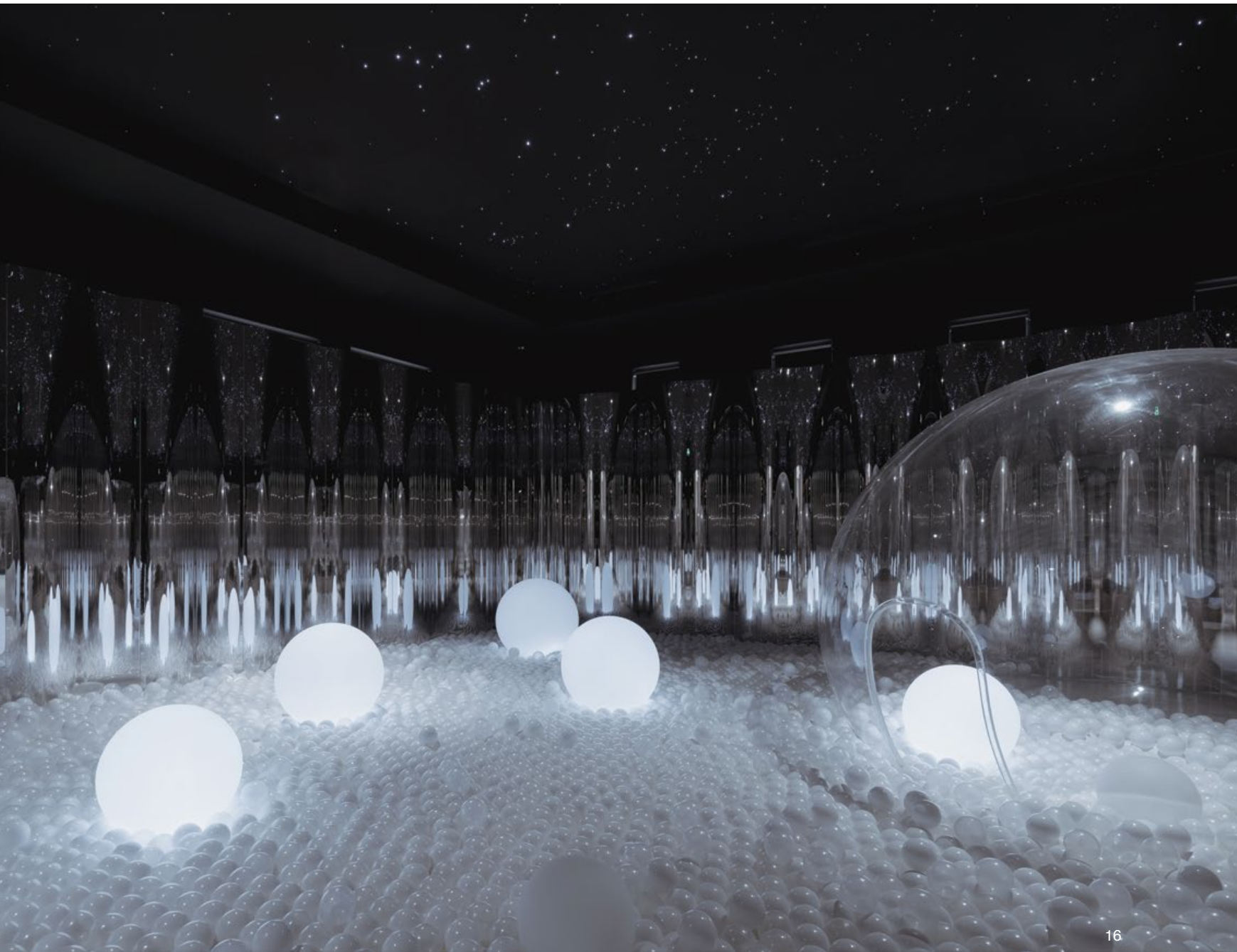
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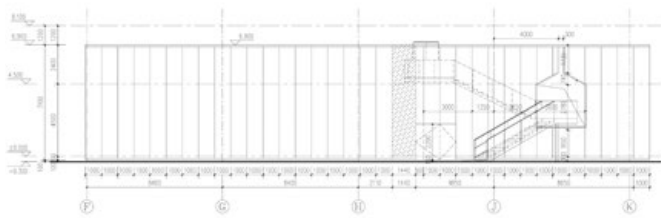
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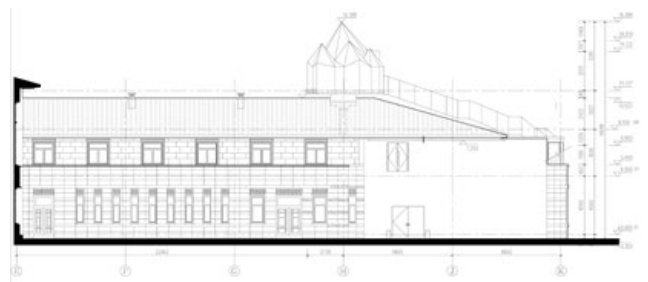
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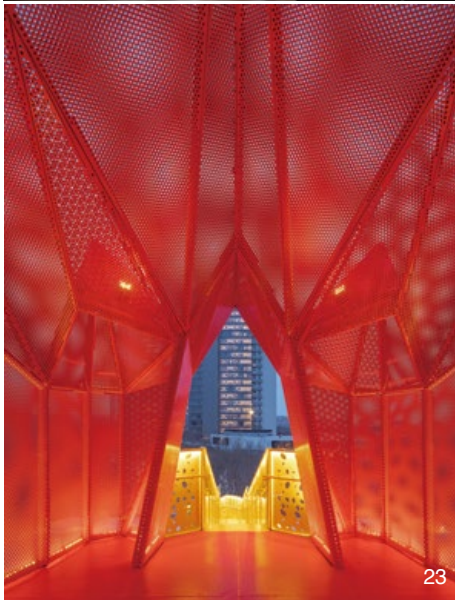
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22. 繁星閃爍的天花板鑿開洞窗，予人仰望的出口。23. 紅色飛屋採用雙層穿孔鋁板建造，日夜都能透出環境光。24. 循著黃色的動線，行經不鏽鋼水面，繞過泡泡樹，再拾級走向戶外屋脊。25. 紅色的空中飛屋是園區最鮮明的標誌，如同燈塔般的指引存在。
 22. Starring night in main hall. 23. Flying red cabinet is built of two layers of perforated aluminum boards. 24. Yellow passage will eventually lead into the flying cabinet. 25. Flying small red cabinet is the most distinct element in the restaurant.

建材分析 Material Analysis

1. 聚碳酸酯板：包裹建築立面以及二樓的兩座包廂，創造半透明的表情。2. 磨砂 PVC 管：圍合出圓形的用餐大廳。3. 安全地墊：鋪覆遊戲區地坪。4. 不鏽鋼：滑梯與反射面細部。5. 哈哈鏡：遊戲區立面。6. 雙層穿孔鋁板：紅色飛屋。

1. PC board: it is wrapped over the building facade and used as partition panels among seats. 2. Sandy surface PVC tube: it is used to set the borders of the dining lounge. 3. Safe floor cushion: it is paved over the playground floor. 4. Stainless steel member: it is used for slides and joint details. 5. Concave mirrors appear in playground. 6. Double layering aluminum boards cover red color cabinets.

溝通重點 Communication Note

此案是將園區會所的一翼改造為兒童餐廳，設計團隊希望創造出一座“Neverland”。透過消解材料的物性，在物理空間中創造一種失去材料質感和空間指向的場所，同時以豐富想像力與誇張的藝術手法，變現實為幻想而不失其真實。

The conversion of a building's existing wing into a children's restaurant creates a "Neverland", which dissolves the materiality of physical objects and releases all the fantasy into space and art.

