

TID 11th 2018 Award
Taiwan Interior Design

品牌設計類 TID 獎
The TID Award of Branding & Communication

永聯物流自動倉儲辦公室
Logistic Republic Automation Warehouse

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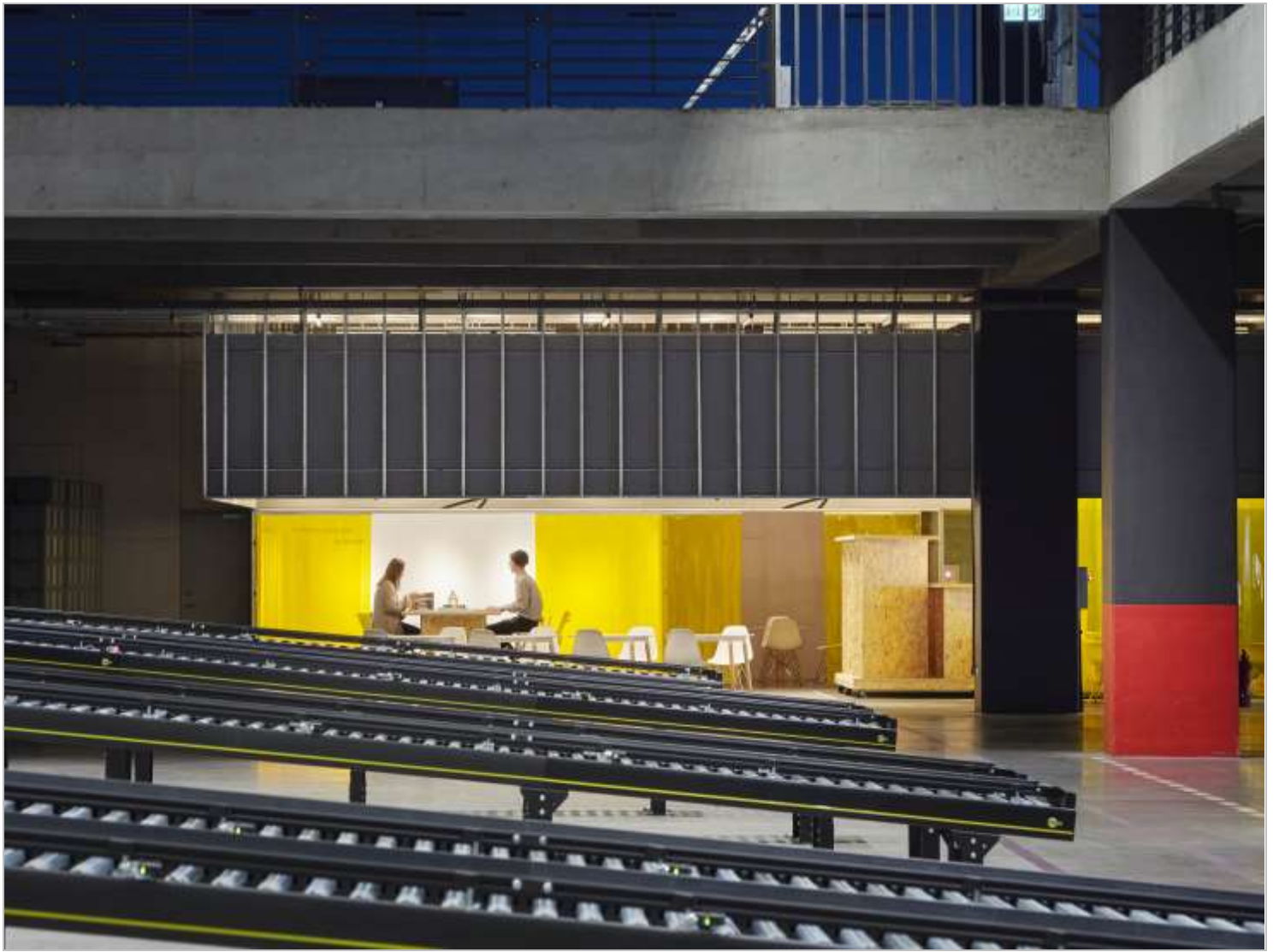
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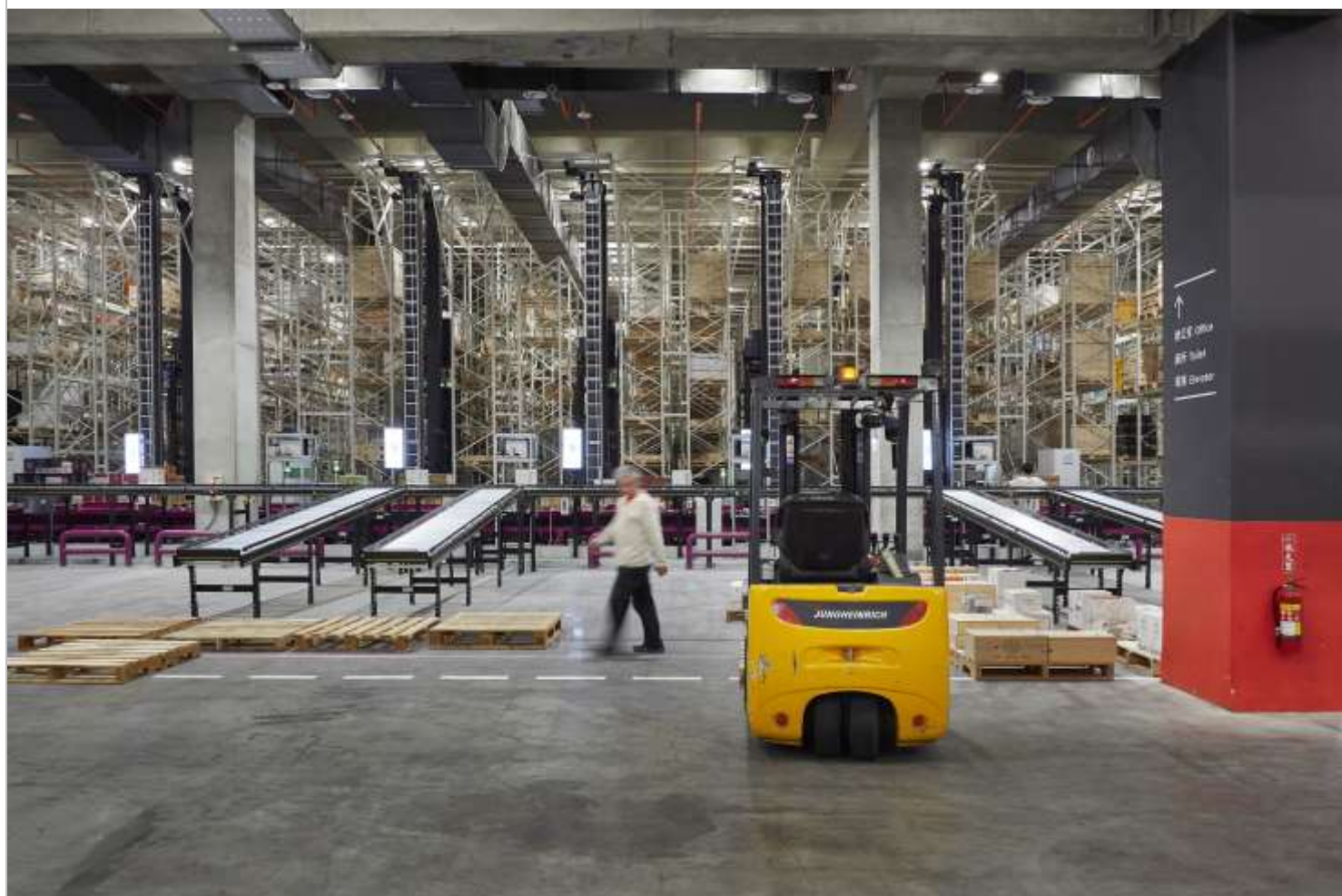


















BC-25-永聯物流自動倉儲辦公室

商品是機器和人的共存 互相的扶持下產生的效力 機器的是生產力和效率 人的方面是控制與管理 左邊是機器運作的空間 右邊是人工作管理的作業區 人與機器的空間然後左右側的中心點就是我們要考慮的設計重點。我們挑戰以未加工的材料，在倉儲與辦公室中間的連結點，來聯繫人與機器最原始的關係。

BC-25-Logistic Republic Automation Warehouse

Logistic Republic Office - Automation The client first came to me asking us to design a warehouse that is built for machines; it was the first time they wanted to test the idea of automation machines for their logistic property in the area of New Taipei City. Logistical automation is the future that allows for the goods to be carry in and out in almost no time, saving the man power of driving a forklift in an 8 hour shift day, to the press of a few buttons with almost no errors and time lost. It is inevitable for the future of logistic properties to be looking into this direction. There was a conversation regarding how sci-fi these machine filled warehouse should look and designed, if it almost should have a 2001: A Space Odyssey look and feel to it so it shows and demonstrates the future of logistical operations. I hesitated, paused, because while we have seen many Amazon automation warehouses with its AGVs (automated guided vehicles) and Taobao robotics in moving the goods around, there is almost no design for the human who will also be inside the space operating and maintaining these machines, keeping the day to day operations. My question and quest then becomes, how do I represent the gap between machine and human, what language should we discuss in, that allows for a conversation between the two. Our concept, wanting to go back to the very original of the warehouse, to find out the core of what makes a logistical warehouse. The answer, is efficiency, because what eventually come down to is the cost of building a warehouse, and how do the efficiently plays to every part of the corner of the facility, that will minimize time into the sorting out and delivery of goods. We therefore took the idea of efficiency and budget as a medium to design the spaces in between the machines and the human inhabitation, a place where they can concentrate on work, while discuss ideas, interact, meet and play, I believe is the core of every successful business even at a warehouse scale. We use materials such as the plastic covers found in refrigeration facilities and use it to cover up the meeting areas where the classical material of choice would be glass. We use white plastic sheets to cover the meeting rooms walls so one can draw their ideas on the entire surface instead of the more costly whiteboards. We even went as far as uncovering parts of the dry wall to expose its core structure, so that we can feel the rawness of construction, as if uncovering the computer casings and seeing the wires that is powering the machines. We believe we have found a design language that can demonstrate to the general public, having design doesn't necessary mean cash, even at a warehouse level, that we can empower the inhabitation of the human's everyday conditions.