

旅游探访指数 - LiSH Studio1

总分: 3.0/5.0 (高轮 Gateway 的垂直创新聚落)

1. 私密性与可达性 (Privacy & Accessibility):

- **企业孵化器，有限开放:** 这是一个位于东京港区高轮 Gateway 开发项目中的**企业孵化设施 (Incubation Facility)**。它主要面向入驻企业和会员，作为办公和联合办公空间使用。普通游客通常无法自由进入内部参观，除非参加特定的公共活动或研讨会。
- **新地标中的一部分:** 位于 **THE LINKPILLAR 1 NORTH** 的 6 层和 7 层。虽然不能随意进去，但这栋建筑本身是东京最新的城市更新地标之一，值得在周边打卡。

2. 空间与行为的实验 (Experiment of Space & Behavior):

- **垂壁与腰墙的迷宫:** 建筑师 OnDesign Partners 没有使用传统的全高隔断，而是用**垂壁 (Hanging Walls)** 和**腰墙 (Waist-high Walls)** 来划分区域。这种设计既定义了空间，又保持了视线的通透，鼓励人们在“移动”和“滞留”之间产生偶遇。这是一种非常前卫的办公空间哲学。
- **三个区域的流转:** 从入口的 **TERMINAL** (人流交汇)，到 **SQUARE** (联合办公)，再到 **TOWN** (企业办公室)，空间从公共逐渐过渡到私密，就像一个微缩的城市。

3. 材料的叙事 (Material Narrative):

- **从冷峻到温暖:** 随着空间性质的变化，材料也随之改变。公共区域使用金属和冷色调，强调活力；而深入内部的联合办公区则转为温暖明亮的材料和弧形家具，营造出类似“广场”的亲密感。
- **无死角的风光:** 在办公区，每个办公室都以不同的角度布置，消除了死角，并通过肋板、瓷砖和木材的混搭，让行走其中的人每一步都能看到不同的“风景”。

探访指南 (Visitor Guide)

- **最佳方式:**
 - **周边观察 (Exterior Observation):** 高轮 Gateway 区域本身就是隈研吾设计的新车站所在地，周边正在进行大规模的城市开发。你可以参观车站和周边公共区域，感受东京最新的城市设计脉搏。
 - **关注活动 (Event Watch):** 留意 LiSH Studio1 是否举办对公众开放的设计周活动、讲座或 Open House，这是进入内部参观的唯一机会。

- **替代体验 (Alternatives):**

- **SHIBUYA QWS:** 如果对这种“开放式创新空间”感兴趣，位于涩谷 Scramble Square 的 SHIBUYA QWS 是一个更具公共性的选择，它也经常举办展览和活动。
- **高轮 Gateway 车站:** 必看隈研吾设计的车站建筑，其折纸般的屋顶和大量使用的木材，体现了与 LiSH Studio1 类似的“和”与“开放”的设计理念。

一句话总结: 这是一个通过半墙和视线游戏重新定义“办公”的微型城市，虽然门禁森严，但其设计理念代表了东京未来工作的方向。

Travel & Visit Index - LiSH Studio1

Total Score: 3.0/5.0 (Vertical Innovation Hub at Takanawa Gateway)

1. Privacy & Accessibility

- **Incubation Facility, Limited Access:** This is a **business incubation facility** located within the Takanawa Gateway development in Minato Ward, Tokyo. It primarily serves tenant companies and members as office and coworking space. Regular tourists cannot freely enter unless attending specific public events or seminars.
- **Part of a New Landmark:** Located on the 6th and 7th floors of **THE LINKPILLAR 1 NORTH**. Although entry is restricted, the building itself is one of Tokyo's latest urban renewal landmarks and worth visiting from the outside.

2. Experiment of Space & Behavior

- **Maze of Hanging and Waist Walls:** Architects OnDesign Partners eschewed traditional full-height partitions, using **hanging walls** and **waist-high walls** instead. This design defines spaces while maintaining visual connectivity, encouraging chance encounters between "moving" and "staying." It represents a very avant-garde philosophy of workspace.
- **Flow of Three Zones:** From the **TERMINAL** (intersection of people) at the entrance, to the **SQUARE** (coworking), and finally to the **TOWN** (corporate offices), the space transitions gradually from public to private, resembling a miniature city.

3. Material Narrative

- **From Cool to Warm:** Materials shift with the nature of the space. Public areas use metal and cool tones to emphasize vitality, while deeper coworking zones switch to warm, bright materials and curved furniture to create the intimacy of a "plaza".
- **Scenery Without Blind Spots:** In the office zone, each office is angled differently to eliminate blind spots. A mix of ribbed panels, tiles, and wood ensures that people walking through see a different "scenery" with every step.

Visitor Guide

- **Best Way to Visit:**
 - **Exterior Observation:** The Takanawa Gateway area itself hosts the new station designed by Kengo Kuma and is undergoing massive urban development. You can visit the station and surrounding public areas to feel the pulse of Tokyo's latest urban design.
 - **Event Watch:** Keep an eye out for design weeks, lectures, or Open House events hosted by LiSH Studio1, which are the only opportunities to visit the interior.
- **Alternative Experiences:**
 - **SHIBUYA QWS:** If interested in this kind of "open innovation space," SHIBUYA QWS in Shibuya Scramble Square is a more public-facing alternative that frequently hosts exhibitions.
 - **Takanawa Gateway Station:** A must-see is the station building designed by Kengo Kuma. Its origami-like roof and extensive use of wood reflect a design philosophy of "harmony" and "openness" similar to that of LiSH Studio1.

One-Sentence Summary: This is a micro-city that redefines "working" through a game of half-walls and sightlines; though access is restricted, its design philosophy points to the future of work in Tokyo.