



URBAN SYMBIOSIS

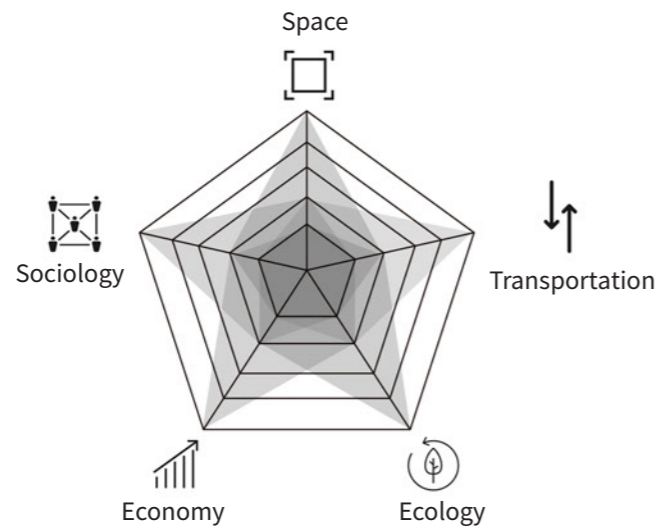
Portfolio of Li Ziqun

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Selected Works from 2014-2018

Master of City Planning Candidate 2019

Huazhong University of Science and Technology, Wuhan, P.R.China



Witnessing China's rapid urbanization accompanying aggressive demolition and redevelopment works in the cities over the past two decades, I doubt the sustainability of this monotonic and standardized planning strategy to replicate urban landscape. A city's prosperity, in fact, largely relies on its inclusiveness of diverse population and cultures. As a future town planner, I consider it important to adopt more considerate urban design approaches catering people's physical and spiritual needs. In this reality, I have paid attention to a new urban model, that is, "symbiosis".

"Urban symbiosis" refers to a city's containment of different factors forming distinct physical spaces. On the other hand, it is about the balance and restraint of various key components in a city, including but not limited to society, ecology, economy, and transportation, which combine to ensure ideal sustainable development. Therefore, the five projects in this work focus on five different levels of city: society, ecology, economy, architecture and transportation, which carry out my thinking on urban issues as well as corresponding transformation and design of urban space.

CONTENT

- 01  SOCIOLOGY **[24 Hours of Old Hankow]**
Public Space Design of Hankow Concession Area
- 02  ECOLOGY **[Reviving The Front]**
Urban Renewal design of Weidong Machinery Factory
- 03  SPACE **[A Situational City]**
The 3rd Art&Tech National Undergraduate Architectural Design Competition
- 04  ECONOMY **[Live Long and Prosper]**
Rural Planning and Design of Bapai Village, Yunnan
- 05  TRANSPORTATION **[Urban Transport Investigation on Shared Vehicles]**
National Urban Transportation Mobility Innovation Competition

01. 24 Hours of Old Hankow

Public Space Design of Hankow Concession Area

Location
Wuhan, Hubei, China

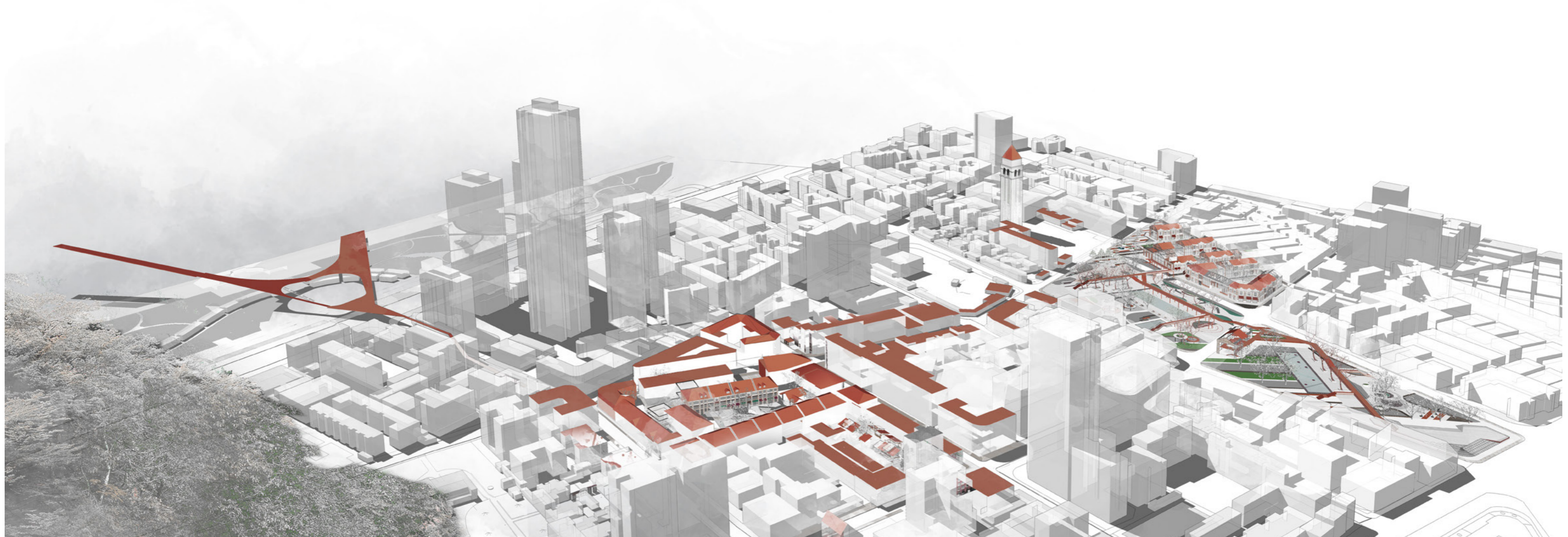
Type
Academic
Individual work

Duration
Mar. 2017 - May. 2017
Senior 3

Instructor
Li Rong
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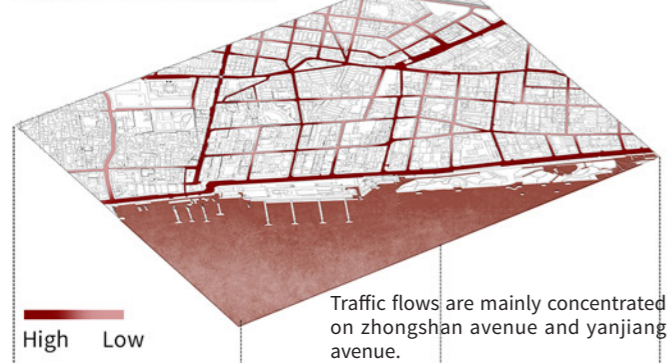
Looking back at the history of Hankow, from the earliest prosperity based on the port, to the gradual decline, then to the flourish of the concession, the Western planning concept has formed a fierce collision with the urban texture of Hankow. Nowadays, **The old concession and the new city are constantly updated, which formed a variety of different public spaces in Hankow.**

A good urban design should encourage more residents to participate directly in the design and be able to self-renew according to changing needs. Through the investigation of the concession area, I found that people generally want to preserve the historic buildings in the old city and show their willingness to participate in changing the environment of the concession. In the design process, I explored people's needs through **public participation**, and designed the venues in a targeted manner to tell about **the 24-hour life in Hankou through scene re-creation**. The well-arranged analysis of the collected data serves as important guidelines for proposing the design scheme, which was later endorsed by the end users in follow-up public consultation events.

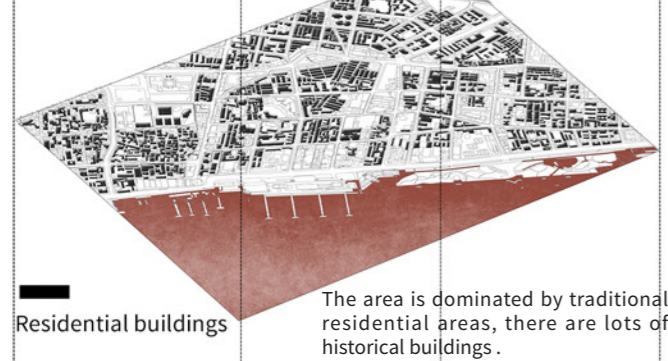


SITE CONTEXT

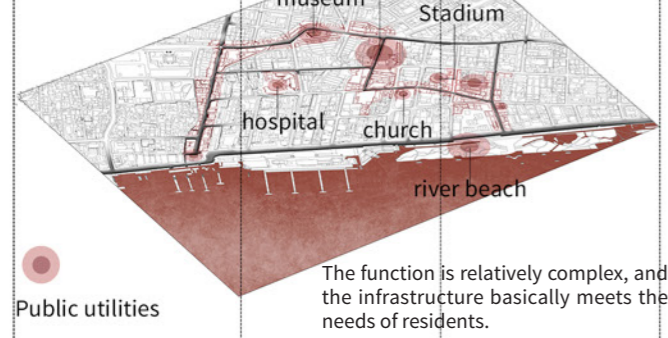
TRAFFIC FLOW ANALYSIS



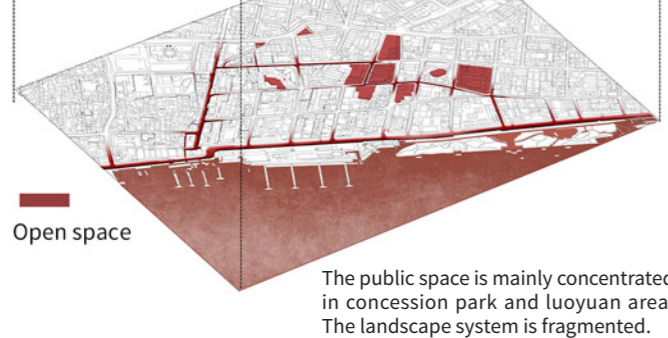
RESIDENTIAL DISTRIBUTION



UTILITY DISTRIBUTION



POTENTIAL PUBLIC SPACE

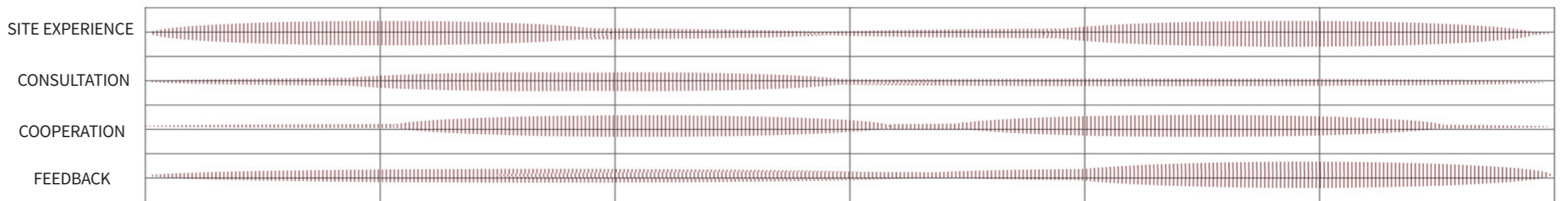


CONCEPT

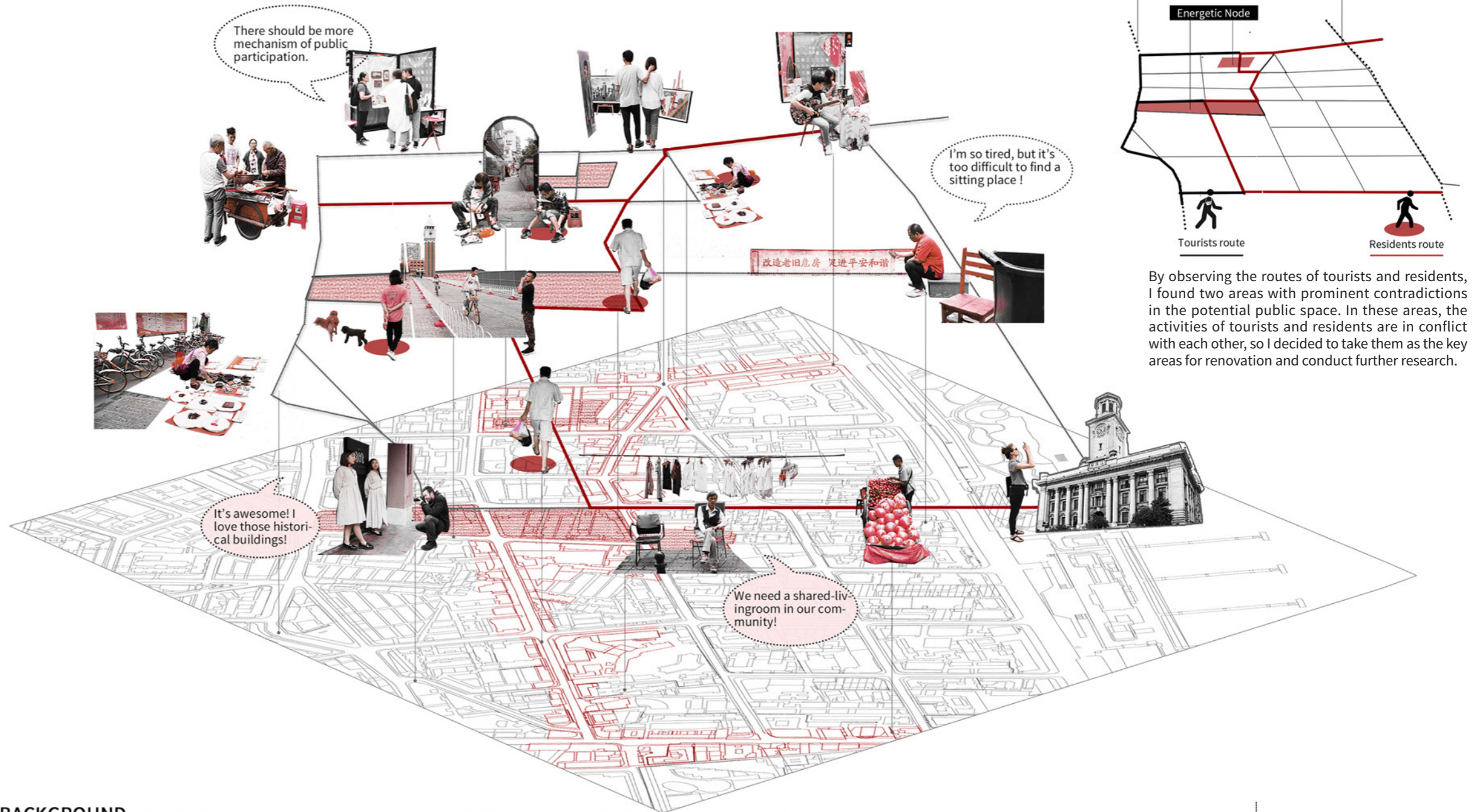
Since the "Tianjin Treaty" in 1858, Hankow was established as a trading port, the concession became the "city" in the city, and the public spaces in Hankow are also becoming diverse and complex.

In the process of communicating with the local residents and visitors, I found that people generally want to preserve the historic buildings in the old city and show their willingness to participate in changing the environment of the concession. An inclusive urban public space is not designed by the designer but by the user. On this basis, I decided to connect people with the environment through the model of public participation, in order to enhance residents' sense of identity in design.

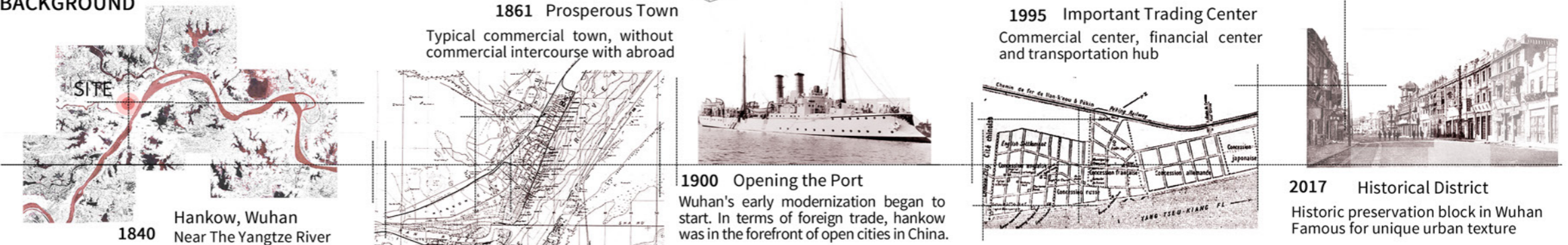
PUBLIC PARTICIPATION PROCESS



SITE EXPERIENCE



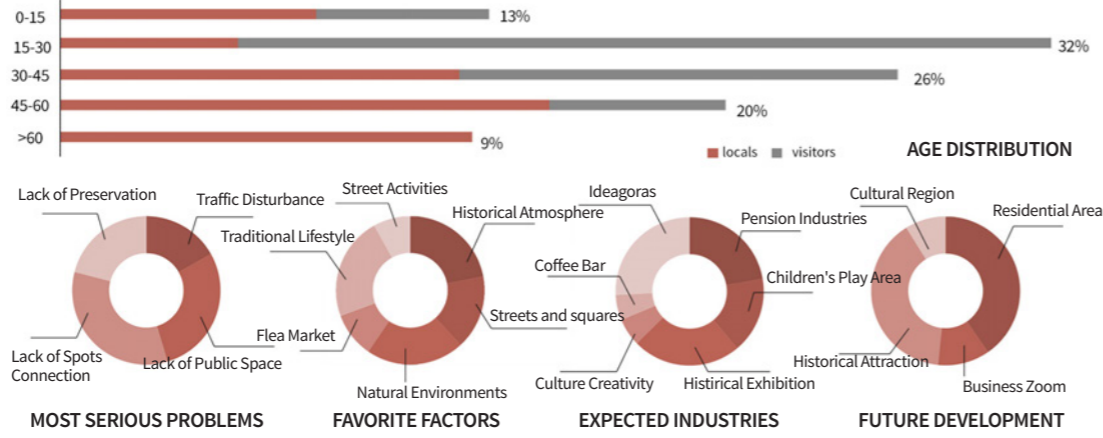
BACKGROUND



CONSULTATION

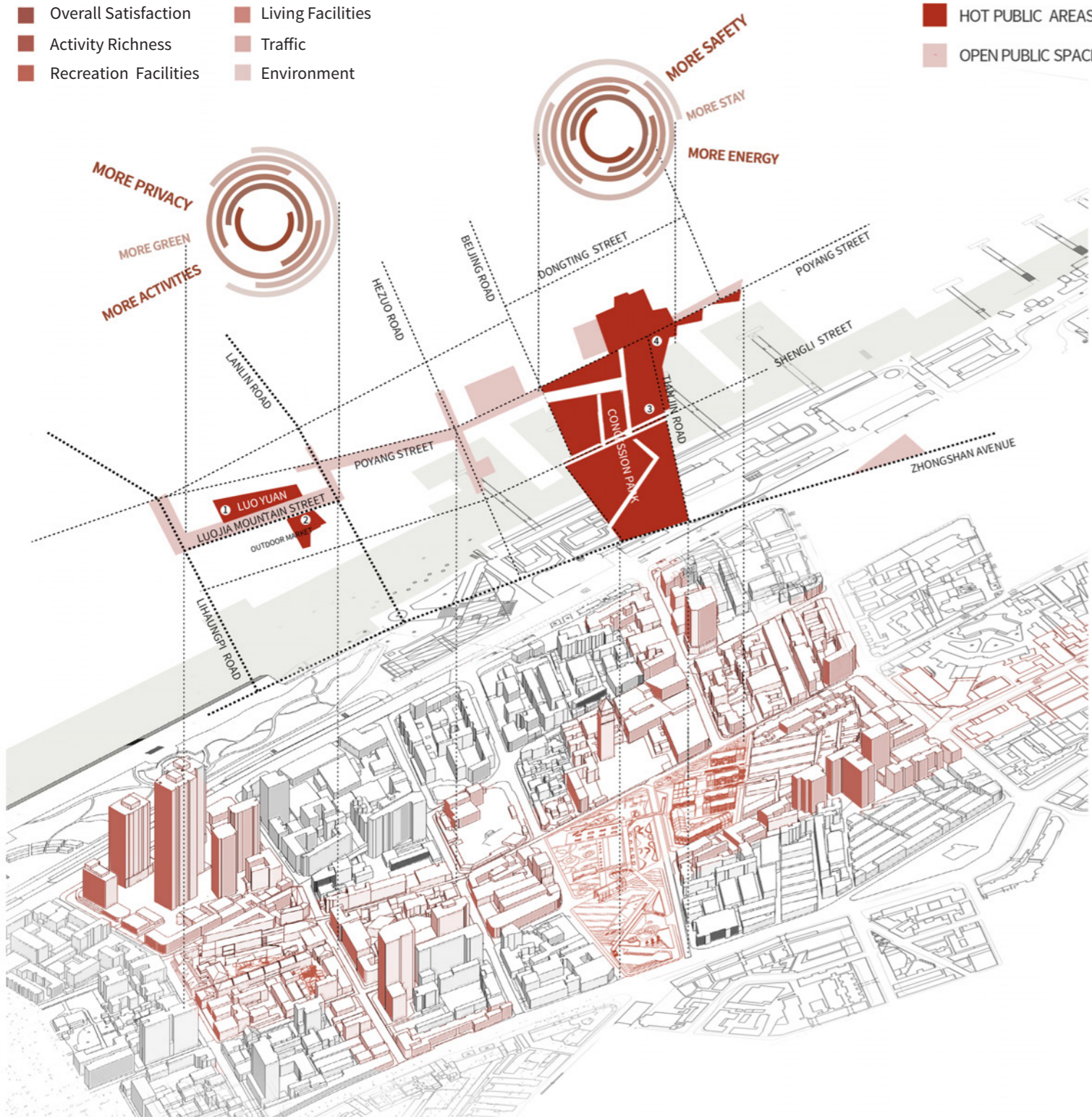
I randomly surveyed 200 respondents in the concession area within a week (both weekdays and weekends), and obtained their opinions on their satisfaction with the current situation and suggestions about future development direction of the area through questionnaires, which were used as an important basis for public space design strategies.

According to the questionnaire survey conclusion and the summary of activity characteristics of the crowd in the site, we determined two key design public spaces, namely concession park and luoyuan.



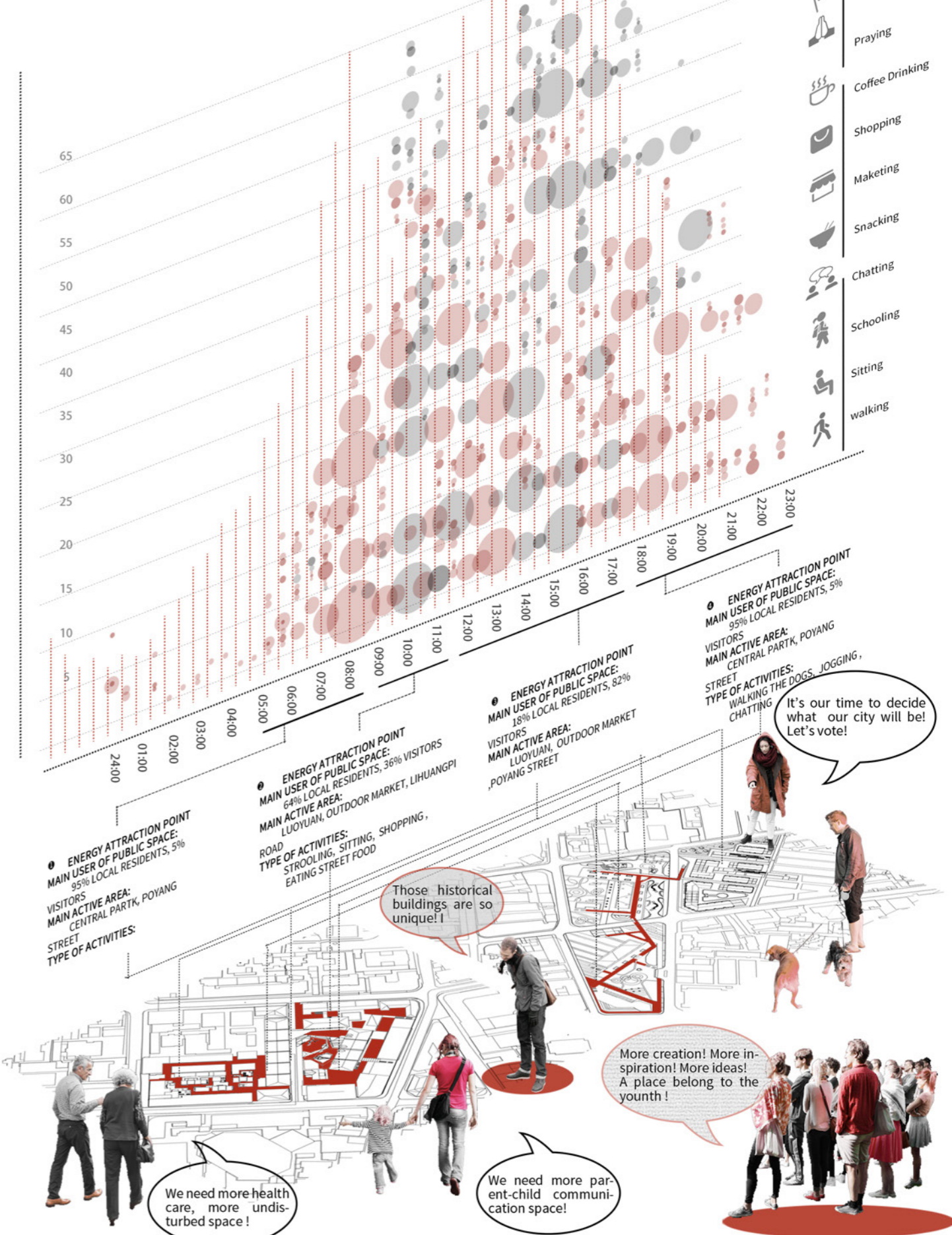
SATISFACTION SURVEY

- Overall Satisfaction
- Living Facilities
- Activity Richness
- Traffic
- Recreation Facilities
- Environment

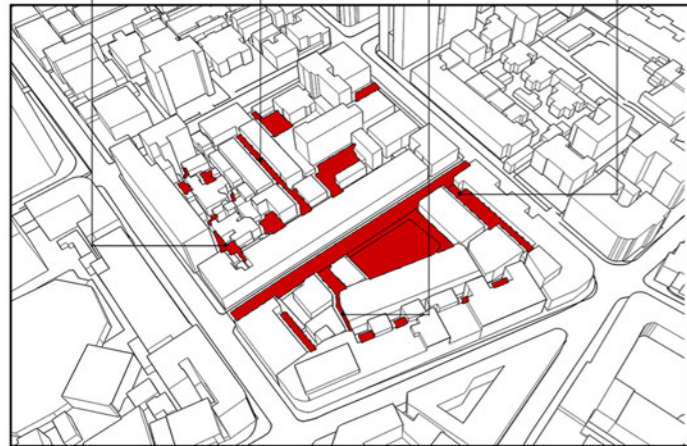


ACTIVITY FREQUENCY WITHIN A DAY

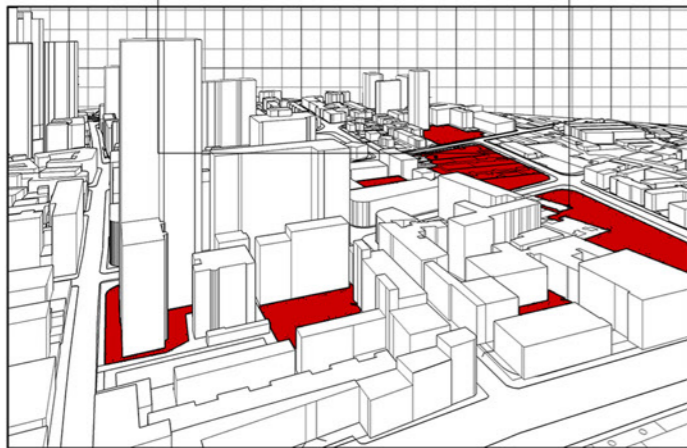
The ordinate value represents the number of people in the area. The dots are stacked in time order within a day. The color of the circles indicates the type of investigated people. The size of the circle indicates activity intensity.



BEFORE TRANSFORMATION

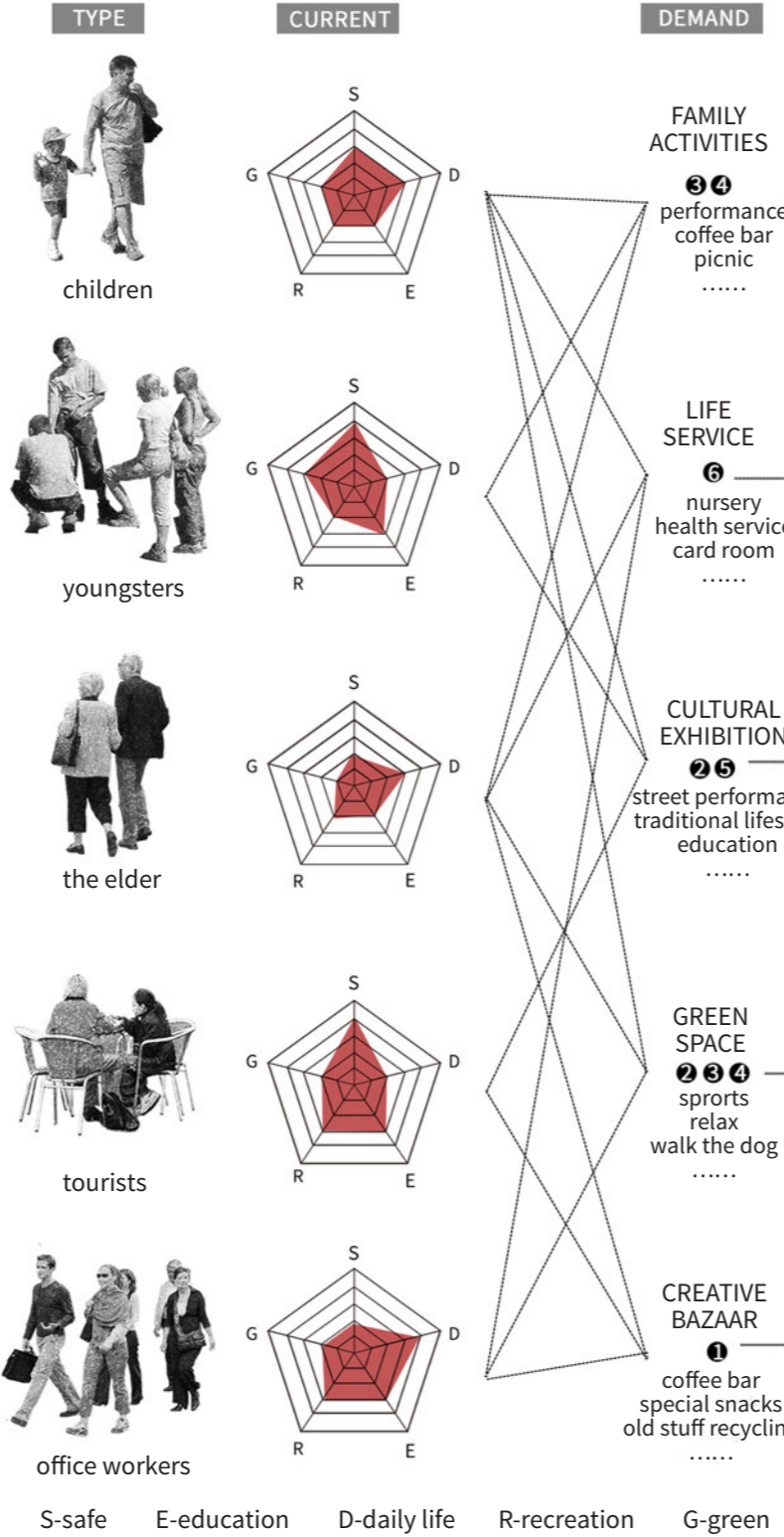


The public space of Luoyuan Area is dominated by narrow alleys and small squares, the main users of this area is local residents.



The public space of concession park is dominated by large squares and green spaces, the main users is local residents and visitors.

PUBLIC PROCESS

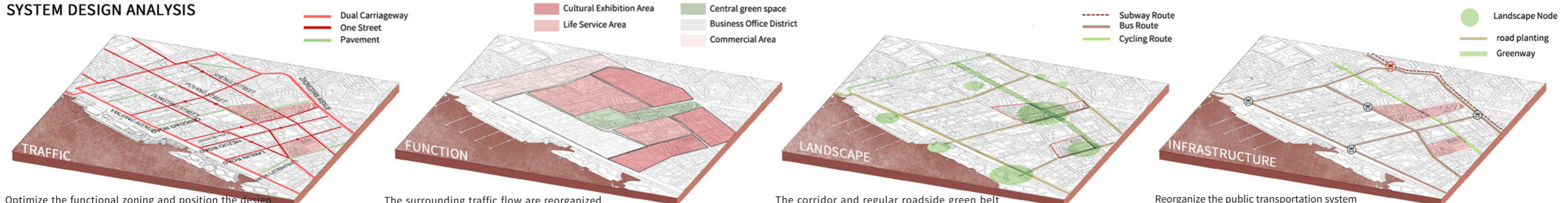


AFTER TRANSFORMATION

Through field observation and group interview, we found the main activity scope of different groups. Since they have various demands for the use of public space, specific transformations are made in several key public spaces.



SYSTEM DESIGN ANALYSIS



Optimize the functional zoning and position the design area as the central green area and the integrated life service area respectively according to the current function.

The surrounding traffic flow are reorganized, and the driving direction is specified to alleviate the congestion problem.

The corridor and regular roadside green belt connect the relatively isolated jiangtan park and the concession area.

Reorganize the public transportation system and add independent cycling system to maximize the use of transportation facilities.

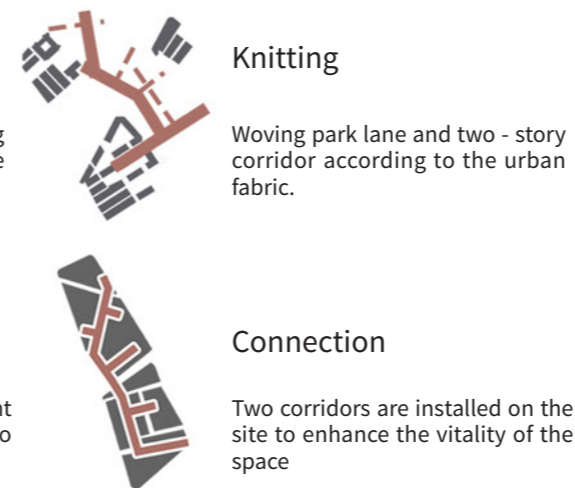
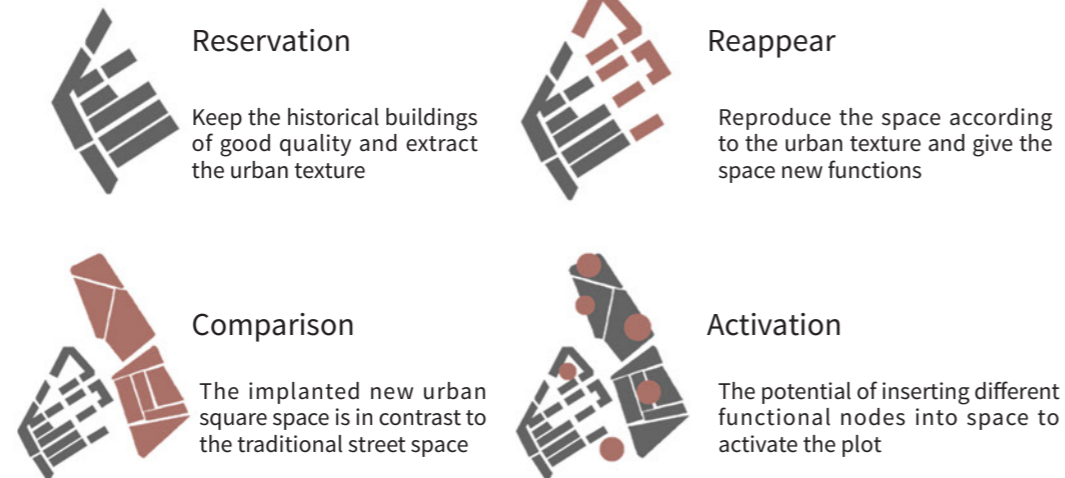
CONCESSION PARK



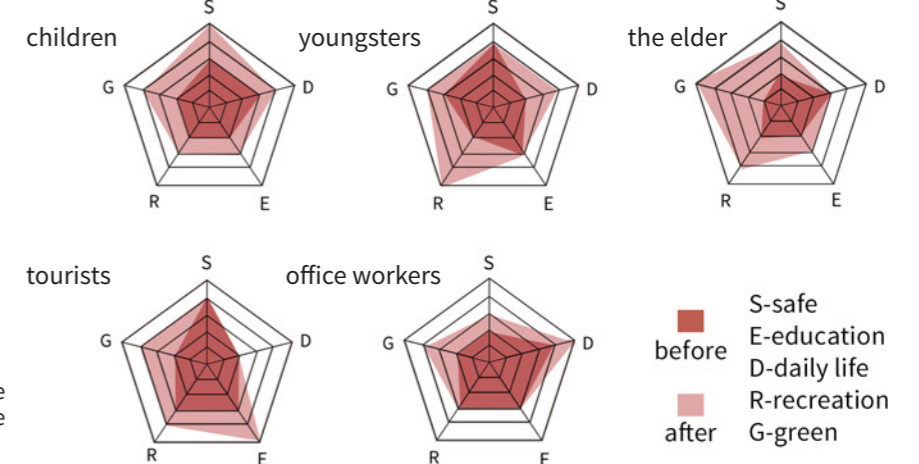
SITE LOCATION I



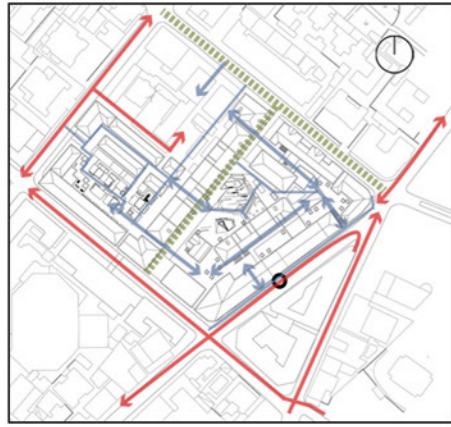
DESIGN PROCESS



FEEDBACK



**RENOVATION PROCESS
STREAMLINE**



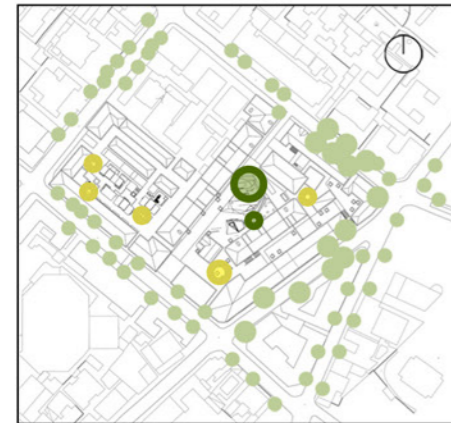
- Roadway
- Alley
- Walking Street
- Bus Station

ARCHITECTURE RENOVATION



- Conserved
- Renovation
- Demolition
- New Construction

TREES TRANSFORMATION

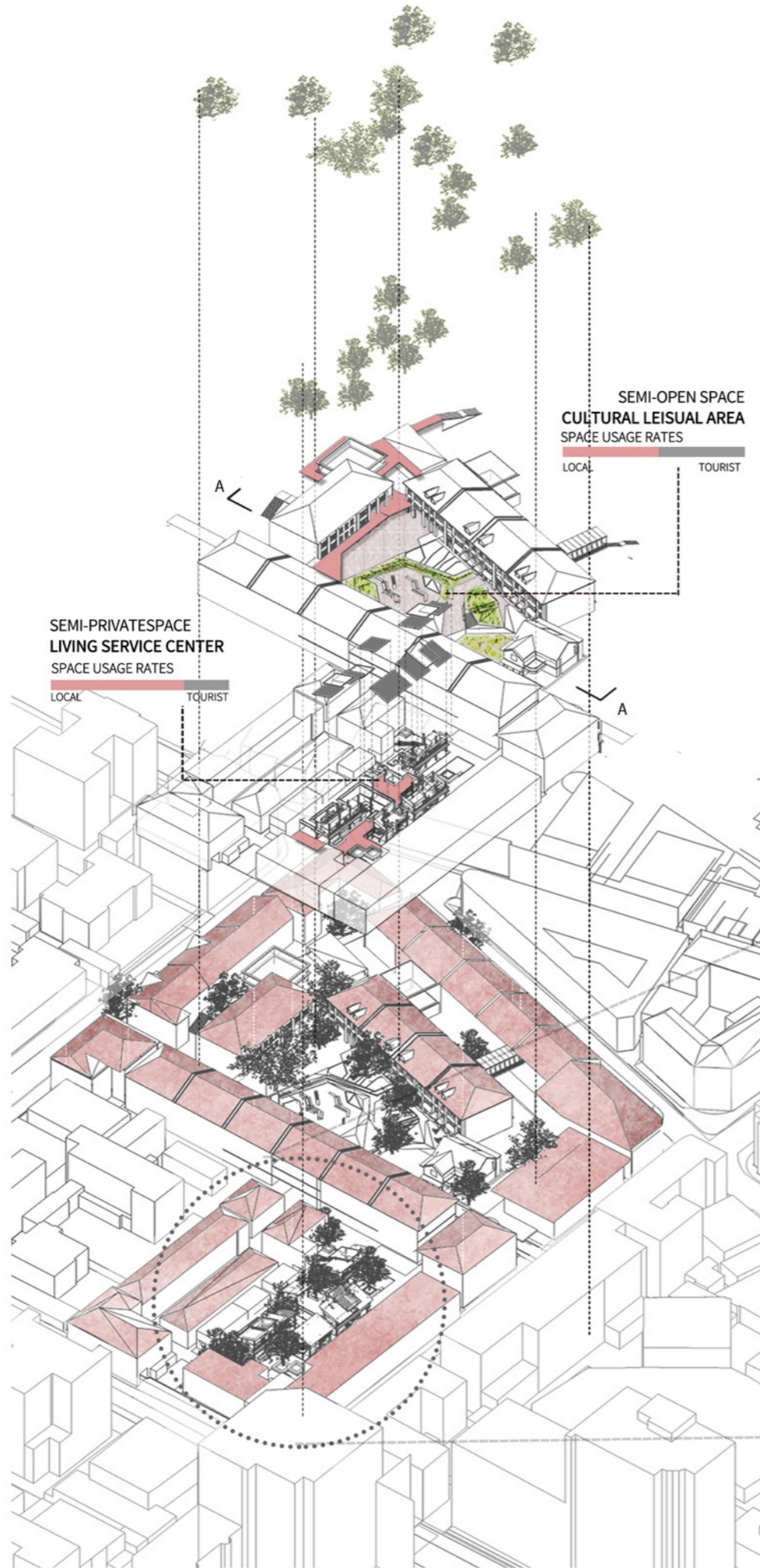


- Conserved
- New
- Street Tress

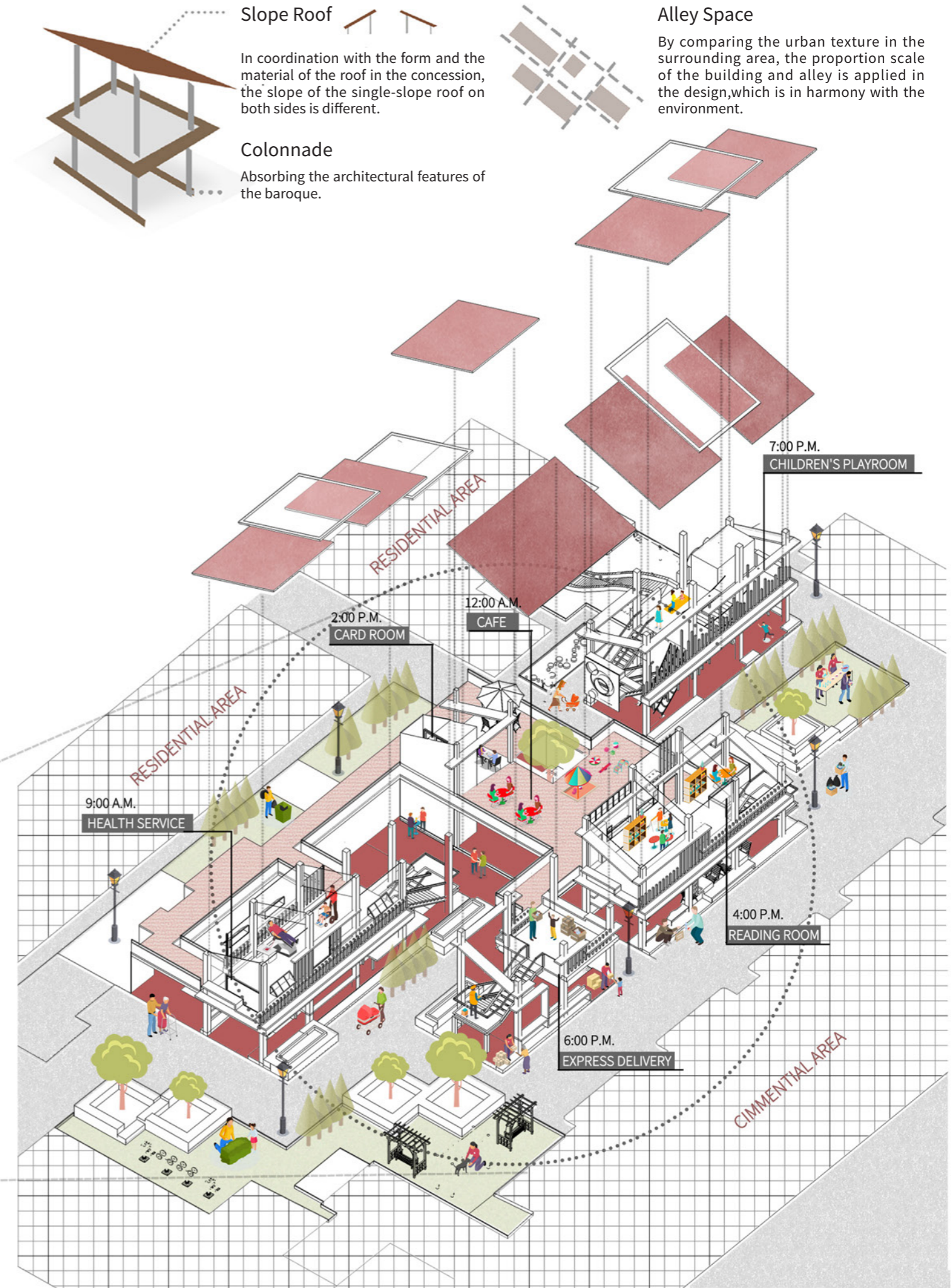
SITE LOCATION II



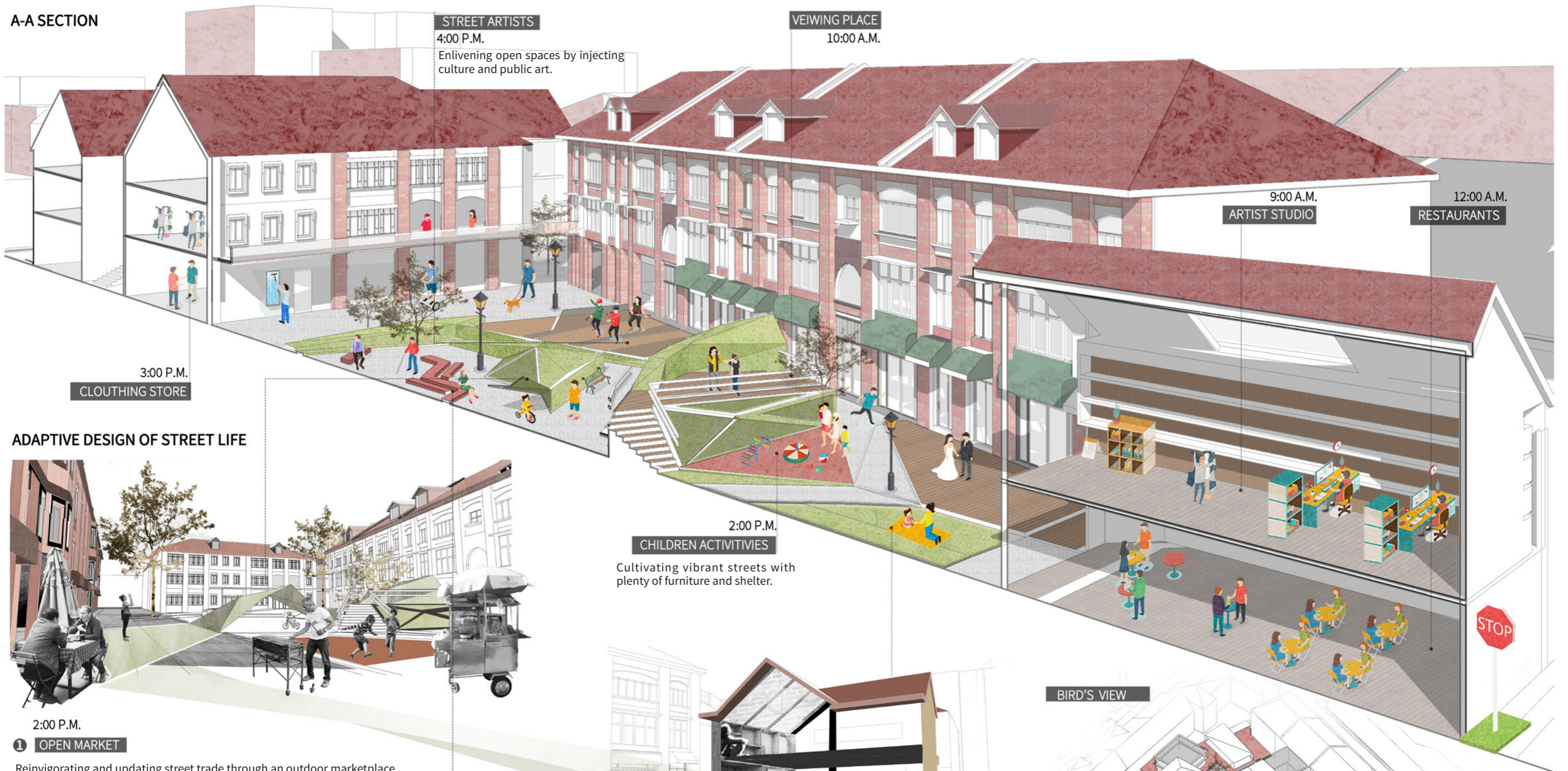
EXPLOSIVE VIEW OF LUOYUAN



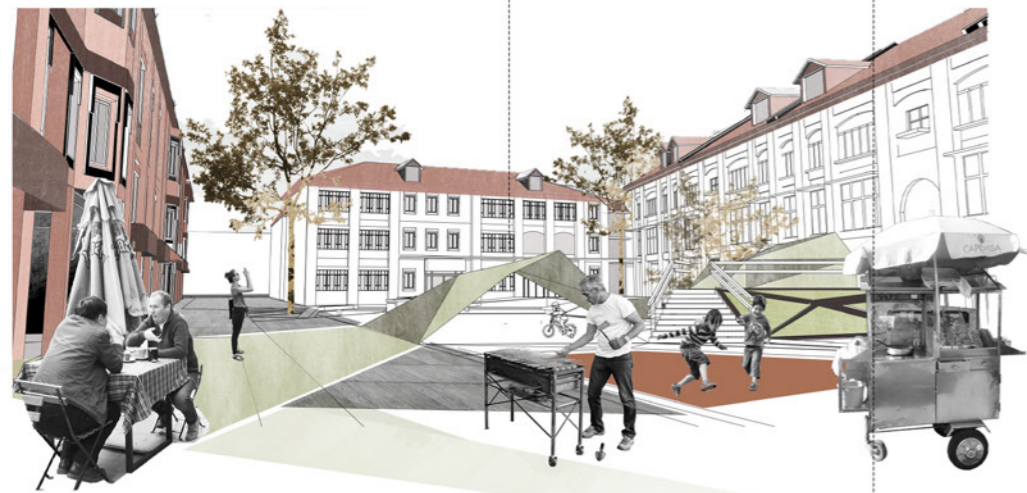
LIVING SERVICE CENTER



A-A SECTION



ADAPTIVE DESIGN OF STREET LIFE



2:00 P.M.
1 OPEN MARKET
 Reinvigorating and updating street trade through an outdoor marketplace.

SITE LOCATION II

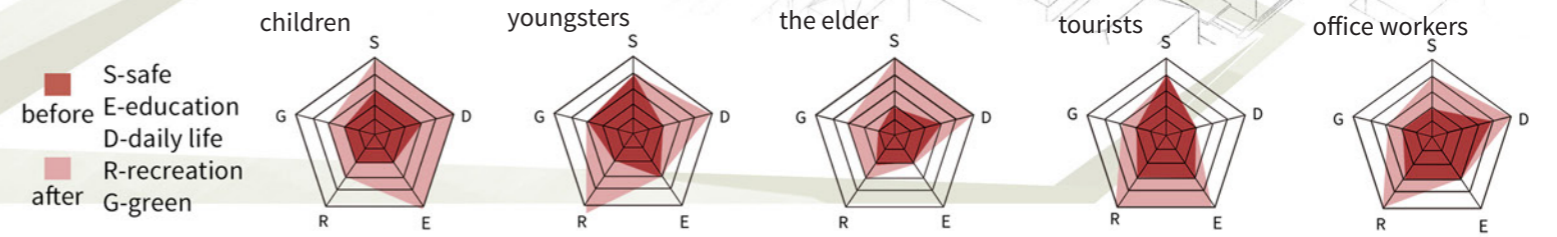
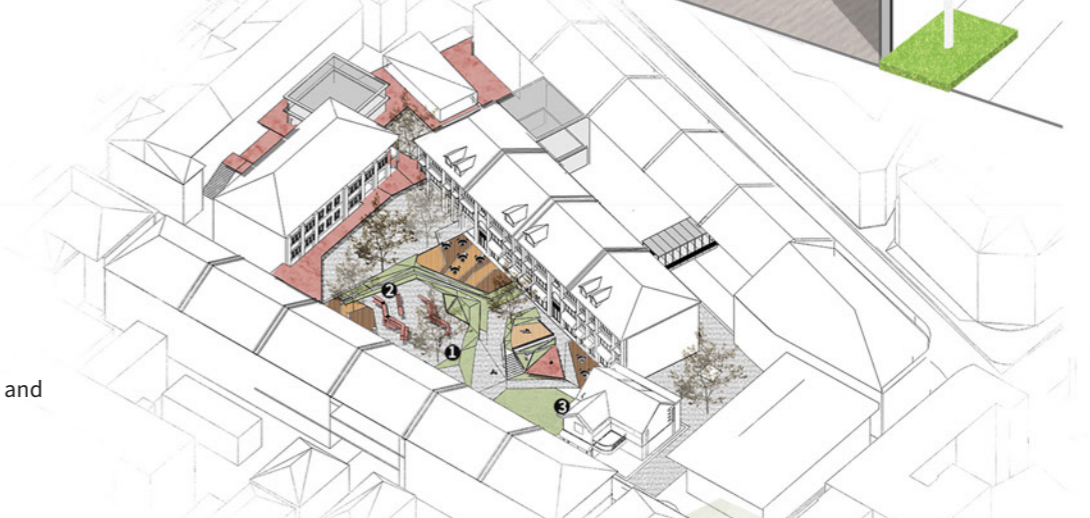


2 REST SPACE
 8:00 P.M.
 Creating playful and active spaces that improve health and wellbeing.



3 PICNIC PLACE
 11:00 A.M.
 Nurturing intergenerational contact and strengthening community ties.

BIRD'S VIEW



02. REVIVING THE FRONT

Urban Renewal Design of Weidong Machinery Factory

Location

Xiangyang ,Hubei ,China

Type

Academic
Individual work

Duration

Mar. 2018 - Jun. 2018
Senior 4

Instructor

Shaobing Ren
Renshaobing@hust.edu.cn

The third-front construction is one of the typical representatives of the characteristics of China's modern industrial civilization. For the cities that have arisen from the "third-front construction", such as Xiangyang, these industrial heritages record the production and life of the Chinese working class and intellectuals in an era, and they are the basis of social identity and sense of belonging. How to better protect and utilize the existing three-line industrial heritage is a proposition that cannot be ignored at present.

In this project, I try to revitalize the decaying industrial area by taking ecological restoration and adding new functions to the site. In the design process, I introduce landscape corridors into the site to connect the natural environment and the buildings, which form the sequence space to help familiarize people with this valuable history. At the same time, I reduce the destruction of the original terrain as much as possible, and try to repair the landscapes terraces and restore the natural ecology, which still maintains the previous industrial landscape as part of the local memory.

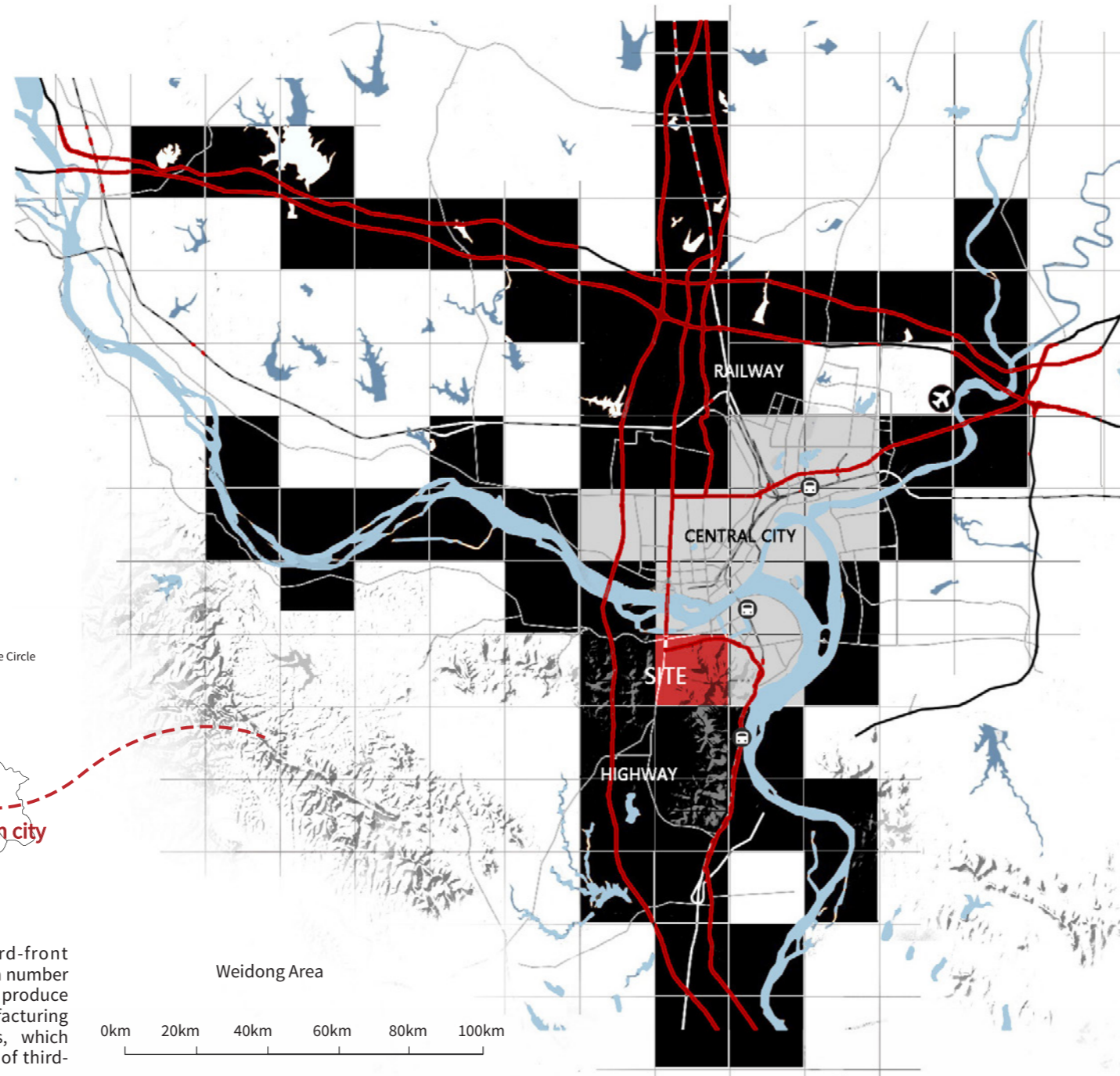
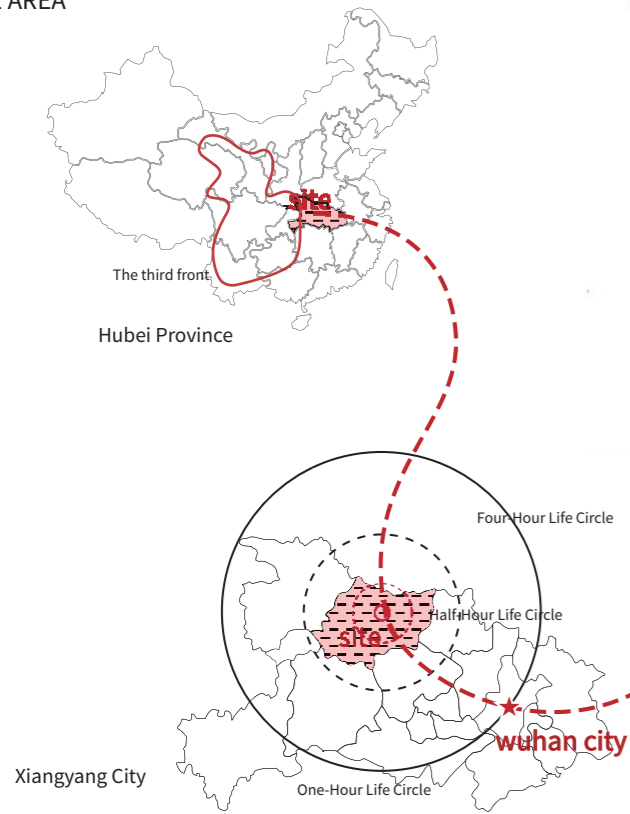


LOCATION

10,1 km
DISTANCE TO CENTRE XIANGYANG CITY

280,5 km
DISTANCE TO WUHAN CITY

28,4 ha
SITE AREA

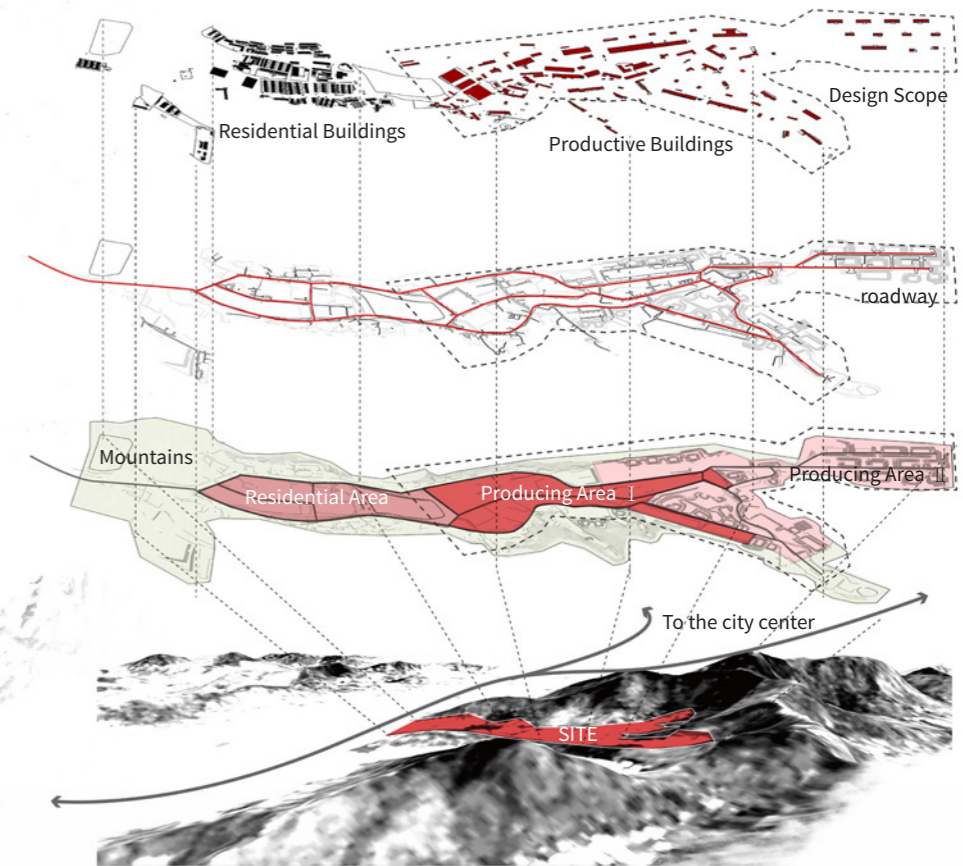


BACKGROUND

At that time, many aspiring young people left for the machinery factory deep in the mountains from the city, most of the “three-front factories” and living areas were connected together, and the walls were built high and isolated. In addition to the factory and staff quarters, all facilities are available. Weidong Machinery Factory also has its own kindergarten, children's school, hospital, etc. The people here are the same as the outside. They could even go through their life without leaving the factory area.

In the 1980s, under the wave of Chinese reform and opening up, there was no need for war preparations in old third-front factories. Weidong Machinery factories had been withdrawn and become ordinary state-owned enterprises. However, because of the Industrial pollution caused by factories, a lot of young people choose to leave this area. At the same time the solitary laid-off workers are facing serious mental health problem.

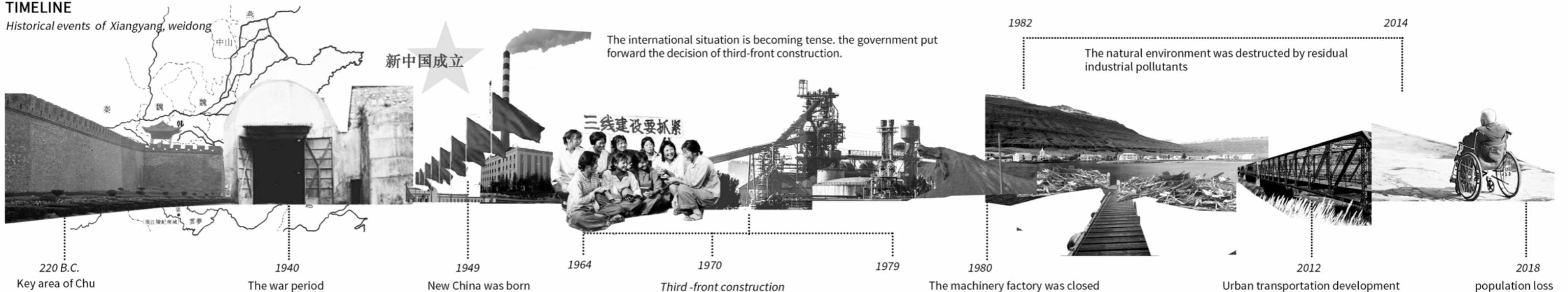
SPATIAL STRUCTURE ANALYSIS



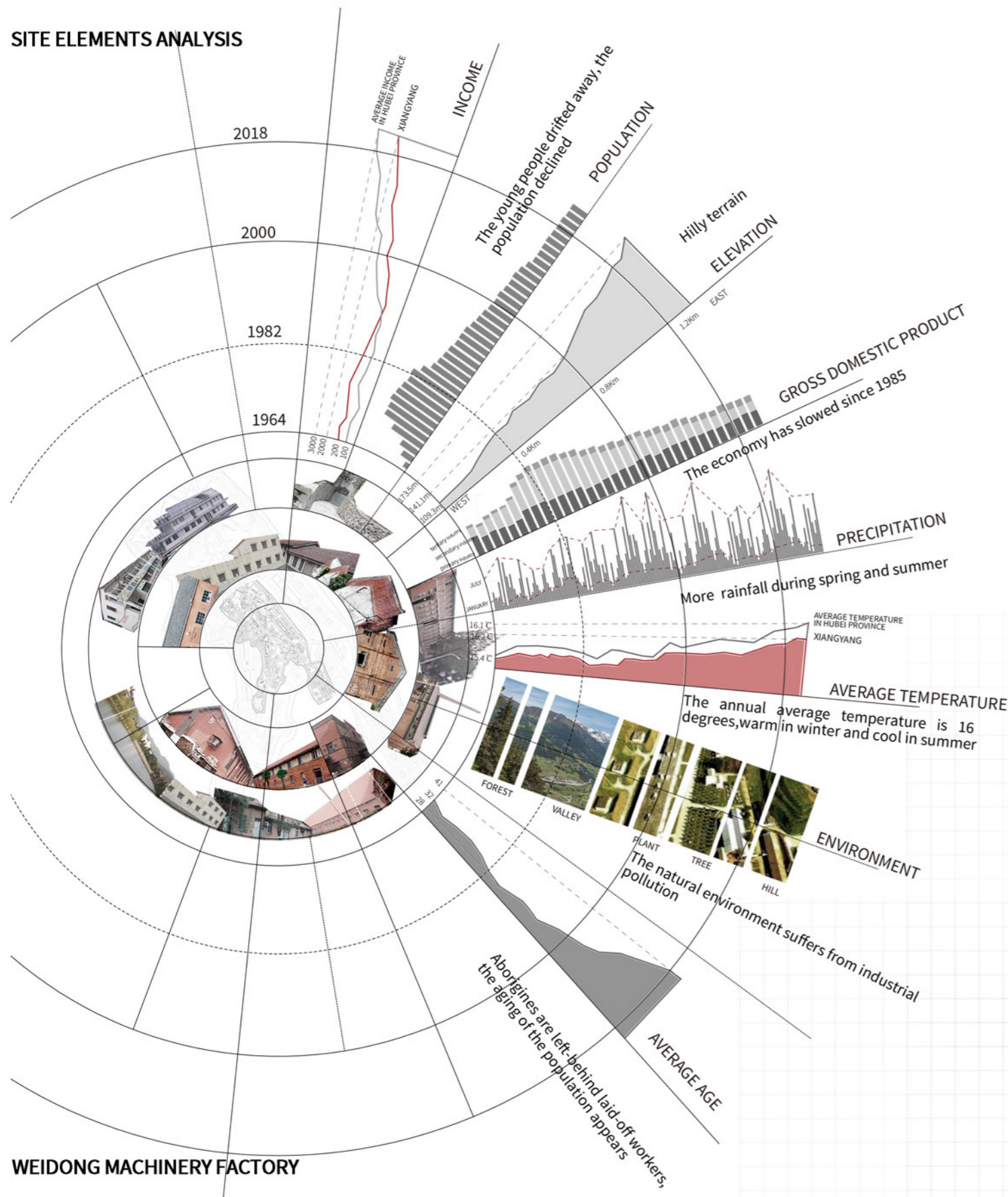
In the mid-1960s, the government carried out the third-front Construction for war preparations, and planned to establish a number of bases in the central and western parts of China that can produce conventional weapons and the necessary machinery manufacturing industry. Those factories are usually located in remote valleys, which is difficult to be discovered during wartime. Therefore, all of third-front factories are always accompanied by mountains.

TIMELINE

Historical events of Xiangyang, weidong



SITE ELEMENTS ANALYSIS



WEIDONG MACHINERY FACTORY



ISSUES

ABANDONED FACTORIES

OBSOLESCENT SHOOTING RANGE

COLLECTIVE MEMORIES WERE ERASED
 吃飯不花錢 努力搞生產
 追查肇事原因
 追究責任問題

THE POLLUTED ENVIRONMENT

SOLITARY LAID-OFF WORKERS ARE FACING MENTAL HEALTH PROBLEM

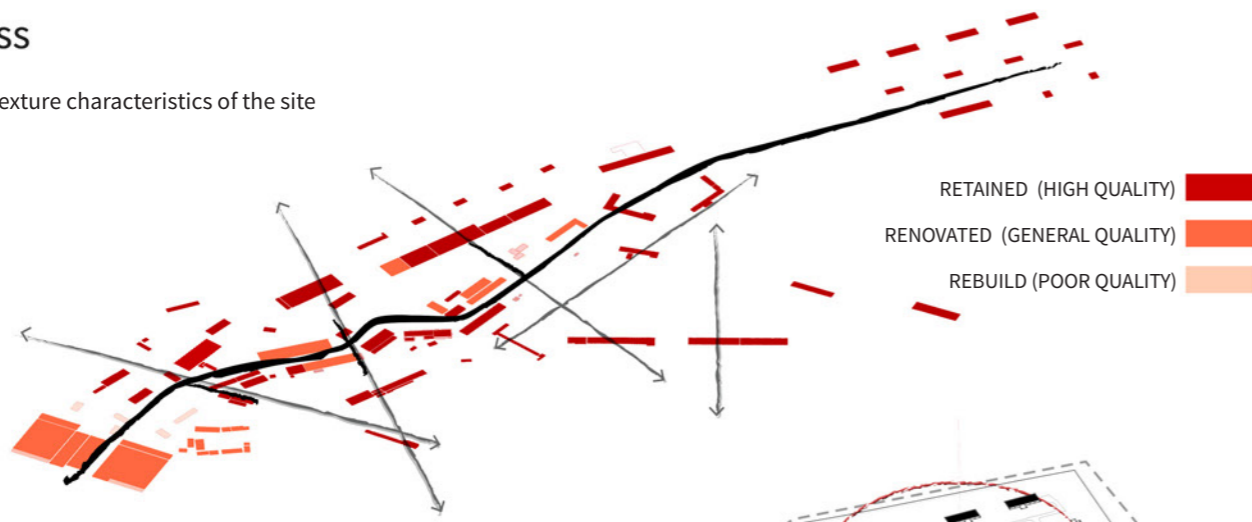
CONCEPT

In the post-industrial age, how to deal with the relationship between industrial heritage and nature has become an urgent problem. The natural vegetation succession is a major means of ecological rehabilitation in the decaying industrial area. However, not only did the Weidong area suffer from severely polluted ecological environment, but the valuable collective memory born by the site is fading out.

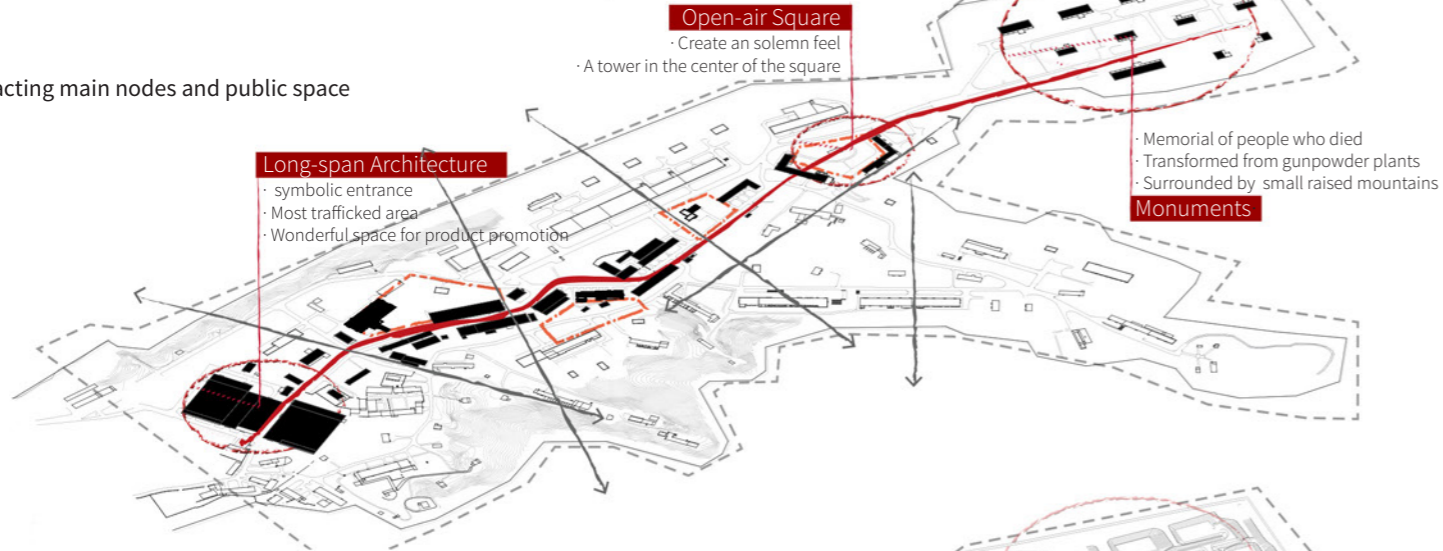
In this reality, I focus on the **human experience** in the interaction of industrialization and nature. I decided to repair the original urban texture and enforce ecological restoration, in order to **maintain the previous industrial landscape as part of the local memory**. In terms of spatial support for people's activities, I introduce landscape corridors into the site, which connect the factories, public space and natural landscape, providing people with more diverse experiences and revitalizing the decaying industrial area.

DESIGN PROCESS

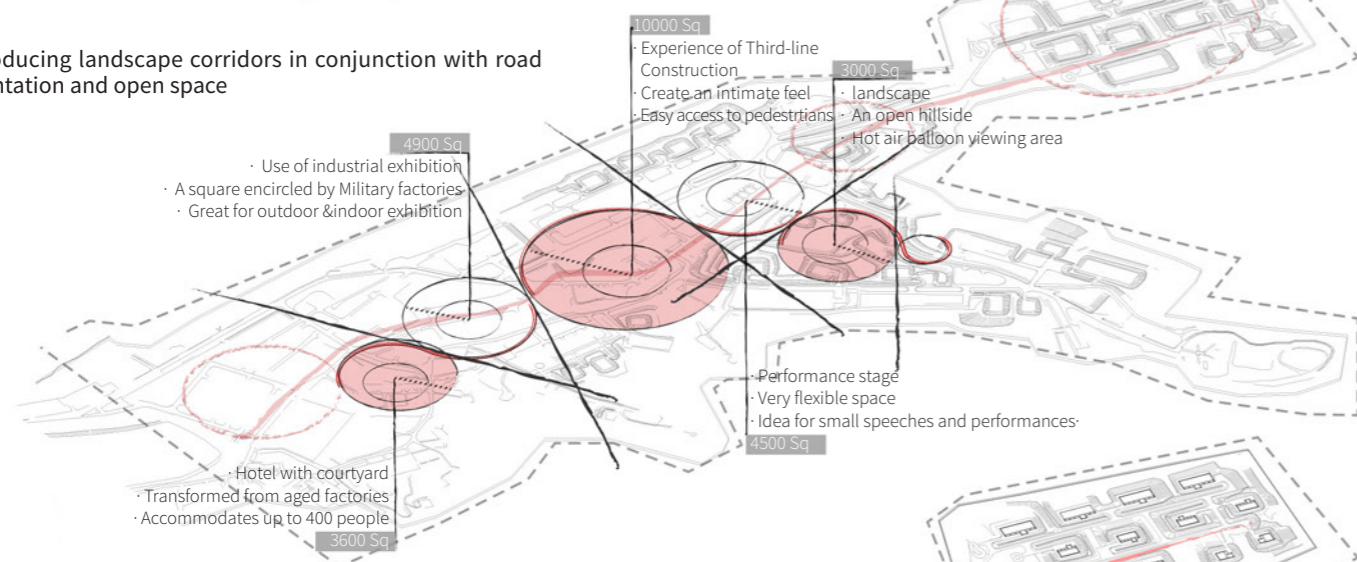
Study original urban texture characteristics of the site



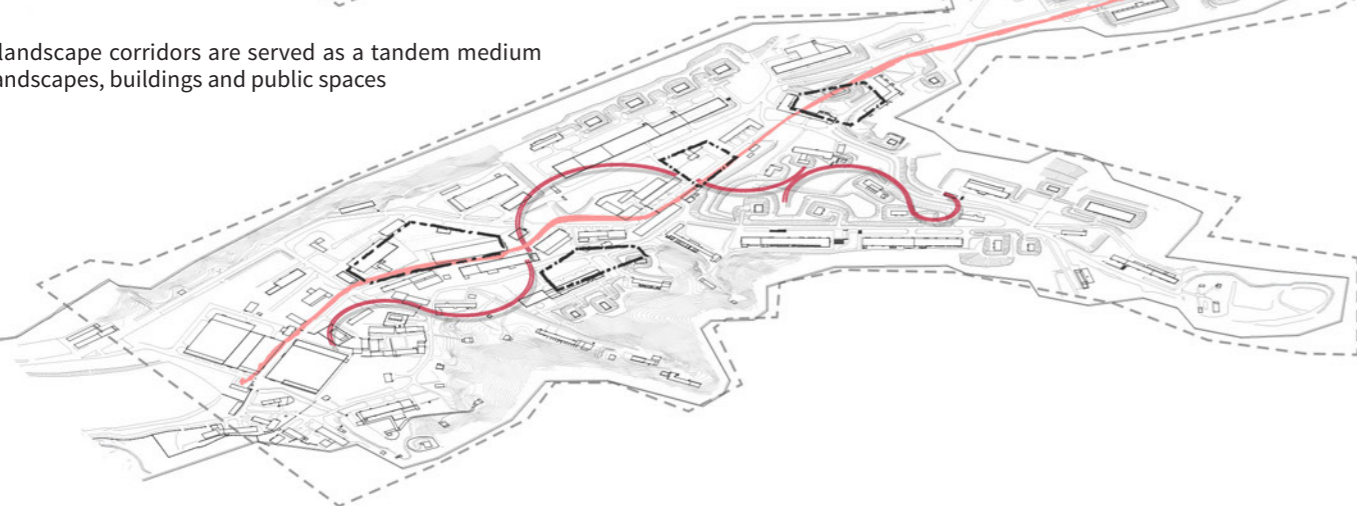
Extracting main nodes and public space



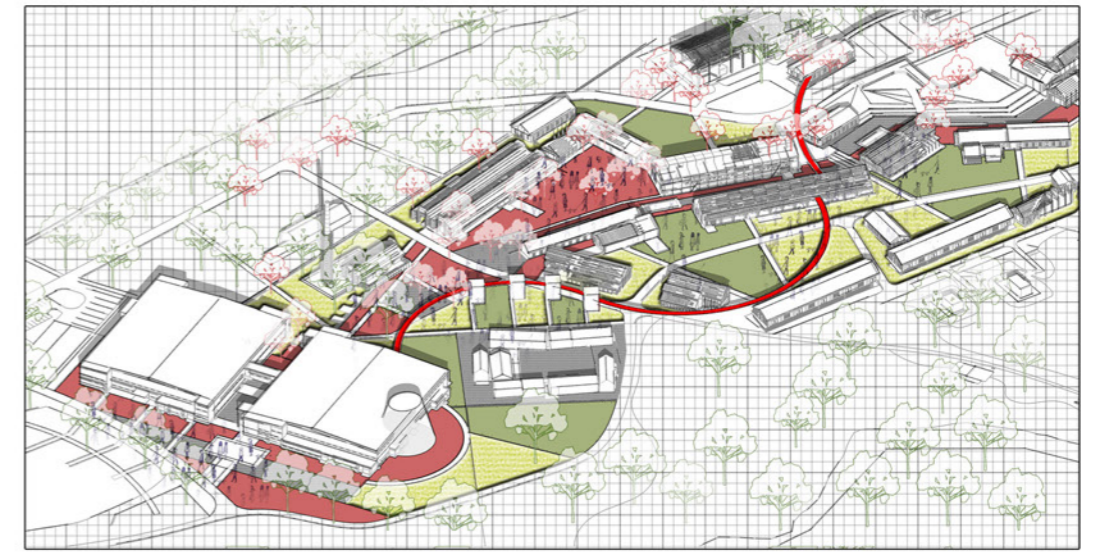
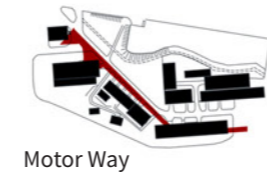
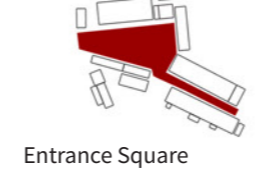
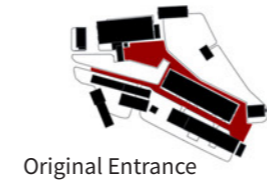
Introducing landscape corridors in conjunction with road orientation and open space



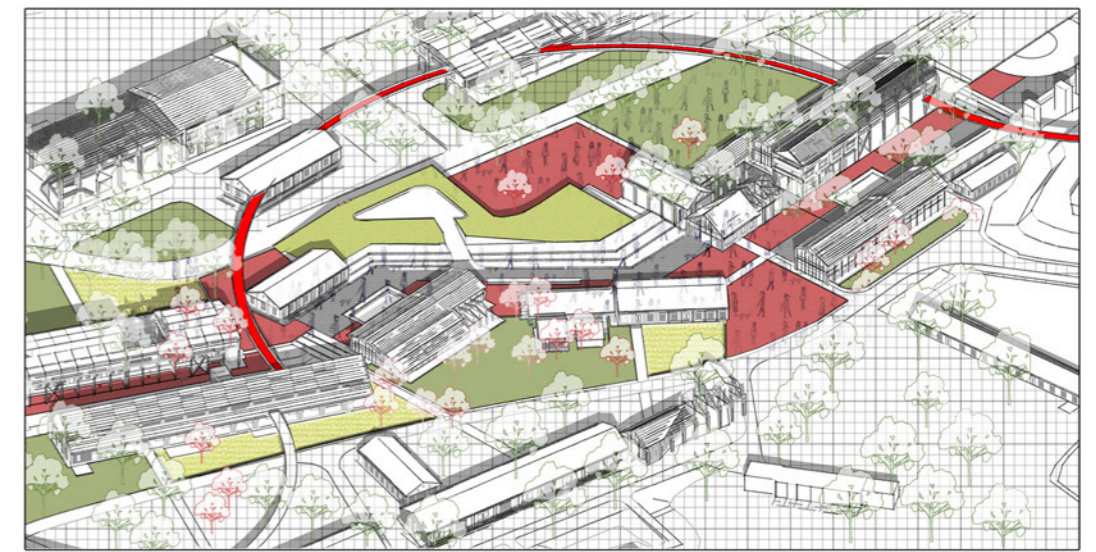
The landscape corridors are served as a tandem medium for landscapes, buildings and public spaces



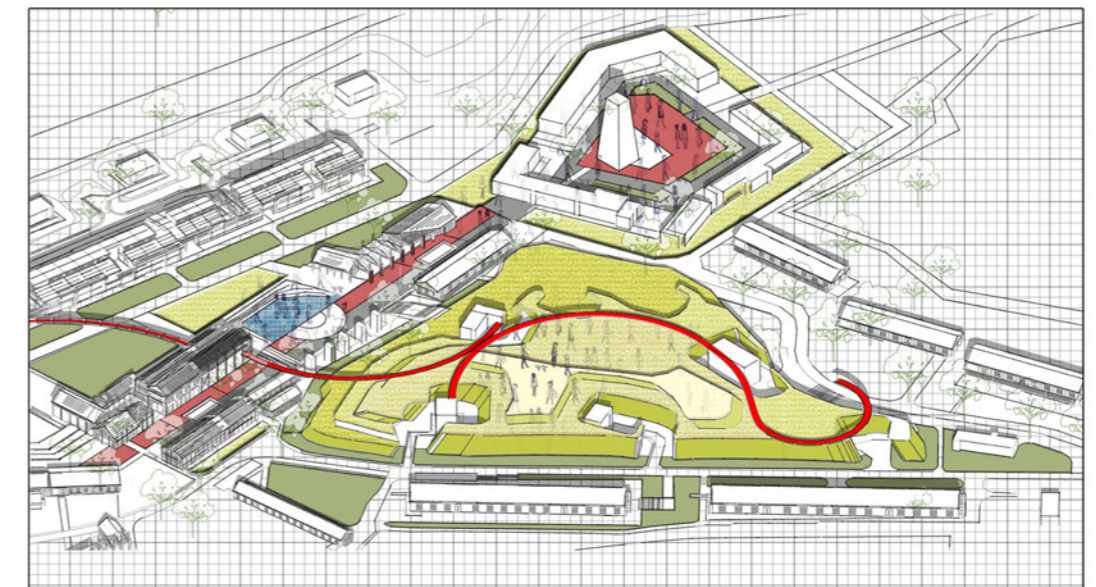
TRANSFORMATION STRATEGY



THE WESTERN AREA



THE MIDDLE AREA



THE EASTERN AREA

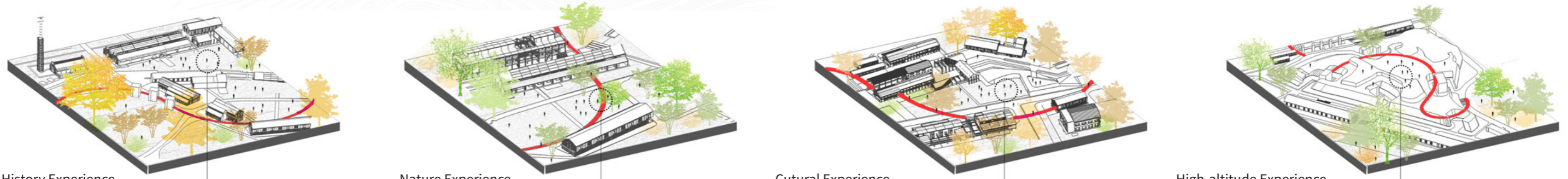
MASTER PLAN



LEGEND

- | | | | |
|-----------------------|-------------------|-----------------------------------|------------------|
| ① RESERVOIR LANDSCAPE | ⑤ HOTEL | ⑨ WEAPONS TESTING GROUND | ⑬ BALLOON AREA |
| ② PARKING LOTS | ⑥ EXIBITION AREA | ⑩ THE THIRD-FRONT LIFE EXPERIENCE | ⑭ MEMORIAL PLAZA |
| ③ RECEPTION CENTRE | ⑦ LAND ART | ⑪ OPEN STAGE | ⑮ CEMETERY |
| ④ INDUSTRIAL GARDEN | ⑧ OPEN-AIR CINEMA | ⑫ LANDSCAPE CORRIDOR | |

PLACE



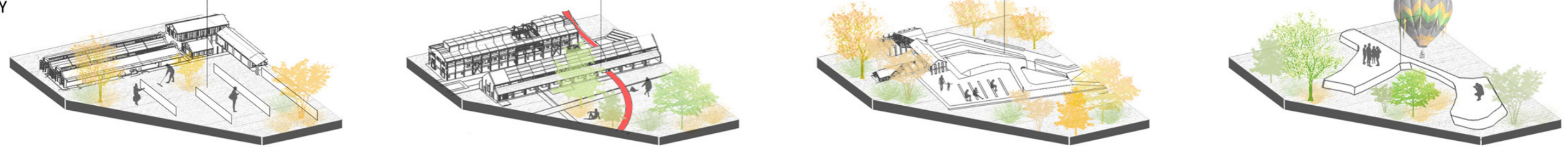
History Experience

Nature Experience

Cultural Experience

High-altitude Experience

ACTIVITY



Street Museum

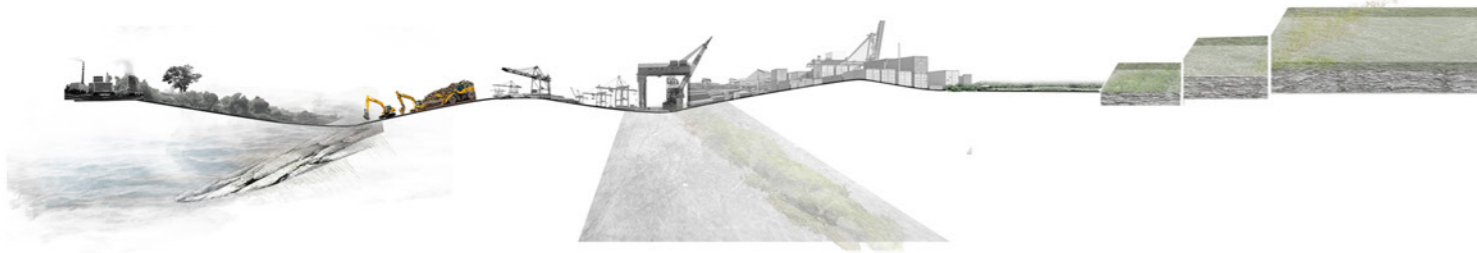
Various of Lical Plants

Open-air Cinema

Ballon

ECOLOGICAL RESTORATION

PHASE1 COMPREHENSIVE SITE ASSESSMENT

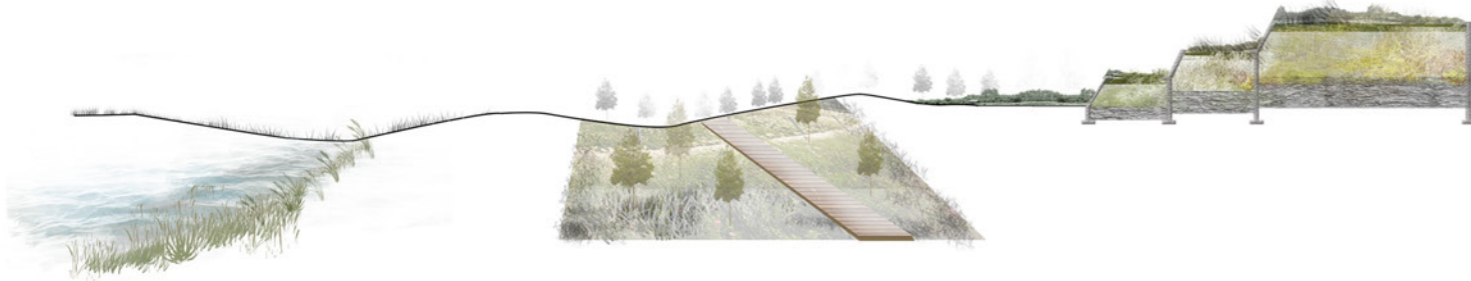


Reservoir garbage accumulation and serious water pollution.

Soil erosion, no vegetation covered land bare.

Destruction of the ecological environment.

PHASE2 IMPLEMENTATION OF PHYTOTECHNOLOGY REMEDIATION

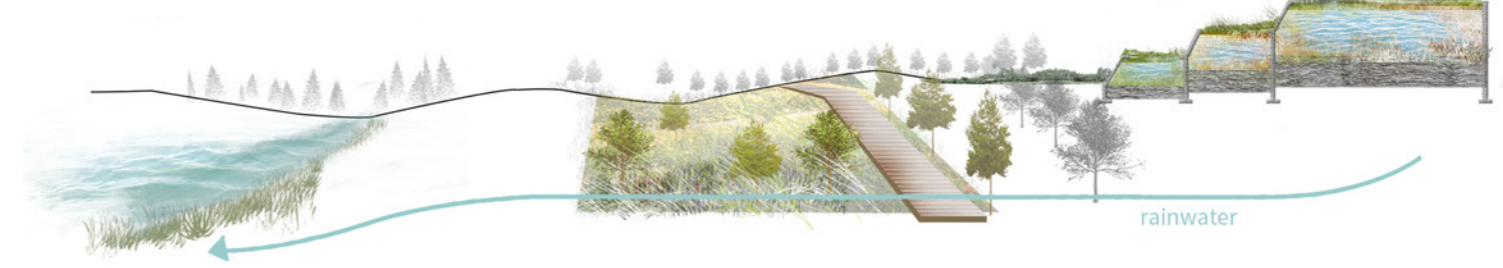


Riparian transformation, cleaning up reservoir waste, and planting aquatic plants.

Soil reclamation, planting trees and bottom vegetation to protect soil and water.

Construction of ecological retaining wall.

PHASE3 WATER MANAGEMENT



The water quality of the reservoir is improved.

Vegetation grow and purify the rainwater

Rainwater storage

PHASE4 OPERATION AND MAINTENANCE

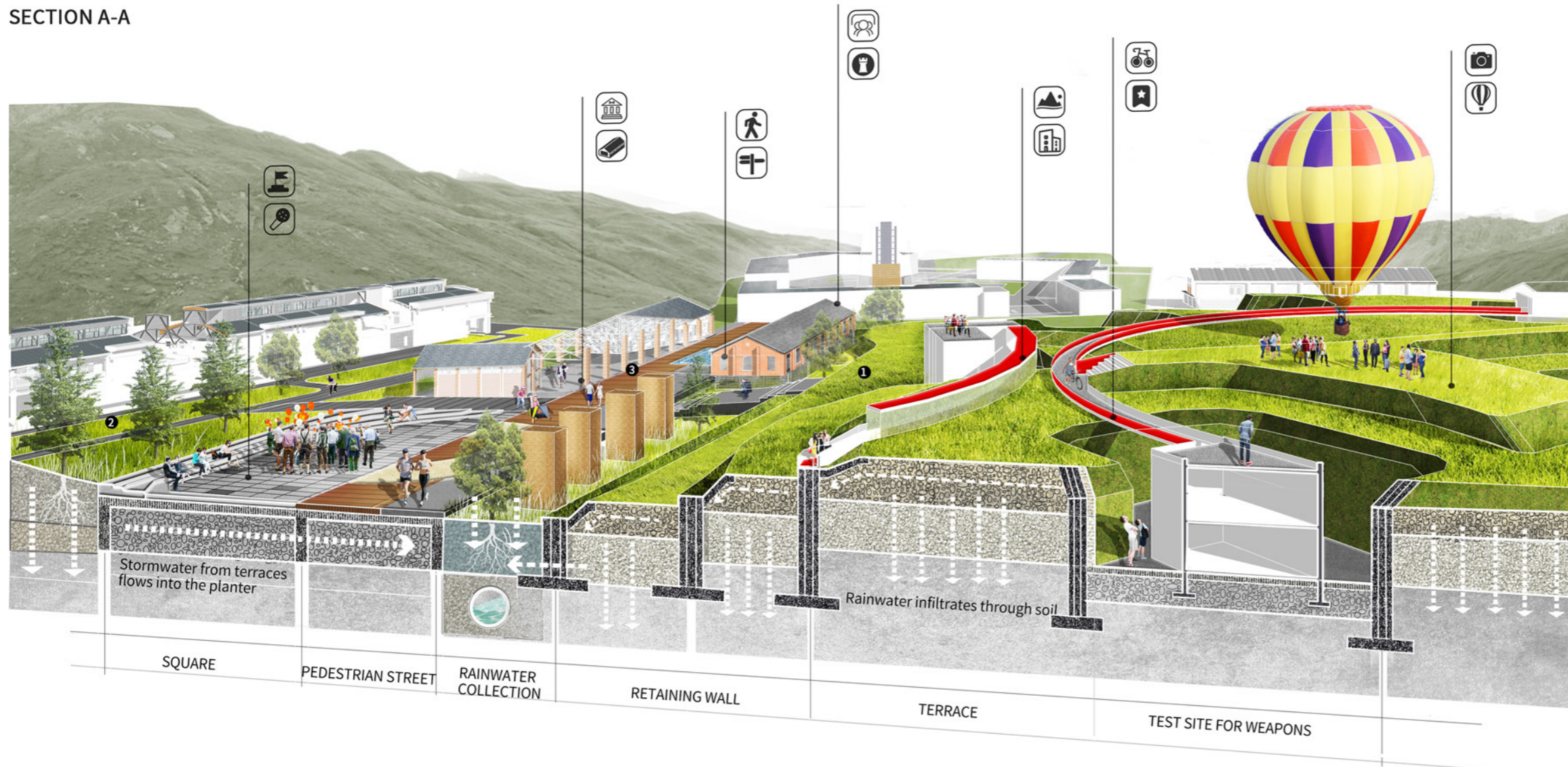


Aquatic plants are suitable for water environment and plant survival.

The formation of trees, tree lined trail, natural ecological restoration

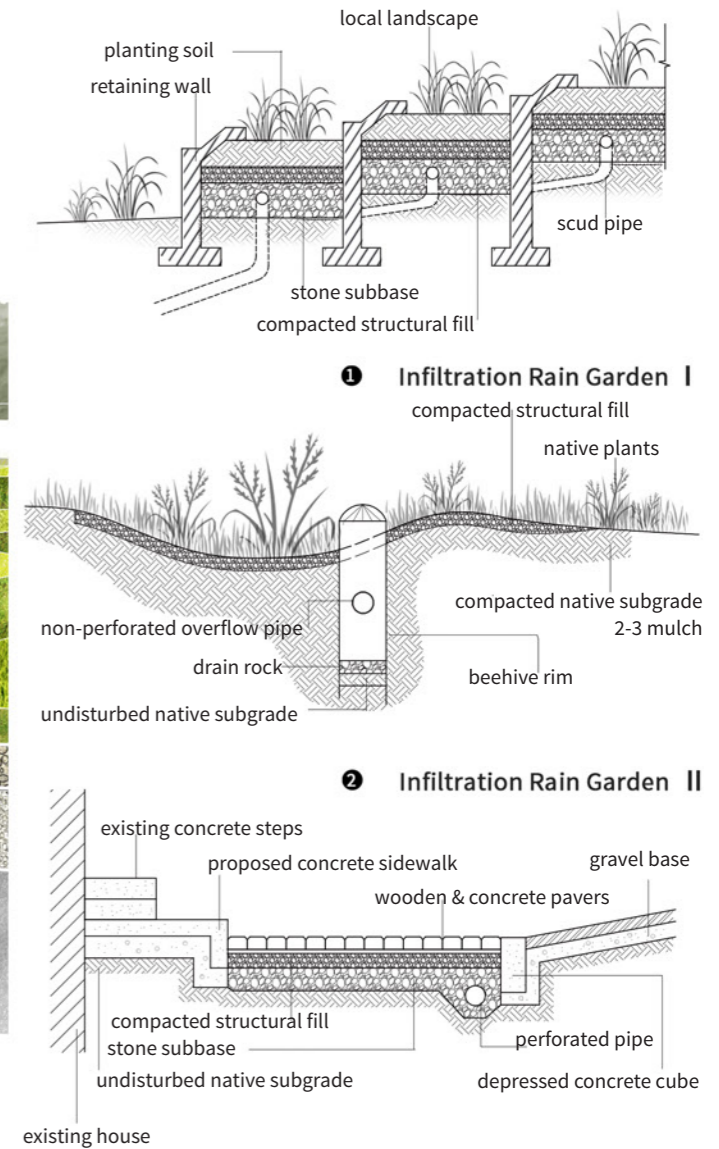
Various kinds of creatures are attracted

PERSPECTIVE OF WATER MANAGEMENT SECTION A-A



1 Infiltration Rain Garden I 2 Infiltration Rain Garden II 3 Detailed Pavement Construction

GREEN INFRASTRUCTURE

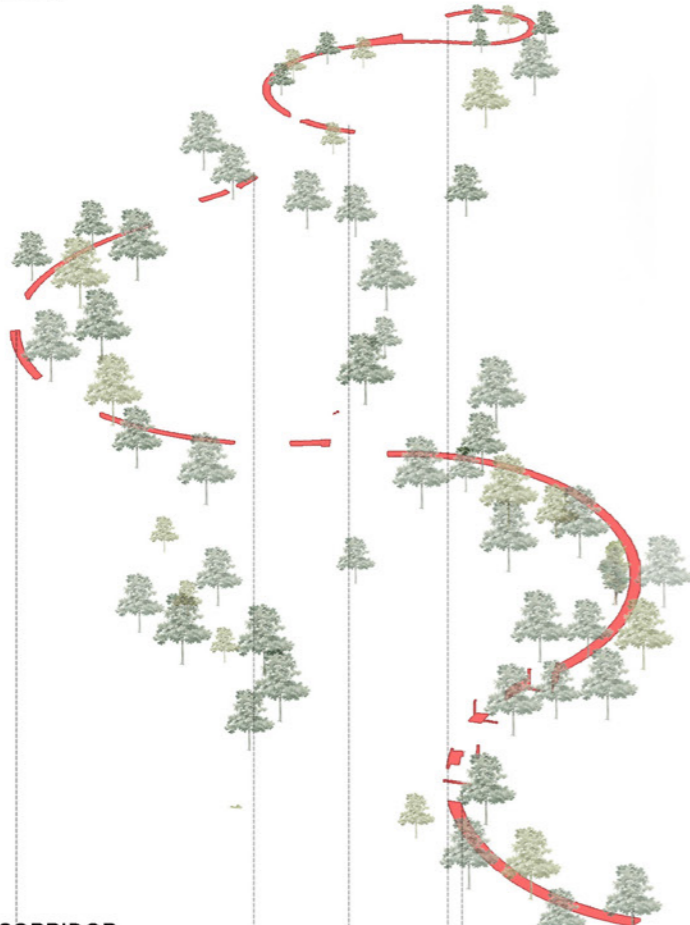


1 Infiltration Rain Garden I
compacted structural fill
native plants

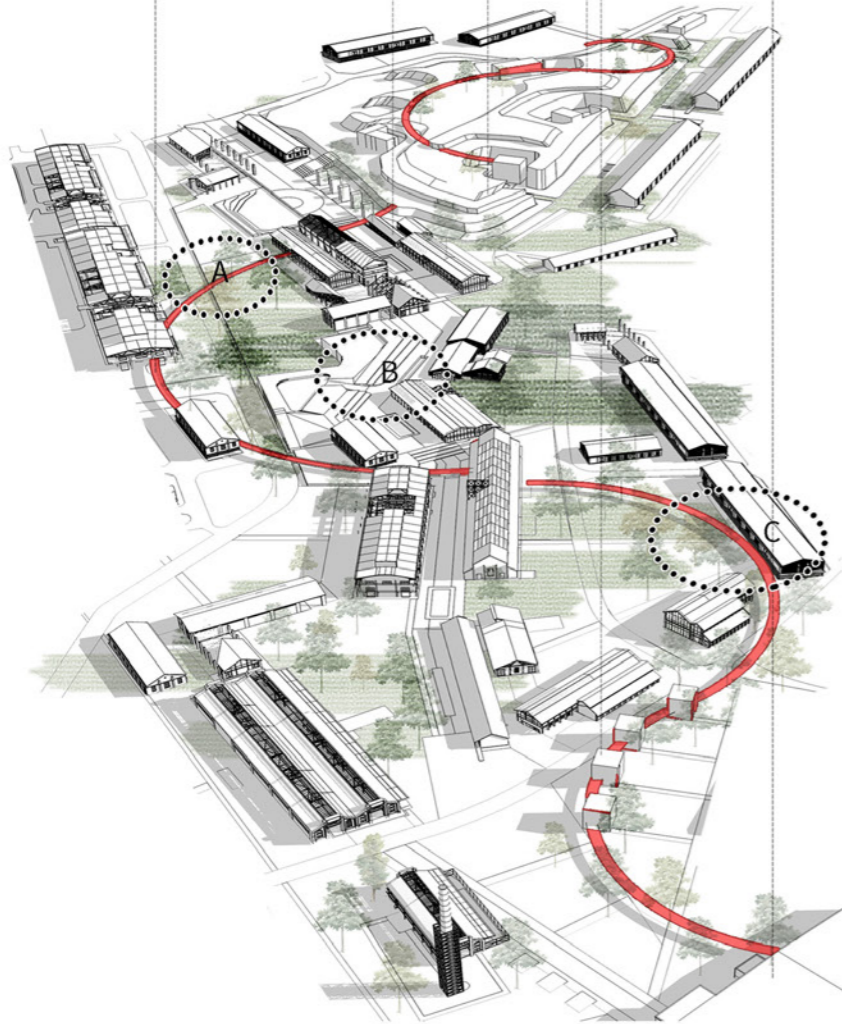
2 Infiltration Rain Garden II
existing concrete steps
proposed concrete sidewalk
gravel base
wooden & concrete pavers

3 Detailed Pavement Construction
compacted structural fill
stone subbase
undisturbed native subgrade
perforated pipe
depressed concrete cube

EXPLOSIVE VIEW



LANDSCAPE CORRIDOR



PLANT BUILDINGS

OUTDOOR ACTIVITIES



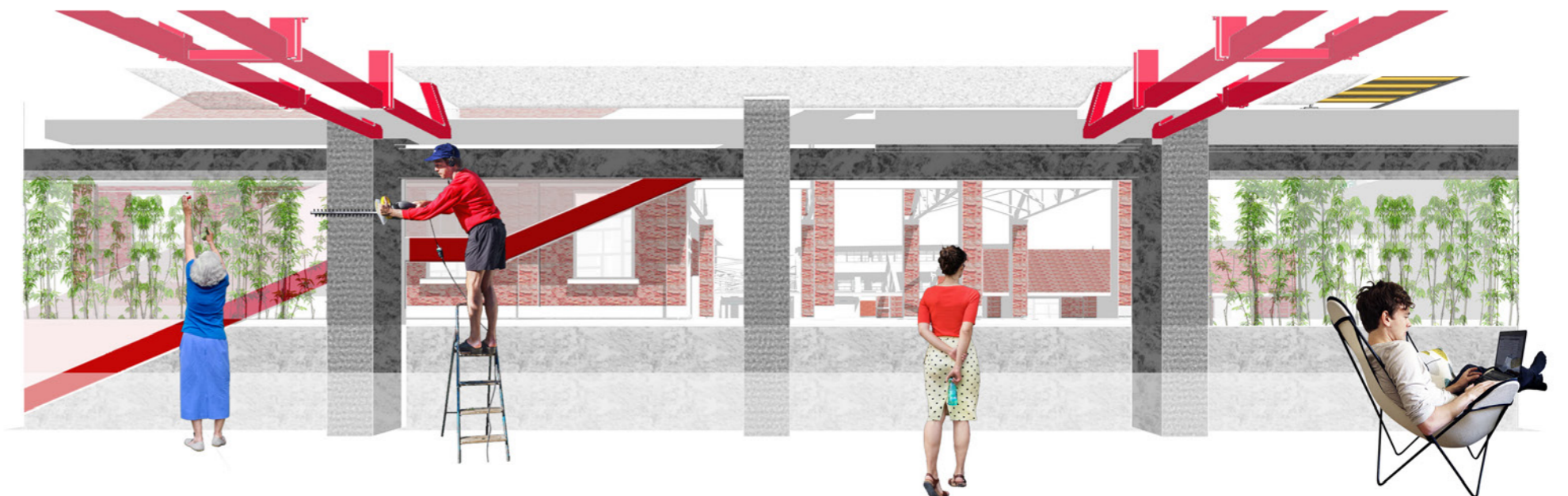
PERSPECTIVE A

PREDESTRIAN STREET



PERSPECTIVE B

TRANSFORM THE FACTORY INTO GALLERY



PERSPECTIVE C

03. A SITUATIONAL CITY

The 3rd Art&Tech National Architectural Concept Design Competition

Duration

Feb. 2018 - Mar. 2018
Senior 4

Type

Academic/ Team work

Team Member

Zhu Jingdan

Role in Team

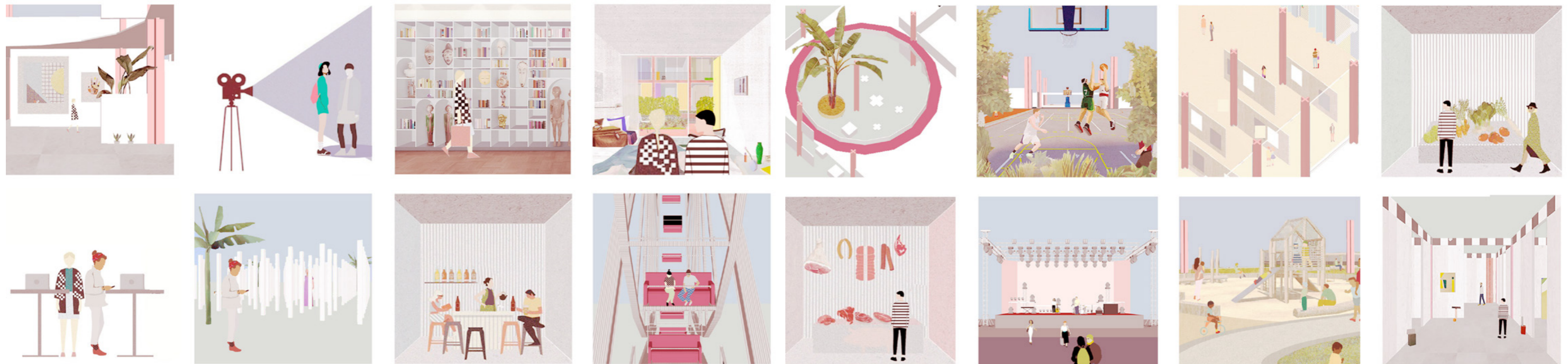
concept design
digital modeling
graphic drawing

Instructor

Hexuan Dong
HexuanDong@gmail.com

The term "situationist" refers to the construction of situations. Situationist theory sees the situation as a tool for the liberation of everyday life, a method of negating the pervasive alienation that accompanied the spectacle. The founding manifesto of the Situationist International, Internationale Situationniste #1 (June 1958) defined the constructed situation as **"a moment of life concretely and deliberately constructed by the collective organization of a unitary ambiance and a game of events"**. The experimental direction of situationist activity consisted of setting up temporary environments favorable to the fulfillment of true and authentic human desires in response.

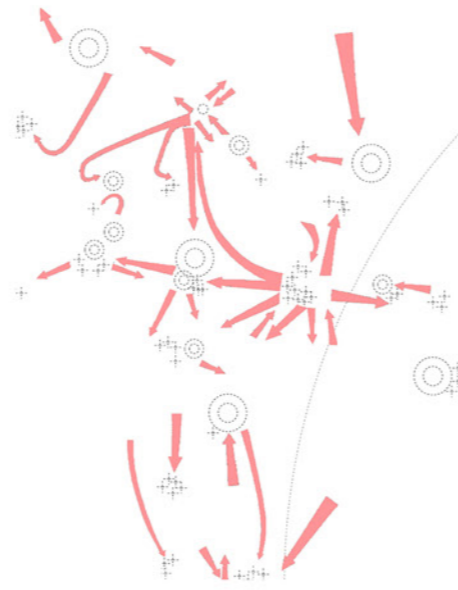
We take this idea and try to **create a full experience city through games and walks to confront the urban space**. we want to build a city about loss and choice: the visitor is lost in constant choice, the memory overlaps subtly, the traditional logic is pushed down, and When people get lost, landmark becomes the only bright light for people to lead the way. **The landmarks replaces the path, which finally become a memory of people in the city.**



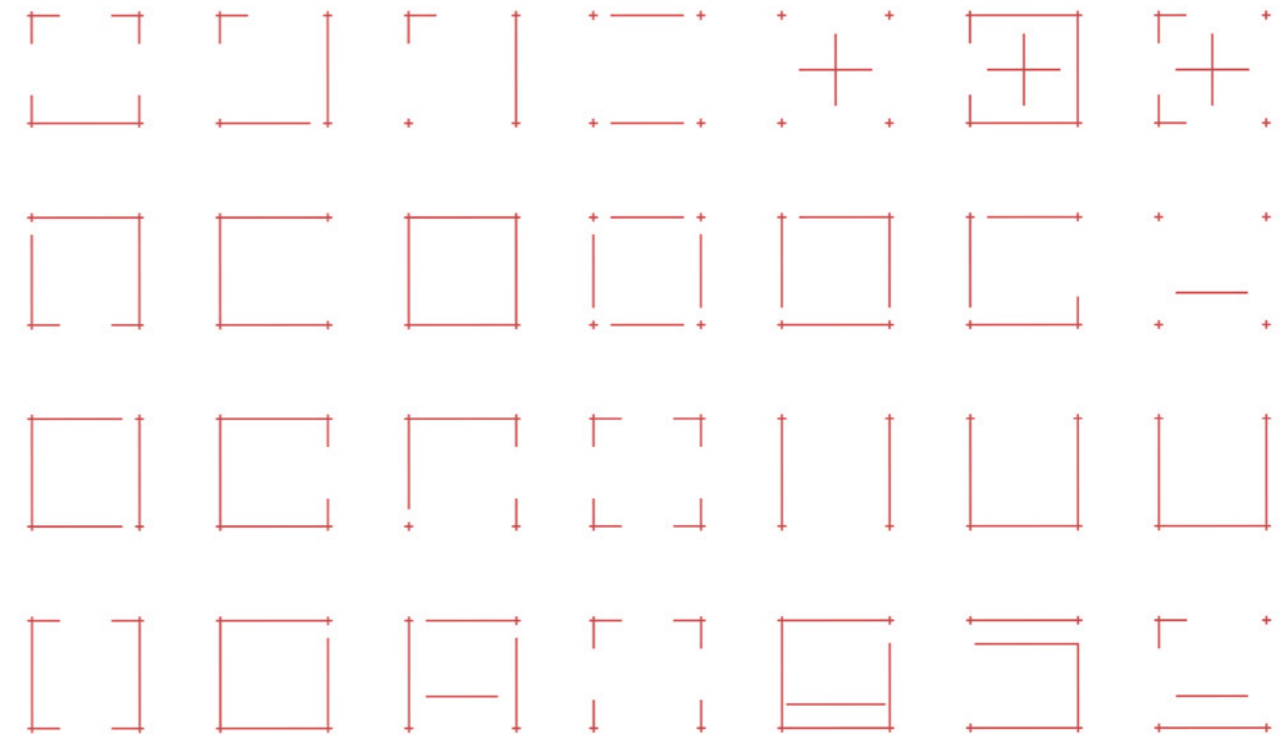
A SITUATIONAL CITY

In the discussion of Guy Debord's *The Society of Spectacle*, he aims to realize the liberation of daily life by constructing new situations in the city. Through the strategy of 'drifting', abandoning the 'usual urban habits' way to walk fast in the city. In our project, we take this idea and try to create a full experience city through games and walks to confront the urban space.

Based on the observation of the city, we believe that the city is composed of two parts: path and folly. In theory, people first remember path, and then they arrive and have corresponding behavioral activities. But in a city that aims to explore and play, we want to build a city about loss and choice: the visitor is lost in constant choice, the memory overlaps subtly, the traditional logic is pushed down, and landmarks replace the path, which finally become a memory of people in the city.

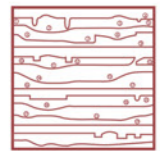
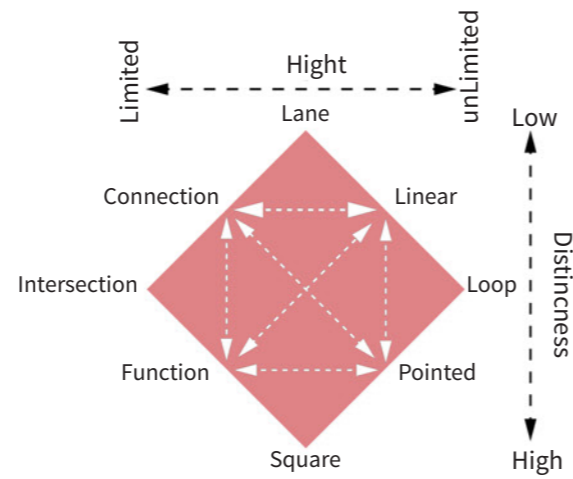
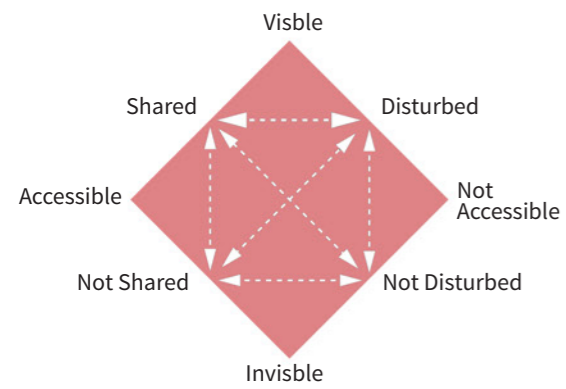


TYOLOGY



Cross columns and walls act as media to limit the space in which different scenes take place

CONSTRUCTION RULES



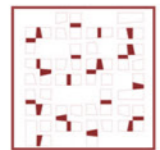
LANDSCAPE

Ground, roofs and walls should respond to the landscape



FUNCTION

Limit space size according to functional requirements



SPACE

Dividing space by concave and convex relationship



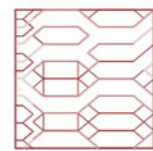
CONNECTION

Vertical connection



TERRAIN

A terrain defines both up and down spaces



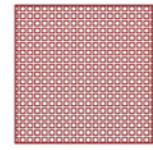
CONTINUITY

Streets are continuous in city



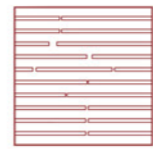
CLUE

Clue are connected in series to form a city route



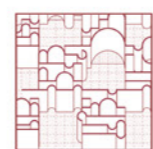
DENSITY

The city is made up of high-density neighborhoods



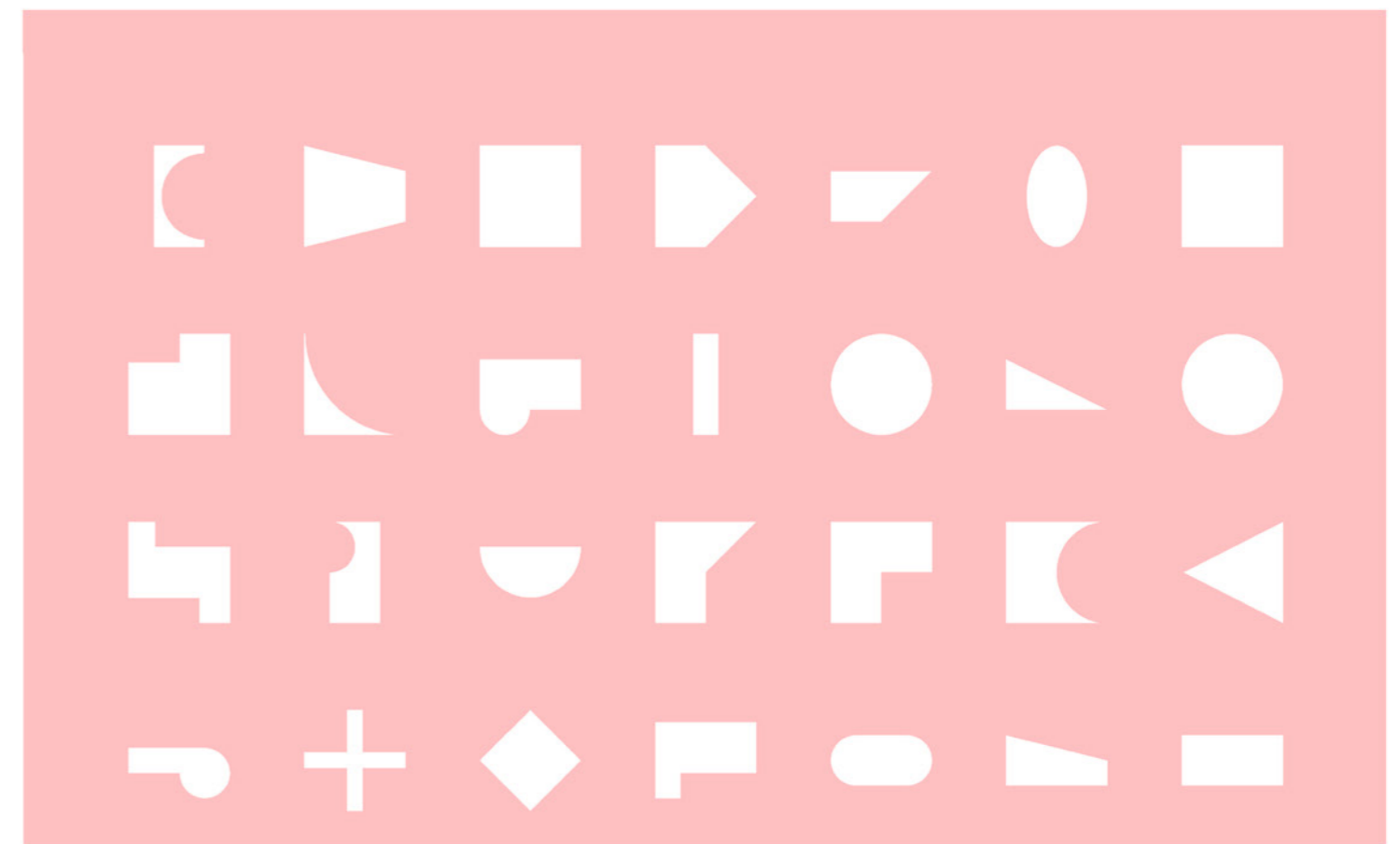
LAYER

The vertical direction of the city is clearly layered



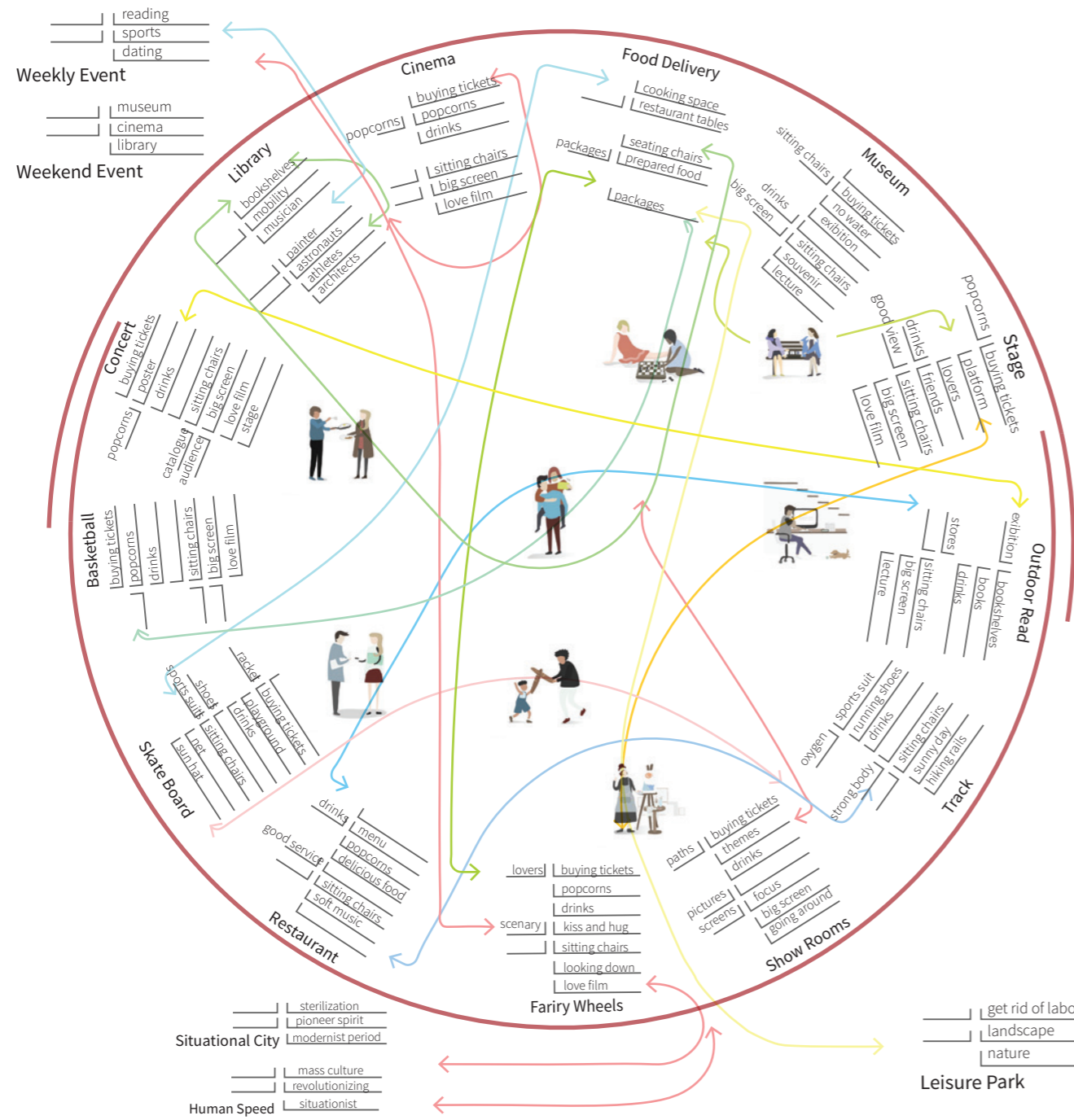
AMBIGUITY

The border of building exterior and interior are blurred

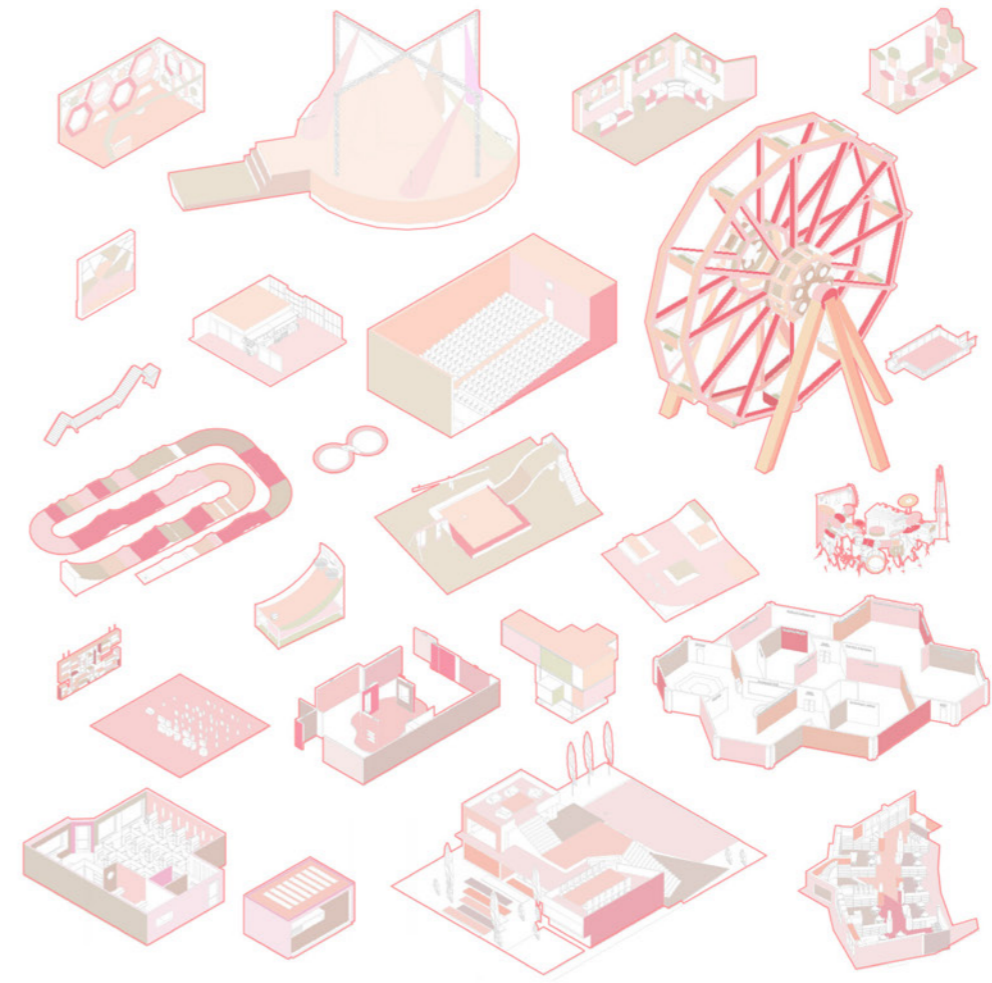


Building blocks that can be put into the space

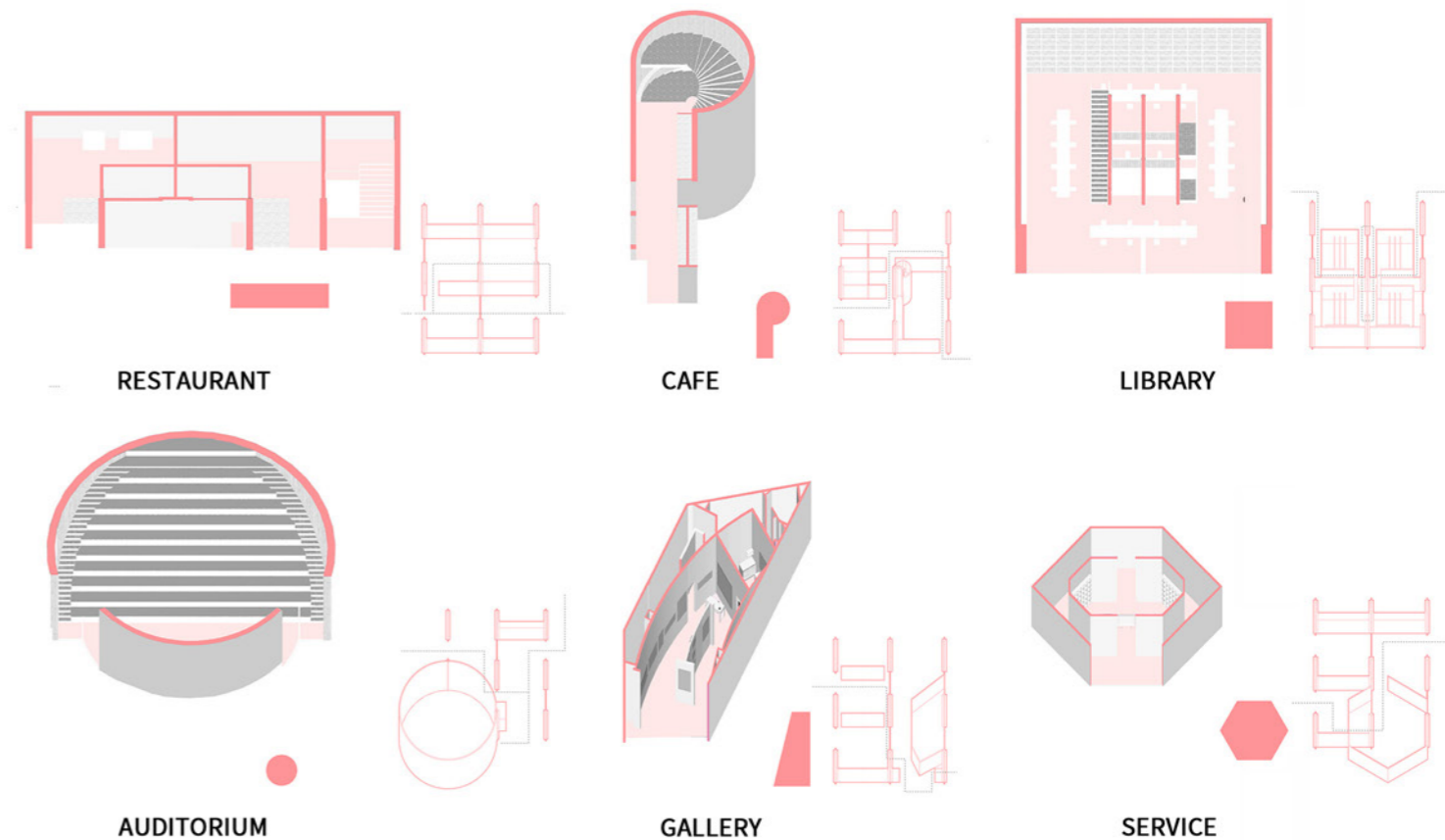
MAP OF ACTIVITIES SEQUENCE CONNECTING WITH FOLLYS



DIFFERENT SPACES REQUIRED FOR ACTIVITIES



Type	Plan	Sequence	Tools	Output
Outdoor Leisures				
Cinema	Plan: Cinema layout	Sequence: buying tickets, meet each other, enjoy the movie, feedback, get closer	Tools: popcorn, drink, chair, screen, film	Output: movie enjoyment
Museum	Plan: Museum layout	Sequence: buying tickets, go to museum, enjoy exhibition, take pictures, enjoy weekend	Tools: exhibition, chair, screen, lecture, souvenir	Output: knowledge, photos
Concert	Plan: Concert layout	Sequence: buying tickets, shoulder aid, enjoy the concert, forest concert, take pictures	Tools: poster, catalogue, chair, stage, audience	Output: music enjoyment
Tennis	Plan: Tennis layout	Sequence: get shoes ready, get rackets, playing tennis, rest a while, strengthen health	Tools: playground, racket, shoes, sports suits, net, sun hat	Output: physical fitness
Indoor Leisures				
Restaurant	Plan: Restaurant layout	Sequence: watching menu, order food, delicious food, tips, enjoy dinner	Tools: menu, food, drink, chair, music, service	Output: meal, tips
Track	Plan: Track layout	Sequence: running shoes, sports suit, hiking rails, good weather, enjoy weekend	Tools: sports suit, running shoes, sunny day, hiking rails, strong body, oxygen	Output: exercise, nature enjoyment
Childhood	Plan: Childhood layout	Sequence: with parents, with friends, enjoy nature, swing & slides, take pictures	Tools: playground, swing, slide, parents care, protection	Output: family time, photos
Showroom	Plan: Showroom layout	Sequence: get tickets ready, favorite artist, taking pictures, rest a while, strengthen knowledge	Tools: themes, paths, going around, focus, pictures, screens	Output: artist appreciation
Friend Leisures				
Ferris wheel	Plan: Ferris wheel layout	Sequence: buying tickets, meet each other, enjoy highland, kiss, get closer	Tools: buying tickets, lovers, scenery, looking down, kiss and hug, love film	Output: romance, views
Reading	Plan: Reading layout	Sequence: select books, go into chairs, enjoy the book, take notes, get knowledge	Tools: bookshelves, books, exhibition, sitting chairs, lecture, stores	Output: knowledge, notes
Deck	Plan: Deck layout	Sequence: buying tickets, with family, enjoy weekend, forest oxygen, take pictures	Tools: platform, lovers, friends, family, good view, good scenery	Output: family time, nature enjoyment
Introduction	Plan: Introduction layout	Sequence: get tickets, get entrance, favorite artist, rest a while, enjoy knowledge	Tools: musician, painter, astronomer, athletes, pictures, screens	Output: artist introduction



DESIGN PROCESS

PATH

It is the connection between one destination and another destination. The open space can reach many paths, while the private space has limited roads. The width of the road also has different psychological effects on people. The space on the road is often considered to be an outdoor space.

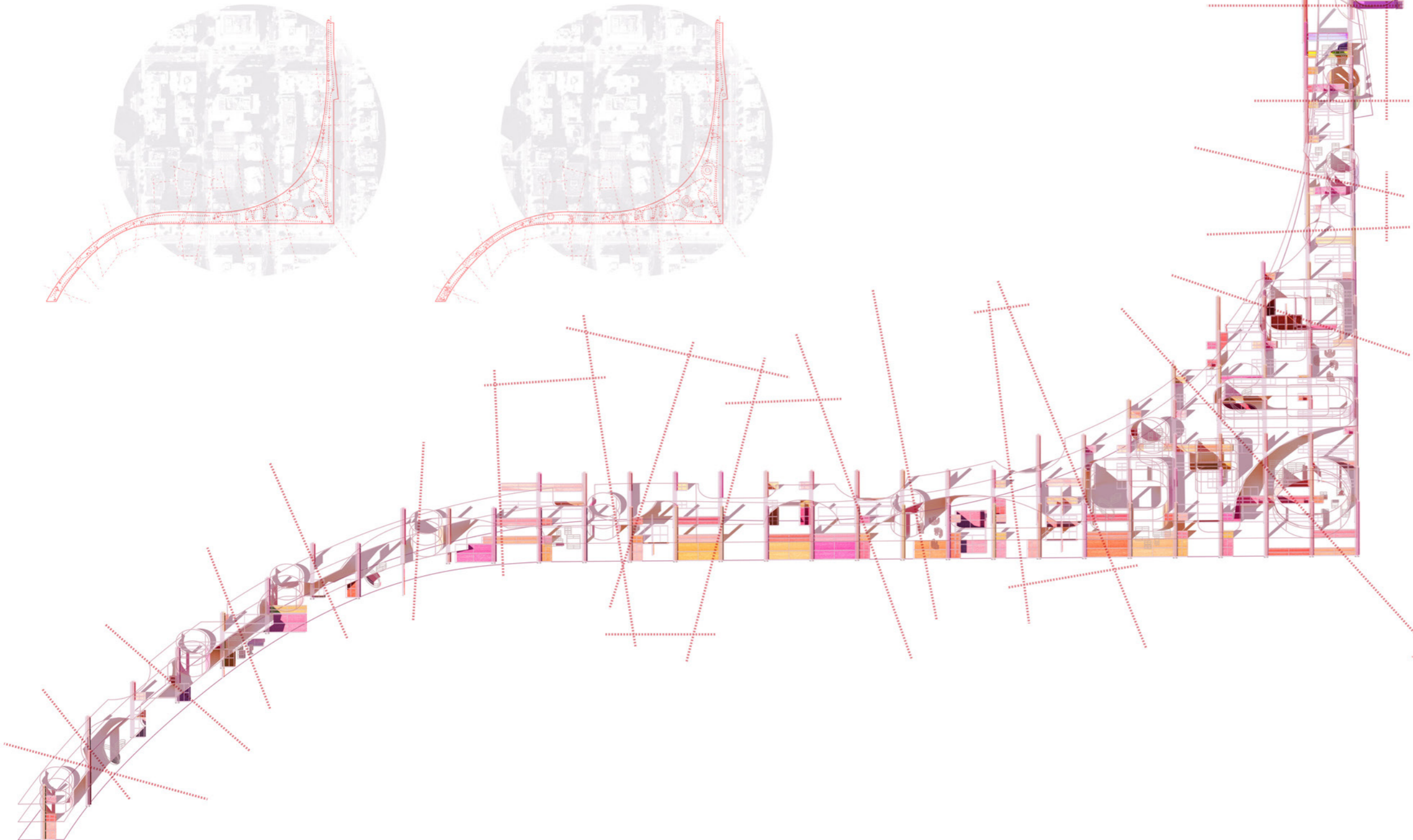
FOLLY

It is a space for special activities. The functionality of the space and the number of paths are related. Folly is often considered a relatively introverted space.

IN-BETWEEN

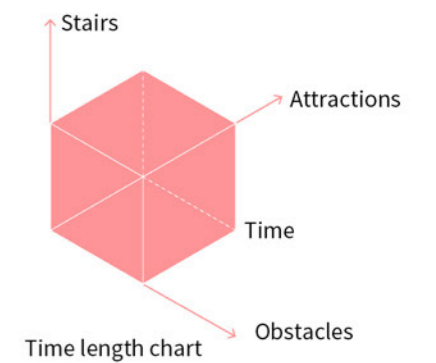
When path and folly overlap on a plane, people usually don't know the space. In this case, people will easily shuttle back and forth between different spatial experiences, and eventually lose their sense of direction to their location. This is what we can lose. And after people get lost, landmark becomes the only bright light for people to lead the way.

We separate the path and the folly for research and design. From the general layout, the west side of the site is connected to a private exclusive village, while the east is gradually open, and the space becomes more complex. In the planar arrangement, it is first determined that 60s is a time node. This is used as the boundary between space and space. For example, if the spatial function is relatively simple, the distance traveled during this time period will be longer, and if there are obstacles or attractions in the space, then the stay is longer and the distance traveled will be corresponding. In this way, streamling planning is first performed, and clue are added according to the length of time. In sectional arrangement, the plan is unfolded and the corresponding functional requirements are added according to the length of time.



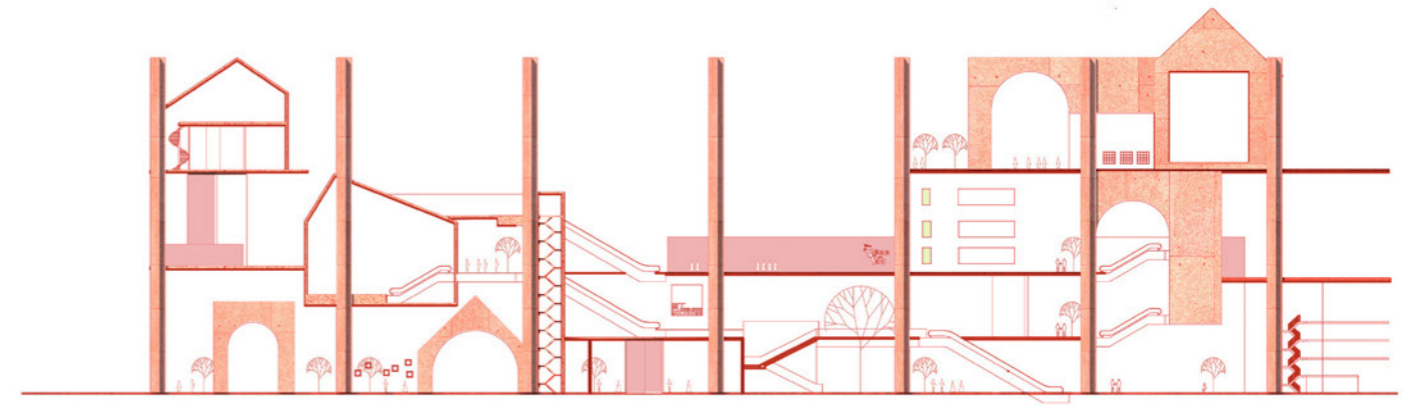
The project designed the situational city based on analyzing the speed of human walking. There are many factors that affects the speed of walk, for example, climbing stairs, obstacles, or being attracted by some interesting things.... In other words, the speed at which people walk depends on the path of different scales and what they pass through.

In the picture on the left. The space defined by the two dashed lines is the distance that people walked within one minute. The distance can be affected by the length of the path, interferences, etc, and in different segments, people experience different internal experiences.

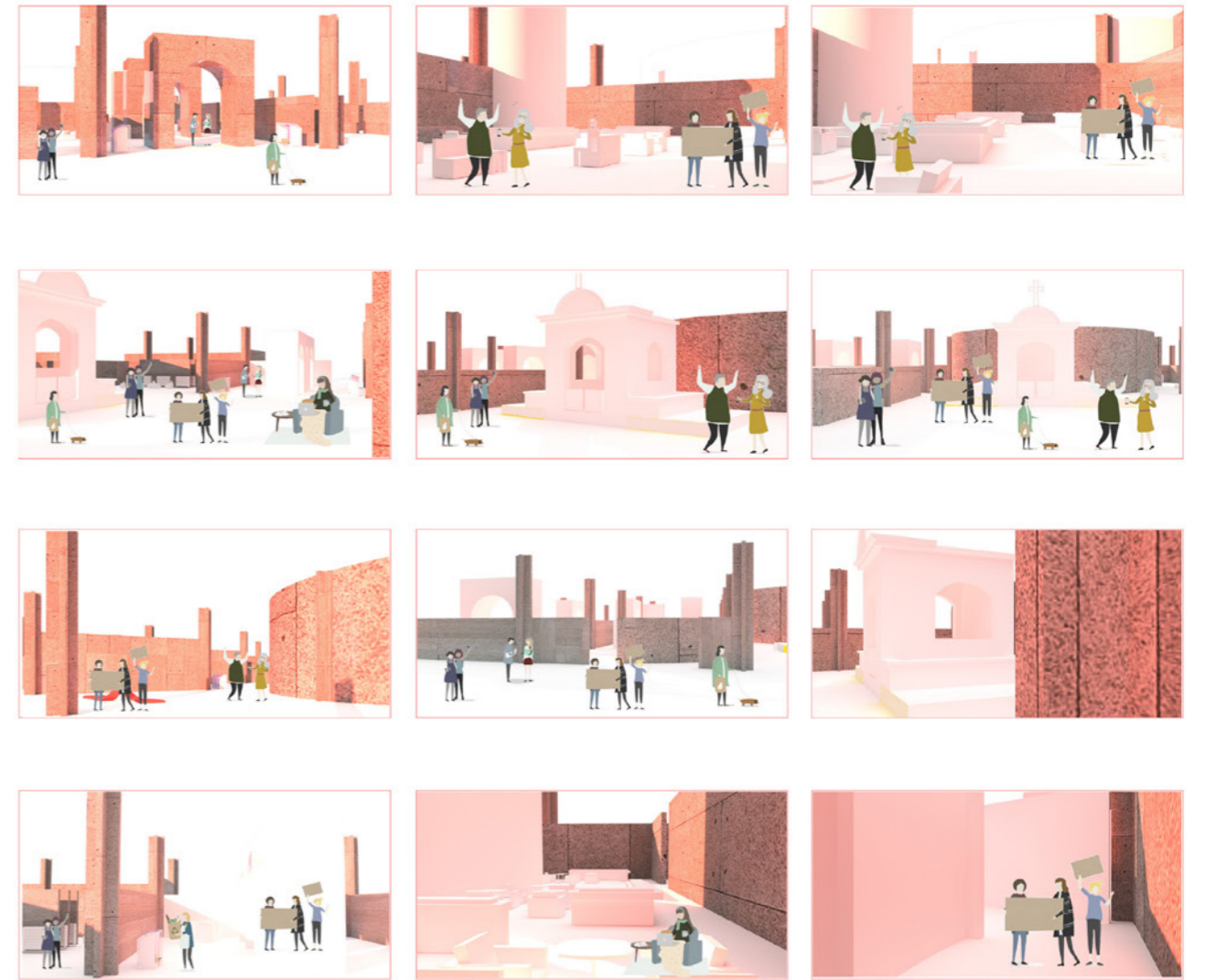




CROPPED PLAN



CROPPED SECTION



CONTACT SHEET

04. LIVE LONG AND PROSPER

Rural Planning and Design of Bapai Village, Yunnan

Location
Bapai, Yunnan

Type
Academic
Individual work

Duration
Nov. 2017 - Dec. 2017
Senior 4

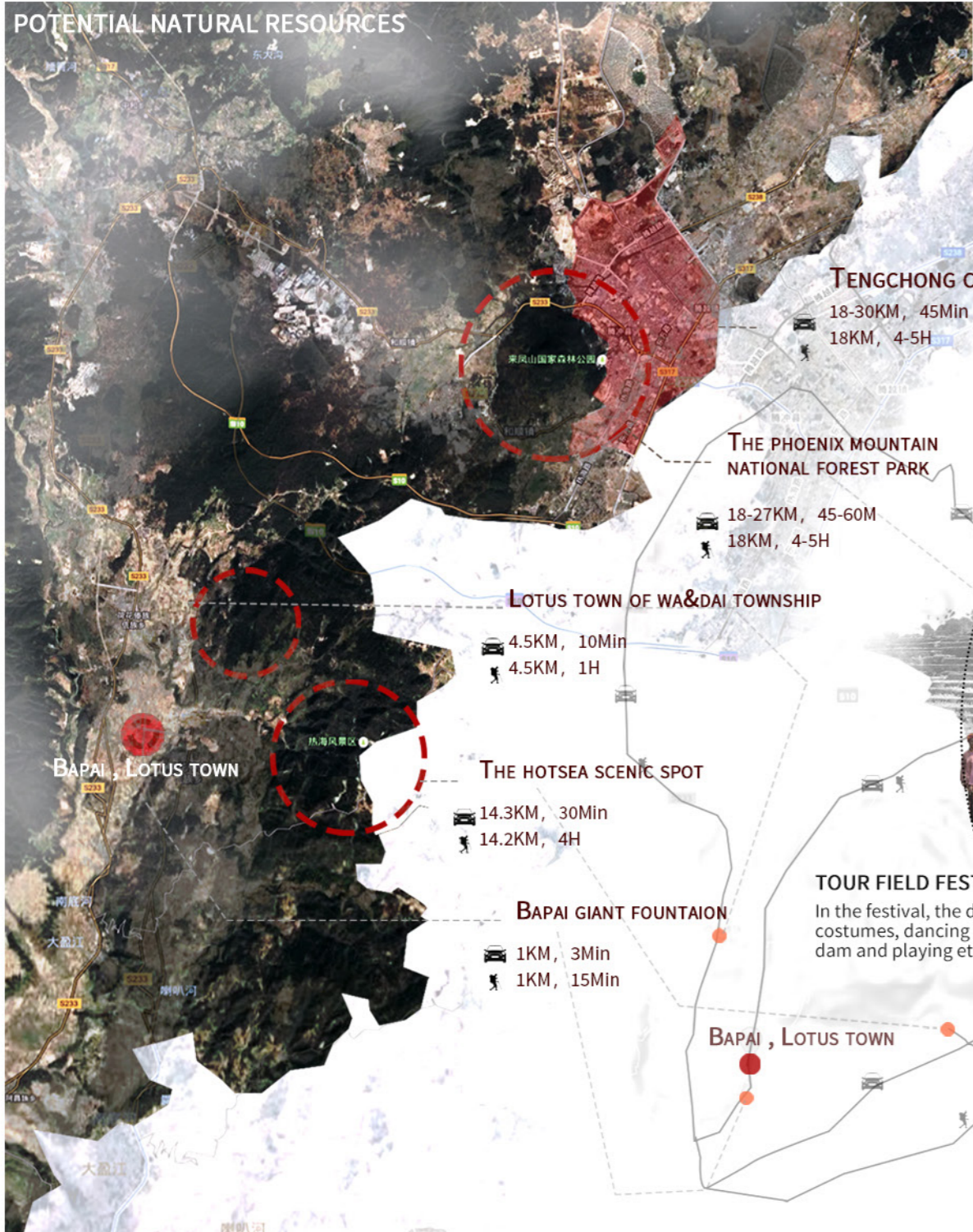
Instructor
He Yi
Heyi@hust.edu.cn

The American scholar Cobb Douglas once said: "The hope of the world is in China, because China still retains the countryside while industrializing." However, under the background of urbanization transformation, the urban is attracting rural population, land and resources into the city with magnet-like magnetic force. **A large number of rural areas are rapidly being swallowed up and dying.**

If we keep these villages, how can we maintain the development of them? In the planning of Bapai Village, I proposed the **YCS development model** by analyzing the future development potential of the Bapai village. **The village is planned for phased development, and the original funds are used to transform the rural space to developed the tourism and promote local economy.** In my view, the rules of the countryside and the city will change in the future. The essence of the countryside is a commodity, and **the future villages will continue to attract urban people to the countryside with their unique natural landscape resources and excellent services.** By sharing the urban and rural resources, we can achieve our goal for the village: Live long and prosper.



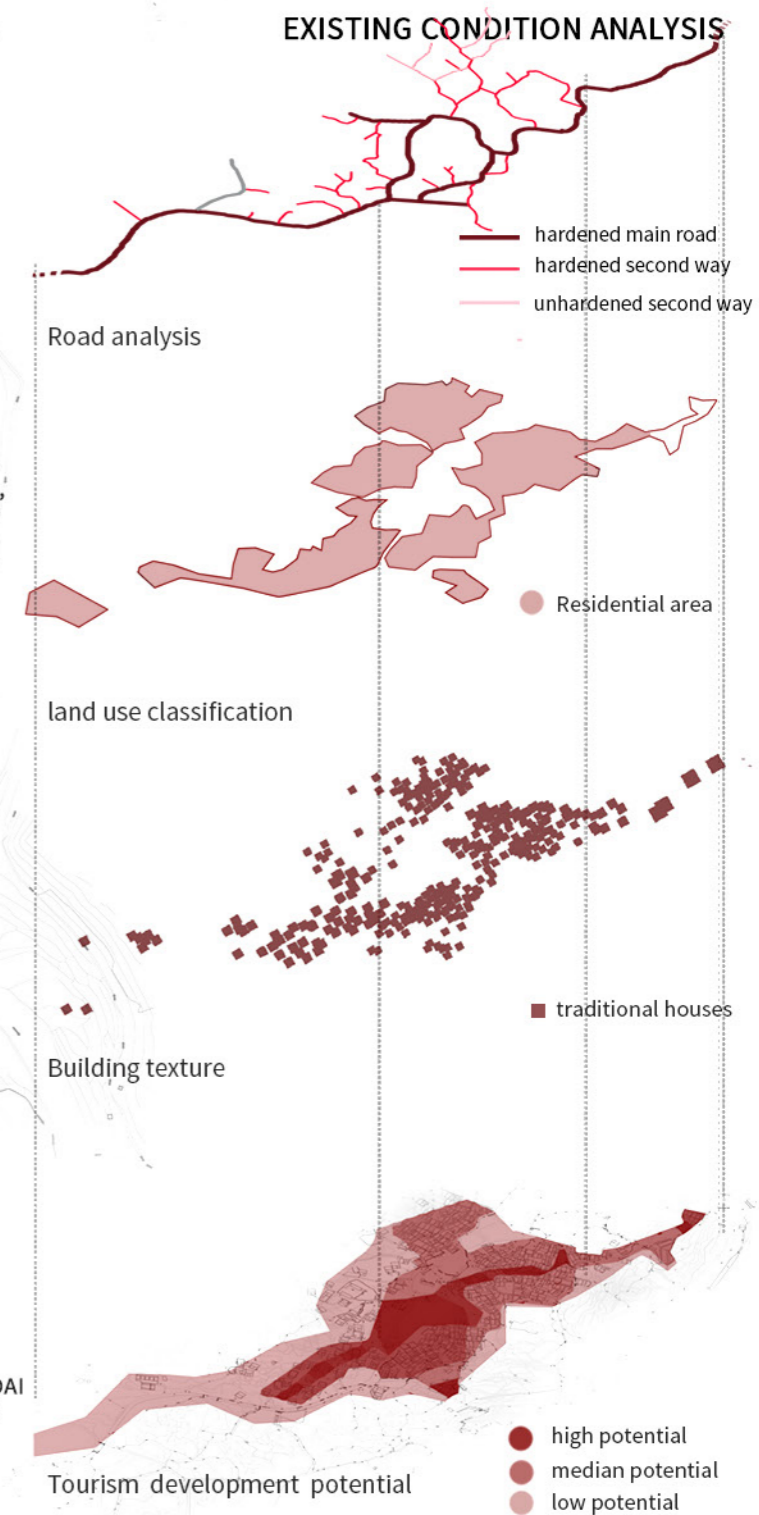
POTENTIAL NATURAL RESOURCES



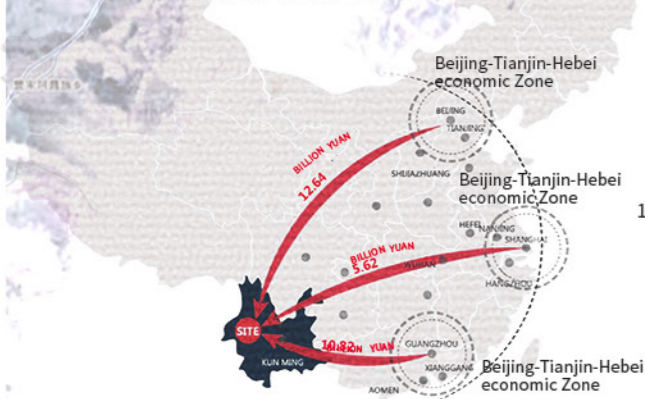
POTENTIAL CULTURAL RESOURCES



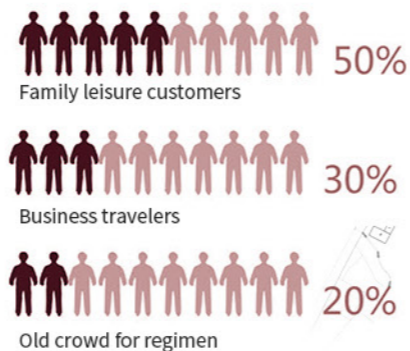
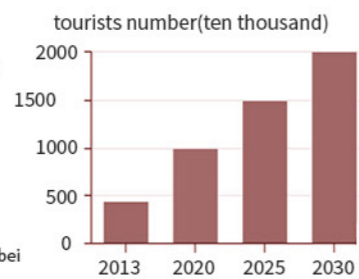
EXISTING CONDITION ANALYSIS



DEVELOPMENT POTENTIAL ANALYSIS



the forecast of tourists number of Tengchong



LOCATION ANALYSIS



THE MACRO LEVEL

The site is located in southwestern China. Yunnan has a long history, there are numerous minorities in southwestern area, and the natural scenery is beautiful.



THE MEDIUM LEVEL

The site is located in Baoshan city, which is next to Myanmar. Baoshan has localized 13 kinds of ethnic minority. The well-known Silk Road crosses here.



THE MICRO LEVEL

The site is located in Tengchong county. Tengchong is Home Town Of Overseas Chinese, it is also a historical and cultural city.



THE BASE I

Bapai village is next to the famous Bapai giant fountain, the culture is unique and the local natural environment has important developing value.

Baoshan has great potentiality in tourism exploitation. From the point of the domestic market, tourism customers are mainly from the southwest area, including Kunming, Chengdu, Chongqing, Guizhou and the surrounding area. Under the Tengchong city urban area development planning, it is expected to achieve 20 million in 2030. In addition, family leisure vacation is major travel patterns, as well as business travel and healthy holiday.

FUNDING SOURCES



INVESTORS

We have money, but we have no idea what kind of project is suitable to invest. If possible, we hope to find a project that has high return.



VISITORS

We have a small amount of money. We want to find a suitable consumer activities, but this kind of activities need to be different from the city and can be experience deeply.



NATIVE RESIDENT

We can provide labor force and some funds. Firstly, we hope to solve the production problem as well as improve the industrial level. If there is a suitable project, we are willing to invest too.



NEW RESIDENT

We need more employment opportunities so that we can bring our own funds back to the villages. However, there should be reasonable project that can have return on capital.

YCS DEVELOPMENT MODEL

YEAR-ROUND

Basing on the rich nature and culture resources to plan year-round travel routes, in order to attracting more foreign capital and promote the development of the tertiary industry.

COUNTRY

improving rural infrastructure and protecting rural landscape is the prerequisite; promoting the development of rural tourism and creative industries is the core.

SHARING

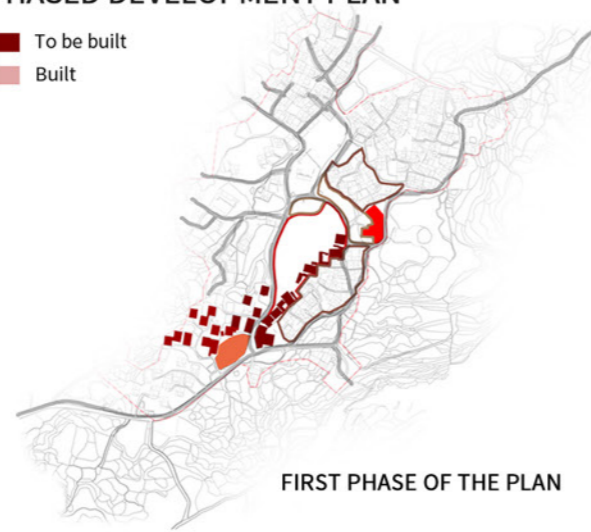
By sharing the urban and rural resources, we could promote the capital, talent and creativity of rural areas to share the social development achievements



With the rapid ongoing urbanization, people yearning for a return to the countryside have been more urgent. Our goal is paying the advantages of rural resources, transportation and location advantages, creating a characteristics town which has a set of creative agriculture, industry linkage, characteristics culture and urban to rural interaction.

PHASED DEVELOPMENT PLAN

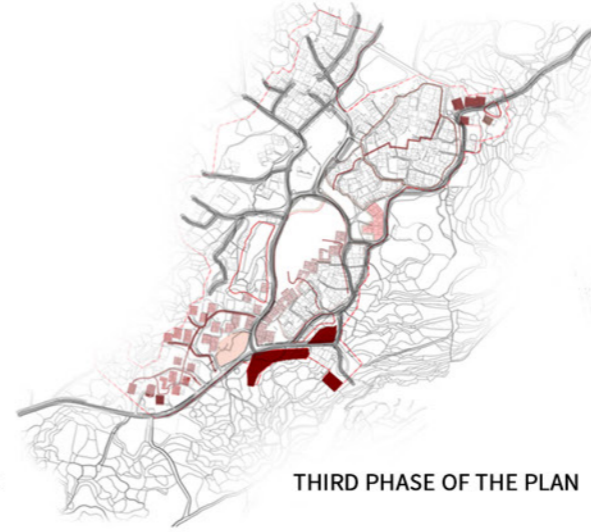
■ To be built
■ Built



FIRST PHASE OF THE PLAN

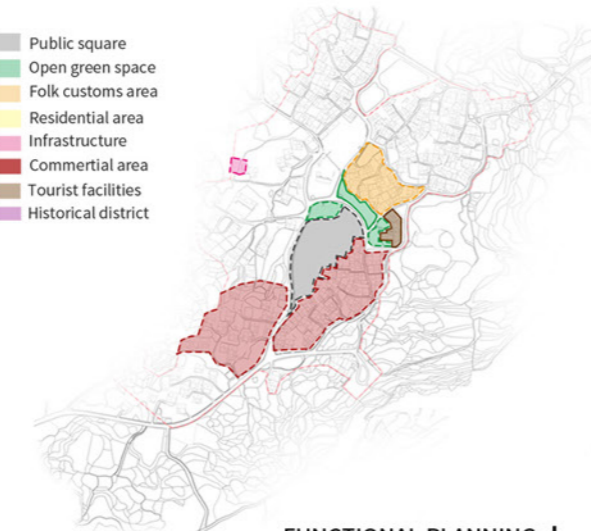


SECOND PHASE OF THE PLAN

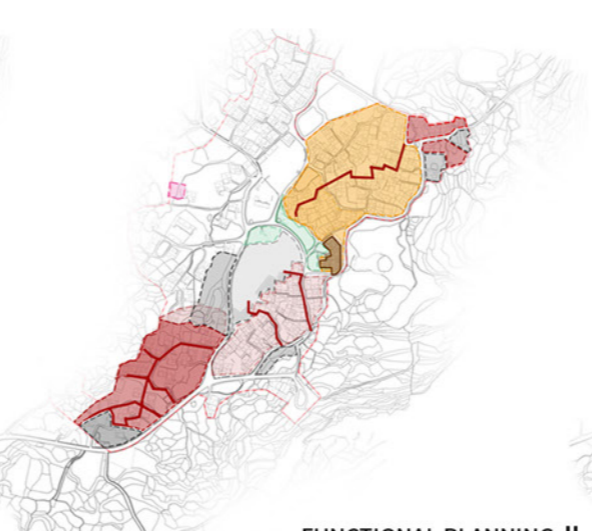


THIRD PHASE OF THE PLAN

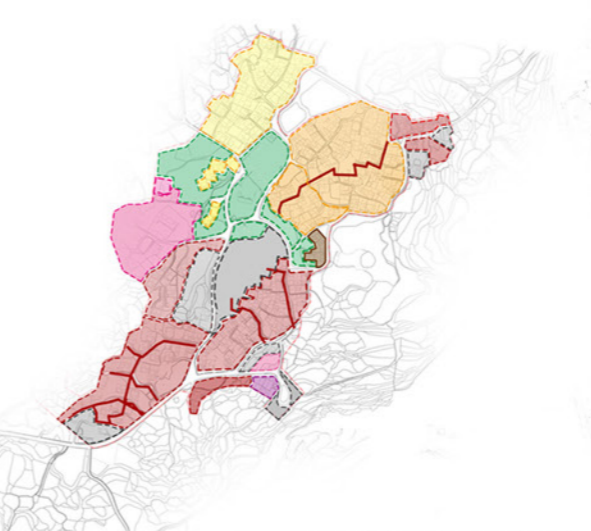
■ Public square
■ Open green space
■ Folk customs area
■ Residential area
■ Infrastructure
■ Commercial area
■ Tourist facilities
■ Historical district



FUNCTIONAL PLANNING I



FUNCTIONAL PLANNING II



FUNCTIONAL PLANNING III

In the first phase, the fund is used to develop local infrastructure that improve living quality. The community center is constructed, and the open space in the center of the village is integrated in order to support the subsequent tourist activities. Some of the residential buildings are encourage to be transformed into homestay in the northeastern area. In the southwestern area, commercial streets area expected to constructed.

In the second phase, the road network is improved, and the parking lots are constructed in the southwestern area. The commercial homestay area is gradually formed in the eastern area, and the original residential area is moved to the north. More folk cultural facilities are constructed in order to attract tourists and develop tertiary industry.

In the final phase, enough capital have been accumulated, which is expected used to constructed custom museum in the main node, as well as improve local environment quality, in order to promote the development of primary and secondary industries, achieving the goal of live long and prosper.

TYPOLGY OF NODES' TRANSFORMATION

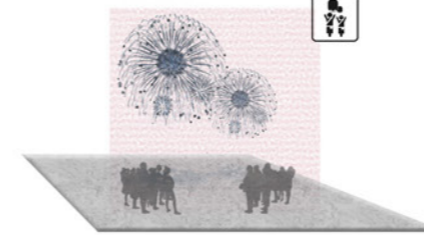
PROGRAM



BOARDWALKS
Boardwalks are built in nature environment, forming a complete pedestrian system.



COMMERCIAL STREET
The site become a distinct that create job opportunities, where people can shop, play and relax.



EVENT SPACE
Public open space are provided to celebrate some important festivals.

ECOLOGY



CONTROLLED FLOODING
Set up a flood dam to prevent flood during rainy season

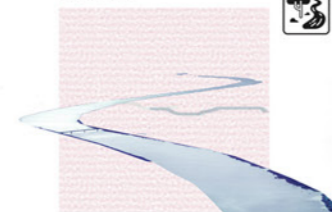


AQUATIC&RIPARIAN
A mature ecological matrix is formed with wetland green space.



REFORESTATION
The bank is stabilized through a sustainable way: planting trees.

WATER



RIVER
The cultural and fruitful history of the site is represented through designed water institute.

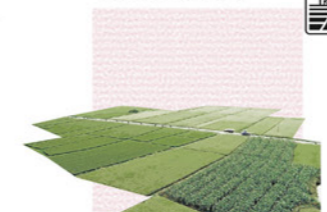


ARTIFICIAL POND
The ponds are transformed into fish pond in order to increase profit through aquaculture.



NATURAL POND
open natural pond provides a place for people to play with water.

EARTH WORK



CROPLAND
Visitors could experience planting process of local crops.

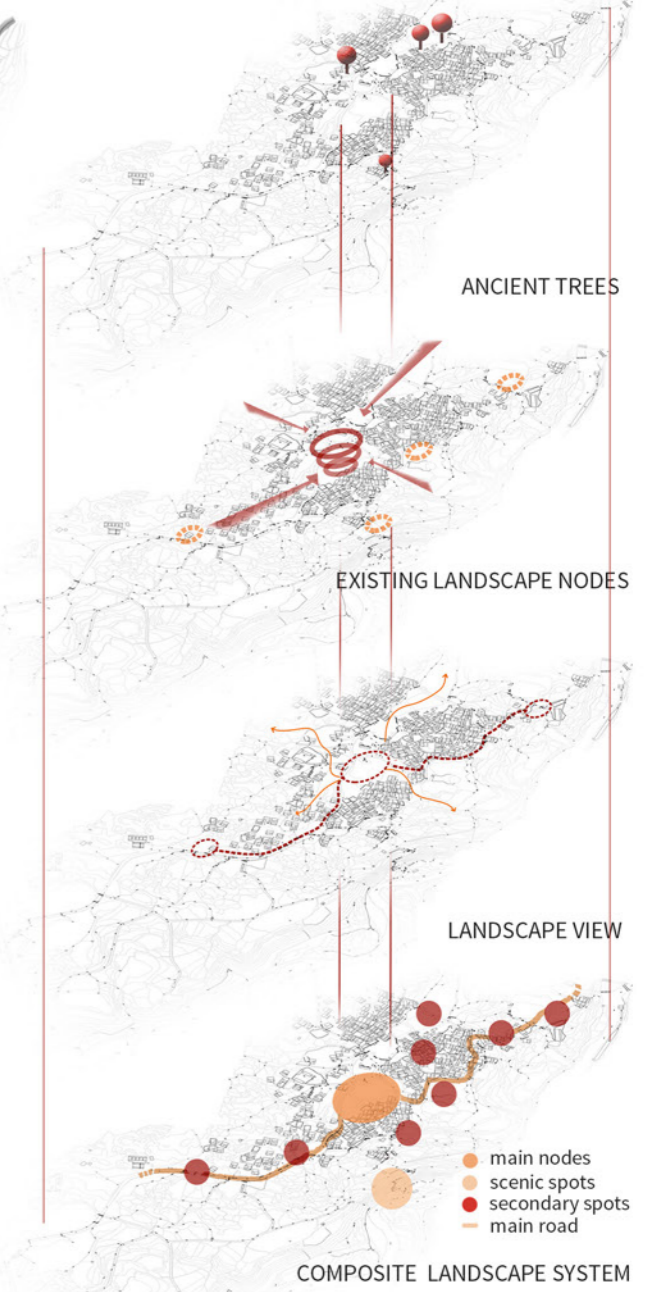


GRASS
Green space will be maximized to promote walking and relaxing.



TERRACE
Terraced platforms are transform into land art.

POTENTIAL LANDSCAPE NODES SELECTION



SEASON-BASED PLANNING & DESIGN

