



01 Revamp the Edge

—Regeneration of Areas Surrounding Shencemen Gate in the City Wall of Nanjing

Concept:

In this project, we "revamped" the old city's edge to a center through replacing the industries on the land and providing urban living services for the residents in the surrounding areas. The City Wall and the industrial heritages in the area were given a lot of attention, we examined ways that they have been designed and developed in the past, while proposing new functions and renovation forms for contemporary urban life.

Background: With rapid urbanization and expansion of cities, some marginal areas originally located on the edge of the city have been gradually annexed by the enlarged urban centers and become part of the main functional areas of the city. However, due to this rapid expansion, the urban functions in the marginal zone, such as industry, warehousing, and transportation, were not replaced in time to meet the renewed functional needs of the region. And they also brought many urban problems, such as the spread of low-density urban villages, the concentration of poor people in specific areas, the lack of regional living facilities, etc. Therefore it is necessary for the governments and planners to explore new modes of forms and provide living functions for these areas to optimize the built environment and improve the efficiency of the old city.

The site: Located around the Shencemen section of the city wall of Nanjing, the site has a long-established Ming Dynasty city wall and moat. It neighbours Nanjing Railway Station on the east, next to the famous tourist attractions Xuanwu Lake

and Shencemen Park, with excellent location conditions and rich landscape and historical resources. It has great potential to become a new gateway for tourism in Nanjing. In addition, due to the existing good location conditions and cheap land prices in the region, these once marginal areas will undertake business spillovers from the city centre, thus having the potential to develop third industries such as commercial office and cultural innovation and to become an emerging commerce and business sub-centre of the city, providing production and living services to the city and surrounding communities.

Project Info:

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Collaborator: Xintian Li, Shuyun Wu

Personal Contribution: site survey 50%, concept 80%, planning and design 70%, graphic drawing 100%

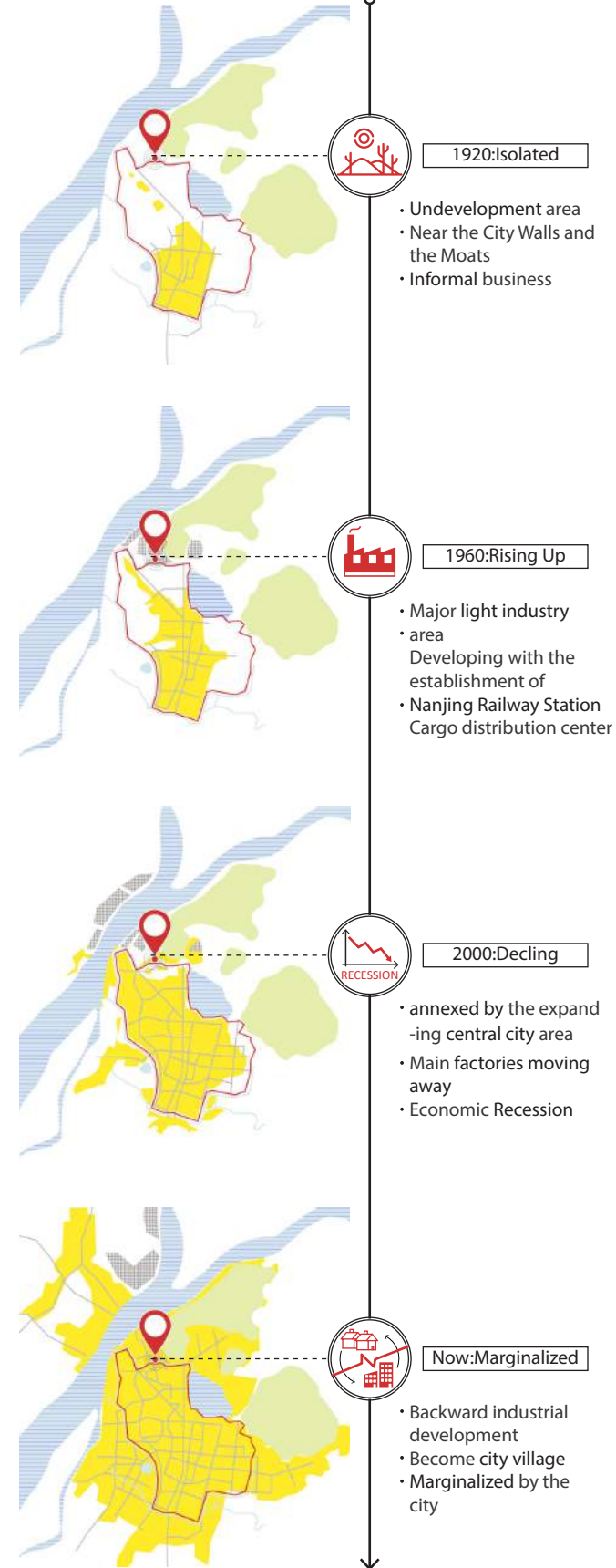
Site: Nanjing, Jiangsu

01 Status-quo: The Forgotten Edge of the City

1.1 Macro Perspective

—marginalised areas in the city

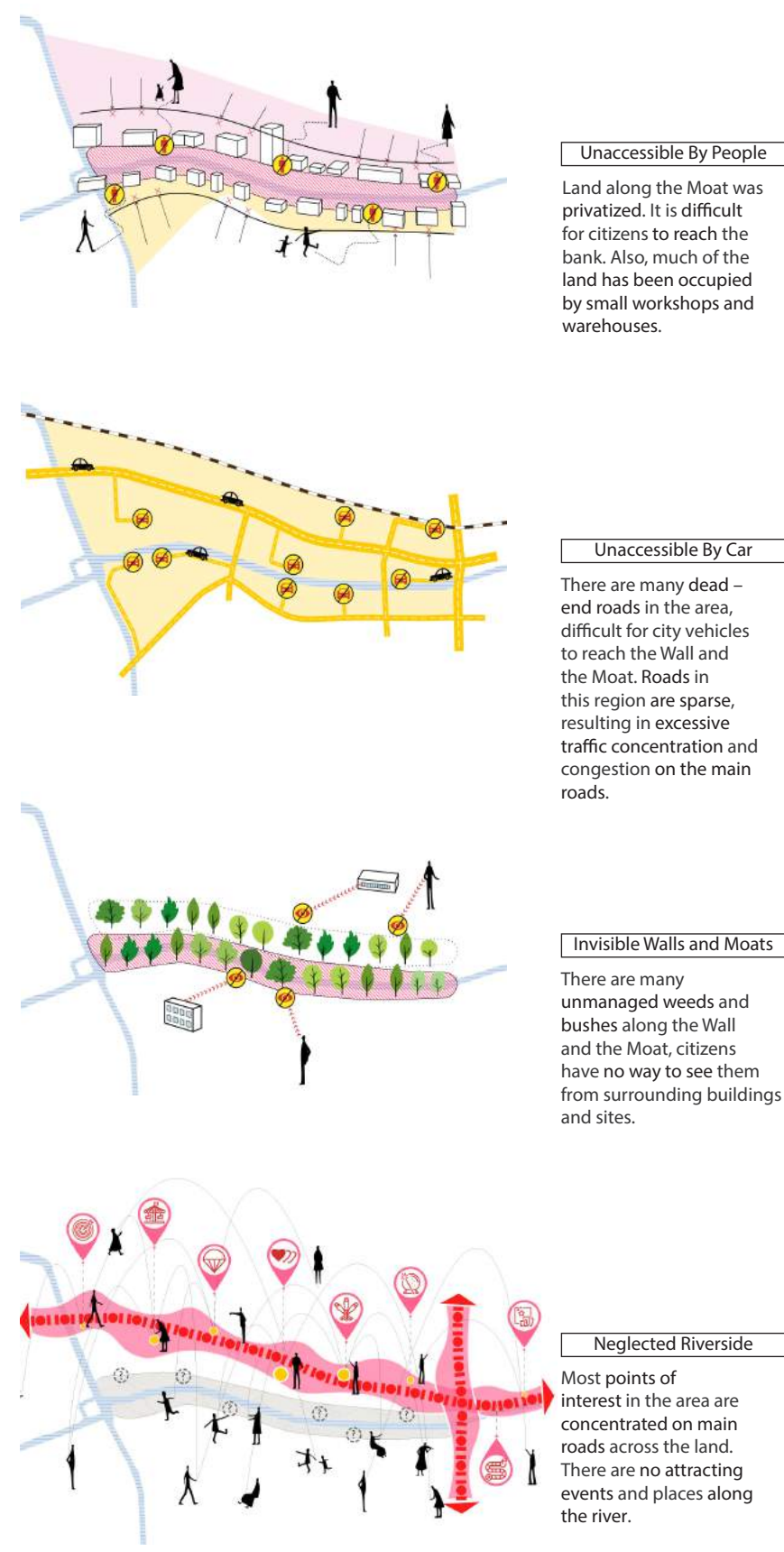
>>Historic evolution of the site



1.2 Medium Perspective

—marginalised walls & moats

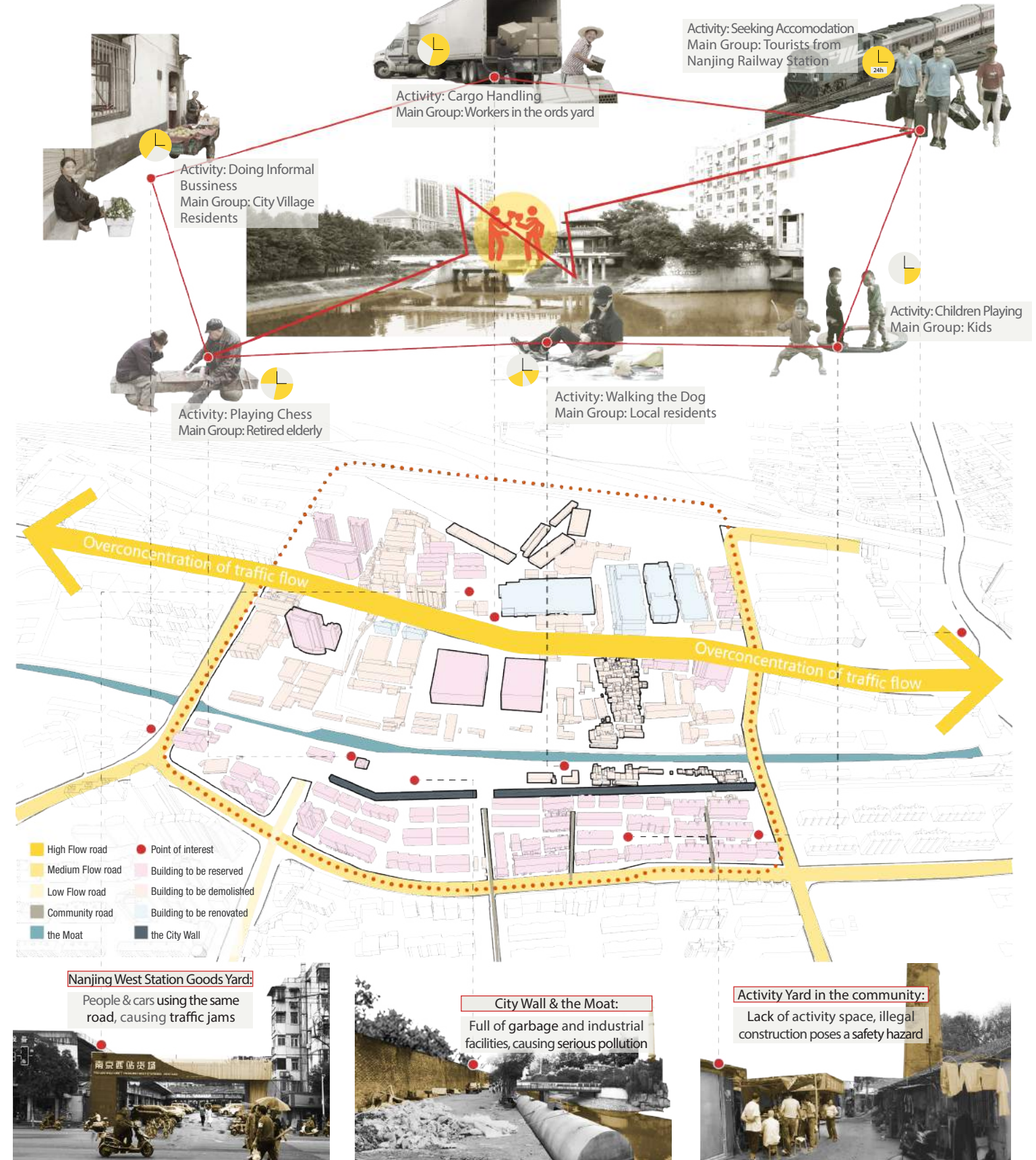
>>Low vitality along the Wall & Moat



1.3 Microcosmic Perspective

—marginalised human activities

>>No interactions between different groups



02 Strategy: Revamping the Edge

EDEGE

Flipping into

CENTER



Marginalised City Area



Center of Community



Marginalised Walls & Moats



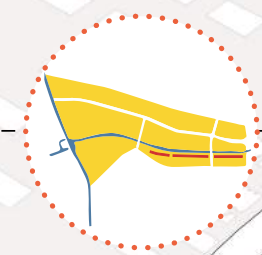
Center of Business



Marginalised City Area



Center of Tourism



Macro Strategy

Improve the land use efficiency of the region:

- Improve the urban transportation network
- Upgrade local industries from manufacturing to innovative industry
- Increase spending in local infrastructure

Medium Strategy

Stimulate the vitality of the Wall and the Moat:

- Open up the space of the Wall and the Moat
- Layout activity nodes to attract tourists
- Improve the surrounding communities' environment

Micro Strategy

Reshape the experience of pedestrians:

- Design a regional network of footpath
- Rebuild the old isolated factory.
- Redesign the section of the streets
- Set up special pedestrian and bicycle lanes

- Service Building
- Commercial Building
- Office Building
- Central Square
- Service Building
- Dwelling Building
- the City Wall
- Pedestrian Path

Intellectual Innovation Industrial Park

Suojin Village

Nanjing Railway Institute

Headquarters' Exhibition Hall

Zhongda Hospital

Co-working Space

Community Centre

Railway Cultural Museum

Waterfront Plaza

Commercial District

Riverside Pavilion

03 Enhance the Functional Interactions through Dynamic Public Service Systems & Orderly Development

3.1 Public Service System



Transportation System Analysis



Planning Structure Analysis

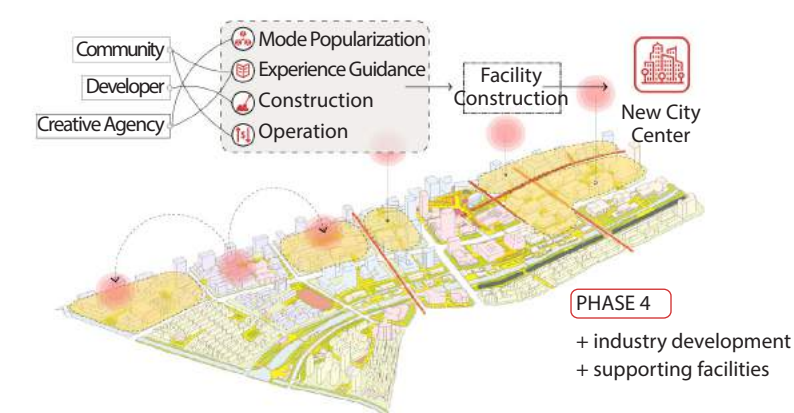
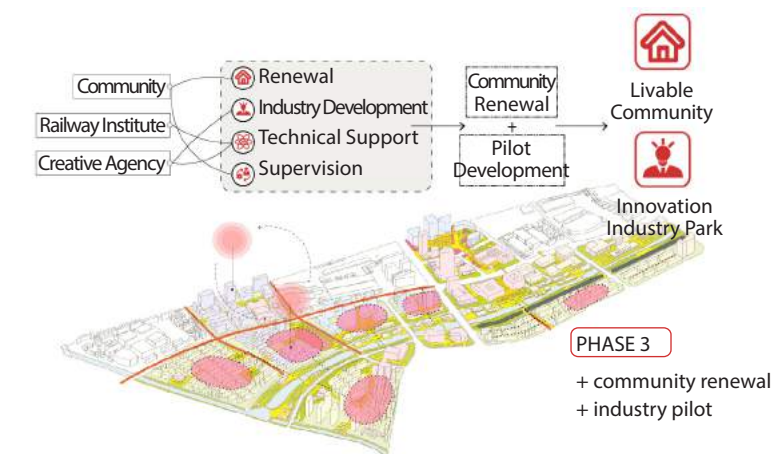
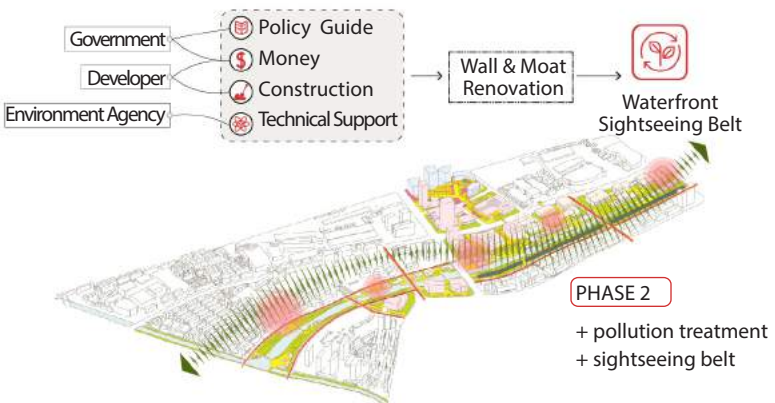
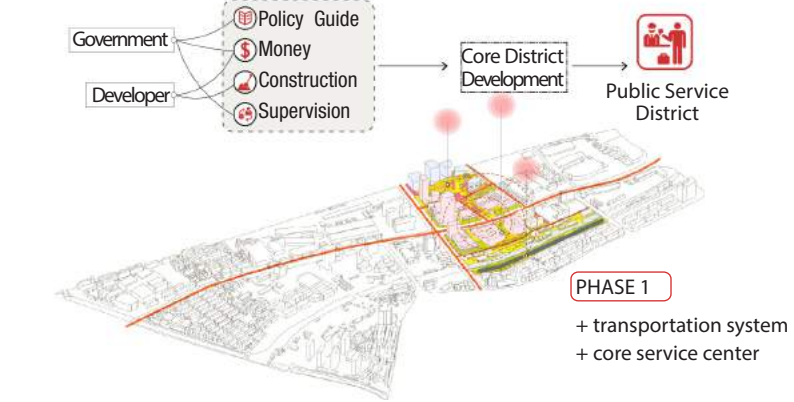


Function Zoning Analysis



Open Space Analysis

3.2 Development Sequence



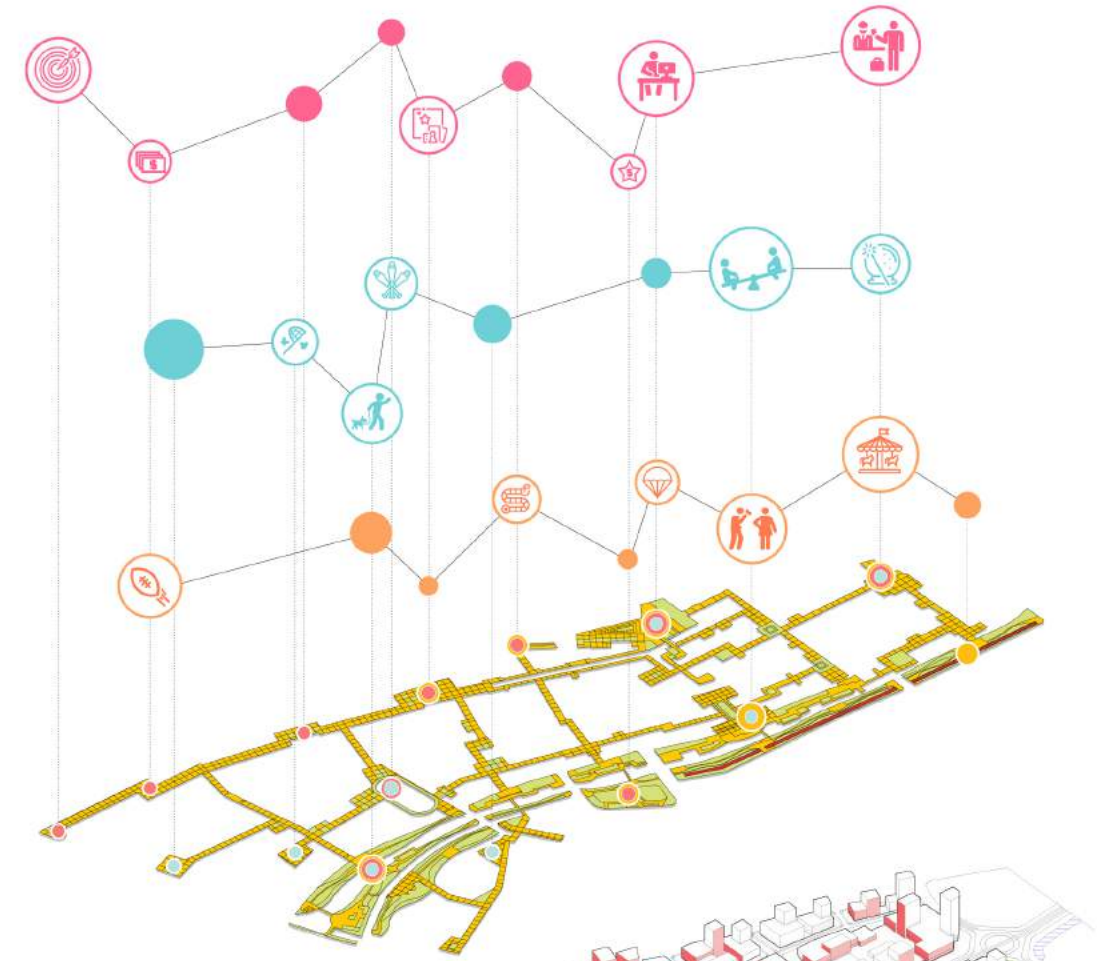
3.3 Walking System

Main groups

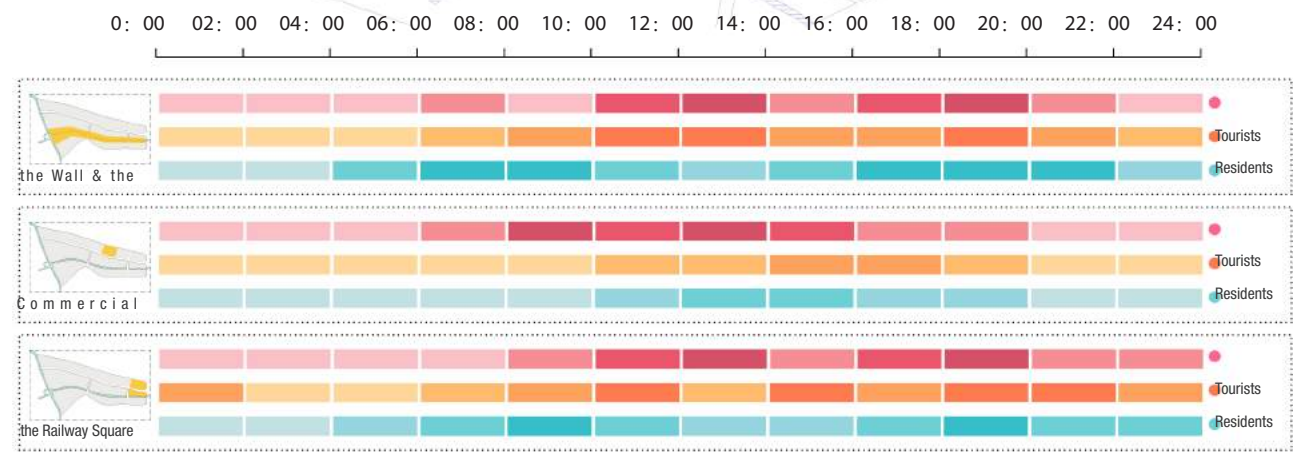
- Office Workers
- Local Residents
- Vistors & Tourists

Behavioral pattern

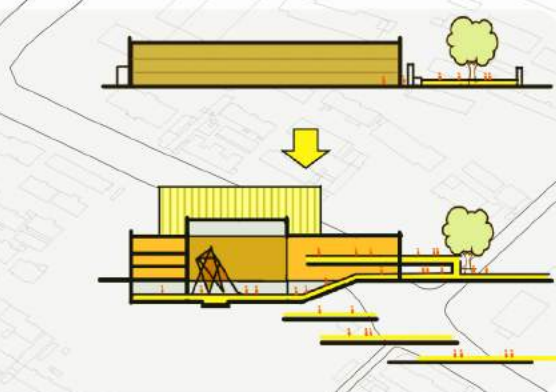
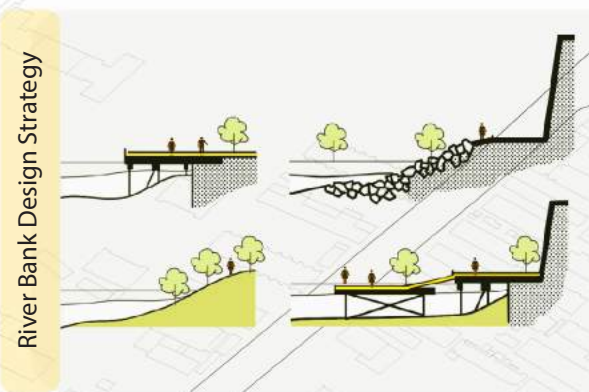
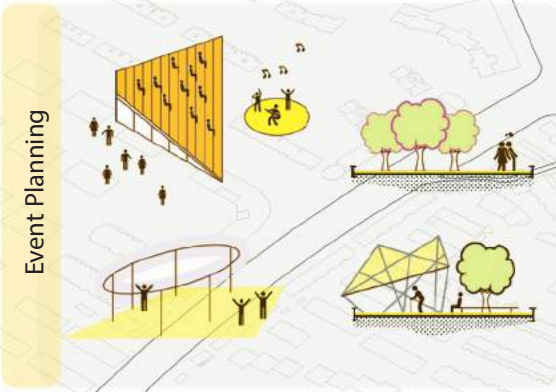
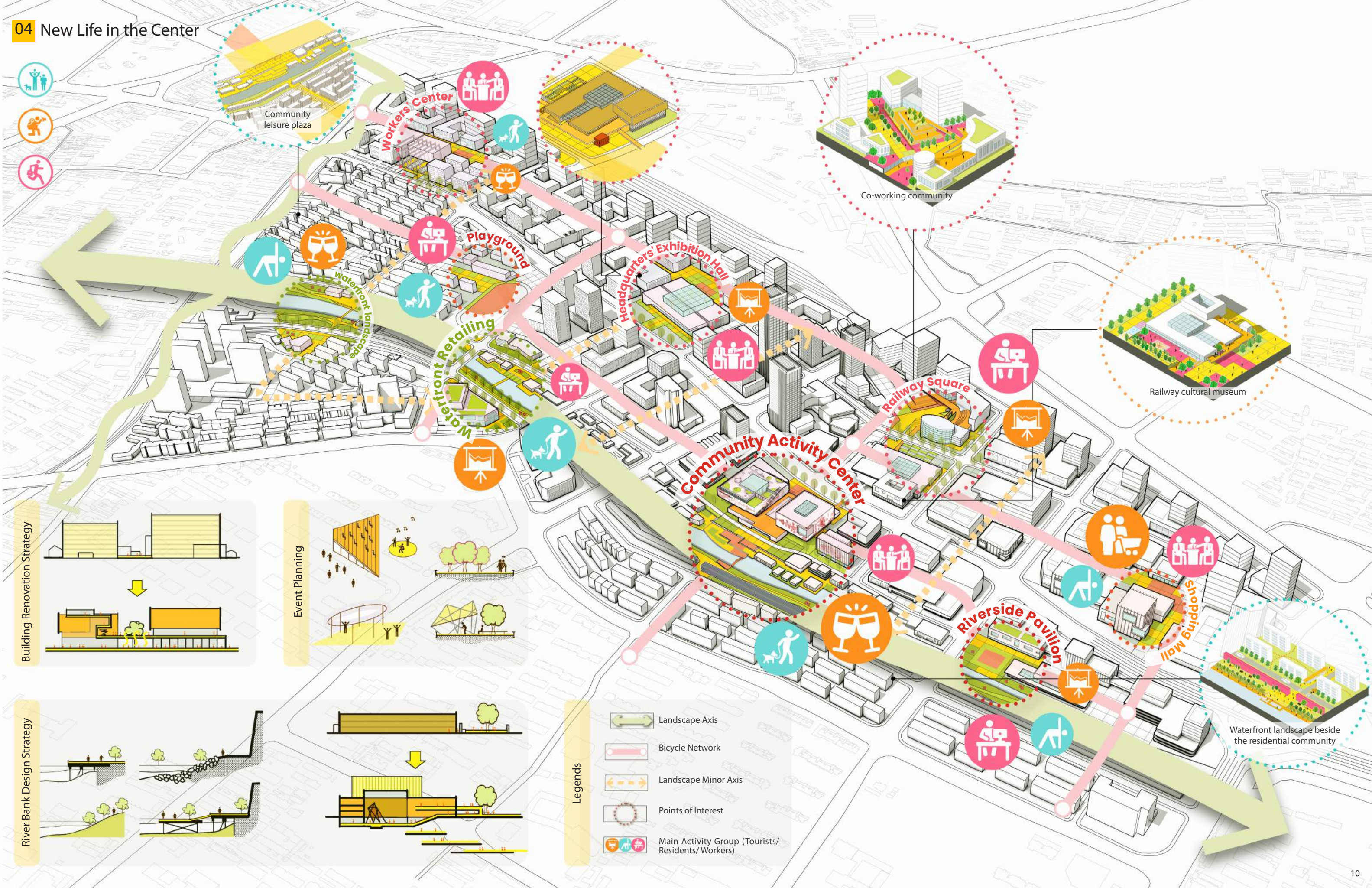
- Office Workers: Their daily activities are mainly office based, so the main activities are distributed in the office space, and the surrounding open spaces, and catering places.
- Local Residents: Their activities are diverse, but mainly living and leisure activities. The event locations are more evenly distributed across the regional network of footways.
- Vistors & Tourists: Their main activities are sightseeing, shopping, eating, and other activities, so they are mainly concentrated on the waterfront and public service axis.



Network of footways: Take the waterfront axis along the moat as the core area and connect the important active nodes and open spaces in the surrounding communities with strolling corridors, to form a network of footways covering the entire region.



04 New Life in the Center

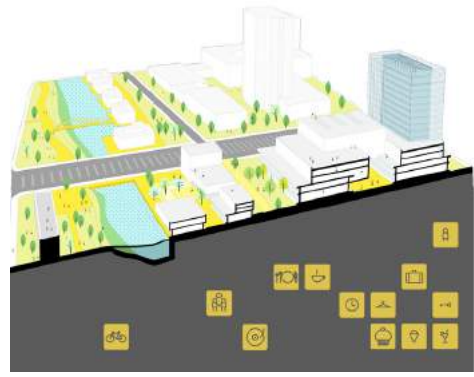


- Legends**
- Landscape Axis
 - Bicycle Network
 - Landscape Minor Axis
 - Points of Interest
 - Main Activity Group (Tourists/Residents/Workers)

05 The Functional Spaces along the Axes



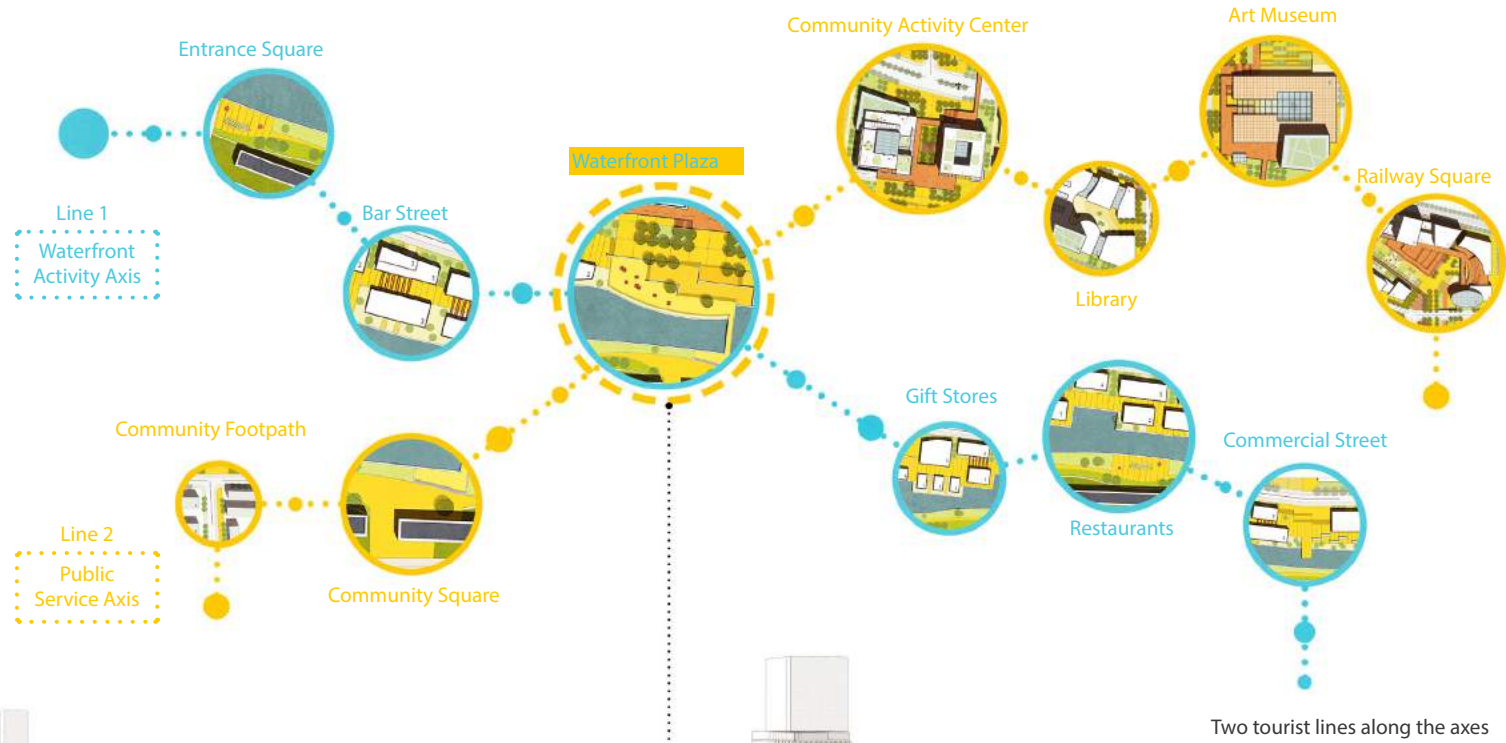
Waterfront Plaza & community centre



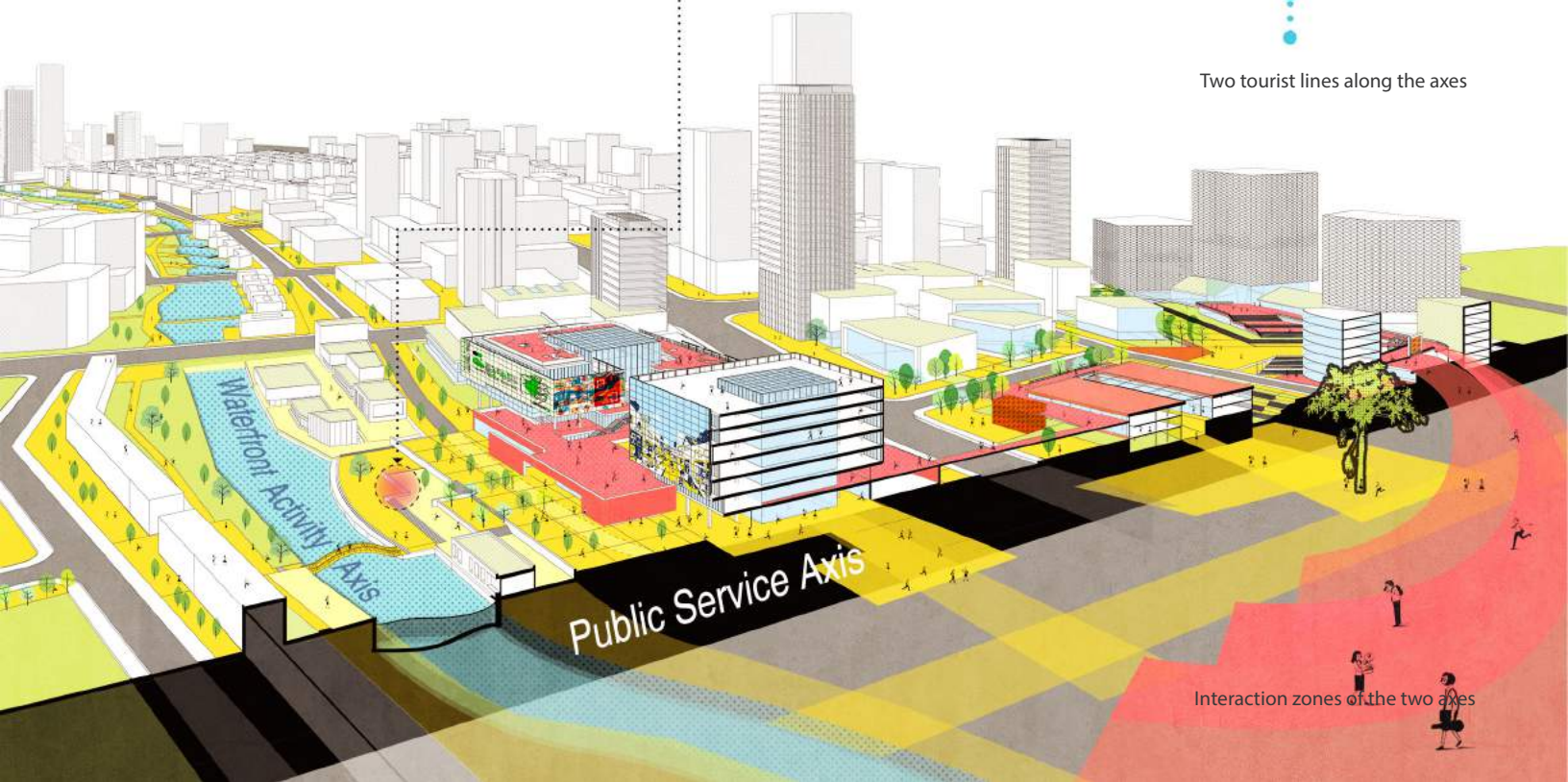
Office spaces & waterfront retailing



Museum & entrance square of co-working space



Entrance square of co-working space



Interaction zones of the two axes

今
时
明
月
旧
时
郭

How can we evoke

the memories of GUO

and ancient wars happened there

when visiting a modern landscape park?



02 Eoke ancient GUO—the Outer City Wall of Nanjing

— Design of Guishan Ruins Park and City Wall Museum

Concept:

In this project, we deployed landscaping and scenario creation design methodology, redefining the cultural meaning of GUO in modern times and the functions it undertakes in modern urban life, protecting its cultural heritage while fulfilling its practical value in modern public life.

Background: Nanjing is a very important and unique ancient Chinese capital among many others and it has a very special city wall system. It has **four walls**, which are the borders of Royal Palace, Imperial City, Inner City, and Outer Villages. Among them, the Outer Villages, referred as "**GUO**", is the most peripheral defence line of the city, often attacked first in a war. Therefore, the GUO carries Nanjing's vivid historical memories and war impressions, and has a very high historical value and significance. Today, although living in a peaceful era, we should not forget the warriors who sacrificed to defend the country, the city and the citizens in the wars. The cultural meaning of GUO has gradually evolved from defense to commemoration. In addition, the spatial form of GUO no longer means separation, and confrontation. In the contemporary, GUO's form is more like a spatial symbol, becoming the focal point in the areas which attracts the tourists and surrounding residents.

The site: Located near the Xianhe Gate in Nanjing, it is the gateway area for Nanjing to defend against northern attacks. In history, there were two tragic wars during the Ming and Republican periods. In addition, the GUO is well preserved. It is backed to the mountain and facing the water, conforming to the wisdom of ancient Chinese Feng Shui construction, hence possessing very good exhibiting conditions and values.

Project Info:

Date: 2017.03-2017.06

Instructor: Xiao Wu, Yu Chen

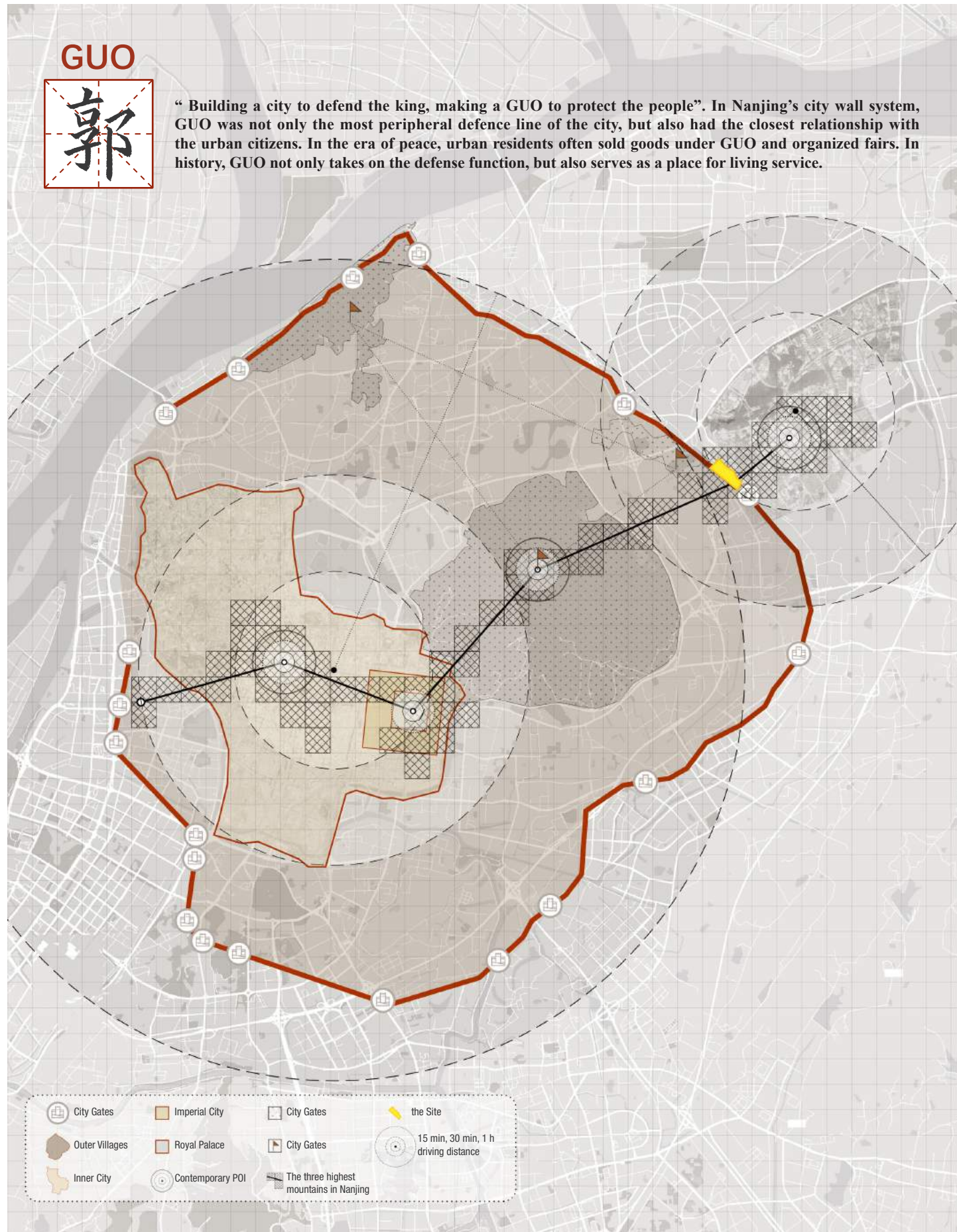
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Collaborator: Xintian Li, Xiajing Wu, Xing Liu, Wei Sun

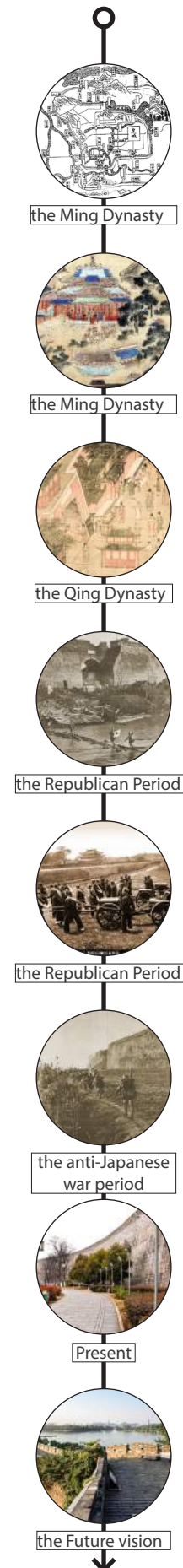
Personal Contribution: site survey 40%, concept 70%, planning 70%, landscape design 90%, museum design 30%, graphic drawing 80%

Site: Nanjing, Jiangsu

01 The Unique City Wall System of Ancient Nanjing



02 The Historic Timeline of GUO



+ A.D. 1390: Start of construction



In 1390, Emperor of the Ming Dynasty, Yuanzhang Zhu, ordered the construction of GUO, to strengthen the defense of Nanjing city. GUO is 8-10 meters high and 6-8 meters wide. The Nanjing City Walls are the only walls in the history of China that were built in the south of the Yangtze River.

+ A.D. 1937: Damaged in the wars



In 1937, the Japanese army attacked the Chaoyang Gate with heavy artillery. In the battle of Nanjing, thousands of soldiers fought hard in the area from Qilinmen Gate to Xianhemen Gate. After Nanjing being occupied, thousands of soldiers attacked the Japanese from the front when retreating. They became one of the few troops in the battle that broke out from the front.

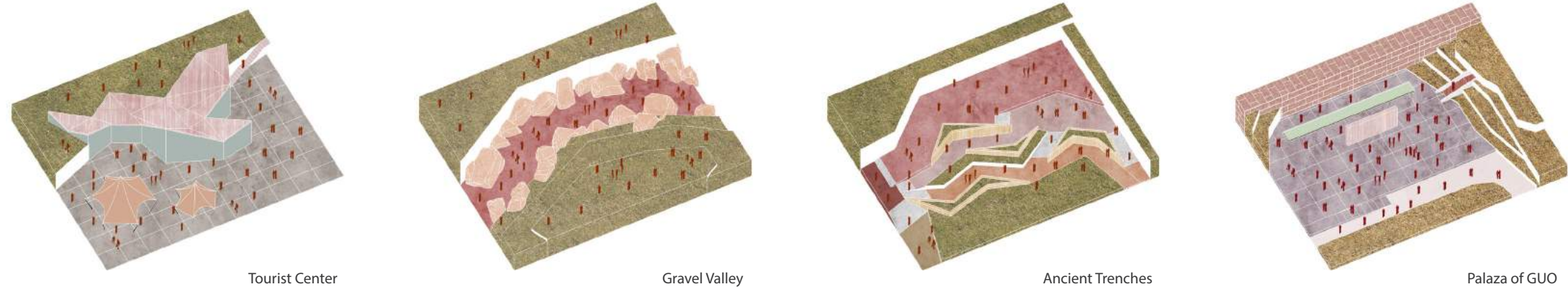
+ 1988 - PRESENT: Protection, commemoration and remembrance



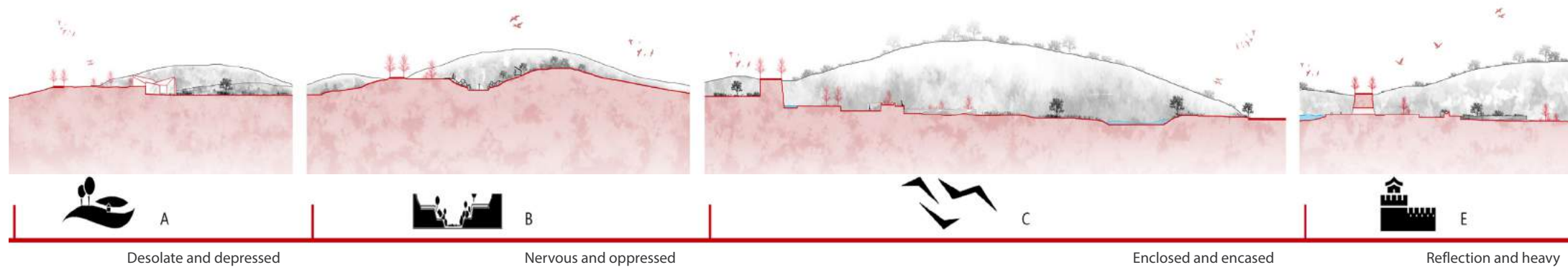
Nowadays, the protection of Nanjing GUO is increasingly valued by the Nanjing government and the state. Foreign GUO, together with the Nanjing Massacre Memorial Hall, the mass graves, etc., retain impressions of war and memories of history, and at the same time undertake public service functions such as visiting and education.

03 Strategies to Simulate Scenarios along the Main Route

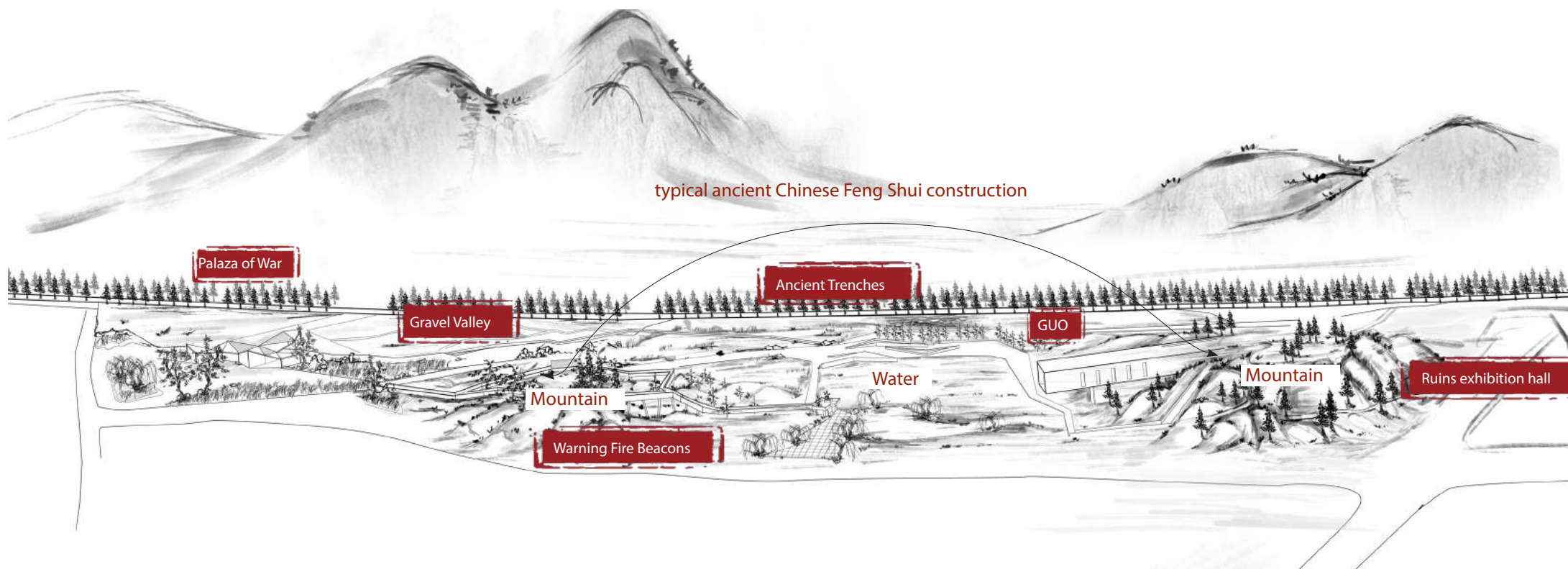
3.1 Important Nodes in the Main Tourist Route



3.2 Terrain Sequence & Atmosphere



3.3 Implementation of Ancient Chinese Feng Shui Philosophy in Our Design



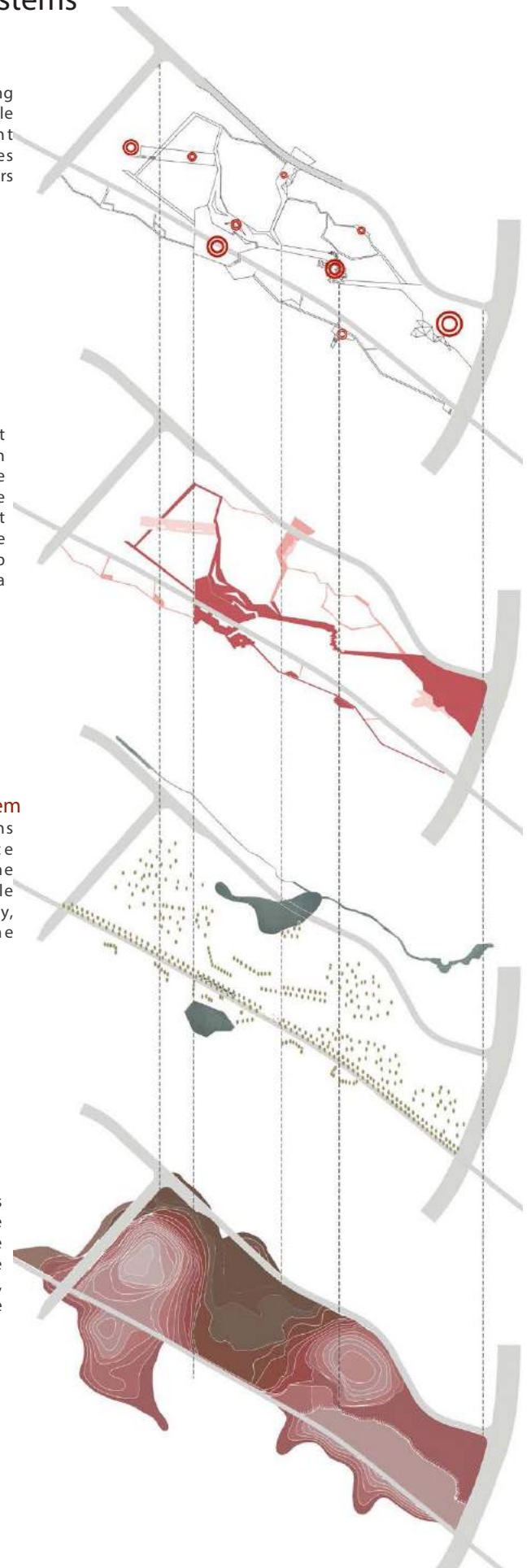
04 Landscape Systems

POI
Most POIs locates along the tourist routes, while they have different functions, some serves for exhibition and others serves for catering.

Scenic route
We design two tourist routes. The main route leads people to be emerged in the scenarios of ancient wars and the sub route takes people to climb mountain and have a view of the whole site.

Plants & water system
Two mountains forms a valley. We place the museum and the beacon on hills, while the plaza in the valley, which conforms the philosophy of Feng Shui

Terrain
Two mountains forms a valley. We place the museum and the beacon on hills, while the plaza in the valley, which conforms the philosophy of Feng Shui



05 The Main Walking Sequence of Visitors

Tourist Center

- Provides services and places for visitors who have just arrived at the park.
- Built on topography, mimicking steep cliffs in volume
- Create a desolate battlefield atmosphere contrary to the flat and empty square.

Gravel Valley

- Create landscapes with natural canyons and steep cliffs
- The people in the valley and the people on the cliff have a sight interaction with each other, this may create a sense of crisis that the valley is under the danger of being attacked

Trenches

- Design artificial landscapes to simulate ancient trenches
- Use the height difference to form different tour paths
- Create an occlusion-seen-occlusion visual experience

Museum

- Long and narrow volume creates an atmosphere of reflection
- The visiting route of the museum is integrated with the main tourist route
- Use materials and sequence to create a sense of ritual and a solemn atmosphere

Ruins of GUO

- Ruins of GUO is the ending part of the main tour
- Use the hole in GUO body to form a connection with the other side of the city wall
- Provide visitors with different perspectives for learning GUO



8:00 a.m. - 10:00 a.m.



10:00 a.m. - 10:30 a.m.



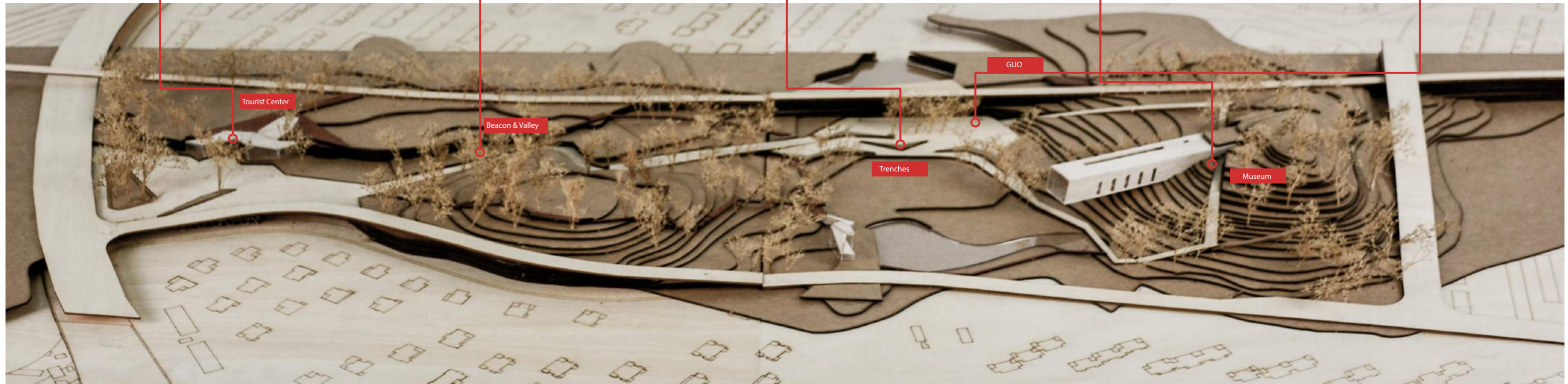
10:30 a.m. - 12:00 a.m.



12:00 a.m. - 15:00 p.m.



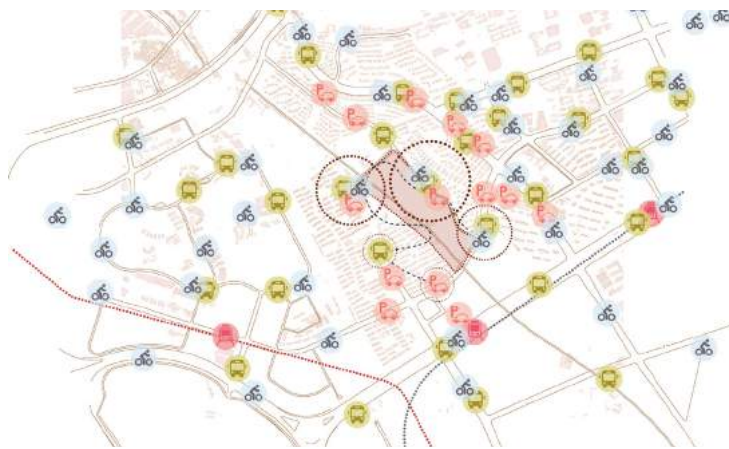
15:00 p.m. - 17:00 p.m.



06 Design Analysis of the park



Plan Layout of Guishan Ruins Park



Interaction with urban transport



Interaction with urban transport

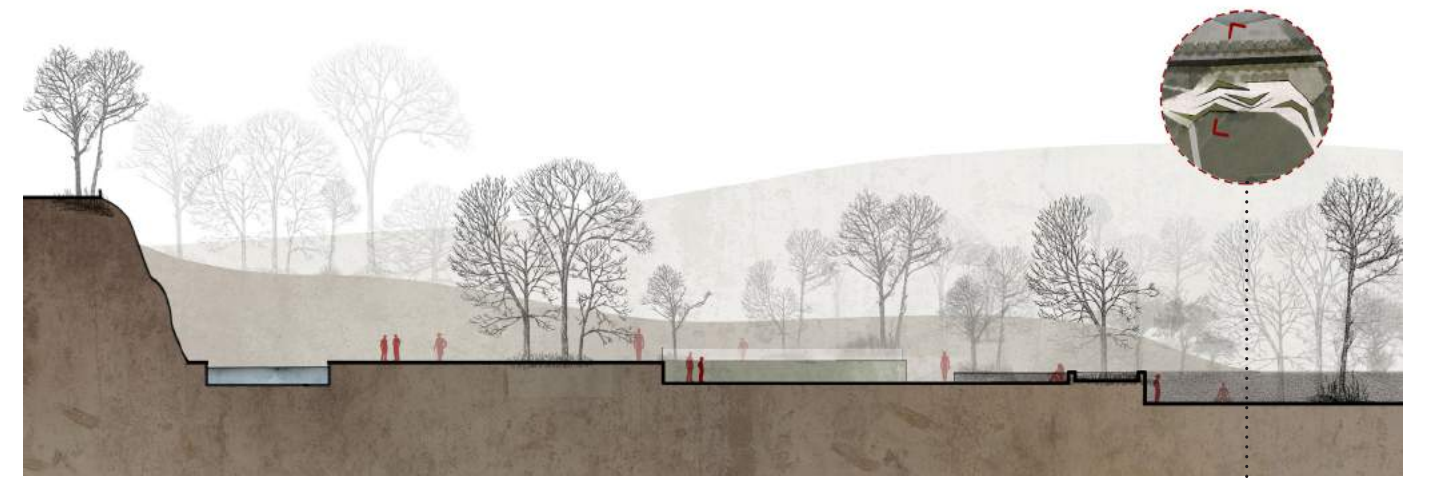


Tourist routes & Activities

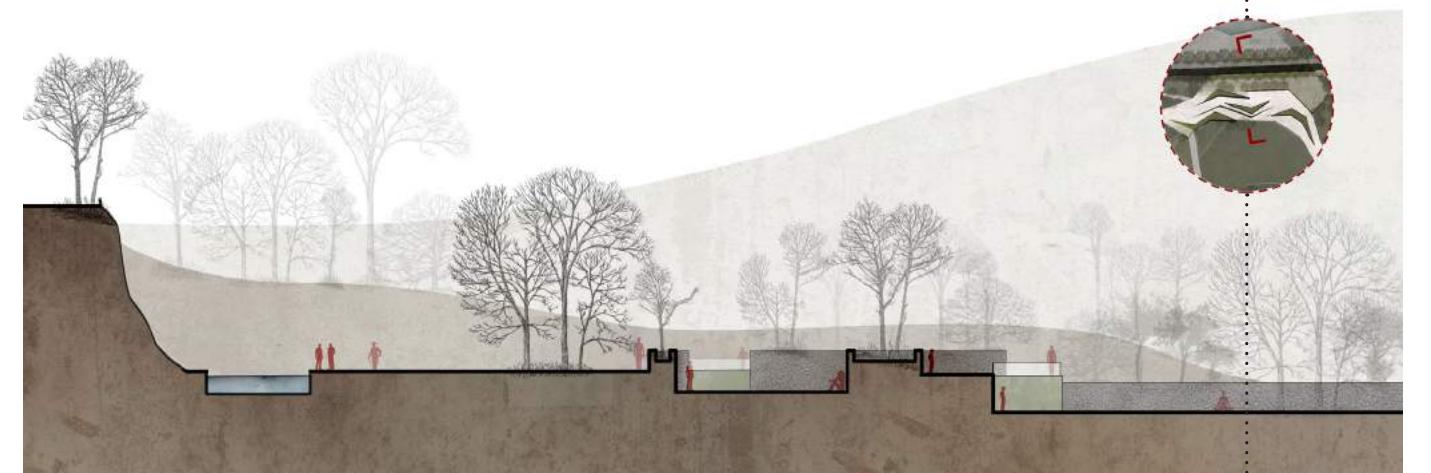


Visual line analysis

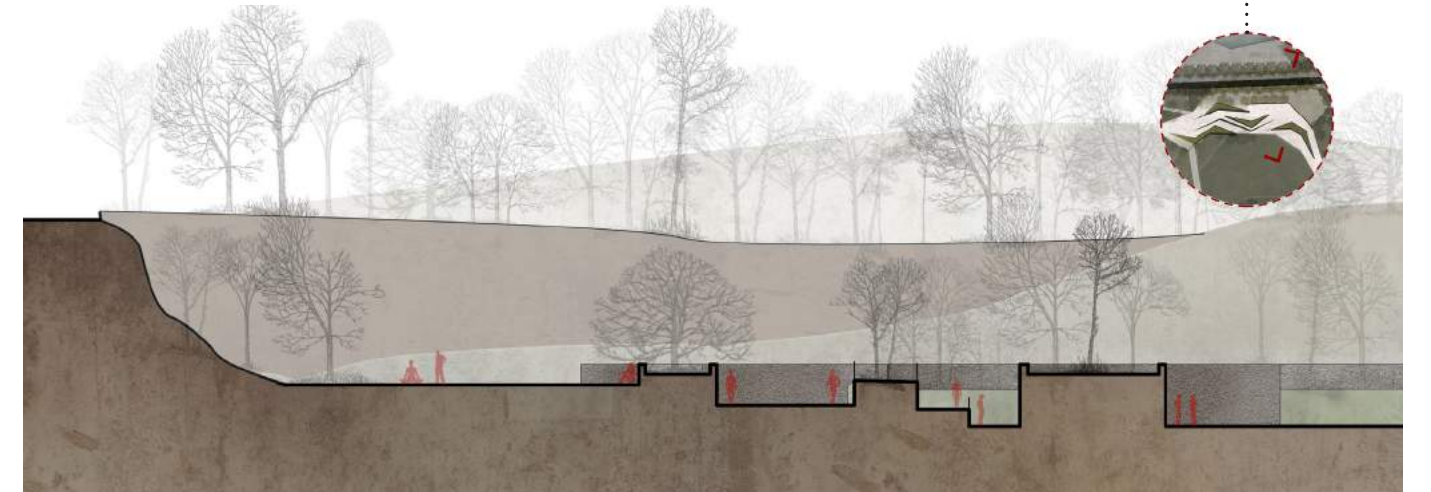
07 Typical Sections at the Important Nodes of the Trenchment



Section A

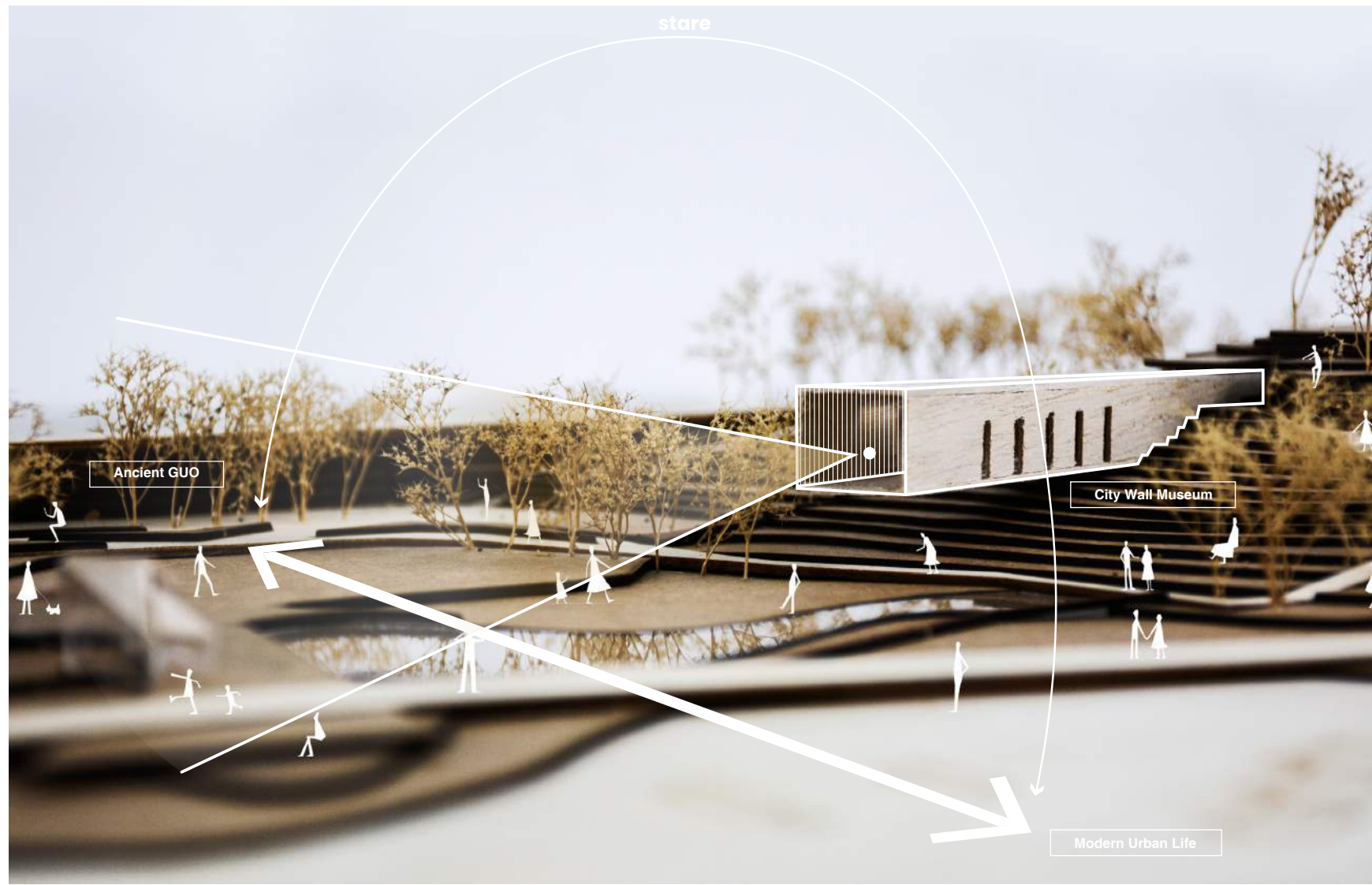


Section B



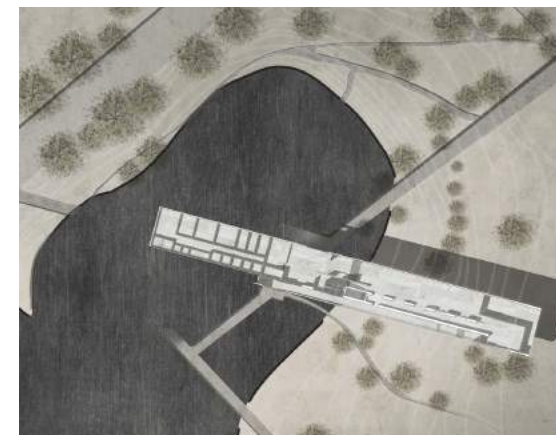
Section C

08 Visual Line Analysis

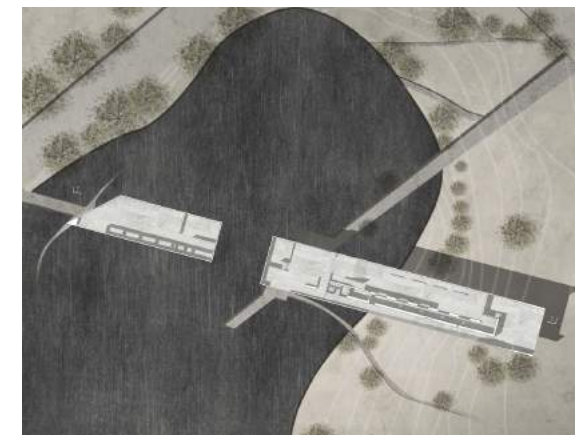


Relationship between the museum, GUO and the site

09 Basic Drawings of the Wall Museum



Plan 1F



Plan 2F



South Section



South Elevation

10 Interior Renderings of Three Main Corridor Spaces in the Museum

