

THE EVOLVING CITY

date: 12.2021-3.2022

type: academic project

site location: Beijing, China

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group work : Li Xinru & Meng Chenxin

contribution: 80% workload

(After completing the schematic design and most of the drawings,
I invited Chenxin Meng to help complete the aerial view and master plan)

The rapid urbanisation has led to many problems on the edge of large cities where different areas within the same plot of land show asynchronous development. This project tells the story of an abandoned site on the edge of the city that once transformed from a natural village to a partly developed industrial factory site. However, the subsequent demolition of the factory has turned it into a mostly derelict site, with only a small part of it being newly developed following the 'Winter Olympics'. Located in Shijingshan District, Beijing, the site is permeated with a strong sense of overlapping periods of time, making people feel like a 'migrant of time' moving around different scenes.

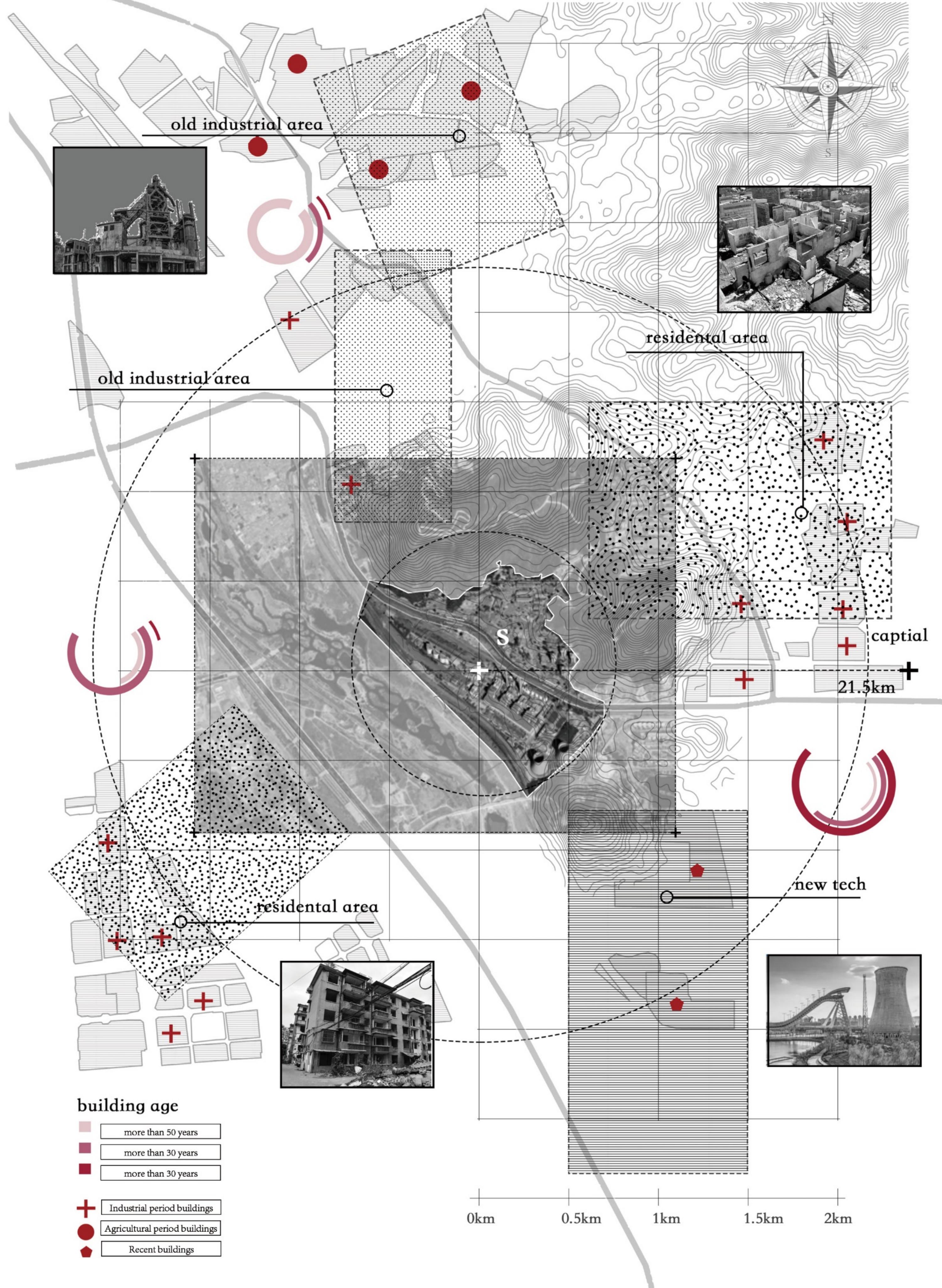
From the beginning of the site analysis, the site is in a condition of hybrid, interspersed with a large heavy industrial site and a residential area at the same time. So the area is a place presenting strong conflicts as well as dialogues. Different spatial relationships are also displayed between the plots, with the hope that the logic of these worlds will be sought within the site. The inspiration of the design arises from a perception of the world from a book called 'Supplement to Journey to the West', which I happened to read at some point. The book tells of the dreams of the Monkey King in which he travels through three different worlds: the traditional world, the natural world and the future world, corresponding to the three different sites in the venue including natural villages, abandoned industries and emerging technology hubs.

I then wondered whether it was possible to achieve overall harmony and sustainability without forcibly changing the urban landscape? In this project I reinterpreted the three parts of the site in different forms while reaching the sustainable development of the site.

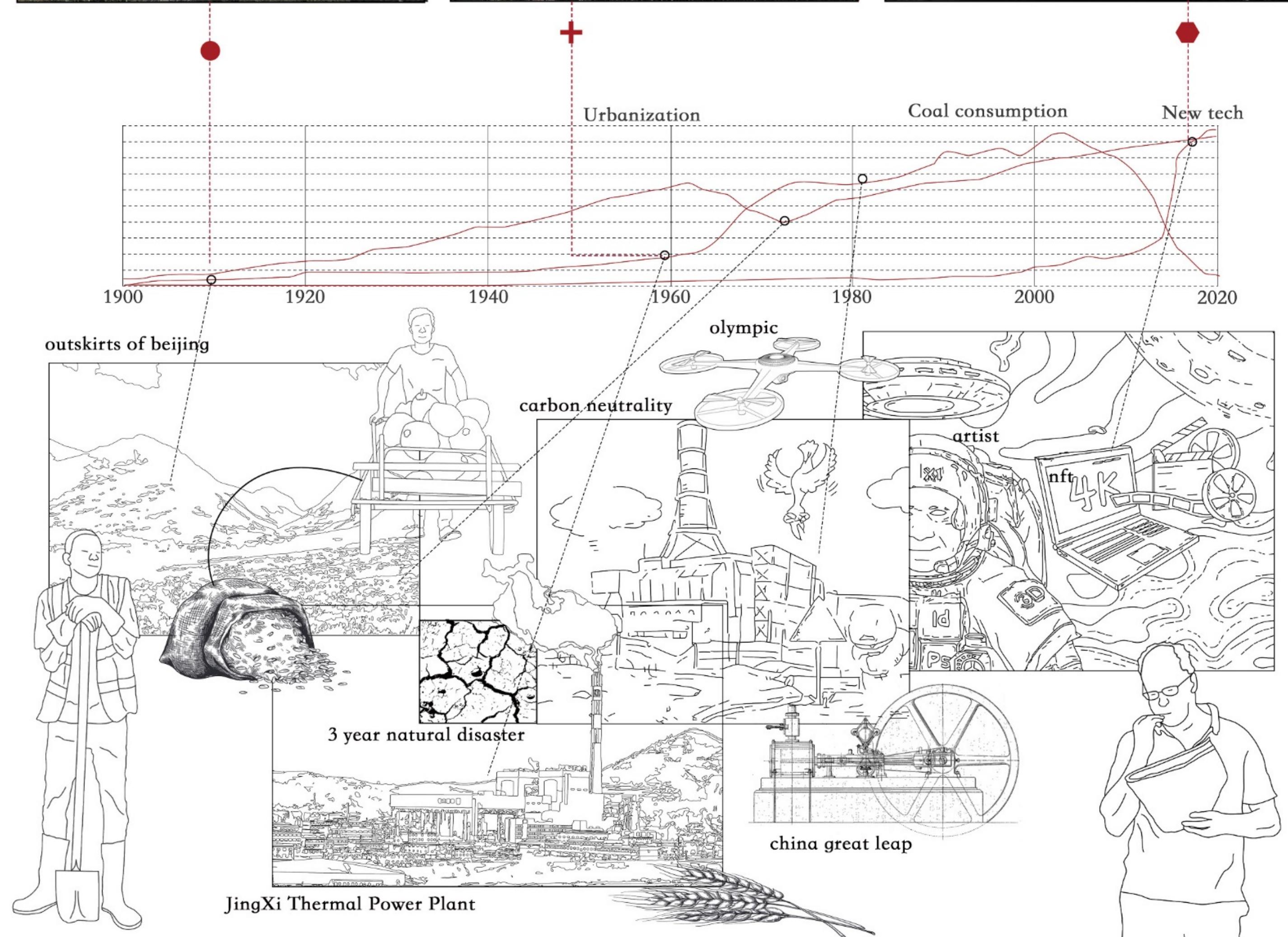


Three worlds in 'Xiyoubu' and three worlds in reality

SITE RESEARCH AND INFORMATION



SITE DEVELOPMENT



PLANNING STRATEGY

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graph LR
    subgraph DimensionSite [DimensionSite]
        EC[Ecology-damaged land] --> IP[Industrial pollution]
        EC --> DIA[decline in agriculture]
        EC --> LS[lack of supervision]
        
        IW[Industrial wasteland] --> AB[abandoned buildings]
        IW --> IS[inactive space]
        IW --> UU[underutilized space]
        
        LIA[Low-income area] --> TLC[terrible living conditions]
        LIA --> LQP[low quality population]
        LIA --> LOI[lack of infrastructure]
    end
    
    subgraph Goals [Goals]
        ThreeWorlds[Three Worlds]
        ThreeWorlds --- NatureWorld[Nature World]
        ThreeWorlds --- IndustrialWorld[Industrial World]
        ThreeWorlds --- FutureWorld[Future World]
    end
    
    subgraph Strategies [Strategies]
        NatureWorld --> IF[increase farmland]
        NatureWorld --> BI[build idyllic houses]
        
        IndustrialWorld --> RB[renovate buildings]
        IndustrialWorld --> PN[place new functions]
        
        FutureWorld --> NI[introduce new industries]
        FutureWorld --> BHQH[build high-quality houses]
    end

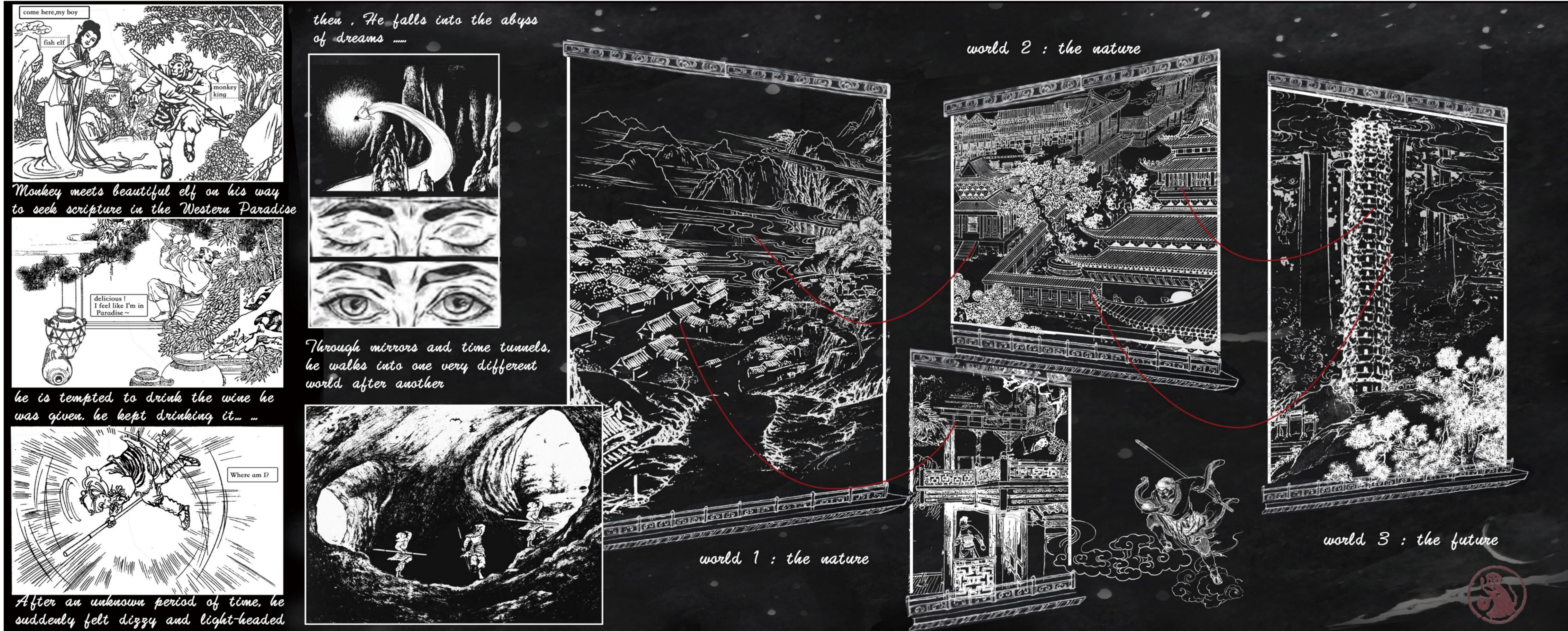
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The diagram illustrates a flow from site dimensions to goals and then to strategies. It starts with three categories of sites: Ecology-damaged land, Industrial wasteland, and Low-income area. Each category has associated challenges listed in boxes. These challenges lead to three main goals: Nature World, Industrial World, and Future World. Finally, specific strategies are outlined for each goal.

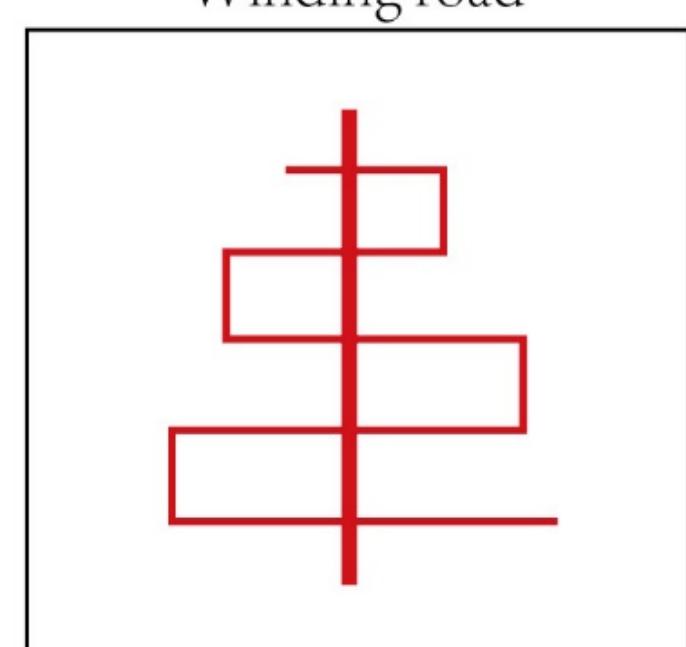
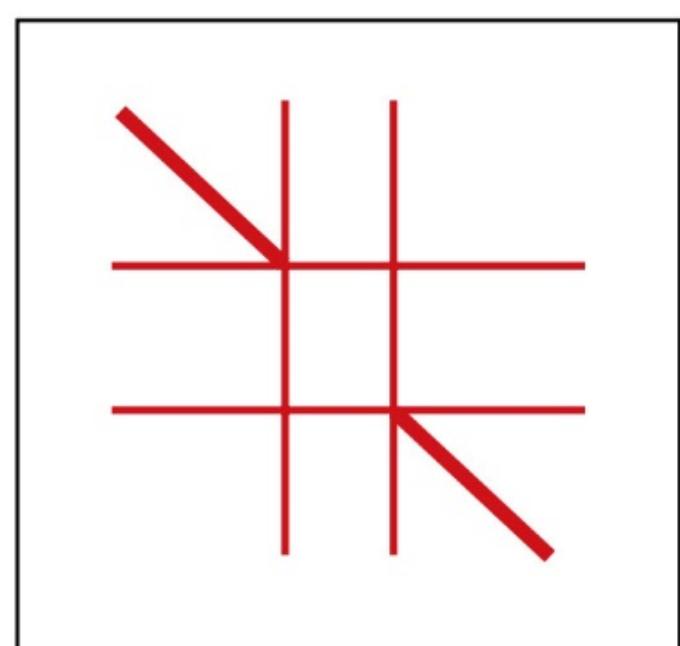
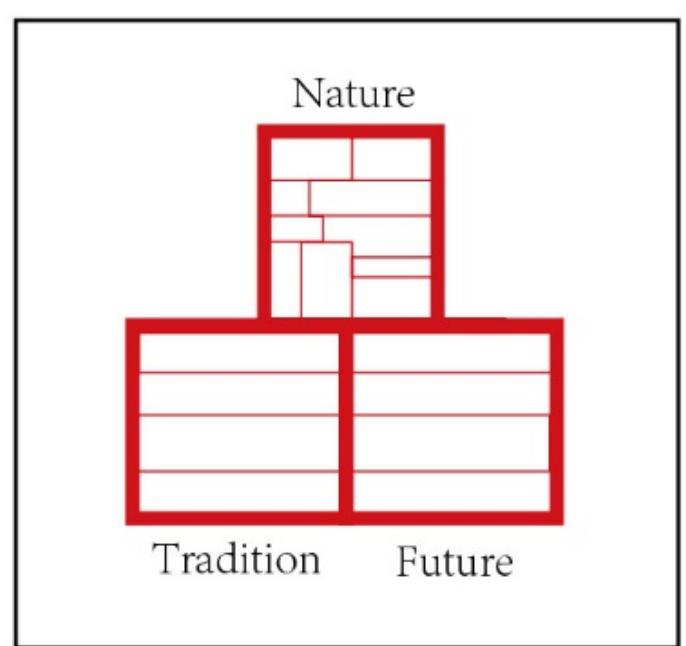
DimensionSite	Goals	Strategies
Ecology-damaged land	Three Worlds Nature World	increase farmland build idyllic houses design pastoral landscape formulate related regulations
Industrial wasteland	Industrial World	renovate buildings place new functions organize regular activities connect space by skywalks
Low-income area	Future World	introduce new industries build high-quality houses develop infrastructure apply new technology

STORY BOARD

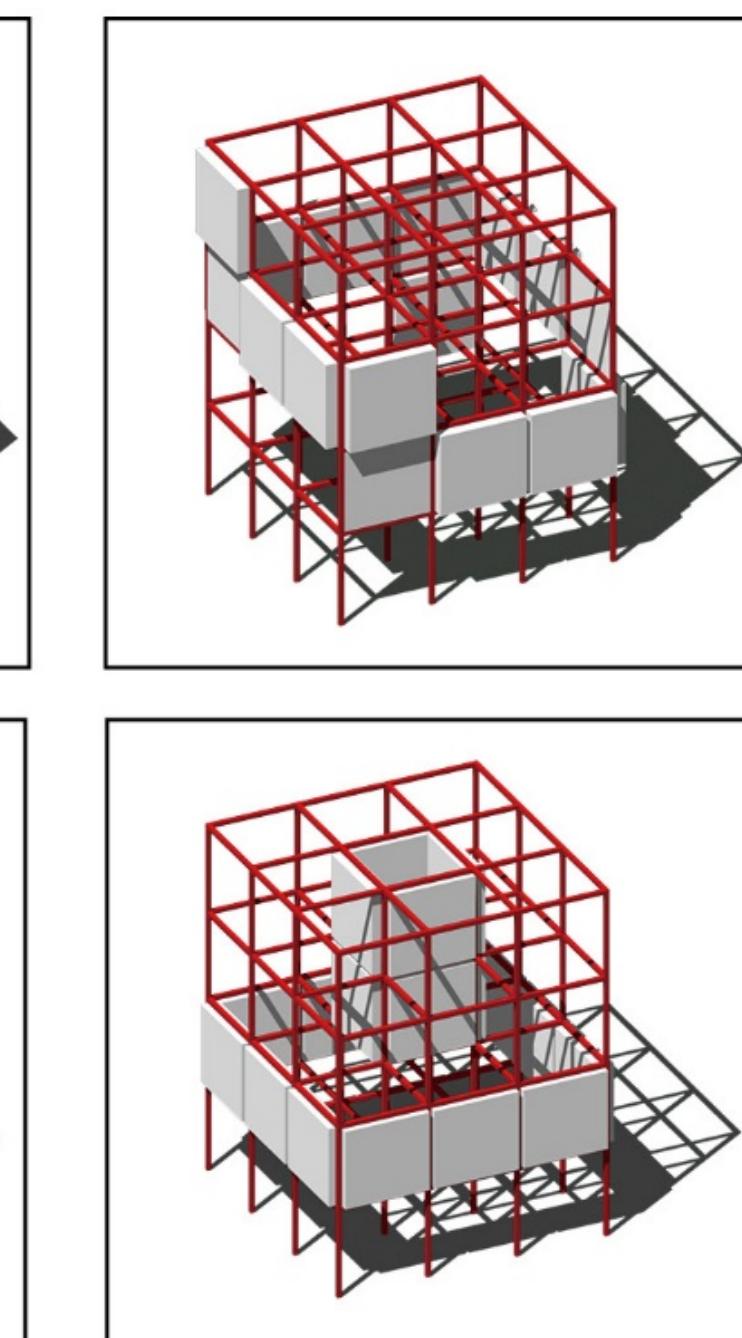
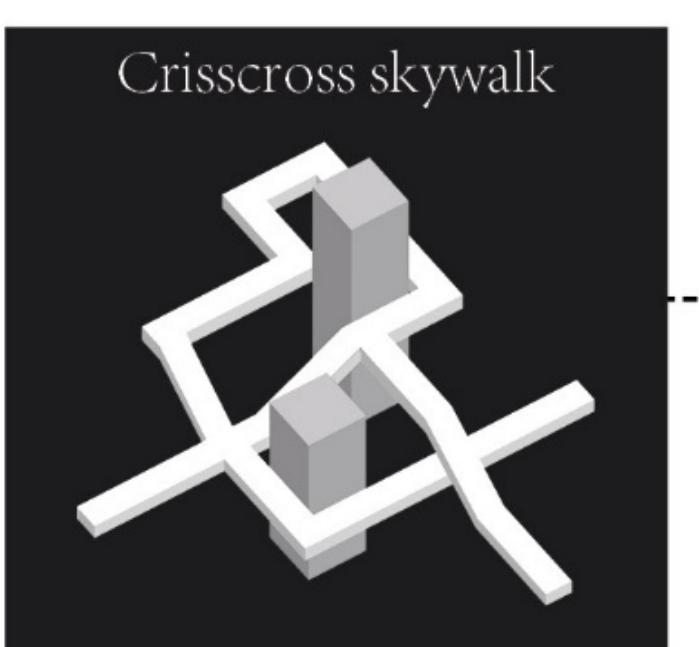
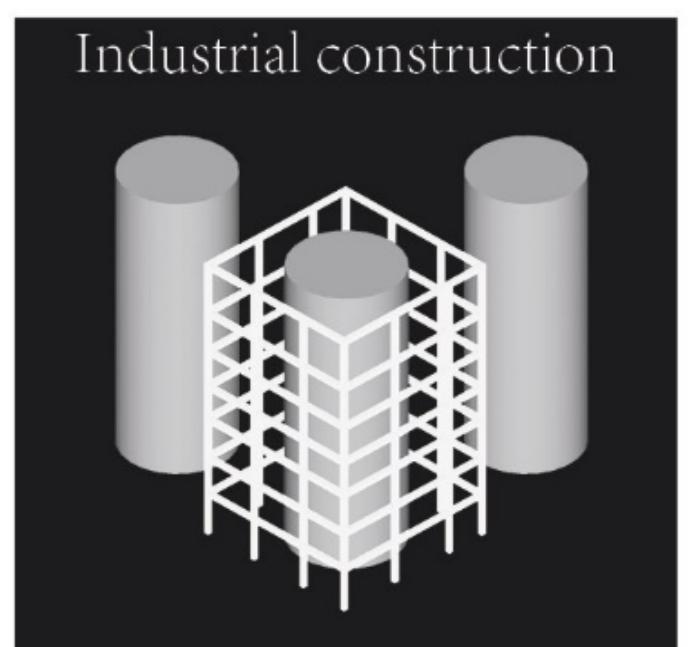
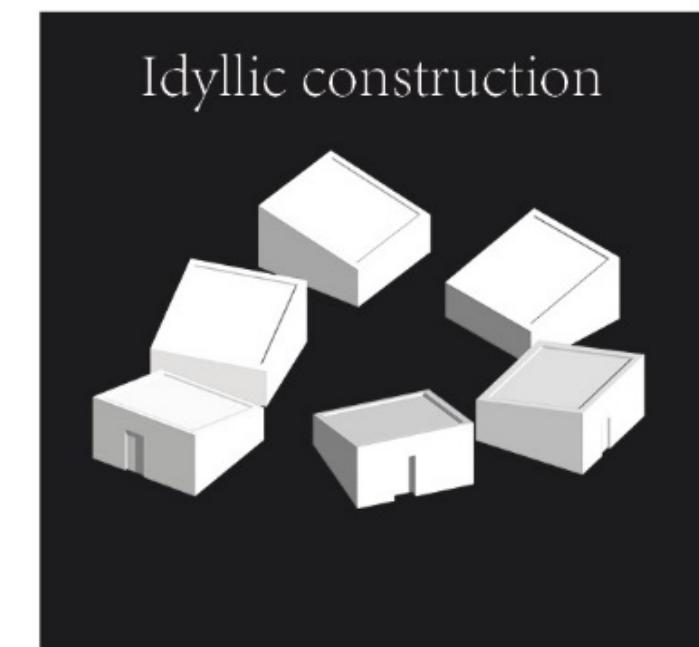
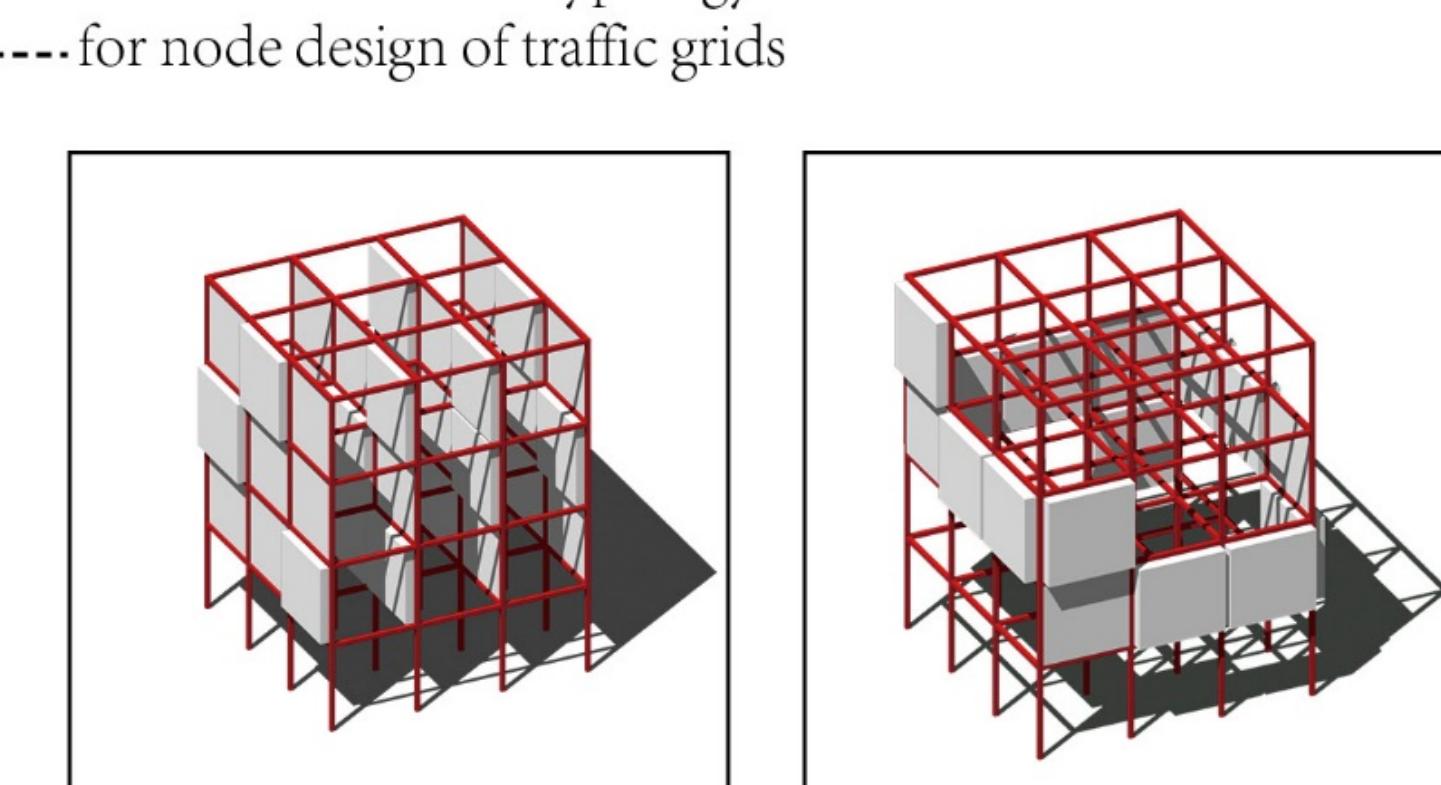
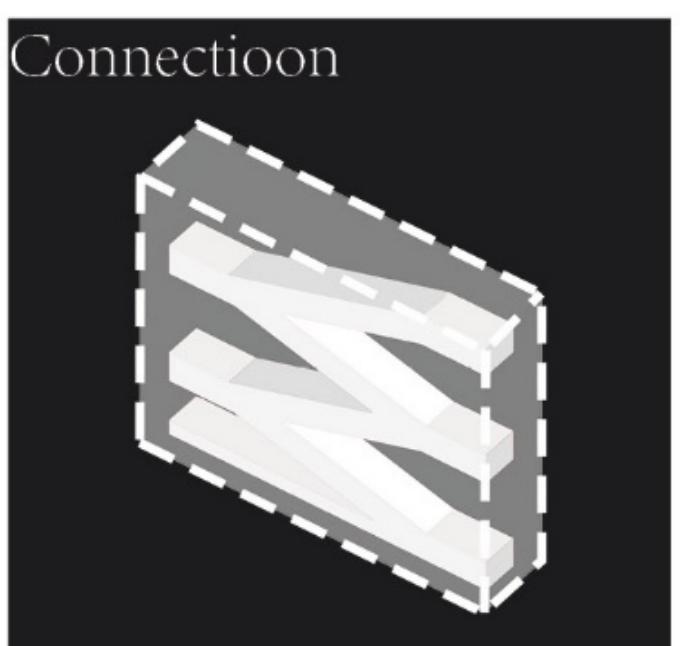
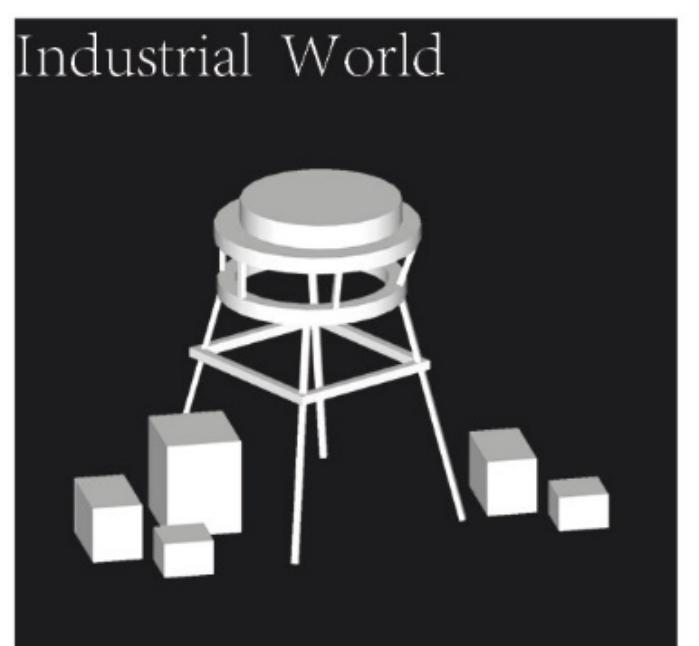
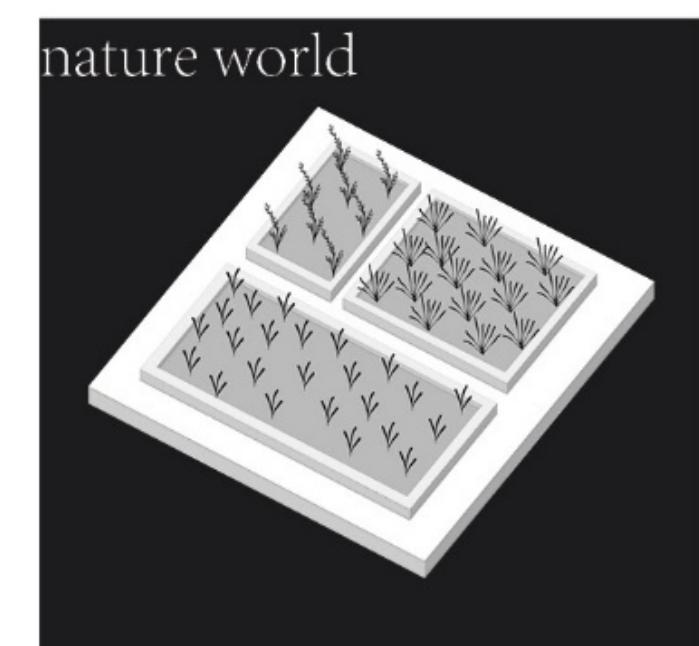
In the book "Supplements to Pilgrimage to the West", I found descriptions of parallel worlds that were similar to my conception of the field.



ORGANIZING PLAN

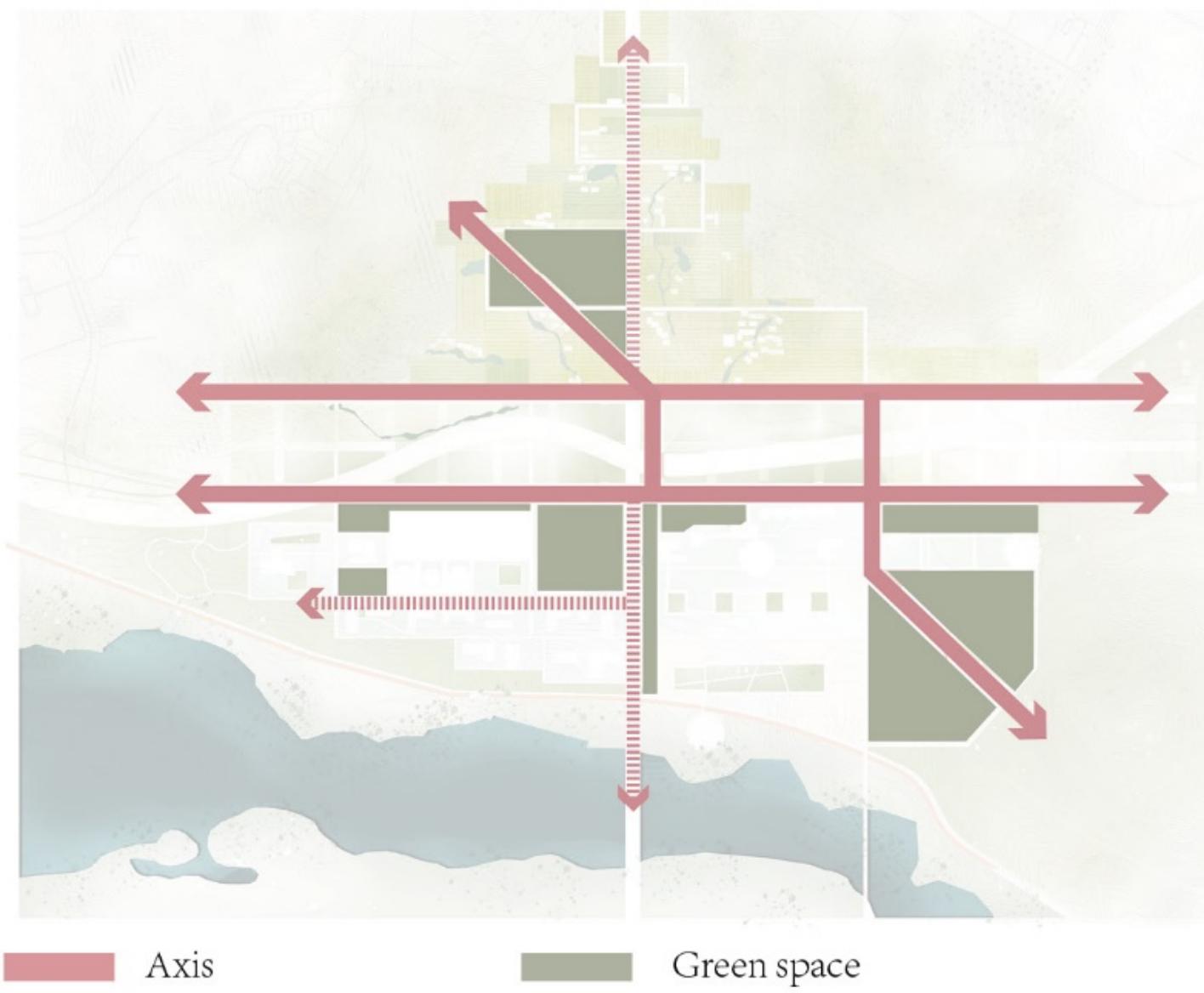


TRANSFORMATION OF STORY BOARD ELEMENTS

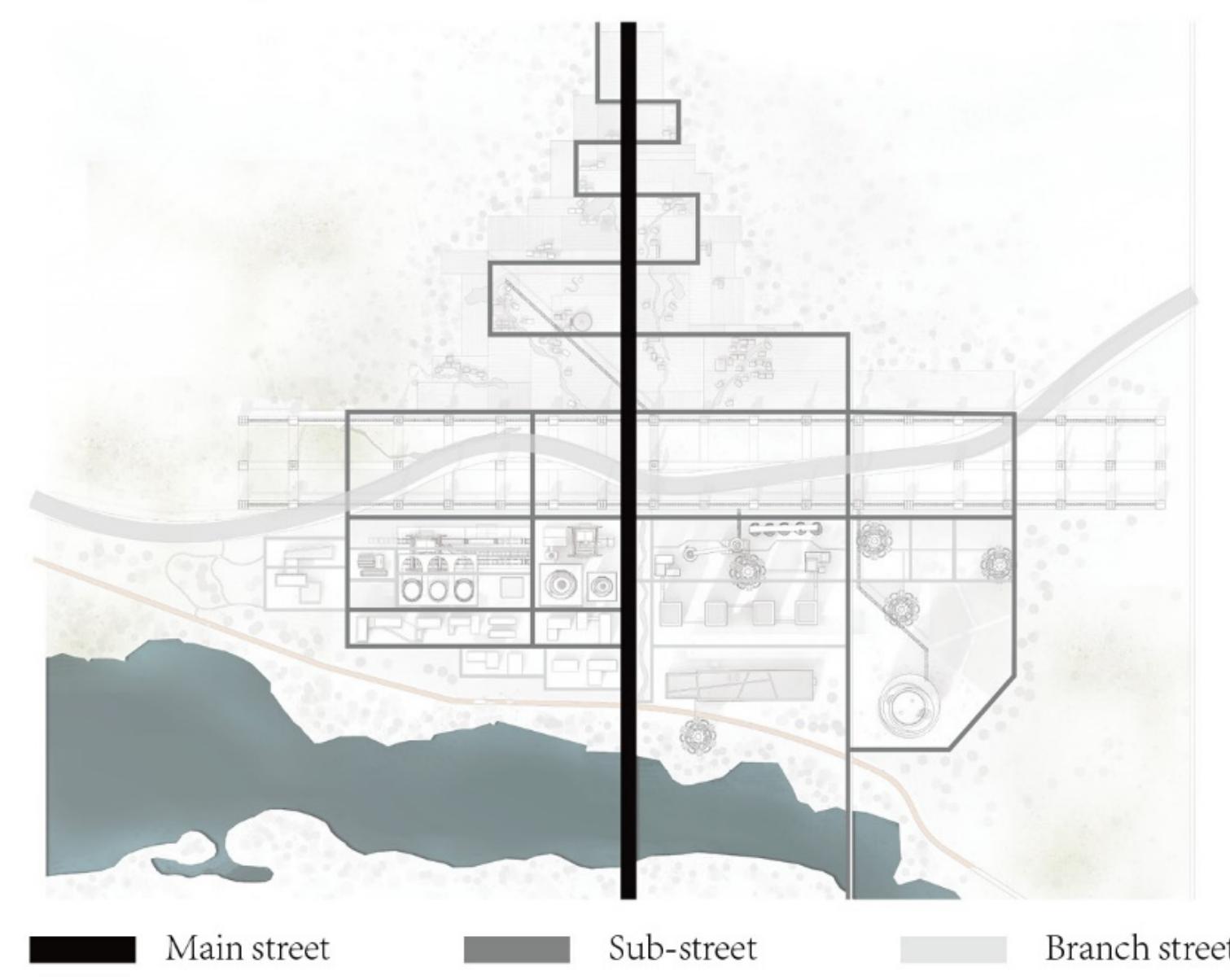


ANALYSIS

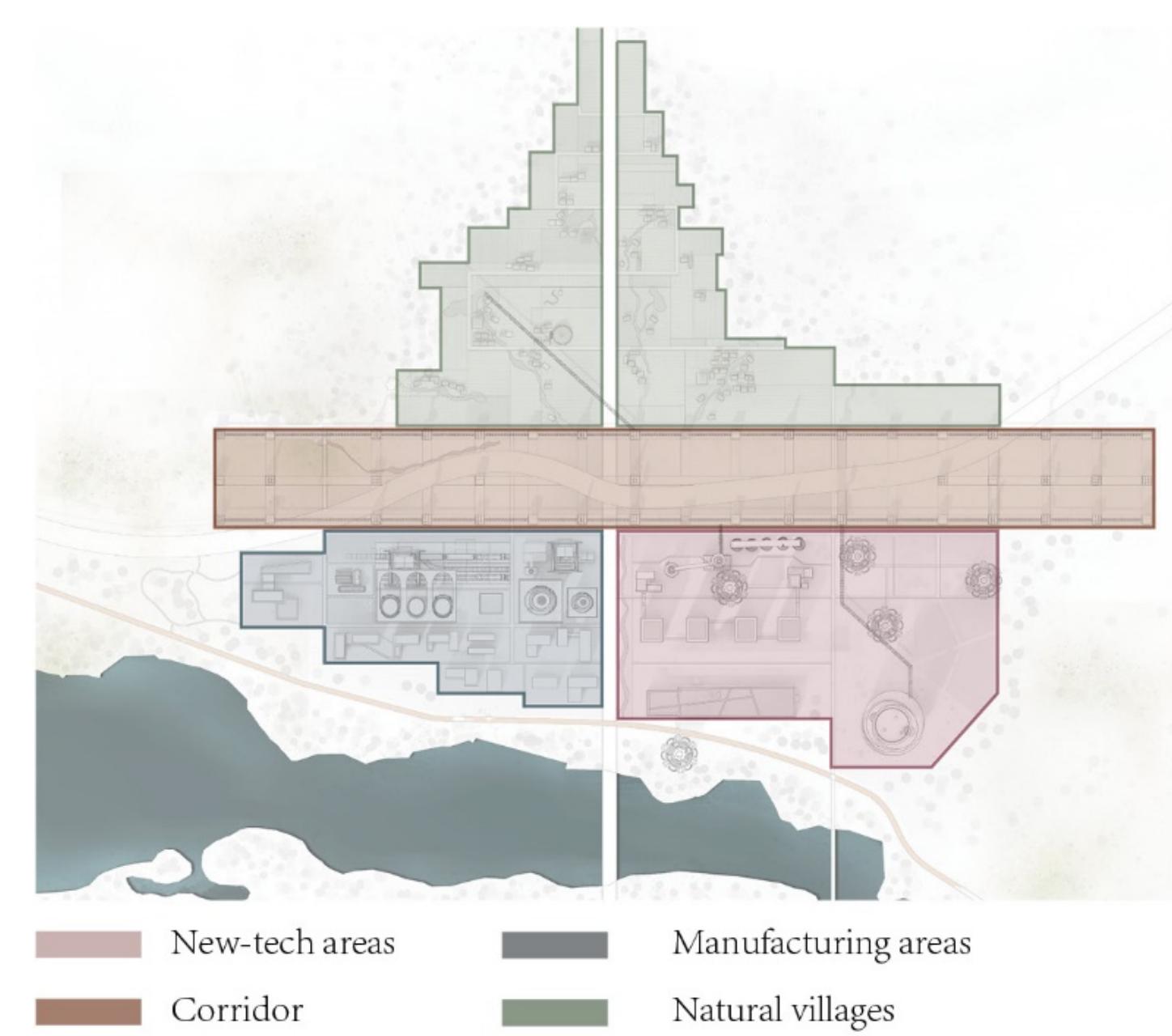
Greenspace structure analysis



Street analysis

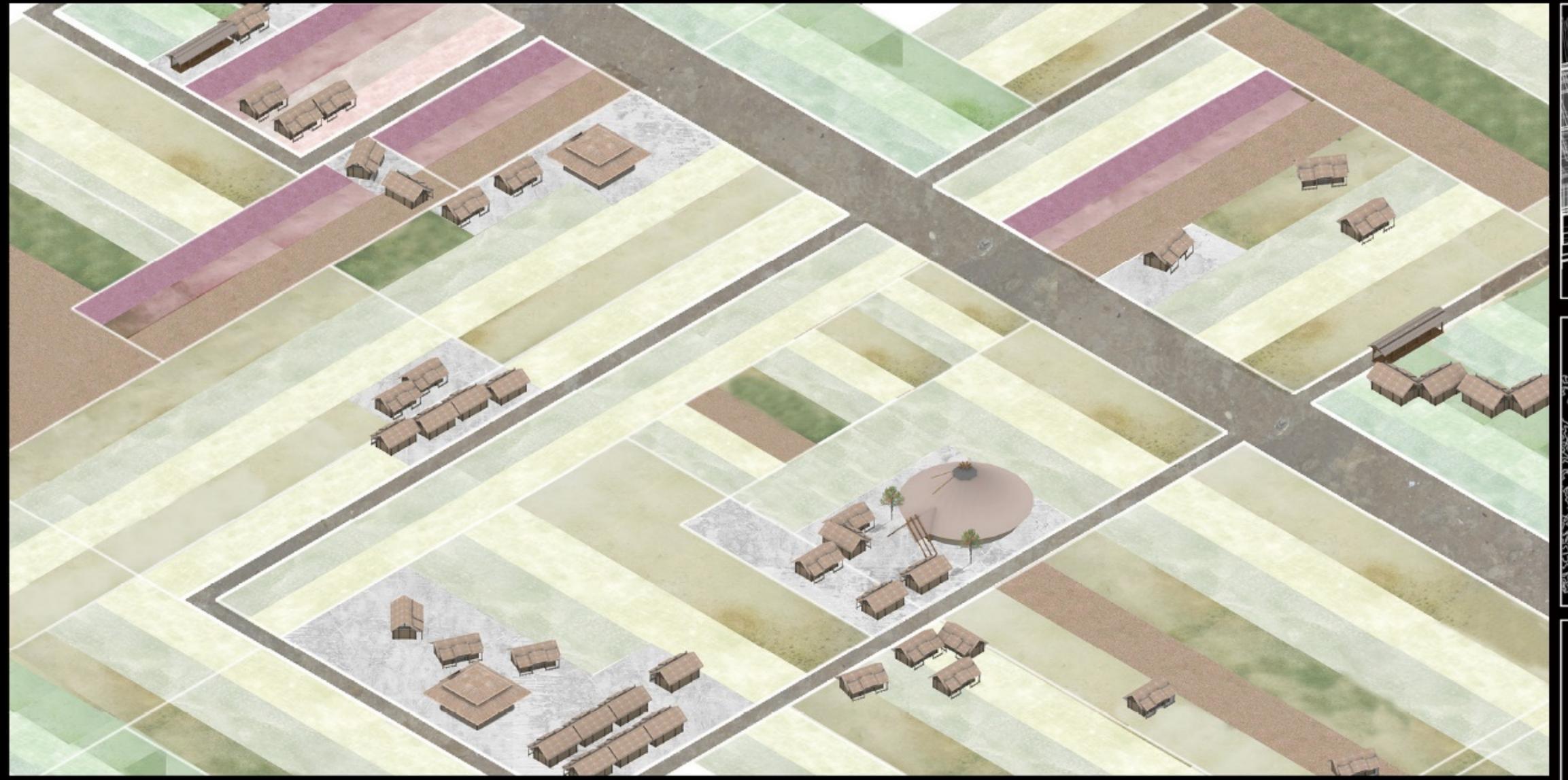


Land use



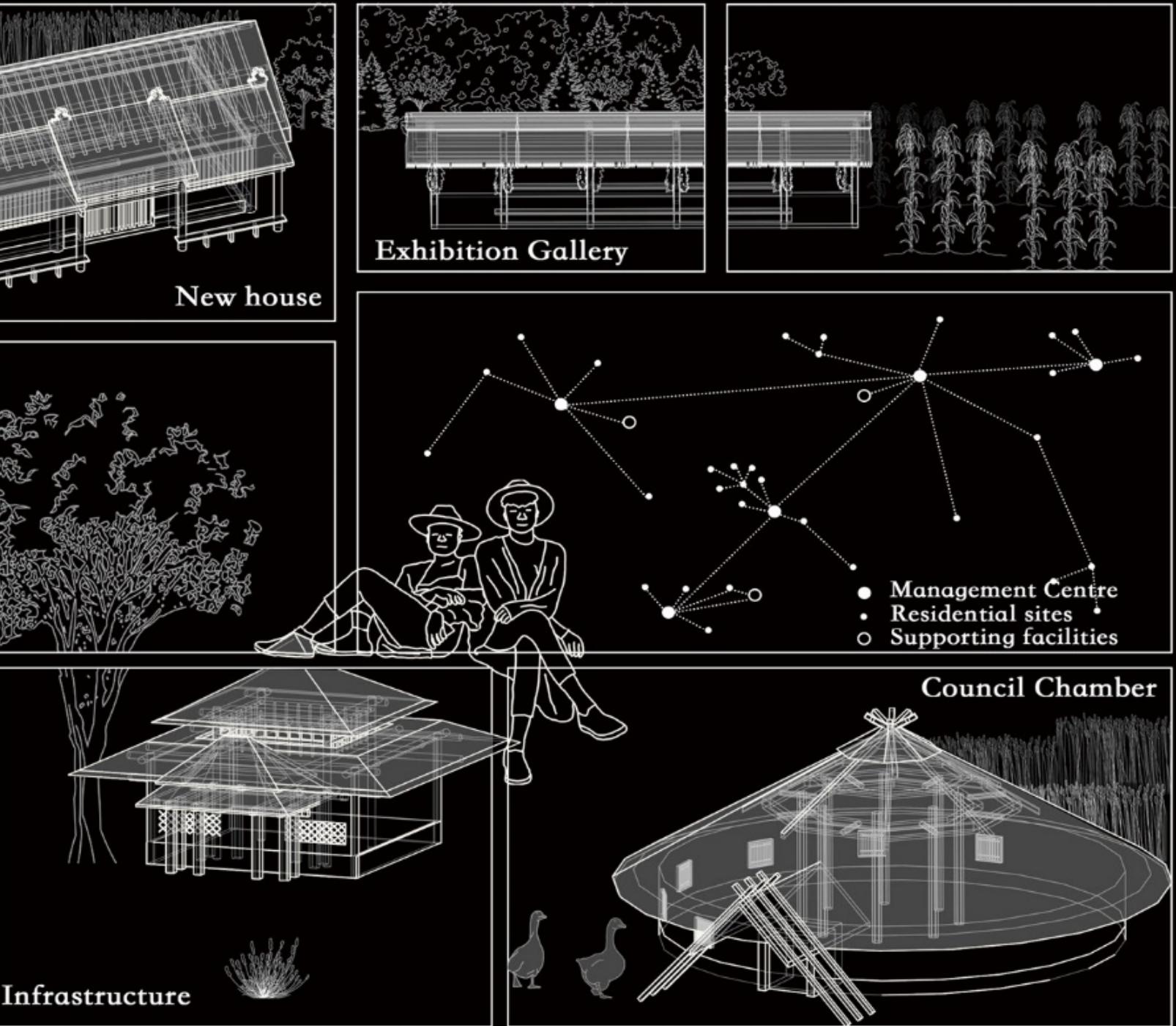
MASTER PLAN





- SCENE 1 -

A small village surrounded by mountains, where people live in groups by the water. It is a pristine area of tree-like development.

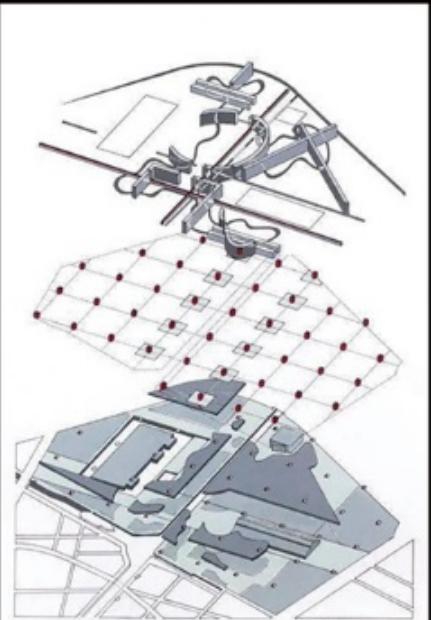


-LINKING PART-

Redesign of the traffic in the middle of the site in a grid and overlay way in order to achieve mobility of the scene and integration of multiple sites

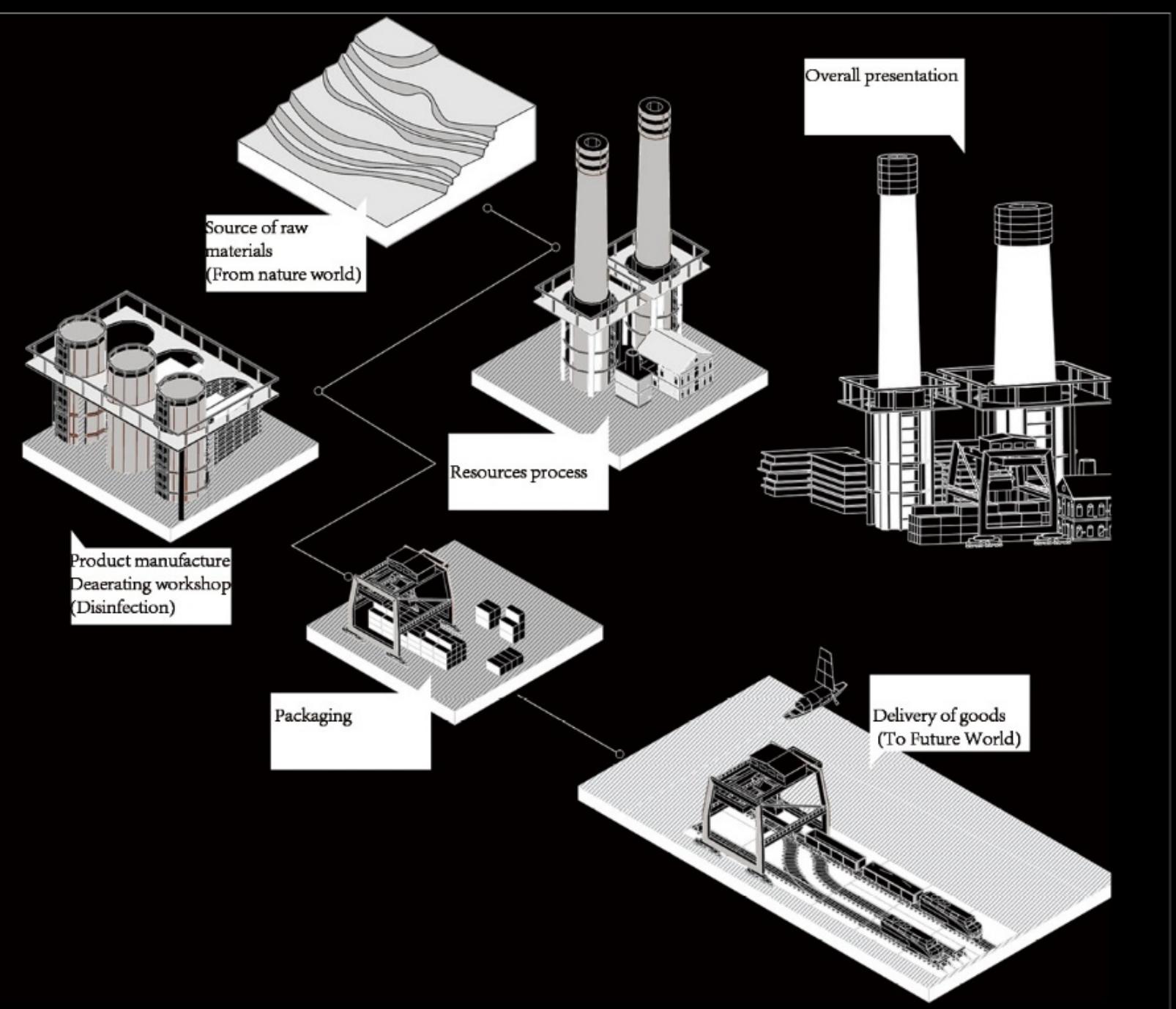
"Parc de la Villette"

How to integrate different themes, different systems together?



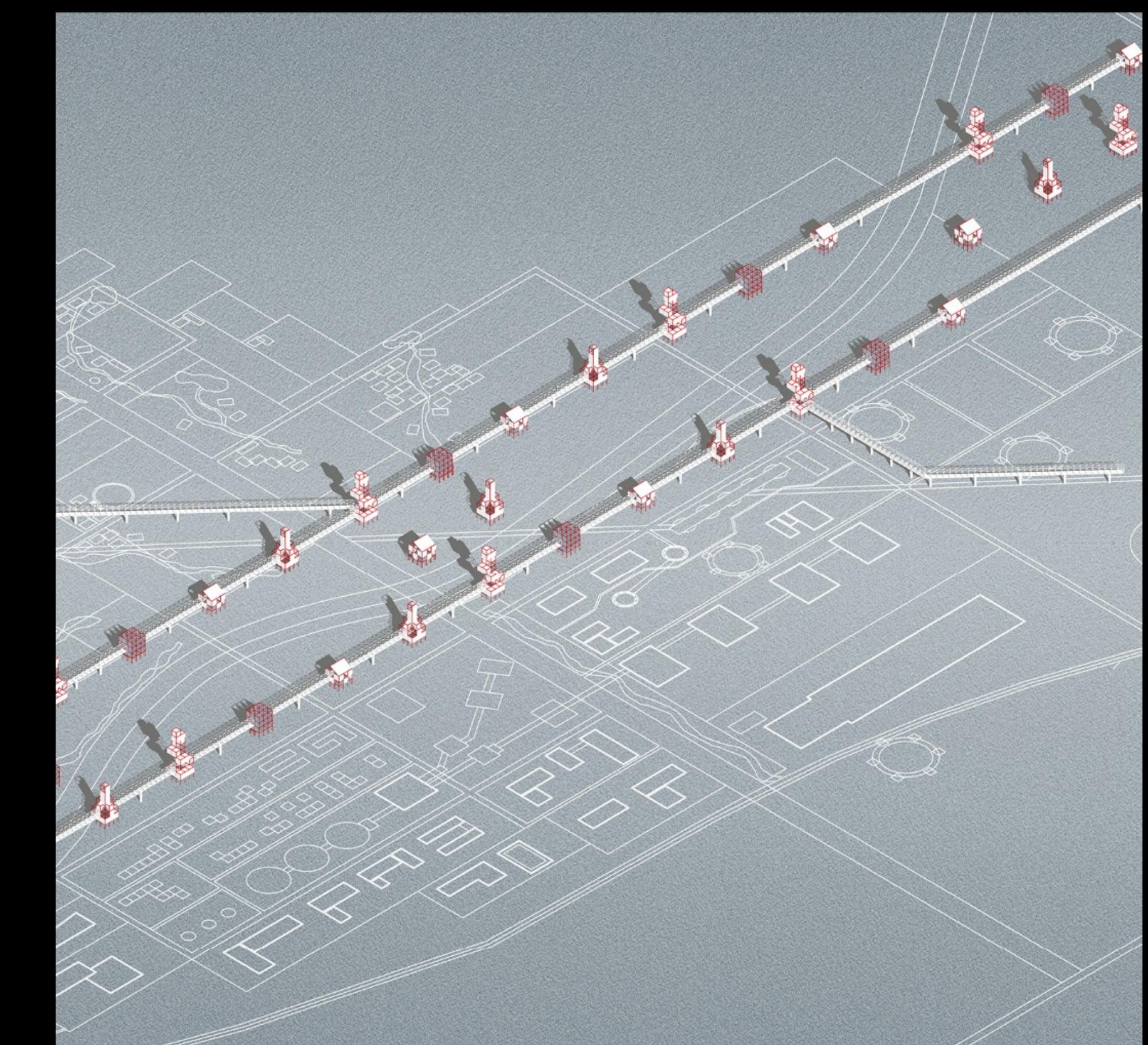
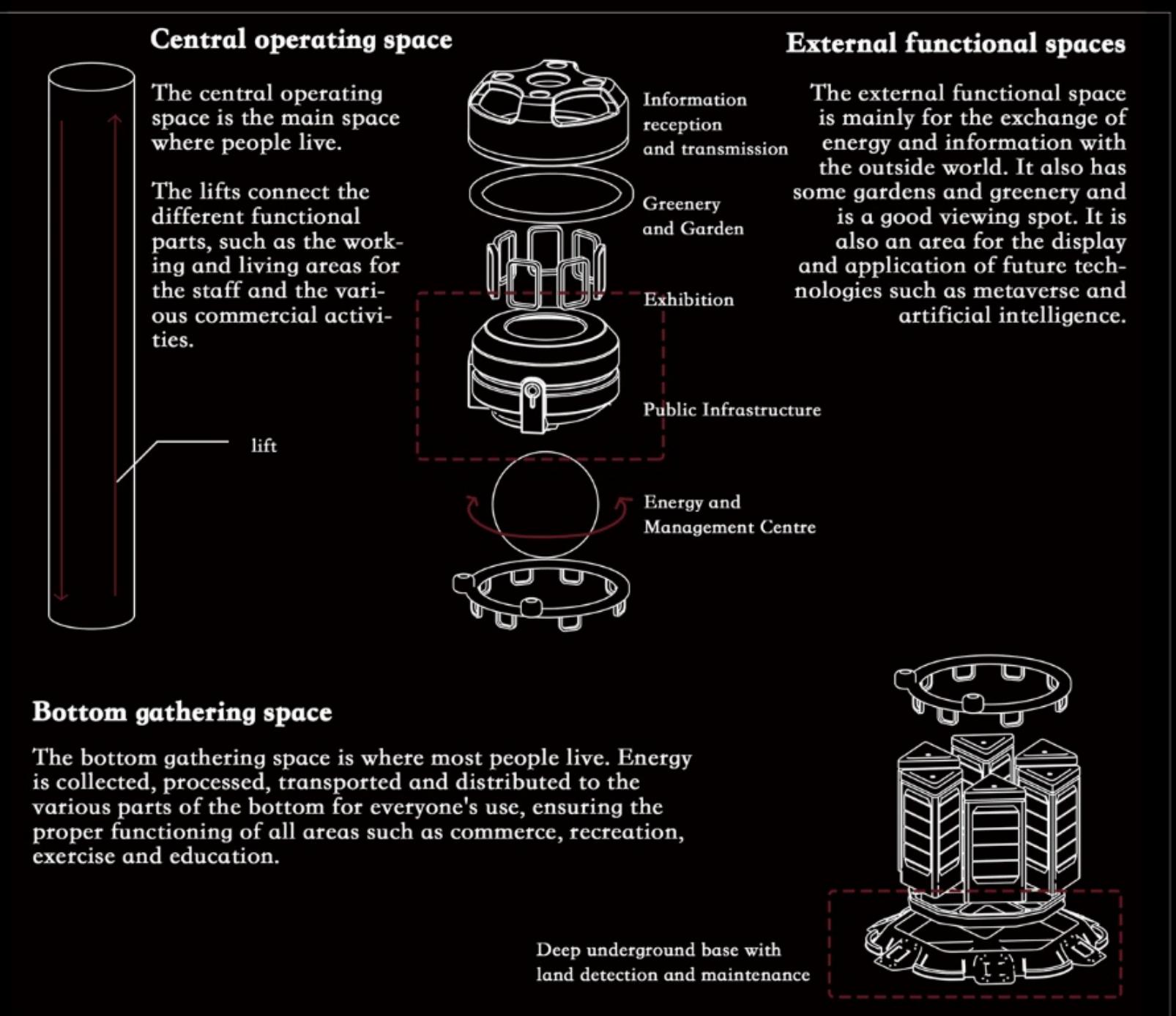
- SCENE 2 -

Improved environmentally friendly industrial area with a large number of racks and transport corridors, a concentration of production.



- SCENE 3 -

A futuristic and high-tech area, which is full of technology. There are towering buildings and dream-like scenes of technology.



step 1 :
Corridors based on the traffic system of the site, linking the three areas.

step 2 :
Multiple corridors are interspersed, preserved and discarded according to the axis to form a grid.

step 3 :
Select intersections to set nodes, each implying a different site theme.

PERSPECTIVE VIEW

