



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:

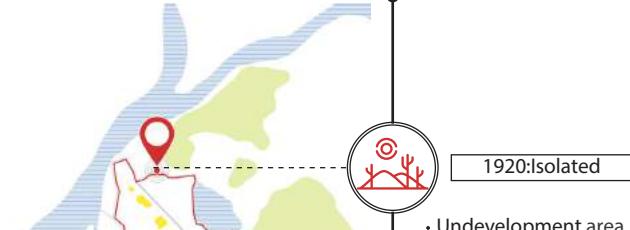
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 Collaborator: Xintian Li, Shuyun Wu
 Personal Contribution: site survey 50%, concept 80%, planning and design 70%, graphic drawing 100%
 Site: Nanjing, Jiangsu

01 Status-quo: The Forgotten Edge of the City

1.1 Macro Perspective

—marginalised areas in the city

>>Historic evolution of the site



- Undevelopment area
- Near the City Walls and the Moats
- Informal business

- Major light industry area
- Developing with the establishment of Nanjing Railway Station Cargo distribution center

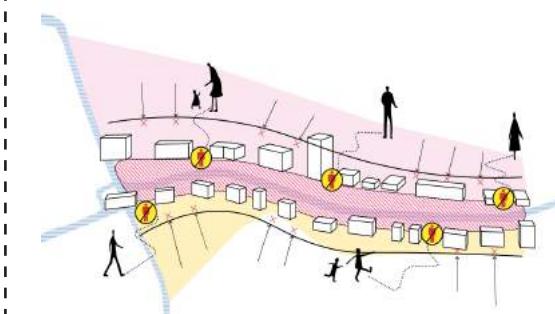
- annexed by the expanding central city area
- Main factories moving away
- Economic Recessions

- Backward industrial development
- Become city village
- Marginalized by the city

1.2 Medium Perspective

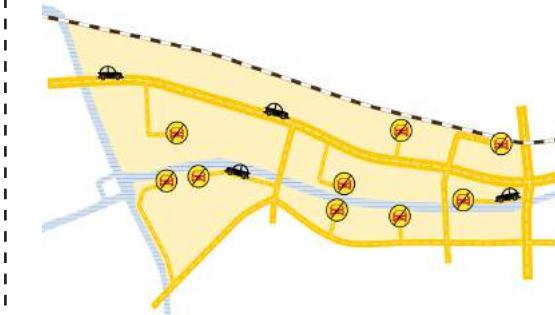
—marginalised walls & moats

>>Low vitality along the Wall & Moat



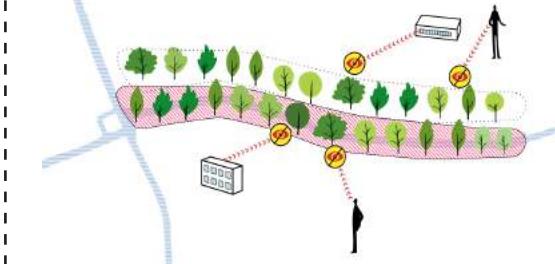
Unaccessible By People

Land along the Moat was privatized. It is difficult for citizens to reach the bank. Also, much of the land has been occupied by small workshops and warehouses.



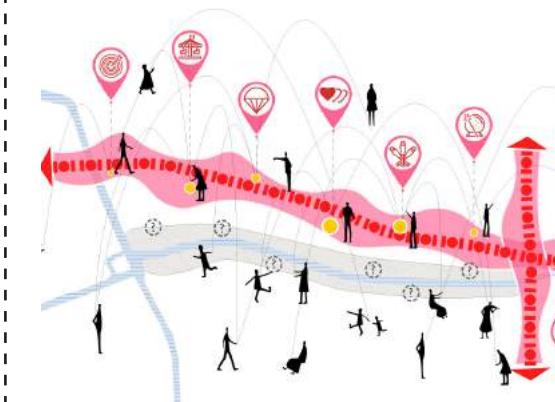
Unaccessible By Car

There are many dead-end roads in the area, difficult for city vehicles to reach the Wall and the Moat. Roads in this region are sparse, resulting in excessive traffic concentration and congestion on the main roads.



Invisible Walls and Moats

There are many unmanaged weeds and bushes along the Wall and the Moat, citizens have no way to see them from surrounding buildings and sites.



Neglected Riverside

Most points of interest in the area are concentrated on main roads across the land. There are no attracting events and places along the river.

1.3 Microcosmic Perspective

—marginalised human activities

>>No interactions between different groups



Activity: Doing Informal Business
Main Group: City Village Residents



Activity: Cargo Handling
Main Group: Workers in the yards



Activity: Seeking Accommodation
Main Group: Tourists from Nanjing Railway Station



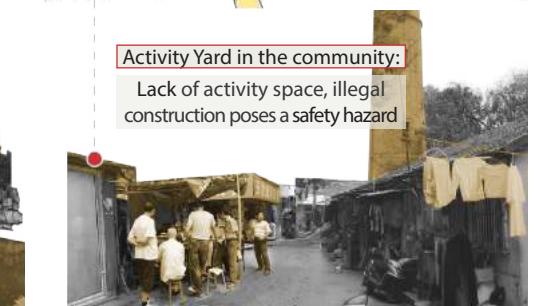
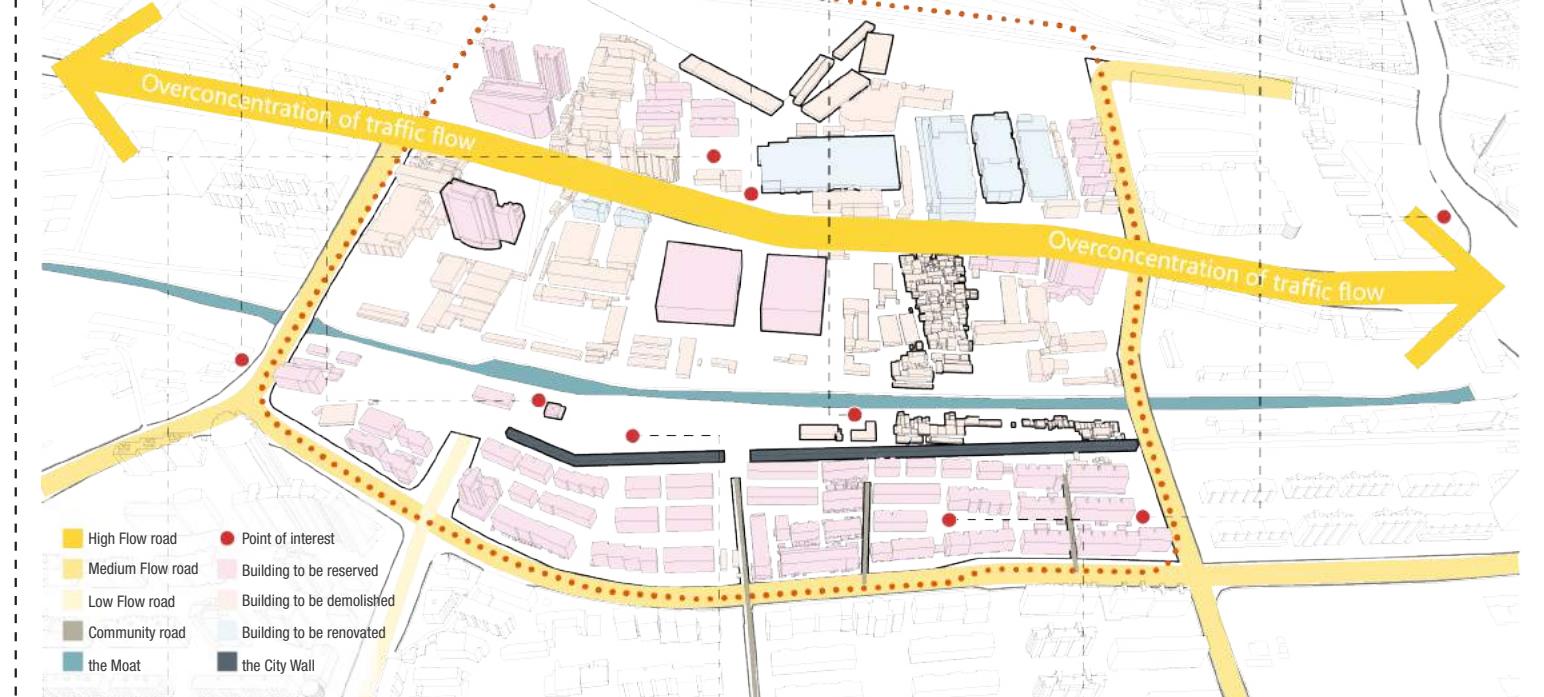
Activity: Children Playing
Main Group: Kids



Activity: Playing Chess
Main Group: Retired elderly



Activity: Walking the Dog
Main Group: Local residents

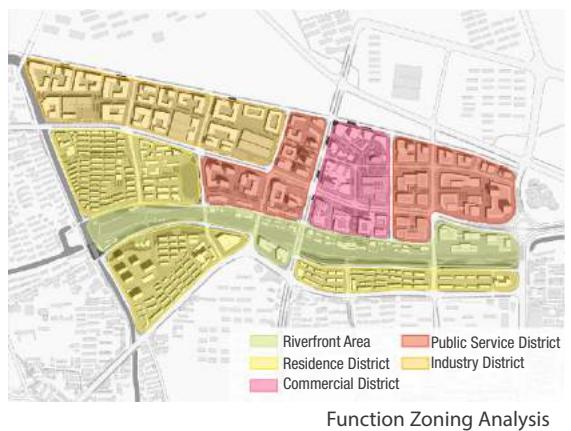
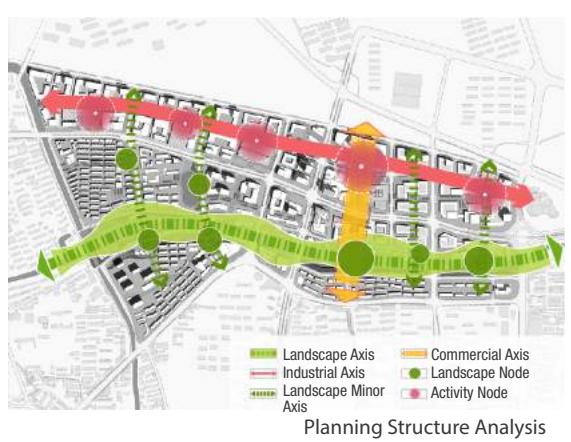
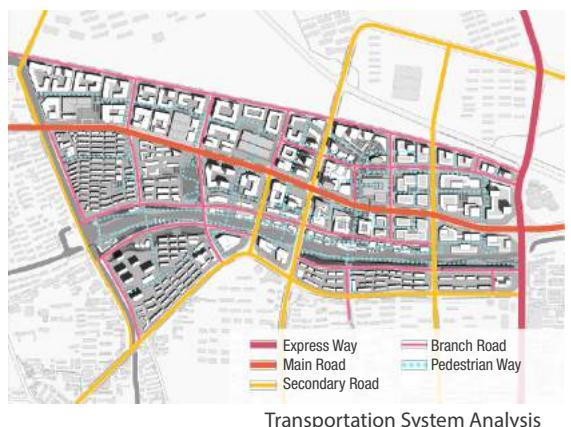


02 Strategy: Revamping the Edge

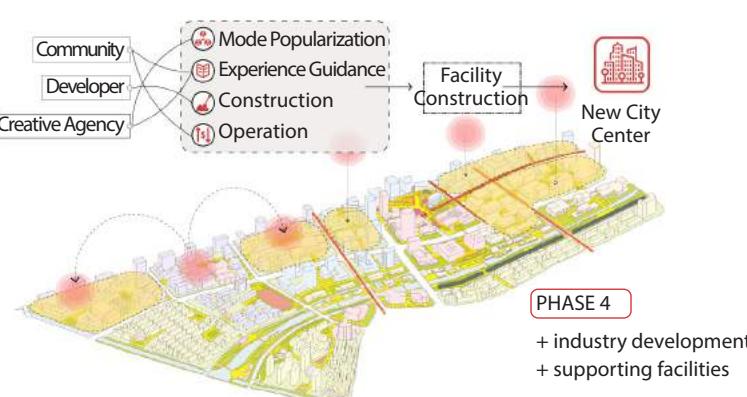
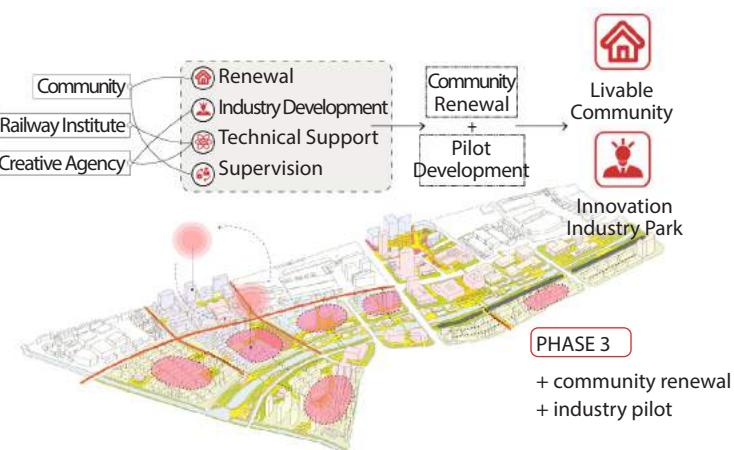
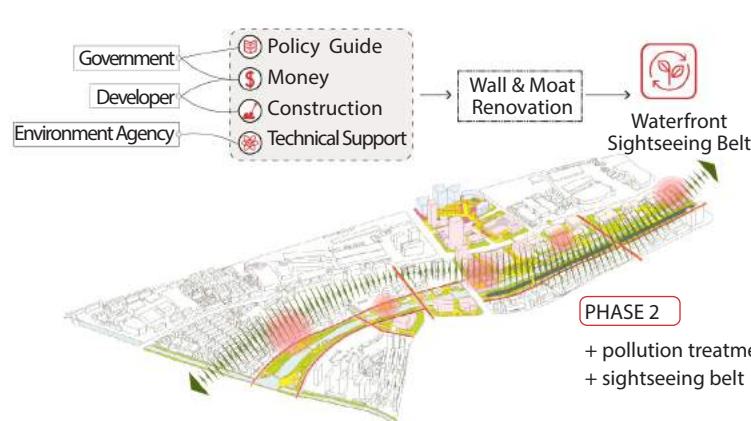
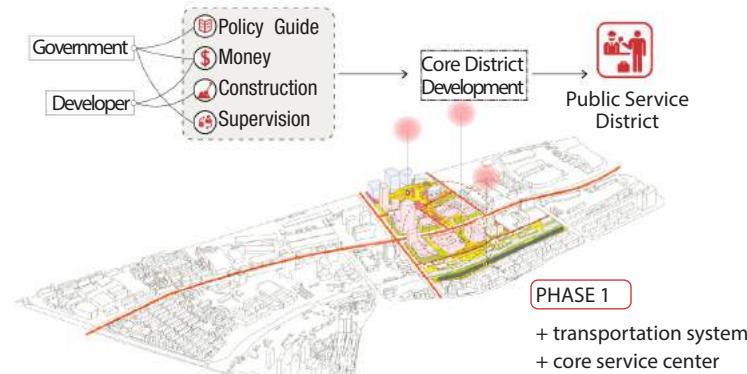


03 Enhance the Functional Interactions through Dynamic Public Service Systems & Orderly Development

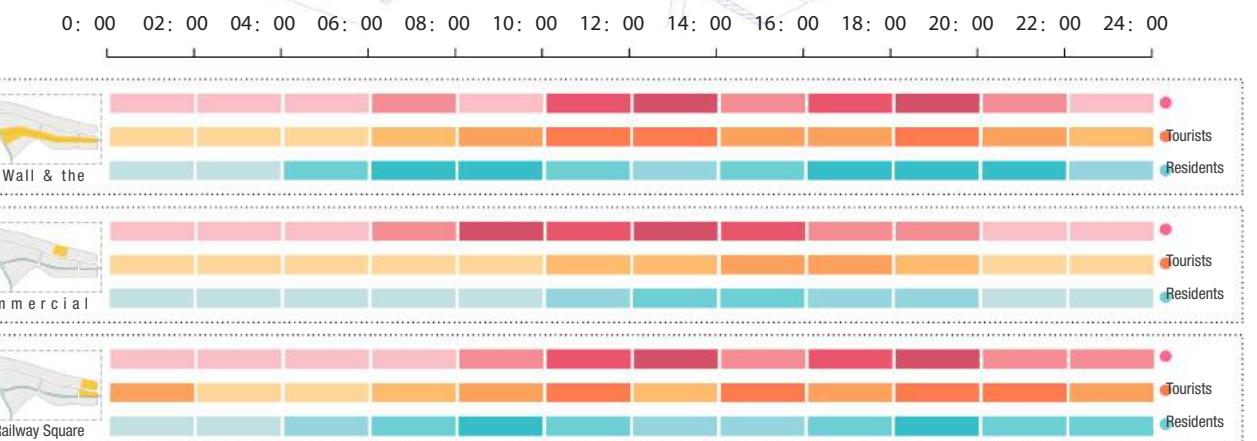
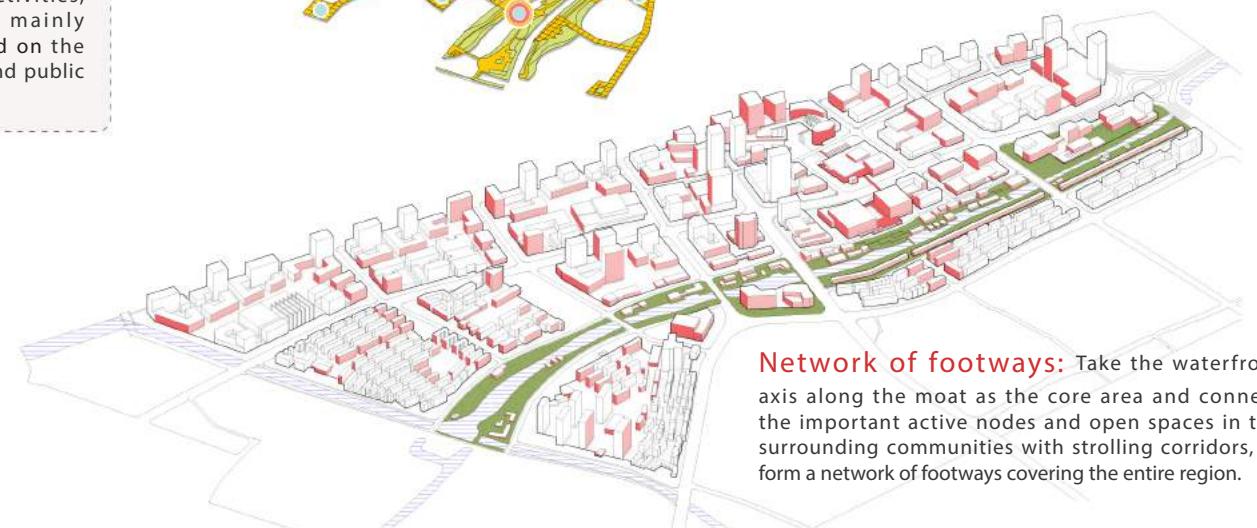
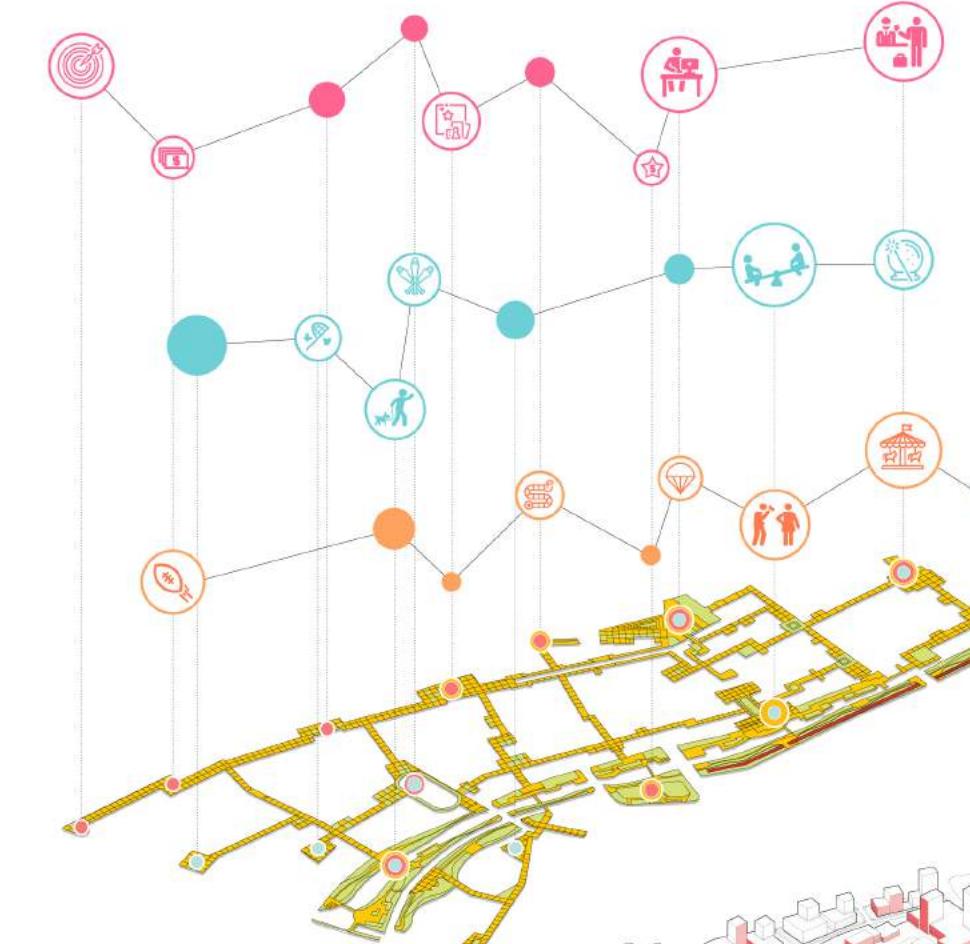
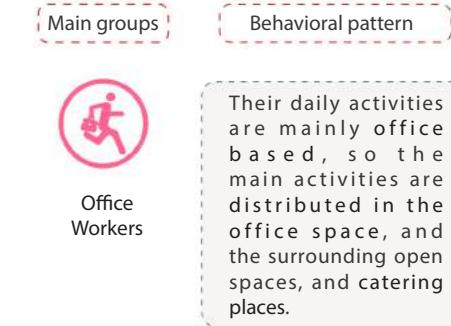
3.1 Public Service System



3.2 Development Sequence



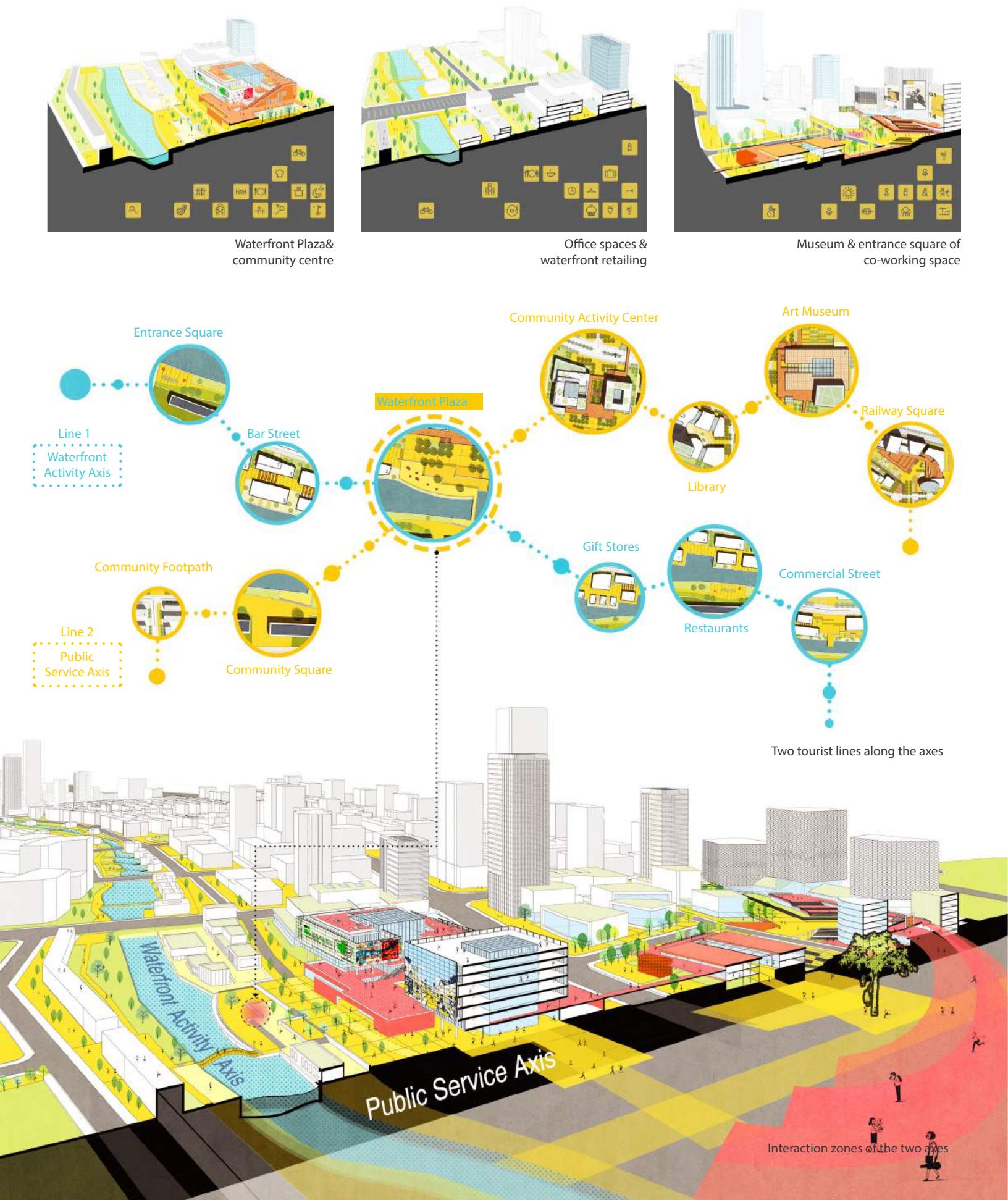
3.3 Walking System

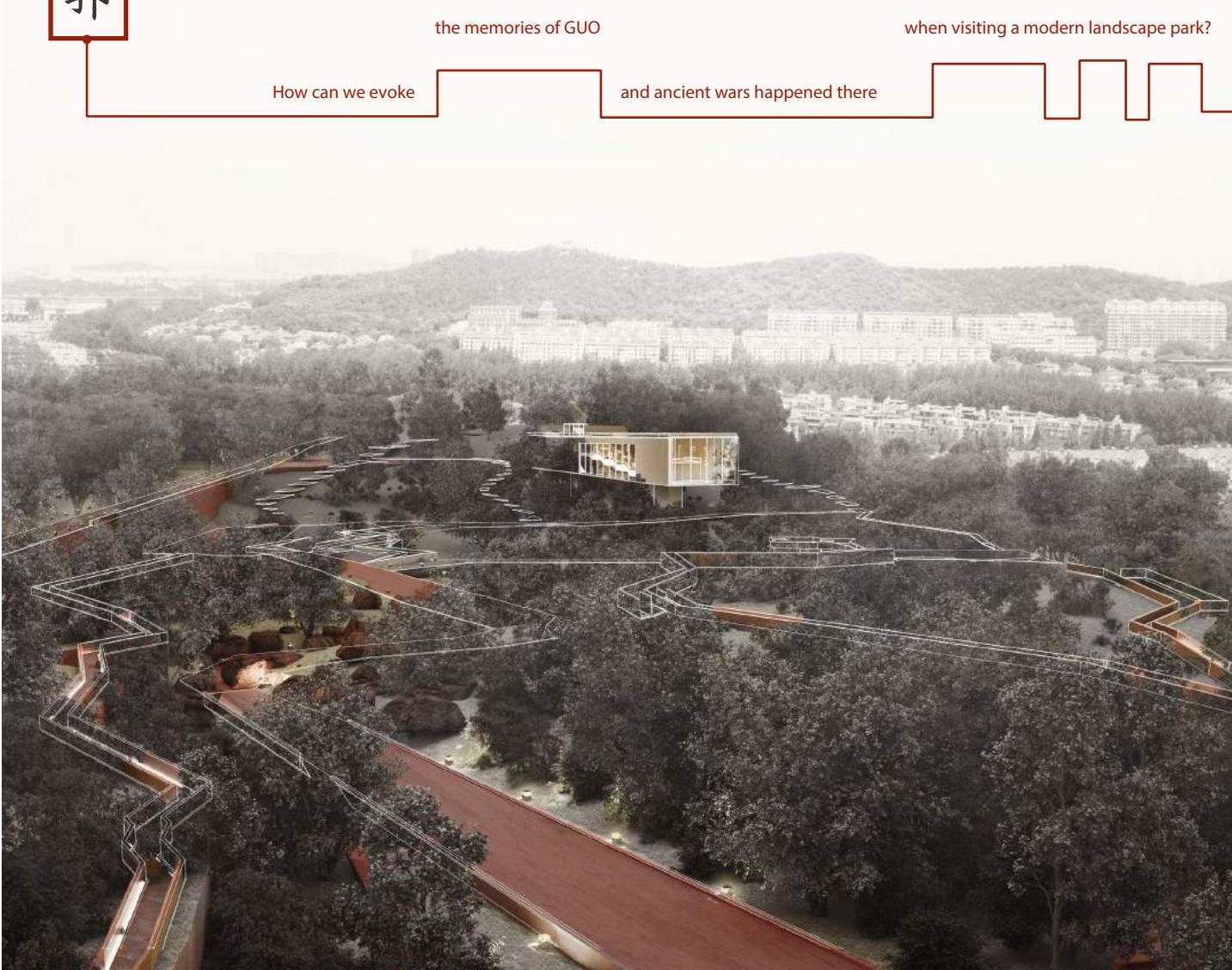


04 New Life in the Center



05 The Functional Spaces along the Axes





the memories of GUO
when visiting a modern landscape park?
How can we evoke
and ancient wars happened there

02 Evoke 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.

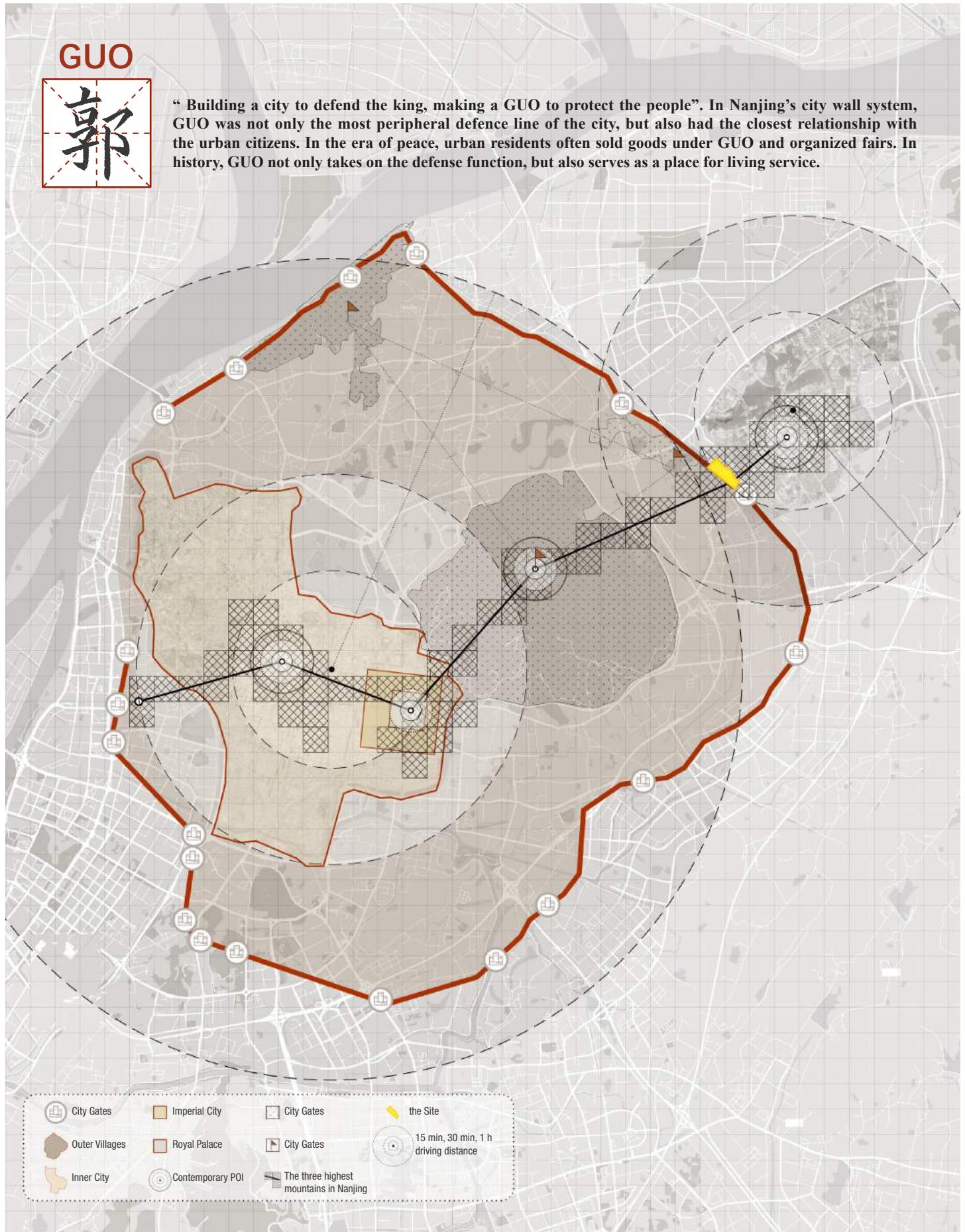
Background: Nanjing is a very important and unique ancient Chinese capital among many others and it has a very special city wall system. It has **four walls**, which are the borders of Royal Palace, Imperial City, Inner City, and Outer Villages. Among them, the Outer Villages, referred as "**GUO**", 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.

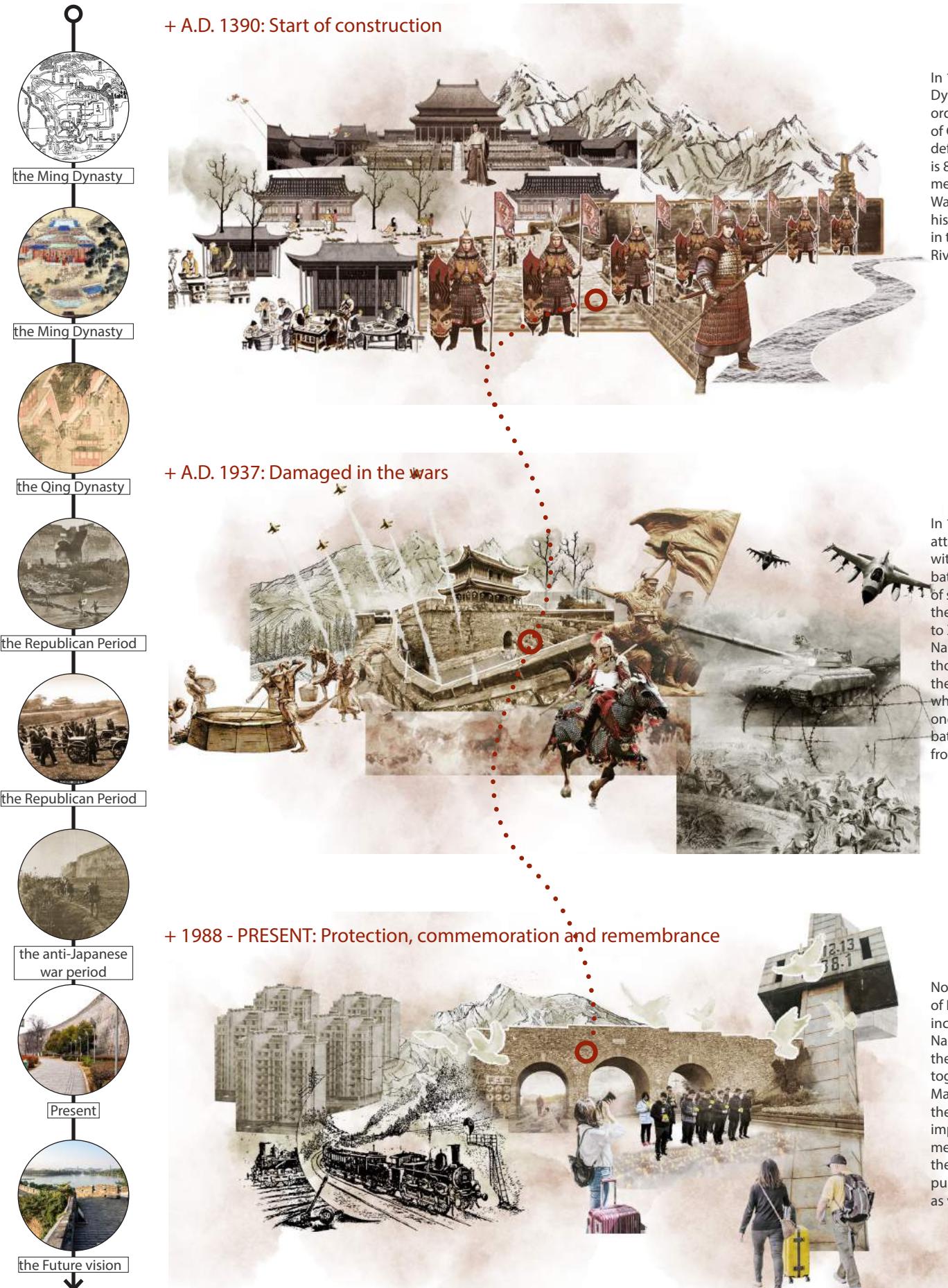
Project Info:

Date: 2017.03-2017.06
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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

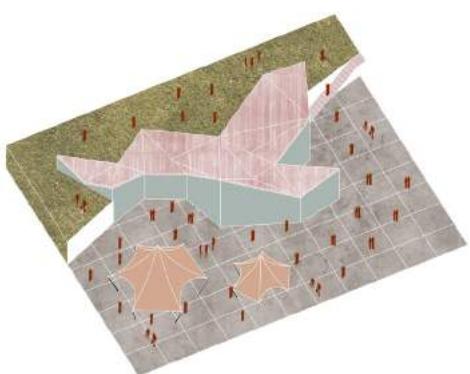


02 The Historic Timeline of GUO

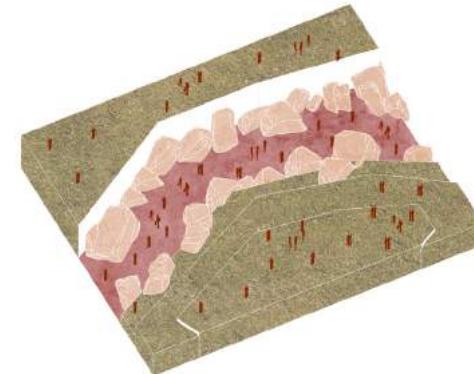


03 Strategies to Simulate Scenarios along the Main Route

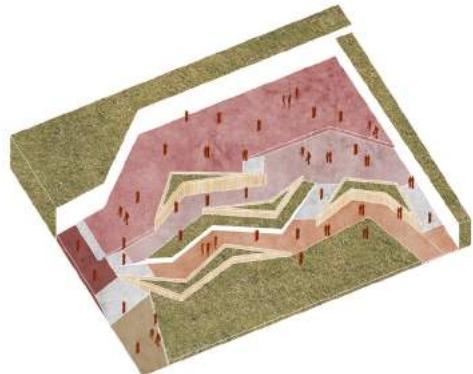
3.1 Important Nodes in the Main Tourist Route



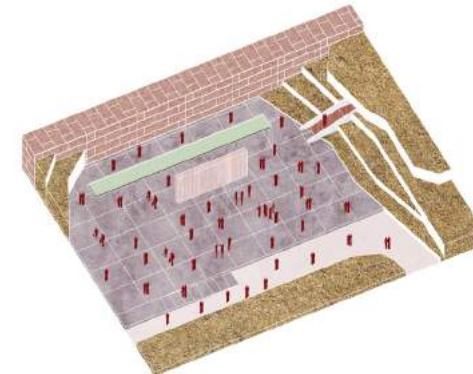
Tourist Center



Gravel Valley

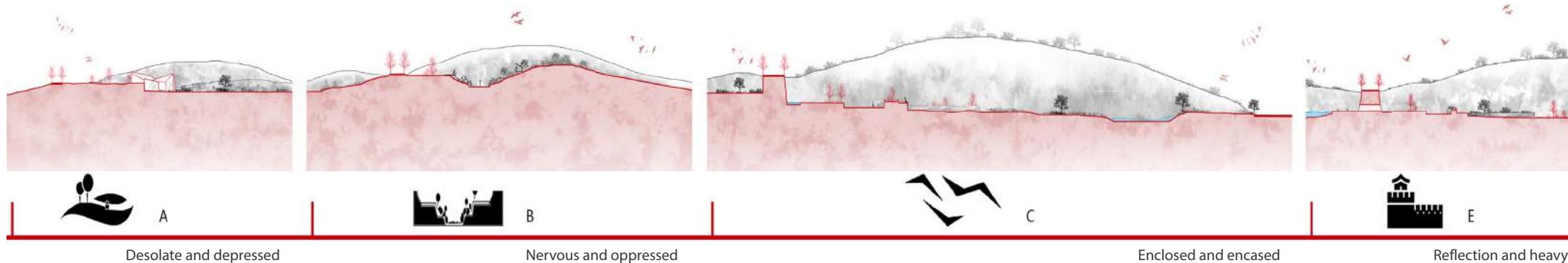


Ancient Trenches

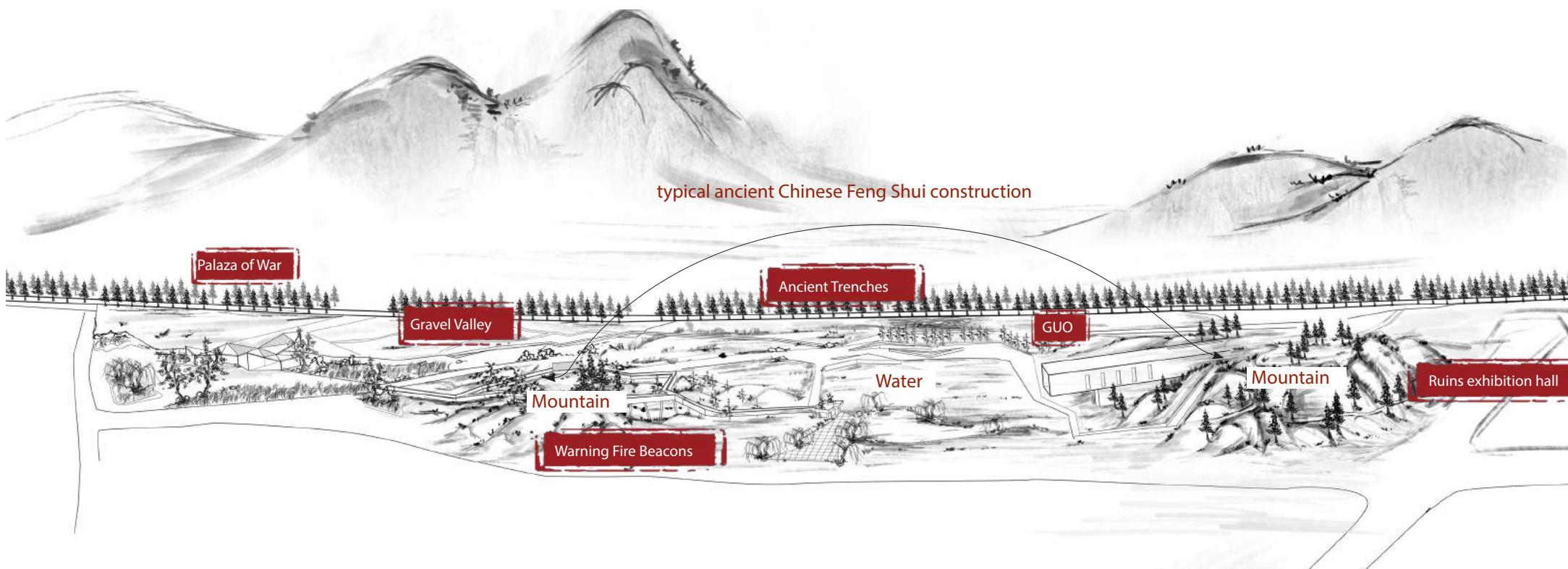


Palaza of GUO

3.2 Terrain Sequence & Atmosphere



3.3 Implementation of Ancient Chinese Feng Shui Philosophy in Our Design



04 Landscape Systems

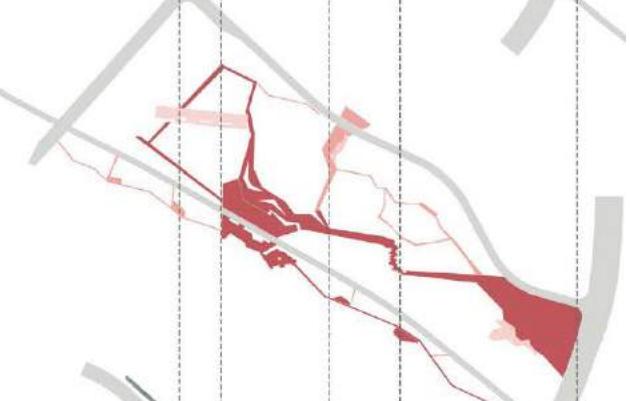
POI

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



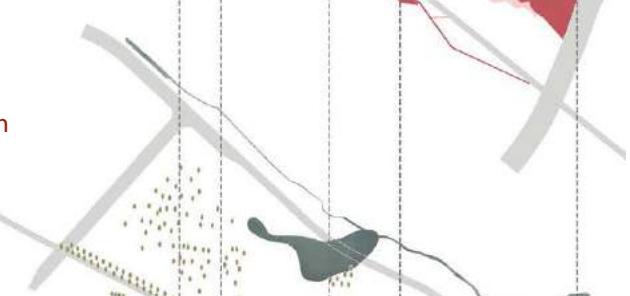
Scenic route

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.



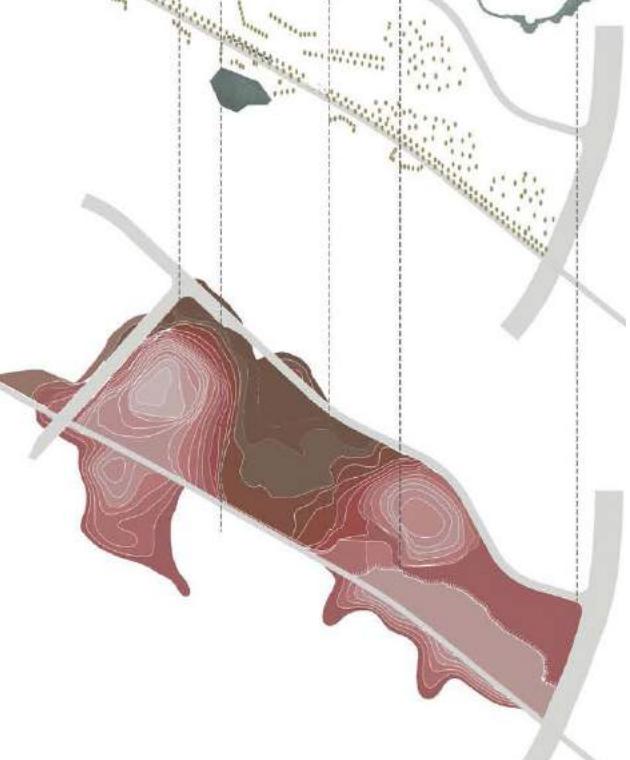
Plants & water system

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 Vistors

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

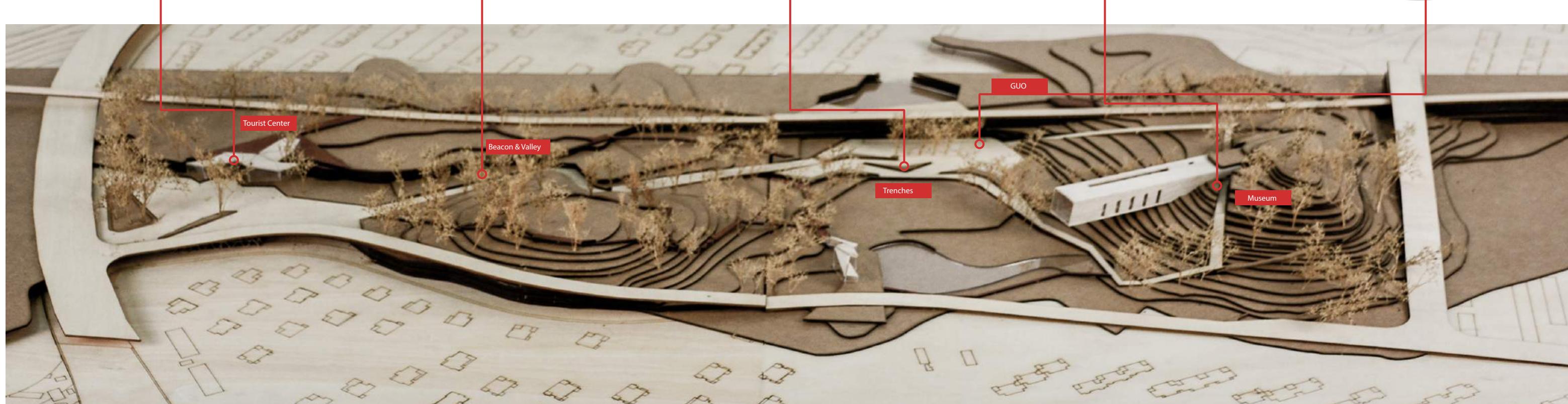
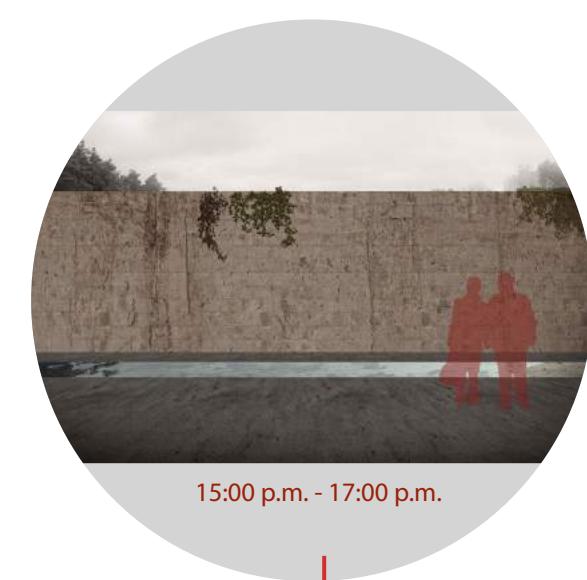
- Design artificial landscapes to simulate ancient trenches
- Use the height difference to form different tour paths
- Create an occlusion-seen-occlusion visual experience

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

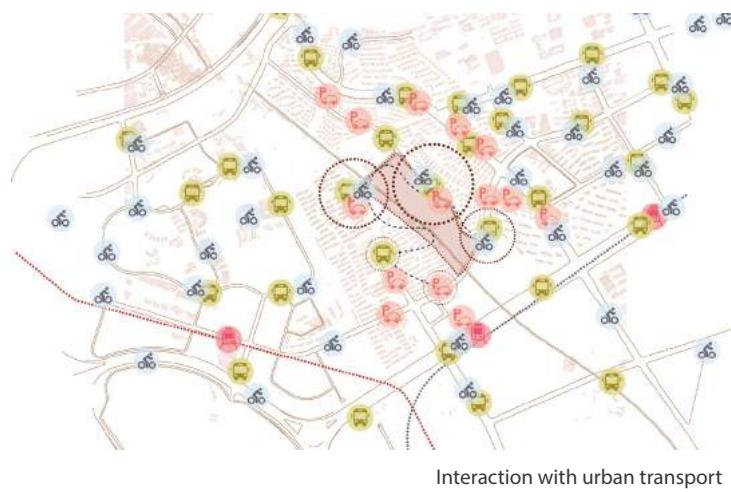
- Ruins of GUO is the ending part of the main tour
- Use the hole in GUO body to form a connection with the other side of the city wall
- Provide visitors with different perspectives for learning GUO



06 Design Analysis of the park



Plan Layout of Guishan Ruins Park



Interaction with urban transport



Interaction with urban transport

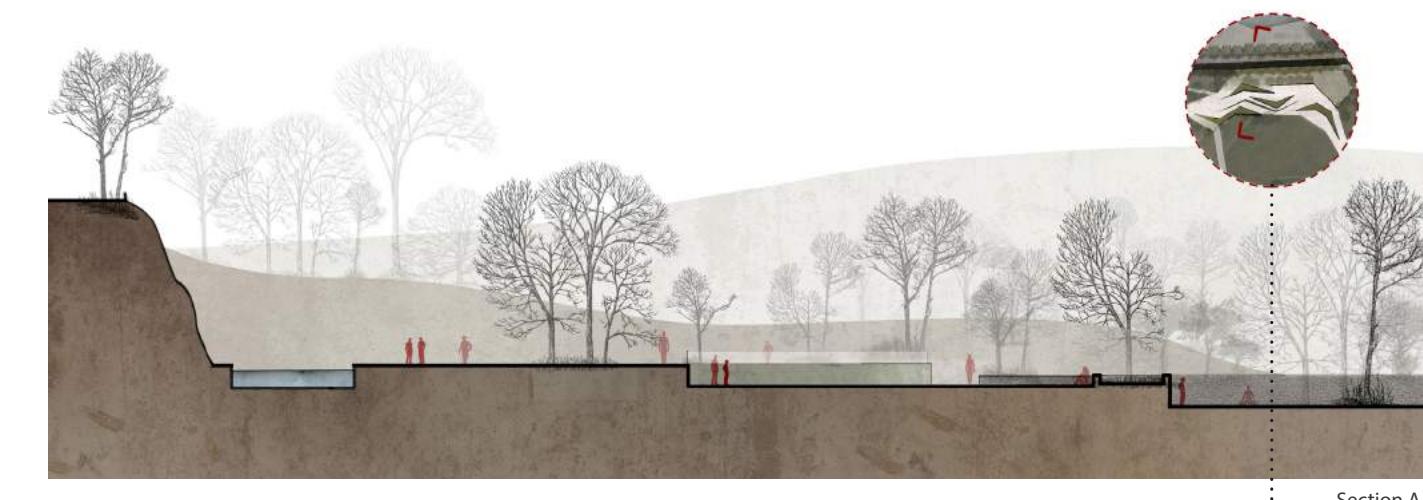


Tourist routes & Activities

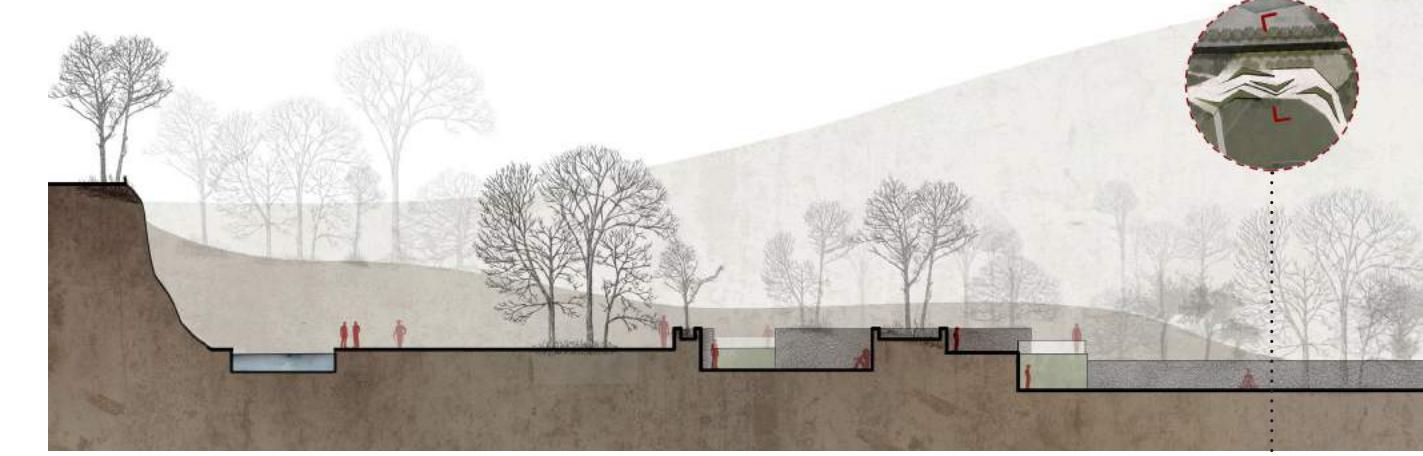


Visual line analysis

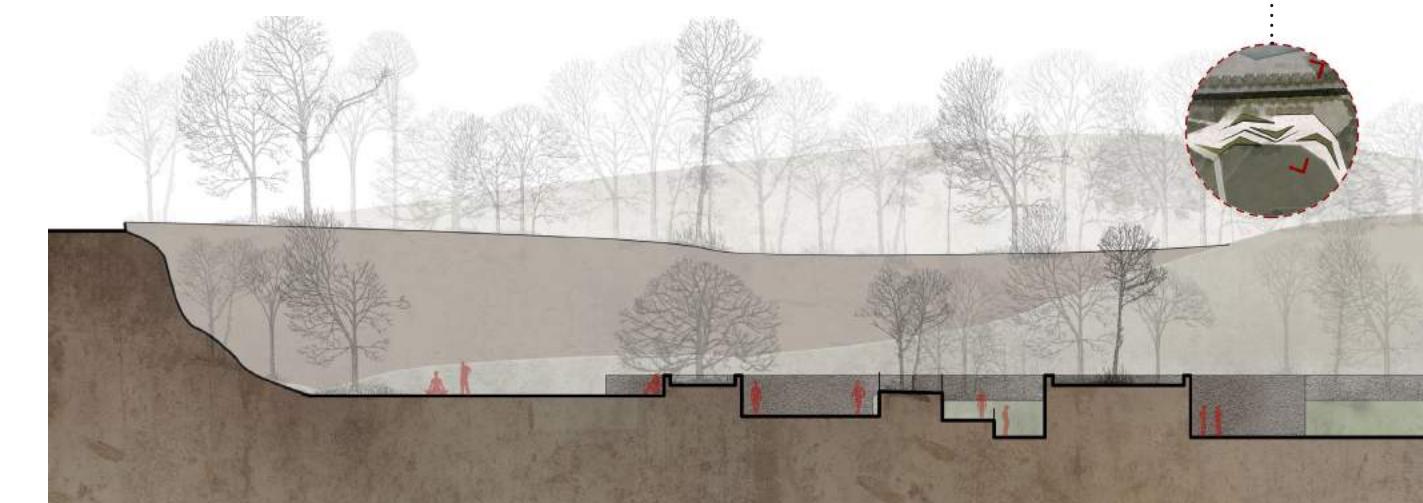
07 Typical Sections at the Important Nodes of the Trenchment



Section A

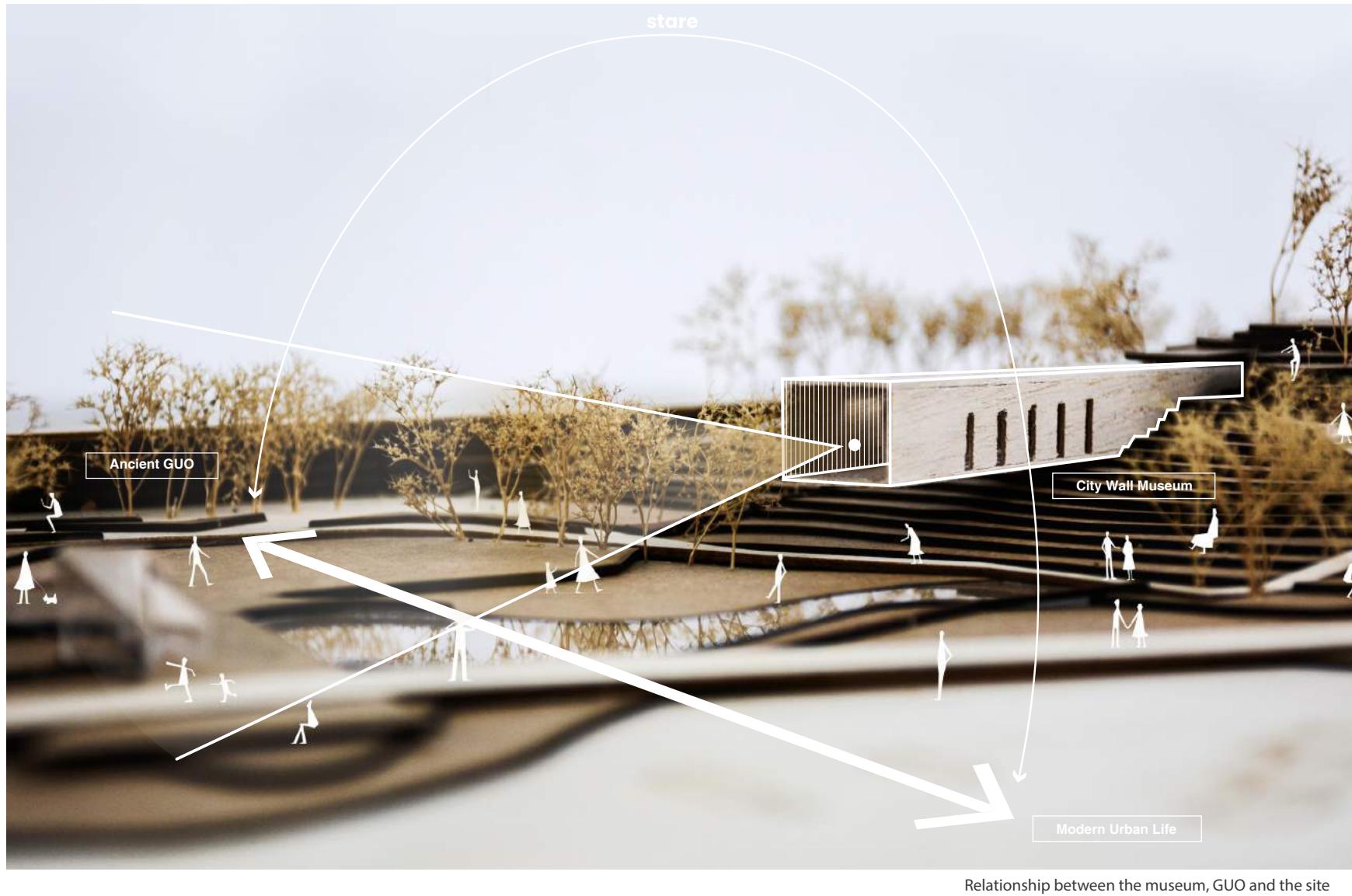


Section B



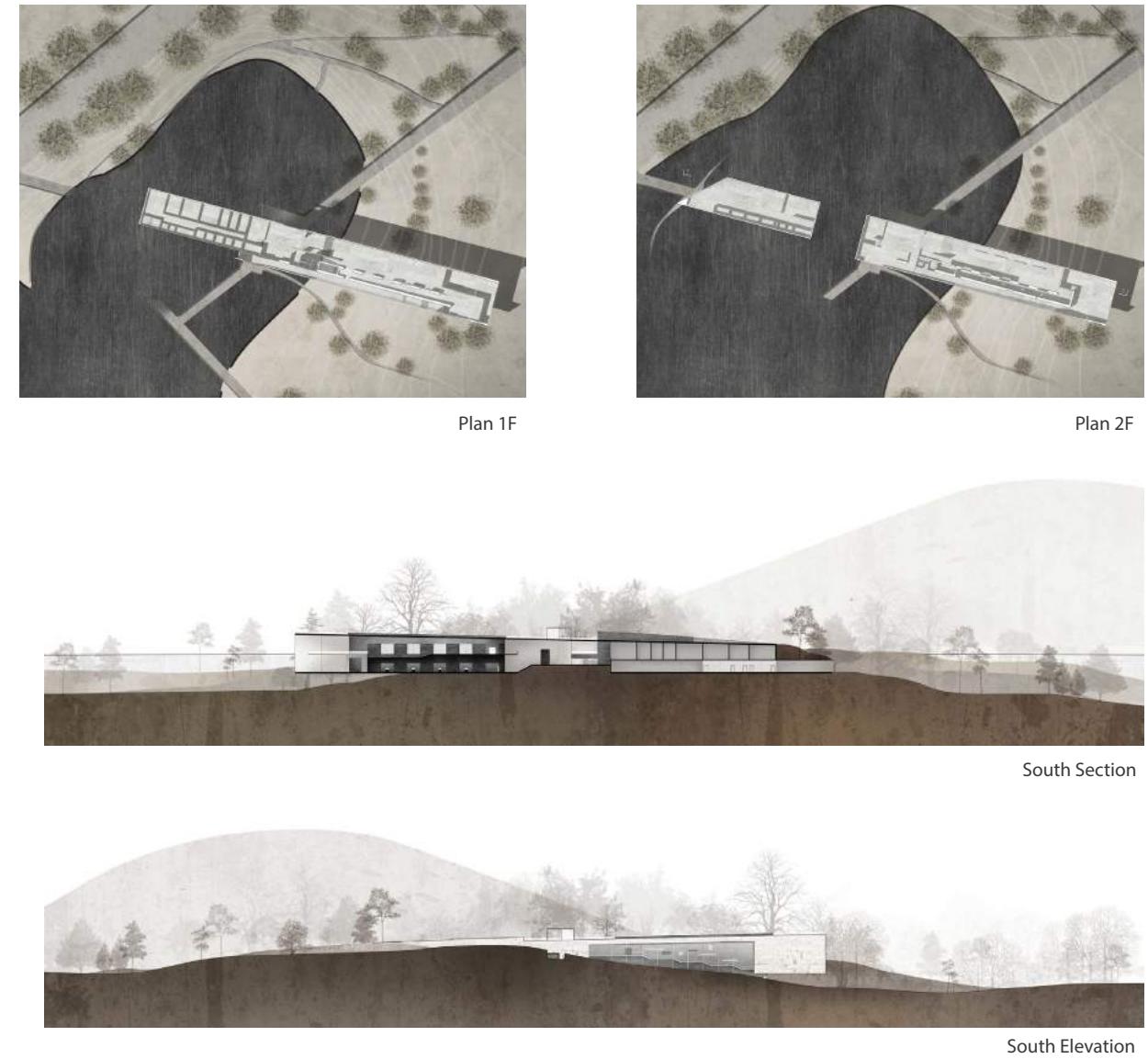
Section C

08 Visual Line Analysis



Relationship between the museum, GUO and the site

09 Basic Drawings of the Wall Museum



10 Interior Renderings of Three Main Corridor Spaces in the Museum

