

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?



## 05 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

**Instructors' emails:** seuwxiao9999@163.com; qcwsqcws@163.com

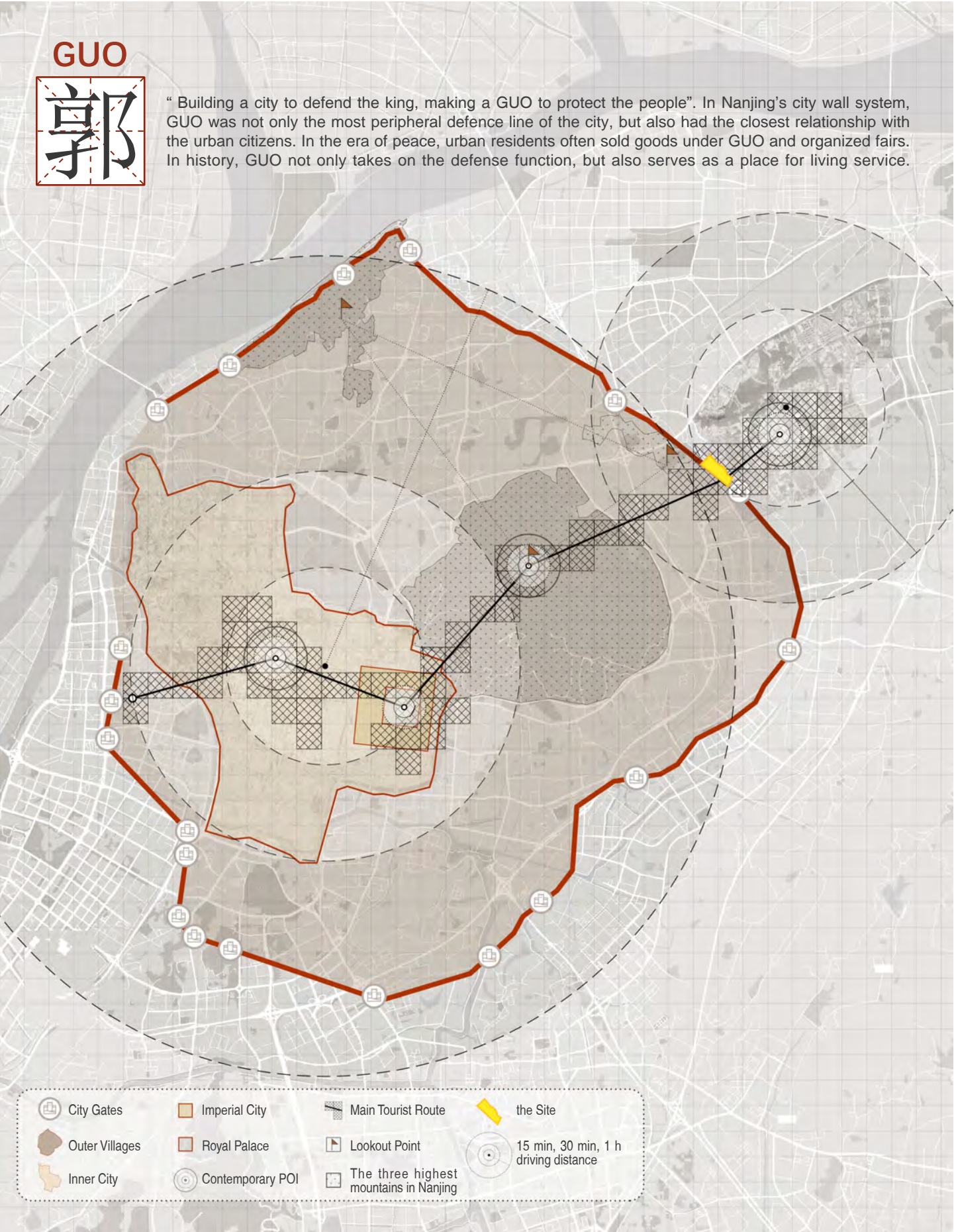
**Collaborator:** Xintian Li, Xiajing Wu, Xing Liu, Wei Sun

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

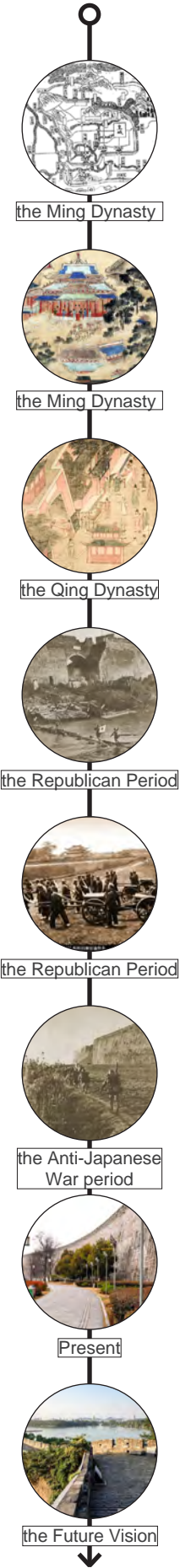
**Site:** Nanjing, Jiangsu



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

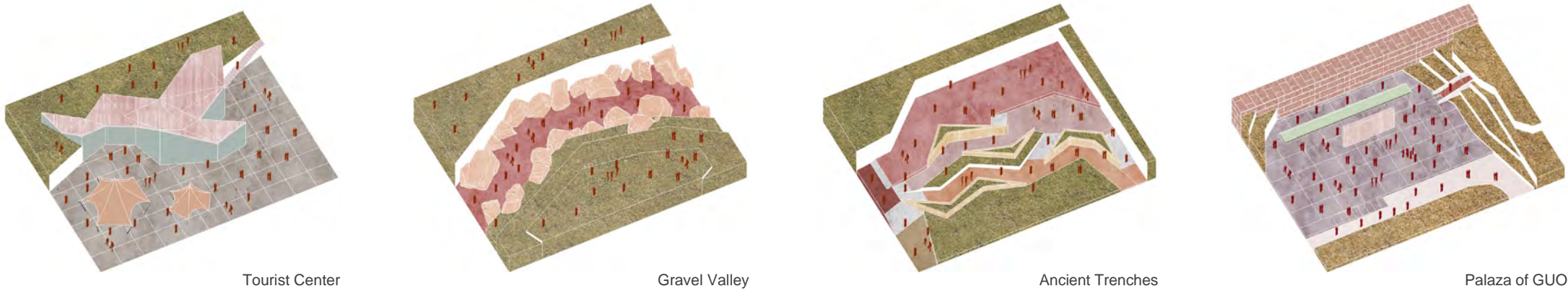


Nowadays, the **protection of Nanjing GUO** is increasingly **valued** by the Nanjing government and the state. Foreign **GUO**, together with the Nanjing Massacre Memorial Hall, the mass graves, etc., **retain impressions of war and memories of history**, and at the same time **undertake public service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

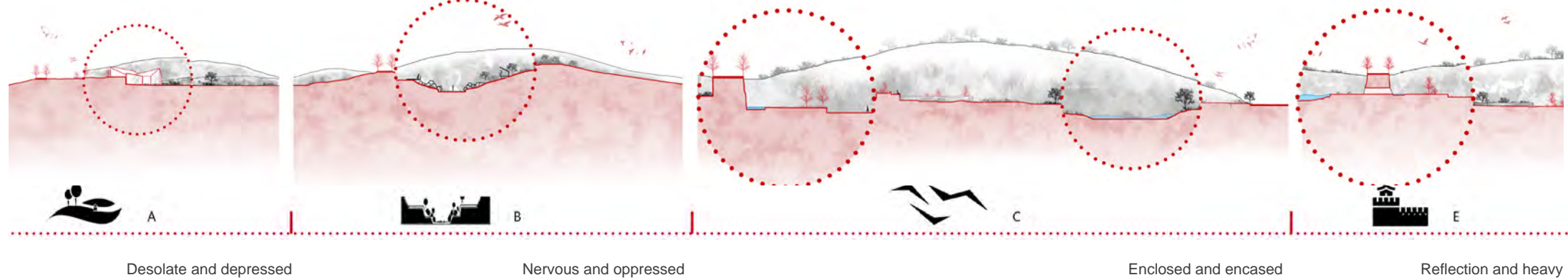


### 03 Strategies to Simulate Scenarios along the Main Route

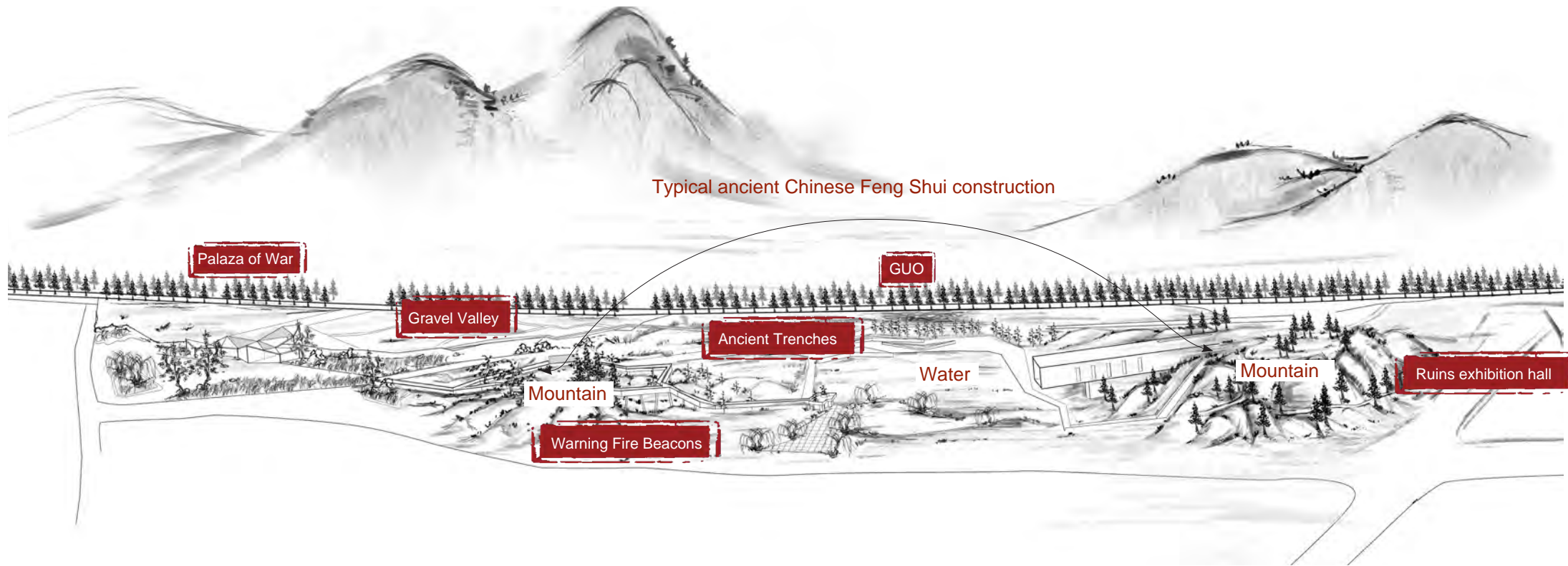
#### 3.1 Important Nodes in the Main Tourist Route



#### 3.2 Terrain Sequence & Atmosphere



#### 3.3 Implementation of Ancient Chinese Feng Shui Philosophy in Our Design



### 04 Landscape Systems

#### Points of Interest

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

#### Scenic route

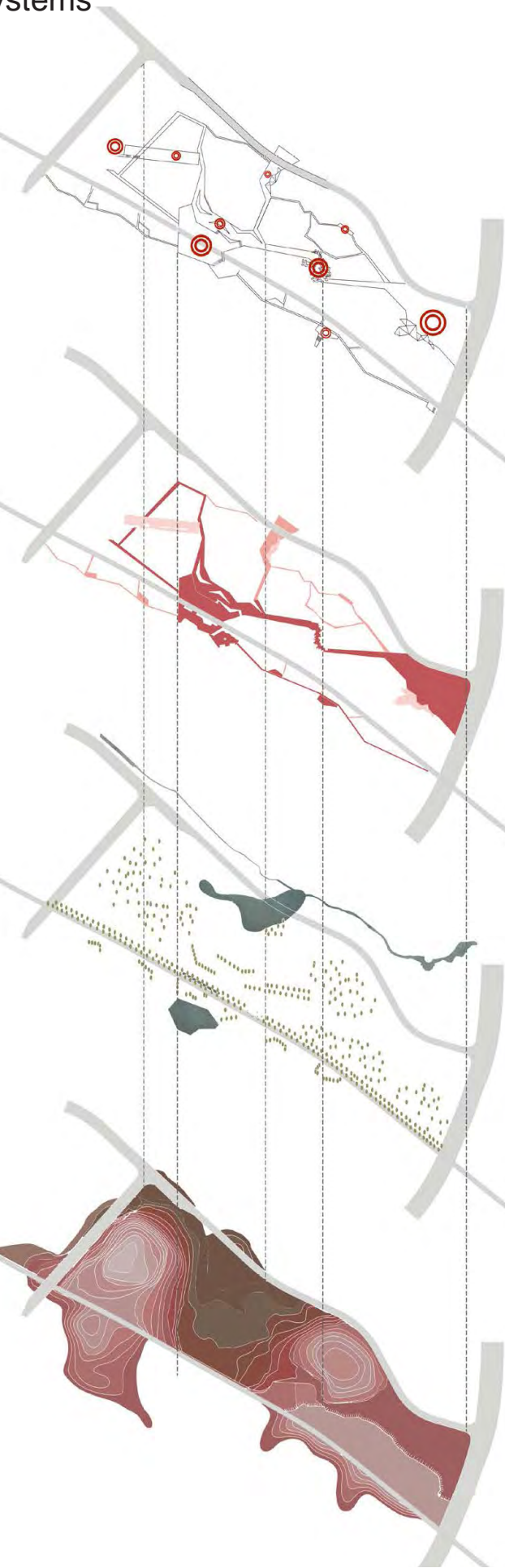
We design two tourist routes. The main route leads people to be emerged in the scenarios of ancient wars and the sub route takes people to climb mountain and have a veiw of the whole site.

#### Plants & water system

Trees are planted along Guo to create a sense of sequence, and the construction and design of the water system take into account the ancient Chinese Feng Shui philosophy.

#### 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

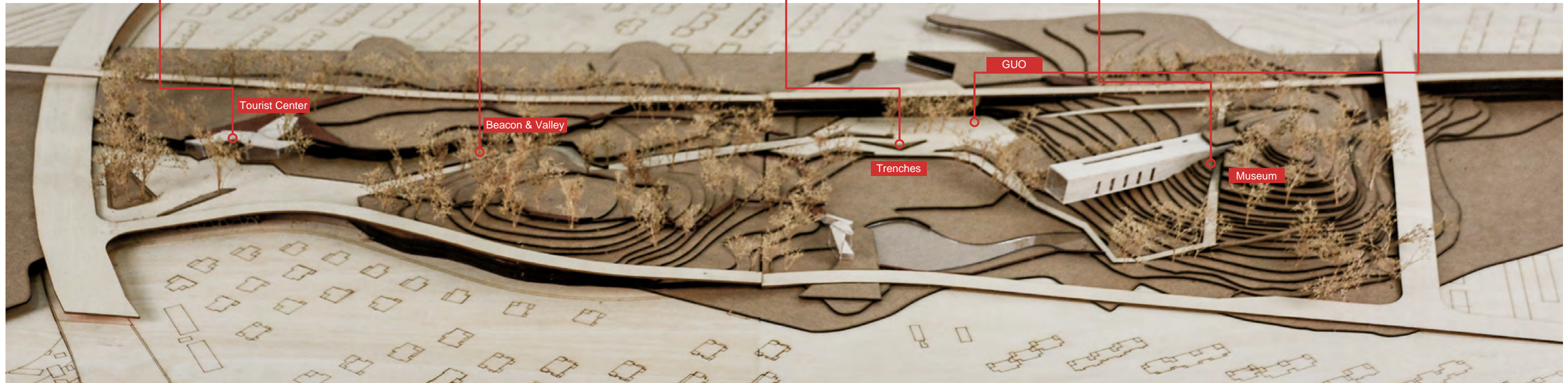
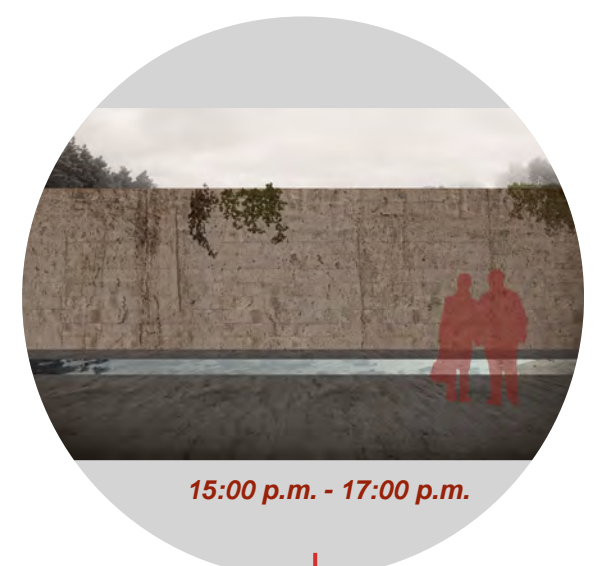
- Design **artificial landscapes** to **simulate ancient trenches**
- Use the **height difference** to form **different tour paths**
- Create an **occlusion-seen-occlusion** visual experience

### 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

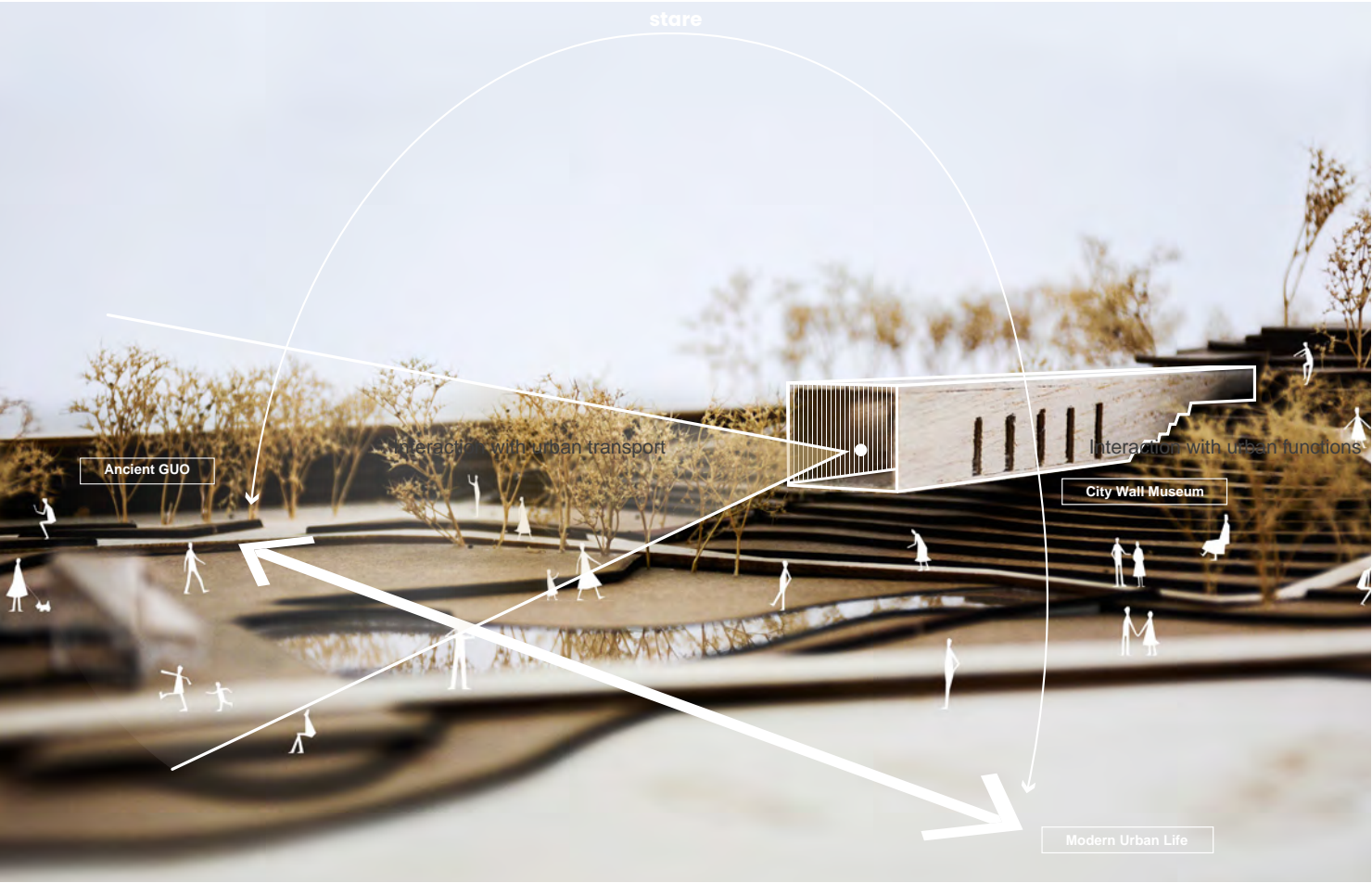




06 Design Analysis of the park

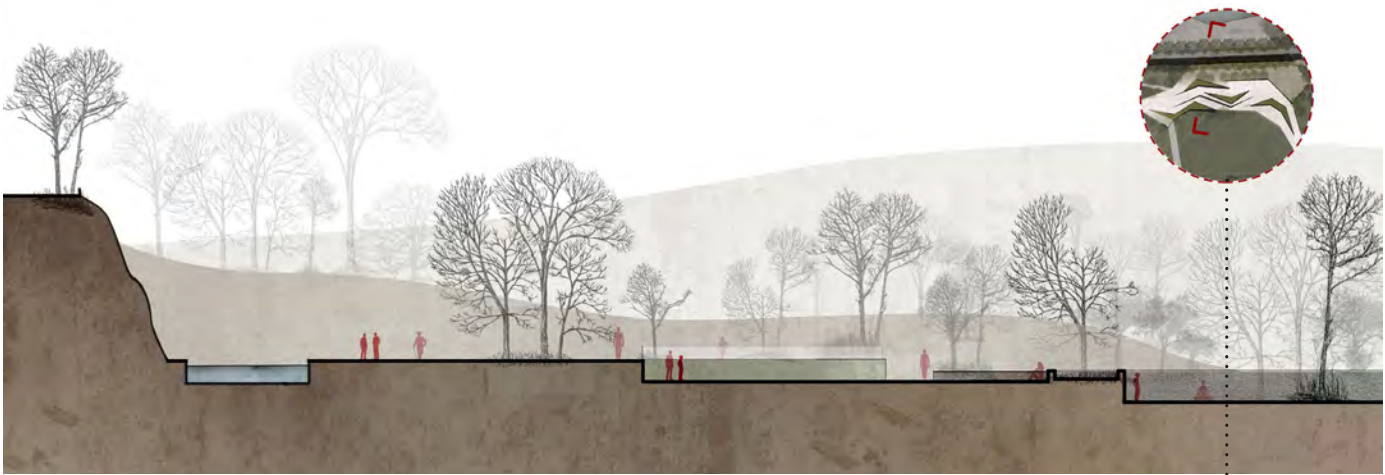


Plan Layout of Guishan Ruins Park

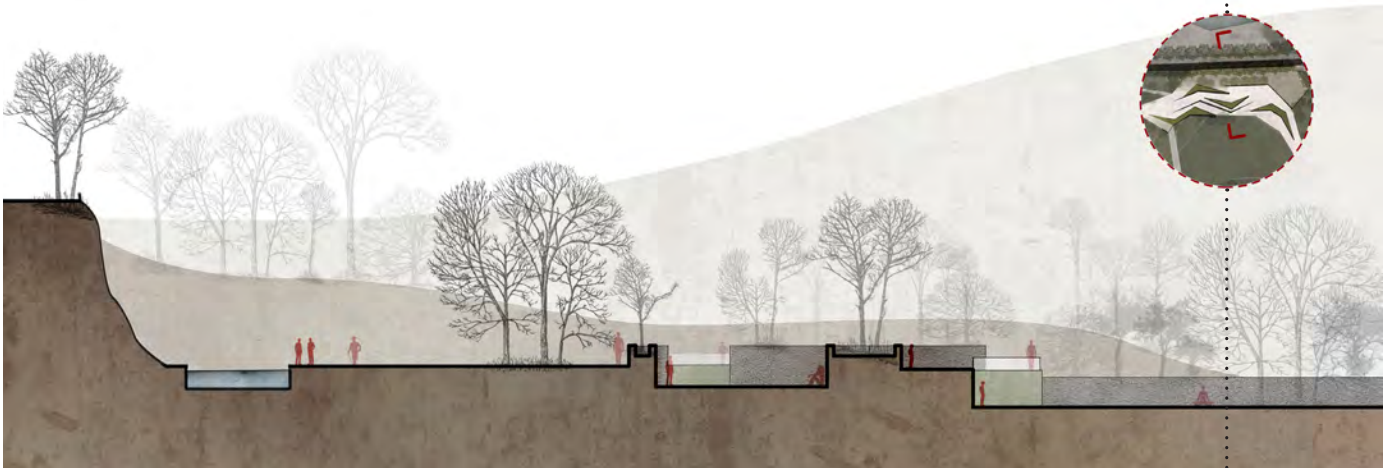


Relationship between the museum, GUO and the site

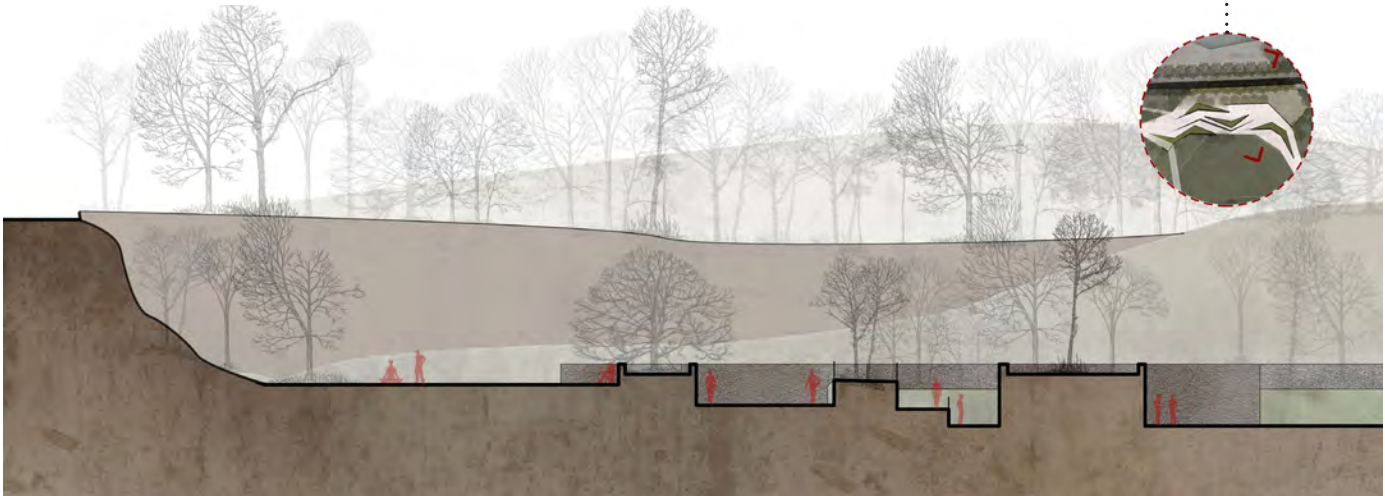
07 Typical Sections at the Important Nodes of the Trenchment



Section A



Section B



Section C