



04 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:

Date: 2017.09-2018.01

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Collaborator: Xintian Li, Shuyun Wu

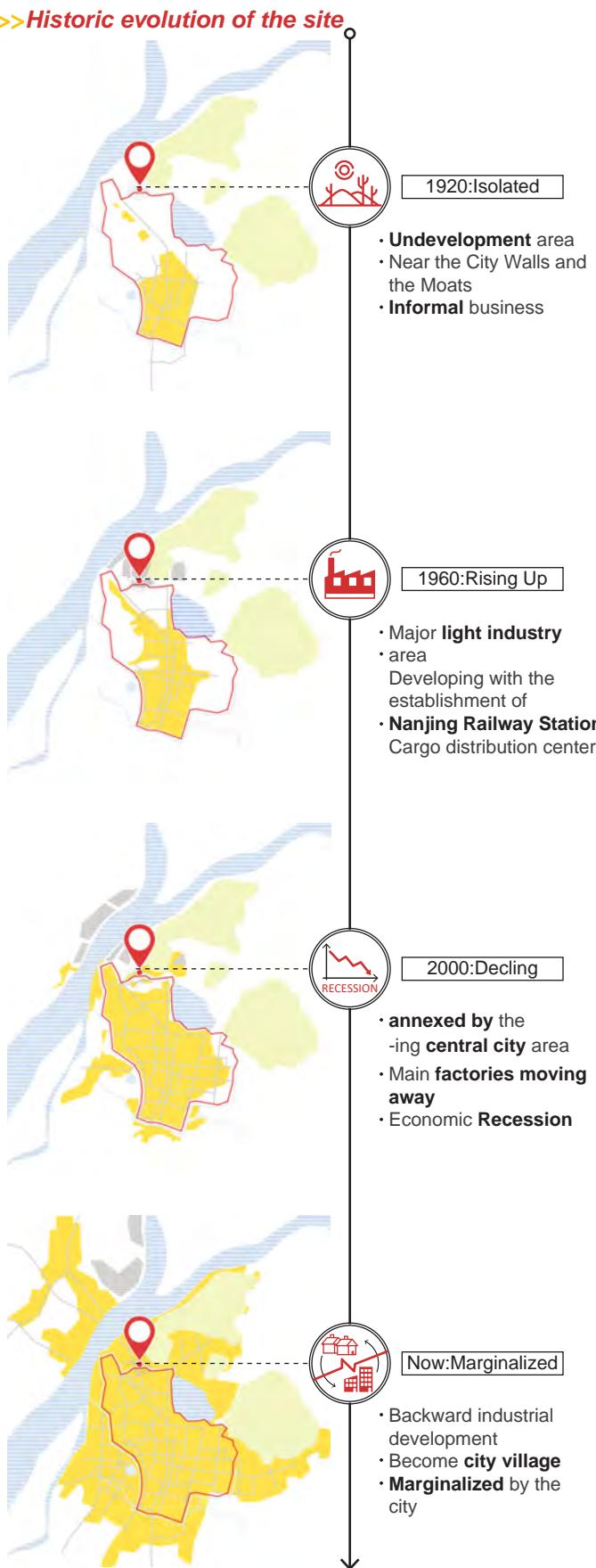
Personal Contribution: site survey 50%, concept 80%, planning and design 70%, graphic drawing 100%

Site: Nanjing, Jiangsu

01 Status-quo: The Forgotten Edge of the City

1.1 Macro Perspective

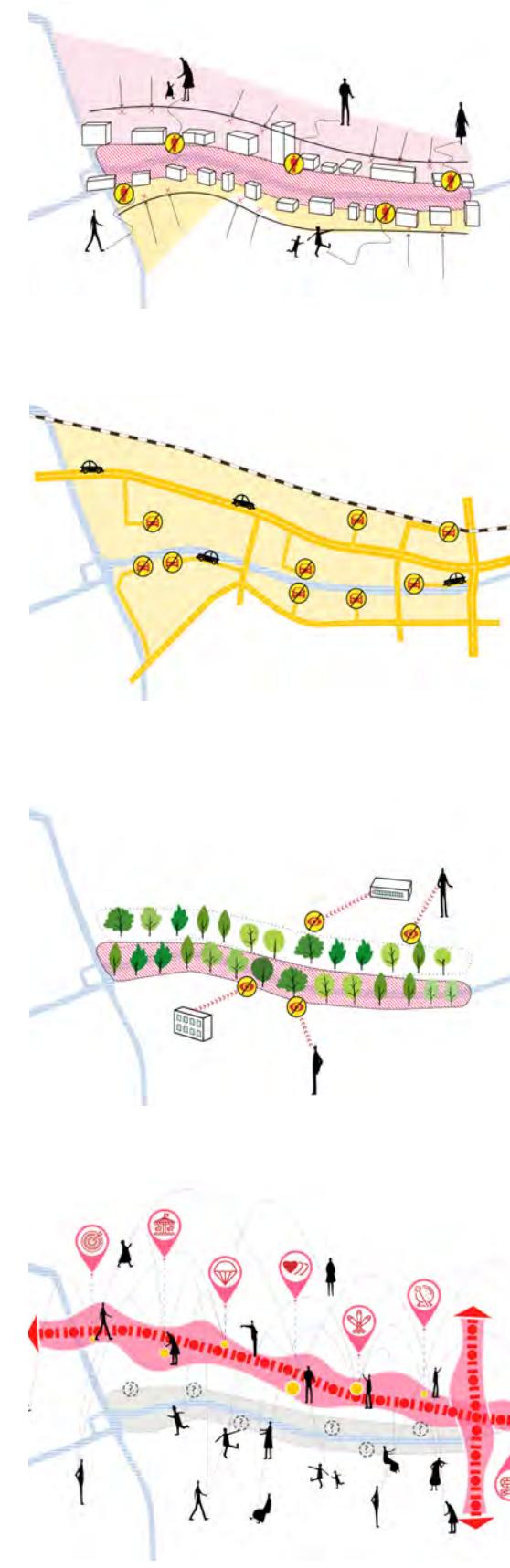
—marginalised areas in the city



1.2 Medium Perspective

—marginalised walls & moats

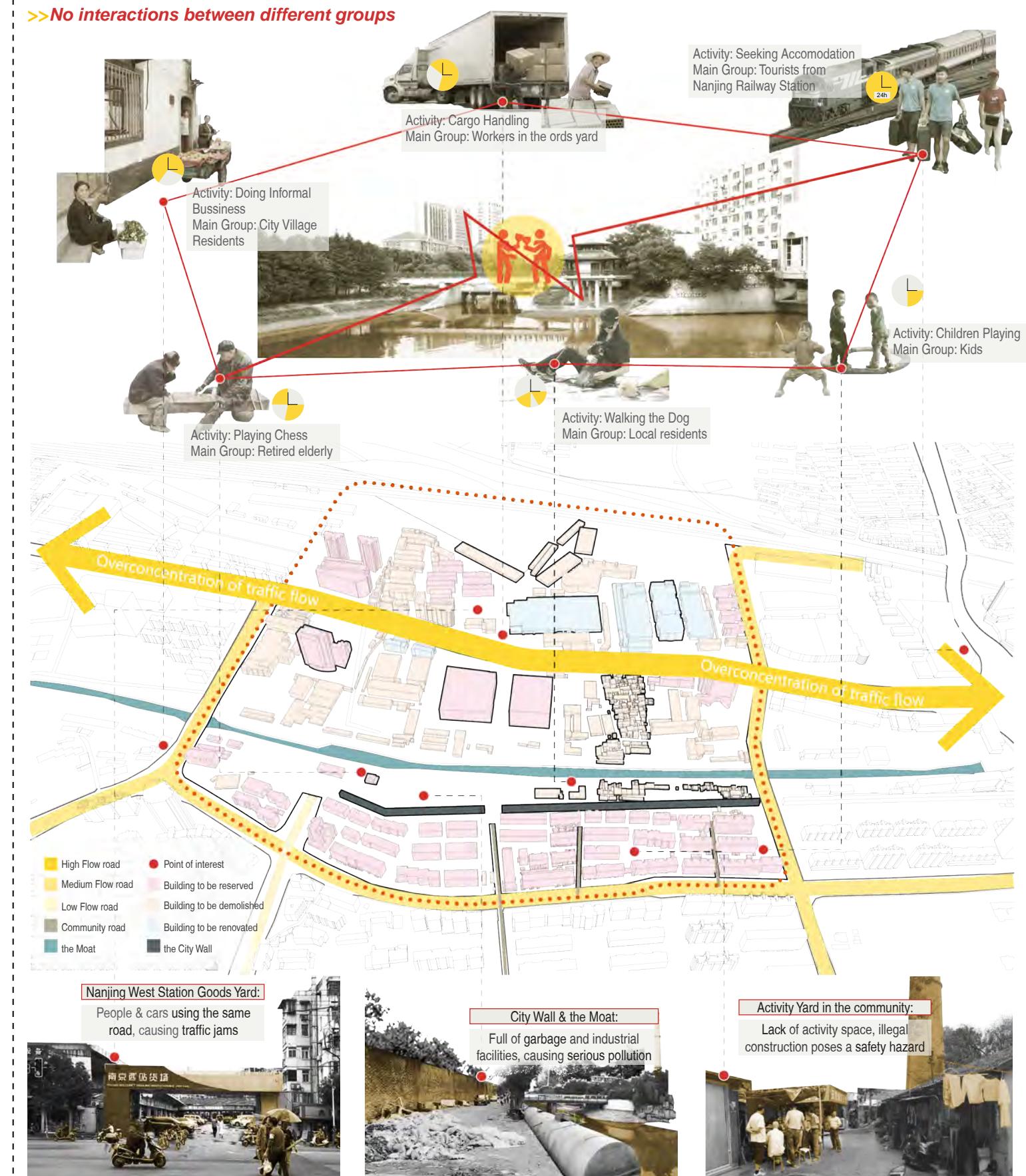
>>Low vitality along the Wall & Moat



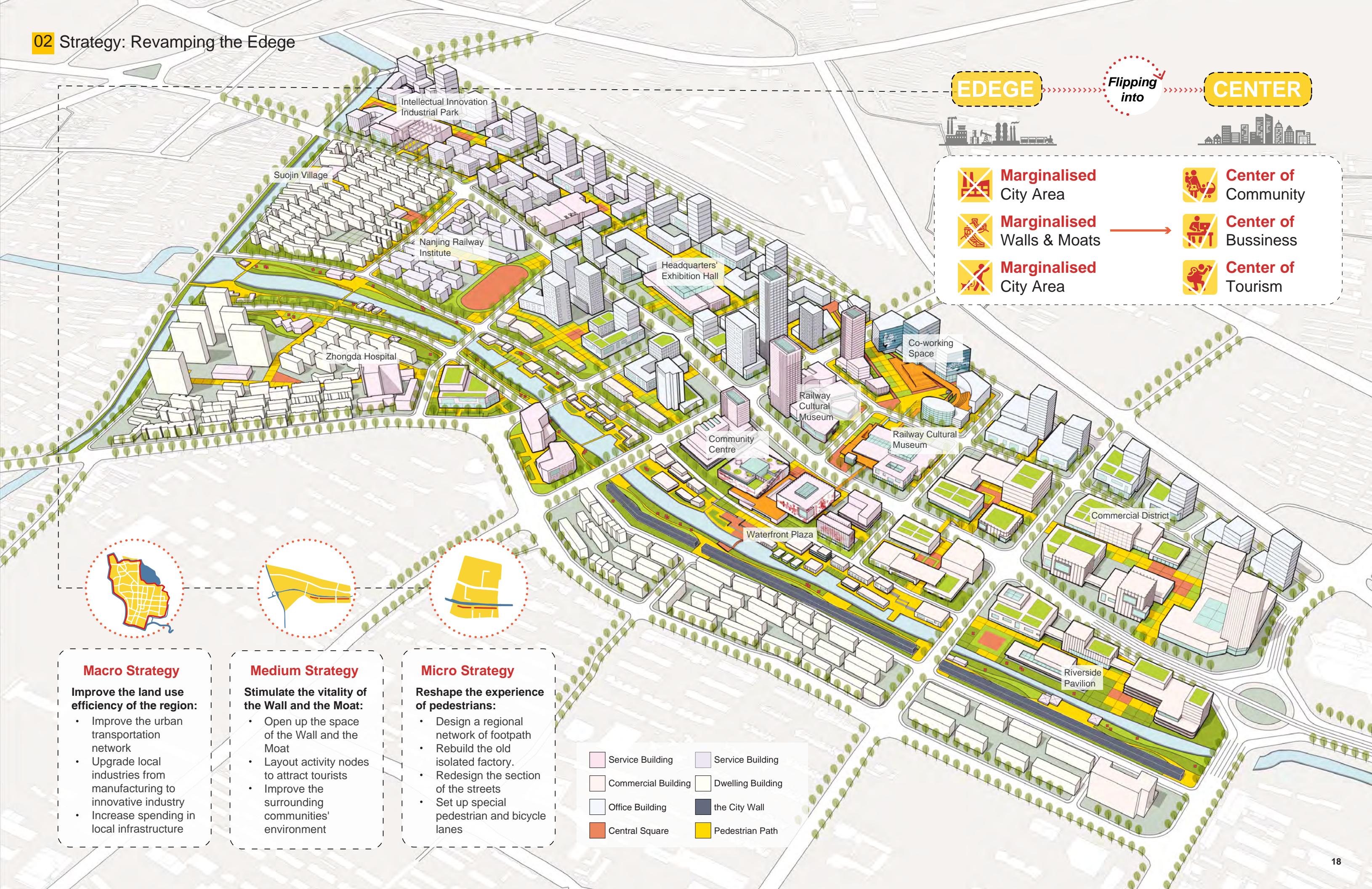
1.3 Microcosmic Perspective

—marginalised human activities

>>No interactions between different groups

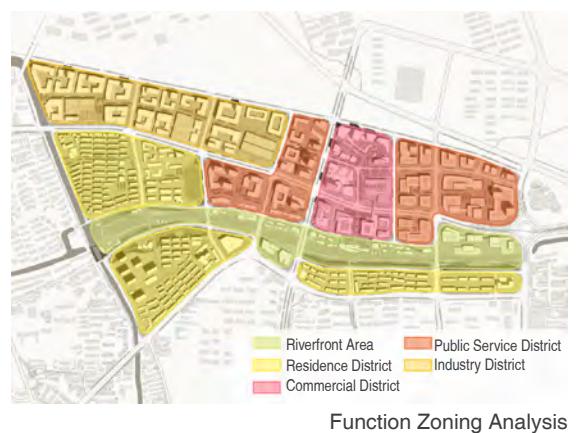
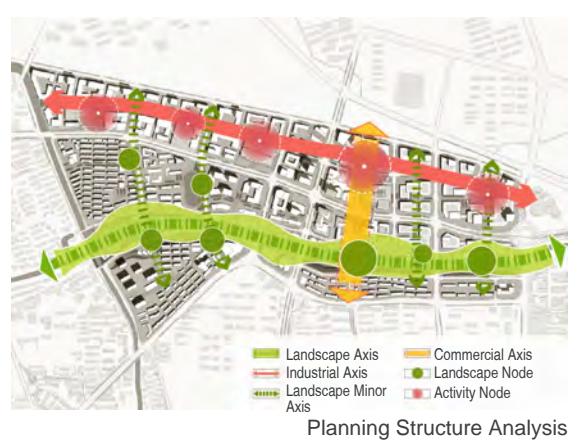
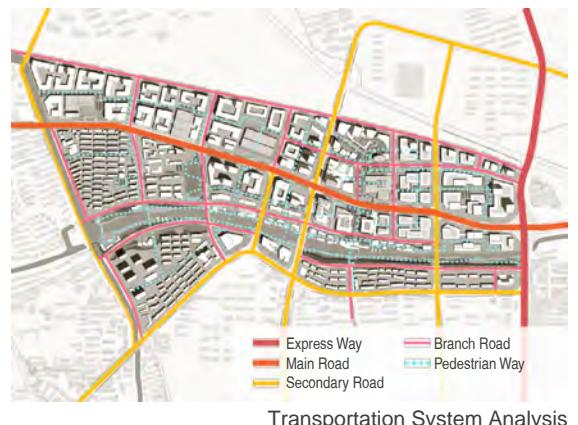


02 Strategy: Revamping the Edge

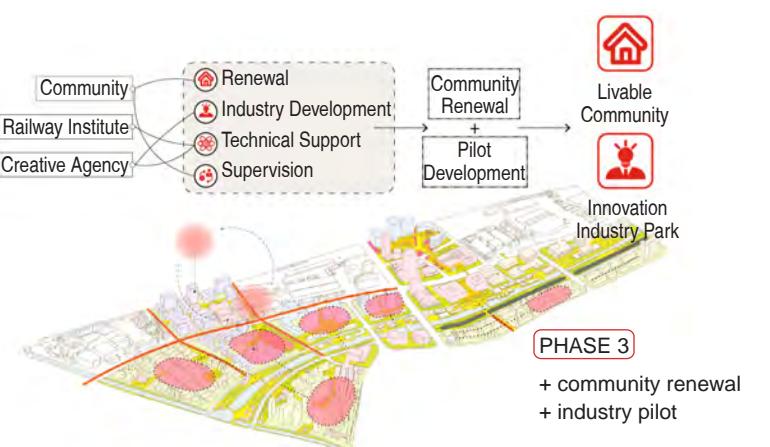
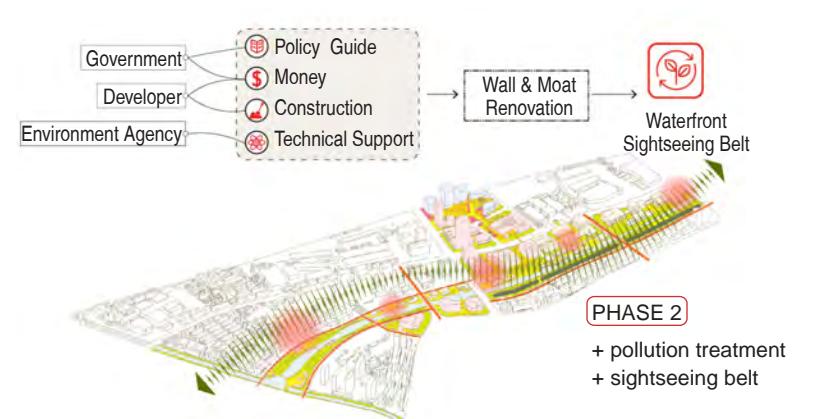
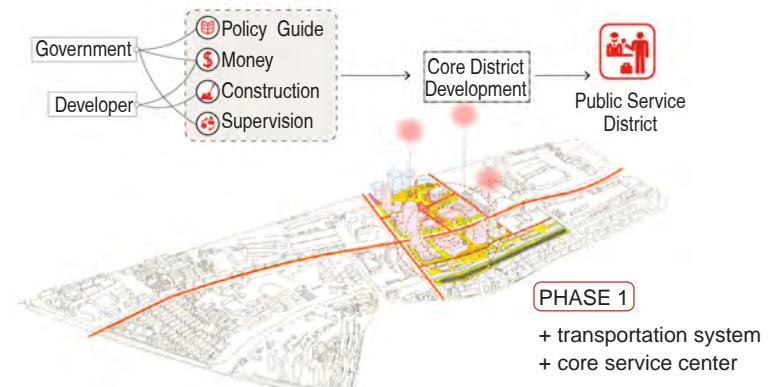


03 Enhance the Functional Interactions through Dynamic Public Service Systems & Orderly Development

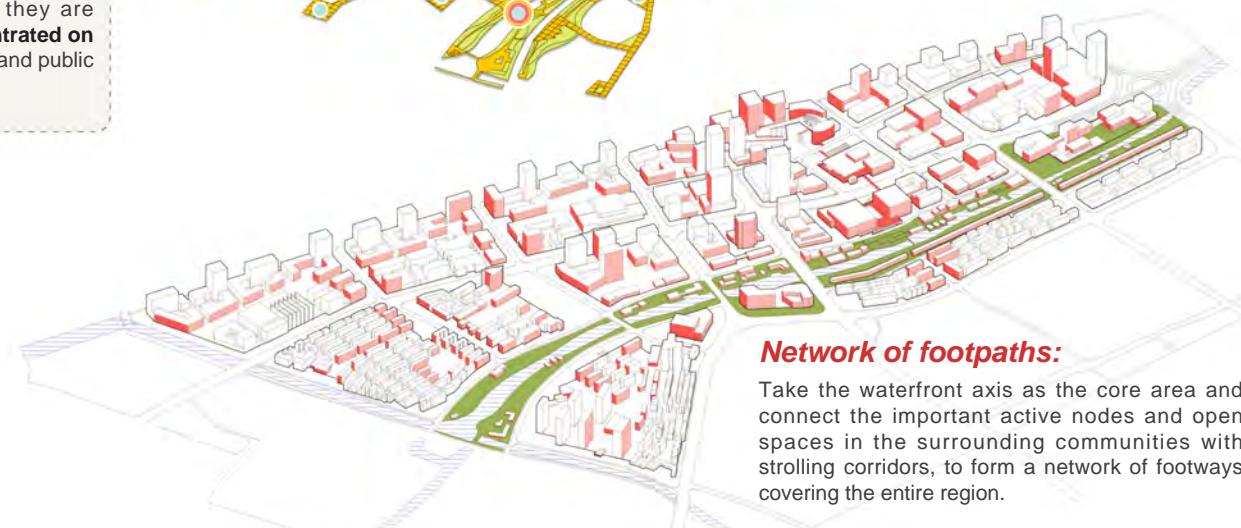
3.1 Public Service System



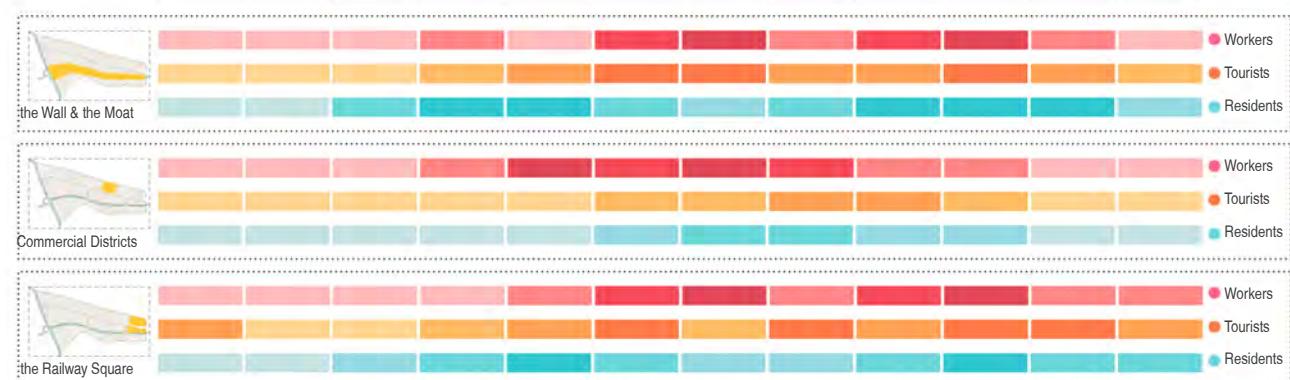
3.2 Development Sequence



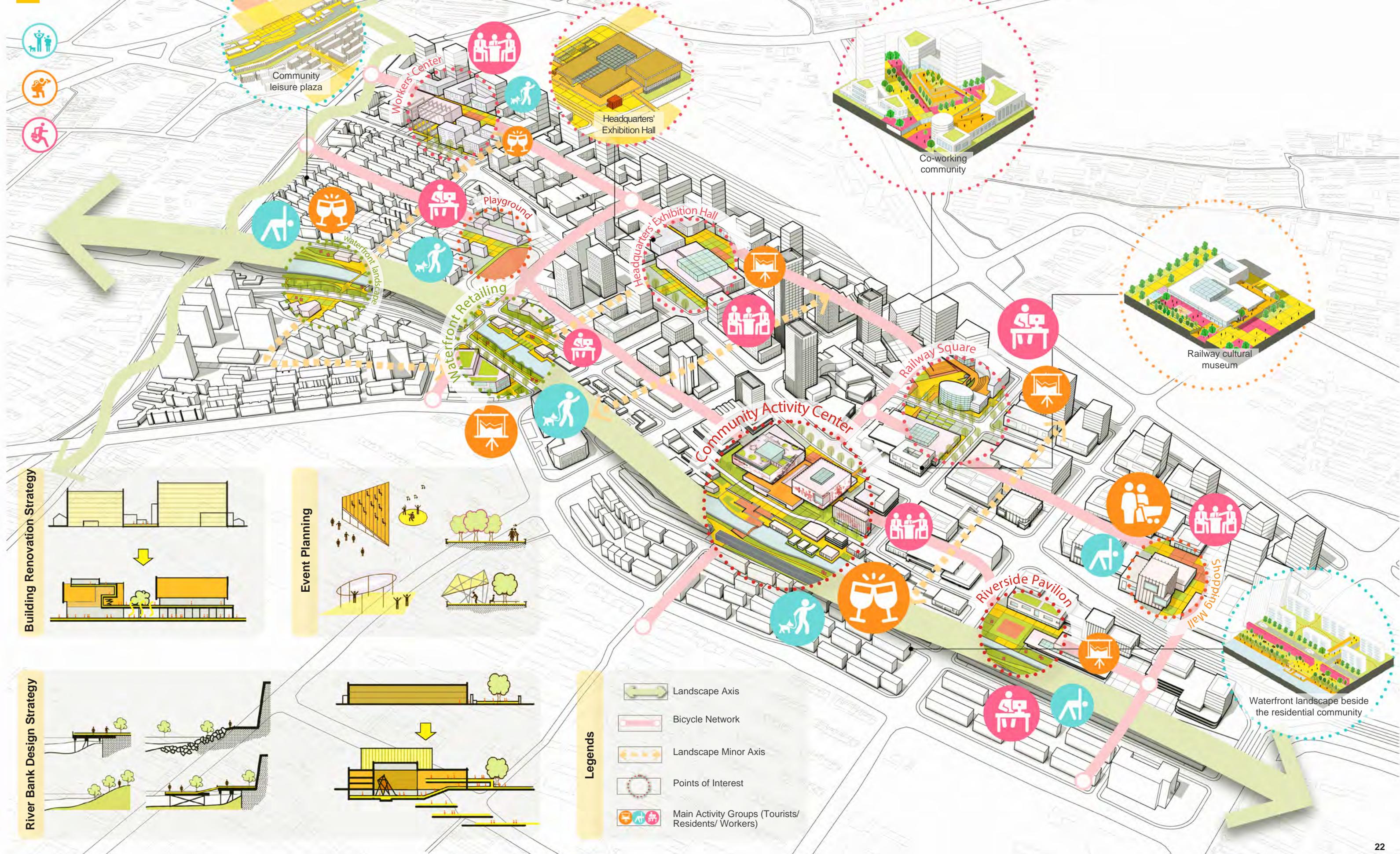
3.3 Walking System



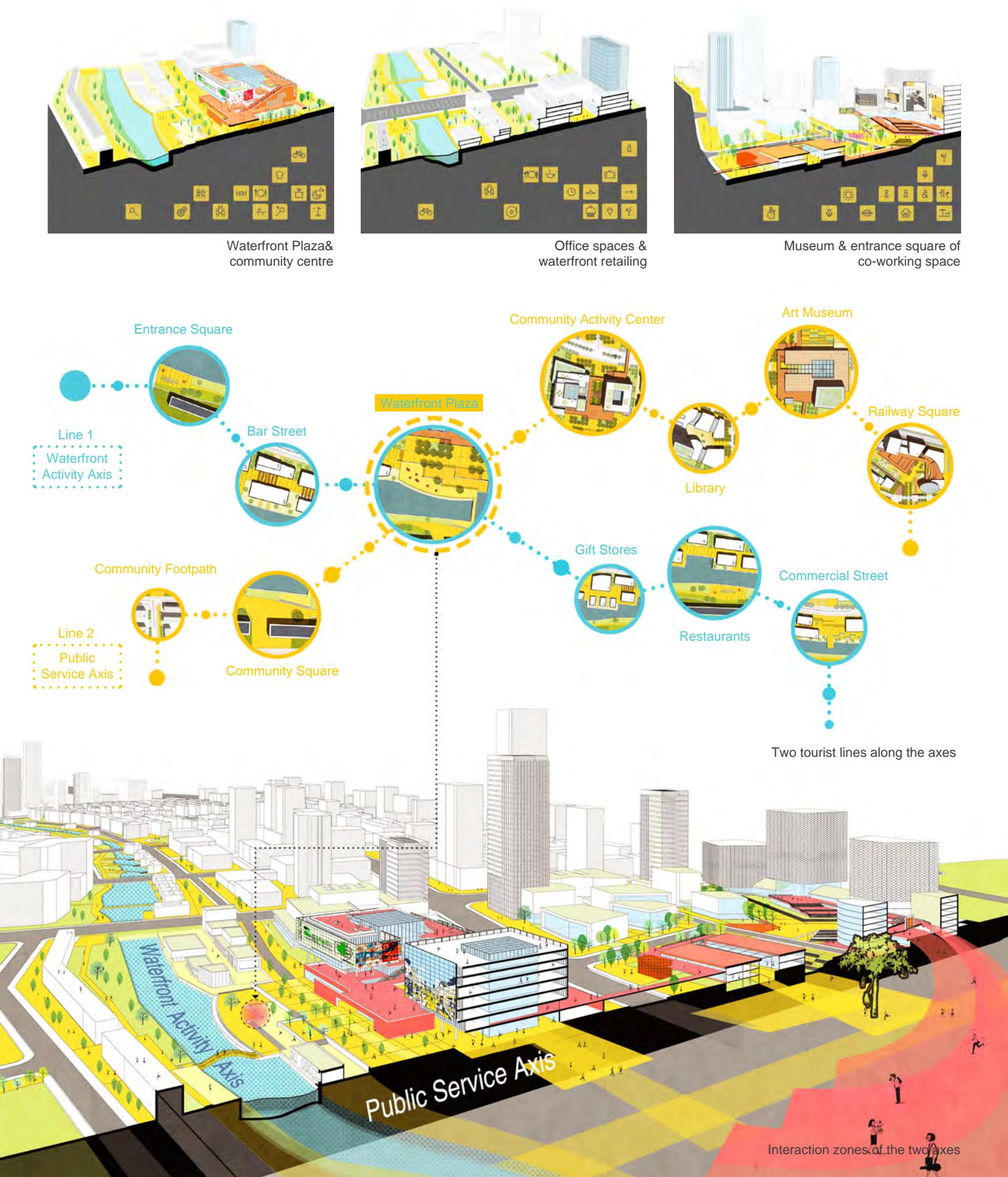
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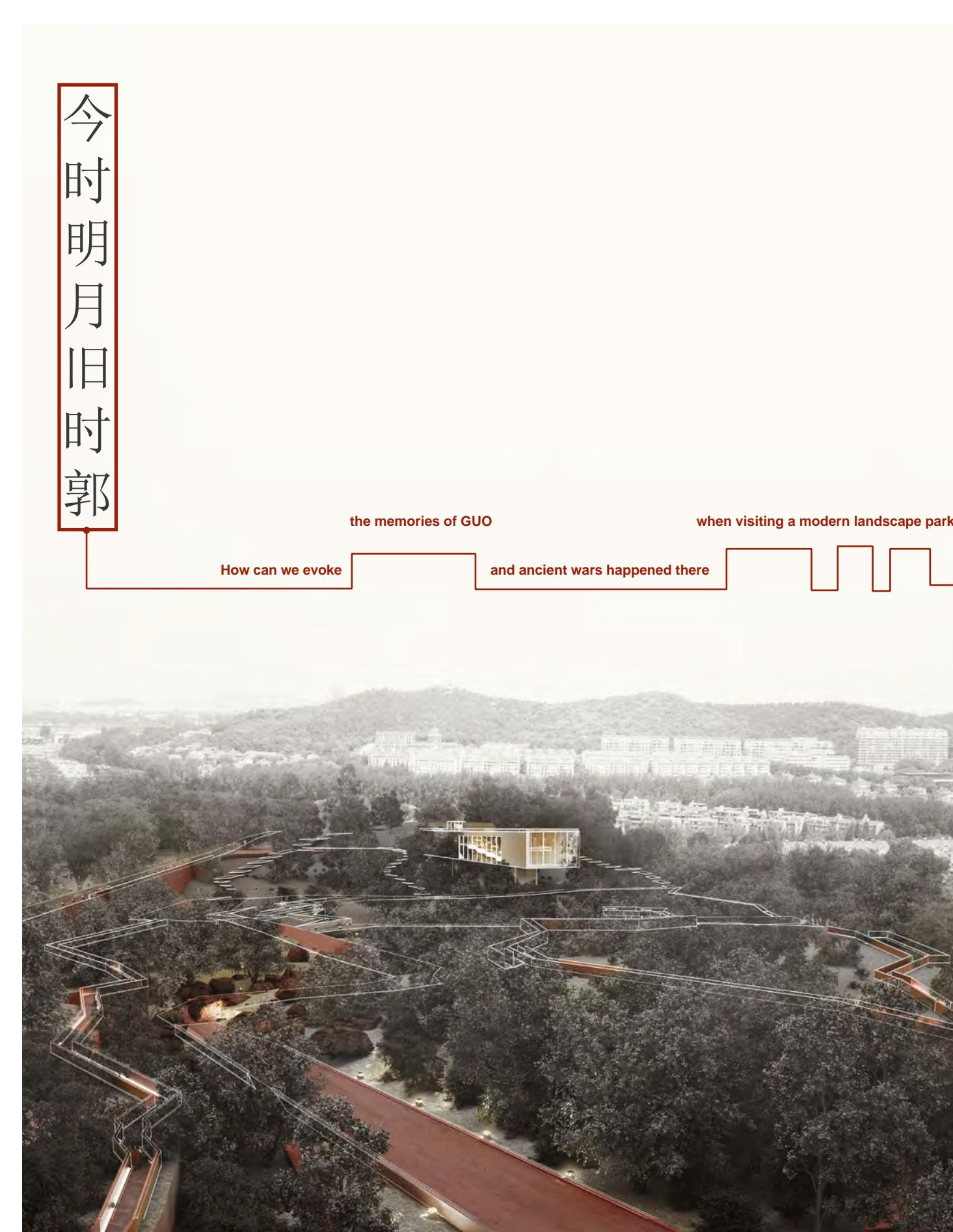
04 New Life in the Center



05 The Functional Spaces along the Axes



今时明月旧时郭



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

05 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

Instructor: Xiao Wu, Yu Chen

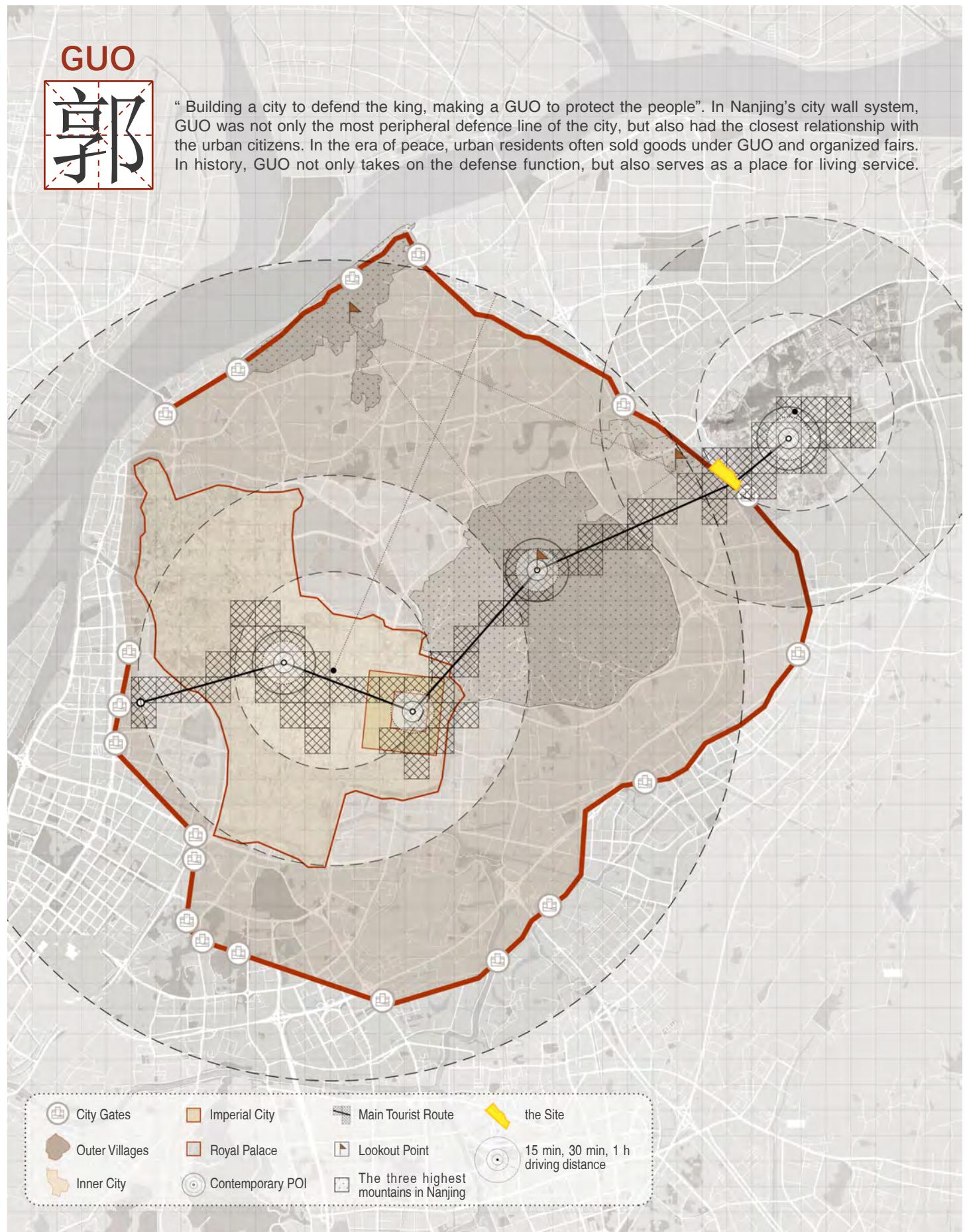
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Collaborator: Xintian Li, Xiajing Wu, Xing Liu, Wei Sun

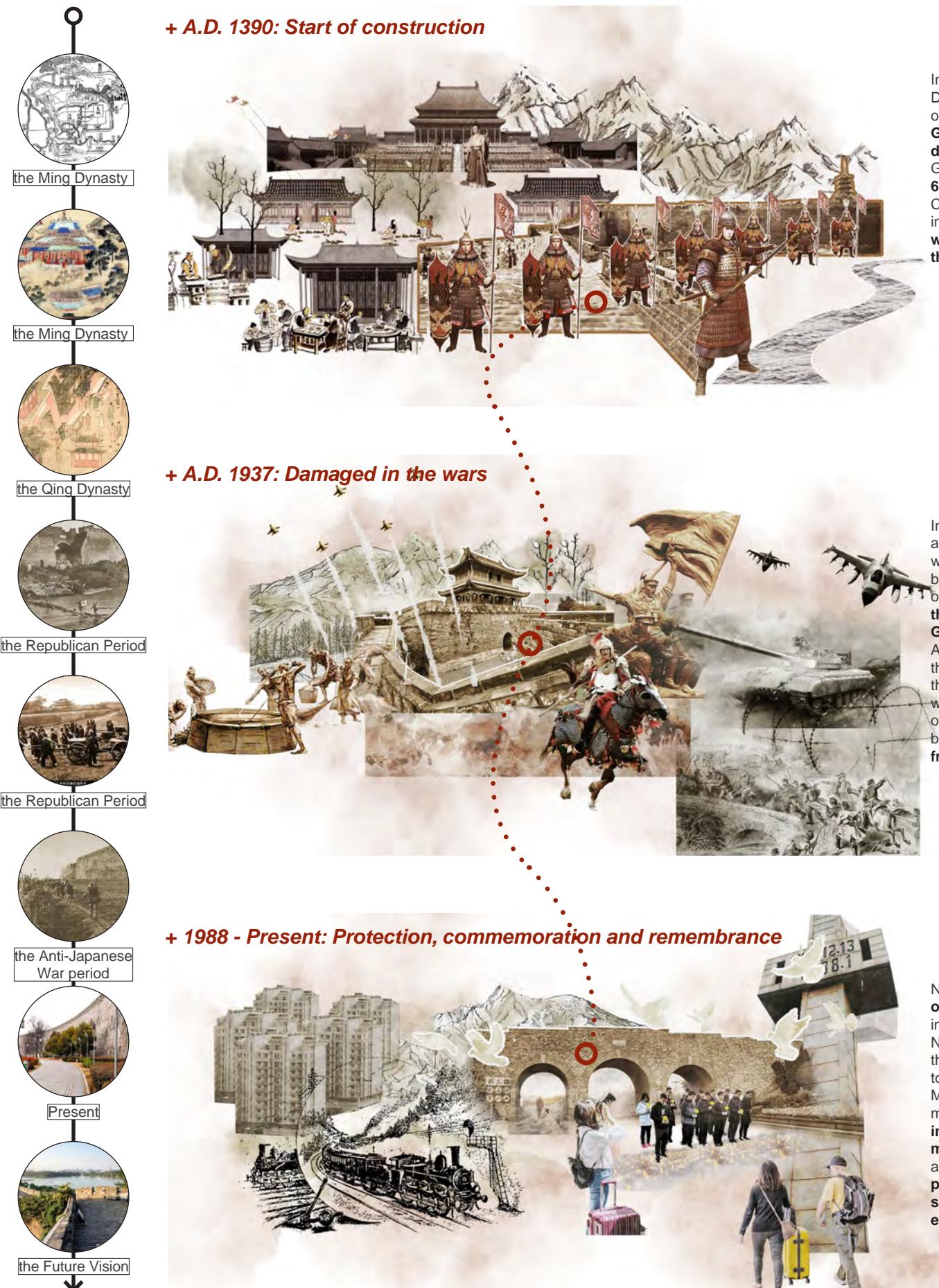
Personal Contribution: site survey 40%, concept 70%, planning 70%, landscape design 90%, museum design 30%, graphic drawing 80%

Site: Nanjing, Jiangsu

01 The Unique City Wall System of Ancient Nanjing

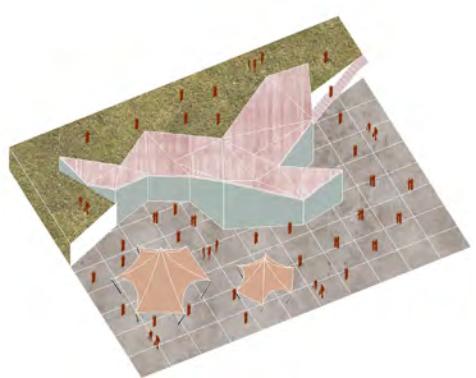


02 The Historic Timeline of GUO

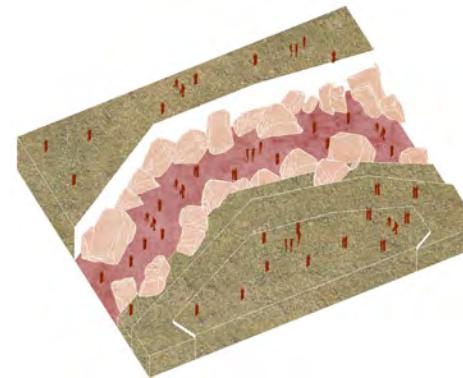


03 Strategies to Simulate Scenarios along the Main Route

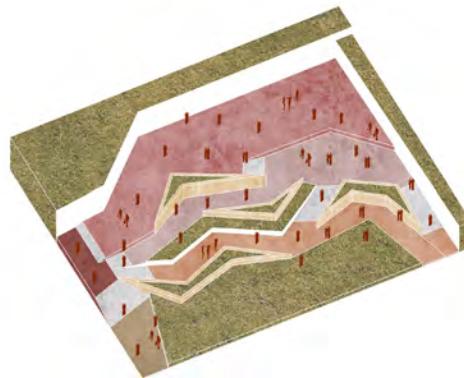
3.1 Important Nodes in the Main Tourist Route



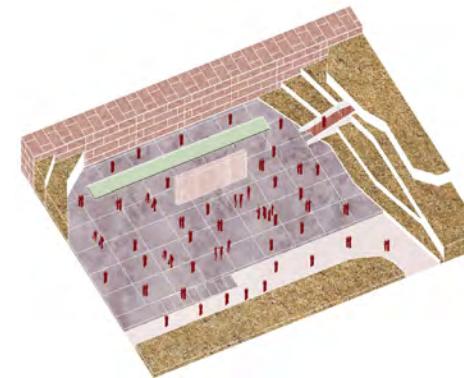
Tourist Center



Gravel Valley

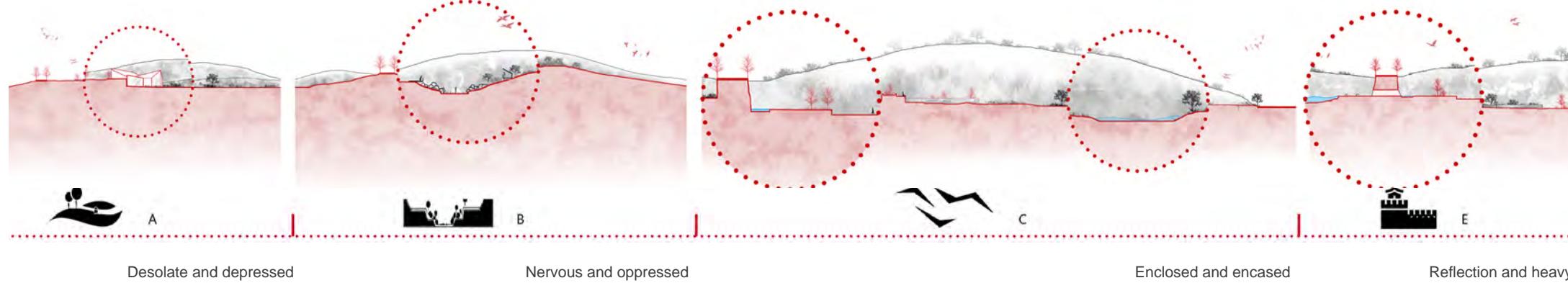


Ancient Trenches



Palaza of GUO

3.2 Terrain Sequence & Atmosphere



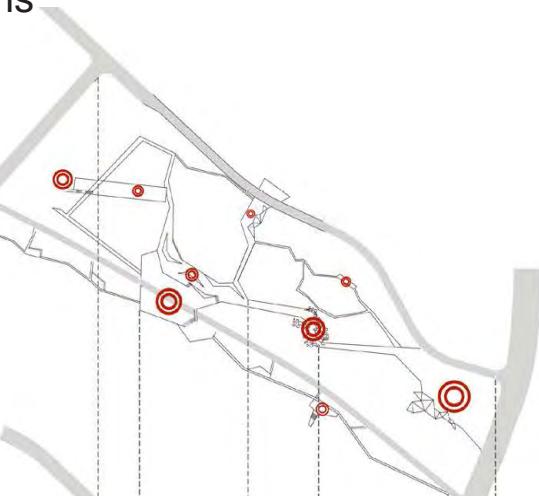
3.3 Implementation of Ancient Chinese Feng Shui Philosophy in Our Design



04 Landscape Systems

Points of Interest

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

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



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



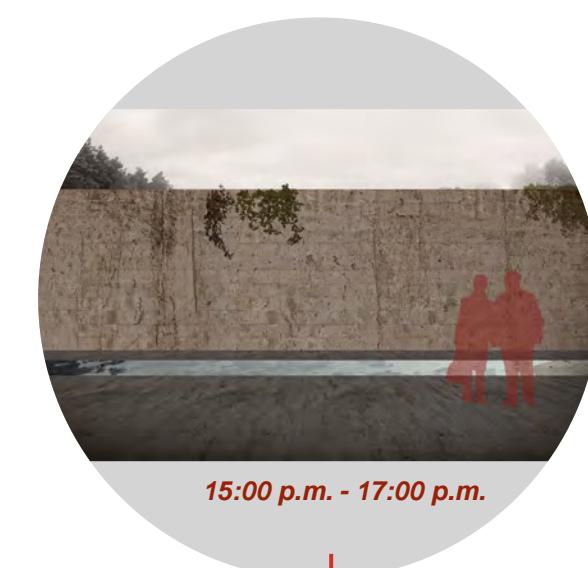
10:00 a.m. - 10:30 a.m.



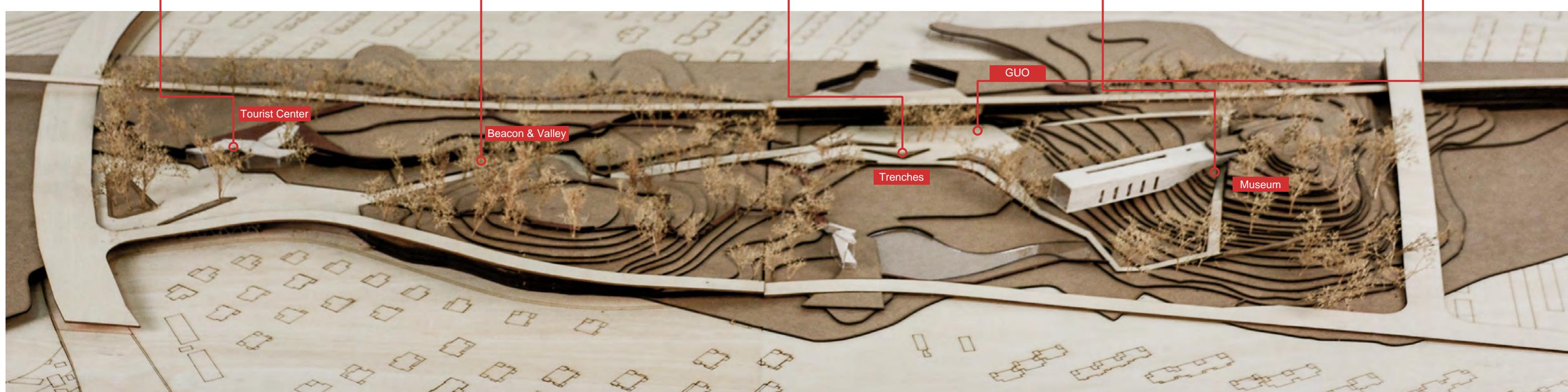
10:30 a.m. - 12:00 a.m.



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



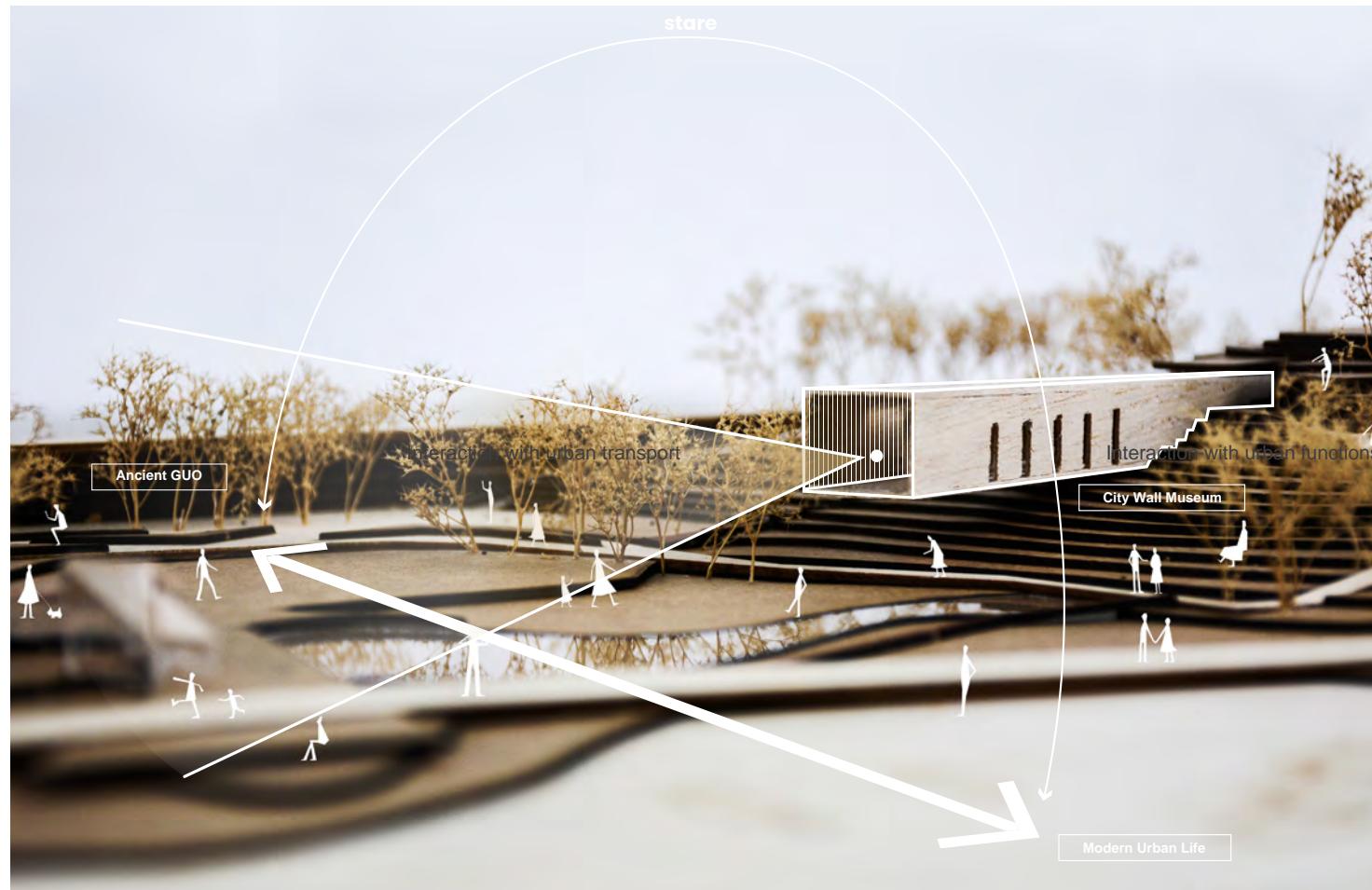
15:00 p.m. - 17:00 p.m.



06 Design Analysis of the park

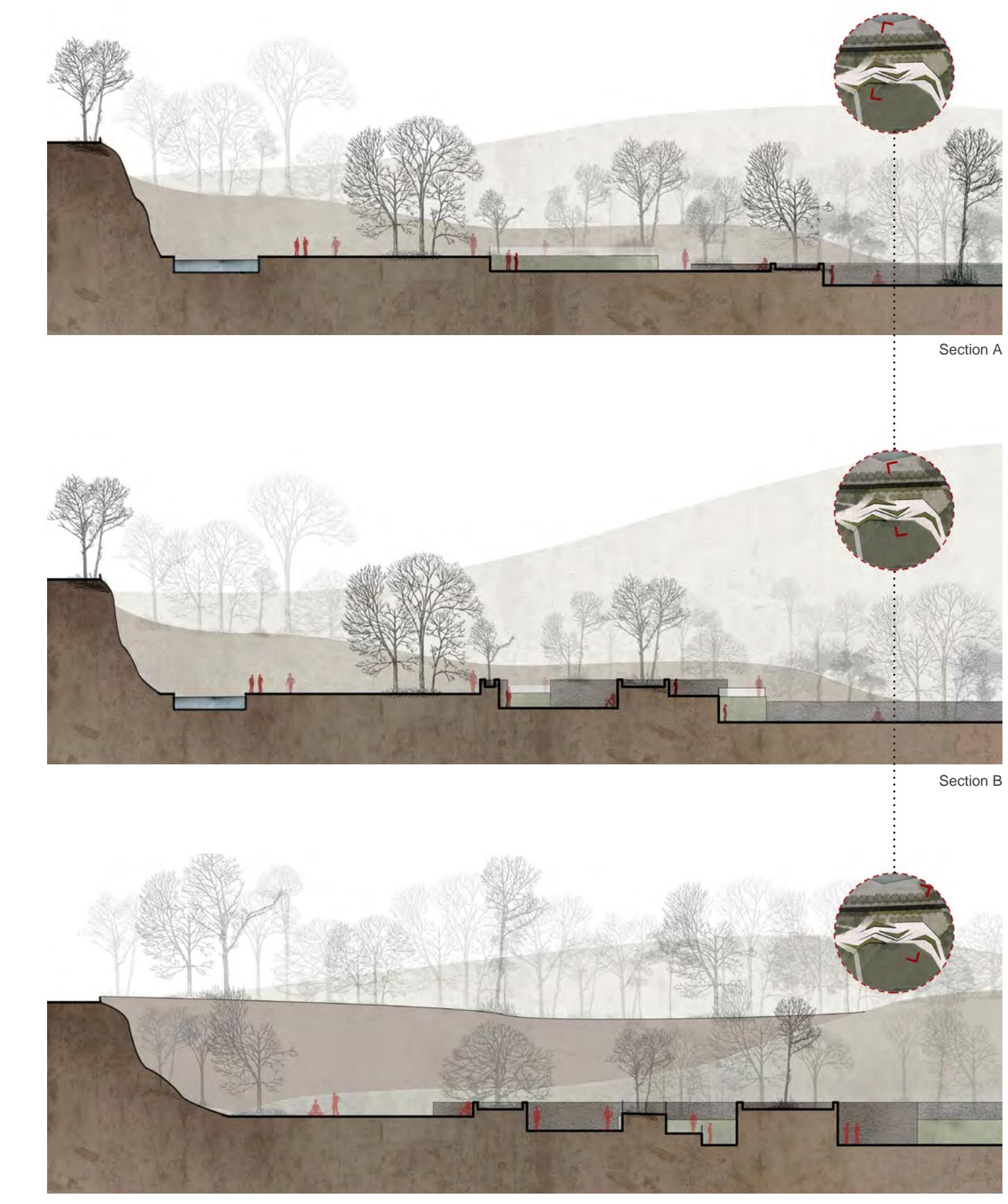


Plan Layout of Guishan Ruins Park



Relationship between the museum, GUO and the site

07 Typical Sections at the Important Nodes of the Trenchment



Section C