

LANDSCAPE ARCHITECTURE
POTFOLIO

A MEMORY BOX



Qin Li
2019-2024



Name	Qin Li
Place of birth	Heilongjiang, China
Date of birth	15.5.2000
Contact info	bosslee515@gmail.com
Tel:	86- 18504625283

CURRICULUM VITAE

EDUCATION

2023-NOW Beijing Forestry University, Mater of Architecture
Beijing,China

2018-2022 Beijing Forestry University, Bachelor of Engineering in Landscape Architecture
Beijing,China

WORK EXPERIENCE

Mar. 2023-Now Architectural Design & Research Institute of Tsinghua University-Architectural Planning and Design Branch
Beijing,China

Apr. 2022-Now Tsinghua Tongheng Eco-city Planning and Design Institute, Intern
Beijing,China

RESEARCH EXPERIENCE

2023-2024 Post-industrial Landscape and Architectural Renewal of Beijing 101 Factory

2023-2024 Assessing the Impact of Vegetation Coverage on Urban Population Change: a Case Study of Guangzhou, China

2024 Tsinghua University Rural Revitalisation Workstation-Academic Department Research Group

2020 Research on Post-Industrial Landscape in Yangpu Riverside Green Space, Shanghai

EXTRACURRICULAR ACTIVITIES

Beijing,China Global Knowledge Thunderbolt Volunteers-Tsinghua University, volunteer

Beijing,China Student Affairs Center Assistant Team,Chairman

Beijing,China Bio-Bio Society, Member

SELECTED AWARDS AND HONORS

2021 The first prize of “2021 Fair of Making” - The work “Red rock” of Beijing Forestry University

2018 The third prize of the Tencent Fan Club Film Critic Competition

DIGITAL SKILLS

CAD, PS, Sketch up, office, Lumion, Rhino, AI, ID, Vary, C4D, Grasshopper, Pr, GIS, Enscape, D5, Space syntax, Stable Diffusion, Chat-GPT

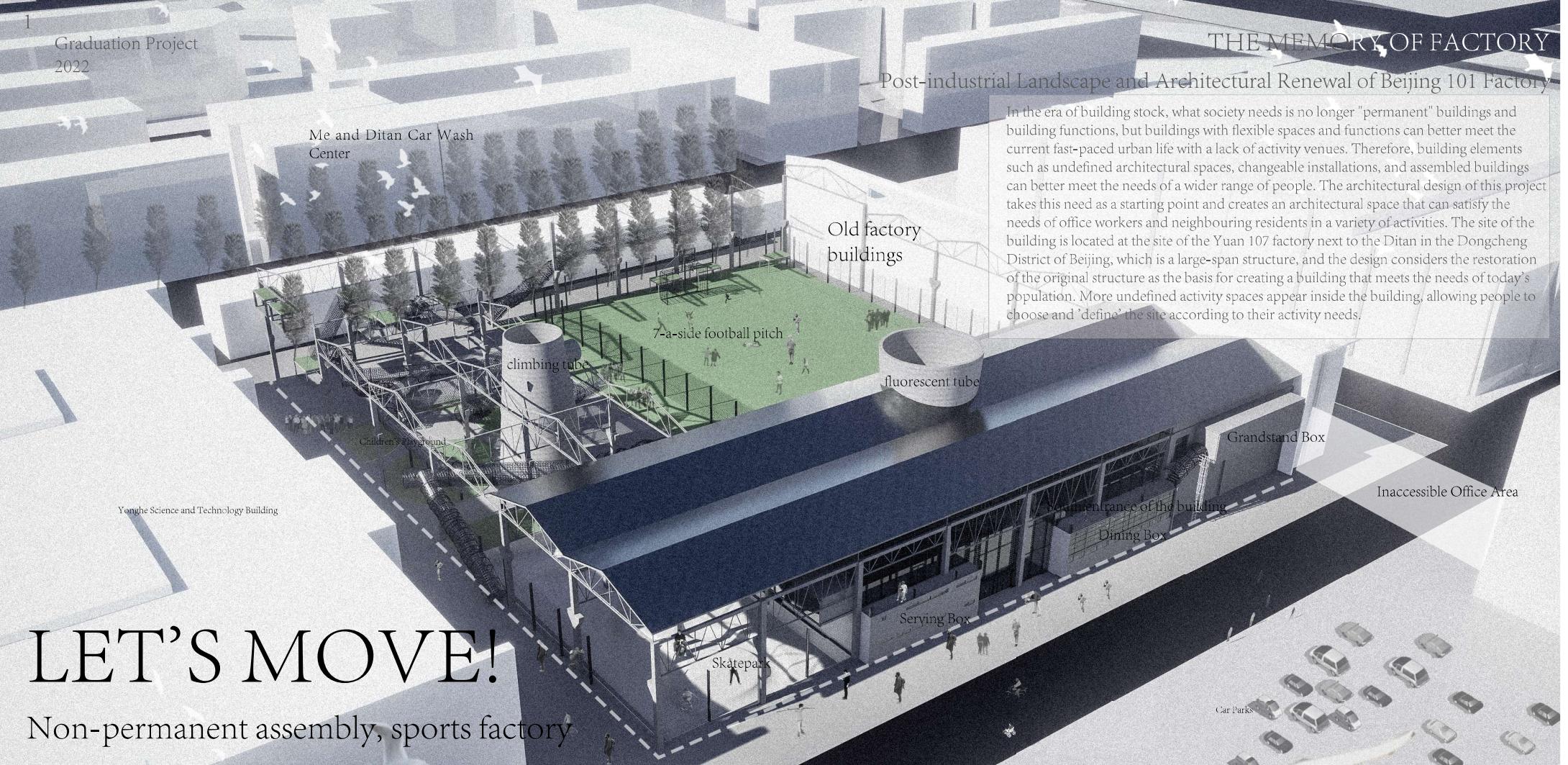
INTERESTS

Piano, Guitar, Cooking, Baking, Photography

1-6 PAGE	THE MEMORY OF FACTORY, Post-industrial Landscape and Architectural Renewal of Beijing 101 Factory 2023
7-17 PAGE	THE MEMORY OF LANDSCAPE, Landscape Renewal Design on the Area of the Three Hills and Five Gardens 2022
18-21 PAGE	THE MEMORY OF NATURE, Tourist Service Center Design 2020
22-29 PAGE	THE MEMORY OF CULTURE, Landscape Renewal Design in Wudaokou Area 2021
30-33 PAGE	OTHER WORKS 2019-2022

Post-industrial Landscape and Architectural Renewal of Beijing 101 Factory

In the era of building stock, what society needs is no longer "permanent" buildings and building functions, but buildings with flexible spaces and functions can better meet the current fast-paced urban life with a lack of activity venues. Therefore, building elements such as undefined architectural spaces, changeable installations, and assembled buildings can better meet the needs of a wider range of people. The architectural design of this project takes this need as a starting point and creates an architectural space that can satisfy the needs of office workers and neighbouring residents in a variety of activities. The site of the building is located at the site of the Yuan 101 factory next to the Ditan in the Dongcheng District of Beijing, which is a large-span structure, and the design considers the restoration of the original structure as the basis for creating a building that meets the needs of today's population. More undefined activity spaces appear inside the building, allowing people to choose and 'define' the site according to their activity needs.

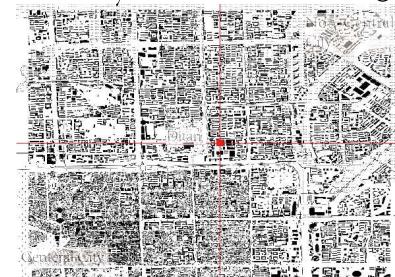


LET'S MOVE!

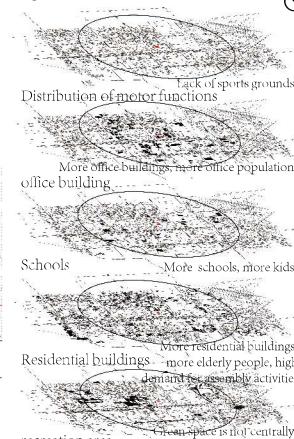
Non-permanent assembly, sports factory

The design only includes functional boxes in the restored structure to fulfil basic hygiene, catering and purchasing needs. On the outside of the building, a children's playground is designed, which is based on the common factory fixtures such as "nets", "tubes" and "barrels", creating a children's playground with the theme of old-time factories, and allowing children to see materials different from their daily lives. The theme of the playground is based on the theme of old factories, so that children can see materials that are different from those in their daily lives.

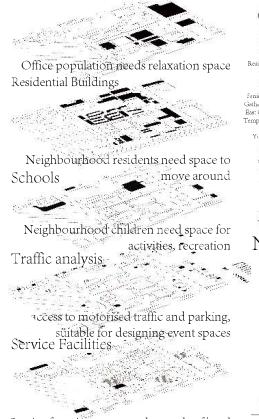
Site Analysis



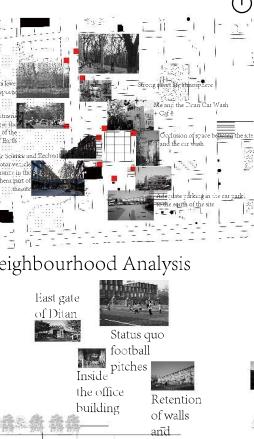
Functional analysis of the 1km neighbourhood



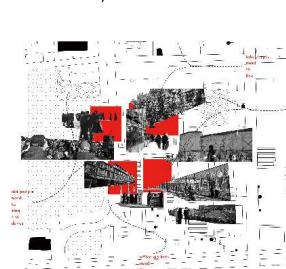
Functional analysis of the 300m neighbourhood office building



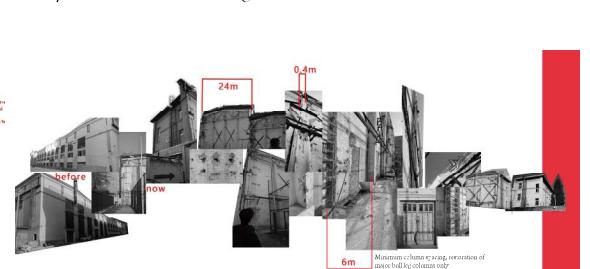
Analysis of the current environment



Crowd analysis



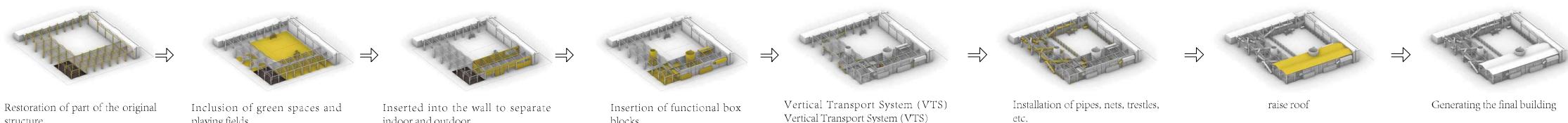
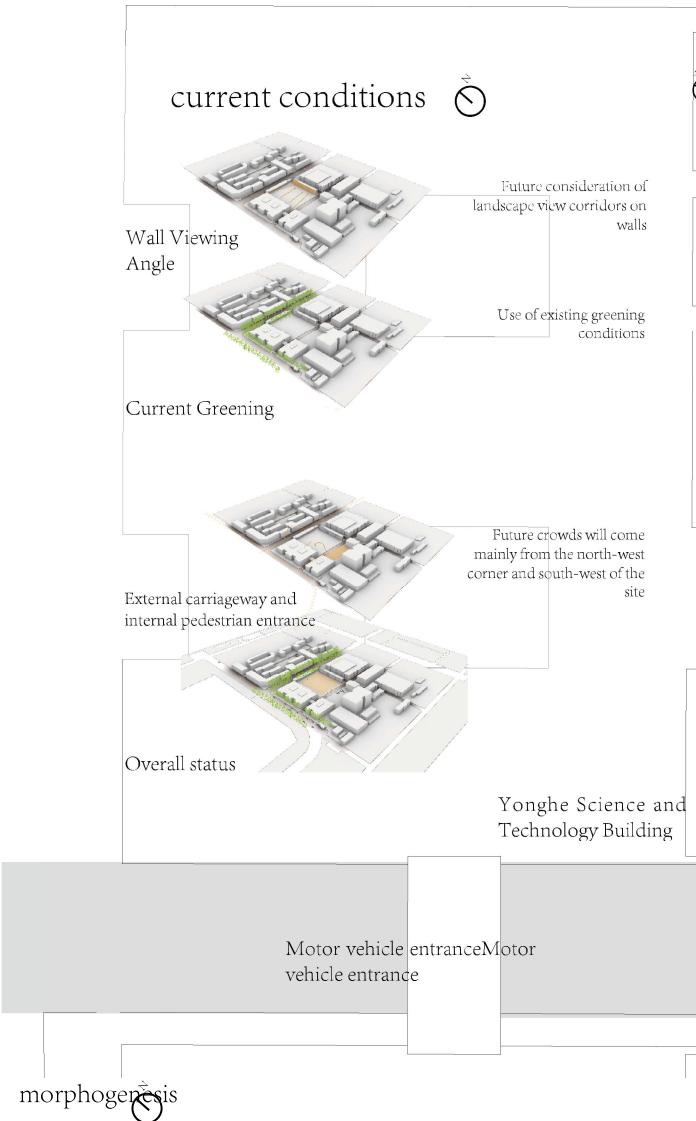
Analysis of retained buildings



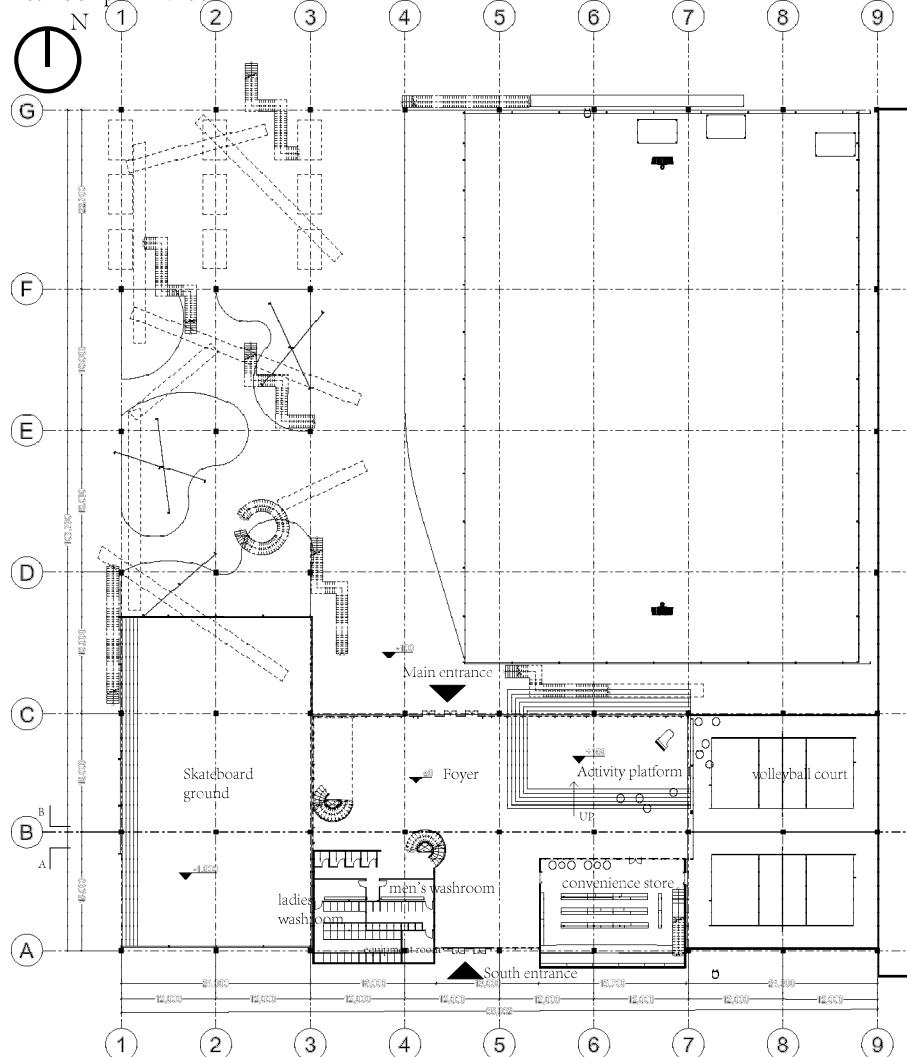
Analysis of the historical environment



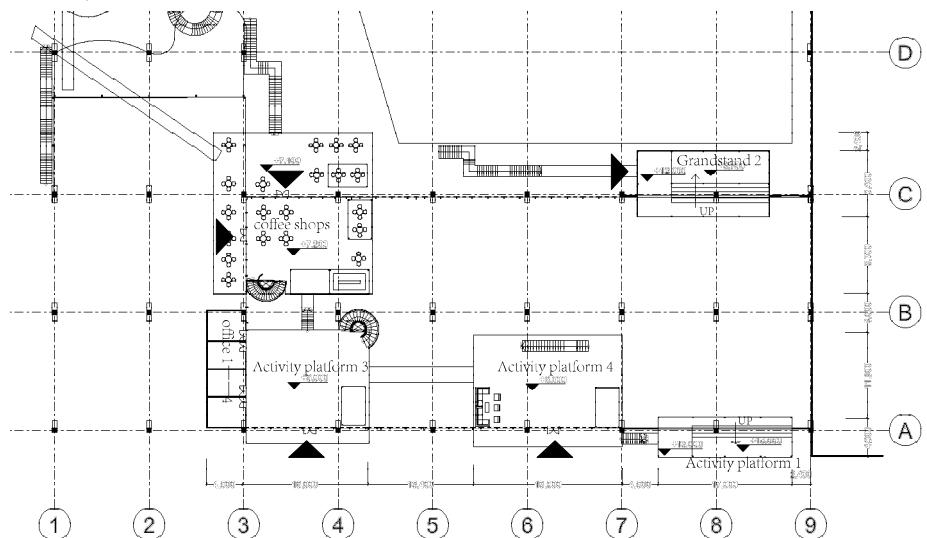
LET'S MOVE!



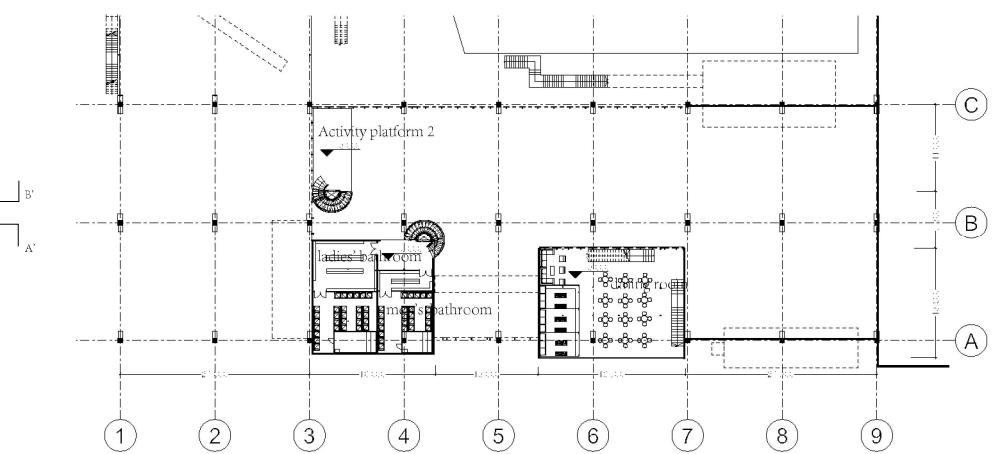
First floor plan 1:200



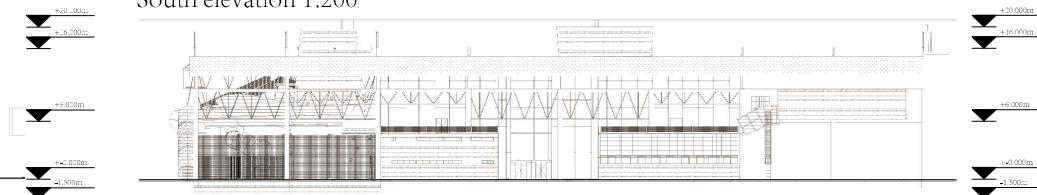
3-storey floor plan 1:200



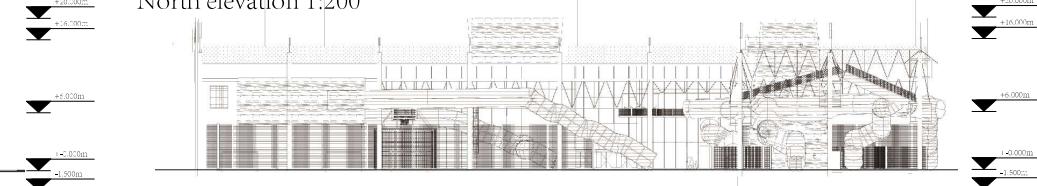
3-storey floor plan 1:200



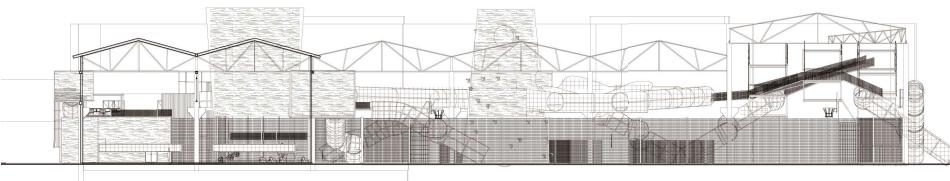
South elevation 1:200



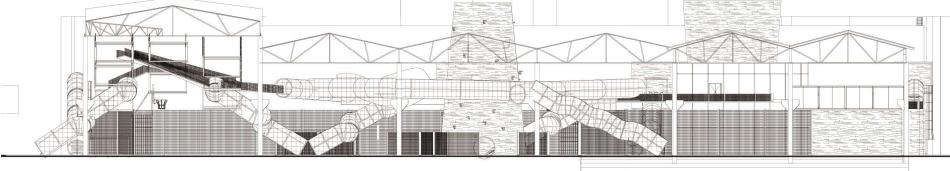
North elevation 1:200



East elevation 1:200

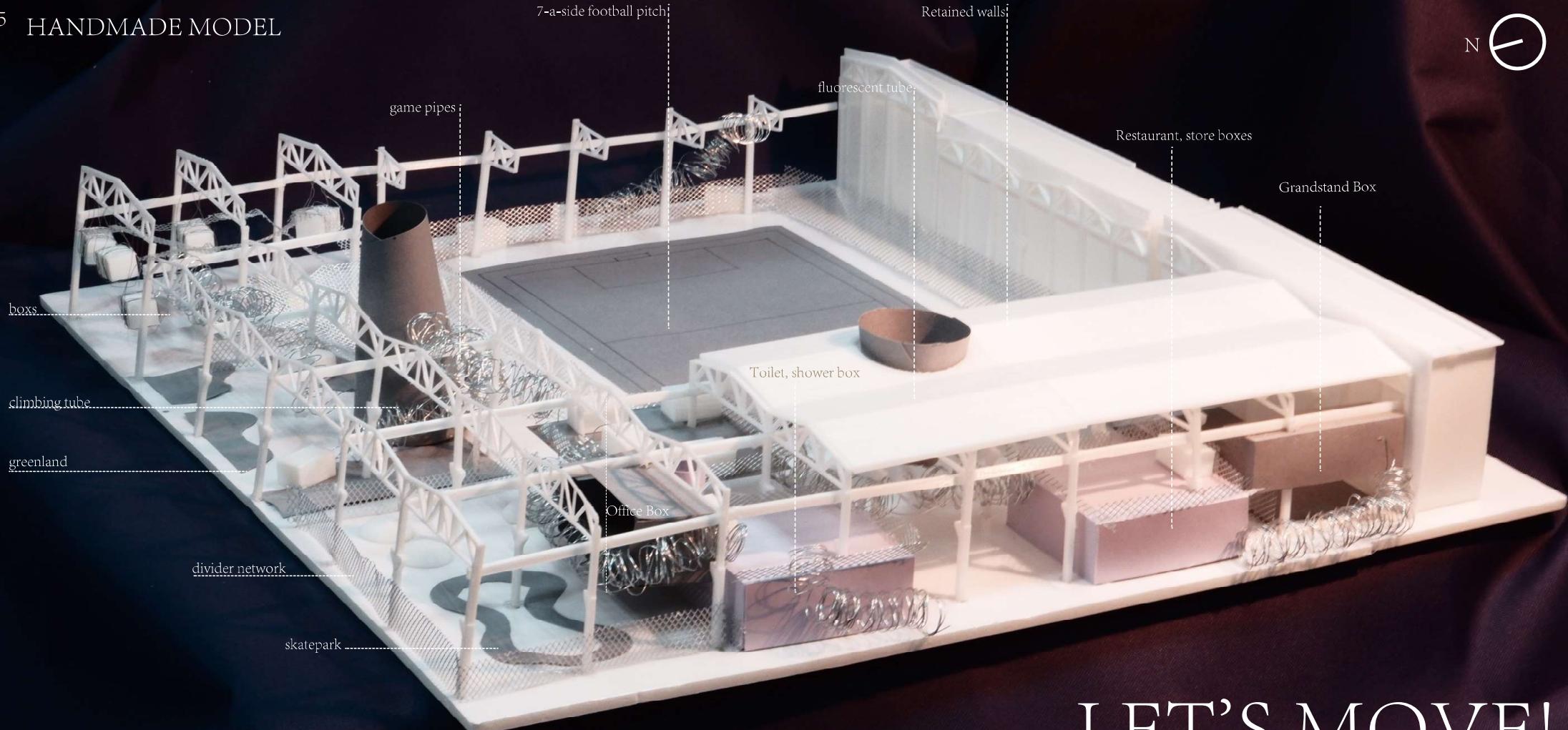


West elevation 1:200



5 HANDMADE MODEL

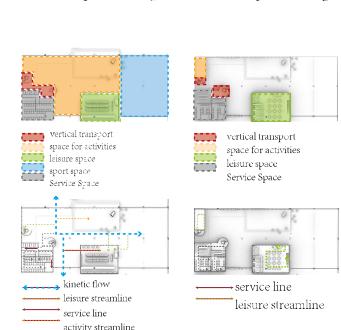
N 



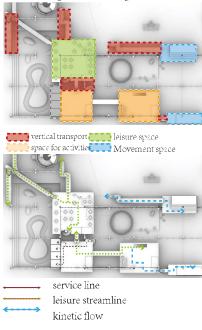
LET'S MOVE!

Interior analysis diagram

First floor plan zoning 2nd floor plan zoning



3rd floor plan zoning



Function box analysis

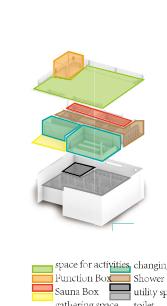
Grandstand Box



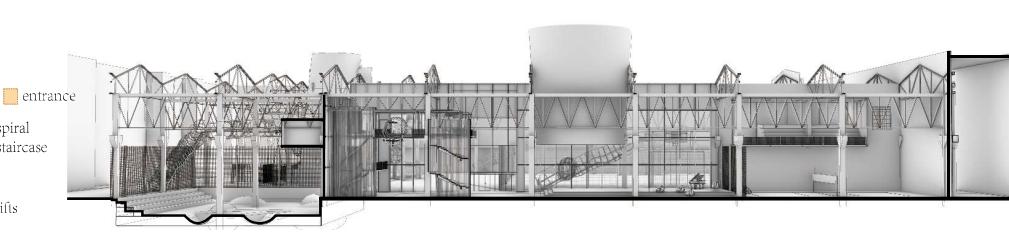
Restaurant + Store + Event Area



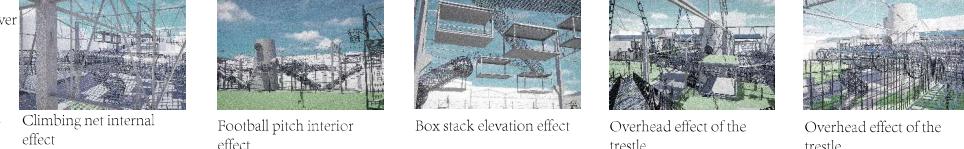
Toilet + bath + activity area



section perspective B-B'



Outdoor park effect



First floor traffic analysis 2-floor traffic analysis

3-floor traffic analysis

coffee shops

Restaurant + Store + Event Area

Toilet + bath + activity area

Vertical Traffic Box

Climbing net internal effect

Football pitch interior effect

Box stack elevation effect

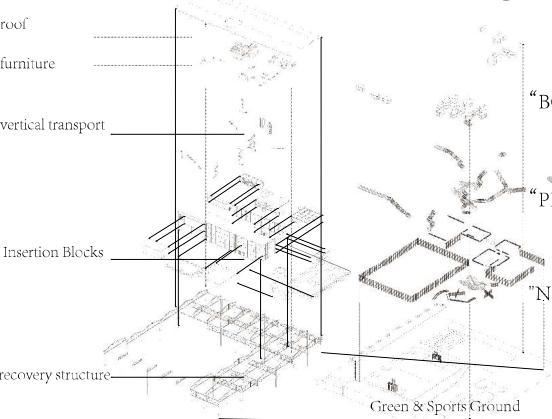
Overhead effect of the treble

Overhead effect of the treble

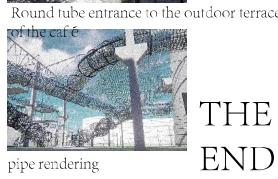
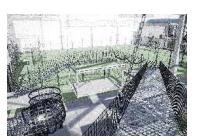
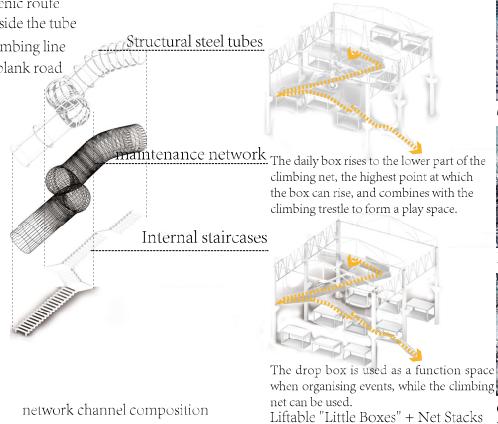
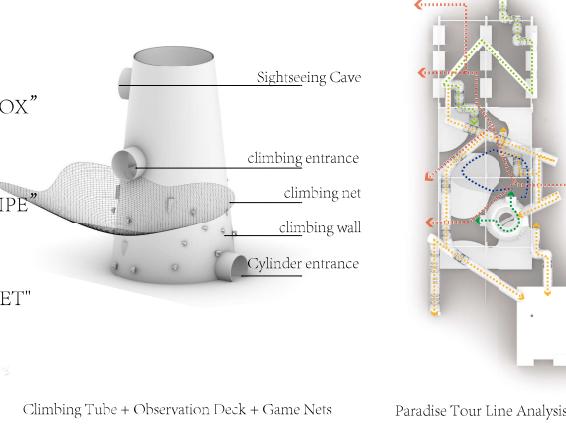
Overhead effect of the treble



exploded axonometric view
Industrial Junbo Concrete Pipe



Analysis of Paradise Elements



THE
END

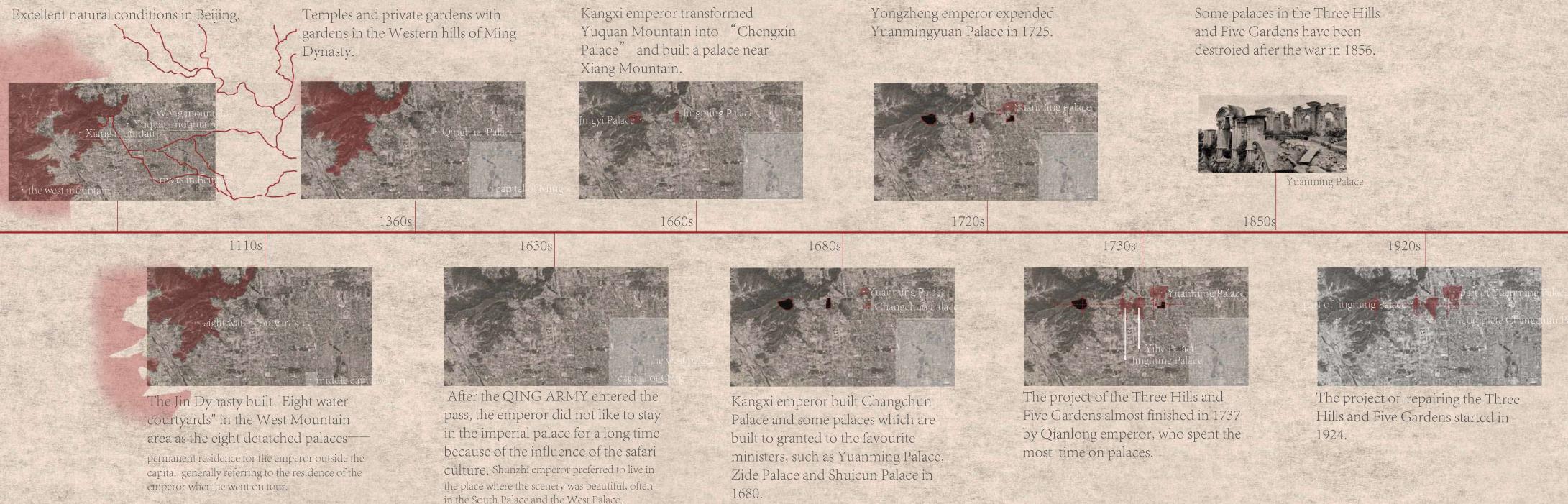
THE MEMORY OF LANDSCAPE

Landscape Renewal Design on the Area of the Three Hills and Five Gardens: Case Study of the Area between Yihe Palace and Jingming Palace, Beijing

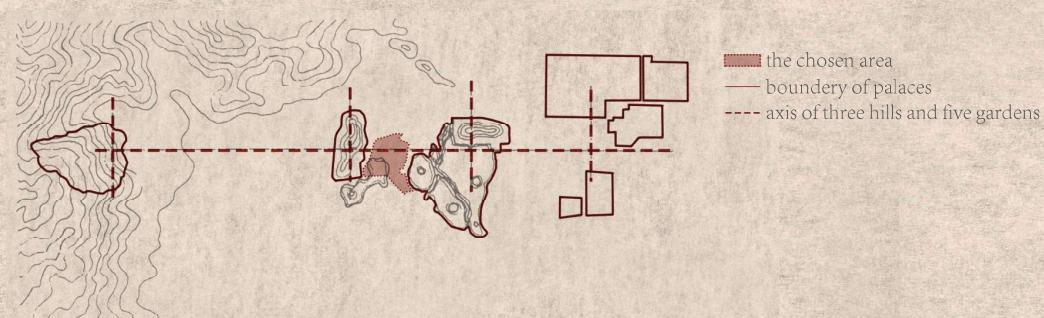


DEFINITION OF THE PROJECT SITE

Timeline of the Development of Beijing's Three Hills and Five Gardens



Axis Analysis Diagram of Three Mountains and Five Gardens



The Three hills and five Gardens form a complete garden system based on the natural topography combined with the axis layout. Now the system is gradually blurred, and the axis layout is only reflected in the three hills and five gardens. The overall axis relationship of the three hills and five gardens should be fully considered in the renewal process.

Most of the buildings were restored and retained. The pattern was slightly adjusted. And some gardens in the garden were damaged and not repaired.

the Present Situation of the Three Hills and Five Gardens

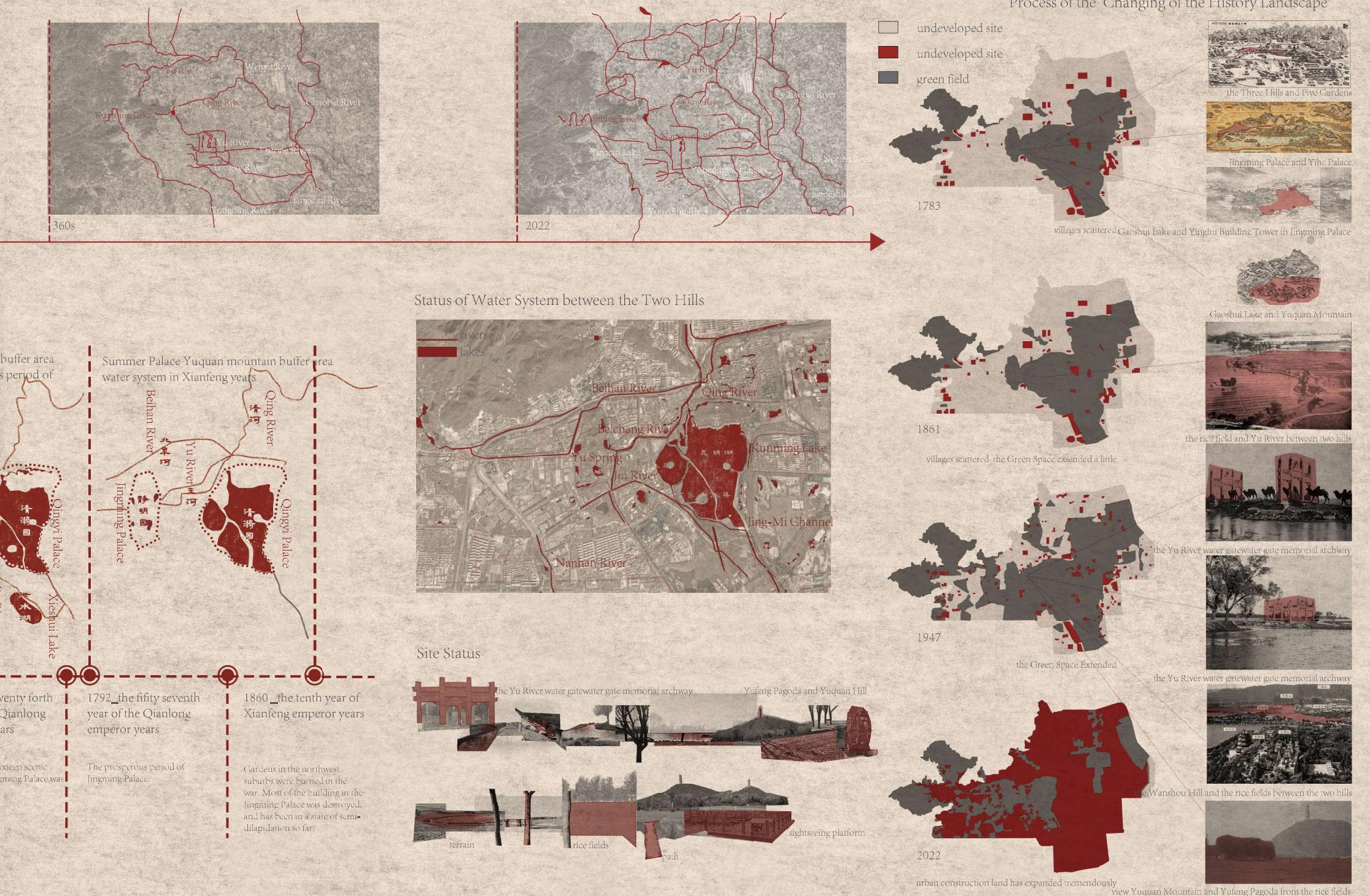


Change Map of the Water System in Beijing



Map of River System Changes between Yihe Palace and Jingming Palace





Topographic Analysis of the Three Hills and Five Gardens



Land Use Status of Three Hills and Five Gardens Area



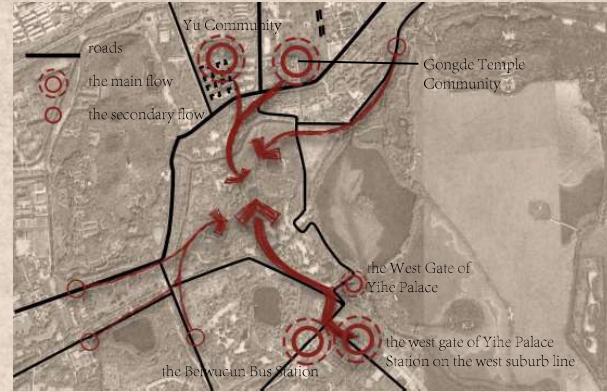
Traffic of the Three Hills Five Gardens Area



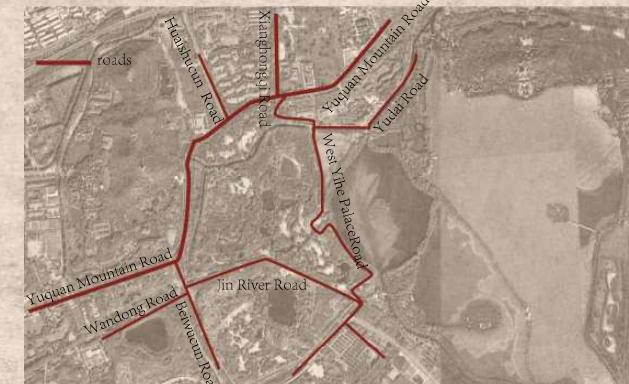
Topographic Analysis between Two Mountains



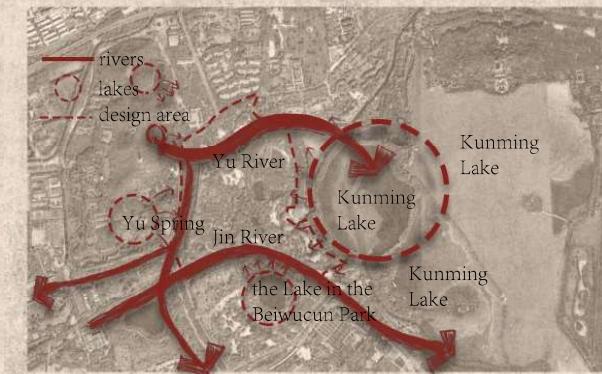
the Flow of People between the Two Mountains



the Traffic Between the Two Mountains



water status



Design Process

PROBLEM

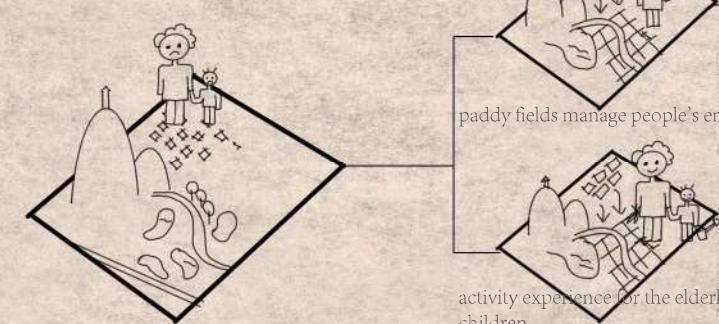
- urbanization
- the overall pattern of three hills and five gardens
- water system pattern of three hills and five Gardens
- the disappears of historical style memory

SOLUTION

- restoration of historical land
- Drainage system repair and
- Historical style literary ske
- hold Paddy field interacti

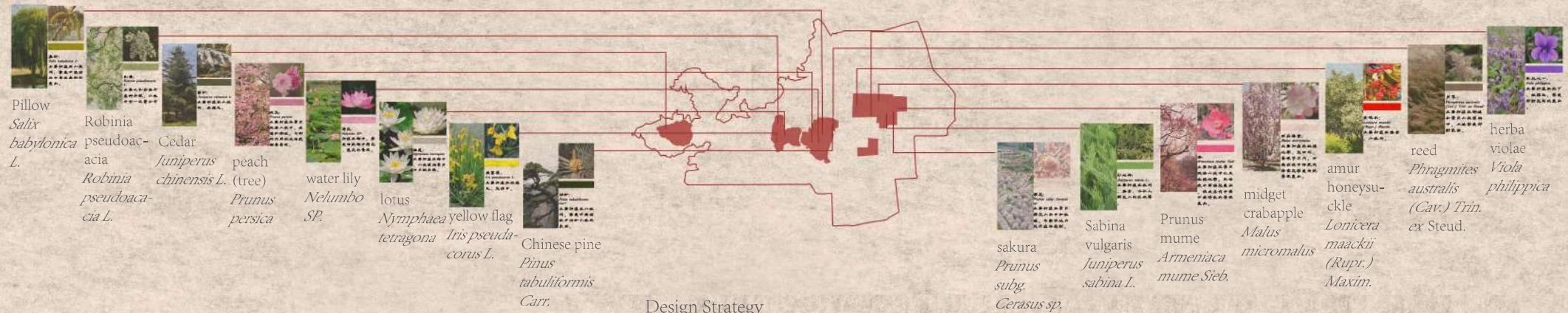
the surrounding people lack of recreational activities
the site landscape is fragmented and lacks vitality

paddy field activities enrich people's life
farming industry within the city



Present

analysis of planting in three hills and five gardens



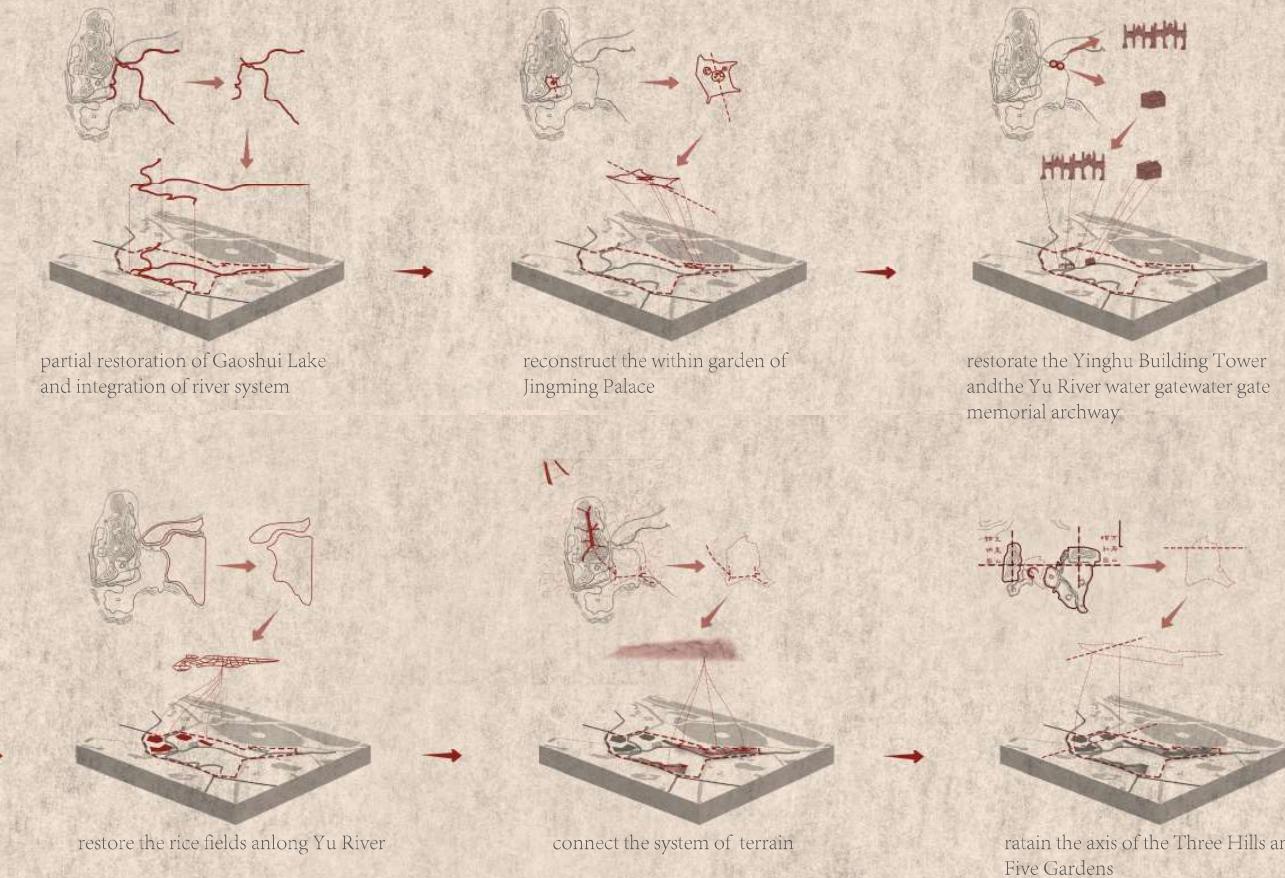
CONTEXT

- restore historical landscape memory
- interactive experience of historical landscape

form a variety of characteristic activities and industries



2024



MASTER PLAN

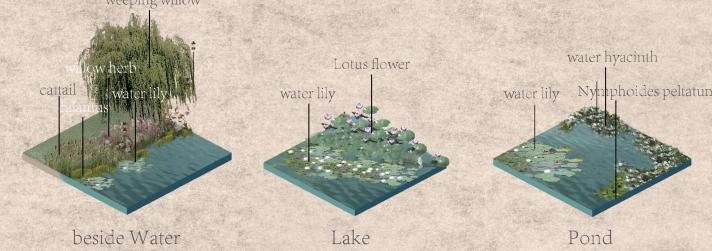


Plant Design Based on Historic Landscapes

Plant Design beside Road



Plant Design around Water



Forest Plant Design

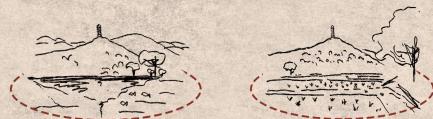


Other Plant Design

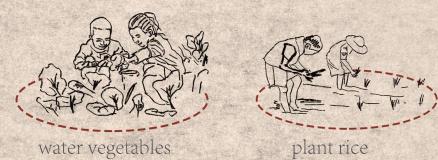


the Node Intention Based on Historical Landscape

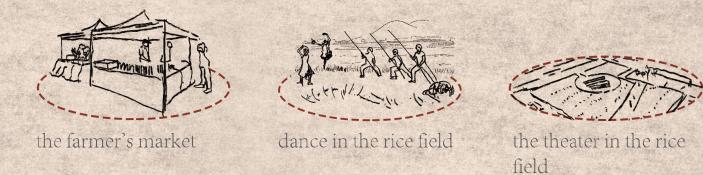
reconstruction of landscape



planting Experience Activities



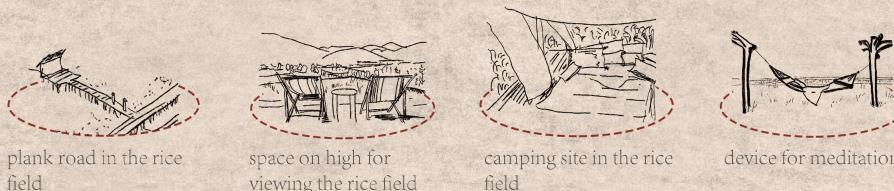
special activity venue



agricultural cultural and creative sketches



field rest area







the Wonderful Island



Yu River



the House in the Rice Filed



Yinghu Build Tower from
the platform on the Gaoshui
Lake



Thousand Lakes Desert is located in La Keis Maraheses National Park in Maranhao state, Brazil. The world's unique Thousand Lakes desert landscape attracts a large number of tourists every year to appreciate this wonder. The design selected the desert lakeside near the town through the analysis of natural conditions.

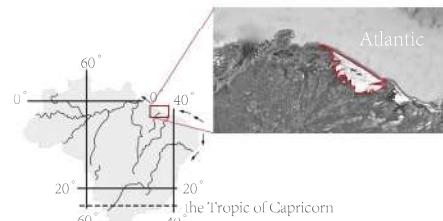
The project aims to create a small visitor service center for visitors to stay and rest, for people to escape the summer, rest, eat, and popularize knowledge of the desert.

How to adapt the building to the harsh desert environment and integrate into the surrounding environment is the biggest problem of this design.

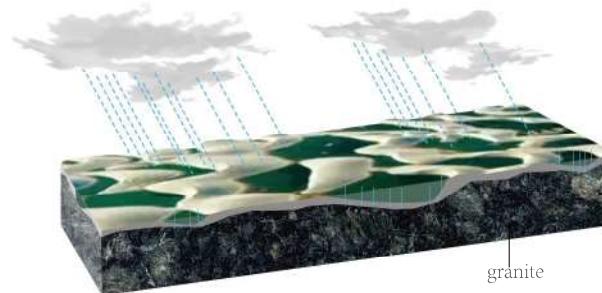
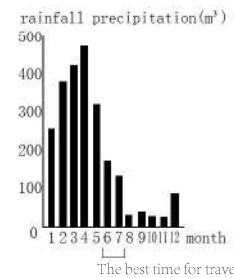
Through the analysis of natural historical changes, water volume and wind direction, the final building simulating the shape of dune is generated. The architectural design does not make too many adjustments to the external environment, and is more like the existence of a tent. In other words, the building is integrated with the existence of desert.

Lencois Maranhenses

Law of Natural Change

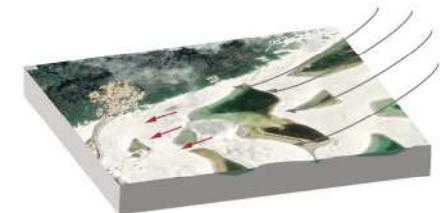


Lencois Maranhenses National Park, SAN Jose Bay,
Maranhao state, Brazil



the Reason of Site Selection

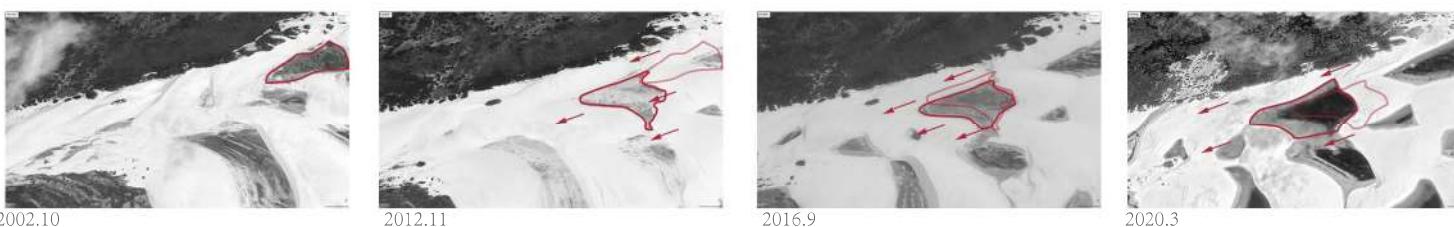
The Lake moved
with the wind
every year.



Environmental Status



the Best Area Adjacent to Town and Bush



The best site is
near the shrub
and in front of the lake,
where the ground
is relatively stable.



the Logic of Morphological Generation

Winds are from south west
and northeast. The northeast-
wind is stronger on average.



Change the shape of the
building to adapt to the wind.

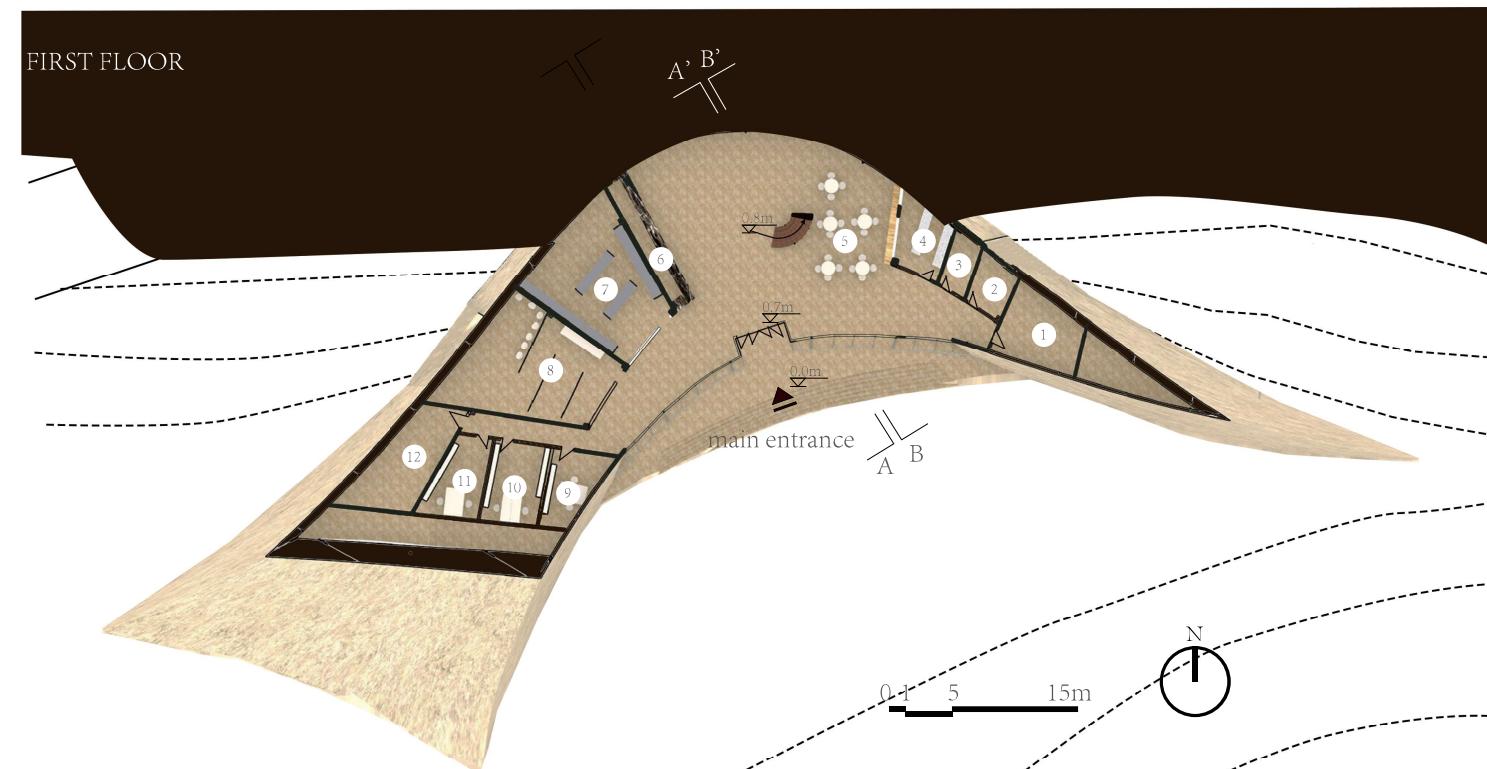


Deformation according to
dune morphology.

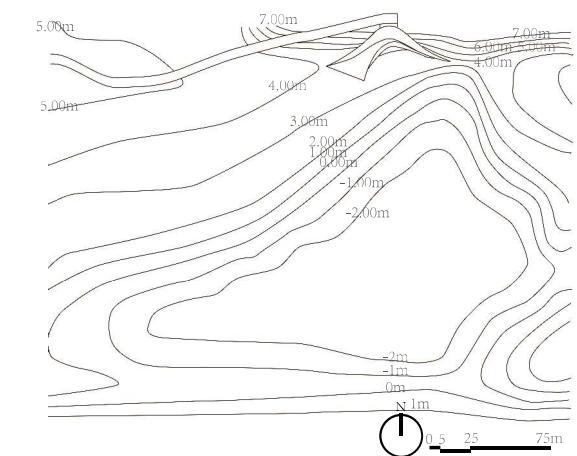


According to the
morphological deformation
of the dune, the final shape
ADAPTS to the northeast
and southwest.

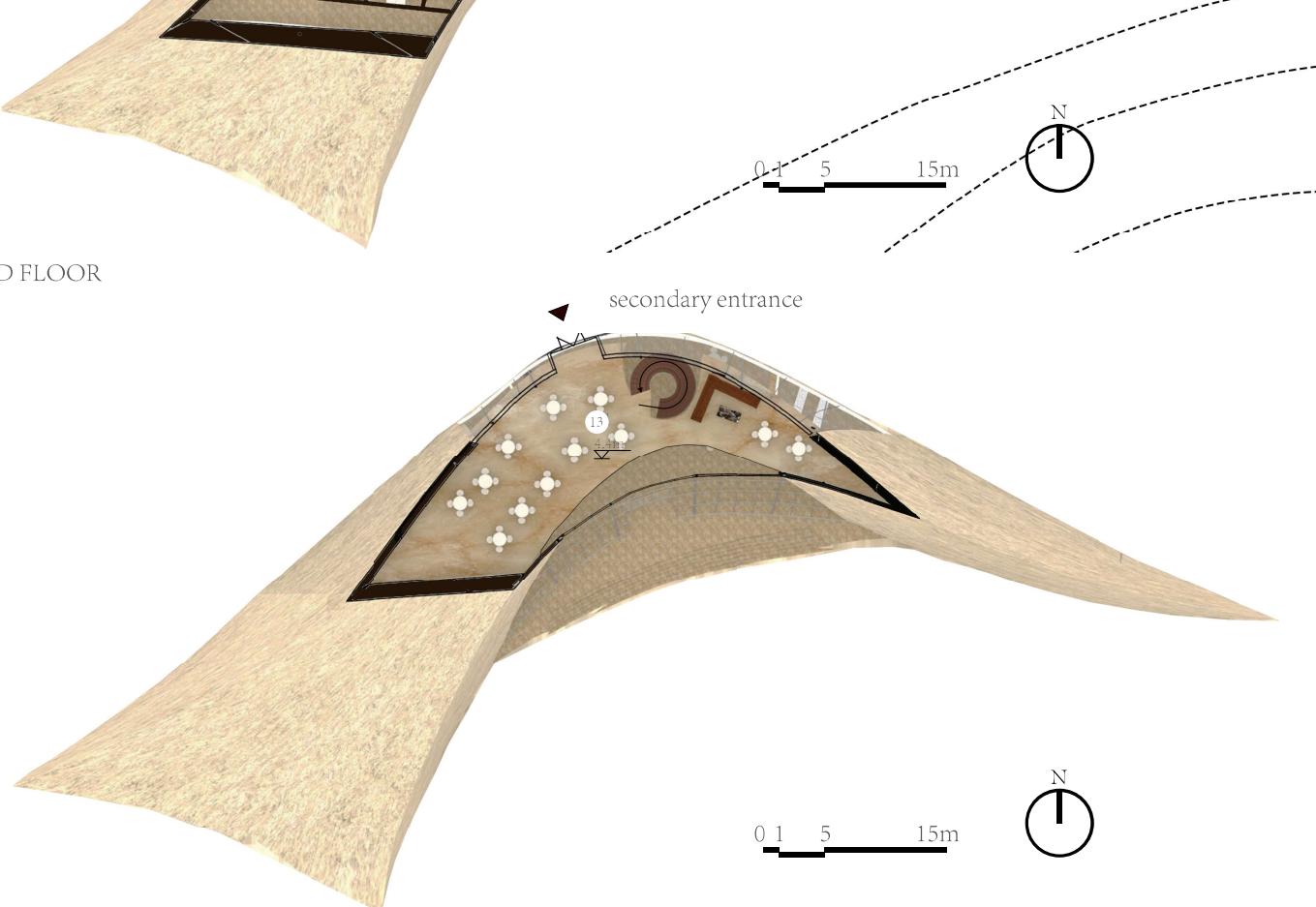




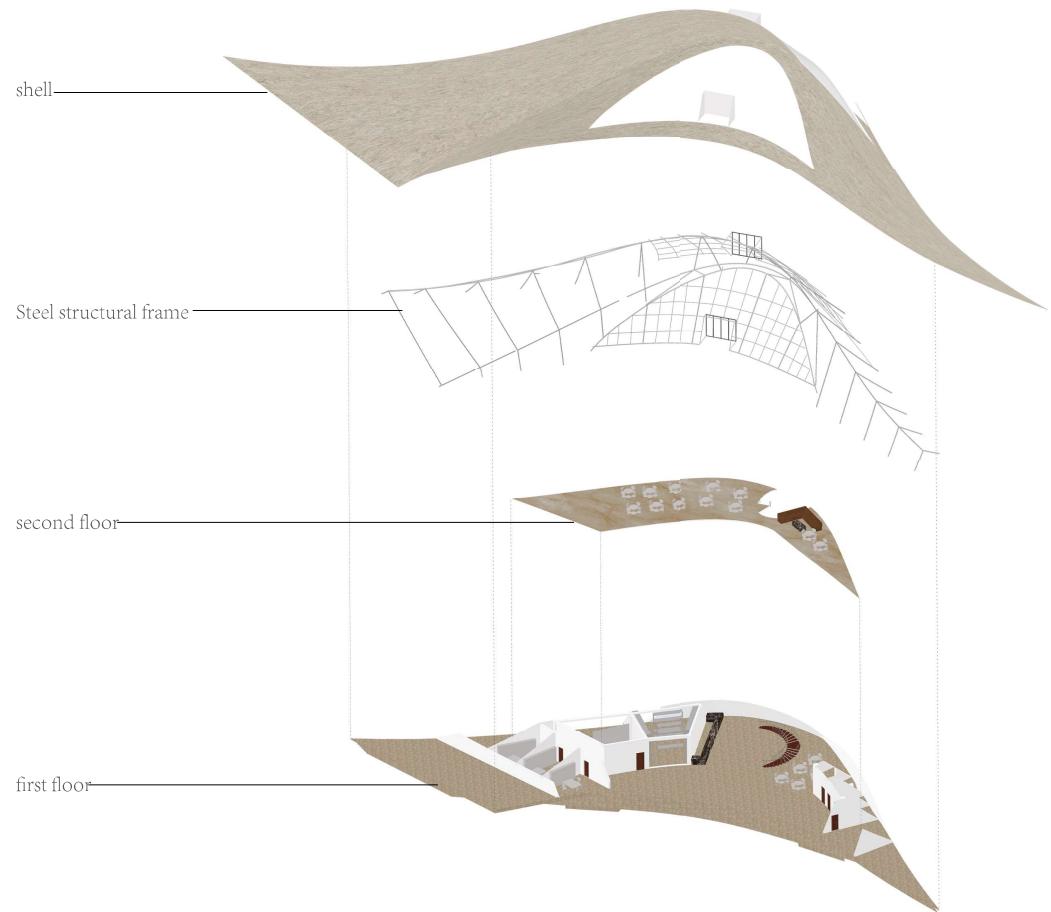
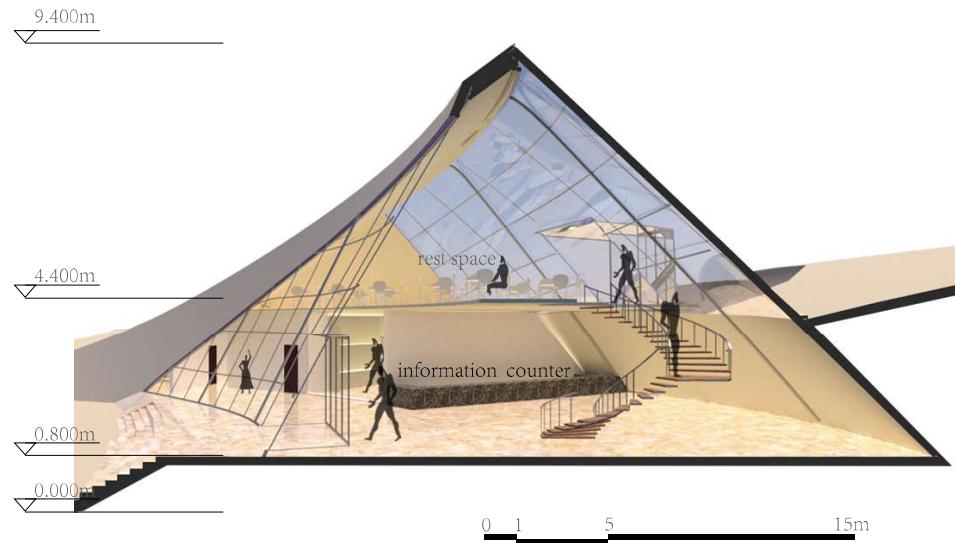
SITE-PLAN



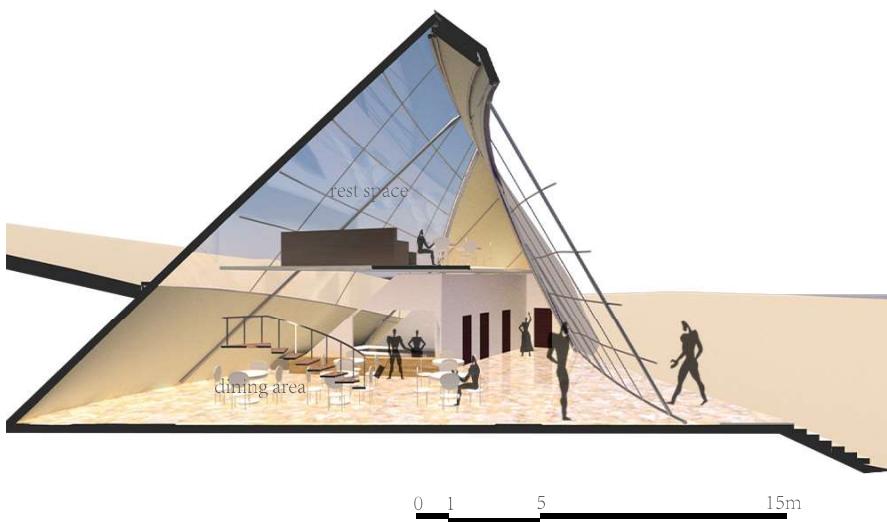
- 1.storeroom
- 2.lady's room
- 3.men's room
- 4.making room
- 5.dining area
- 6.information counter
- 7.shop
- 8.exhibition hall
- 9-11office
- 12,equipment room machine room
- 13.rest space



A-A' SECTION



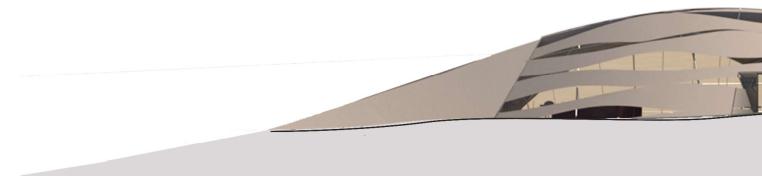
B-B' SECTION



9.400m
4.400m
0.800m
0.000m



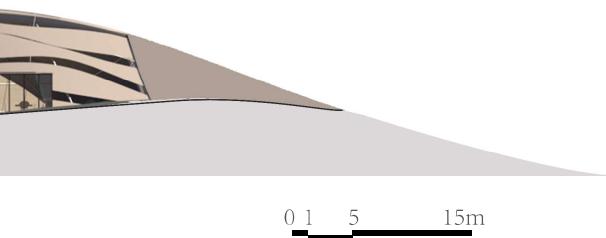
NORTH ELEVATION



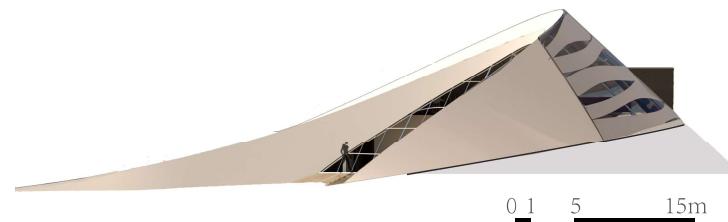
VISUAL



WEST ELEVATION

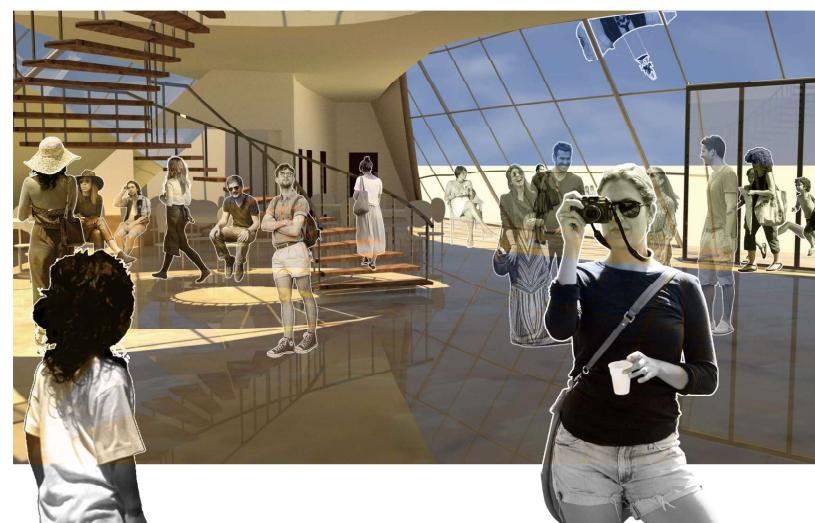


EAST ELEVATION



0 1 5 15m

VISUAL



THE MEMORY OF CULTURE

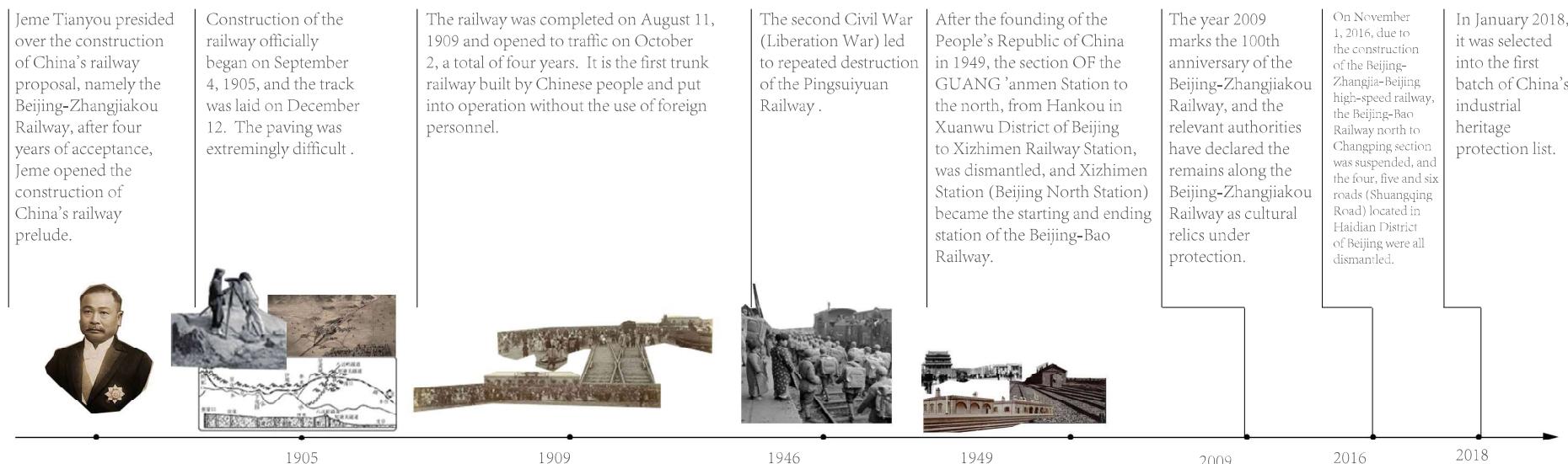
Landscape Renewal Design in Wudaokou Area

The site is located in the site range of Wudaokou (the fifth intersection of the rail) in Haidian District of Beijing, which was formerly the crossing area of Beijing-Zhangjiakou Railway. The Beijing-Zhangjiakou Railway has historical significance in the development process of China, so this area is named after the Wudaokou of Beijing-Zhang Railway. This area has rich cultural memory. At the same time, Wudaokou shopping mall U-Center is the food capital of the surrounding college students. Outside of culture, the site is crossed by Subway Line 13.

The design aims to retain the cultural connotation of the Beijing-Zhangjiakou Railway, address the needs of the surrounding university students, the elderly and children, and deal with the adverse elements in the site. The cultural connotation of the Beijing-Zhangjiakou Railway is preserved through multiple nodes, so that the humanistic memory of the site can be preserved.



History of Beijing-Zhangjiakou Railway



Status quo of Beijing-Zhangjiakou Railway



The abandoned section is not well maintained and some areas become abandoned land.



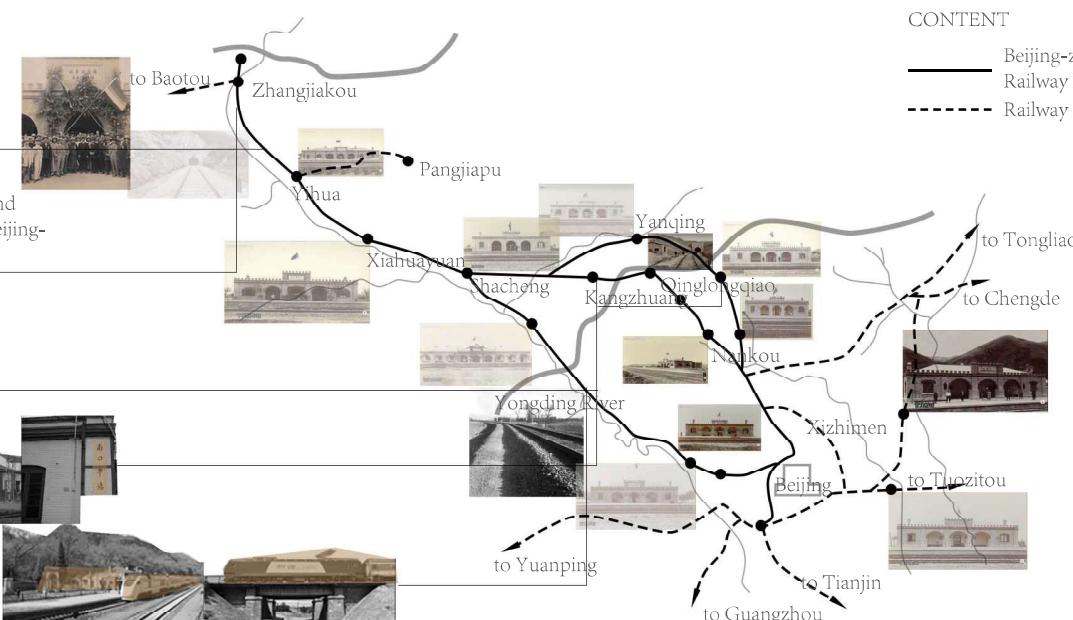
In the construction area, shopping malls and parking lots will be constructed with the Beijing-Zhangjiashan Railway as the symbol

The old station board will be kept in the reserved section, and the statue of Zhan Tianyou will be set at some nodes.

Preserve the site to update the old station buildings and maintain the original style.

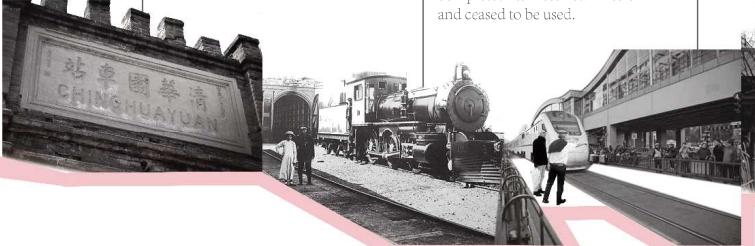


Keep old buildings and new trains



the History of Wudaokou Area

1909 · The railway was opened to traffic. Wudaokou is the level crossing between Chengfu Road in Haidian District and Beijing-Zhang Railway.



1980 · Qinghuayuan Station of the Old Beijing-Zhang Railway has finished its freight business, completed its historical mission and ceased to be used.

2002 · On October 31, 2016, the new Qinghuayuan Railway Station built in the 1950s also ceased operation. The tracks on the floor of Wudaokou were then removed, and the place became "No crossing".

· By the end of 2019, the Beijing-Zhangjiakou high-speed railway will pass under Wudaokou. The Beijing Metro Line 13 is in the air and the Beijing-Zhangjiakou high-speed rail is underground.

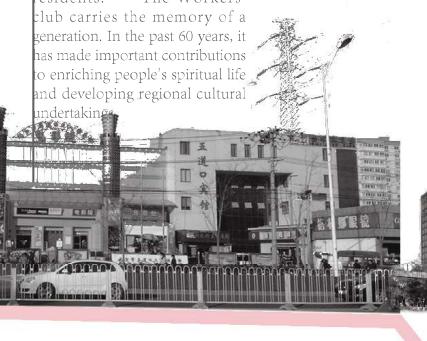


1949 · Almost all around Wudaokou are farmland and villages. As a child, his favorite places to go were the Wudaokou Shopping Mall and the Wudaokou Workers Club.

· In Lao Xu's memory, Wudaokou Shopping Mall is a commercial area, with department stores, non-staple food, catering, hairdressing, Xinhua Bookstore, etc., providing one-stop services for food, clothing, housing and transportation.

· Wudaokou Workers Club was formally established in October 1957. The cinema of the club, because of the cheap ticket price, is very popular among college students and surrounding residents.

· The Workers' Club carries the memory of a generation. In the past 60 years, it has made important contributions to enriching people's spiritual life and developing regional cultural undertakings.



1981 · Nowadays, Wudaokou Shopping Mall has long been replaced by the fashionable and modern Wudaokou Shopping Center(U-Center).



Historical Changes of the Site

2015

The site is a green space



2017

The green space was uprooted and makeshift huts erected



2019

Tsinghua Tongfang Science and Technology Square



2021

Large open space in the site to be built



2022

Houses to be demolished on the site



Wudaokou Cultural Connotation



Subway Line 13, one of the most crowded subways in Beijing



THU



PKU



BFU



CUG



BLCU



CNU



USTB



CUHS



BJTU



BUPT



BUCEA



BUAA



BUT



BUCHT



BUA



BUFE



BUIB



BUPT



BUCEA



BUAA



BUT



BUCHT



BUA



BUFE



BUIB



BUPT



BUCEA



BUAA



BUT



BUCHT



BUA



BUFE



BUIB



BUPT



BUCEA



BUAA



BUT



BUCHT



BUA



BUFE



BUIB



BUPT



BUCEA



BUAA



BUT



BUCHT



BUA



BUFE



BUIB



BUPT



BUCEA



BUAA



BUT



BUCHT



BUA



BUFE



BUIB



BUPT



BUCEA



BUAA



BUT



BUCHT



BUA



BUFE



BUIB



BUPT



BUCEA



BUAA



BUT



BUCHT



BUA



BUFE



BUIB



BUPT



BUCEA



BUAA



BUT



BUCHT



BUA



BUFE



BUIB



BUPT



BUCEA



BUAA



BUT



BUCHT



BUA



BUFE



BUIB



BUPT



BUCEA



BUAA



BUT



BUCHT



BUA



BUFE



BUIB



BUPT



BUCEA



BUAA



BUT



BUCHT



BUA



BUFE



BUIB



BUPT



BUCEA



BUAA



BUT



BUCHT



BUA



BUFE



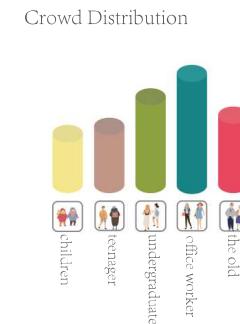
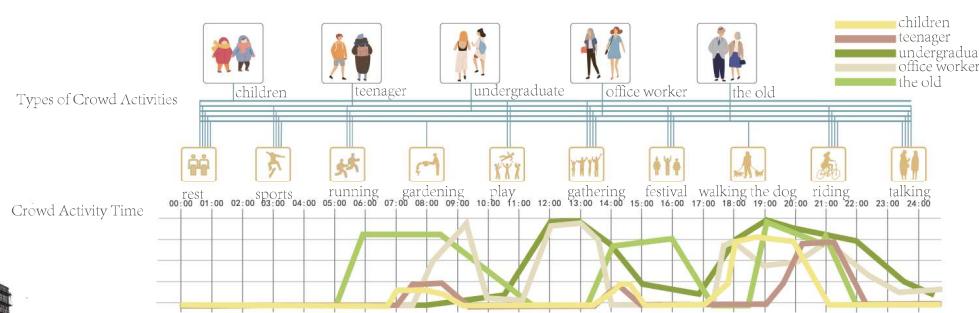
BUIB



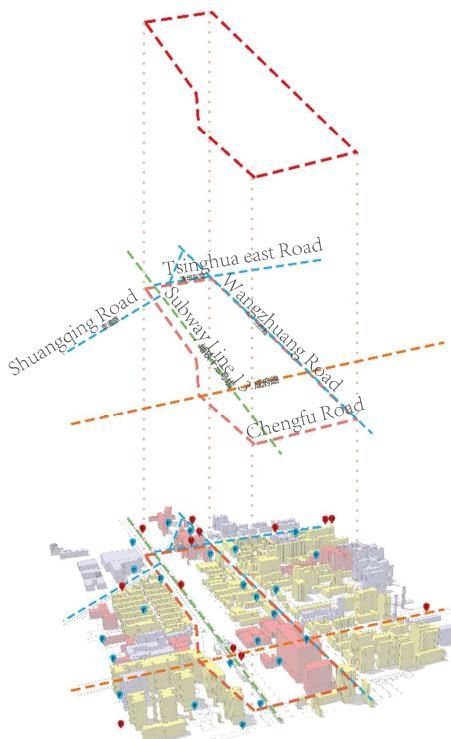
BUPT



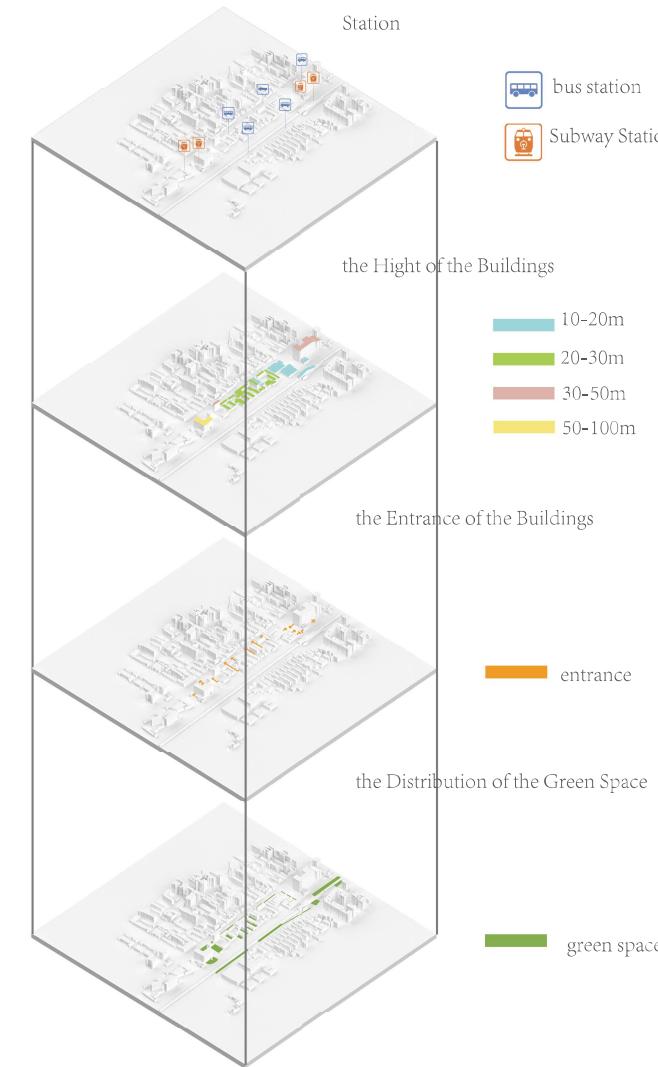
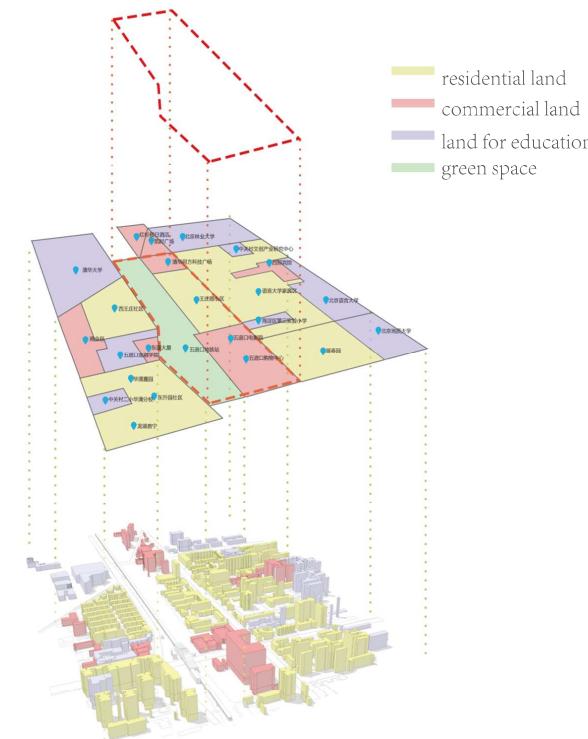
ina was
ou. It is
singhua
School
portant
modern
conomy,
performs
gain and
iversity
y Park
ina was
Among
mark.



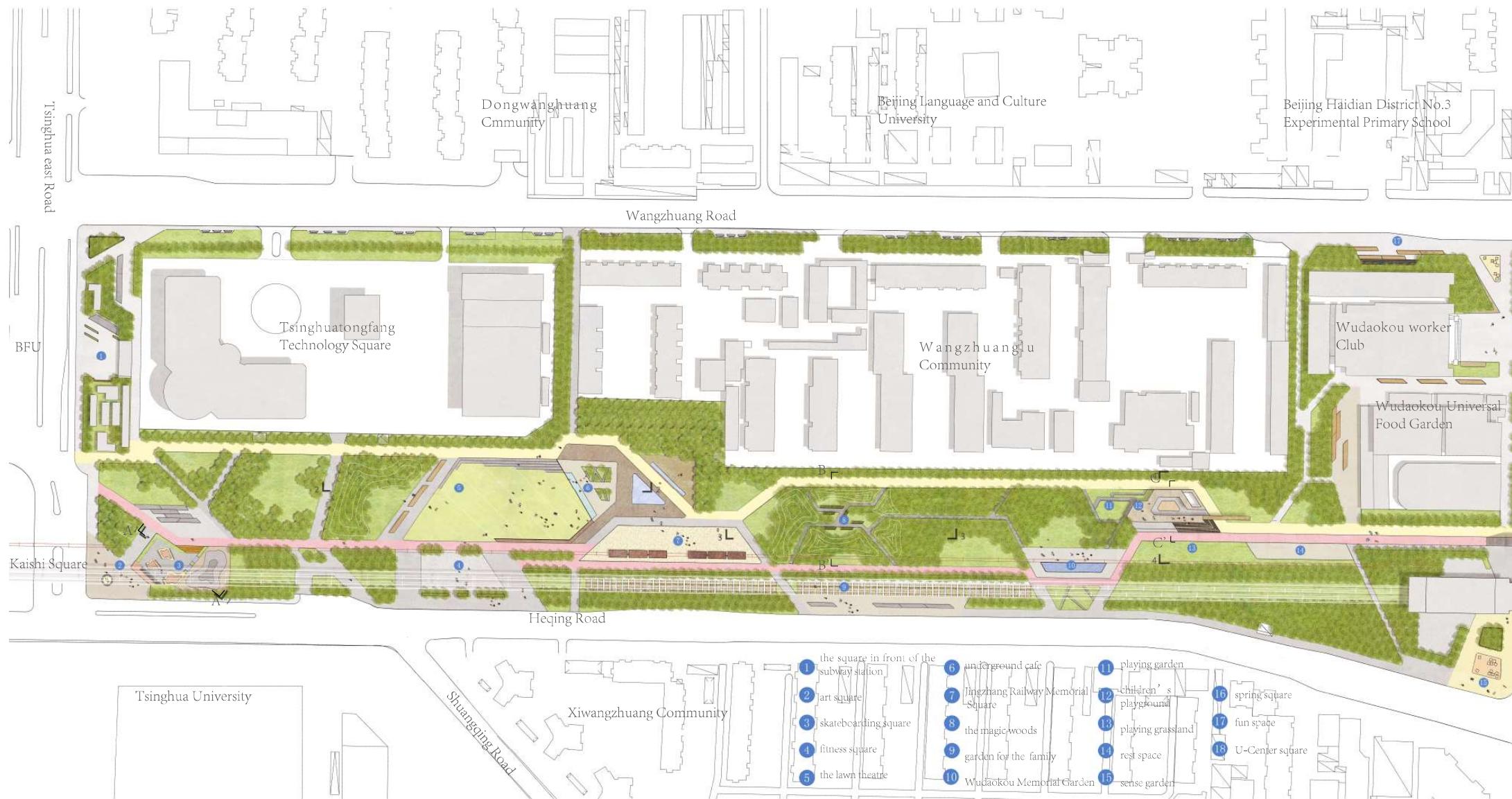
Road Traffic Analysis



Analysis of Land Use Status Quo

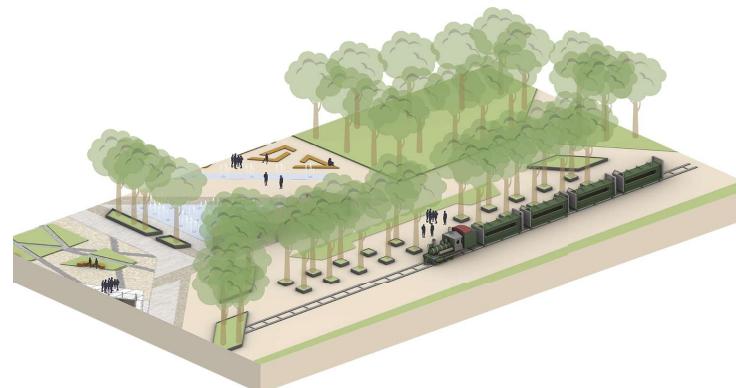
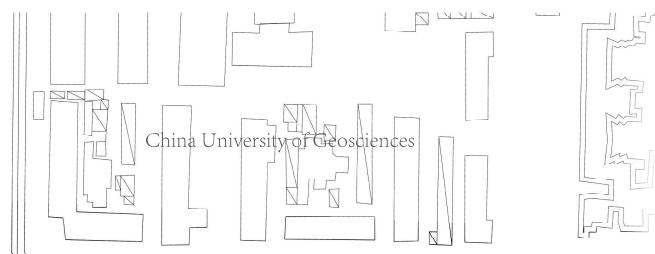


MASTER PLAN

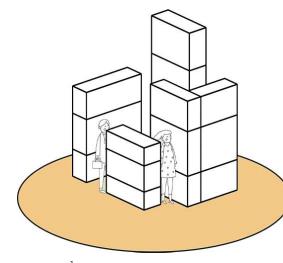


BEIJING - ZHANG RAILWAY MEMORIAL LANDSCAPE

Jingzhang Railway Square



Street corner attraction



People can walk among the lamp posts filled with pictures of Wudaokou's memories



A rotating device that combines Chinese characters to form the theme words of the site

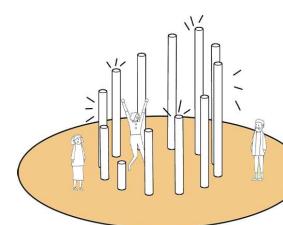
Memory Garden Visual



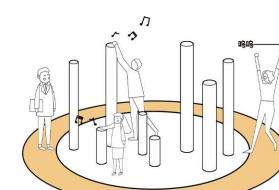
Jingzhang Rail Square Visual



INTERACTIVE INSTALLATION IN SUBWAY STATION SQUARE



the light interaction
It is placed in the square in front of Wudaokou subway station. The crowd in Wudaokou subway station is varied and crowded. It is connected with the lamp post through the sensor device, and the lamp post presents different effects under different crowd conditions



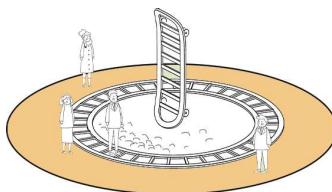
the voice interaction
People can stay here and touch the landscape pillars. Different landscape pillars can produce different sounds, which respond to the memories of the site, such as the sound of the train whistle, the noise of the crowd at the railway station, and the cries of vendors

SPRING SQUARE VISUAL



UNIVERSITY STUDENT ACTIVITY NODE

the Sculpture on the Art Square



In response to Tsinghua University Art Museum, a sculpture of railway skateboard is formed by artistic combination of skateboard and railway.

Skateboarding Square Visual



Detail Plan of the Skateboarding Square Visual



Section A-A'



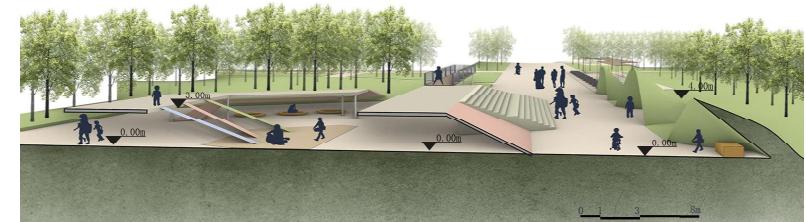
CHILDREN'S PLAY NODE

There are many children in the surrounding communities and primary schools, and a large number of children have a great demand for recreation sites. Therefore, a variety of children's activity sites are designed near the primary schools and communities, such as children's paradise and forest exploration, so that children can play and get in touch with nature.

Children's Playground Visual



Section B-B'



Section C-C'



The theme of this competition is “Geometry | Tour of Mountain”, which aims to find a basic geometry as the starting point of spatial logic, experiment and explore the path from part to whole, find the contrast relationship between geometry and “nature” – artificial landscape, and extend this relationship to the body. Team of Beijing Forestry University believes that this building activity can be compared with the ancient garden stacking mountains. The material selection is like selecting stones and the building is like stacking mountains. The idea is exactly what Zhang Nanyuan, a mountain stacking master, hopes to “enter the Rock Valley”, which is intended to shape the state of “a world in a pot”. After the competition, the work “Red Rock” was built for the second time on the lawn of Beijing Forestry University, becoming a unique campus landscape for students, teachers and nearby residents to enjoy and play.

<https://www.gooood.cn/red-rock-china-by-beijing-forestry-university.htm>



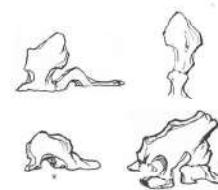
Photos in Beijing Forestry University

CONCEPT

Chinese Classical Garden Rockery
Stacking Process



Basic unit: Taihu
stone



Connections form
different combinations



Stacking to form rockery

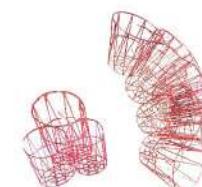


Experience the cave in the rockery

to Simulate the Rockery



Basic unit: metal
trash can



Connections form
different combinations



Stack to create the final form



People and structures interact to
simulate the cave experience

TWICE SETUP PROCESS

the Process of Setting up the
Competition Site



Basic material



Connect to form different combinations



connect the combinations



Form reinforcement



Group photo with the construction

Building Process in the
Beijing Forestry University



Basic material



Connect to form different combinations



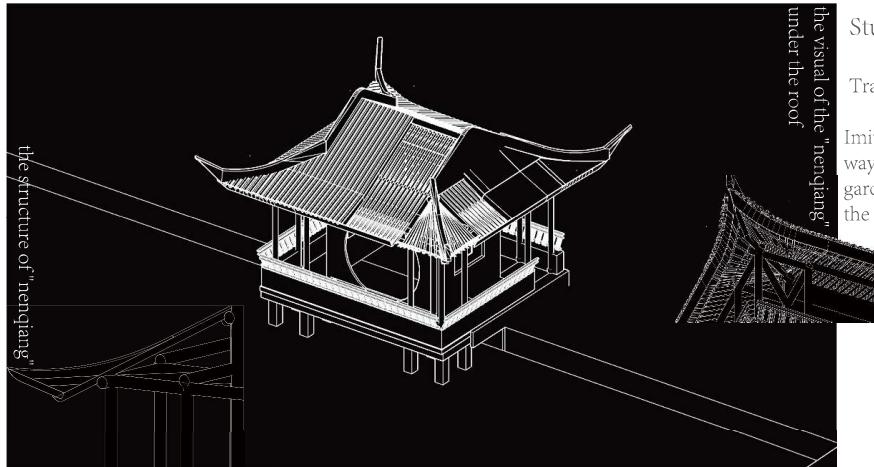
connect the combinations



Form reinforcement



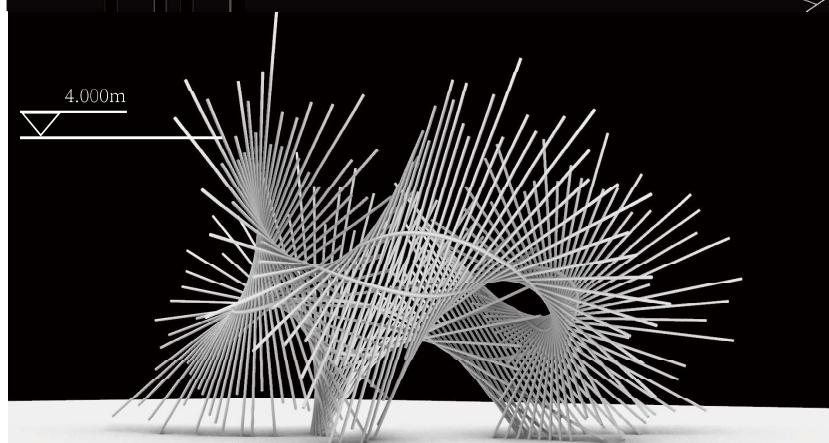
Group photo with the construction



Study on the structure of Chinese Traditional Garden Architecture

Traditional Chinese Architecture and Garden Design 2020

Imitation of Chinese classical garden architecture wood structure modeling, the difficulty lies in the study of Chinese traditional architecture design way of wood components lap and modeling, design selection of the south traditional garden architectural form, including the south China traditional garden architecture of "Nenqiang" in the corners of the roof, make the building presents lightsome posture, the part of the most complicated part of the structure for the entire building.



Bamboo Structure Design

THE GARDEN OF MYSTERY: the 3rd BFU International Garden-making Festival 2020 participant

The division of the content: Using the structure characteristics of bamboo material to design the structure, completed the work of structure shape modeling.



Mountain Villa Design

Architecture of Landscape Design, Architecture of Landscape Model 2019

The 300-square-meter villa was designed under the given terrain conditions and the model was made. The design focused on the response of the villa with the surrounding scenery and the terrain treatment.





拍摄时间: 2515.5.15

作品介绍: 选取2515星球近地日, 利用机器人A515进行摄影, 此时故宫城内出现罕见红光, 北京故宫呈现山霞满映红色, 月圆多悬环路, 呈现奇特红色。此组摄影作品将于2515.5.20进行宇宙展出。

(此组作品为AI作品, 使用AI工具描绘500年后中国文化极度发展的景象, 借助AI工具描绘“中式未来”。)

Ancient Architecture Future (AI Painting with Stable Diffusion)

Work Global Knowledge Thunderbolt x Ai Fan Er - South China Book Festival "AI South China" Exhibition, Guangzhou China-2023

Selected 2515 planet near earth day, using robot A515 for photography, at this time the Forbidden City appeared rare red light, Beijing moon city shows the most clear state, the moon around the star surrounded by a strange red, this is a rare 500 years of fantastic scene. This group of photographic works will be exhibited in the universe on 2515.5.20.

(This is an AI work, using AI tools to depict the scene after the extreme development of Chinese culture after 500 years, using AI tools to depict the "Chinese future").

Photos in Exhibition



活动: ETH讲师! 为迪士尼乐园做研究? 马昭在数字建造和图形学研究中探寻技术与建筑的契合点 | 雷锋 x Z-Friends

Video Editing and Producing of ETH Lecturer Ma Zhao Programme

Global Knowledge Thunderbolt x Z-Friends - "What are they doing for 10 years studying architecture?"

Link of the Video: <https://b23.tv/03PRMaS>

LANDSCAPE ARCHITECTURE
PORTFOLIO

Qin Li
2019-2024