



# URBAN SYMBIOSIS

---

Portfolio of Li Ziqun

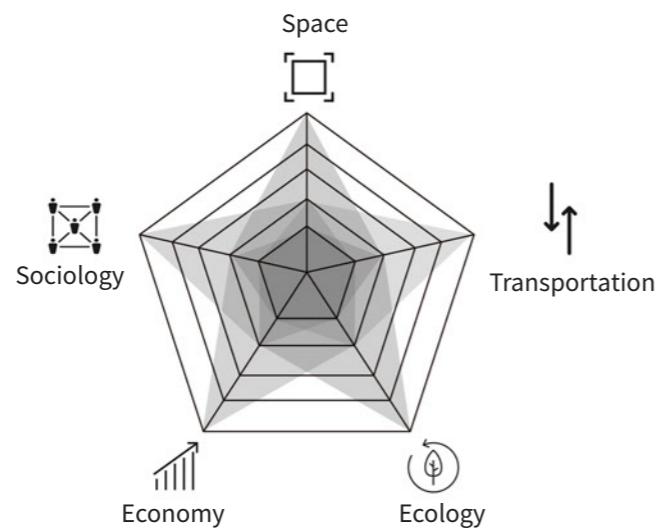
lzq.hust@gmail.com

Selected Works from 2014-2018

Master of City Planning Candidate 2019

Huazhong University of Science and Technology, Wuhan, P.R.China

# CONTENT



Witnessing China's rapid urbanization accompanying aggressive demolition and redevelopment works in the cities over the past two decades, I doubt the sustainability of this monotonic and standardized planning strategy to replicate urban landscape. A city's prosperity, in fact, largely relies on its inclusiveness of diverse population and cultures. As a future town planner, I consider it important to adopt more considerate urban design approaches catering people's physical and spiritual needs. In this reality, I have paid attention to a new urban model, that is, "symbiosis".

"Urban symbiosis" refers to a city's containment of different factors forming distinct physical spaces. On the other hand, it is about the balance and restraint of various key components in a city, including but not limited to society, ecology, economy, and transportation, which combine to ensure ideal sustainable development. Therefore, the five projects in this work focus on five different levels of city: society, ecology, economy, architecture and transportation, which carry out my thinking on urban issues as well as corresponding transformation and design of urban space.

01  SOCIOLOGY

[ 24 Hours of Old Hankow ]  
Public Space Design of Hankow Concession Area

02  ECOLOGY

[ Reviving The Front ]  
Urban Renewal design of Weidong Machinery Factory

03  SPACE

[ A Situational City ]  
The 3rd Art&Tech National Undergraduate Architectural Design Competition

04  ECONOMY

[ Live Long and Prosper ]  
Rural Planning and Design of Bapai Village, Yunnan

05  TRANSPORTATION

[ Urban Transport Investigation on Shared Vehicles ]  
National Urban Transportation Mobility Innovation Competition

# 01. 24 Hours of Old Hankow

Public Space Design of Hankow Concession Area

**Location**  
Wuhan,Hubei ,China

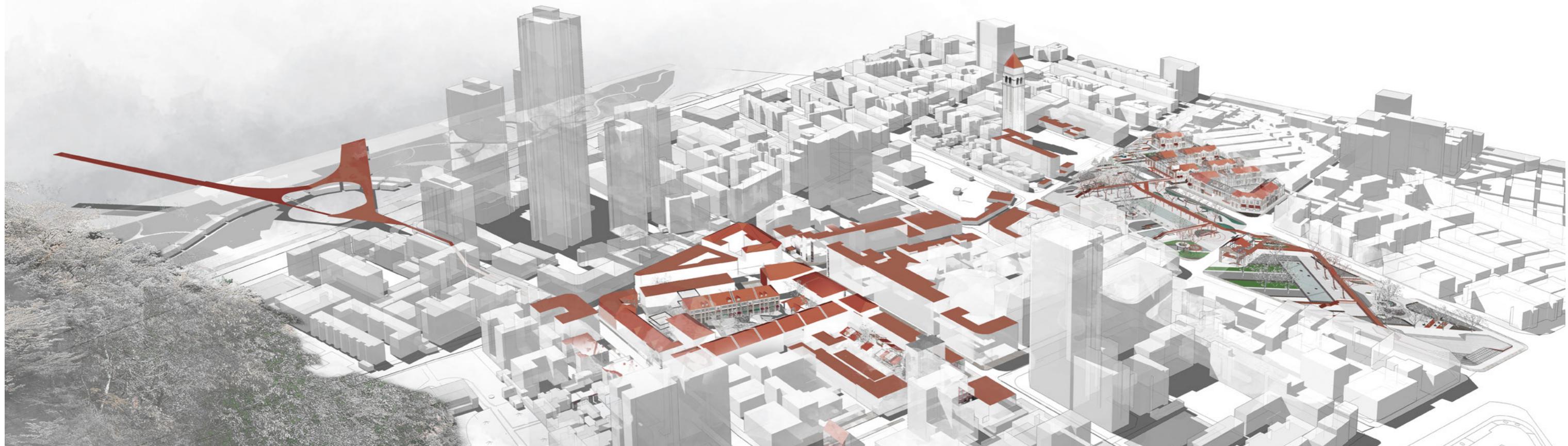
**Type**  
Academic  
Individual work

**Duration**  
Mar. 2017 - May. 2017  
Senior 3

**Instructor**  
Li Rong  
[lirong@hust.edu.cn](mailto:lirong@hust.edu.cn)

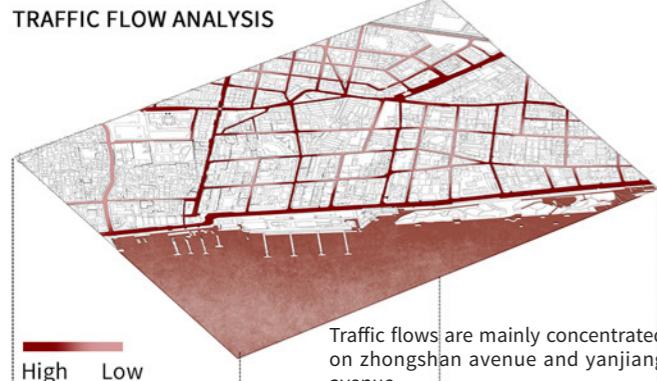
Looking back at the history of Hankow, from the earliest prosperity based on the port , to the gradual decline, then to the flourish of the concession, the Western planning concept has formed a fierce collision with the urban texture of Hankow. Nowadays, The old concession and the new city are constantly updated, which formed a variety of different public spaces in Hankow.

A good urban design should encourage more residents to participate directly in the design and be able to self-renew according to changing needs. Through the investigation of the concession area, I found that people generally want to preserve the historic buildings in the old city and show their willingness to participate in changing the environment of the concession. In the design process, I explored people's needs through **public participation**, and designed the venues in a targeted manner to tell about **the 24-hour life in Hankou through scene re-creation**. The well-arranged analysis of the collected data serves as important guidelines for proposing the design scheme, which was later endorsed by the end users in follow-up public consultation events.

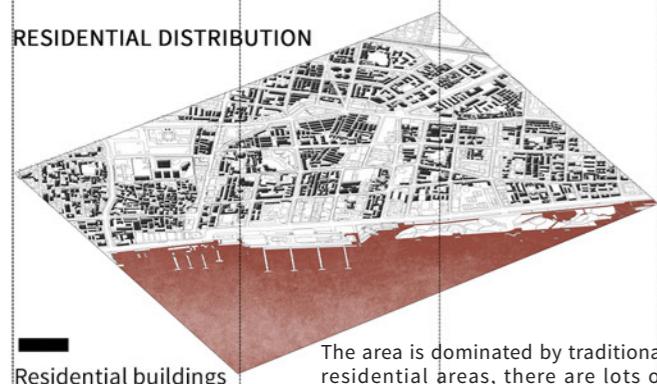


## SITE CONTEXT

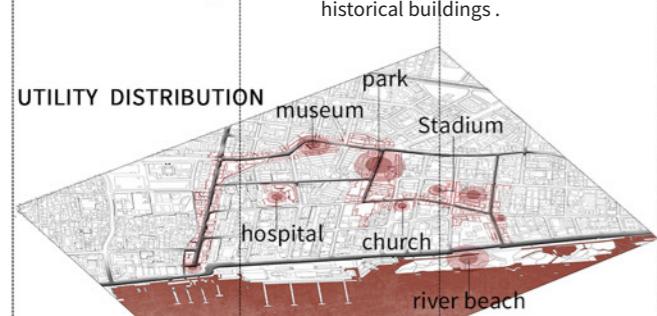
### TRAFFIC FLOW ANALYSIS



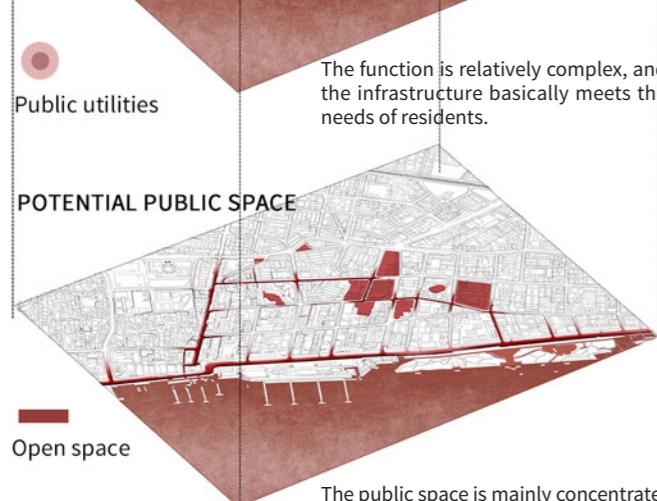
### RESIDENTIAL DISTRIBUTION



### UTILITY DISTRIBUTION



### POTENTIAL PUBLIC SPACE

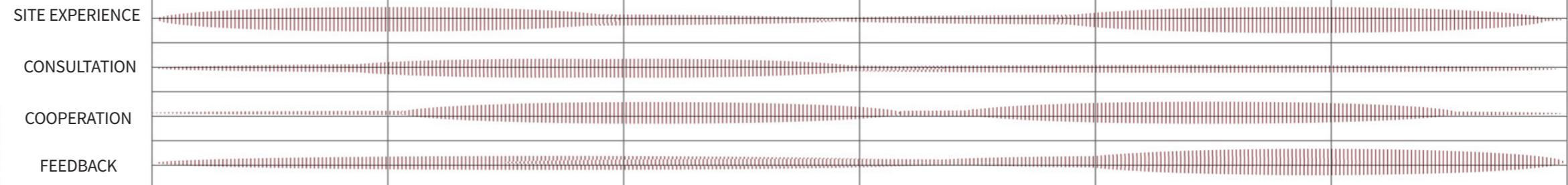


## CONCEPT

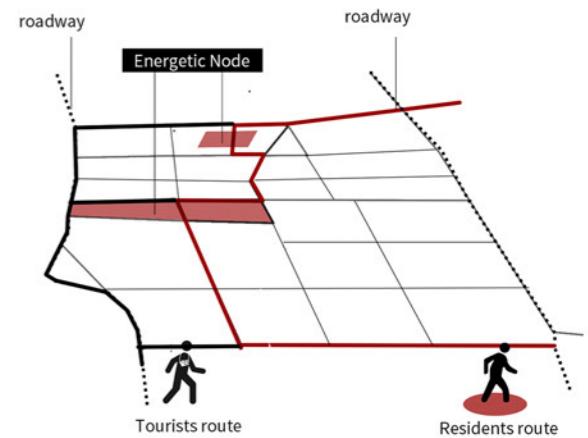
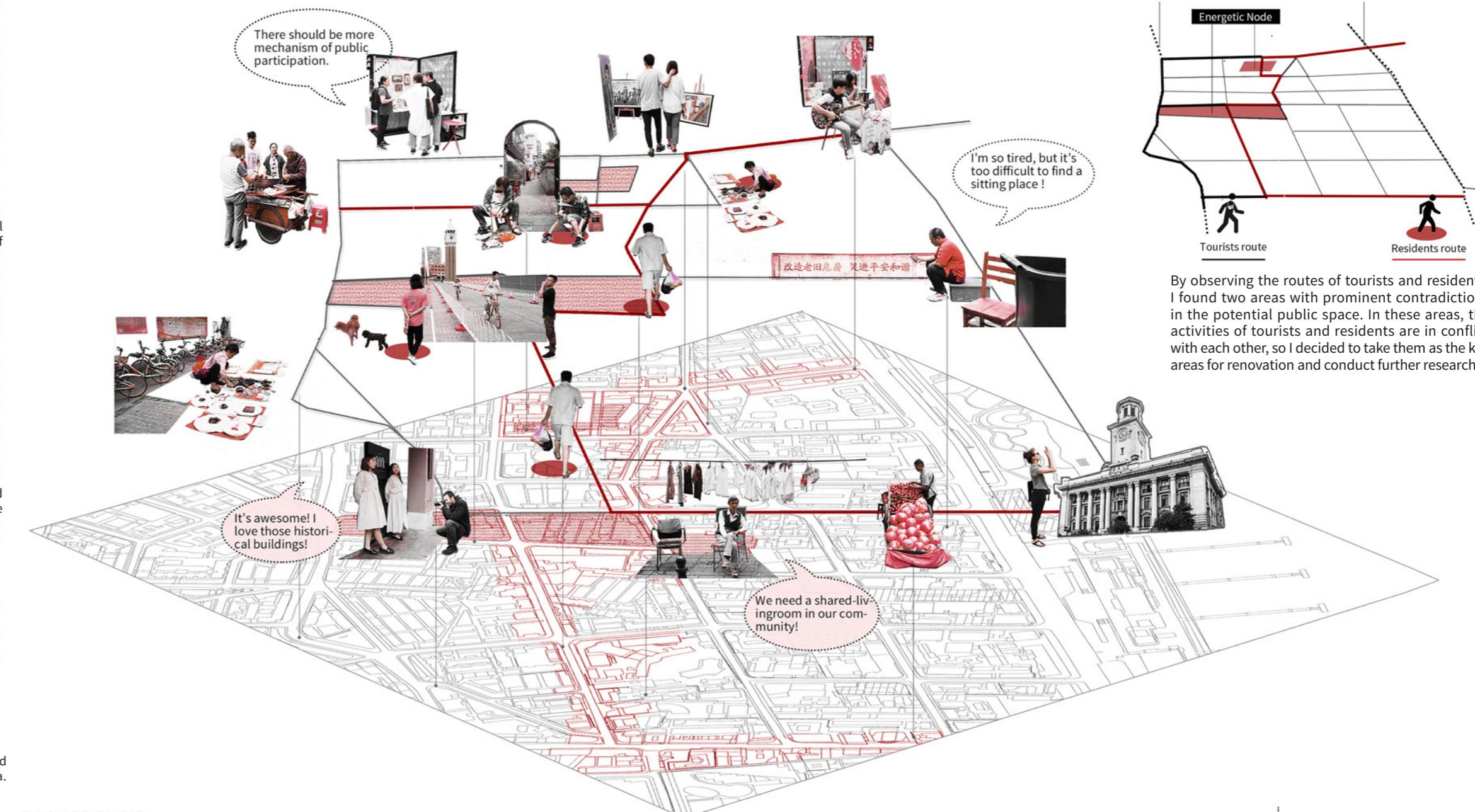
Since the "Tianjin Treaty" in 1858, Hankow was established as a trading port, the concession became the "city" in the city, and the public spaces in Hankow are also becoming diverse and complex.

In the process of communicating with the local residents and visitors, I found that people generally want to preserve the historic buildings in the old city and show their willingness to participate in changing the environment of the concession. An inclusive urban public space is not designed by the designer but by the user. On this basis, I decided to connect people with the environment through the model of public participation, in order to enhance residents' sense of identity in design.

## PUBLIC PARTICIPATION PROCESS

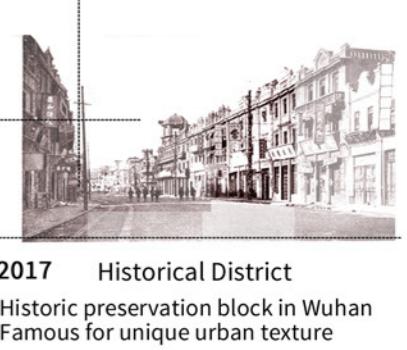
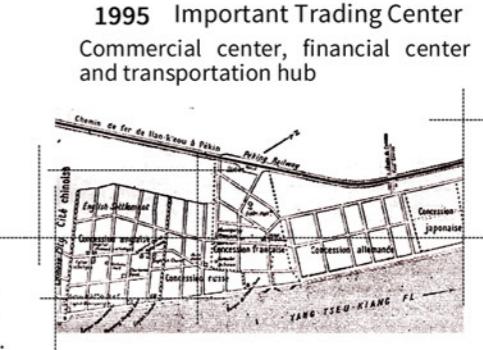
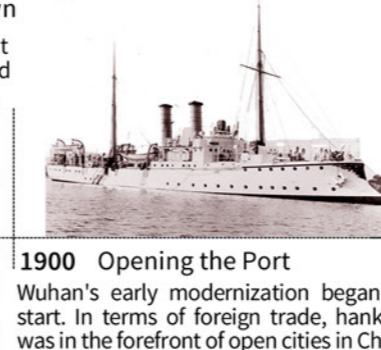
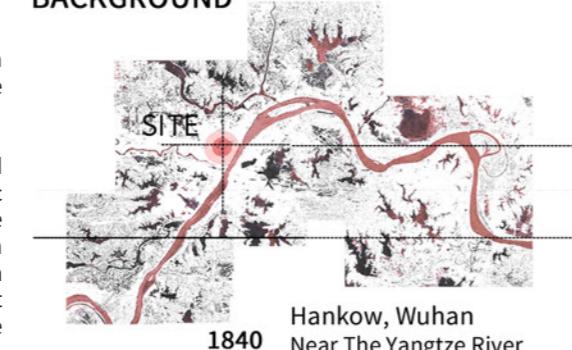


## SITE EXPERIENCE



By observing the routes of tourists and residents, I found two areas with prominent contradictions in the potential public space. In these areas, the activities of tourists and residents are in conflict with each other, so I decided to take them as the key areas for renovation and conduct further research.

## BACKGROUND



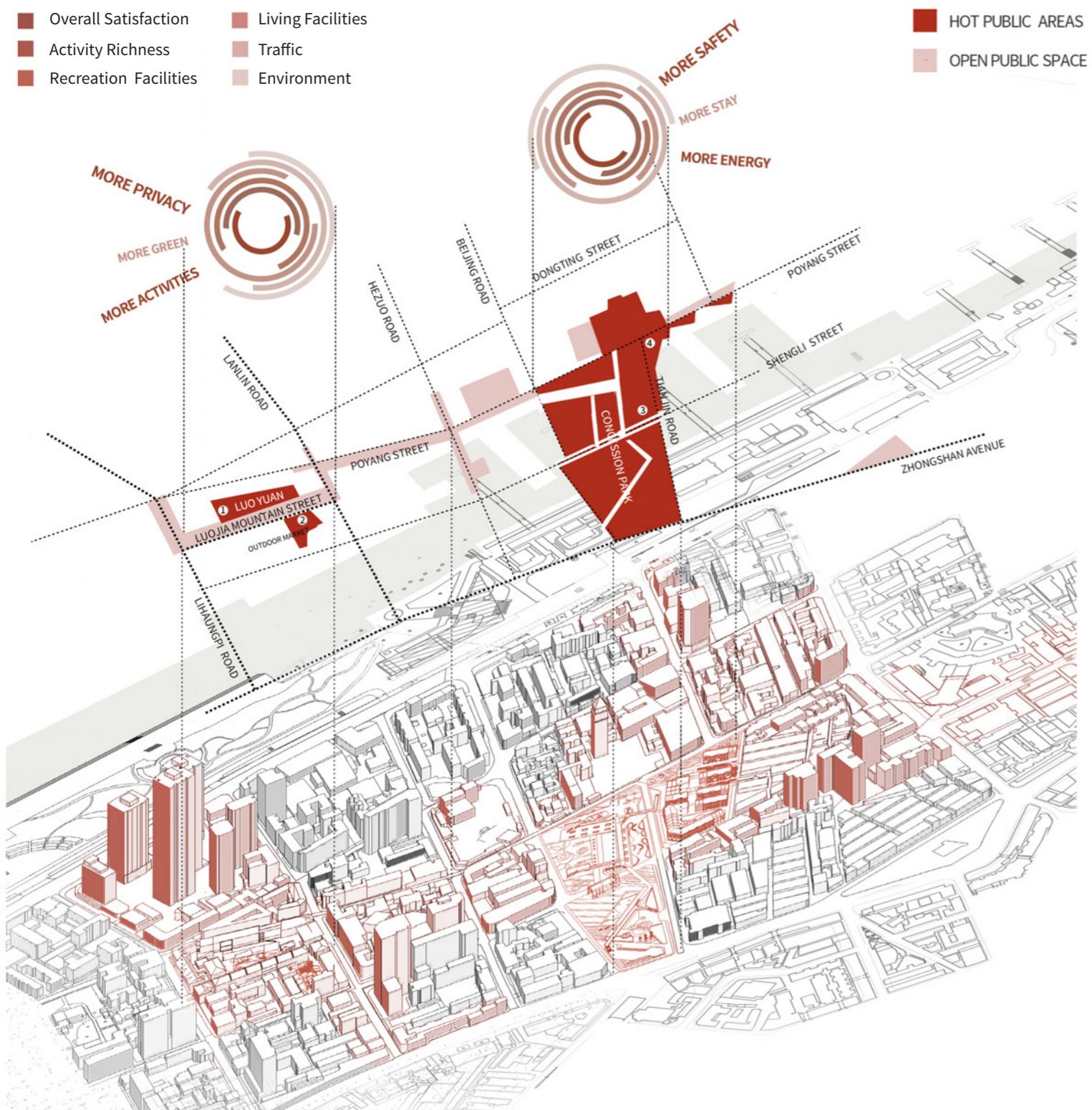
## CONSULTATION

I randomly surveyed 200 respondents in the concession area within a week(both weekdays and weekends), and obtained their opinions on their satisfaction with the current situation and suggestions about future development direction of the area through questionnaires, which were used as an important basis for public space design strategies.

According to the questionnaire survey conclusion and the summary of activity characteristics of the crowd in the site, we determined two key design public spaces, namely concession park and luoyuan.

## SATISFACTION SURVEY

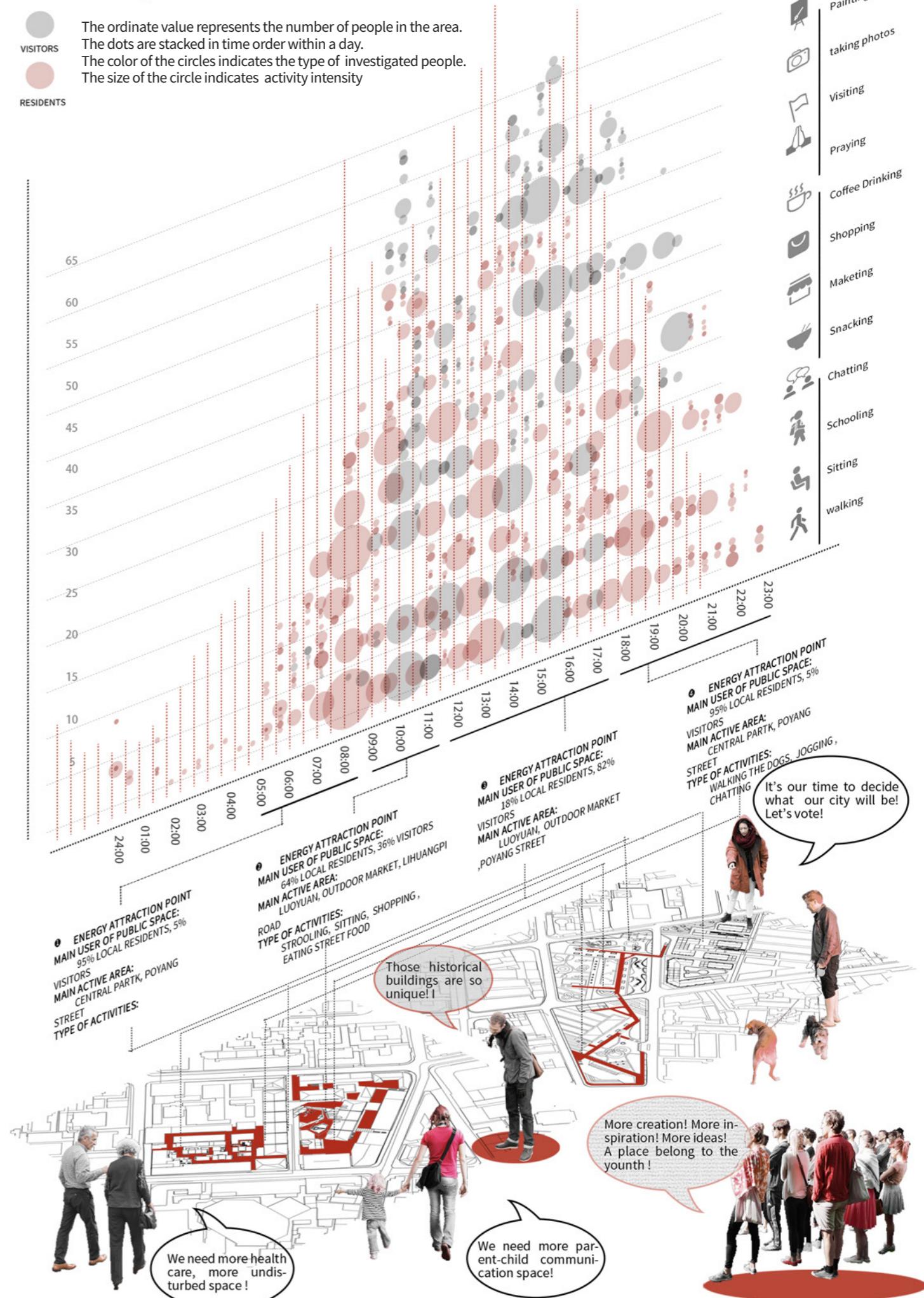
- Overall Satisfaction
- Activity Richness
- Recreation Facilities
- Living Facilities
- Traffic
- Environment



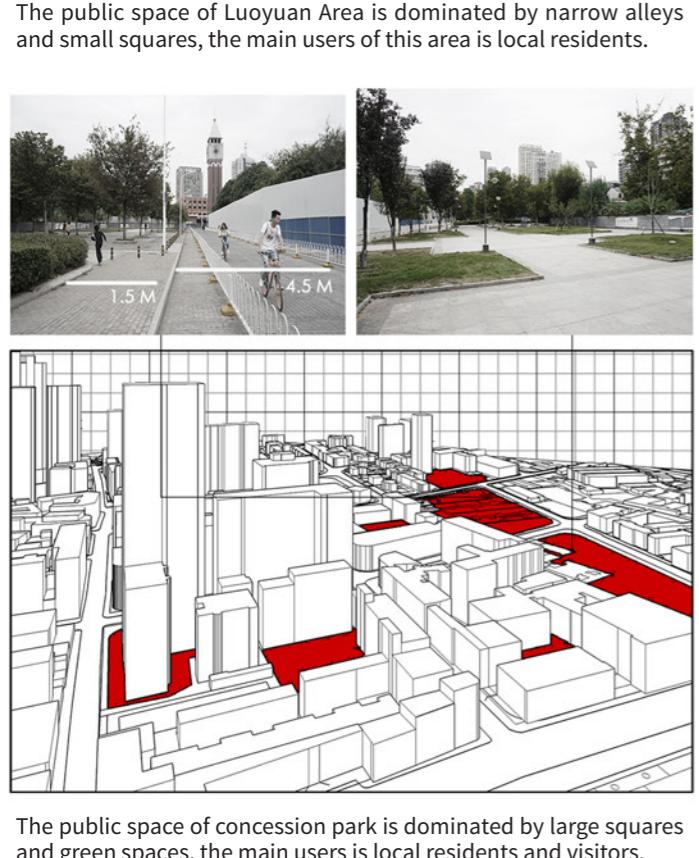
## ACTIVITY FREQUENCY WITHIN A DAY

- VISITORS
- RESIDENTS

The ordinate value represents the number of people in the area.  
The dots are stacked in time order within a day.  
The color of the circles indicates the type of investigated people.  
The size of the circle indicates activity intensity

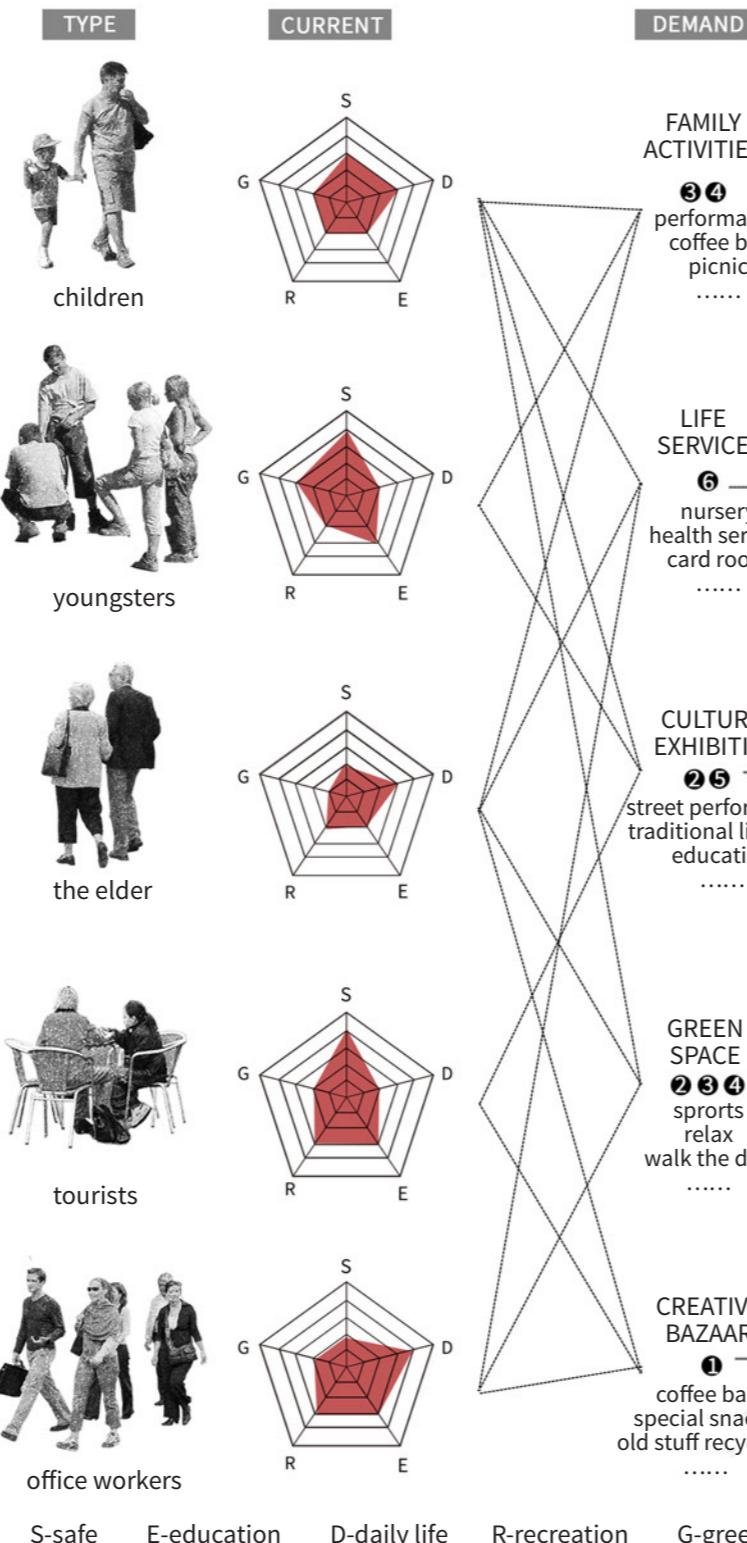


## BEFORE TRANSFORMATION



Optimize the functional zoning and position the design area as the central green area and the integrated life service area respectively according to the current function.

## PUBLIC PROCESS

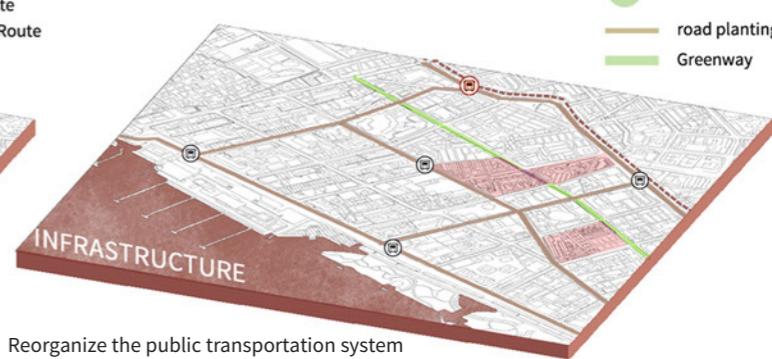
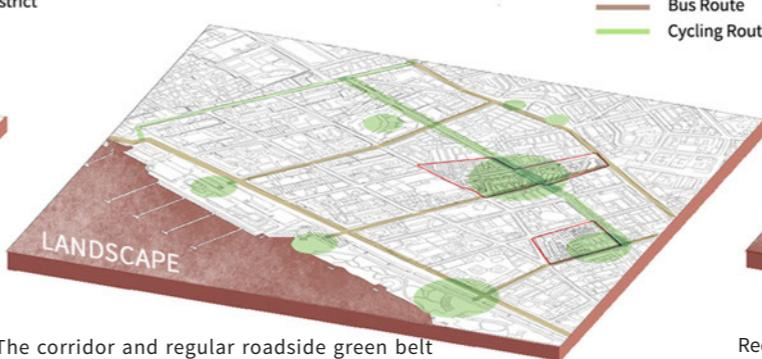
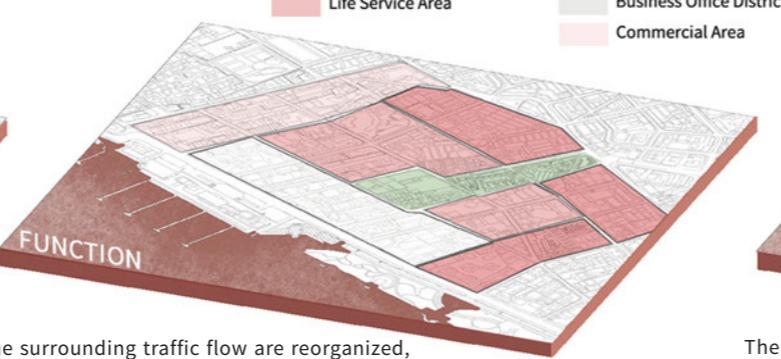
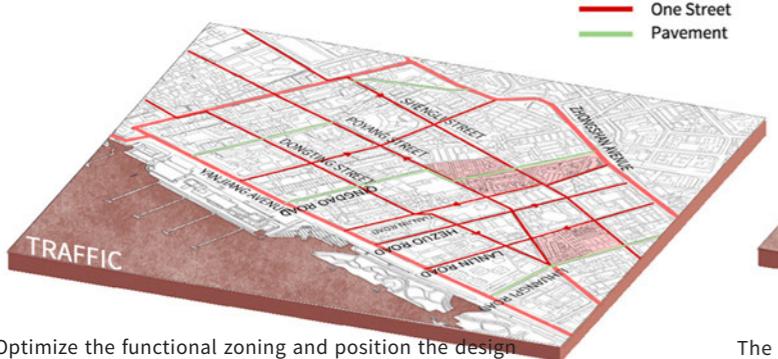


## AFTER TRANSFORMATION

Through field observation and group interview, we found the main activity scope of different groups. Since they have various demands for the use of public space, specific transformations are made in several key public spaces.



## SYSTEM DESIGN ANALYSIS



Optimize the functional zoning and position the design area as the central green area and the integrated life service area respectively according to the current function.

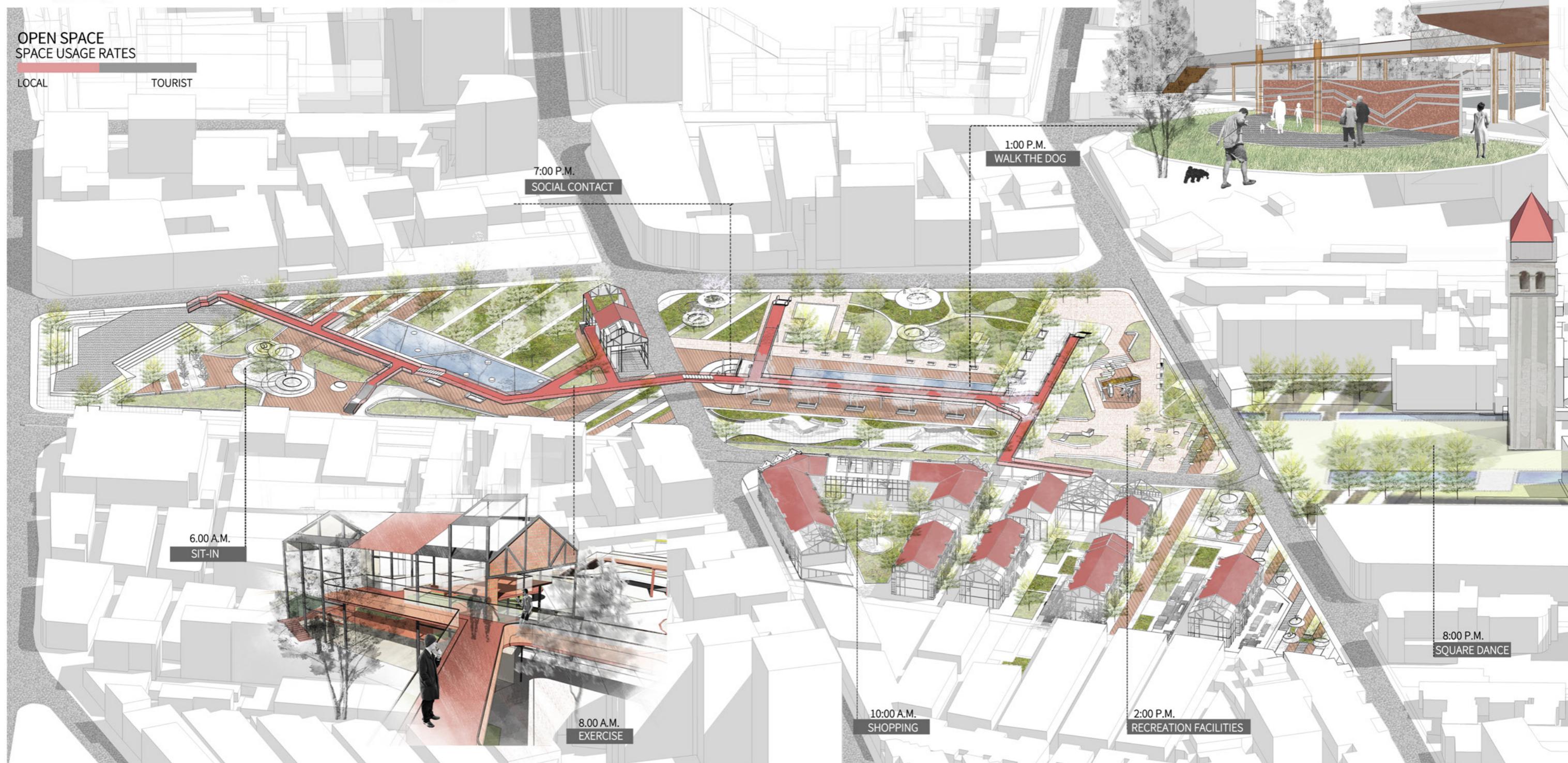
The surrounding traffic flow are reorganized, and the driving direction is specified to alleviate the congestion problem.

The corridor and regular roadside green belt connect the relatively isolated jiangtan park and the concession area.

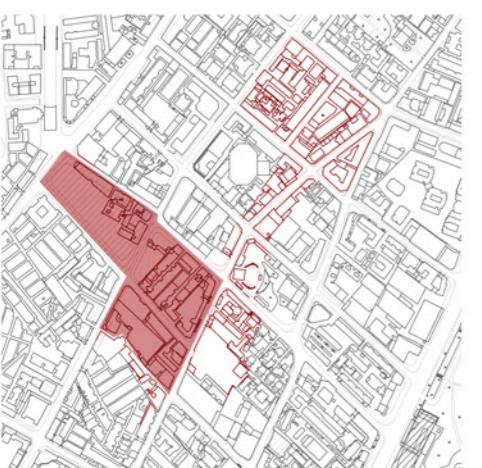
Reorganize the public transportation system and add independent cycling system to maximize the use of transportation facilities.



## CONCESSION PARK



## SITE LOCATION I



## DESIGN PROCESS



### Reservation

Keep the historical buildings of good quality and extract the urban texture



### Reappear

Reproduce the space according to the urban texture and give the space new functions



### Comparison

The implanted new urban square space is in contrast to the traditional street space



### Activation

The potential of inserting different functional nodes into space to activate the plot



### Knitting

Wovng park lane and two - story corridor according to the urban fabric.



### Connection

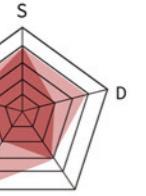
Two corridors are installed on the site to enhance the vitality of the space

## FEEDBACK

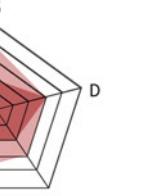
children



youngsters



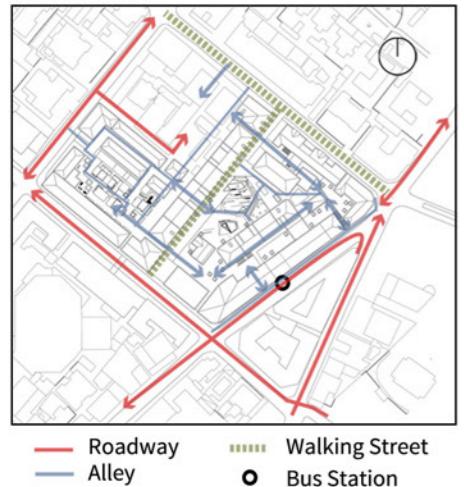
the elder



■ before  
 after  
■ S-safe  
■ E-education  
■ D-daily life  
■ R-recreation  
■ G-green

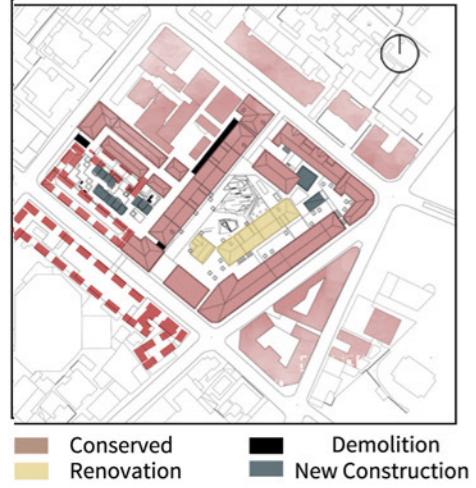
## RENOVATION PROCESS

### STREAMLINE

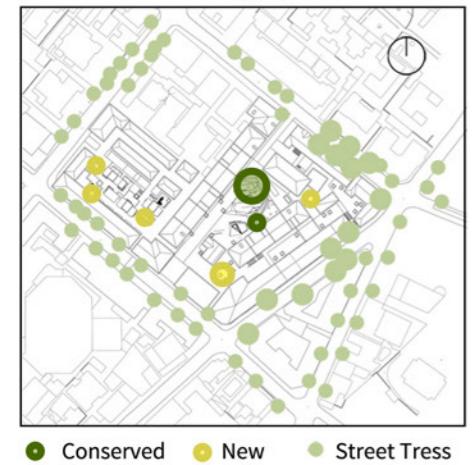


## EXPLOSIVE VIEW OF LUOYUAN

### ARCHITECTURE RENOVATION



### TREES TRANSFORMATION



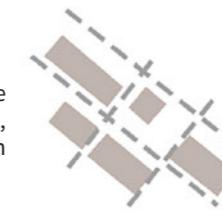
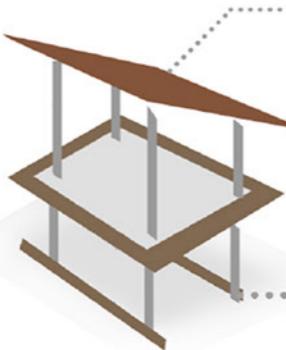
### SITE LOCATION II



## LIVING SERVICE CENTER

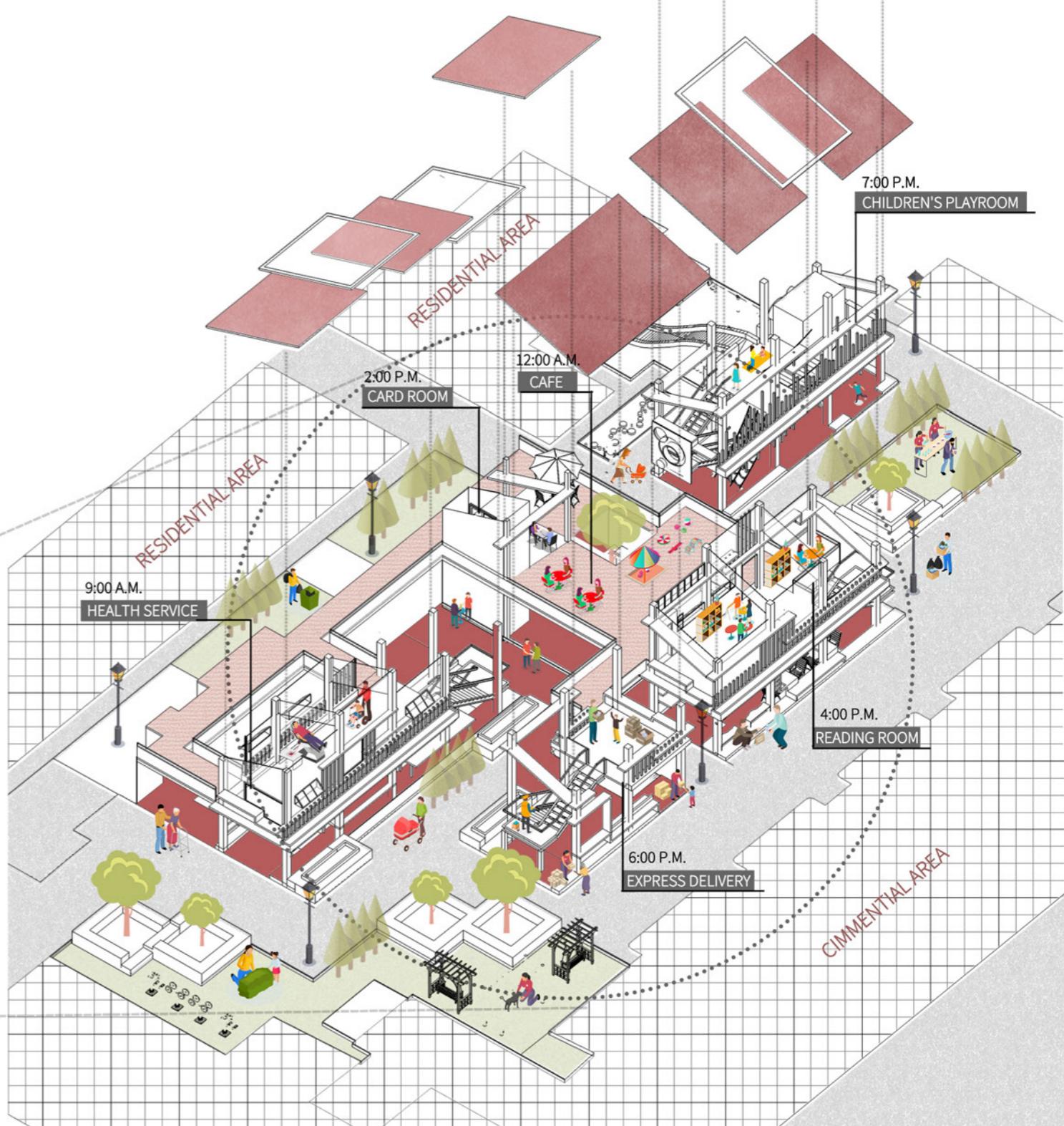
### Slope Roof

In coordination with the form and the material of the roof in the concession, the slope of the single-slope roof on both sides is different.



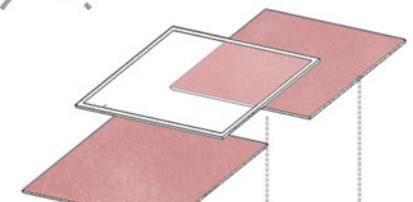
### Colonnade

Absorbing the architectural features of the baroque.



### Alley Space

By comparing the urban texture in the surrounding area, the proportion scale of the building and alley is applied in the design, which is in harmony with the environment.



## A-A SECTION



## ADAPTIVE DESIGN OF STREET LIFE



## BIRD'S VIEW



## SITE LOCATION II



before  
S-safe  
E-education  
D-daily life  
R-recreation  
G-green  
after

children  
S  
G  
R  
E  
D

youngsters  
S  
G  
R  
E  
D

the elder  
S  
G  
R  
E  
D

tourists  
S  
G  
R  
E  
D

office workers  
S  
G  
R  
E  
D

## 02. REVIVING THE FRONT

Urban Renewal Design of Weidong Machinery Factory

**Location**  
Xiangyang ,Hubei ,China

**Type**  
Academic  
Individual work

**Duration**  
Mar. 2018 - Jun. 2018  
Senior 4

**Instructor**  
Shaobing Ren  
[Renshaobing@hust.edu.cn](mailto:Renshaobing@hust.edu.cn)

The third-front construction is one of the typical representatives of the characteristics of China's modern industrial civilization. For the cities that have arisen from the "third-front construction" , such as Xiangyang, these industrial heritages record the production and life of the Chinese working class and intellectuals in an era, and they are the basis of social identity and sense of belonging. How to better protect and utilize the existing three-line industrial heritage is a proposition that cannot be ignored at present.

In this project, I try to revitalize the decaying industrial area by taking ecological restoration and adding new functions to the site. In the design process, I introduce landscape corridors into the site to connect the natural environment and the buildings, which form the sequence space to help familiarize people with this valuable history. At the same time, I reduce the destruction of the original terrain as much as possible, and try to repair the landscapes terraces and restore the natural ecology, which still maintains the previous industrial landscape as part of the local memory.

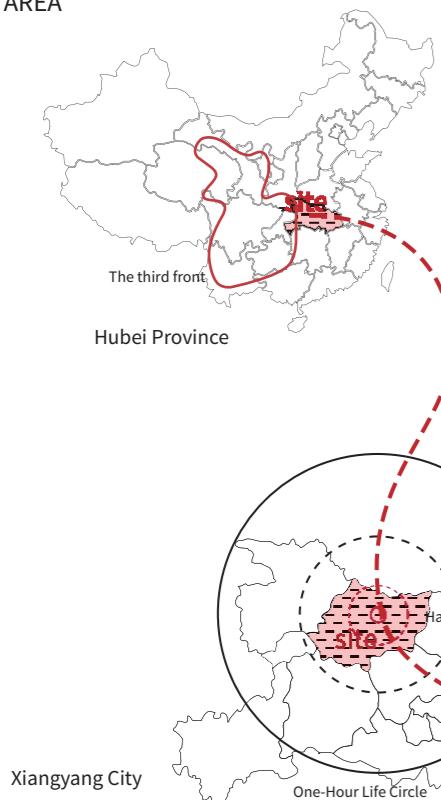


## LOCATION

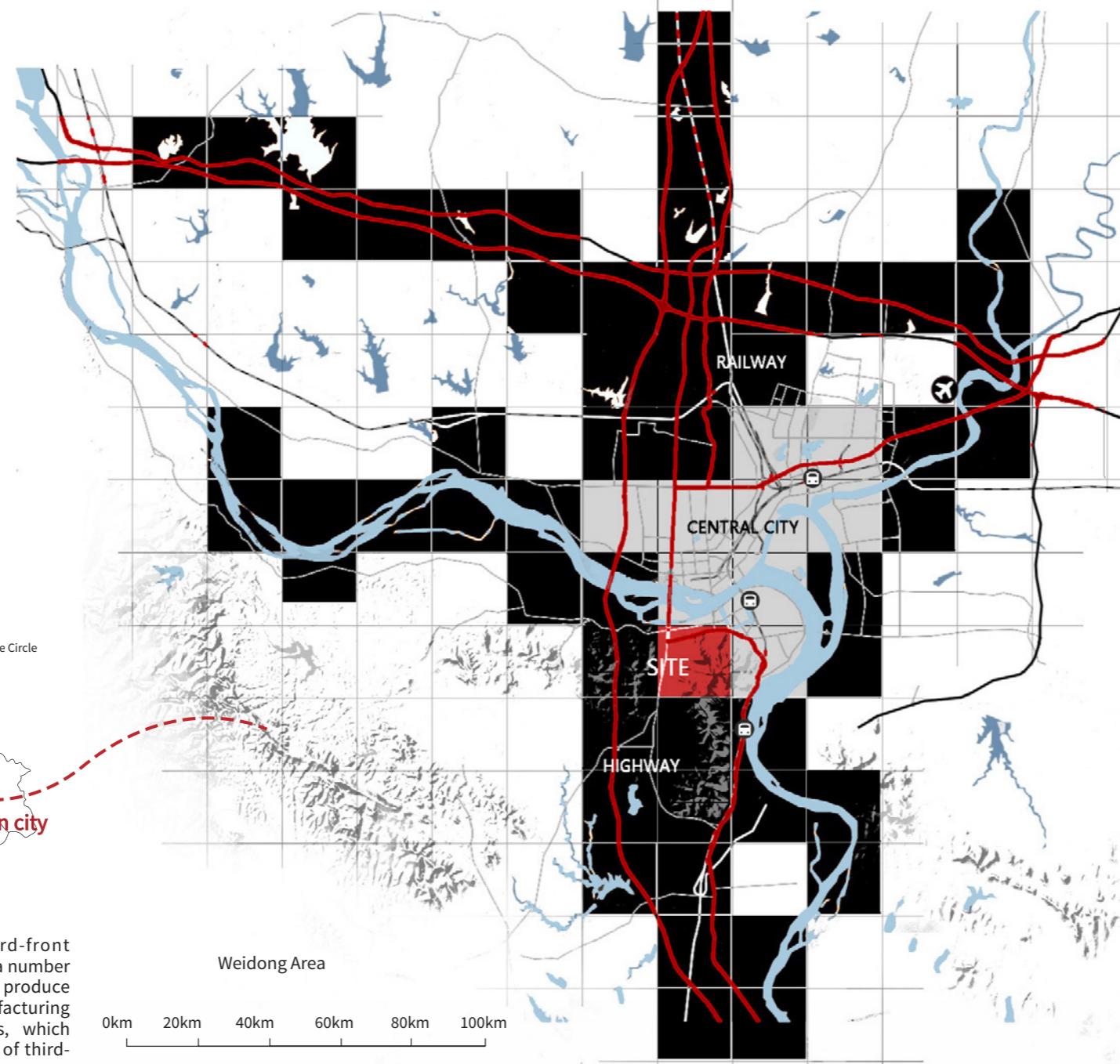
10,1 km  
DISTANCE TO CENTRE XIANGYANG CITY

280,5 km  
DISTANCE TO WUHAN CITY

28,4 ha  
SITE AREA



In the mid-1960s, the government carried out the third-front Construction for war preparations, and planned to establish a number of bases in the central and western parts of China that can produce conventional weapons and the necessary machinery manufacturing industry. Those factories are usually located in remote valleys, which is difficult to be discovered during wartime. Therefore, all of third-front factories are always accompanied by mountains.

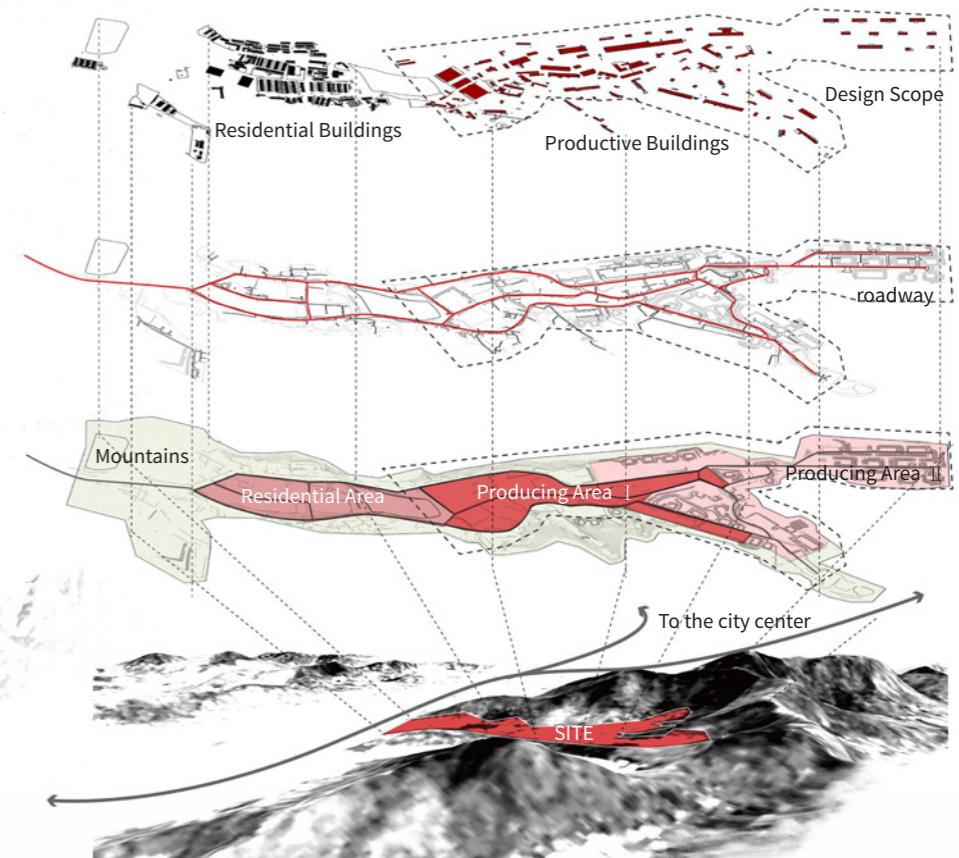


## BACKGROUND

At that time, many aspiring young people left for the machinery factory deep in the mountains from the city , most of the “three-front factories” and living areas were connected together, and the walls were built high and isolated. In addition to the factory and staff quarters, all facilities are available. Weidong Machinery Factory also has its own kindergarten, children's school, hospital, etc. The people here are the same as the outside. They could even go through their lifet without leaving the factory area.

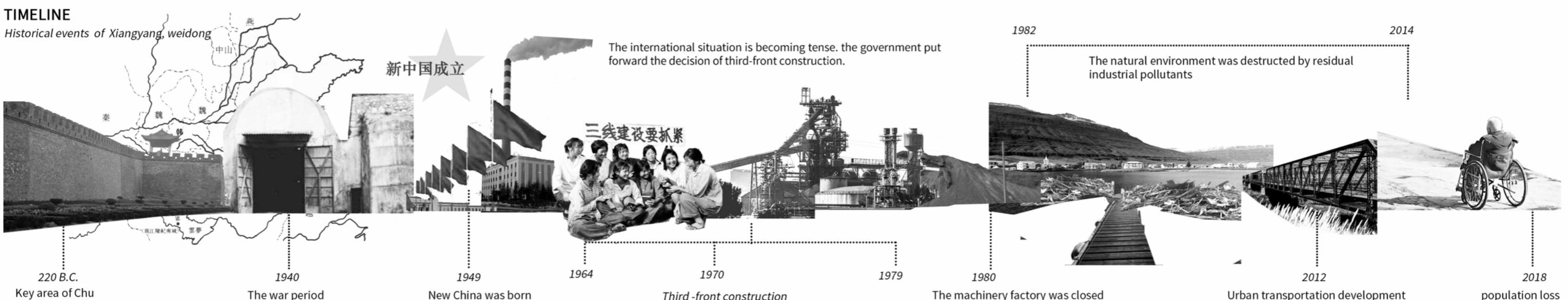
In the 1980s, under the wave of Chinese reform and opening up, there was no need for war preparations in old third-front factories. Weidong Machinery factories had been withdrawn and become ordinary state-owned enterprises. However, because of the Industrial pollution caused by factories, a lot of young people choose to leave this area. At the same time the solitary laid-off workers are facing serious mental health problem.

## SPATIAL STRUCTURE ANALYSIS

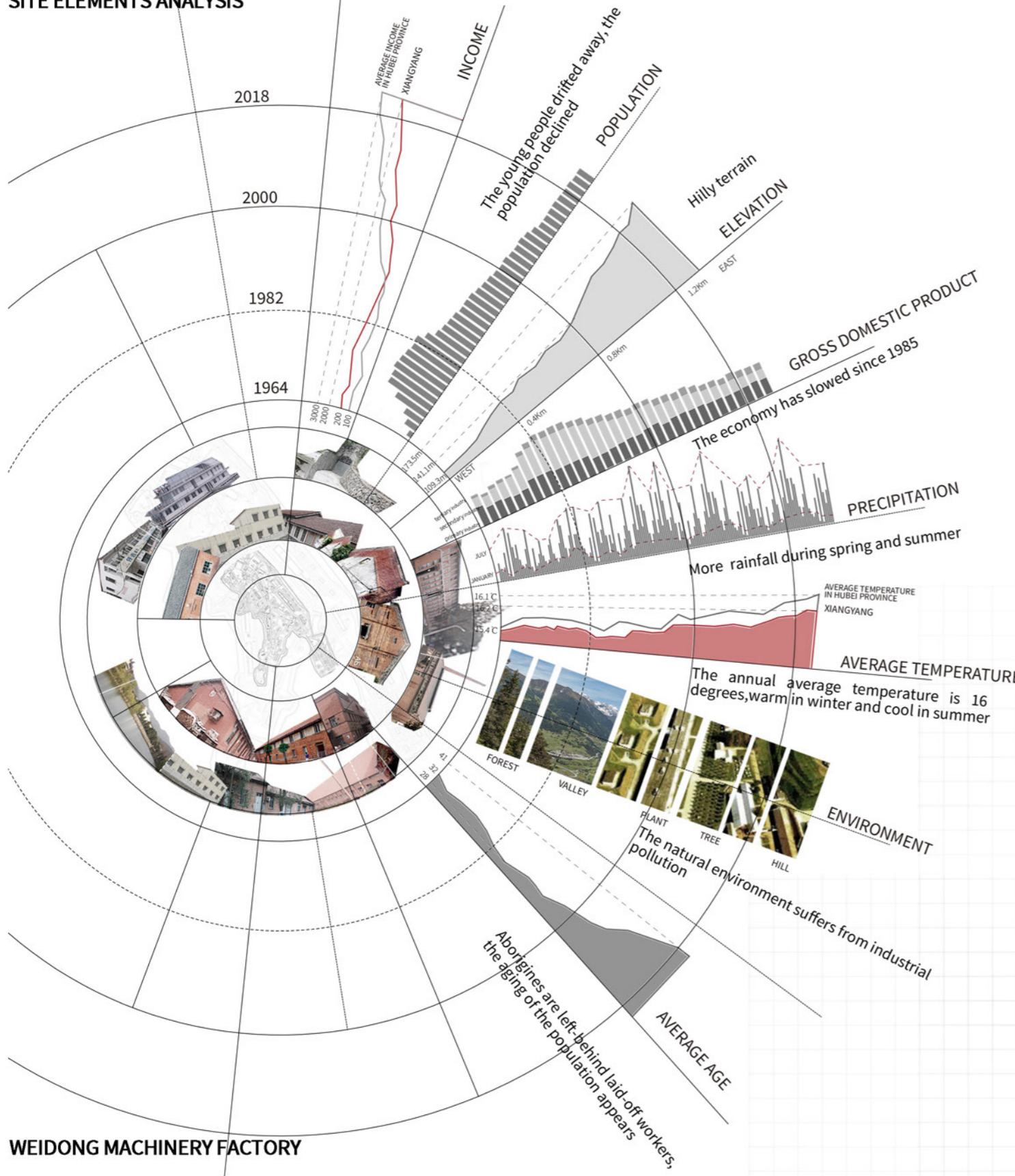


## TIMELINE

Historical events of Xiangyang, weidong



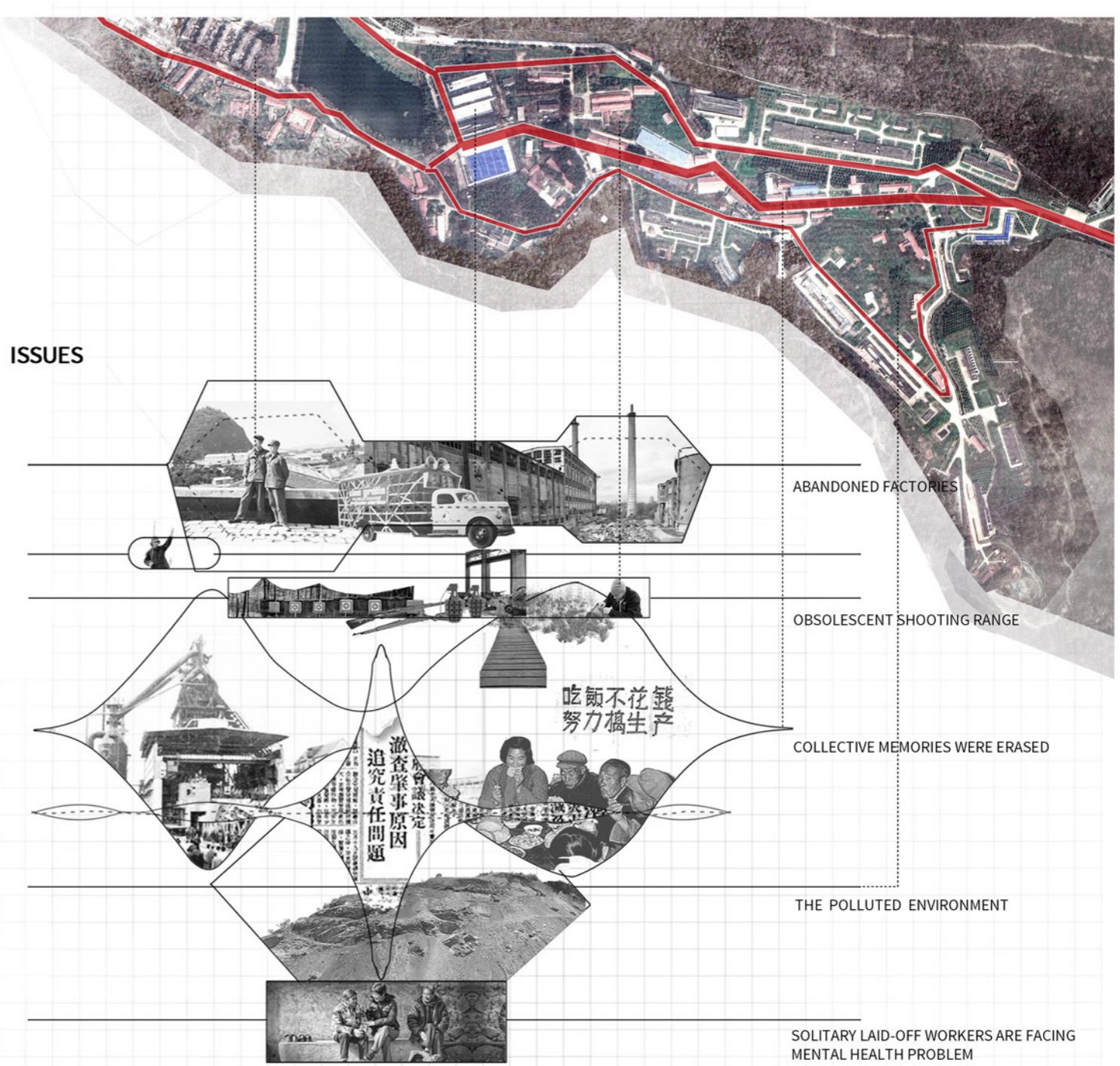
## SITE ELEMENTS ANALYSIS



WEIDONG MACHINERY FACTORY



## ISSUES



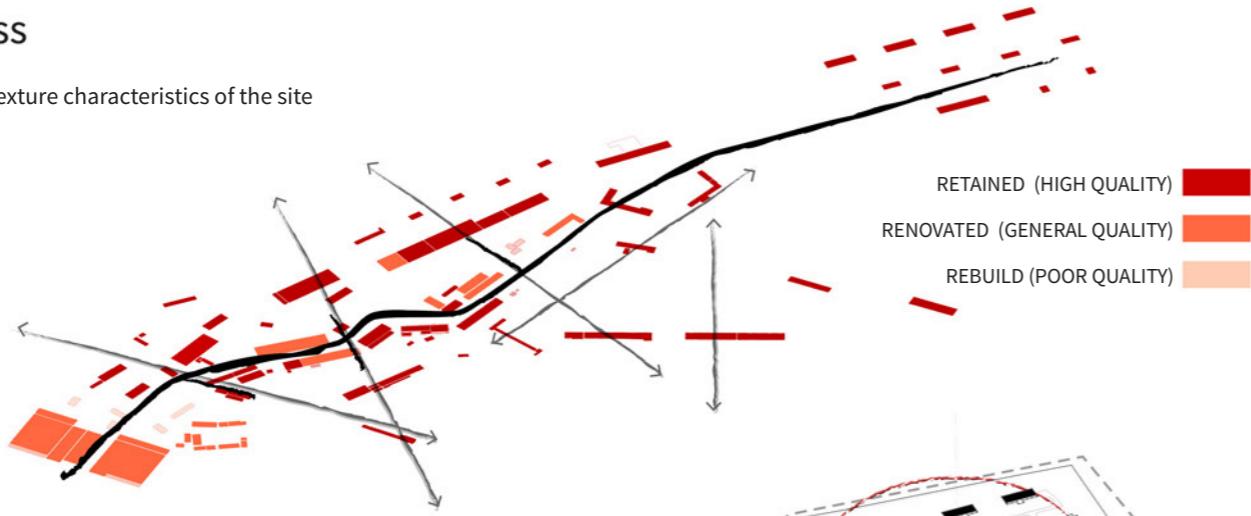
## CONCEPT

In the post-industrial age, how to deal with the relationship between industrial heritage and nature has become an urgent problem. The natural vegetation succession is a major means of ecological rehabilitation in the decaying industrial area. However, not only did the Weidong area suffer from severely polluted ecological environment, but the valuable collective memory born by the site is fading out.

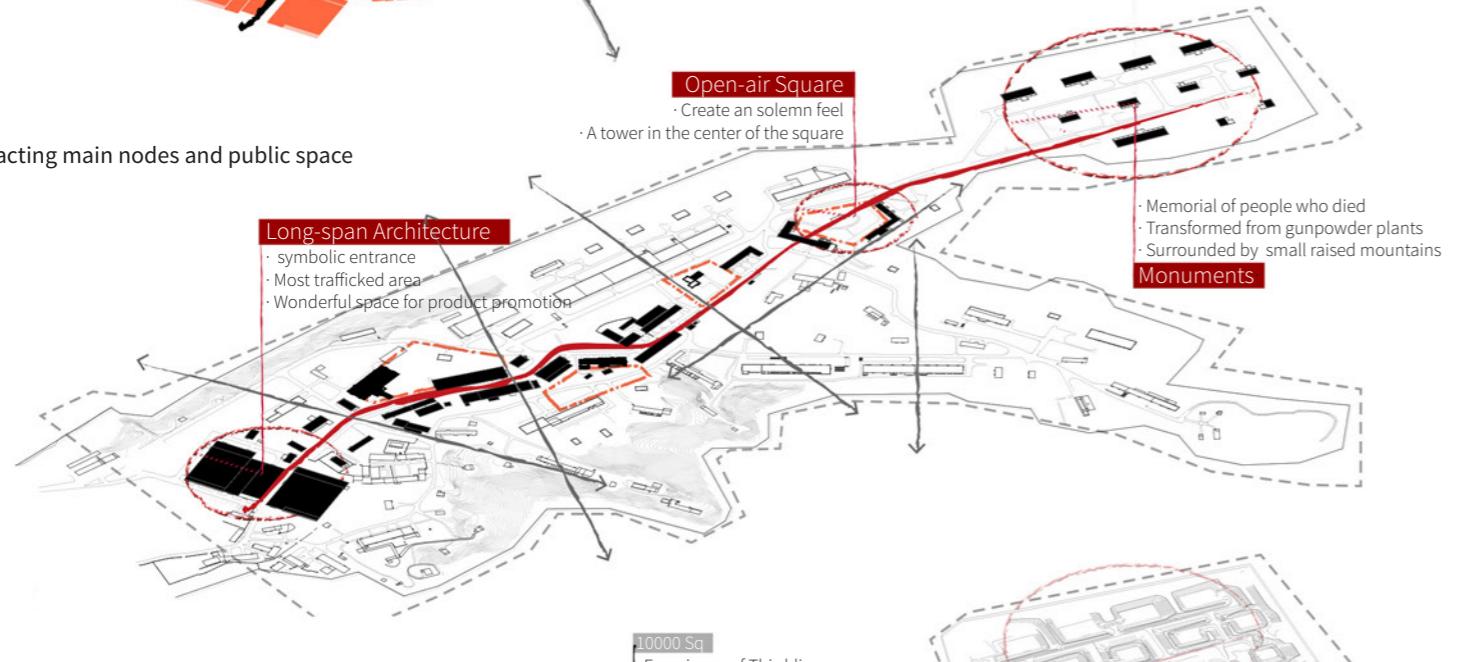
In this reality, I focus on the **human experience** in the interaction of industrialization and nature. I decided to repair the original urban texture and enforce ecological restoration, in order to **maintain the previous industrial landscape as part of the local memory**. In terms of spatial support for people's activities, I introduce landscape corridors into the site, which connect the factories, public space and natural landscape, providing people with more diverse experiences and revitalizing the decaying industrial area.

## DESIGN PROCESS

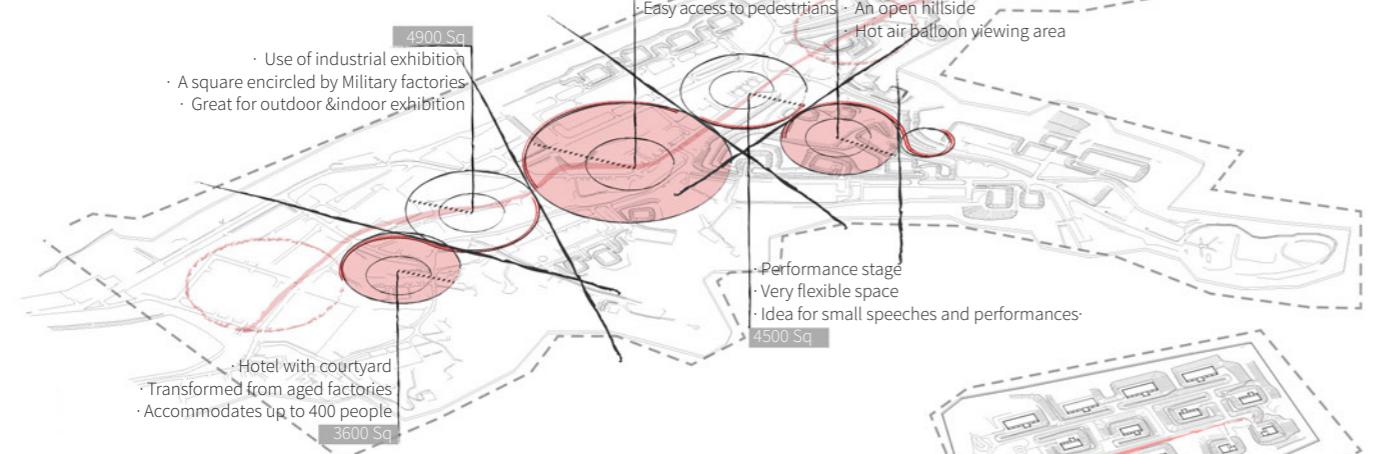
Study original urban texture characteristics of the site



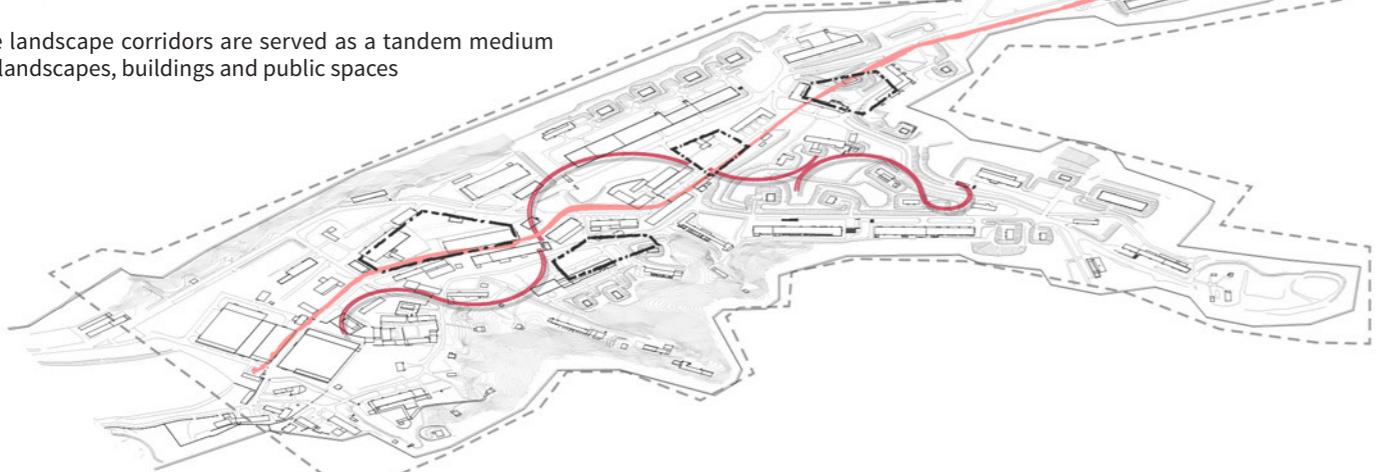
Extracting main nodes and public space



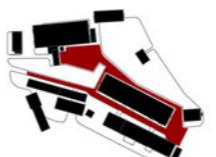
Introducing landscape corridors in conjunction with road orientation and open space



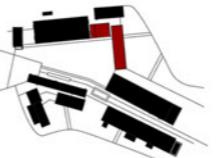
The landscape corridors are served as a tandem medium for landscapes, buildings and public spaces



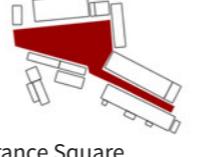
## TRANSFORMATION STRATEGY



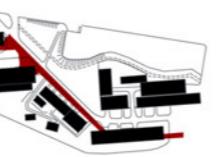
Original Entrance



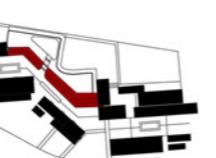
Add Exhibits Corridor



Entrance Square



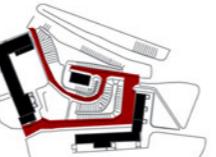
Motor Way



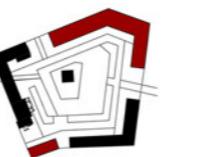
Landscape Terraces Reconstruction



Pedestrian Zones



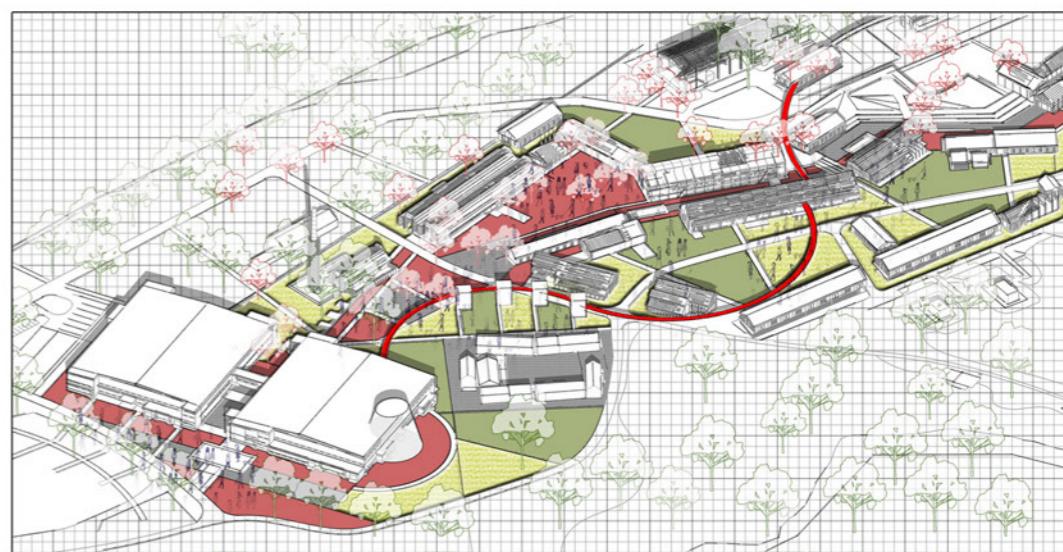
Narrow Street Space



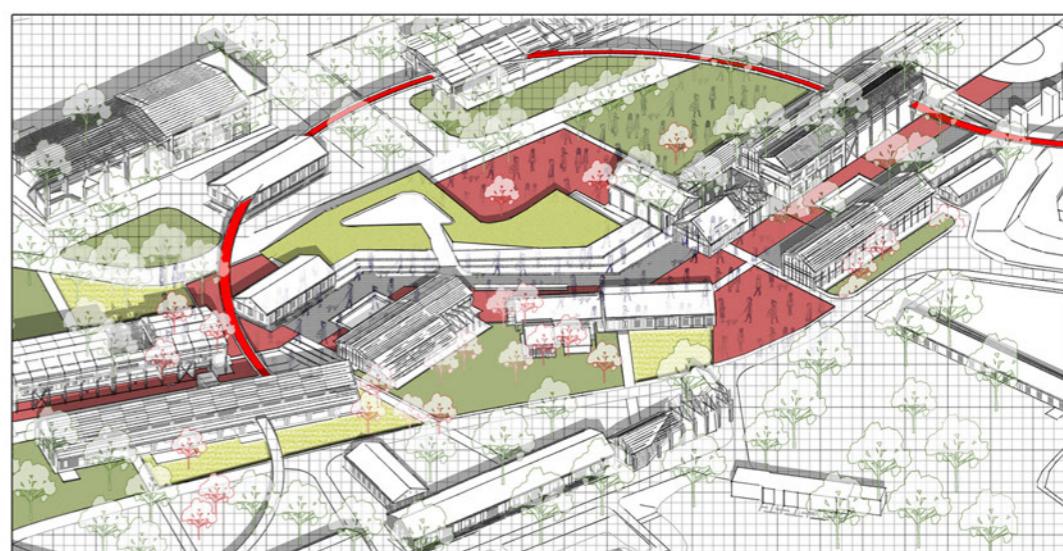
New Enclosed Buildings



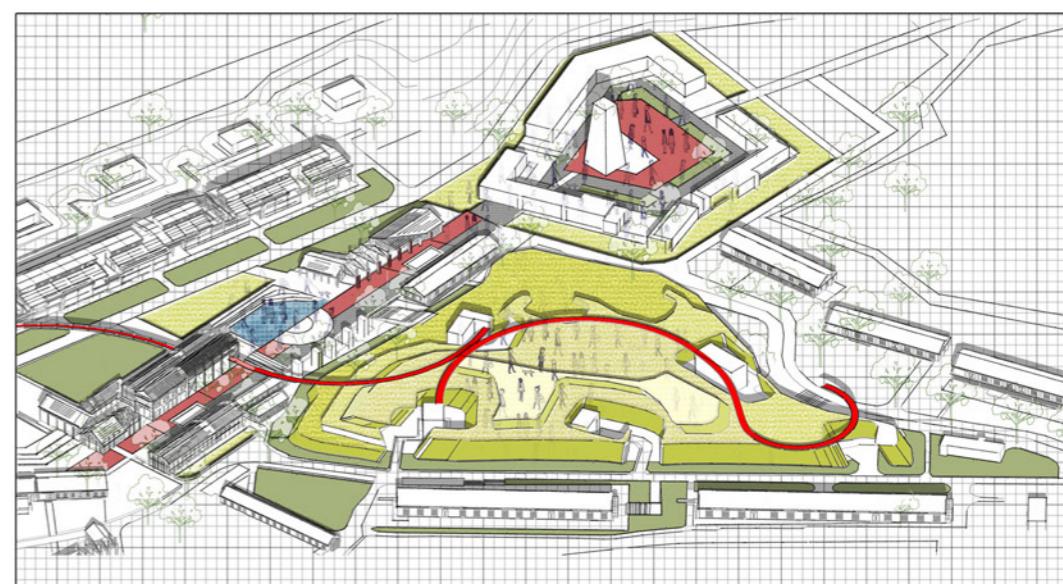
Memorial Plaza



THE WESTERN AREA



THE MIDDLE AREA



THE EASTERN AREA

## MASTER PLAN



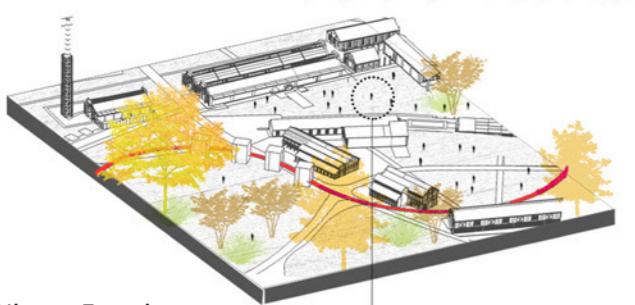
## LEGEND

- |                       |                   |                                   |                  |
|-----------------------|-------------------|-----------------------------------|------------------|
| ① RESERVOIR LANDSCAPE | ⑤ HOTEL           | ⑨ WEAPONS TESTING GROUND          | ⑬ BALLOON AREA   |
| ② PARKING LOTS        | ⑥ EXHIBITION AREA | ⑩ THE THIRD-FRONT LIFE EXPERIENCE | ⑭ MEMORIAL PLAZA |
| ③ RECEPTION CENTRE    | ⑦ LAND ART        | ⑪ OPEN STAGE                      | ⑮ CEMETERY       |
| ④ INDUSTRIAL GARDEN   | ⑧ OPEN-AIR CINEMA | ⑫ LANDSCAPE CORRIDOR              |                  |

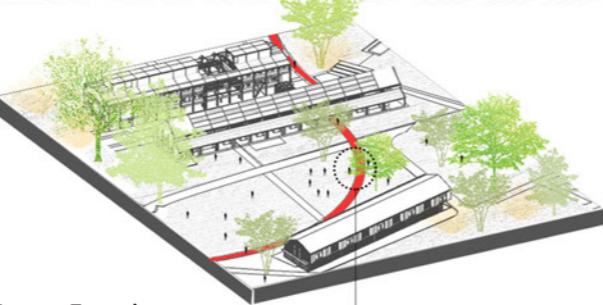


0 25 50 100 250M

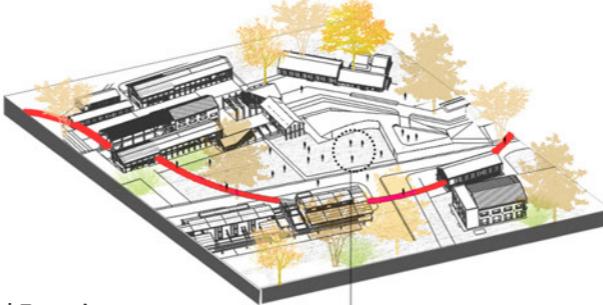
## PLACE



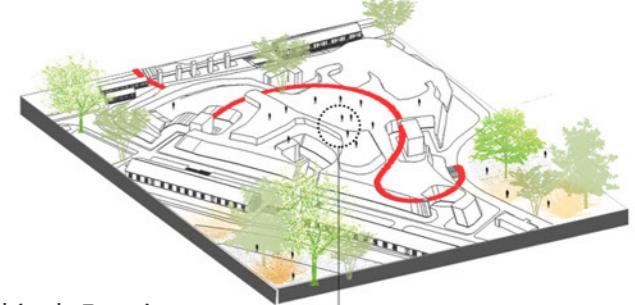
History Experience



Nature Experience

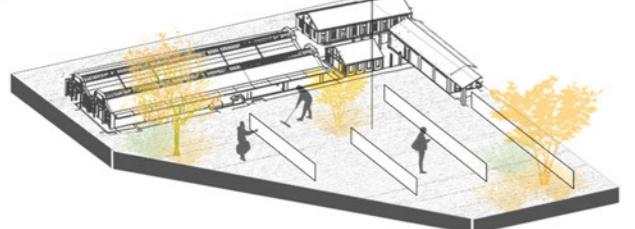


Cultural Experience

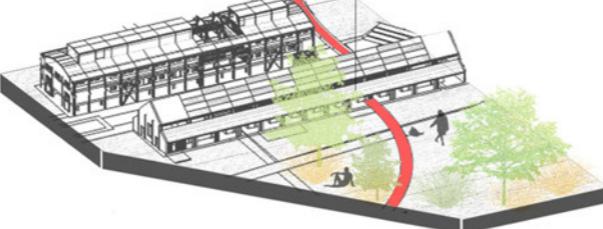


High-altitude Experience

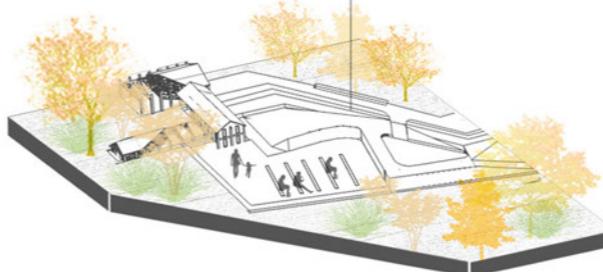
## ACTIVITY



Street Museum



Various of Local Plants



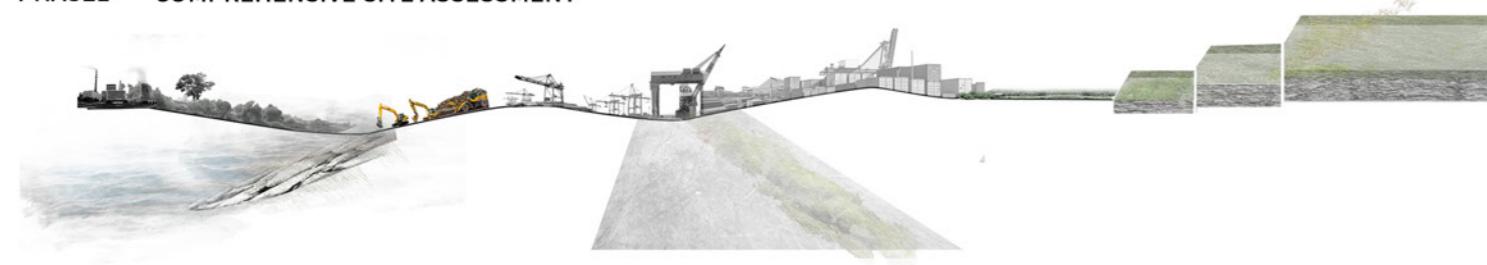
Open-air Cinema



Balloon

## ECOLOGICAL RESTORATION

### PHASE1 COMPREHENSIVE SITE ASSESSMENT

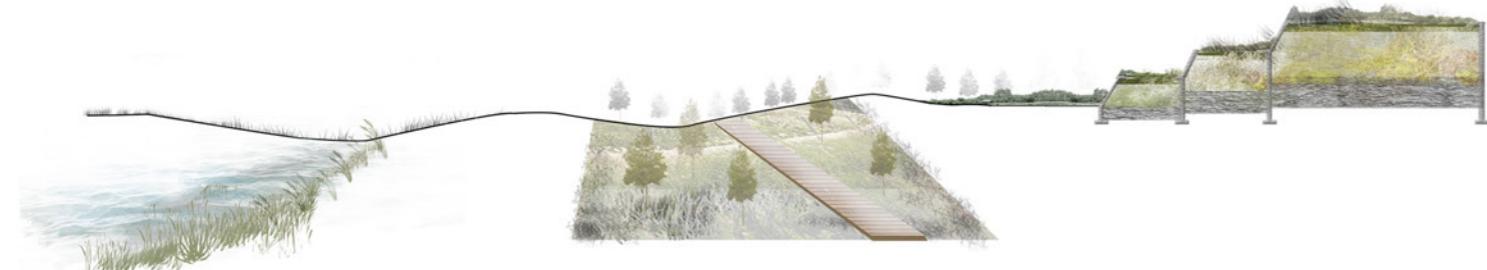


Reservoir garbage accumulation and serious water pollution.

Soil erosion, no vegetation covered land bare.

Destruction of the ecological environment.

### PHASE2 IMPLEMENTATION OF PHYTO TECHNOLOGY REMEDIATION

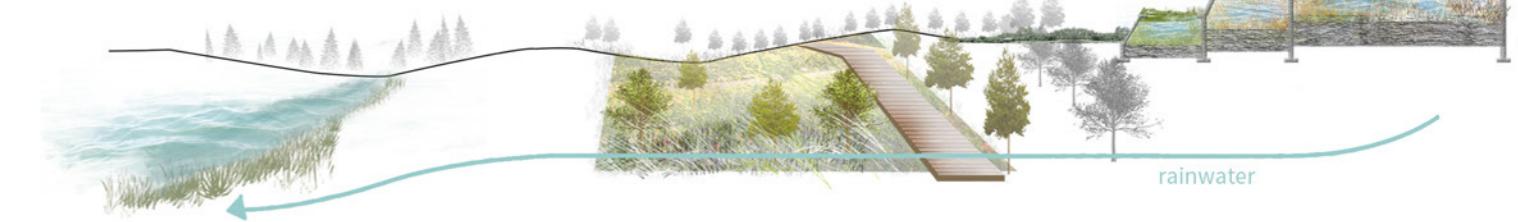


Riparian transformation, cleaning up reservoir waste, and planting aquatic plants.

Soil reclamation, planting trees and bottom vegetation to protect soil and water.

Construction of ecological retaining wall.

### PHASE3 WATER MANAGEMENT



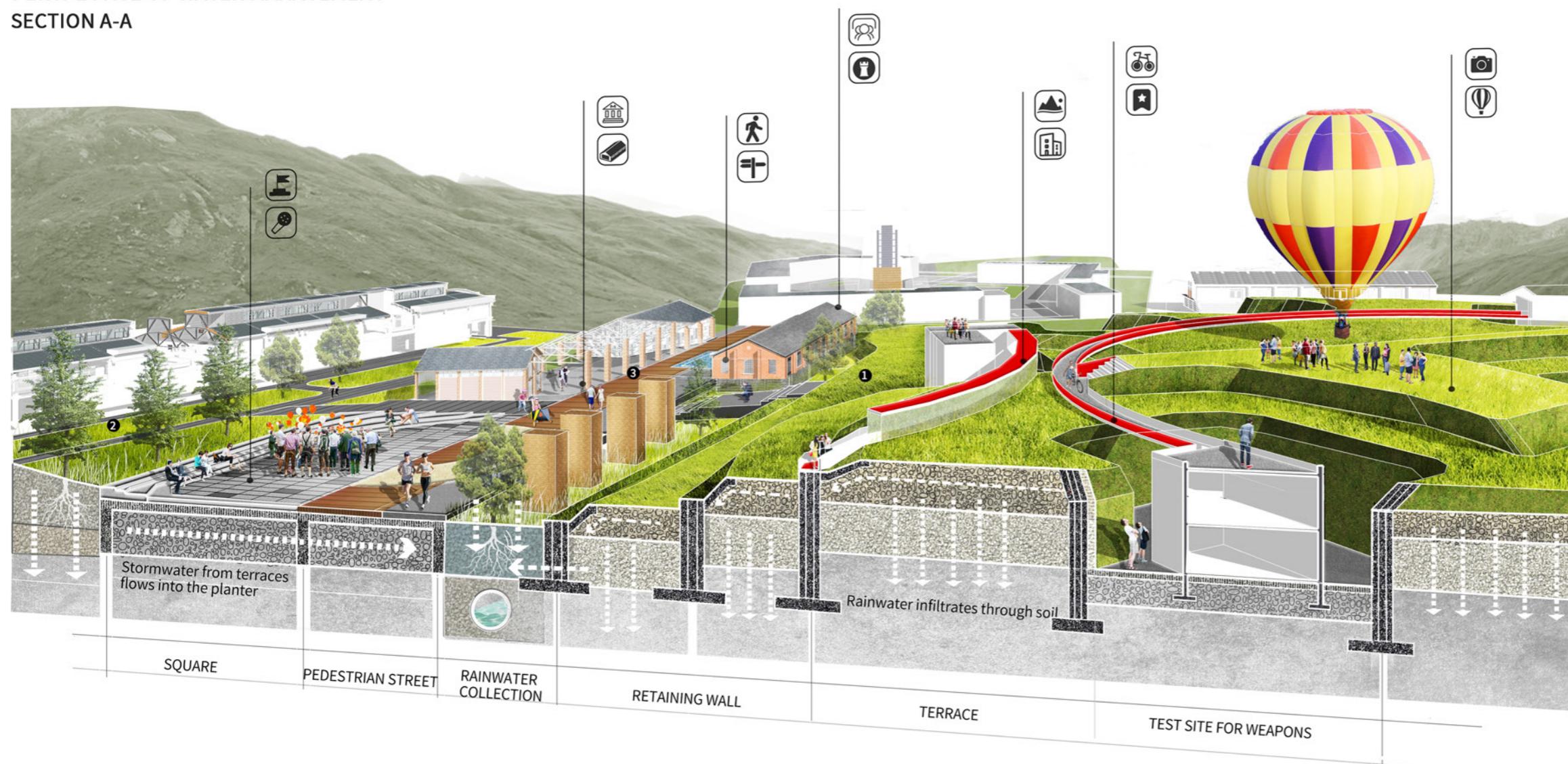
The water quality of the reservoir is improved.

Vegetation grow and purify the rainwater

Rainwater storage

### PERSPECTIVE OF WATER MANAGEMENT

#### SECTION A-A



① Infiltration Rain Garden I

② Infiltration Rain Garden II

③ Detailed Pavement Construction

### PHASE4 OPERATION AND MAINTENANCE

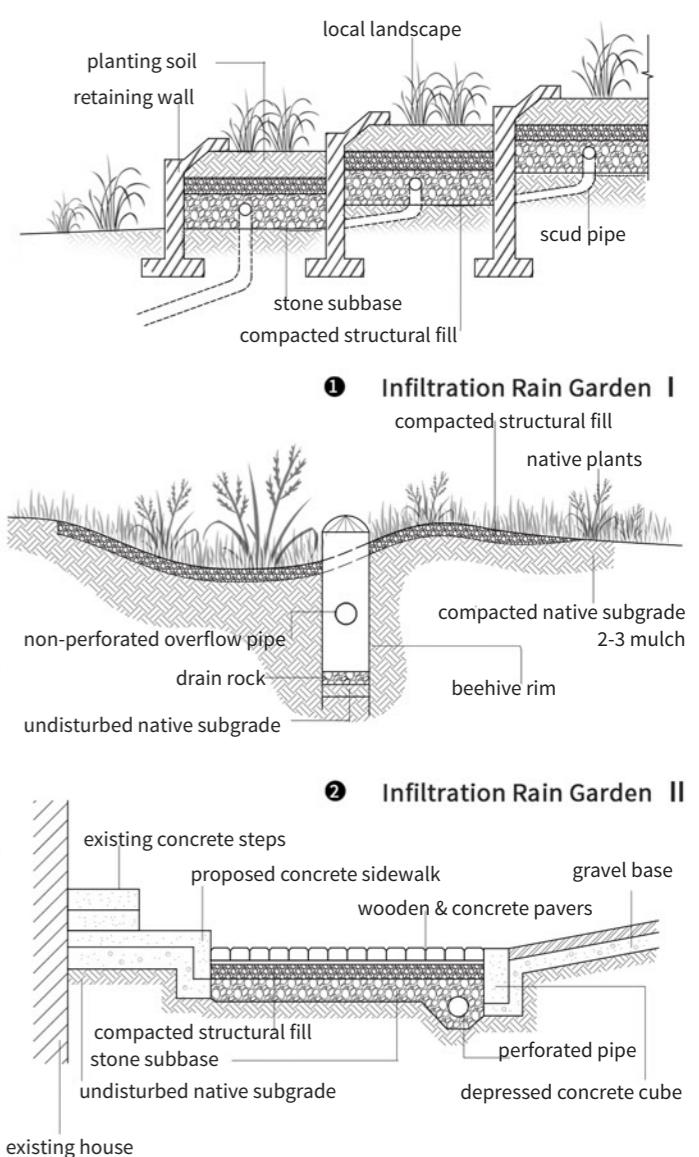


Aquatic plants are suitable for water environment and plant survival.

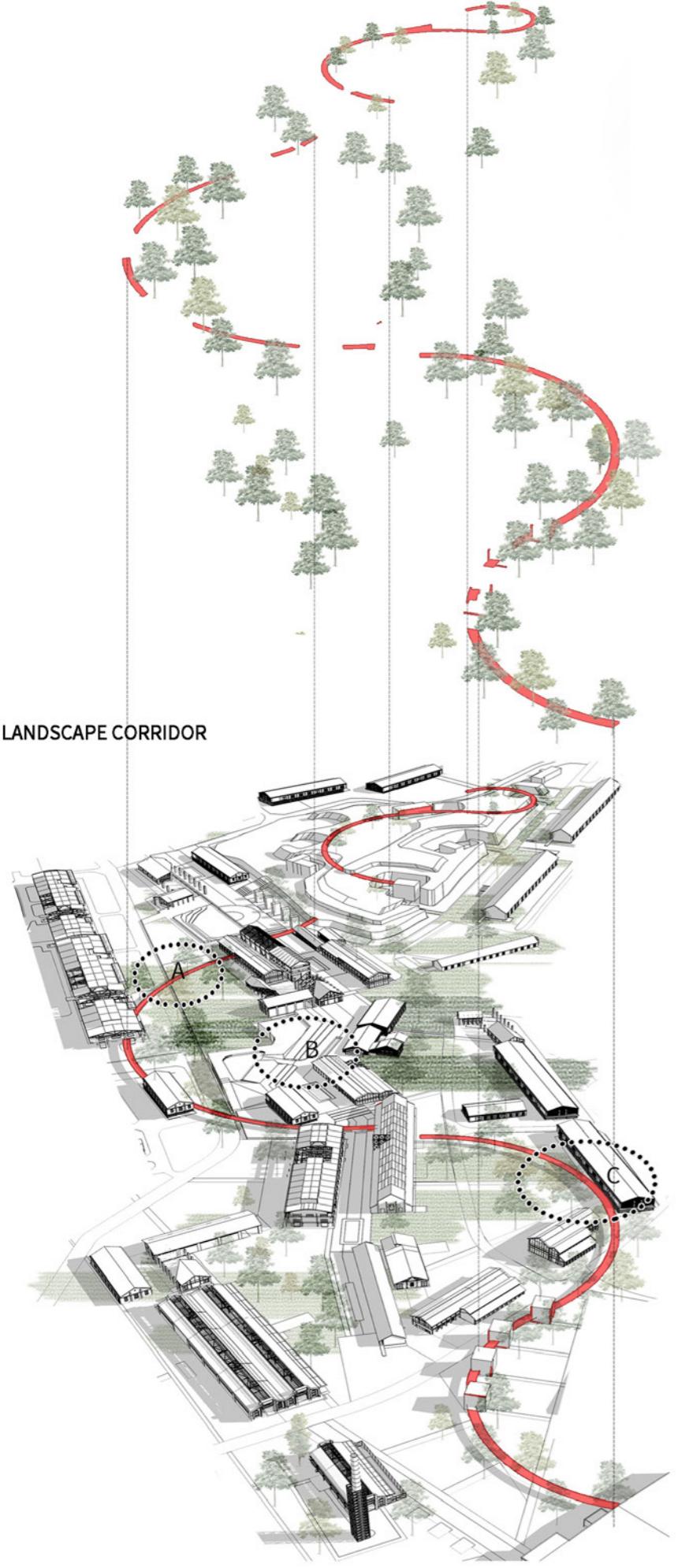
The formation of trees, tree lined trail, natural ecological restoration

Various kinds of creatures are attracted

### GREEN INFRASTRUCTURE



## EXPLOSIVE VIEW



## OUTDOOR ACTIVITIES



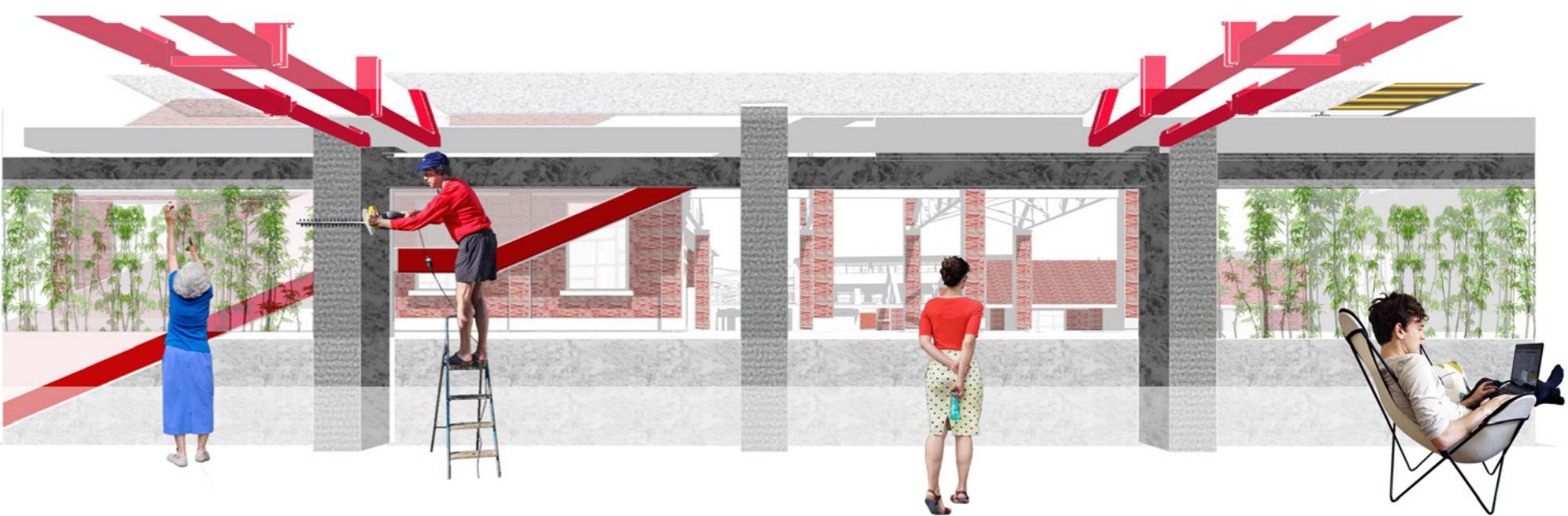
## LANDSCAPE CORRIDOR

## PEDESTRIAN STREET



PERSPECTIVE A

## TRANSFORM THE FACTORY INTO GALLERY



## PLANT BUILDINGS

PERSPECTIVE B

PERSPECTIVE C

# 03. A SITUATIONAL CITY

The 3rd Art&Tech National Architectural Concept Design Competition

## Duration

Feb. 2018 - Mar. 2018  
Senior 4

## Type

Academic/ Team work

## Team Member

Zhu Jingdan

## Role in Team

concept design  
digital modeling  
graphic drawing

## Instructor

Hexuan Dong  
HexuanDong@gmail.com

The term "situationist" refers to the construction of situations. Situationist theory sees the situation as a tool for the liberation of everyday life, a method of negating the pervasive alienation that accompanied the spectacle. The founding manifesto of the Situationist International, Internationale Situationniste #1 (June 1958) defined the constructed situation as "**a moment of life concretely and deliberately constructed by the collective organization of a unitary ambiance and a game of events**". The experimental direction of situationist activity consisted of setting up temporary environments favorable to the fulfillment of true and authentic human desires in response.

We take this idea and try to **create a full experience city through games and walks to confront the urban space**. we want to build a city about loss and choice: the visitor is lost in constant choice, the memory overlaps subtly, the traditional logic is pushed down, and When people get lost, landmark becomes the only bright light for people to lead the way. **The landmarks replaces the path, which finally become a memory of people in the city.**

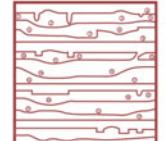
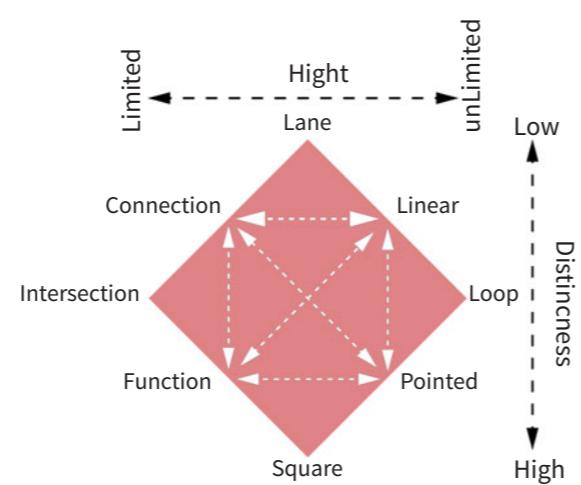
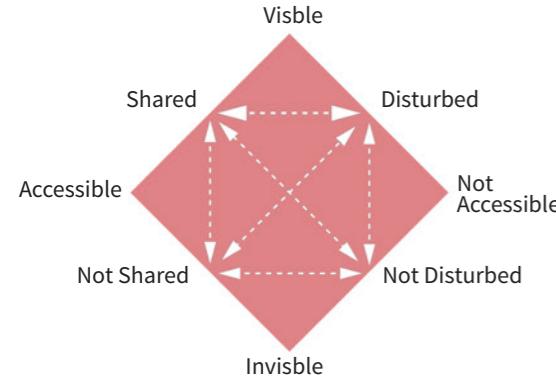


## A SITUATIONAL CITY

In the discussion of guy debord's The Society of Spectacle, he aims to realize the liberation of daily life by construction new situations in the city. Through the strategy of 'drifting', abandoning the 'usual urban habits' way to walk fast in the city. In our project, we take this idea and try to create a full experience city through games and walks to confront the urban space.

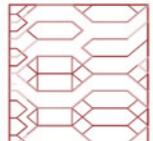
Based on the observation of the city, we believe that the city is composed of two parts: path and folly. In theory, people first remember path, and then they arrive and have corresponding behavioral activities. But in a city that aims to explore and play, we want to build a city about loss and choice: the visitor is lost in constant choice, the memory overlaps subtly, the traditional logic is pushed down, and landmarks replaces the path, which finally become a memory of people in the city.

## CONSTRUCTION RULES



### LANDSCAPE

Ground, roofs and walls should respond to the landscape



### CONTINUITY

Streets are continuous in city



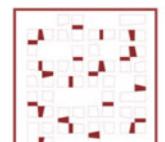
### FUNCTION

Limit space size according to functional requirements



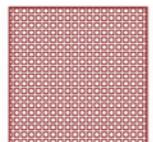
### CLUE

Clue are connected in series to form a city route



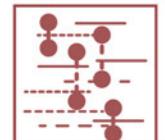
### SPACE

Dividing space by concave and convex relationship



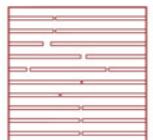
### DENSITY

The city is made up of high-density neighborhoods



### CONNECTION

Vertical connection



### LAYER

The vertical direction of the city is clearly layered



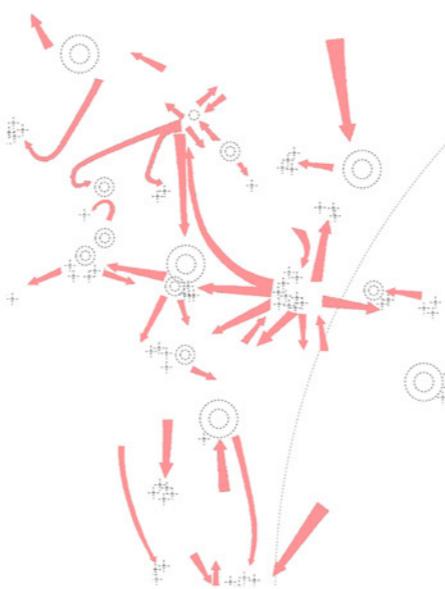
### TERRAIN

A terrain defines both up and down spaces

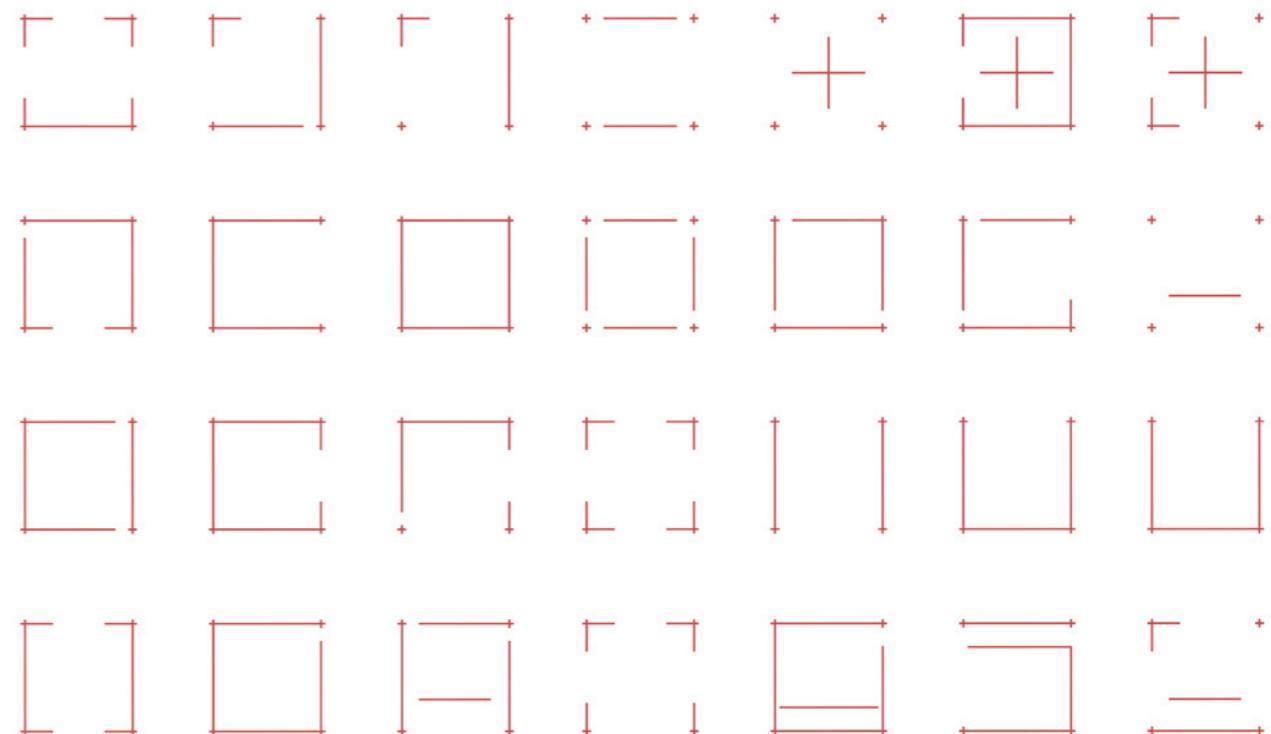


### AMBIGUITY

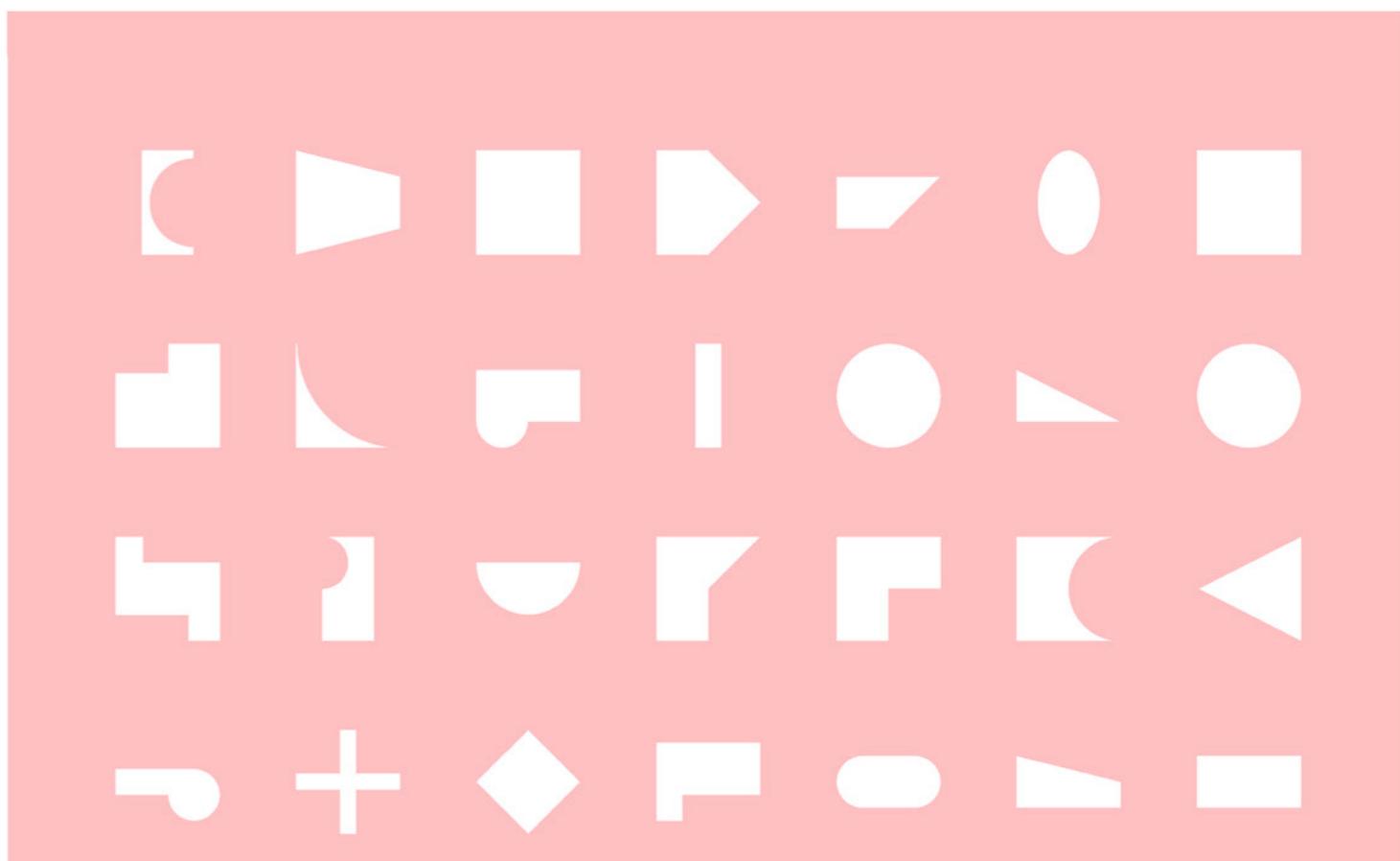
The border of building exterior and interior are blurred



## TYPOLOGY

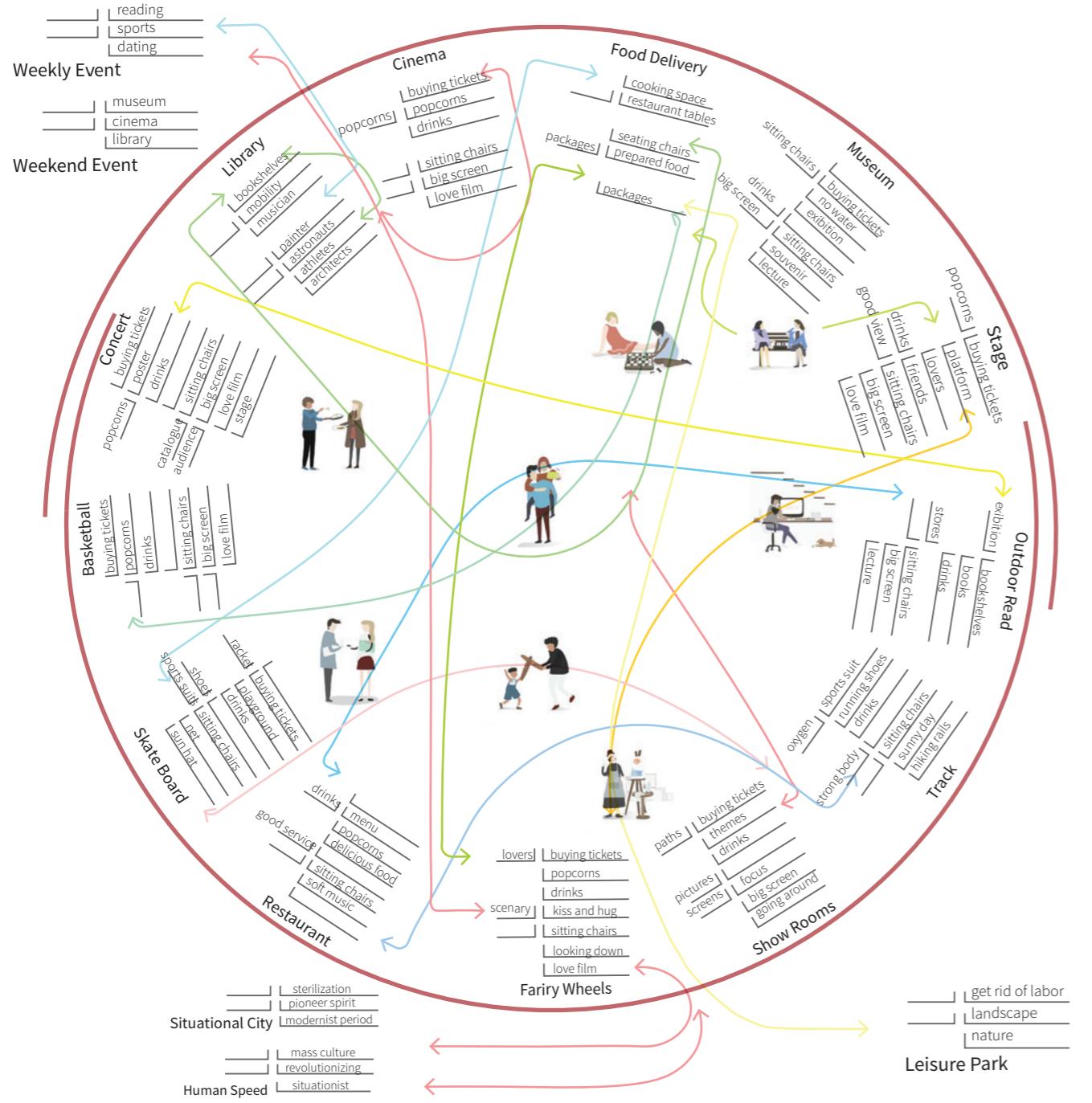


Cross columns and walls act as media to limit the space in which different scenes take place



Building blocks that can be put into the space

## MAP OF ACTIVITIES SEQUENCE CONNECTING WITH FOLLYS



## Outdoor Leisures

Type	Plan	Sequence	iTools	Output
Cinema		buying tickets meet each other enjoy the movie feedback get closer		
Museum		buying tickets go to museum enjoy exhibition take pictures enjoy weekend		
Concert		buying tickets shoulder aid enjoy the concert forest concert take pictures		
Tennis		get shoes ready get rackets playing tennis rest a while strengthen health		

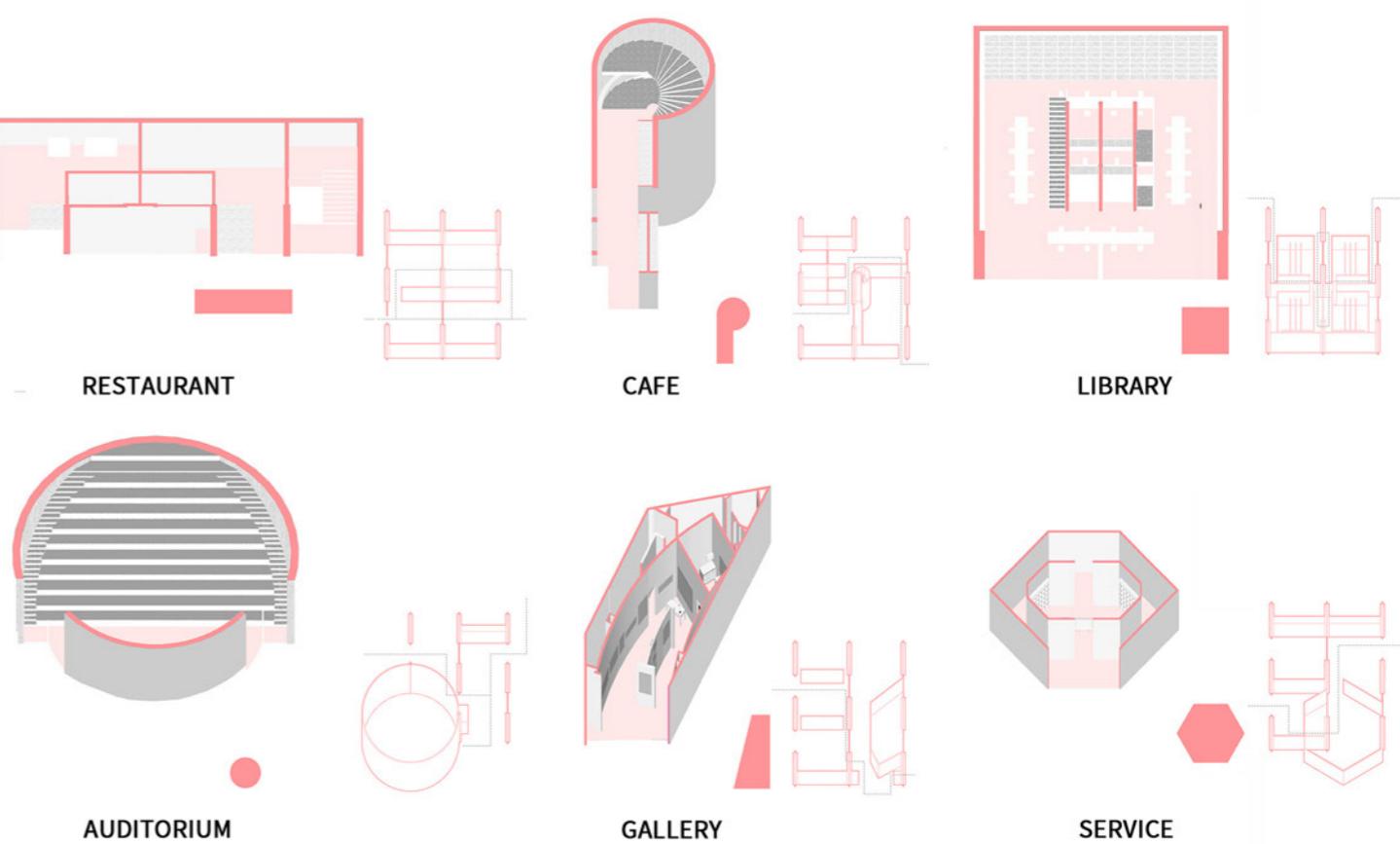
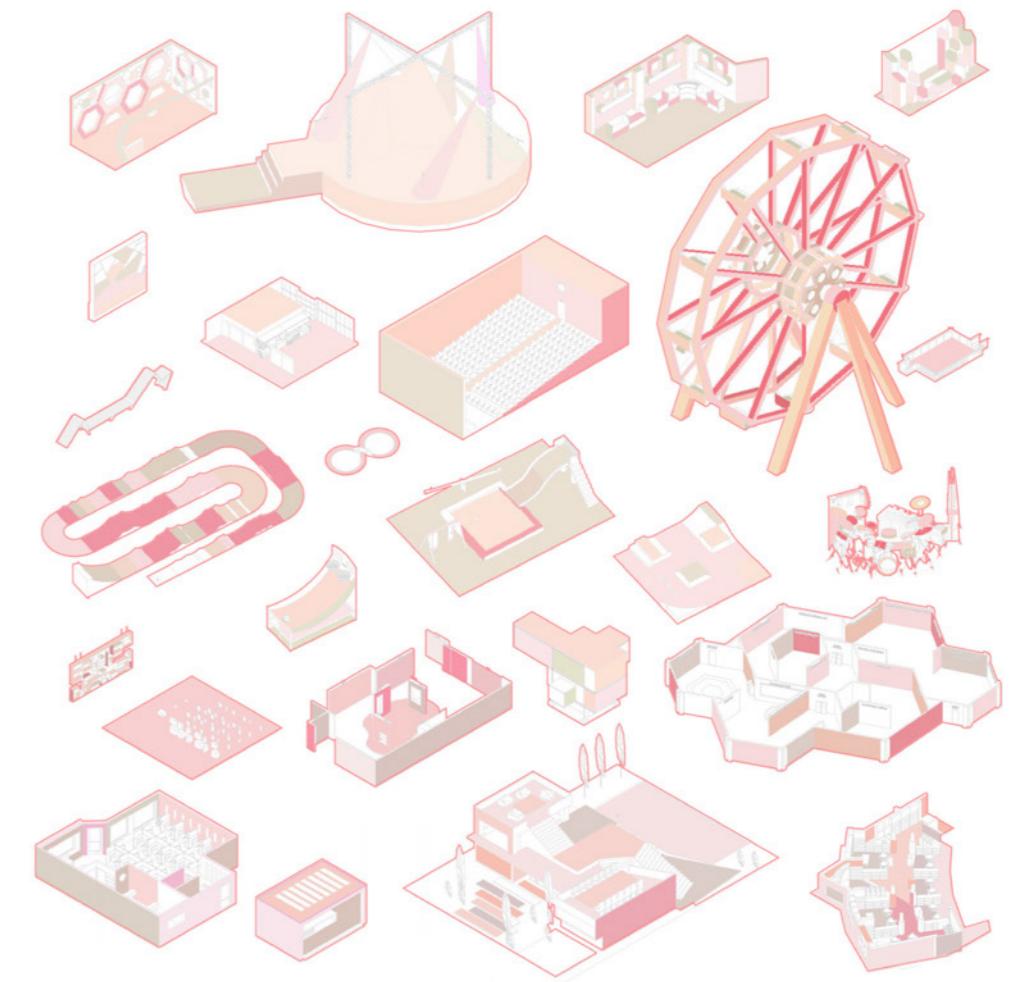
## Indoor Leisures

Type	Plan	Sequence	iTools	Output
Restaurant		watching menu order food delicious food tips enjoy dinner		
Track		running shoes suit hiking rails strong body oxygen		
Childhood		swing & slides with parents with friends enjoy nature		
Showroom		get tickets ready favorite artist taking pictures rest a while strengthen knowledge		

## Friend Leisures

Type	Plan	Sequence	iTools	Output
Ferris wheel		buying tickets lovers memory looking down kiss and hug get closer		
Reading		select books go into chairs enjoy the book take notes get knowledge		
Deck		buying tickets with family enjoy weekend forest oxygen take pictures		
Introduction		get tickets get entrance favorite artist rest a while enjoy knowledge		

## DIFFERENT SPACES REQUIRED FOR ACTIVITIES



## DESIGN PROCESS

### PATH

It is the connection between one destination and another destination. The open space can reach many paths, while the private space has limited roads. The width of the road also has different psychological effects on people. The space on the road is often considered to be an outdoor space.

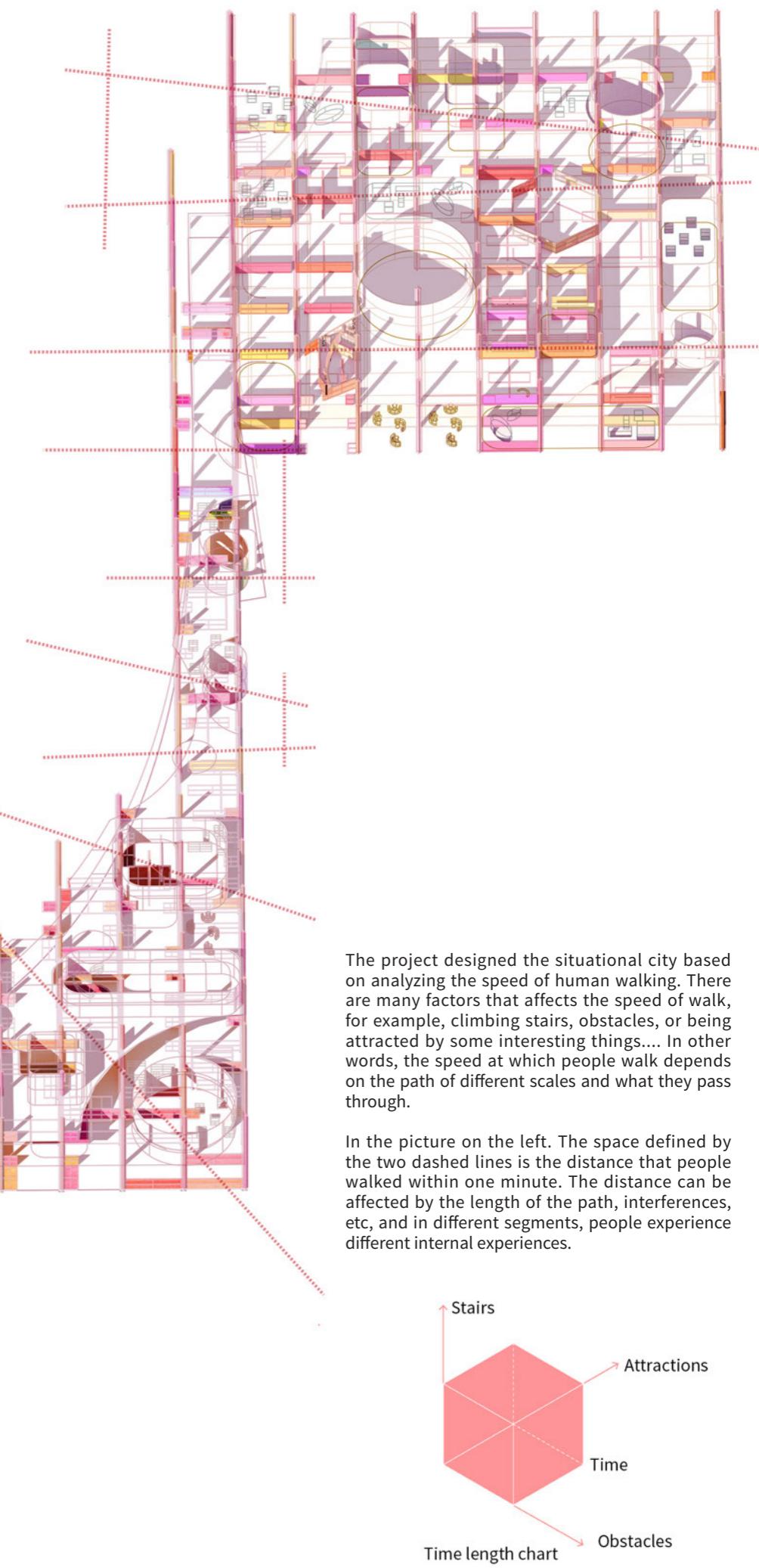
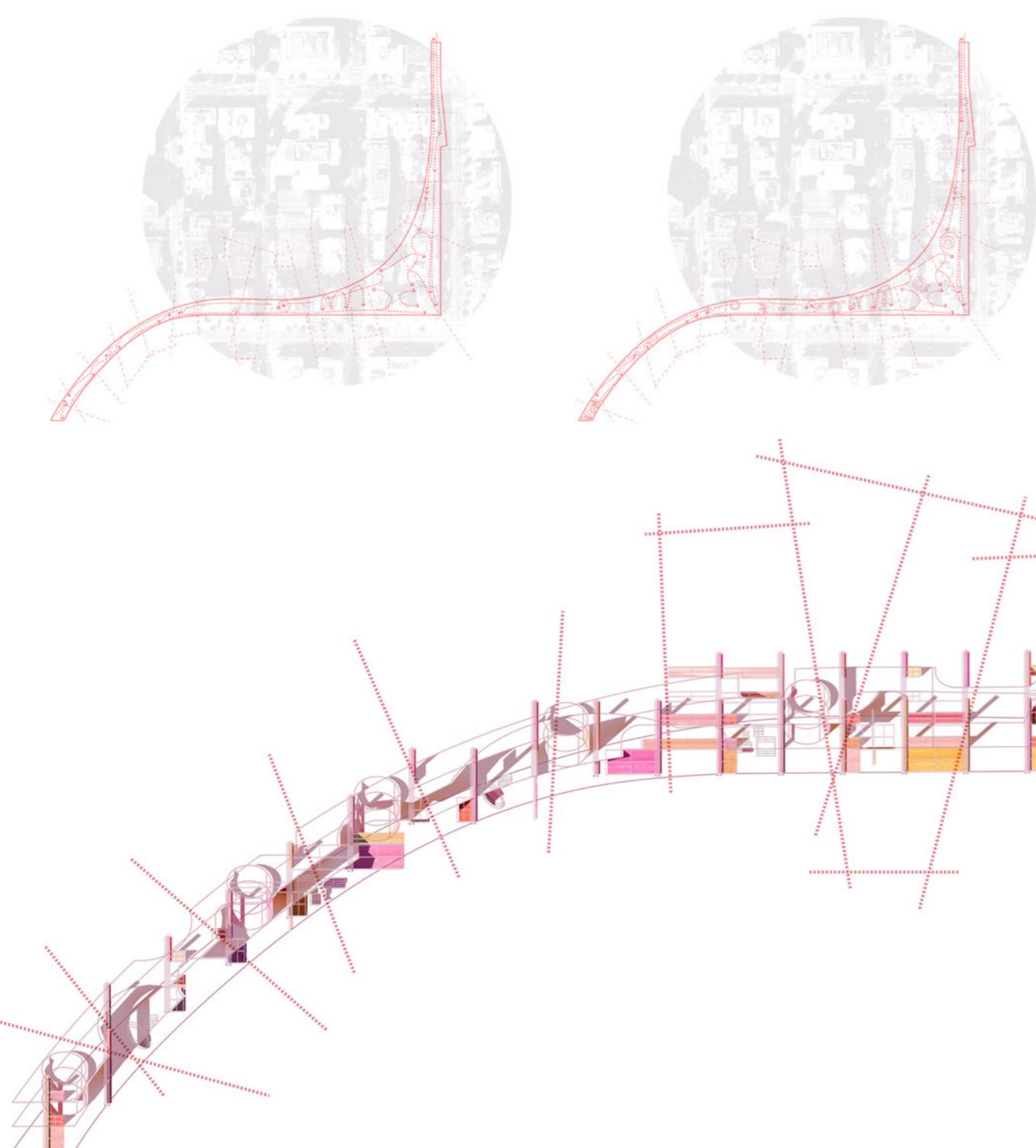
### FOLLY

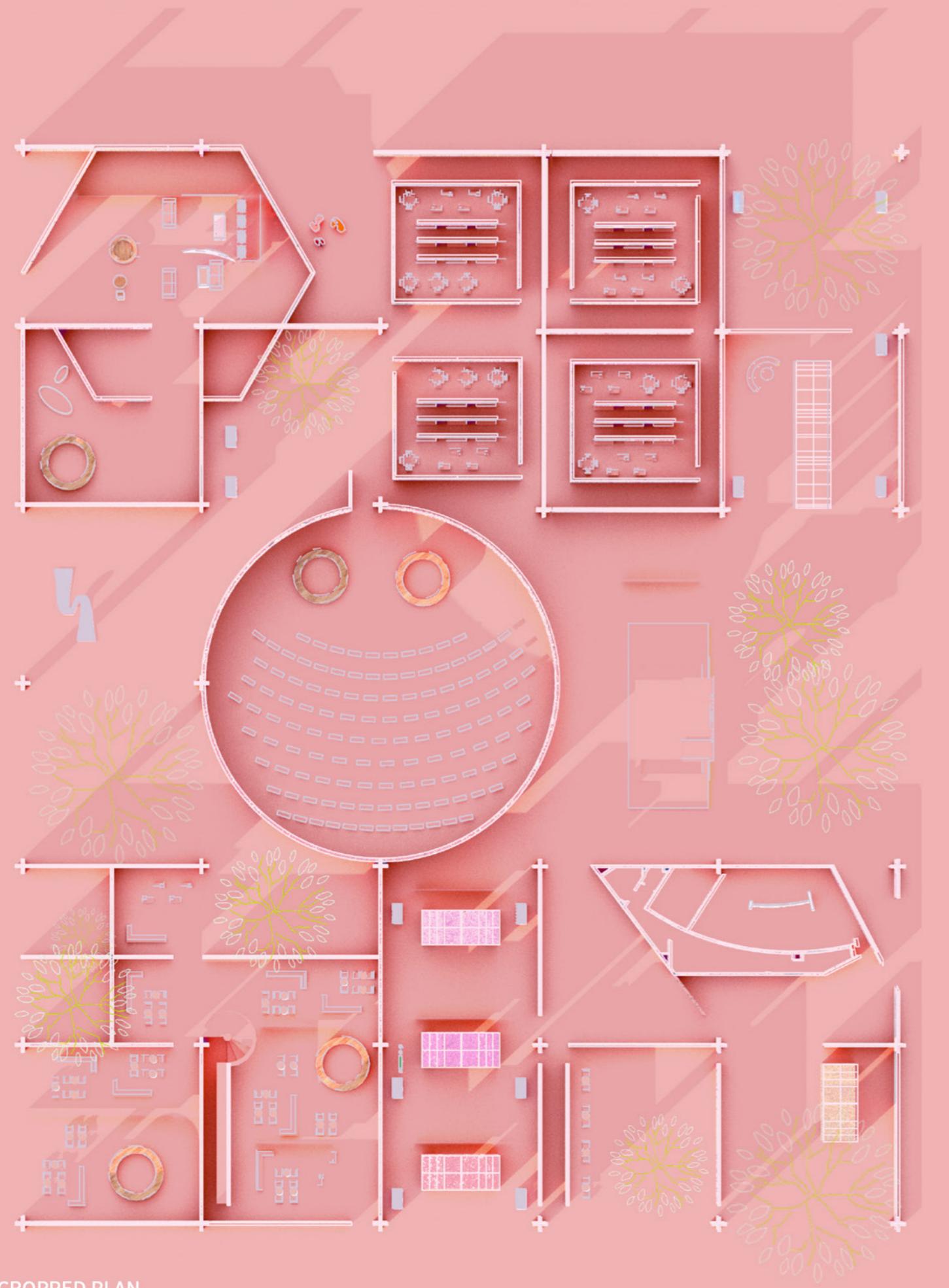
It is a space for special activities. The functionality of the space and the number of paths are related. Folly is often considered a relatively introverted space.

### IN-BETWEEN

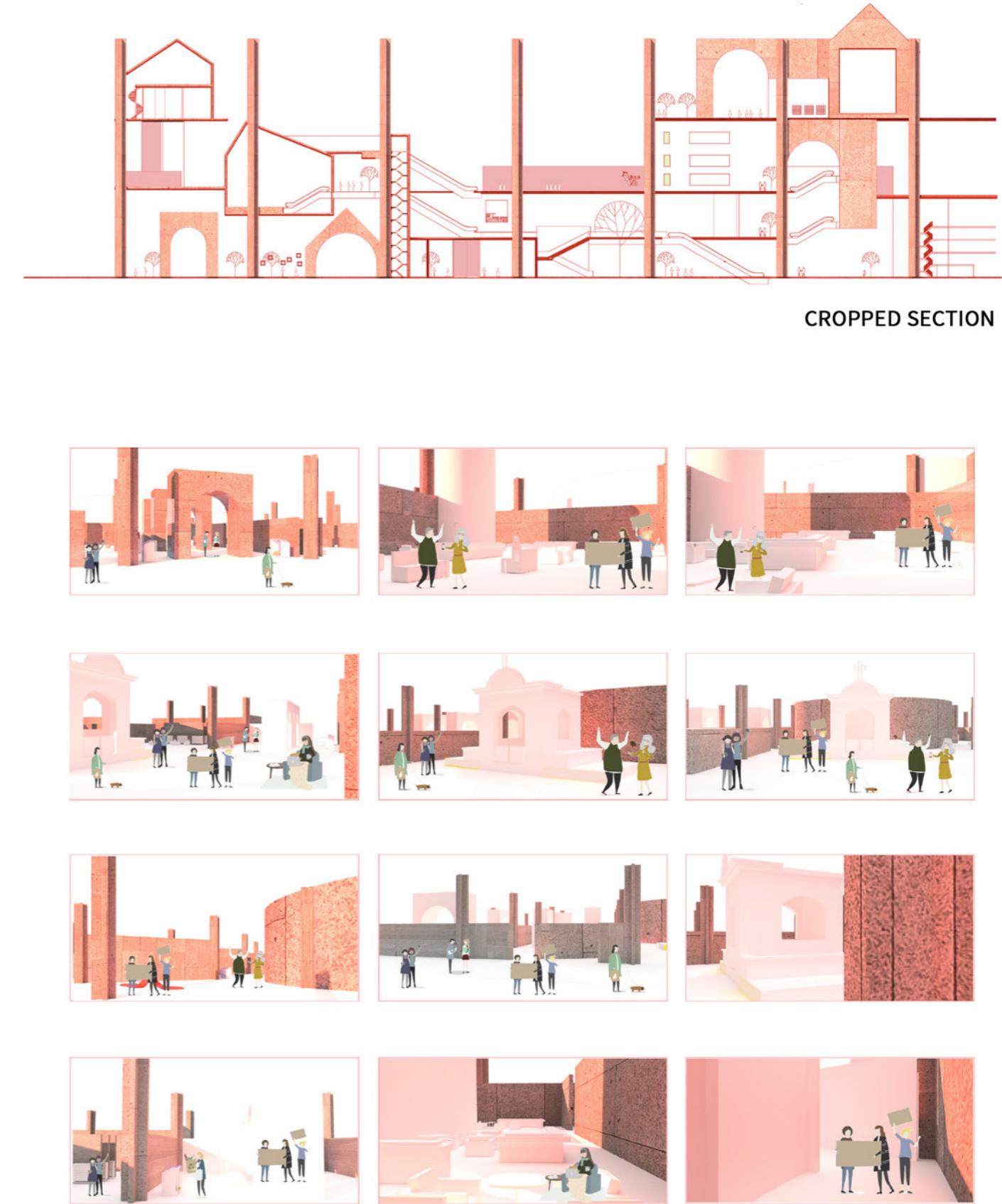
When path and folly overlap on a plane, people usually don't know the space. In this case, people will easily shuttle back and forth between different spatial experiences, and eventually lose their sense of direction to their location. This is what we can lost. And after people get lost, landmark becomes the only bright light for people to lead the way.

We separate the path and the folly for research and design. From the general layout, the west side of the site is connected to a private exclusive village, while the east is gradually open, and the space becomes more complex. In the planar arrangement, it is first determined that 60s is a time node. This is used as the boundary between space and space. For example, if the spatial function is relatively simple, the distance traveled during this time period will be longer, and if there are obstacles or attractions in the space, then the stay is longer and the distance traveled will be corresponding. In this way, streamlining planning is first performed, and clue are added according to the length of time. In sectional arrangement, the plan is unfolded and the corresponding functional requirements are added according to the length of time.





CROPPED PLAN



CONTACT SHEET

## 04. LIVE LONG AND PROSPER

Rural Planning and Design of Bapai Village, Yunnan

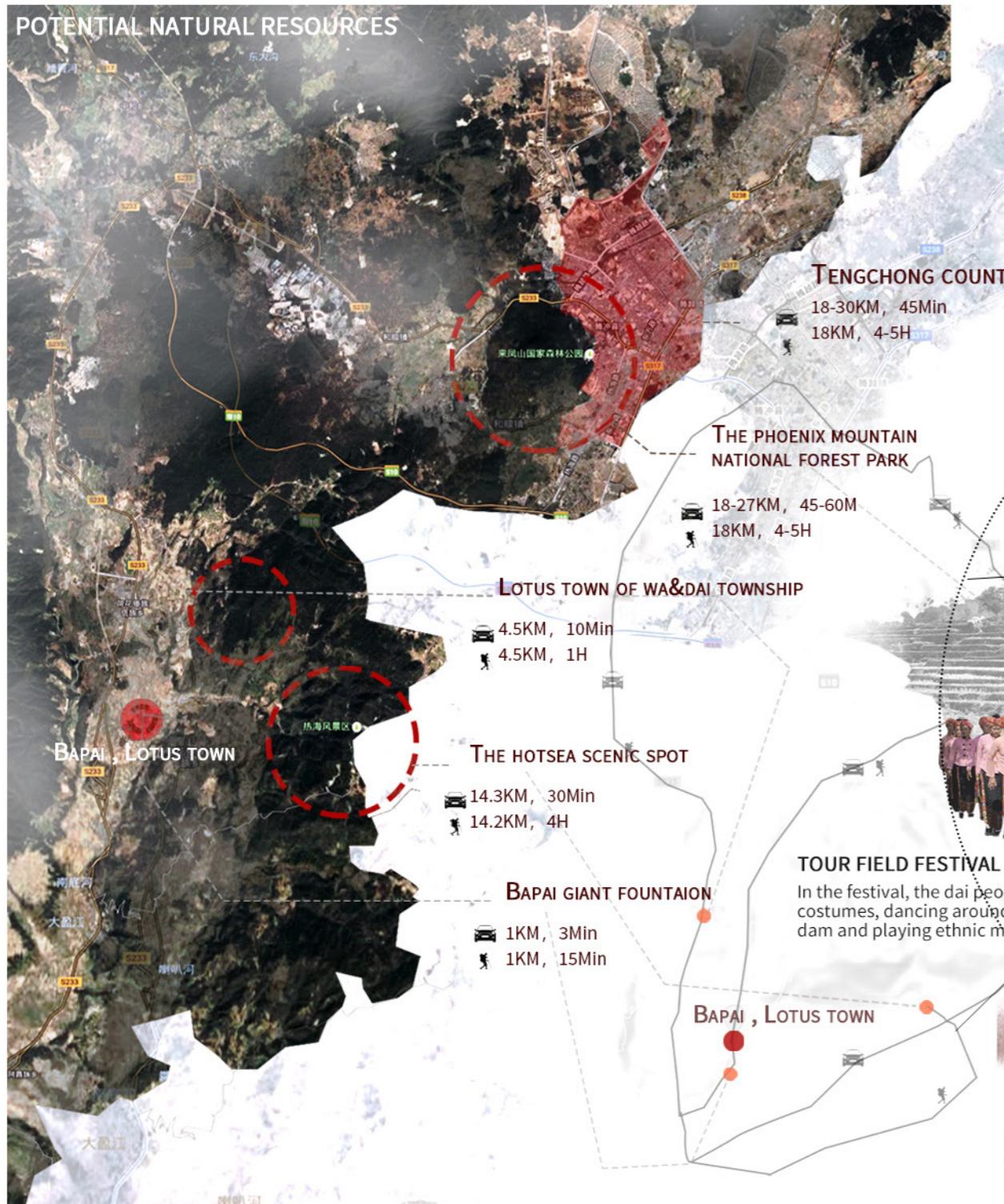
<b>Location</b>	Bapai,Yunnan
<b>Type</b>	Academic Individual work
<b>Duration</b>	Nov.2017 - Dec. 2017 Senior 4
<b>Instructor</b>	He Yi Heyi@hust.edu.cn

The American scholar Cobb Douglas once said: "The hope of the world is in China, because China still retains the countryside while industrializing." However, under the background of urbanization transformation, the urban is attracting rural population, land and resources into the city with magnet-like magnetic force. **A large number of rural areas are rapidly being swallowed up and dying.**

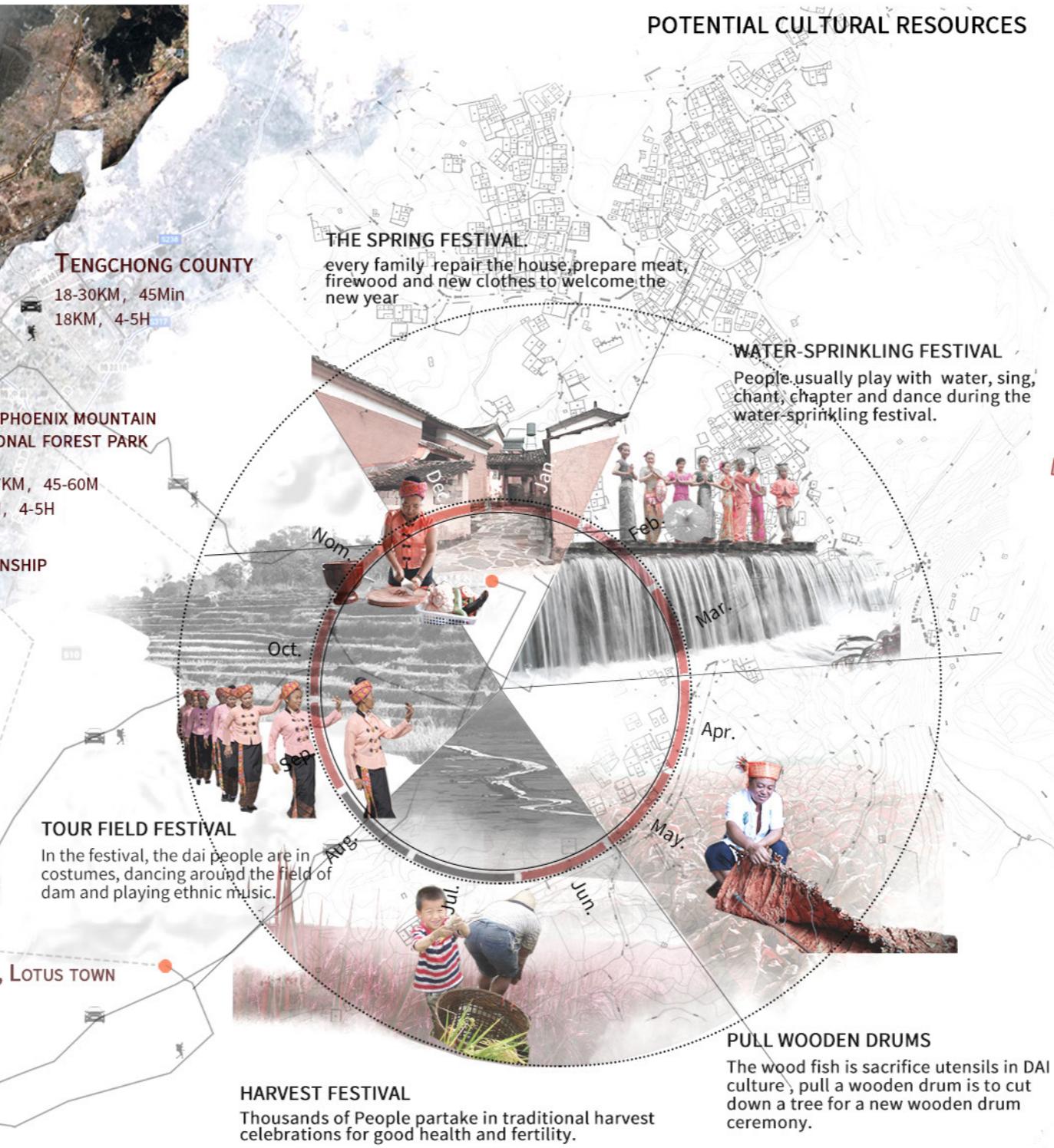
If we keep these villages, how can we maintain the development of them? In the planning of Bapai Village, I proposed the **YCS development model** by analyzing the future development potential of the Bapai village. **The village is planned for phased development, and the original funds are used to transform the rural space to developed the tourism and promote local economy.** In my view, the rules of the countryside and the city will change in the future. The essence of the countryside is a commodity, and **the future villages will continue to attract urban people to the countryside with their unique natural landscape resources and excellent services.** By sharing the urban and rural resources, we can achieve our goal for the village: Live long and prosper.



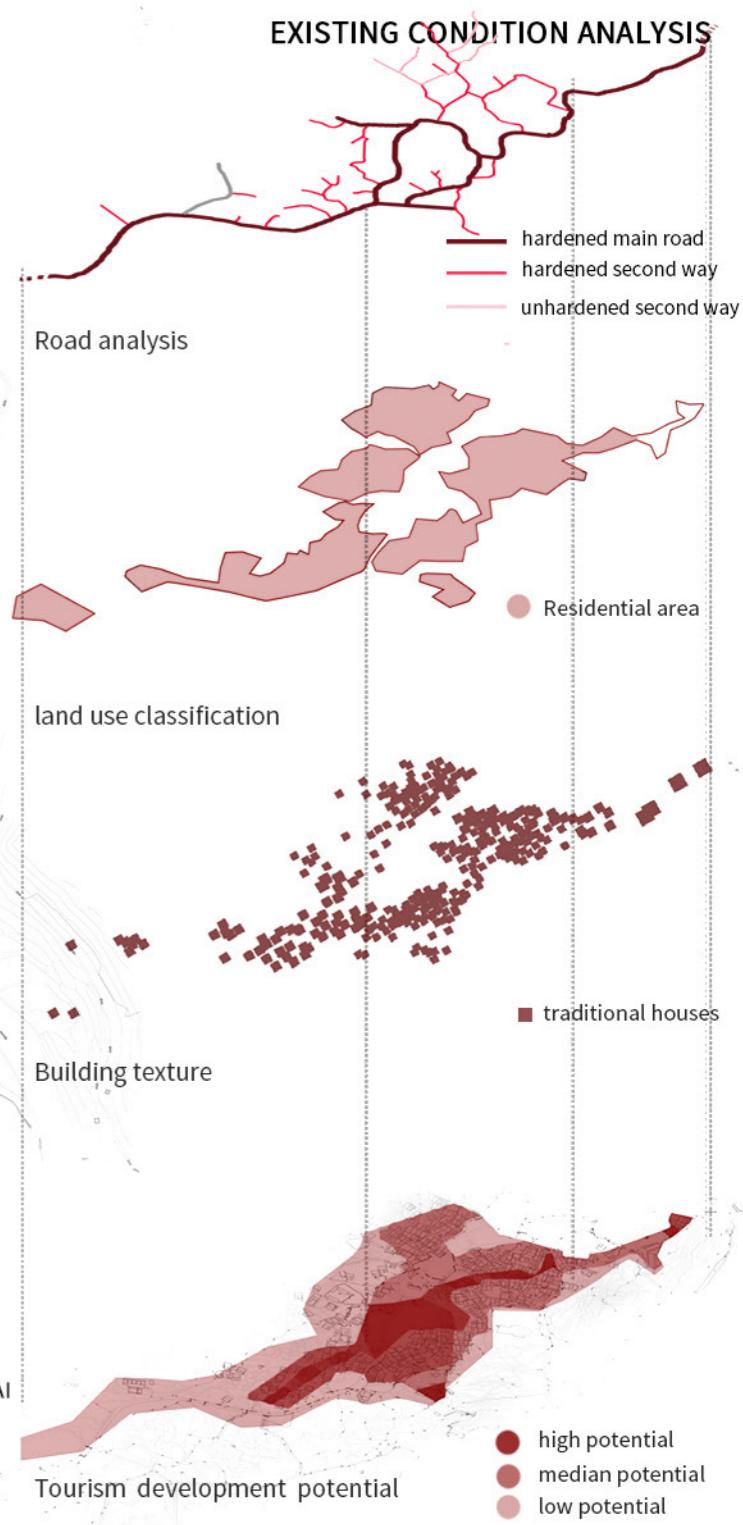
## POTENTIAL NATURAL RESOURCES



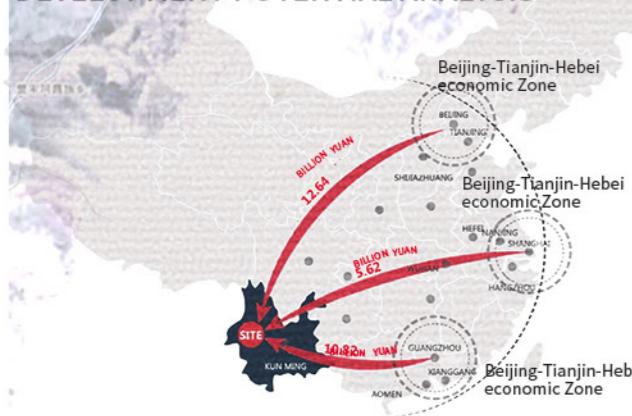
## POTENTIAL CULTURAL RESOURCES



## EXISTING CONDITION ANALYSIS

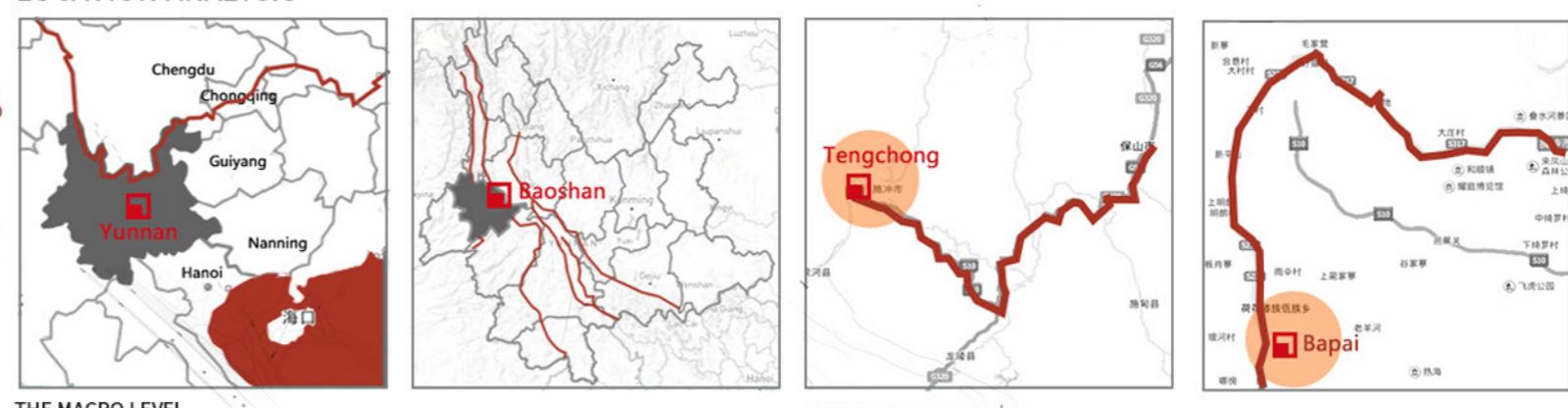


## DEVELOPMENT POTENTIAL ANALYSIS



Baoshan has great potentiality in tourism exploitation. From the point of the domestic market, tourism customers are mainly from the southwest area, including Kunming, Chengdu, Chongqing, Guizhou and the surrounding area. Under the Tengchong city urban area development planning, it is expected to achieve 20 million in 2020. In addition, family leisure vacation is major travel patterns, as well as business travel and healthy holiday.

## LOCATION ANALYSIS



**THE MACRO LEVEL**  
The site is located in southwestern China. Yunnan has a long history. There are numerous minorities in southwestern area, and the natural scenery is beautiful.

**THE MEDIUM LEVEL**  
The site is located in Baoshan city, which is next to Myanmar. Baoshan has localized 13 kinds of ethnic minorities. The well-known Silk Road crosses here.

**THE MICRO LEVEL**  
The site is located in Tengchong county. Tengchong is Home Town Of Overseas Chinese, it is also a historical and cultural city.

**THE BASE I**  
Bapai village is next to the famous Bapai giant fountain, the culture is unique and the local natural environment has important developing value.

## FUNDING SOURCES



**INVESTORS**  
We have money, but we have no idea what kind of project is suitable to invest. If possible, we hope to find a project that has high return.



**VISITORS**  
We have a small amount of money. We want to find a suitable consumer activities, but this kind of activities need to be different from the city and can be experience deeply.



**NATIVE RESIDENT**  
We can provide labor force and some funds. Firstly, we hope to solve the production problem as well as improve the industrial level. If there is a suitable project, we are willing to invest too.



**NEW RESIDENT**  
We need more employment opportunities so that we can bring our own funds back to the villages. However, there should be reasonable project that can have return on capital.

## YCS DEVELOPMENT MODEL

### YEAR-ROUND

Basing on the rich nature and culture resources to plan year-round travel routes, in order to attracting more foreign capital and promote the development of the tertiary industry.

### COUNTRY

improving rural infrastructure and protecting rural landscape is the prerequisite; promoting the development of rural tourism and creative industries is the core.

### SHARING

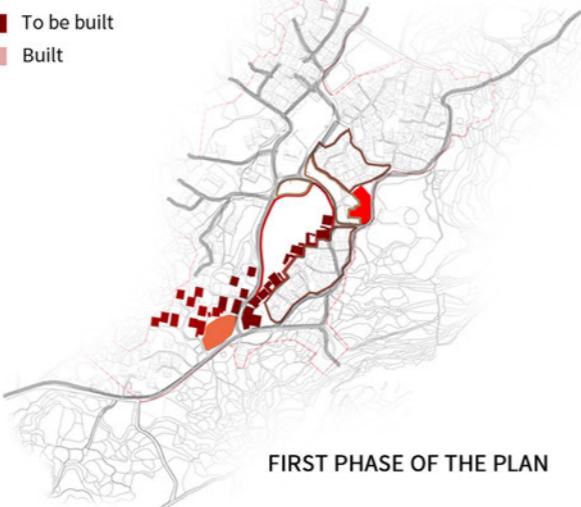
By sharing the urban and rural resources, we could promote the capital, talent and creativity of rural areas to share the social development achievements



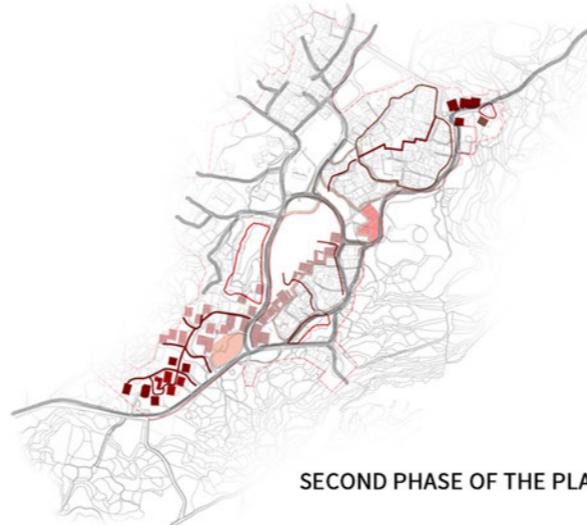
With the rapid ongoing urbanization, people yearning for a return to the countryside have been more urgent. Our goal is paying the advantages of rural resources, transportation and location advantages, creating a characteristics town which has a set of creative agriculture, industry linkage, characteristics culture and urban to rural interaction.

## PHASED DEVELOPMENT PLAN

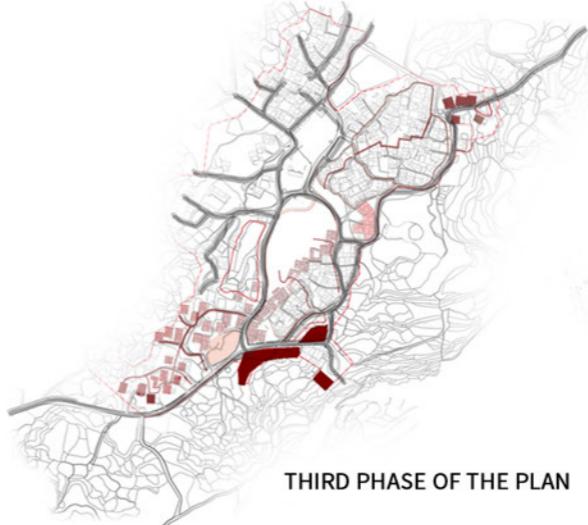
- To be built
- Built



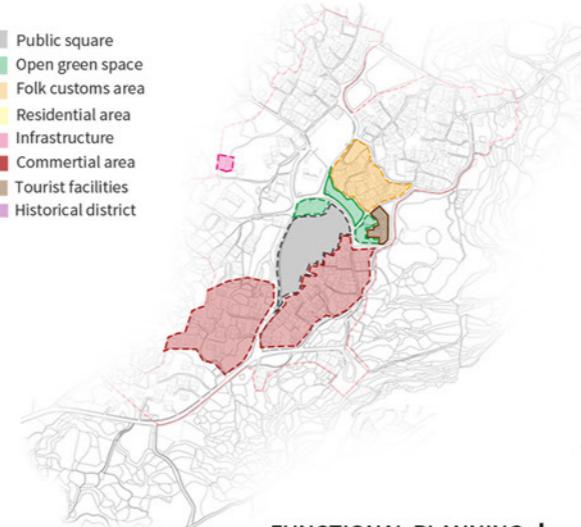
FIRST PHASE OF THE PLAN



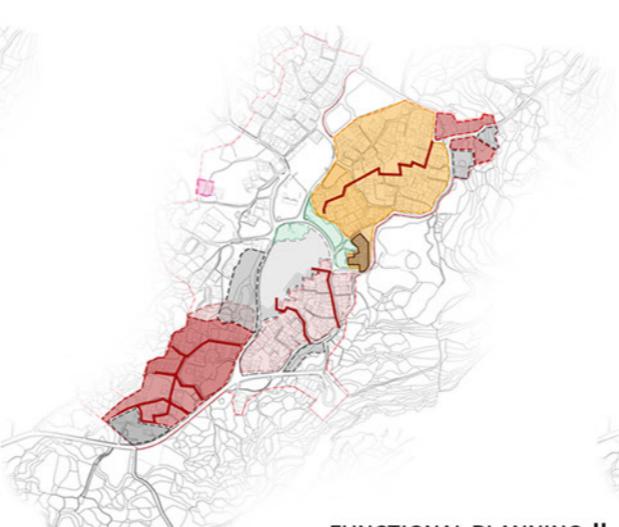
SECOND PHASE OF THE PLAN



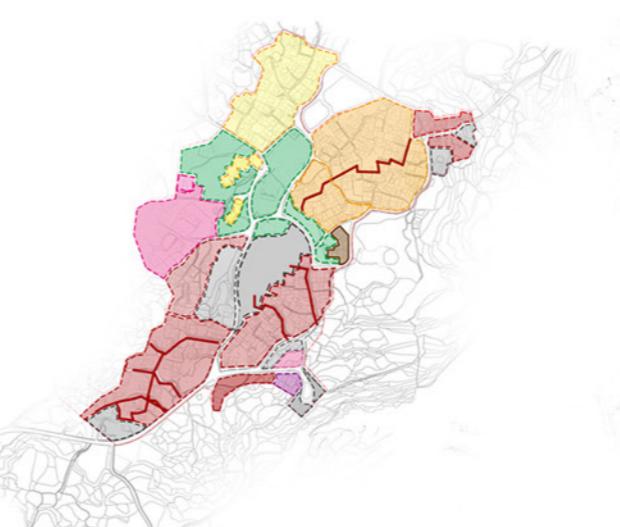
THIRD PHASE OF THE PLAN



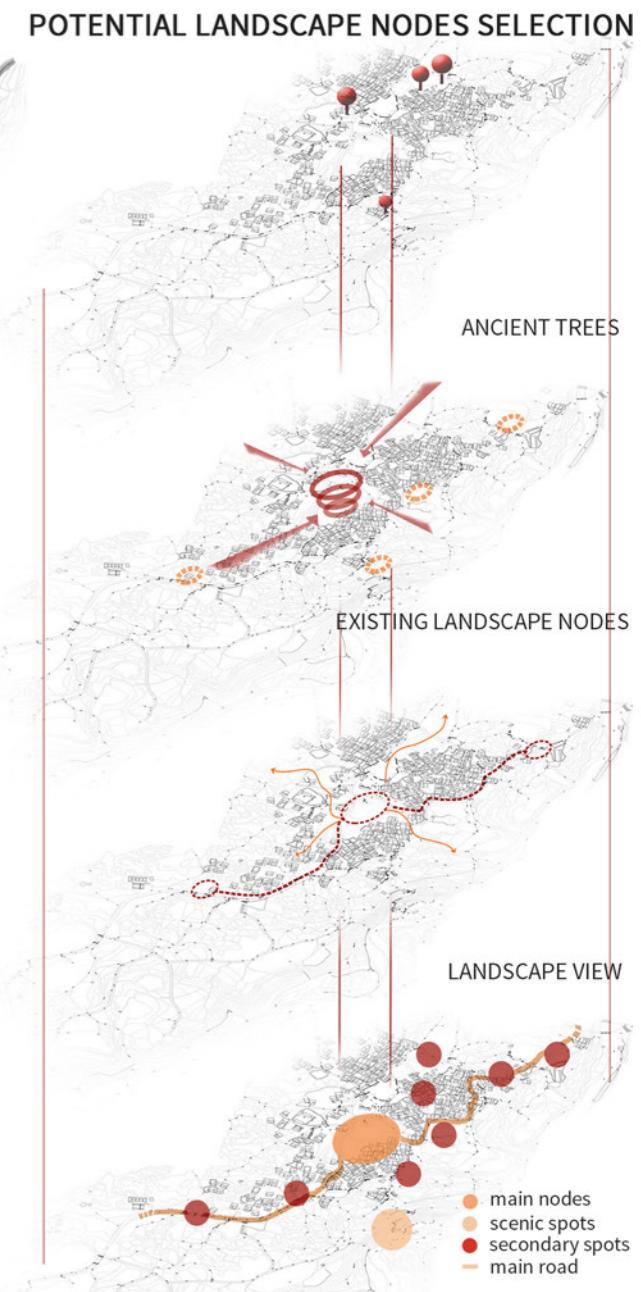
FUNCTIONAL PLANNING I



FUNCTIONAL PLANNING II



FUNCTIONAL PLANNING III



## TYPOLOGY OF NODES' TRANSFORMATION

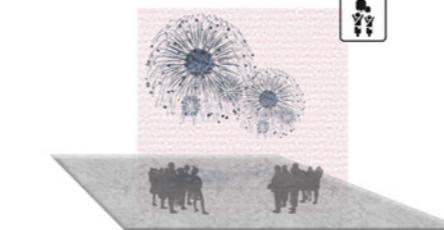
### PROGRAM



**BOARDWALKS**  
Boardwalks are built in nature environment, forming a complete pedestrian system.



**COMMERCIAL STREET**  
The site become a distinct that create job opportunities,where people can shop, play and relax.



**EVENT SPACE**  
Public open space are provided to celebrate some important festivals.

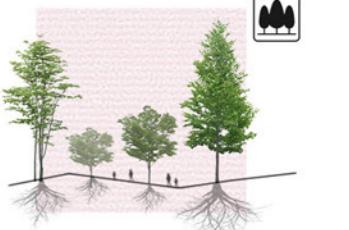
### ECOLOGY



**CONTROLLED FLOODING**  
Set up a flood dam to prevent flood during rainy season

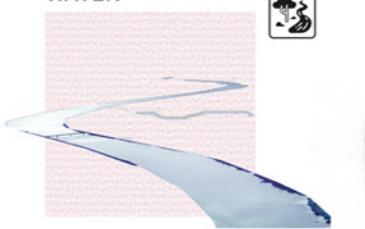


**AUATIC&RIPARIAN**  
A mature ecological matrix is formed with wetland green space.



**REFORESTATION**  
The bank is stabilized through a sustainable way: planting trees.

### WATER



**RIVER**  
The cultural and fruitful history of the site is represented through designed water institute.



**ARTIFICIAL POND**  
The ponds are transformed into fish pond in order to increase profit through aquaculture.

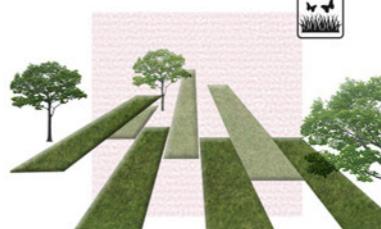


**NATURAL POND**  
open natural pond provides a place for people to play with water.

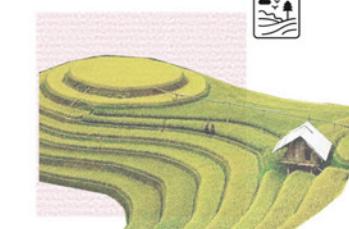
### EARTH WORK



**CROPLAND**  
Visitors could experience planting process of local crops.



**GRASS**  
Green space will be maximized to promote walking and relaxing.



**TERRACE**  
Terraced plantforms are transform into land art.

## SEASON-BASED PLANNING & DESIGN

