

# FREE INFORMATION ZONE: AN URBAN ECOSYSTEM FOR 21st CENTURY PRODUCTION

DENG KUN, LIU CHANG, MARY LYNCH-LLOYD,  
CARLOS SAINZ CACCIA, WANG YI, YU SIYAO

## 2016 INTERNATIONAL JOINT URBAN DESIGN STUDIO

联合城市设计工作室

+ Conservation and Redevelopment of Industrial Heritage: Shanghai Minsheng Dock

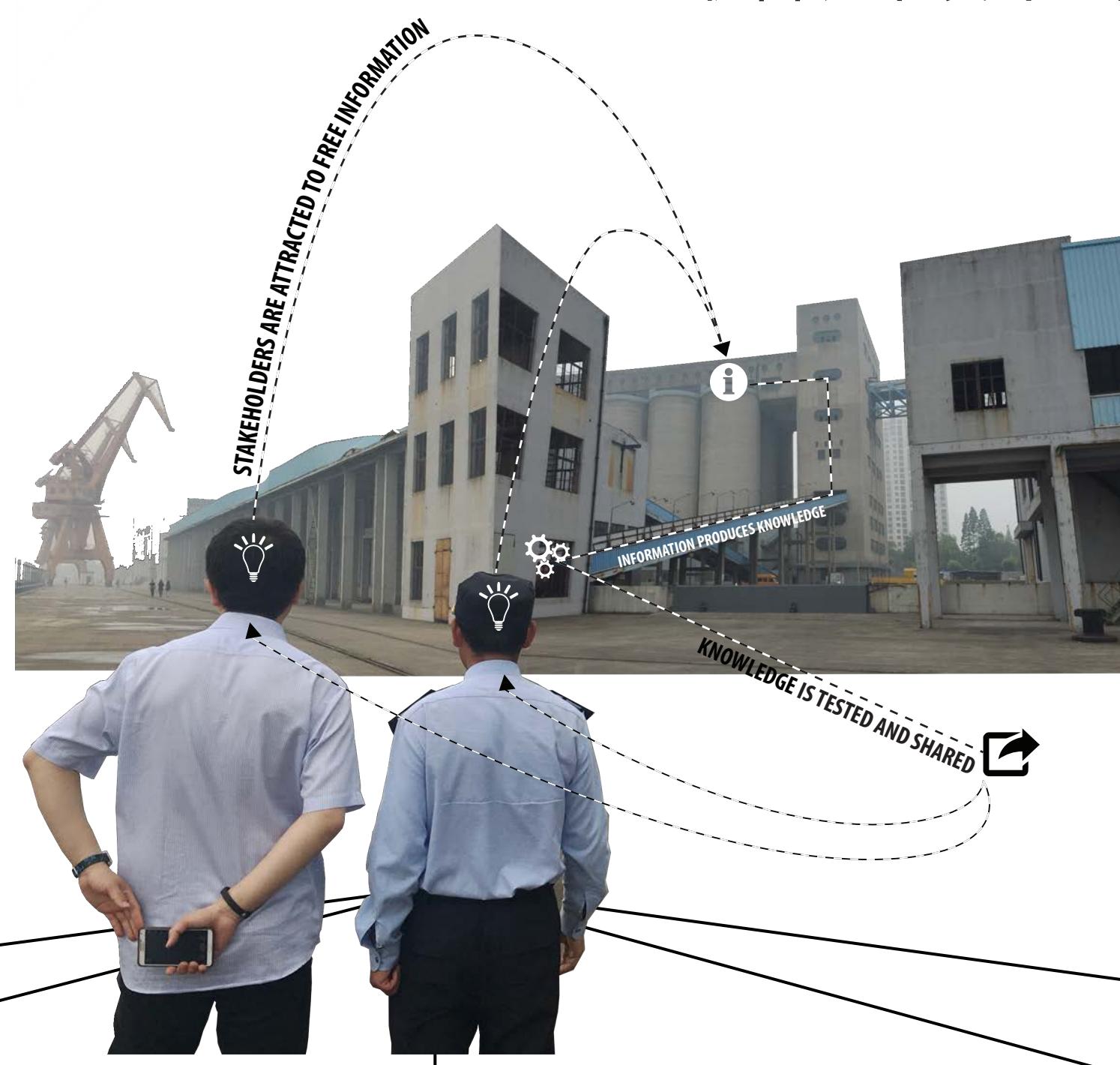
MIT+THU+SJTU

### Concept Development

圖片/圖紙標題絲毫不差

This project is based on information as the seed of a new kind of production, one for the 21st century. It is the production of knowledge, which, in our urban ecosystem, is tested, shared, and then applied to the world, creating new waves of knowledge in the future. This information seed will attract the various stakeholders from Shanghai and the world and what creates a thriving balanced ecosystem of knowledge production and sharing. This vibrant environment in turn attracts others for different reasons—for cultural events, for shopping, for restaurants, for a beautiful waterfront, for daily recreation, for medical consultation, and for the contemporary experience of Chinese space.

本项目是面向21世纪，基于信息资源的新式产品。作为知识生产的基础，信息在该生态系统中被挑选、共享，并被储存和处理以应对未来的挑战。信息资源将吸引来自上海和世界的各方利益相关者，从而创造一个繁荣平衡的知识生产和分享的生态系统。这个充满生机的环境也将吸引更多来此购物、散步、健身、休闲的市民。



### ACCESS

### TRANSPARENCY

### LINKING

### DENSITY

### CROSS-POLLINATION

Principles  
項目原則

Five principles inform the development of the concept:

Access  
Transparency  
Linking  
Density  
Cross-Pollination  
項目概念的5項原則  
可見性  
開放性  
可連接性  
高密度  
交叉作用

#### Free Information

圖片/圖紙標題絲毫不差

Access to free information is the most important principle of this project. Free information is the seed which will grow new types of knowledge, enabling sustainable development throughout the future. Access to free information will be provided through free will access the site, an archive in which historical and new forms of information will be stored and curated, and through the experience of the "loop," a mixed circulation platform that gives access to areas of production traditionally closed off to the public.

信息的可获得性是项目最重要的原则。信息的无限制获取将促进新的知识产生，从而实现可持续发展。项目将实现全区域的无线网络覆盖，并有一个混合用途的综合信息中心。除此之外，访客还可以通过不同渠道到达原来不对外开放的生产空间。

#### Formal and Conceptual

圖片/圖紙標題絲毫不差

Transparency of information, ideas, processes and forms is an important aspect of this proposal. It is a strategy which is inclusive of local populations, and enables those in search of knowledge to actually find it. This will result in a better-educated and more empowered public body, which will in turn spur innovation and development of the future, and create an exciting environment to inhabit.

信息、想法、过程和形式的开放性是概念的一个重要方面。该项目不仅面向本地人，而是面向面向所有者、研究者、艺术家、学者、游客等。这将使人们更容易地找到知识。这将导致一个更好的教育和公众环境。反之，这样的环境也会反过来激励创新和发展。这将有助于创造一个令人兴奋的居住环境。

#### Local and Global

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#### 24 Hour Place

圖片/圖紙標題絲毫不差

Introducing density is a key strategy to create a neighborhood place that is active 24 hours a day. By inserting a residential floor area nearly equal to the existing floor area, the presence of a residential community will be felt and will begin to react the site into a locate that is inviting and unique. Additionally, the daytime presence of workers, researchers, scholars and artists will complement the residential atmosphere, and restaurants, stores, and cultural venues will attract visitors through the night.

通过增加密度，项目全天24小时活力四溢。通过增加住宅楼层面积，使其与现有楼层面积几乎相等，从而形成一个吸引人的社区。此外，白天工人、研究人员和艺术家的出现将为项目注入生气，而在夜晚，饭馆、商店和文化场所也将吸引游客。

#### Program Integration

圖片/圖紙標題絲毫不差

Using the principles of the traditional Chinese garden, this project uses different kinds of openings and circulations through space to enable programmatic juxtapositions. These juxtapositions will enable different disciplines to learn and inspire one another, making the site into a true laboratory in which knowledge and ideas thrive in a zone of differentiation. Each public space is shaped by building with different types of programmatic uses in the spaces and inspiring the energy of learning and creation.

通过运用中国传统园林的原则，项目使用了不同的空间开口和流通方式，从而实现功能上的对比。这些对比将使不同学科之间相互学习和启发对方，使得项目真正成为一个信息开放的场所。每个公共空间由不同的功能组合而成，充分保证了空间学习和创造的能量。

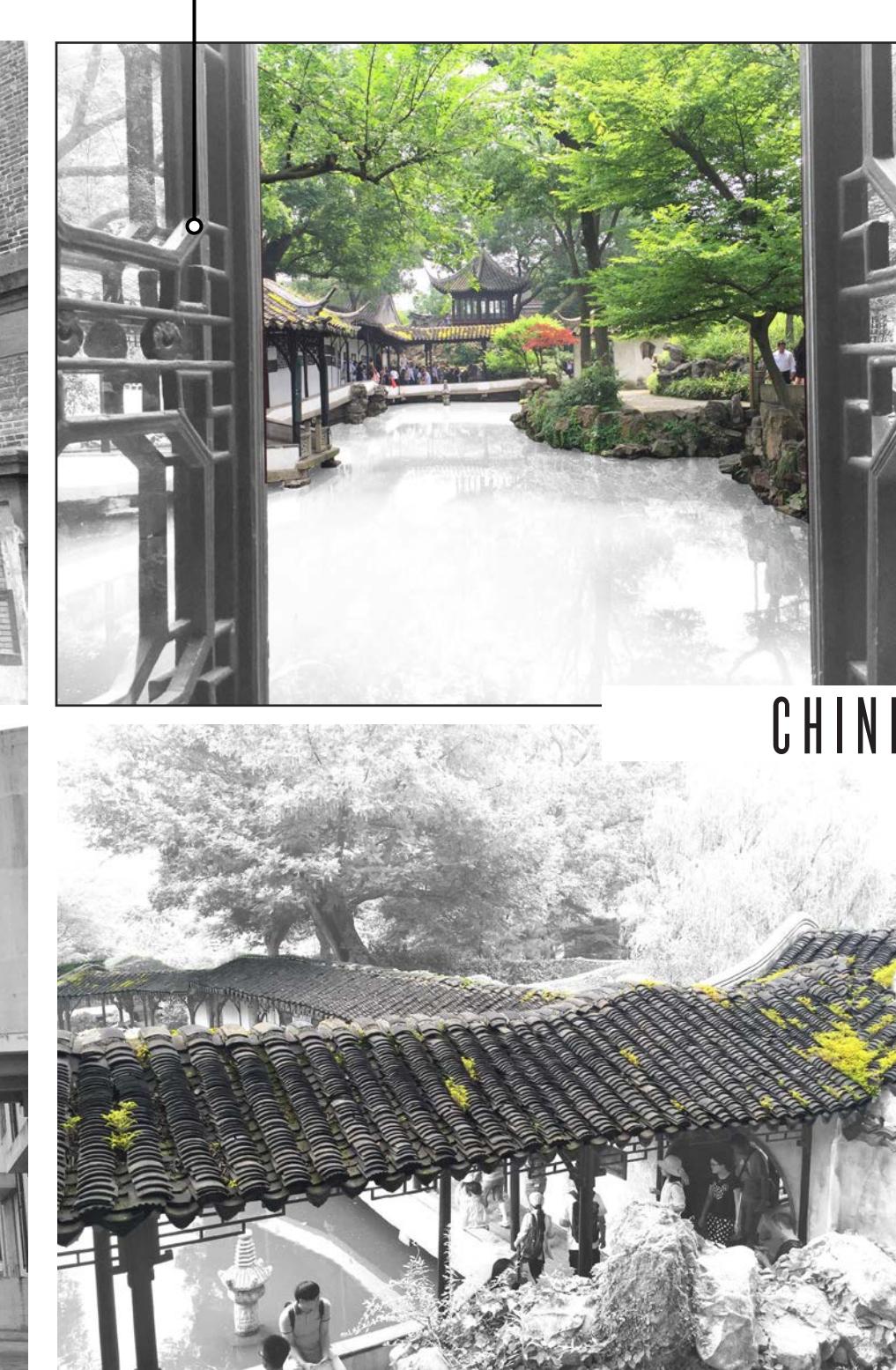
### NEIGHBORING COMMUNITY



### INDUSTRIAL HERITAGE



### CHINESE SPACE



### Considerations

圖片/圖紙標題絲毫不差

In addition to the five principles, three ideas were considered which assisted in modulating design decisions. The neighboring community, the industrial heritage of the site, and the traditional idea of Chinese space as seen in gardens like Suzhou Gardens constitute the primary considerations of the project.

除了上述五项原则，三个概念也为设计的决定性因素，同时社区、场地的工业遗产和传统苏州园林共同构成了项目考虑的因素。

### Programs

圖片/圖紙標題絲毫不差

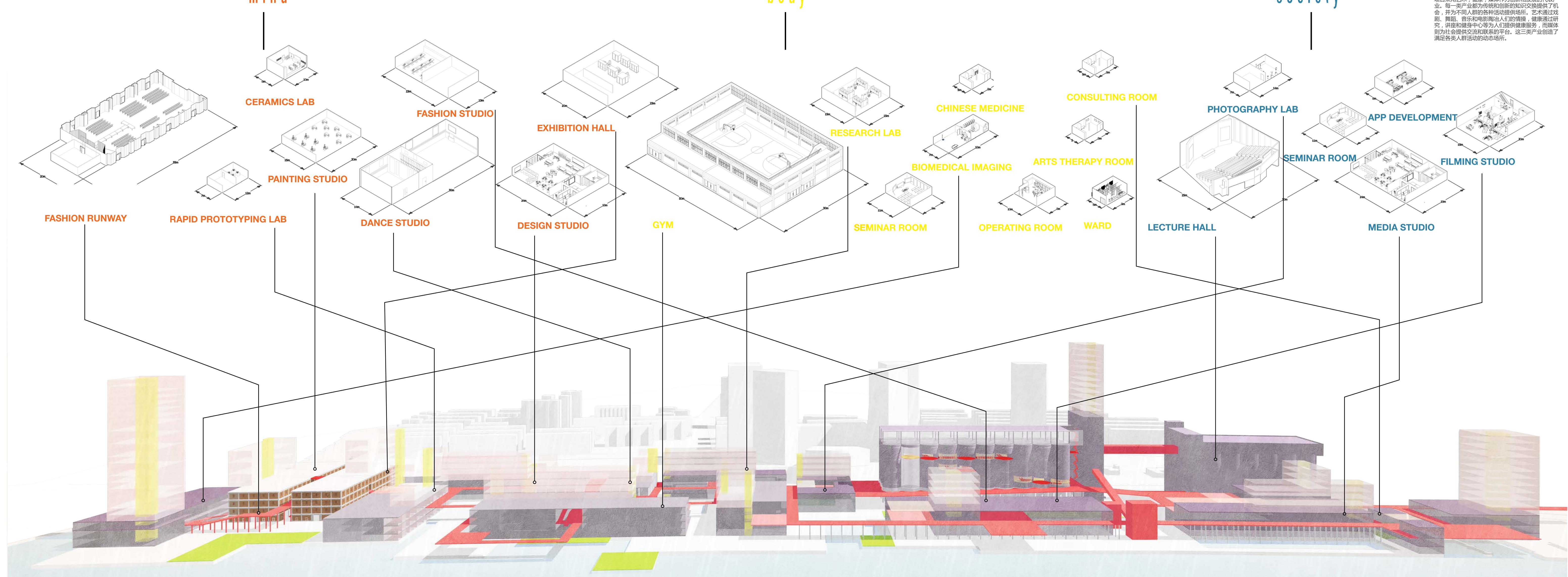
The three programmatic categories, the arts, health, and media, were chosen because taken together they represent a balanced strategy for innovation and development. Each category presents opportunities for both traditional and innovative practices and knowledge exchange, as well as activities for people with different interests. The arts nourish the mind through cultural events like theater, dance, music, film, health nourishes the body through innovative research, medical advocacy, research, treatment, and health supplies the mind with communication and a medium to express and connect. These three categories will create a dynamic place of different activities that tap the knowledge and interests of different groups of people.

项目采用艺术、健康、媒体为创新和发展的代表产业。每一类产业都为传统的和创新的实践提供了机会，同时也为不同兴趣的人们提供了活动。艺术通过文化活动（如戏剧、舞蹈、音乐、电影）滋养心灵；健康通过研究、治疗和医疗保健服务滋养身体；而媒体则通过交流和表达的媒介提供沟通。这三个类别创造了满足各类人群活动的地方。

### ARTS mind

### HEALTH body

### MEDIA society



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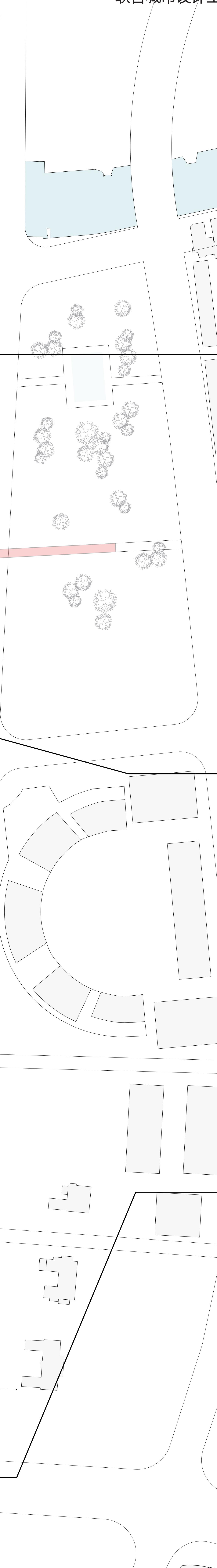
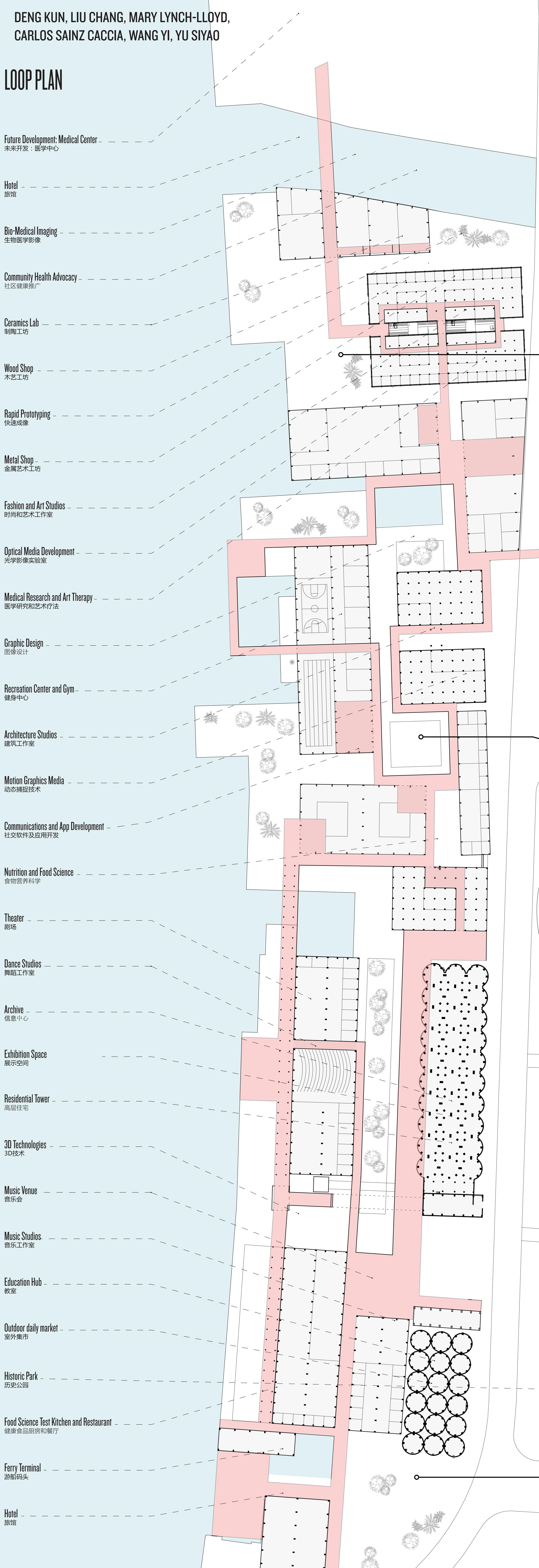
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# 联合城市设计工作室

上海民生码头区城市设计与城市更新

# Dock M+HUSJU

# LOOP PLAN



# Optical

The unifying theme in this focus area is the visual image. With the visual arts center located in the old 1920 factory, neighbored by a biomedical imaging research facility and an optical media development center, looking at and creating images is the basic activity that crosses disciplines and builds a common public ground. The fashion runway snakes through and beyond the arts building, and a sculpture garden animates the green space on the waterfront. Large “selfie screens” adorn the exterior of the optical media building, broadcasting images taken by the public in the space. Restaurants and retail spaces, especially the fashion boutiques of the resident designers, create public activities around the open space.

圖但我必須向你解釋譴責樂趣和讚美疼痛的這一切錯誤的想法是如何誕生了，我會給你系統的完整賬戶，並闡述真理，人類的主建設者的偉大的探險家的實際教訓幸福。沒有人會拒絕，好惡，或避免快感本身，因為它是樂趣，而是因為那些誰不知道該怎麼尋歡作樂卻遇到極其痛苦的後果。也再次有任何人誰愛或追求或希望獲得自己的痛苦，因為它是痛苦的，但因為偶爾會現在其中的辛勞和痛苦的情況下可以促使他一些非常高興。舉一個簡單的例子，我們中的不斷進行艱苦的體育鍛煉，除了從中獲得一定的優勢？

# Focus Area 2



# Haptic

The central theme that unifies the various programs in this area is haptic, or a sense of touch and perception of objects. A motion graphics laboratory, a fitness center, architecture studios and graphic design offices all focus on the making of physical things, and consider movement and perception as central concepts. In this public space, this idea is illustrated in

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# Focus Area



Aural

**Aural**  
圖片/圖紙標題絲毫不差  
This area focuses on the production of knowledge that can be heard and experienced. From the music recording and performing center as well as the Performing Arts center with an open air theater and dance studio, each program utilizes sound as a central element. Sound will bleed out of the buildings to transform the outdoor space into a lively center of activity. Additionally, the iconic archive building will act as a landmark for the site, and its open ground floor that hosts a market will draw visitors from the ferry terminal and the subway stop.  
圖但我必須向你解釋譴責樂趣和讚美疼痛的這一切錯誤的想法是如何誕生了，我會給你系統的完整賬戶，並闡述真理，人類的主建設者的偉大的探險家的實際教訓幸福。沒有人會拒絕，好惡，或避免快感本身，因為它是樂趣，而是因為那些誰不知道該怎麼尋歡作樂合理遇到極其痛苦的後果。也再次有任何人誰愛或追求或想獲得自己的痛苦，因為它是痛苦的，但由於傷害會現在村中的痛苦和歡喜的情況下可以併存。

追求或希望獲得自己的痛苦，因為它是痛苦的，但因為偶爾會現在其中的辛勞和痛苦的情況下可以促進他一些非常高興。舉一個簡單的例子，我們中的不斷進行艱苦的體育鍛煉，除了從中獲得一定的優勢？但誰也找到誰選擇享受沒有惱人的後果誰避免產生不產生快感痛苦高興，或者一個男人故障的任何權利

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## PROGRAM AND CIRCULATION

### Circulation and Access 流线与入口

The site is connected to the existing neighborhood through both ground level paths and loop entrances. Rather than a single grand entrance, the project utilizes the principles of the Chinese Garden and creates many small openings that offer a peek of what lies beyond, enticing the visitor by its mystery.

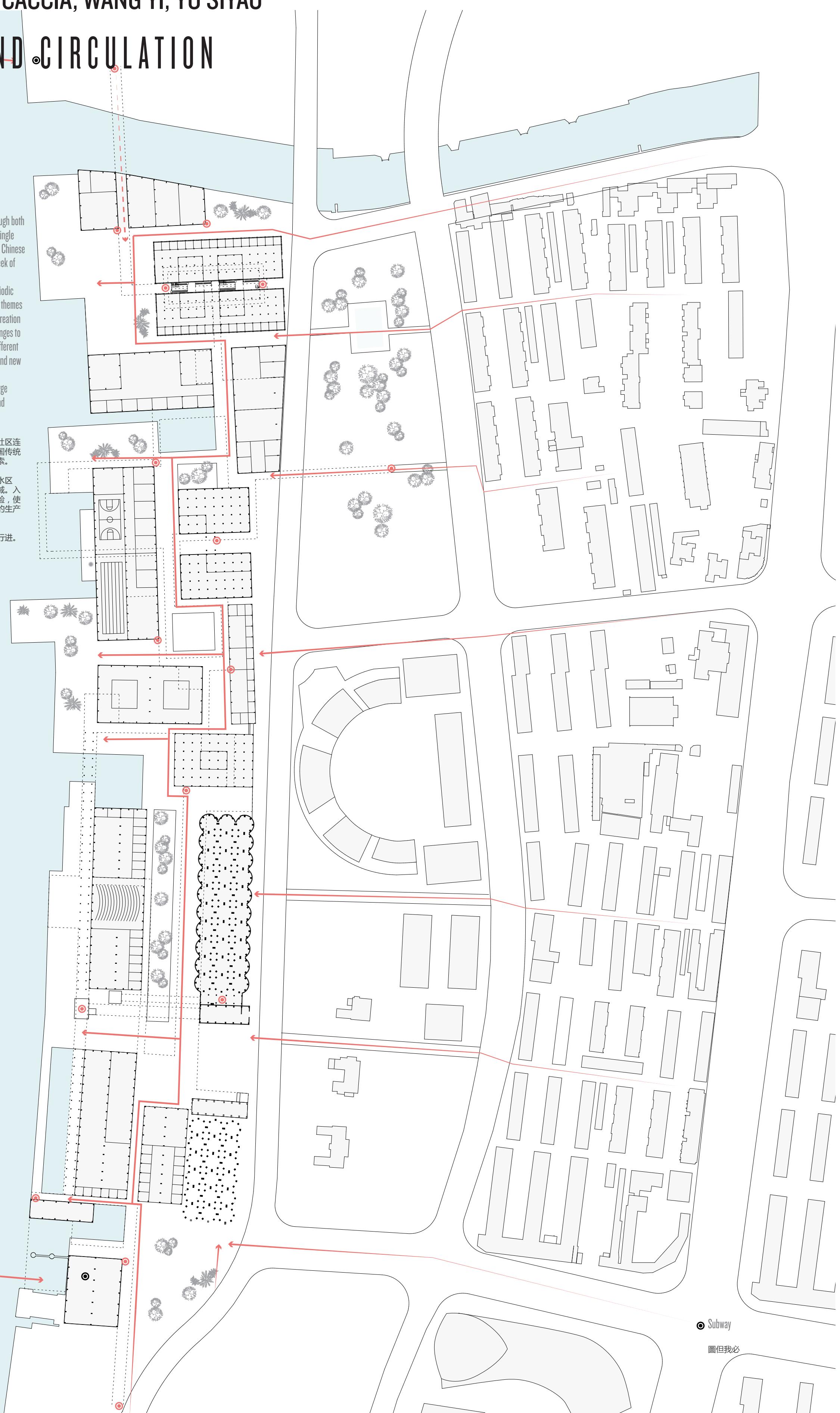
A central spine traverses the length of the site, with periodic entrances to different areas that offer a variety of themes ranging from sculpture garden to historical step to recreation area. Access starts in the loop above offer frequent changes to experience the site from above and to look inside the different production areas that have been inserted into historic and new buildings.

Car access for deliveries and supplies is through the large entrance and along the central spine. All other car-bound visitors can park in the underground parking lot.

基地通过底层通道和循环通道，将现有的城市片区连接起来。相较于单一的宏伟入口，项目利用了中国园林的“留白”设计原则，创造了许多小的开口，通过神秘感吸引游客。

中心的轴线贯穿整个场地，并延伸到不同的办公区域，作为轴线的延伸，楼梯、健身房中心等设施设于此。入口往往以戏剧性的形式出现，提供了多种多样的体验，使得人们可以轻松地探索并享受于老建筑与新建筑之间。

运营的车辆通过巨大的入口进入并沿轴线内行驶，所有来往的车辆将停入地下停车场。



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上海民生码头区城市设计与城市更新

MIT+THU+SJTU  
Program Distribution  
功能分布



Rather than dividing the site into thematic zones, the project embodies the true spirit of mixed use. Surrounding each outdoor public space is a cluster of differently programmed buildings, creating spaces that are activated by the different activities: the buildings around them support. This is a patchwork of uses, activities, and micro-zones, each with its own distinct personality.

**Residential**  
The residential program is constituted primarily of mid-rise add-ons above the existing and new buildings. This scheme echoes the form of traditional Chinese residential architecture, but executes it in a contemporary, forward-thinking way. The residences are on the ground level of the buildings they rest upon, creating a walking-out of residents, visitors, tourists and workers to ground level interiors.

**Media**  
Media buildings reside primarily in new constructions, in addition to a few existing buildings. Like other programs, they are organized by a three-space type principle. Large, double or triple height spaces are for making/sharing, large open single height spaces are for flexible working, and small rooms are for individual work.

**Arts**  
Arts buildings make use of some of the most spectacular existing buildings on the site, taking advantage of the character of the building's fabric to offset the creativity occurring within. Like the media spaces, open single height spaces, and some individual spaces, open double height spaces, and some individual spaces. Ground levels of the arts buildings are generally publicly accessible, with retail and experiential programming.

**Health**  
Organized in a gradient from the north-east end of the site, the health program will connect to a future medical center across the canal. The health research will focus on the most innovative and high-value research, such as biomedical imaging, analysis and modeling. This research can then be implemented outside and the medical center. Furthermore, media research in optics will also offer assistance to the medical research. Other areas of health, such as fitness centers, are located near the recreation center and the food science center and test kitchen restaurant.

**Retail and Restaurants**  
Every public space contains some retail and restaurant element to create opportunities to pass and enjoy the events happening on the site. The recreation center will have workout-fashion boutiques, with classes designed by resident fashion designers, the arts center will have arts for sale, and the food center will host a daily outdoor food market.

**Knowledge Archive**  
The archive, as the cornerstone of the project, the beginning and end of the knowledge production loop, is a place to experience the different forms of knowledge in new ways. An exhibition hall will be located on the ground floor, and a reading room at the top, after experiencing both physical and digital information forms. The reading room will be a place to project the projects of various on-site research onto the floor. As such, the ground level will become an unstructured experience of the original site building while also acting as an innovative museum that showcases all the knowledge being produced.

建筑被重新利用的艺术水箱和老建筑，利

用各种形式的建筑，与未来的医疗中心相

连，并且分析建筑，这将对未来的医学中心产生影

响，媒体建筑也将帮助其研究光学方面的研

究成果，从而为医学研究提供支持。

零售与餐饮

每处公共空间都包含一些零售和餐饮，创造许多活

跃的机会，健身中心会开设许多，包括零售

和餐饮服务，艺术中心也会有艺术品售

卖，以及各种各样的演出活动。

知识档案

知识档案是项目的基石，开始

和结束于知识生产循环，是体验

不同形式的知识的新地方。

一个展览厅将位于地面层，

而阅读室将在顶部，

在体验了物理和数字信

息形式后。

阅读室将把现场研究项

目投射到地板上。

因此，地面层将成为原

建筑的非结构化经验，

同时也作为创新博物馆，

展示了所有正在生产

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建筑中将为人们体验各种新形式的知识提供场所，在体验

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目投射到地板上。

因此，地面层将成为原

建筑的非结构化经验，

同时也作为创新博物馆，

展示了所有正在生产

的知识。

建筑中将为人们体验各种新形式的知识提供场所，在体验

不同的知识形式时，创造许多活

跃的机会。

健身中心会开设许多，包括零售

FOCUS AREAS

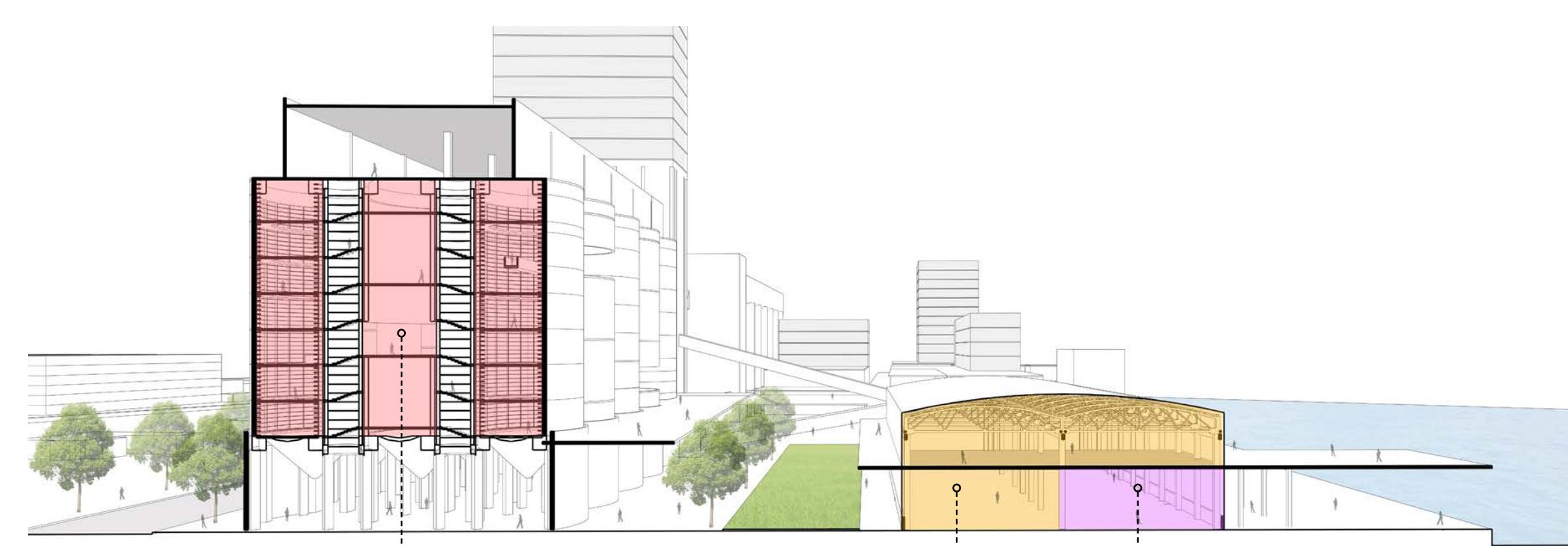
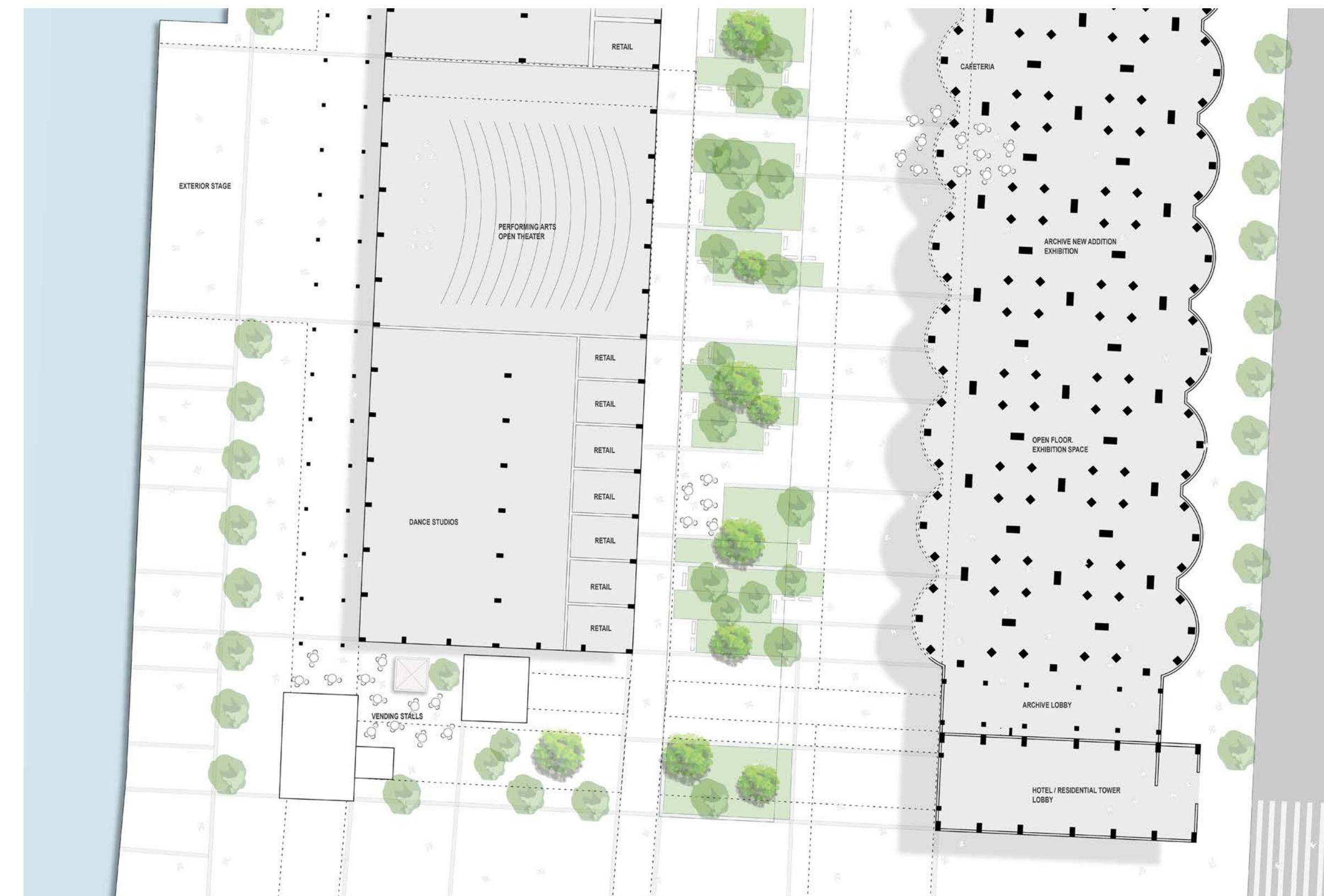


AREA 1

Welcome + Aural  
开放门户 + 听觉

This space is the largest entrance to the Free Information Zone, being centrally located for both users of the ferry and the subway. The iconic form of the historic building frames a gateway to the space that needs little intervention to make it spectacular. The arches, the cornerstone of the project, is what first greets visitors, offering an exhibition on the ground level all the different innovation and knowledge that is being produced on the site. A recording studio, sonic media, and a performing arts center bracket the central space and create a zone filled with activities and cultural events.

该空间是信息开放区的主要入口，也是轮渡和地铁的换乘中心。设计通过对历史建筑——筒仓的改造打造具有标志性并吸引人的空间。多元创新博物馆位于建筑底层，形成对来访者的第一印象。录音室、声乐媒体和表演艺术中心围绕中心空间，通过音乐、声音和表演，营造一个充满活力和文化气息的全民知识共享空间。



Archive  
信息中心

Performance Arts  
表演艺术

Retail  
零售

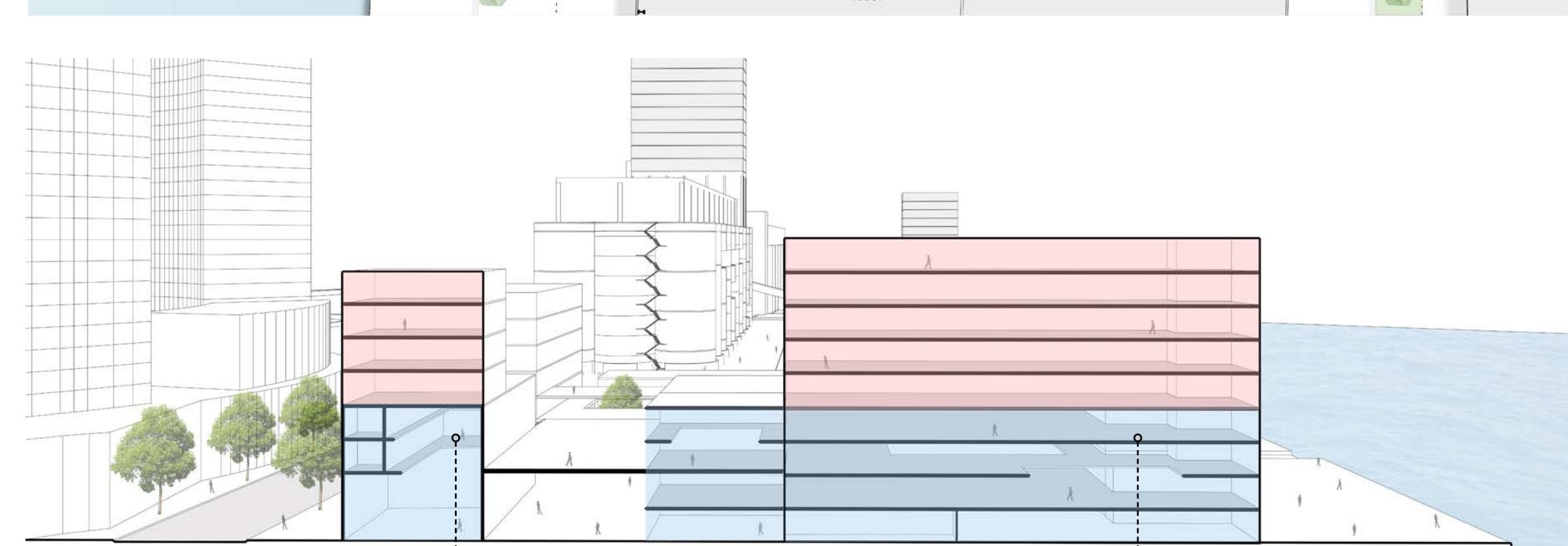


AREA 2

Haptic  
触觉

This area, in which objects and perception are the focus across the three industries, a communications media lab, a motion graphics development facility and a recreation center all share a courtyard space. Through its courtyard typology, this space intersects the traditional and the contemporary, as well as the local and the global.

该区域是艺术、媒体和健康三重空间，包括一个通信媒体实验室、一个运动图形研究设施和一个休闲中心。一个庭院将三个行业的工作室和研究空间连接起来，促进不同领域的知识交流。这个空间同时拥有传统与现代、本地与全球的融合。



Motion Graphics Research  
动态图像研发

Residences  
住宅

Communications Media  
交互媒体

Residences  
住宅

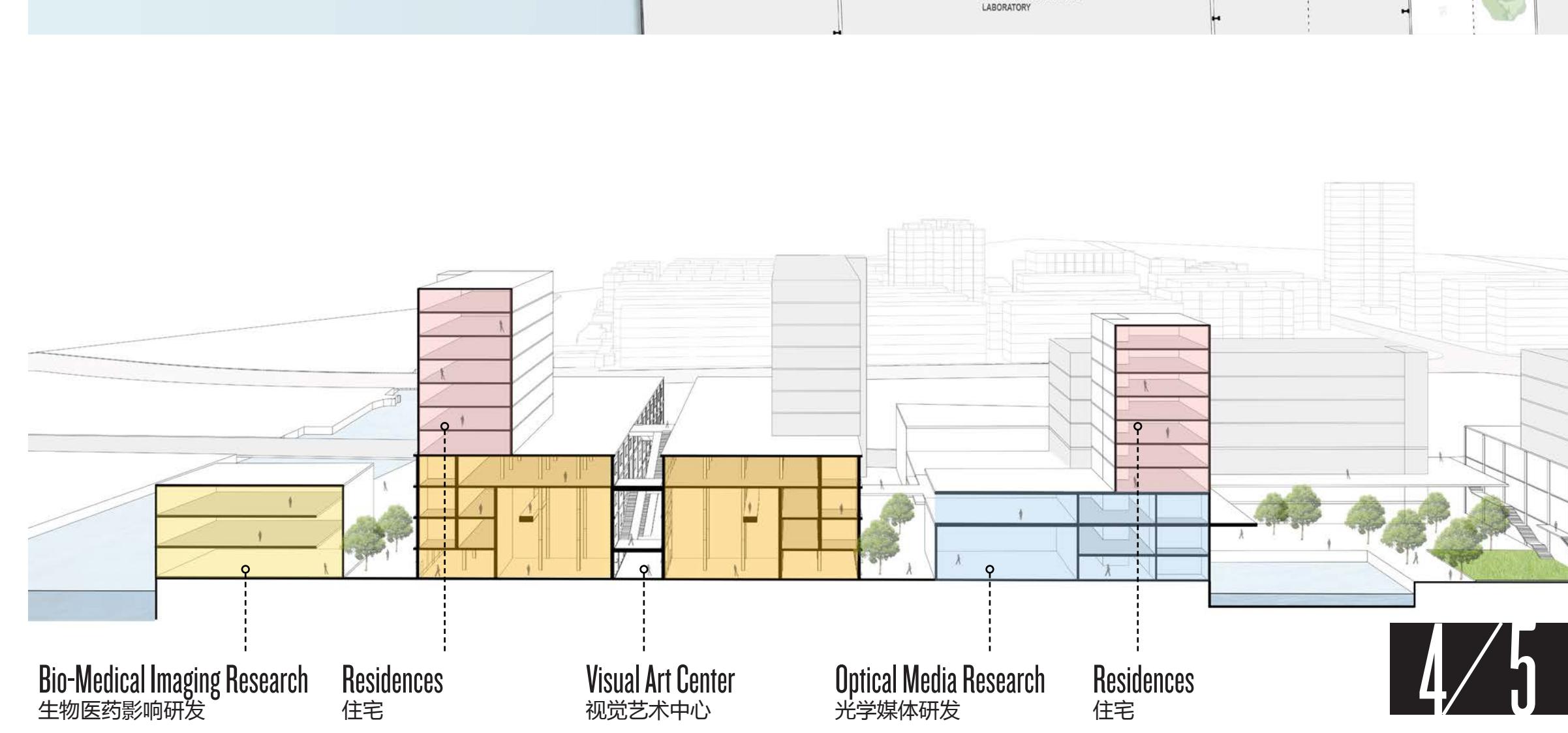


AREA 3

Optical  
光影

This space, unified by a focus on optical production across the industries, can host many events like fashion shows on the long platform within the visual arts center. It is an exciting space that exists on the border of public and private, and that opens up the processes of knowledge production to the public.

该空间的主轴围绕光影展开，通过历史工业建筑的更新营造出多功能的展示空间，该片区的环形通道体系以公共为场域，还建设了视觉艺术中心。这是一个存在于公共与私人交融边界的展示空间，将知识生产的进程公开化。



Bio-Medical Imaging Research  
生物医药影像研发

Residences  
住宅

Visual Art Center  
视觉艺术中心

Optical Media Research  
光学媒体研发

Residences  
住宅

## INNOVATION: Knowledge Preservation

### Re-Thinking the Archive

信息存储的新形式

As the nature and form of information is changes, so must the ways we keep and curate it. This archive, in a building that used to store grain will now store the knowledge that is accrued throughout generations. Its silo structure enables different kinds of ways to experience the various forms of the information, from physical to digital.

信息存储的新形式

信息存储的新形式