

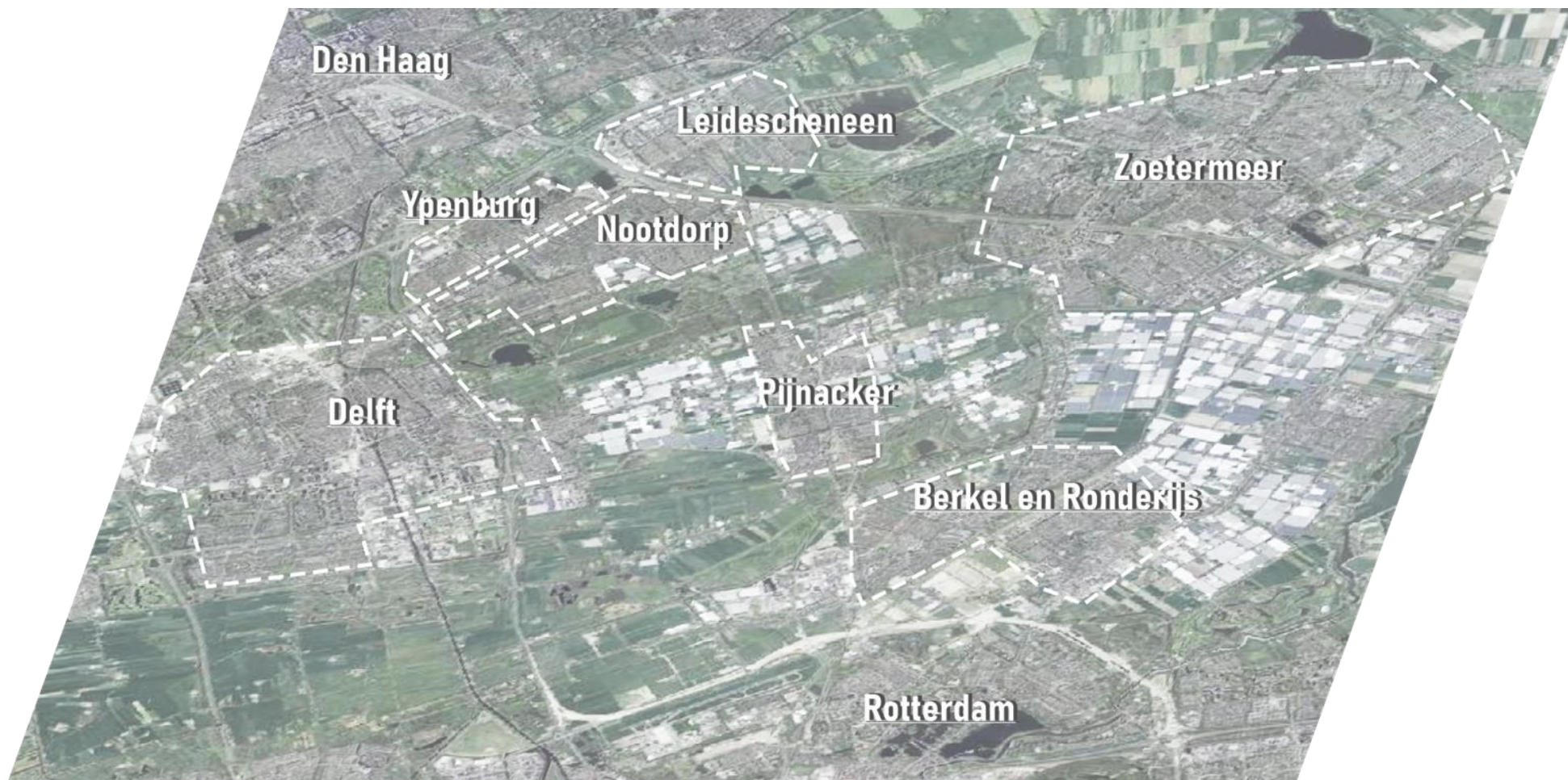


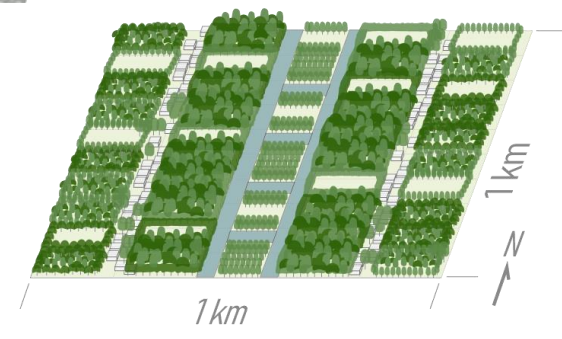
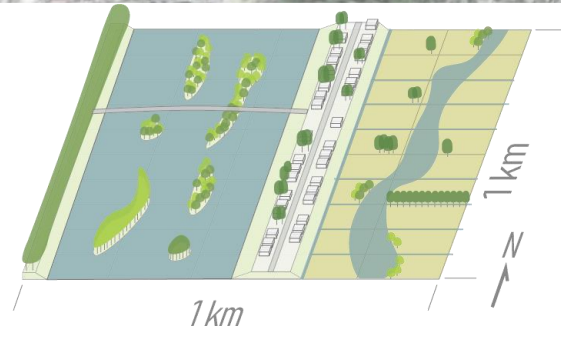
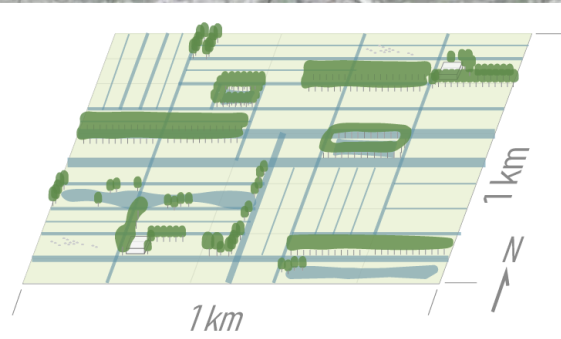
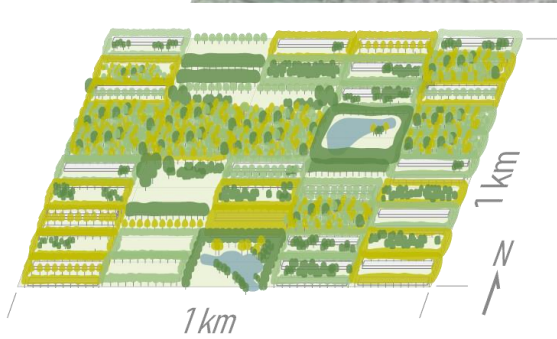
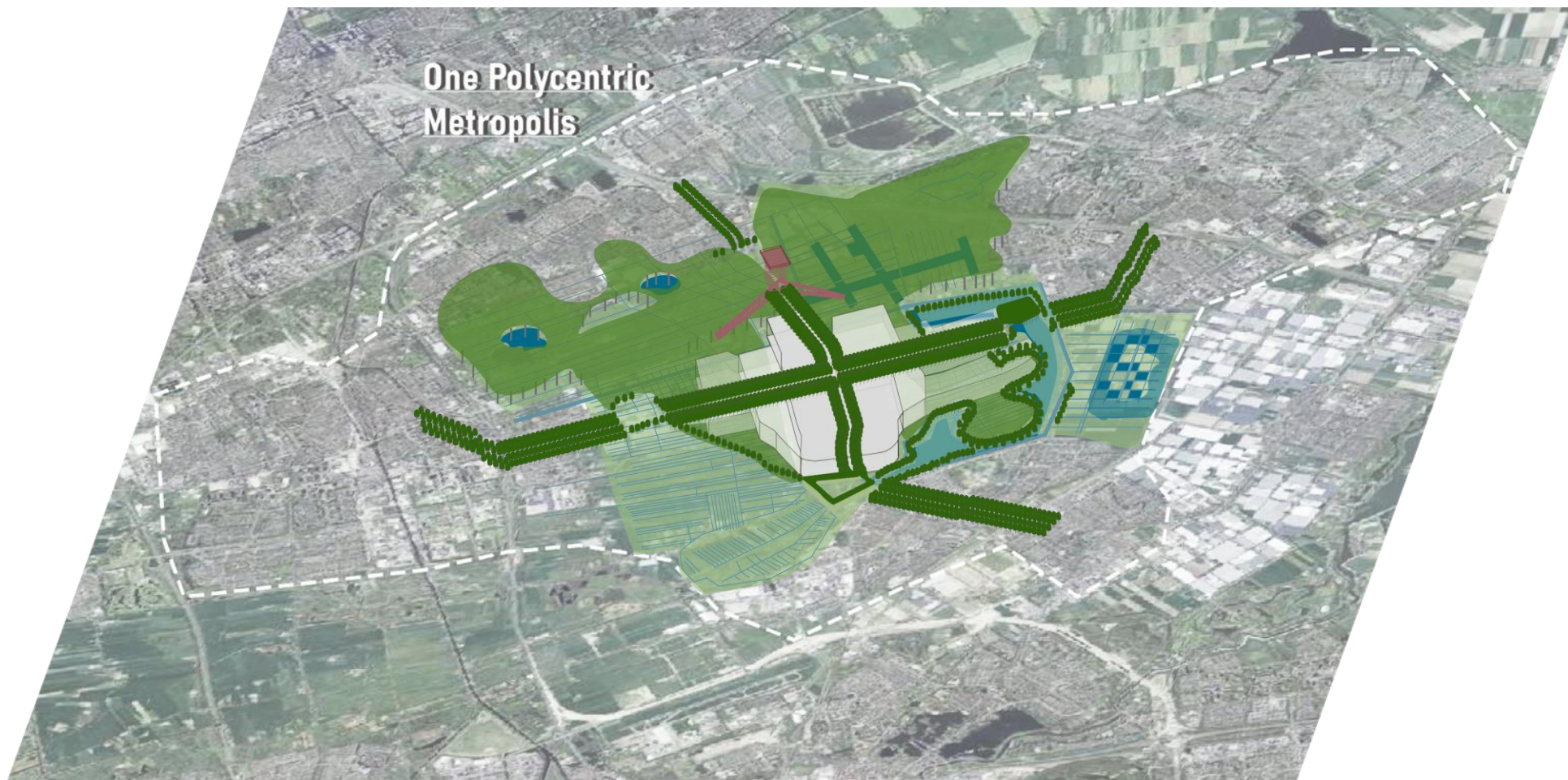
The Shape of Healthy Lowland Metropolis

Urban Forestry as Landscape Architectural Approach to a Healthy Environment in
Rotterdam- Den Haag Metropolis

SuiHui, Kuo | Graduation Project | TU Delft Landscape Architecture | Urban Forest Place

René van der Velde | Claudiu Forgaci





Introduction



Analysis



Principles



Design
Results



Conclusion

Introduction

Preface and Problem Statement

Research Questions

Concept Framework

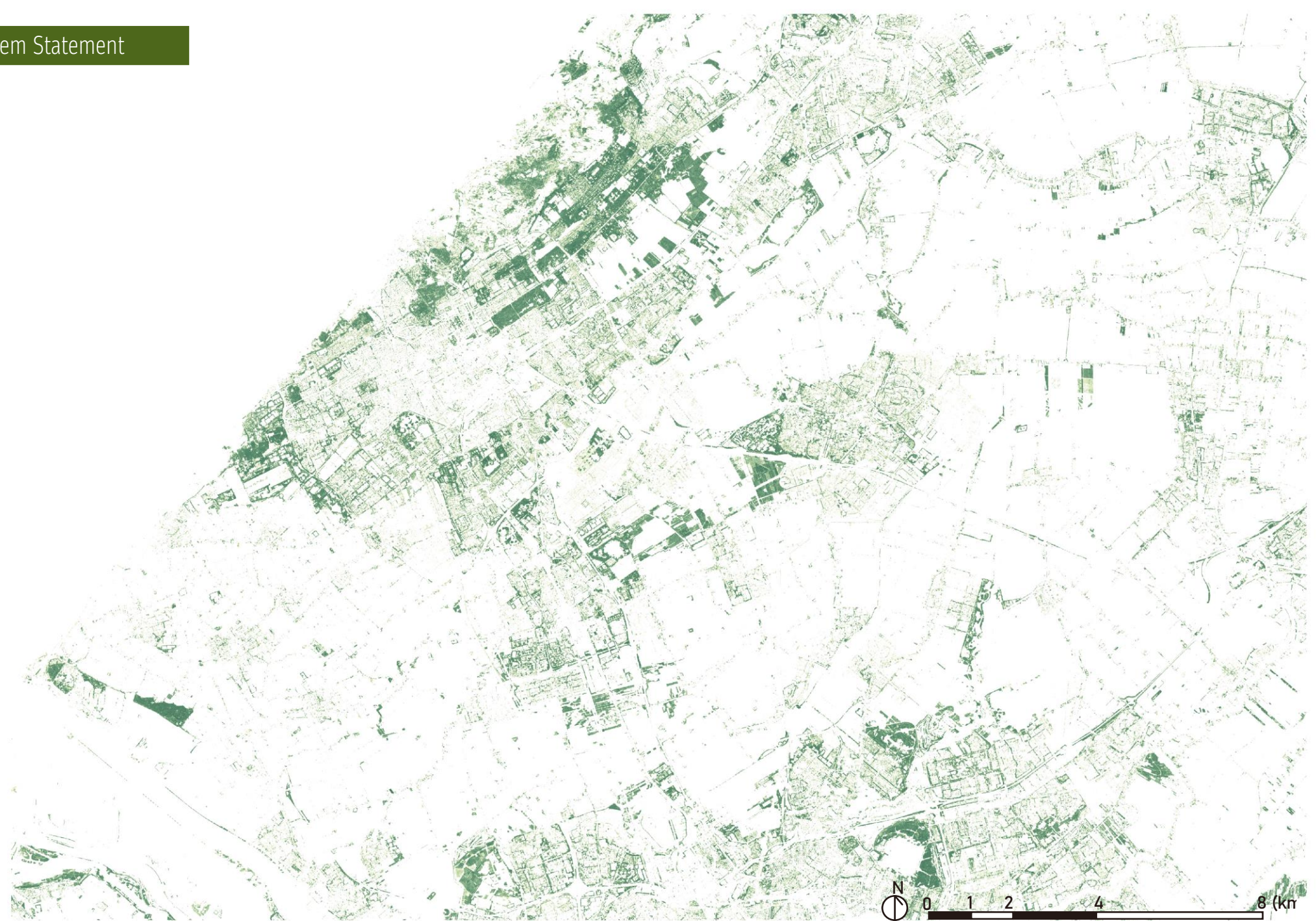
Analysis

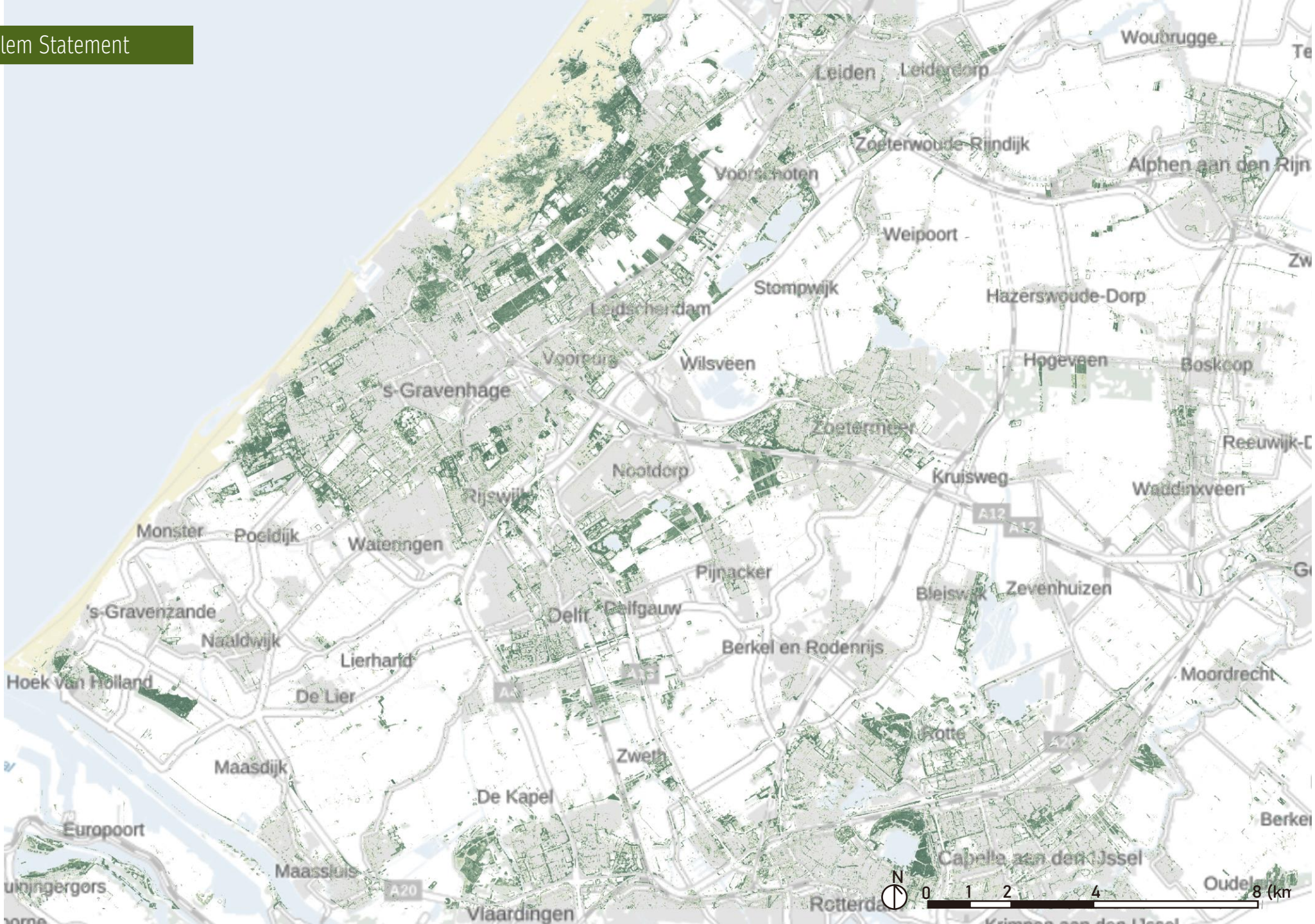
Principles

Design
Results

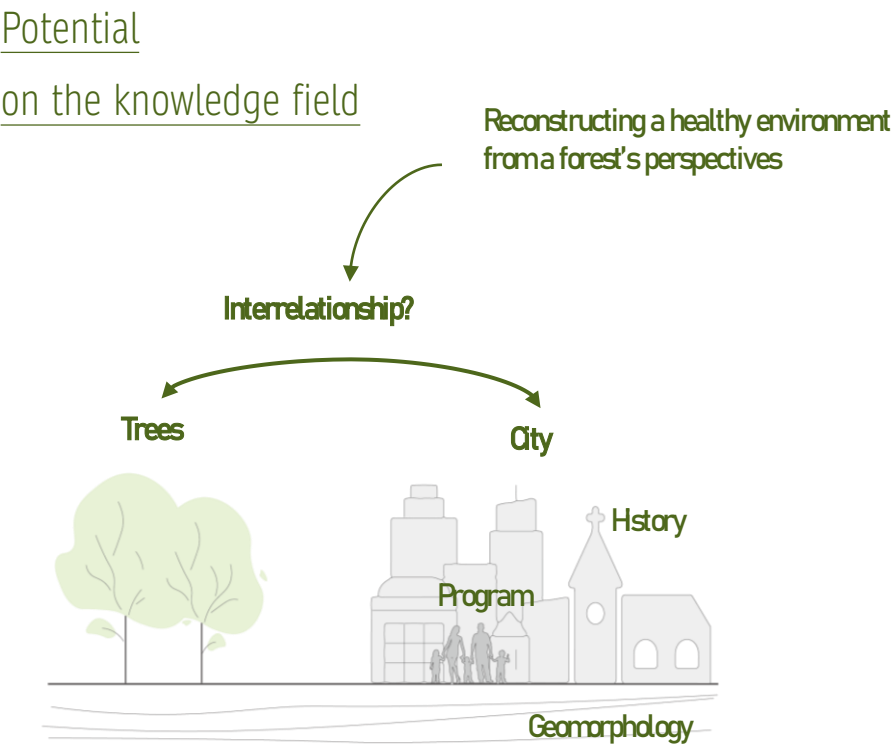
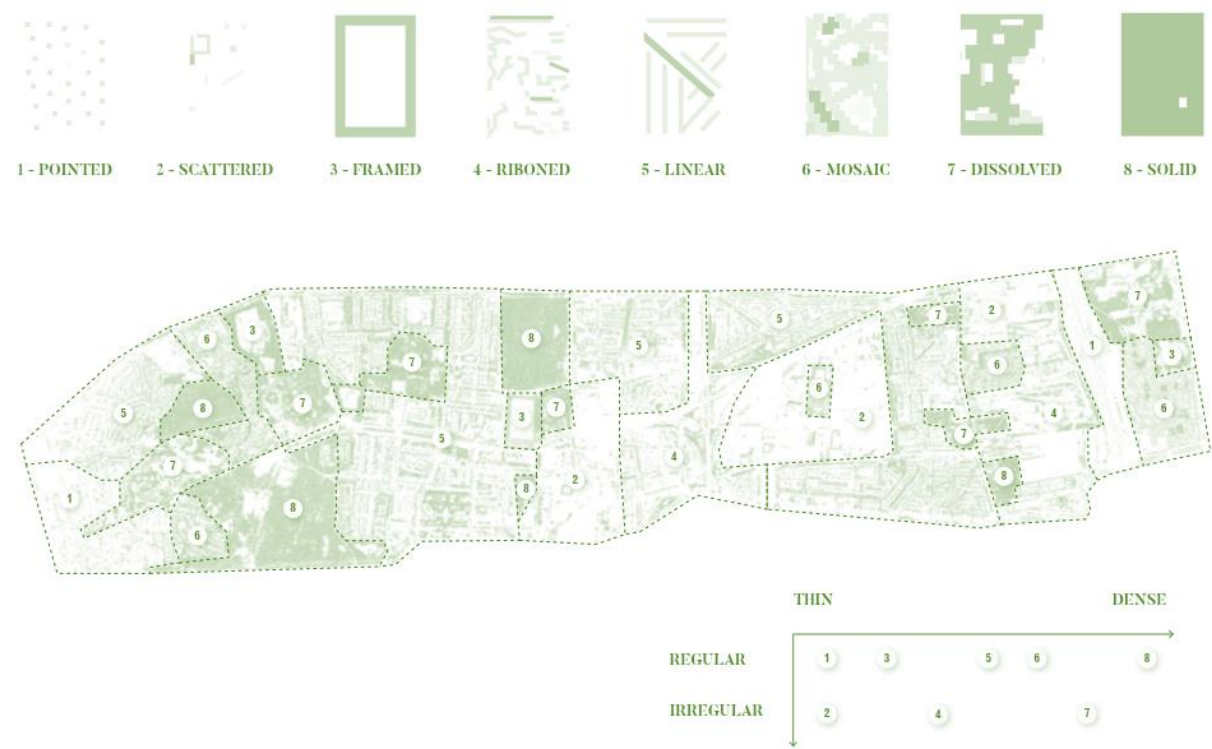
Conclusion



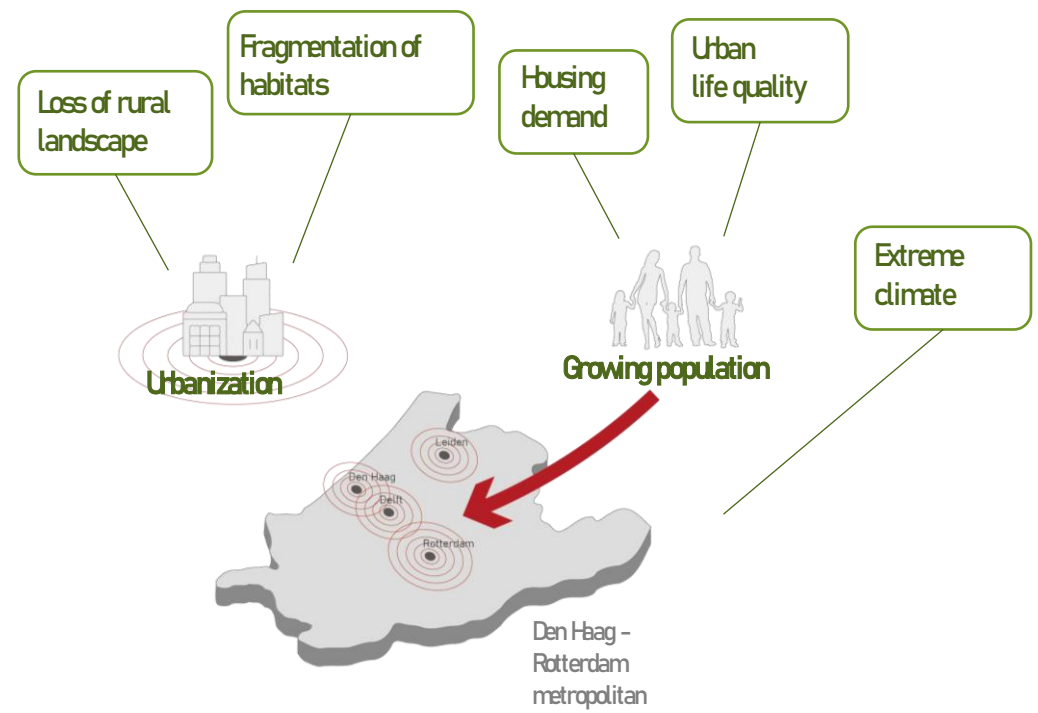




Q1: Urban Forest Place



Challenge
on site



Question set 1

What is the potential of urban forestry in south-west Randstad region to realize a healthy urban environment?

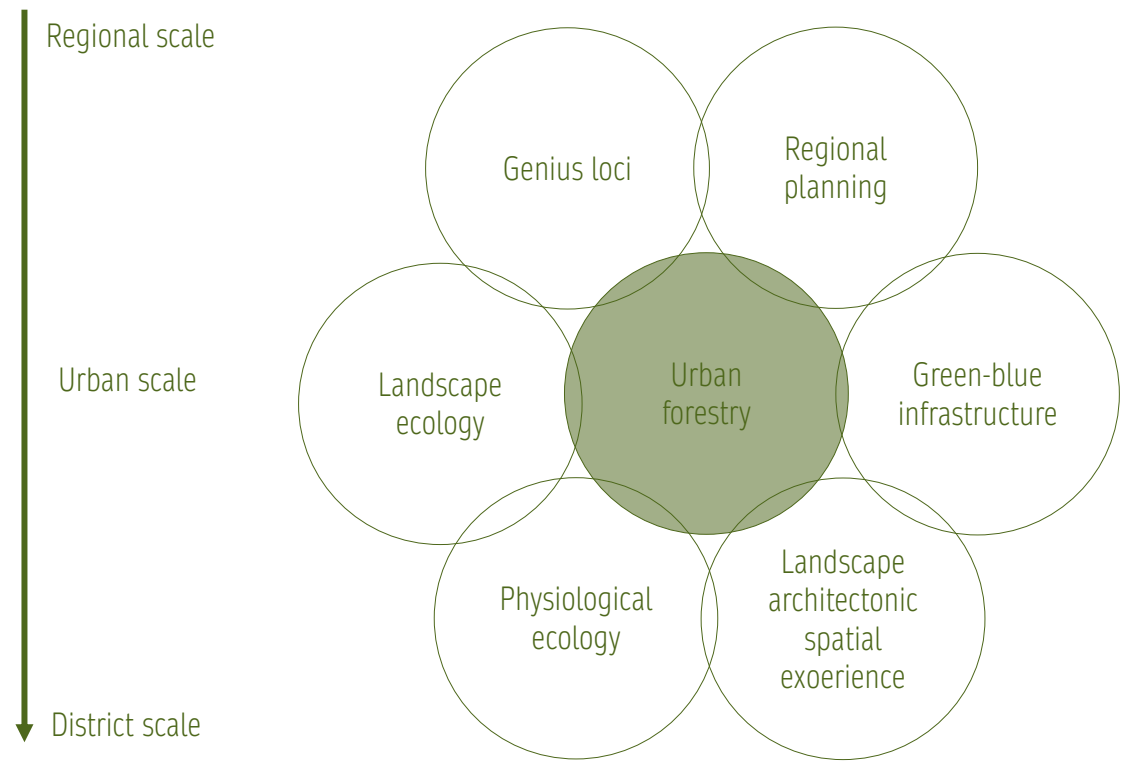
- How to define an urban forest typology at regional scale by recognizing its relationship with the underlying backgrounds?
- How to evaluate health conditions and potential of each urban forest type?

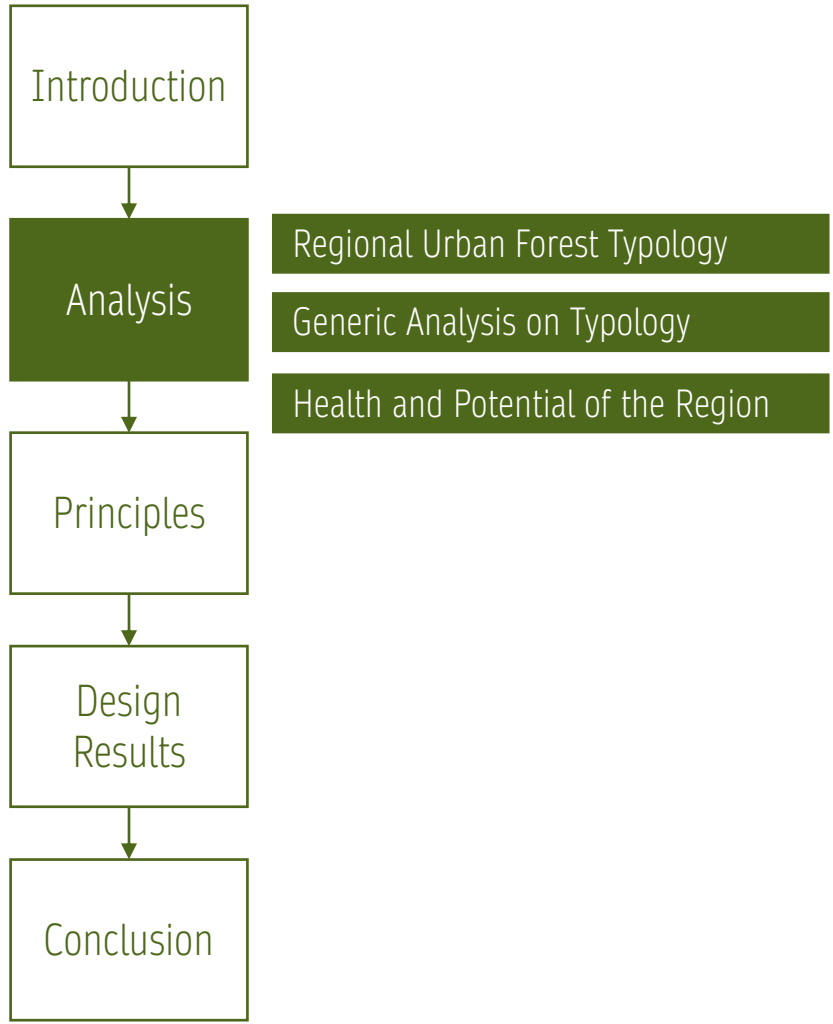
Question set 2

How to use urban forest typology as a design tool to a healthier south-west Randstad region?

- How to optimize the environmental conditions by urban forest typology in urban settings?
- What functions and activities can be supported by urban forest to optimize citizen's health?
- How to define and tackle with different issues on an urban forest at different scale?

Design principles for healthy space

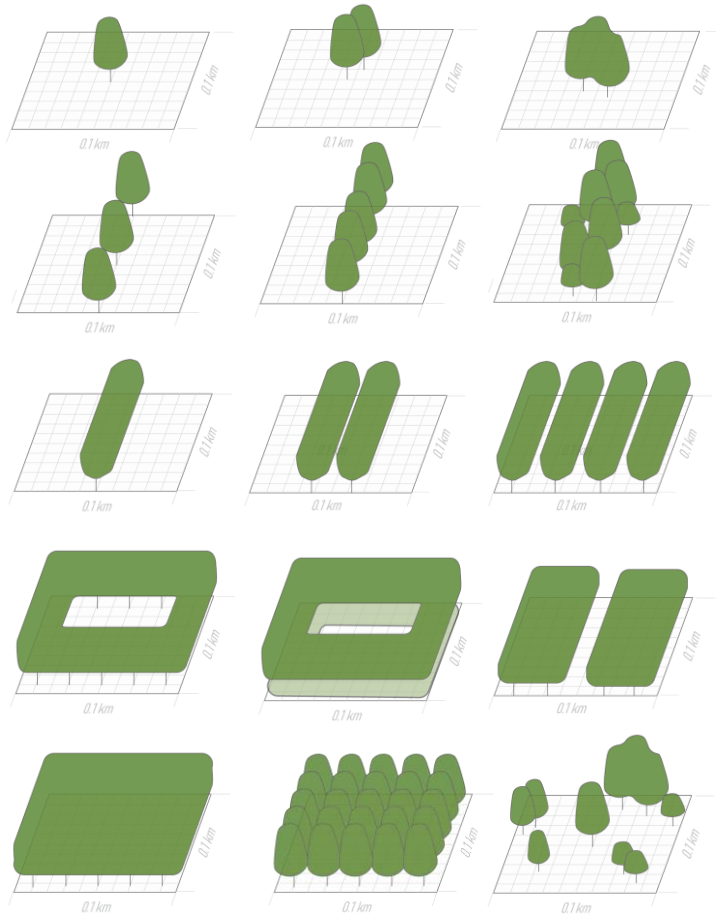




What is Urban
Forest Typology?



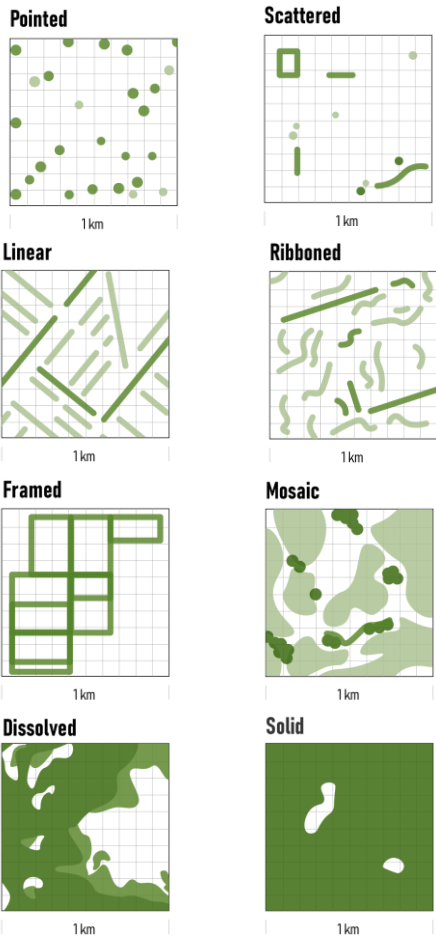
Arrangement scale (1:5,000)



What is Urban Forest Typology?



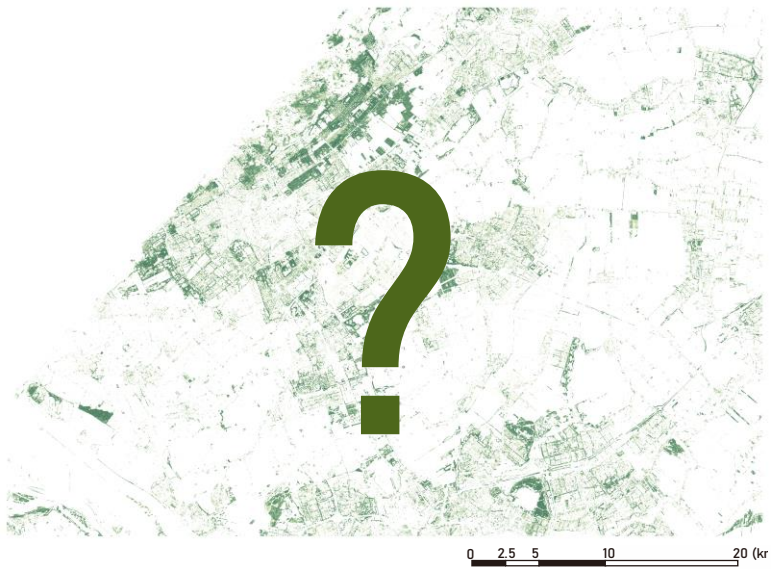
Pattern scale (1:50,000)



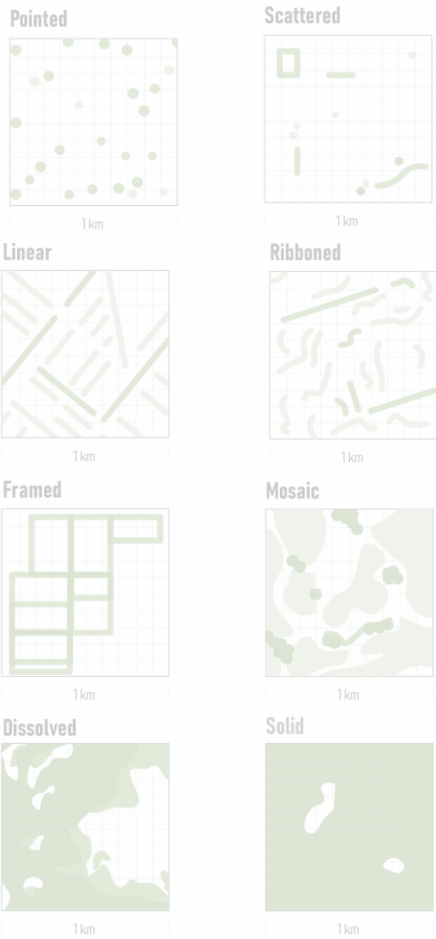
Arrangement scale (1:5,000)



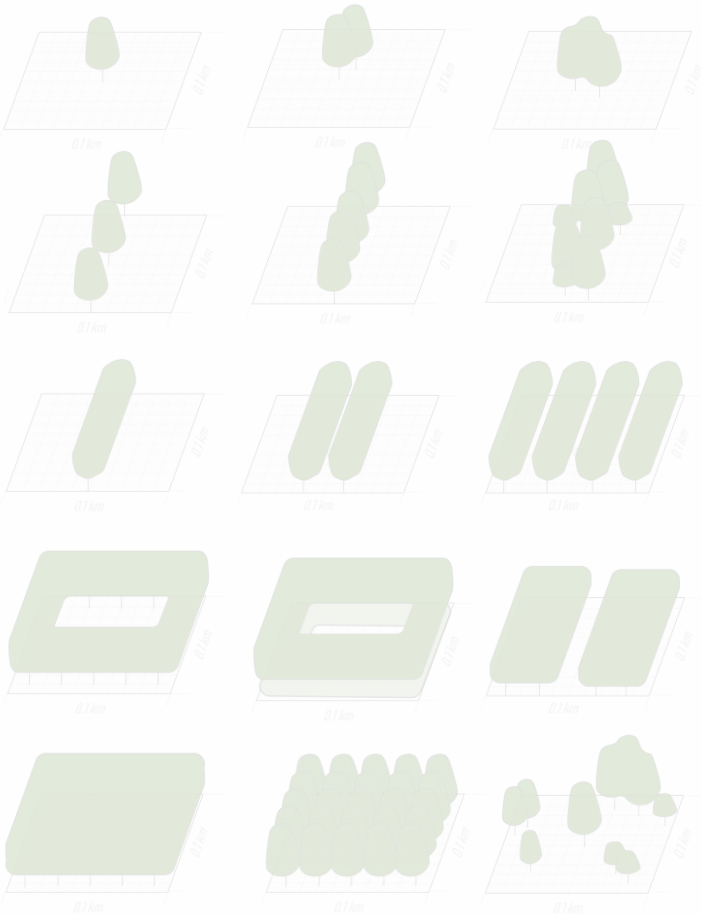
Urban scale (1:100,000)



Pattern scale (1:50,000)

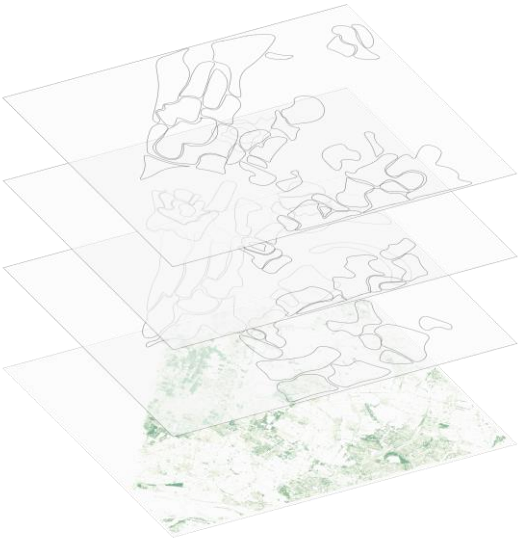


Arrangement scale (1:5,000)

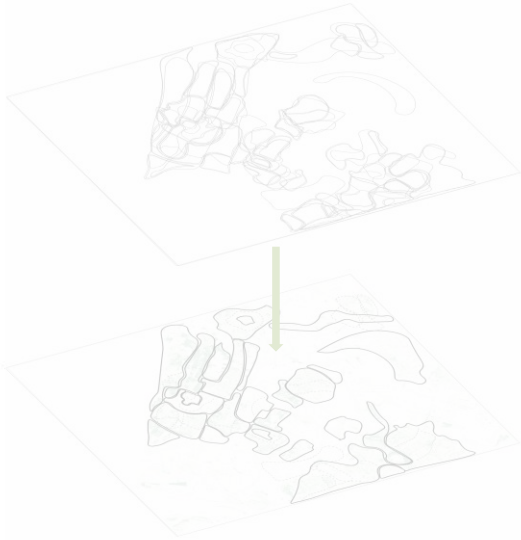


Method

Overlapping units by underlayers



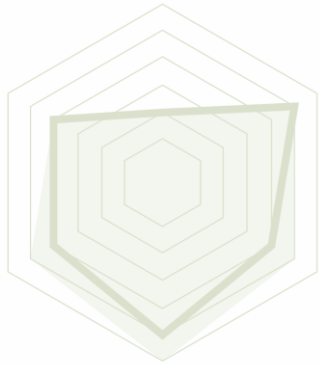
Immerse and simplify urban forest units



To define the typology

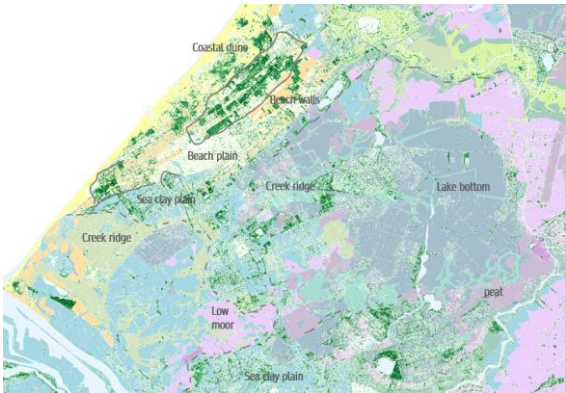


Evaluation

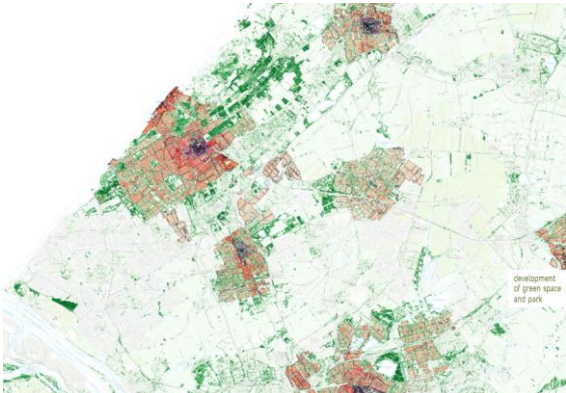


Urban forest and
underlying landscape

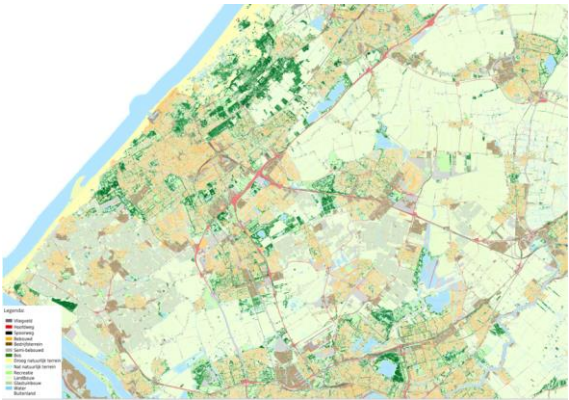
By Geomorphology



By Development Period

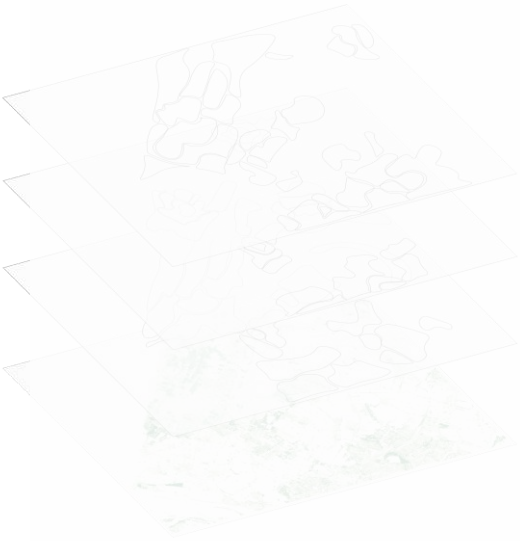


By Program

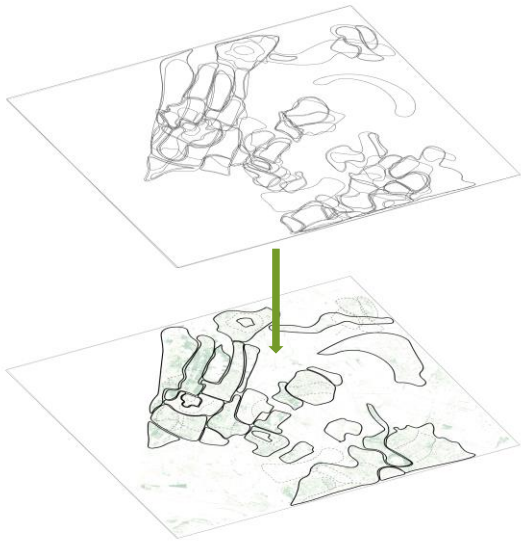


Method

Overlapping units by underlayers



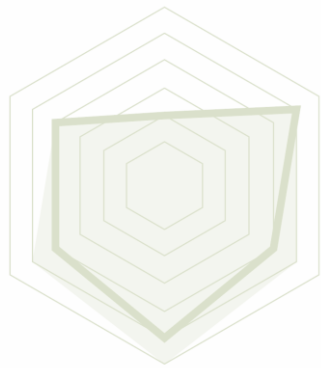
Immerse and simplify urban forest units



To define the typology



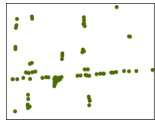
Evaluation



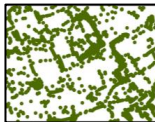
Urban forest typology map



1. Delicately Dotted



2. Thinly Dotted



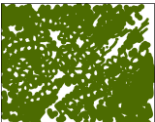
3. Evenly Distributed



4. Blank



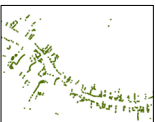
5. Brushed Patches



6. Organic Patches



7. Geometrical Patches

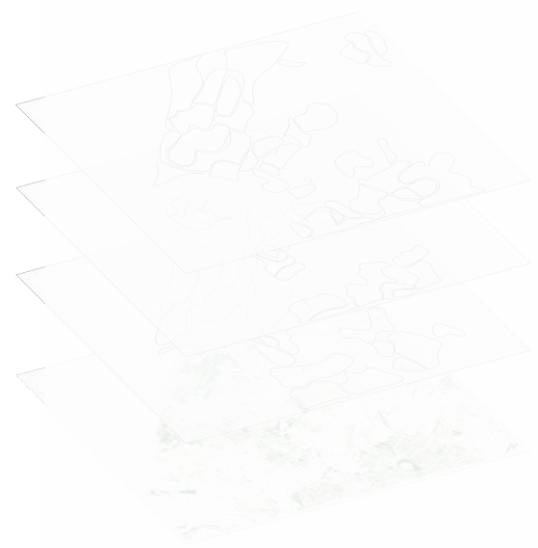


8. Thinly Linear

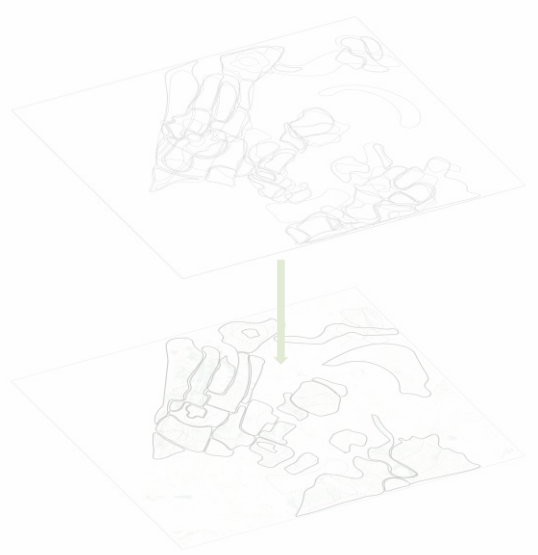


Method

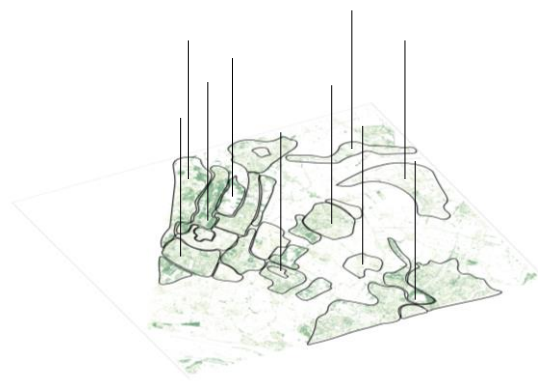
Overlapping units by underlayers



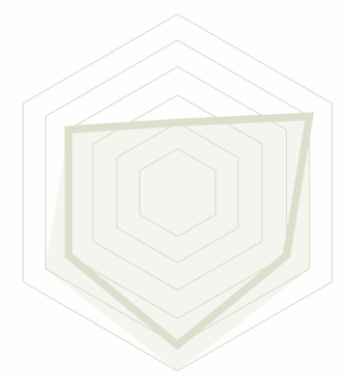
Immerse and simplify urban forest units



To define the typology



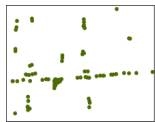
Evaluation



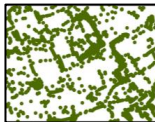
Spatiality of Types



1. Delicately Dotted



2. Thinly Dotted



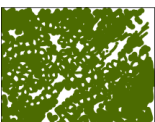
3. Evenly Distributed



4. Blank



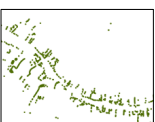
5. Brushed Patches



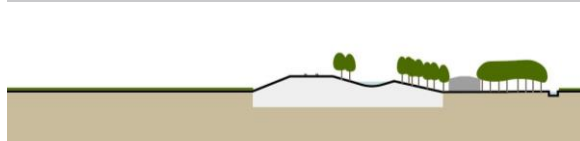
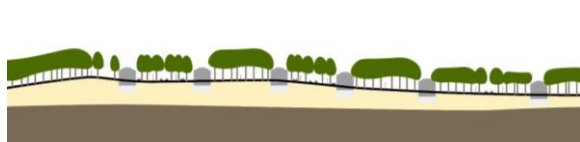
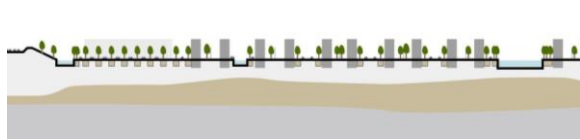
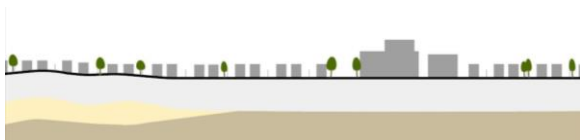
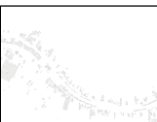
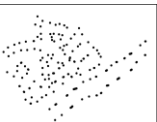
6. Organic Patches



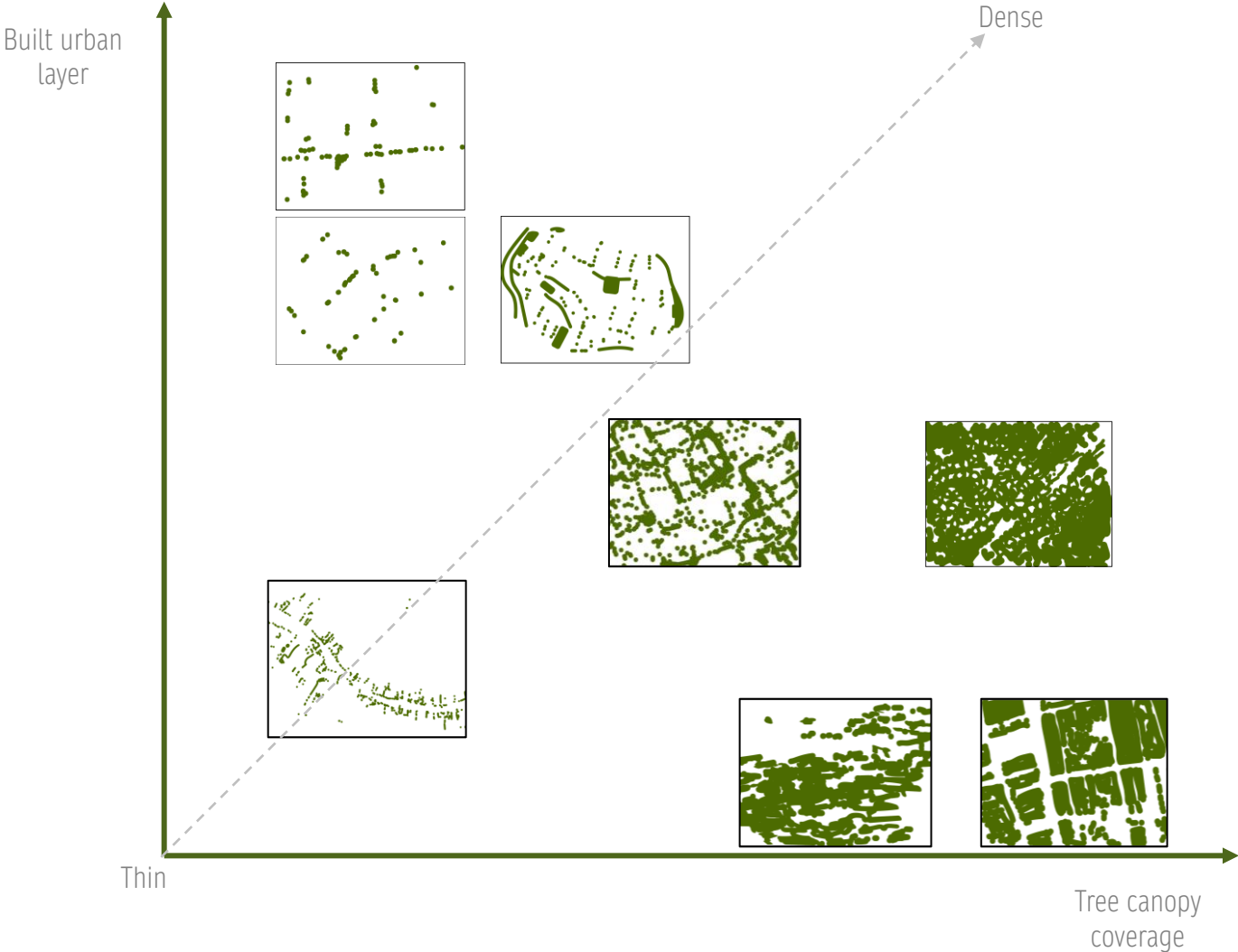
7. Geometrical Patches



8. Thinly Linear

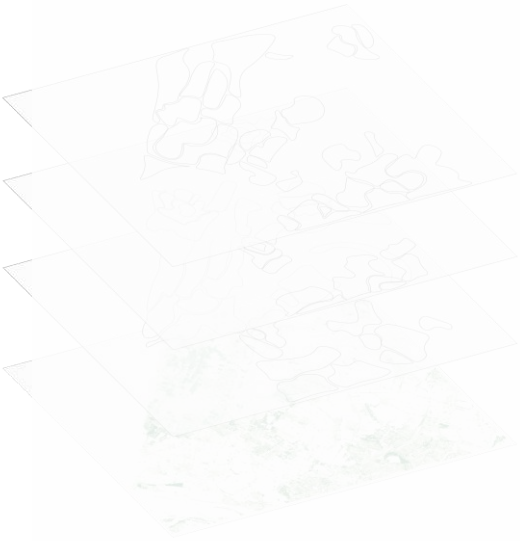


Possible Transformations among Types

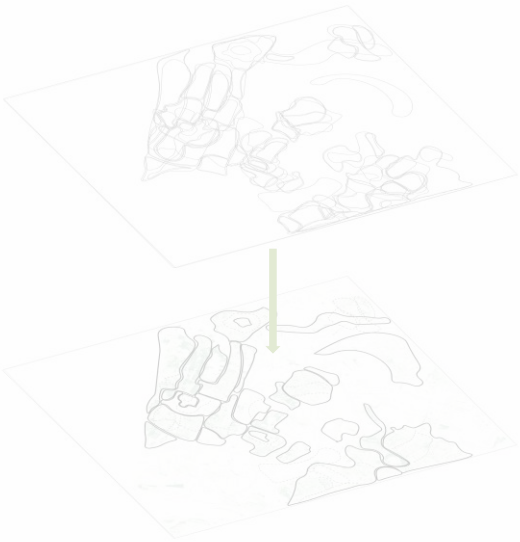


Method

Overlapping units by underlayers



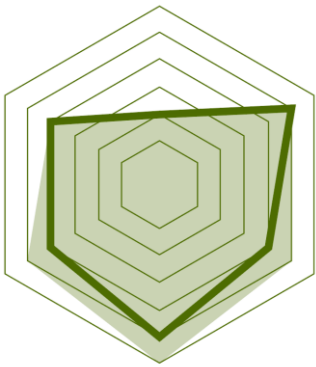
Immerse and simplify urban forest units



To define the typology

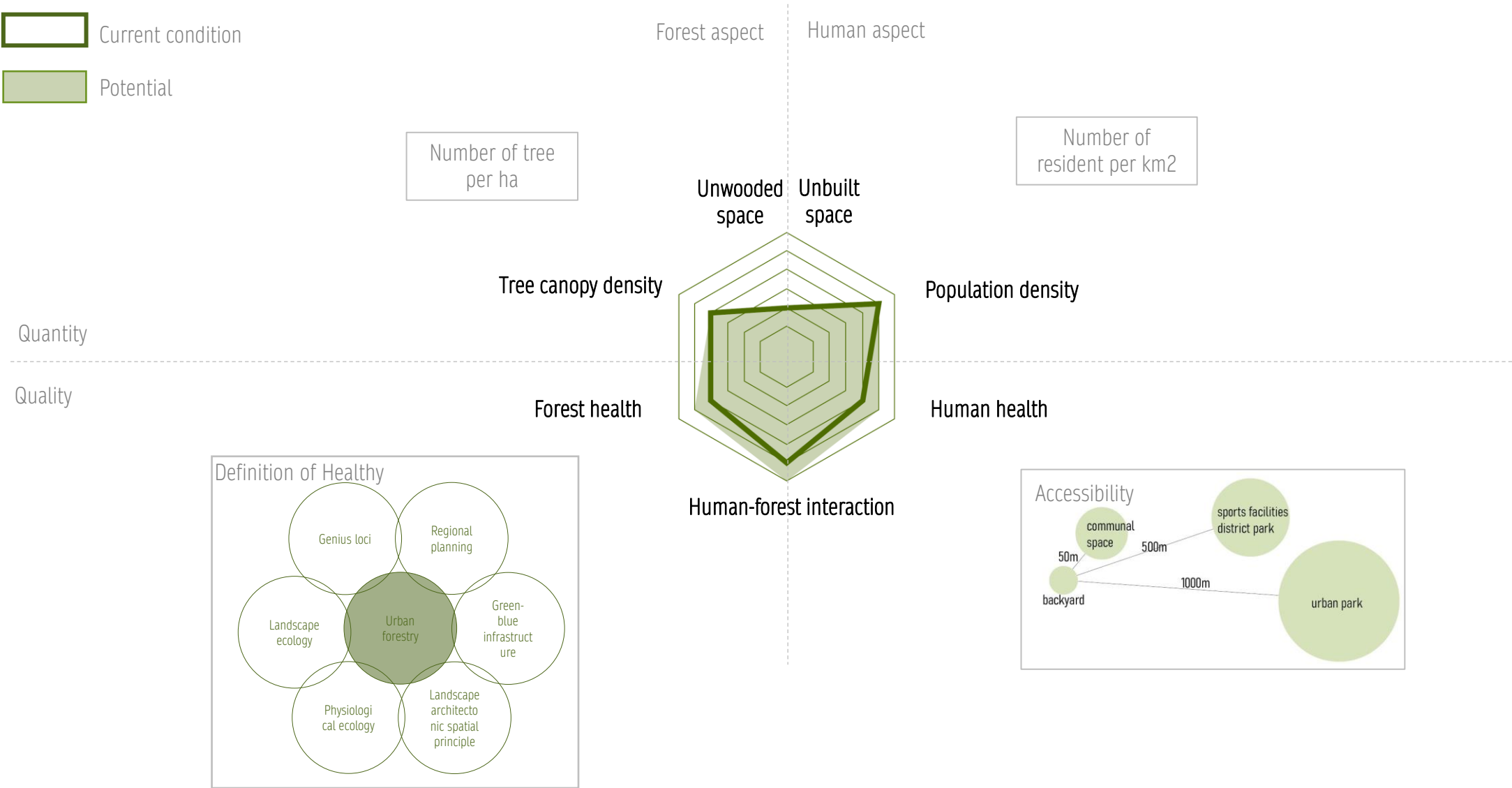


Evaluation of health condition



Criteria for Health Assessment

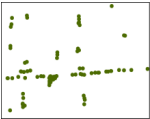
- Current condition
- Potential



Health Qualities of Types



1. Delicately Dotted



2. Thinly Dotted



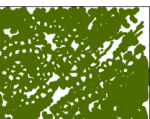
3. Evenly Distributed



4. Blank



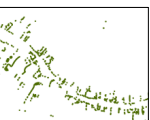
5. Brushed Patches



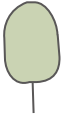
6. Organic Patches



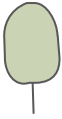
7. Geometrical Patches



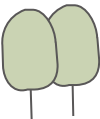
8. Thinly Linear



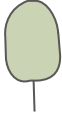
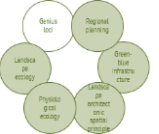
30-50 trees/ha



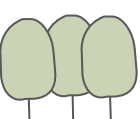
20-40 trees/ha



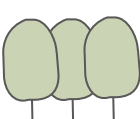
70-90 trees/ha



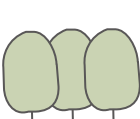
0-20 trees/ha



80-100 trees/ha



130-150 trees/ha



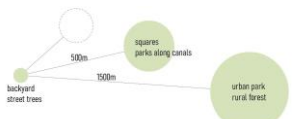
100-130 trees/ha



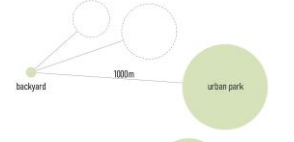
20-40 trees/ha



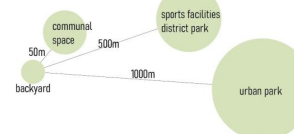
10-15K/km2



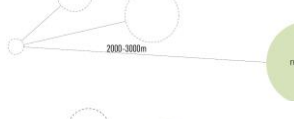
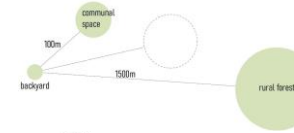
17-20K/km2



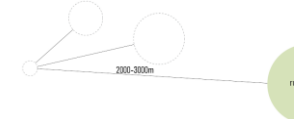
5-10K/km2



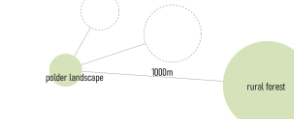
6-8K/km2



5-6K/km2



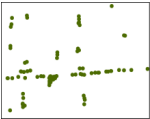
1-2K/km2



Health Qualities of Types



1. Delicately Dotted



2. Thinly Dotted



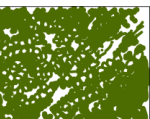
3. Evenly Distributed



4. Blank



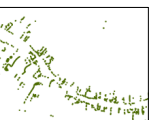
5. Brushed Patches



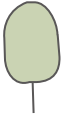
6. Organic Patches



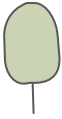
7. Geometrical Patches



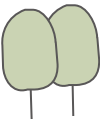
8. Thinly Linear



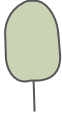
30-50 trees/ha



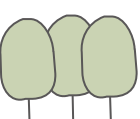
20-40 trees/ha



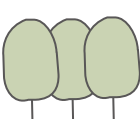
70-90 trees/ha



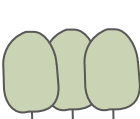
0-20 trees/ha



80-100 trees/ha



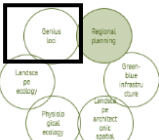
130-150 trees/ha



100-130 trees/ha



20-40 trees/ha



10-15K/km2



17-20K/km2



5-10K/km2



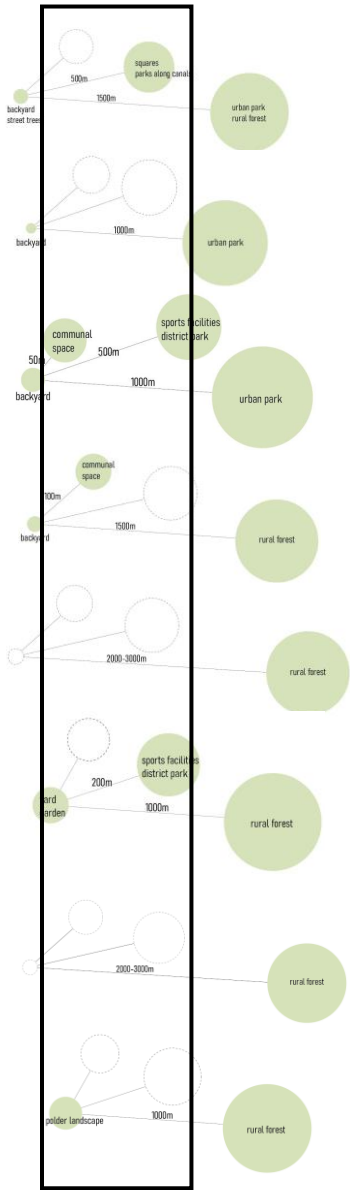
6-8K/km2



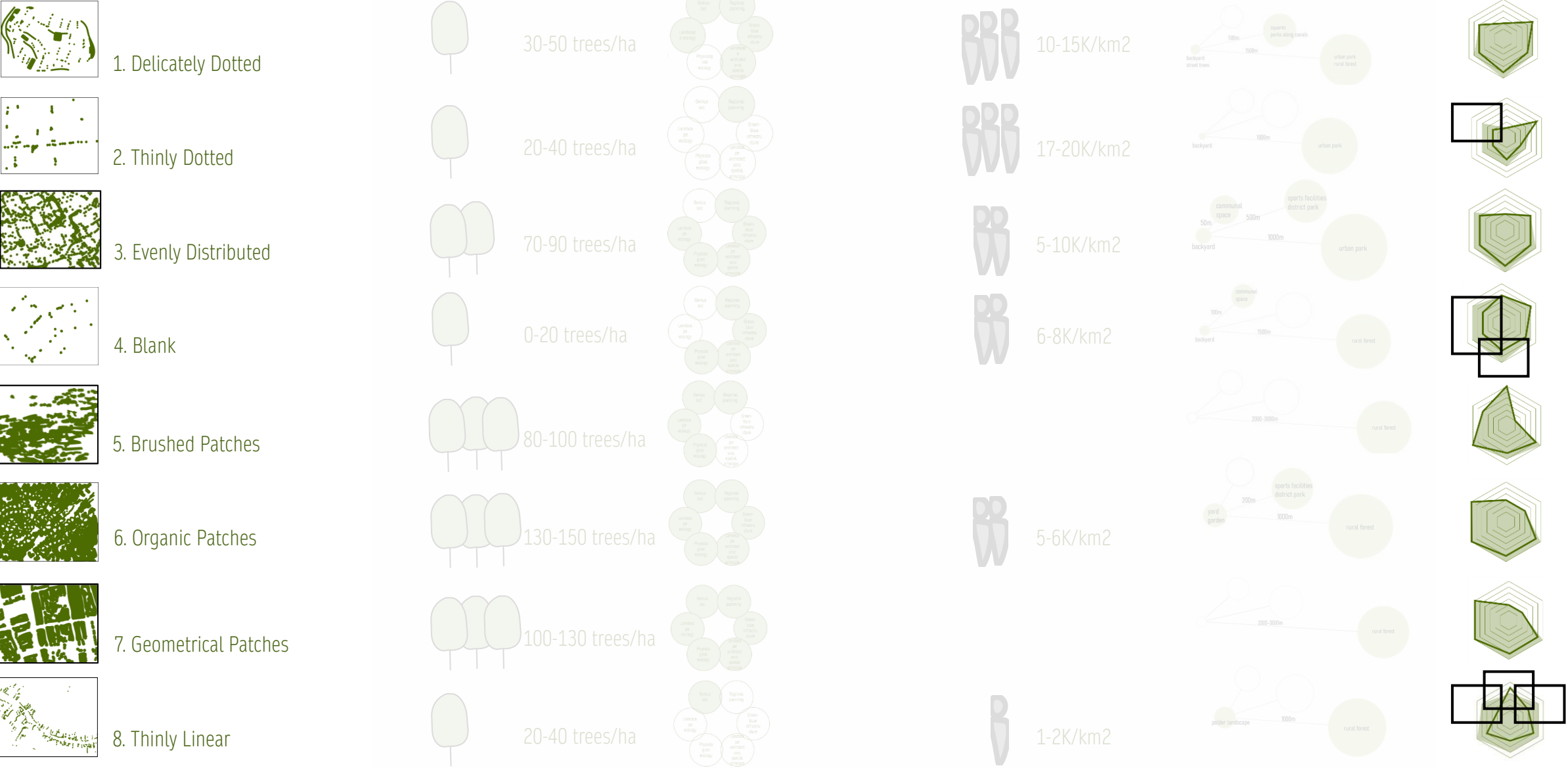
5-6K/km2



1-2K/km2

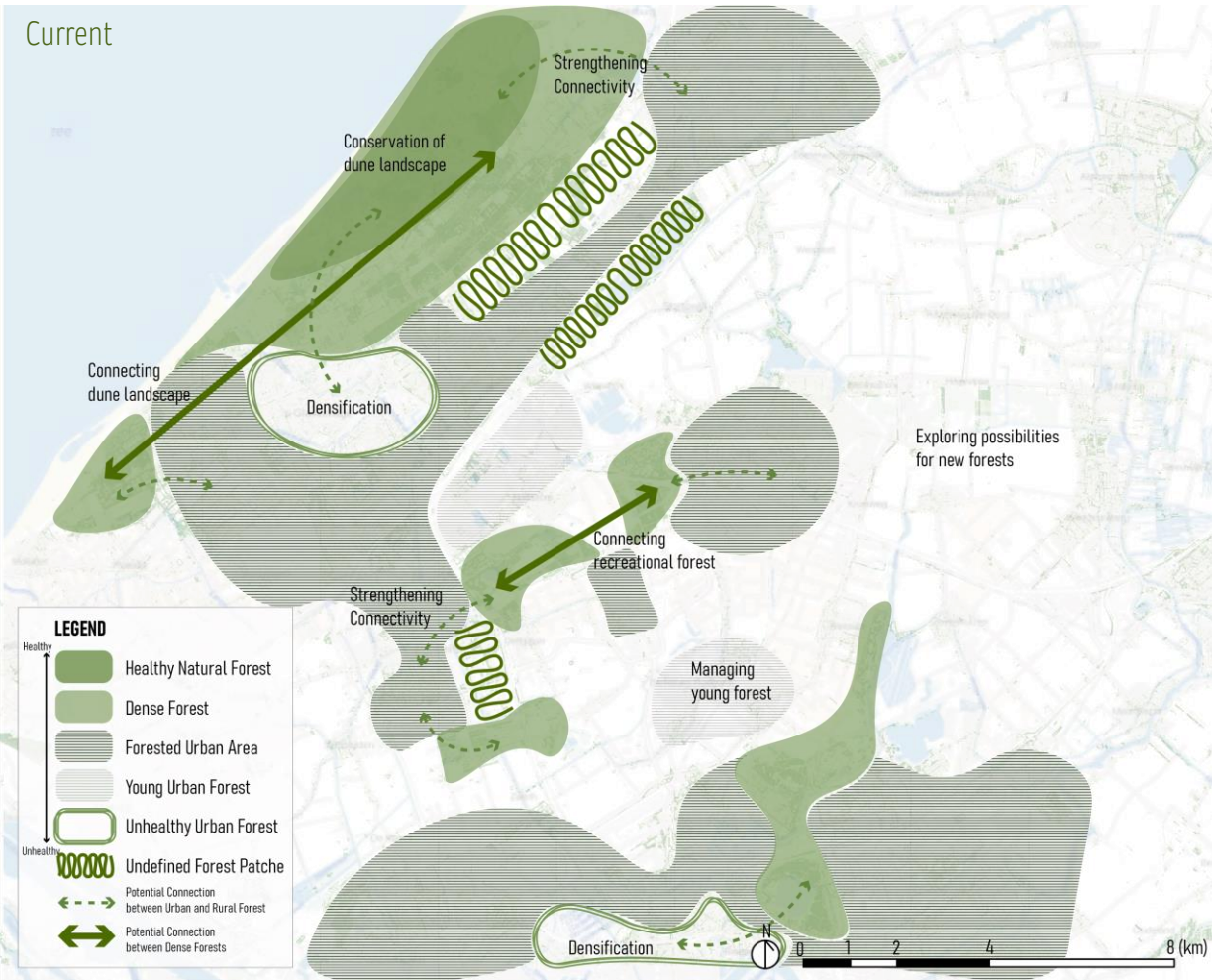


Health Qualities of Types

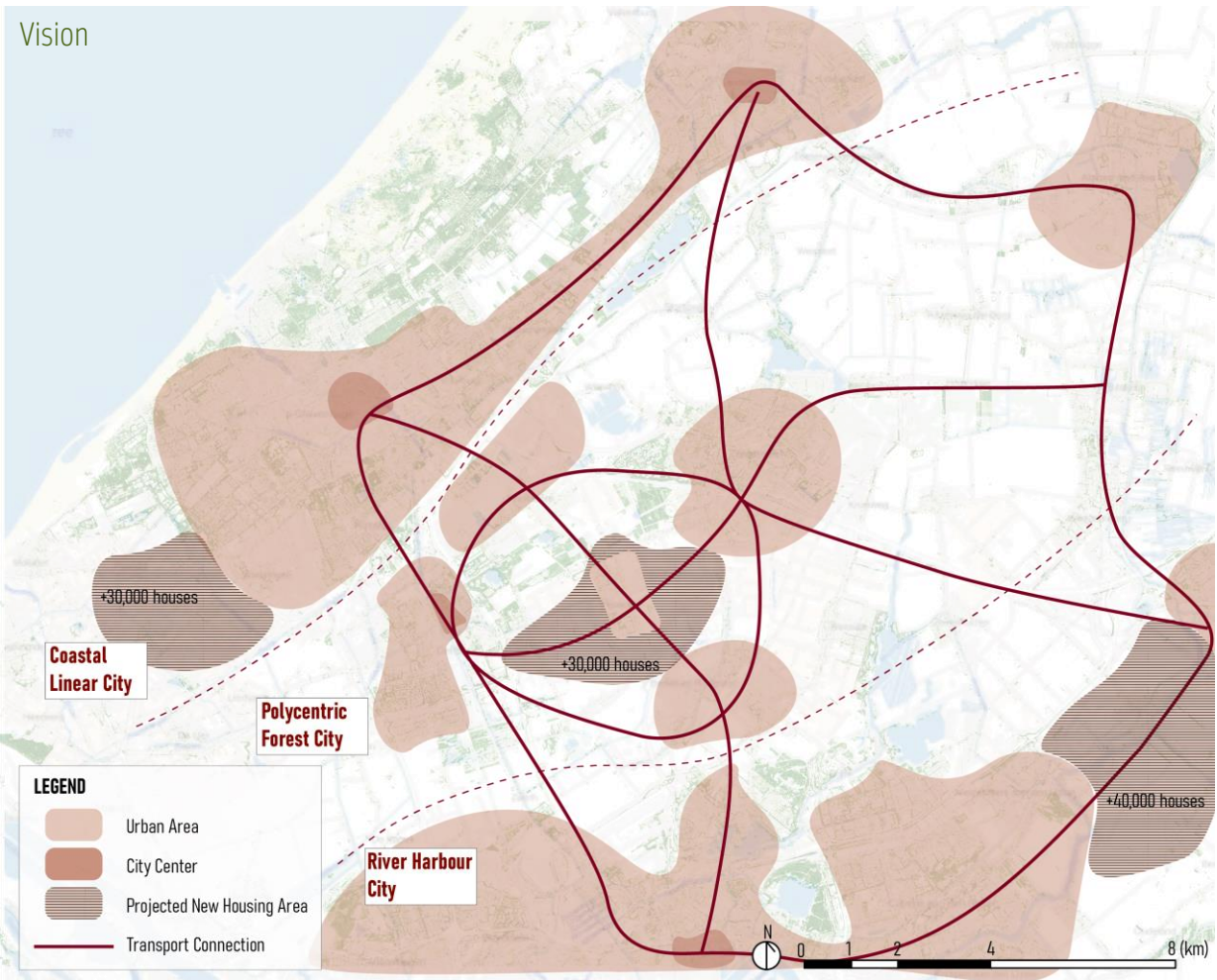
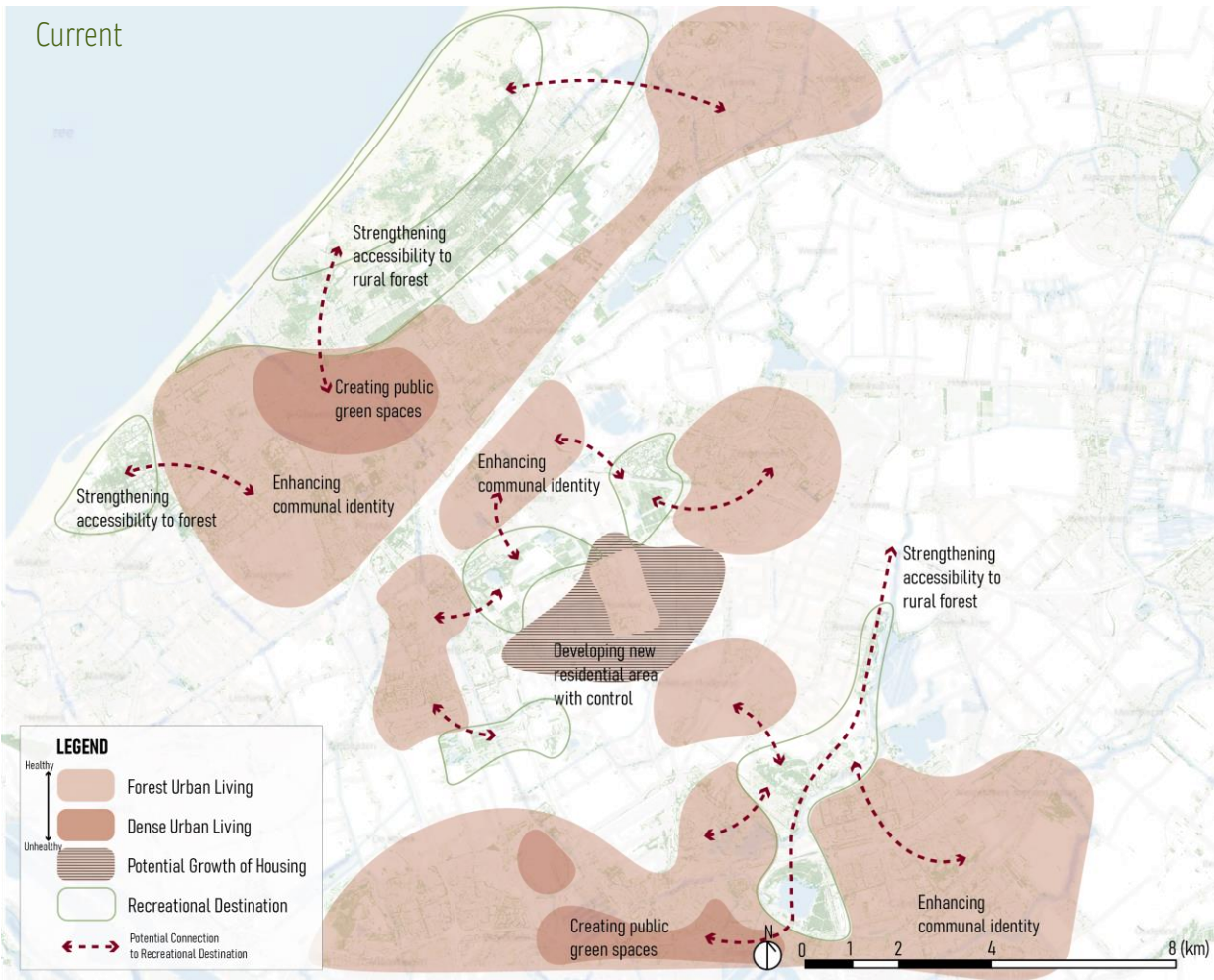




Forest Health



Social Health



100,000 new houses required

Regional vision 2070



Regional vision 2070



Introduction



Analysis



Principles

Design Principles

Two Approaches to Design



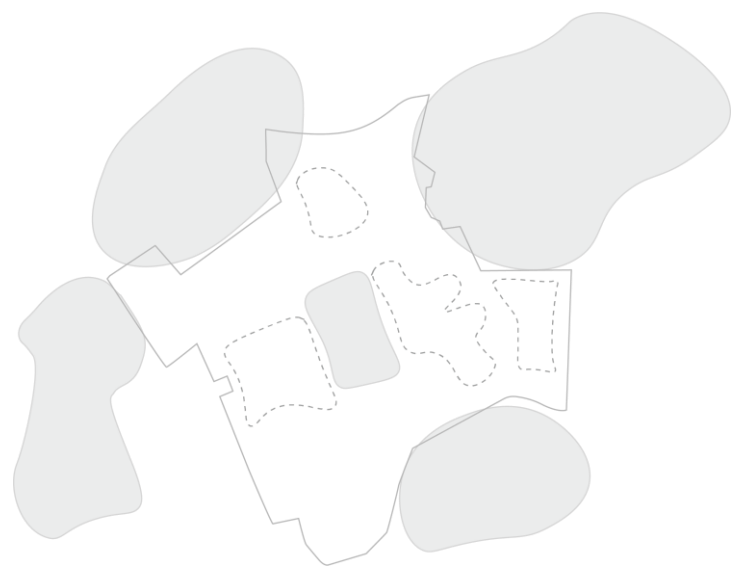
Design
Results



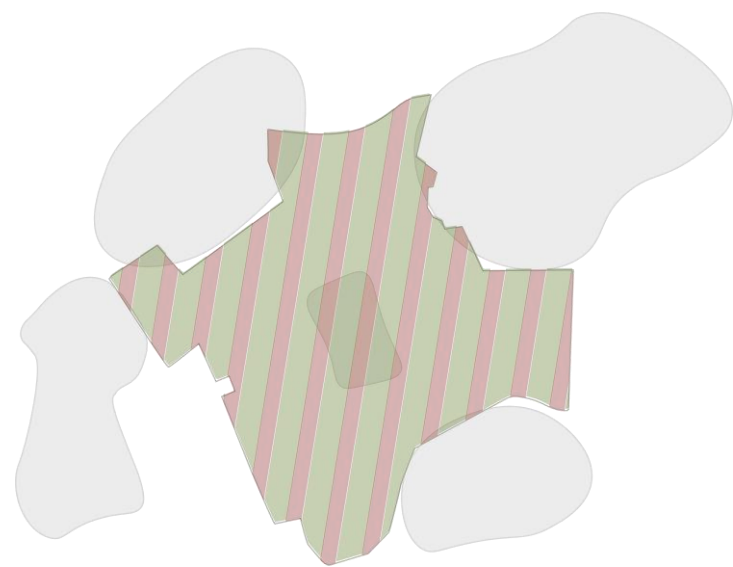
Conclusion

Provision

Reallocation of Green Houses

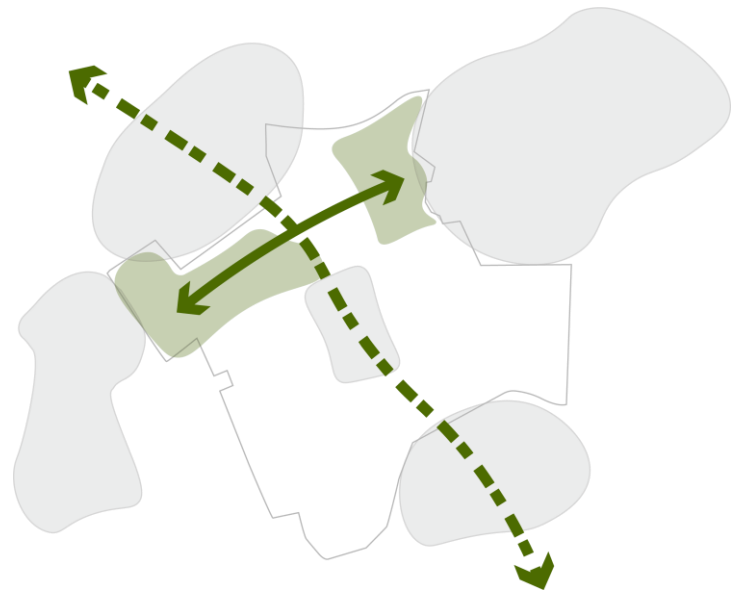


Provision of New Houses and Forests

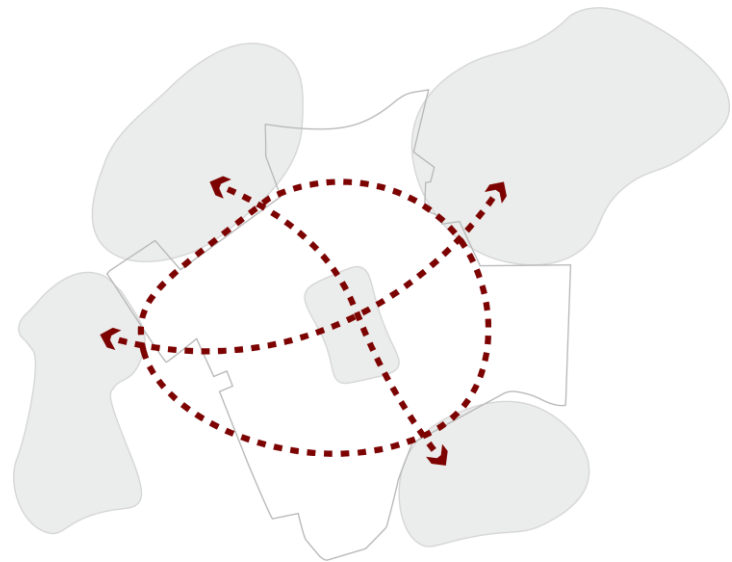


Connection

Landscape Ecological Connection



Social Connection



Diversification

Diversification of Landscape Types

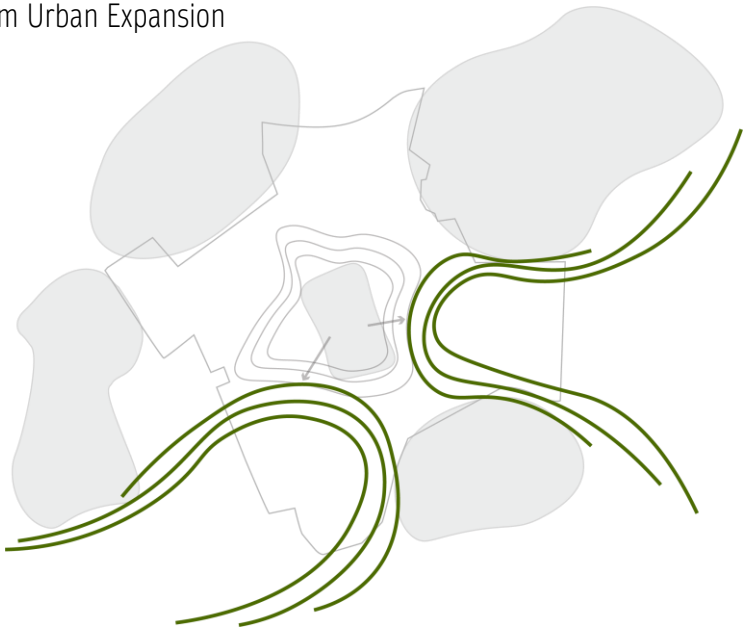


Diversification of Water Dimension

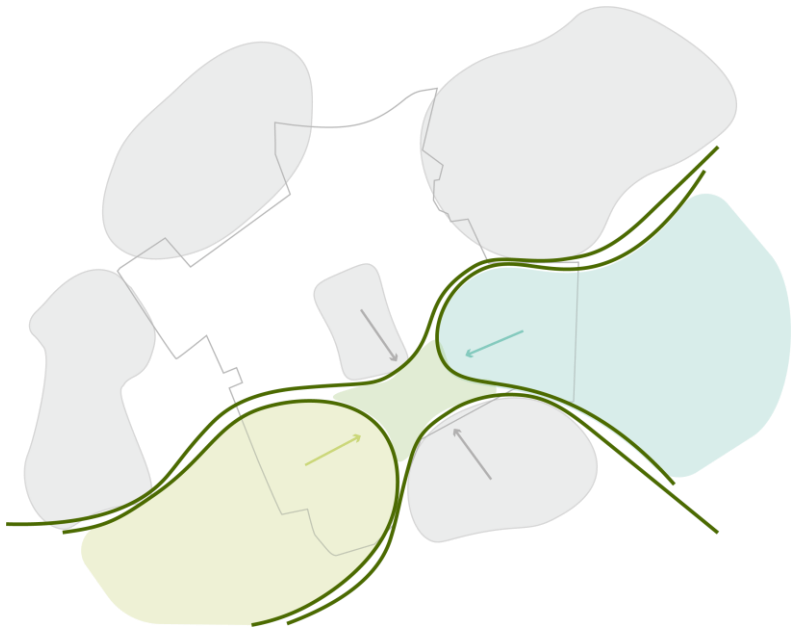


Security & Transition

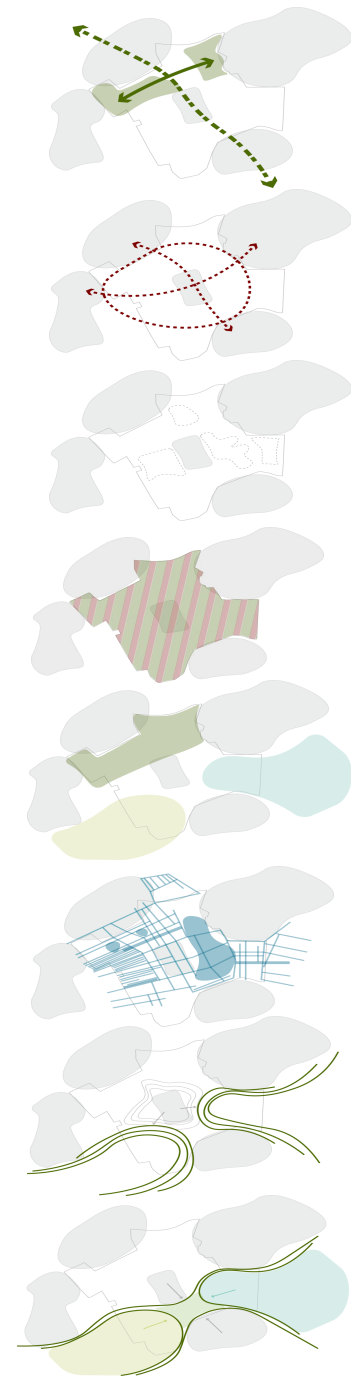
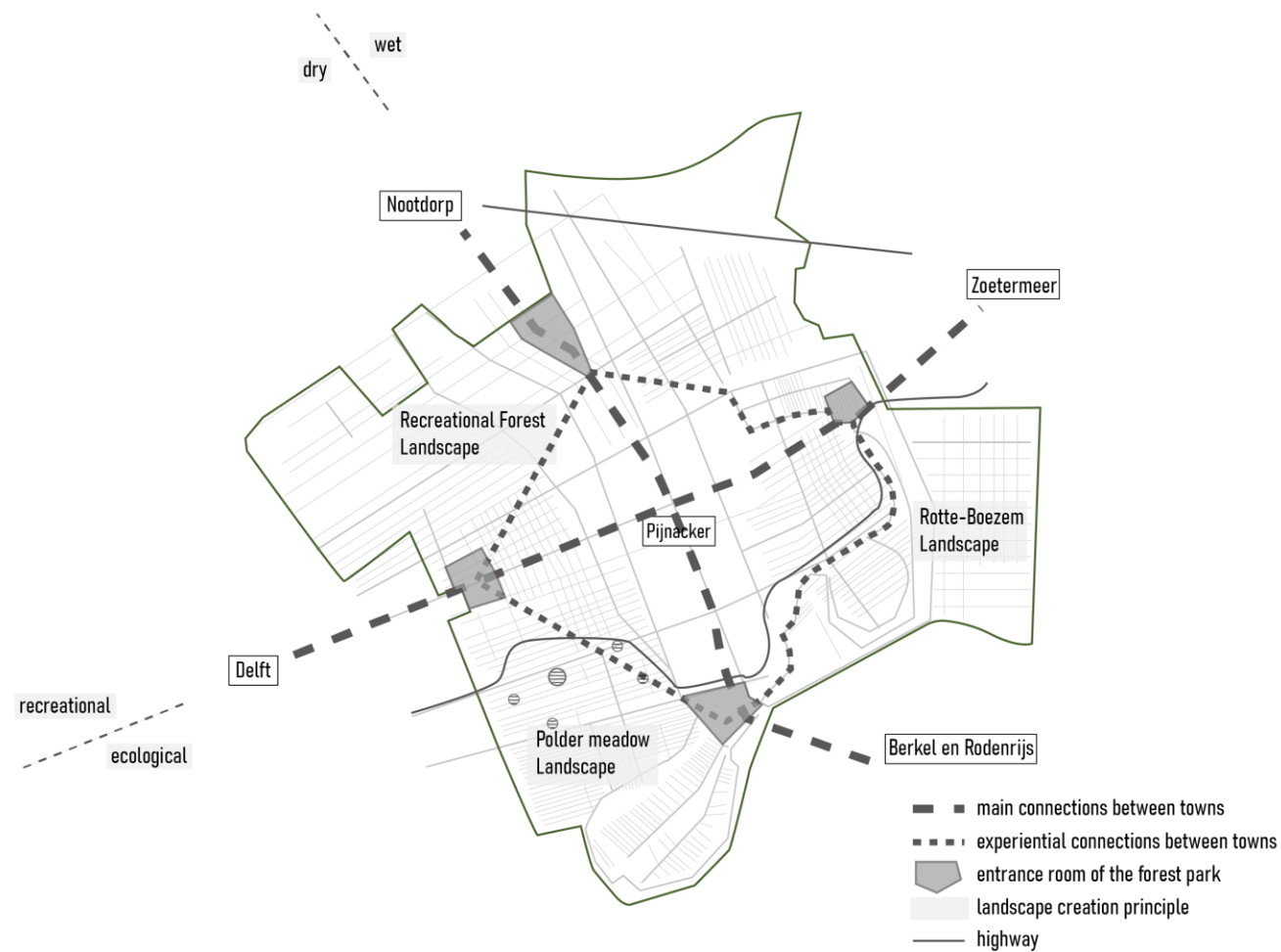
Security of Natural Landscapes
from Urban Expansion



Providing Transitional Landscape



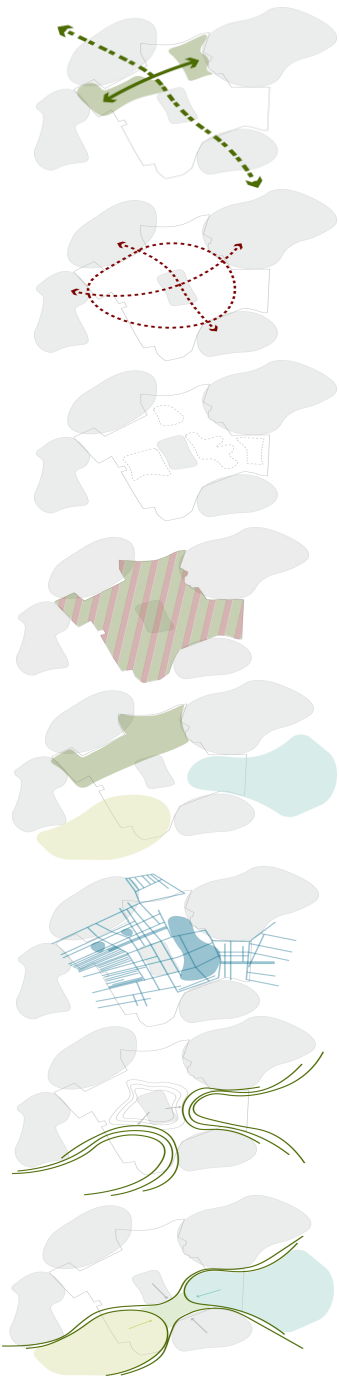
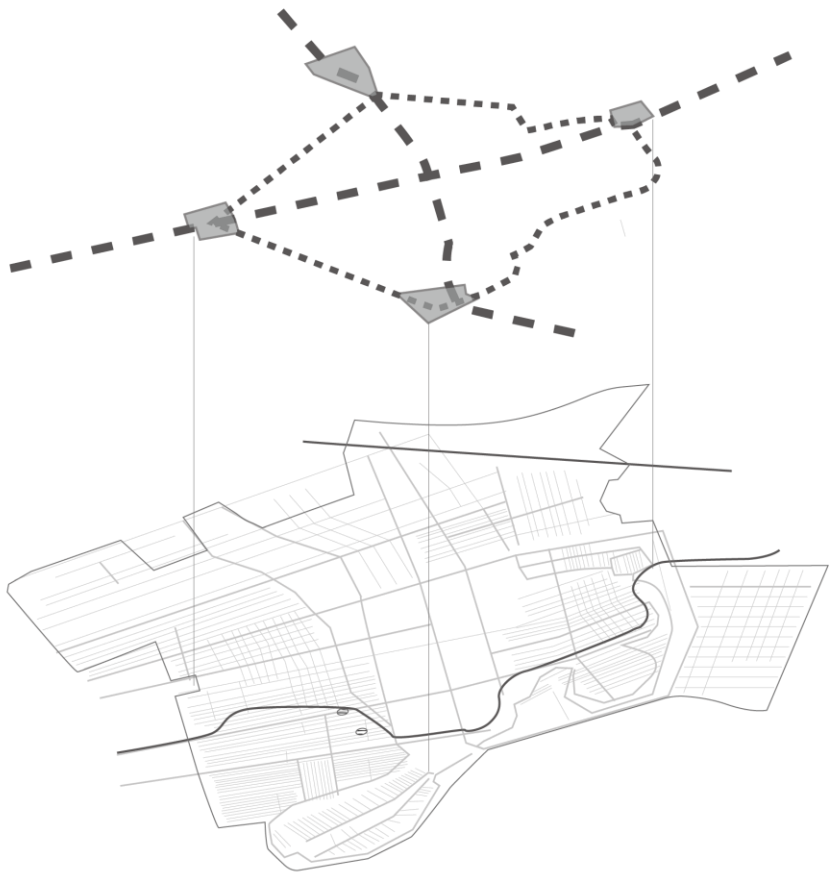
Conclusion of Design Principles



Two Approaches to Design

Structural Design :
Experiential Routes

Schematic Planning:
Dynamic Program



Introduction



Analysis



Principles



Design
Results

Schematic Planning: Dynamic Program

Structural Design: Experiential Routes

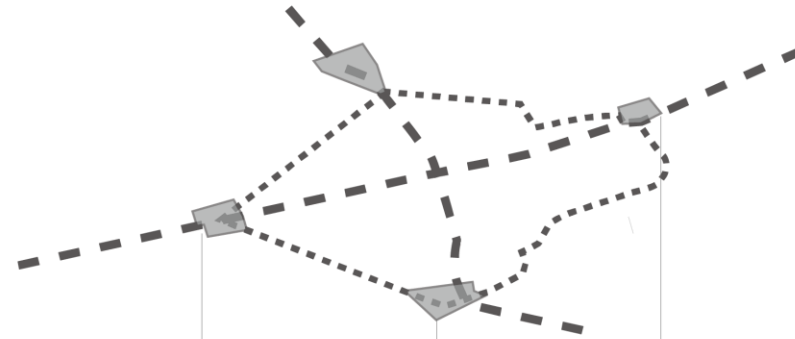
Two Approaches to Design



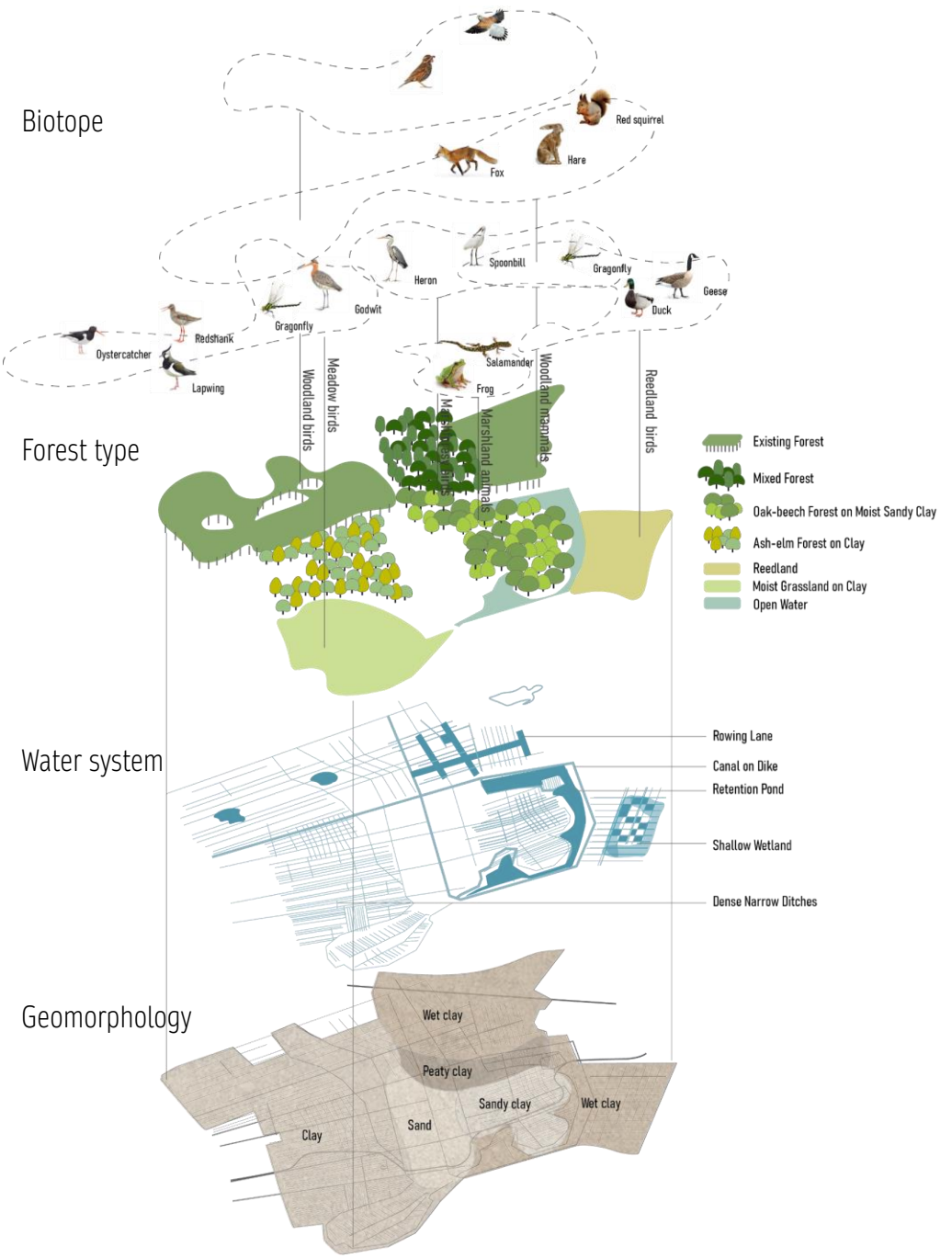
Conclusion

Schematic Planning: Dynamic Program

- Design with typology
- Long-term thinking



Healthy Scheme for Forest

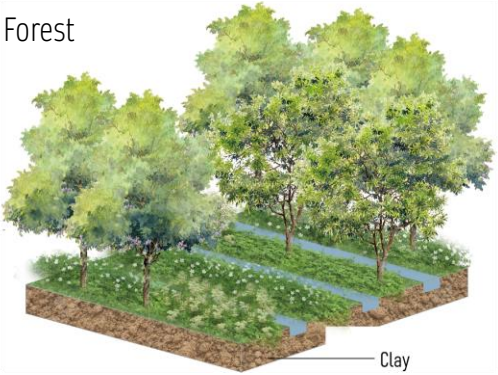


Healthy Scheme for Forest

Ash- Elm Forest

Ash
Elm
Willow
Poplar

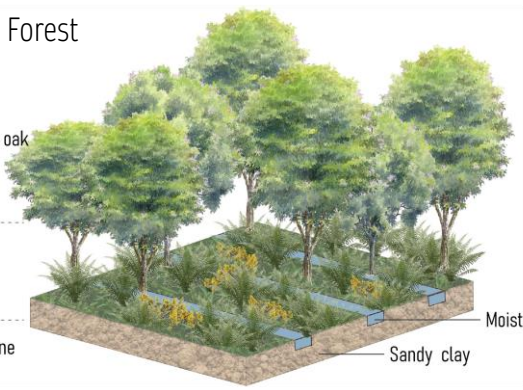
Nettle
Meadowsweet
Primrose
Anemone



Oak- Beech Forest

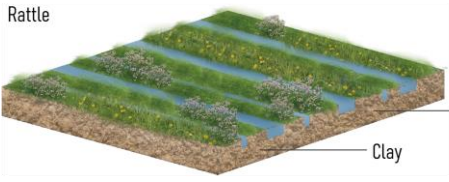
Pedunculate oak
Sessile oak
Silver birch
Beech

Bracken
Gorse
Wood anemone
Crocus
Bluebells



Moist Grassland

Buttercup
Cuckooflower
Rattle



Reedland

Reeds



Biotope

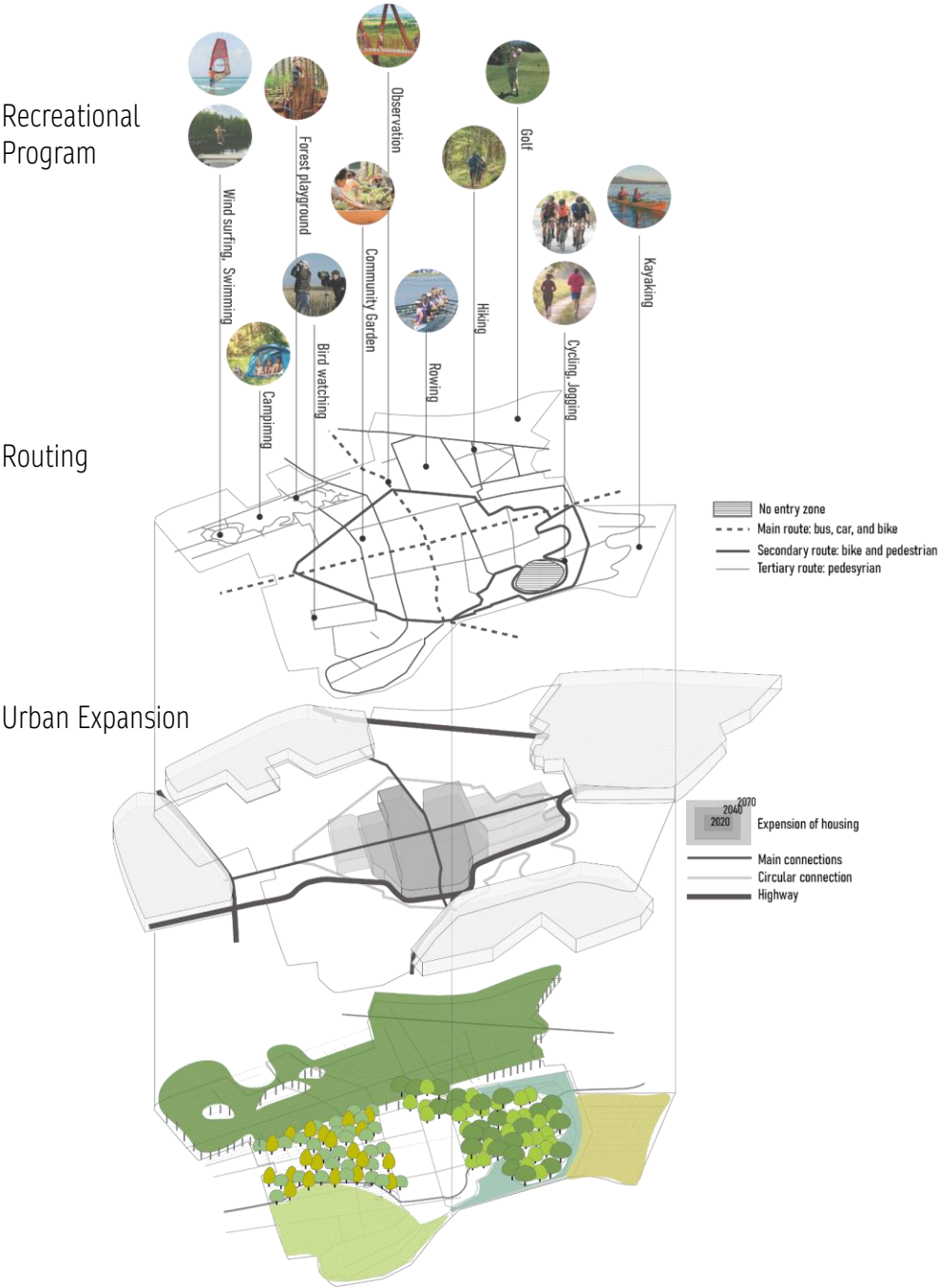
Forest type

Water system

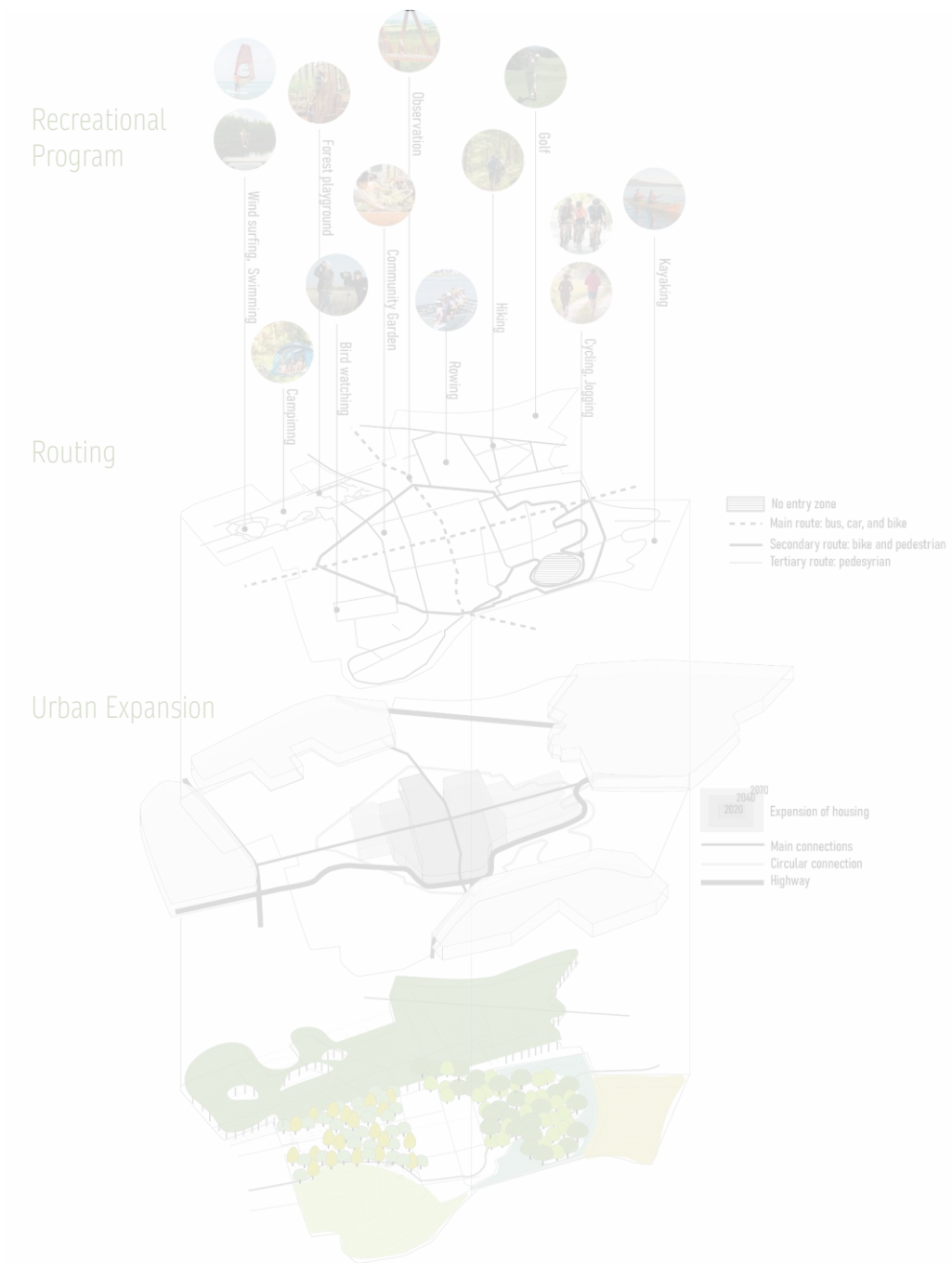
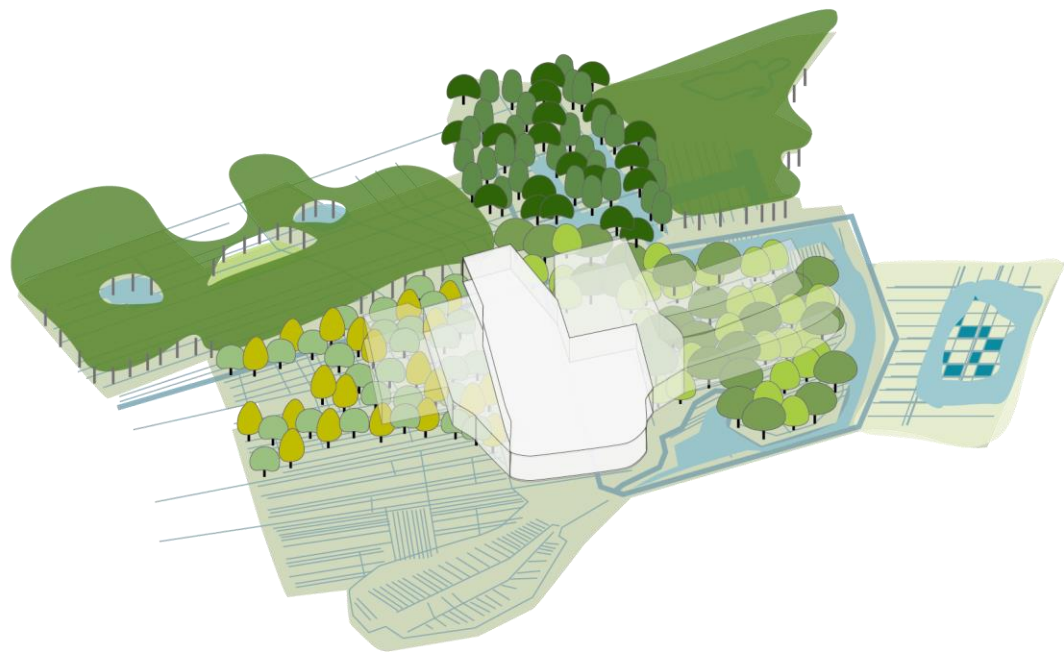
Geomorphology



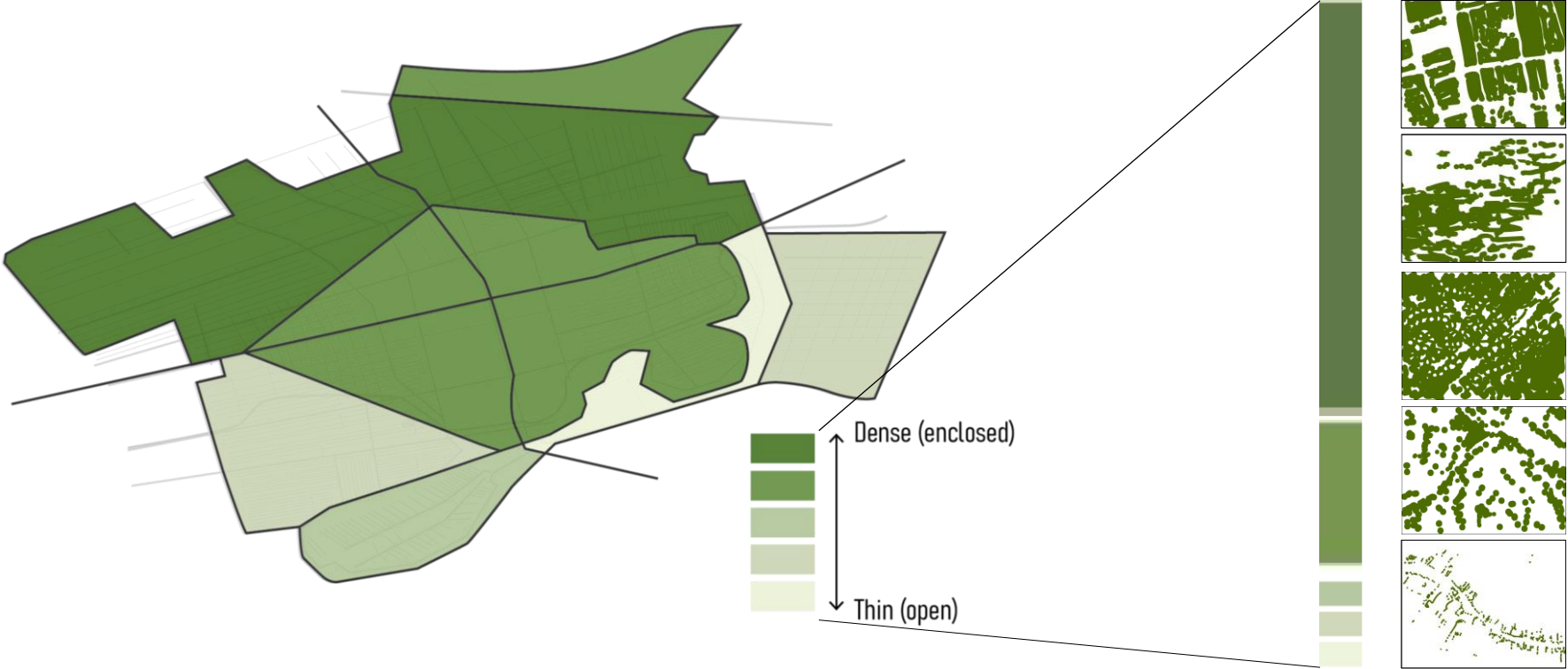
Healthy Scheme for People



Scheme Conclusion

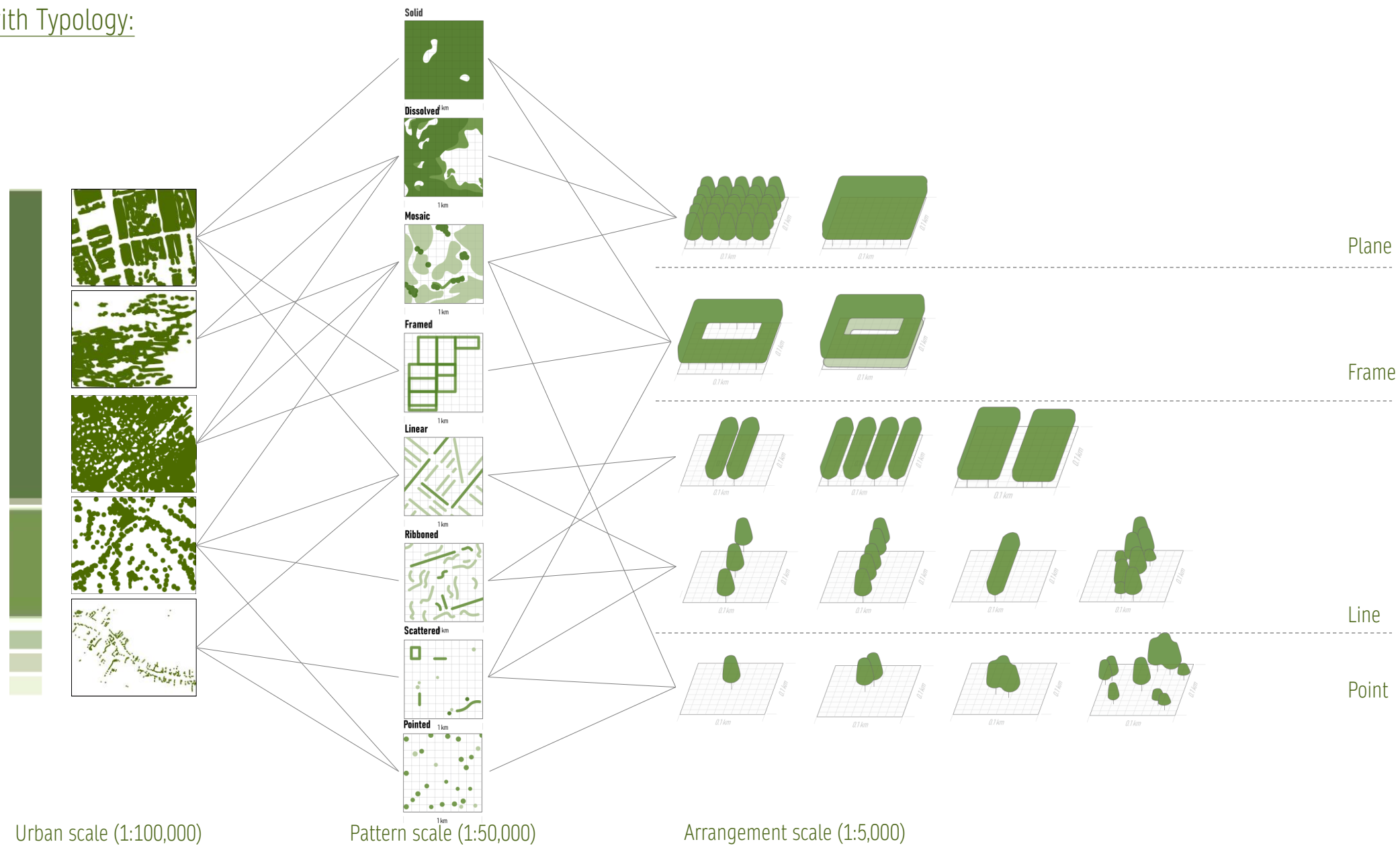


Designing Spatiality with Typology



Types with dense canopy, higher health quality, or more potential

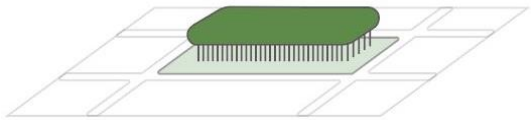
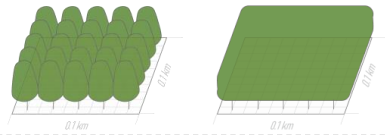
Designing Spatiality with Typology:
Toolbox



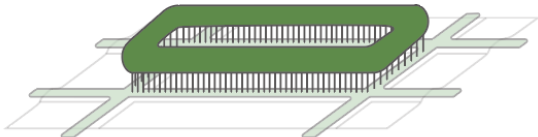
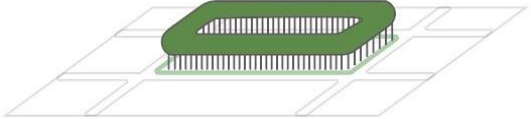
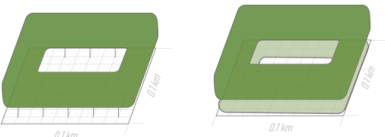
Typology with landscape characteristics



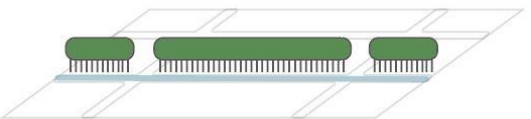
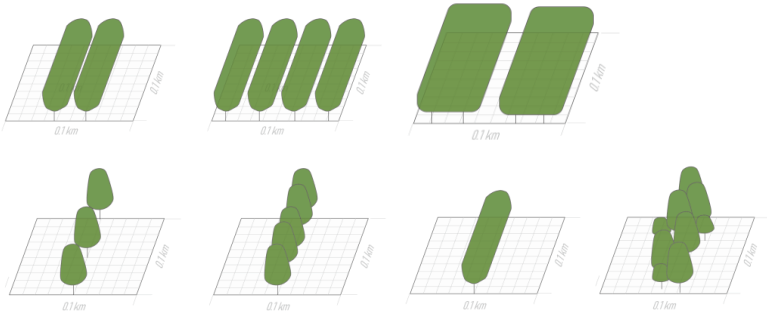
Plane



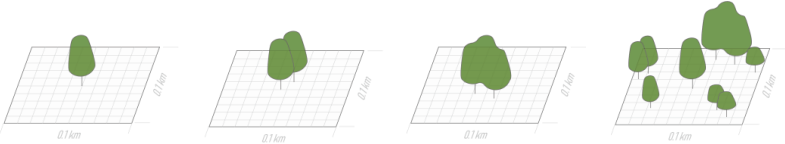
Frame



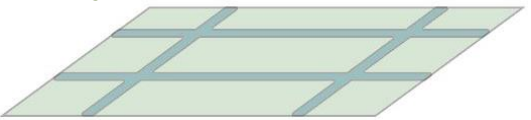
Line



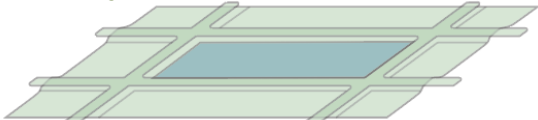
Point



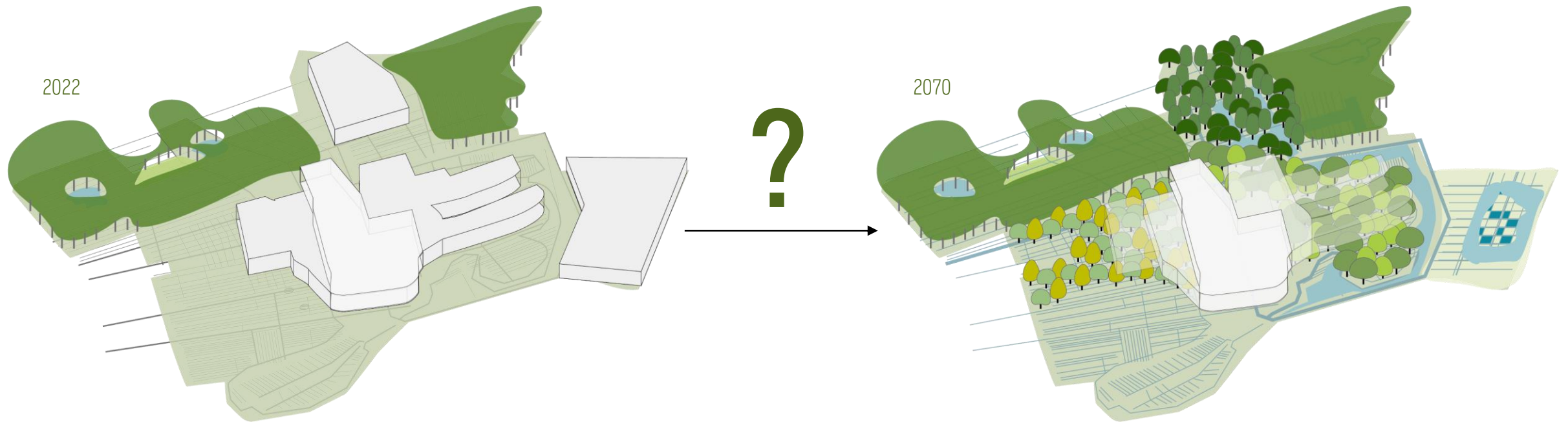
Following polder slots



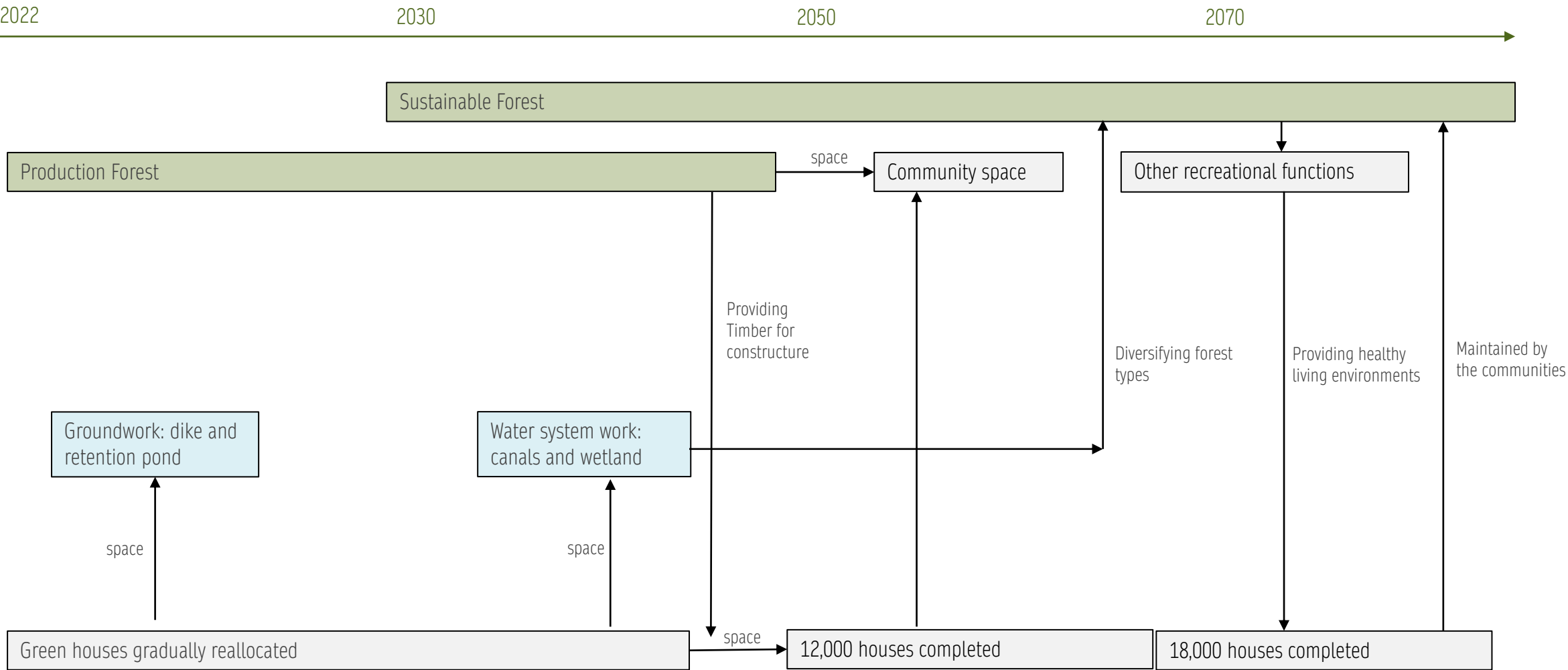
Following dikes



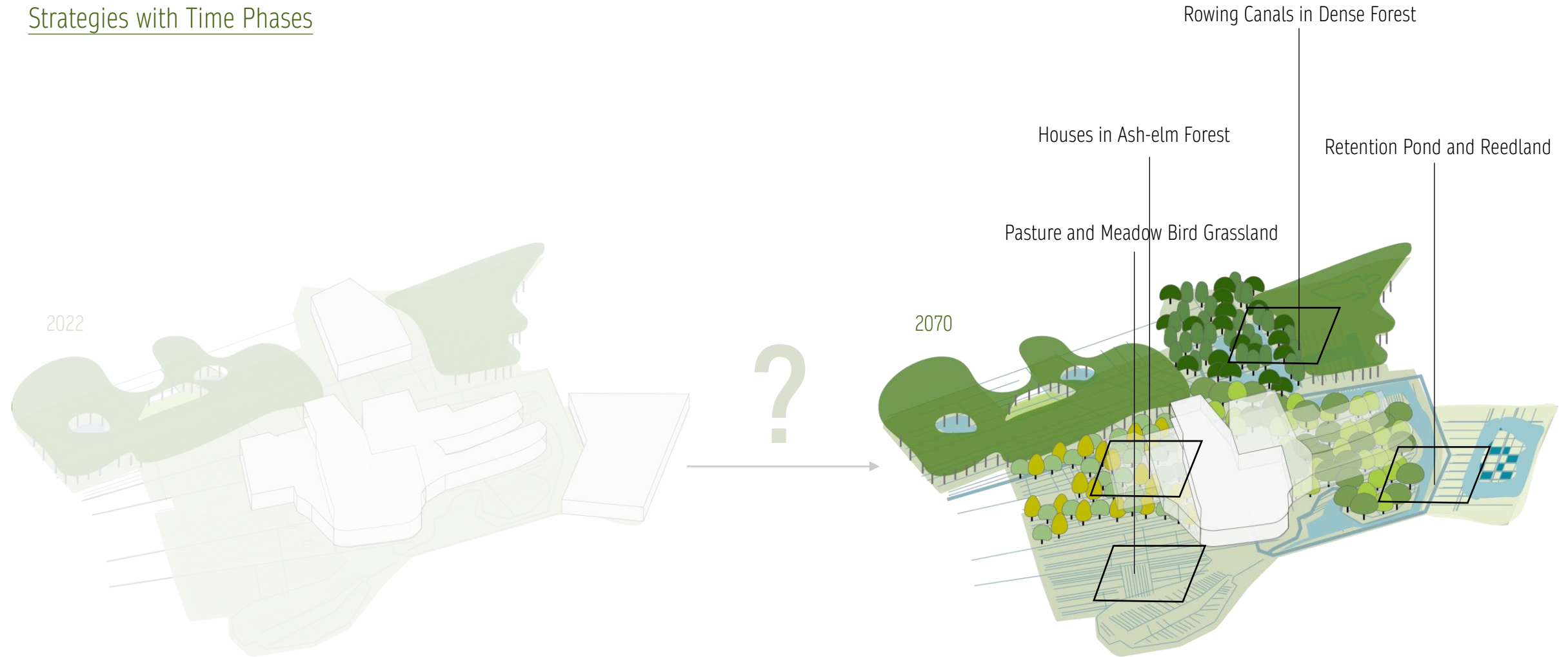
Strategies with Time Phases



Strategies with Time Phases



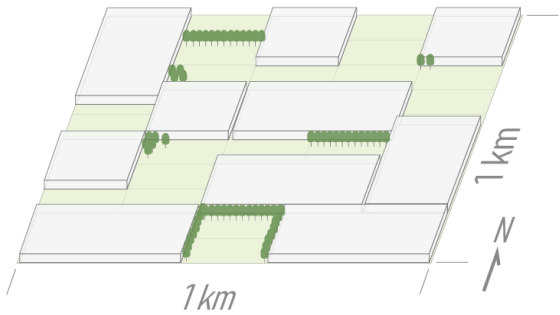
Strategies with Time Phases



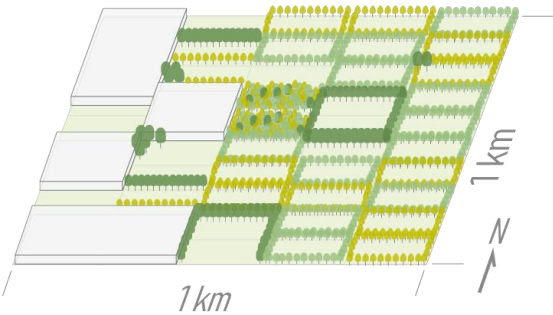
Houses in Ash-elm Forest



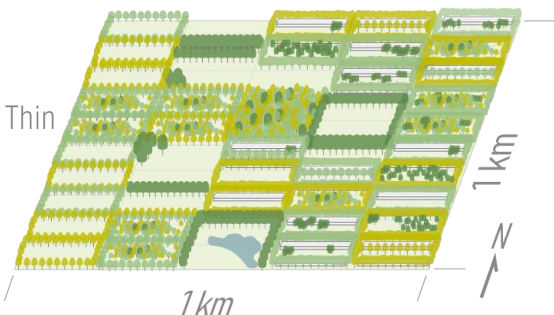
2022



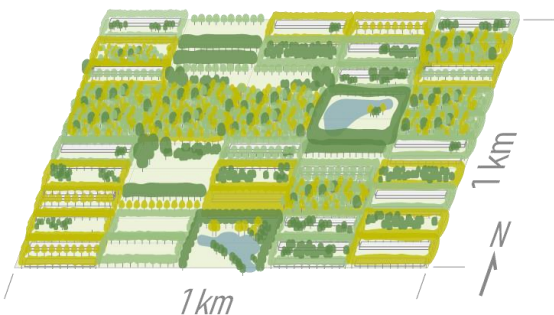
2030



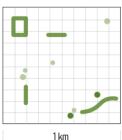
2050



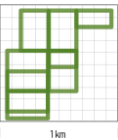
2070



Scattered



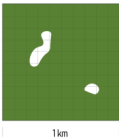
Framed



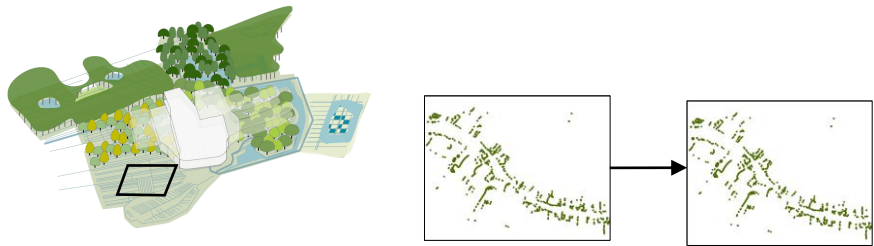
Mosaic



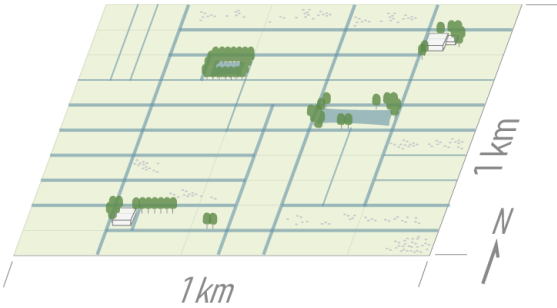
Solid



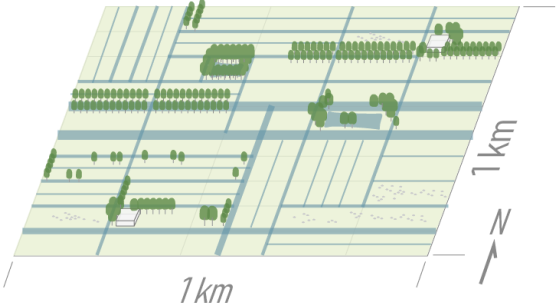
Pasture and Meadow Bird Grassland



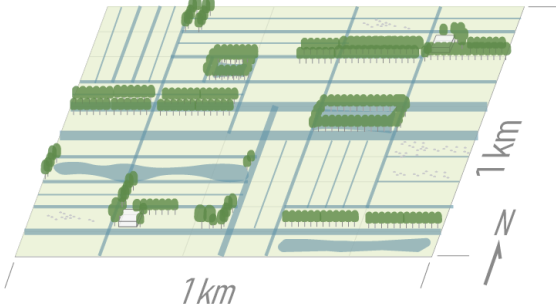
2022



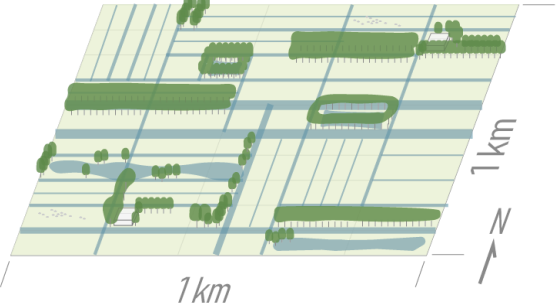
2030



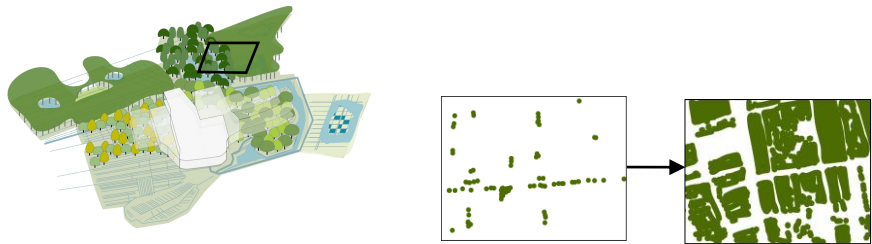
2050



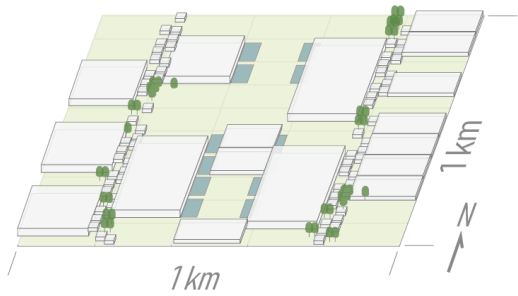
2070



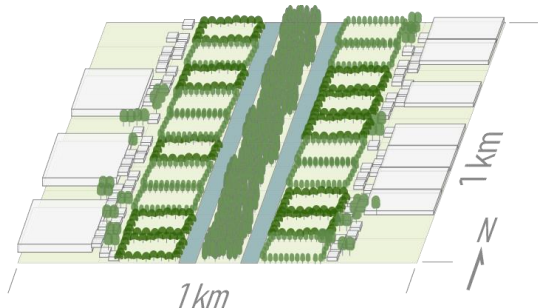
Rowing Canals in Dense Forest



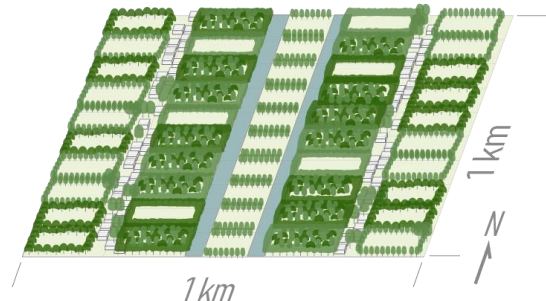
2022



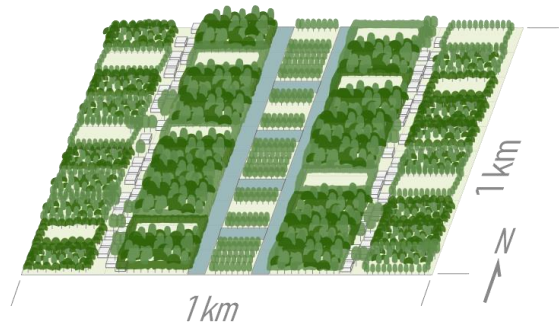
2030



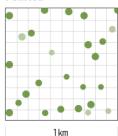
2050



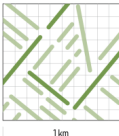
2070



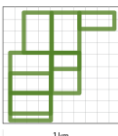
Pointed



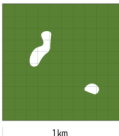
Linear



Framed



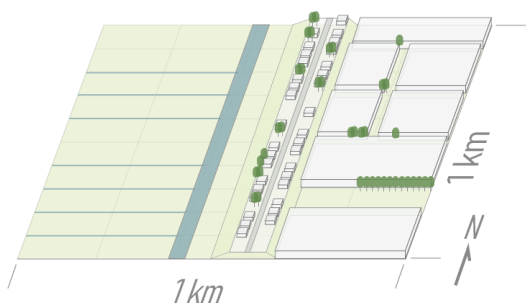
Solid



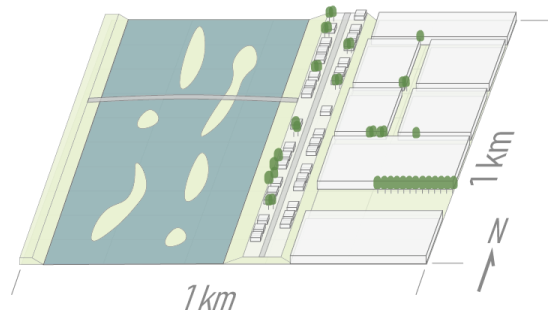
Retention Pond and Reedland



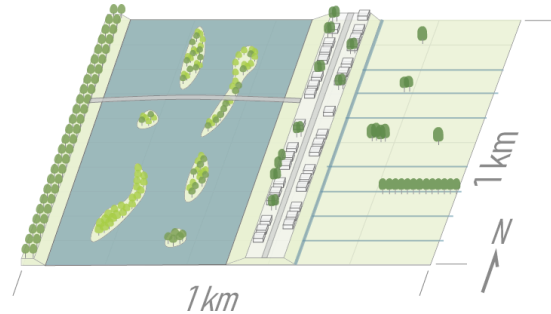
2022



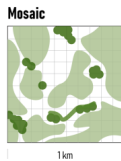
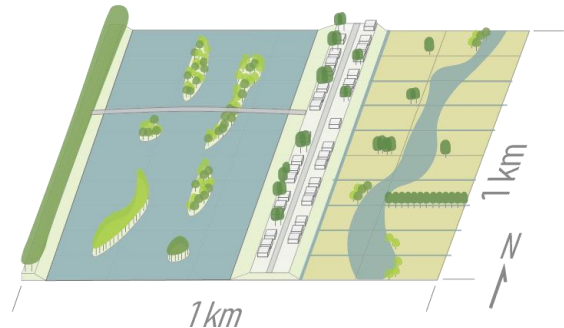
2030



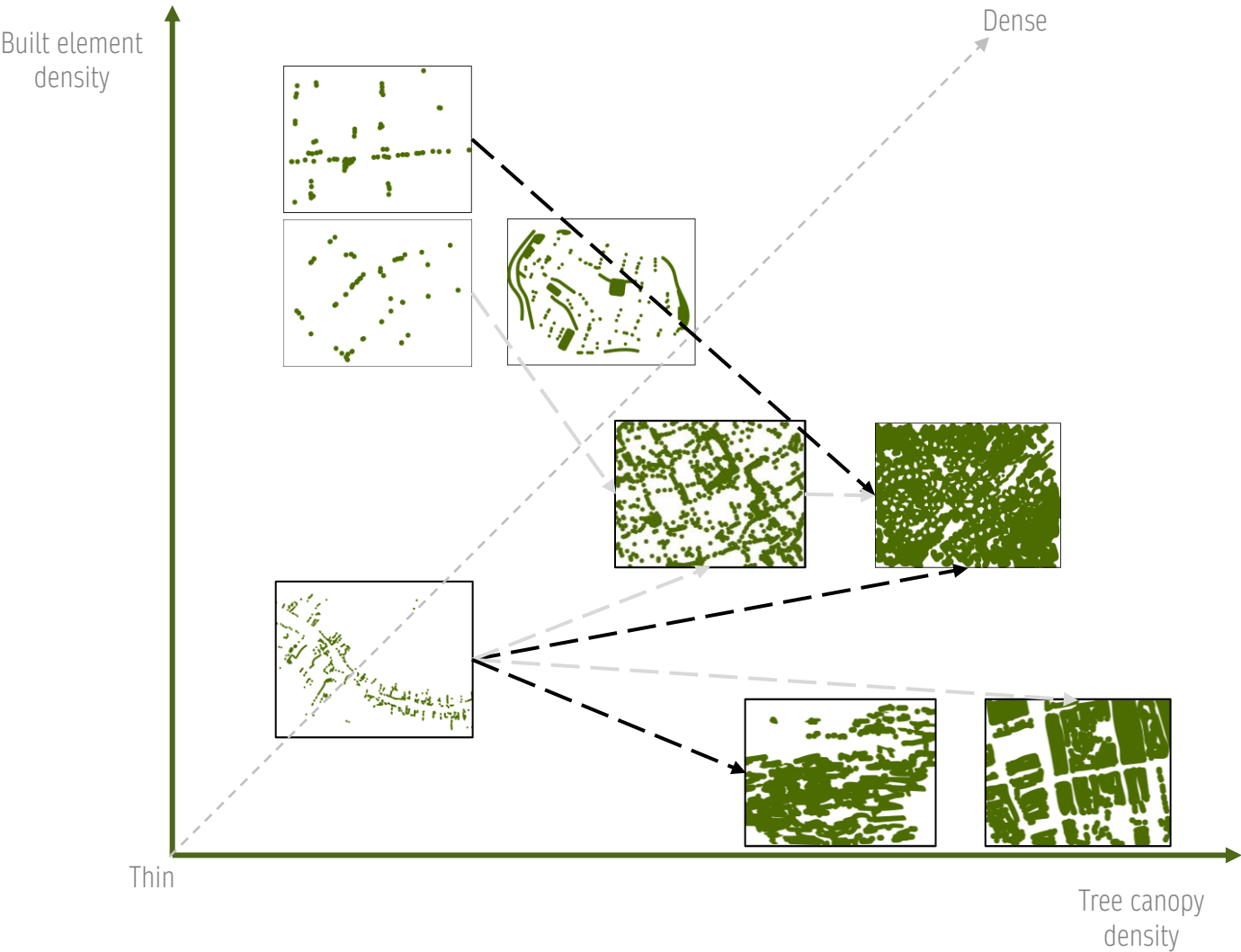
2050



2070

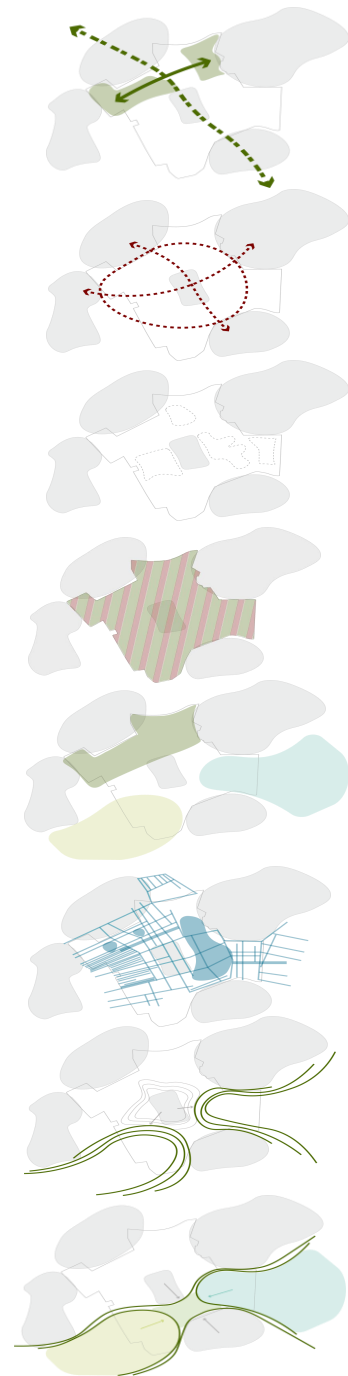
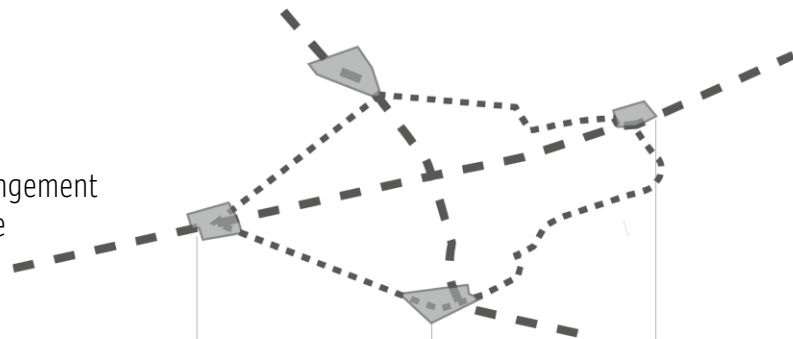


Transformation among Types

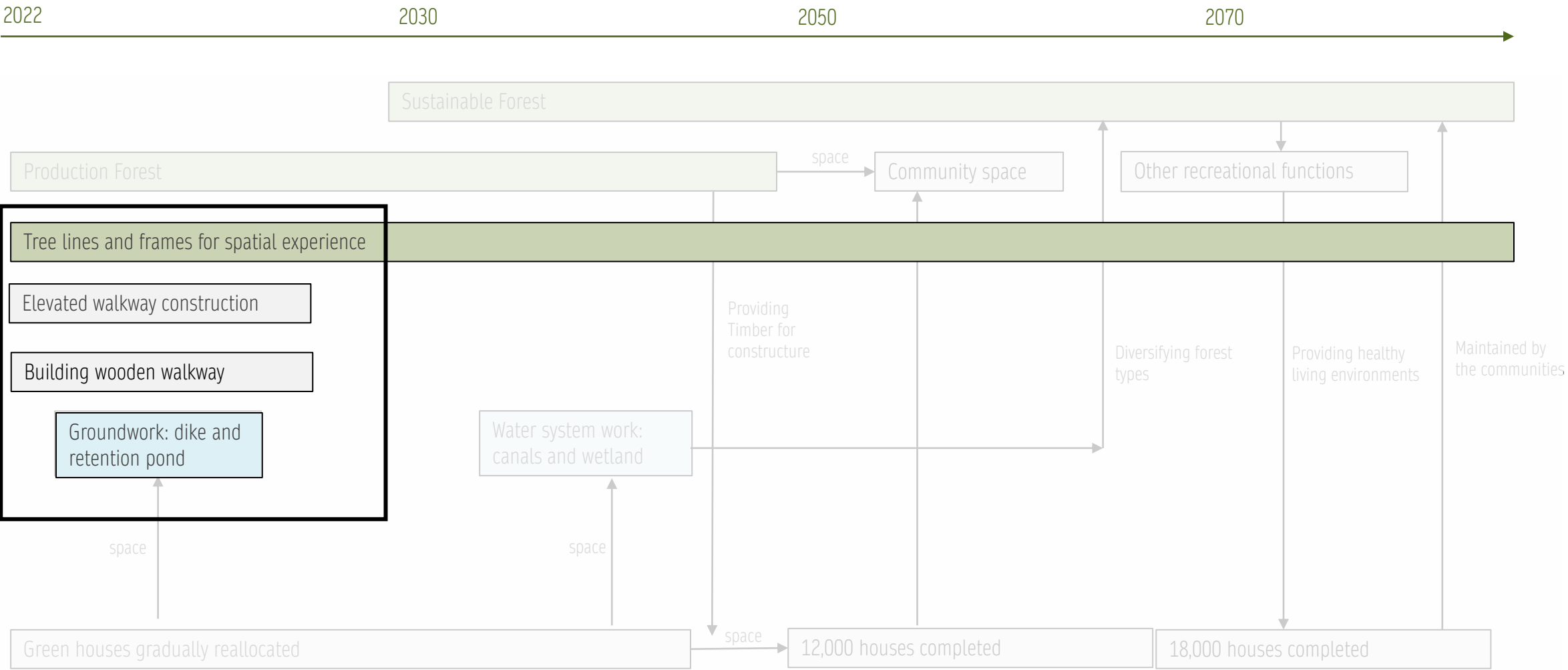


Structural Design :
Experiential Routes

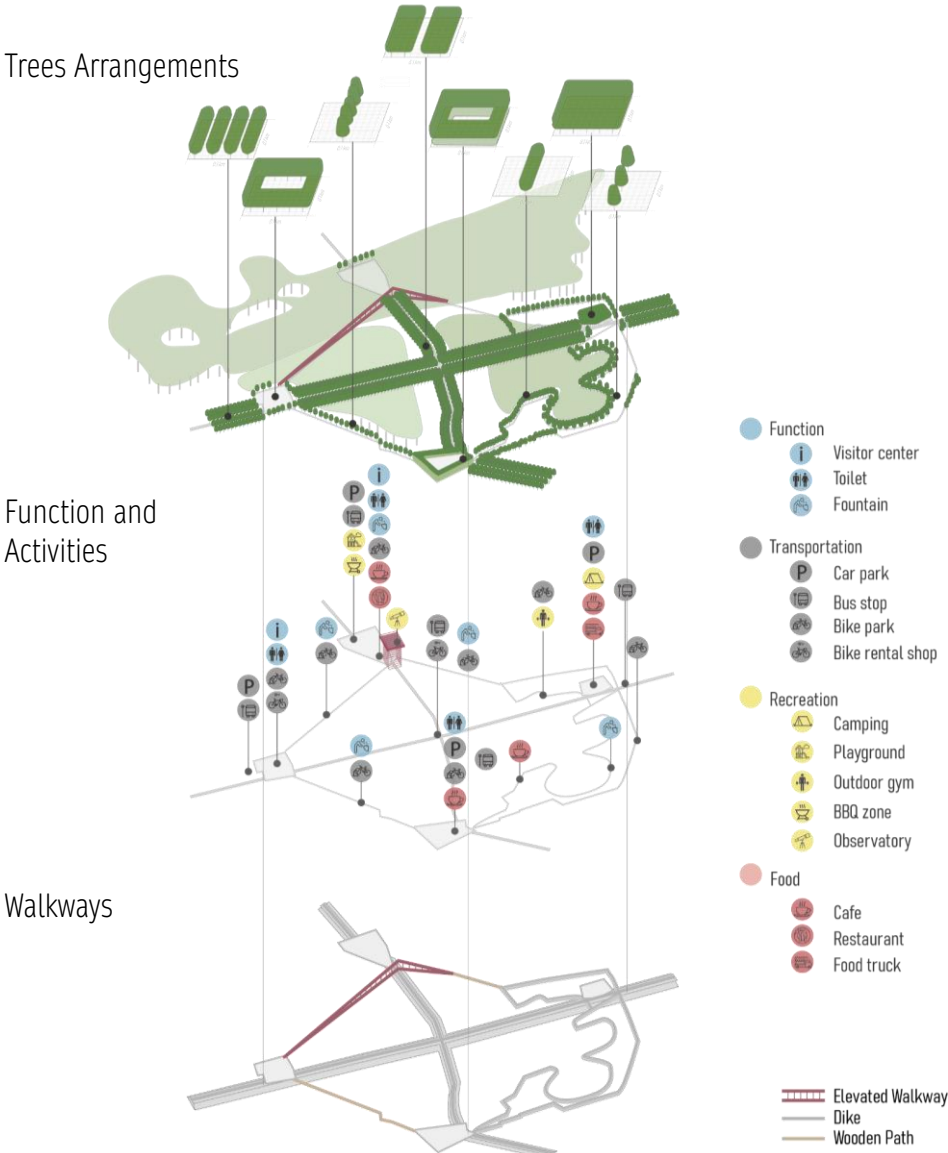
- Design with trees arrangement and moving experience



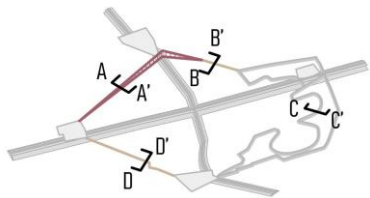
Strategies with Time Phases



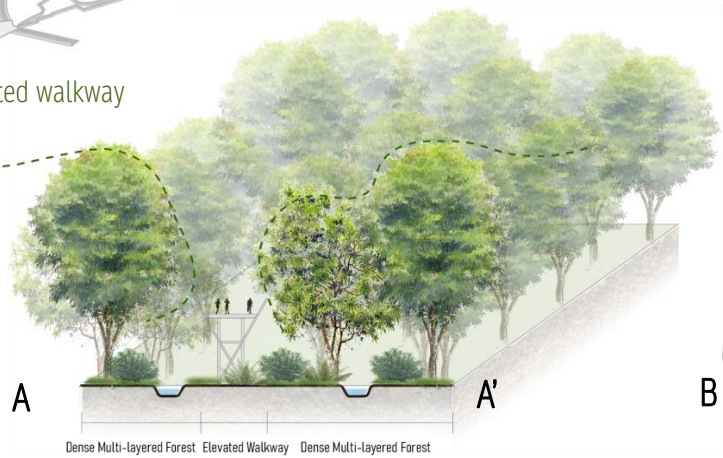
Experiential scheme



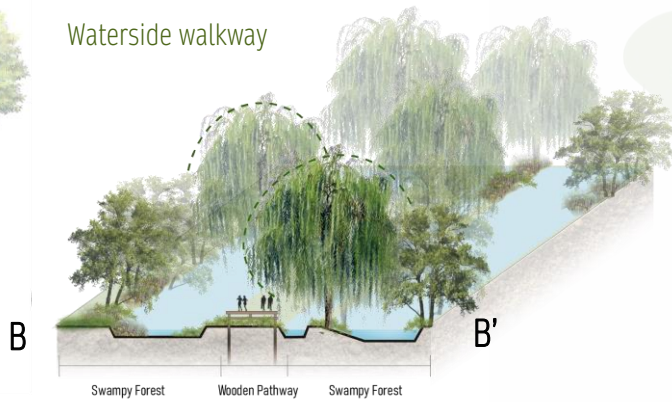
Four kinds of walking experiences



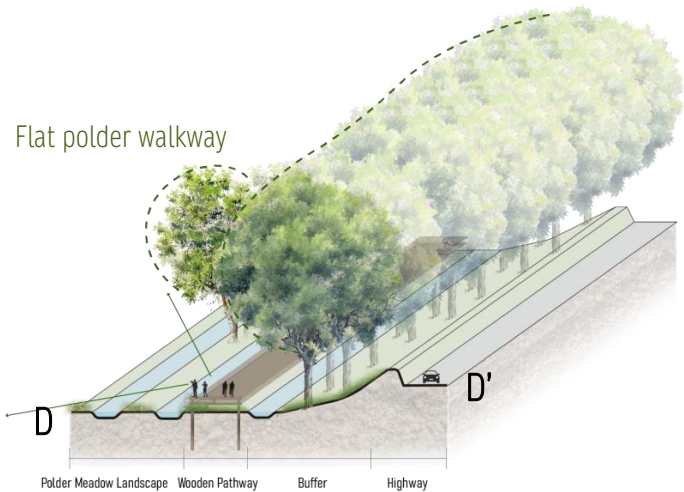
Elevated walkway



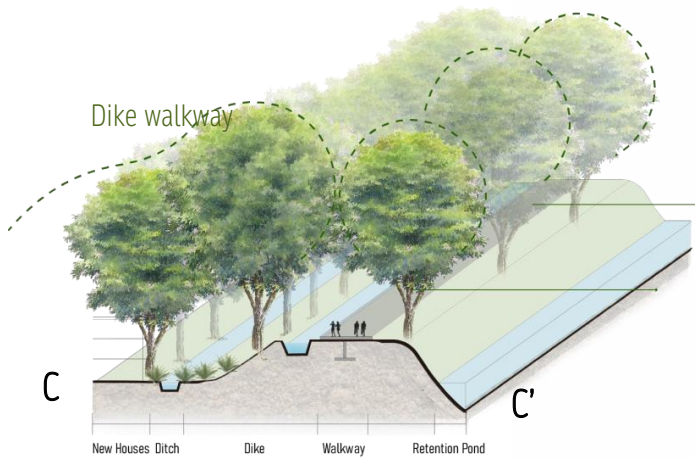
Waterside walkway



Flat polder walkway

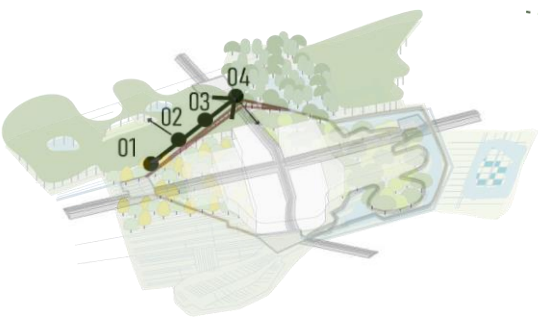


Dike walkway



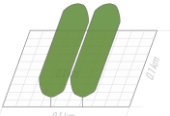
- Function
 - Visitor center
 - Toilet
 - Fountain
 - Transportation
 - Car park
 - Bus stop
 - Bike park
 - Bike rental shop
 - Recreation
 - Camping
 - Playground
 - Outdoor gym
 - BBQ zone
 - Observatory
 - Food
 - Cafe
 - Restaurant
 - Food truck
- Legend:
Elevated Walkway
Dike
Wooden Path

Serial vision: elevated walkway

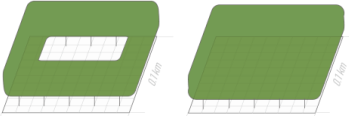


Dense Multi-layered Forest Elevated Walkway Dense Multi-layered Forest

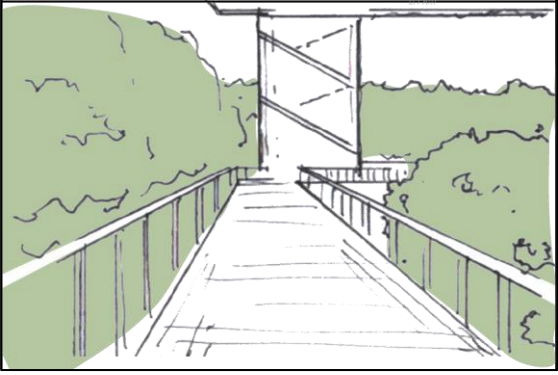
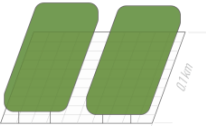
01



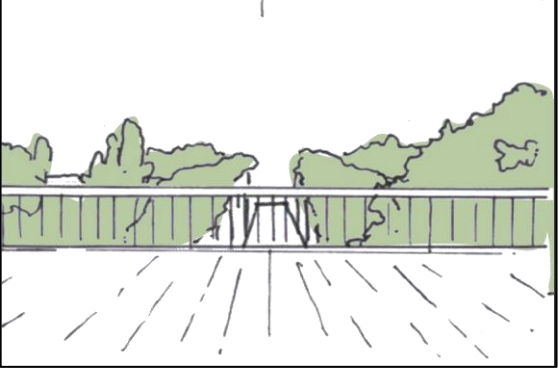
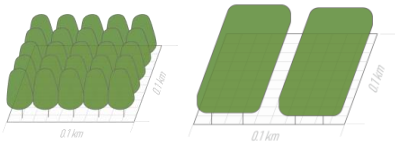
02



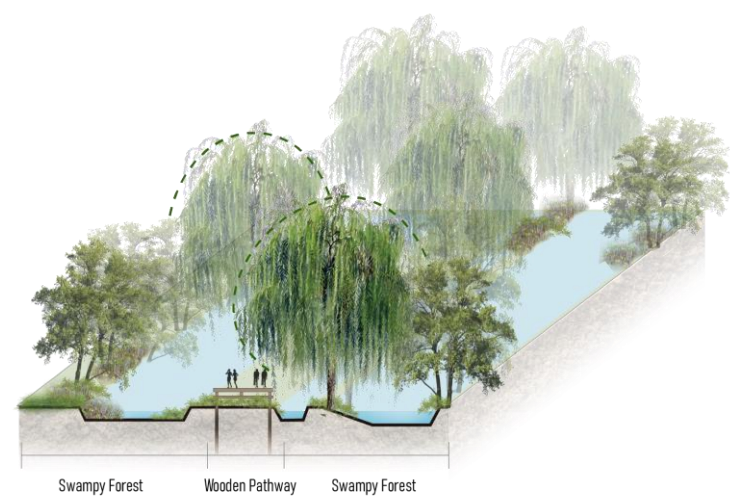
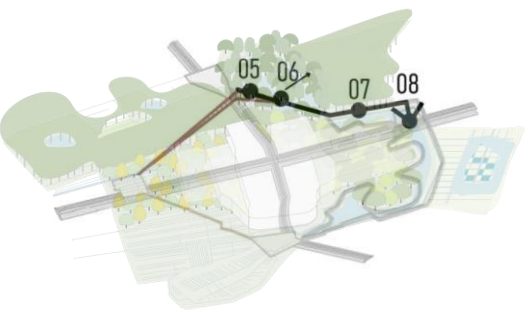
03



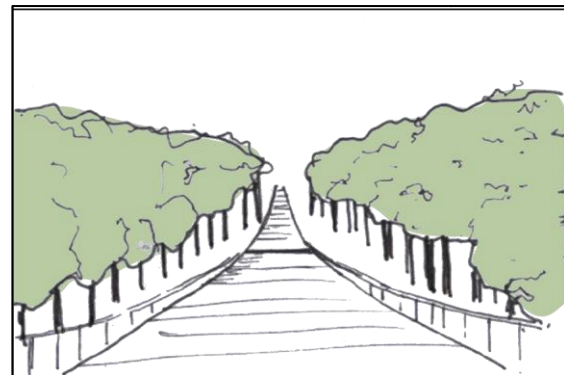
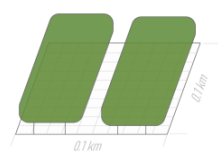
04



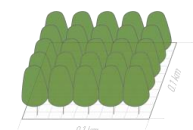
Serial vision: walking by the water



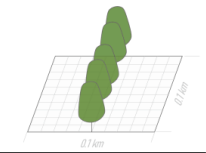
05



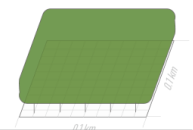
06



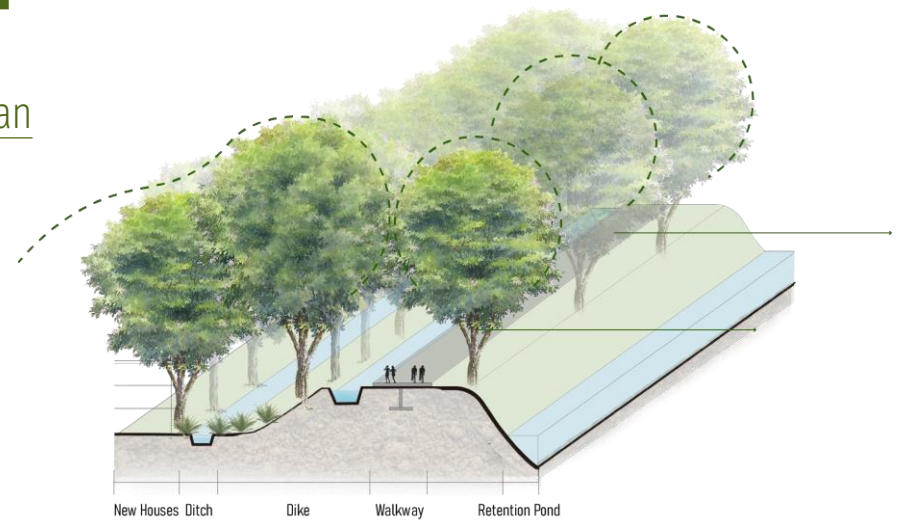
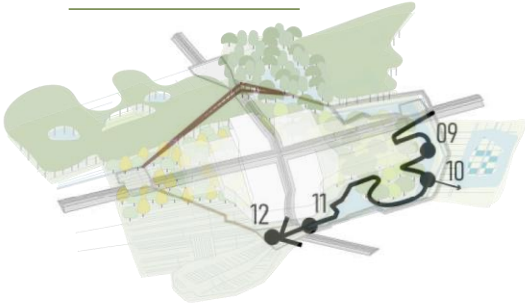
07



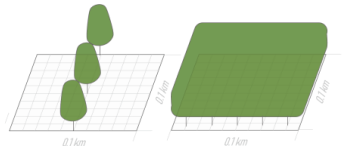
08



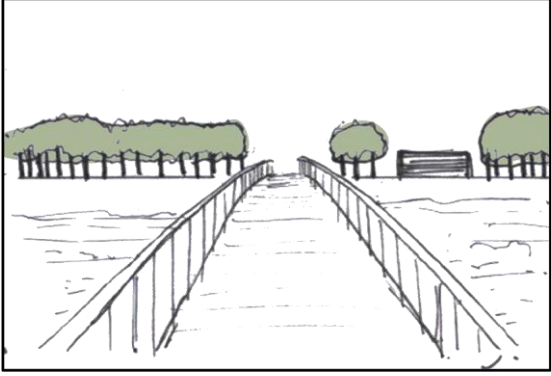
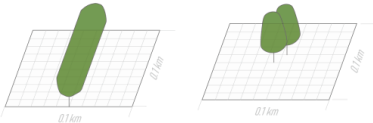
Serial vision: from the dike to an enclosed room



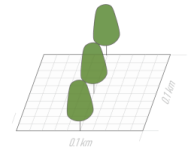
09



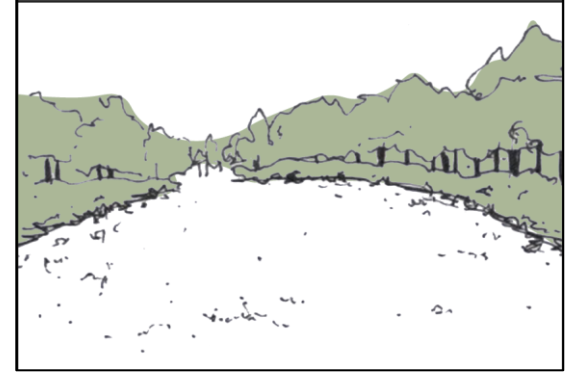
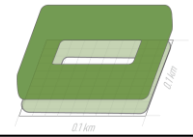
10



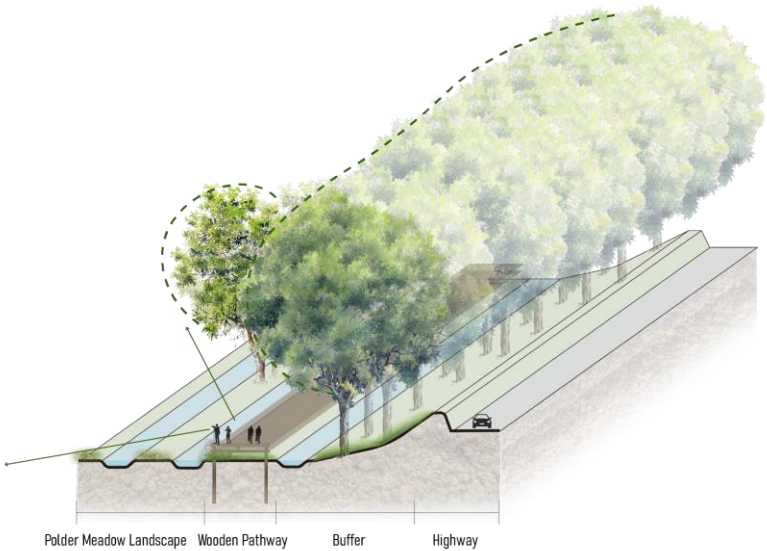
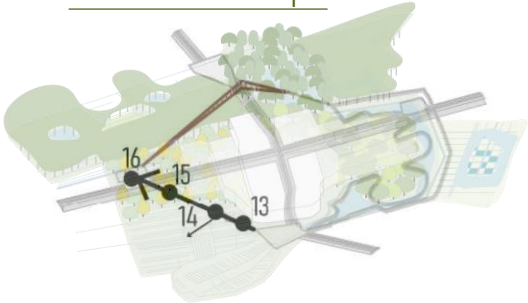
11



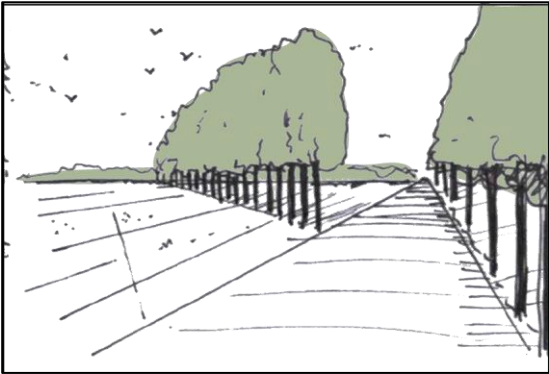
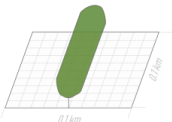
12



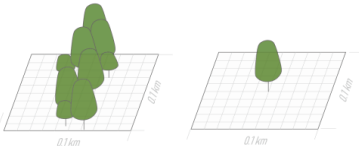
Serial vision: tree lines in the broad landscape



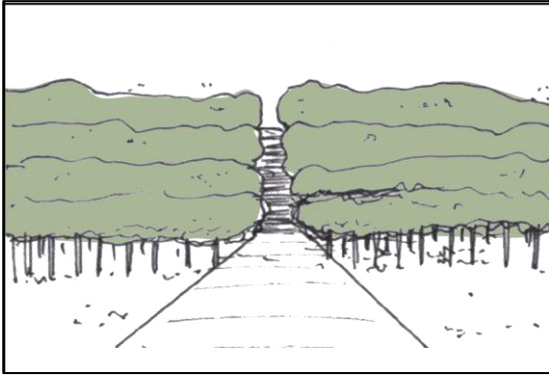
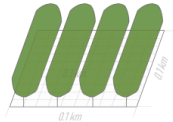
13



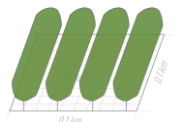
14



15



16



Introduction



Analysis



Principles



Design
Results



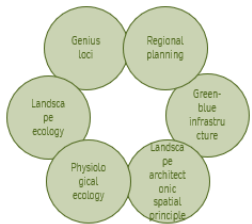
Conclusion

Conclusion

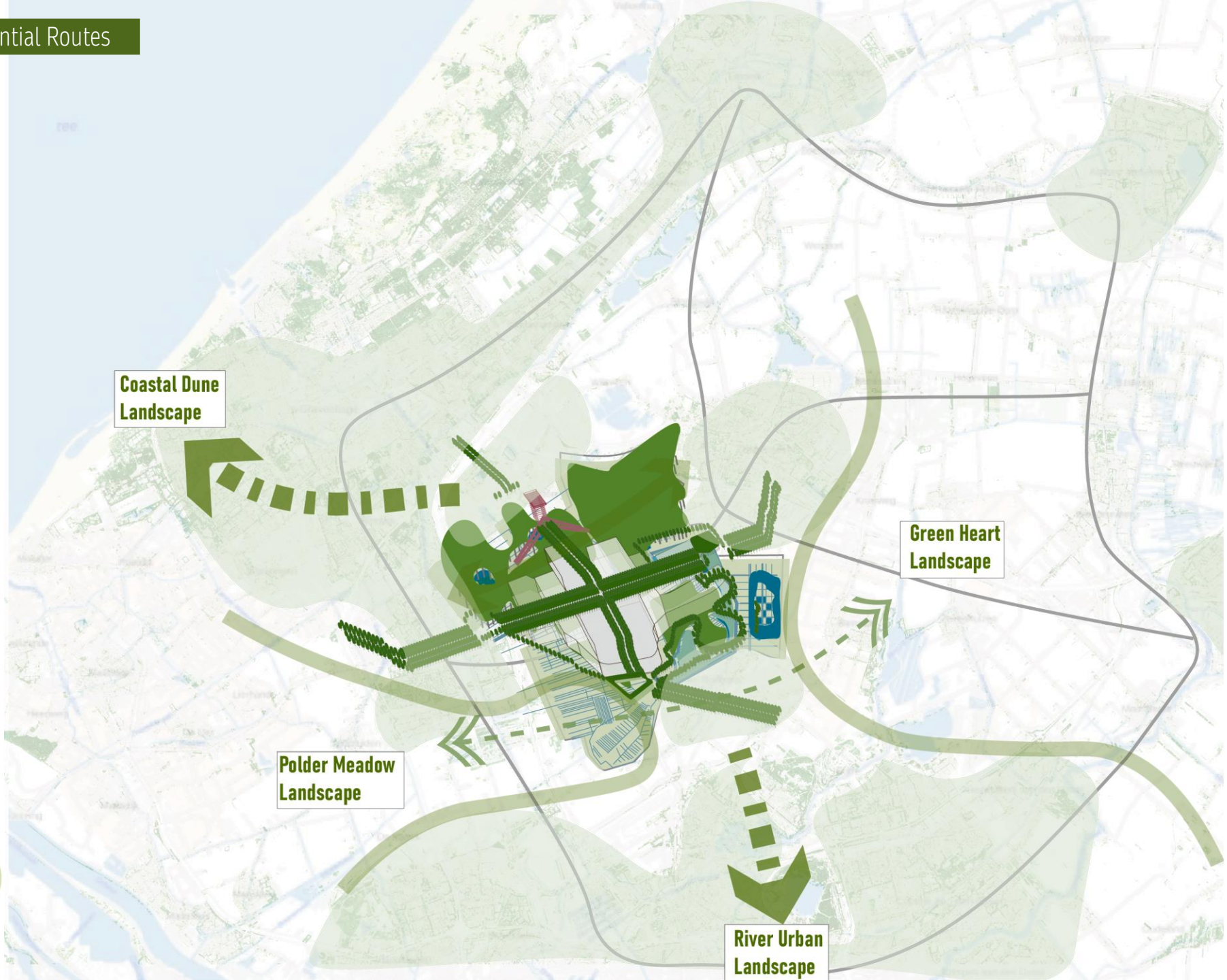
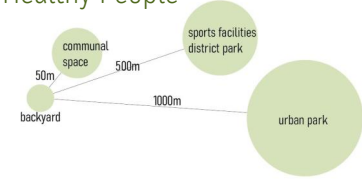
Reflection

Structural Design: Experiential Routes

Healthy Forest



Healthy People



- Social and Technical Aspects?

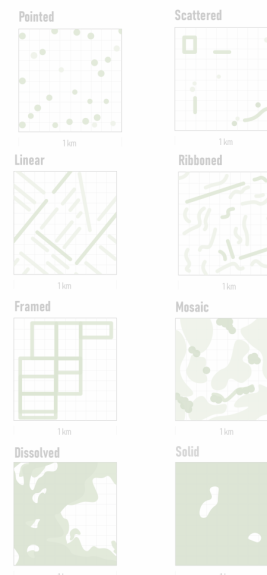
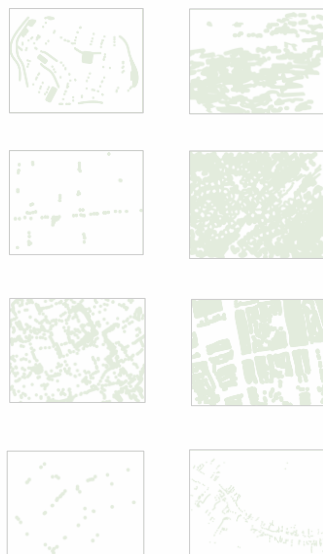
- Other potential ecosystem services aside from assessment of accessibility
- How do forest interact with the urban environment on individual tree scale

- Vegetation under 20 m?

- Influencing Health and Experience

- Form and function?

- Form follows function? Is form a kind of function?



Thank You!