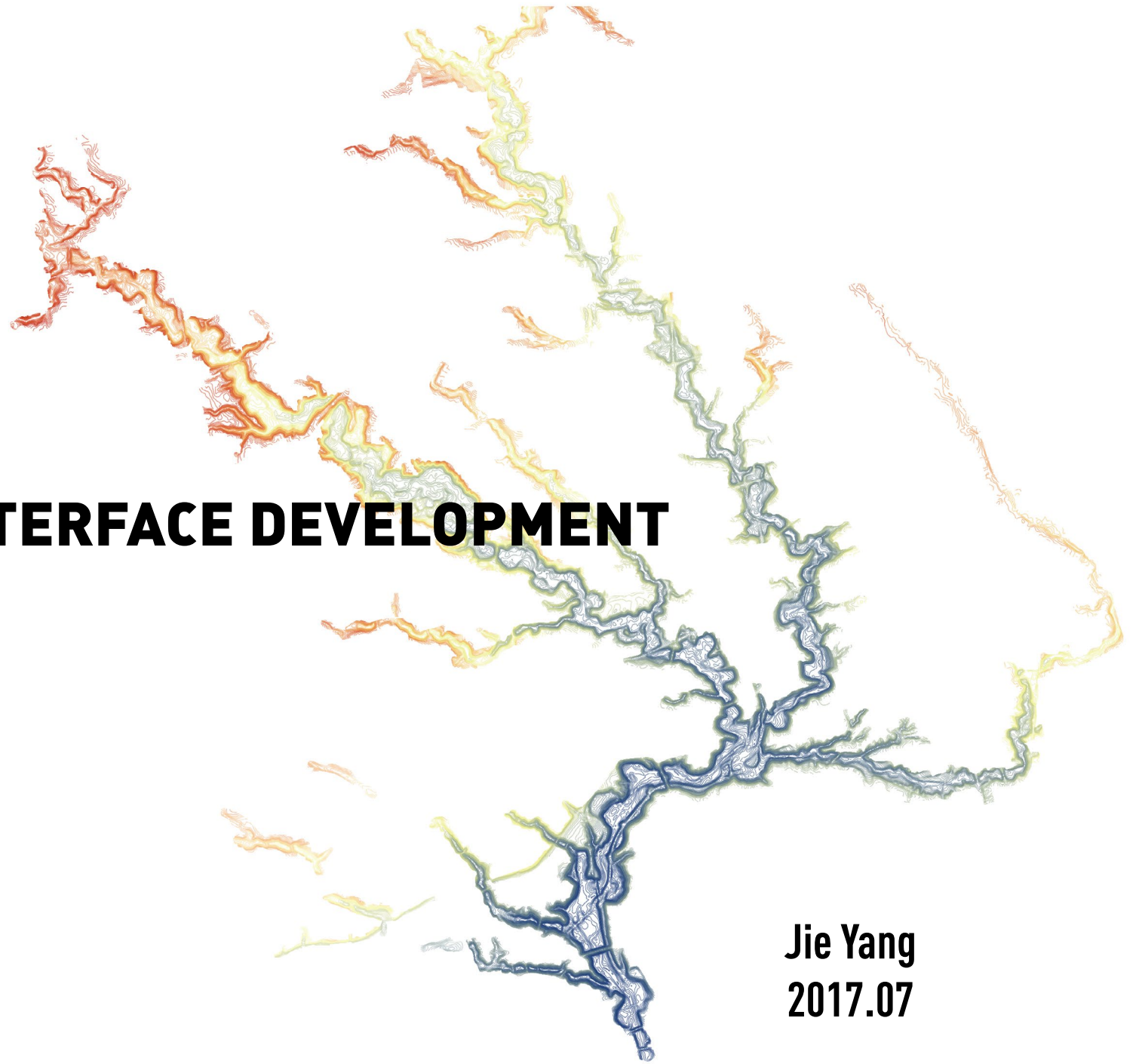


LANDSCAPE INTERFACE DEVELOPMENT



Jie Yang
2017.07

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2. Toronto Watershed >
3. Historical Development of Don Watershed >
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4. Design with building typology >
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PART SIX: REFLECTION

PART ONE
INTRODUCTION

FASCINATION



The Garden Of Earthly Delights (1503-1515) - Hieronymus Bosch

VIDEO STORY



Fig.1 Video Story: Adventure Time Tomonto Valley
<https://www.youtube.com/watch?v=7IWGPCwtxO0&feature=youtu.be>

This video is a short story about my project.

In February 2017, I attended the workshop "Let's Talk about Water", this workshop aims at...

As the product of the intense week, and under the help of teachers and friends, I made this short video in playing with clays, in order to talk about the storyline of my graduation project.

FASCINATION

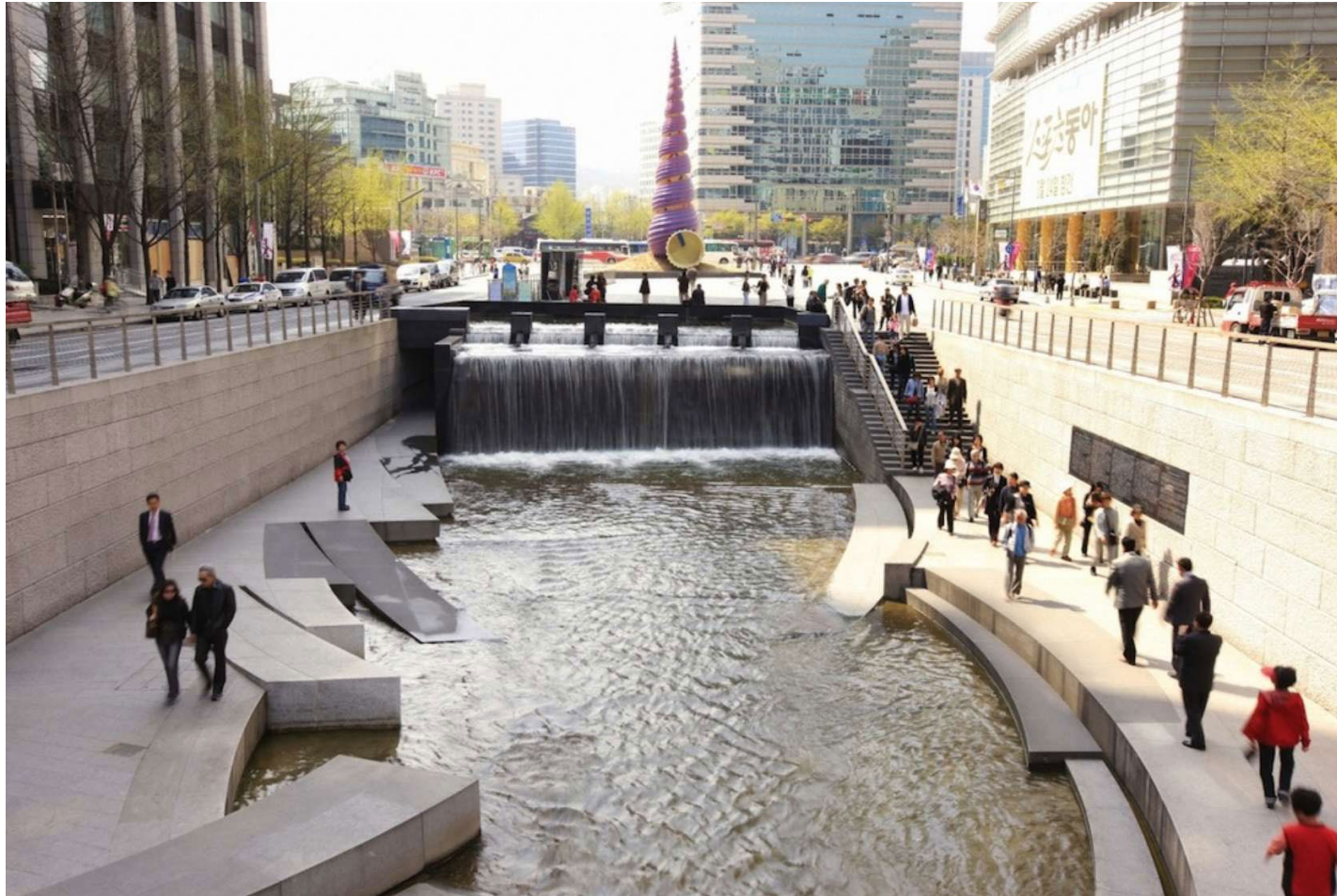


Source: <http://www.preservenet.com/freeways/FreewaysCheonggye.html>

Cheonggyecheon, South Korea

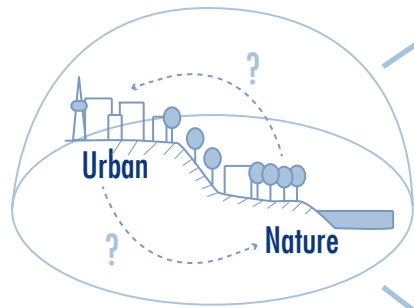
"Urban and landscape fragments contrast, blend and mix with each other. Together they form an urban conglomerate, a ravishing cacophony of built and not built-up spaces." There is no clear-cut definition but hybrids forms on interface.

FASCINATION



Cheonggyecheon, South Korea
After Riverside recreation

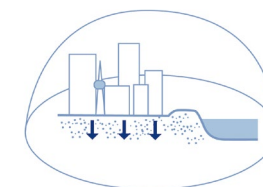
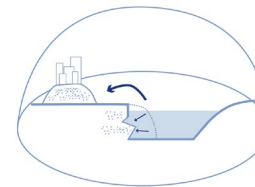
PROBLEM STATEMENT



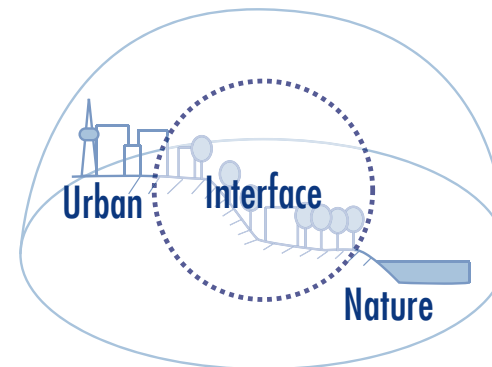
Interaction



Nature threat the living environment around.



Human interventions are the vulnerable factors for natural environments



Interface as a concept to study the interaction

INTERFACE AS AN APPROACH



What is the interface and why design on interface?

1. For this project, interface refers to the zone of transition between unoccupied land and human development. It is the confrontation of urban systems and natural systems. There are no clear boundary between nature and urban on it. It is the place where urban environment and natural environment are porous into each other and interact and conflict with each other most frequently.
2. Interface is a complementary approach to study the interaction of urban and nature.

ADAPTIVE INTERFACE

One of the most important thing of interface is the **adaptivity**. Considering the highly frequent interactions between urban and nature, interface should be a changeable structure which conveys urban dynamism and natural process.

So the concept I am going to work with is **not only interface but the adaptive interface.**

PROBLEM STATEMENT



Nijmegen, NL
New urban land



Cheonggyecheon, South Korea
Riverfront Promenade



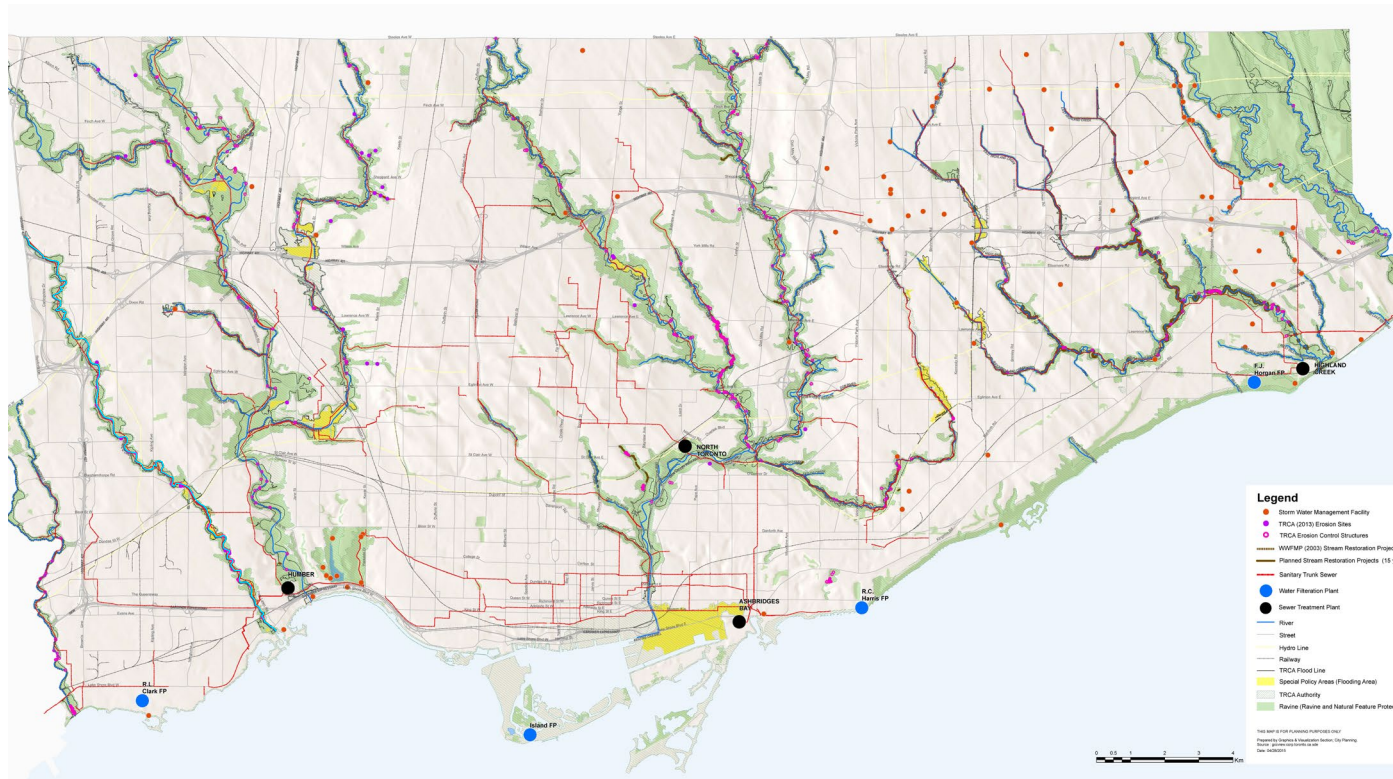
Mill Race Park, US
Recreation Park

In which way should we develop interface and assure its adaptivity?

DESIGN OBJECTIVE

Main Objective: To consider 'adaptive interface' as an instrument to facilitate the interaction between urban and nature through the method of research by design.

TORONTO AS CASE STUDY

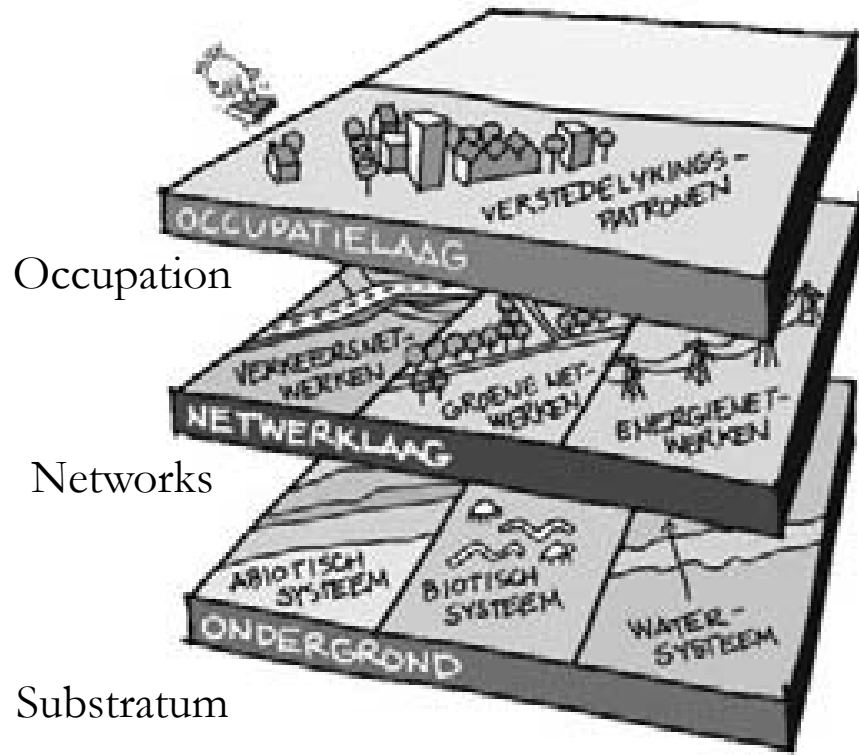


Dramatic ravine features

22% Population growth

PART TWO
METHODOLOGY FRAMEWORK

METHODOLOGY



Occupation

Networks

Substratum



Urban-nature Interface			
Three Layer	Occupation Layer	Infrastructure Layer	Nature Landscape Layer
	5-50 years	50-100 years	>100 years
Dimensions	Occupation 1. Building morphology 2. Accessibility	Infrastructure 1. Transportation network 2. Water networks	Nature Landscape 1. Habitats 2. Soil Condition
Analysis	 Building morphology Accessibility	Infrastructure	 Habitat-soil

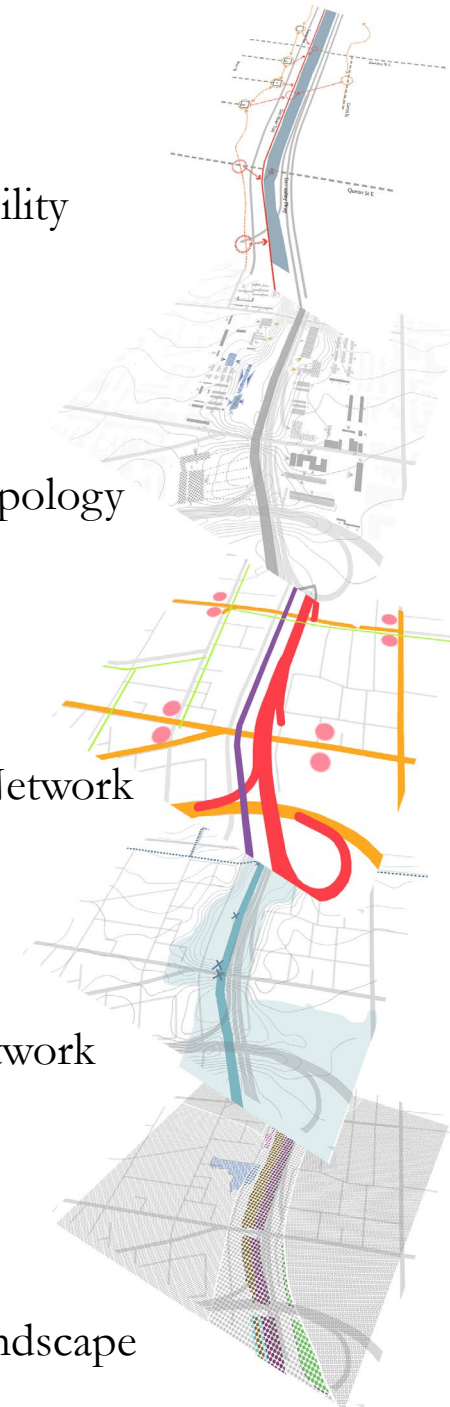
Accessibility

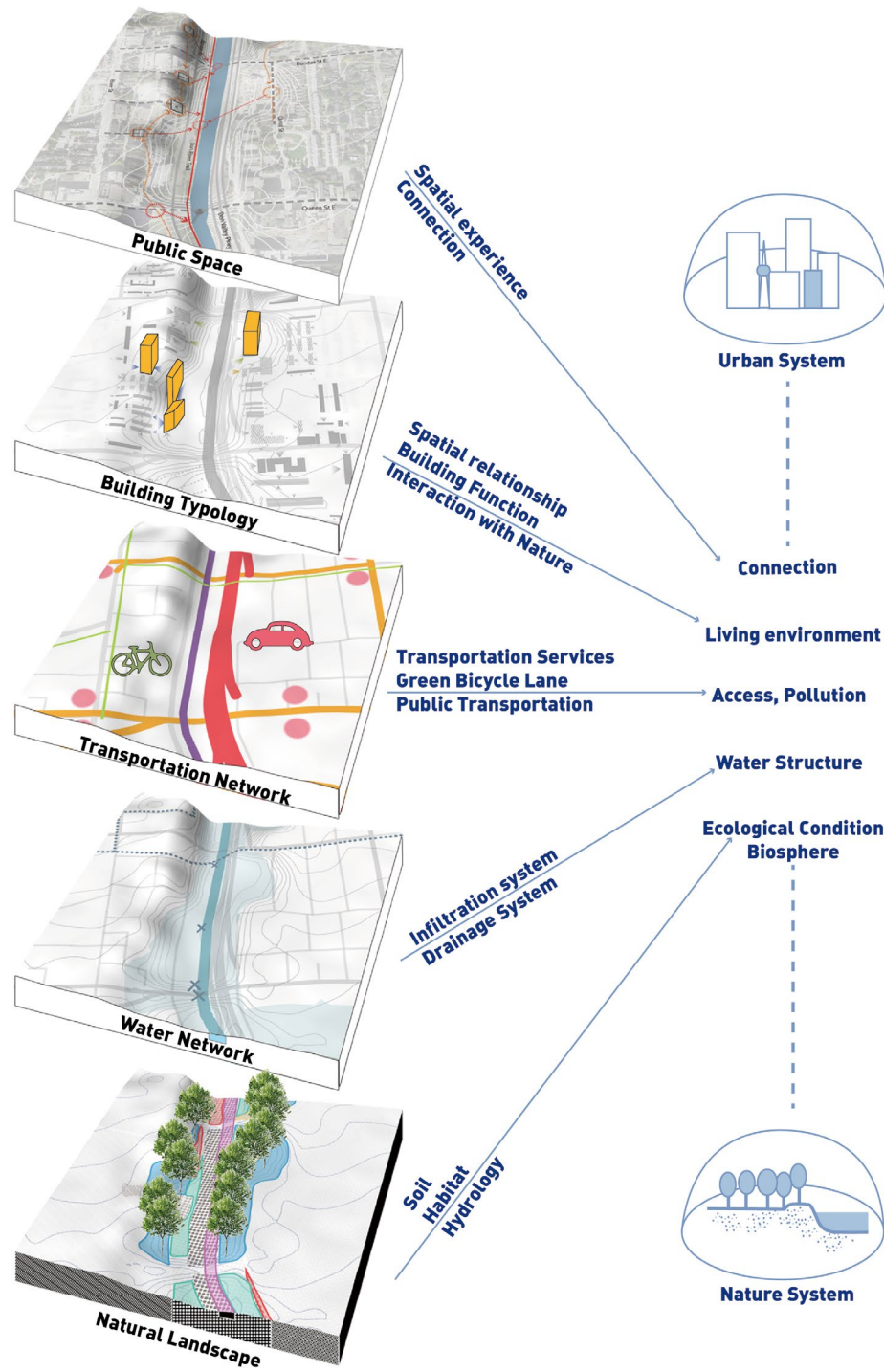
Building Typology

Transport Network

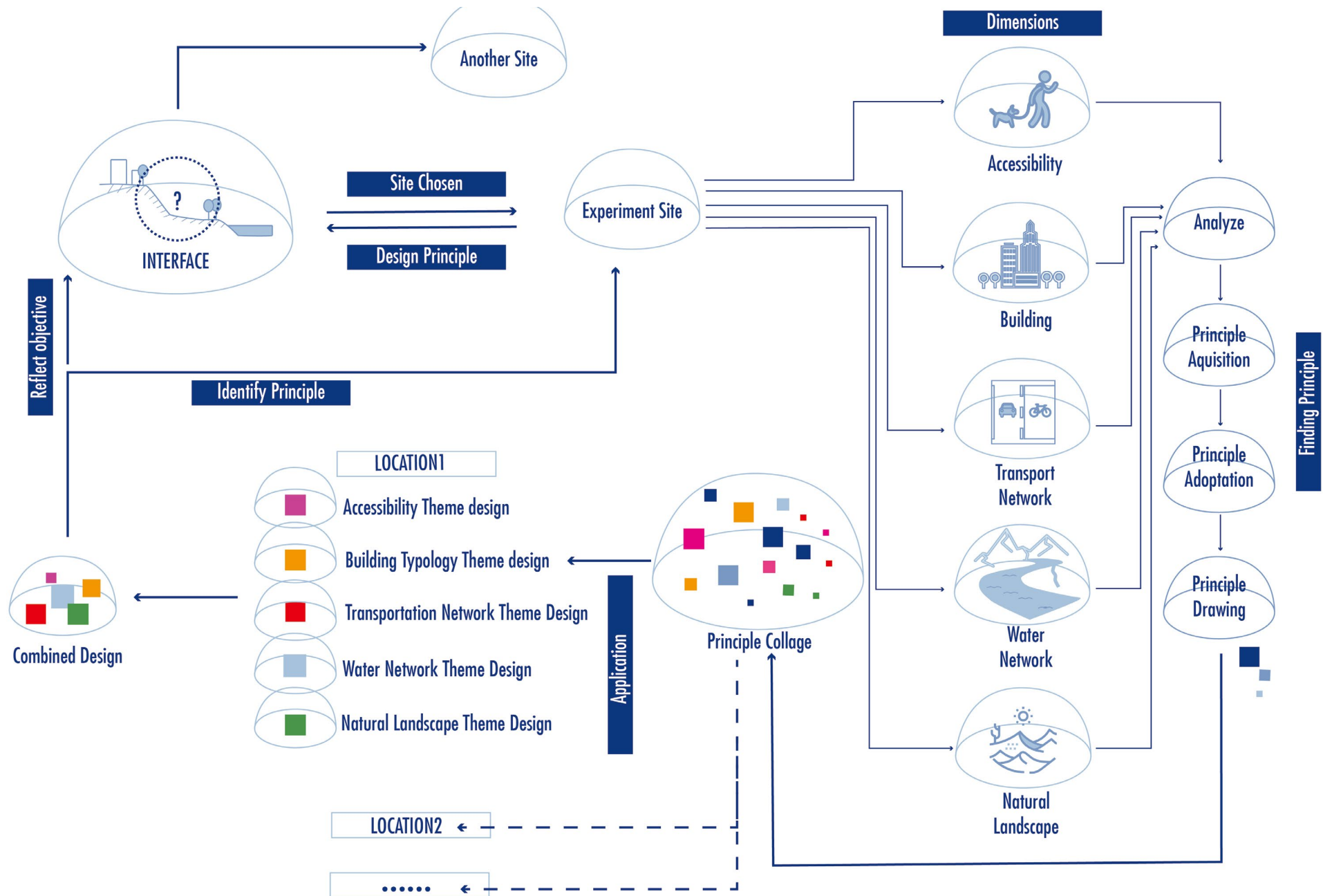
Water Network

Natural Landscape



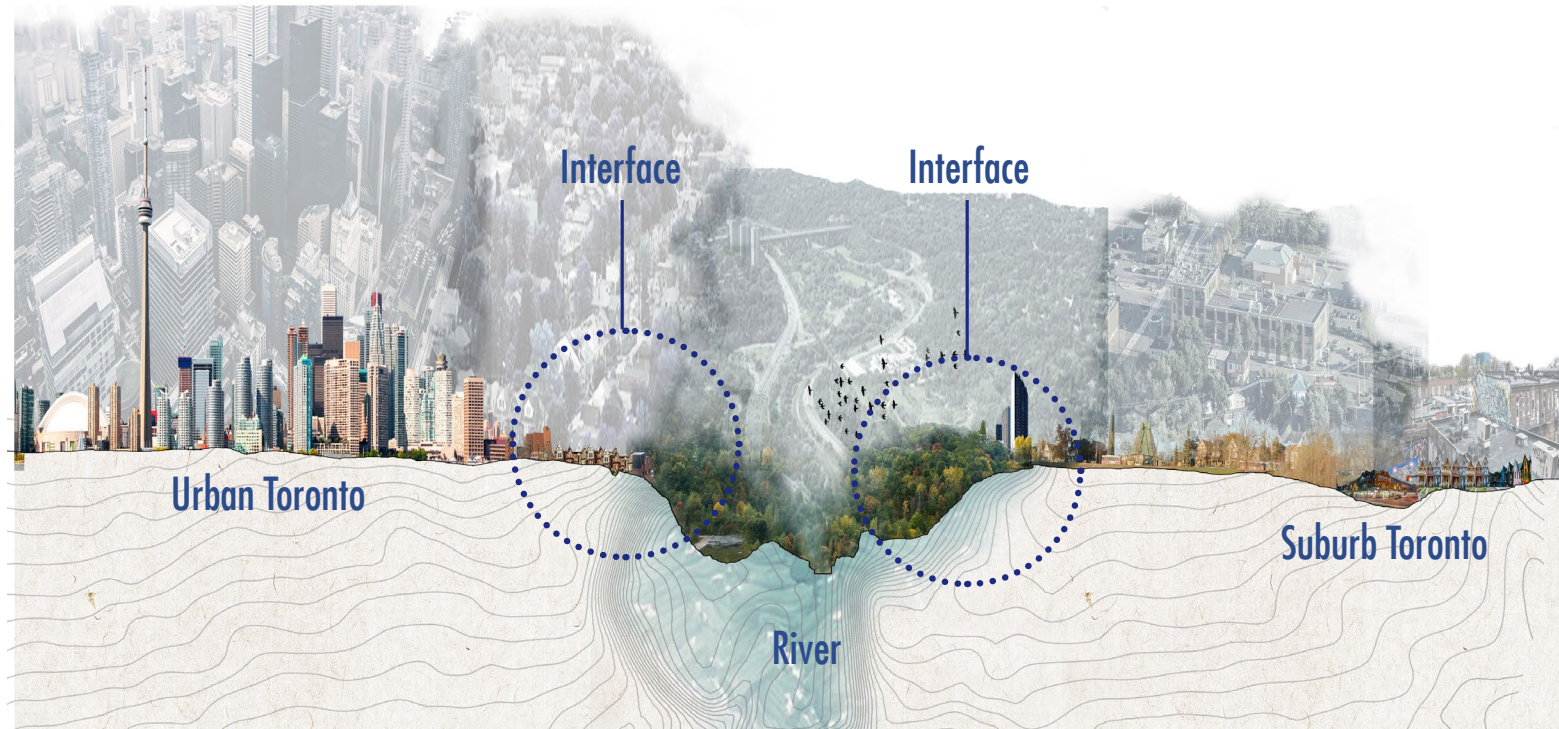


METHODOLOGY FRAMEWORK



PART THREE
UNDERSTANDING SITE

TORONTO INTERFACE



1. Substratum, as it is the lowest dynamic layer which provides natural conditions on interface.

2. Infrastructure networks, its transformation and development goes faster than the natural conditions.

3. Land use and urban settlement enjoys the highest dynamism, and it determines how people use the interface in a short time.

Slow Development

Fast Development

TORONTO INTERFACE

Substratum



Natural Landscape

Soil conditions

Habitats

Infrastructure Network



Water body

Water structure

Water Network

Underground Tube



Transportation service

Transportation
Network

Occupation



Spatial Relationship

Building

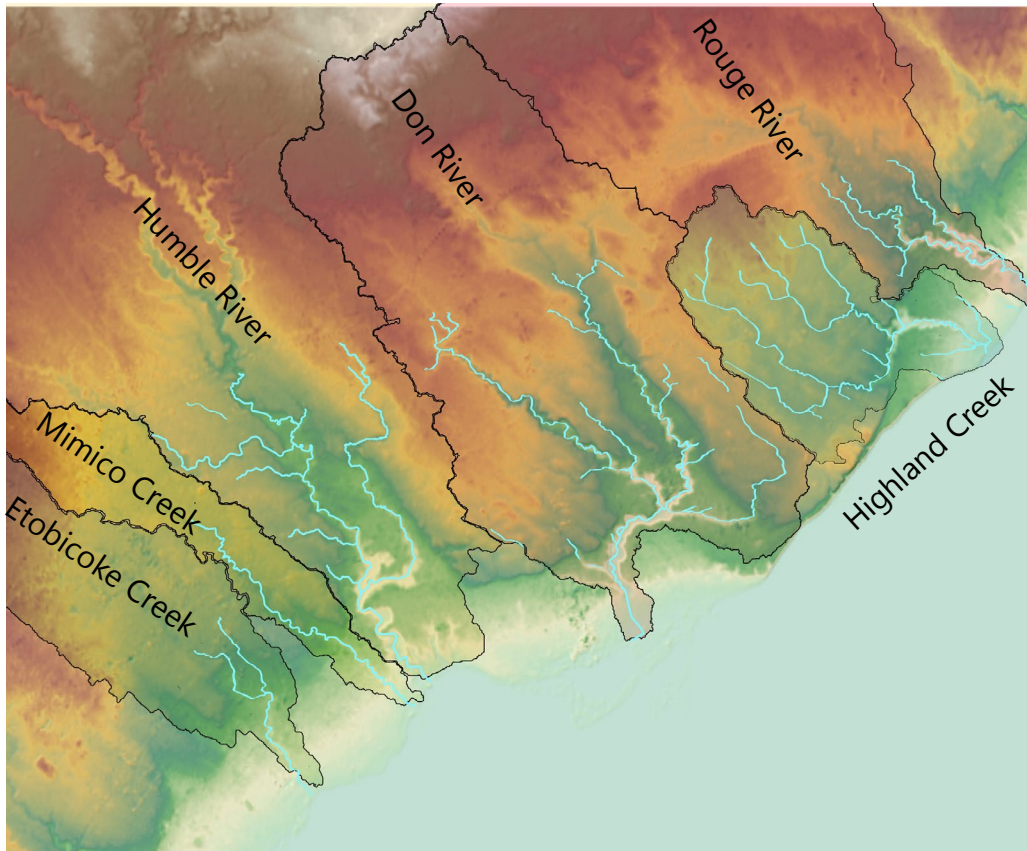
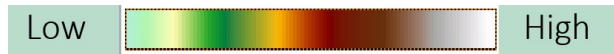
Typology



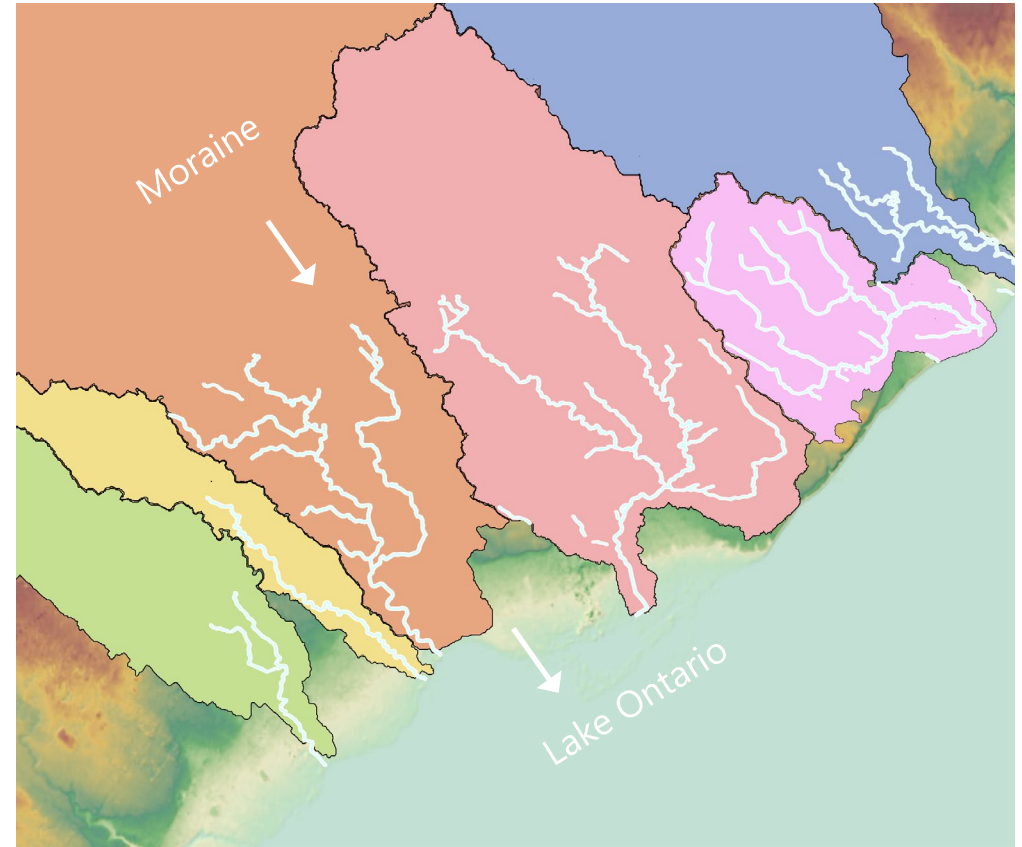
Spatial Experience

Accessibility

TORONTO INTERFACE



Typography and **Watershed**

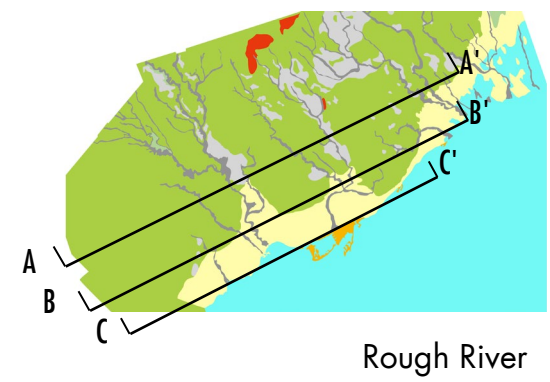


The largest ravines are home to the rivers running south from the Moraine to Lake Ontario. These rivers and creeks flow through high land (North) to waterfront area (South). And the river basin formed the lowland in city area.

Toronto's ravine systems, with its river, dramatic geography and forest defines the landscape.

TORONTO INTERFACE

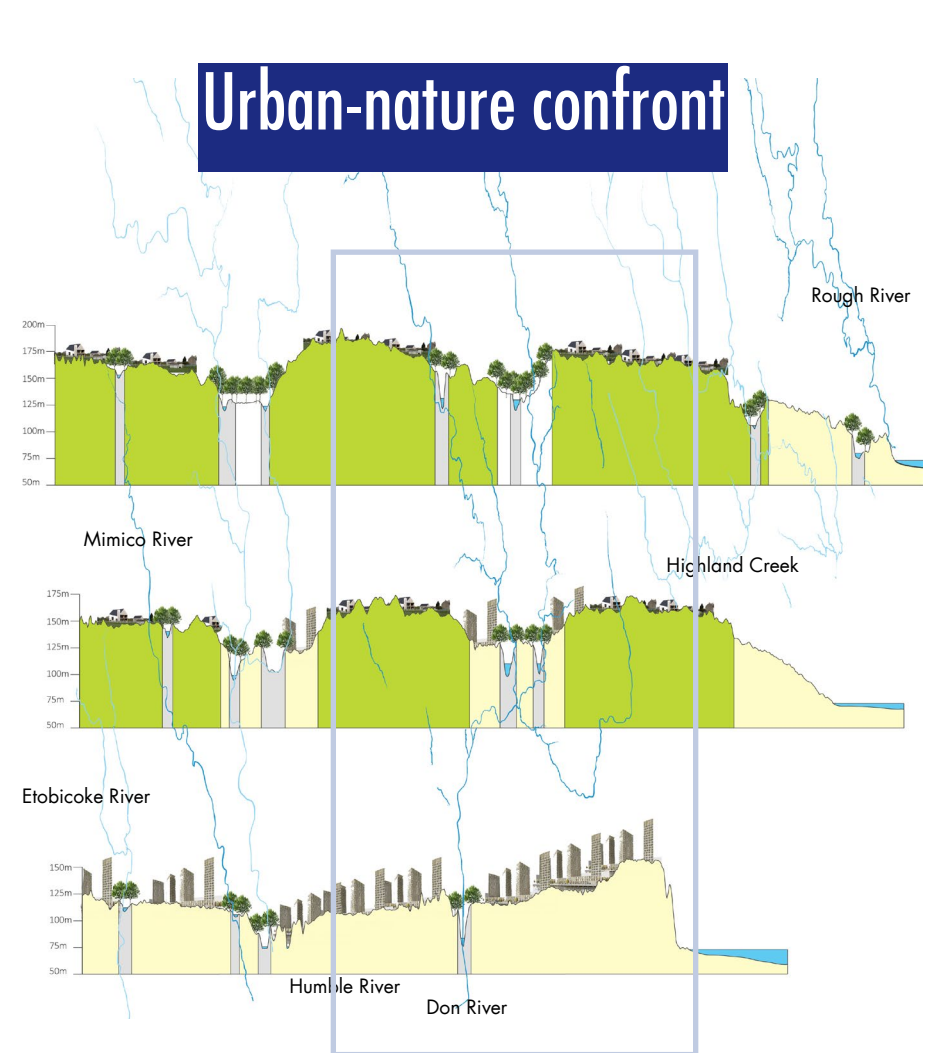
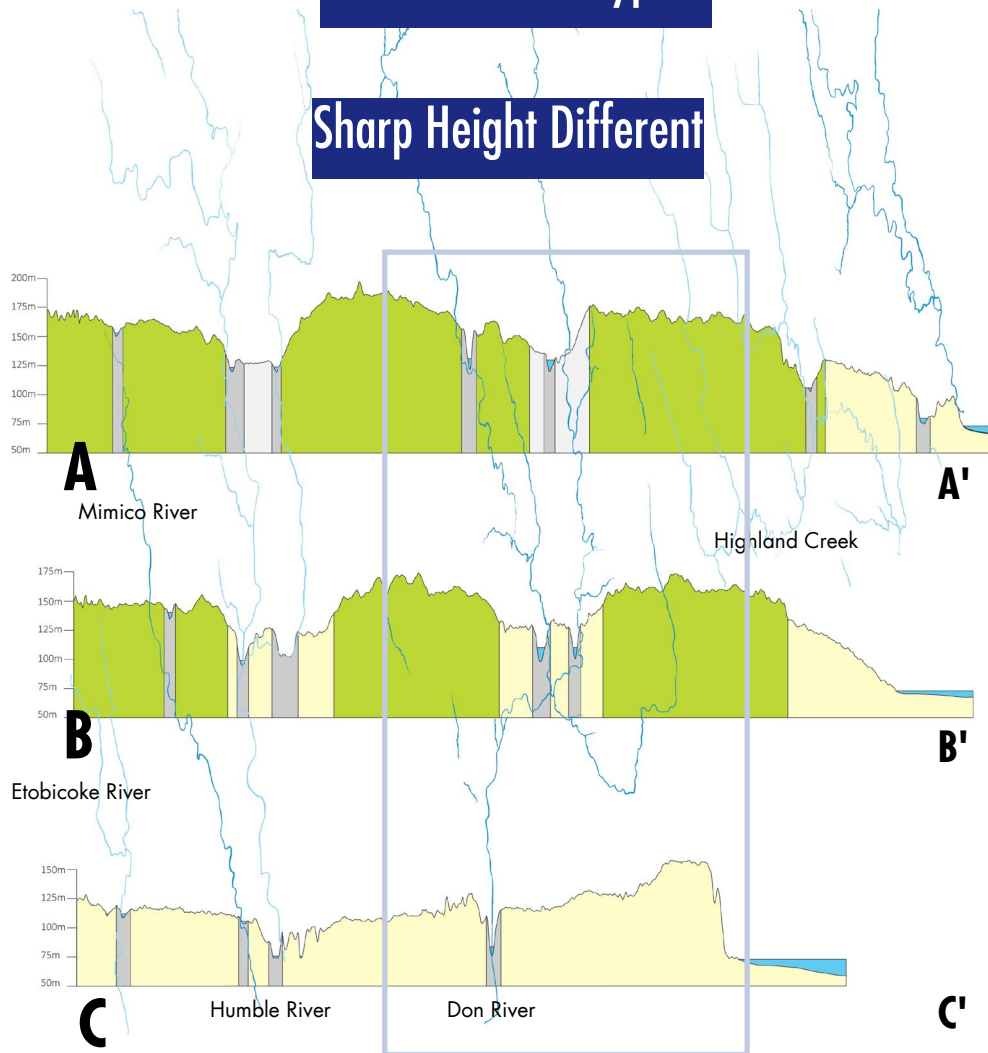
Ravine Valley Position



Different Soil type

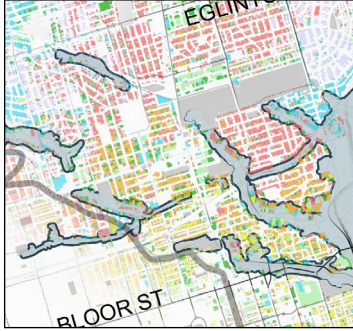
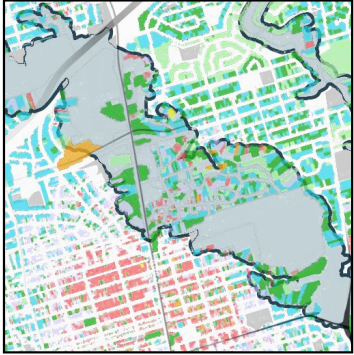
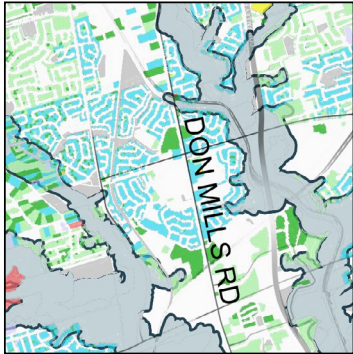
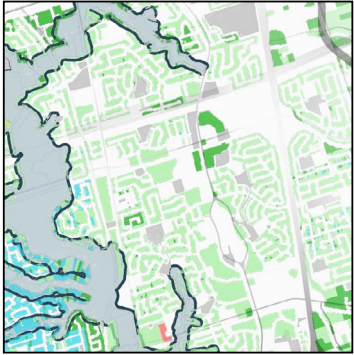
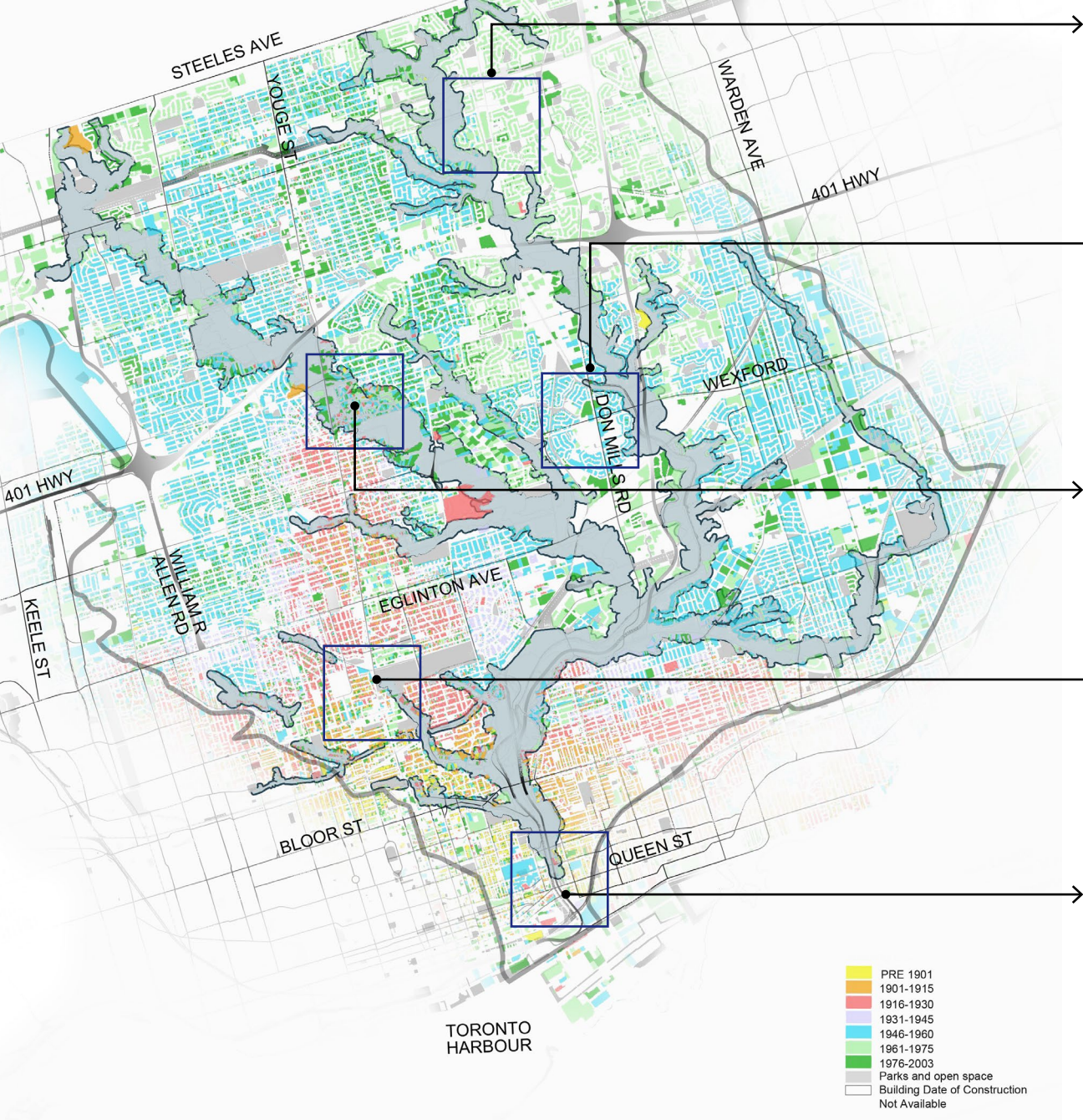
Sharp Height Different

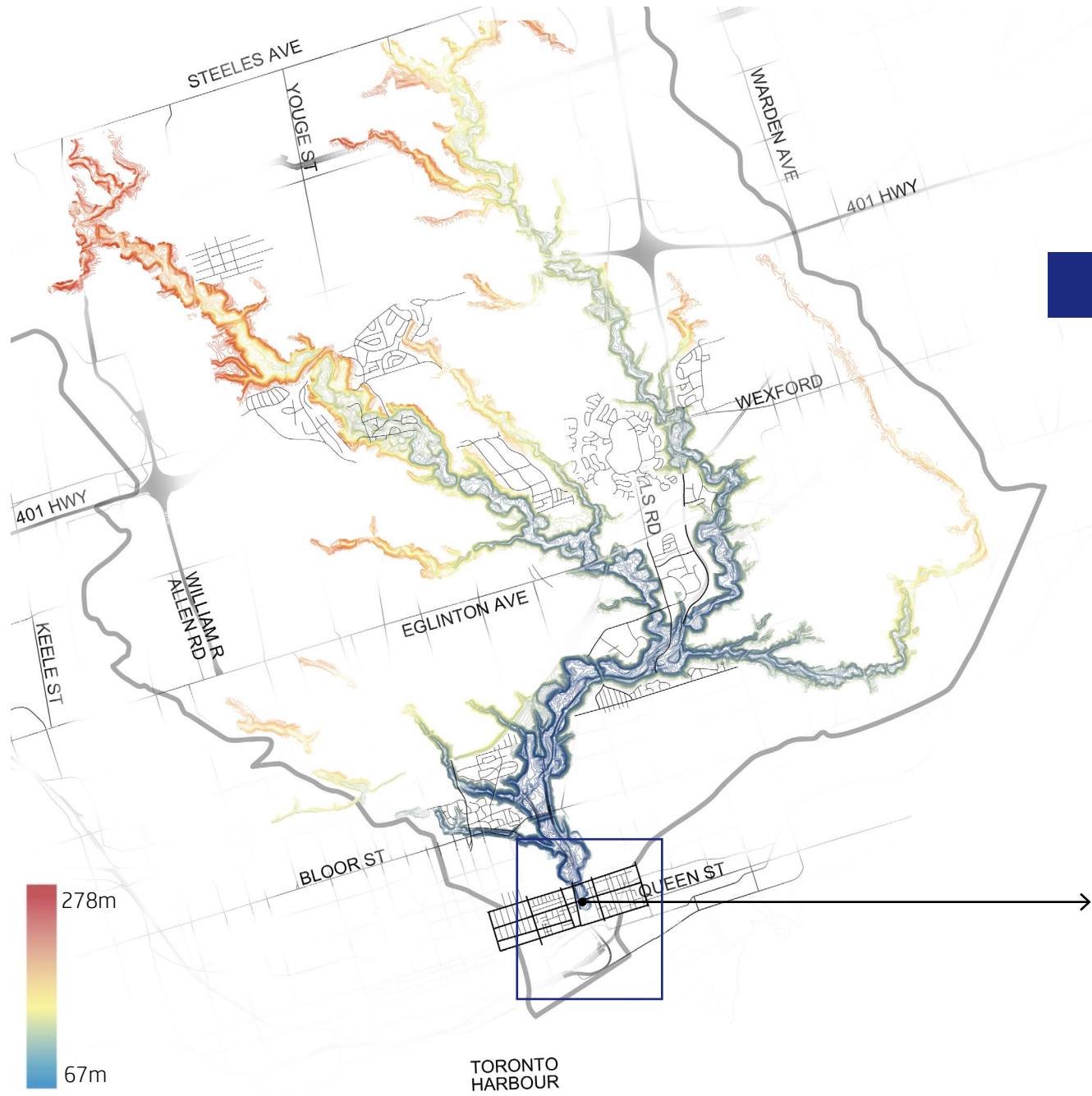
Urban-nature confront



HISTORICAL DEVELOPMENT OF WATERSHED

- 1. grow independent
- 2. grow dependent

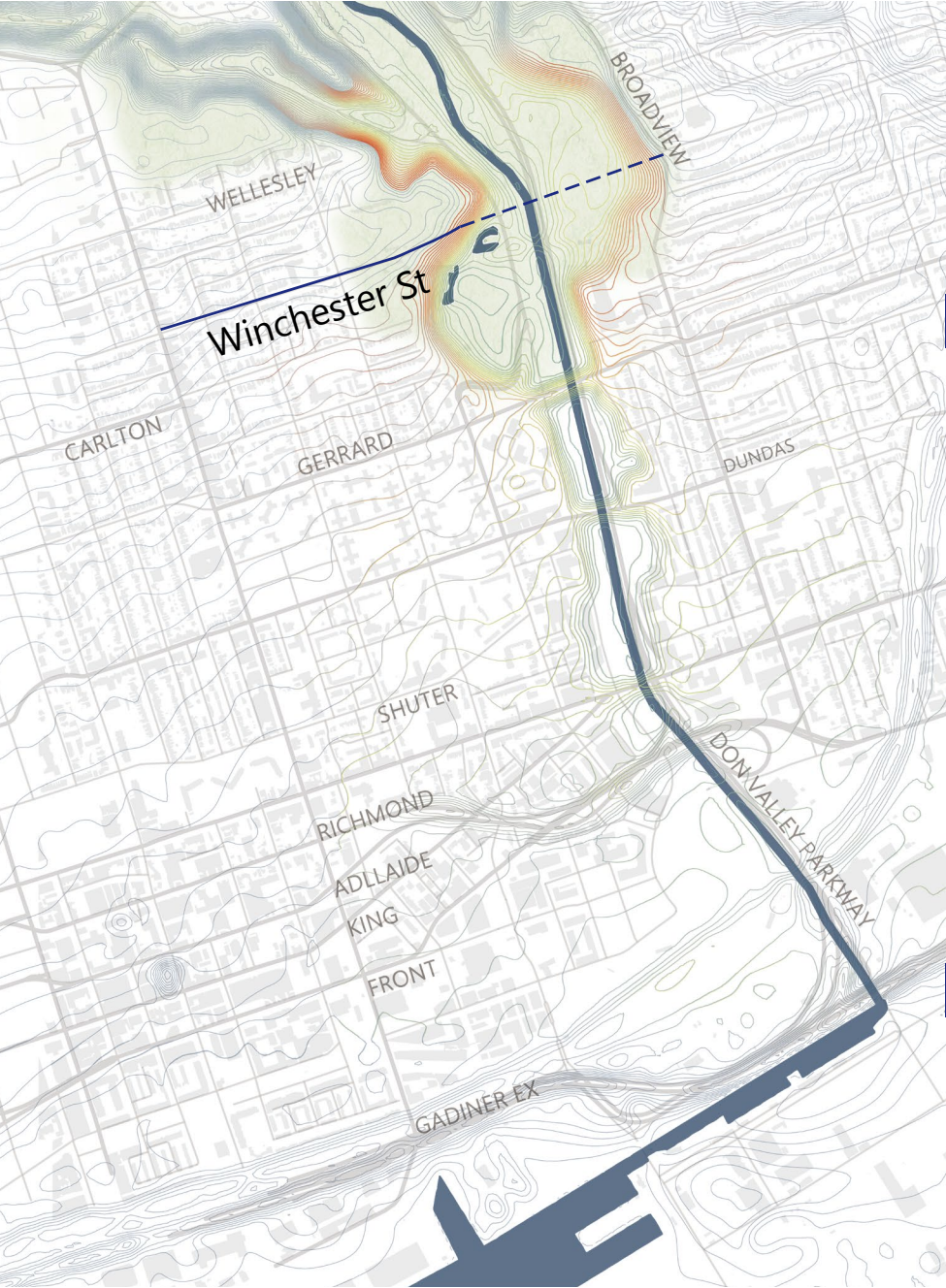




Dependent development



EXPERIMENT SITE: Lower Don River



Reshape Geomorphology condition

Industrial land

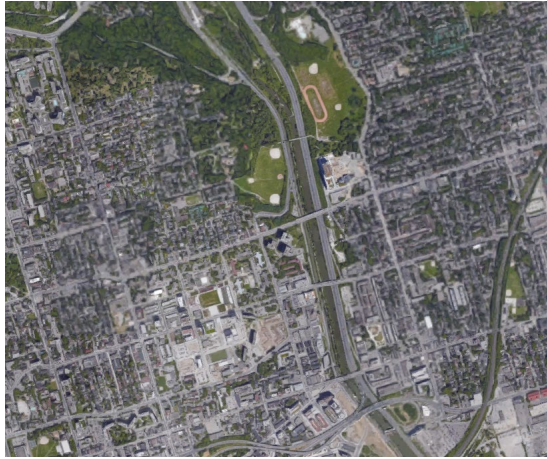
Pollution

Infrastructure Corridor

Left-over



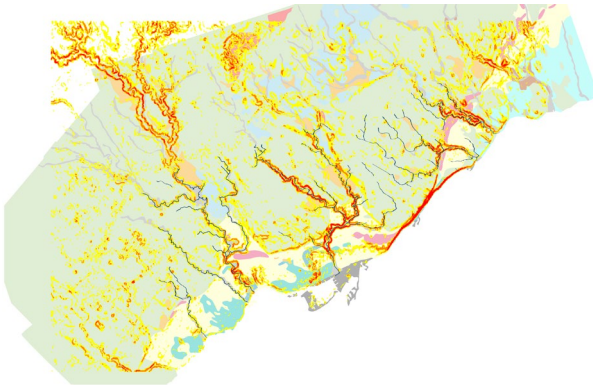
The Lower Don River before and after straightening, 1882 and 1894



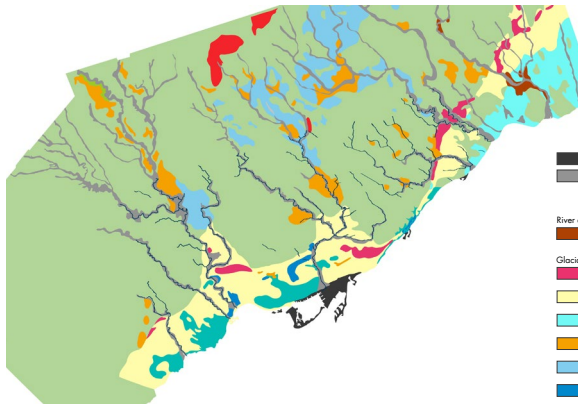
PART FOUR
FINDING PRINCIPLES

NATURAL LANDSCAPE

Analysis

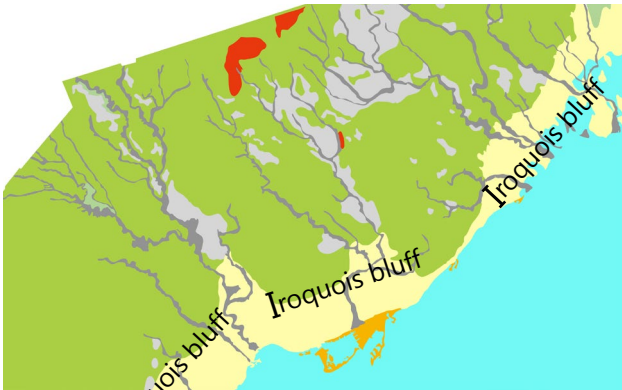


Extreme Slope

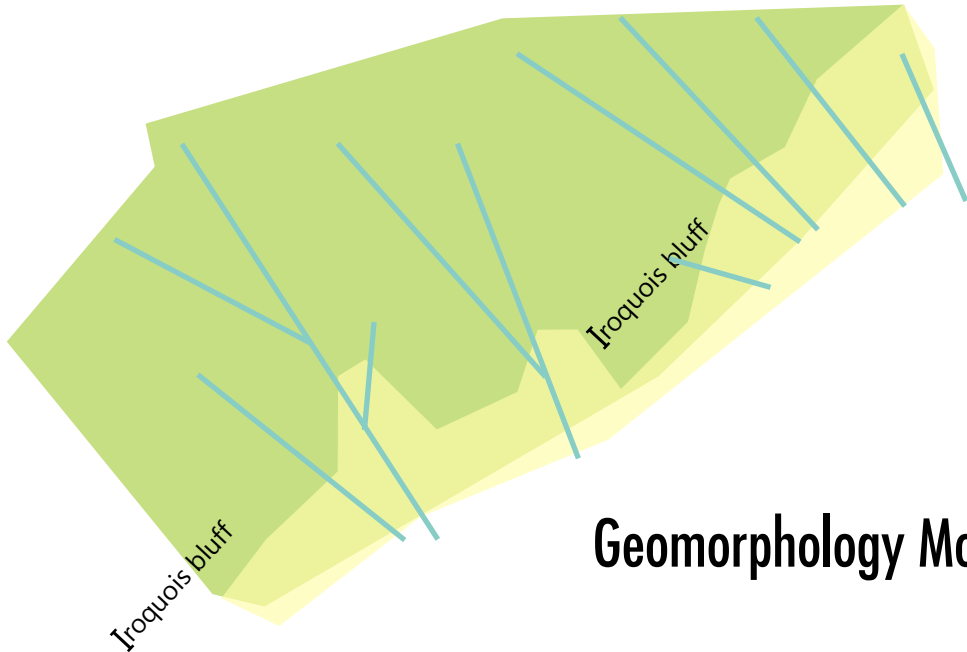


Soil Map

- RECENT DEPOSITS**
- Manmade deposits: fill
 - Modern river deposits: sand, silt, minor gravel and organical material
- ICE-AGE DEPOSITS**
- River deposits:
- Older river deposits: sand, gravel in terrace remnants
- Glacial lake deposits:
- Lake Iroquois*3, beach or bar deposits: gravel, sand
 - Lake Iroquois, shallow-water deposits: sand, silty sand
 - Lake Iroquois, deeper-water deposits: silt, clay
 - Peel ponds, shallow-water deposits: sand
 - Peel ponds, deeper-water deposits: silt, clay
 - Older lakes, deeper-water deposits: silt, clay
- Glacial ice deposits:
- Ice-contact deposits: sand, gravel, silt in eskers and moraine ridges
 - Young tillab: clayey silt fill and sandy silt fill
 - Older tillab: silty clay to silt till to clayey sand till



Geomorphology Structure

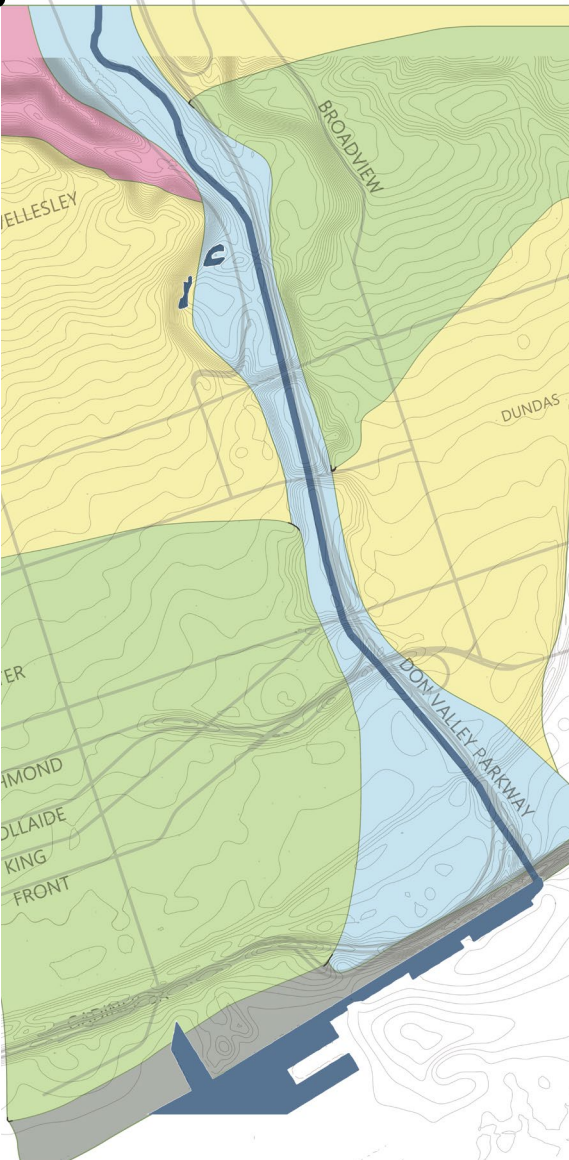


Geomorphology Model

Large river ravine landscape is dissecting these two sloping plains - north of the Iroquois bluff in undulating till plain, south of the Iroquois bluff has more dynamic height difference.

NATURAL LANDSCAPE

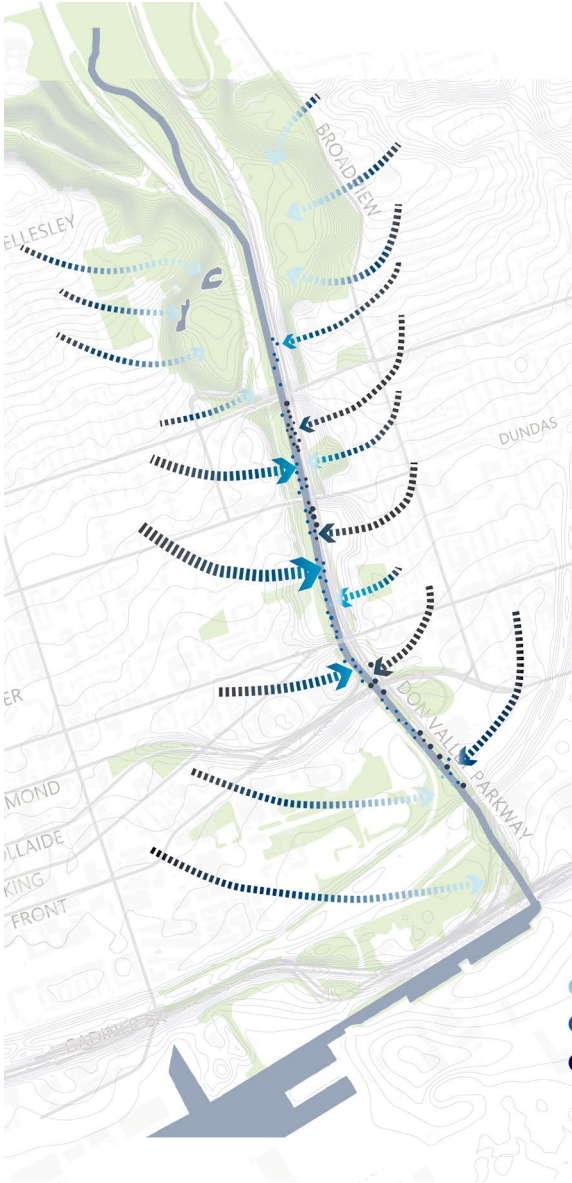
Analysis



Soil Distribution



Habitat Distribution



Rainwater Runoff

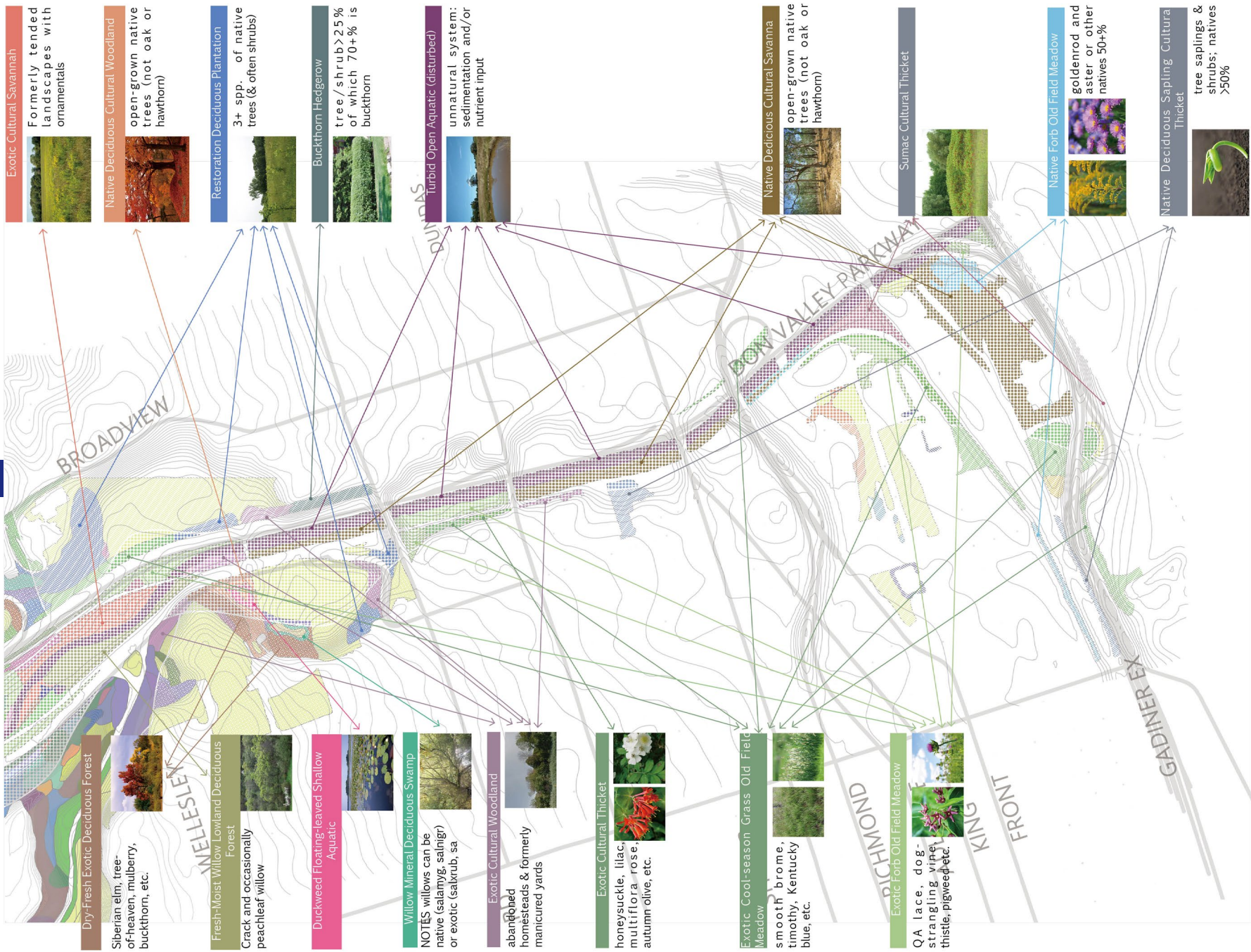
NATURAL LANDSCAPE Analysis

Habitat

Soil

Geomorphology

-  Sand Gravel
-  Clay Silt Sand
-  Sand
-  Clay Silt




Exotic Cultural Savannah
Formerly tended landscapes with ornamentals



Native Deciduous Cultural Woodland
open-grown native trees (not oak or hawthorn)



Restoration Deciduous Plantation
3+ spp. of native trees (& often shrubs)




Buckthorn Hedgerow
tree/shrub >25% of which 70+% is buckthorn



Turbid Open Aquatic (disturbed)
unnatural system: sedimentation and/or nutrient input



Native Deciduous Cultural Savanna
open-grown native trees (not oak or hawthorn)



Sumac Cultural Thicket



Native Forb Old Field Meadow
goldenrod and aster or other natives 50+%




Native Deciduous Sapling Cultural Thicket
tree saplings & shrubs; natives >50%



Dry-Fresh Exotic Deciduous Forest
Siberian elm, tree-of-heaven, mulberry, buckthorn, etc.



Fresh-Moist Willow Lowland Deciduous Forest
Crack and occasionally peachleaf willow



Duckweed Floating-leaved Shallow Aquatic



Willow Mineral Deciduous Swamp
NOTES willows can be native (salamyg, salinigr) or exotic (salxrub, sa)



Exotic Cultural Woodland
abandoned homesteads & formerly manicured yards



Exotic Cultural Thicket
honeysuckle, lilac, multiflora rose, autumn olive, etc.



Exotic Cool-season Grass Old Field Meadow
smooth brome, timothy, Kentucky blue, etc.

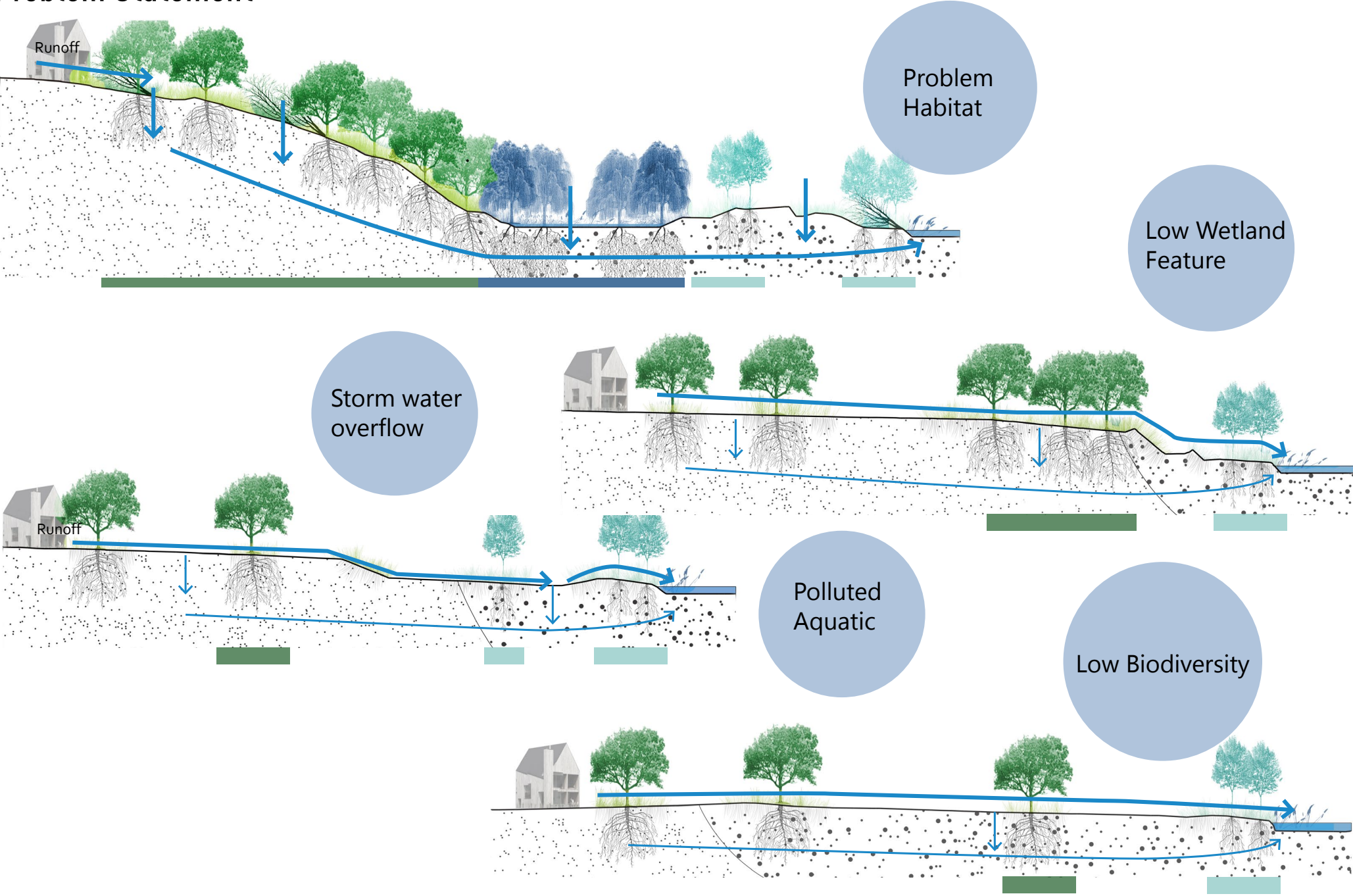


Native Forb Old Field Meadow
QA lace, dog-strangling vine, thistle, pigweed etc.



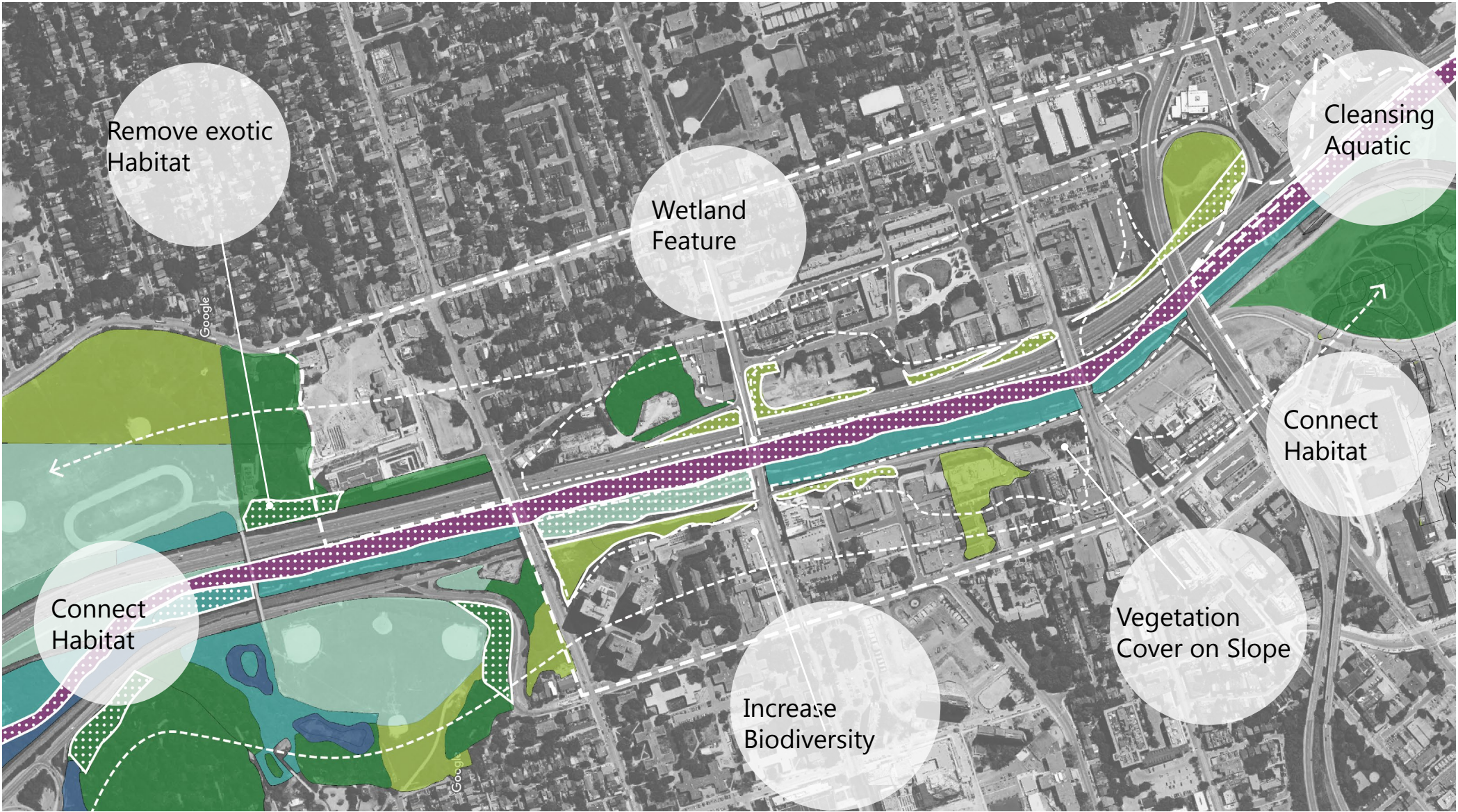
NATURAL LANDSCAPE

Problem Statement



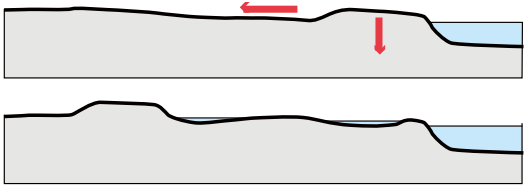
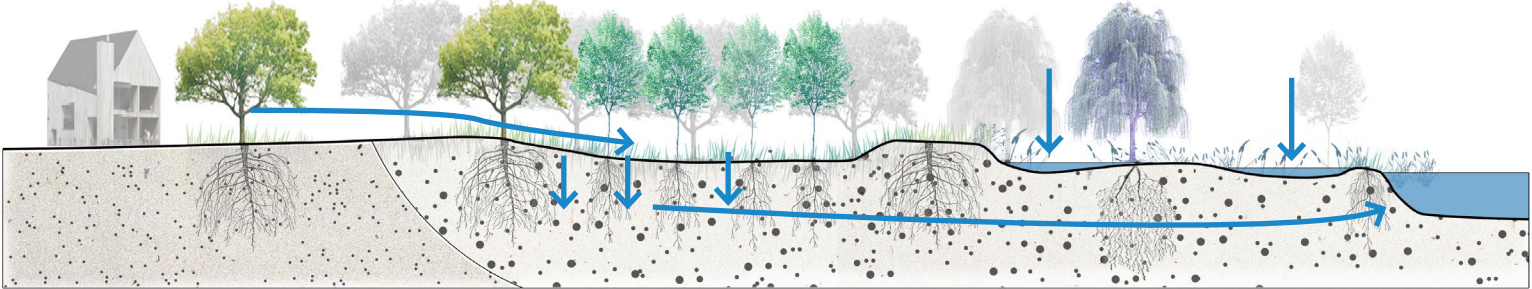
NATURAL LANDSCAPE

Problem Statement

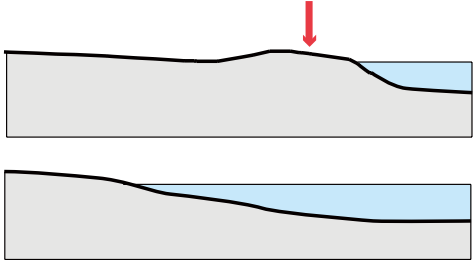
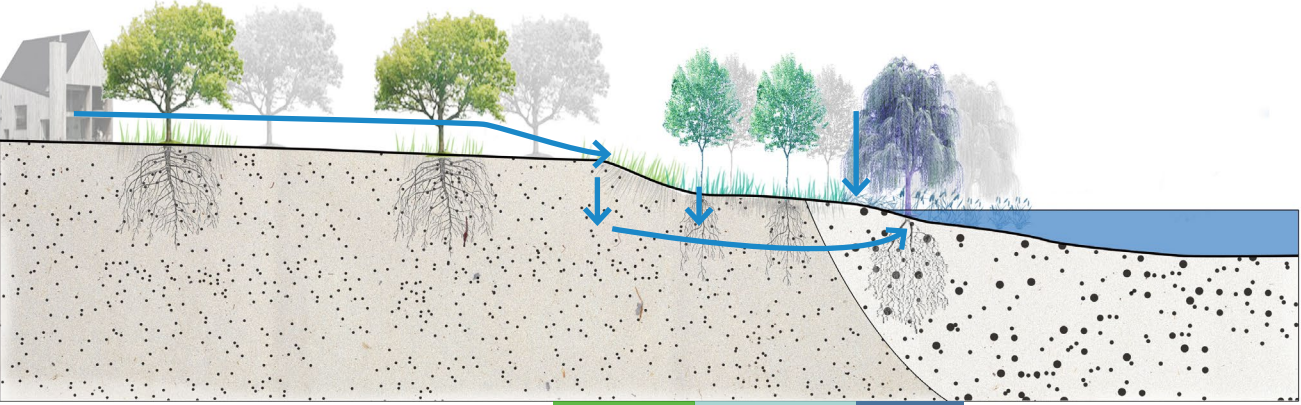


NATURAL LANDSCAPE

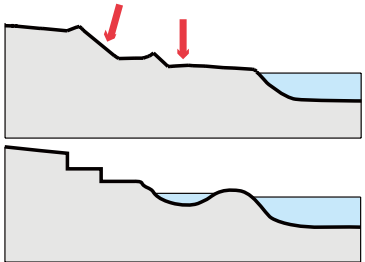
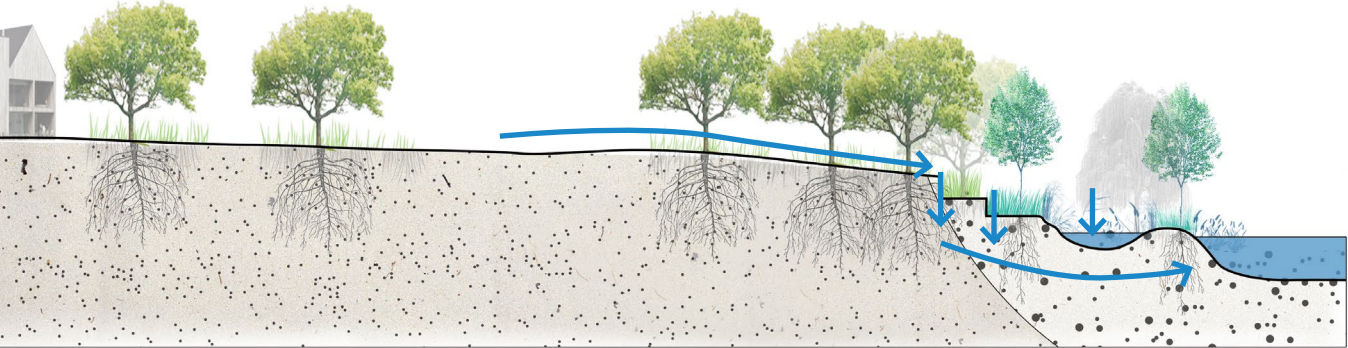
Adapt Principle



Levee Setback

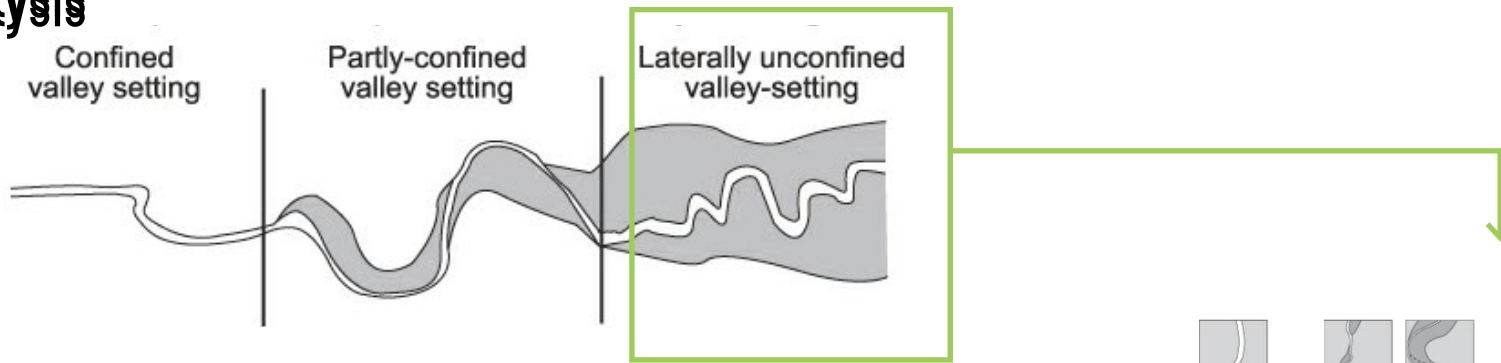


Space for River

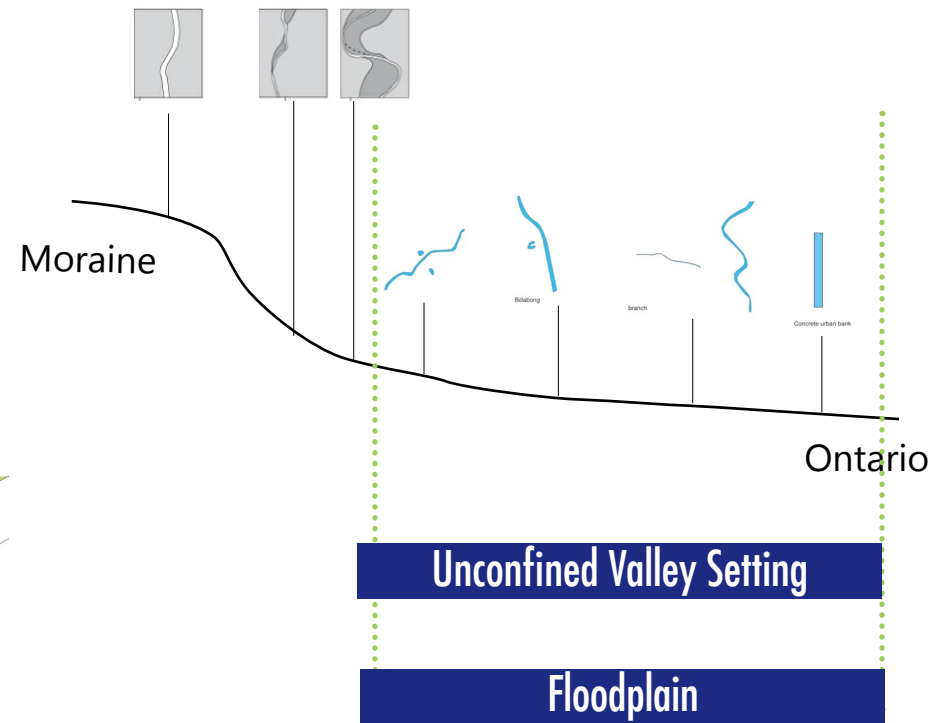
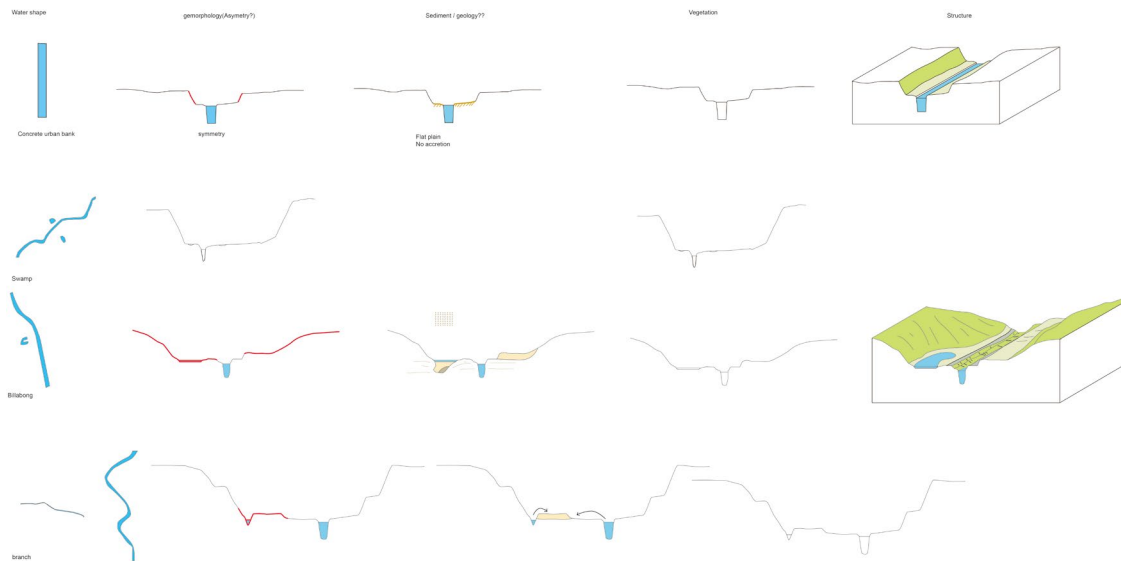


Vegetation Terrace

WATER NETWORK Analysis



source: Geomorphic Analysis of River Systems

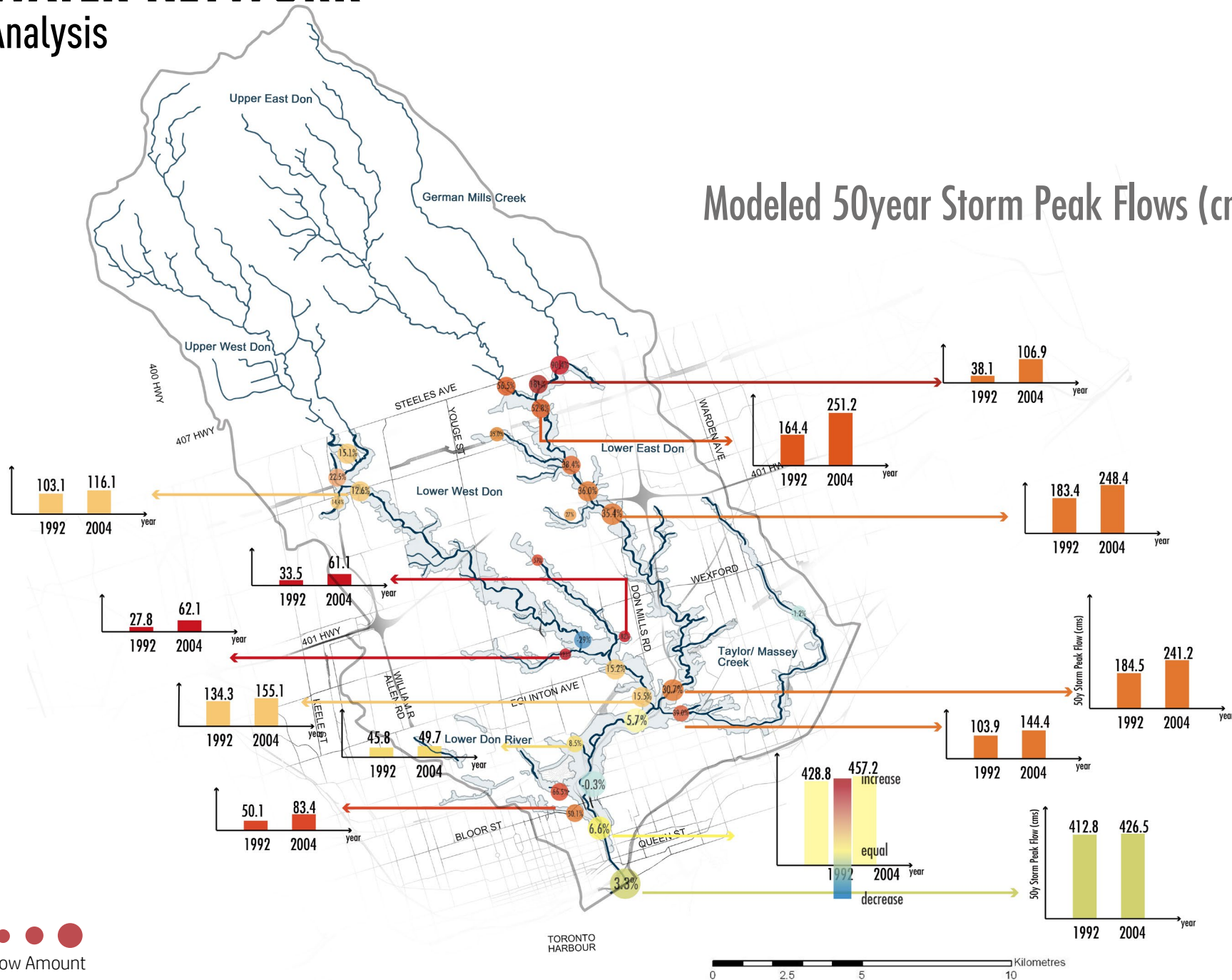


Analysing the typology of geomorphology units of River Don to understand the natural river system.

WATER NETWORK

Analysis

Modeled 50year Storm Peak Flows (cms) and Amount



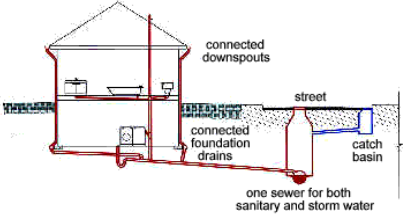
Flow Amount

WATER NETWORK

Analysis



Problem Statement



WATER NETWORK

Adapt Principles

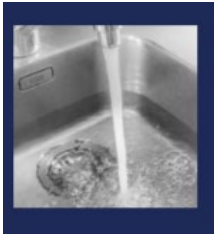
Delay



Retain



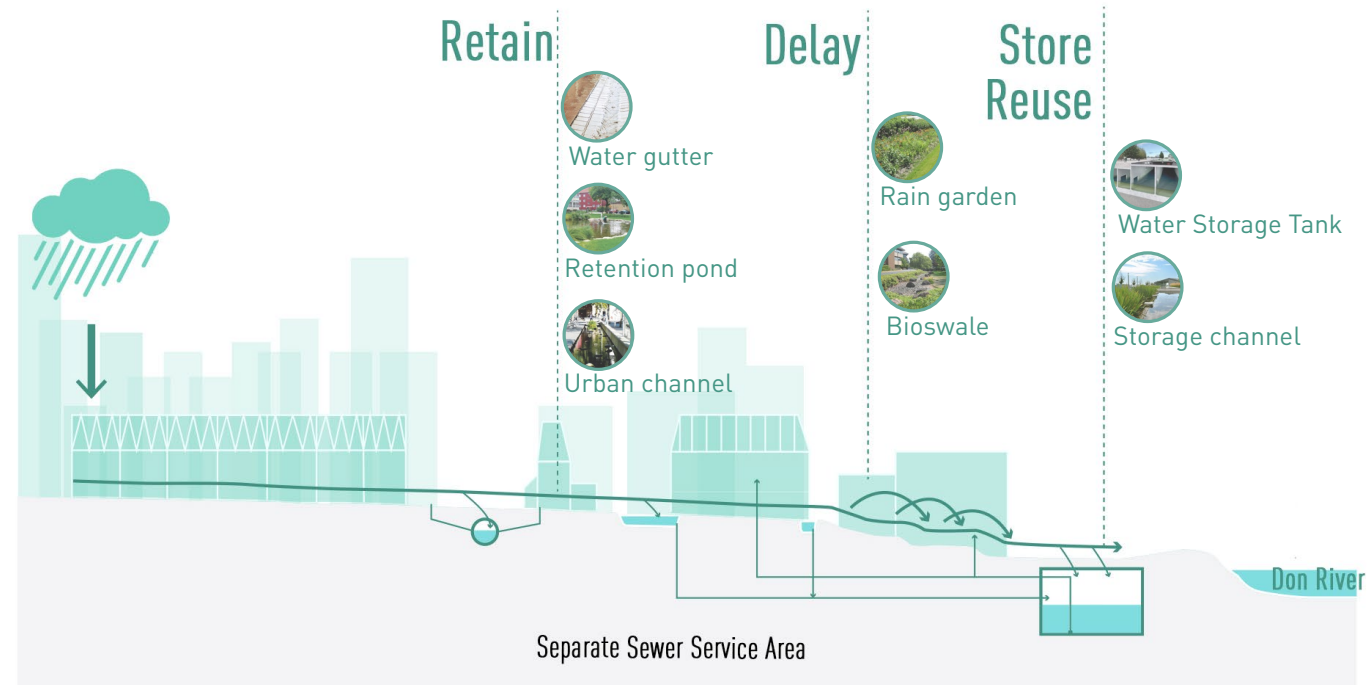
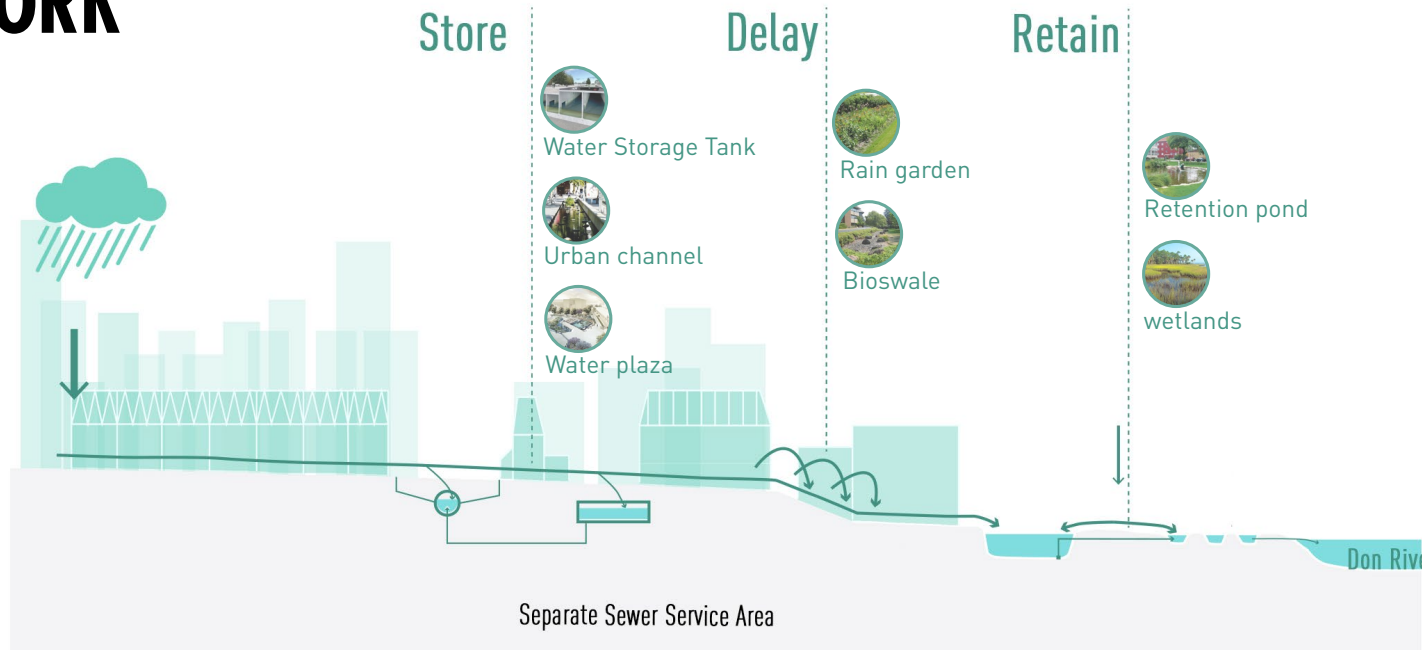
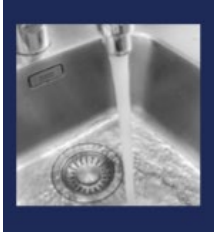
Store



Reuse

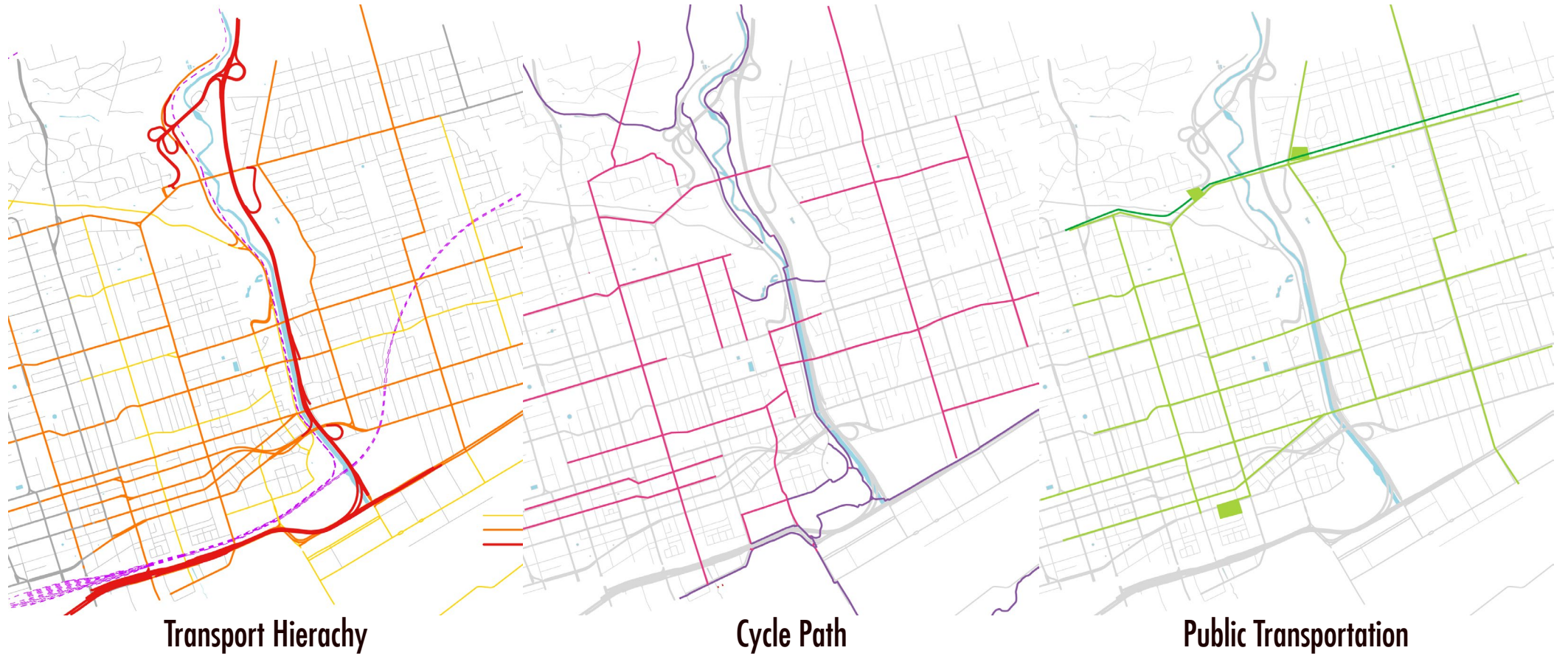


Drain



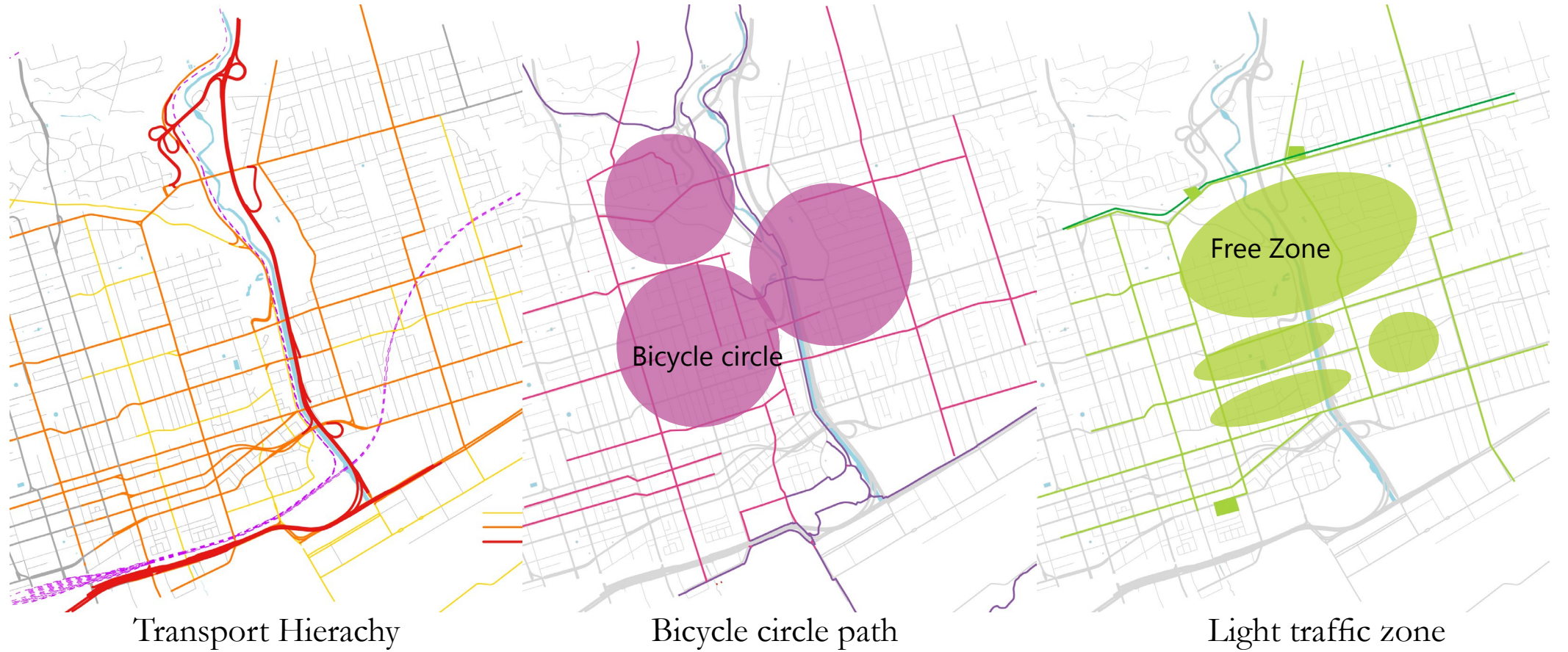
TRANSPORTATION NETWORK

Analysis



TRANSPORTATION NETWORK

Problem Statement



TRANSPORTATION NETWORK

Adapt Principle



Tranportation Corridor 1



Green Bicycle infrastructure



Tranportation Corridor 2

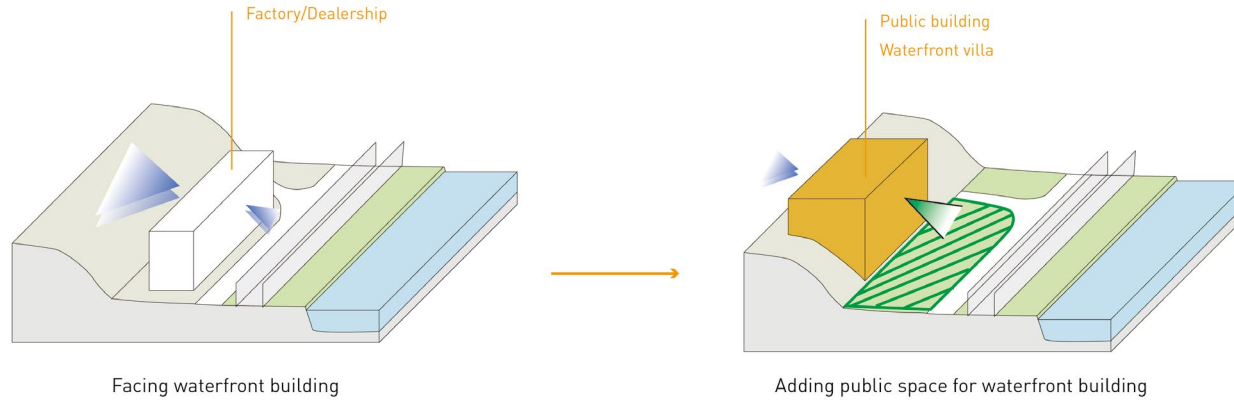
BUILDING

Analysis

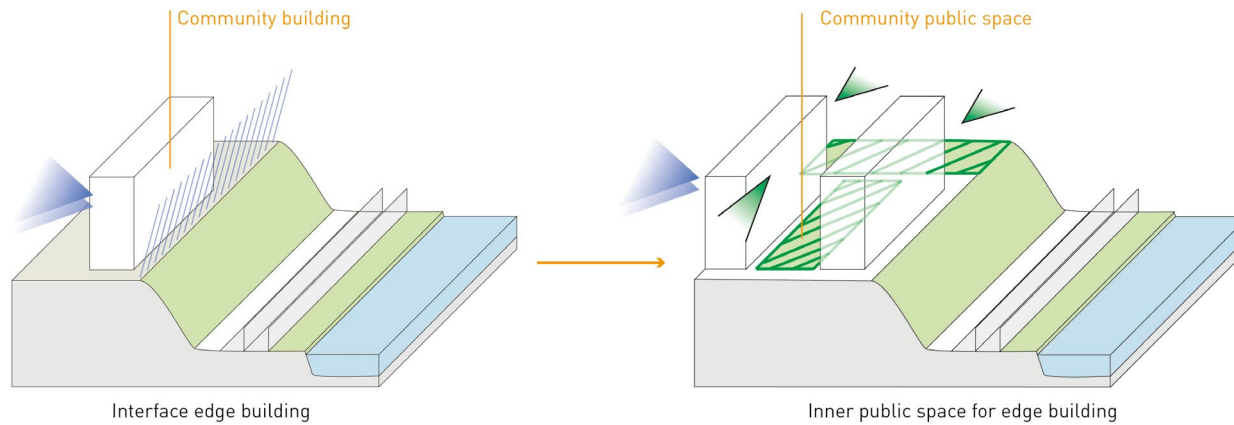


Building

Adapt Principle



Opening up



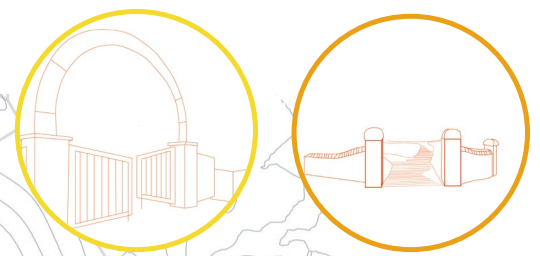
Connecting

ACCESSIBILITY

Analysis



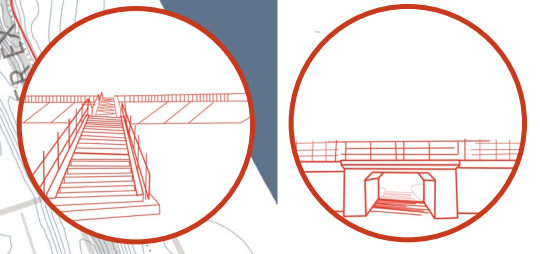
Access Points



1 Private Gate 2 Open Gate

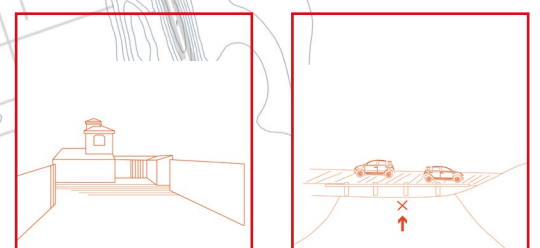


3 Road Entrance 4 Nature Edges



5 Stairs 6 Tunnel

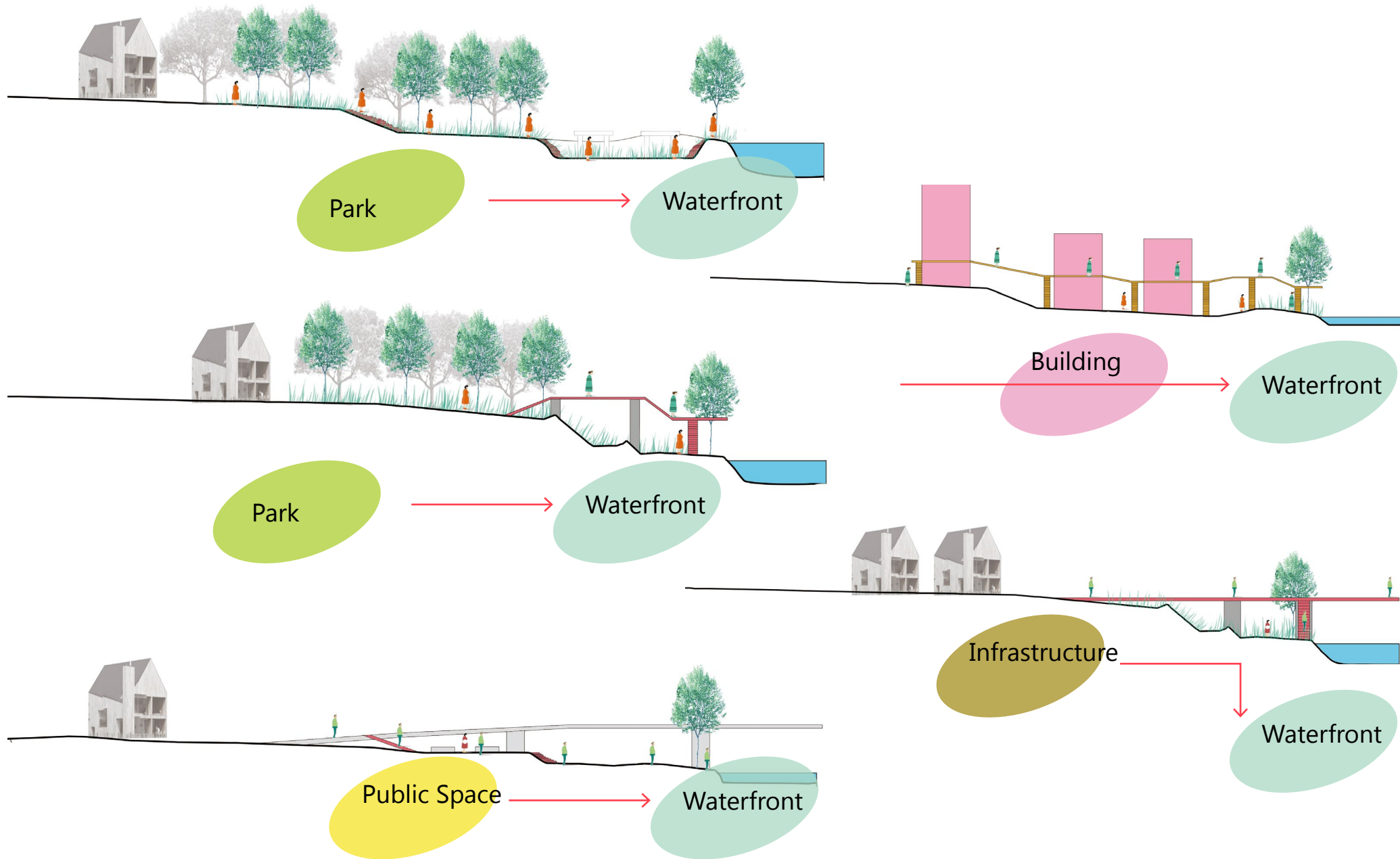
Blocking Points



Building Infrastructure

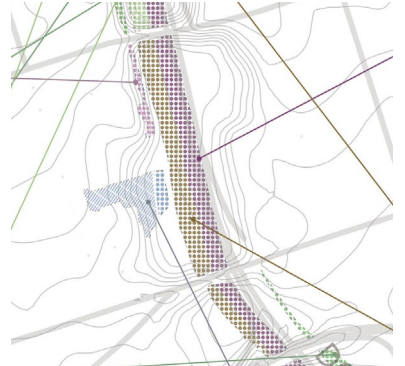
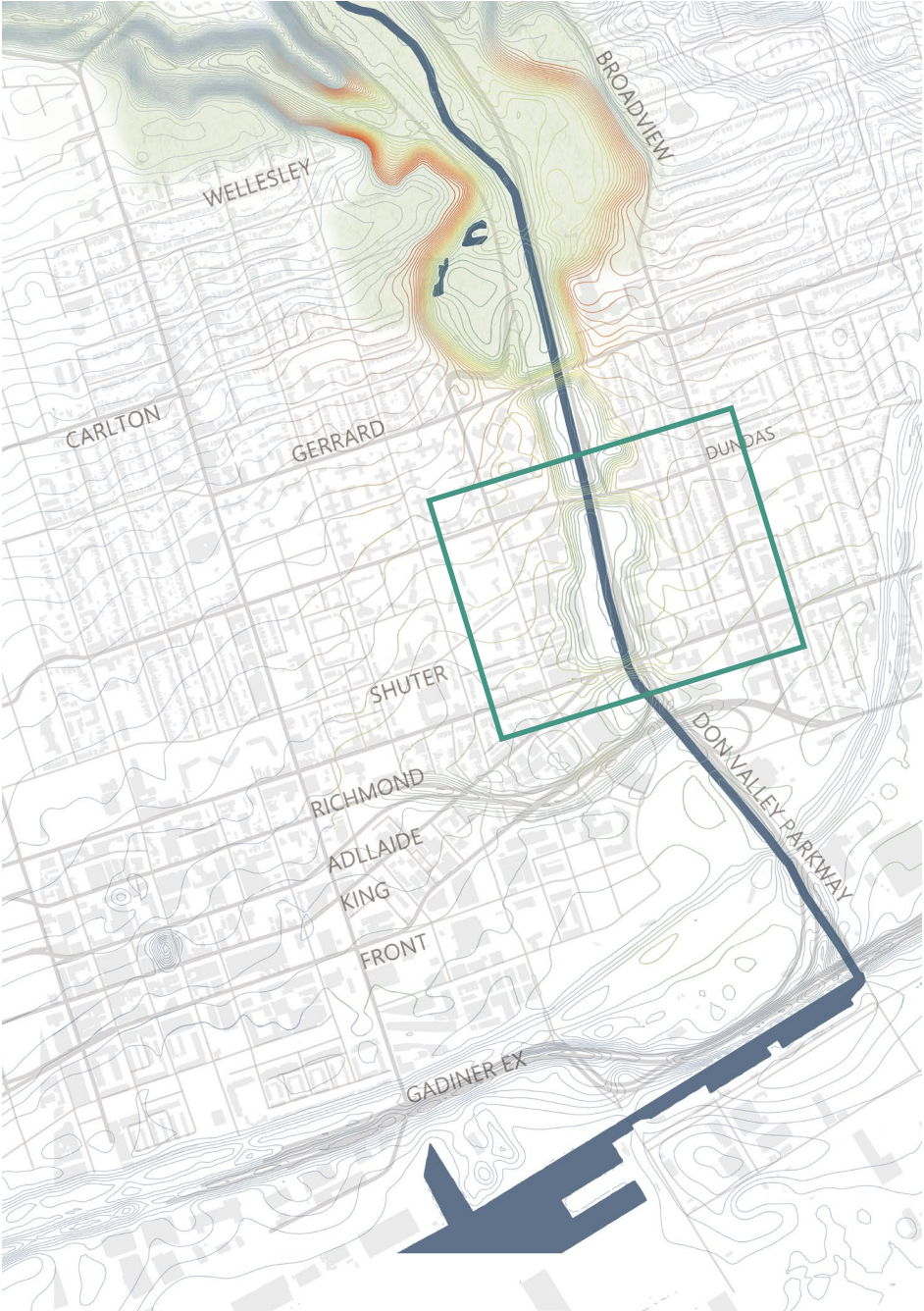
ACCESSIBILITY

Adapt Principle

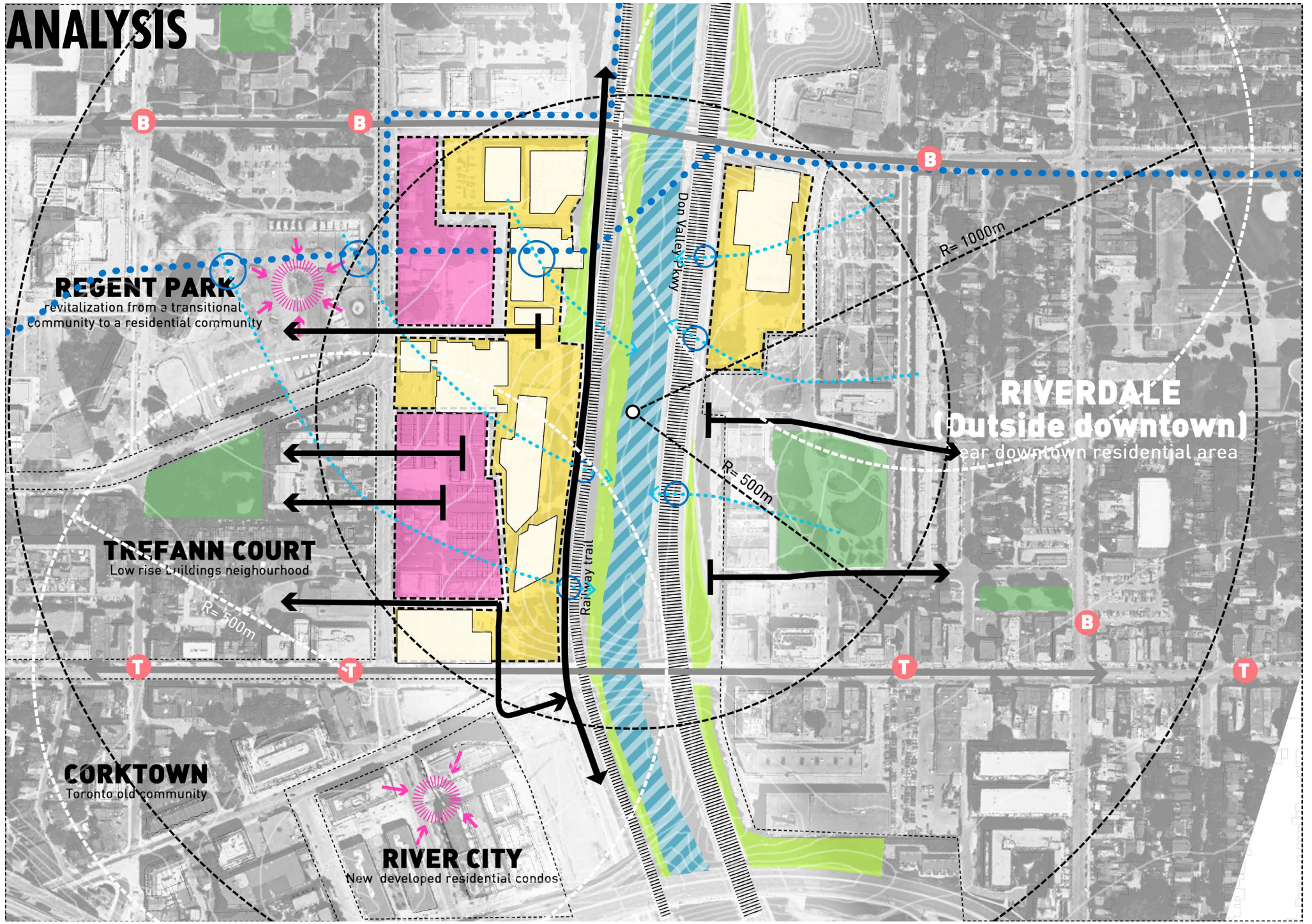


PART FIVE
DESIGN APPLICATION

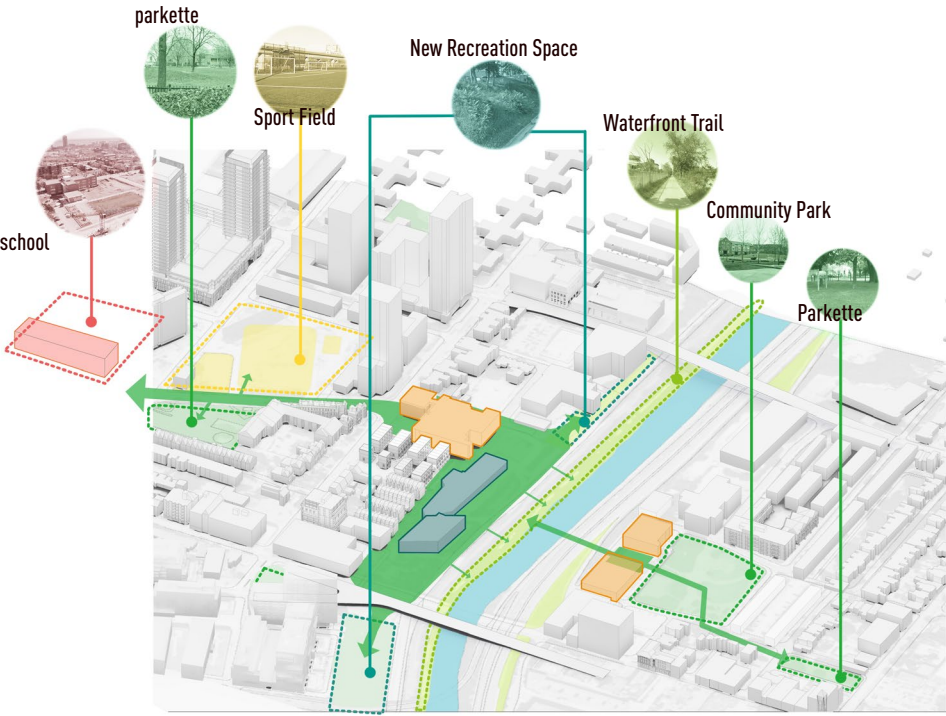
DESIGN LOCATION



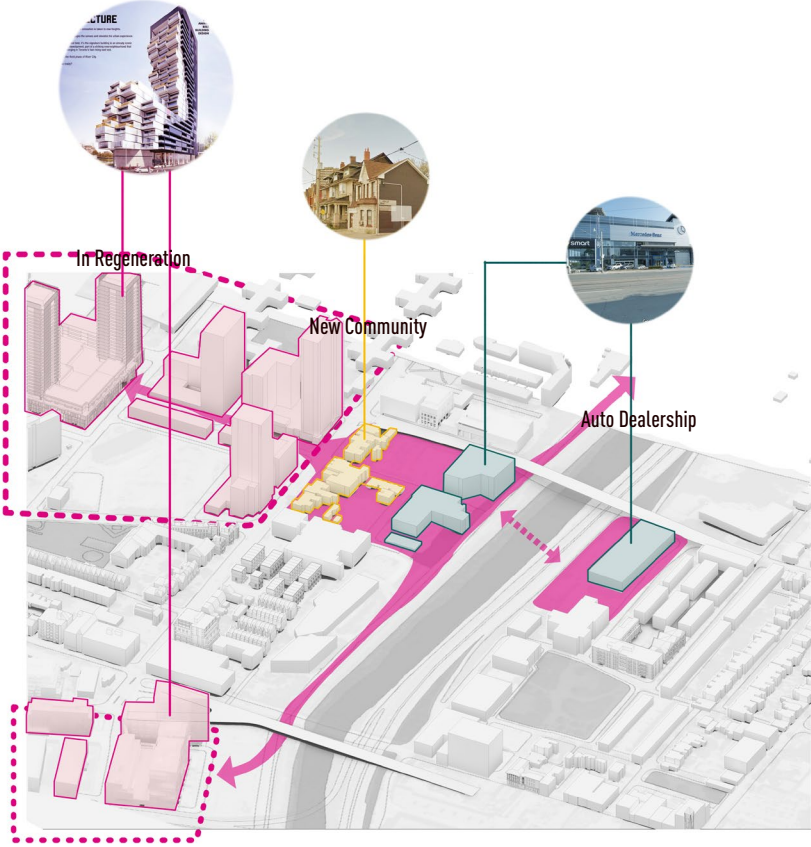
ANALYSIS



POTENTIALS OF THE SITE

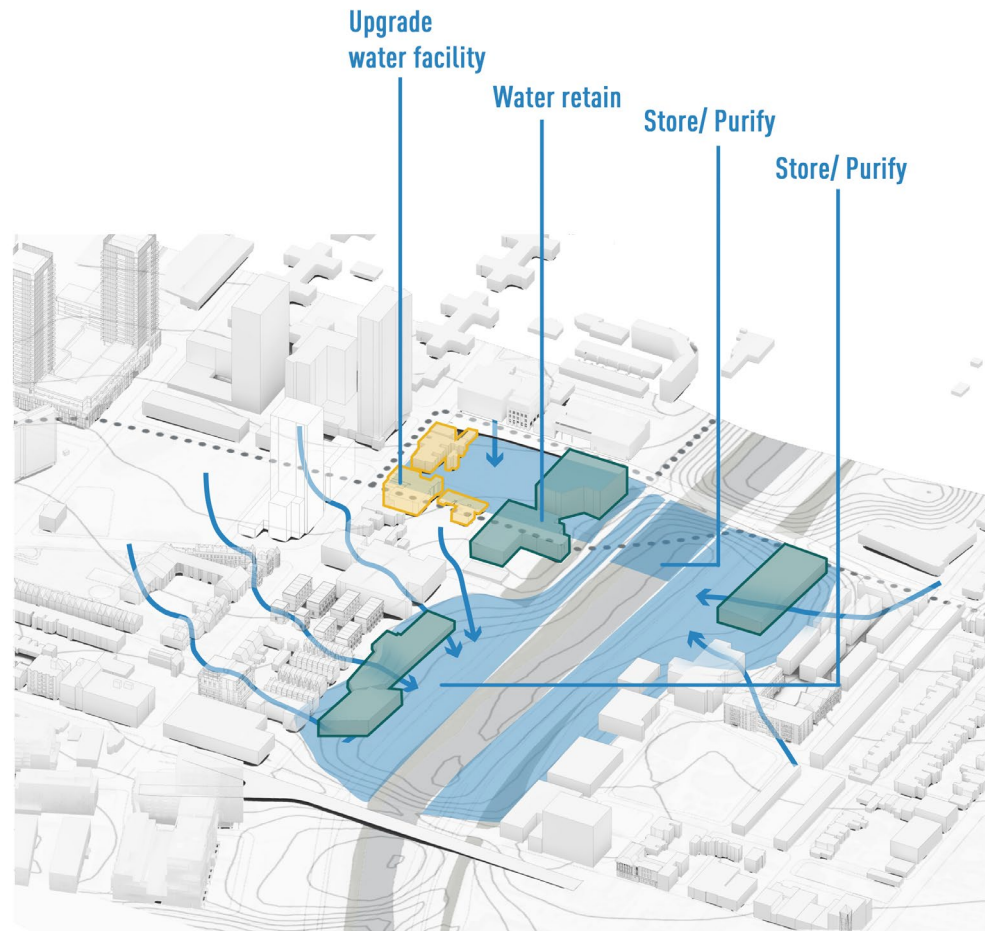


1. Recreation Hub



2. Regeneration Extension

POTENTIALS OF THE SITE







3. Water resilient community

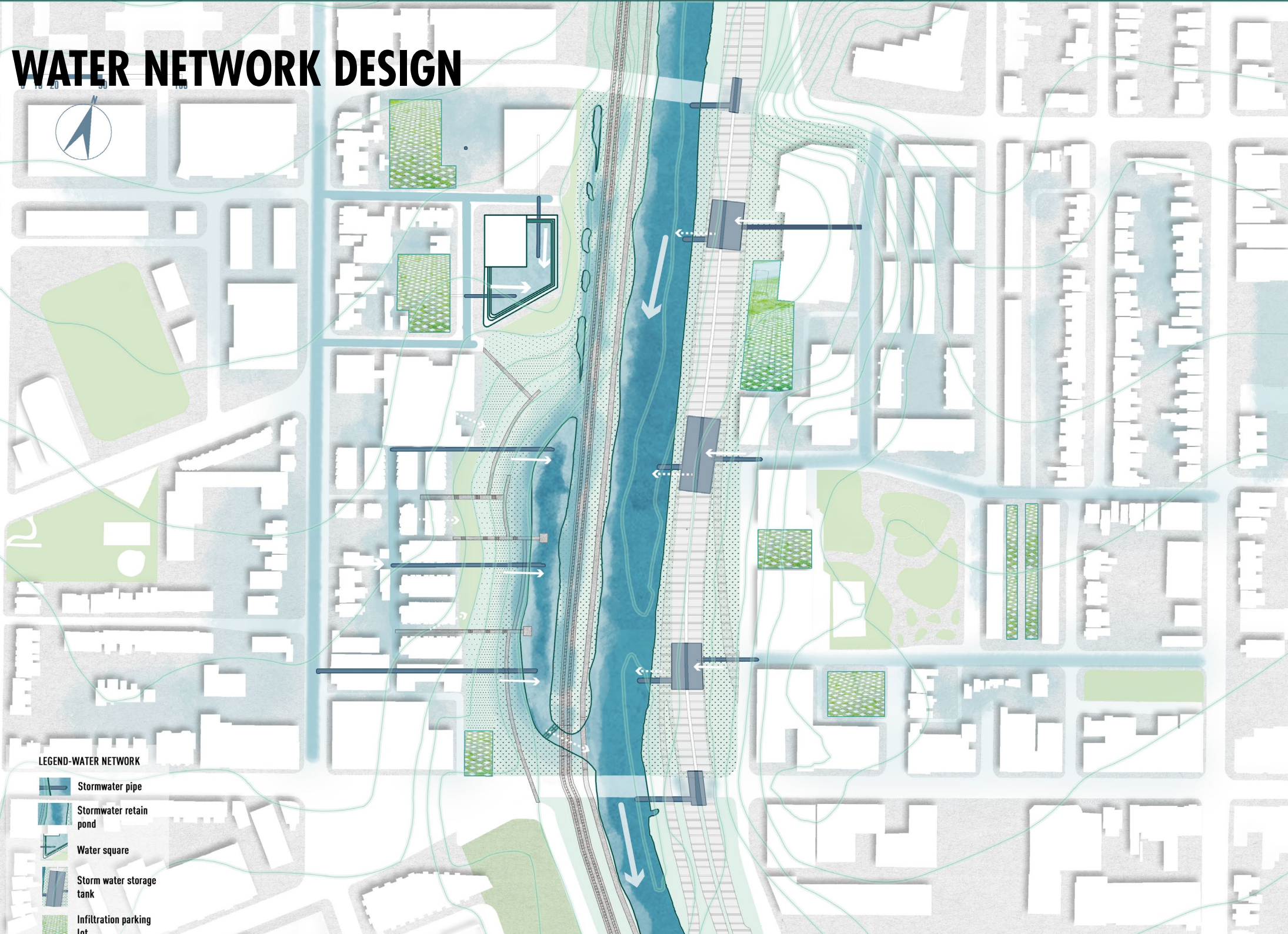
NATURAL LANDSCAPE DESIGN



LEGEND-NATURAL LANDSCAPE

-  Top land trees
-  Low land trees
-  Wetland species
-  Wetland
-  Grassland

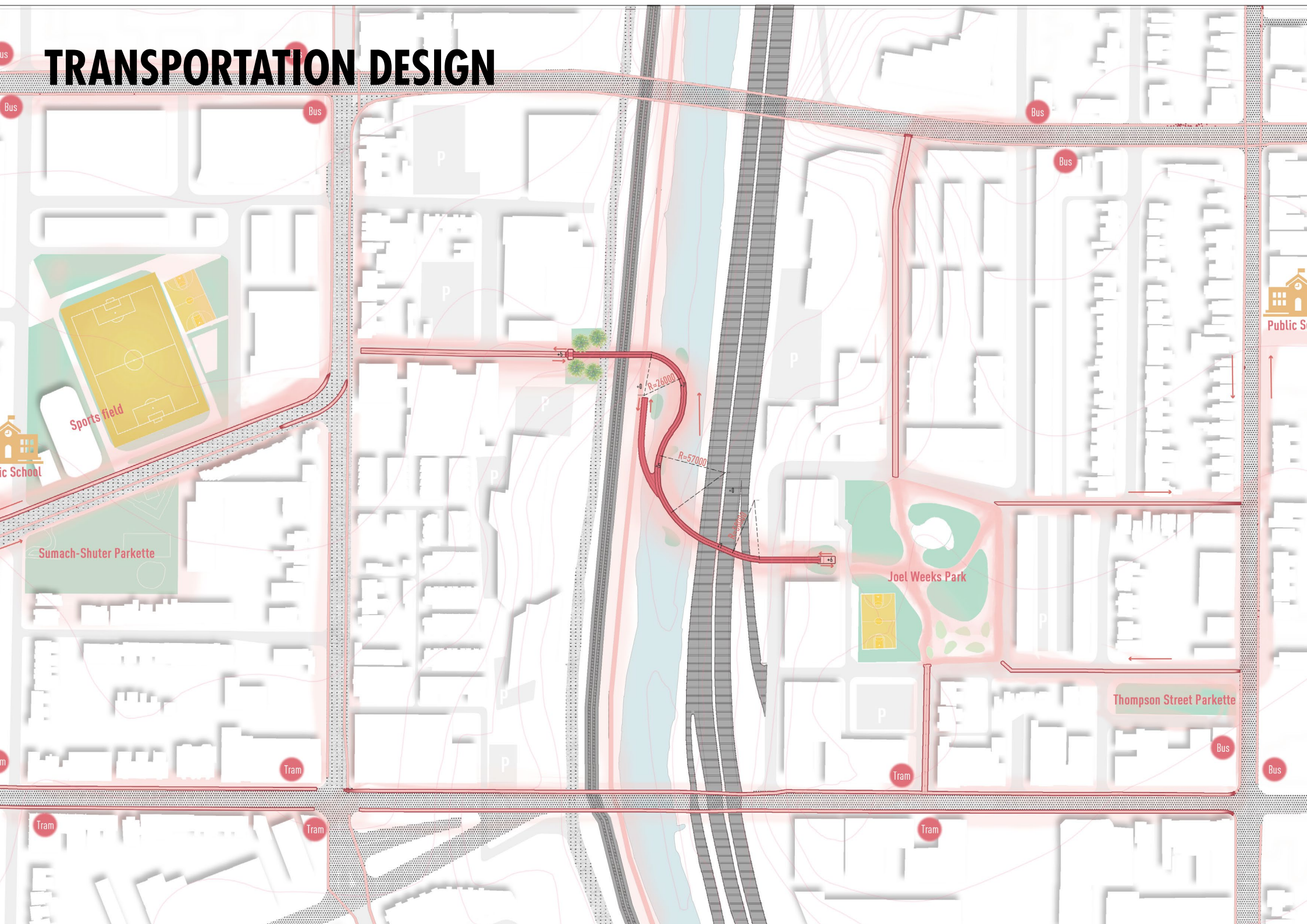
WATER NETWORK DESIGN



LEGEND-WATER NETWORK

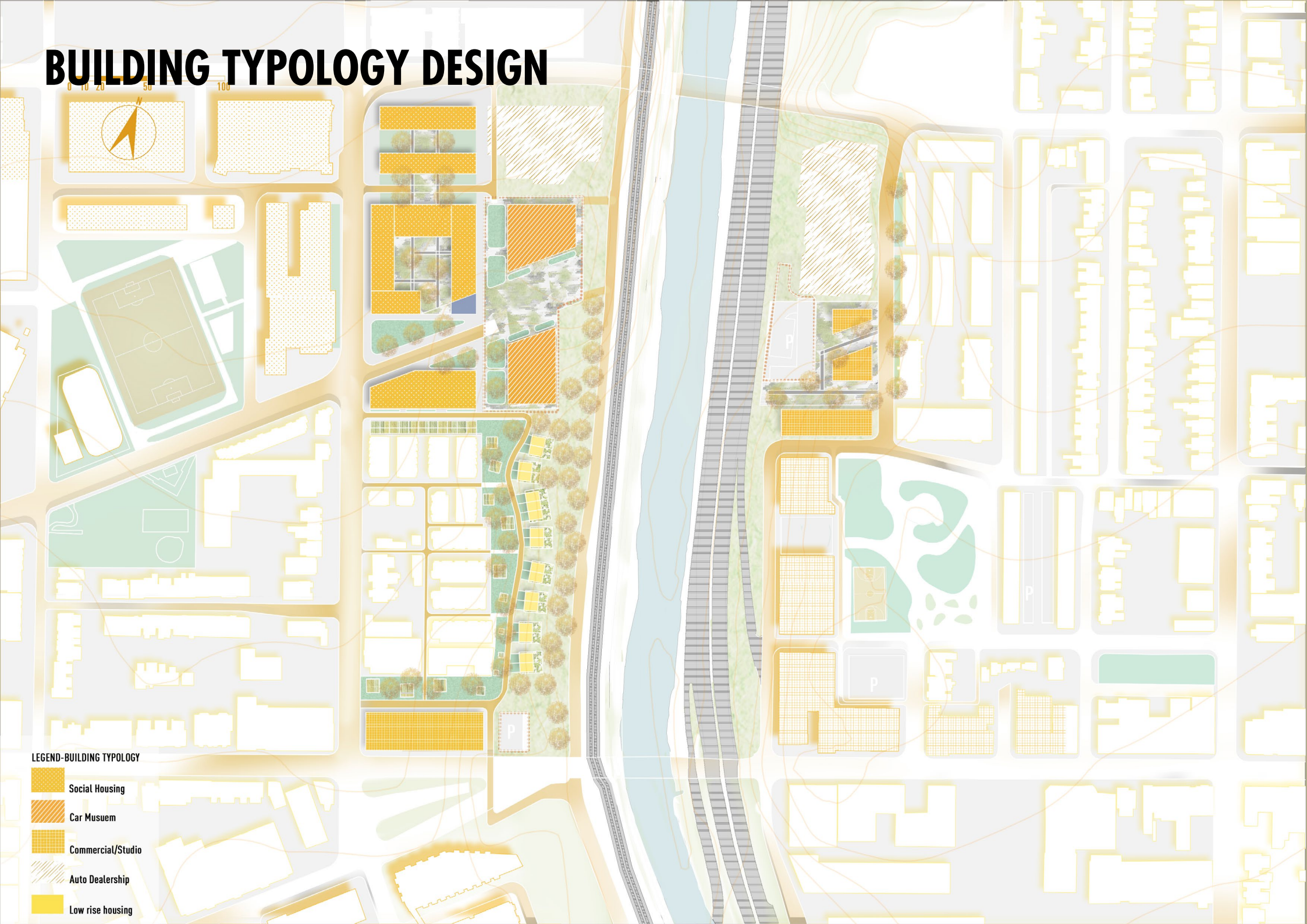
-  Stormwater pipe
-  Stormwater retain pond
-  Water square
-  Storm water storage tank
-  Infiltration parking lot

TRANSPORTATION DESIGN



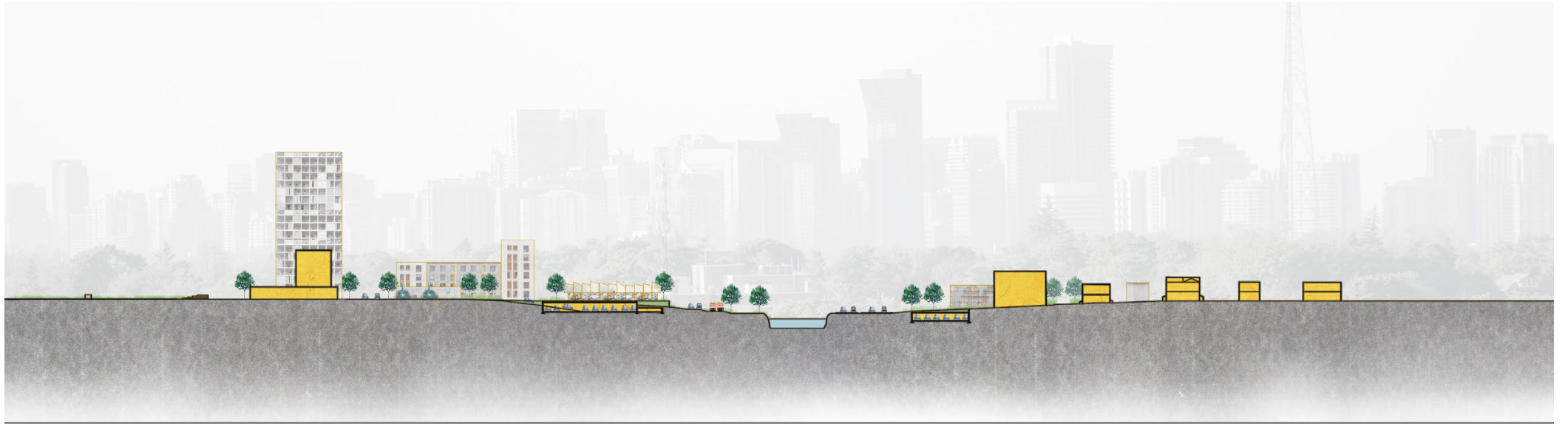
BUILDING TYPOLOGY DESIGN

0 10 20 50 100



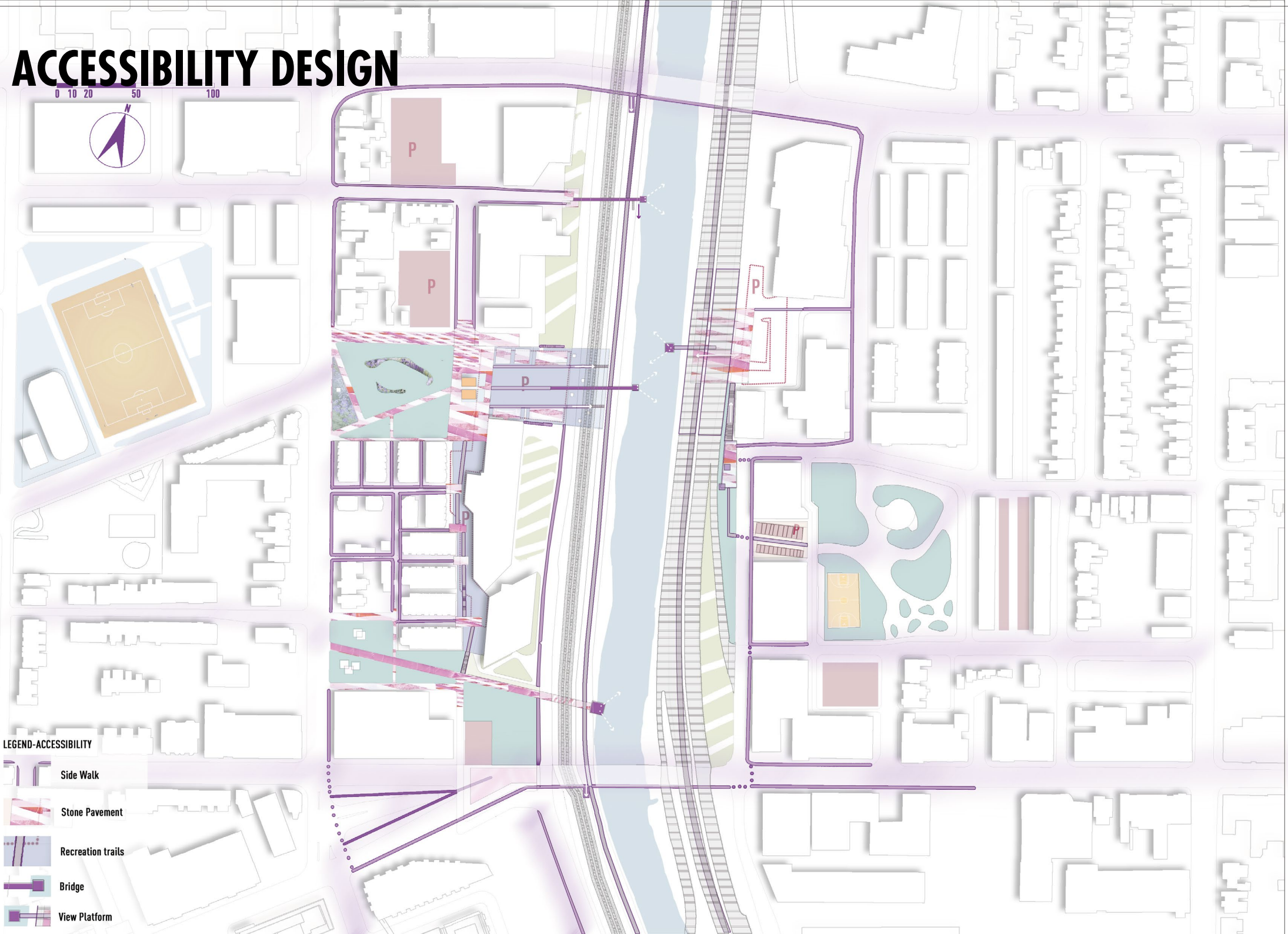
LEGEND-BUILDING TYPOLOGY

-  Social Housing
-  Car Museum
-  Commercial/Studio
-  Auto Dealership
-  Low rise housing







ACCESSIBILITY DESIGN

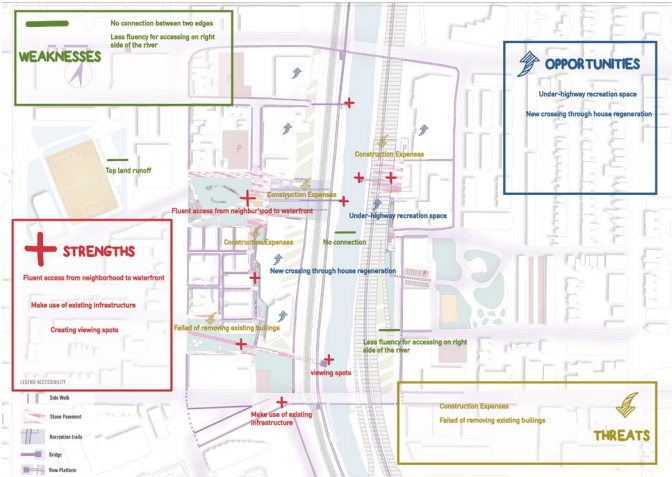
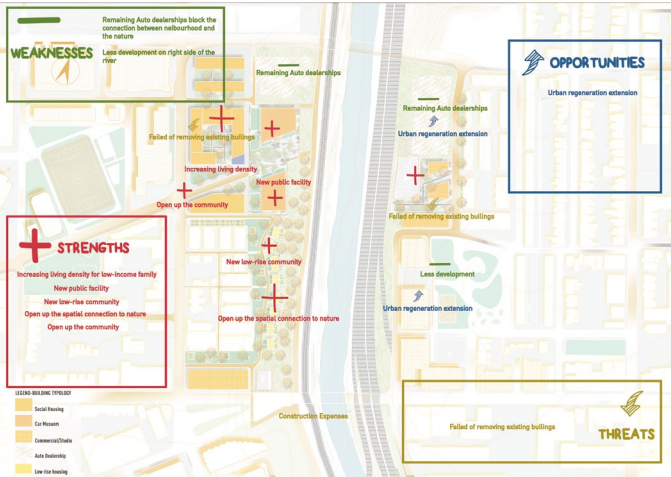
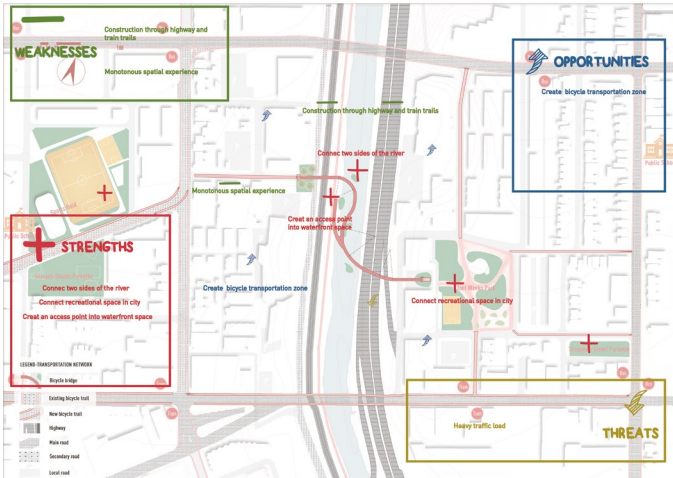
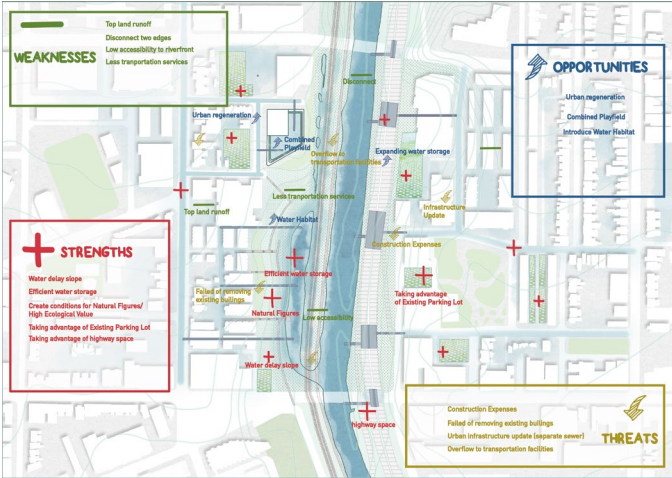
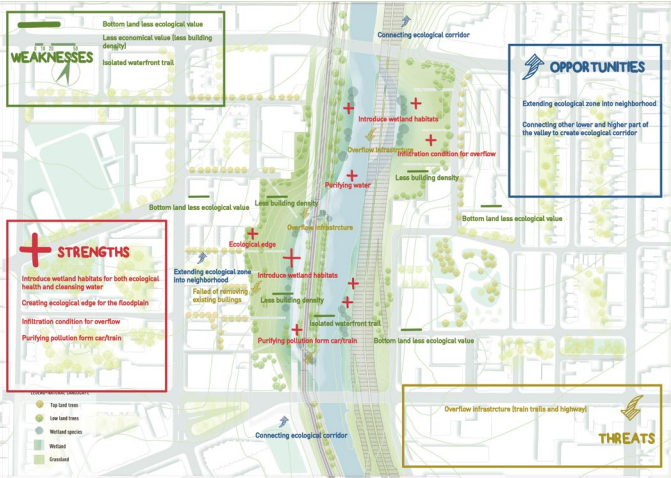
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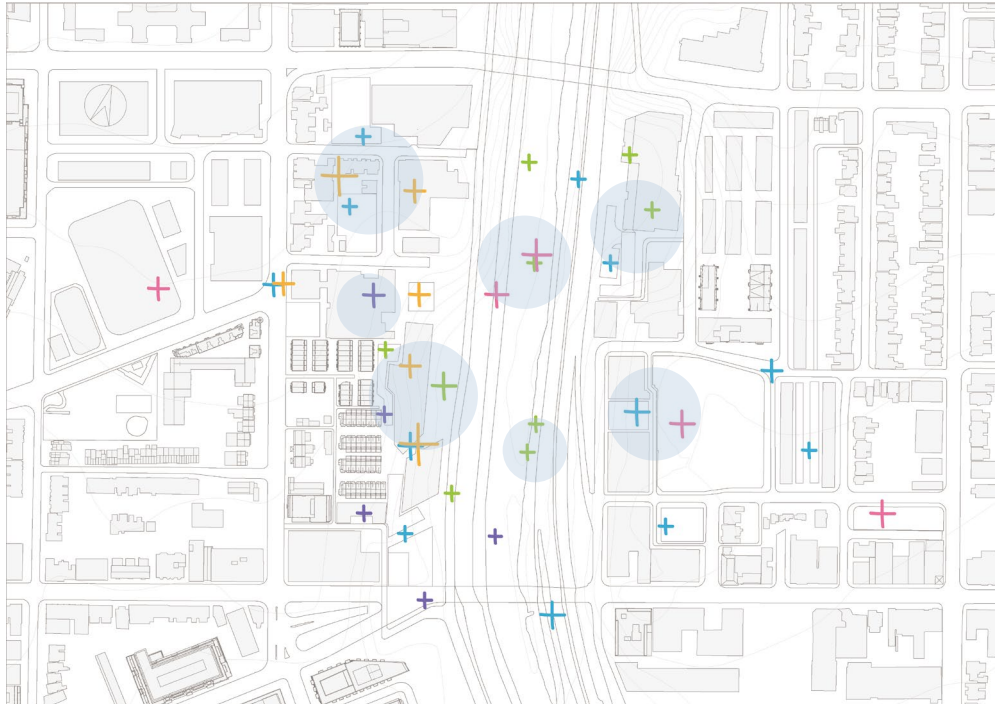
LEGEND-ACCESSIBILITY

-  Side Walk
-  Stone Pavement
-  Recreation trails
-  Bridge
-  View Platform

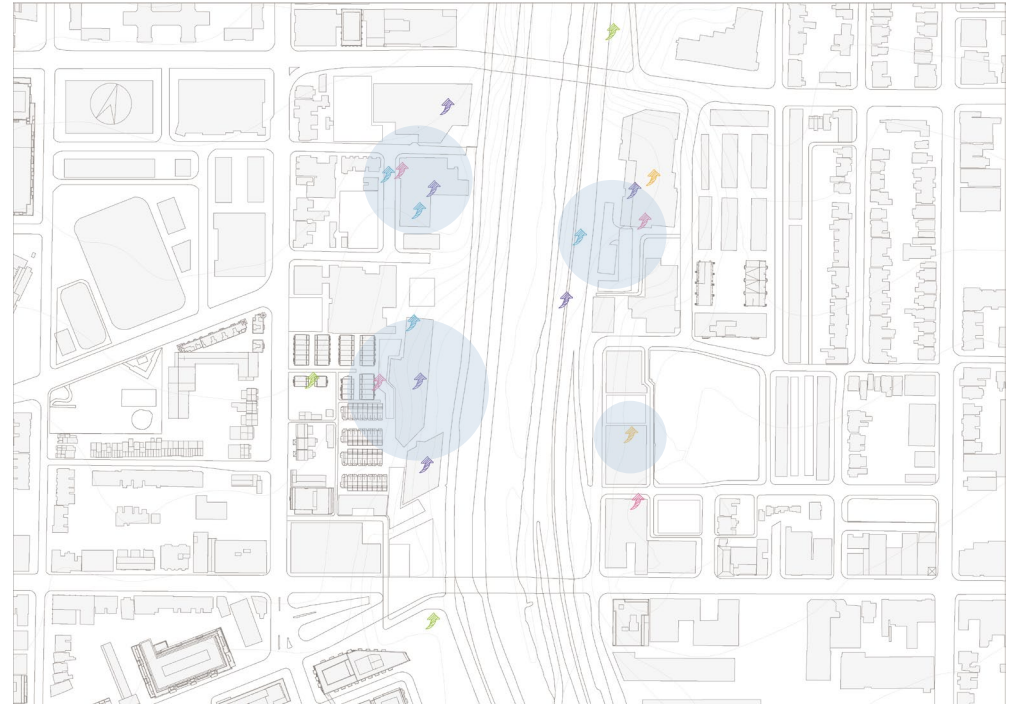
SWOT EVALUATION



SWOT EVALUATION



Strengths collage









opportunities collage

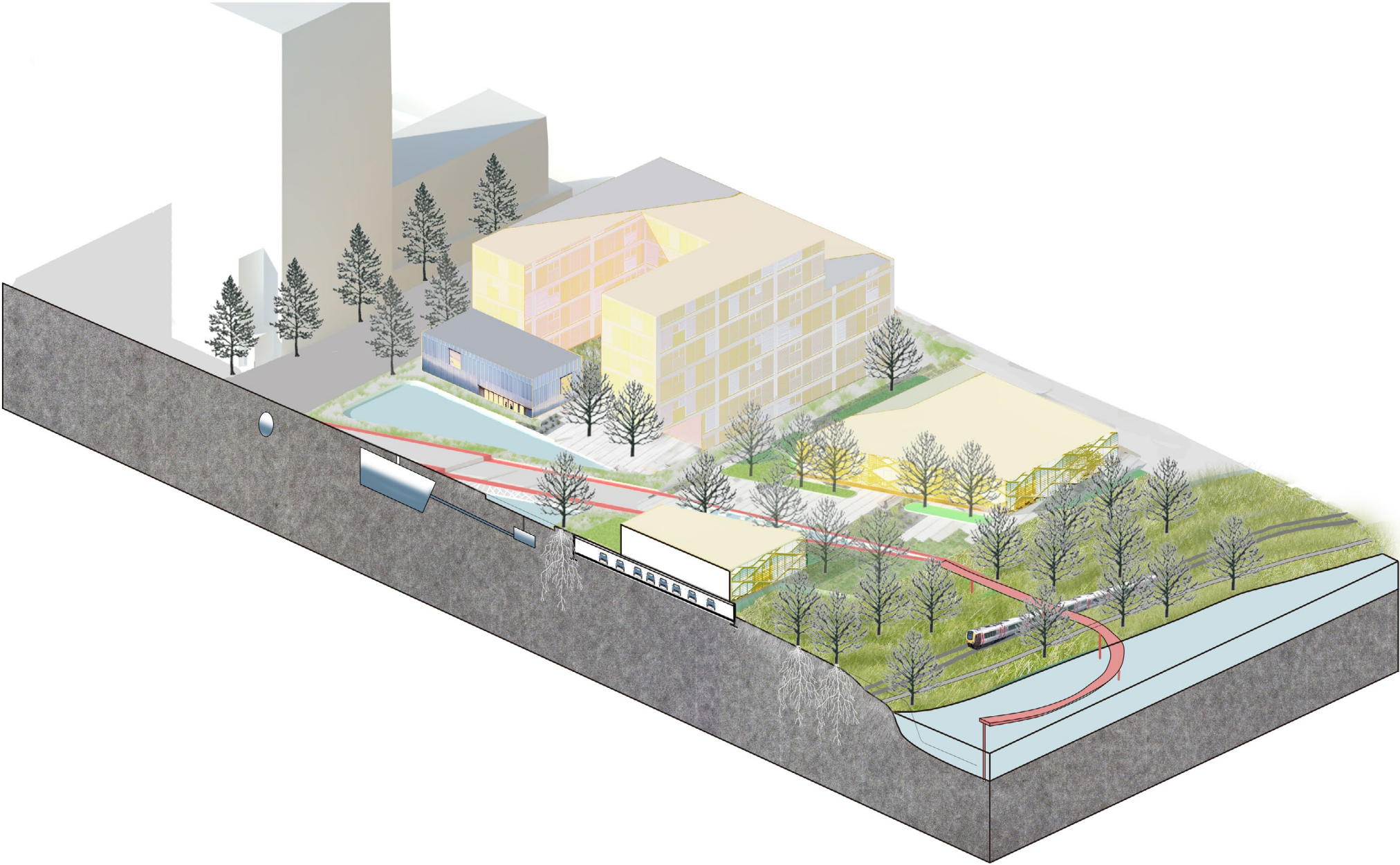
COMBINED DESIGN



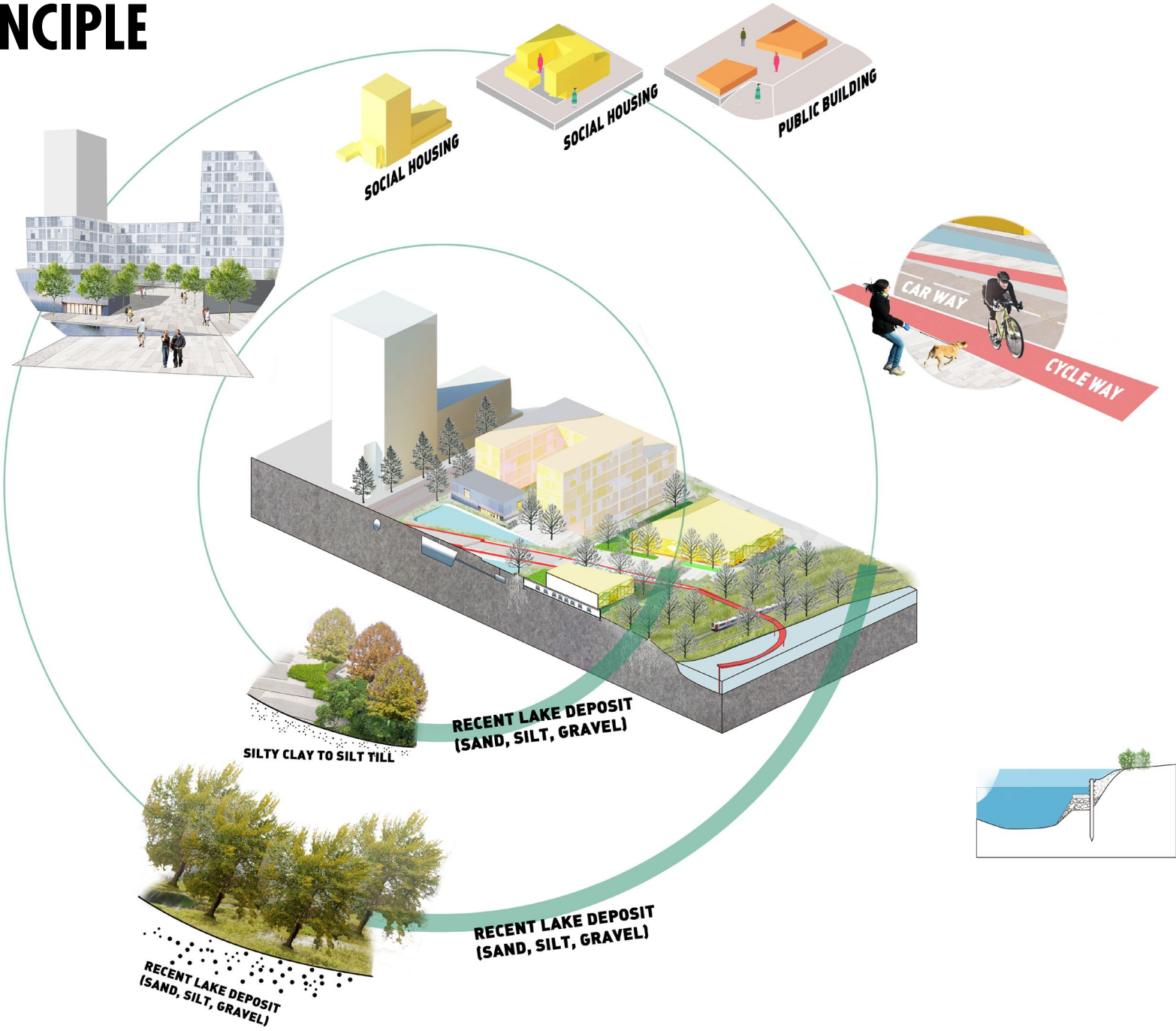
LEGEND

-  Natural Landscape
-  Water Network
-  Transport Network
-  Building Typology
-  Accessibility
-  Public/ Semi-public

DESIGN PRINCIPLE

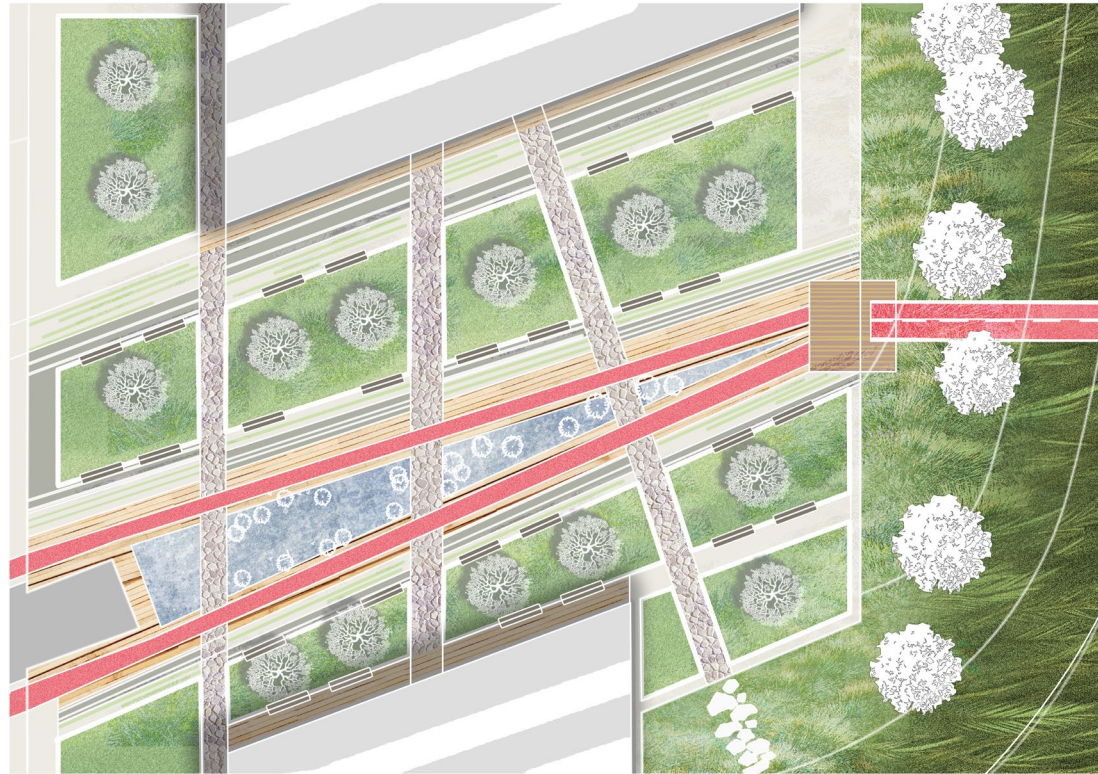
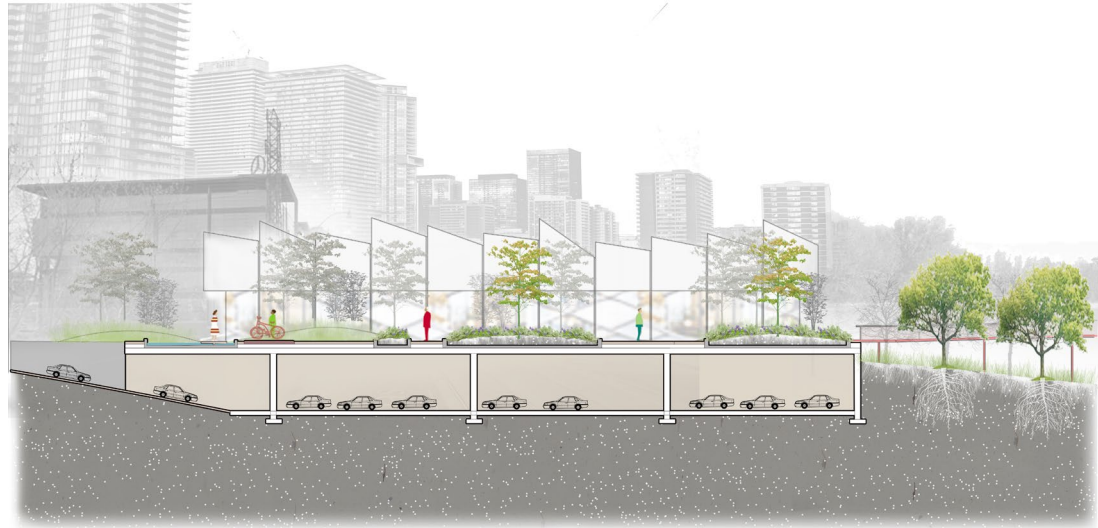


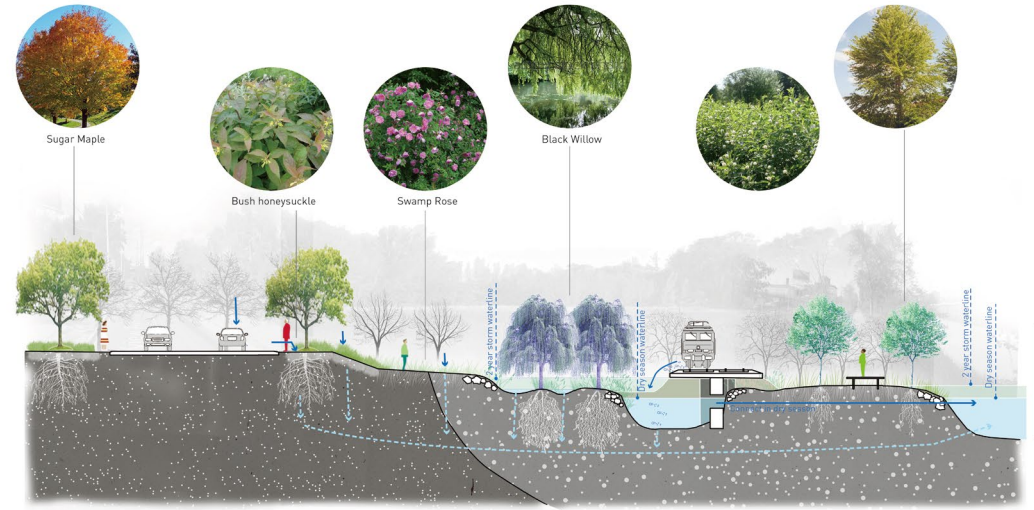
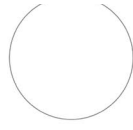
DESIGN PRINCIPLE











REFLECTION

1. It was a powerful structure to analyze Toronto interface through different aspects, and finding the principles for each aspects, providing the potential solutions.
2. The five-dimension-approach is also contribute to identifying design principles in the later part of my project.
3. The five-dimension-principles were justified within the certain context and new principles were generated through the designing.
4. This may lead to certain limitation of design principles, and the principles should be justified through designing repeatedly in the same site or in different sites. But within the structure of dimension-approach for developing adaptive interface, the design is open-ended which can be repeated and provide new principles for interface.
5. The method helps people to positioning themselves in making designing choices with the interaction of human and nature environment.