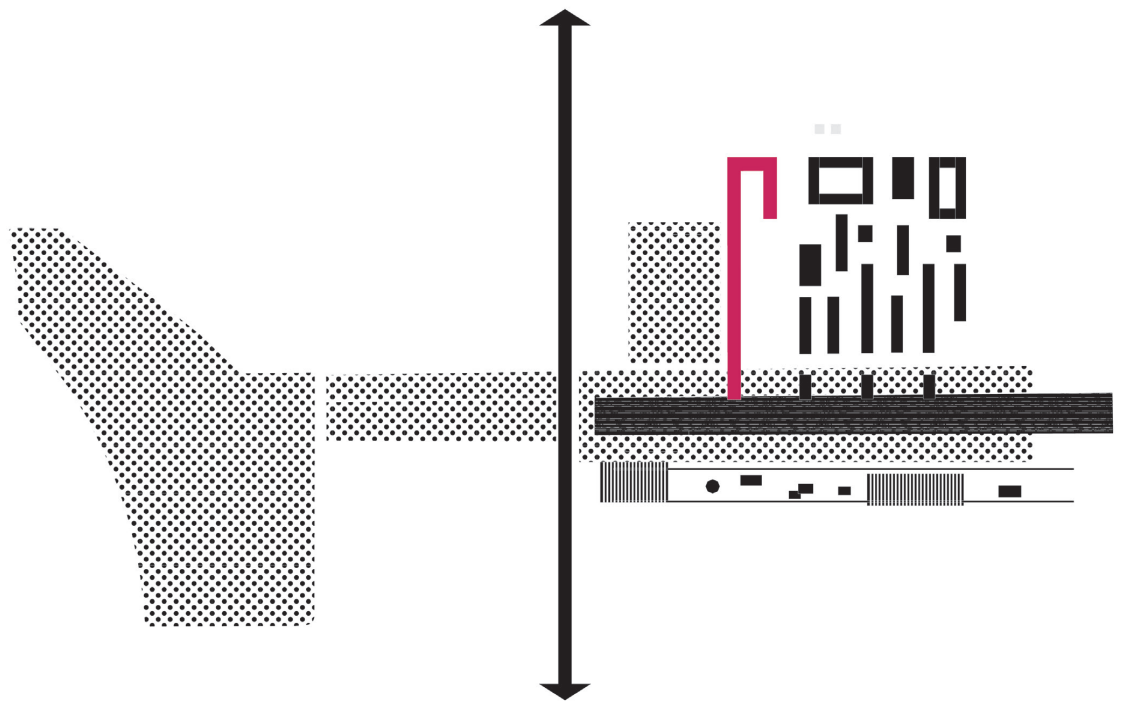
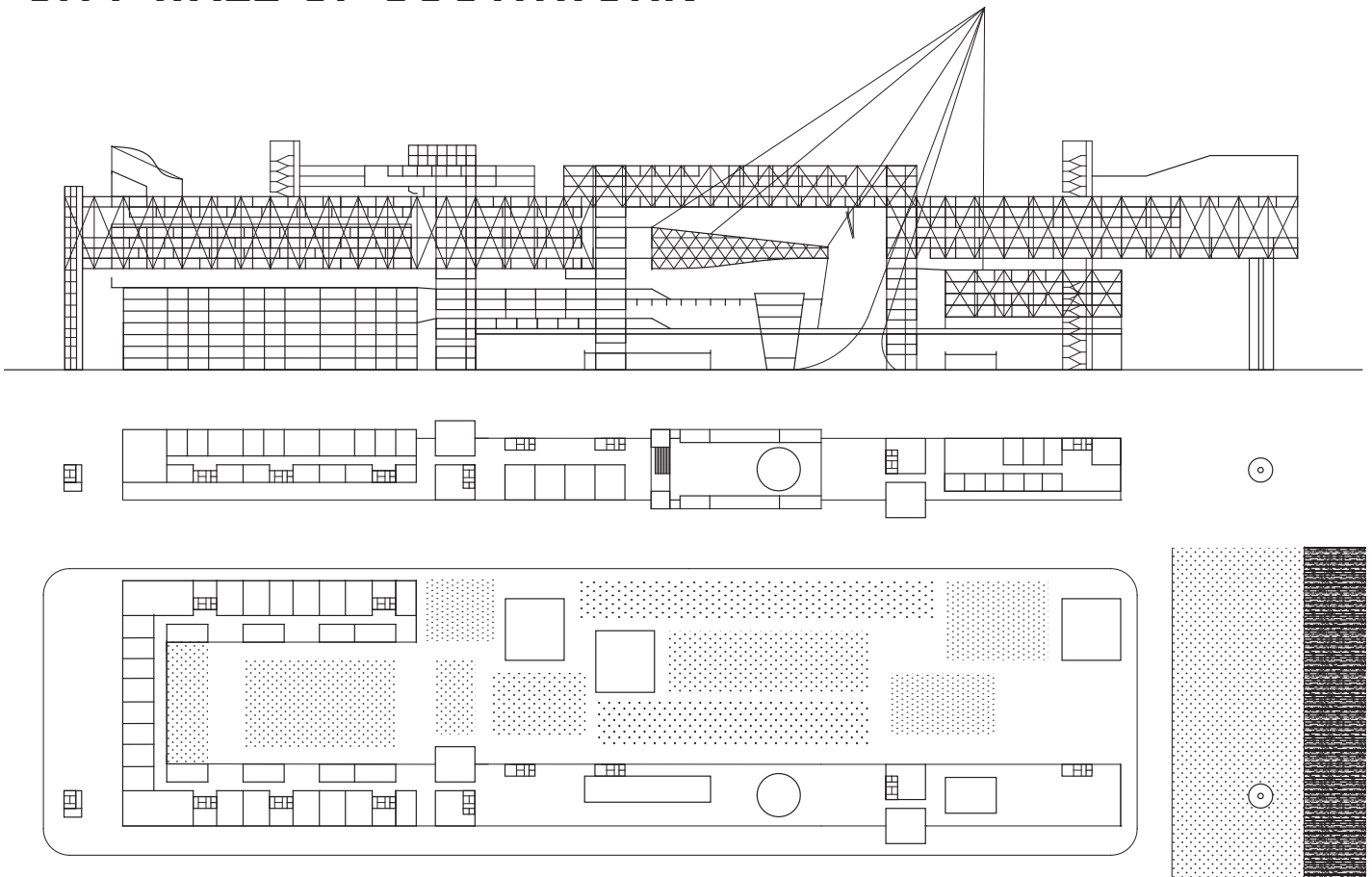




**REFLECTION**



# CITY WALL OF SOUTHWORK




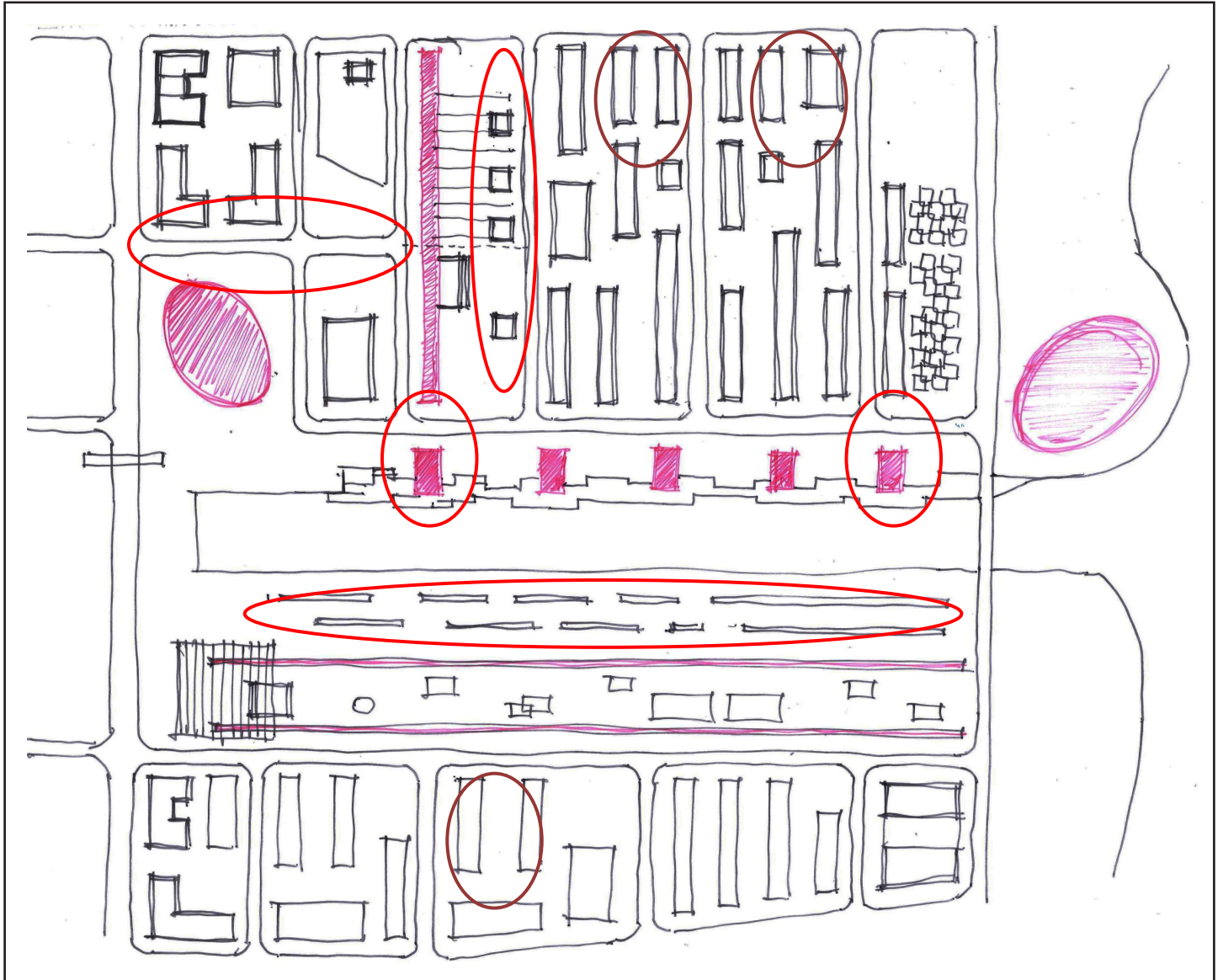
## 1. Starting from P2

This is where I started after P2. I was convinced that the context need a strong and powerful intervention to change the adverse reality into a much more healthy future. I need to take an unconventional, thremendous, and brave move which might have scant reference and precedent. I was pretty sure

that this project will be a 300m "WALL" erected on the ground. But I didn't know how will it look like or how does it even function as a "building". What I had was a facination towards a "city within the city". I need to have a better understanding of the surrounding and the need of the possible users.

Master plan changes

1. All the  type are removed, replaced by lines and dots; the order of the cluster is formed completely by "super slab" as line and 5 high rise as dots. The full length of the "super slab" and the highrise group define the dimension of the cluster.
2. The whole ore wall area is reserved as monument park, with temporary entertaining program.
3. A new road from lakeshore drive to the building forms the main access from the city, and the main open ground; entrance on the south end is for workers and visitors from the research clusters, the healthcare centers, and the nearby neighborhood.
4. The east side of the plot is reserved for future development as more research companies or rentable working space.



This is an weekly update I made after P2. In this sketch, several things were settled down which will have conclusive impact on my design later.

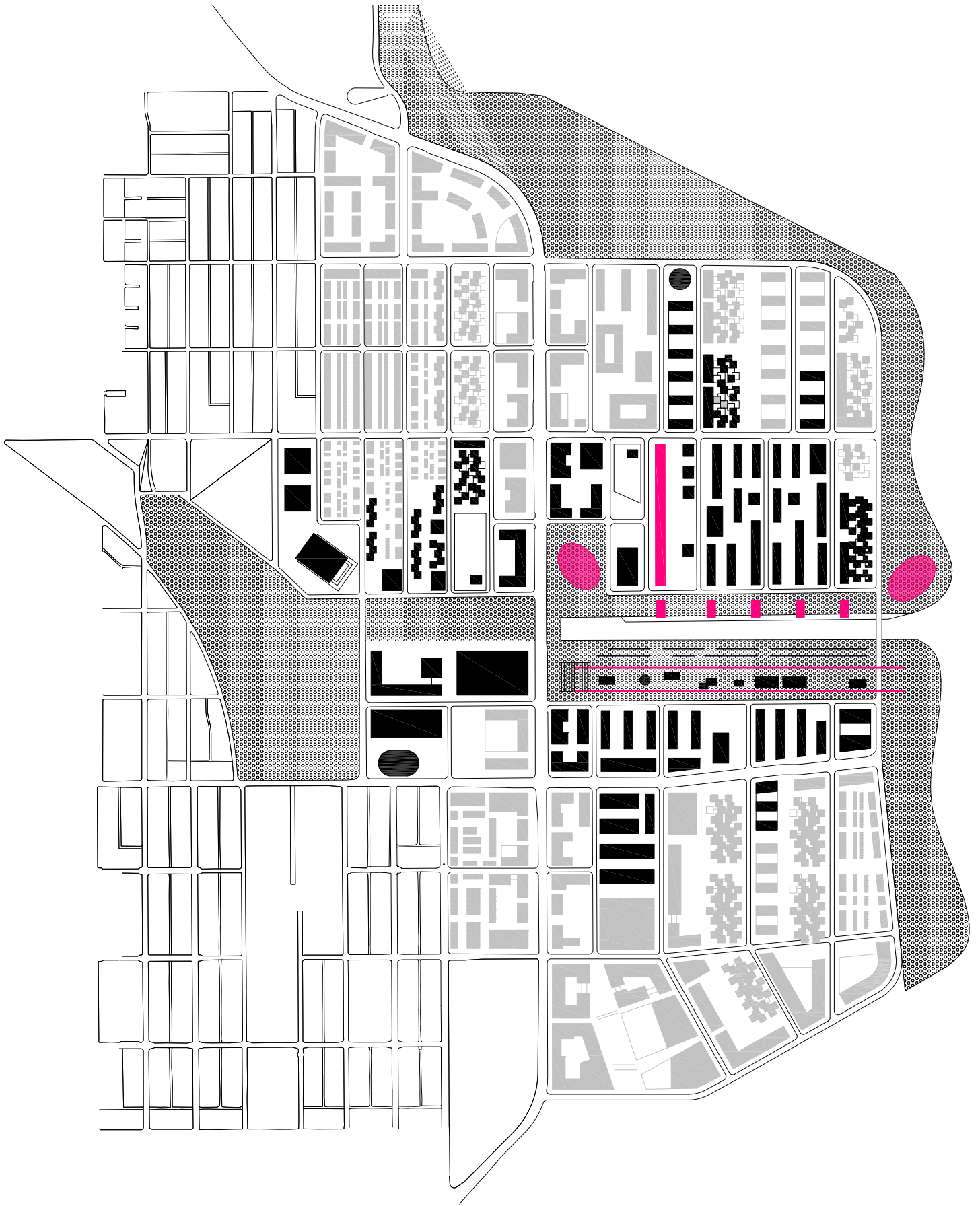
First, the "WALL" will be a full-block long slab to be consistent with other building typology in the plan.

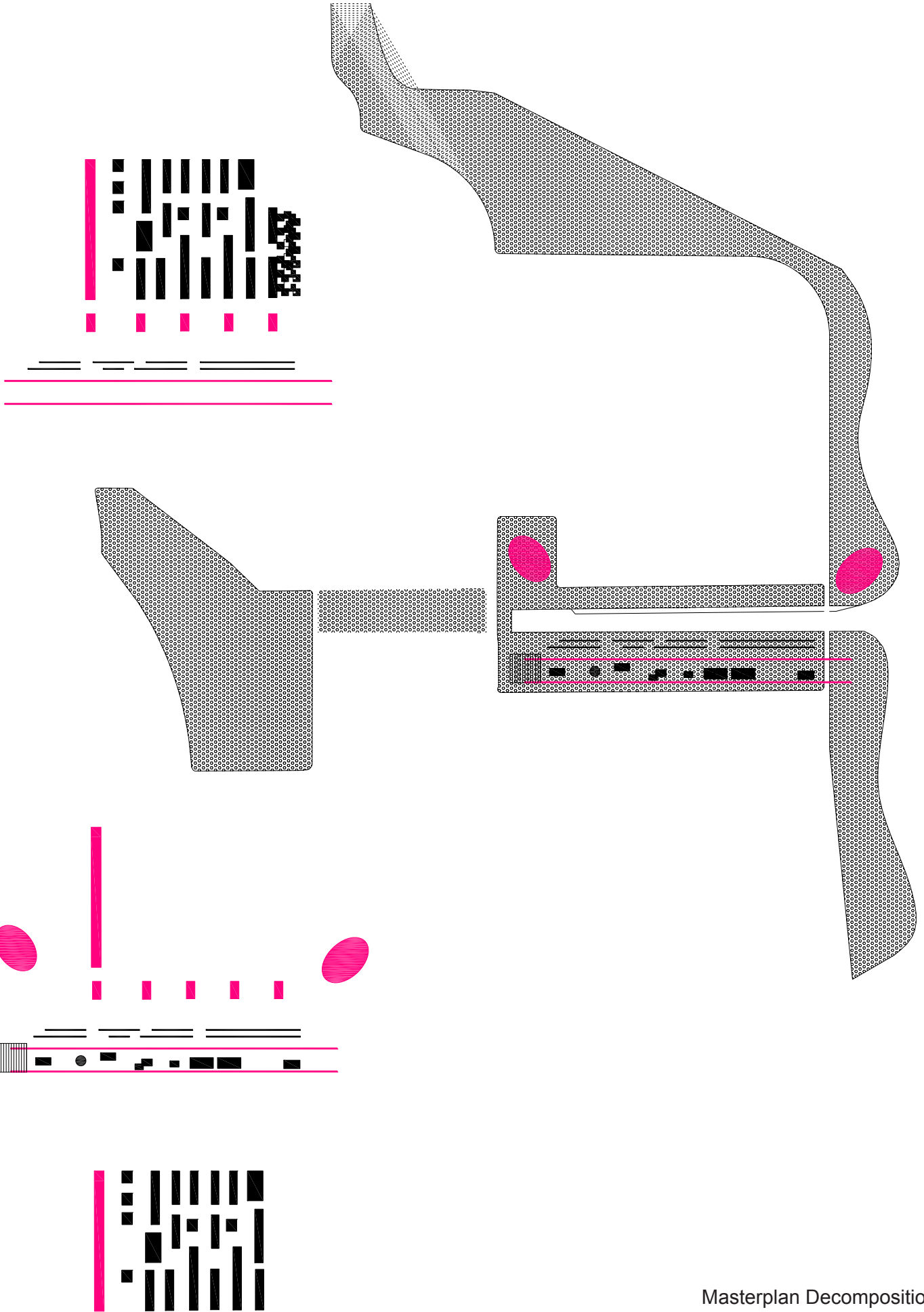
Second, the central belt realized a nonstop pedestrian walk from the neighborhood to the canalside and it is the most important outdoor public space in the area. This means that the first encounter will happen at the south end where it

connects to the belt.

Third, the new access on the west creates an important encounter with the city on the larger scale.

Fourth, the condition on the east is defined as "Unknown" and "Changeable".



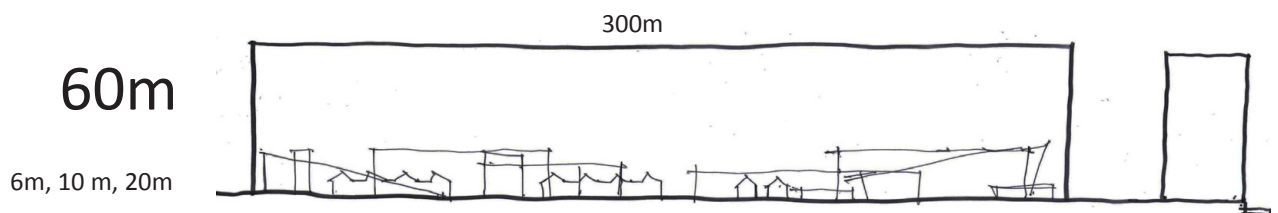


Masterplan Decomposition

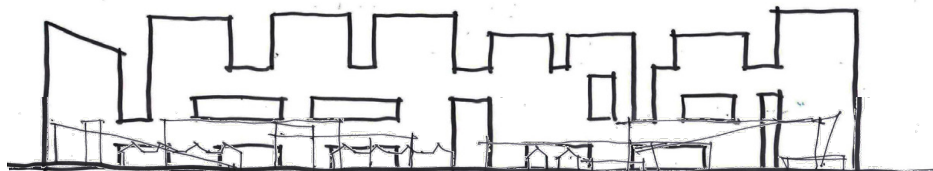
## 2. The first scheme

This was my first attempt. The image towards the city, how the "wall" can be perceived from a distance on the lakeshore drive and the neighborhood was the focus. The previous sketch model has already showed difference on west and east facade. The west one is monolithic, while the east is more fragmental. This is a respond to the previous understanding of the surrounding.

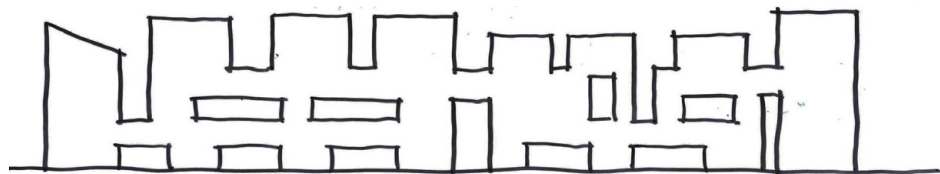
On the right page shows several consideration on the composition of the building. The sketch on the top shows several segments of the building stand in one line, sharing a common routing without interfere their own circulation. The bottom sketch intend to divide the building vertically on several level, which is a quite conventional solution. There was conflict here, because on the one hand it becomes a line of several buildings, while on the other hand it need to be as one. How to organize the building as "one" without sacrificing the efficiency of each program was a question through out my later design of the project.



The west elevation is the huge stage background of the city and the neighborhood, clearly suggesting something big is going on



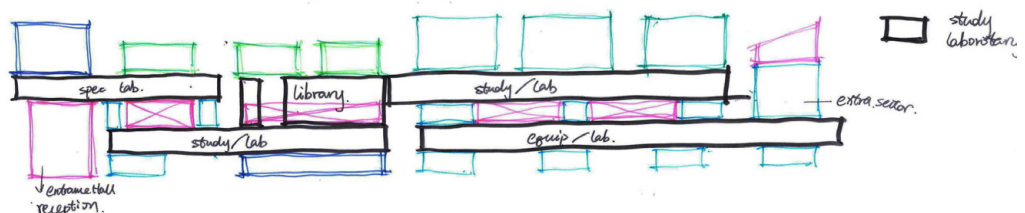
From the city and the neighborhood, the building reads as a huge puzzle, a type underlying 'the city', density, hybrid, diversification, which is completely different from the surrounding: low rise, low density, homogeneous



On the west, it is a 'WALL', flat, solid, unify

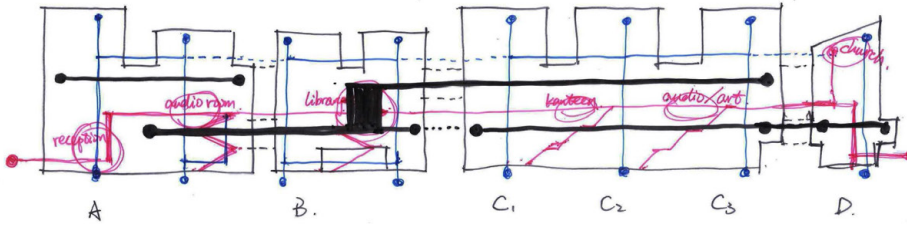
Programs to make a super campus:

Nursing school & Living city



On the east, it is a collage of different volumes, stretch out from the wall, diverse, fragmented

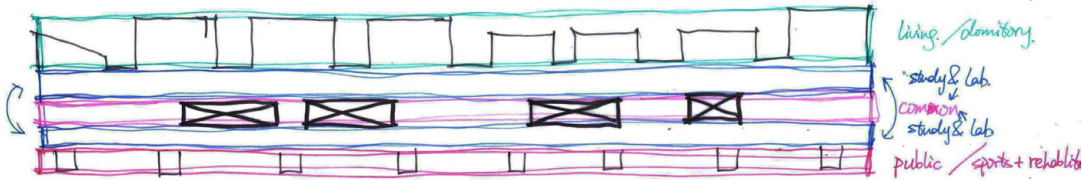
On one hand, diversity is brought to building by breaking up into several segments. Each segment can function on its own and has its own character.



On the other hand, this typology naturally provides quick movement on the huge flat level and efficient connection from one to another, making this building 'one big functioning campus'



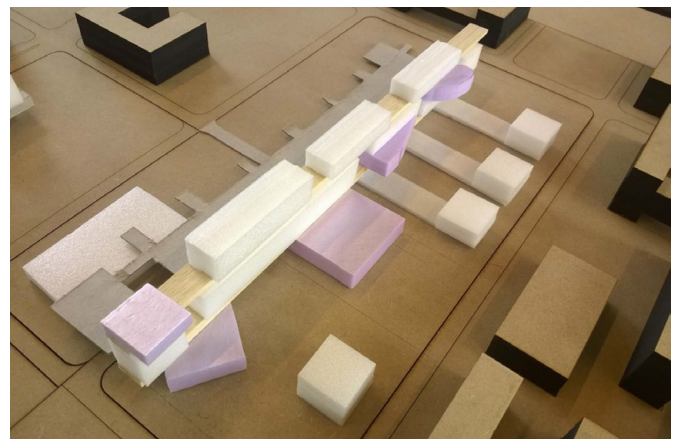
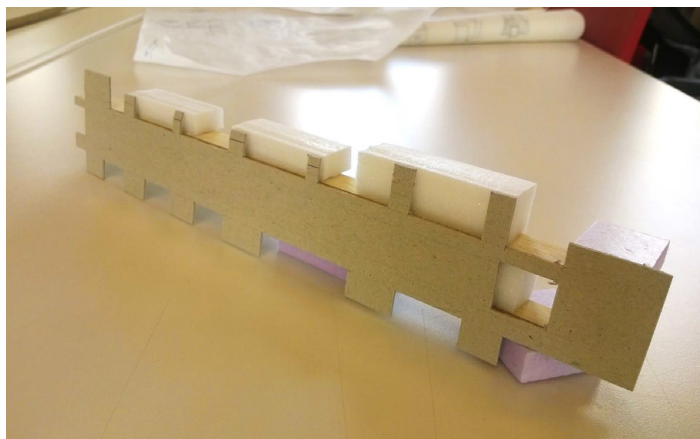
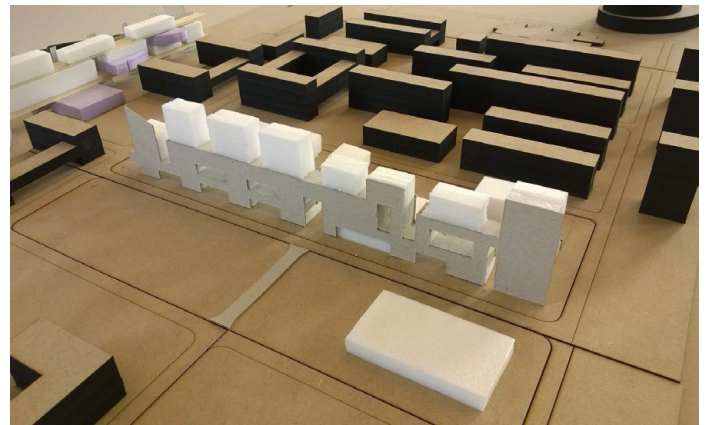
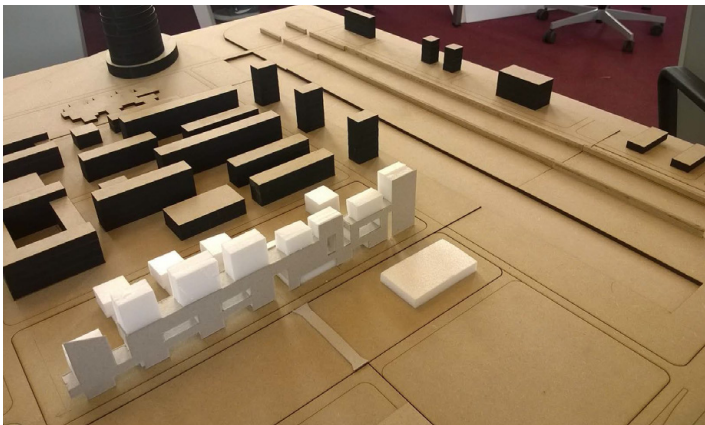
Ground level puts sports program with rehabilitation services as the most public; Essential common space (canteen, library, art, meeting, auditorium) is put as the 'void' on the level above the surrounding; Living space are put on top, its unit nature create the character of a city's skyline.



The final task:

1. Same program on the same flat level;
2. Several characterized segments;
3. diverse circulation system;
4. Diverse indoor and outdoor common space,

All together make this MAZE appealingly and possibly to solve by the individual who were normally on their own.

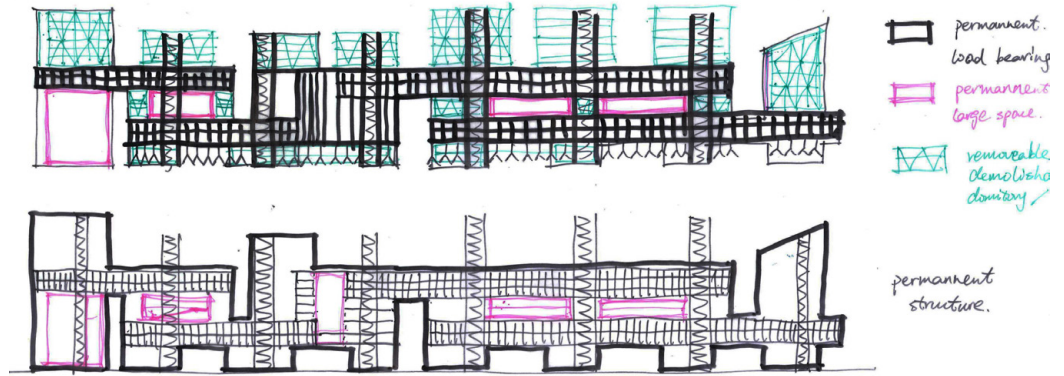


Structure:

Black: permanent  
The WALL,  
Vertical shaft,  
Adaptable units + central  
public pivot

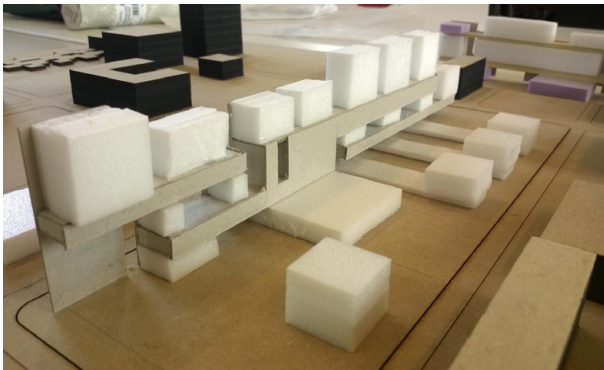
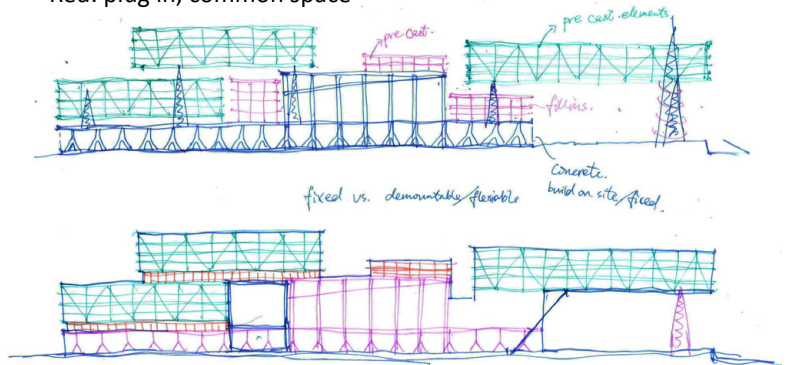
Red: permanent  
Essential common space

Green: removable  
Dormitory,  
Special laboratory  
Ground floor program



Previous scheme:

Blue: permanent structure, basement, public  
Green: demolish, classroom and dormitory, units  
Red: plug in, common space



Sustainability is an inevitable discussion for such a huge building. The strategy I gave was to define some part of the building as permanent construction, while the other as removable ones. Again, the investigate on "permanent" and "temporary" becomes another important task for my future design.

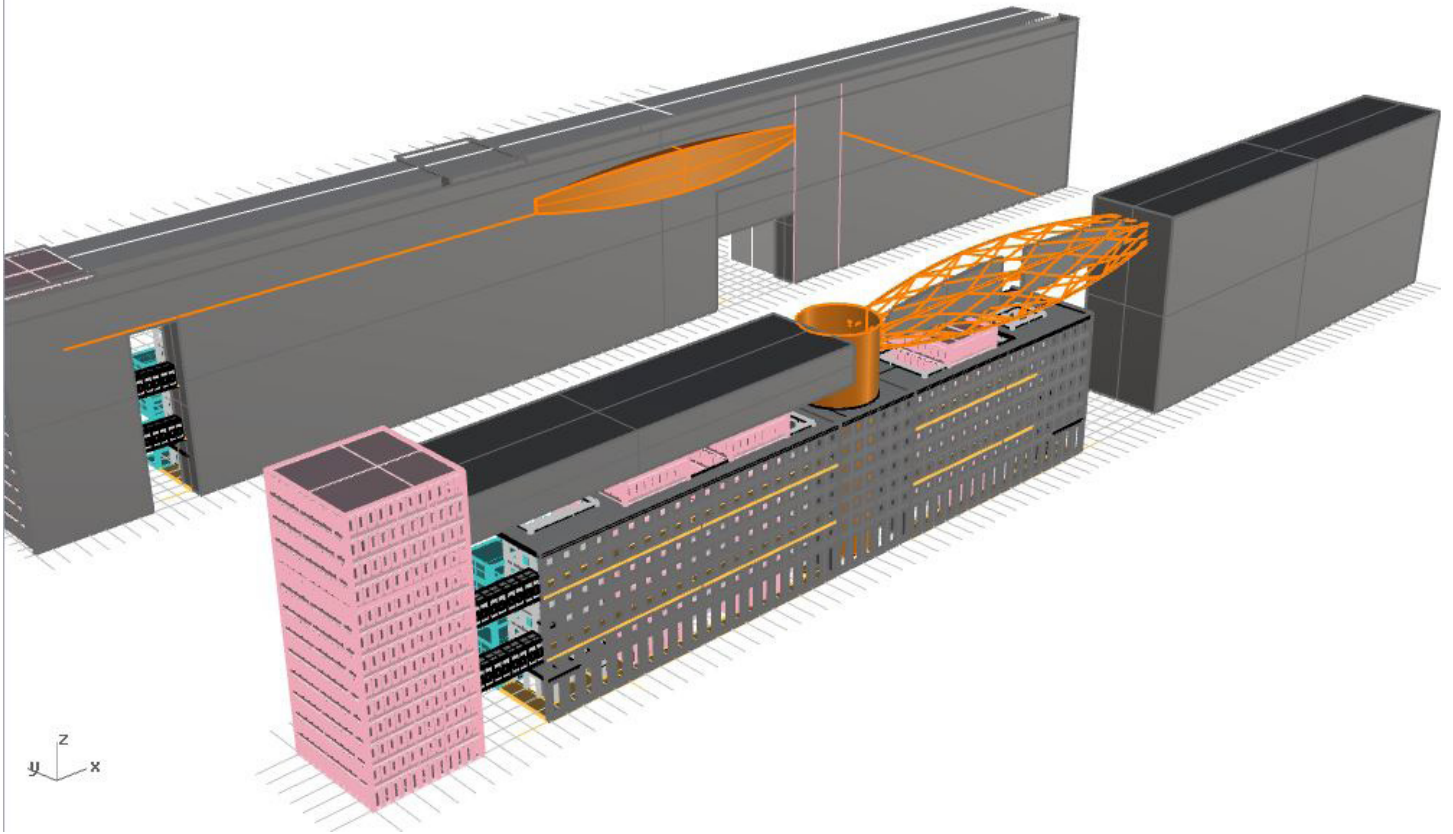
The sketch above shows two schemes, both have dealt with compositions and structure type. Some elements and languages here disappeared during the process, but recured in the final design. But until this moment I hadn't figured out what was really happening inside the building.

**WEST EAST**

**SEGMENTS ONE**

**PERMANENT TEMPORARY**

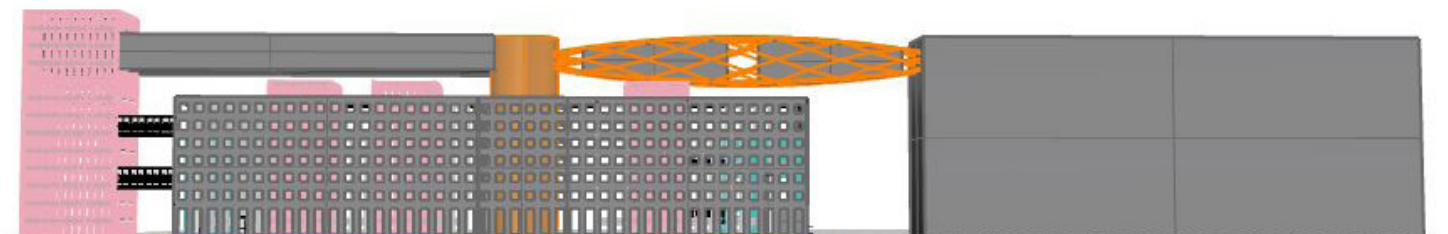


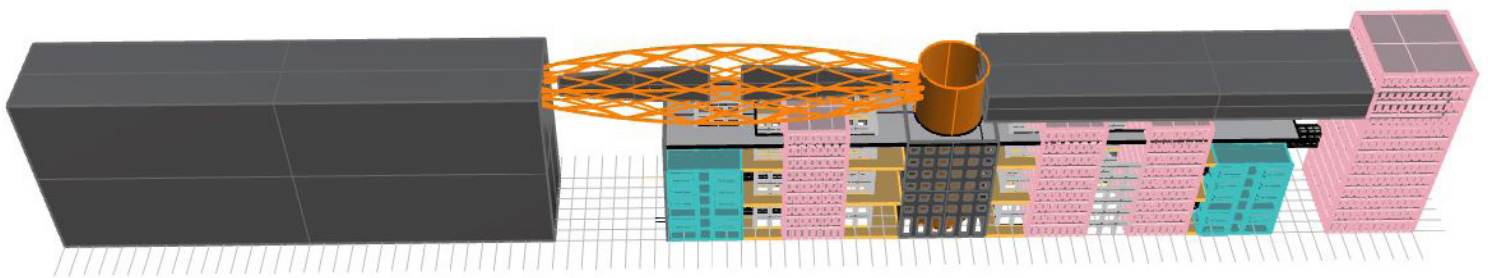
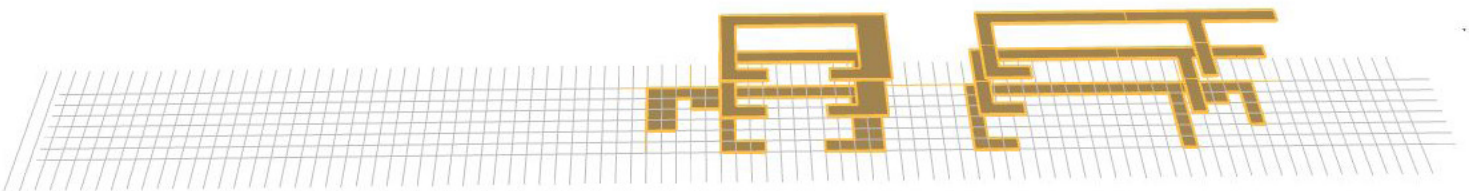
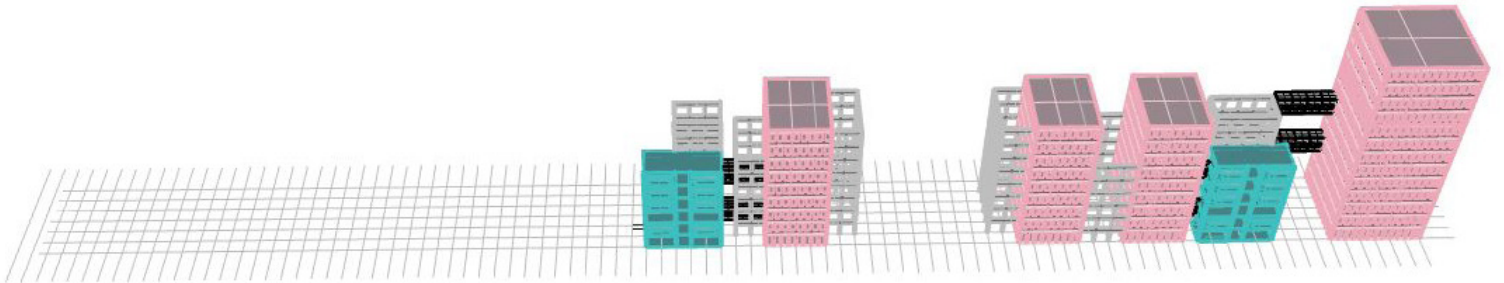
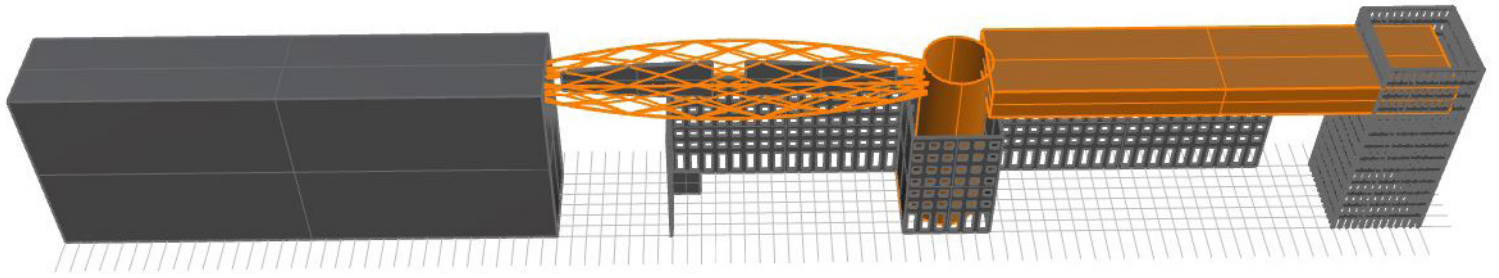


### 3. The routing and the "eye"

This is one of sketch model among my searching works. Two of the element I came across here later became crucial part of my design. The orange line in the first model is the first routing I ever sketched. It takes stairs up from the south, runs highly across the middle part of the building and reaches the north end with a sight towards the city center. The programs along the routing was designed to be the permanent structure and functions as a city level public facility. The volume below the routing was intended to be a temporary school for nursing.

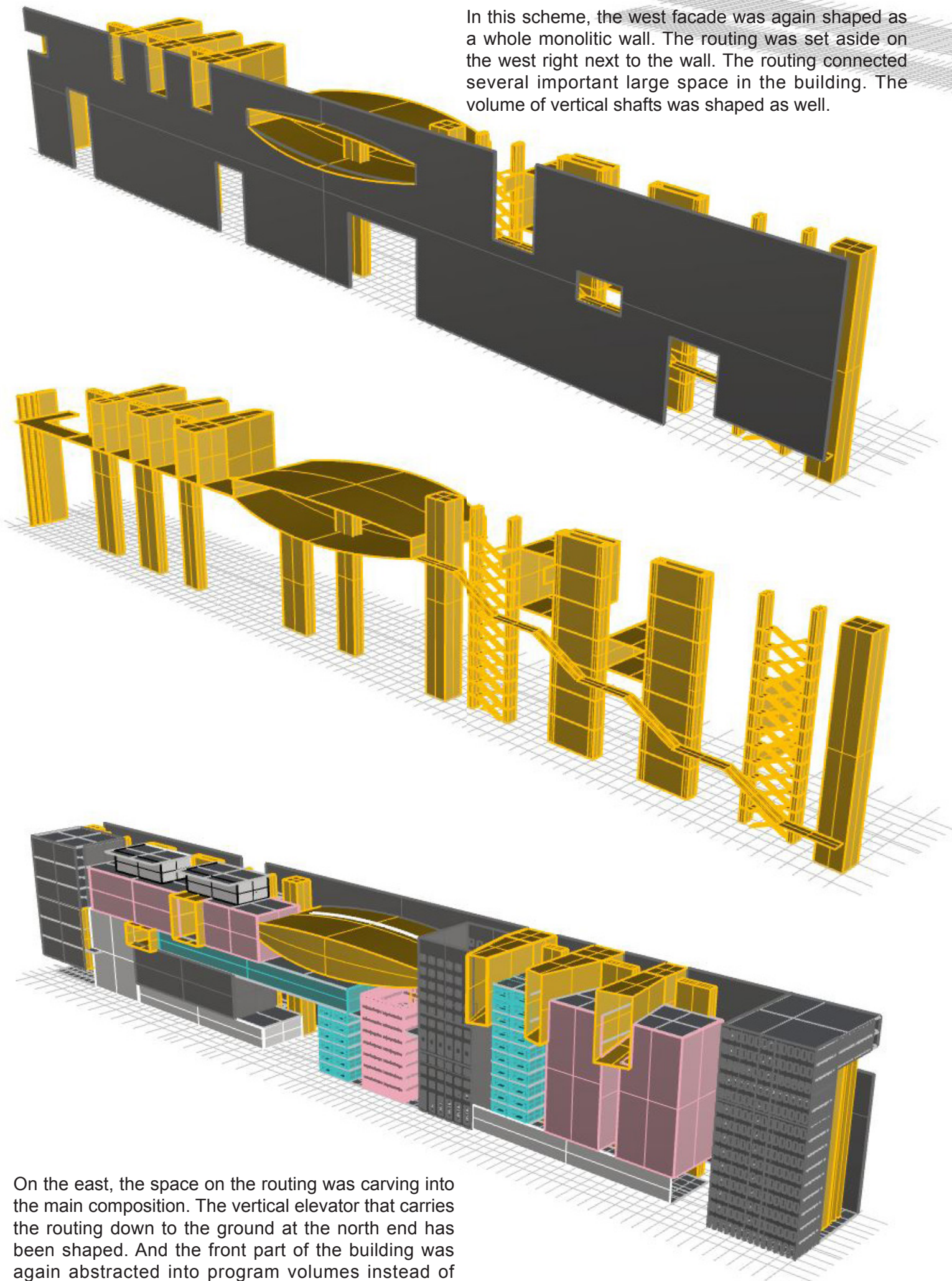
In the middle part of the routing, an "eye" is hanging above the entrance from the city lakeshore drive. It functions as a conference house and has a pair of LED screen showing towards the lakeshore drive and the neighborhood. The "eye" has special meanings in some cultures. But in general terms it represents communication, inquiry, watching, and a gate to the unknown. The symbolic value fit the project so well that this element was scarcely changing in the later stages.



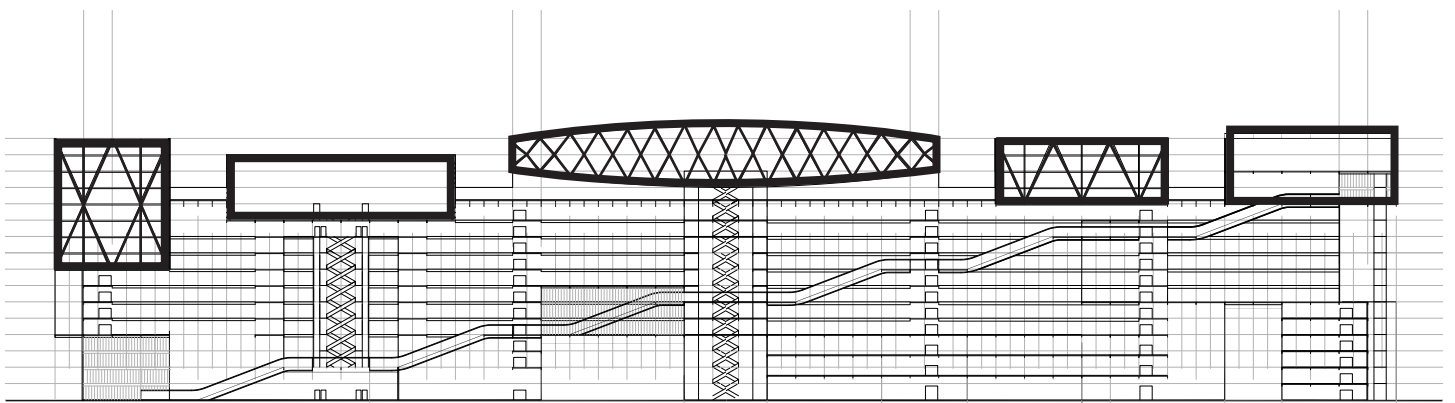
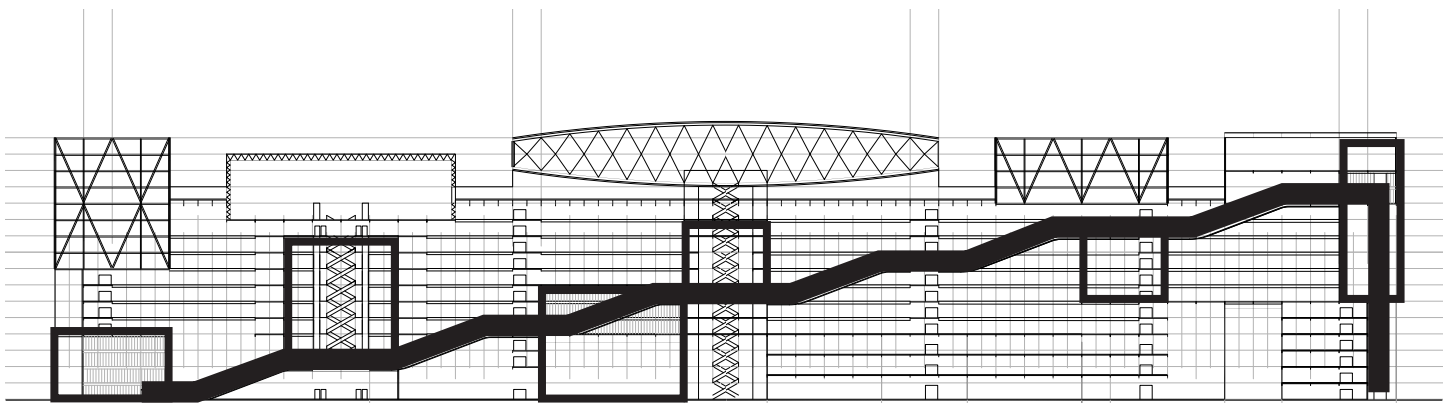
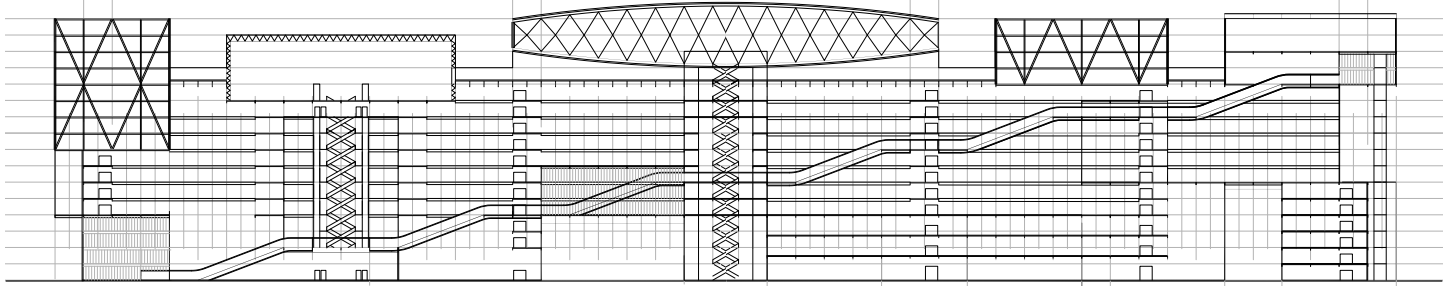
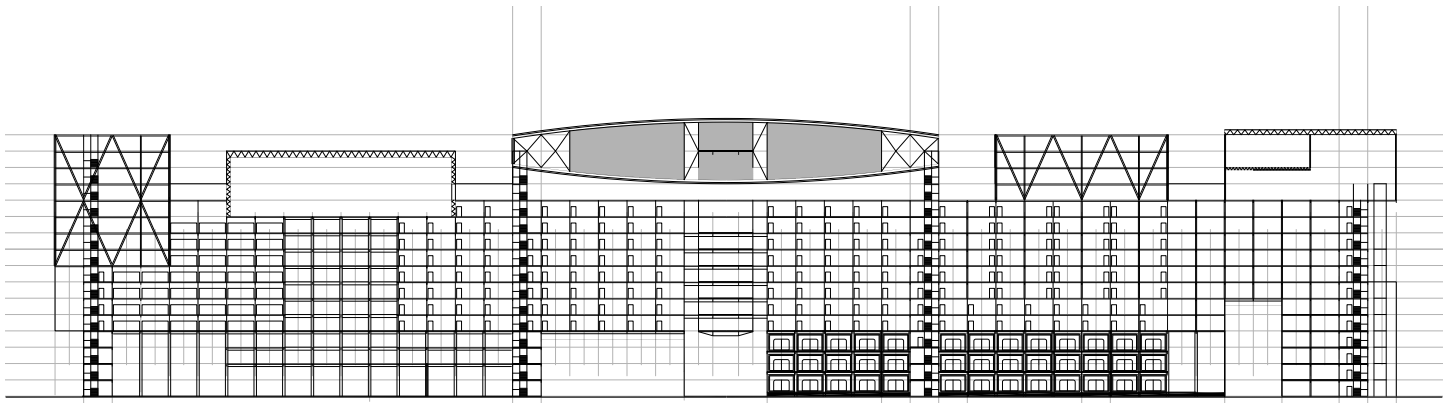


In this scheme, west and east facade are clearly treated differently. The two gate way are clearly cut out from the volume. The programs are consist of different building blocks which functions in groups. There are office type (pink), laborotary type (blue), and yard type (grey). There are transportation space goes around these blocks in order to keep them function. This idea was abandoned because it fight against the philosophy to build a huge structure on this site.

In this scheme, the west facade was again shaped as a whole monolithic wall. The routing was set aside on the west right next to the wall. The routing connected several important large space in the building. The volume of vertical shafts was shaped as well.

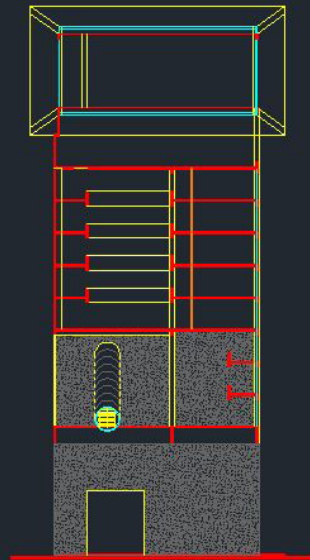


On the east, the space on the routing was carving into the main composition. The vertical elevator that carries the routing down to the ground at the north end has been shaped. And the front part of the building was again abstracted into program volumes instead of building blocks.

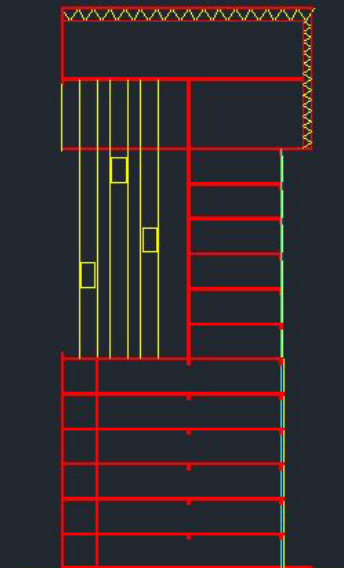
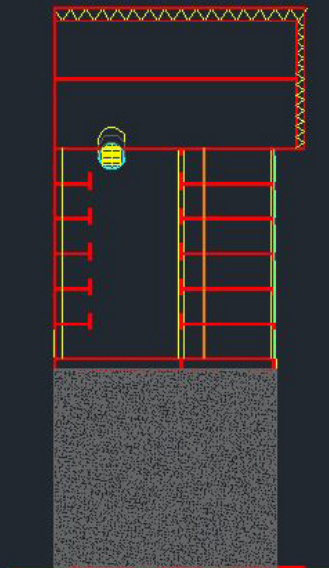
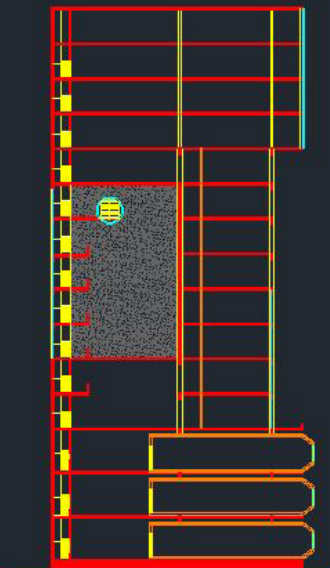
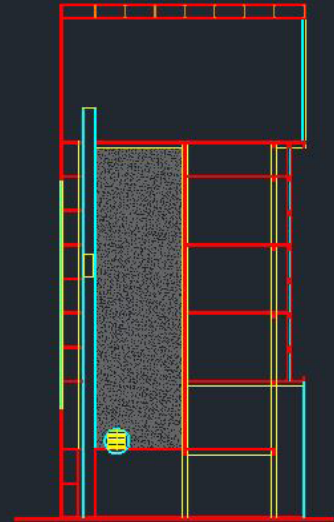
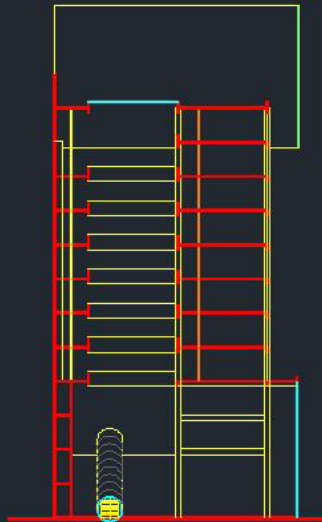


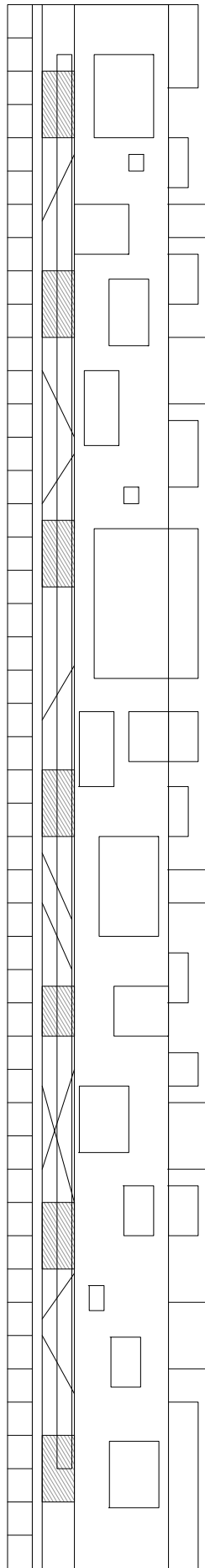
#### 4. Back to the sections

Section was the first design method I use in this project. After encountering the bottleneck, I came back to the sections. And this time, the routing, the composition of the program volume and their form along with structure were seldomly changed afterwards.



These set of cross section were used to investigate the shape, proportion and quality of space inside the building. At this stage, the building was clearly divided in three vertically. And horizontally, it consist of a main volume on the east, a volume of wall on the west, and a space for the routing in the middle. But the definition of the space on the east and the west is still unclear. The dimation also need to be adjusted accoding to what 's happening in these space.





**West - - - - - Units Wall**

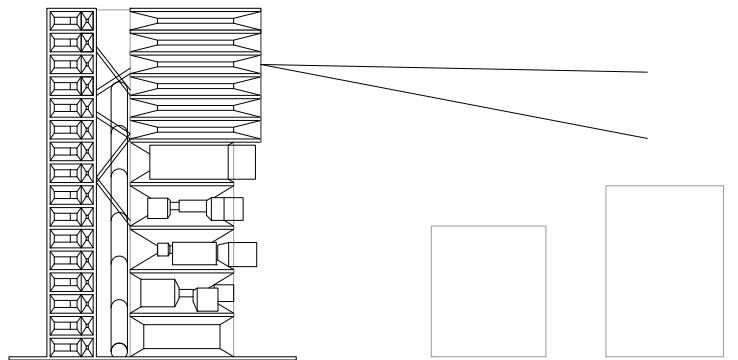
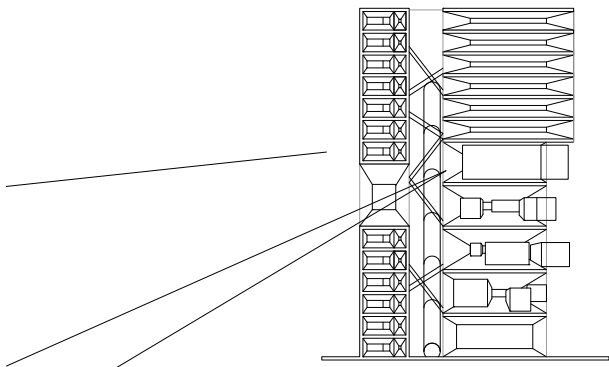
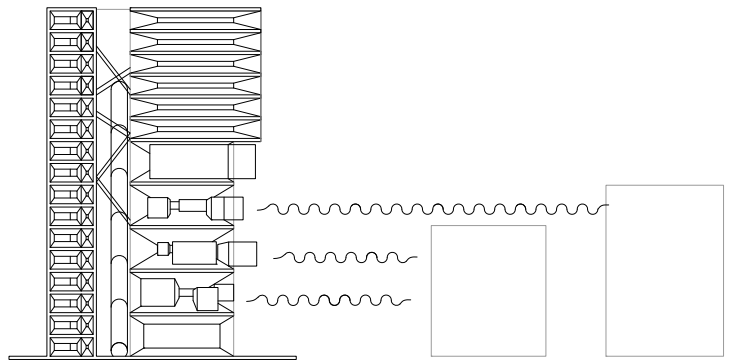
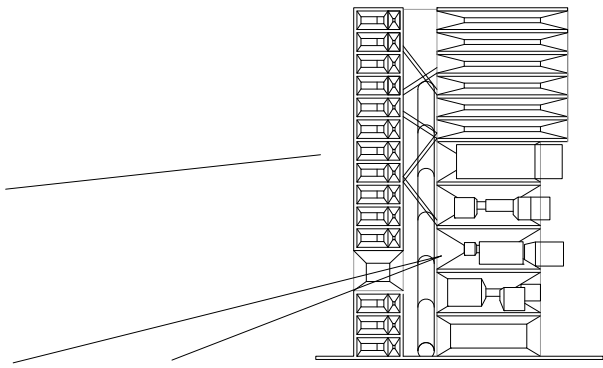
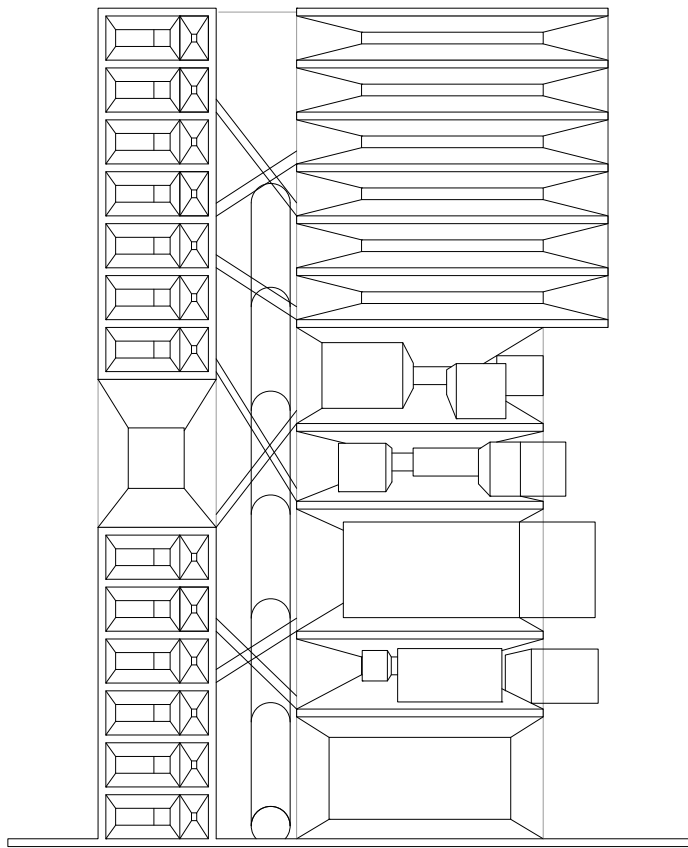
**Routing - - - - Conveyor**

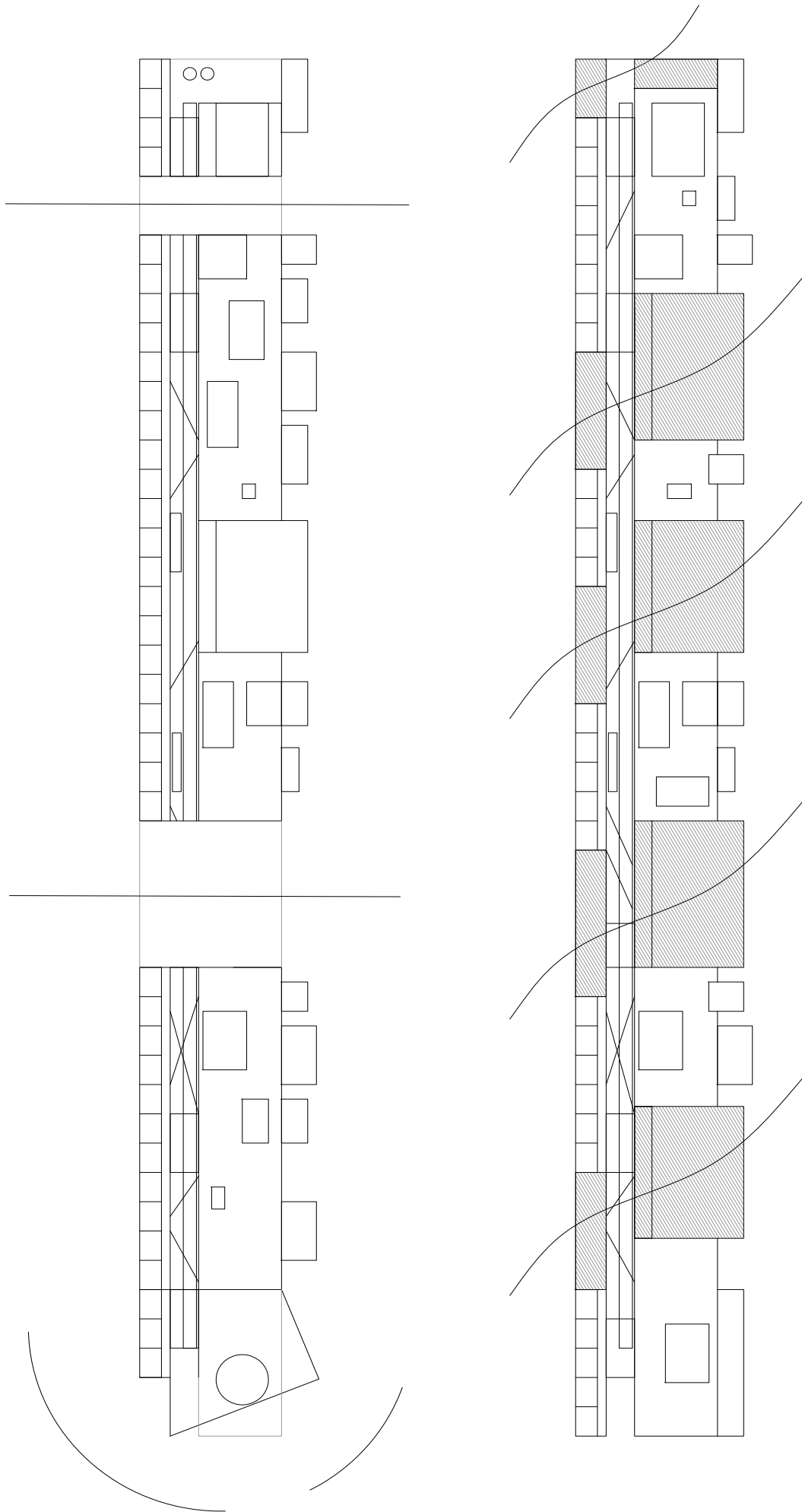
**Mainbody - - Platform**

**East - - - - - Elaster**

## 5. Refining

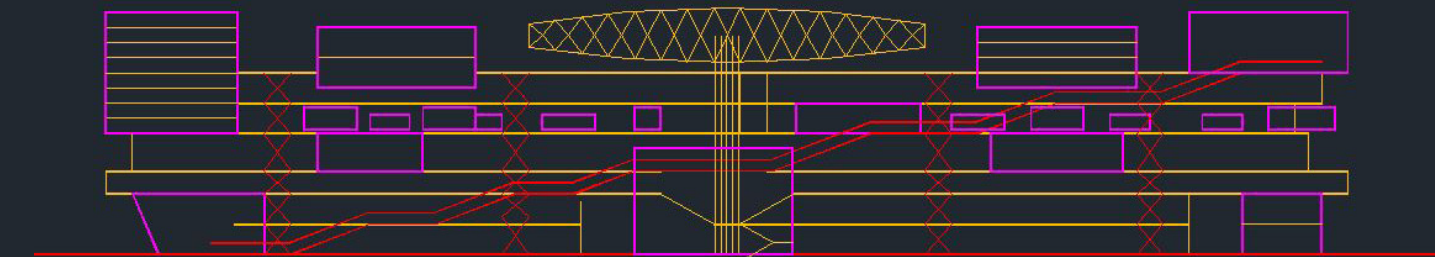
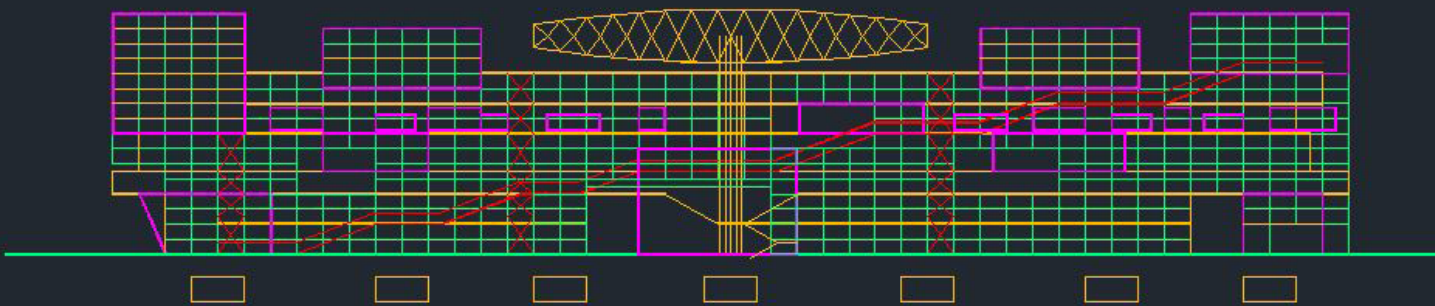
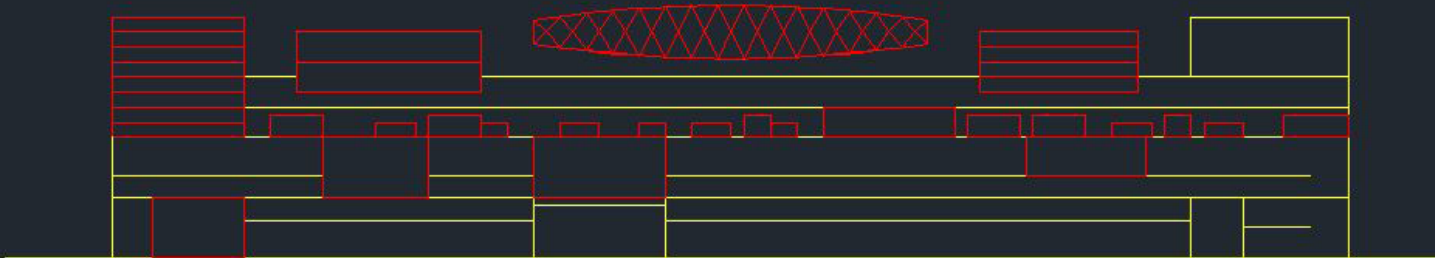
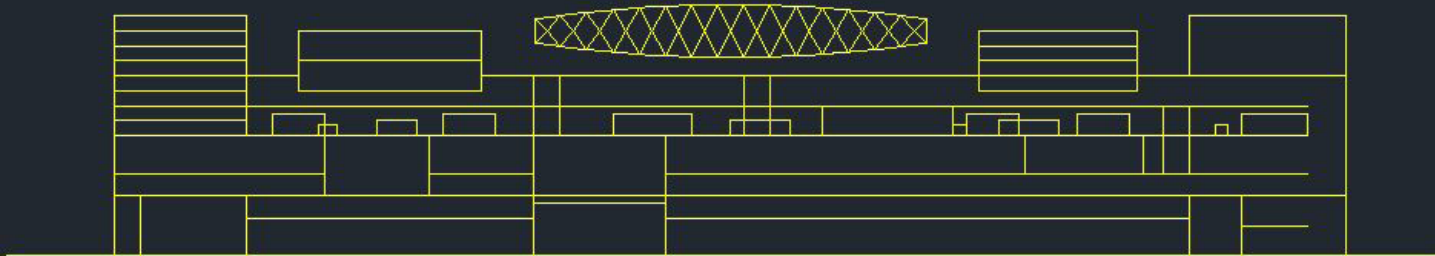
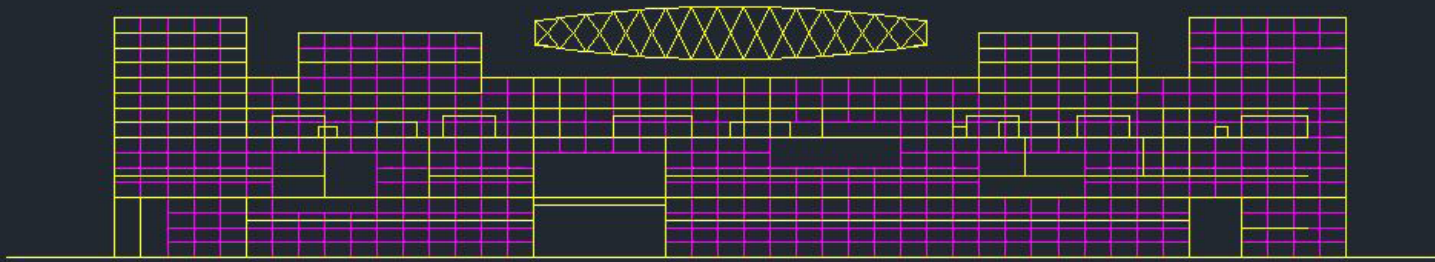
After the long testing and researching process, this illustration finally reached a refined clear concept of my design. Based on all the previous screening and eliminating, this refined concept is the one that is proper, strong and feasible.

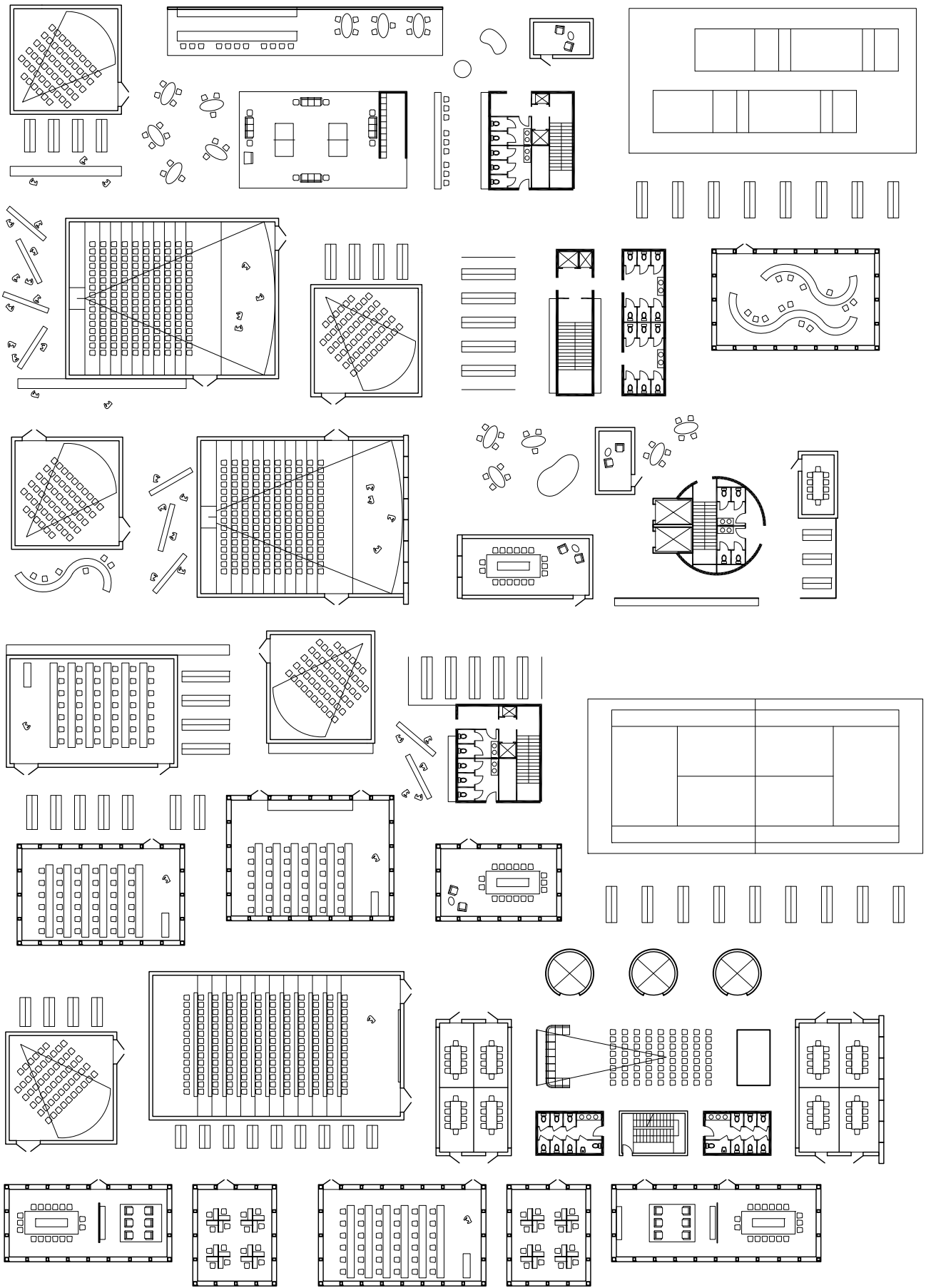




Reaction to surrounding and climate conditions.

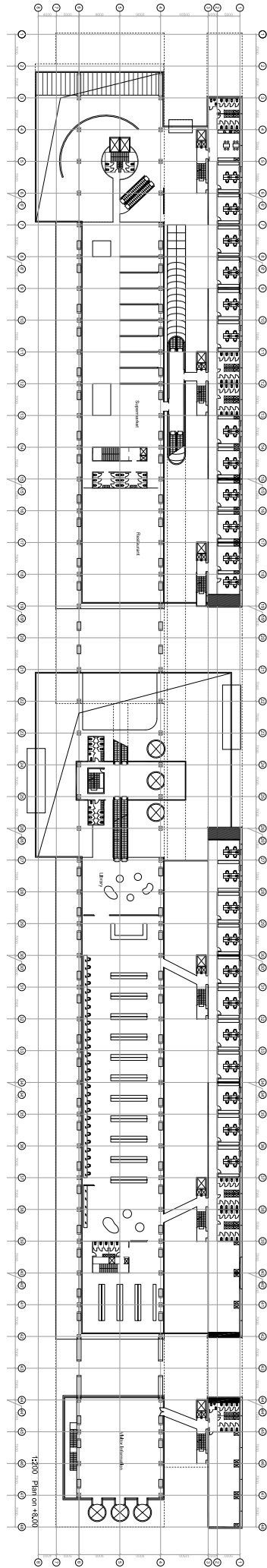
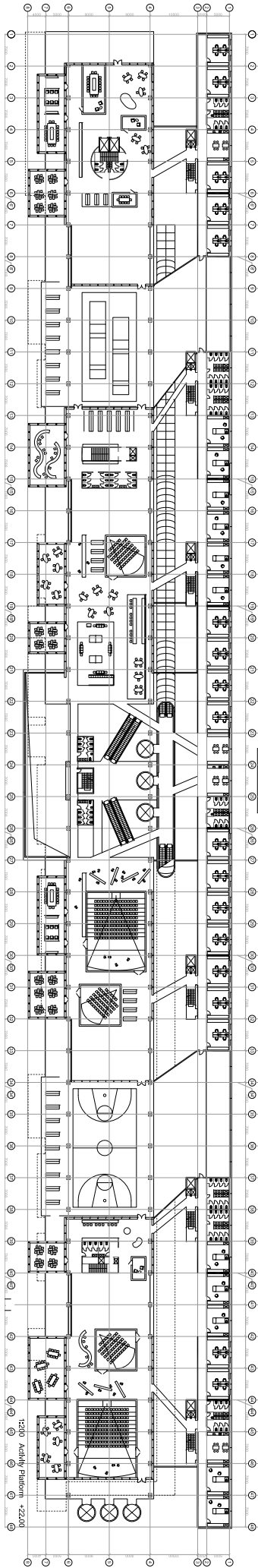






## 6. Deepen the design

The study on modular design, typology and dimensions was significant for my detailed design. On this page I give some examples on the modular study.



## 7. Epilogue

I have never design any project on such scale before. And I doubt I will have the chance to do any in the future. I'm glad I have made such a choice in my graduation project. I always believe that to design is to choose value. A design reflects the values of its designer. Skill improving is not difficult. It takes time and experience. But it is hard to carry out a strong statement in a design and keep the process always in line with what is stated. In this procedure, designs have to know clearly what they want. But for me, I'm not always so sure about it, especially when it comes to issues on such scale level, on such broad topics. Without this rare opportunity, I'll propably never understand or even inquiry the problem I encountered during this project.

