As the logical consequent of Shutter Realm, The Valley is the new monumentality in our media age.

-- Han Yang (1990.9 -)

The Valley
The Ground of Earthly Delights
The Valley
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1 The Valley Grammar
Planning-Sectioning

2 The Valley's Desire
The Ground of Earthly Delights
The valley is carved into the land, forming plateaus.

The Map of Luxembourg City
Constant Nieuwenhuys, New Babylon
They both stretch all over the city, resulting as the skeleton.

The 1st Similarity
They share their ludic characteristics which distinct them from the rest of the city.

The 2nd Similarity
Composition: Planning - Sectioning
What is the difference between Plan-Section and Planning - Sectioning?

Plan-Section is the result of your design, no matter what the process is. **Planning-Sectioning** is the playful juxtaposition of the already-existent plans and sections, which could make a great difference compared to the precedents.

The Definition of **Planning-Sectioning**
The initial Planning and Sectioning of Constant Nieuwenhuys about New Babylon
There are 3 levels in Planning. Sector, Block and Component.
In my former work Shutter Realm, you could recognize the 3 levels in the plan, sector-block-component. They are the playful juxtaposition of the already-existent buildings.

3 levels of Planning: Sector-Block-Component
One sector is living as a complete organism. Sectors juxtaposed form the whole city.

Sectors juxtaposed
Whether it is the wall in Forbidden City, the moutain body in Acropolis or the suspended floor in Yellow Sector.

The Contour of a Sector
Blocks are buildings that have independent structures.

Blocks juxtaposed

Blocks without a clear Sector
Components juxtaposed

Components are texture in the contour of the block. They are the structure as well as furniture.

Structure is the evenly distributed Texture within a Block.

Components juxtaposed
Components juxtaposed

Superplan is the delirious juxtaposition of Components.

Components juxtaposed

Components without a clear Block
There are 7 segments distributed symmetrically in the valley, namely, the angular segment in the middle, which is 4, the in-between segments, 3 and 5, the turning segments, 2 and 6, and the stretching segments, 1 and 7.

If we think of the whole valley as New Babylon, a chain of sectors, the different segments one after another would be the sectors and the strip buildings which are placed paralleled with the longitudinal direction in the valley would be recognized as the blocks, edge blocks, which are transformed for the adaption of the shape of the sectors.

The Valley as a Chain of Sectors
The Angular Sector, 4
The In-between Sectors, 3 and 5
The Turning Sectors, 2 and 6
The Stretching Sectors, 1 and 7
Collecting Block Types from the Sectors in the City
Sectors in the City
Sectors in the City
Block Types extracted from the Sectors
The valley in Luxembourg City is a reversed New babylon. The slabs are the grounds while the towers are the columns.
Sectioning: Ground Layer and Roof Layer

In Shutter Realm, Sectioning is about the interaction between the ground layer and the roof layer.
The Grounds in the Valley
The interaction of the ground the the object defines the block in the sectioning.

The Interaction of the Ground the the Object
The Interaction of the Ground the the Object
The Interaction of the Ground the the Object
1. Planning is creating Sector which contains Blocks which contain Components which are Structure and Furniture.

2. Sectioning is the interaction between Ground and Object, which defines Block.

3. Planning is the catalog of Sectionings. Sectionings are exceptions.

The Relationships of Planning and Sectioning
The Model of Planning-Sectioning
The Born of the Valley Sector
The Turning Sectors, 2 and 6
The Six Blocks in the Turning Sectors
The Grounds in the Six Blocks
The Grounds in the Six Blocks by Sectioning
The Continuous Grounds in a Potential Sector
The Born of the Valley Sector
The 2 turning sectors stand out because they are at the intersection points of different plateaus. I picked up the turning sector 6 as my site for its accommodating more diverse relations, the river, the red bridge, the railway, the elevator, the train station, the telphers, the fortification and the buildings of European Union on Kirchberg. On the contrary, the south one is almost blank.

The valley in this north turning sector provides an alternative route for pedestrians to reach Kirchberg across the valley besides the red bridge. Compared to the red bridge, the route in the valley is more attractive for the desire of drifting. It is a field for wandering instead of a road leading one-way towards someplace.

Seeing from the whole map of Luxembourg City, we could see that the site, the valley sector is a natural extension of the green belt which surrounds the city. Also, it connects the elevator, which leads people down from the plateau, with the station, which could lead people up to Kirchberg, by the telphers. The red bridge is for cars while the valley sector is for wandering pedestrians.

Therefore, if we simplify the walking path, we get this,

Sector 1 green belt (staying)
Node 1 the elevator (moving)
Sector 2 the public settlement (staying)
Node 2 fortification bridge (moving)
Sector 3 the valley sector (staying)
Node 3 the station/telphers (moving)
Sector 4 Kirchberg (staying)

In this sequence, we recognize the rhythm, the repetition of staying-moving. So, the mission of the valley sector would be to provide a place for staying, which calls for the set-up of a series of promising programs.
The Block Types of the Valley Sector
2 The Valley's Desire

The Ground of Earthly Delights
Compared to the plateaus above, which are quite open in the air, the valley is somehow enclosed. In this way, it is an exception independent from the space around, as New Babylon being suspended above the original ground. In terms of program, the plateaus are bureaucratic sectors while the valley is a ludic sector.

That is why I find The Garden of Earthly Delights, Hieronymus Bosch’s well-known triptych as a crucial reference. They are both enclosed space with a flat ground in the middle, a bright slope and a dark slope at both sides, and a river in the middle of the flat area, showing a great potential of accommodating extremely diverse leisure programs which are directly defined by the people’s activities.
Hieronymus Bosch, The Garden of Earthly Delights
Unfolded

Hieronymus Bosch, The Garden of Earthly Delights
The correspondences of topographies and professions

Patrick Geddes’s Valley Section
The New Valley Section

The correspondences of Blocks and Programs
Market
Columns

Baths
Hollow Columns

Hotel
Walls

Passageway
Walls

Library
Hollow Columns

The Blocks implied by Sectionings
The market, with columns, reference: Palazzo della Ragione
The baths, with concrete walls, reference: Vals Thermal
The hotel, with concrete walls, reference: Tbilisi Roads Ministry Building
The library, with concrete walls, reference: Educatorium
The sports field, with concrete slabs, reference: Museum of Ocean and Surf

The References of the Blocks
Utopia of Saint Thomas More

Utopian Socialism: New Harmony as Envisioned by Owen

The References of the Isolated Microcosmos
The References of the Isolated Microcosmos

A Thousand Miles of Rivers and Mountains, Wang Ximeng
The References of the Isolated Microcosmos

Taliesin West, Frank Lloyd Wright
1 Several separated blocks become unified into one sector,
2 The change of the sector: the original cross sector becomes longitudinal sector,
3 The change of the blocks: the blocky blocks are evolved into edge blocks, to fit in the strip-shaped valley sector.
Phase 1: separation, cross sector, blocky blocks
Phase 2: separation, longitudinal sector, blocky blocks
Phase 3: unification, longitudinal sector, blocky blocks
Phase 4: separation, longitudinal sector, blocky blocks
Phase 5: unification, longitudinal sector, blocky blocks
Phase 6: separation, longitudinal sector, edge blocks
Phase 7: unification, longitudinal sector, blocky blocks
Phase 8: unification, longitudinal sector, edge blocks
Reference: Landscape is Framing Nature by buildings

Lei Family of Architects (Artisans in Qing Dynasty)
Dutch horizontal landscape

Chongqing's slope landscape

Valley's landscape

Reference: Layering of Landscape - Architecture

Dutch horizontal landscape
Corbusier's paralleled strips (Chandigarh Capitol Complex)

Sejima's superimposed and juxtaposed strips
(Proposal for Yokohama Port Terminal)

Reference: manipulation of edge blocks (strips)
Modifying the Site
Bird View
The Underground Planning of the Valley
The Overground Planning of the Valley
The Sectioning of the Valley
Market
Market : Baths = Figure : Ground
Baths

Market : Baths = Figure : Ground
Baths : Greenhouse = Mass : Frame
Greenhouse

Baths : Greenhouse = Mass : Frame
Institute: Hotel = Vertical Extrusion : Horizontal Extrusion
Hotel

Institute : Hotel = Vertical Extrusion : Horizontal Extrusion
Extreme Sportsfield

Extreme Sportsfield : Multi-use Hall = Valley : Plateau
Multi-use Hall

Extreme Sportsfield : Multi-use Hall = (Valley * Mass) : (Plateau * Frame)
Bar & Teahouse

Bar & Teahouse : Planting Belt = Line : Curve
Planting Belt

Bar & Teahouse : Planting Belt = Line : Curve
The baths is mainly constructed by concrete walls. The ceiling becomes the structural layer which provides cavities for ventilation, lighting while the basement becomes the other structural layer which provides space for distillation, cooling and heating of the water which is collected through the filter belts by the artificial rising tide of the river.

Roof/Ground

Servant Space:
The Structural Layer as the Ceiling

Served Space:
The In-between human Space

Servant Space:
The Basement as Bath Pools

The Structure of the Baths
The façade panels could be rotated or folded for shading according to the sun’s height.
The Ground of Earthly Delights
New Monumentality in Media Age