Thesis Project Proposal Plan
PERSONAL INFORMATION
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ABOUT THE THESIS PROJECT PROPOSAL
Thesis project title: Irish Peach Blossom Spring

Thesis project description:
The project is to seek the possibility to form a new type of theme park corresponding to the Irish border as a theme, or the possibility of a new type of architecture for amusement rather than a park.

Thesis project site:
As the amusement park will be built also for tourists, it will be near Londonderry, border and tourist routes and have an easy access to Atlantic Corridor. Then the project is to propose an amusement park also as a bridge to cross the political border, a new attraction connecting the main tourist routes in two countries, a new threshold to the arrival of the Island of Ireland, and a political project to attract investment for infrastructure leading to Londonderry from Atlantic Corridor.

Thesis project outcome:
- One or two synthetical drawings to show the history of amusement park, specifically figures including guests and employees, contents and techniques of facilities, increasing scales, masterplans corresponding to urban contexts, political and economic events, and cultural background.
- Maps in different scales to show the analysis of Island of Ireland
- A video/short film made as a TV commercial.
- Two architecture-style perspective drawings (or axonometric drawing). One is interior, another is exterior.
- Two posters for seeing them from the perspective of guests and investors.
- A Fictional Conclusion for Ireland 2060: Amusement Infrastructure/Corridor/Country (provisional)

Relevance to architecture:
The concepts of amusement park are basically finished by specialized insulation, which has author, Imagineering as main members in group. And because the facilities and the construction of buildings are also different from general architecture, it also needs a professional amusement-park-design team to take the responsibility. What architects could do is only to figure out how to combine the known concept and the existing facilities and construction techniques. Thus, in this project, as an architecture, it also tries to use architectural methodologies to test a new role of architects in design an amusement park. Moreover, the increasing scale of Disneyland and Disney Studio itself indicate a rising trend of demands for architecture of Imagineering. And also globalization, growing global tourist economy and more convenient transportation is giving people a much easier access to the whole world, which may push Imagineering-Architecture to present other unknown field rather than those existing in the accessible realities. What is outside the physical surface of the earth may also become an important aspect of entertain architecture or.

Relevance to the site:
Entertainment is becoming a necessary part of Chinese daily life after the country’s simply industrial and manufacture period. Allying amusement park to history, culture, fiction, geographical even social and political elements is valuable not only for future demands in aspect of entertainment, but also for rethinking today’s urbanization.

At Irish present, the Brexit puts the political border between North Ireland and Republic Ireland into a vague situation. It is ambiguous that, in 2040, whether the border would be softer or harder, tangible or intangible, political or economic. In terms of economy, the Atlantic Corridor will supply a clear transportation passage connecting the cities along the west coastline. On the other hands, new economy entities and new immigration strategies will attract more people to settle down along the Atlantic Corridor. Allying to the current tourist situation on the island of Ireland, the west of Ireland, especially the Donegal Region, which has a closer geographical relationship with North Ireland, may play a new role. This role could be speculated as a new economic entrance and tourist gate of the island, or a new bridge, new network, even new island in island. As amusement always reflects the realities into its location, contents and configuration. A series of new realities and the particular situation on this island would mirror a corresponding type of amusement architecture.

Different from typical architecture, architect generally doesn’t play an important role in amusement park. The concepts of amusement park are basically finished by specialized insulation, which has author, Imagineering as main members in group. And as the facilities and the construction of buildings are also different from general
architecture, it also needs a professional amusement-park-design team to take the responsibility. What architects could do is only to figure out how to combine the known concept and the existing facilities and construction techniques. Thus, in this project, as an architecture, I will also try to use architectural methodologies to test a new role in design an amusement park.

Bibliography of literature, precedents, and references
Rem Koolhass, Delirious New York, A Retroactive Manifesto for Manhattan (New York, 1994), 29-44


Scott A. Lucas, Theme Park (London,2008), 172-211


Structure, method, and deliverables
The project will use specifically the historical analysis of Coney Island in New York and Disneyland in Los Angeles to understand the how a specific urbanization of a city defines people’s general life in terms of schedule, family structure, travel mode and entertainment mode and happiness. Then the contents will be combined with historical line of amusement park and its context to be showed on a synthetical drawing to test the typology of amusement park. This test is to find new definition of amusement architecture, which may be redefined by life schedule, family structure, financial situation, uncommon sensation or any possible elements in this analysis.

Another analysis of the newest Disneyland in Shanghai, China will be put as a current example to understand what the current amusement park is relevant to new techniques, new architecture, post-modern consumerism, globalization, a cultural background different from USA. Then this example can support the project on Ireland.

Finally, a project would be developed on drawings and a TV commercial. Regarding images as the most suitable media to advertise amusement park and considering the commercial role of amusement park, a poster and a commercial could also be main outcomes to make a discourse not only between architects, but also with potential guests. In this sense, the video would also have a recreational graphic style.

Preliminary schedule and time planning

WK 30-34
Drafts two Synthetic drawing of Timeline (money, masterplan, urbanization / facilities, technology, material, stimulation) scenario of project proposal (sketch)

WK 35
Monday, August 27–Friday, August 30: Compulsory kick-off workshop

WK 36
Monday, September 3–Friday, September 7: Workshop 1 with Olaf Gipser
Draft two Synthetic drawing of Timeline
Sketch map analysis in scales of island, region, community and site

WK 37
Monday, September 10: Presentation of collective work
Thursday, September 13 and Friday, September 14: Workshop 2 with Ido Avissar
Final two Synthetic drawing of Timeline.
Draft map analysis.
sketch of two perspective drawings (interior/exterior)
sketch model of project 1:2000

WK 38
Monday, September 17: Submission of proposal for collective publication
Thursday, September 20 and Friday, September 21: Workshop 3 with Olaf Gipser
Draft Map Analysis in scales of island, region, community and site.
Draft two perspective drawings (interior/exterior)
sketch model of project 1:2000

WK 39
Monday, September 24–Monday, October 1: Excursion to the Poland [Exact dates TBC based on travel]
Draft Map Analysis in scales of island, region, community and site.
Draft two perspective drawings (interior/exterior)
sketch model of project 1:2000
WK 40
Thursday, October 4 and Friday, October 5: Workshop 4 with Ido Avissar
Final Map Analysis
Draft two perspective drawings
Script for video
Draft model of project 1:2000

WK 41
Monday, October 8: Presentation of draft collective film for midterm presentation
Thursday, October 11 and Friday, October 12: Workshop 4 with Olaf Gipser
Friday, October 12: Submission of select midterm materials to thesis examiner and transcription of new conversation with expert
Final perspective drawings
Storyboard of video
Draft model of project 1:2000

WK 42
Monday, October 15: Presentation of draft proposal for thesis exhibition and event
Wednesday, October 17: Submission of final draft text for publication
Draft video
Sketch two posters
Draft model of project 1:2000

WK 43
Monday, October 22: Pencils down, submission of collective work
Wednesday, October 24: Pencils down, submission of individual work
Thursday, October 25 and Friday, October 26: Compulsory midterm presentations
Wednesday, October 24 and Thursday, October 25: Workshop 5 with Thomas Weaver
Final synthetic drawing of timeline
Final Map Analysis
Final perspective drawings
Draft two posters
Draft Video
Script of fictional conclusion of Ireland 2060
Draft model of project 1:2000

WK 44
Thursday, November 1 and Friday, November 2: Workshop 6 with Olaf Gipser
Draft video
Draft essay of fictional conclusion of Ireland 2060
Draft collages for fictional conclusion

WK 45
Monday, November 5: Submission of final draft images for publication
Video (version 1.0)
Final essay of fictional conclusion of Ireland 2060
Final collages for fictional conclusion
Final model of project 1:2000

WK 46
Thursday, November 15 and Friday, November 16: Workshop 7 with Ido Avissar
Video (version 2.0, adding collages, rough model photography)

WK 47
Thursday, November 22 and Friday, November 23: Workshop 8 with Olaf Gipser
Video (version 2.x, making photography collage for video)

WK 48
Monday, November 26: Pencils down, submission of collective work
Wednesday, November 28: Pencils down, submission of individual work
Thursday, November 29 and Friday, November 30: Workshop with Thomas Weaver; and dress rehearsal (including collective material, individual projects, draft publication, draft design for exhibition, and draft outline of final public event and presentations)
Friday, November 30: Submission of final project dossier to examiner
Final synthetic drawings of timeline (money, masterplan, urbanization / facilities, technology, material, stimulation)
Perspective Drawings (Interior/Exterior)
Final Video
Final Posters
Final fictional conclusion of Ireland 2060 (Essay/Collages)

WK 49
Monday, December 3: Pencils down, submission of all collective work
Wednesday, December 5: Pencils down, submission of all individual work
Thursday, December 6 and Friday, December 7: E2 (go/no go presentation)

**WK 50**
Monday, December 10: Submission of all final collective and text for publication
Tuesday, December 11: Submission of final exhibition design
Wednesday, December 12: Submission of draft portfolio
Friday, December 14: Submission of draft final film and short. Book sent to graphic designer.

**WK 51**
Monday, December 18: Submission of all final individual drawings and text for publication
Wednesday, December 20: Submission of draft draaiboek for final event
Friday, December 22: Presentation of revised final film and short. Completed publication sent to printer
Thursday, December 21 and Friday, December 22: E2 Retakes

**WK 2**
Monday, January 7: Dress rehearsal for E3 and submission of final portfolio
Friday, January 11: Dress rehearsal for public final event and presentations

**WK 3**
Wednesday, January 16: Send all individual panels to print
Friday, January 18: Send all collective panels and banners to print. Second dress rehearsal for public final event and presentations

**WK 4**
Monday, January 21: Submission of all final models for exhibition
Tuesday, January 22 and Wednesday, January 23: Exhibition build-up
Thursday, January 24: Exhibition installation
Friday, January 25: Submission of all required final materials to the TU Delft Repository.

**WK 5**
Monday, January 28: Dress rehearsal for public final event and presentations
Tuesday, January 29: Second dress rehearsal for E3
Wednesday, January 30: Final preparations for public final event and presentations
Thursday, January 31: Public final event and presentations
Friday, February 1: E3 with thesis examiner and graduation ceremony