

Animal Farming in Flourishing Foodscapes and Thoughtscapes

-- Sustainable, nature-inclusive animal farming with attractive recreational qualities in Den Bosch region, Noord Brabant



P5 PRESENTATION

(Jessica) Xulingyun Ji

29.08.2022


Protest from Farmers!



Animal Farming in Flourishing Foodscapes and Thoughtscapes

--- Sustainable, nature-inclusive animal farming with attractive recreational qualities in Den Bosch region, Noord Brabant

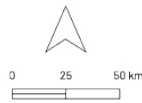
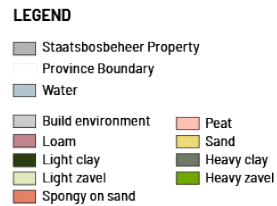
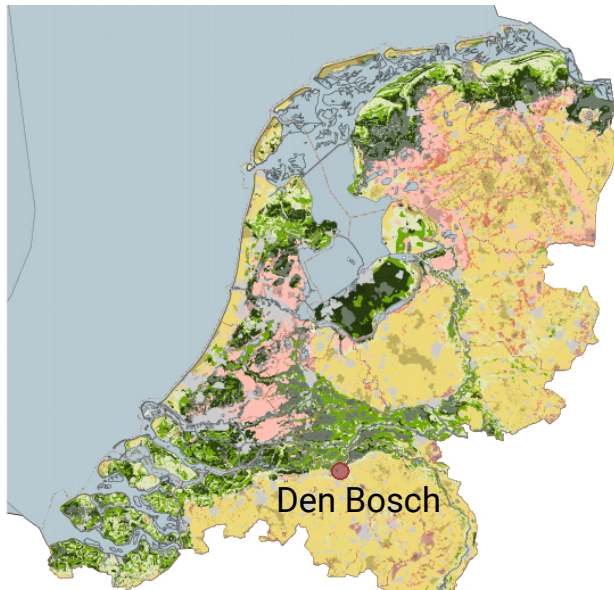


- *Part 1: Introduction*
 - *Part 2: Vision*
 - *Part 3: Design Principles*
 - *Part 4: Design Explorations*
 - *Part 5: Conclusions*
- 

1 INTRODUCTION

- 1.1 The study area and problem statement
- 1.2 Objectives & Research questions
- 1.3 Methodology

Study Area: Den Bosch Region in Noord Brabant



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Centrum geo-informatie

Lives in Noord Brabant

1 = 250.000

2.5 million people

700,000 cows

6 million pigs

27.7 million chickens

Soil types of Netherlands (source: Nicolle Cobben, 2022)

Food animals in Noord Brabant (source: Bas de Vries, 2017)

Bron: CBS

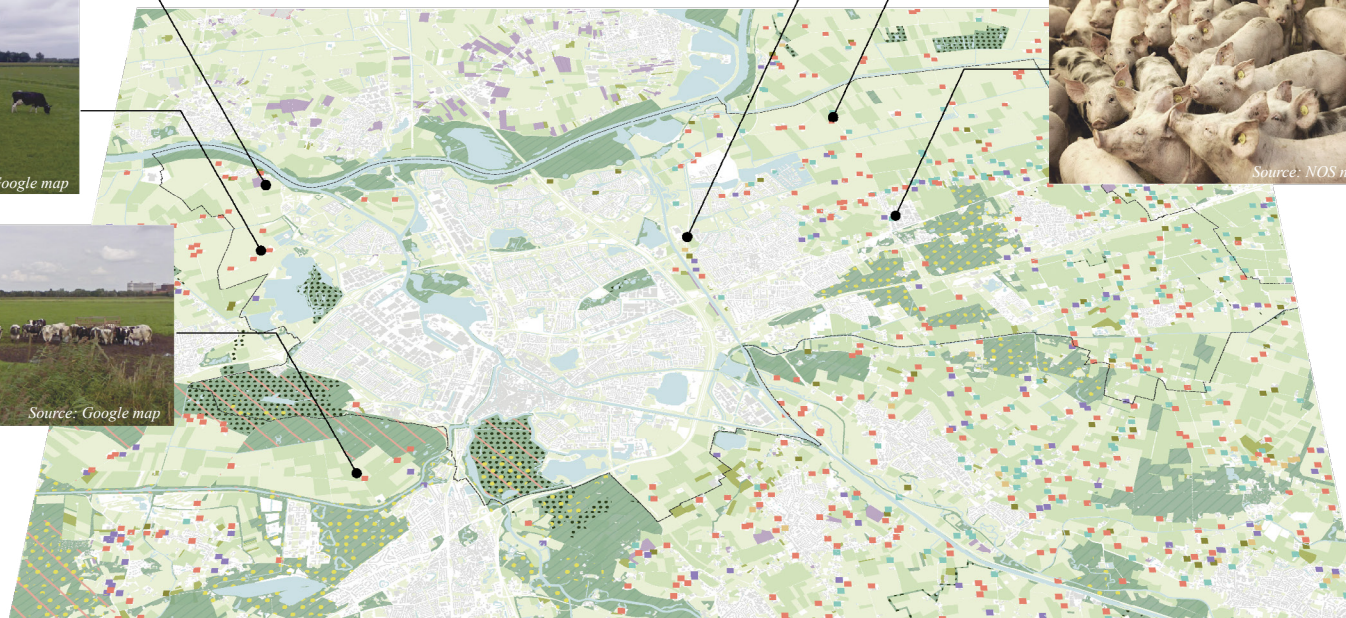
Study Area: Den Bosch Region in Noord Brabant

Monofunctional Grasslands



Image source: Google map

Intensive Animal Factories



- Stock farms
- Pig !
 - Goat & Sheep
 - Poultry !
 - Cattle !
 - Horse

PROBLEM STATEMENT

1. Environmental Issues Caused by Current Animal Farming



Destroy rainforest



Pollute water



Damage local vegetation

Part 1: Introduction

1.1 The study area and problem statement

PROBLEM STATEMENT

2. Bad Animal Welfare in Intensive Animal Farms in Den Bosch Region



Dairy farming



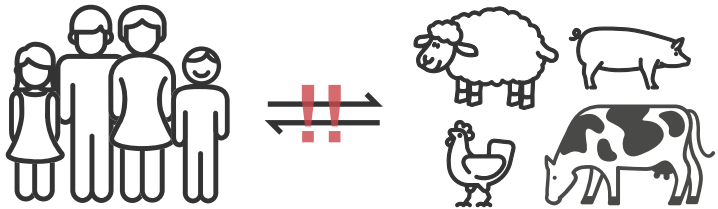
Pig farming



Poultry farming

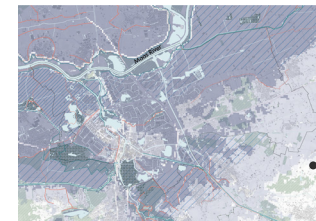
PROBLEM STATEMENT

3. Insufficient Recreational Landscapes Work as Animal Farming Foodscapes and Thoughtscapes in Den Bosch Region

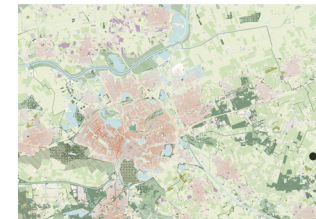


PROBLEM STATEMENT

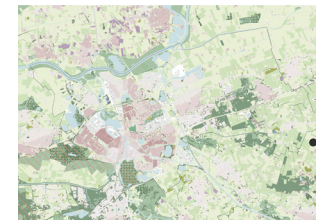
4. Other Climate-related Issues such as flooding risks, urban heat effect, etc.



Flooding Risks

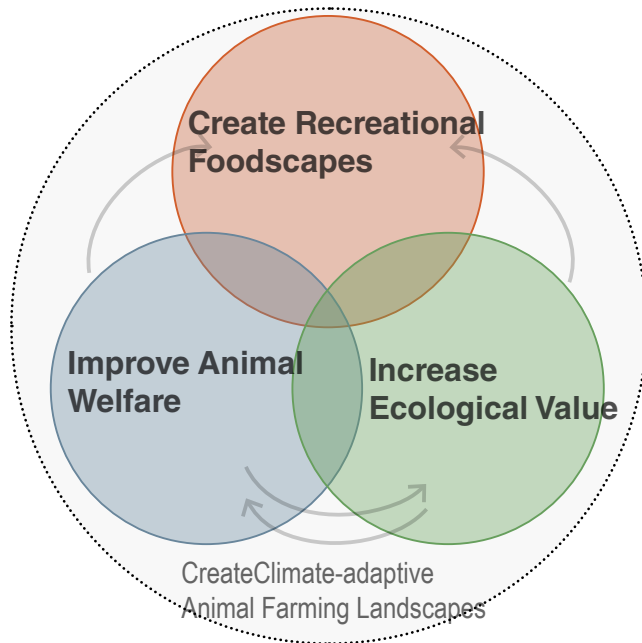


Urban Heat Effect



Livability of Neighborhoods

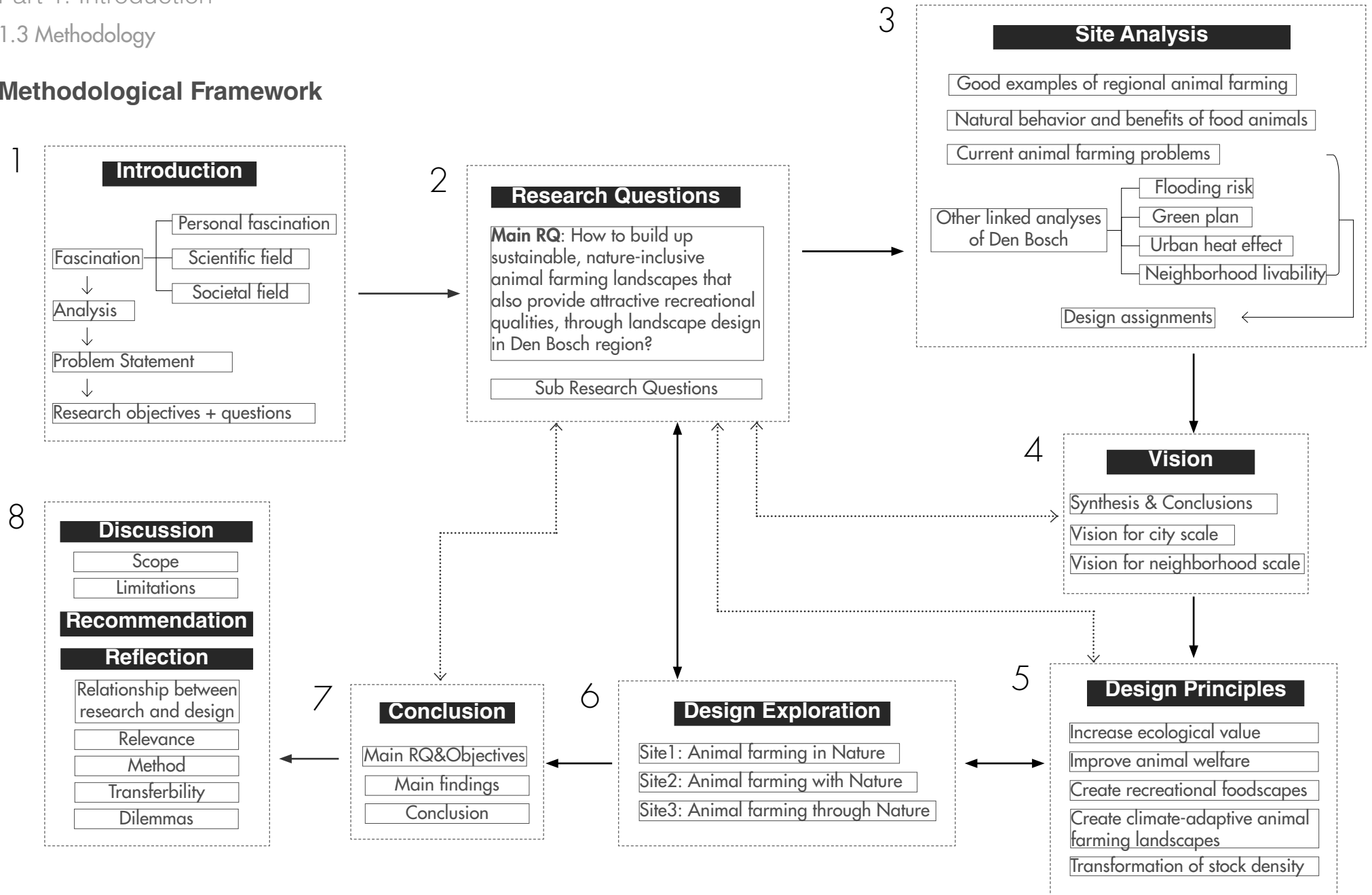
Main Objectives




Main Research Question

How to build up sustainable, nature-inclusive animal farming landscapes that also provide attractive recreational qualities, through landscape design in Den Bosch region?

Methodological Framework



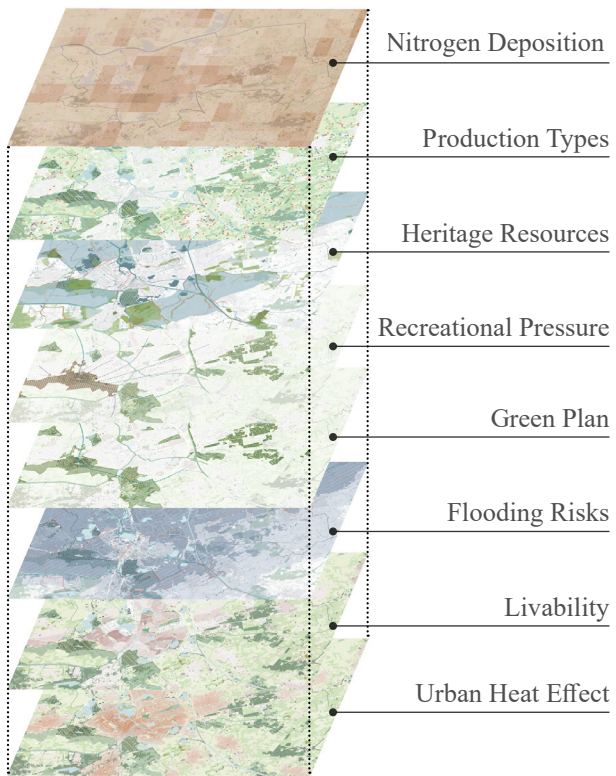
- *Part 1: Introduction*
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 - *Part 5: Conclusions*
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2 VISION

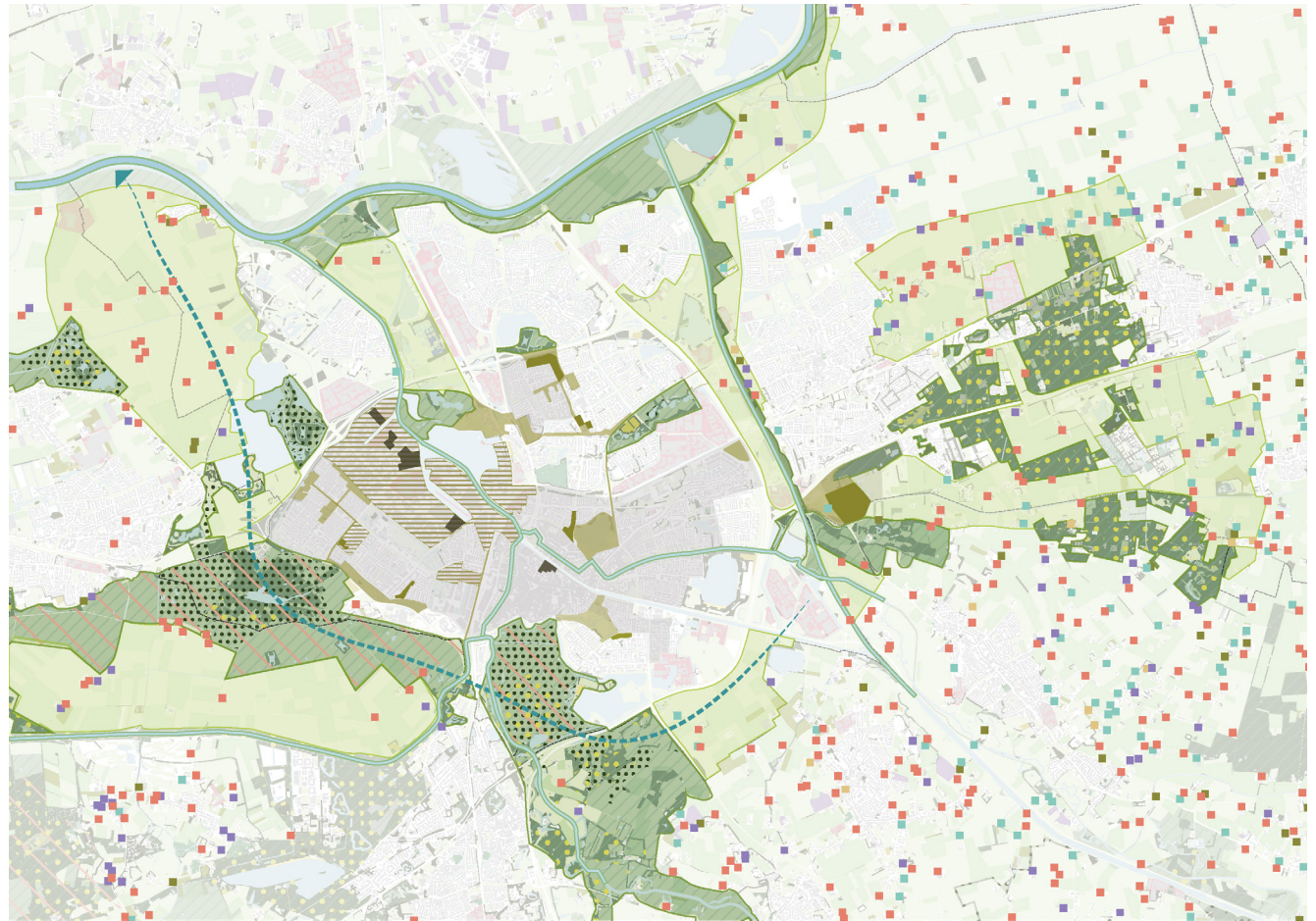
2.1 Vision for the Den Bosch region

2.2 Design assignments

Analysis & Synthesis



Vision for the Den Bosch Region



Design Assignments

Increase Ecological Value



Nitrogen circulation



Sustainable animal farming



Increase biodiversity

Improve Animal Welfare



Improve living environment
Allow natural animal behaviors



Supplementary diverse diets

Create Recreational Foodscapes



Reshow heritage & historic characteristics



Connect consumers with food animals

Create Climate-adaptive Animal Farming Landscapes



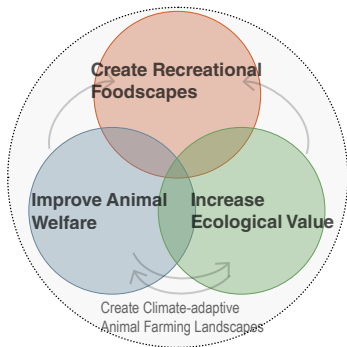
Improve water retention ability



Reduce urban heat effect



Improve livability of neighborhood



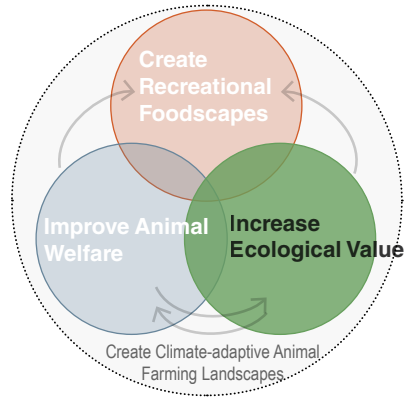
- *Part 1: Introduction*
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3 DESIGN PRINCIPLES




- 3.1 Increase Ecological Value
- 3.2 Improve Animal Welfare
- 3.3 Create Recreational Foodscapes
- 3.4 Create Climate-adaptive Animal Farming Landscapes
- 3.5 Transformation of stock density

Part 3: Design Principles

3.1 Increase Ecological Value



Increase Ecological Value

-  Nitrogen circulation
-  Sustainable animal farming
-  Increase biodiversity

Green Cover with Green Manure


Diverse Supplementary Diets (includes Duckweed farming)

Manure Management with Cropland

Resting crops + Dairy farming

Crop Rotation

Wide Crop Rotation


Increase Ecological Value
 Nitrogen Circulation

Nature-friendly Water Bank

Nature-oriented Mowing with Grazing

Local Nature as Green Connection

Natural Fences


Increase Ecological Value
 Improve Biodiversity

Rotational Grazing

Strip Farming with Chickens

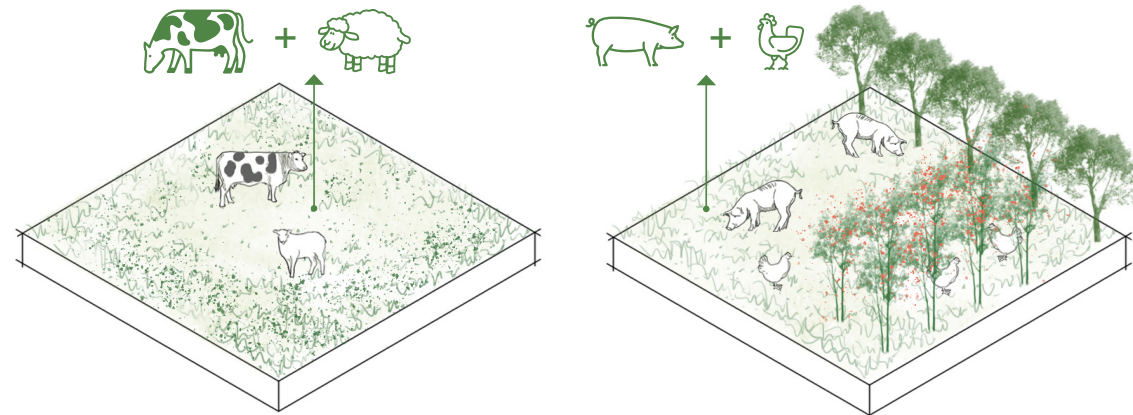
Flower Strips with Poultry Farming

Multi-species Animal Farming

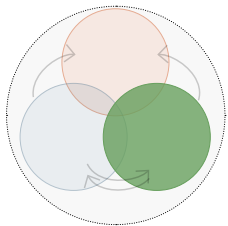
Increase Ecological Value
 Sustainable Animal Farming

Part 3: Design Principles

3.1 Increase Ecological Value



Multi-species Animal Farming



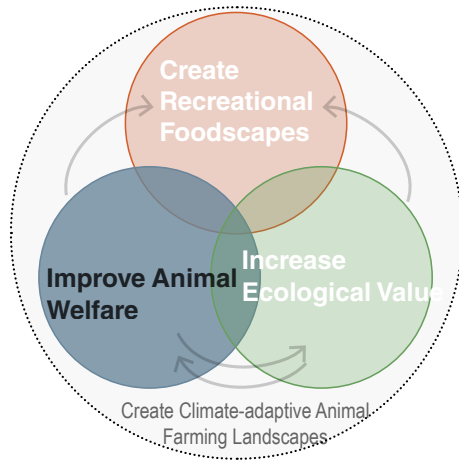
Increase Ecological Value



Sustainable Animal Farming

Part 3: Design Principles

3.2 Improve Animal Welfare



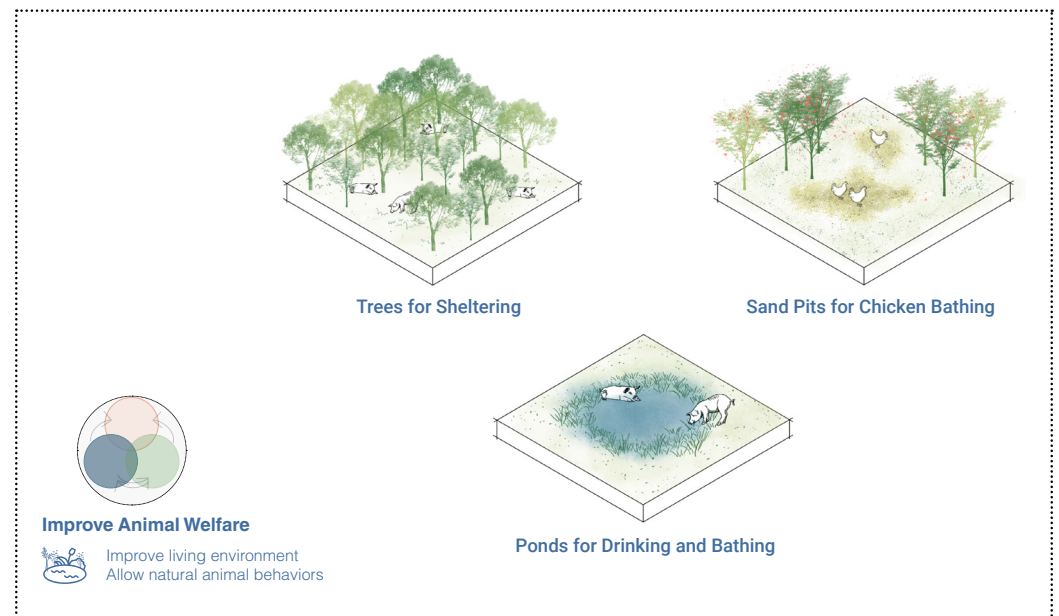
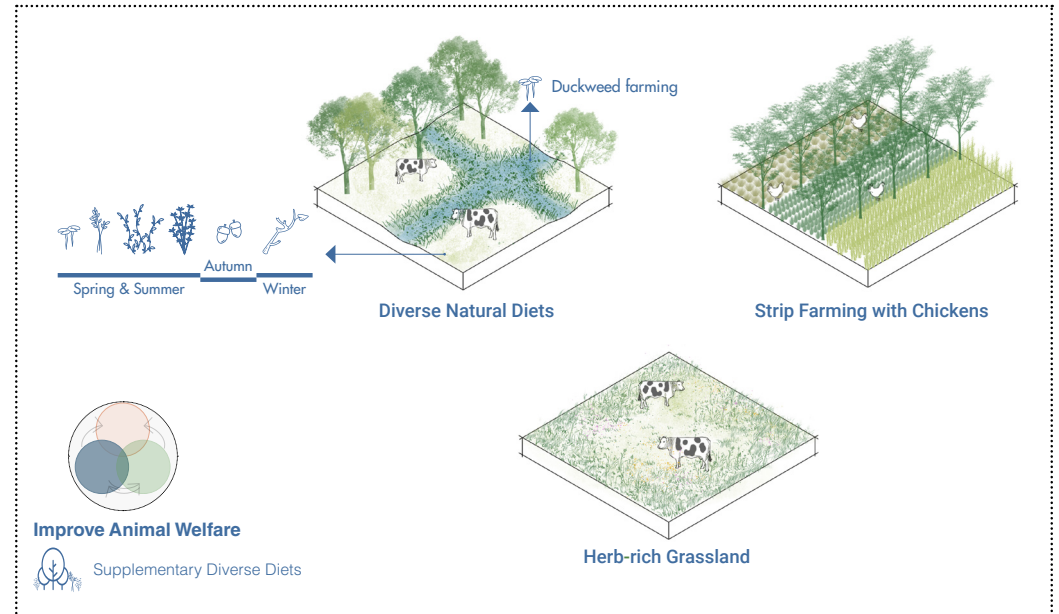
Improve Animal Welfare



Improve living environment
Allow natural animal behaviors

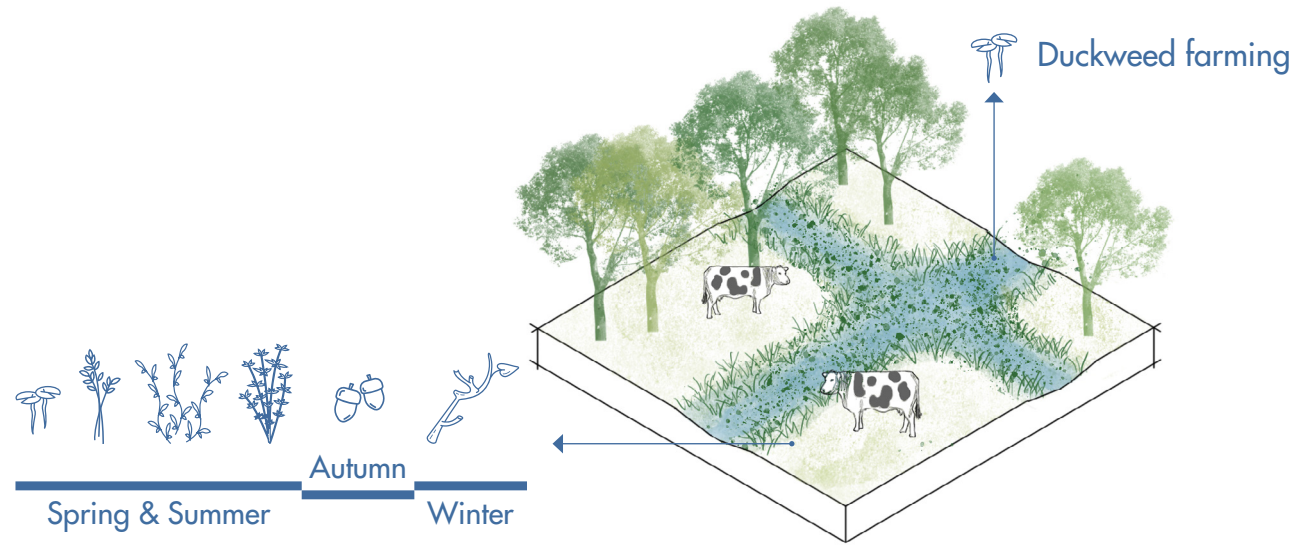


Supplementary diverse diets

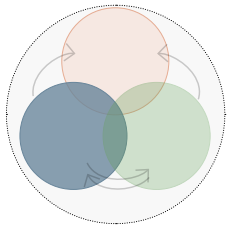


Part 3: Design Principles

3.2 Improve Animal Welfare



Diverse Natural Diets



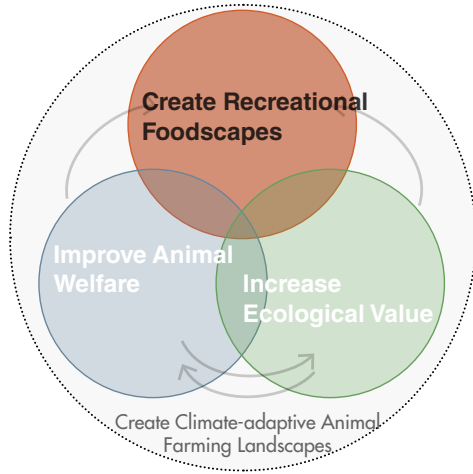
Improve Animal Welfare



Supplementary Diverse Diets

Part 3: Design Principles

3.3 Create Recreational Foodscapes



Create Recreational Foodscapes



Reshow heritage & historic characteristics



Connect consumers with food animals

Historical Flowery Dike

Raised 'Bolle Akker'

Historical Farmland Landscape

Create Recreational Foodscapes

Reshow Heritage & Historic Characteristics

Picking Garden with Chickens

Local Traditional Breeds

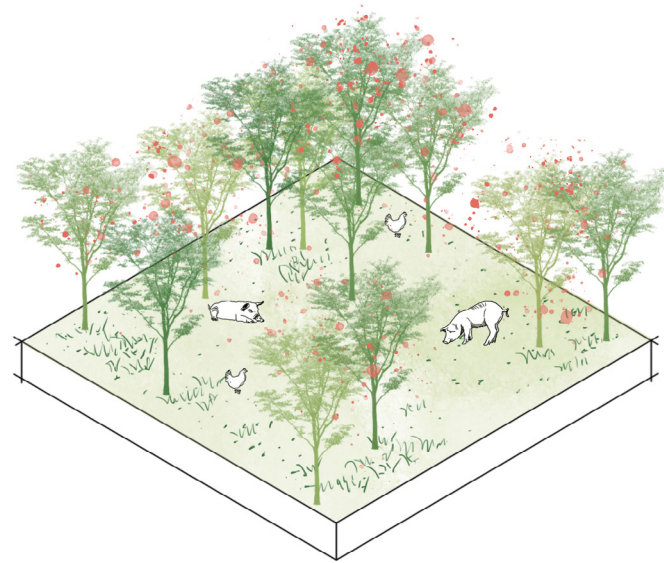
Bio-fertilizer Making

Create Recreational Foodscapes

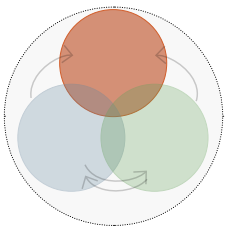
Connect Consumers with Food Animals

Part 3: Design Principles

3.3 Create Recreational Foodscapes



Local Traditional Breeds



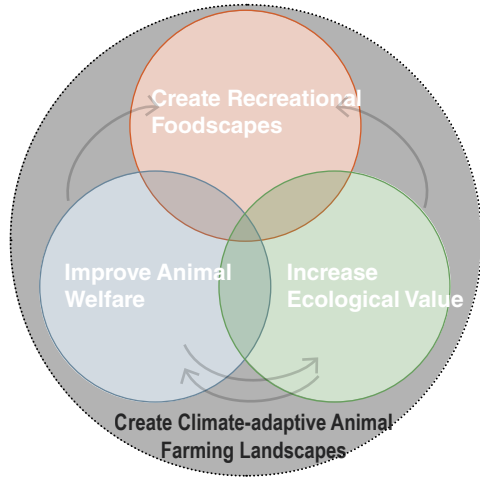
Create Recreational Foodscapes



Connect Consumers with
Food Animals

Part 3: Design Principles

3.4 Create Climate-adaptive Animal Farming Landscapes



Create Climate-adaptive Animal Farming Landscapes



Improve water retention ability



Reduce urban heat effect



Improve livability of neighborhood

Wide Ditch Marshes

Fen Wetlands

Productive Permeable Spaces

Create Climate-adaptive Animal Farming Landscapes

Improve Water Retention Ability

Productive Green Roofs & Vertical Greenery

Productive Green Streets

Productive Green Soft Banks

Productive Green Parking Areas

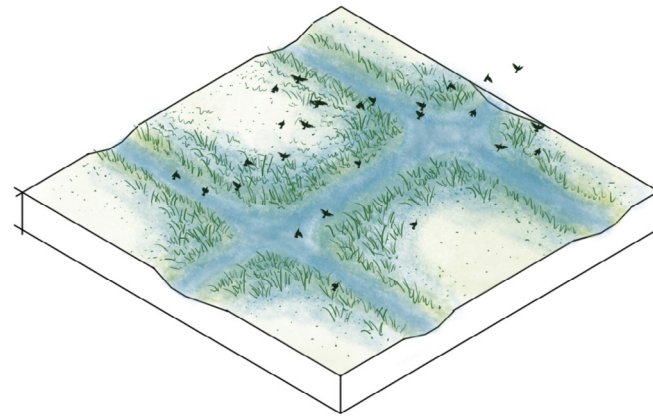
Create Climate-adaptive Animal Farming Landscapes

Reduce Urban Heat Effect

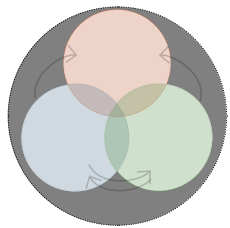
Improve Livability

Part 3: Design Principles

3.4 Create Climate-adaptive Animal Farming Landscapes



Wide Ditch Marshes



**Create Climate-adaptive Animal
Farming Landscapes**

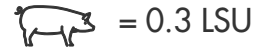
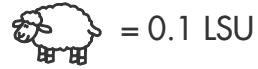
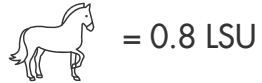


Improve Water Retention Ability

Part 3: Design Principles

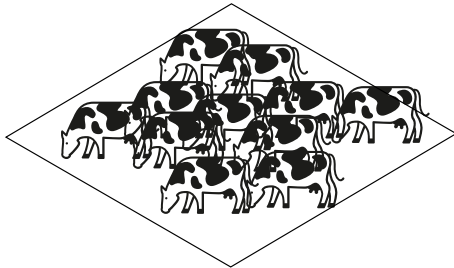
3.5 Transformation of stock density

Livestock Unit (LSU)



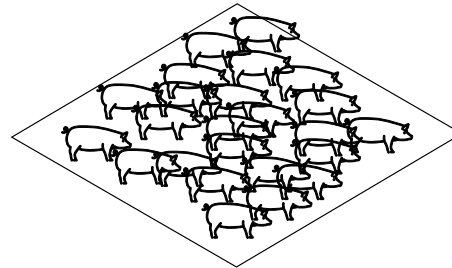
Current Average
Density

 * 18 (10 ha)



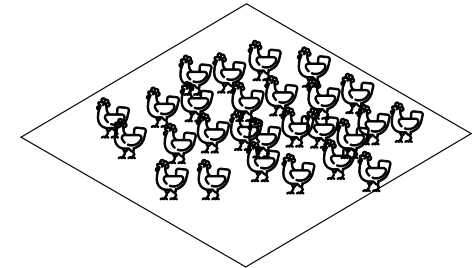
1.84 LU/ha

 * 54 (10 ha)



1.64 LU/ha

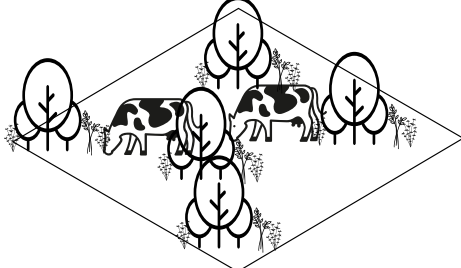
 * 412 (10 ha)



0.58 LU/ha

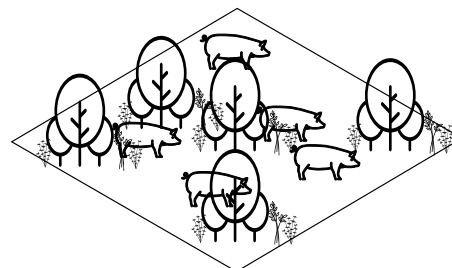
Eco-friendly
Density

 * 3 (10 ha)



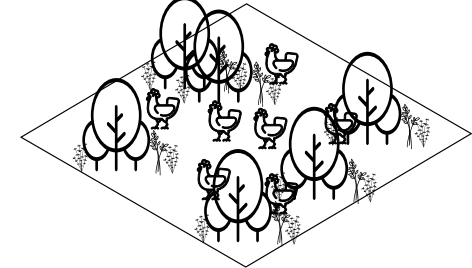
0.3 LU/ha

 * 10 (10 ha)



0.3 LU/ha

 * 142 (10 ha)

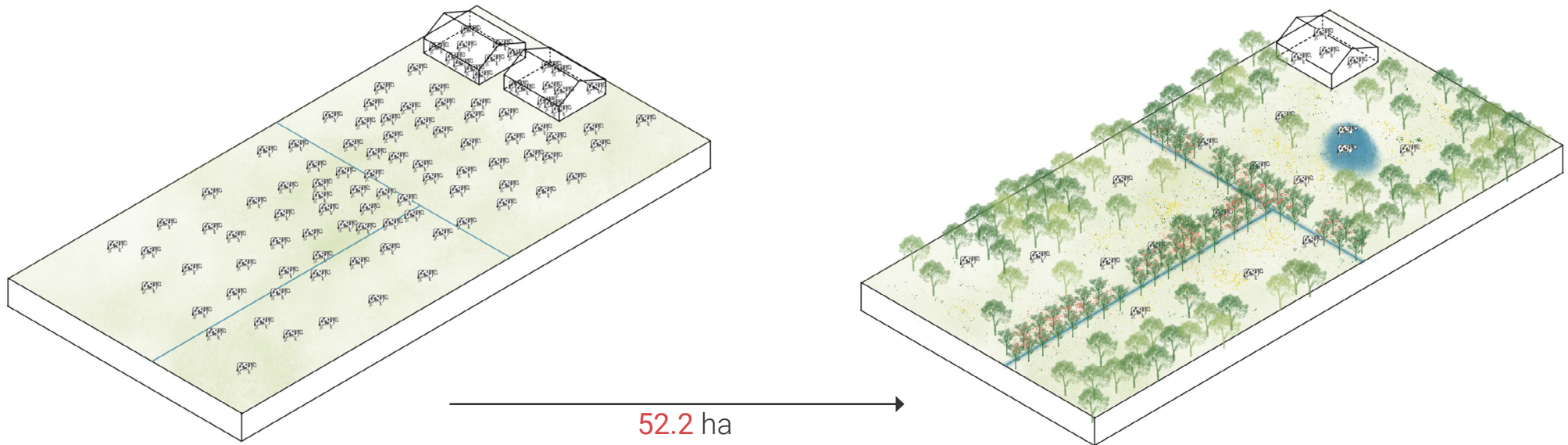


0.2 LU/ha

Part 3: Design Principles

3.5 Transformation of stock density

Dairy Farming as An Example



Current Average Density

1.84 LU/ha

96 Cows

Renewed Animal Farmland

0.35 - 0.5 LU/ha

18 - 26 Cows

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- 

4 DESIGN EXPLORATIONS

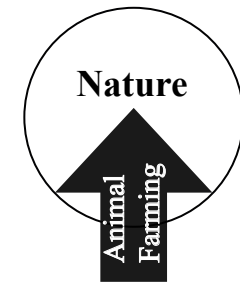
4.0 Site selection & Design goals

4.1 Site 1: 'Animal Farming in Nature'

4.2 Site 2: 'Animal Farming with Nature'

4.3 Site 3: 'Animal Farming through Nature'

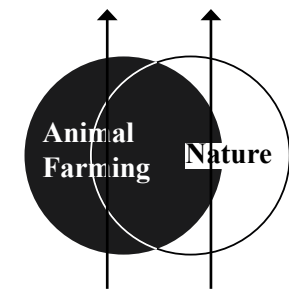
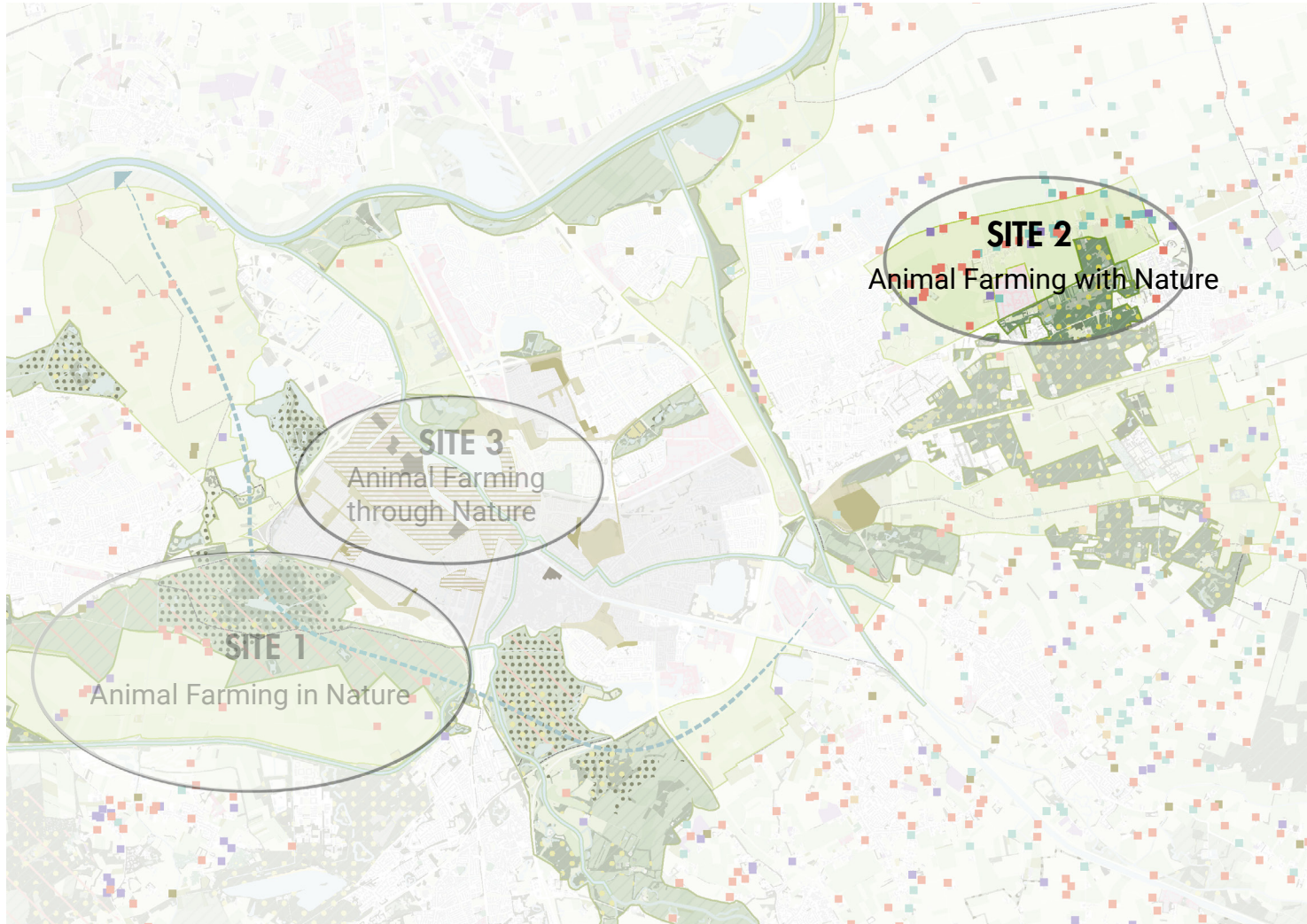
Design Areas + Goals



**SITE 1--- Animal Farming
in Nature:**

Interweave Animal Farming with
Nature + Recreation

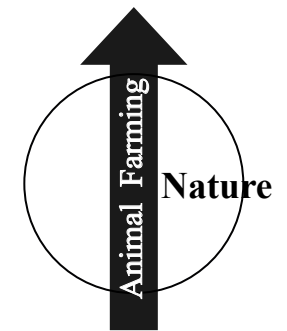
Design Areas + Goals



**SITE 2--- Animal Farming
with Nature:**

Renew Animal Farming +
Recreation

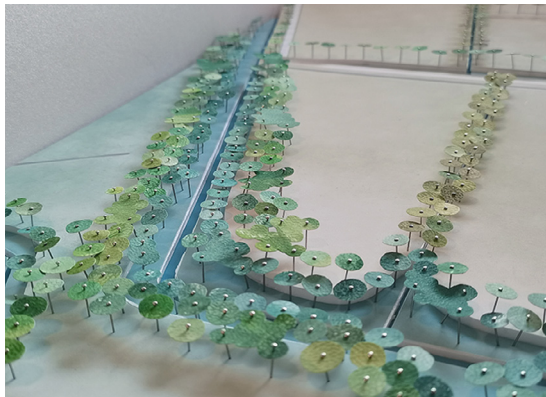
Design Areas + Goals



SITE 3--- Animal Farming through Nature:

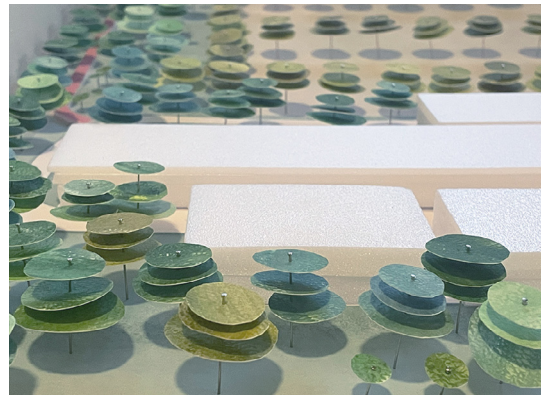
Productive Industrial Area in the Urban Context

Part 4: Design Explorations
4.0 Site introduction & Design goals



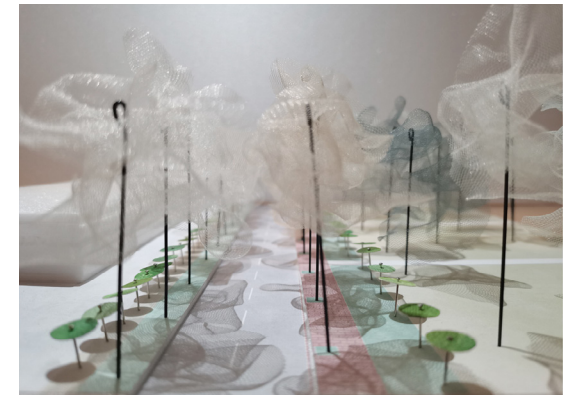
SITE 1--- Animal Farming in Nature

1:1000



SITE 2--- Animal Farming with Nature

1:500



SITE 3--- Animal Farming through Nature

1:200

Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

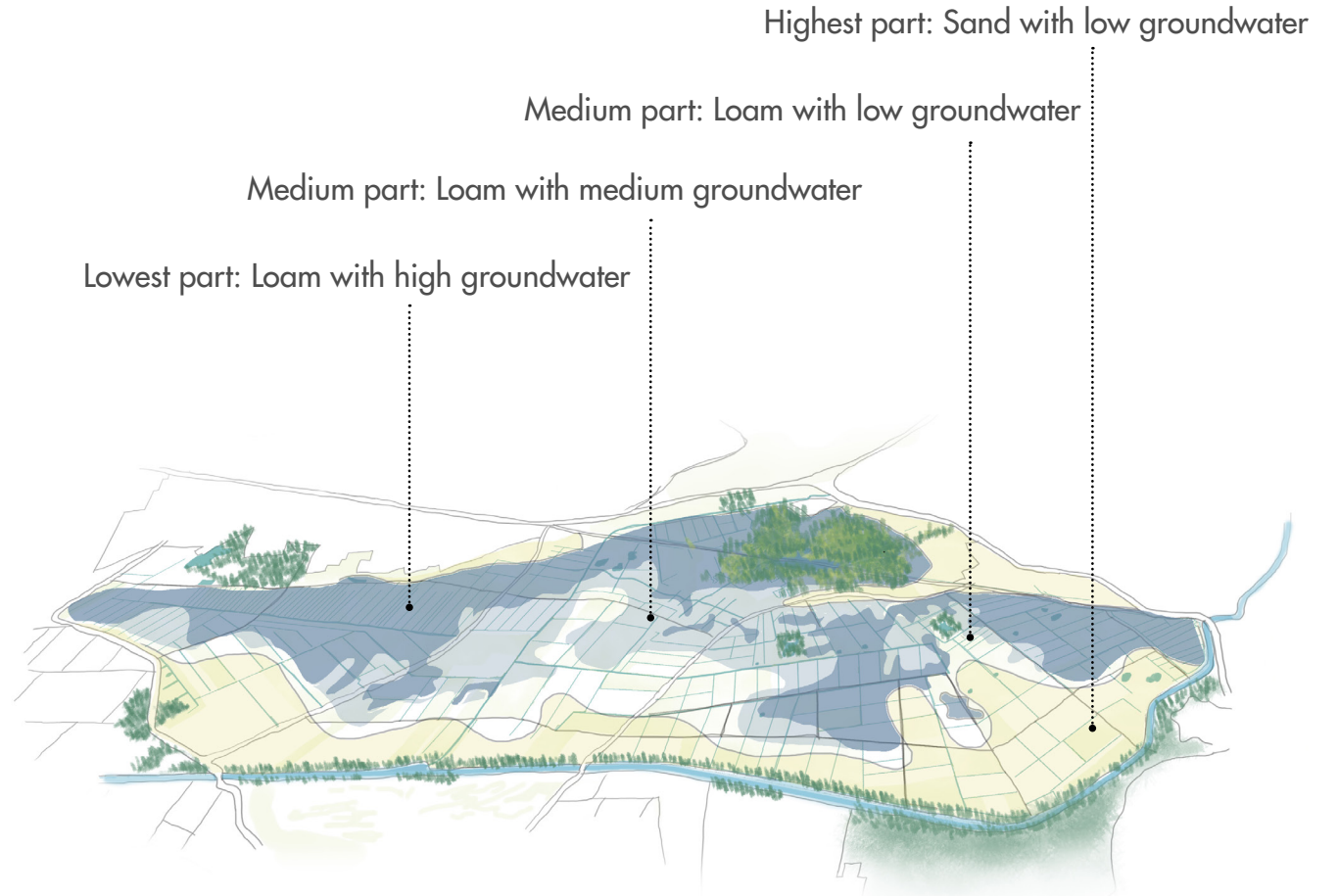
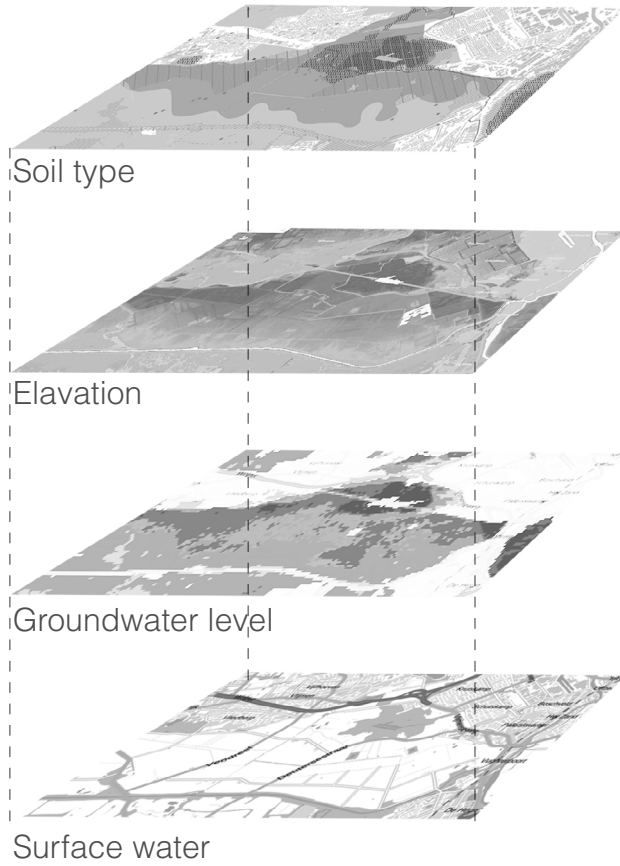
Site 1: Animal Farming in Nature



Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Analysis --- *Geo Typologies*



Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

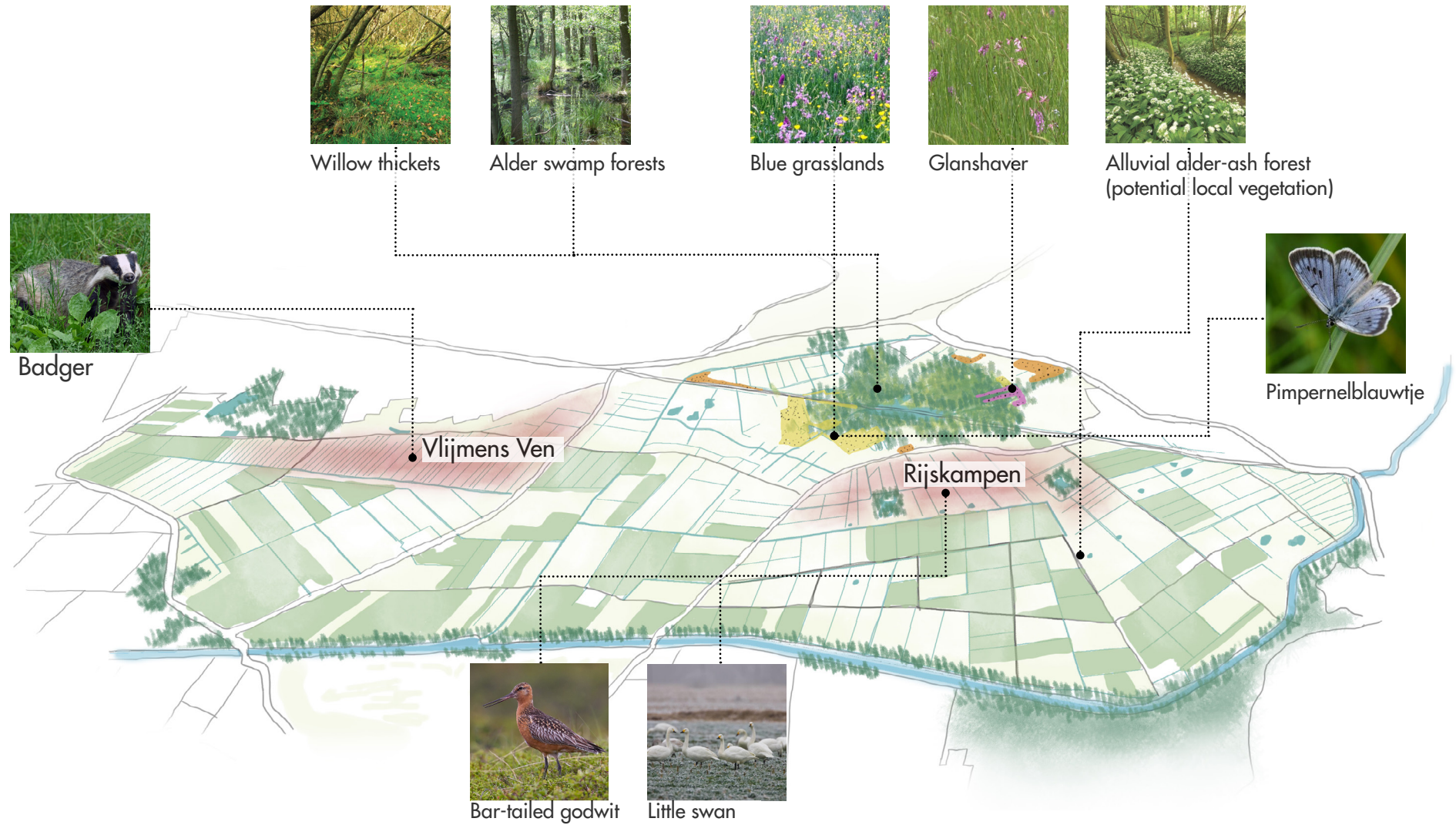
Analysis --- Historical Resources



Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

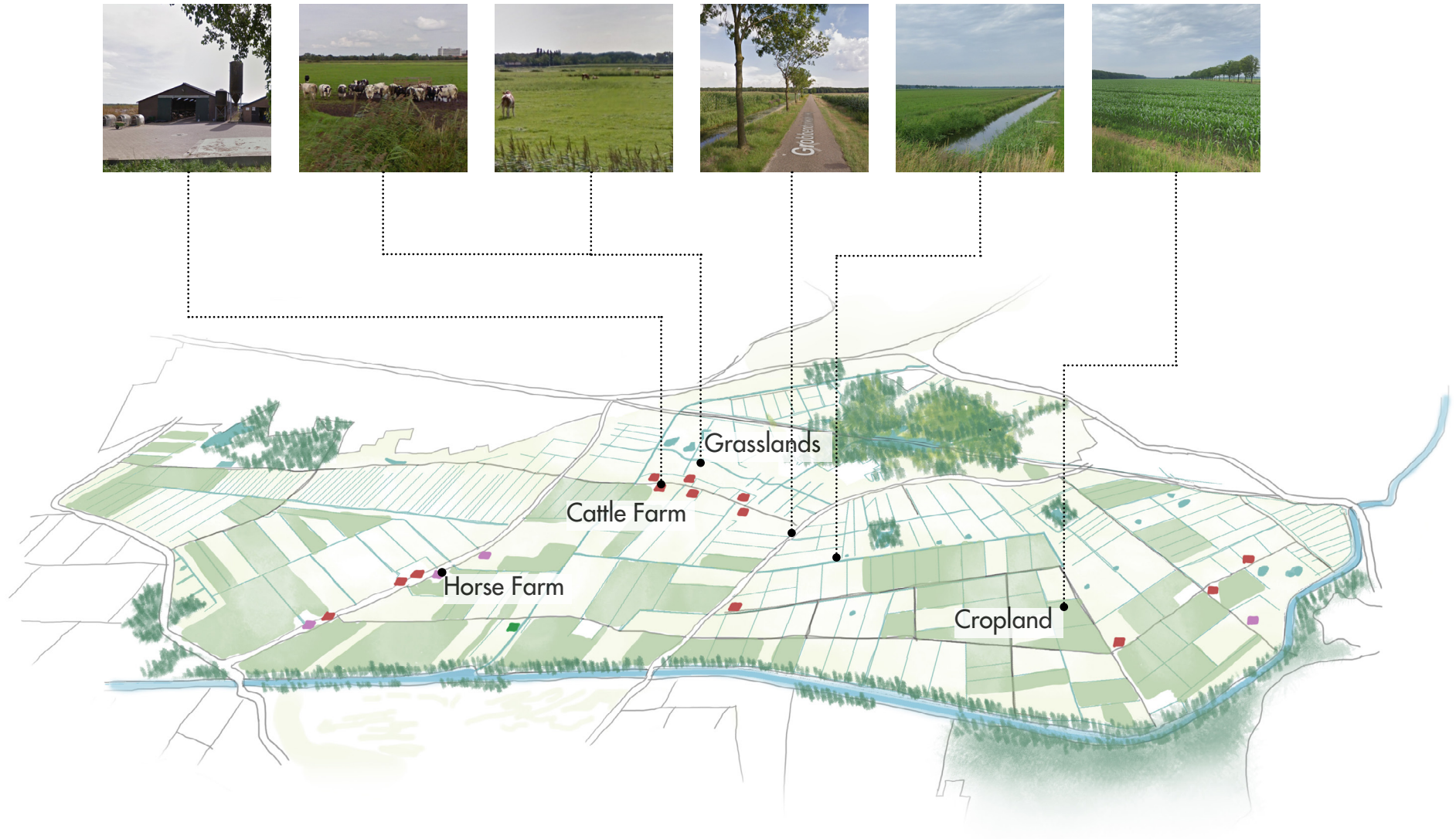
Analysis --- Flora and Fauna



Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

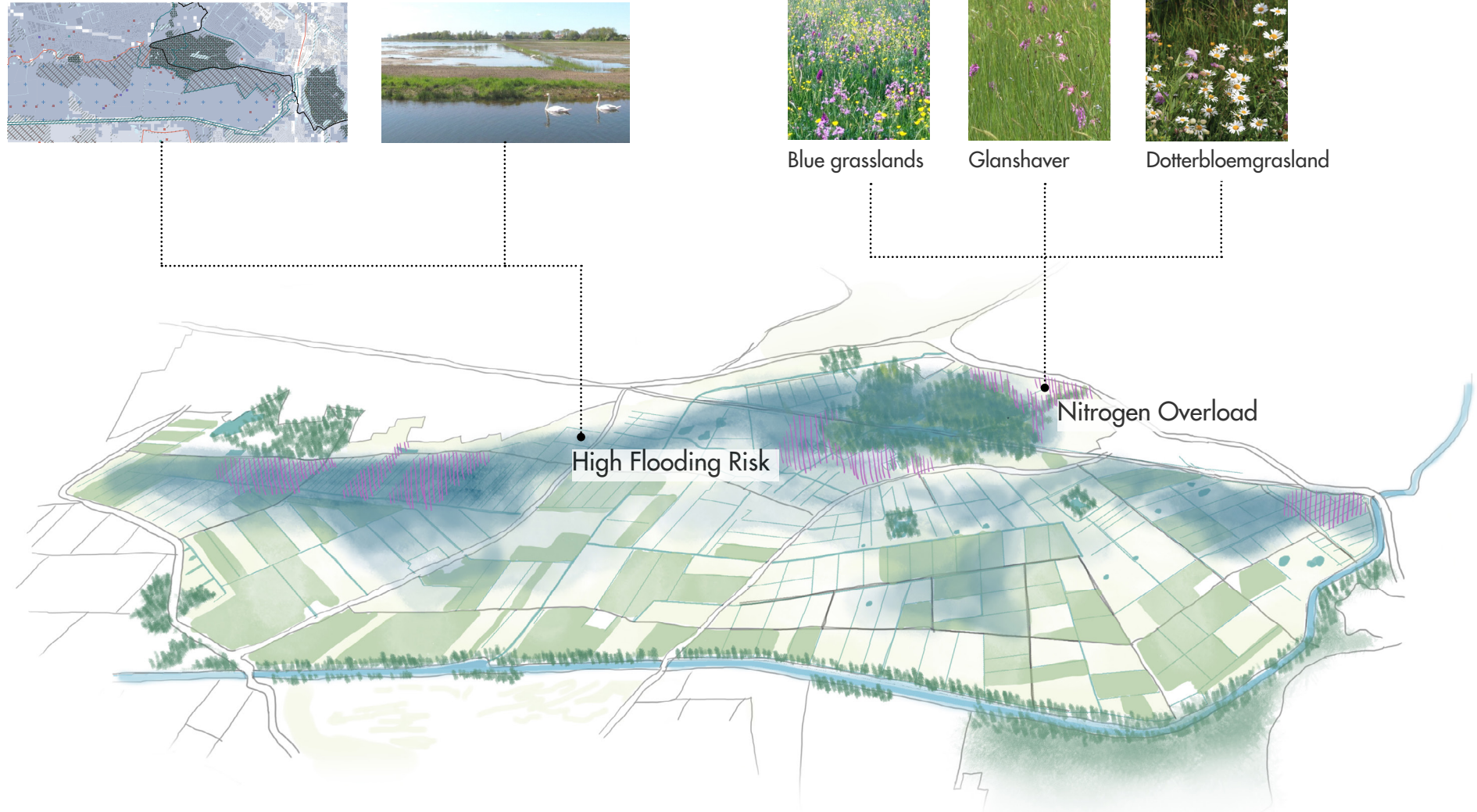
Analysis --- Agriculture



Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Analysis --- Risks



Aims

(Nature 2000) Nature-oriented:

- Improve water retention ability
- Increase ecological value
- Enlarge local vegetation (eg: bluegrassland)

(Nature 2000) Nature-oriented:

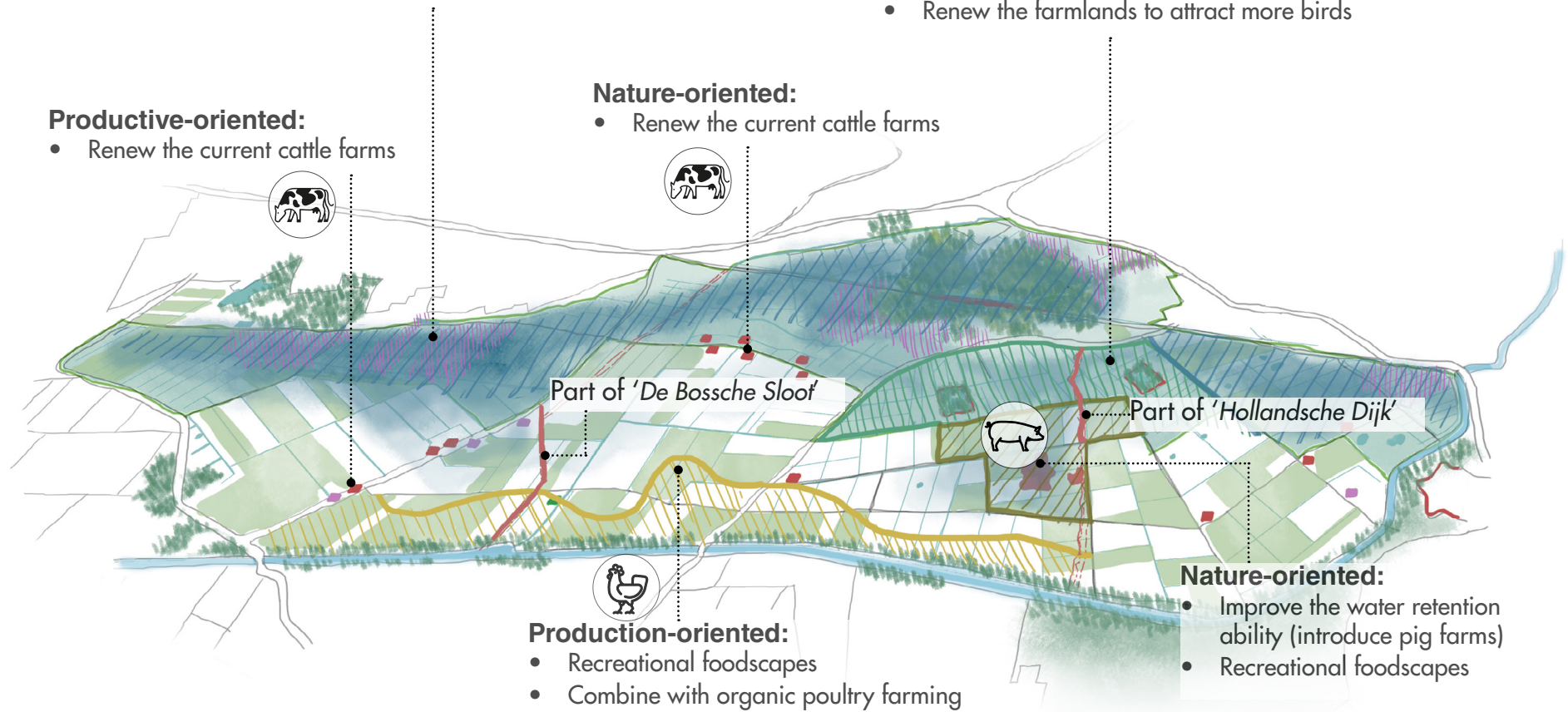
- Renew the farmlands to attract more birds

Productive-oriented:

- Renew the current cattle farms

Nature-oriented:

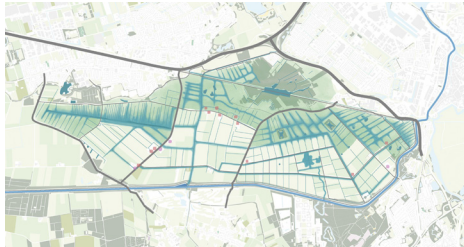
- Renew the current cattle farms



Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Develop in 4 phases



Phase 1: Improve Water Retention Ability



Phase 2: Establish Green Connection with Local Nature



Phase 3: Interweave Nature with Renewed Farmlands

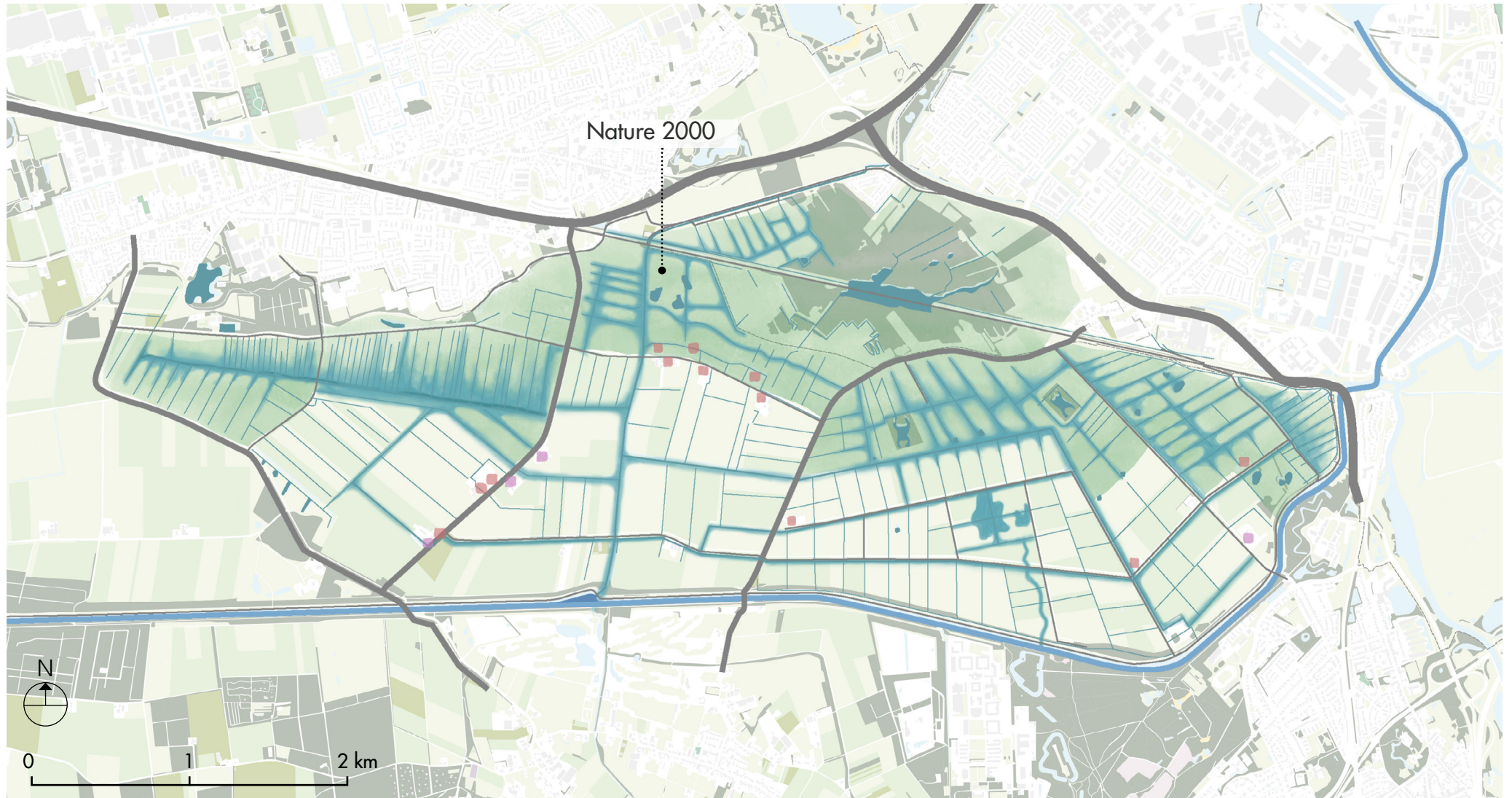


Phase 4: Develop Recreational Functions and Routes

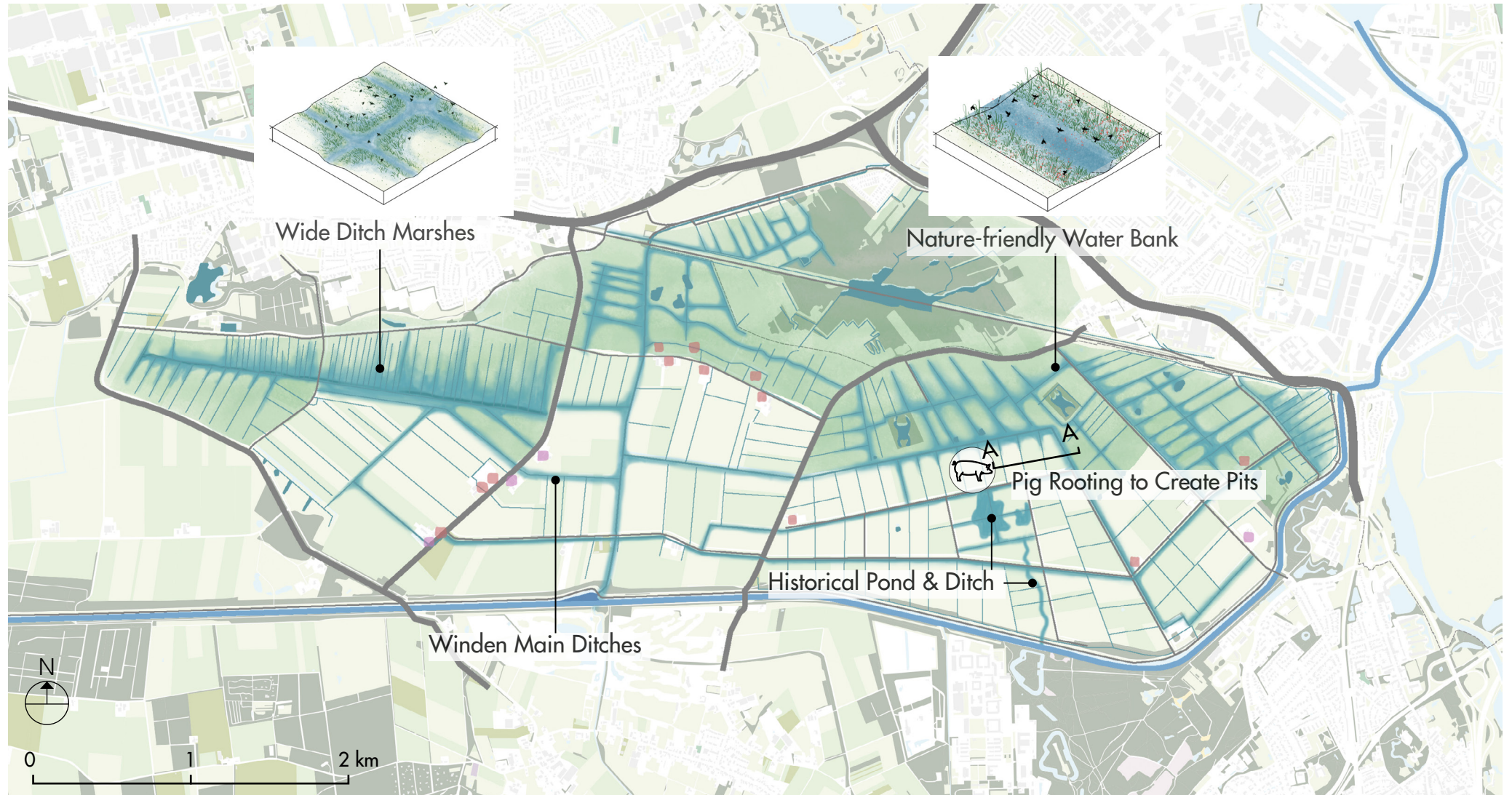
Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Spatial Framework --- *Phase 1: Improve Water Retention Ability*

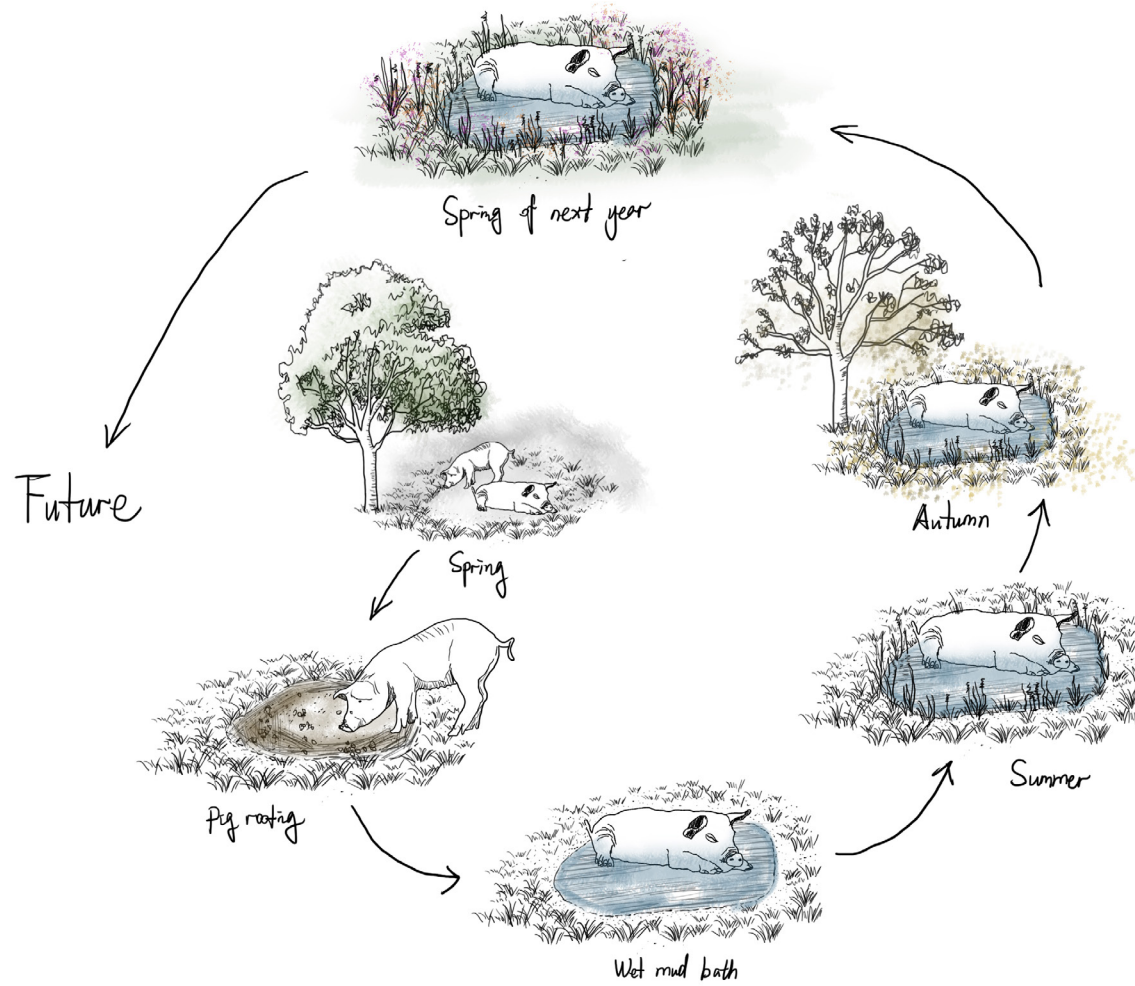


Spatial Framework --- *Phase 1: Improve Water Retention Ability*



Spatial Framework --- *Phase 1: Improve Water Retention Ability*

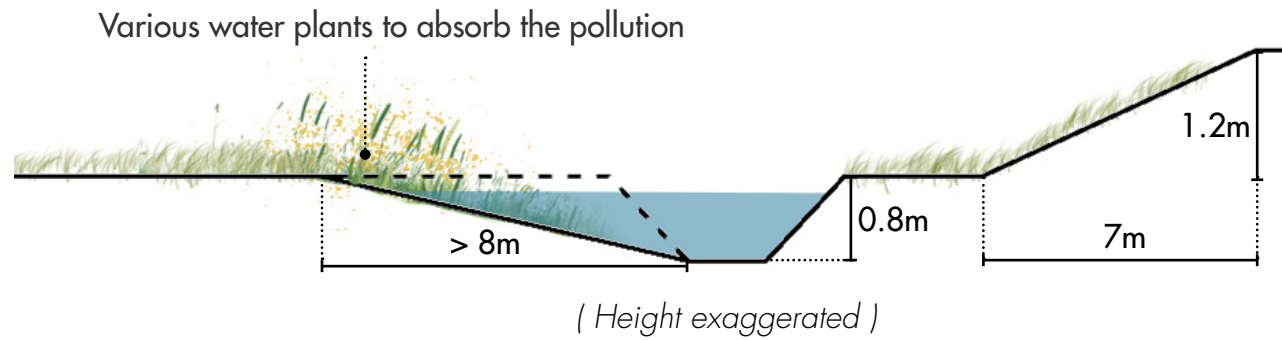
Benefits of Pig Rooting



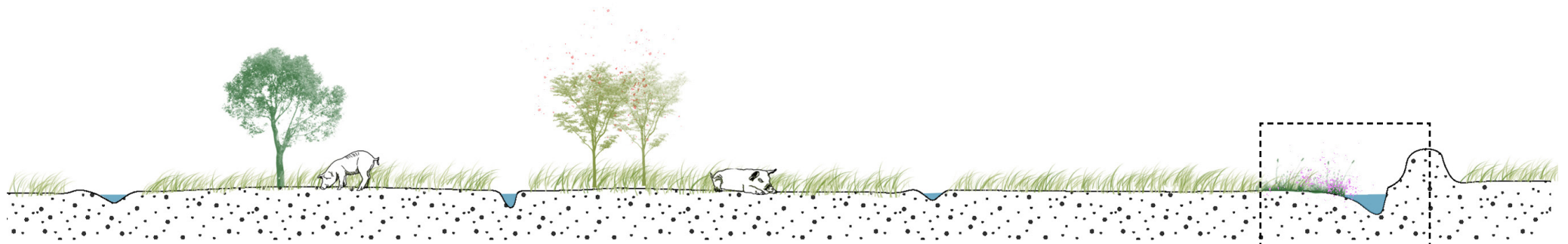
Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Spatial Framework --- *Phase 1: Improve Water Retention Ability*



Section A-A

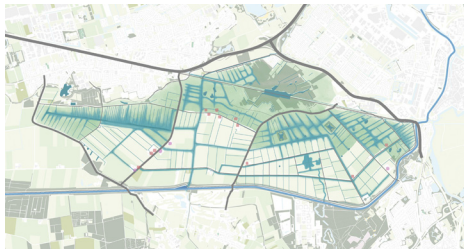


Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Stakeholders Involved in Each Phase

Phase 1: Improve Water Retention Ability



0-3 Years

- Water Board
- Ecologists
- Farmers



Phase 2: Establish Green Connection with Local Nature



10 Years

- Staatsbosbeheer
- Ecologists
- Farmers



Phase 3: Interweave Nature with Renewed Farmlands



12 Years

- Farmers
- Agronomists
- Agriculture Board



Phase 4: Develop Recreational Functions and Routes

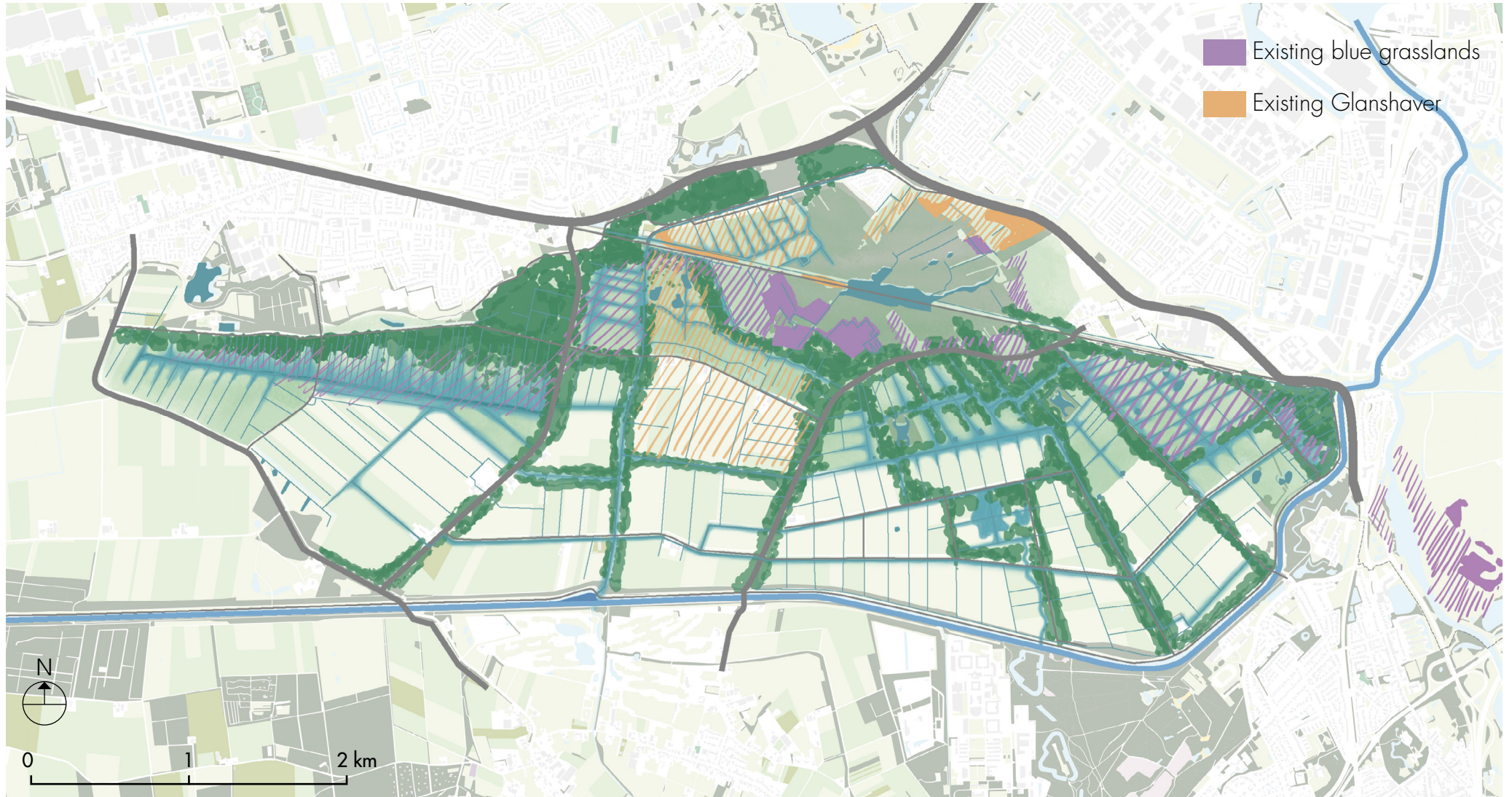


15 Years

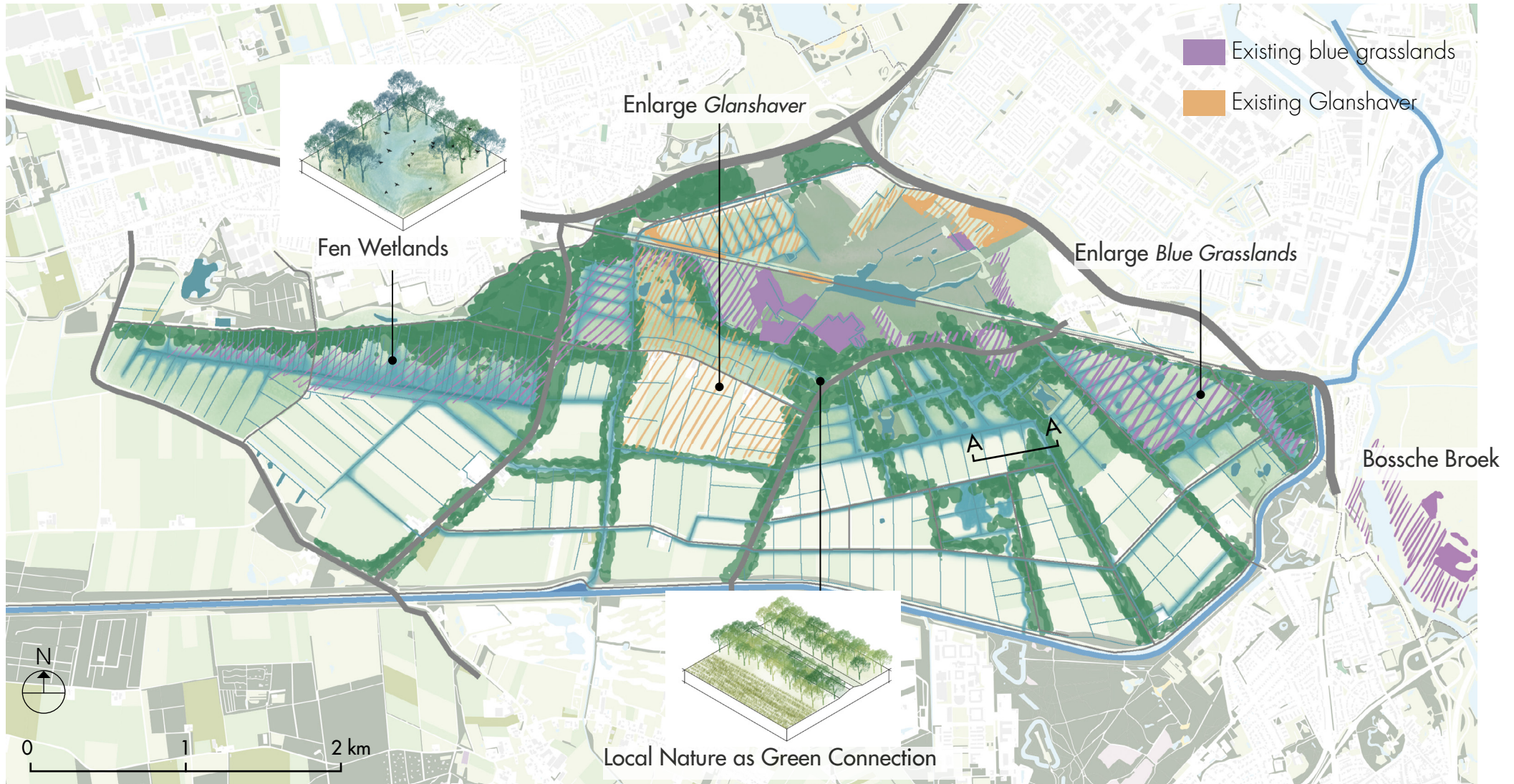
- Residents
- Tourists



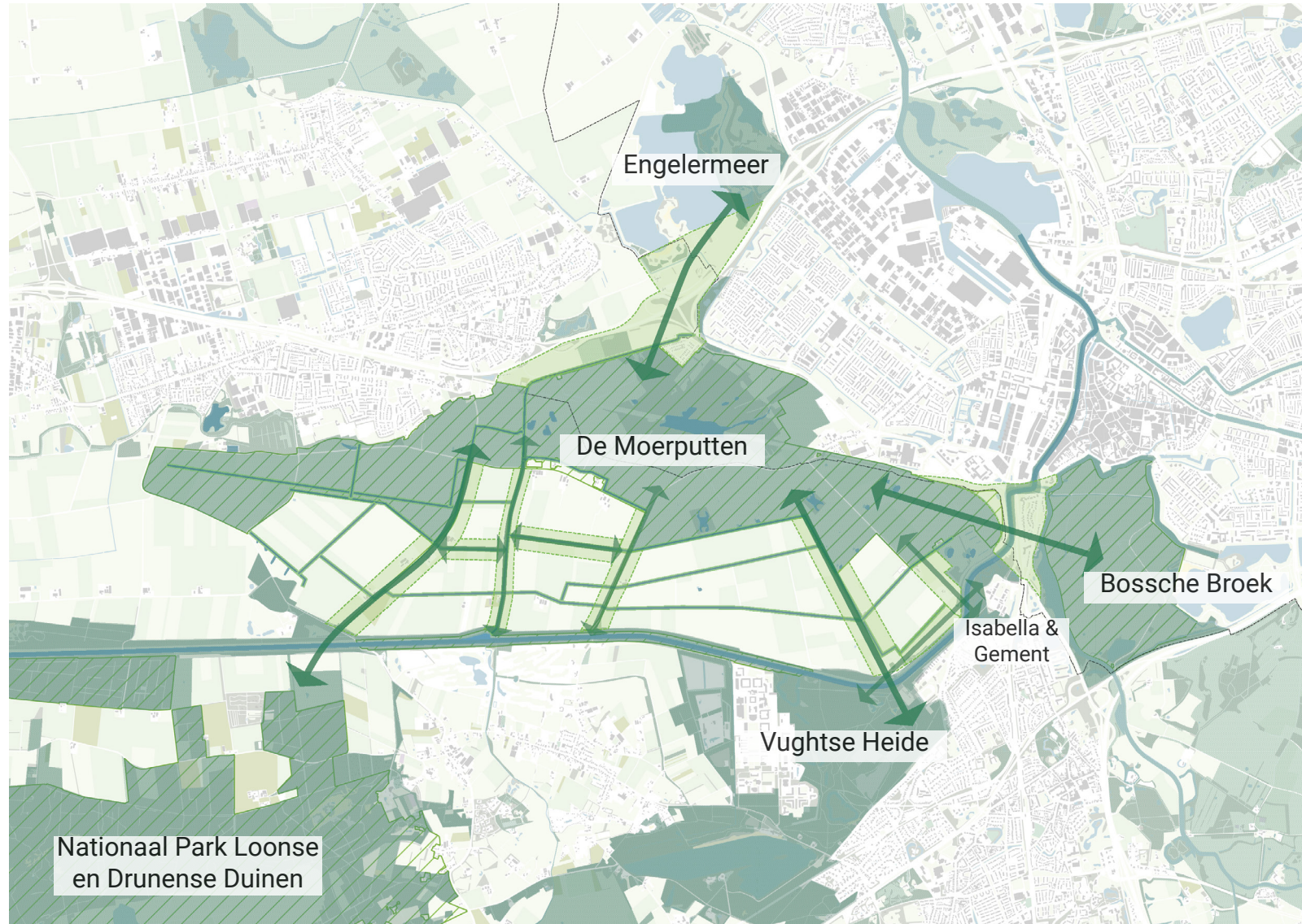
Spatial Framework --- *Phase 2: Establish Green Connection with Local Nature*



Spatial Framework --- Phase 2: Establish Green Connection with Local Nature



Spatial Framework --- Phase 2: Establish Green Connection with Local Nature







Alluvial alder-ash forest



Association of the alder pants forests



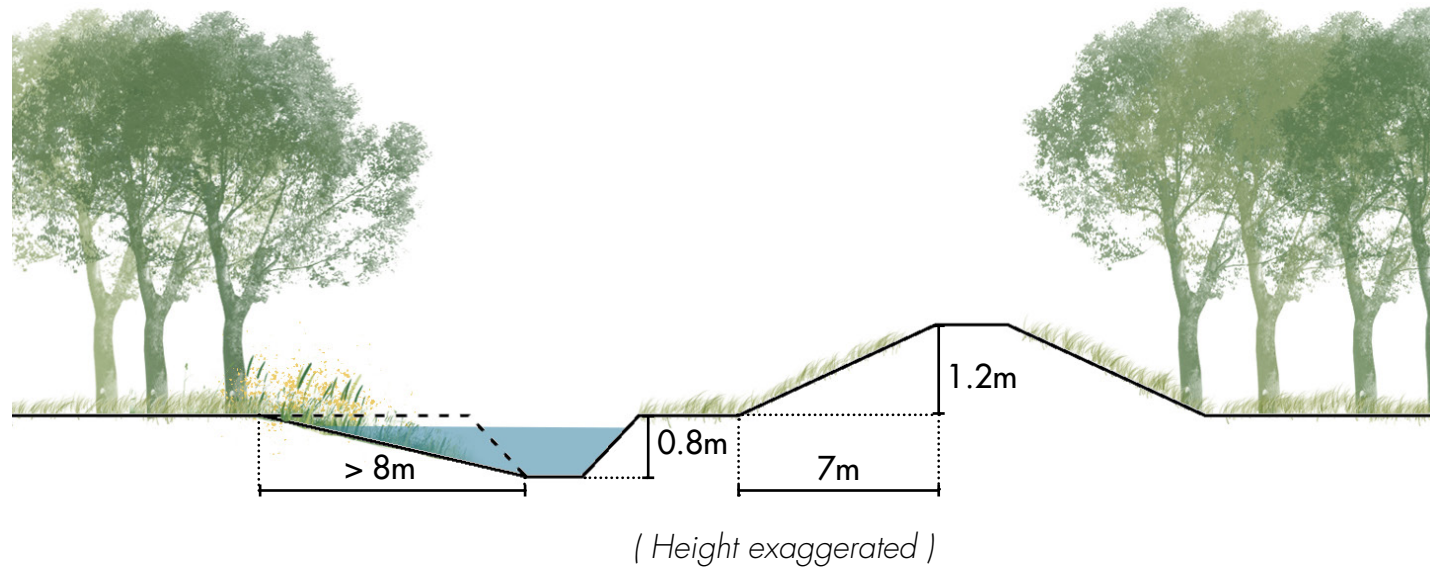
Legend

-  Natural resources
-  Renewal farmland
-  Green ditches
-  Green connection

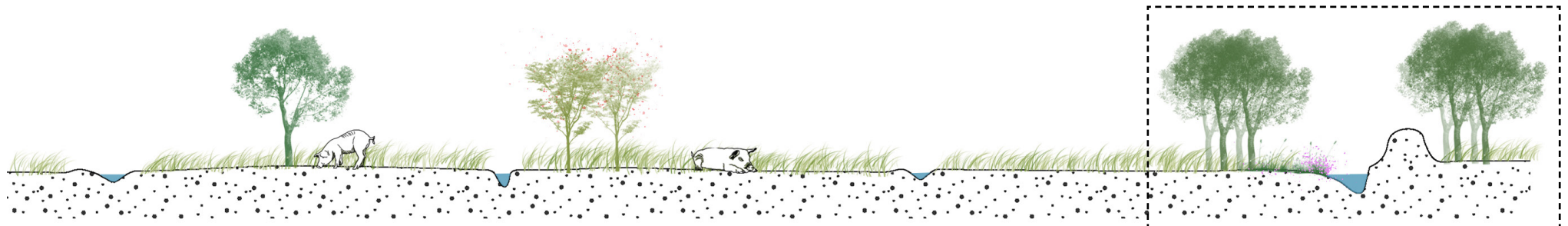
Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Spatial Framework --- *Phase 2: Establish Green Connection with Local Nature*



Section A-A

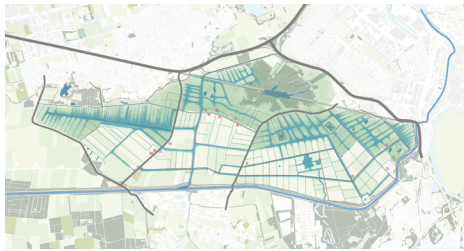


Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Stakeholders Involved in Each Phase

Phase 1: Improve Water Retention Ability



0-3 Years

- Water Board
- Ecologists
- Farmers

Phase 2: Establish Green Connection with Local Nature



10 Years

- Staatsbosbeheer
- Ecologists
- Farmers

Phase 3: Interweave Nature with Renewed Farmlands



12 Years

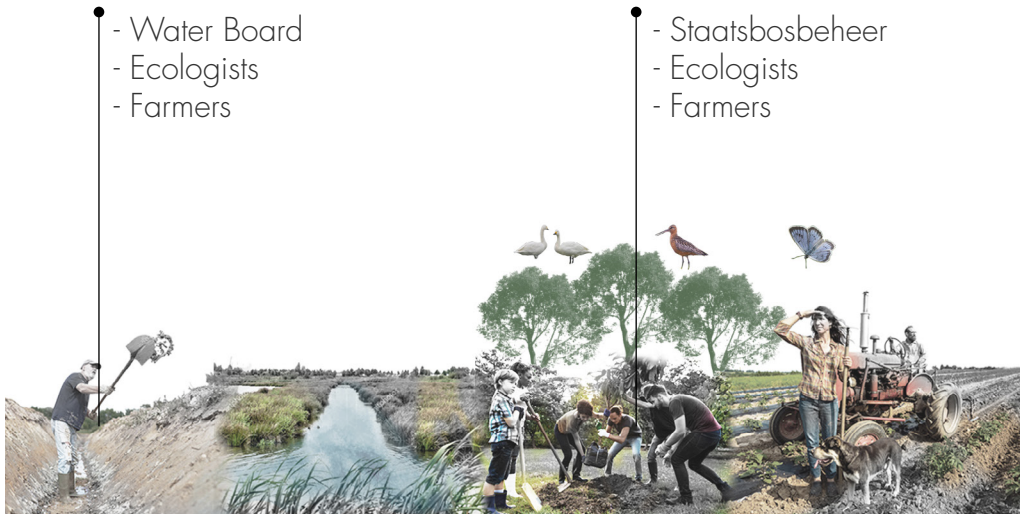
- Farmers
- Agronomists
- Agriculture Board

Phase 4: Develop Recreational Functions and Routes



15 Years

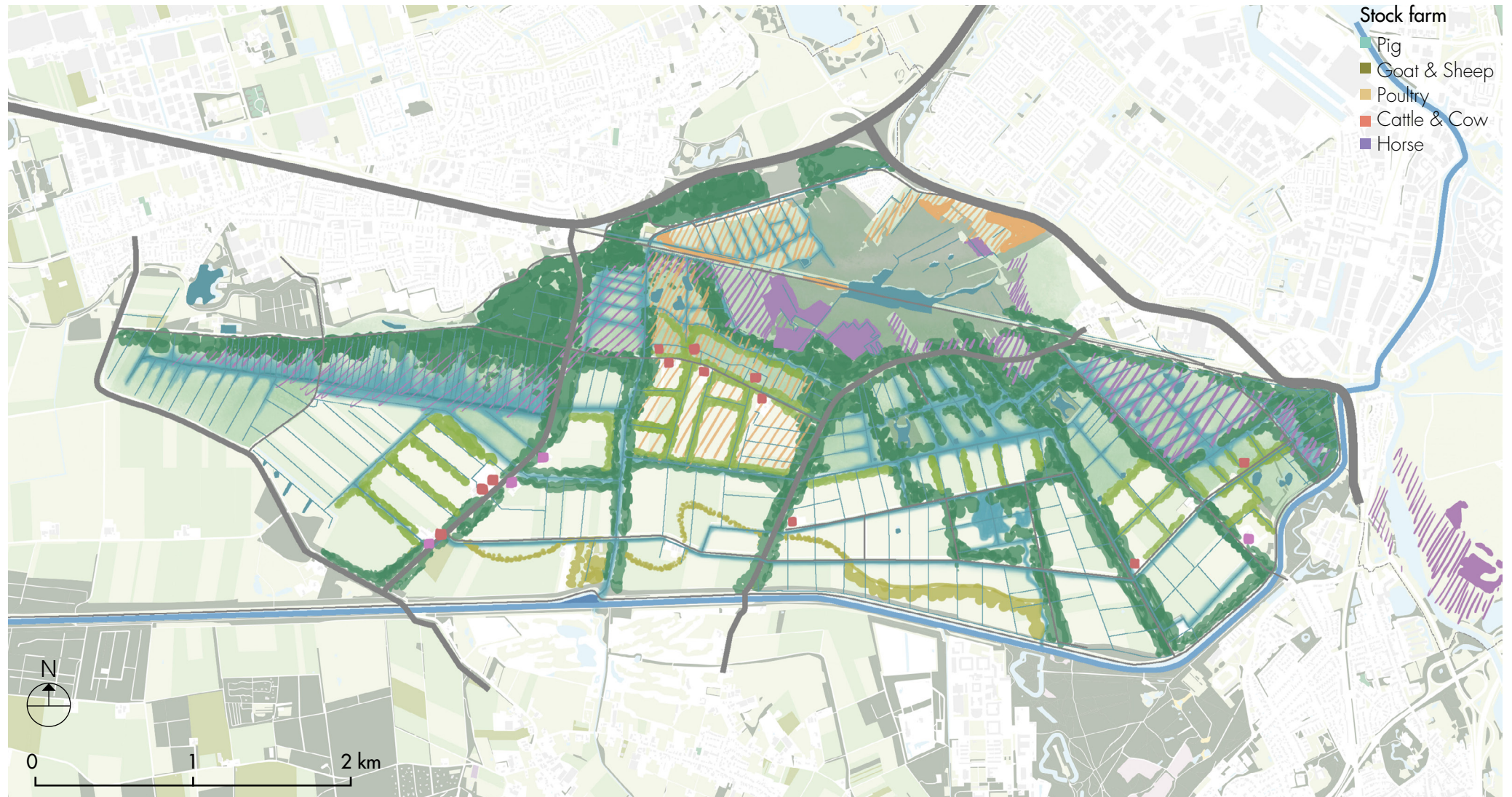
- Residents
- Tourists



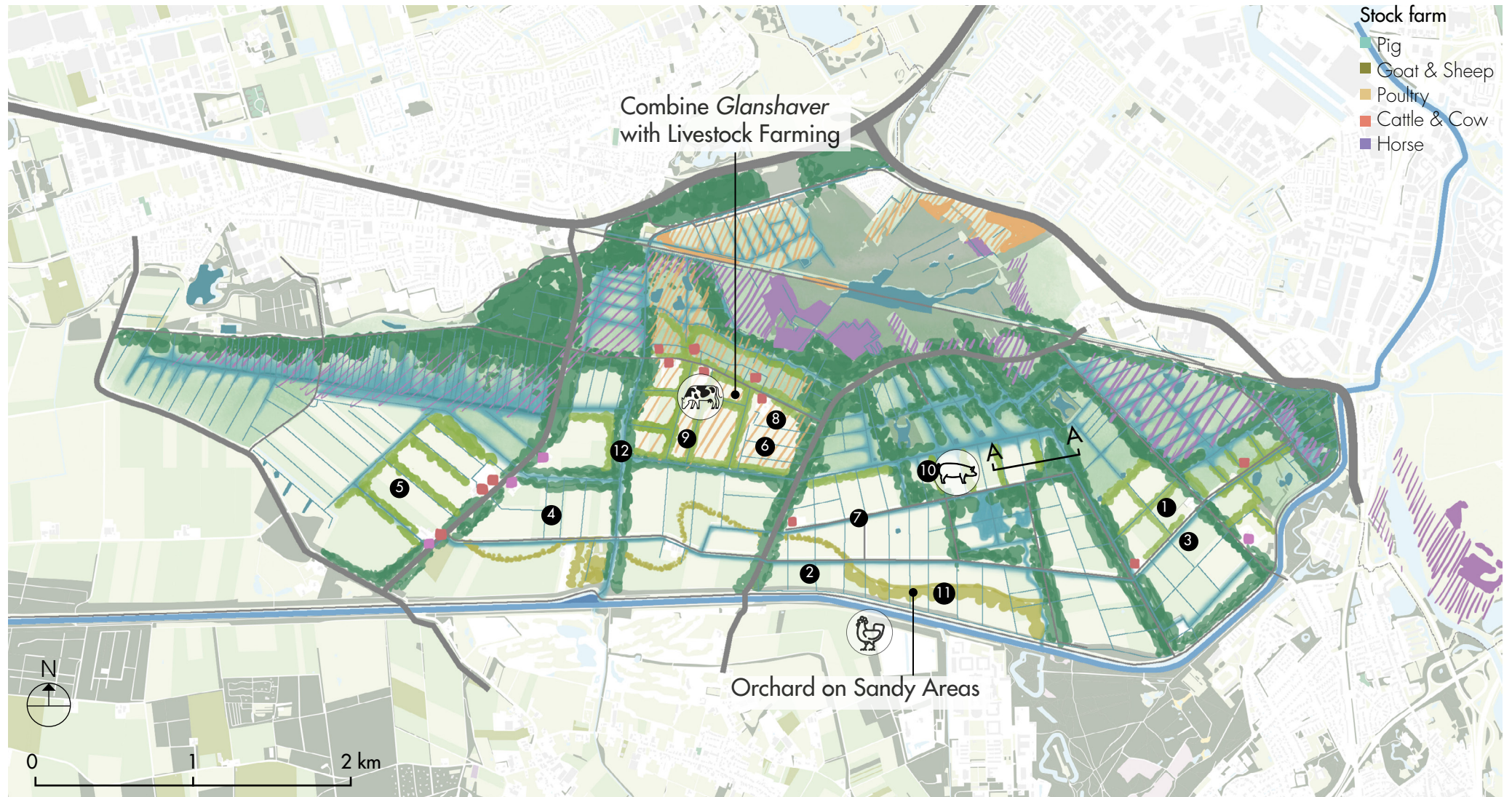
Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Spatial Framework --- *Phase 3: Interweave Nature with Renewed Farmlands*



Spatial Framework --- Phase 3: Interweave Nature with Renewed Farmlands

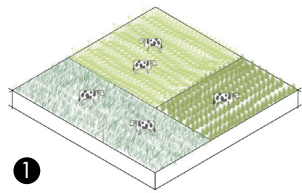


Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

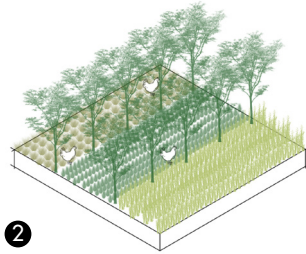
Spatial Framework --- *Phase 3: Interweave Nature with Renewed Farmlands*

Application of Design Principles



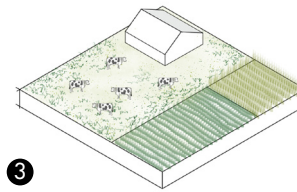
1

Green cover with green manure



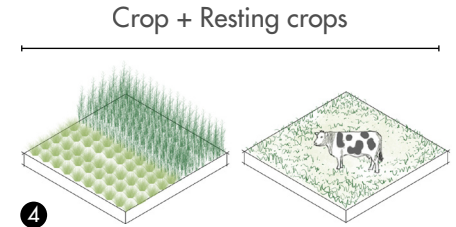
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Strip farming with chickens



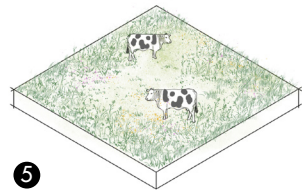
3

Manure management with cropland



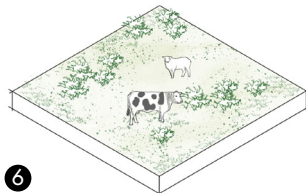
4

Crop rotation



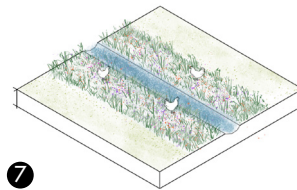
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Herb-rich grassland



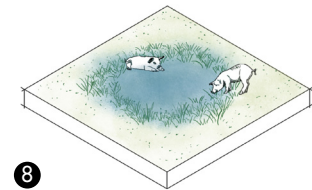
6

Nature-oriented mowing with grazing



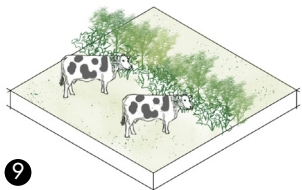
7

Flower strips with poultry farming



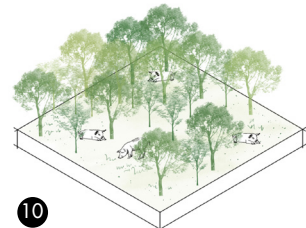
8

Ponds for Drinking and Bathing



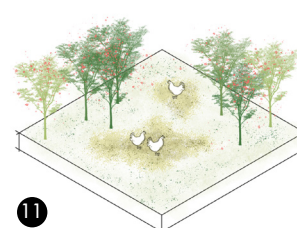
9

Natural fences



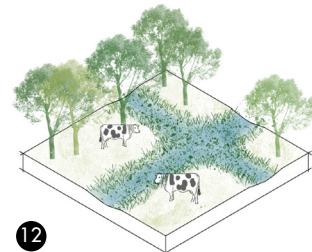
10

Trees for sheltering



11

Sand pits for chicken bathing



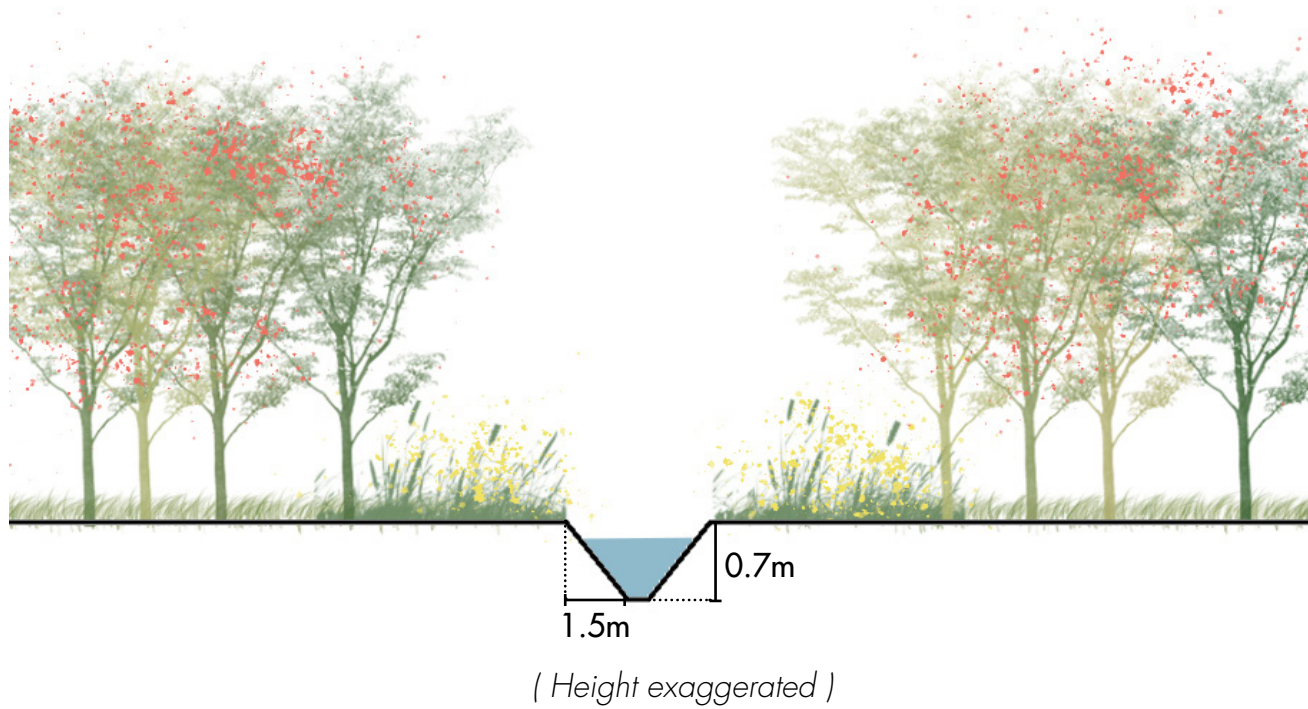
12

Diverse supplementary diets

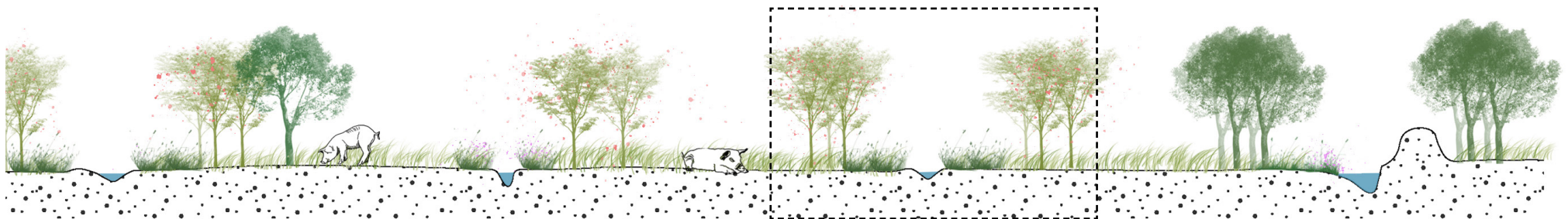
Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Spatial Framework --- *Phase 3: Interweave Nature with Renewed Farmlands*



Section A-A

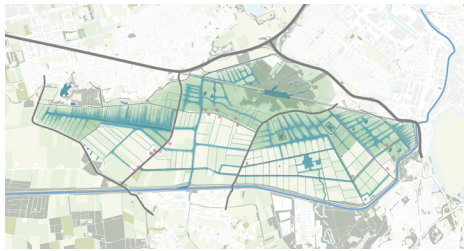


Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Stakeholders Involved in Each Phase

Phase 1: Improve Water Retention Ability



0-3 Years

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- Ecologists
- Farmers

Phase 2: Establish Green Connection with Local Nature



10 Years

- Staatsbosbeheer
- Ecologists
- Farmers

Phase 3: Interweave Nature with Renewed Farmlands



12 Years

- Farmers
- Agronomists
- Agriculture Board

Phase 4: Develop Recreational Functions and Routes

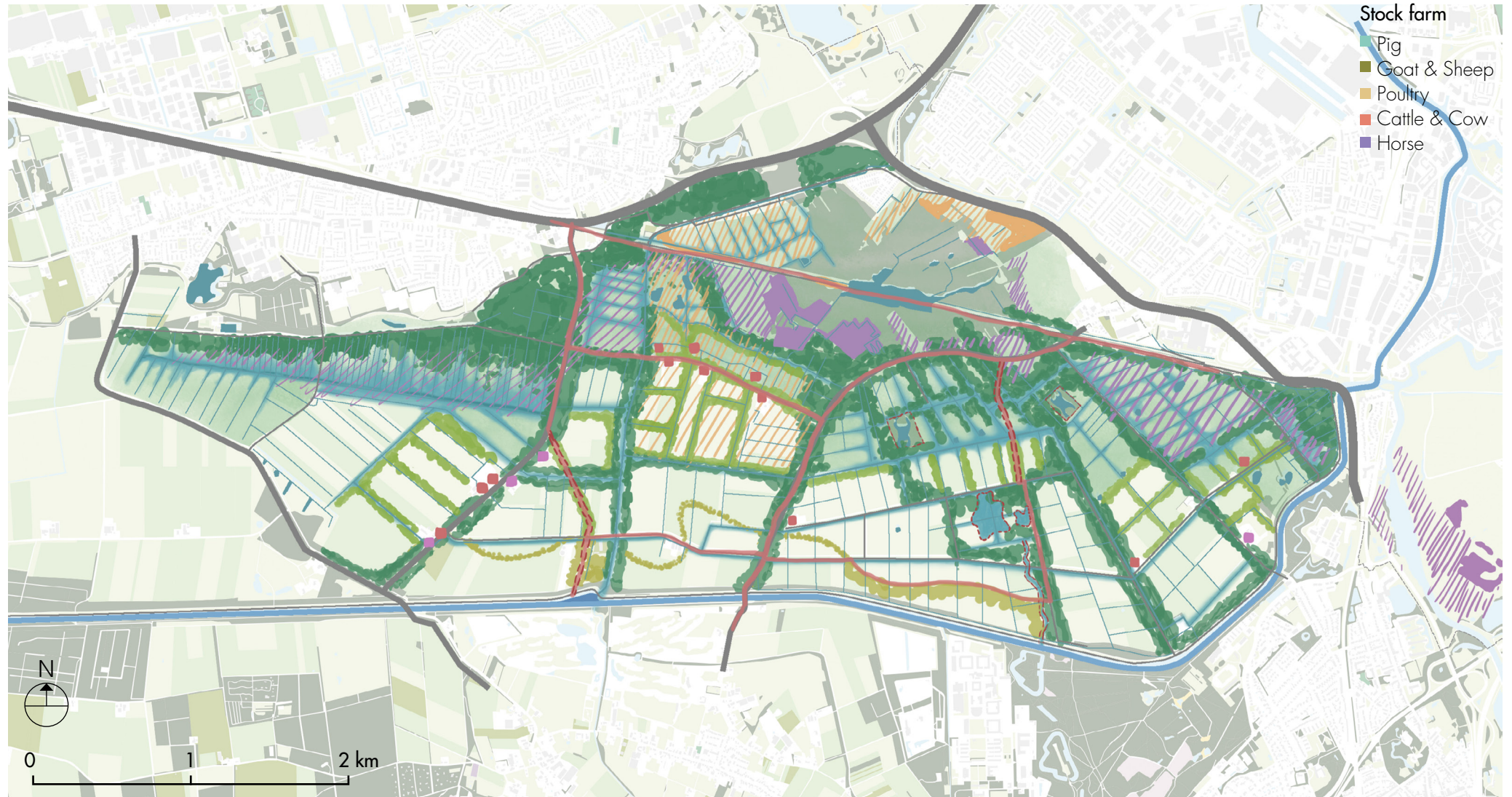


15 Years

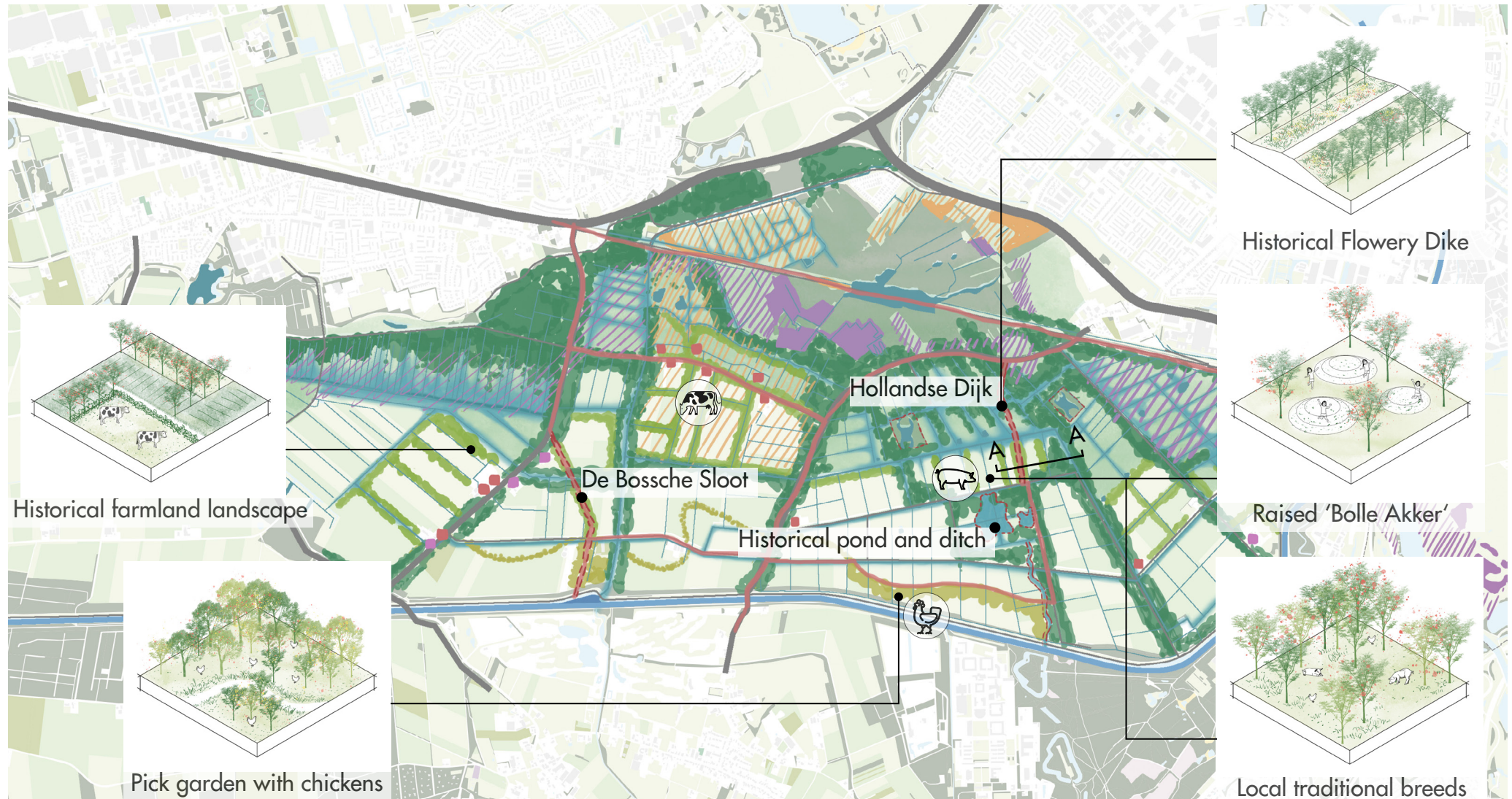
- Residents
- Tourists



Spatial Framework --- *Phase 4: Develop Recreational Functions and Routes*



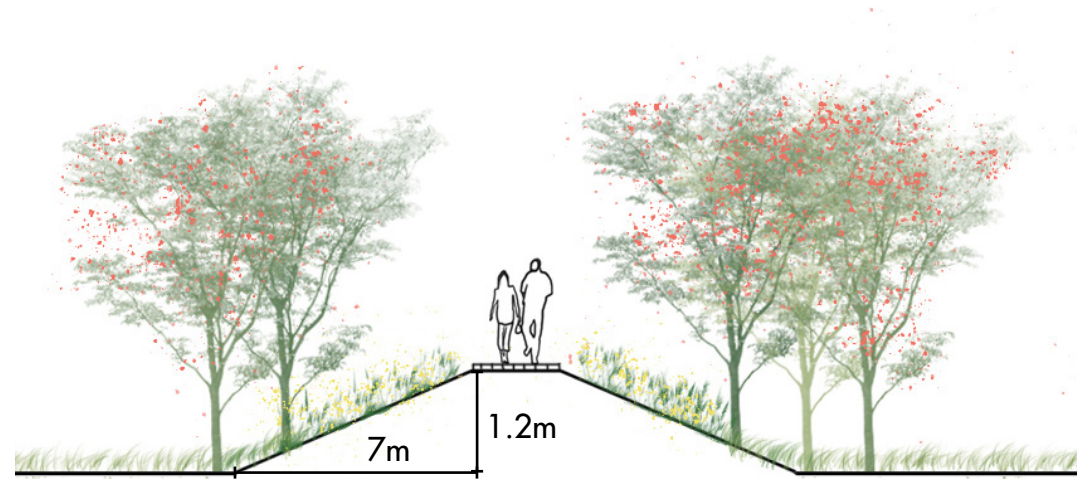
Spatial Framework --- Phase 4: Develop Recreational Functions and Routes



Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Spatial Framework --- *Phase 4: Develop Recreational Functions and Routes*



(Height exaggerated)

Section A-A

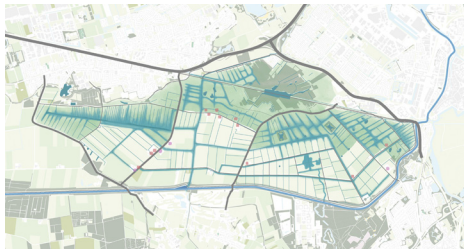


Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Stakeholders Involved in Each Phase

Phase 1: Improve Water Retention Ability



0-3 Years

Phase 2: Establish Green Connection with Local Nature



10 Years

Phase 3: Interweave Nature with Renewed Farmlands



12 Years

Phase 4: Develop Recreational Functions and Routes



15 Years

- Water Board
- Ecologists
- Farmers

- Staatsbosbeheer
- Ecologists
- Farmers

- Farmers
- Agronomists
- Agriculture Board

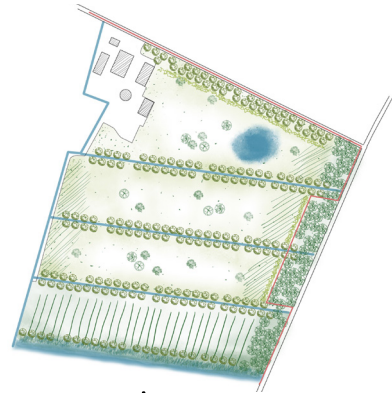
- Residents
- Tourists



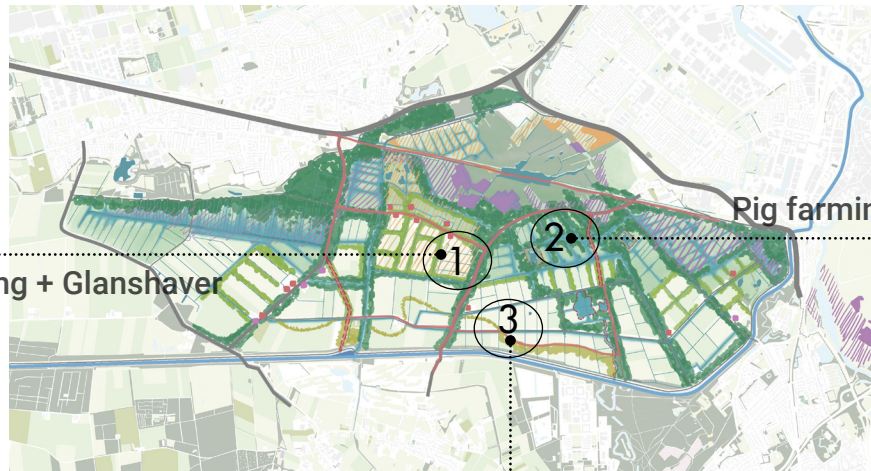
Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Design Details



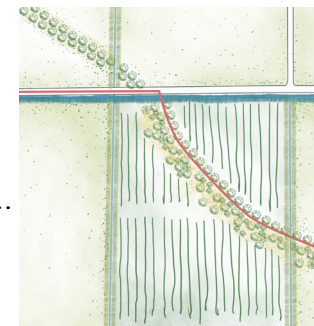
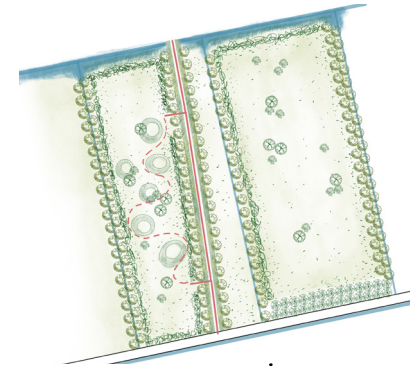
Livestock farming + Glanshaver + Agroforestry



Pig farming + Agroforestry



Chicken farming + Orchards

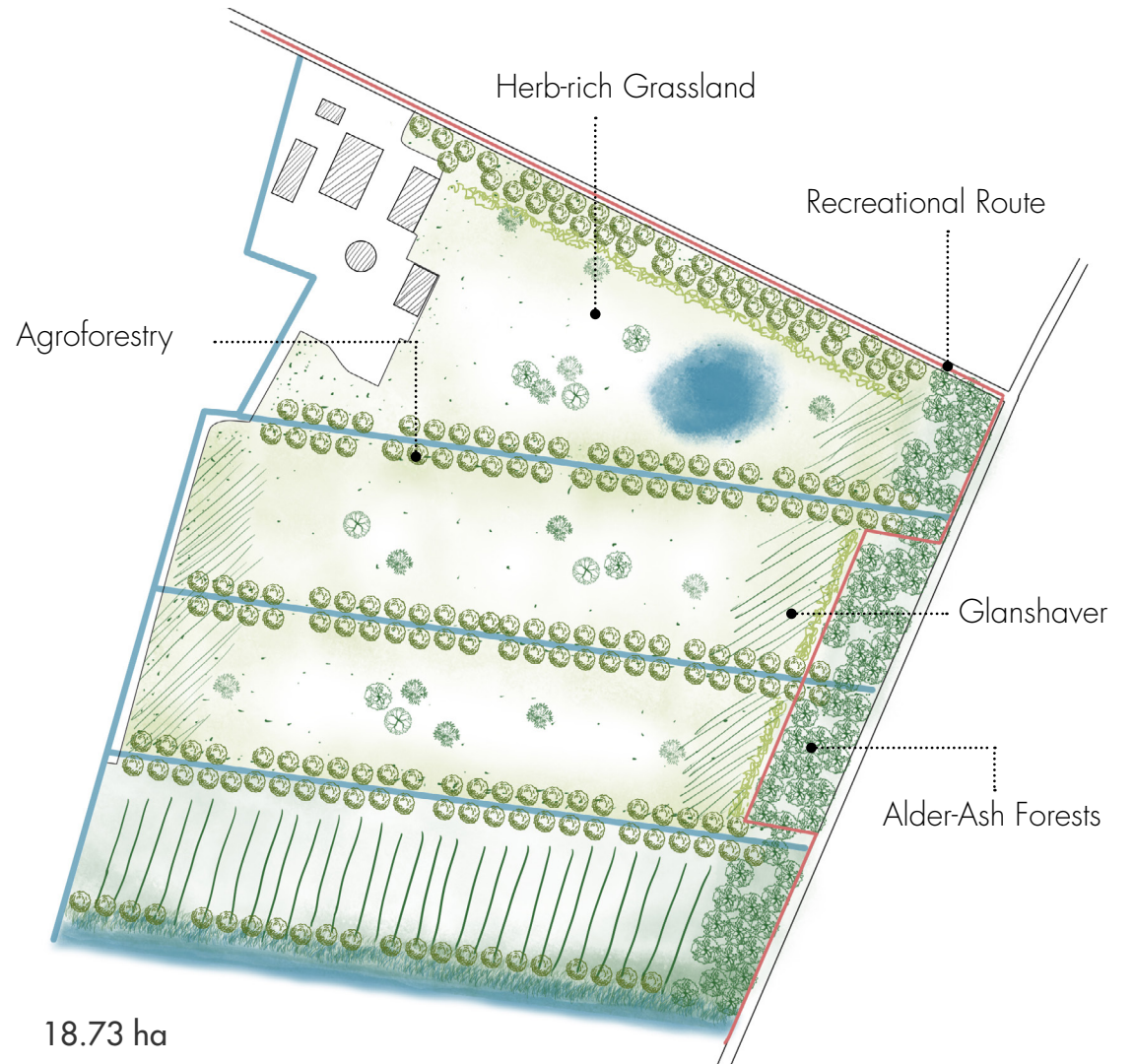
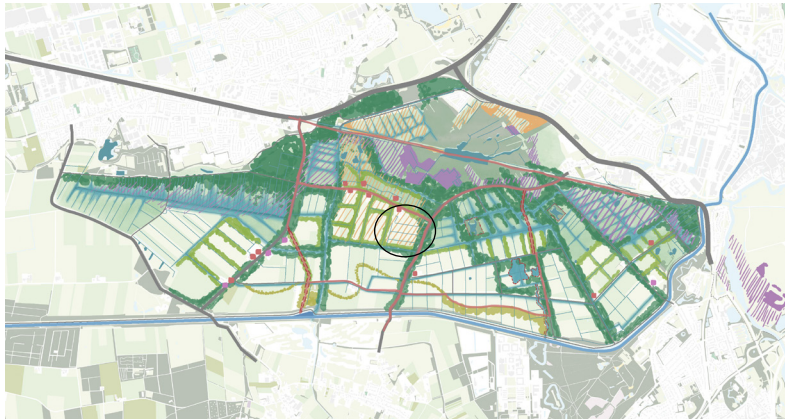


Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Design Detail 1

Livestock farming + Glanshaver + Agroforestry

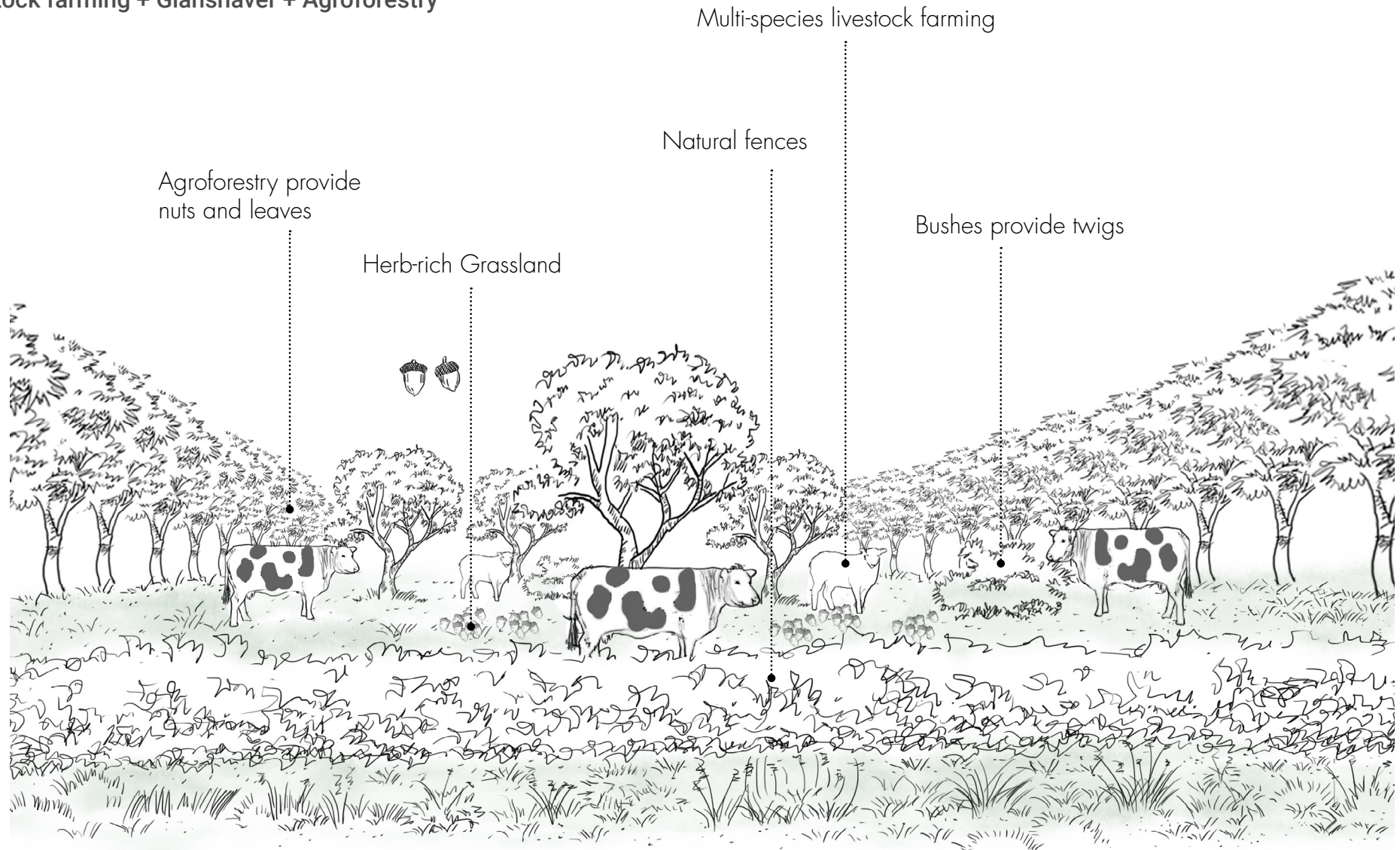


Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Design Detail 1

Livestock farming + Glanshaver + Agroforestry

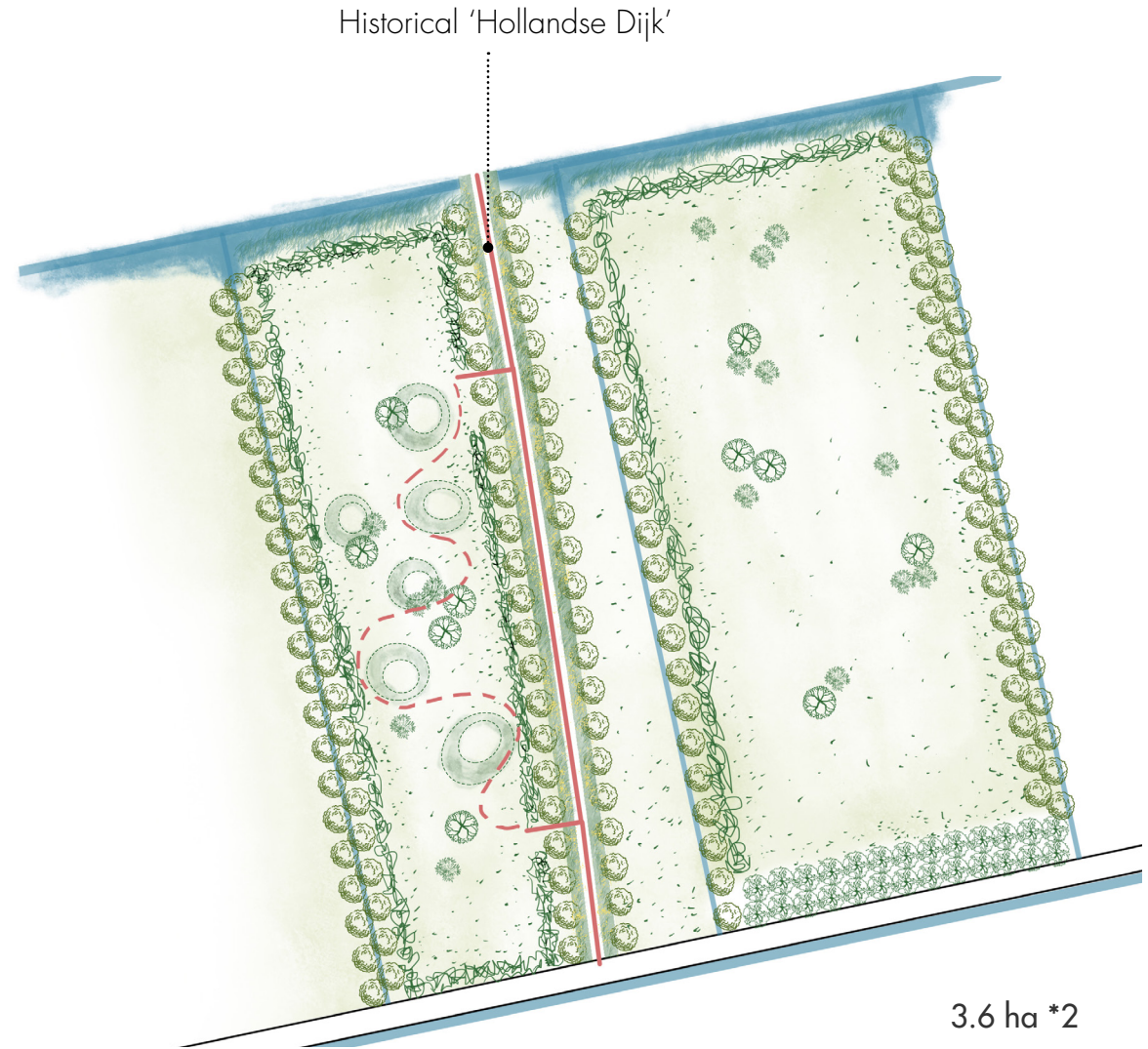
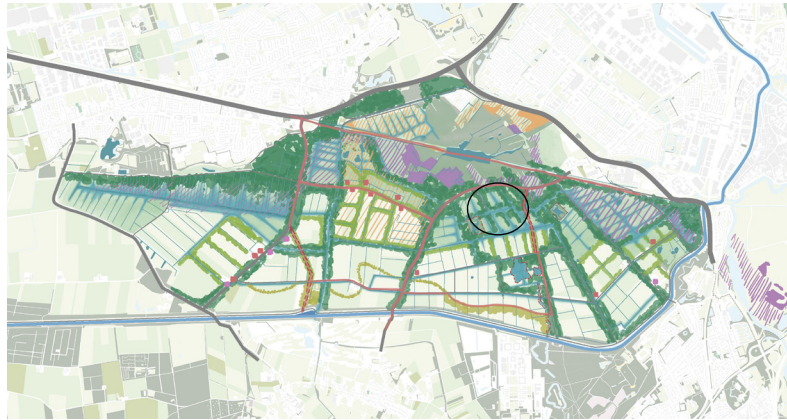


Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Design Detail 2

Pig farming + Agroforestry

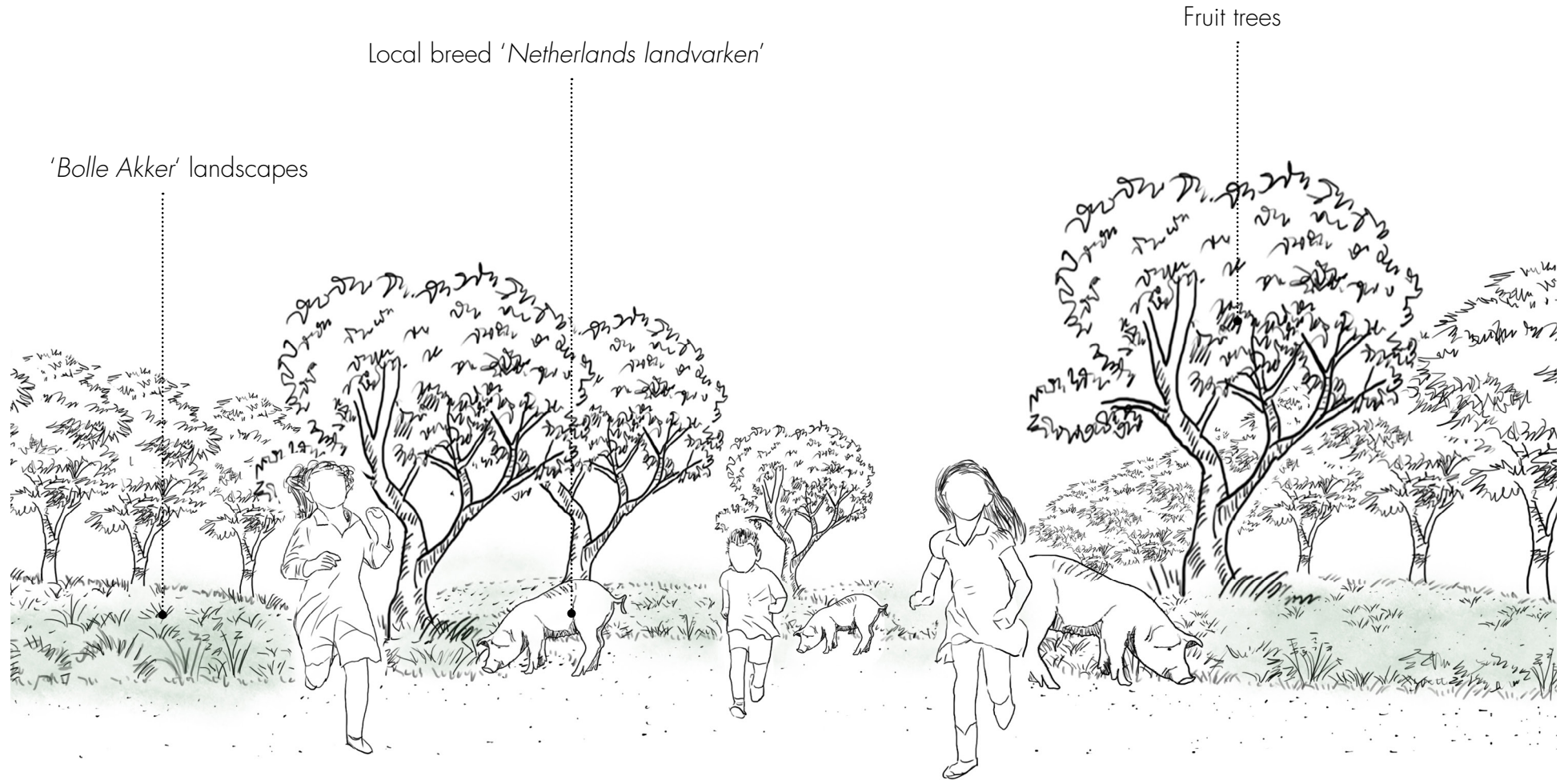


Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Design Detail 2

Pig farming + Agroforestry

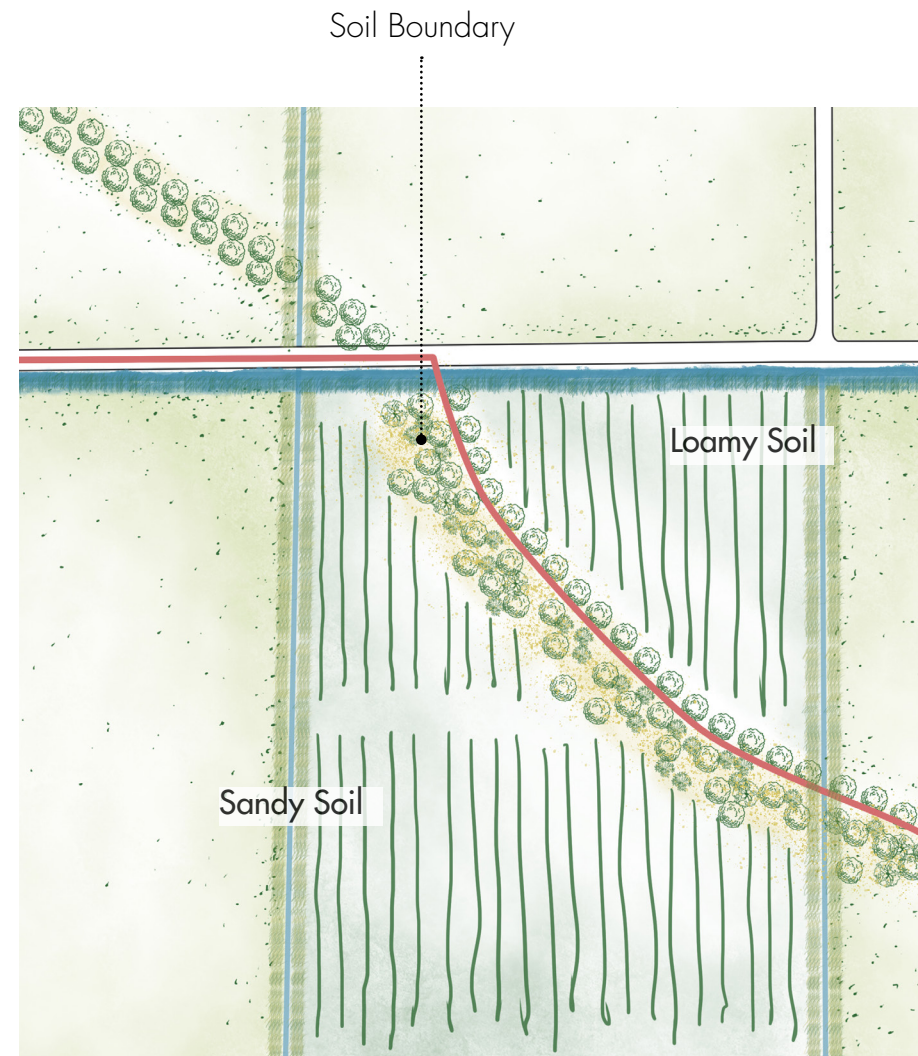
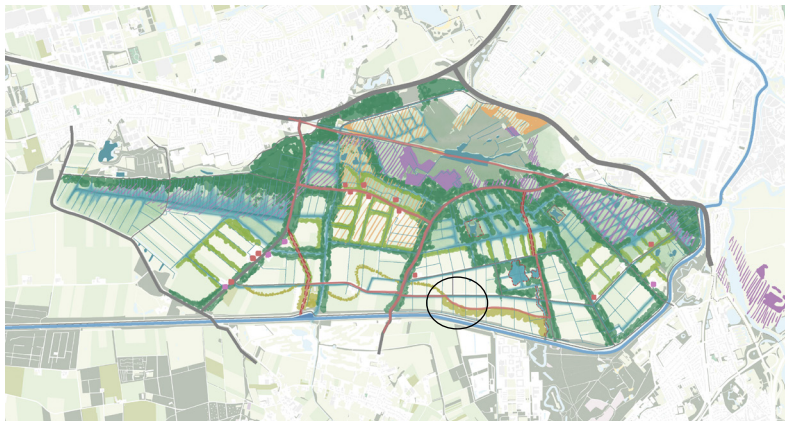


Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Design Detail 3

Chicken farming + Orchards



Part 4: Design Explorations

4.1 Site 1: 'Animal Farming in Nature'

Design Detail 3

Chicken farming + Orchards

Sand pits for chickens

Fruit trees



Part 4: Design Explorations

4.2 Site 2: 'Animal Farming with Nature'

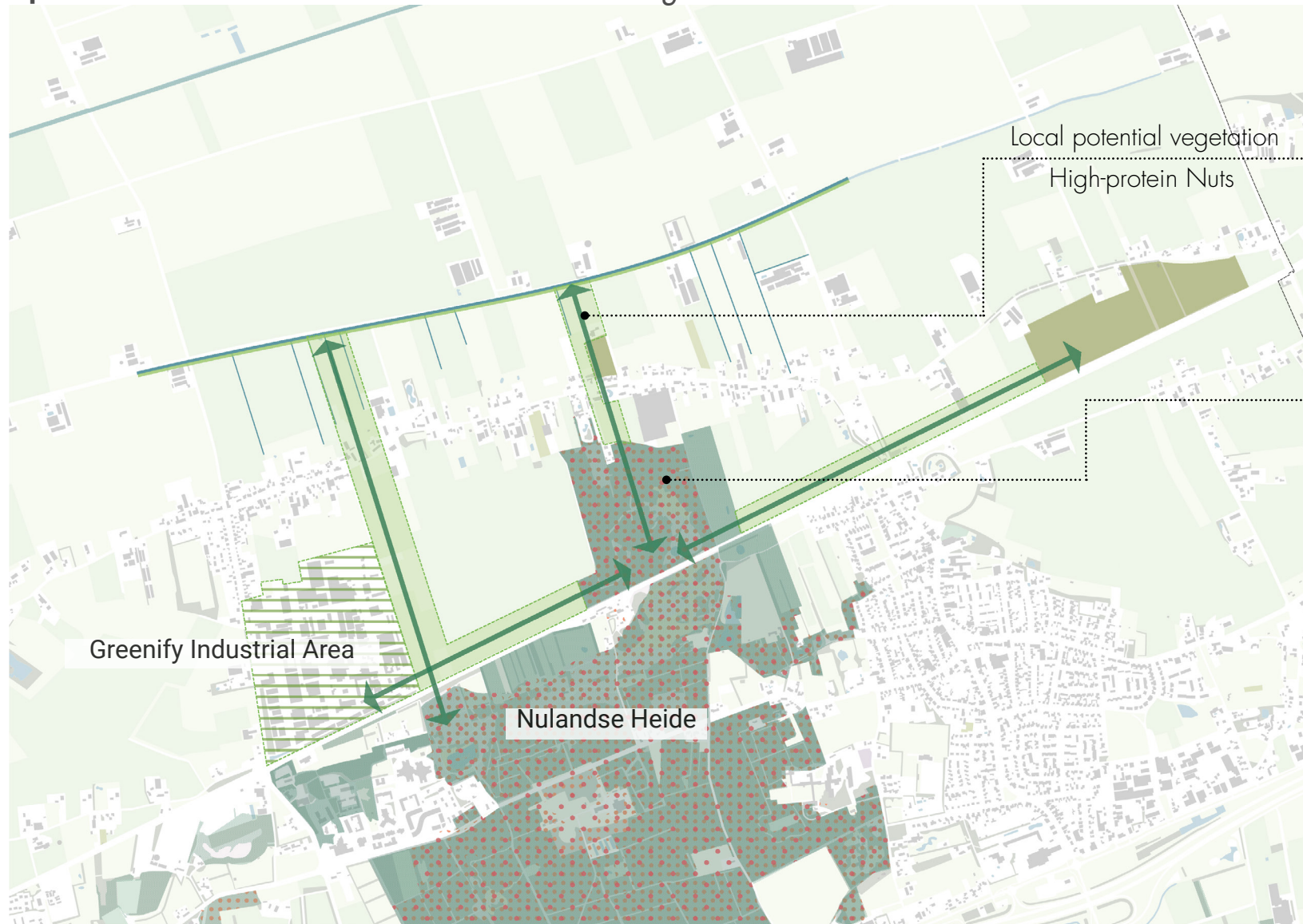
Site 2: Animal Farming with Nature



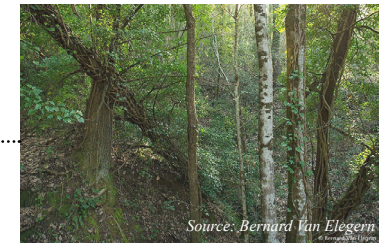
Site Analysis



Spatial Framework --- *Connection with surrounding natural resources*



Beech-Oak Forest



Oak-birch forest



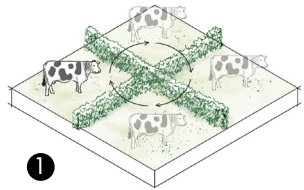
Legend

- Highly ecosensitive
- Tree nursery
- Nature resources
- Renewal farmland
- Greenified area
- Green connection

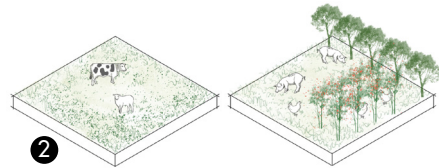
Spatial Framework



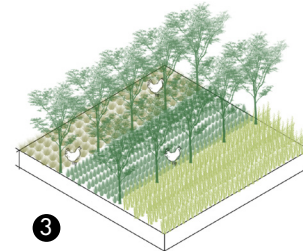
Spatial Framework --- *Application of Design Principles*



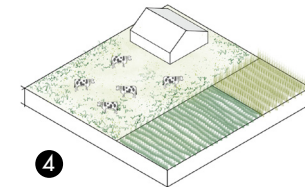
1 Rotational grazing



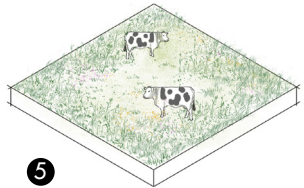
2 Multi-species animal farming



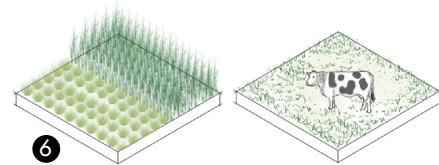
3 Strip farming with chickens



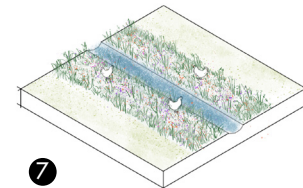
4 Manure management with cropland



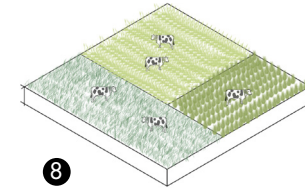
5 Herb-rich grassland



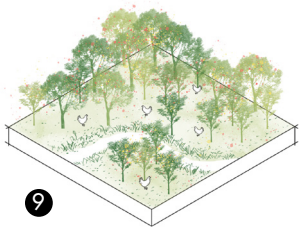
6 Crop rotation



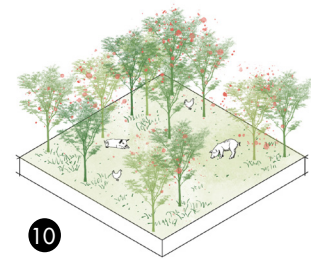
7 Flower strips with poultry farming



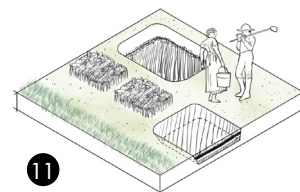
8 Green cover with green manure



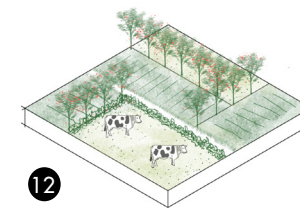
9 Pick garden with chickens



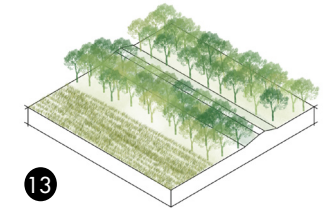
10 Local traditional breeds



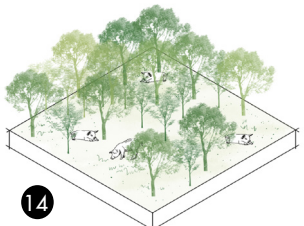
11 Bio-fertilizer making



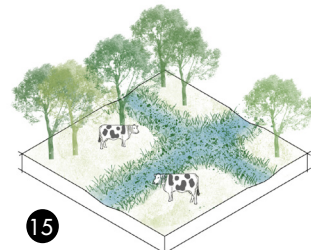
12 Historical farmland landscape



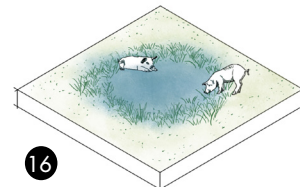
13 Local nature as green connection



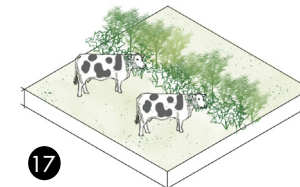
14 Trees for sheltering



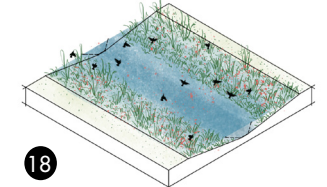
15 Diverse supplementary diets



16 Ponds for drinking & bathing



17 Natural fences



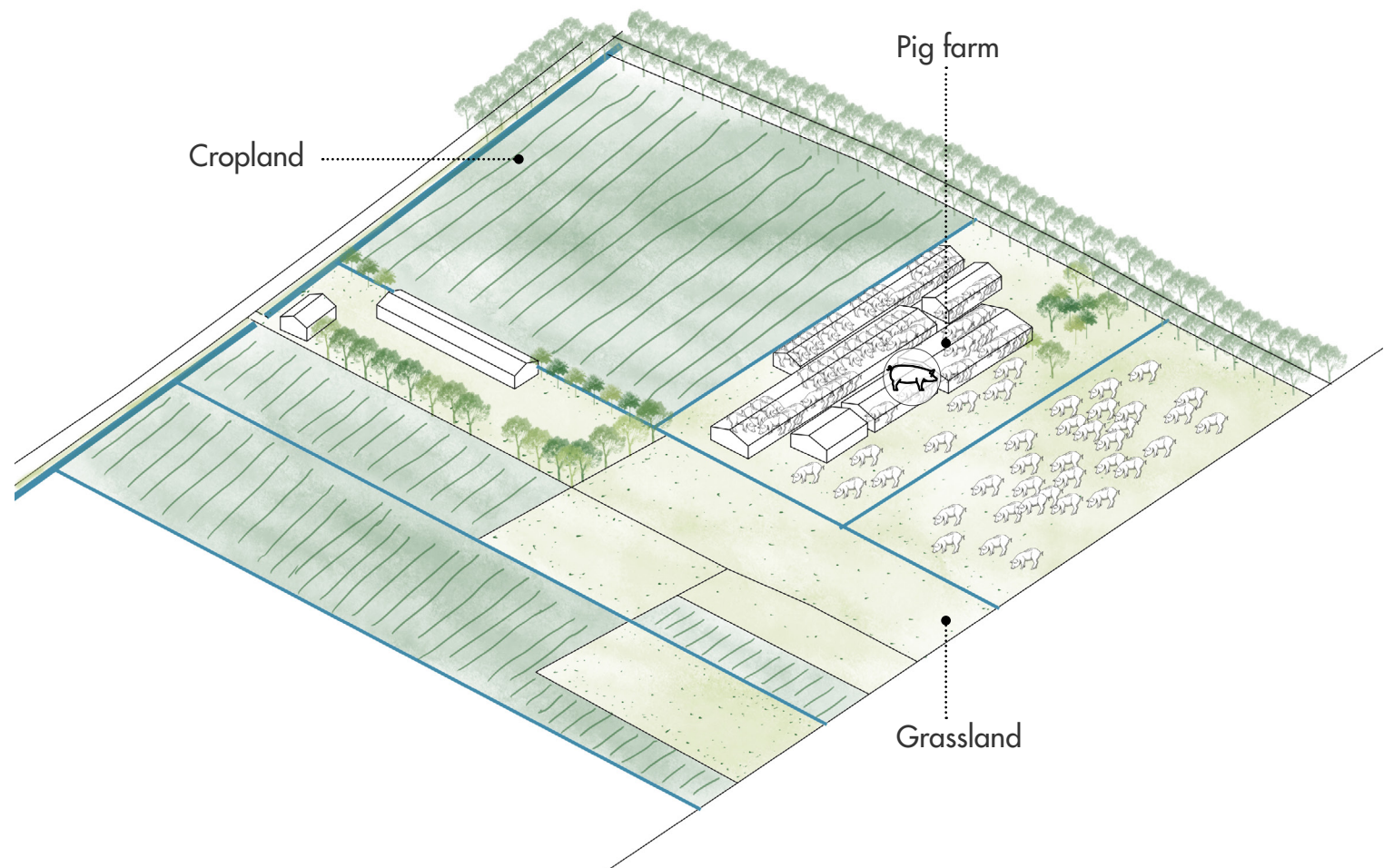
18 Nature-friendly water bank

Part 4: Design Explorations

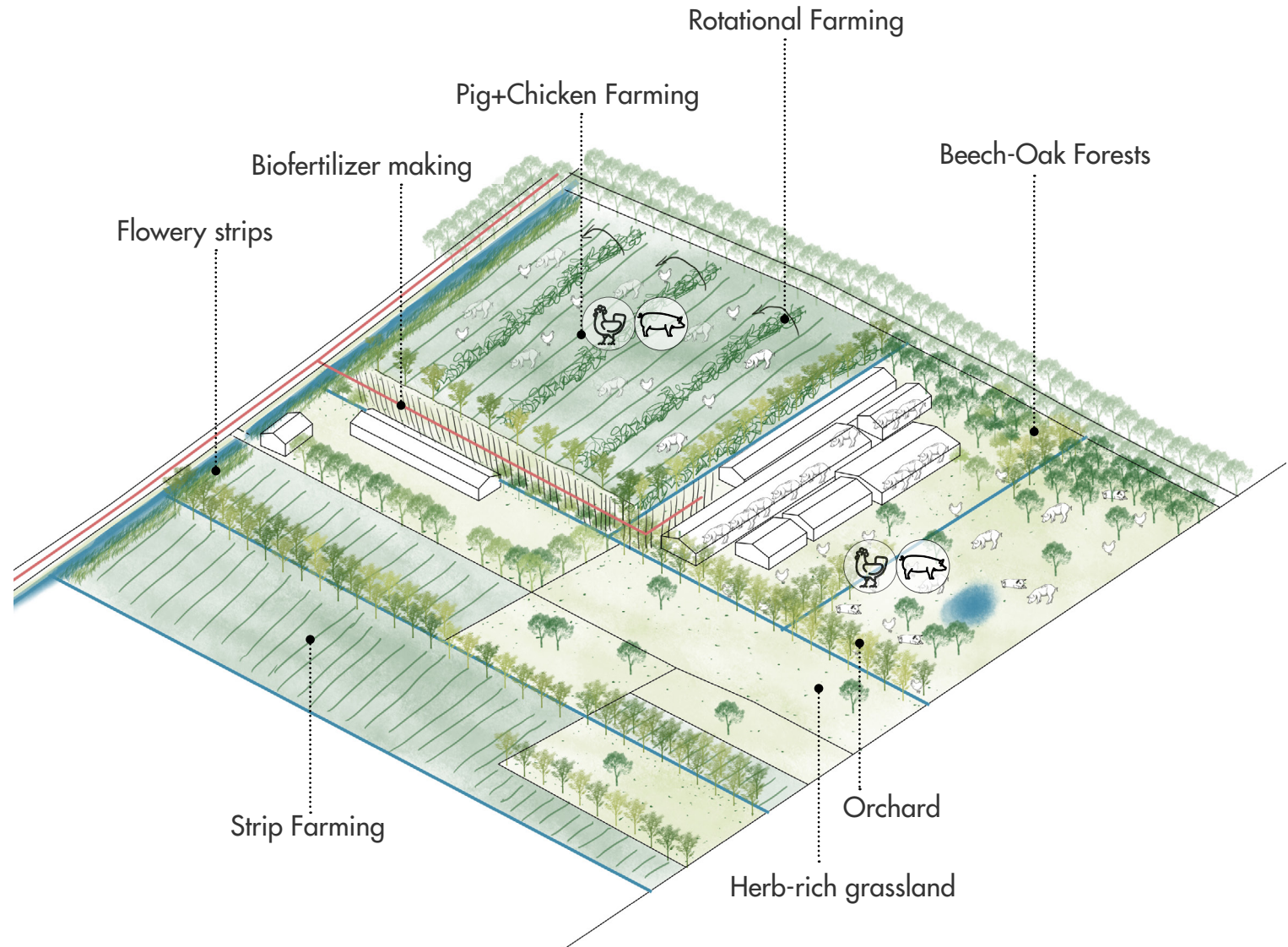
4.2 Site 2: 'Animal Farming with Nature'

Current

Seperated and monofunctionally used



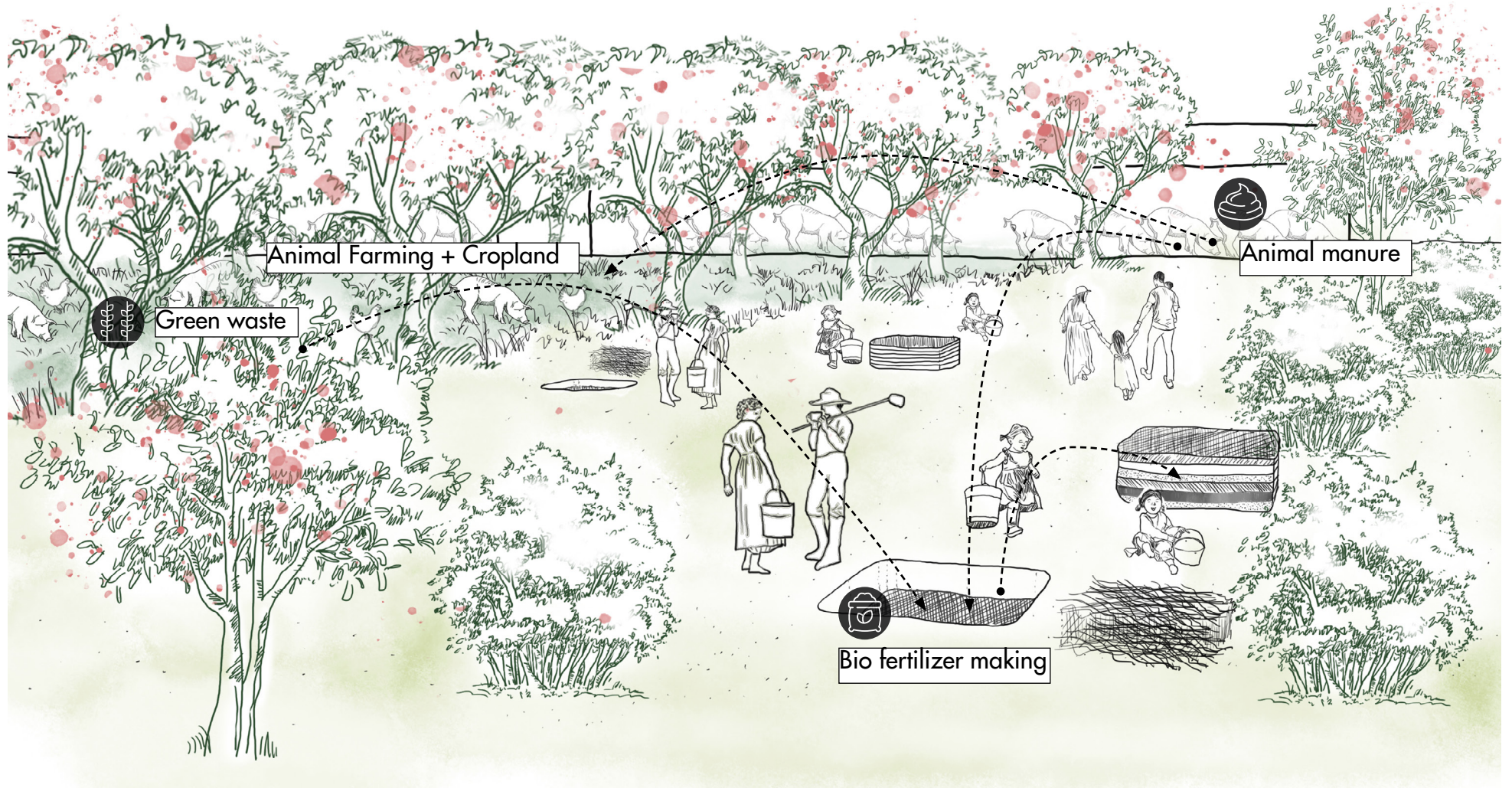
Renewed Condition



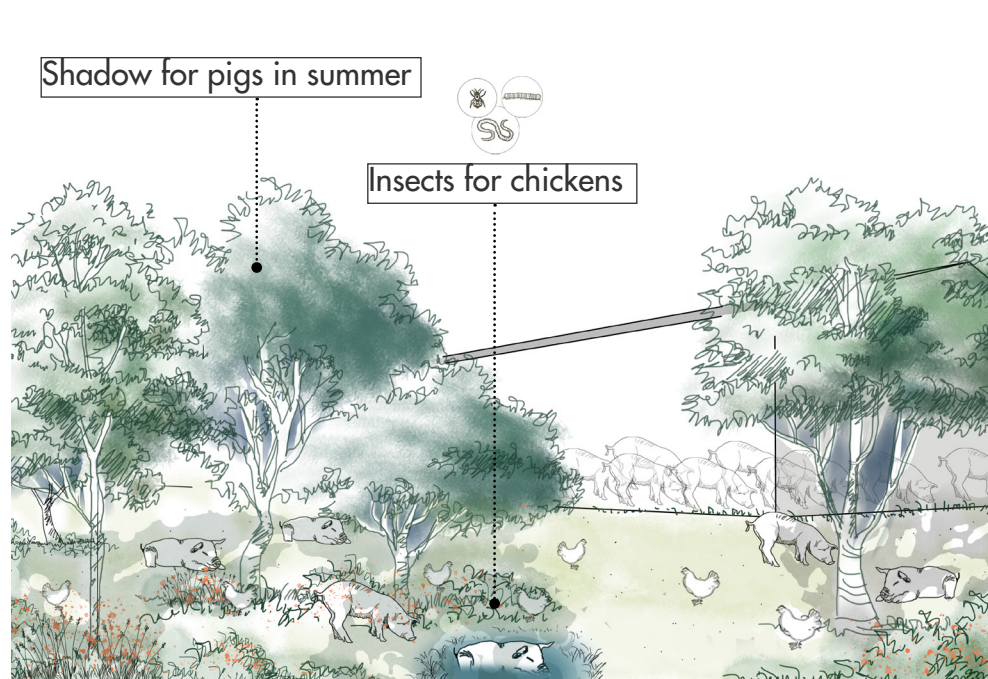
Part 4: Design Explorations

4.2 Site 2: 'Animal Farming with Nature'

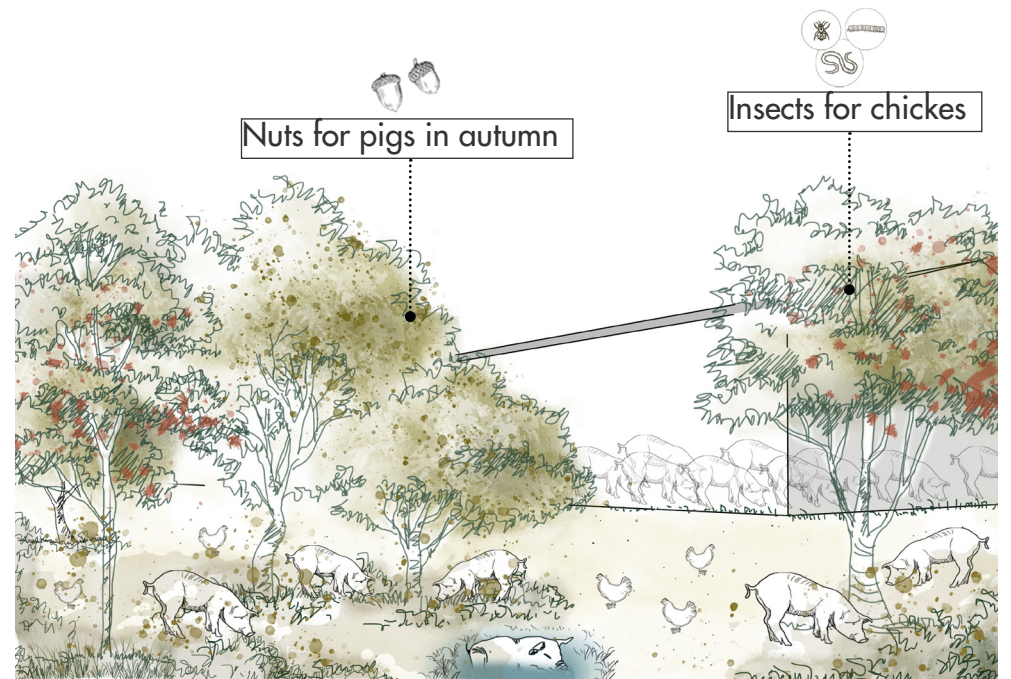
Perspective --- *Involve people into sustainable nutrient flow*



Compensation for Farmers



Spring & Summer

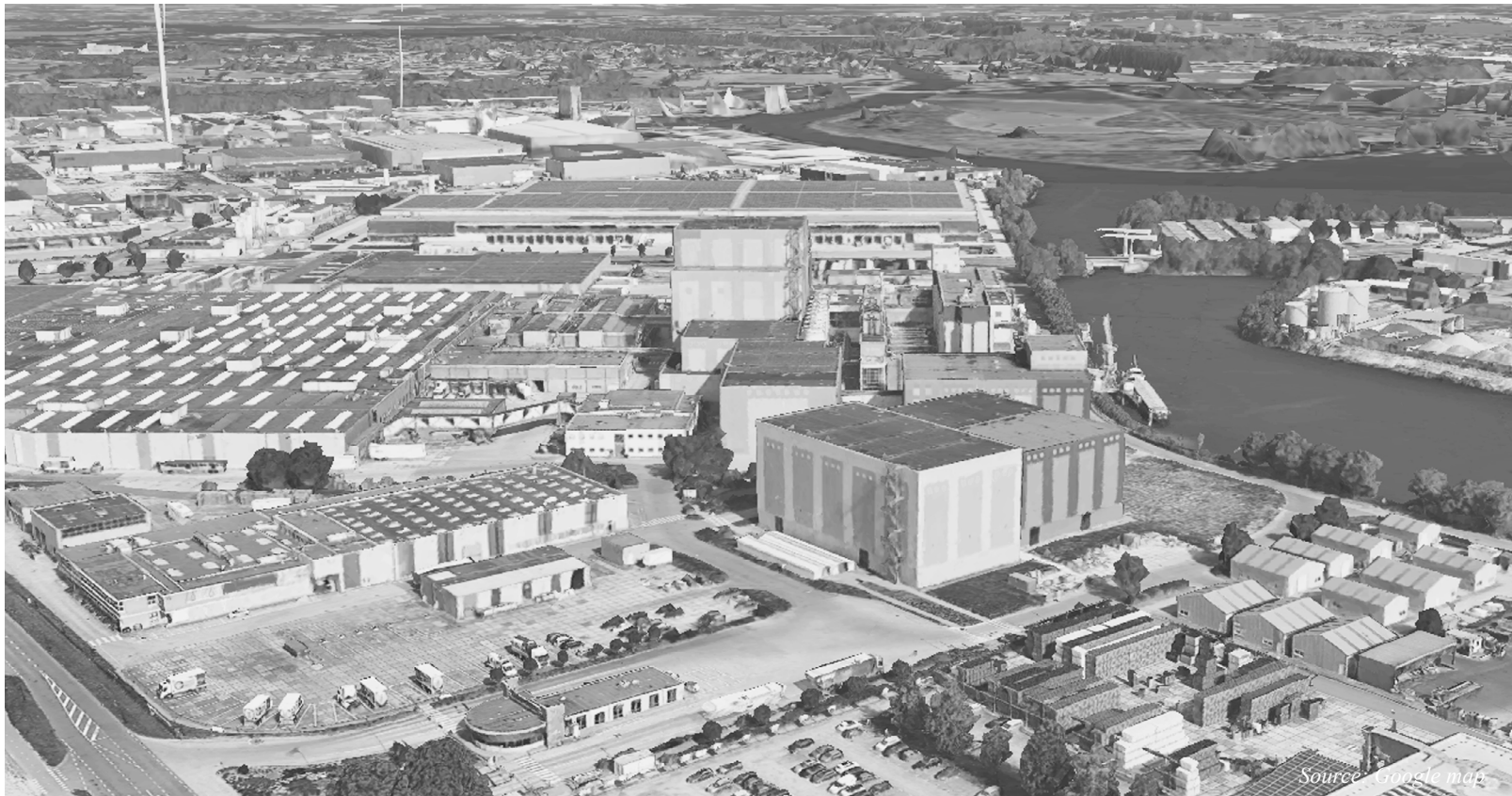


Autumn

Part 4: Design Explorations

4.2 Site 2: 'Animal Farming with Nature'

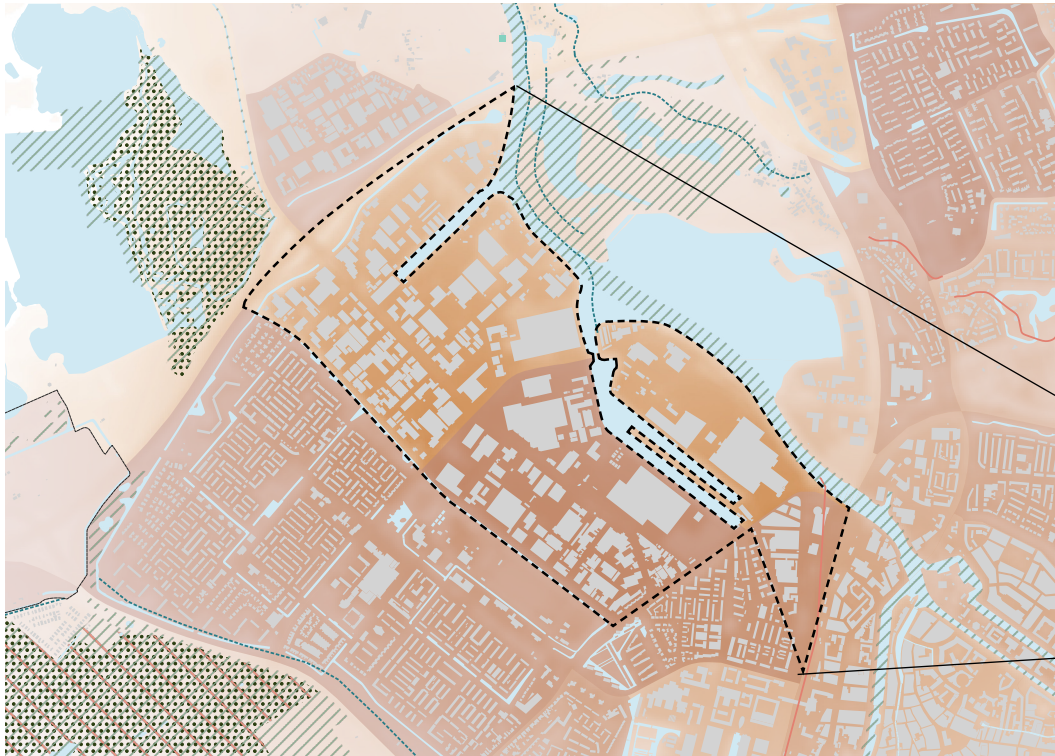
Site 3: Animal Farming through Nature



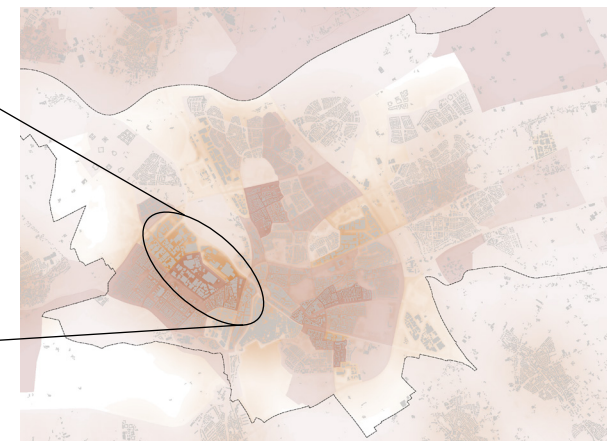
Part 4: Design Explorations

4.3 Site 3: 'Animal Farming through Nature'

Environmental and Spatial Problems



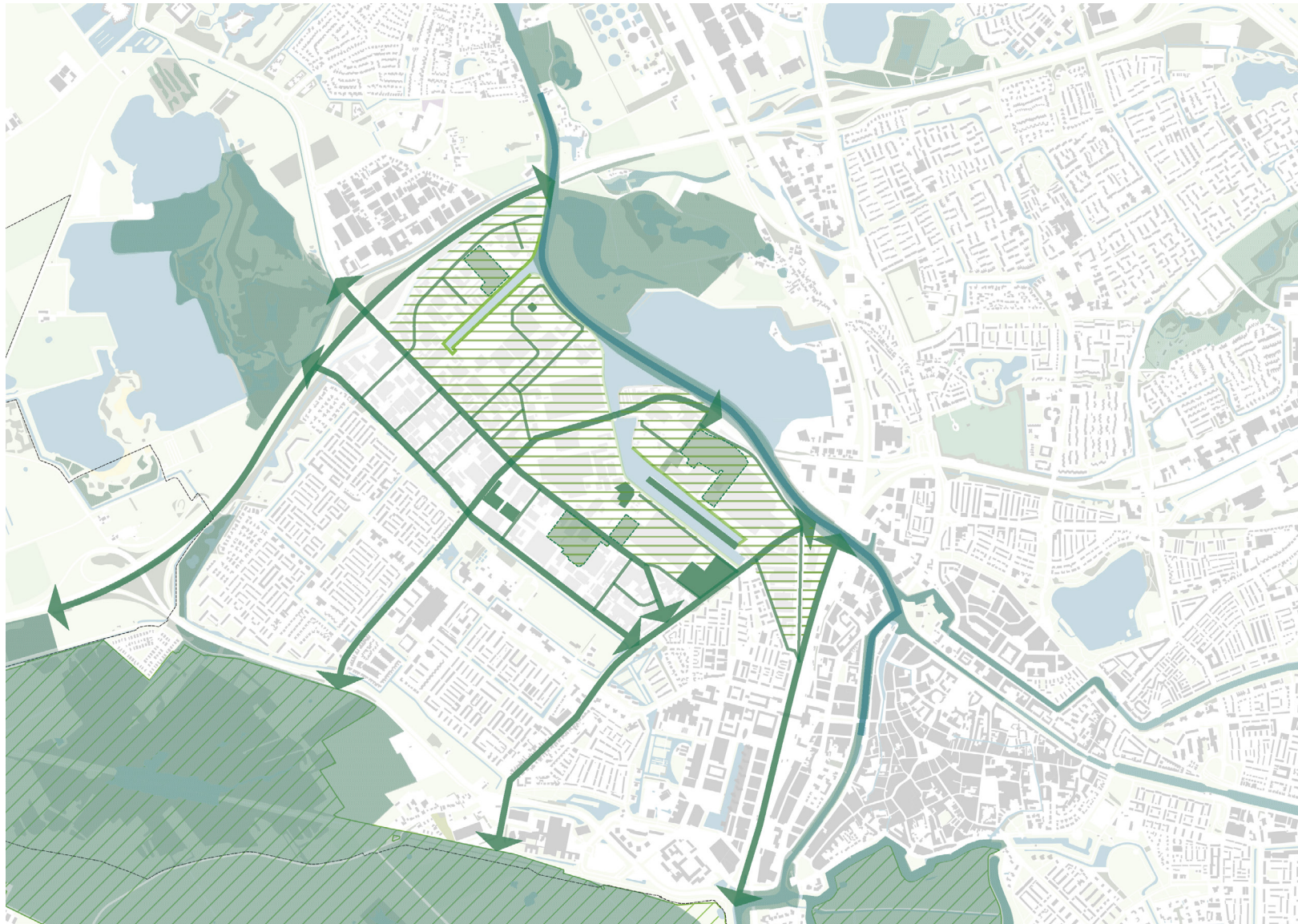
- High urban heat effect
- Low livability and vitality
- A lot of impermeable surfaces
- Lack green connection with surrounding natural areas









Legend

- Den Bosch boundry
- Building
- UHI
- 2.808
- 0
- Livability
- Bad
- Medium
- Good

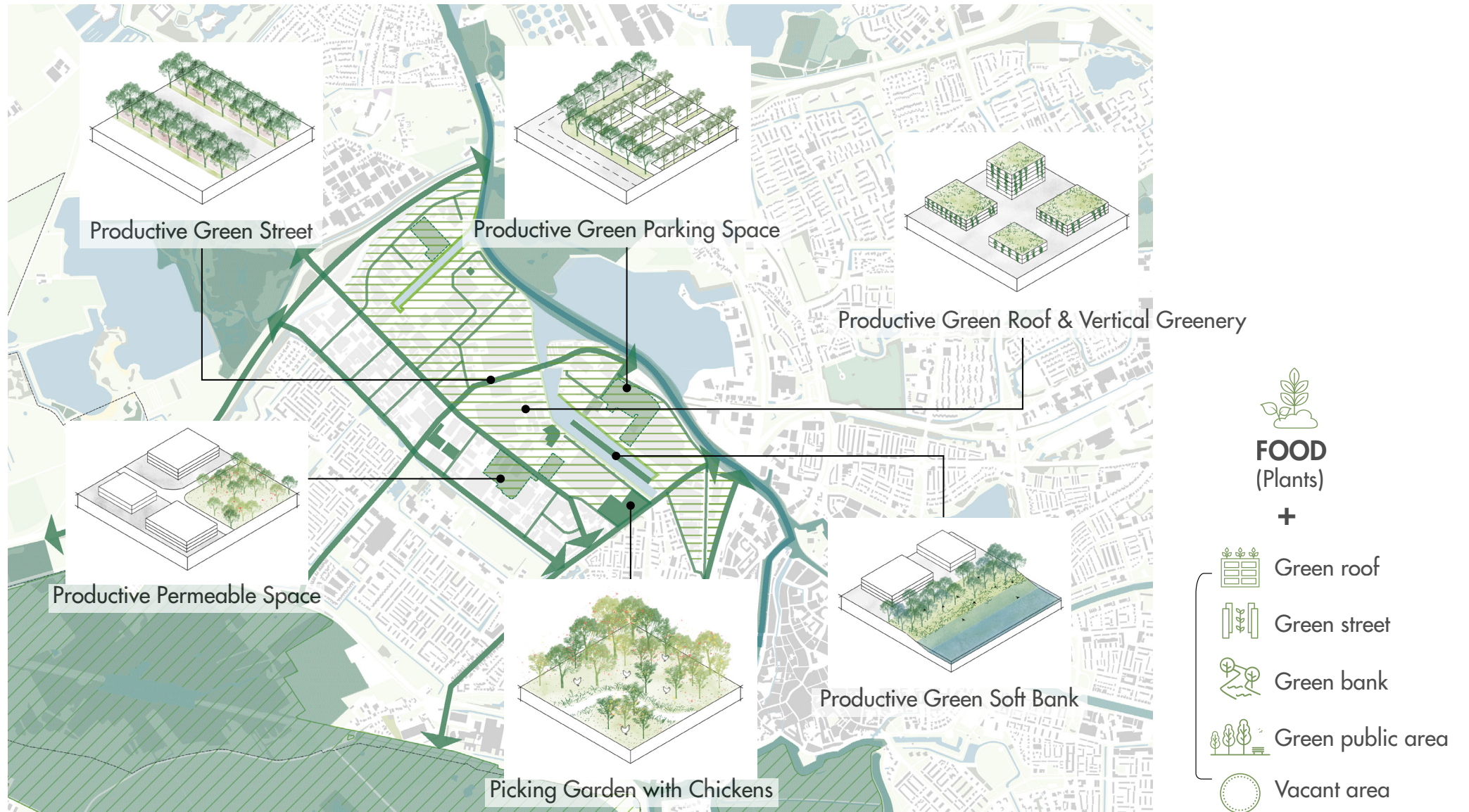
Spatial Framework



Legend

-  Green roof
-  Green public area
-  Green parking area
-  Nature resources
-  Green connection
-  Green bank

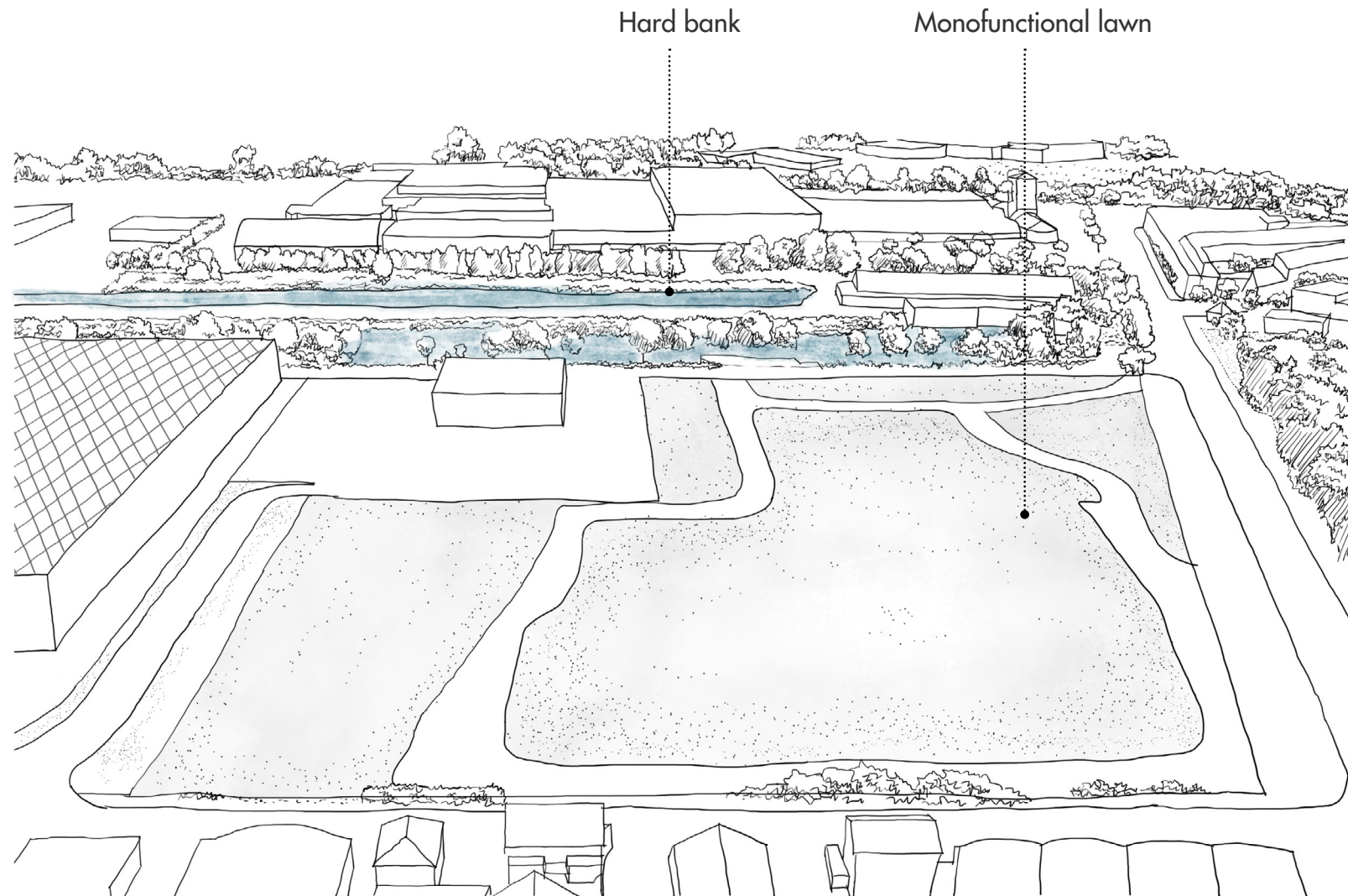
Spatial Framework



Part 4: Design Explorations

4.3 Site 3: 'Animal Farming through Nature'

Current



Part 4: Design Explorations

4.3 Site 3: 'Animal Farming through Nature'

Renewed Condition



Picking Garden

Tall trees:



Horse chestnut



Walnut

Low trees:

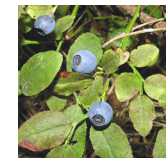


Apple



Sweet cherry

Shrubs:



Blueberry



Black currant



Redberry

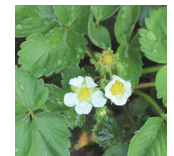


Raspberry

Herb layer:



Pumpkin

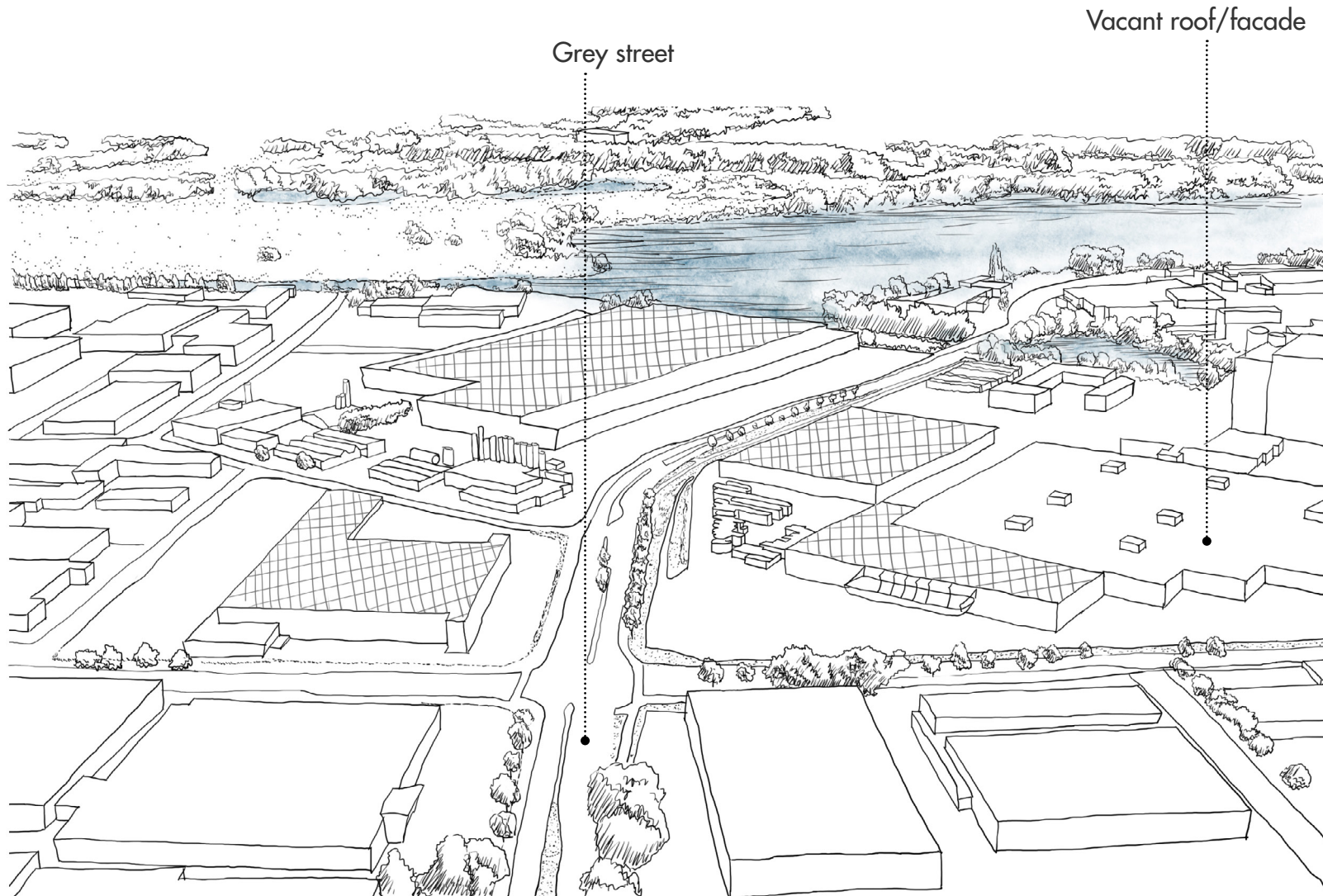


Strawberry

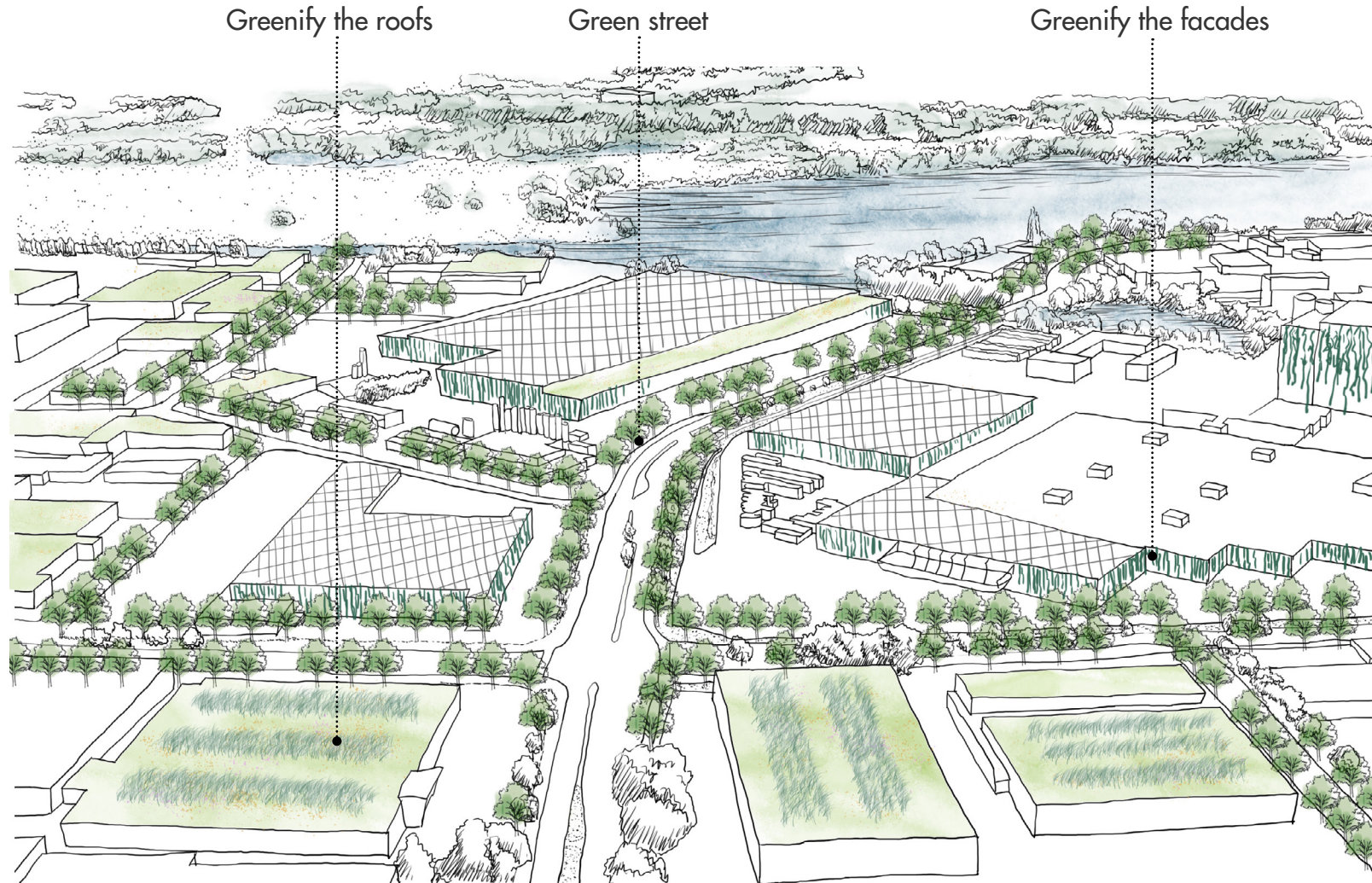
Part 4: Design Explorations

4.3 Site 3: 'Animal Farming through Nature'

Current



Renewed Condition



Green Street

Tall trees:



Horse chestnut



Walnut

Low trees:



Apple



Sweet cherry

Green Facade

Climbing plants:



Black berry



Siberian Kiwi

Green Roof

Herb layer:



Pumpkin




Strawberry

Part 4: Design Explorations

4.3 Site 3: 'Animal Farming through Nature'

Perspective



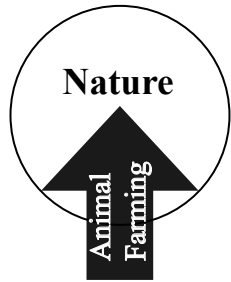
- *Part 1: Introduction*
 - *Part 2: Vision*
 - *Part 3: Design Principles*
 - *Part 4: Design Explorations*
 - *Part 5: Conclusions*
- 

5 CONCLUSIONS & DISCUSSION

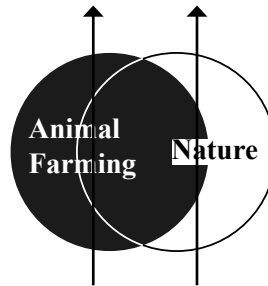
Main RQ

How to build up sustainable, nature-inclusive animal farming landscapes that also provide attractive recreational qualities, through landscape design in Den Bosch region?

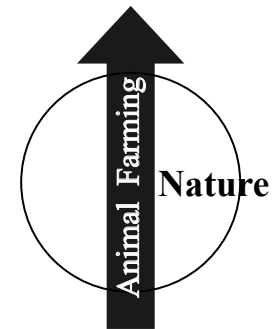
- Increase the ecological value of animal farming
- Improve animal welfare
- Create recreational foodscapes of animal farming
- Create climate-adaptive animal farming landscapes



Animal Farming in Nature



Animal Farming with Nature



Animal Farming through Nature

THANK YOU ALL !

First Mentor: Nico Tillie

Second Mentor: Remon Rooij