

上海





**No.1 Largest, 617 Km, 3.397 Blillion Ppl ,367 Stations**



**the World's Best ??**







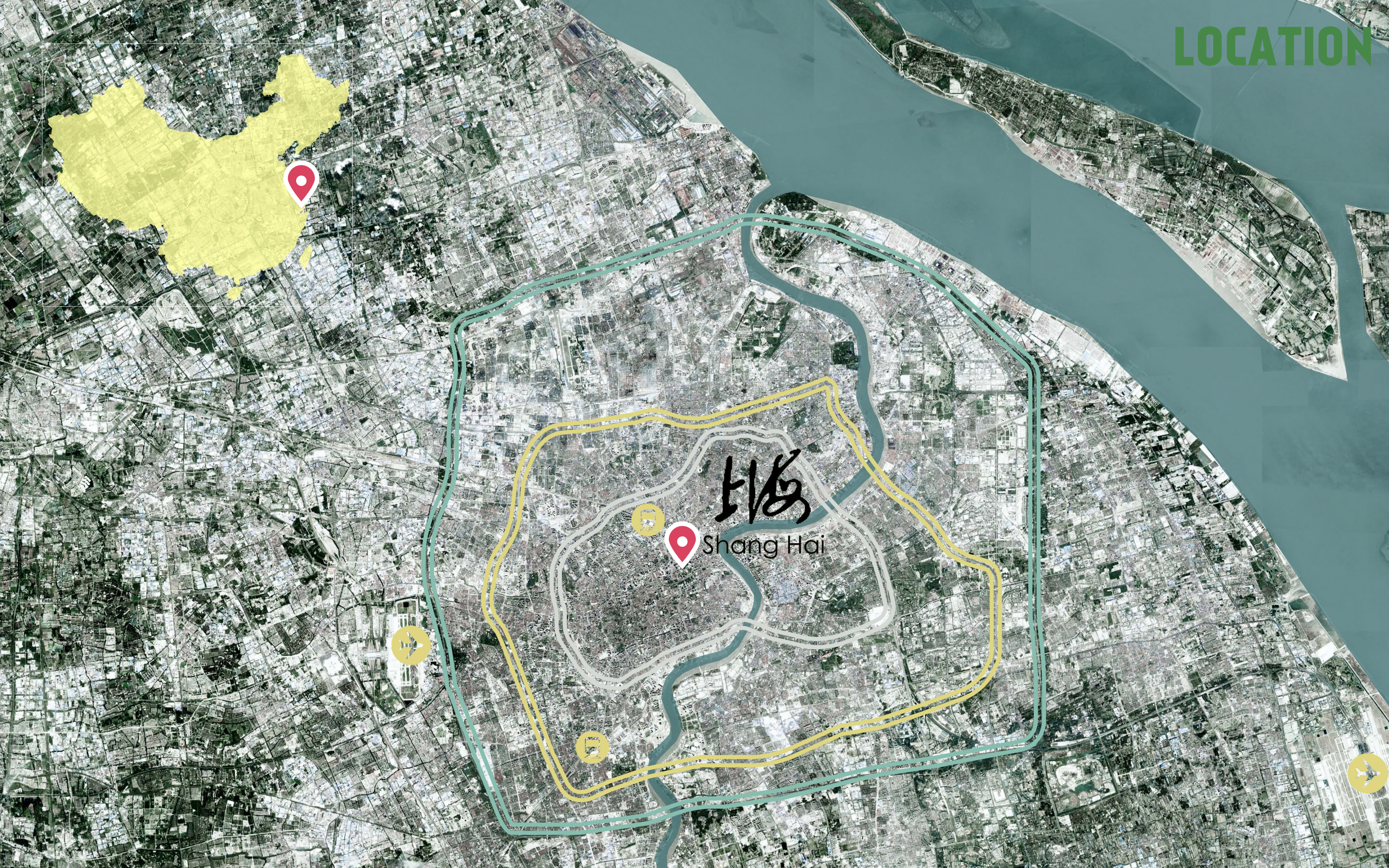
**If a place can be defined as relational, historical and concerned with identity, then a space which cannot be defined as relational, or historical, or concerned with identity will be a non-place. The hypothesis advanced here is that supermodernity produces non-places, meaning spaces which are not themselves anthropological places and which, unlike Baudelairean modernity, do not integrate the earlier places: instead these are listed, classified, promoted to the status of 'places of memory', and assigned to a circumscribed and specific position...**

## **NON PLACES**

**The space of non-places creates neither singular identity nor relations; only solitude and similitude.**



# LOCATION

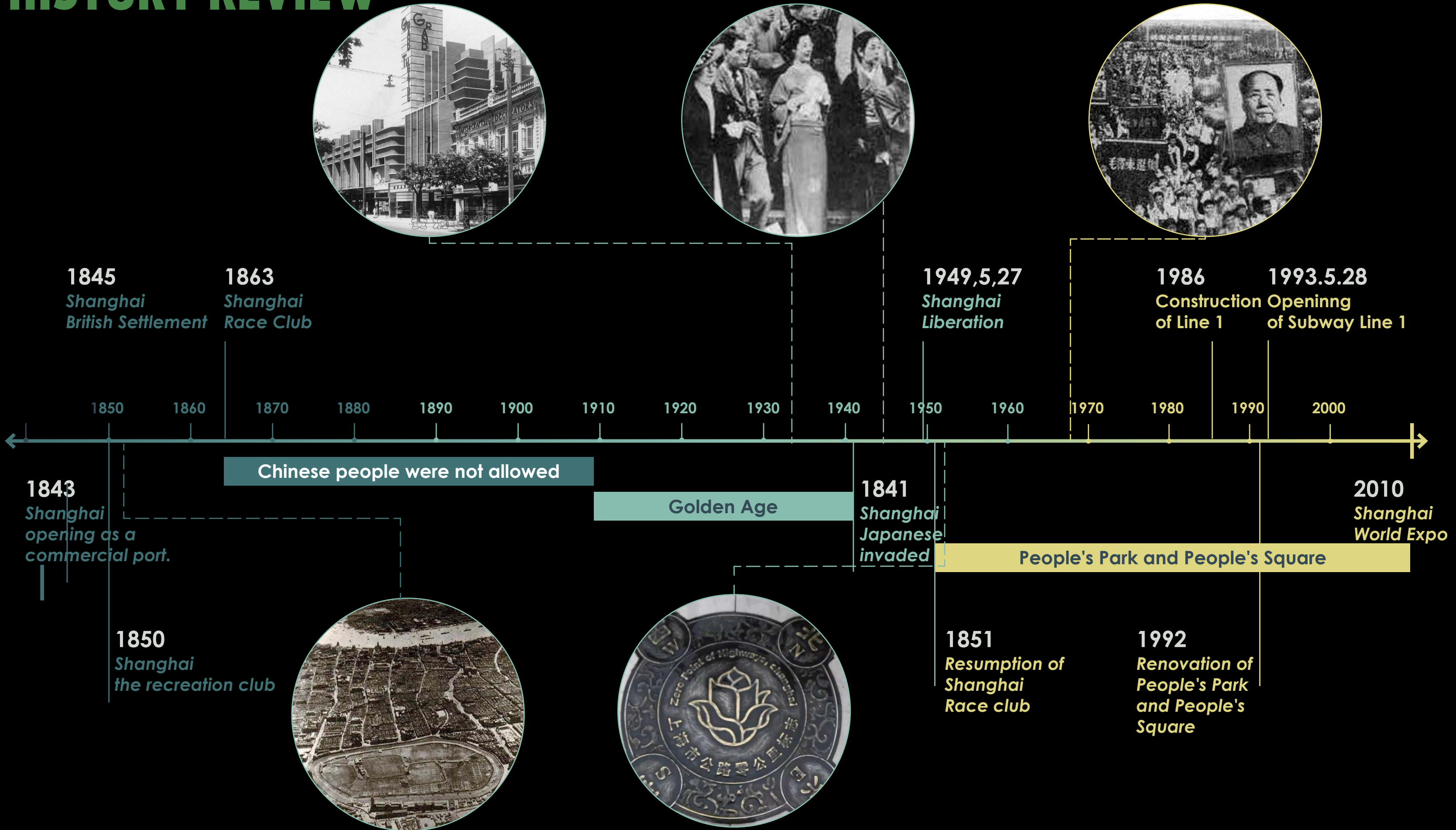


上海

Shang Hai



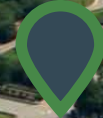
# HISTORY REVIEW



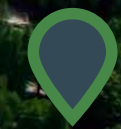




People's Square



People's Park





**SITE**

1 km

0.5 km

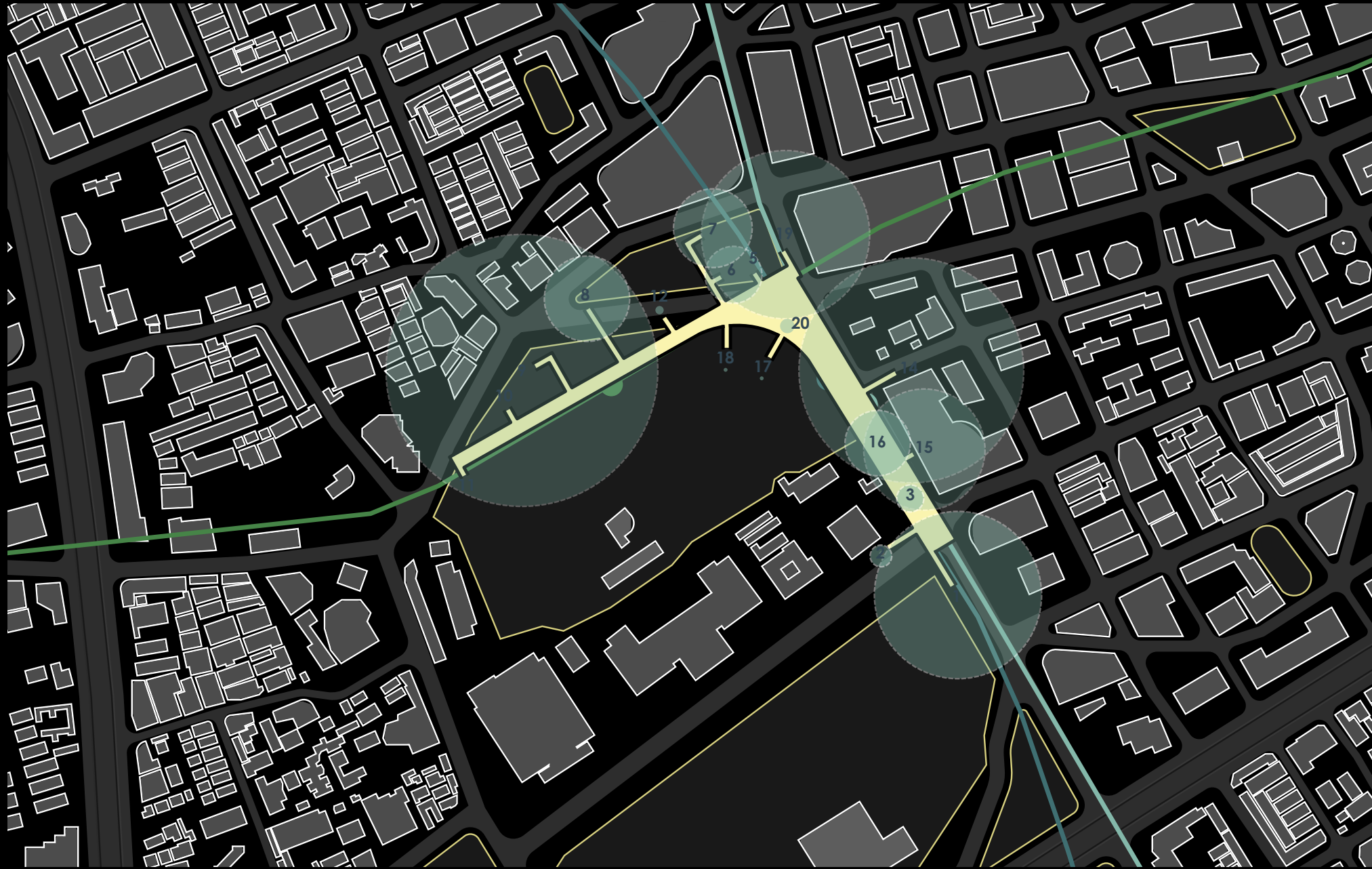
People's Park

People's Square





# Metro Station



Gate 1 Xizang Rd



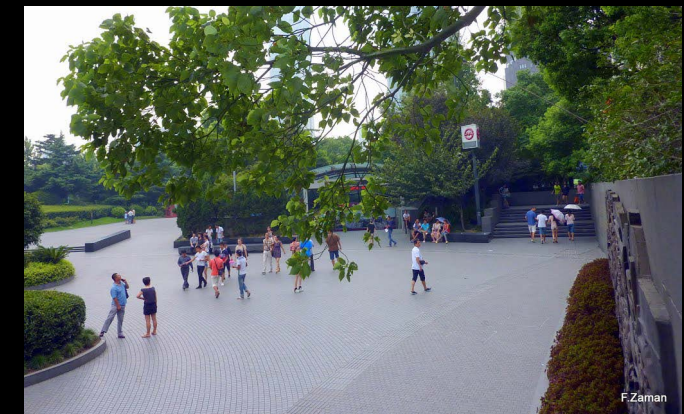
Gate 16 Bus Station



Gate 2 Museum



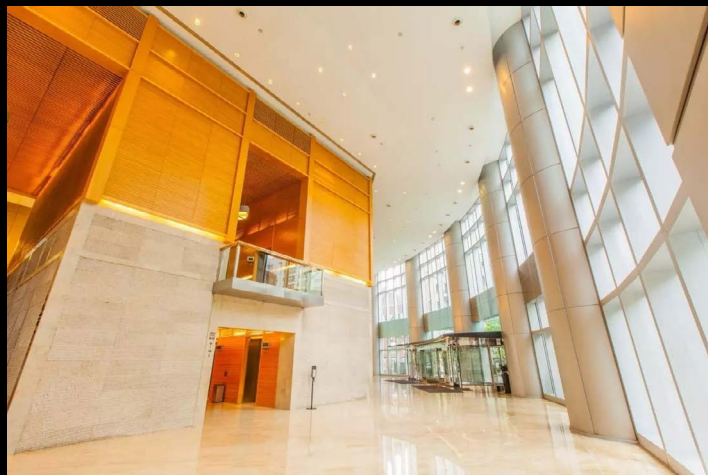
Gate 19 Nanjing Rd



Gate 6,7 Sunken Plaz



Gate 15 Commercial and Office



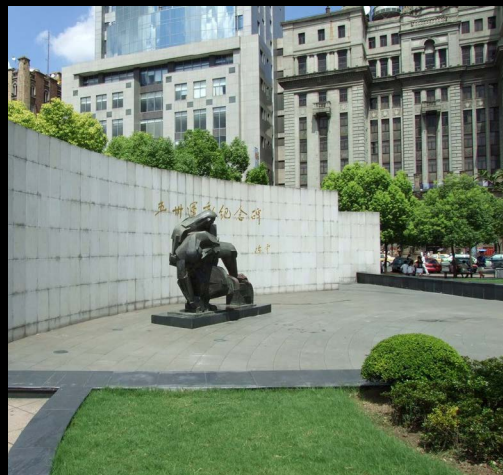
Gate 9 West Nanjing Rd



Gate 14 Office Area

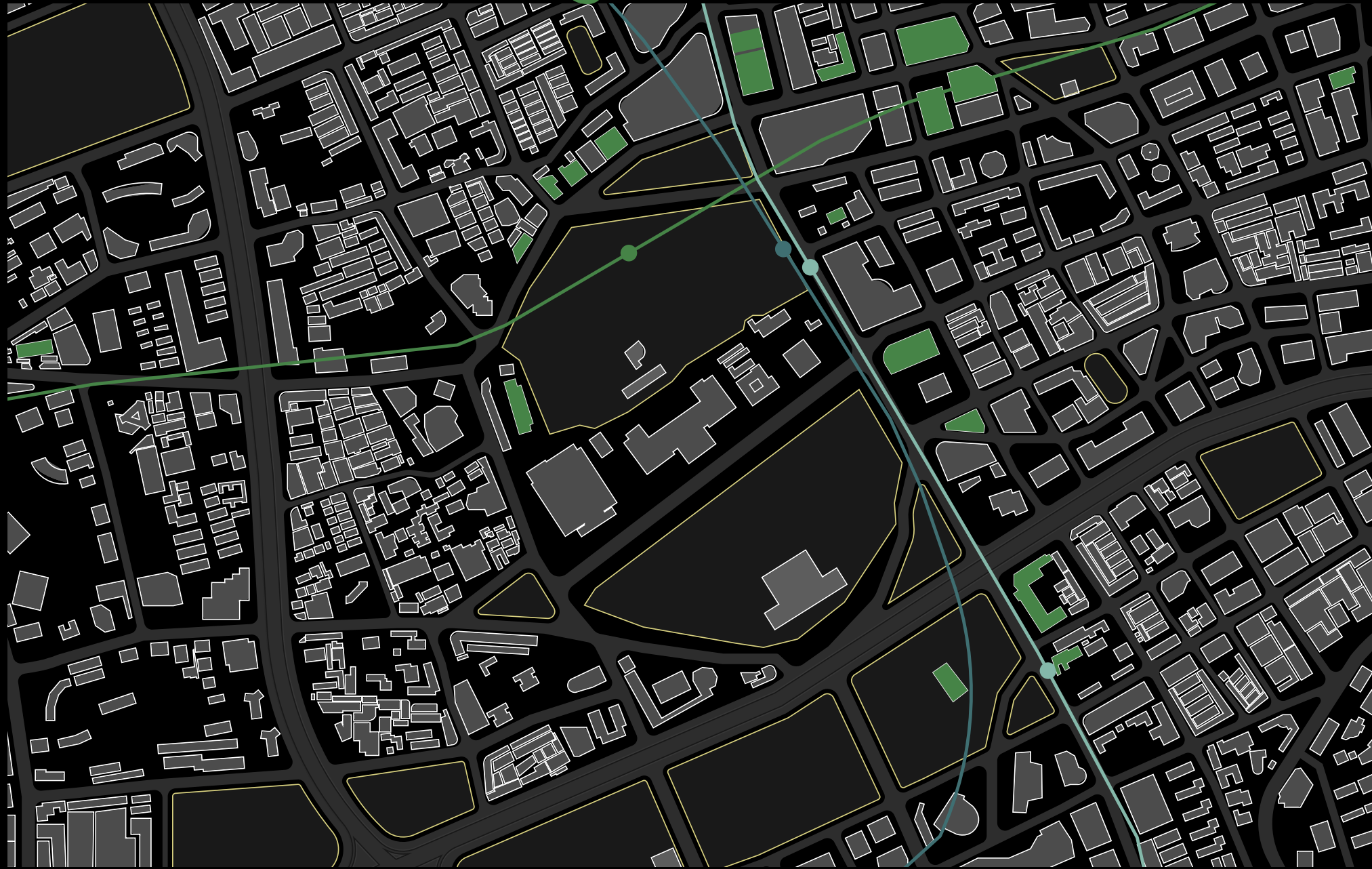


Gate 8 Public Green Space





# Historic Buildings



1930



1932



1934



1933



1933



1933



1917s



1930s



1933



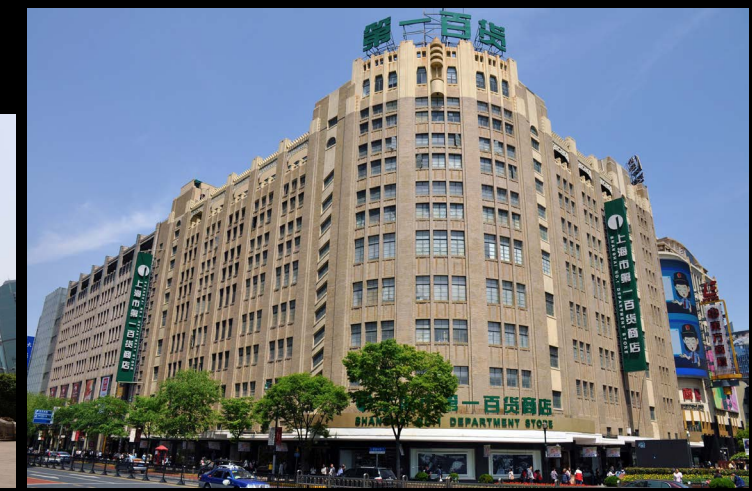
1933



1918



1930



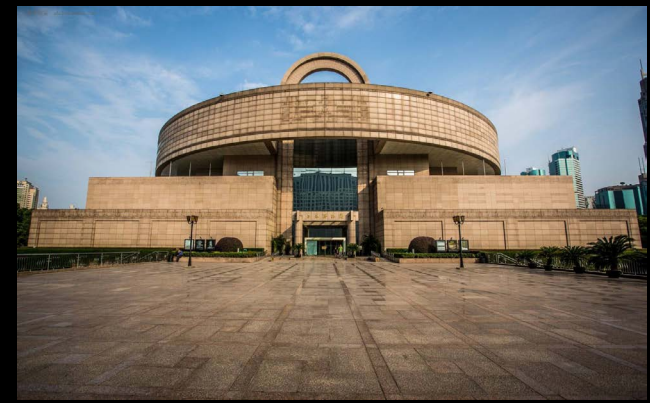
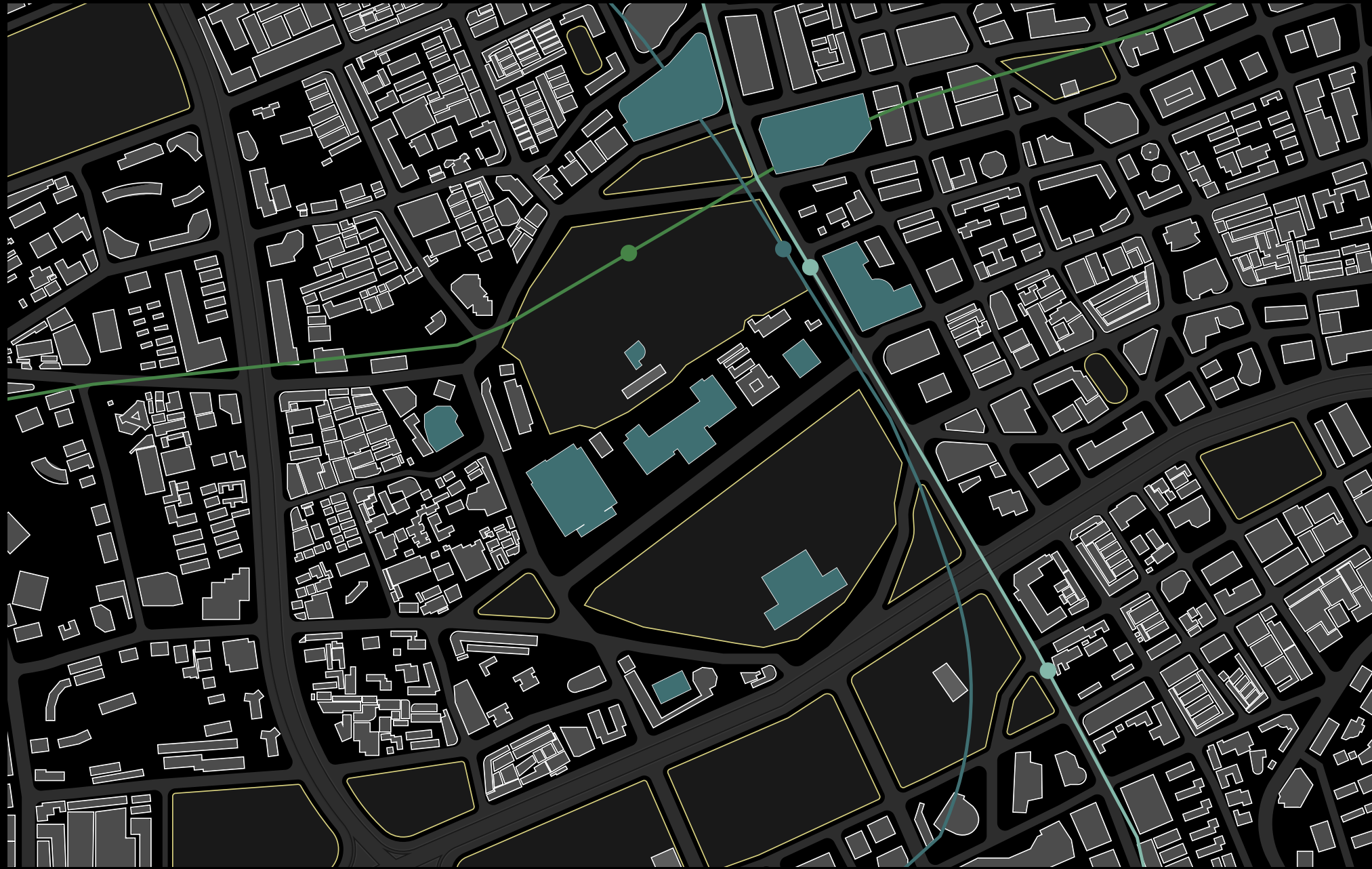
1934



1933

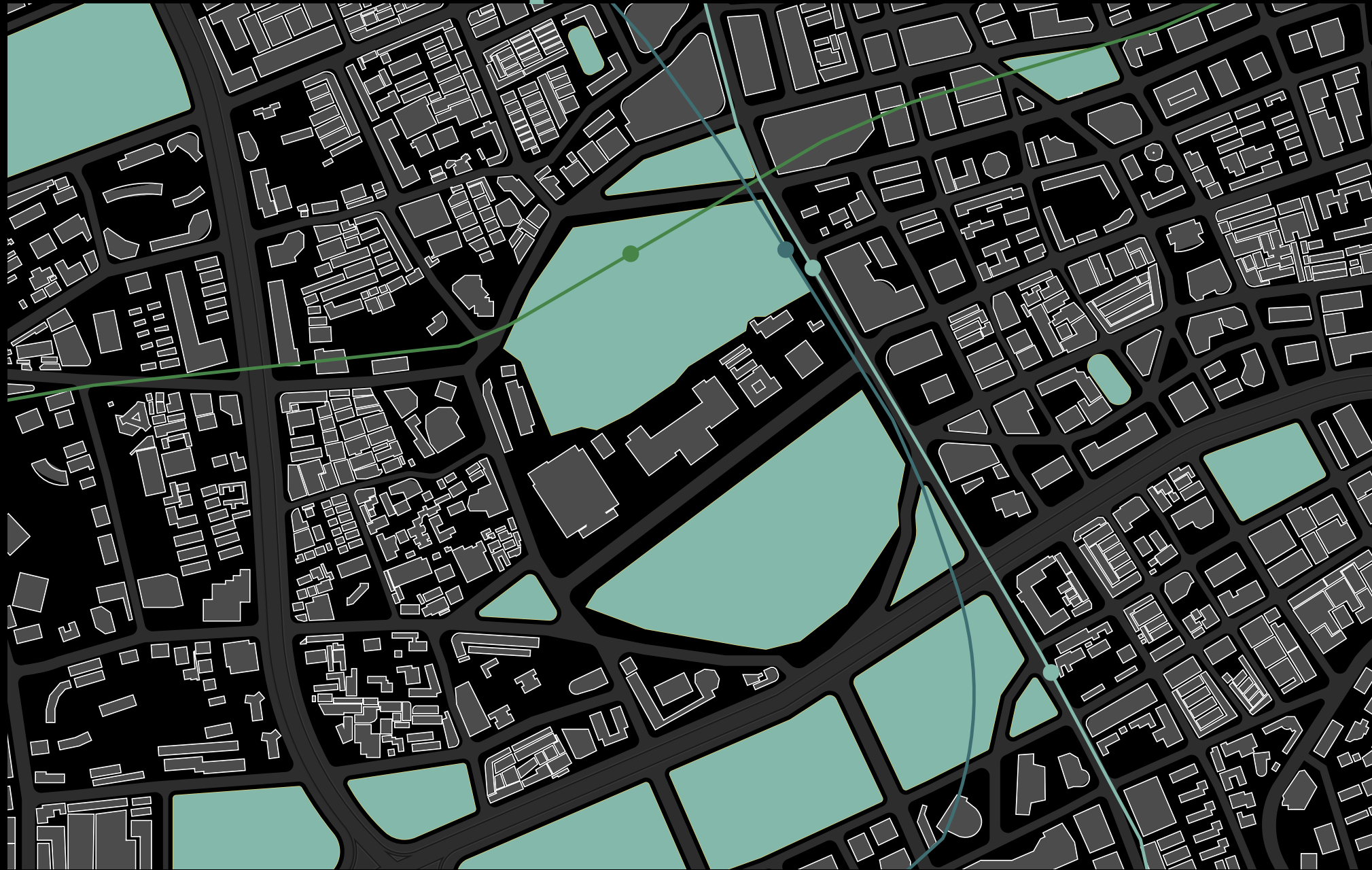


# Modern Landmarks

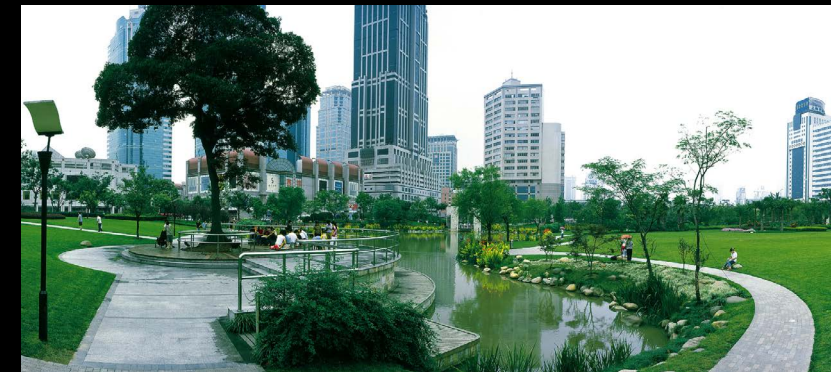




# Public Green Space



People's Square



Yanzhong Plaza Park



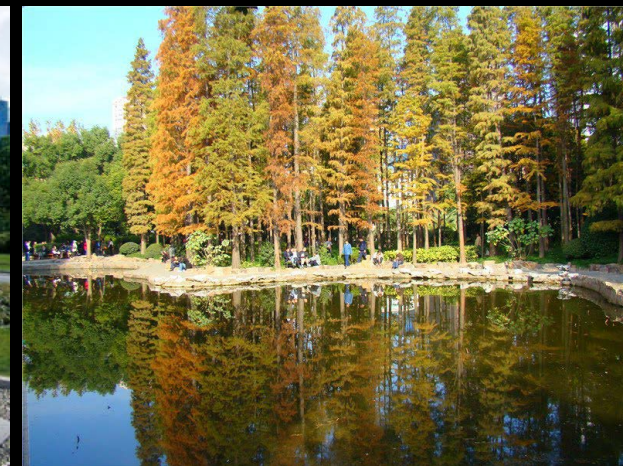
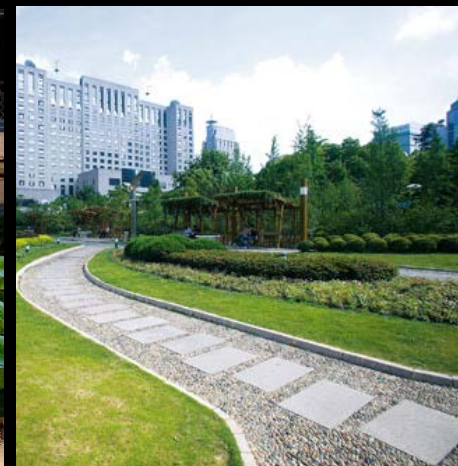
Jingan Sculture Park



Yanzhong Public Greenland



People's Park



Music Square



# Strategy

Passengers



Citizens



Tradition



New Tech





# Function



Transport



Commercial



Office



the Elderly



Event

**Concourse**  
1000m<sup>2</sup>

**Platform**  
2000m<sup>2</sup>

**Convenient Shop**  
500m<sup>2</sup>

**Management**  
1000m<sup>2</sup>

**Auxiliary**  
500m<sup>2</sup>

**Toilet**  
60m<sup>2</sup>



**Anchor**  
1000m<sup>2</sup>

**Retail**  
2000m<sup>2</sup>

**Supermarket**  
1000m<sup>2</sup>

**Indoor playground**  
500m<sup>2</sup>

**Auxiliary**  
500m<sup>2</sup>

**Toilet**  
60m<sup>2</sup>



**Restaurant**  
1000m<sup>2</sup>

**Coffee House**  
1000m<sup>2</sup>

**Salon**  
1000m<sup>2</sup>

**Auxiliary**  
500m<sup>2</sup>

**Cinema**  
1500m<sup>2</sup>

**Toilet**  
60m<sup>2</sup>



**Market**  
1500m<sup>2</sup>

**Sports**  
2000m<sup>2</sup>

**Exhibition**  
1000m<sup>2</sup>

**Tea House**  
500m<sup>2</sup>

**Auxiliary**  
500m<sup>2</sup>

**Toilet**  
60m<sup>2</sup>



**Outdoor Cinema**  
2500m<sup>2</sup>

**Plantation**  
2000m<sup>2</sup>

**Waterzone**  
1000m<sup>2</sup>

**Playground**  
1000m<sup>2</sup>

**Auxiliary**  
500m<sup>2</sup>

**Toilet**  
60m<sup>2</sup>



Fast

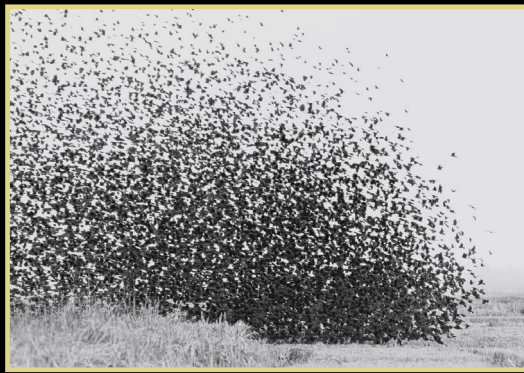
Slow



# COMPUTATION

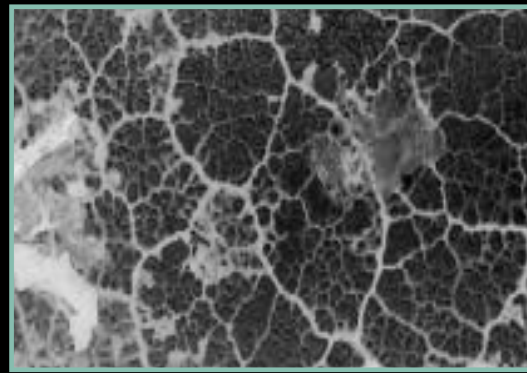
## Swarm Behaviour

Flocking Agents



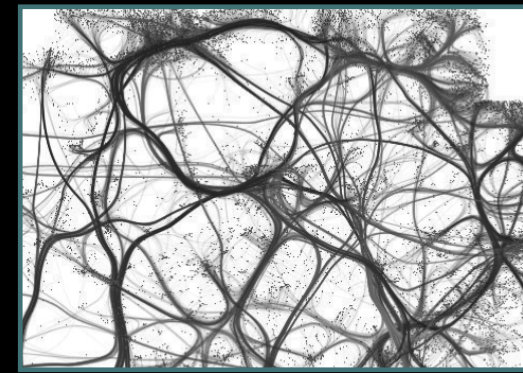
## Stigmergy

Physarum Polycephalum



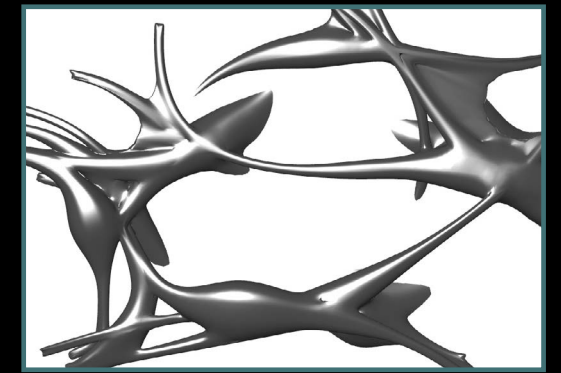
## Path Optimazation

2D to 3D



## Form Finding

Function





# COMPUTATION

## Flocking Agents





# COMPUTATION

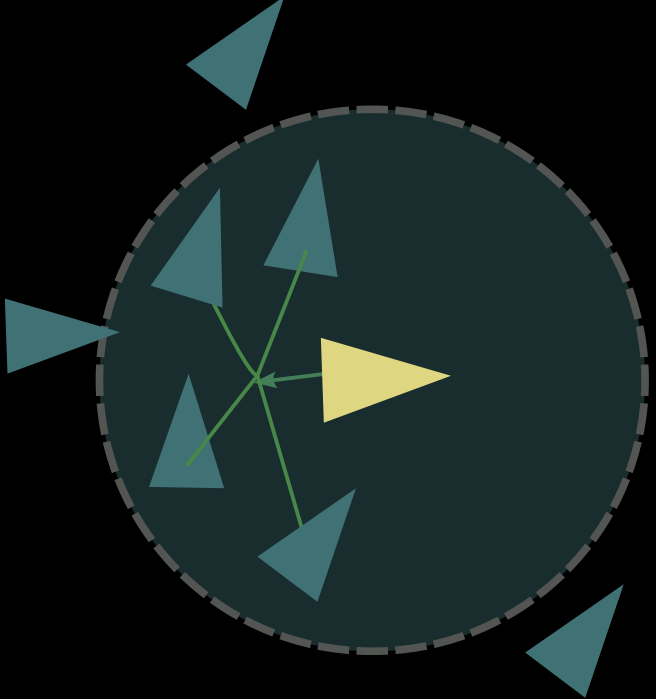
## Flocking Agents



**Separation**



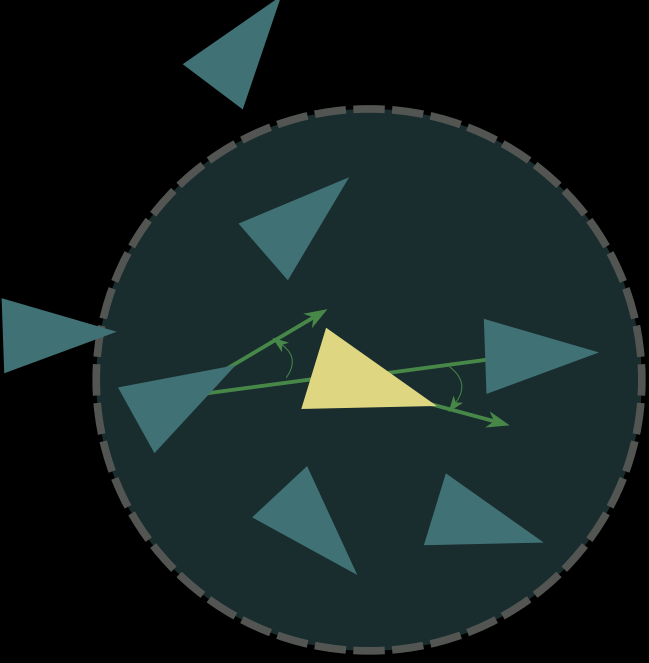
**Alignment**



**Cohesion**



**Obstacle  
Avoidance**



**View  
Force**



# COMPUTATION

## Flocking Agents

Population : 5000

Vision Radius : 30m  
Force 1

Vision Radius : 30m  
Force 0.5

Vision Radius : 50m  
Force 1

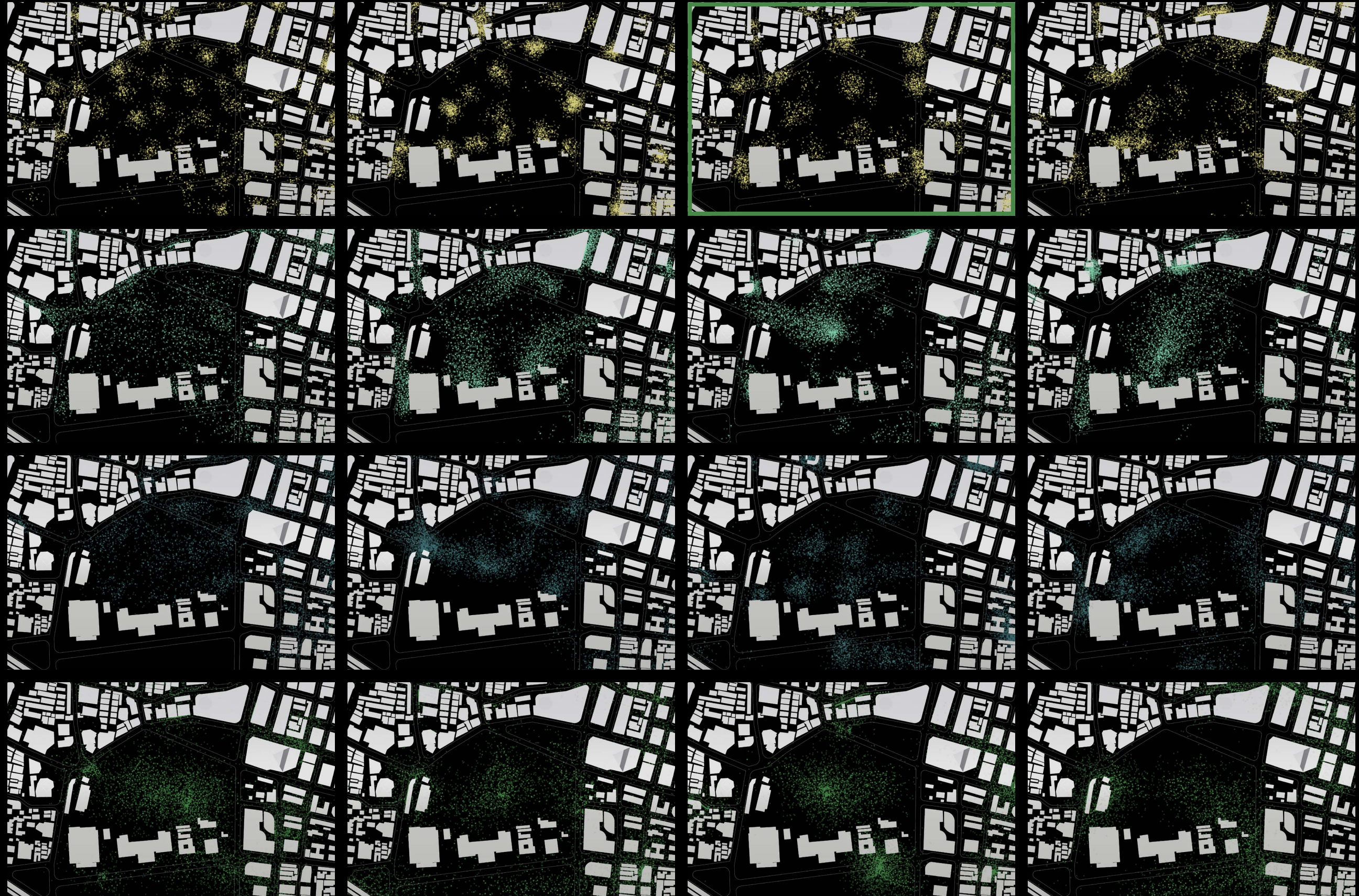
Vision Radius : 100m  
Force 1

Max speed : 5

Max speed : 10

Max speed : 15

Max speed : 20





# COMPUTATION

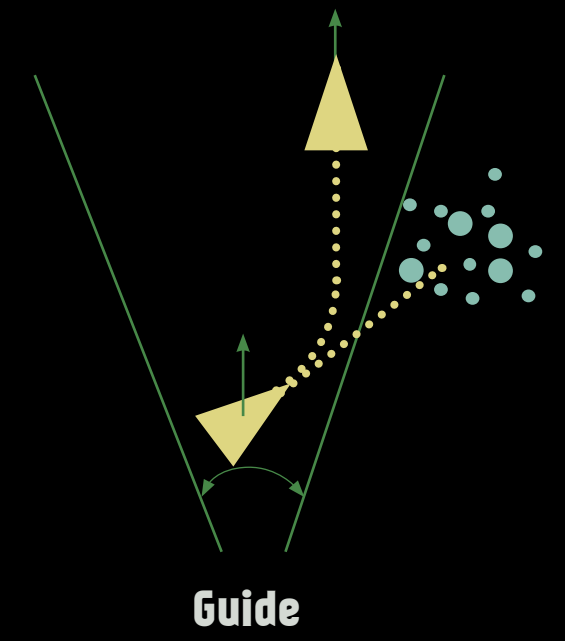
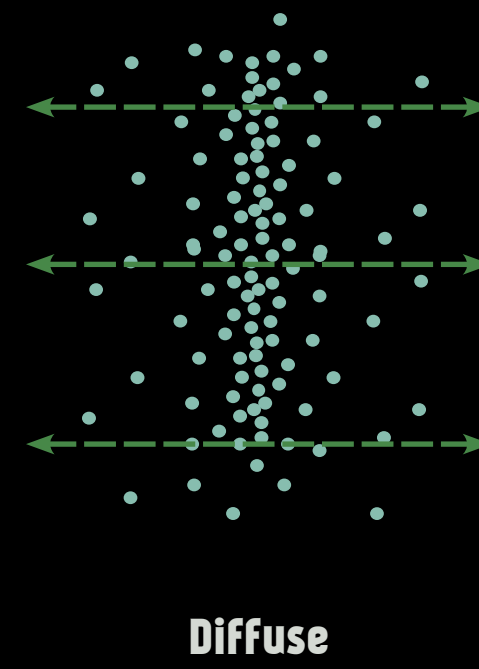
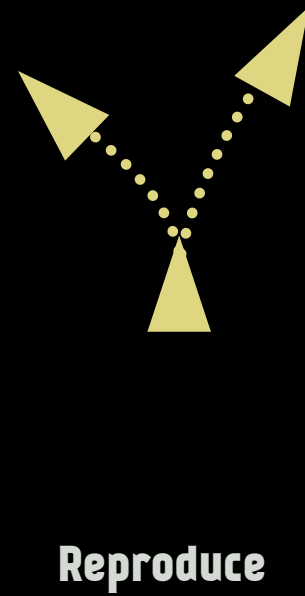
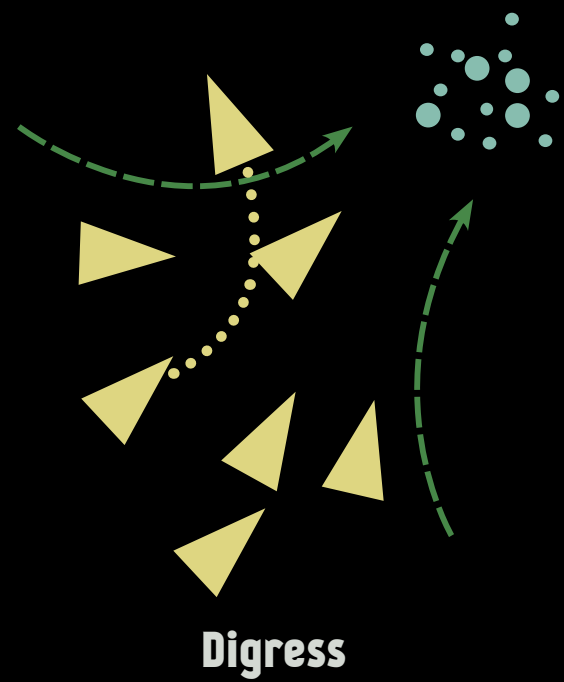
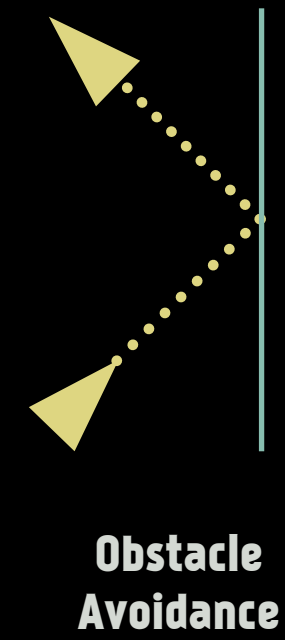
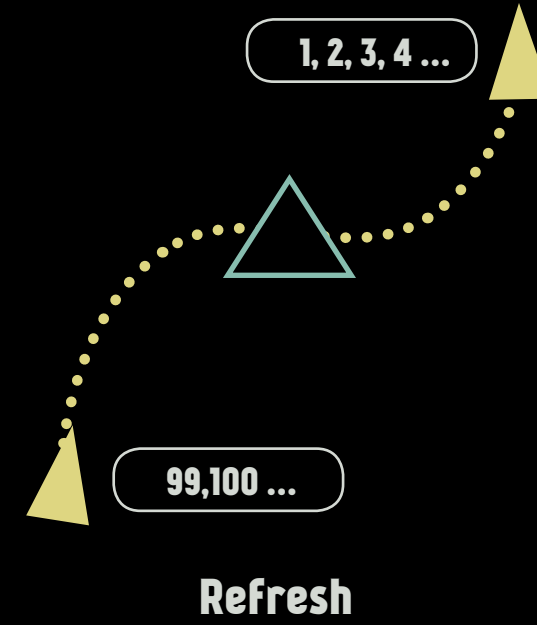
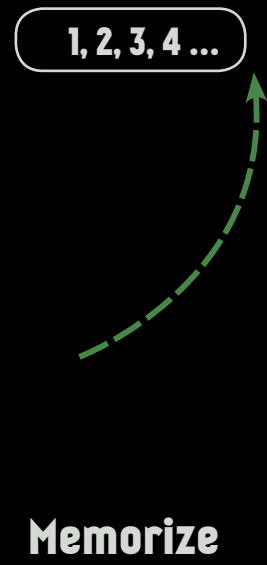
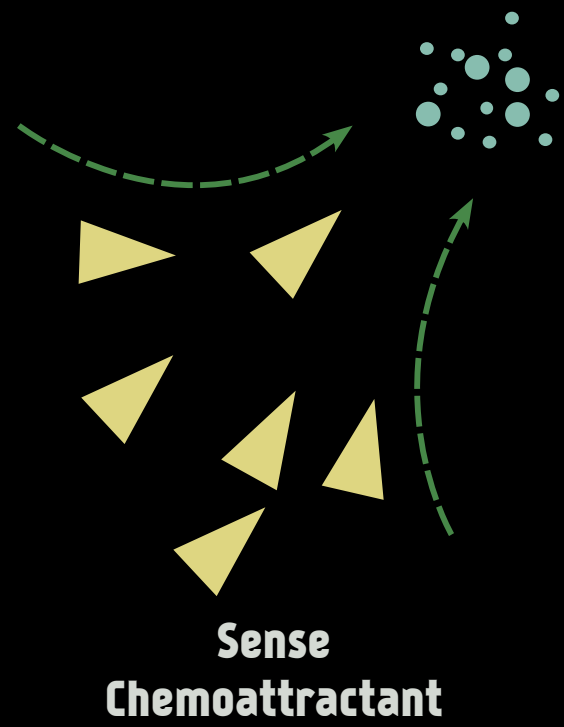
## Physarum Polycephalum





# COMPUTATION

## Physarum Polycephalum

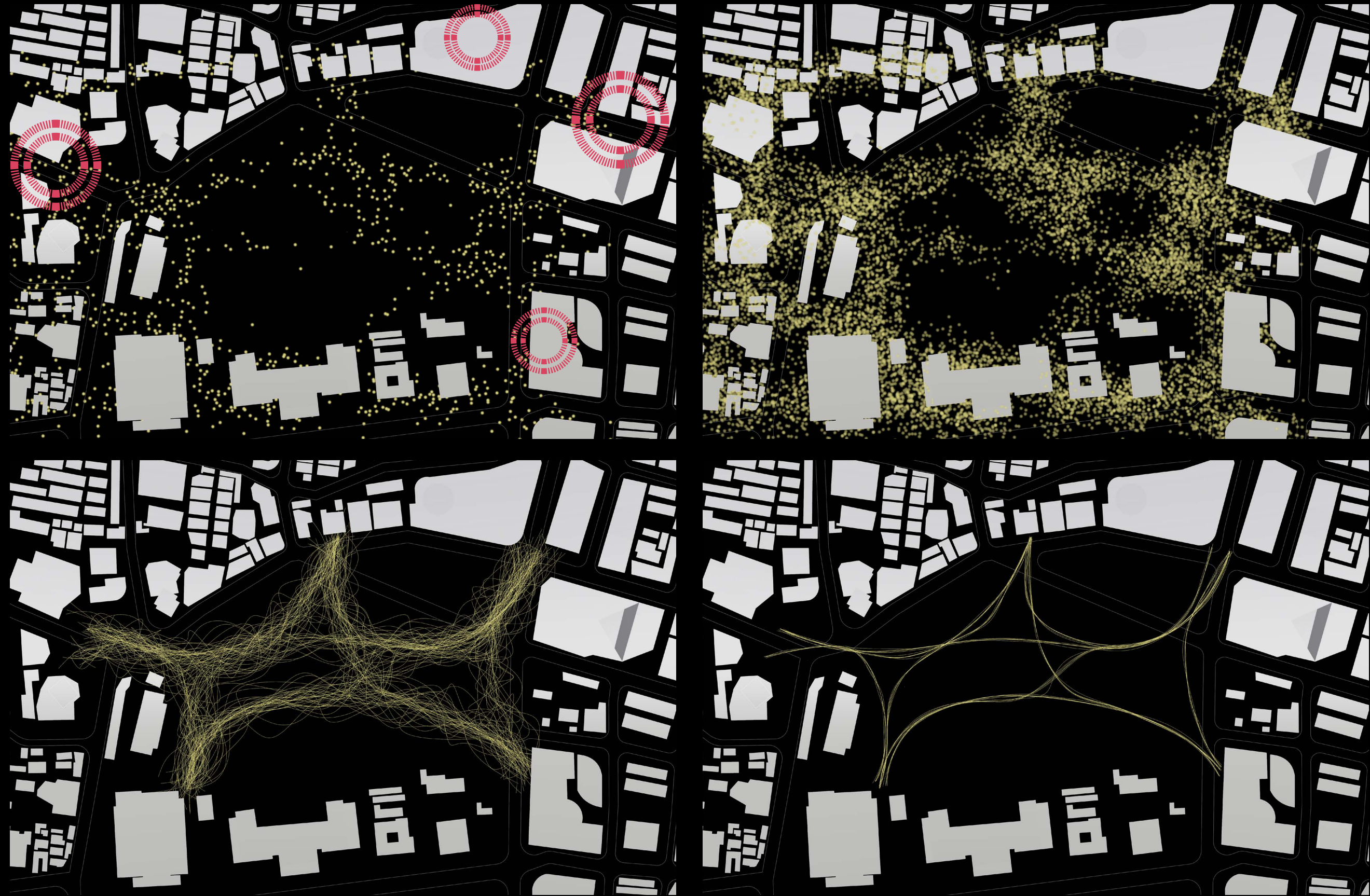




# COMPUTATION

Physarum Polycephalum

Commercial

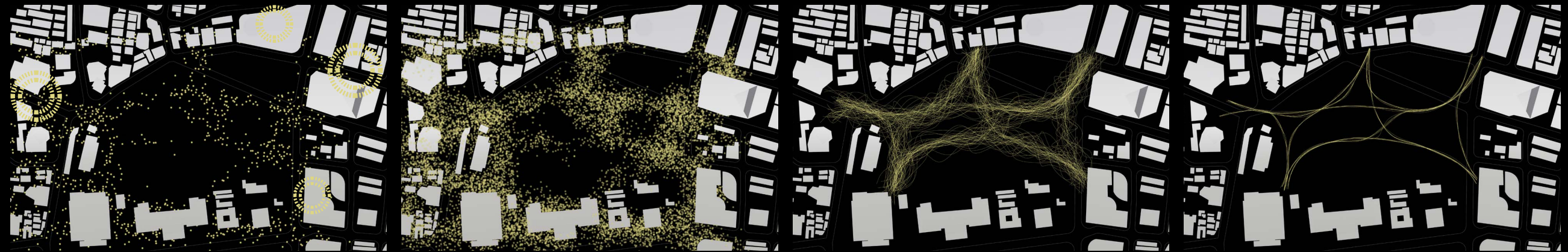




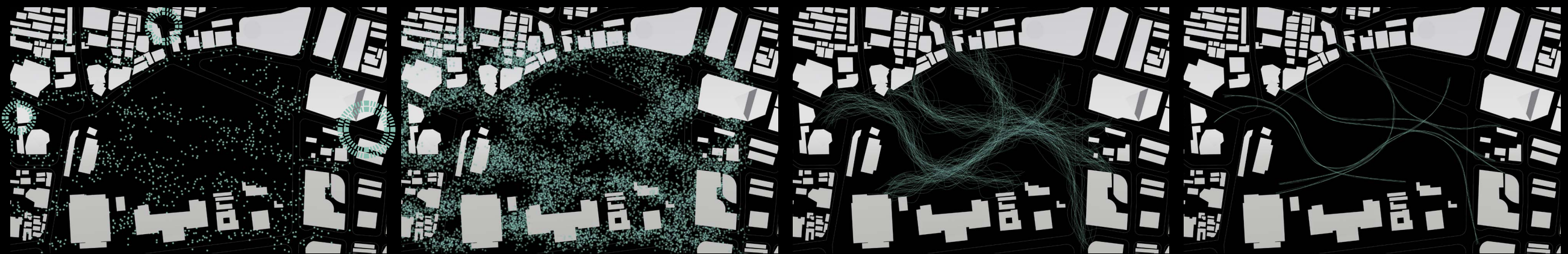
# COMPUTATION

## Physarum Polycephalum

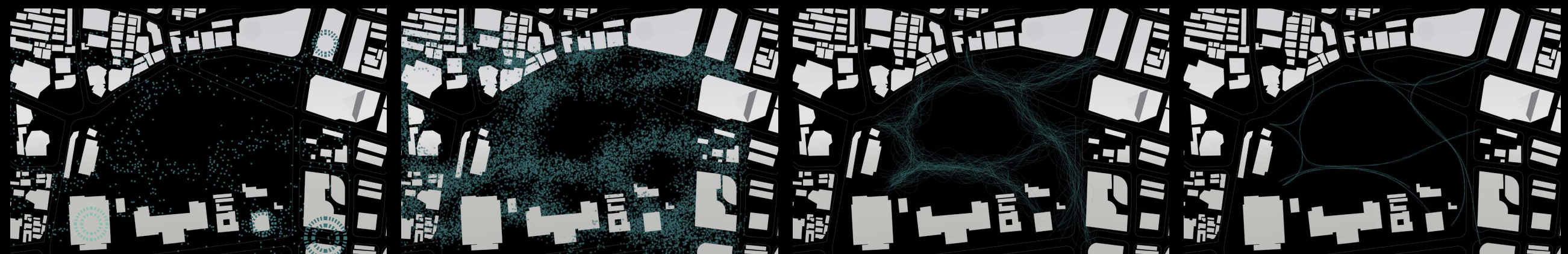
Commercial



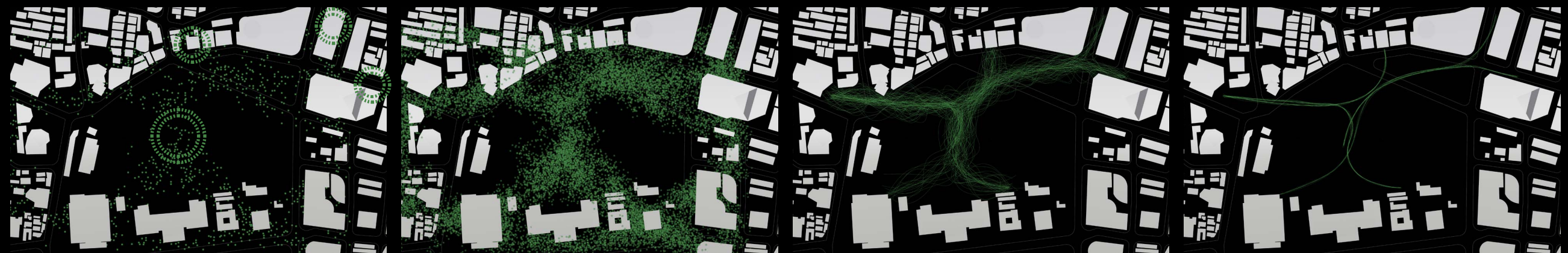
Office



the Elderly



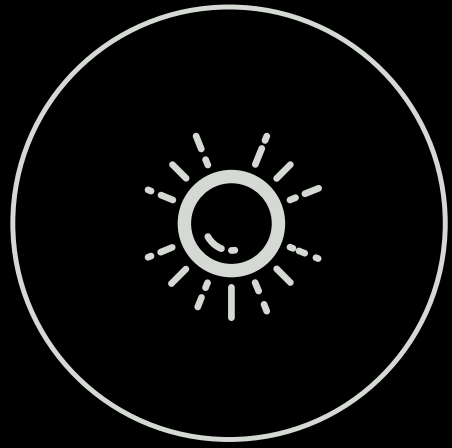
Events



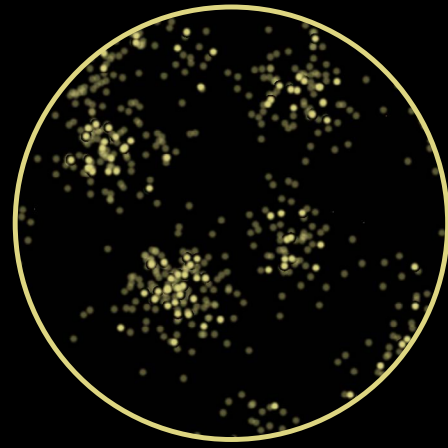


# COMPUTATION

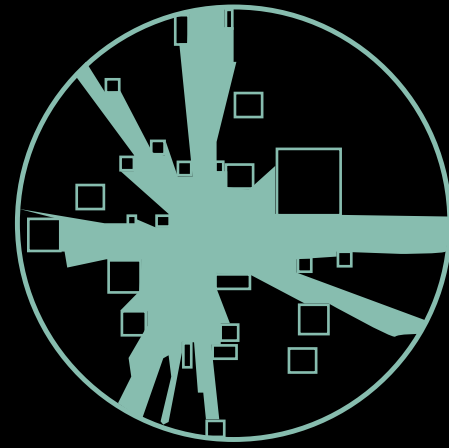
## Path Adjustment



Daylight



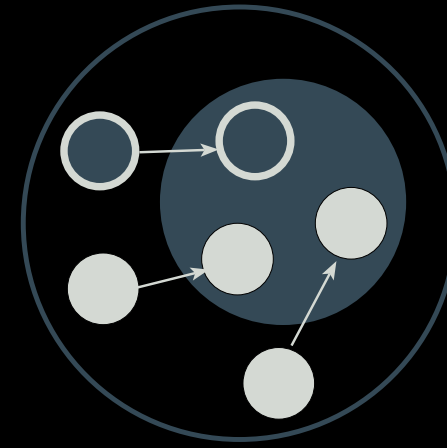
Swarm



View



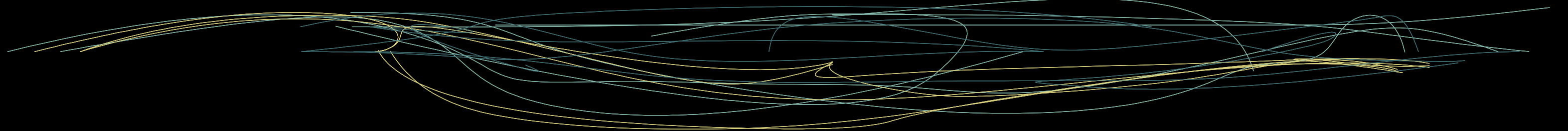
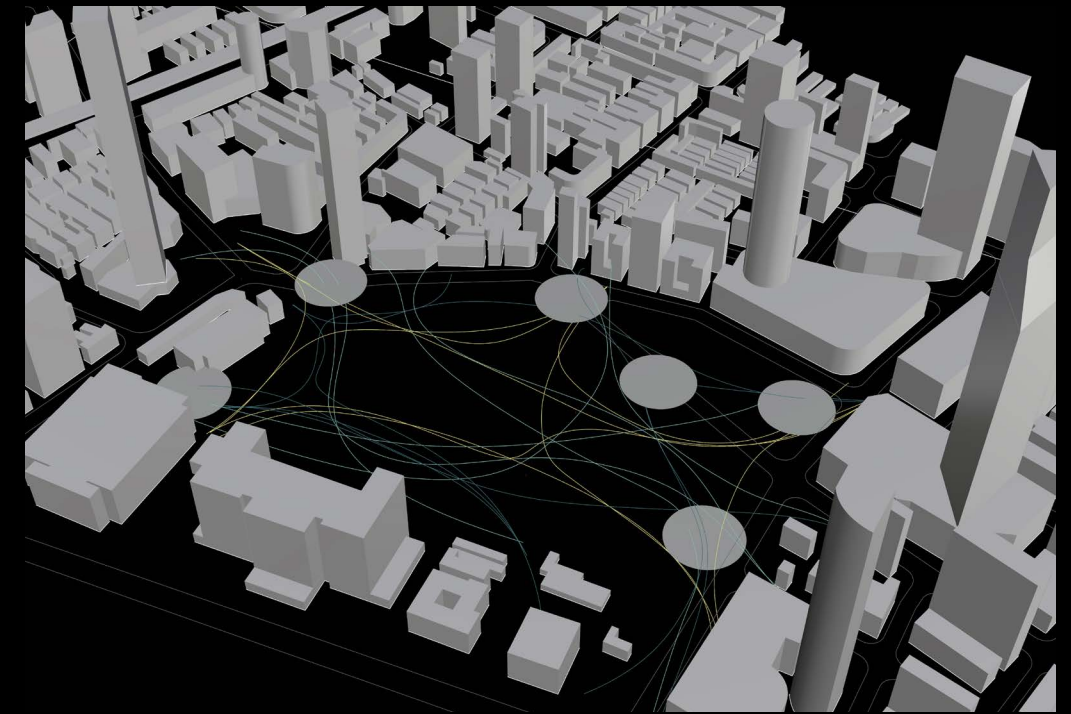
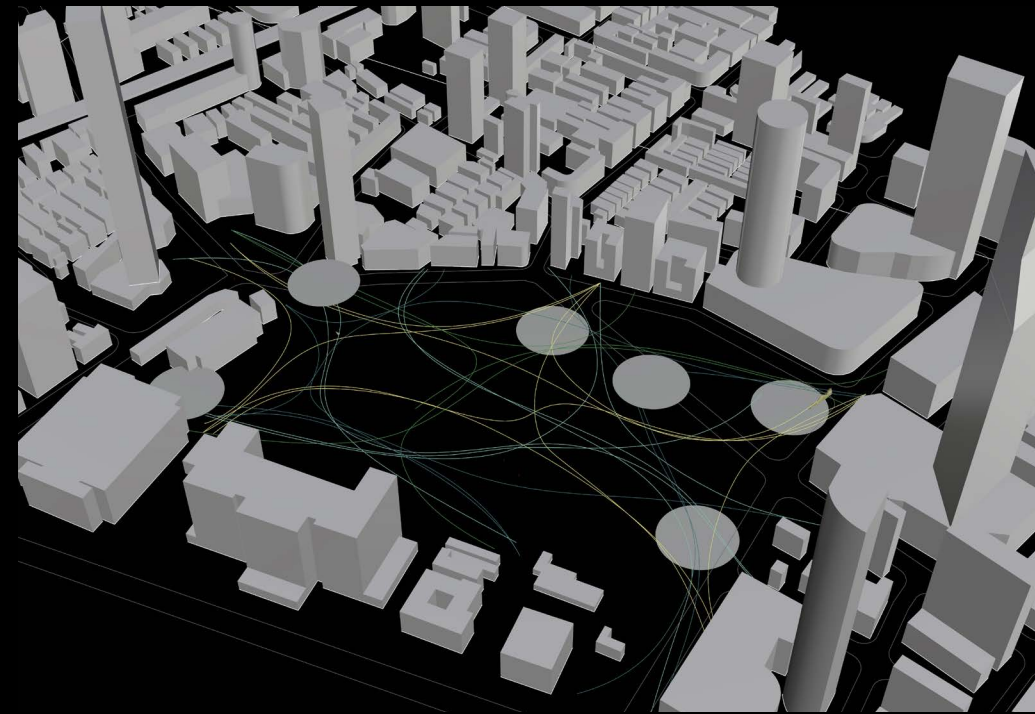
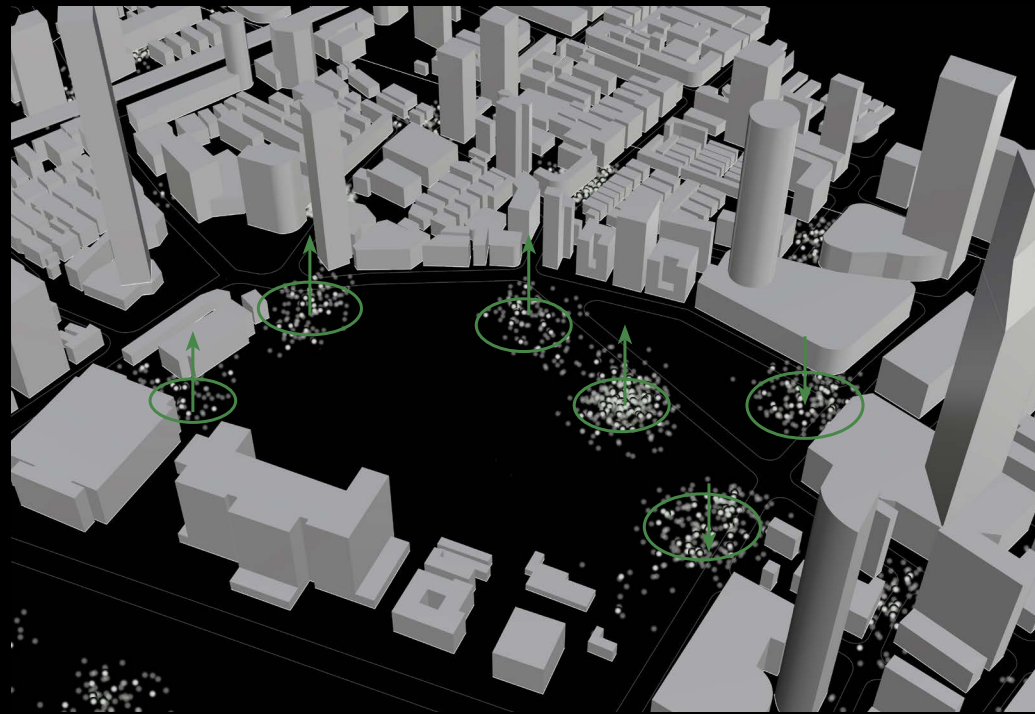
Spaces Syntax



Spaces Syntax

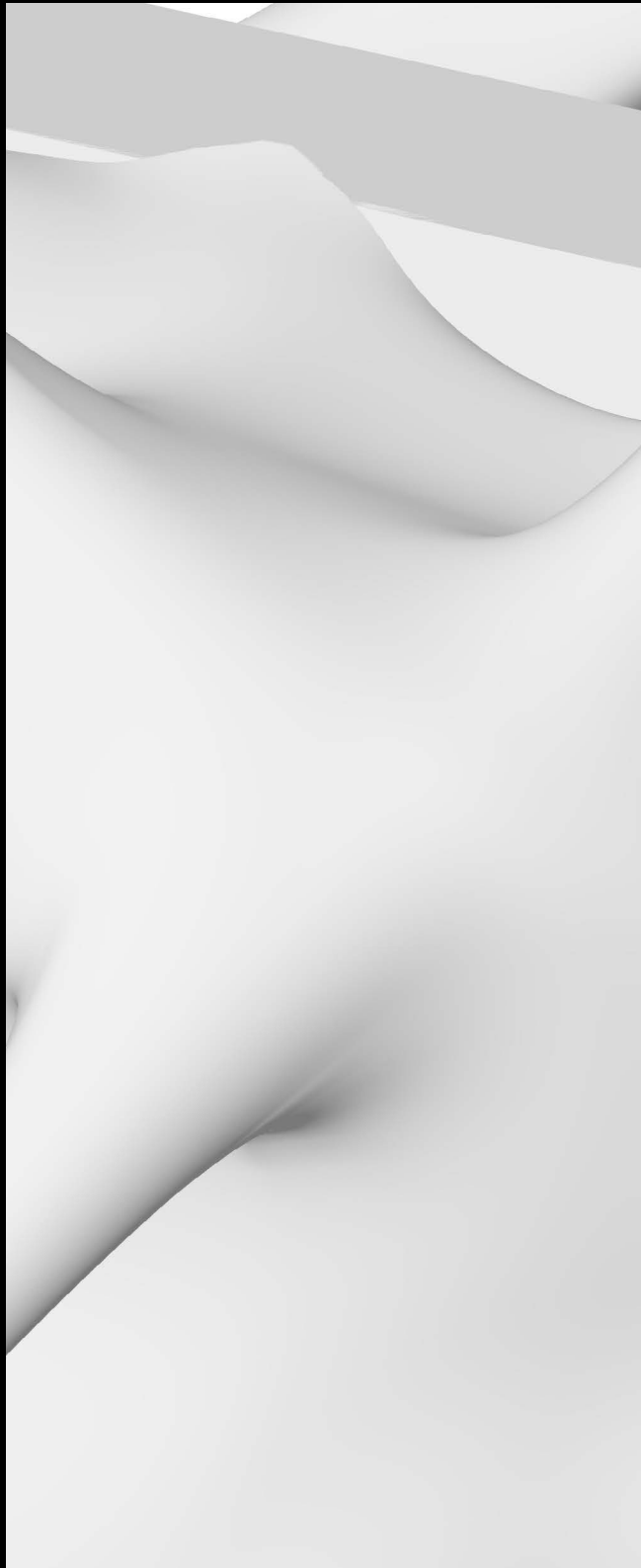


Accessibility





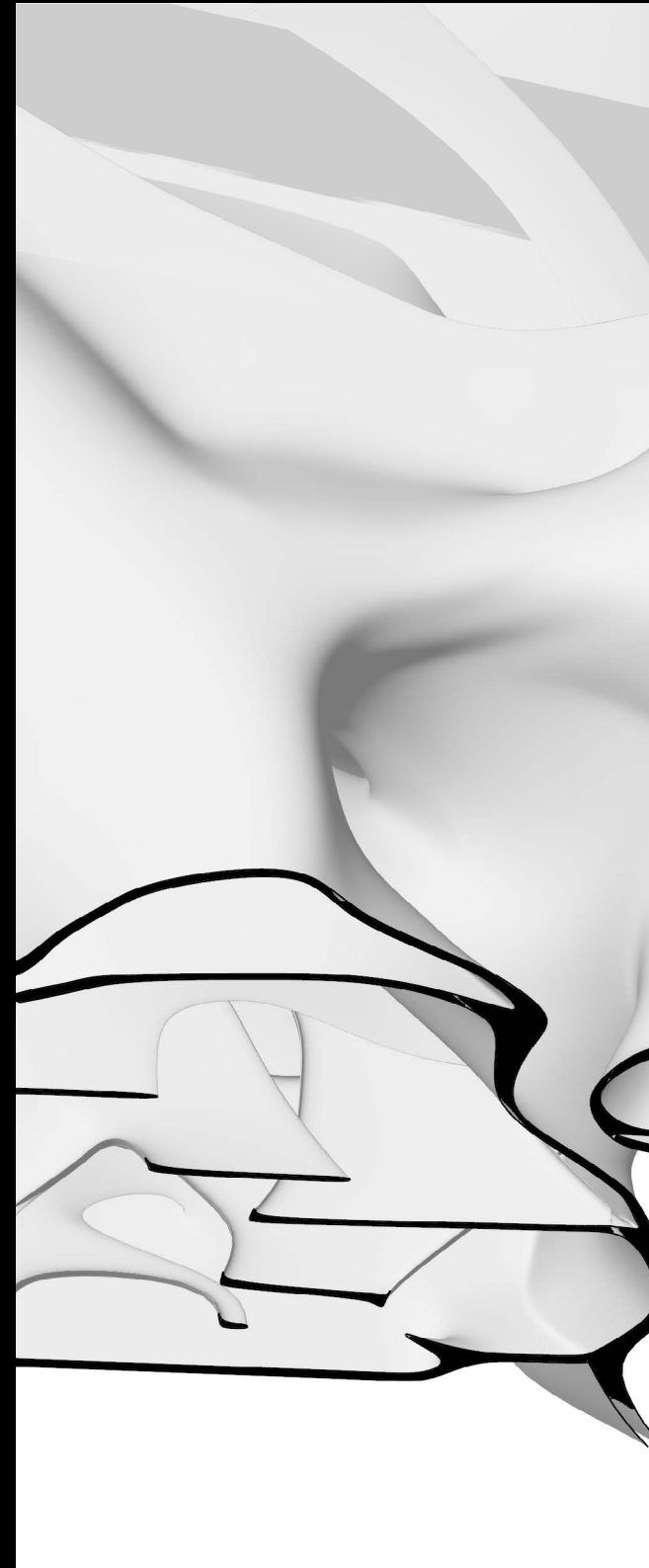
# Development



**Basic Form**



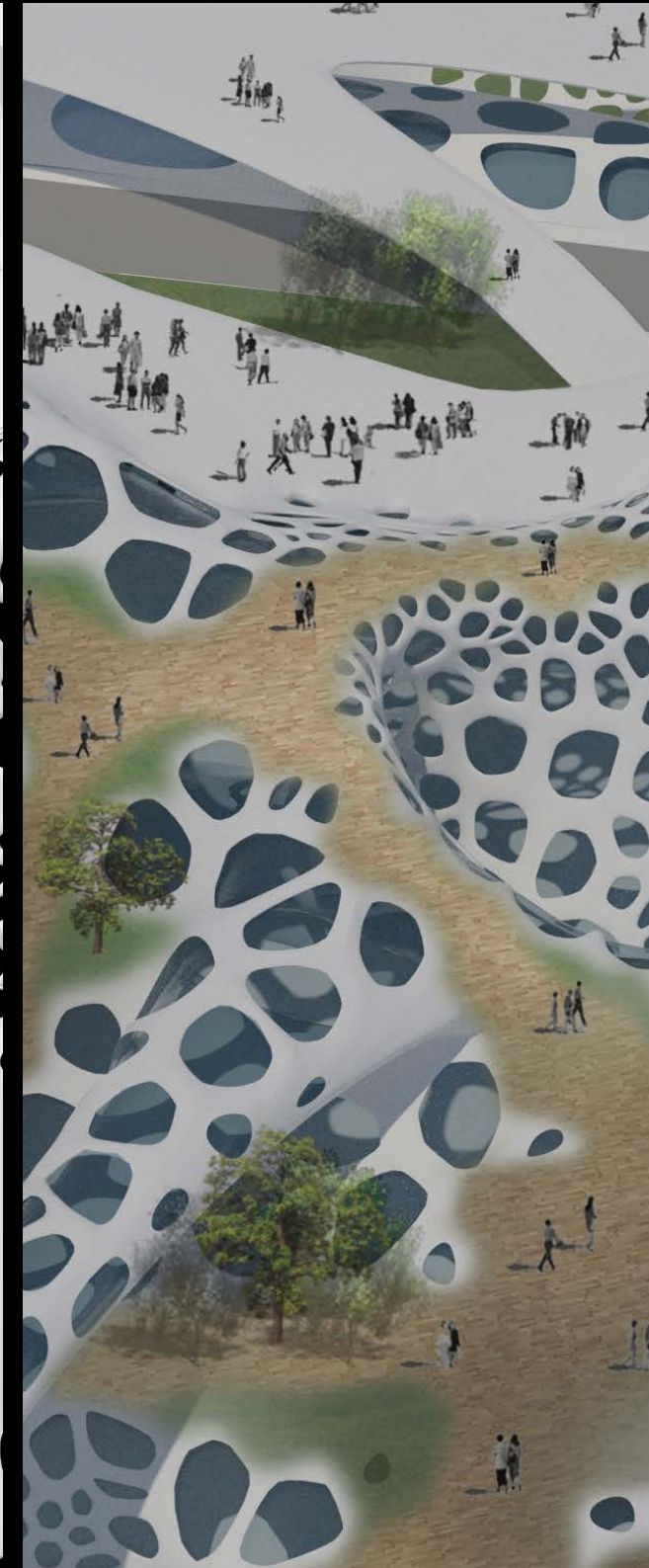
**+/- Space**



**Functions Distribution**



**Surface/Structure**



**Materialization/Detail**



# Functions

Tourism

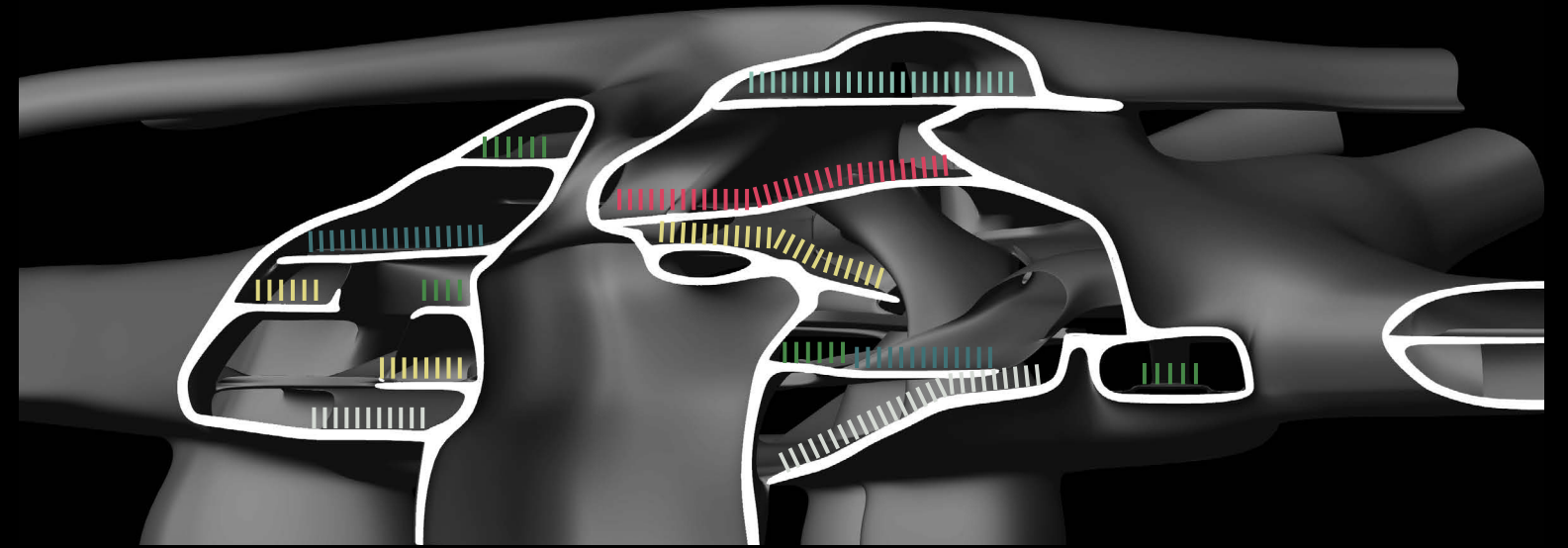
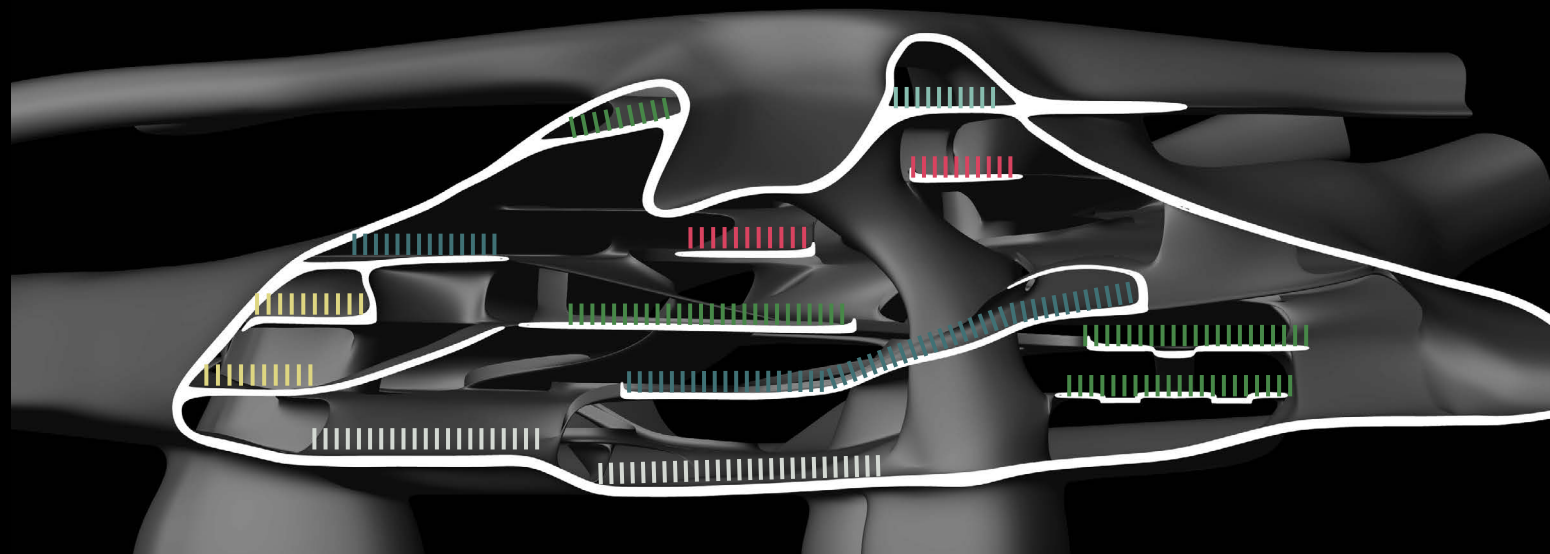
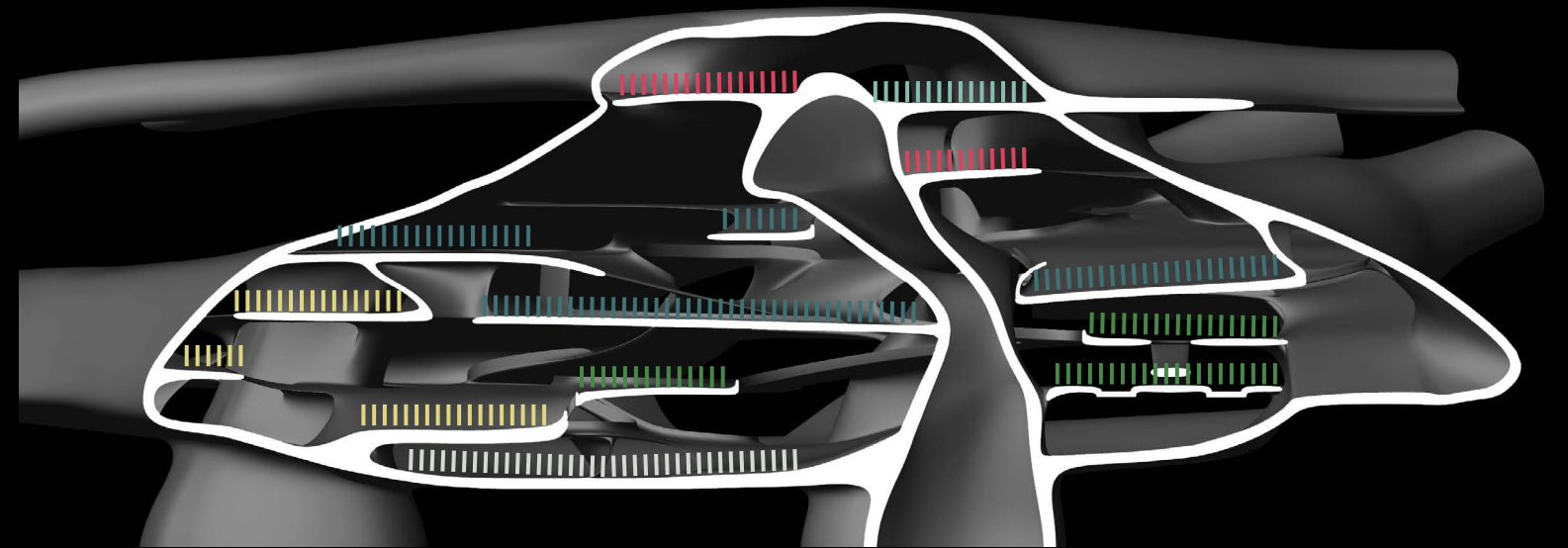
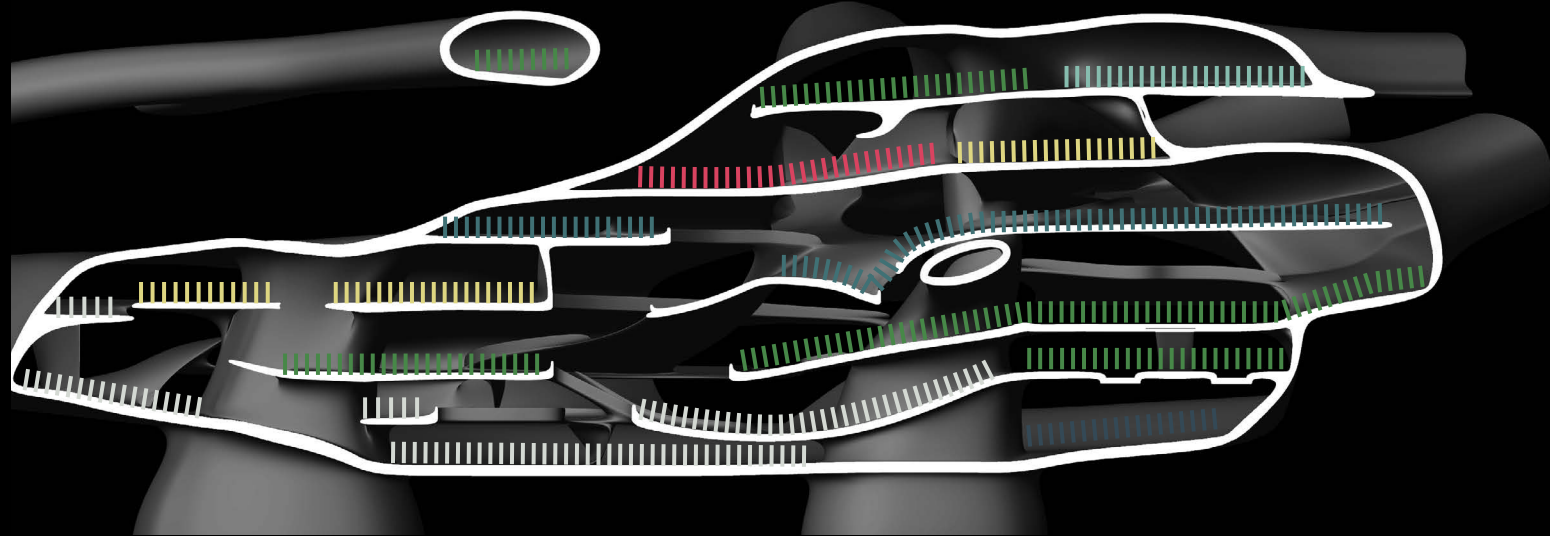
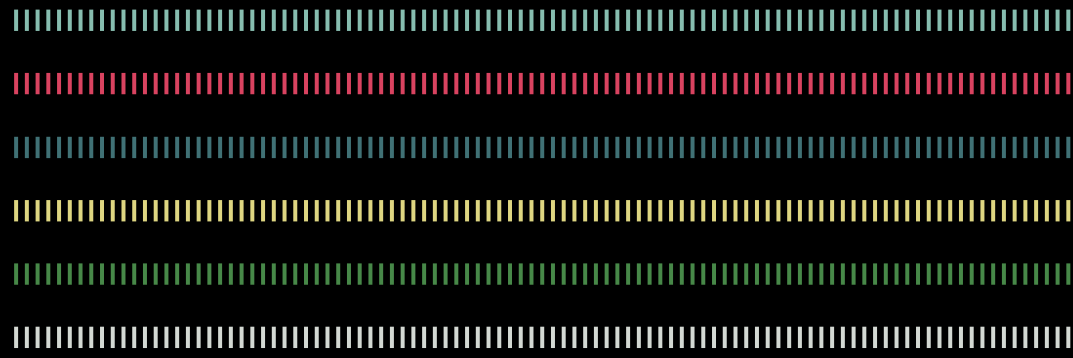
Cafe

The Elderly Centre

Retail

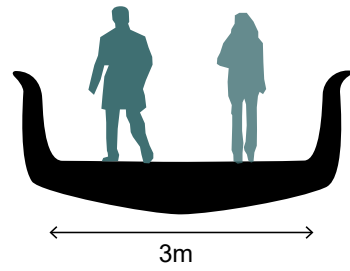
Metro Station

Entertainment

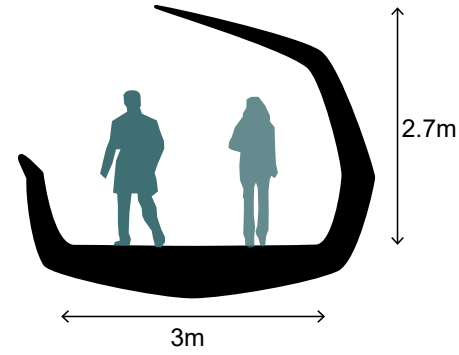




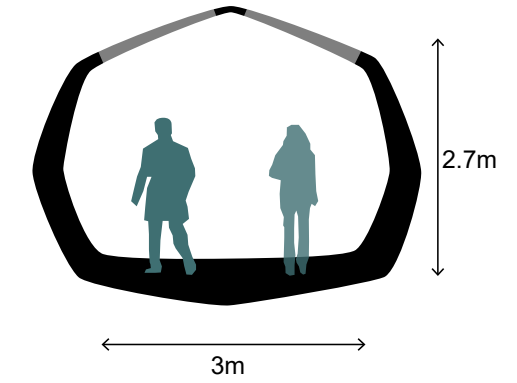
# Spatial Elements



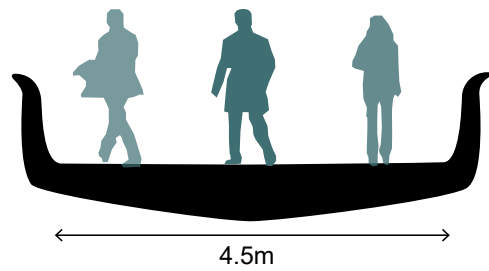
Level B  
Restricted Circulation Zone  
Level C  
Personal Comfort Zone



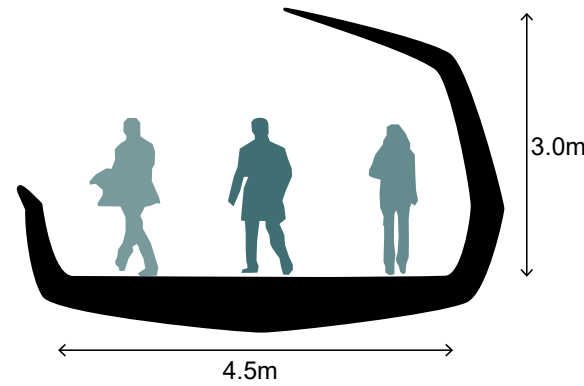
Level B  
Restricted Circulation Zone  
Level C  
Personal Comfort Zone



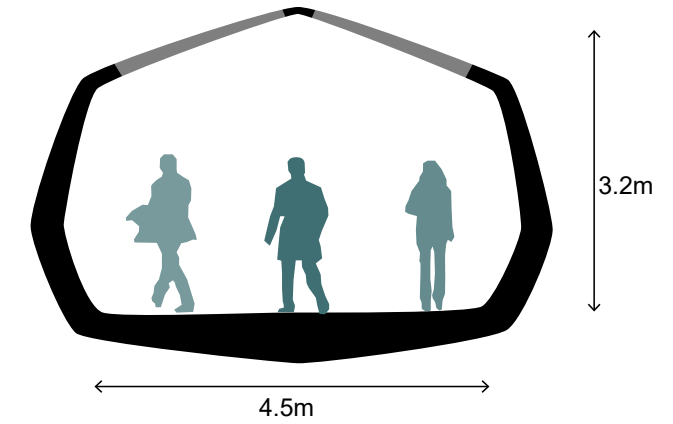
Level B  
Restricted Circulation Zone  
Level C  
Personal Comfort Zone



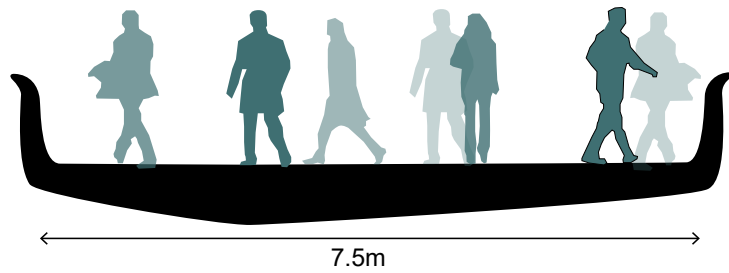
Level B  
Restricted Circulation Zone  
Level C  
Personal Comfort Zone



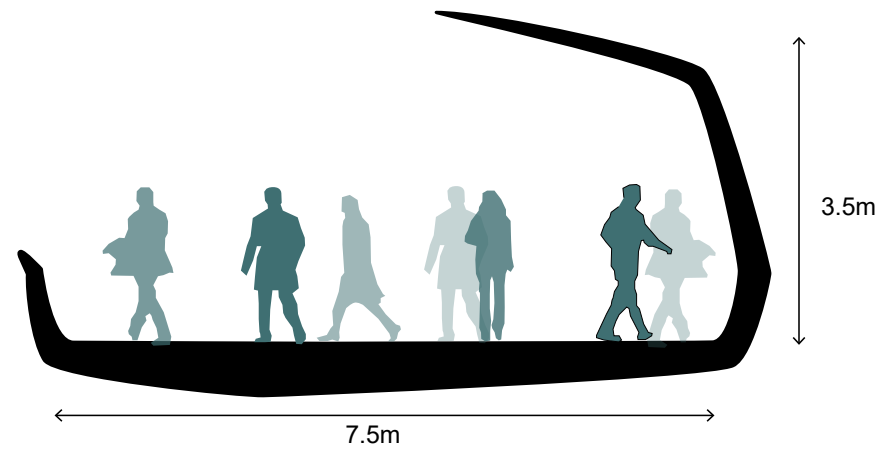
Level B  
Restricted Circulation Zone  
Level C  
Personal Comfort Zone



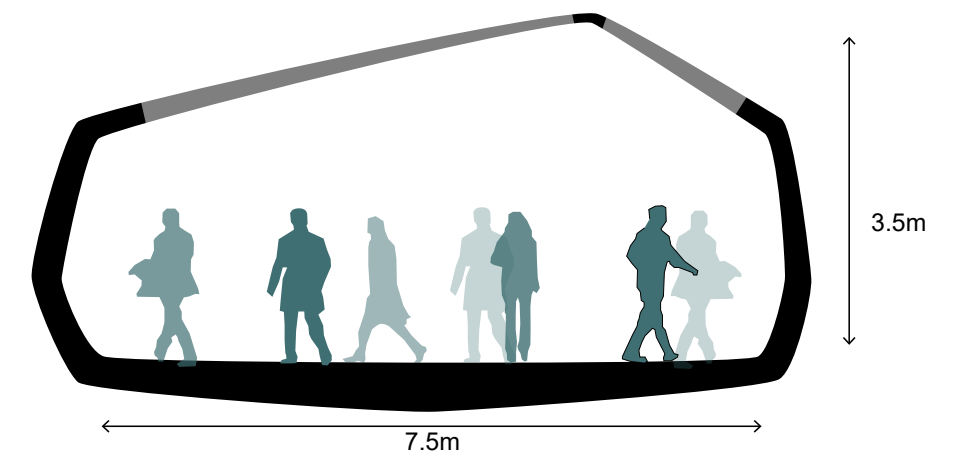
Level B  
Restricted Circulation Zone  
Level C  
Personal Comfort Zone



Level C  
Personal Comfort Zone  
Level D  
No Touch Zone



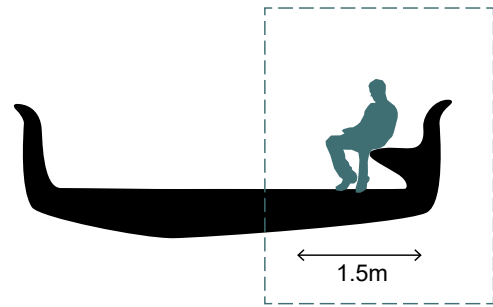
Level C  
Personal Comfort Zone  
Level D  
No Touch Zone



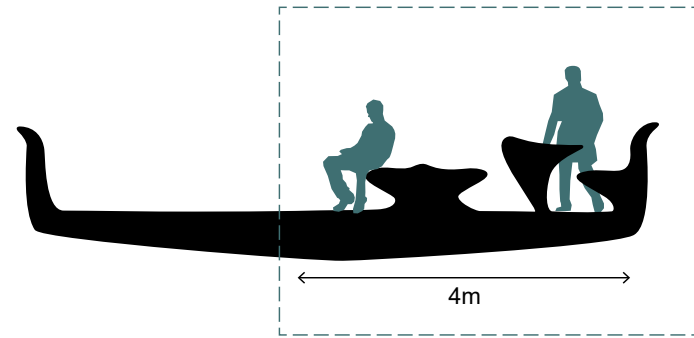
Level C  
Personal Comfort Zone  
Level D  
No Touch Zone



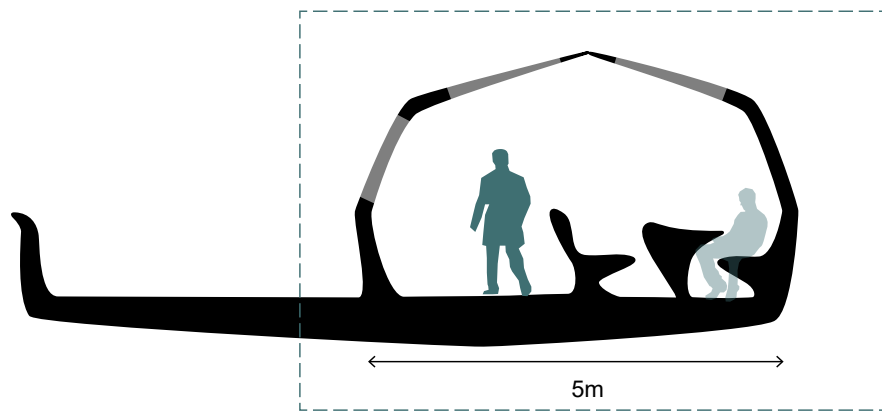
# Spatial Elements



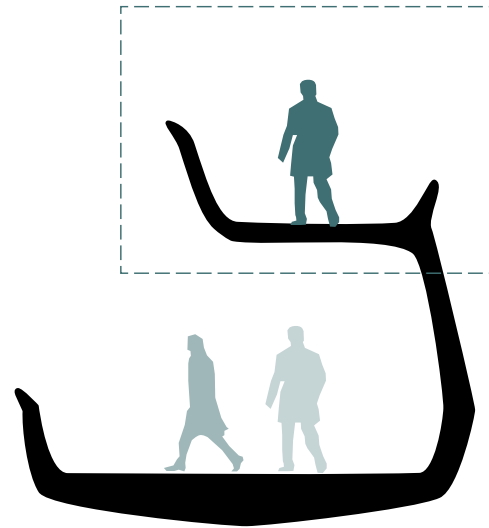
Level A  
Free Circulation Zone  
Level B  
Restricted Circulation Zone



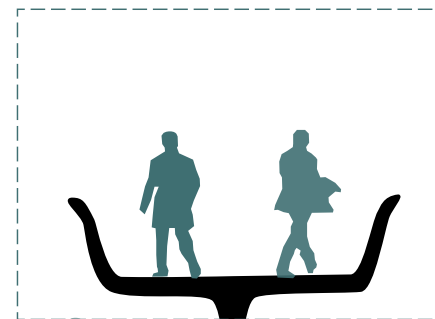
Level A  
Free Circulation Zone  
Level B  
Restricted Circulation Zone



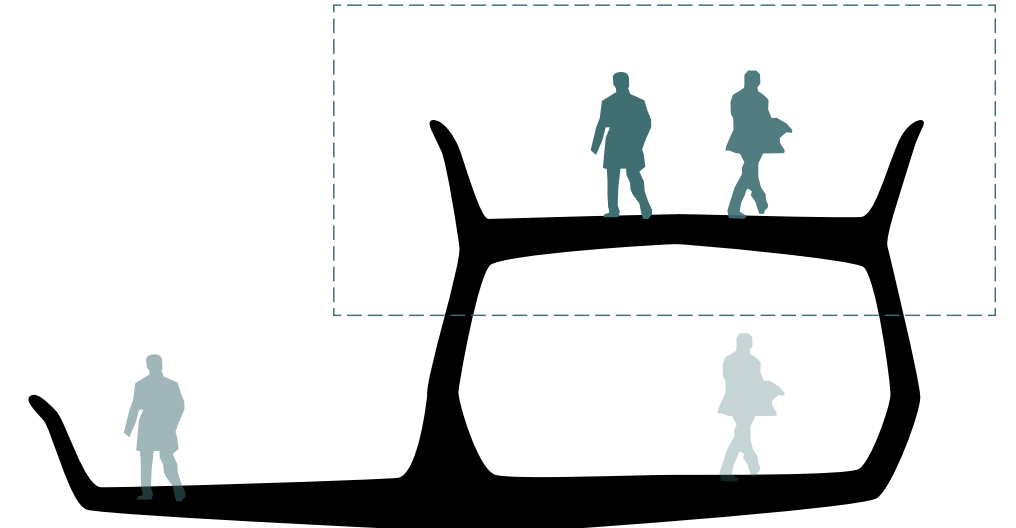
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Free Circulation Zone  
Level B  
Restricted Circulation Zone



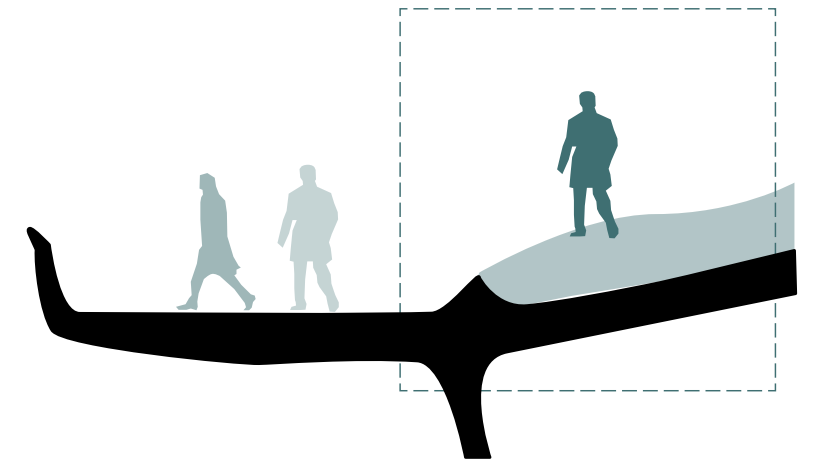
Level A  
Free Circulation Zone  
Level B  
Restricted Circulation Zone



Level A  
Free Circulation Zone  
Level B  
Restricted Circulation Zone



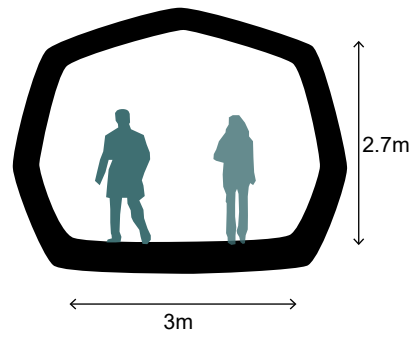
Level A  
Free Circulation Zone  
Level B  
Restricted Circulation Zone



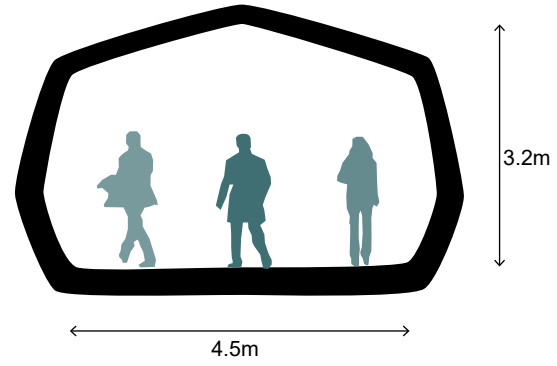
Level A  
Free Circulation Zone  
Level B  
Restricted Circulation Zone



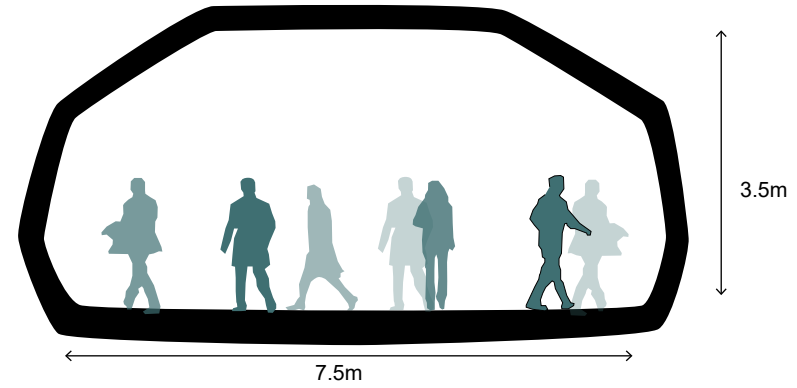
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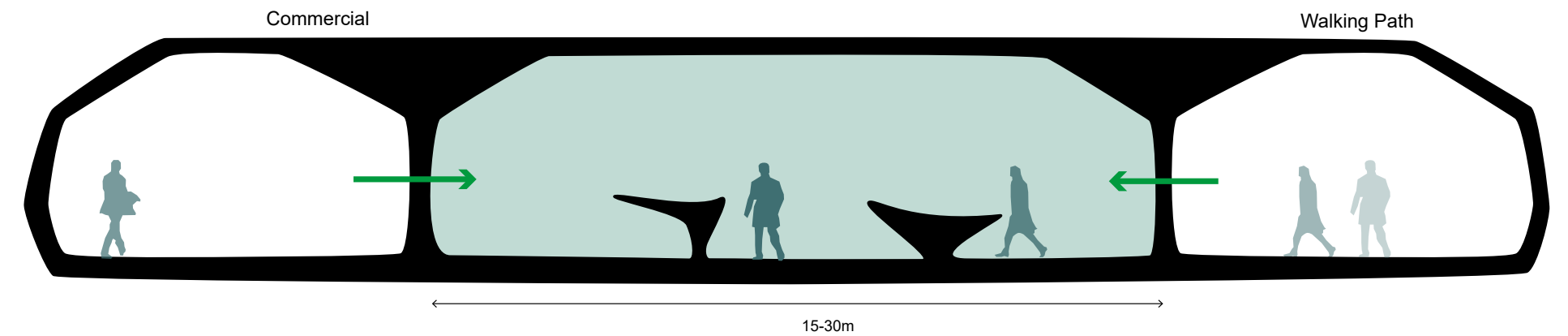
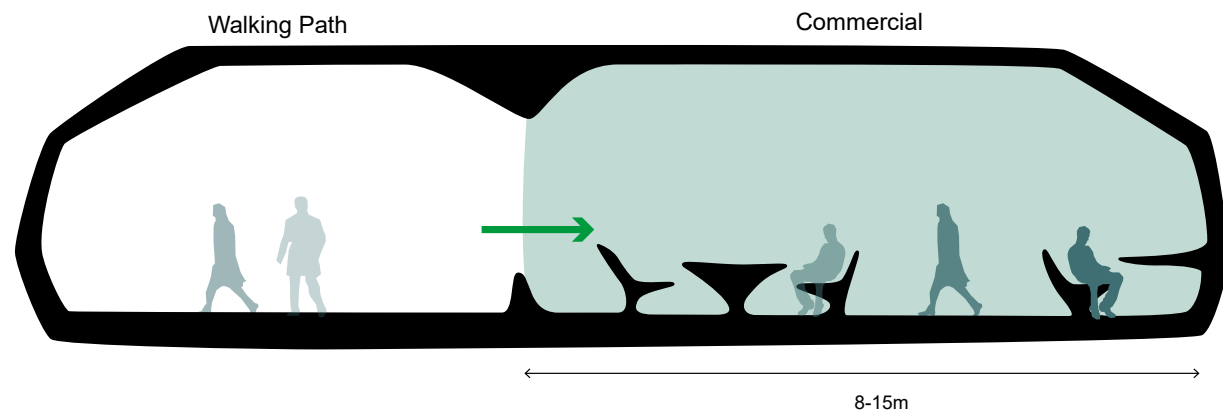
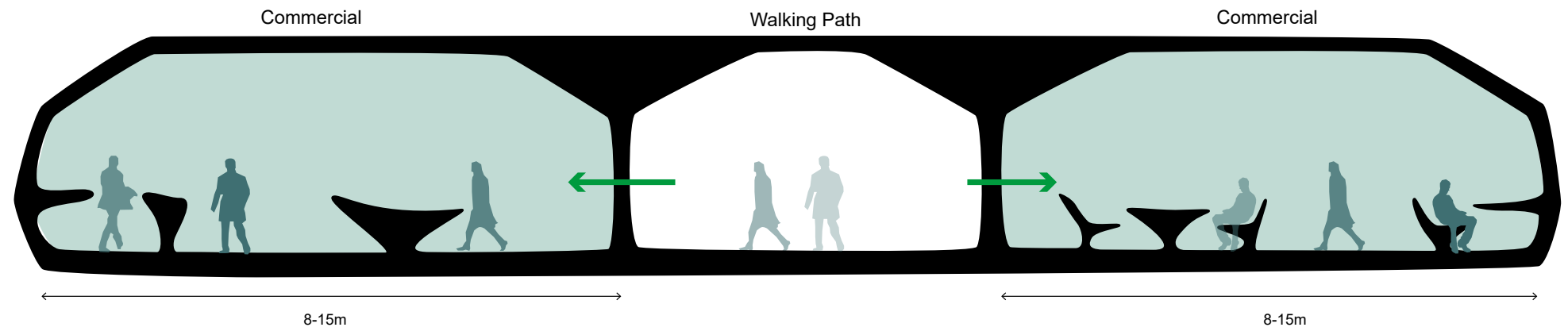
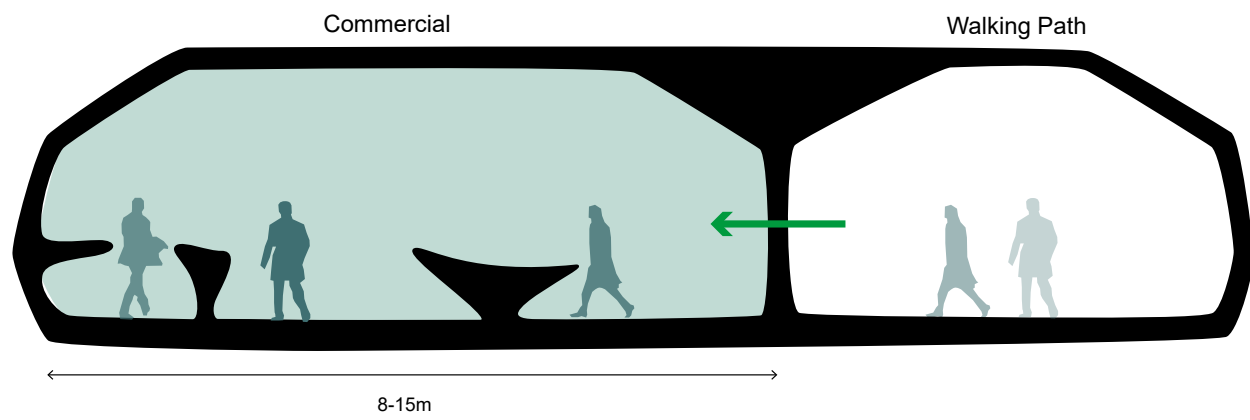
Level B  
Restricted Circulation Zone  
Level C  
Personal Comfort Zone



Level B  
Restricted Circulation Zone  
Level C  
Personal Comfort Zone



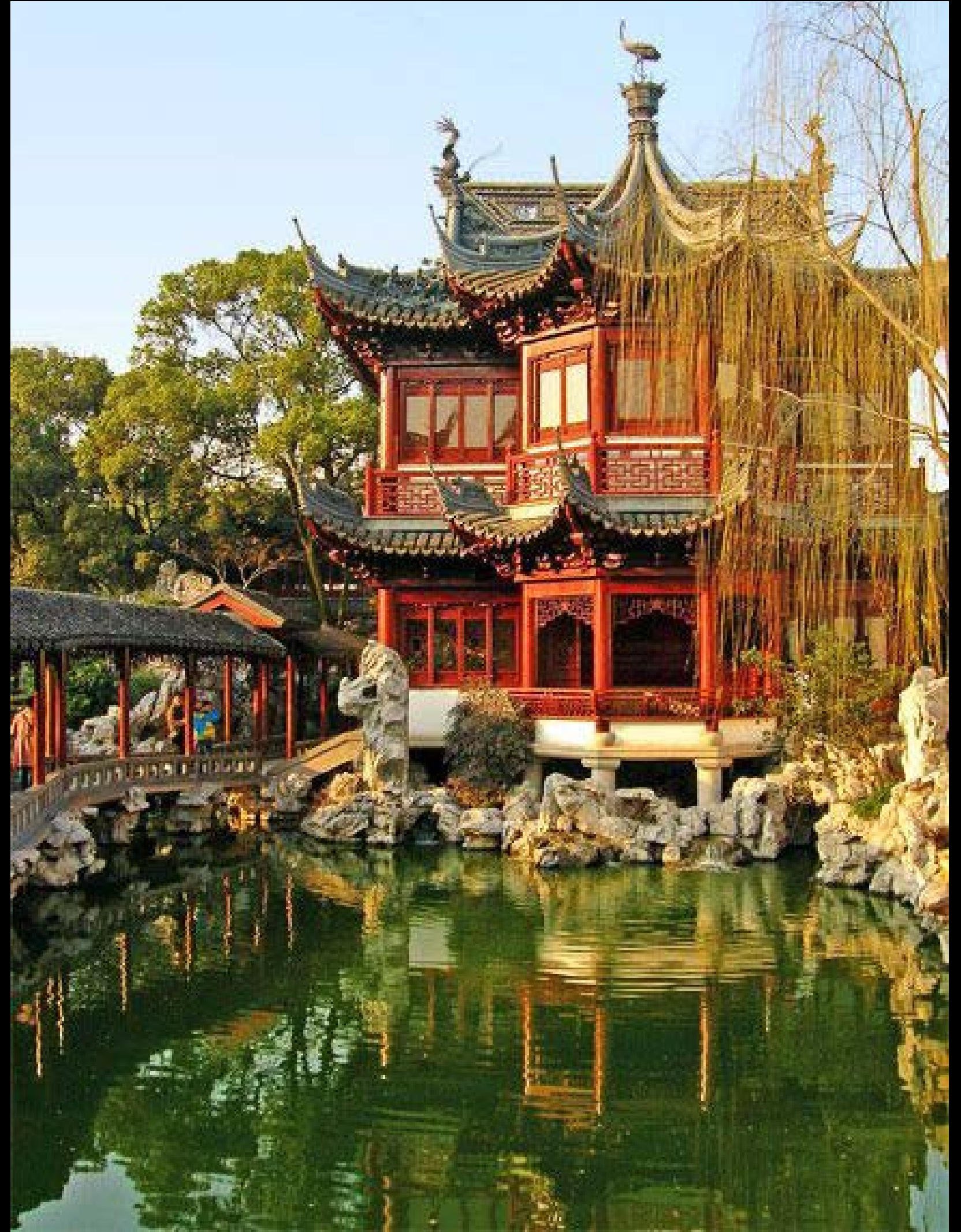
Level C  
Personal Comfort Zone  
Level D  
No Touch Zone





# Inspiration

## Chinese Ancient Gardening





# Inspiration

## Chinese Ancient Gardening



**Space and Atmosphere**



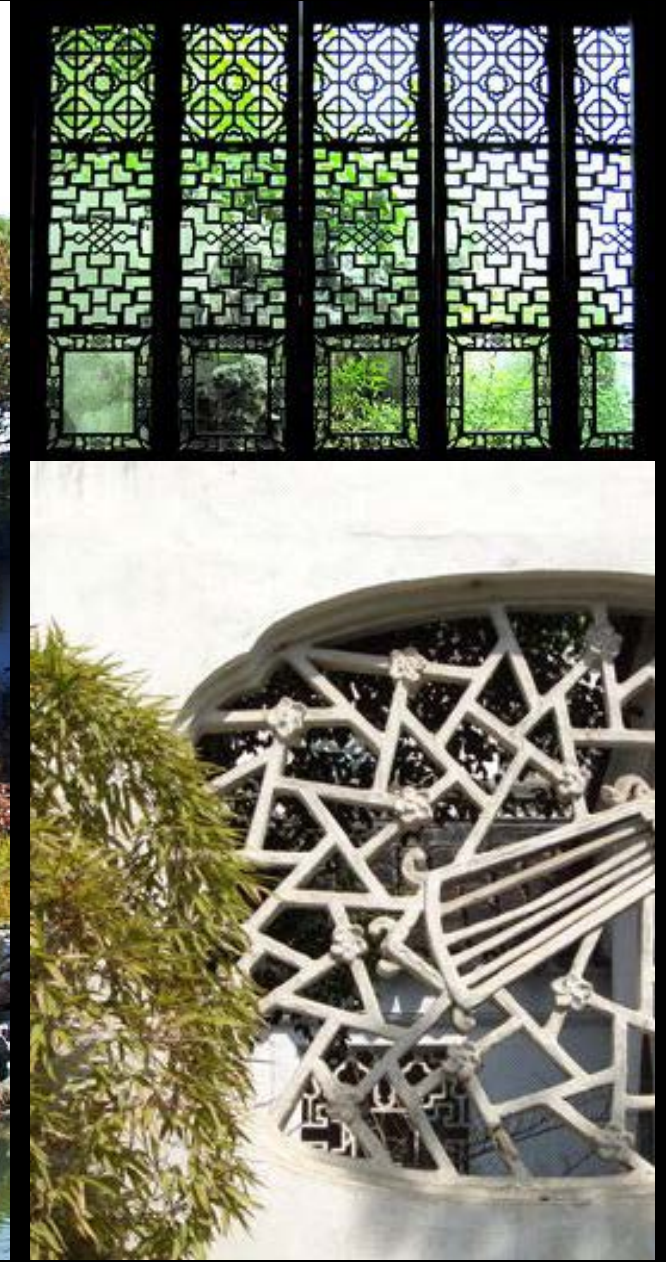
**Circulation Design**



**Materials**



**Nature**



**Symbol**



# Inspiration

## Space and Atmosphere



**Hide**



**Frame**



**Borrow**



**Mirror**



**Dot**



**Open**



**Leak**



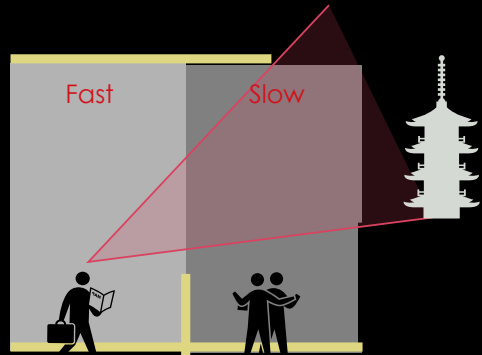
**Separate**



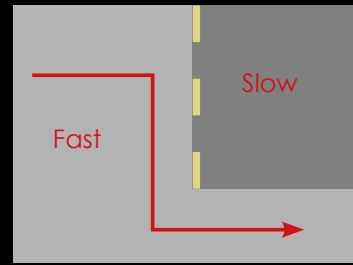
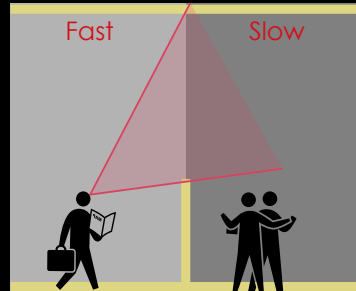
# Inspiration

## Space and Atmosphere

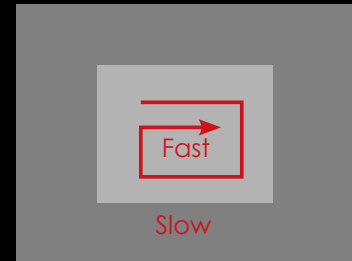
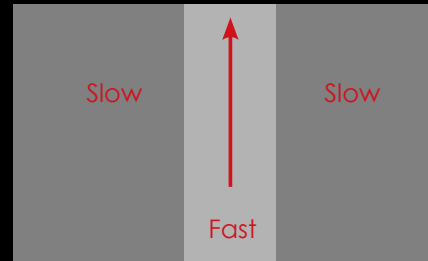
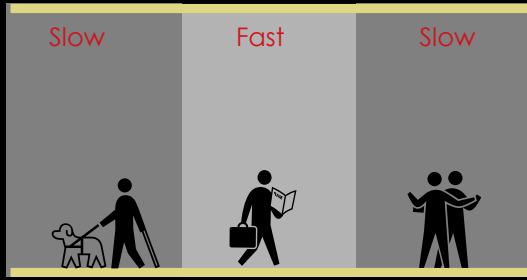
**Borrow**  
借景



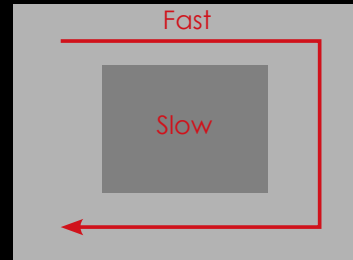
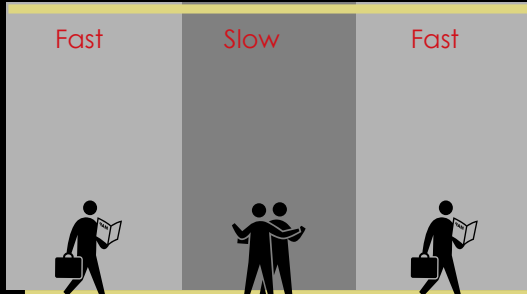
**Hide**  
障景



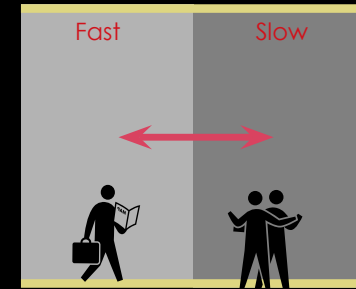
**Open**  
敞景



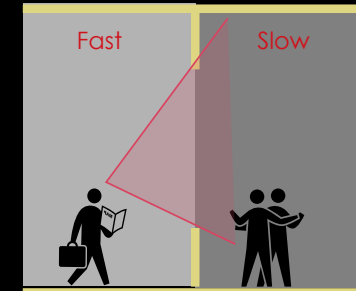
**Dot**  
点景



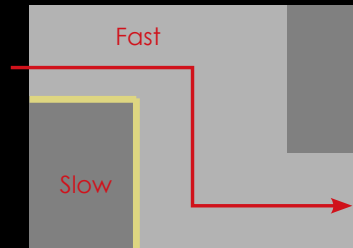
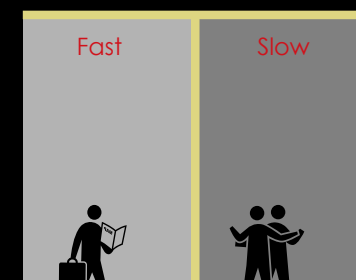
**Mirror**  
对景



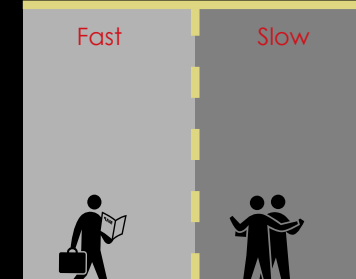
**Frame**  
框景



**Separate**  
分景



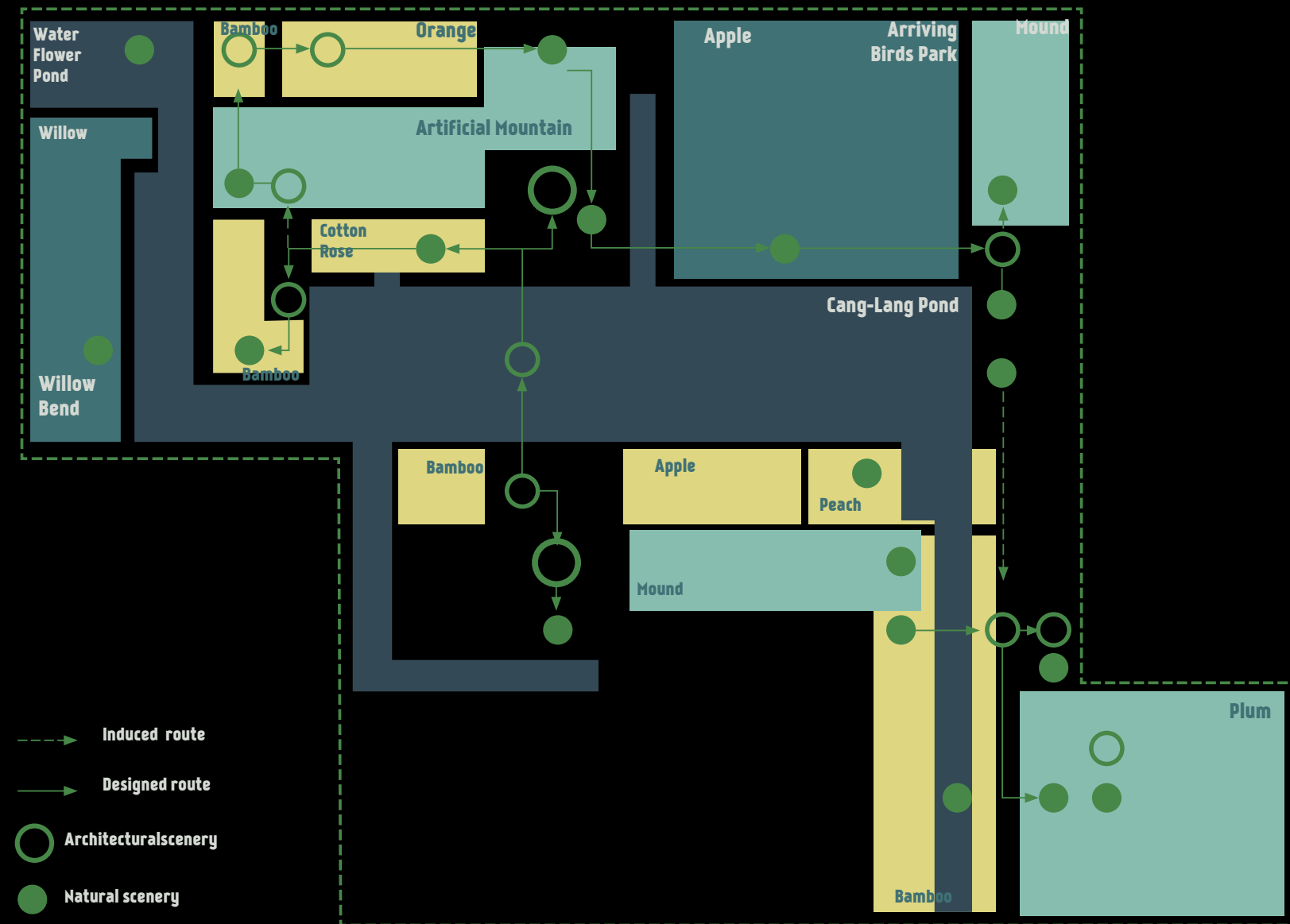
**Leak**  
漏景





# Inspiration

## Circulation Design





# Inspiration

## Materials



**Black Ceramic Tile**

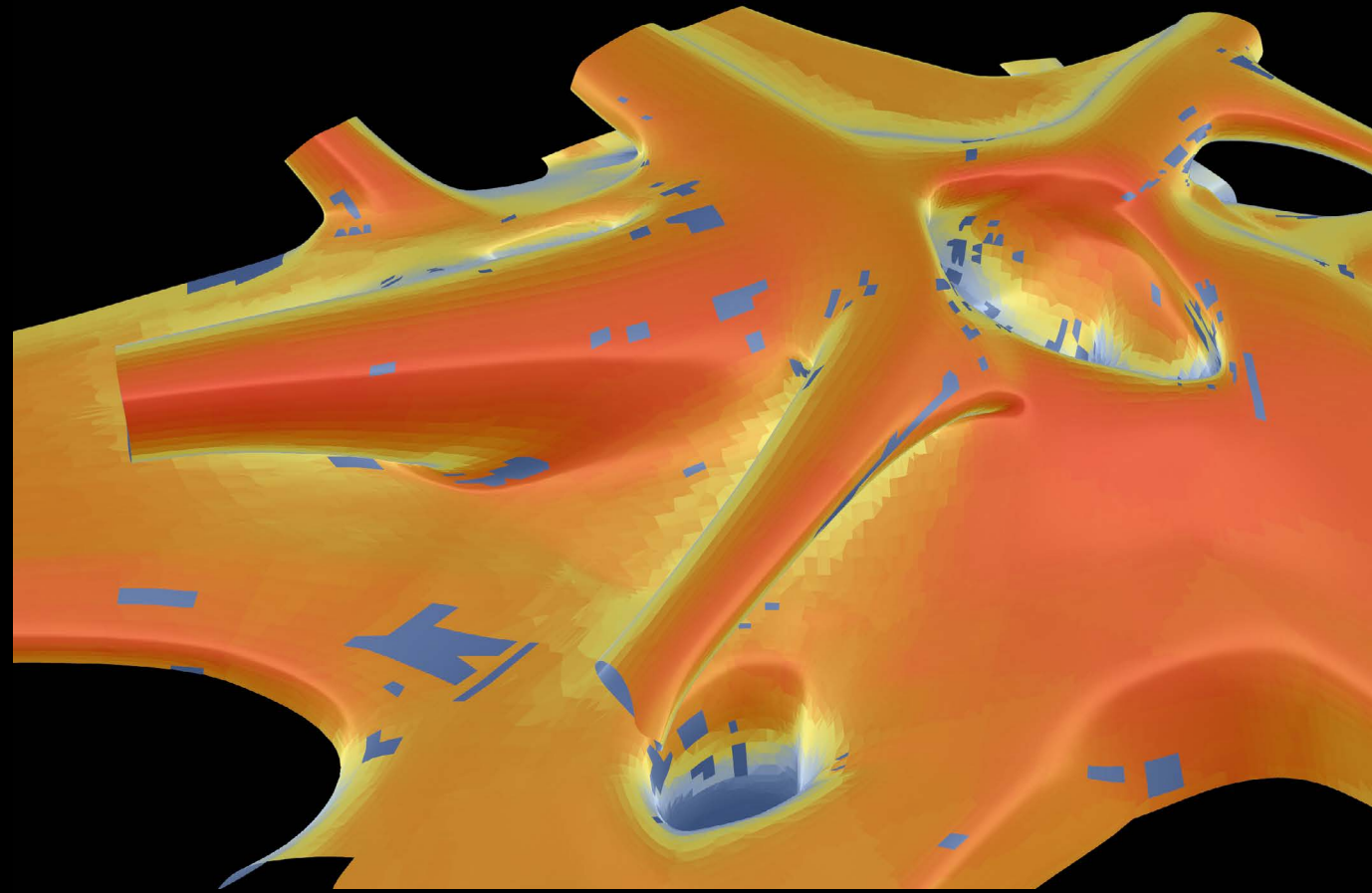
**White Brick Wall**

**Wood**

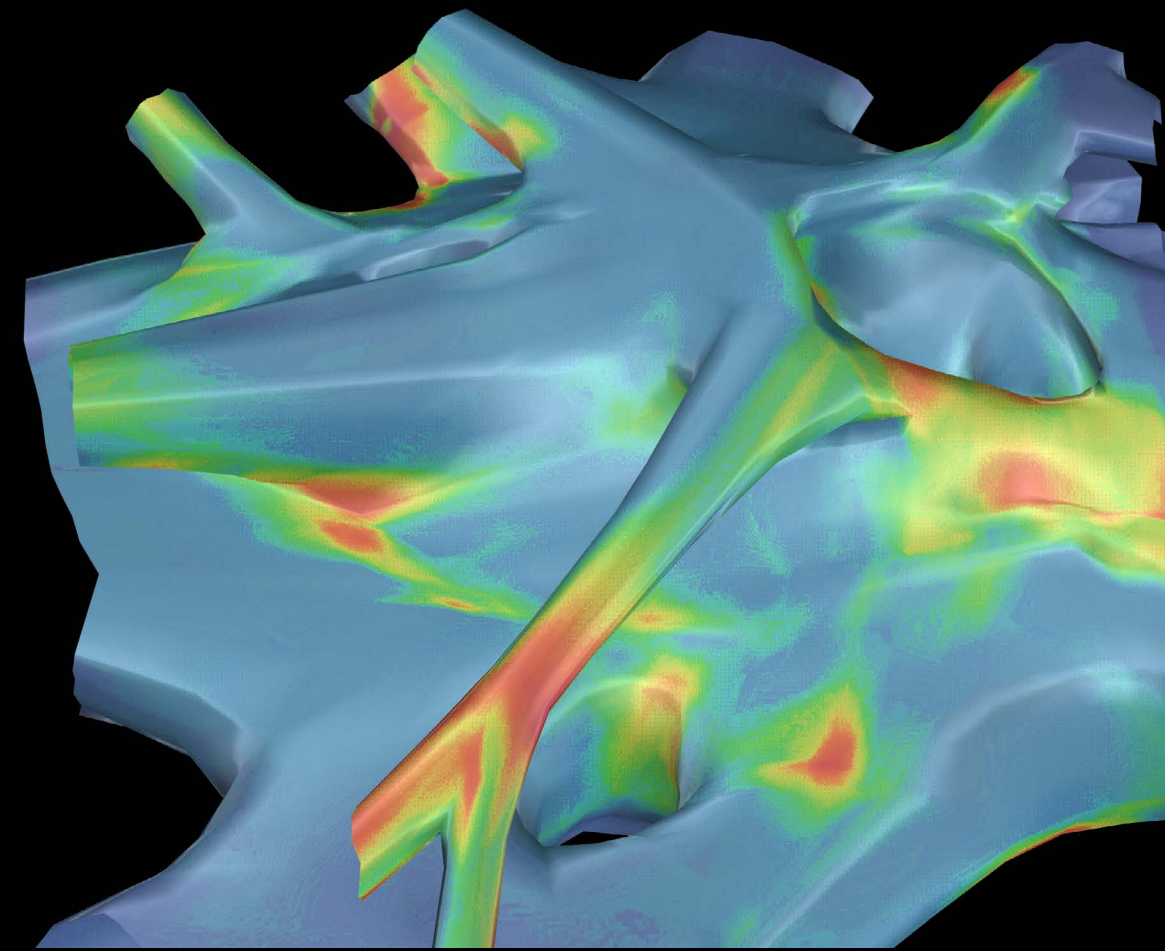




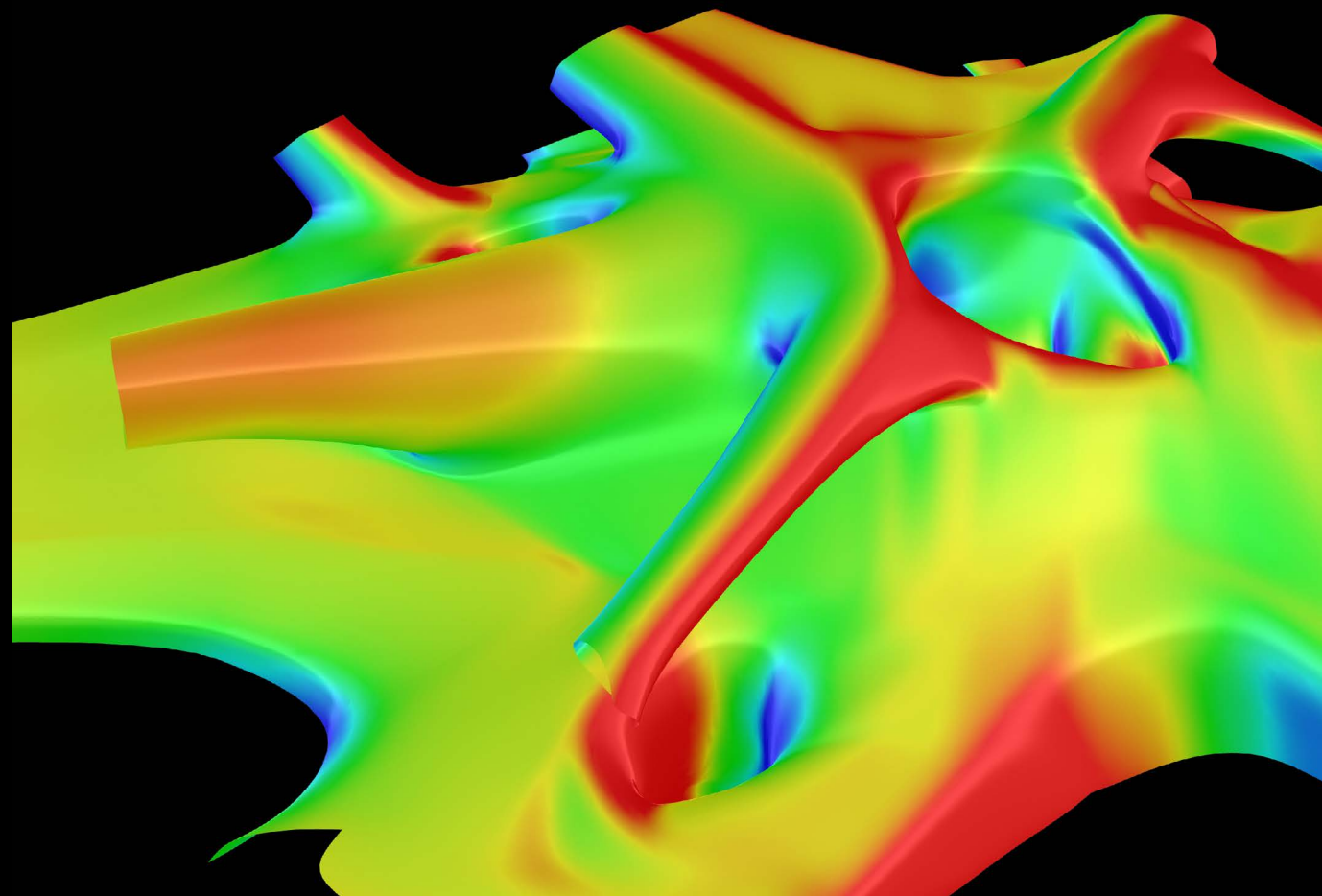
# Analysis



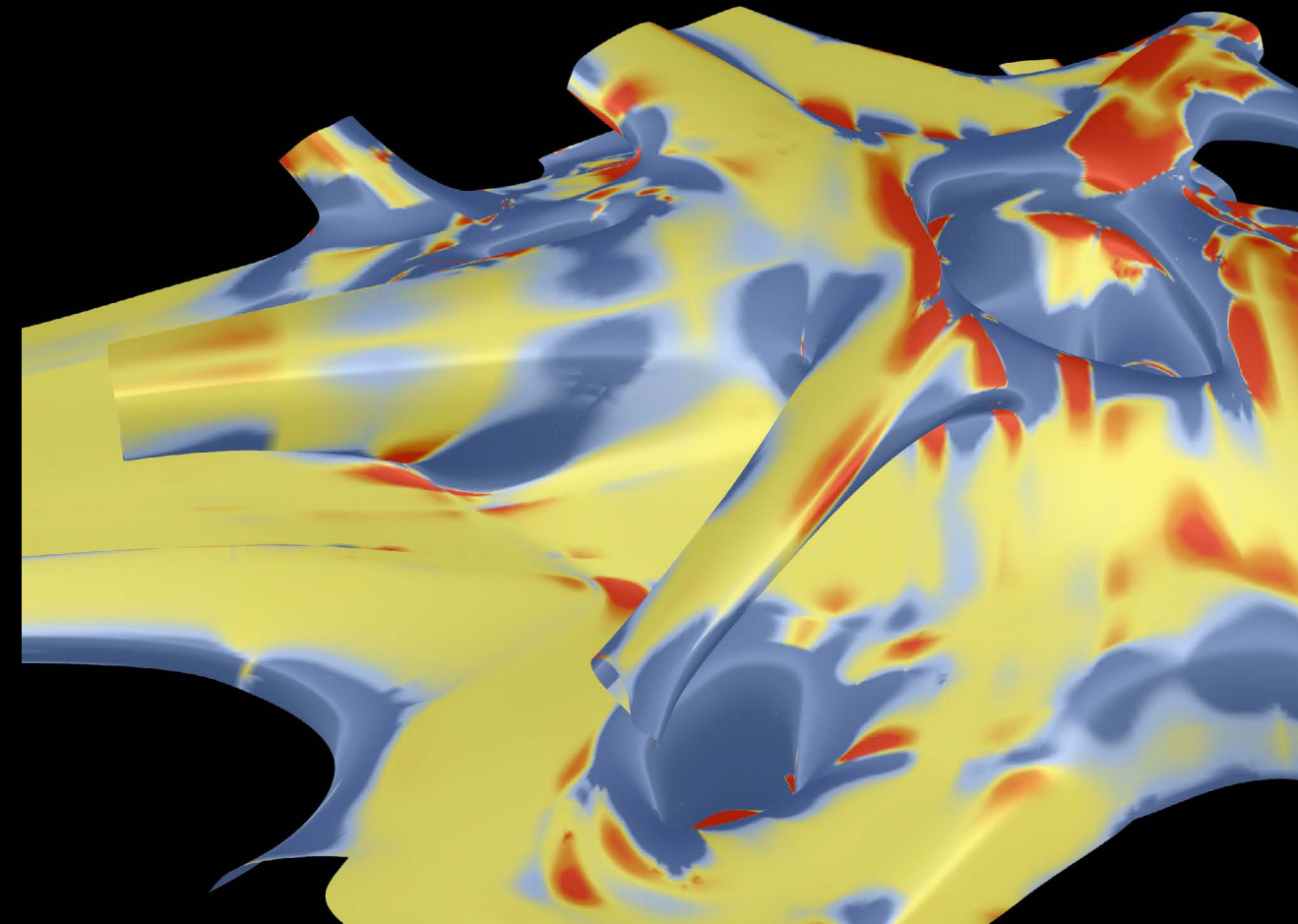
Radiation



Structure



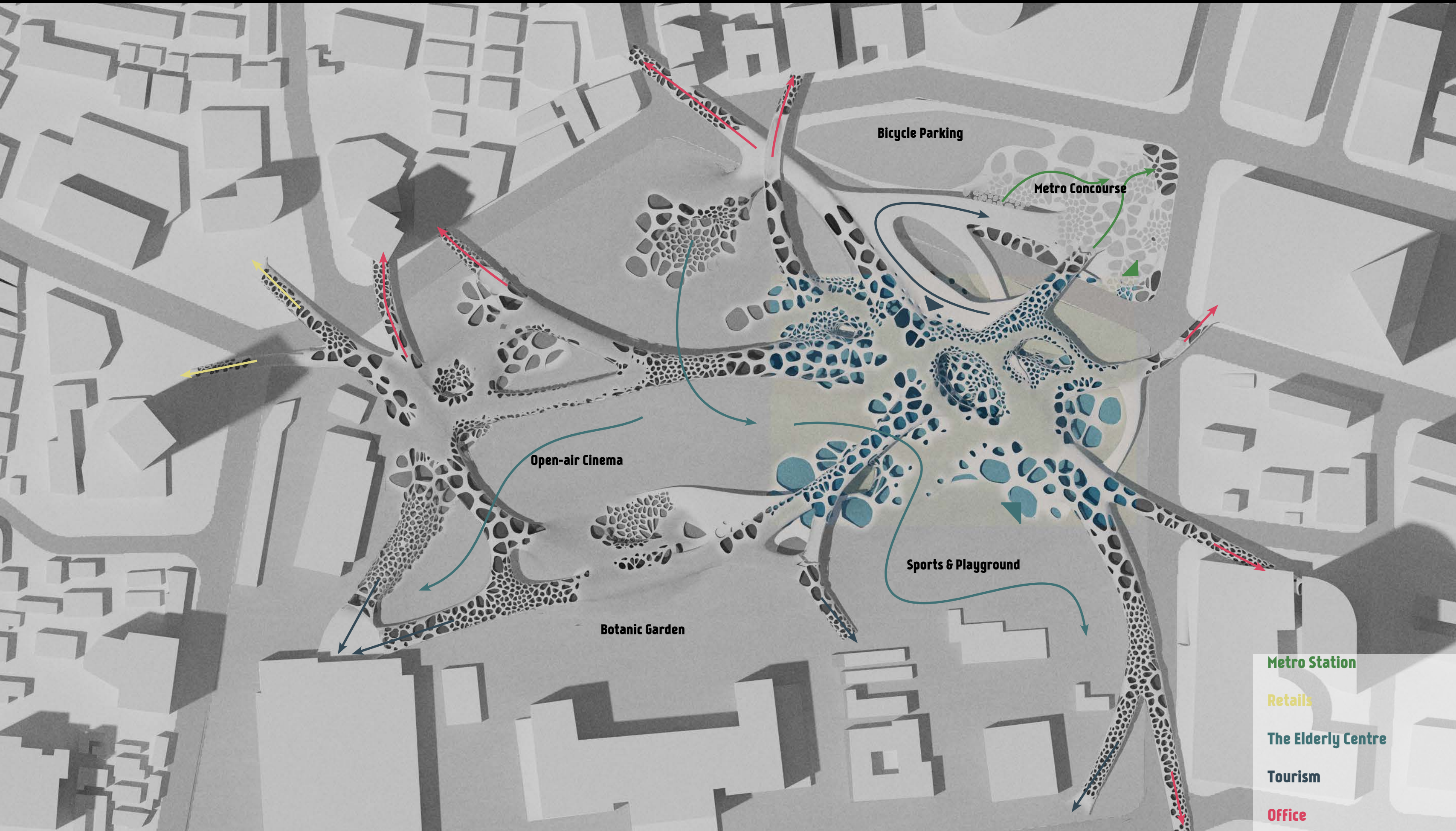
Angle



Curvature



# Site Plan



**Metro Station**

**Retail**

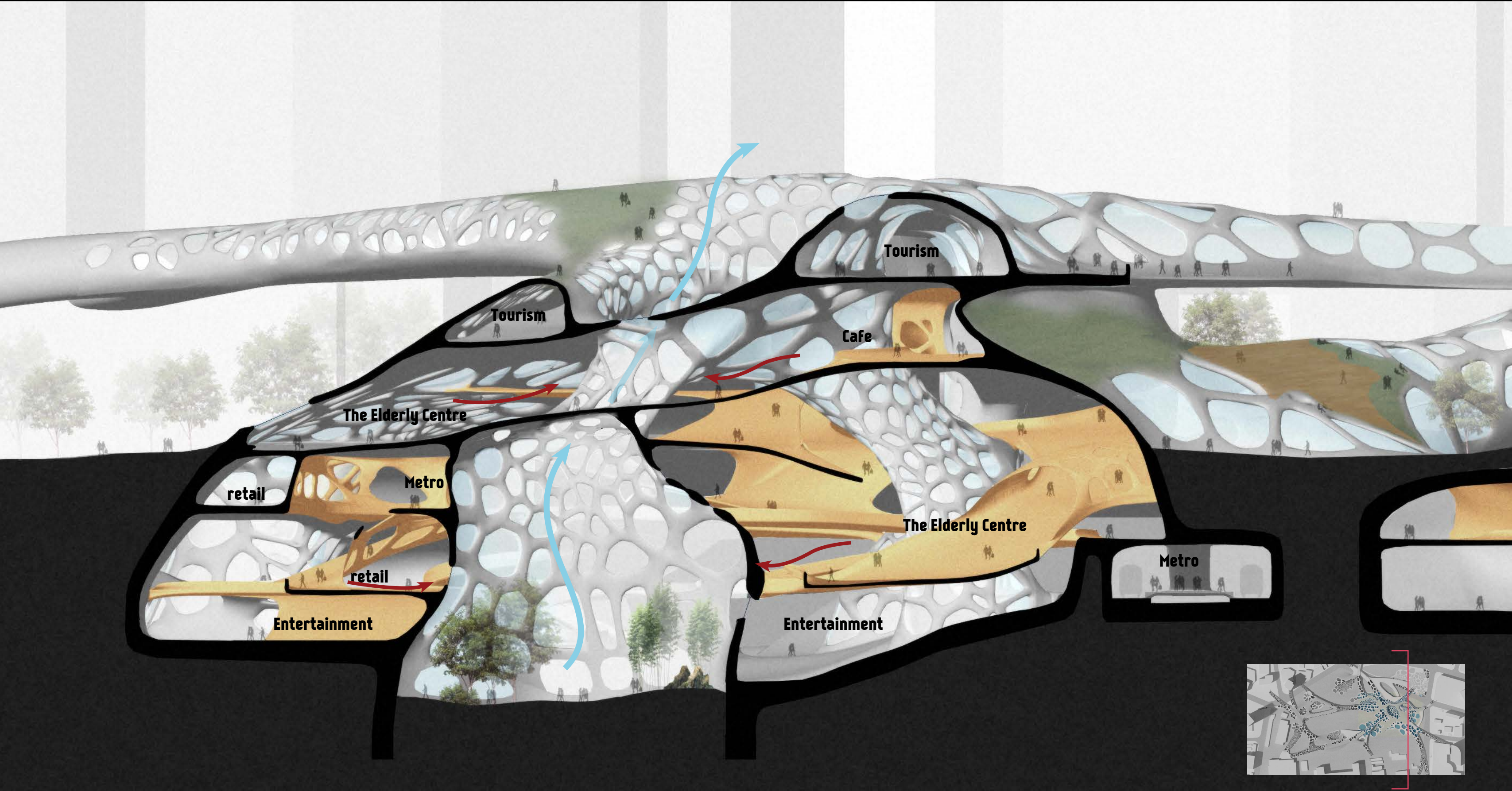
**The Elderly Centre**

**Tourism**

**Office**

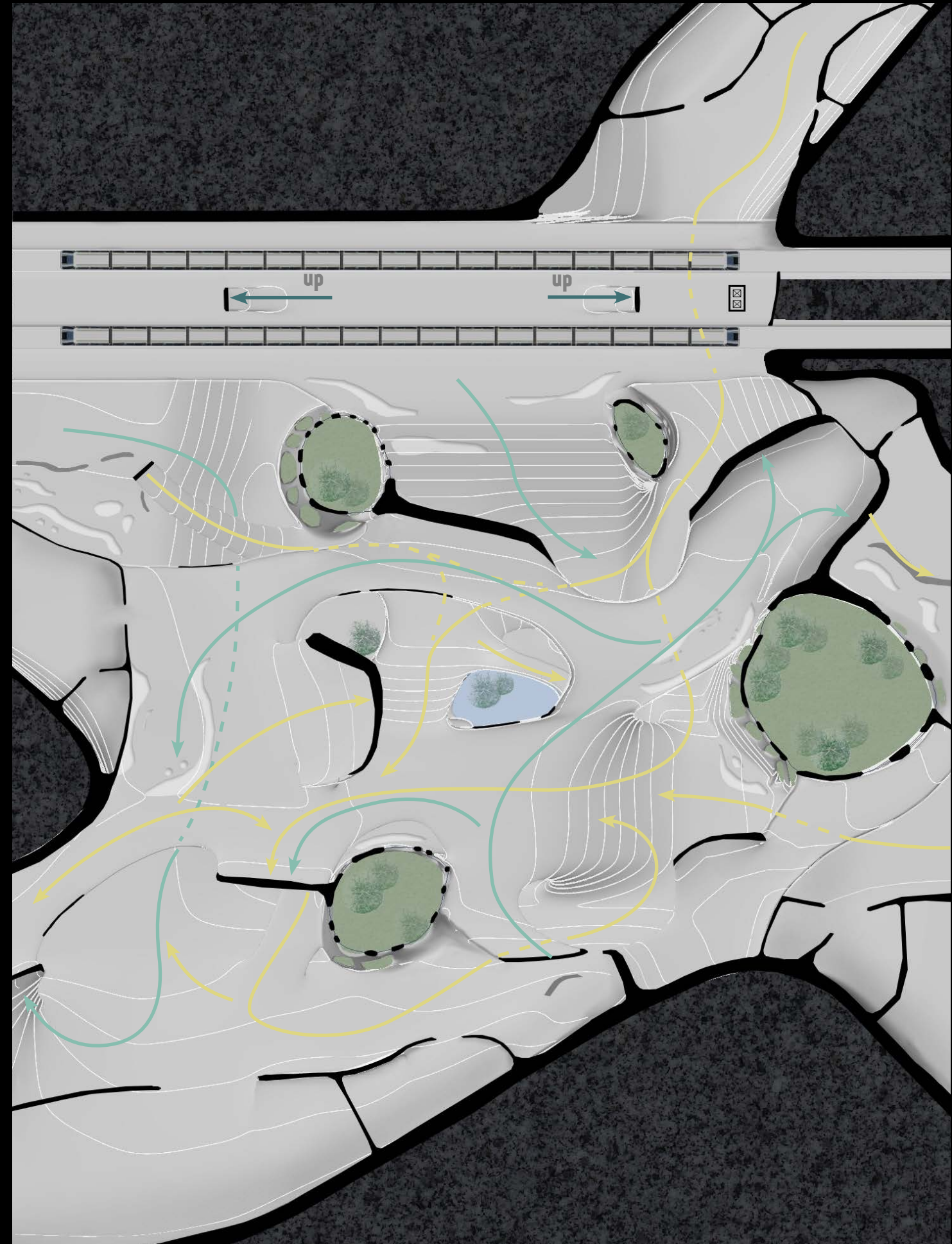
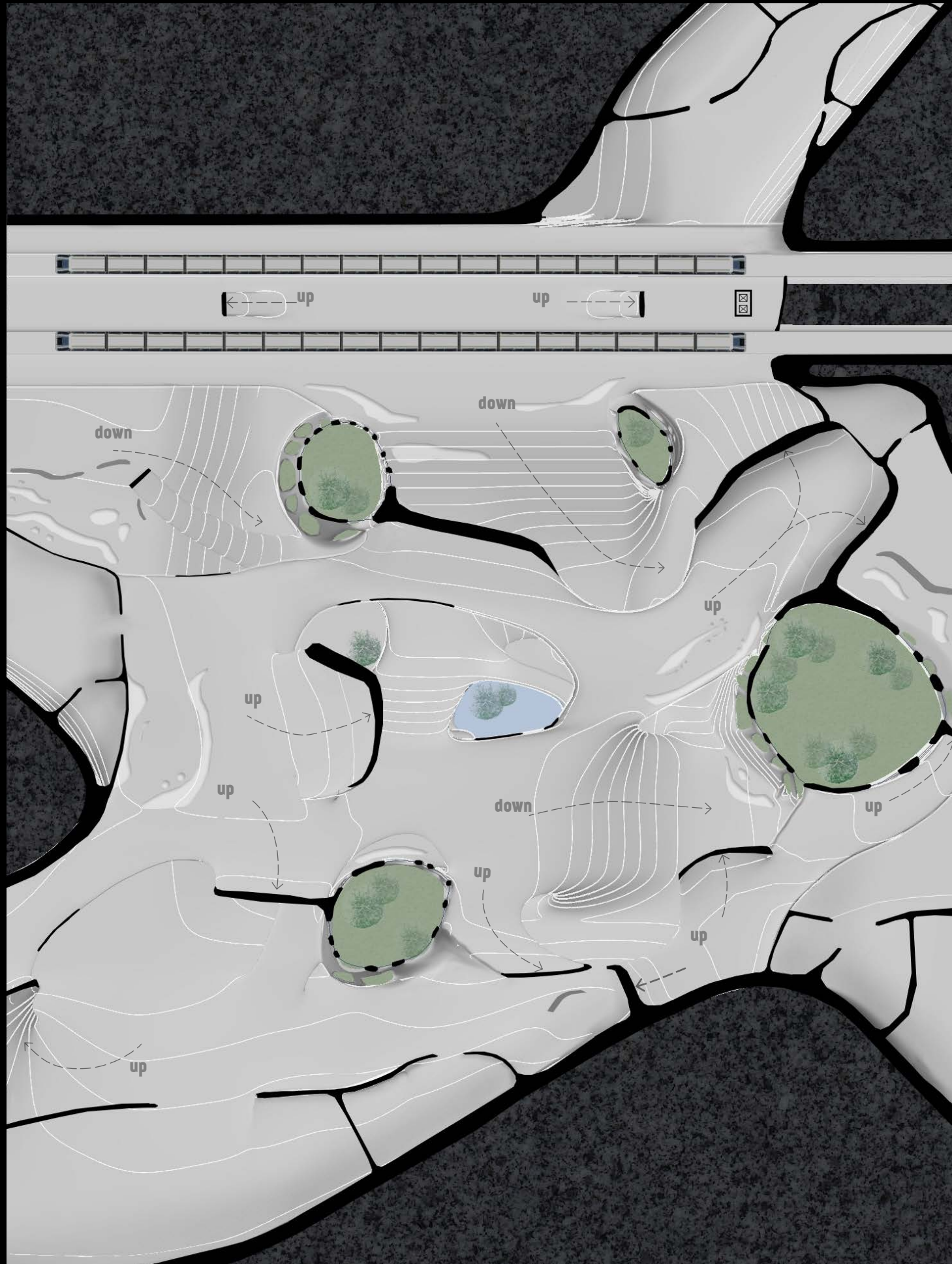


# Section A





# Floor plans



Metro Station

Retails

The Elderly Centre

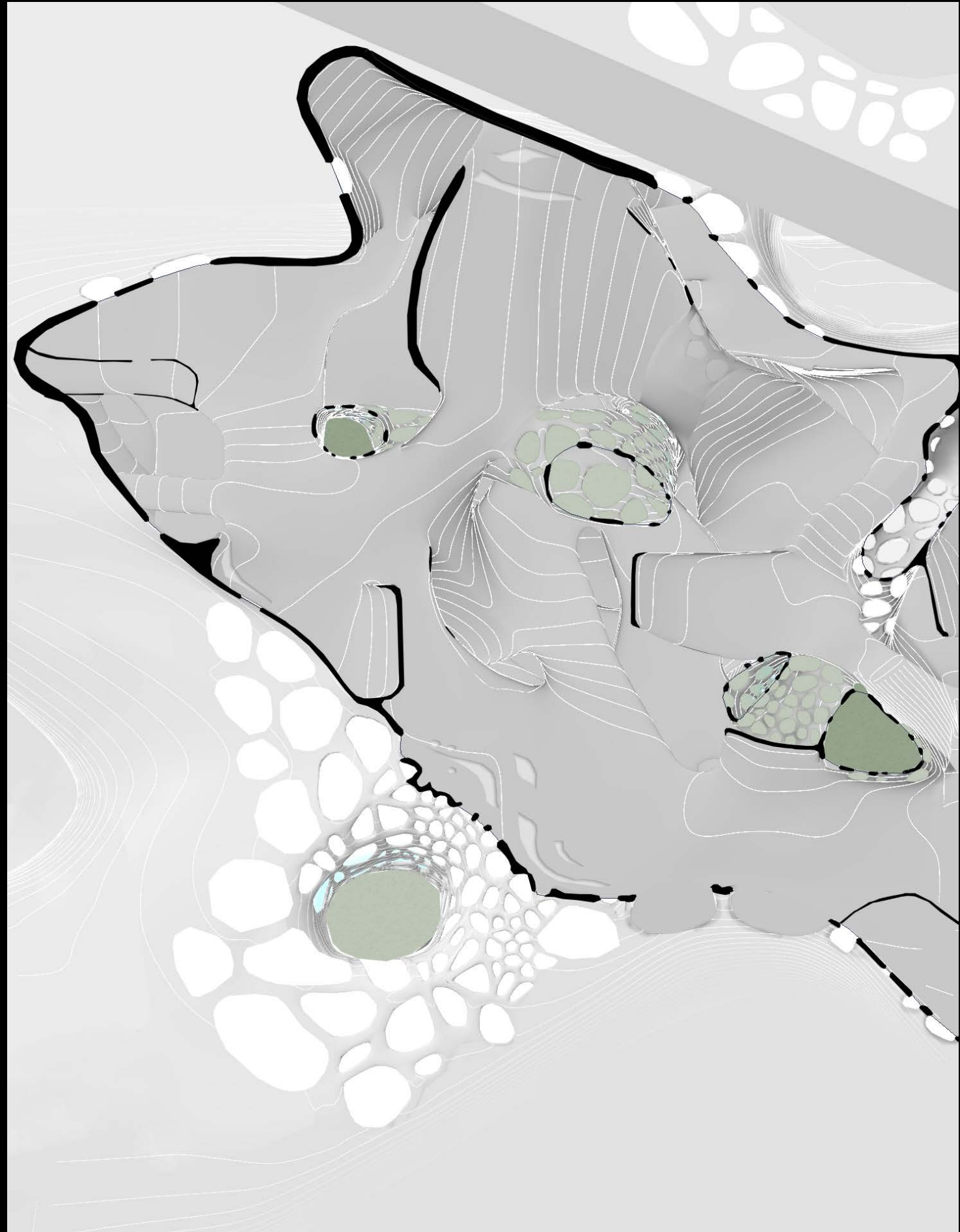
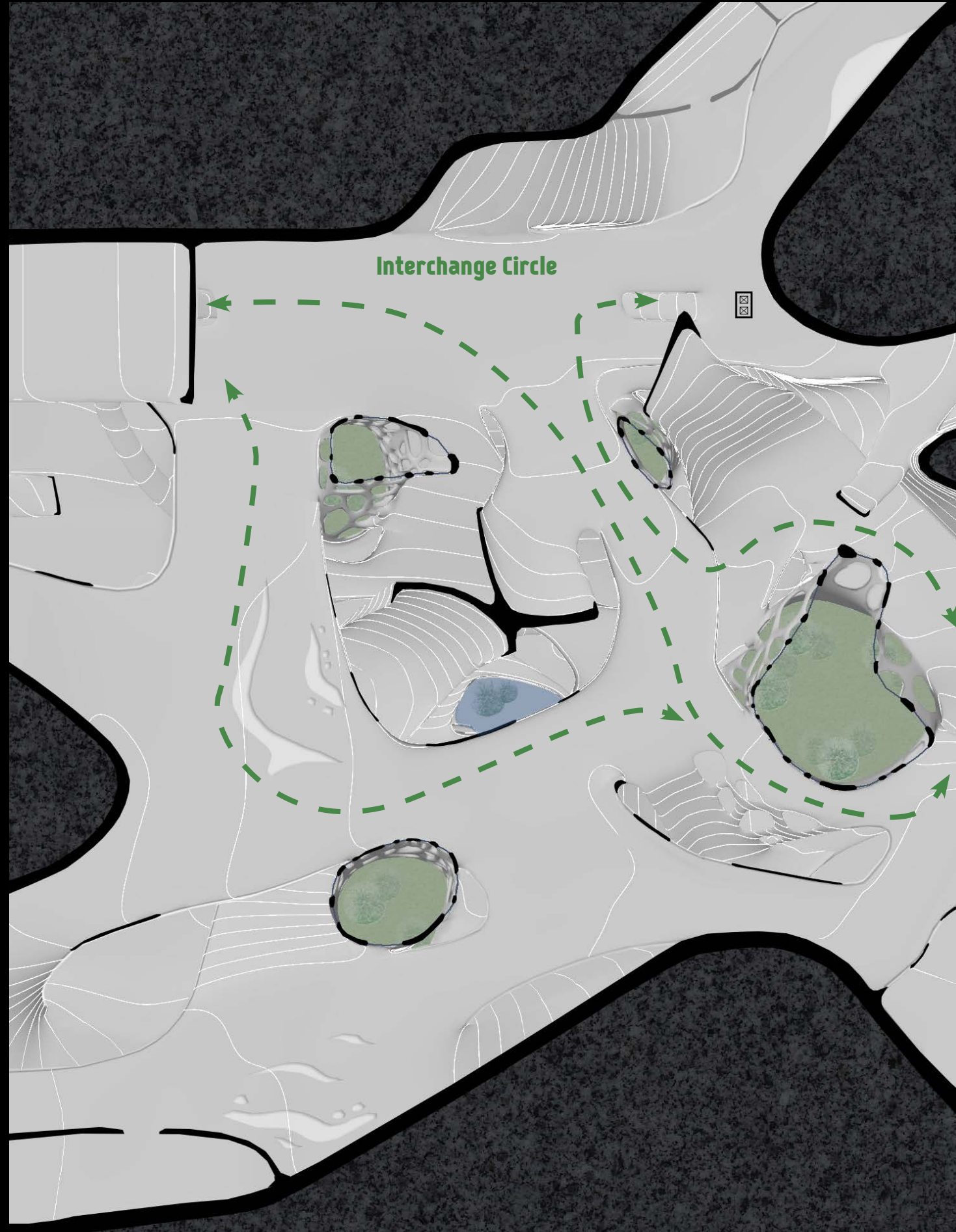
Tourism

Entertainment

Restaurant

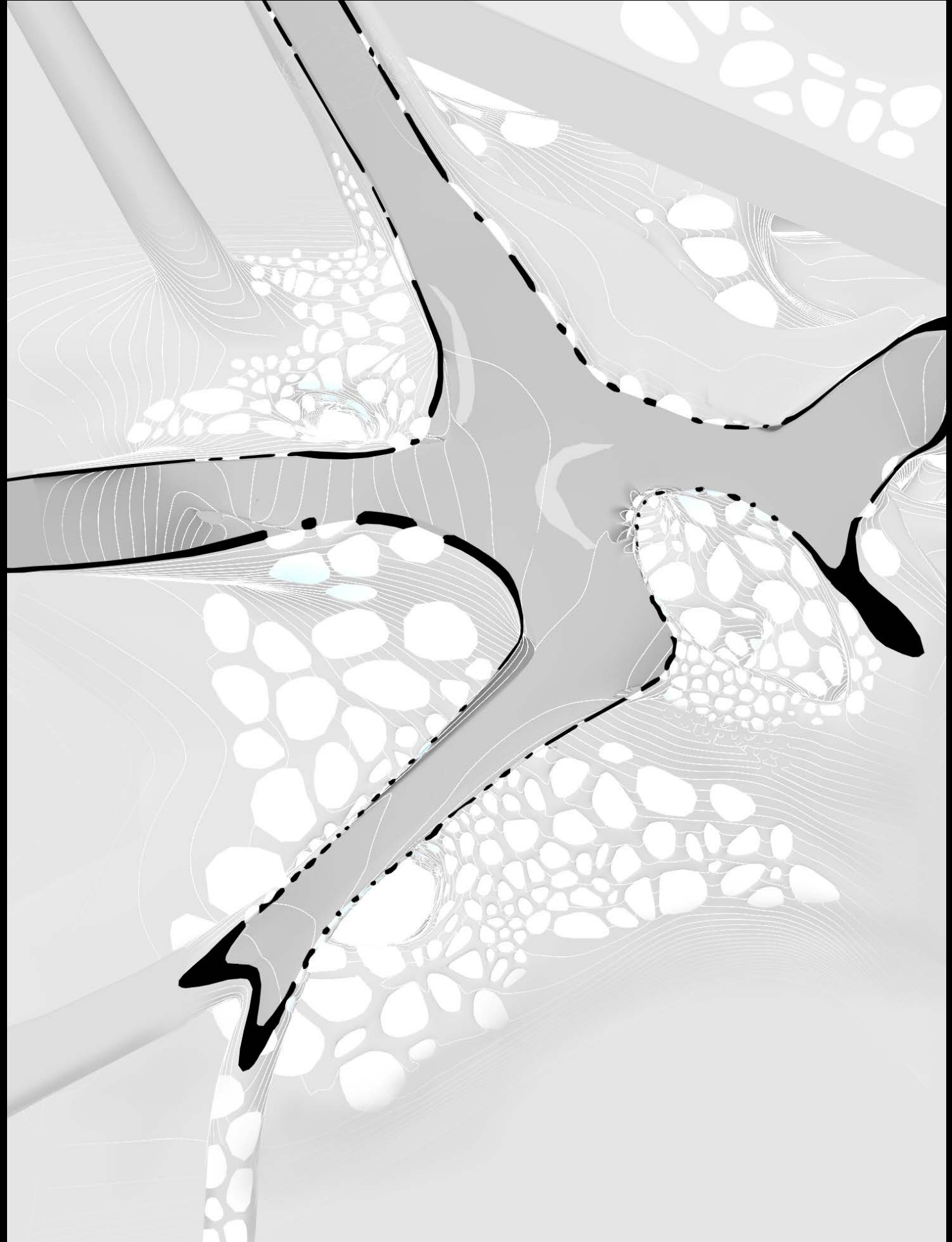
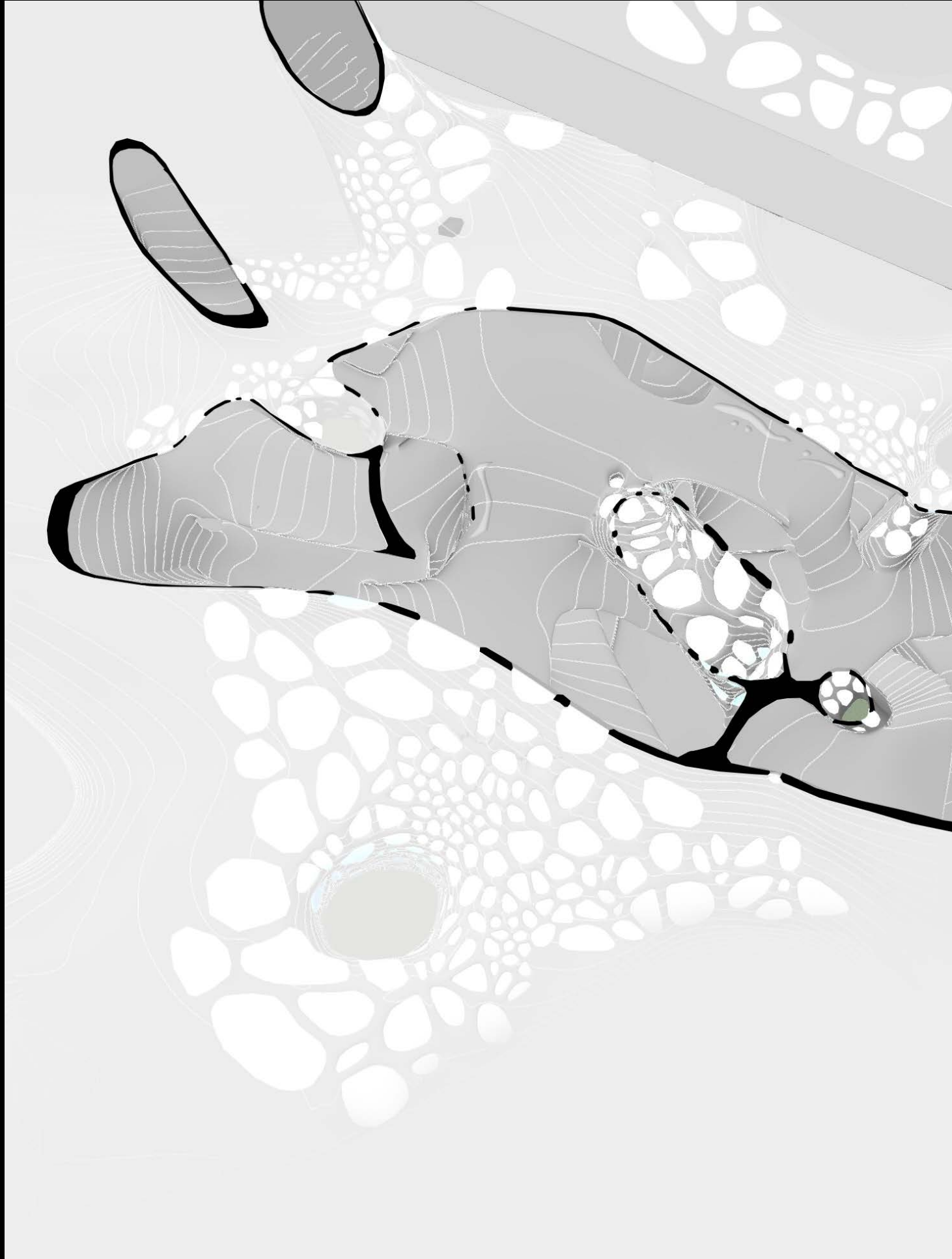


# Floor plans



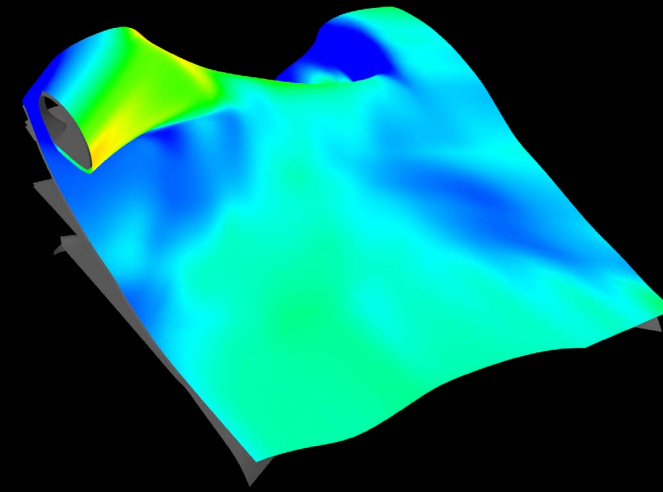
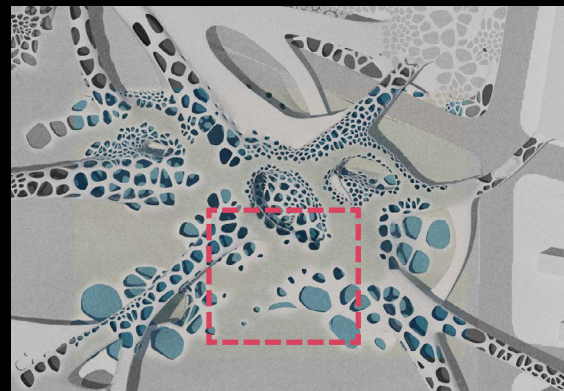
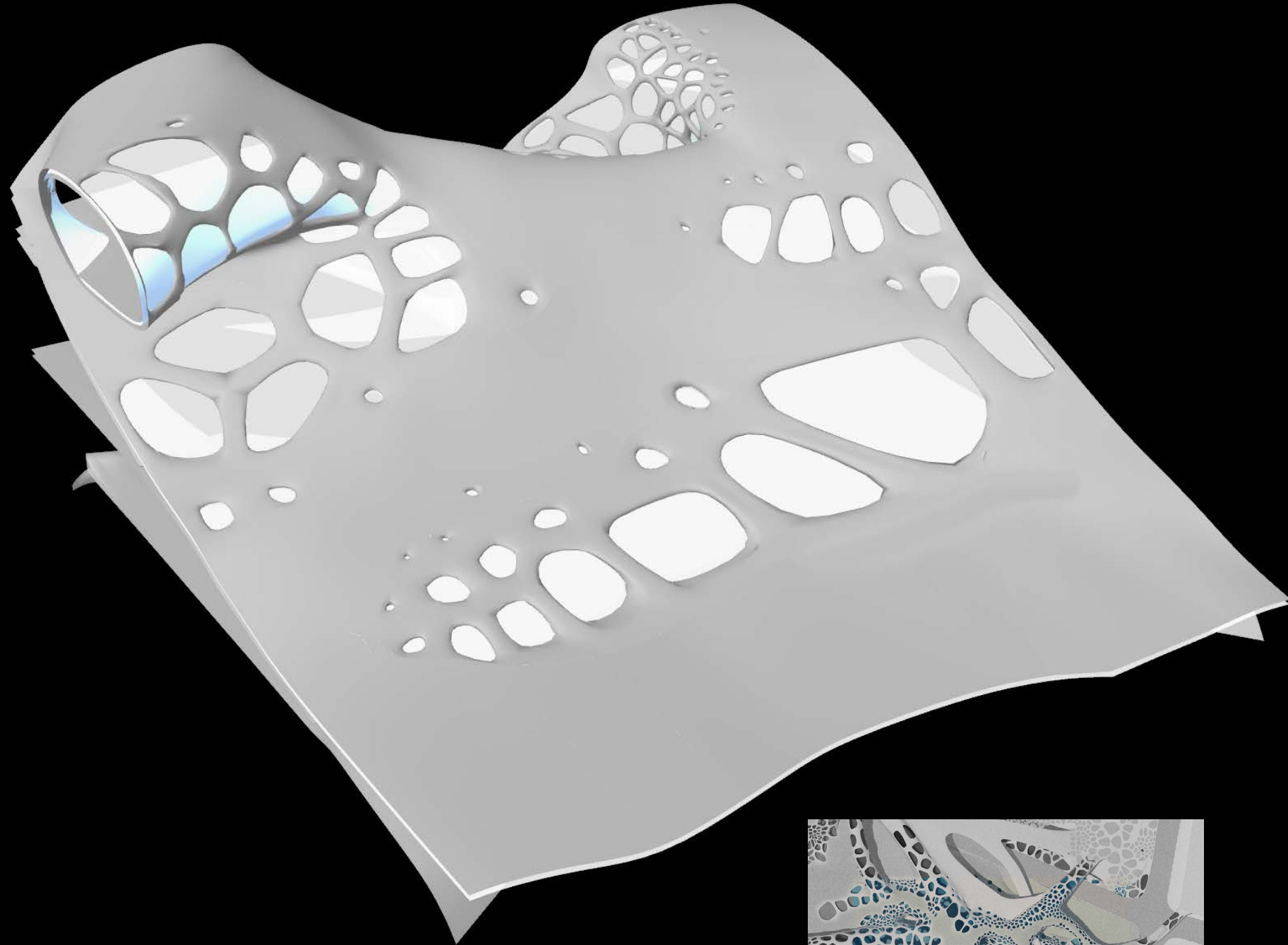


# Floor plans

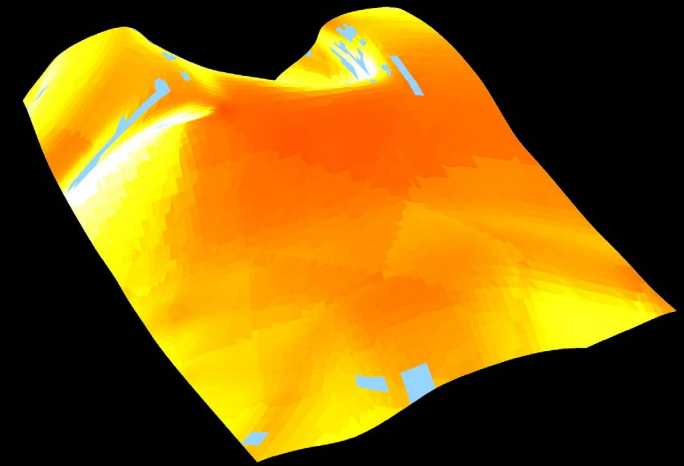




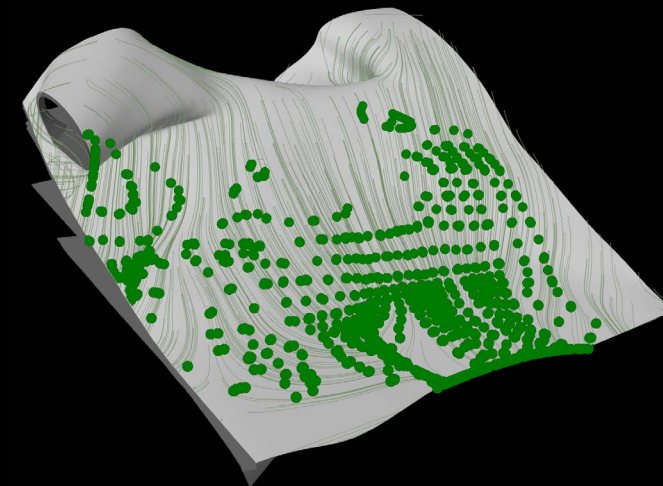
# Landscapes Design



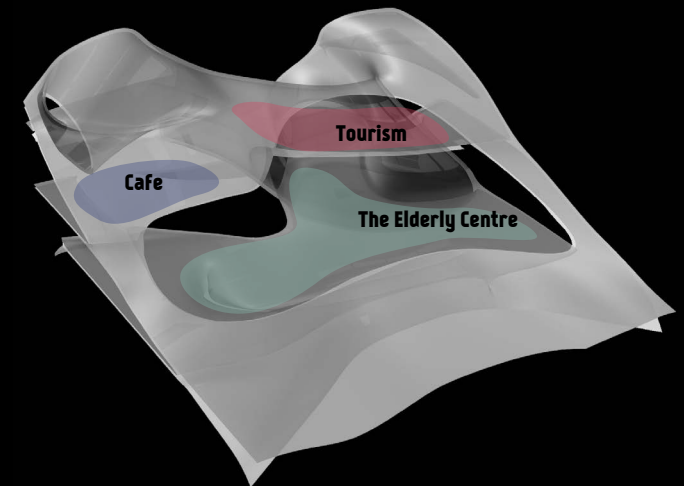
Angel



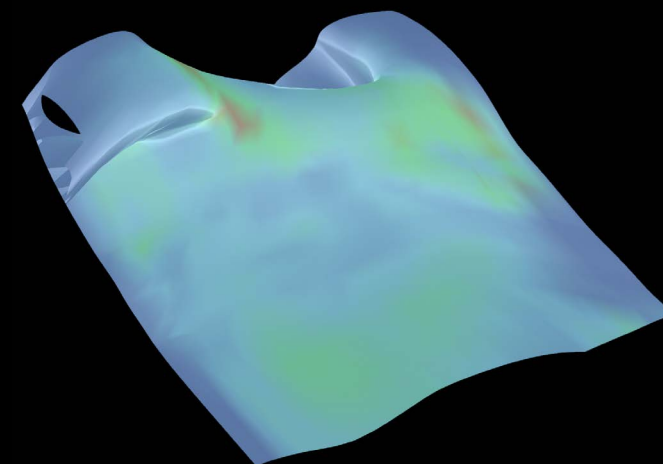
Radiation



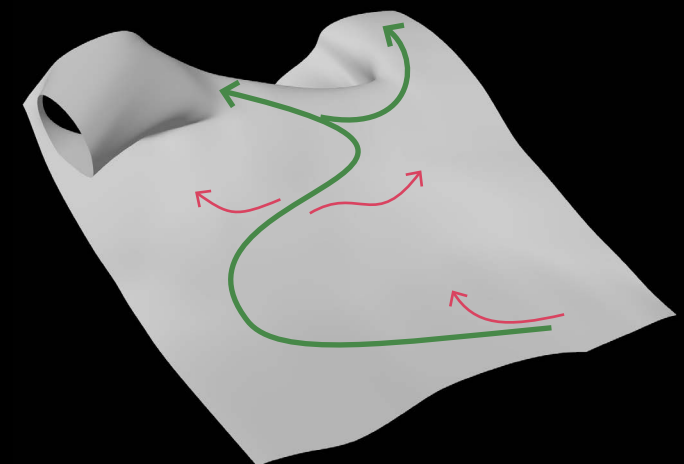
Rainwater



Functions



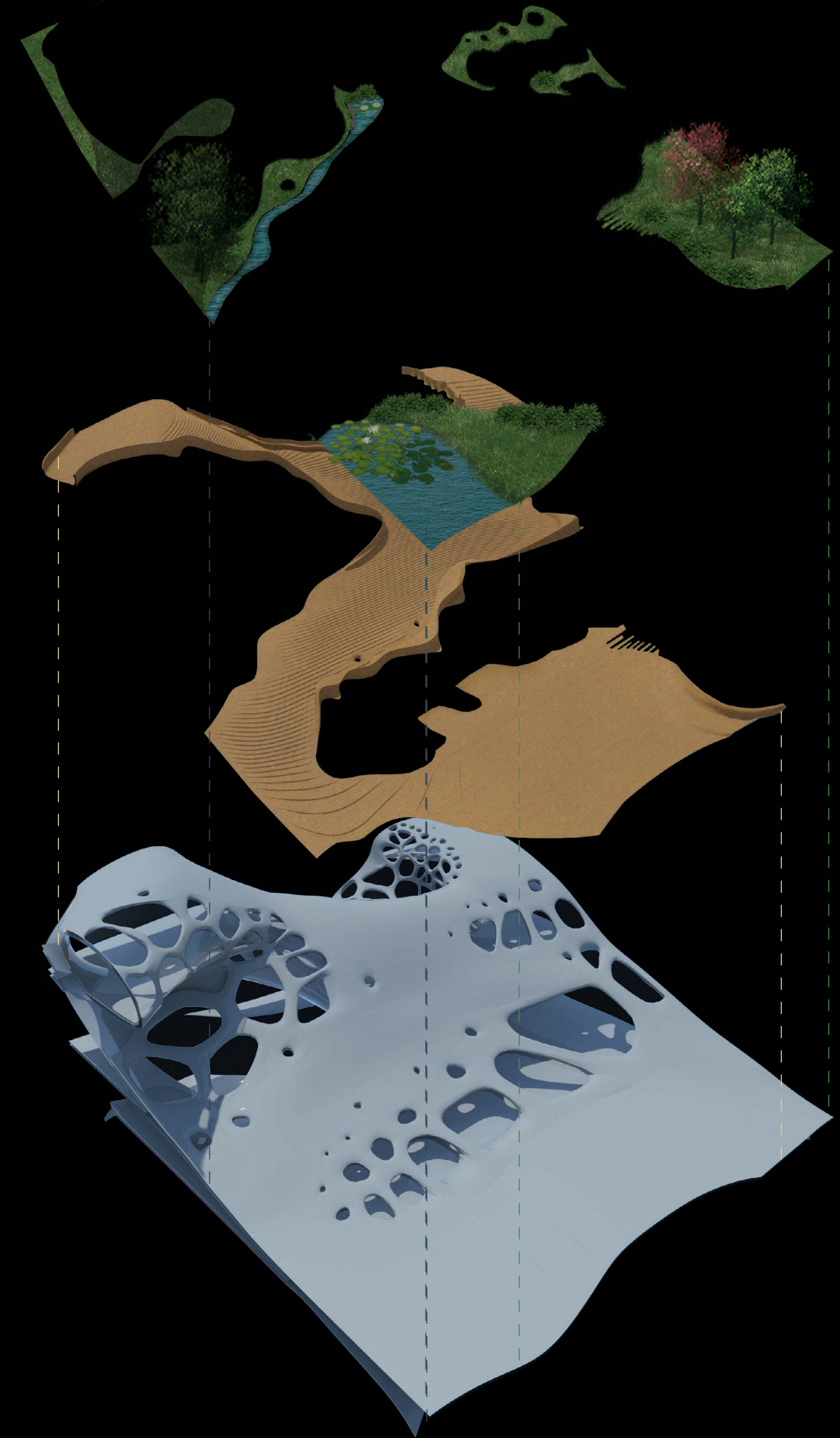
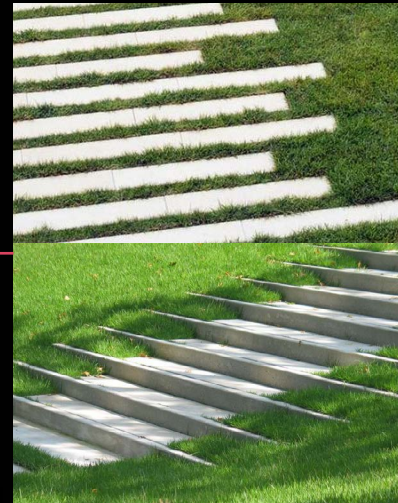
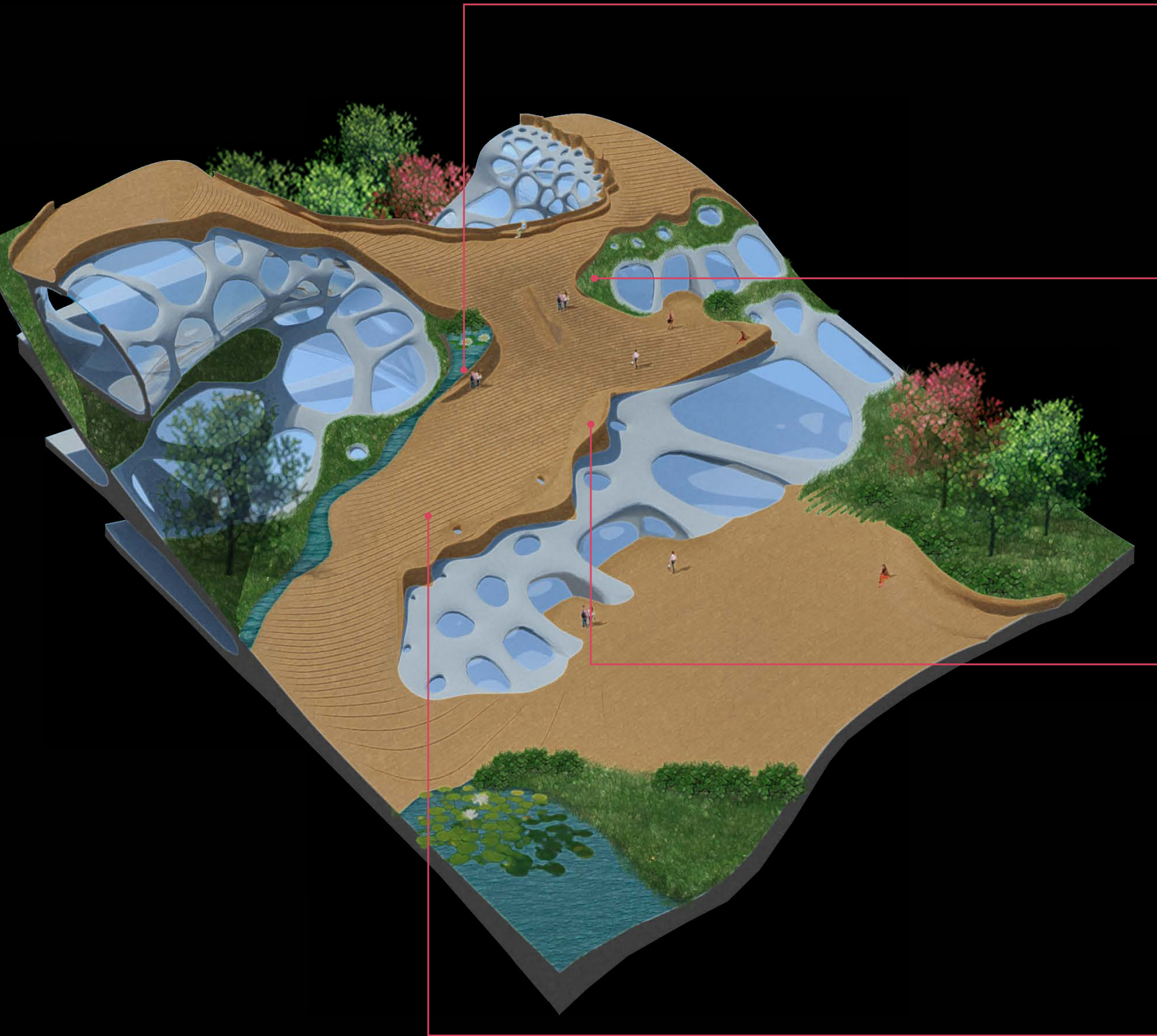
Structure



Flow



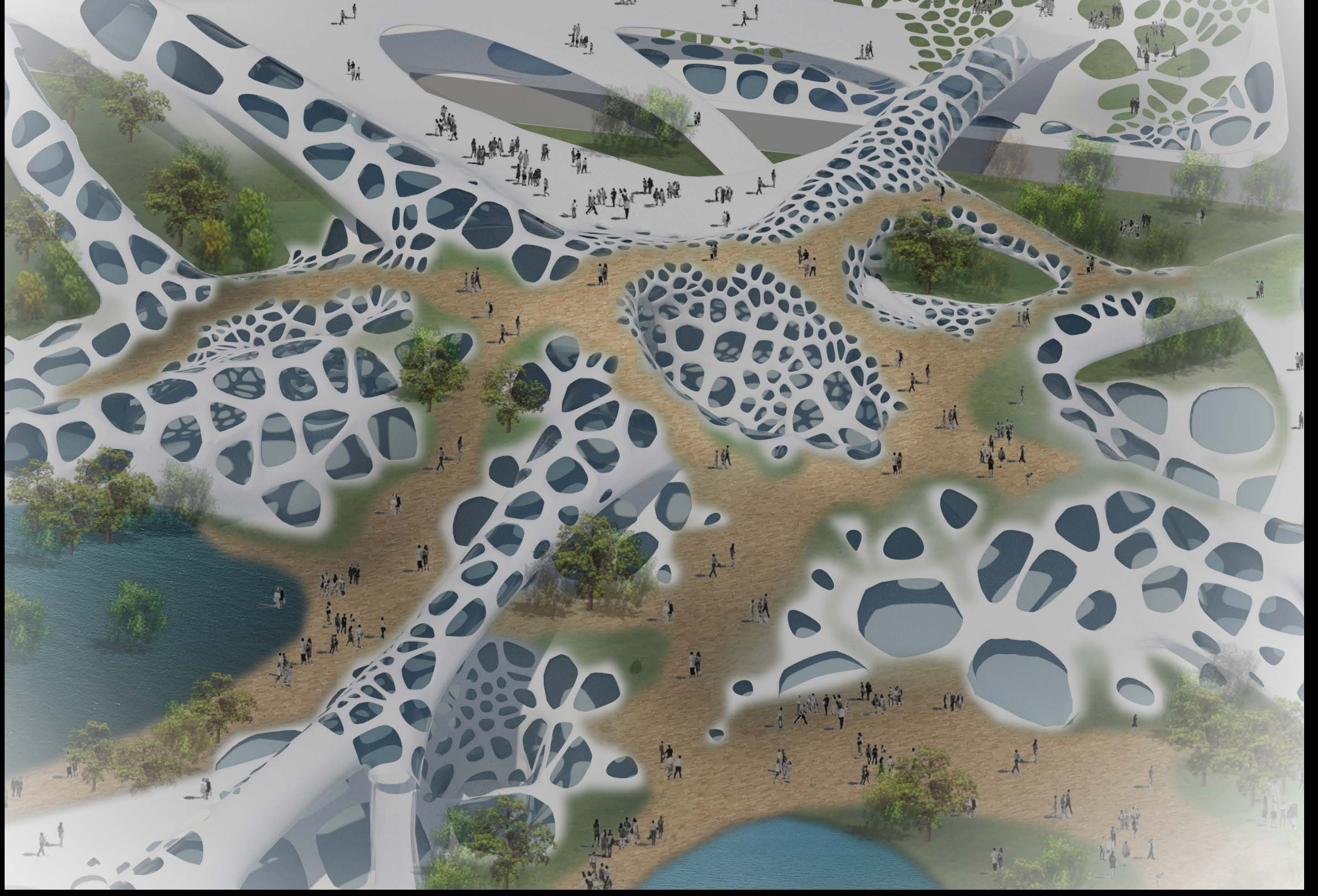
# Landscapes Design





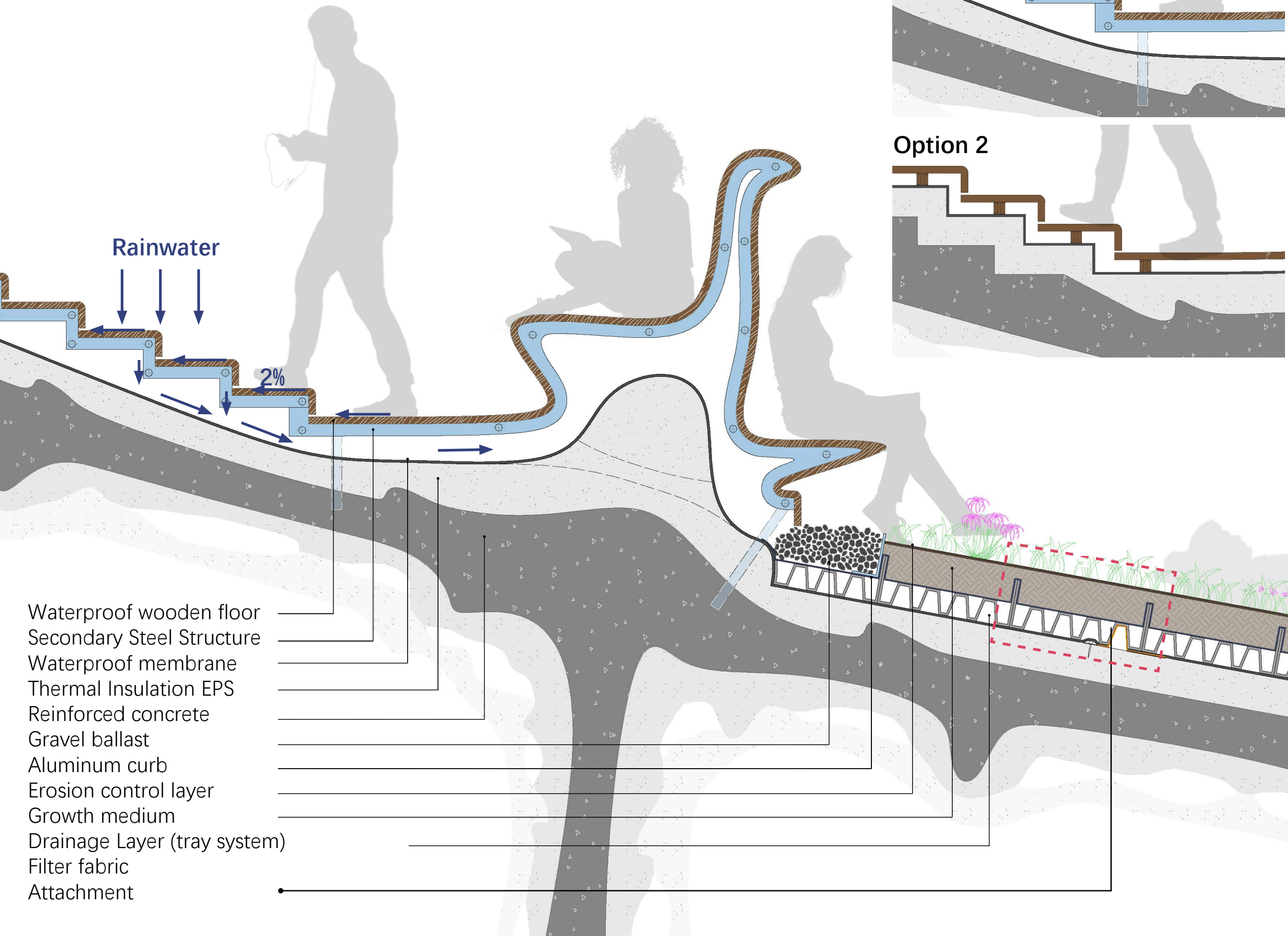




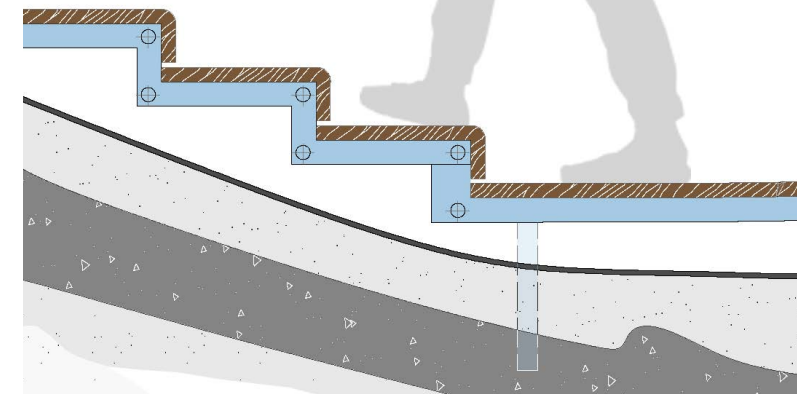




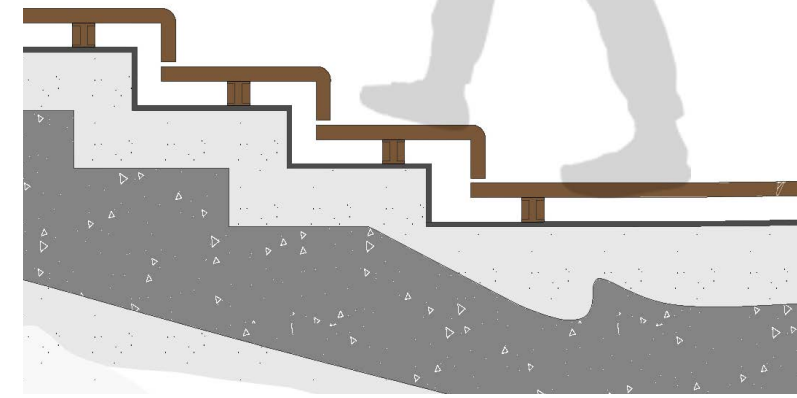
# Landscapes Design



Option 1



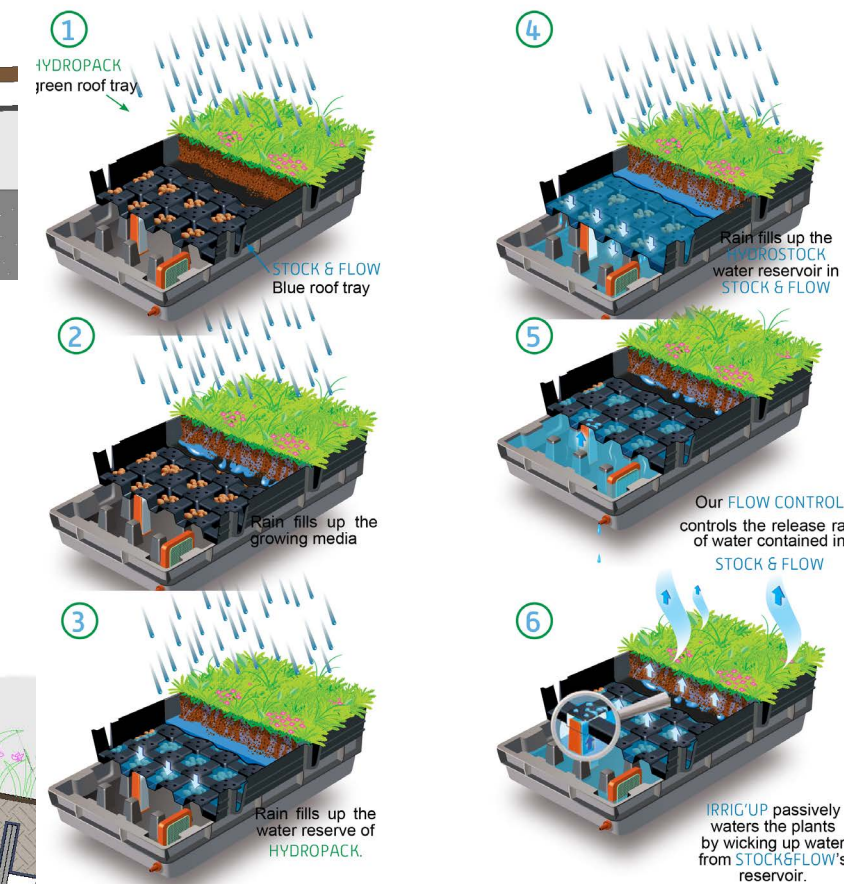
Option 2



Drainage tray system



Stormwater management solution

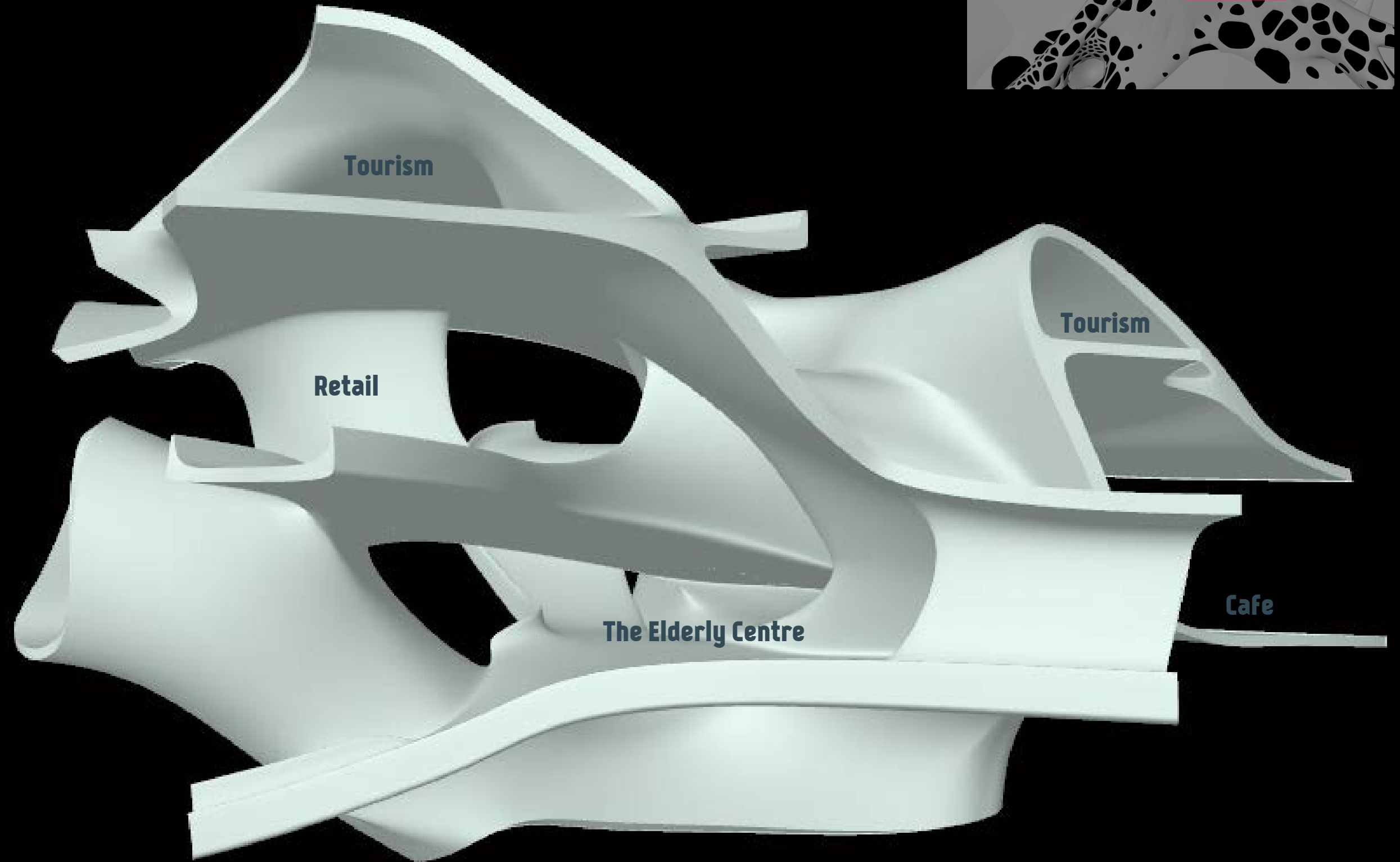
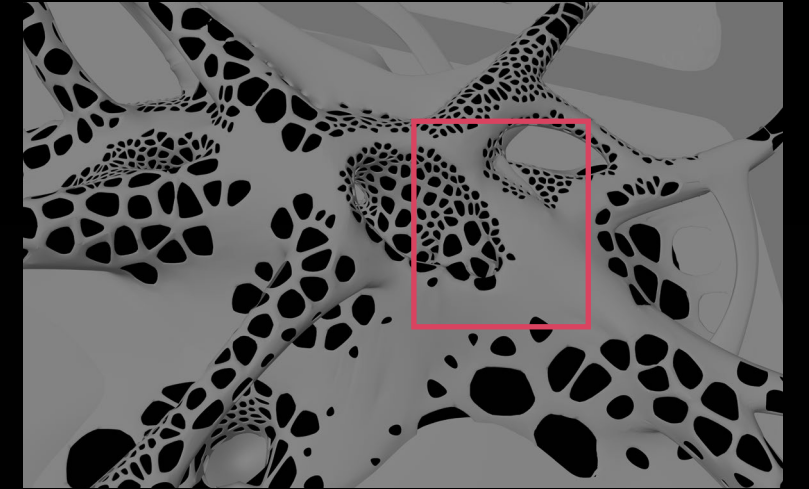


Source: [www.vegetalid.us](http://www.vegetalid.us)



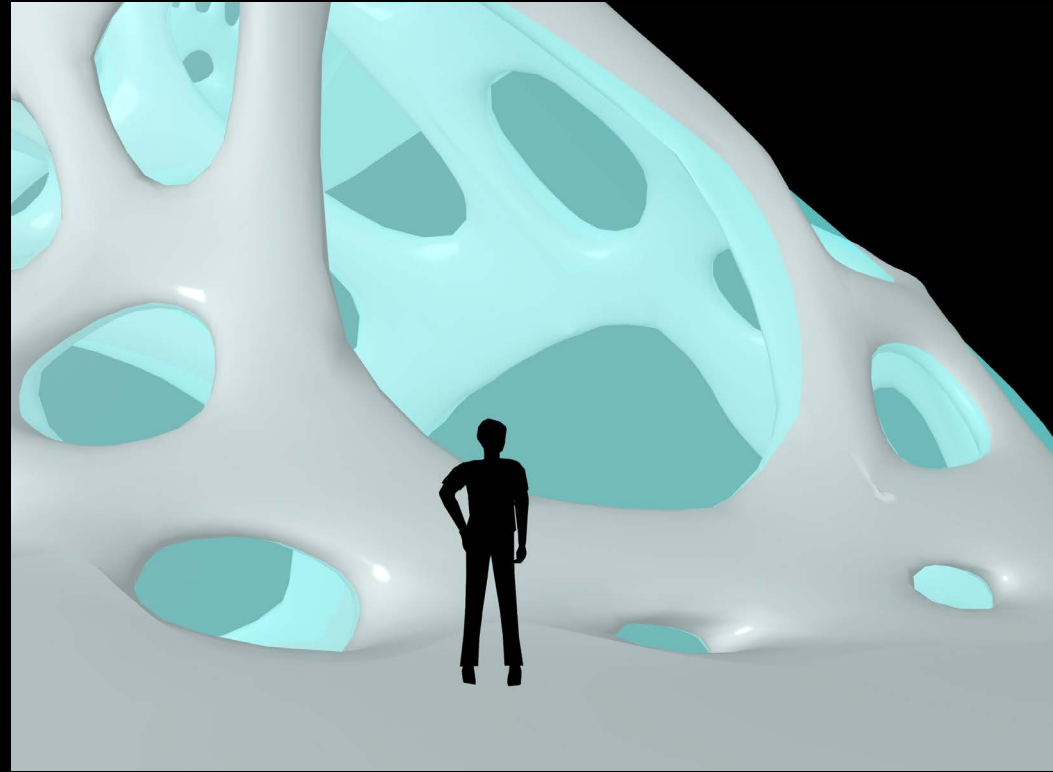


Messo

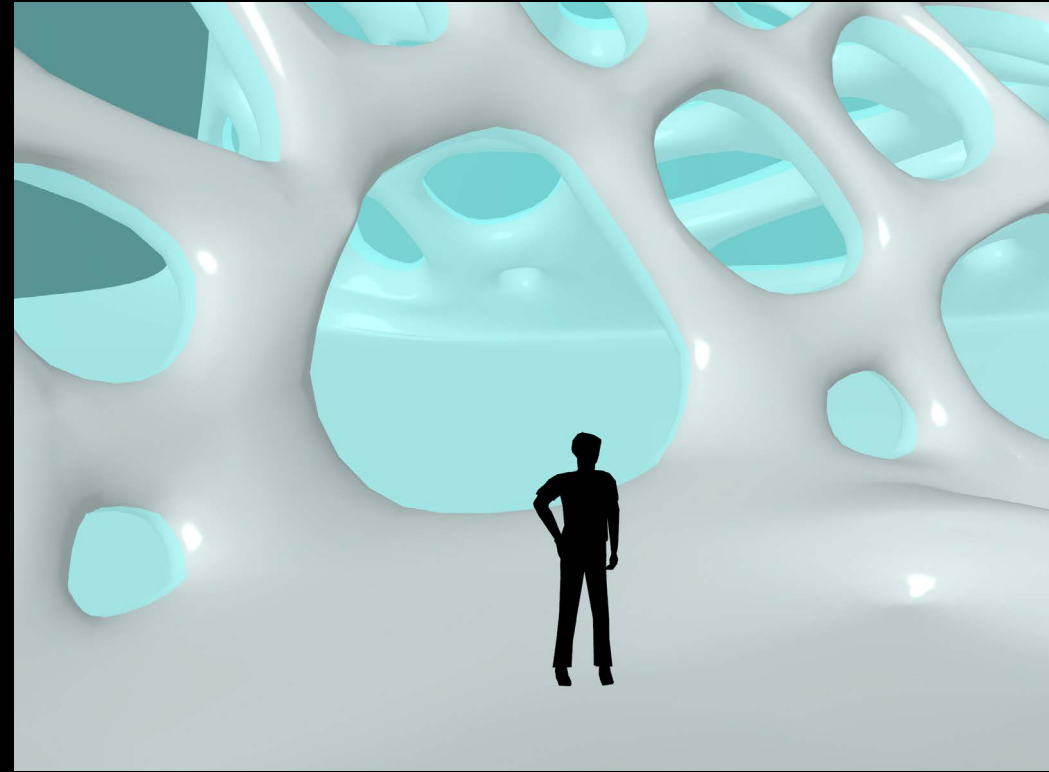




# Pattern Design



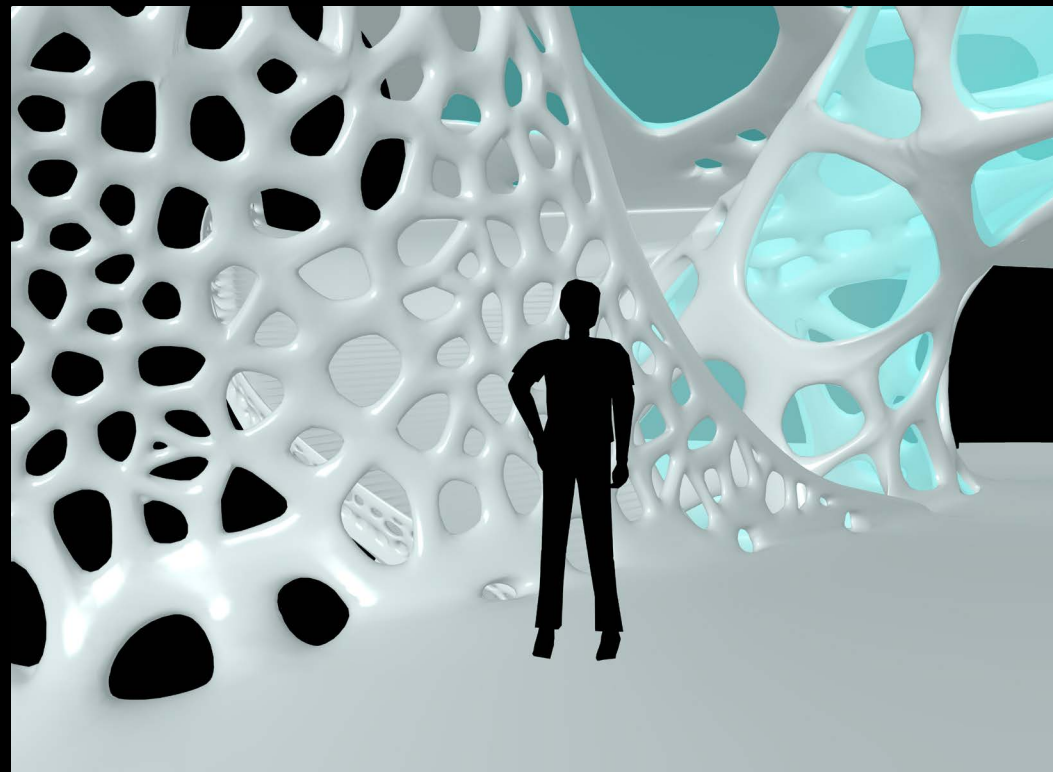
Structure



Doors/Windows



Furniture



Chinese Lattice Wall



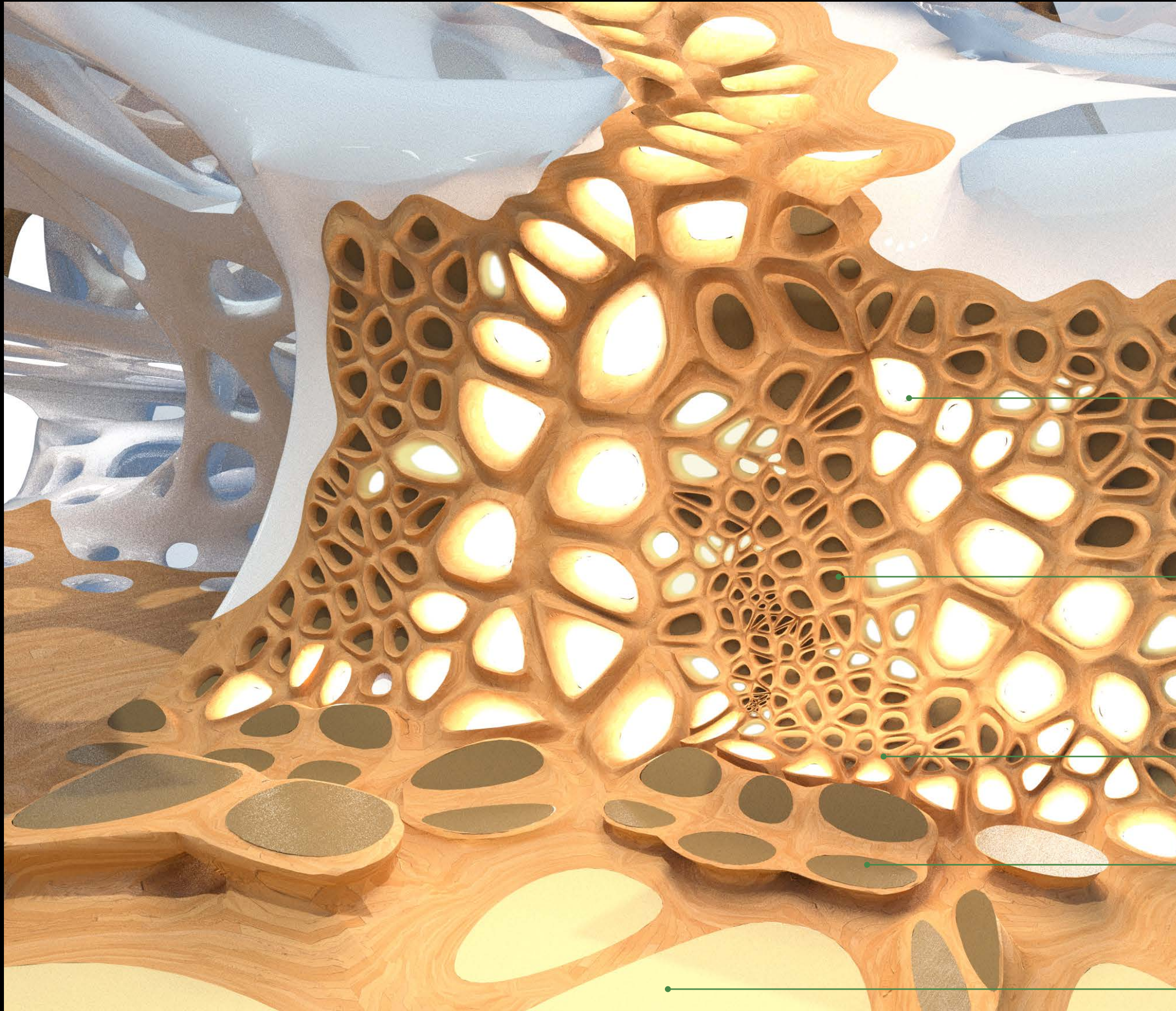
Acoustic Wall/Lighting



Ventilation/Heating/Electricity



# Function mapping



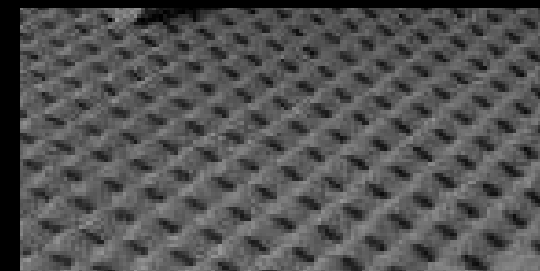
Lighting



Acoustic material



Air Supply



Cork

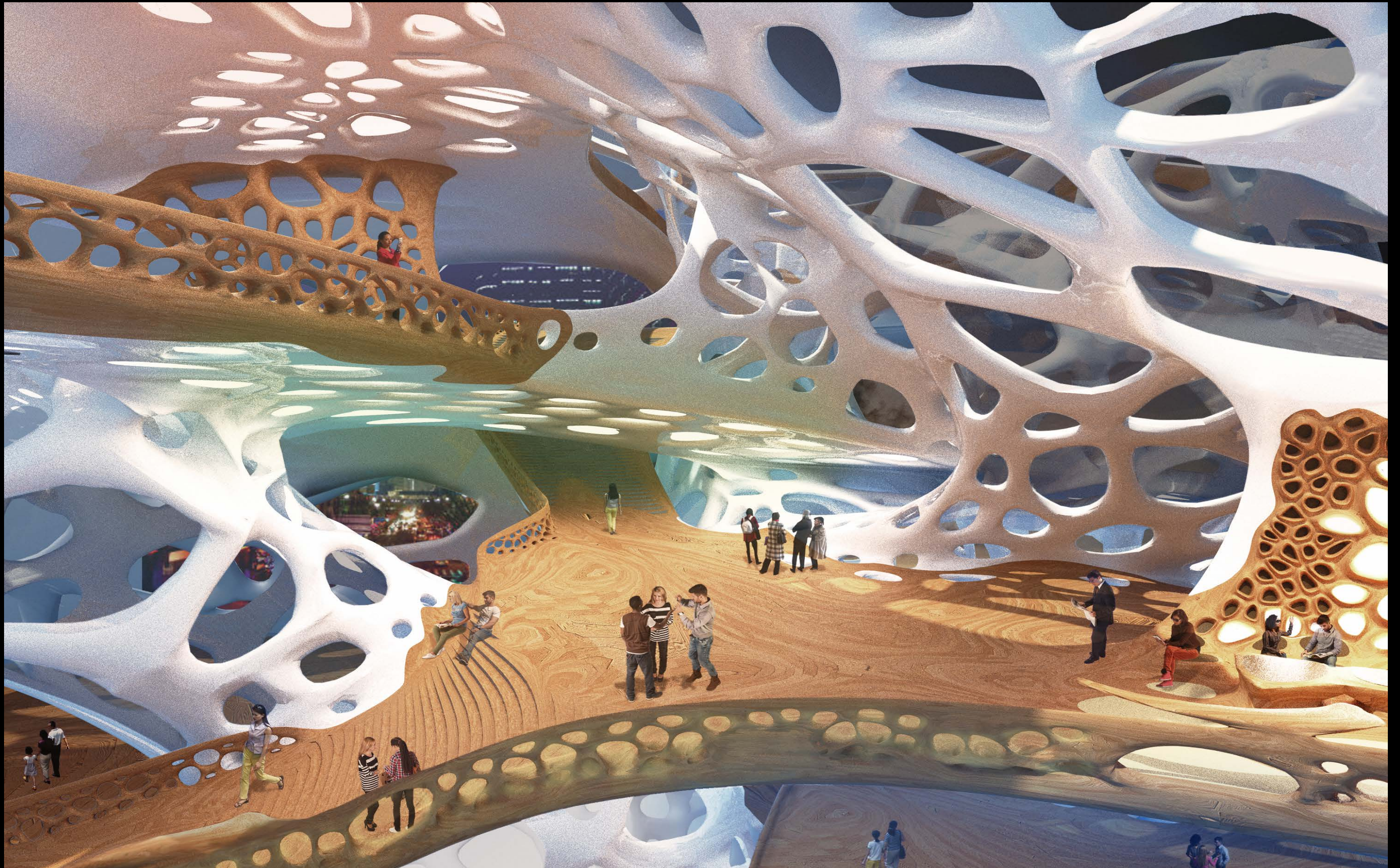


Interactive Floor











# Material & Production

## Concrete

Sitecast (reinforced) & Precast block

Diaphragm Construction/  
Core Structure

Additive

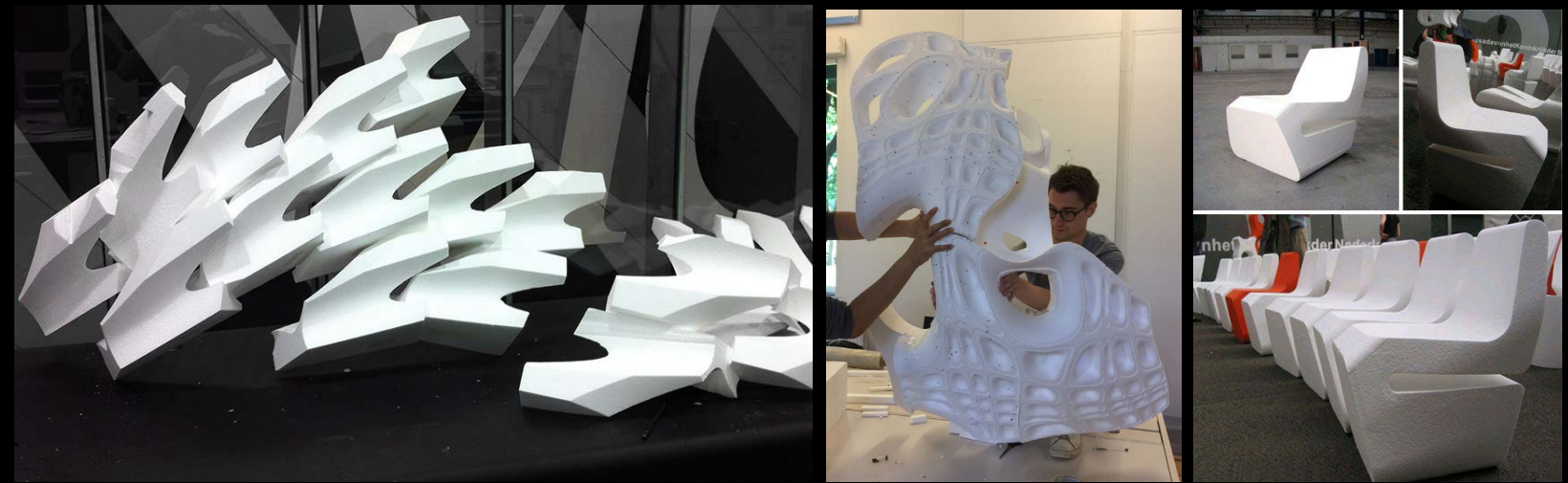


## EPS

Precast Block

Integrated Isolation/  
Enclosure/Furniture/Concrete mould  
components

Subtractive



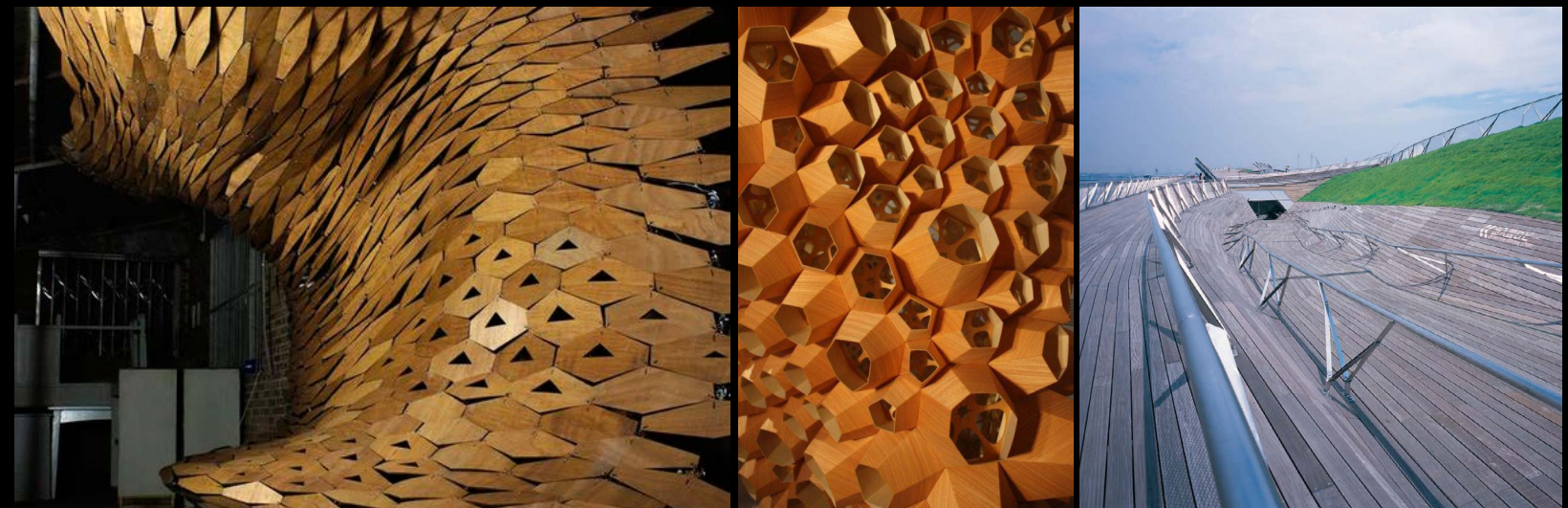
## Wood-based

Recycled paper/industrial wood dust/Plywood

Functional and Featured Finishing  
(underground)

Structure/Enclosure/Furniture  
(overground)

Formative/  
Additive

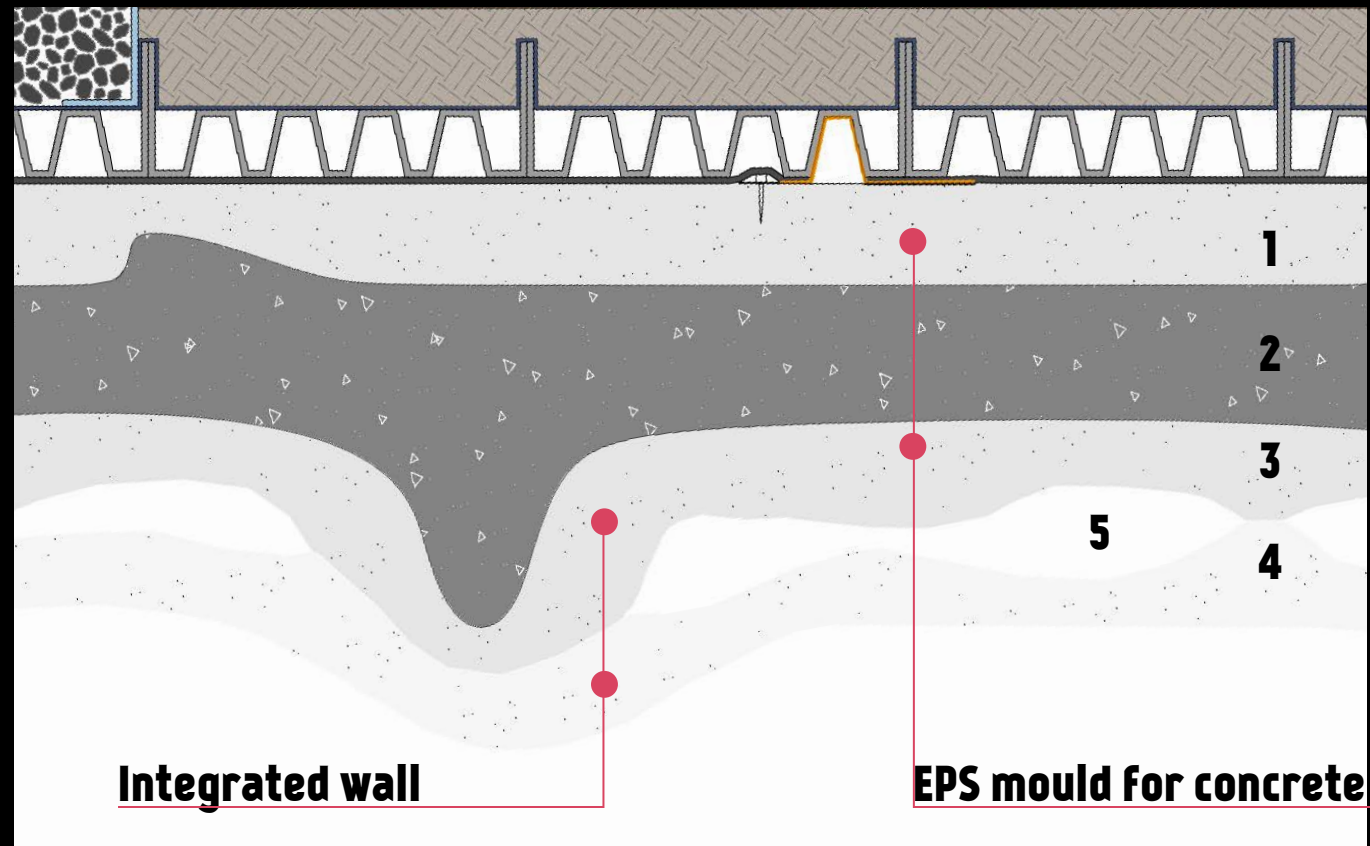


## Others

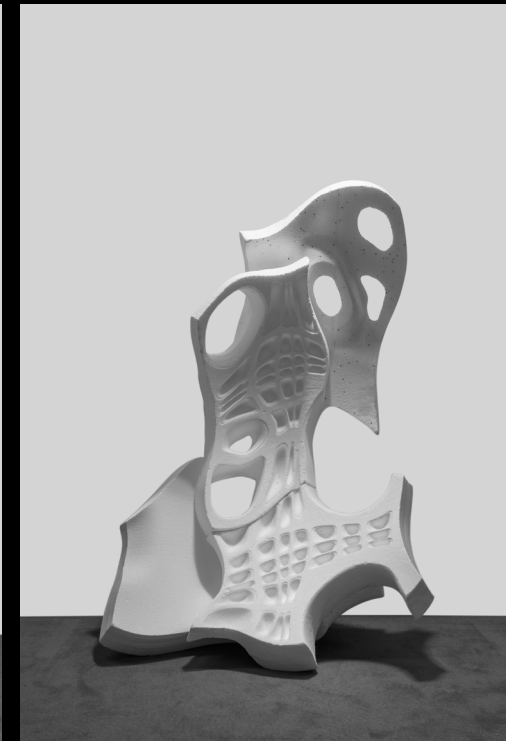
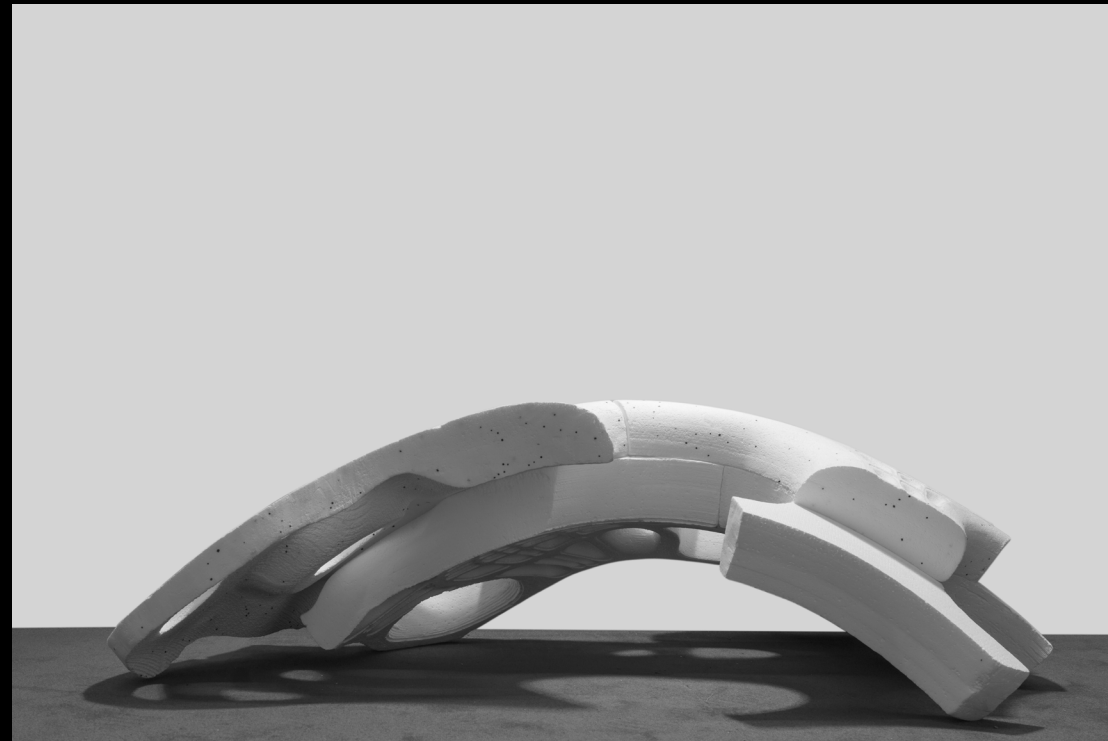
Sealant/Waterproofing/Fireproofing etc.



# Material & Production



- 1. EPS Concrete mould / Thermal insulation
- 2. Concrete Main Structure
- 3. EPS Concrete mould / Integrated wall outer layer
- 4. EPS Integrated wall inner Layer
- 5. Void For installment of lighting, ventilation, heating etc.



Integrated wall design from Mcs2 Project



**Thanks**

