



## Shenzhen seen as a New Town of Experimentalism & Empiricism

SHENZHEN --- Within the last two decades, Shenzhen as one of the first tier new town developments in China grew from a fishing village into a city with more than 13 million populations. Thanks to the series of new policies introduced by former Chinese reformist Deng Xiaoping, Shenzhen broke through many trading and land leasing models of socialist planned economy China. For example, the first land auction of China was taken place in Shenzhen, and this contributed a national scale real estate development, thus the economic boom in 2008. Shenzhen's proximity to Hong Kong also enhanced the import of international attitudes to the city.

The experimental and empirical nature of

the city eventually created its unique identity. In other words, Shenzhen needs to constantly try out new things in order to sustainable its position within the vigorous competition among all other Chinese cities. This identity of experimentalism and empiricism may directly relate back to Deng Xiaoping's pragmatic attitude to reform China, from a country focusing very much on the subjective side of the making of the ideal communist community, to a country emphasizing the objective development of the materialistic society. At the end of the day, new town not only materializes the pragmatic philosophy of Deng, but also and eventually became a model for others to follow. --- TAT LAM

# 11 CUHK Students Propose Radical Re-Thinking of Louhu

## THE REDO NEWTOWN STUDIO IS BORN

HONG KONG --- Recognizing this critical juncture in Shenzhen's young history, the Redo NewTown Studio intends to re-imagine the city for its next period of development. Looking specifically at Louhu District, we will seek out opportunities for regeneration that are likely to be realized and explore strategies for redeveloping existing urban infrastructure.

The Studio directive attempts to echo the mega-trend of redevelopment of Chinese cities at large; to critically rethink the repositioning of Louhu, the original seed of the first SPECIAL ECONOMIC ZONE and the epicenter of Shenzhen's rapid development. Once special, it is already an obsolete relic, having lost its identity due to inter-district and inter-regional competition as the rest of the city and the country begin to overtake it.

In collaboration with Urbanus and referencing the INTI New Town Programme and the Shenzhen Urban Design Action Plan, the student exploration of regeneration strategies should add a new layer

of knowledge to the post-NewTown development of cities within China and throughout the world.

The four intervention sites include: CEPA Plaza (business district), Sungang/Qingshuhe (industrial area), Hubei Village (urban village), Dongmen (commercial district). Each project will focus on at least one specific urban problem of Shenzhen: connection, infrastructure, social segregation, urban village, density, etc.

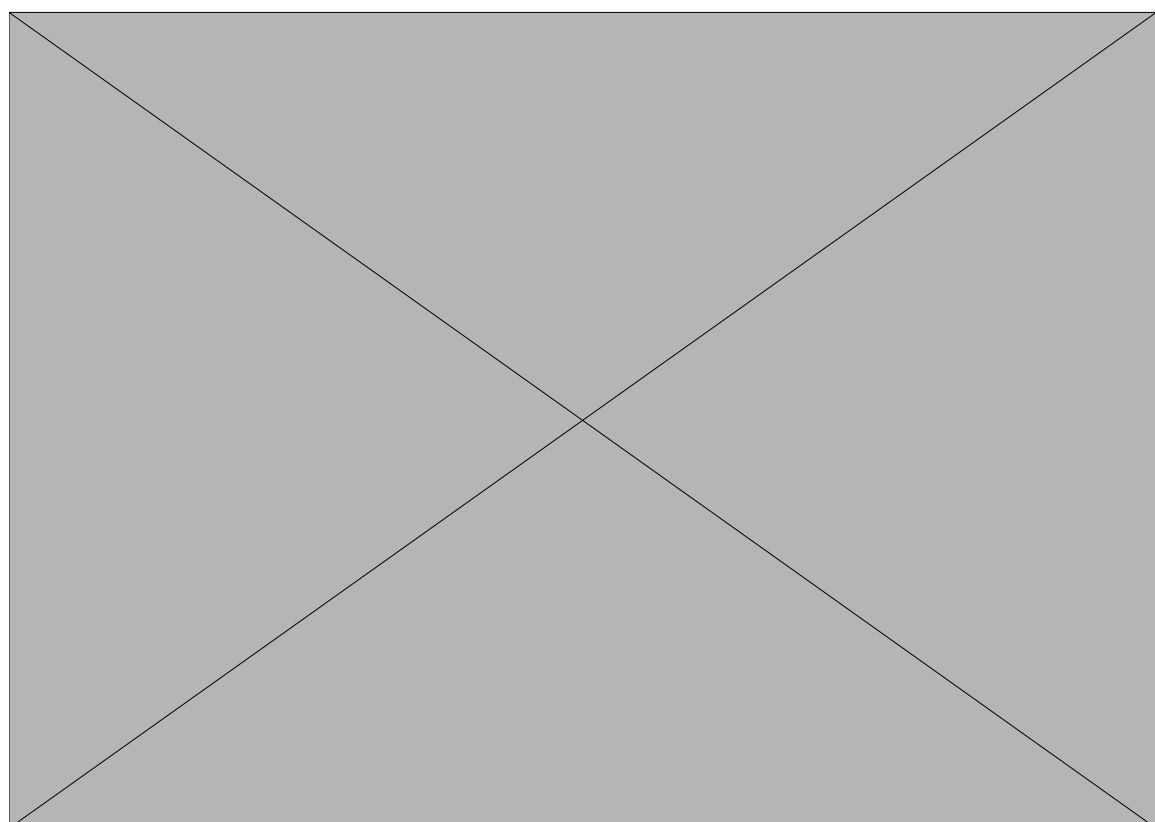
In accordance with the STUDIO OBJECTIVES, the students first underwent the process of Constructing Site according to their research, independent of accepted spatial boundaries, with the end goal of locating and proposing an Urban Intervention that responds to the primary issue they have examined.

Through the application of (Urban) Design Thinking, students progressed past object-level understandings of Architecture, developing the skills and sensibilities to utilize Architecture as an instrument for urban change. In this process, students were introduced to the tools of urban research and learned to apply them to a design project. --- TRAVIS BUNT

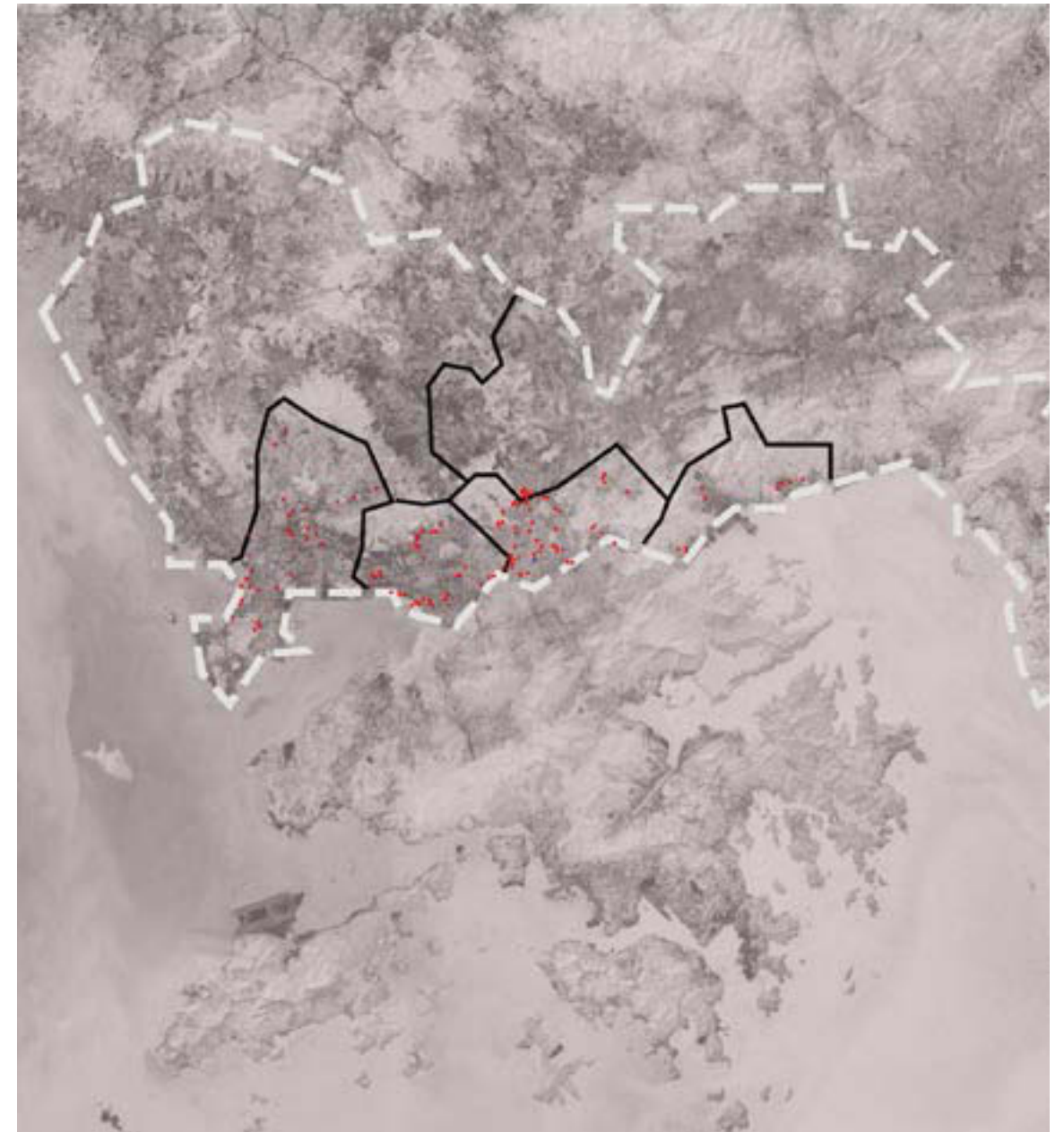
## DESIGNS TO BE PRESENTED AT CUHK

SHA TIN --- On December 7th, 2012, eleven Masters of Architecture students will exhibit their revolutionary urban design proposals for Louhu District. Each presentation will include:

- A 200 word written concept statement
- Program summary
- Diagrams:
  - Concept
  - Site strategy
  - Circulation (micro/ macro)
  - Programming strategy
- Plans, sections and elevations
  - Site plans
  - Site, cross, & longitudinal sections
  - Street elevation(s)
- Perspectives (3 Minimum):
  - Perspectives shall be framed to explain the project concept and interrelatedness of the borderland idea
- Massing (site) Model:
  - 1:1500- To explain the proposal's site strategy and its relationship to the border
  - Other scales as necessary





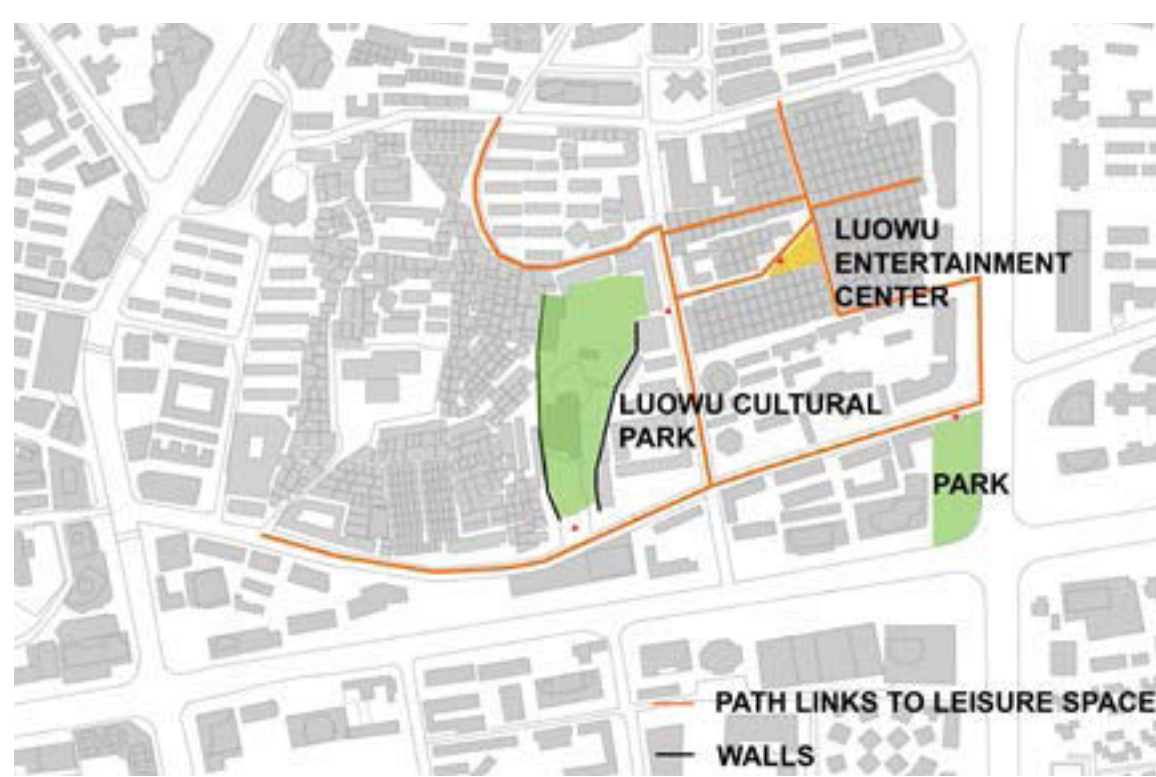
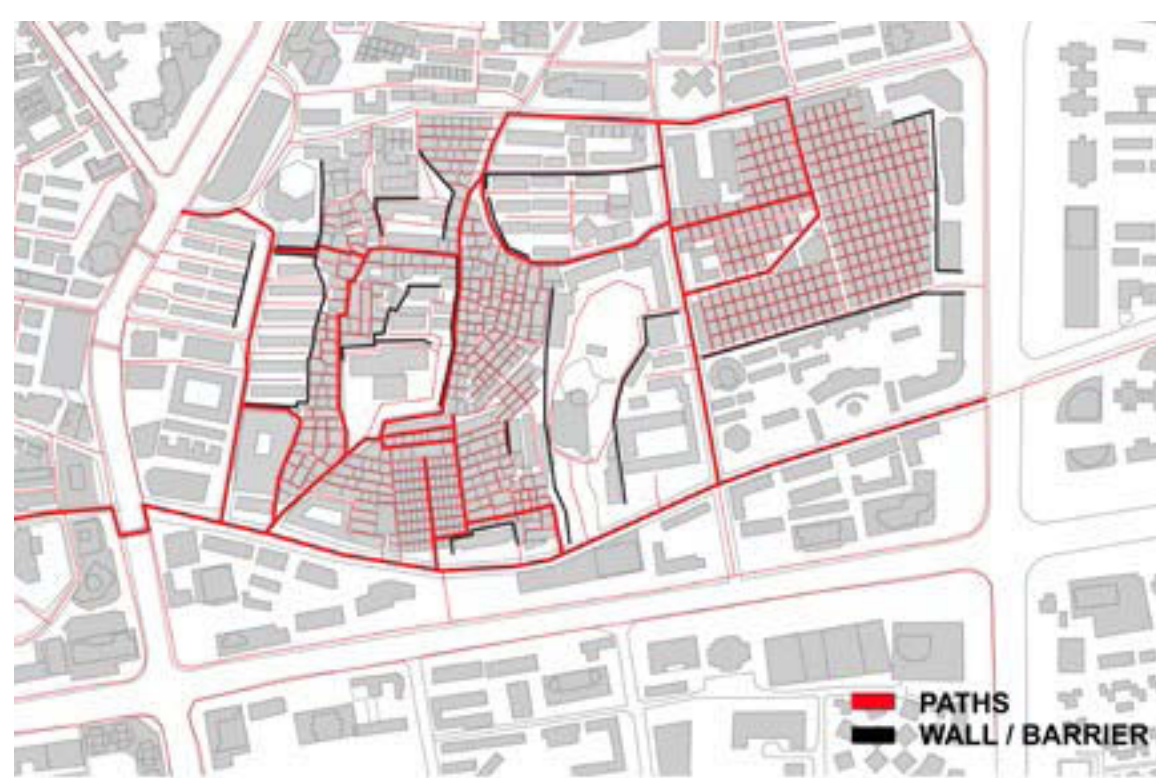
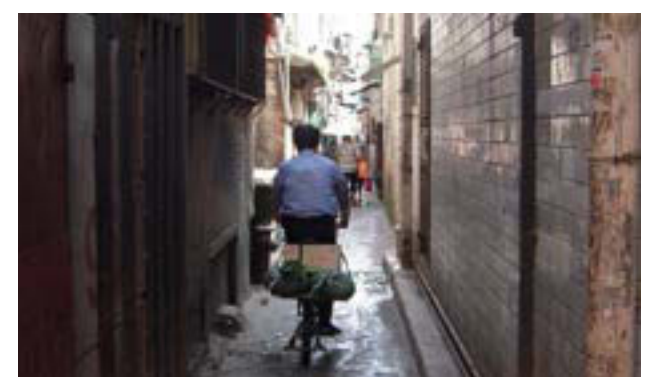


# Hubei - A Self-sustained village in Shenzhen

## Repositioning Hubei Village to Shenzhen is URGENT!

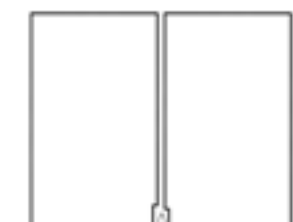
SHENZHEN --- China is developing its urbanization with a tremendously high speed. Urban Villages are a unique phenomenon in China that forms part of the contemporary age of his urbanization. These villages usually appear in the urban area and the downtown section of major cities, such as Beijing, Shenzhen and Guangzhou. They are surrounded by skyscrapers, transportation infrastructures, and other modern urban constructions. Due to the poor living environment, urban villages often provide cheap housing for outsiders to rent, at the same time, they are providing economic opportunity for the outsiders to earn their first bucket of gold in the city. Hubei Village is the oldest existing urban village in the Louhu District, it contains 3 different typologies of village housing, old village is the only area in the village that still contains the original village characteristics, such as brick walls, tile roof and the ancestral hall that has been built for over 500 years which has its own historical value and full of lively street activities, such as the wet market and narrow paths between houses

can also enhance the interaction between villagers. However the living condition is not very pleasant, lack of natural lighting, poor sewage system and serious security problems. Another type of urban village were mostly built around the 1980's with very poor living conditions and the buildings layouts were violating the regulations, Louhu government and the developers want to redevelop this part most and negotiation had already been done in October 2012, so the construction would be started very soon. The new urban village were built in 2000; lighting condition, accessibility for cars and hygienic problems has been improved. However, the whole area is still lack of public facilities and greenery. Since the land owners like to build as much building as possible in the limited land, buildings are very close to each other and open space are reduced. The narrow space restricts cars to pass through in most of the area of the village, and the land belonged to different land owners are separated by walls. --- LEE SIU KI, LAU YEUK MING

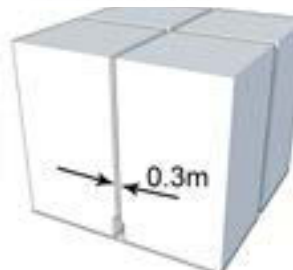


### HOUSE TYPOLOGY FOUND IN HUBEI

OLD VILLAGE --- The old village houses still retain their vernacular form - 2-story height with pitch roof made of bricks and tiles. But some of them are damaged by illegal structures. The paths between each house are very narrow that allow only one or two people to pass through at the same time --- LEE SIU KI, LAU YEUK MING



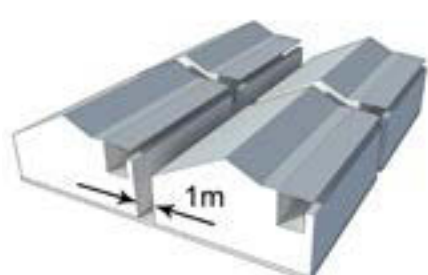
Number of floors : 10



TYPICAL VILLAGE --- Typical urban village houses were the advance version of old urban village houses, roof tile got taken away, villagers built few more storeys on top of it. Average height of the village houses is around 10 storeys high. Since most of the houses were built by the villagers which are unauthorized. The layout of the village houses is irregular and distance between buildings is only 0.3m. These gaps are mainly used for hanging clothes and placing their air-cons. --- LEE SIU KI



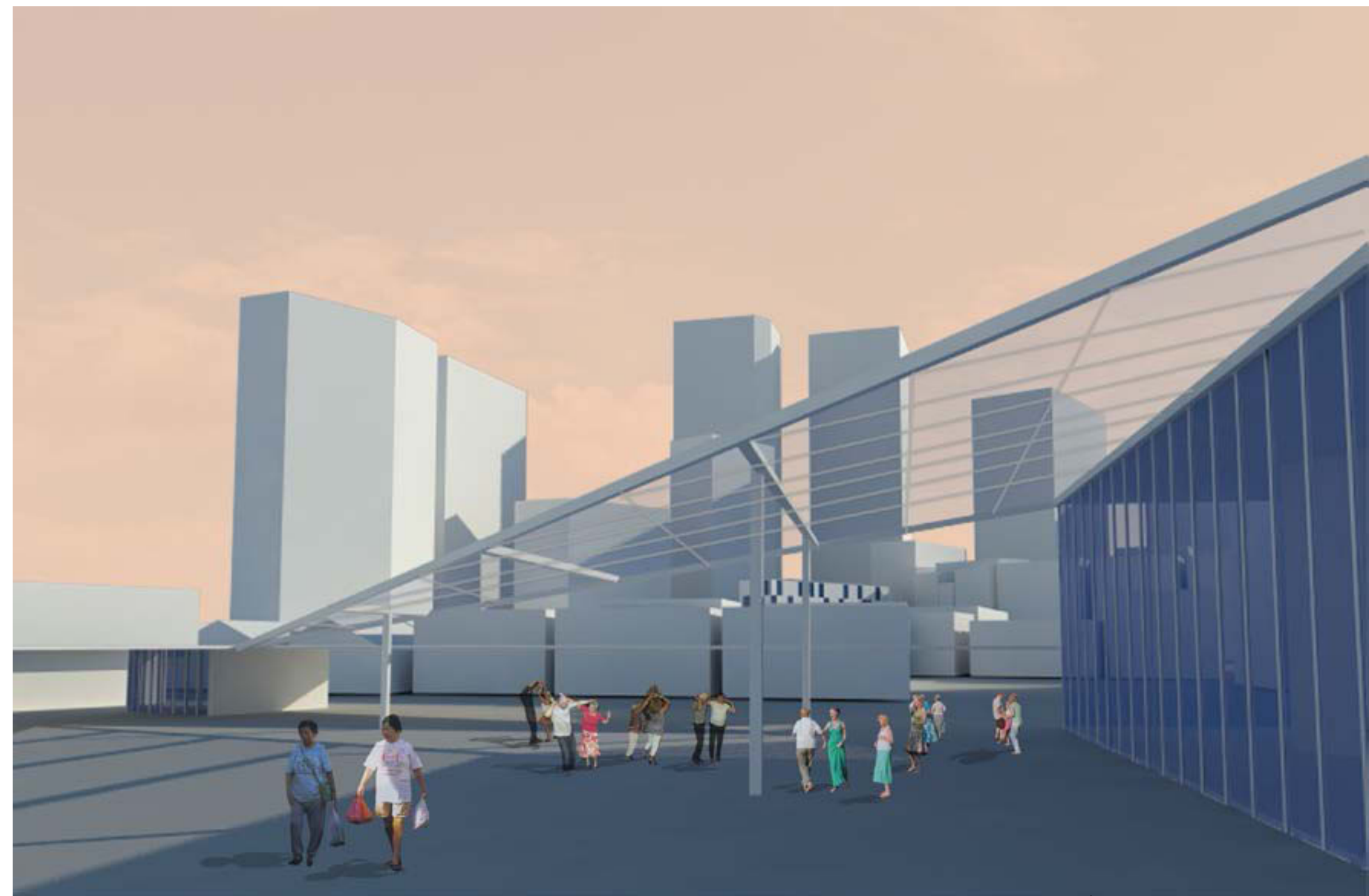
Number of floors : 2





# True Value of Hubei Village

## Historical Property of Hubei is Critical for Furutre Shanznen



Public Plaza

LAU YEUK MING

HUBEI VILLAGE --- To redo the old vil- lage, the significant historical background should be counted as an important factor. This project is try to propose a urban planning development proposal to show the ur- ban development can be combined with the preservation in order to increase the value of the land.

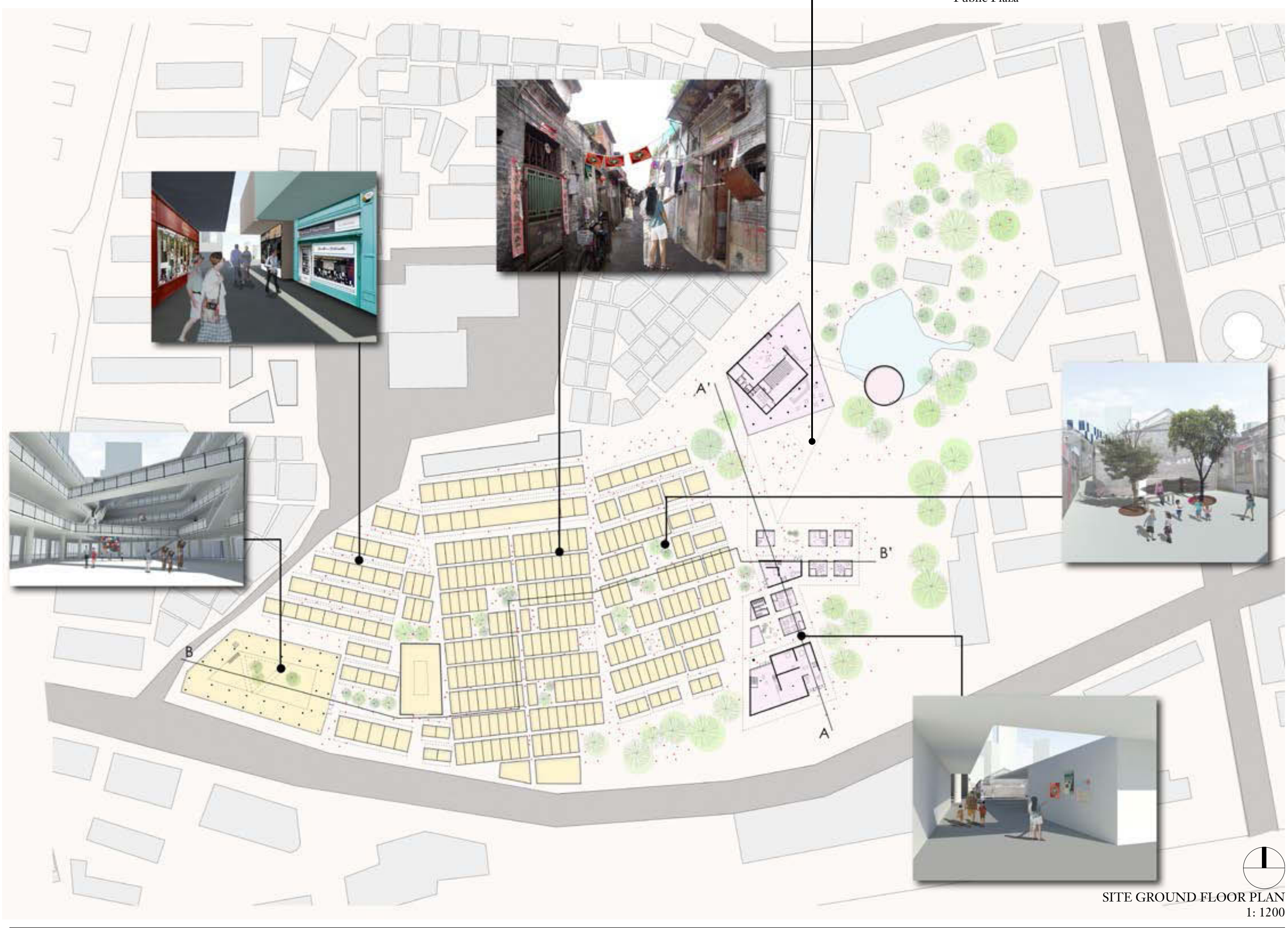
The new development is base on its founda- tional element - old village houses. The vil- lage links people together. The interaction between people should be emphasized for the planning.

The nearby greenery park is not used well due to the barriers surrounding. So the pro- ject will promote the circulation to reach the park. If the park can be activated and upgraded, more people would like to visit the park. The redevelopment can eventu- ally increase the people flow in the district.

Other than the existing elements, new cul- tural facilities will be plugged in to enrich the activities in the site. The cultural plug- in is used to attract people to the site. The cultural area proposed in this project is more than an exhibition or a office for de- sign company in Futan and Nanshan. It is a platform for art and cultural learning and a space for experience. The plug-in gives less impact to the old houses but can promote a new atmosphere in the site.

### Landbanking Strategy

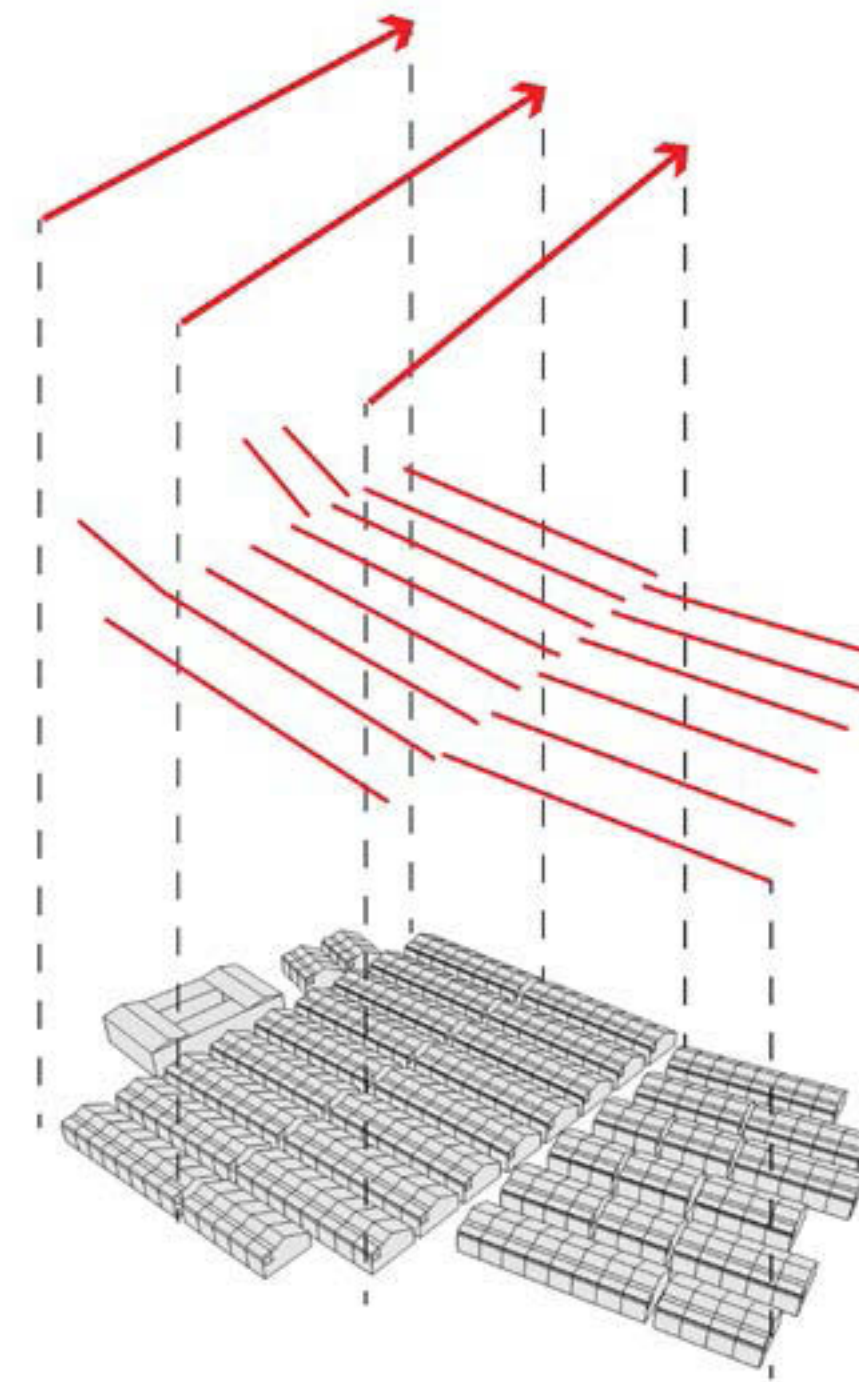
The cultural area development is a promo- tion of the site. Through the development, the old village will change from place with unpleasant environment into a brand rep- resenting the value of Shenzhen - respect the history and have development poten- tial. The image of the whole district can be promoted and the value of the surround- ing lands can be eventually increased. The commercial and residential development can then be started as a second stage devel- opment. --- LAU YEUK MING



SITE GROUND FLOOR PLAN 1: 1200

# The Precious Offer- ing from Hubei Village

## Rare Vernacular Alleys and Lanes in Luohu

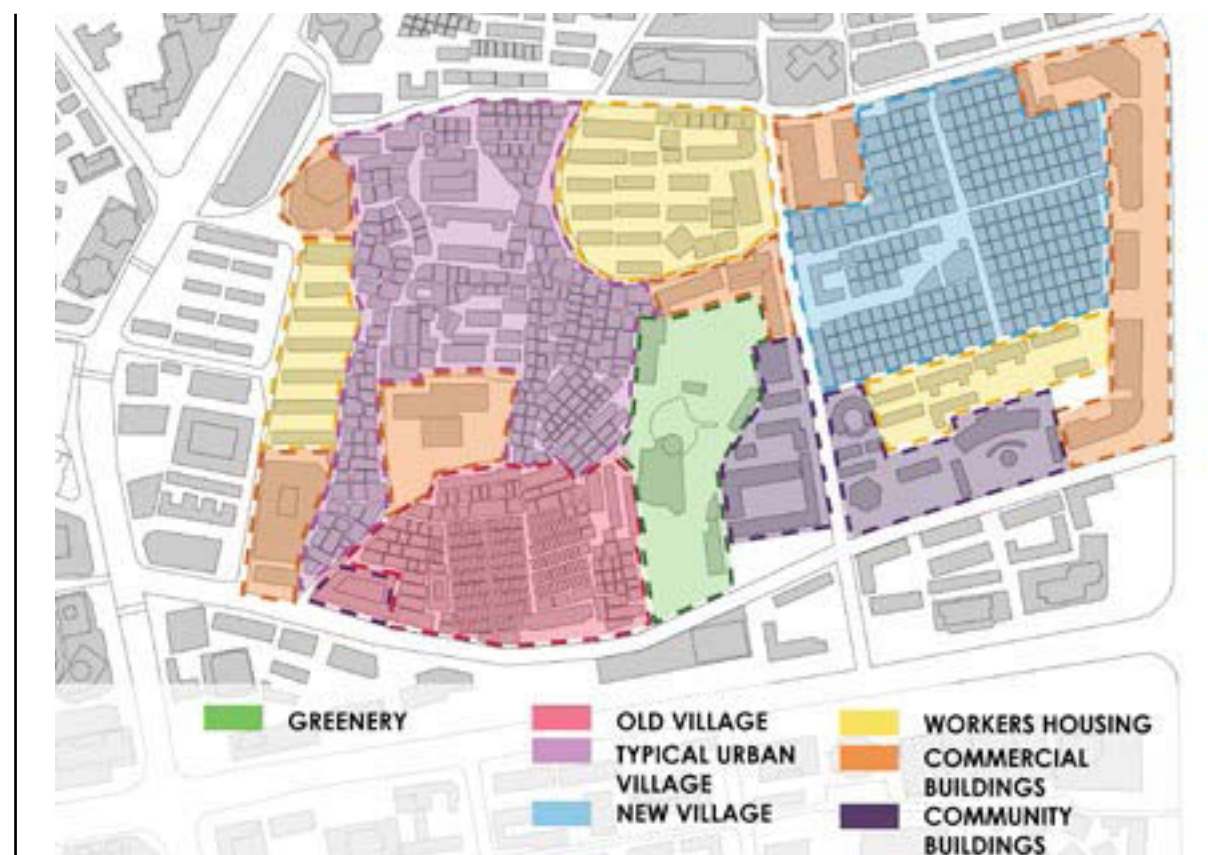


### BARRIERS BLOCK THE WAY TO LUOHU

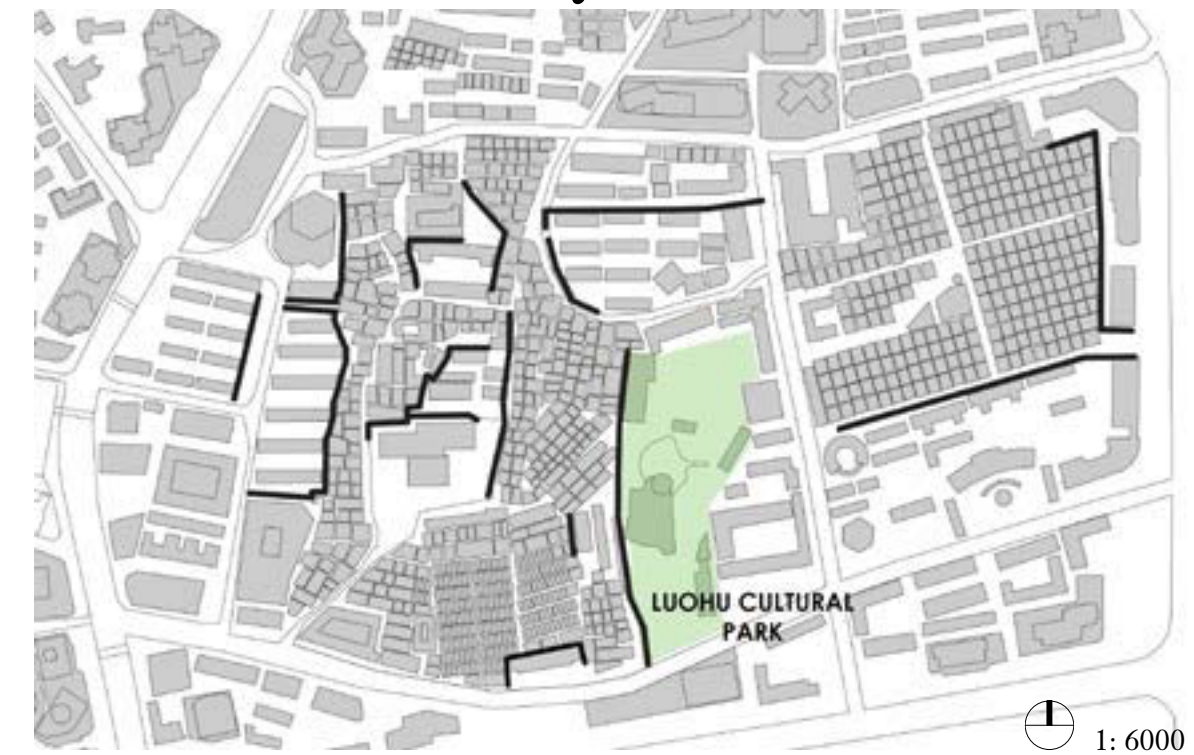
HUBEI VILLAGE --- The Luohu Cul- tural Park (Fig. 1) is one of the largest park providing cultural facilities, such as art academy and a stage for Chinese opera, and greenery space in the district. It is a valu- able place for people living around.

However, due to the ownership of the lands, barriers - walls and buildings (Fig. 2) are set up between the village and the Park. The barriers block the connection of Hubei Village and the Park. The inconvenient of accessing the Park reduces people's interest for visiting the park. --- LAU YEUK MING

Figure. 1



## Close but away from the Park



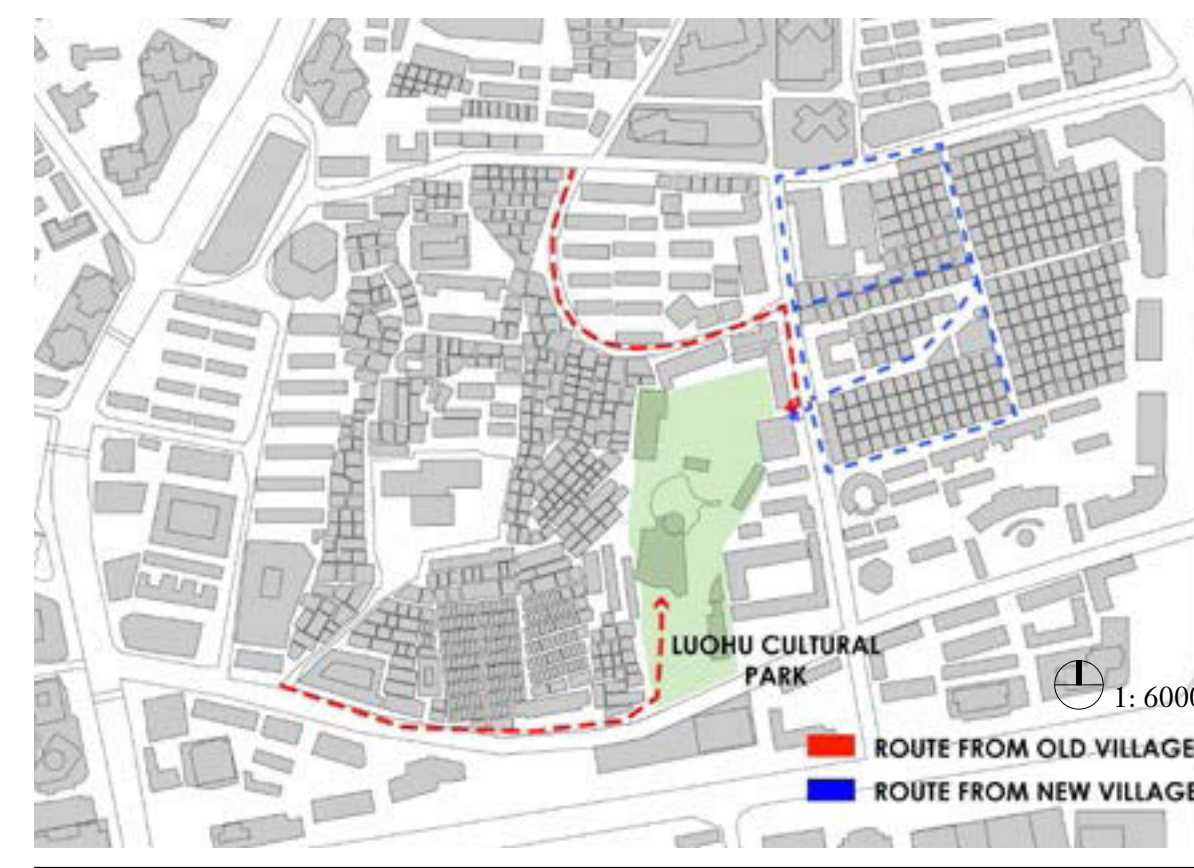
1: 6000



### A PLACE FOR HAPPENING

HUBEI VILLAGE --- The old temple and ancestral hall reflect the history of the vil- lage; alleys and lanes between old hous- es are the places for daily activities which maintain the interaction between people. The relation of places and people is very close in this 500 years-old vil- lage. --- LAY YEUK MING

## Diversity - People and Space



1: 6000

ROUTE FROM OLD VILLAGE  
ROUTE FROM NEW VILLAGE

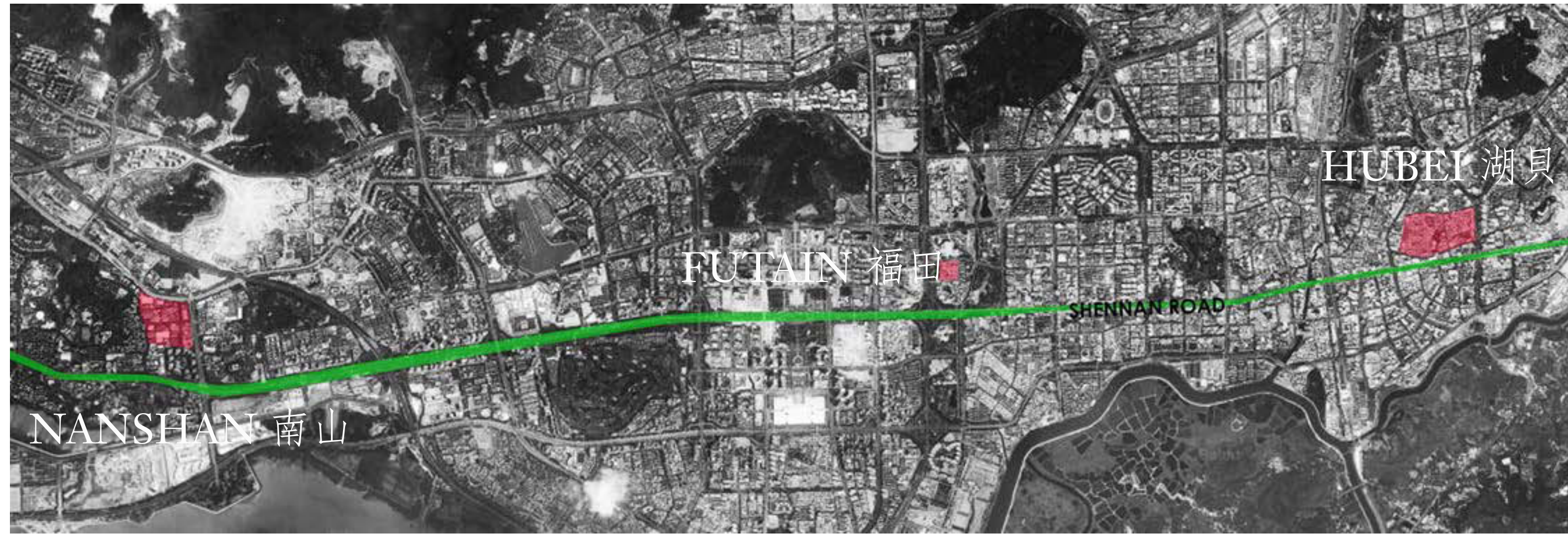


1: 6000

PATHS FOR VEHICLES  
PATHS FOR PEOPLE

Figure. 2





**A COMPATIBLE NEW BRAND FOR SHENZHEN**

HUBEI VILLAGE --- Luohu is always considered as the most prosperous district in Shenzhen. However, Nanshan and Futain has caught up in recent years and are popular for investment. Beside the commercial development, these two places also treat their old properties as useful things - old factories in Nanshan are converted into OCT-LOFT Creative Centre; abandon factories in Futain are changed to the City of Design. The two places successfully combine art and commercial development for creative industry, and make their icons. Nowadays, if the development in Luohu is still mainly on commercial development, it cannot stand out from the two places. Therefore, a new brand that can represent Luohu is necessary. The old Hubei village has the potential for developing an art and cultural learning area to express the new energy to Luohu. --- LAU YEUK MING



**ART & CULTURE (HUBEI)**

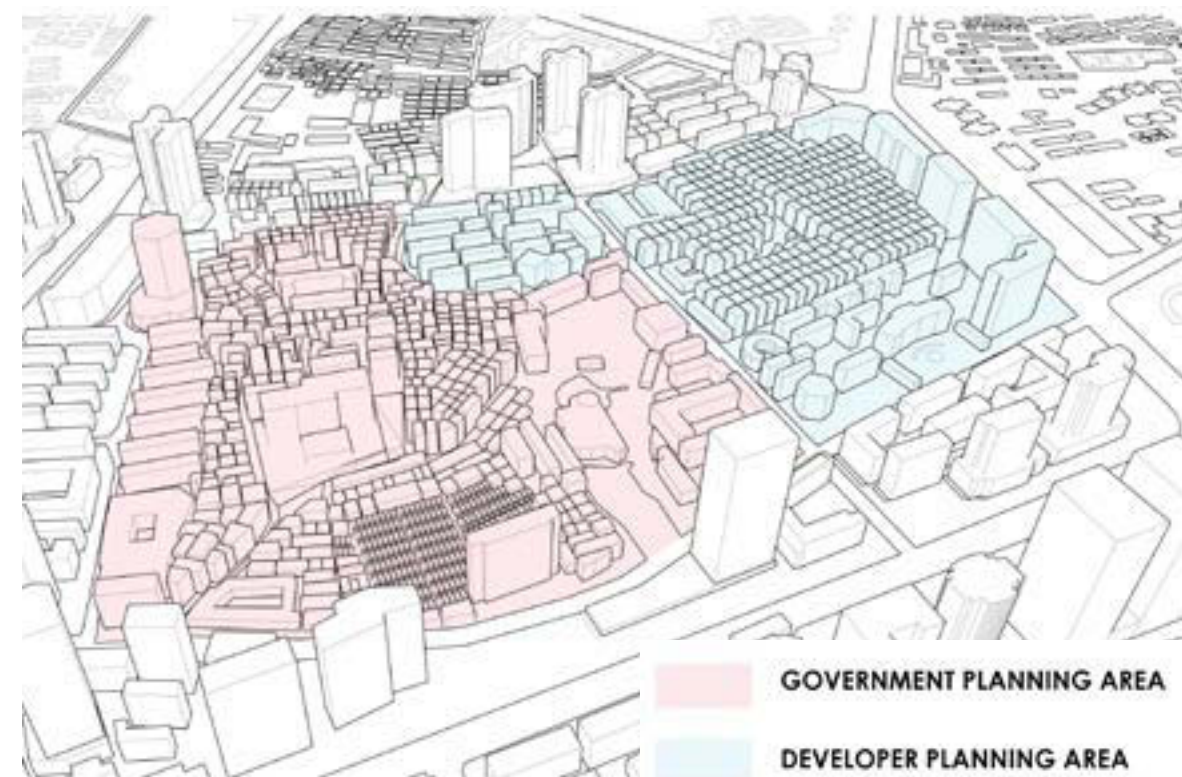


Figure 3

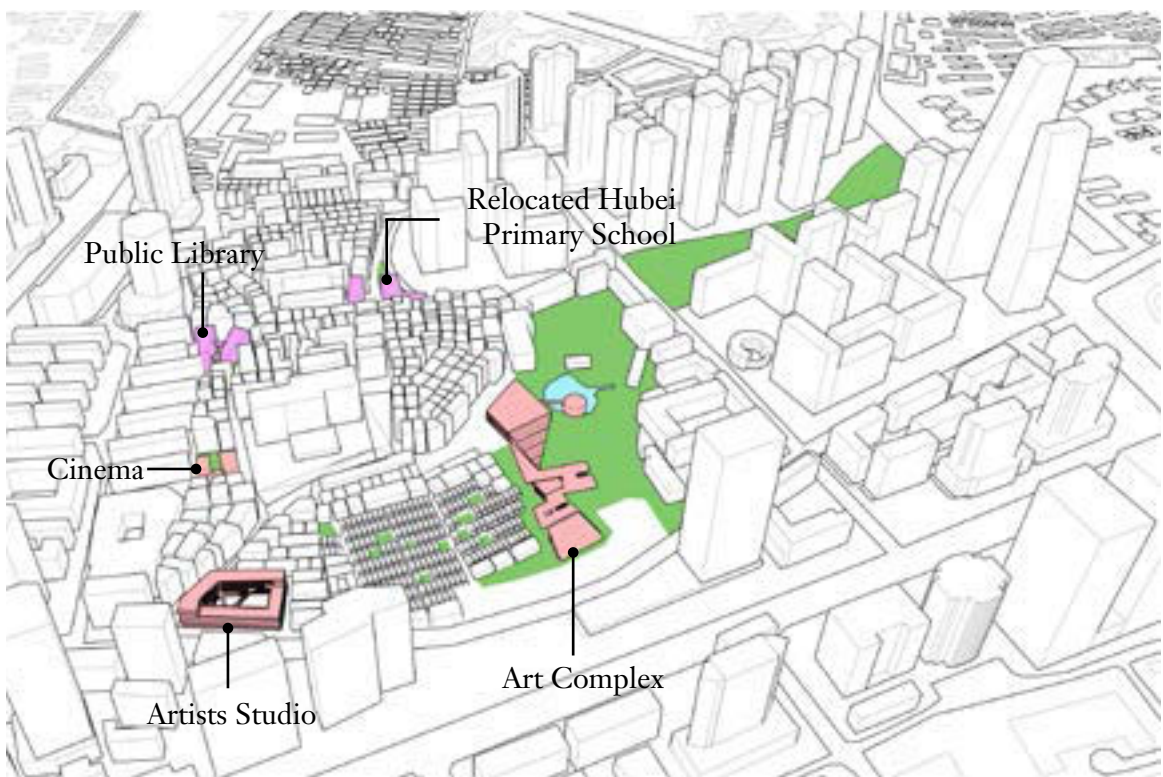


Figure 4. Phase 2 Development

**PHASING PLANNING FOR HUBEI VILLAGE**

HUBEI VILLAGE --- The development is conducted by Shenzhen government and cooperated with private developers. The left part of the area, including the old village, is mainly under government's control; the right part is given to private developers for development (Fig. 3). The development is planned into different phases. Affordable housing, sufficient greenery area and community facilities should be provided by the private developer as required by the government in the first phase development. The second phase is the art and cultural learning area in the old village. (Fig. 4) Renovation and new development will take place. New community facilities will be added into the crowded area to free public space for the residents. Residential and commercial development will take place within 5 to 10 years after the development of the old village --- LAU YEUK MING

**CONVERT SCHOOL TO LOW RENT ARTISTS STUDIO**

HUBEI VILLAGE --- It is an opportunity to give more help to the artists in Shenzhen when making the old village district into an art and cultural learning area. So the original school building is converted into an artists studio to provide low-rent places for artists. The ground floor is an exhibition area and opened for public (Fig. 5). The entrance is changed from facing Hubei Street to facing the old village. So the studio can have a more direct connect to the village. The original school circulation is also changed. The corridor is located around the middle courtyard and the two sides of building are connected by two footbridges (Fig. 6). It is convenient for the artists to move around in the building. Also, the corridor is widened so that the artists can use the circulation space as a gathering space to communicate with other artists. --- LAU YEUK MING

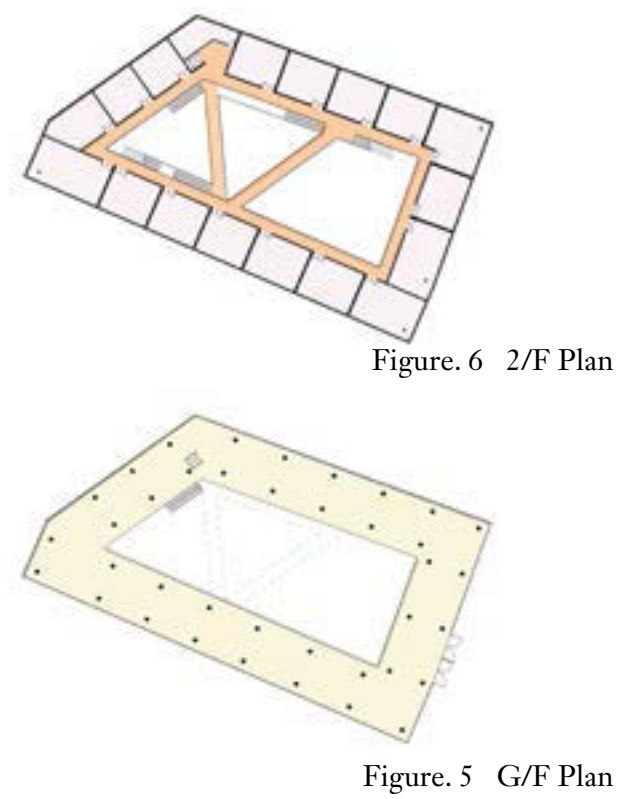


Figure 6 2/F Plan

Figure 5 G/F Plan



**NEW ENERGY IN OLD ALLEYS AND LANES**

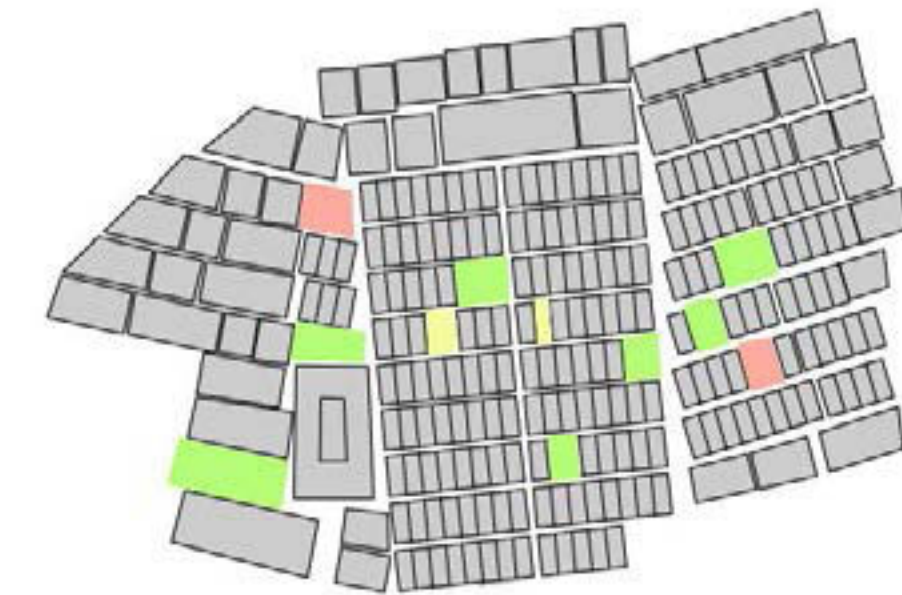


Figure 7

**STREET RENOVATION FOR OLD VILLAGE**

HUBEI VILLAGE --- The old houses in Hubei village are valuable. It is worth to keep instead of replace them during the development. There are two methods for the street renovation. The first one is for the old village houses. Check the condition of the old houses and take away those houses with poor condition to free open space in the crowded village. These open spaces can act as a gathering space or a public community space, such as reading corner, for residents. (Fig. 7) The other method is for the buildings around the old village (Fig. 8). Buildings will be repair and turned into buildings with covered walkway underneath (Fig. 9). That can widen the pathway for better circulation. Galleries and new shops can be fitted into the ground floor for exhibiting or selling art works. --- LAU YEUK MING

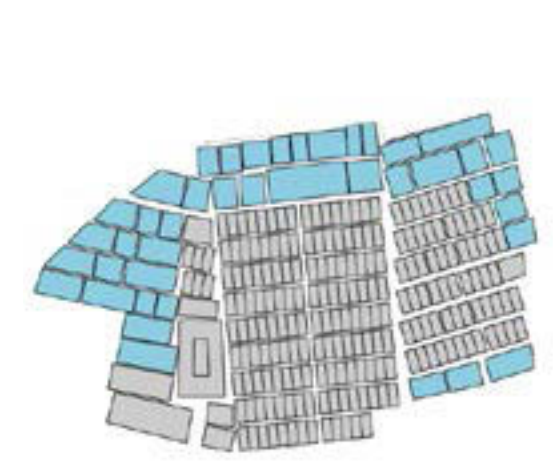


Figure 8

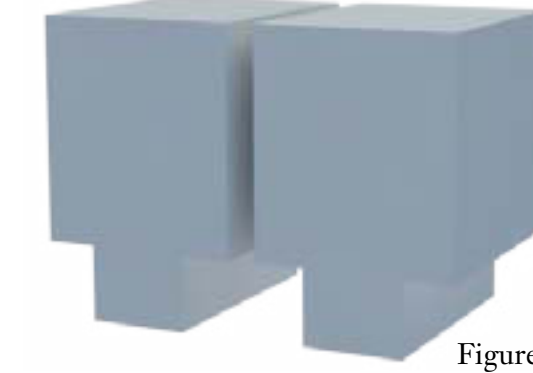


Figure 9



**PRESERVE AND RENEW THE PRECIOUS FUNCTION OF ALLEY**

HUBEI VILLAGE --- A new art complex is plugged into the area in between the historical village and the cultural park. The complex is not another barrier but a medium of connecting the two places (Fig. 10). The art complex is consisted of many learning studios and some museums spreading on the land. All the learning studios are separated from each other so that people can cross the building through the corridors in between. The building promotes a permeable circulation to rebuild the relation of the village and the park. Also, activities or sharing can also take place in these corridors (Fig. 11). The precious function of the alleys in the old village is preserved and renew in the new development. --- LAU YEUK MING

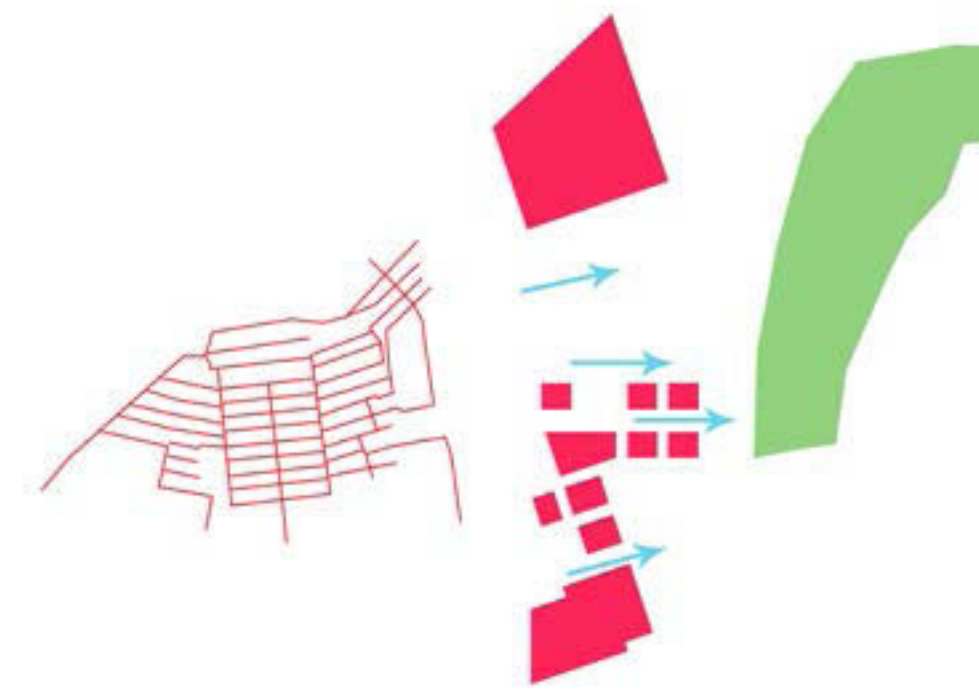
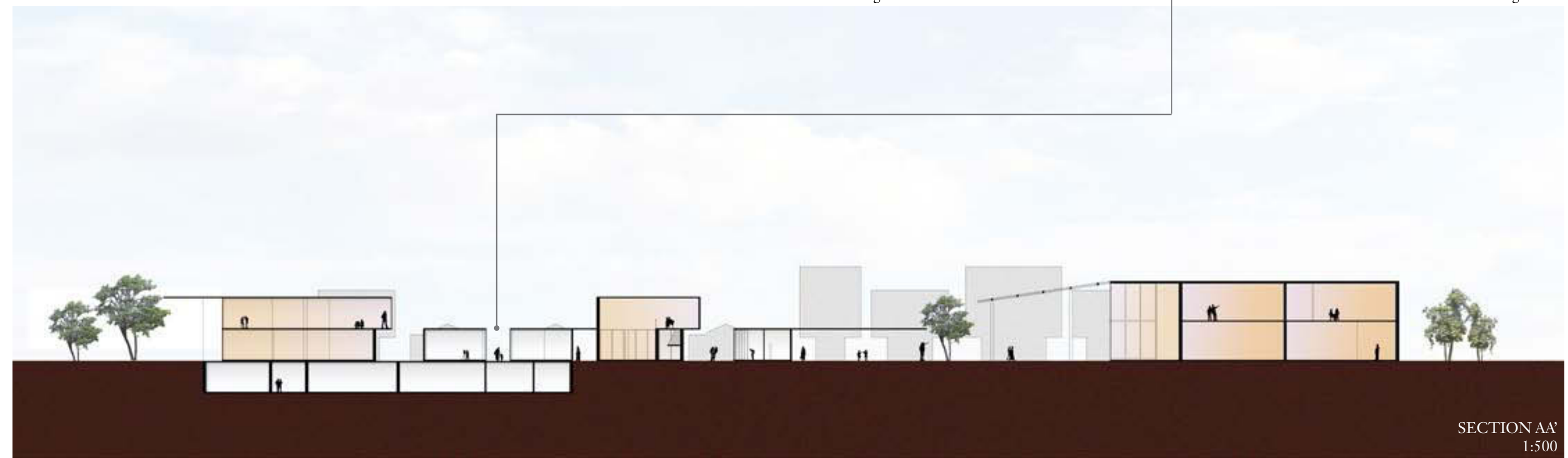


Figure 10

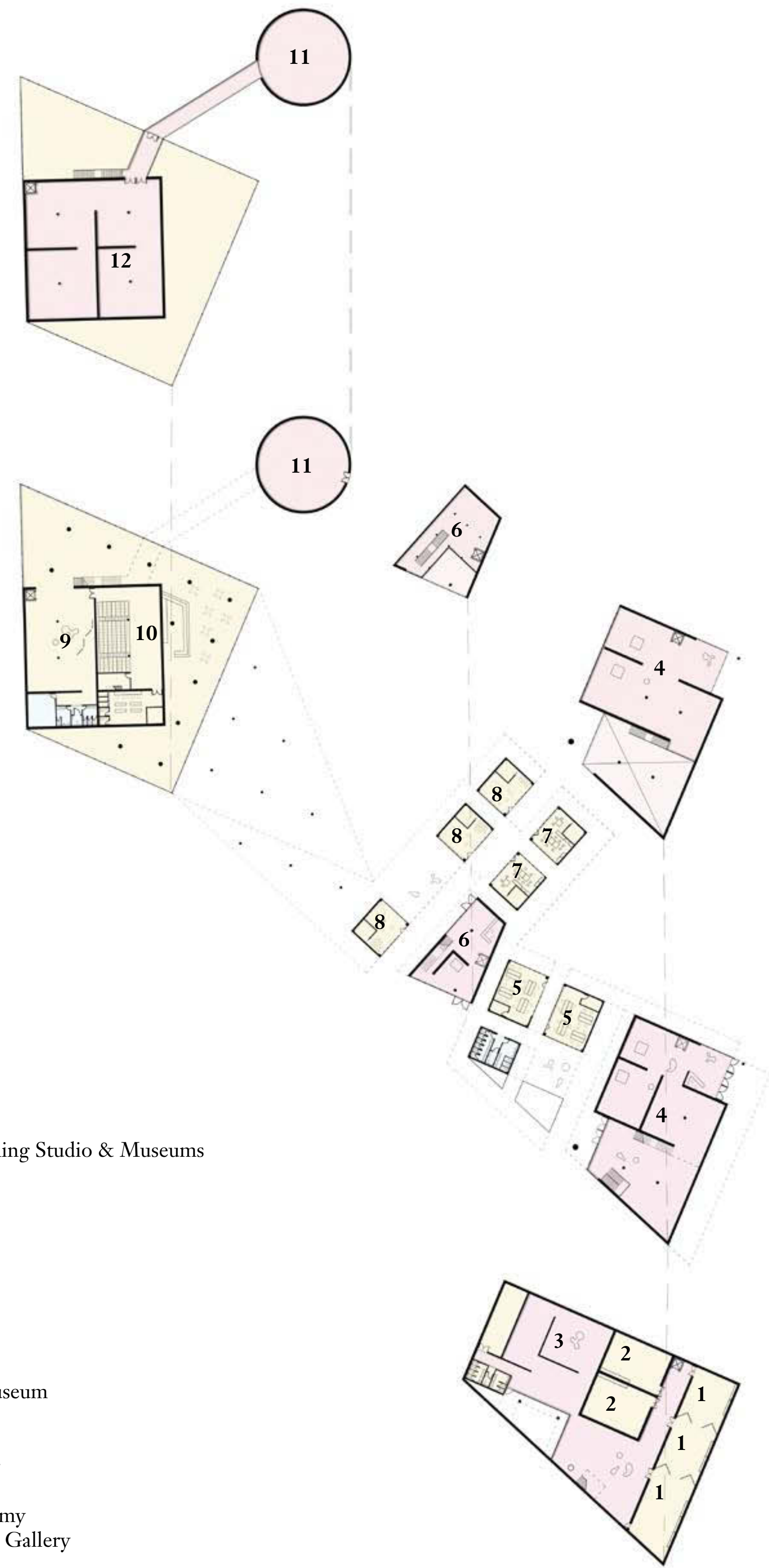


Figure 11



SECTION AA 1:500





Art Complex - Learning Studio & Museums

1:600

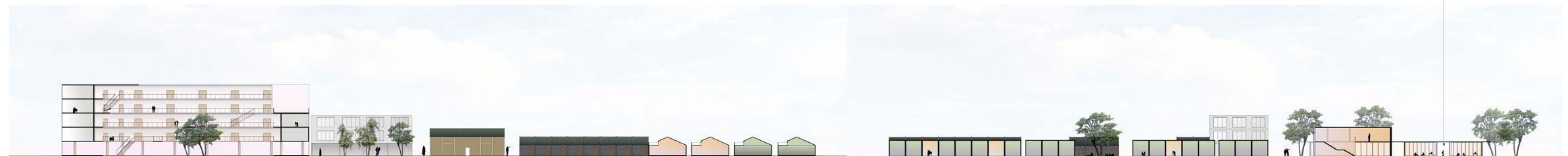
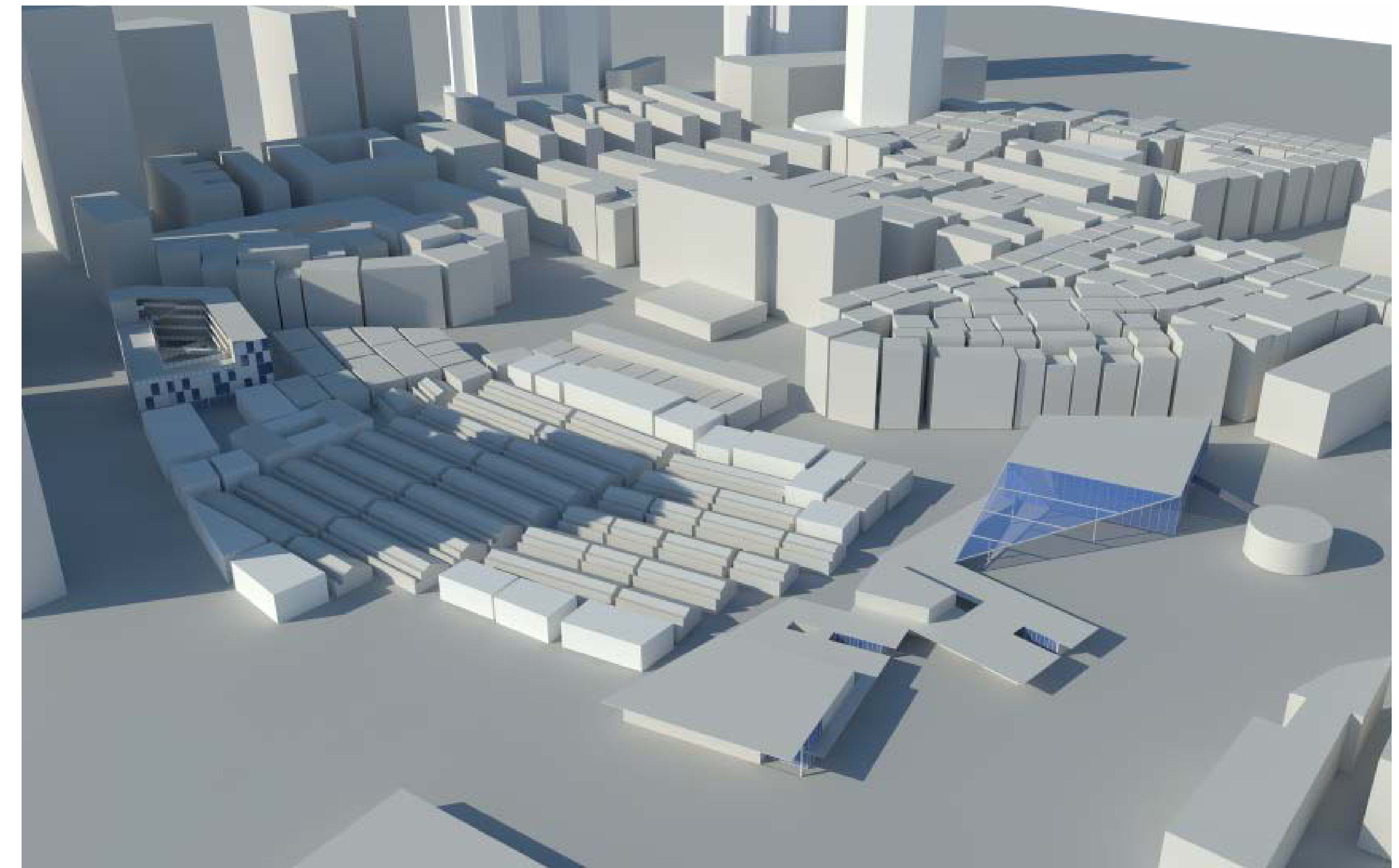
- 1. Dancing Room
- 2. Sculptures Studio
- 3. Art Gallery
- 4. Exhibition Space
- 5. Painting Studio
- 6. Hubei History Museum
- 7. Pottery Studio
- 8. Music Studio
- 9. Black Box Theater
- 10. Restaurant
- 11. Luohu Art Academy
- 12. Chinese Painting Gallery

Second Floor Plan

First Floor Plan

Ground Floor Plan

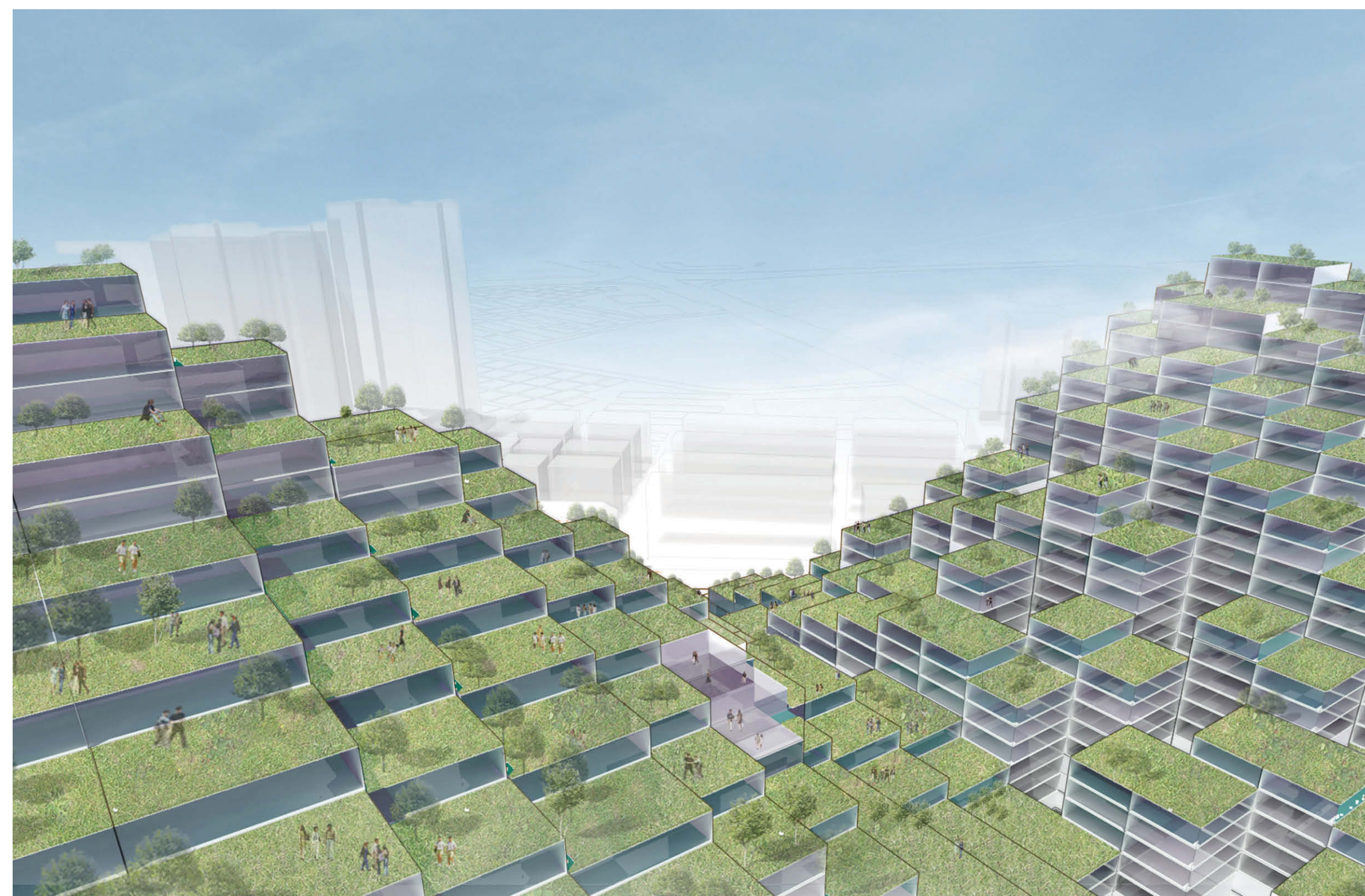
Underground Floor Plan





# Responsible Development

## A Real Estate Product to mix social classes



LEE SIU KI JASON

**HUBEI VILLAGE**--- China is developing its urbanization with a tremendously high speed. Urban Villages are a unique phenomenon that forms part of the contemporary age of this urbanization. These villages usually appear in the urban area and the downtown section of major cities, such as Beijing, Shenzhen and Guangzhou. They are surrounded by skyscrapers, transportation infrastructures, and other modern urban constructions. Due to the poor living environment, urban villages often provide cheap housing for outsiders to rent, at the same time, they are providing economic opportunity for the outsiders to earn their first bucket of gold in the city.

The project initiates with the research about relocation and social housing responsibilities when an urban village is removed. Therefore, the project attempts to on the one hand, maximize the profitability of the developer and on the other hand, provide enough dwellings to people from different classes. The design is about a development of a mixed community or housing complex, not simply segregating social classes in different zones, but to integrate them into one housing complex. The idea of inclusionary zone is used to mix lower income people with higher income people. Inclusionary zoning is a term which refers to planning ordinances that require a new construction to be affordable by people with low to moderate incomes. Inclusionary zoning in practice, 10%-30% of new houses or apartments in order to make the cost of the housing affordable to lower-income households. The mix of "affordable housing" and "market-rate" housing in the same neighbourhood is seen as a tool to provide a wider range of housing options in order to control housing prices, which would be useful for the ShenZhen new development nowadays.

The project also explores the dynamics between different social classes and the idea of how to make use of the positive dynamics between social classes.

LEE SIU KI JASON



# Ambiguous Identity of Hubei Village to Louhu

## Research for Hubei Re-development

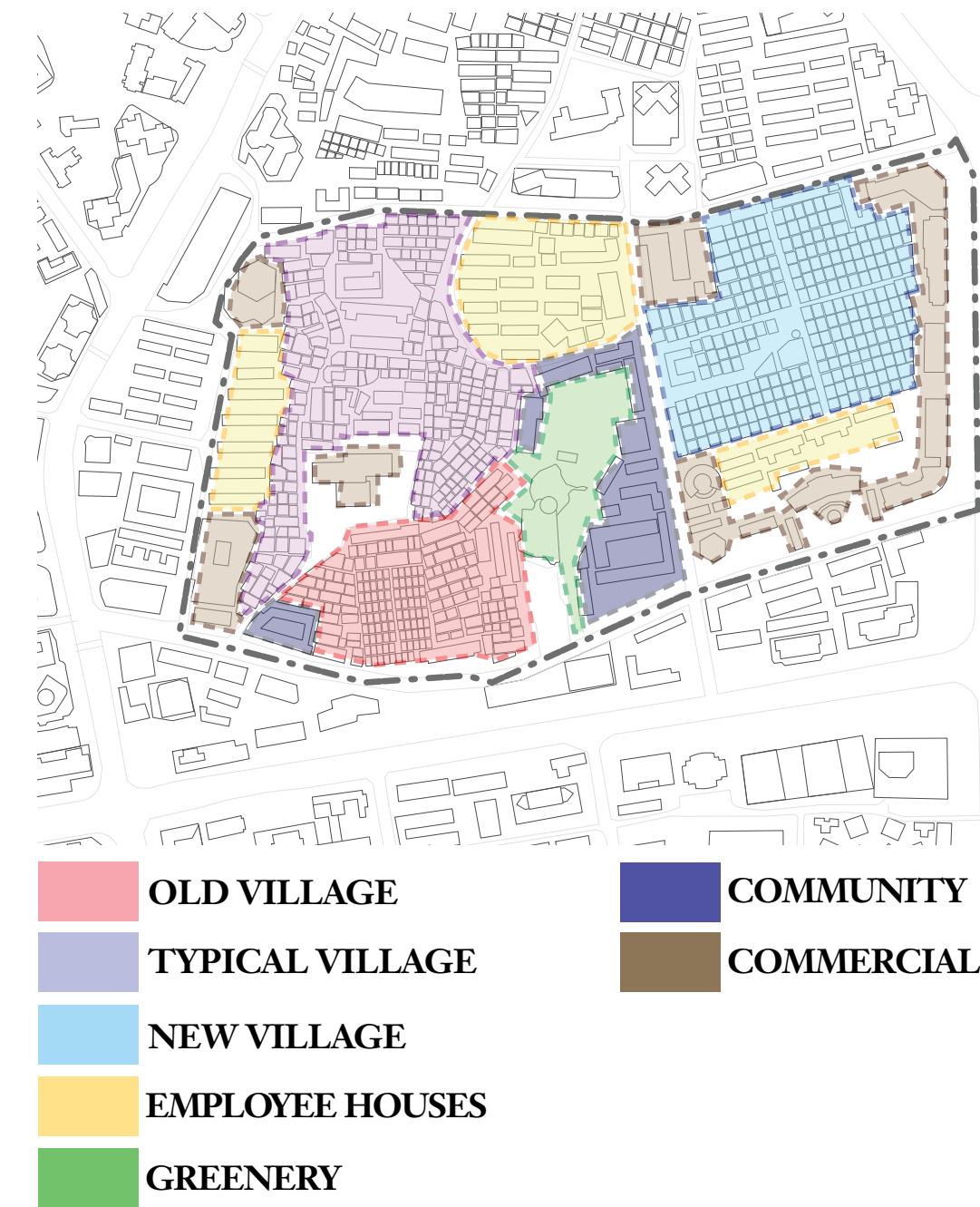
OVERVIEW

Since the Hubei Village is out of Louhu Government control, the capital for maintenance and development for the village would have to be gathered by the villagers themselves. However, majority of people who are living in the village are the people who we called "outsiders". They didn't think they had the responsibility to help the village out and this led to lack of social and community facilities and poor infra-structure in site. Through the site analysis, we found few fundamental problems that we spotted in Hubei Village, such as lack of greenery, barriers effecting facilities accessibility, the social segregation between different social classes and the difficulty for vehicle to enter the site etc.

--- LEE SIU KI JASON



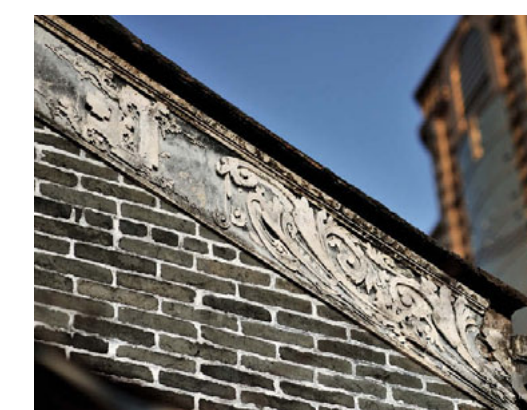
ZONING



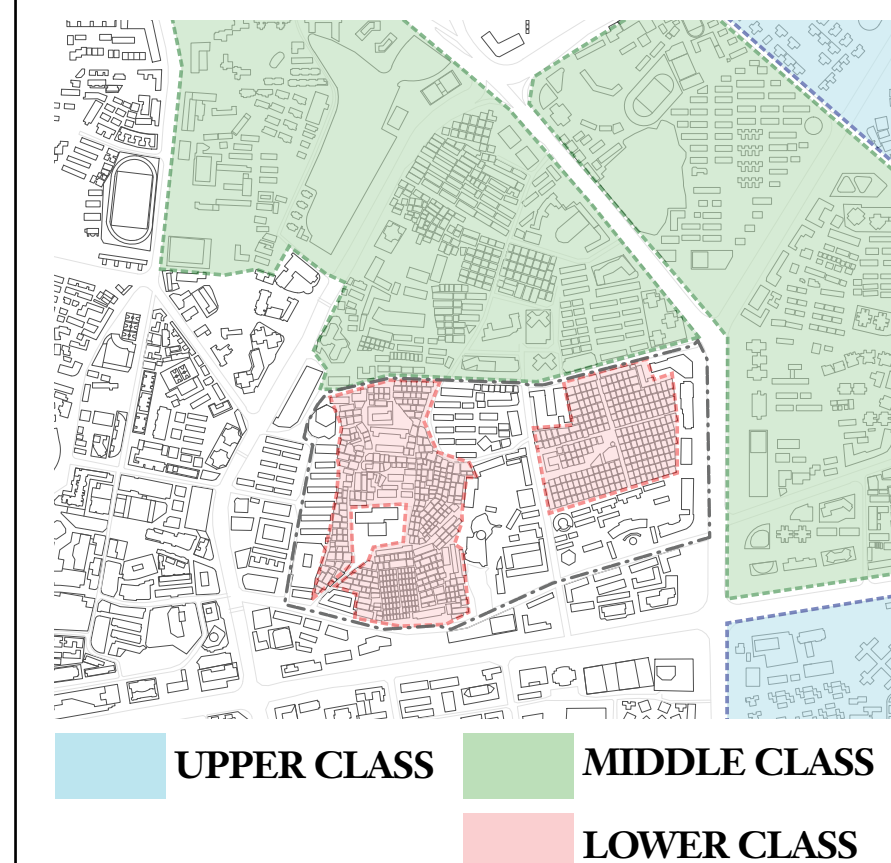
PRESERVATION

Hubei old village located at the centre of Dongmen commercial area. It is one of the oldest village and it is the only village that still has the pure village characteristic in ShenZhen. The ancestor temple in the village has the history of 500 years. The Louhu cultural park is the only green park in Dongmen area, it should be expanded instead of being demolished. 2 other elements of Hubei Village would be kept too. First, Hubei's characteristic in Louhu is to provide cheap housing; second, the fruitful street activities should be kept.

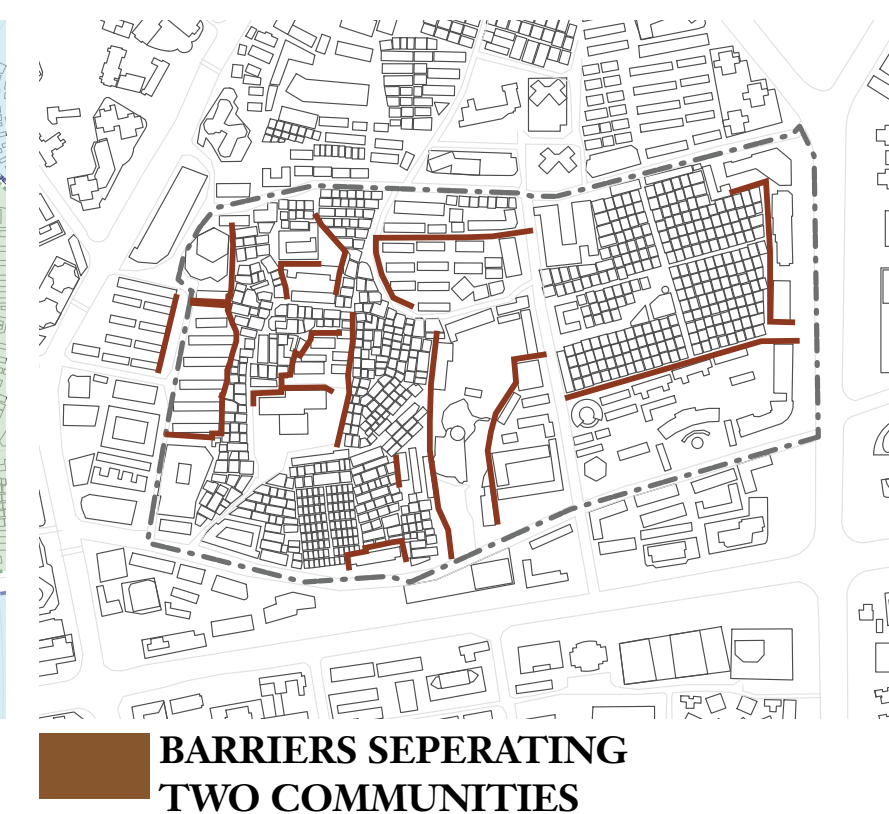
--- LEE SIU KI JASON



SOCIAL CLASSES DISTRIBUTION



BARRIERS WITHIN THE SITE



DENSITY AND BUILDING LAYOUT



VEHICLE ACCESS



LACK OF GREENERY



SITE ANALYSIS

**HUBEI** --- The social segregation problem is rather serious near Hubei area, upper class people doesn't want to get in Hubei because of the hygienic problem.

Barriers are blocking villagers accessibility to the other area in Hubei, and the connection in the site are cut into pieces.

The Hubei Cultural Park are the only green park in Louhu, totally existing green area in site is only 6.9%, far from 30% required by the regulation.

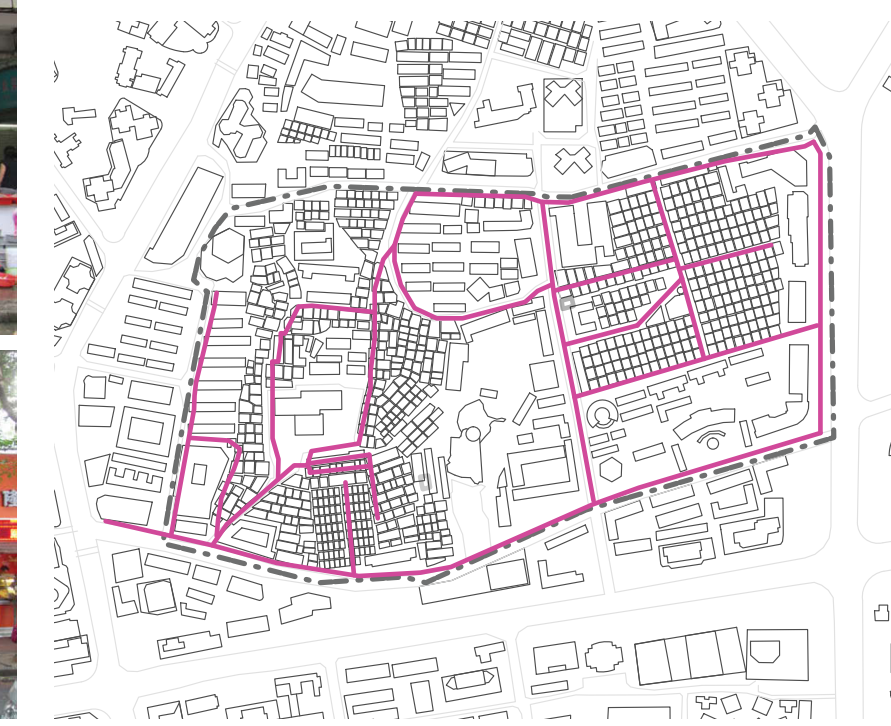
Big vehicle cannot access into Hubei Old Village, this has limited the variety of goods that villagers could sell.

The fruitful street activity is the element in Hubei that should be extracted and carry into the design stage. Interaction between villagers are much greater than the other streets due to the markets and retail.

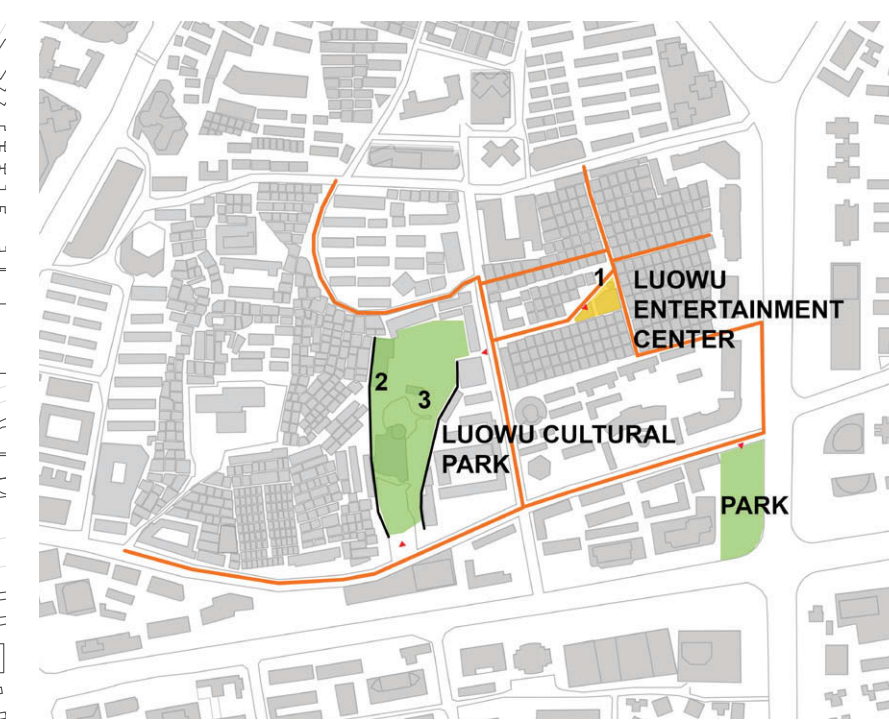
--- LEE SIU KI JASON



STREET ACTIVITIES



LEISURE PATH 1





### TYOLOGY OF RESIDENTIAL BUILDINGS

#### TYPICAL RESIDENTIAL BUILDINGS IN HONG KONG

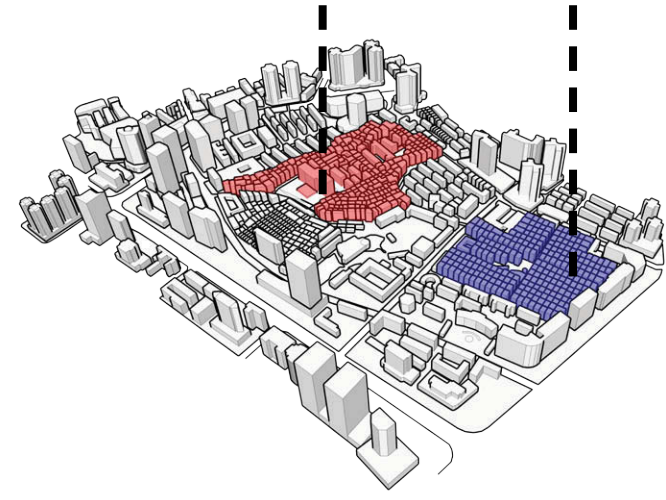


#### URBAN VILLAGE

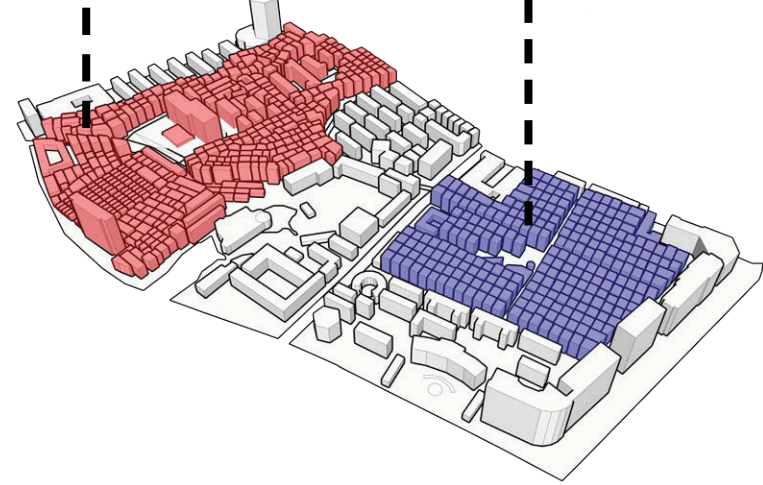


### SITE CHARACTERS

MIGRATION GROUP 1: HUBEI TYPICAL VILLAGE  
MIGRATION GROUP 2: HUBEI NEW VILAGE

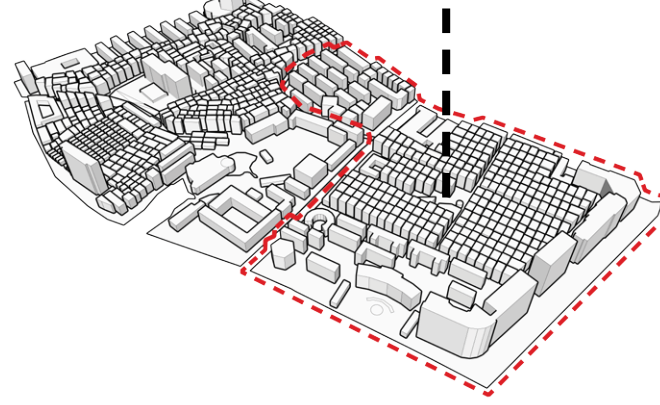


TYPICAL VILLAGE TOTAL POP. = 18000  
NEW VILLAGE TOTAL POP. = 16000



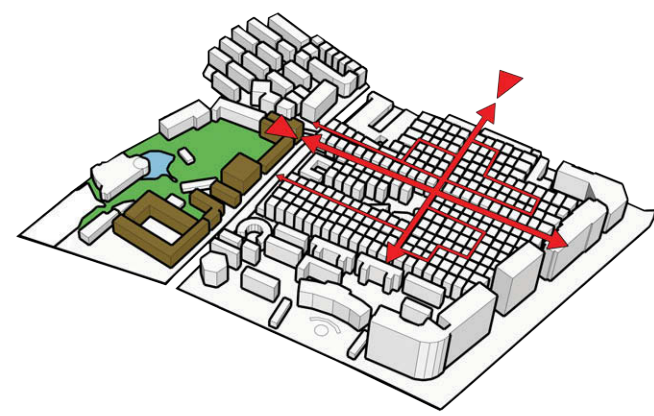
#### HUBEI NEW VILLAGE REDEVELOPMENT

Population intake from Hubei Typical Village and Hubei New Village = 40% each (13600 people in total)



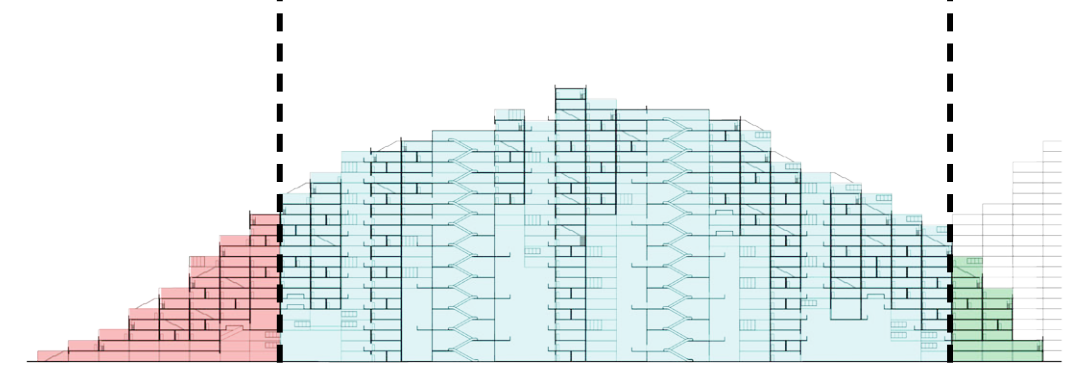
#### SPATIAL CHARACTERS

- 1. Human scale streets, distinct hierarchy
- 2. Interconnected with cultural park
- 3. Community buildings situated as blockage between village and park

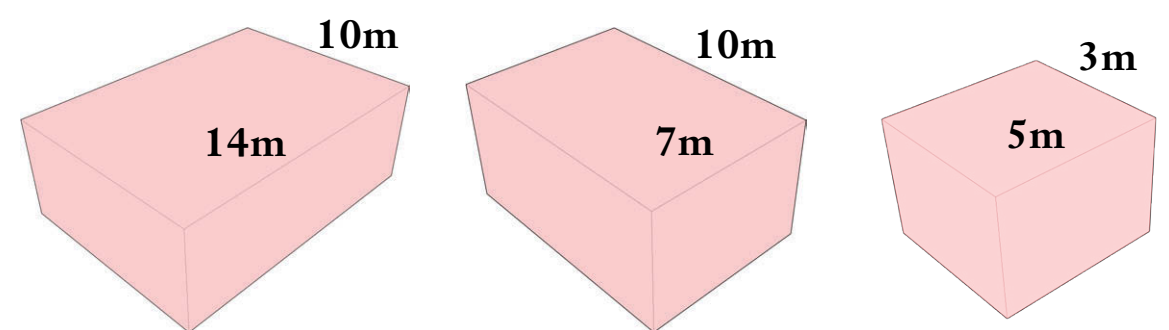


### INCLUSIVE ZONING

20% of Lower Class Housing  
70% of Middle Class Housing  
10% of Upper Class Housing



### HOUSING MODULE



**UPPER CLASS ROOM**  
140 sqm

**MIDDLE CLASS ROOM**  
70 sqm  
FOR 4 TO 6 PEOPLE

**LOWER CLASS ROOM**  
35 sqm  
FOR 2 TO 3 PEOPLE

### CONCEPT DIAGRAMS

1. The major grid system to take over the minor grid system

2. Grid System Extension

3. Bars are extruded from the grids with different height

4. "Mountains" are now created

5. Different social classes were contained, but in a segregated format

6. Mix them together but with different room sizes. Create chance for interaction.

7. To increase transparency of the huge mass

8. Programmes can be inserted underleaf, sunlight can penetrate the building

### TRANSPORTATION PATHS

1. Existing transportation paths

2. Open up paths to guide people to the cultural park

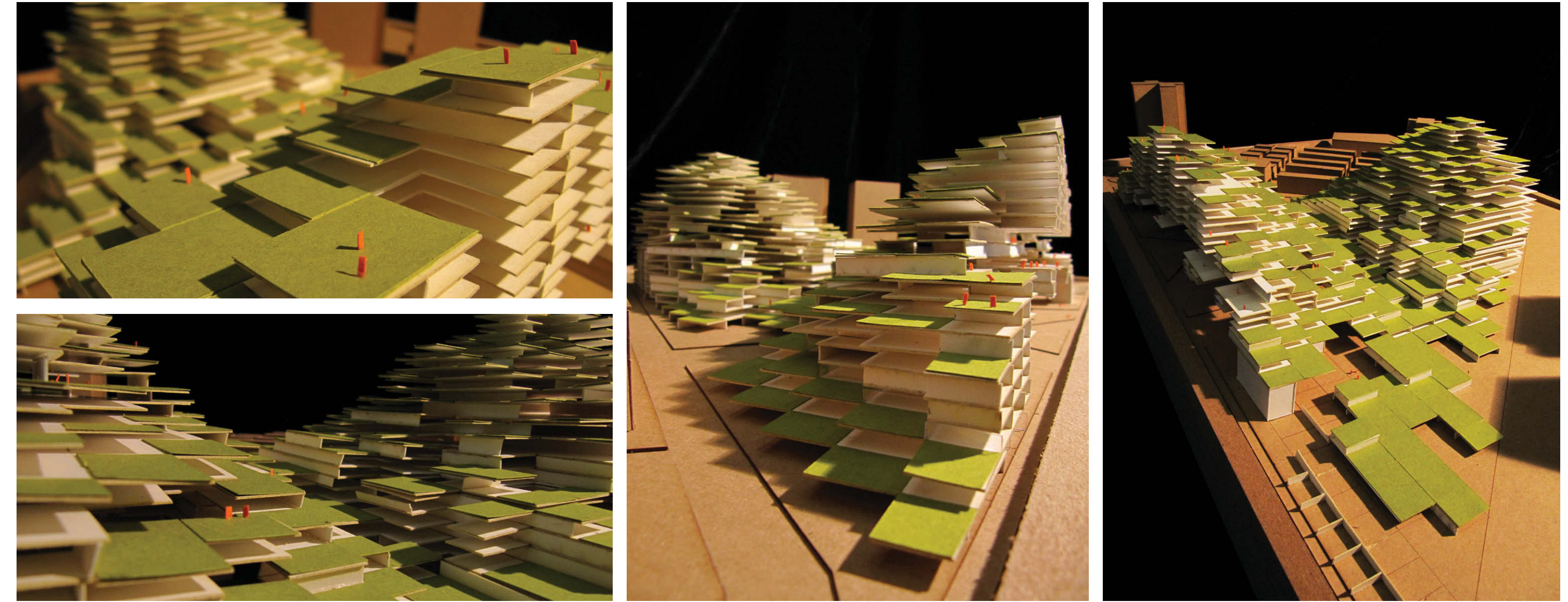
### ORIENTATION OF "MOUNTAIN"

1. To enhance the street activities of Hubei street

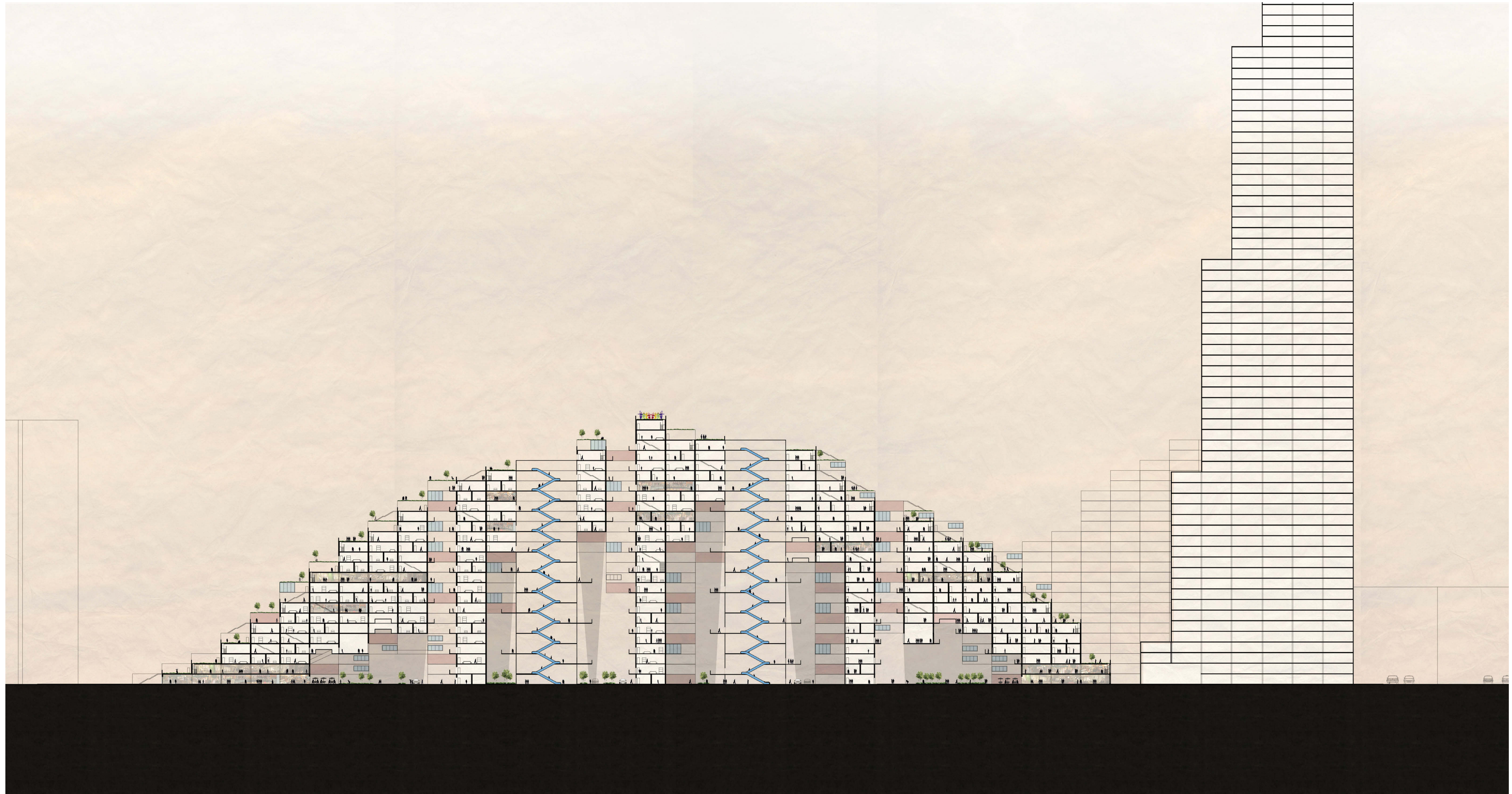
2. 2 surfaces of each house facing the south direction



### Mixed-social classes community











# DongMen is good, yet need to be upgraded

### Existing Shopping Street System is working well and successfully Old, undervalued, deteriorating buildings and spaces should be renovated

**DONGMEN** --- Dongmen is the heaven of cheap and low-end fashion in ShenZhen. People must have heard of the crowd and fashion in DongMen. It is one of the most popular and frequently visited areas in ShenZhen. It attracts people ranges from teenagers to the elderlys. The main characteristic of this district is the crowd and fashion.

The DongMen shopping district is mainly formed by the two main pedestrian shopping streets running through the east-west, and the north-south axis of DongMen. The horizontal one connects to the MTR station and the HuBei Village, while the vertical one connects to the residential area on top. This commercial district has good connectivity with the surroundings, people can easily reached this area for shopping.

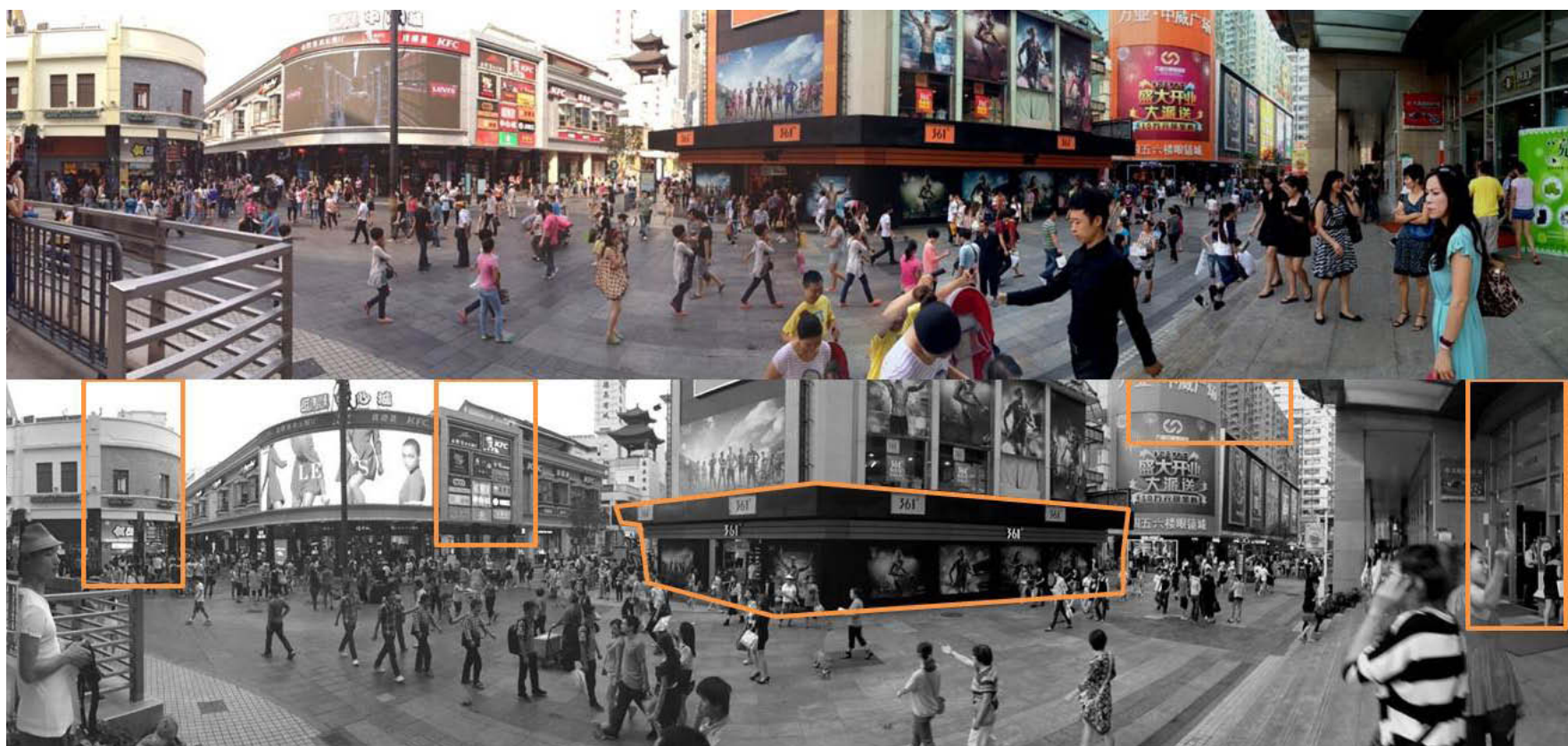
Moreover, this district has been re-developed in the late 90's, therefore, the main pedestrian streets are wide enough and can afford the fierce flow of visitors everyday. Other supportive facilities are also working well enough. Public Spaces are adequate for

a moving community at such. In general, the overall shopping system works well and successful enough.

Although there are no big issue concerning DongMen, some smaller scale problems are arising. For instance, within DongMen, some back street spaces are deteriorating, there are hygiene problems; Some upper floor areas are deserted due to the great competition from the ground level shopping pattern; Open spaces are not well designed for using; As around DongMen, there are many new commercial zones established in recent years, which are aiming to provide more high-end products and services, and thus, causing fierce competition to the development of DongMen.

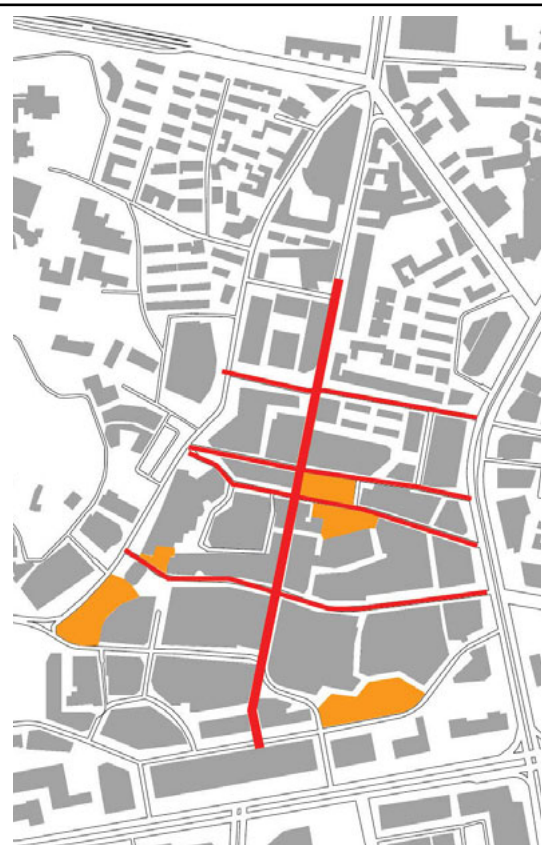
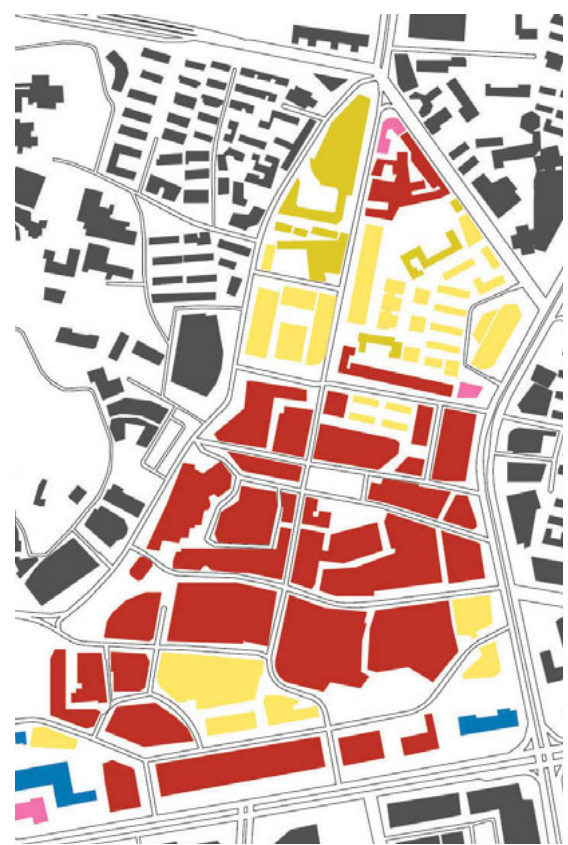
Therefore, of all these social problems, we need to redevelop DongMen, to reinforce its identity, as well as its core value as a heaven of fashion sales, so as to maintain its competitiveness in ShenZhen and not to be eliminated.

--- Peter So | Eric Mak | Gary Mak



### DONG MEN LAND USAGES

**SHOPPING** --- As illustrated, DongMen can be divided into two parts - residential areas on top, and commercial areas at the bottom. Visitors mainly go to the central commercial district for shopping. Malls and shopping arcades situate all over the area. Some other supportive programs like clinics, schools are at the peripheral areas.



### PEDESTRIAN STREETS AND PUBLIC SPACES

**MAIN CIRCULATION** --- Visitors go to DongMen for shopping. The main shopping areas located along the main pedestrian streets, running along and across the site. There are also some bigger public open spaces along the pedestrian streets. Many street activities and events are held along the streets and the open spaces.

### SECOND LAYER STREET NETWORK

**SMALL STREETS** --- Apart from the main pedestrian shopping streets running through the site, there are also many small streets at the back sides. There are not as many people within the small streets, but there are similarly many kinds of low-end fashion sales. Yet, the overall outlook and usage of those streets are bad.



### VISITORS PATHS

**MOVEMENT PATTERN** --- According to our observation, visitors in DongMen mainly follows the main pedestrian streets to shop. There at the back sides, the smaller streets are unpopular. It is a good chance to redevelop the back side, or to reinforce the main streets moving pattern by specific designs schemes.

### TYPE OF SHOPS

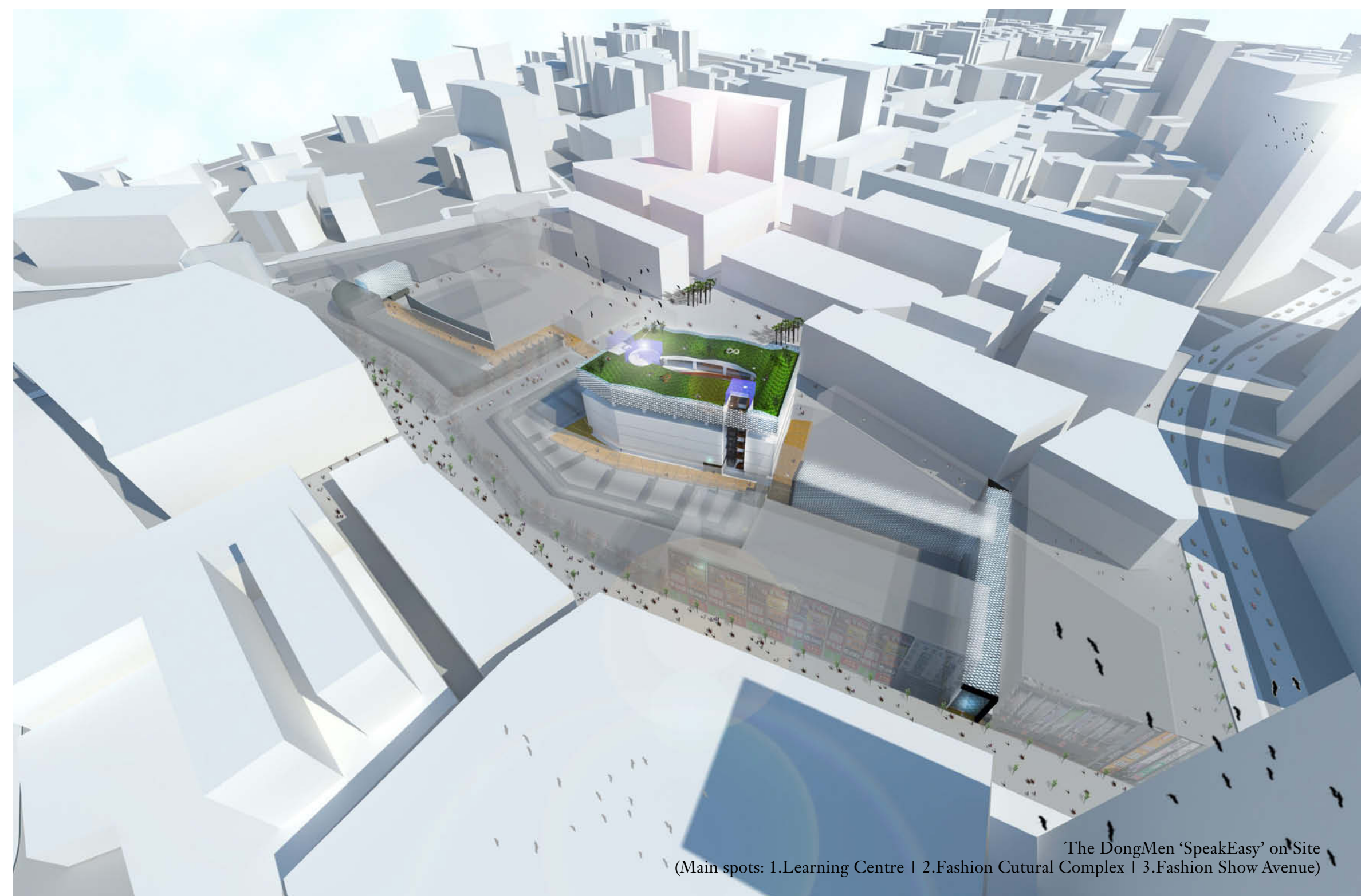
**FASHION** --- DongMen is renowned for low-end fashion sales. As we go around the central districts, all the stores are selling fashion, from ground floor to upper floors. There are some snacks shops at corners, and some daily goods shops at top near the residential areas. Some upper floor areas in malls are deserted and not developed well.





# The DongMen "Speak Easy"

## Development of the back side of pedestrian shopping streets



PETER SO KWONG TAT

**DONGMEN** --- According to urban site researches, DongMen, as an old business district of Shenzhen, is famous for its cheap and low-end fashion sales for decades. There are many small-scale malls, shopping arcades, and small streets for shopping. It is a popular pedestrian shopping street heaven for youngsters and visitors.

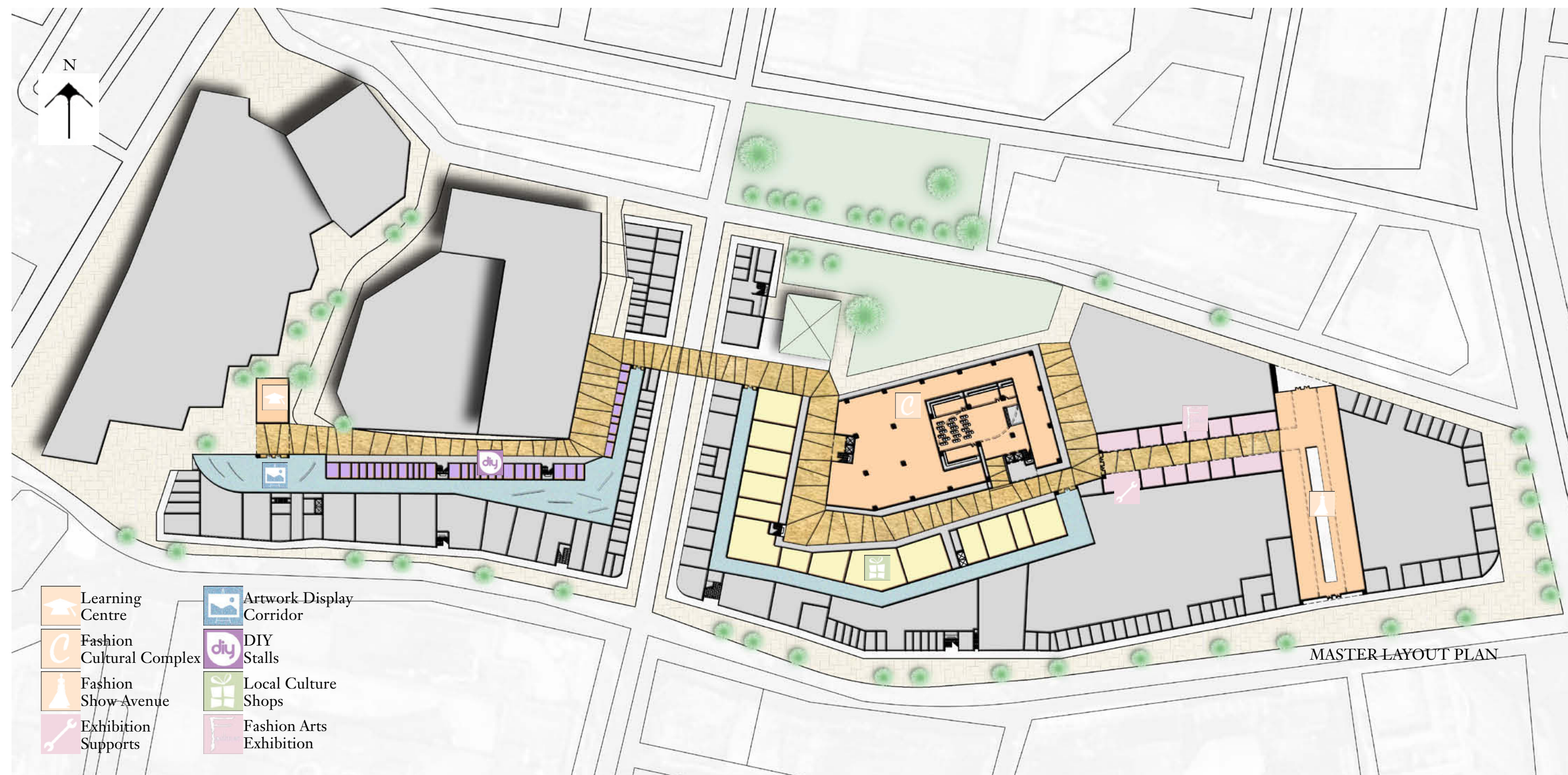
The existing DongMen shopping district was developed in the late 90's. Until now, the shopping system works well on the main pedestrian streets and ground levels. Yet, the back street sides are being neglected and are under-valued. Many of the back side small streets are quite deserted, and are relatively very unpopular when compared to the main streets. Not to mention, the hygiene and building outlook situation are deteriorating.

In addition, there are some new and high-end commercial districts developed nearby DongMen in recent years, which arouse great competition. If Dongmen does not improve itself, to sustain its competitiveness, someday later it may lose its position as one of Shenzhen's most popular shopping districts. Thus, there is a need to revitalize and redevelop DongMen.

This project attempts to develop some insufficiently used buildings and spaces at the back side of the main pedestrian streets storefronts in DongMen. The concept of "Speak Easy" is used, to intentionally create some hidden structures and programs at the backside, so as to provide another kind of shopping experience other than the mainstream low-end fashion streets shopping in DongMen. The programs introduced are all based on the fashion identity of DongMen, including three new nodes: 1) high-end Fashion Cultural Complex, 2) Fashion Exhibition Avenue, 3) Fashion-related Learning Centre.

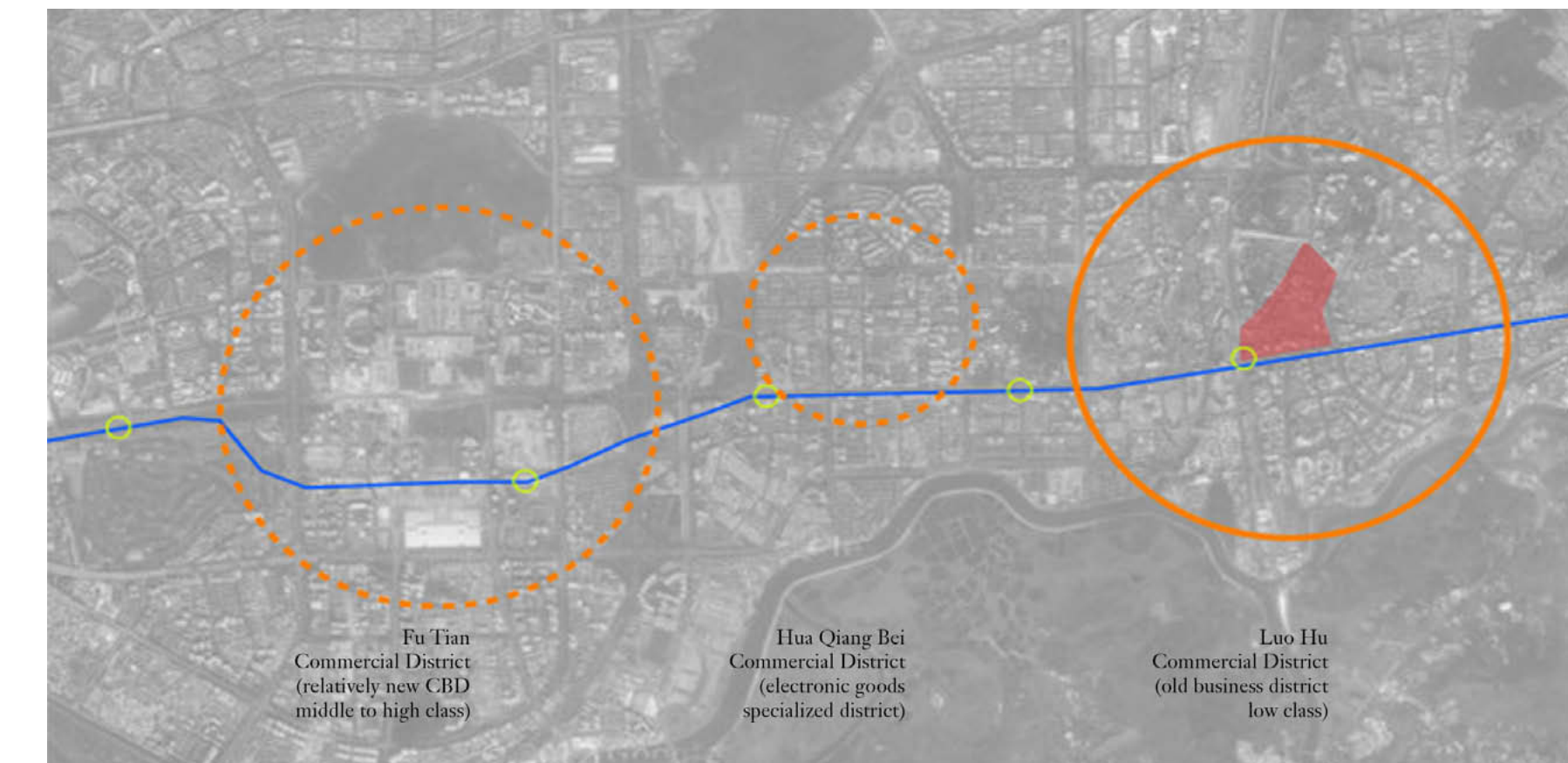
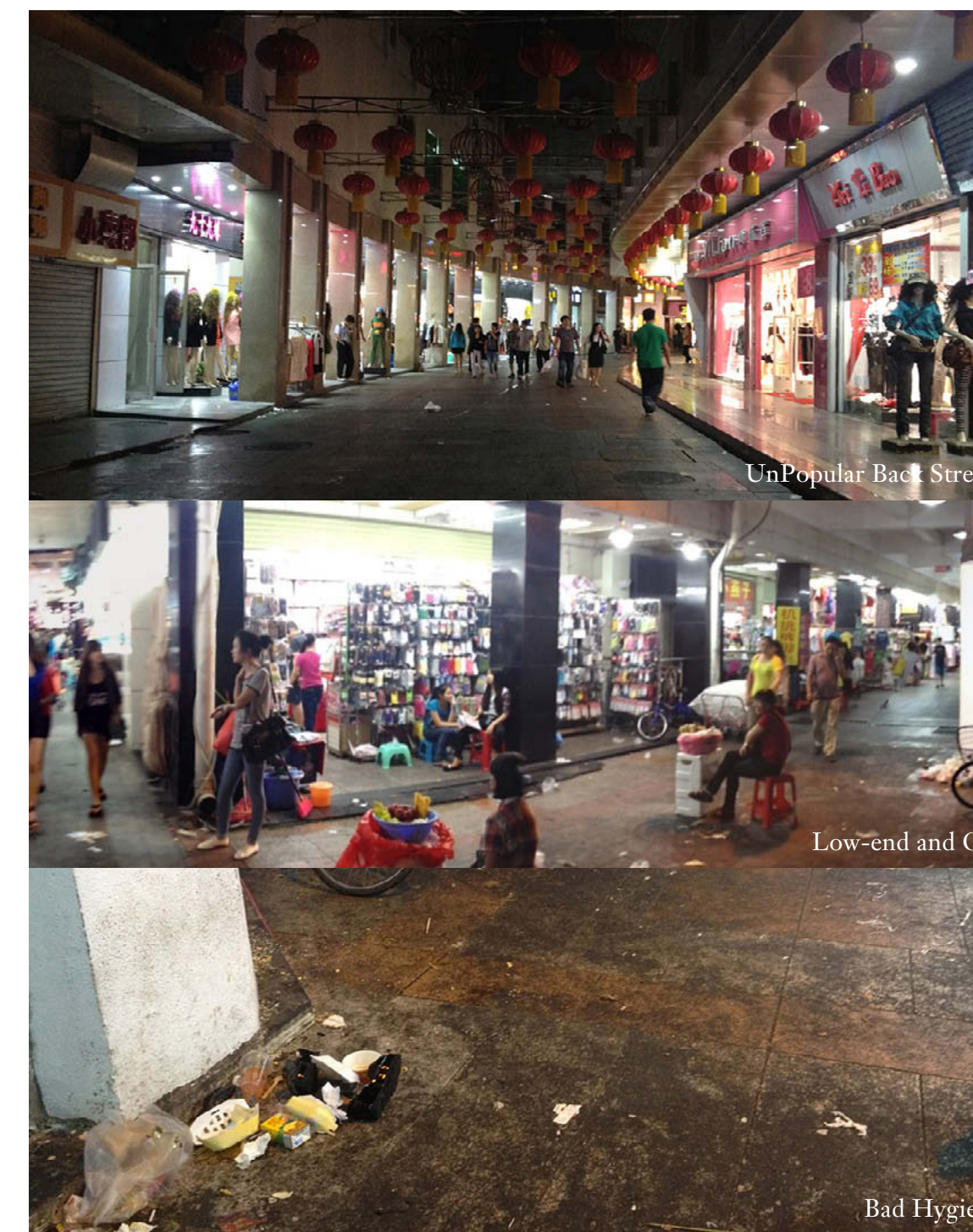
The key design of this project is a regeneration of an undervalued shopping mall complex in the central spot of the whole shopping district of DongMen. Hopefully by regenerating it into the new Fashion Cultural Complex, the fashion shopping industry of DongMen can be upgraded.

--- PETER SO



# Problems 'in' and 'out' of DongMen district

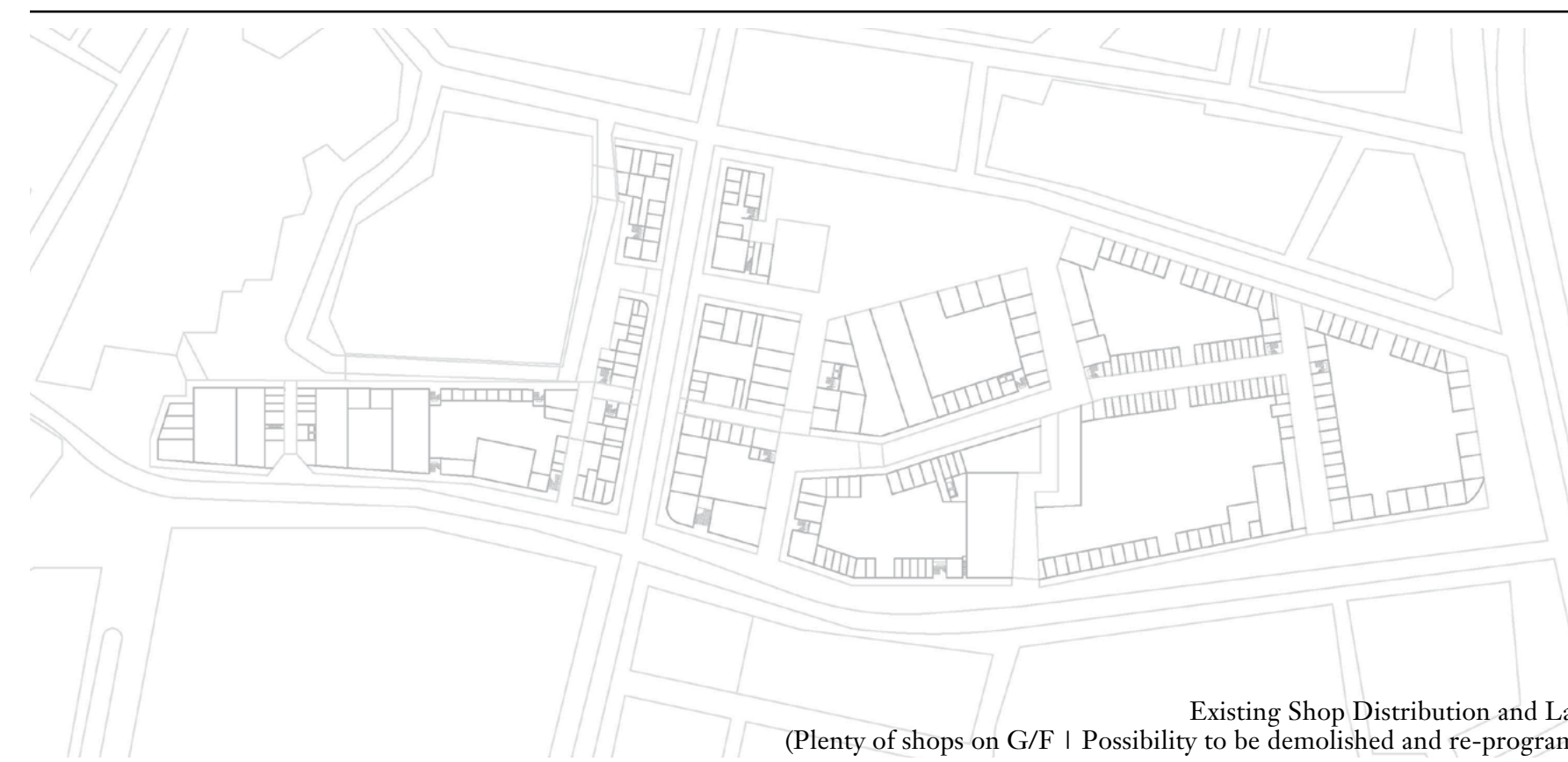
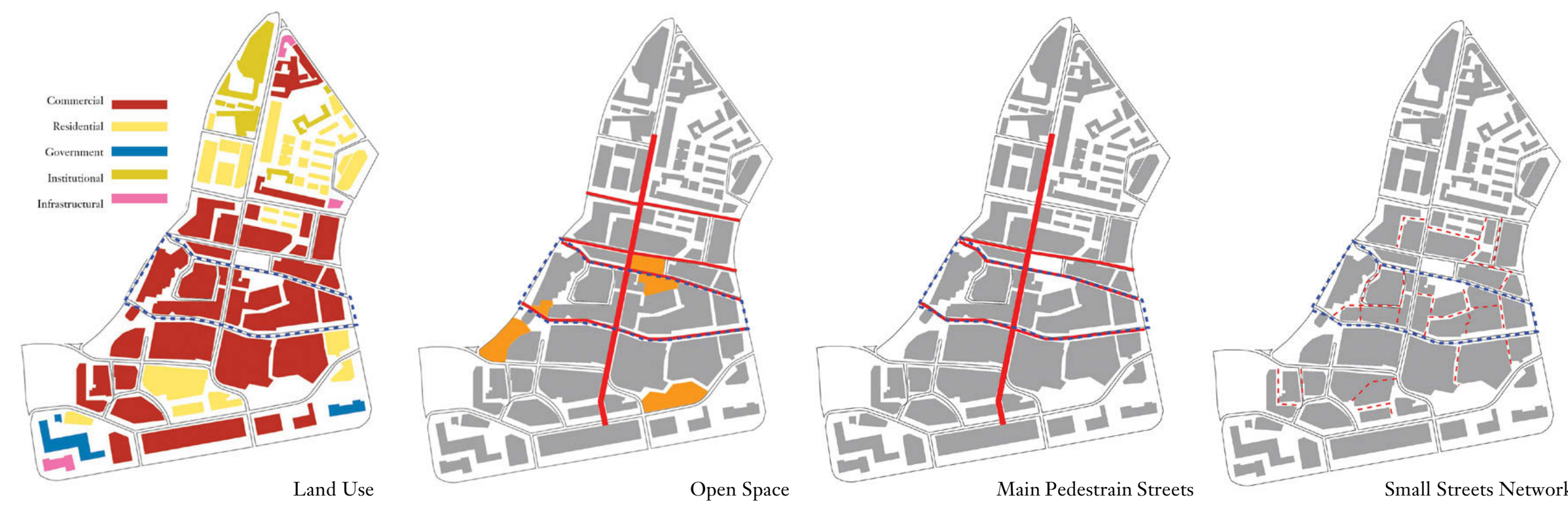
## Low-end, old, dirty and lack of competitiveness



### DONGMEN SITE INFO. AND ANALYSIS

**SITE ANALYSIS** --- DongMen is mainly composed of the residential areas and commercial shopping areas. With the main two pedestrian streets running through the commercial area, visitors mainly go along the two streets for shopping. Some public spaces are located along the streets, and there are many interior small shopping streets forming a second layer of shopping network.

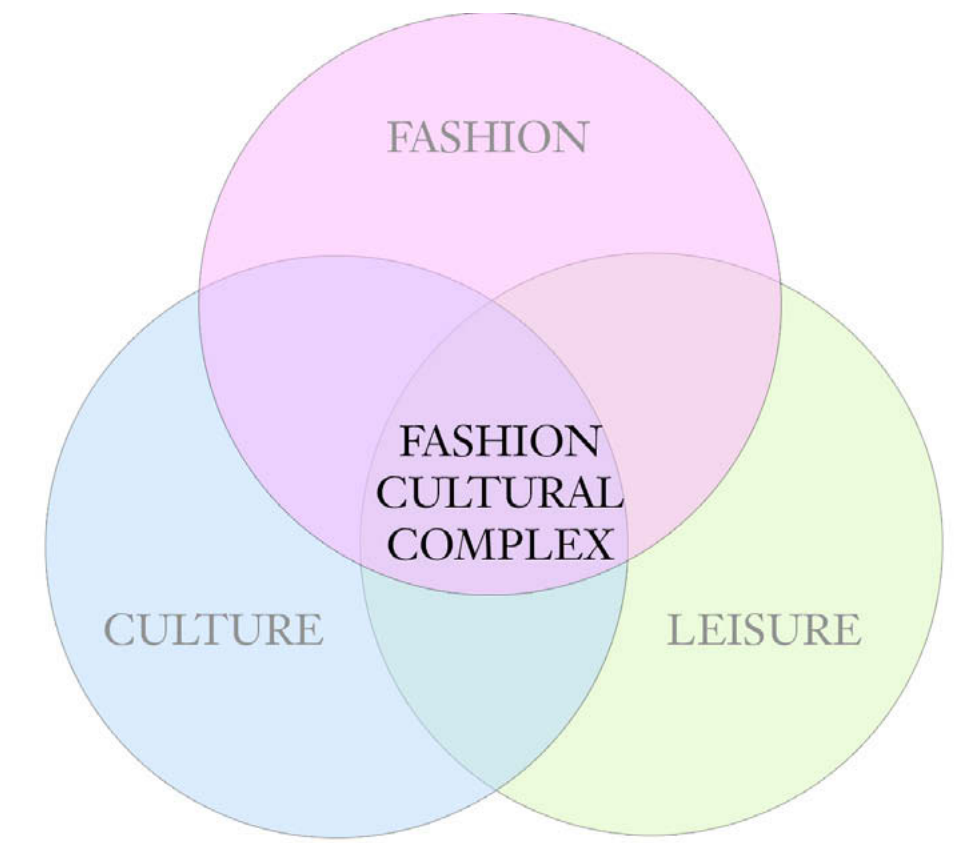
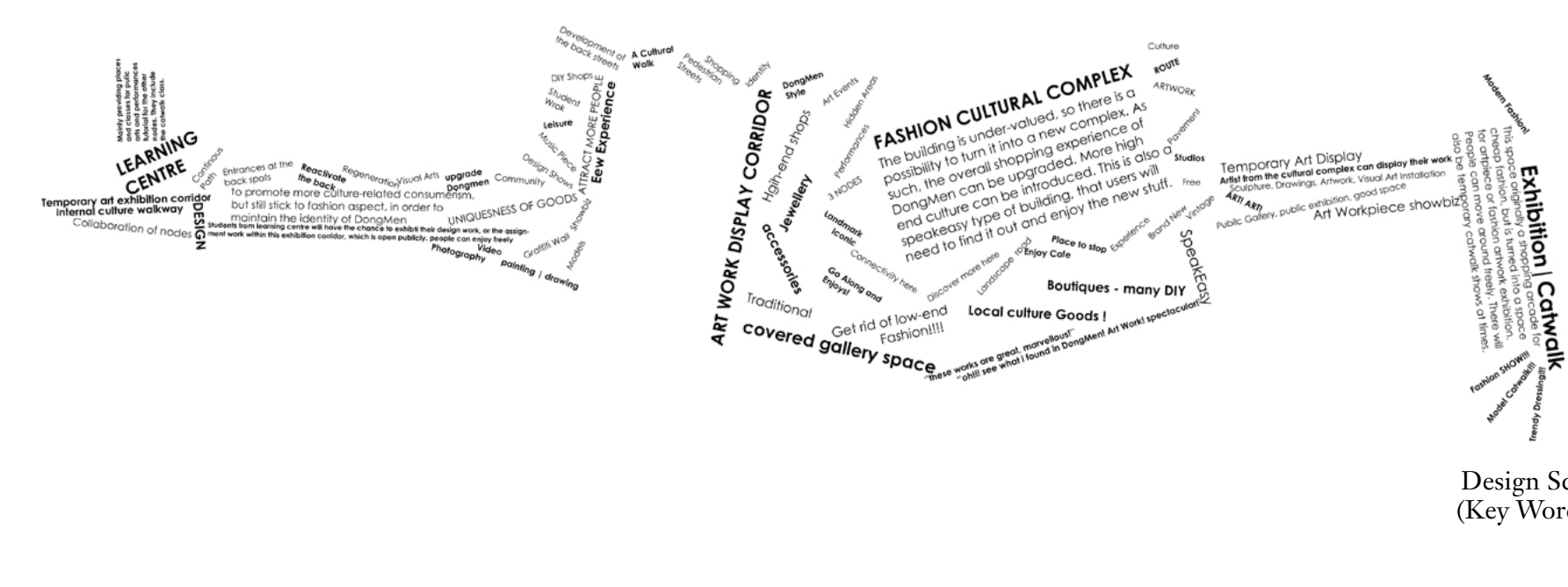
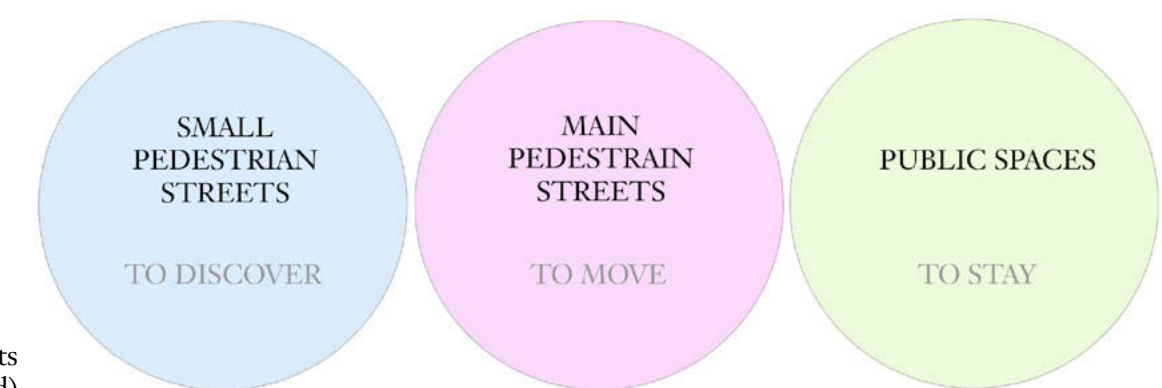
DongMen shopping district is working well enough in the main pedestrian streets, however, there are still some minor problems to be resolved in the back streets, namely, the building situation, the hygiene problem, etc. In addition to the latest competition from nearby commercial zones, DongMen need to upgrade the area by introducing more kinds of shopping experience and redeveloping existing old districts to stay competitive.



### ANALYSIS ON SPACE

**BACK STREET** --- The back sides of the main pedestrian streets are filled with smaller scale street network, which are undervalued now. It is a great opportunity to introduce new program and spaces to that area. By holding on to existing shopping pattern in DongMen, the smaller street network should be a place for visitors to discover and explore more, rather than just wandering and moving along the

main streets, or just staying in public open spaces. As the back side is not directly connected to the main street shopfronts, there can be some new programs for discovering. In this project, fashion and culture related programs are injected into these spaces, by modifying the back spaces of the main streets. The main focal point - Fashion Cultural Centre will be providing high-end fashion culture programs, while the Learning Centre and Exhibition area on the two ends act as supports.





# DESIGN SCHEME

**FASHION CULTURAL COMPLEX** --- This building is the focal point for this design project, which is a renovation of an existing undervalued small-scale shopping mall. Two new floors are added on top of the existing mall as new spaces, while the interior is crafted with voids, and reprogrammed for a new shopping experience.

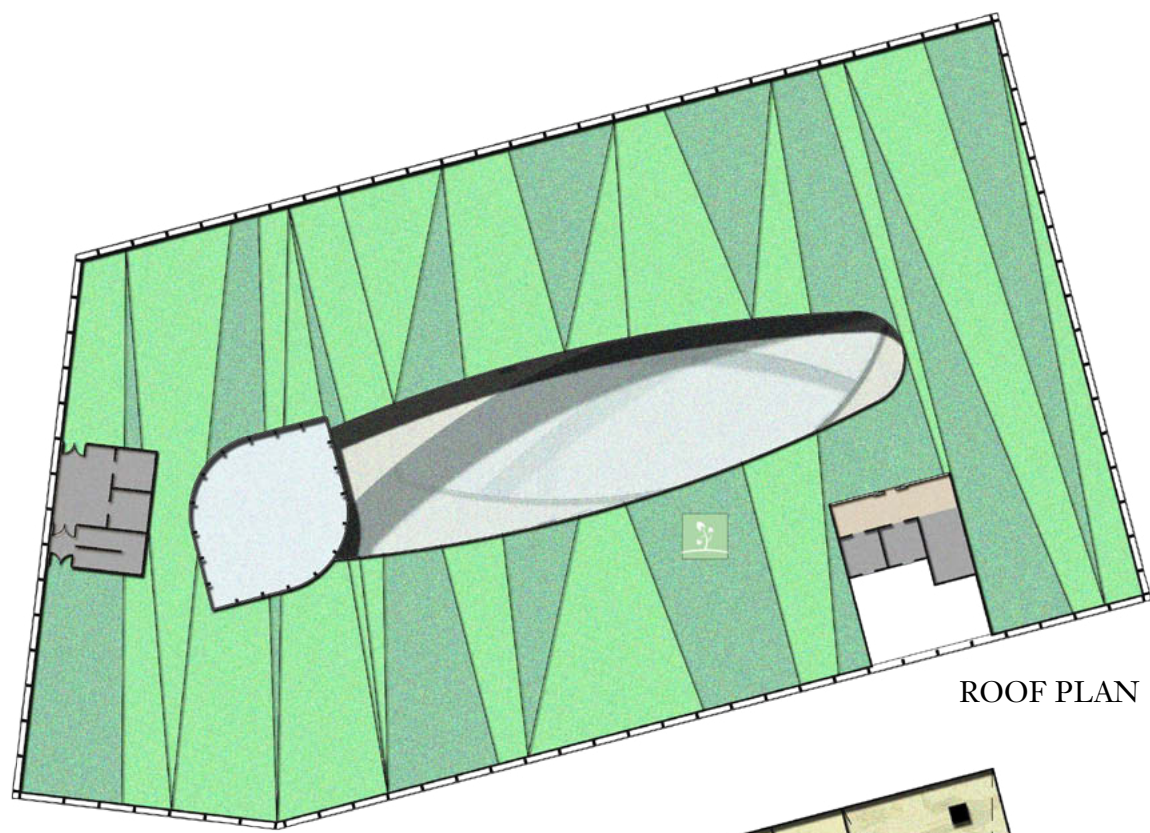
- Landscape Garden
- Hotel Lobby
- Hotel Reception
- Hotel Rooms
- Hotel Services
- Fashion Design Studio
- Sewing Workshop
- Knitting Workshop
- Make-up Studio
- Media Laboratory
- Existing Shops
- Main Entrances
- Graphic Design Office
- Interior Design Office
- Photography Design Office
- Film Design Office
- Audio Design Office
- Photography Studio/Gallery
- Boutiques
- Accessories Shops
- Jewellery Shops
- Library (fashion & arts)
- F&B (coffee shops)

## NEW PROGRAMS IN THE FASHION CULTURAL COMPLEX

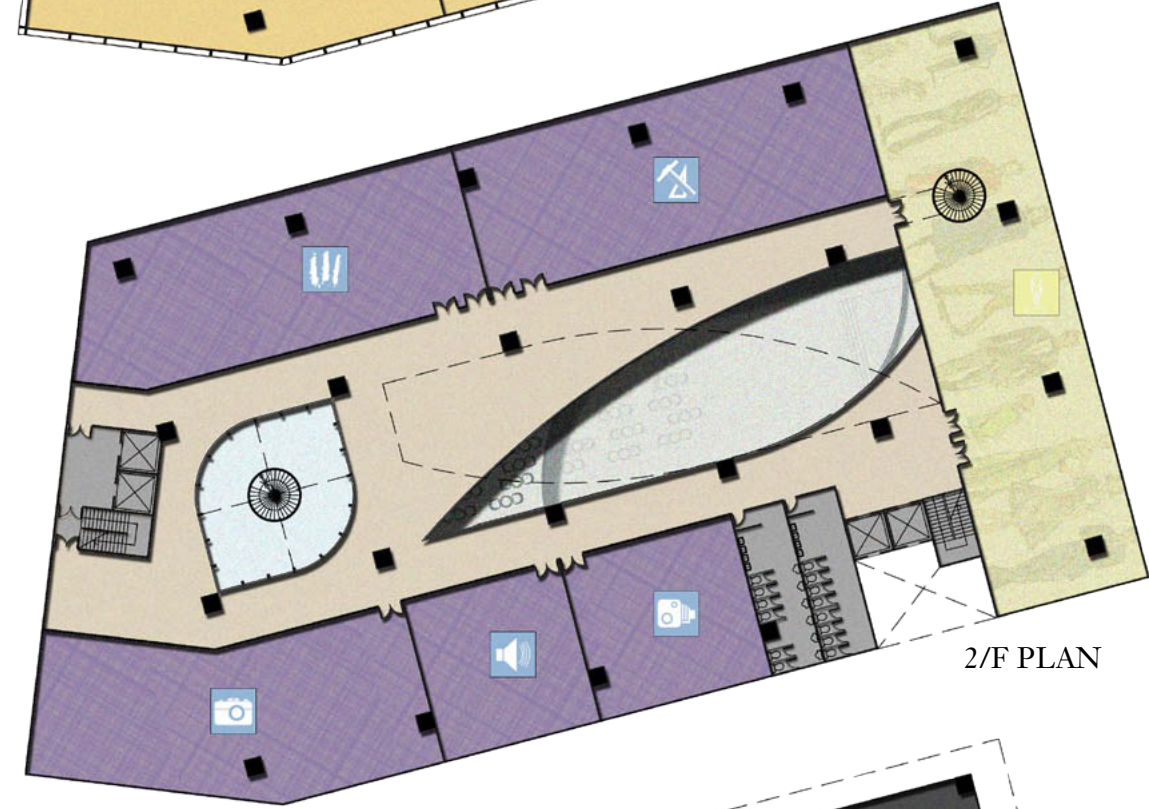
**FASHION PROGRAMS** --- As the renovated shopping mall is being turned into the focal point of the back side development of DongMen, many fashion-related programs are introduced as a centre building for the district. The ground floor is mainly served for food and beverage shops; 1st floor is for high-end boutiques; 2nd floor is for creative design offices; 3rd floor is for fashion design studios; while the newly added 5th floor is hotel like service apartment for designers; the 6th floor is a landscape garden for visitors in DongMen as a new public space to enjoy. Tutors from studios and offices in the Fashion Cultural Complex will give lectures in the Learning Centre; also, they will prepare for the fashion catwalk shows in the Fashion Exhibition Avenue. Therefore, all three new nodes are all inter-related.



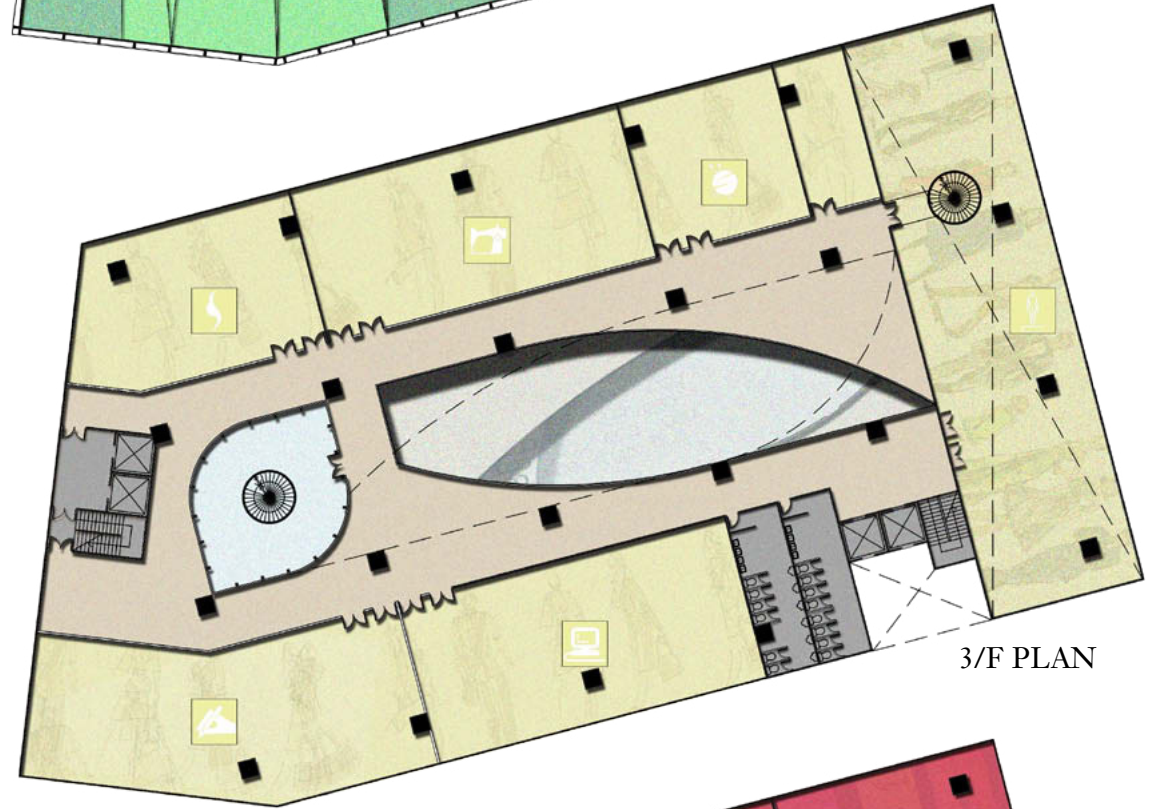
5/F PLAN



ROOF PLAN



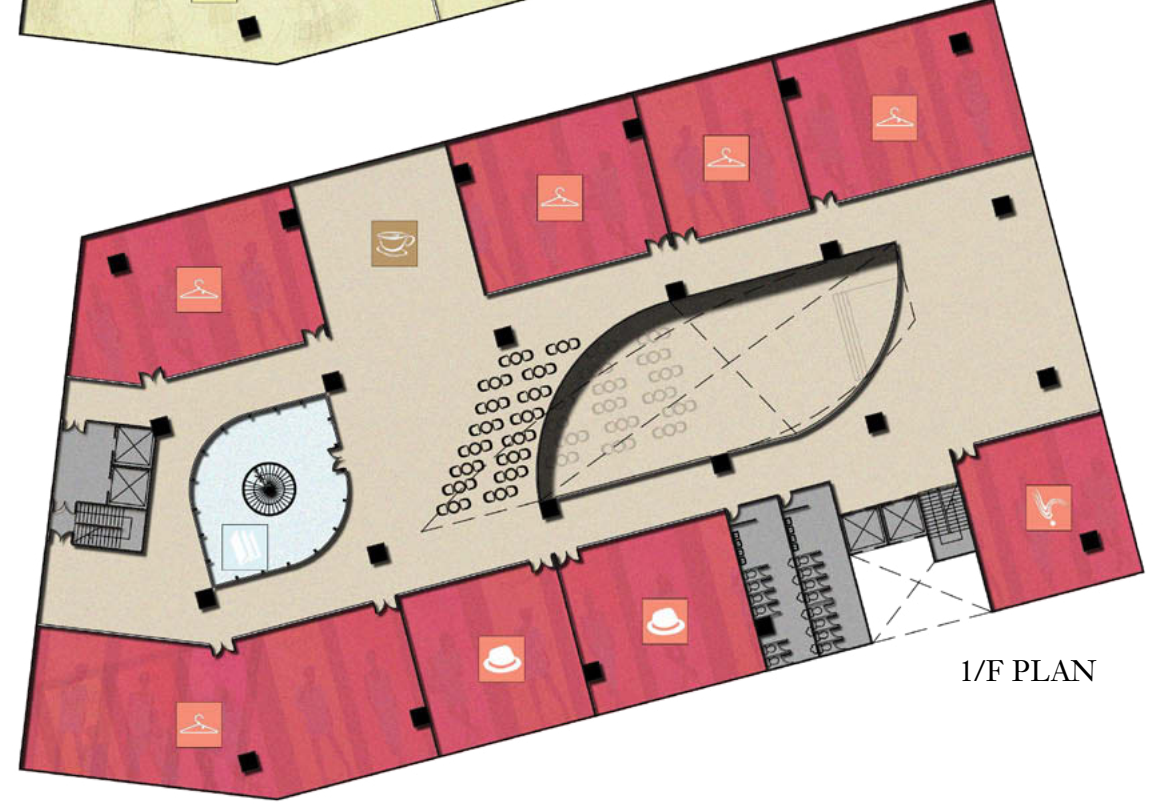
2/F PLAN



3/F PLAN



G/F PLAN



1/F PLAN

## THREE ELEMENTS --- ENTRANCES | NEW PAVEMENT | FASHION CULTURAL COMPLEX

**THREE ELEMENTS** --- This project consists of three new nodes as introduced. At the same time, there are three elements connecting all the three nodes together. Firstly, the new landscape pavement is introduced along the back side for re-development. At such, visitors can easily follow the new route to get to the new spaces. Secondly, there are new entrances to the specific nodes. Visitors should identify them once approaching them along the new pavement. Thirdly, the Fashion Cultural Complex is playing the central role to link them all up. Along the route, there are also some other new space and programs, namely, the DIY Shops, the Local Culture Shops, the Arts Display Corridor, etc. As illustrated, a different atmosphere will be generated at the back side of the pedestrian streets. When you arrive at the new nodes, the interior space and architecture are also totally different from the existing popular shopping streets in DongMen. Therefore, a new community will be created and more visitors will be attracted to the new areas.



(To: 1. Fashion Cultural Centre | 2. Fashion Show Avenue | 3. Arts Display Corridor)

## The "SpeakEasy" Scenarios



The DongMen 'SpeakEasy' --- Fashion Cultural Centre (View from public square)



The 'SpeakEasy' Path Pavement (View from DIY Shop Street)



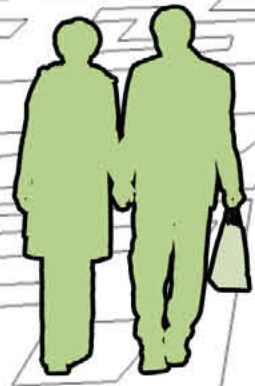
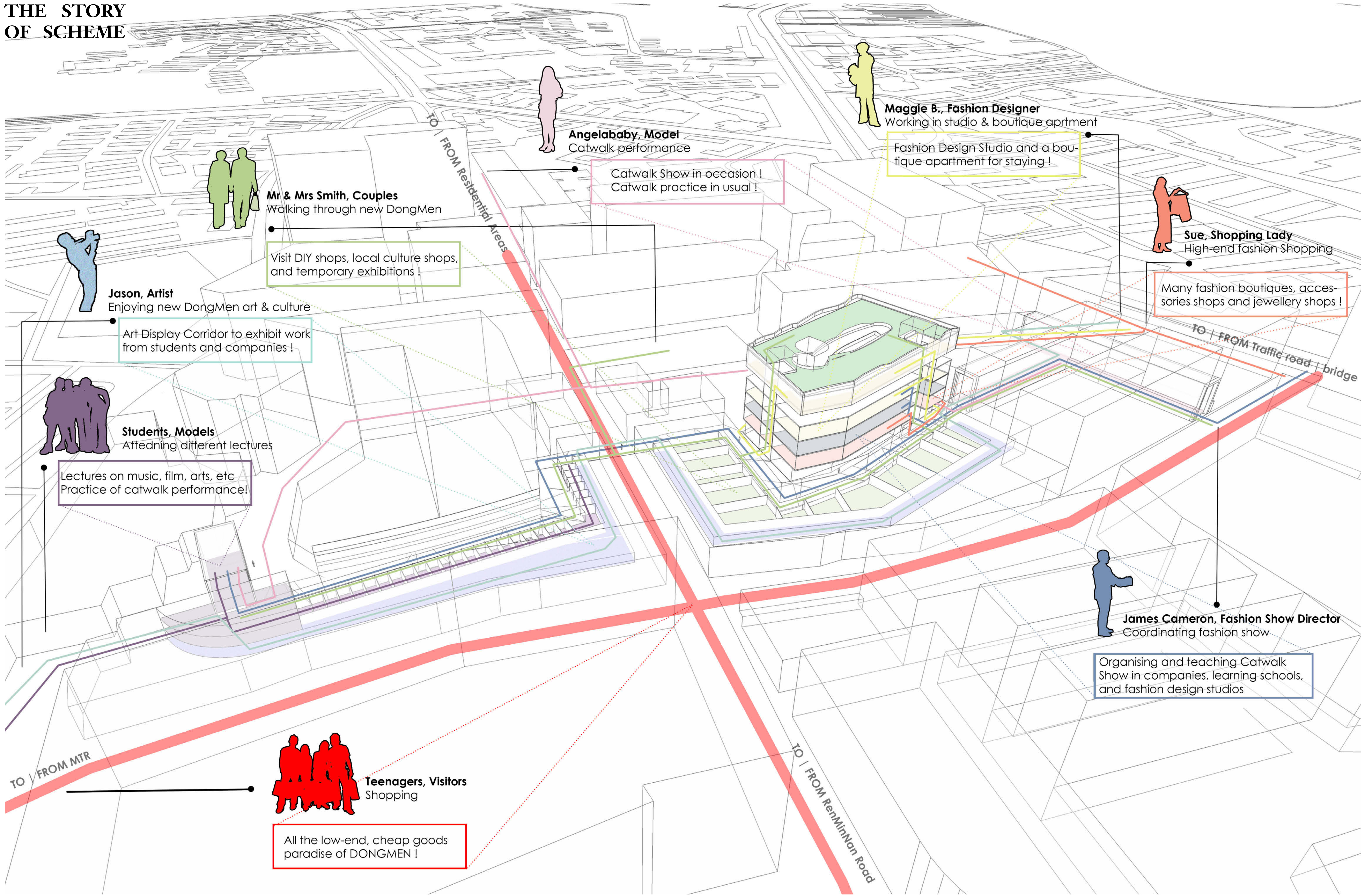
Section AA



The Fashion Cultural Centre (View from G/F Central Courtyard)

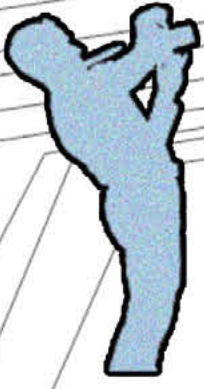


# THE STORY OF SCHEME



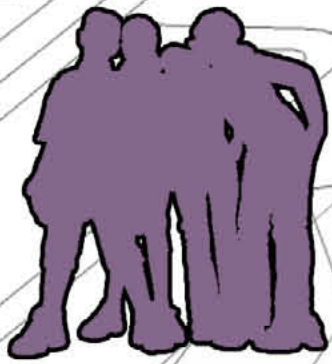
**Mr & Mrs Smith, Couples**  
Walking through new DongMen

Visit DIY shops, local culture shops, and temporary exhibitions!



**Jason, Artist**  
Enjoying new DongMen art & culture

Art Display Corridor to exhibit work from students and companies!



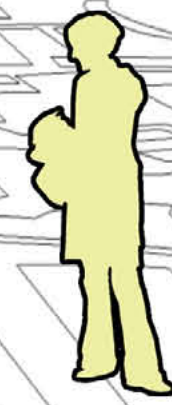
**Students, Models**  
Attending different lectures

Lectures on music, film, arts, etc  
Practice of catwalk performance!



**Angelababy, Model**  
Catwalk performance

Catwalk Show in occasion!  
Catwalk practice in usual!



**Maggie B., Fashion Designer**  
Working in studio & boutique apartment

Fashion Design Studio and a boutique apartment for staying!



**Sue, Shopping Lady**  
High-end fashion Shopping

Many fashion boutiques, accessories shops and jewellery shops!



**James Cameron, Fashion Show Director**  
Coordinating fashion show

Organising and teaching Catwalk Show in companies, learning schools, and fashion design studios



**Teenagers, Visitors**  
Shopping

All the low-end, cheap goods paradise of DONGMEN!

TO | FROM MTR

TO | FROM Residential Areas

TO | FROM Traffic road | bridge

TO | FROM RenMinNan Road



# SecondSkin: A New Typology

## Transforming the shopping model of pedestrian streets in China

MAK CHIU FUNG, GARY

Dongmen, a hustle and bustle pedestrian area in Shenzhen, attracts a wide variety of shoppers from different social classes. It not only accommodates upmarket shopping malls like Sun Plaza and Maoye, but also some fake goods stores located at the back streets. The design of buildings in Dongmen varies a lot, some are short blocks with 2 to 3 storeys, and some are very bulky blocks higher than 6 storeys. The upper levels are mainly occupied with wholesale and retail, while some are restaurants and even vacant. The unwelcome elevation of those buildings and its fair programs limit the pedestrians to mainly focus on the ground, shaping a monolithic shopping experience only in x-y direction. This shopping model is a common case in today China where pedestrian streets are an inseparable part for most of the developed cities.

The project is to critique this monolithic model and researches about the generic pedestrian shopping in Shenzhen. Since only the ground floor is used sufficiently and the elevation of the buildings is only used for billboards, and even neglected, the design attempts to make use of the elevation space to propose new ways of experiencing consumerism. By displaying people experiencing products through the second skin and introducing the mixture of shopping and cultural programs, the transformation of consumerism in China is further argued that new shopping model should not only be simple and direct 'buying and selling' on the ground level but should also go towards experiencing and shopping vertically.

The design of a second skin device is flexible enough to attach to the existing structures of those transformed buildings. Providing the buildings with various transparency of glass panels and adjustable overhang areas, the new skin will generate a layer of secondary space to support more shop-front display. Meanwhile, a linear fashion museum is settled on the toppest parts as the end destination for the new shopping experience.

--- Gary Mak



ough the second skin along Jiefang Road



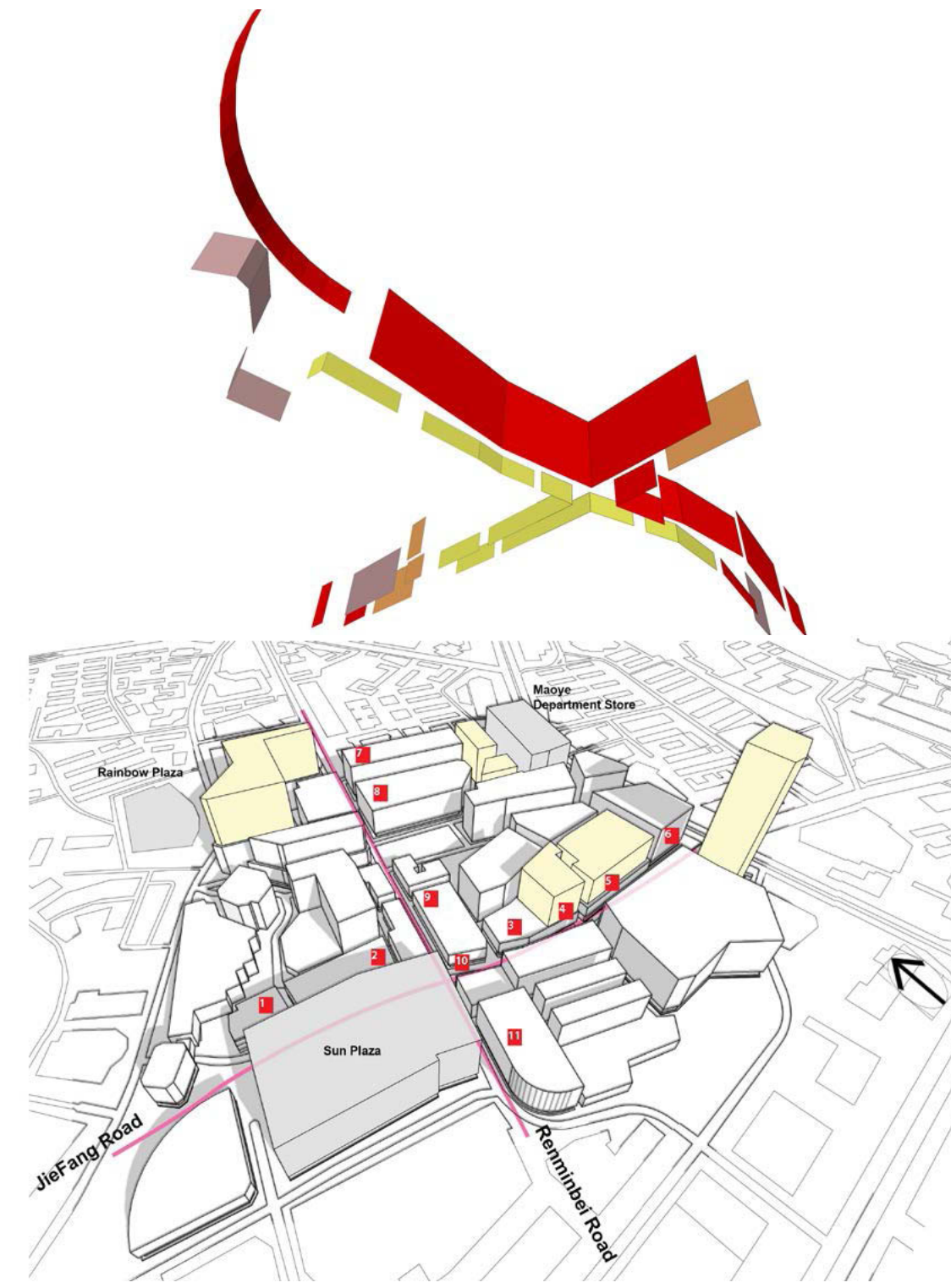
Master Layout Plan on First Floor

Wholesale and Retail Display   Barber Shop   Photo Shooting   DIY Mini Workshops   Fashion Performance   Fashion Museum   Fashion and Design Studio   Cafe and Restaurant



# Existing Elevation Space Bulky, Opaque...A Waste!

## Fair elevations limit the shopping experience

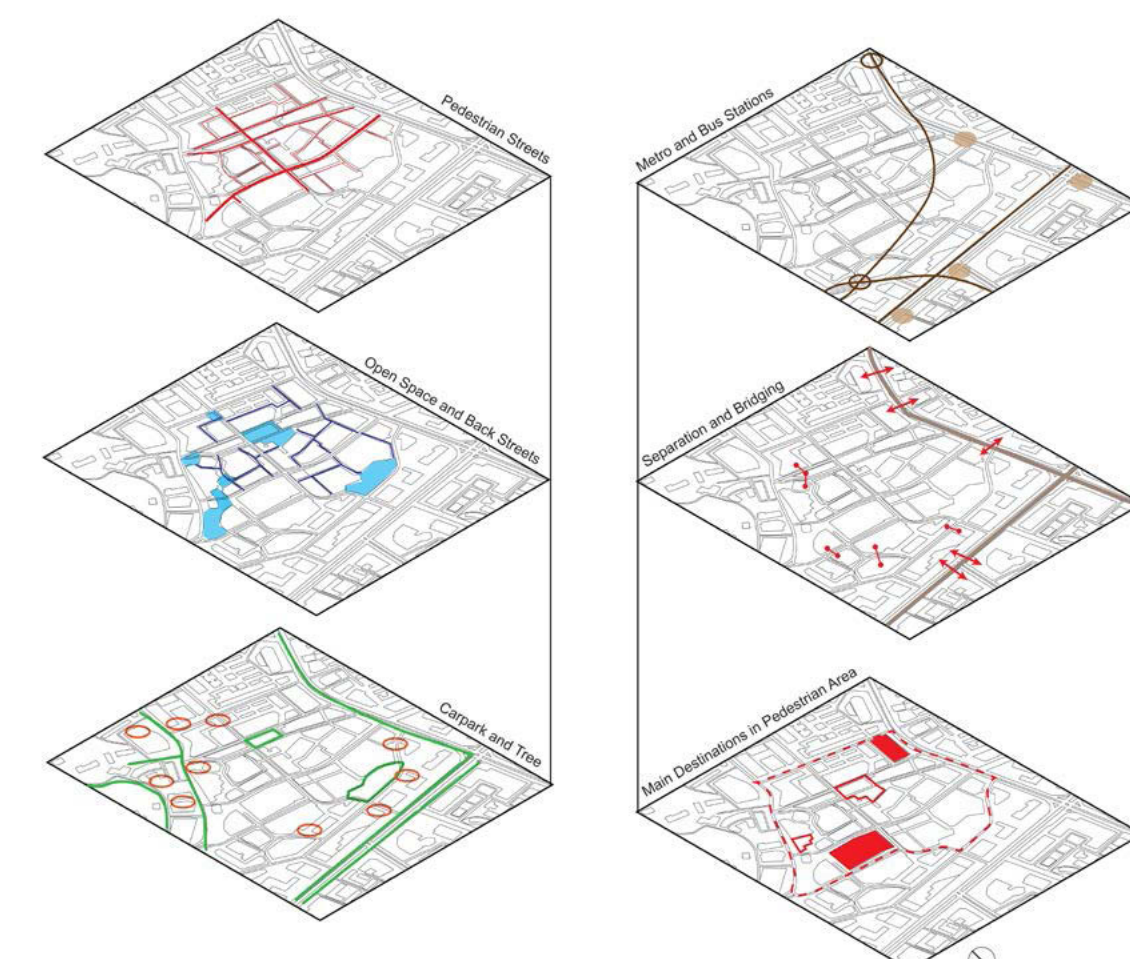
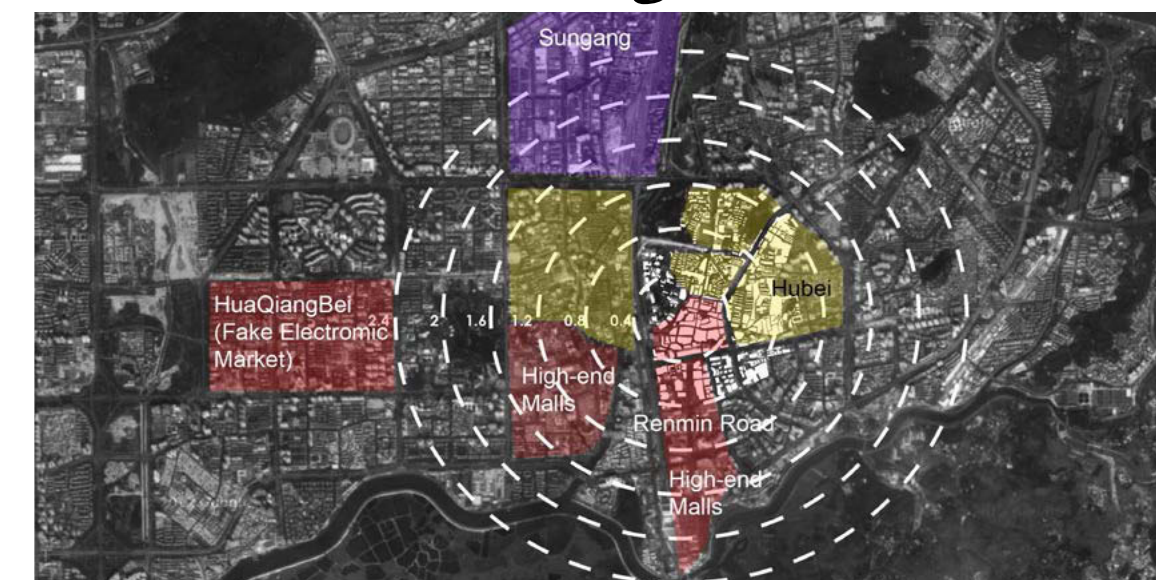


### ANALYSIS OF EXISTING FACADE CONDITIONS

Above and right---Jiefang Road and Renmin Road are the major pedestrian streets of the area and they intercept in front of Sun Plaza. The elevations of the buildings along these streets give the first impression of Dongmen and mostly affect the streetscape. The analysis begins with photo records and then further categorizes the facades into 4 types in general. The most common type is the solid elevation without much transparency. The less common case is those with small or linear windows. The least common are those with opaque lower parts and solid upper parts. Even in buildings with small windows, the elevation space is always vacant and only installed with giant signages or billboards. Therefore, there is a potential to utilize these neglected spaces to create a degree of transparency and broaden what the pedestrian's eyes can travel, then motivate their shopping interest. --- Gary Mak

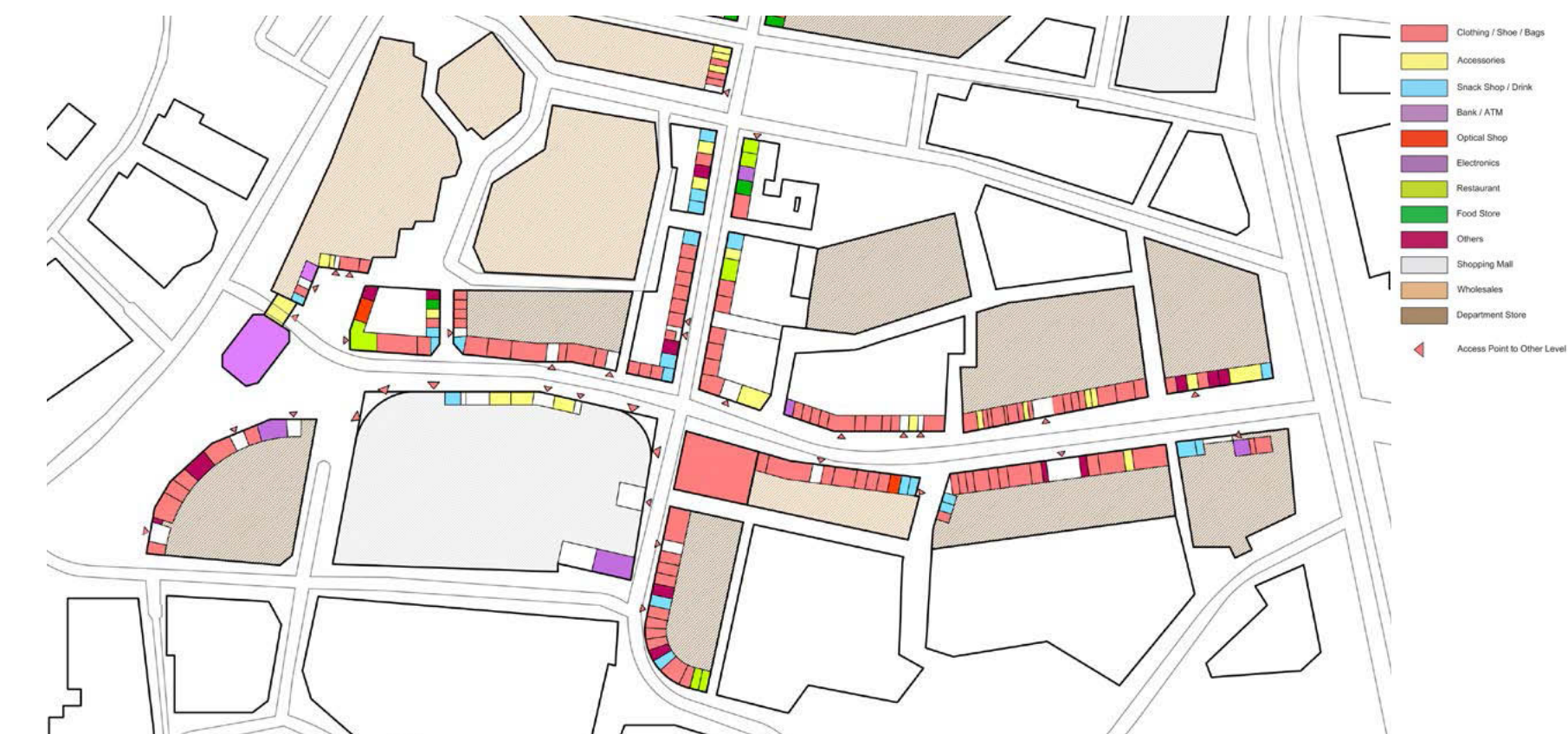


## What Make Dongmen Different



Below --- Although some snack shops are located in the nodes of these two streets, ground level is mainly occupied by a variety of retail business. --- Gary Mak

## Retail Dominates the Ground



Clothing Store (Blue)  
Accessories (Yellow)  
Shoe Store (Pink)  
Book Store (Green)  
Optical Shop (Purple)  
Electronics (Red)  
Restaurant (Orange)  
Food Store (Light Green)  
Others (Grey)  
Shopping Mall (Light Blue)  
Department Store (Light Yellow)  
Department Store (Light Orange)  
Access Point to Other Level (Red Arrow)

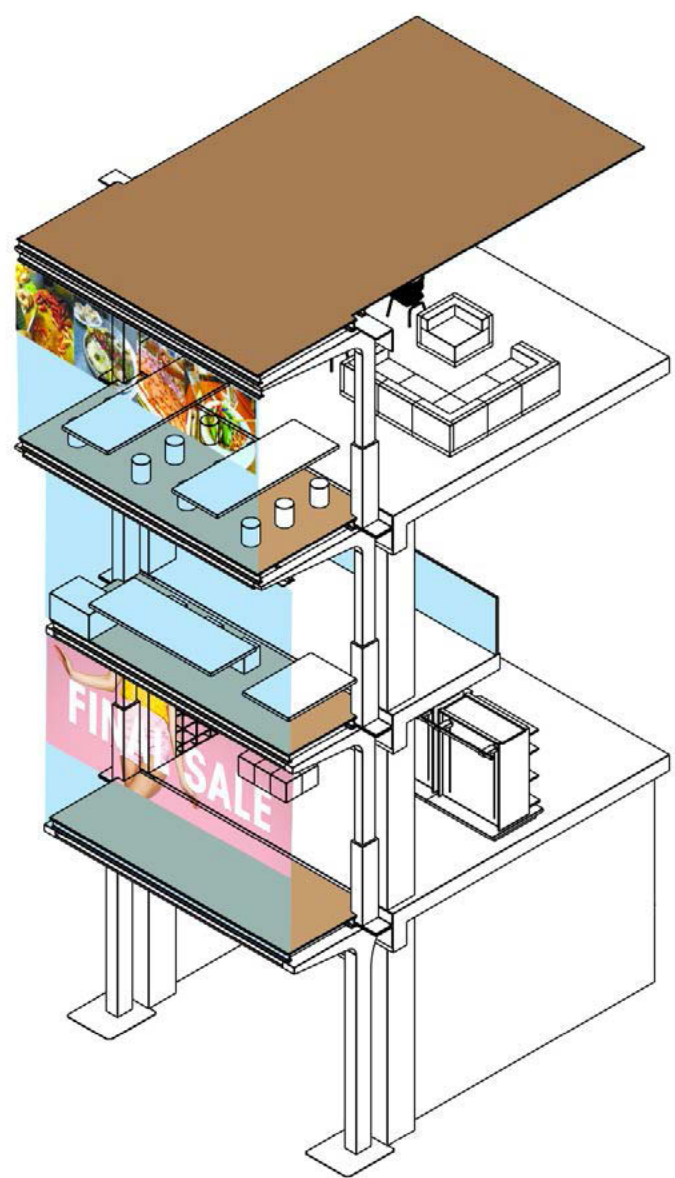




### SHOPPING SEQUENCE AND ANALYSIS

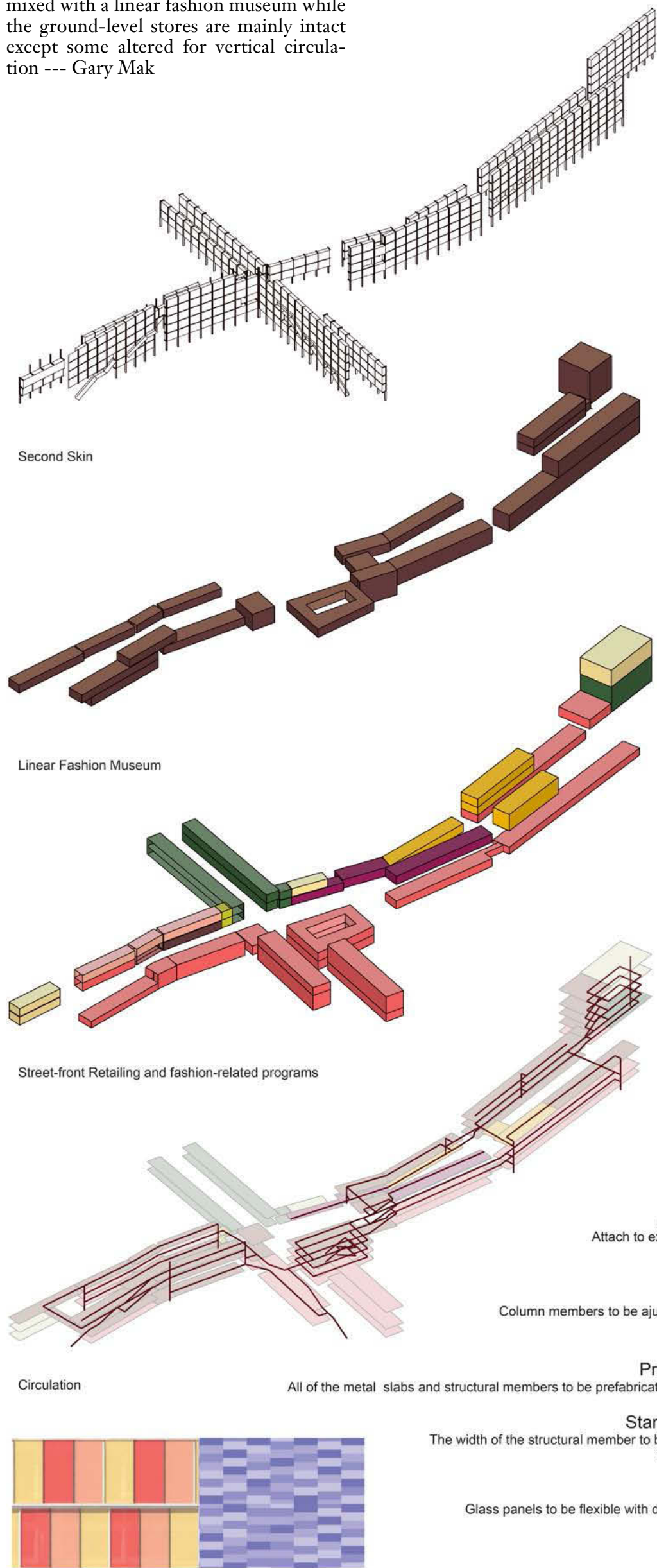
Above --- Shoppers mainly walk along Jiefang and Renminbei roads and would have their destinations in mind if they are familiar with the area. Back streets are less popular than main streets but those cheap goods are available here to provide an alternative for lower-class customers. Retailers are eager to promote their products by advertising. Giant signages and billboards occupy the main facades but this is only a direct and simple ways of advertising. An effective promotion not only raises the awareness but also encourages them to buy more. To stand out from hundreds of shops, shop keepers get customers attracted by display, showing discount and even giving gifts to the crowd. Shoppers will engage if they find their interesting goods and make up their mind by selection. --- Gary Mak

### What Activities a Module can do



### LAYERS OF SHOPPING AND CULTURAL PROGRAMS

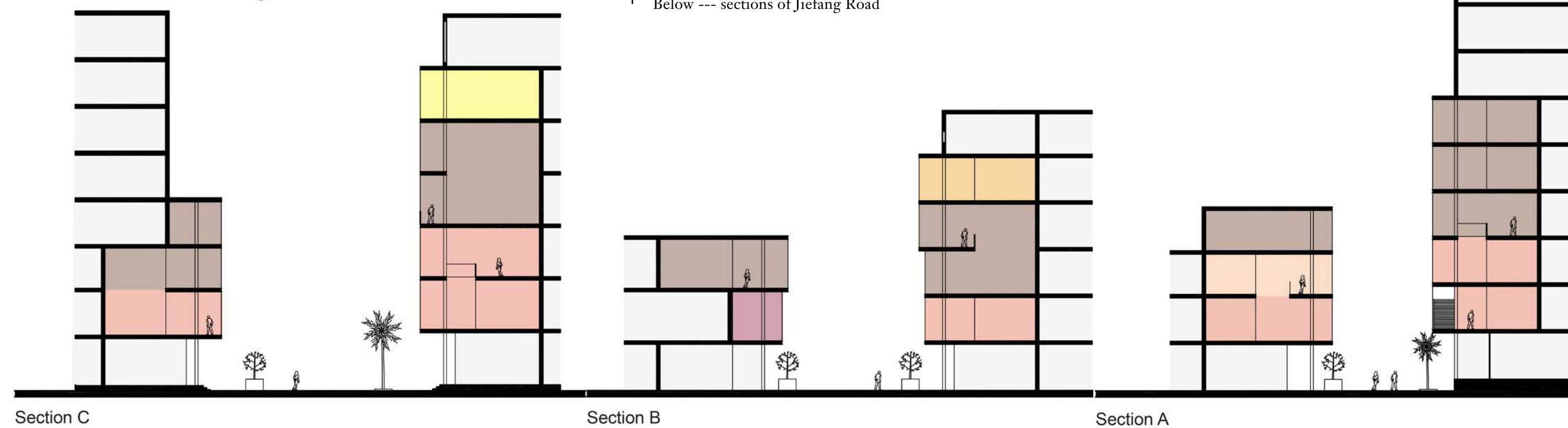
Below --- additional shopping and cultural areas, such as DIY workshops, fashion design studio and barber shops, are mixed with a linear fashion museum while the ground-level stores are mainly intact except some altered for vertical circulation --- Gary Mak



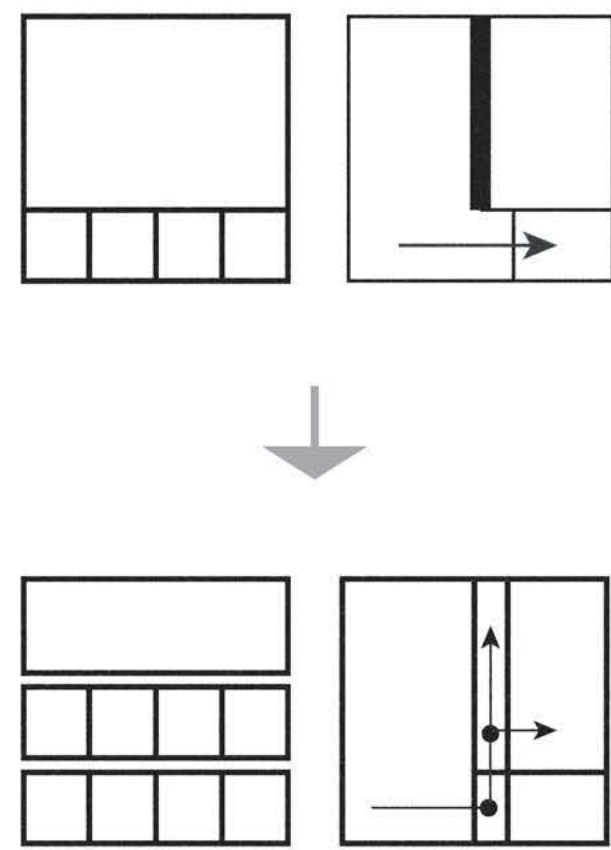
### CONCEPTUAL DIAGRAMS AND DETAILS

Above left--- by introducing a second skin device, that is standardized, adjustable and prefabricated, the elevation space can be upgraded for more activities and become transitional to other levels to achieve horizontal and vertical penetration.

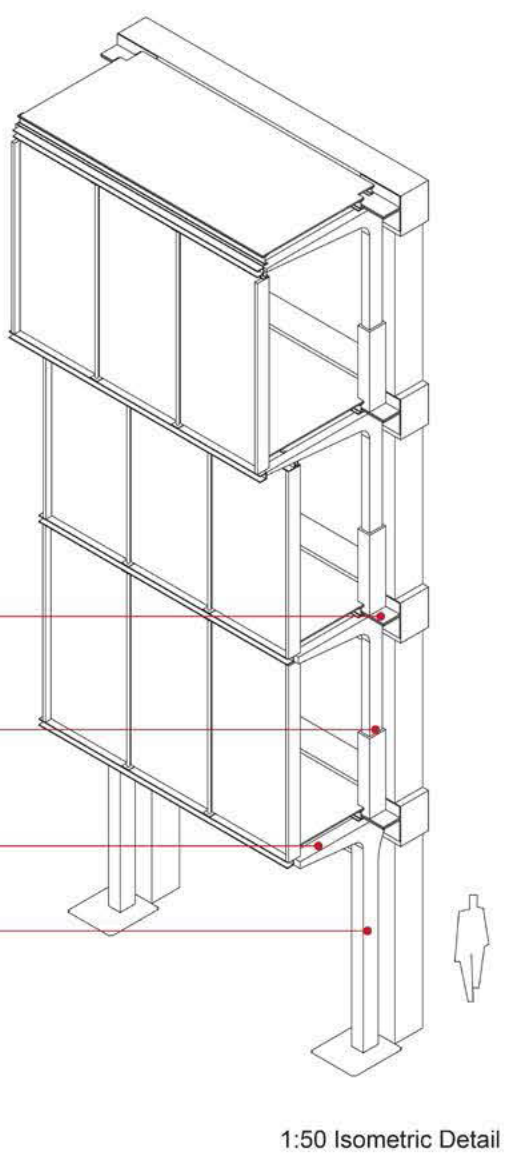
Below --- sections of Jiefang Road



## A Flexible and Prefab Solution to the Problems of Dongmen



Device for Second Skin to encourage exploration



## Transitional Space Connects Vertically to Other Levels

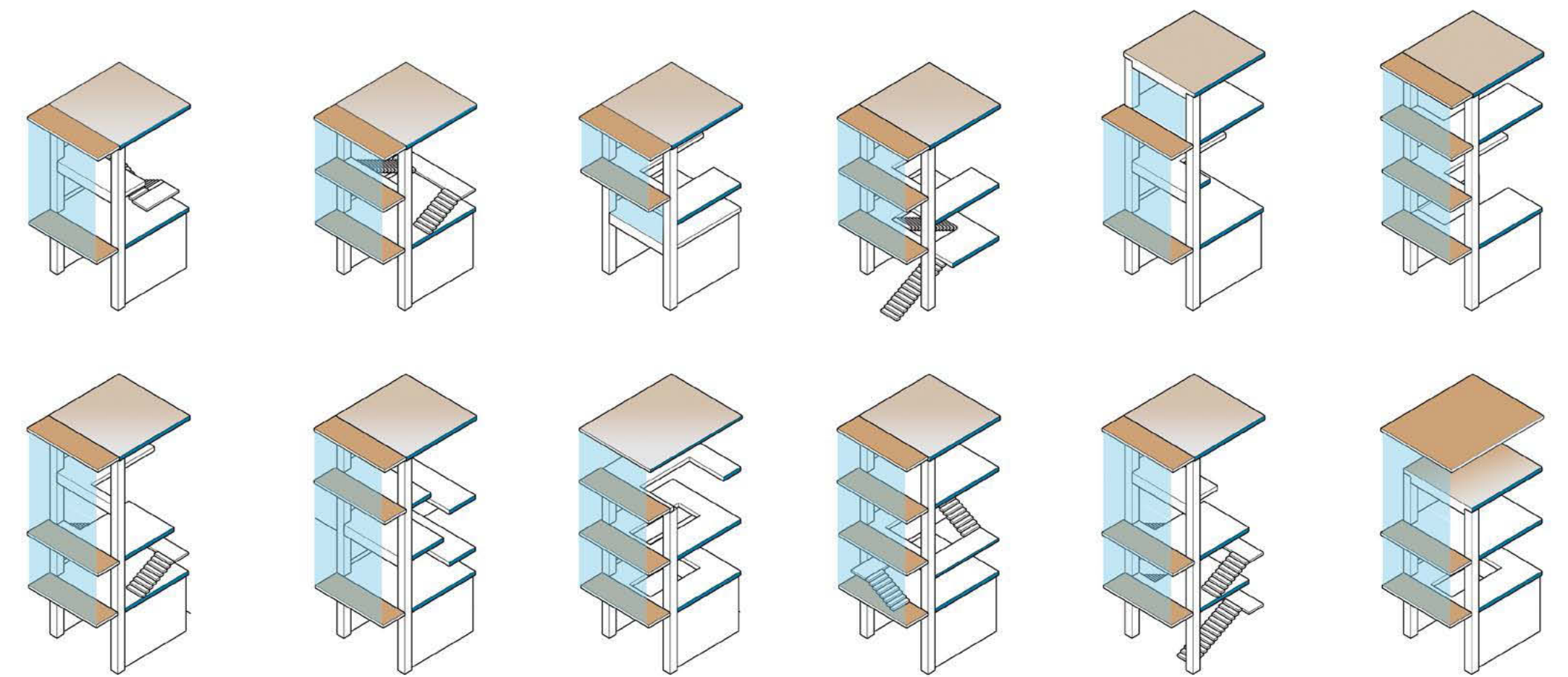
### SPATIAL VARIATION OF MODULAR SYSTEM

Left --- alternation of the spaces behind the second skin can fit to the proposed programs. Some can also be varied for vertical circulation. The original use of this layer of space is much hidden. By reconstructing this narrow space, the shoppers can explore more in Dongmen and more pedestrian flow can regenerate the retail business vertically to create more commercial opportunities.

Middle left --- Photos of 1:50 detail model with 3 bays composed of vertical glass panels and the concept model in 1:2000

Middle right --- Collage of Fashion Museum shows the culturally-mixed shopping experience. Pedestrians can transit from shopping experience to cultural activities.

Bottom --- Collage inside the second skin. The new layer provides a transparent space for retailers to display their products and also the shopping activities behind the scene. It is also an effective way to encourage people to stroll along the new skin and interact with different shops.



## An Enriched Environment





# Sungang

## The New Town News



# Character Lost ! The Fall of Sungang!

## Sungang awaits a new upgrade for the logistics fa now

Sungang is a historical logistic site. It is first set up as a trading terminal for the nearby region during China economic reform in 1970s. And due to the active state of the area, Sungang became the main freight station in Shenzhen. Indicated in the diagram we can observed that the huge train depot marked such a glorious history of Sungang.

And in recent years, the government planned to make Qingshuihe as the core logistic area in Shenzhen but Sungang as an assisting area for the newly developed logistic park. Although Sungang also gained an opportunity to redevelop jointly with Qingshuihe, this historical area is no doubt losing its character.

The site used to be self sustainable as high labour demand allowed the area to expand its residential area freely according to the railway grid as indicated as pink in the diagram. The residential areas occupy all residual land around the railway network.

### LEGEND

- 1 train depot
- 2 railway system
- 3 urban village
- 4 logistics centre
- 5 wholesale centre
- 6 warehouse centre
- 7 residential towers
- 8 urban park
- 9 logistics park
- RED existing railway
- PINK historical railway

However due to north shift of land use, the logistic importance of the site gradually lost. The railway network is no longer used and abandoned. More and more industrial buildings are vacant and changed into alternative uses such as warehouse or wholesale centres.





# Experimental Recycle Village

## The New Model - Material Recovery Facilities x Public Housing

CHEUNG YUEN CHING  
ANGUS

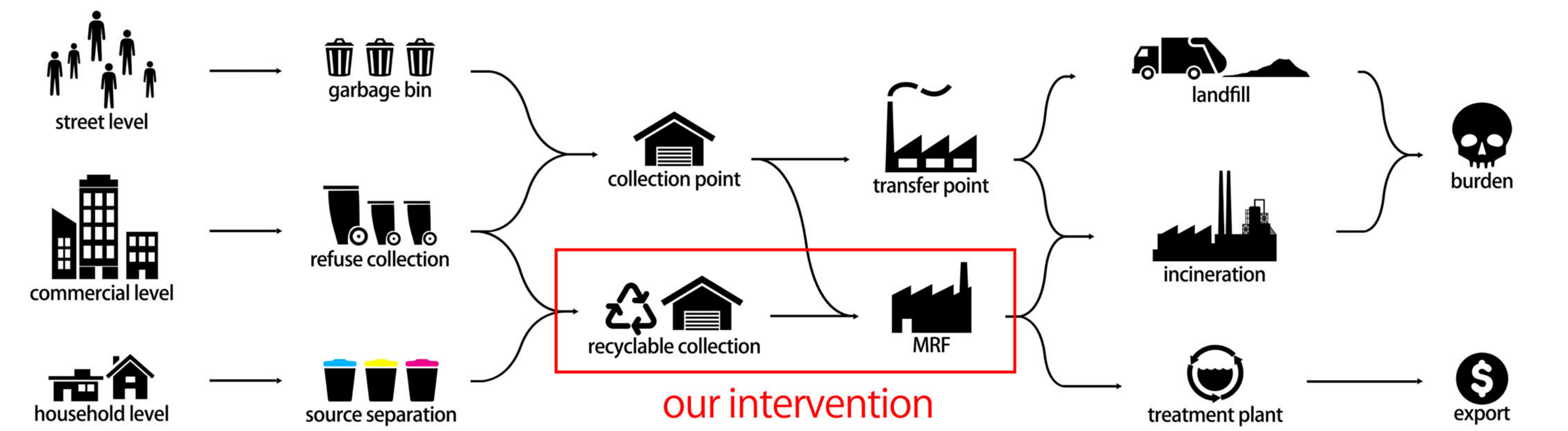
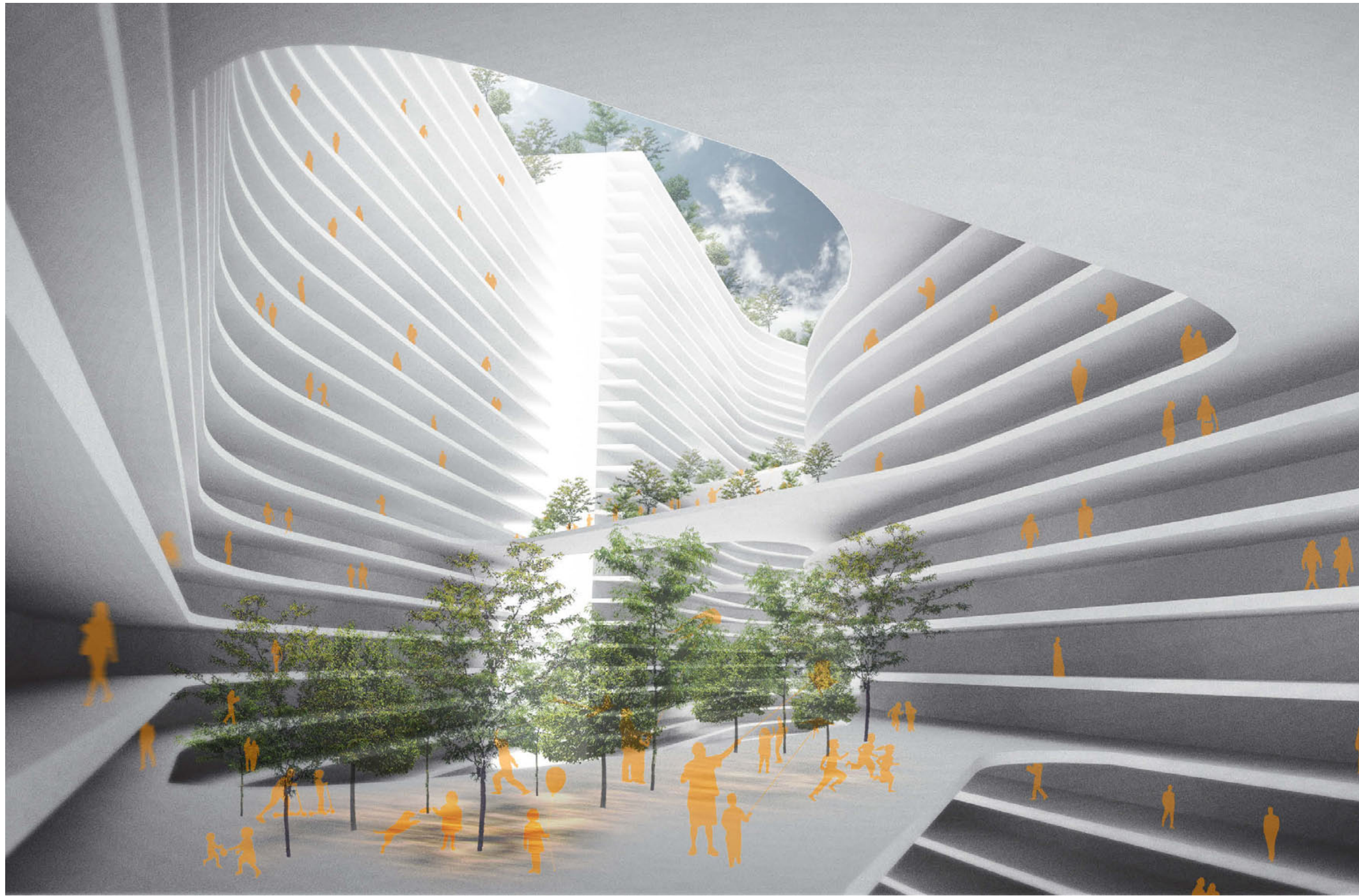
SUNGANG --- The site, as a hinge of new logistic park Qingshuihe and old logistic community Sungang, awaits an activation to give Sungang a more distinctive character. Learning from recycle activities - the second hand market and material recycling by local migrants, this project aims to sustain and upgrade this type of social initiated program on the site.

This intervention is composed of three layers. The first layer targets to maintain the affordable architectural typology of the recycling village for the collection and the trading activity of used materials. Small to Medium sizes of studio space is suitable for upcycle renovation studios, non government organizations and social enterprises aiming to provide job opportunities for the needs.

The second layer is the plugin of a material recovery facilities divided in six chambers in order to work directly with the recycling village beneath it and living units above it, acting as a functional joint between residents and upcycle activities. It also collects recyclables from nearby districts so as to achieve social responsibility. All six chambers show all working machinery process outwards to the public with clear facade. These facilities not only perform as technology model for recycling industries but also a social model for education and social awareness.

The third layer is high density low income public housing development consisted of five tower interlocked by sky garden bridges and common delivery core with material recovery facilities and recycle village.

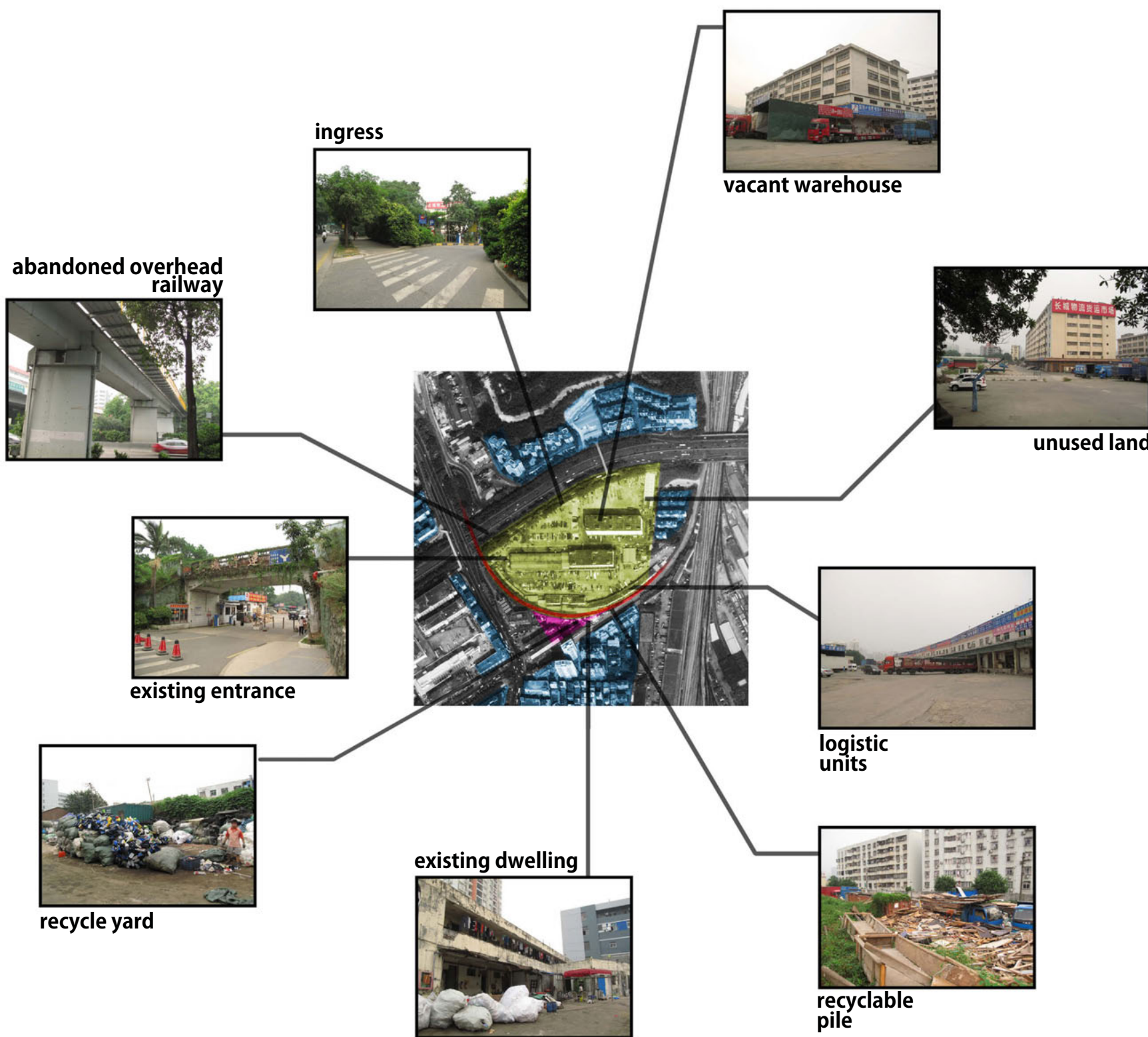
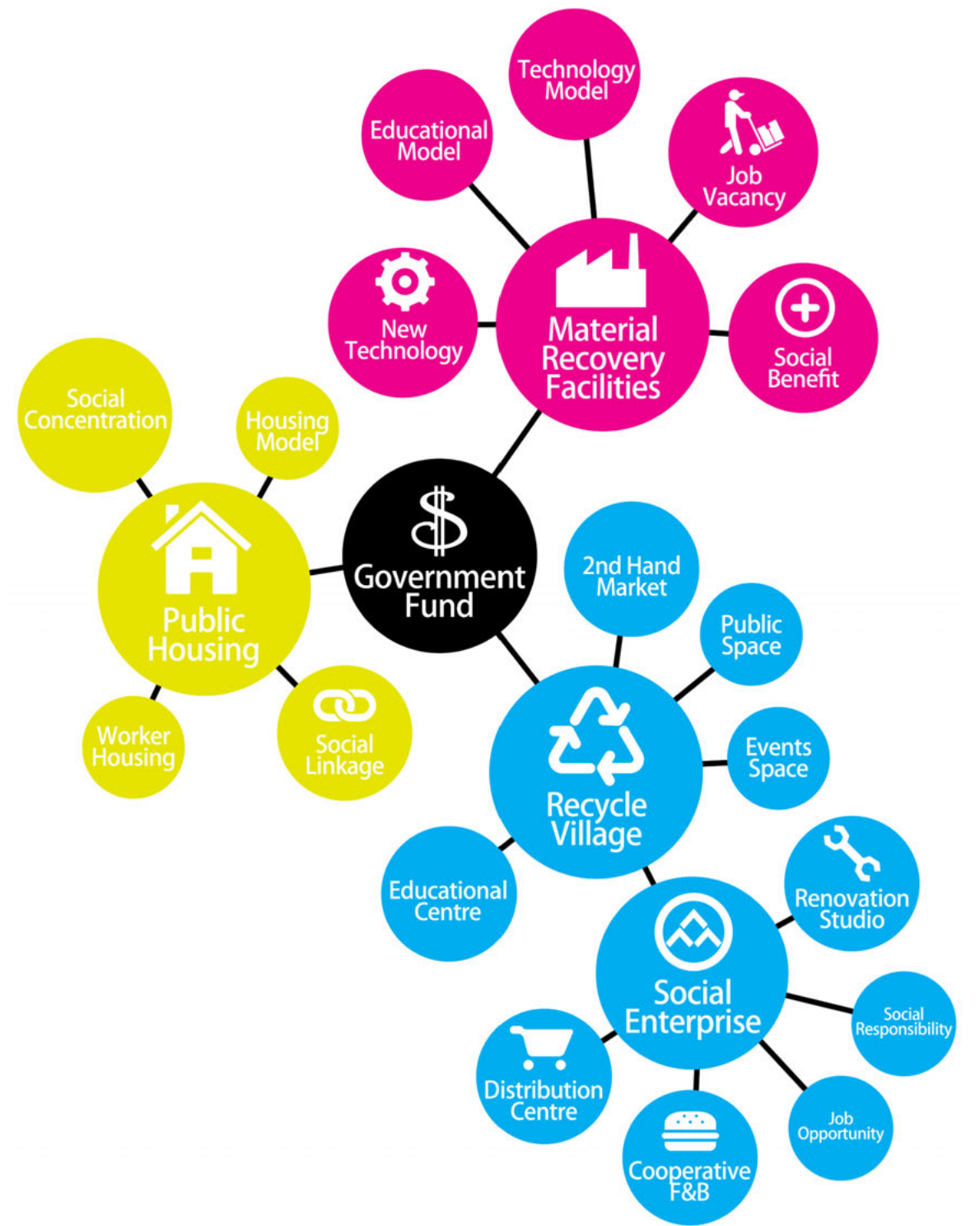
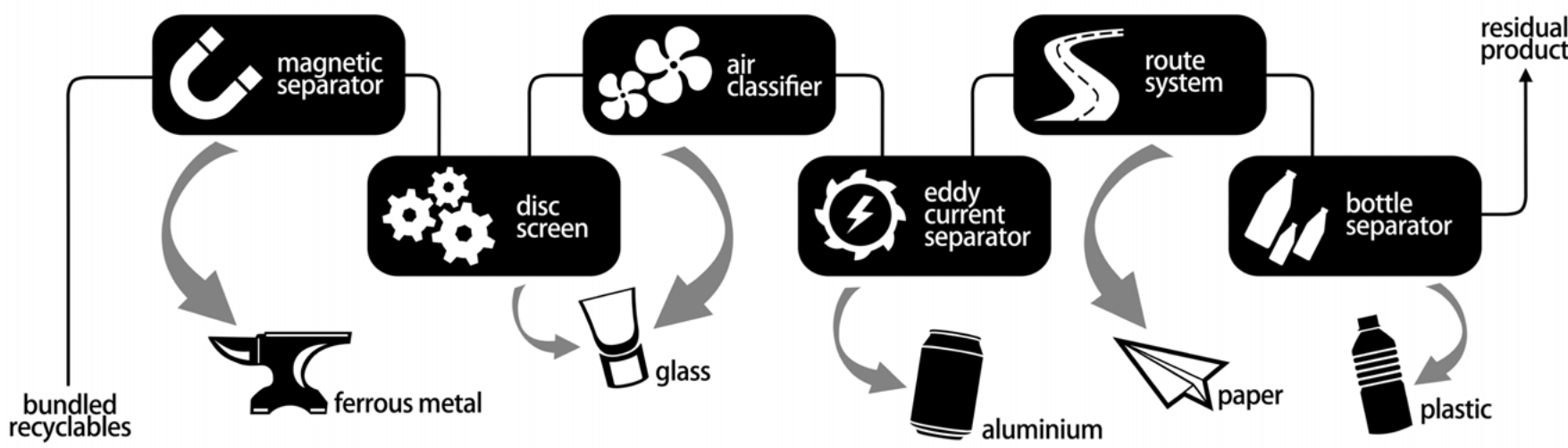
This project attempts to experiment how the social initiated activity of recycling can be encouraged. The introduction of the idea of social enterprise and new technology will also provide local recyclers with opportunities and venue to upgrade themselves from amateur and grassroot level to upcycle and value adding skills and knowledge. --- CHEUNG YUEN CHING ANGUS



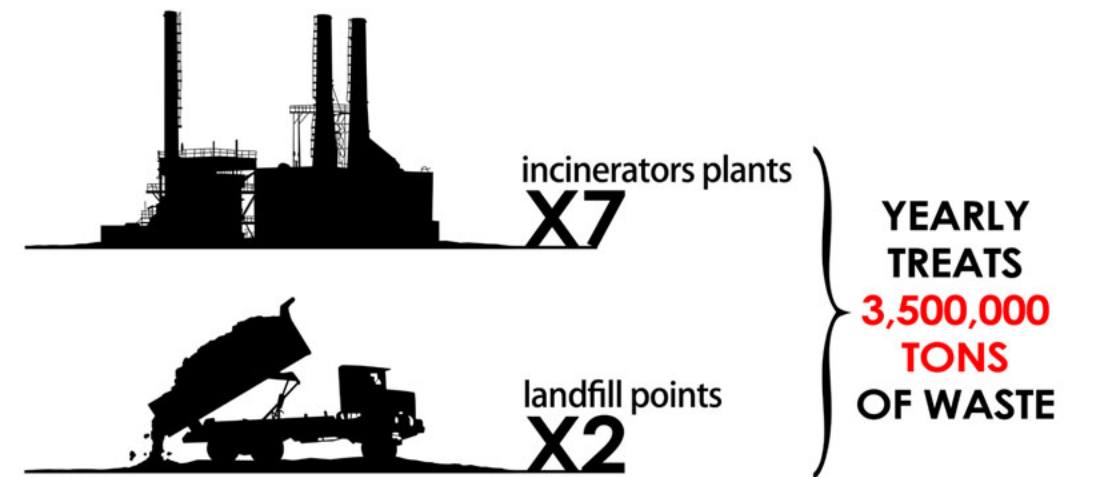


# Government Incentive Brings Technology to SG

## Single Stream Recycle - Material Recovery Facilities



## Waste Crisis is Our Opportunity



### ACHIEVE DISTRICT RESPONSIBILITY

Current waste treatment facilities can no longer handle the total waste produced. The material recovery facility is introduced to ease the waste burden. This intervention is a single stream recyclable treating machine where all recyclables can be input at the same time and well-sorted particular types of recyclables are eventually output during the progress. This fast and precise technology can effectively encourage social initiated recycling activities in order to ease the social burden of waste treatment. (The red points illustrated in the diagram represent current recyclable collection spots.)

### GROUND LEVEL UPCYCLE CLUSTERS

This MRF plugin is placed above affordable renovations studios and beneath public housing units. This arrangement in one hand allows people to directly retrieve treated recyclable products and carry out upcycling process and, on the other, allows fast and rapid sorting of recyclable material produced from housing units above.

Existing topology is referenced in the design of ground floor level recycling village in order to provide low capital local recyclers or non government organizations with more new an affordable venue to start their second hand goods business.

## Be Part of Our Society ! Be District Responsible !



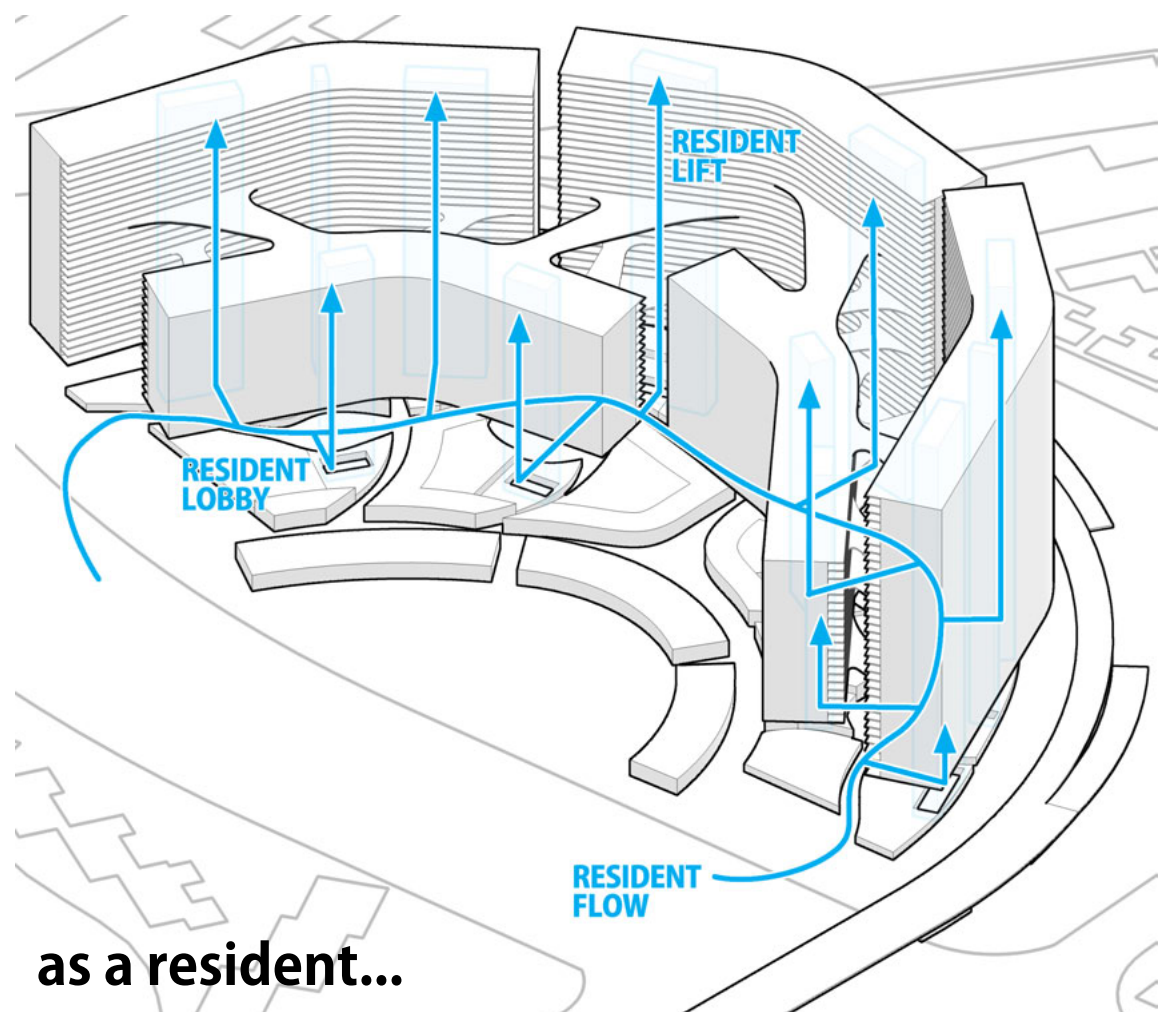
### UPCYCLE - SUNGANG IS THE RIGHT CHOICE

The existing site is a hinge between Qing-shuihe and Sungang. When we consider the whole site in larger scale with consumer behavior and railway network conditions, we can observe that the current site is located in a special location where consumer activities are not actively taking place. This shows that Sungang is having a special mission to the society other than consumer retail or commercial needs.

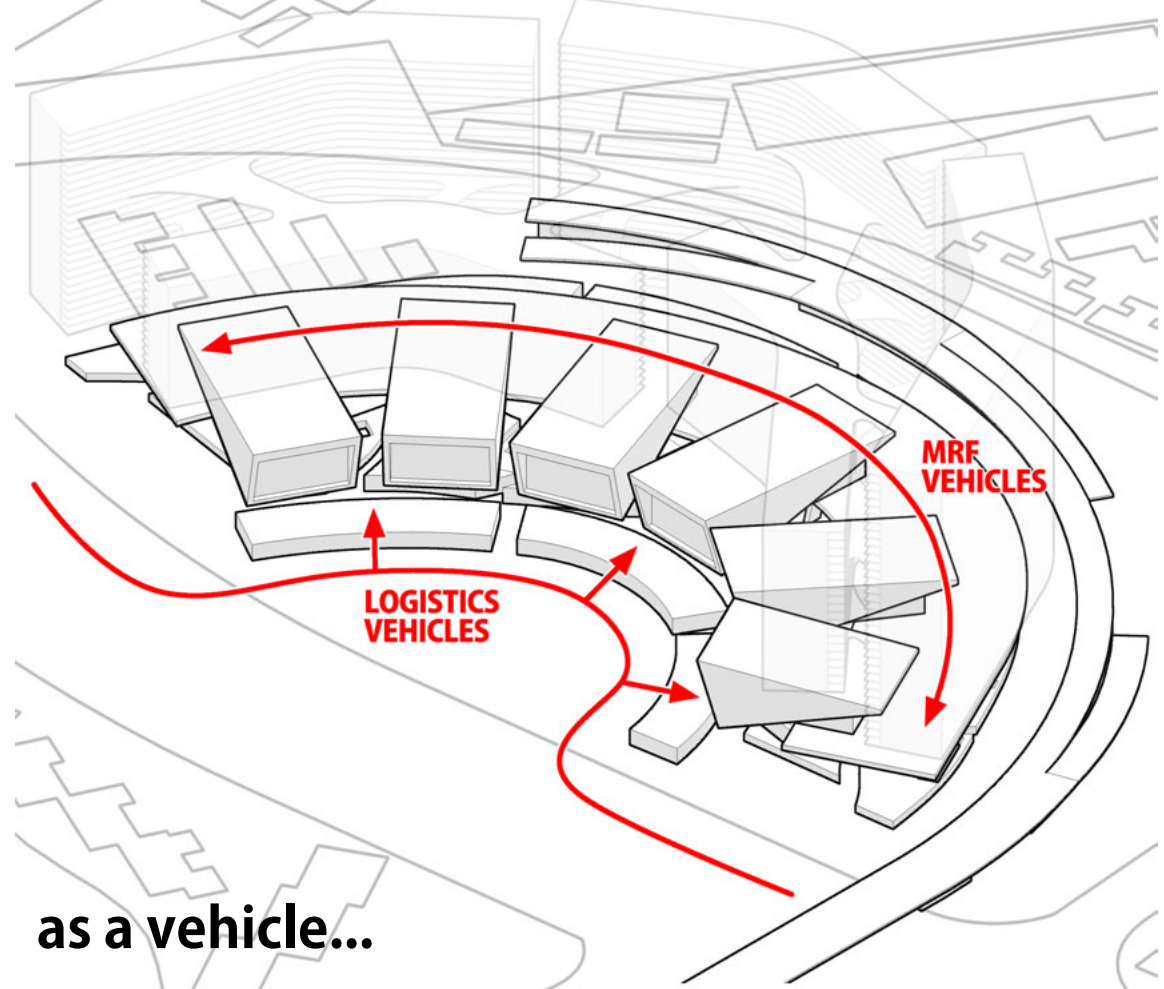
Further zoom in into the chosen area, it is observed that the existing area is carrying out active recycle activities and less active logistics activities. With ineffective scale of land use, socially initiated activities cannot be fully encouraged. To solve waste crisis in Shenzhen and to activate Sungang at the same time, to glorify the recycling activities is our inspiring key.



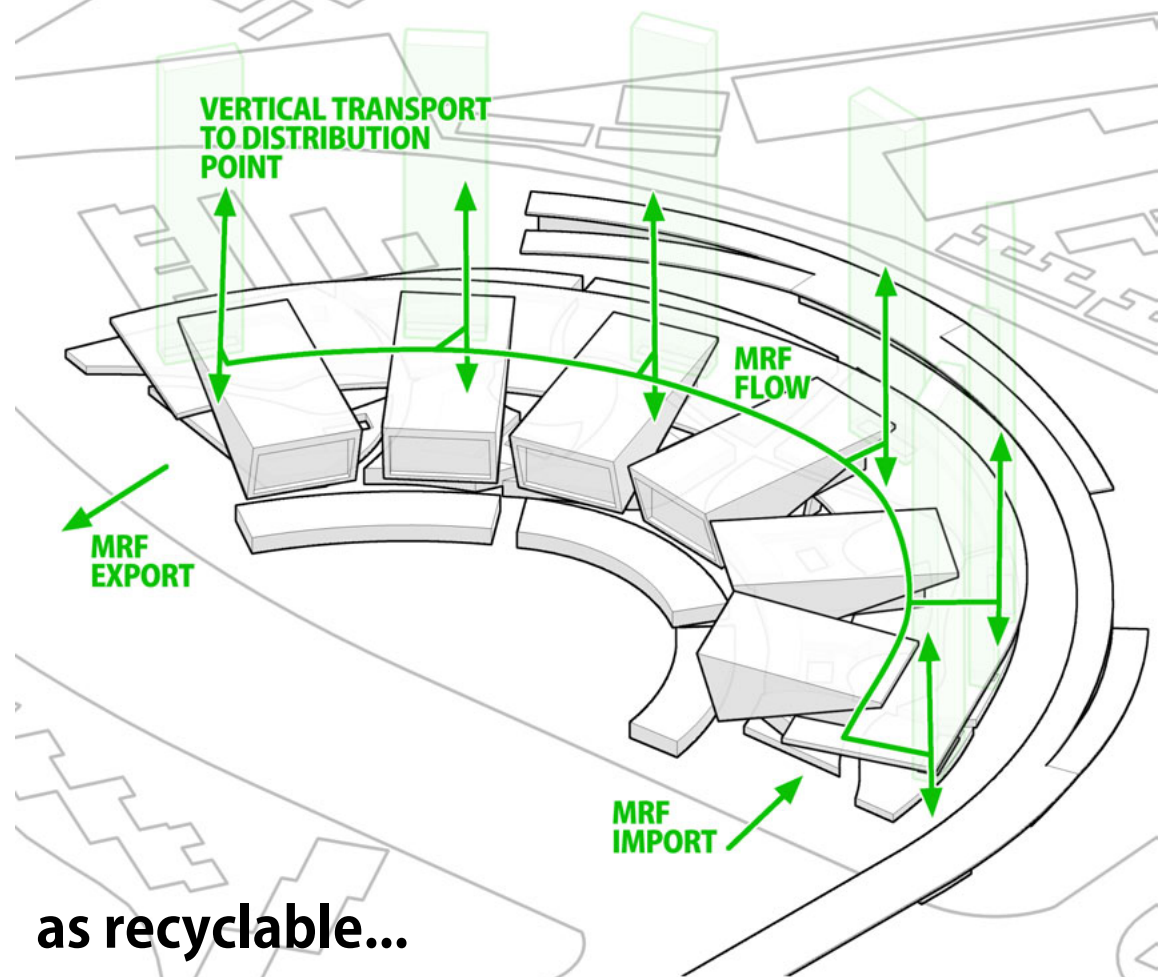




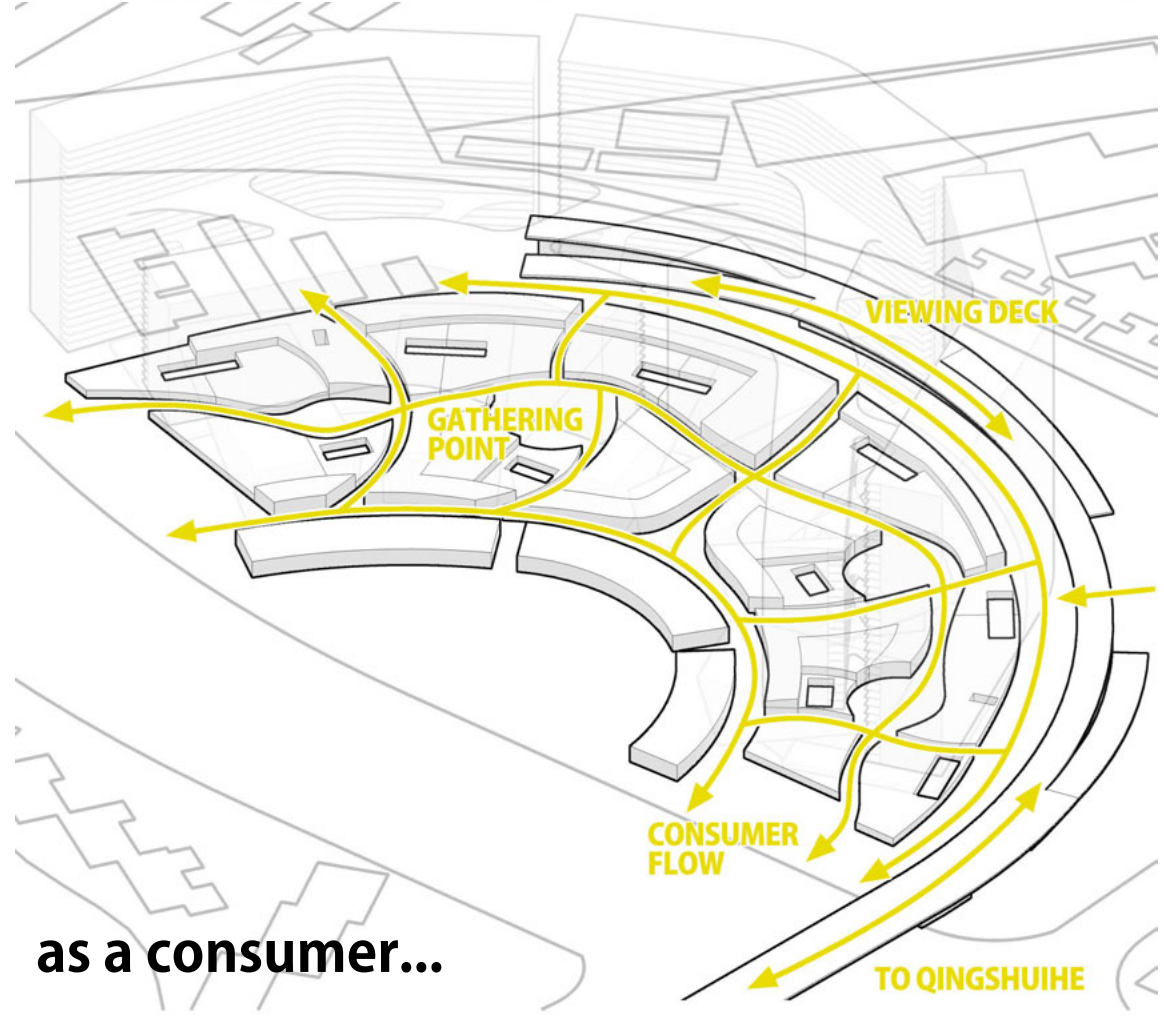
as a resident...



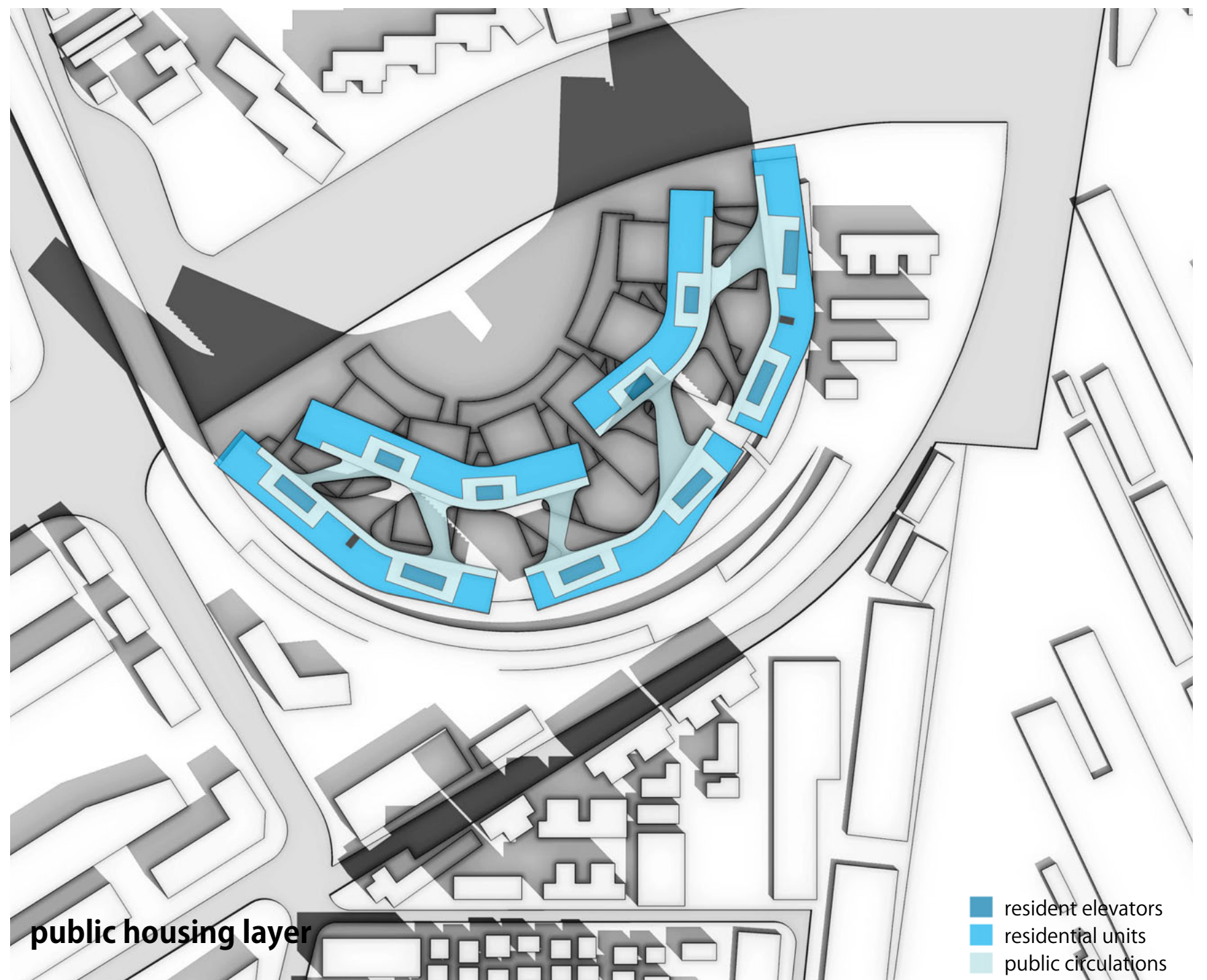
as a vehicle...



as recyclable...

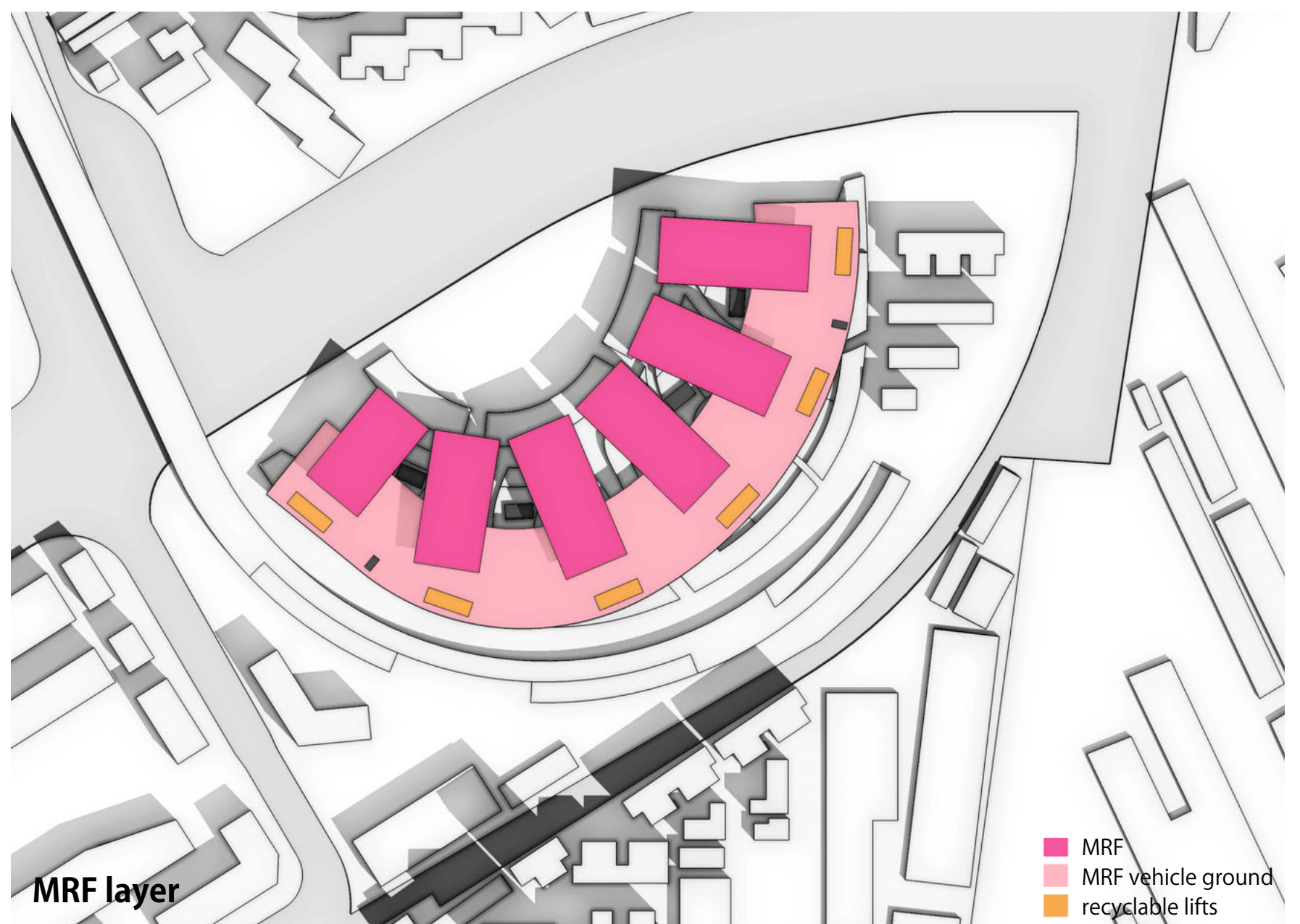


as a consumer...



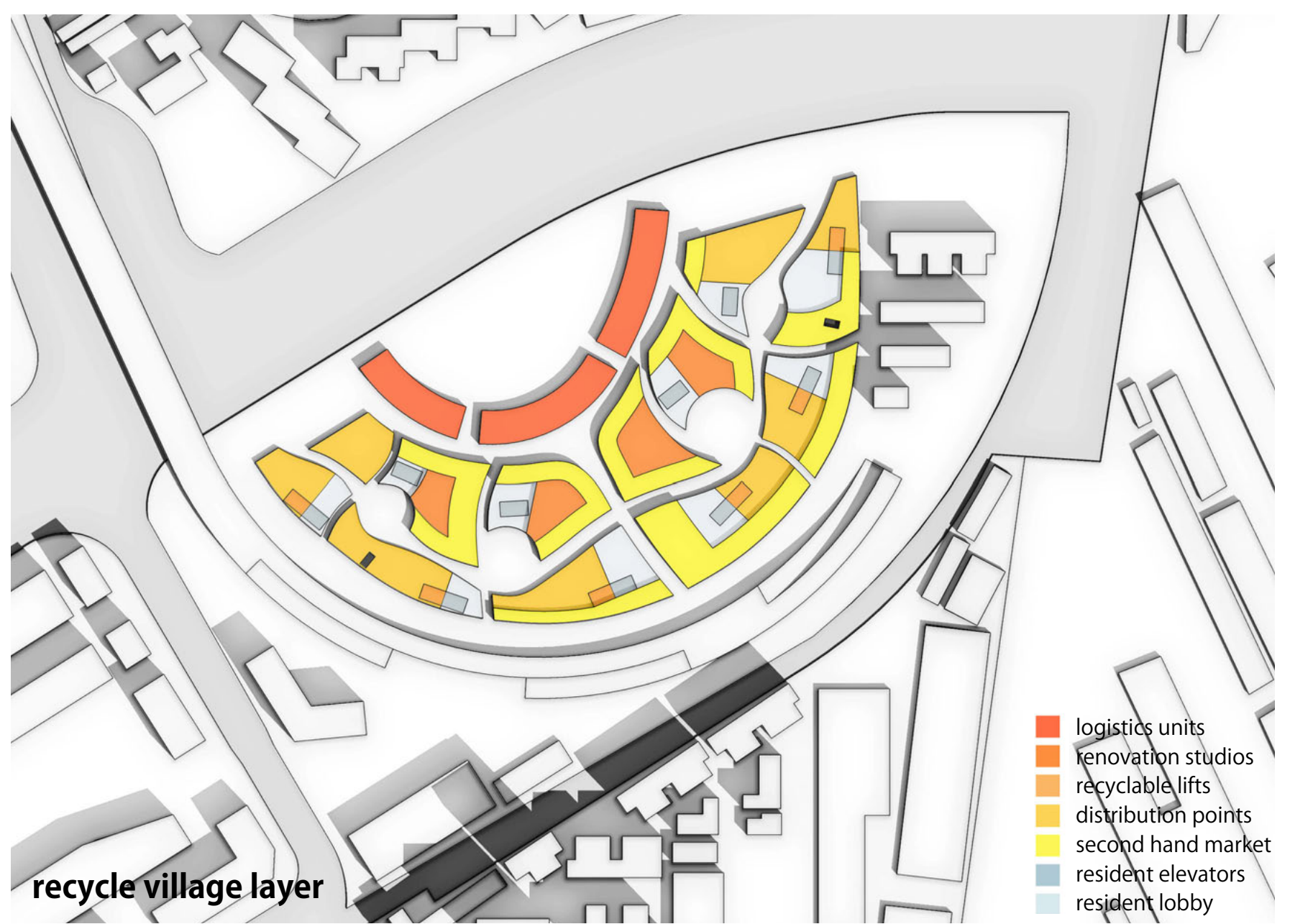
public housing layer

- resident elevators
- residential units
- public circulations



MRF layer

- MRF
- MRF vehicle ground
- recyclable lifts



recycle village layer

- logistics units
- renovation studios
- recyclable lifts
- distribution points
- second hand market
- resident elevators
- resident lobby



# Next: Headquarters Economy

## Starting With A New Typology of Automobile Industrial Park

LEE WAI SHING, SIMON

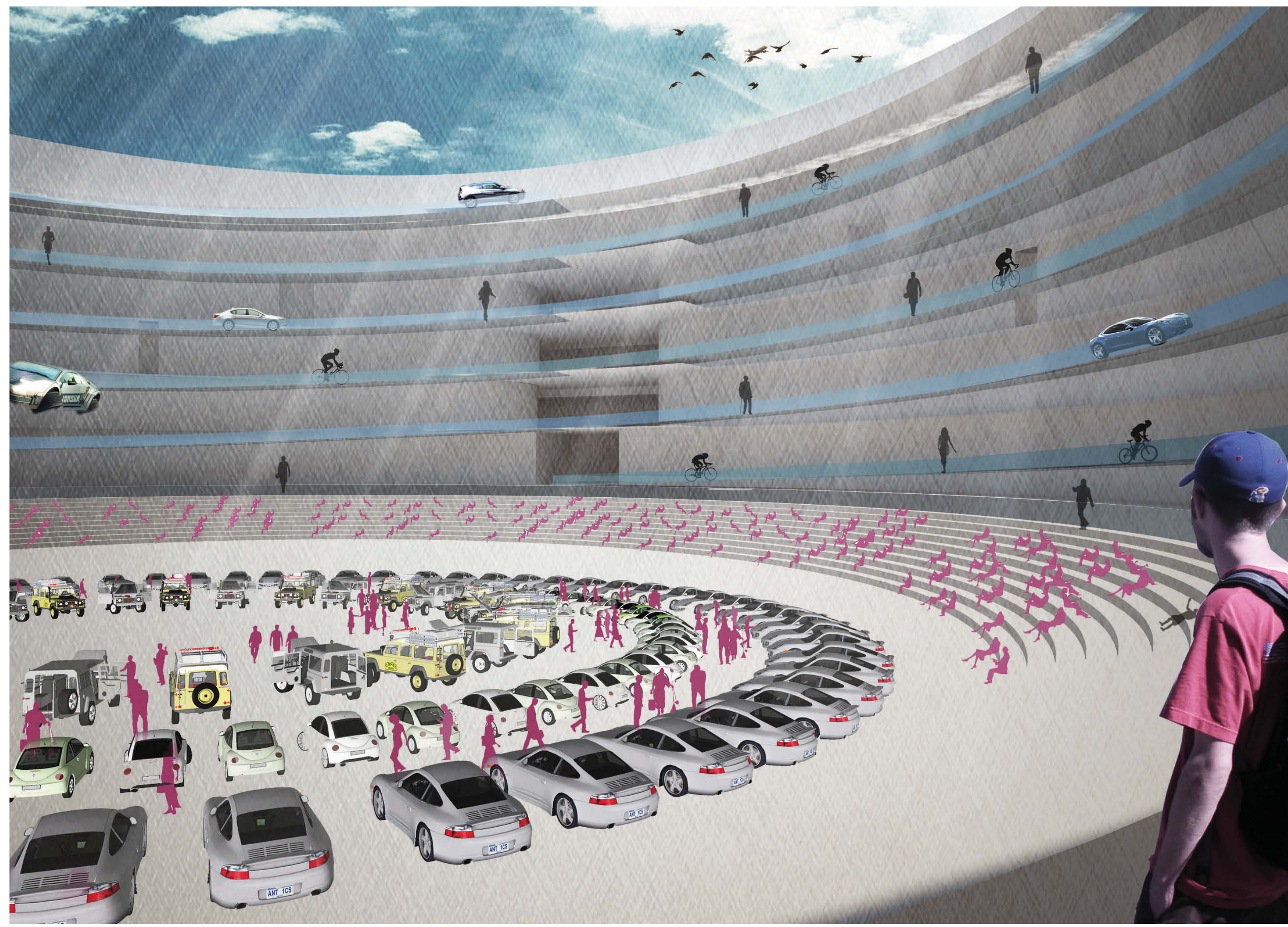


The project explores how to develop new generation of HQ industry in the city. The project firstly researches about the Sungang automobile trading and repairing activities. The intention of the project is to enlarge and integrate these kind of industry by proposing a high-end industrial R&D complex, specifically to automobile testing and experiments, to be developed on the site. The complex also becomes the center to integrate many surround programs. By itself, it is also a sharing facility to conduct automobile testing, information releasing, knowledge exchanges. Incubator offices are also introduced to be part of the complex, in order to encourage more national elites to settle down in Luohu.

SG was position as an industrial site, when they design SZ in 1970s. Therefore it has a lot way railway lines, penetrating the site for transportation purposes for the factory, however as the industrial business shifted north like Dongguan. Now it has very limited program, (residential, F&B, fashion & stationary wholesales, local material supply shops and automobile sales.

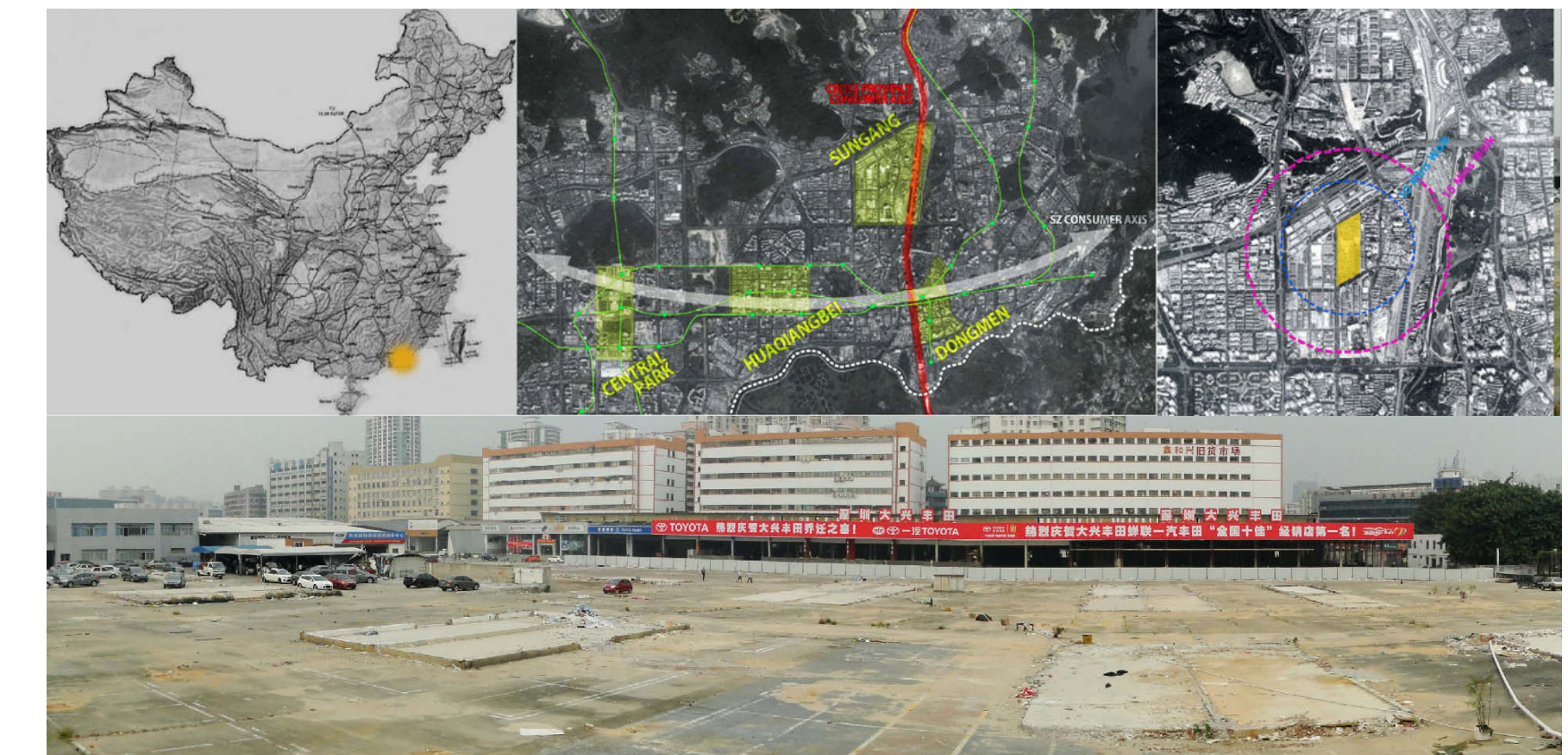
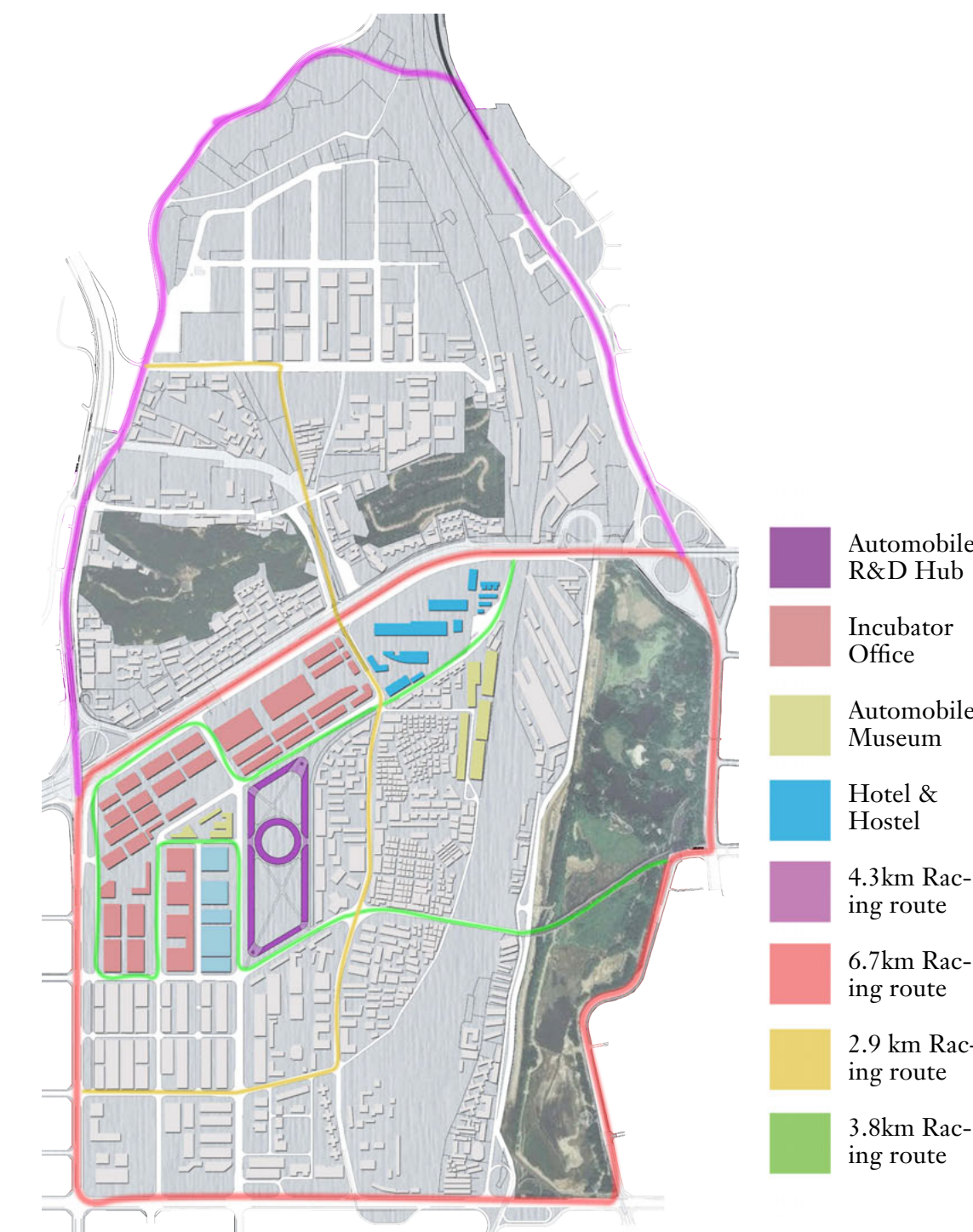
I believe SG has a lot of potential to be further development, and I want to achieve back the urban industry. As I believe a healthy city structure should be able to self-sustain. And SZ now is week on industrial business. I'm Going to provide a centre for automobile development, tightening the neighborhood with the loose cluster group.

The centre itself is not just a sharing facility to conduct automobile testing, but it is also allow information releasing & knowledge exchanges. Incubator offices are also introduced to be part of the complex, in order to encourage more national elites to settle down in Luohu. By doing this, this can increase the national competition of the site. The complex also becomes the center to integrate many surround programs, and create a "ripple effect". One of the key is to affect the neighborhood program & redevelop the abandoned warehouse.



# Automobile Research & Development in Sungang

## Industrial Town to Automobile Headquarter Park



**1970s**  
• Industrial idea applied  
• Logistic railway network provided for distribution of goods

**1980s**  
• Industries further developed  
• Extension of the railway network  
• Residential provided for local workers  
• Workers use the rail route to work.  
• Rail track became delivery network, internal circulation network & the main road.

**1990s**  
• Works & living all in one town.  
• Became a self sustain area.  
• Industrial shifted north.  
• Sungang lost its industrial signature.

**2000s**  
• This town no longer self sustain  
• Residents find job opportunities out of Sungang.  
• Factories near the residential area became wholesale & retail.  
• Some factories became warehouses.



### SUNGANG DEVELOPMENT

The development of Sungang is part of the Shenzhen development plan in 1970s, Sungang was position as an industrial town, mainly produce goods for Shenzhen making it a self sustain city. Large railway facility is supporting the factories, and secondary railway network continuing supporting the expansion of the factories.

However when the policy and land value changed, factories moved out of Sungang. Therefore this district is no longer sustainable. Citizen needs to get out of Sungang for job opportunities, unemployment is high. Some of the factories turned into warehouse & wholesales as temporary program. Though the nearby town can provide jobs for Sungang citizen, but this is not a healthy status. Therefore something has to be done to solve this.

### SUNGANG PROBLEM

#### Site Analysis & Forecast

Commercial (yellow), residential (blue) & industrial (red) are the main program in Sungang. Those are all vibrant and fulfil the human need. However industrial is falling apart, mainly has several reasons:

- 1) Lacking of a strong business theme, which its identity is blur.
- 2) Loose cluster group & small local business loosely located, lacking the sense of a city centre as well as place for gathering.
- 3) After the factories moved, this create a lot of abandoned warehouse and cause a huge land problem.

Secondary Train Network running through the town

Vehicle density is low on the NW part of Sungang

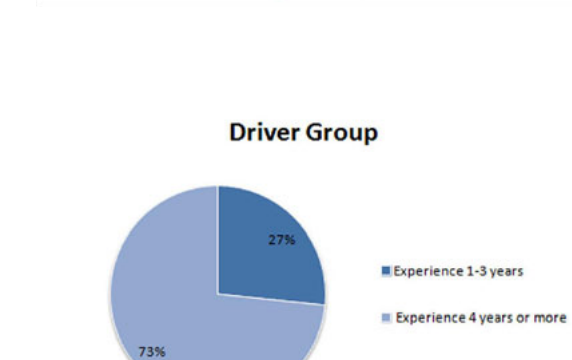
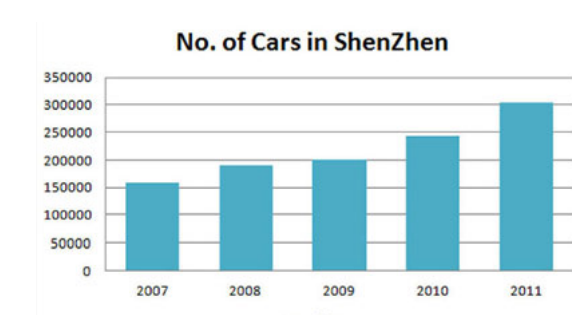
NW part of Sungang is not a popular part for human activity.

SE part of Sungang is vibrant, which is contrasting to the NW.

New metro station will open in Sungang, which will help revitalising NW with automobile industries.

When both NW & SE vibrant together, Sungang will become self sustain again like in 1980s.

### Automobile Business in Sungang



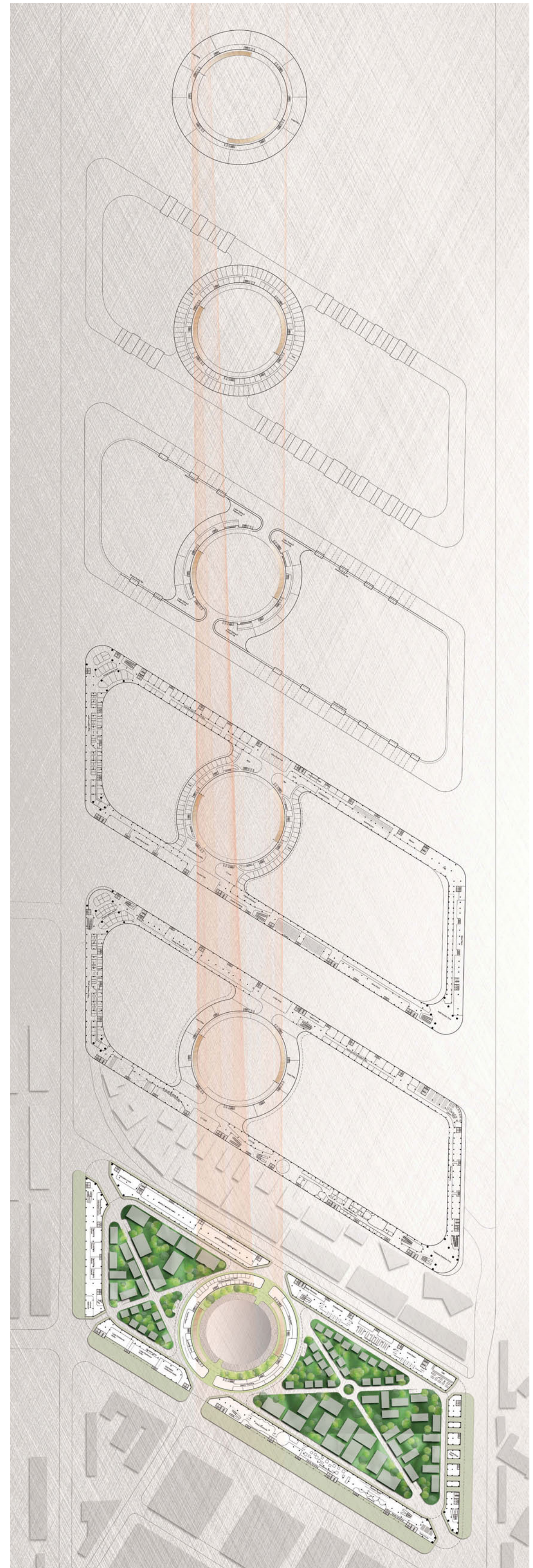


# City Centre & Culture Hub

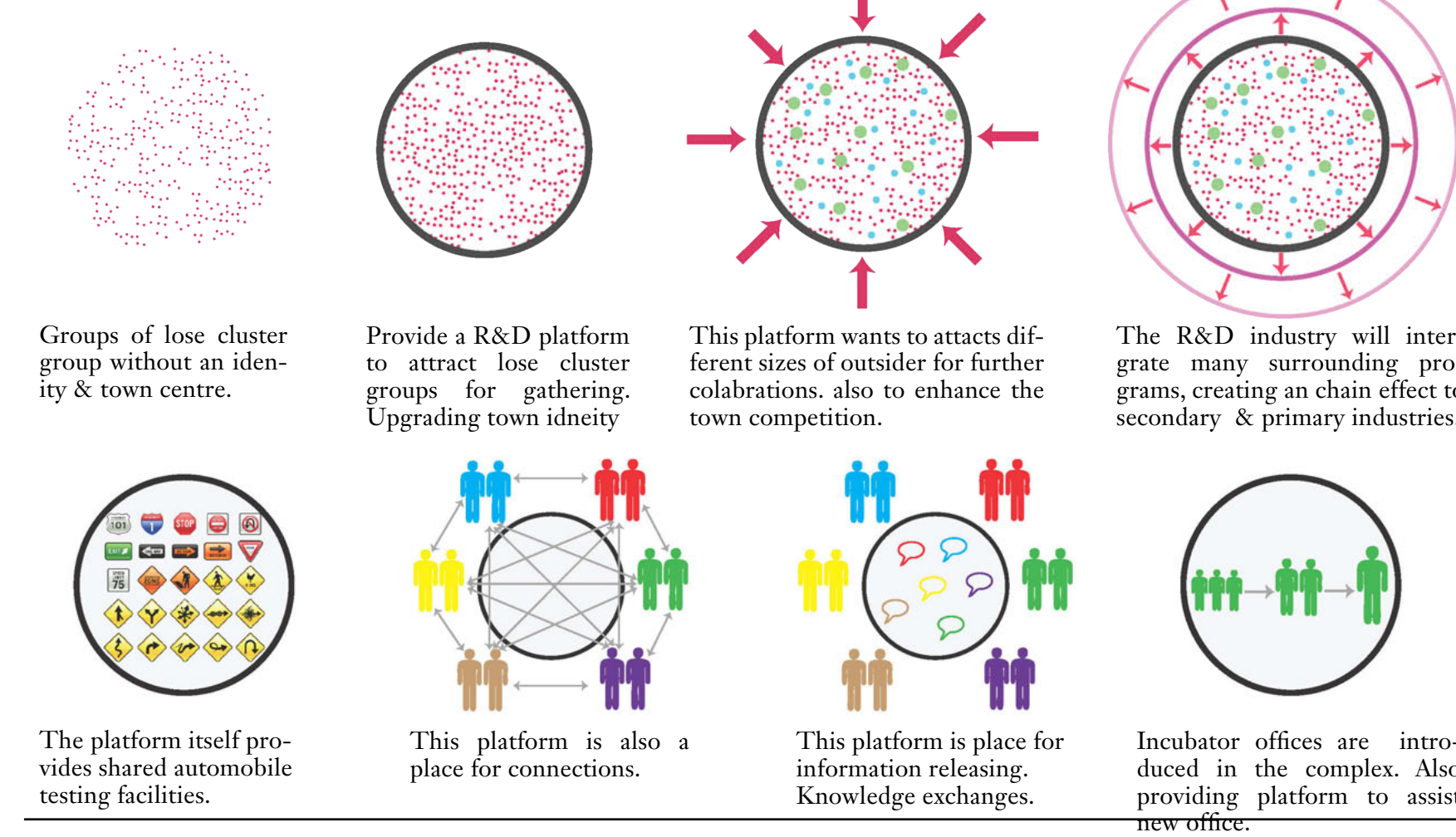
## PARK IN THE CITY, CITY IN THE PARK.

By inventing a sustainable park within the Sungang city, it can upgrade the town's national competition and upgrade its identity. This park contains lots of sharing office & laboratories, especially in assisting the fresh enterprise to start their business, as well as upgrading Sungang to a 3rd industrial automobile R&D town.

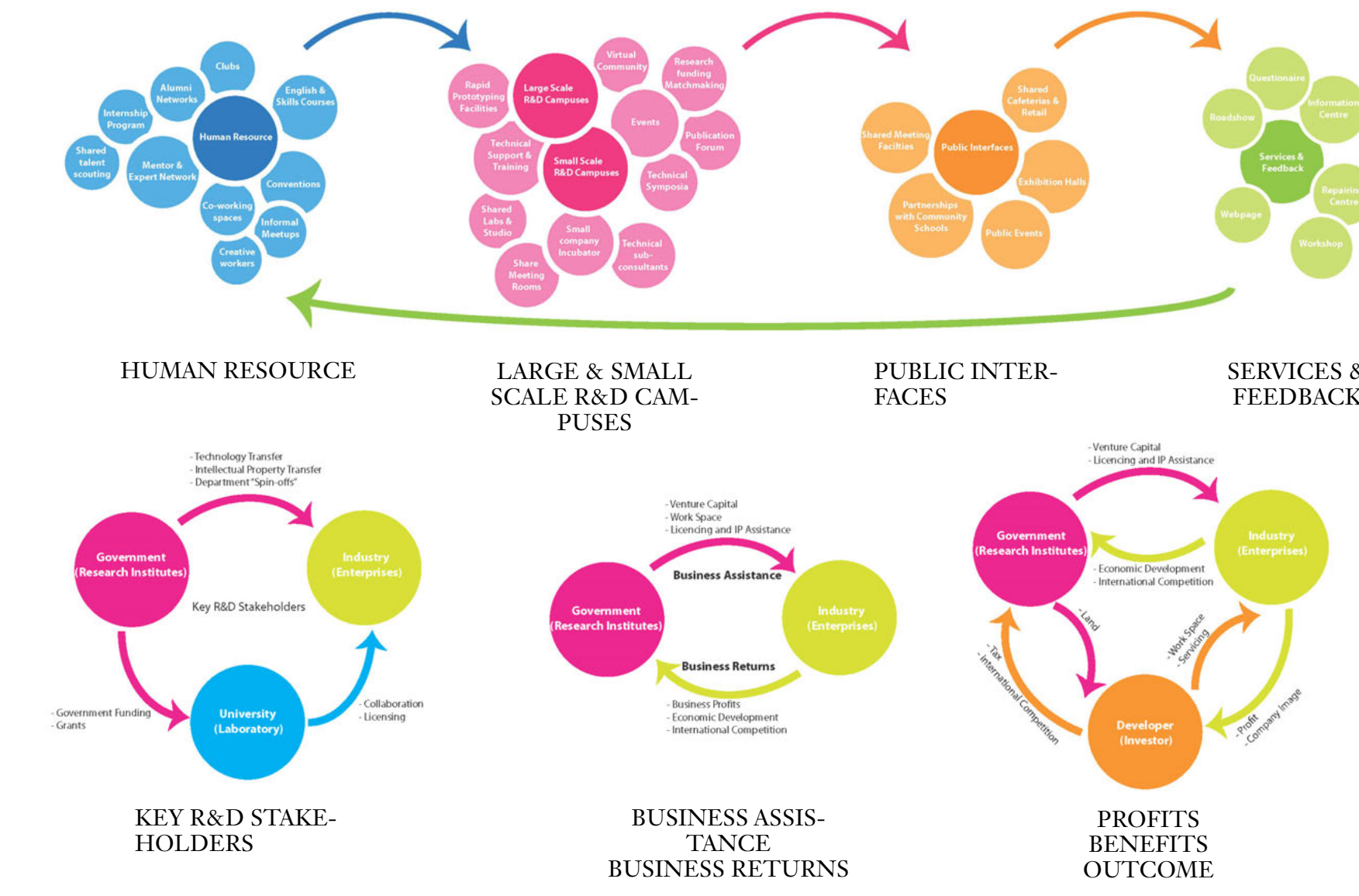
I mixed and matched the program on each floor, in order to achieve a divert experience for outsiders when they walk through each level. But they are not balance distributed. More flourish program locate on Ground level, like exhibition space. And more stationary program locate at the floor above, like office & meeting facility.



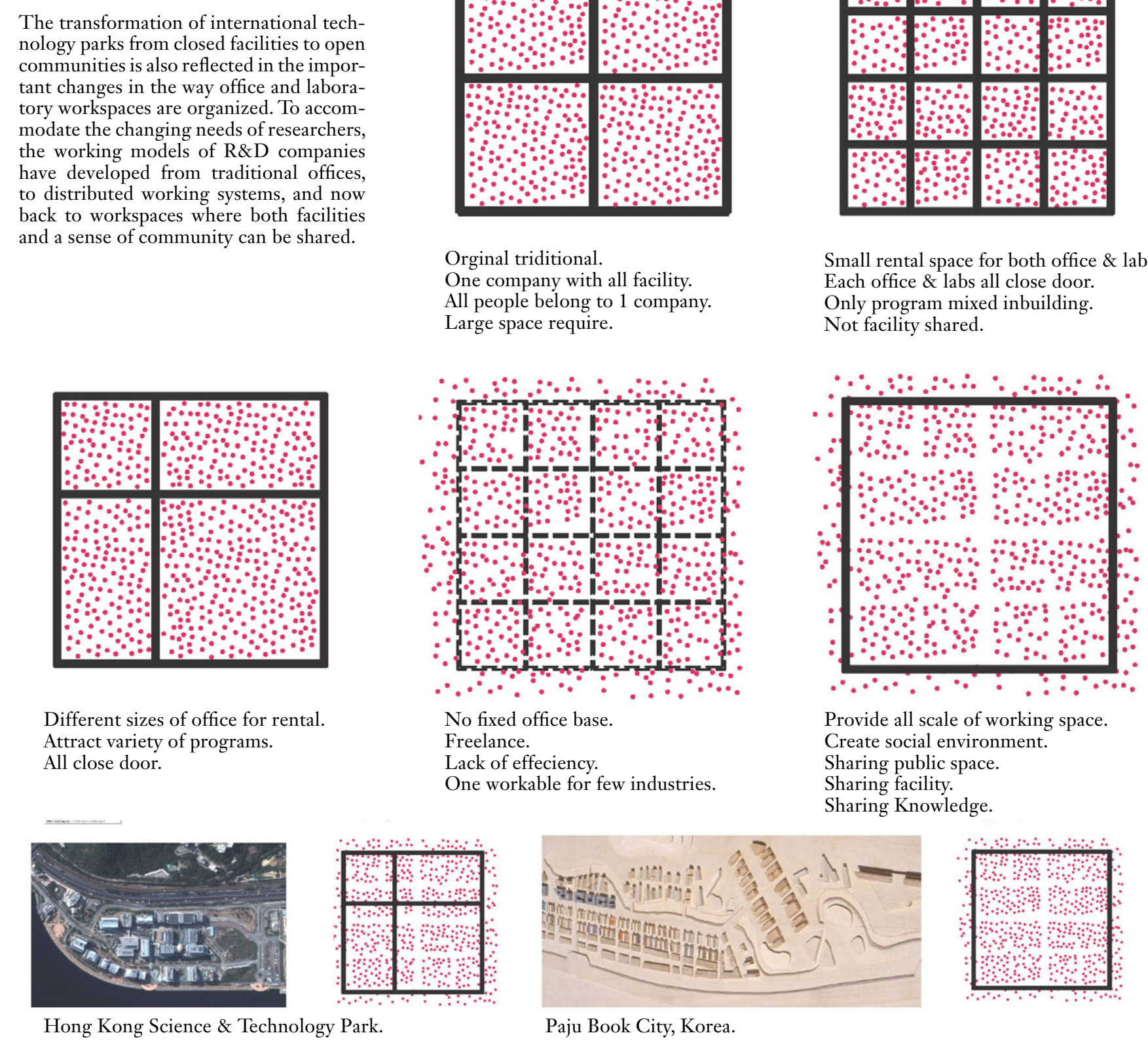
### PROPOSAL & INFLUENCE



### WHAT IS R&D & ITS STRUCTURE



### WORK SPACE DEVELOPMENT



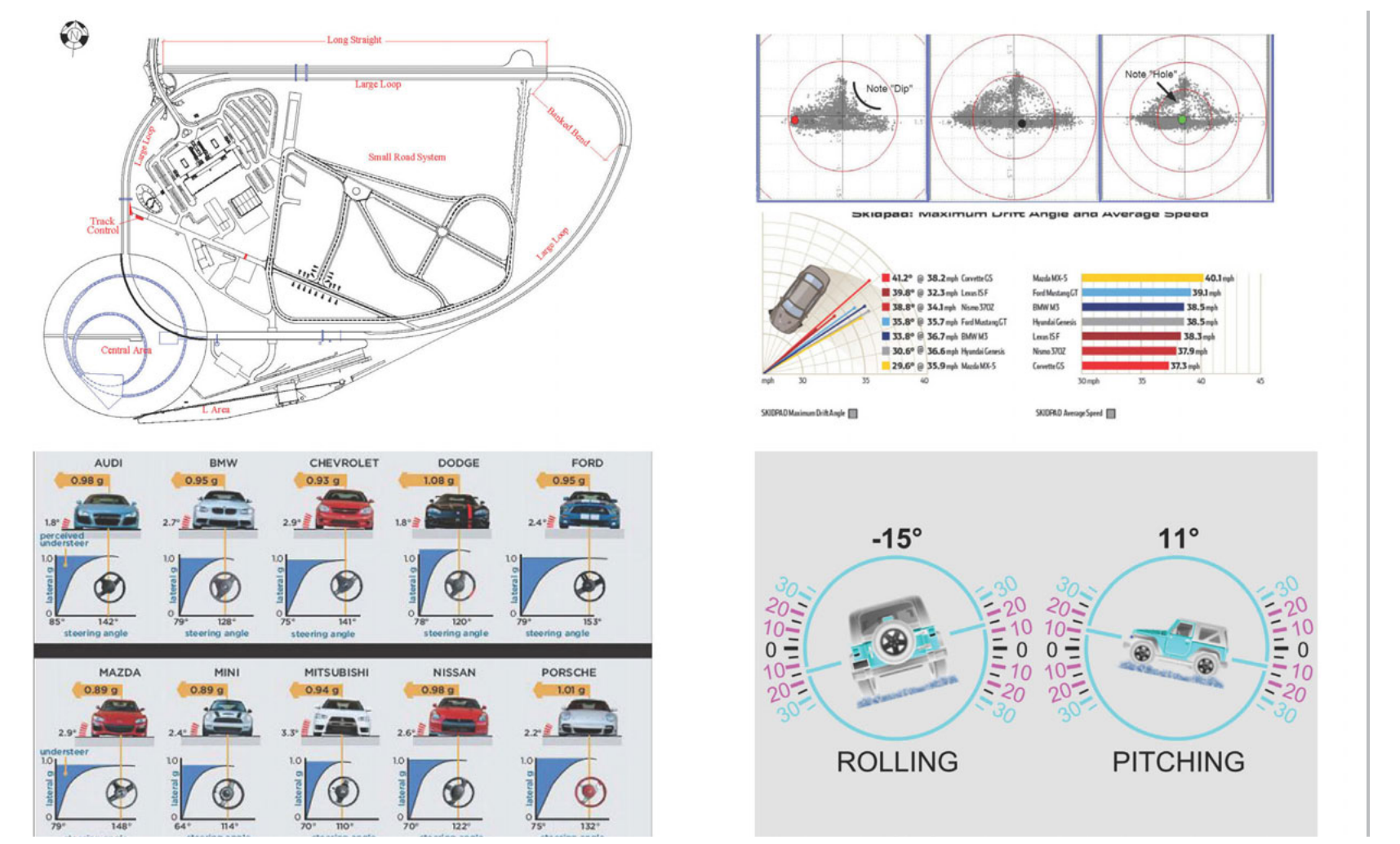
## SUNGANG PROBLEM SOLVING

- Reason of Abandoned land in SG. Low class industry, high rent, people can't afford = abandoned land. This problem can be solve if the industry have been upgraded.
- How to use up the land. Which is to Upgrade from "secondary production industry" to "Tertiary" research & development industry".
- Relationship of 2nd & 3rd classes. I am creating a more complete industrial structure ~ tertiary industry on lead and secondary industry on support. As some kind of manufacturing is always needed during the testing & researching process (even a small amount), like some prototype.
- How to upgrade industry class. In my complex, I am providing shared testing & researching facility, where people can have a small office space outside & rent the provided facility inside. This lower the criteria for beginner enterprise to set up, as well as attracts incubator office to be located in this site.

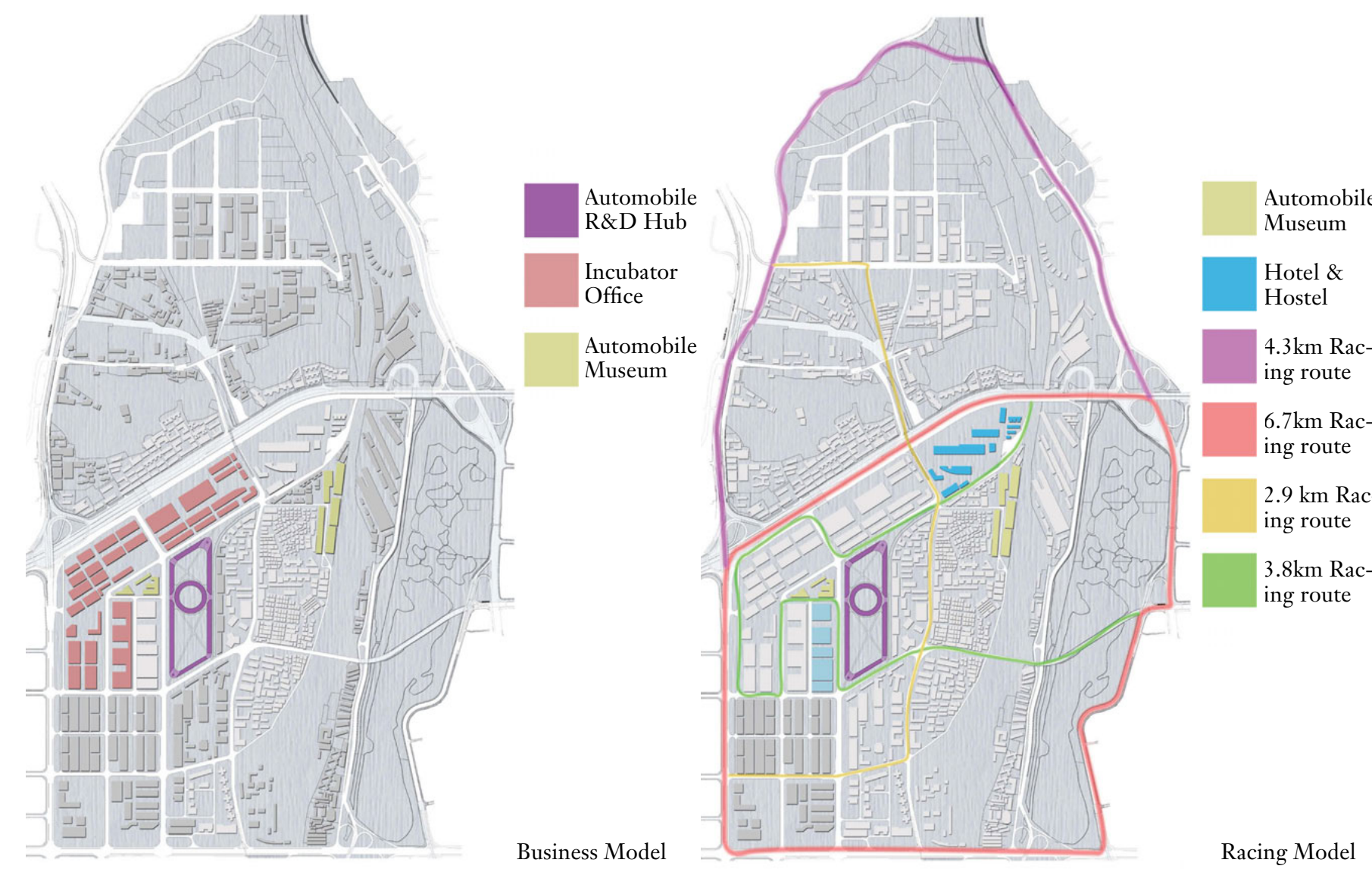
Where the SG business chain can be enlarged and eventually the office will base in SG and affect the surrounding programs. Which will revitalize the site even more.

5) Flipped Program. However 2nd & 3rd industry closely related, so here could be flipped relationship in this area. Office in my park, manufacturing outside (CNC prototyping or larger facility). Or Office outside, facility in my park.

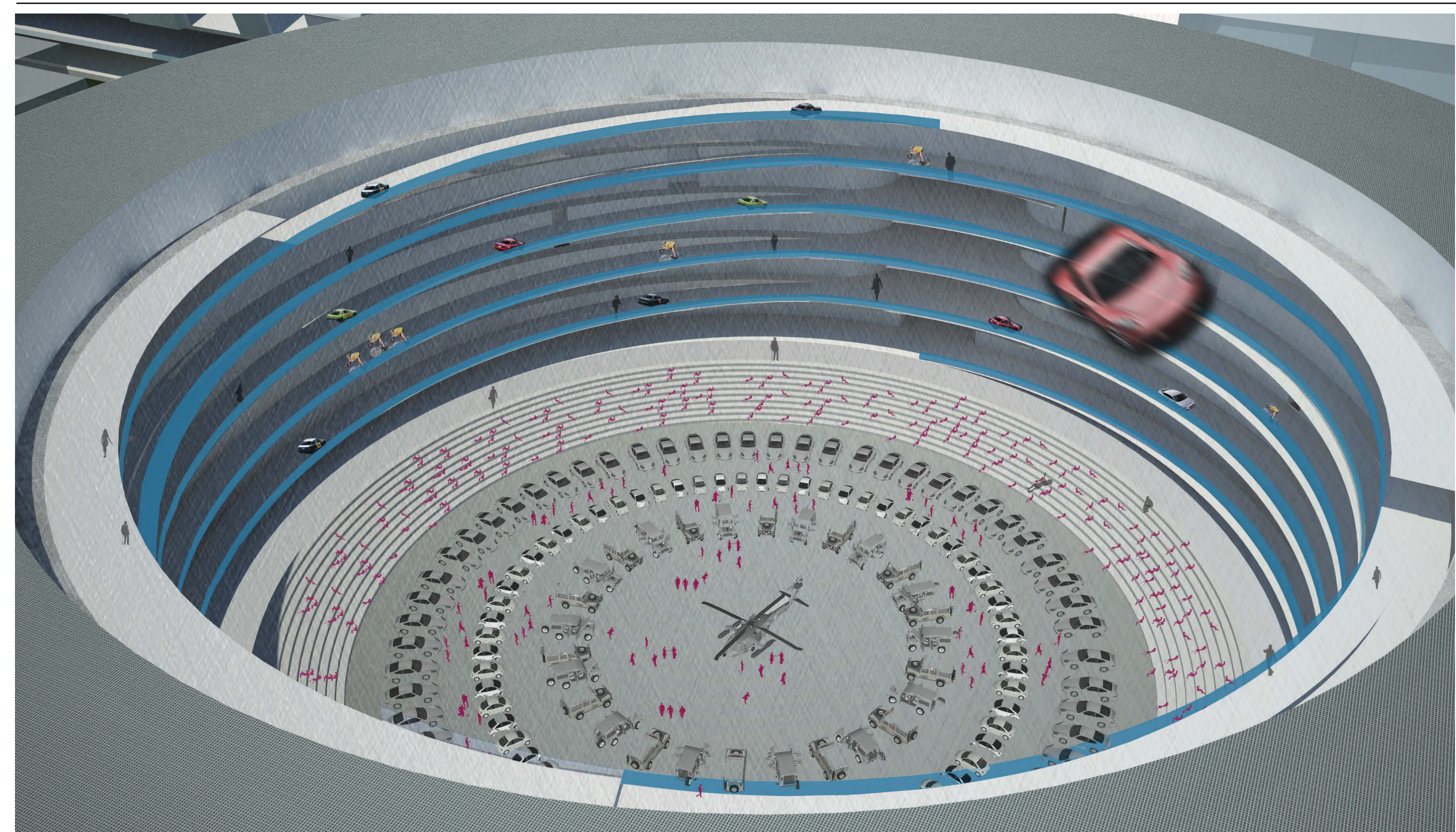
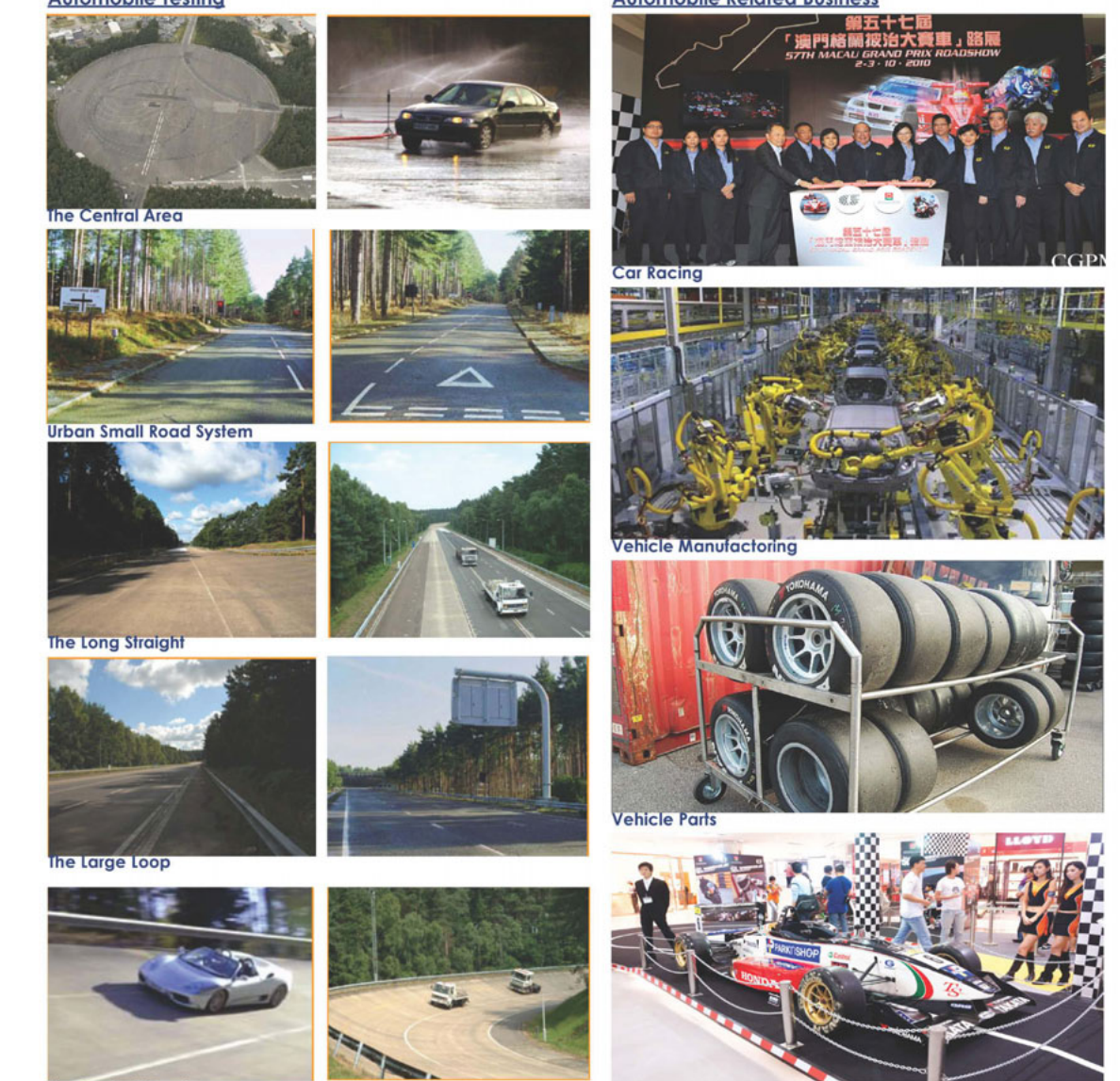
6) Car Racing Activities. Annual Car Racing can also introduced, and the top track of my park can be part of the route. Car Racing its important, as it is a platform for exhibition, information release, as well as show off to the competitor. So it is a platform for battle!



## Proposed Planning

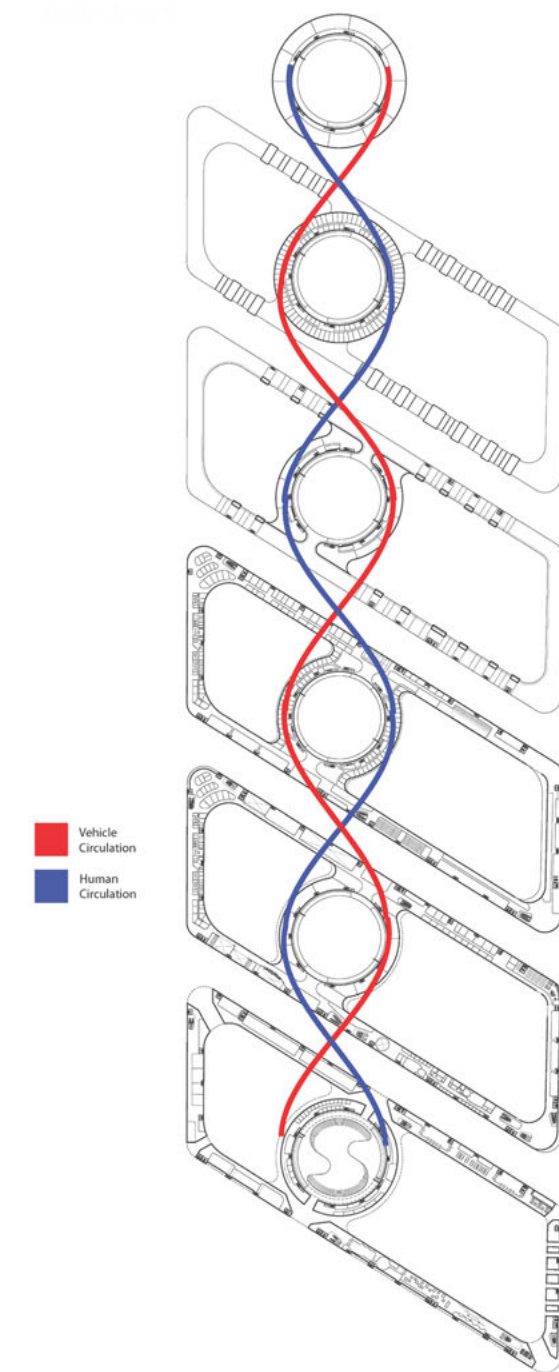


## AUTOMOBILE RESEARCH

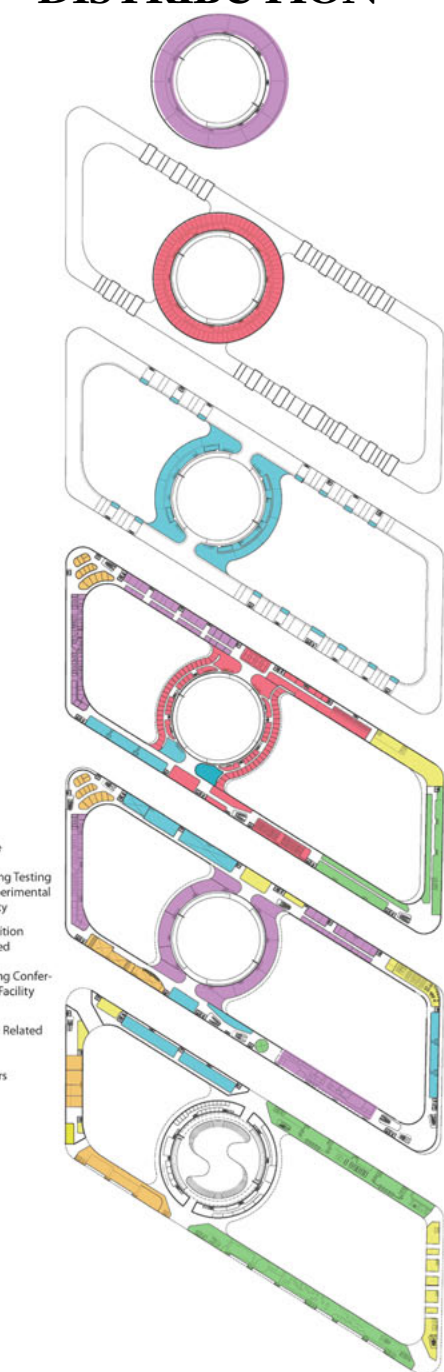




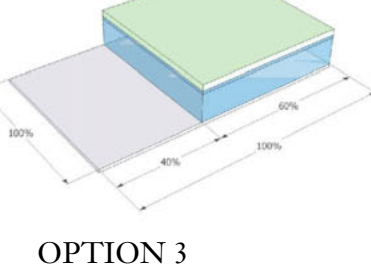
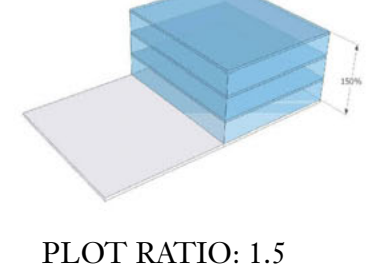
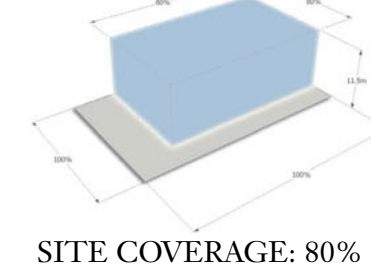
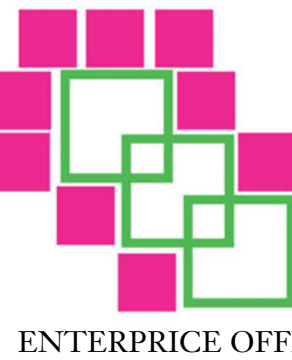
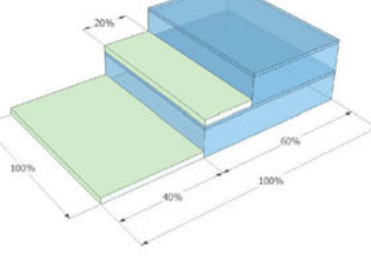
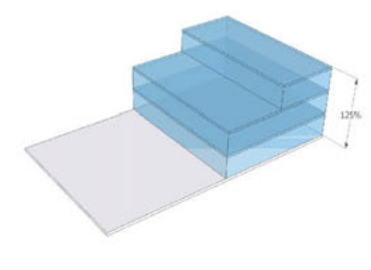
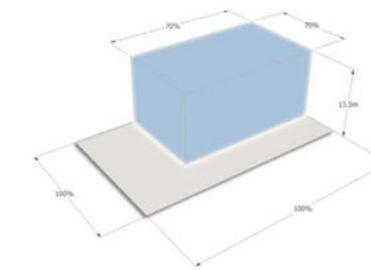
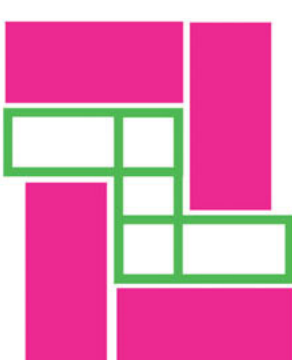
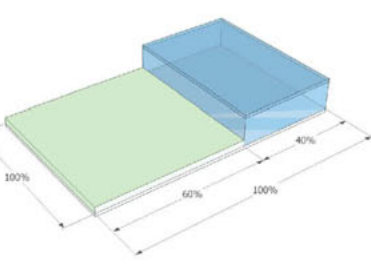
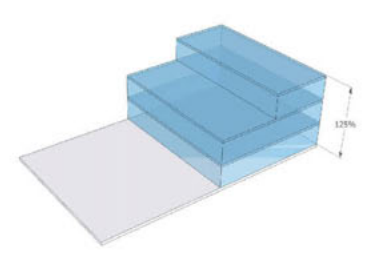
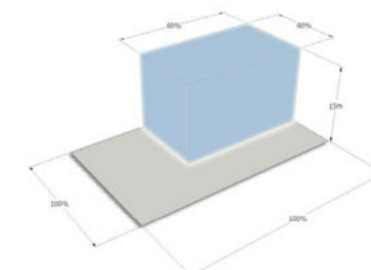
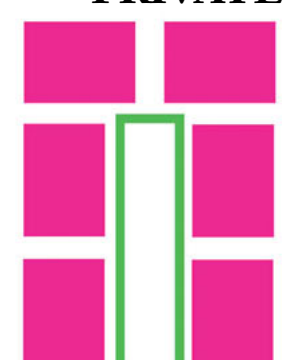
MAIN CIRCULATION



PROGRAMATIC DISTRIBUTION



REQUIREMENT FOR PRIVATE LOG

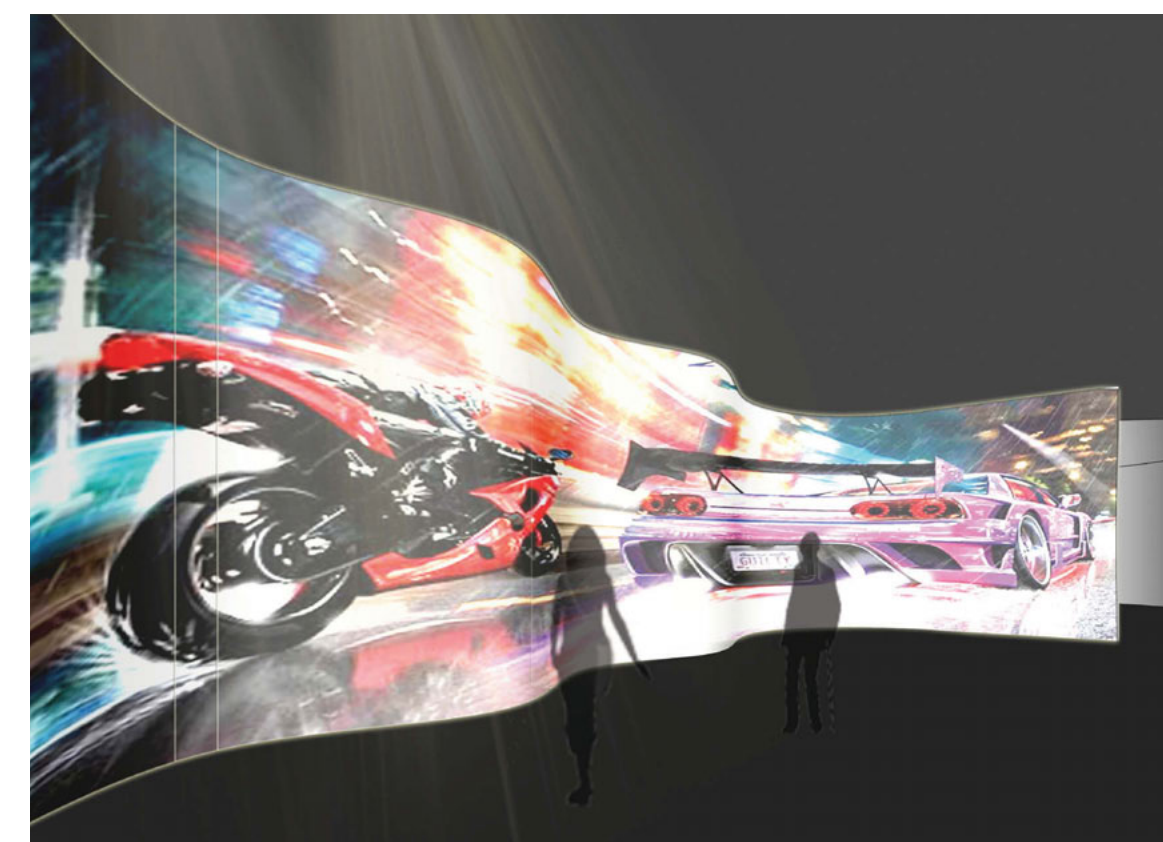


TESTING FACILITIES

Automobile is a dynamic element, which gives a dramatic speed, sound as well as visual impact. Therefore my testing facilities would enhance these elements and provide a different ways to appreciate it.

The 1.4km long top testing track included 3 testing experience; large loop, blended bank and long straight. These fulfil different testing requirement, which aiming to become the top standard of automobile testing centre.

The 3D cinema experience, more concentrate in delivering the enhancement of visual & sound experience to the visitor & buyers.



AUTOMOBILE R&D HUB DESIGN FEATURE

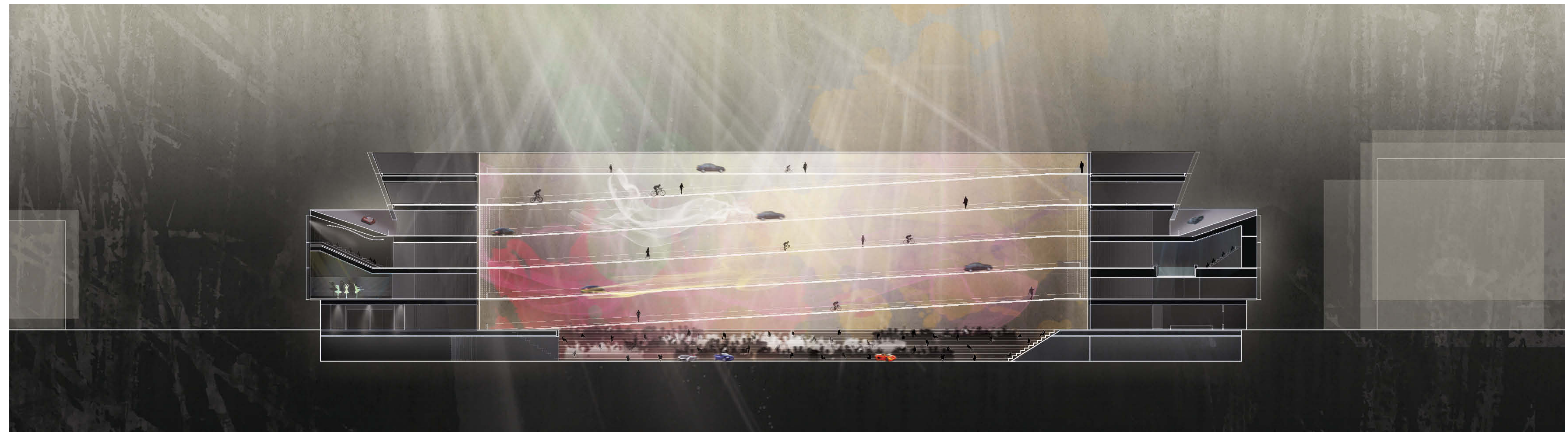
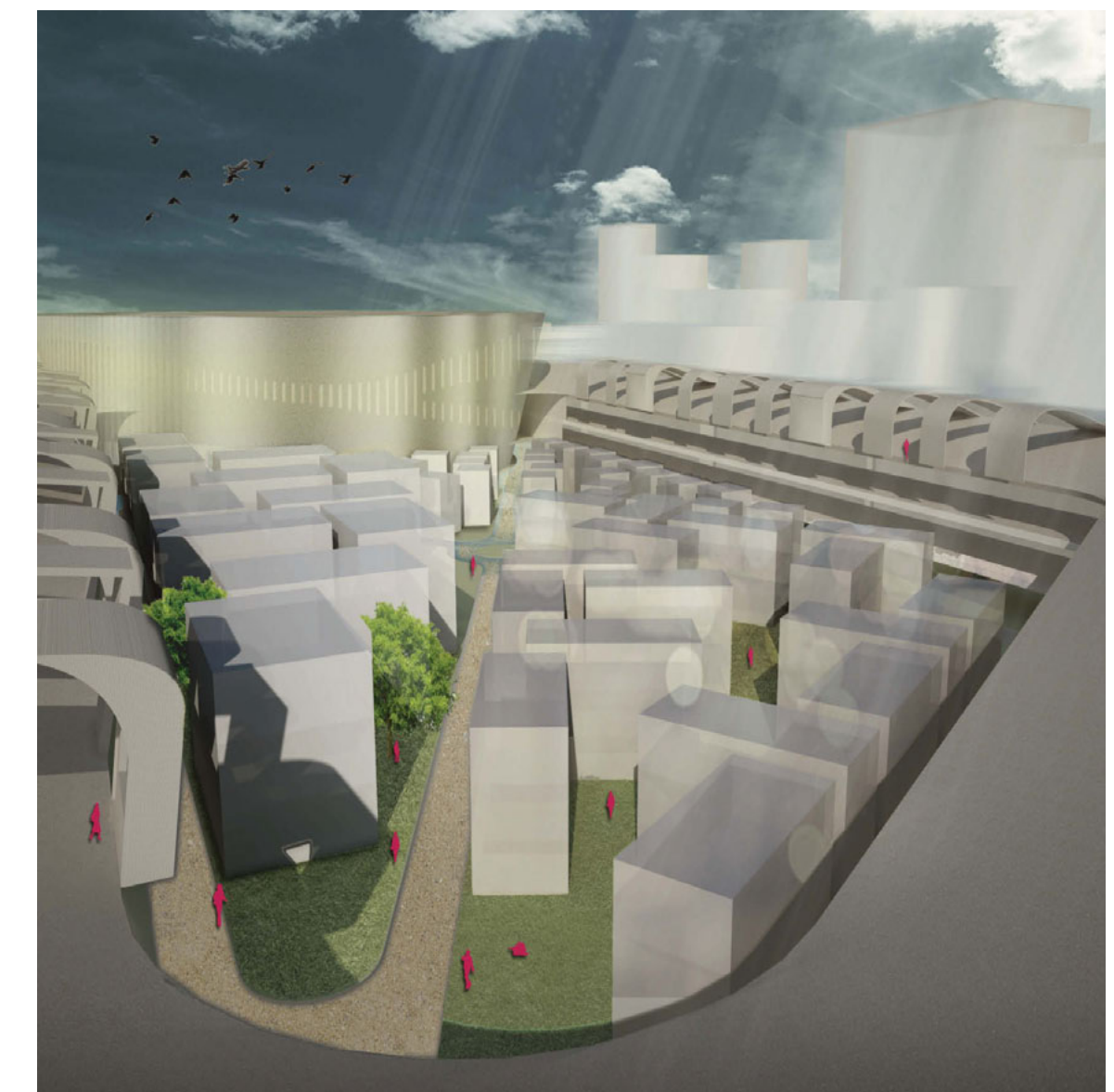
**Cluster Group**  
Different scale & range of cluster group located in one area, which create opportunity of knowledge & cultural exchange. Also it is a "Park in the city" as well as "City in the Park", which provide some meditations & breathing space for the users & locals. Which will become the city centre of SG.

**Scissors ramp**  
create inter-layer between visitor & officer, especially provide a greater R&D atmosphere to the outsiders. Which further enhance the town identity & the center of the city.

**The ring**  
It is a multi function exhibition area as well as a car testing ground, act as the skidpad for car testing & show. It is also a place for information releasing, knowledge exchange.



CITY IN THE PARK







# Renmin South Road Needs a New Identity

## How can Luohu transform to comply with Shenzhen's future?

The Special Economic Zone of Shenzhen is one of China's most economically powerful cities. This fact is, however, not always discernible, as one enters Shenzhen via the Luohu border checkpoint. Upon emerging from the Luohu border checkpoint, one sets foot on Renmin South Road, the southern most road connecting the border checkpoint with the rest of Luohu. On Renmin South Road, one is greeted with an urban landscape that mainly consists of low and mid-rise residential apartments, shopping malls, and few office towers. Some of these commercial buildings are surprisingly vacated, or afflicted with less-than-optimal occupancy rates and survive on a feeble stream of passers-by. These buildings were built during a time when Luohu district was the rising star of capitalist consumerism and production in Shenzhen. Since the conception of the Shenzhen Special Economic Zone in 1980, the main developments in Shenzhen were organised in cores, starting from Luohu,

and spread out in a linear fashion to other nearby districts, notably Futian, Bao'an, and Nanshan to the west direction, and Longgang to the northeast direction. The Futian district, in particular, is rapidly become the centre of living and trade in Shenzhen. The lack of vitality in Renmin South Road is a consequence of the road's poor identification and characterisation. Crowds throng the nearby Dongmen district, for its cheap goods and food; and Huaqiang Road in Futian, for its low- and middle-class shopping options. With the recent news that the Shenzhen authorities plan to invest more than 250 billion yuan in the next five to ten years to make Luohu district an 'international consumption centre', it is certain much must be done to regain Luohu's competitive edge in the consumer market, if the hefty investment is to yield success. --- CLIFFORD AU, KENNETH CHAN & CHRIS LEE

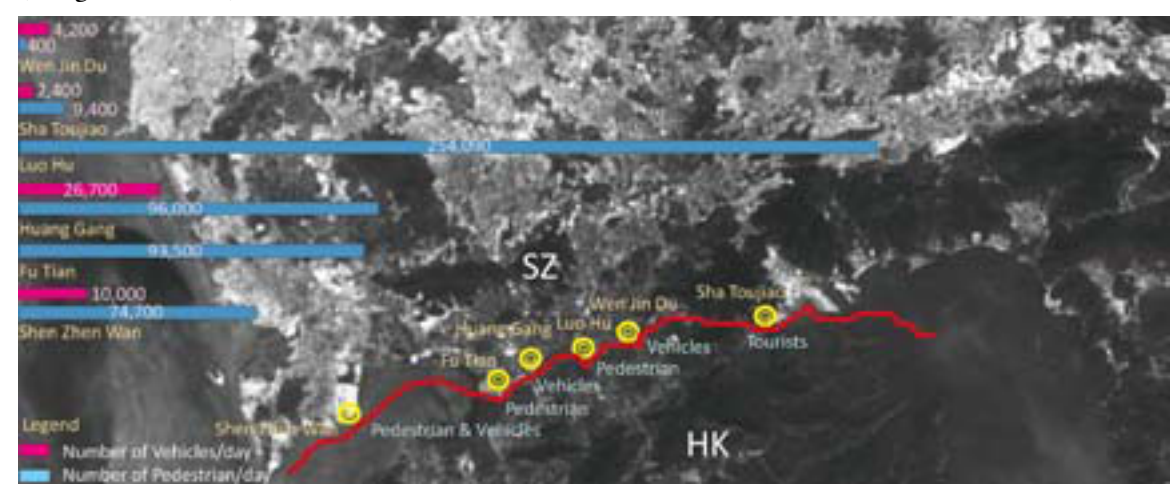
### INFRASTRUCTURE ACTS AS A BARRIER

If Renmin South Road is to be a centre of consumption, much should be done to channel visitors from the border checkpoint and Futian towards the shopping malls along Renmin South Road. The metro line and bus station at the checkpoint draws potential consumers away; and inactive buildings along the road disrupt the flow of pedestrians from the commercially vibrant Dongmen area. (Diagram, right)



### LUOHU STILL HAS THE LARGEST POTENTIAL

Today, the Luohu border checkpoint receives the most number of pedestrian travellers. The large volume of people that passes through the border may provide a favourable demand market for commercial ventures along Renmin South Road. (Diagram, below)



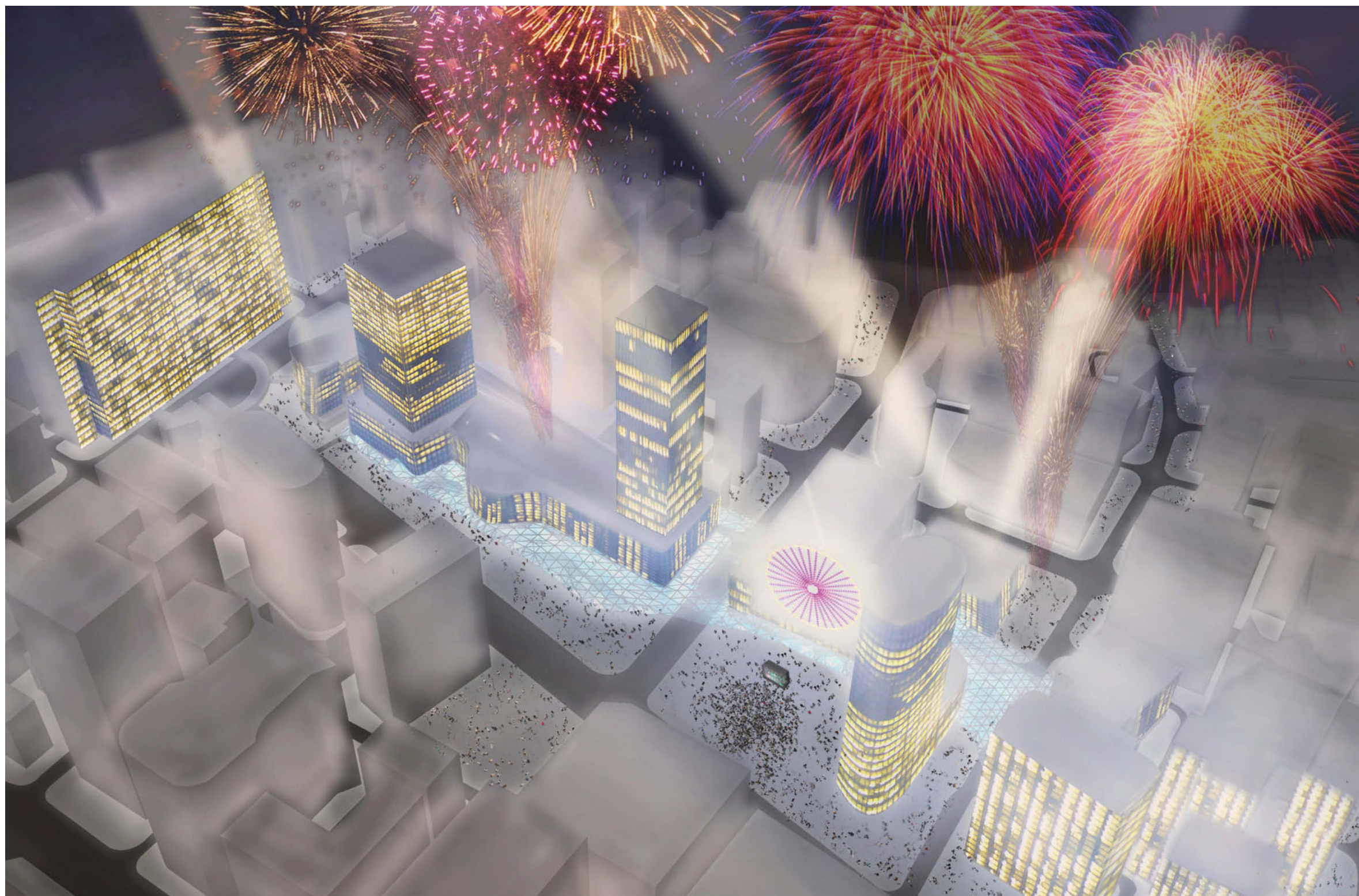
Renmin South Road District  
0 50 100 200 300m



# Renmin To Be Event City

## Redevelopment of Renmin South Road Into An Event Destination

CLIFFORD AU YONG



**RENMIN SOUTH ROAD** --- Renmin South Road, a planned financial and commercial belt situated mere minutes away from the Luohu border, is replete with vacated skyscraper towers and buildings meant for high- and middle-class shopping malls, and offices.

The current situation is but a reminder of the once-glorious past when Luohu was the economic centre of Shenzhen. Today, beyond these buildings, on either side of the road, lies a demographic that cannot afford anything within these malls, apart from the supermarket located in an otherwise nearly untenanted mall.

This situation demands a re-thinking of how Renmin South Road should position itself. Should it continue to aspire to attract the middle and upper classes, or attempt to integrate the populations that reside in the vicinity?

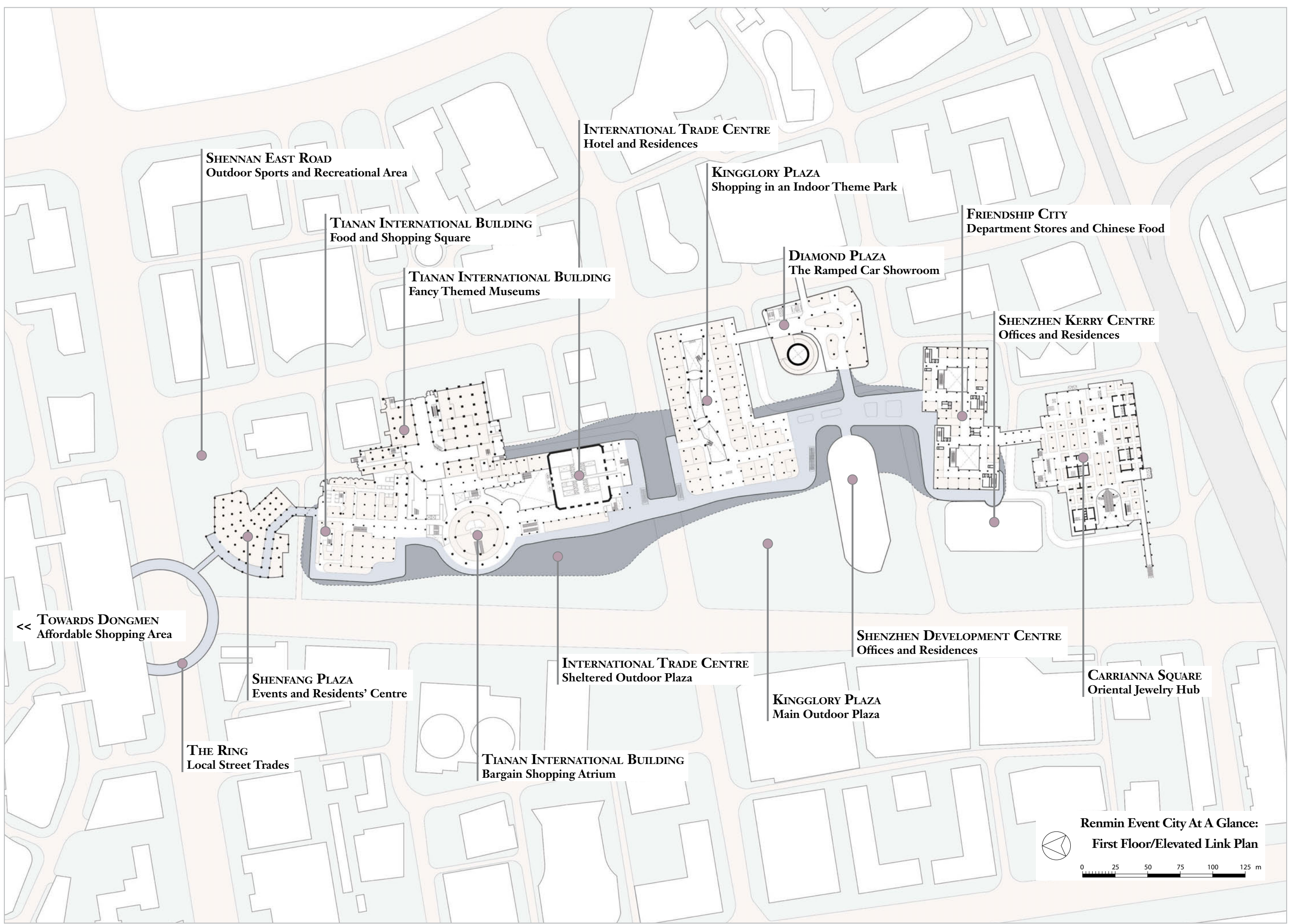
An alternative model is proposed: residents living in the vicinity will play a major role in the redevelopment of Renmin South Road. The transformation of Renmin South Road will occur in phases. In the first phase, vacated office blocks will be converted into residences. The larger resident population will provide the labour and the demand for everyday facilities that will be located within the existing untenanted malls. The residents of Luohu may look forward to more job opportunities and a chance at upward social mobility.

Residents and visitors alike will enjoy the planned event spaces for exhibitions, contests, and local culture.

With the eventual commercial success of the shopping belt, the belt will be thematised and become an entertainment, retail and event hub. Museums and theme parks will be introduced. The current retail options will be diversified to include electronics and car showrooms.

The existing elevated corridor which links the buildings together will be articulated to enhance the shopping, eating and entertainment experience. New structures will be built to improve the street-level experience and to connect the street, the commercial buildings and the elevated corridor.

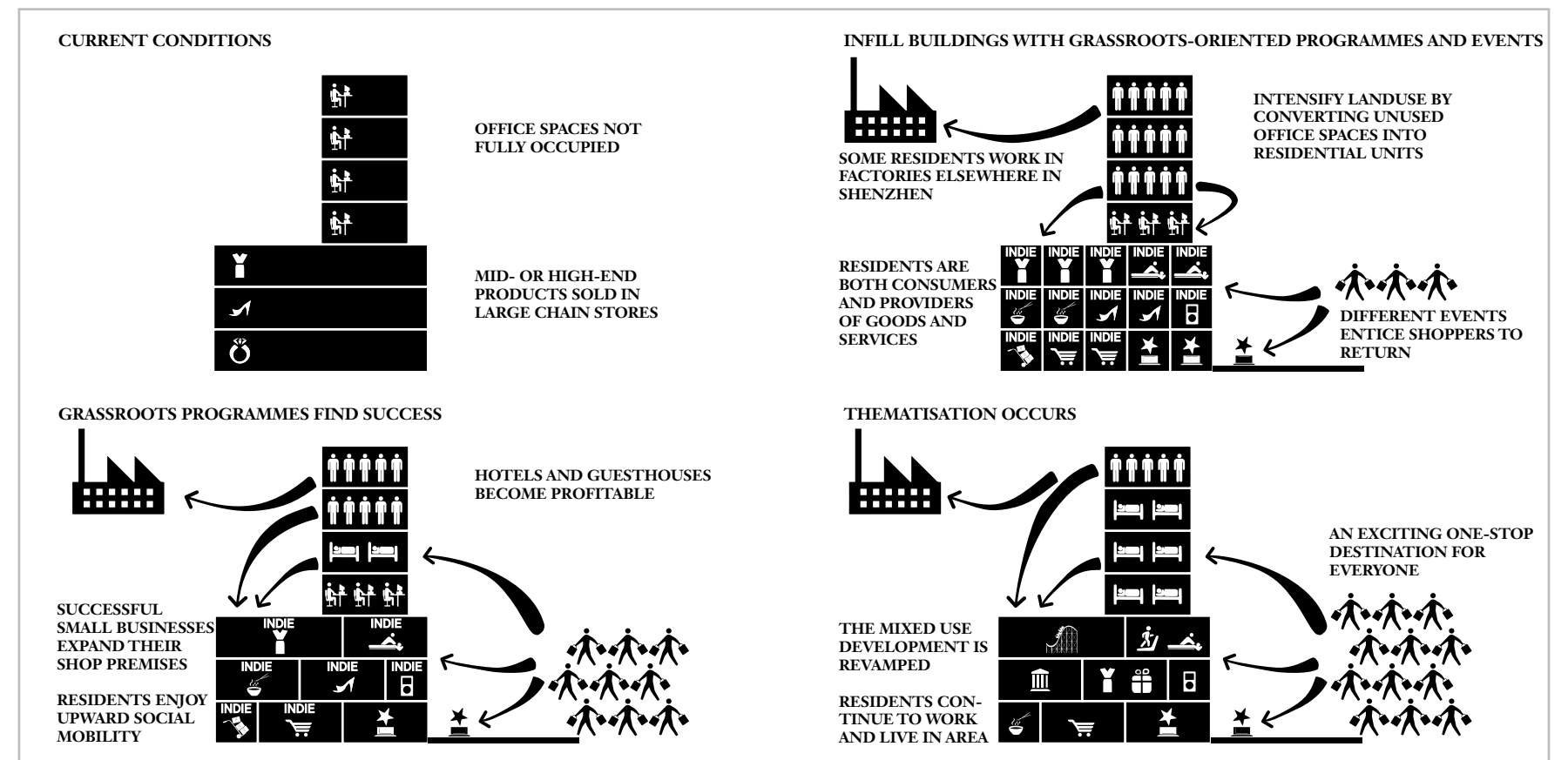
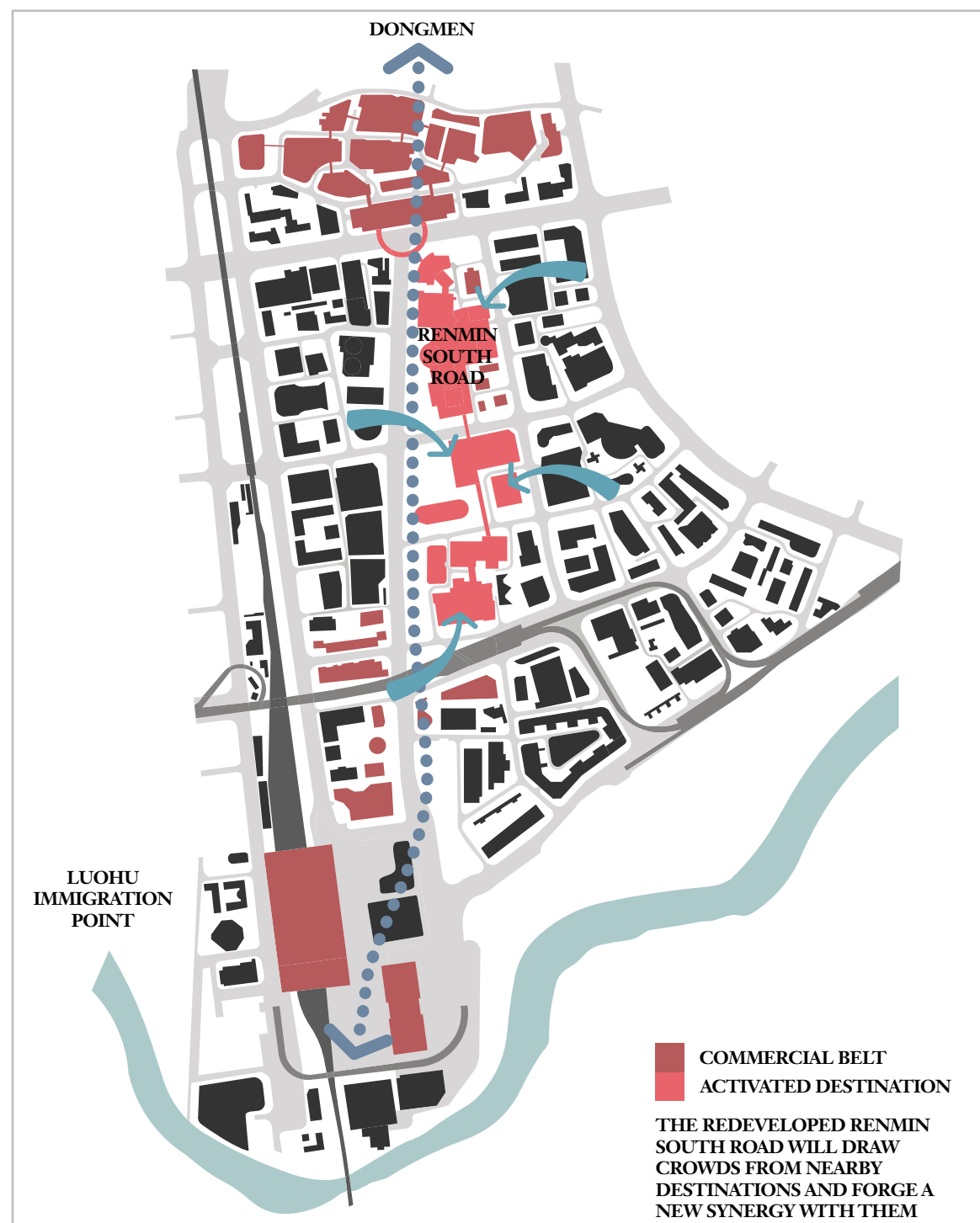
--- CLIFFORD AU YONG





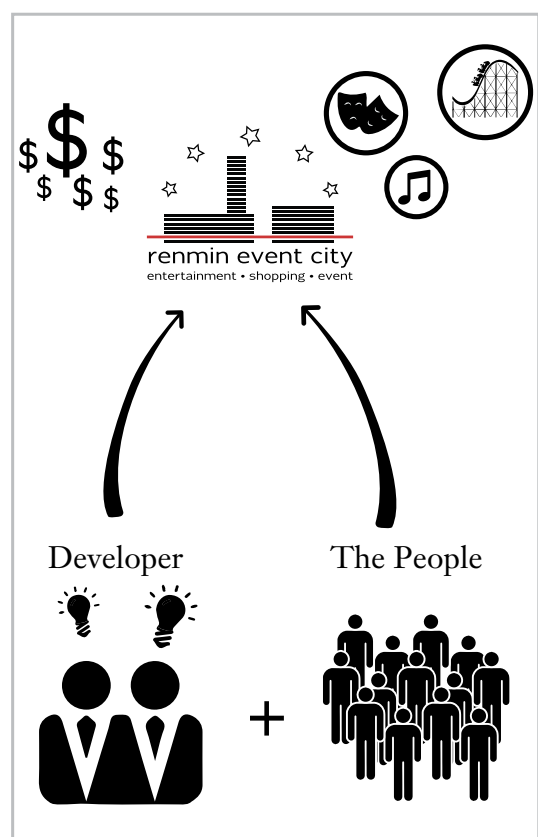
# The Residents of Luohu To Be Actively Involved

## Redevelopment plan aims to tap on local potential



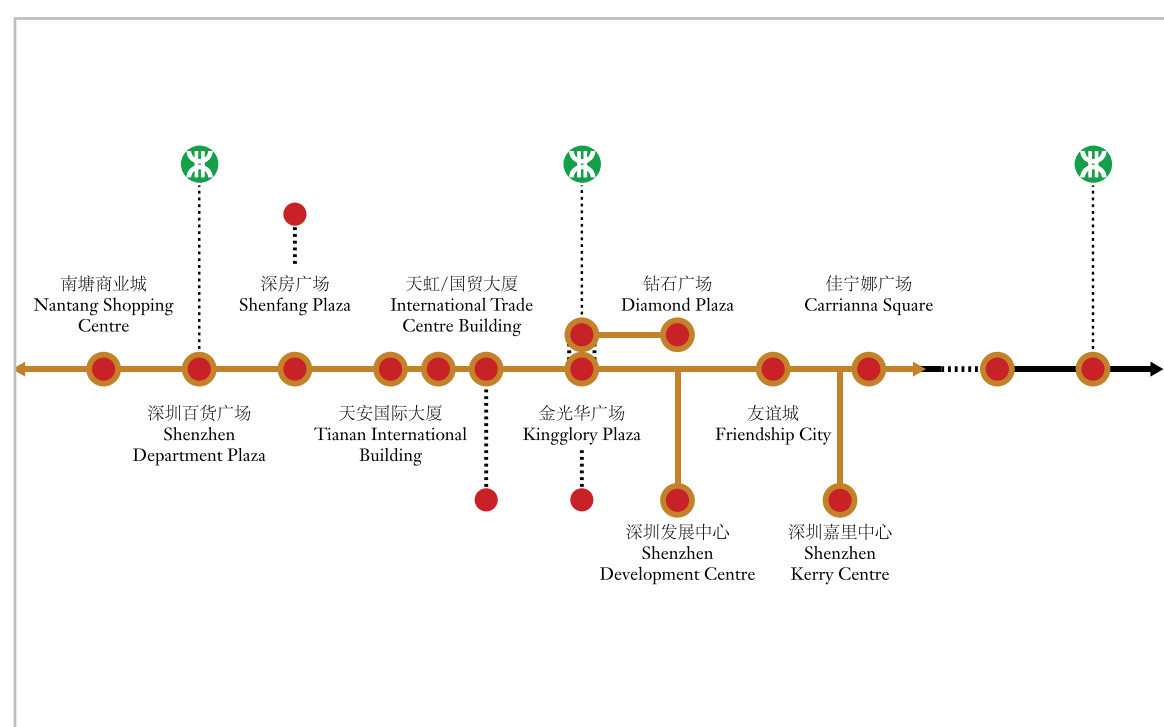
### CROWDFUNDED REDEVELOPMENT

RENMIN SOUTH ROAD --- Instead of the traditional property development model, whereby estate developers purchase the property and are the sole stakeholders, crowd-funded real estate development allows individuals to have a vested interest in the property. Residents who own a shop space in Renmin South Road may pool their finances to fund the redevelopment of their own properties, together with property developers (diagram, right).

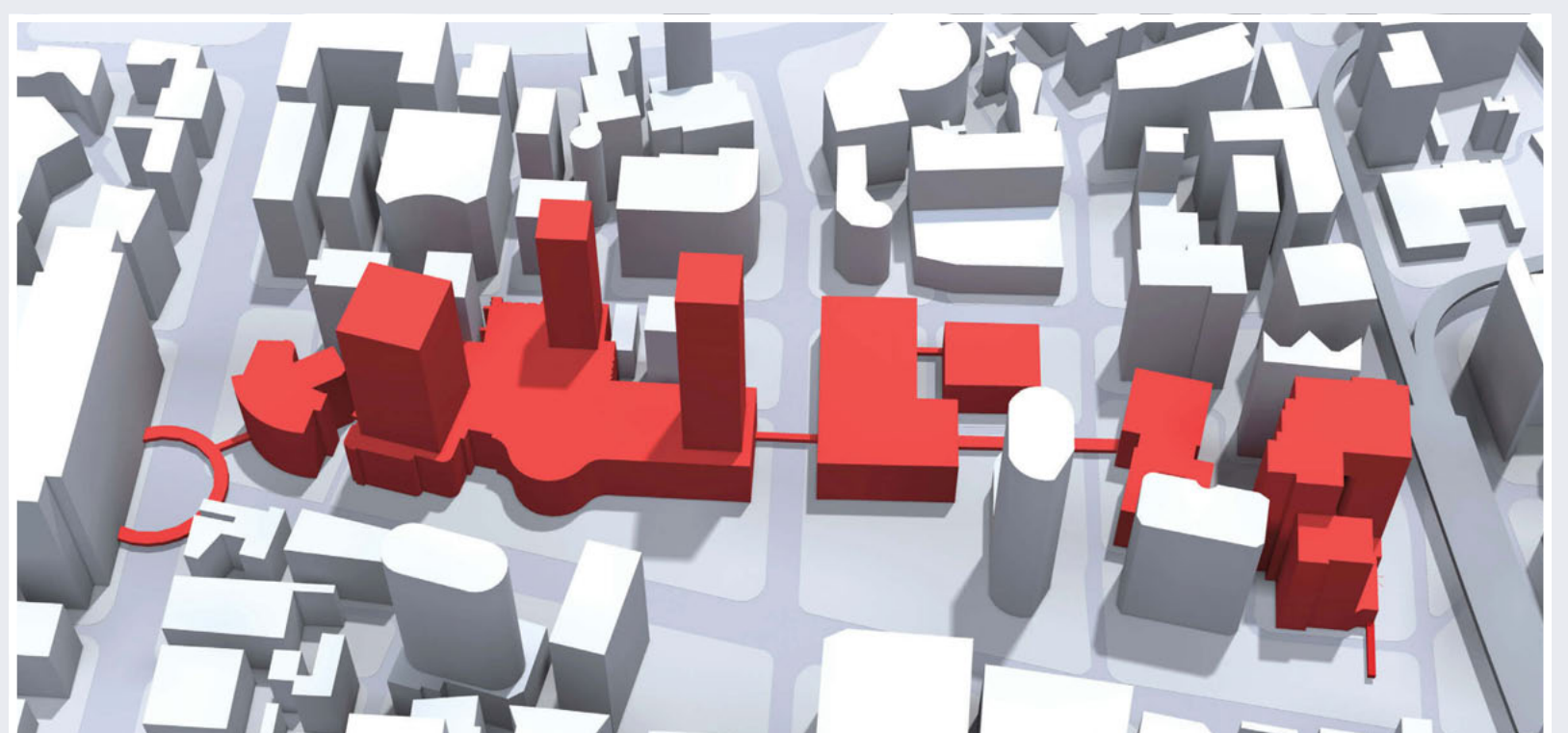


(Below, far right) The experience in Renmin Event City will be enhanced by a bustling elevated link through the buildings. The existing elevated link will be widened to house a variety of activities, such as shopping, food, and entertainment venues. Currently a linear path, the elevated link will extend in other directions to link with other buildings. --- CLIFFORD AU YONG

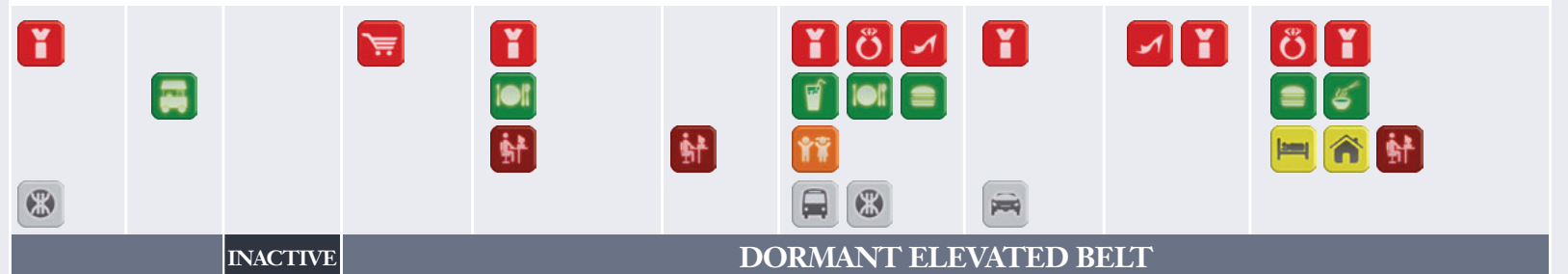
### Proposed Elevated Link Plan



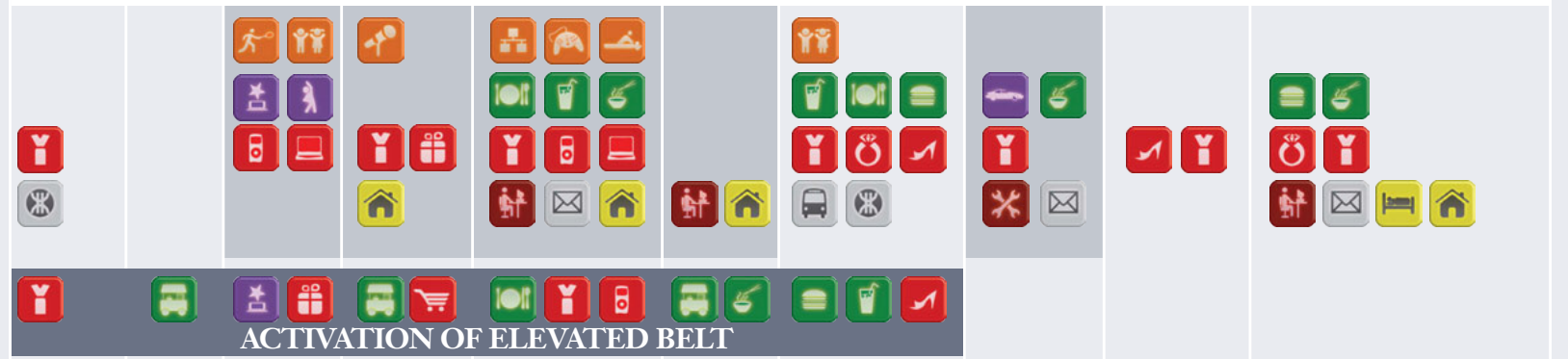
- PROGRAMMES**
- RETAIL**
  - CLOTHES, SHOES, JEWELRY, GIFTS, FLORISTS, GROCERIES
  - COMPUTERS, WATCHES, BOOKS, ELECTRONICS
- ENTERTAINMENT AND FITNESS**
  - THEATRES, CHINESE OPERA, MUSEUMS, MASSAGE AND SPA, SPORTS, GYMS
  - KARAOKE, LAN SHOPS, CHILDREN AREAS, THEME PARKS, ARCADES, CINEMAS
- EVENTS AND OTHER ACTIVITIES**
  - CONTESTS, POPULAR CULTURE, CAR SHOWROOMS, MEDITATION, MASS EXERCISES, DANCING
  - MUSIC, CALLIGRAPHY, ART, COOKING, FILMMAKING
- FOOD AND BEVERAGES**
  - RESTAURANTS, CHINESE FOOD, STREET FOOD, DRINKS, CAFES, PUBS AND BARS
  - PAST FOOD, CHINESE TEAHOUSE
- RESIDENCES AND SERVICES**
  - HARDWARE AND REPAIR, OFFICES, CAR PARK, BUS STOP, METRO STATION, POST AND LOGISTICS
  - HOTELS, RESIDENCES



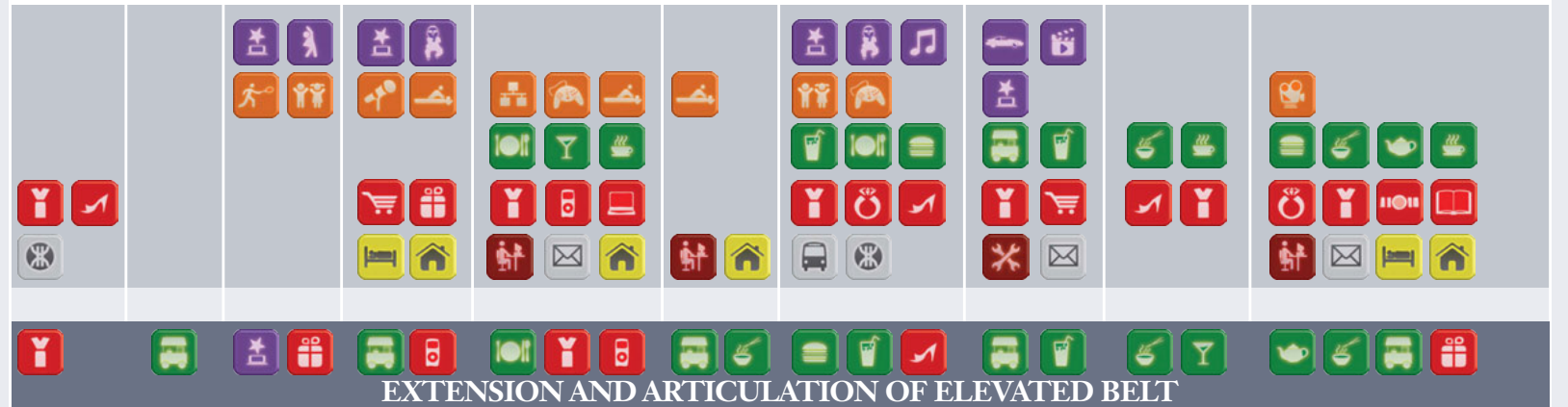
### CURRENT SITUATION



### PHASE I: INFILL WITH GRASSROOTS PROGRAMMES



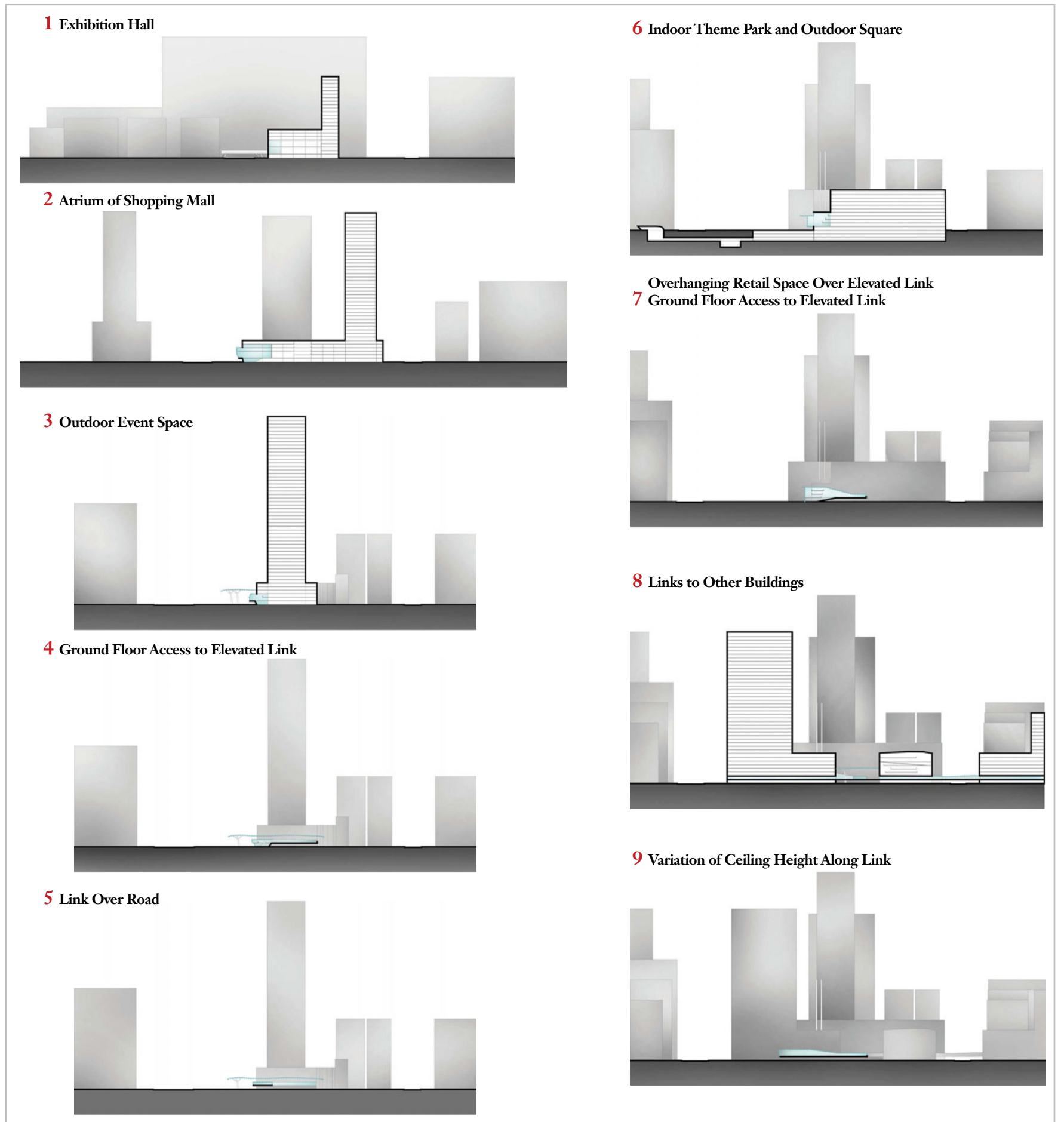
### PHASE II: RE-PROGRAMMING AND THE CREATION OF IMAGE



### PHASE III: THEMATICISING THE DESTINATION



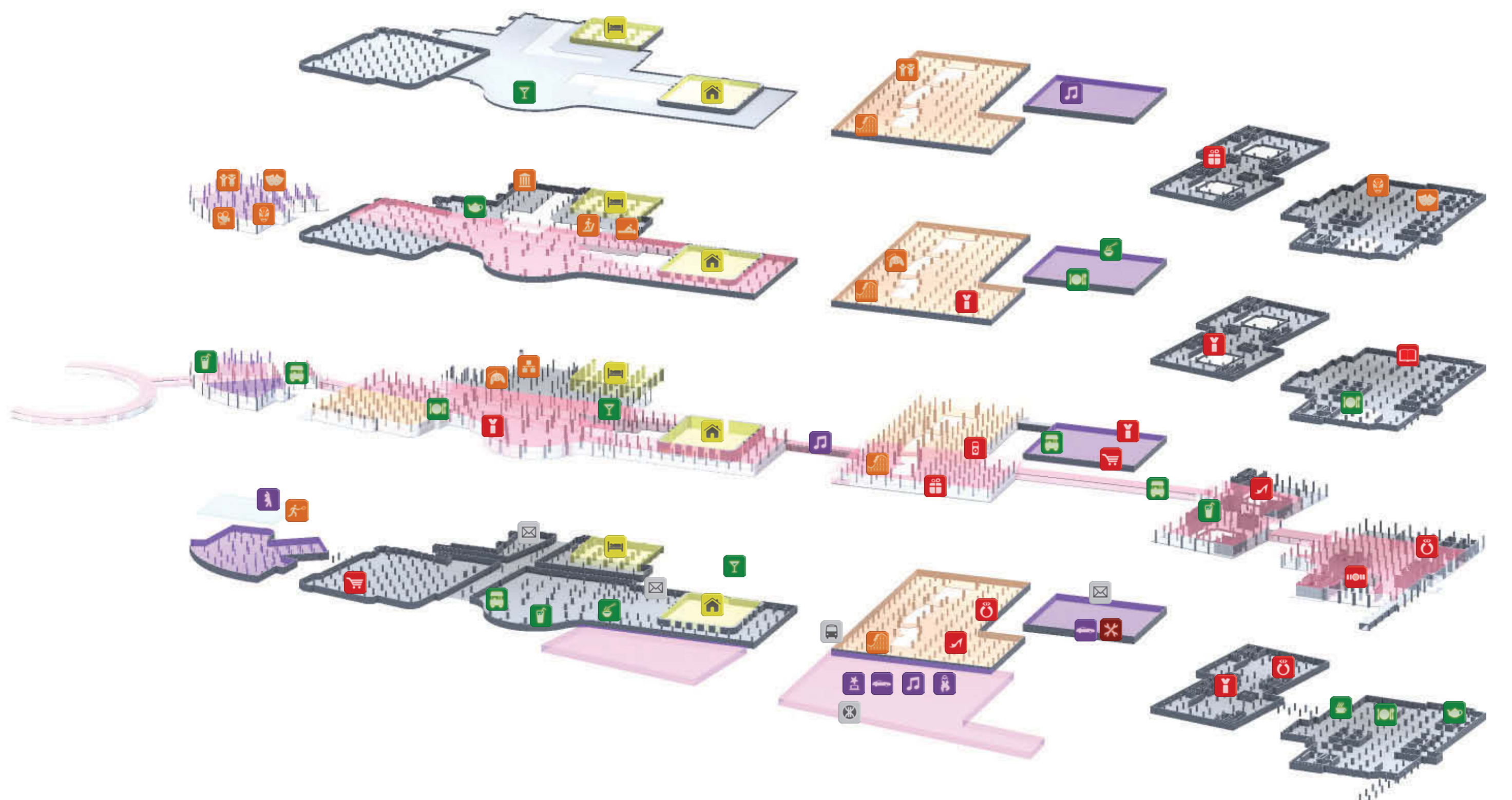
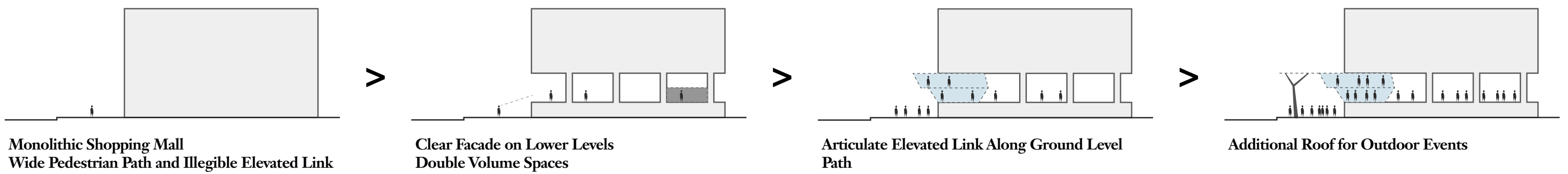




### DELINEATING THE ELEVATED LINK

RENMIN SOUTH ROAD --- Re-working the existing elevated link across the buildings along Renmin South Road presents an opportunity to re-brand Renmin South Road as a memorable destination. The link, which is at least a kilometre in length, is envisioned to be more legible and imageable. Double-volume spaces along the

link level of shopping malls will be created, its envelope transparent for maximum exposure to the outdoors. Then, parts of the link that are situated too far from the main road will be relocated to face the main road. Lastly, the link will form an overhang from the existing building, providing outdoor shade and spaces to hold outdoor activities (diagrams, below). (Diagrams, right) The link varies in form along the stretch of buildings. --- CLIFFORD AU YONG

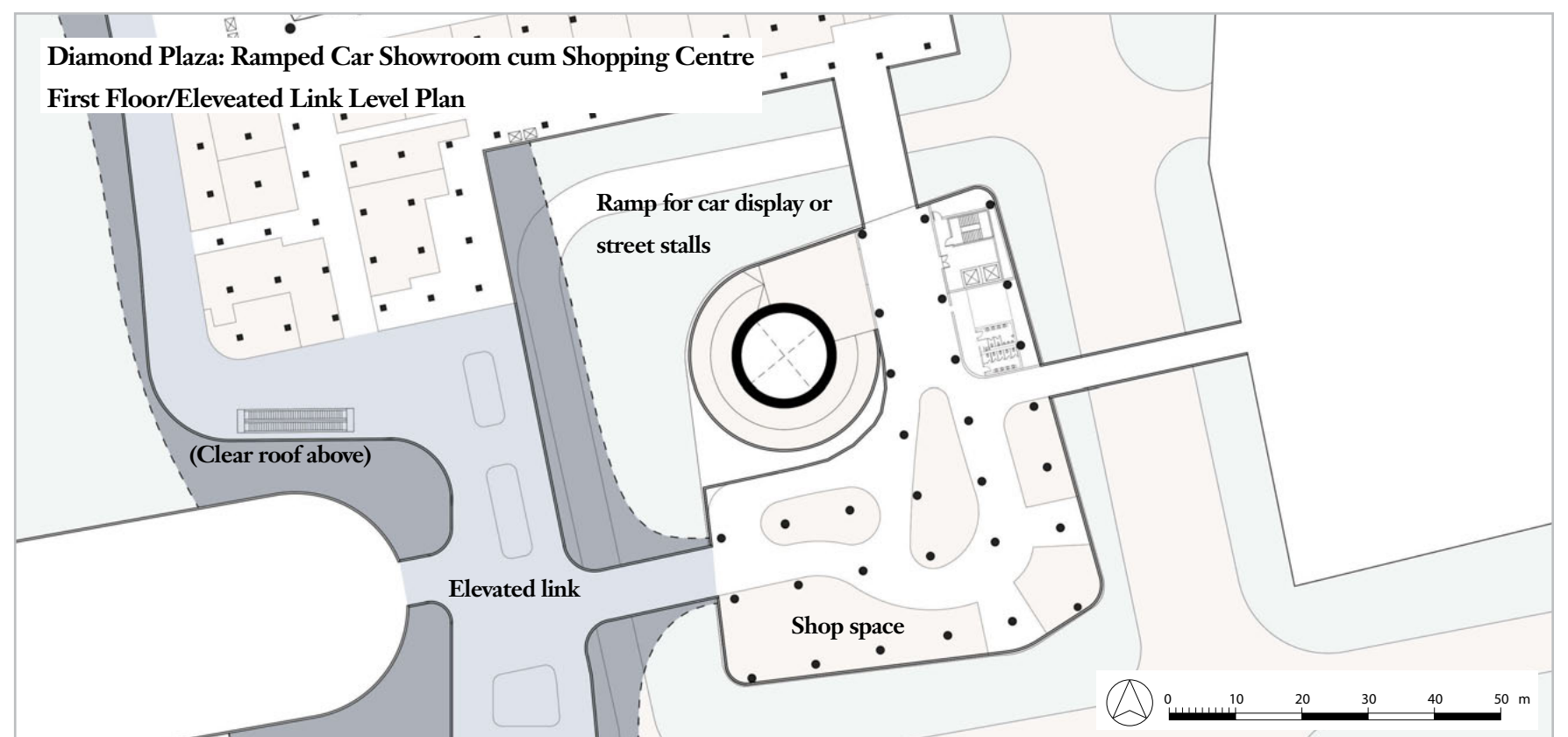
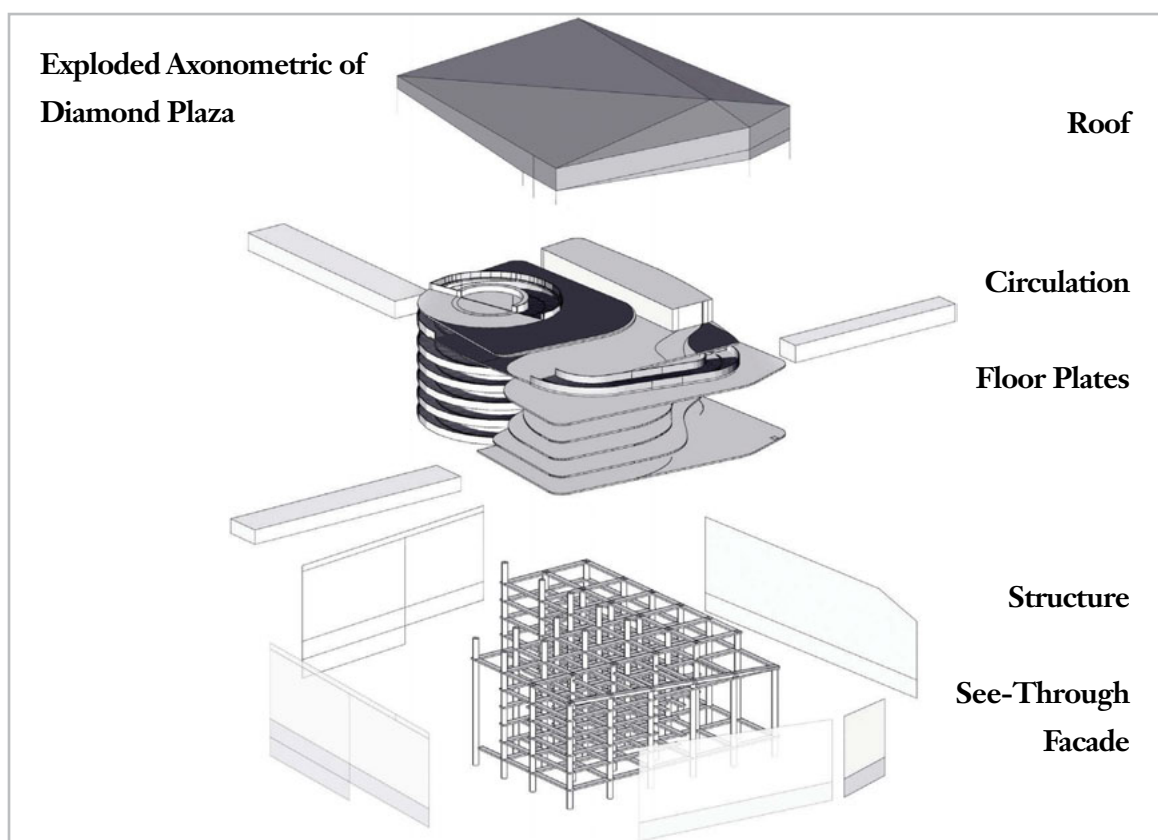
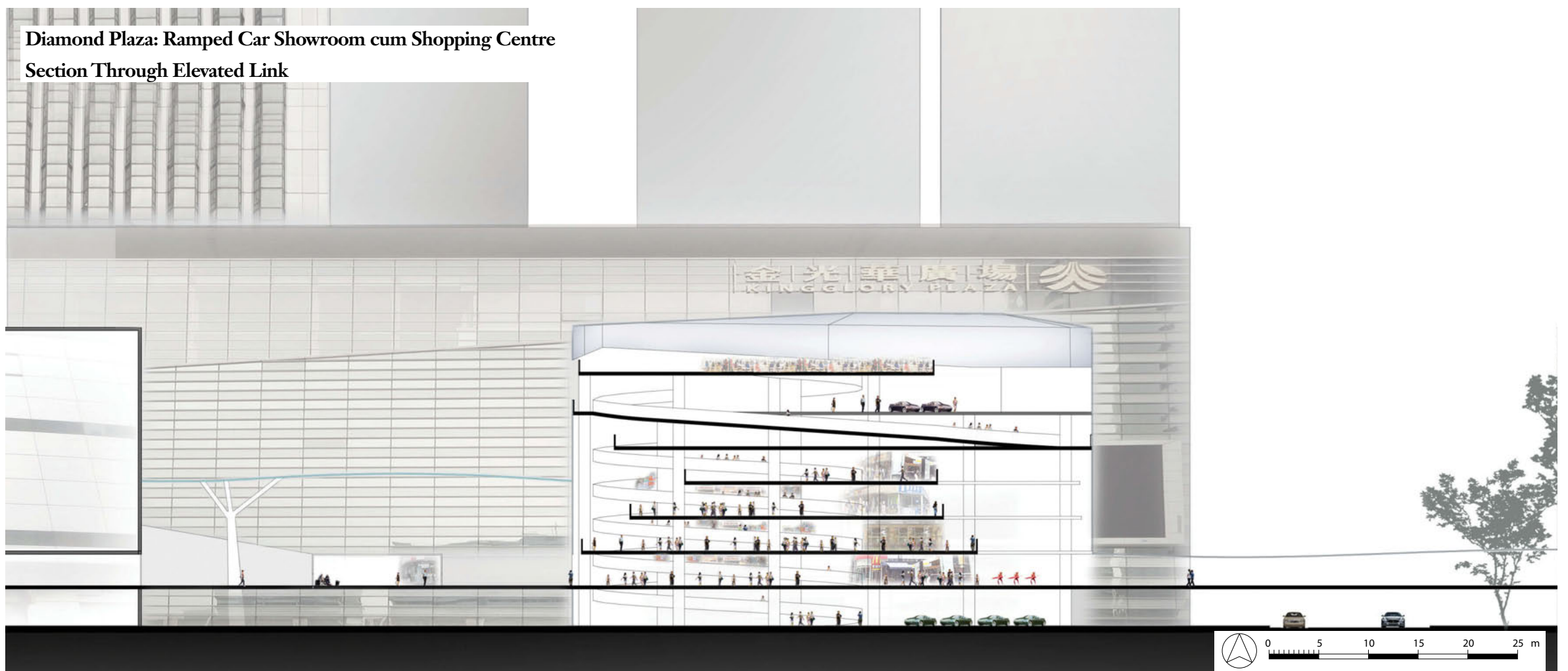


Eventual programme distribution along the retail levels



### DIAMOND PLAZA TO BE REVAMPED

RENMIN SOUTH ROAD --- The now-defunct Diamond Plaza will be a focus of the major redevelopment efforts along Renmin South Road. The building, which used to house a major department store, will be transformed into a shopping centre with a focus on street fare and car shows. The initial stages of redevelopment will focus on local fare. Luohu residents and visitors can expect Chinese street food from Guangzhou and other areas. The ground floors will feature vocational institutions such as car mechanics workshops. Residents can sign up to learn or work at these centres. These institutions will support the other programmes in the building, such as car display shows. The existing structure of the building will be mostly retained; floor plates will be re-designed to incorporate double volume spaces that can accommodate public events. The current car park spiral ramp will be exposed and used for human circulation and host carnival-like stores. The revamped mall will be served by elevated links that connect with other buildings. --- CLIFFORD AU YONG





# Border City: Block/Merge?

## Re-identify Luohu Community as Hong Kong Concession

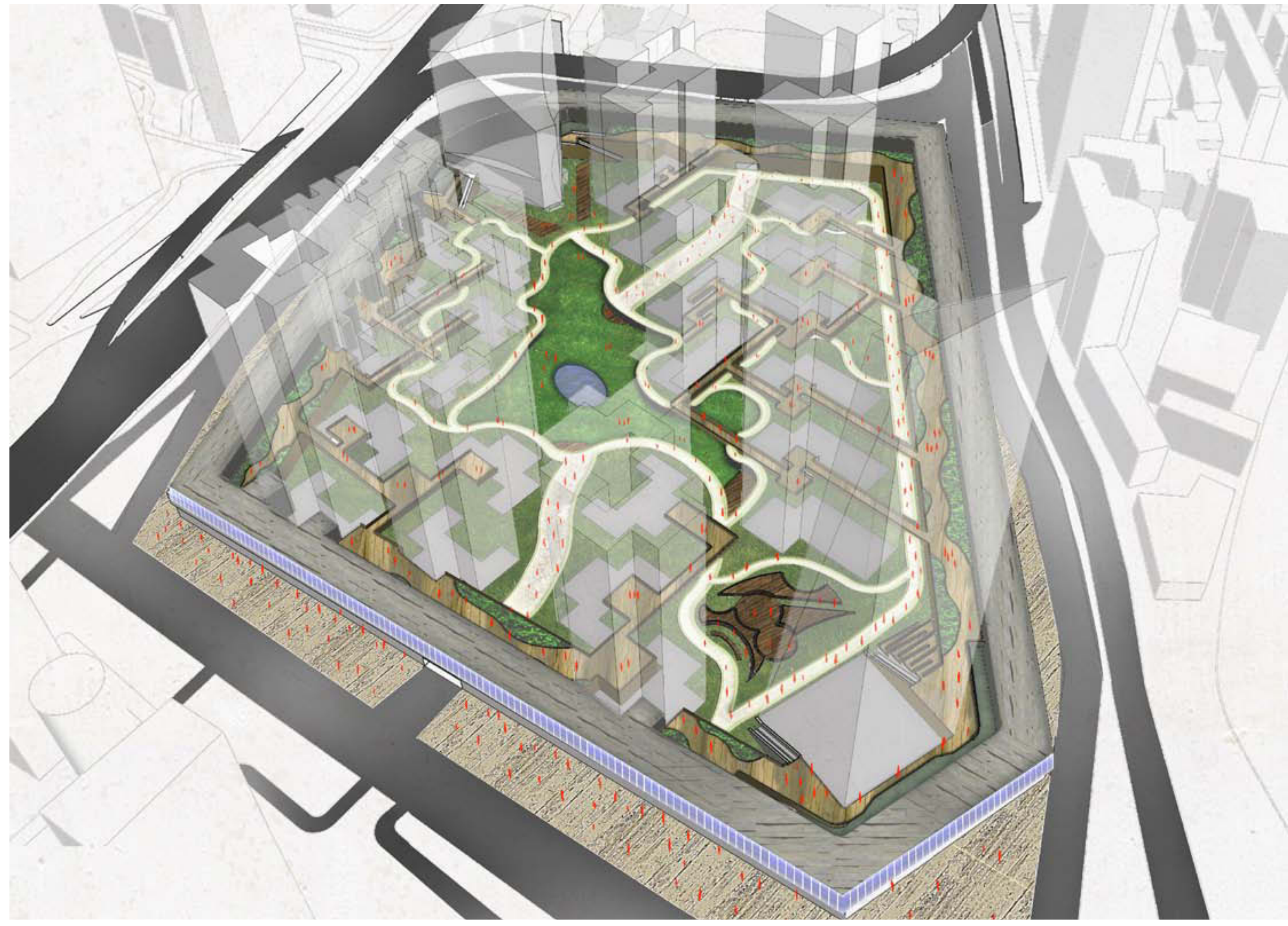
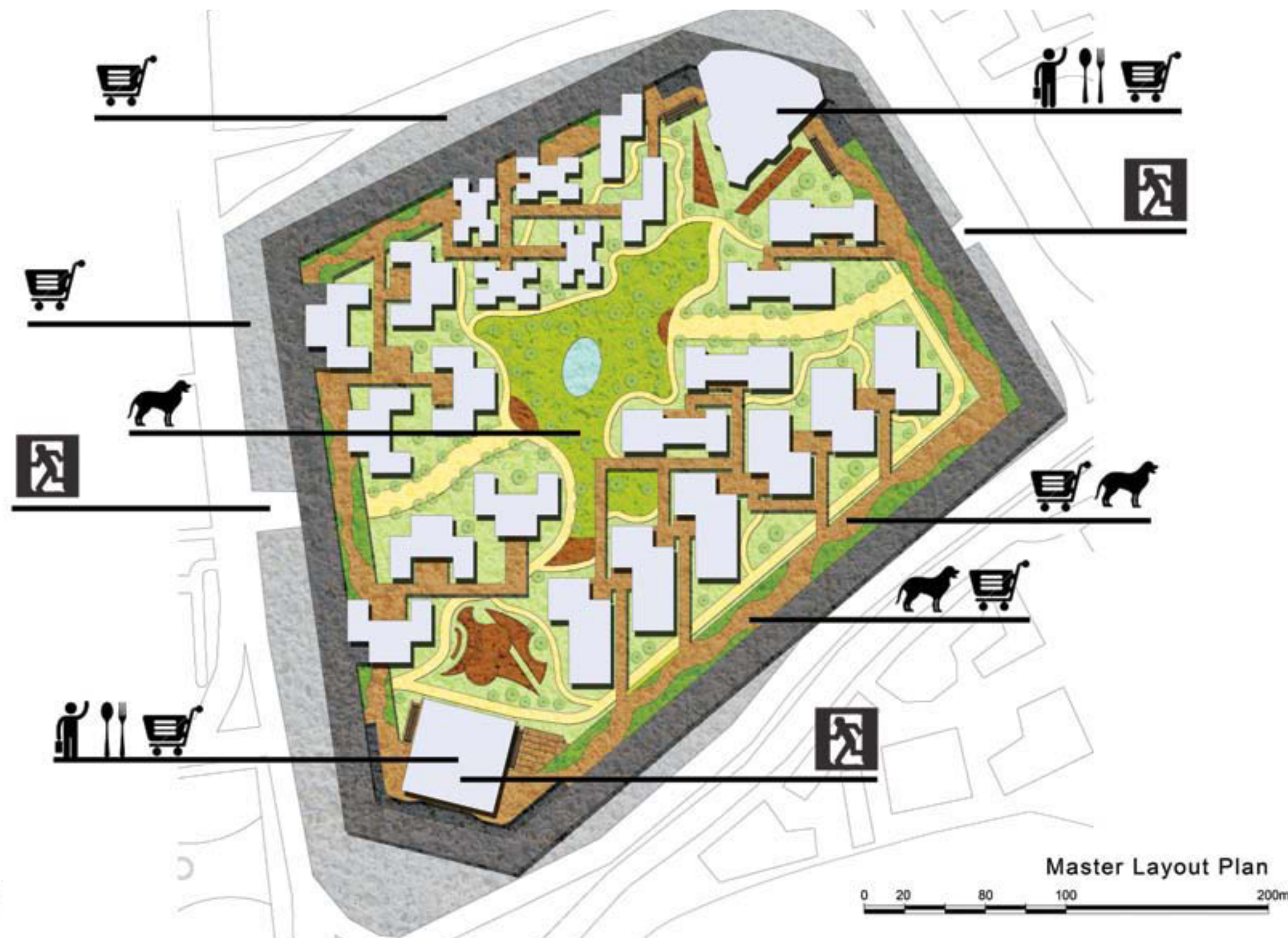
KENNETH CHAN  
MARCH STUDENT

HUBEI VILLAGE --- Lorem ipsum dolor sit amet, consectetur adipiscing elit. Pellentesque vestibulum, metus nec pulvinar facilisis, nulla elit molestie ante, sit amet posuere est ante vel ante. Cras vel pharetra odio. Curabitur a turpis vel lectus placerat imperdiet. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Cras laoreet, purus non posuere tincidunt, justo neque tincidunt orci, ut congue velit purus eget leo. Aliquam erat volutpat. Nullam non nisl et risus convallis ullamcorper eget suscipit tellus. Proin accumsan sollicitudin ultrices. Vestibulum elementum erat sit amet lectus luctus tincidunt. Vestibulum ante ipsum primis in faucibus orci luctus et ultrices posuere cubilia Curae;

Vestibulum sit amet dictum lectus. Sed feugiat sollicitudin suscipit. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Curabitur ante leo, suscipit vitae cursus ut, convallis ut erat. Nullam id metus lectus. Suspendisse sagittis, nisl vitae adipiscing. Lorem ipsum dolor sit amet, consectetur adipiscing elit.

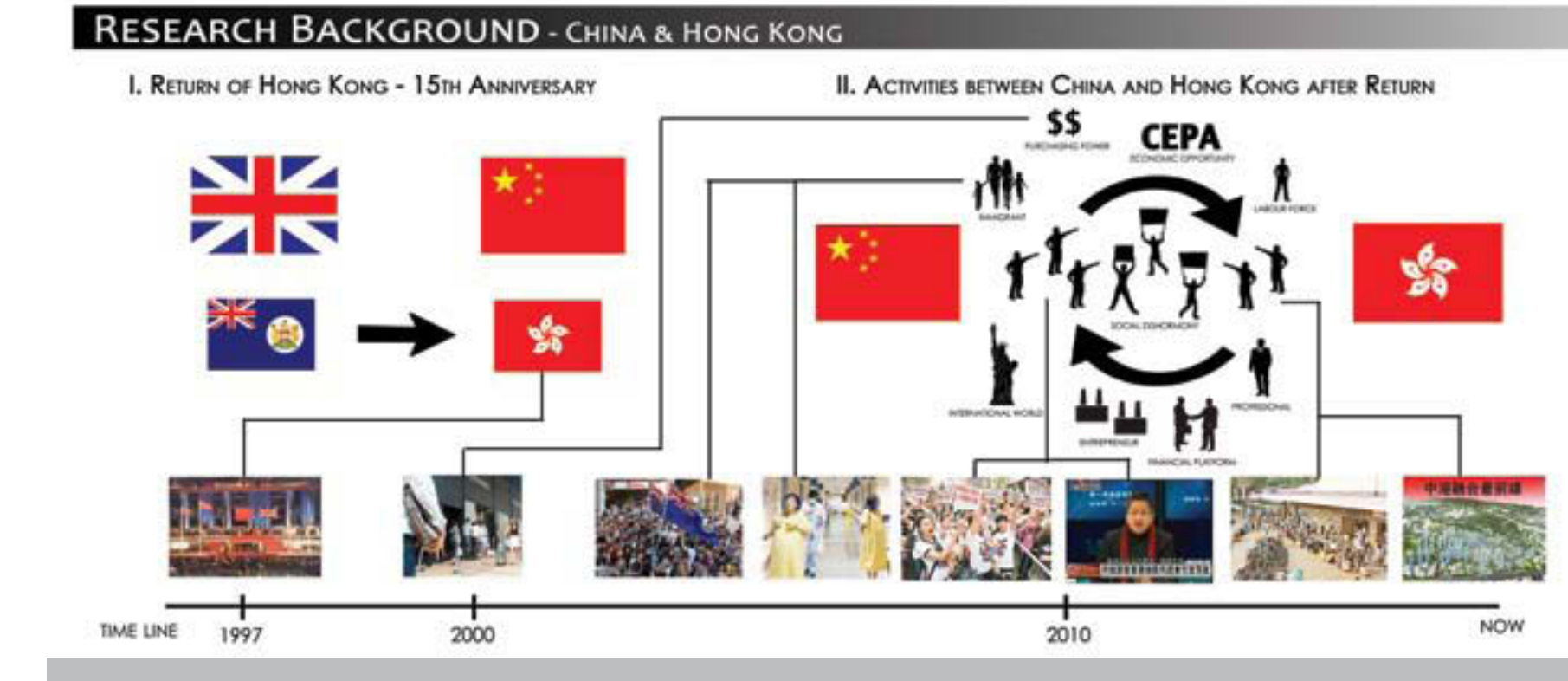
Pellentesque vestibulum, metus nec pulvinar facilisis, nulla elit molestie ante, sit amet posuere est ante vel ante. Cras vel pharetra odio. Curabitur a turpis vel lectus placerat imperdiet. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Cras laoreet, purus non posuere tincidunt, justo neque tincidunt orci, ut congue velit purus eget leo. Aliquam erat volutpat. Nullam non nisl et risus convallis ullamcorper eget suscipit tellus. Proin accumsan sollicitudin ultrices. Vestibulum elementum erat sit amet lectus luctus tincidunt. Vestibulum ante ipsum primis in faucibus orci luctus et ultrices posuere cubilia Curae;

Vestibulum sit amet dictum lectus. Sed feugiat sollicitudin suscipit. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Curabitur ante leo, suscipit vitae cursus ut, convallis ut erat. Nullam id metus lectus. Suspendisse sagittis, nisl vitae adipiscing --- YOUR NAME AGAIN GOES HERE



# Hong Kong Concession in Louhu, Shenzhen

## How to Create a Better Future Border Situation?



## Louhu has her Own Needs, so does Hong Kong

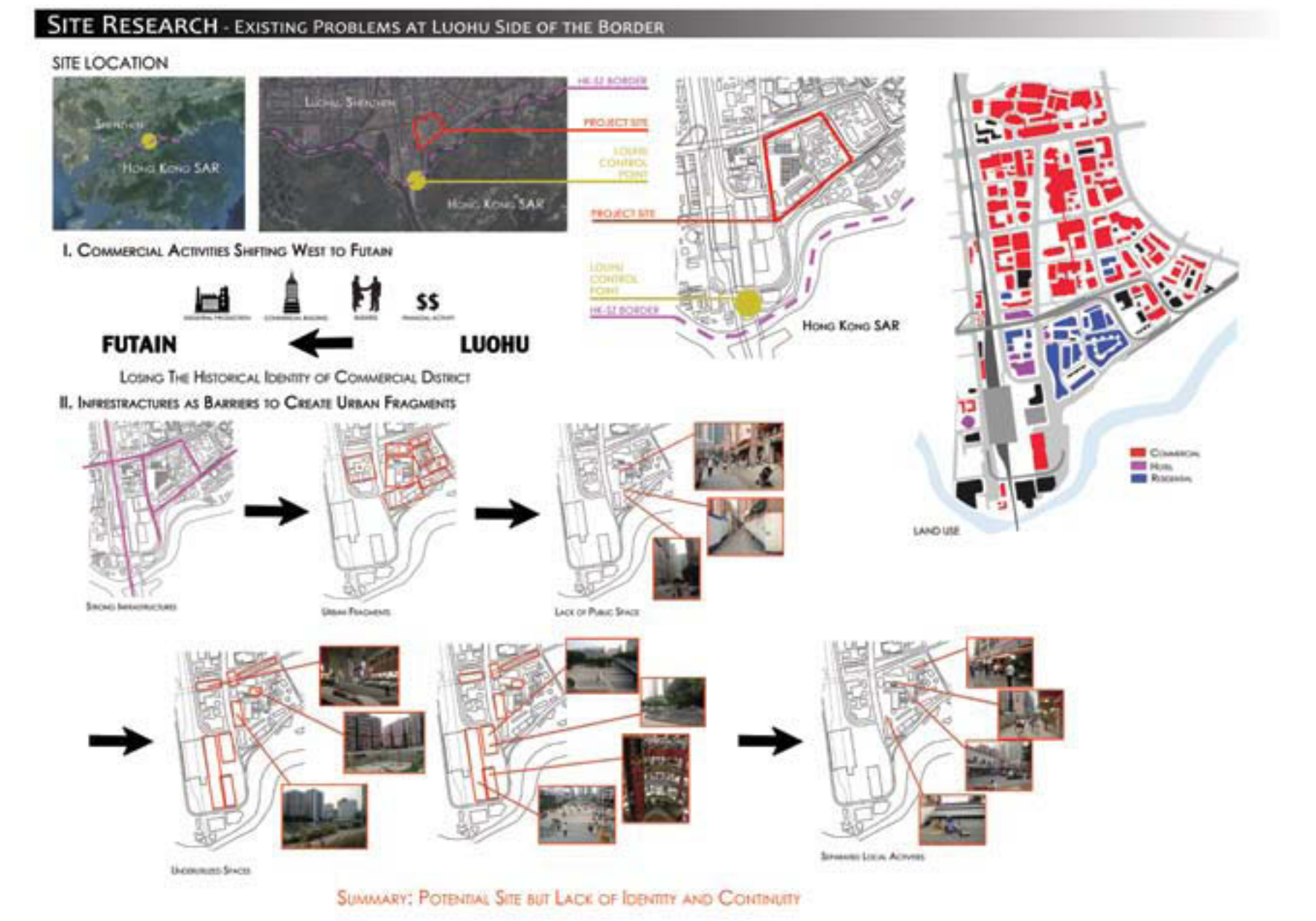
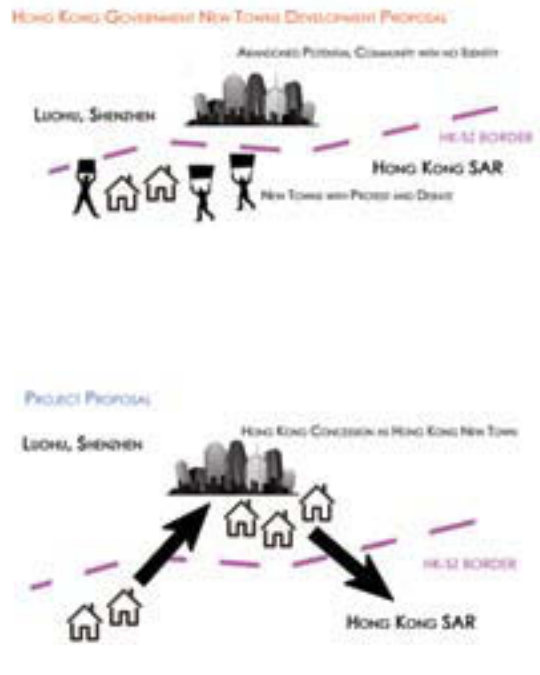
LOCATION --- Explain the diagram(s) above in a full paragraph that fills this space. Make sure to explain it in such a way that a visitor looking at this board will understand clearly what you are trying to represent, without you being there to say a word. Explain the diagram(s) above in a full paragraph that fills this space. Make sure to explain it in such a way that a visitor looking at this board will understand clearly what you are trying to represent, without you being there to say a word. Explain the diagram(s) above in a full paragraph that fills this space. Make sure to explain it in such a way that a visitor looking at this board will understand clearly what you are trying to represent, without you being there to say a word. Explain the diagram(s) above in a full paragraph that fills this space. Make sure to explain it in such a way that a visitor looking at this board will understand clearly what you are trying to represent, without you being there to say a word. Then, your --- NAME HERE



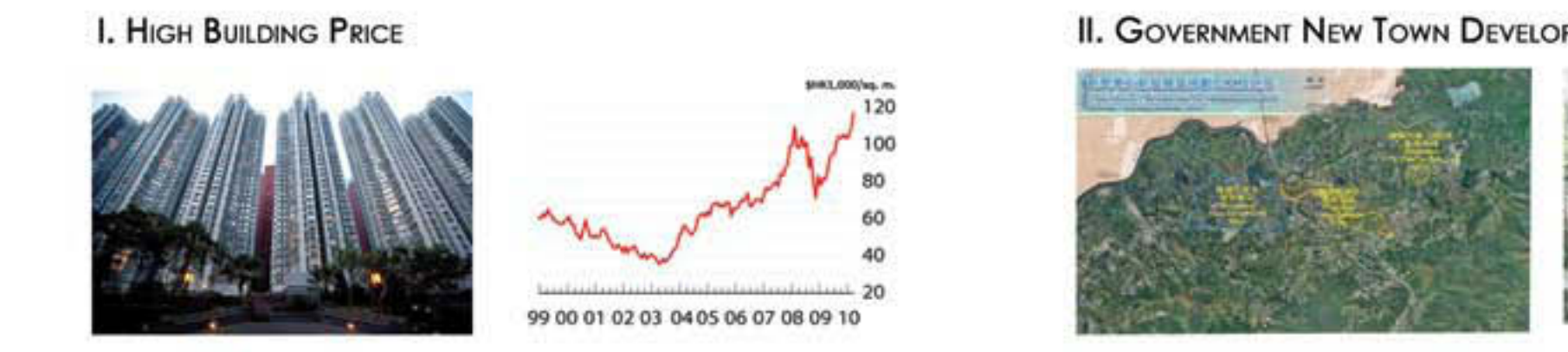
## Block or Merge? Our Choice

### HONG KONG CONCESSION IDEA

LOCATION --- Explain the diagram(s) below in a full paragraph that fills this space. Make sure to explain it in such a way that a visitor looking at this board will understand clearly what you are trying to represent, without you being there to say a word. Vestibulum sit amet dictum lectus. Sed feugiat sollicitudin suscipit. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Curabitur ante leo, suscipit vitae cursus ut, convallis ut erat. Nullam id metus lectus. Suspendisse sagittis, nisl vitae adipiscing Vestibulum sit amet dictum lectus. Sed feugiat sollicitudin suscipit. Pellentesque habitant morbi tristique senectus et netus et malesuada fames ac turpis egestas. Curabitur ante leo, suscipit vitae cursus ut, convallis ut erat. Nullam id metus lectus. Suspendisse sagittis, nisl vitae adipiscing --- NAME GOES HERE



### SOCIAL RESEARCH - EXISTING PROBLEMS AT HONG KONG SIDE OF THE BORDER



SUMMARY: NEED OF NEW TOWN FOR GROWING POPULATION

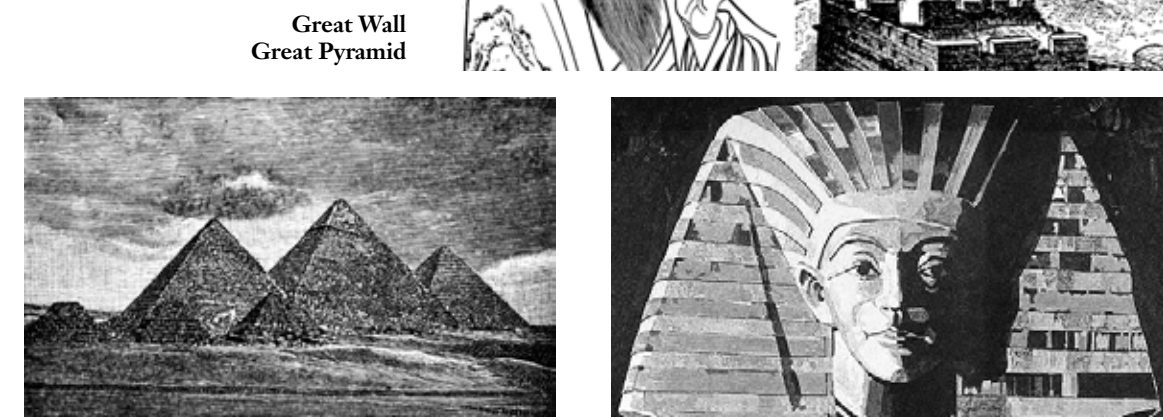


# Megafield, City over the Rail

## Regeneration of the Space Over the Railway

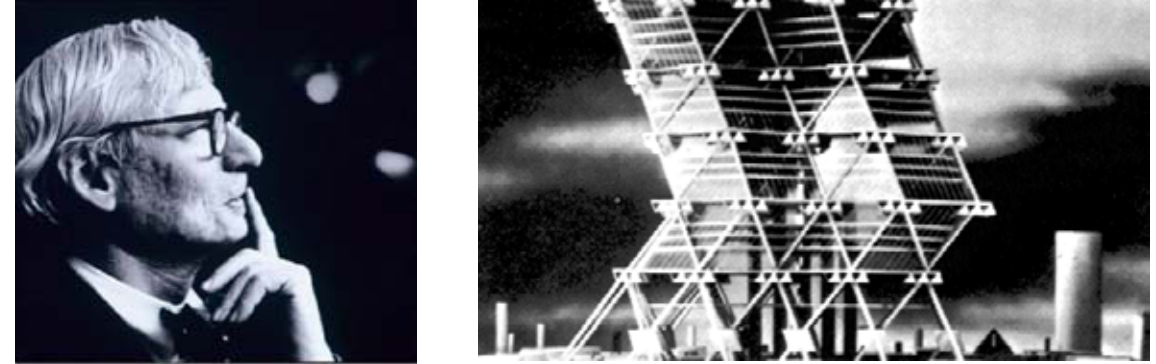
### GENERAL DEFINITION

The general definition of megastructure is that buildings or structures have a super huge volume like the Great Pyramid and Great Wall.



### TOMORROW'S CITY HALL PROJECT (LOUIS KAHN, 1952)

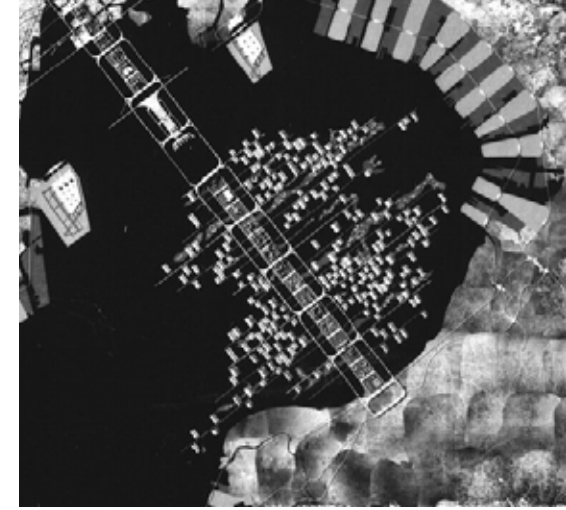
One of the prime sources for the diagonal frame so frequently proposed for megastructures, and the first of Kahn's studies of the replanning of Philadelphia which collectively were to exercise great influence on the megastructure movement.



### LI SHANCHAO CHRIS

#### TOKYO BAY PROJECT (TANGE KENZO, 1960)

Almost before the megastructure movement was under way, Tange had produced what looked like remaining the movement's major masterpiece - an urban structure extending downtown Tokyo some eighteen kilometres across the bay.



#### WALKING CITY AND PLUG-IN CITY (ARCHIGRAM, 1963)

Walking City Project Most celebrated of early Archigram projects, largely because of the alarm caused among the older planning Establishment by the thought of 'elements of the capital city' being put on legs and set to roam the world. Their location here in the East River, with the towers of Manhattan in the background, suggests a deliberate challenge to older vision of the future - but it was always dangerous to take Archigram too seriously, or at apparent face value.

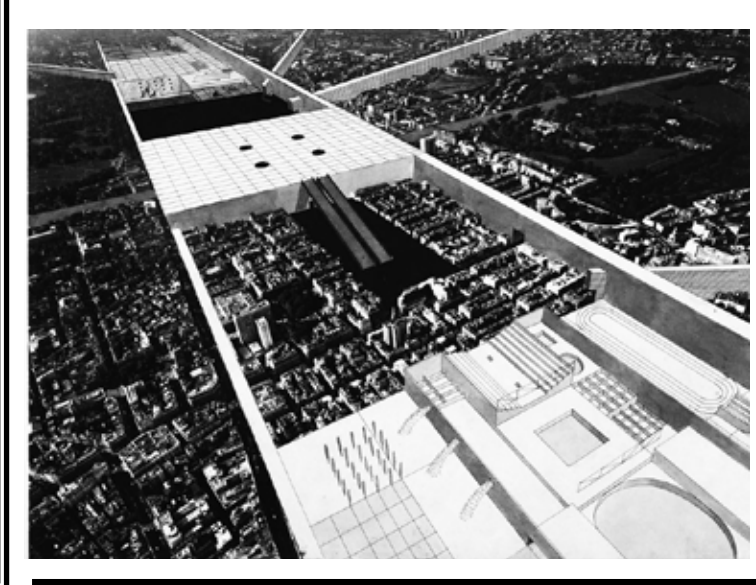
Plug-In City Project This enormous and much wrought axonometric drawing assembles the whole 'kit of parts', from diagonal frames to the mobile office towers on the super-highway, and the obsessive 'capsule' housing unit which is plugged in to practically every structure in the drawing, and the cranes employed to move the capsules about. The architectural format was extremely precise, and the fitting together the various parts of the kit shows a variability and control of three-dimensional complexity rare among 'Utopian' projects of the period.



#### EXODUS, OR VOLUNTARY PRISONERS OF ARCHITECTURE (KOOLHAAS, 1972)

Three categories of the project:

The first category, includes the Conceptual Metaphorical projects: the Story of the Pool, and the city of the Captive Glove. The second, intermediate category, the Idealized projects, is represented by the Egg of Columbus, the Hotel Sphinx, and the Welfare Palace Hotel. The last and most pragmatic category includes the Roosevelt Island Housing, under the heading of Immediately Realizable projects.



#### CRYSTAL ISLAND (NORMAN FOSTER, 2008)

Crystal Island is a building project in Moscow, Russia that is currently planned to have around 2,000,000 square metres (2,176,000 square feet) of floor space and a height of 450 metres (1,476 ft) designed by Norman Foster. At these dimensions upon completion it would be the largest structure (in floor space) on earth. It is stated to have a multitude of cultural, exhibition, performance, hotel, apartment, retail and office space, as well as an international school for 300 students.



### TIME LINE

BC2000

200

1931

1952

1960

1962

1963

1964

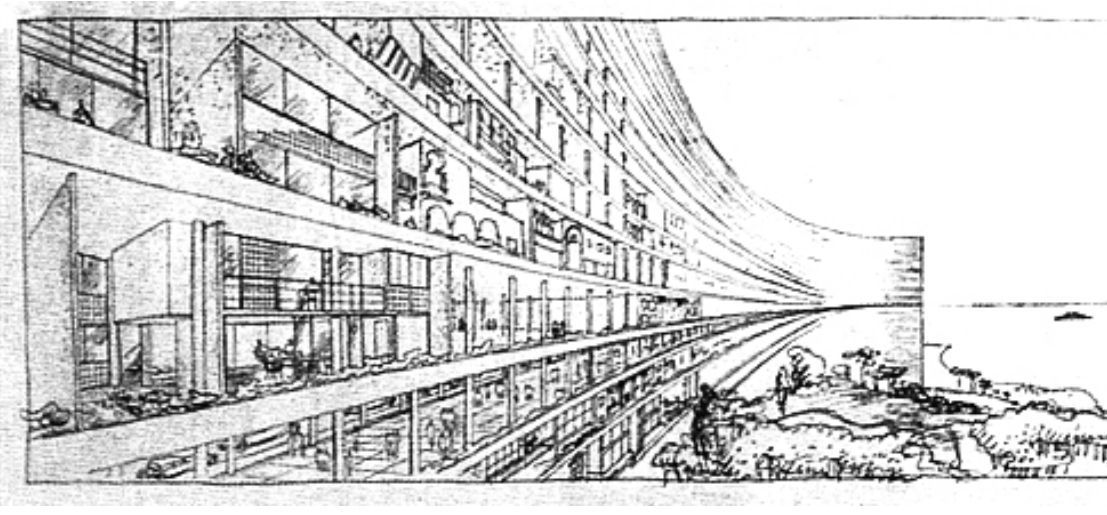
1967

1972

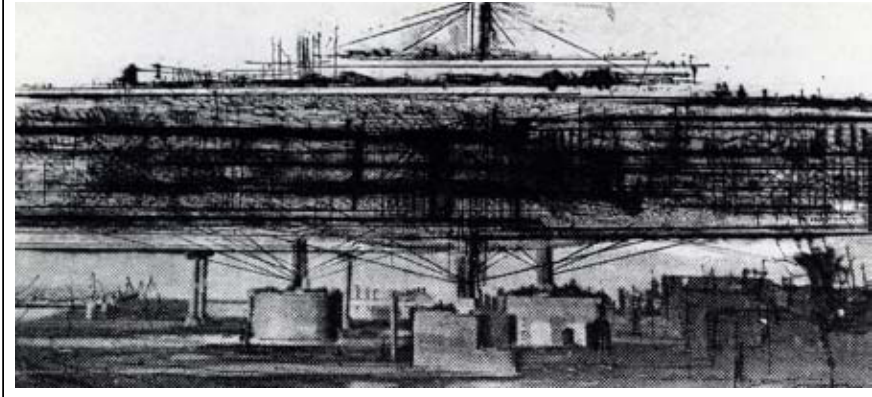
2008

#### PROJECT 'A', ALGIERS (LE CORBUSIER, 1931)

The famous drawing for it shows, incurring and accelerating perspective, the massive sub-structure of an elevated super-highway, built like a giant bookcase of reinforced concrete on the shelves of which the inhabitants have built two-story houses to suit their own tastes. This project recognized as a true ancestor of megastructure because of its seemingly unlimited length and the clear distinction between the main permanent structure and the infill housing adapted to individual needs.



#### NEO-BABYLONIAN (CONSTANT NIEUWENHUYNS, 1962)



#### FORMAL DEFINITION OF MEGASTRUCTURE

The first formal definition of megastructures is from Fumihiko Maki whose Investigations in Collective Form of 1964 defines 'Mega-Structure' as "a large in which all the functions of a city or part of a city are housed. It has been made possible by present day technology."

#### HABITAT, MONTREAL (DAVID, BARROTT, BOULVA, 1967)



### WORLD POPULATION INCREASE

WORLD POPULATION (BILLION)

WORLD POPULATION (BILLION)

## Necessity

### Land Shortage and Urban Sprawl



Construction Land Master Plan, Shenzhen, 1990-2010 Construction Land Master Plan, Shenzhen, 2010-2020 Sprawled construction area in recent 10 year

During the rapid process of Chinese urbanization, the contradiction between environment protection and economic development, urban sprawl and lack of construction land is becoming more and more acute. So it is necessary and urgent to study the mega-structure for Chinese cities no matter from the aspect of sustainable urbanization or intensive land development.

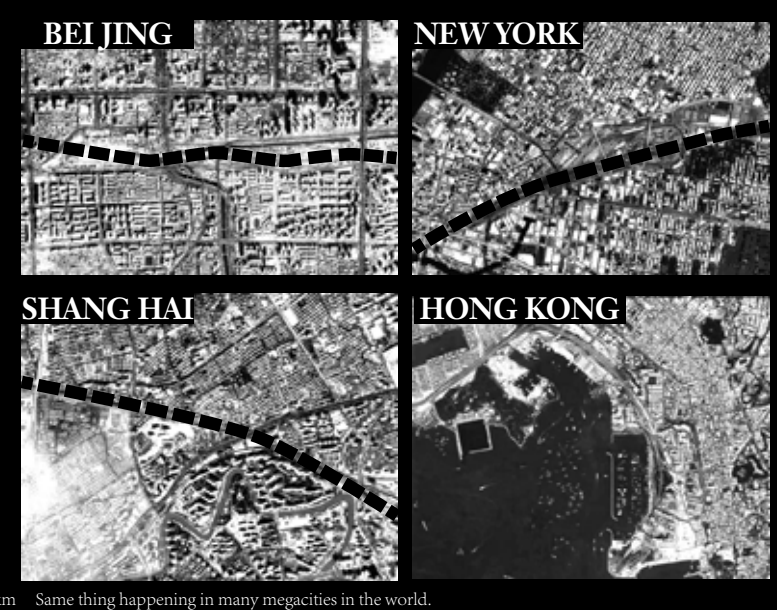
According to the statistic of Chinese government, from 1999 to 2007, the urban built-up district area increased 7.2%, but the city population growth is only 4%. It means that if we maintain current development modes, the built-up area will increase 90% from 2020-2050 if we want to achieve the goal that the urbanization rate gets to 75% at 2050.

## Degeneration and Regeneration of Infrastructure



The railway used to be the construction now cutting the district into two parts. The railway connects SZ and HK. There are only two tunnels for pedestrian in 3km. Same thing happening in many megacities in the world.

With the rapid progress of urbanization, the early constructed infrastructures can no longer meet the requirements of current urban organization. Railway and highway, which was at the edge of the city in the past, have submerged in the built-up areas which are endless sprawling in megacities. As such, the continuous functions and activities of the city were isolated, the valuable construction land resources were wasted. Not only in SZ, but also in BJ SH HK NY...



BEI JING NEW YORK SHANG HAI HONG KONG

## Possibility

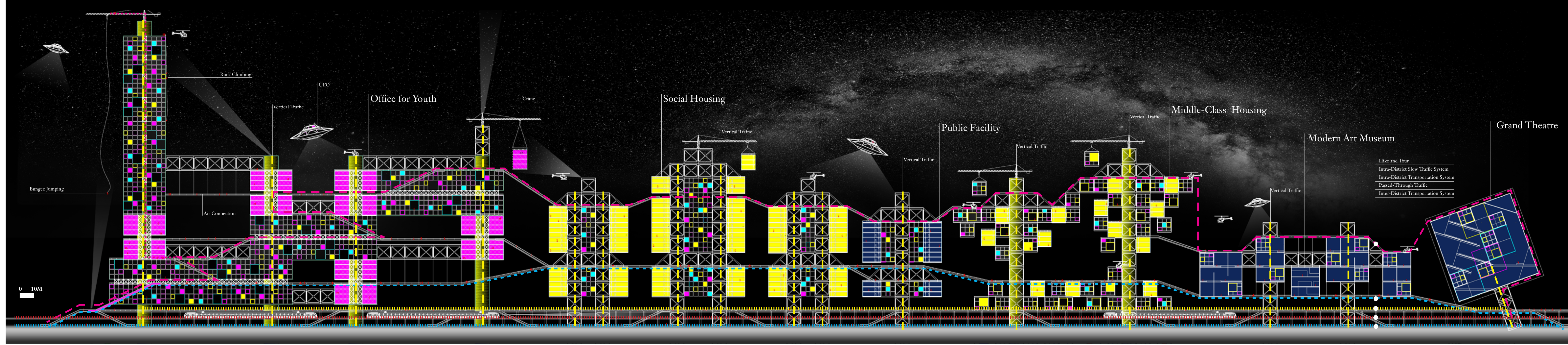
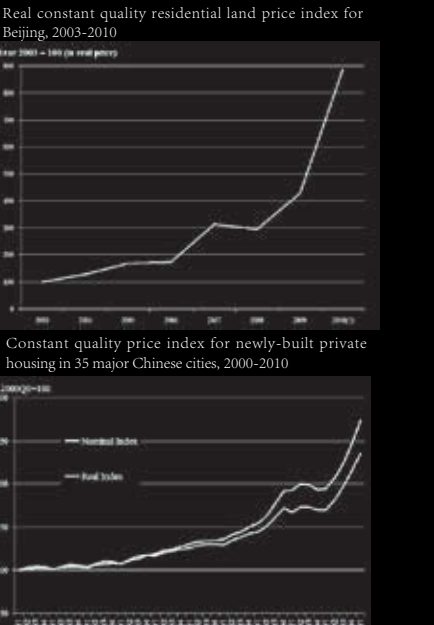
### Socialist Architecture and Collective Life

人民公社好  
In 1953, China's first "Five-Year Plan" basic task is to focus on the 156 construction projects collaborating with SU, in order to establish China's socialist industrialization. Instructions on the city of the people's commune, the CPC Central Committee formally proposed: "The urban people's commune will become the agent to transform the old city and the tool to build a new socialist city."

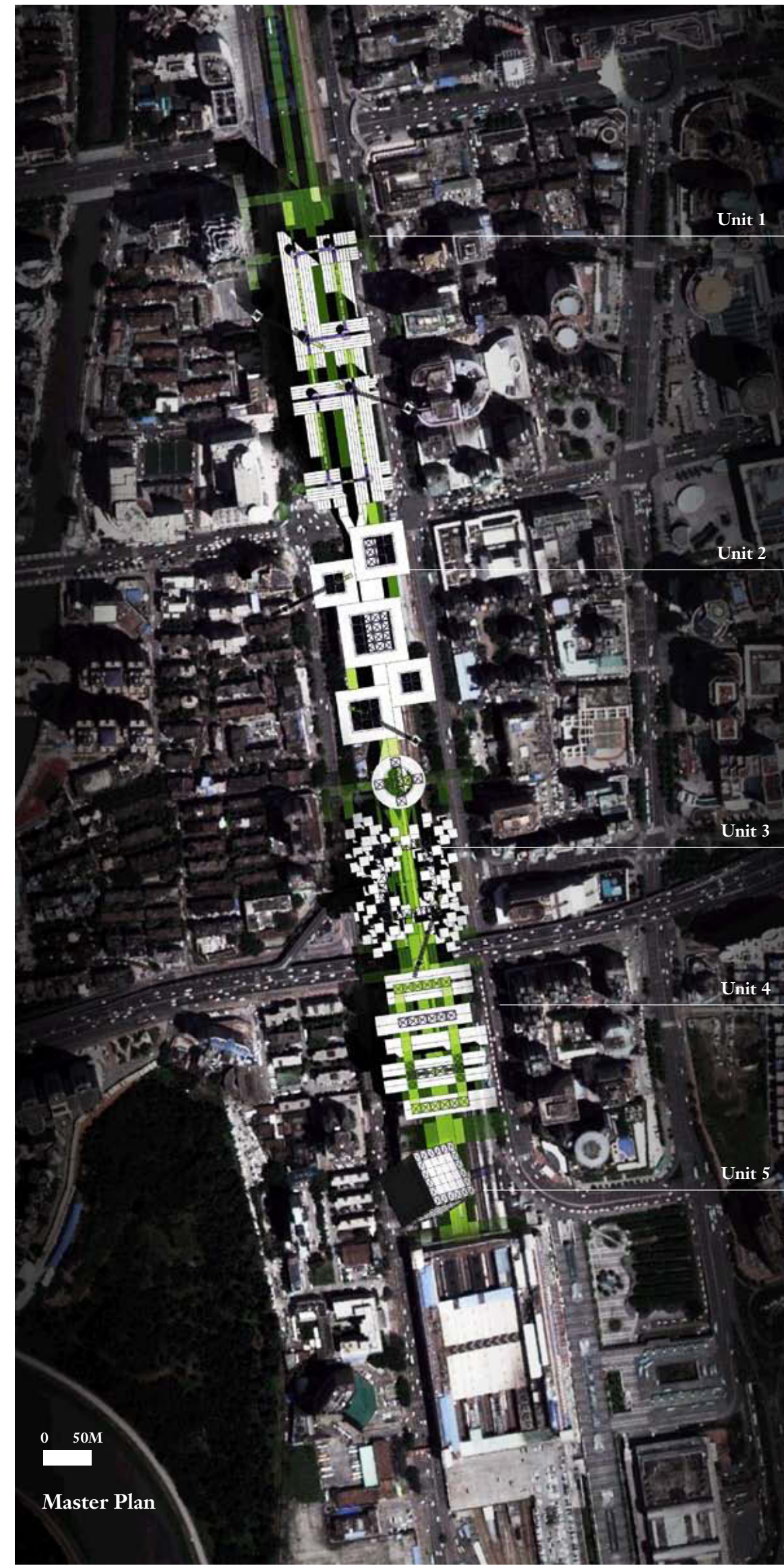


### China's Land Price Increasing Rapidly

Undoubtedly, lack of land resources has become the most serious restriction of urbanization. When the price of land takes place of the cost of construction becoming the most important issue in the urban development, the merit of mega-structure in intensive land development will be prominent.







**FROM  
MEGASTRUCTURE  
TO  
MEGAFIELD**

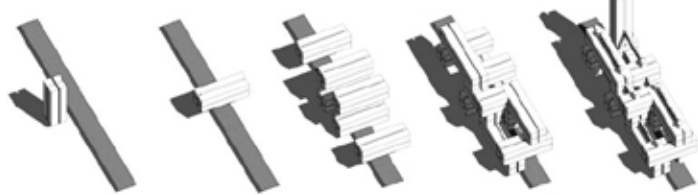
"The field describes a space of propagation of effects. It contains no matter or material points, rather functions, sectors and speeds. It describes local relations of difference within fields of celerity, transmission or of differing points, in a word, what Minkowski called the world." Sanford Kwinter 1986.

Megafield can provide a huge platform for the vertical and horizontal extension of the city organization and conditions of people's activities. Megafield is reconceptualized as a condition conducive to certain outcomes, certain possibilities of activity and habitation.

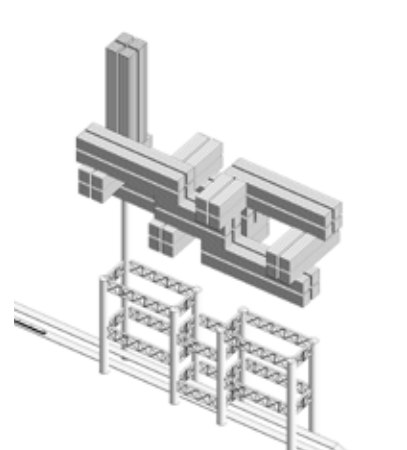
Therefore, just like the boundary between rural and urban areas is blurred by the urbanization process, the boundary between megafield and other part of the city is also blurred. Its ground floor should open to the city and pedestrian, only contain some public facilities and traffic matters, so crowds of the ground can choose pass through or enter into the field in any routines and ways, containing sufficient infrastructure and facilities which are connected with the existing city network, welcoming any usage from different people groups and ways; providing flexible and variable structure forms and spaces, connecting the current buildings in different level to adapt to the multiuse program and possibilities of effects and events.

So megafield is a complex of architecture, structure and infrastructure; establishing an organized system of structure to become infrastructure, blurring the boundary between infrastructure and architecture.

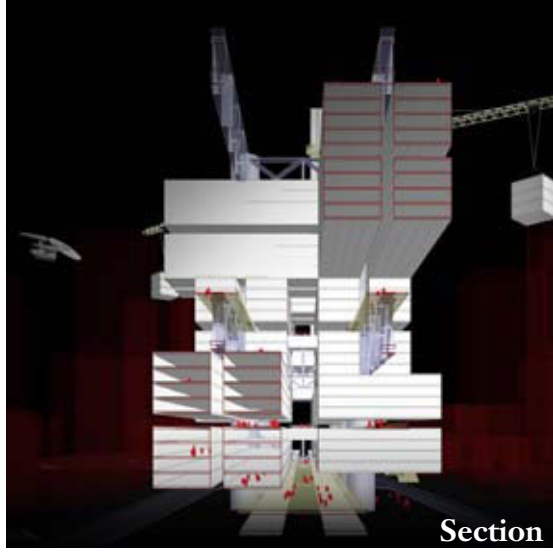
**Unit 1 Innovation Office  
LAY DOWN THE TOWER**



Generation Logic



Structure Logic



Section



Rendering

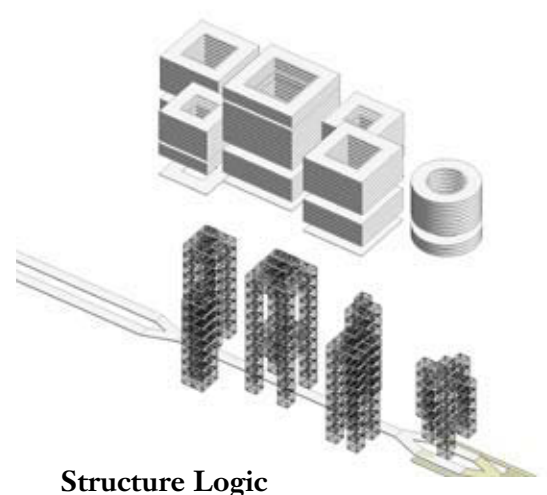
**Unit 2 Social Housing  
STRING TULOOU (土楼) TOGETHER**



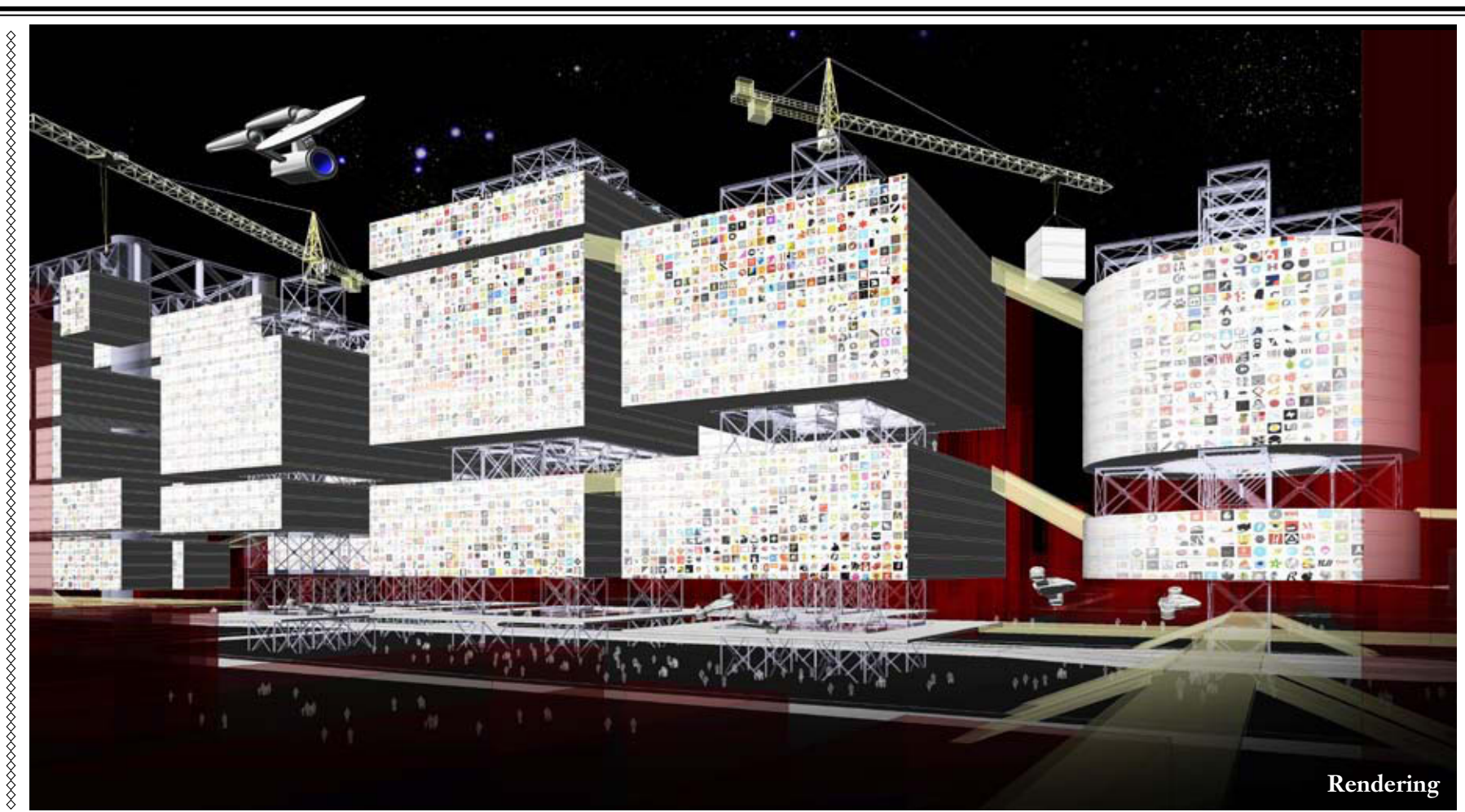
Generation Logic



Section



Structure Logic

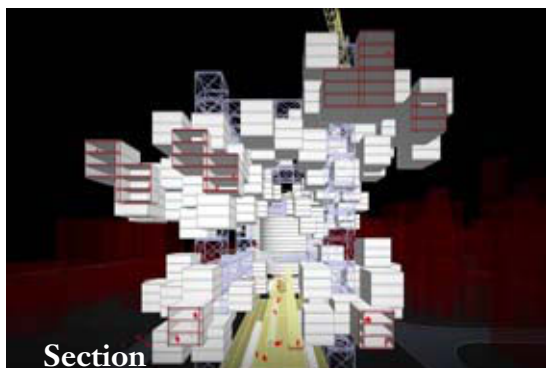


Rendering

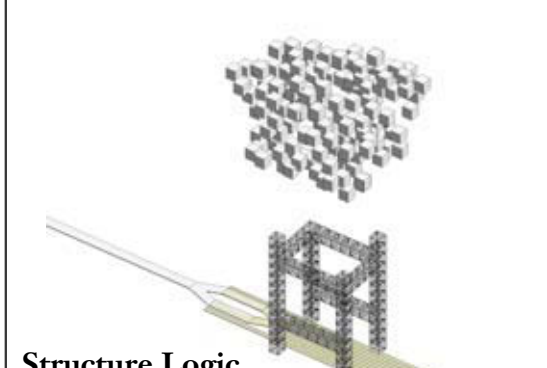
**Unit 3 Middle-Class Housing  
SKY VILLAGES**



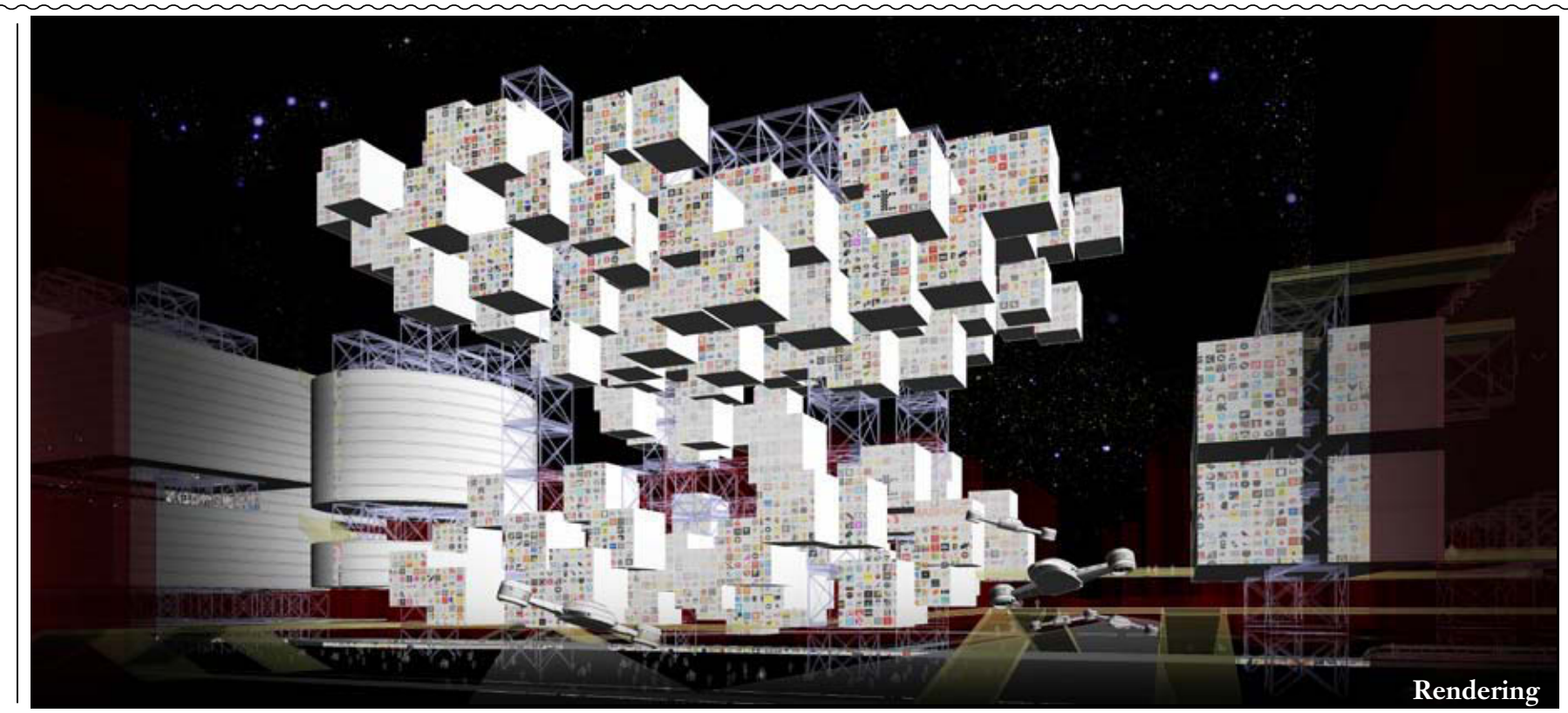
Generation Logic



Section



Structure Logic



Rendering

**Algebraic  
Combination**

Field configurations are inherently expandable; the possibility of incremental growth is anticipated in the mathematical relations of the parts."

Rely on its special structure type, Megastructure, which can not only re-link separated city functions but also expand construction land of dense downtown areas, becomes one of the realistic solutions of the issue.

Hence, choosing the wasteland along the railway as the site of megastructure projects has a general meaning for Shen Zhen as well as other megacities of China.

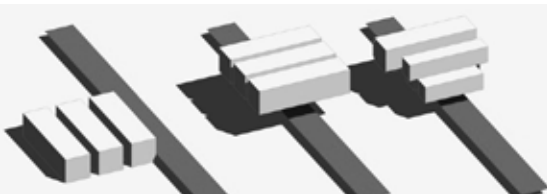
Because of the differences of the context, we need to collage multiple types and plug-in various boxes in a same framework in order to achieve incremental growth. Therefore, according to the specific field condition, any permutation of forms and programs can be configured, achieving diverse effects and events. So the system has a variable possibility and invariable variability.



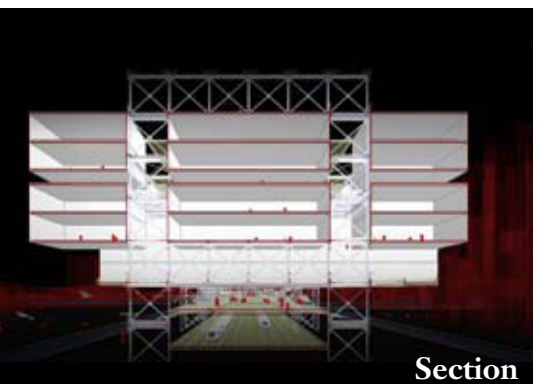
Megafield Sprawl

**Unit 4 Art Museum  
INTERLACE THE TUNNELS**

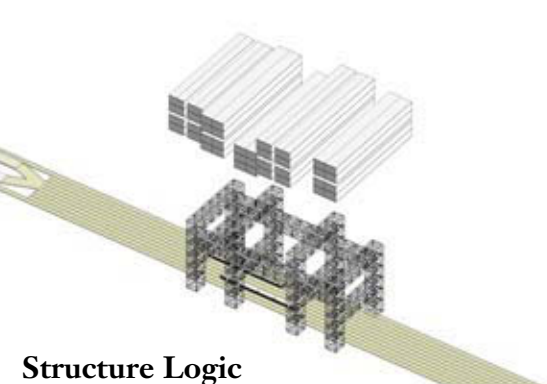
INTERLACE THE TUNNELS



Generation Logic



Section



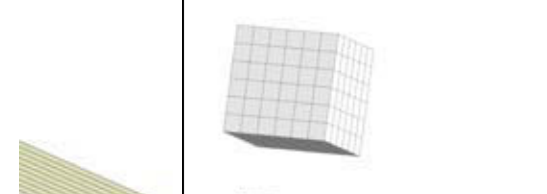
Structure Logic



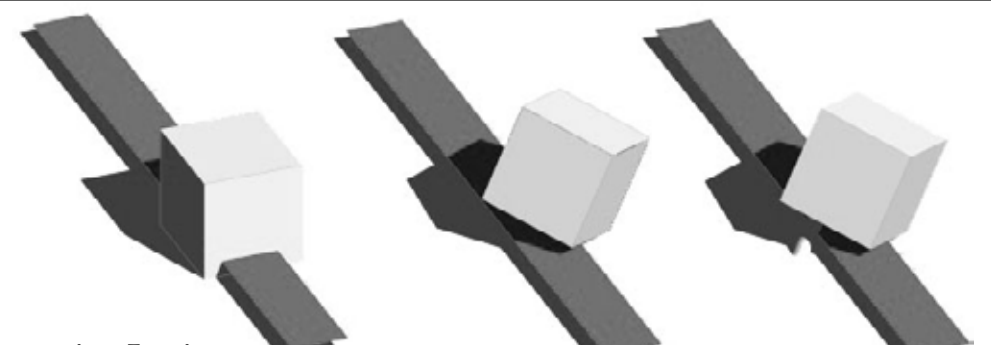
Rendering

**Unit 5 Grand Theatre  
ROTATE THE MAGIC CUBE**

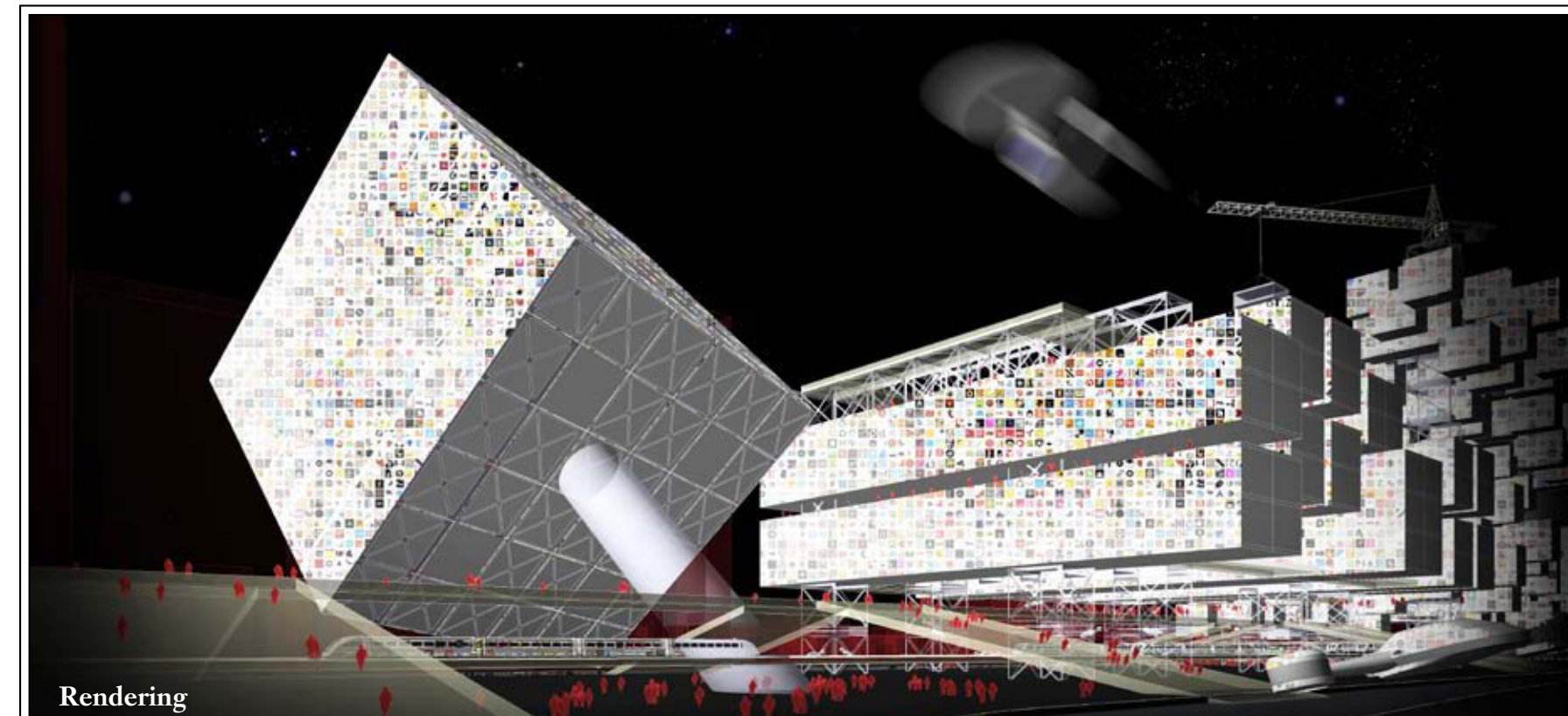
ROTATE THE MAGIC CUBE



Structure Logic



Generation Logic



Rendering



Megafield in The Different Context



Megafield in The Different Context