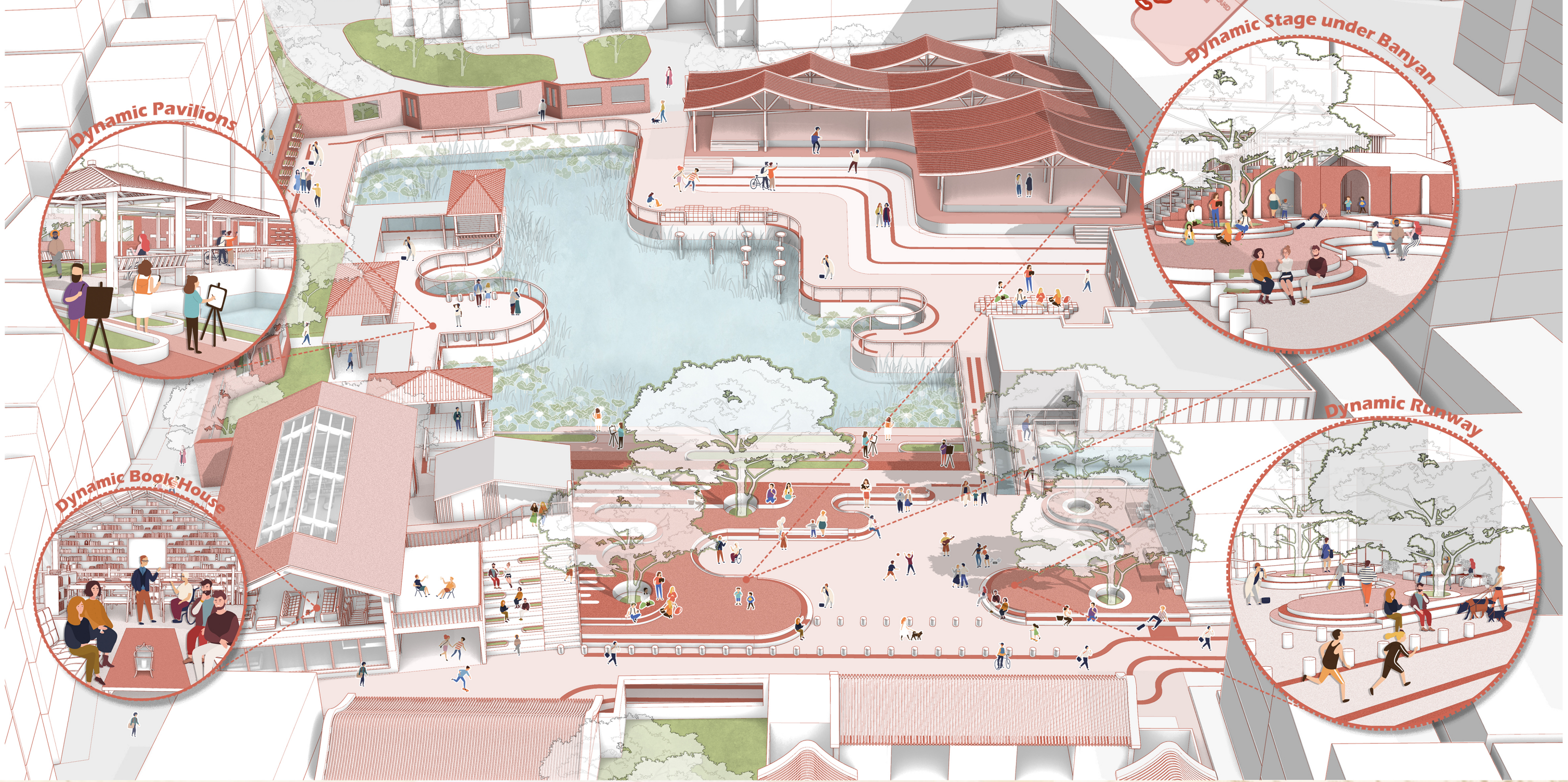


From Isolated Island to DYNAMIC Island
 Revitalization and Renewal Design of the Boundary Space of Shipai Village

DYNAMIC ISLAND



Country / City China / Guangzhou

University / School South China University of Technology / School of Architecture

Academic year 2021-2022

Title of the project From Isolated Island to DYNAMIC Island - Revitalization and Renewal Design of the Boundary Space of Shipai Village

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TECHNICAL DOSSIER

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Title of the course Landscape Planning and Design Studio - Daily Life
Academic year 2021-2022
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Written statement, short description of the project in English, no more than 250 words

In the rapid process of urbanization, more and more towering skyscrapers emerge in cities, continuously encroaching upon the space of urban villages and erecting walls between the city and the villages. These walls hinder the connection between the urban villages and the city, causing the villages to become isolated "islands" within the city and creating a "mental" barrier between different groups inside and outside the villages.

The chosen design location is Shipai Village, located in the central Tianhe District of Guangzhou, which has the largest area, the longest history, and is the most representative urban village. Design inspiration from the concept of the "Dynamic Island" in the iPhone 14 Pro, the original "notch" hardware of the phone is transformed into a new form that integrates software resources and interacts with people. Therefore, starting from the enclosed wall space where the division between the city and the urban village is most evident, the aim is to transform the enclosed wall space into a "resource hub" that can integrate, restructure, and release resources between the city and the urban village. This approach aims to activate the vitality of the boundary space of Shipai Village and address the issue of the village's isolation.

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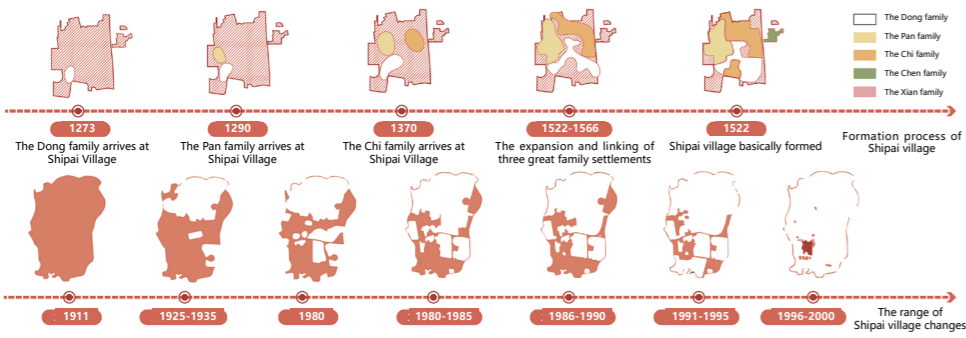
12th International Biennial Landscape Barcelona

Barcelona October 2023

SCHOOL PRIZE

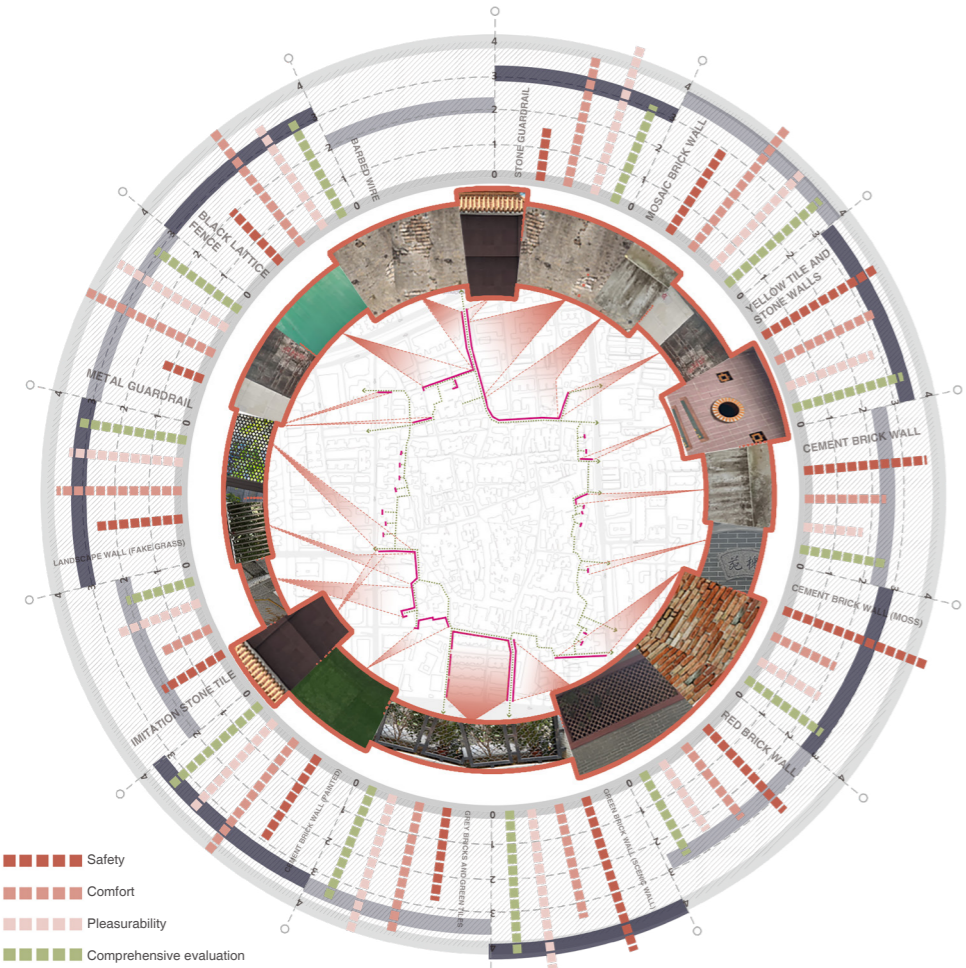
Historical Analysis

Chapter 1. Enclosure



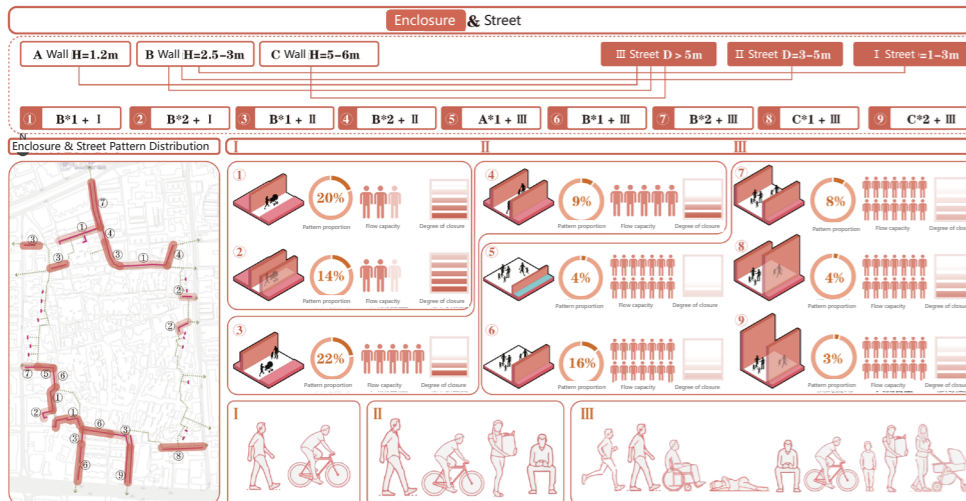
Enclosures PSPL

Chapter 1. Enclosure



Enclosure Space Effect

Chapter 1. Walls



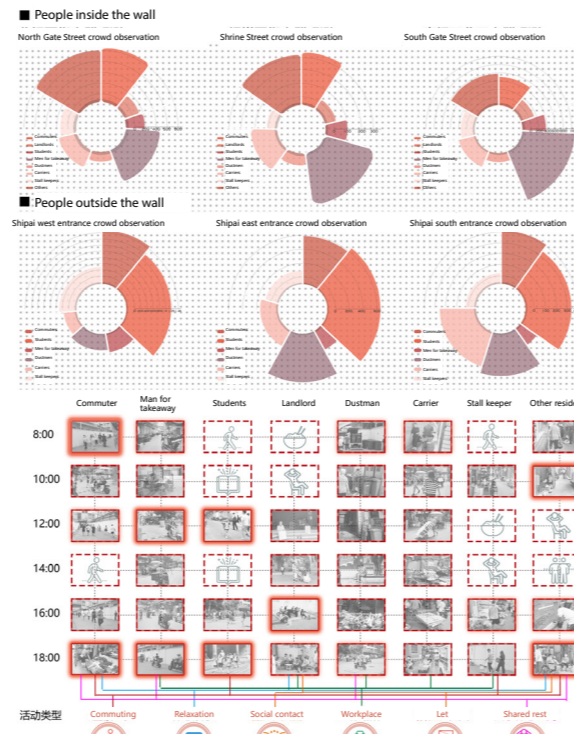
The spatial effect of the enclosure is influenced by the scale of the street. The relationship between the wall and the D/H of the street space in the village is categorised and discussed. The spatial resources are not evenly distributed. The proportion of street spaces <3m is 65%, with poor spatial quality.

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Crowd Research

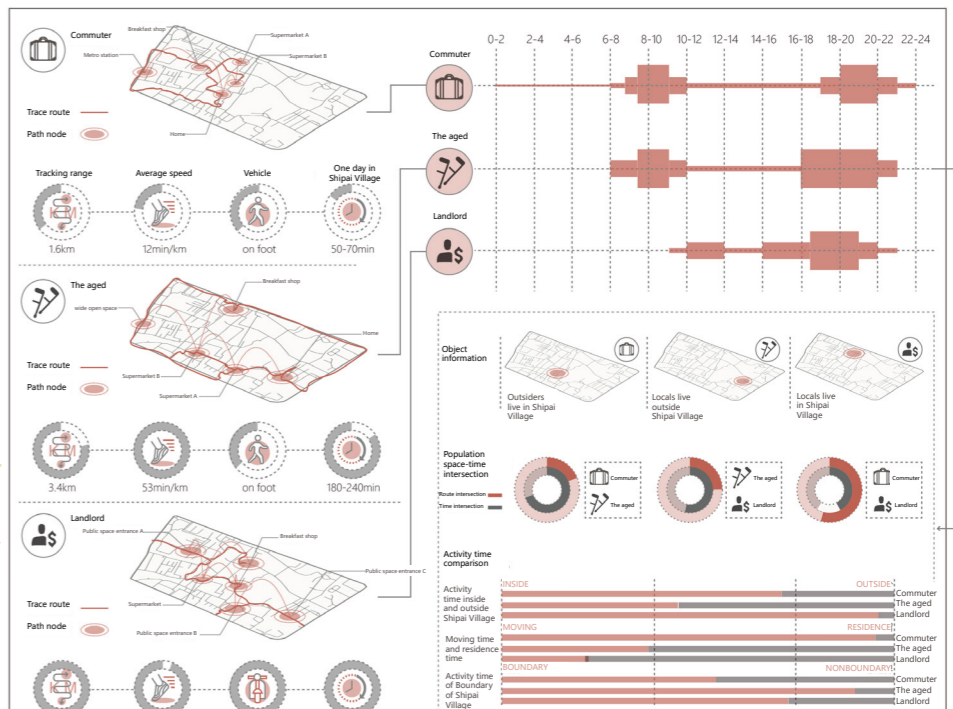


Questionnaire survey-essential information



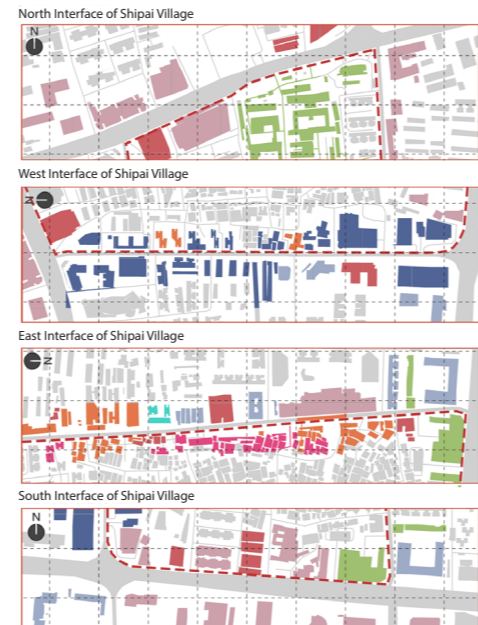
More than 50% of people said it is necessary to rectify the "figure increase; more than half of people think that the "enclosure" is not beautiful, not practical, not permeable, not safe, not co-construction. The leisure space for locals and foreigners is relatively independent, residents tend to interact with each other in a homogeneous way, and the degree of community integration is low.

Follow-up Observation



The western and southern squares of Ishipeming Village are areas of high intersection for all types of people. The residents of Ishipeming Village are more fixed in their activity routes and are mostly concentrated in the boundaries with high circulation. Ishipeming Village is a spatial intersection of people over a long period of time. The boundary space of Ishipeming Village carries a large number of people's activities, and all kinds of people gather in it. However, the people in this space do not intersect and become a solitary individual, building an invisible and spiritual "island" in this tangible spatial isolation.

Surrounding Businesses

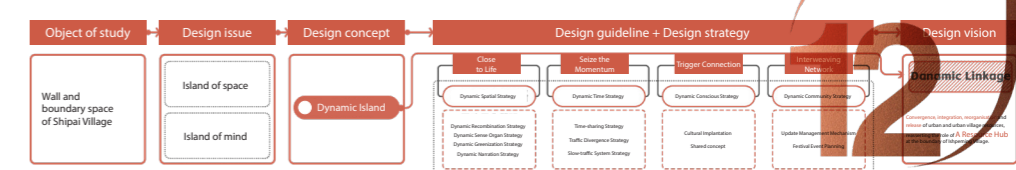


There are many types of businesses, including digital technology industries in Shipai West, garment and catering industries in Shipai East, education, medical and commercial industries, and convenient living. However, there is a serious decline in industry, with many poorly run shops and a poor state of change from computer city dominance to new industries.

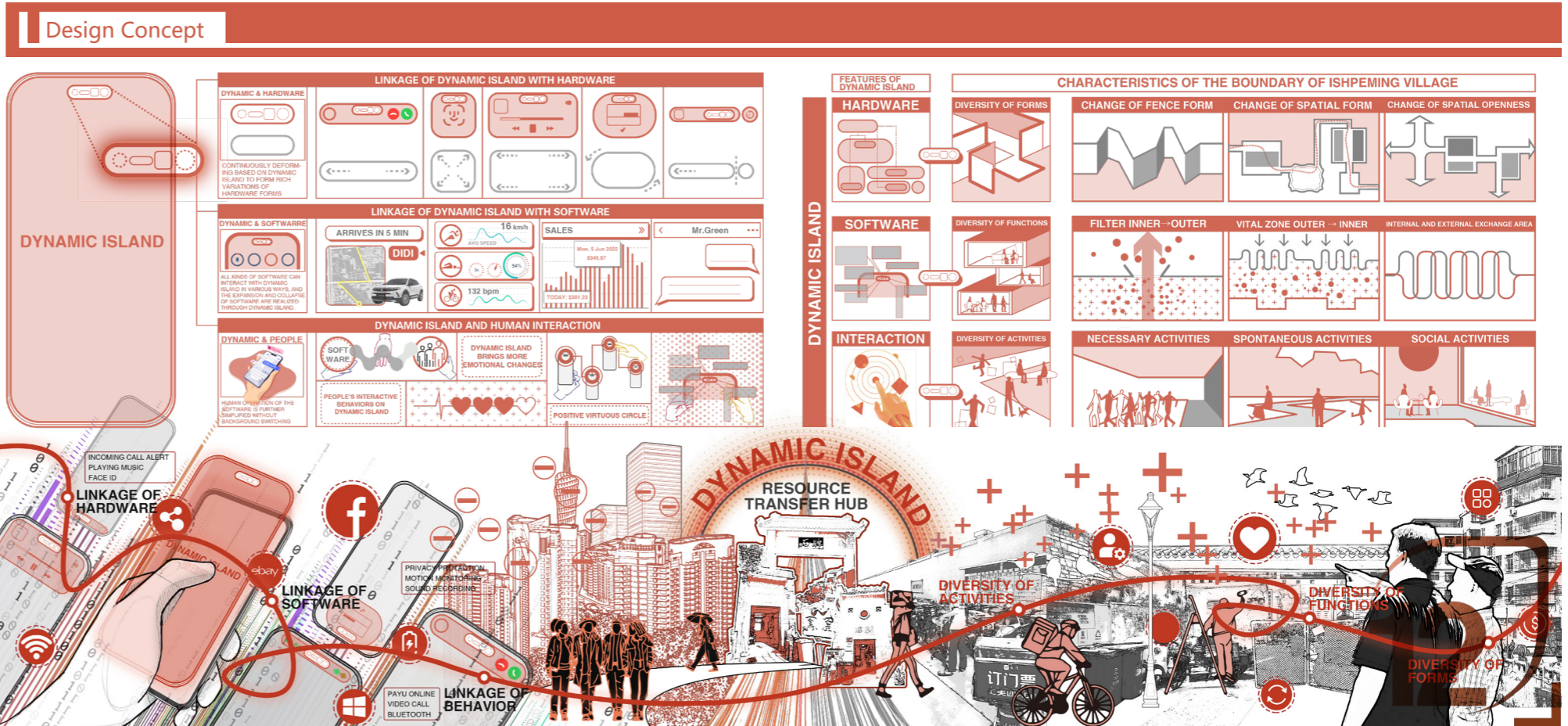
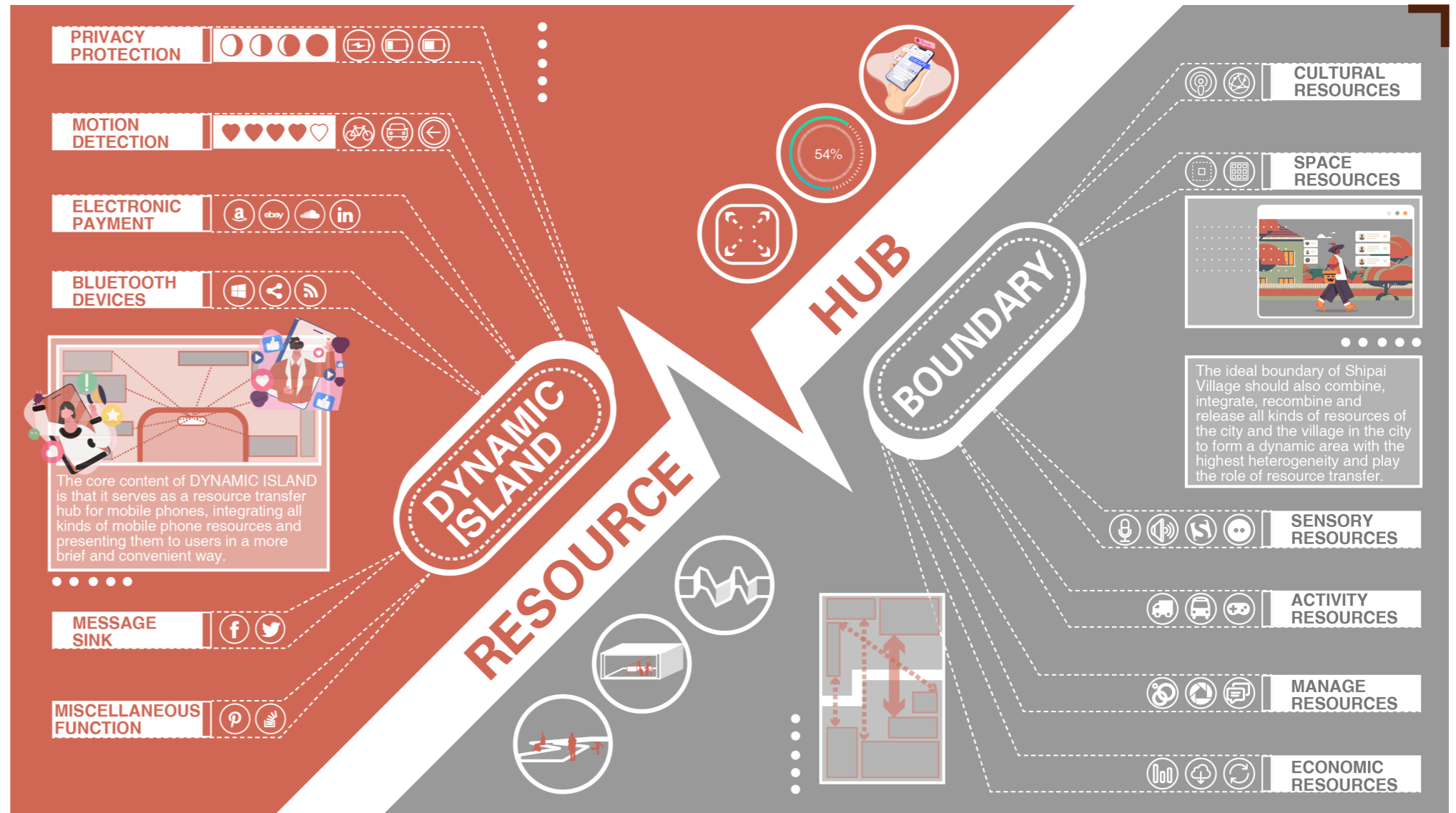
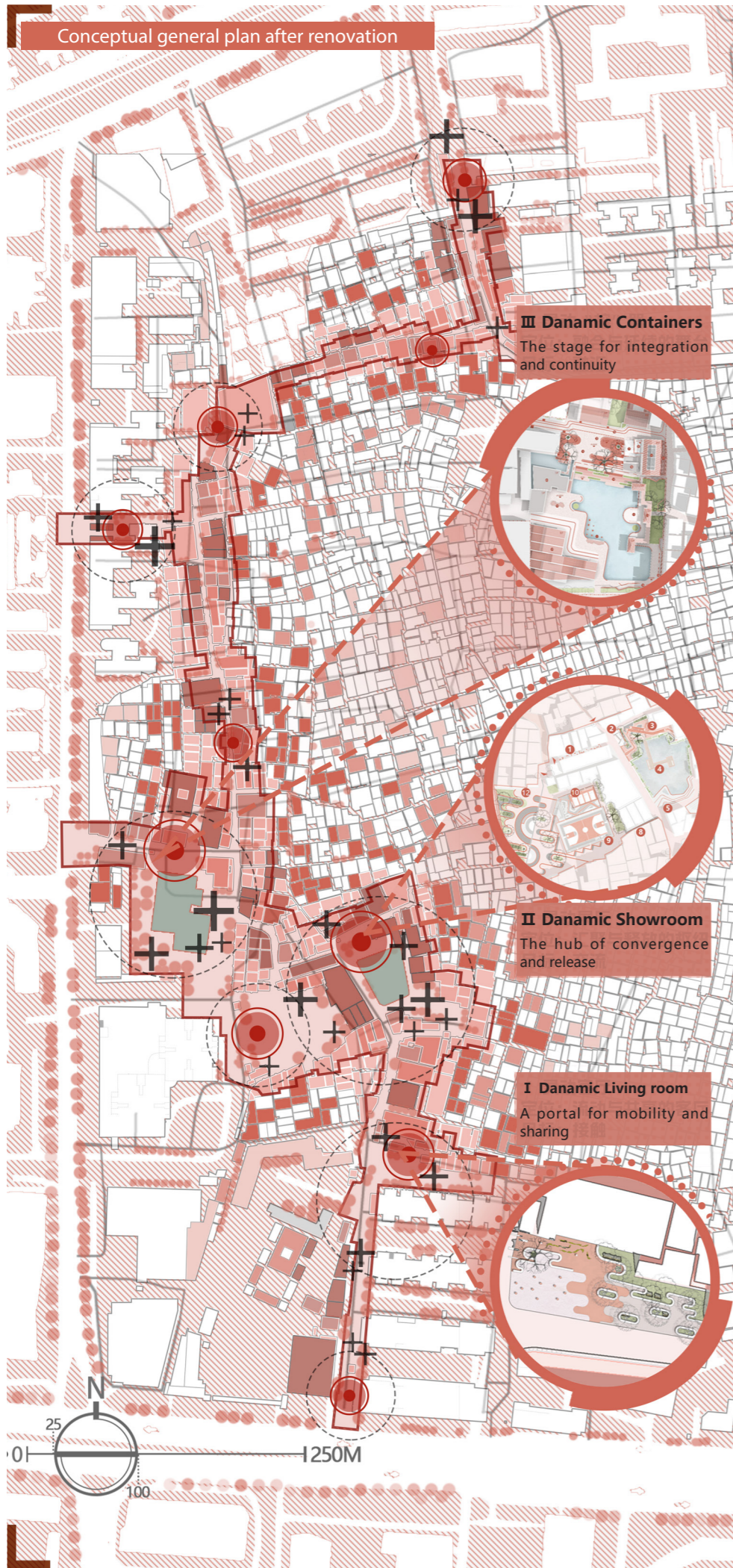
Activities by the wall



Overall Strategy



Chapter 2. Boundary



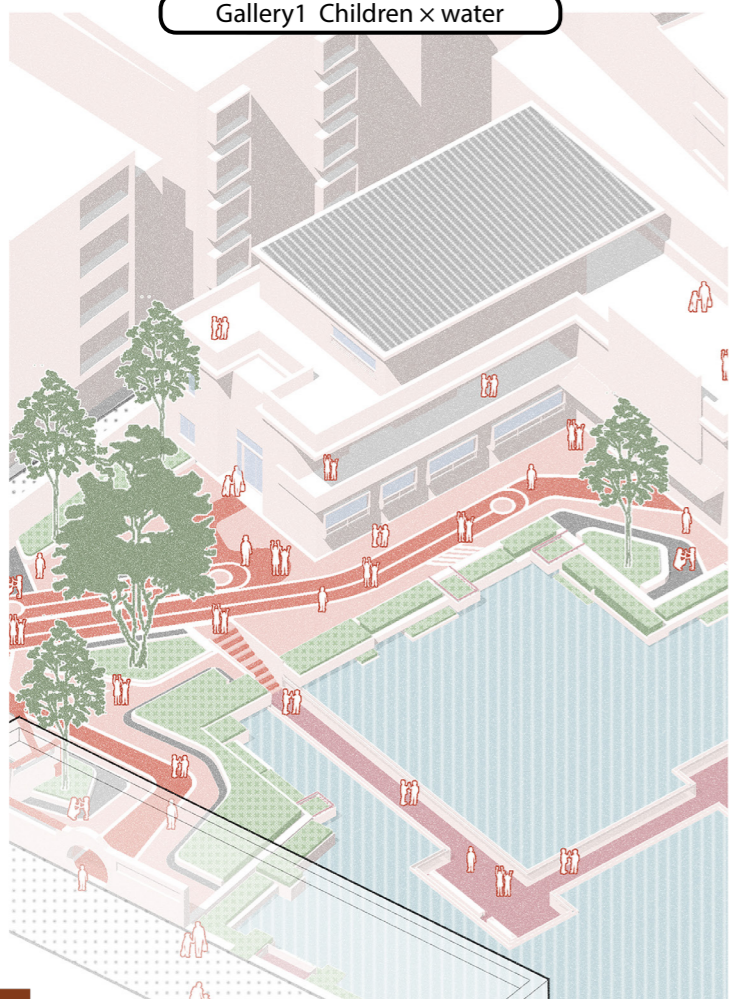
Design Strategy

<p>Against the wall</p> <p>Folding and unfolding</p> <p>Fragmentation and recombination</p> <p>Cover and open</p>	<p>Against the boundary space</p> <p>Space tilt</p> <p>Space composite</p> <p>Falling space</p>	<p>Strategy correspondence problem(wall)</p> <p>The smart compound strategy is adopted for the wall of Shipai Village. The main idea is to recombine the original monotonous hard wall, so as to change the depressed situation of the wall of Shipai Village, integrate the chaotic elements of the wall, and increase more activities and green space.</p> <p>Practical application of strategy</p>	<p>Strategy correspondence problem(boundary)</p> <p>In view of the clever compound strategy of Shipai Village boundary space, the main idea is to use the means of vertical compound, introduce three-dimensional space of different elevation, cover the negative elements, and create more functional public space.</p> <p>Practical application of strategy</p>	<p>Against the wall</p> <p>Vision: the 3D scene wall</p> <p>Hearing: the tree hole</p> <p>Touch: the interactive wall</p>	<p>Against the boundary space</p> <p>Vision: colorful building forest</p> <p>Hearing: voice clutch</p> <p>Touch: the interactive waterscape</p>	<p>Strategy correspondence problem(wall)</p> <p>The smart sensory strategy refers to the all-round improvement of the effect and experience of the wall of Shipai Village. We mainly seize the visual, auditory and tactile senses to create rich changes in the form of the wall, increase the opportunities for interaction between people and the wall, and take this as an opportunity to activate the connection between people.</p> <p>Practical application of strategy</p>	<p>Strategy correspondence problem(boundary)</p> <p>The smart sensory strategy for the boundary space of Shipai Village mainly aims at the low-quality public space landscape effect in the urban village. We enhance the boundary landscape effect of Shipai Village by building facade, noise isolation, water feature arrangement and other aspects.</p> <p>Practical application of strategy</p>	<p>Against the wall</p> <p>Plant container</p> <p>Roof greening</p> <p>Gap</p>	<p>Against the boundary space</p> <p>Ecological wall</p> <p>Canopy frame</p> <p>Road cutting</p>	<p>Practical application of strategy</p>	<p>Against the wall</p> <p>Crevice Art Museum</p> <p>The 3D relief</p> <p>History wall paint</p>	<p>Against the boundary space</p> <p>Recall point implantation</p> <p>Time line connection</p> <p>Mainly construct</p>	<p>Practical application of strategy</p>
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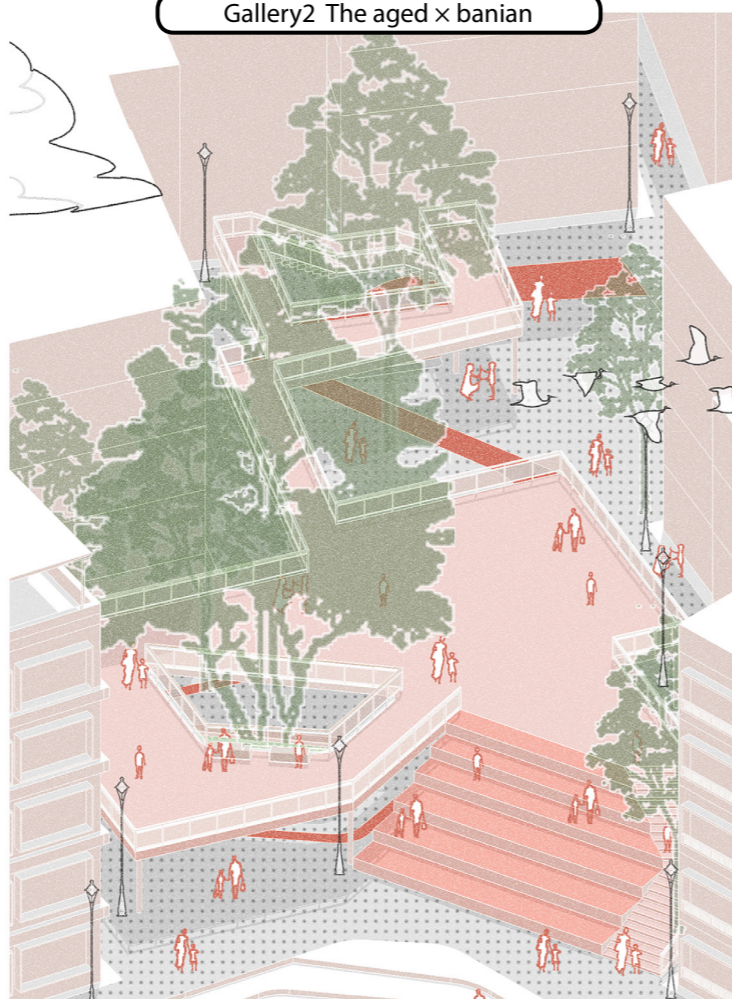
Renderings

<p>Entrance rendering</p>	<p>Underwater platform rendering</p>	<p>Physical cultural landscape wall rendering</p>	<p>AR virtual memory space rendering</p>	<p>AR virtual memory space rendering</p>
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Gallery1 Children x water



Gallery2 The aged x banian



Gallery3 Youth x vitality



Gallery4 ∞ x ∞

