

Cultural Oasis:

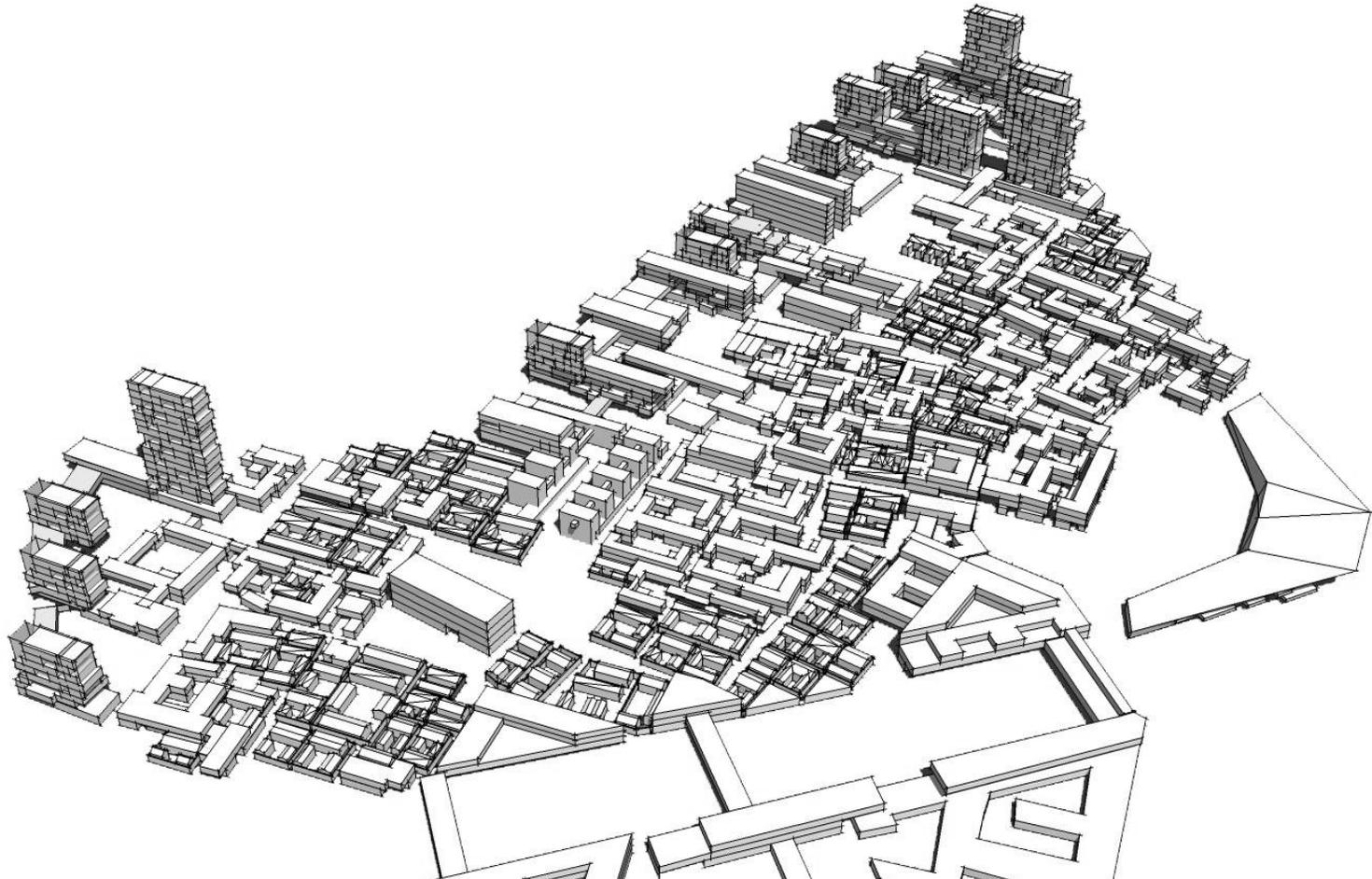
Contemporary Urbanism in Reminiscence

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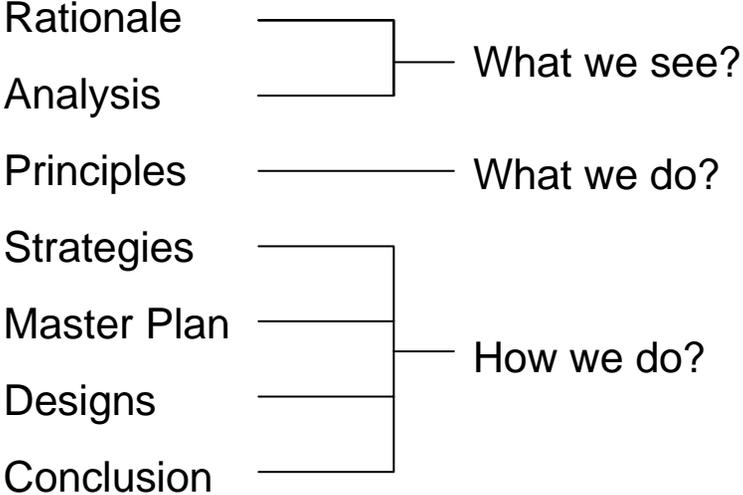
MIT-Tsinghua University

Non Arkaraprasertkul ● Alex H.C. Lee ● Liang Sisi ●

Wang Jue ● Ai Yamamoto



Cultural Oasis



Cultural Oasis

Rationale

Analysis

Principles

Strategies

Master Plan

Designs

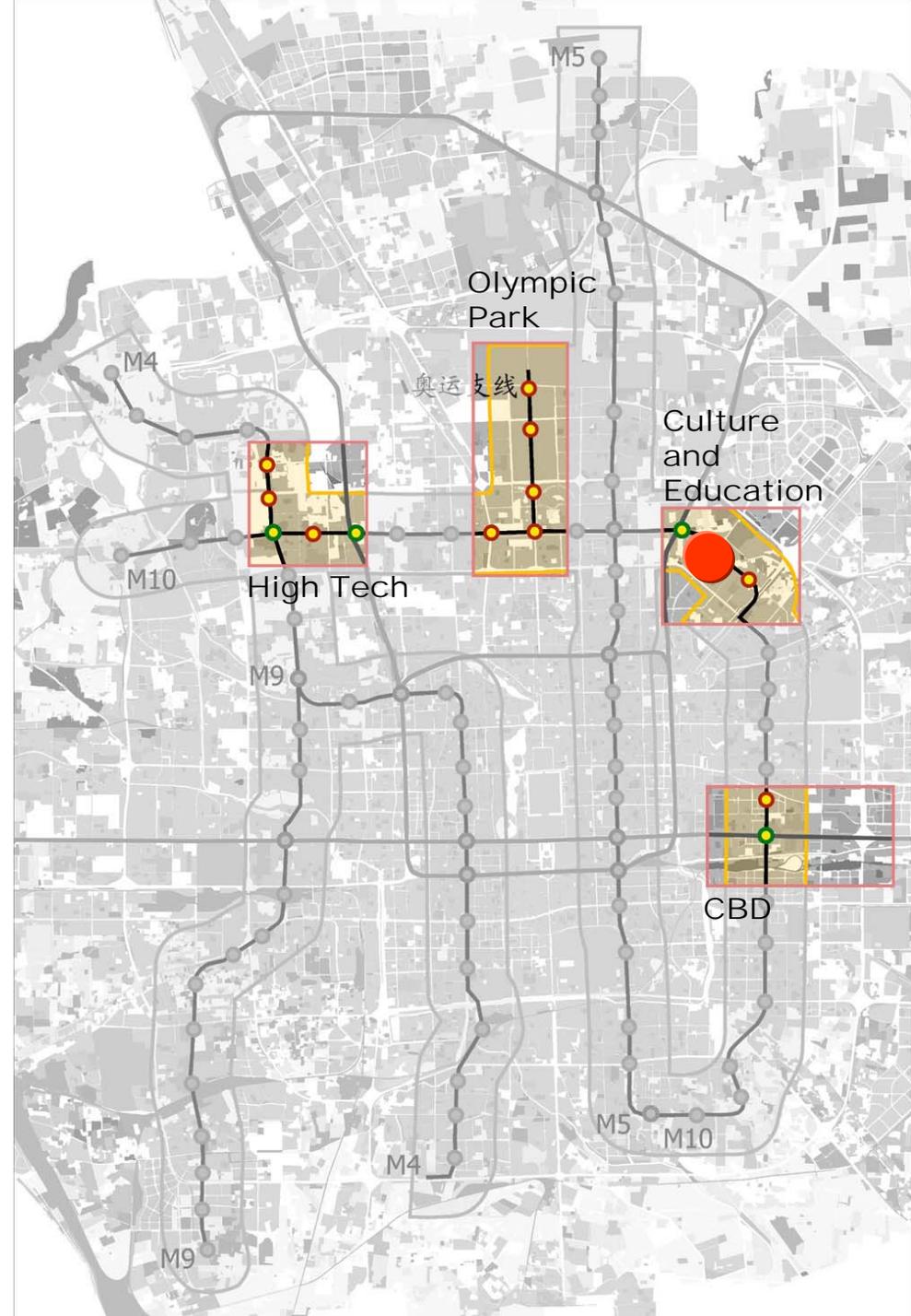
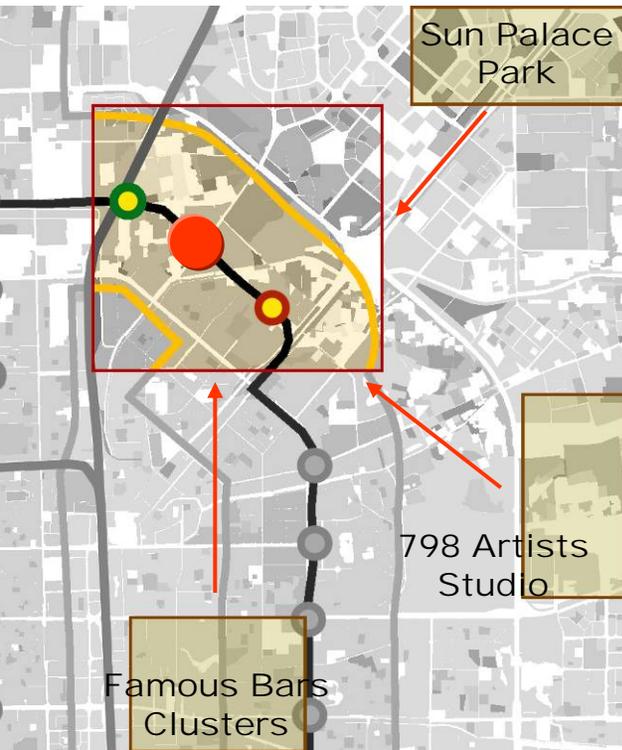
Conclusion

What opportunities we see from the big scale site?

1. Transportation
2. Culture and Education

Why culture?

Why our site?



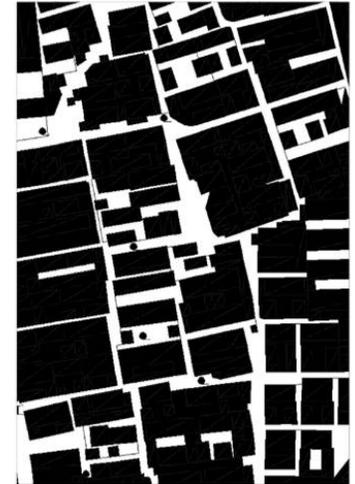
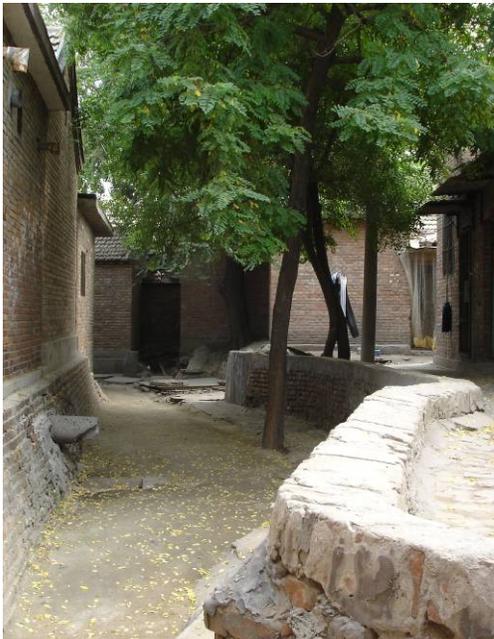
Cultural Oasis

Rationale ———— Transportation & Culture and education

Analysis ————

1. Reminiscence
2. Fast development and high rise surrounding
3. Living condition is unsanitary and unhealthy

↓
New Urban Space



LOW RISE NOW
area of choosed rectangle: 17600 square meters
floor area: 12320 square meters
total floor area: 12320 square meters
number of original families: 50
number of outcomers: 740
number of people: about 870

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Culture

1. Memory
2. Accessibility and Connectivity
3. More Open Space, More Density
4. Dynamic Development of Economic
5. Social Involvement

Cultural Oasis Principles – Memory

Trees, kids' jogging line, small space, scale, fabric, courtyard...

To contain the memory and cultural essence of the site



memory 2: the trees, the space between, and the gathering of the elderly and the kids



memory 1: the kids' journey

Cultural Oasis

Principles – Accessibility and Connectivity



Outside

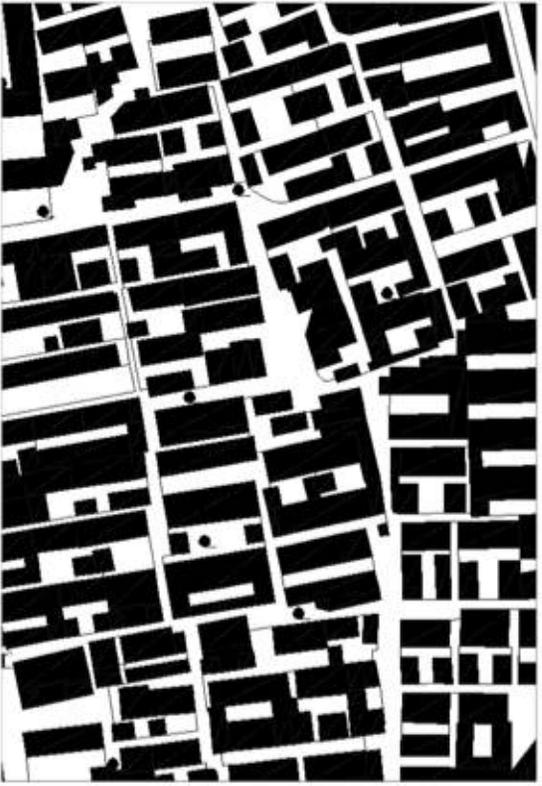


Inside

Cultural Oasis

Principles – More Open Space, More Density

Original Fabric



400 people



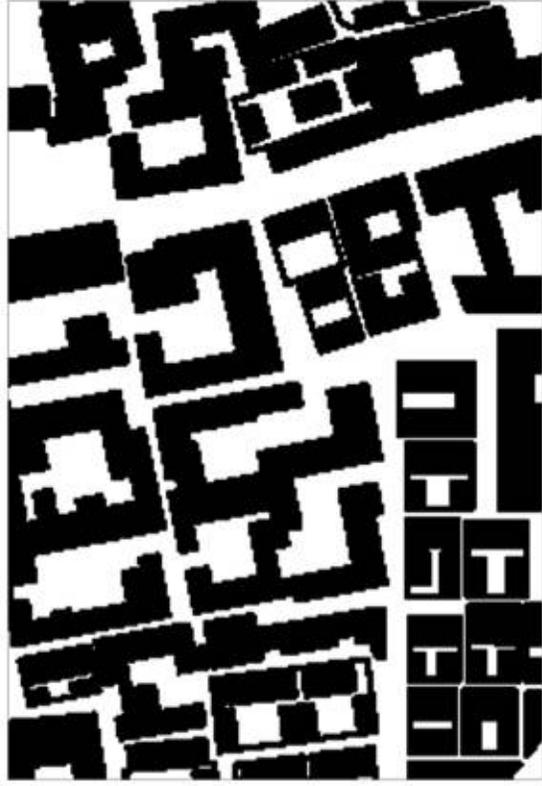
New Fabric



2400 people

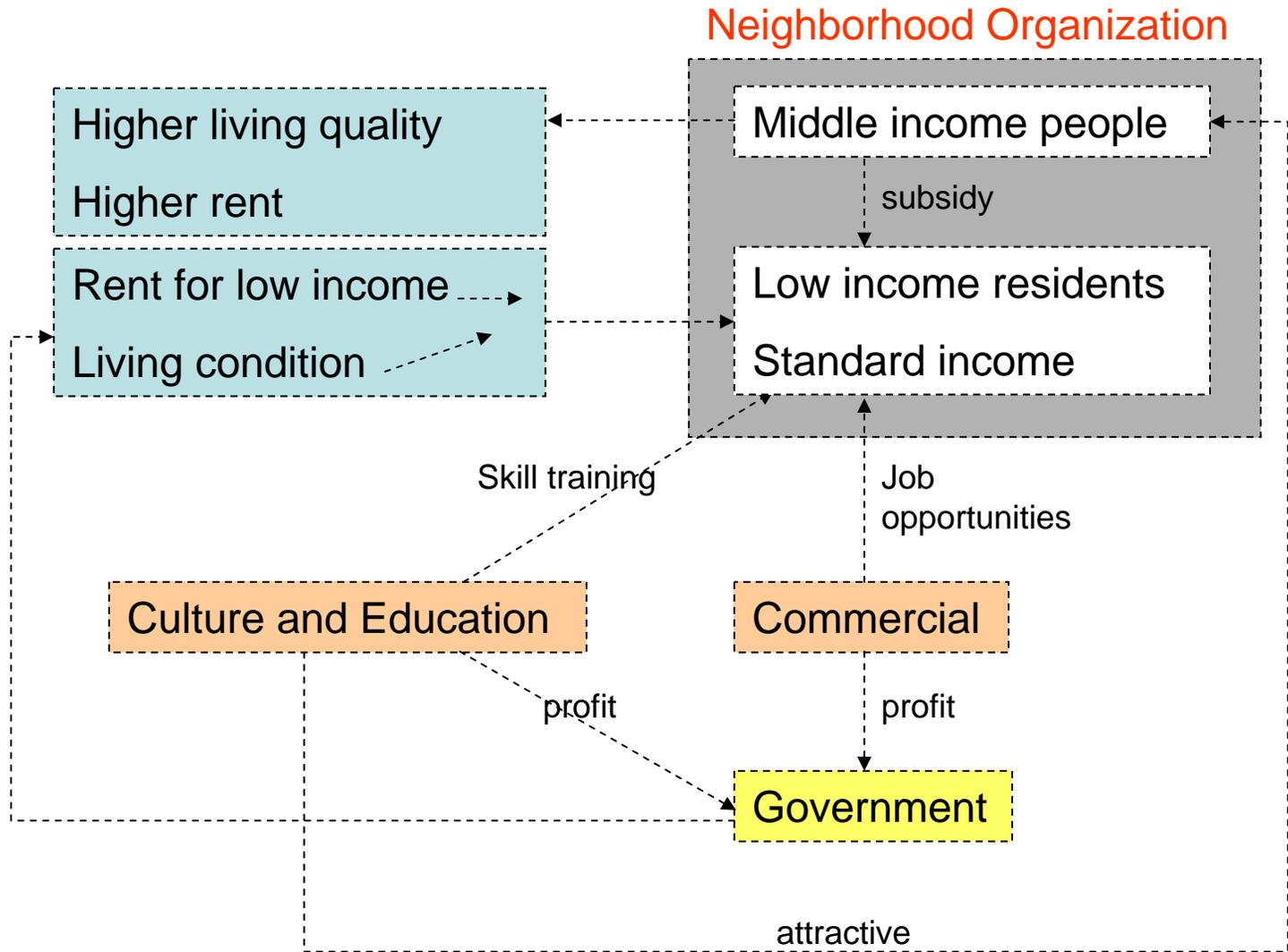


Proposed Fabric



5000 people

Cultural Oasis Principles – Social Involvement / Mixed Use & Income



Cultural Oasis

Principles – Dynamic Development of Economic



Cultural Oasis

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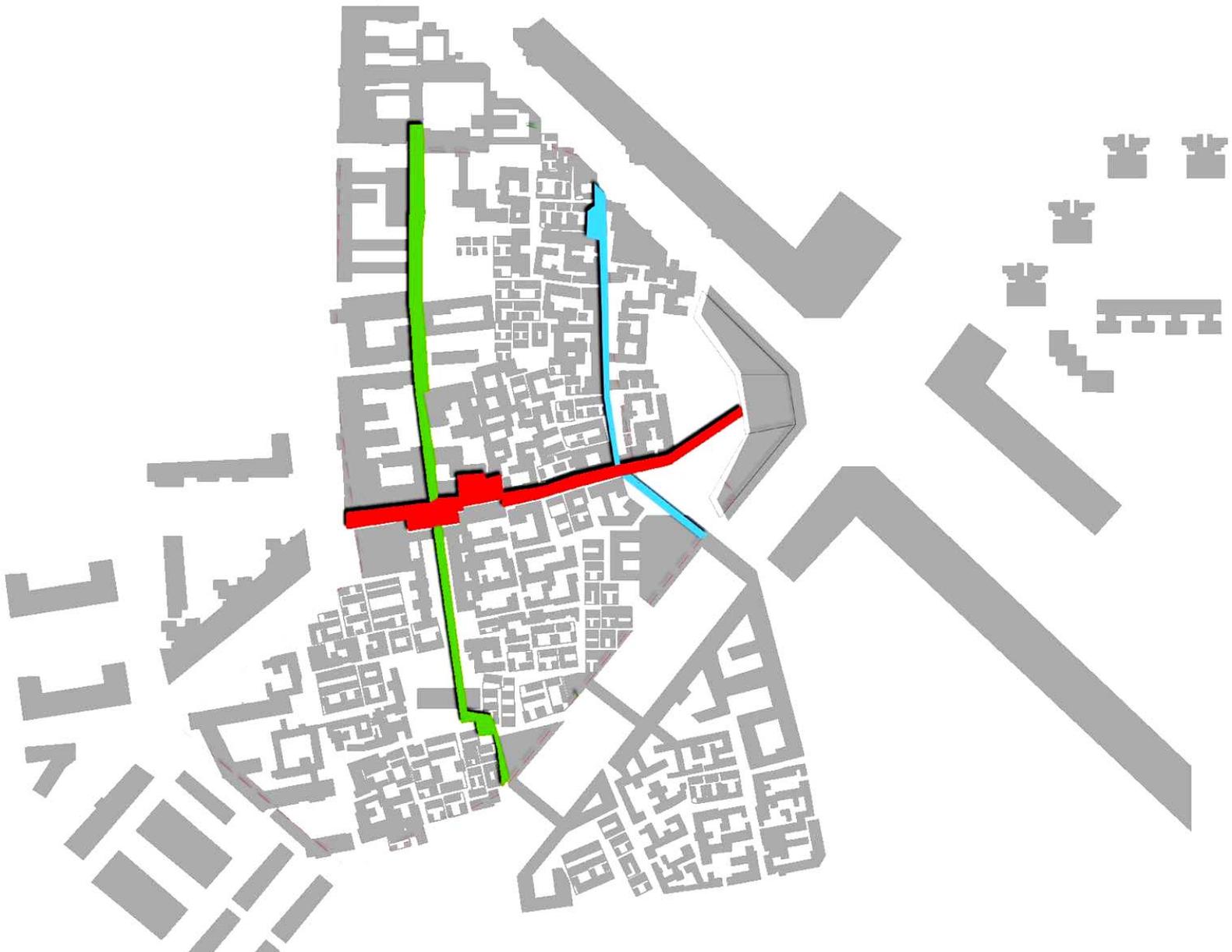
Master Plan

Designs

Conclusion

Cultural Oasis

Strategies – Pedestrian Circulation



Cultural Oasis Strategies –Accessibility and Connectivity



Cultural Oasis

Strategies – More Open Space, More Density



Cultural Oasis

Strategies – More Open Space, More Density



Cultural Oasis

Strategies – Social Involvement / Mixed Use & Income
Dynamic Development of Economic



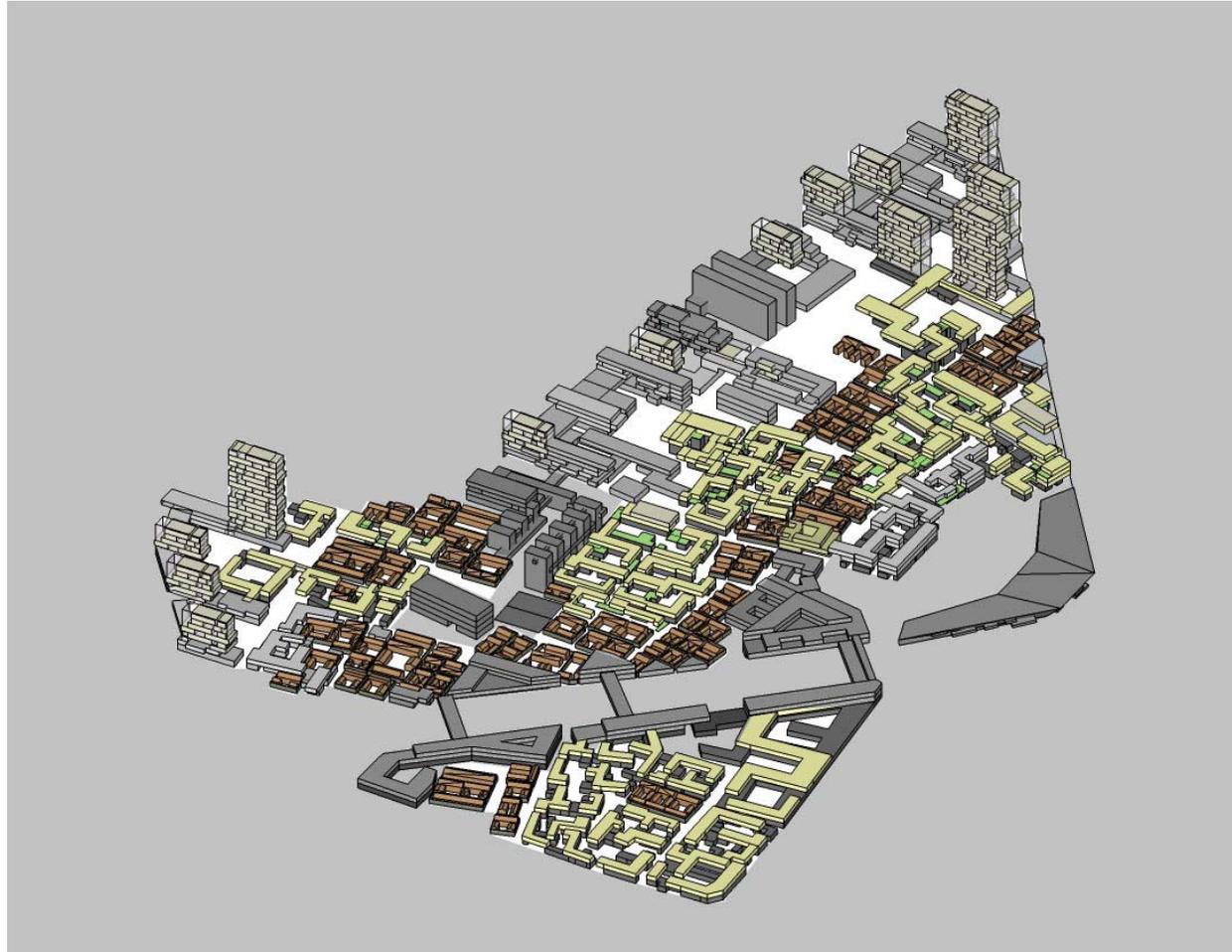
Cultural Oasis

- Rationale
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Cultural Oasis Designs: Housing

- Rationale
- Analysis
- Principles
- Strategies
- Master Plan
- Designs
- Conclusion



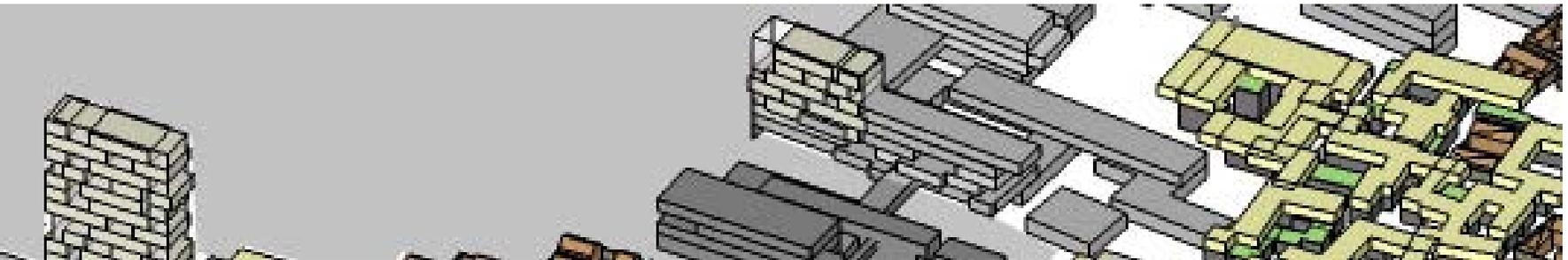
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Cultural Oasis Designs: Housing -- Aims

- **5,000 people; twice as much as original residences**
- Increase of population, increase of open --court yard-- space
- Introducing “*super affordable housing*,” shared facility economy housing
- Medium rise housings are mixed-function with considerate commercial programs
- Efficient high rises with low rise “*sensitivity*”



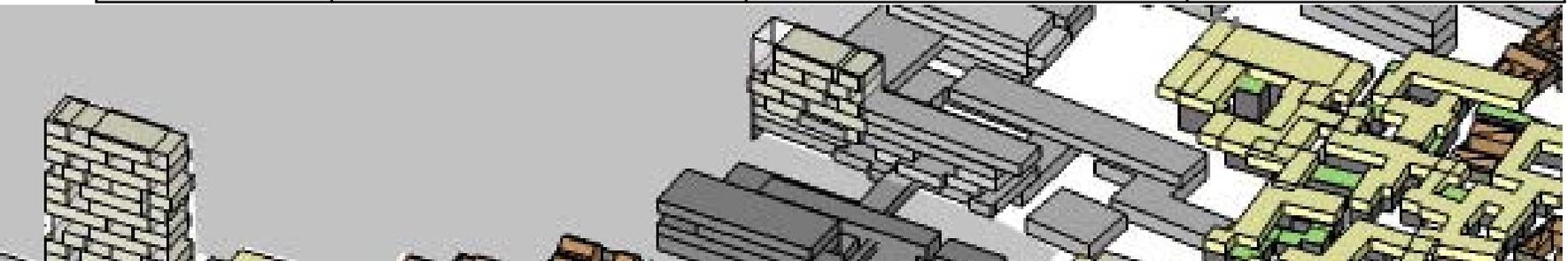
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Cultural Oasis Designs: Housing -- Types

Types	Sub-Type	Target	Expected Occupants/ Users (people/ household)
Residential	a. Existing original low-rise housings	Original occupants, aged members of the community	300/ 120
	b. Super Affordable housing (shared facilities)	Low-Income and medium outcomers	2000/ 800
	c. Affordable housing	Medium income outcomers	2500/1000
	d. Apartment	High income outcomers	200/80



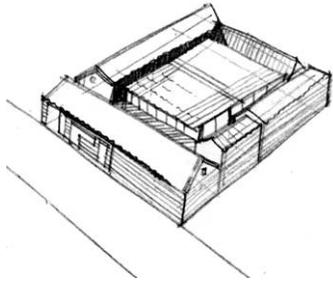
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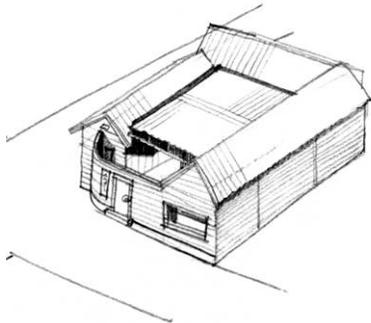
Cultural Oasis Designs: Housing

- Existing original housing



Type 1: Traditional Chinese Style

Preserved



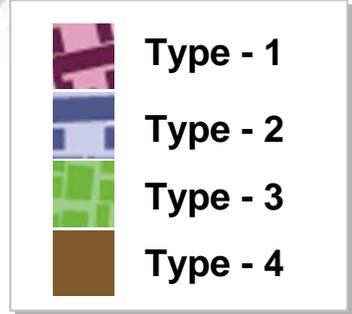
Type 2: New Traditional Chinese Style

70% preserved



Type 3: New Traditional Chinese Style

30% preserved
(characteristics and conditions)



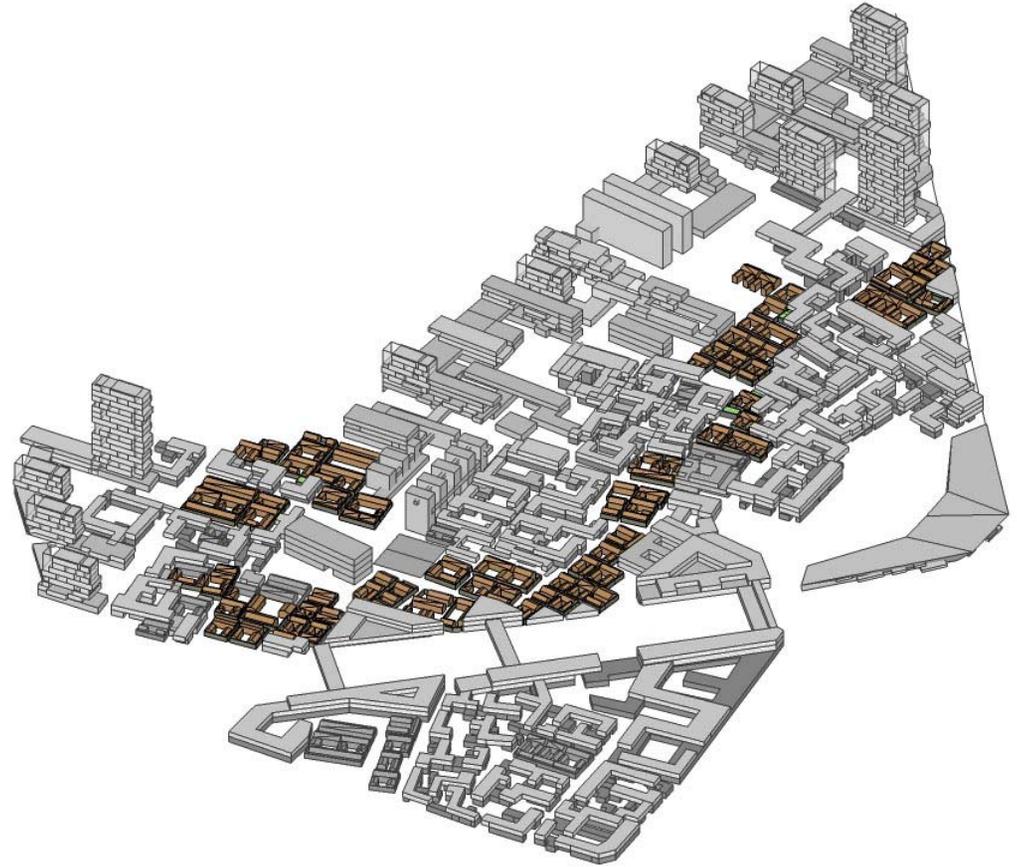
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Cultural Oasis Designs: Housing

- Existing original housing



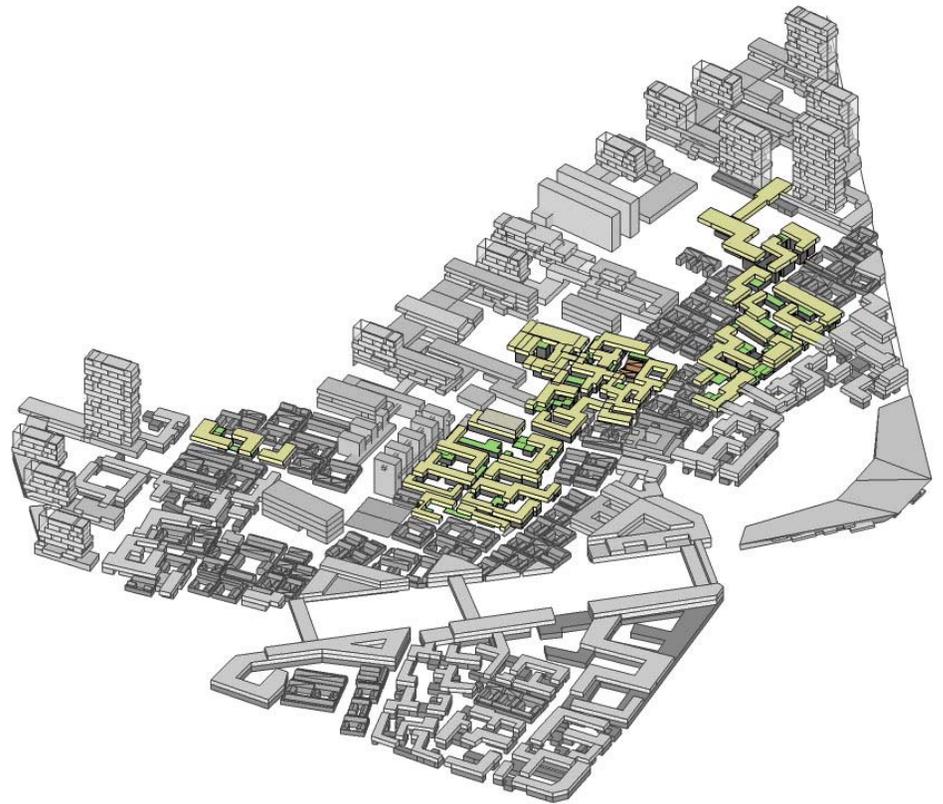
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Cultural Oasis Designs: Housing

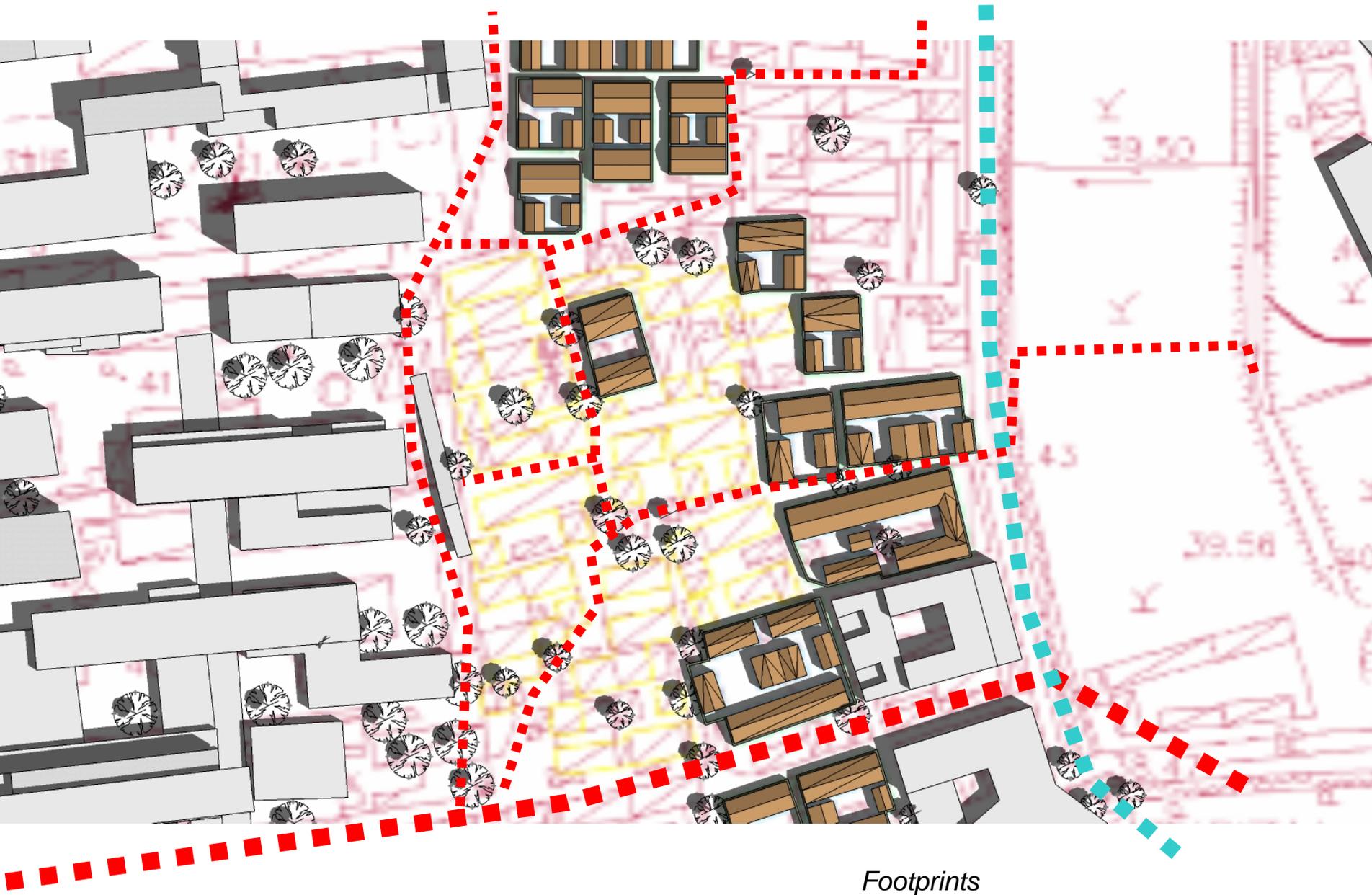
- Low rise --higer density-- housing



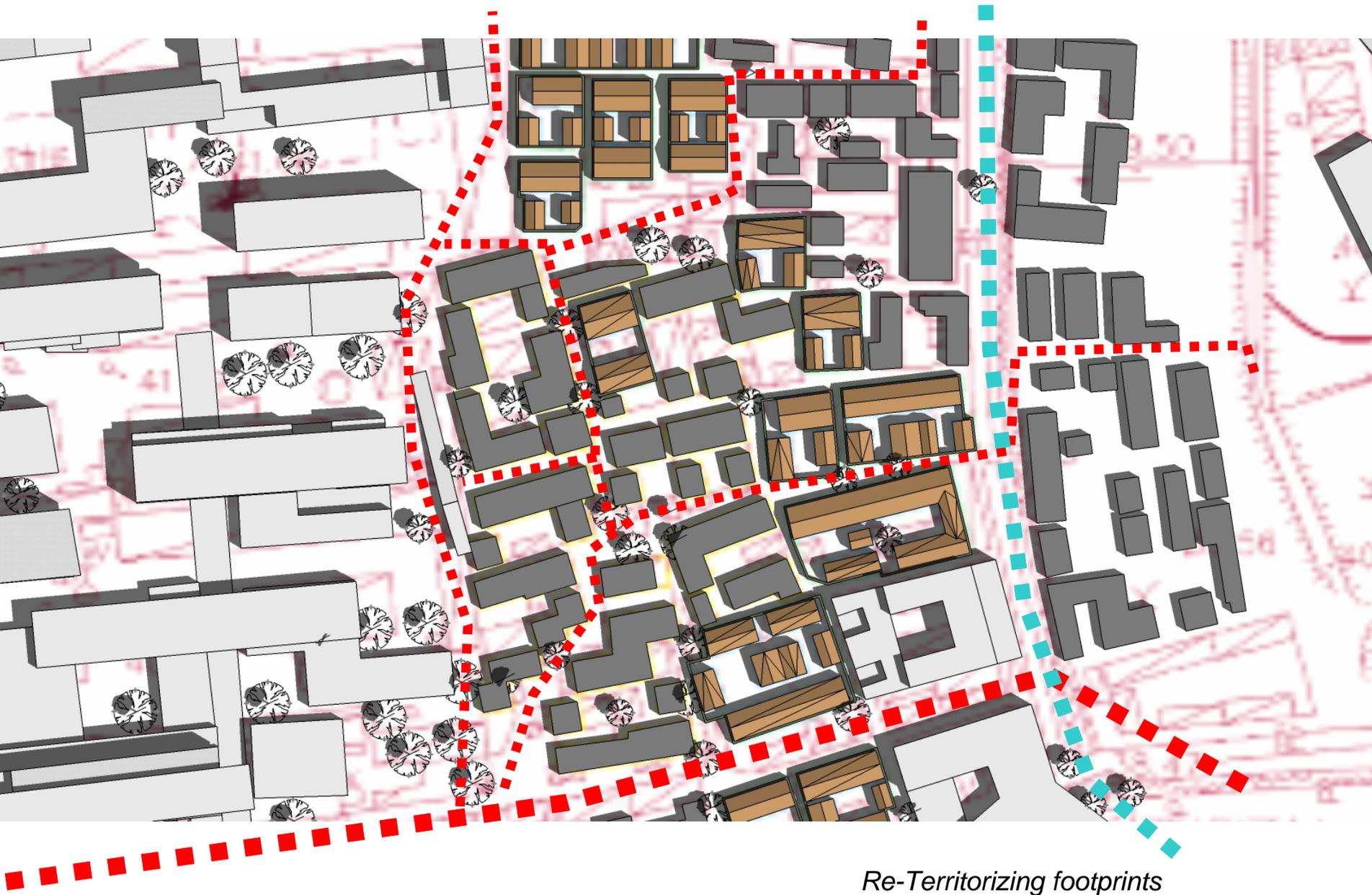
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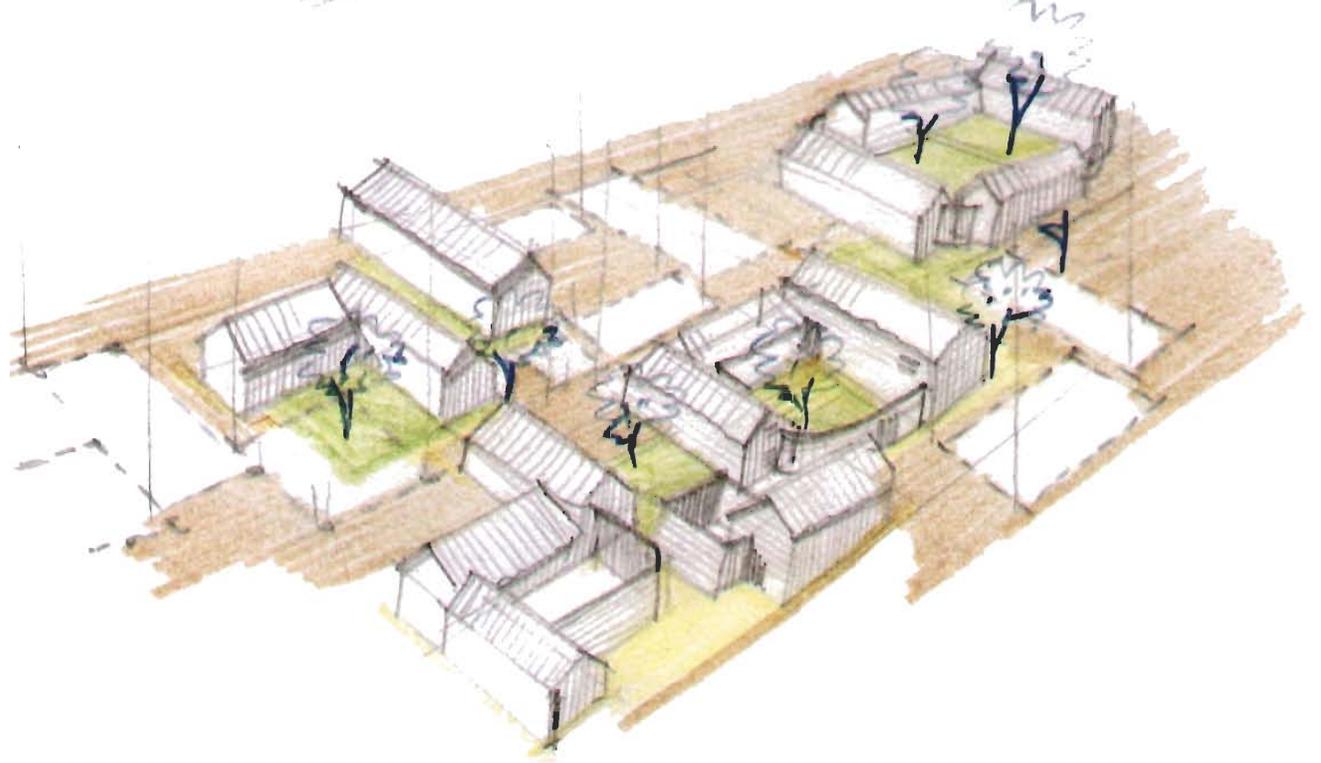
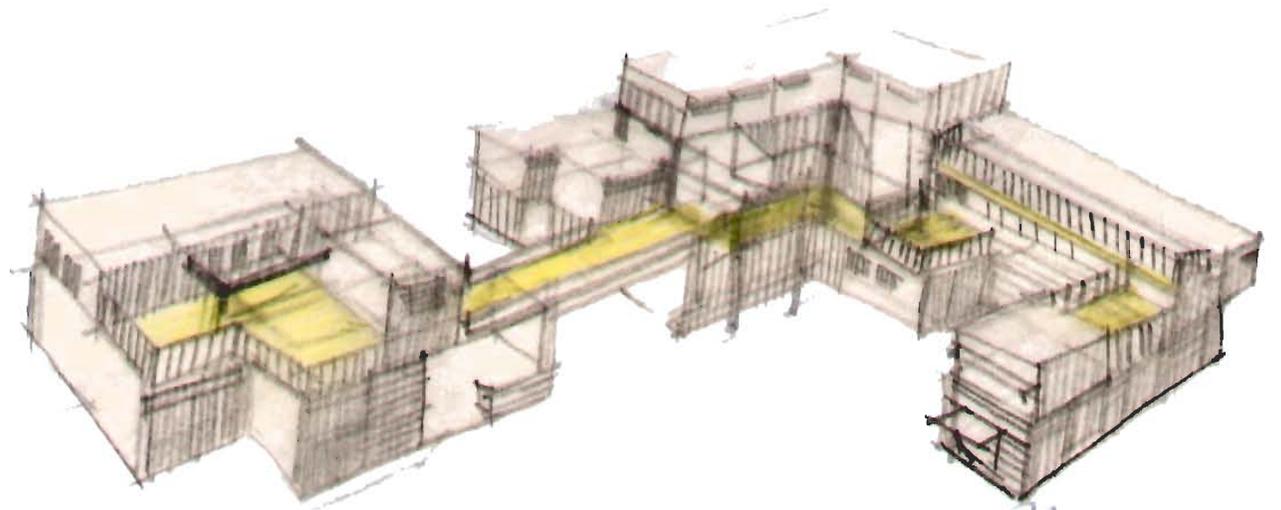


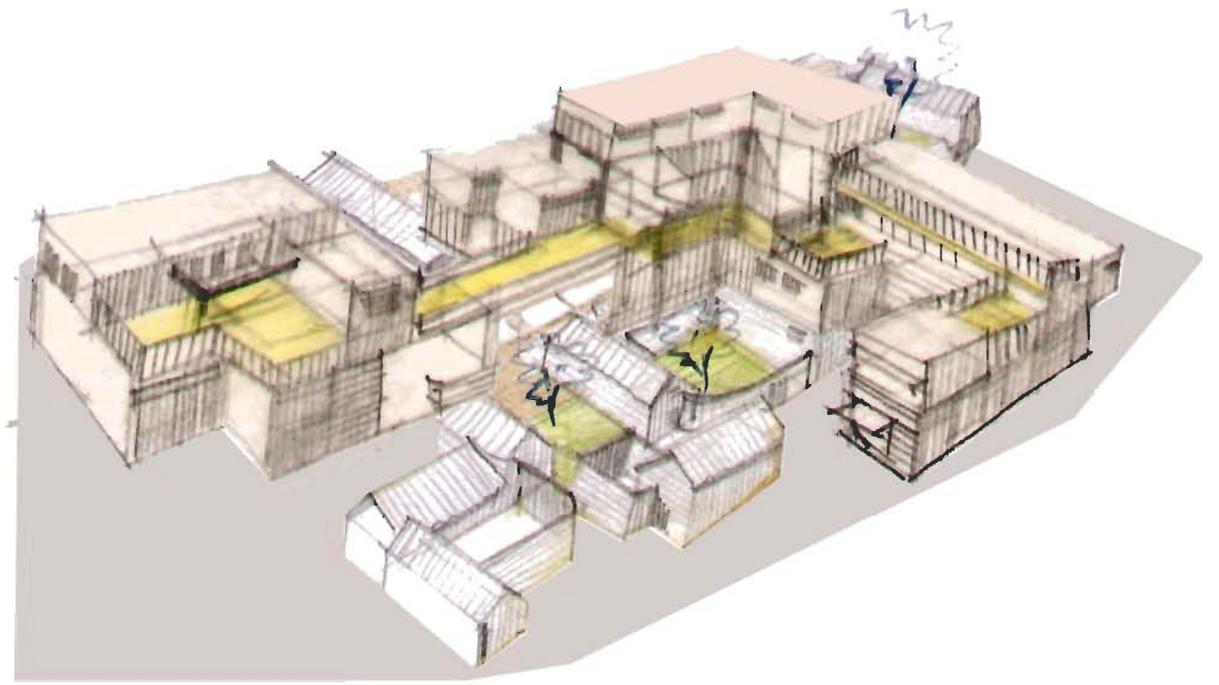
Footprints



Re-Territorizing footprints







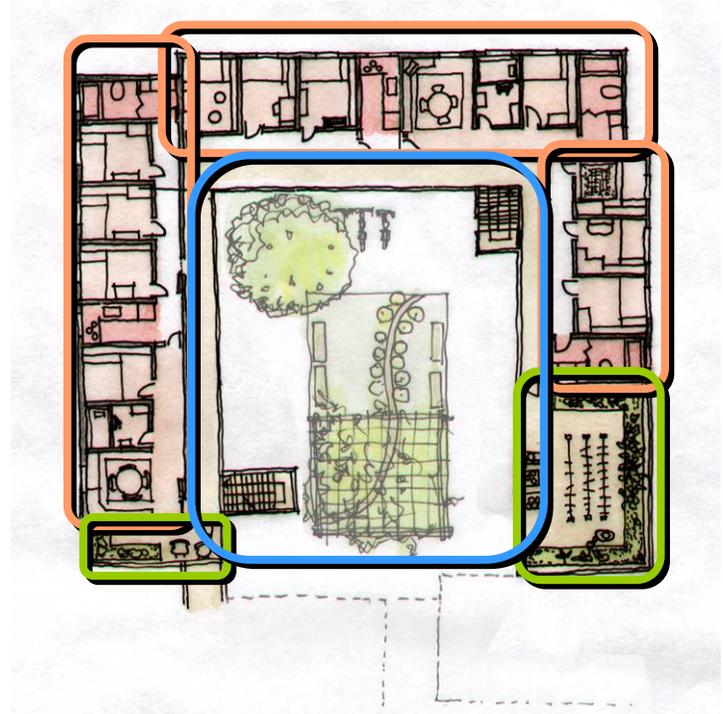
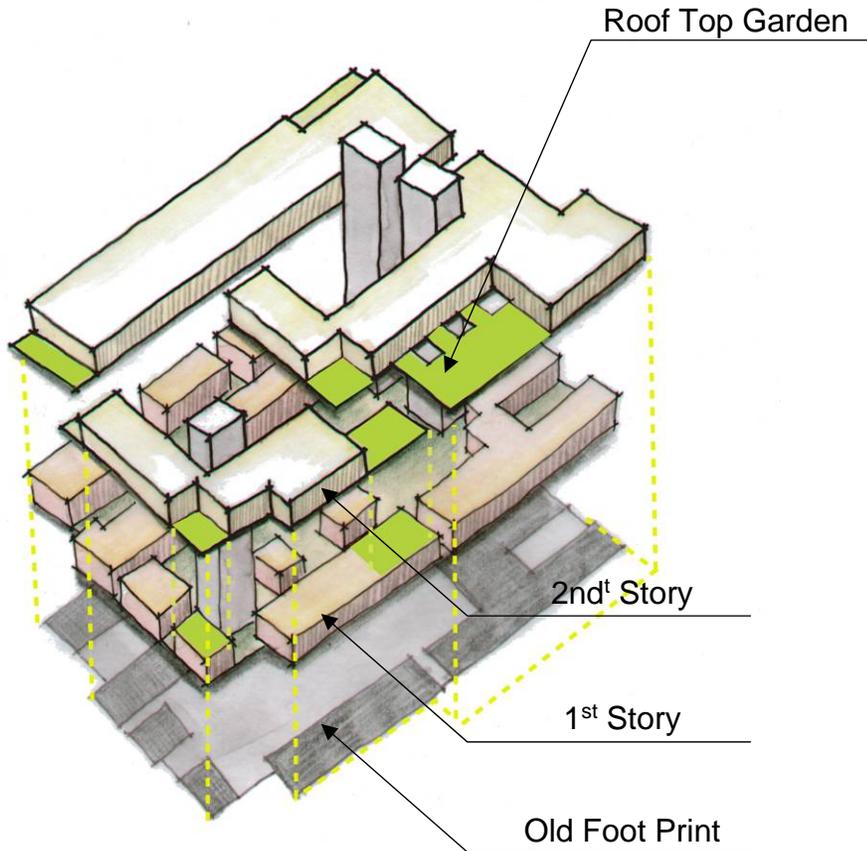


Adding of higher floors following gesture of void and possible elevated connections



Locating elevated open space, court yard, multi-purpose are, and green path

Cultural Oasis Design – Low Rises

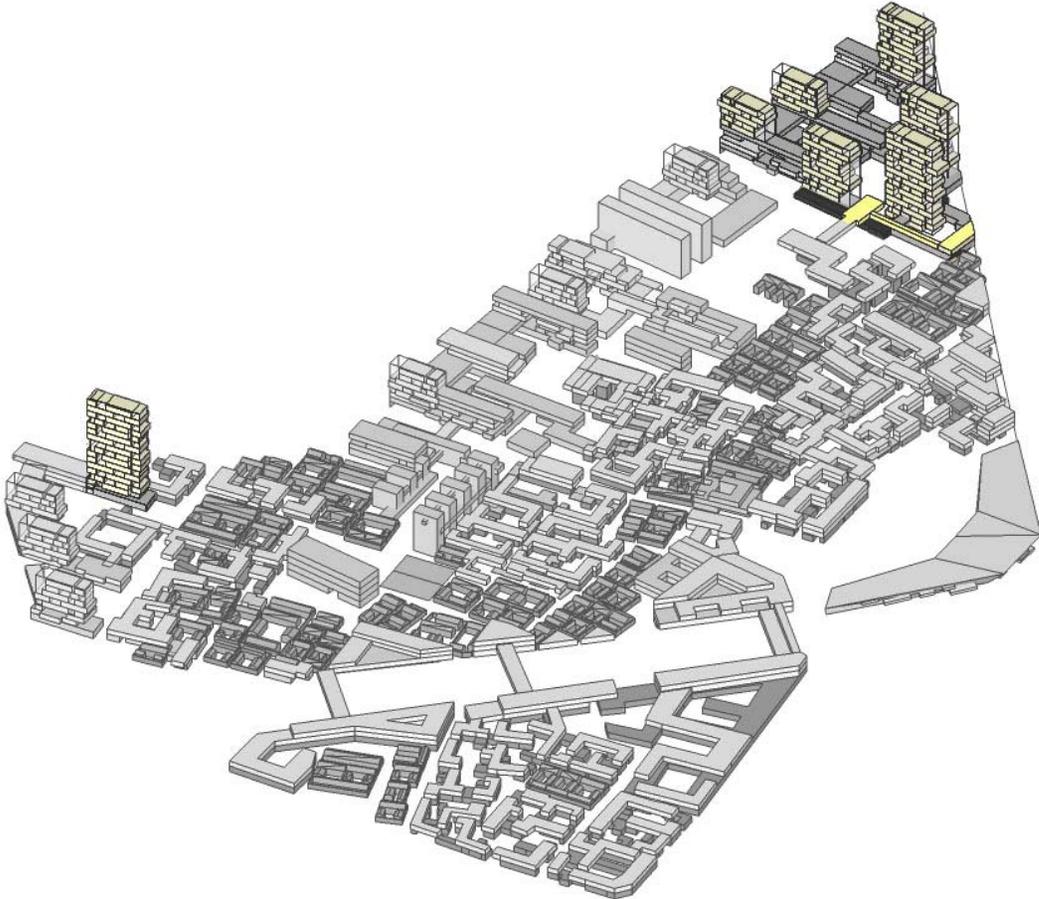


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Cultural Oasis Designs: High rises

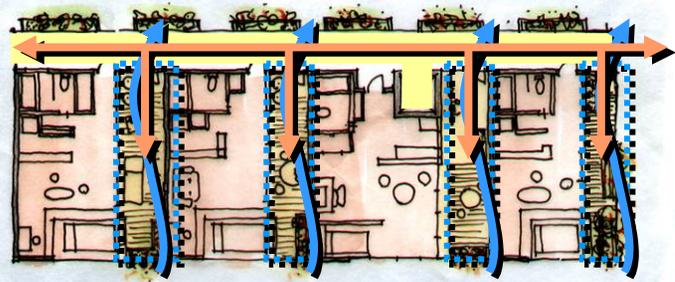


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Cultural Oasis Design – High Rises



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Cultural Oasis **Designs:** Commercial Activities

Rationale
Analysis
Principles
Strategies
Master Plan
Designs
Conclusion



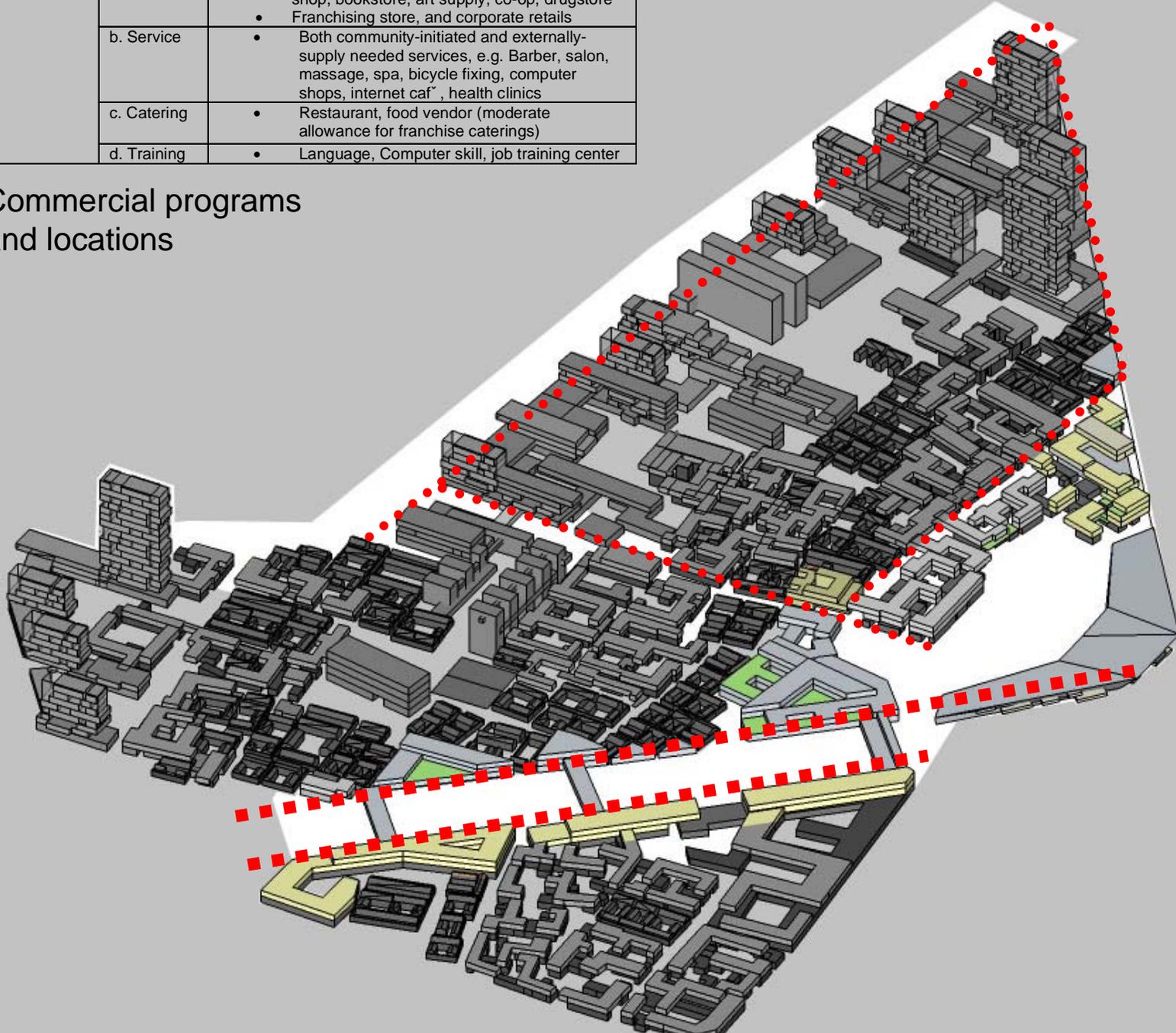
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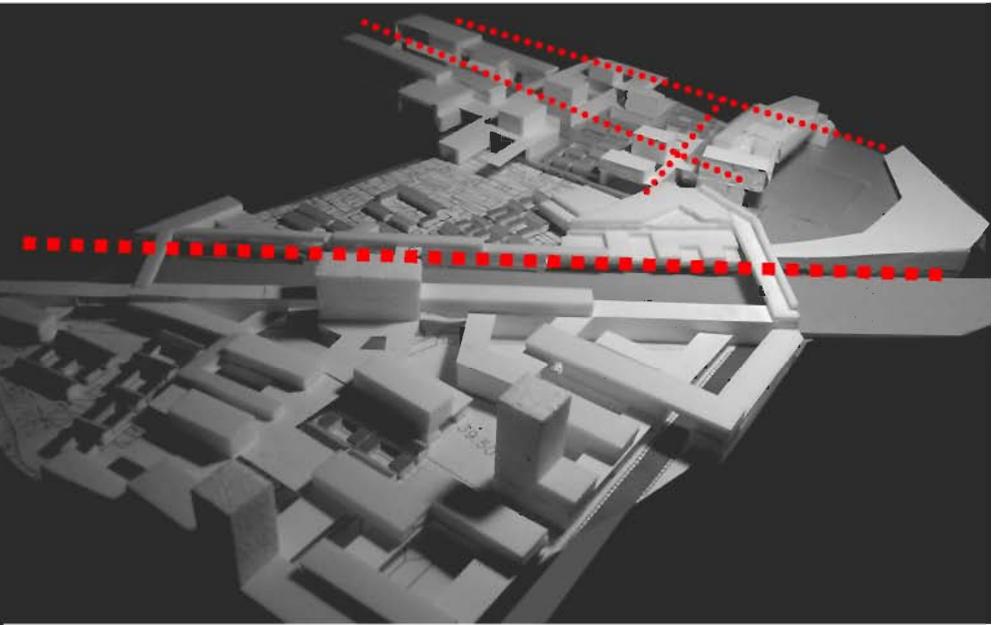
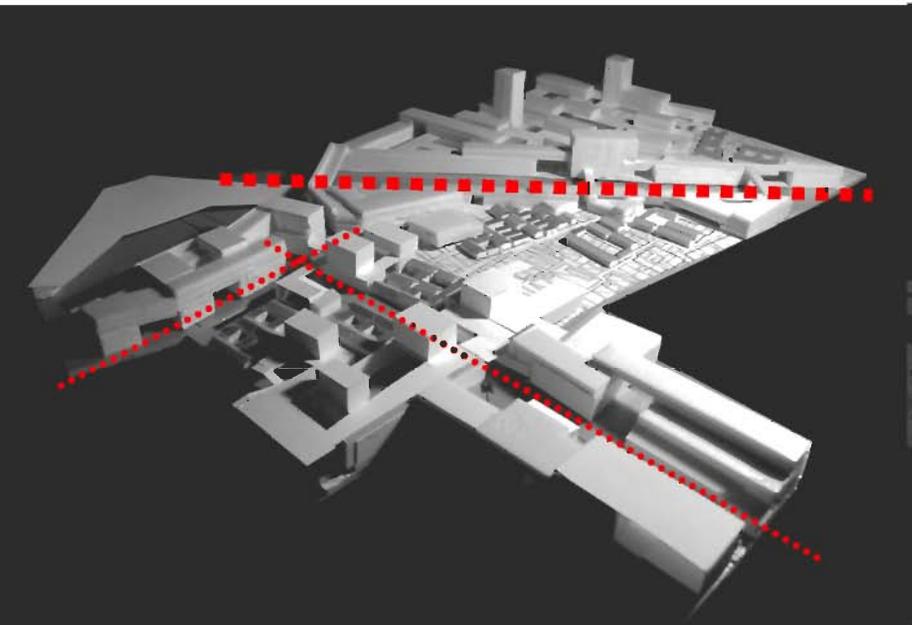
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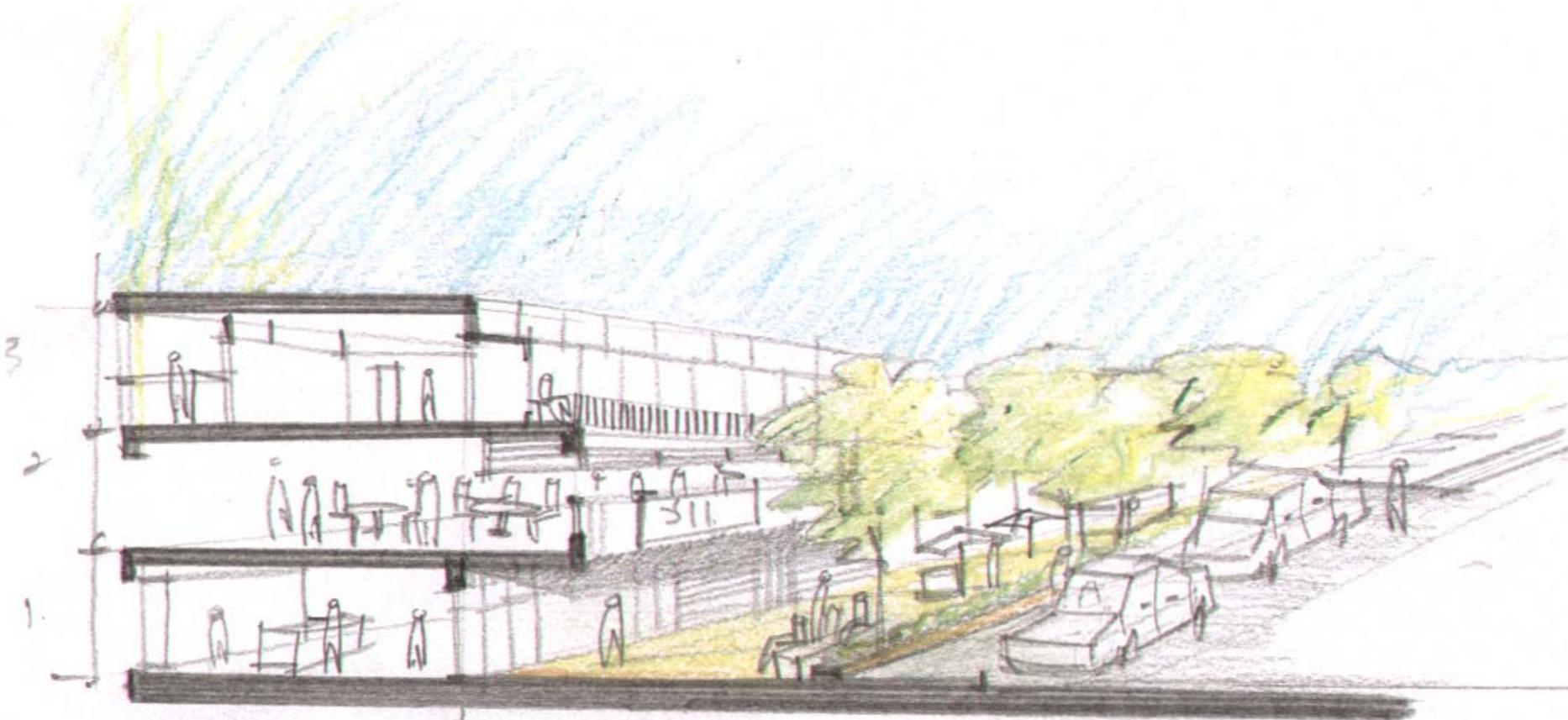
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Programs	a. Retail	<ul style="list-style-type: none"> Community, neighborhood and local retail store, e.g. grocery, supermarket, souvenir shop, bookstore, art supply, co-op, drugstore Franchising store, and corporate retails
	b. Service	<ul style="list-style-type: none"> Both community-initiated and externally-supply needed services, e.g. Barber, salon, massage, spa, bicycle fixing, computer shops, internet caf^e, health clinics
	c. Catering	<ul style="list-style-type: none"> Restaurant, food vendor (moderate allowance for franchise caterings)
	d. Training	<ul style="list-style-type: none"> Language, Computer skill, job training center

Commercial programs and locations







2.5
storefront

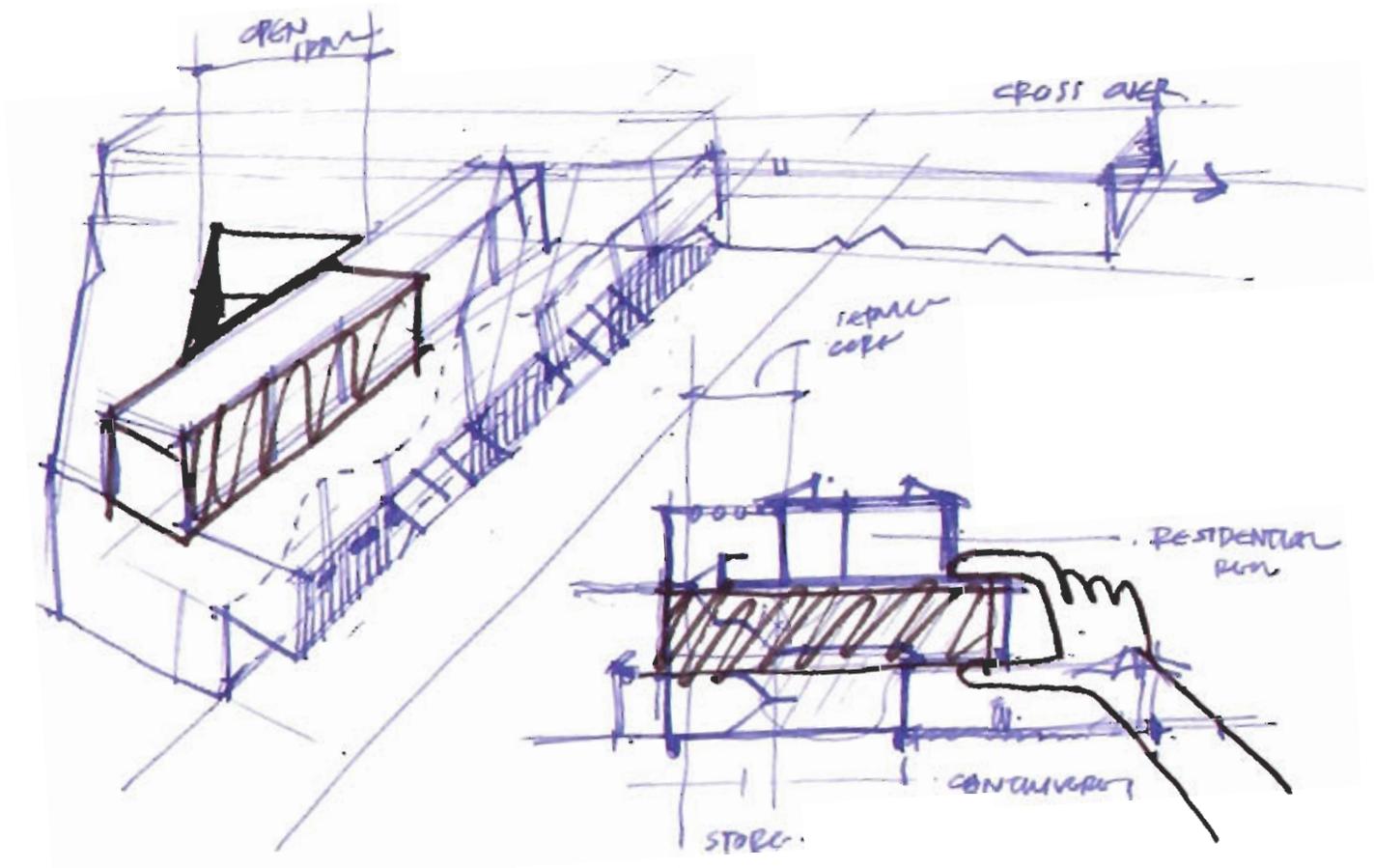
pedestrian walk
+ bench
+ vendor

1. tree

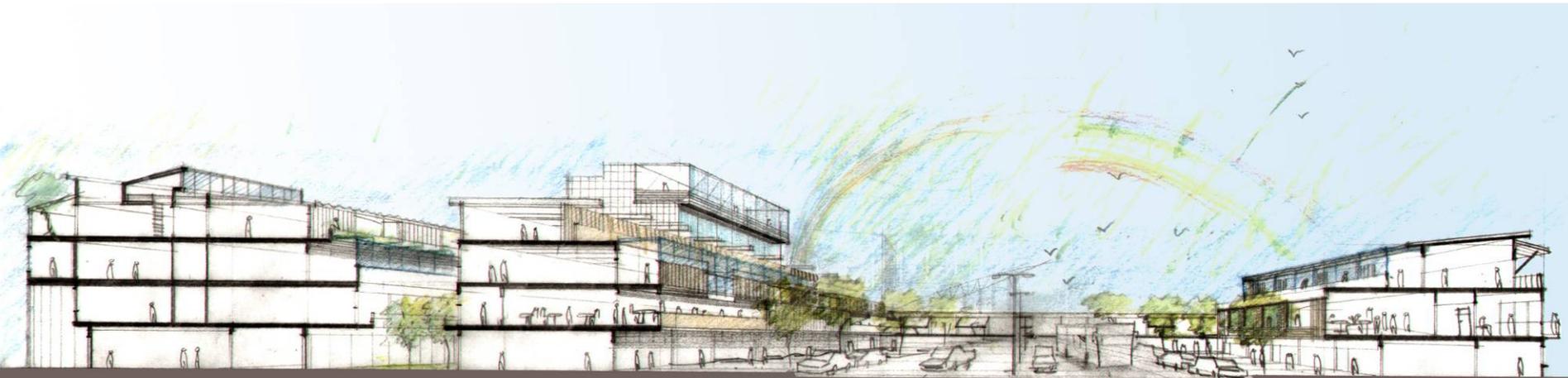
2 bike
lane

2.5 parking

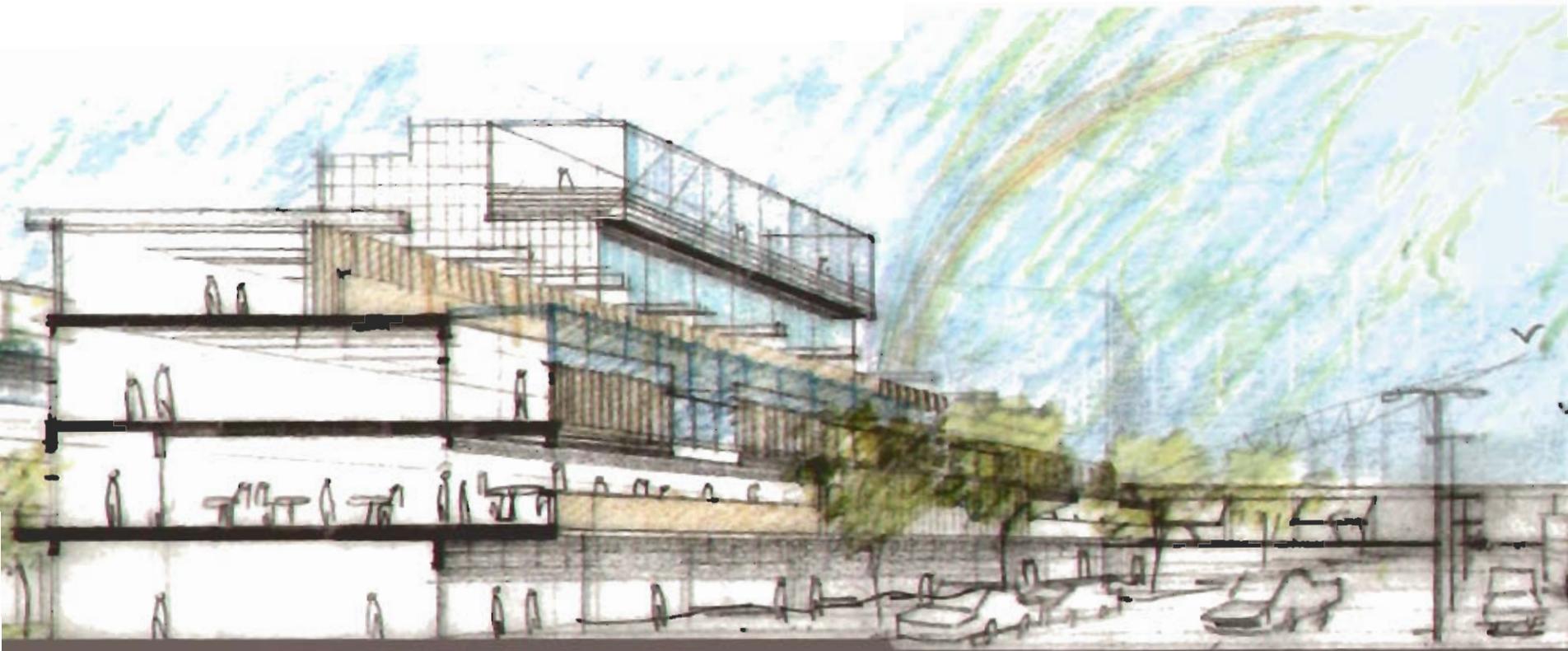
Section of the east street

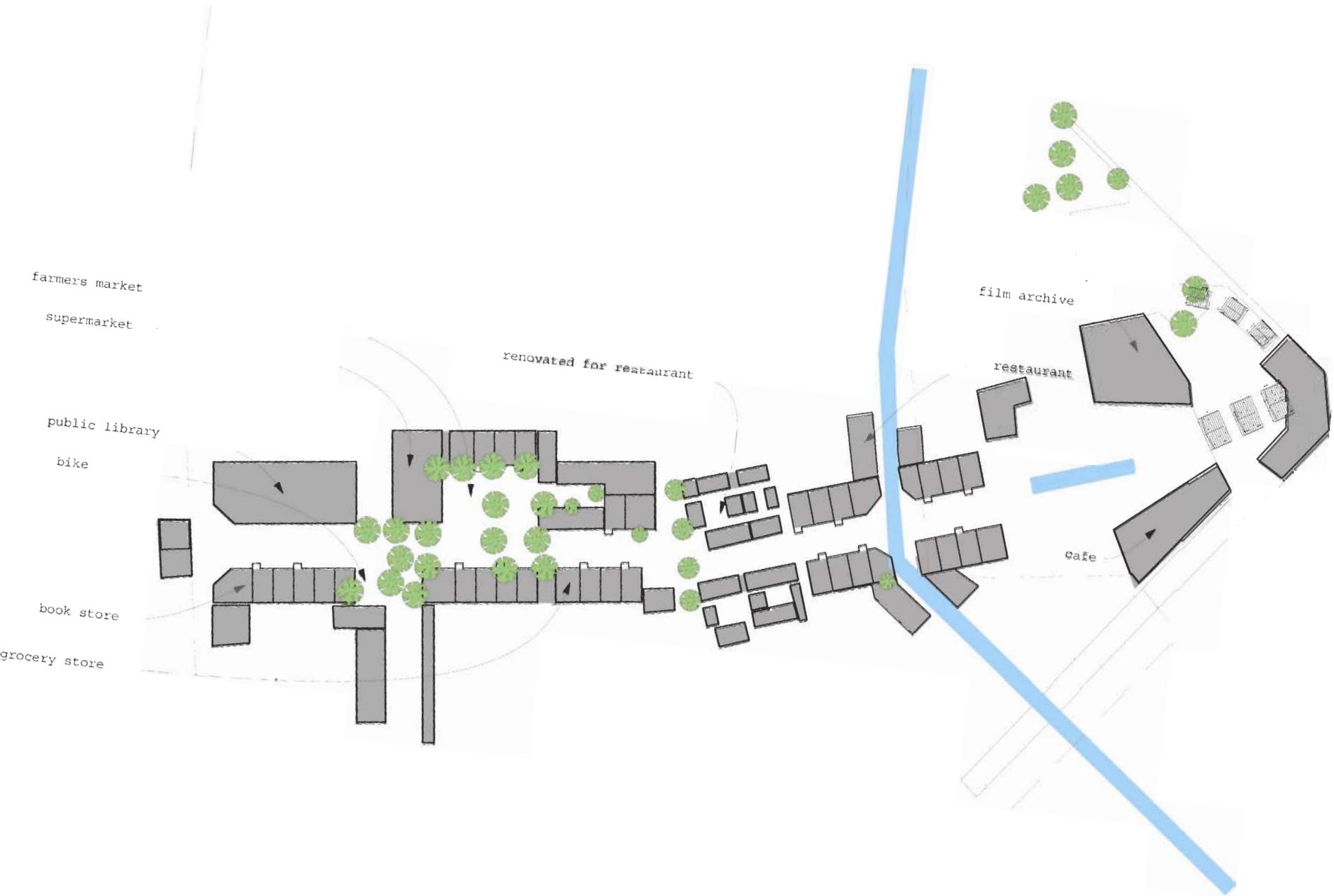


IDEAS
- THOSE WHO SALT, LIVE
ON THE ABING PLAZA
- MIXED-USE COMPLEX



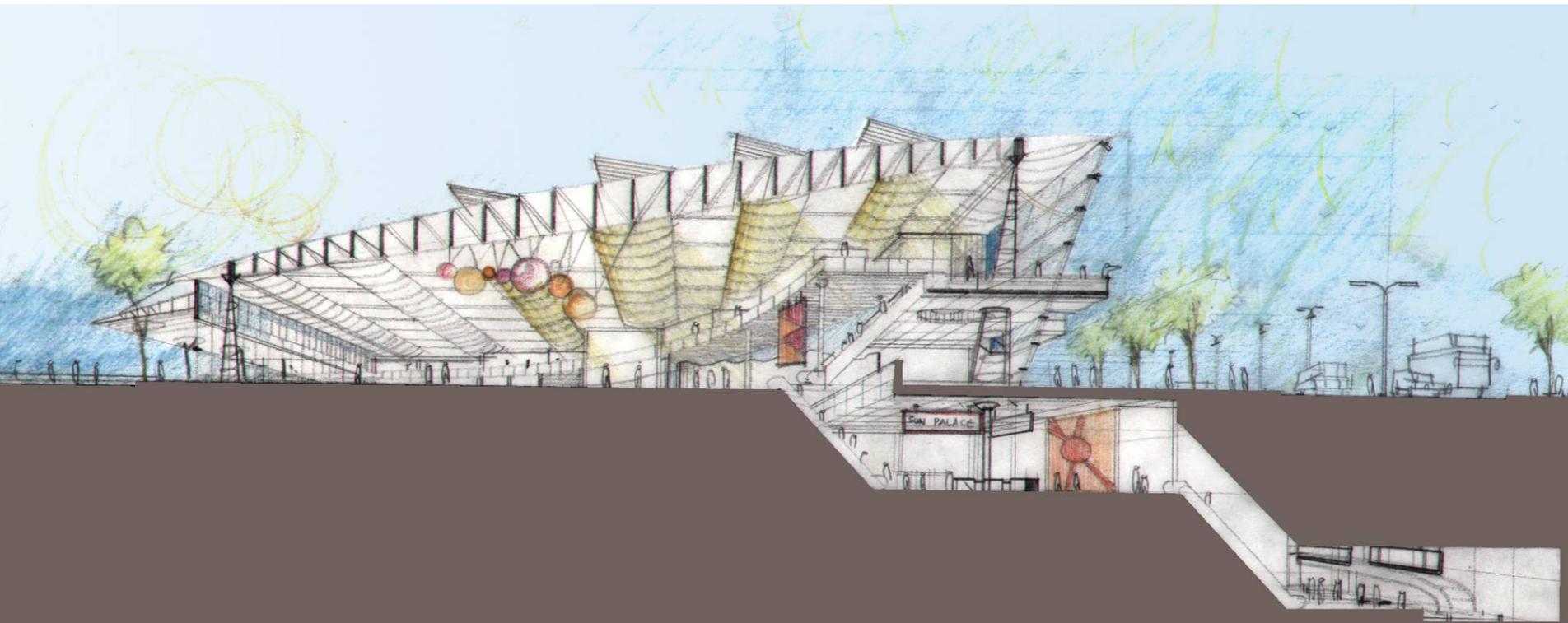
Section of the east street showing gesture of commercial activities along the street and connecting crossover



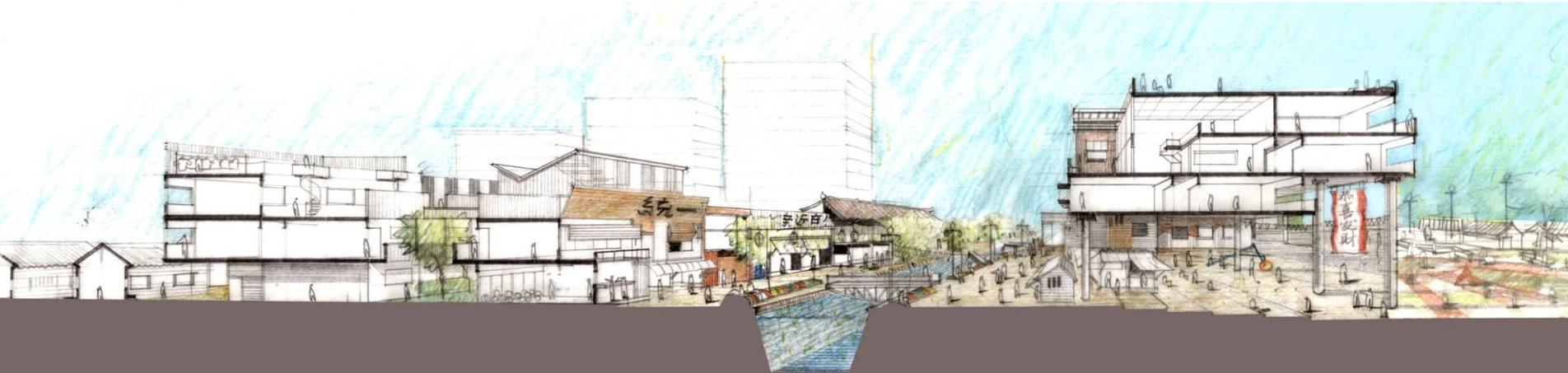




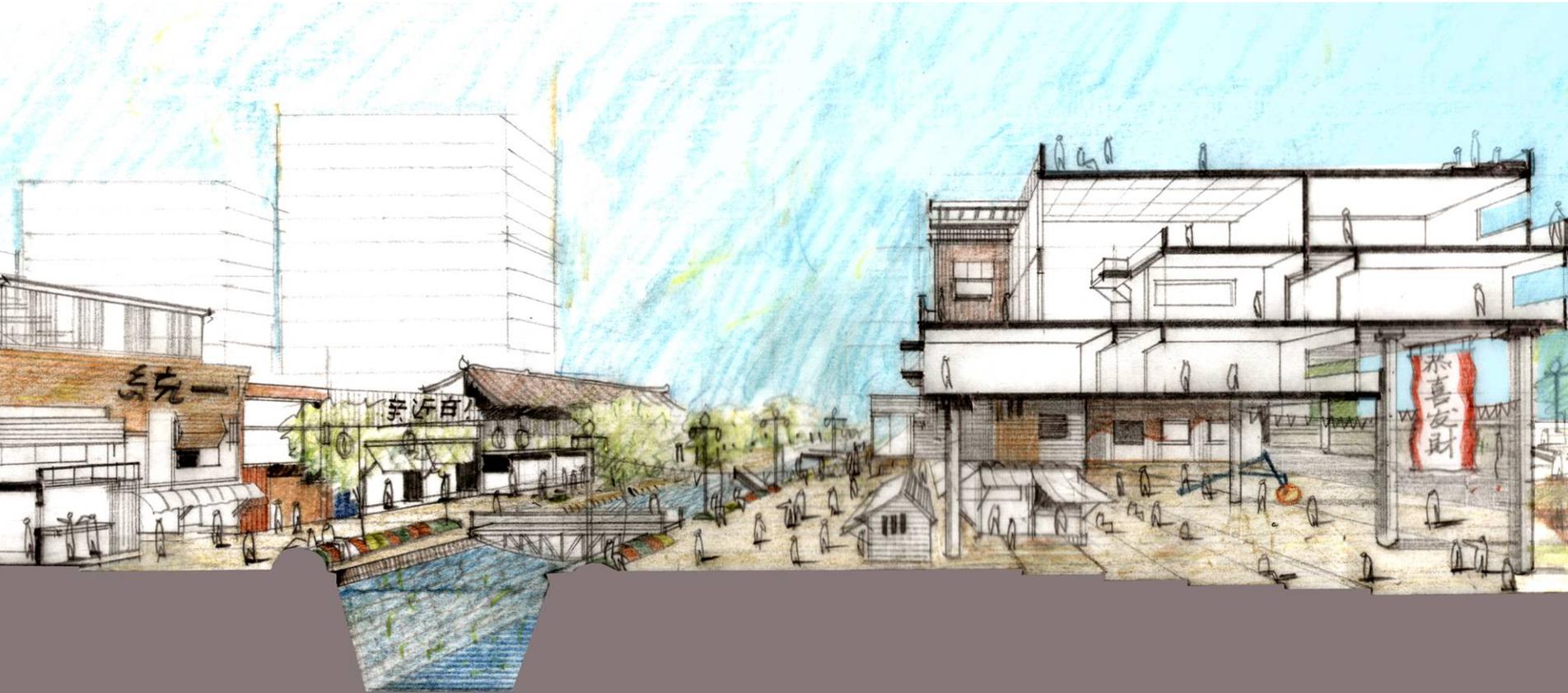
Section of the plaza in front of the subway station showing the relationship --scale, people movement, activities-- between station and the community



Cross Section of the Subway Section



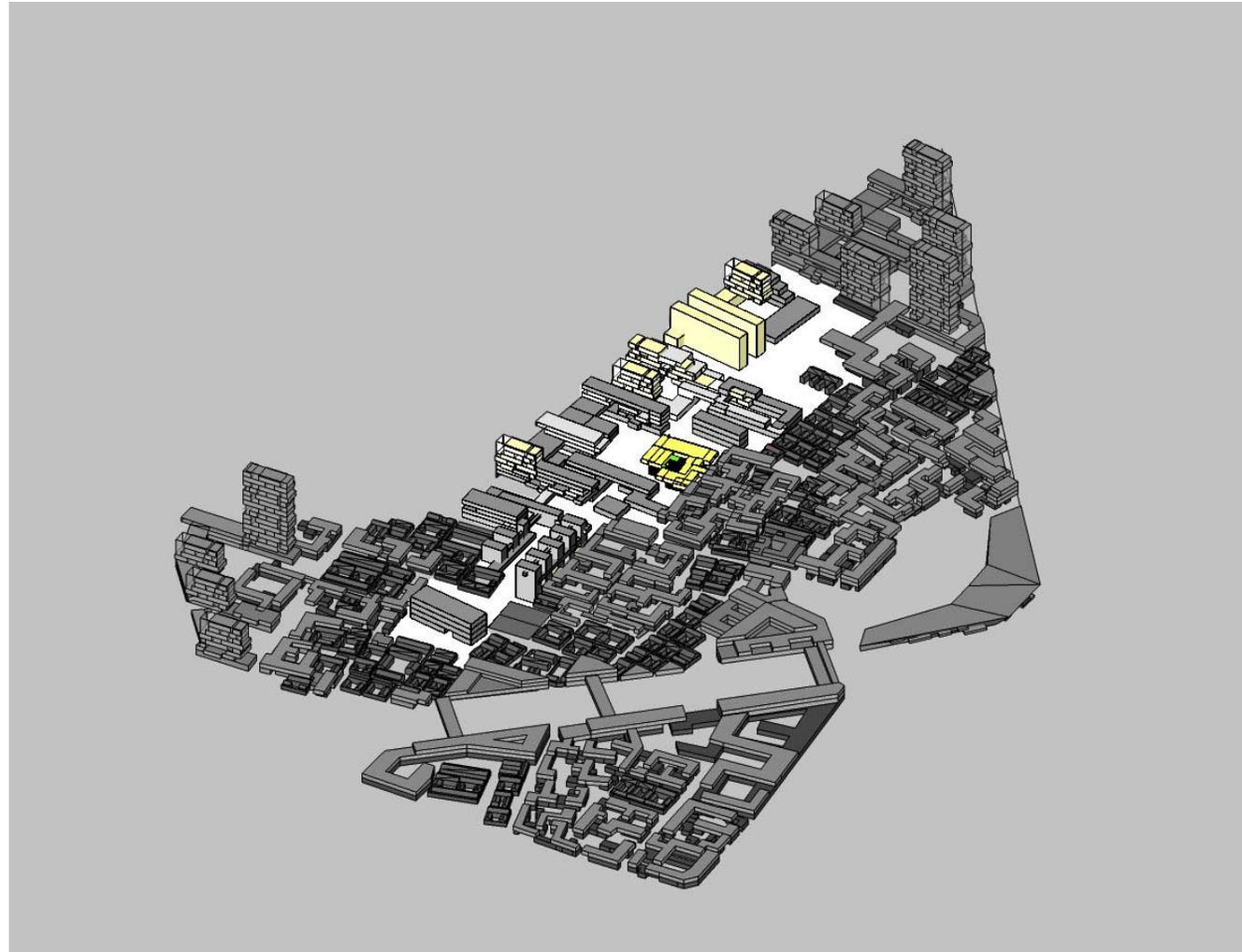
Cross section through Canal “everyday shopping” Street showing how narrow streets on both side of the canal can be vitalized with commercial activities, and gradation of scale from subway plaza, to the the community



Cross section of the Canal Street

Cultural Oasis Designs: Institutional activities

- Rationale
- Analysis
- Principles
- Strategies
- Master Plan
- Designs
- Conclusion



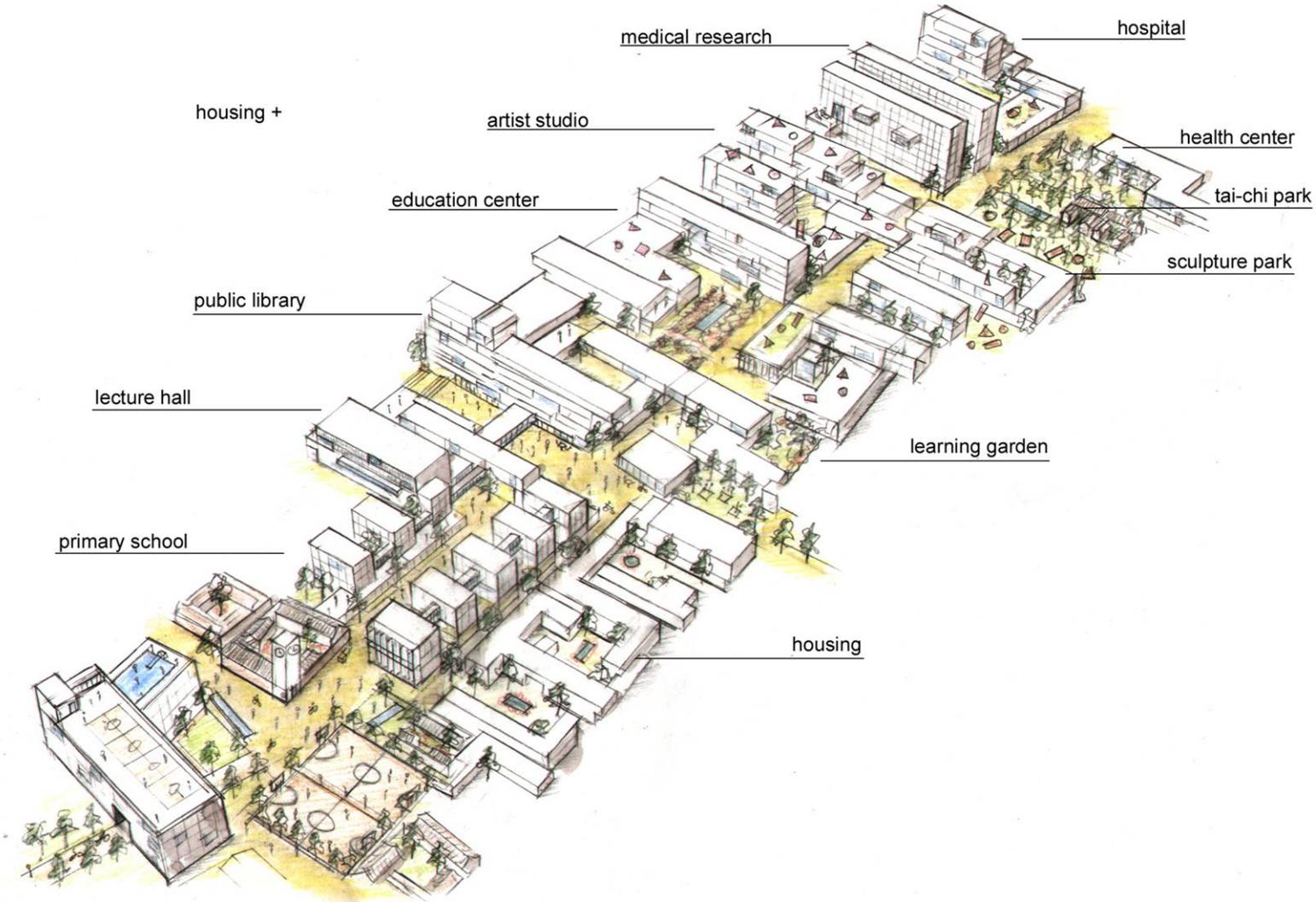
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<p>ELDERLY PEOPLE</p>	<p>Hospital & Medical Center Tai-Chi 太极拳 Healthcare Education</p>	
<p>ARTIST</p>	<p>Atelier Artist Garden Artist Residences</p>	
<p>CHILDREN (PRIMARY SCHOOL)</p> <p>800 children 20class rooms</p>	<p>Classes Experiment Music Fine Art Library Ground Botanical Garden</p>	
<p>NEIBHORS</p>	<p>Public Library Sports Gardening Cafe</p>	

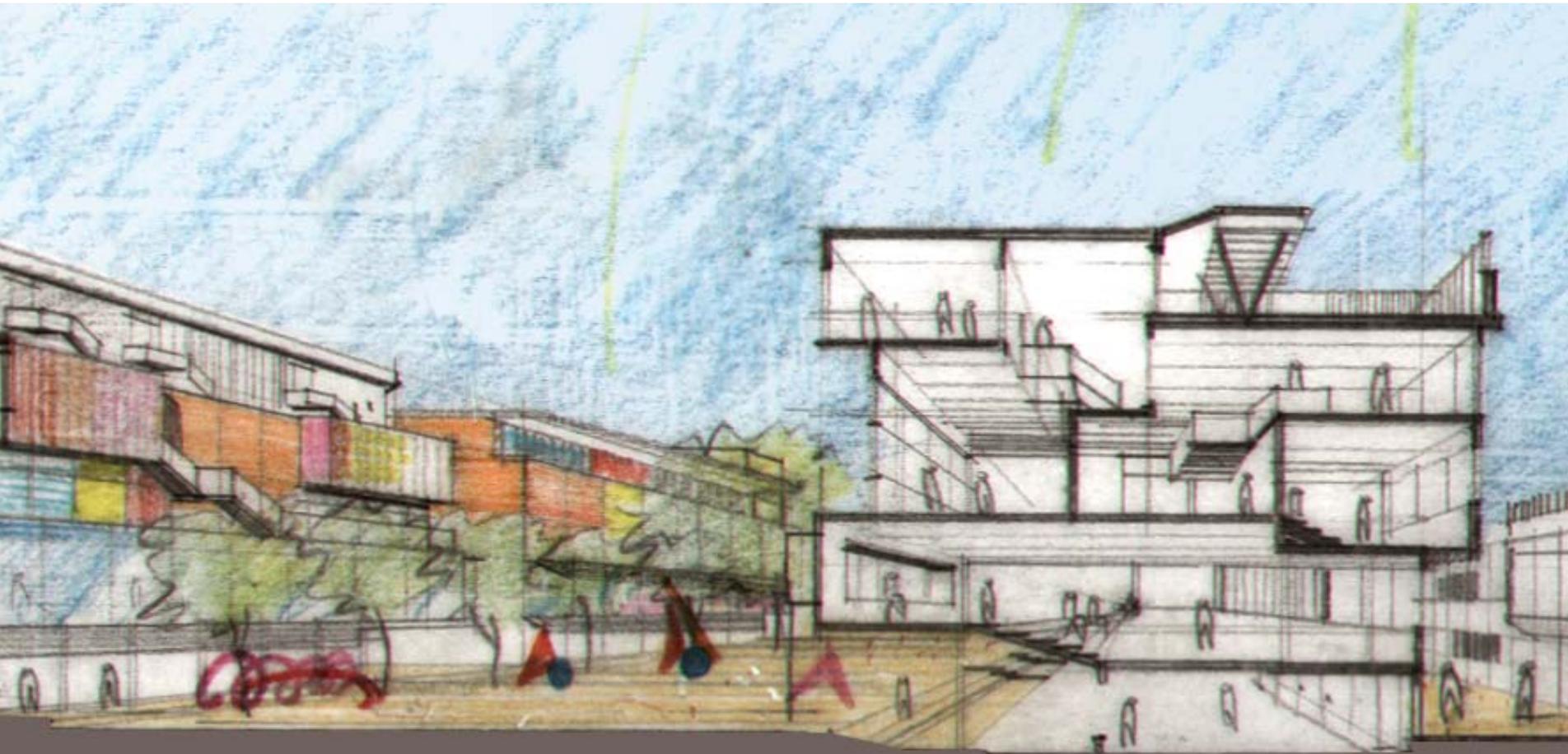
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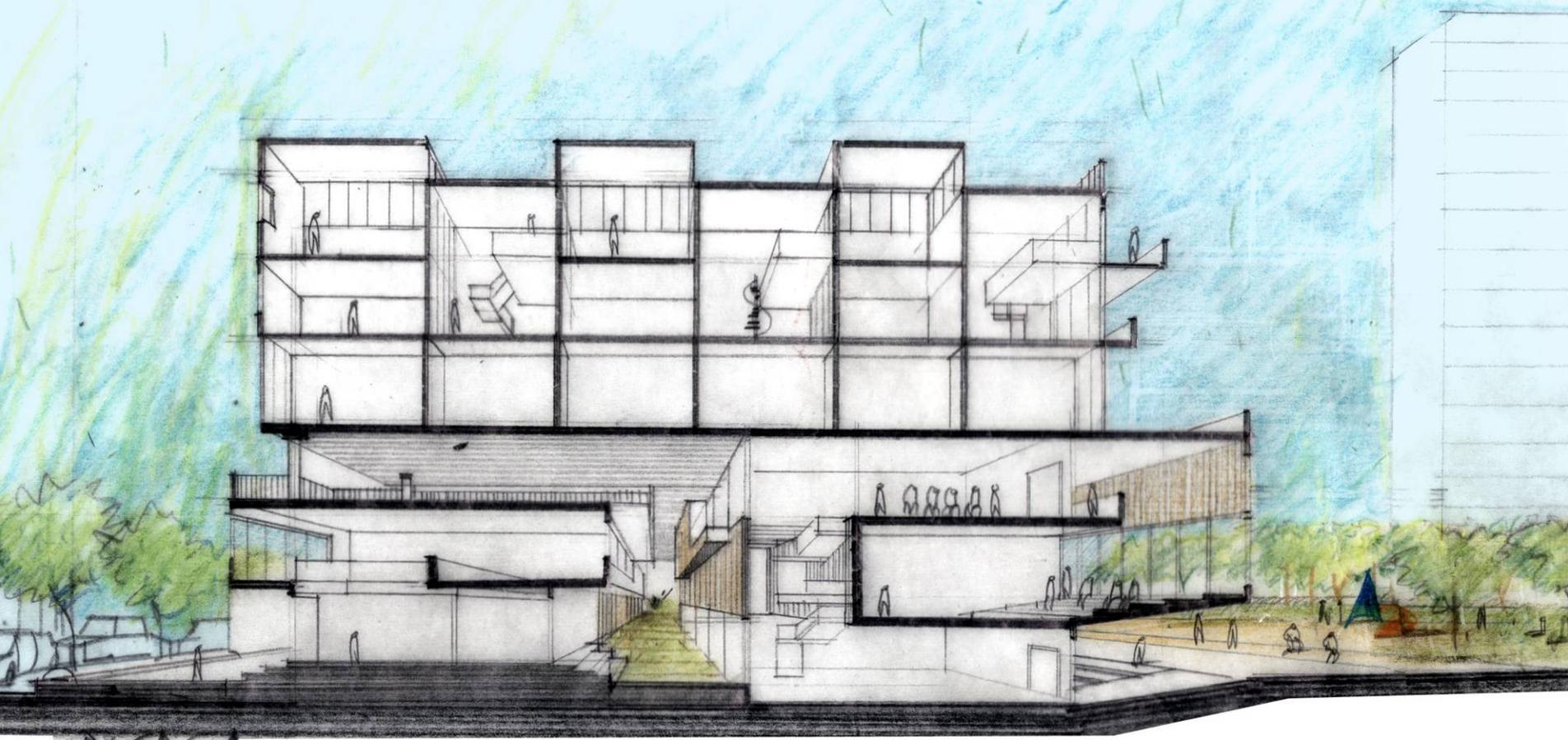
Cross section of the site through the school's extension showing the mixed-use notion and characteristically "free-section" of the "creative classrooms"



Section of Creative Classroom



Cross section of the site through the landscape of existing field of trees in the north part of the site showing continual relationship between mixed-use units along the institutional spine



Mixed-use building on the west side of the site

More density,
more open space

Local Characteristic

Social
Involvement

CULTURAL OASIS

Memory

For 5,000 people

Dynamic

Economic

Development

Culture &
Education

Accessibility &
Connectibility

In the midst of monolithic modern high rises,
Sun Palace district will be the contemporary
“cultural oasis” for people to cultivate
meanings of their quintessence.

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Xie xie

Thank you very much