In response to a lack of urbanity and a voided public realm, this project is an attempt to redefine the fabric of Lujiazui through tactical interventions in the urban landscape. Part of our approach is to accept the existing condition of the site and respond to the site through the imposition of a new order. This new order will take advantage of the existing movement systems which pulse potential energy through the site. Given this flux condition, the tactics are thought of as iterations of a flexible framework. The design framework is composed of 3 elements (path, node, cofetti) which adapt to interpretation and contingency yet provide a clear foundation for urban development.

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Void

In form and practice, Lujiazui exists precariously as a city without urbanism: a modern district that has done away with the situational rhythm of the urban. It is a collection of monuments purposed for international finance and preoccupied with individual identity.

Void of variability and imbued with rational efficiency, Lujiazui is defined by a landscape of object and void.

Void of a messy vitality, Lujiazui ignores the potential embedded in the city’s spontaneity and everyday actions.
Inherently cities exist in a state of flux and systems of movement represent latent urban potential. By mapping these infrastructures we can place this potential energy in order to harness and ground its effects in our proposals.

Movement systems represent the pulse of people and goods that course through the city, giving it life.
FRAMEWORK

We have attempted to utilize this potential energy embedded in the systems of movement by developing a framework of spatial tactics. This framework proposes a new system of connective infrastructures that occupy the void. The framework allows multiple readings and developments over time yet provides a fundamental restructuring of the urban field.

PATH
Connects established destinations; spatializes and defines the void space between destinations; it is horizontal (linear) in nature and serves as a boundary condition that defines the public realm.

NODE
Intentionally placed at points of confluence; their purpose is to define and connect different modes of transit; they are sectional (vertical) in nature.

CONFETTI
Spontaneous and unexpected; these are objects or events that inject the ludic into the urban environment.
i.1 beneath the pavement, the city
PATH
In this scheme, the path is inspired by the ‘bigness’ of the site in terms of both architecture and infrastructure. Taking cues from highway infrastructure, the path element reconceives the highway as a new civic infrastructure. The path consists of three layers with different programmatic intentions:

1.1: Garden: the traditional walled garden is reconceived as a linear element that moves through the city as opposed to a consolidated block form.

1.2: Civic: accommodates much needed civic institutions, the skyscraper is effectively rotated 90 degrees, which allows civic programs to be highly accessible and woven into the city fabric.

1.3: Loose: Like highways, the underside of this new infrastructure becomes loose in nature allowing for residents and citizens to appropriate their city.

CONFETTI
The confetti in this scheme is conceived of as both a ubiquitous and random tissue. As a series of surface transformations, the horizontal plane of the city becomes imbued with a new spontaneity and unpredictability. The 20’x40’ plots reorganize the territory and accommodate continuous change in use over time. A matrix of use and type has been developed to offer potential uses for each plot.
triad: confluence of movement & centrality

figure/ground: residual space

path placement: connecting existing destinations

confetti grid: organizing territory

path plan: extrude residual space and cut

confetti placement: 30% random coverage

- tree grave
- orchard
- one tree
- holes
- grass
- movable gardens
- wet surface
- koi pond
- paving pattern
- road ridges
- speed bumps
- chairs
- benches
- roots
- ramp
- wash
- maze
- clothes lines
- underground entry
- masts
- cameras
- stage
- tables
- pod
- tube/hallway
- pool
- exercise equipment
- skate ramp
- bikes
- climbing wall
- mini golf
- badminton
- basketball hoop
- media
- gallery
- theater
- vegatble & meat market
- incubator
- food vendors
- passive
- loose
- active
- pavilion
- program

confetti use matrix

PATH DIAGRAMS

CONFETTI DIAGRAMS

 Depth Map: Viewsheds

PARTICLES PATH STREET NODE
confetti surface possibilities

confetti folly types
thin open carpet: SANAA Rolex Learning Center

highway overpass: Shanghai

loose space appropriation
Lujiazui is a district lacking urban vitality, void of the slow spaces that allow for spontaneity, interaction, and everyday life. It is based instead on systems of rationality and efficiency. This rational focus can best be observed in Lujiazui’s movement systems, which are solely concerned with quickly moving people into and around the district. This proposal aims to bring vitality back into the city by connecting these rational movement systems to the slow spaces, areas where everyday life is encouraged. At the city block scale, multi-level movement systems are brought together in a below grade structure, where people can relax and experience their surroundings. At the urban scale, the current pedestrian movement systems are reconfigured to connect to existing buildings, where these slow spaces currently thrive.
Case Study:
Sunken courtyard, aoting yaodong

The sunken courtyard typology is an ancient rural Chinese typology. In its design, living and amenity spaces were placed below ground to allow for agricultural uses at grade. This typology allows for the ground level to be open and usable land. The courtyard punctures create a system of paths on the surface, which provide vital places, susceptible to interaction. The openness of the below ground sections allow for access to light and air.
Solution

For Lujiazui, I am proposing to use the sunken courtyard typology to connect slow spaces, full of experience and culture, to the existing multi-level movement systems (diagram 1). At the urban scale, this proposal connects the existing pedestrian movement systems, both above and below ground pedestrian paths, to the surrounding office buildings, where similar slow spaces already exist. (diagram 3). At the block scale, a new path system creates slow and experiential spaces that connect to the existing multi-level movement systems. The node sits within this new pathway system as the main mode of vertical circulation, connecting all levels of the movement system. The confetti works within this new scheme to create areas where people will decelerate and interact with their surroundings.
The site was chosen for its proximity to the new light rail transit line, Line 2. Line 2 is currently under construction and anticipated to be complete by the fall of 2010. The line 2 train station is anticipated to be located at the site of this proposal and is integrated into the design.
The 10’x10’ grid is common to all three iterations in this chapter. For this iteration, the grid guided the initial positioning of the new path system extrusion. The extrusion’s original dimension corresponds to the 10’x10’ grid at 330’x390’. The punctures also follow the grid framework. The at-grade punctures are 30’x30’ openings and are spaced 30’ apart. The punctures on the below ground levels of this intervention where aligned with the grid prior to the skewing of the paths, and range from 60’x60’ openings to 90’x90’ openings. The node is also on the grid framework and is 90’x90’. The confetti, as well, is placed on the grid system, at 30’ intervals.
The path is the most vital component of this intervention. There are two parts to this system, the existing paths and the new paths. The existing paths are the current movement systems that pass through the site. These include an above ground pedestrian walkway, a below ground pedestrian walkway, and the Line 2 transit system (diagram 1). In this proposal, the above and below ground walkways are reconfigured to connect to the existing buildings (diagram 2), allowing for this rational movement system to be connected to slow, experiential spaces. The second part of the path system is the new paths. This new path system is extruded into the ground. It connects to the existing movement systems and provides a slower paced path system, one that joins directly to experiential spaces (shops, street vendors, etc) at the periphery of the extrusion. These paths are created by punctures in the ground, similar to the sunken courtyards case study. They are then skewed to allow light and air to penetrate further into the areas below. (diagrams 3 and 4)
The node is the main means of vertical circulation. It ramps down from the above ground pedestrian walkway all the way to the light rail transit. It connects to all path systems, including the existing movement systems and the new path system. The node also acts as a way-finding monument to assist people in arriving at this newly connected system.
Confetti

The confetti provides an additional means to slow people down. It allows them to stop and experience the views and people around them, and it encourages spontaneous interaction. The confetti provides 6 main services: it works as a street light, it supplies shade from the sun, it houses electrical outlets, it transmits wireless internet, it furnishes a table and chairs to eat, work, relax or socialize, and it acts as the structural support for the path systems (diagram 2). The confetti lights up different colors to inform users of how many outlets are available. A yellow light indicates that all outlets are available, an orange light indicates some outlets are available and a red light indicates that no outlets are available.
Model and Images

Walkway Perspective

Ground Perspective

Node Perspective