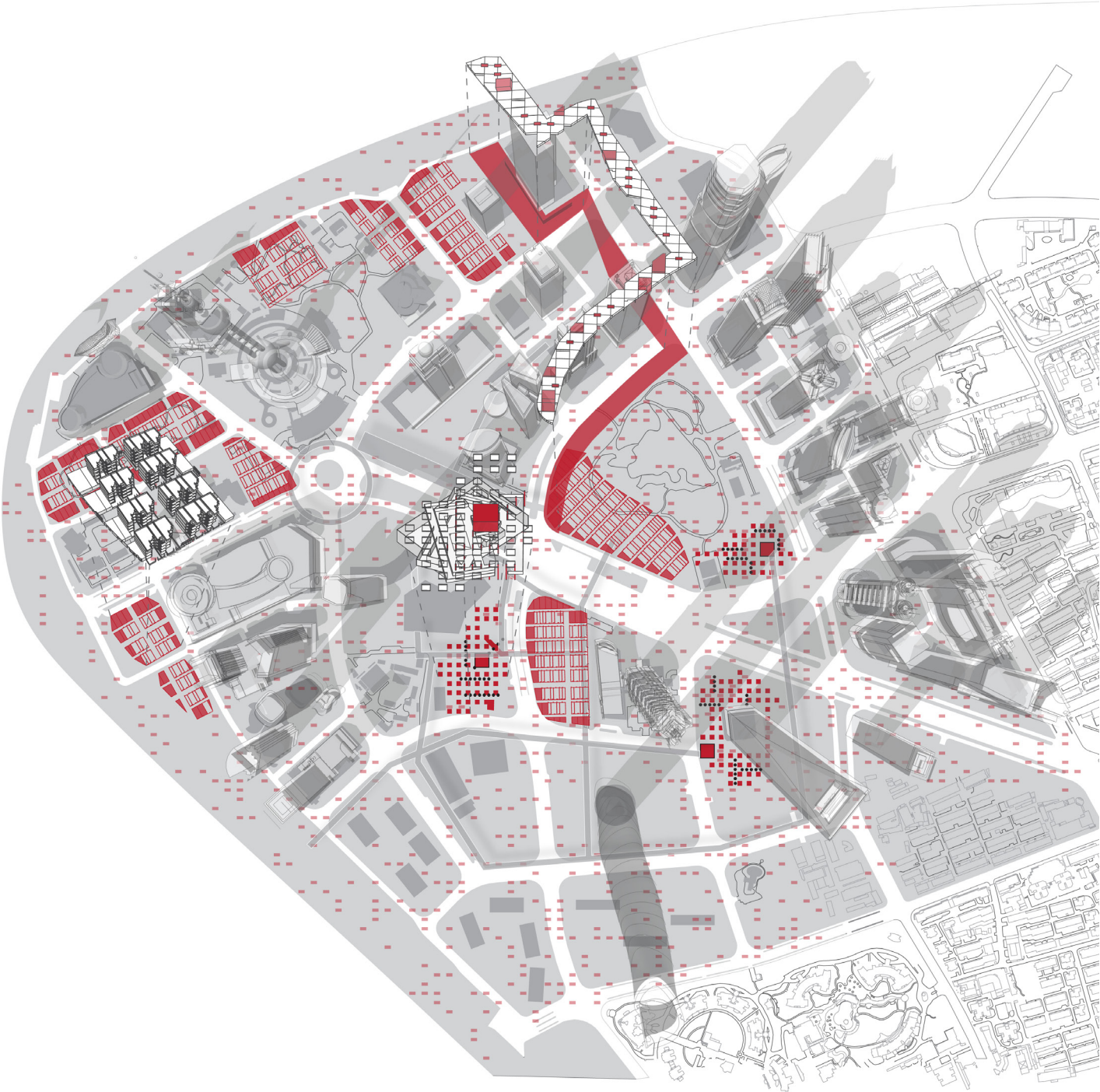


BENEATH THE PAVEMENT, THE CITY

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.

TEAM MEMBERS\_

- Paul Jones \_ Masters of Architecture + Masters of City & Regional Planning
- Deanna Murphy \_ Masters of Architecture + Masters of City & Regional Planning
- Reginold Tabor \_ Masters of Architecture + Masters of Science in Urban Design



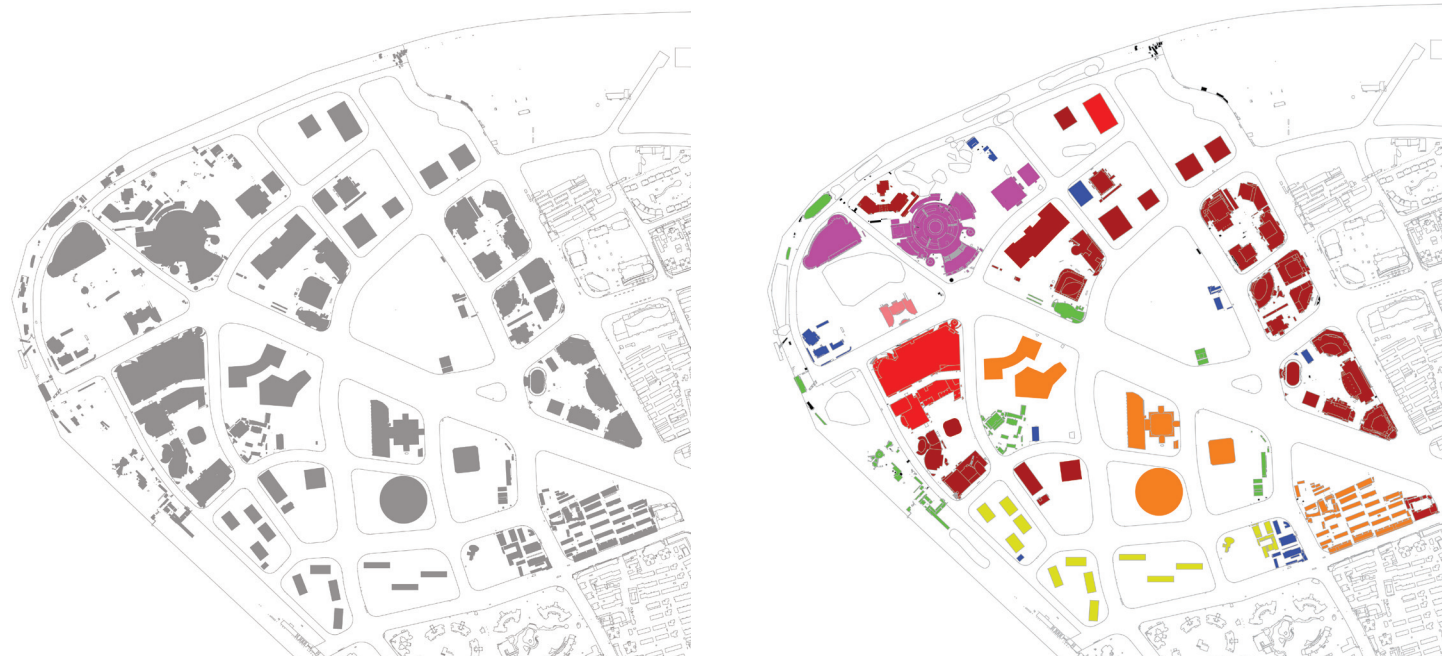


# VOID

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 cities spontaneity and everyday actions.



RESIDUAL SPACE

POTENTIAL





# MOVEMENT

Inherantly 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.



PEDESTRIAN: ABOVE



STREET HEIRARCHY



BUS LINES



PARK SPACE



PEDESTRAIN: BELOW



SUBWAY

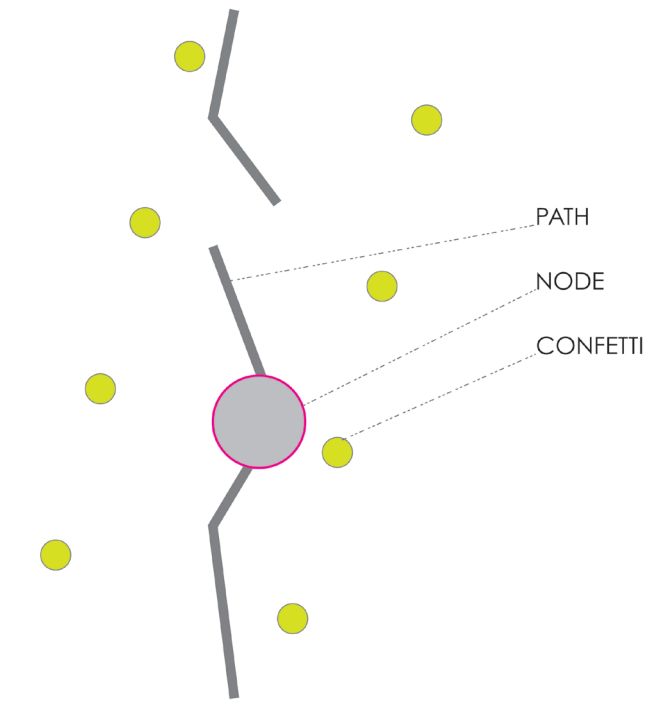


CIRCULATORY SYSTEM



# FRAMEWORK

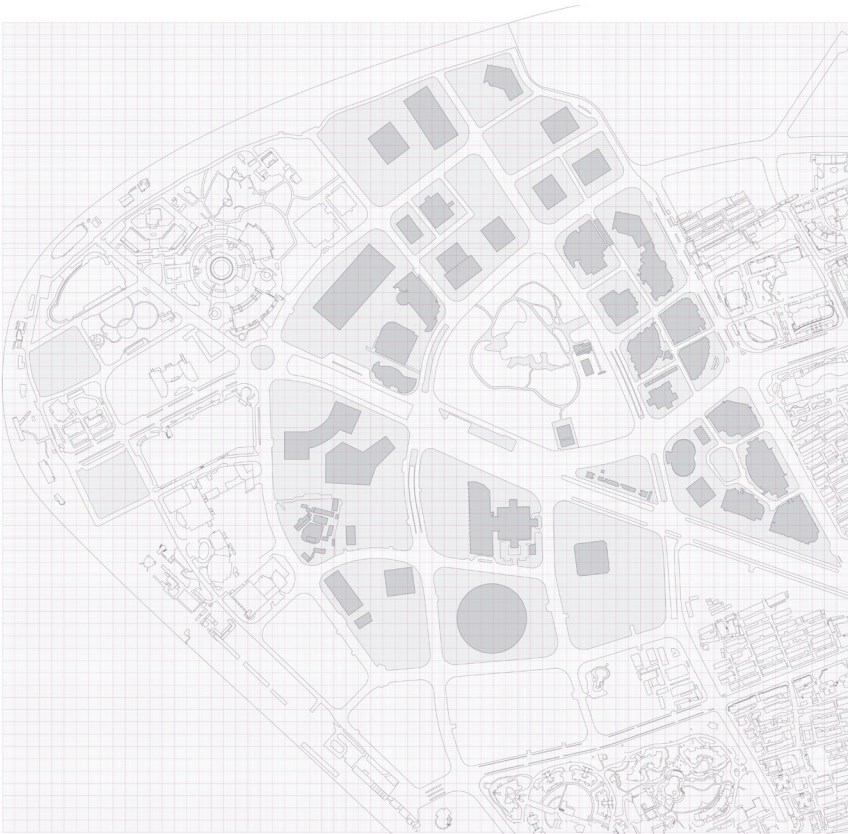
We have attempted to utilize this potential energy embedded in the systems of movement by developing a framework of spatial tactics. This framework proposes a new system of connective infrastuctures that occupy the void. The framework allows multiple readings and developments over time yet provides a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



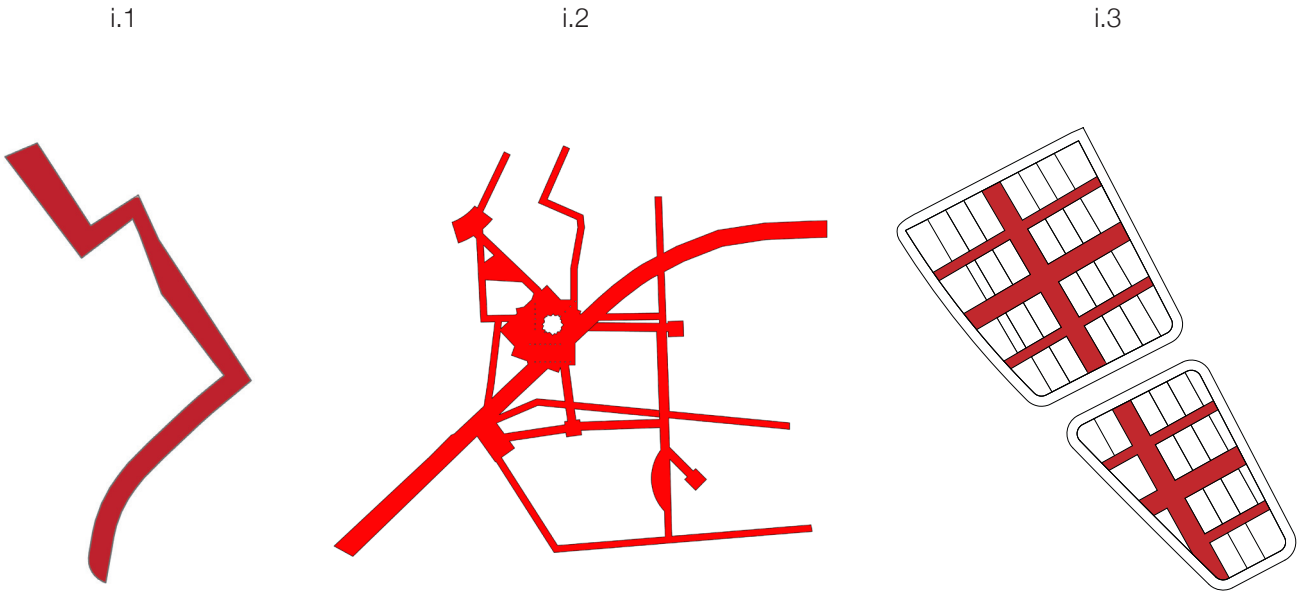
**PATH**  
Connects established destinations; spatializes and defines the void space between destinations; it is horizontal (linear) in nature and serves as a boundary condition that defines the public realm.

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

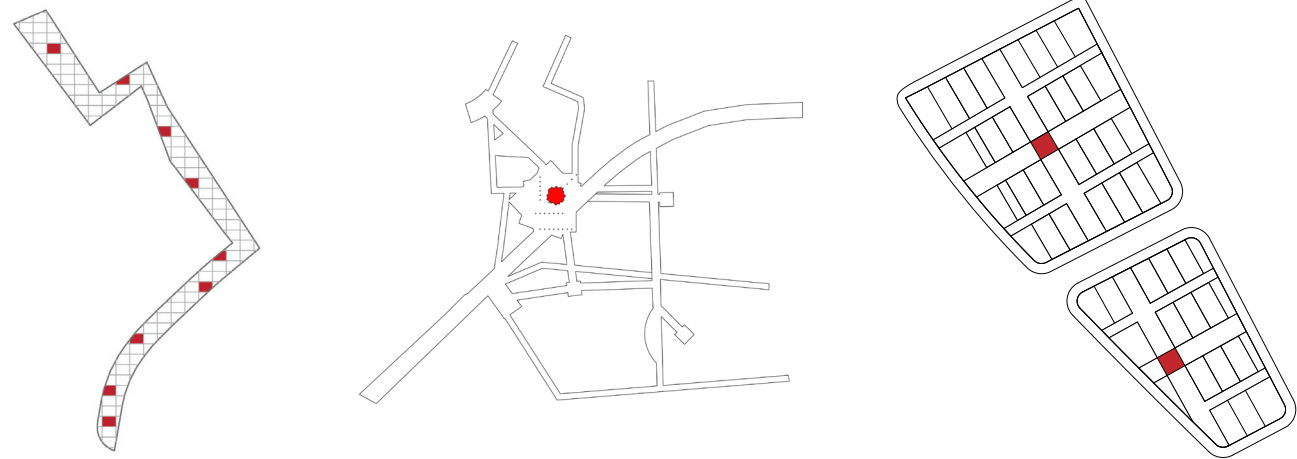
**CONFETTI**  
Spontaneous and unexpected; these are objects or events that inject the ludic into the urban environment.



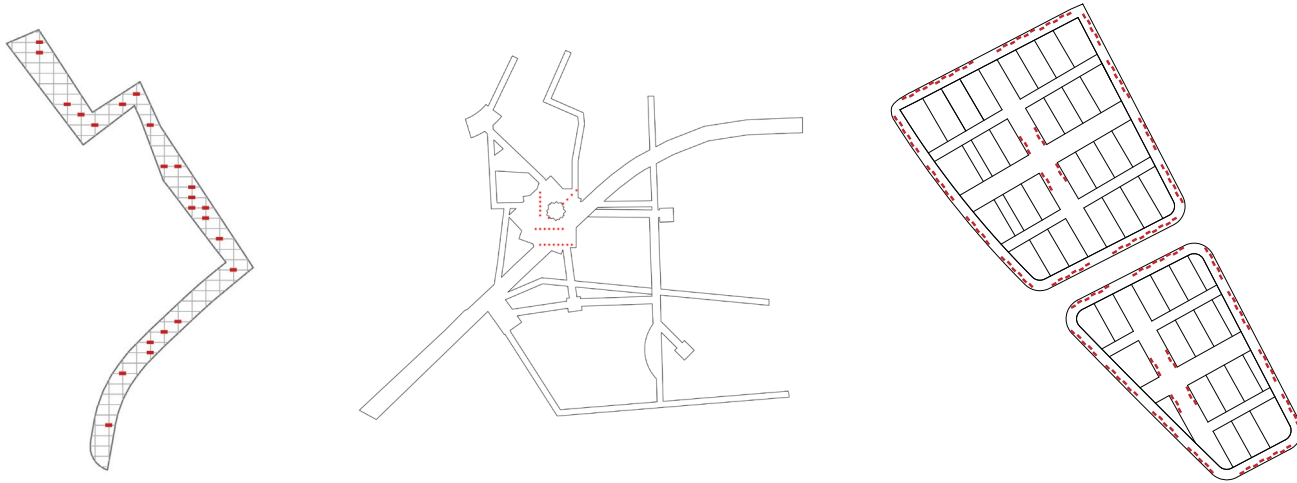
PATH



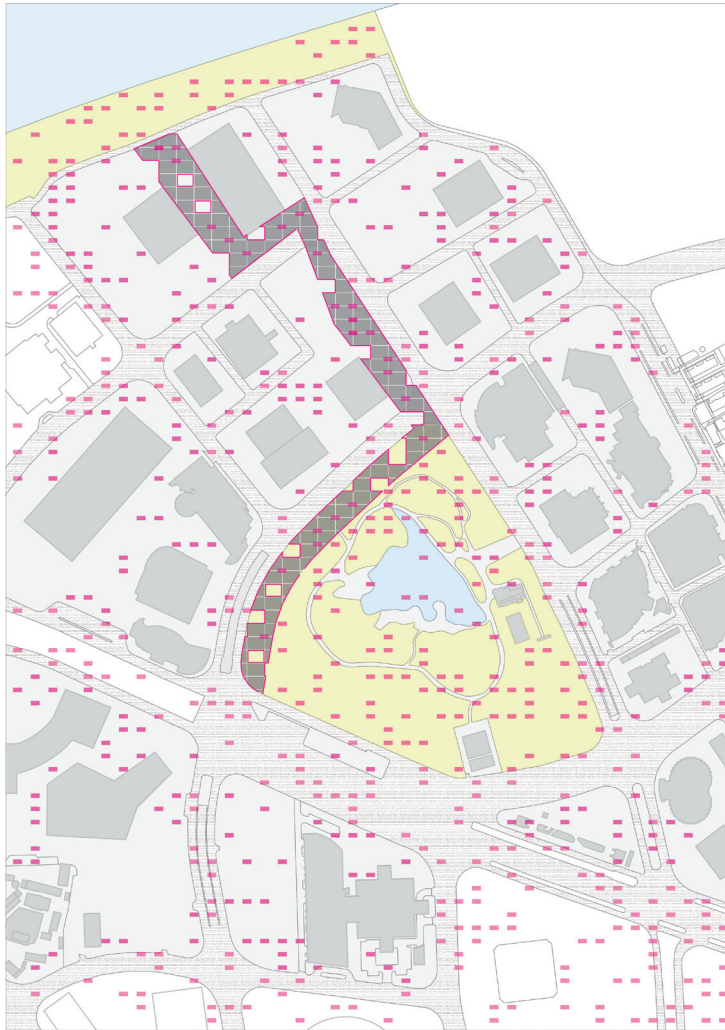
NODE



CONFETTI







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 reconcieves the highway as a new civic infrastructure. The path consists of three layers with different programmatic intentions:

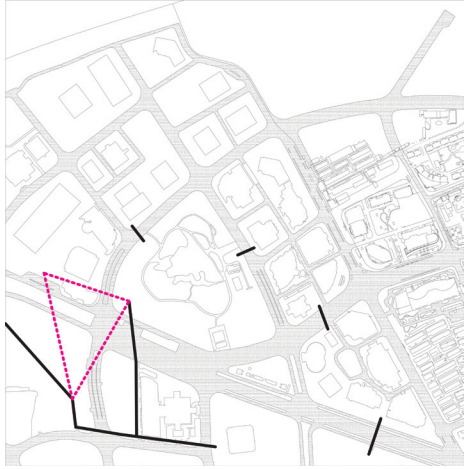
11: Garden: the traditonal walled garden is reconcieved as a linear element that moves through the city as opposed to a consoldated block form.

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

13: 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 concieved of as both a ubiquitous and random tissue. As a series of surface transoformations, the horizontal plane of the city becomes imbued with a new spontaneity and unpredictability. The 20'x40' plots reorganize the territory and accomodate continuos change in use over time. A matrix of use and type has been developed to offer potential uses for each plot.



movement system analysis: determining node and path location



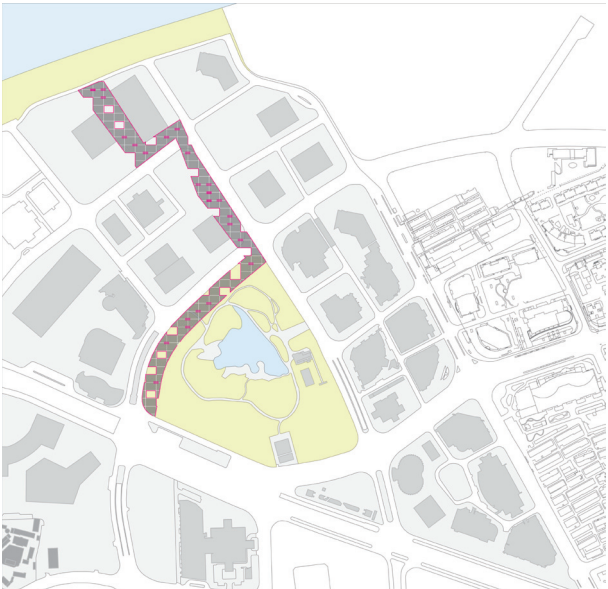
PATH DIAGRAMS



triad: confluence of movement & centrality

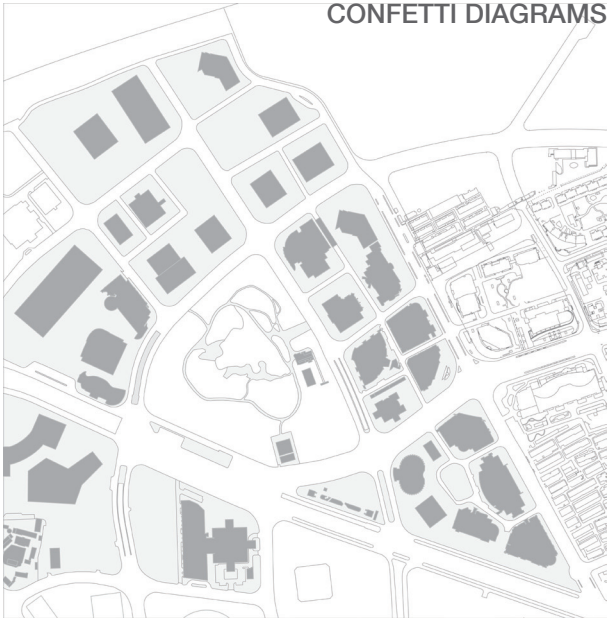


path placement: connecting existing destinations

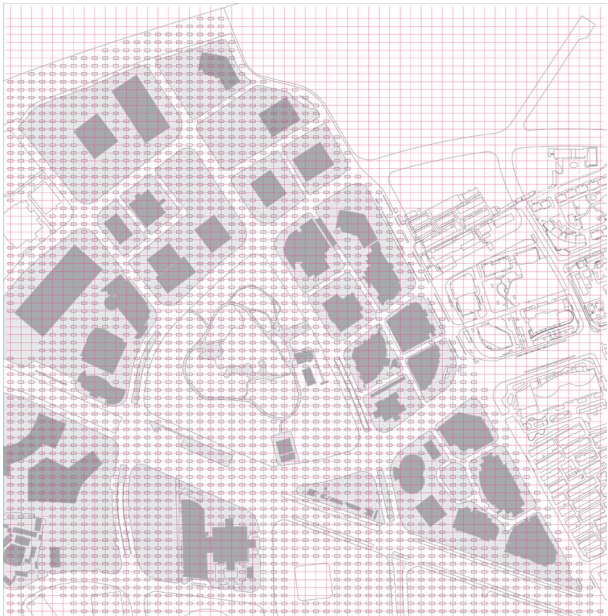


path plan: extrude residual space and cut

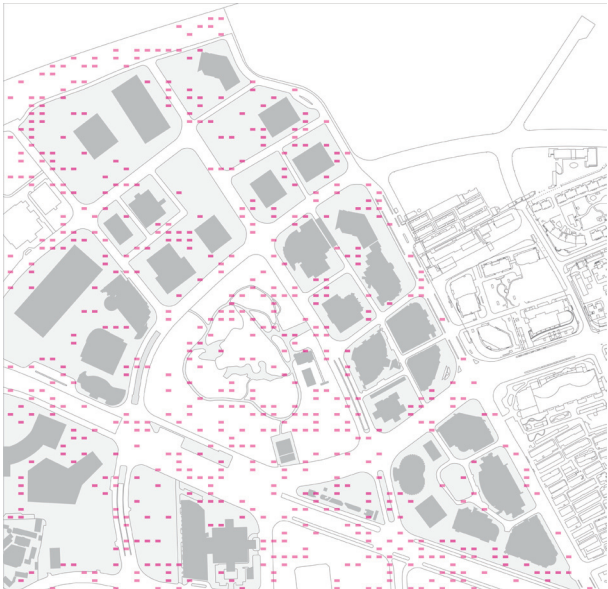
CONFETTI DIAGRAMS



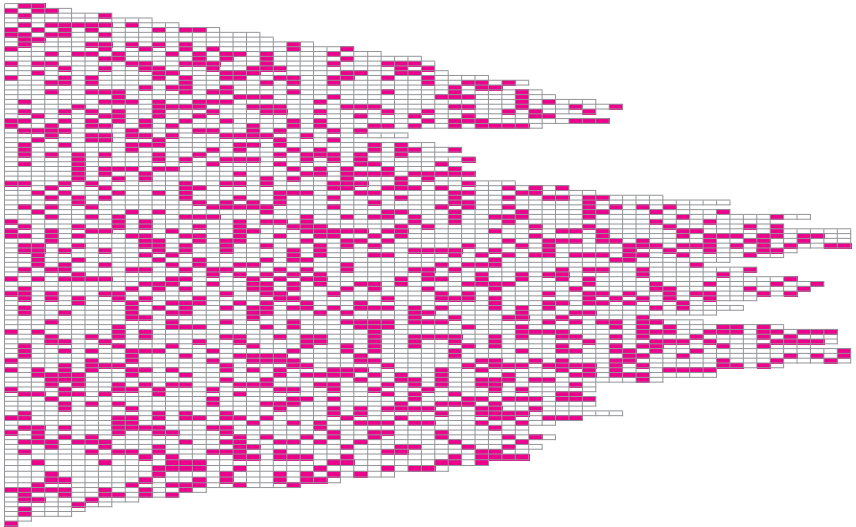
figure/ground: residual space



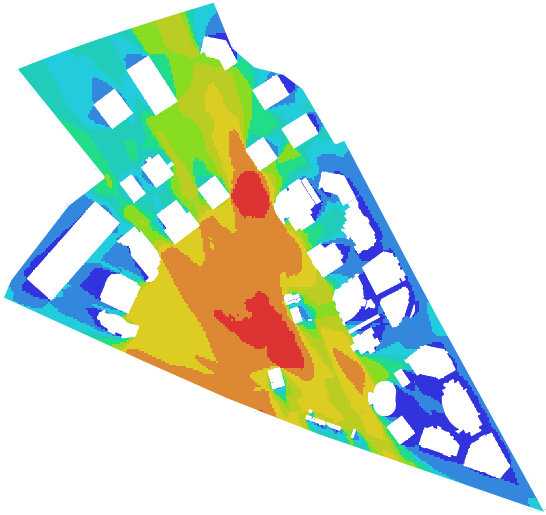
confetti grid: organizing territory



confetti placement: 30% random coverage



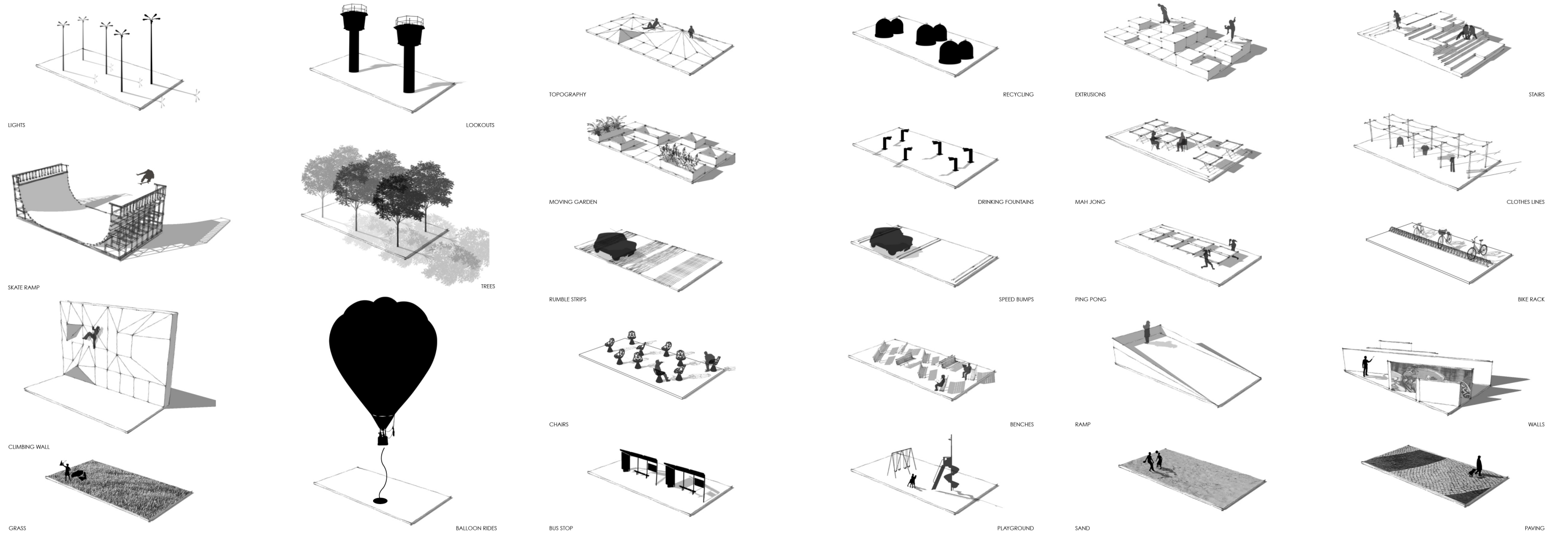
sauser confetti randomizer



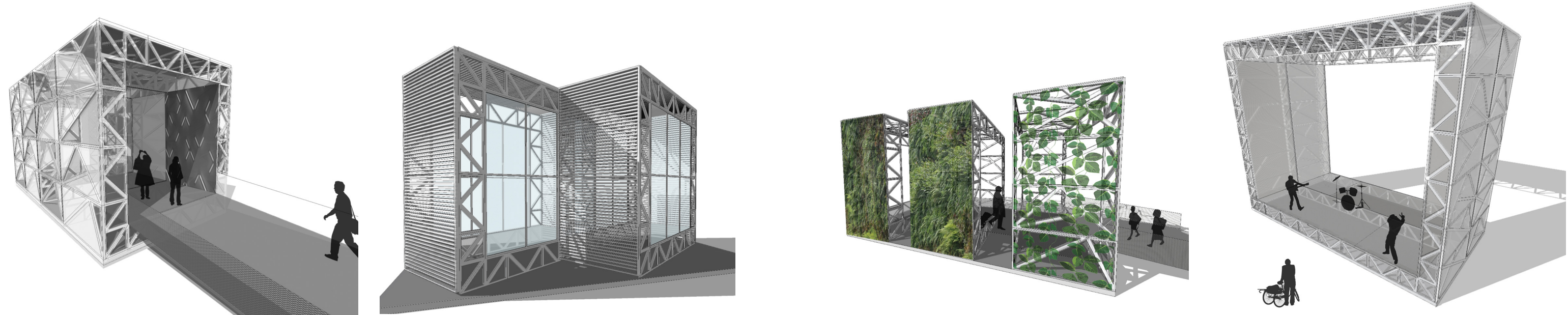
depthmap: viewsheds

confetti use matrix	tree grove	■	■			passive
	orchard	■	■			
	one tree	■	■			
	hills	■	■			
	grass			■		
	movable gardens	■	■			
	wet surface	■	■	■		
	koi pond	■	■			
	paving pattern	■	■	■	■	
	road ridges	■		■		
	speed bumps	■	■	■		
	chairs	■	■		■	loose
	benches	■	■		■	
	stairs	■	■		■	
	hole	■	■		■	
	ramp	■	■	■		
	walls	■	■		■	
	maze	■	■			
	clothes lines	■				
	underground entry	■	■		■	
	mirrors	■			■	
	cameras	■			■	
	stage	■			■	pavillion
	trellis	■			■	
	pod	■			■	
	tube/hallway	■			■	
	mah jong	■	■			active
	exercise equipment	■	■			
	skate ramp	■	■			
	bikes	■		■		
	climbing wall	■	■			
	mini golf	■	■			
	badminton	■	■			
	basketball hoop	■	■			
	media		■		■	program
	gallery		■		■	
	theater		■		■	
	vegetable & meat market		■		■	
	incubator		■		■	
	food vendors		■		■	
		PARTICLES	PATH	STREET	NODE	





confetti surface possibilities



confetti folly types





thin open carpet: SANAA rolex learning center

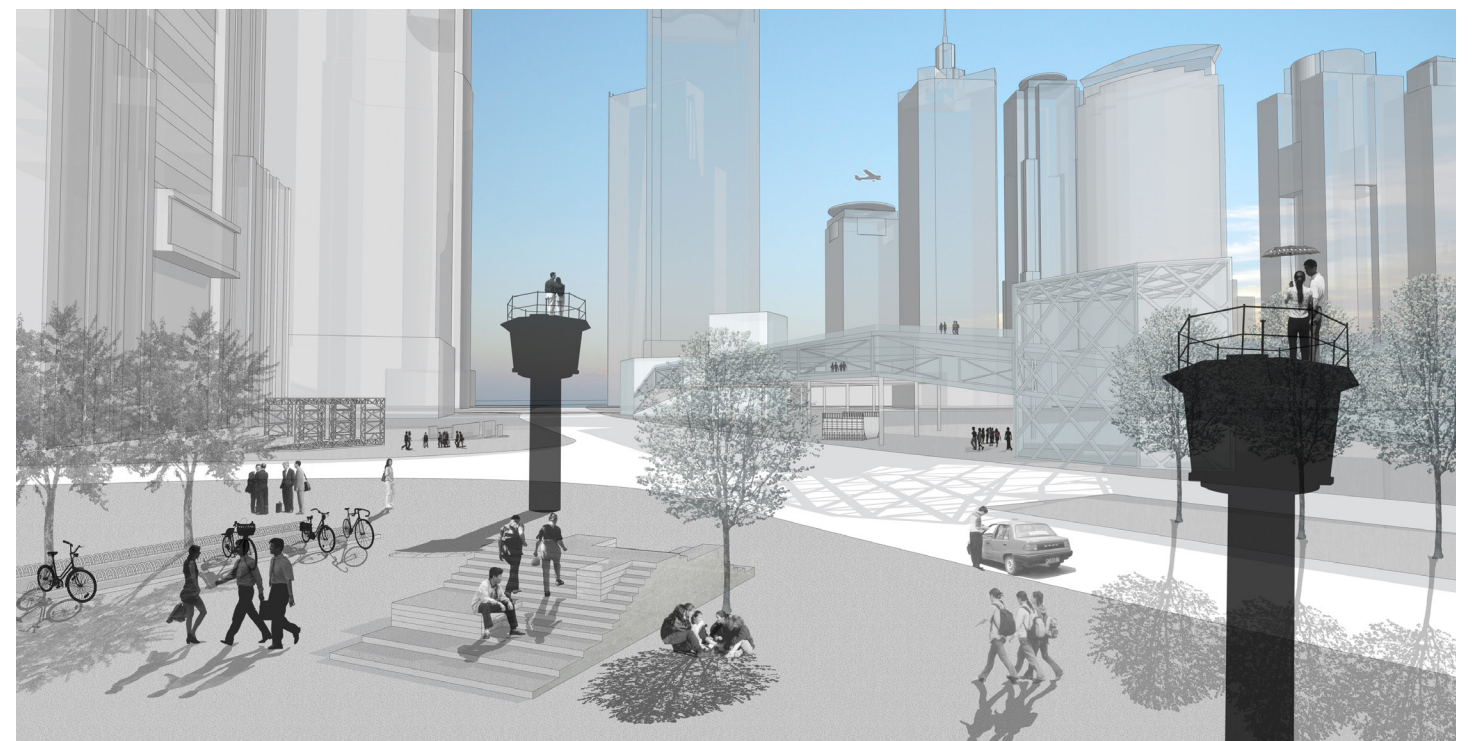
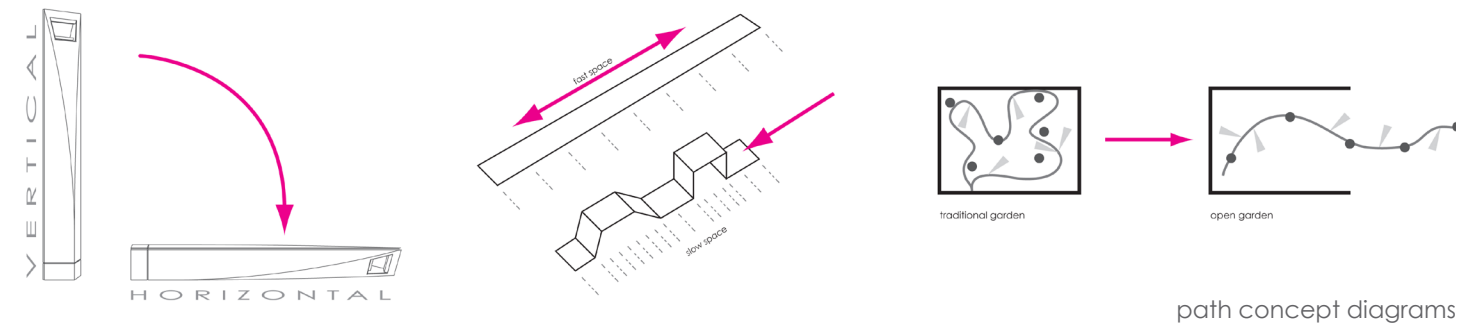
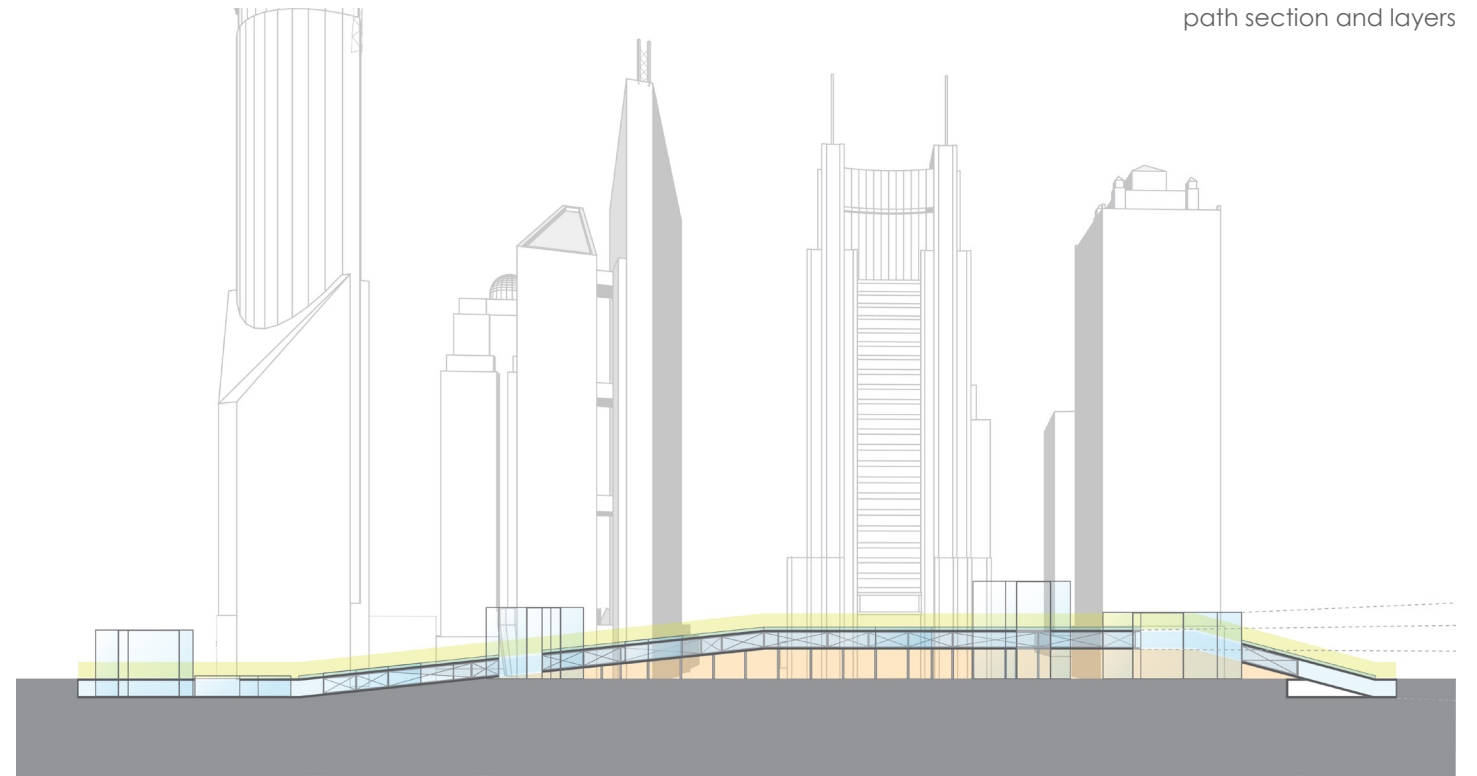
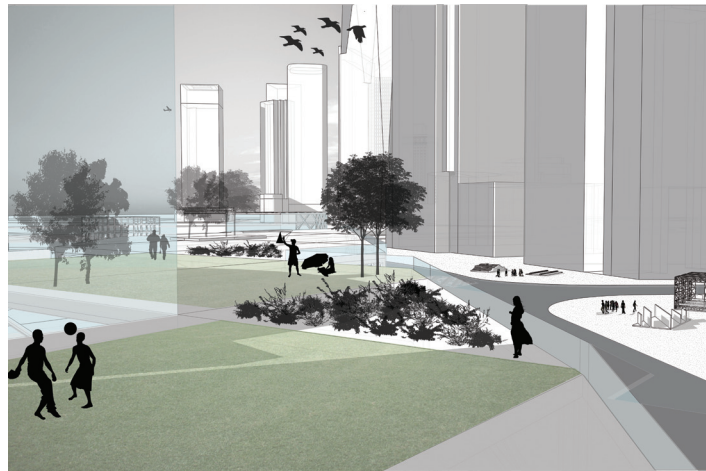
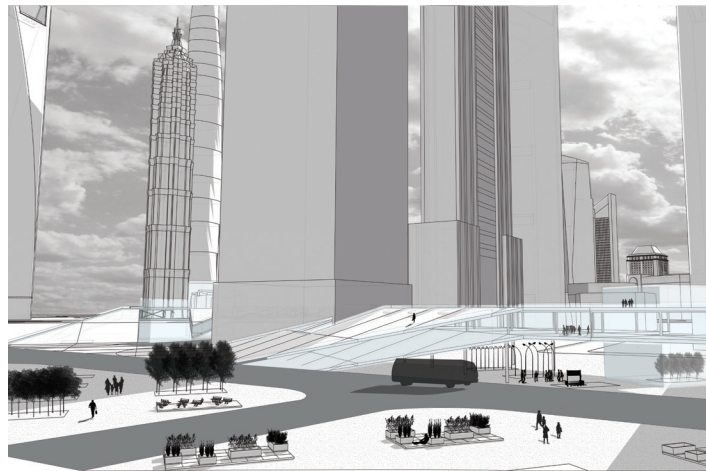
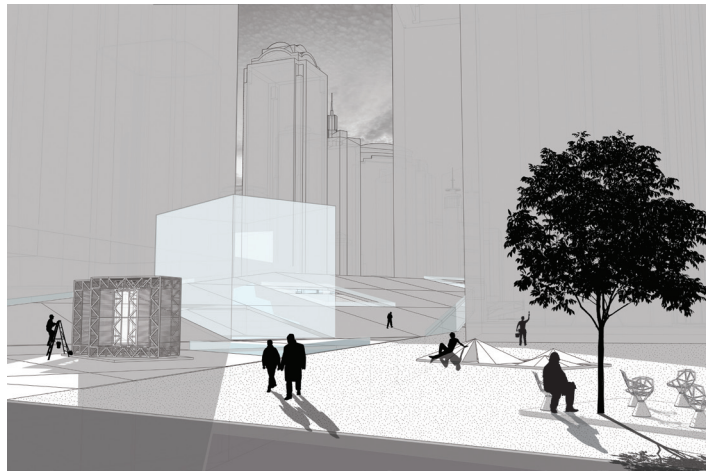
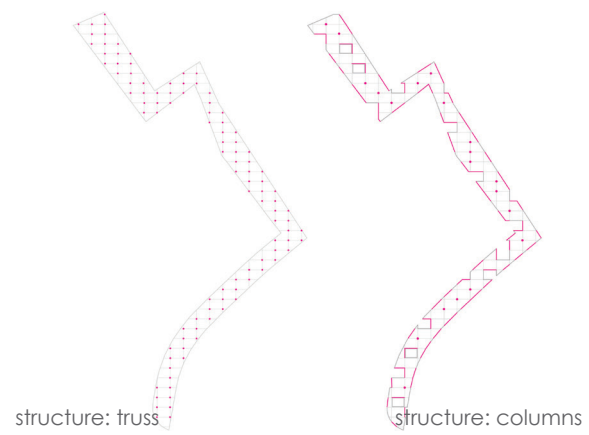
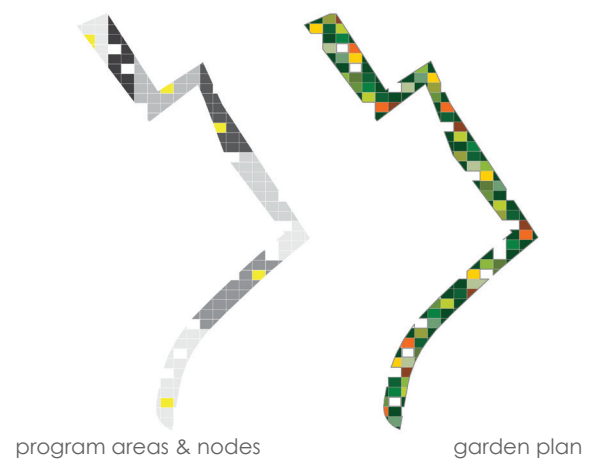
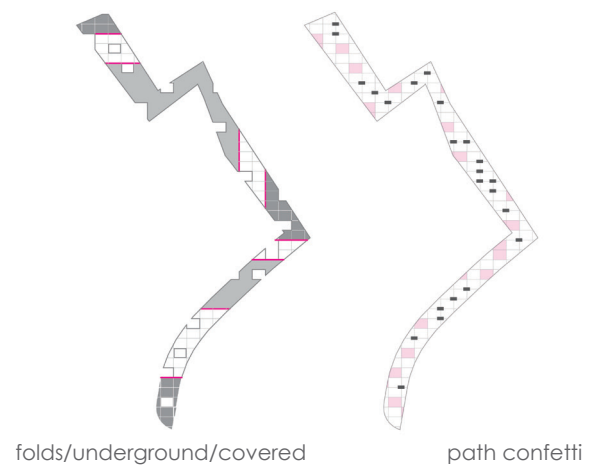
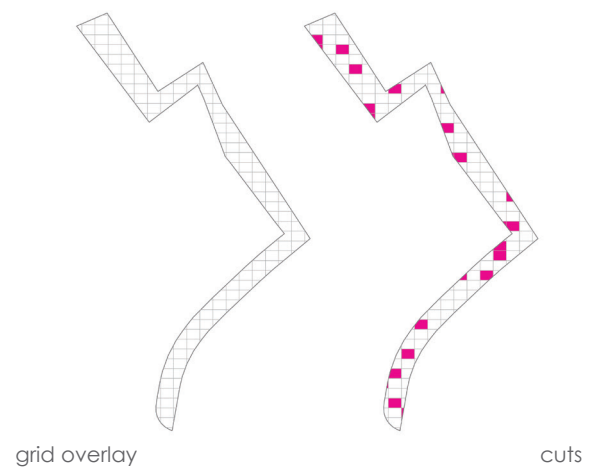


highway overpass: shanghai



loose space appropriation



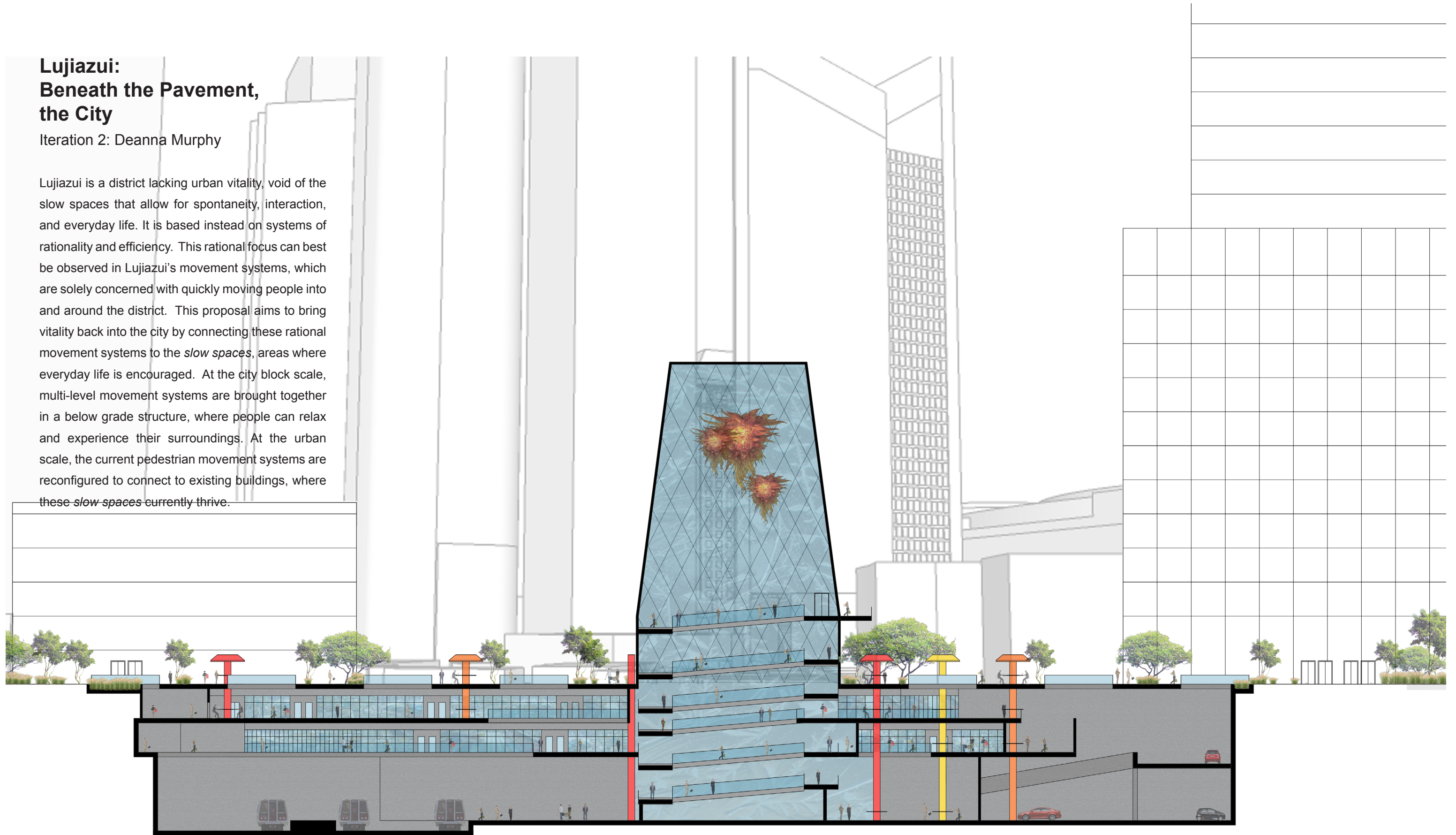




# Lujiazui: Beneath the Pavement, the City

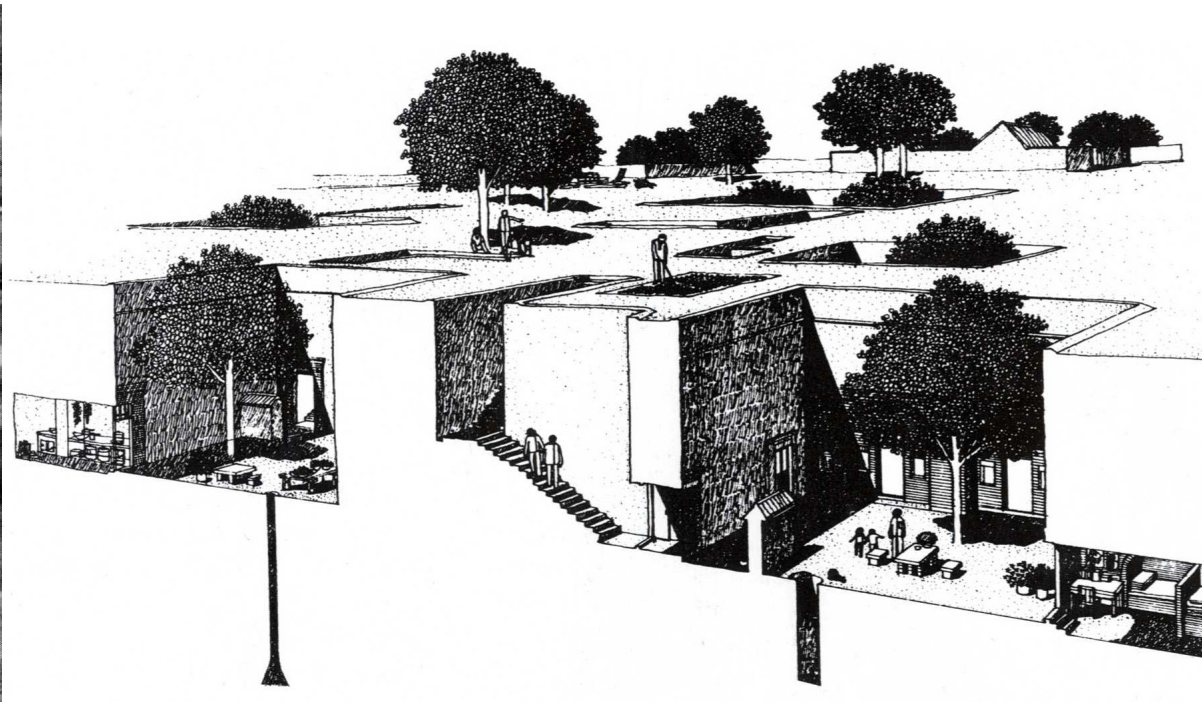
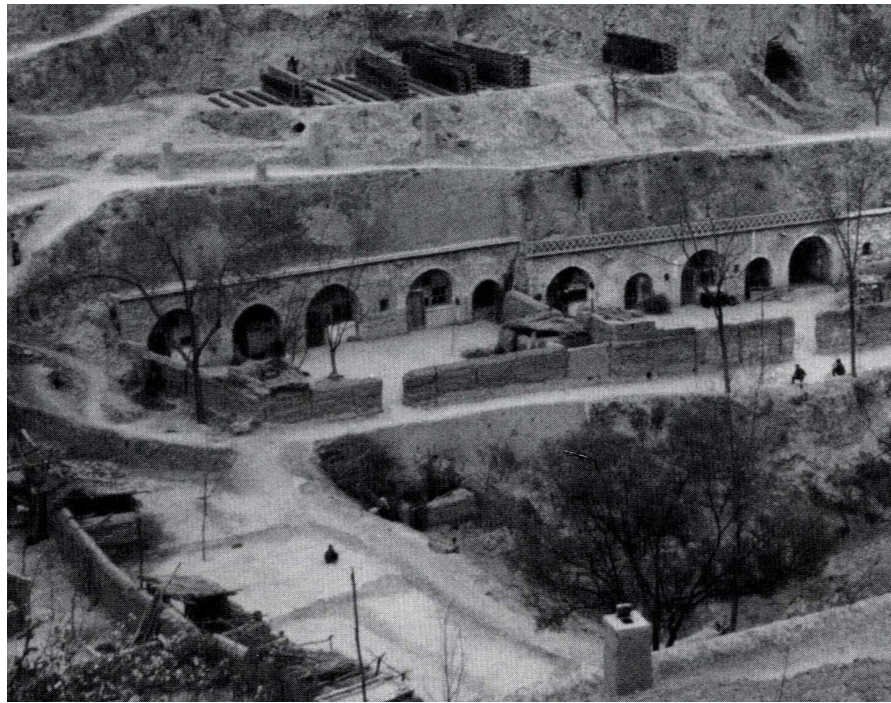
Iteration 2: Deanna Murphy

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.



section



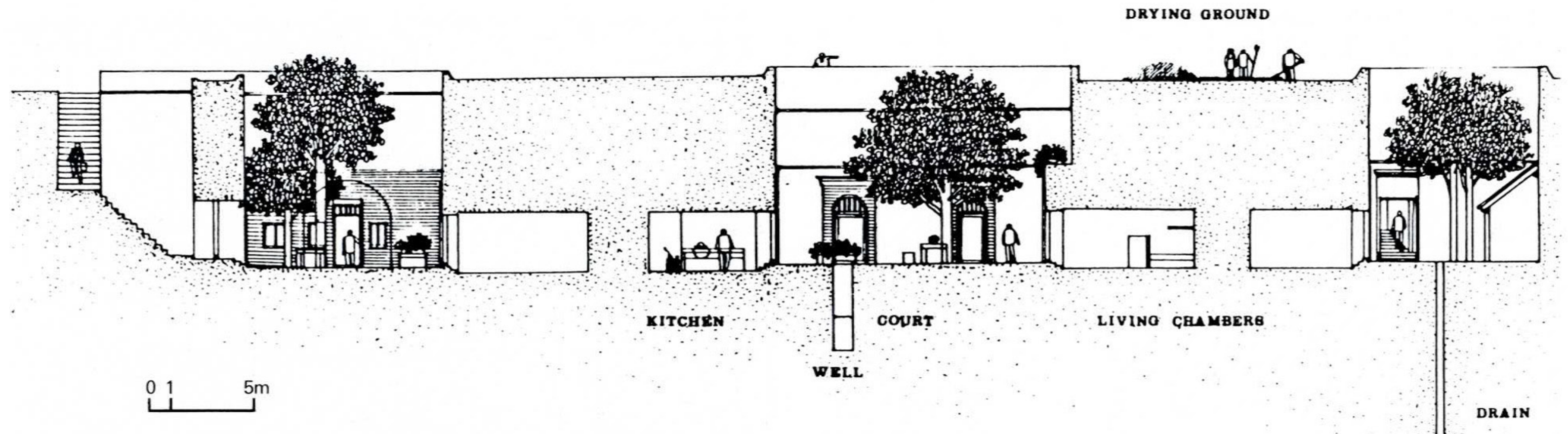


# **Case Study:** Sunken courtyard, aoting yaodong

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.





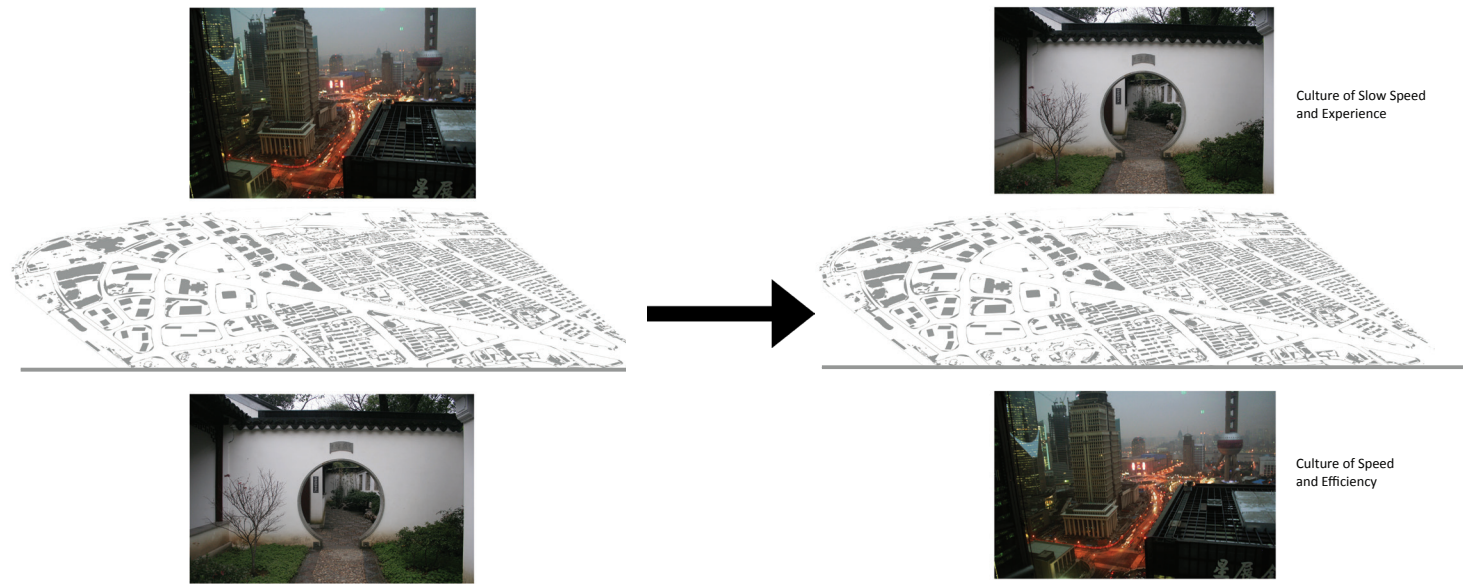


Diagram 1

## 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 pedes-

trian 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

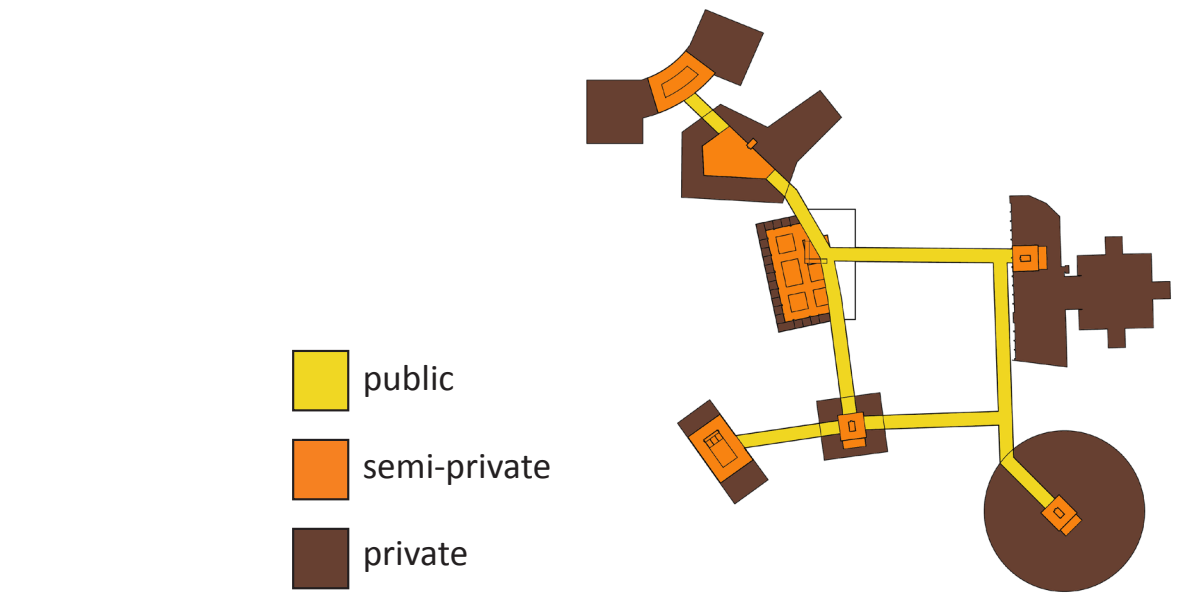


Diagram 2: Public to Private gradation

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.

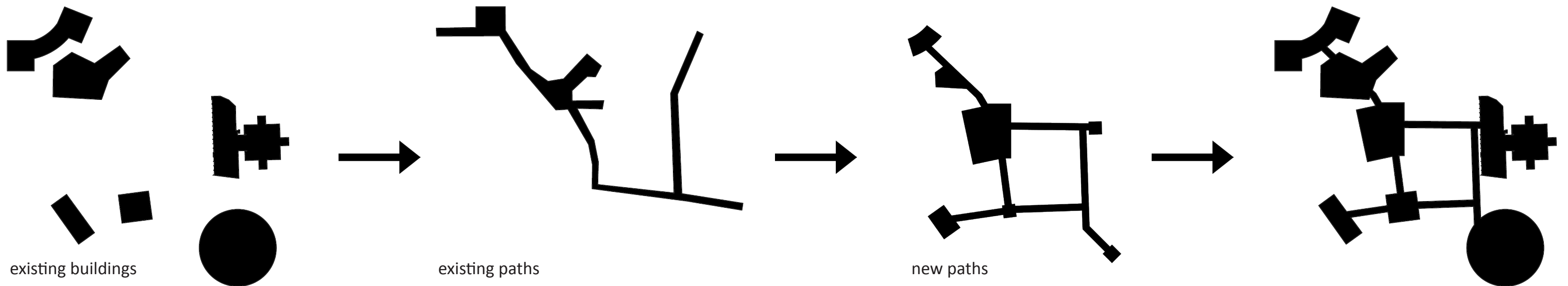
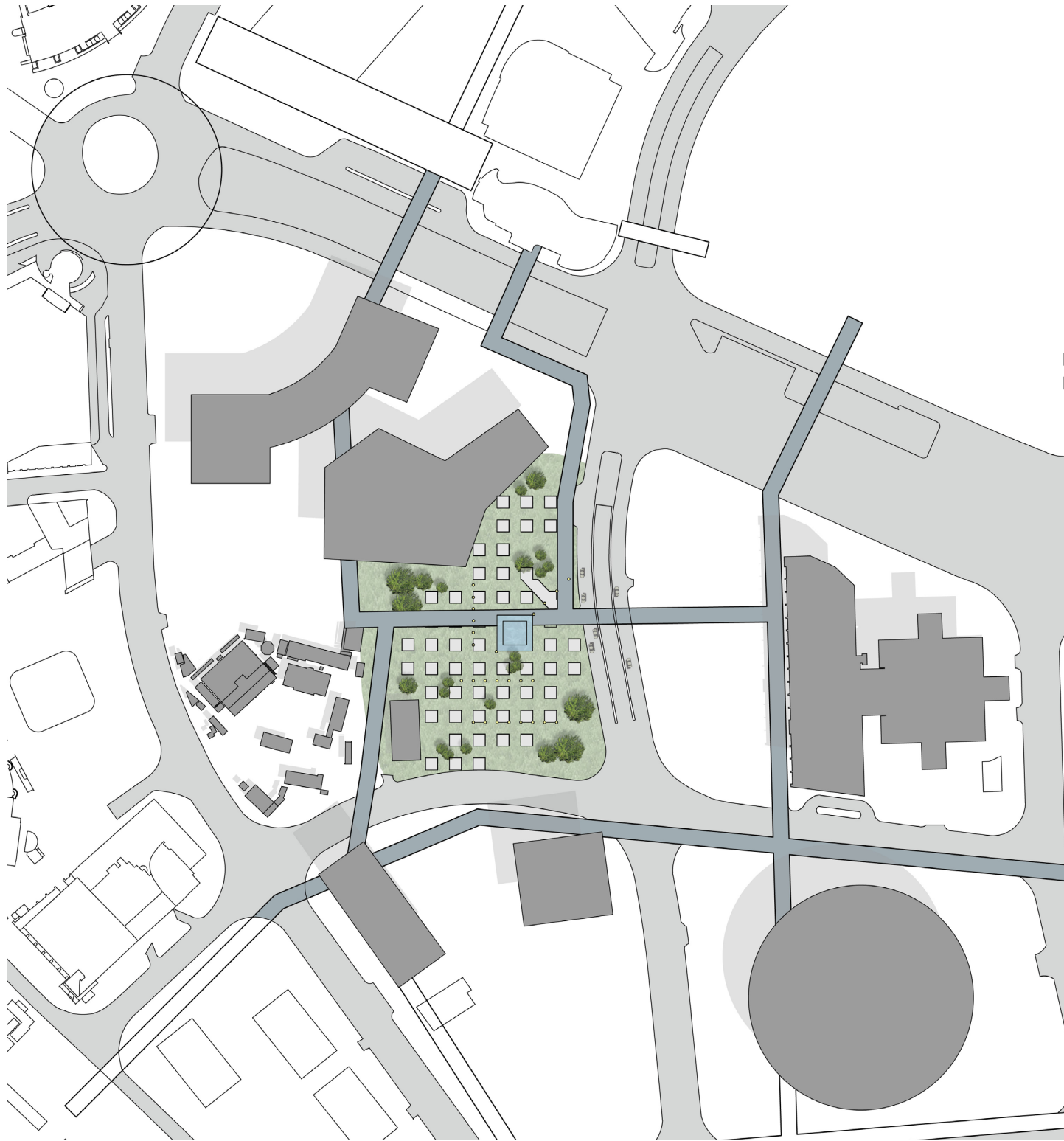


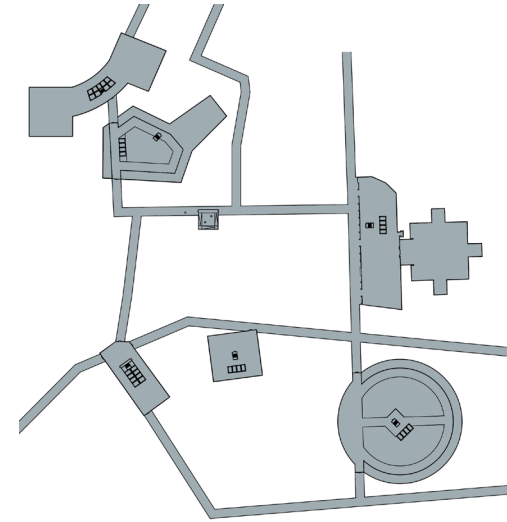
Diagram 3



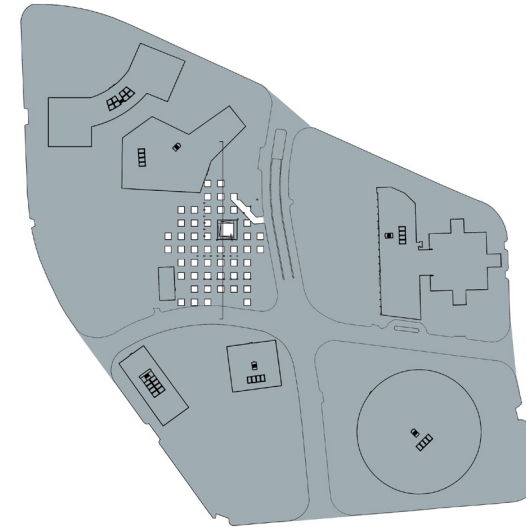


## Site

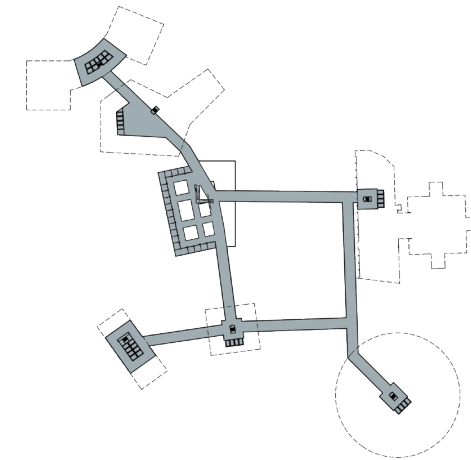
The site was chosen for its proximity to the new light rail transit line, Line 2. Line 2 is currently under construction and anticipated to be complete by the fall of 2010. The line 2 train station is anticipated to be located at the site of this proposal and is integrated into the design.



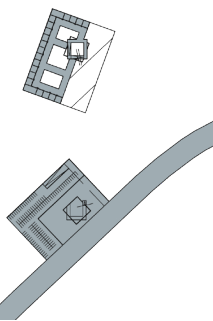
walkway plan (+30')



ground plan (+0')



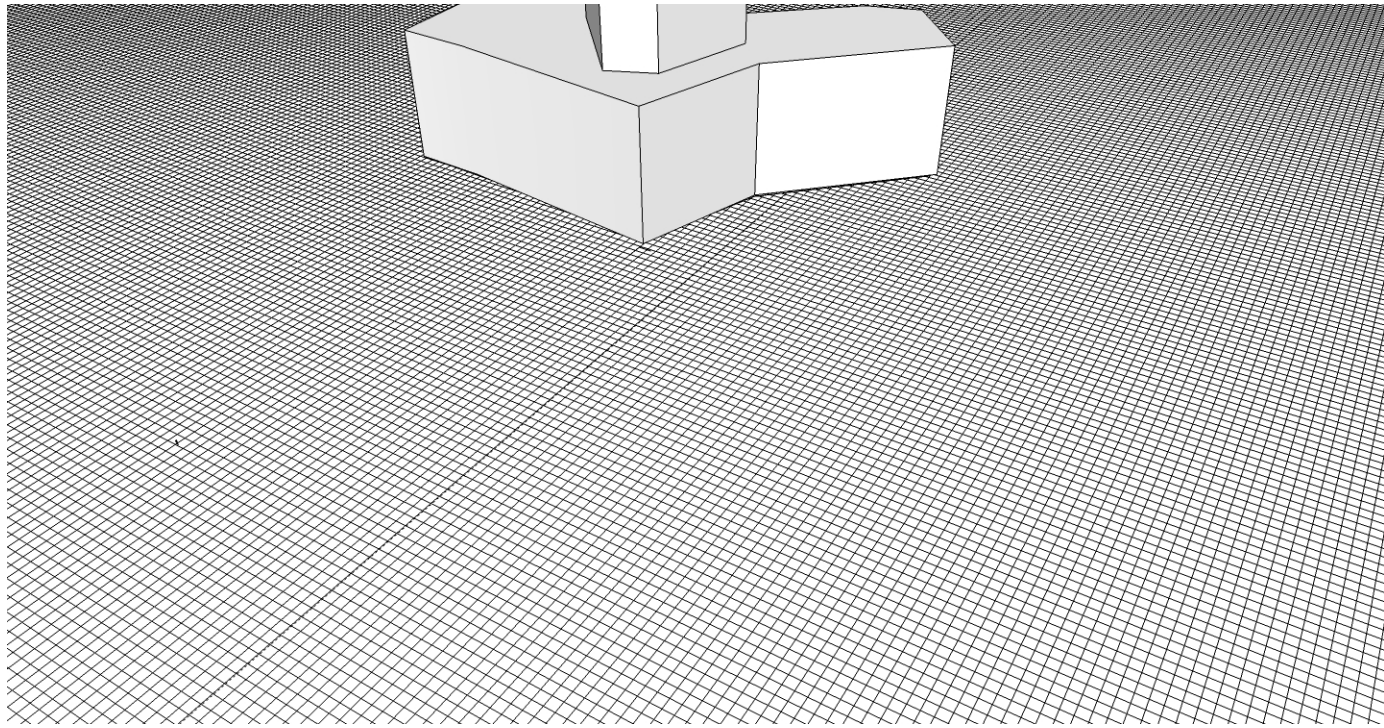
B1 plan (-15')



B2 plan (-30')

B3 plan (-60')





## Grid

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 were aligned with the grid prior to the skewing of the paths, and range from 60'x60' open-

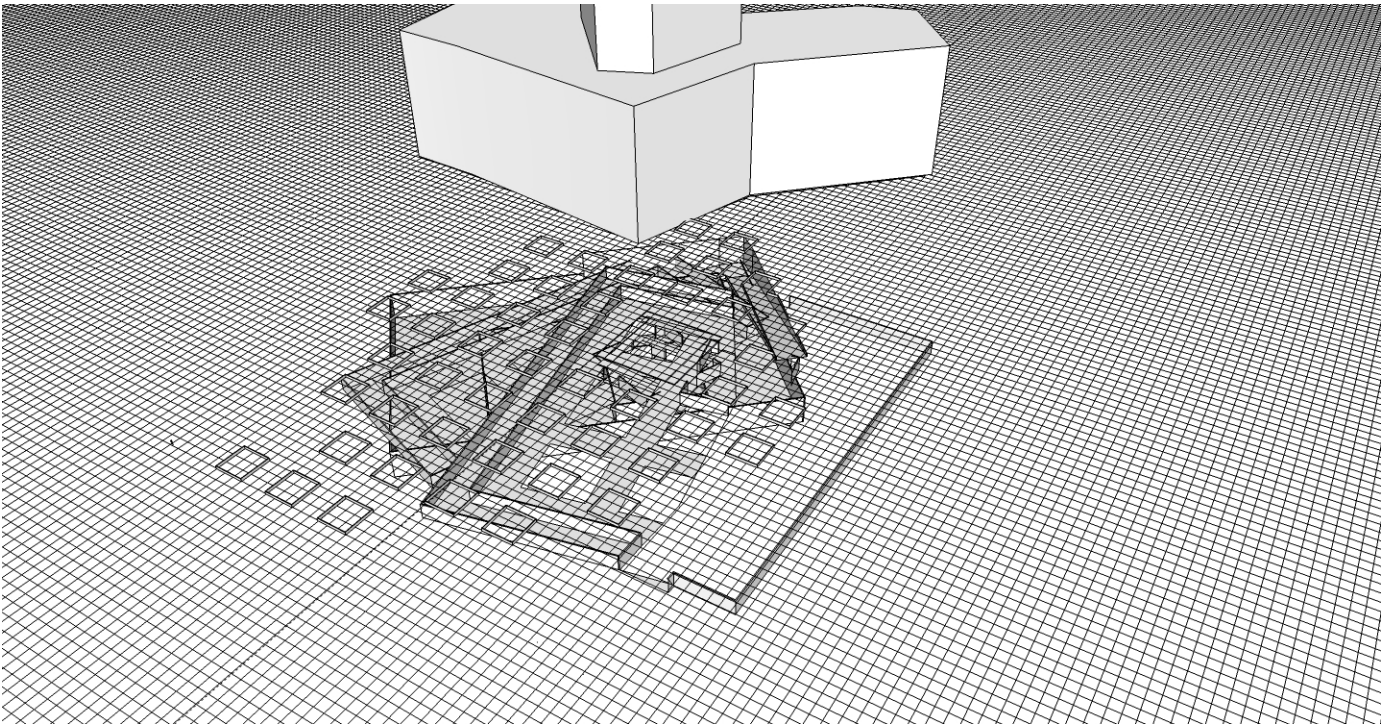


Diagram 1: Grid and New Path System with 30'x30' punctures

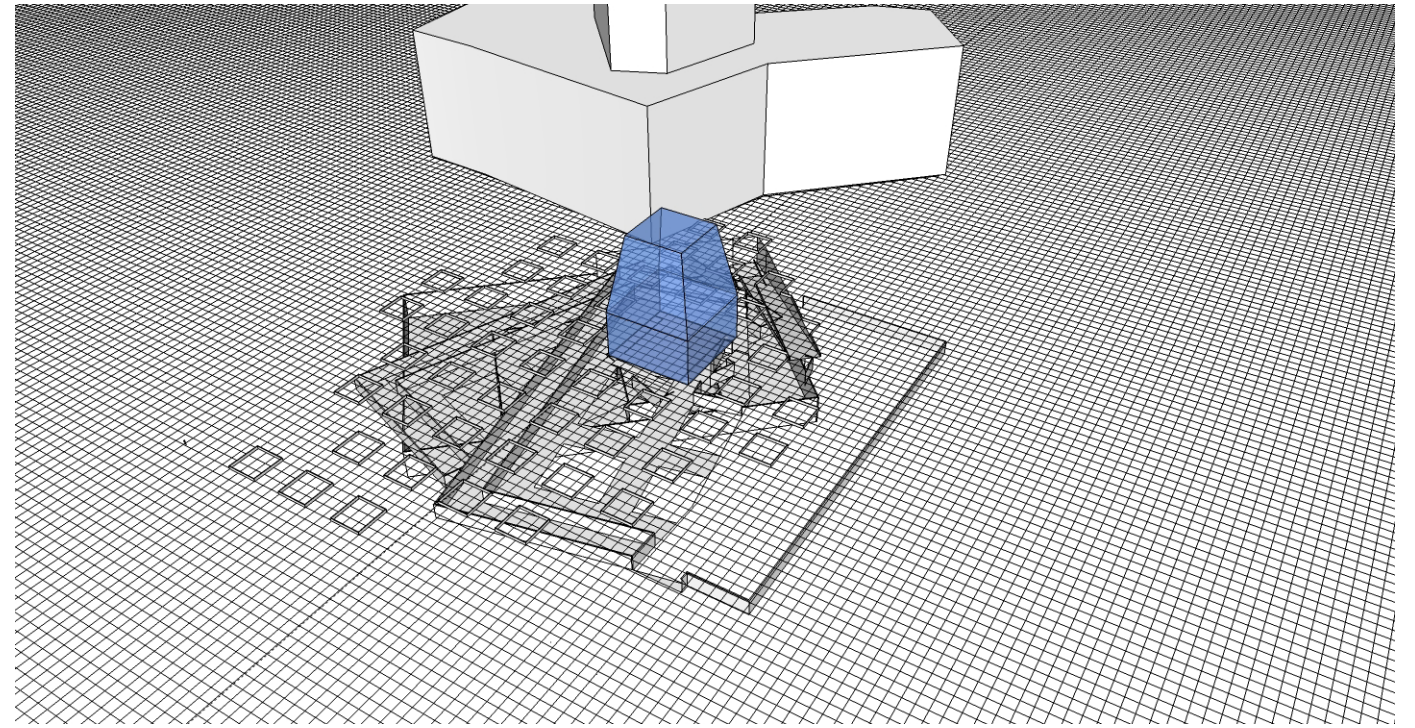


Diagram 2: Grid, New Path System, and Node

ings 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.

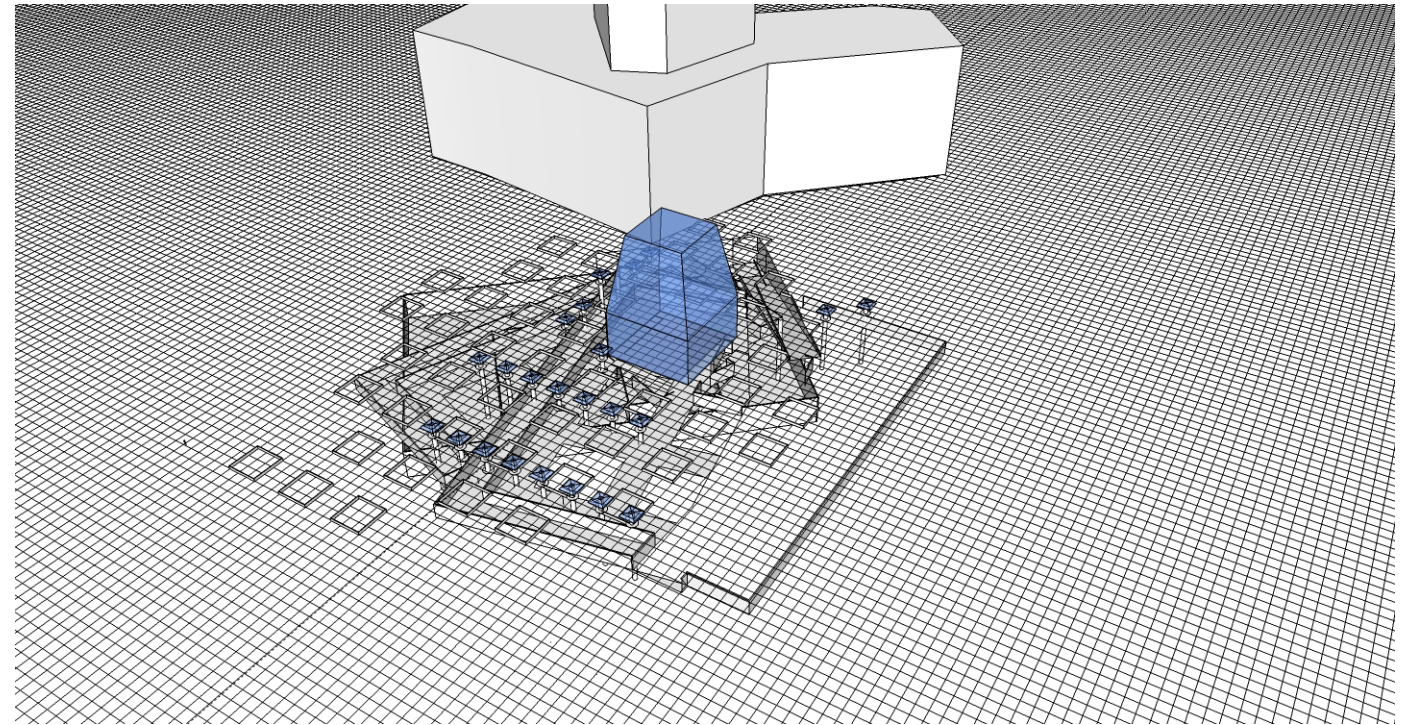
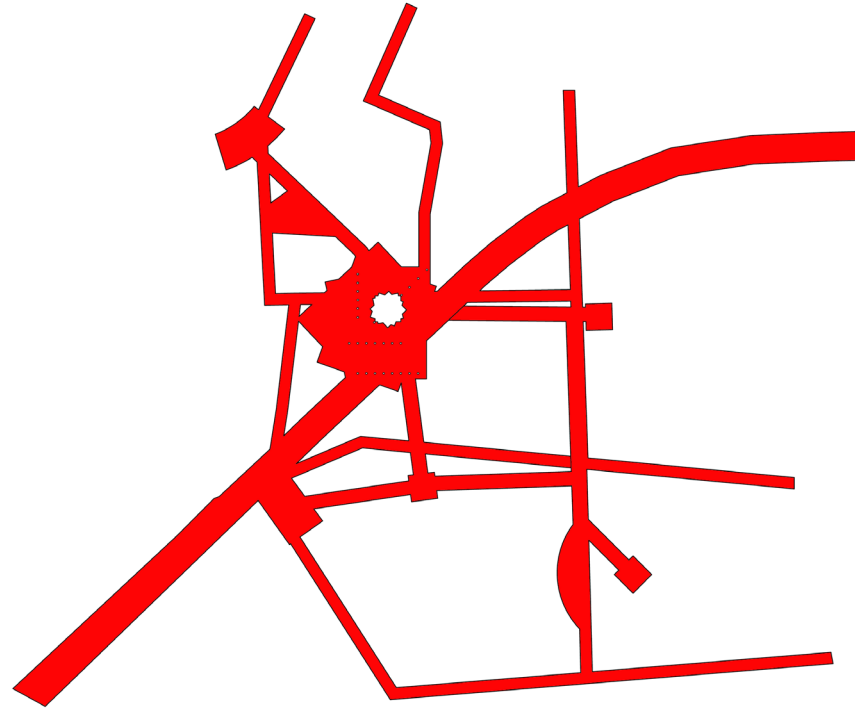


Diagram 3: Grid, New Path System, Node, and Confetti





# Paths

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

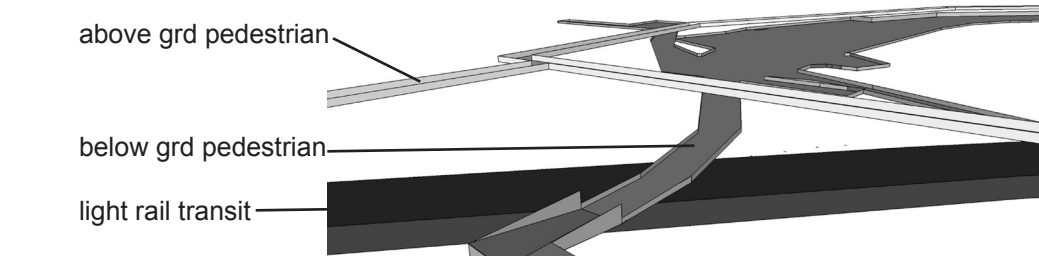


Diagram 1: Existing Multi-level Path Systems

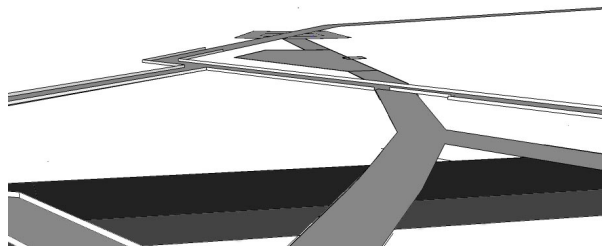


Diagram 2: Existing Multi-level Path Systems Reconfigured to Connect to Existing Buildings

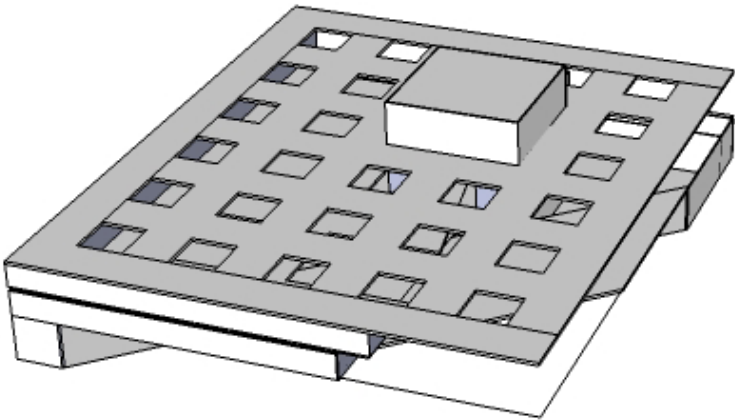


Diagram 3: New Path System Extruded Below Grade

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)

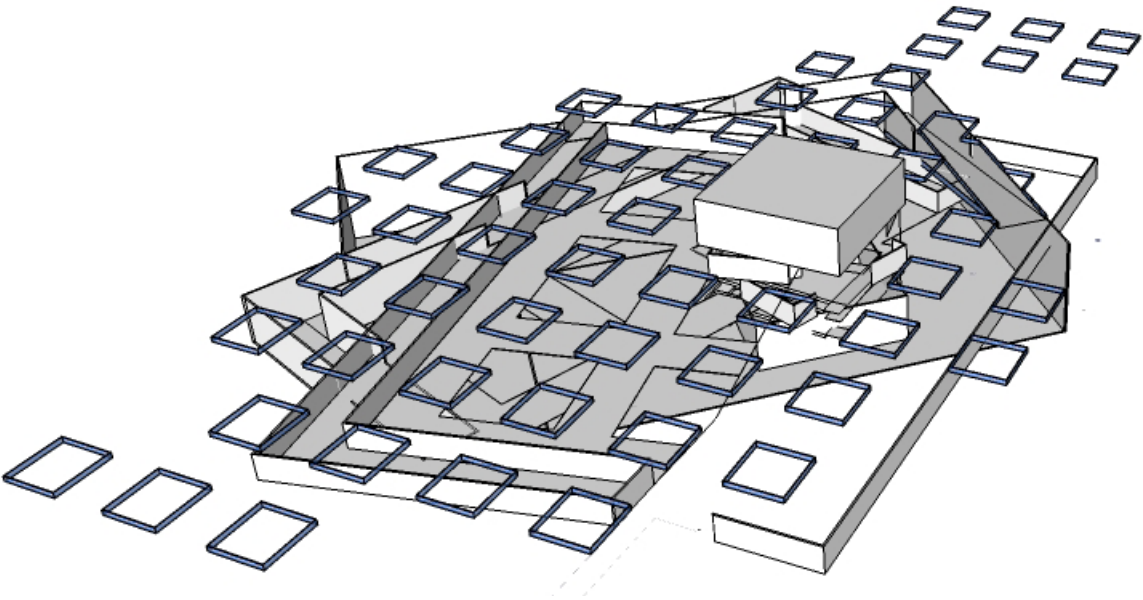
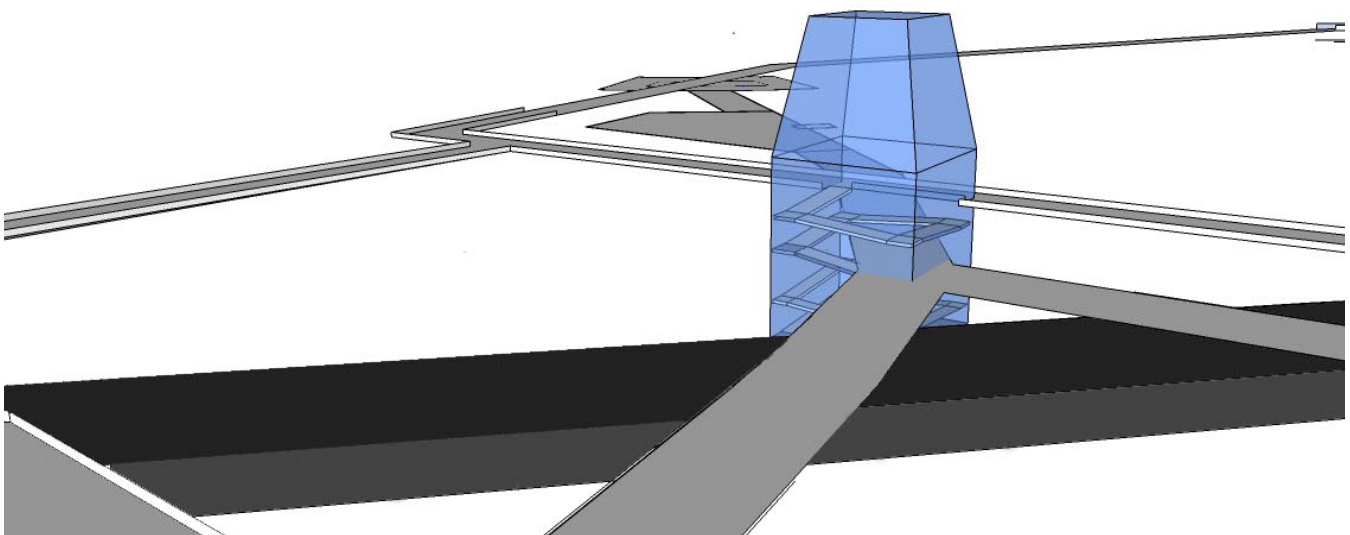
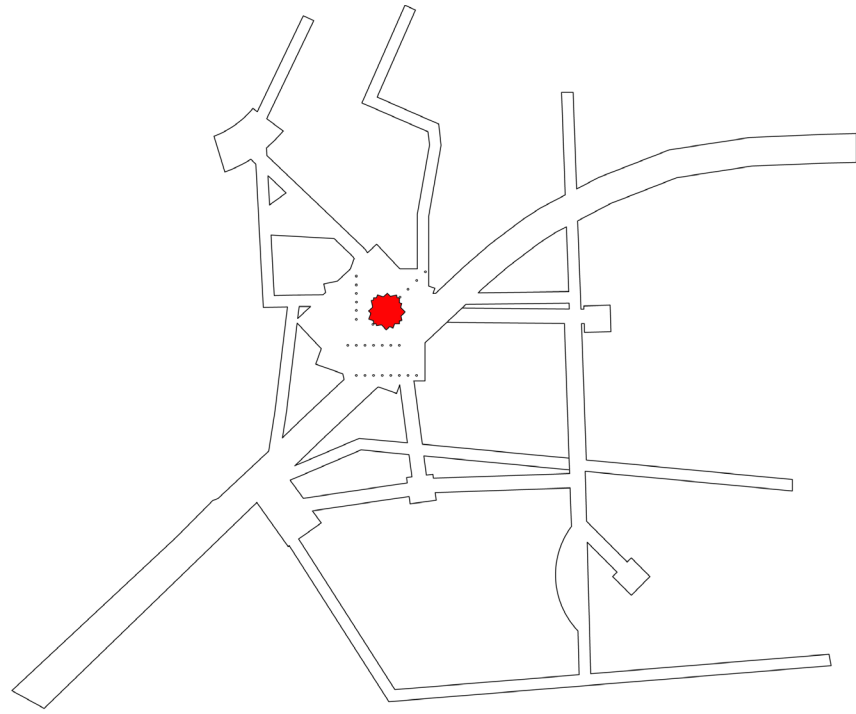


Diagram 4: New Path System Skewed to Allow for Light and Air





# Node

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.

Diagram 2: The Node Connects the Existing Movement Systems

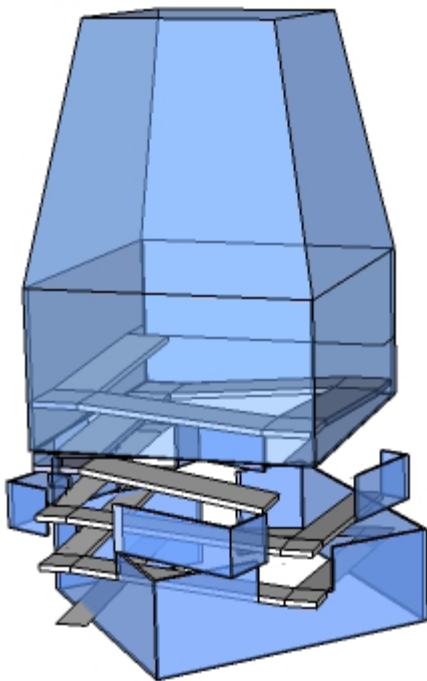


Diagram 1: The Node as Vertical Circulation

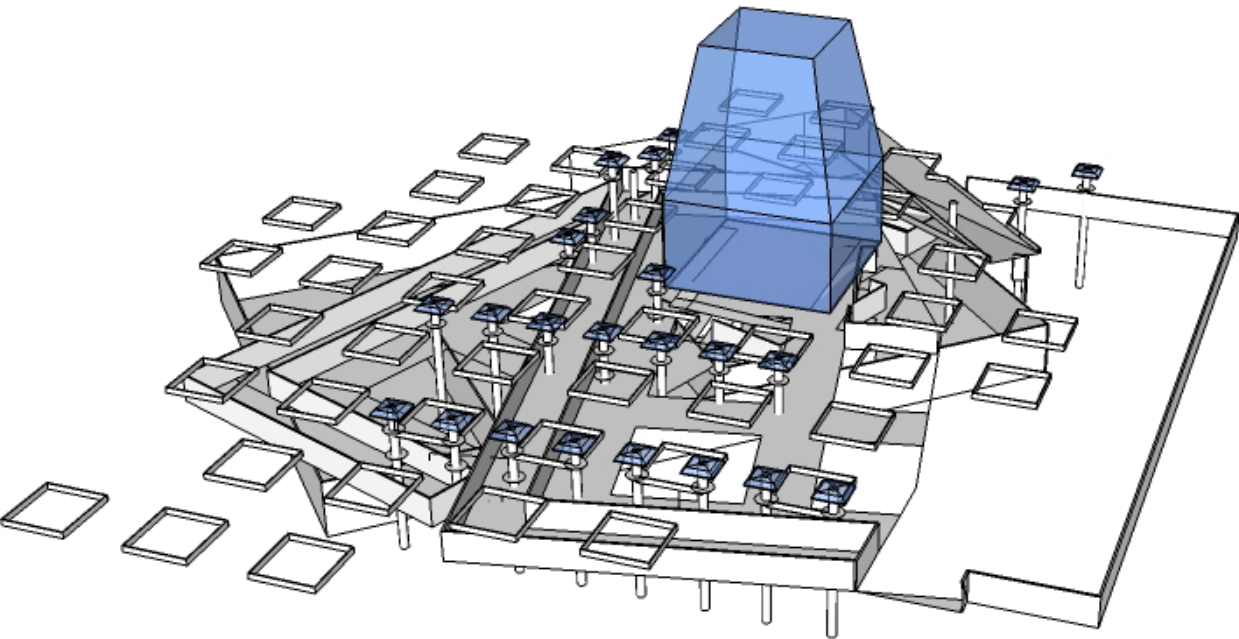
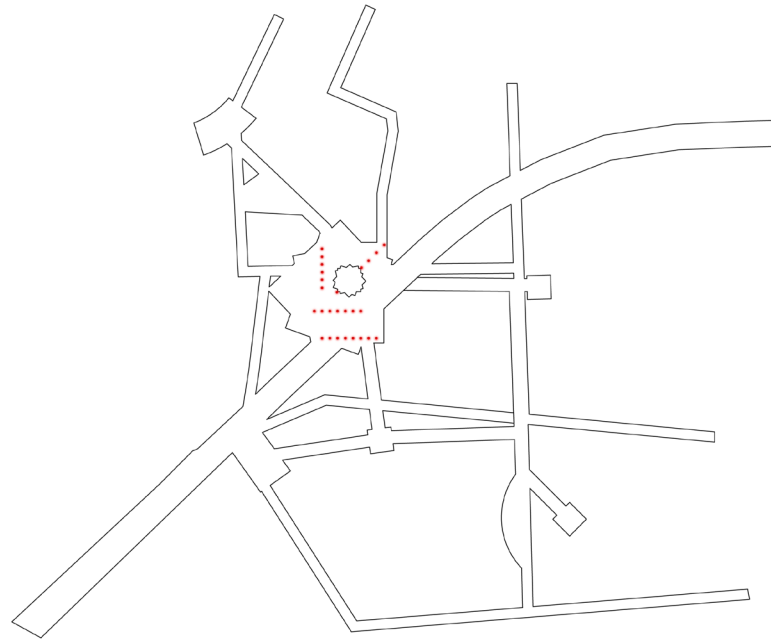


Diagram 3: The Node Connects the New Path System





## 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

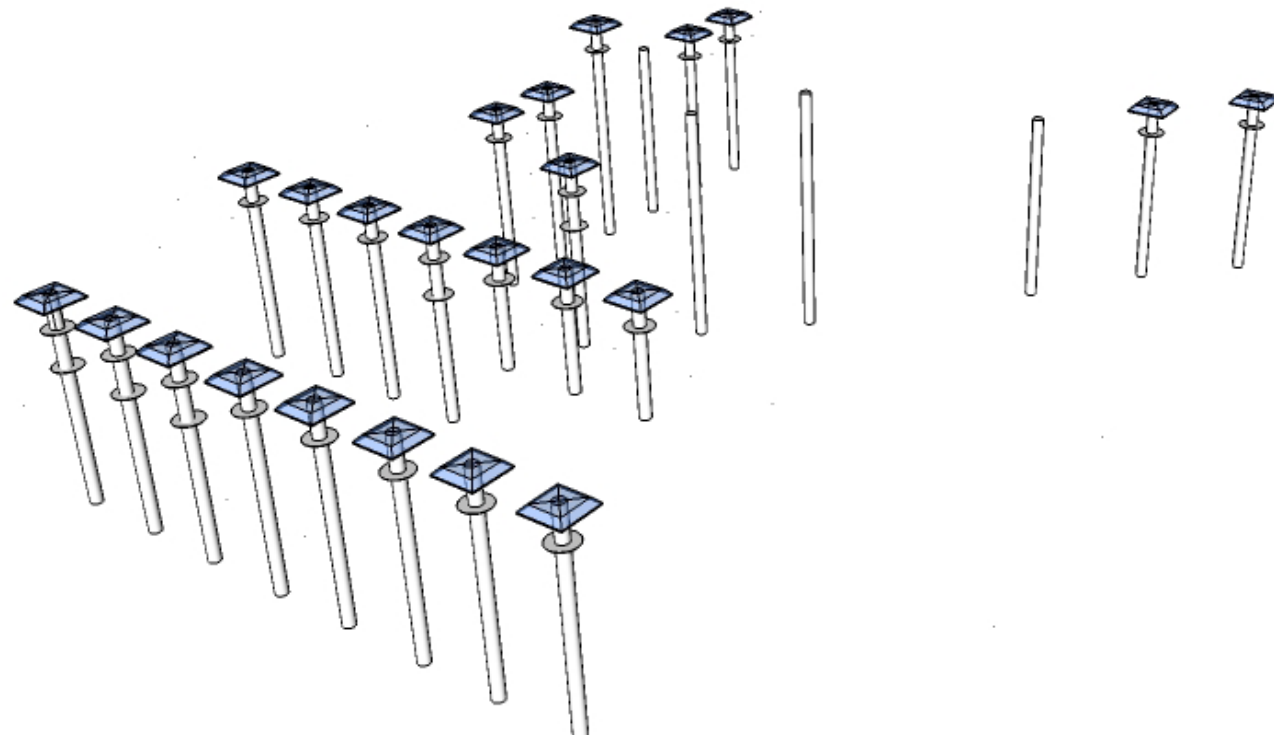


Diagram 1: Confetti Placed Randomly on Site

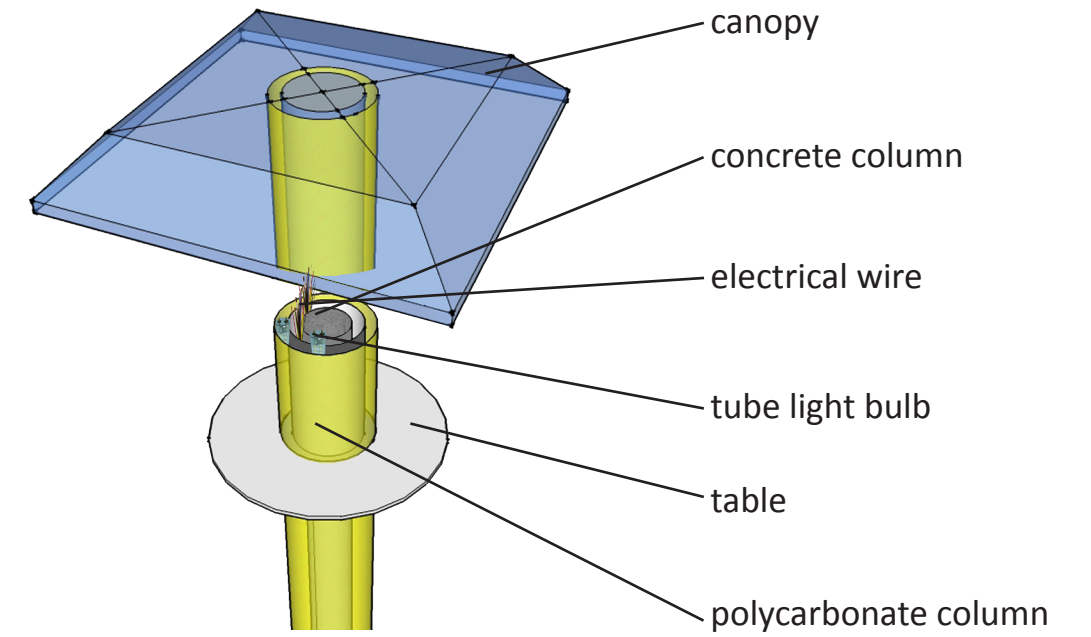
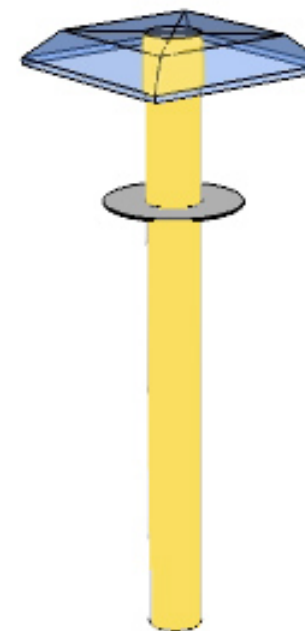


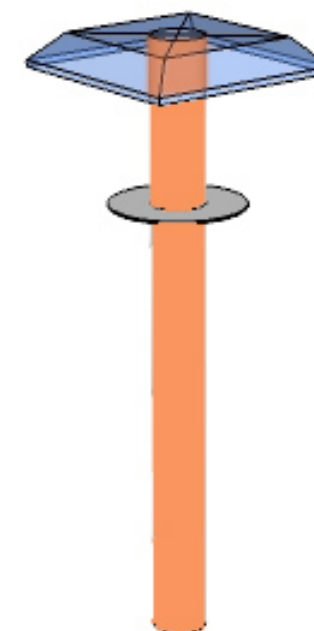
Diagram 2: Confetti Detail

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,

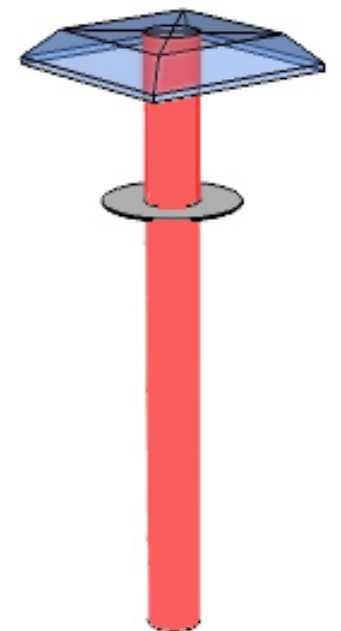
an orange light indicates some outlets are available and a red light indicates that no outlets are available.



All Outlets Available

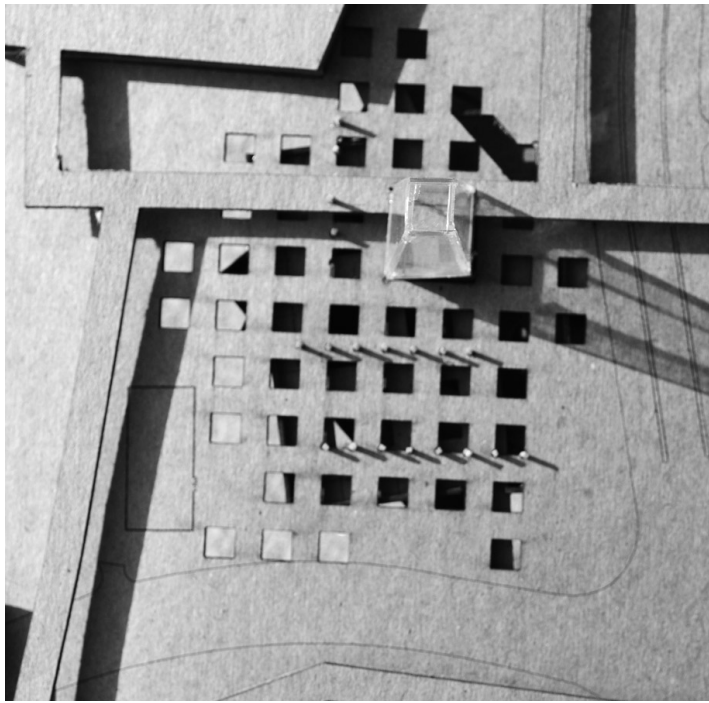
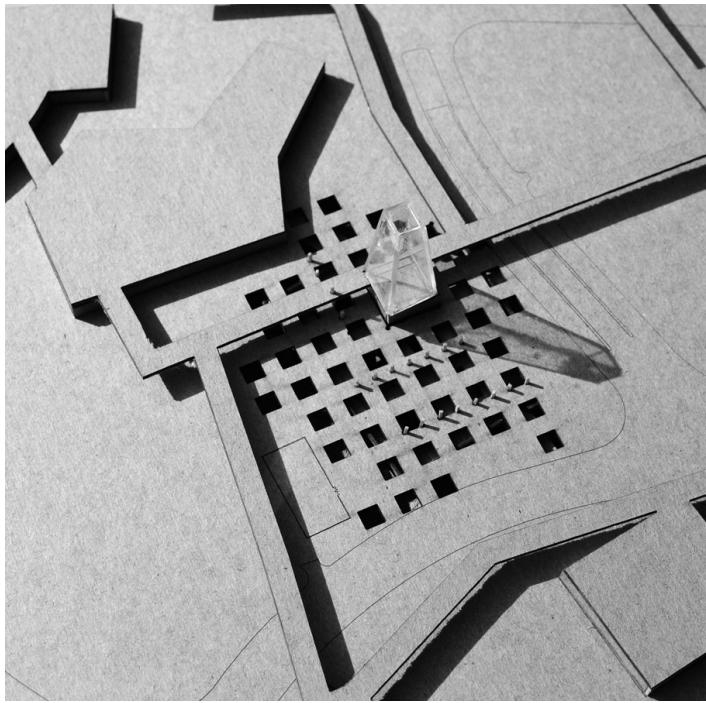


Some Outlets Available

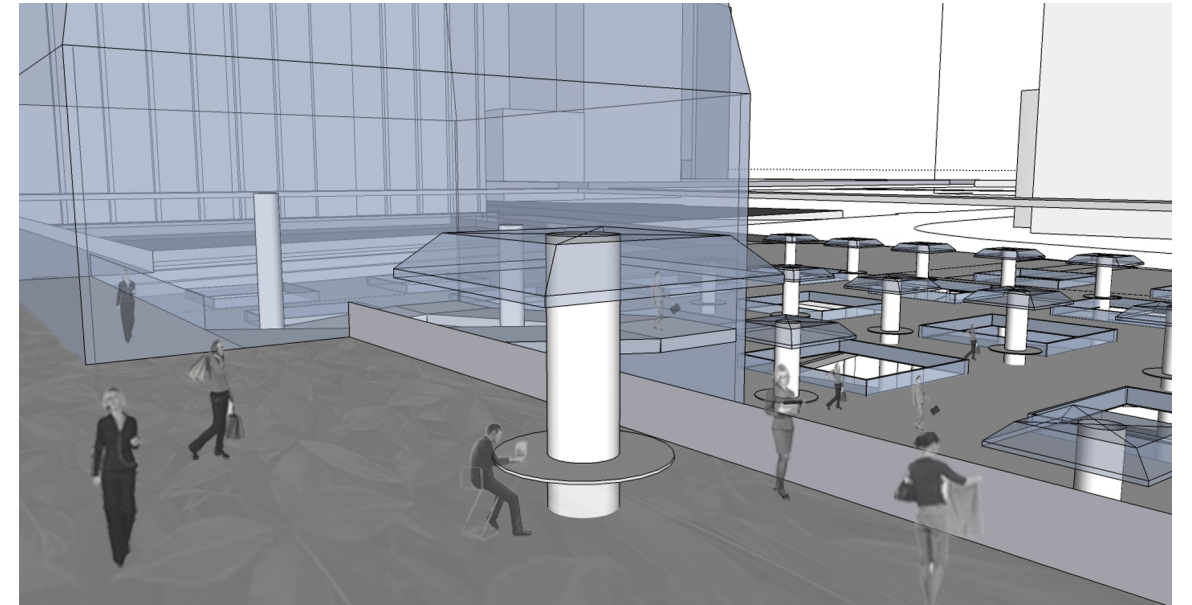
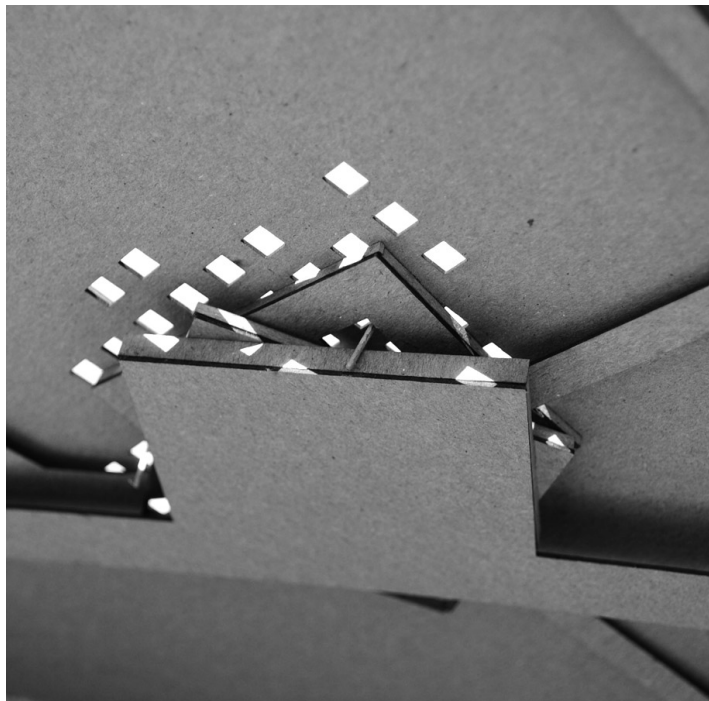
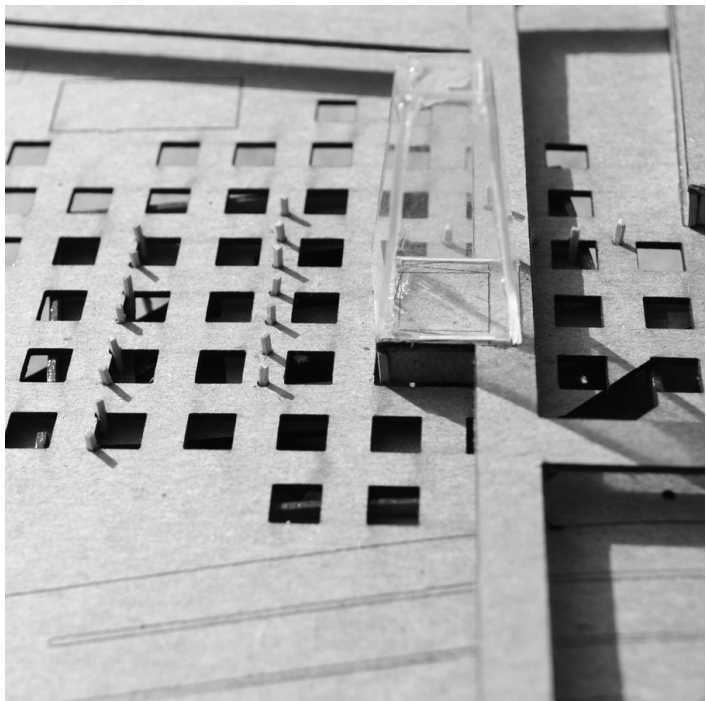


No Outlets Available

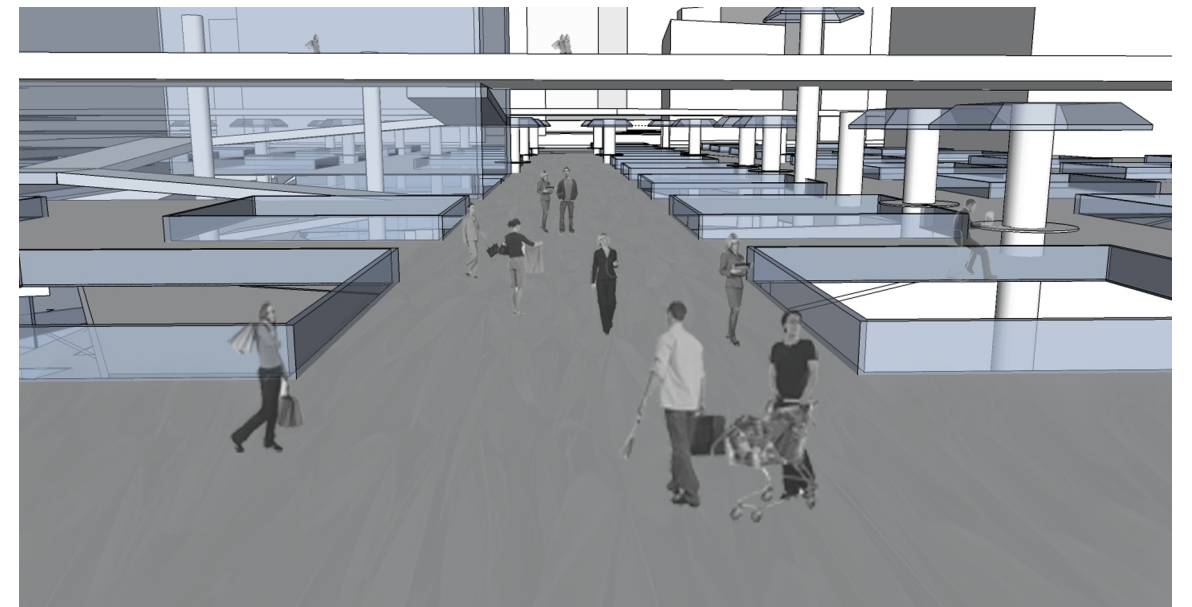




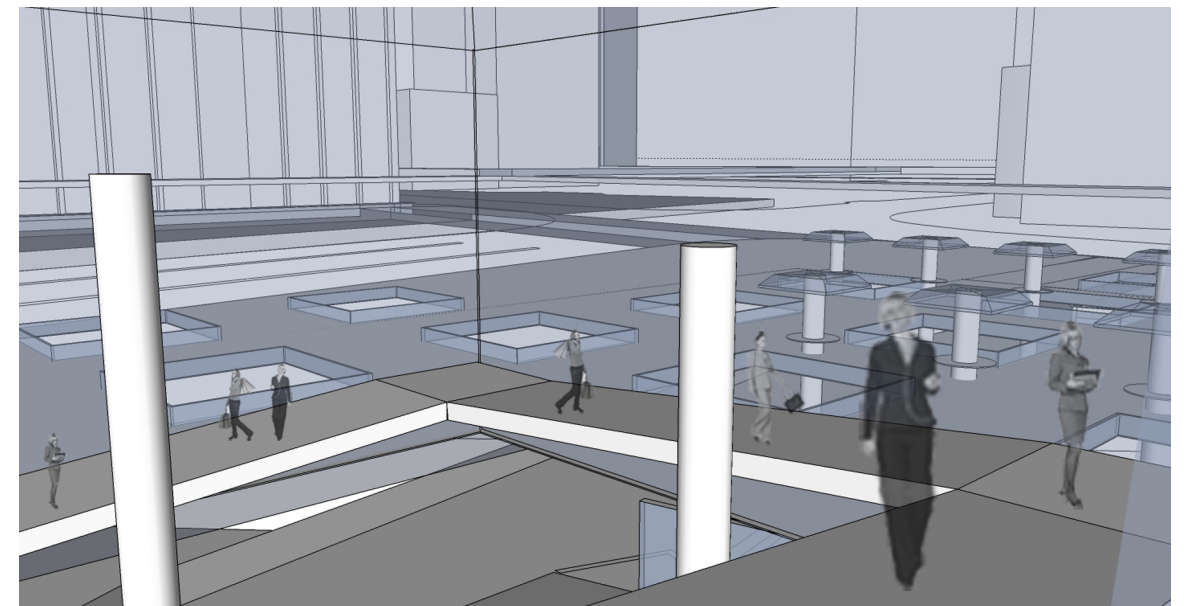
Model and Images



Walkway Perspective

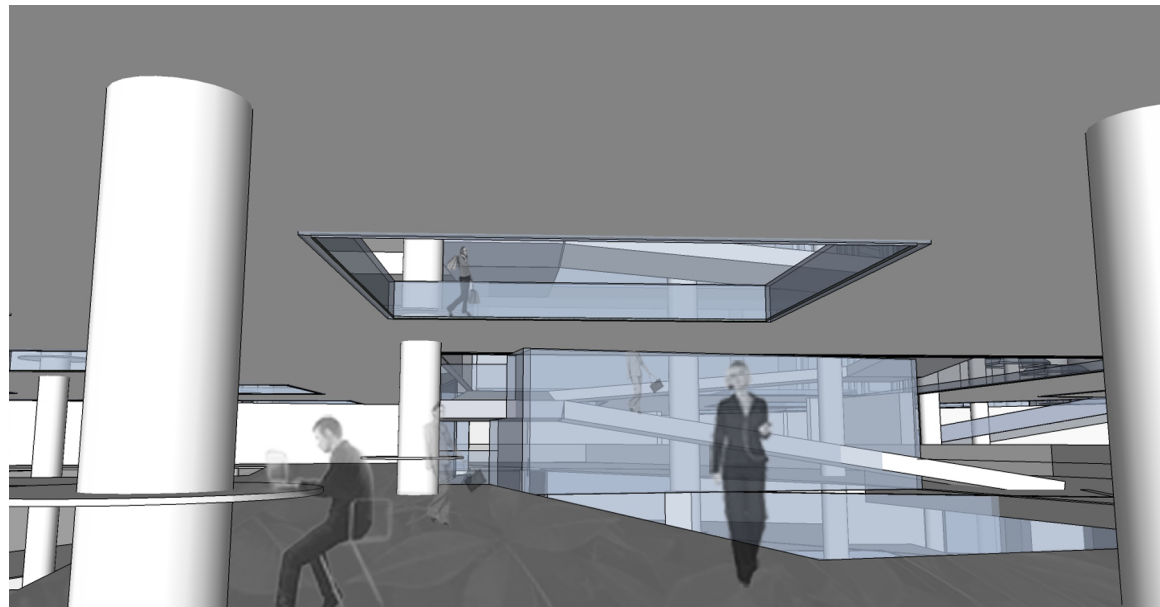


Ground Perspective

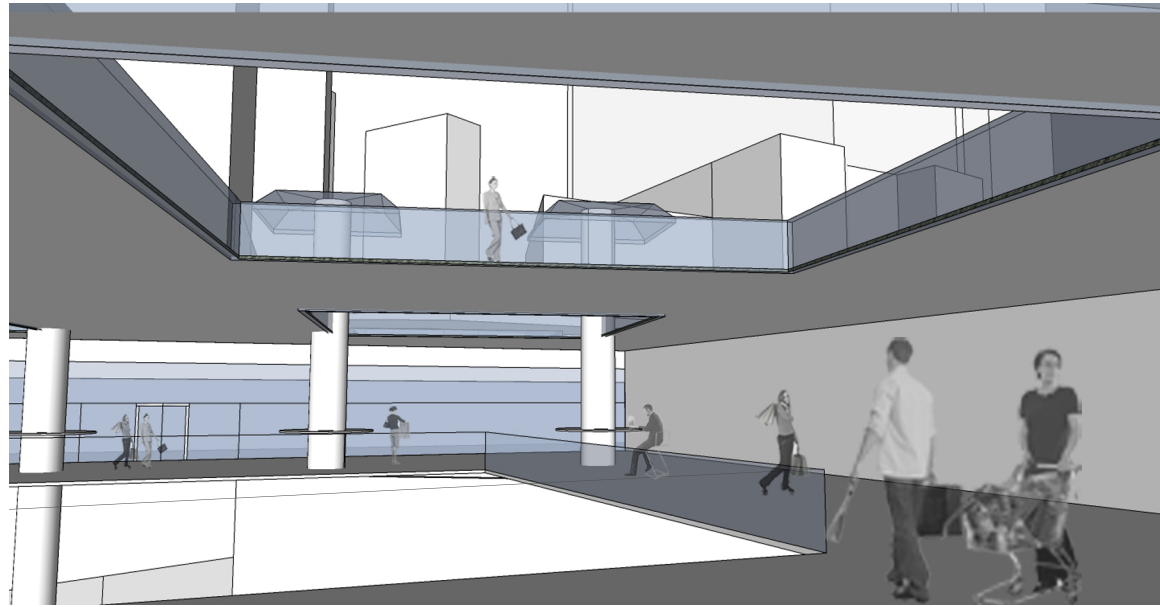


Node Perspective

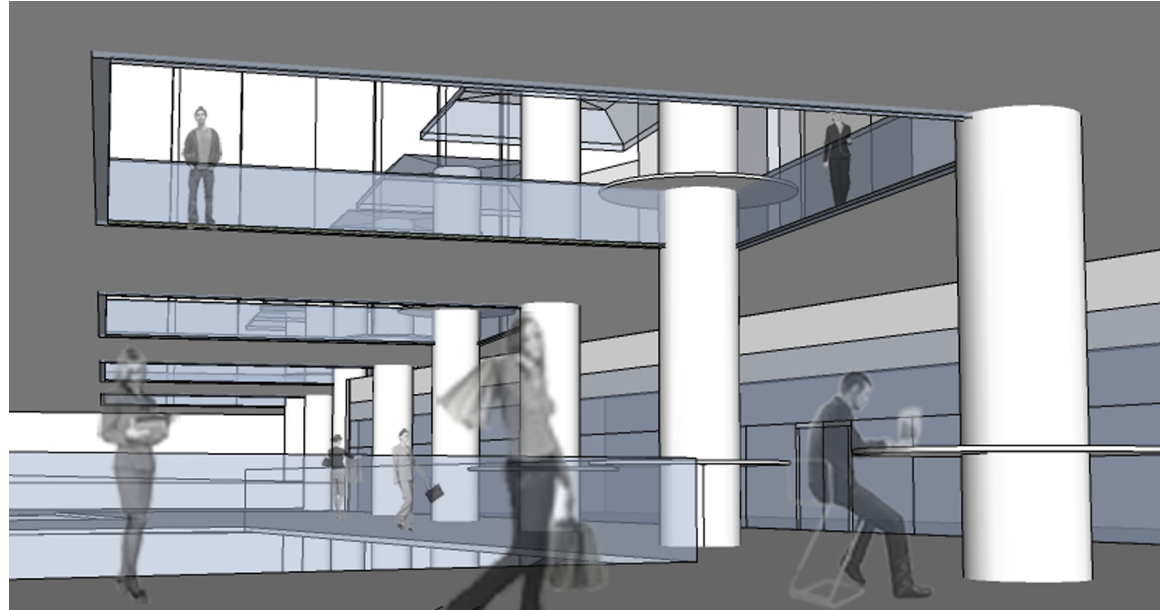




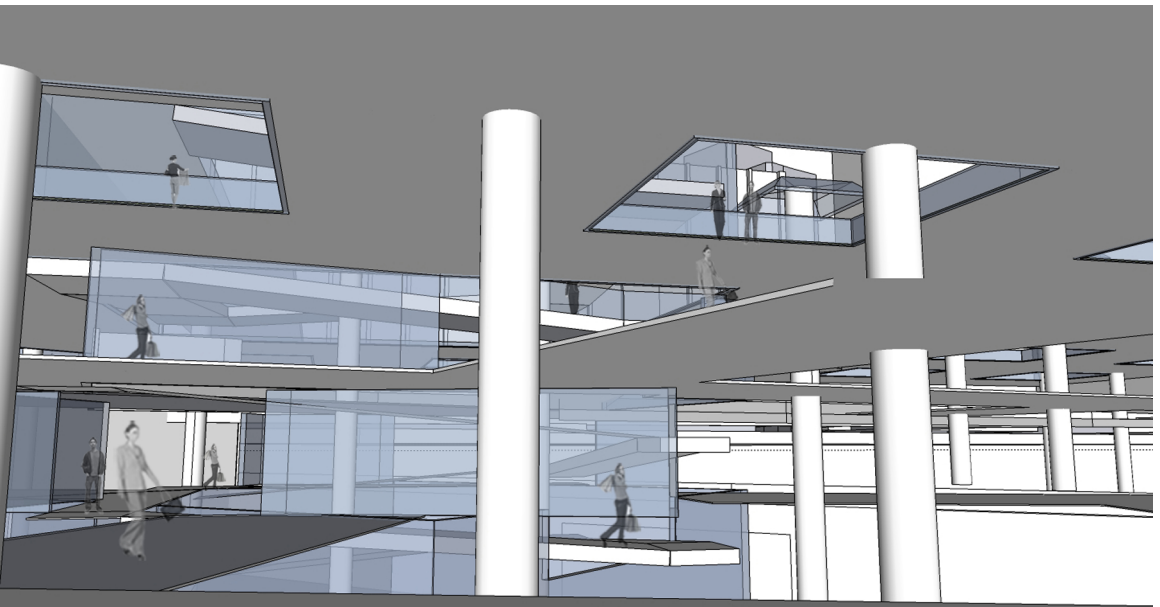
B1 Perspective



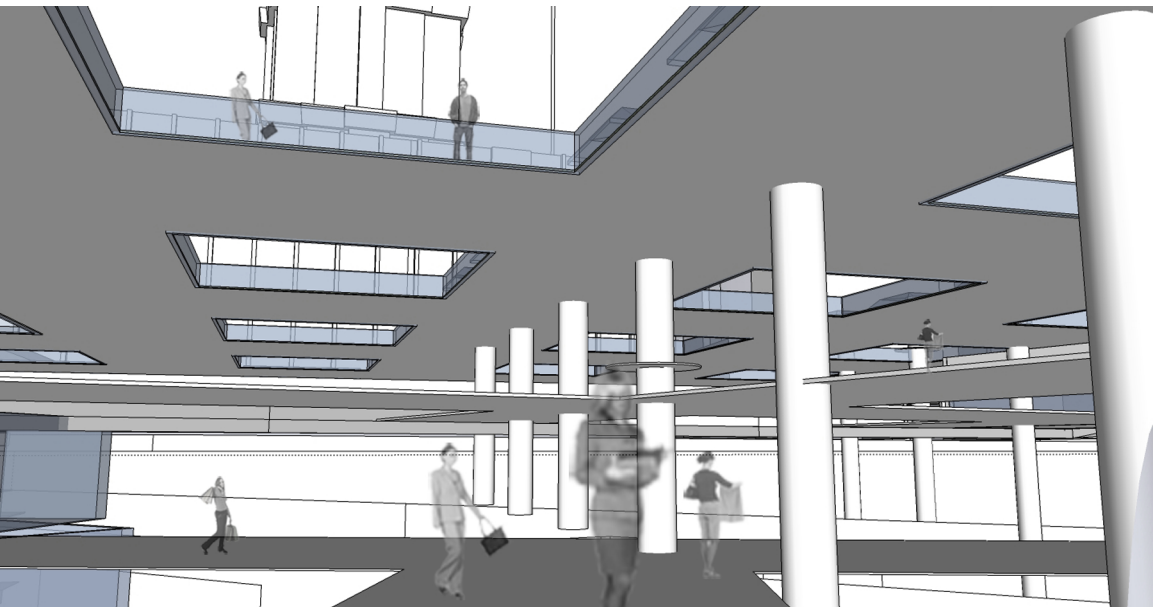
B1 Perspective



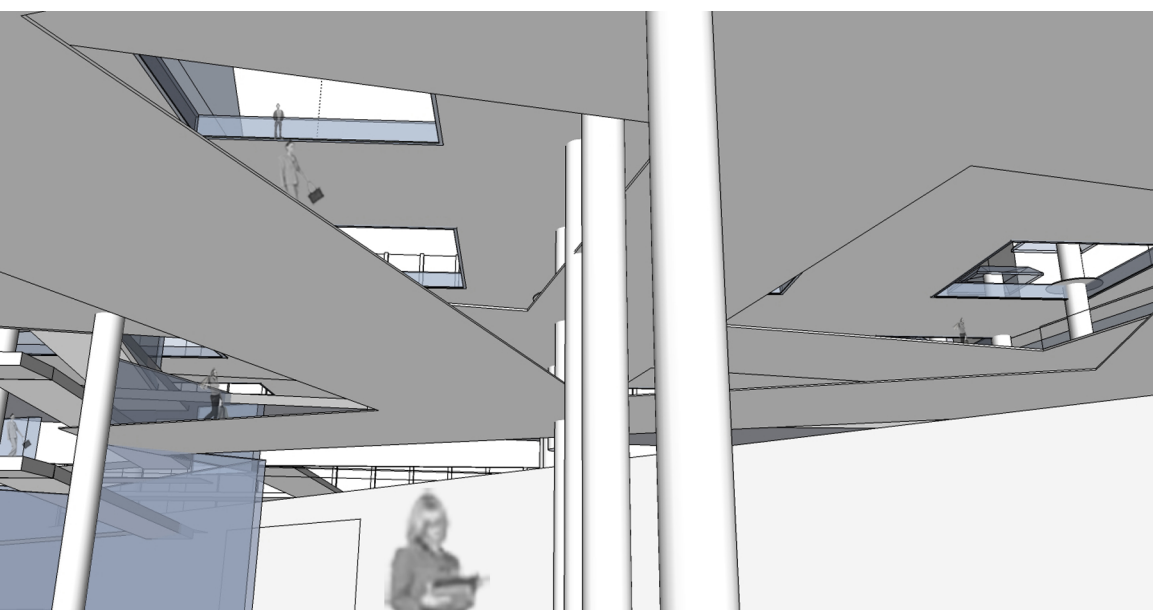
B1 Perspective



B2 Perspective



B2 Perspective



B3 Perspective



