

Wang Guoqing
Portfolio | 2008

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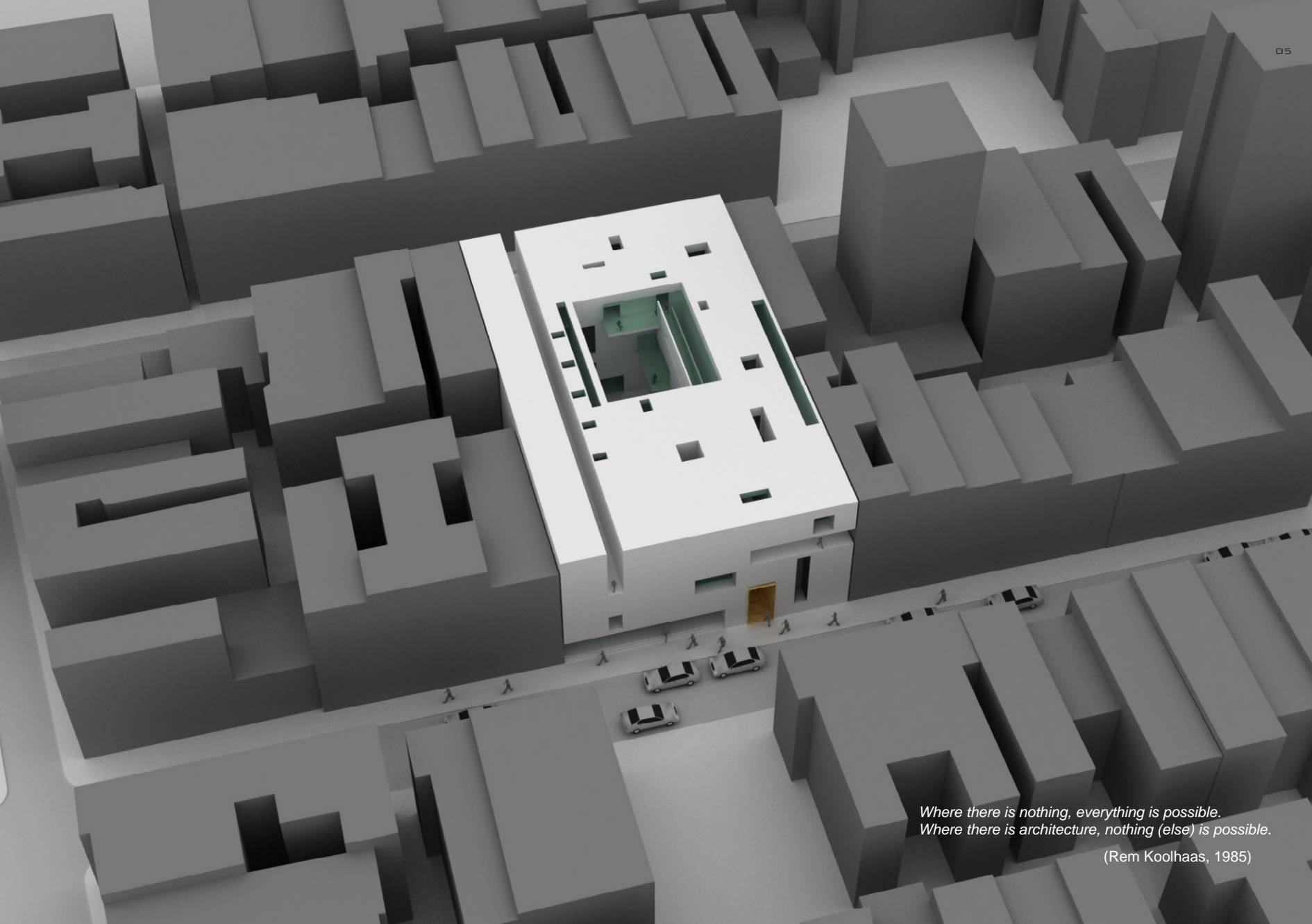
Chinatown Community Center

Graduation project in Border Conditions studio, experimental architectural research
in socio- political contexts

Location: New York City, USA

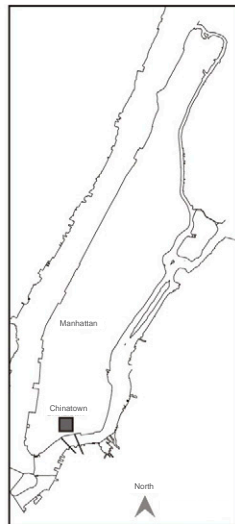
Mentors: Oscar Rommens, Sang Lee, Jan Engels

Time: Feb 2008- Nov 2008



*Where there is nothing, everything is possible.
Where there is architecture, nothing (else) is possible.*

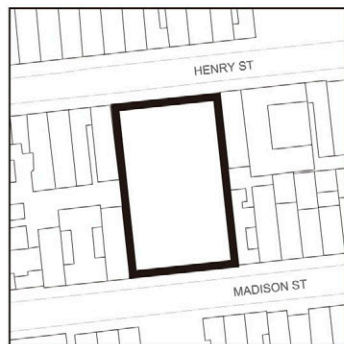
(Rem Koolhaas, 1985)



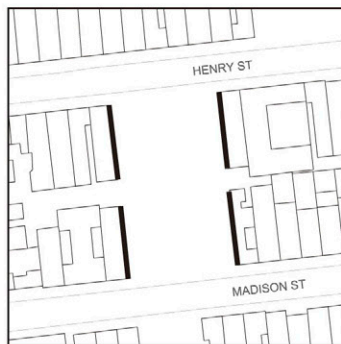
New York City



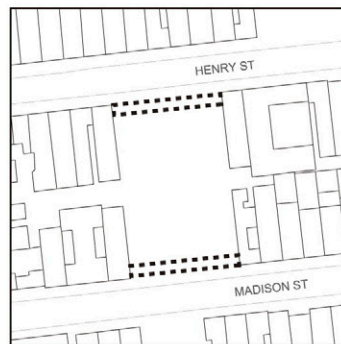
Site



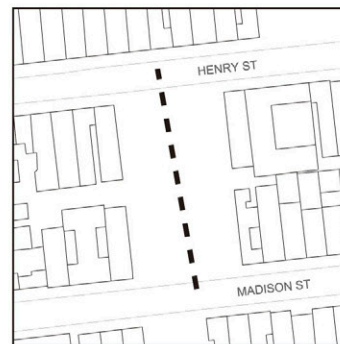
closed space



opens+boundaries



transitional zones



3rd street



2 adjacent streets

Site Analysis

Programme

Community Library + Public Gallery

Community Programme:

Lobby 1	200 sq.m
Magazine	240 sq.m
CD/DVD	350 sq.m
Open stack	500 sq.m
Close stack	400 sq.m
Mahjong bar	150 sq.m
Lounge	20 sq.m

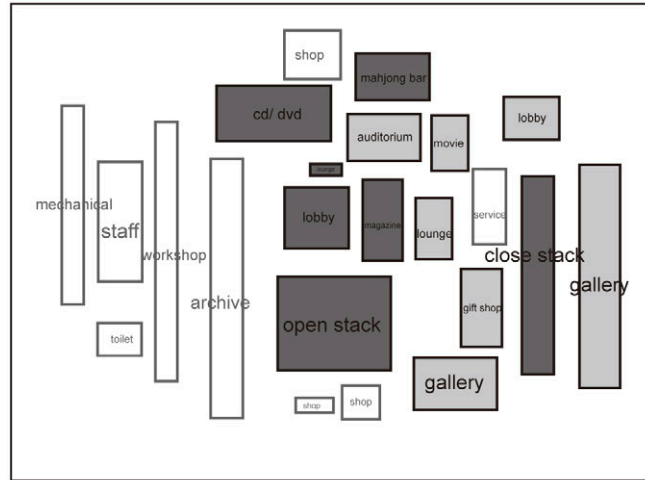
Public Programme:

Lobby 2	150 sq.m
Gift shop	180 sq.m
Lounge area	120 sq.m
Movie	100 sq.m
Auditorium	200 sq.m
Gallery	600 sq.m

Others:

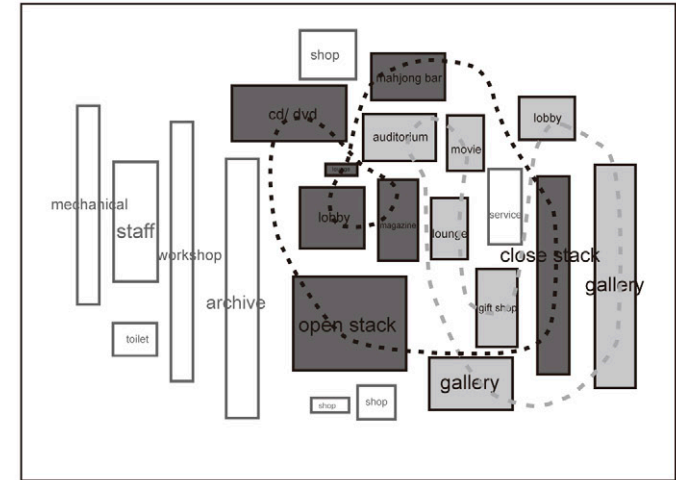
Mechanical	250 sq.m
Service	120 sq.m
Staff	300 sq.m
Archive	500 sq.m
Workshop	300 sq.m
Front shops	200 sq.m
Toilet	70 sq.m

Total: 5000 sq.m



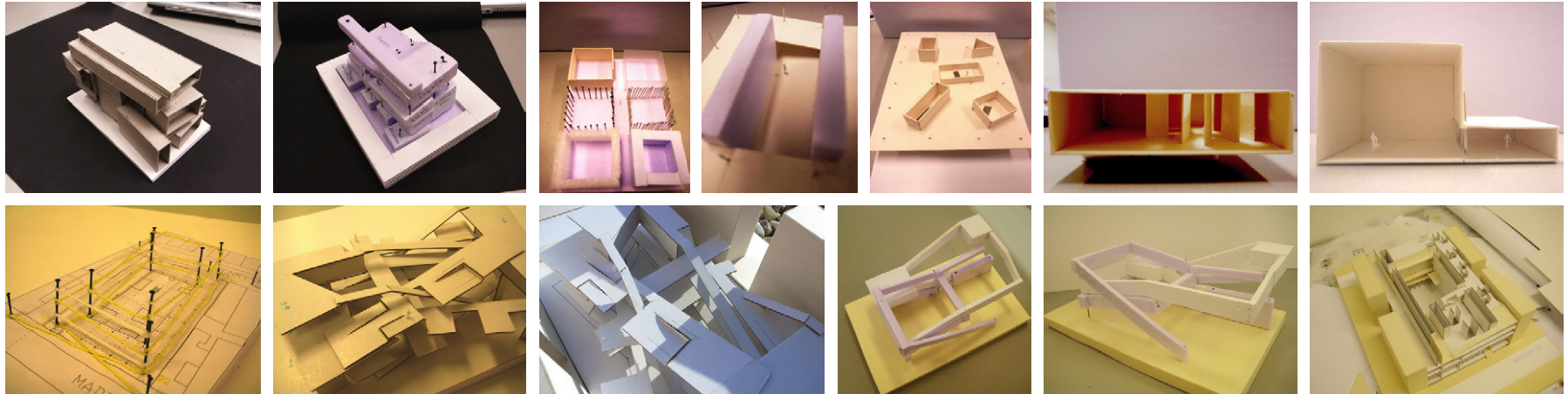
Programme

Each functional programmes are designed as separated rooms with different sizes and scales. The idea behind is to open up a flexible usage of each area and to form at the same time a strong feeling of transiting from one room to another.

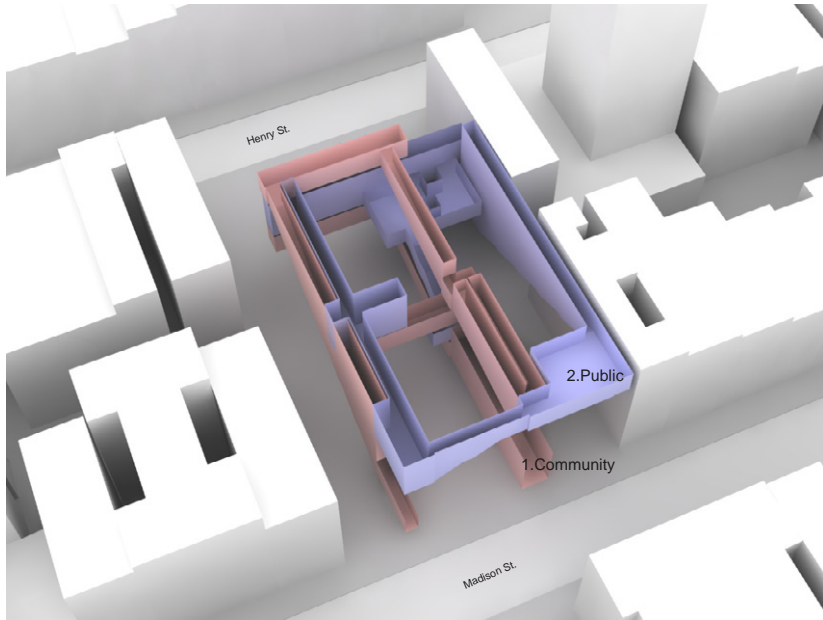


Organisation

Two circular routes are arranged in the building and lineally connect one room with another. These two routes function independently but also interact with each other at some points. One route represents the community trajectory and another indicates the public trajectory.

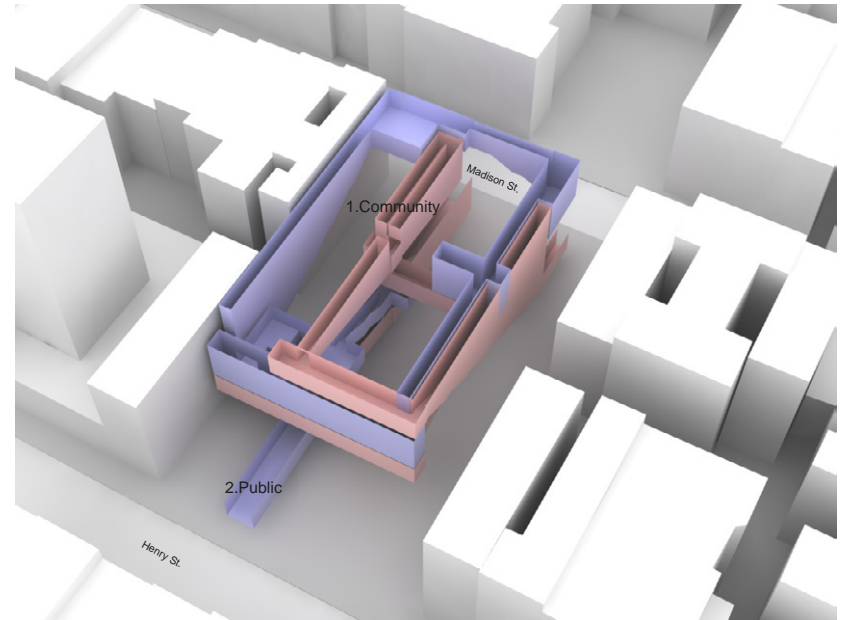


Study Models



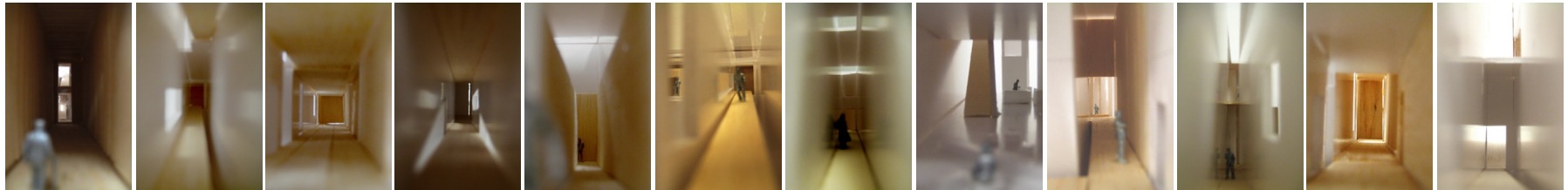
Two Routes

Two circular routes starting from both sides of the streets make up the circulation system in this building, one route is for community library and the other for the public gallery. They function independent from each other but also interact with each other. At certain points, these two routes are connected, either visually or physically.

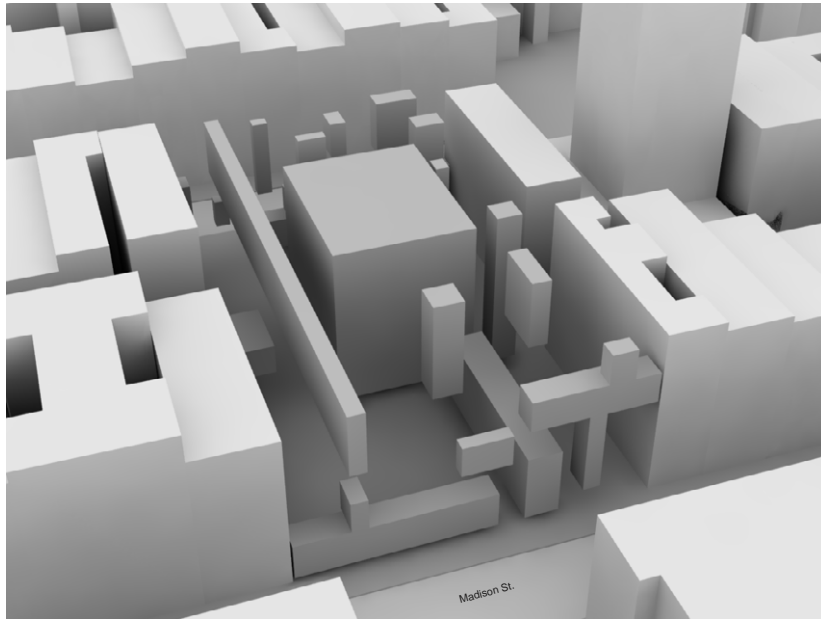


Geometry and Light

Sequences of spaces are created in each route, with different geometric proportions in width, length and height. Therefore, visitors can be easily feeling the changes of the space when walking from one area to another. In addition, Lights are introduced into the routes, either from the skylight on top or from the main courtyard in the middle. The light not only qualifies the space but also guide visitors go through the whole building.



sequences of space follow by light



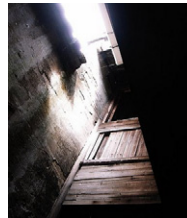
The Voids

Inspired by traditional Chinese courtyard houses, where every room is centered by different courtyards, some of the so called void spaces are arranged in the building. These voids also vary in size and depth; they are top- down elements and create exterior spaces inside the building. Walls are around the voids and define/divide the entire rooms into smaller areas.

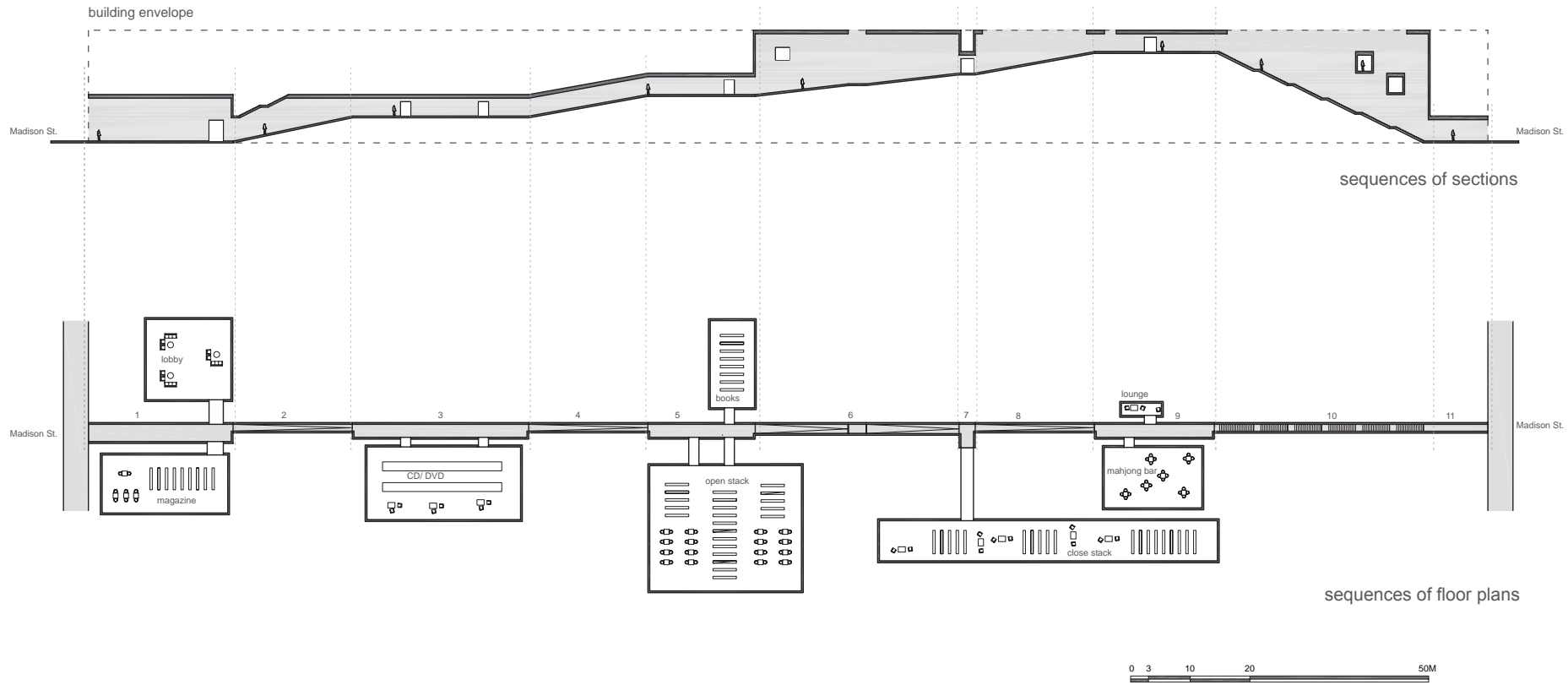
Meanwhile, natural light, water, as well as fresh airs are brought into the building by means of these voids. Natural ventilation is also achieved in this way.



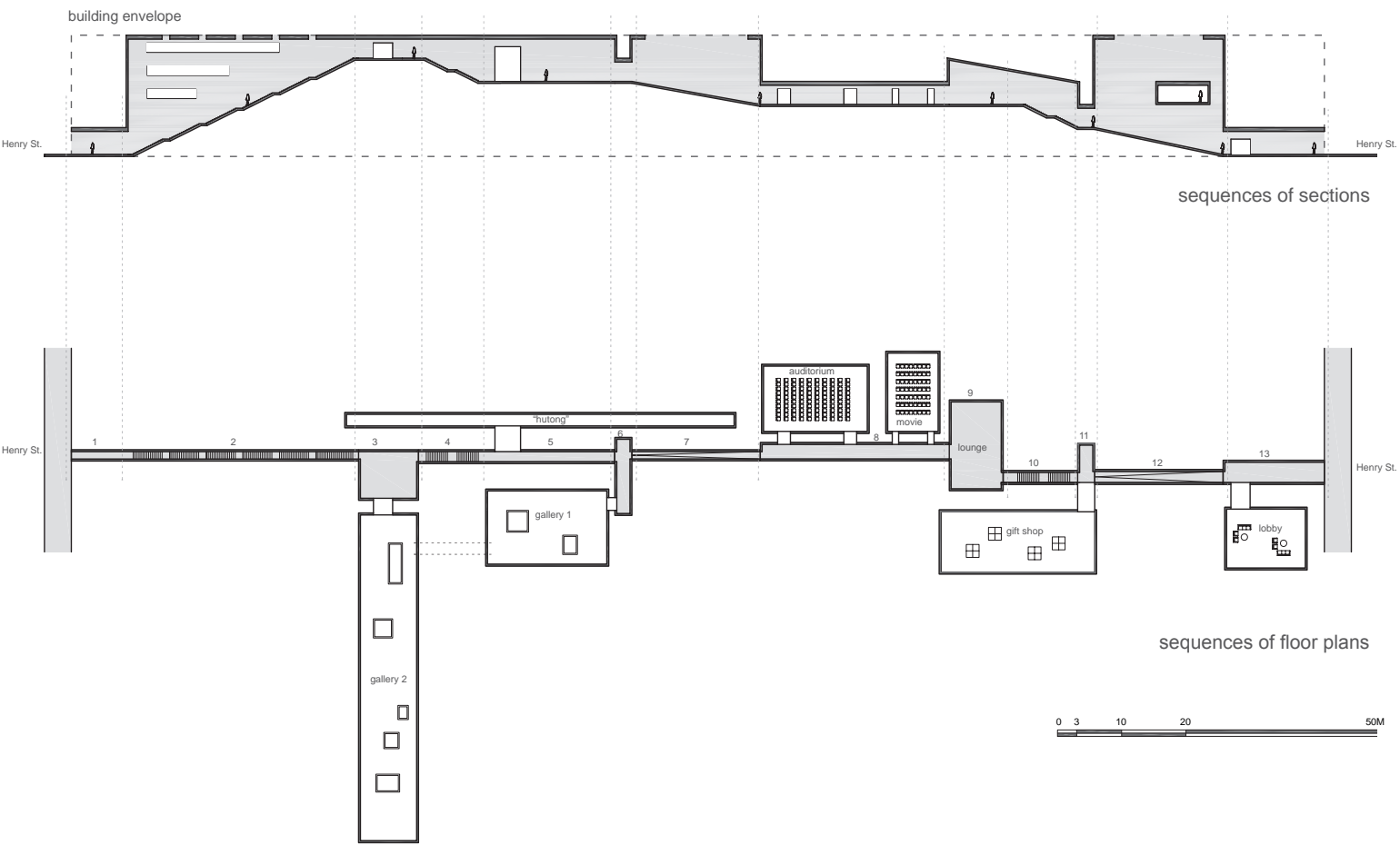
voids as spatial elements



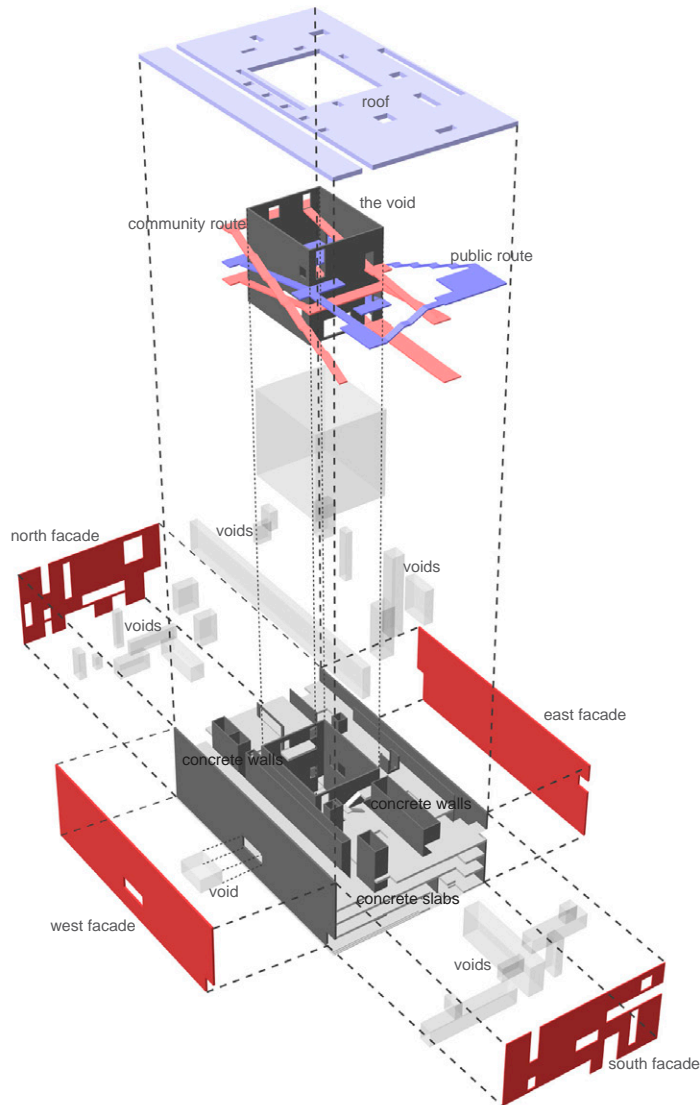
traditional Chinese courtyard house



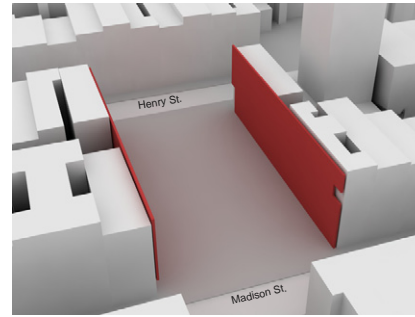
Sequences of Community Library Spaces



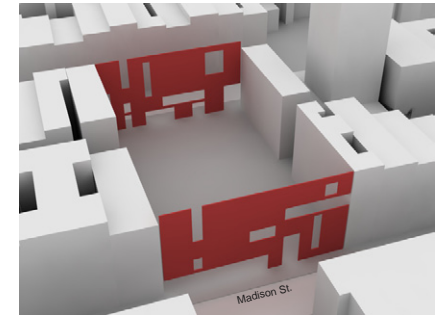
Sequences of Public Gallery Spaces



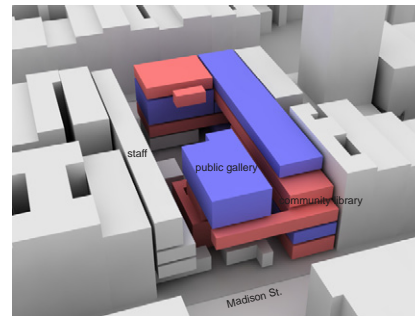
Building Components 1



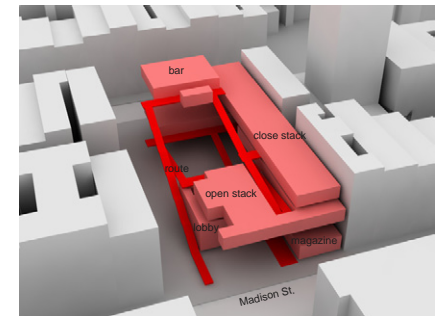
two boundaries



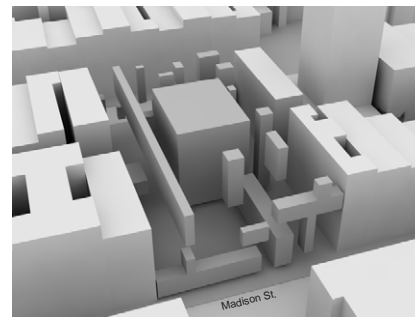
two images



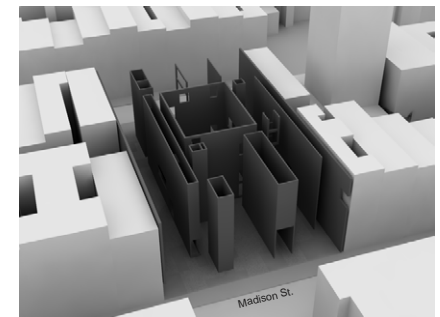
programme massing



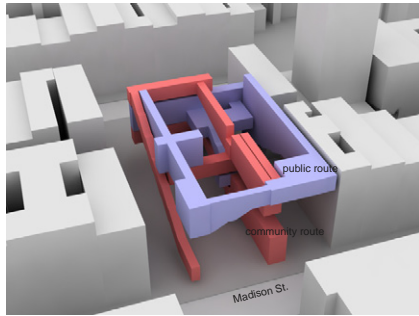
community library



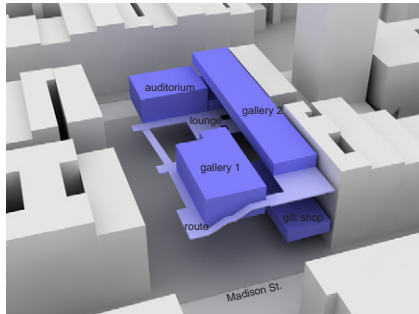
voids



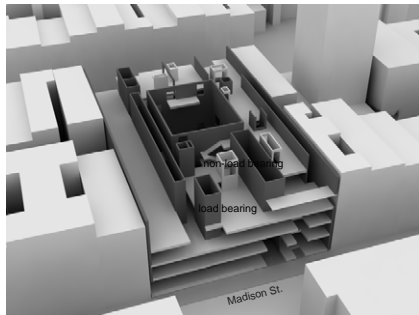
structure walls



two routes



public gallery

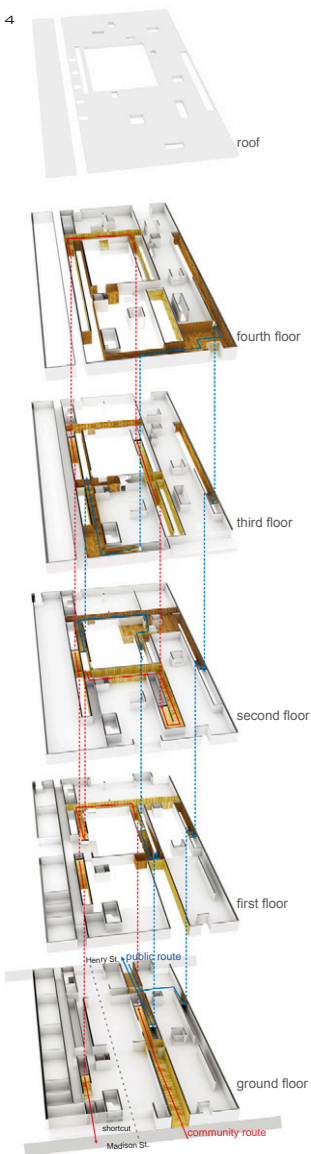


load bearing walls+ floors



model interior

Building Components 2



Circulation Diagram

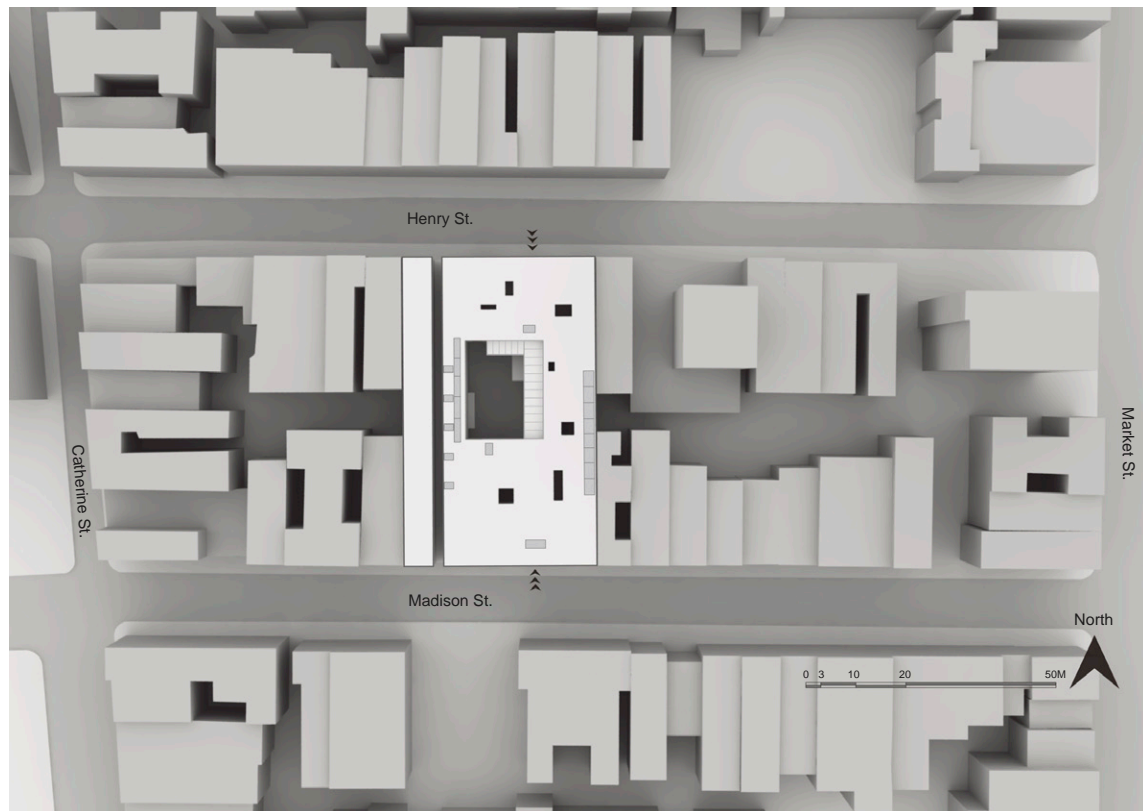
Building and Street

The ground level of the building changes its pattern in different period of times of a day. It connects the two adjacent streets and extends the two streets into the building.

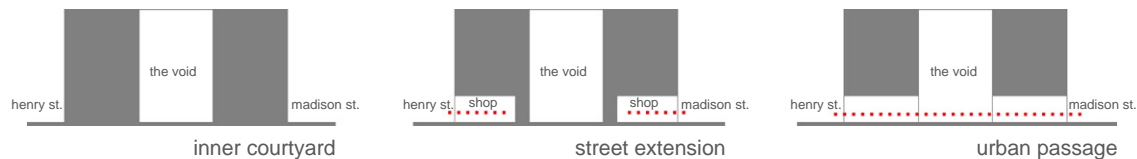
Color and Material

In principle the building is designed with white concrete and light spaces in order to define a harmonic unity. According to that all furniture's and other spatial investigations will be adjusted to keep the atmosphere calm and clear.

However, the two routes inside the building are defined by warm materials, wood for instance. A strong contrast between the circulation spaces and the functional areas are created, emphasizing the moments when transiting from the circulation areas into the functional rooms.

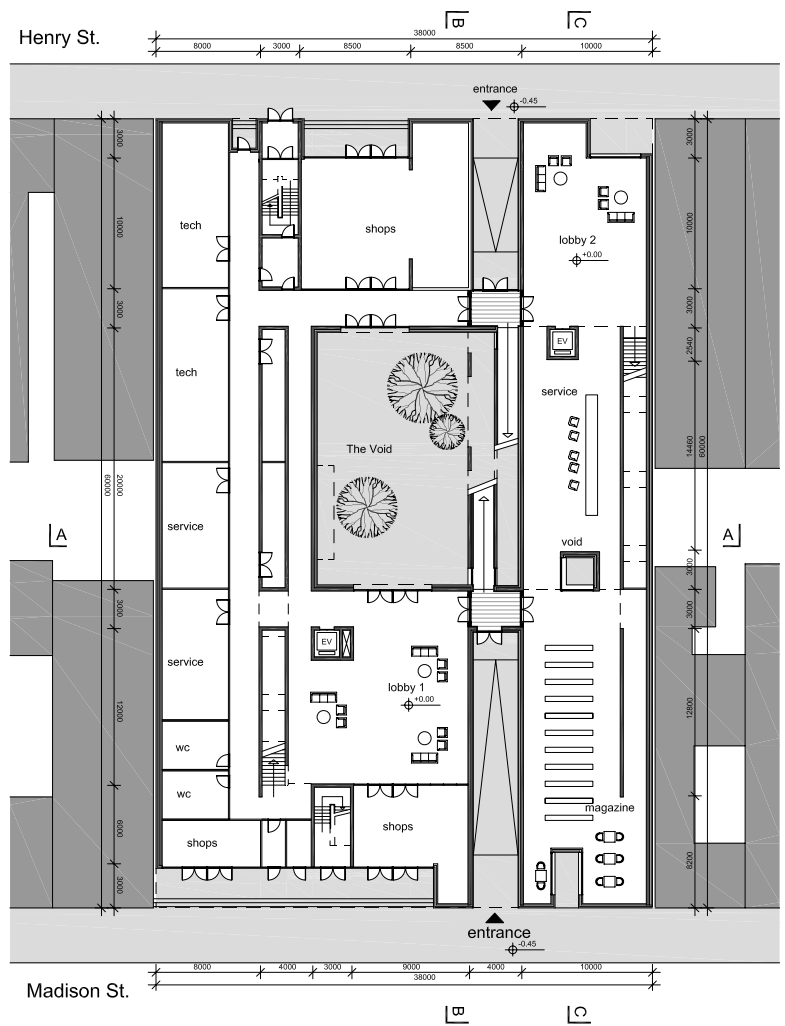


Site Plan

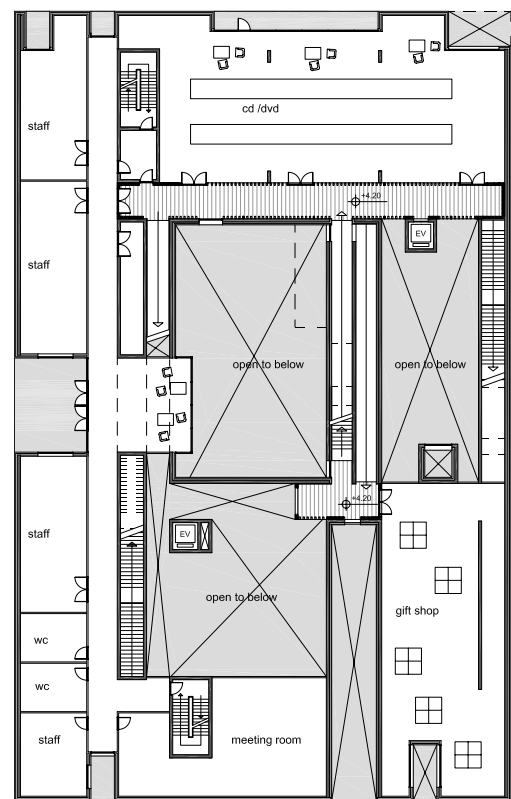




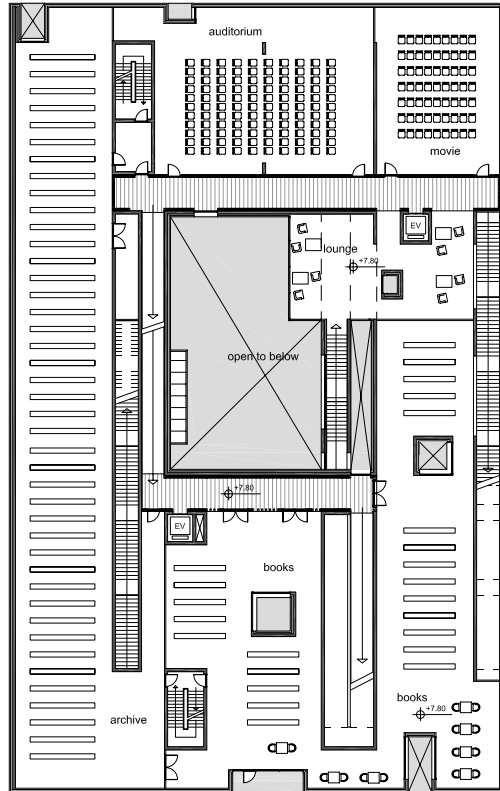
urban passage



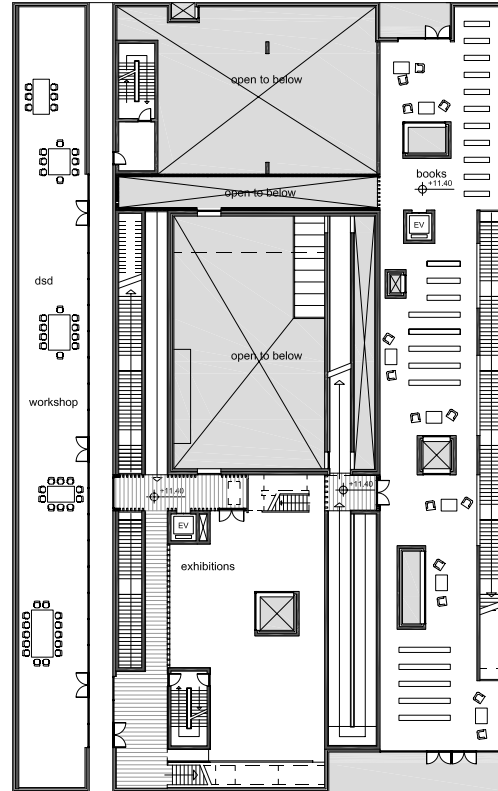
Ground Floor



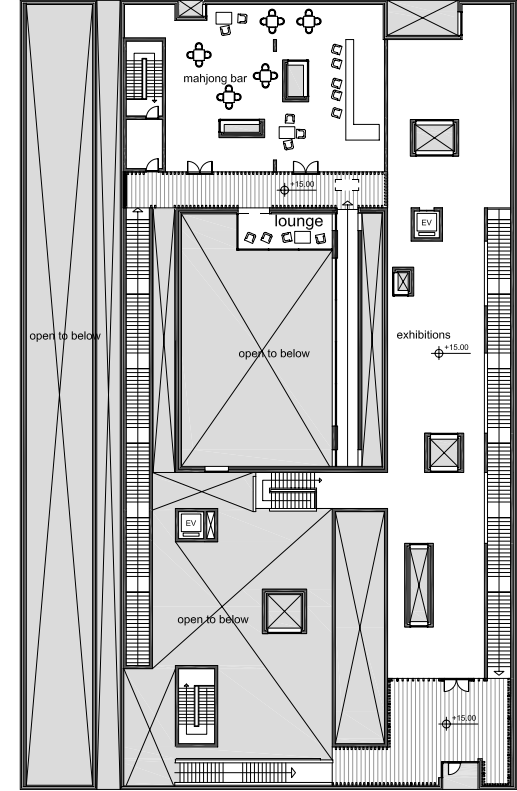
First Floor



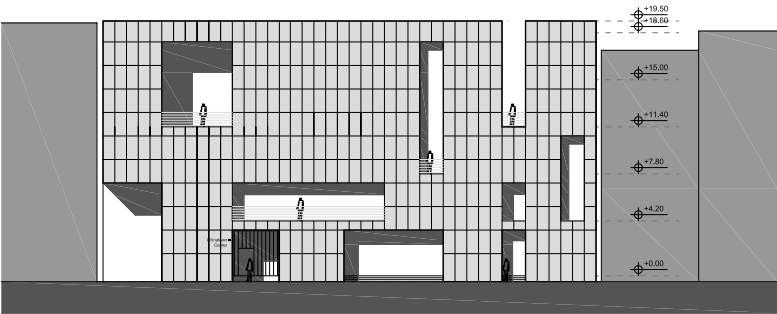
Second Floor



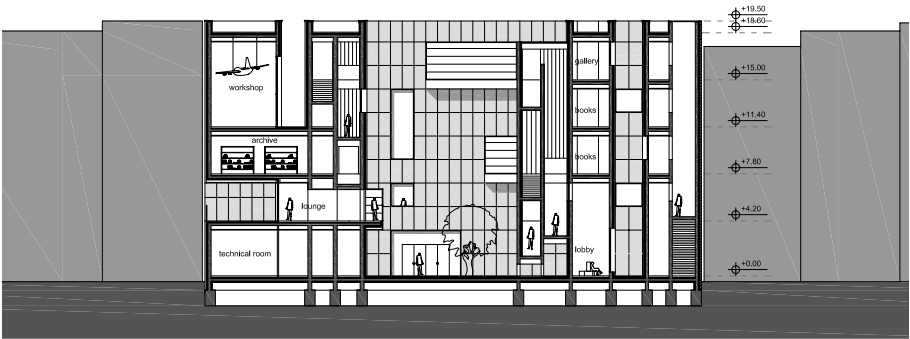
Third Floor



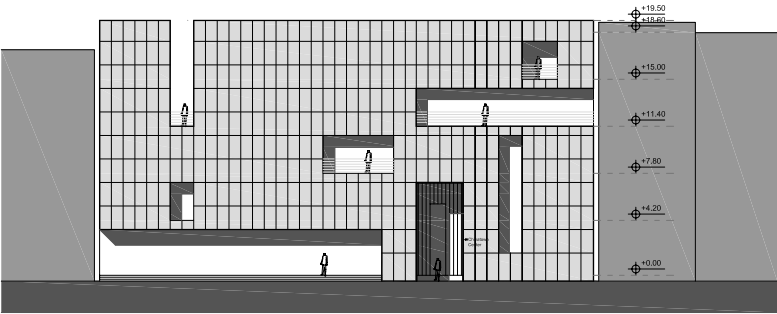
Fourth Floor



North Elevation



A-A Section

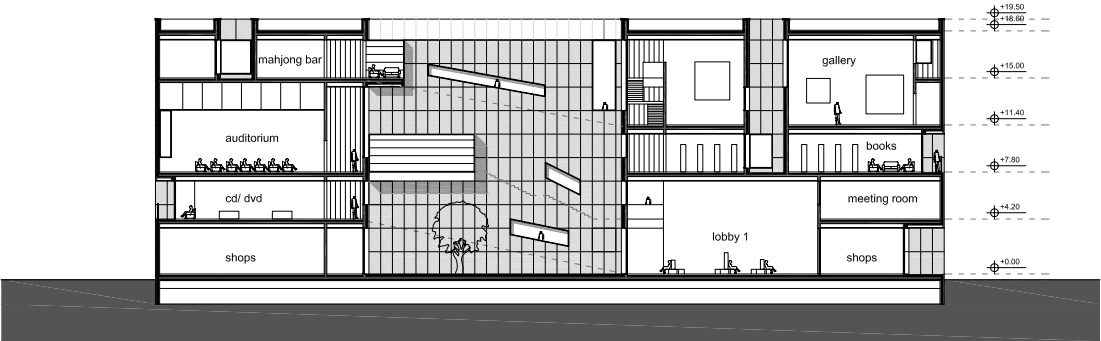


South Elevation

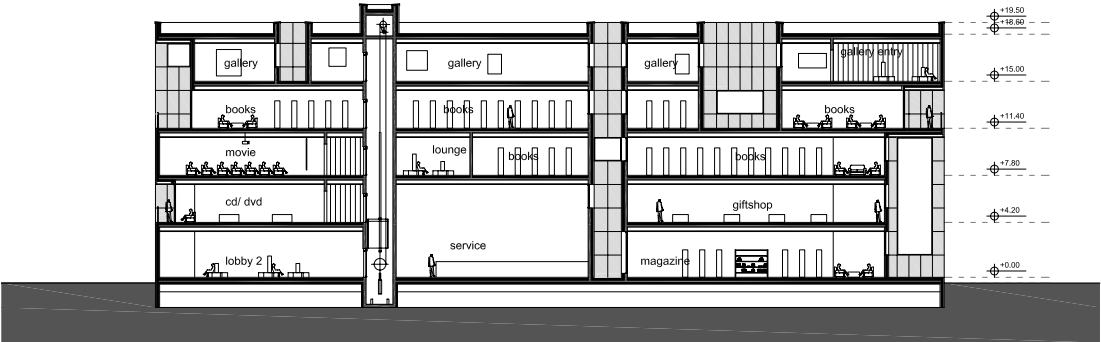




front view



B-B Section

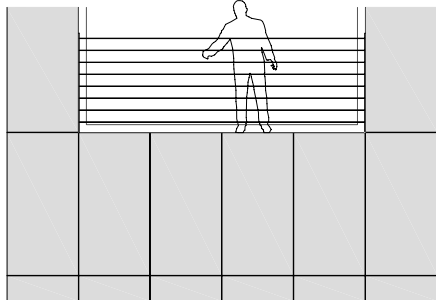
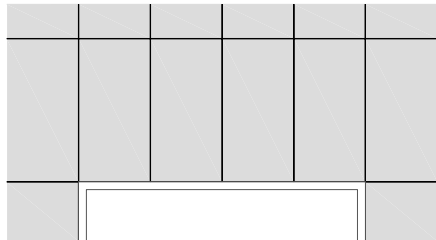


C-C Section

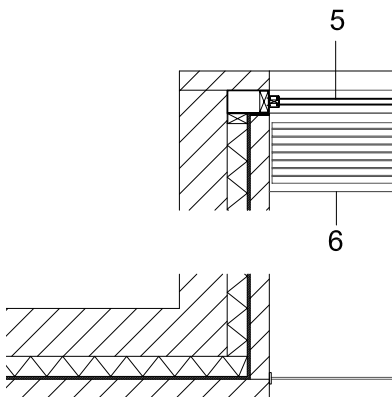




interior



Elevation Detail

**1. Roof construction:**

15 mm roof protective layer
15 mm waterproofing
120 mm thermal insulation
200 mm reinforced concrete slab

2. Wall construction:

100mm prefab concrete panel
30mm cavity
100mm thermal insulation
250 reinforced concrete

3. Floor construction:

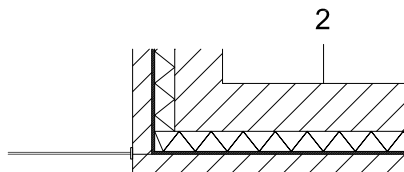
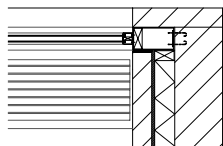
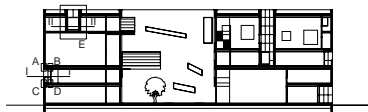
15 mm stone flags
15 mm mortar bed
80 mm screed with underfloor heating
40 mm impact sound insulation
200 mm reinforced concrete slab

4. External floor construction:

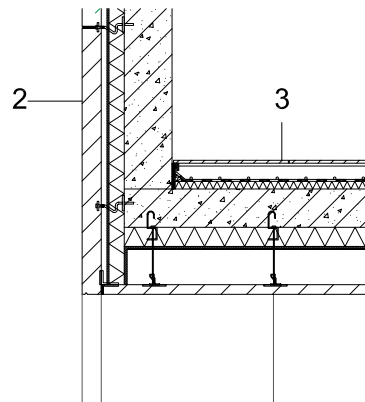
50 mm prefab concrete slab
60 mm insulation
15 mm waterproofing
200 mm reinforced concrete slab

5. Window:

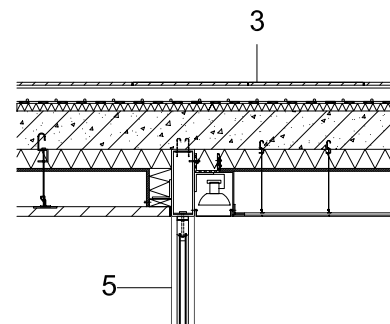
aluminium window frame with sound insulating double glazing
8mm floating + 9mm cavity + 2*6mm toughened glass

6. Interior Drainage

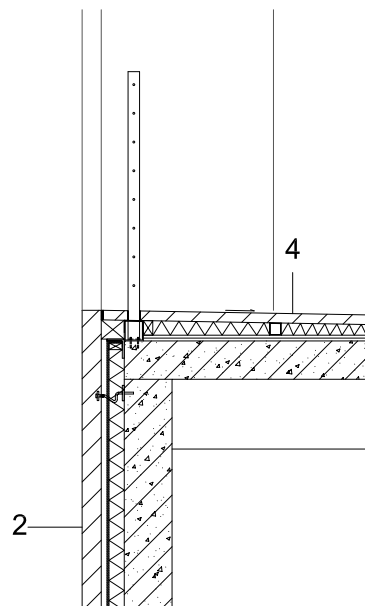
Horizontal Detail I-I



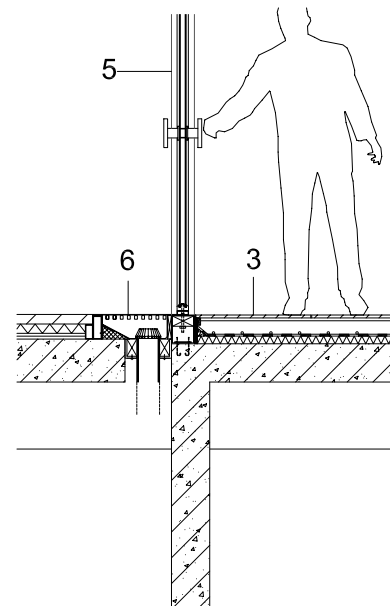
Section Detail A



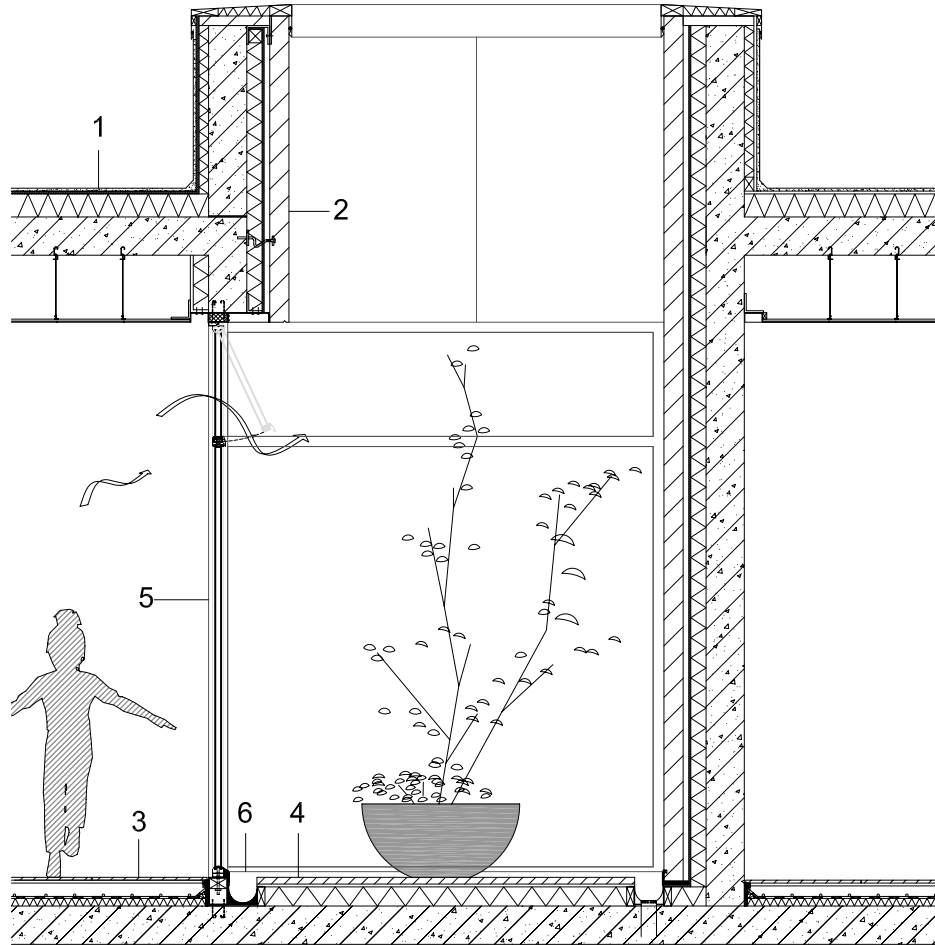
Section Detail B



Section Detail C



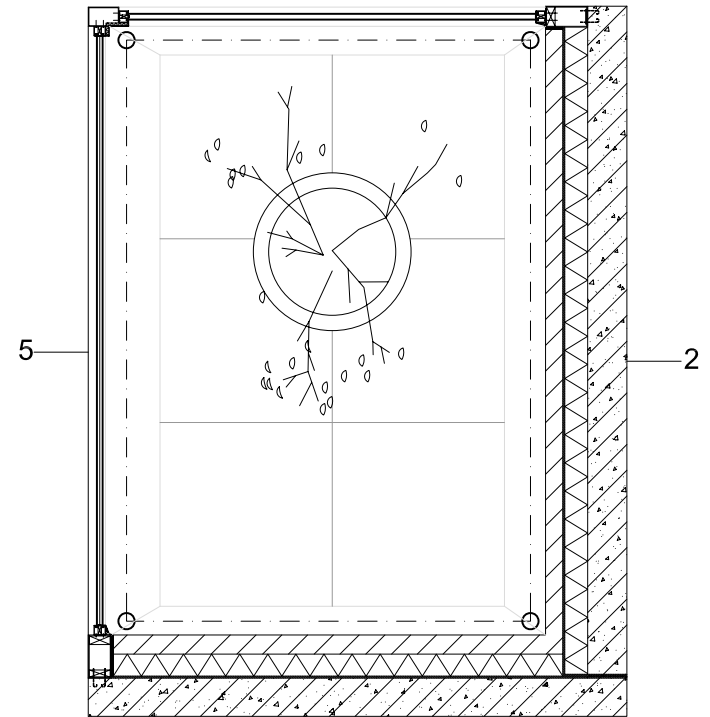
Section Detail D



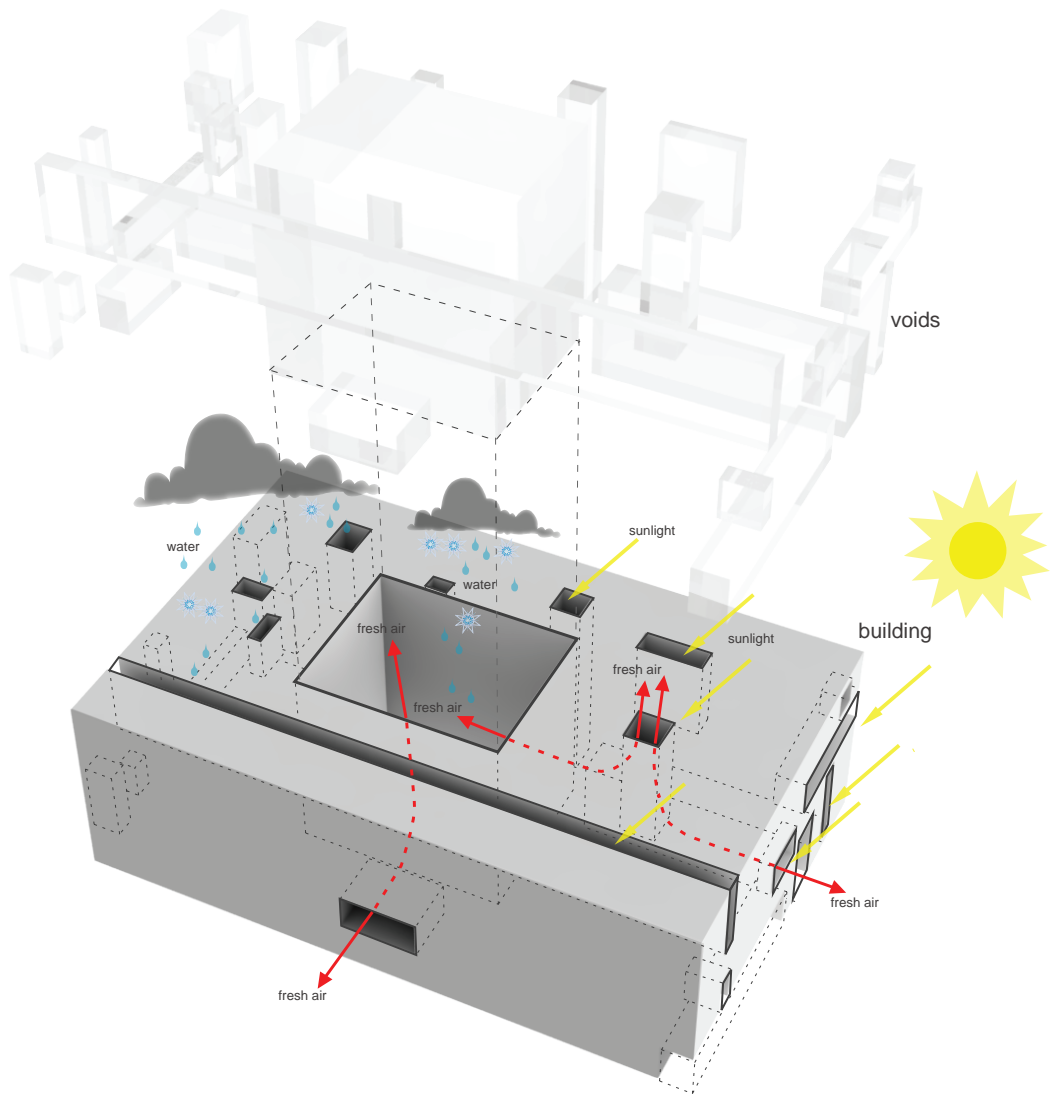
Section Detail E



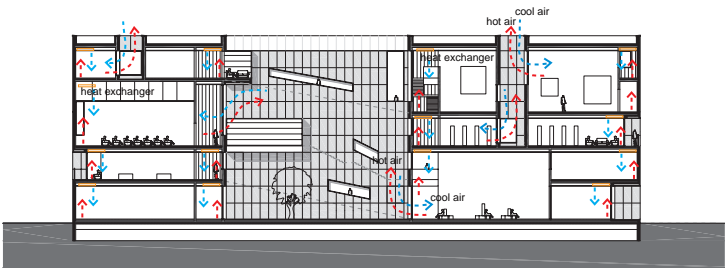
void



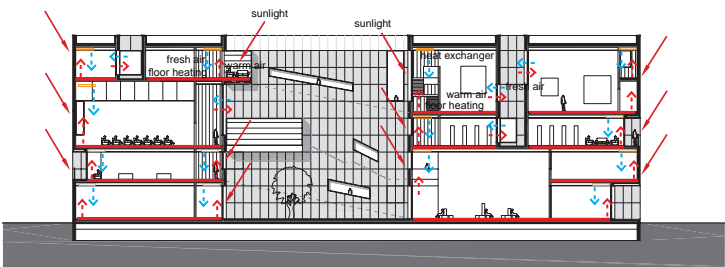
Horizontal Detail II-II



Climate Diagram

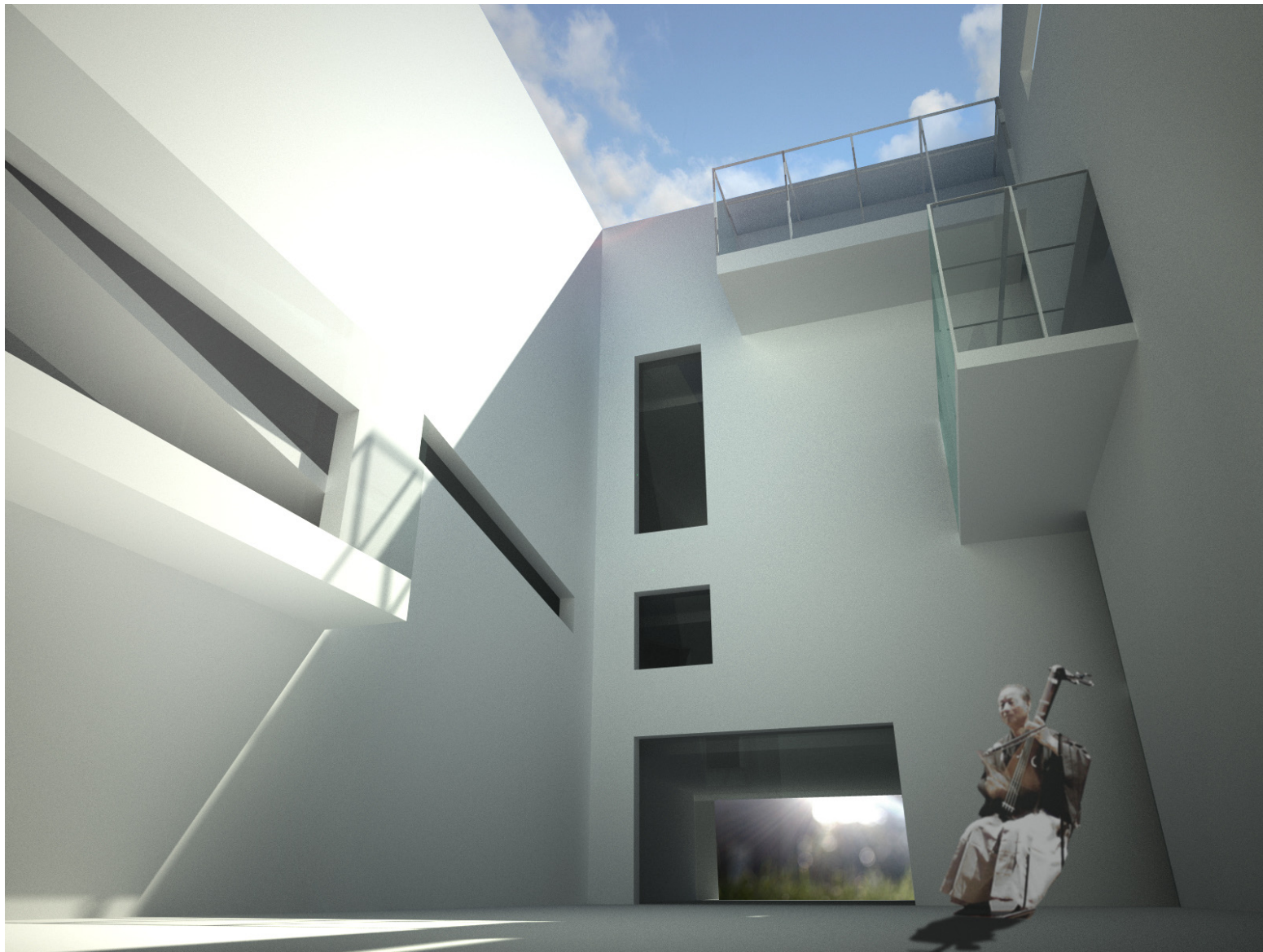


summer time



winter time

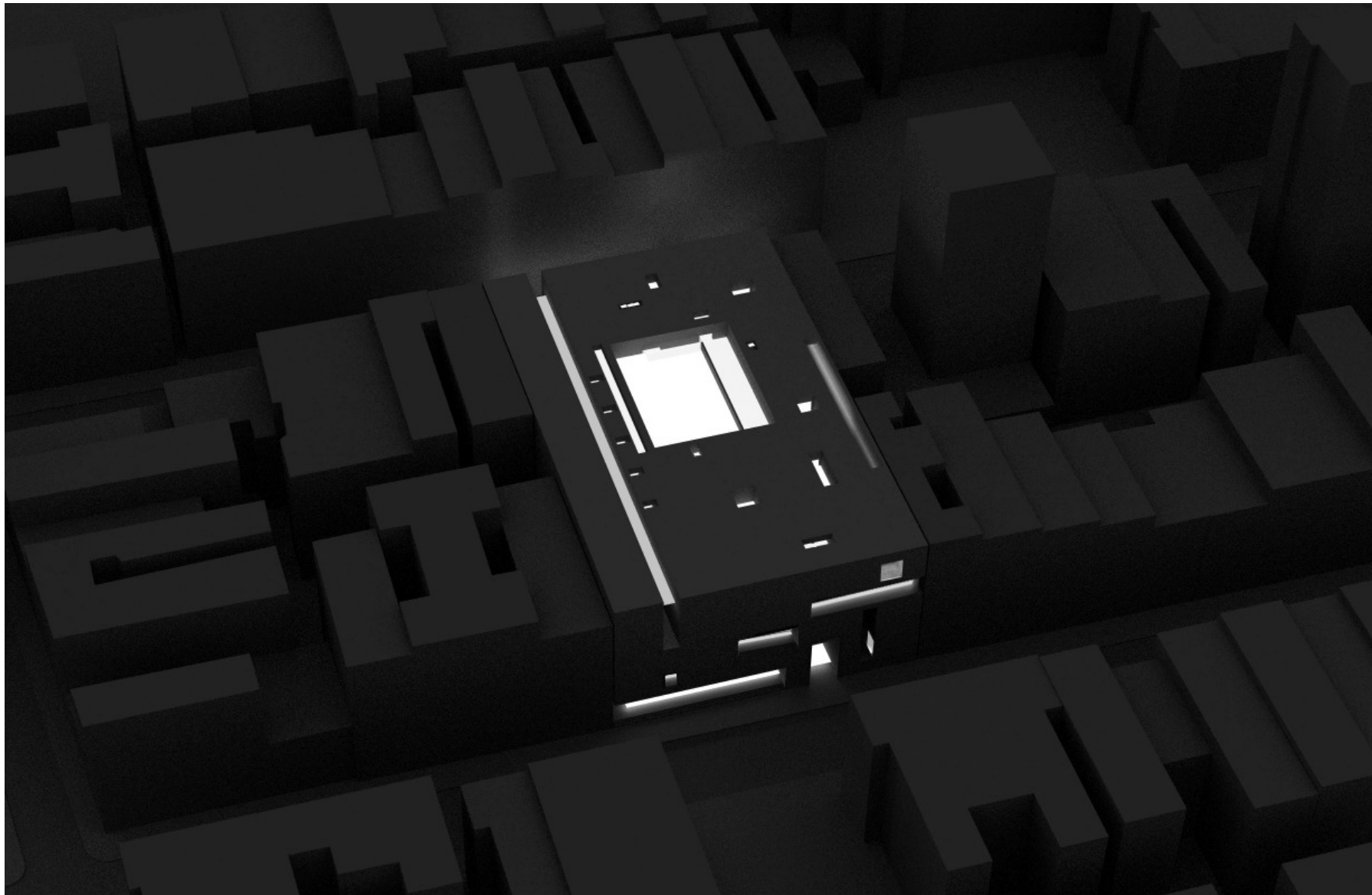
- Ventilation
- Fresh air exchange by voids
 - Heat exchanger
- Cooling
- Natural ventilation
 - Heat exchanger
- Heating
- Floor heating
 - Heat exchanger



the void



street view



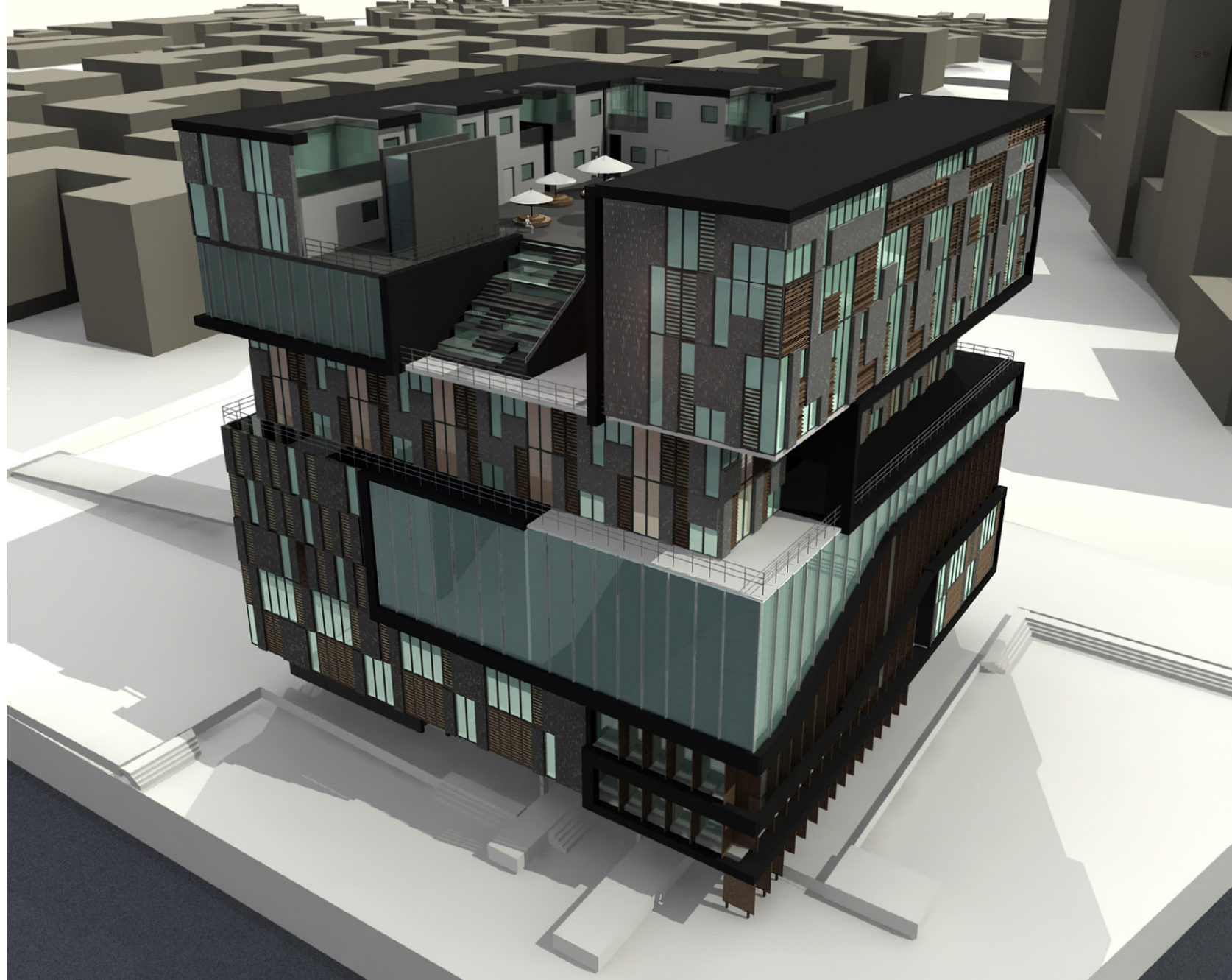
aMAZEment Building: Living+ Amusement

Msc1 assignment, "Living+", new concepts for dwelling

Location: Amsterdam, the Netherlands

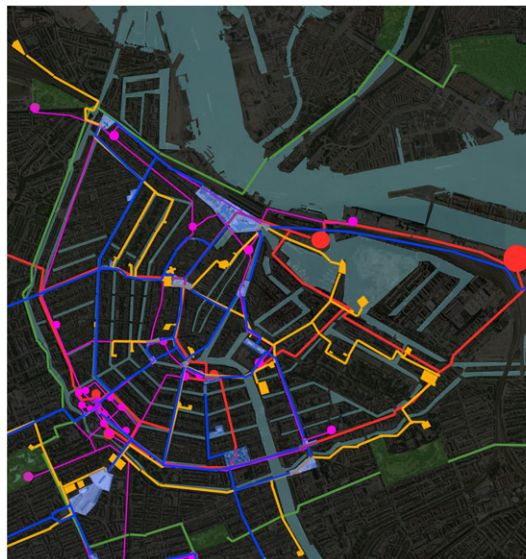
Mentors: Aynav Ziv, Robert Barnstone

Time: Feb 2007- June 2007



What is Amusement?

Amsterdam is a city which contains lots of different types of amusements as well as diverse lifestyles. There are several facilities for different forms of amusements, for example, cinemas, galleries, bars, restaurants, etc. they are conventional amusements in Amsterdam city. Nevertheless, the spaces between these facilities are seen as amusements as well, which I called the non-conventional amusements here. It is a place where people can interact with others. Therefore, the canal houses in inner Amsterdam should be interpreted as kind of non-conventional amusement. And the item amusement also applies to those negative spaces between different housing typologies in Amsterdam.



mapping of Amsterdam amusements



conventional amusement



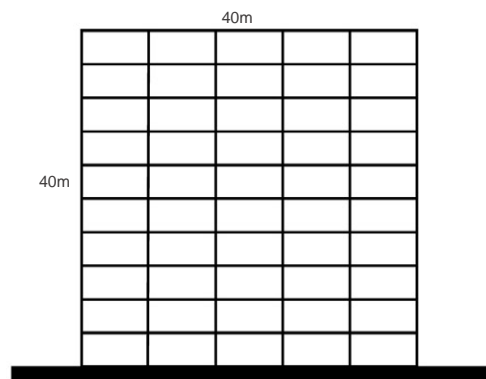
Amsterdam map



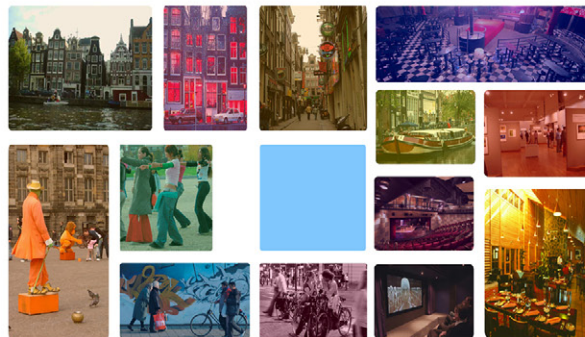
Amsterdam negative map



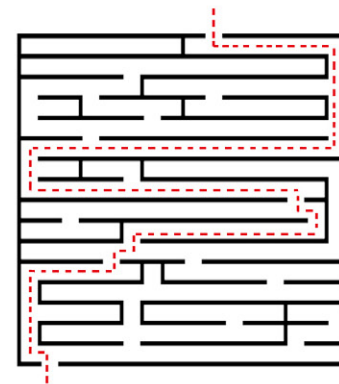
non-conventional amusement



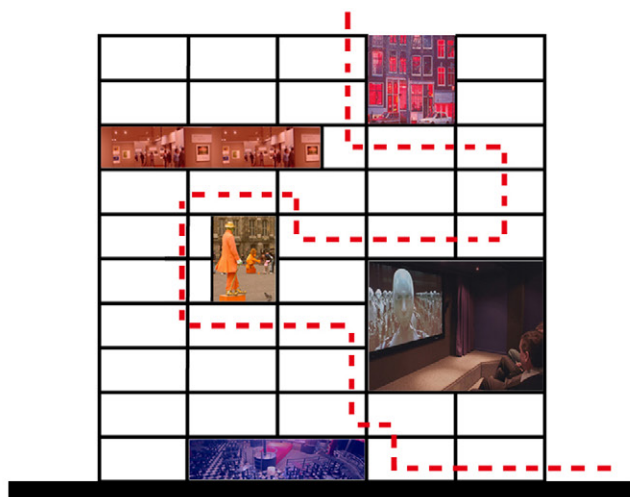
housing (40m* 40m* 40m)



Amsterdam amusements



city experience



aMAZEment building

Concept

This city phenomenon are translated into the building by proposing several conventional amusement facilities in the building and connecting them together by a continuous route which contains several non-conventional programmes. This route provides spaces with different experiencing qualities for people who live in the building and visitors. Moreover, it creates the possibility that private living and a diversity of public life can not only exist together, but also interact with each other. Therefore, an interactive way of living style will be created between dwellers and visitors.



Amsterdam

Site and Surroundings

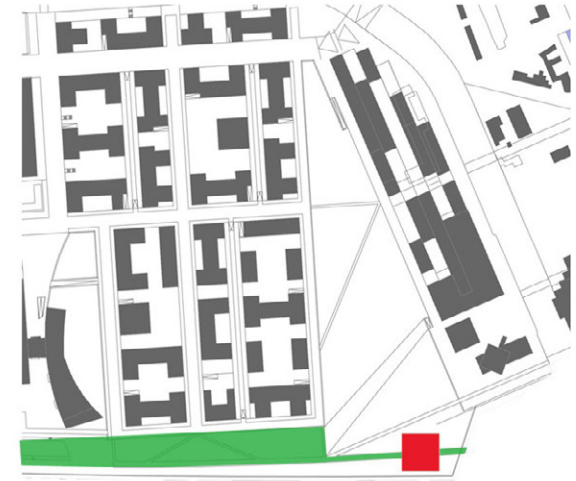
The site is a massive triangle space at the north of the IJ River in North-Amsterdam which located at the space between one residential district on north and the future high-rise office district on south part. The very location for the building complex is proposed in this site where the grid of the building is both independent from the north part of the housing district and the south office district. Therefore, the building distinguishes itself from its surroundings, but parallel to the waterfront line at the same time to constitute an integral part of the Amsterdam city.



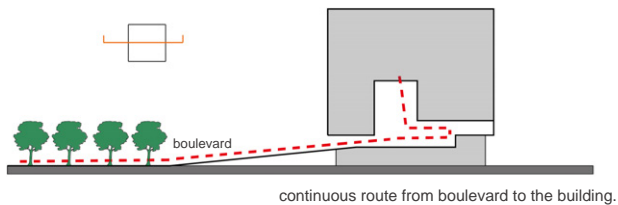
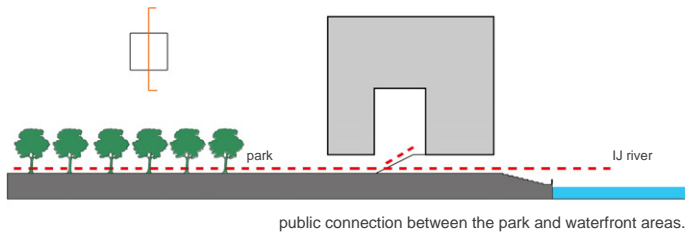
waterfront



park



boulevard



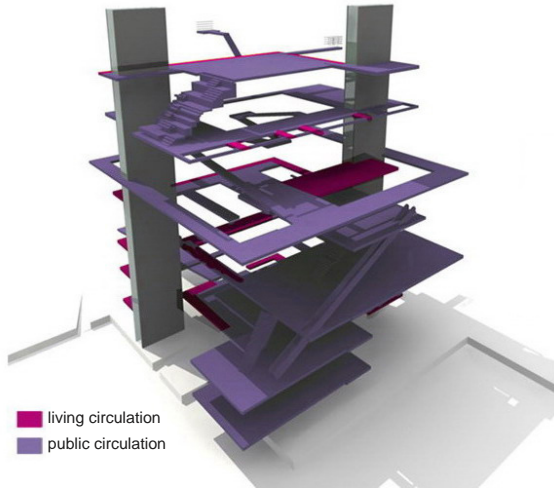
Building and Context

There are three most important elements in surrounding areas, which are the waterfront areas, the public park, and the boulevard. The building is designed in the way that these elements can be combined together with the building itself. The ground floor of the building is partly opened as a collective space which linked the public park and the waterfront areas, the public routing of the building can start here. At the same time, the boulevard is used as another starting point of the continuous routing through the building.

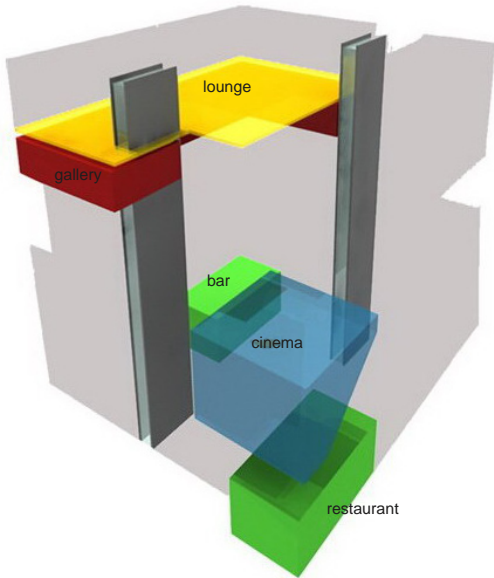
Circulation

The circulation system in this building consists of housing circulations and a complex public routing. They function separately to some extent for the privacy need of living. Nevertheless, these two circulations are connected at several points where public spaces can be influenced by private life, and vice versa.

The public routing in the building is a kind of 'maze' system of diverse public experiencing spaces and different programmes. Visitors can use this routing to go through the whole building from the bottom towards the top, choose different programmes that interested them. Or there is another possibility that visitors just go through the building without any purpose, and then enjoy the sense of 'getting lost' in this building.



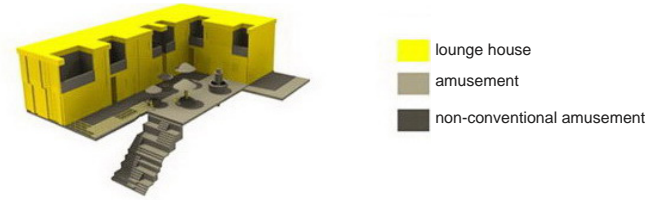
circulation diagram



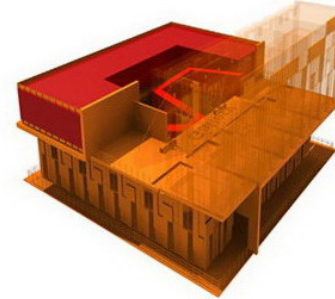
amusement facilities

Housing Typology

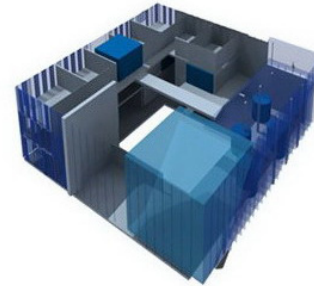
The housing typologies are arranged according to the amusement programmes in the building, namely 'kitchen house', 'cinema house', 'gallery house' and 'lounge house'. They both have intimate relationship with the public spaces, both share parts of their private living with the public and influenced by the public domain. In this way, the private living and public activity are well combined, which creates a dynamic lifestyle for both the dweller and the public visitors.



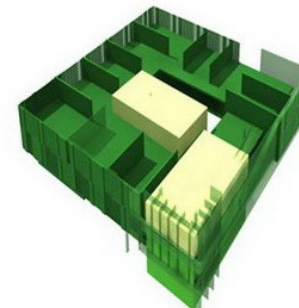
- lounge house
- amusement
- non-conventional amusement



- gallery house
- amusement
- non-conventional amusement

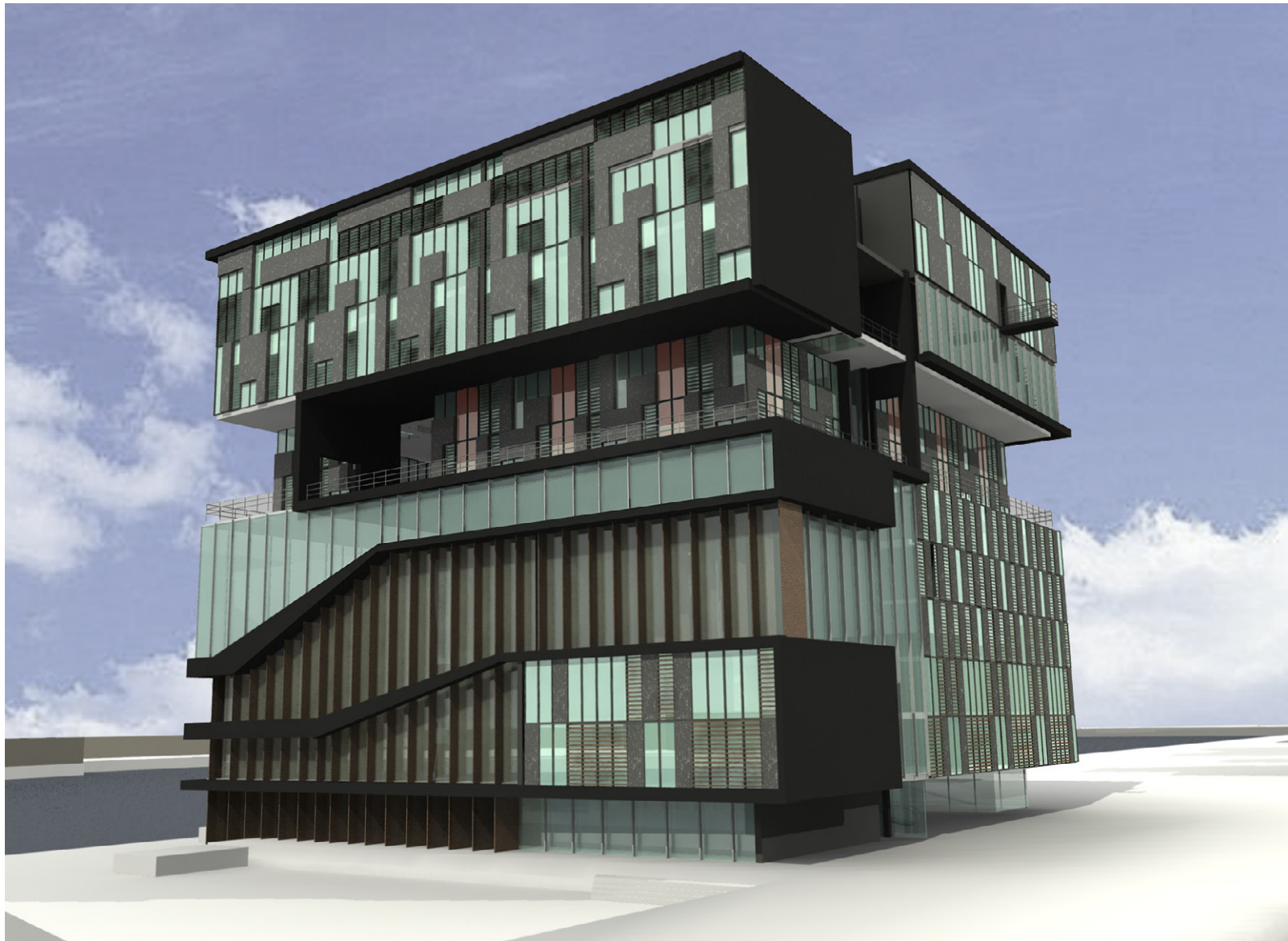


- cinema house
- amusement
- non-conventional amusement



- kitchen house
- amusement
- non-conventional amusement

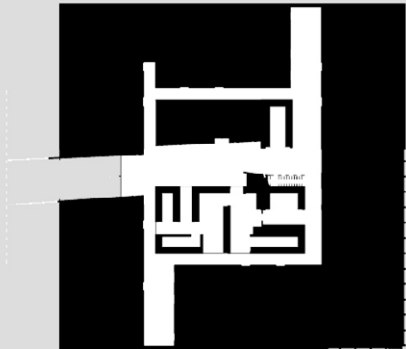
typologies



perspective



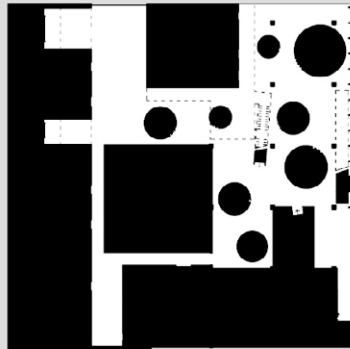
+0



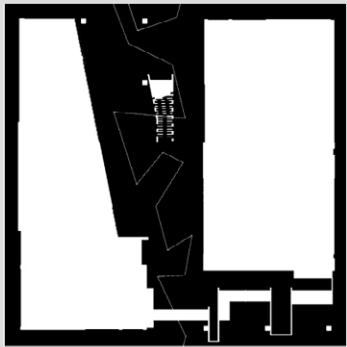
+1



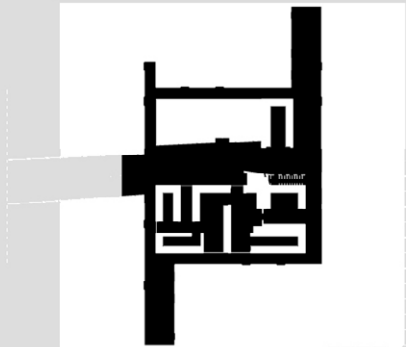
+2



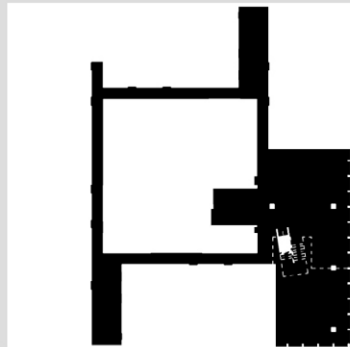
+3



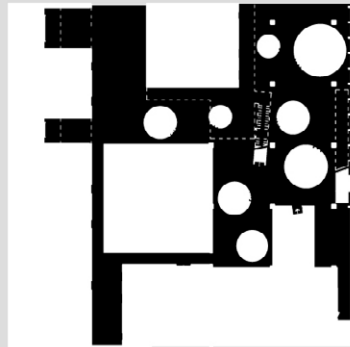
+0



+1



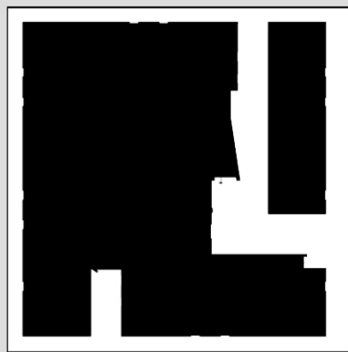
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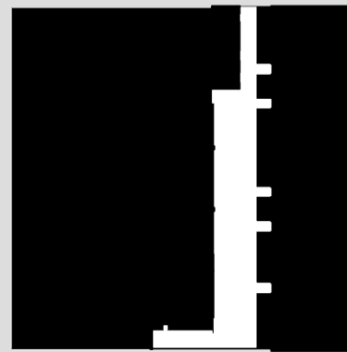
+3



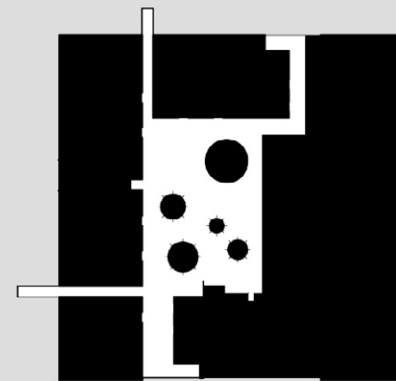
+5



+6



+8



+9

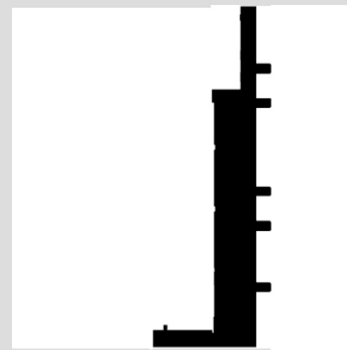
Positive Space



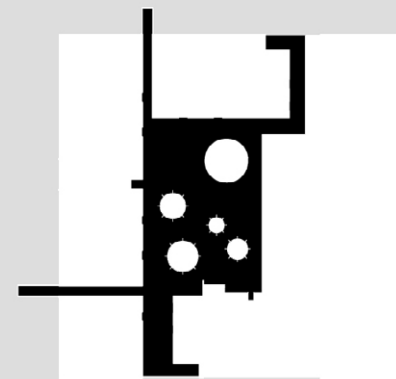
+5



+6



+8

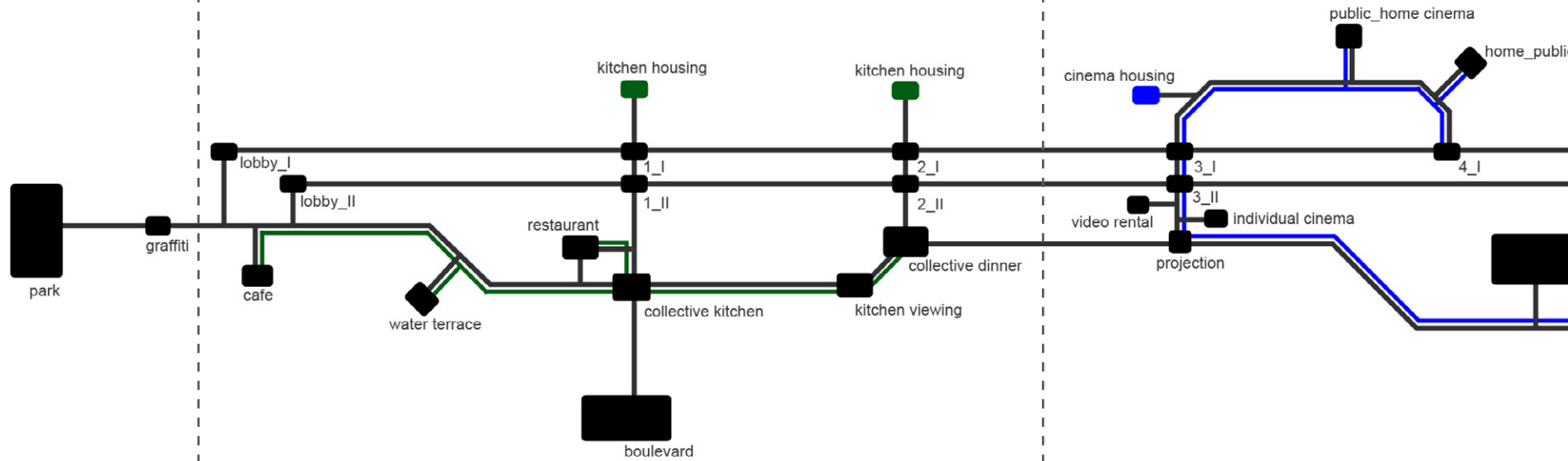


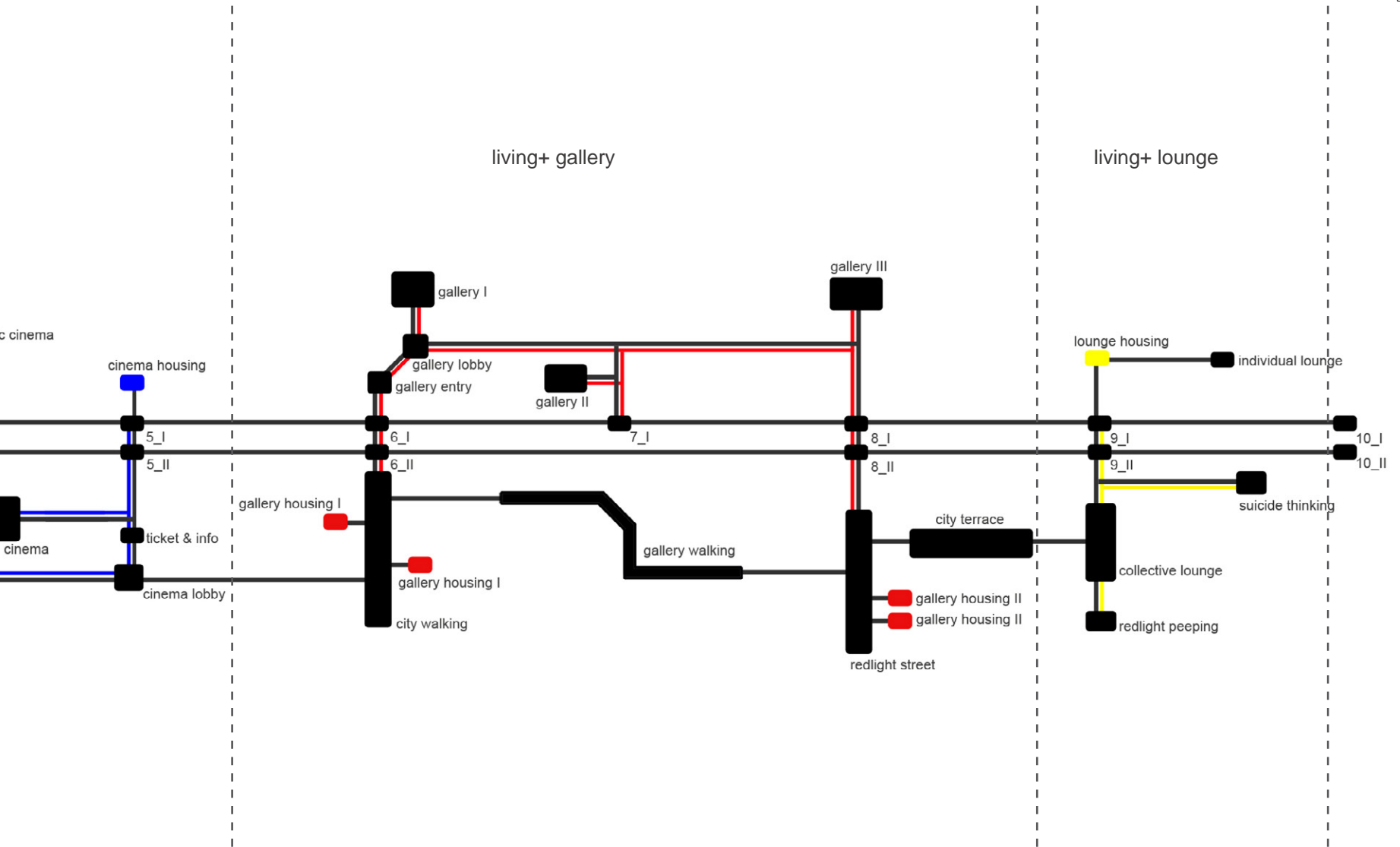
+9

Negative Space

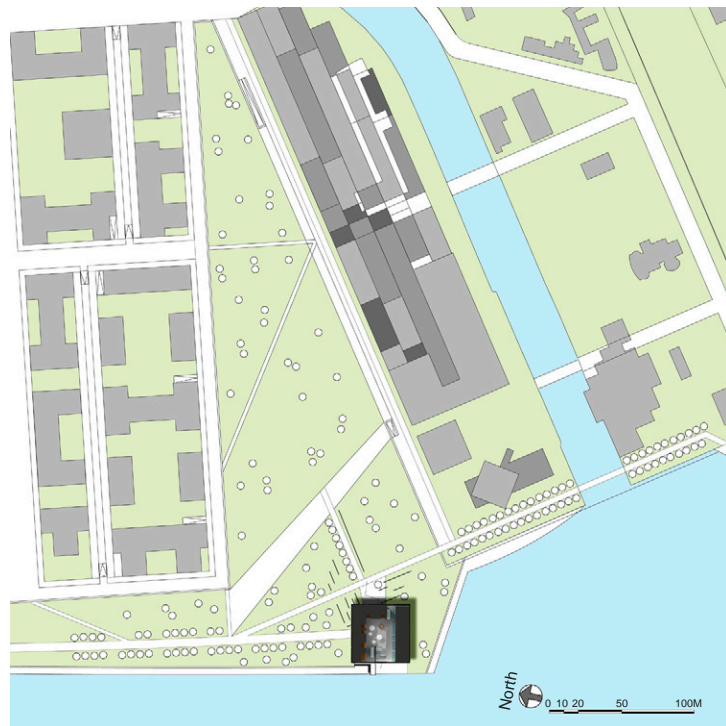
living+ kitchen

living+ cinema





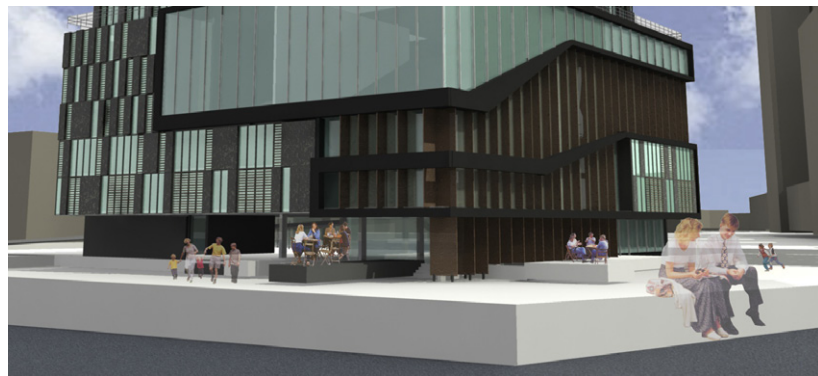
Building Tour Map



Site Plan



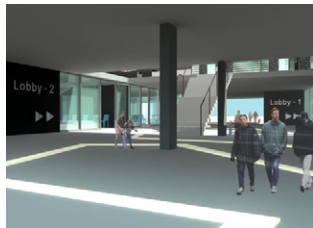
Ground Floor



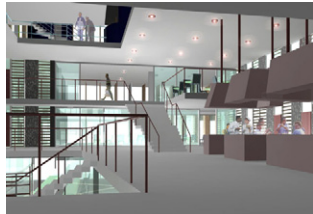
water terrace



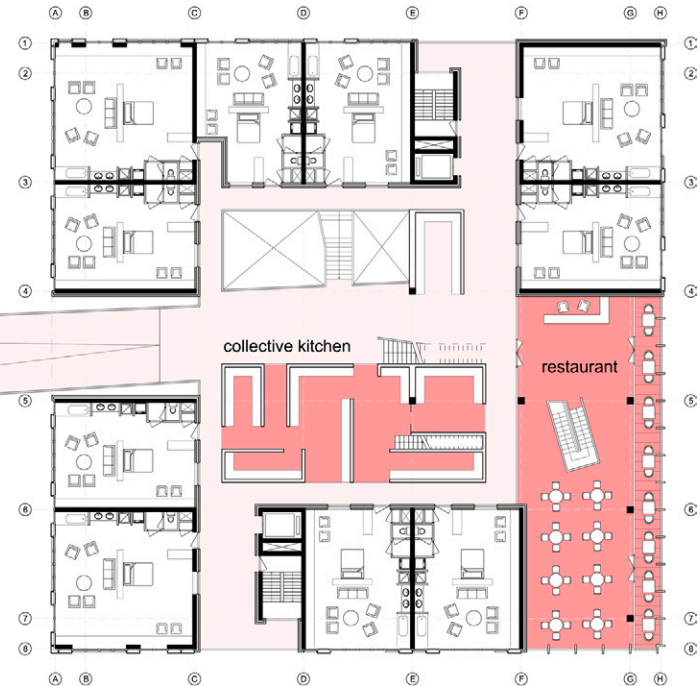
boulevard



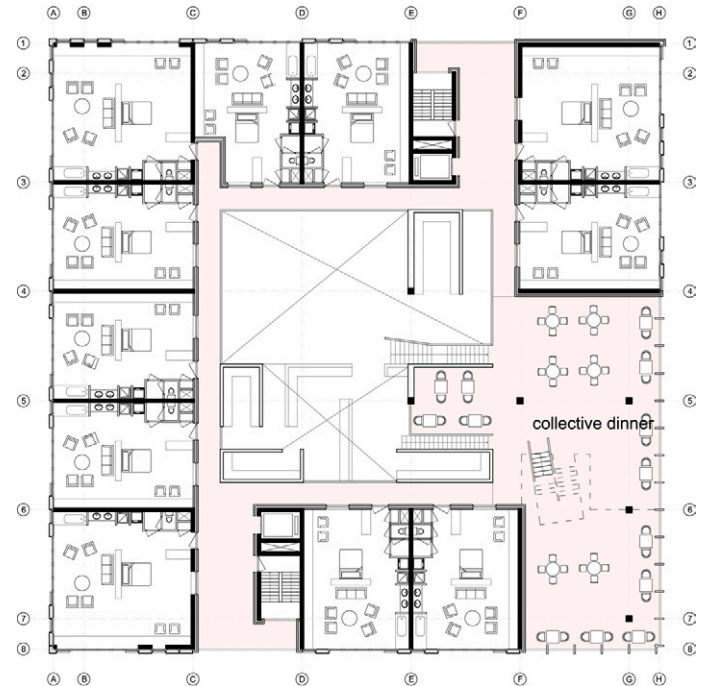
concourse



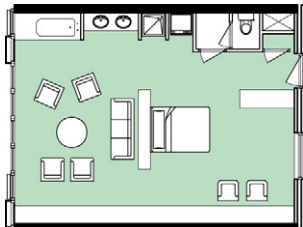
collective kitchen



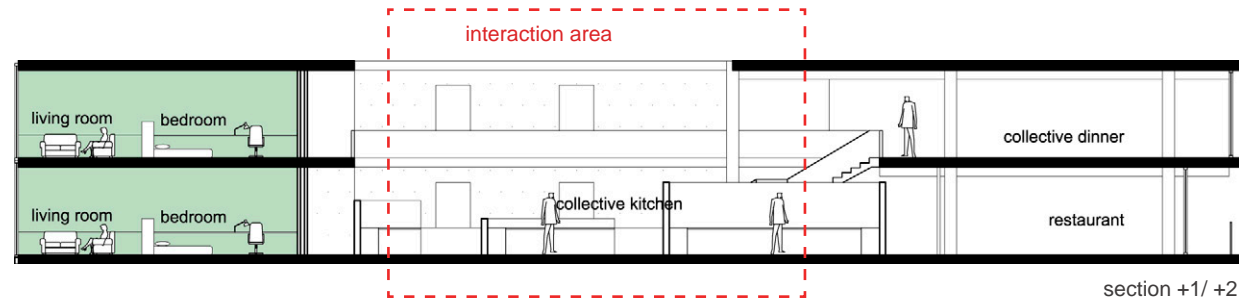
1st Floor



2nd Floor

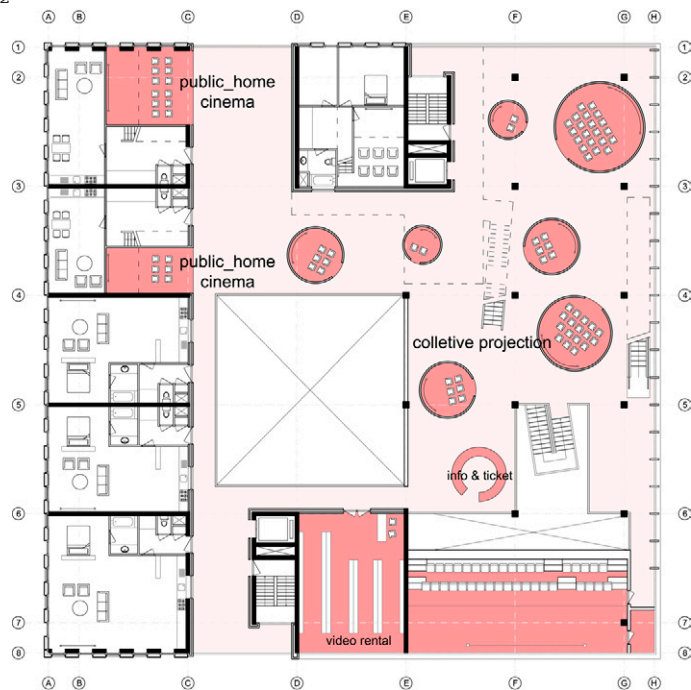


plan +1/+2

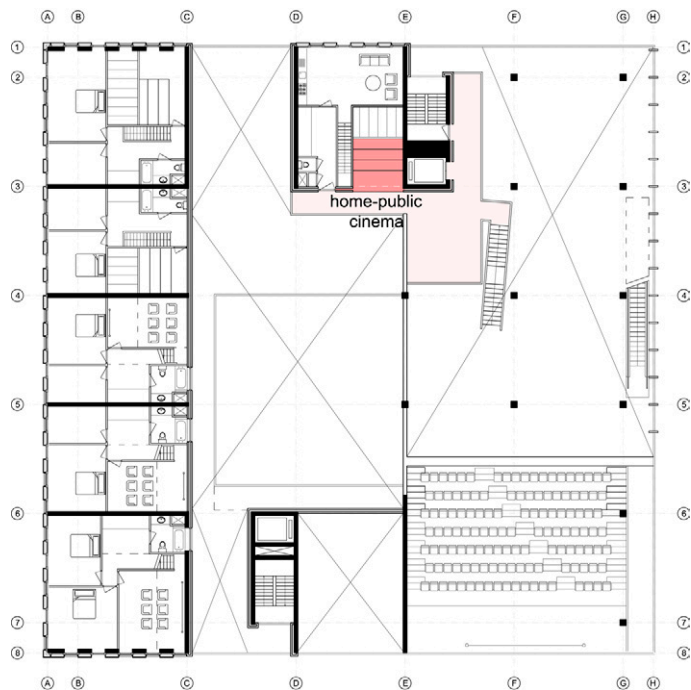


section +1/ +2

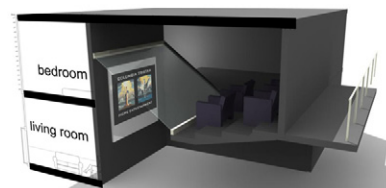
Kitchen House Typology



3rd floor



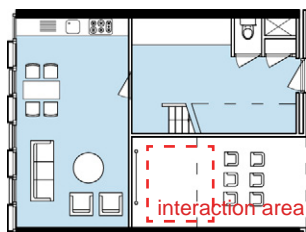
4th floor



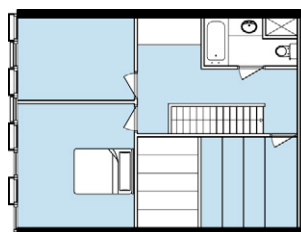
public_home cinema



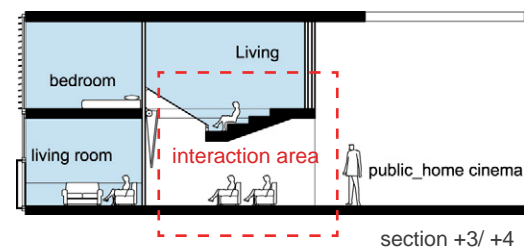
home_public cinema



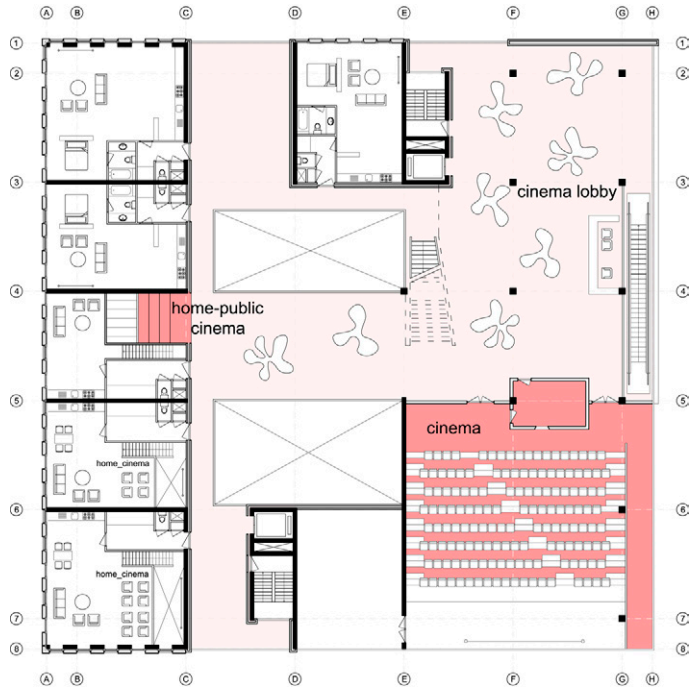
plan +3



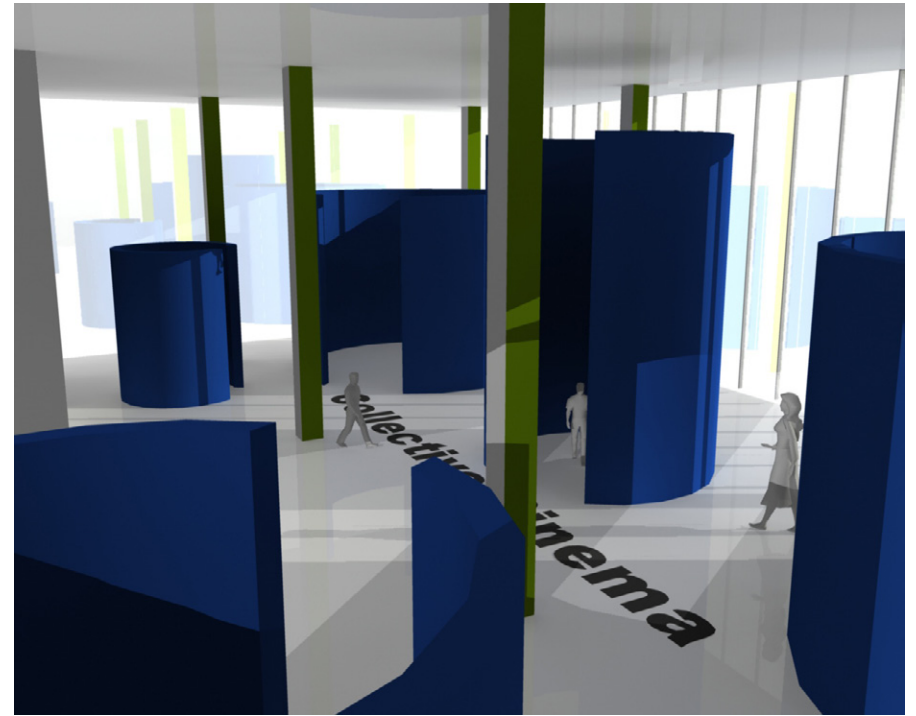
plan +4



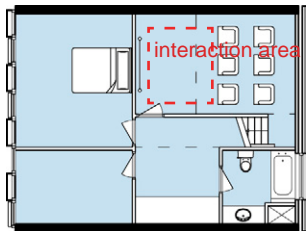
section +3/ +4



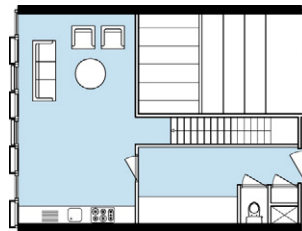
5th floor



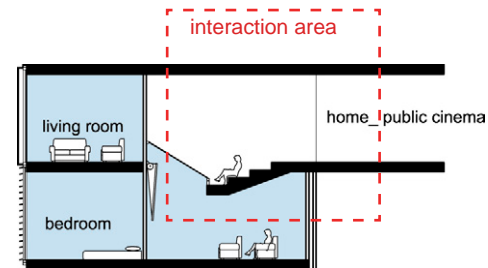
individual cinema



plan +4



plan +5

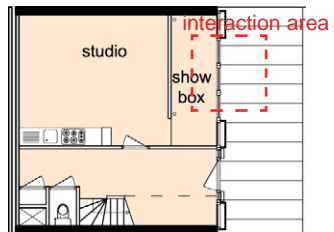


section +4/ +5

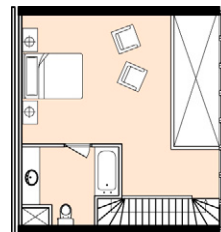
Cinema House Typology



6th floor



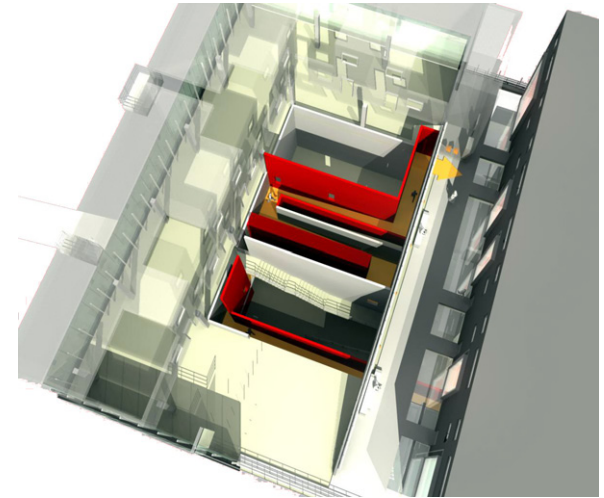
plan +6



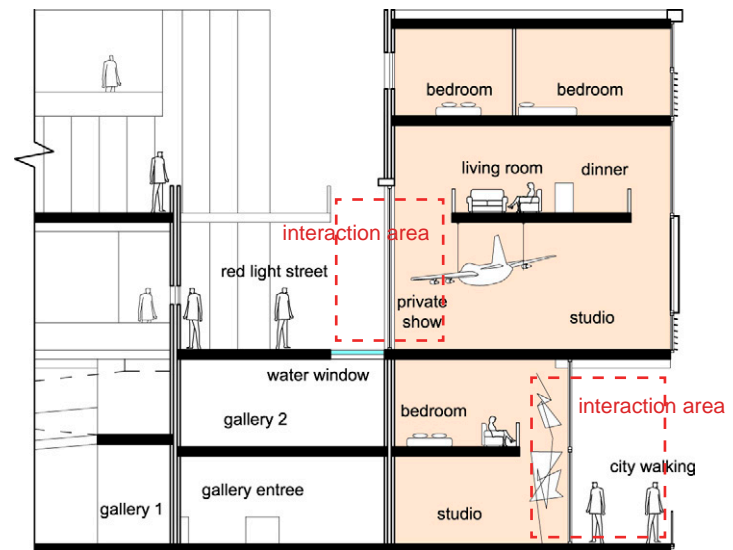
plan +7



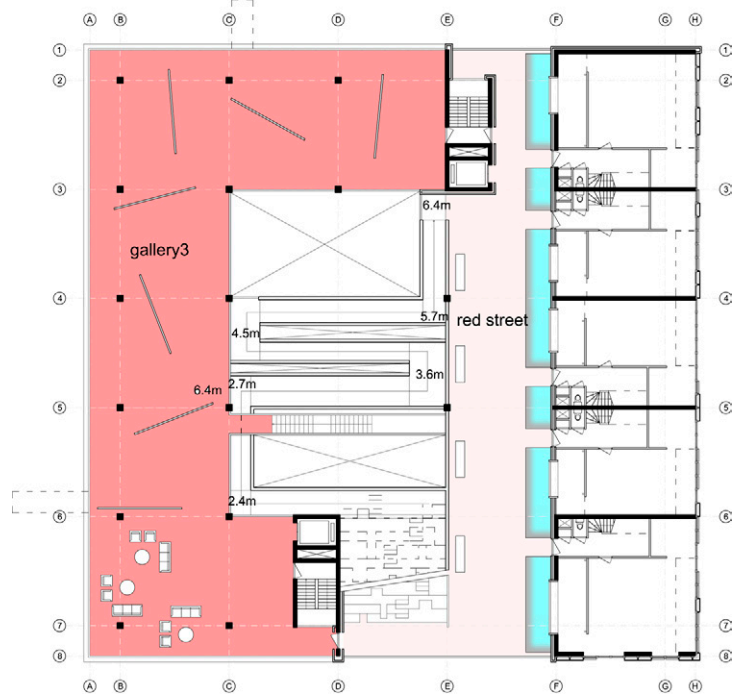
7th floor



gallery walking



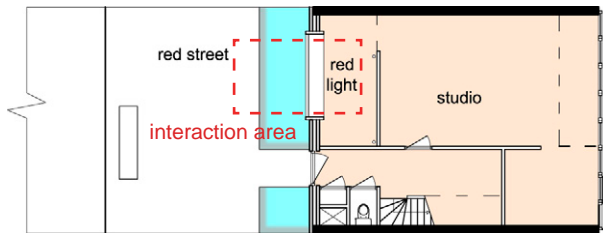
section +6/ +7/ +8/ +9/ +10



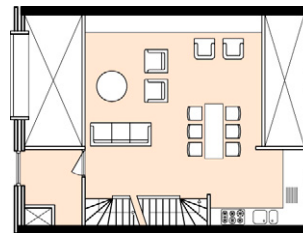
8th floor



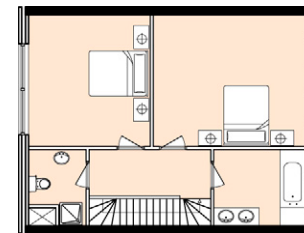
city walking



plan +8



plan +9



plan +10

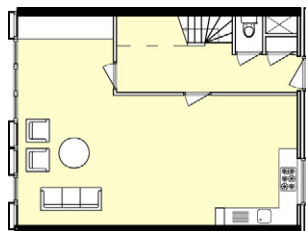
Gallery House Typology



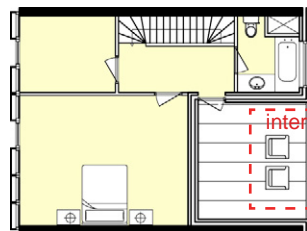
9th floor



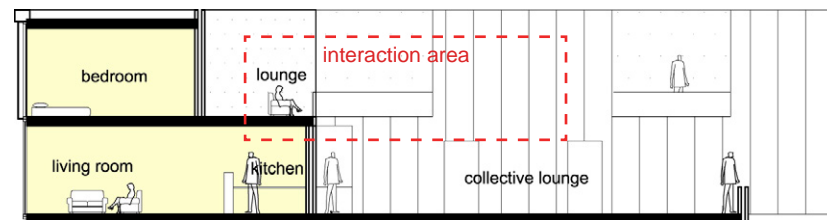
10th floor



plan +9

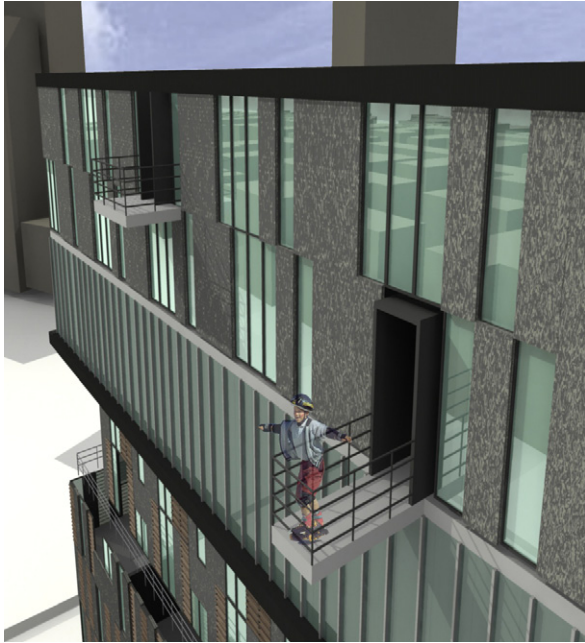


plan +10



section +9/ +10

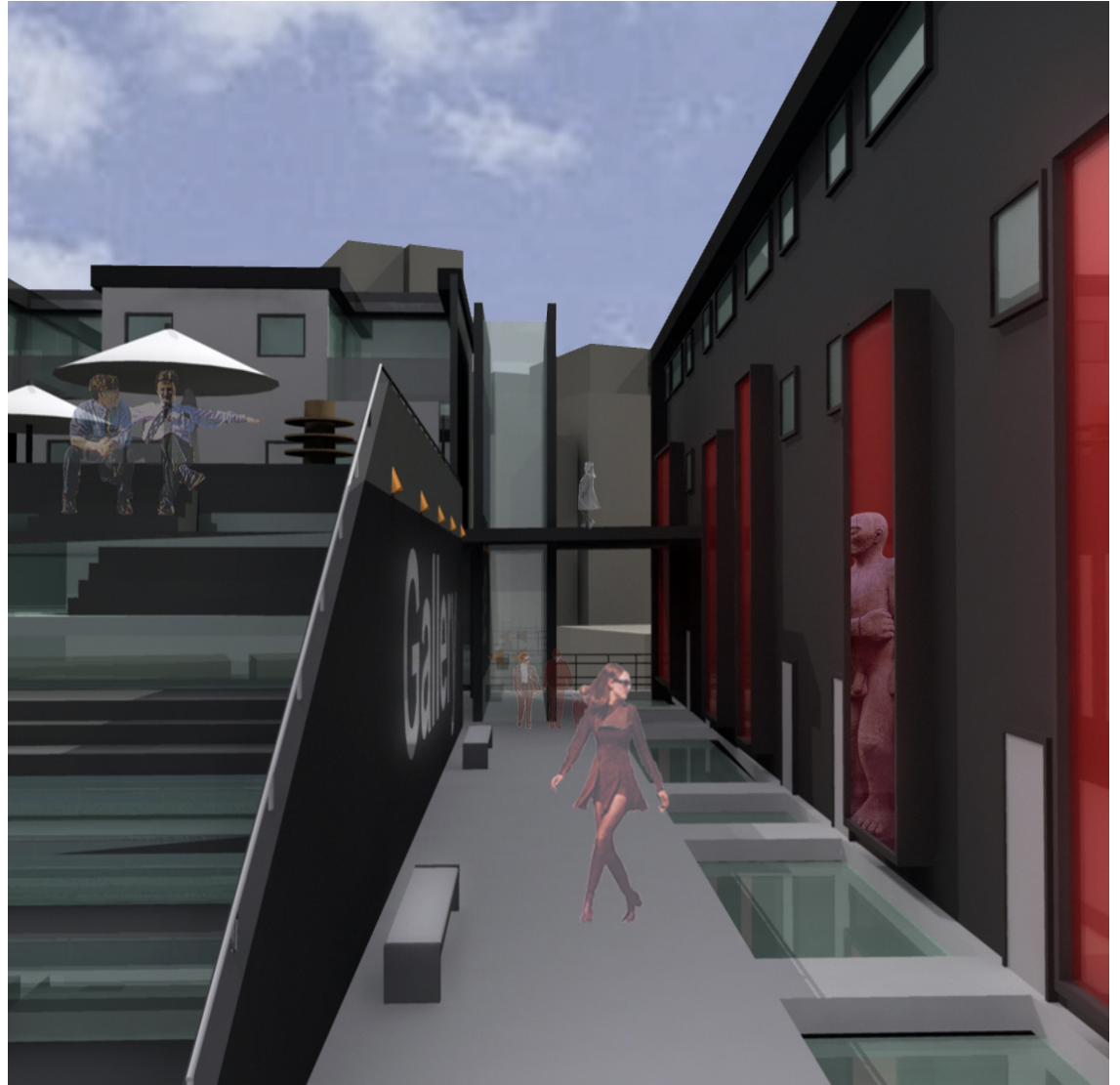
Lounge House Typology



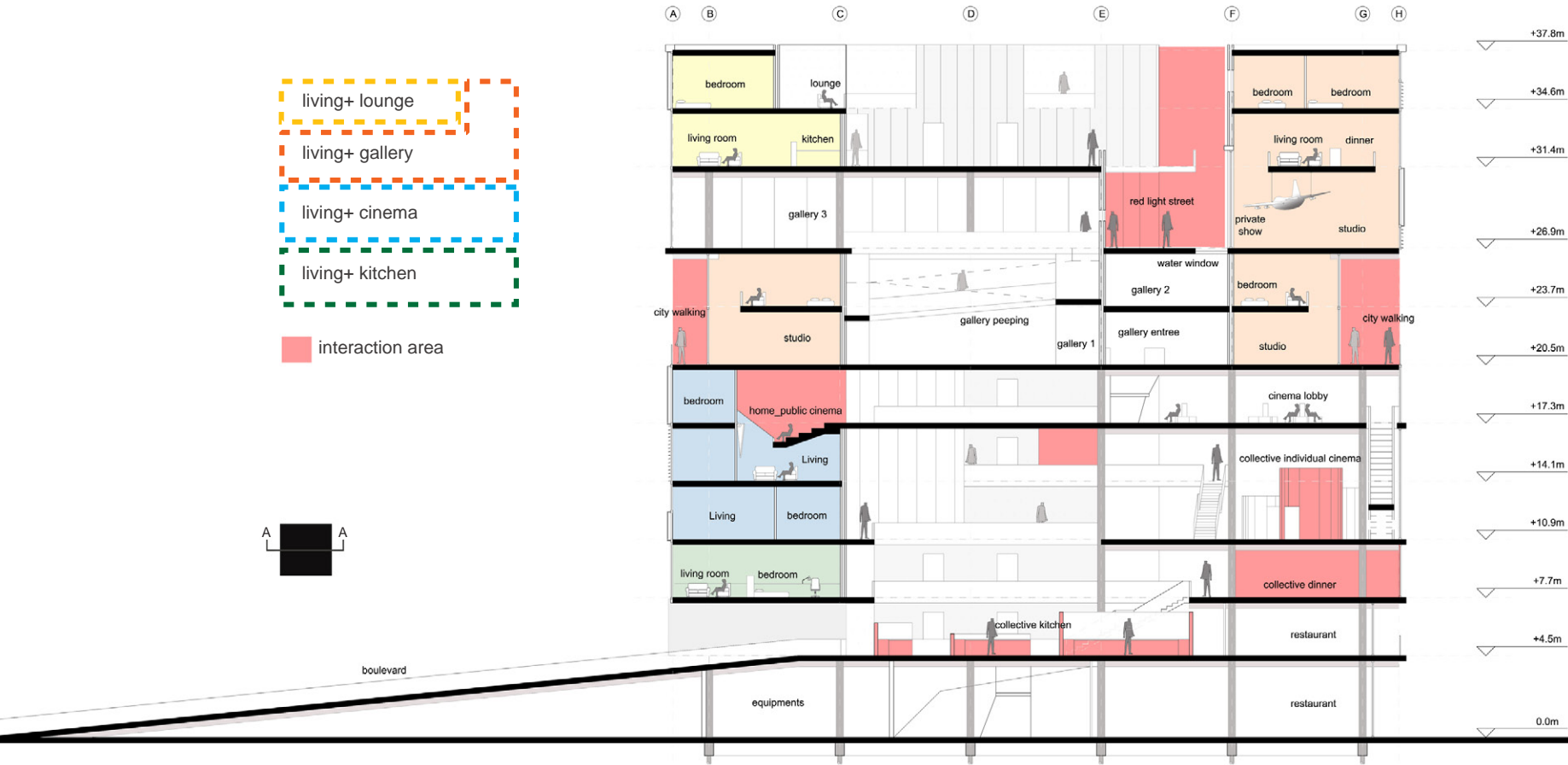
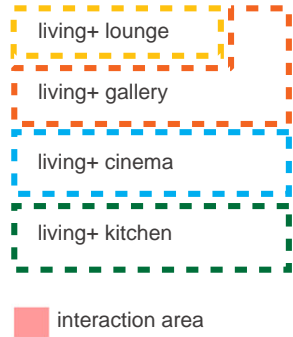
suicide thinking



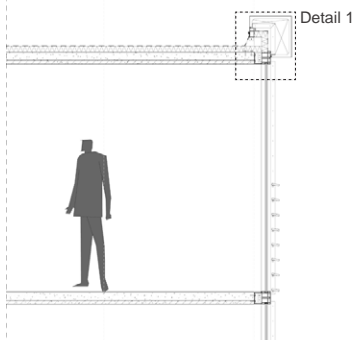
city terrace



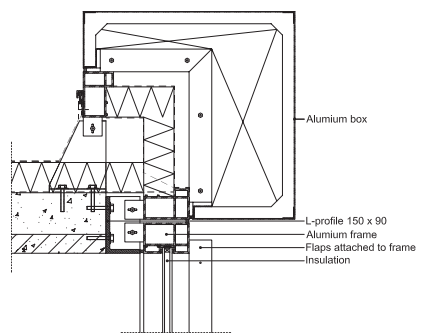
redlight street



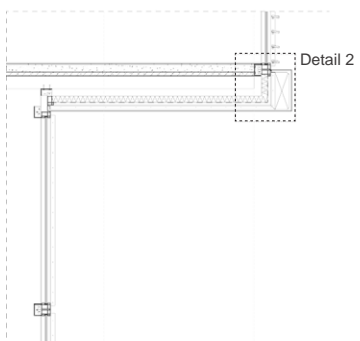
Section A-A



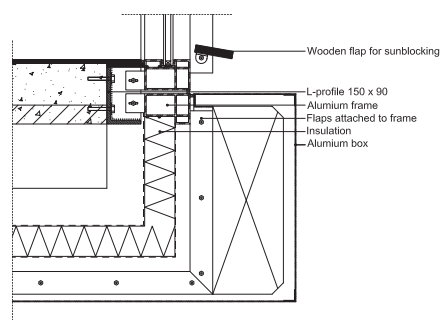
Detail 1



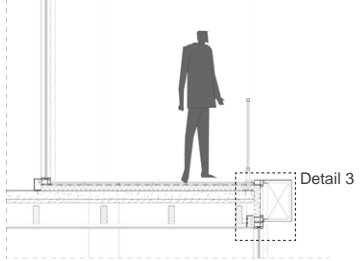
Detail 1



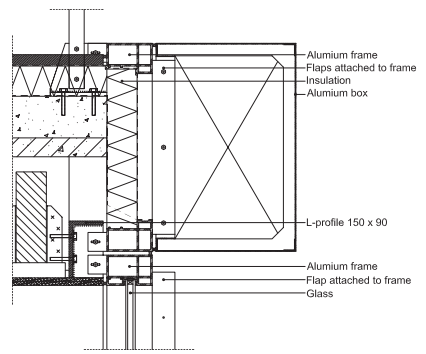
Detail 2



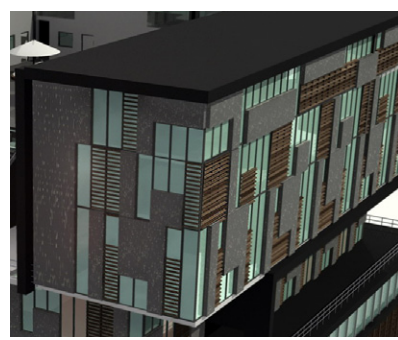
Detail 2



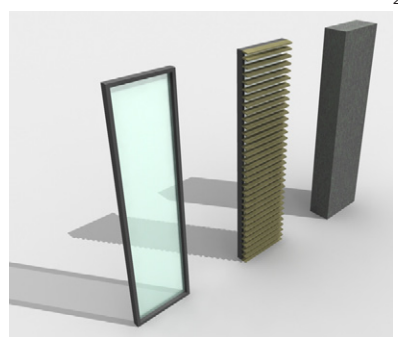
Detail 3



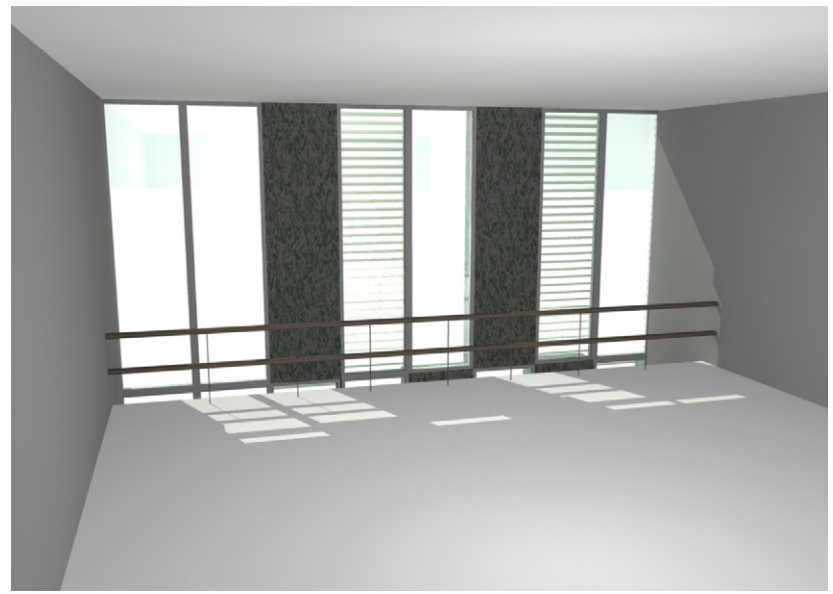
Detail 3



facade panel system



3 panel units



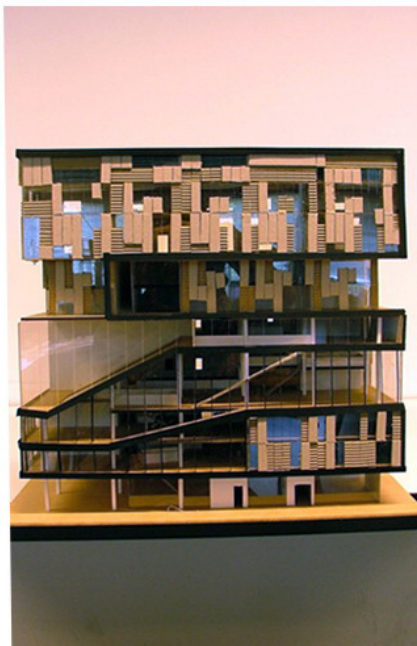
housing interior



North Elevation



West Elevation



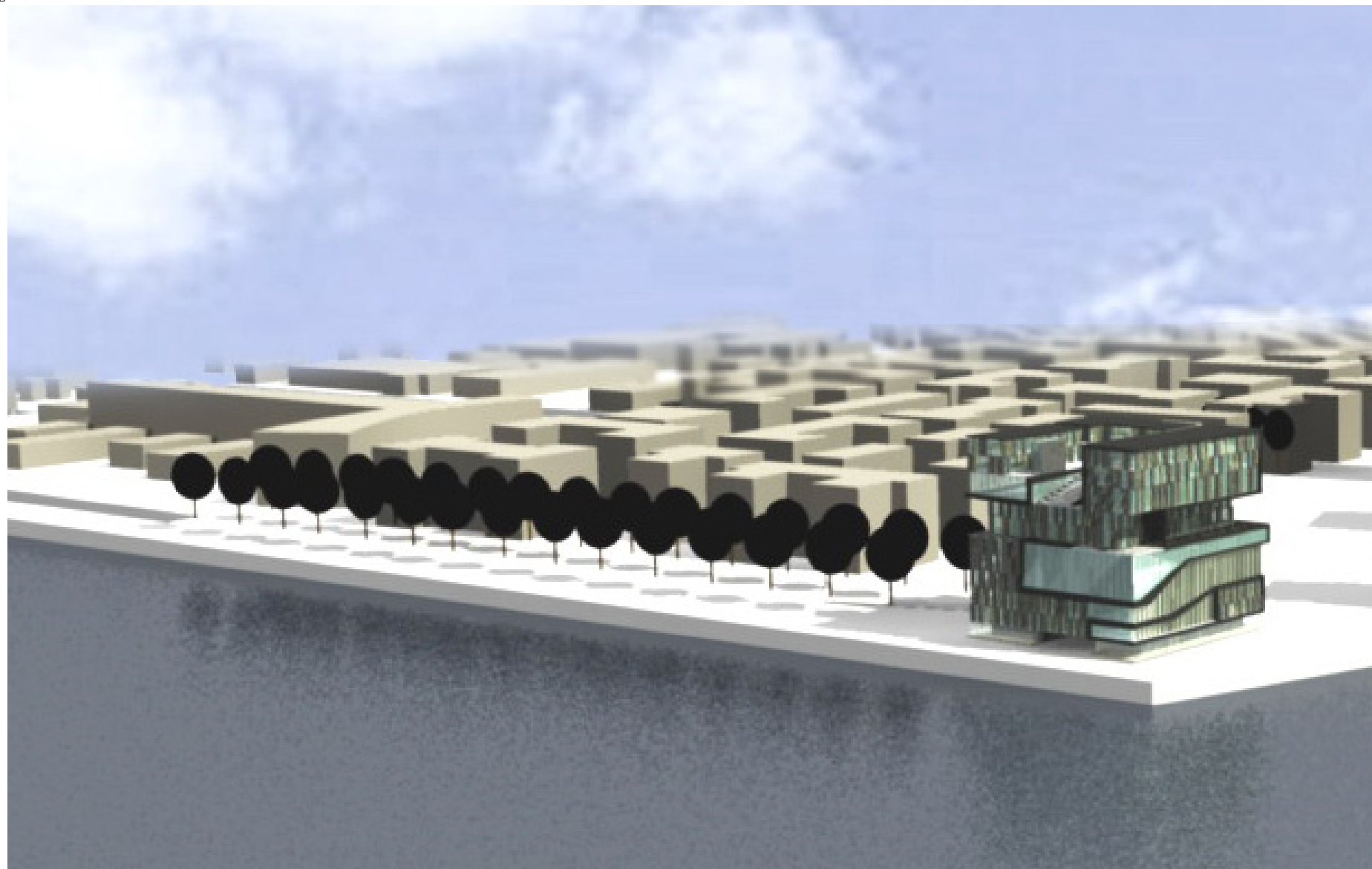
South Elevation

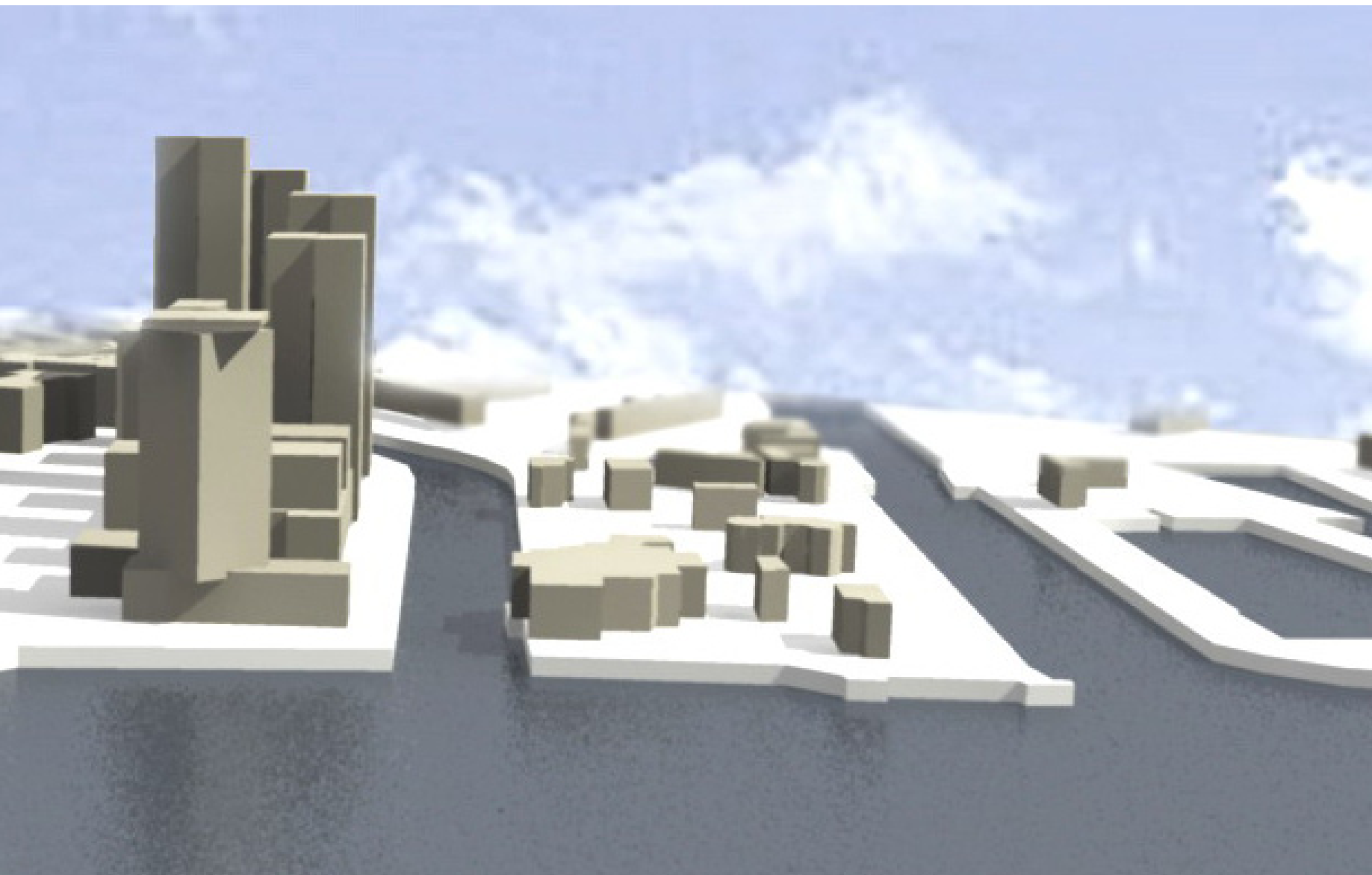


East Elevation



Model





Wuhan•China– Planning and Designing for Shouyi Cultural District

Bachelor graduation project, International competition, honorable prize

Location: Wuhan, China

Cooperation: Prof. Cheng Shidan in Wuhan University, China

Pesch & Partner, Architects and Urban Planners in Stuttgart, Germany

Time: Feb 2006 – July 2006





Background

On Oct.10.1911 (Xinhai year), the first shot of the Wuchang Uprising (Shouyi) was fired by revolutionists whose leader is Dr. Sun Yat-sen. The 1911 Revolution is the end point of the imperialistic government of old China, and is also the threshold to the republic era of China, so it is praised as "The gate to the Republic of China".

Exerting the spirit of democracy and persistent struggling it has demonstrated, integrating the cultural resources and displaying the worldwide influence of 1911 Revolution, building the Shouyi Cultural District and exhibiting its value of history and culture, all are the historical duty of Wuhan.

Therefore, the Wuhan Government organized the competition "Wuhan•China- Planning and Designing for Shouyi Cultural District" and invited worldwide designing organizations to participate in and submit planning for the Shouyi Cultural District.

The Shouyi Cultural District locates in Wuchang old town, between the Snake Mountain and the Ziyang Lake. Being adjacent to the Fuxing Road in the west and connecting with Shouyi Road in the east, starting from the Snake Mountain in the north and ends at the planned Jinshui Road, the total area is approximately 170 hectare.

The core part of this district is enclosed by Shouyi Road, the planned Jinshui Road, Wuluo Road, Zhongshan Road, Tiyu Road and the Snake Mountain, covering an area of about 105 hectare. This core part is divided into 3 blocks: Snake Mountain Block, Shouyi Block and Ziyang Lake.



Location

Strengths



-superior location



-rich historical resources



-rich natural resources

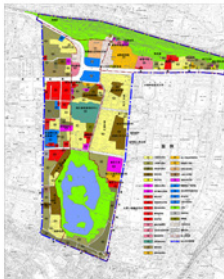


-improving traffic condition



-sufficient land resources

Weaknesses



-unreasonable land use structure



-low-standard commercial facilities



-separated tourism areas



-eroded natural park



-low quality of the existing buildings

Opportunities



-shouyi culture



-collective public space

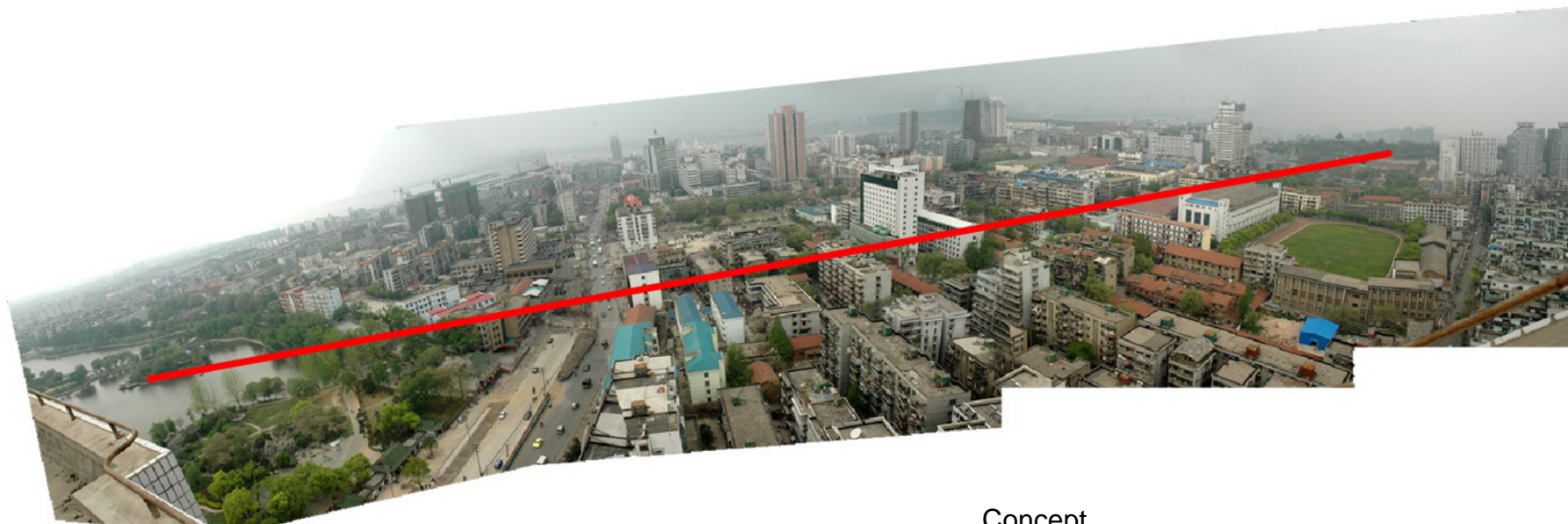


-creative industry



-catalyst of the surrounding areas

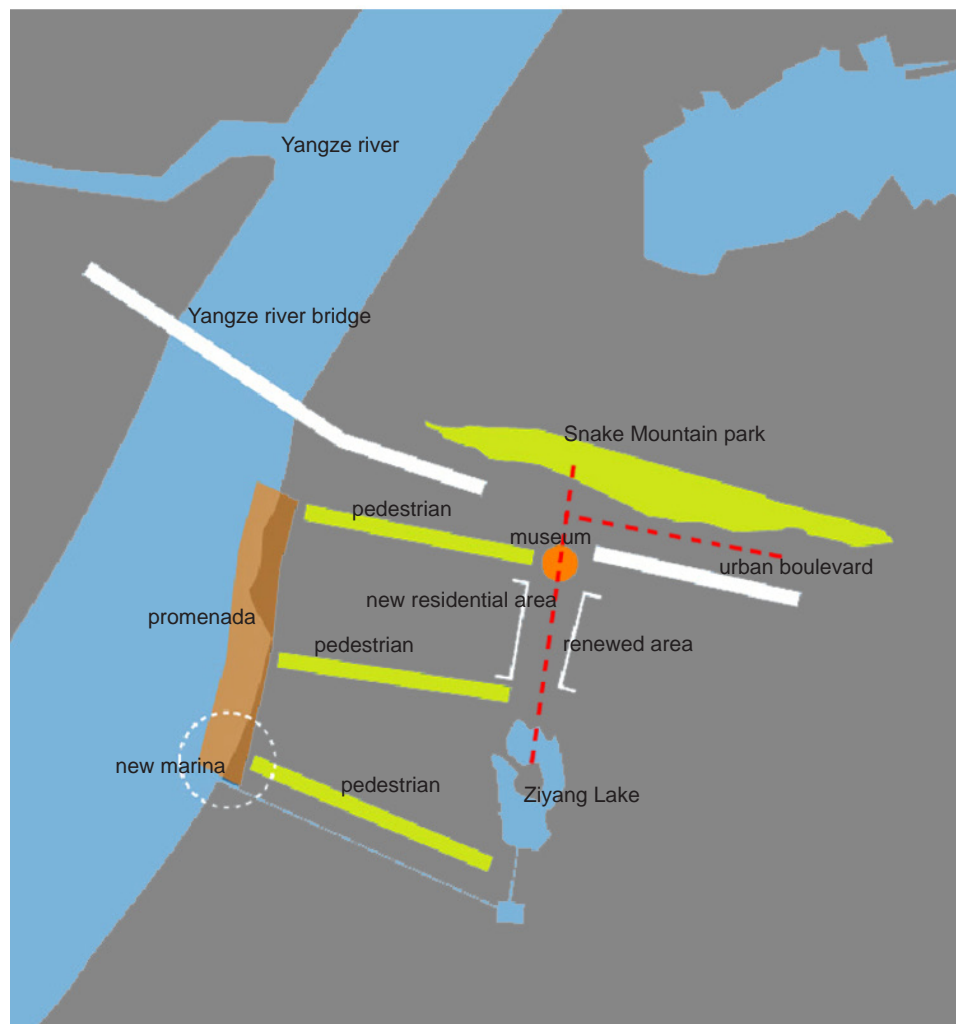
S.W.O.T Analysis



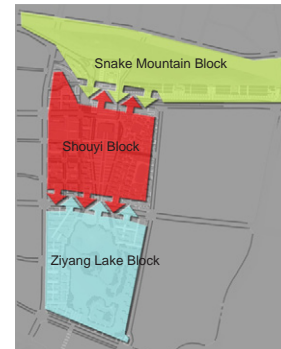
Concept

The Shouyi Cultural District has to be treated as one continuous space: from Snake Mountain to Ziyang Lake.

The main idea of this plan is to create a continuous public space from the Snake Mountain to the Ziyang Lake area. Historical buildings are preserved and integrate into the new planning. Boulevards, pedestrians, open squares as well as lake shore spaces constitute the new public spaces in Shouyi Cultural District and expand the former memorial site into a place of various activities for local citizens. In addition, commercial and residential buildings are proposed in the scheme which define the core open spaces and increase the real estate value of the Shouyi Cultural District.



Design Scheme



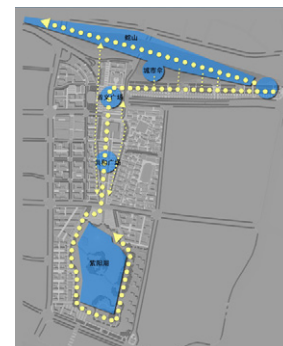
blocks structure



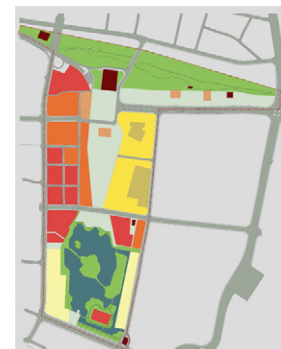
linear structure



groups



pedestrian route



land use



transport



Snake Mountain block



Shouyi block



Ziyang Lake block





Model

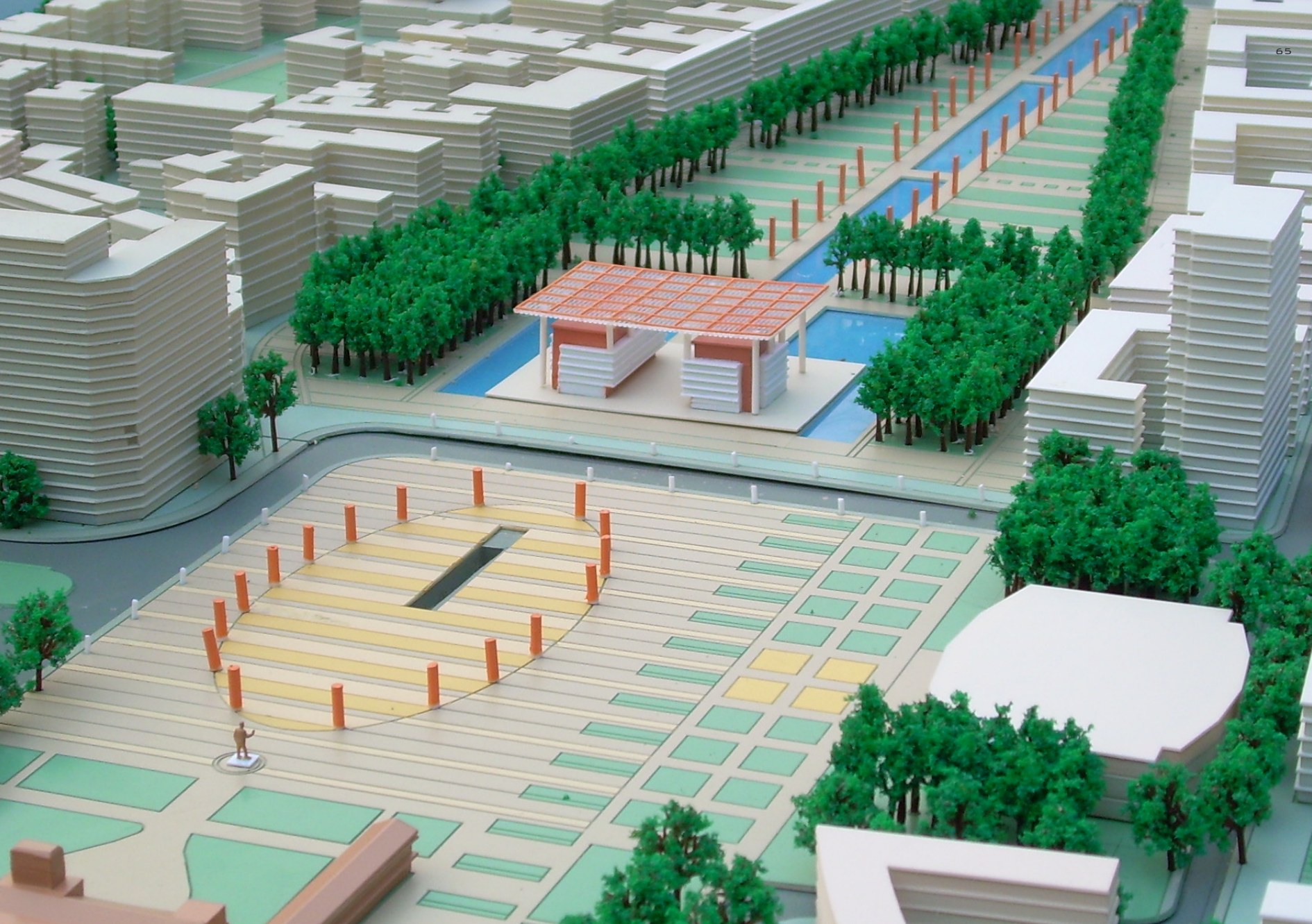
Wuhan•China– The Museum Design in Shouyi Cultural District

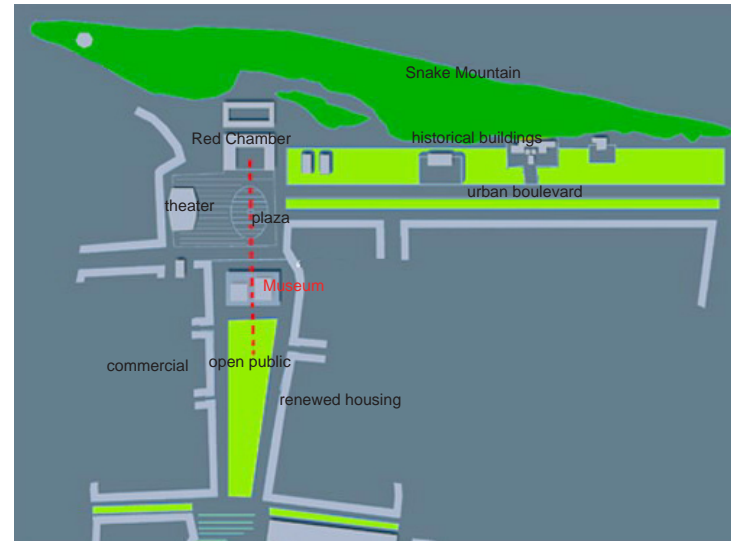
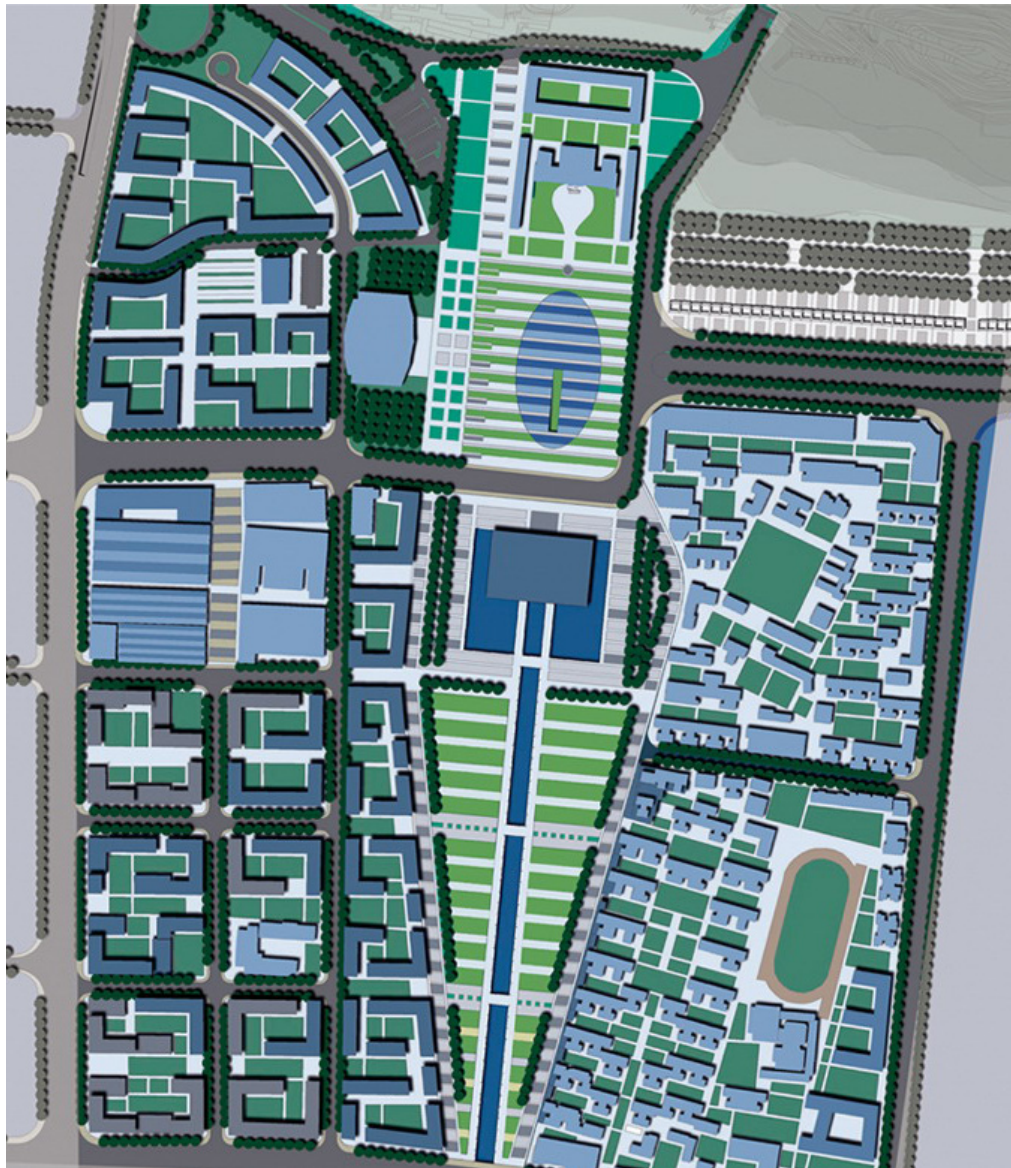
Bachelor graduation project, required landmark design in Shouyi cultural district
planning competition

Location: Wuhan, China

Mentor: Cheng Shidan

Time: May 2006 – July 2006





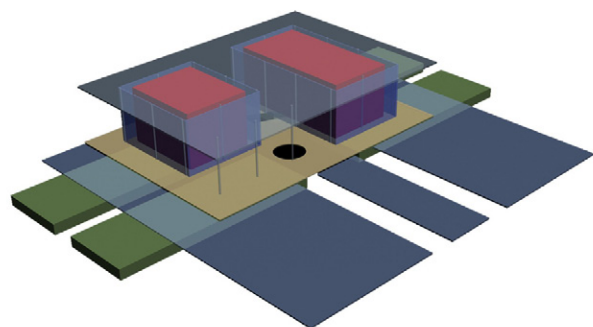
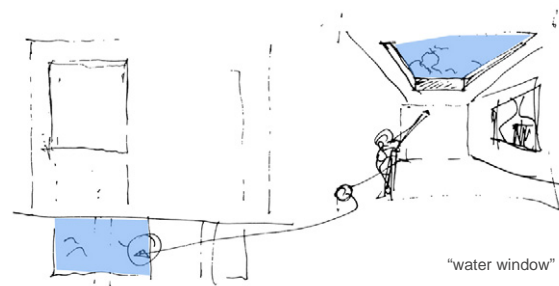
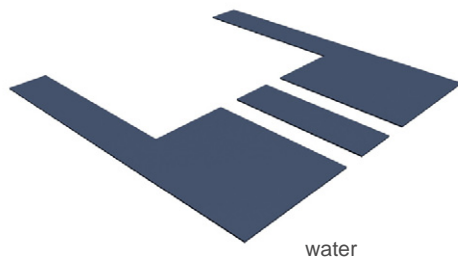
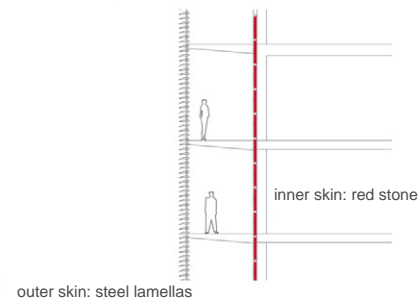
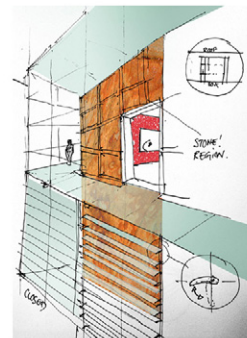
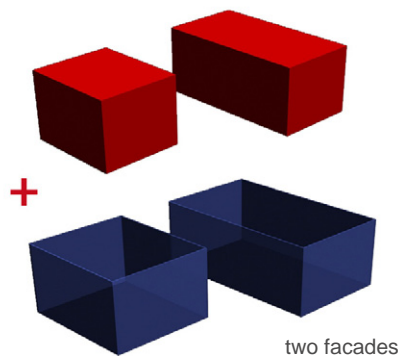
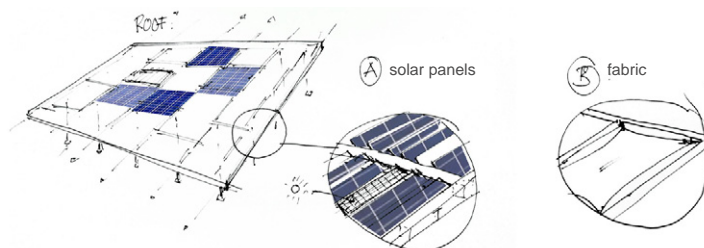
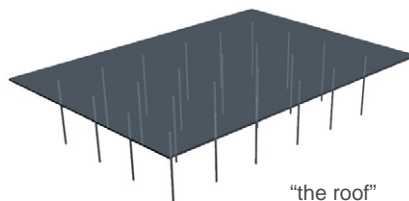
Location

The museum locates in the axis of the historical building (Red Chamber) and separates the public space in-between the Snake Mountain and the Ziyang Lake into two parts: 1, the north plaza which was enclosed by the existing Red Chamber and the Theater for memorial ceremony and 2, the south part which is a open public space of daily activities defined by the west new commercial areas and the east renewed housing district. It is open to the south as a continuous public space form the Snake Mountain to the Ziyang Lake.

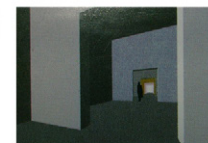
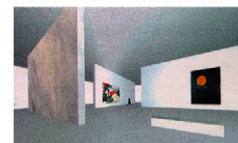
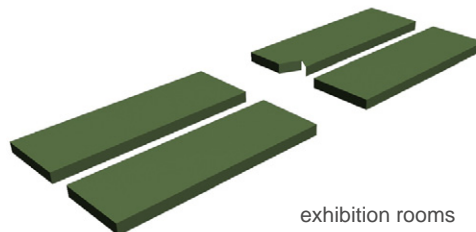


Concept

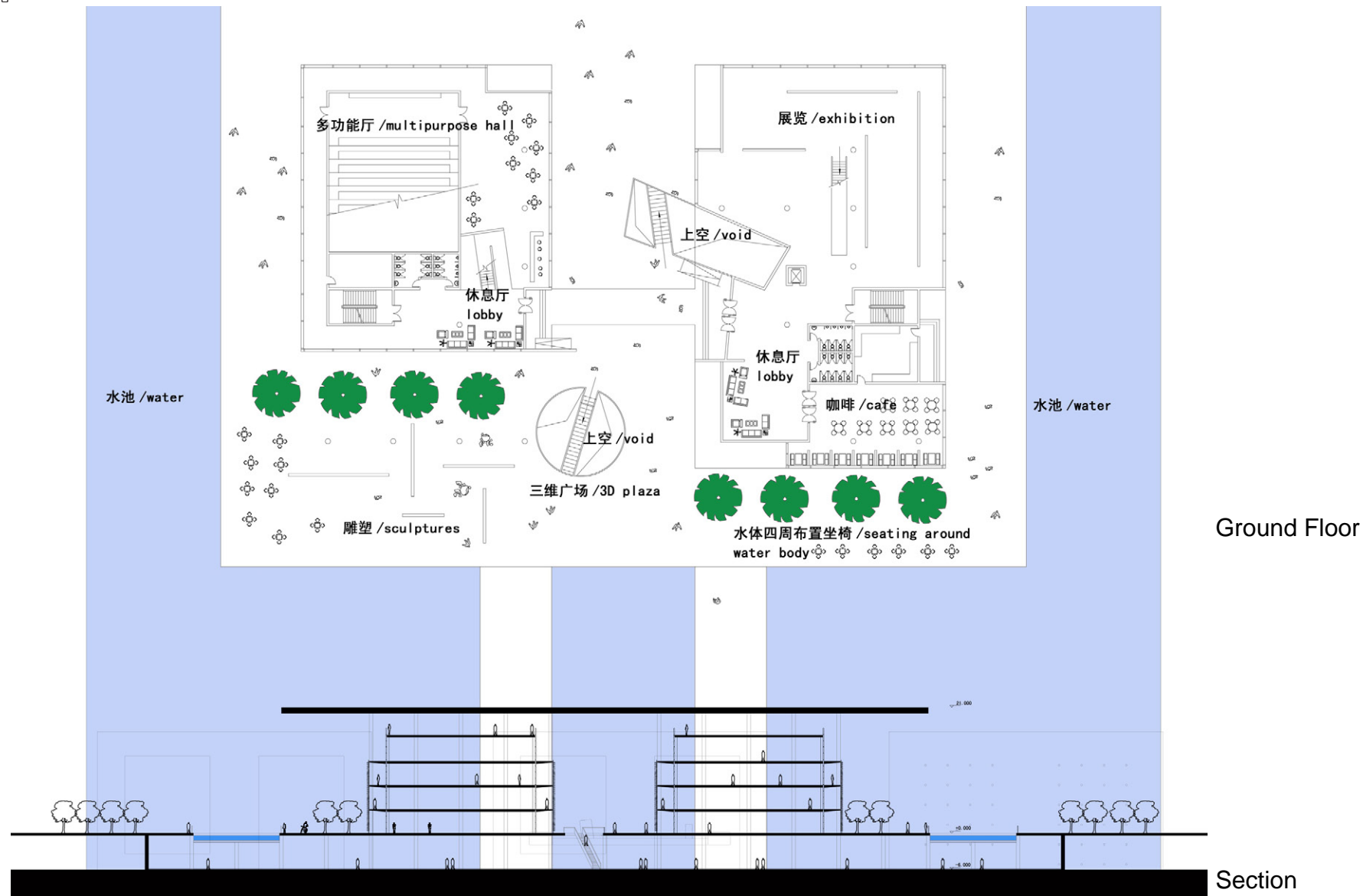
The museum consists of two blocks on the ground to create an open image of the whole public surroundings, but covered with a giant roof which represent the meaning of 'unity'. The two blocks are connected underground. In this way, the public spaces are separated into a memorial plaza to the north and a collective dynamic square at the south, but these spaces also flow into each other and consist of a whole continuous public domain at the same time.

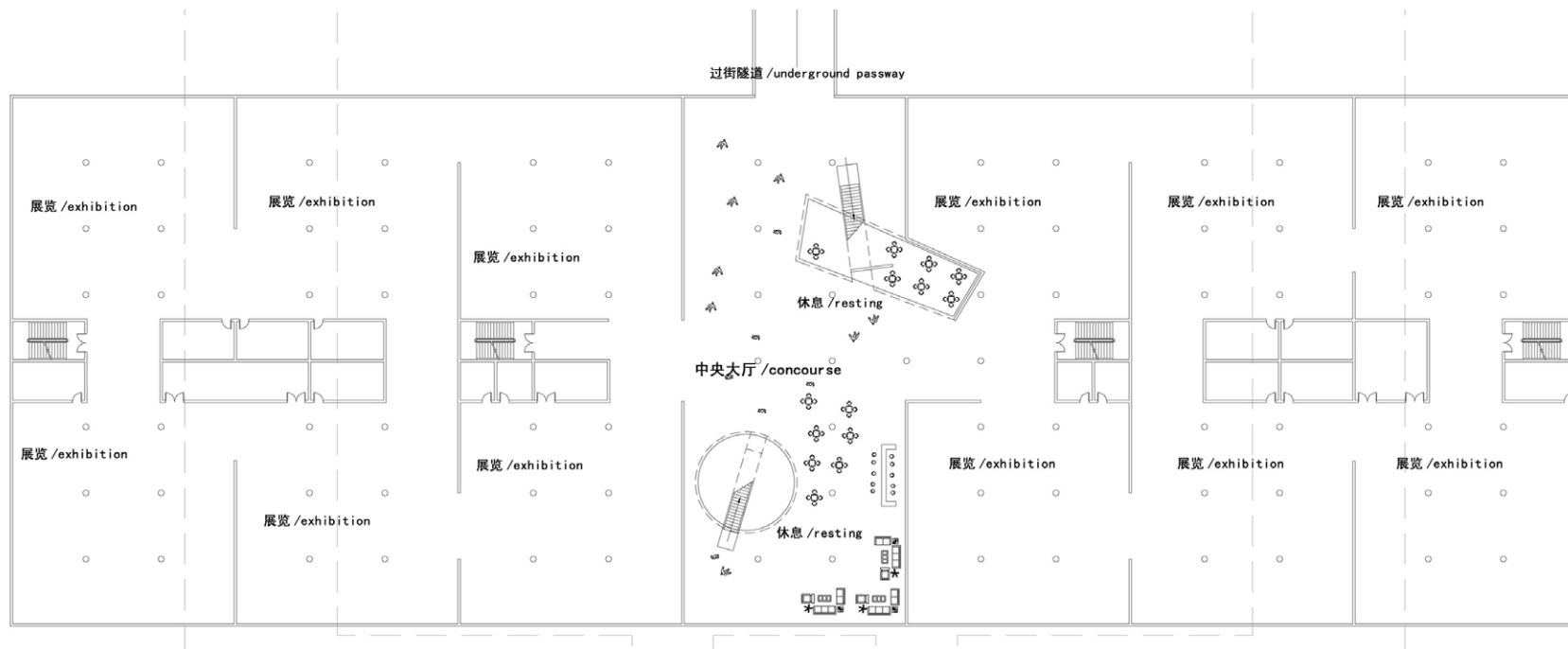


Components

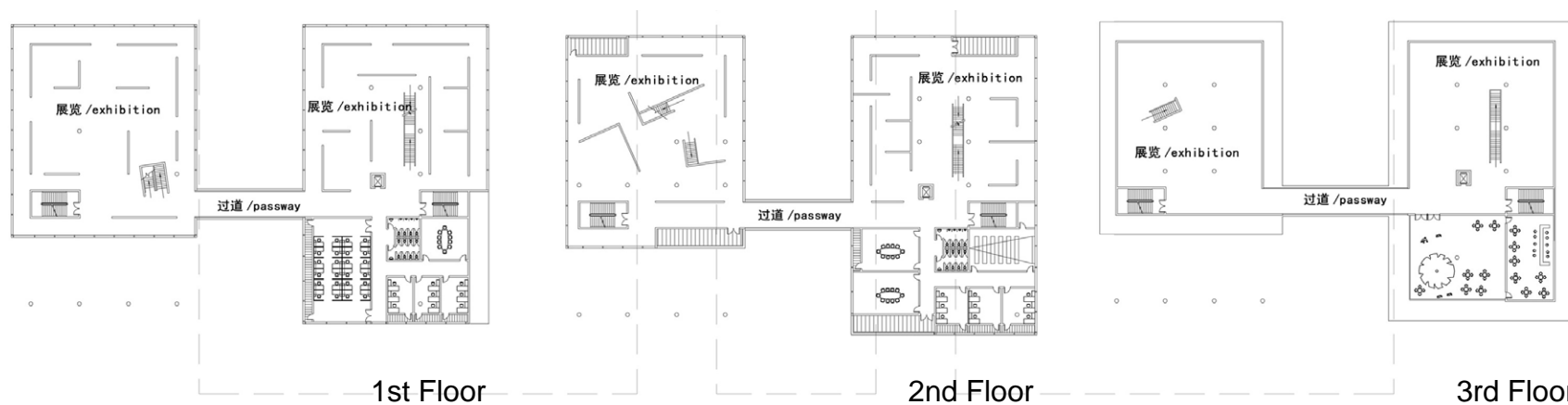


interior images





-1 Floor Plan





perspectives



Landscape Architecture and Relic Trade Market Building Design

Conceptual design

Location: Jinghan cultural district, Wuhan, China.

Cooperation: Prof. Cheng Shidan in Wuhan University, China

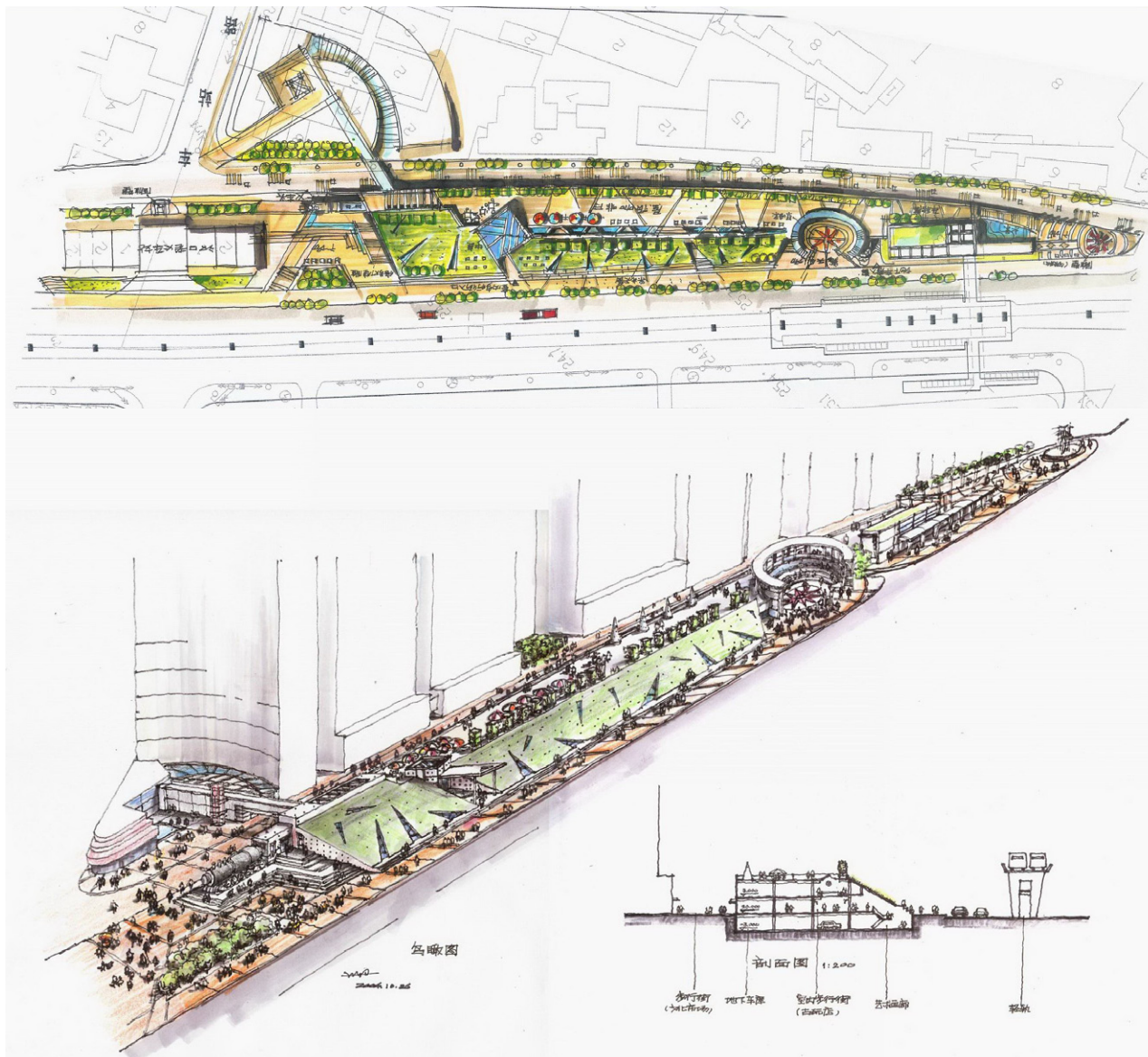
Time: October 2004

Green Slope

This narrow site is situated at the historic zone of former railway station of Wuhan city. External determinants include the Dazhi road adjoining to the north, and a light rail to the south, as well as the historic building of the former railway station to the west of the site.

Under the civic plan of this area, it is required to create a place for the need of local residents' everyday life, and to revitalize this historic site. The site was planned as a trade market of cultural relic in the future development. Meanwhile, the visual appearance of this structure should not be so obvious, especially when it is seen from the light rail spot.

Therefore, part of the building is laid out underground. A landscape architecture is created to the south in order to have a flat image of this structure. The roof of this building is designed as a public space, which is also the connection of two open squares which situated at the node of the site. The interior of this building consists of two parts: shops to the north for relic trading and a gallery space to the south, which is just under the slope.



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