

SPACE

INTERCHANGE & ECOLOGICAL LIVING STYLE

**Msc Architecture-Built Environment-Interior
FINAL THESIS STUDIO (B)**

NICE | FRANCE | GROUP 9 NICE FRANCE GROUP 9

FANG YUWEN
WONG PUI CHING

Architectural Design : Prof. Guya Bertelli
Landscape : Prof. Henrique Pessoa
Urban Design : Prof. Drio Vannetti

Tutors:Valentina Bertani | Giulio Fenyves | Pasquale Mei | Michele
Roda Fabio Rondi | Luca Sormani | Isabella Spagnolo

**CON
TEN
TS/**

01 CITY ANALYSIS

02 SPACE RELATIONSHIP

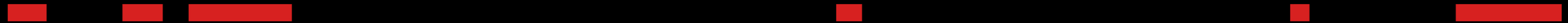
03 LANDSCAPE LIBRARY

04 ARCHITECTURE DESIGN

05 STORY TELLING

01

CITY
ANALYSIS



NICE CITY INTRODUCTION

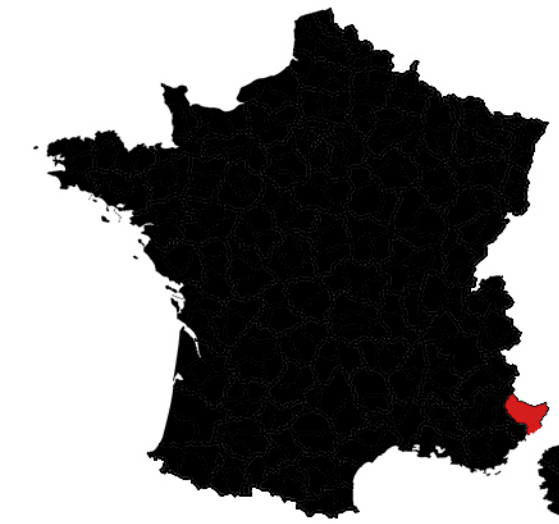
Nice is a port city in the south of France on the Mediterranean coast, and the capital of the Alpes-Maritimes département. Nice located between Marseille and Genoa, Italy, is the second-largest French city on the Mediterranean coast and the second-largest city in the Provence-Alpes-Côte d'Azur region after Marseille. The metropolitan area of Nice, defined by INSEE, is home to 888,784 inhabitants (fifth most populous in France) and its urban area totals 933,080 inhabitants, which makes it the sixth largest in France.

Nice is one of its most visited cities in France, receiving 4 million tourists every year. It also has the third busiest airport in France, after the two main Parisian ones.

DISTRICT ANALYSISi



Country Map



Alpes-Maritimes département



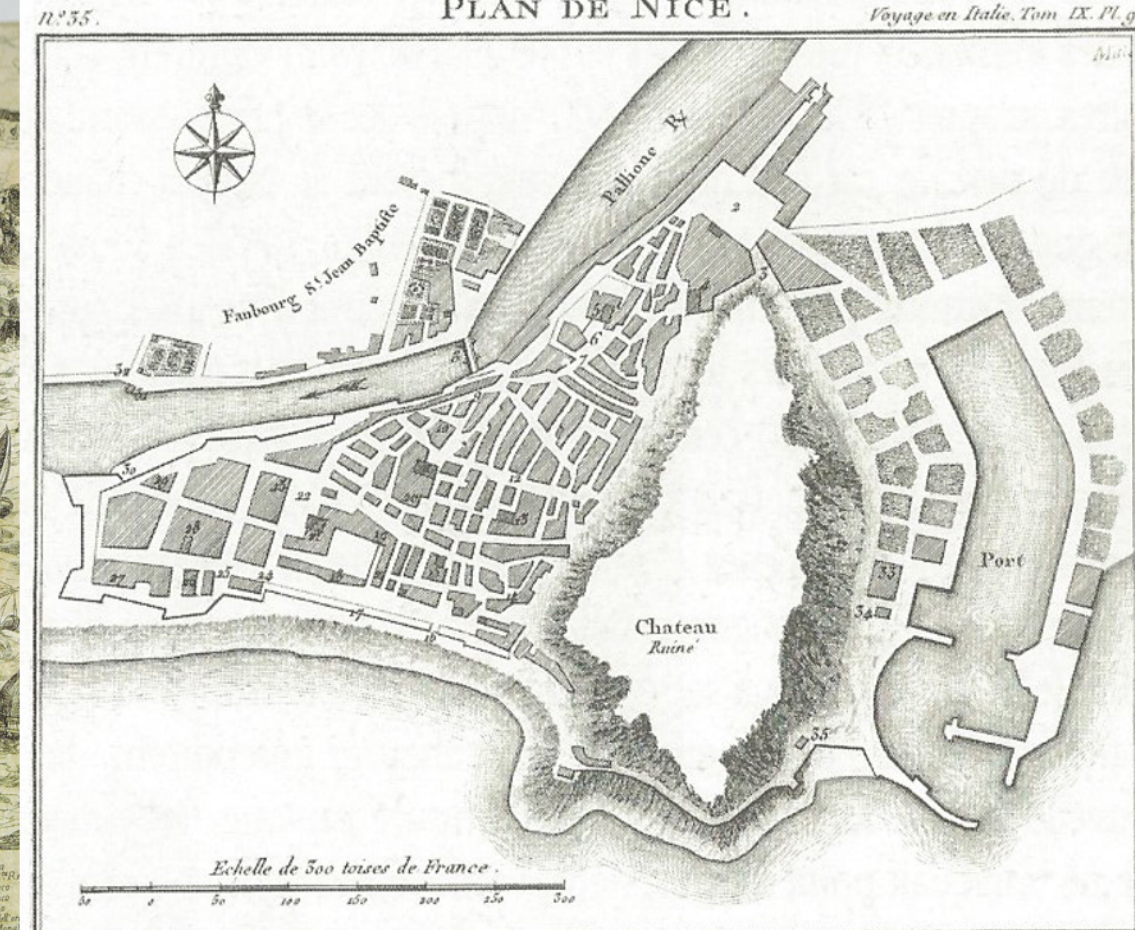
City Map

HISTORY OF NICE CITY

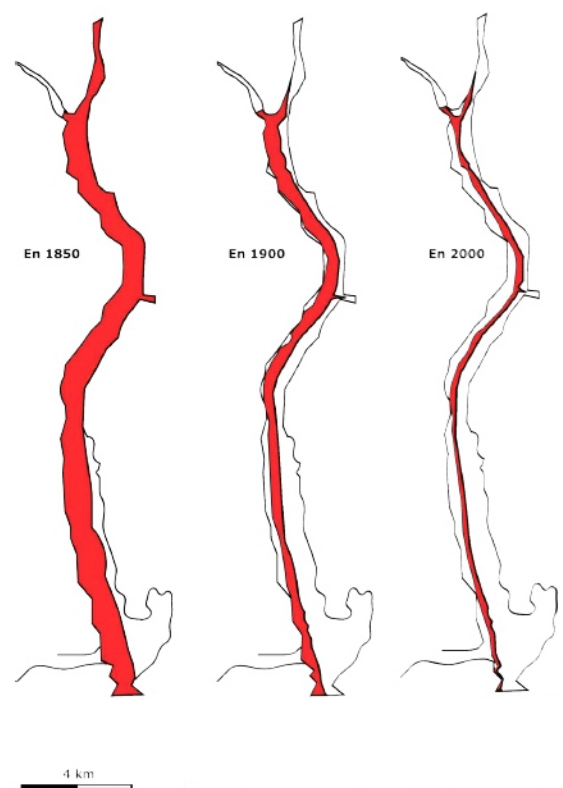
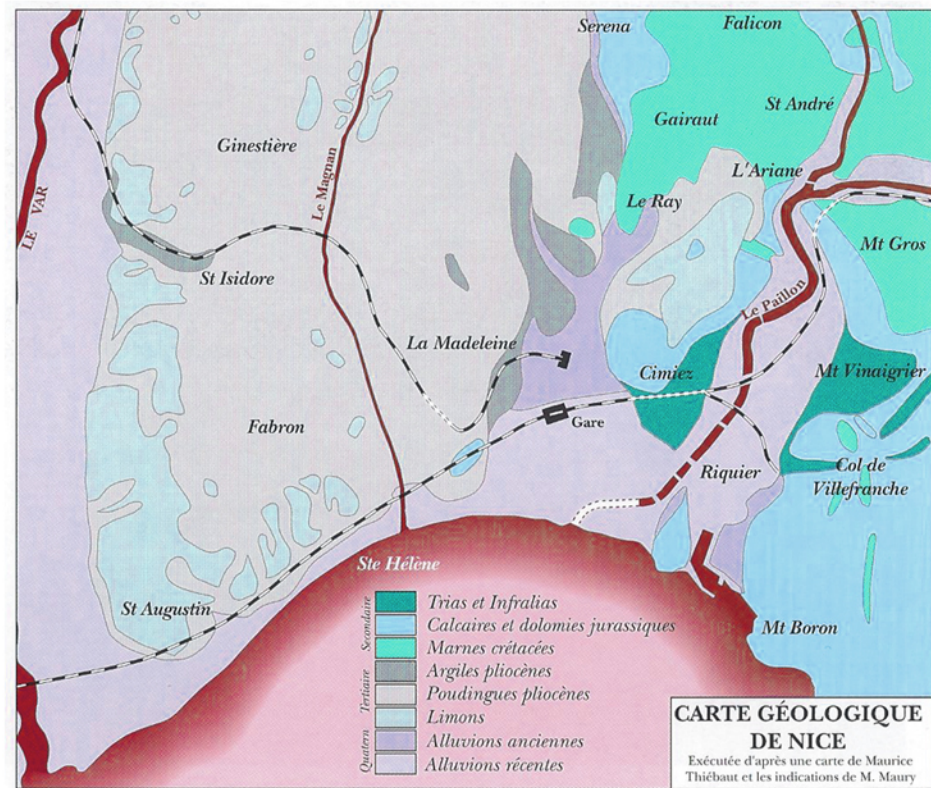
There are human activities in Nice about 400,000 years ago, and the use of fire and the construction of houses can be seen from the monument Terra Amata. The city of Nice was built around 350 BC and soon became one of the busiest trading stations on the Ligurian coast. In the 7th century AD, Nice joined the Genoese alliance established in the city of Liguria. In 729, Nice repelled the Saracen attack, but was plundered twice in 859 and 880, and the city was burned. In most of the 10th century, Nice ruled the surrounding cities. During the Middle Ages, Nice, like most Italian cities, suffered from the ravages of war. As the ally of Pisa, it is the enemy of Genoa, both France and the Roman Empire want to conquer it. In the 13th and 14th centuries, Nice became the territory of the Duke of Provence. In 1388, became the territory of the Duke of Savoy. In 1543, Nice was attacked by French and Turkish allies, and France was given ownership of Nice. In 1600, Nice fell into the hands of the Duke of Guise. Then in 1696, Nice was once again occupied by the Duke of Savoy. In 1705, it was retaken by France. After two hundred years, Nice kept changing the owner. Until 1860, France, Napoleon III and the king of Sardinia signed a contract, Nice became the territory of France, until today.



PLAN DES ENVIRONS DE NICE. 1879. Nice, Bibliothèque de Cessole, photo Michel de Lorenzo



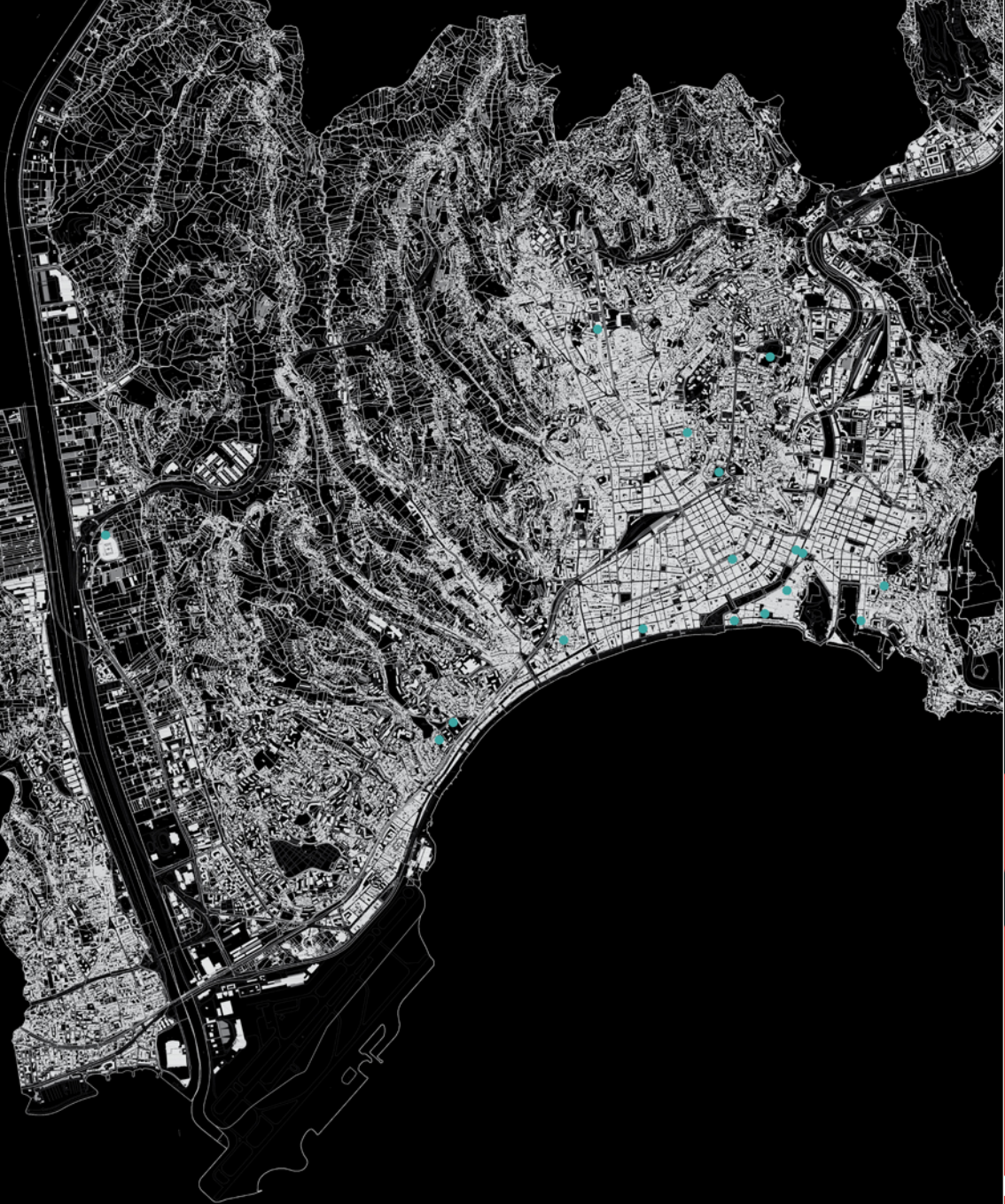
WATER SYSTEM



MUSEUM SYSTEM



GENERAL INTERPRETATION



Developing Area

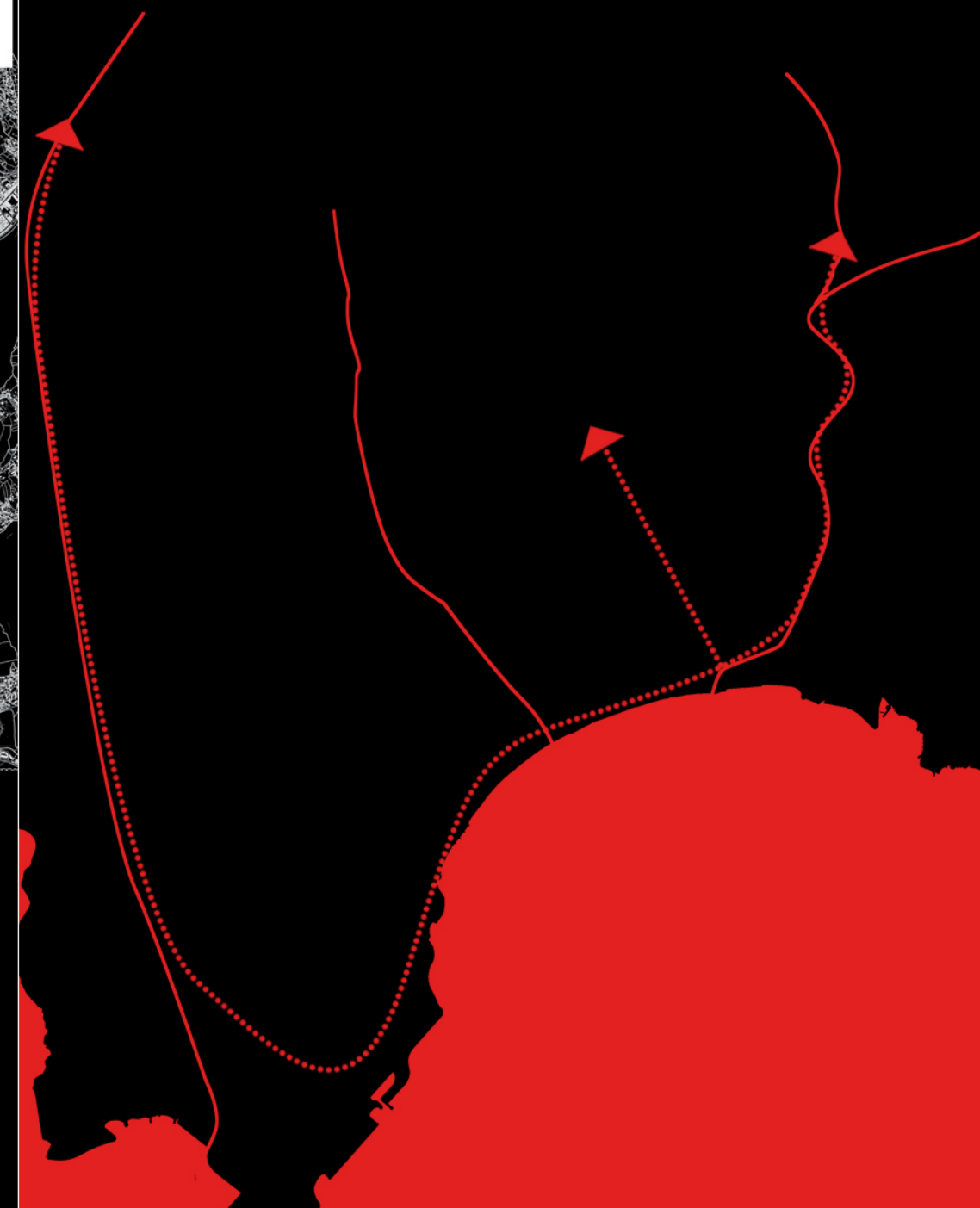
- Low density
- Agriculture activities
- Public buildings

High Terrain Area

- Low density
- Nature

Old Town Area

- Low density
- Nature

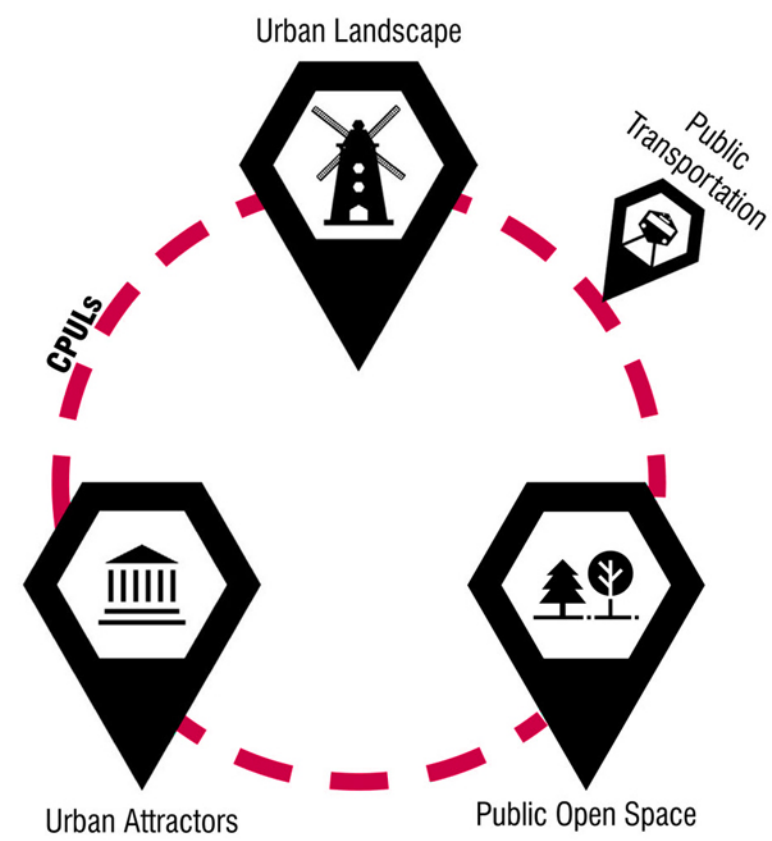


Landscape Connection
Sustainable Link

THEORETICAL CPULS



CPULS CHARACTERISTIC

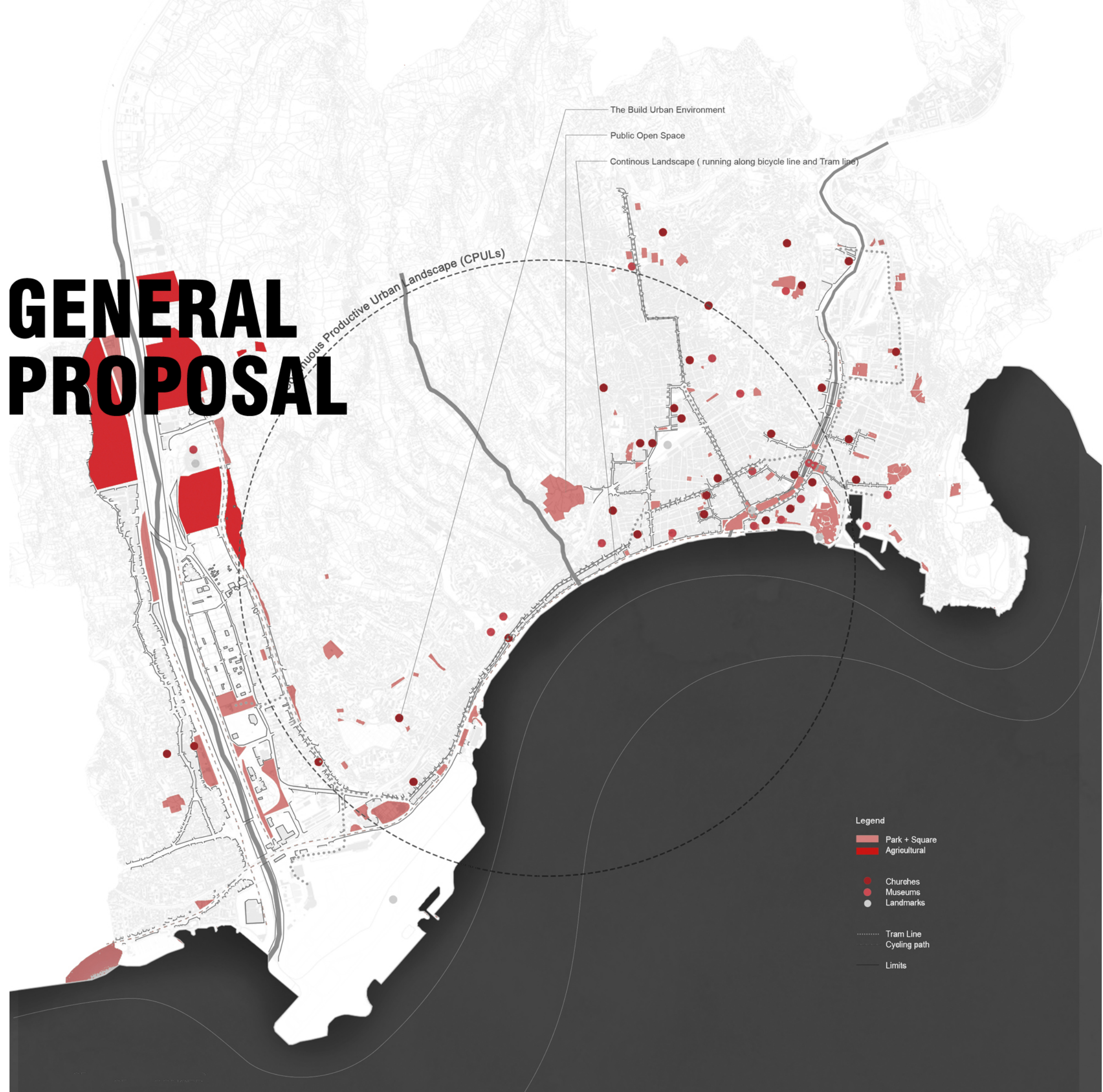


CPULSs (Continuous Productive Urban Landscape) will be city - traveling open spaces running continuously through the build urban environment, there by connecting all kind of existing inner city open spaces and relating.

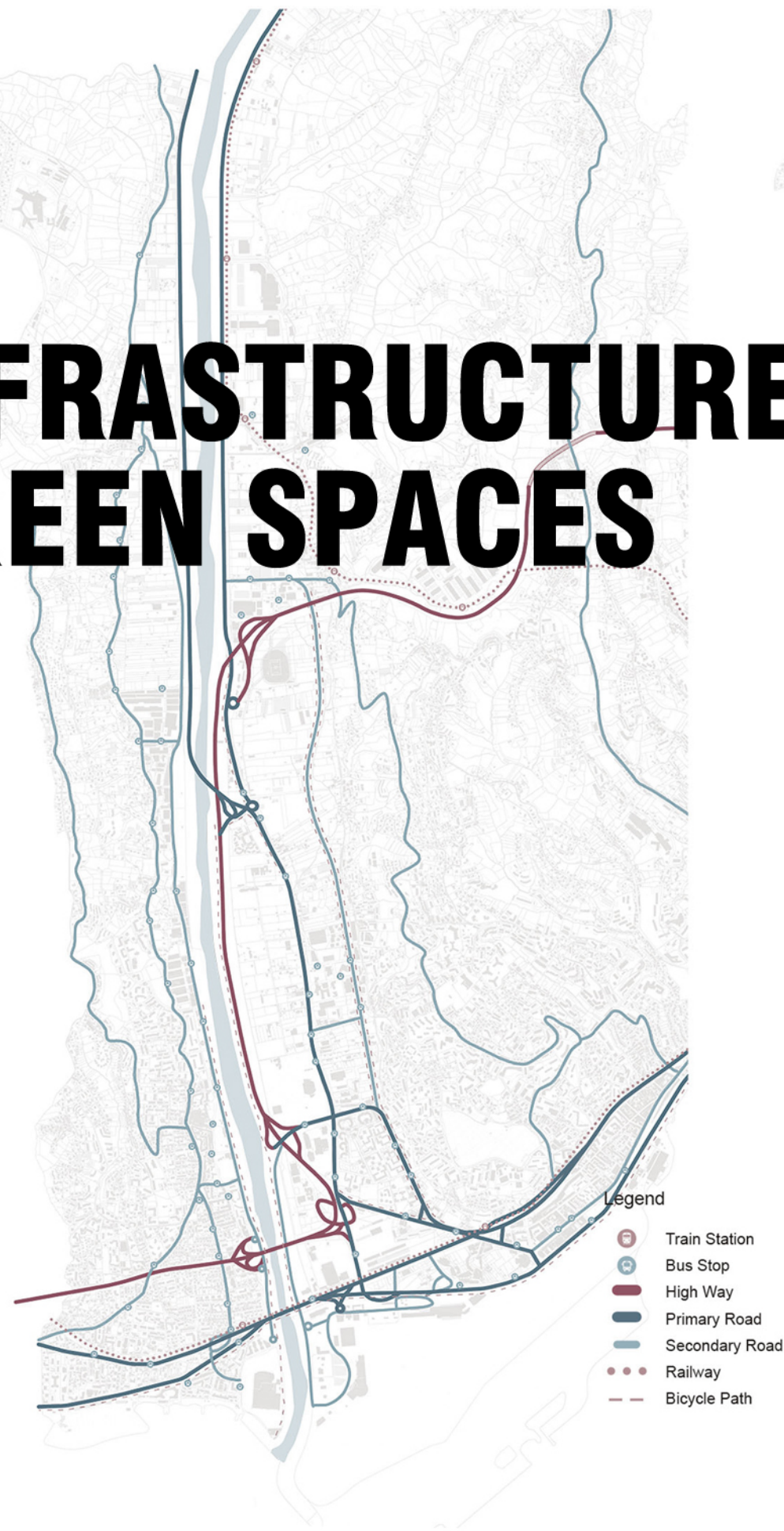
CPULSs will be productive in various way, offering spaces for leisure & recreational activities, access route, urban green lung, urban agriculture (urban food growing and local consumption) .

CPULSs will be primary for pedestrian, bicycle, engine - less, public transportation, emergency vehicle.

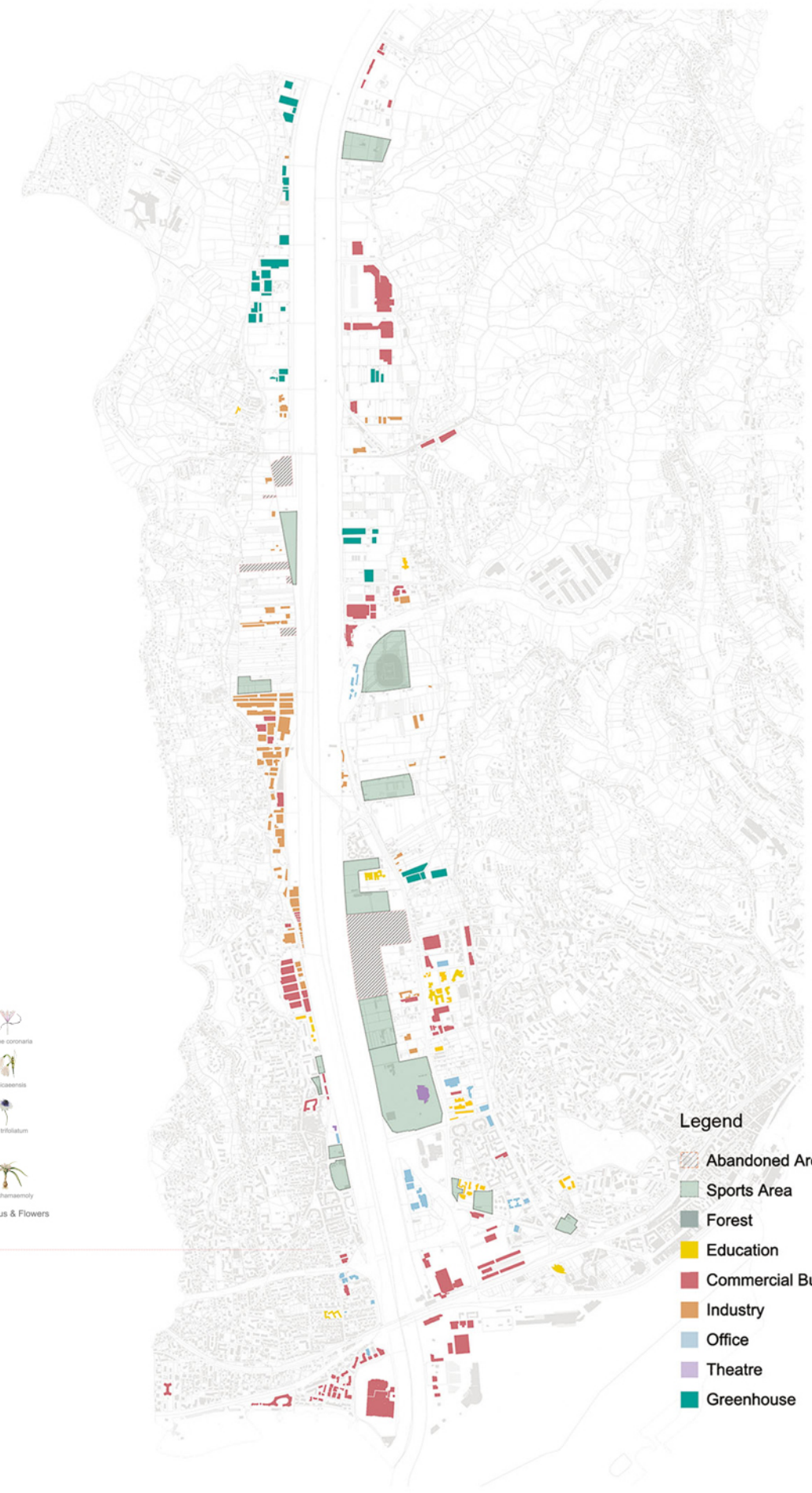
GENERAL PROPOSAL



INFRASTRUCTURE GREEN SPACES











FUNCTIONS

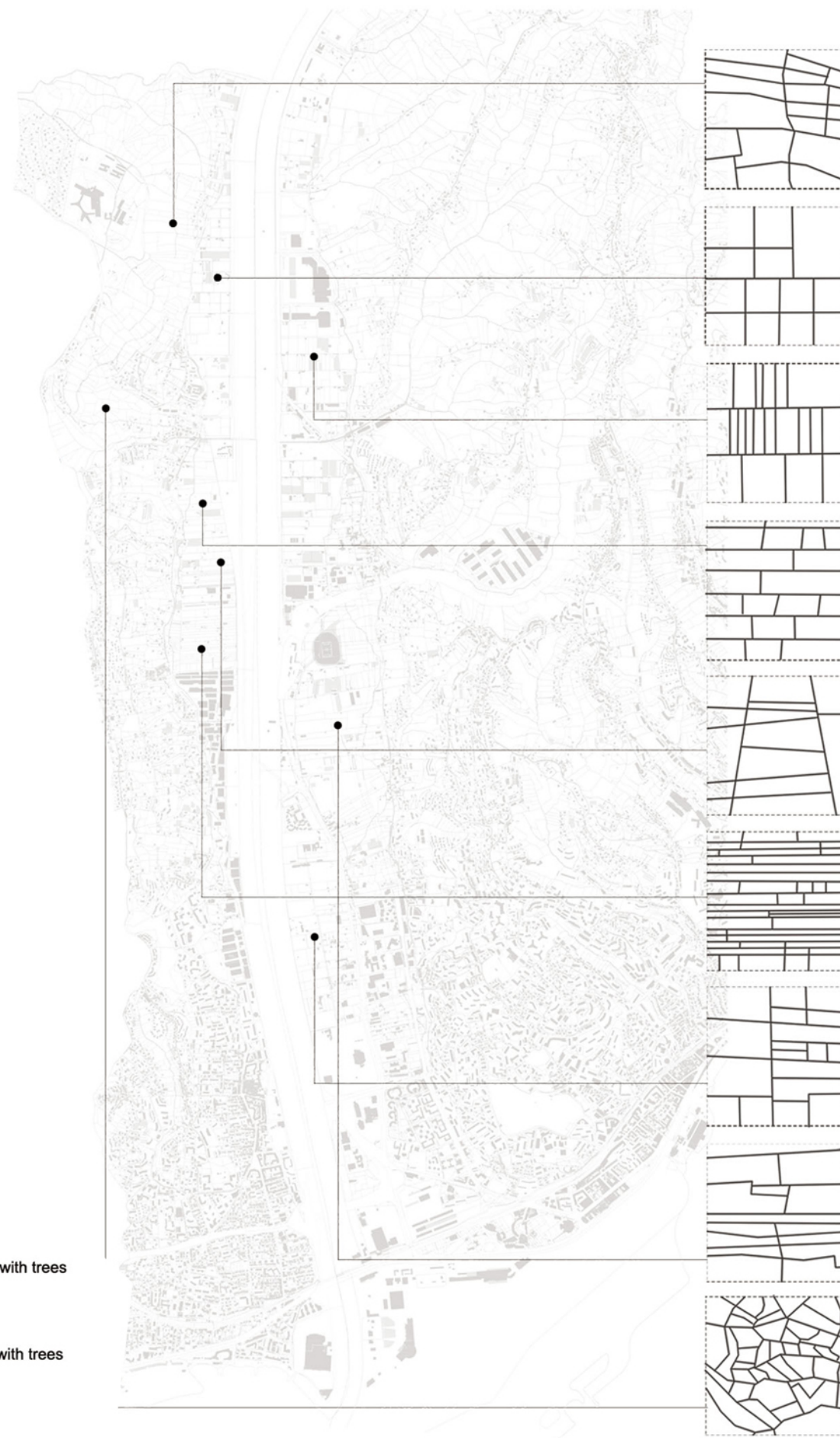


PATTERNS TRACES



Legend

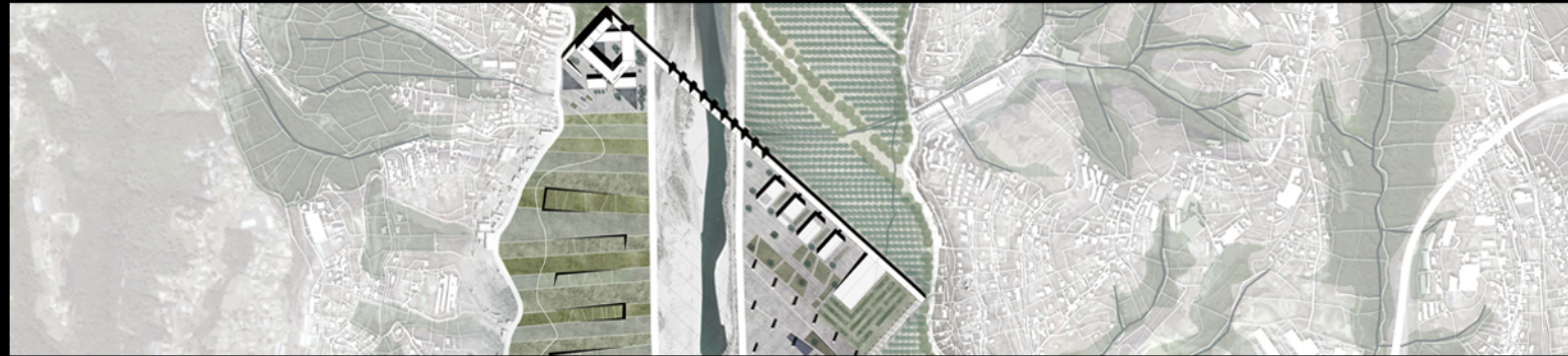
- | | | |
|---|---|------------------|
|  |  | Lawn |
|  |  | Lawn with trees |
|  |  | Field |
|  |  | Field with trees |



PATTERNS TRACES



02



SPACE
RELATIONSHIP





Legend

▲ Introduce Tactical View Points

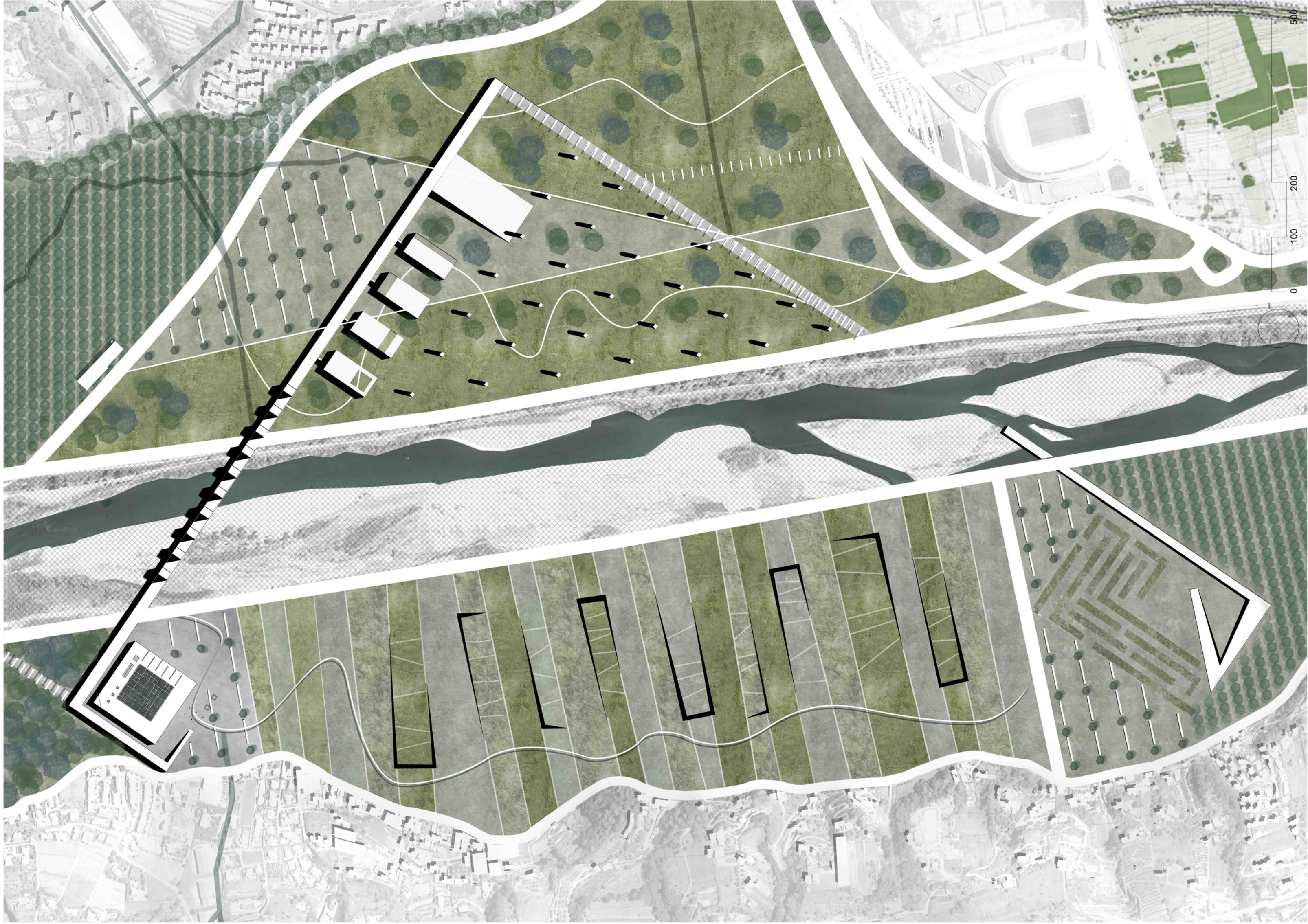
■ Regeneration Buildings

■ Agriculture Area

— Water system

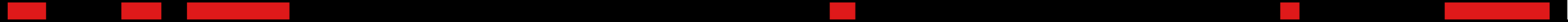
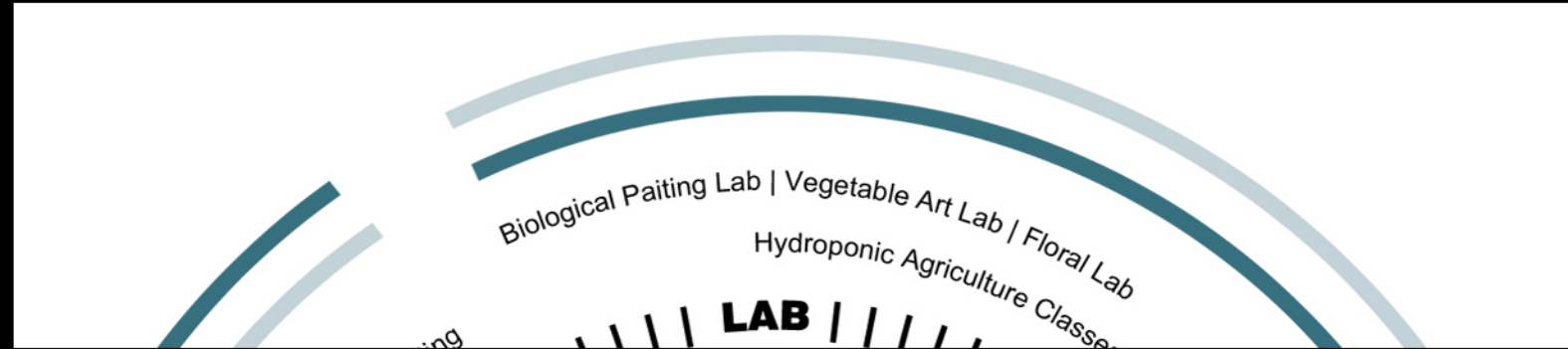
... Axis



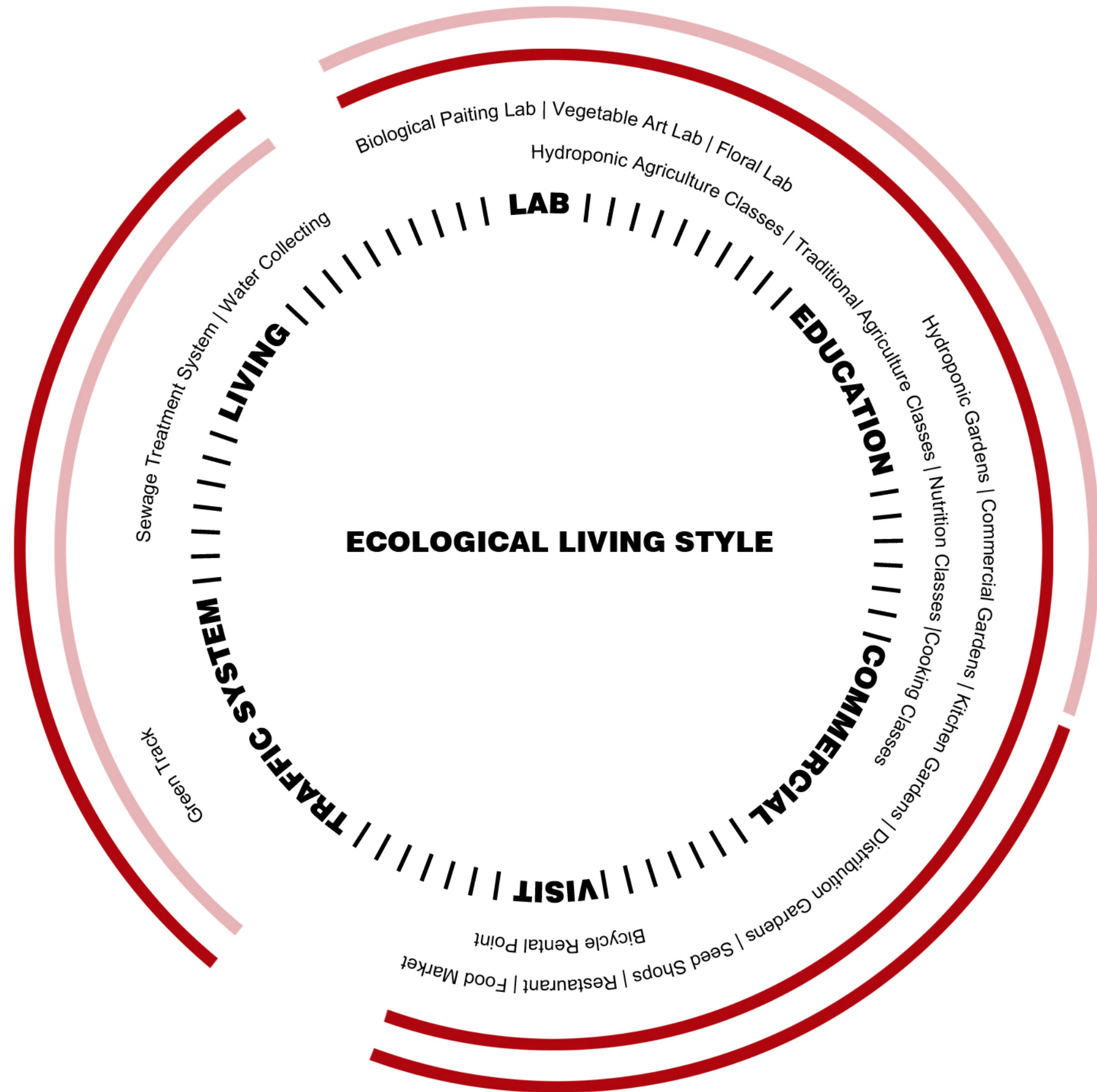


03

LANDSCAPE
LIBRARY



LANDSCAPE LIBRARY



LAB



EDUCATION



COMMERCIAL



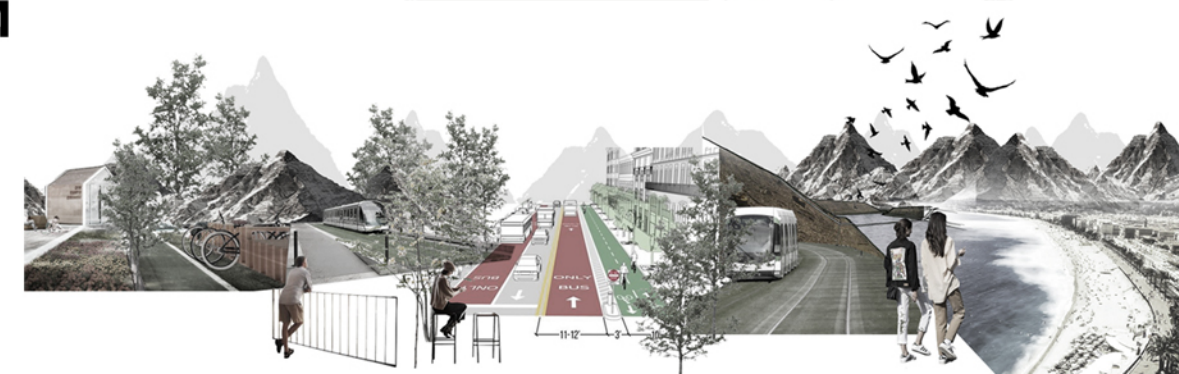
VISIT





LIVING






TRAFFIC SYSTEM





LANDSCAPE LIBRARY

Biological Painting Lab
 Type: LAB
 Introduction: Participants will paint with plant-derived pigments in the laboratory.
 User: 
 kid, student, elderly, others, tourist
 Output: 
 Paintings
 Contribution: Reduce pollution in painting.

Vegetable Art Lab
 Type: LAB
 Introduction: Participants will learn about vegetarian diets in the lab.
 User: 
 kid, student, elderly, others, tourist
 Output: 
 Knowledge about healthy food
 Contribution: Learn about healthy living.



Floral Lab
 Type: LAB
 Introduction: Participants will learn floral in the lab.
 User: 
 student, elderly, others, tourist
 Output: 
 Florist art
 Contribution: Improve the quality of life under the premise of environmental protection.



Hydroponic Agriculture Classes
 Type: EDUCATION
 Introduction: Participants will learn about hydroponic techniques in class.
 User: 
 student, elderly, others, tourist, scholar
 Output: 
 Hydroponic plant
 Contribution: Popularize hydroponic knowledge.

Traditional Agriculture Classes
 Type: EDUCATION
 Introduction: Participants will learn about traditional farming in class.
 User: 
 student, elderly, others, tourist, scholar
 Output: 
 knowledge about traditional agriculture
 Contribution: Popularize farming-related knowledge.

Nutrition Classes
 Type: EDUCATION
 Introduction: Participants will learn about diet and healthy eating in class.
 User: 
 kid, student, elderly, others, tourist
 Output: 
 Nutrition recipe
 Contribution: Learning healthy eating.

Cooking Classes
 Type: EDUCATION
 Introduction: Participants will learn about cooking and recipes in class.
 User: 
 student, elderly, others, tourist
 Output: 
 Dishes
 Contribution: Learning cooking.

Hydroponic Gardens
 Type: COMMERCIAL
 Introduction: Participants can visit hydroponic plants and purchase hydroponic plants.
 User: 
 kid, student, elderly, others, tourist, scholar
 Output: 
 Hydroponic plants
 Contribution: Amateur relaxation.

Commercial Gardens
 Type: COMMERCIAL
 Introduction: Participants can visit traditional plant cultivation and purchase.
 User: 
 kid, student, elderly, others, tourist, scholar
 Output: 
 Plants
 Contribution: Popularize farming-related knowledge.



Kitchen Gardens
 Type: COMMERCIAL
 Introduction: Participants can buy residual materials and participate in kitchen activities on the spot.
 User: 
 kid, student, elderly, others, tourist
 Output: 
 Fresh ingredients and dishes
 Contribution: Make food fresher and healthier.


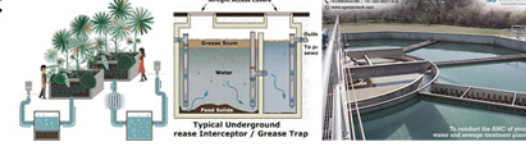
Distribution Gardens
 Type: COMMERCIAL
 Introduction: Can rent some area for planting.
 User: 
 elderly, others, tourist, scholar
 Output: 
 Paintings
 Contribution: People can experience farming life.


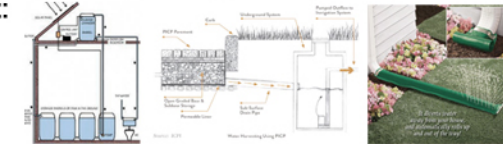
Seed Shops
 Type: COMMERCIAL
 Introduction: Plant seeds can be purchased in the shops.
 User: 
 kid, student, elderly, others, tourist, scholar
 Output: 
 Seeds
 Contribution: Can buy the seed you want.



Restaurant
 Type: COMMERCIAL
 Introduction: Zero Km Food.
 User: 
 kid, student, elderly, others, tourist, scholar
 Output: 
 Healthy and fresh ingredients
 Contribution: Make people feel more at ease and health.

Food Market
 Type: COMMERCIAL
 Introduction: Can buy vegetables or fruits grown by local people.
 User: 
 student, elderly, others, tourist
 Output: 
 Fresh fruits and vegetables
 Contribution: Convenient for citizens.

Bicycle Rental Point
 Type: VISIT
 Introduction: Bicycles can be rented to explore all parts of our area, and rental points can be set up every 3km.
 User: 
 kid, student, elderly, others, tourist, scholar
 Output: 
 bicycle
 Contribution: Environmental travel.

Sewage Treatment System
 Type: LIVING
 Introduction: Treatment of residential or commercial wastewater with advanced wastewater treatment technology.
 User: 
 kid, student, elderly, others, tourist, scholar
 Output: 
 Clean water
 Contribution: Environmental protection.

Water Collecting
 Type: LIVING
 Introduction: Collect water such as rainwater and recycle water.
 User: 
 kid, student, elderly, others, tourist, scholar
 Output: 
 Clean water
 Contribution: Environmental protection.

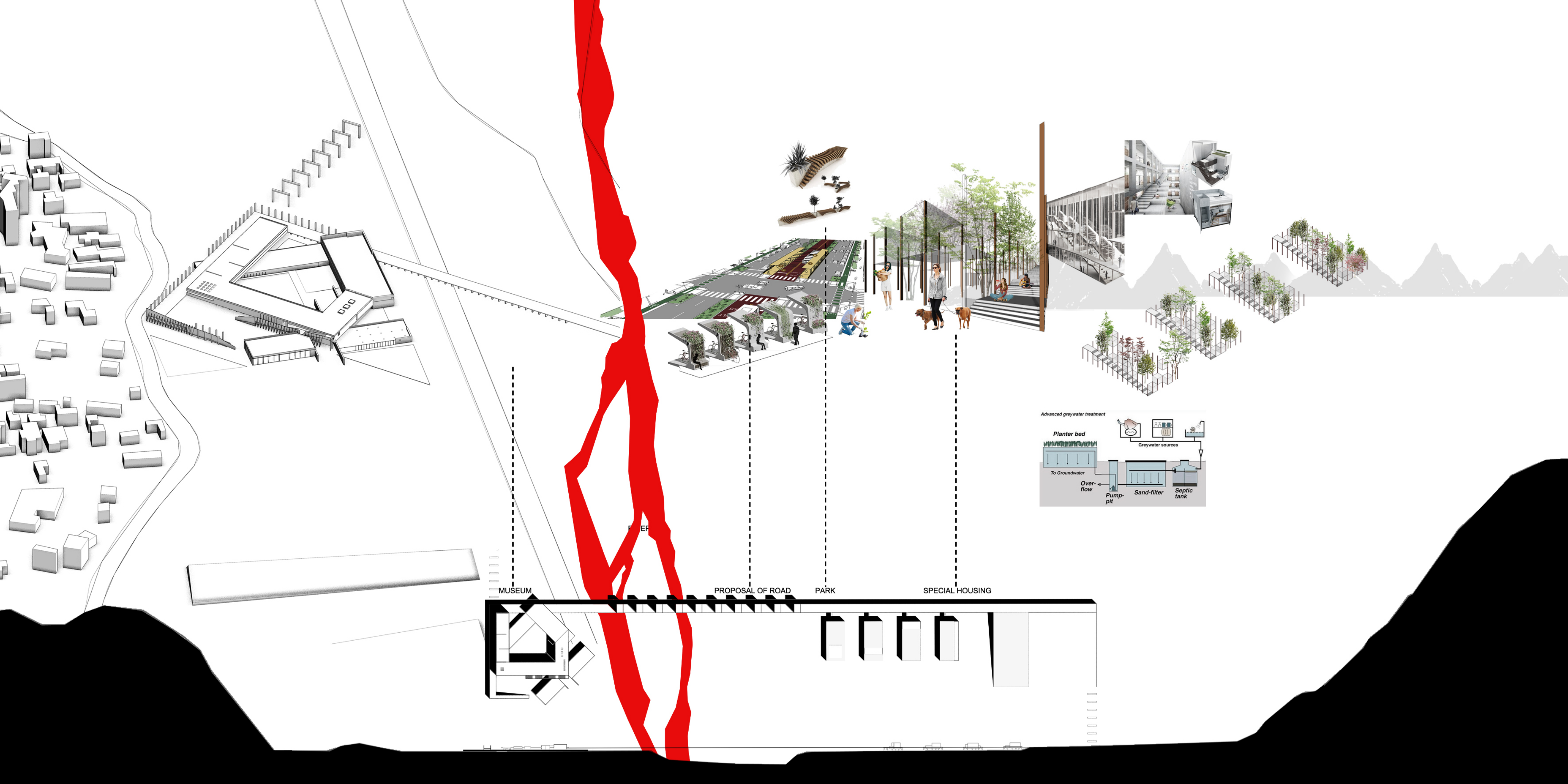
Green Track
 Type: TRAFFIC SYSTEM
 Introduction: Prevent pollution and protect the environment
 User: 
 kid, student, elderly, others, tourist, scholar
 Output: 
 Contribution: Environmental protection.

04



ARCHITECTURE
DESIGN



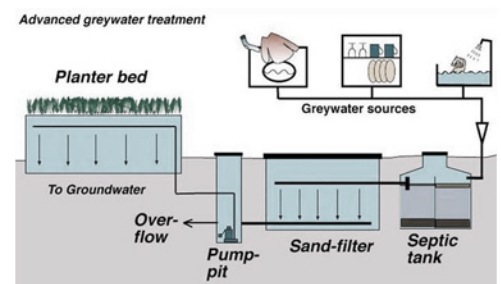


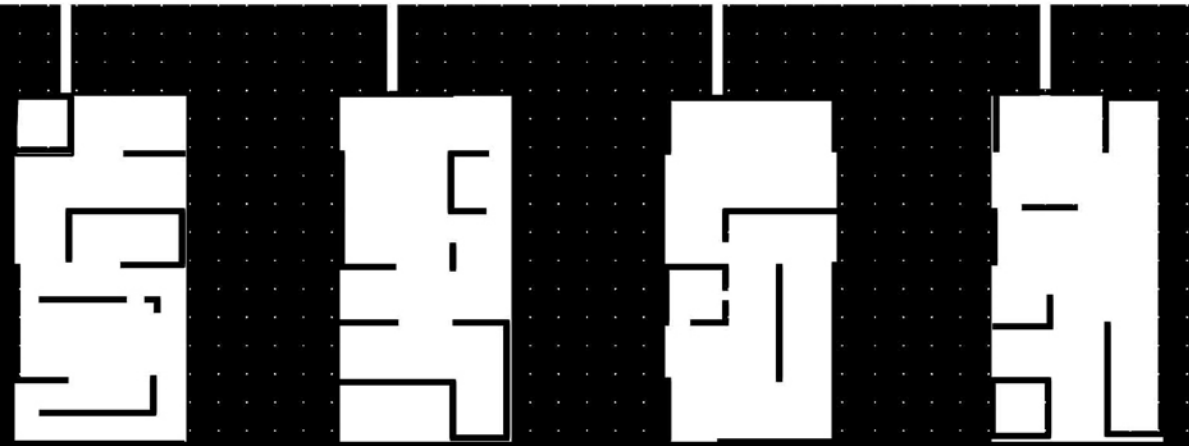
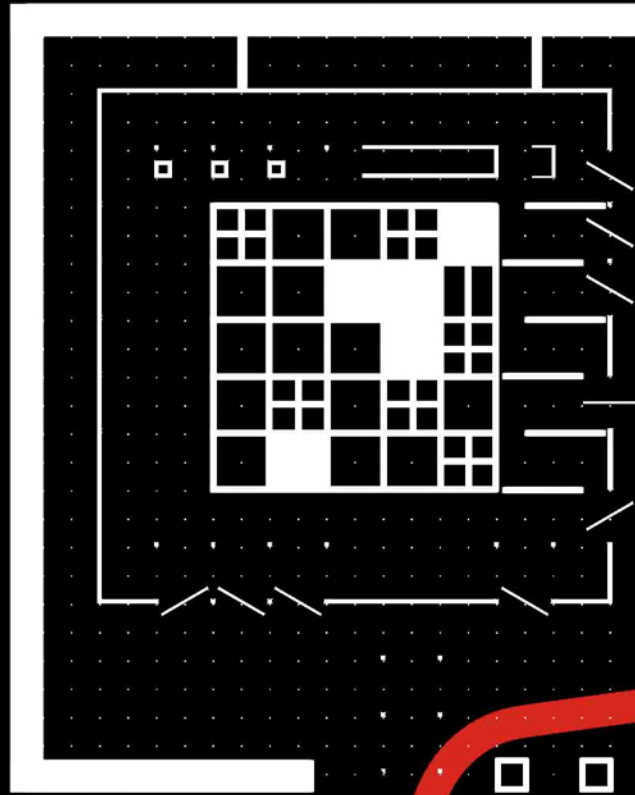
MUSEUM

PROPOSAL OF ROAD

PARK

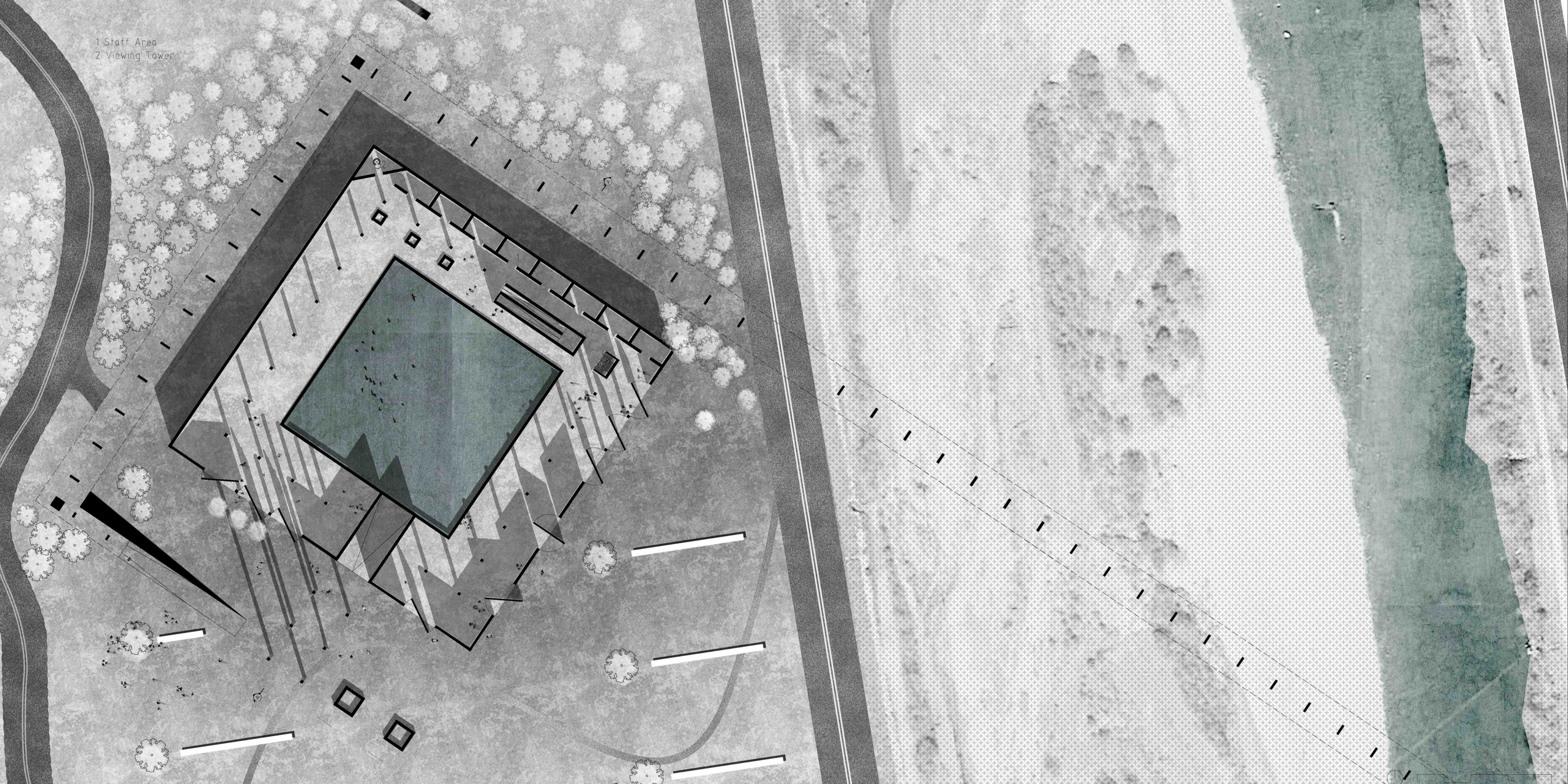
SPECIAL HOUSING







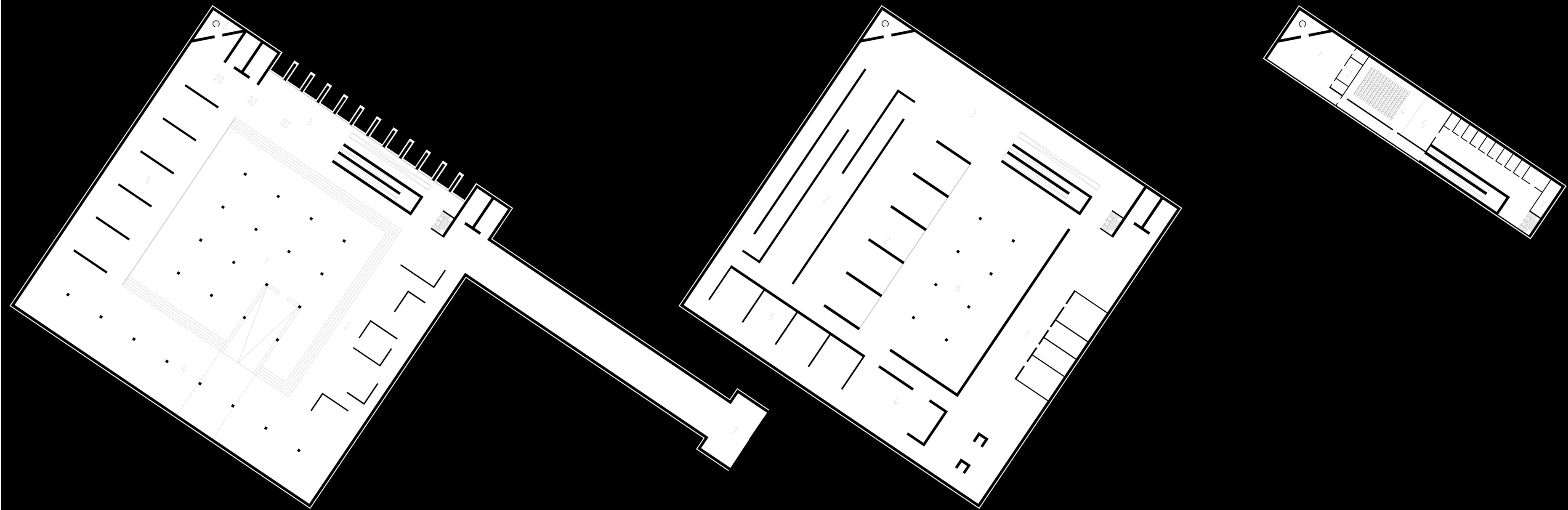
1 Staff Area
2 Viewing Tower

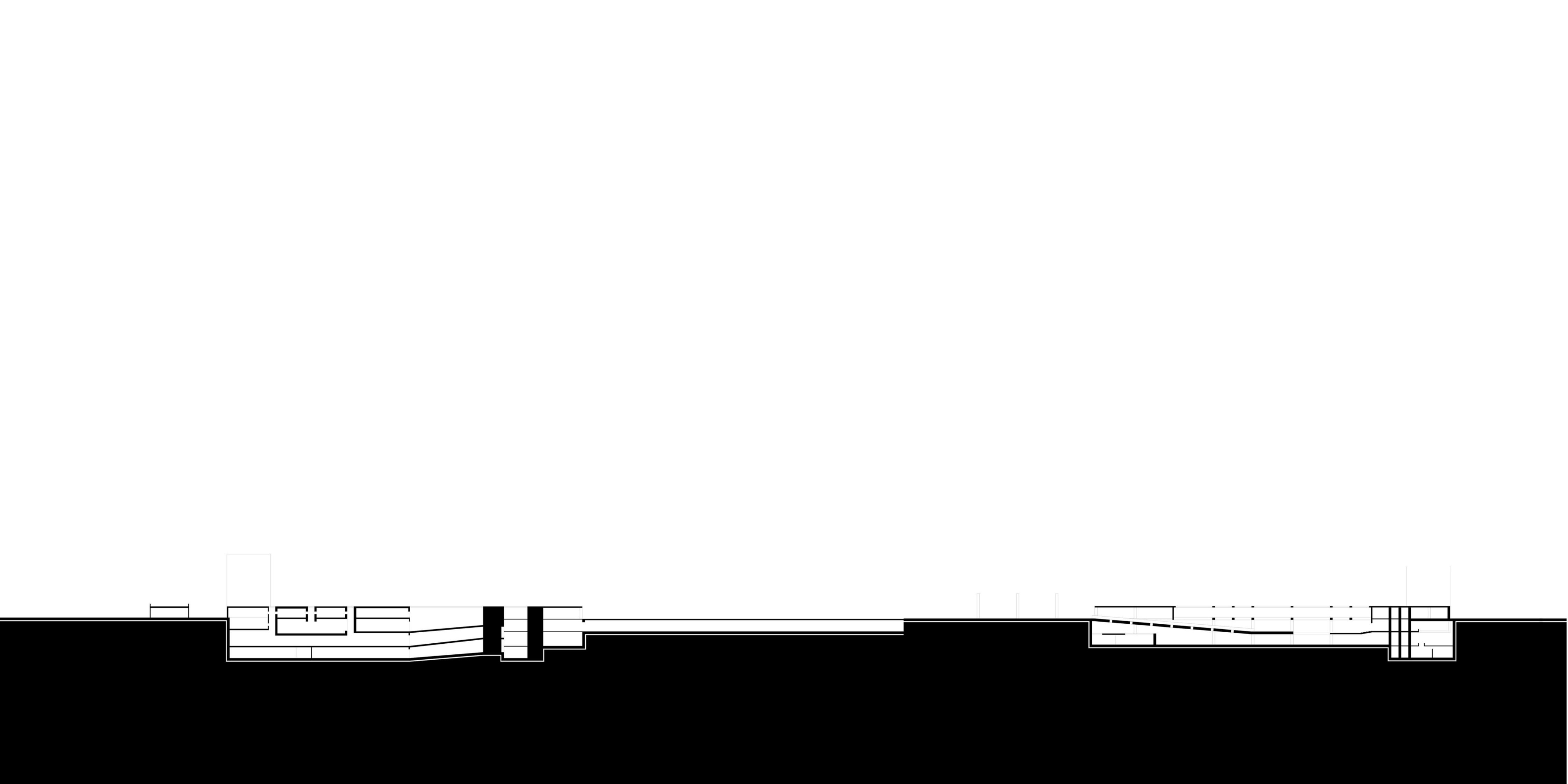


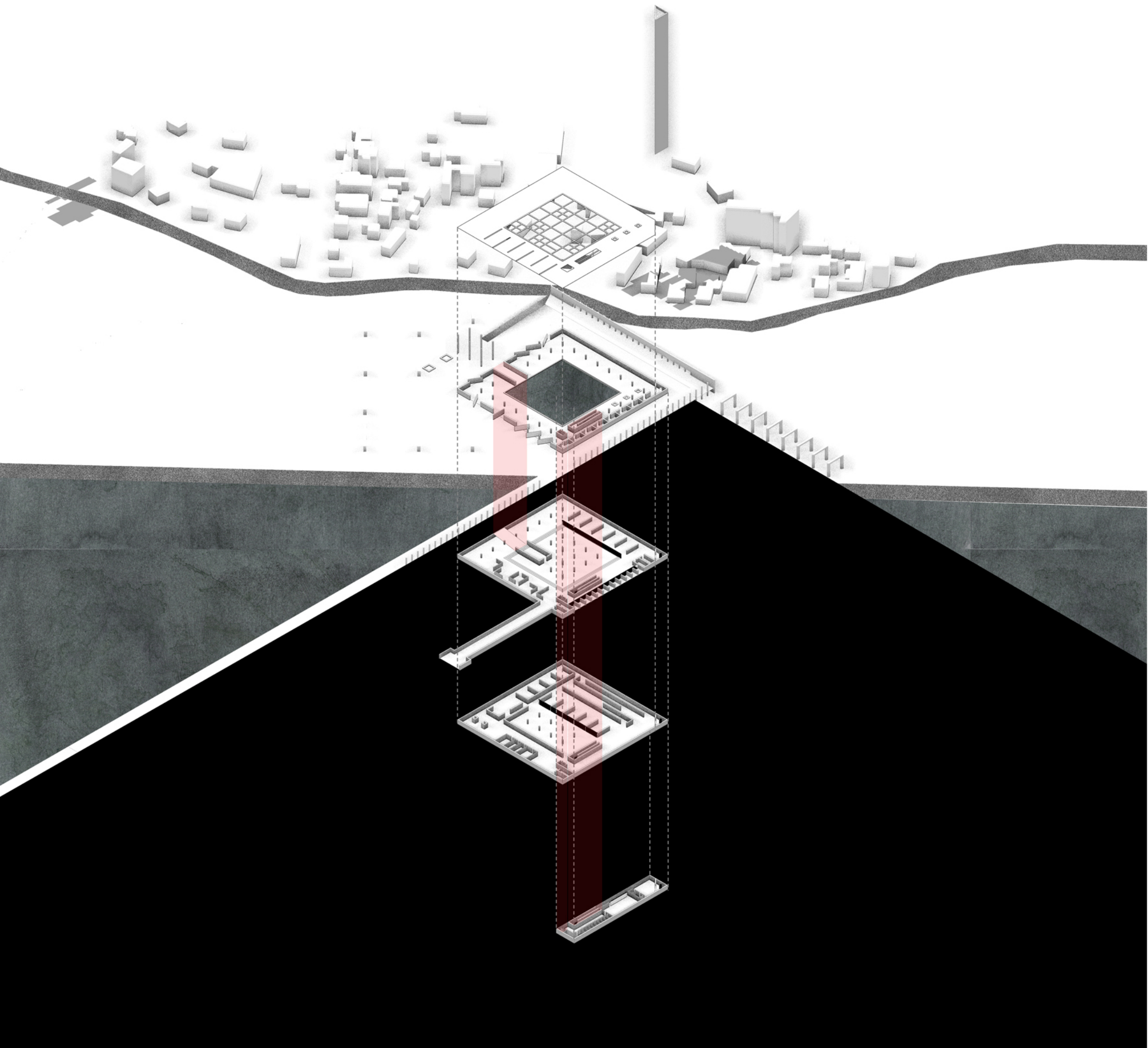
- 1 Reception
- 2 Library
- 3 Cafe
- 4 Exhibition - Past
- 5 Exhibition - Present
- 6 Viewing tower
- 7 River Viewing Platform

- 1 Co-working
- 2 Exhibition - Future
- 3 Rest Area
- 4 Classrooms
- 5 Lab
- 6 Multimedia Center
- 7 Viewing tower

- 1 Lobby
- 2 Technical Room
- 3 Aisle
- 4 Auditorium
- 5 Stage
- 6 Dressing Room
- 7 Rehearsal Area

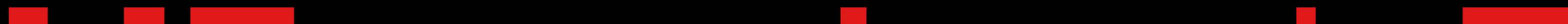
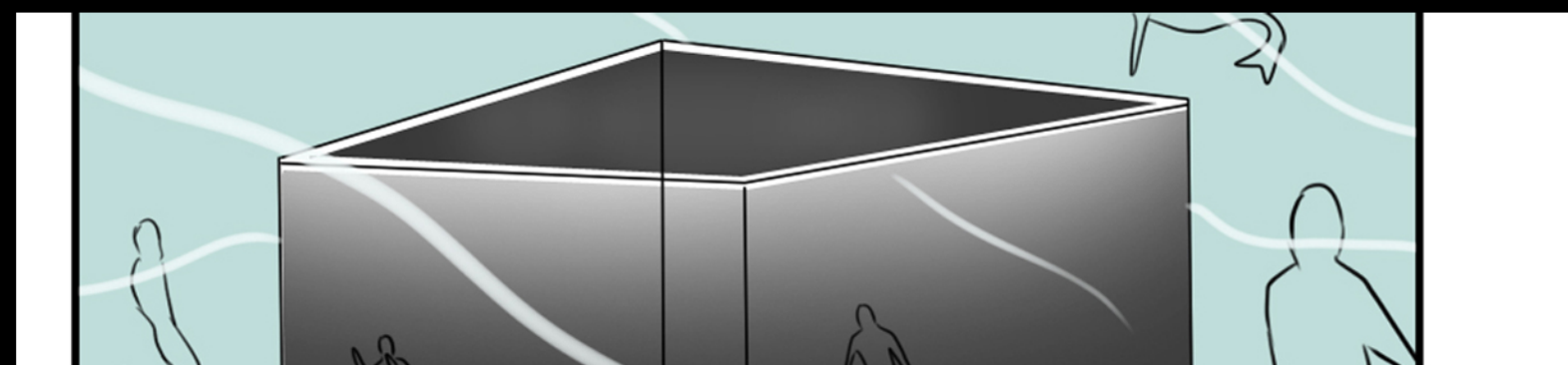


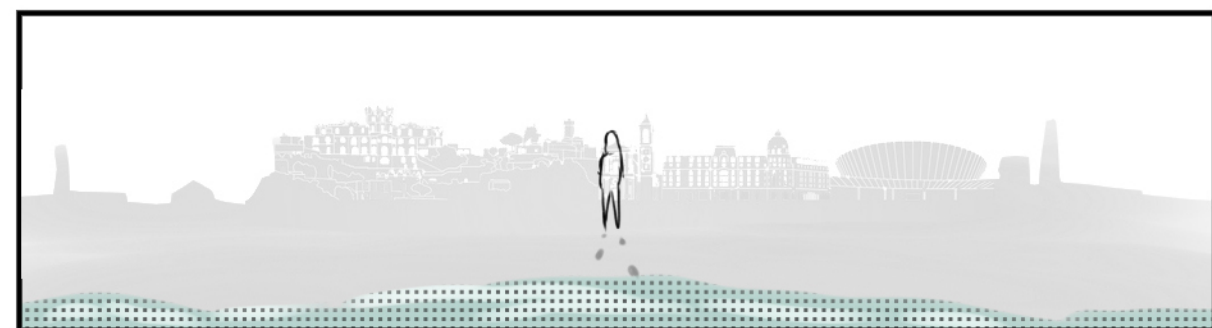
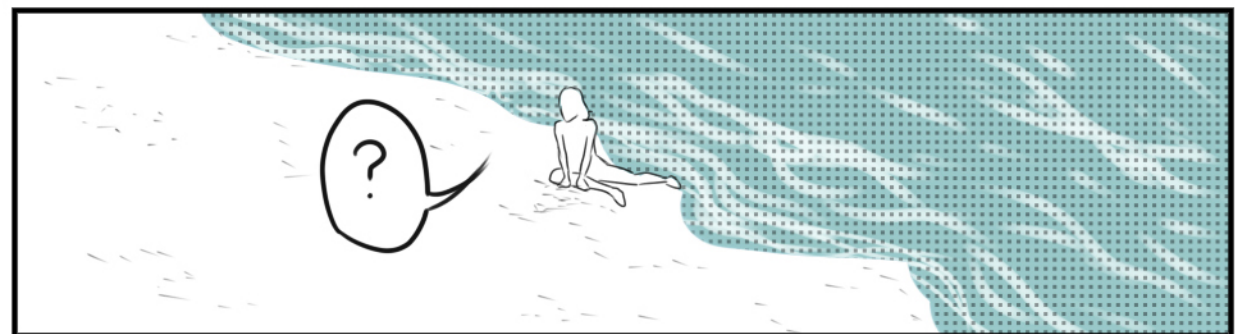
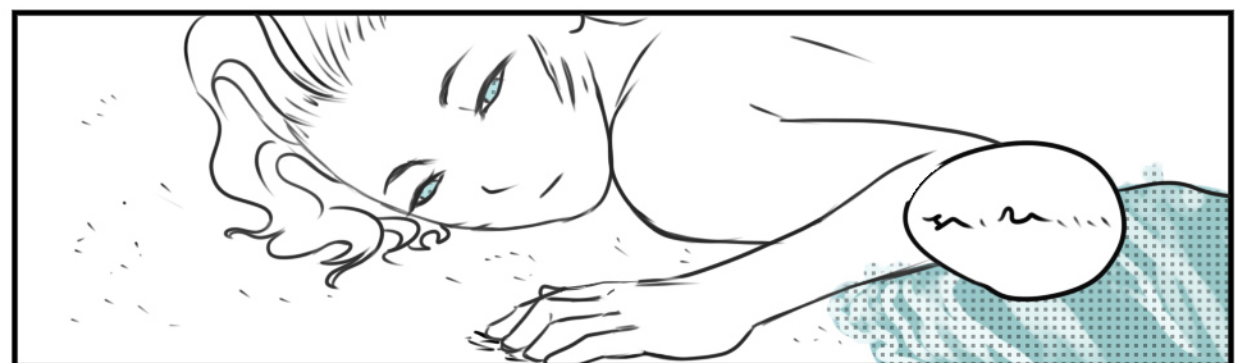
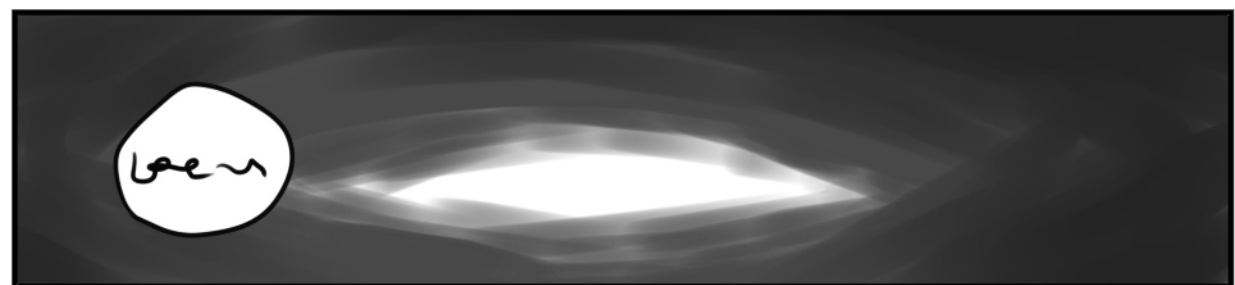


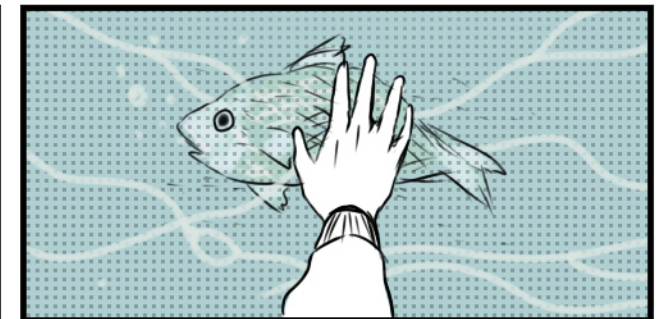
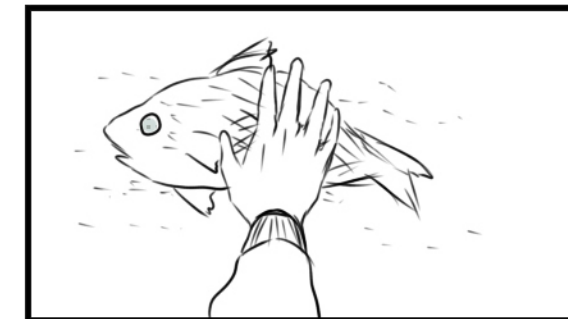
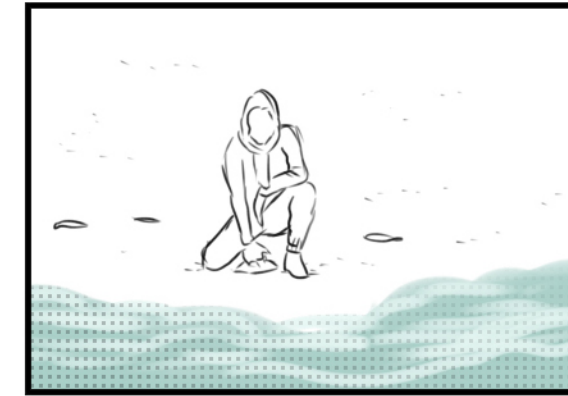
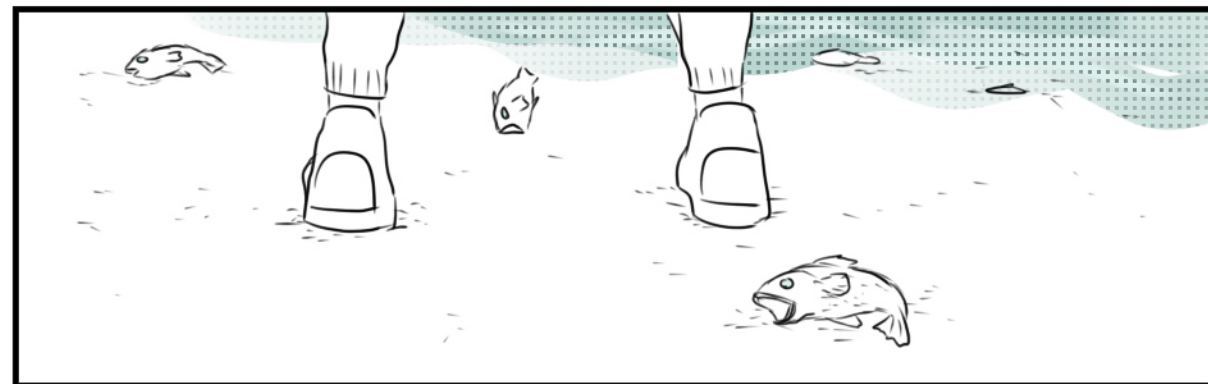
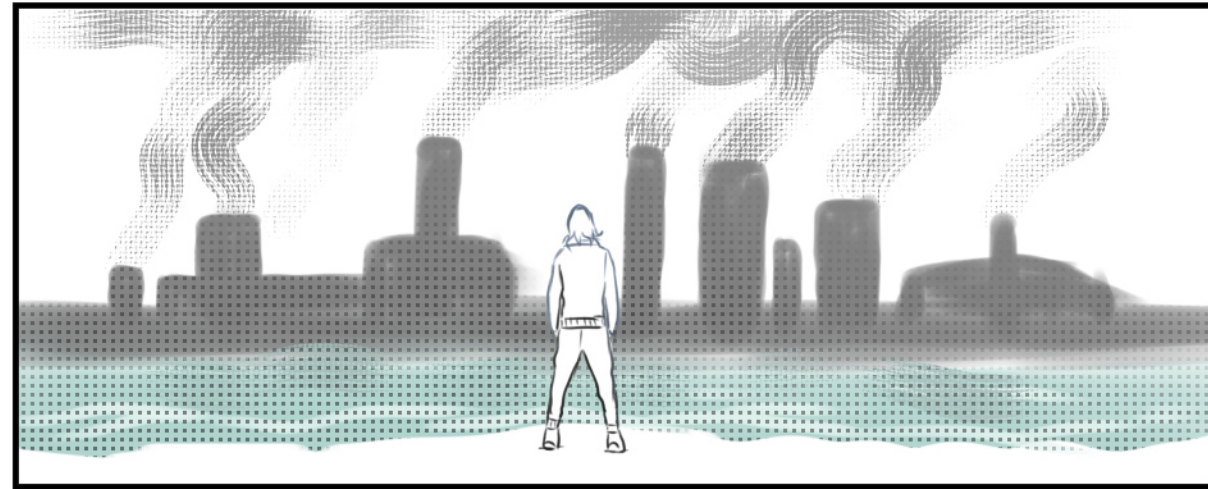
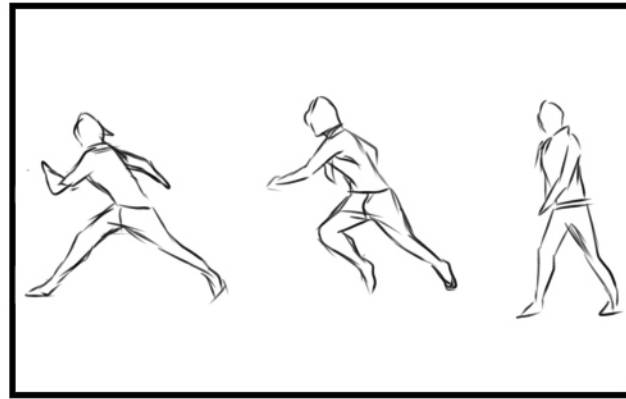


05

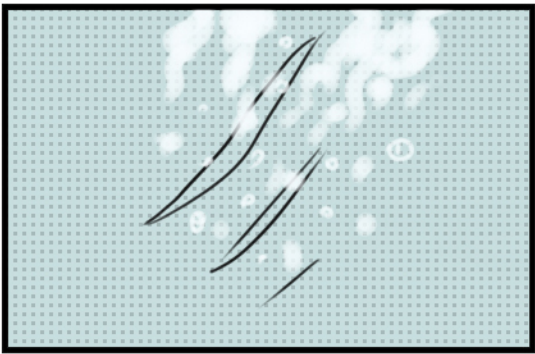
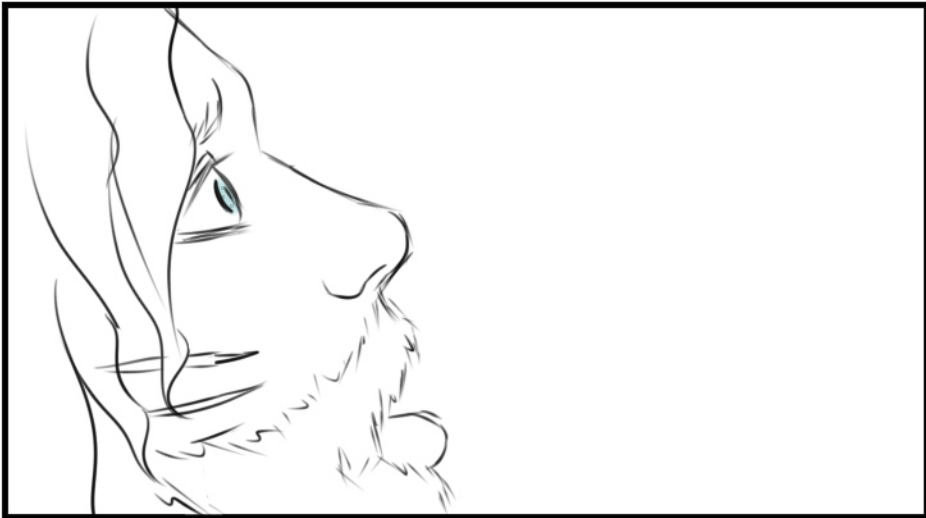
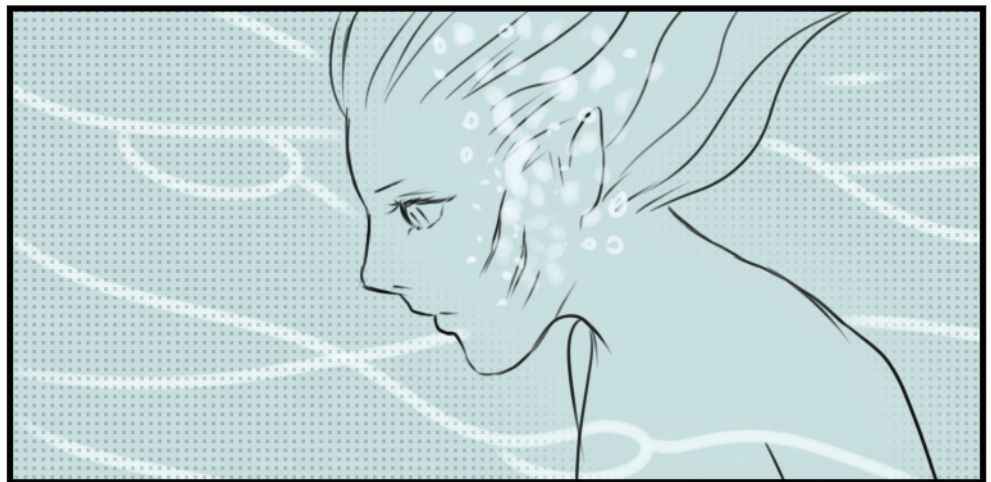
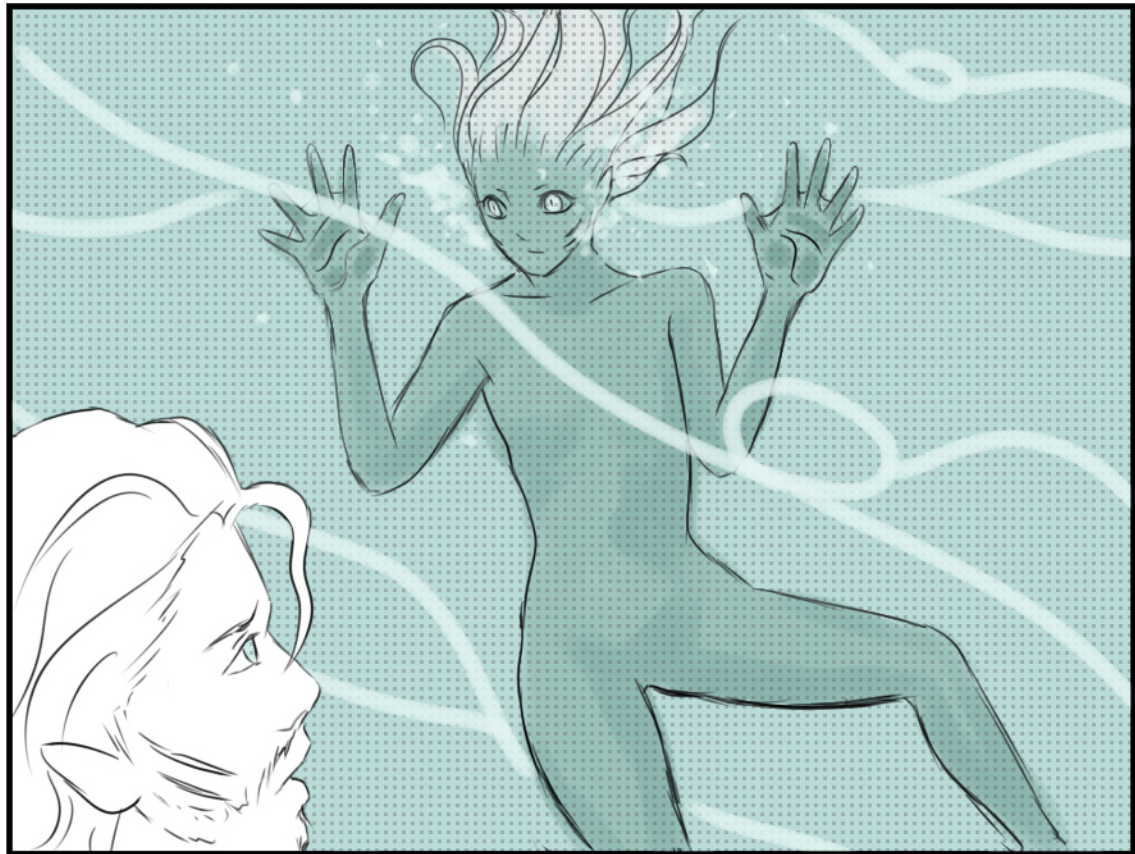
STORY
TELLING

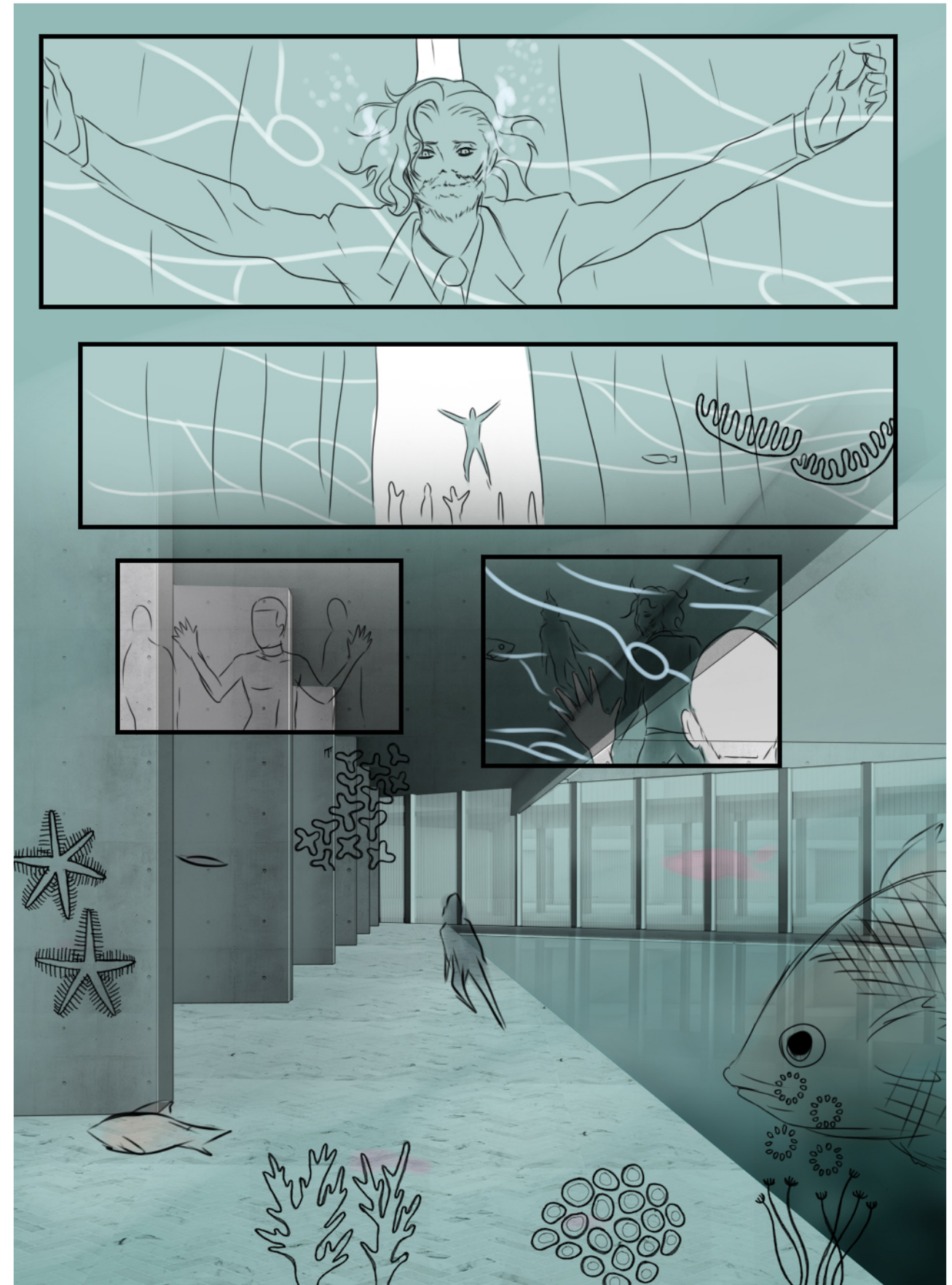
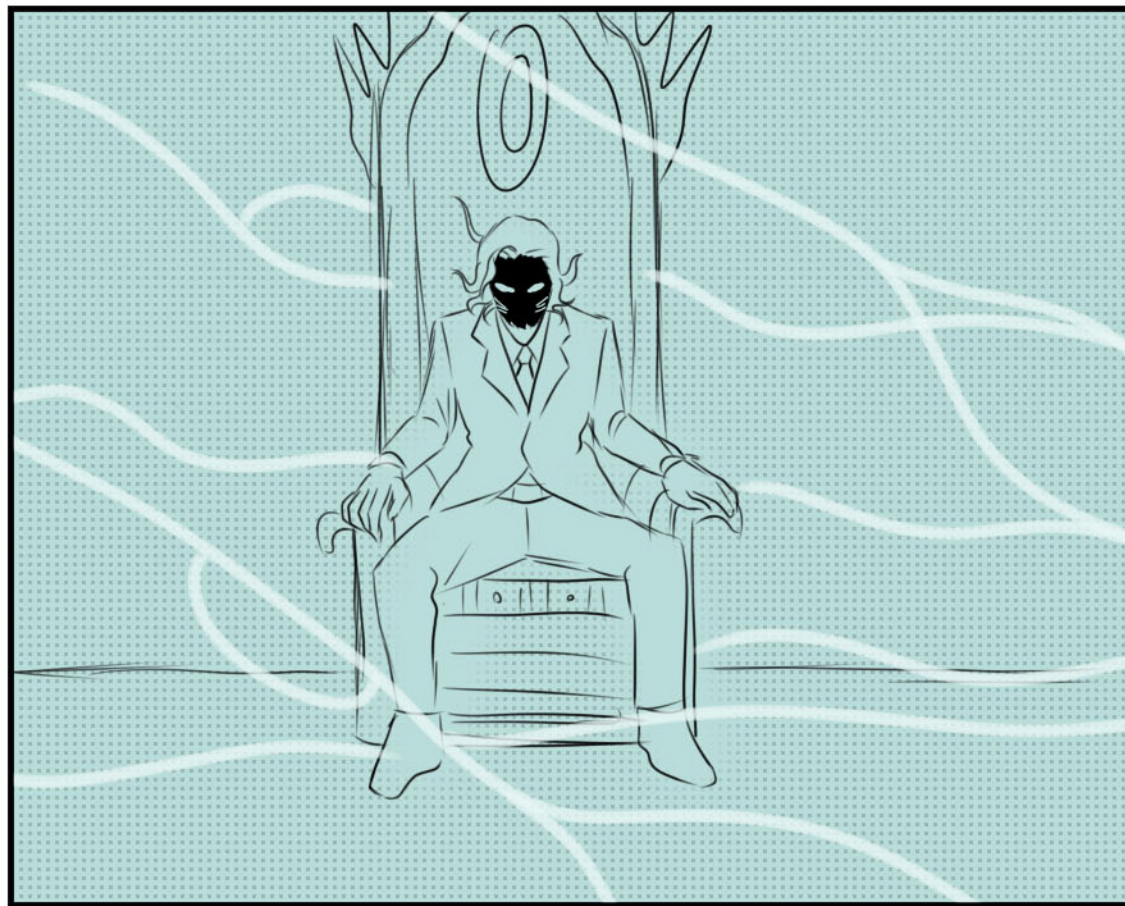
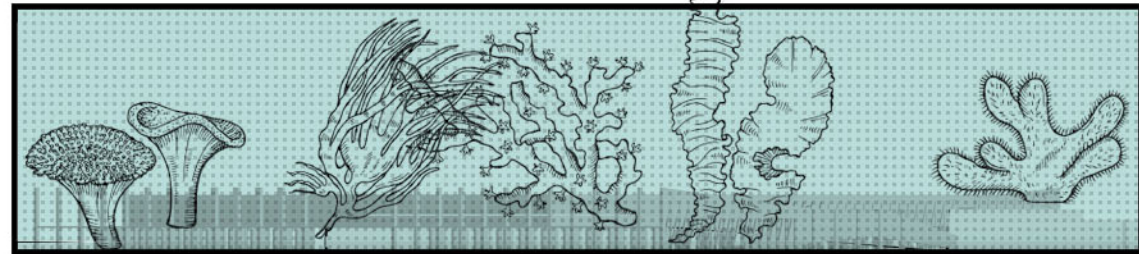
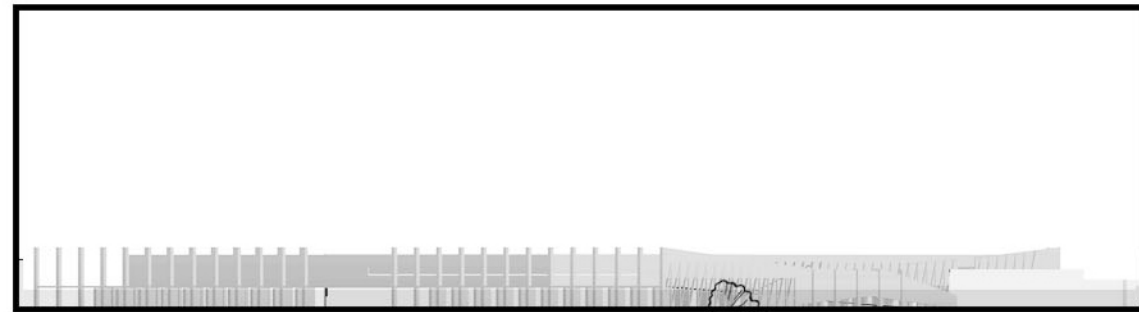


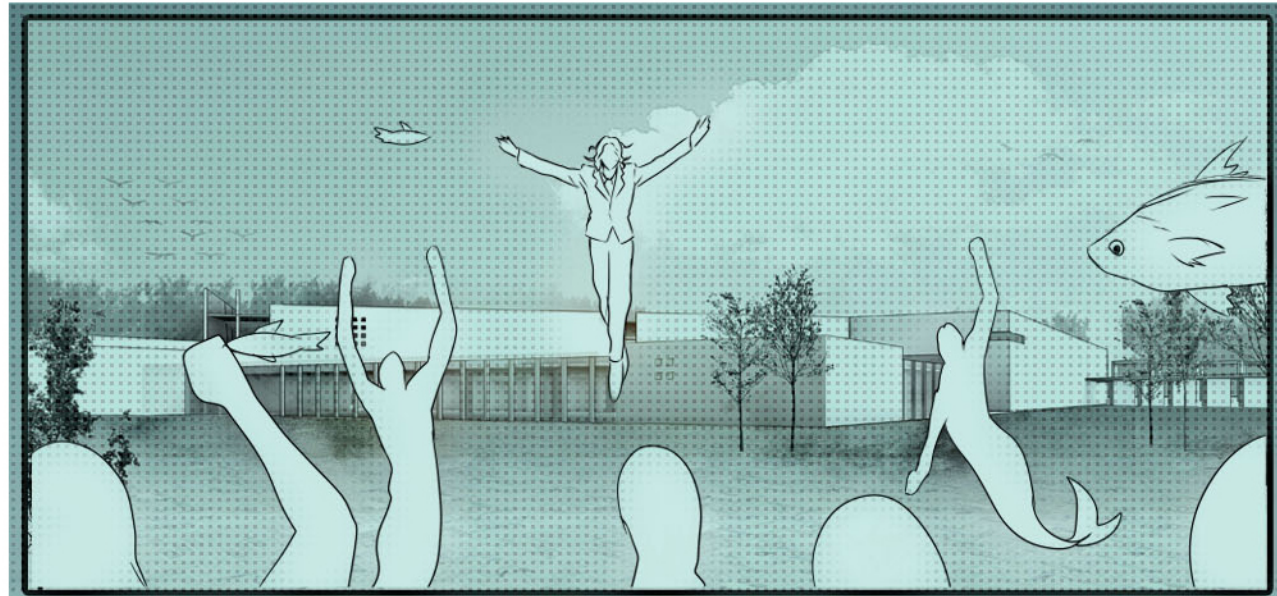




What have I heard?







JAMES RULE THE WORLD THAT ONLY THOSE WHO CAN BREATH UNDER WATER.

