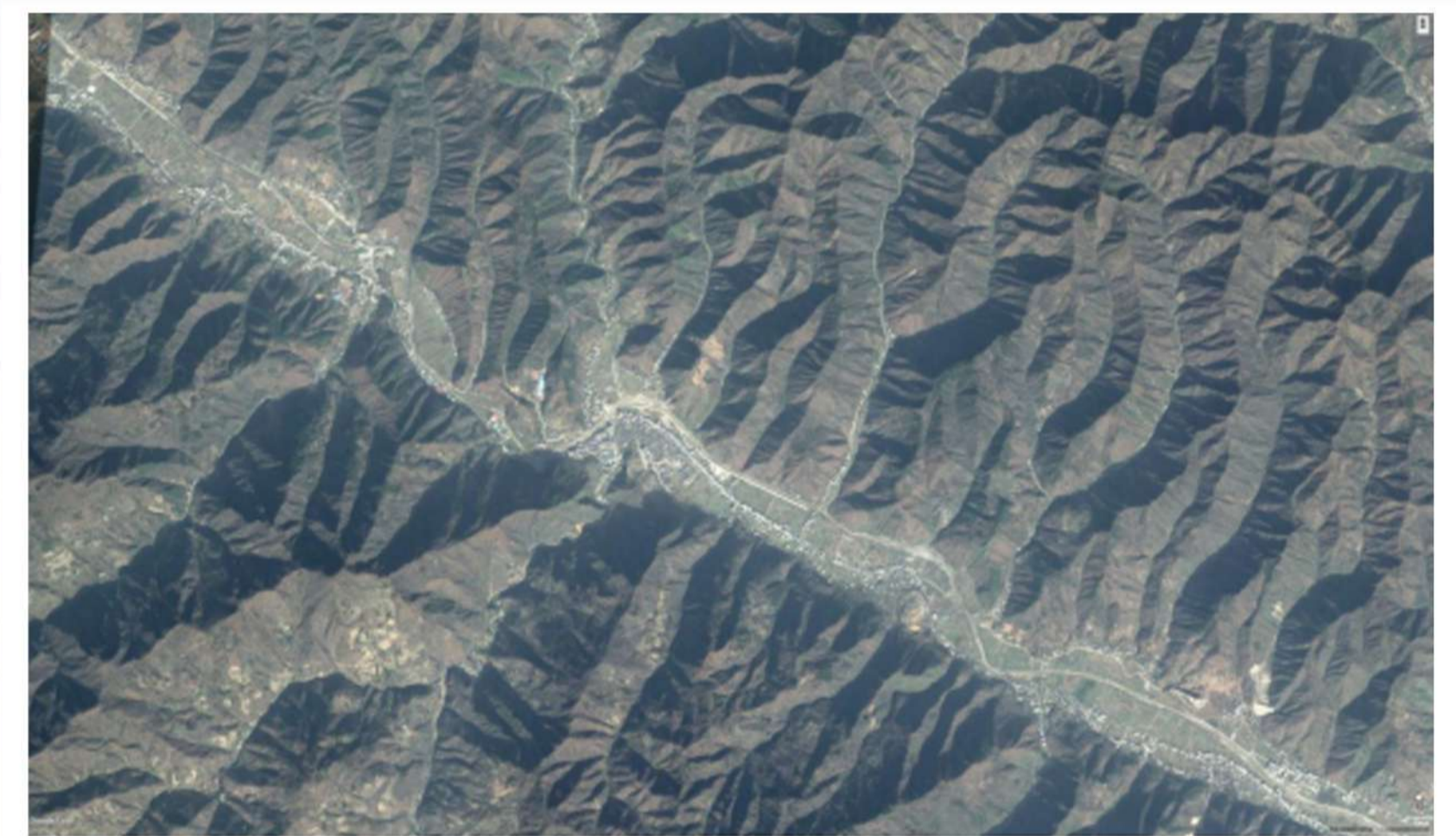
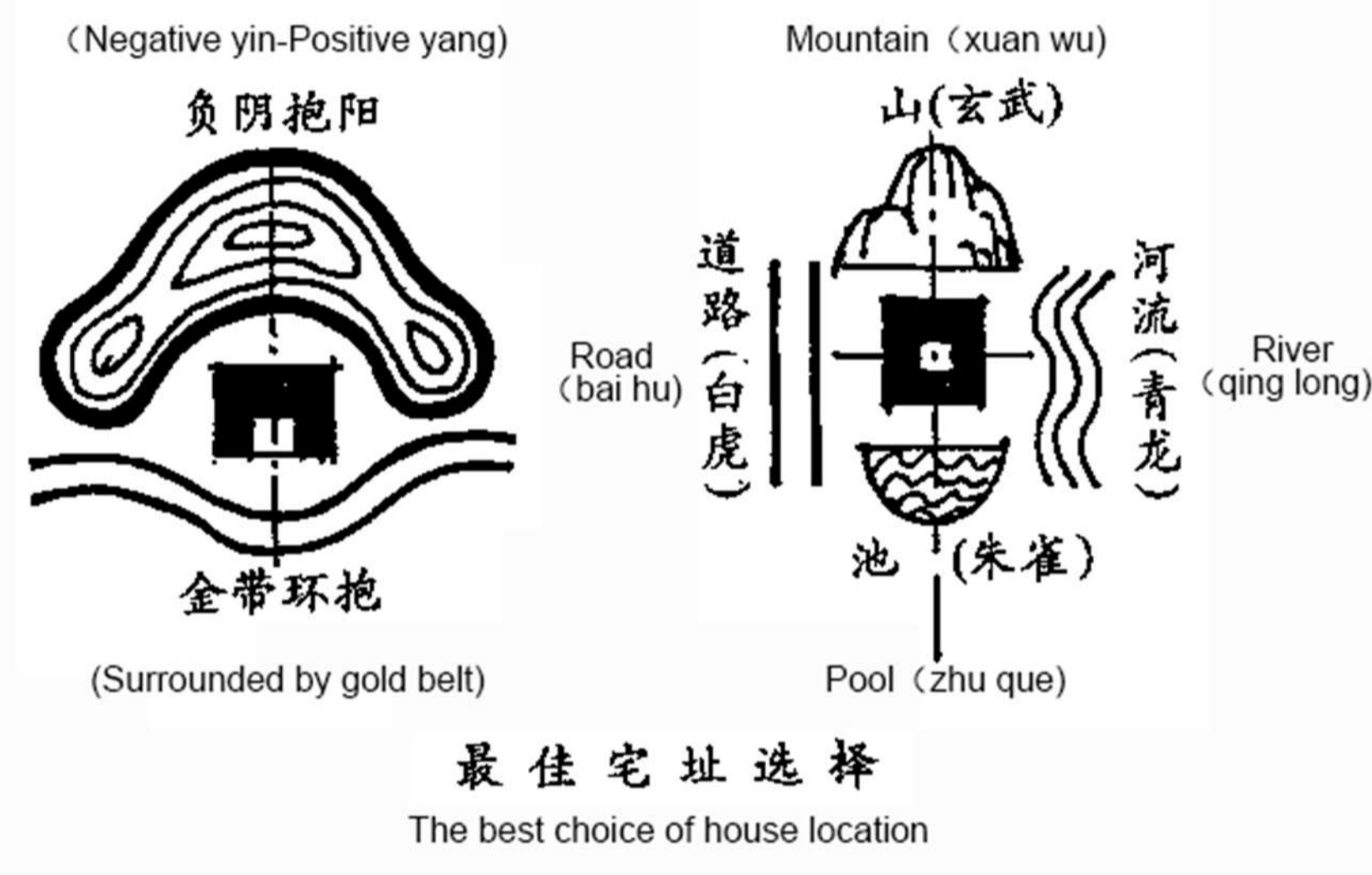
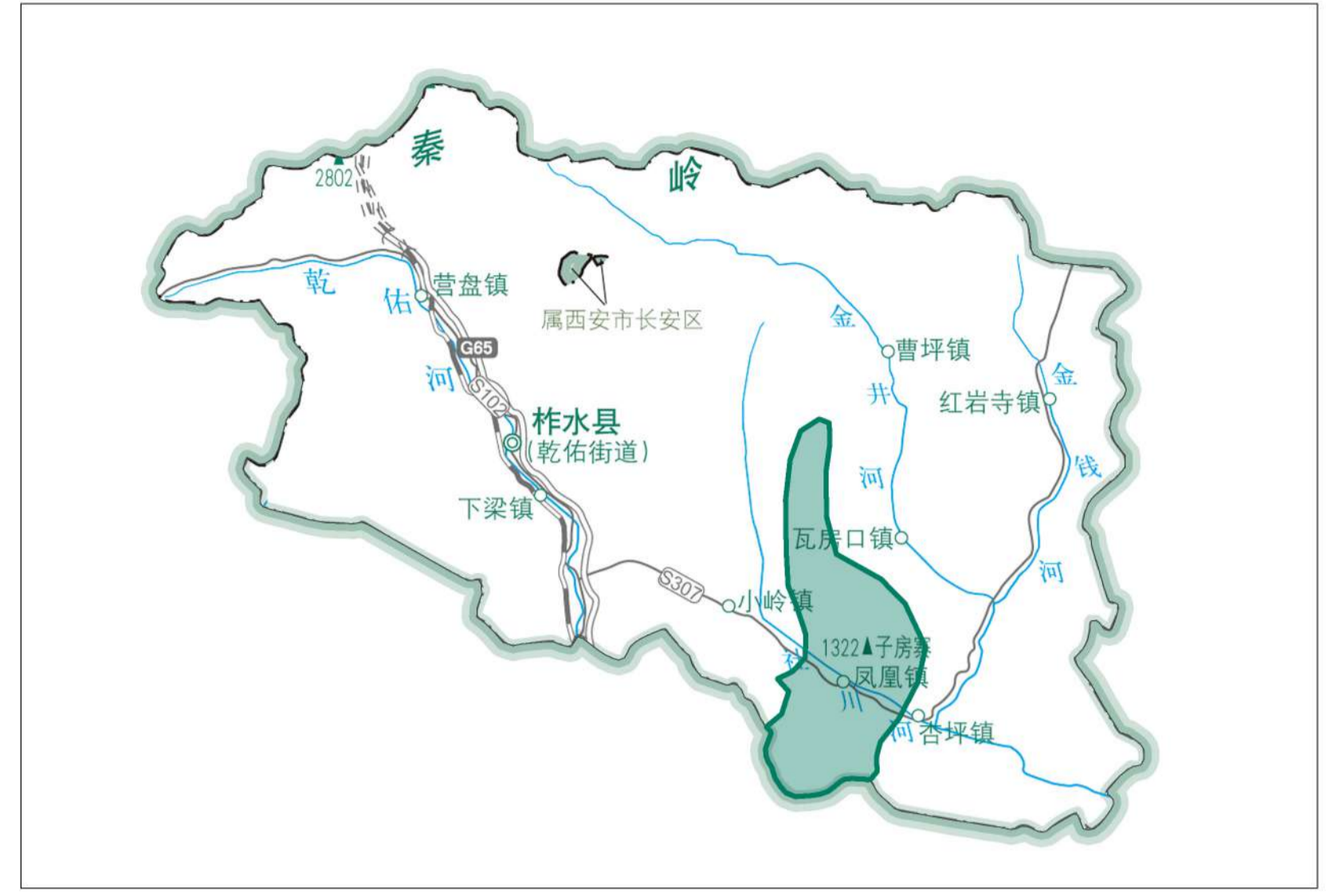
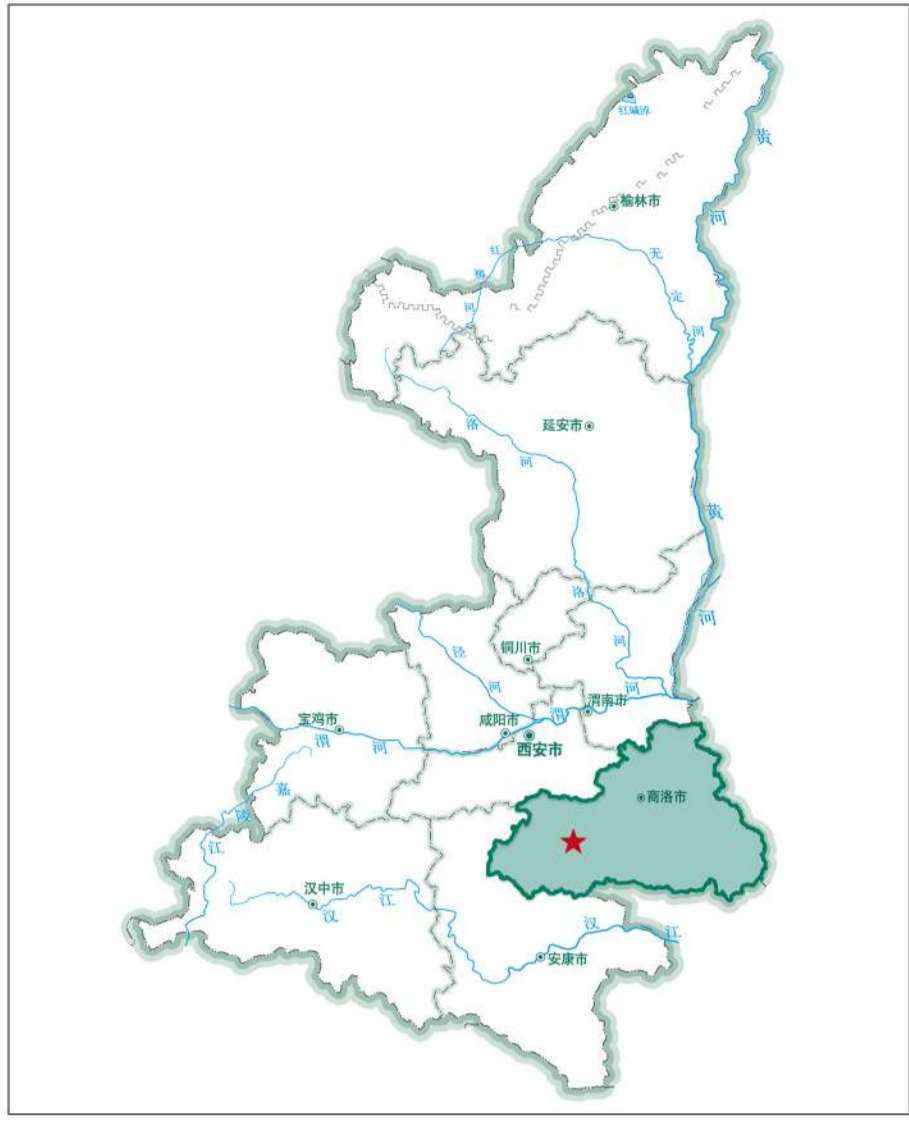
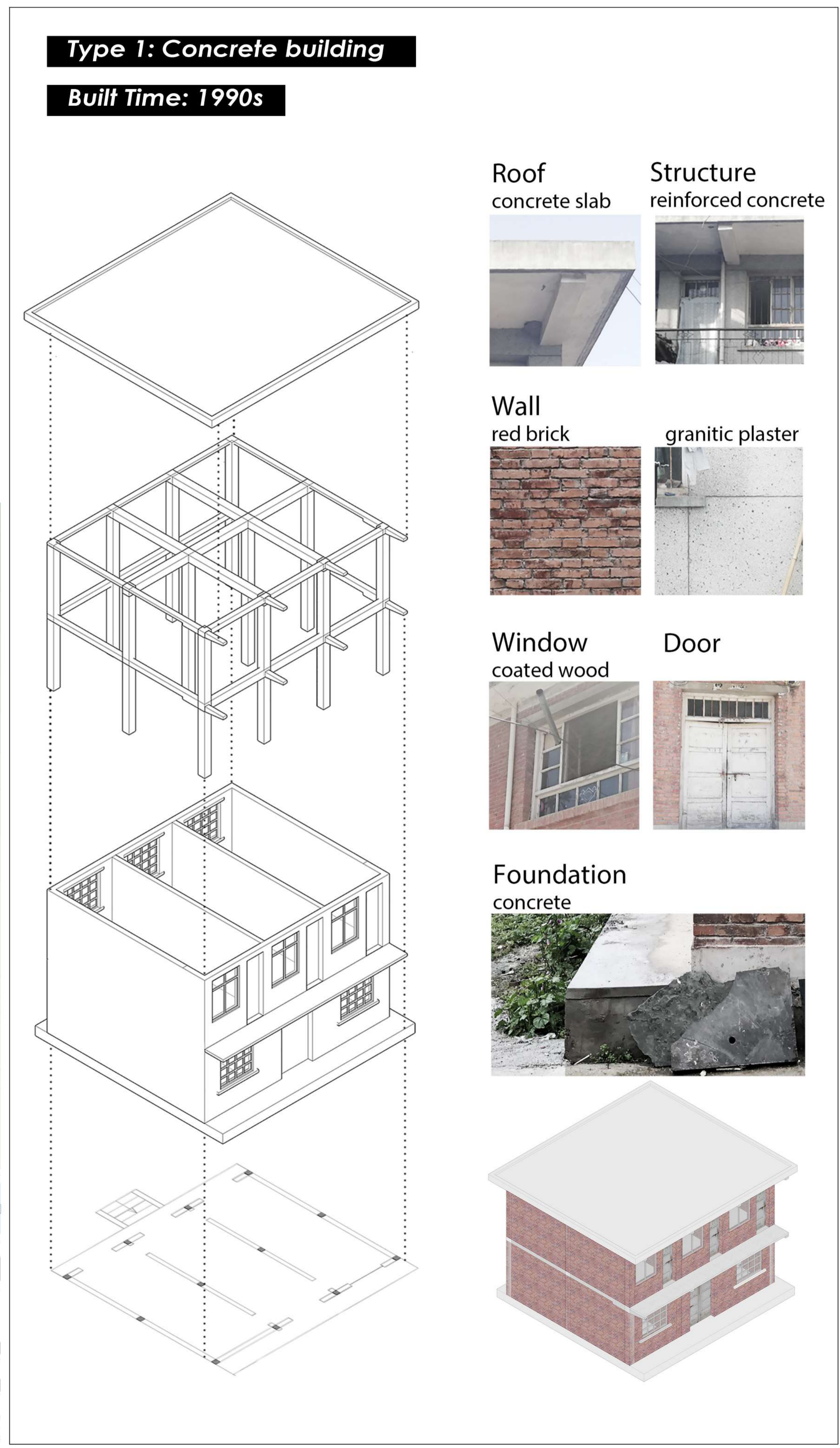
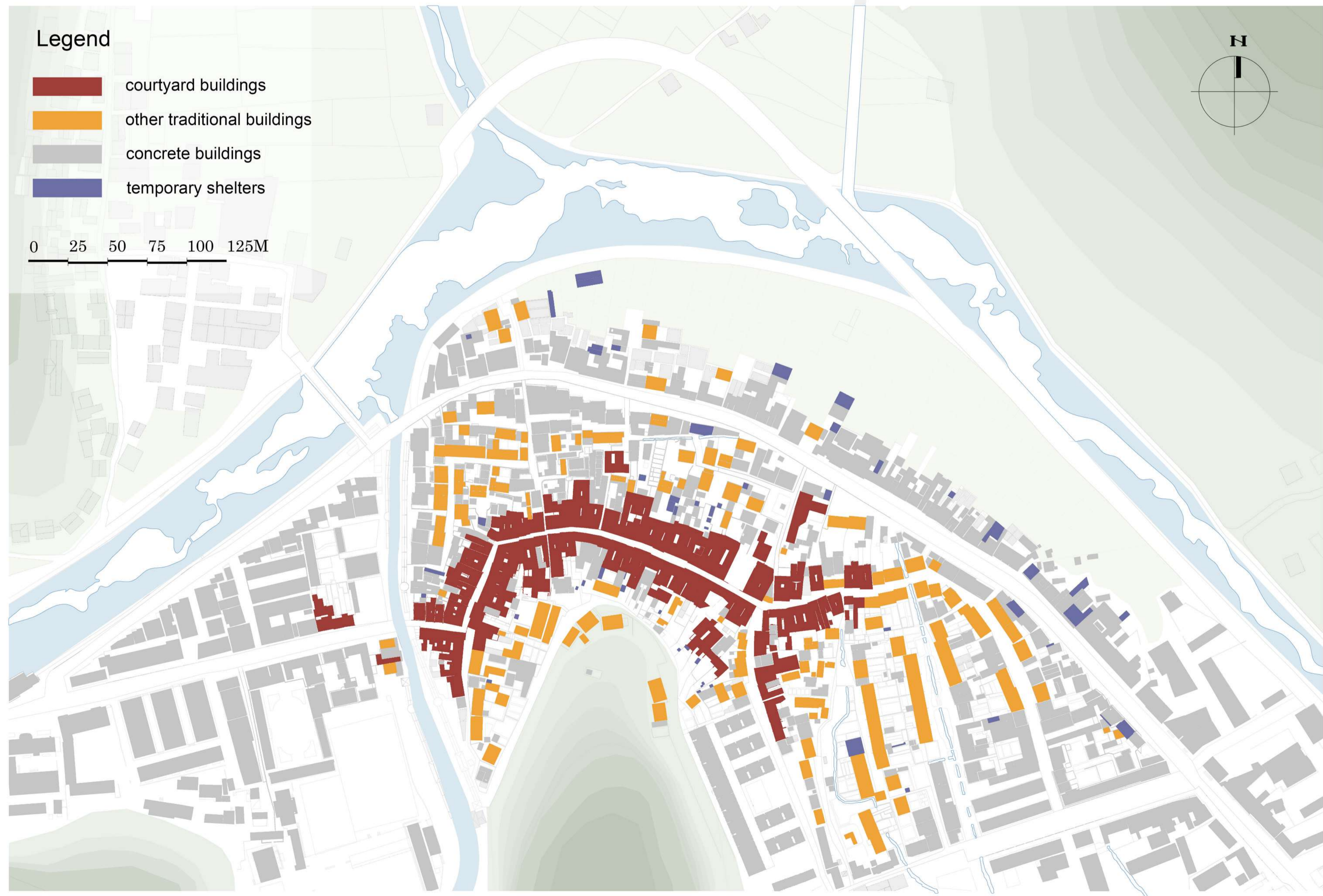
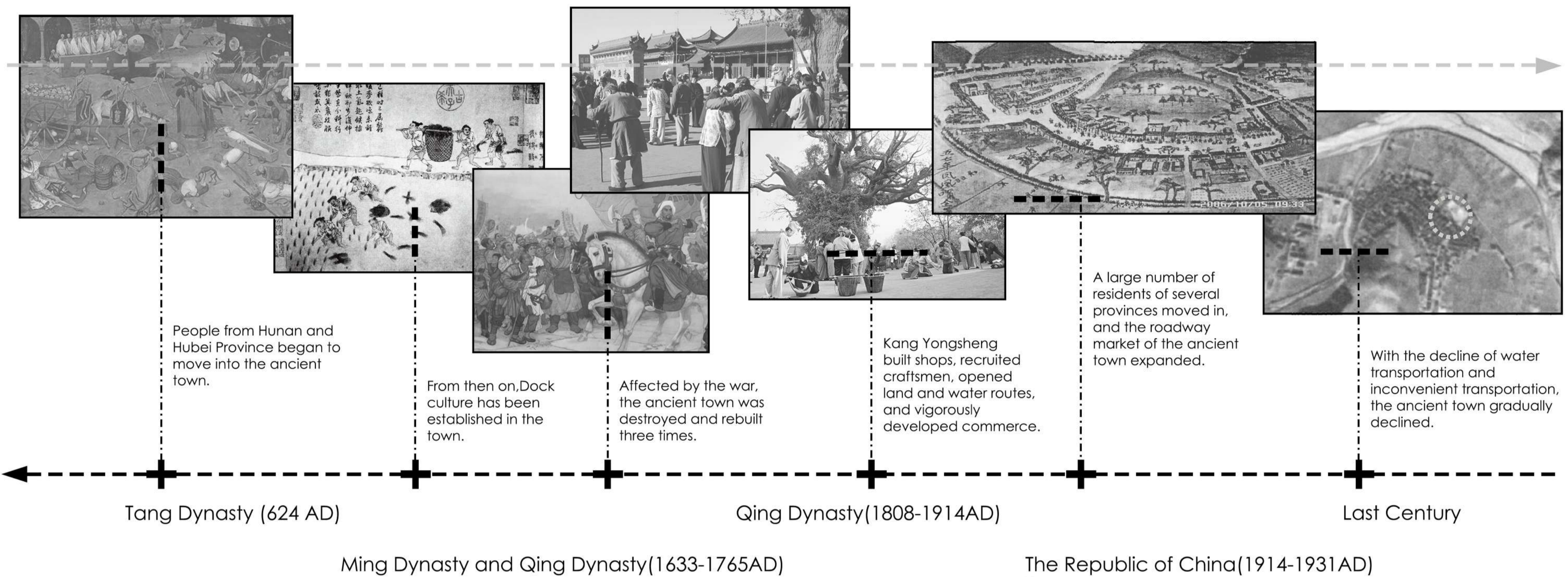


01 Analysis of the Landscape



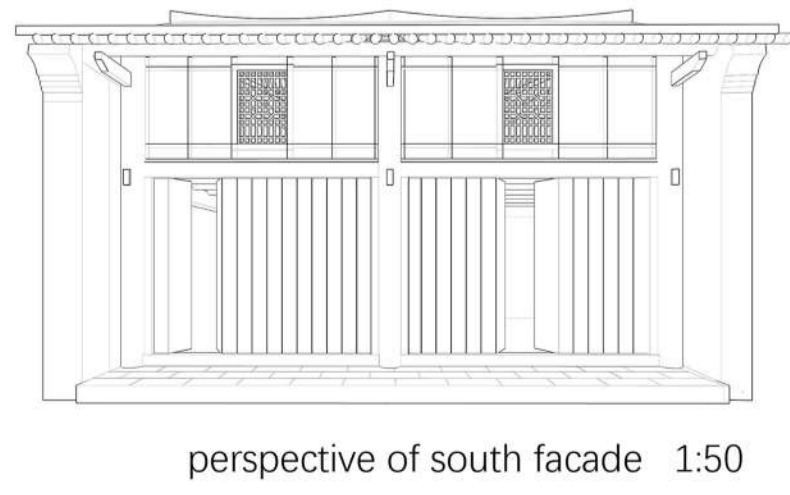
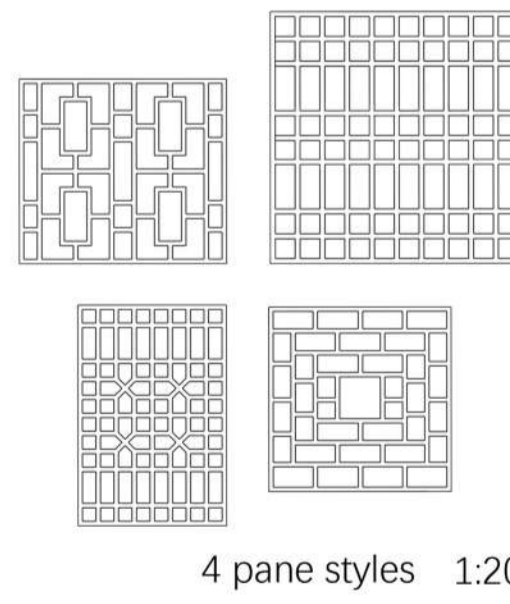
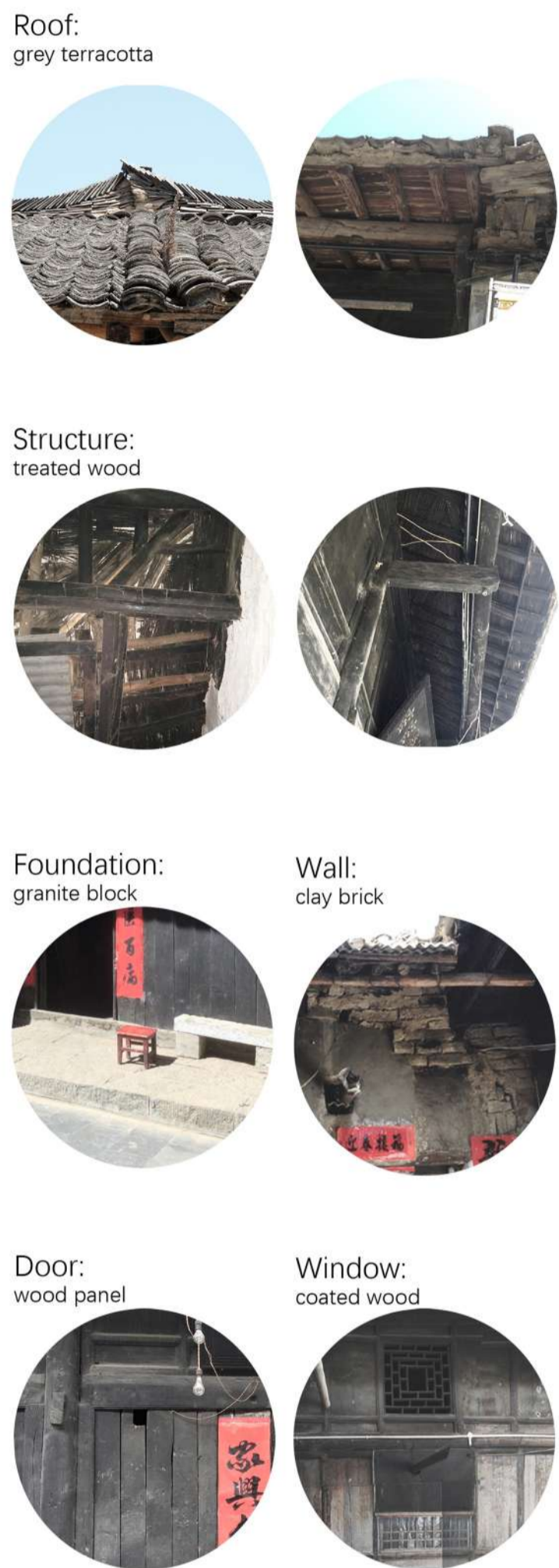
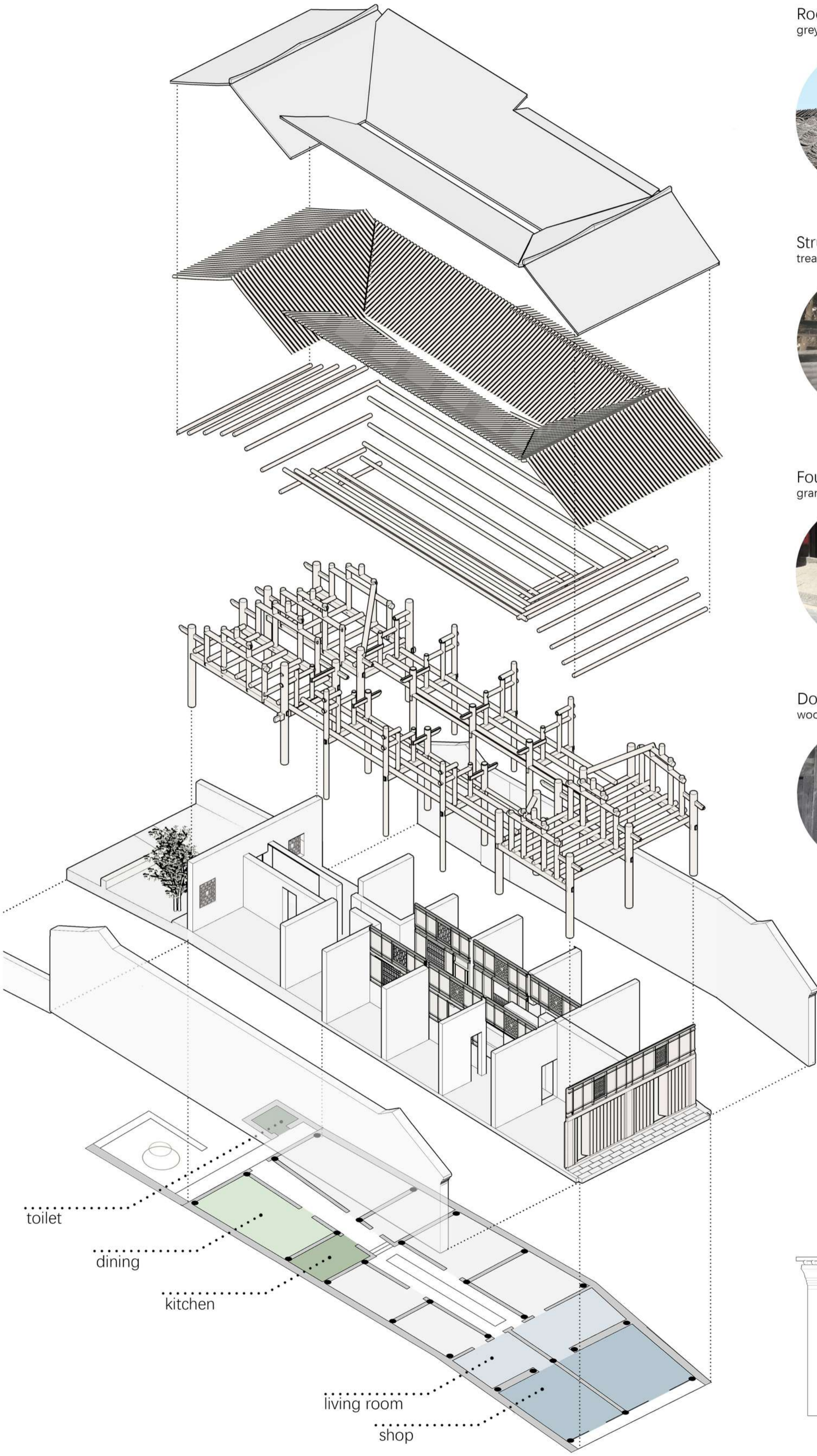
02 Analysis of the History and the Typology



03 Analysis of the Typology

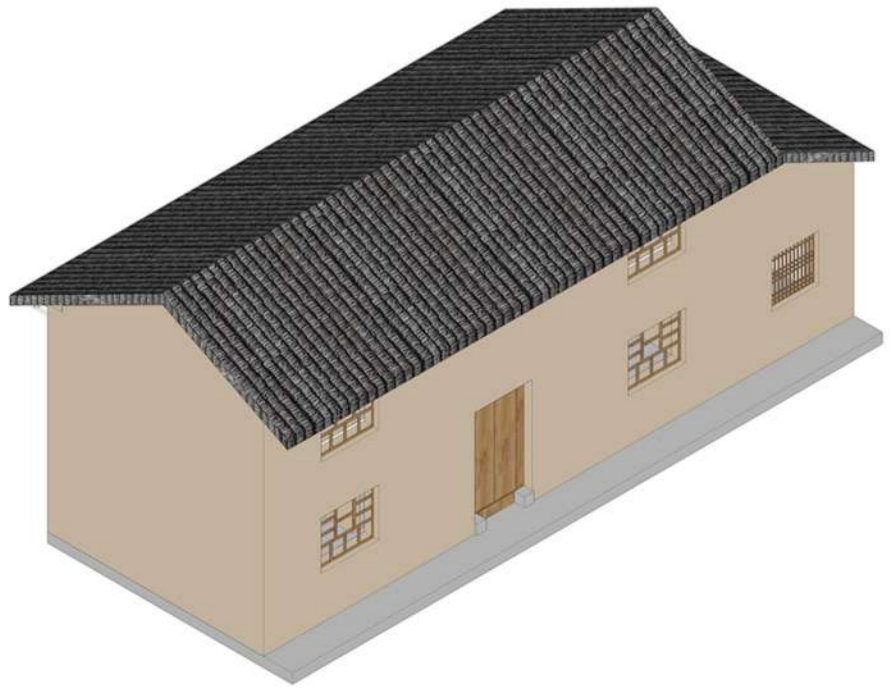
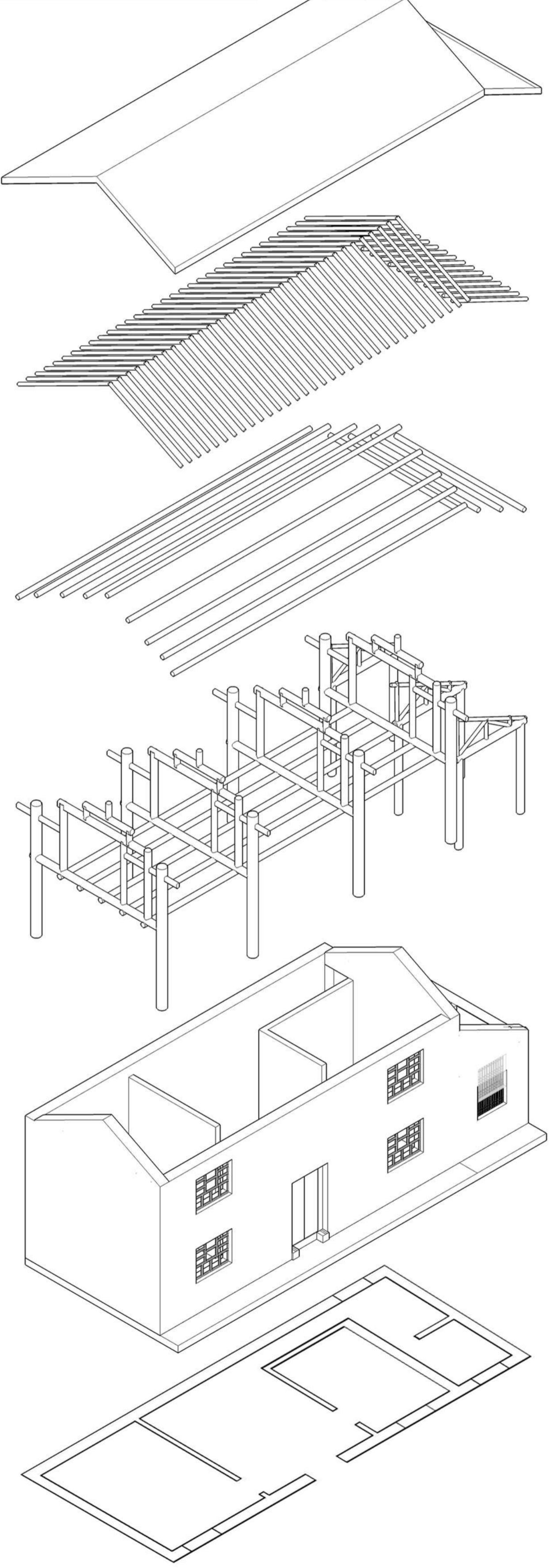
Type 2: Courtyard building

Built Time: 1900s



Type 3: Earth building

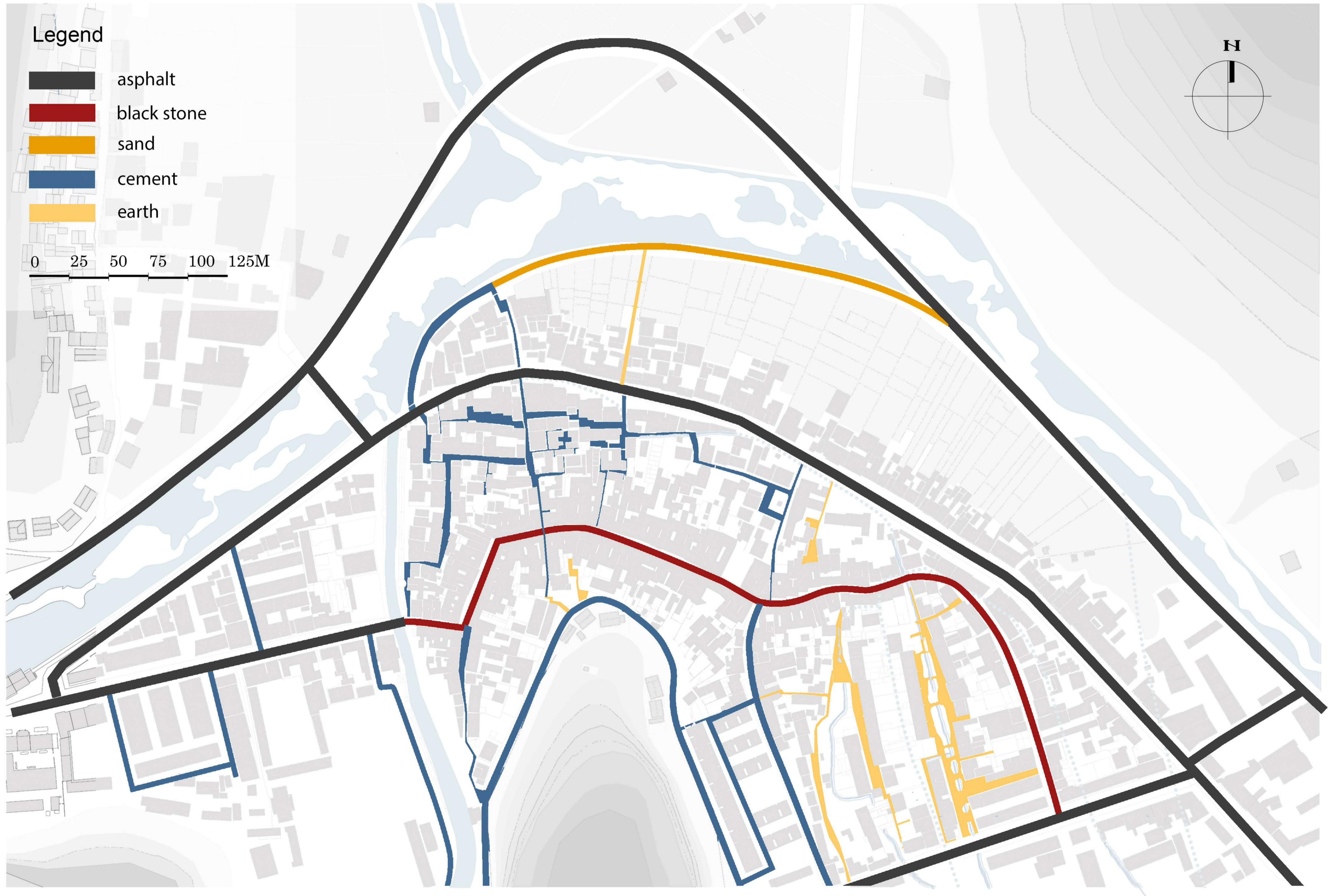
Built Time: 1960s



04 Analysis of the Network



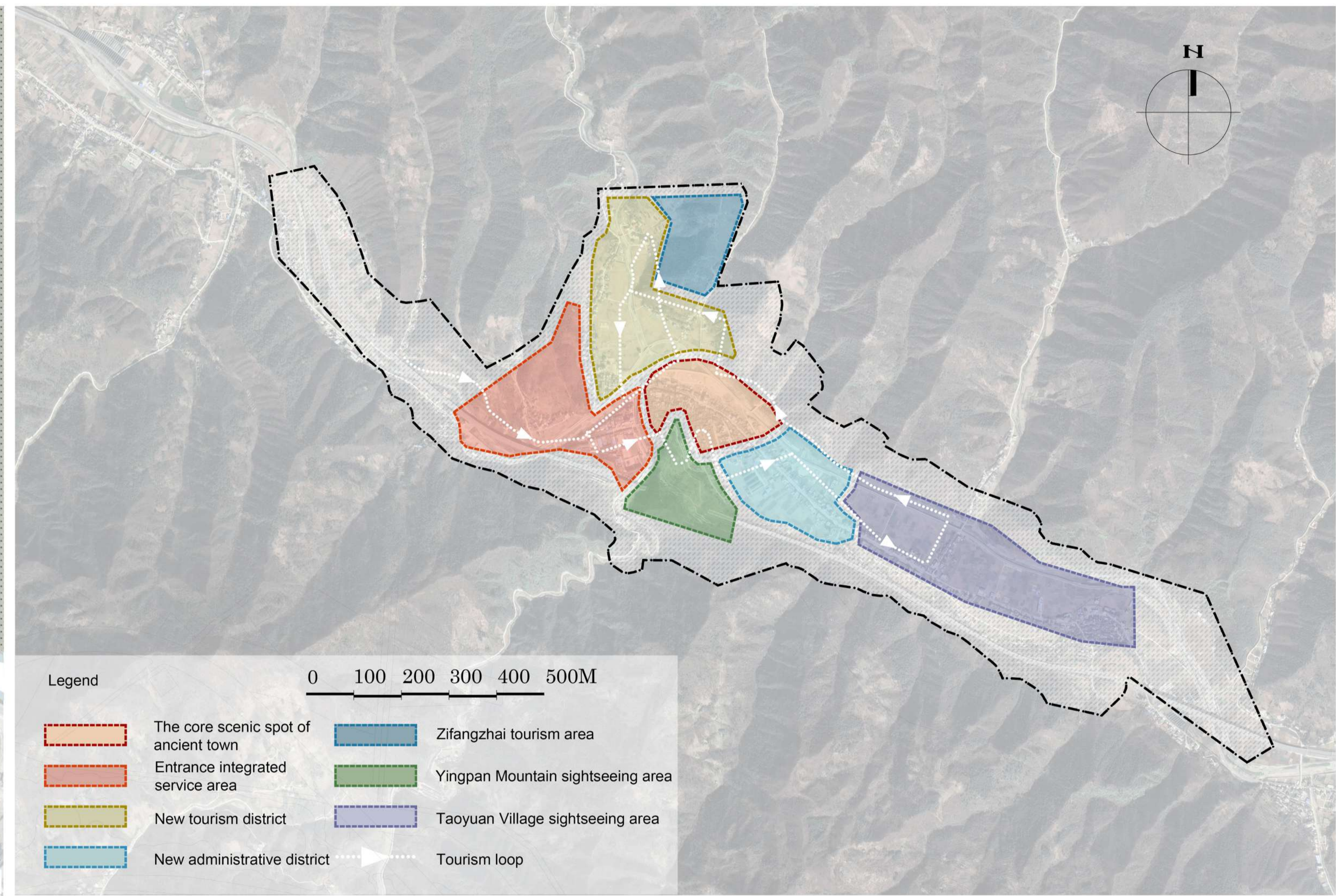
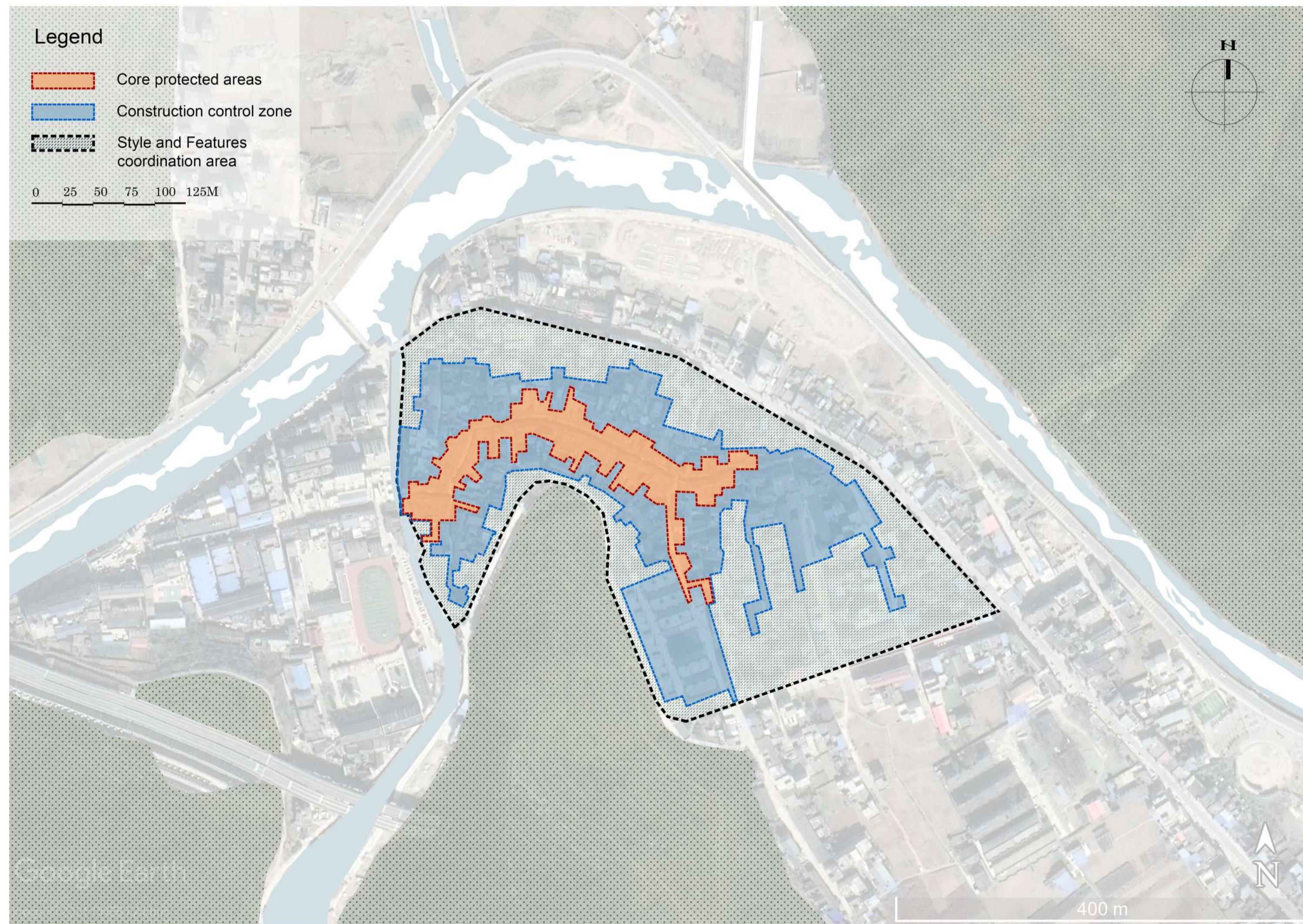
05 Analysis of the Pavement of the Network



06 Analysis of the Greenery



07 Analysis of the Existing Conservation Planning










08 Analysis of Activities Trace in the town

Observation:

By observing the tracks of different groups of people, we can understand how the town works and summarize the needs and problems of residents and tourists from the activities of the people.

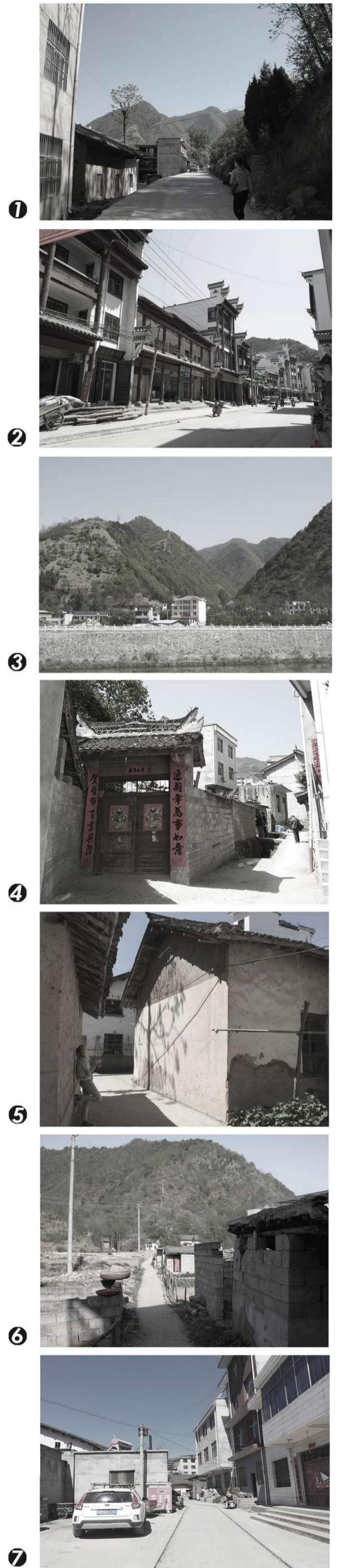
Legend

-  Tourists
-  Residents
-  Tourism node
-  Residential node
-  Road of the town
-  Old street
-  narrow lane of the town

Tracking Rules:

Tourists' path: Tourists basically enter the ancient street from the southwest entrance of the ancient town, and have been traveling along the old street. Some tourists return to New Street to end the tour route, but more tourists choose the original road to return to the starting point.

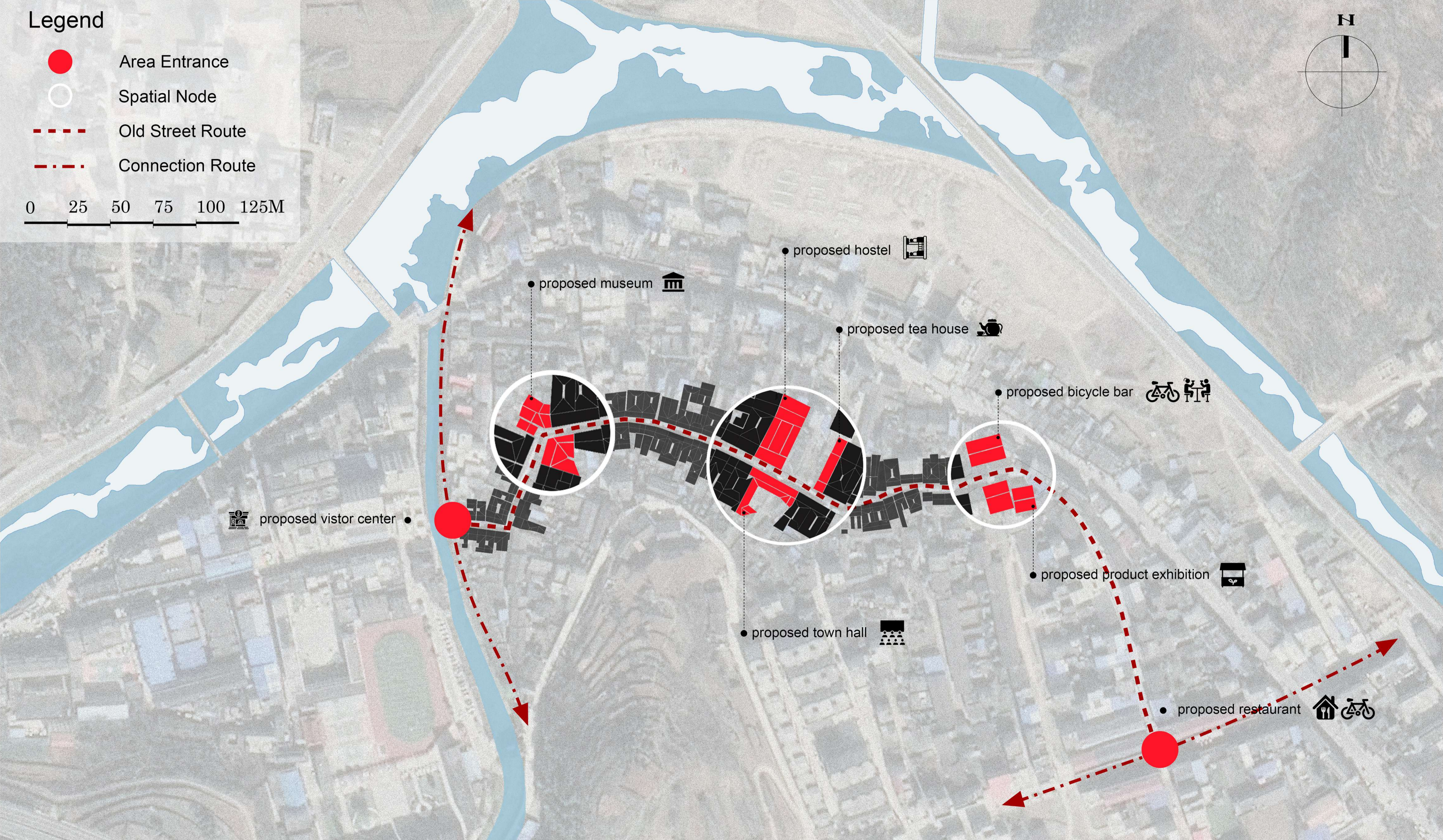
Residents' path: Due to the widespread distribution of residential areas, the residents on the ancient streets are basically shop operators and have fewer moving lines. Most residents' activities are distributed on new streets and narrow paths.



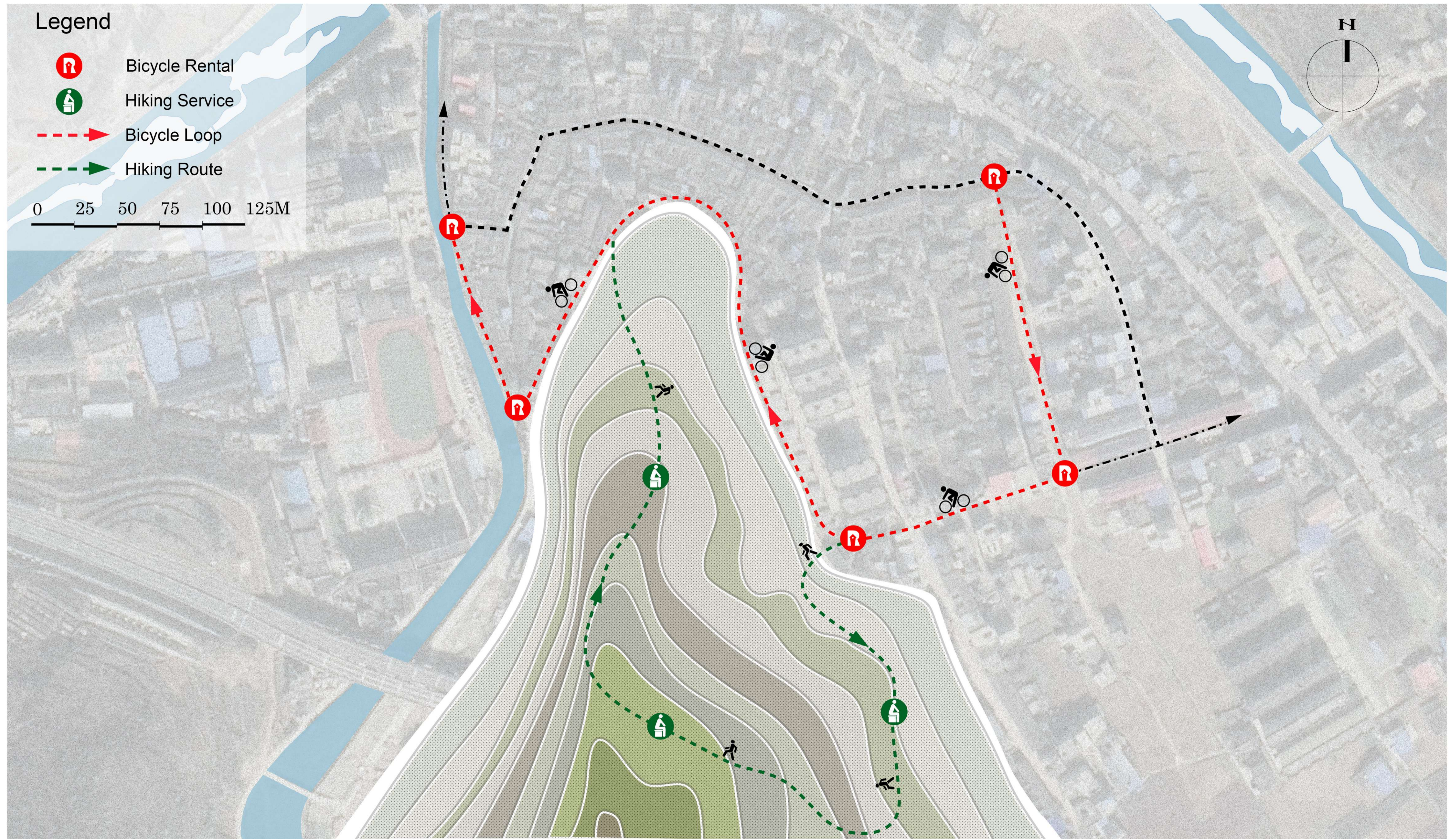
09 Overall Urban Strategy



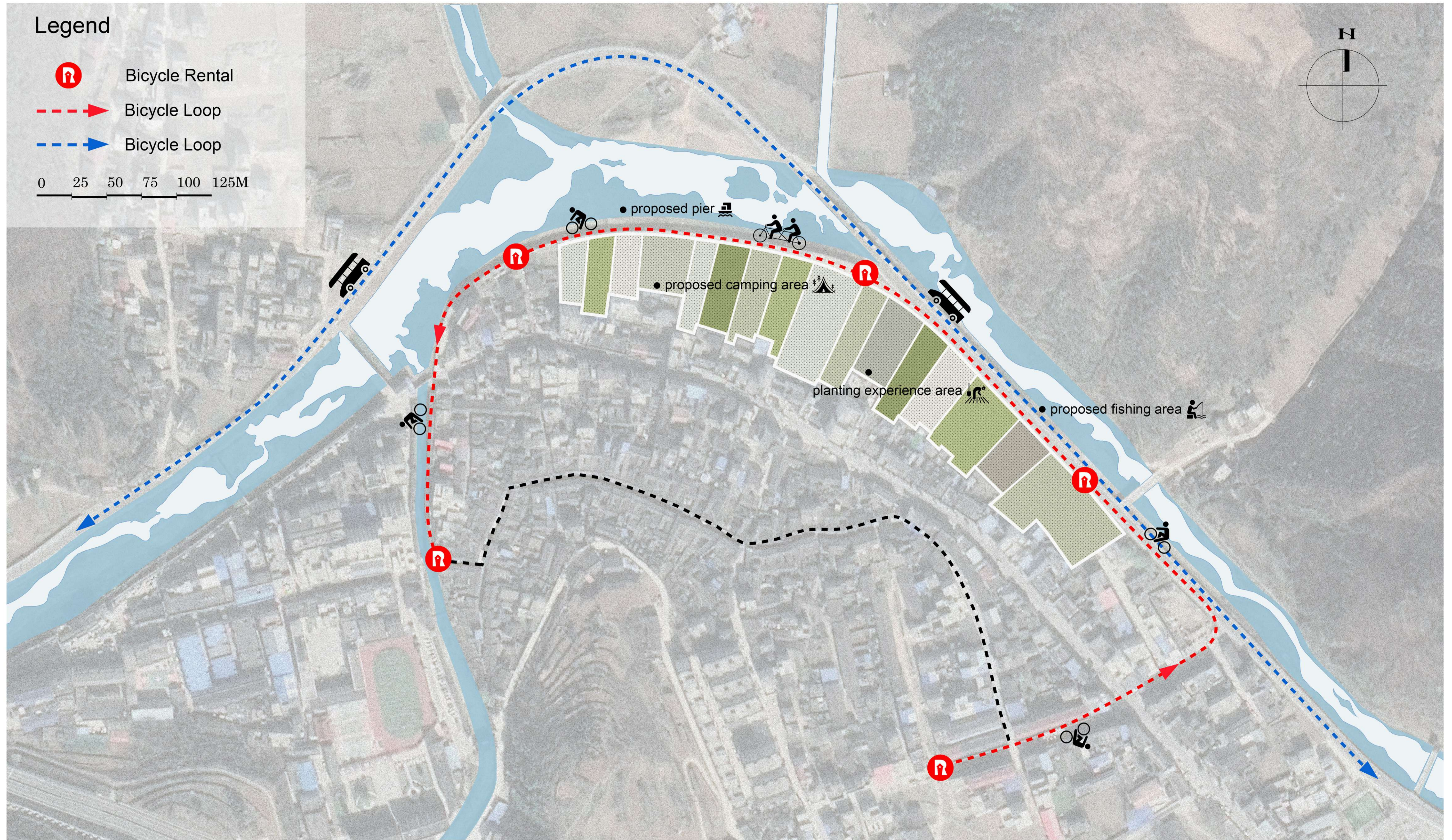
10 Step 1 of the Urban Strategy



11 Step 2 of the Urban Strategy



12 Step 3 of the Urban Strategy



13 Axonometric of the Urban Strategy

■ Fenghuang Tourist Center

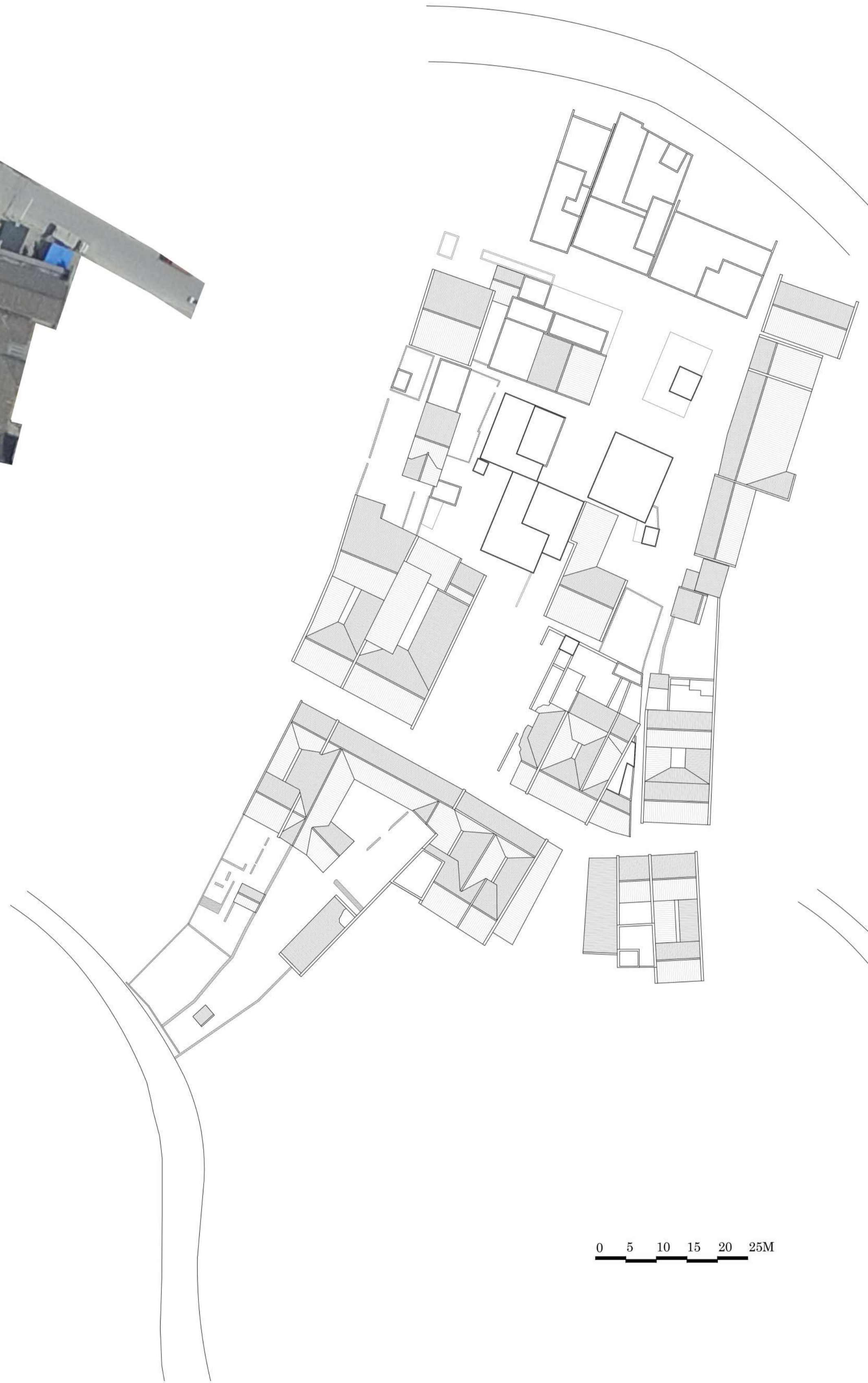
■ Cultural Museum of the town



■ Public Workshop Center

■ Tourism service Center

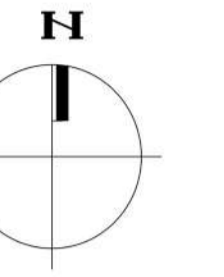
14 State of Art of the Site



0 5 10 15 20 25M

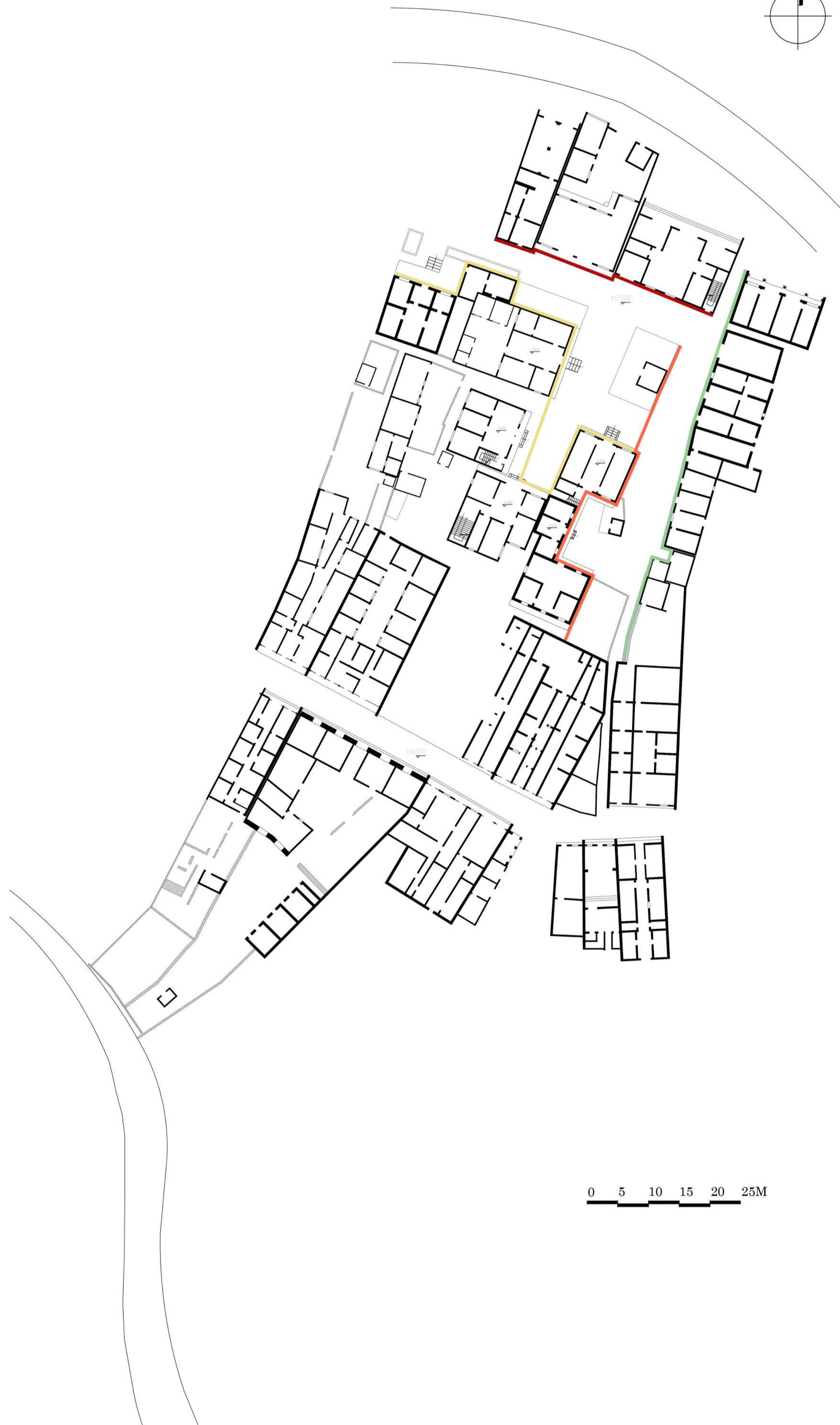
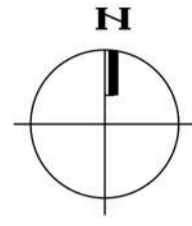
Legend

- interior space
- green space
- vegetable field
- relic area



0 5 10 15 20 25M

15 Facade Analysis of the Site

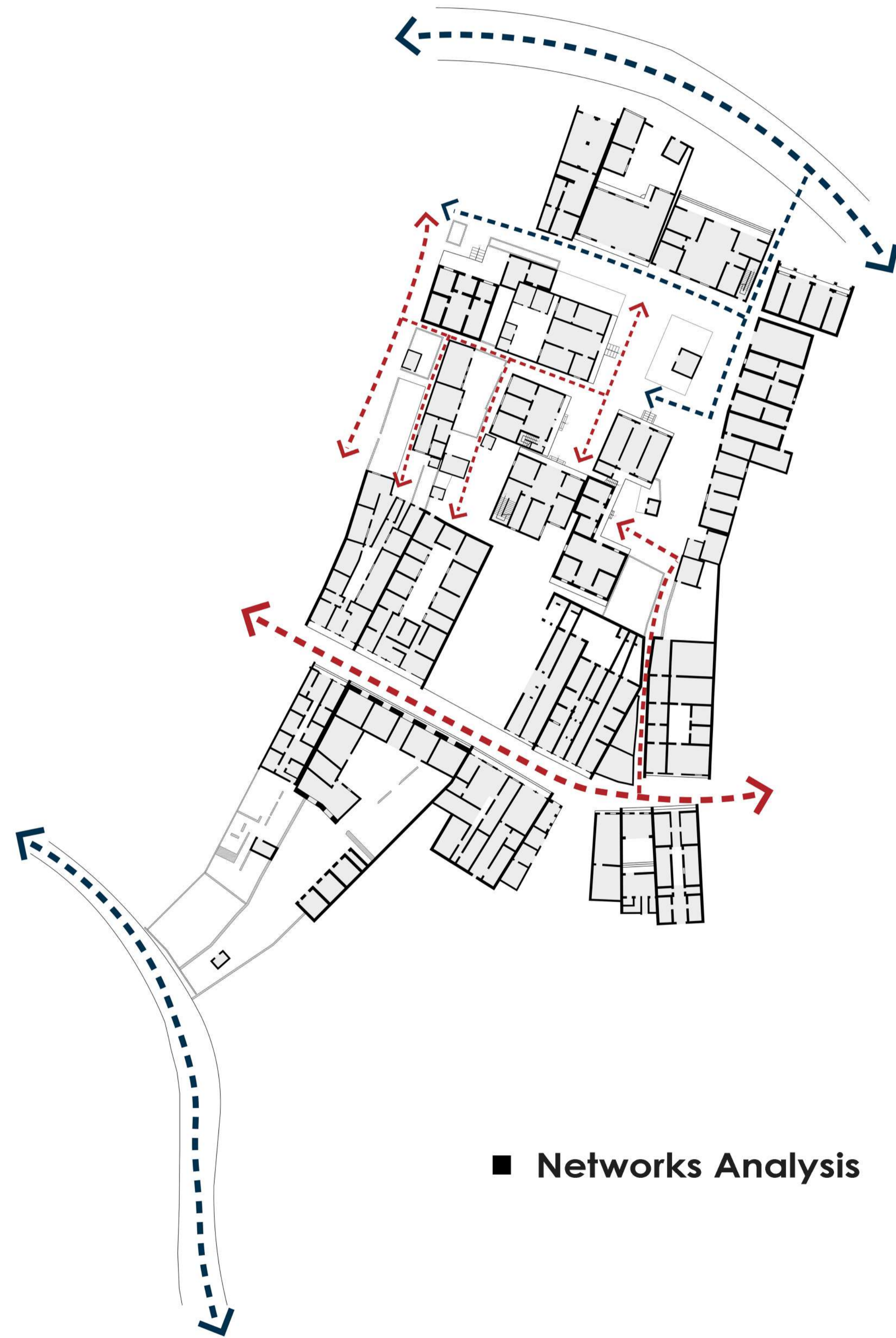
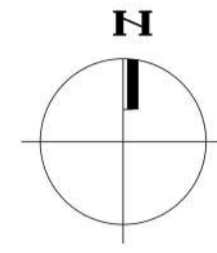


16 Analysis of the Site

Legend

- ↔ driveway
- ↔ pedestrain

0 5 10 15 20 25M

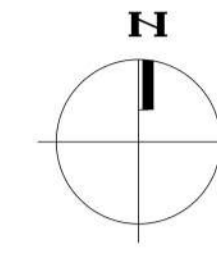


■ Networks Analysis

Legend

- 1F
- 2F
- 3F
- 4F
- 5F

0 5 10 15 20 25M

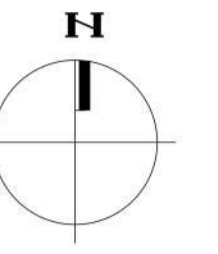


■ Floors Analysis

Legend

- residence
- commercial
- kitchen
- storage
- toilet

0 5 10 15 20 25M



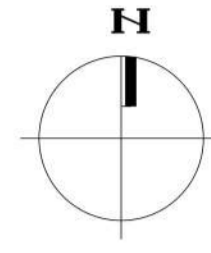
■ Functions Analysis

17 Analysis of the Site

Legend

- earth and wood
- earth
- concrete
- brick and concrete
- temporary shed

0 5 10 15 20 25M

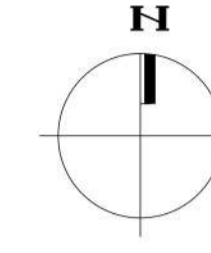


■ Structure of buildings

Legend

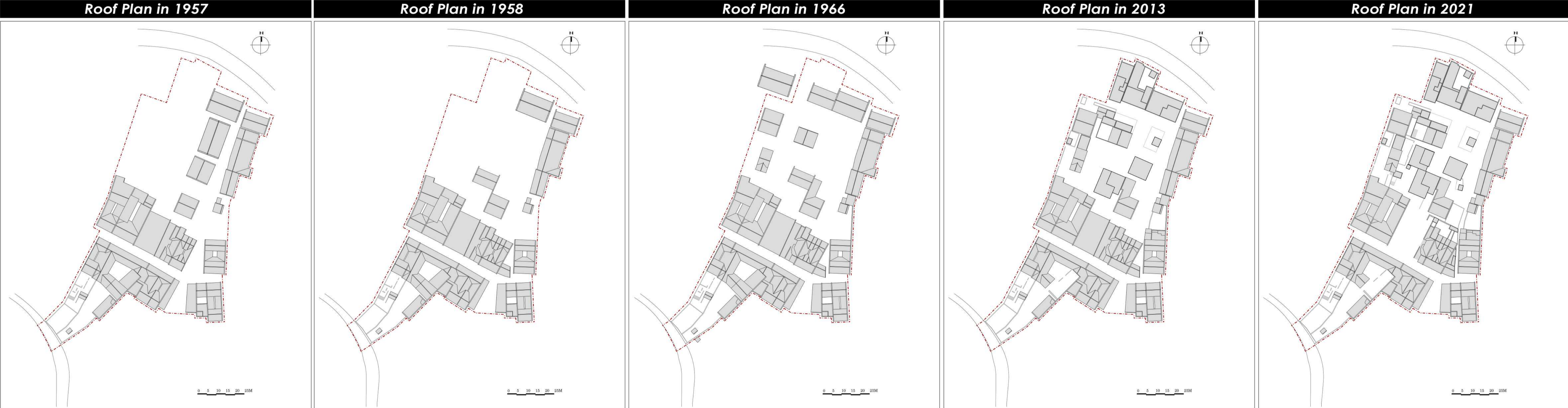
- earth
- red brick
- black brick
- stripe stone
- concrete
- wood

0 5 10 15 20 25M



■ Material of walls

18 Development Analysis of the Site



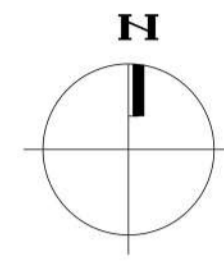
19 Interface and Trace Analysis of the Site

Legend

interior space

interface

0 5 10 15 20 25M



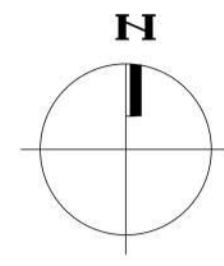
Legend

interior space

major trace

minor trace

0 5 10 15 20 25M



20 Architectural Strategy of the Project

Legend

- Inner courtyard axis
- First class road
- Second class road
- Space nodes

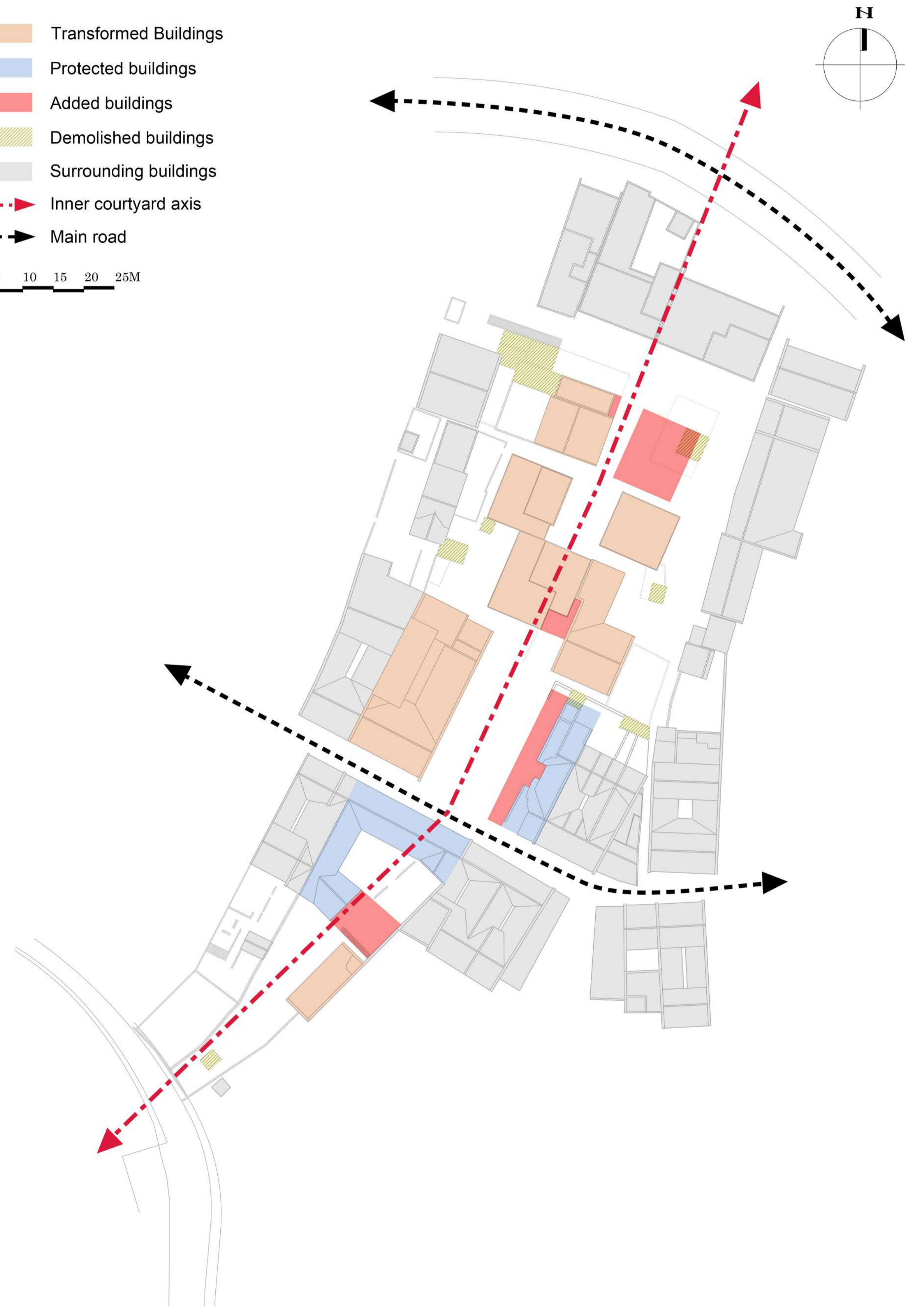
0 5 10 15 20 25M



Legend

- Transformed Buildings
- Protected buildings
- Added buildings
- Demolished buildings
- Surrounding buildings
- Inner courtyard axis
- Main road

0 5 10 15 20 25M



21 Architectural Strategy of the Project

Legend

- Green space
- Open space
- Surrounding buildings
- Inner courtyard axis
- Main road

0 5 10 15 20 25M



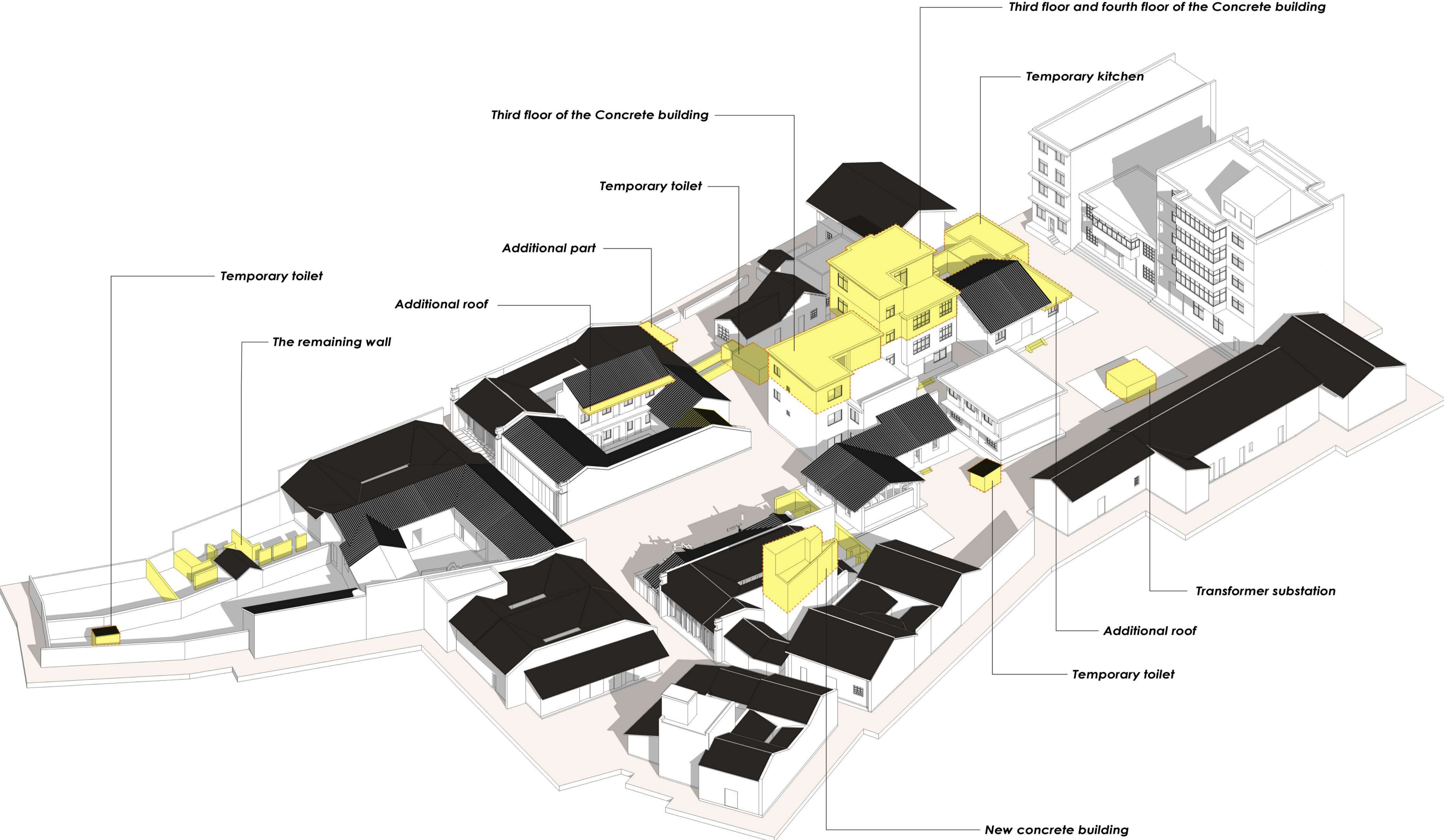
Legend

- Transformed Buildings
- Protected buildings
- Added buildings
- Demolished buildings
- Surrounding buildings
- Open space
- Green space
- Inner courtyard axis
- First class road
- Second class road
- Space nodes

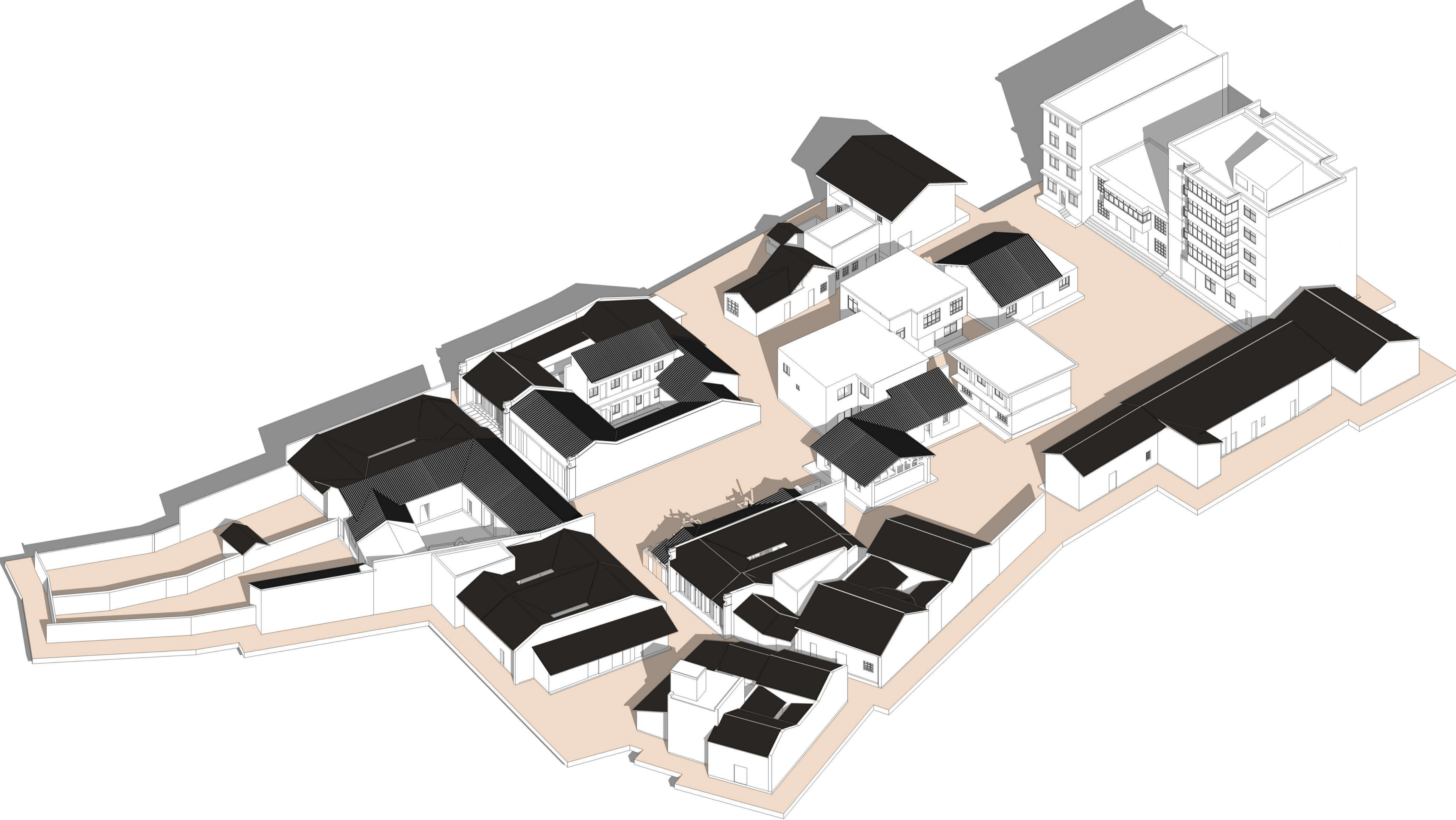
0 5 10 15 20 25M



22 Demolished Part of the Project



23 Axonometric Drawing after Demolishment



24 Analysis of the intangible cultural heritage of the town

Traditional crafts:

People come and go on the old streets of Fenghuang Town, and the residents of the town do business and purchase, and tourists are endless. Stores are all on the street, with daily necessities and a wide range of local products. In many old houses in Fenghuang Old Street, you can see the marks left by history. To understand the ancient town, we must understand the life and operation of the ancient town.



Tea(茶) house



Yugu(渔鼓) arts workshop



Costume gallery



Blacksmith's shop



Strike iron



Wine



Straw sandals



Basket with local products



Bamboo fan



Bacon shop



Mahua shop



Tofu

Abstraction Distribution:

- tea house
- weaving
- snack bar
- yugu arts
- handmade crafts



25 Analysis of Activities of the town

People come and go on the old streets of Fenghuang Town, and the residents of the town do business and purchase, and tourists are endless. Stores are all on the street, with daily necessities and a wide range of local products. In many old houses in Fenghuang Old Street, you can see the marks left by history. To understand the ancient town, we must understand the life and operation of the ancient town.



Sale of local products



Sale of local crops



Weaving bamboo basket



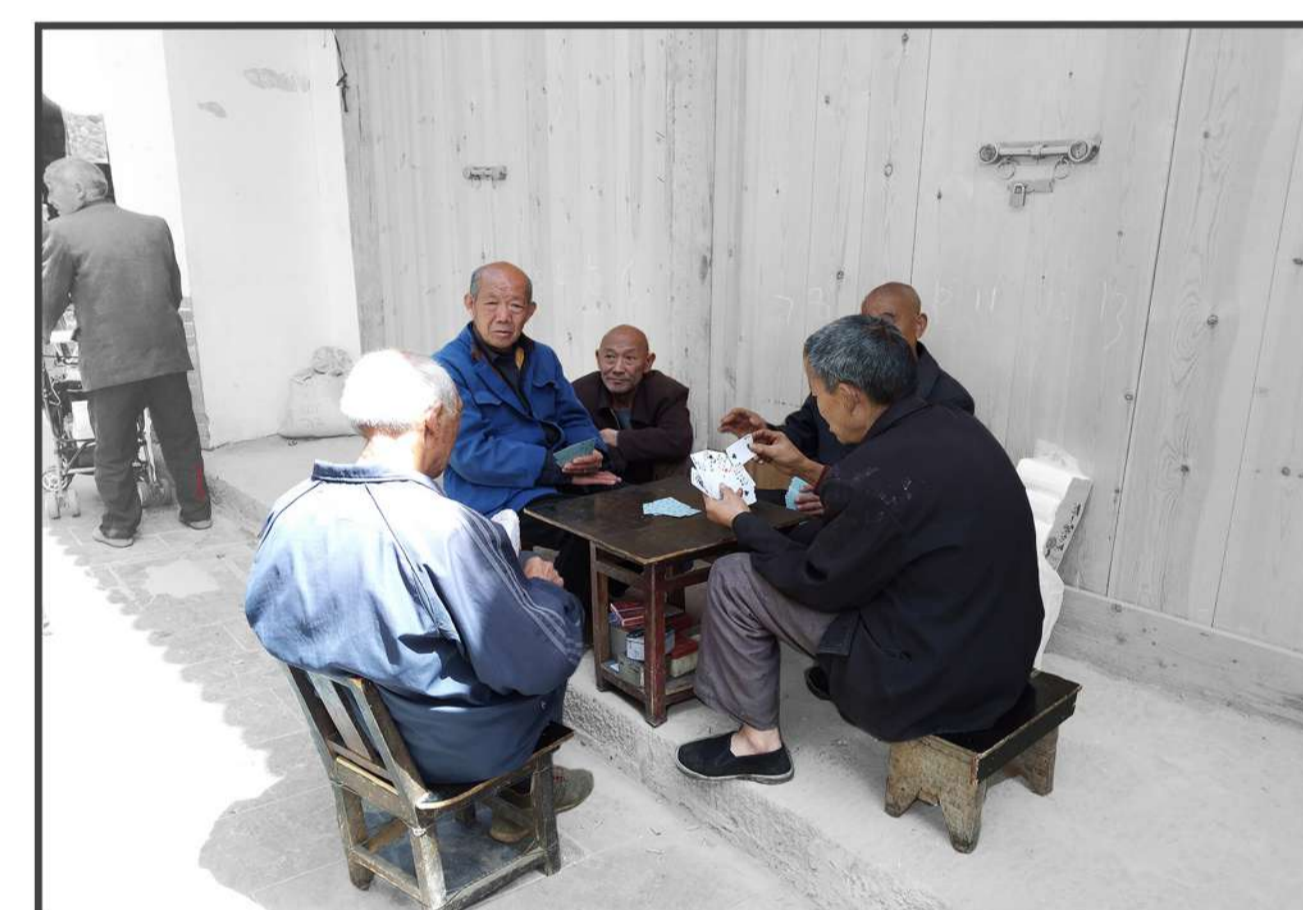
Sale of bamboo wine



Dinner before a funeral



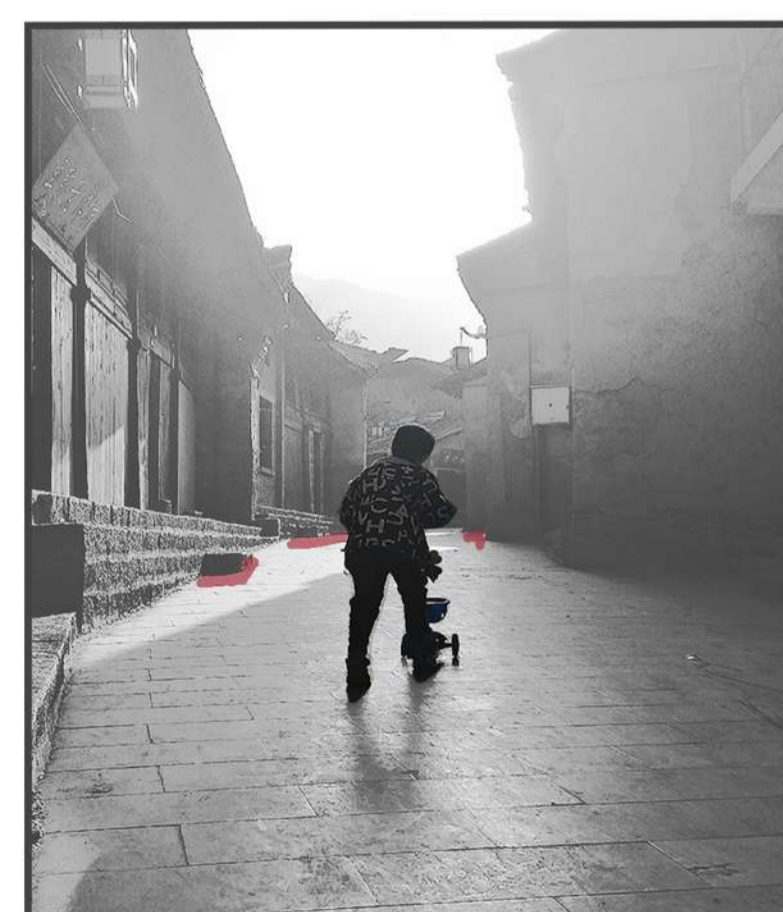
Chatting in the street



Old people playing cards



Sale of chickens



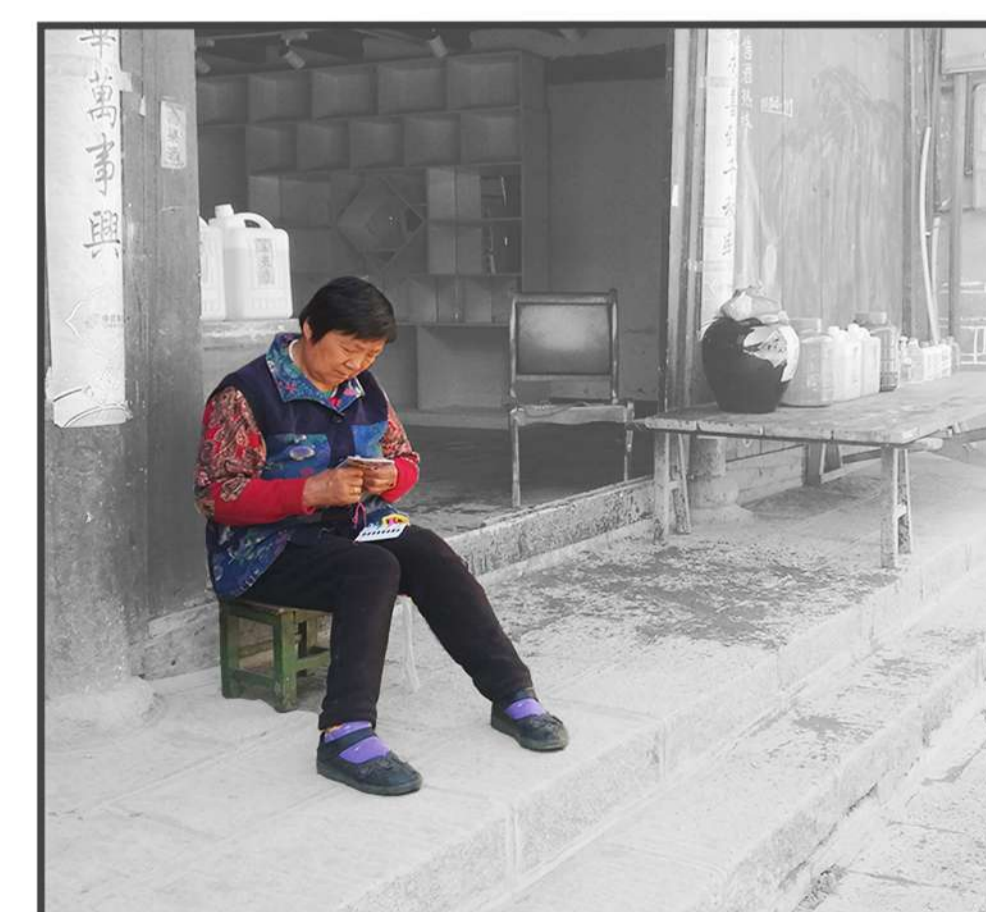
Playing children



Sitting idly on the steps



Eating child on the steps



Handmaking on the steps

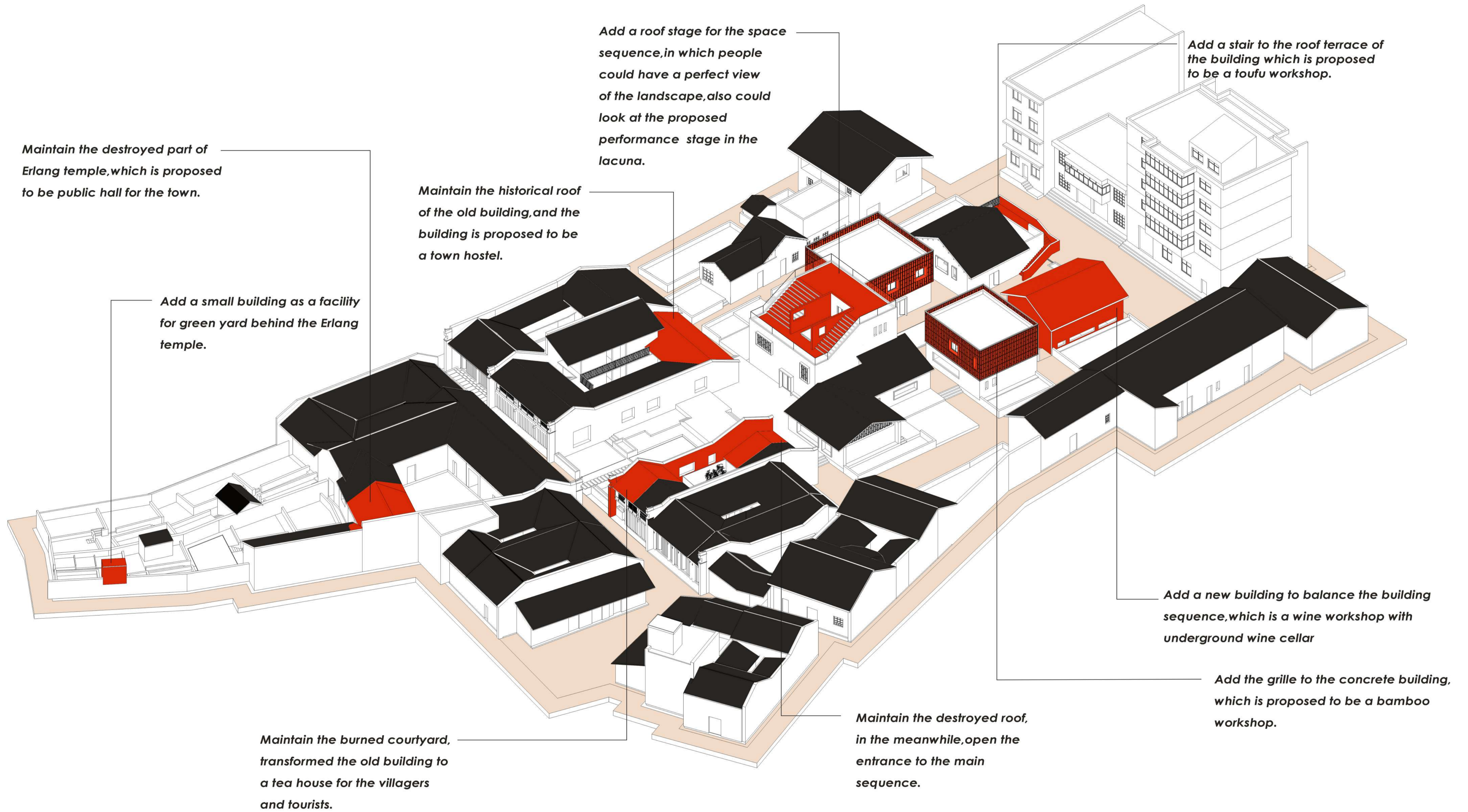


Playing chess





Weaving

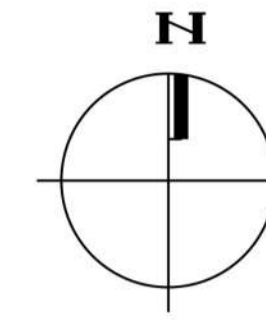
26 Added Part of the Project



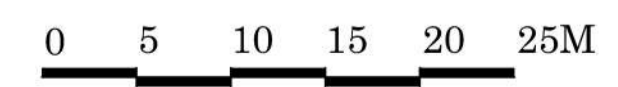
27 Intervention of the Project

Legend

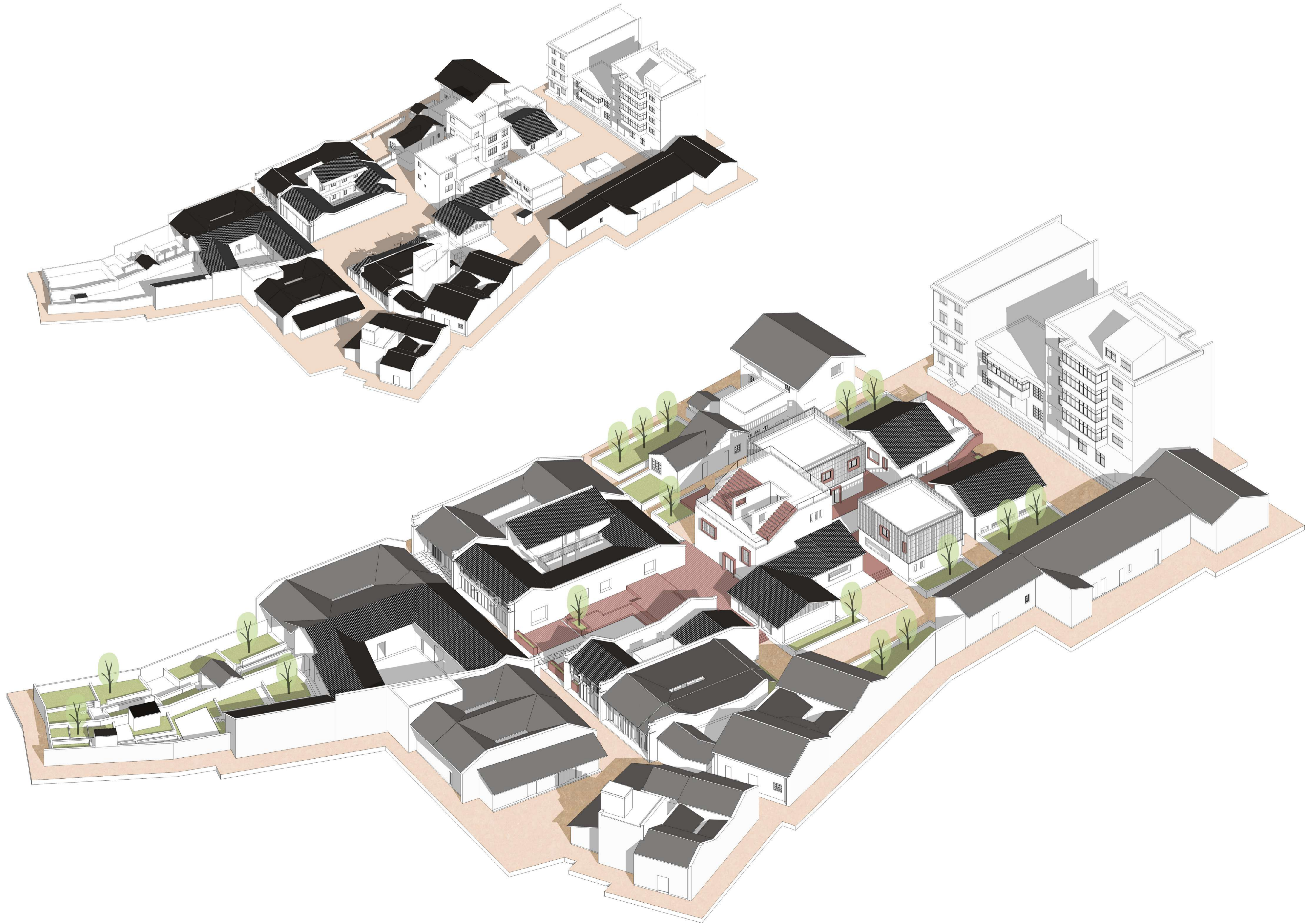
-  demolished part
-  added part



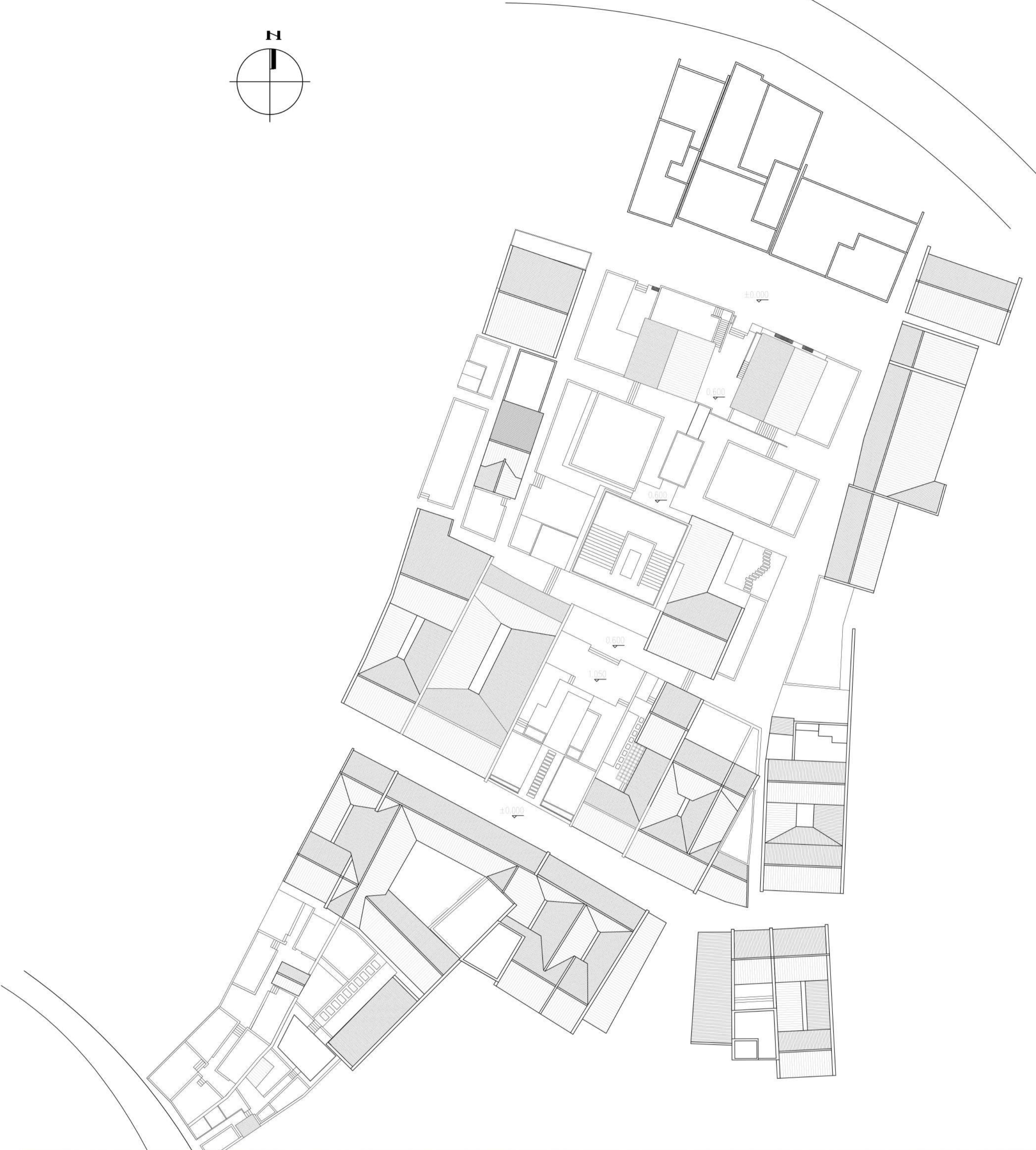
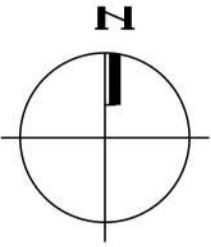
0 5 10 15 20 25M

A scale bar consisting of a horizontal line with vertical tick marks at intervals of 5 units, labeled 0, 5, 10, 15, 20, and 25M.

28 Axonometric Drawing of the Project



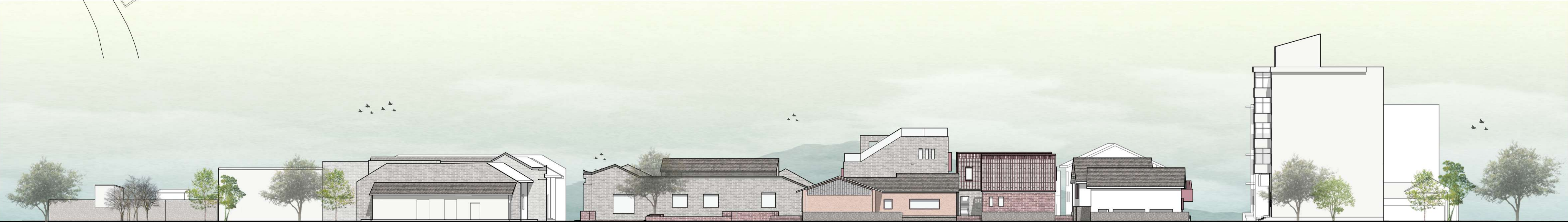
29 Roof Plan and Facade of the Project



South Facade



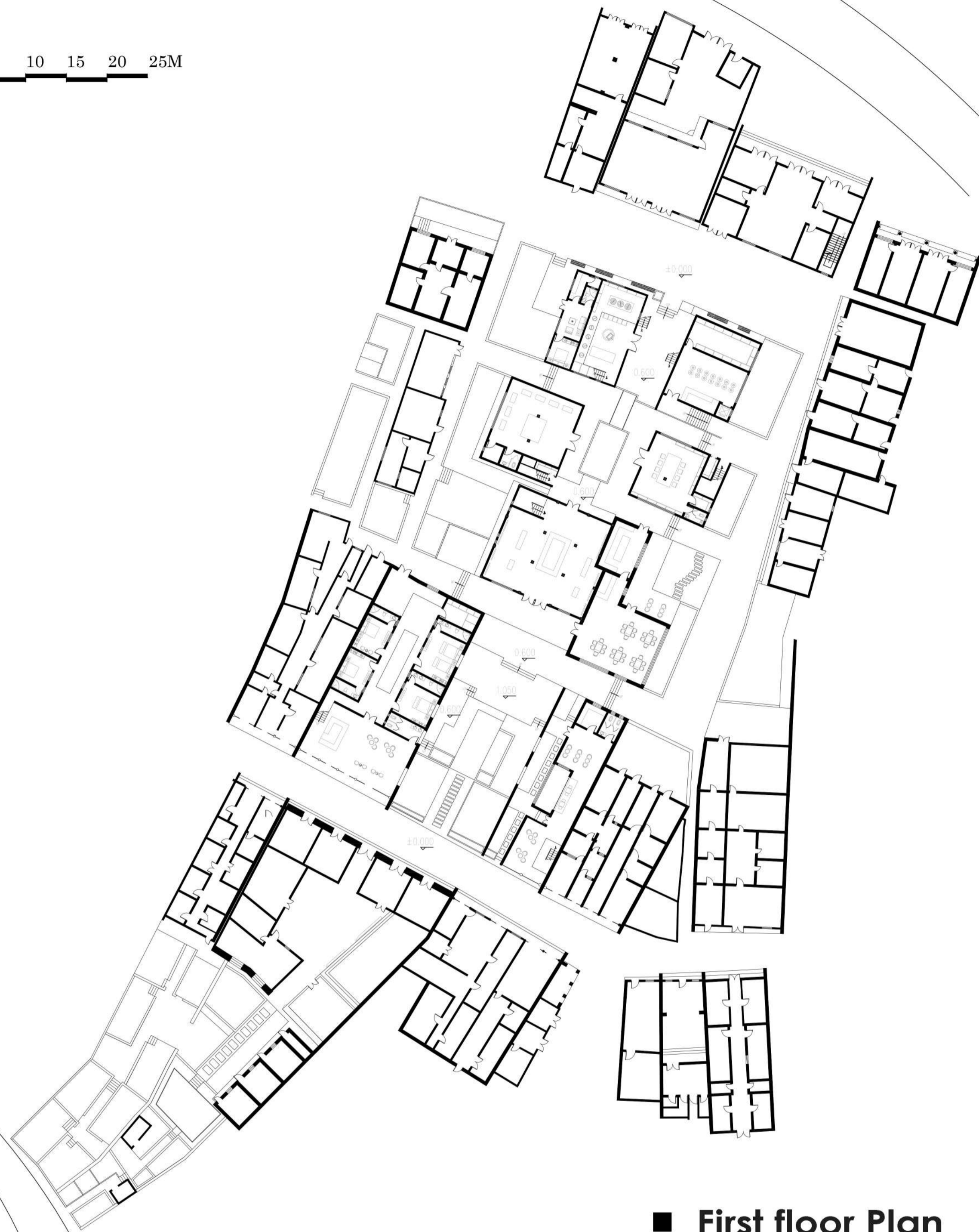
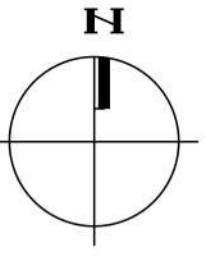
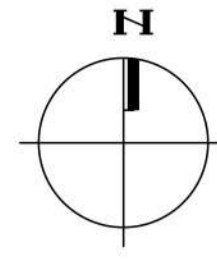
North Facade



East Facade

30 Plan of the Project

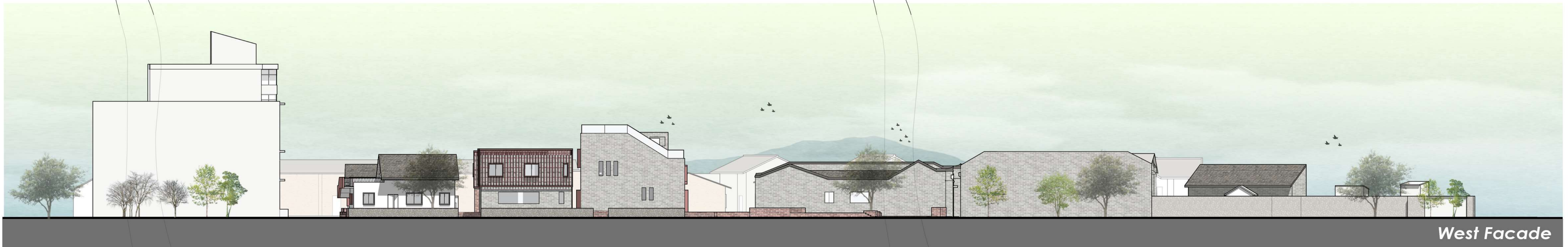
0 5 10 15 20 25M



■ First floor Plan

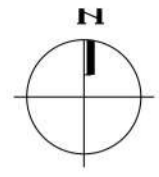


■ Second floor Plan



West Facade

31 Section of the Project

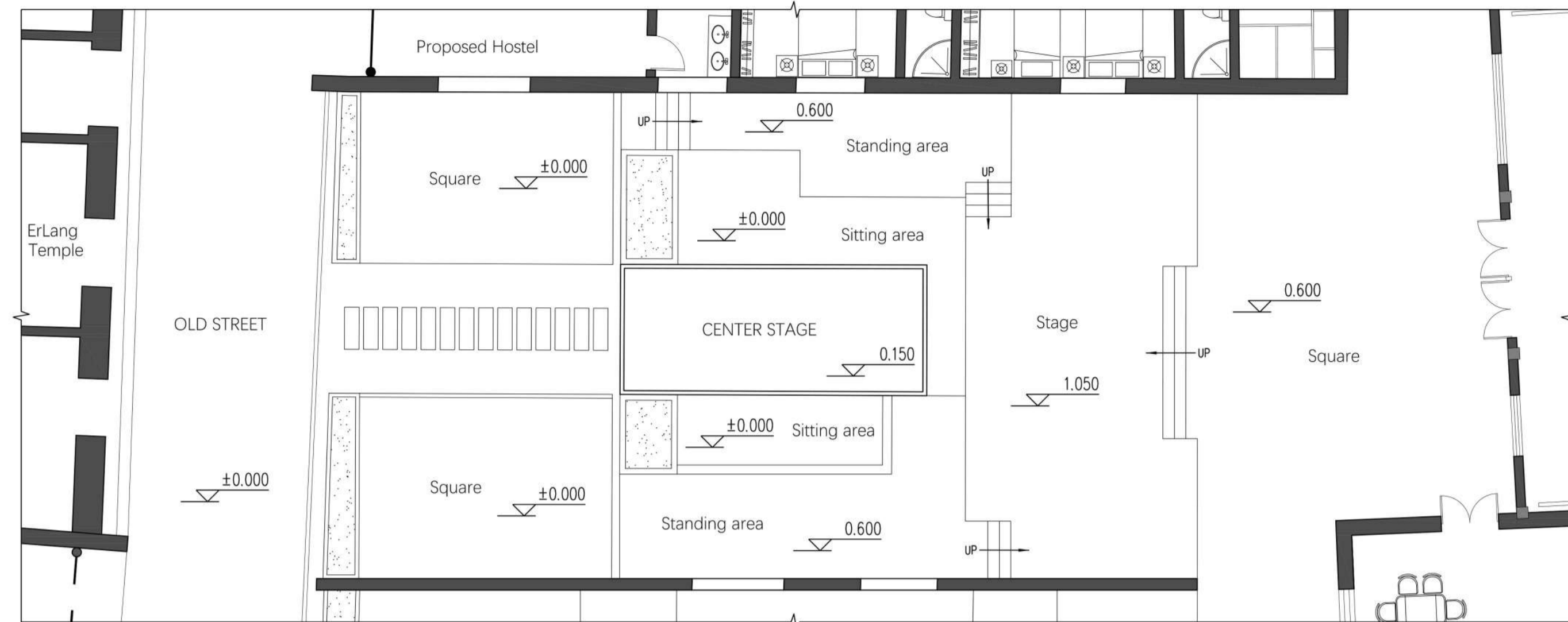


A - A Section

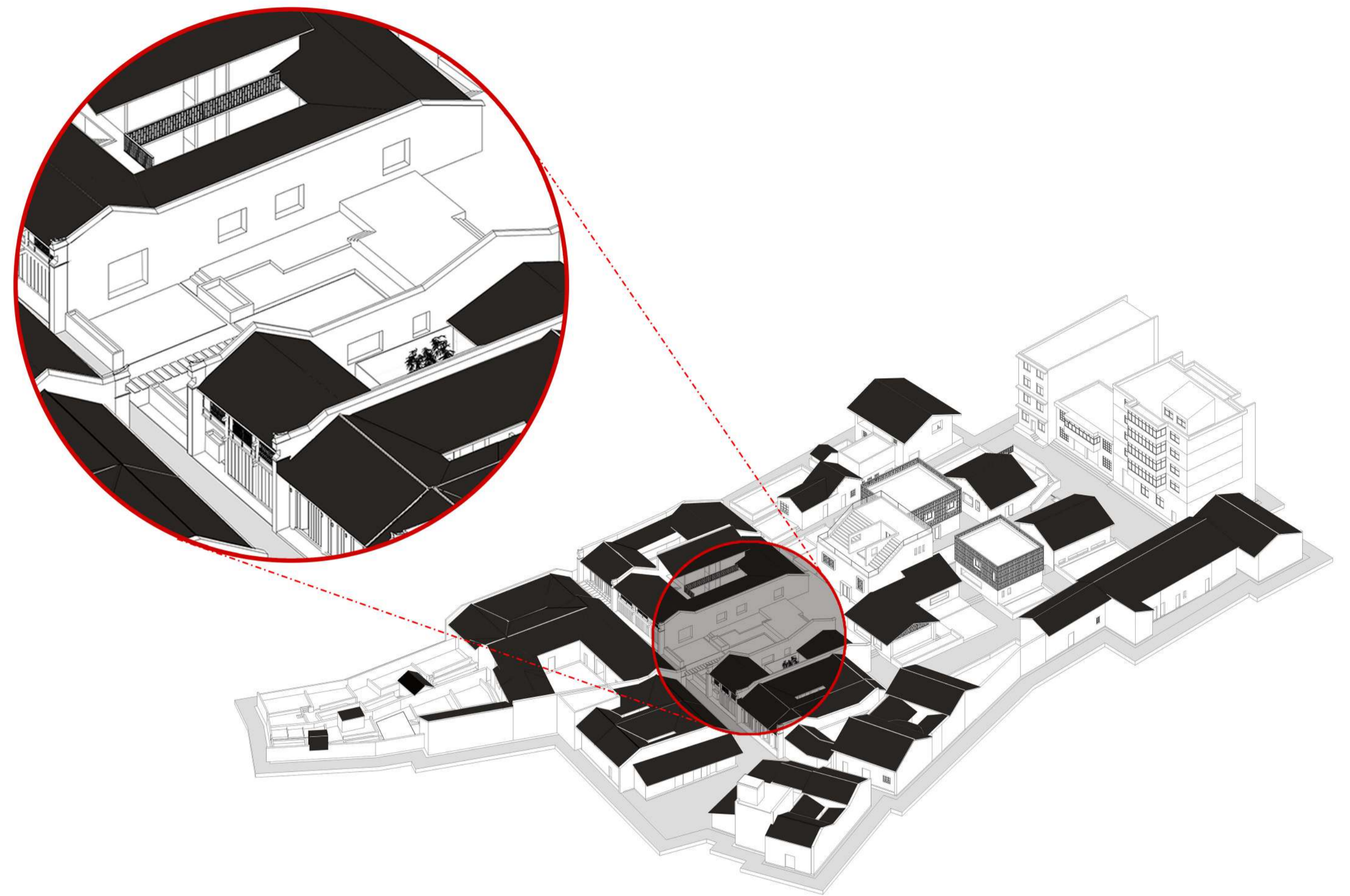


B - B Section

32 Episode 1 - Design of the Performance Stage in the Lacuna



PLAN of the Performance Stage



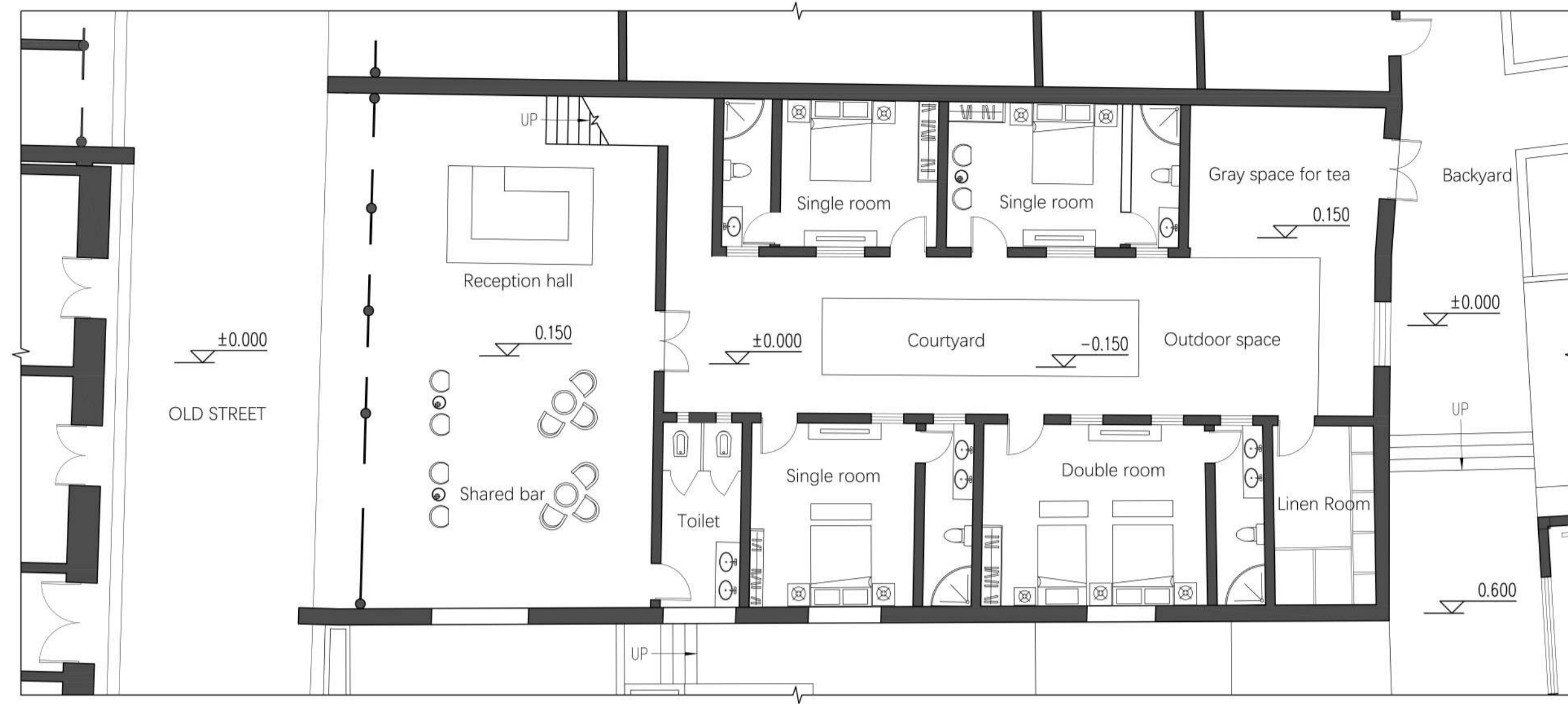
Aero-plane view of the Lacuna



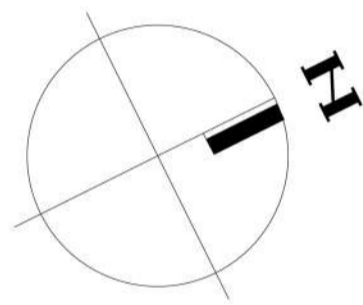
Looking to the North from the Lacuna



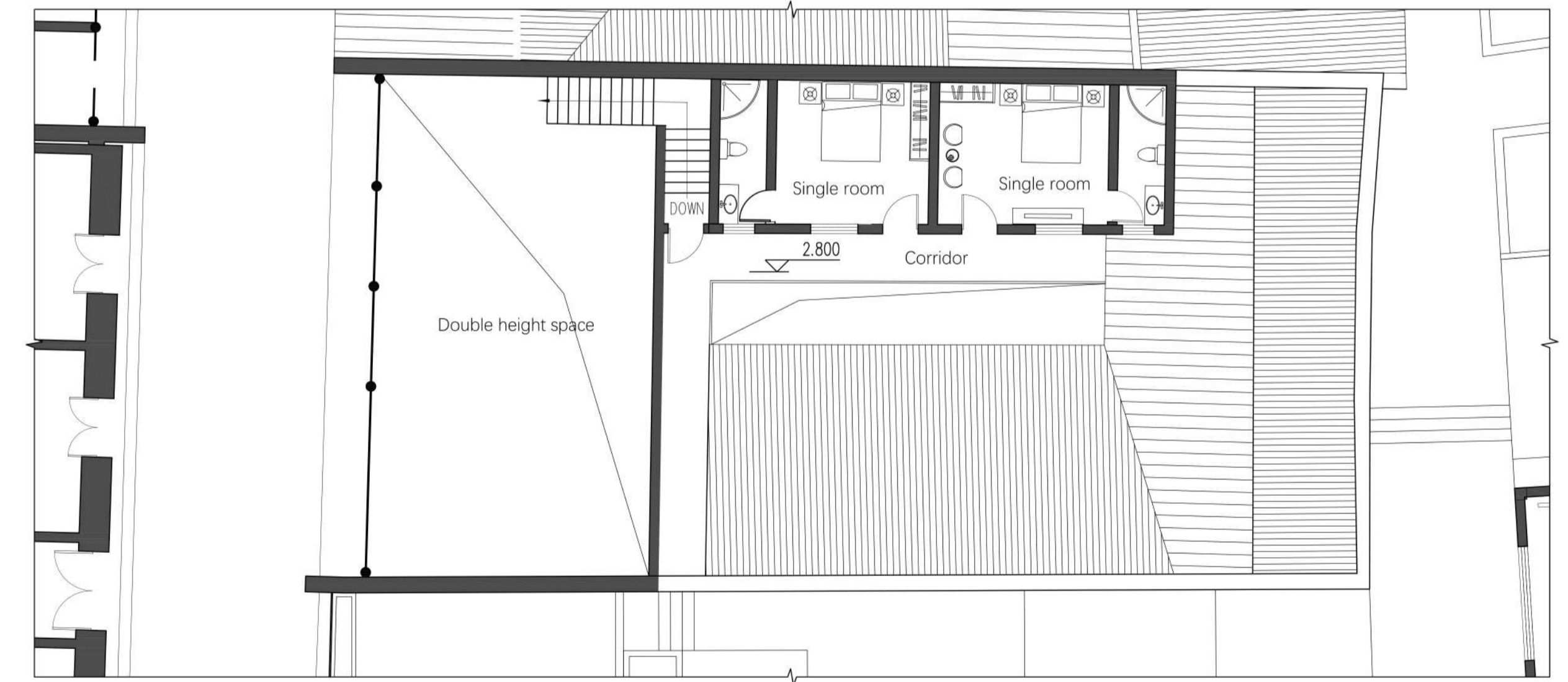
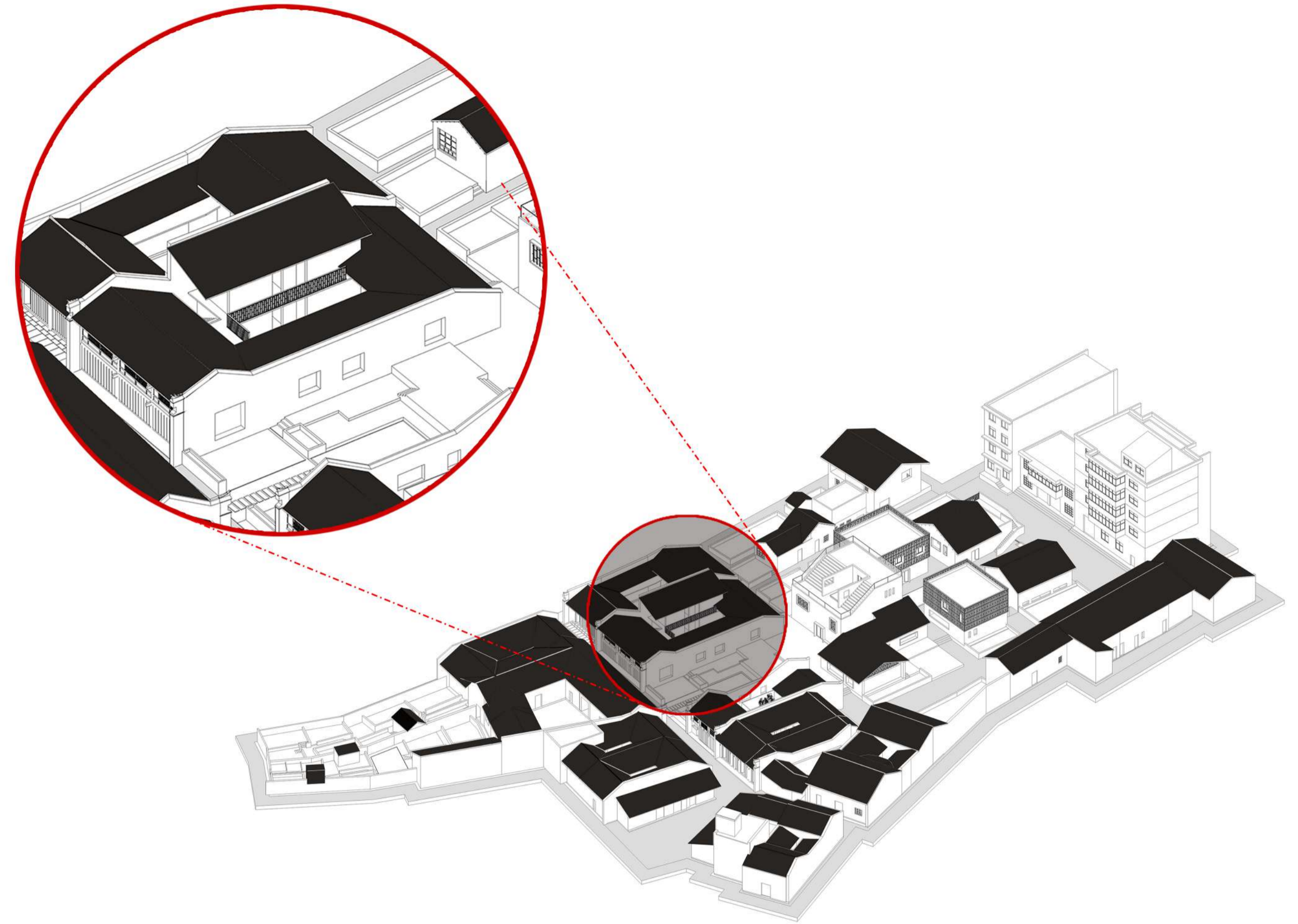
33 Episode 1 - Design of the Hostel



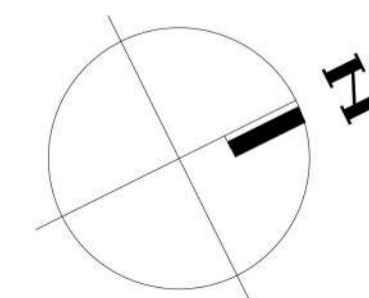
First Floor PLAN of the Hostel



0 5 10 15 20 25M

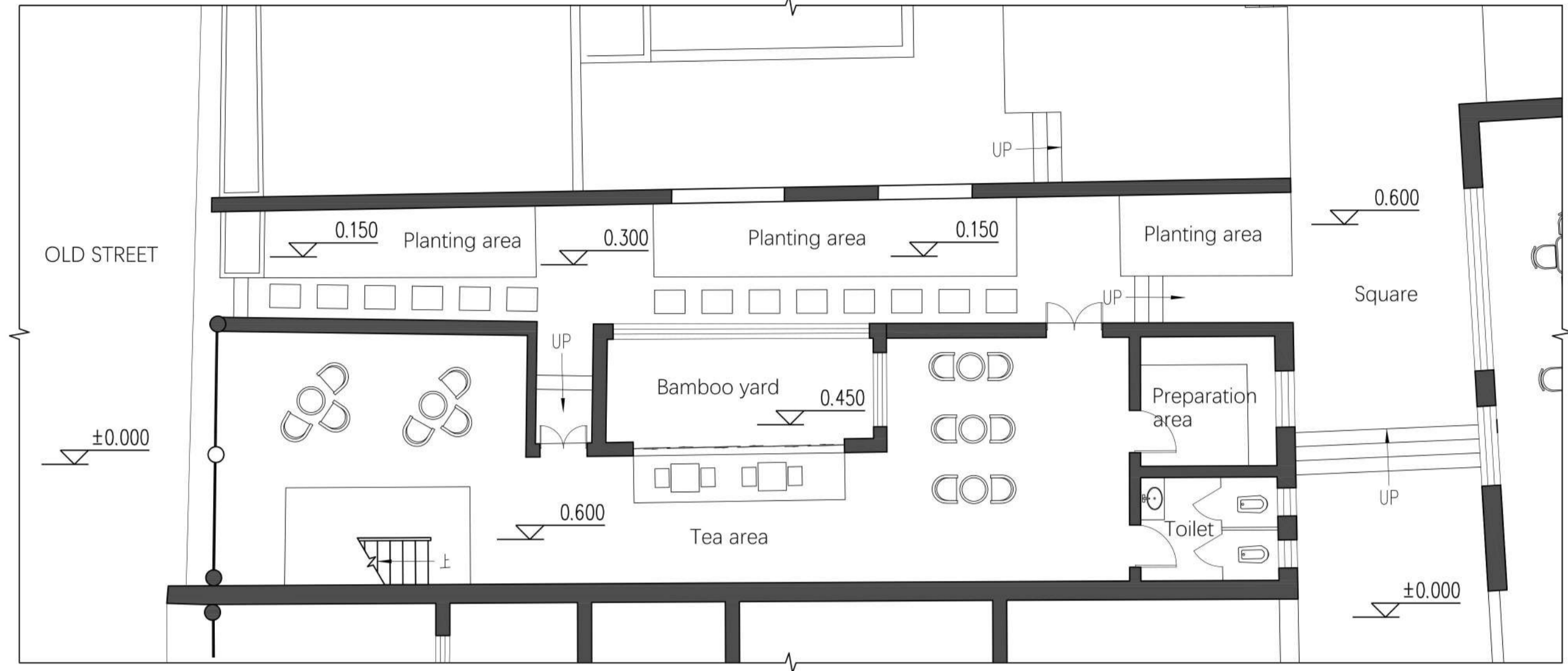


Second Floor PLAN of the Hostel

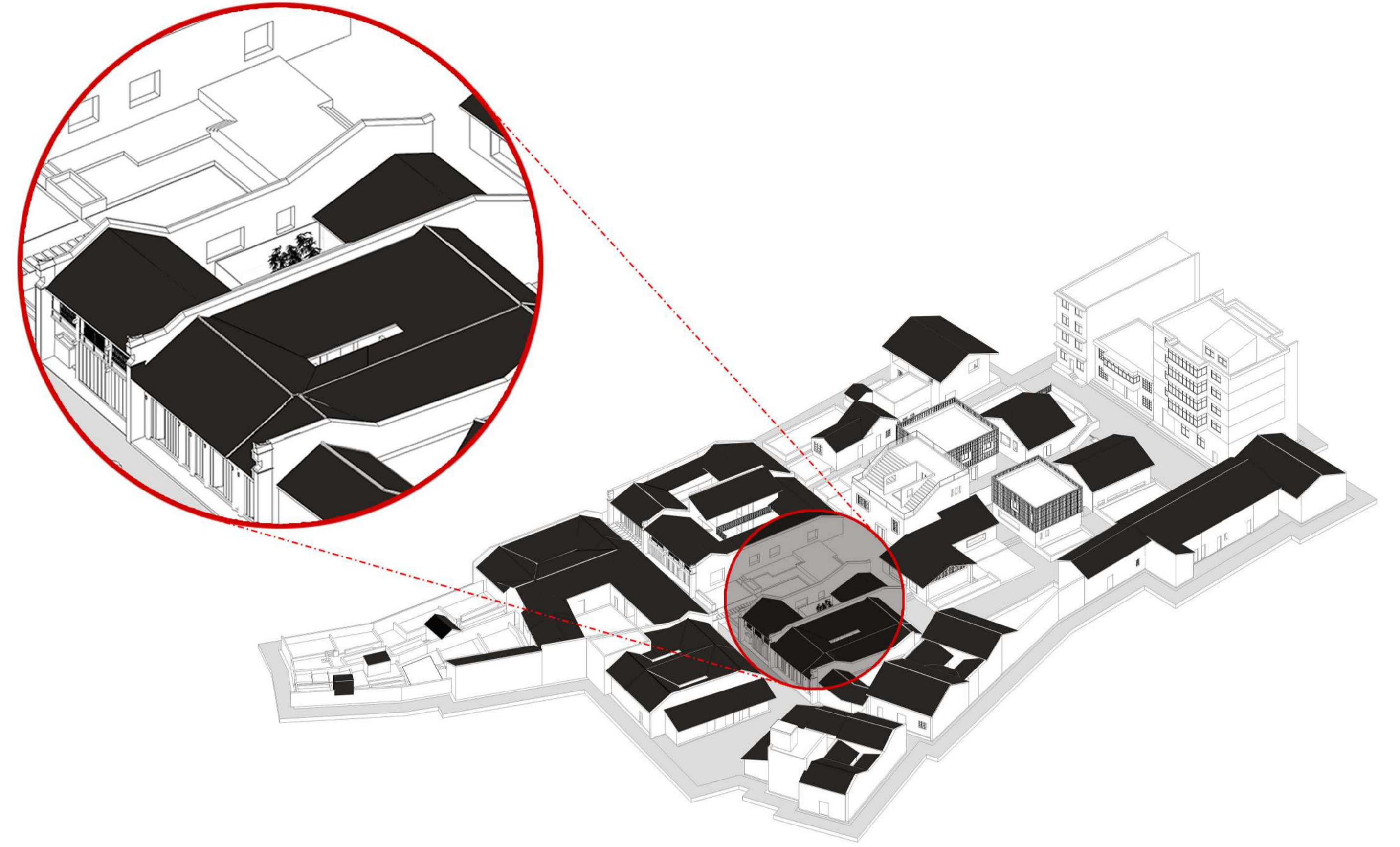
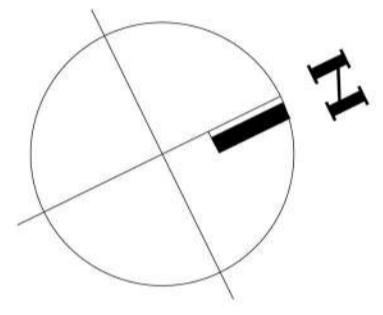


0 5 10 15 20 25M

34 Episode 1 - Design of the Tea House in the burned courtyard



First Floor PLAN of the Tea house



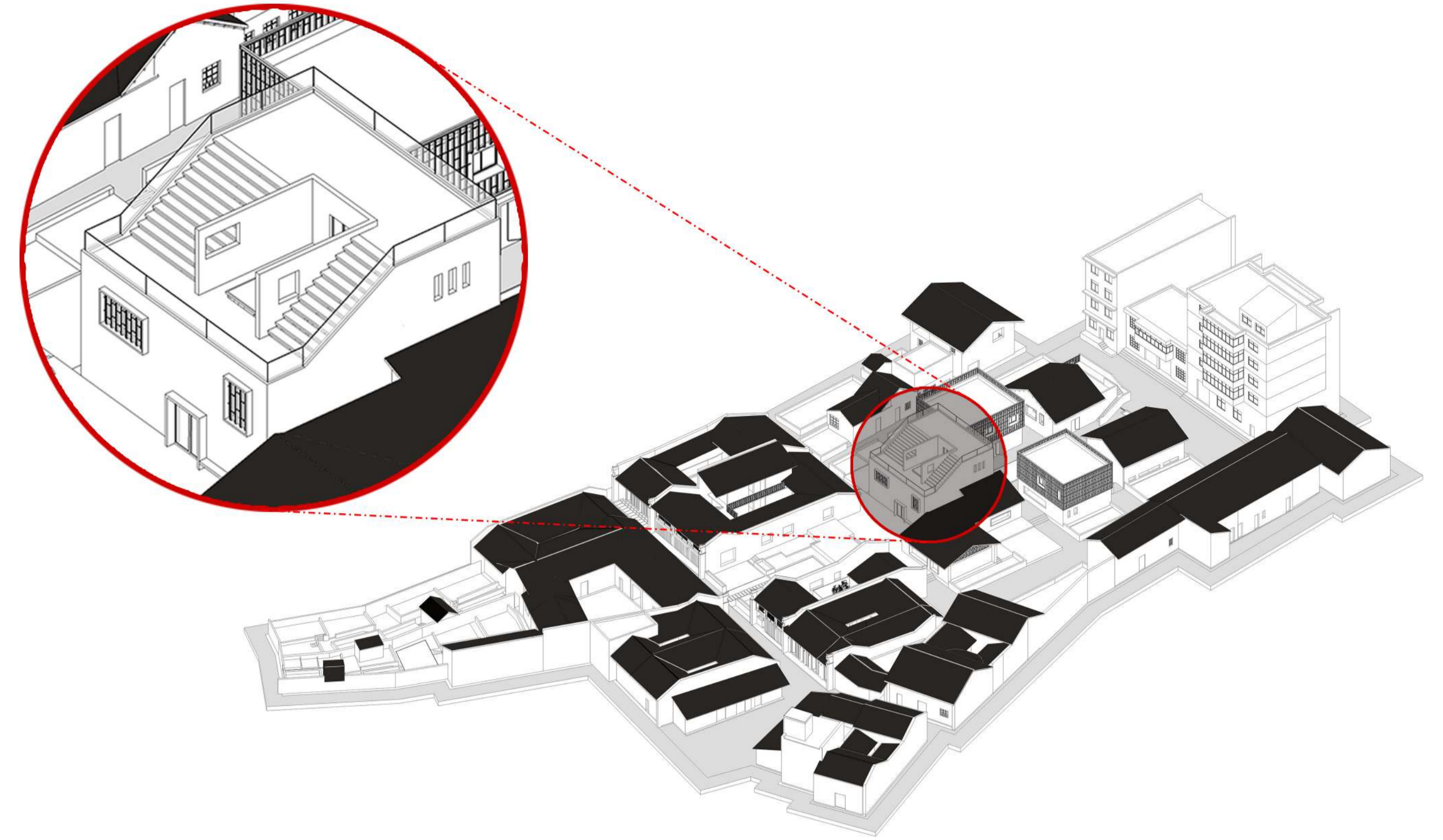
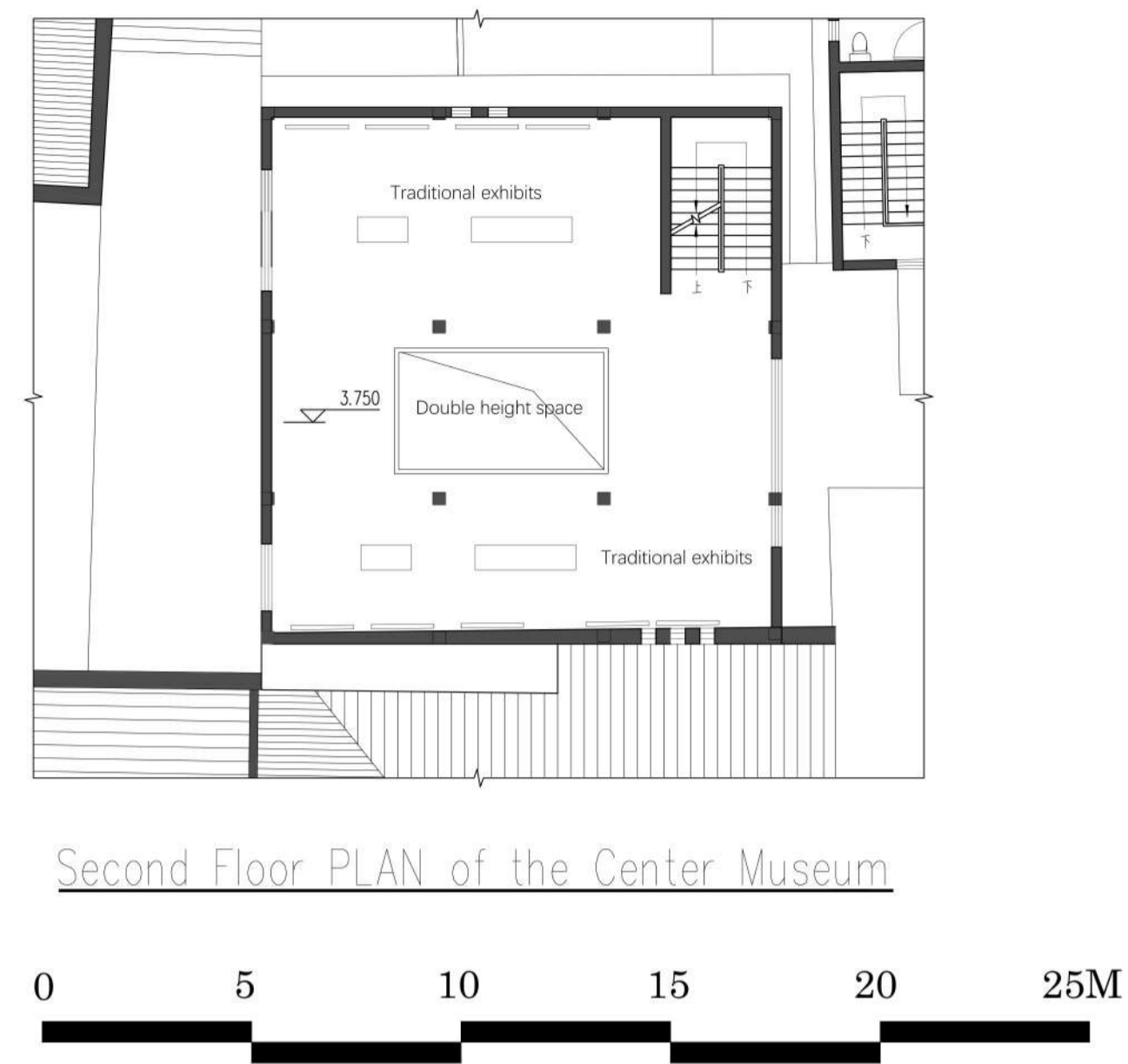
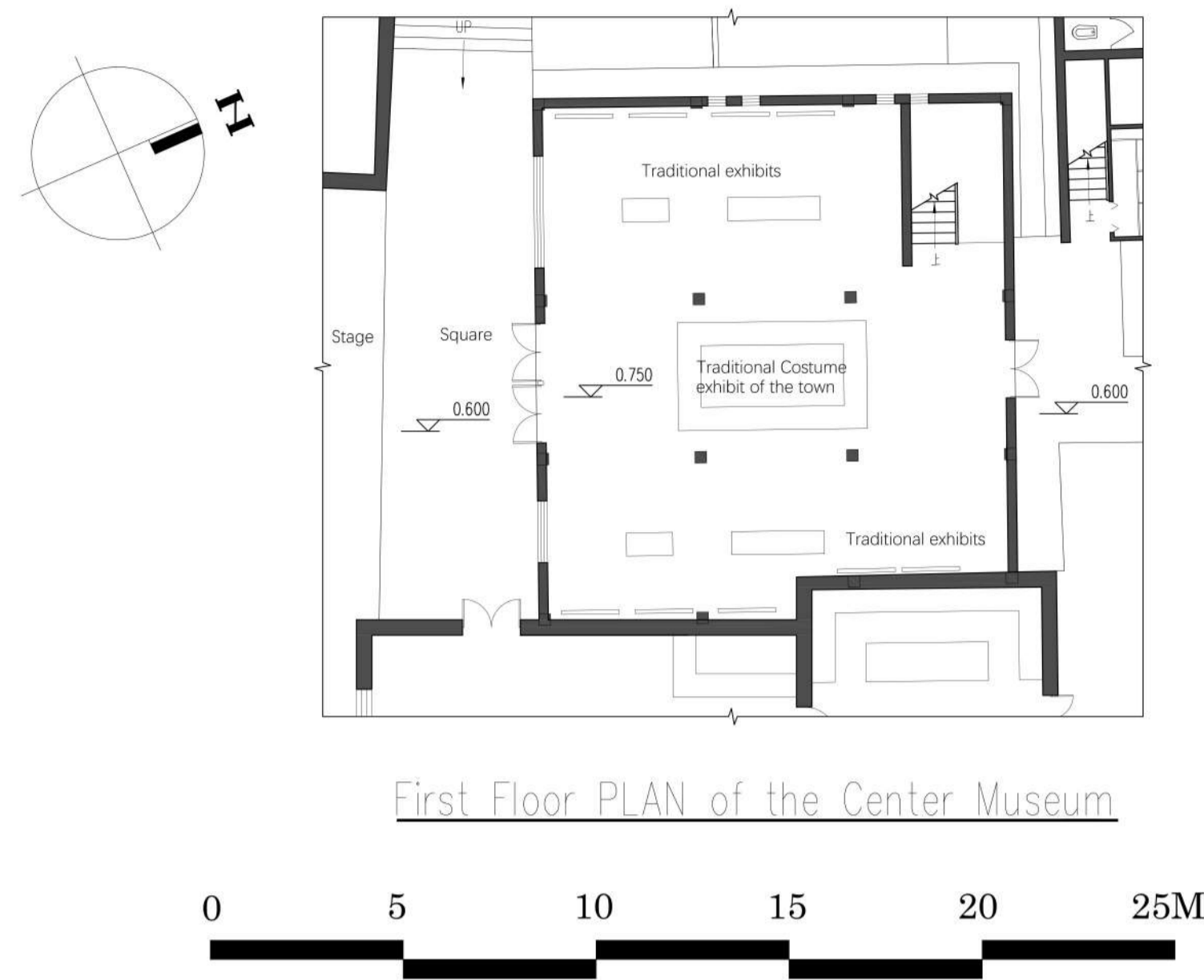
Burned Roof



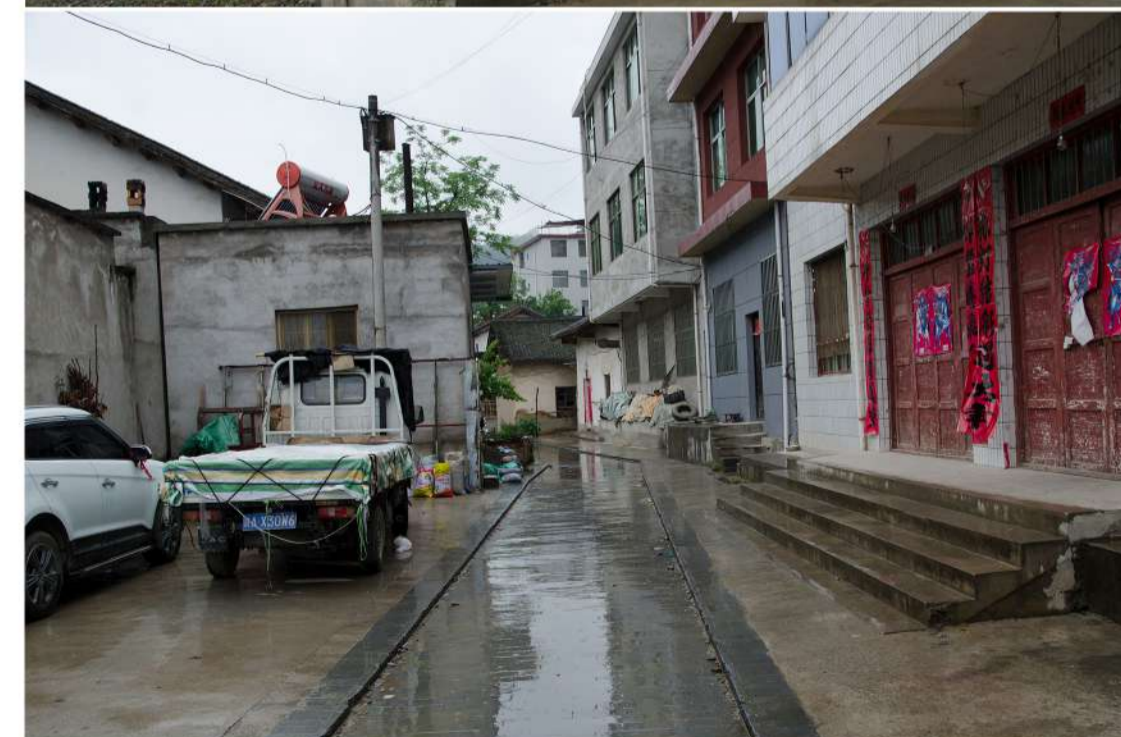
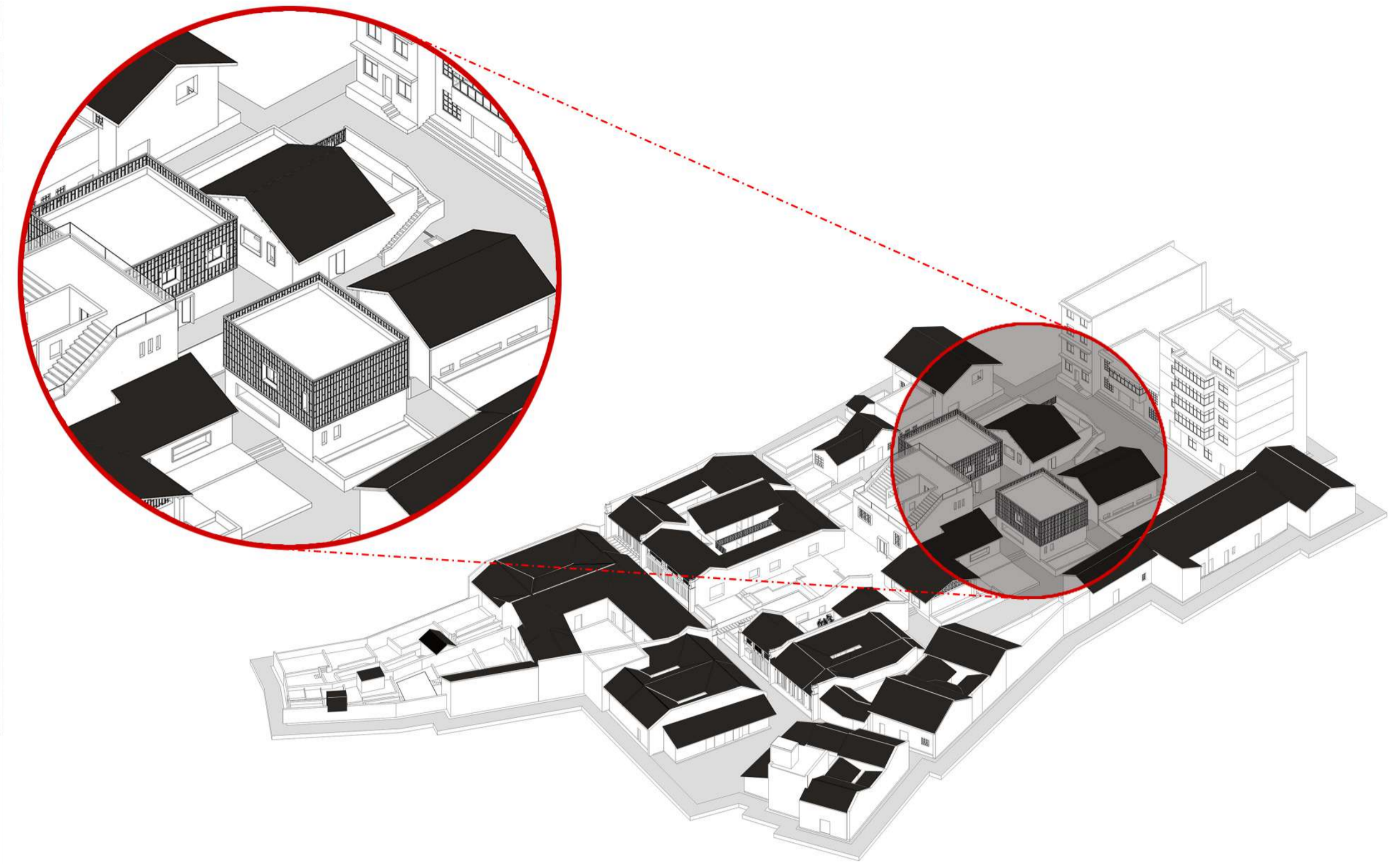
Burned Yard



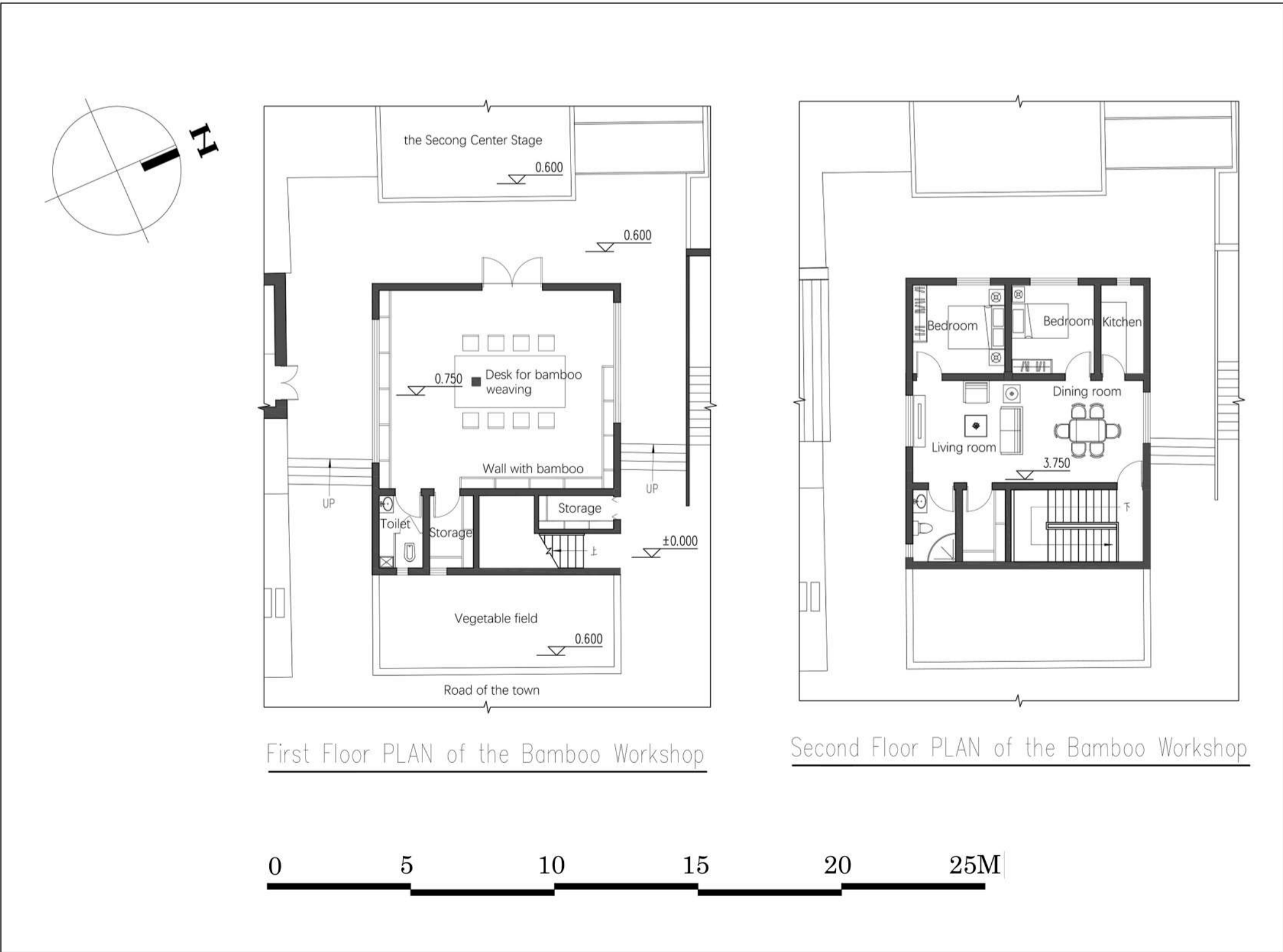
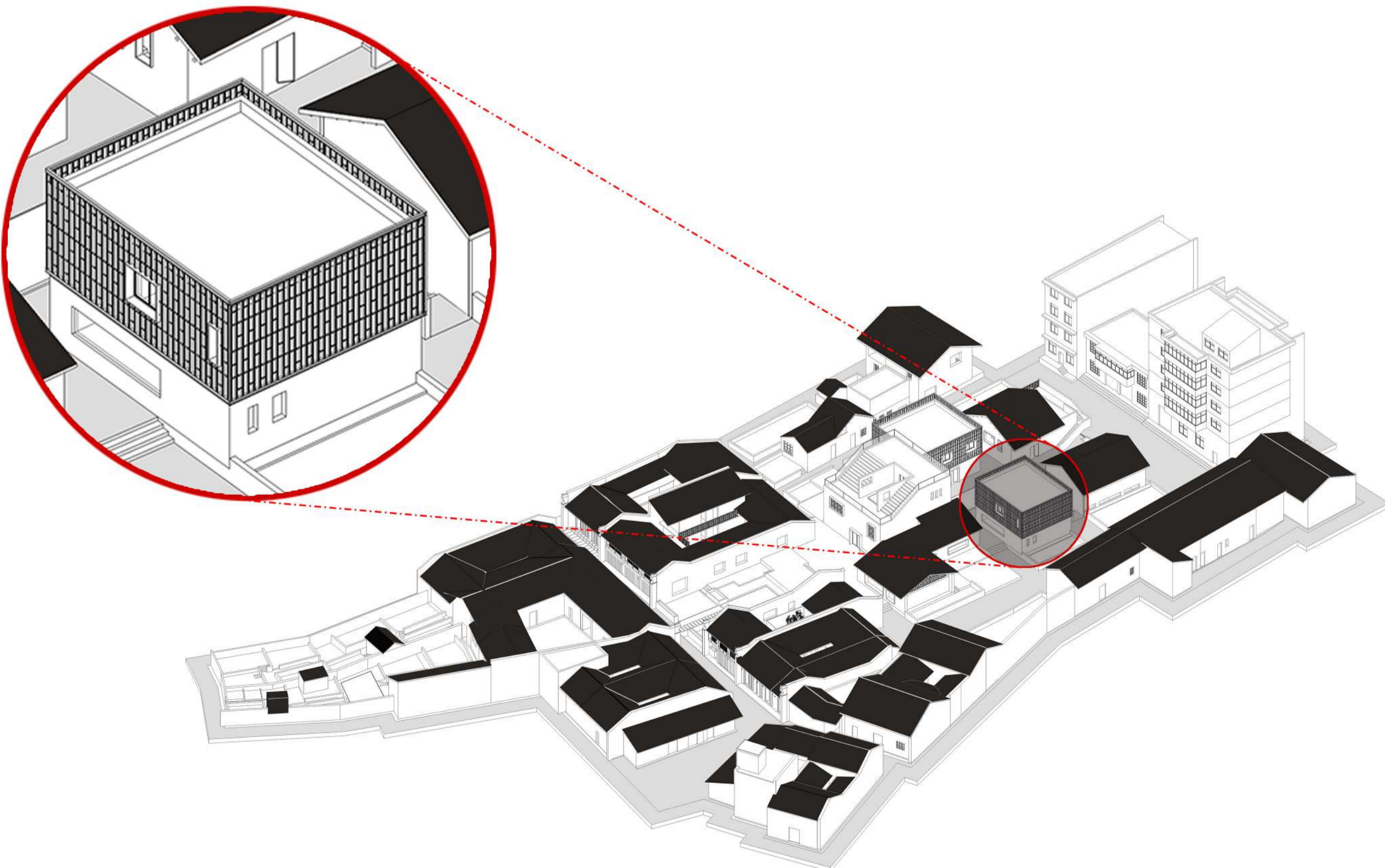
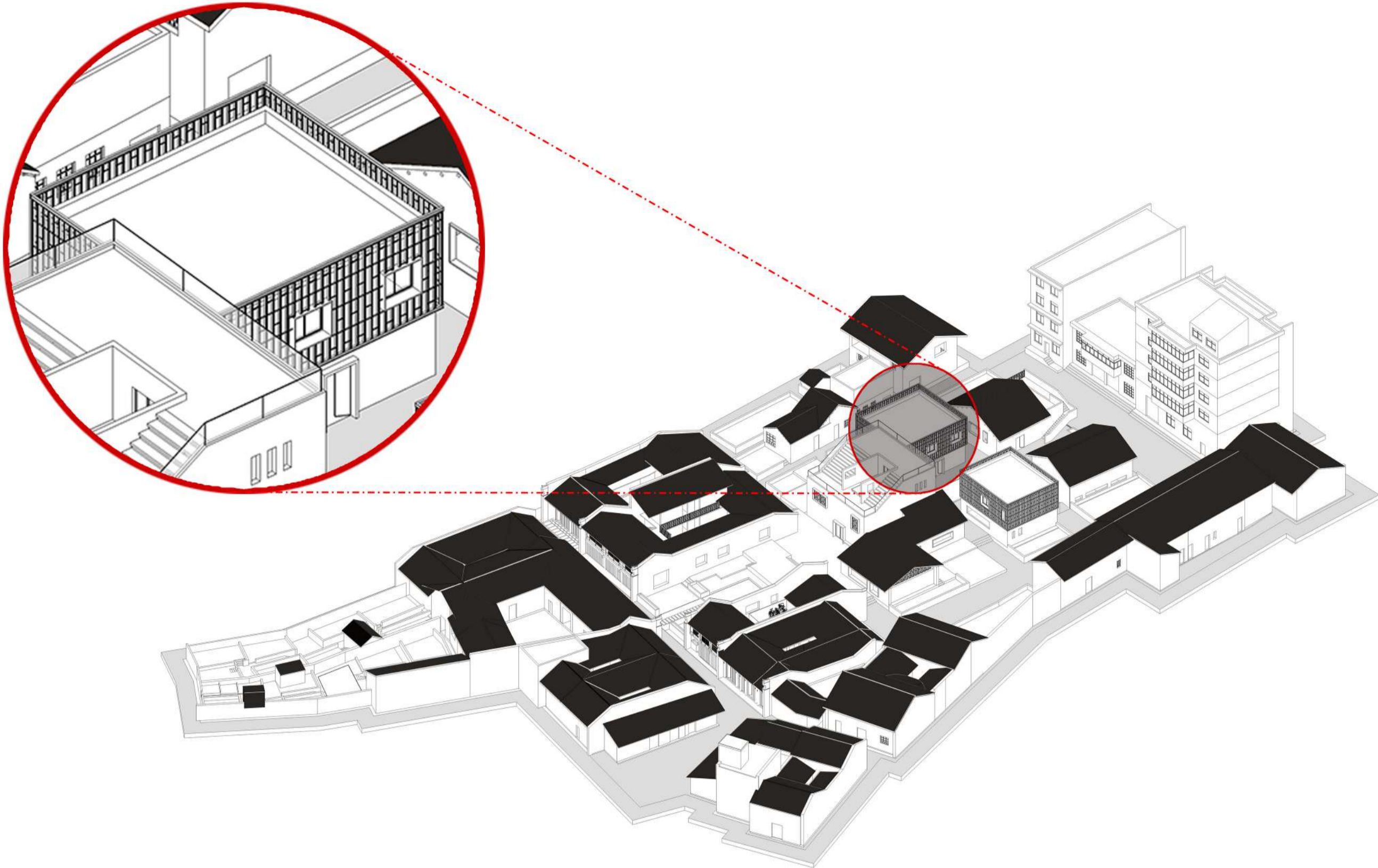
35 Episode 2 - Design of the Intangible heritage Museum



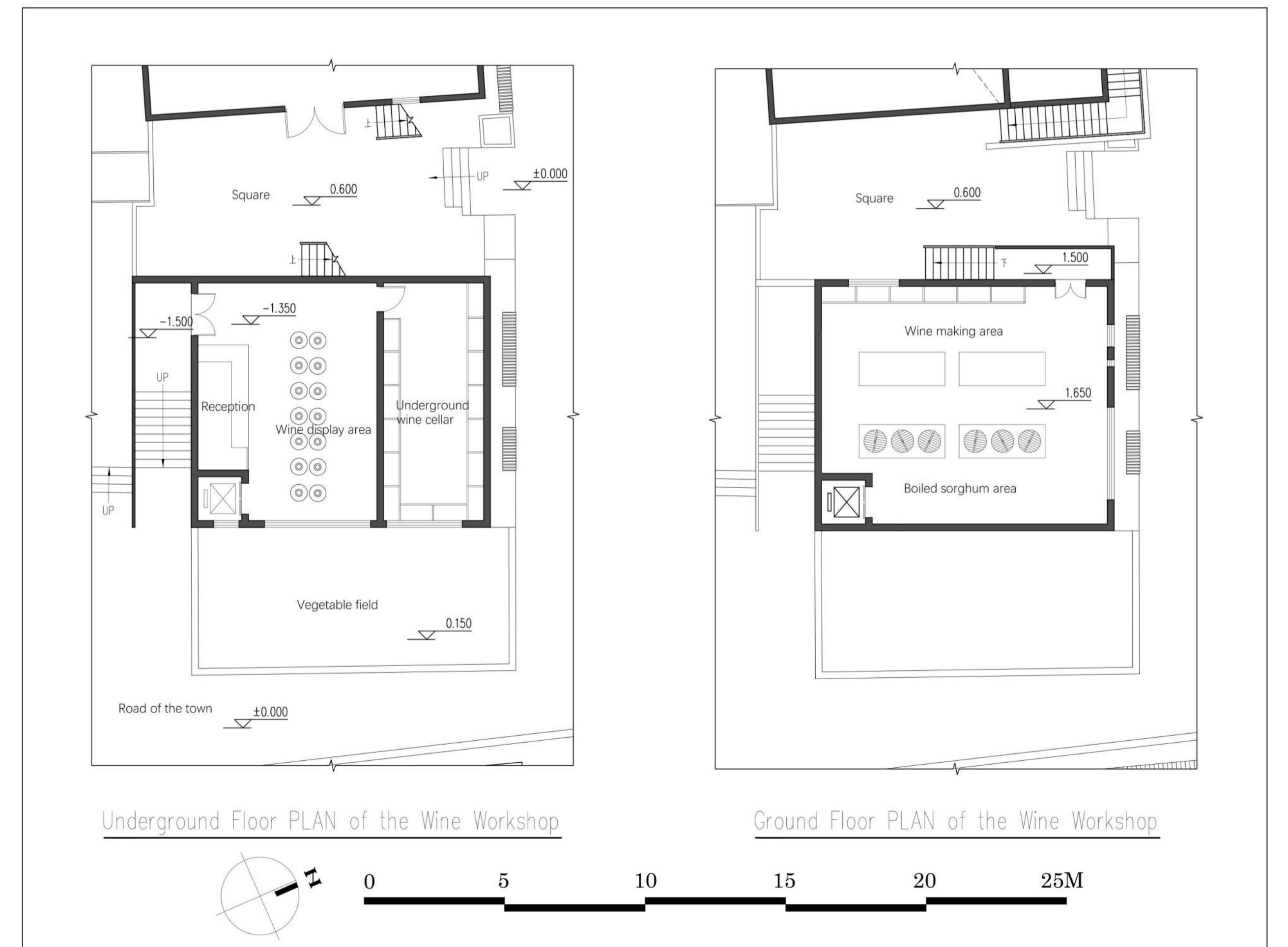
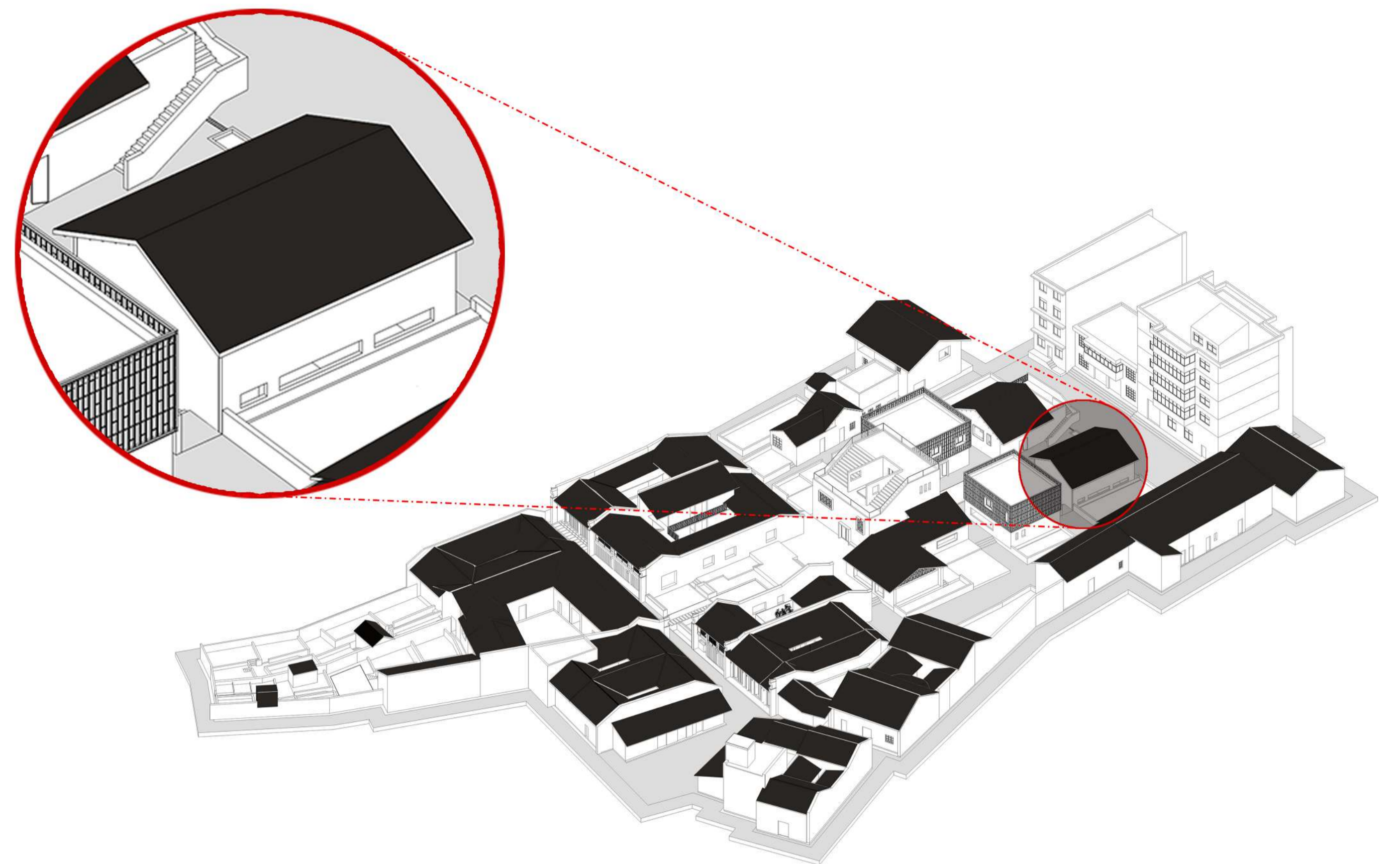
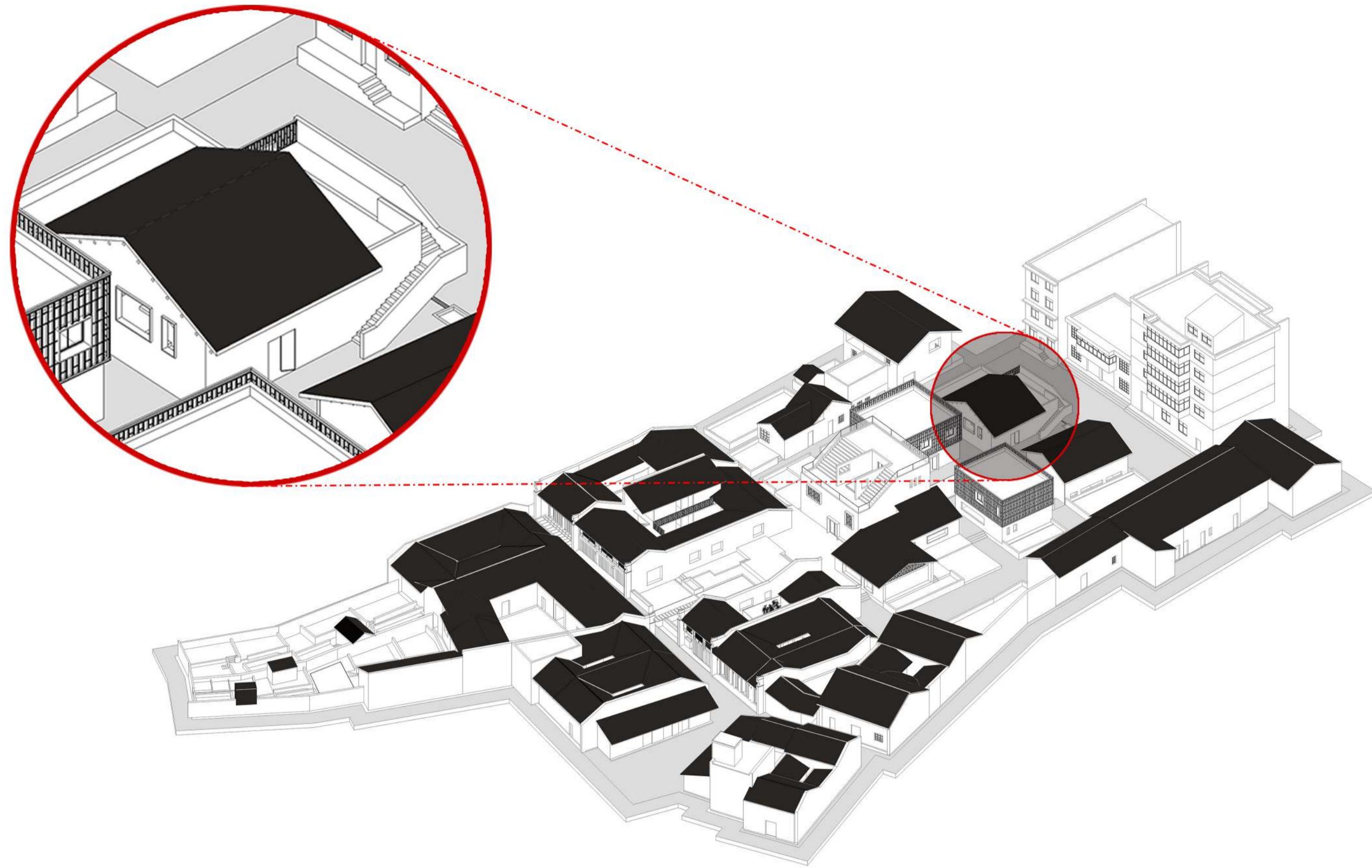
36 Episode 3 - Design of the Workshop Groups



37 Episode 3 - Design of the Workshop Groups - Weaving & Bamboo



38 Episode 3 - Design of the Workshop Groups - Tofu & Wine



39 Episode 4 - Design of the Courtyard behind the Erlang Temple

