



水岸景观效果

北京创意园区整体规划

Masterplan, Creative Zone Beijing, China

客户 北京市延庆区人民政府

规划与建筑设计 UNStudio: Ben van Berkel, Caroline Bos with Markus van Aalderen, Yi Cheng Pan and Mienke Dijkema, Ren Yee, Clarissa Alfrink, Megan Ng, Maud van Hees, Wendy van der Knijff, Jae Young Lee

基地面积 210 152m²

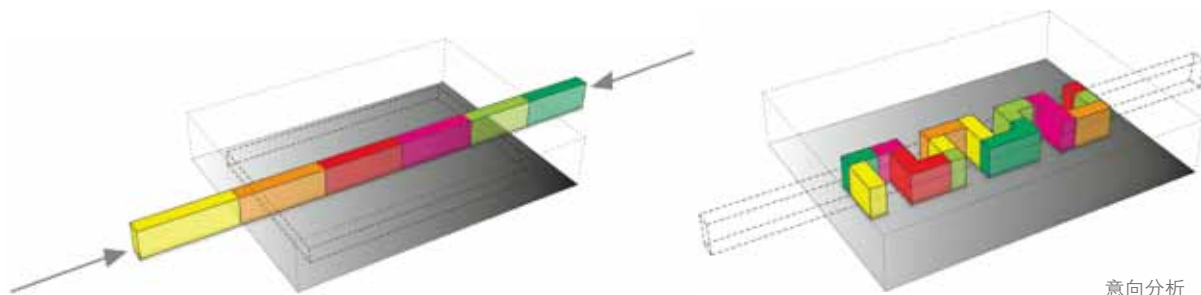
建筑面积 145 119m²

城市发展顾问 dcu, Pablo Vaggione

可持续设计顾问 Arup工程顾问(上海)有限公司



公园与画室效果



意向分析



Education & training
教育培训



Creative studios
创意工作室



Exhibition & exchange
展览会展



Theme building & hotel
主题建筑 宾馆



Supporting facilities
辅助设施

园区功能布局

“于自然中的都市”这一主题旨在保护延庆当地的自然特征，同时容纳一定的城市生活，整个设计将绿带与城市肌理两个尺度结合起来。

通过对城市肌理的浓缩，创造出一个高度编织和紧密的城市环境，从而在城市与自然之间既形成清晰的界限又具有紧凑性。两个不同但相互联系的创意产业带和基础设施带相互编织成边缘地带的城市组织，同时营造了从街道到庭院到公共广场的一系列连续的开放空间。浓缩景观最大限度地扩展了绿带，增加的绿带和公园为创意人士工作、组织活动以及画室和亭、阁的娱乐活动提供了绿色环境。

建筑公园中，画家工作室和亭、阁以中国传统园林“一步一景”的方式组织，公园变成试验项目和即将面世的设计实践的国际展示场。画家工作室和亭、阁就像坐落在景观中的雕塑一般，提升



FUNCTION (功能)	AREA (面积)	FUNCTION (功能)	AREA (面积)	FUNCTION (功能)	AREA (面积)
1 hotel	2,200 m²	12 restaurants	200 m²	28 master architect studios	1,200 m²
2 hotel	1,400 m²	13 retail	1,000 m²	29 supporting services	1,500 m²
3 retail	500 m²	14 bars	100 m²	30 art gallery	500 m²
4 bars	100 m²	15 medium & small sized studios	2,500 m²	31 retail	150 m²
5 restaurants	100 m²	16 M&D studios	1,000 m²	32 bars	100 m²
6 supporting services	500 m²	17 housing	500 m²	33 restaurants	300 m²
7 cafe's	1,200 m²	18 supporting services	2,000 m²	34 supporting services	1,000 m²
8 lecture hall	1,500 m²	19 housing	1,000 m²	35 supporting services	800 m²
9 classrooms	1,500 m²	20 supporting services	1,000 m²	36 cafe's	300 m²
10 restaurants	200 m²	21 bars	200 m²	37 retail	1,000 m²
11 bars	500 m²	22 cafe's	300 m²	38 hotel	600 m²
12 master architect studios	200 m²	23 offices	1,000 m²	39 cafe's	300 m²
13 retail	1,000 m²	24 supporting services	1,000 m²	40 art gallery	500 m²
14 bars	100 m²	25 master architect studios	2,000 m²	41 medium & small sized studios	2,000 m²
15 medium & small sized studios	2,500 m²	26 master architect studios	1,500 m²	42 medium & small sized studios	2,000 m²
16 M&D studios	1,000 m²	27 recreation	300 m²		
17 housing	500 m²	28 housing	1,000 m²		
18 supporting services	2,000 m²	29 housing	1,000 m²		
19 housing	1,000 m²	30 housing	1,000 m²		
20 supporting services	1,000 m²	31 housing	1,000 m²		
21 bars	200 m²	32 housing	1,000 m²		
22 cafe's	300 m²	33 housing	1,000 m²		
23 offices	1,000 m²	34 housing	1,000 m²		
24 supporting services	1,000 m²	35 housing	1,000 m²		
25 master architect studios	2,000 m²	36 housing	1,000 m²		
26 master architect studios	1,500 m²	37 housing	1,000 m²		
27 recreation	300 m²	38 housing	1,000 m²		
28 housing	1,000 m²	39 housing	1,000 m²		
29 housing	1,000 m²	40 housing	1,000 m²		
30 housing	1,000 m²	41 housing	1,000 m²		
31 housing	1,000 m²	42 housing	1,000 m²		



FUNCTION (功能)	AREA (面积)	FUNCTION (功能)	AREA (面积)	FUNCTION (功能)	AREA (面积)
1 hotel	2,200 m²	12 housing	800 m²	28 design studios	1,000 m²
2 hotel	1,400 m²	13 housing	1,000 m²	29 apartments	500 m²
3 conference rooms	1,000 m²	14 medium & small sized studios	2,500 m²	30 apartments	1,000 m²
4 housing	1,500 m²	15 master architect studios	1,500 m²	31 conference rooms	1,000 m²
5 apartments	1,000 m²	16 apartments	1,000 m²	32 classrooms	800 m²
6 lecture hall + classrooms	2,500 m²	17 apartments	800 m²	33 housing	1,000 m²
7 classrooms	1,500 m²	18 housing	1,000 m²	34 housing	1,000 m²
8 archive	1,000 m²	19 housing	1,000 m²	35 housing	1,000 m²
9 sports	1,500 m²	20 housing	1,000 m²	36 housing	1,000 m²
10 M&D studios	800 m²	21 housing	1,000 m²	37 housing	1,000 m²
11 master architect studios	1,500 m²	22 master architect studios	2,000 m²		
12 M&D studios	1,000 m²	23 offices	1,000 m²		

园区功能布局

了易辨性和方向感，也为中小规模公司提供了工作场所。画室可以作为设计者展示作品、表达设计思想的场所；亭、阁作为公园中的小品，可以用作休息站和室外活动空间，允许设计者通过一些小而实验性的设计加入到城市设计中。画室和亭、阁可以是临时的，也可以是半永久的，因而公园成为不断更新的天然展示场。

设计中参考伦敦一所经济学院的开放式校园模式，交织在城市肌理中的校园允许公众自由地进入，进行学习和活动交流。通过分析此校园的模式，了解到主要建筑物的重要性，即那些报告厅、图书馆与进行知识交流的公共空间。尽管在创意园区设计中强调教育学习交流，但目的是在城市背景下通过主要会议和交流场所的安排创造一种开放的学习环境。庭院穿插在街道等举行小型活动、论坛和展览的外部空间，这样庭院成为进入城市、公园广场和街道的主要联系空间，也成为人与人之间相互联络的场所。

Urbanity in Nature

The theme of Urbanity in Nature refers to the preservation of the natural qualities of the Yanqing site, located 200km from Beijing, whilst accommodating a certain essential level of urban city life density. The design for the Beijing Creative Zone encompasses compression on a dual scale; the greenbelt and the urban fabric.

The compression of the urban fabric creates a tightly woven and intensified urban environment. This generates compactness and programmatic friction as well as a clear border between city and nature; the urban edge. The urban fabric of the edge is formed by the interweaving of two distinct yet highly interconnected strips – the Creative Industry Based strip and the Supporting Facilities strip, and consequently creates a series of open spaces ranging from internal streets to courtyards and plaza entrances to public squares. This arrangement provides changing degrees of privacy and interaction, thereby encouraging spontaneous learning.

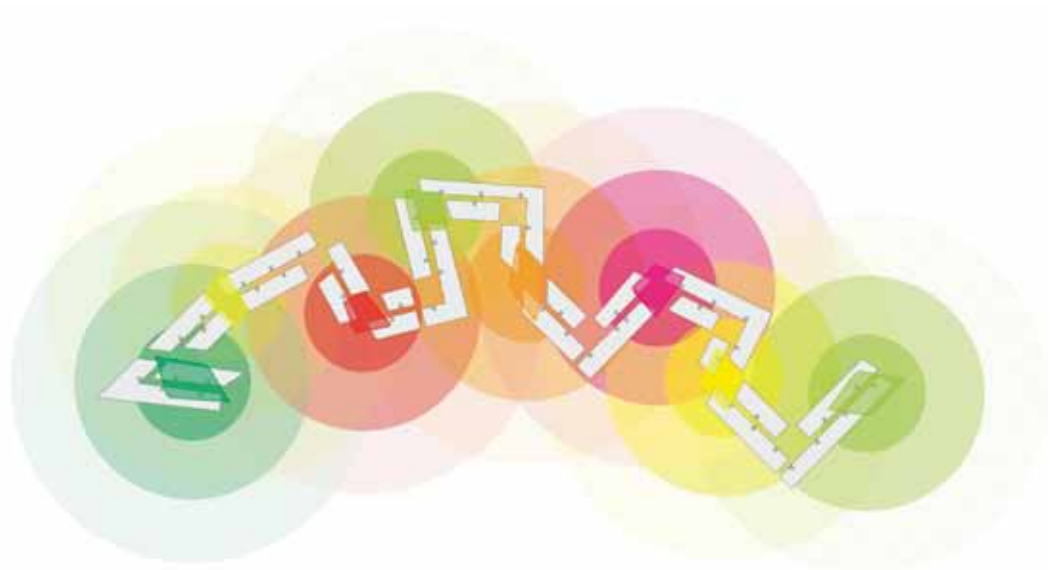
The compression of the landscape maximizes the greenbelt whilst simultaneously capitalising on the natural quality of the site. The increased greenbelt and parkland provide an expanse of green environment where



园区一层平面



广场路径分析



园区步行距离分析

创意园区的产品循环成为项目可行性的主要支柱。“思考、发展、生产与销售”这一产品生命周期循环中四个环节的连续运动形成产品销售的所有步骤。产业链的可行性在市场转变中要体现一定的灵活性，尤其在概念发展中的知识创新、产品发展、最终展示及销售中。这些变化的元素构筑了城市与公园相接触的平台，基于绿带的城市边缘上相互混合的地带展现了城市类型学，而这正是自然之中的城市所必需的开放型学习环境。（译/吴春花）

local and foreign creative professionals can work, organize and participate in events, as well as indulge in leisure activities in the scattered Ateliers and Pavilions.

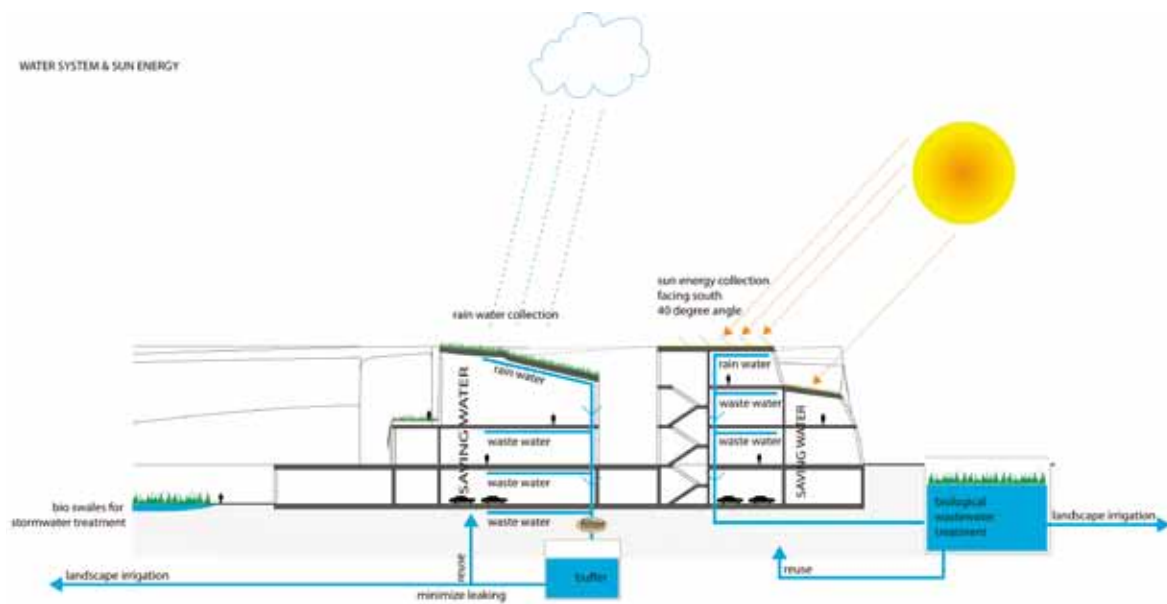
In the creation of the Architectural Park, these ateliers and pavilions are organised on the basis of the Chinese garden's emphasis of "One View Per Step". The parkland becomes an international showcase of experimental projects and emerging design practices. The ateliers and pavilions sit in the landscape as sculptures in a garden, improving legibility, navigation and orientation, as well as securing the existence of medium and small sized

companies. The ateliers of emerging designers would be used as galleries to present their work as well as featuring their design philosophies and ideas on formal expressions, sustainability or material as a built artifact.

The building of pavilions, as nodes in the park, as rest stops and as outdoor event spaces, allows for a wider range of designers to participate in the urban plan through the design of small, experimental projects. The lifespan of the ateliers and pavilions varies from semi-permanent to temporary respectively. The park as a showcase will therefore be continuously refreshed.

The London School of Economics campus is seen to have potential as a reference for the design of the creative zone. It is an example of an open campus that is interwoven in the urban fabric and thus allows for the public to freely interact with the many learning facilities and events. Analysis of the campus model shows the importance of key buildings (such as a lecture hall and a library) and interlinked public areas for the exchange of knowledge. Although emphasis is made on educational exchange in the design for the Creative Zone, the aim is to create an open learning environment within an urban context through the placement of key meeting and exchange locations. The courtyards punctuated along the internal street form outdoor gathering spaces where small events, forums and exhibitions can take place. These

WATER SYSTEM & SUN ENERGY



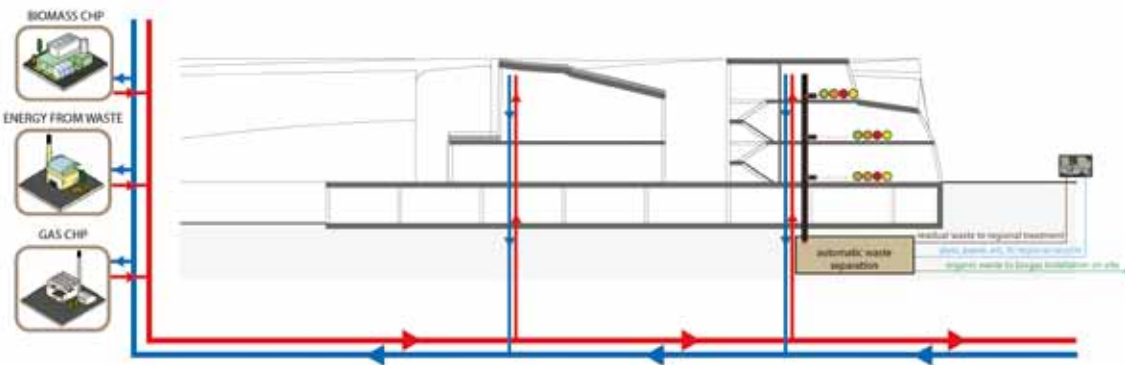
水与太阳能利用可持续系统

Rise and fall of water level

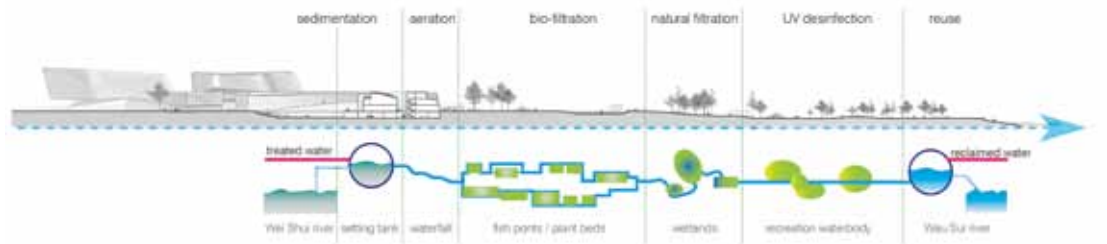


不同水位环境分析

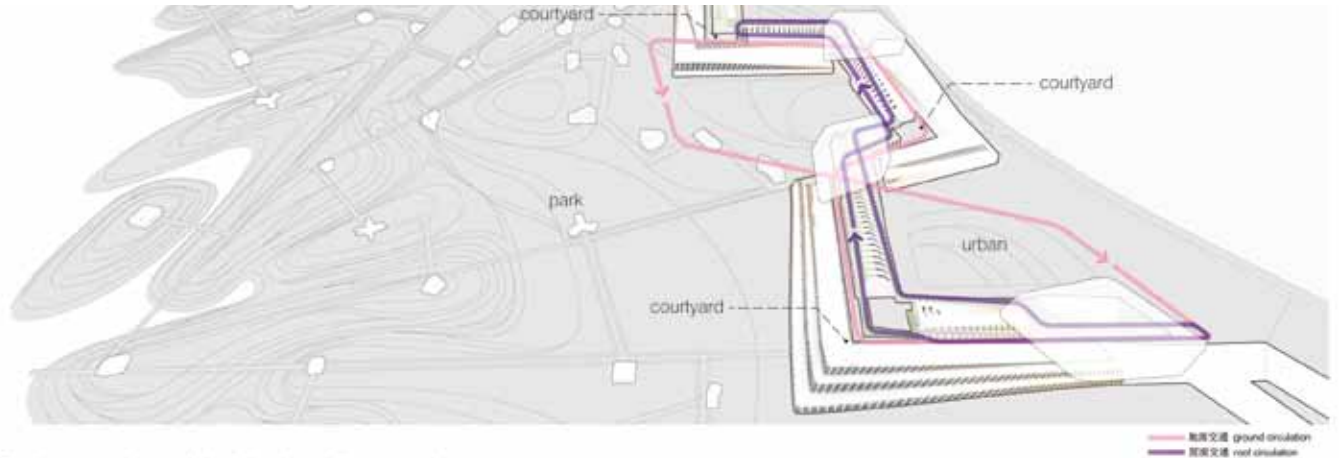
COMBINED HEAT AND POWER & WASTE STRATEGY



可持续能量循环系统



可持续水净化系统



Continuous ground to roof circulation through the courtyard
由地面到屋顶穿过庭院的连续性流线

由地面到屋顶的流线



公园景观效果

courtyards will be the major junctions between access to the urban and park squares and to the internal street thereby creating an interface between the occupants and the public.

The all-encompassing production cycle of the creative zone will be the backbone of the feasibility of the project. By implementing the four clusters of a products life cycle 'Think, Develop, Produce and Sell' as a continuous loop of activity, one creates a platform for all steps of the process towards product sales. The feasibility of such a chain allows for flexibility in

market transformation as well as linking the creation of knowledge with the development of an idea, actual product development and finally exhibiting and selling the piece.

These various components, consisting of urban and park facing platforms with the interwoven programmatic mixed strips lined on the urban edge by the greenbelt represent the urban typology needed for a new open learning environment in Urbanity in Nature. **ATI**