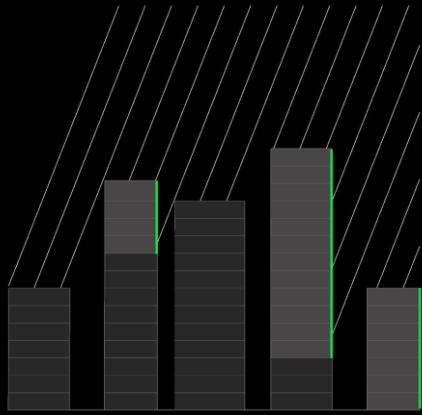


# TESTING FOR OPEN SPACE

GANGXIA URBAN VILLAGE, SHENZHEN



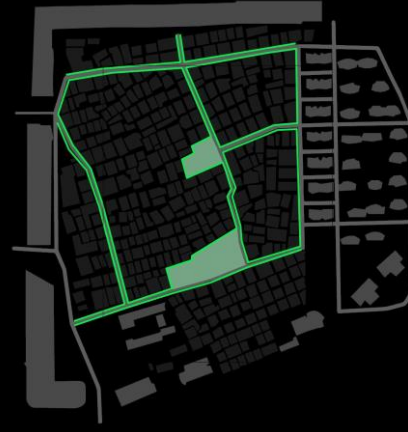




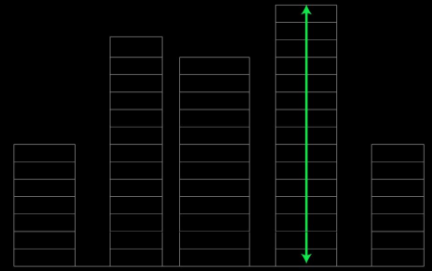
DAYLIGHT



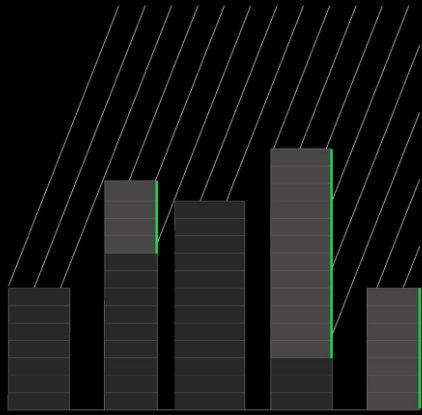
PARKSPACE AREA



FACADE WALL LENGTH



BUILDING HEIGHT (or PARK VIEWS)



## DAYLIGHT

### Assumptions

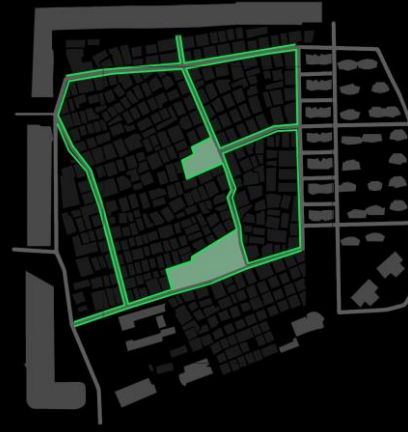
**Threshold** less than one hour of direct sunlight per day



## PARK SPACE AREA

### Assumptions

**Threshold**

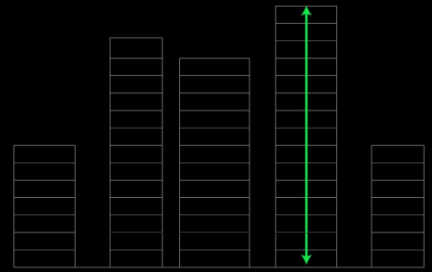


## FACADE WALL LENGTH

**Assumptions** We assume that facade length is an appropriate proxy for spatial openness and economic activity.

Therefore, longer internal facade lengths imply more spatial openness and opportunities for economic exchange

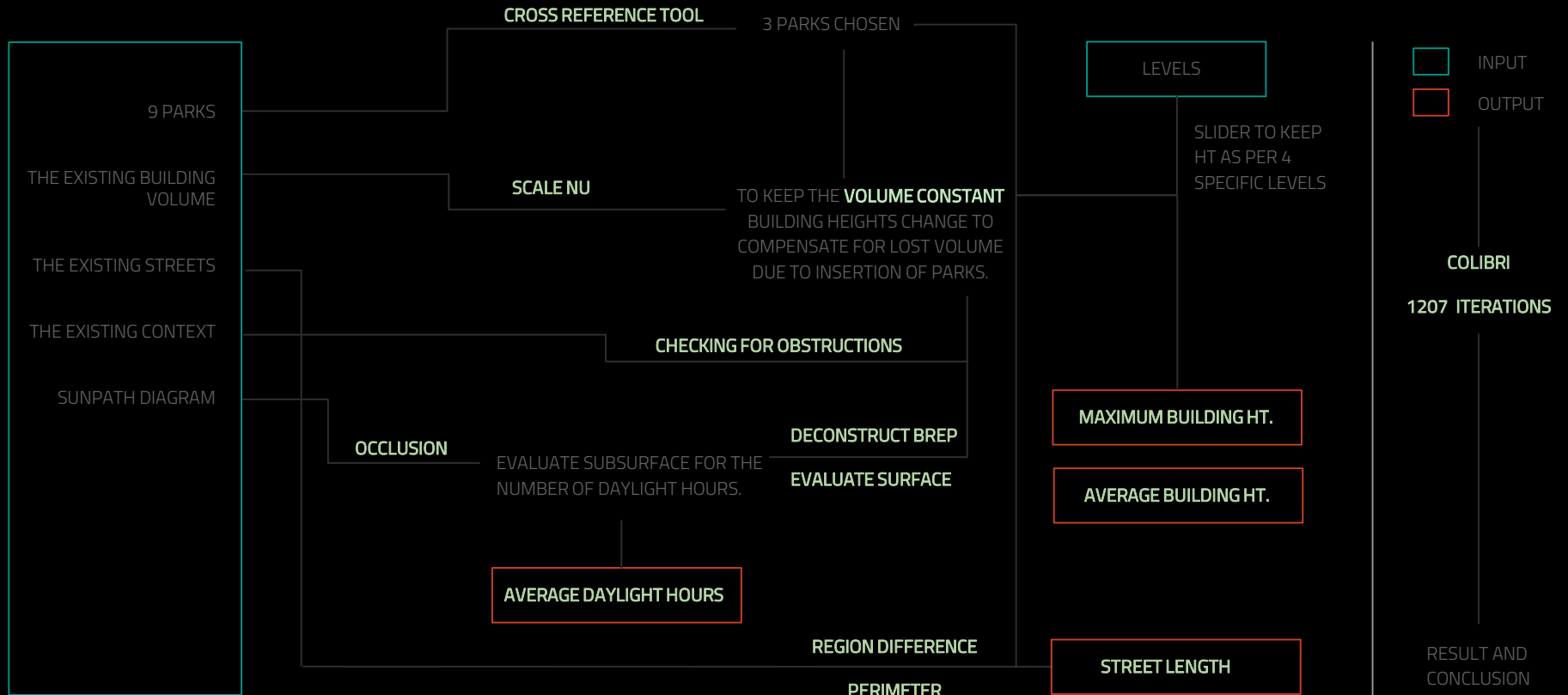
**Threshold** Variations should **maintain or increase existing** facade wall length.

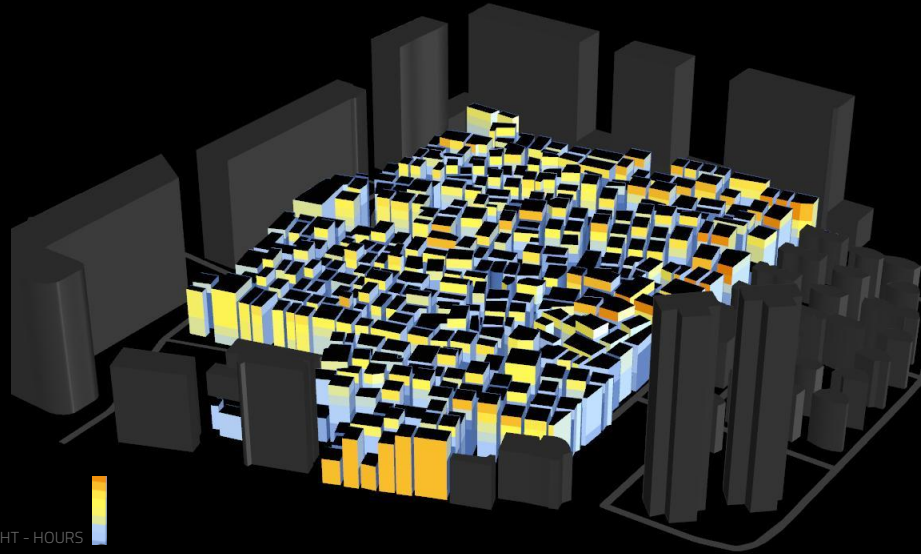


## BUILDING HEIGHT

**Assumptions** We assume that the average floor to floor height for residential buildings in this village is 10 ft.

**Threshold** Generally, buildings shorter than 5 (**50 ft**) floors are not economically desirable. Buildings taller than 16 floors (**160 ft**) are too costly to construct.





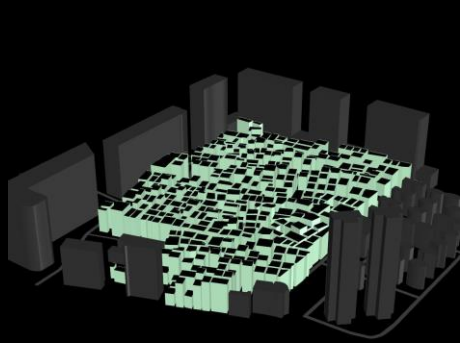
**BENCHMARK**

AVERAGE DAYLIGHT **0.67 hours**

PARK SPACE AREA **0 acres**

AVE. BUILDING HEIGHT **110 ft.**

STREET FACADE LENGTH **5,950 ft.**



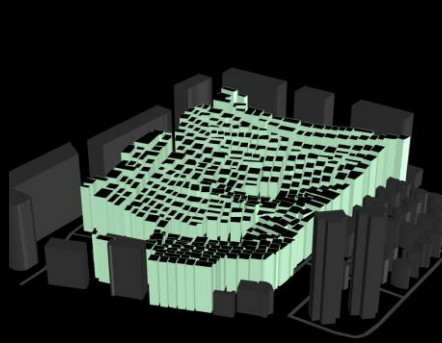
### ORIGINAL MASSING



### PARK COMBINATIONS

9 options for park locations were chosen due to their variety of areas, proximity to the village's main thoroughfares, and dispersed locations.

The model iterates through **all possible combinations of 1, 2, and 3** park spaces.



### HEIGHT VARIATION

The variation in height was applied as a scale multiplier that ranged from 1 to 4.

1 - no scalar multiplier effect. The Variation in building height is the smallest.

4 - The variation in building height is the most extreme, with shorter buildings adjacent to parks and taller buildings farther away.

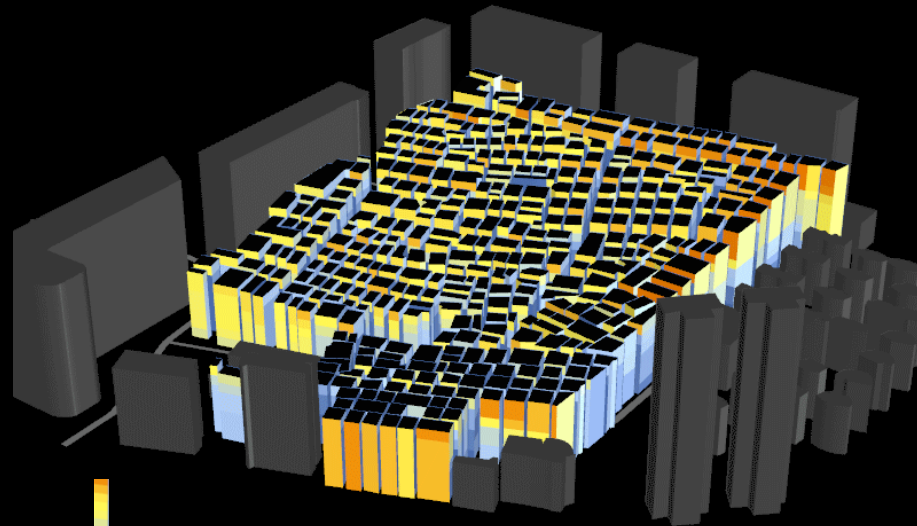


### BUILDING FOOTPRINTS & TOTAL VOLUME

**Building footprints were fixed** throughout in order to help maintain existing property ownership among landholding people within the village.

The **total volume of all buildings was maintained** in order to best accommodate the existing amount of residents.





AVERAGE DAYLIGHT - HOURS



PARK COMBINATIONS

396

HEIGHT DIFFERENCE LEVELS

3

TOTAL ITERATIONS

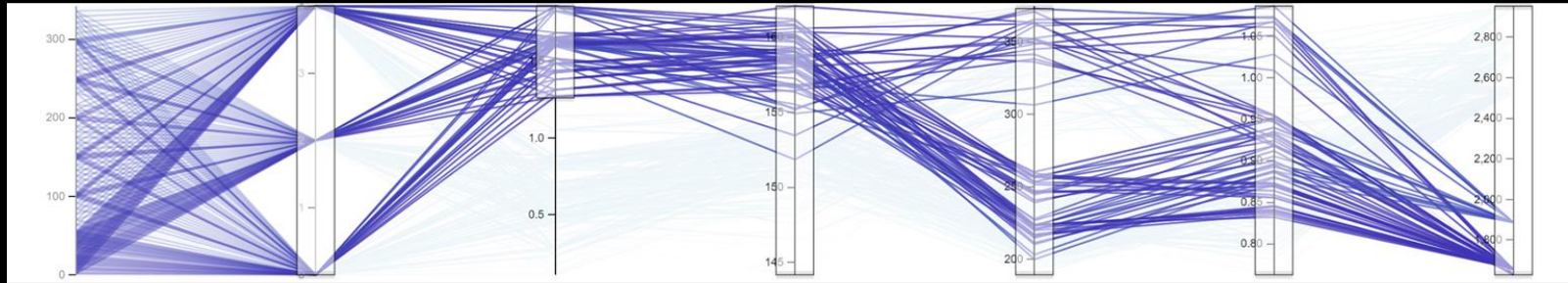
1,188

BUILDING FOOTPRINTS - CONSTANT

TOTAL BUILDING VOLUME - CONSTANT

PARK COMBINATION

HEIGHT DIFFERENCE  
LEVEL



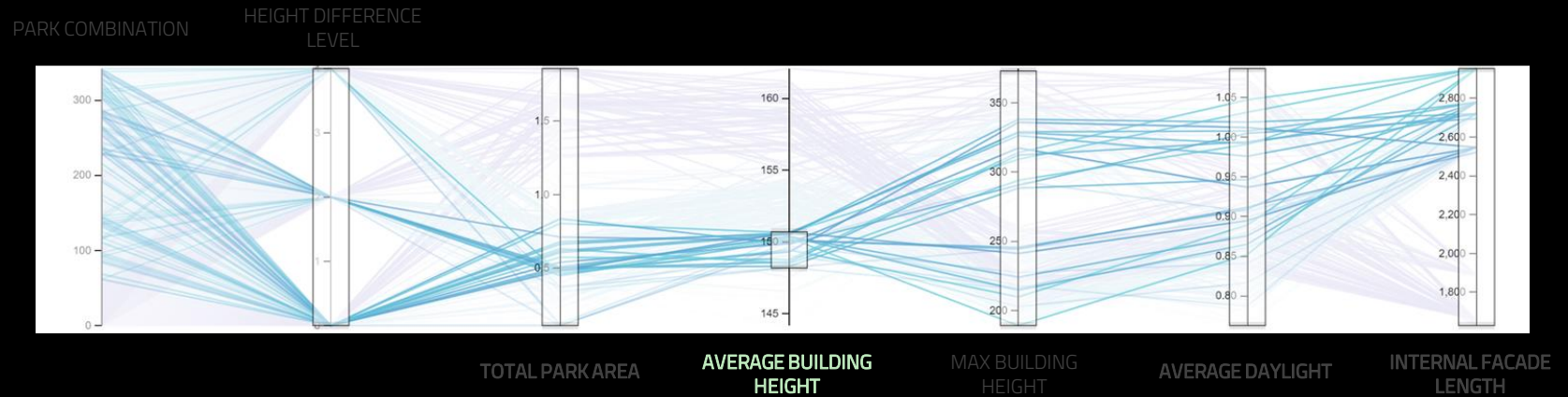
TOTAL PARK AREA

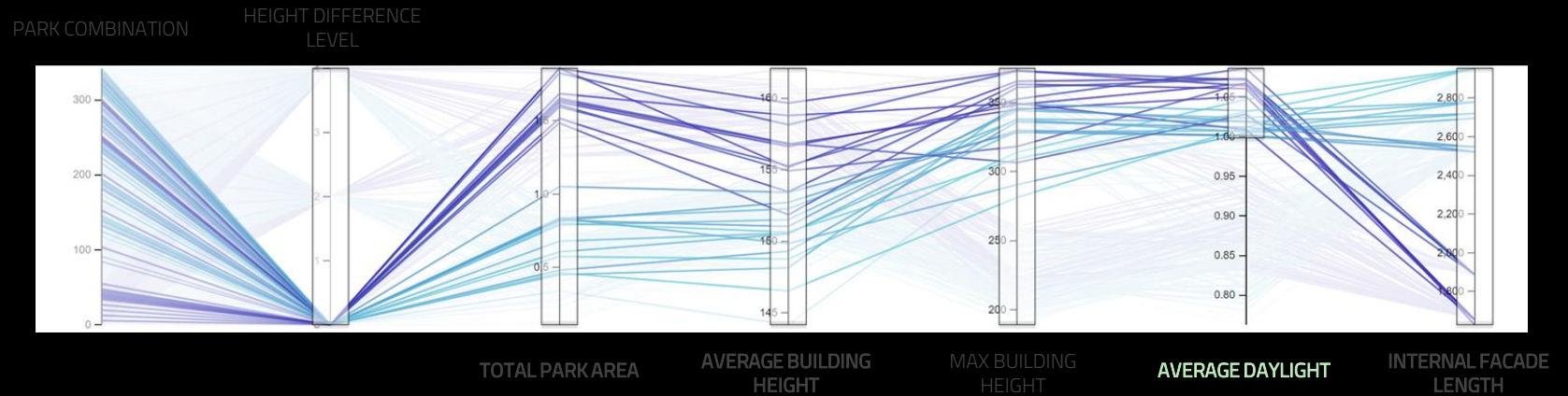
AVERAGE BUILDING  
HEIGHT

MAX BUILDING  
HEIGHT

AVERAGE DAYLIGHT

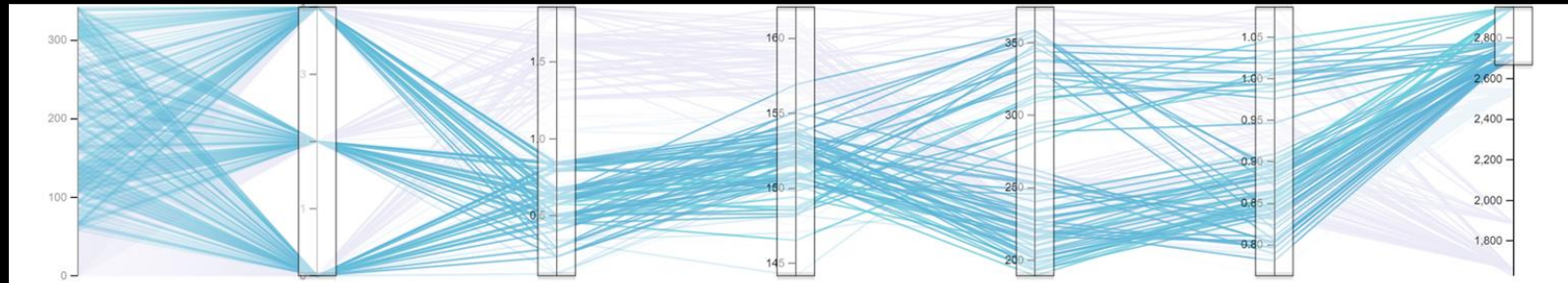
INTERNAL FACADE  
LENGTH





PARK COMBINATION

HEIGHT DIFFERENCE  
LEVEL



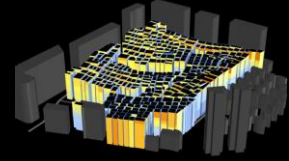
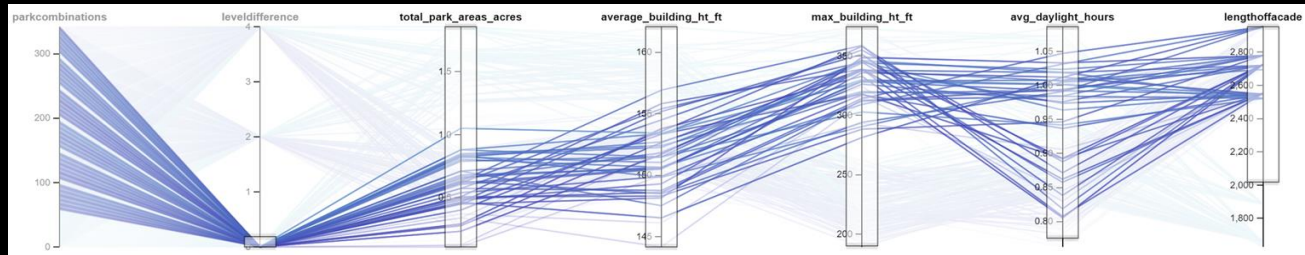
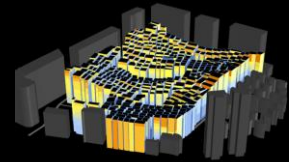
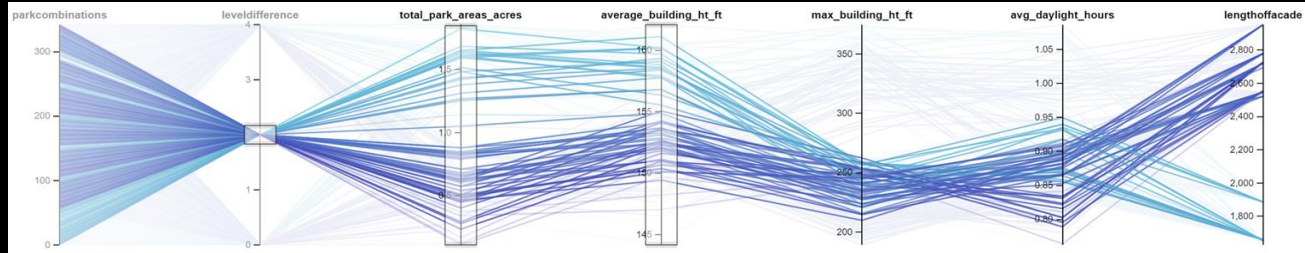
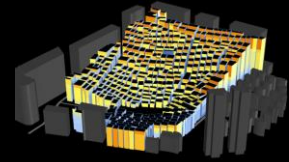
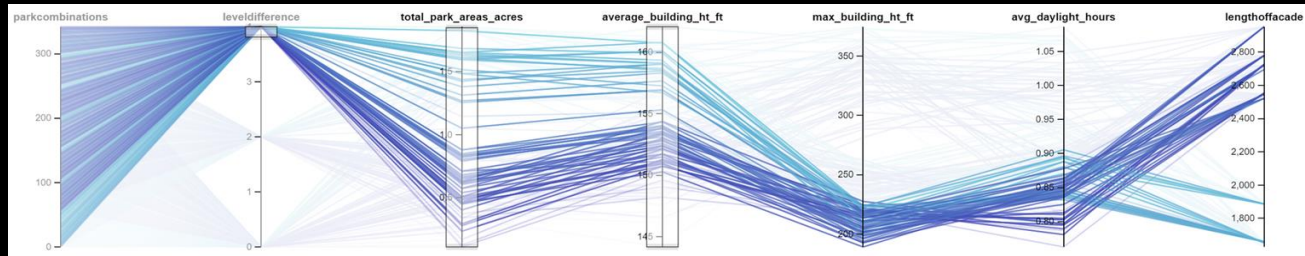
TOTAL PARK AREA

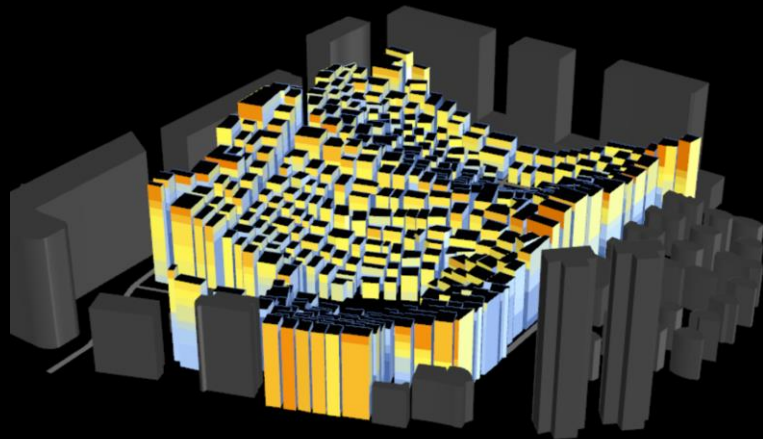
AVERAGE BUILDING  
HEIGHT

MAX BUILDING  
HEIGHT

AVERAGE DAYLIGHT

INTERNAL FACADE  
LENGTH

HEIGHT DIFFERENCE  
LEVEL

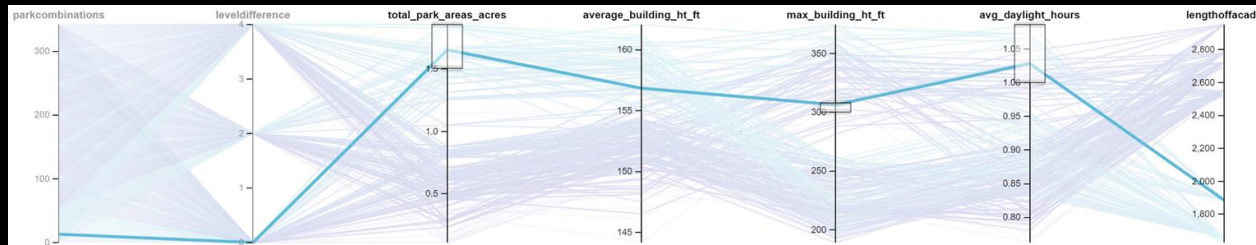


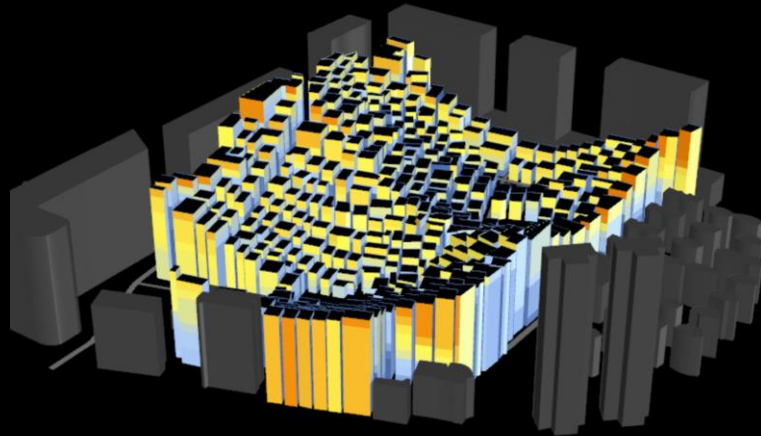
SCENARIO 1  
LARGE PARK

BENCHMARK

AVERAGE DAYLIGHT	<b>1.03 hours</b>	0.67 hours
PARK SPACE AREA	<b>1.7 acres</b>	0 acres
AVE. BUILDING HEIGHT	<b>157 ft.</b>	110 ft.
STREET FACADE LENGTH	<b>8,270 ft.</b>	5,950 ft.

AVERAGE DAYLIGHT - HOURS

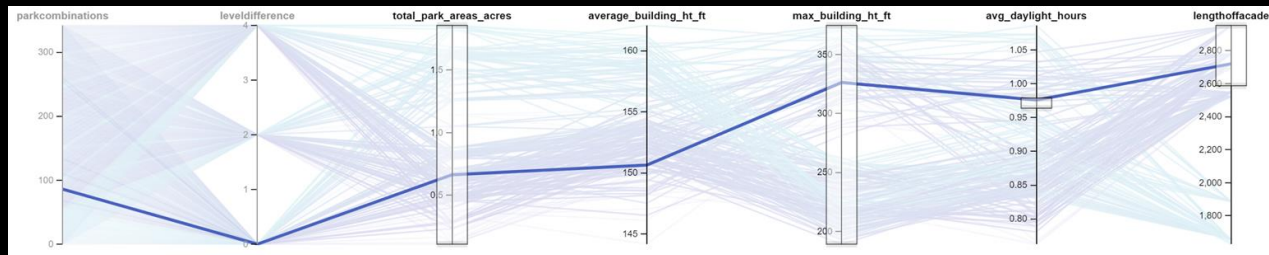




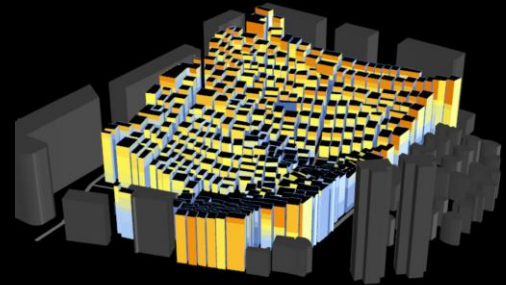
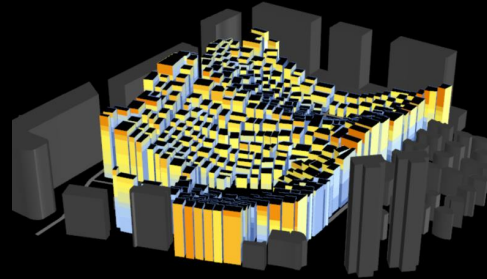
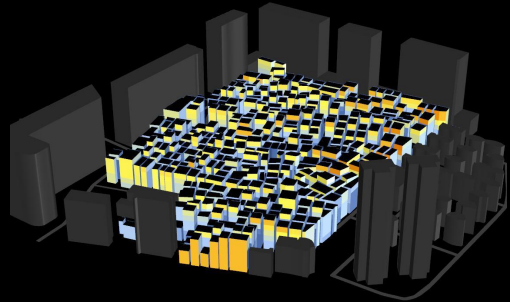
SCENARIO 2  
LONG STREET FACADE BENCHMARK

AVERAGE DAYLIGHT	<b>1.05 hours</b>	0.97 hours
PARK SPACE AREA	<b>0.57 acres</b>	0 acres
AVE. BUILDING HEIGHT	<b>147 ft.</b>	110 ft.
STREET FACADE LENGTH	<b>9,685 ft.</b>	5,950 ft.

AVERAGE DAYLIGHT - HOURS







AVERAGE DAYLIGHT - HOURS

