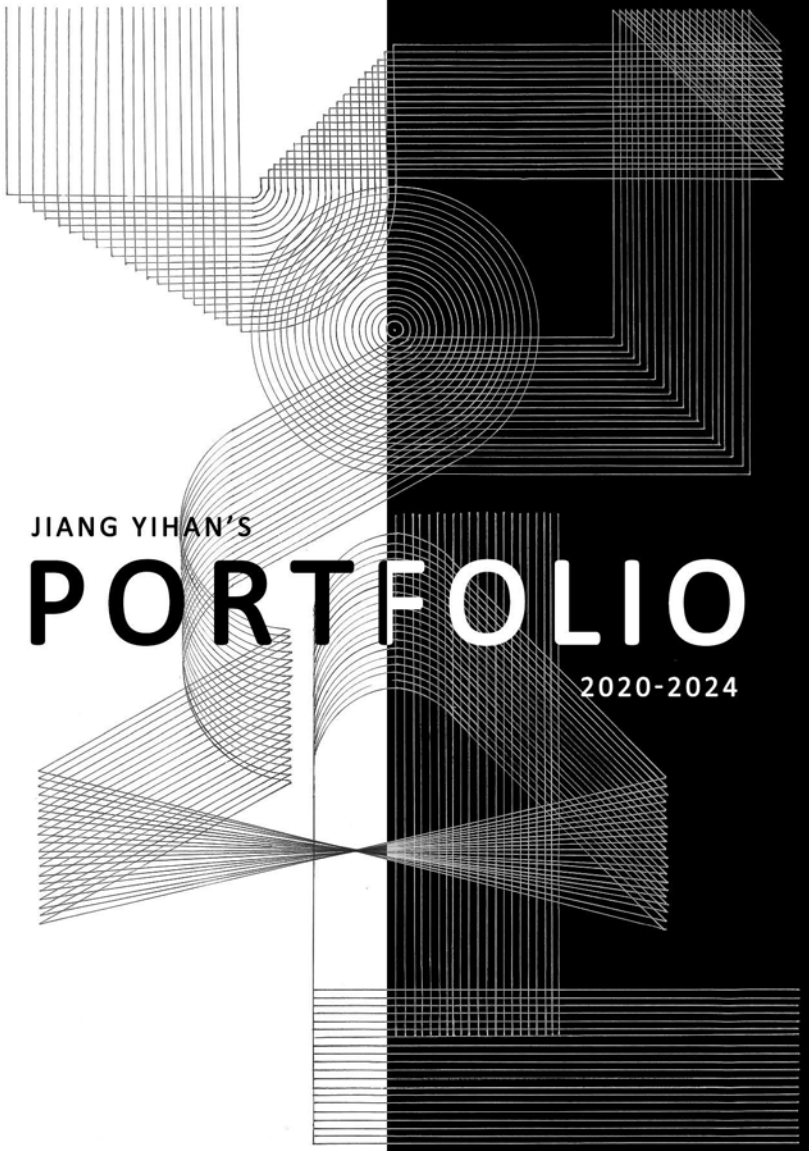


JIANG YIHAN'S

PORTFOLIO

2020-2024

CURRICULUM VITAE -JIANG YIHAN

INFORMATION

Phone number: +86 15851997865
Email: 274928793@qq.com
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EDUCATION

Hunan University (HNU), 09.2020-07.2025
School of Architecture and Planning
Degree: B. Eng in Urban and Rural Planning

RELEVANT EXPERIENCE

08.2023-02.2024	professional	Village Design Guidelines for Urban Green Heart in Changzhutan
07.2024-10.2024	intern	Planning Research Dept., Changzhou City Planning and Design Institute
02.2024-01.2024	intern	Planning Research Dept., Changzhou City Planning and Design Institute
07.2023	academic	UCL International Summer Workshop: Sustainable Mobility in Cities

HONOR

2022-2024	Provincial-level Second Prize	Student Innovation Training Program: Research on the Strategy for Improving the Disaster Resilience of the Built Environment of Old Residential Areas - A Case Study in Changsha
2022	Third Prize	2022 Architectural Design for Hunan College Students
2022	Second Prize	Integrated Landscape Design Competition for Xiong'an New Area Electrical Substation
2024	Exhibited	8th I AM HERE Annual Exhibition of Young Artist

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01 The Growing City 2024
Urban planning, academic, personal

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Urban planning, academic, personal

03 Internet-celebrity-friendly Block Design 2023
Urban design, academic, personal

04 Other Works
Rural Planning for Fengqian Village and Luxi Village 2024
Rural Planning, professional, cooperational

2022 Architectural Design for Hunan College Students 2022
Urban Design, academic, cooperational



01 The Growing City

Exploring new urban renewal models
based on stock planning
in cities

2024
Academic
Designer:Jiang Yihan
No instructor

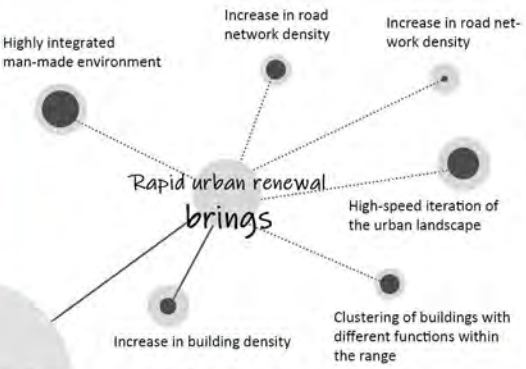
While the last 50 years were a period of rapid incremental urban development, now and in the next 50 years, the development of cities will mainly rely on stock planning. Cities are constantly eliminating outdated areas, resulting in a large number of buildings and spaces being abandoned and wasted, and how to empower them has become an important issue in urban renewal.

The prevailing means is to demolish the old building and build a new one from scratch, which undoubtedly entails considerable costs and results in a considerable waste of resources.

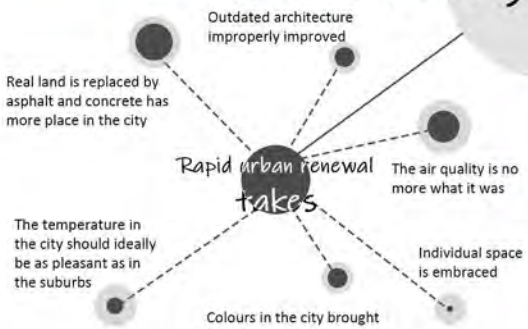
Is there a way for the space to be re-empowered while delivering less impact on the surroundings and controlling less waste?

So I went on a daring quest.....





Are our cities going boom or bust?





In order to meet so much demand, the city can only grow by subtracting.

Some public buildings are facing elimination due to urban develop-ment and business renewal, and their fate is to be abandoned and demolished.

The process of demolition not only consumes a lot of time and financial resources, but makes all the past investments null and void.

But also has brought countless carbon emissions, noise, dust and other pollution.
The new construction steps bring more environmental pollution and resource consumption.

After the total negation of the original foundation, the value of the land is first zeroed out and then re-assigned.



How about a different perspective, let's try to do addition. Let the renewal take root in these places in a more moderate way.

As a matter of fact, these aban-doned public buildings are not devoid of any value and their fate should not be confined to demolition.

In addition to the backward market elements, certain ele-ments have never changed. Even if they are not visited, they are still at the centre of the current region and have a solid structure.

Why not capitalise on those parts that still have a lot of value, and then skip the dis-mantling on such a basis and just give it new value?

The rules of urban regeneration will be broken, and we no longer need to erase all traces of the past to write a better answer.



THE FLOWERPOT

Vehicles for the renewal of occurrences by means of addition

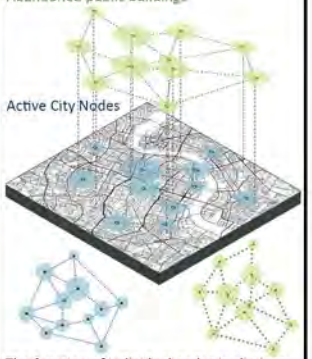
No more seeing derelict buildings as puzzles waiting to be demolished and let them become flowerpots that nurture the possibilities of urban regeneration.

b.Site selection

These derelict public buildings, although functionally replaced, are still geographically at the centre of the district

The following is a compendium of the two types of urban nodes

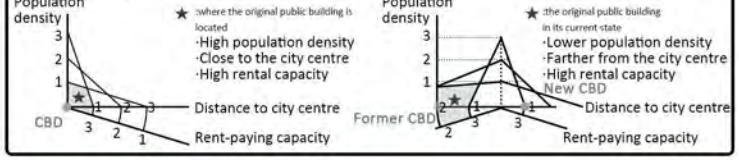
Abandoned public buildings



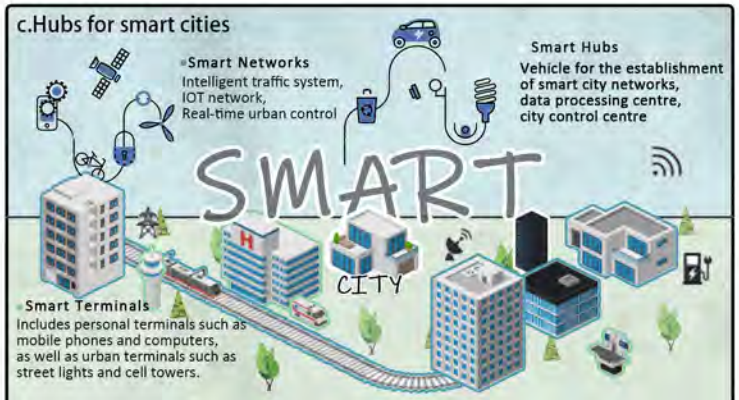
The function of individual nodes is eliminat-ed, but the complex network of these nodes still covers most of the urban area and is not fundamentally different from the network of active urban nodes today.

a.Elements for abandoned public buildings

Analysis of public building elements —— renewal ——→ elements after the shift of CBD



c.Hubs for smart cities



Flowerpots serve as hubs for the Smart City

Thanks to its location at the geographical centre of the region, the 'flowerpot' has an inherent advantage in achieving timely regional response in a smart city. By transforming these buildings into data process-ing centres, the digital control of traffic, climate, population and other information in the surrounding area will become one of the core nodes of the smart city.

THE SEED

Measures for the renewal of occurrences by means of addition

Adding new structures directly on top of the existing ones, which is different from the tradi-tional renewal method at the logical level

b.Conceptual analysis

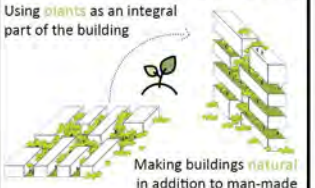
Spatial forms of urban renewal



Renewing the urban landscape with the skin of greenery

Expression of The Seeds

Using plants as an integral part of the building



Making buildings natural in addition to man-made

Connotation for The Seed

New life is born from abandoned buildings.
Becoming where urban renewal begins.
IBn bringing a new appearance to the city,
And bring a new model of urban renewal.

a.Reasons not to subtract from the urban renewal process

Disadvantages of the **subtractive** urban renewal model



Carbon Emission of
1000m³ demolition
=
5000m³ construction
=
1/3 daily vehicle trips in Shanghai

Equaling
2000㎡ forest burnt
=
9000m³ glaciers melt

The **subtractive** urban renewal model is about to.....



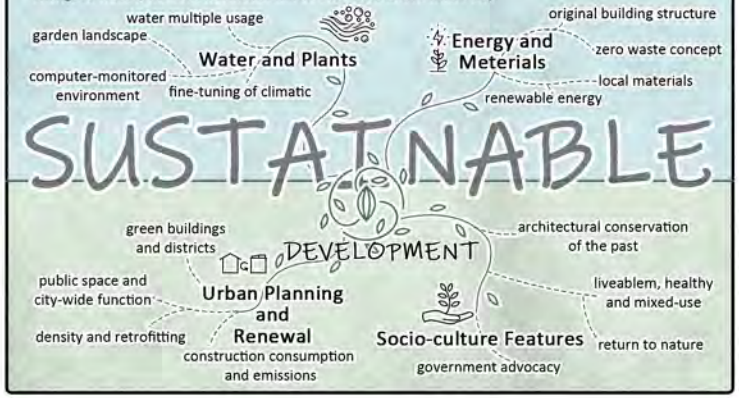
Reducing
All phosphorus pollution
&
62% noise pollution
&
40% expenditure

Mitigating
the heat island effect
&
acid rain in urban area

c.Core of sustainable development

Seeds bring sustainable renewal to cities

Seed replaces the obsolete function of 'flower pots' in a gentle way, without denying the existence of 'flower pots'. It reduces the consumption of resources for urban regeneration and at the same time brings about an architectural appearance that is in line with the concept of an eco-city. Through the change of nodes, the renewal model will be extended to the whole city.



THE FLOWERPOT

Deserted Public Buildings



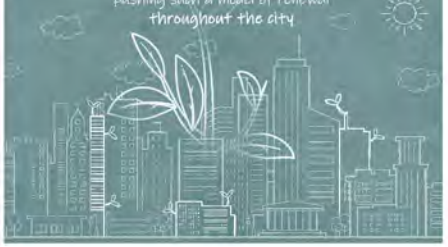
Making it an excellent chance to become a data processing centre for **real-time regional response** in smart cities.

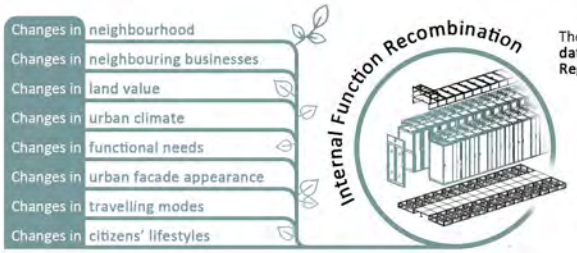
Real-time Regional Response Centre



New Urban Renewal Model

Seeds of urban renewal are planted in pots, starting from nodes distributed in the regional centres, pushing such a model of renewal throughout the city

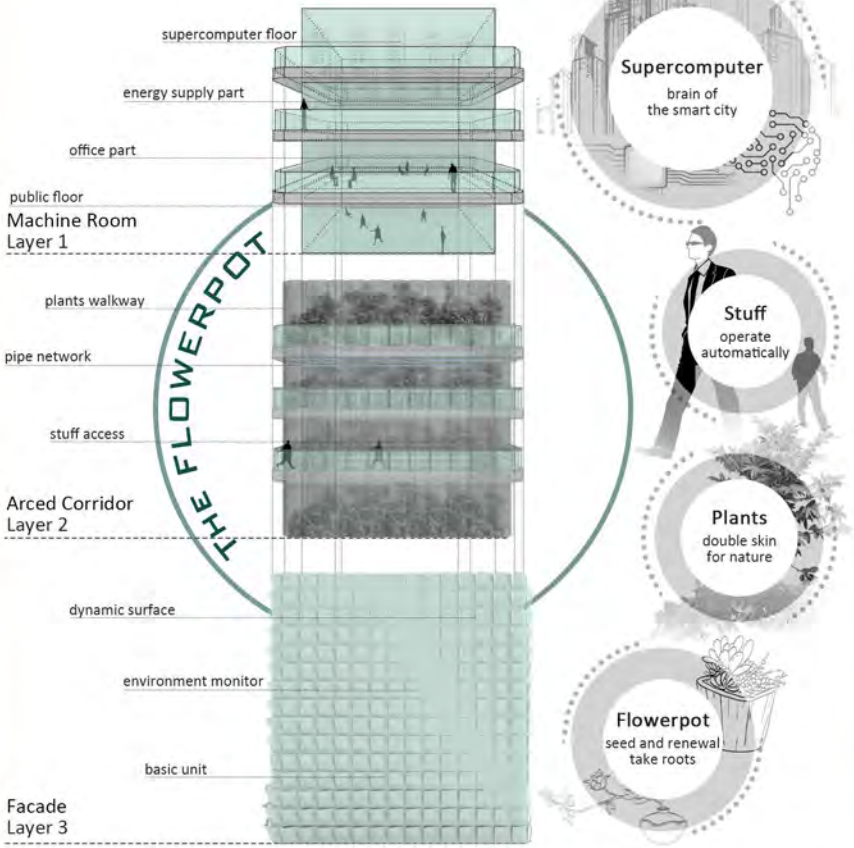




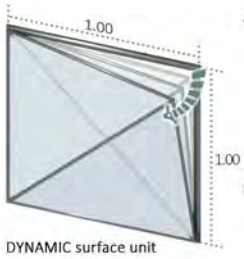
These **FLOWERPOTS** are defined as **data centres** that enable **Real-time Regional Response**.

The building serves a public function for the city, but does not need to be a public place for people to visit as it was.

So the internal flow lines only need to serve the cooling and maintenance of computer rooms.



MINIMUM UNIT FOR FACADE SURFACE

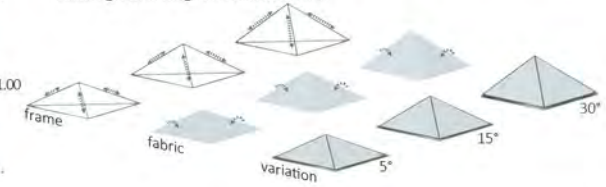


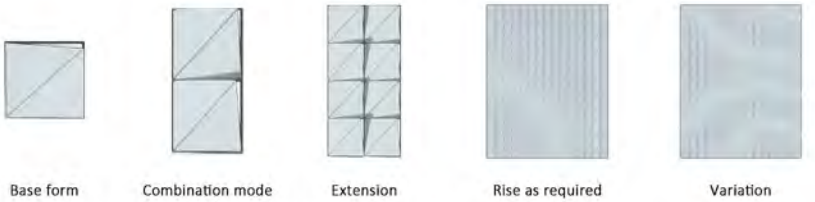
Design of Dynamic

A single unit consists of two square layers divided along the diagonal, making it simple and environmental to build.

Through computer control, a corner of the unit can be raised at an angle, controlling conditions such as **lighting, reflections,cityscape, wind flow, and so on.**

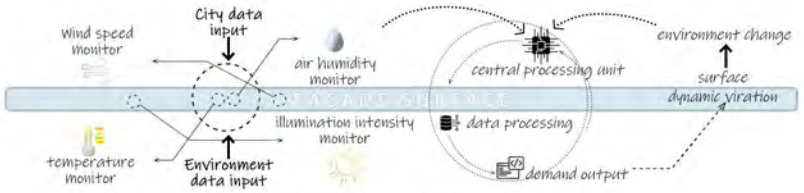
Allowing a wide range of needs to be met.





01-FACADE STRUCTURE DETAIL

Basic structural patterns of the facade surface
Dynamic variations and basic forms of presentation



02-FACADE OPERATION MODE

Data collection, processing logic,
and how the entity builds feedback on it.



03-FACADE VARIATION FOR LIGHTING

The turning of units follow the angle of the sun
to maintain optimum light throughout the day.



04-FACADE VARIATION FOR WIND FLOW

Calculated mobilisations of the array form channels
to regulate the ambient wind speed for human comfort.



05-FACADE VARIATION FOR CITYSCAPE

Facade formed by numerically controlled variations
can create various patterns, becoming a cityscape.

THE SEED

Bring Nature Back to City

Plant type
greenery coverage in suburb
greenery coverage in downtown

Arbor
12.63%
7.23%

Shrub
18.69%
12.11%

Herbage
26.19%
9.71%

Greenery coverage
is only about 30% in cities,
but can reach nearly 70 % in suburbs

Why not let
plants and structures coexsist
How about us
make constructions substitute
the functions of plants
What if we
build a forest insread of buildings

Sustainable Land Use

Let buildings become plants,
replacing reconstruction with growth

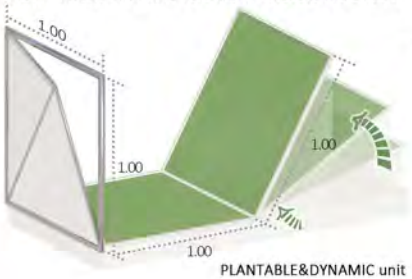


New Urban Planning Model

The Seeds provides a new way of realising
the model of stock planning,
which can truly put the idea of sustainable planning
into practice in the implementation steps of renewal.



MINIMUM UNIT FOR VEGETATIVE COVER DOUBLESKIN



PLANTABLE&DYNAMIC unit

Design of Plantable

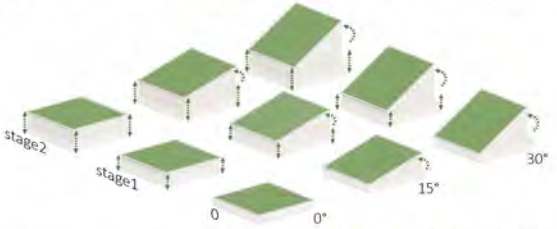
Each single unit includes two square planting areas, that **individually** can be planted with **mosses, herbs, and shrubs**. **Multiple** units spliced into the area can also be planted with **large shrubs, trees, etc.**

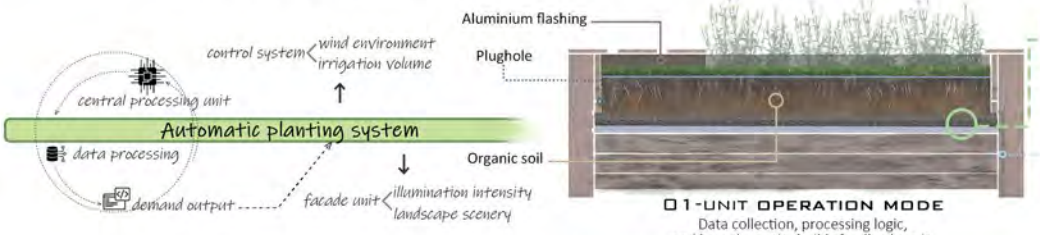


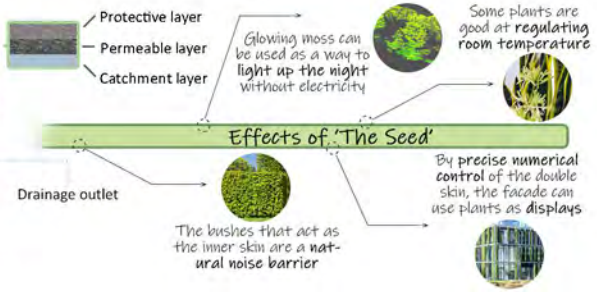
unit for **Trees** | unit for **Shrubs** | unit for **Herbs** | unit for **Mosses**

Design of Dynamic

Through computer control, each unit can carry out the **lifting of each edge** to match the opening and closing of the outer epidermis to **obtain the optimal conditions** of light and rain, and to **achieve intervention and control** of plant photosynthesis and respiration.

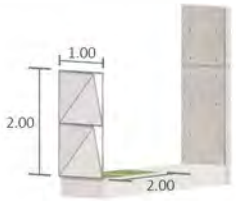




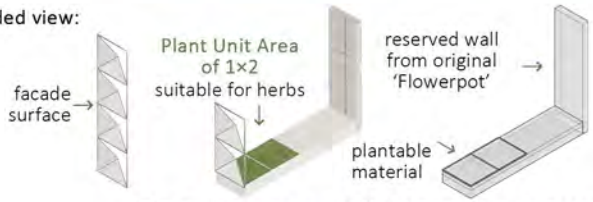


01-UNIT OPERATION MODE
Data collection, processing logic,
and how the entity builds feedback on it.

Sample:



Exploded view:

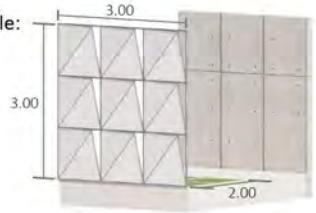


Human body dimension:



02-PLANT MODULE 1×2 ASSORTMENT SAMPLE
Data collection, processing logic,
and how the entity builds feedback on it.

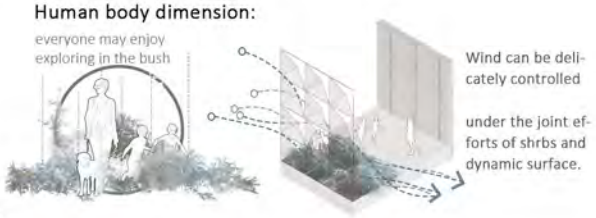
Sample:



Exploded view:

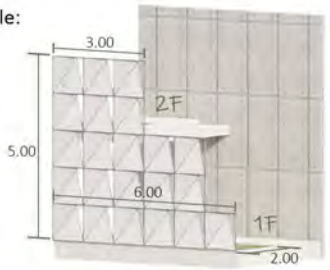


Human body dimension:

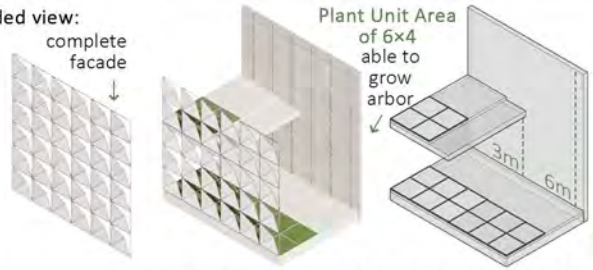


03-PLANT MODULE 3×2 ASSORTMENT SAMPLE
Data collection, processing logic,
and how the entity builds feedback on it.

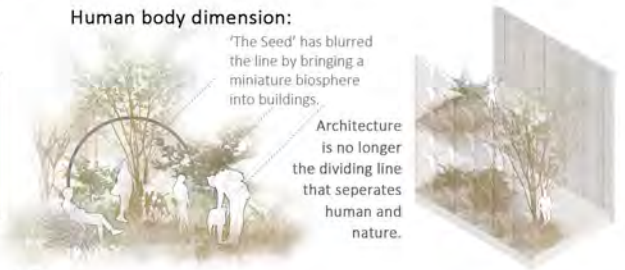
Sample:



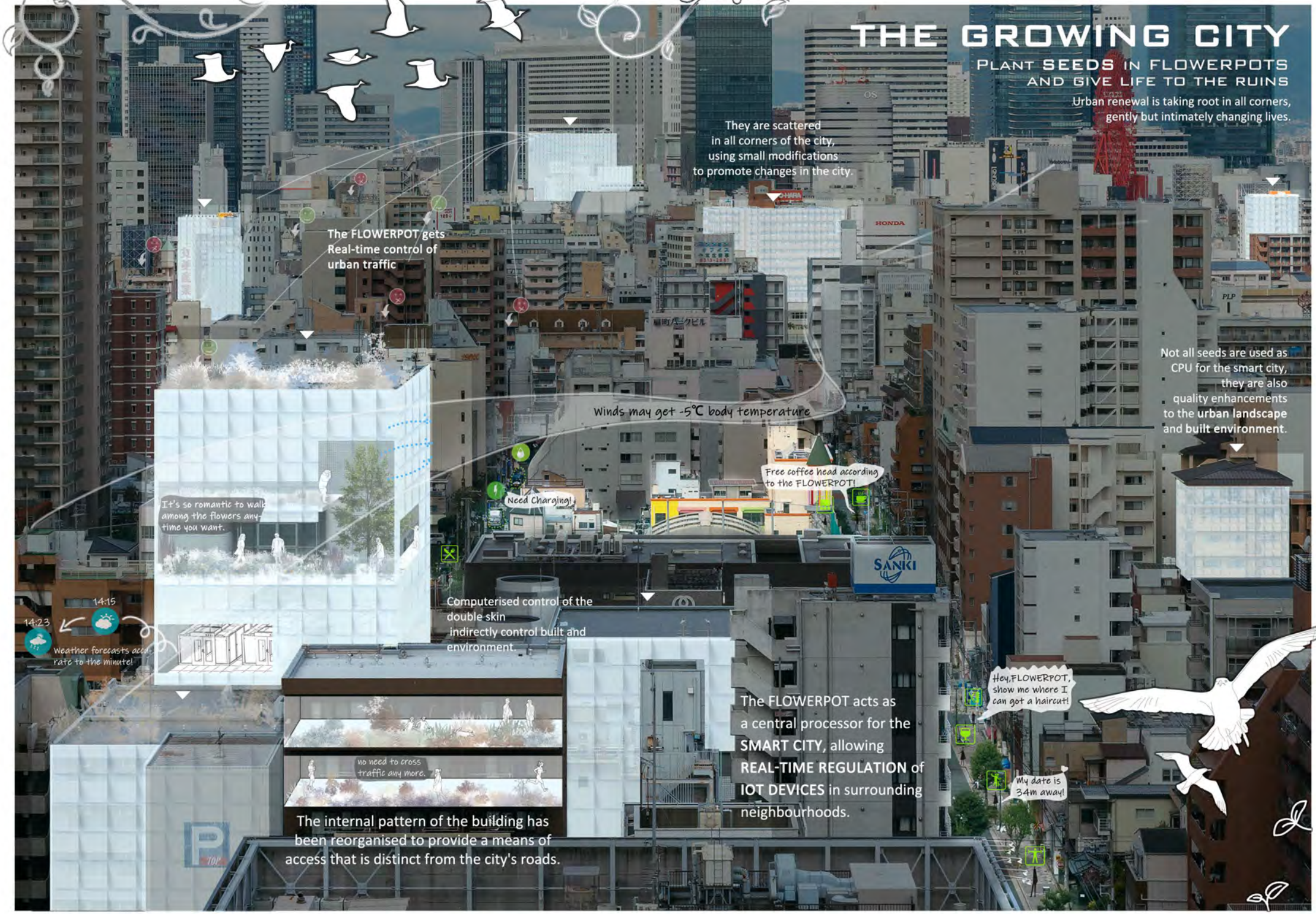
Exploded view:



Human body dimension:



04-PLANT MODULE 6×4 ASSORTMENT SAMPLE
Data collection, processing logic,
and how the entity builds feedback on it.


THE GROWING CITY
PLANT SEEDS IN FLOWERPOTS AND GIVE LIFE TO THE RUINS
Urban renewal is taking root in all corners, gently but intimately changing lives.
They are scattered in all corners of the city, using small modifications to promote changes in the city.
The FLOWERPOT gets Real-time control of urban traffic
Winds may get -5℃ body temperature
Not all seeds are used as CPU for the smart city, they are also quality enhancements to the urban landscape and built environment.
Free coffee head according to the FLOWERPOT!
Need Charging!
It's so romantic to walk among the flowers any time you want.
14:15
14:23
Weather forecasts accurate to the minute!
Computerised control of the double skin indirectly control built and environment.
no need to cross traffic any more.
The internal pattern of the building has been reorganised to provide a means of access that is distinct from the city's roads.
The FLOWERPOT acts as a central processor for the SMART CITY, allowing REAL-TIME REGULATION of IOT DEVICES in surrounding neighbourhoods.
Hey,FLOWERPOT, show me where I can got a haircut!
My date is 34m away!
SANKI
HONDA



02 The Nomadic City

Rescuing the romance of nomadic life
in homogenised city planning
in Alxa Left Banner, Inner Mongolia, China

2023-2024
Academic
Designer:Jiang Yihan
No instructor

The nomadic lifestyle is based on animal husbandry, and they rely on herding livestock for their livelihood. They usually live in tents or mobile shelters, making it easy to move for new water and pasture at any time.

This lifestyle makes it difficult for pastoralists' homes to be situated in a fixed area of a traditional city, and they either give up grazing or the conveniences of the city.

But it's clear that people's lifestyles shouldn't succumb to homogenised urban design.

I want to graze in the city!
I want to plan Nomadic Cities on the grasslands!

THE NOMADS

Nomadism refers to a way of life of human production developed on the steppe. Nomadic civilisations are different from agricultural civilisations, and nomadic peoples are the carriers of their cultures with a completely different living style.

Mode of production



Way to travel



Residential form



Beliefs



Horse Roads

Animal track

Animal colony

Wuhai district

Huinong district

Provincial Highway

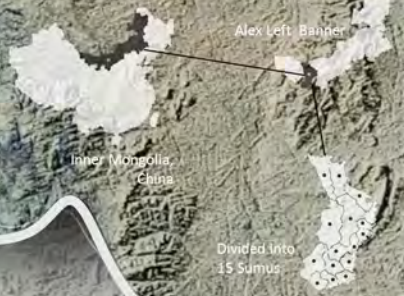
National Highway

Alxa League

Yingchuan City

Alxa Left Banner

Alashan Left Banner, belonging to Alxa League of Inner Mongolia Autonomous Region of China, is mainly composed of semi-desert and grassland, which is a typical nomadic living area.
It has a total area of 80,412 km², with 15 sumu towns and 139 gacha villages under its jurisdiction, and a population of 178,500.



Sumu:

'Sumu' is an administrative unit in Inner Mongolia, a township-level administrative district, provides production services and technical services while playing an administrative function, serving a population of between 1,000 and 3,000, with all the various types of living and production supplies required by herders being solved within the area.



Gacha:

The administrative level of a 'Gacha' is equal to that of a village, and the appropriate population size is between 100 and 1,000 people. The Gacha contains many highly dispersed households, with poor transport links and sparsely populated areas. Institutions within the gazetta are simple and fulfil administrative, commercial and medical functions, and are directly affected by the functions of the Sumu.

THE NOMADS' CITY

With the change in the production structure, the traditional nomadic pastoralism is in transition to a new type of animal husbandry. The intensity of grassland development has diminished, with emphasis being placed on grass-storage balance and the return of pasture to grass. This has caused some nomadic communities to move from the grasslands to towns or resettlement sites, giving up their nomadic way of life.

These towns have become highly semblable with towns in other regions, and urban life in each region has become extremely homogeneous, with many of the features of the once distinctive nomadic way of life being abandoned in order to adapt to the urban space.

Fabric for Traditional Agricultural City



Yingchuan



Residential area

Downtown



Architectural texture

Fabric for Traditional Cattle Raising City



Alxa League



Residential area

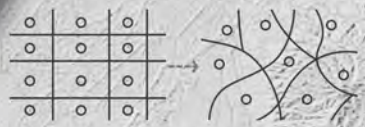
Downtown



Architectural texture

THE NOMADIC CITY

The romance of nomadic life should not be gradually worn away by the urban space, so I explored the 'nomadic city'.

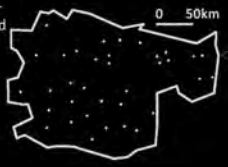


In a nomadic city, people can enjoy the convenience of urban life, but also keep the habit of nomadic life and maintain the original mode of production.
In such a city, herders can still ride their horses, graze their cattle and sheep, light bonfires, worship their gods, and enjoy excellent education and medical resources.

PHYSARUM POLYCEPHALUM algorithm

P. polycephalum is one of the easiest eukaryotic microbes to grow in culture, and has been used as a model organism for many studies involving amoeboid movement and cell motility.

This algorithm is used to naturally select paths between settlements(Gacha) within a Sumu to find the most suitable connections for nomadic life.



The algorithm contains the following variables:
- Food • Settlements(Gacha)
- Petri dish ▭ Boundary(Sumu)
- Emitter × No given Emitter

P.polycepgalum growing rapidly can simulate car tracks.

Bounded surfaces focus on pathfinding to internal settlement points.

limited — high

VIABILITY

SURFACE

Different viabilities are used to simulate traffic with different efficiencies.

The presence or absence of a boundary can allow for a change in the growth orientation of the P. polycephalum

High V + Limited S

High V + Edgeless S

Low V + Limited S

Low V + Edgeless S

Borderless surfaces demonstrate the possibility of outward expansion.

P.polycepgalum growing slowly can simulate horse or cattle tracks.

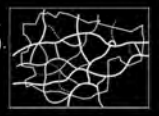
low — edgeless

The colour of the path represents the number of iterations of the P. polycephalum growing on the path.

Unsustainable — Sustainable

The more iterations means that the path is a suitable one selected by the P. polycephalum.

NOMADIC CITY site selection

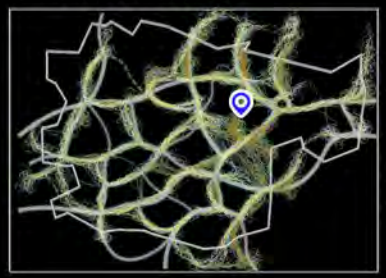


The formation of the final form of P.polycepgalum is related to the petri dish (boundary) and food (settlement). **And differences in the location and number of emission sources will result in different times required to reach the desired state** (previous simulation results).

The new nomadic city siting will determine the emission sources of the slime molds. The following is the result formed by 1200 iterations of slime molds for different siting scenarios. **The more similar the result is to the ideal state, the better the city site is considered to be.**

The algorithm contains the following variables:
- Food •
- Petri dish ▭ → Ideal result
- Emitter × nomadic city location

Simulation result 1

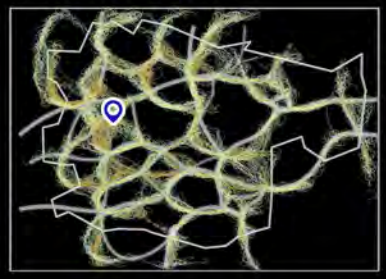


Monocentric

Away from the original settlements

Short-term growth of the P.polycepgalum can't cover most of those pre-determined paths.

Simulation result 2

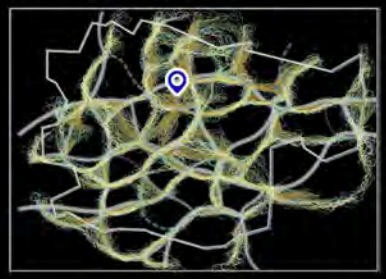


Monocentric

On the main roads

Largely in line with expectations, except for a small number of sections away from the given emitter.

Simulation result 3

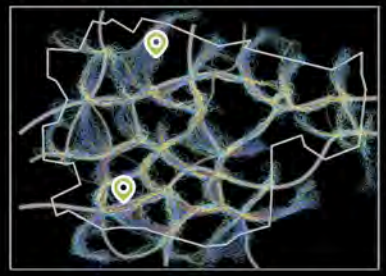


Monocentric

In the centre of the original settlement

Too dense around the settlements, but deviating from the expected paths in parts away from the chosen emitter.

Simulation result 4

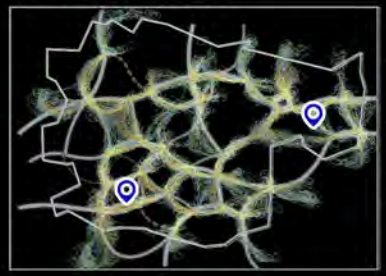


Polycentric

In open areas near the main roads

Exploration of the outside part still need time to evolve, and is largely in line with expectations.

Simulation result 5



Polycentric

In the centre of the original settlement

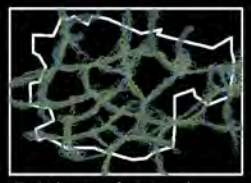
Far way too dense around the settlements, but gets more deviated from the expected paths in parts away from the chosen emitter.

NOMADIC CITY service area

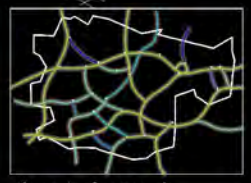
The Nomadic City is designed to replace traditional centralised functional clusters in soums, with a similar service area.

TRAFFIC PATH RECONFIGURATION
based on P.polycephalum algorithm

Integrating the comparisons and abstracting the extracts, the following figure shows **the most suitable path**, wich will be **the most favourable traffic organisation** in the area, selected by P.polycepgalum.



Typical pattern for car tracks



Abstraction for car tracks



Typical pattern for horse tracks

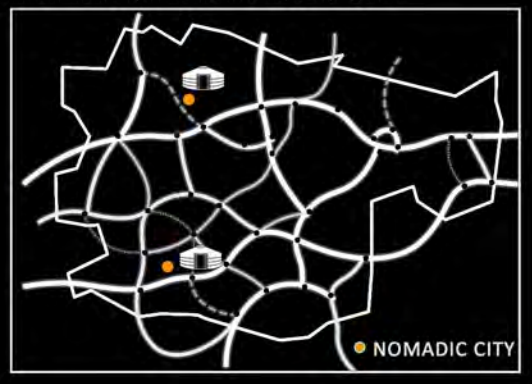


Abstraction for horse tracks

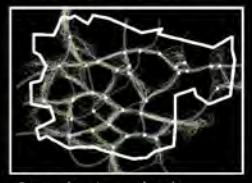


DETERMINATION OF CITY LOCATION
based on P.polycephalum algorithm

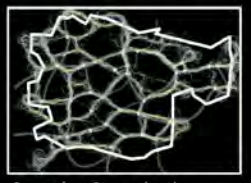
Integrating the comparisons and abstracting the extracts, the following figure shows **the most suitable emitter**, wich will be **the most favourable nomadic city location**, selected by P.polycepgalum.



The following results from 2400 iterations of the identified emission source **with different viabilities and surface types** reinforce the fact that **this typical nomadic city location and traffic organisation can well meet the design requirements.**



Car tracks + Internal paths



Car tracks + Outward paths



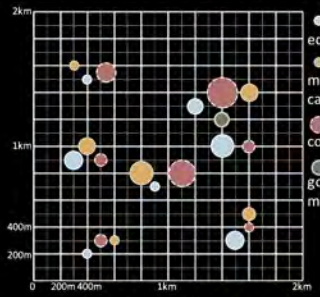
Horse tracks + Internal paths



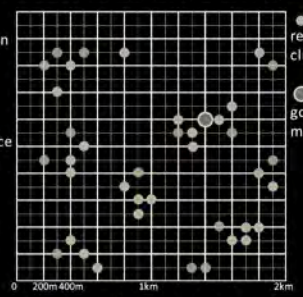
Horse tracks + Outward paths

FORMER CENTRAL URBAN AREA land use analysis

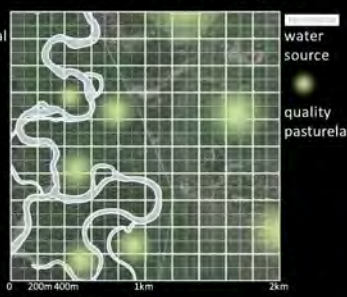
After determining the location of the Nomadic City and the transport organisation within a Sumu by means of the P.polycepgalum algorithm, the composition and spatial utilisation of the urban functions of the Nomadic City are to be sorted out and reorganised.
Firstly, land use planning needs to be sorted out for the former Gacha that carries the functions of the central urban area of the Sumu. The following shows the main functions of the original Gacha such as education, medical care, commerce, etc., as well as the location of the original centralised residential clusters. It also provides a spatial collation of high-quality water and pasture resources in the selected Nomadic City sites.



Functional Distribution
of the original gacha

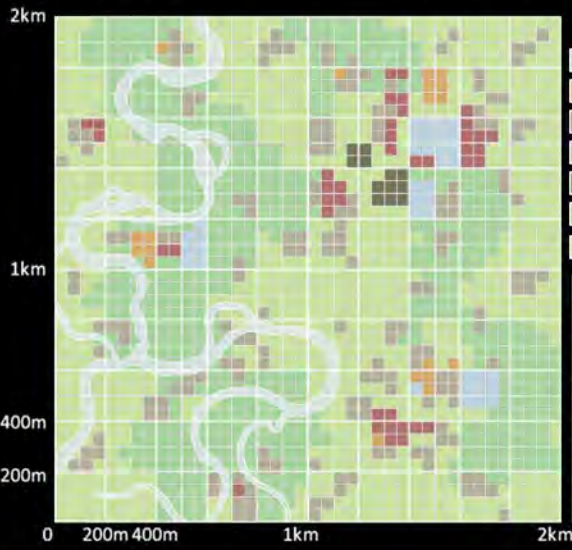


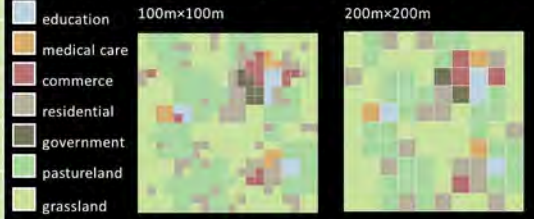
Residential Cluster Location
of the original gacha



Land Base
of the selected Nomadic City site

land use planning for NOMADIC CITY



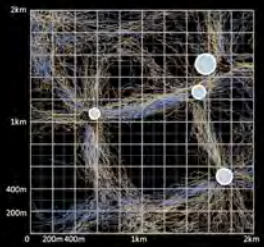


Land use	Area (hectares)	proportion(%)
Education	9.25	2.31
Medical	4.75	1.19
Commercial	10	2.50
Residential	44.75	11.19
Government	3	0.75
Pastureland	142.5	35.63
Grassland	185.75	46.44
City Construction Land	71.75	17.94
Permanently Protected Land	308.25	77.06
Development Land	20	5.00
Total	400	100.00

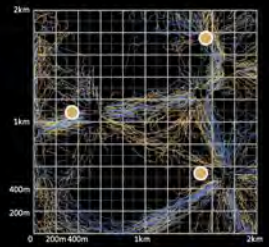
TRANSPORT PLANNING by Physarum Polycephalum algorithm

The traffic within the Nomadic City should mainly serve the **traditional travelling mode of the nomads**--travelling on horseback. The planning of roads should be in line with the running behaviour of horses.
So the Physarum Polycephalum algorithm was continued to be used for traffic planning.

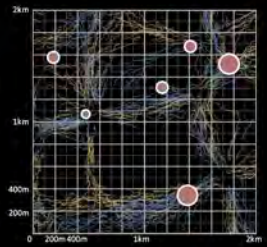




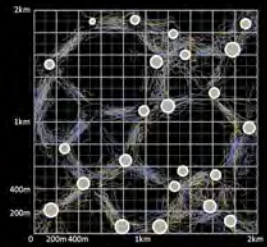
Paths targeting **Educational** nodes



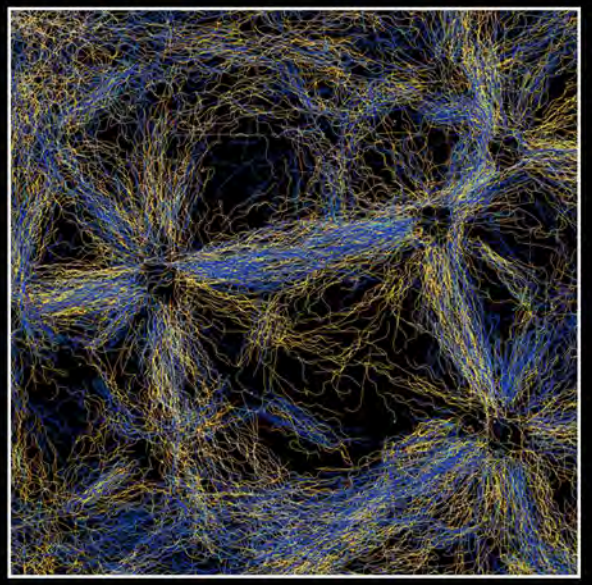
Paths targeting **Medical** nodes



Paths targeting **Commercial** nodes



Paths targeting **Residential** nodes

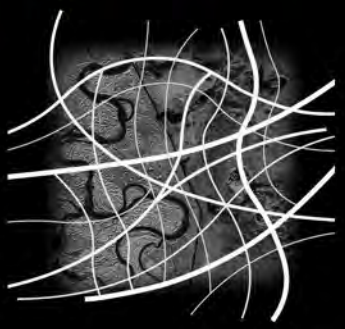


transport planning for NOMADIC CITY

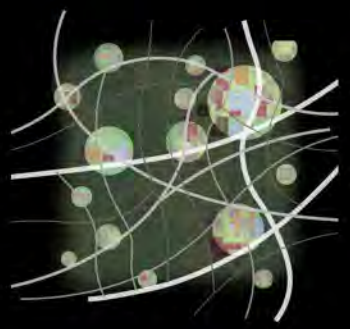
By superimposing the results of the P.Polycephalum algorithm, a complete and complex path is formed, from which an initial glimpse of the traffic system can already be obtained.
I abstracted lines and transformed the results of the algorithm into describable vector paths only at the image level, ensuring a high degree of fit of the paths under natural selection.



Trail Abstraction
for P.polycephalum algorithm



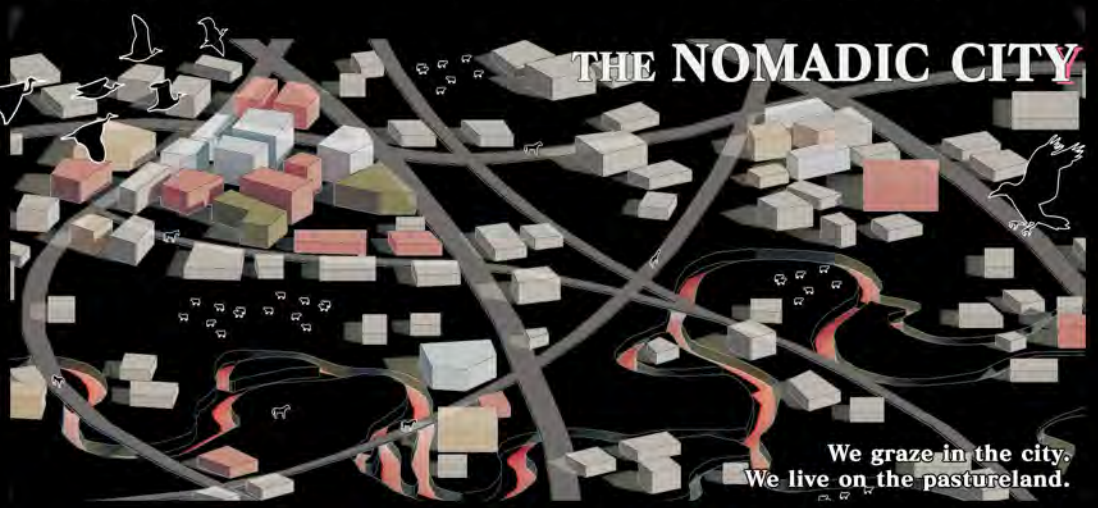
Road System
Abstracted trails are combined with the actual terrain to make secondary adjustments to form the final road system.



Nomad Living Group
Divergent functions are dispersed throughout the Nomadic City, retaining a decentralised features.



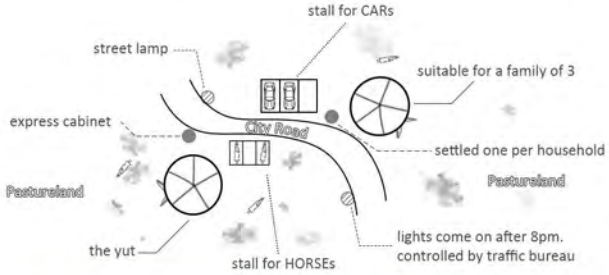
City Texture
Functional rasters are distorted to some extent according to the paths, culminating in the city texture of the Nomadic City.



Pastoralist Family

In a nomadic city, herders can still live in traditional yurts, with vast pastures next to their homes and fast roads connecting them to various nodes.

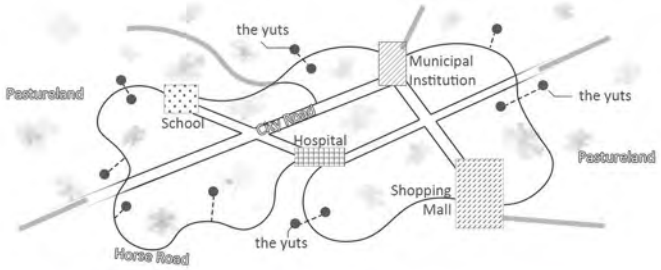
Both horseback riding and car travelling coexist harmoniously in this steppe city.



15-minute Radius Livelihood

Unlike the neighbourhood-based planning approach in traditional cities. Nomadic City works in a point-to-point manner to achieve the coordination of urban functions in the living circle.

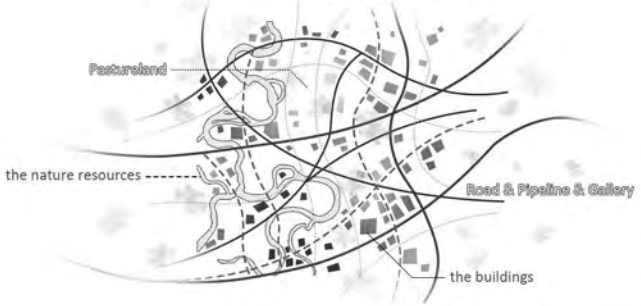
This allowed the prairie to become the base of the city.



The Nomadic City

The Nomadic City is de-centred, and even as the city grows and expands, the texture between grassland and the city would remain moderate.

Imagine when it expands 10 or 100 times, we are still free to ride or graze in the city.











03 Internet-celebrity-friendly block design

Internet-celebrity-friendly block design
based on Needs and Conflicting Status of Influencers
in Fengying West Alley, Changsha, Hunan, China

2023

Academic

Designer:Jiang Yihan

No instructor

With the rise of Internet celevrities culture in recent years, the lively and crowded pedestrian streets have become the favoured backdrop for Influencers' live broadcasts.

However, their performances and live broadcasts in walking streets have created conflicts with pedestrians, and live broadcasts have become a major negative component of urban space. Prohibiting netizens from using the street space for their performances has become a mainstream management tool, but it is not friendly to the Influencers who make a living from live broadcasting.

Therefore, I intend to design an Internet-celevrities-friendly block vertically parallel to the original street, without affecting the functional use and business forms of the original site, and at the same time, by attracting influencers and related industries to transfer to the block, forming an independent and complete Internet celevrity business in the area, and at the same time, enriching the accessibility of the original site.

Internet Celebrities and Social Life

With the rapid development of internet technology and media, cultural development gradually presents a diversified state. As a unique cultural phenomenon, the internet celebrities,also knows as influencers, show the characteristics of sophistication, variability and materialistic.

Influencers' Live Show

Anchors are definitely the main group of internet celebrities, either performing online live shows like singing, playing games, chatting, or offline selling art, selling goods, discovering shops ..... Their behaviours in public space are undoubtedly very different from those of the rest of the pedestrians.



Internet-famous Urban Landscape

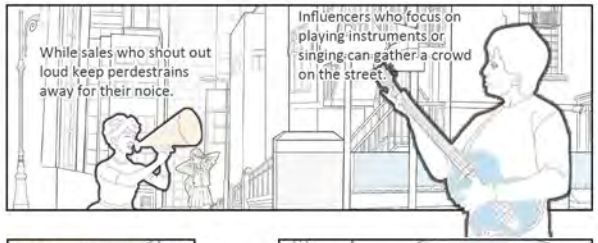
The city landmarks naturally become attractive cityscapes on the internet, while at the same time, more and more spaces with special characteristics are gradually being discovered as internet-famous spaces.

Influencers' activities

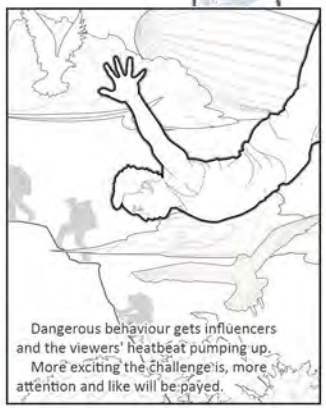
Most influencers can do their live broadcasts within a narrow space with just tables, fill-in lights and cameras. However, some of them will do wierd behaviour in public space: shouting, exaggerated dancing, making noise, or behaving in an incomprehensible way.....



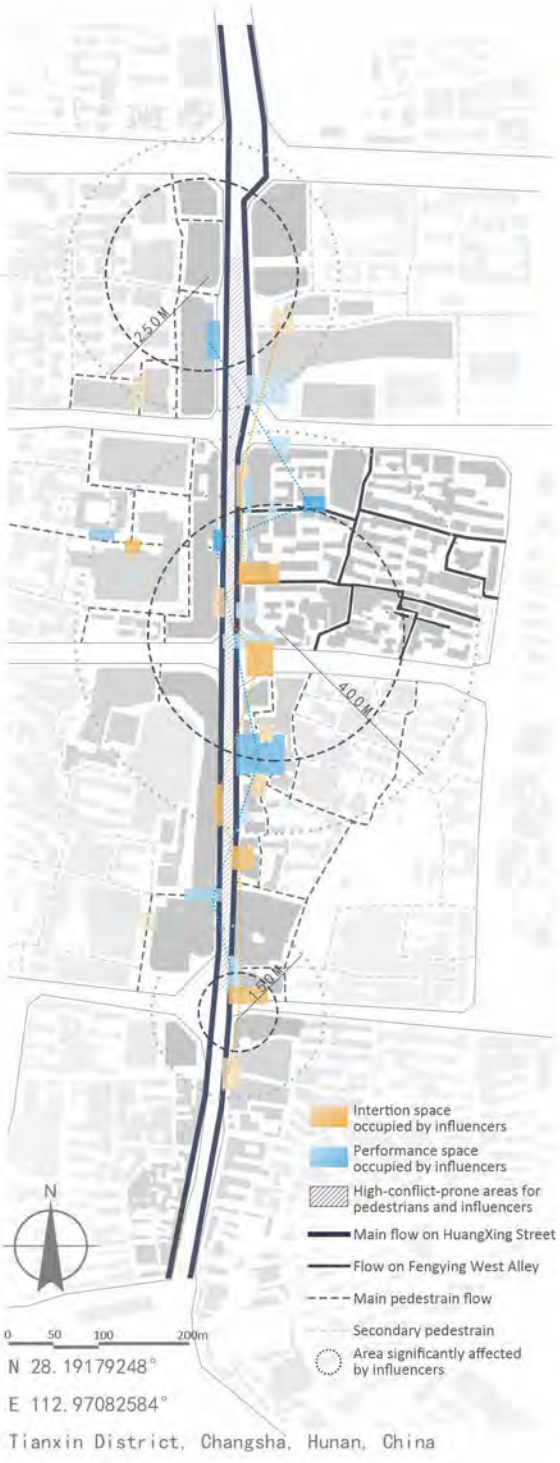
Influencers broadcasting live show in the streets will always inevitably have passers-by in their live feed, whether they're happy or not.







Dangerous behaviour gets influencers and the viewers' heatbeat pumping up. More exciting the challenge is, more attention and like will be payed.



N 28. 19179248°

E 112. 97082584°

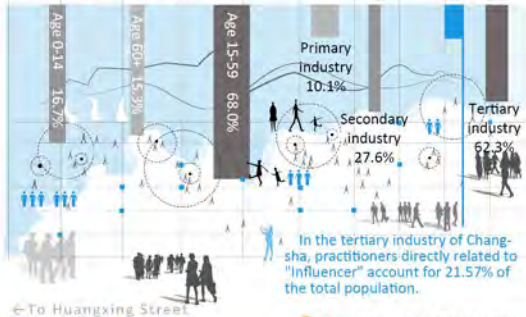
Tianxin District, Changsha, Hunan, China

Celebrity CHANG SHA City



Total area:11816km²
Urban area:554km²
Elevation:44.9m

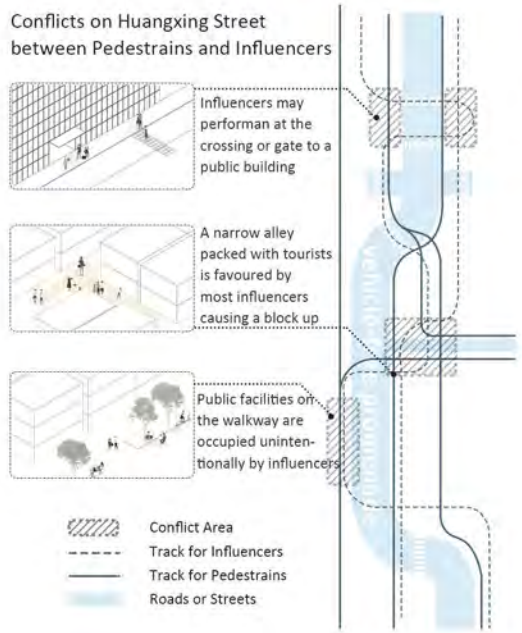
Demographic Composition



In the tertiary industry of Changsha, practitioners directly related to "Influencer" account for 21.57% of the total population.



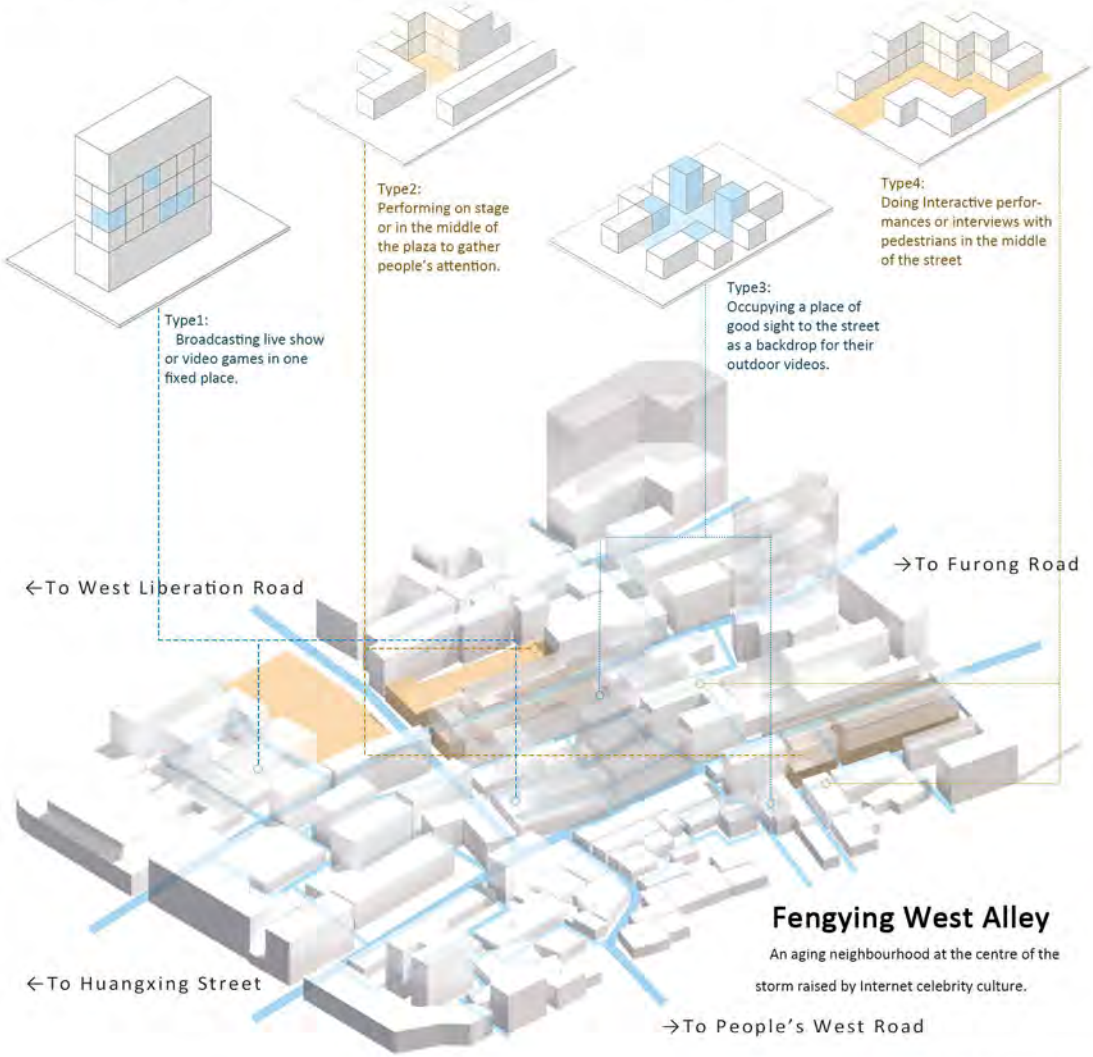
Conflicts on Huangxing Street between Pedestrains and Influencers








Spacial classification based on types of Internet celebrities





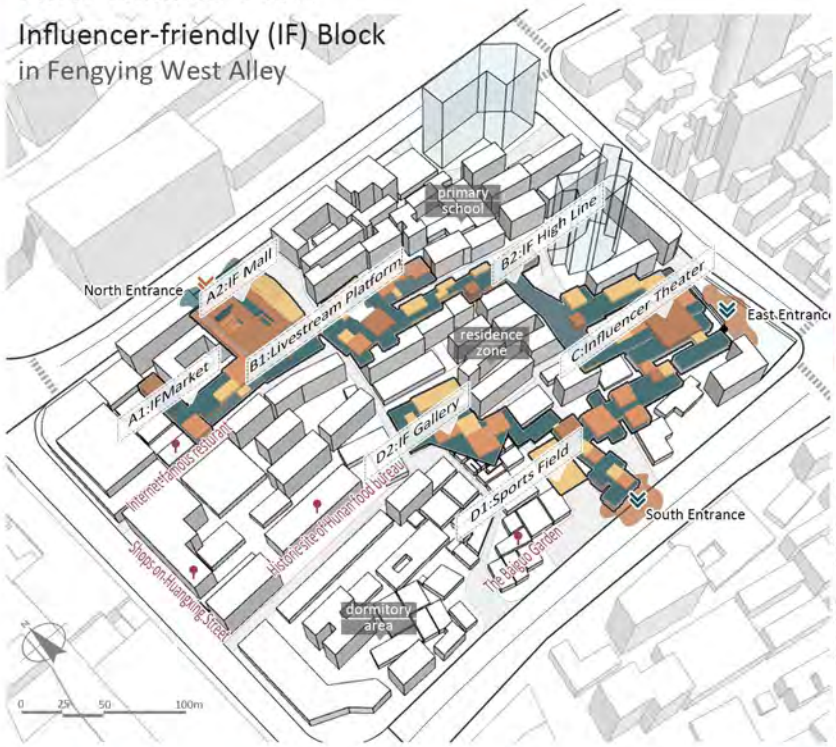
The original road grading is confusing and of low connectivity level, with many disconnected roads and shady conners.



Commercial and living areas are fragmented from each other, making for a fragmented distribution and homogeneous areas with weak connections and low quality.

New Master Plan

Influencer-friendly (IF) Block in Fengying West Alley





Enternce to IF block
Interior space for IF block
Street space for IF block
Theme parts for IF block
Living parts in site
Original Internet-famous node

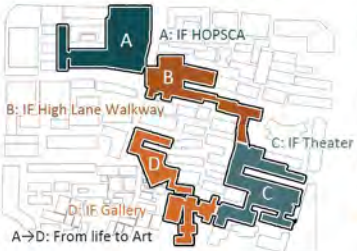
Influencer-friendly (IF) block Design:

The IF block is to plan a 3D block parallel to the original street, making the space of the block more compatible for the behaviors of influencers.

By attracting influencers to this new part, conflicts on the walkway between perdestrains and influencers who see public space as their own broadcastroom can be well eased.

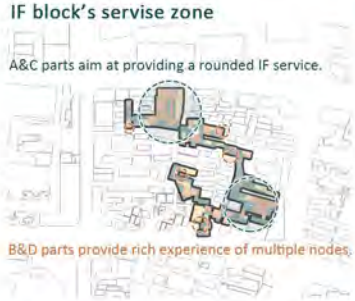
Additionally, this block can be another famous tourist attraction for those who are interested in those Internet celebrities.

Classification for activity space



Space suitable for circulation
Space suitable for performance

IF block's servise zone



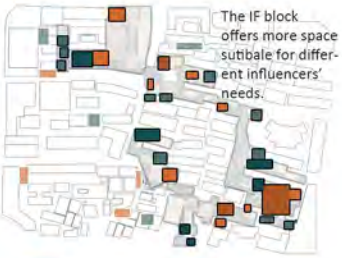
Area that the block's service may

Crowd flows in IF block



Influencers' moving track
Tourists' moving track

Distribution for functional space



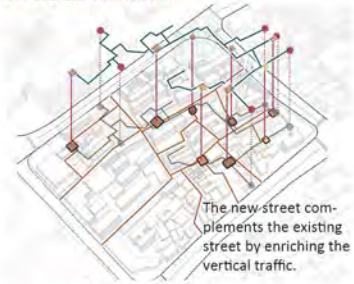
Interative
Performing
Self-isolated
Exhibited

IF block's radiation scope



Area that may have a decrease of influencers
Area that may have an increase of influencers

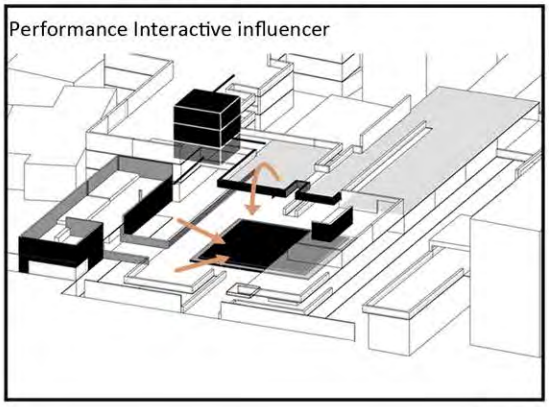
3D traffic network



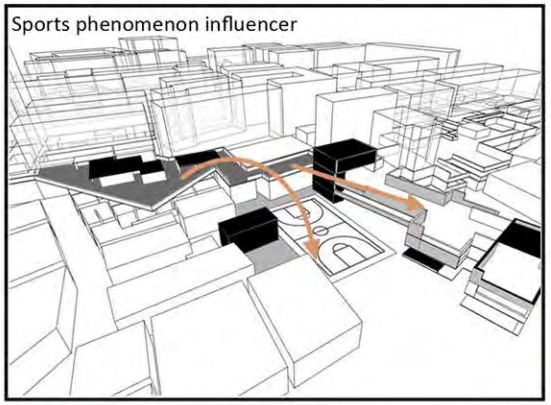
Streets on original site
Strssts on IF block

Main Node Scenarios

Performance Interactive influencer



Sports phenomenon influencer





theatrical

lift

attendance 1

attendance2

influencer sightline



lift

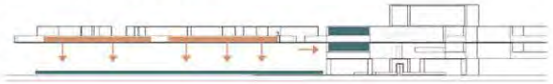
terrace

performance

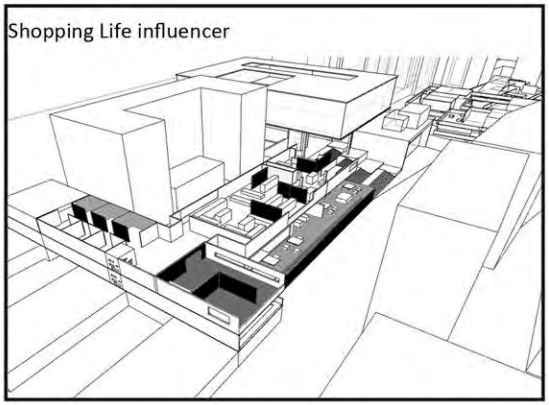
interaction

influencer sightline

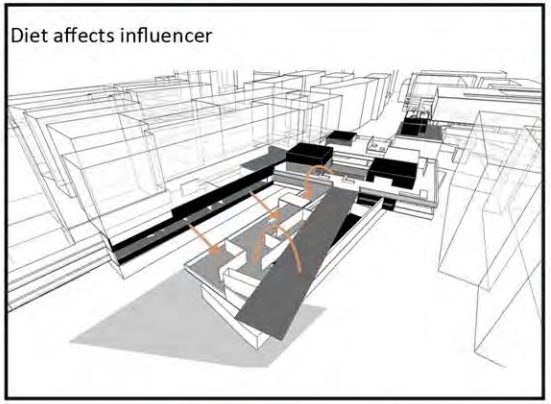


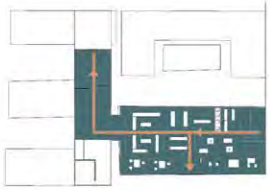


Shopping Life influencer



Diet affects influencer





retail

showcase

service

incommunicado

influencer sightline



view

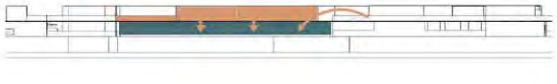
layered

interaction

dine

influencer sightline





Exploded Diagram

1. Influence Room
2. Leisure lawns
3. Porch access
4. Communication hall
5. Performing Arts
6. Rooftop Exhibition
7. Exhibition area
8. Regional Entrance

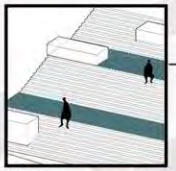
Influencer behaviour

showcase

interactivity

performances

chat



Sitting on the stairs talking to each other



Shops have space to display to passers-by



Sitting in the window of the building is in the eye of the beholder.



Influencer dancing behind clear glass



Can walk on the outside lawn



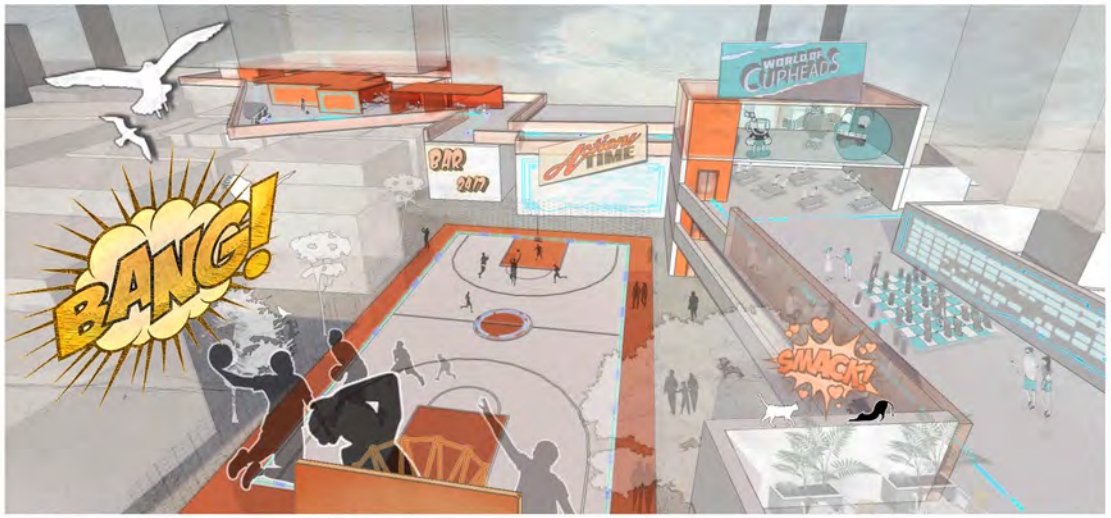
Web-appealing entrances

Traffic flow

Outdoor

Indoor


VROOOOOOM!


BANG!
BAR
24/7
Anytime TIME
WORLD OF CUPHEADS
SNACK!


WOW!



04 Other Works

WORK 1

Rural Planning for Fengqian Village and Luxi Village

2024
Professional
Designer:**Jiang Yihan**, Xu Xiang, Qin Yu, Wang Junqin,
Zhao Yong, Bai Wanpin
Employers: Changzhou City Planning and Design Institute

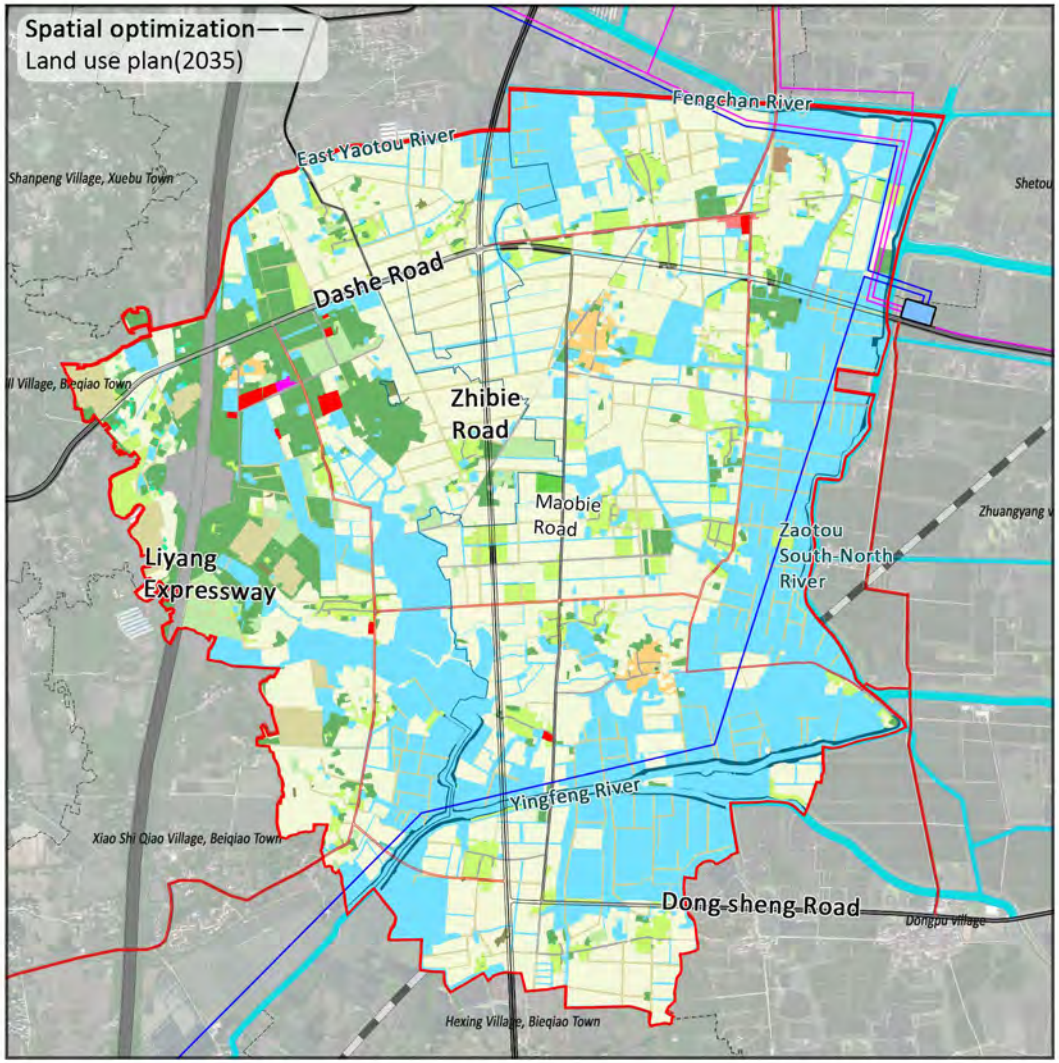
Including: Land use plan(2035), Prospective land use guidance(2035), etc, that can generally express the intent of the plan and design.
The shown diagrams are selected that they are drawn by Jiang Yihan personally.

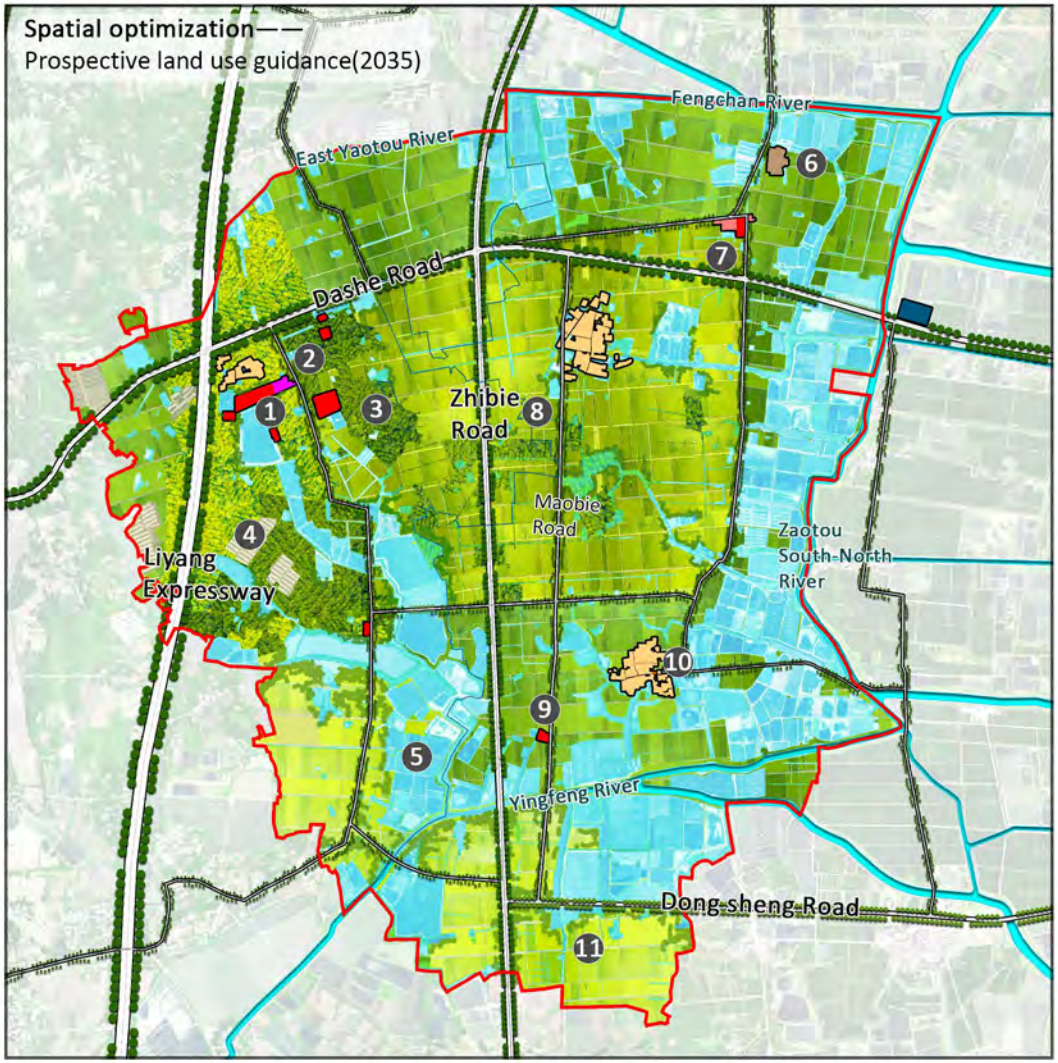
WORK 2

2022 Architectural Design for Hunan College Students

2022
Academic
Designer:**Jiang Yihan**, Wang Yifan,Tang Yuankun
Instructor: Jiang Suqi (Associate Professor,Hunan University)

Including: General Plan, Non-motorized traffic system nodes, etc, that can expresses the design related to the slow-moving system that I have done in the project.
The shown diagrams are selected that they are drawn by Jiang Yihan personally.



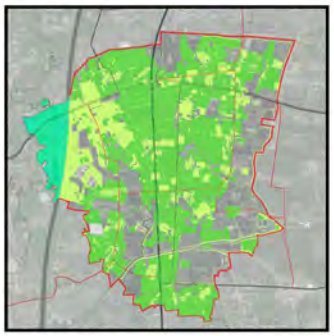


Legend

- Cropland
- Gardenland
- Woodland
- Grassland
- Wetland
- Rural Residential Land
- Institutional Land
- Commercial Service Land
- Medical and Healthcare Land
- Industrial Land
- Plaza Land
- Transport Land
- Public Facilities Land
- Special Usage Land
- Agricultural Facilities Land
- Water

Ecological conservation planning

- Ecologically controlled land
- Permanent basic agricultural land
- Reclaim agricultural land



Drainage system planning

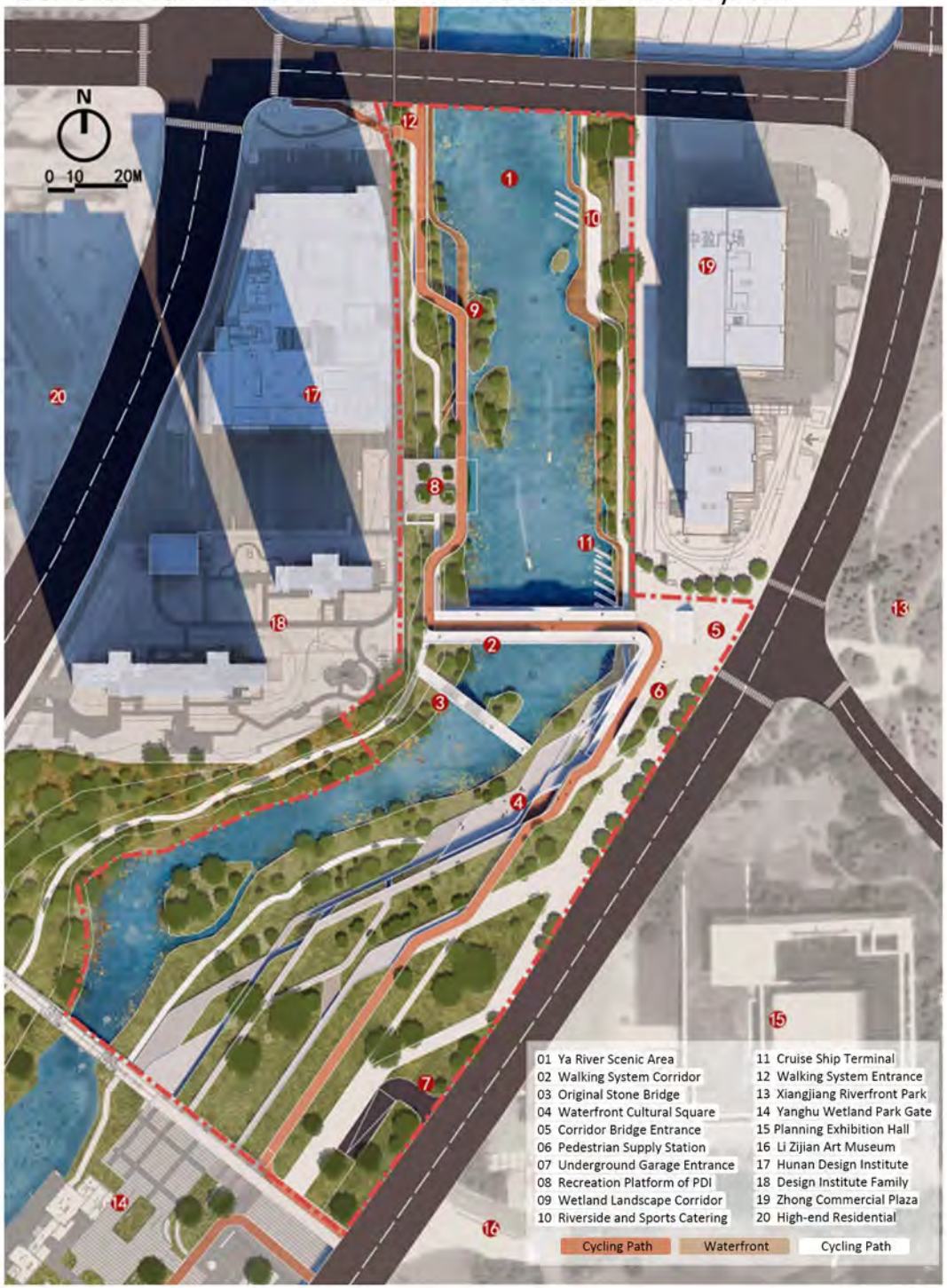
- Puddle
- River
- Irrigation water network

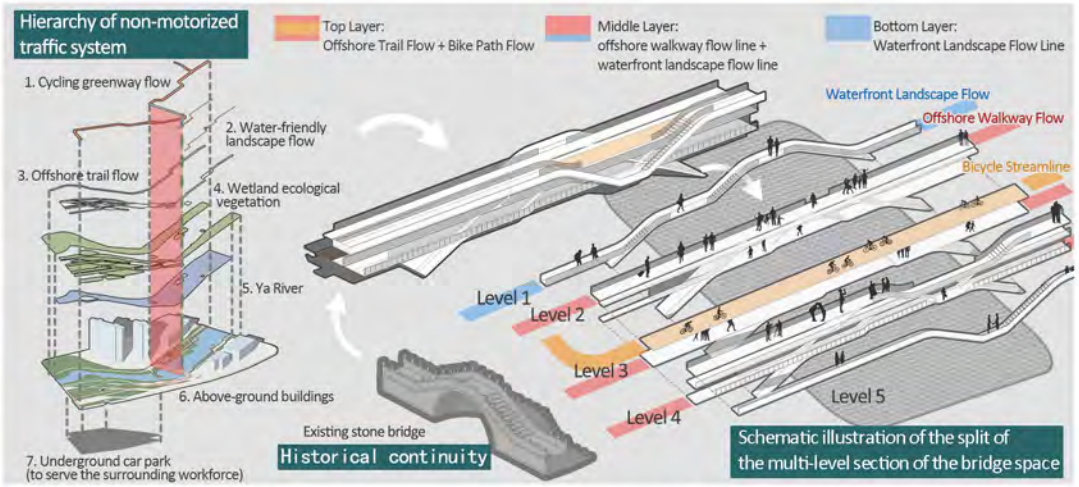


1. Integrated Service Centre of Fung Yuen Village
2. Leisure service supporting facilities
3. Three-product integration leisure group
4. Characteristic Poultry Breeding Base
5. Characteristic Fish Farming Pond
6. Village Three-Industry Integration Complex
7. Luxi Village Citizen Service Centre
8. High-standard farmland
9. Agricultural Tourism Station
10. Zhangqiao Characteristic Livable Node
11. Organic Rice Field Group

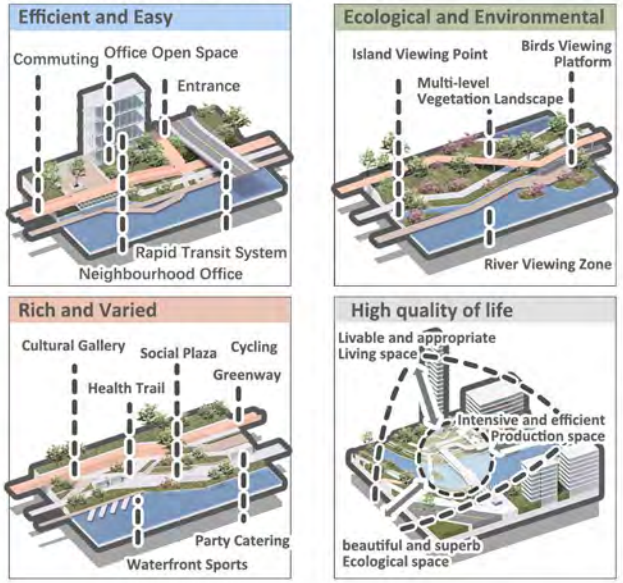


General Plan of the Ya River non-motorized traffic system





Non-motorized Traffic Mode



Cutaway Perspective View

