

中美灾后重建社区营造与设计  
China-US Community Building and Design Camp  
----四川理县桃坪羌寨  
----Taoping Village

D组  
Group D

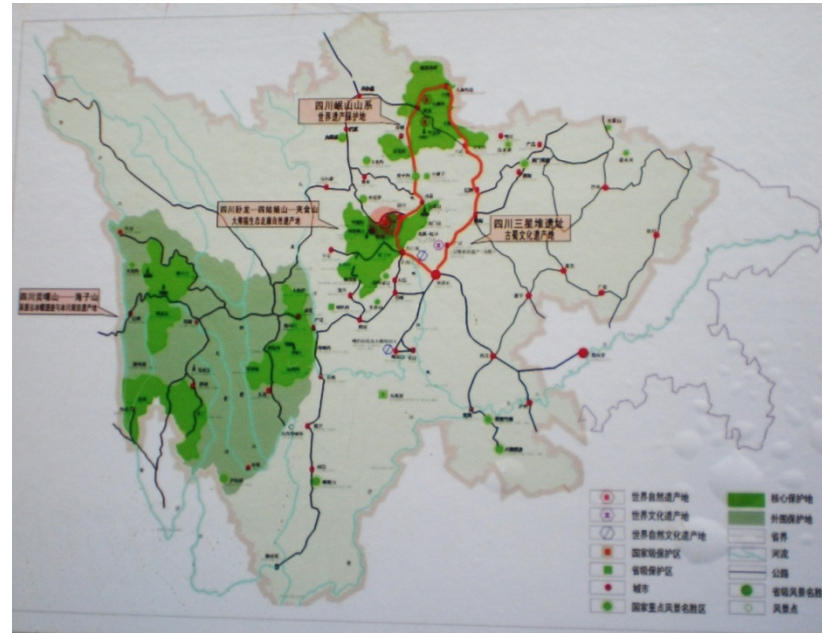
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# 目标 Goals



- 成都到米亚罗的重要旅游中转站  
The tourist hub from Chengdu to Miyaluo
- 藏羌文化走廊上重要的旅游景点  
An important tourism spot along the line of Zang and Qiang culture
- 辐射于其它羌寨的基地  
The centre of surrounding villages



# 设计原则与策略 Principles and Policies



## 环境保护 Protect Environment

- 保留并增加隔离带  
Preserve the “green belt”
- 保留古树 Protect old trees
- 完善水网 Water Strategies
  - 建立污水处理设施 Construct wastewater treatment facility
  - 废水再利用 Encourage “grey water” use
  - 保护取水点 Build water settlement tank to remove sediments



# 设计原则与策略 Principles and Policies



## 文化传承

### Preserve Qiang Culture

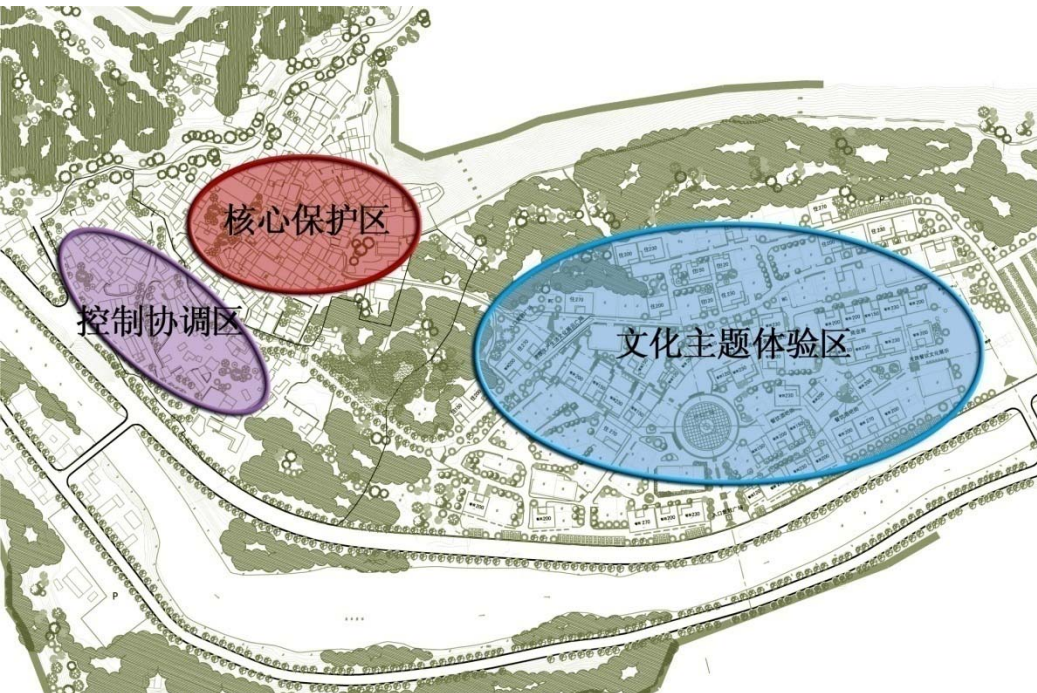
- 建立羌文化保护机构  
Establish Qiang culture preservation organization
- 增加文化展示空间  
Construct spaces for cultural exhibition
- 推广传统节日 Promote and market traditional festivals



# 设计原则与策略 Principles and Policies

## 建筑保护与更新 Preserve & Renew Architecture

- 老城核心区：恢复至1996年以前原貌  
Old town core: restore to pre-1996 form
- 控制协调区：建立限制条例  
Zagunao River area: establish limitations on development
- 文化主题体验区：传统与现代隔合  
New village: combine traditional and modern techniques



# 设计原则与策略 Principles and Policies



## 旅游开发 Develop Tourism

- 导游培训 Train tourism guides
- 完善旅游标识 Incorporate signage to guide tourists
- 建立旅游中转服务机构 Establish sight-seeing company to provide tourist activities
- 提炼文化元素服务于旅游 Promote Qiang culture through “mini-museums” and traditional performances

# 概念图 Bubble Diagram



# 核心保护区设计导则

## Core Zone Design Guidelines



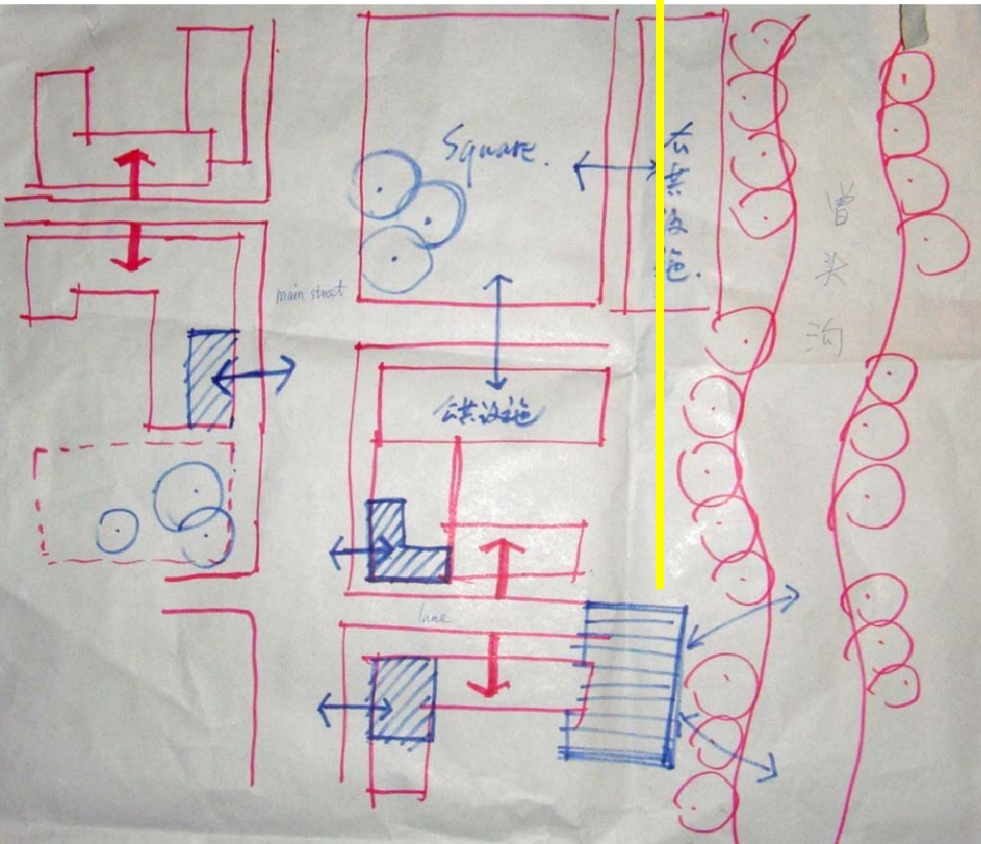
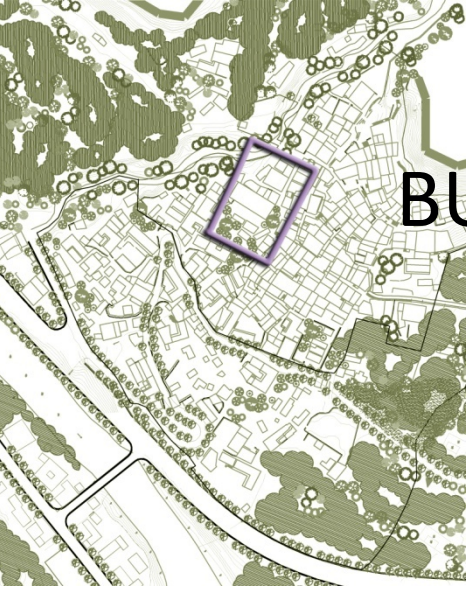
- 按照“博物馆”形式进行保护，建议原住户搬离核心区。  
Obey the form of “museums” to implement protection ,and suggest original residents move out the core protection zone
- 对搭建及新建的构筑物进行拆除。  
Deconstruct mew buildings and new attachment in core zone.
- 地震中损坏部分结构以“修旧如旧”的原则来进行修复。  
Damage buildings caused by earthquakes need to be repaired via the principles of repair old as old (pre-1996)
- 疏通水网。  
Facilitate the water net works.
- 保护古树。  
Preserve old trees.
- 禁止改变建筑门窗的尺度和设置的位置。  
Forbid changes to the location and size of doors and windows.





# 控制协调区设计导则

## BUFFER ZONE Design Guidelines



- 建筑风貌要与保护区相协调。  
Keep harmony between building appearances and protection zone.
- 控制建筑高度，保证核心区面向杂谷脑河流域的景观开阔。  
Limit the height of buildings to let core zone face the river.
- 允许一定程度的更新改造，可增加(卫生间、冲凉房、厨房)改造管网。  
Permit important renewal construction to increase restrooms kitchen and improve plumbing.
- 面向广场与主街一侧允许拆除部分墙作为店面或公共用途。  
The buildings which face open spaces or main streets are permitted to make part of walls as stores or public usage.
- 面向曾头沟一侧可增加平台来做为休闲观景区。  
The buildings which face Zengtougou can increase platforms as recreation zone.

# 新區設計導則

## New Village Design Guidelines

- 新區布局
  - 保留構造未受損建築
  - 零售商店與餐廳延主街設置
  - 旅館與安置區住宅於新區周圍
  - 新居民住宅位於零售商店之上
  - 綠化空間



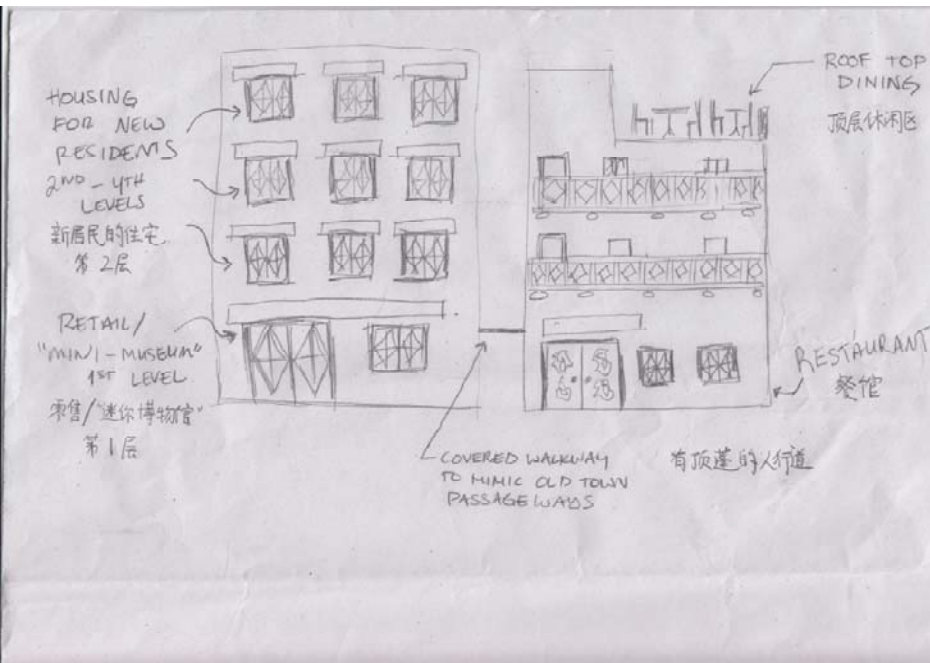
### New Village Layout

- Incorporate existing structurally sound buildings
- Retail shops & Restaurants along main corridors
- Hotels & Residence for relocated villagers in periphery
- Housing for new residents above retail
- Greenspace

# 新區設計導則

## New Village Design Guidelines

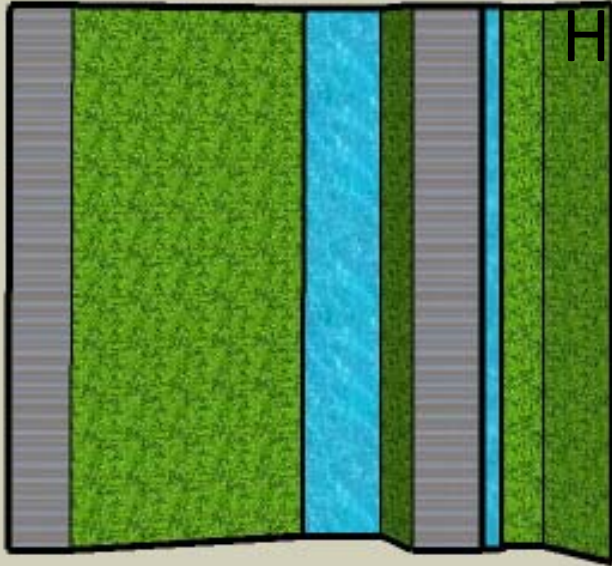
- 保留羌文化
  - 石造建築
  - 建築間設置人行通道
  - 迷你博物館附設零售商店
  - 主要廣場舉行文化表演
  - 水渠



- Preserve Qiang culture
  - Stone exterior buildings
  - Walkways between buildings
  - “Mini-museums” located within retail shops
  - Main square to hold cultural performances
  - Water channels

# 休闲徒步区

## HIKING ZONE



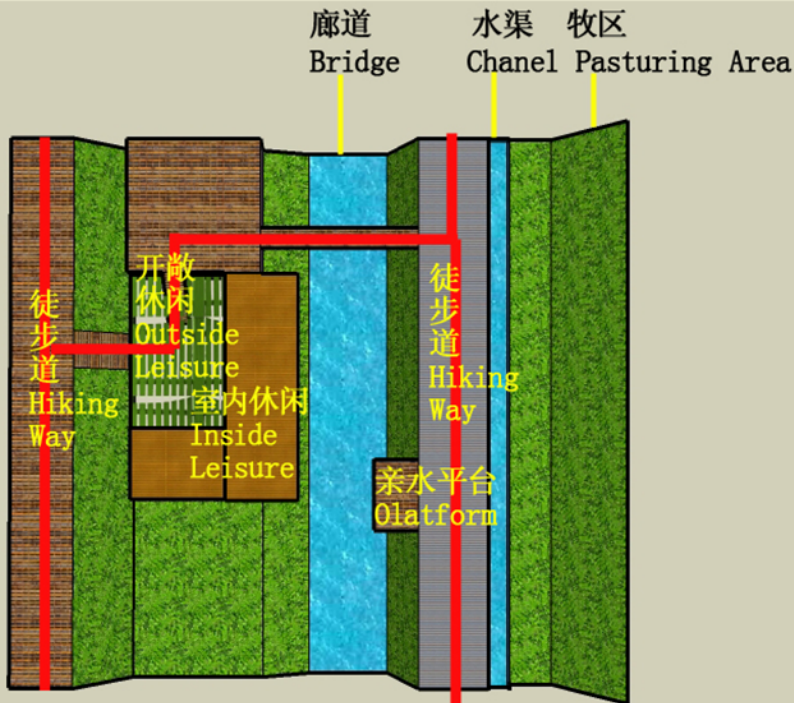
- 优化步行道  
Optimize Hiking Way
- 选择地势平坦的位置修建亲水平台。

Choose flat places to build platforms.

- 沿徒步旅游线路50-100米设置垃圾桶。

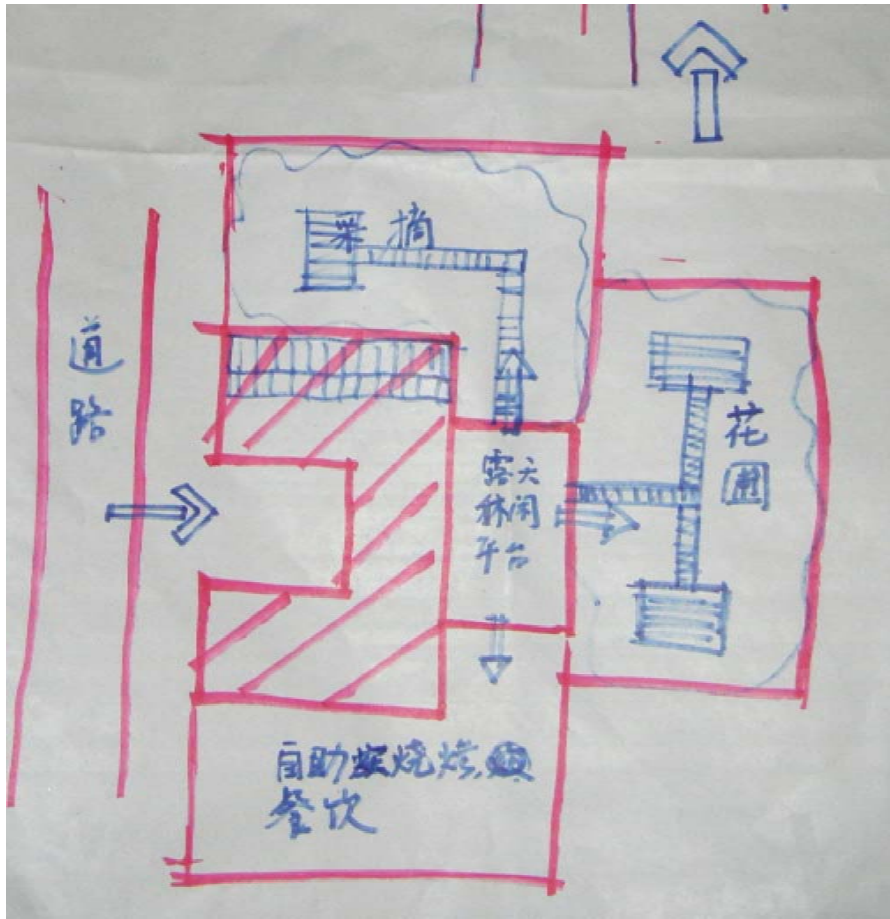
Build trash can along the hiking route every 50~100m.

- 危险地段设置安全警示标志。  
Establish warning signage in dangerous routes.



# 乡土观光体验区

## Agricultural Experience Zone



- 依据地势建立台地式农业体验区

**Build agricultural experience zone according to the topography**

- 体验参与形式多元化  
Enrich types of experience