



价值工厂学院

VALUE FACTORY  
ACADEMY



BI-CITY BIENNALE OF  
URBANISM\ARCHITECTURE  
深港城市\建筑双城双年展

# VALUE FACTORY IMAGINATIONS

A CATALOGUE OF VALUE FACTORY ACADEMY TEST 1 (UABB 2013-2014)

# Content

|   |    |
|---|----|
| <b>Introduction</b> .....   | 2  |
| <b>Value Factory Urban Frame</b> .....  | 3  |
| Qianqian Ye   |    |
| <b>The future of the Value Factory</b> .....  | 11 |
| Wei Han, Yuanzhi Zhu, Binbin Chen, Yingshi He, Jingpeng Chen  |    |
| <b>Activities Think-tank</b> .....  | 19 |
| Jing Huang, Yuhao Zheng, Fei Li, Qing Ye, Meilun Gao, Xueying Wu,<br>Mingkun Huang, Prawit Kittichanthira |    |
| <b>New People's Commune</b> .....   | 25 |
| Tianyang Xie, Guangwei Xu, Xiaojun Fang, Yinghua Chen, Boji Hu, Man Zhu                                   |    |
| <b>Shenzhen Creative Design Institute</b> .....   | 33 |
| Gaia Agostini, Xianfa Zheng, Yi Yang, Xiaowei Zhuang  |    |
| <b>Urban Context</b> .....  | 41 |
| Tian Lan, Silvan Hagenbrock, Duygu Kaban, Shiyu Wu, Naqi Li   |    |
| <b>Experimental/ Experience</b> .....   | 49 |
| Naqi Li   |    |

## Introduction

From the very beginning of the Biennale project, it was said that the Value Factory's horizon lies beyond that single three-monthly event. That it was poised to become a lasting place of inspiring bold ideas of designers, clients, and visiting citizens. A place for creativity as –in Albert Einstein's famous words- intelligence having fun. A place of learning and a place of doing. At the re-opening of this old factory building in its new default setting in December 2013, it was ready for further experiment, occupation, programming. Shenzhen life could take over...

The Biennale itself can be seen as one extensive test. The Value Factory was tested on its use. It was tested to resist the climate. It was tested by 150.000 visitors on its clarity and attractivity. It was tested by its residents and program partners. It was tested by countless critics who wrote about it. But last but

not least, the Value Factory was also tested as first step to a long term development. A test which is far from over. Actually, only now, around the Closing Ceremony, this test can really begin.

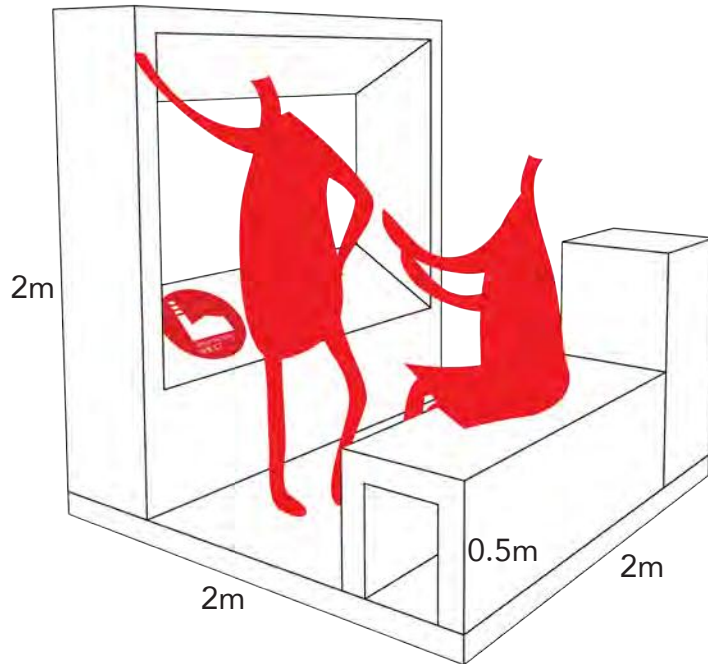
This is the reason the Value Factory Academy came into being, using the Biennale time to run its first course for its first generation of students. They were exposed to the complete spectrum of Value Factory creativity, but also were they asked to reflect upon the future of this place and design it. And so they did. This final presentation provides the horizon of imagination of this first group. Time will tell soon if reality will rely on it.

Ole Bouman  
Creative Director Value Factory and  
Founder of the VFA.

# Value Factory Urban Frame

## Communication and Branding

Author: Qianqian Ye, China



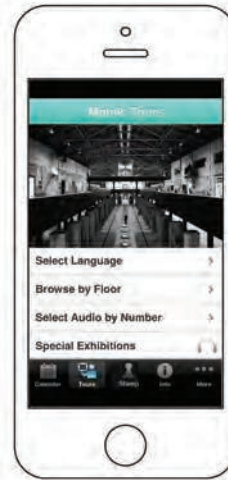
Material: Painted steel, wood

Value Factory Frame is the product of communication group from Value Factory Academy. This urban furniture, combined with a frame, a bench, a trash, a Value Factory logo and a story, is a gift from Value Factory to 10 spots in Shenzhen.

This Frame is trigger of topics about Value Factory rather than just a furniture. When people read about the story written on the frame, they will start to discuss about the place where is framed and the connection between this framed place and Value Factory.

When more and more people participate in the discussion about Value Factory, the number of visitors to Value Factory will increase, thus promoting the new hot spot, the new urban hub.





## A Smart Application Value Factory

### Phone apps/ Website

An interactive smartphone and computer based application designed for Value Factory in the future. This App will encourage young generation to know more about Value Factory, interact with Value Factory and the city of Shenzhen, and make themselves as part of Value Factory.



Stamp on your own Value Factory



Take photo of the Stamped place with location



Record your own story with that place



Share your stamp to other media



When a place gets more than 100 stamps, it will win an official Value Factory urban frame.



Chat with other users using 'Value Factory'

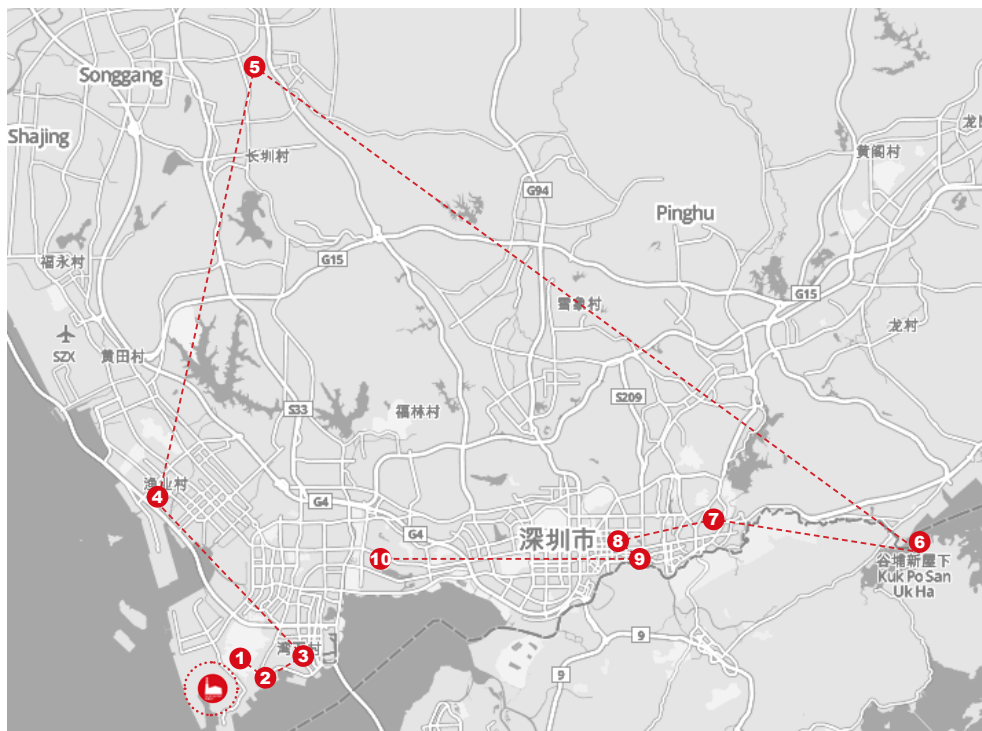


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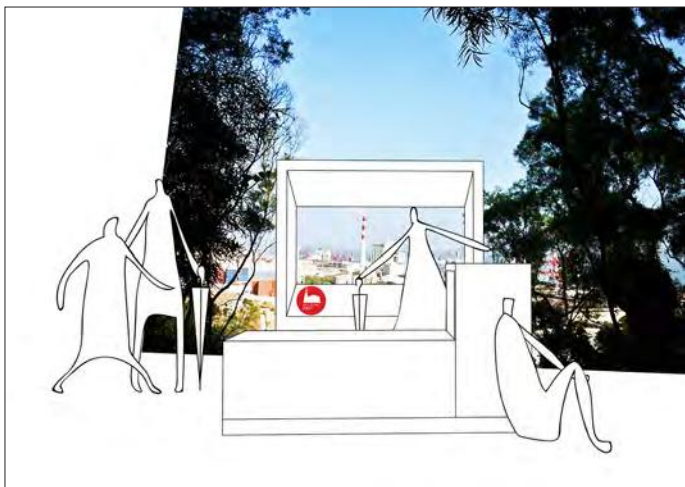
# Value Factory Urban Map



- 1 左炮台  
Left fort
- 2 女娲补天  
Sea World Nvwa  
Sculpture
- 3 蛇口码头  
Shekou port
- 4 F518艺术区  
F518 Art District
- 5 光明农场  
Bright Farm



- 6 明斯克航母  
Minsk Aircraft  
Carrier
- 7 黄贝岭城中村  
Huangbeiling  
urban village
- 8 荔枝公园  
Dengxiaoping  
portrait in Lizhi  
Park
- 9 蔡屋围  
Cai Wu Wei
- 10 白石洲  
Bai Shi Zhou

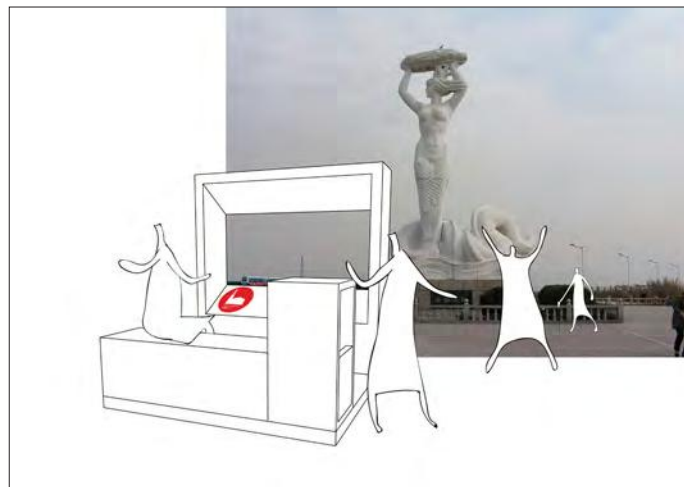


左炮台  
Left fort

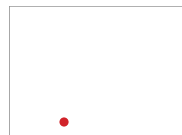


"Left fort is the green around Value Factory, the mountain is like a green heart of Shekou. At the same time, Value Factory will be the brown heart of Shekou in the future."

-- Jason Koloff, from California, has been Shenzhen for 18 months.



女娲补天  
Sea World Nvwa Sculpture



"Nvwa sculpture used to be the hottest spot in town, but it's almost forgotten, just like Value Factory, is the symbol of Shenzhen, which should be re-activated in the future."

-- Junzhang Zhu, from Huizhou, has been Shenzhen for 10 years.



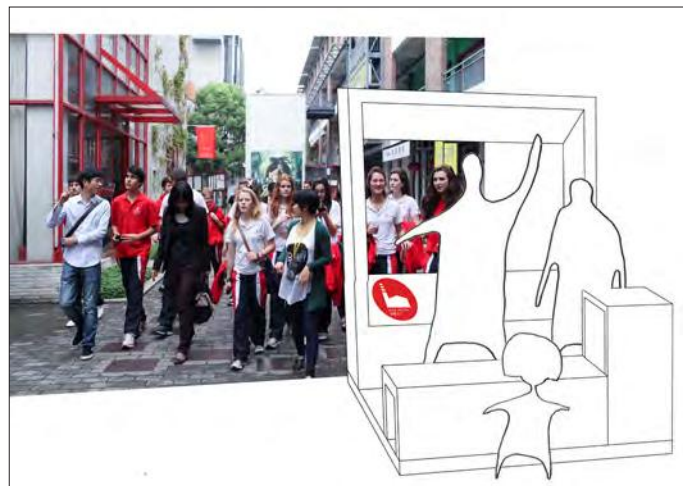
## 蛇口码头

Shekou port



"Shekou port is the place I thought about when I am in Value Factory. Products are shipped from that port, just like here in Value Factory, new kind of products are shipped out, like creativity, ideas and revolution."

-- Karie Yu, from Hongkong, has been Shenzhen for 5 years.



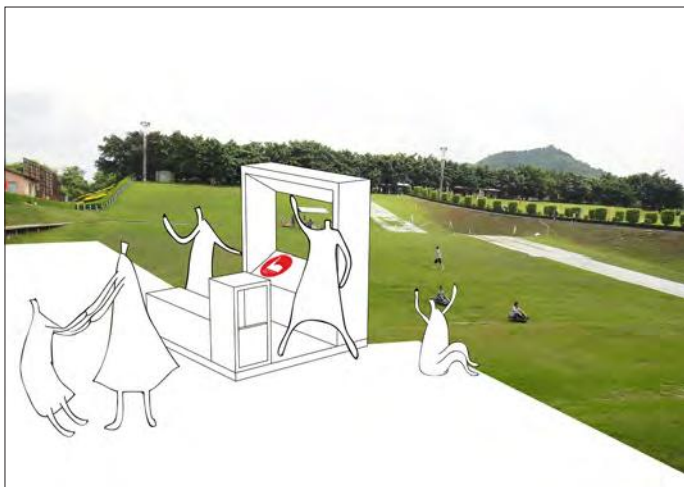
## F518艺术区

F518 Art District



"F518 is the place where I used to hang out with my friends a lot, which is a renewal of industrial heritage as well, just like here in Value Factory."

-- Wei Li, from Anyang, has been Shenzhen for 1 years.



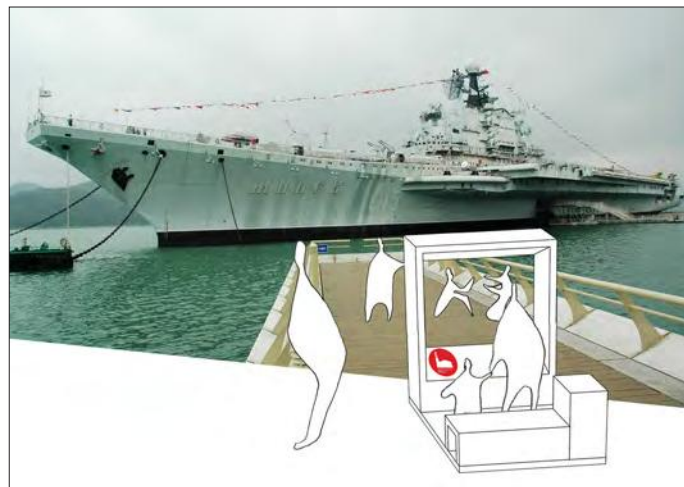
## 光明农场

Bright Farm



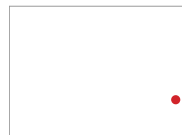
"Bright Farm is in a quite remote area, but there are still a lot of people heading there for fun, which reminds me of there in Value Factory. They share the similar identity, like in urban border, new lifestyle and sustainable."

-- Junqing Ke, from Chengdu, has been Shenzhen for 8 years.



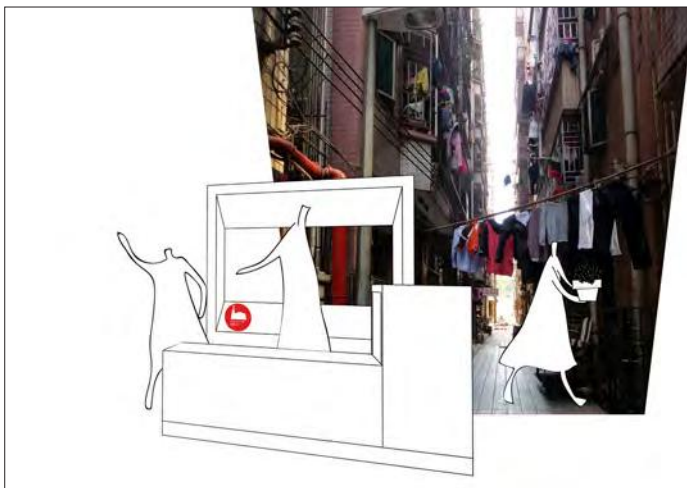
## 明斯克航母

Minsk Aircraft Carrier



"Minsk is a good memory from my childhood. I was quite impressed by the giant scale and the industrial looking. When I am visiting Value Factory, the image of Minsk just gets into my mind, I feel like Value Factory is another Minsk which is waiting for a new adventure."

-- Yinghua Wang, from Beijing, has been Shenzhen for 3 years.



### 黄贝岭城中村

Huangbeiling urban village



"I used to live in a shaking-hands-building in Huangbeiling urban village when I came to Shenzhen for the first time, I saw the raw desire of pursuing a new life there. Thanks for Value Factory which recalls my memory about the urban village."

-- Liang Zhang, from Wenzhou, has been Shenzhen for 6 months.



### 荔枝公园

Dengxiaoping portrait in Lizhi Park



"My parents used to take me back to Shenzhen to visit my family and the first thing we did in that trip was going to Lizhi Park and taking photo with the portrait of Deng Xiaoping. Value Factory reminds me of Lizhi Park since they are both products of open-door policy."

-- Jessie Kwee, from Singapore, has been Shenzhen for 2 weeks.





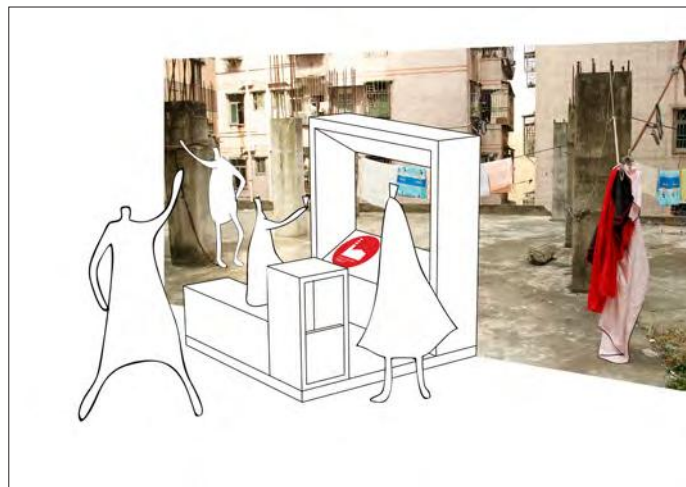
## 蔡屋围

Cai Wu Wei



"Diwang Building is the highlight of Shenzhen city, the core of CBD. But I believe in the future Value Factory will be the core of Shekou, and Shekou will be the new hub of Shenzhen."

-- Scarlet Zhang, from Shanghai, has been Shenzhen for 2 days.



## 白石洲

Bai Shi Zhou



"My friend and I went to Bai Shi Zhou a lot when we were kids because there are so many places to take adventures, like some construction site. I feel the columns in the machine hall of Value Factory are so similar with the columns are saw in Bai Shi Zhou, they are signs of demolishing but developing at same time."

-- Binbin Chen, from Shenzhen, has lived in Shenzhen for 25 years.

# THE FUTURE OF THE VALUE FACTORY CULTURE MUSEUM

韩玮 Wei Han, 朱远志 Yuanzhi Zhu,  
陈彬彬 Binbin Chen, 何颖施 Yingshi He, 陈经鹏 Jingpeng Chen



蛇口是深圳现代工业的起点，而价值工厂原是对广东经济产生巨大动力的广东浮法玻璃厂。如今，面临越来越多的旧时代工厂倒闭闭库，旧工业时代的记忆慢慢逝去，但我们需要一段记录和重现，让人们看到深圳的历史与灵魂。

Shekou, is the starting point of Shenzhen's modern industrial history since 1980, and Value Factory use to be the biggest glass factory (1983-2009) of Shenzhen. Nowadays, the traditional industries are moving out of Shenzhen, meanwhile, being forgotten gradually. So we need a place to re-memory the history of how Shenzhen developed, to strengthen the soul of Shenzhen.

## 中国玻璃行业 China Glass Industry



## 广东浮法玻璃厂 (GFG)



## 深圳 SHENZHEN



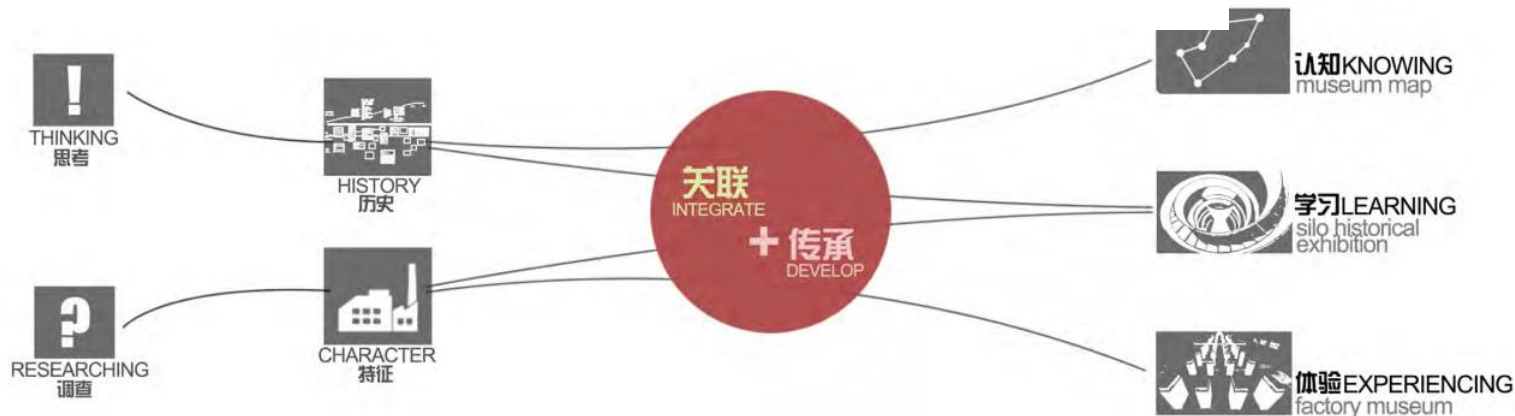
## 中国 CHINA



## IDEA OF DESIGN | 设计思路

通过三个层次，让游览者更好地体验价值工厂和蛇口的历史文化。

Three layers are created for people to experience the history of the factory and Shekou.



## EXPRESSION TECHNIQUES | 展示手法

通过三种主要展示手法对方案的表达和营造，向游览者更好地呈现工厂乃至蛇口工业文化的表象和内在精神。借助智能手机应用软件、3D投影等技术增强表现力和提高空间使用效率。

Use three main expression techniques to support the design project, which can not only show visitors the amazing appearance and richness spirit of the factory and Shekou. Through smart phone application and holographic laser to



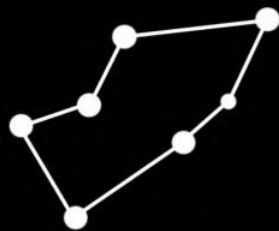
**MEMORY APP | “工厂记忆” 应用**  
Point the camera towards a building or a view and the app will add some layers of information of past, now and future



**HOLOGRAPHIC LASER | 3D 镭射投影**  
Use the holographic projection technology to re-appear the intra-scene of glass factory in the main hall, which can also the function of the building more flexible.



**HISTORY EXHIBITION | 蛇口历史展览**  
Extract the main process of the glass producing and transform them into the spatial experience of the Machine Hall Museum, to make them experiential for the visitors.

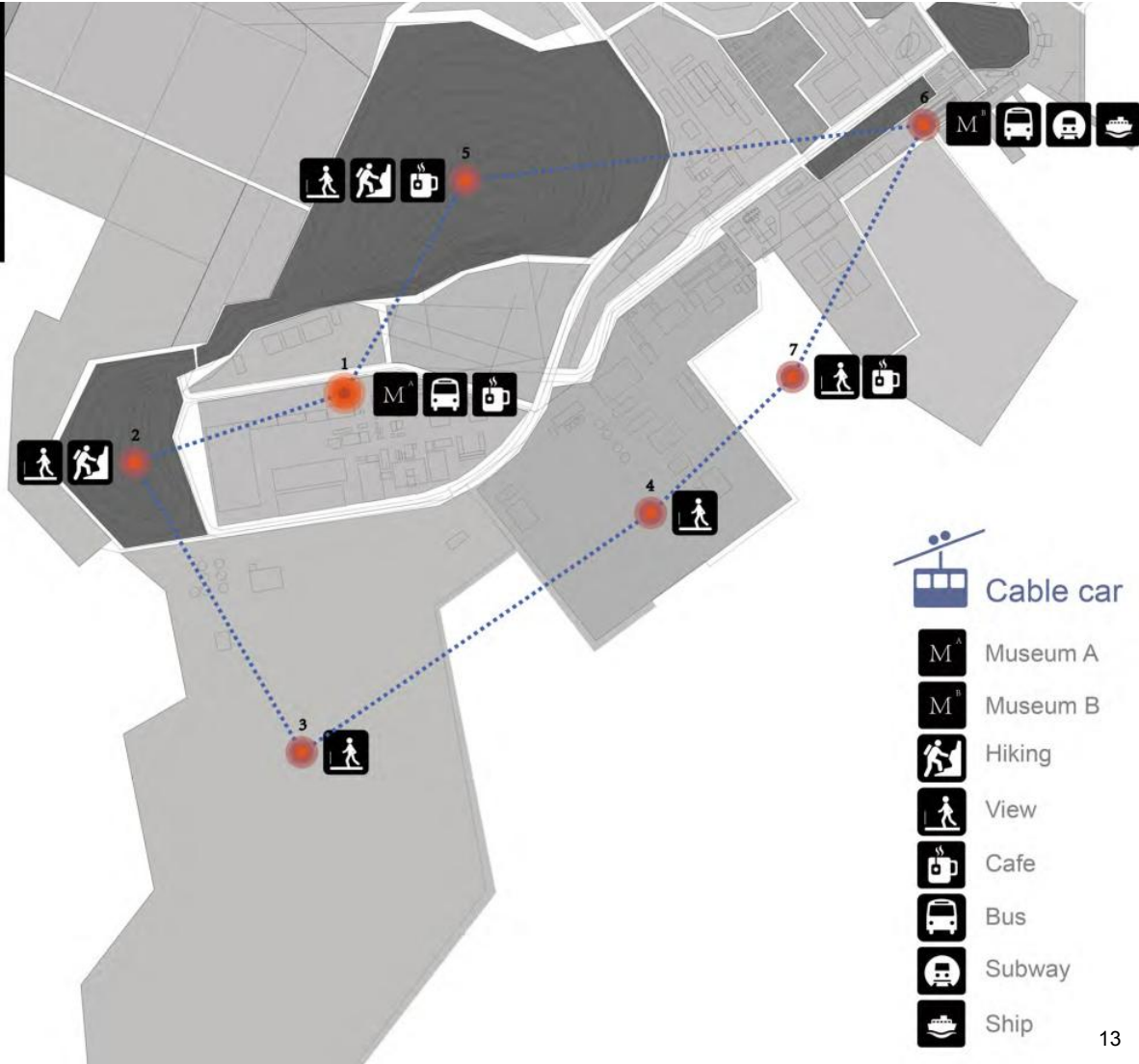


## KNOWING

### museum path

认知是博物馆中十分重要的一部分。对历史、现状和未来的了解认识，能引领人们更好地理解展览的内容。我们的研究是把整块蛇口作为博物馆的一个层面来进行展览。我们尝试创造一条便捷又具有吸引力的路线将蛇口的重要历史、工业、文化连接起来，使参观者能达到一个真实宏观的体验。

KNOWING is the one of the most important part of the museum. Knowing about the history, actuality and future can lead visitors to understand contents of the exhibition better. So our study was seen the whole Shekou area as a level of the exhibition. We try to create a path which include convenience and attractiveness to connect Shekou's history, industry and culture together, in order to bring



## 1. MUSEUM

The Value Factory Museum is the core of the exhibition region, which maintain the original architectural structure as well as the spirit of the historical Guangdong Float Glass Factory building. The museum reflects the richness history of Shekou, the former brilliant of Guangdong Float Glass Factory building and other amazing stories which were happen in this area. It's a time machine which can lead us to walk through the past and the future.



## 2. LEFT FORT

Many people said that Shenzhen is a city without history, but the Left Fort proved that they're wrong. The Left Fort was built in Qing Dynasty which played a crucial role in fighting against the invaders. Its full retention is a fortunate for us to remember and learn something from that vital history.



## 3. SCT CONTAINER PORT

Shekou Container Wharf used to be a world of waters until it was built as the earliest professional entering joint port in 1989. It witnesses the greater effort of Shenzhen and becomes the starting point of Shenzhen's modern history.



## 4. INDUSTRIAL AREA

Industry used to be the main impetus of Shekou's development that its glory has been shining the age of Shenzhen. With the developing of Shekou, the traditional industry were moving out of Shenzhen, meanwhile, being forgotten gradually. So We need a place to re-memory the history of Shenzhen's development, to continue this lively culture.



## 5. CHIWAN MOUNTAIN

Chiwan Mountain is the peak of Shekou area, which witness the development of Shekou. By leading people to the top of the mountain, we can bring the most beautiful view to them other than any areas of Shekou.



## 6. SHEKOU PORT

Shekou Port is a transportation junction which contain people, ships and ground transportation. It's convenient for people to go wherever they want to go in Shenzhen. On the other hand, it can also create a great communicate environment between Museum B and A.



## 7. OVER THE SEA

Sea is the most spontaneous and basic element of Shekou, and is also the sea who give advantage to Shekou. So it's important and meaningful to let people feel the pure and native view of the vast ocean.





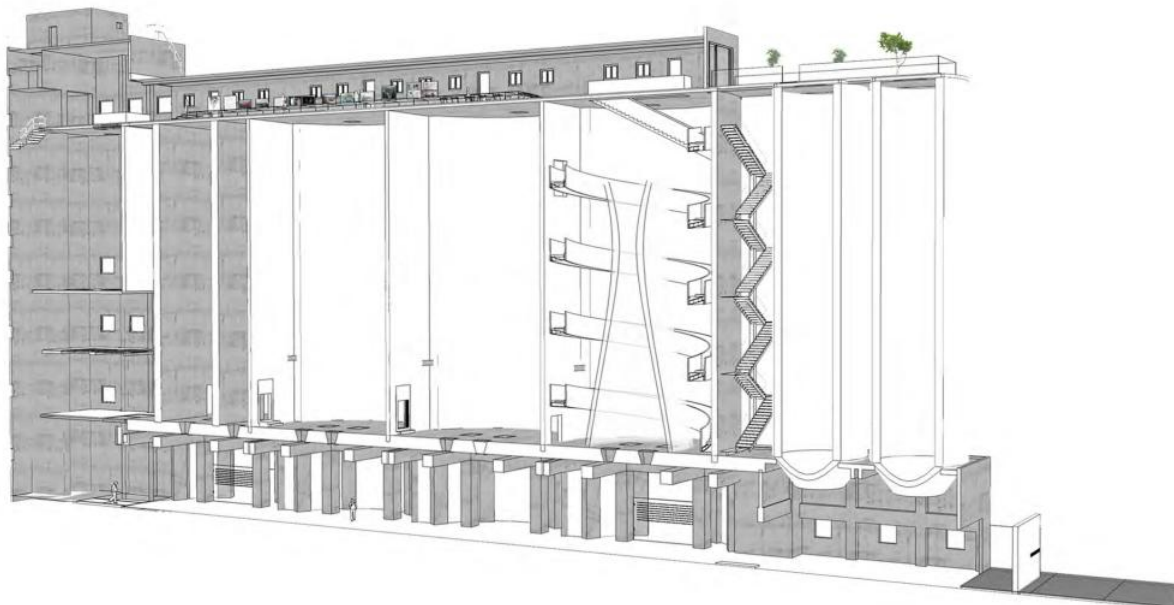
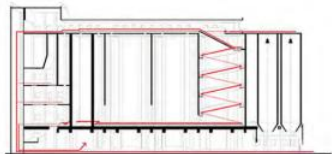


# LEARNING STAIRS

## TIMELINES

### SILO

In the site, we choose the silo as the place to demonstrate future and review of Shekou for the museum. Inside the silo, we create the "the top platform - spiral staircase space - silo space" streamline relationships, hoping provide the possibility of combination of exhibition space and thinking space, let visitors can dreaming about future in shekou , remember this great history of the land, at the same time.





Vortex



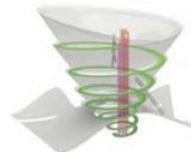
Time



Hourglass

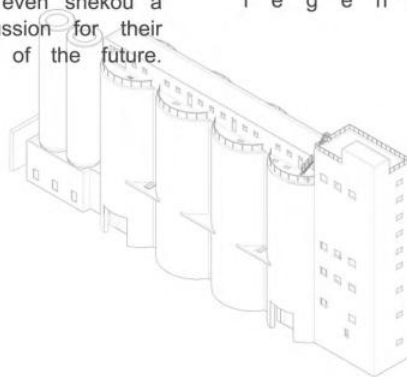


Conceptaul Images



## Future Shekou

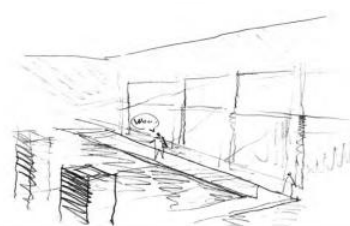
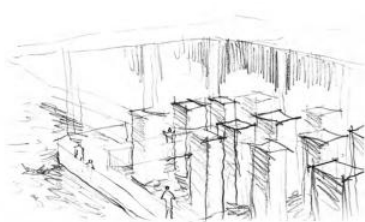
On the top of the silo, we use of the existing conditions, combining with two side open landscape view, design a regarding the future blueprint of shekou industrial zone conceive the timeline. Let visitors in the experience of space and ornamental landscape, at the same time, can stimulate the imagination about future shekou, can even shekou a discussion for their idea of the future.



## Historical Shekou

In the large silo space, dynamic spiral staircase like a turn round the clock, will bring visitors thoughts back once was a tidal flats shekou. Stands the funnel glass towers, a rolling programme of shekou industrial zone of 30 years of extraordinary journey, is a reminder, this piece of land has been how many immortal legend.





## EXPERIENCE PATH

### FACTORY HISTORY

#### MACHINE HALL

为了让人真切体验到玻璃的生成过程，一条体验道路将从前厅通向水面，并提取 4 个重要步骤融合到体验路线中。

Extract 4 main process of the glass producing and transform them into the spatial experience of the Machine Hall Museum, also, built an experienced corridor above the water, to lead the visitors experience the glass produce process in a more vivid way,





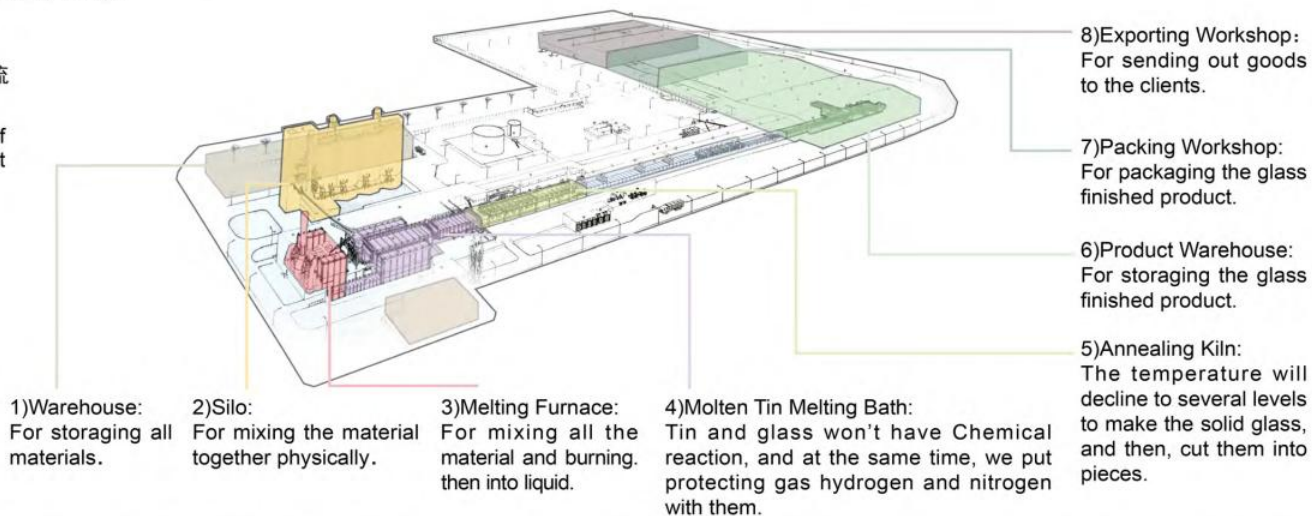


## PRODUCING PROCESS

### FLOAT GLASS FACTORY MACHINE HALL

浮法玻璃制造工艺流程分为 8 个步骤。

There are 8 steps of process in the float glass factory:



# Activities Think-tank

## NEW PROGRAM

Authors:

Jing Huang, Yuhao Zheng, Fei Li,  
Qing Ye, Meilun Gao, Xueyin Wu,  
Minkun Huang, Prawit Kittichanthira.

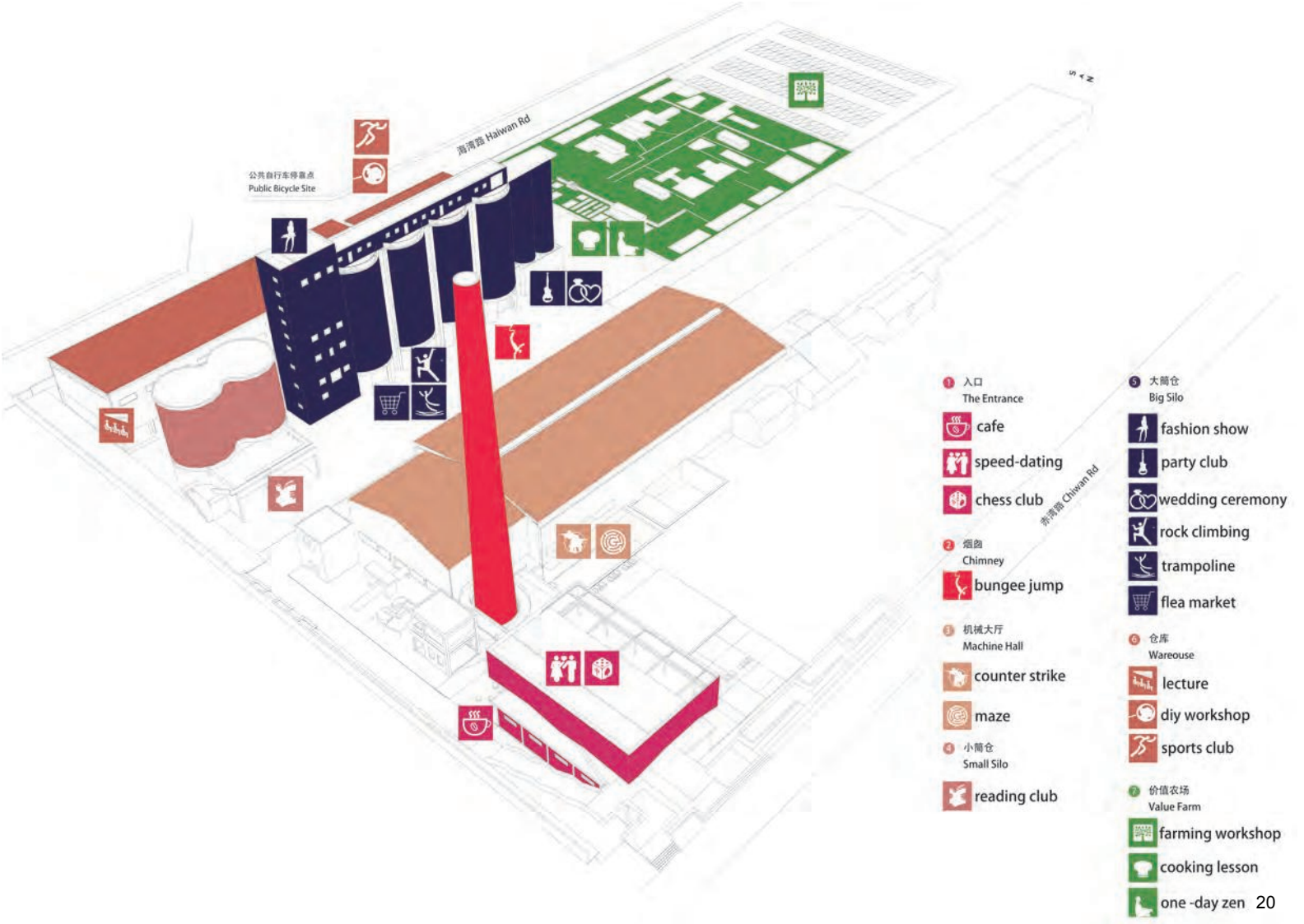
The UABB used Shekou at the city's urban border and a derelict glass factory as one of its venue. In general, the UABB has successfully rescued the value of it and attracted certain kinds of people. The big question is for future, what would happen after the exhibition? Can its value continue? What can we do to keep it running and maintain its value? What is its future value?

For a bigger picture, the main goal is to keep value factory running itself. And People's participation or involvement in the value factory is highly essential for future running. So the specific objective would be to attract different kinds of people to get involved.

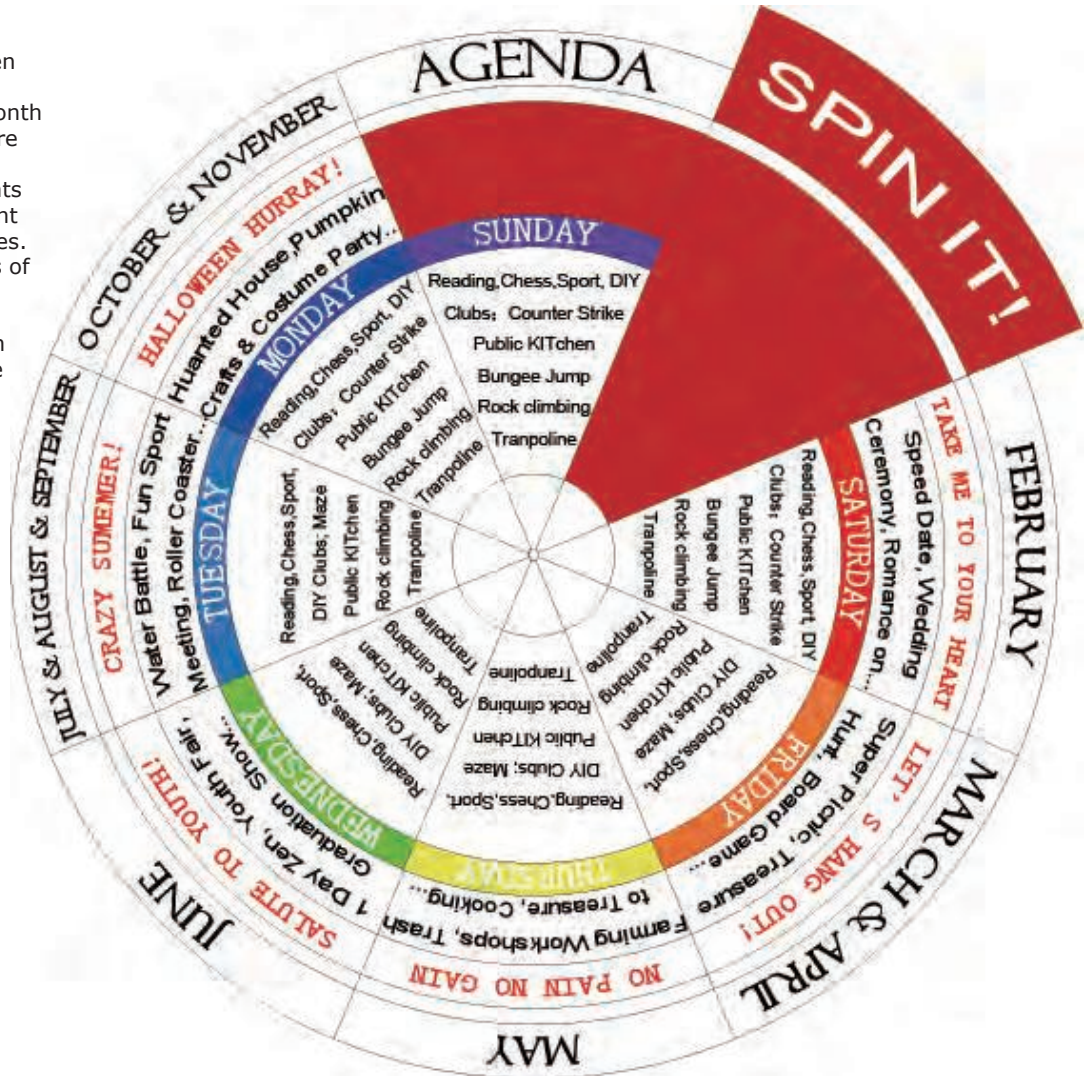
One of the amazing characteristic and value of Value Factory is its possibility. New Program Team inherits the idea of reusing, trying to activate the possibility of the unemployed place, by designing and introducing new program of different kinds of activities to attract different kind of people, basing on the quality and spatial experience of different sites, and design the activities by time. In the end, with more and more people's engagement, The Value Factory is activated again.







The future activities happen in the Value Factory are designed by time. Each month or every several months are connected to festivals, holliday or significant events and therefore have different themes and theme activities. In this way, different kinds of people can use the value factory by participating divertisified activities. With this design agenda, people will also know what will happen in each month or each day and it become certain promotion and branding.



Farming Lessons



We have import the Farm from HongKong, but to us the Farm is not only a little Farm but more like a life style that people plant their vegetables at home, so we want to teach the people how to farm here and gradually they can enjoy the fun of farming at home.

Public Kitchen



Lack of food is the main problem of the factory, so we want to set up some public Kitchen which can be used for the family to cook and have a picnic around the farm, and even Family can enjoy the process of picking vegetables, cooking them and eating them.

Diy Workshop For Glass



The factory is used for making glasses before, we want Family making glasses by themselves and enrouse their respectation to the history of the factory.



INDIVIDUAL  
GROUP

Relaxation  
And  
Beguilement



**Pillow Fight**  
Location: machine hall  
The columns in the machine hall have formed a natural interesting interspace setting where people can run between the columns and hide behind them, which make it a suitable site to create some interaction activities. Unacquaintance People can have Pillow Fight here, chasing others to hit or hiding from others' hunting, during which they can relax and also have fun if coming alone.

TREASURE  
HUNT

FROM WECHAT-UABB

BY ZHU YUANZHI, ARCHITECT

BY AKI LEE, ARTIST

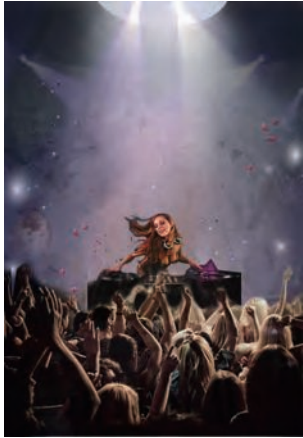
BY AKI LEE, ARTIST

YOUR TREASURE  
IS  
WANTED  
!!!

**Tresure Hunt**  
Location:the whole VALUE FACTORY  
On the back of the activity agenda, people will find TREASURE HUNT Activity. With this in hand, people are expected to chase the amazing treasures posed to find them and take pictures to show you have found them and their treasure of the value factory is also wanted, can be details, material, etc.. People who find the treasure can get a beautiful stamp on it as a souvenir.

**Reading Club**  
Location: silo (EVERSUN BAR)  
SPATIAL EXPERIENCE:  
High,spacious, quiet, calm down.  
Suitable for silent activities like meditation, reading and having a deep thought.  
By using the curve shape and highness of the silo, a smooth spiral ramp is designed along the curve wall upward with bookcases cling to the wall, so people can use the spiral ramp or a central designed spiral stairs to get access to different levels of bookcases, sit and read there.





**Music Club**  
 Location: silo  
 The silo is high and wide.  
 It is fabulous when you  
 talking there. Thus, we  
 decide to change it into a  
 music club. People can  
 enjoy music here.



**Rock Climbing**  
 Location: surface of silo  
 You can experience exciting and  
 shock when you climbing on the  
 high place. You have to overcome  
 the thoughts of giving it up and  
 you gain the strong belief.

**Counter Strike**  
 Location: machine hall  
 According to the site, there are  
 columns in the machine hall. We  
 will make use of these columns,  
 and make the place into a counter  
 strike site. This kind of sports  
 game reminds us of childhood.



**Bungee Jump**  
 Location: chimney  
 The height of chimney is  
 75 m. It is high enough to  
 have a bungee jump. It  
 is one of our extreme  
 sports. Young people  
 nowadays focus on new  
 life styles and they like  
 playing the bungee  
 jump. Bungee jump is  
 also new to China, so it  
 is a big opportunity for  
 us.



## FRIENDS GROUP

Have  
Fun  
Together

# 新人民公社 NEW PEOPLE'S COMMUNE

## 社区组 COMMUNITY GROUP

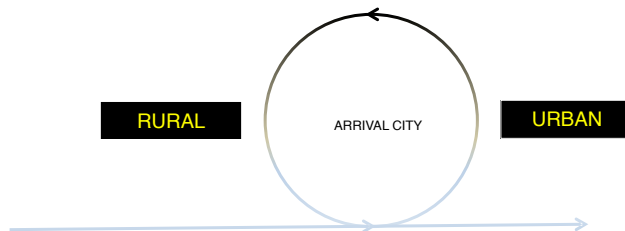
谢天阳 XIE, Tianyang  
徐广为 XU, Guangwei  
方晓俊 FANG, Xiaojun  
陈颖华 CHEN, Yinghua  
胡伯骥 HU, Boji (only for Berlage Winterschool)  
朱曼 ZHU, Man (only for Berlage Winterschool)



这个项目以当代深圳的发展历史为背景来重新审视这座城市边缘的废弃工厂。我们为刚来到深圳的城市边缘人设计出一座全新的社区，依附在一座可生长的巨构建筑中。

The project reviews this abandoned factory at urban border with development history of Shenzhen as the background. We design a brand new community for the border men that just arrived in Shenzhen. The community will attach itself to a growing mega-structure.

## 落脚城市 Arrival City



## 从乡村到城市 From rural to urban

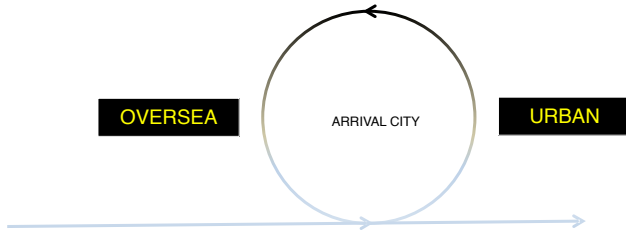
道格拉斯·桑德斯走访世界上许多城市的边缘地带，并在他的书《落脚城市》中写道：“我在这里见到的都是原本生长于乡村的人口，心思与志向都执着于他们想象中的城市中心，身陷于一种巨大的奋斗当中，目的是在城市里为自己的子女争取一片基本但长久地立足之地。”

Doug Saunders visited lots of edges of the city in the world and he wrote in his book *Arrival City*.

"What I found in these places were people who had been born in villages, who had their minds and ambitions fixed on the symbolic center of the city, and who were engaged in a struggle of monumental scope to find a basic and lasting berth in the city for their children."

作为城市边缘，广东浮法玻璃厂可以成为一个为来自中国乡村的人们的一个落脚城市。这个社区可以让他们以低廉生活成本生存，为他们进入城市中心做准备。

As an urban border, the Guangdong can be an arrival city for the people from rural. The community will provide low cost lives for them while they will be preparing for find a place in the center of the city.



### Open Gate of China

中国人在中国的北方修筑了长城以抵御来自北方的游牧民族的入侵。与北方不同，中国南方漫长的海岸线一直就是中国与西方国家发生交流的地方。蛇口，深圳的最南端，越来越多的外籍人士来到这里，并以每年 20% 的速度增长。蛇口已经发展为一个有国际味的区域，也是外籍人士踏上深圳的首要选择。

Chineses built the Great Wall in the north of China to resist the nomad's invasions. Different from north China, the endless coastline in south China has always been the confrontation between the chineses and foreigners. Shekou, the southeast part of Shenzhen, had more and more foreigners coming and increase 20% per year. Shekou is now an international area and the best choice for foreigners come to China.

### 集体生活 Collective Life

#### 中国共产党执政历史 History of Communism Party's Reign



在毛泽东时期时，以农业为主要经济的中国实行人民公社制。人们在计划经济体制下的人民公社中过着集体生活。

In Mao Zedong's period, China with the predominantly agricultural economy practiced the people's commune system. Under the planned economy, people live their collective lives in the people's communes.

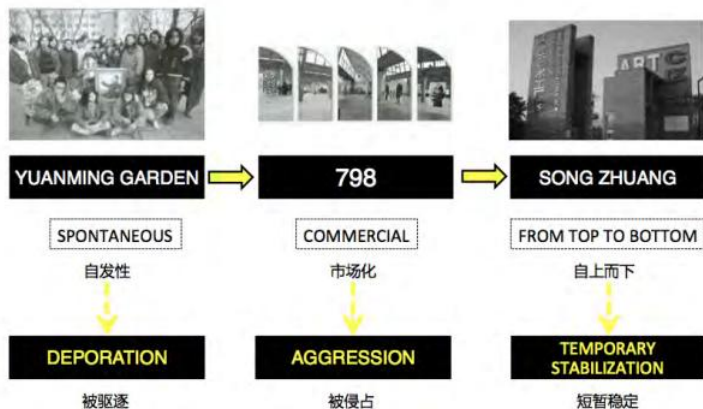
到了邓小平时期，中国开始了改革开放，由计划经济转向了市场经济。人们走出了公社，开始了个体生活。蛇口作为中国改革开放的前沿，随着产业升级，成立了蛇口工业区，早于深圳经济特区的成立。

During the Deng's period, China began the Economic Reform, from the planned economic to the market economic. People left the people's communes and start their individual lives. As the pioneer of Economic Reform, the Shekou Industrial Zone had been found as the industry upgrading, earlier than the formation of Shenzhen Special Economic Zone.

在市场经济下，一部分中国人富起来的同时，也加大了贫富差距。穷人因为财富不足而失去了实现自己梦想的机会。

Under the market economic, the gap between the rich and poor started getting larger while part of the chineses became richer. The poors lost their opportunities to achieve their dreams because of lacking the properties.

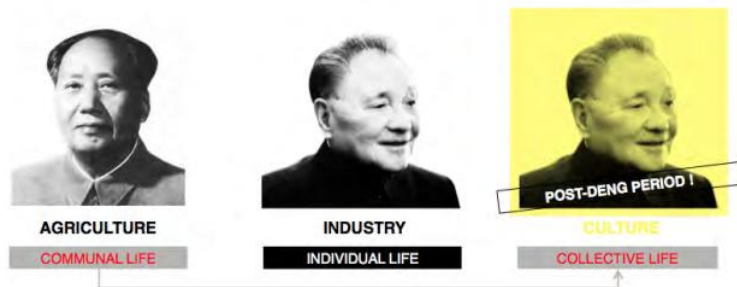
## 北京艺术家的迁徙之路 Migration of Beijing Artists



## 产业升级 Industry Upgrading

自 2003 年以来，深圳市实施“文化立市”战略，深圳正在由传统的制造业升级为文化创意产业。广东浮法玻璃厂作为改革开放早期的试验田，以 2013 年深港城市建筑双年展为契机，是成为深圳以文化产业为主的集体生活社区的绝佳试验田，帮助深圳由“深圳制造”到“深圳创造”。

Since 2003, Shenzhen have practiced the culture supporting development strategy. Shenzhen is transforming from manufacturing industry to culture creating. As the experiment field in early Economic Reform, the Guangdong Float Glass Factory can be the optimized location for the collective life community for the culture industry after 2013 Bi-City Biennale of Urbanism Architecture, helping Shenzhen transforms from “Made in Shenzhen” to “Create in Shenzhen”.



## 社会福利 Social Welfare

为了缩小贫富差距，不管是来自乡村的中国人还是来自海外的外国人，广东浮法玻璃厂将作为一个集体生活的新人民公社，排除资本化和商业化的干扰，帮助这些边缘人在城市边缘追逐自己的梦想。

To diminish the gap of rich and poor, the Guangdong Float Glass Factory will be the new people's commune of collective life, getting rid of the disturb of capitalization and commercialization helping the border men, the chineses from rural and the foreigners from overseas, chasing their dreams at the urban border.

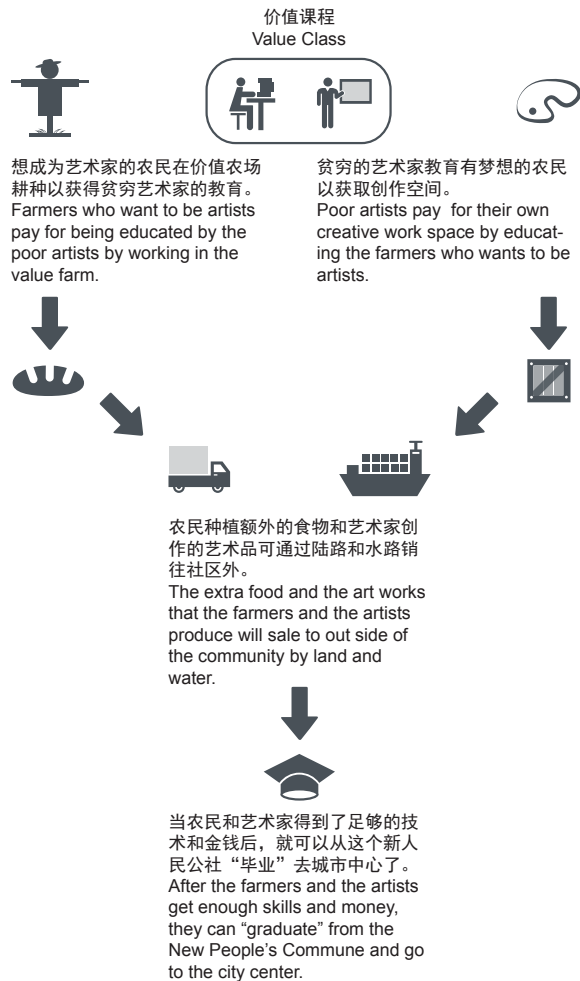
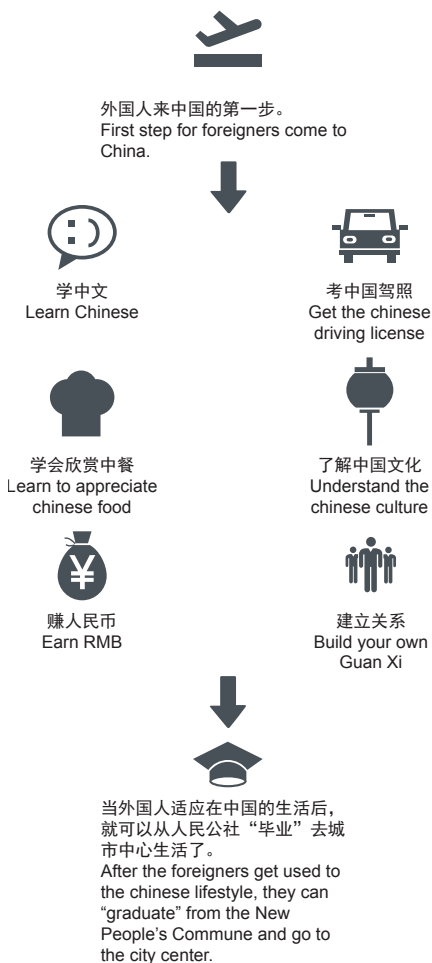
## 新人民公社 New People's Commune

## 新生活方式 New Lifestyle

区别于其他落脚城市，名为新人民公社的社区将提供更为集约化的集合住宅、共享的公共空间和互助的人际关系。

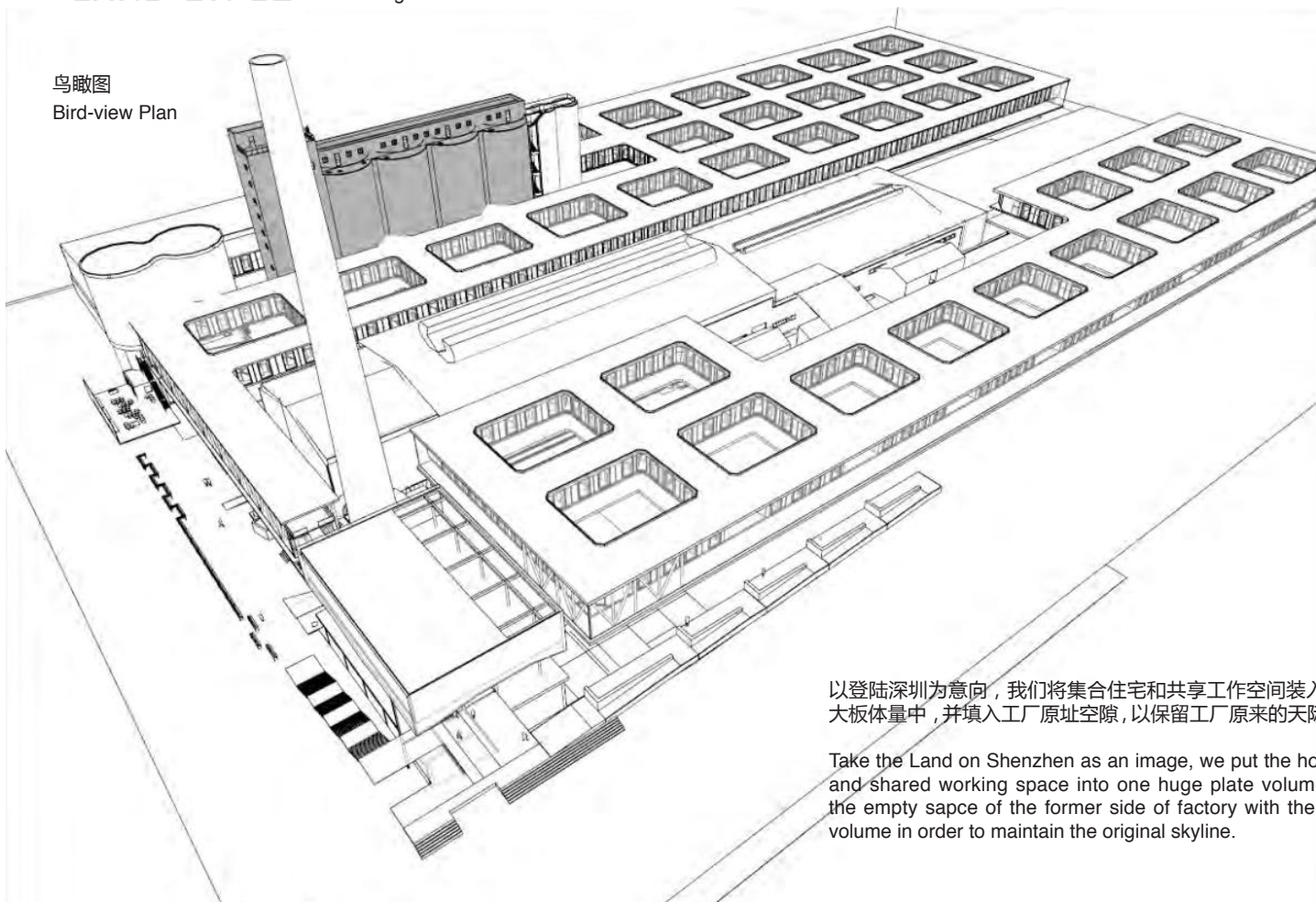
Apart from others arrival cities, the community named new people's commune will provide more intensive housing, shared public spaces and mutual aid relationship.





鸟瞰图

Bird-view Plan



以登陆深圳为意向，我们将集合住宅和共享工作空间装入一块大板体量中，并填入工厂原址空隙，以保留工厂原来的天际线。

Take the Land on Shenzhen as an image, we put the housing and shared working space into one huge plate volume. Fill the empty space of the former side of factory with the plate volume in order to maintain the original skyline.

我们设计了三种不同的住宅单元，每个单元是双人的两层住宅空间。这三种单元可以按需要拼出不同的平面。

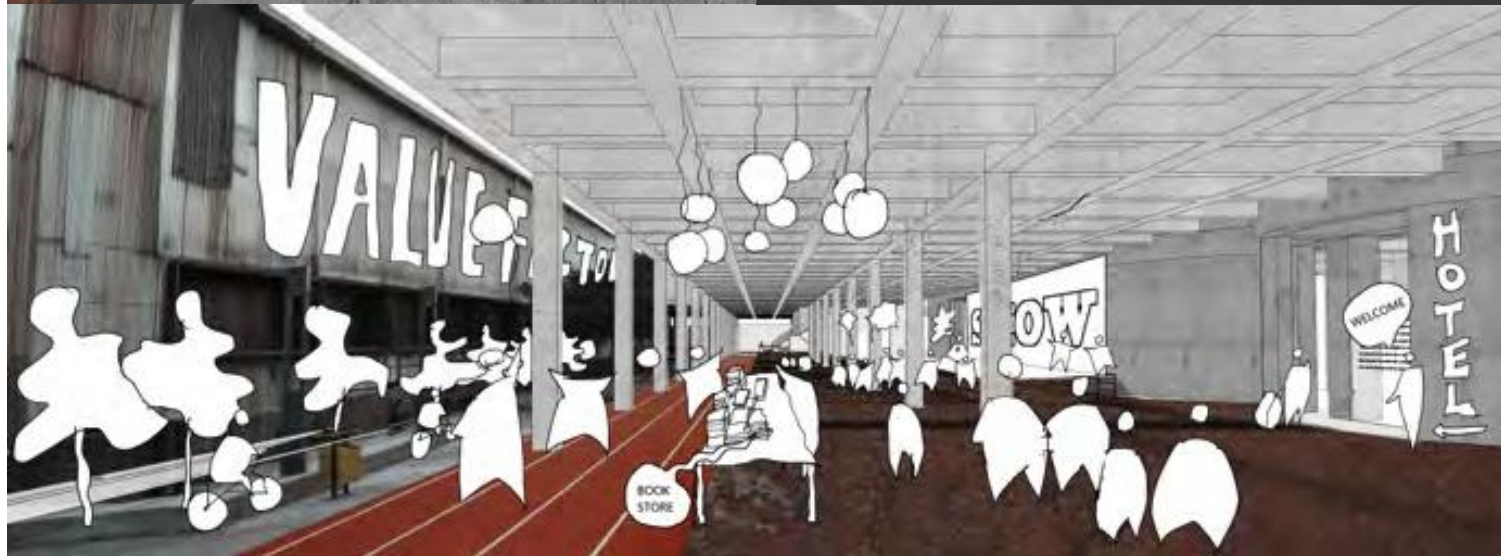
We design three different kinds of housing units. Every unit is a two stories living space for two persons. This three kinds of units can put together into different forms.



平面图  
Plan

单元按不同情况可组合成不同平面，还可以“生长”到周边将要废弃的工业区中。

Units form into different plans with different situations. They can also "growing" to the other industrial areas.



# SHENZHEN CREATIVE DESIGN INSTITUTE

the future of Value Factory: EDUCATION

Authors: Gaia Agostini, 郑贤发, 杨毅, 庄晓伟



**RECEIVING IDEAS.** Many different ideas are gather together here, since Shenzhen represents an hub for many creative people. Taking advantages on the border situation an heterogenous mix of people are attracted here.

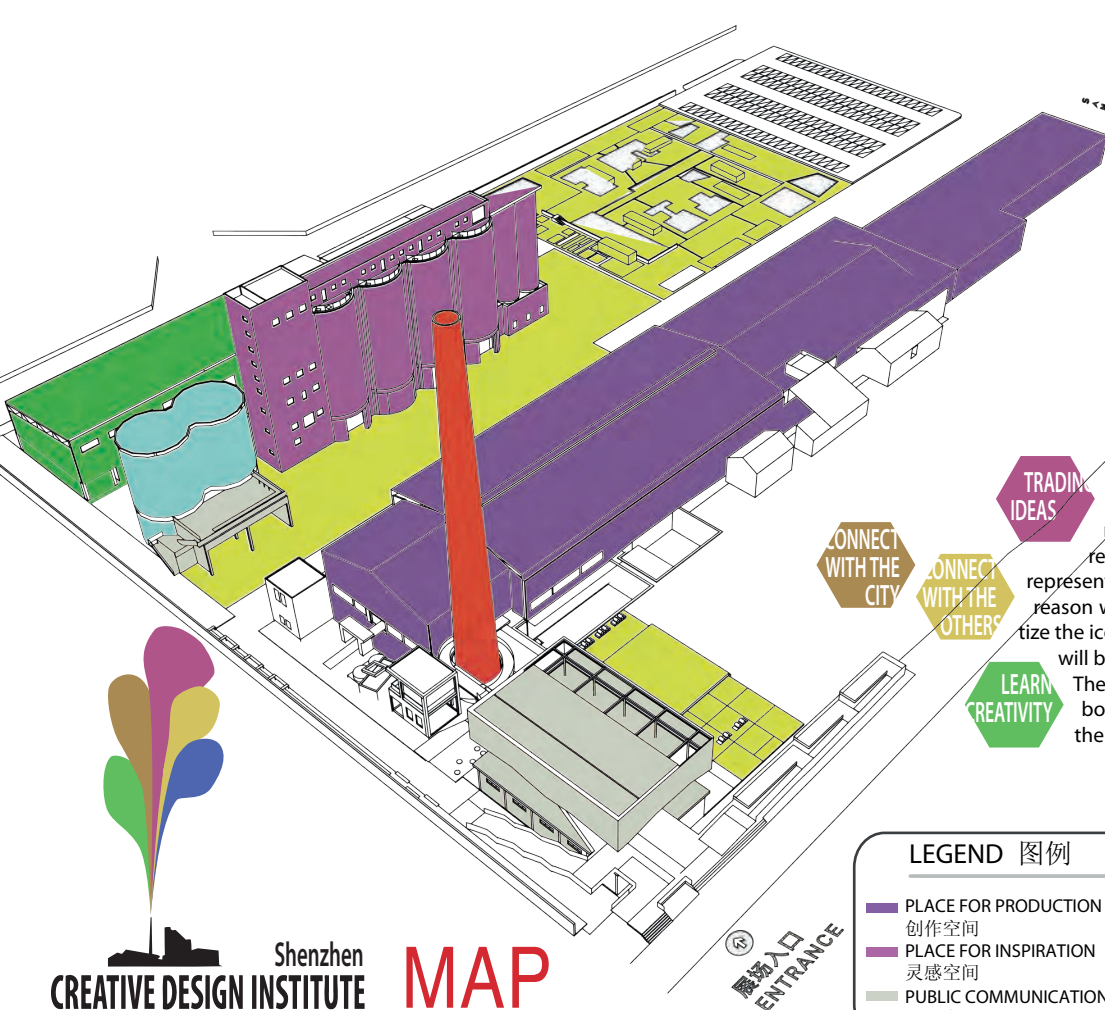
**CREATE A PLACE.** These people with different background meet here, in the Shenzhen Creative Design Institute, where the place allow them collaborate and to create.

**PARALLEL THINKING.** Different ways of thinking are placed side by side, and collaborating with each other, they create the arena for making creative solutions.

**NETWORKING IDEAS.** People, materials, ideas are connected through a website. Being inspired by other ideas and the collaborations between different people for new projects is the main aim of this platform.

**CONNECTION WITH THE CITY.** The Institute will represent a landmark in the city, where all the events and the information will be shown on the screen on the chimney.





CONNECT  
WITH THE  
CITY

CONNECT  
WITH THE  
OTHERS

TRADING  
IDEAS

LEARN  
CREATIVITY

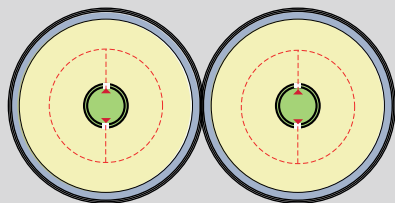
**THE CHIMNEY-LANDMARK:** The area is on an hill nearby the Shekou Port and it could be seen from really far away. Shekou, with its industrial heritage, represent the core of Shenzhen development. That is the reason why the chimney of the ex-Glass factory emblemize the icon of a new form of education and, as a lighthouse, will be used to attract and guide more people to it. The attractiveness will cross and go beyond the borders of the city, thanks to the relationship with the sea and its boundless characteristic.

#### LEGEND 图例

- |                                 |                                    |                               |
|---------------------------------|------------------------------------|-------------------------------|
| — PLACE FOR PRODUCTION<br>创作空间  | — PLACE FOR SHARING IDEA<br>分享意见空间 | — THE LIBRARY OF CDI<br>价值图书馆 |
| — PLACE FOR INSPIRATION<br>灵感空间 | — THE SIGNAGE OF CDI<br>价值工厂的标志    | — PUBLIC ACTIVITY<br>公共活动     |
| — PUBLIC COMMUNICATION<br>公共交流  |                                    |                               |

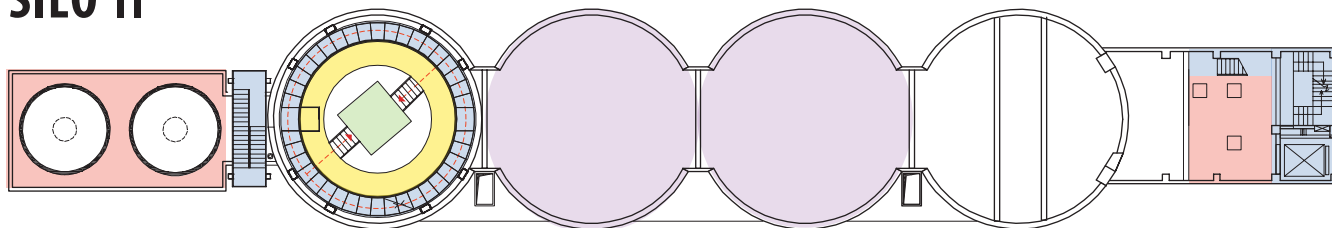
展览入口  
ENTRANCE

# SILO I



- ELEVATOR  
电梯
- READING SPACE  
阅览空间
- BOOKSHELF  
书架

# SILO II



- STAIRS & ELEVATOR  
楼梯 & 电梯
- SPACE FOR RECORD  
记录空间
- DISCUSSING SPACE  
讨论空间
- THINKING ROOM  
思考室
- ENTRANCE HALL  
入口大厅



**SILOS:** After getting out from the reading silos, the participants need some space where they can gather all the information to reorganize them and find out new connections among them. Creativity needs a place where people can think in silence, where they can find out new insights to use in the process of making. The first part will be the research of insights and people can choose among different atmosphere where they feel more comfortable.

The space is organized in a way where coming out from this loneliness, the participants have the possibility to show and share their first step in the creative process, to get feedback and new ideas from the others.



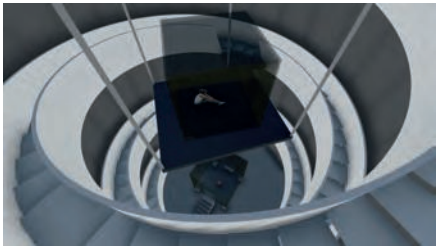
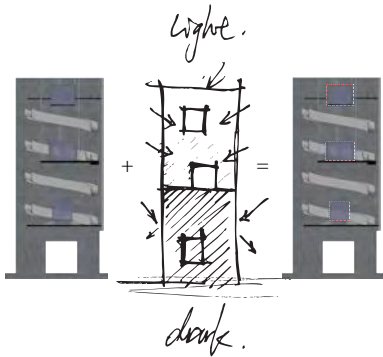
**THE READING SILO:** In this space people can reasearch and read, while looking for inspirations. Books by great thinkers are collected here and they can be read by the participants. This place is connected with the other silos where participants have time to digest their insights and come out with new ideas.



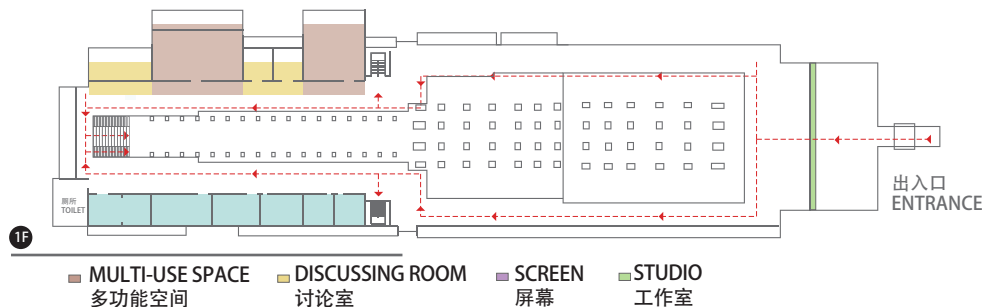
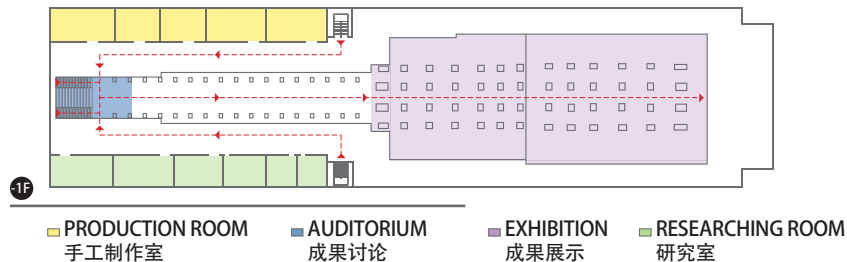
**EMPTY SILOS:** They represents the last step in the insight moment. These spaces can be changed and used in different ways. A projector, will be provided, so participants can show their ideas to others and ask for suggestions, for feedbacks: the others will provide motivation to improve the quality of the works.



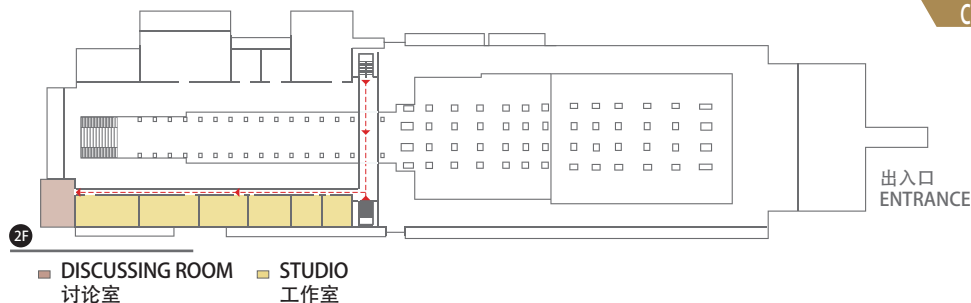
**STAIRS-SILO:** Rooms with different athmosphere are provided. The sequence from the light room to the dark room represents the different steps in the digesting - information process. Participants can choose which one is more suitable for their own personality.



# MACHINE HALL



• **SCREEN:** It will offer students some information about the lectures and the space.  
 屏幕 :主要是为学生提供当天的课程信息以及各个房间的使用情况。



CONNECT  
WITH THE  
CITY

TRADING  
IDEAS

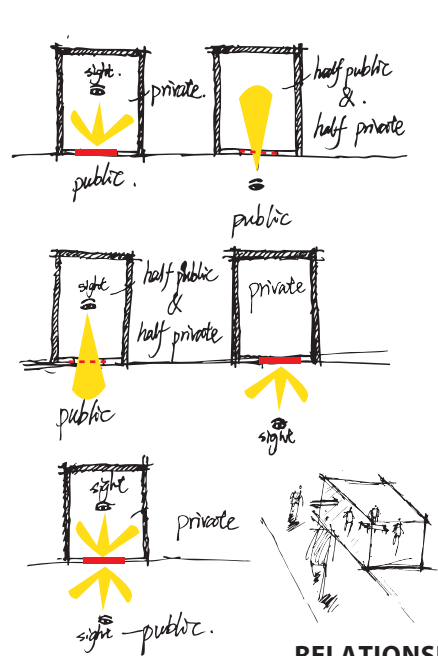
LEARN  
CREATIVITY

CONNECT  
WITH THE  
OTHERS

CONNECT  
WITH  
YOURSELF

**THE MACHINE HALL:** This is the place where ideas and the process of creating are shown. The visitors can come and see the process of making something out combining different inputs. All the ideas come here together and they become the final product.

**THE GLASS ROOMS:** The process of making should be supported by confidence, concentration and motivation. The glass which divide the work-spaces allows the visitors to see the participants creating something inside, but participants cannot see the visitors: they are not distracted, they do not feel judged by them and they can be concentrated on their ideas. But the visitors can still get inside and give to the participants some suggestions.



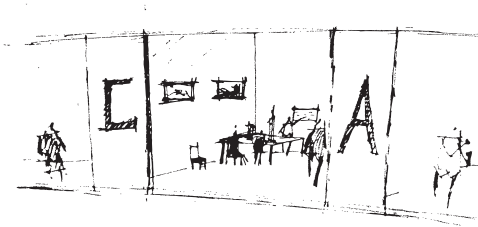
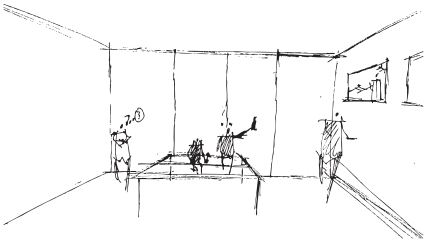
**RELATIONSHIP**



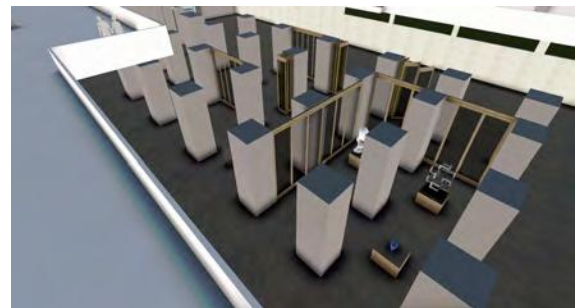
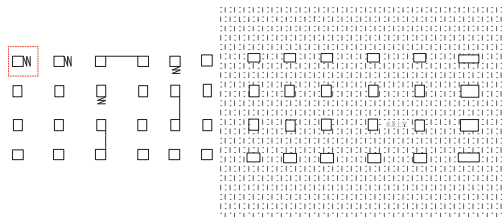
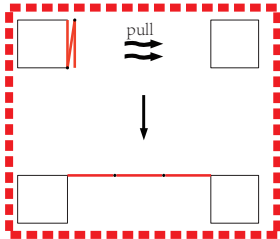
**INSIDE**



**OUTSIDE**

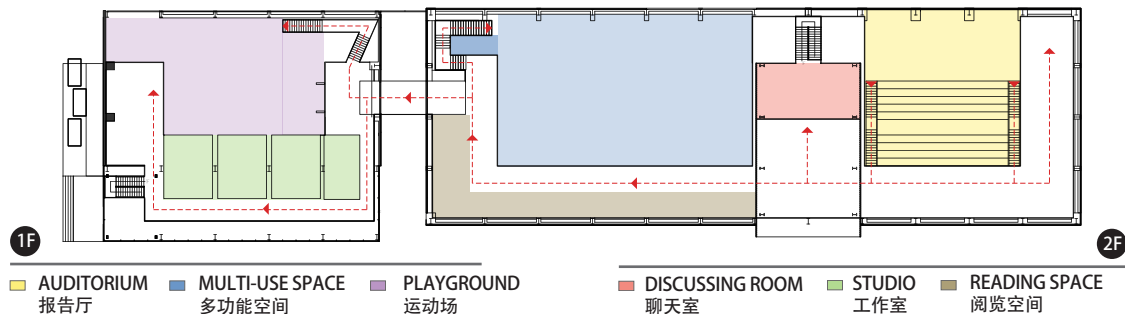


**THE GLASS EXPOSITION:** The final outcomes, the final results, are shown in the machine hall. Flexible glass panels are available and can be used by the participants to show their creation in the space they prefer. From the upper corridors which bring the visitors in the main space of the machine hall, the visitor can have the first perception of the new productions. Coming down into the space, the visitors can see them closer, touch them. The exposition can be held also in the water area, where boardwalks can be placed to use the atmosphere create by the water.





# WARE HOUSE



LEARN  
CREATIVITY

CONNECT  
WITH THE  
OTHERS

TRADING  
IDEAS

CONNECT  
WITH THE  
CITY

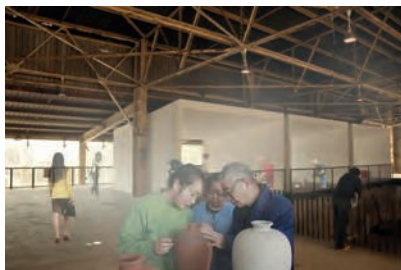
**WAREHOUSE:** This place represents the connections and the sharing of ideas. People from other institutes, participants in the academy, workers and experts can offer lectures about their research, about their findings and ideas.

Here is where the shared ideas are already finalized, but they could serve for other purposes in other project. The sharing remains therefore the main characteristic of this place where people can ask and understand more deeply other ideas which could be re-shaped in the future. There are also work-shops places where workers can show how to make objects and people can listen, learn and practice.



**AUDITORIUM:** This space represent a fixed point in the structure and it will not change its form and function: in fact it is already fulfilling in the best way the try of sharing ideas through speeches. Certainly the sharing of ideas could be held everywhere, but this space can host a large amount of people and the exposed theories could be supported through the projection of images.

**WORKSPACES:** white walls separate smaller spaces, and provide a sequence of bright smaller areas, where workshops for small groups can be held. Small groups let the people speak more freely, let them participate more actively during the activities, during the discussions. Machines used for making object for different purposes can also be placed here, because the areas remain aired and bright.





# URBAN CONTEXT

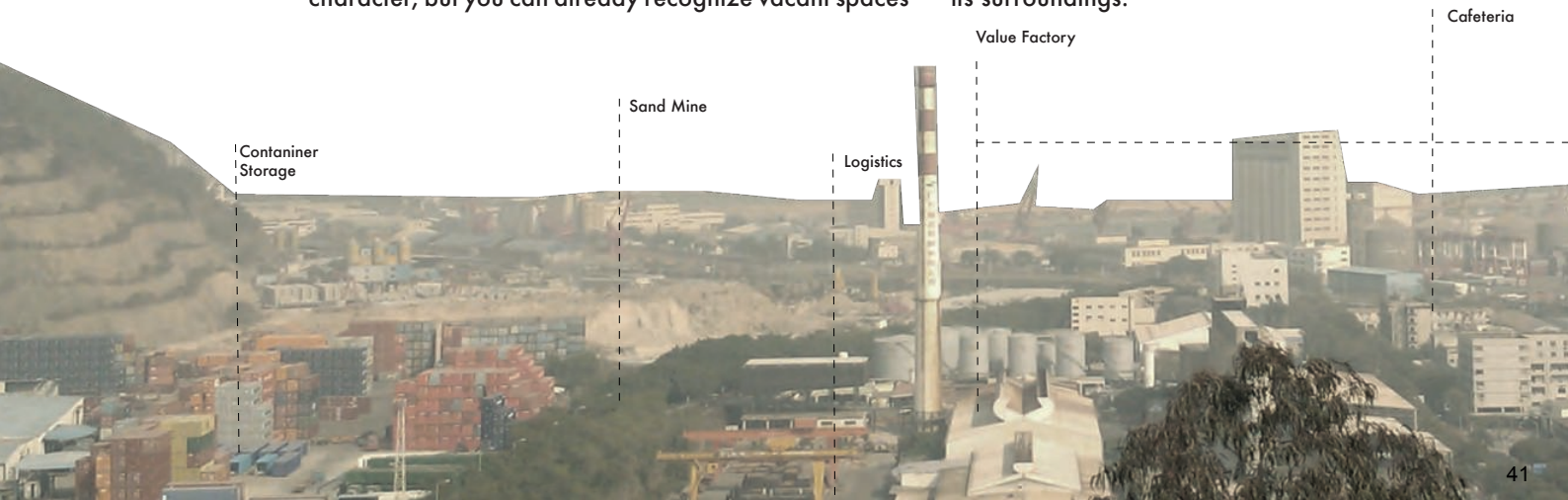
## POTENTIAL

TIAN LAN, SILVAN HAGENBROCK  
DUYGU KABAN, WUSHIYU, AKI LEE

### INTRO

The Shekou area with the former glass factory and its surroundings is predicted for a shift from a heavy industry towards a high-tech, service and cultural industry area, because of the fact that the leasing contracts of the main stakeholder, China Merchants, are lasting only for 30-40 years. Heavy industry companies started their activity after the implementation of Deng Xiaopings “social and economic development initiatives” in the 1980’s and were taking benefits according to the high quality of place at the coastal condition. Nowadays, the image of Shekou has still a strong active industrial character, but you can already recognize vacant spaces

of industrial fabric. According to the increasing real estate value and the expiration of leasing contracts, factories being relocated to northern Shenzhen development zones, like the former glass factory. If Shenzhen wants to gain the term of a post-generic city in terms of striving for historic moments and cultural memories, the most crucial of those vacant spaces need to be preserved in future changes. In the following so-called Value System, you will find thoughts and defined values of the Value Factory and its surroundings.





## THE VALUE OF THE HISTORY

After which certain amount of time you can introduce the term heritage? For instance, administrations, planners and architects in western industrial cities like Dortmund, where heavy industries started 150 years



ago, were talking about the paradigm shift from an industrial towards a society of knowledge 20 years ago. They invented the term of industrial cultural heritage. For me, several generations and political epochs create heritage and created a collective memory. In Shenzhen, the time of coping with this changing paradigm took only 30 years after the urban development started. Therefore, it is controversial talking about an industrial cultural heritage in Shekou, moreover talking about an object, which represents a certain time of Chinese industry in “open policy”.

AN EVOLUTION OF SHEKOU  
SHORELINE & URBAN LANDSCAPE



THE VALUE OF  
CONNECTION

We try to interpret the industrial heritage and its urban landscape in Shekou area as places that characterize the footprint of our city. By tracing along the original shoreline of Shekou, it might give a clue on how the area become what it looks like today and what potential should it have in terms of retrospect and prospect, which could possibly shed light on the position of VF among these urban landscape.

# 场景互动

价值工厂与其他

## AN INTERACTION BETWEEN PLACES

VALUE FACTORY & MANY MORE



There are sites adjacent to the value factory that tell a story of how and why these landscape have been treated during the development, which could be meaningful to convey a sense of identity for the place and promote our experience when visiting the factory and surrounding industry inheritance.

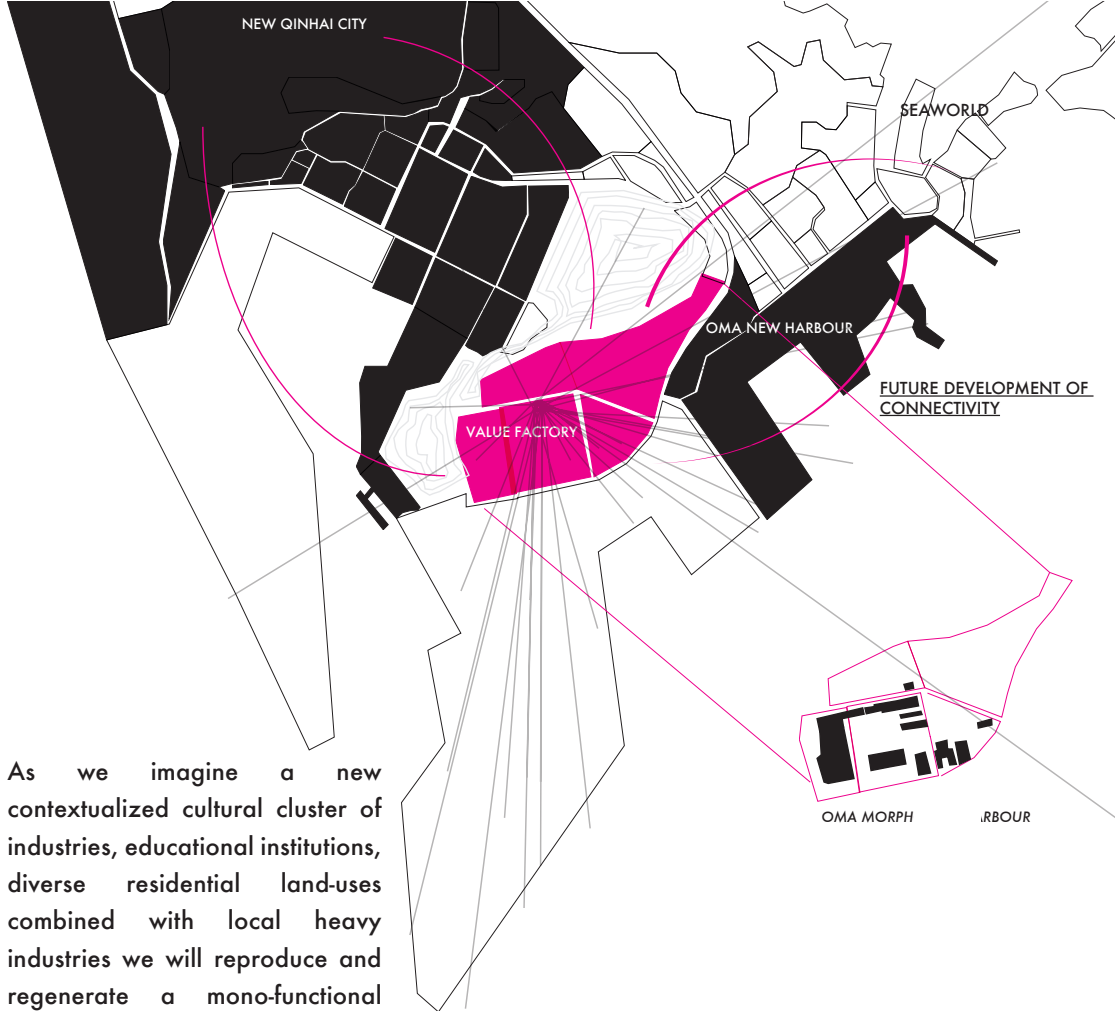


# IV

## THE VALUE OF THE SPACE

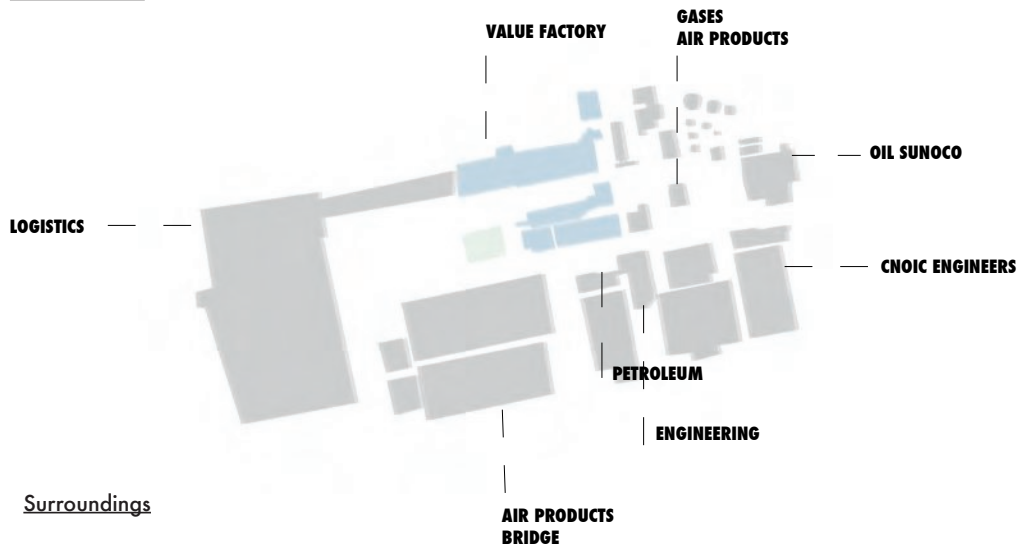
Value Factory is enclosed by vast urbanization. Two main physical developments are already taking place next to the value factory, which are contributing to the expanding urban morphology. Rem Koolhaas OMA is designing a new harbour city close to the Shekou Ferry terminal. Second, the northwestern major development of “Qianhai city” will influence high pressure, a fast redevelopment of value factory and its neighbourhoods. Thus, the Value Factory is going to have a key role in connecting two different expansions and fragmented fabrics.

As we imagine a new contextualized cultural cluster of industries, educational institutions, diverse residential land-uses combined with local heavy industries we will reproduce and regenerate a mono-functional non-place to a very valuable space.





Road network



Surroundings

# V

## THE VALUE OF THE URBAN

The industrial structures found in Shekou are a unique appearance but differ in their typologies and functions. They are far away from Shenzhen main linear city functions. But today, there is a high demand to let people experience and appreciate an industrial heritage, which shows that the Chinese government is looking for a more meaningful city branding, but also introducing another space for innovation and creativity like OCT. Leaving the gates

of the Value Factory means leaving a place of senses and entering an open space without meanings. This open space needs to be overcome due to its lack of urbanity, its isolated enclosed islands of factories and connected main roads with noisy heavy traffics.

Places of interaction, places of communication and a place of being are rarely found in the surroundings. There is one public cafeteria where the academy students are carrying their food to the

biennale, where no more food left for the workers. There is a small kiosk shop, which is selling delicious bread. There is a Chinese women in charge of an workers dormitory who tries to describe her favourite place and there are thousands of colourful containers, waiting muted for their journey. The high value of Value Factory lies in the openness, giving the chance for exchange, exploration and discovery.

# VI

## EXPLORATION NEVER ENDS

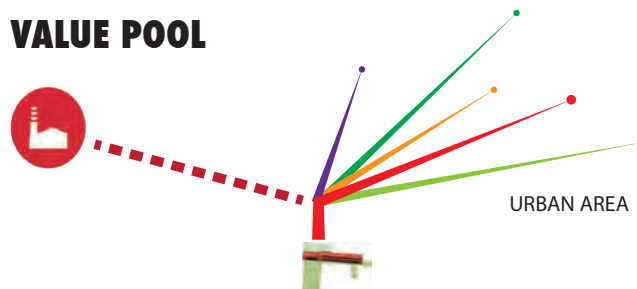
The vast changes in urbanity needs to be discovered and conversed. The introduction of the „Value Pool“ is a witness of a certain time period to mark experiences and physical developments in Shekou Area by workers, locals, visitors, academics, scholars, students etc. The online platform enables a new form of participation and contributes towards transparency, a better understanding in urban development, and evokes possibilities in activating a creative process and progress. The platform is not only a place of exchange more than a tool in generating new ideas of public opinions. Furthermore, „Value Pool“ is an ongoing process which allows the public to be part of a changing image of the city while using arts, film, photographs, to express thoughts, concerns and improvements.



places where we rediscover the value of the industry inheritance, where we share new understanding of its potential that reveals history and future.....



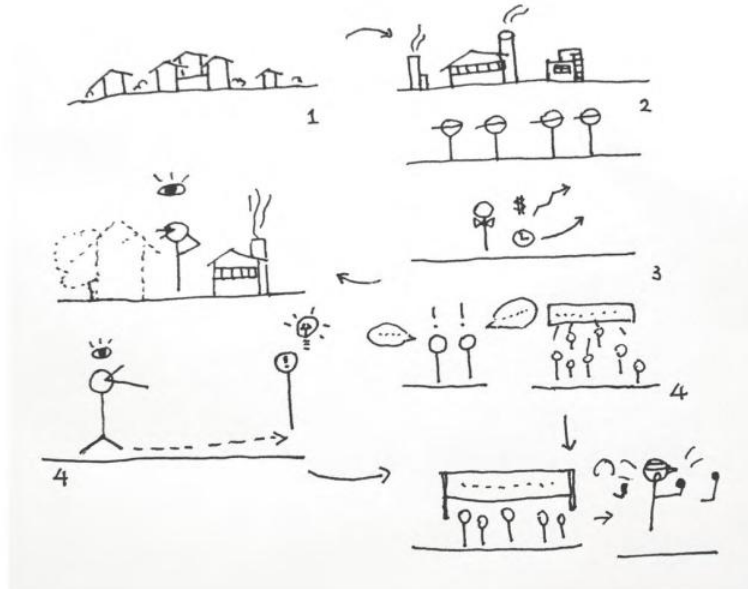
## VALUE POOL



# EXPERIMENTAL / EXPERIENCE

POTENTIAL

Aki Lee



## 1 FLÂNEUR



### As a Flâneur

After the high-speed development and the transformation of industries people have more free time. Flâneur is a person who likes to wander around the city and observe. Ideas come up while walking as an urban experience. People express their thoughts and emotions about the future developing city through various persons with different backgrounds. The walk and the dialogue become the peak experience of the urban life.



### Go east

The Sea World is planning as a spot where one can have a peak experience also to be a part of the transformation after being the first experimental zone for the reclaimed land. The Sea World is planning as a spot where one can have a peak experience also to be a part of the transformation after being the first experimental zone for the reclaimed land. The Sea World is planning as a spot where one can have a peak experience also to be a part of the transformation after being the first experimental zone for the reclaimed land.



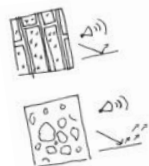
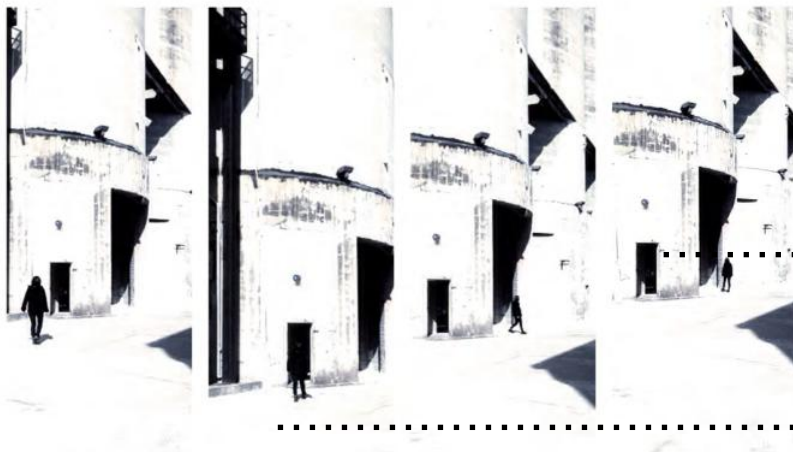
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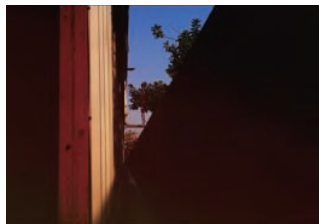
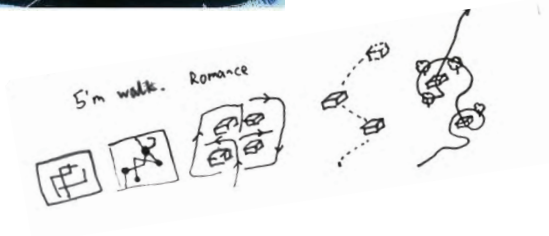
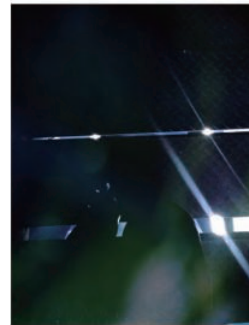
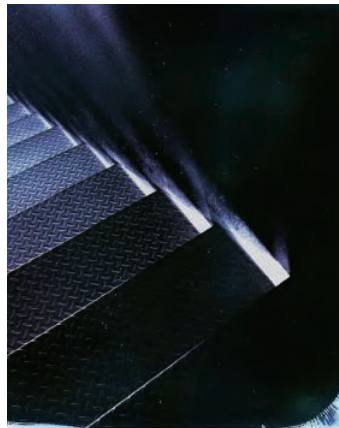
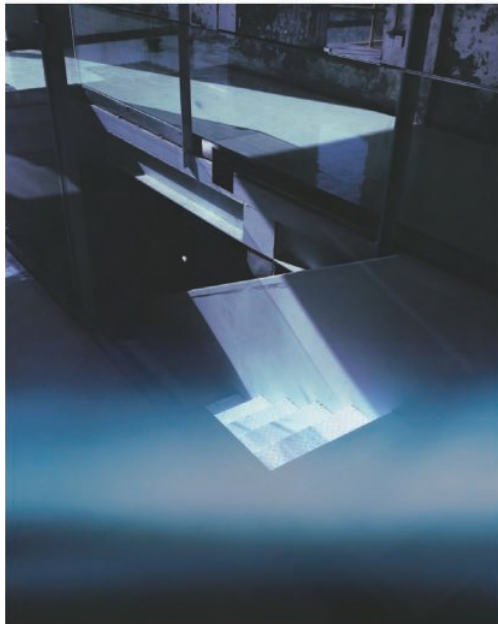
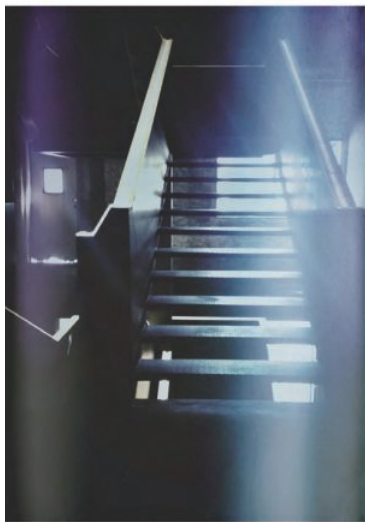
# THE PERFORMANCE 60''06' SOUNDS OF WALKING



SOUNDS/THE PREFORMING OF EMOTION/FLOTT/FOLLOW/THE LIGHTS

THE PREFORMING OF EMOTION/FLOTT/FOLLOW/THE LIGHTS



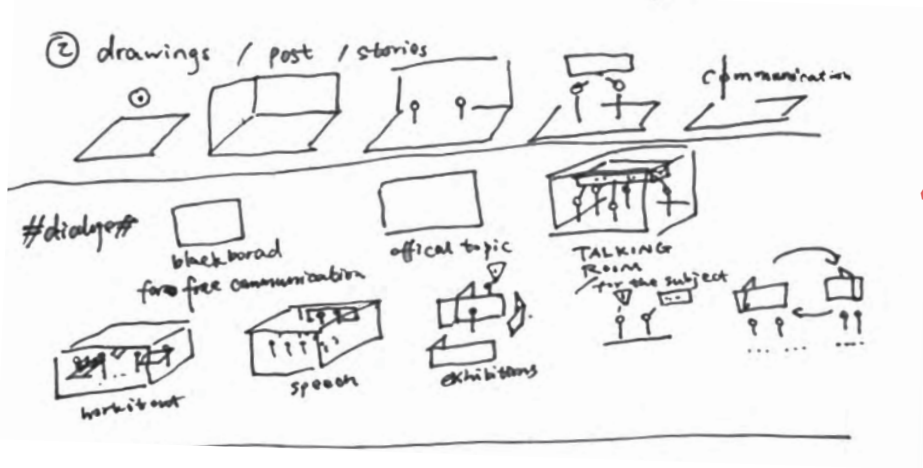


### 3 FOLLOW THE LIGHTS

Walking dialogue / Following the lights

influence of the human being and then bringing all the ideas together can be a

special photography provider:Chao Zhang;Photoshop by Aki Lee



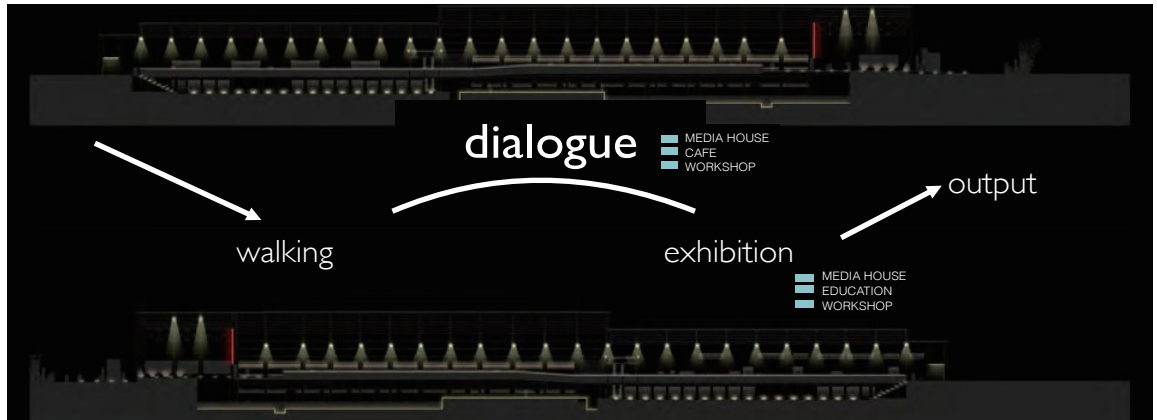
## 4 ACTIVE SPACE

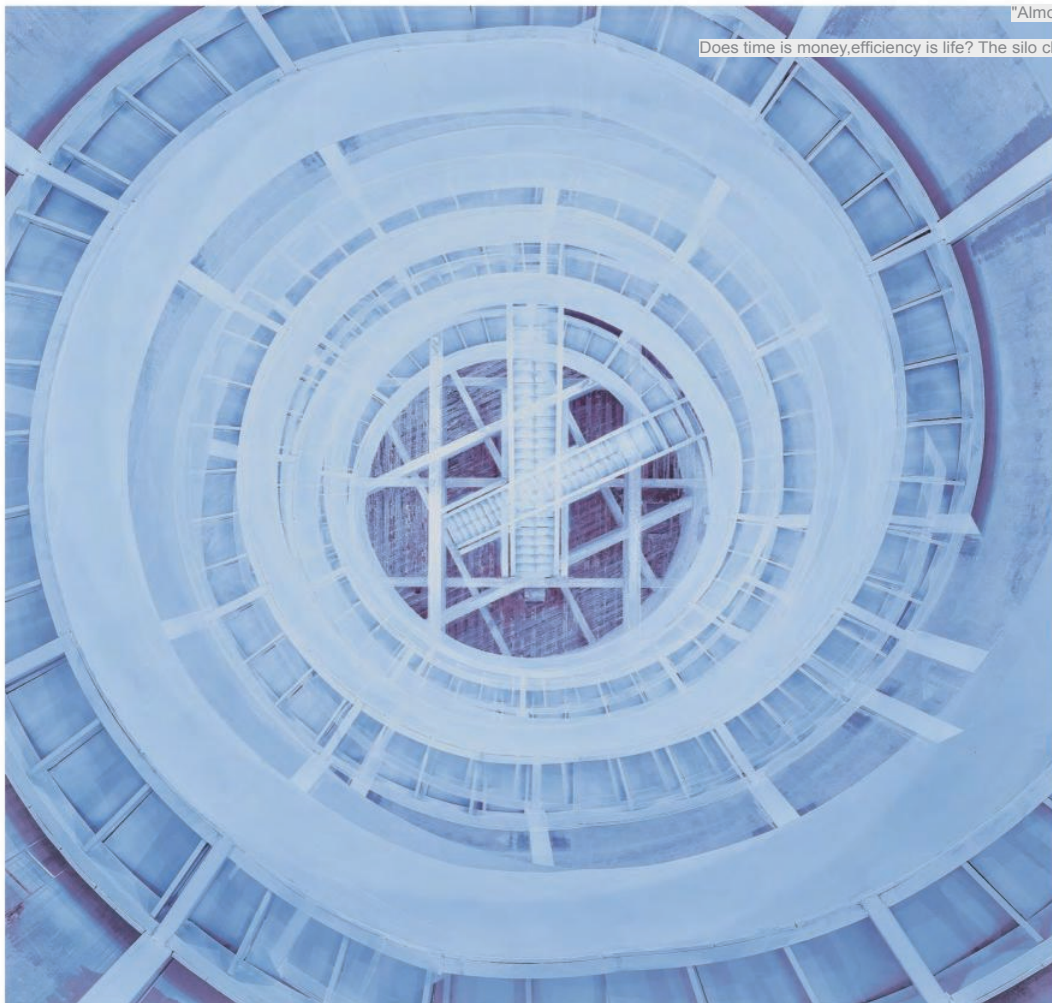
### Dialogue

How to make a space more active. There were already thousands ideas being formulated. The empty rooms for education, workshop, communication and go through to exhibit? A empty silo for an electronic party? A playground for a music festival? A cafe where is already a place for people having the discussions, now we are in a such special place with different benefits for attracting the international investors, how can we make our investors to become a participants in this space? Could this space be a place which may gave a general answer to the contradiction between historic and new-born culture?



special photography provider: Chao Zhang





"Almost doing nothing but switch the attitude towards architecture."

Ole Bouman

Does time is money, efficiency is life? The silo clock in the value factory shows with our hearts the exploration never ends

special photography provider: Chao Zhang



5

## PEAK EXPERIENCE

### SILO-CLOCK

"Time is money, efficiency is life." Is it? Does the history line bring us to the peak of the mountain? Walking through the factory spaces as a production line of creativity export, silo is the perfect place to set ourselves free and have a generally open mind to a future. "You don't have to do anything, just to switch the attitude towards architecture", says Ole Bouman, the Creative director of the Bi-city Biennale. The design proposed don't change anything but lights falling down in a certain time may change the atmosphere of the space and the sounds in the perpendicular space can help to understand the meaning of time and the speed of their own. You can have the 70% of the design already, but there is always 5km to the destination - a perfection - still. Stop, take time to feel the present moment, talk with your partner; that is your life.

special photography provider: Chao Zhang; Photoshop by Aki Lee



# 6

## THE VALUE OF THE FACTORY

“ IT IS THE TIME YOU HAVE WASTED FOR YOUR ROSE THAT MAKES YOUR ROSE SO IMPORTANT. ”

THE WORKERS SPEND MOST OF THE TIME ON HERE .IT IS THE VALUE OF THE FACTORY. IT IS THE TIME THEY SPEND ON HERE MAKES THE VALUE

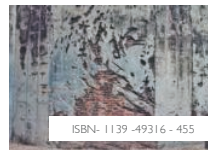
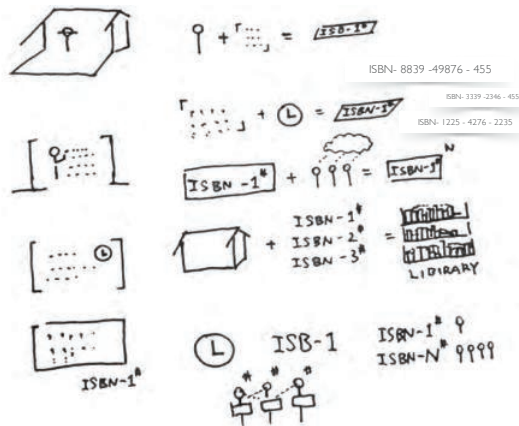


If the time is like a library,  
the architecture itself collected the changes of the time,  
as people had spend time inside by using this architecture,  
the walls,  
left the mark of the time and the people who used to work here  
is the eyewitnesses

If the sociality is like a library ,  
a person does not own anything but have everything on the sociality,  
every space became a free space for every one to use it,  
or it is a basic space for everything with all the possibilities.

You don't need to fulfill your hunger so eagerly.  
You don't need to have a high-speed to the succeed.  
You don't need to feel lost anything or feel nothing you had.

MAKE IT SIMPLE  
FULL USE OF THE SURROUNDINGS





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