

DAEGU IDENTITY BLOCK

F team

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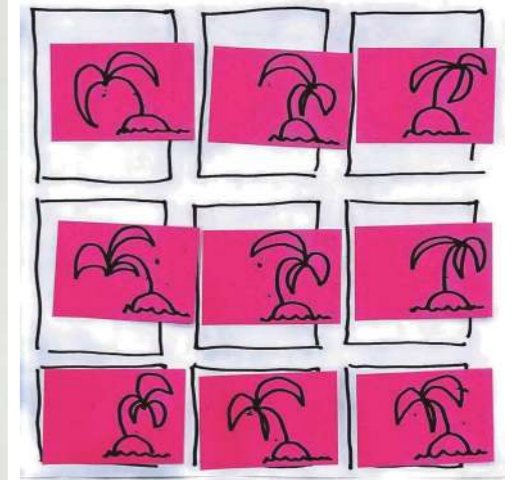
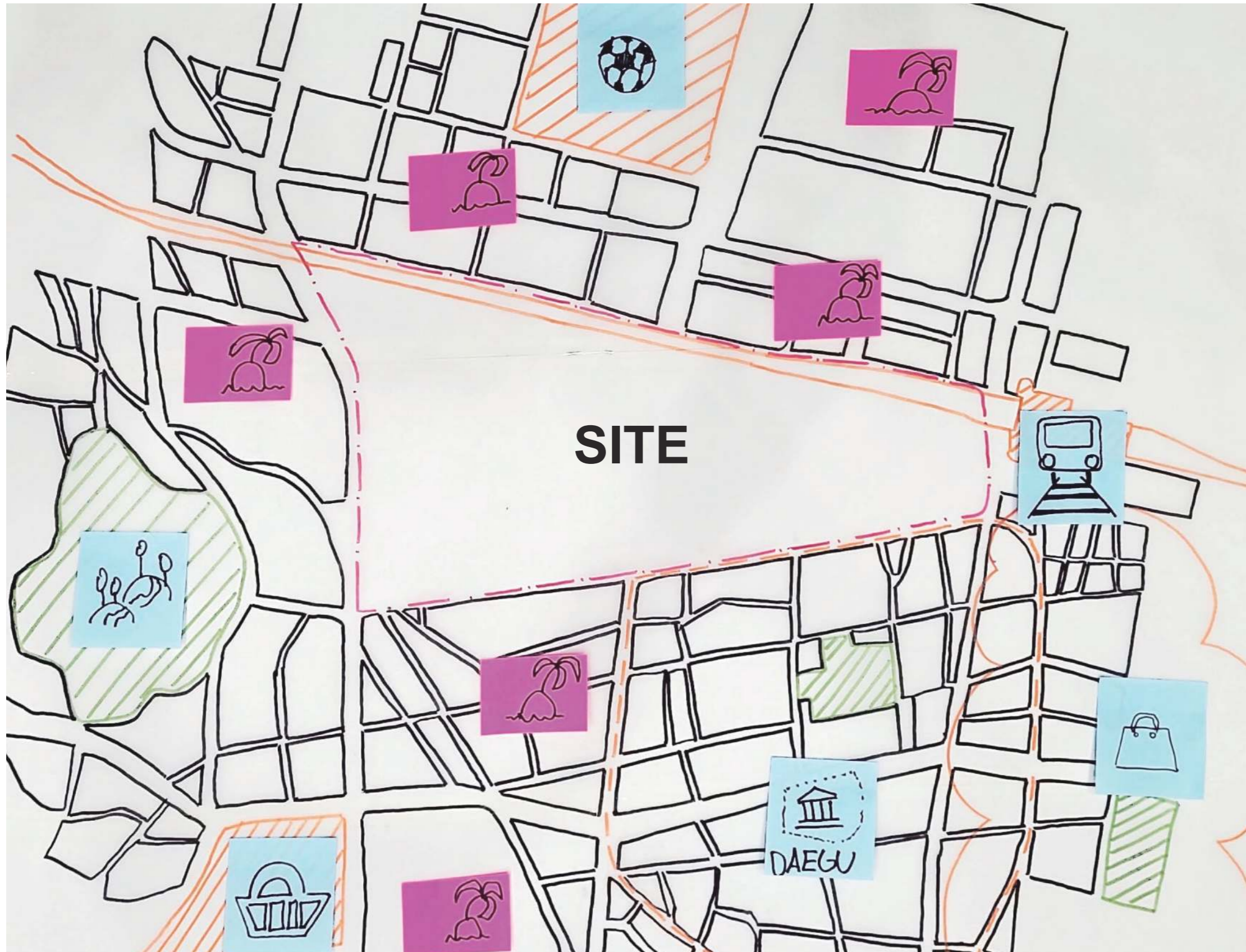
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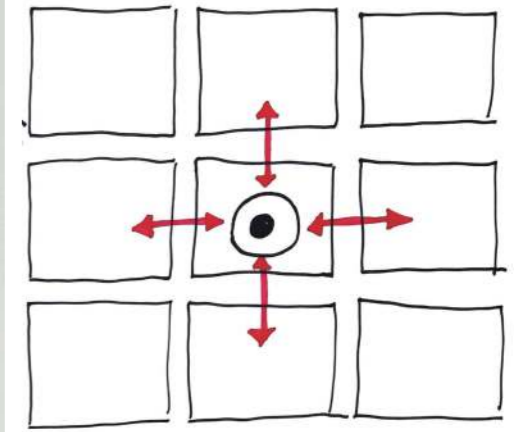
01 URBAN CONTEXT

- Problems and Resources



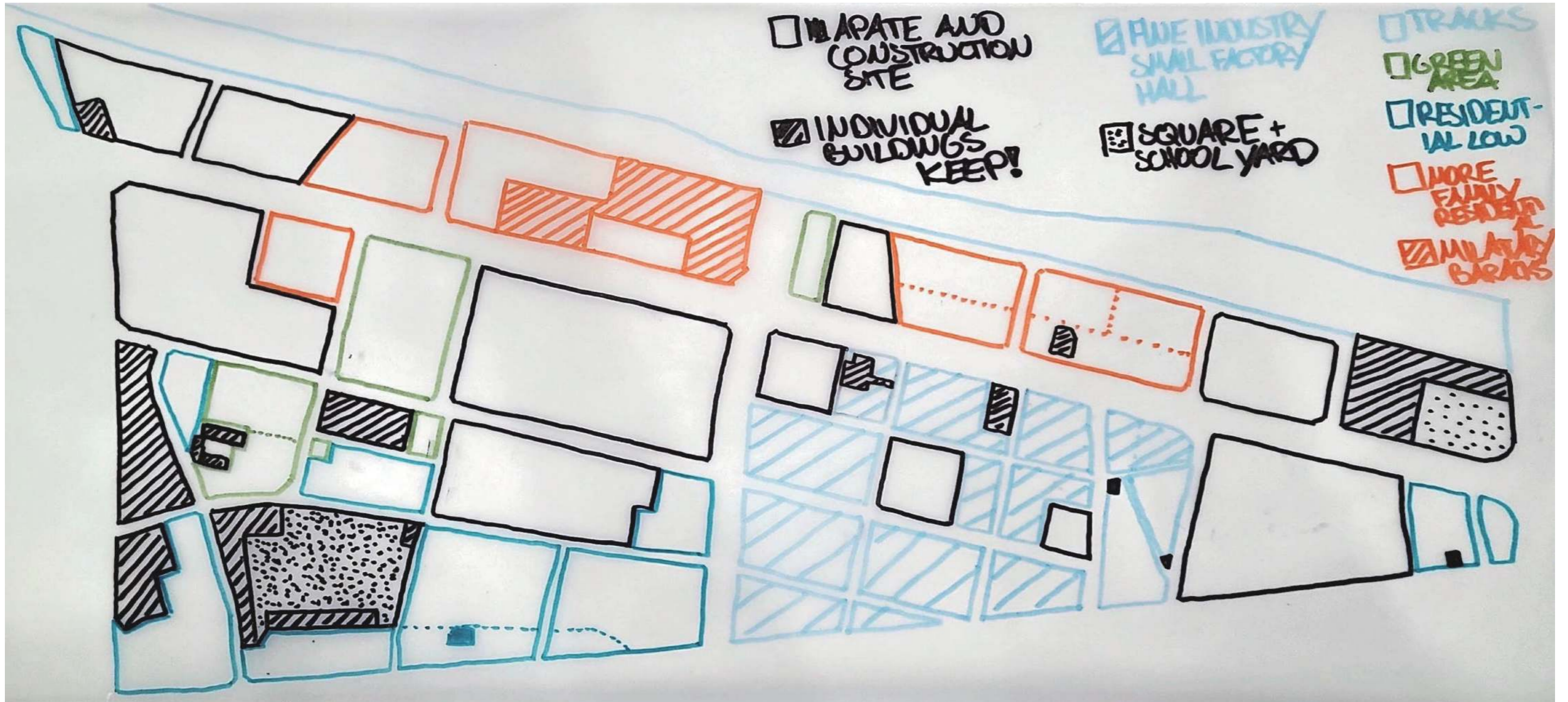
01 URBAN CONTEXT

- Urban Concept



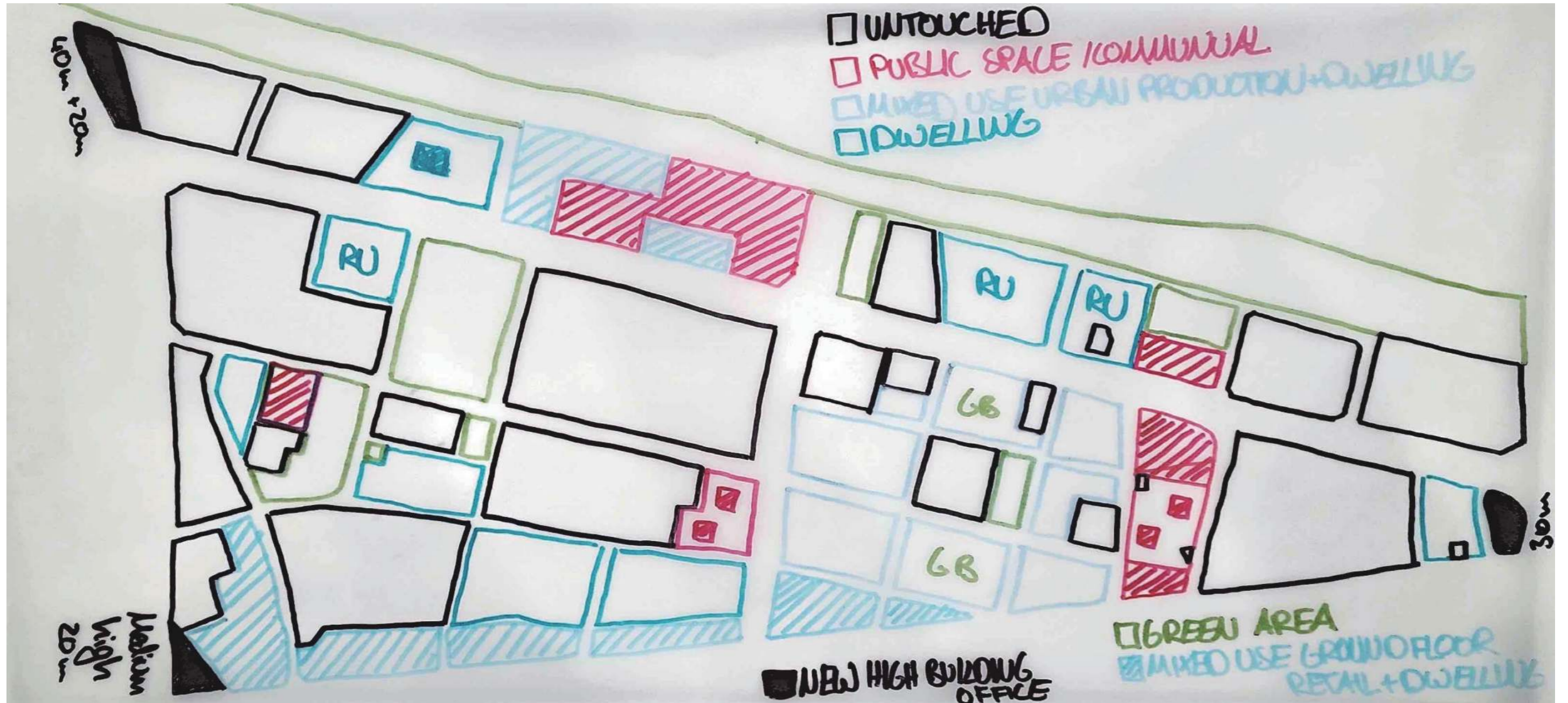
02 ON SITE

- Current Block Use



02 ON SITE

- Block Concept



02 ON SITE

- Development of Daegu Identity Block



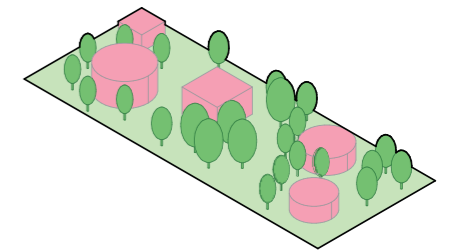
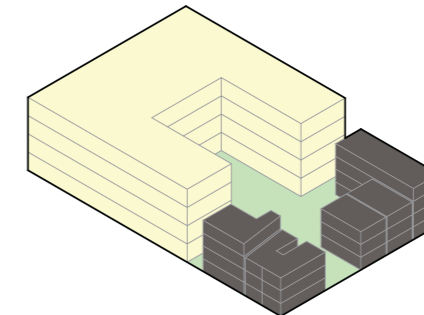
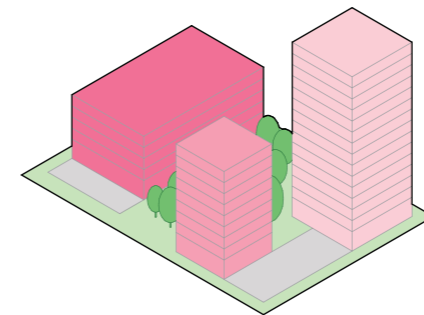
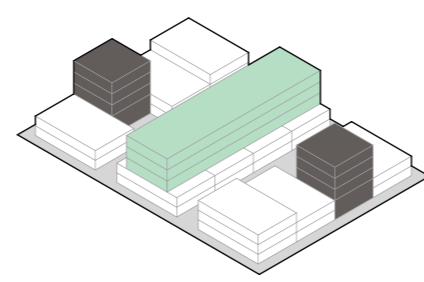
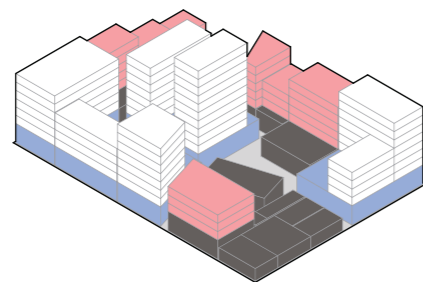
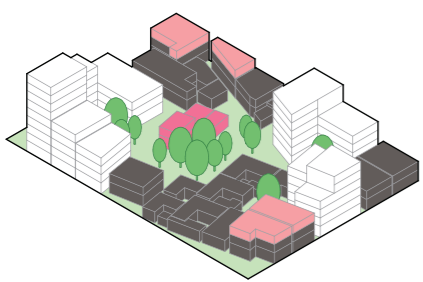
03 PROGRAMING

- Daegu Identity Block



03 PROGRAMING

- 6 Block Typologies



Green Residential Block

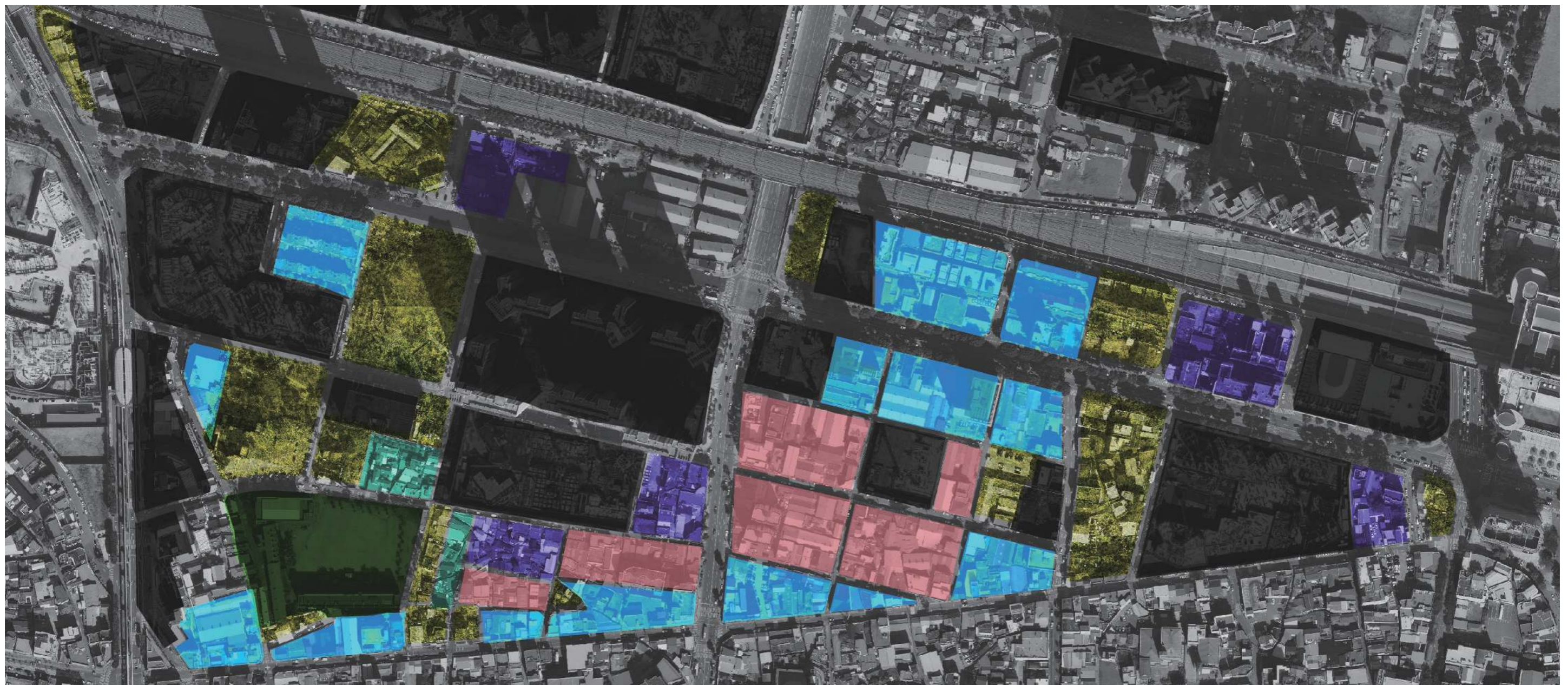
Mixed use Block:
Urban production + Residential

Commercial
Green Residential Block

Social Welfare Block

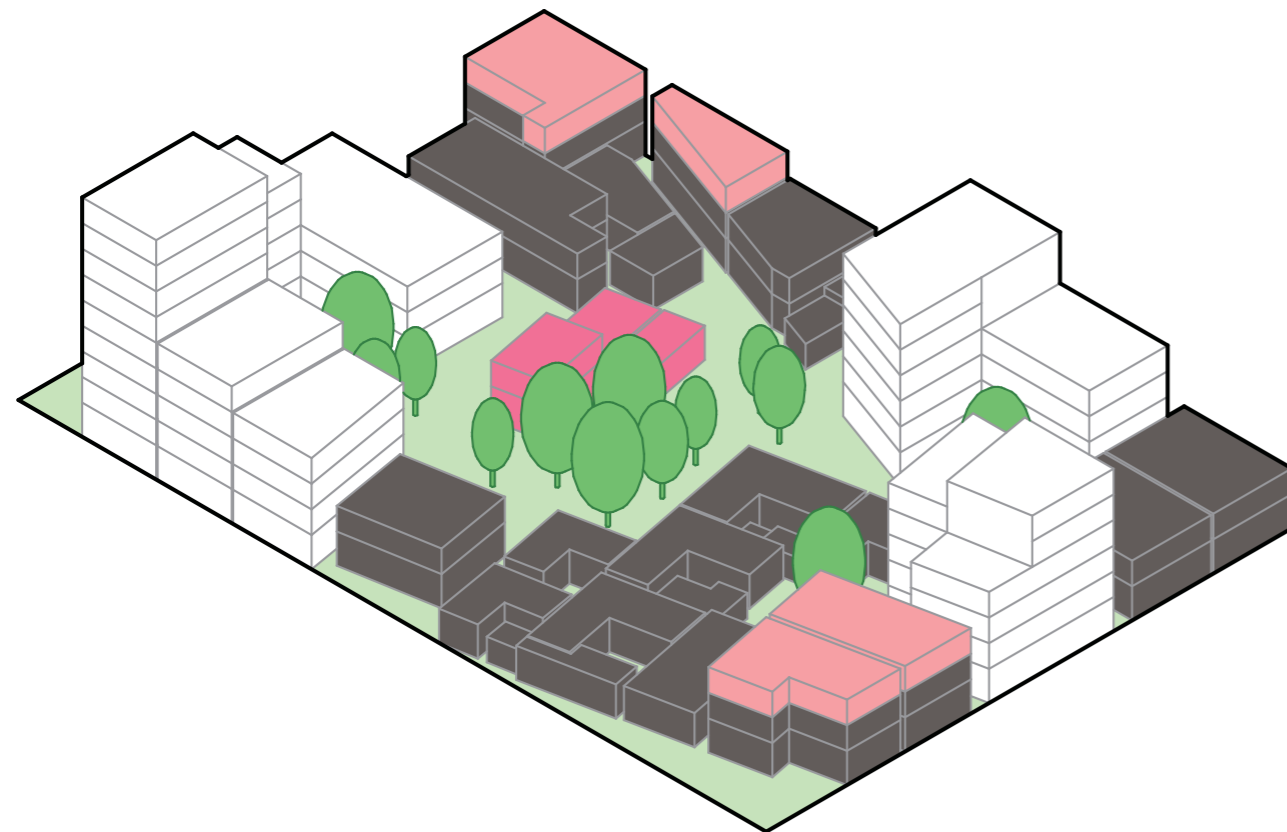
Education Block

Nature Block



03 PROGRAMING

• Type 1



Green Residential Block

- Green Ground
- Plants
- New buildings
- Old Building extension
- Community space

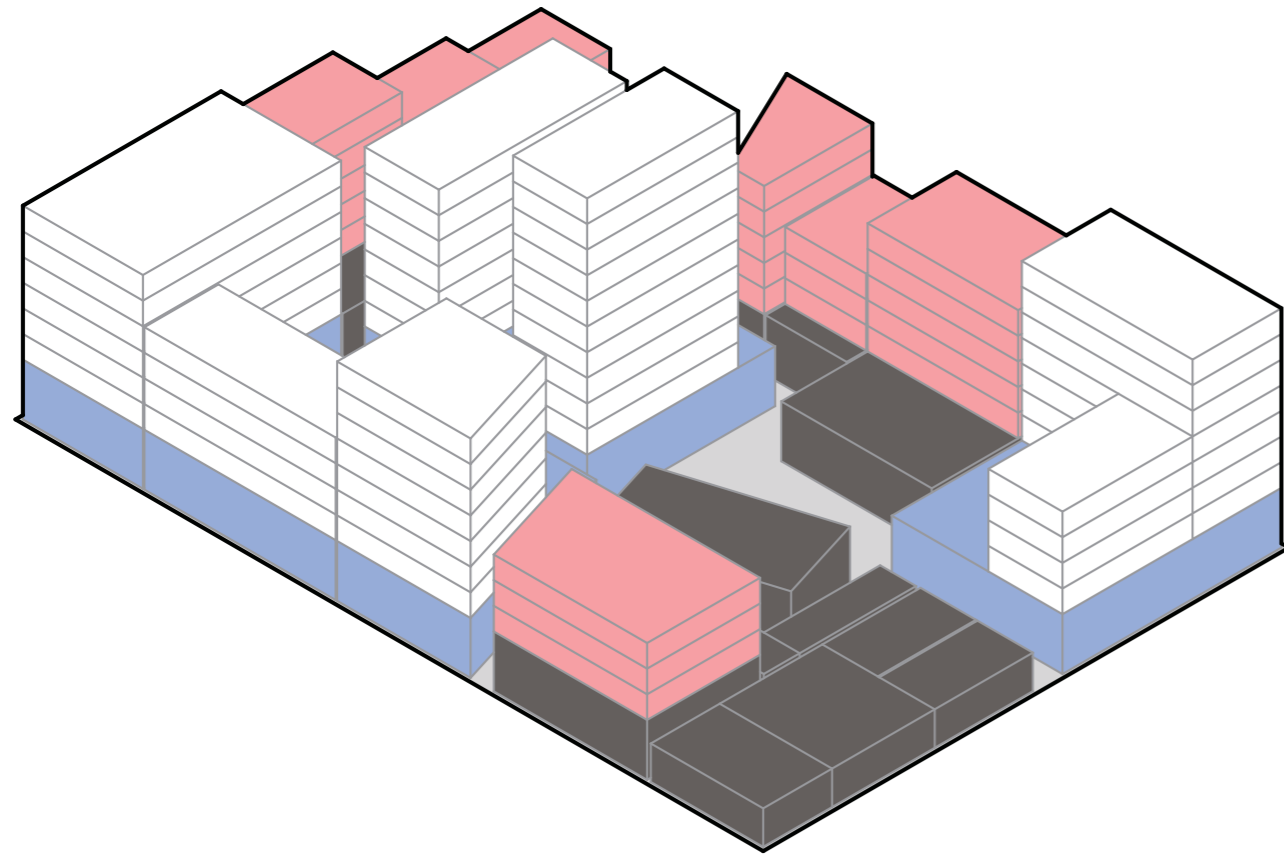


Characteristics

Density:	medium density
Built up space:	low sealed space, Green Ground
Publicity:	private
Modification:	50/50% Redesign old/ Extension + New
User Group:	all types of Residents Families
Levels:	1-10 Floors

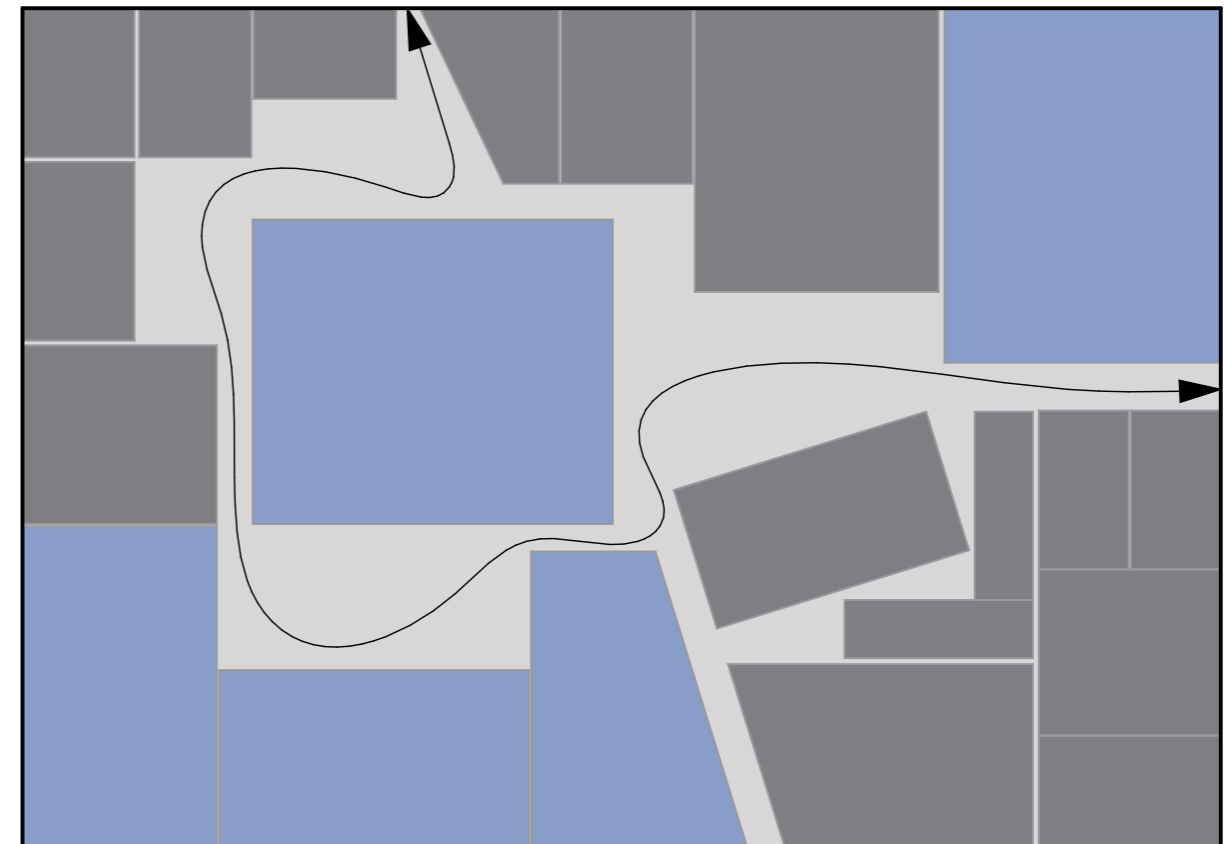
03 PROGRAMING

• Type 2



Mixed use Block: Urban production + Residential

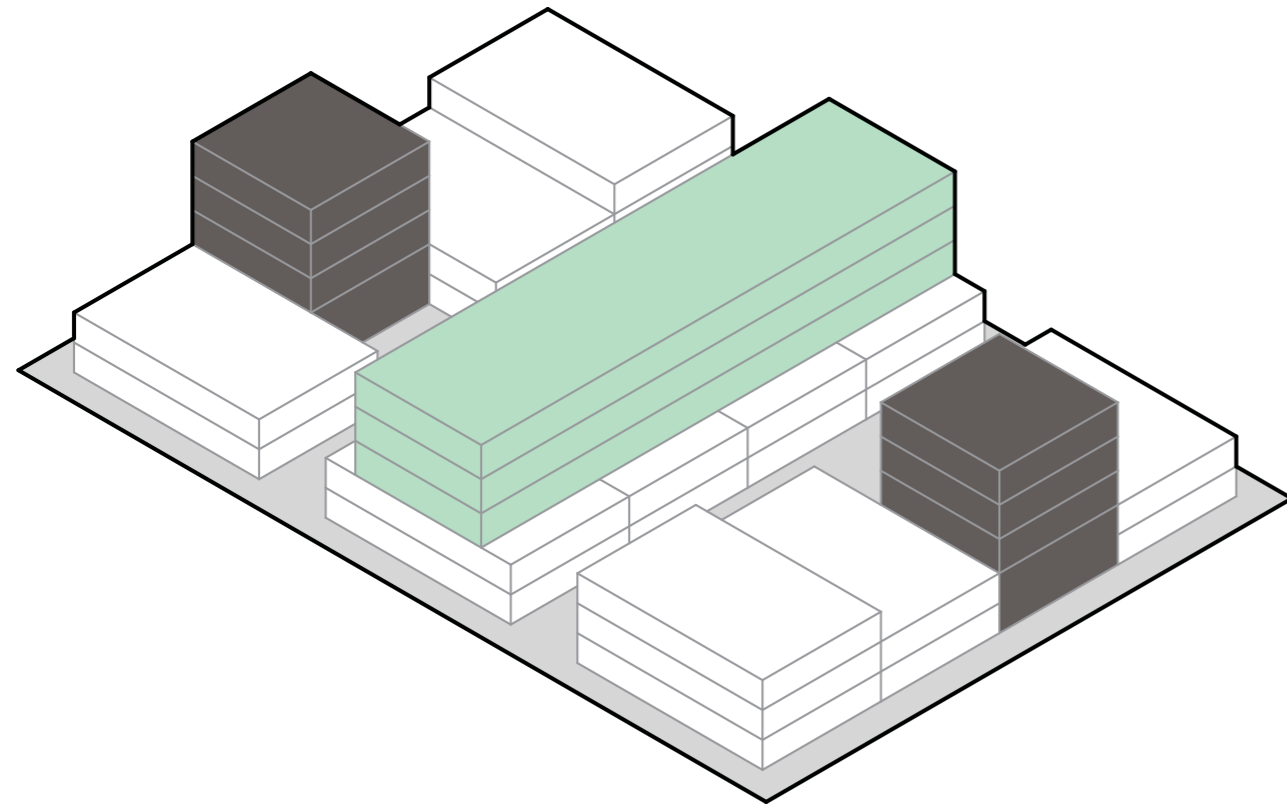
- New factory halls
- Old factory extension
- Old factory halls
- Low cost dwelling
- Sealed ground



- Characteristics**
- Density: high density
 - Built up space: high
 - Publicity: semi public
 - Modification: 50/50% Redesign old/ Extension + New
 - User Group: **Low income people (young people) + Tool street workers**
 - Levels: 1-10 Floors

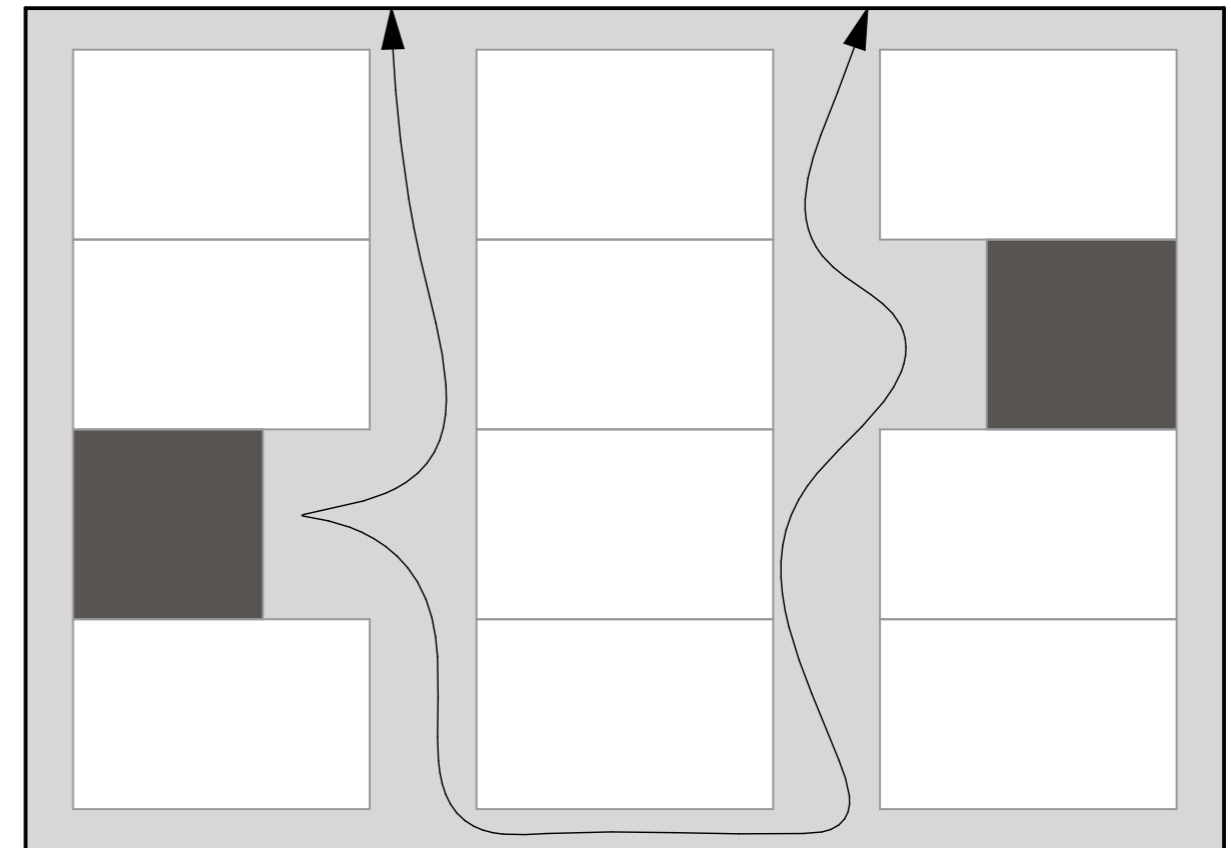
03 PROGRAMING

• Type 3



Commercial + Office Block

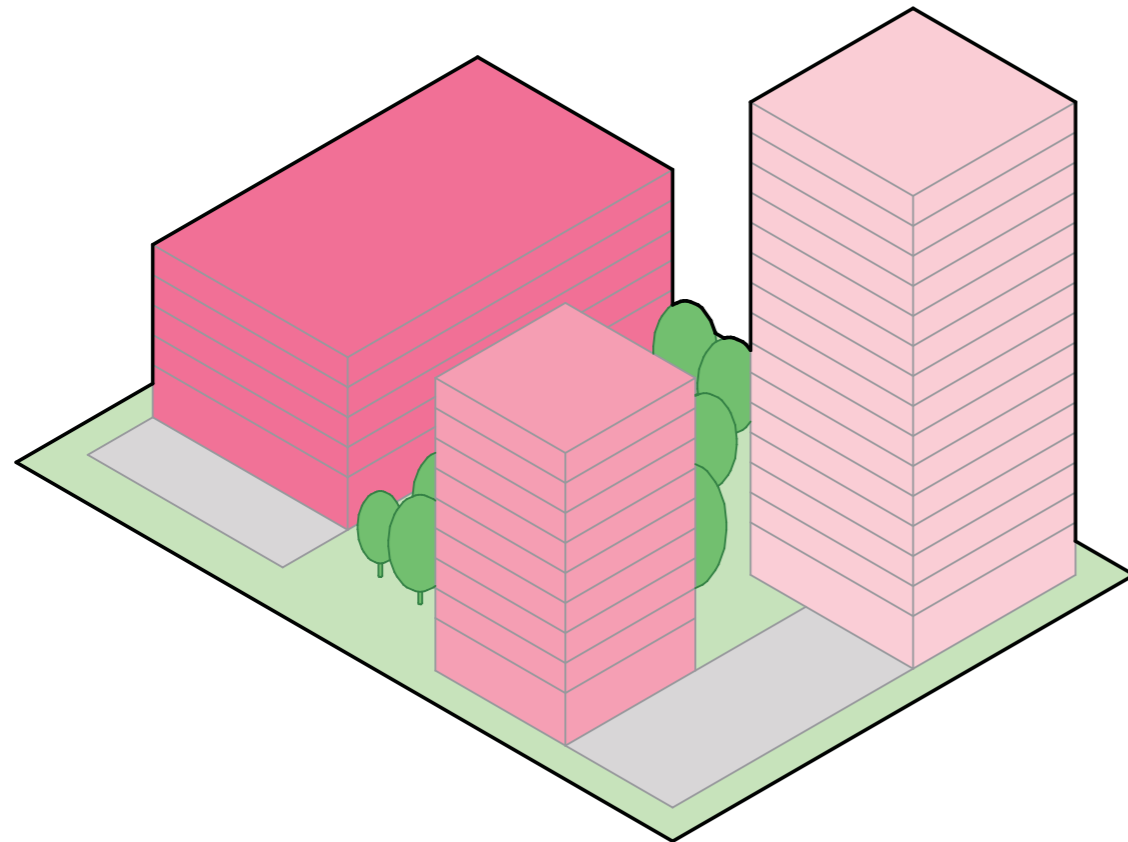
- Office
- Sealed ground
- Old retail buildings
- New retail buildings



Characteristics
Density: medium density (+)
Built up space: medium (+)
Publicity: public
Modification: New, keep specific buildings with potential
User Group: **All**
Levels: 2-4 Floors

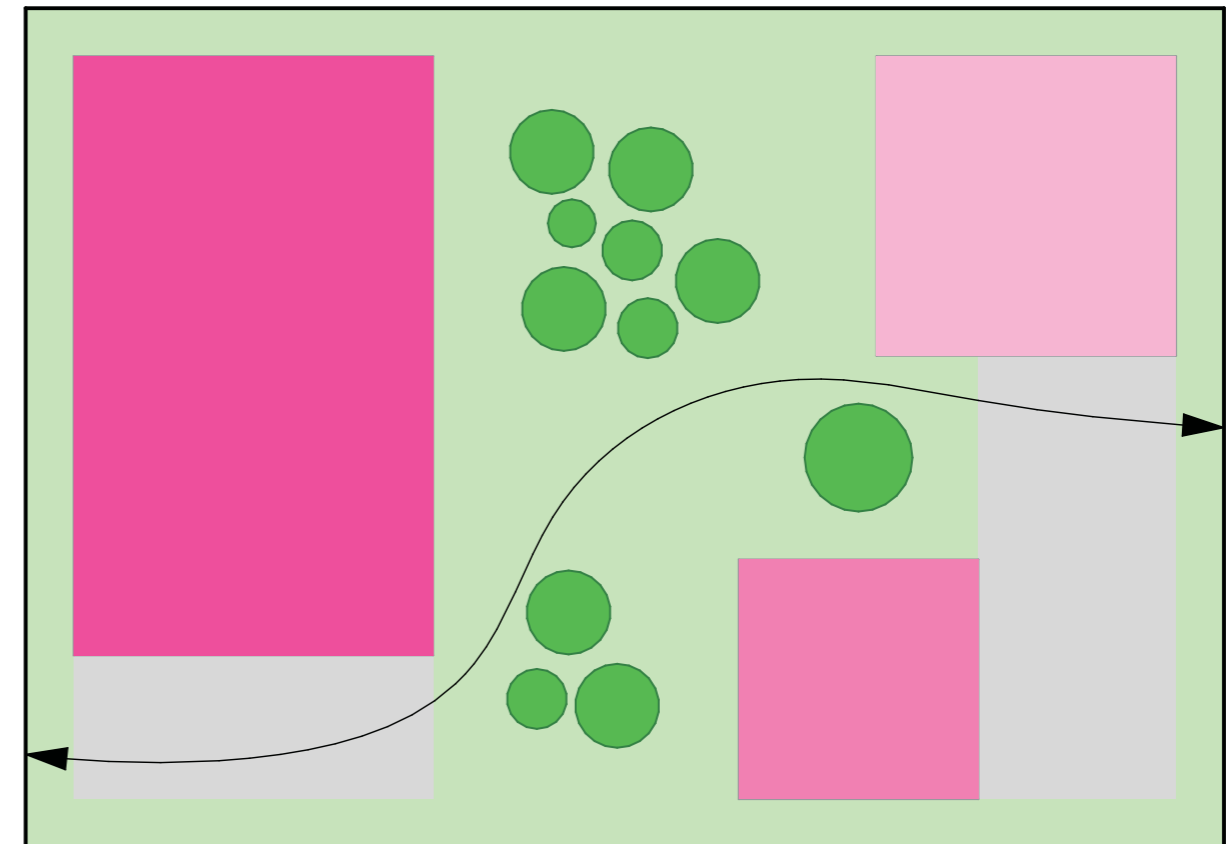
03 PROGRAMING

• Type 4



Social Welfare Block

- Green Ground
- Plants
- Squares
- Public facility 1
- Public facility 2
- Public facility 3

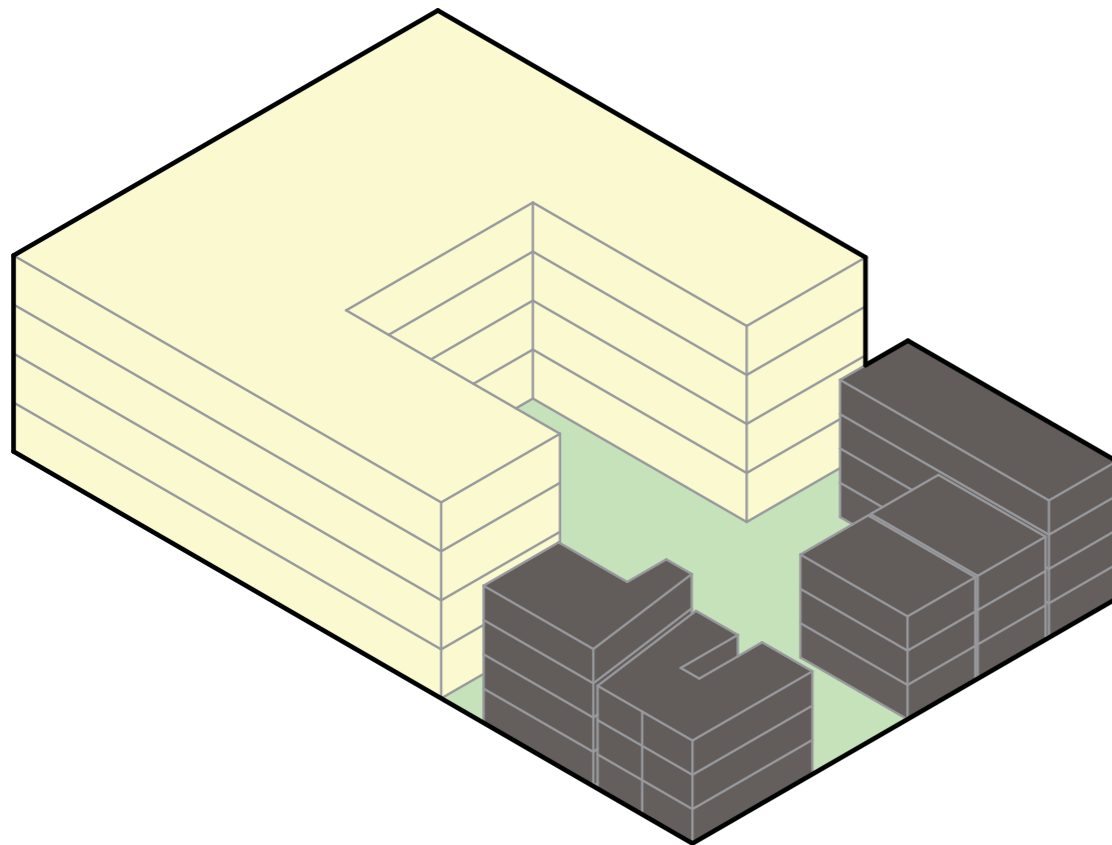


Characteristics

- Density: Low + High Buildings Mediator
- Built up space: low sealed area
- Publicity: public
- Modification: Demolish and built new
- User Group: **ALL**
- Levels: 5 + 15 + 25 Hight depends on serounding
- Extra: Characteristic buildings

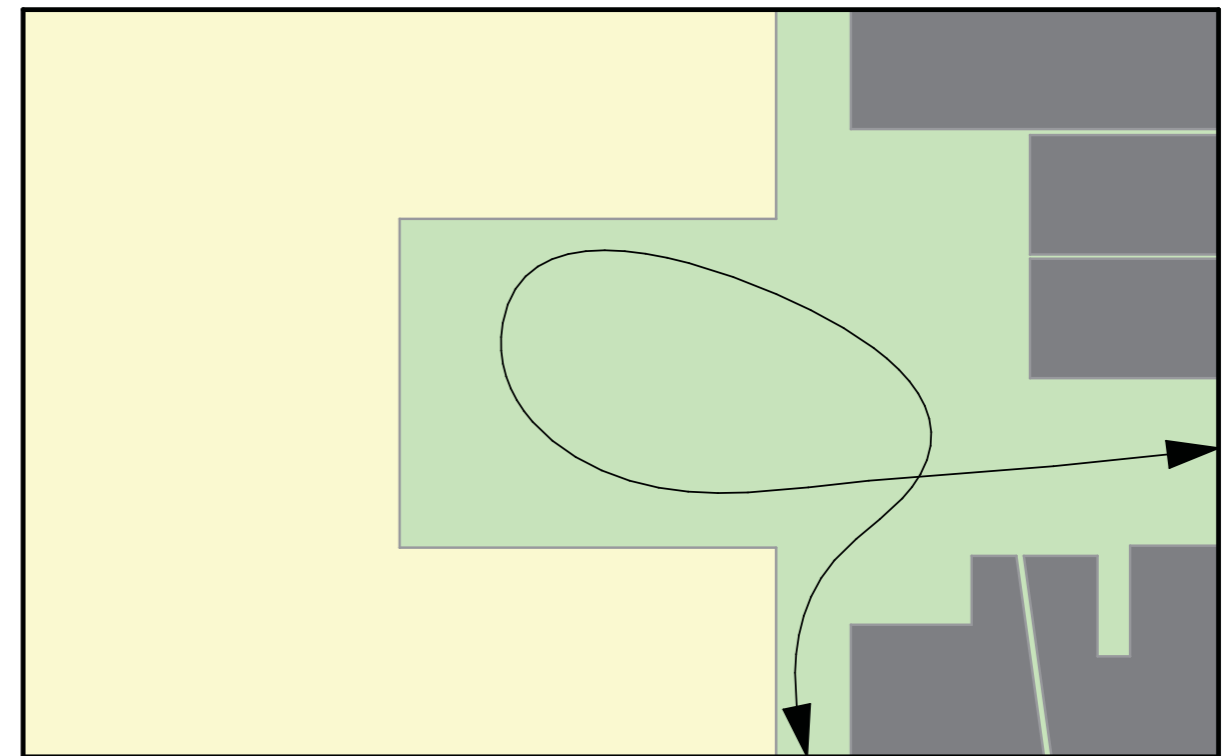
03 PROGRAMING

• Type 5



Education Block

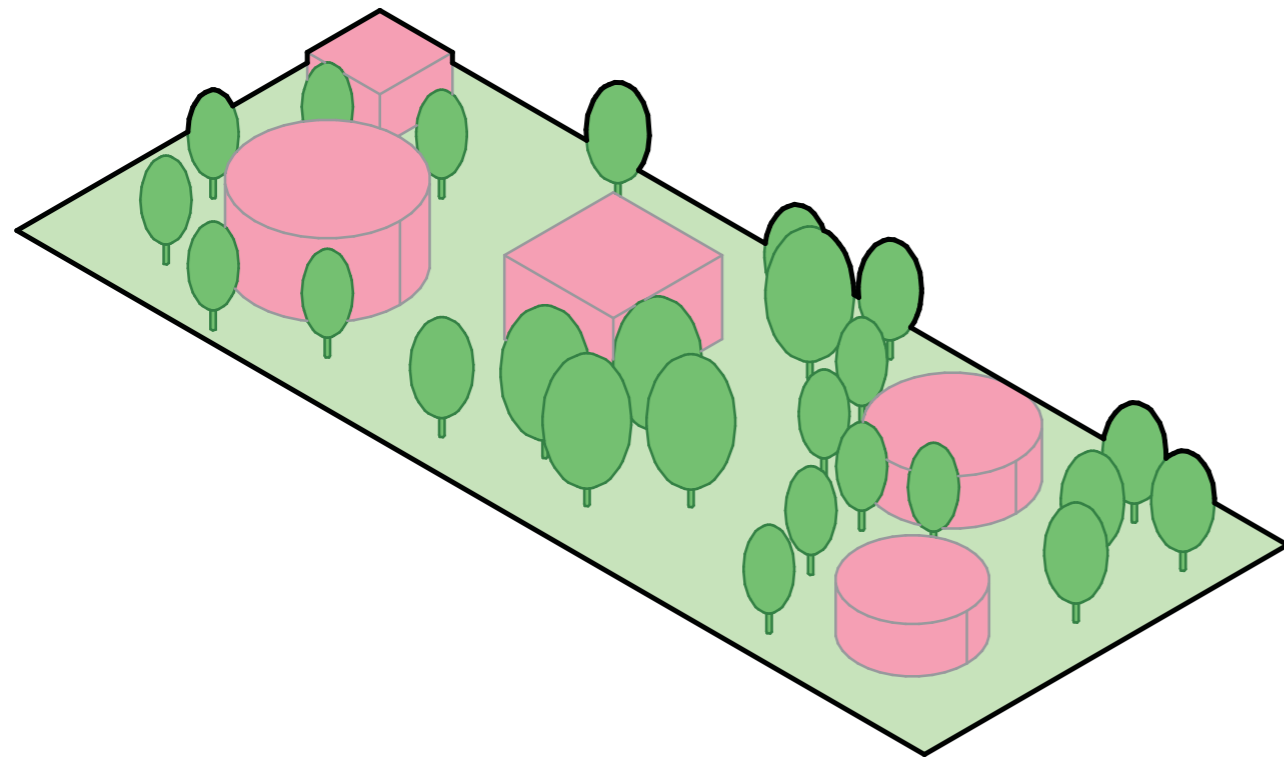
- Green Ground
- Reuse to education
- Education building



Characteristics
Density: medium density
Built up space: medium
Publicity: semi public
Modification: 30/70% Redesign old + New
User Group: **Researcher**
Levels: 5 Floors
Extra: Court Yard

03 PROGRAMING

• Type 6

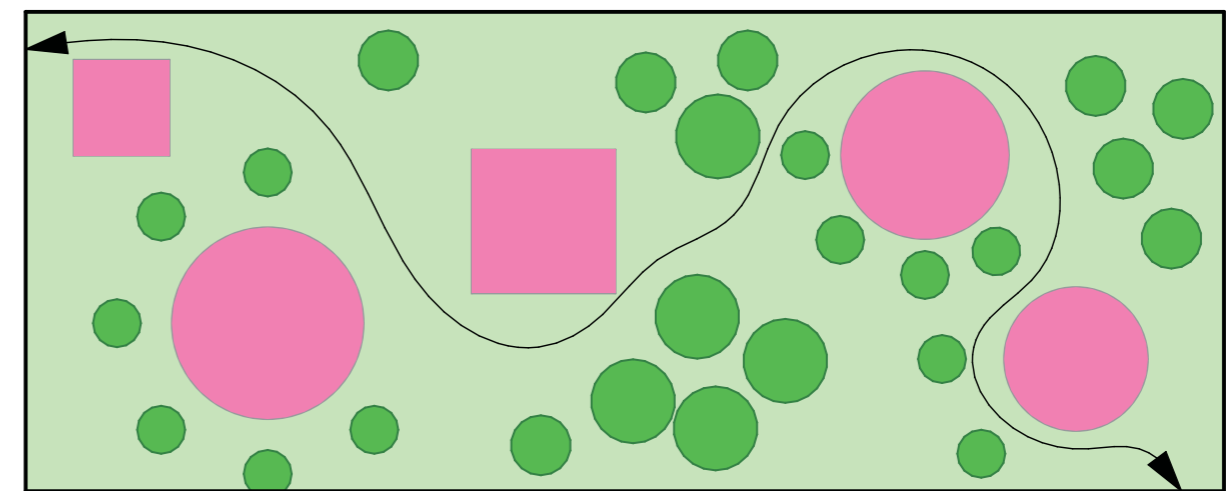


Nature Block

Green Ground

Plants

Pavilions

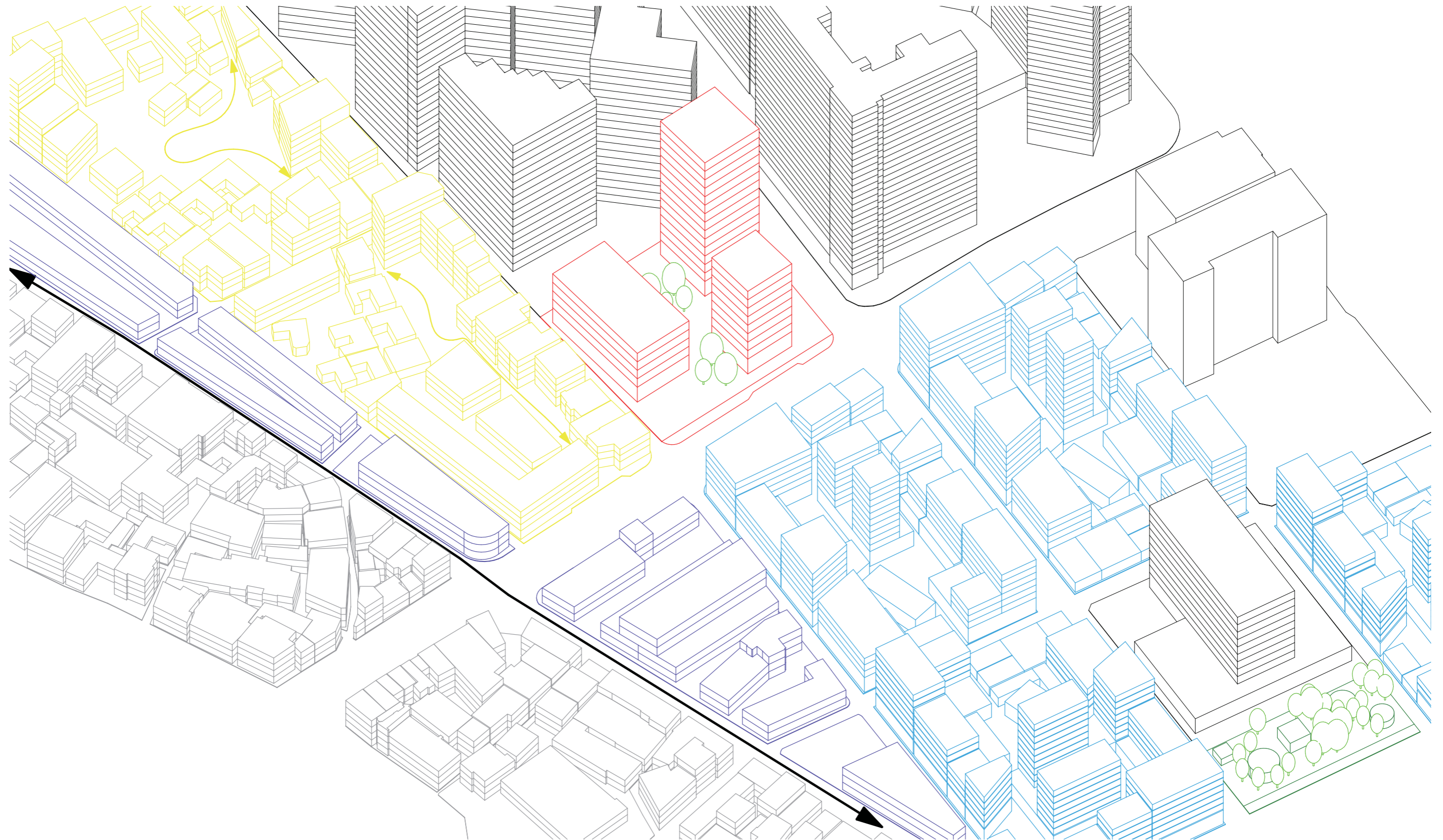


Characteristics

Density: very low density
Built up space: almost no sealed space
Publicity: public
Modification: Demolish and plant trees
User Group: **ALL**
Levels: 1 Floor
Extra: Pavilions, Cooling systems, outdoor activities

04 PERSPECTIVE VIEW

- Block Combination Creating Neighborhood



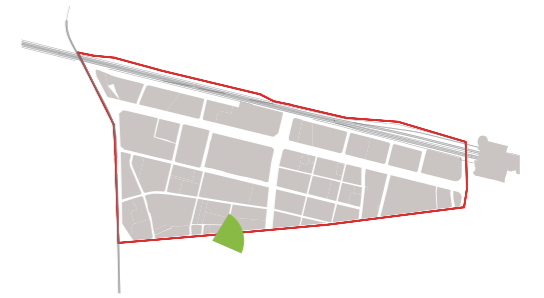
04 PERSPECTIVE VIEW

- Removing Railway



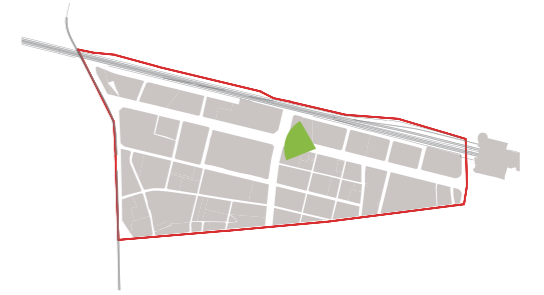
04 PERSPECTIVE VIEW

- Tool Street



04 PERSPECTIVE VIEW

- Green Residential Block





**Thank you
for your attention**