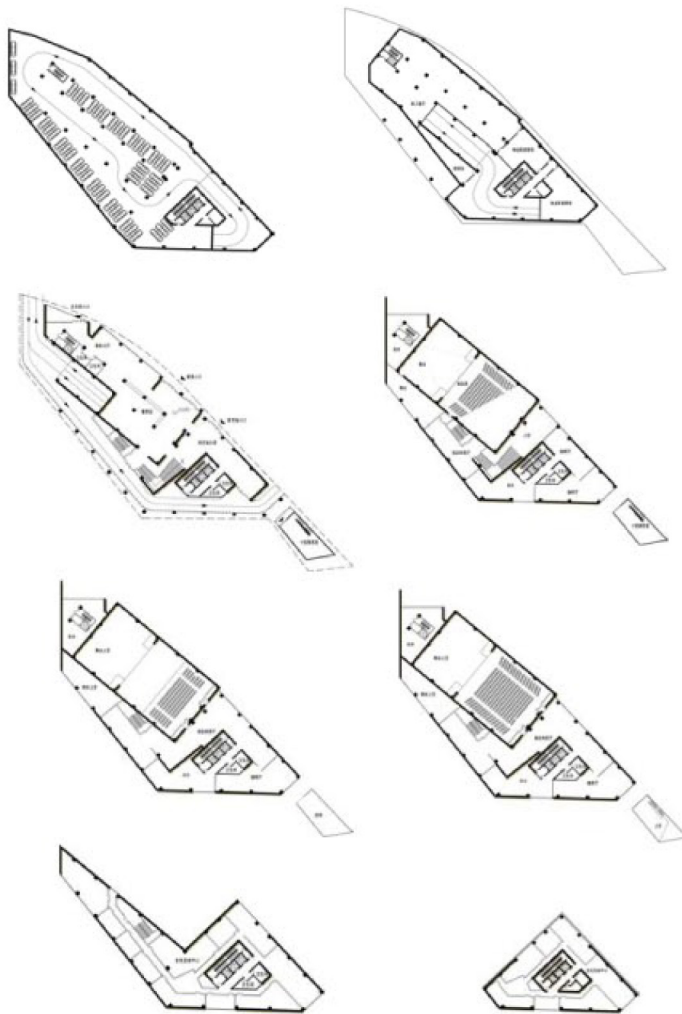
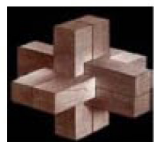


# Mengmeng Li works

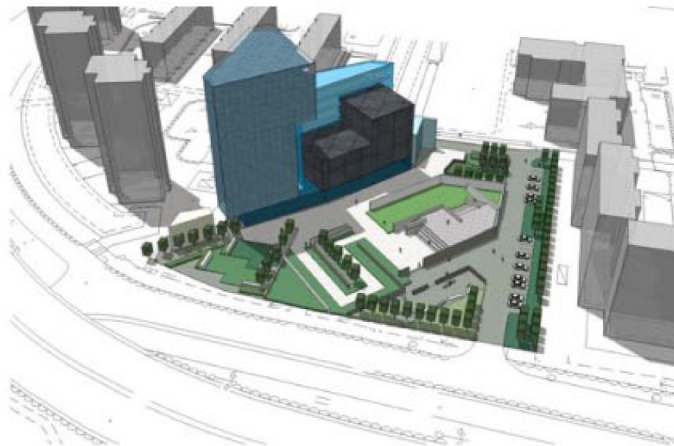
2004- 2007



PLAN



kongming locker, designed by Zhuge kongming who was a famous militarist in ancient China



## IDEA

We got some reflects from studying kongming locker, a kind of ancient Chinese Wooden Puzzle. It contains several parts which can closely link to each other. Players need to untie them or fit them together. It is an intelligence game appeared in China thousand years ago. Now Kongming locker becomes a symbol of Chinese ancient culture for its long history and meaningful facture.

The idea of kongming locker is to understand the relation between different things. We put this idea into our design. We intensify the different functions and make them more separate. They not only have an entrance but also have an absolute volume. At the same time they close connect forming a unification building. We used the same idea in the park which is not in our site but very close. We made it more like a maze with same connect points.

The project aims to design an office building as a culture center of Xicheng district in Beijing. The total area of 100.000m<sup>2</sup> consists of 3 parts with a theater, office for Beijing culture department and shopping areas.

In this project, the client hope the building gives people an image of culture. Due to the site is near a historical relic, an old city gate and a part of city wall, so we also hope the building will have a balance in modern time and old area. A under ground water river along the north, so the site is narrow. The building have three separate functions and every branch wants to have an alone entrance hall. The theatre will attract many people and they are different with the people who use the offices. We need to separate different groups of people to avoid confusion. After analyse all the problems, we try to find a way to deal with the function and figure at same time.

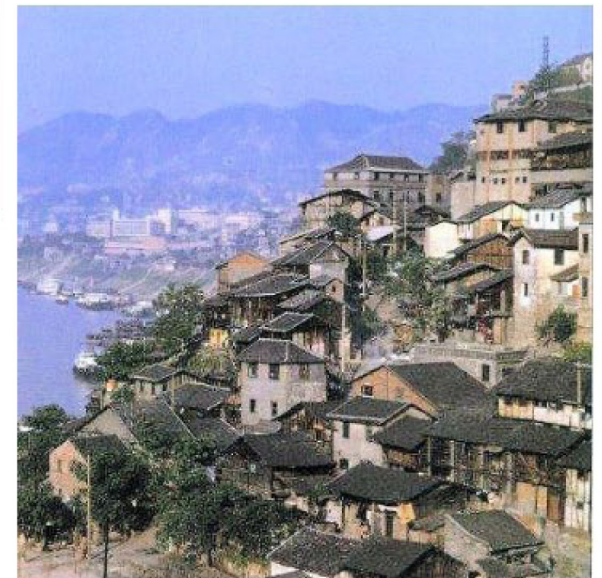
The site of the project located at Chongqing, in where the landform is unique in China. The towering mountains and the low river valleys are witnesses of the history of the three thousand years of civilization. Built on mountains and embraced by the Yangtze and Jialing rivers, it is known as a “mountain city”.

Because of the special geographical characteristic, Chongqing with good defensive position was formed as a stratagem city during the ancient period. Nowadays, we still can find out the old city's outcome. The impression of city is between historical and modern. The site locates on a hill and along the Jialing River.

In the competition, we need to programme a residential area with single family houses, apartment blocks, a shopping centre with some social public places and a kindergarten. The design should fit in the mountain situation and has a realizable framework. We want the design can bring back some recollections of old city culture. And we try to discover a material or styles that can create surroundings making dwellers more comfortable. The relation between terrain and buildings is the point we want to strengthen in this design.



Airscape of modern city with the two river meeting point



Historical areas



# CHONGQING JIANGBEI RESIDENTIAL AREA



We worked on designing a place with classical Chinese beauty, which could contain the balance between nature and buildings, the psychic require of peace and quiet, the understanding of blessedness .

sketch of houses

house plan

view of landscape

master plan

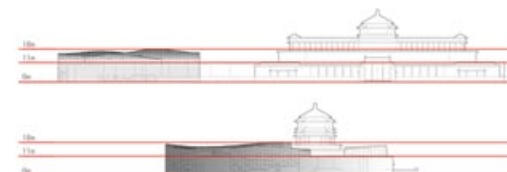
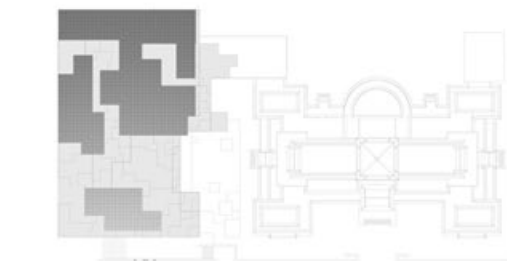
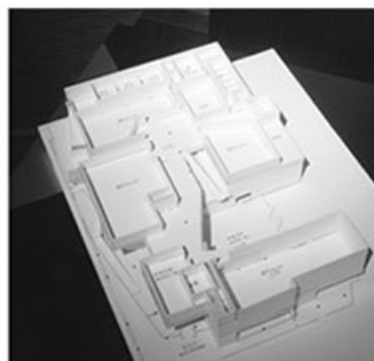
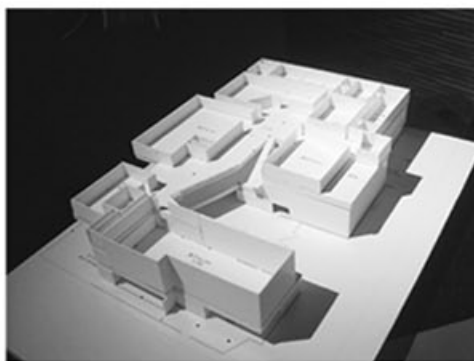
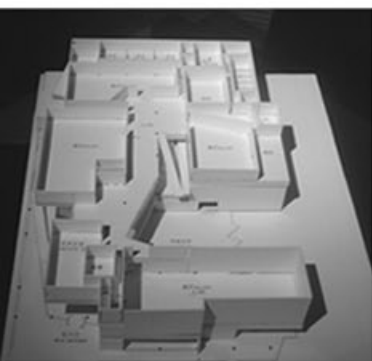
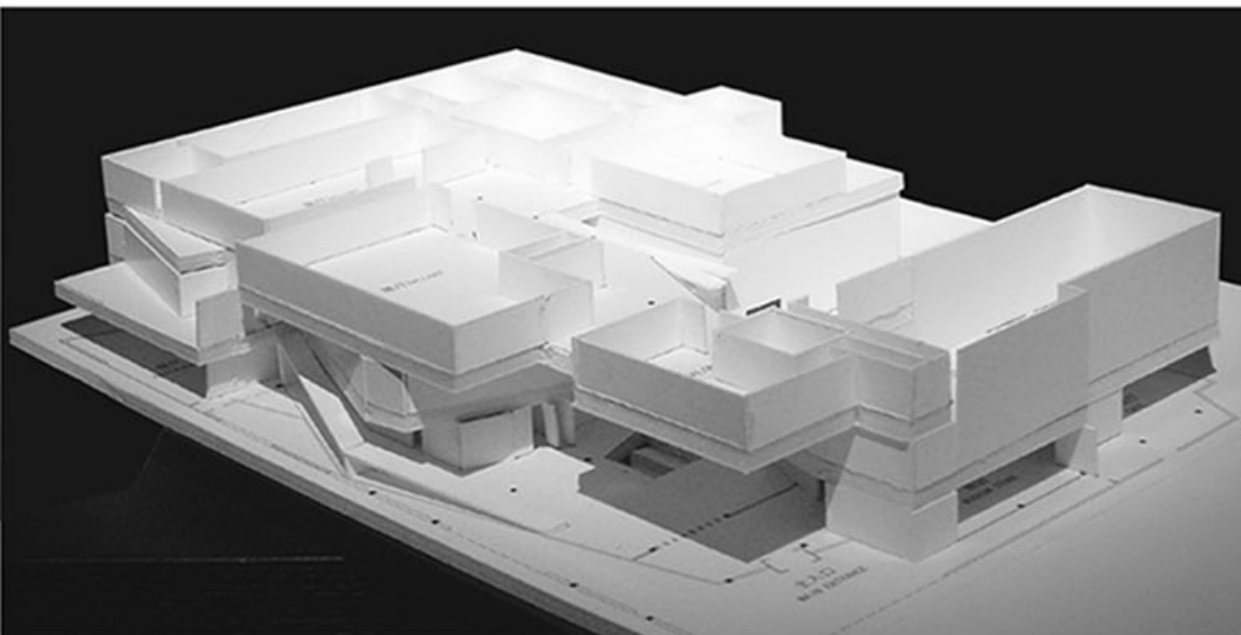
section





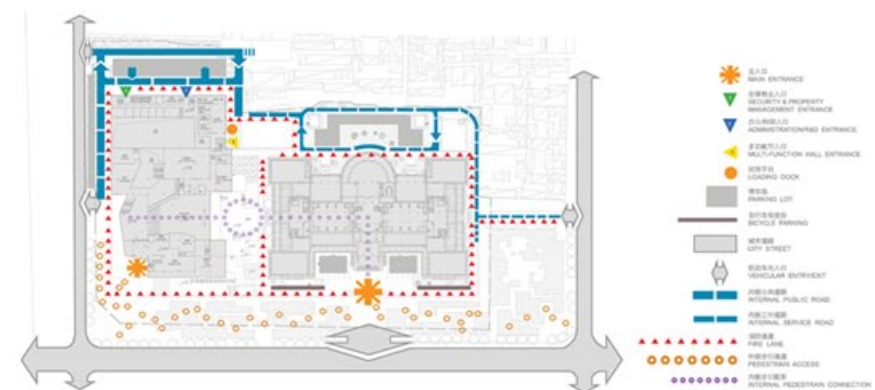
The National Art Museum is an open place of exchanges and encounters which, apart from its activities and ramifications linked to its primary dissemination role, is part of a multiple, active network. For these activities to be creative and happen in a moment of pleasure, each user has its own space, and these spaces, in their mutual relations, articulate an organic whole that flows in a large space. We use "mountains - and - waters" as a symbol to unify the architecture.





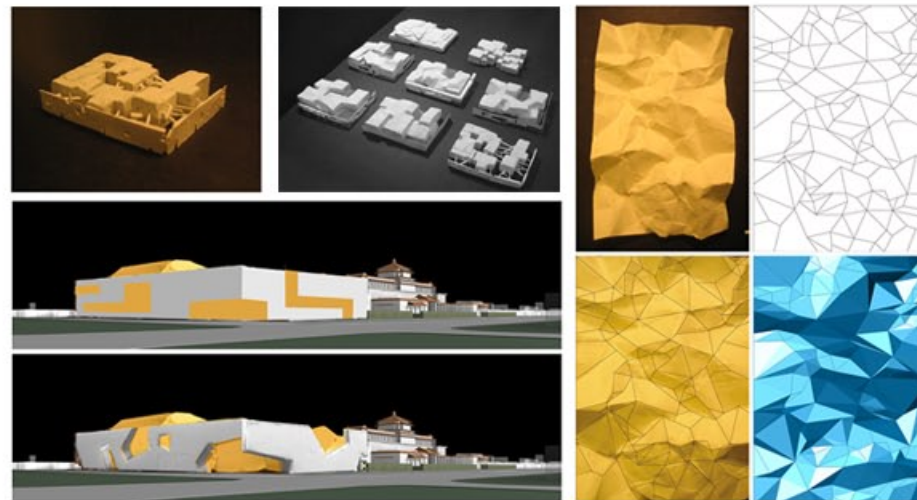
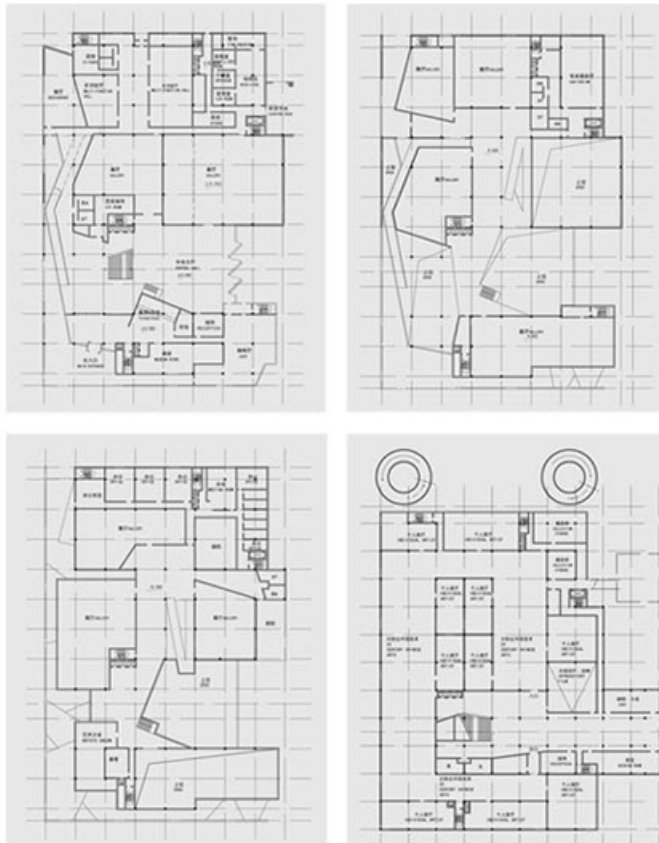
11~13米区域  
AREA OF 11~13M  
0~14米区域  
AREA OF 0~14M

高度分析图  
HEIGHT ANALYSIS



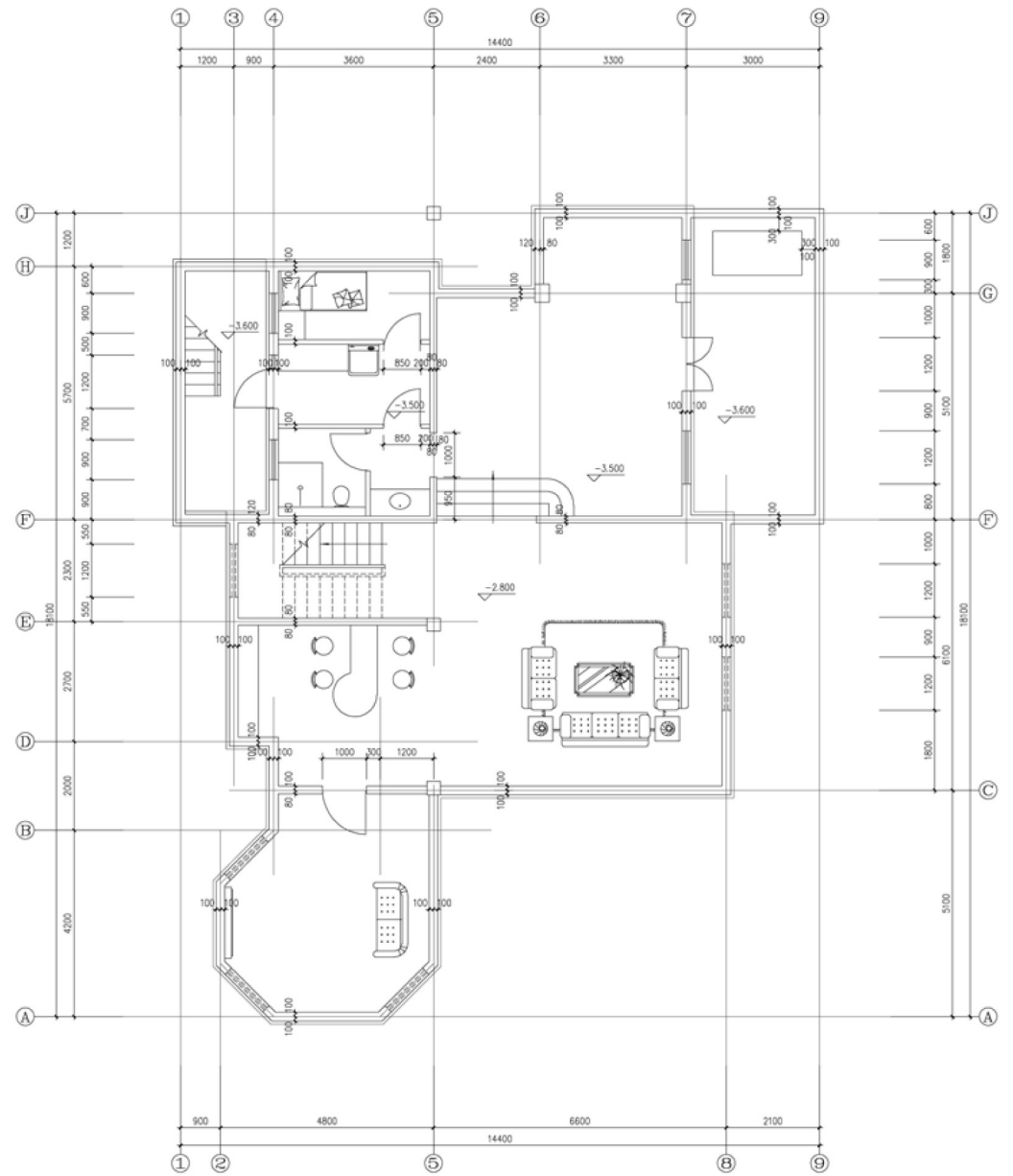
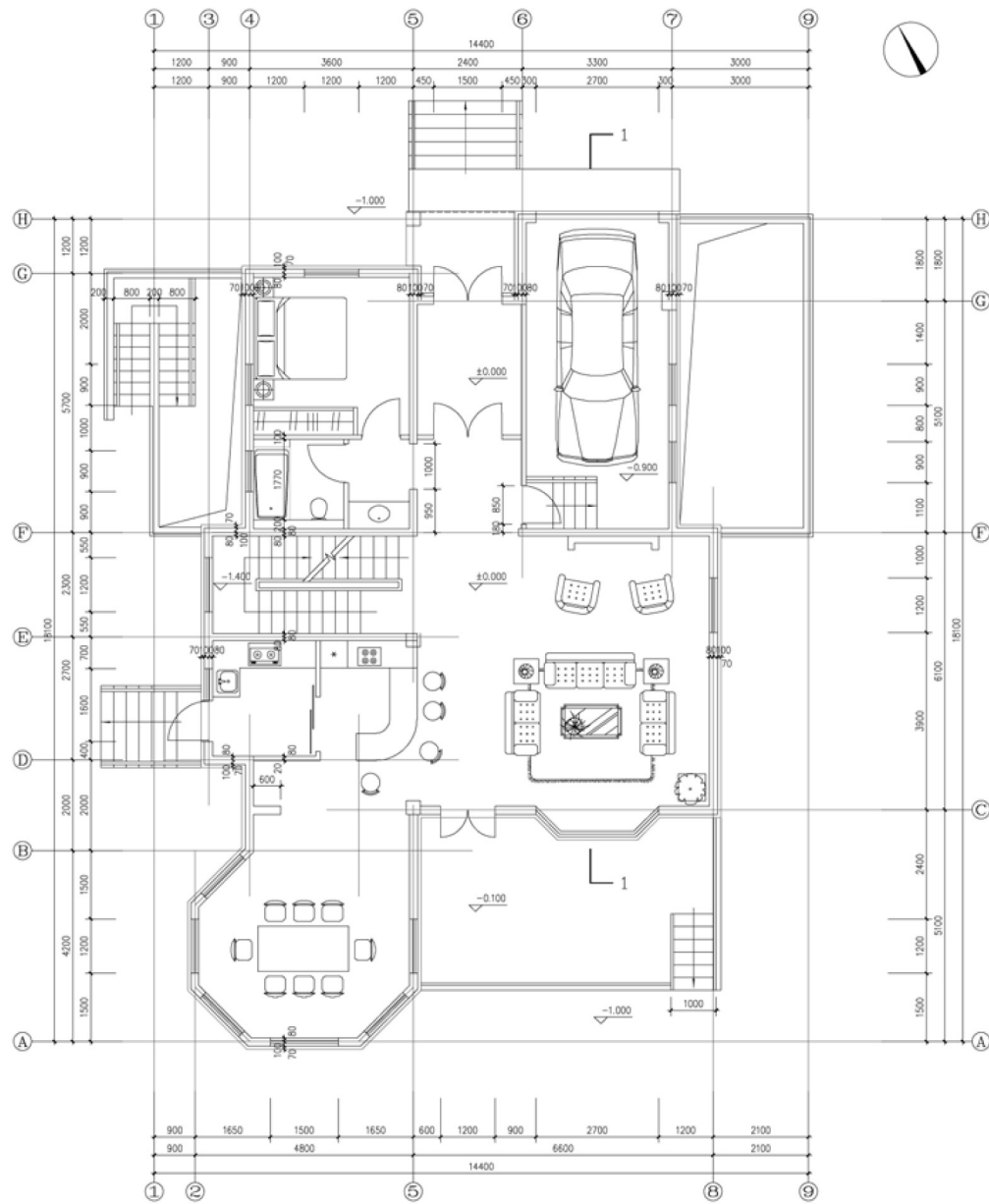
TRAFFIC CIRCULATION





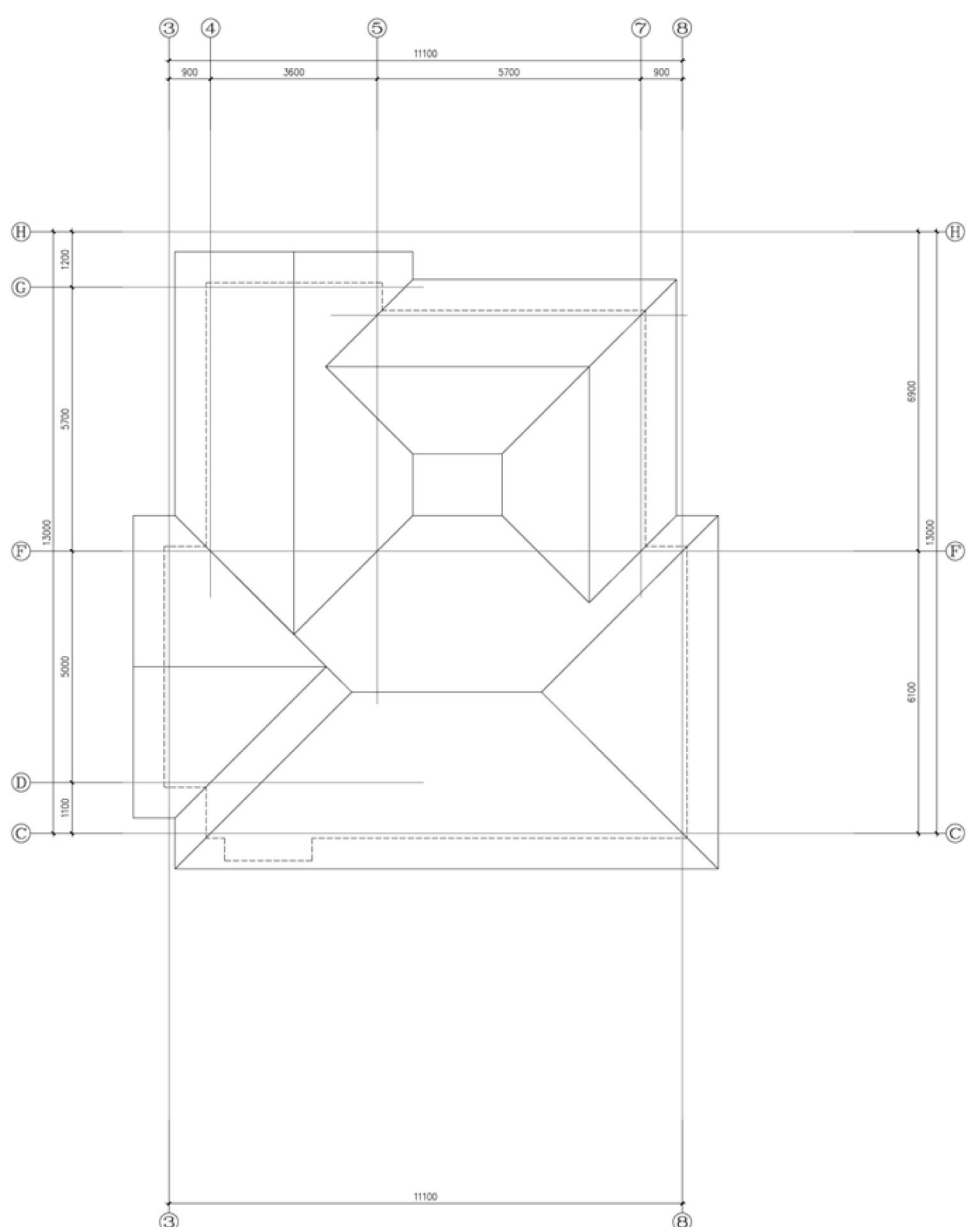
Four specific levels define the interior space according to its public and operations. In the ground floor, the hospitable, multipurpose vestibule designed as a clearing of open light across the city leads immediately to the exhibitions areas, each with a different configuration combining natural and artificial top lighting, and the public activities like the educational workshops. The top floor is for conservational specialist reference, documents and research.



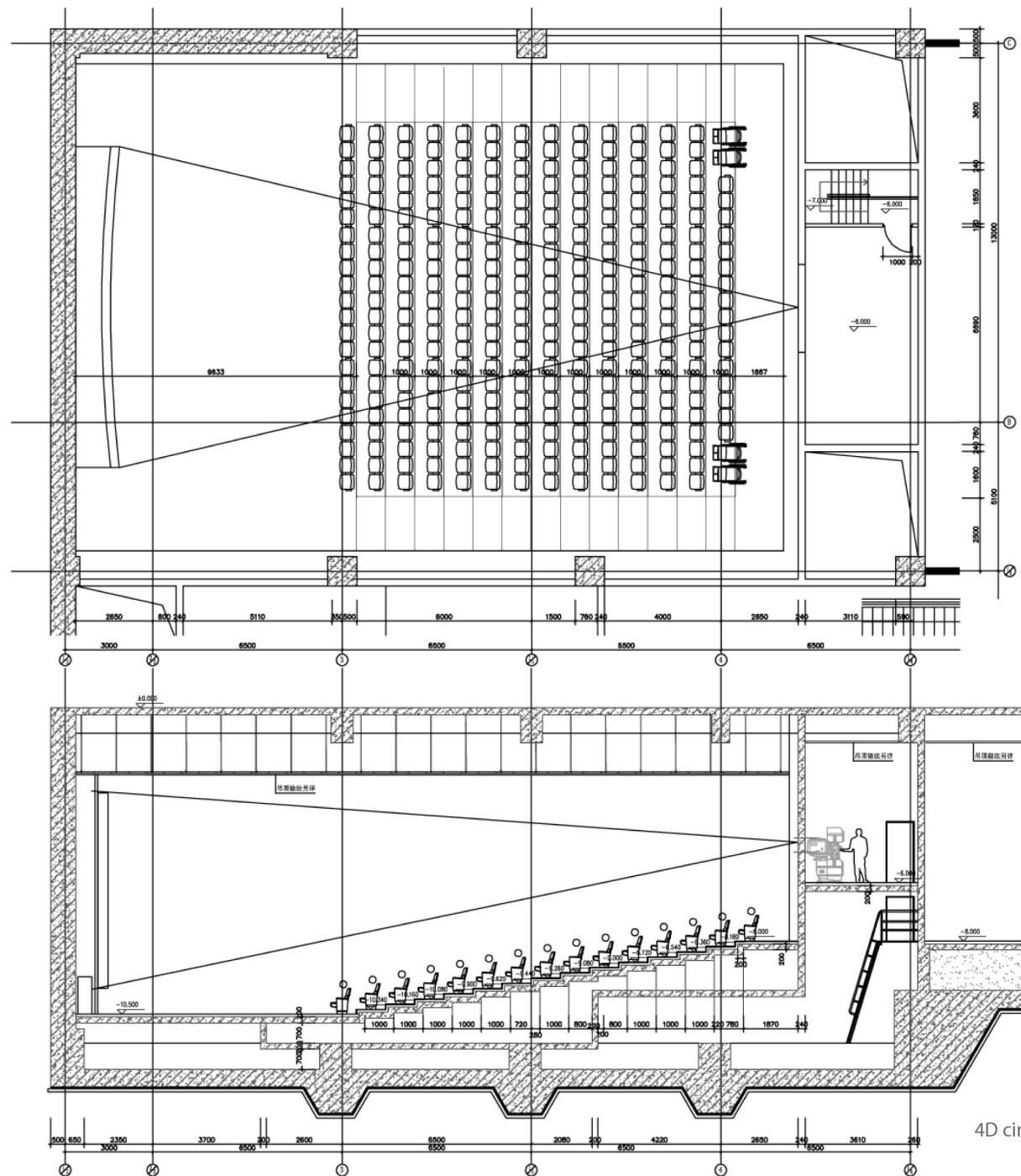


A single family house



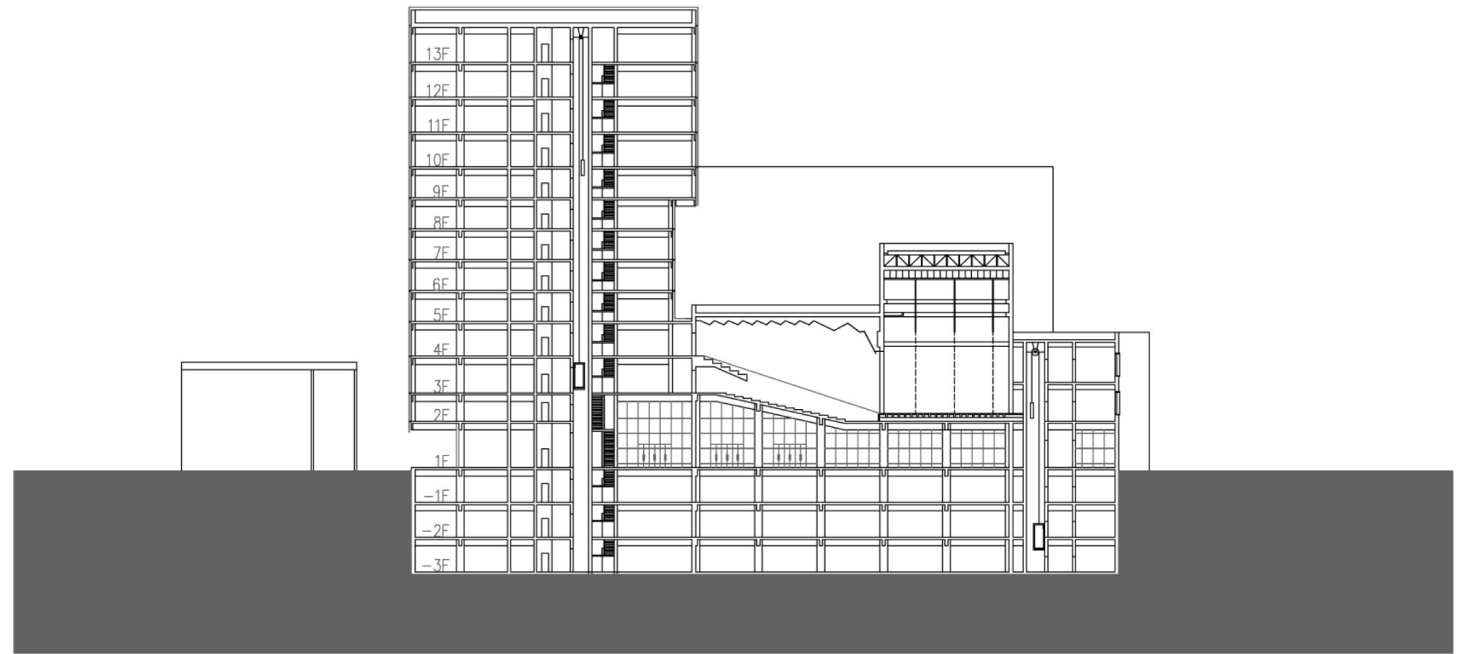


A single family house

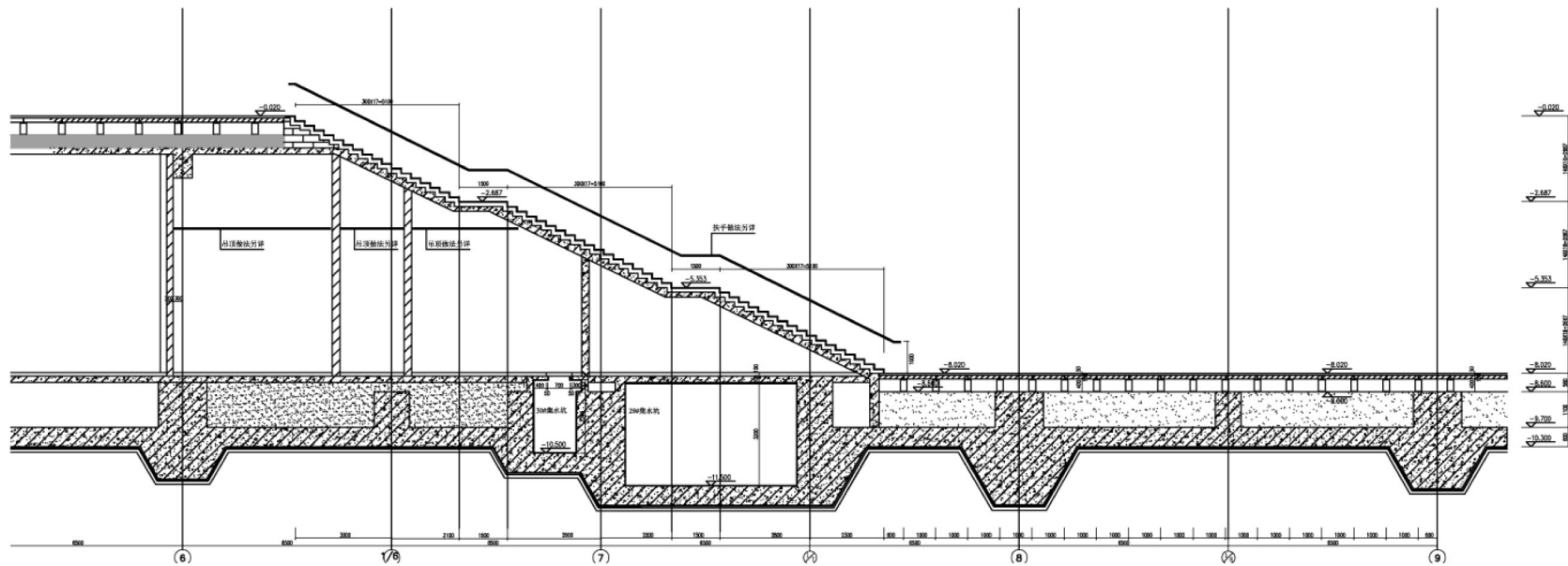


4D cinema





Section drawing



Garden and stairs