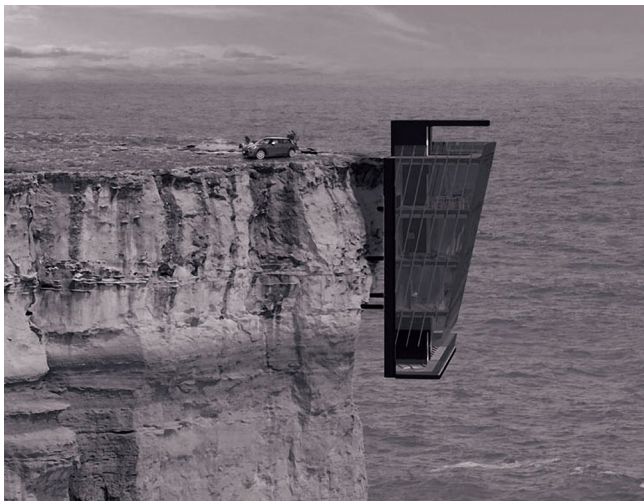
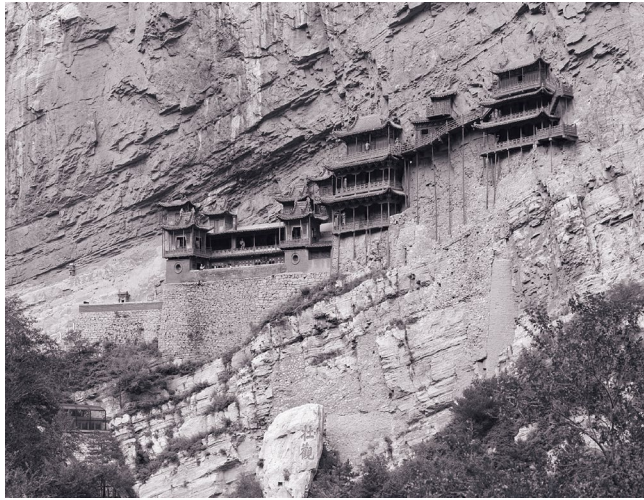


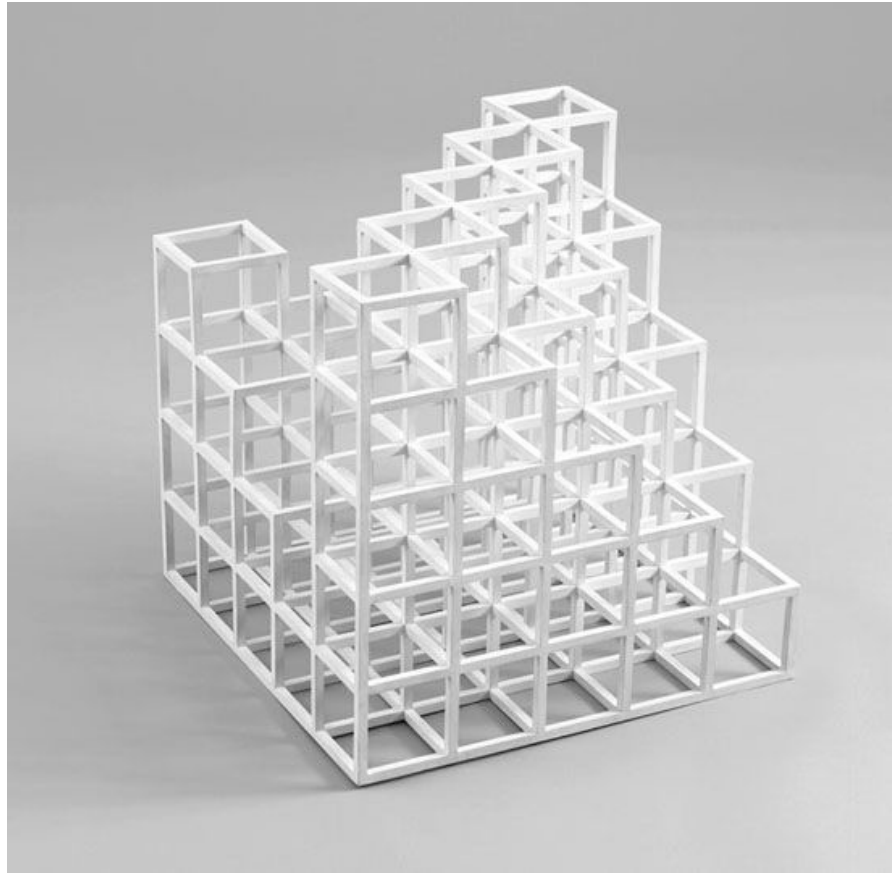
CLIFFSID COMMUNITY

How to live a vertical live

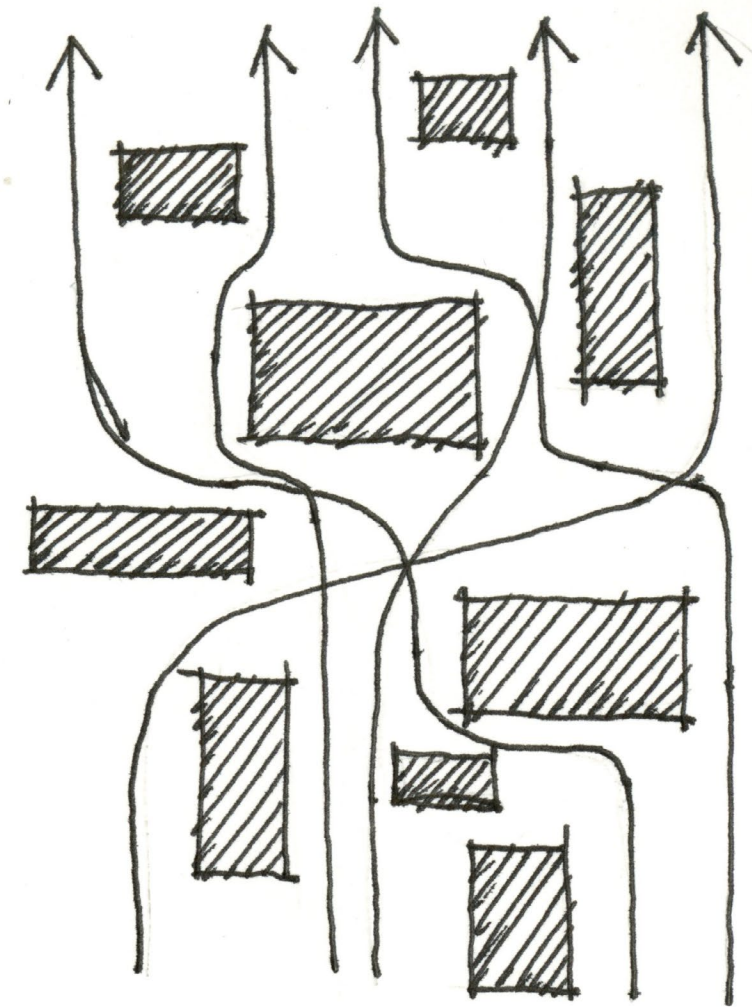
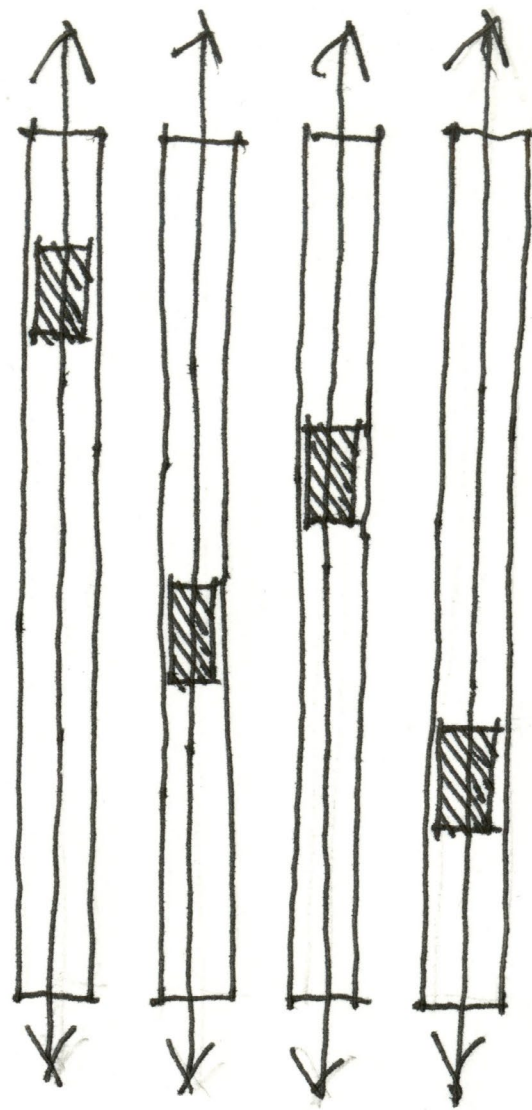


What will you think of when talking about Cliffsides? A dangerous place for valiant to challenge? Or an impressive view for tourists to visit? You probably will not think of a comfortable place for people to live in, not to mention a large community for a lot of people to spend their life together, right? And that is my thesis project, a community hanging aside of a Cliffsides. It seems like people are unlikely to live aside of a Cliffsides, it could be dangerous, people may feel horrible, and there could be a lot of difficulties of moving up and down, but that's what makes it very interesting to overcome all these "impossible", to let people feel safe, feel comfortable and be willing to live in such environment.

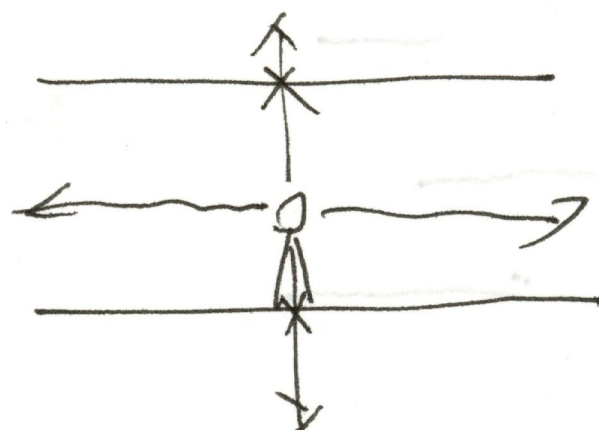
There three questions in this project: Space, what kind of space can dispel the negative influence of the height, and be proper for people to stay? Transportation, vertical transportation is always more difficult than horizontal transportation, what kind of transportation can allow people to move up and down easily? Structure, what kind of structure system is possible to hang a large community aside of a Cliffsides?



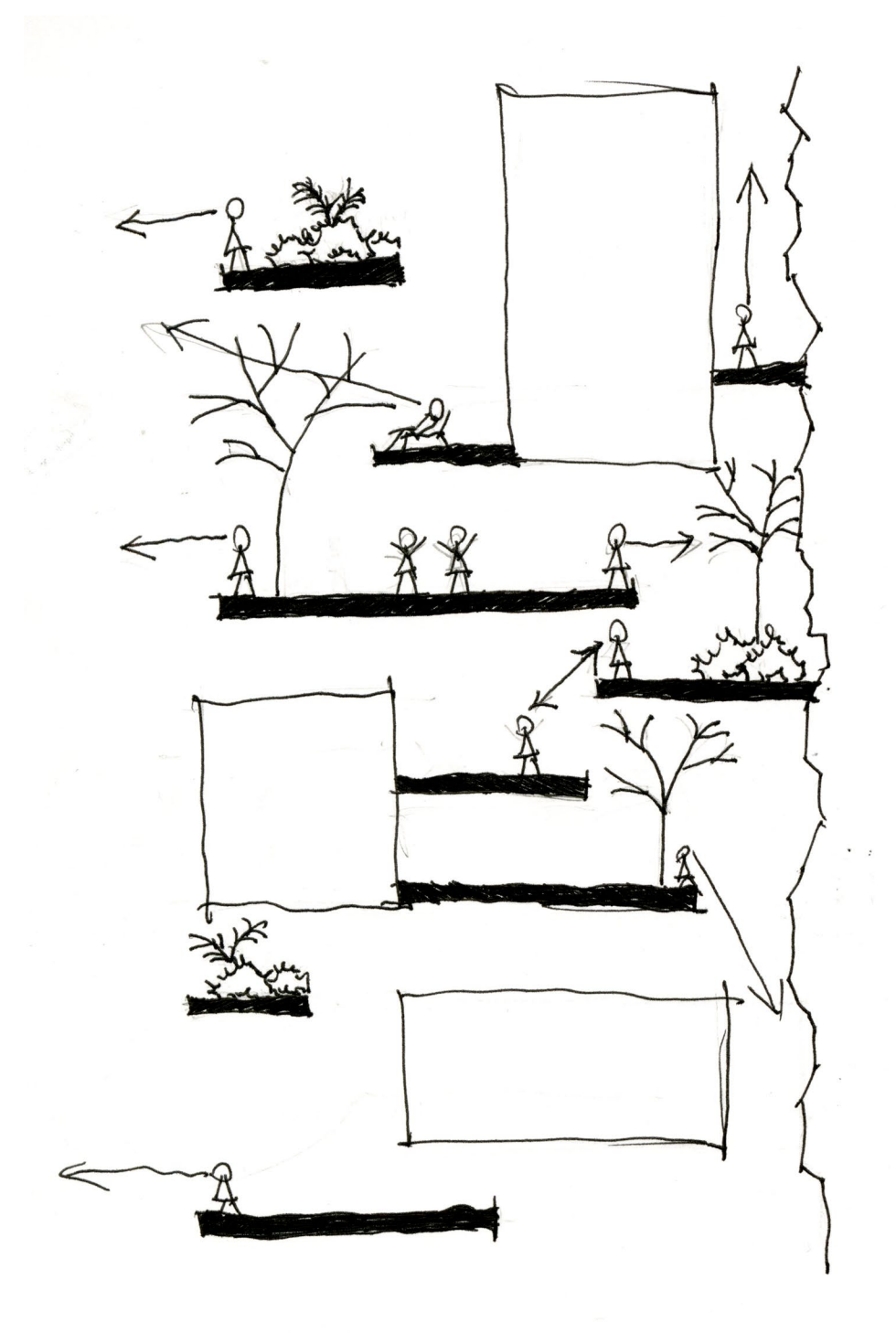
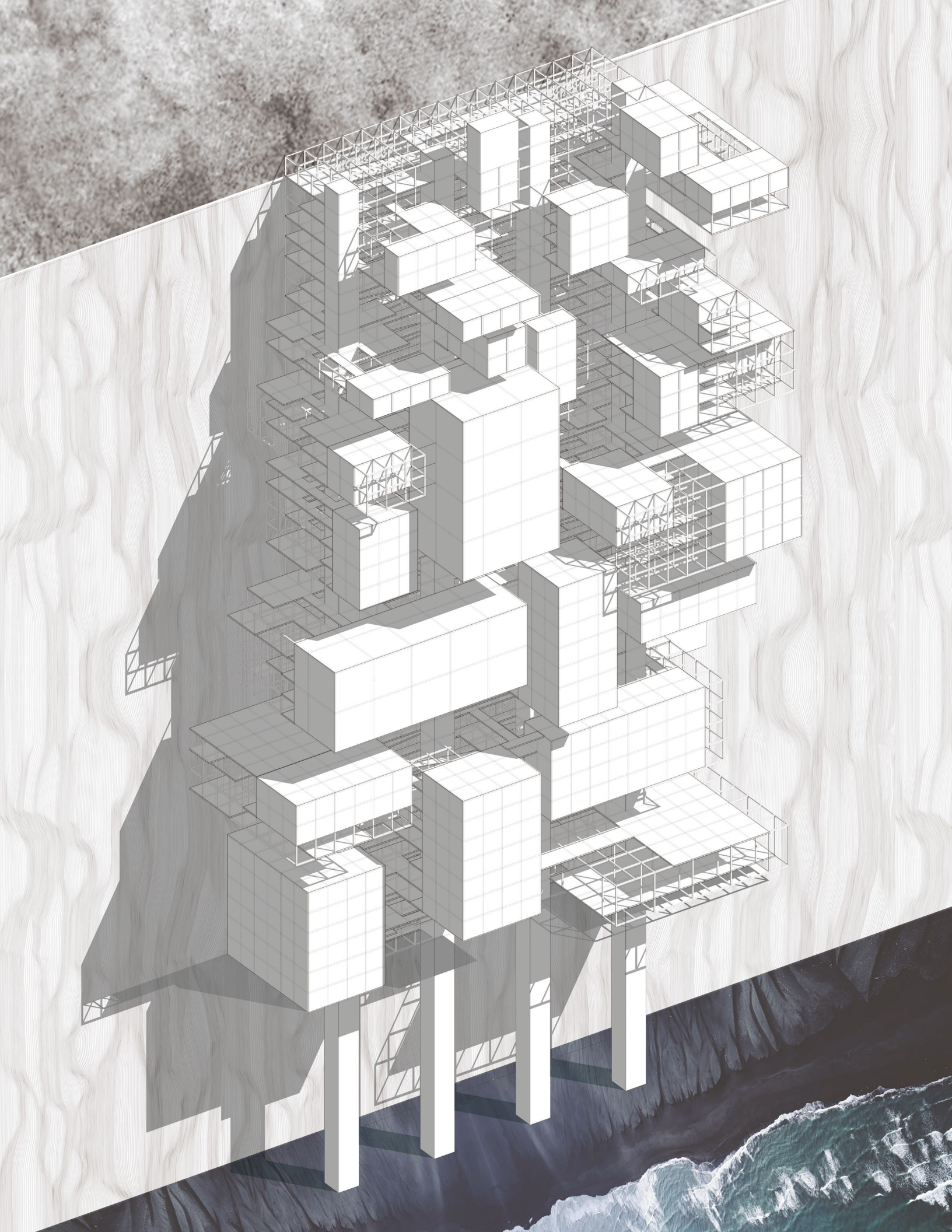
In order to answer these questions, I adopted the concept of grids. The grid itself is a structure, and it contains space, when multiple grids connect together, different spaces can consist into a large space, and the collection of the grids becomes a whole structure system, hanging aside of the Cliffside. By the consistence of spaces, I can create different levels of small terraces as leisure zone, large terraces as gathering zone, courtyard spaces that connecting multiple floors, and by filling some of the grids I can set up living and public services units. All these spaces intersect with each other, divided the height of the Cliffside into different levels that's how I dispel the height.

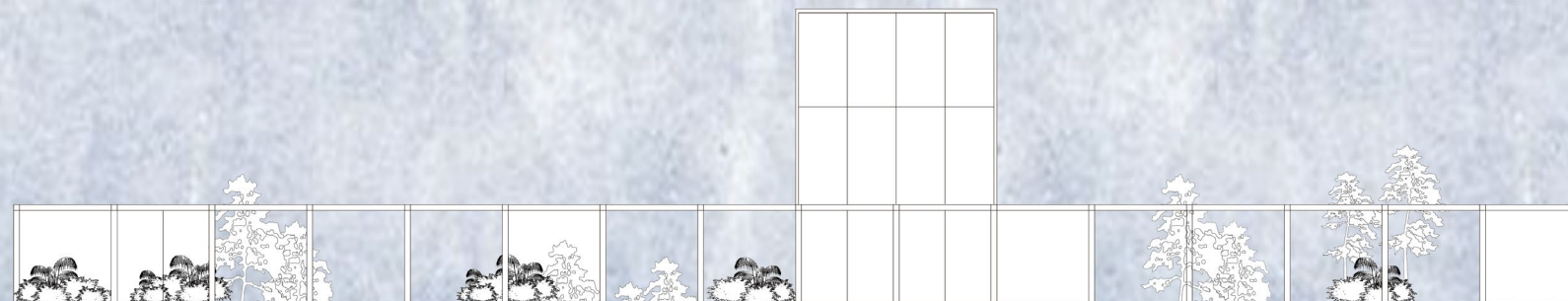


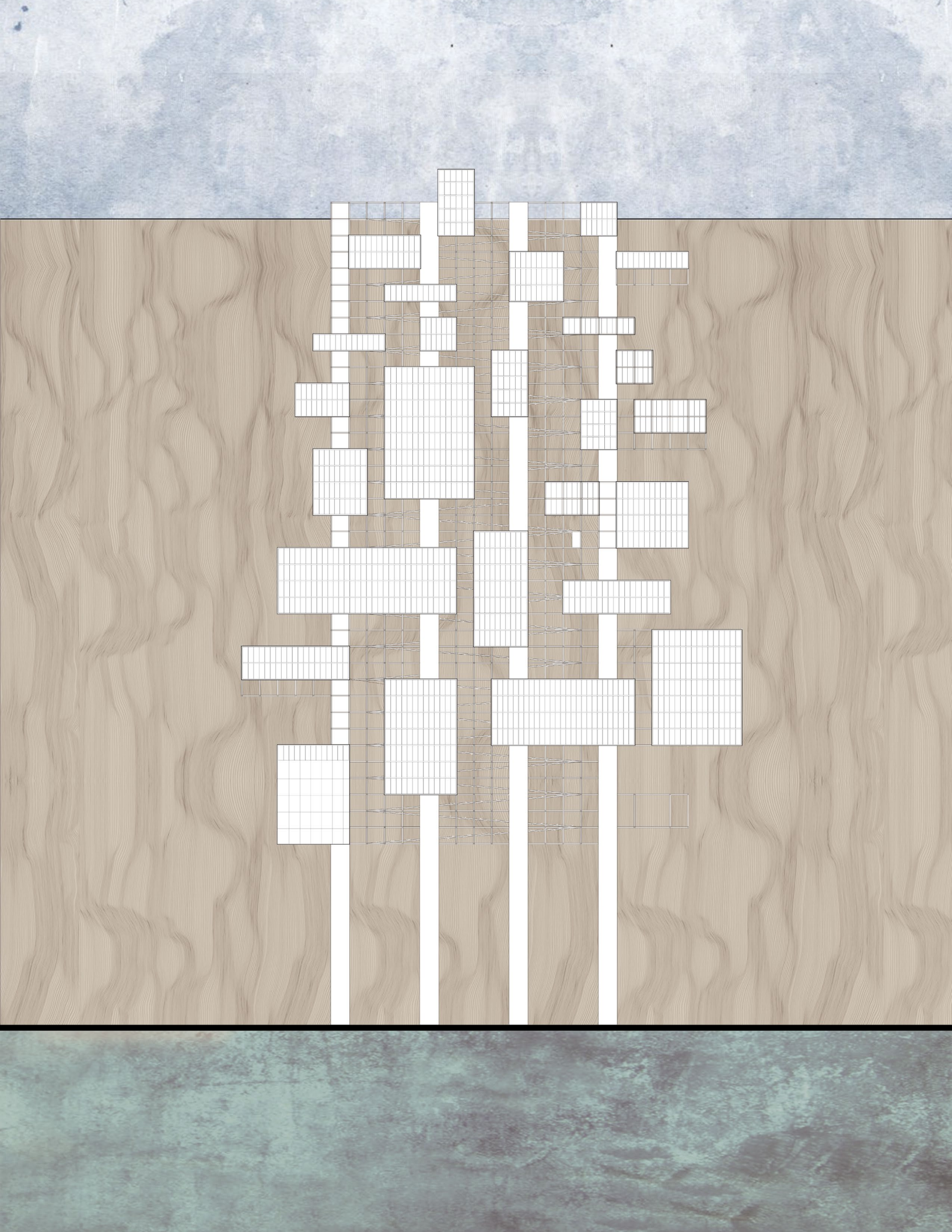
As for transportation, there are three methods of it, the main it has landscapes, and commercial areas along it, except it was consisted of a series of ramps, extending all the way to the top of the community. The elevators are for people to reach their destination faster and easier, like vertical highways. And the random ramps and stairs are for people to go around more easily, they don't always have to go the main street or the elevators when they are only trying to reach the next several floors.



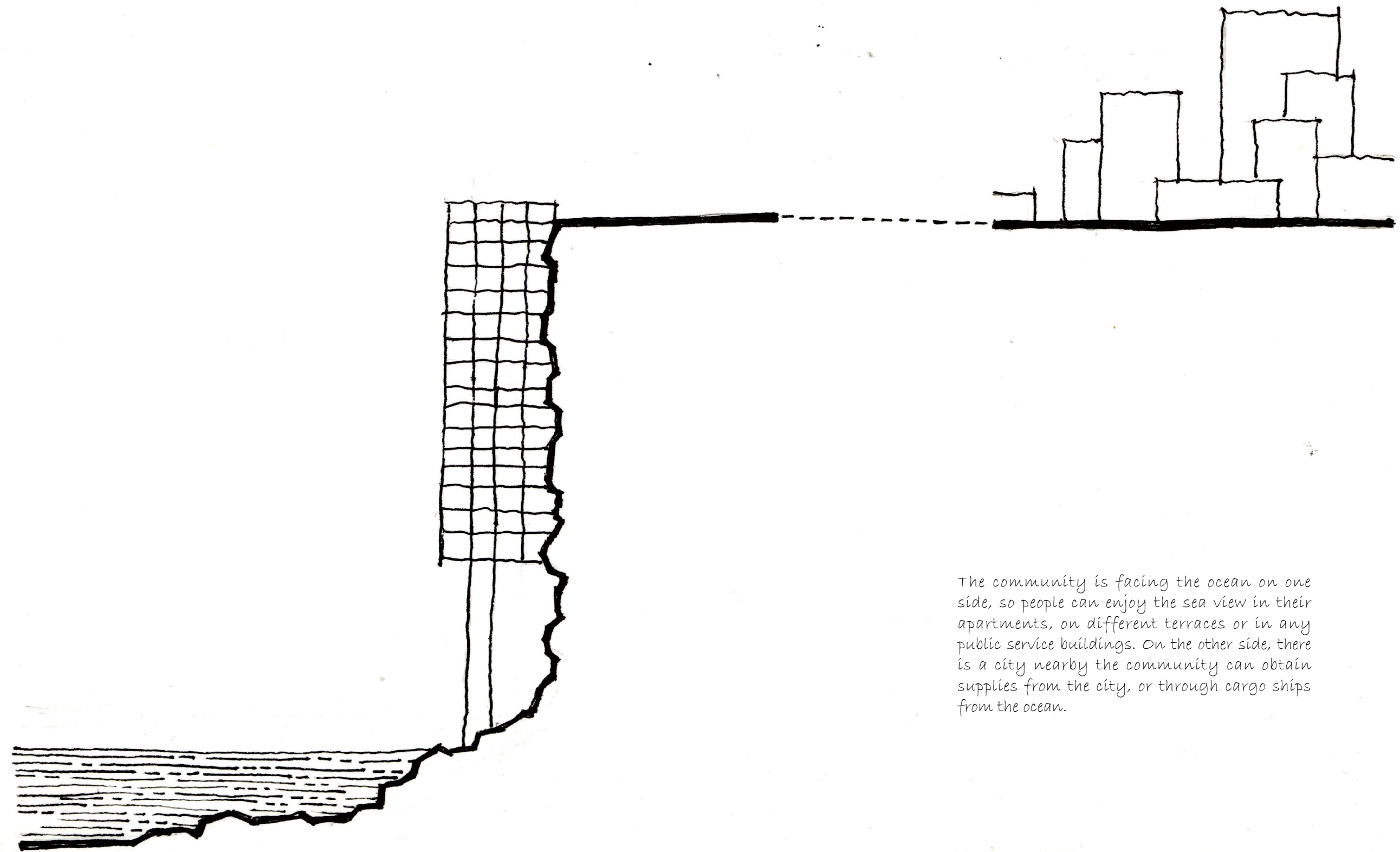
The key of vertical life is about cognition. In normal life, people mostly recognize this world horizontally, because the world developed in this way. But in this Cliffside community, everything develop vertically, people see thing vertically, move vertically, and communicate vertically, that's how people live a vertical life in this community.



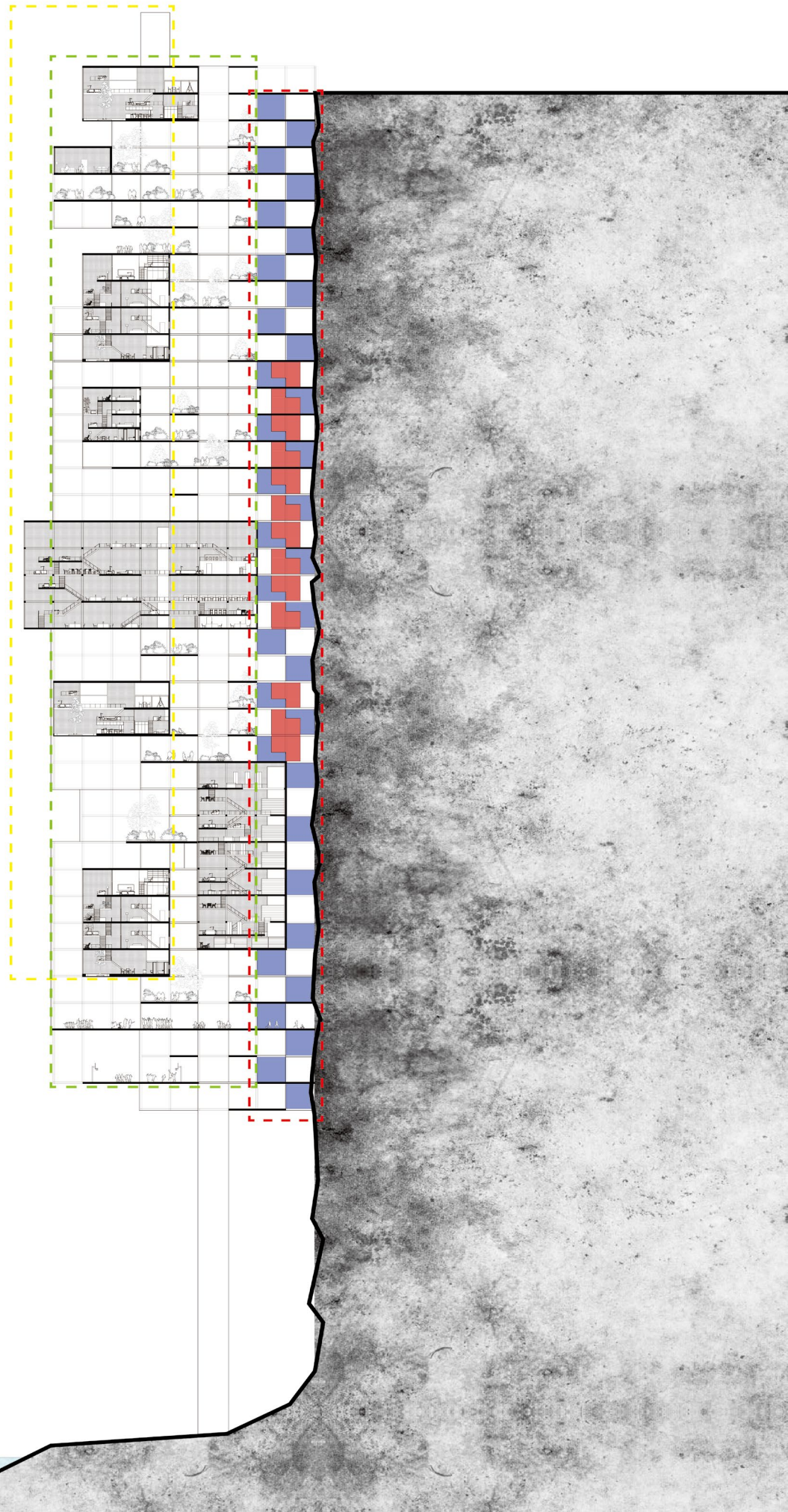




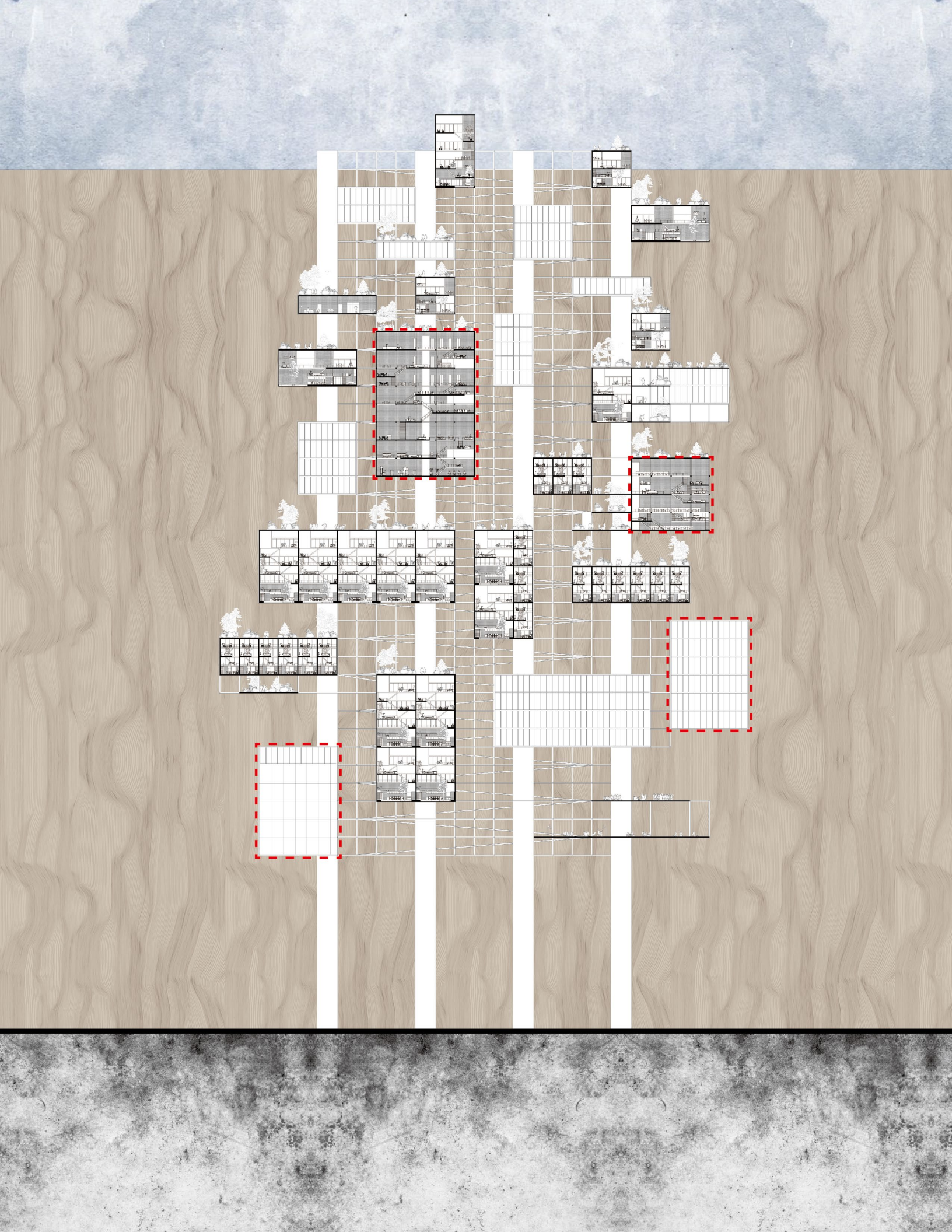
Looking from the land side, people can only see a few grid structures and landscapes, it attracts them to approach, and when they enter the community, they will find that it's a whole vertical world.



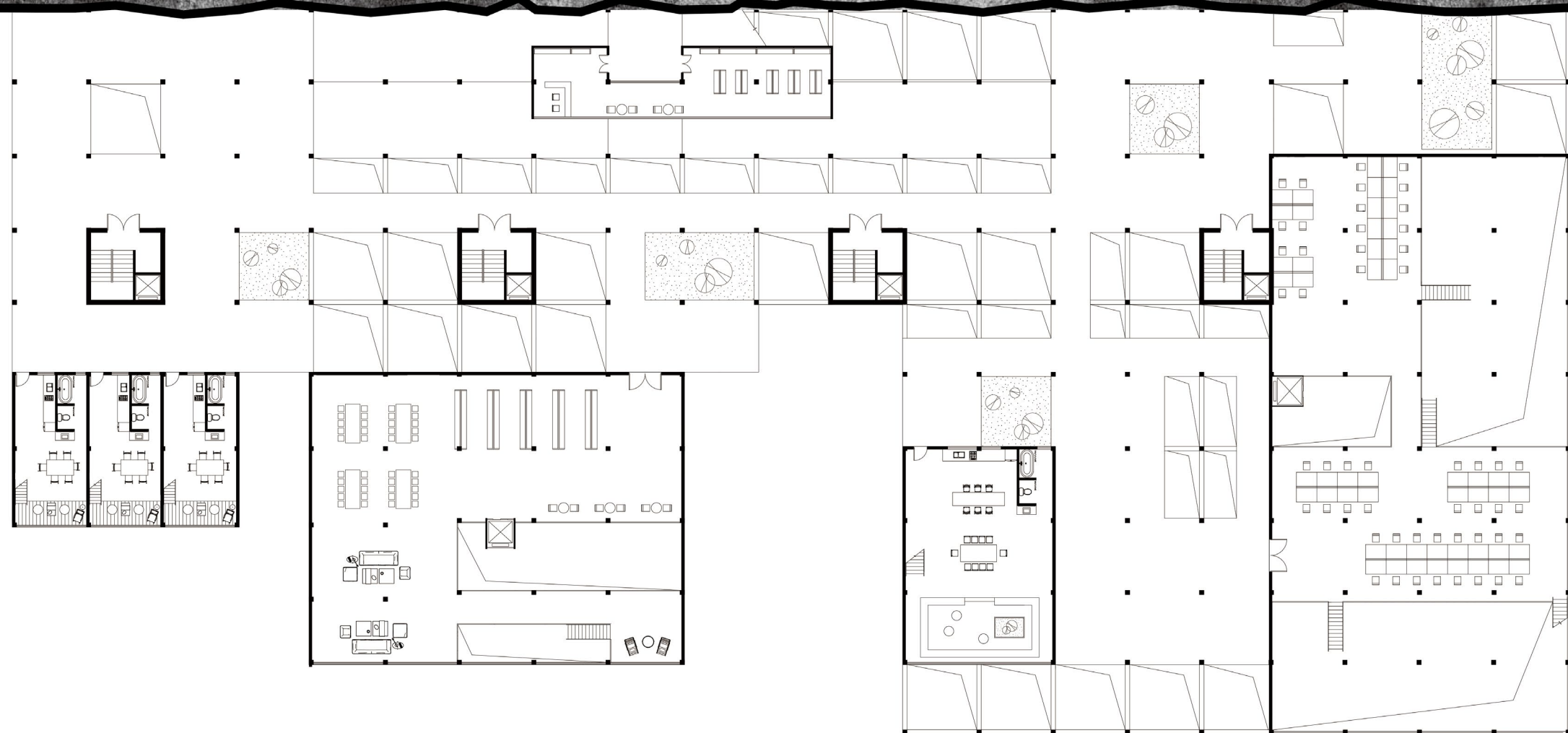
The community is facing the ocean on one side, so people can enjoy the sea view in their apartments, on different terraces or in any public service buildings. On the other side, there is a city nearby the community can obtain supplies from the city, or through cargo ships from the ocean.



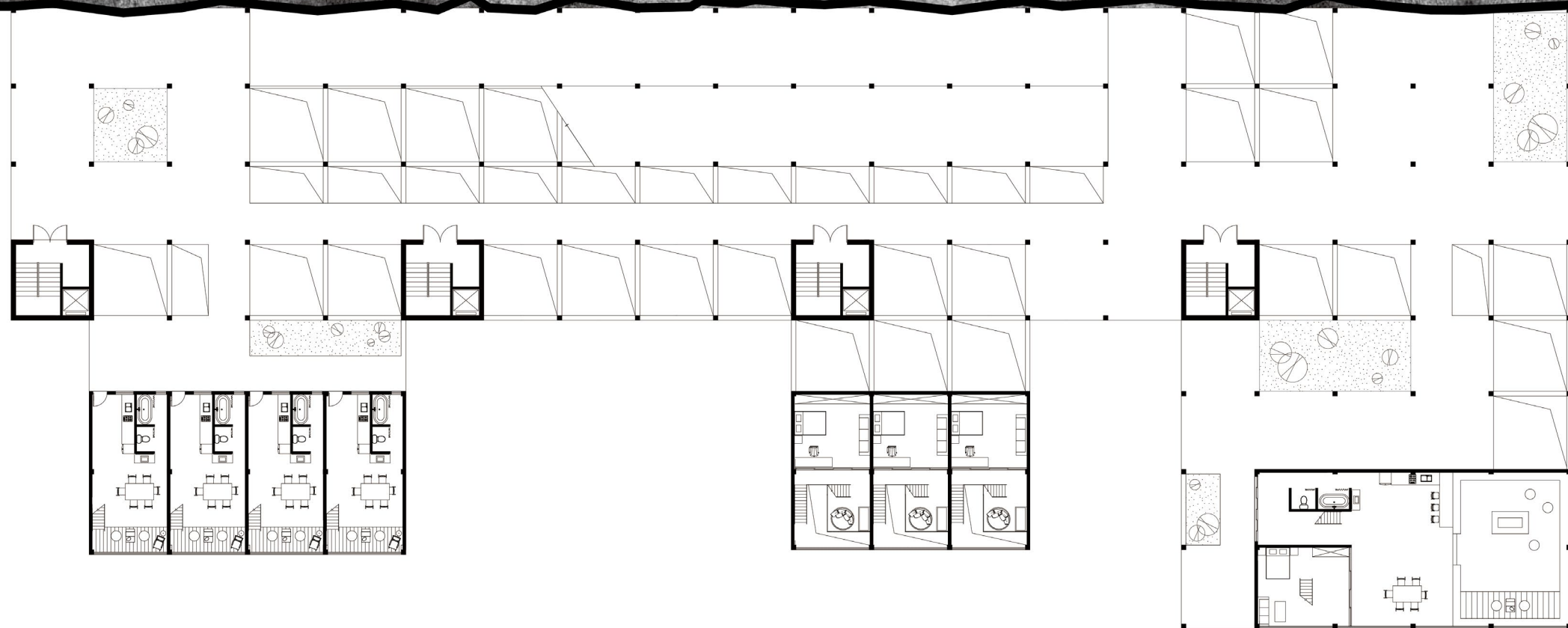
The community can be divided into three areas: residential area, landscape area and transportation area. The residential area is on the outer side of the community, it has the best view of the sea and the best day light. The landscape area is in the middle, it's consisted of a series of vertical landscapes. These two areas are interacting with each other, so that the landscape area can also share the sea view, and the residential buildings can be surrounded with landscapes. The transportation area is consisted of the main street, elevators and some stairs.



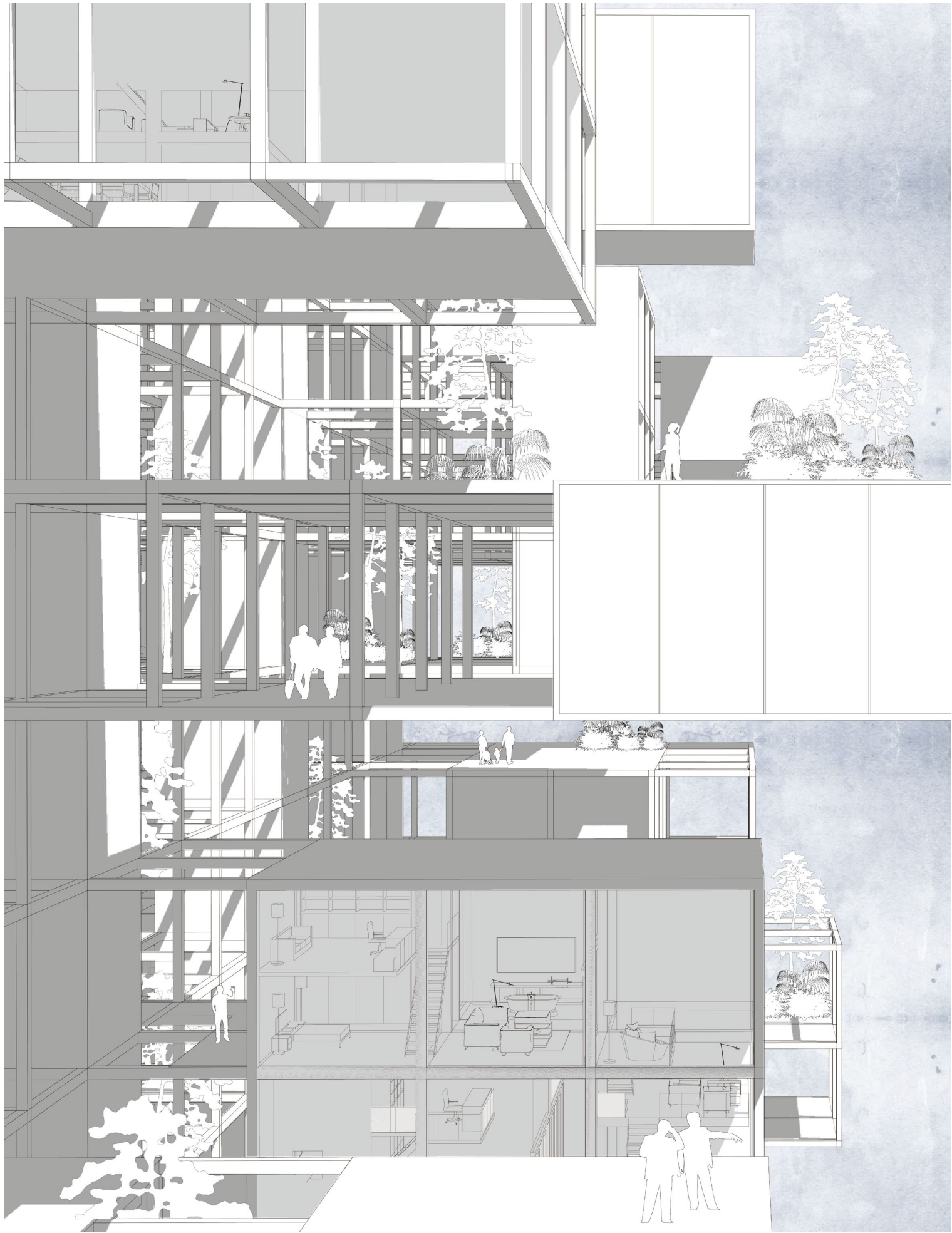
The community has four public service building: the entertainment building, the market building, the office building and the supply building. And there are two types of residential here: collective apartments and private houses. The collect apartments are located on the lower floors of the community, and the private houses are on the higher floors.

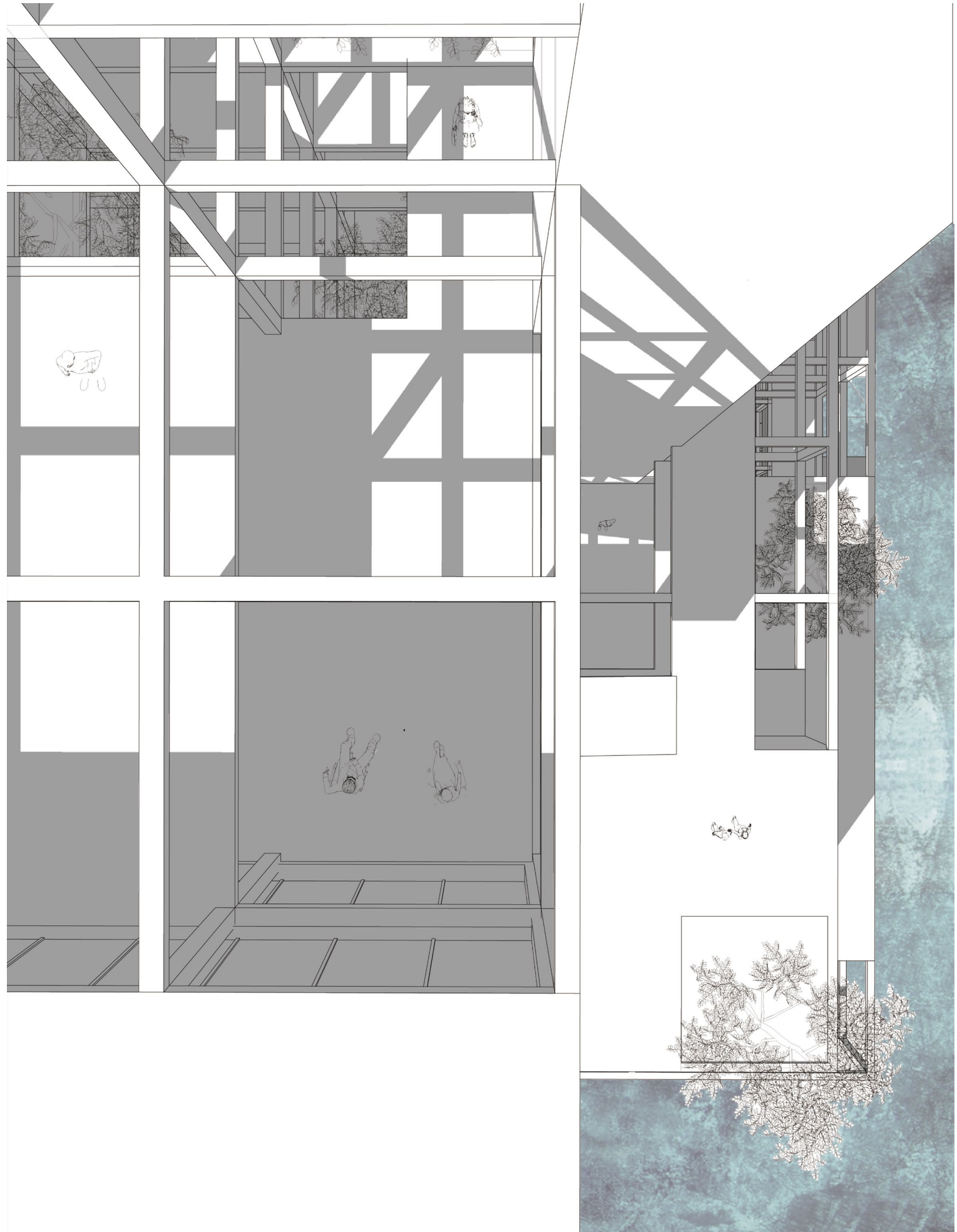
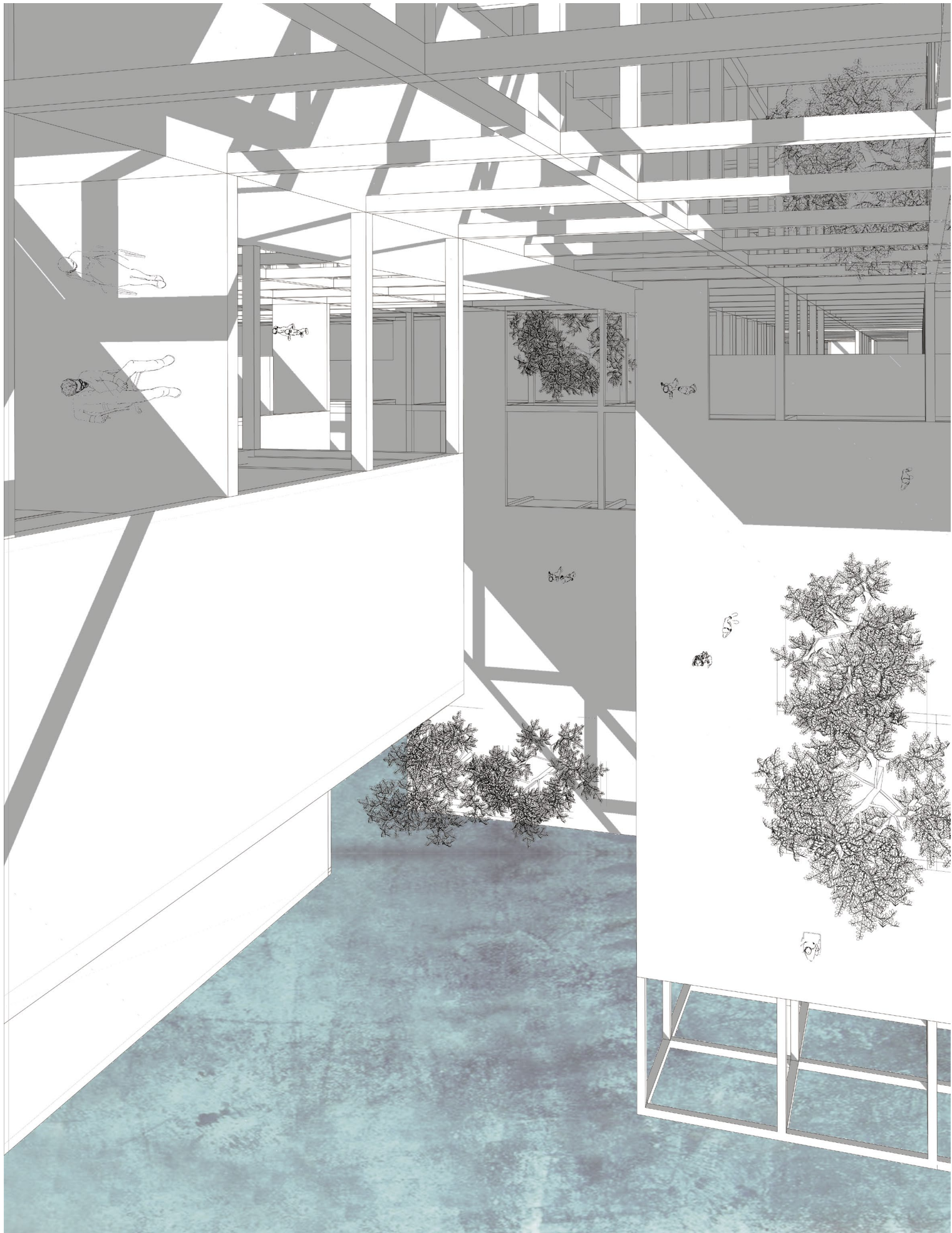


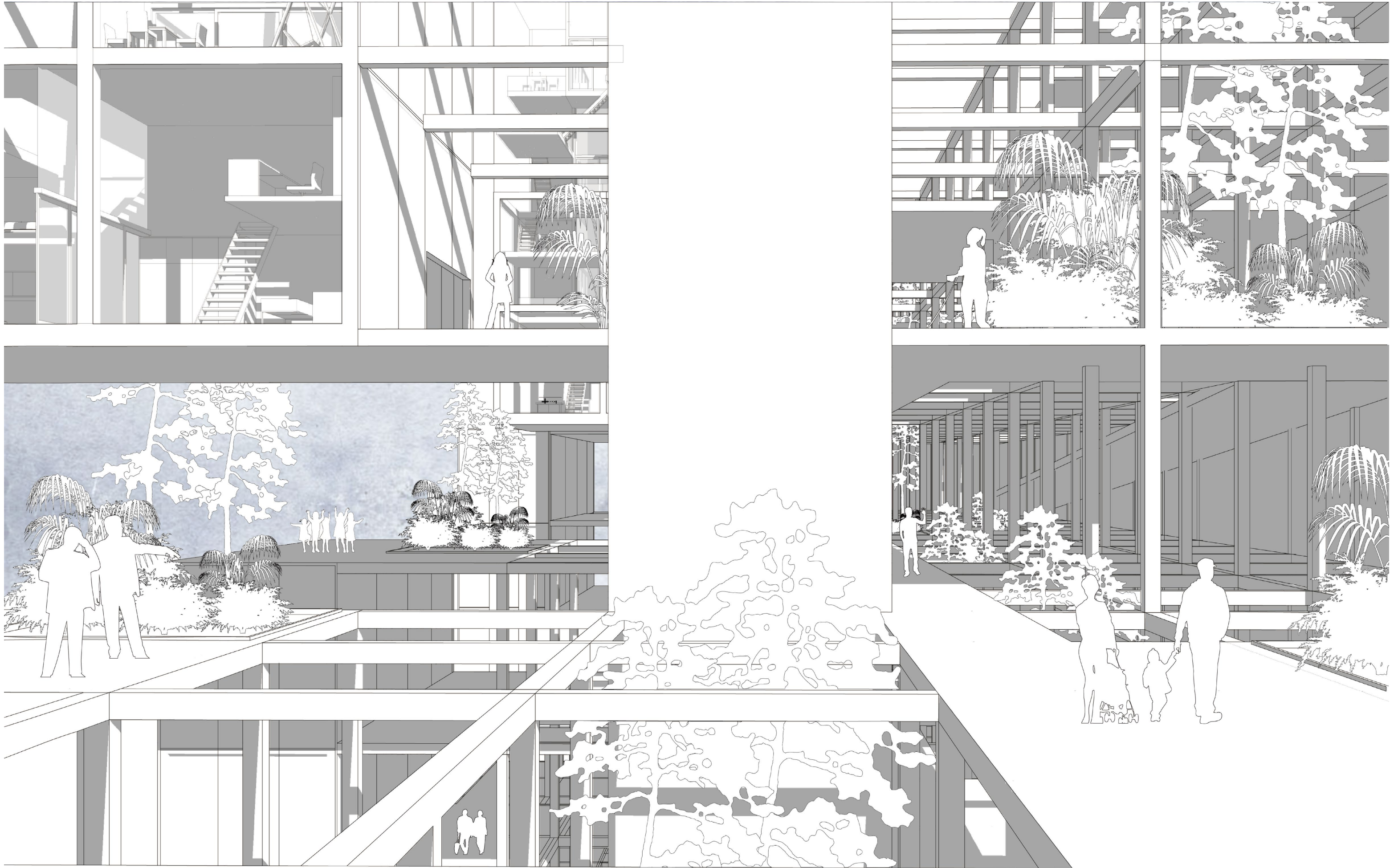
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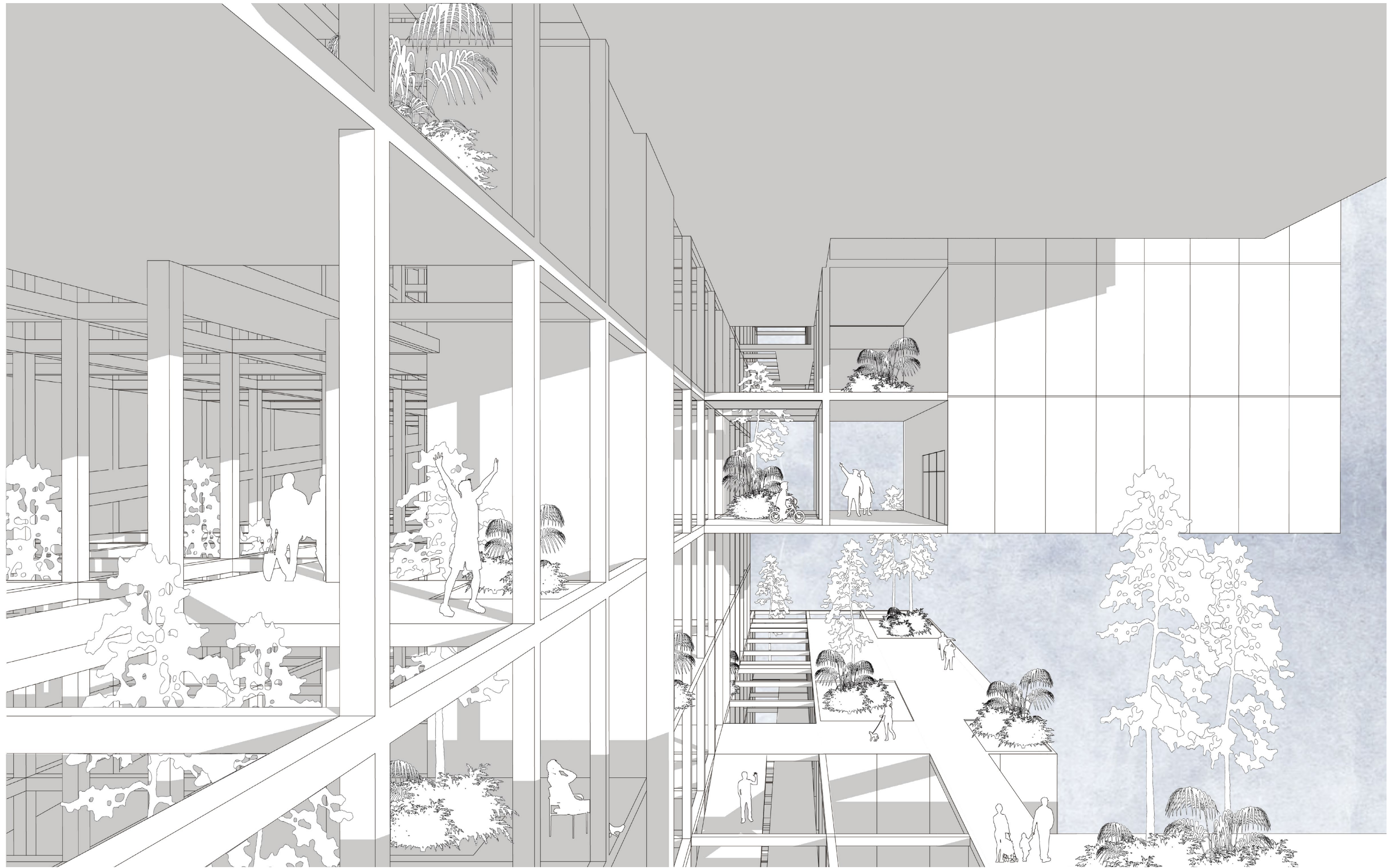


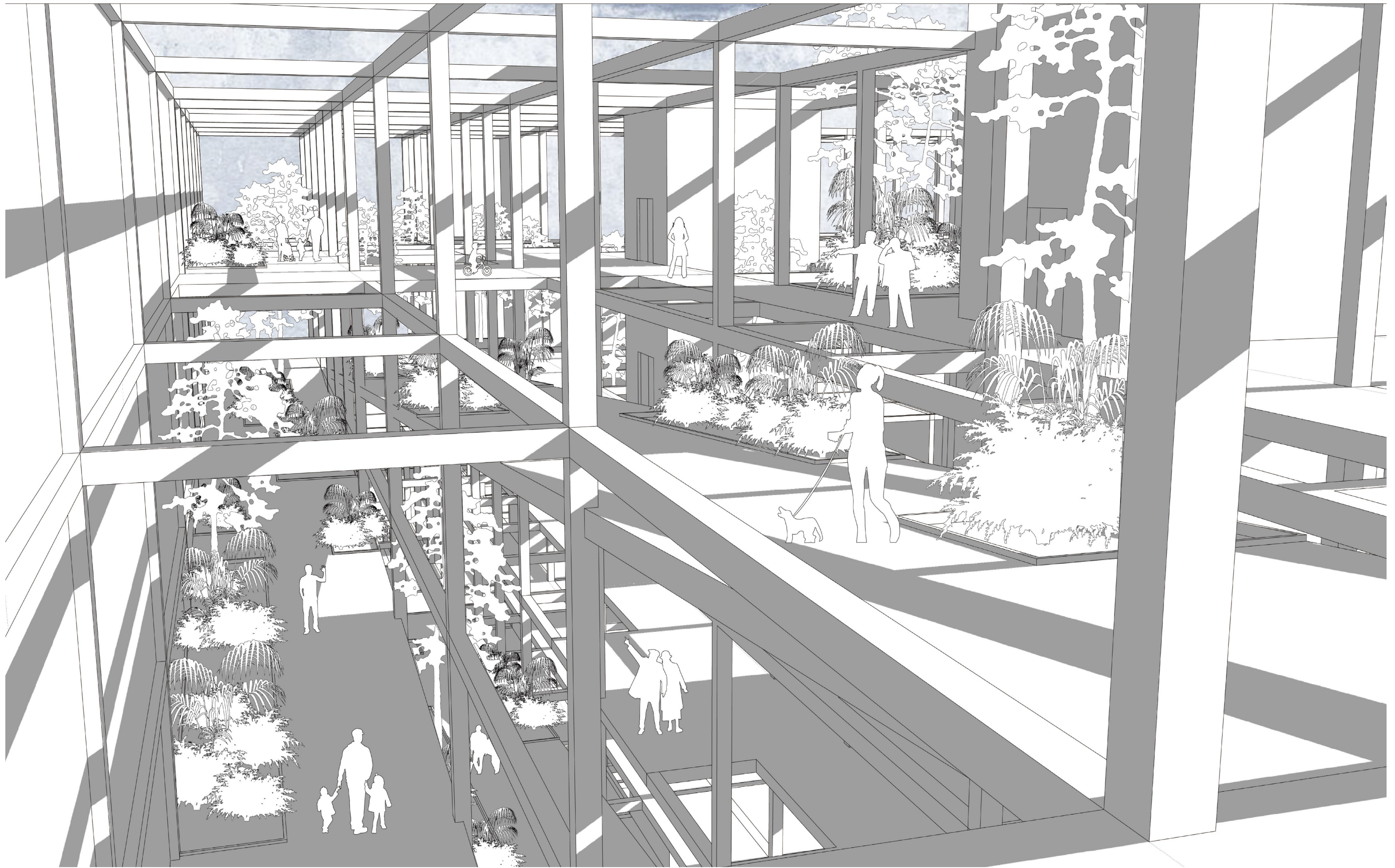
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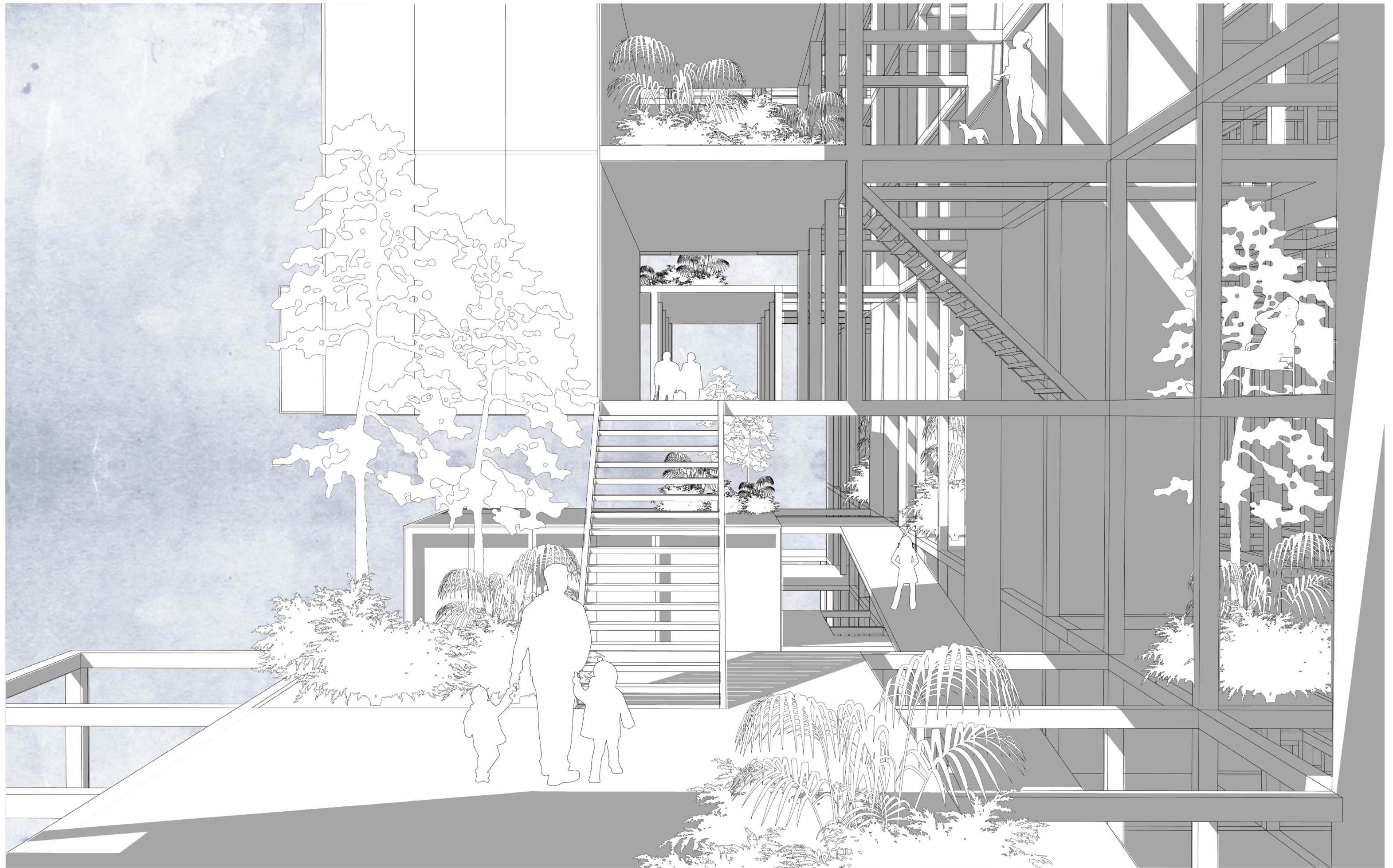


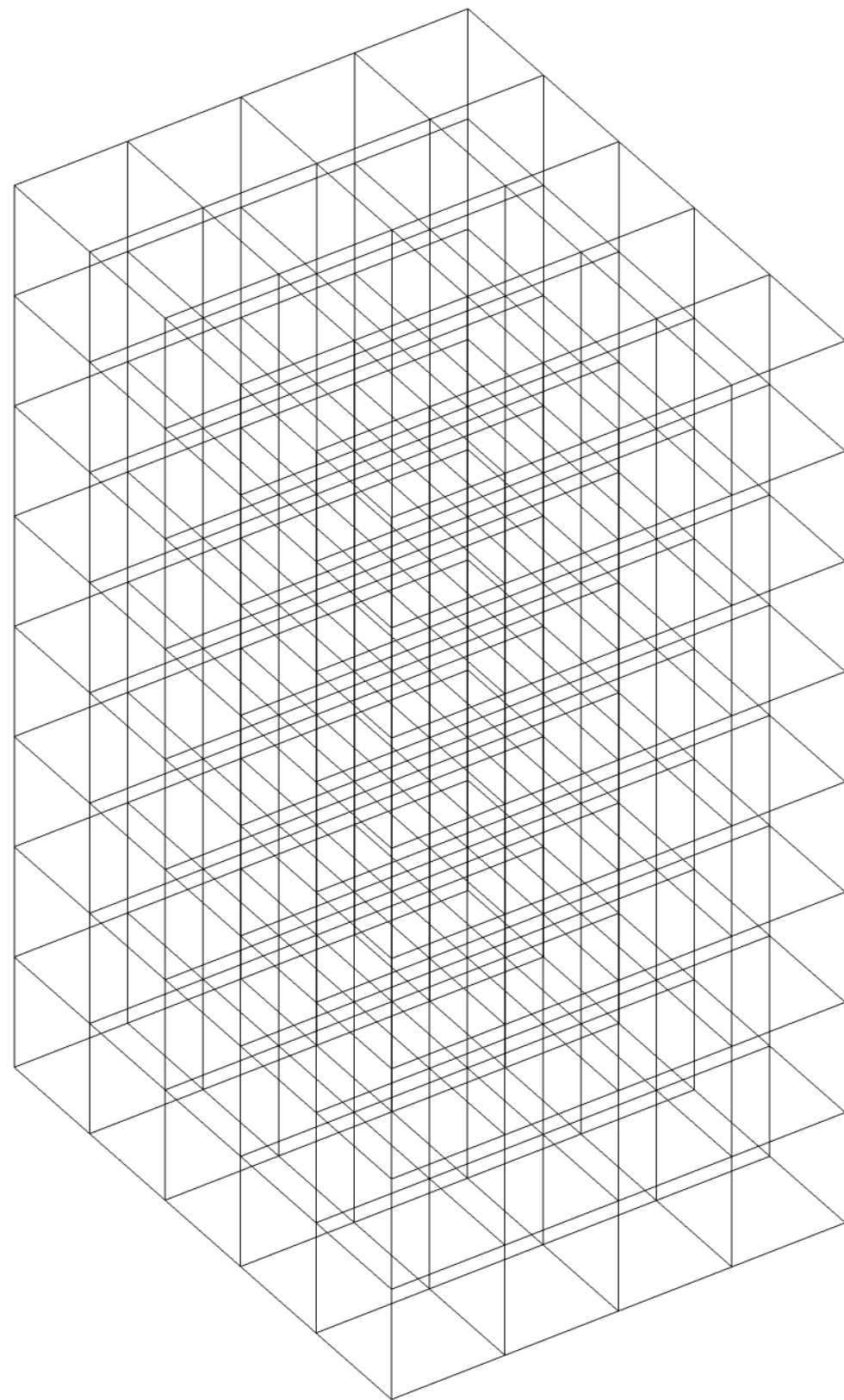
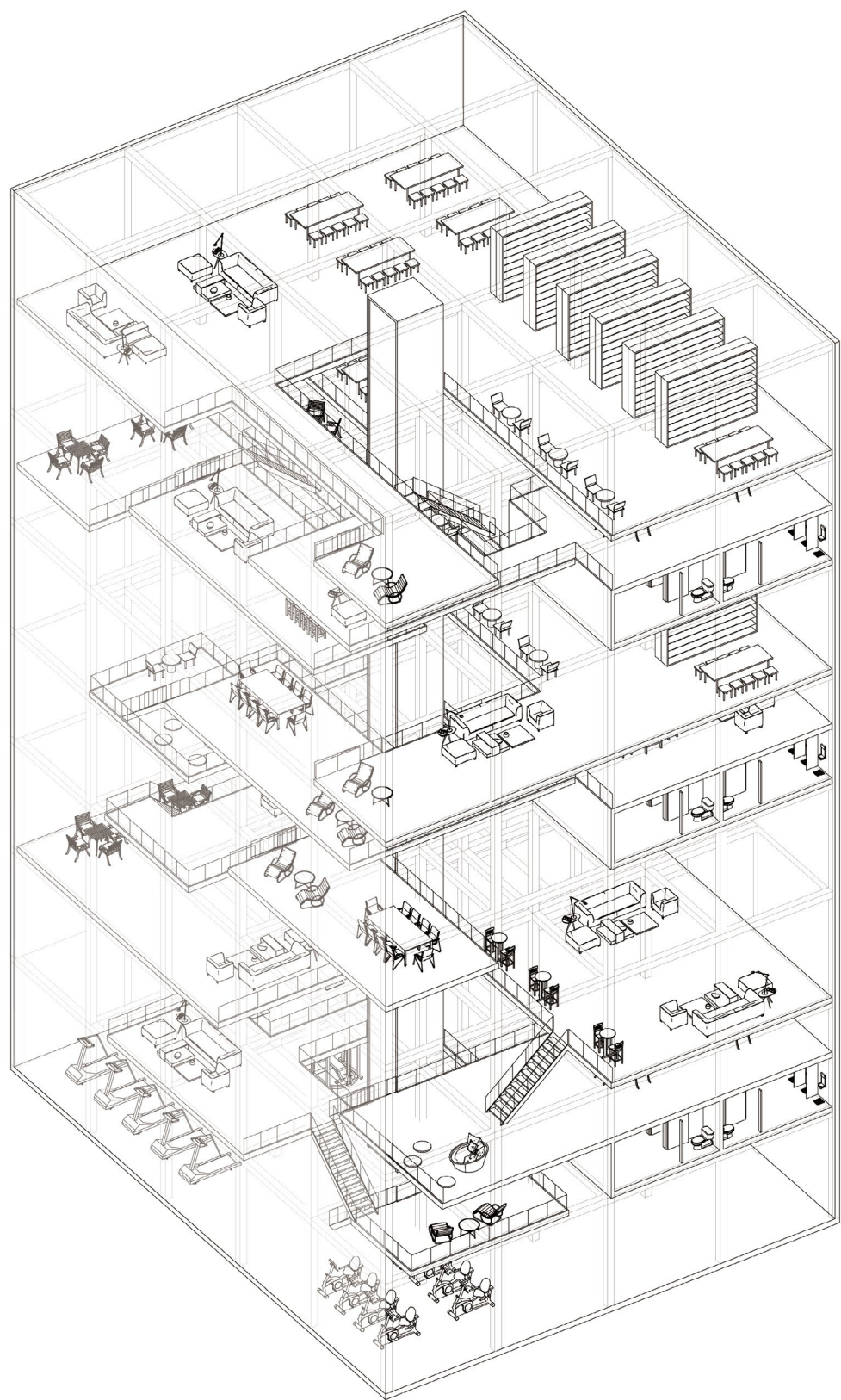


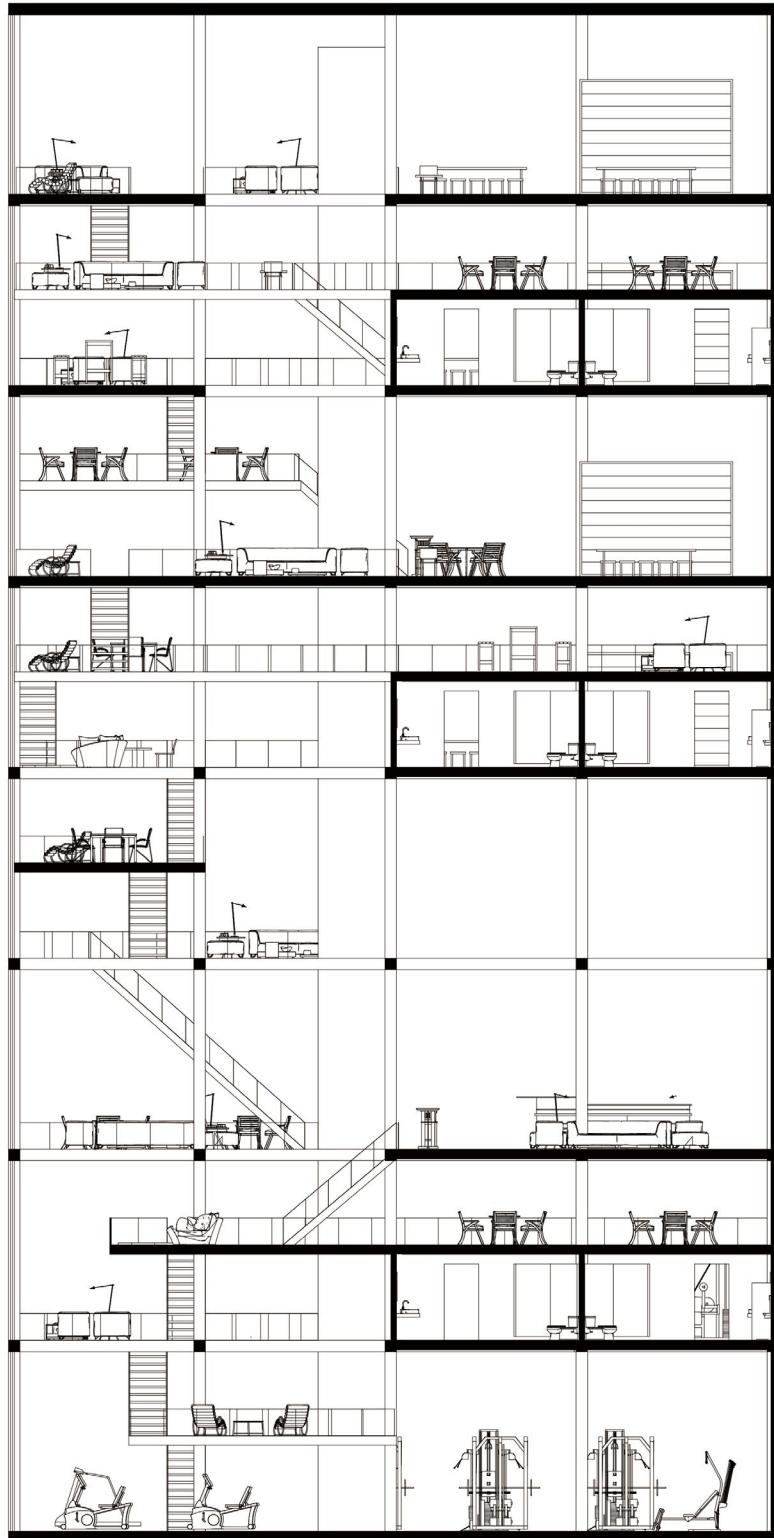




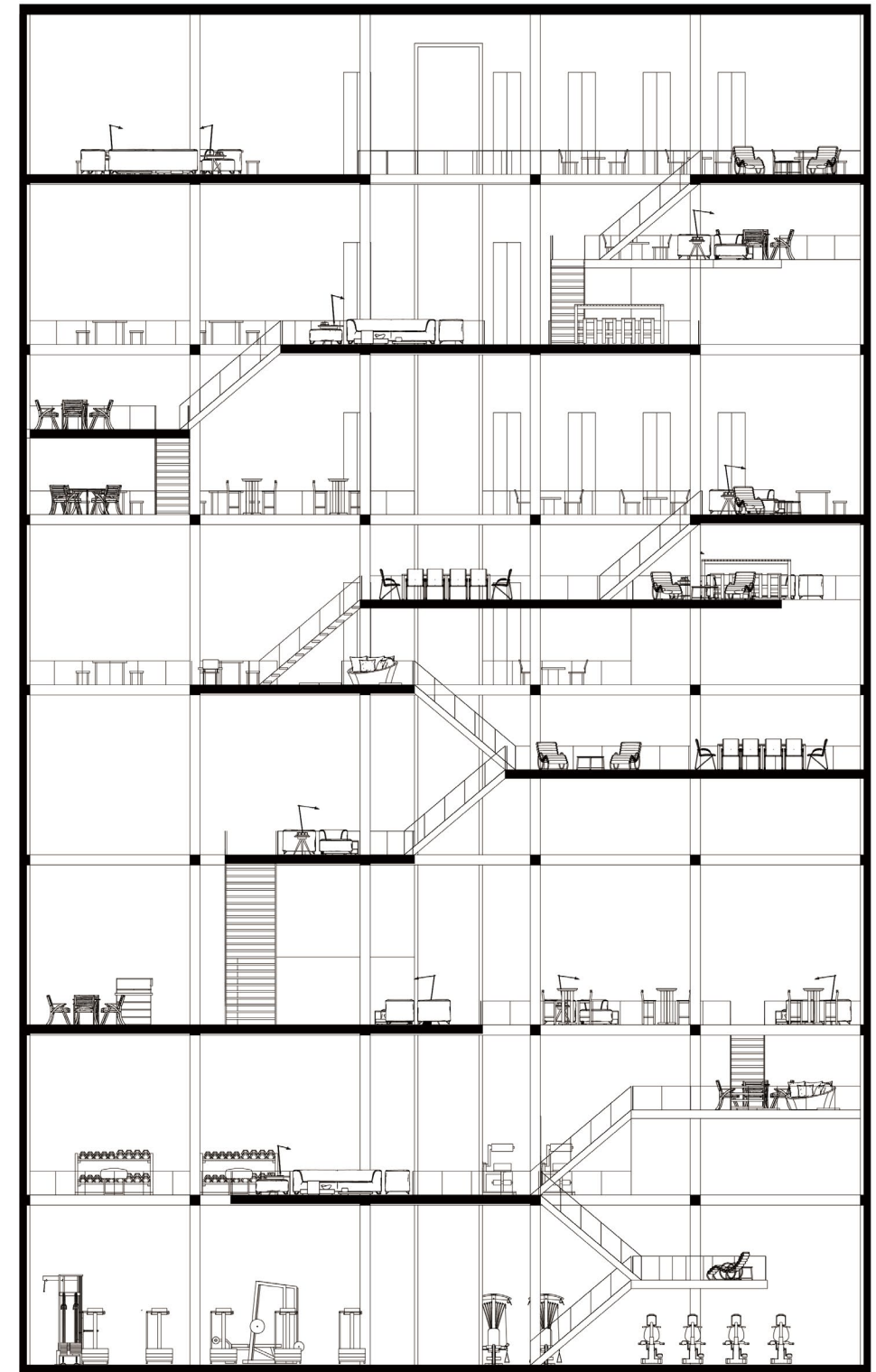




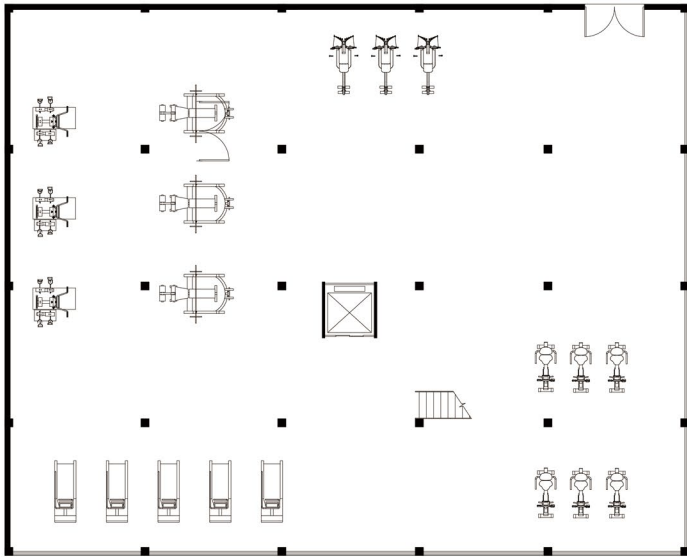




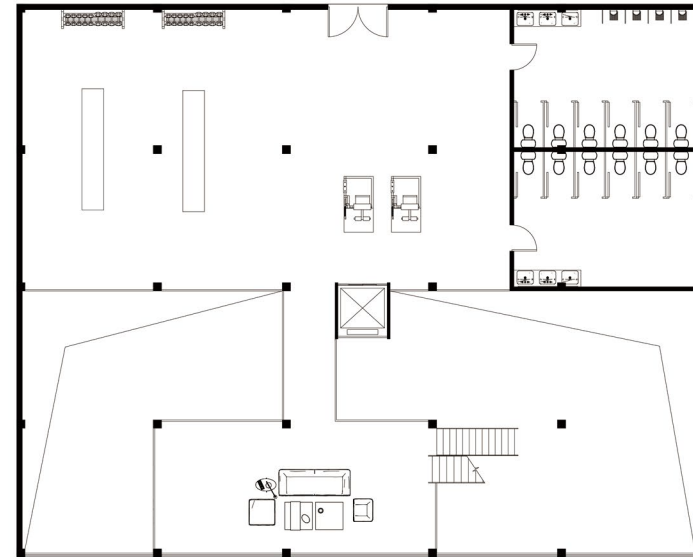
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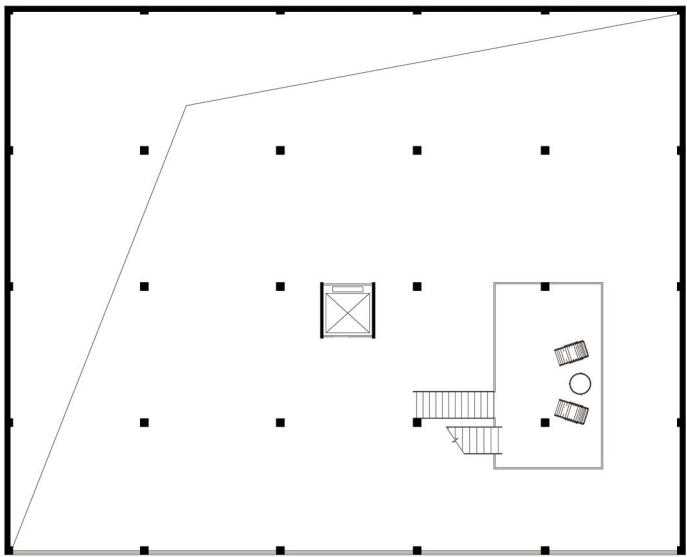
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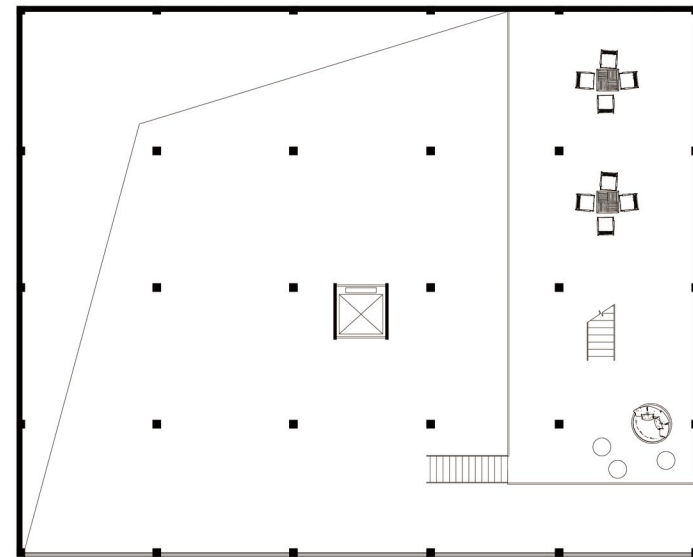
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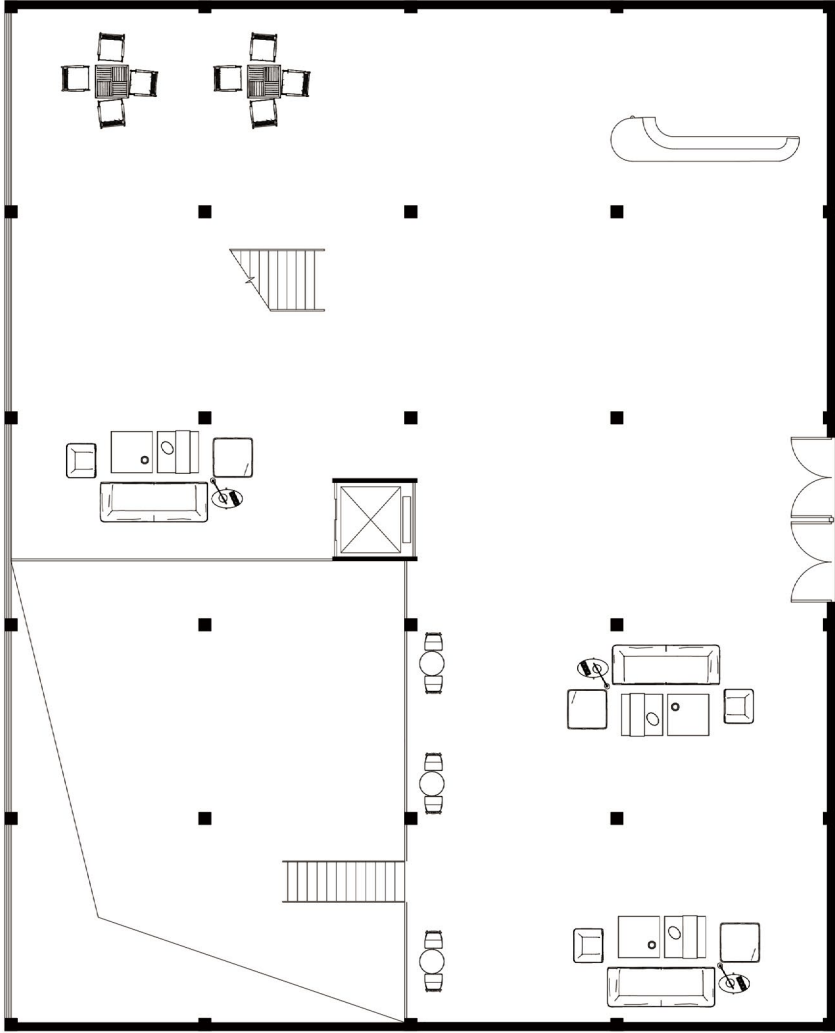
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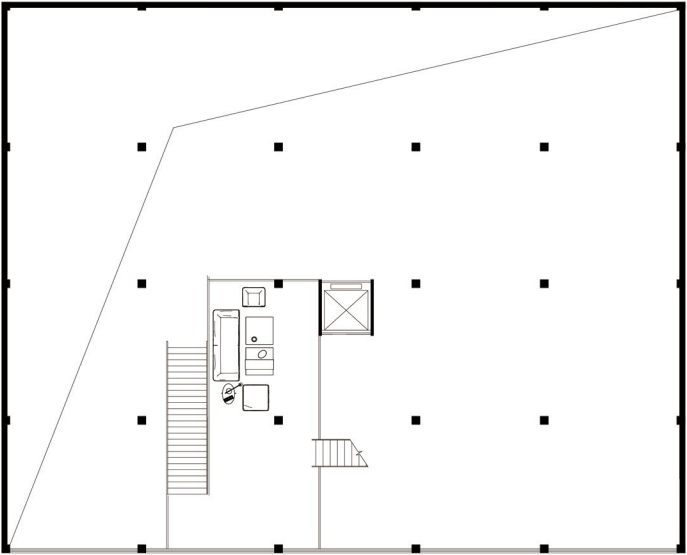
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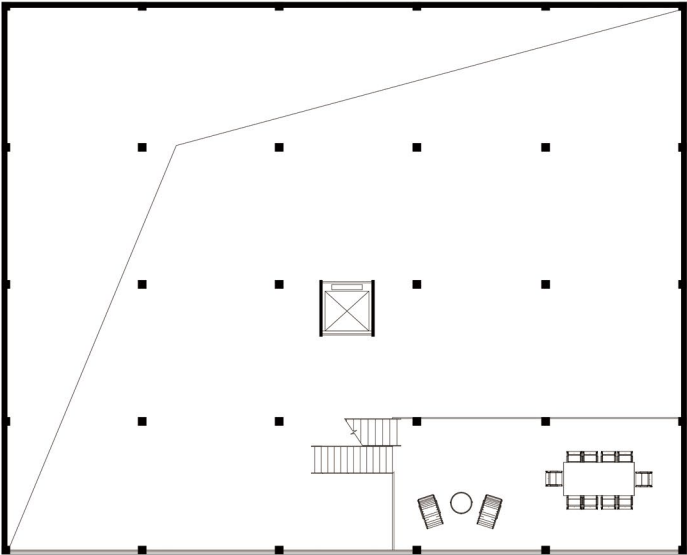
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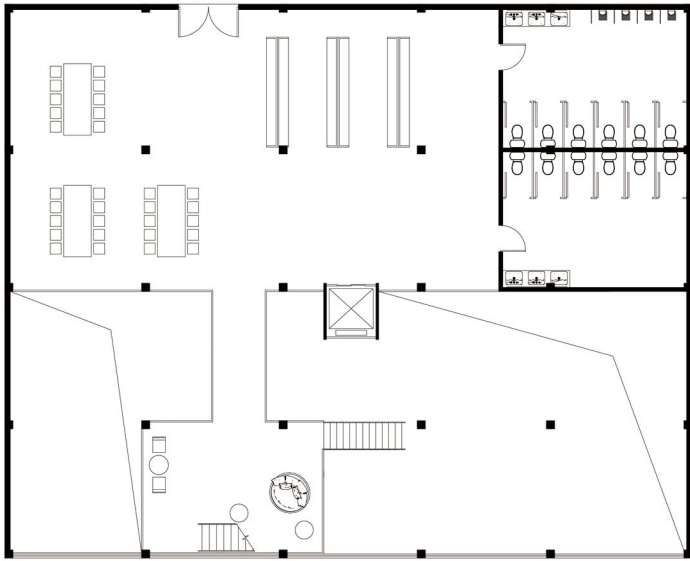
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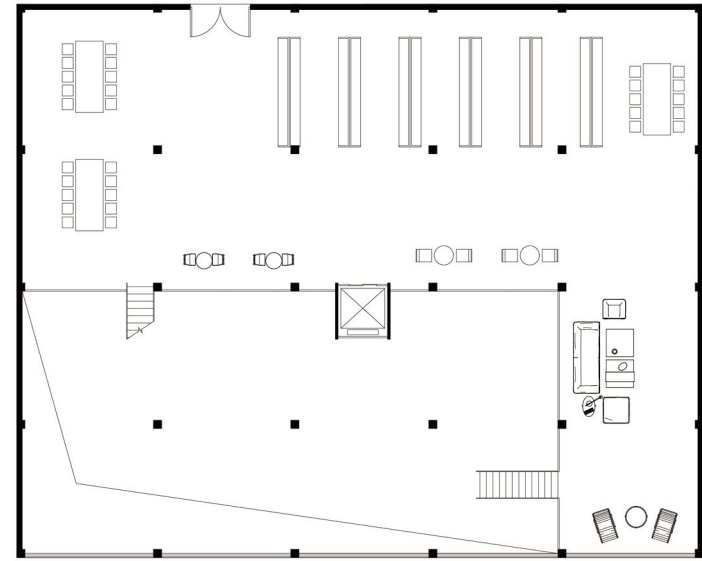
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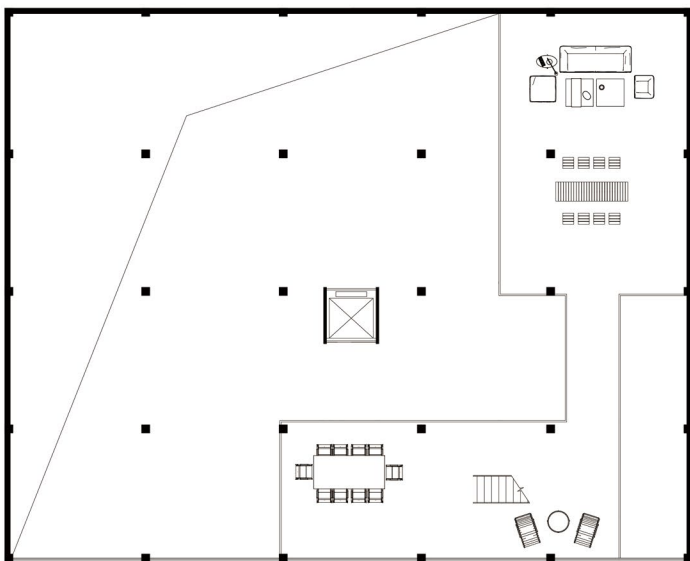
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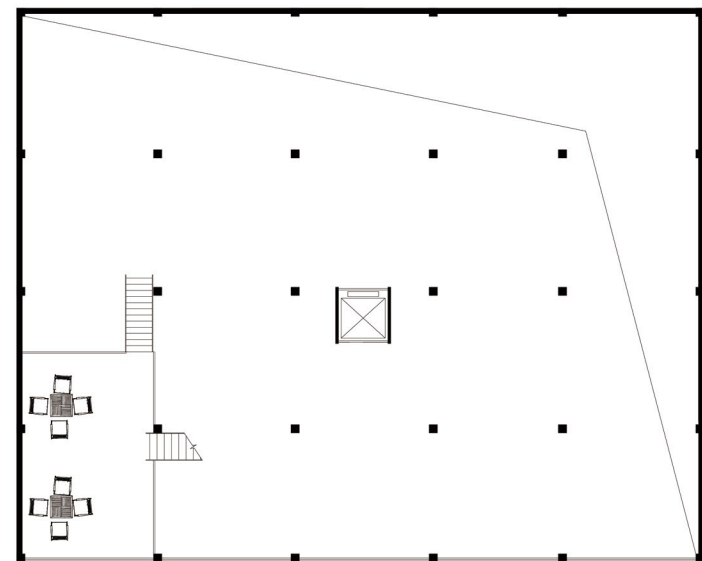
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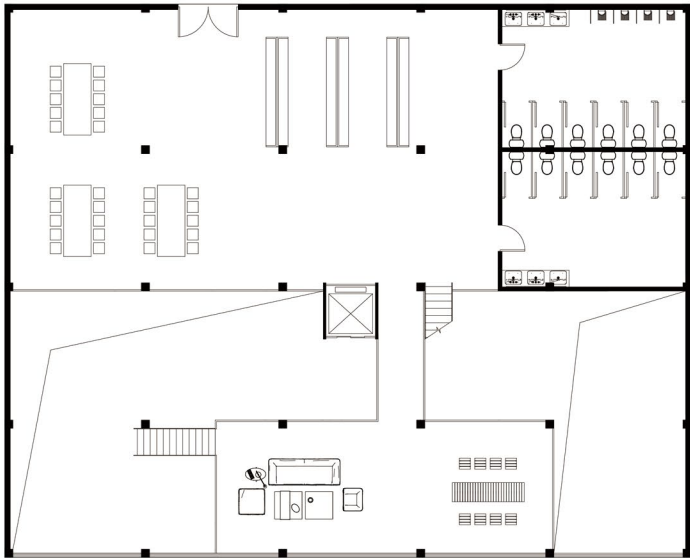
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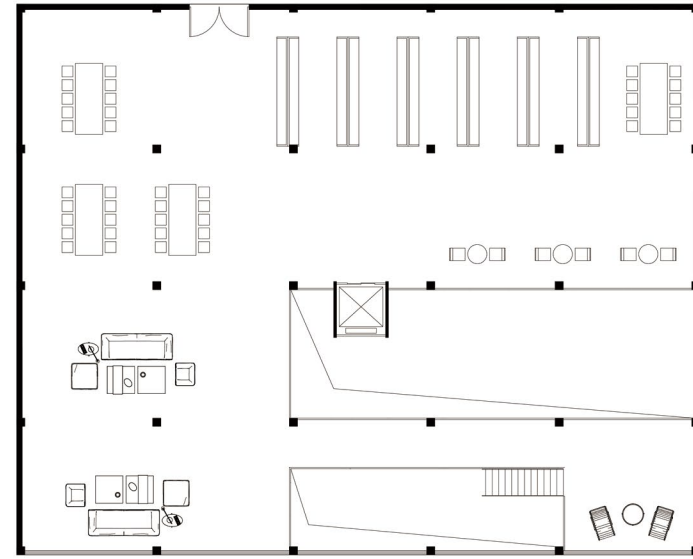
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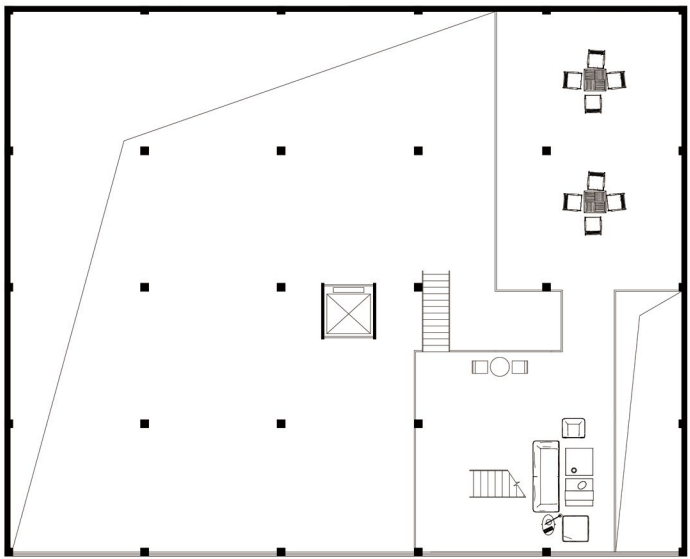
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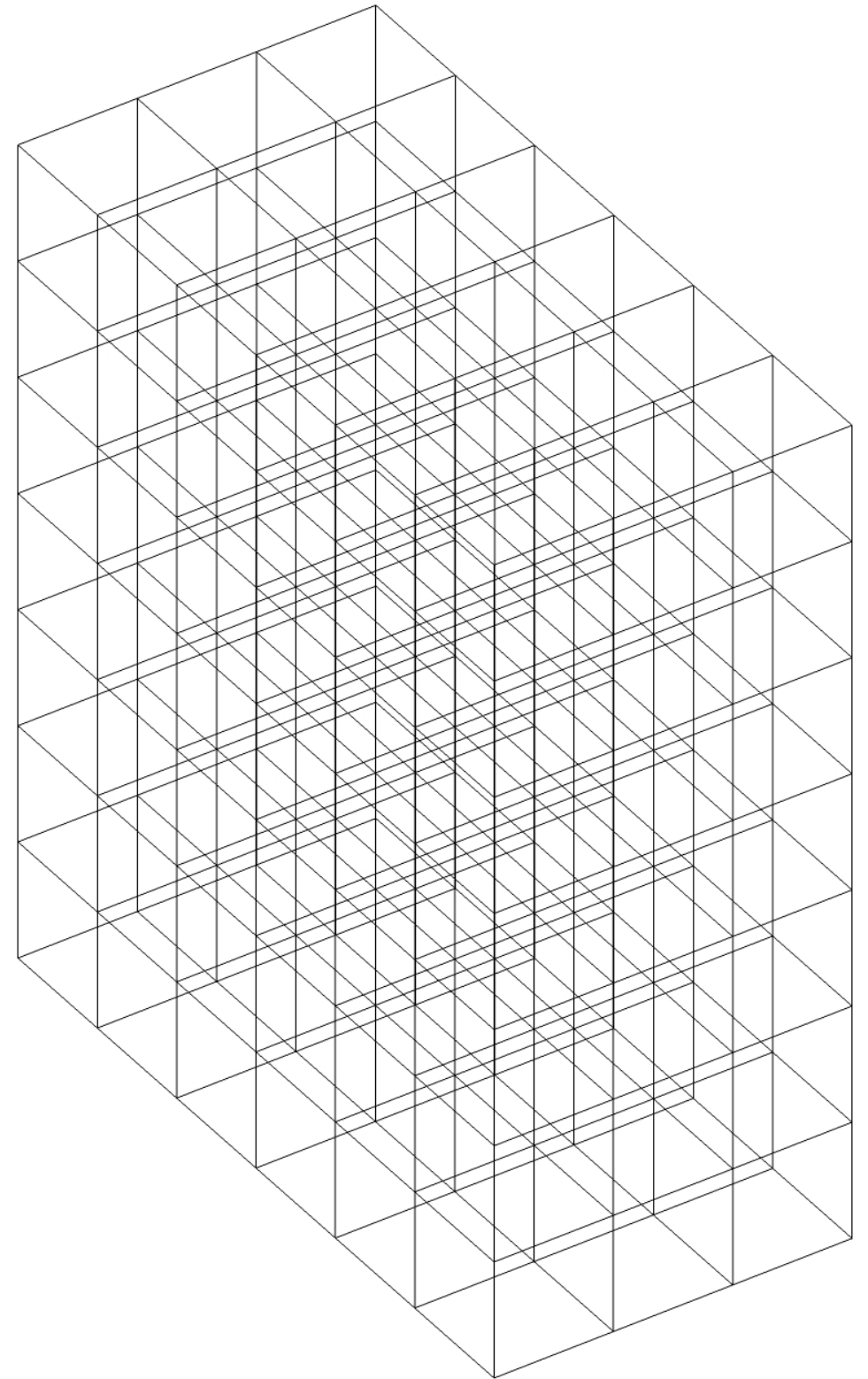
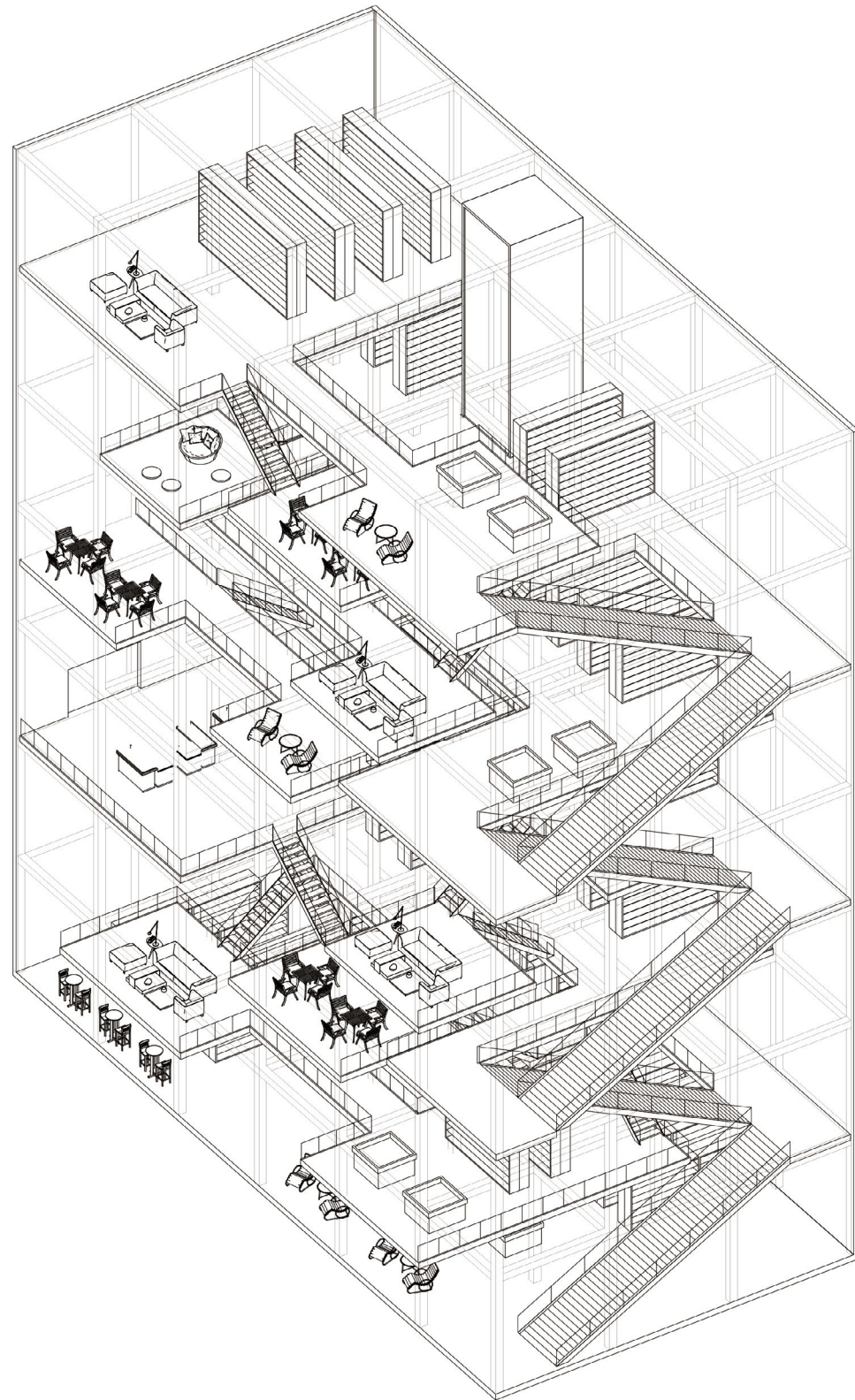
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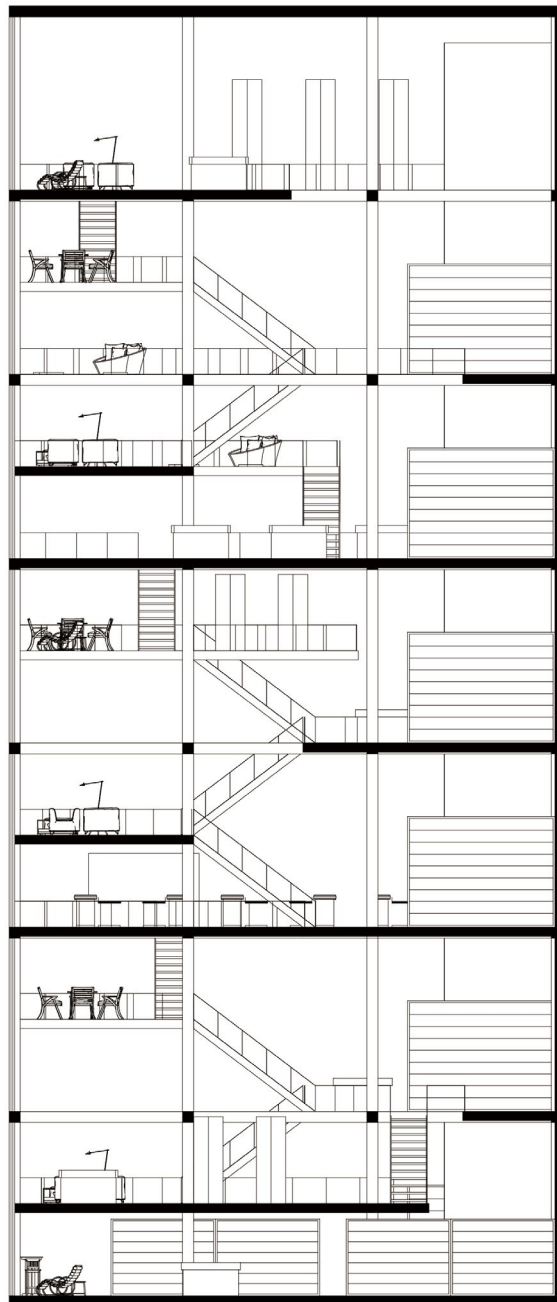


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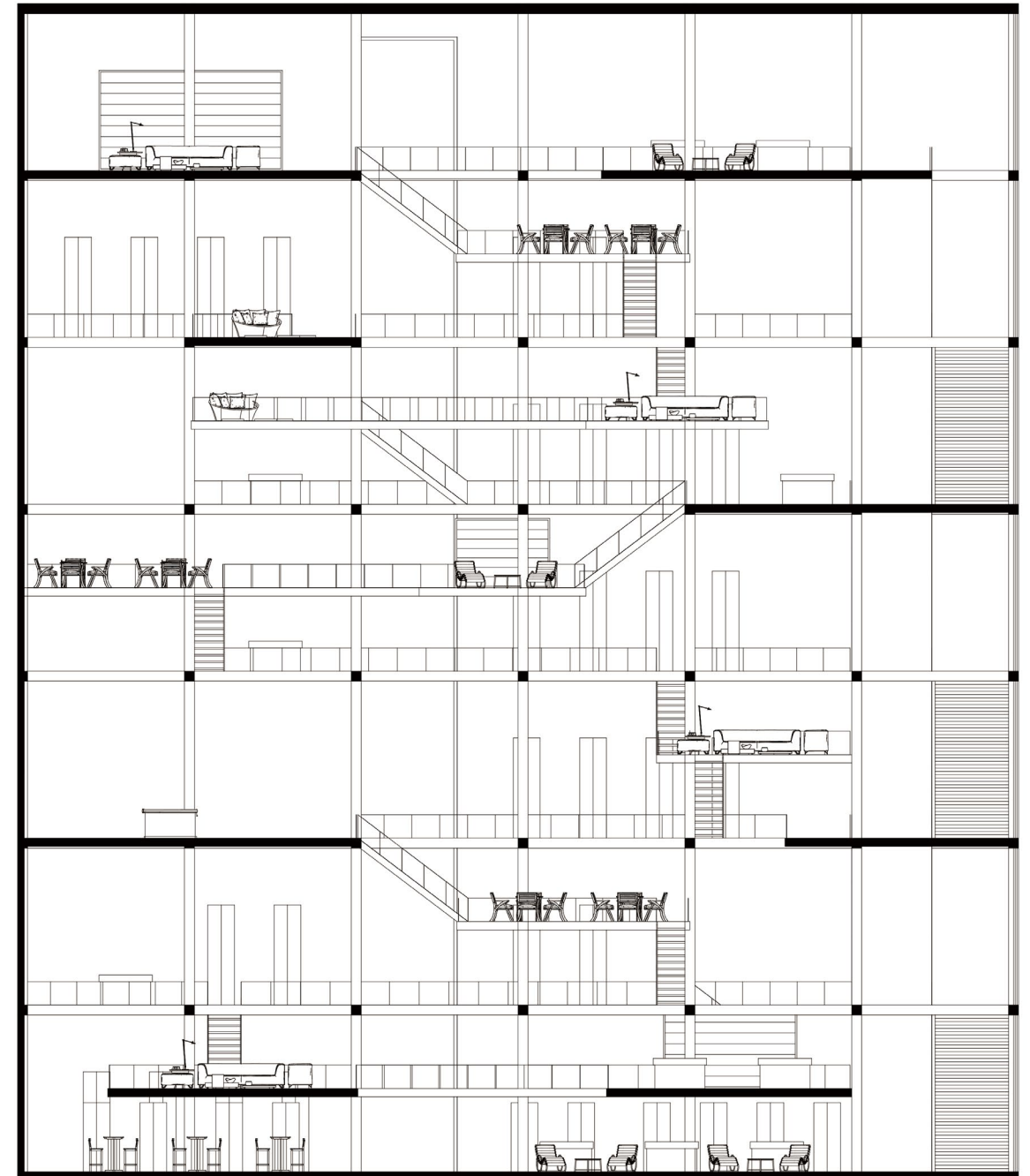


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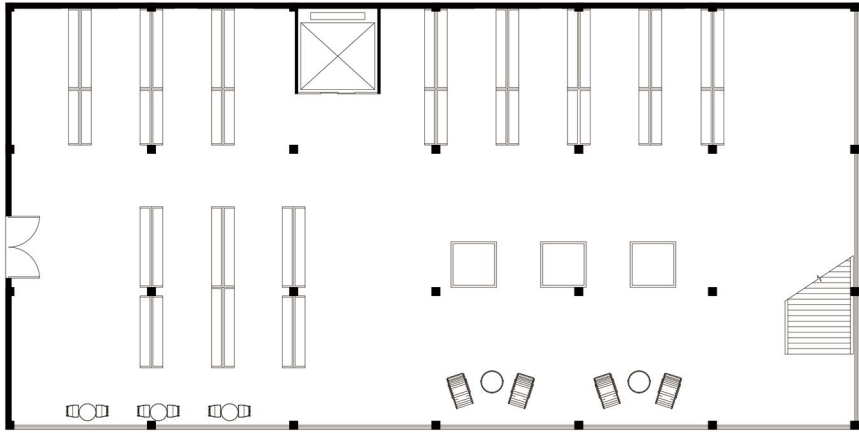




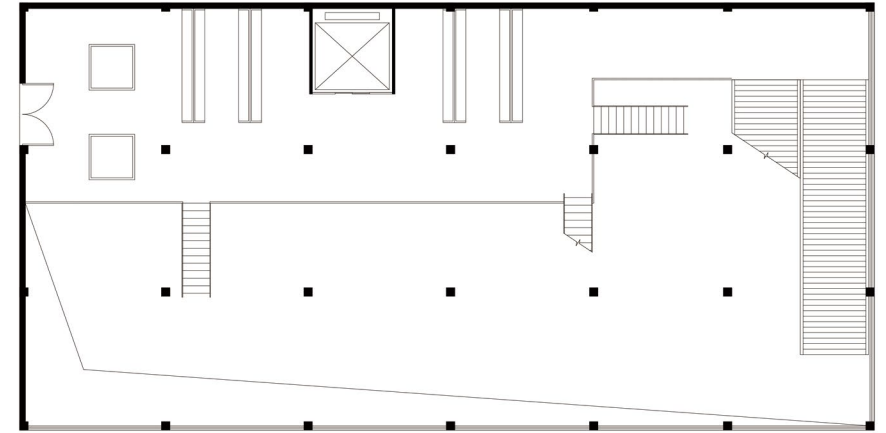
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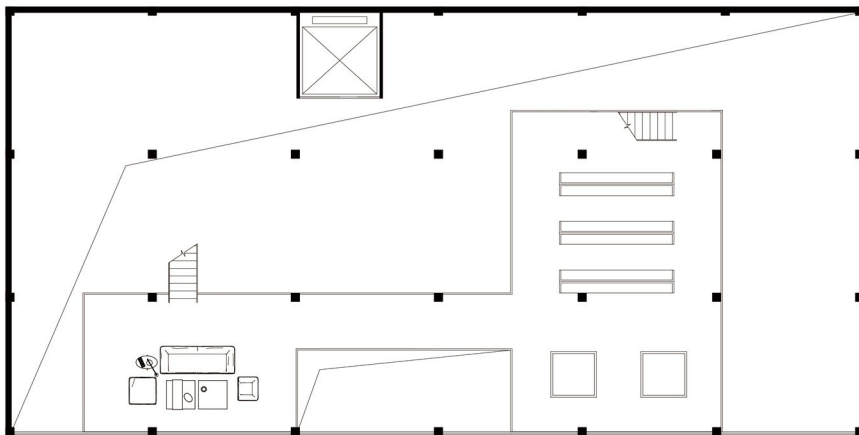
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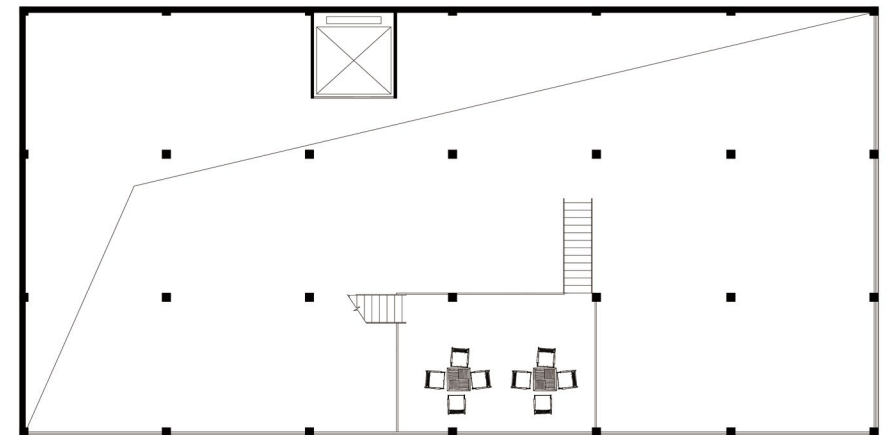
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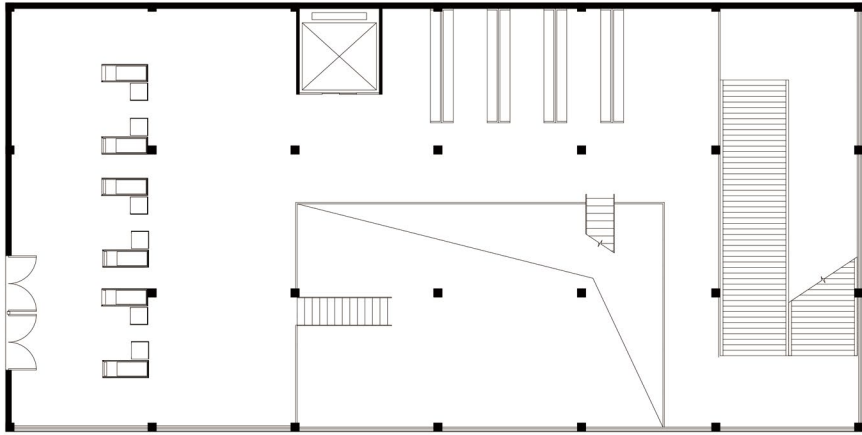
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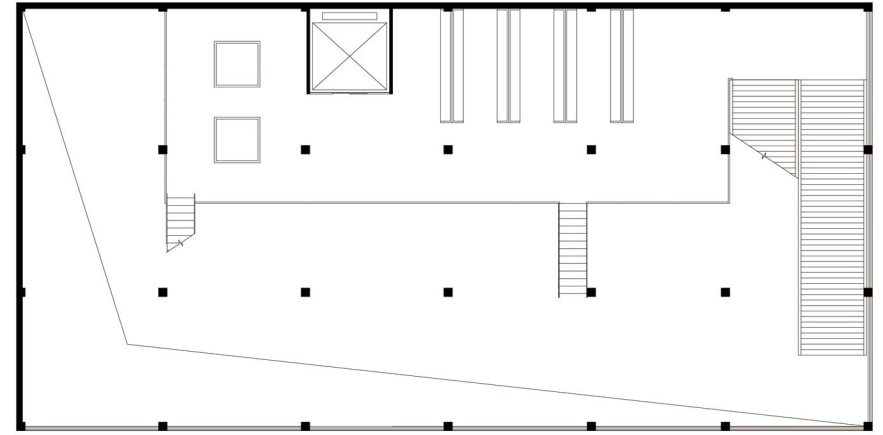
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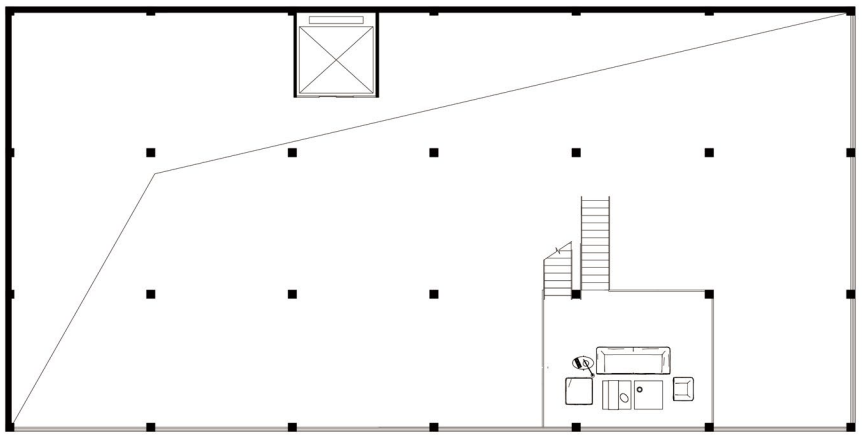
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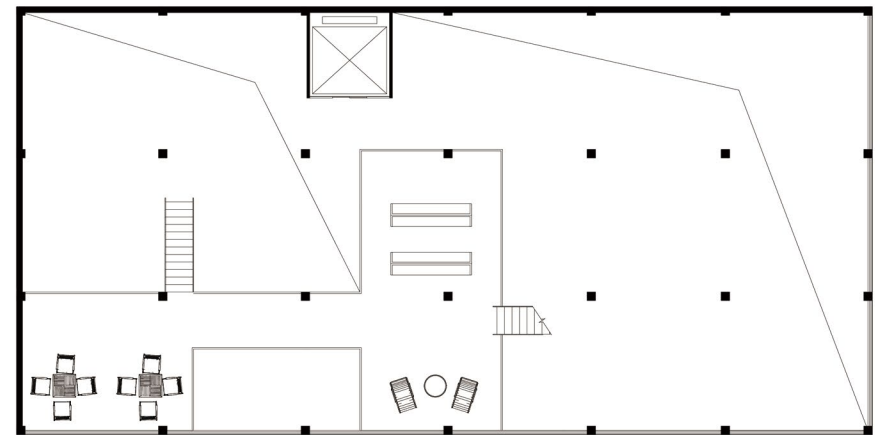
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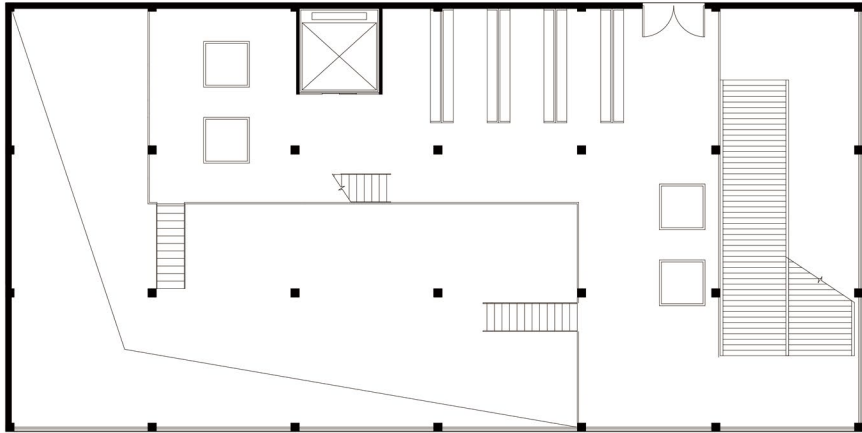
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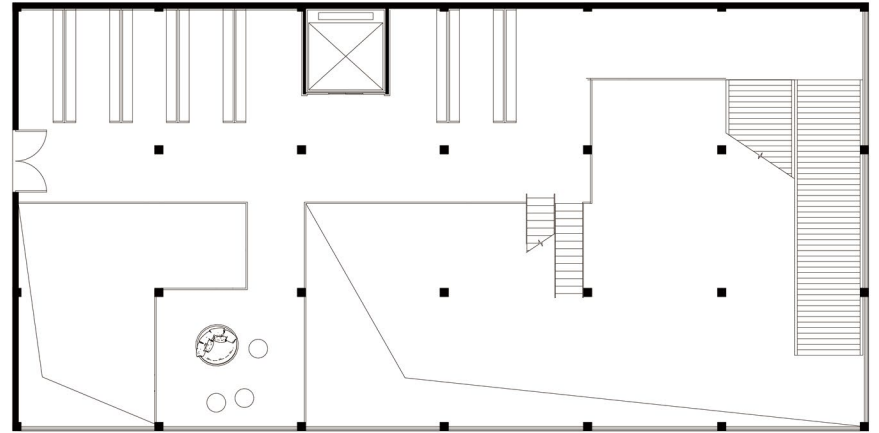
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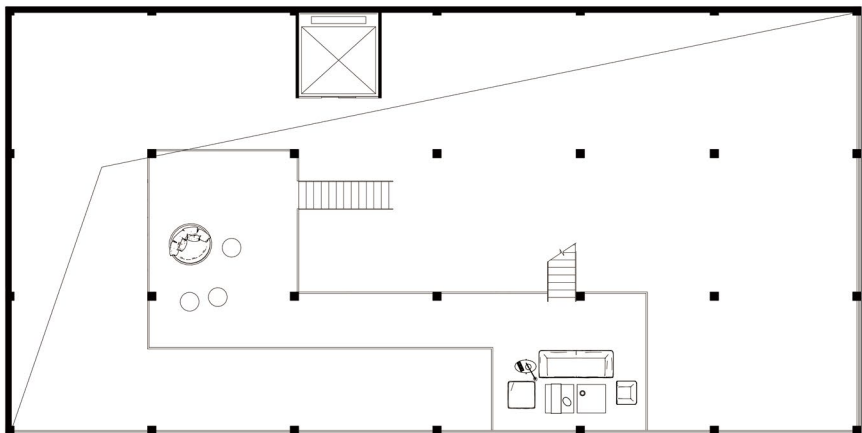
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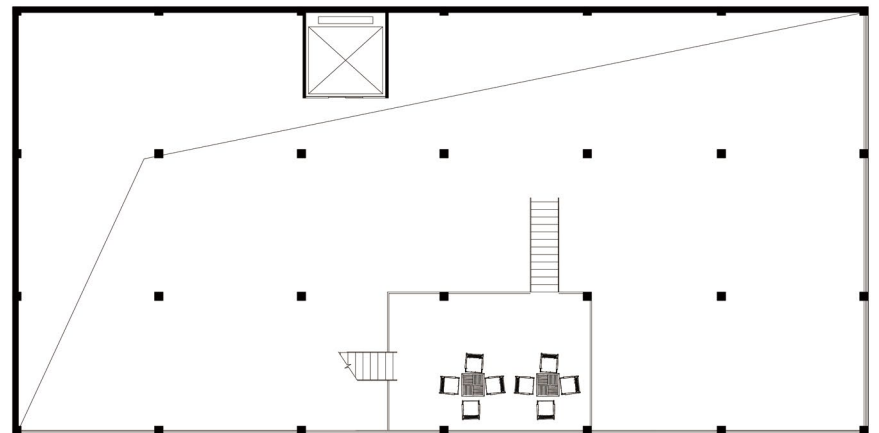
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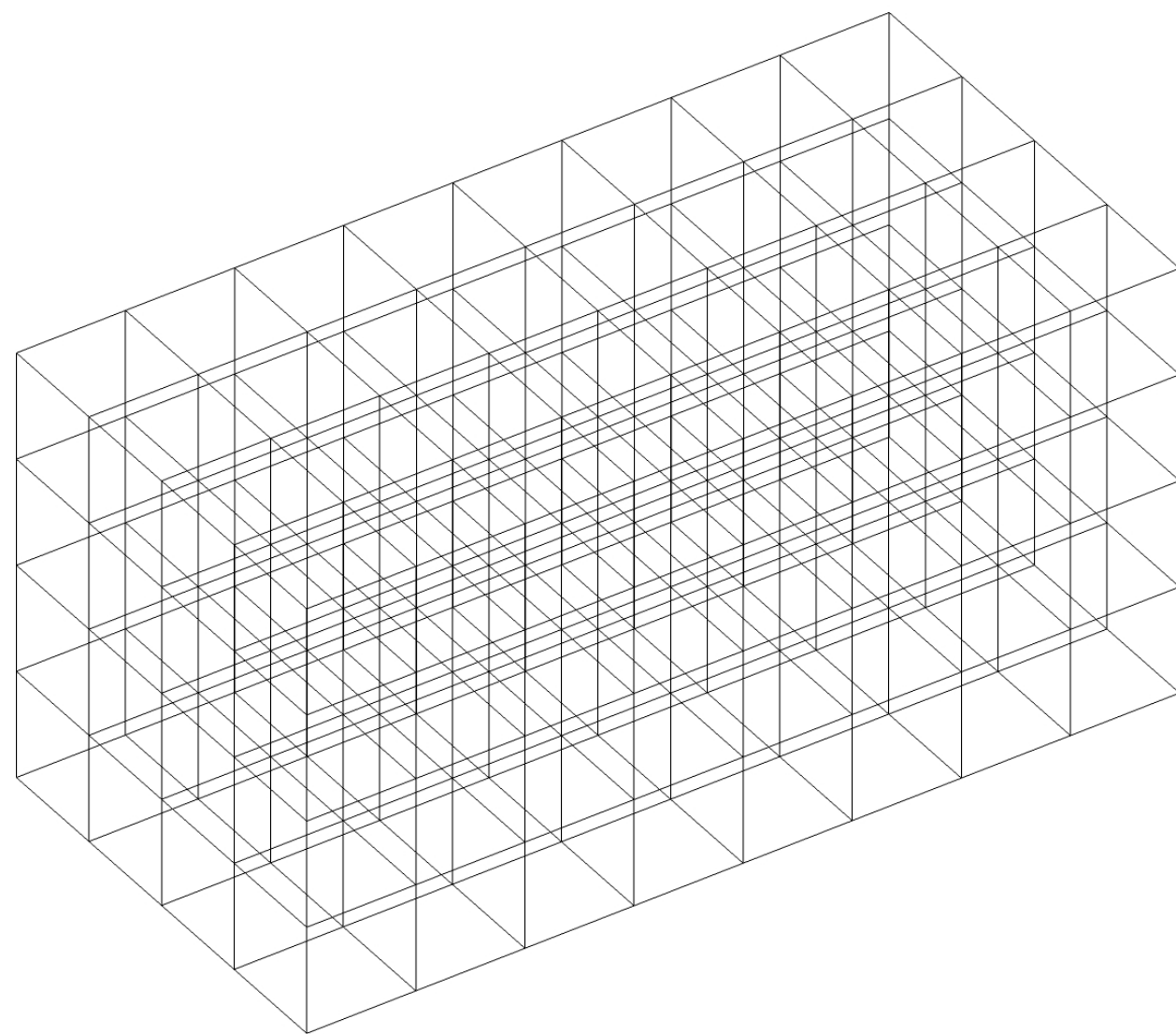
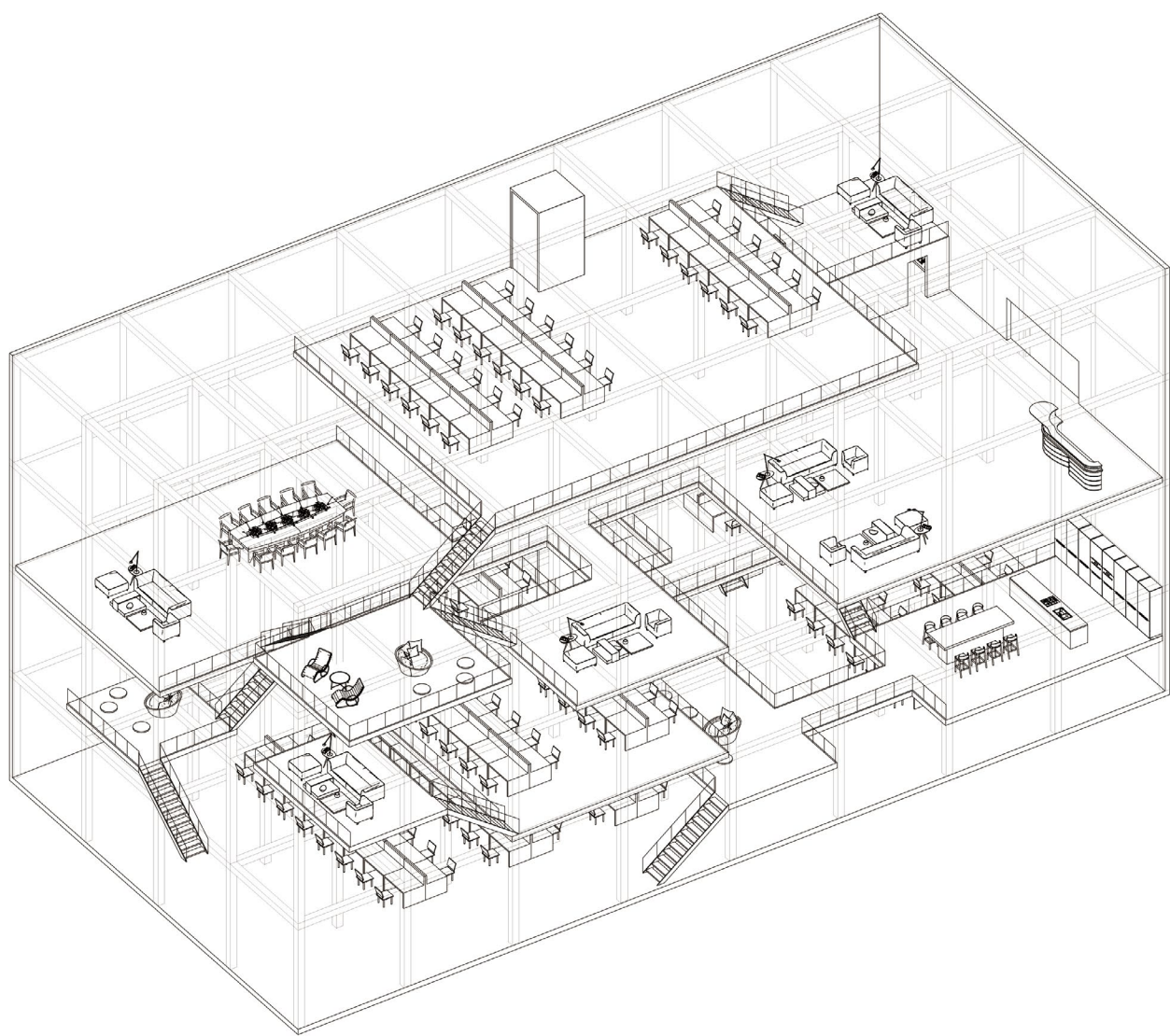
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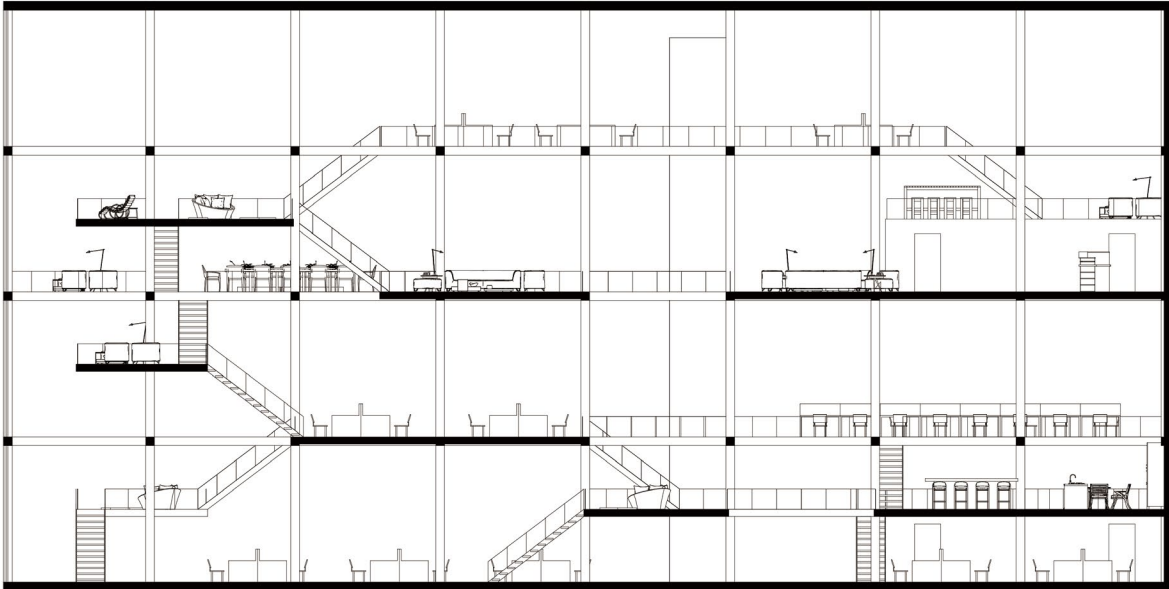


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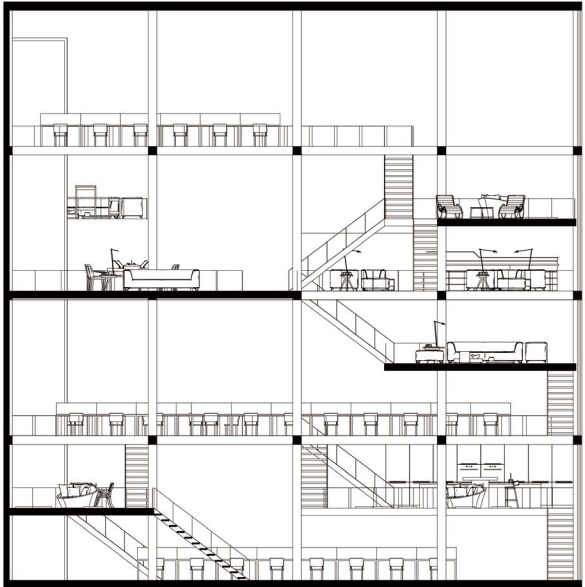


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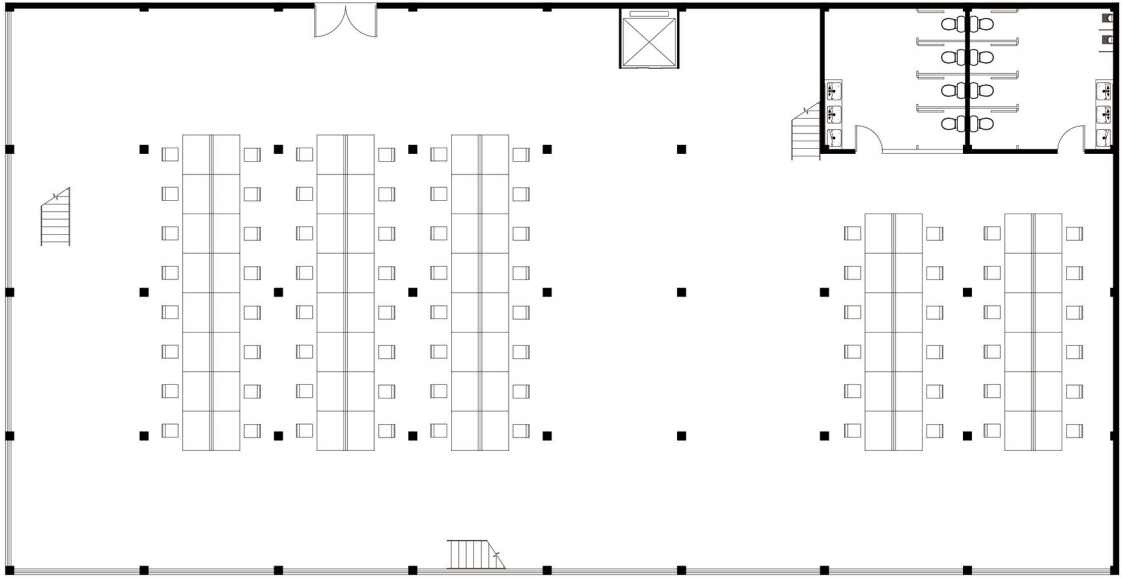




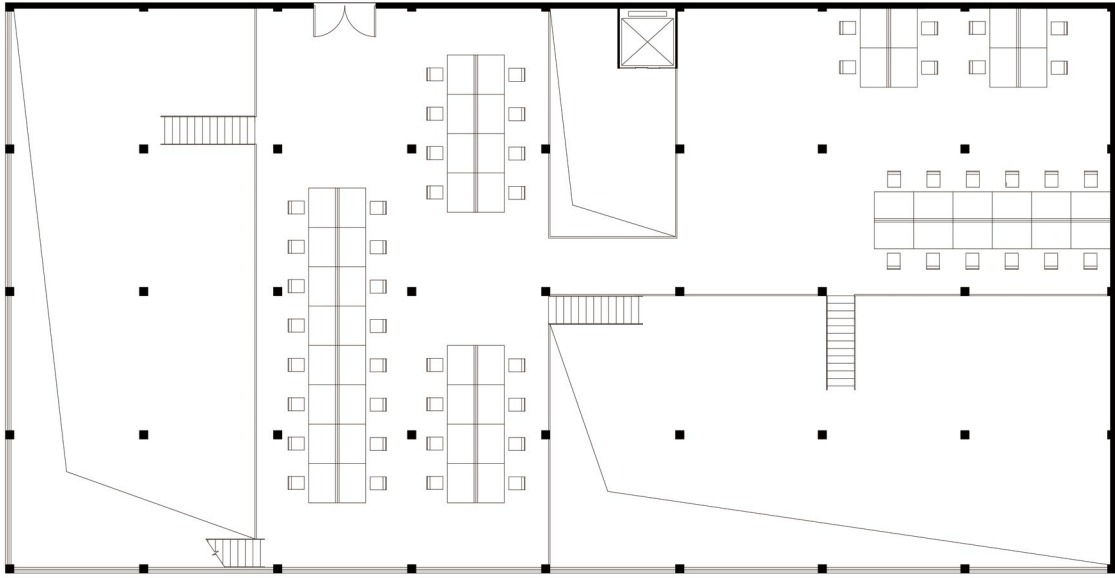
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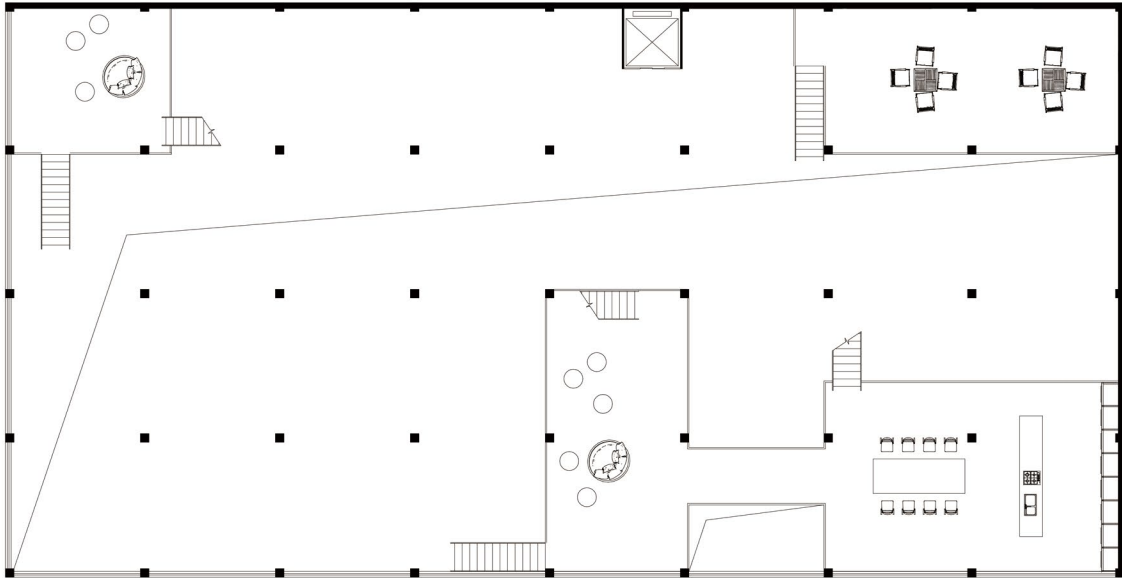
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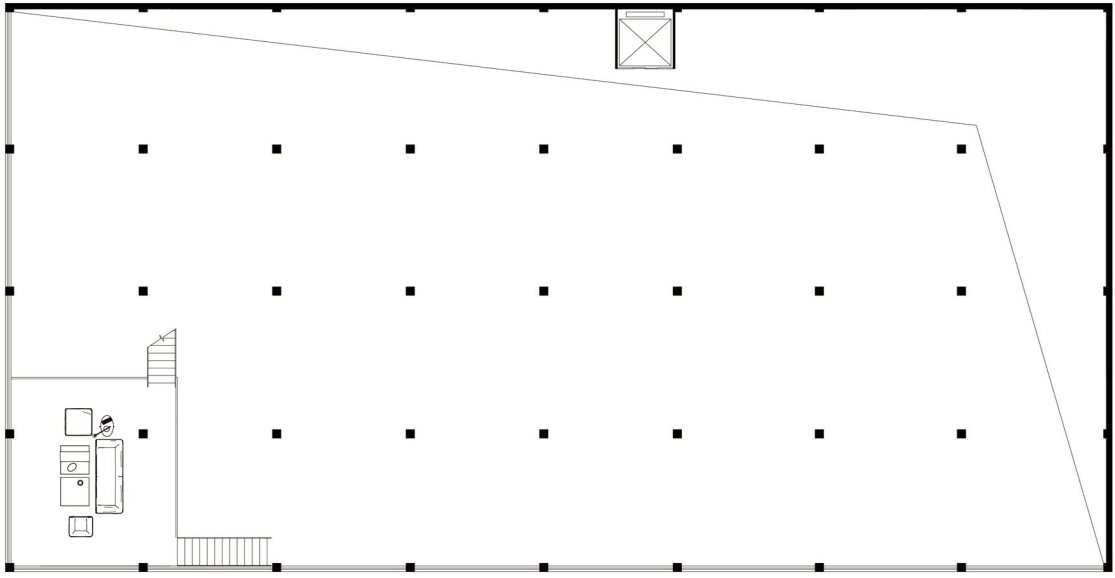
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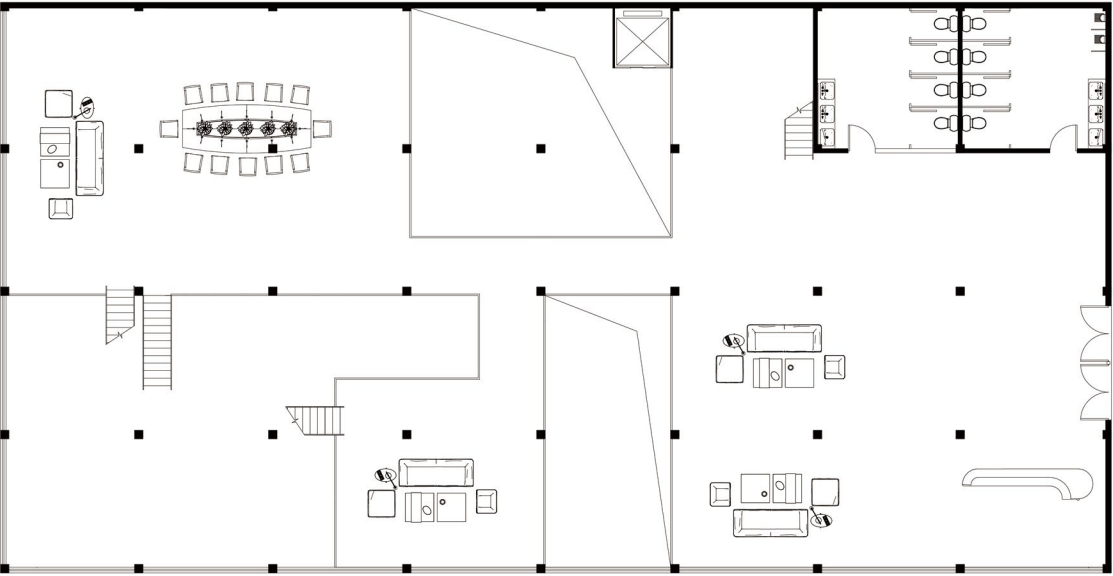
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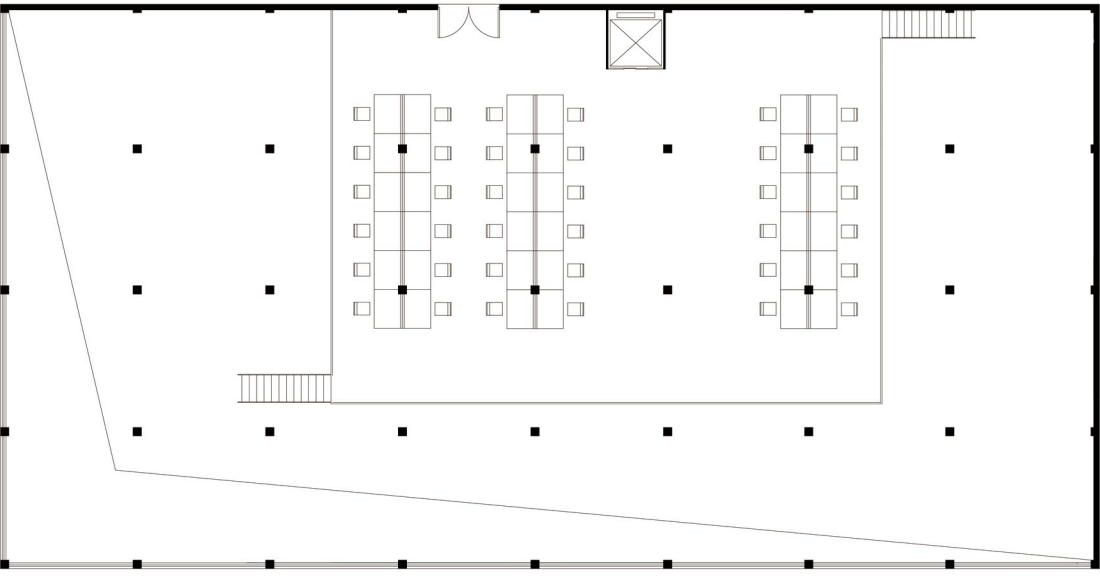
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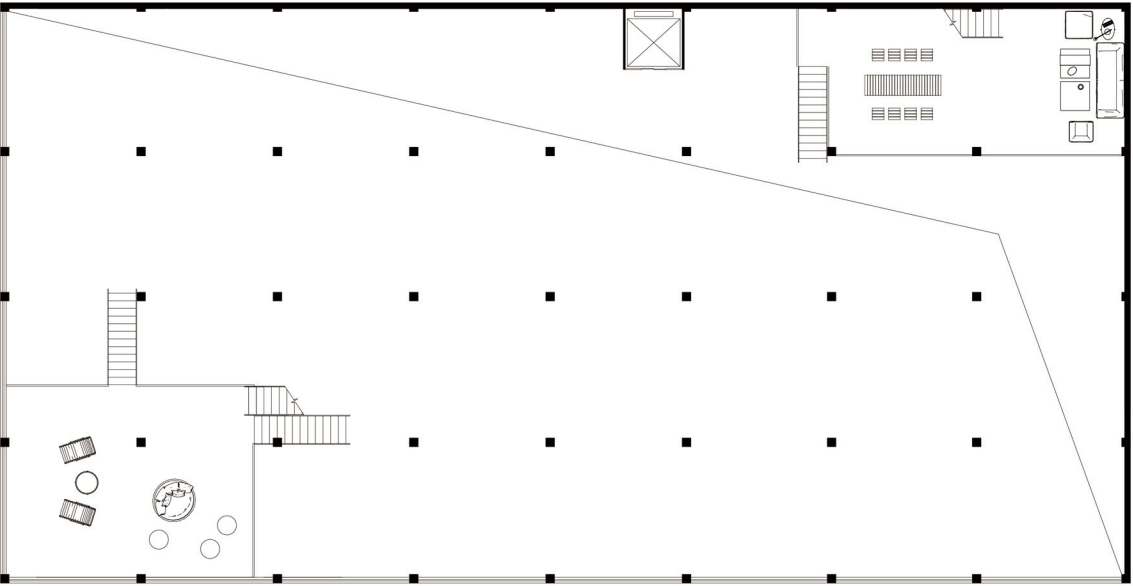
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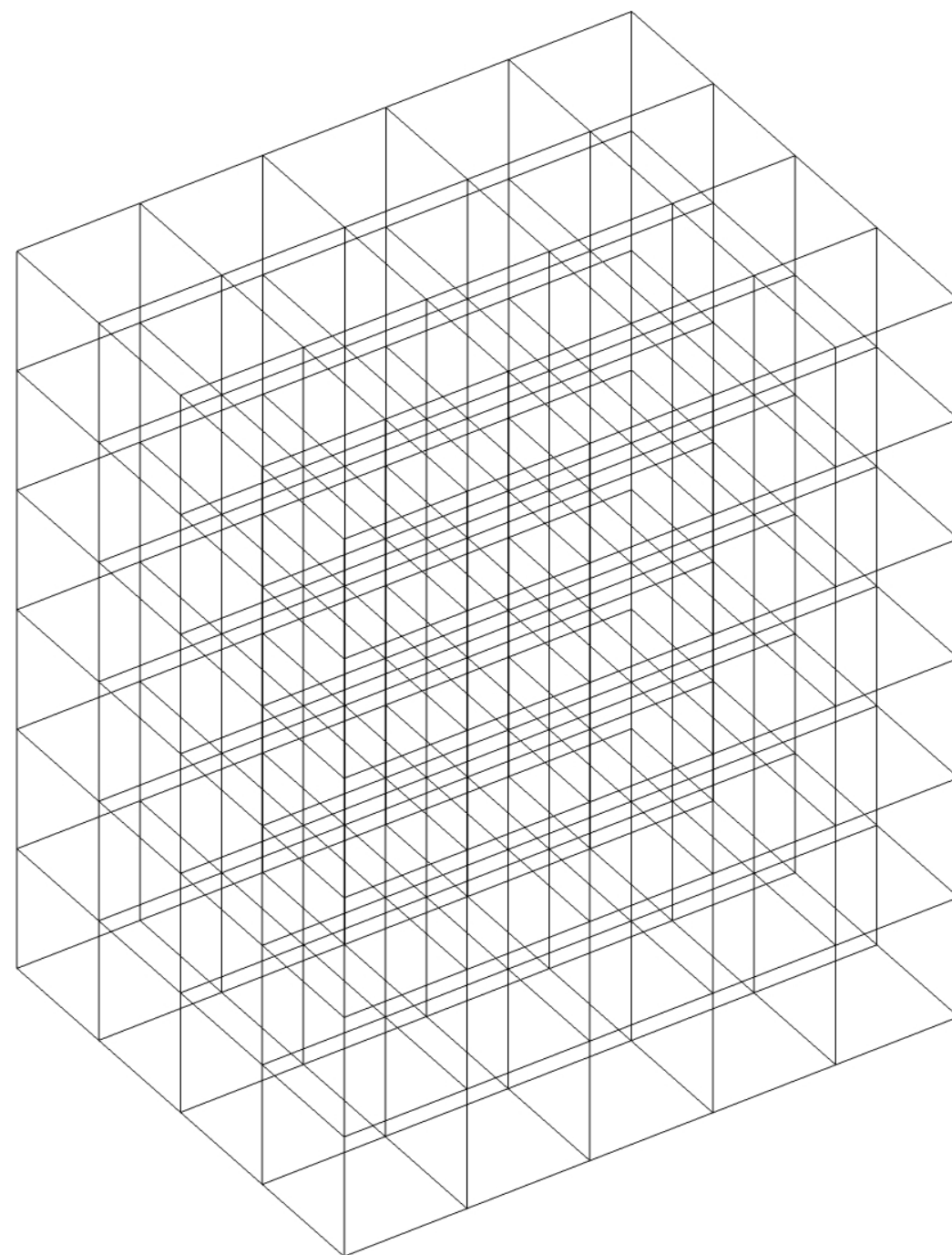
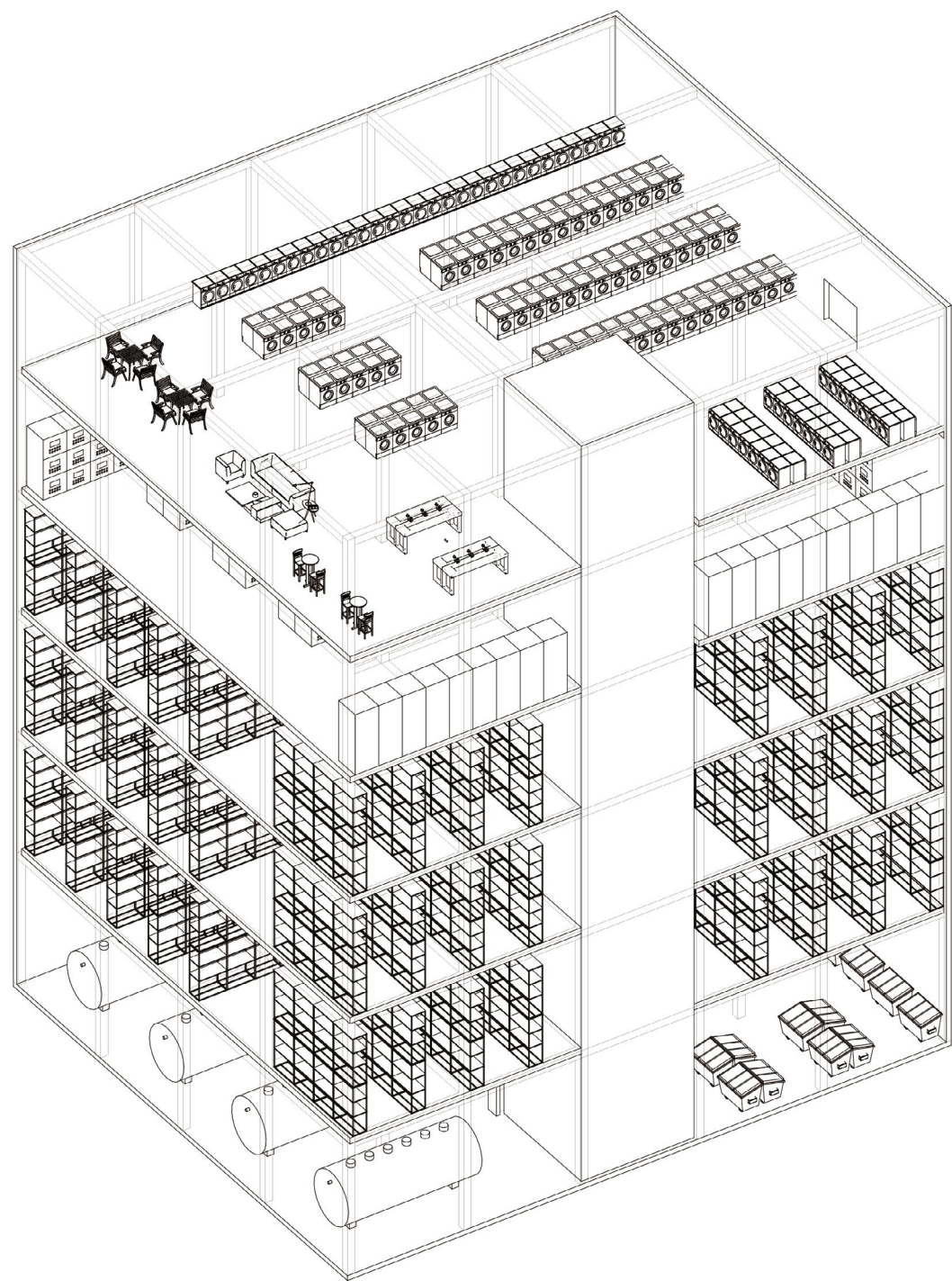
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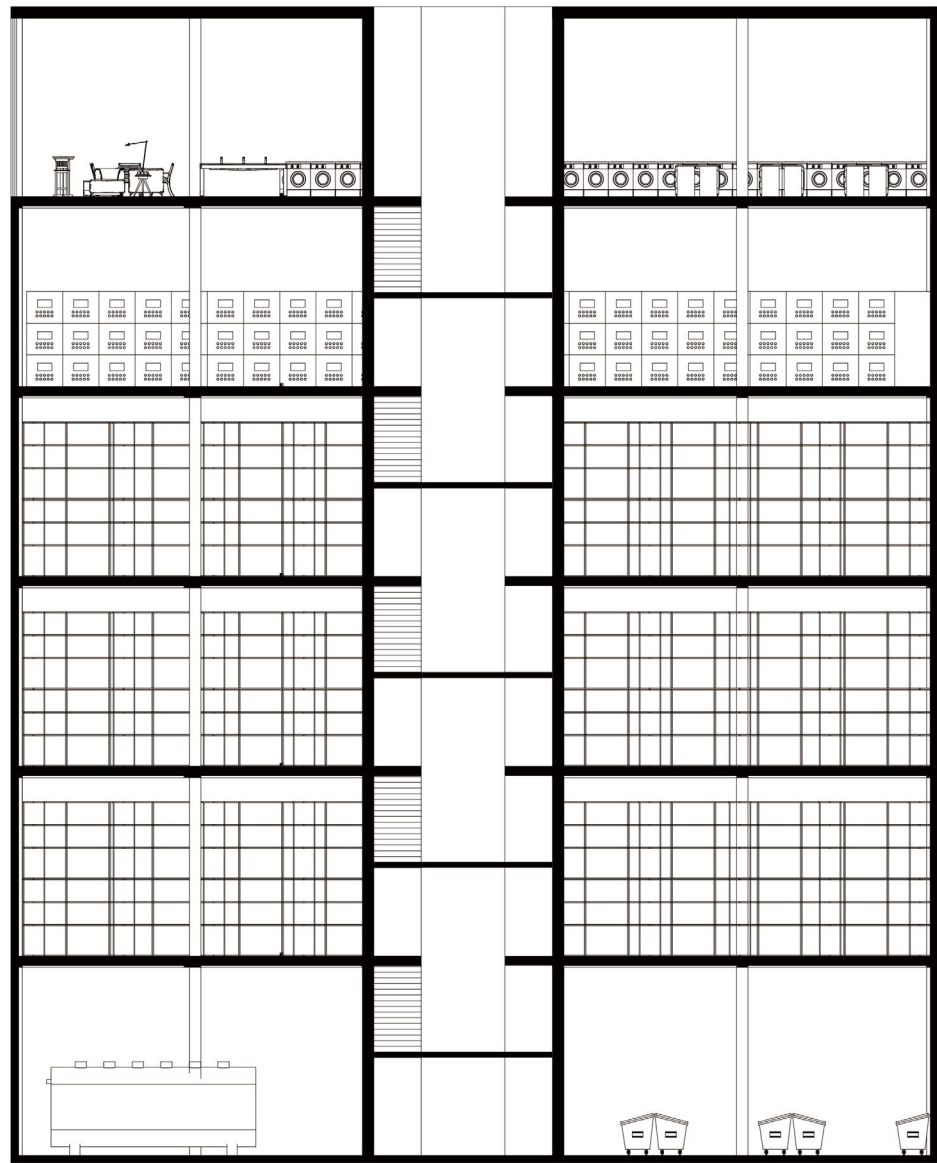


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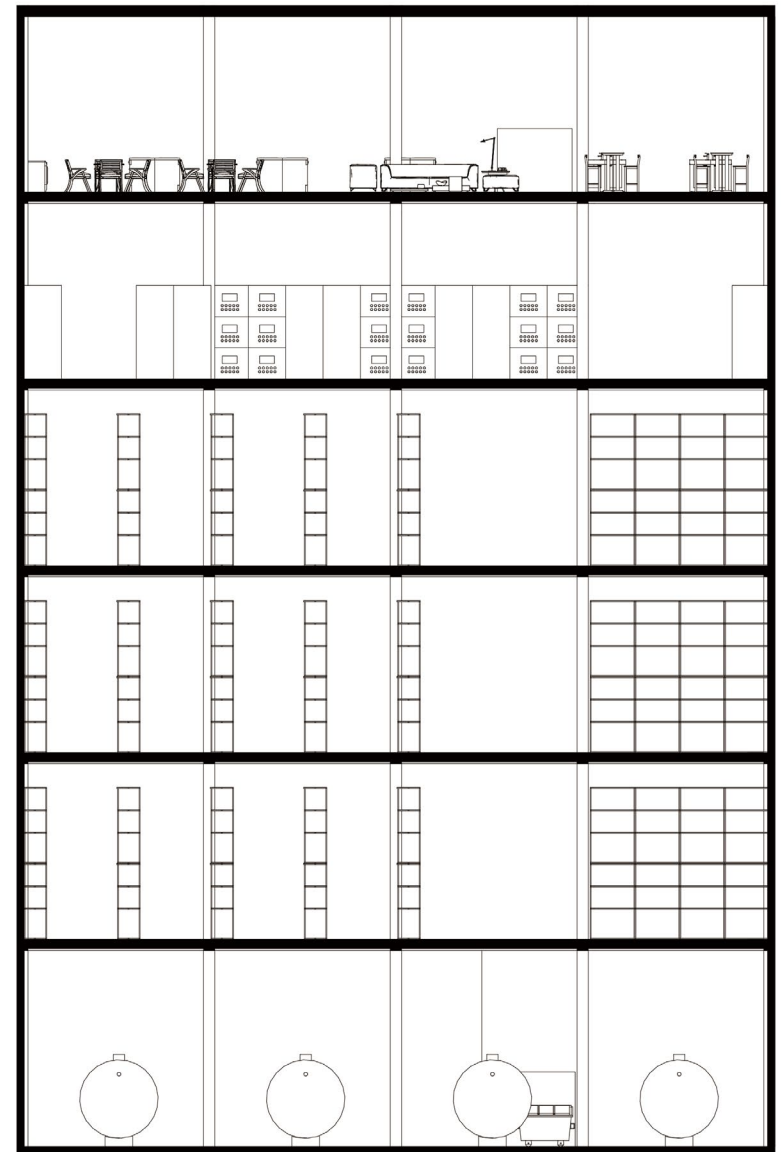


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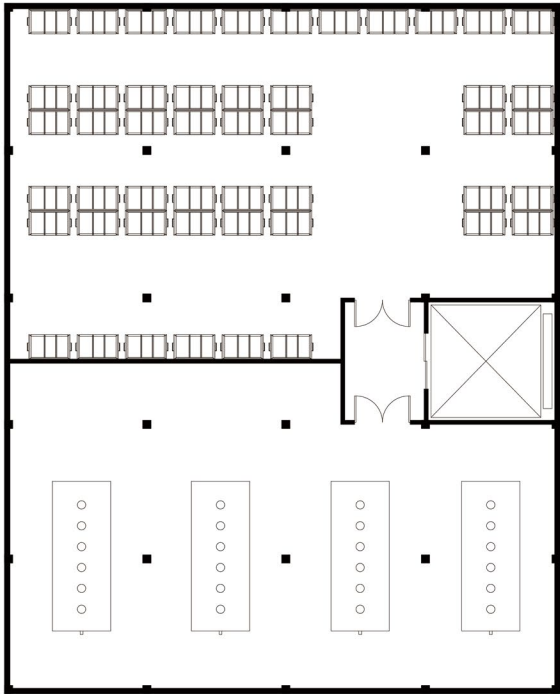




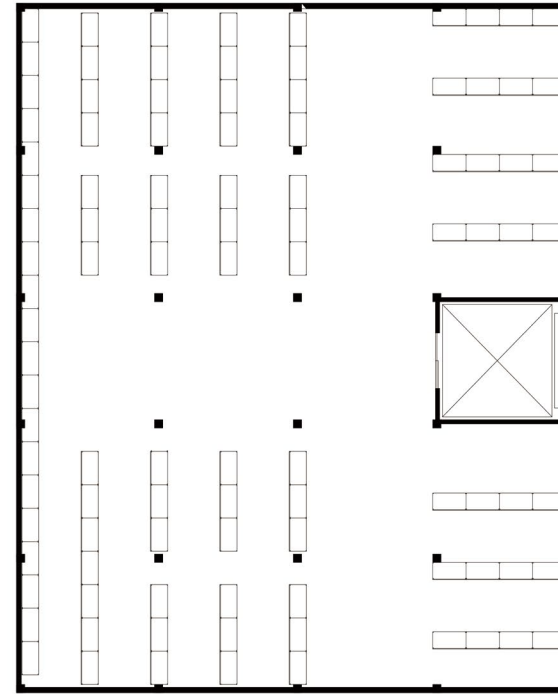
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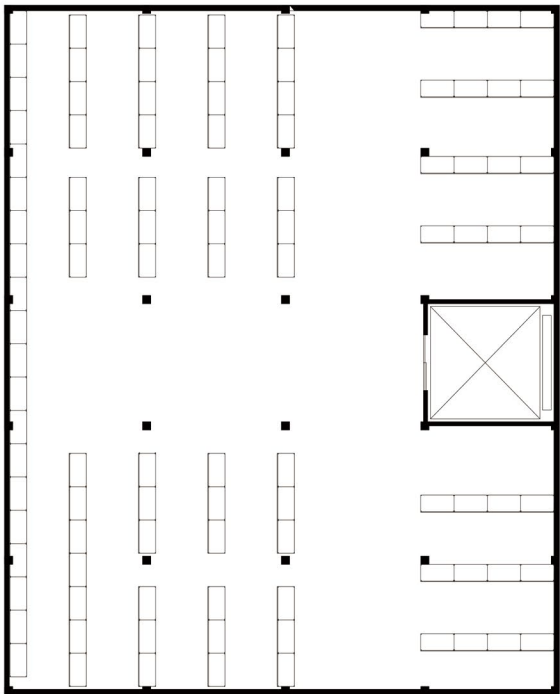
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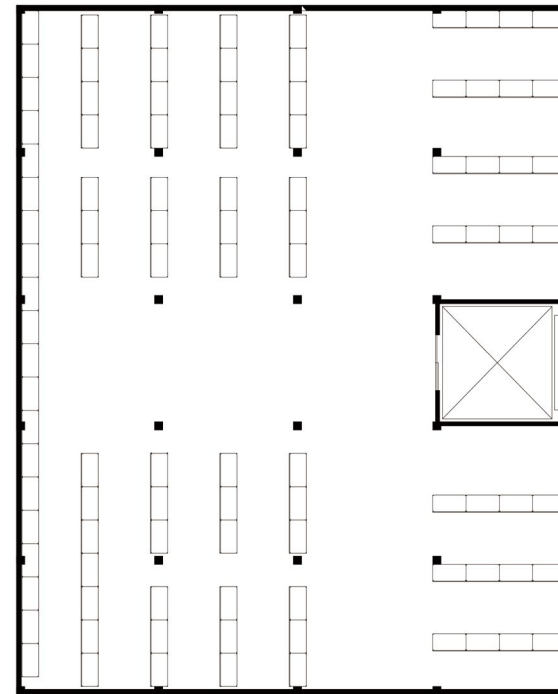
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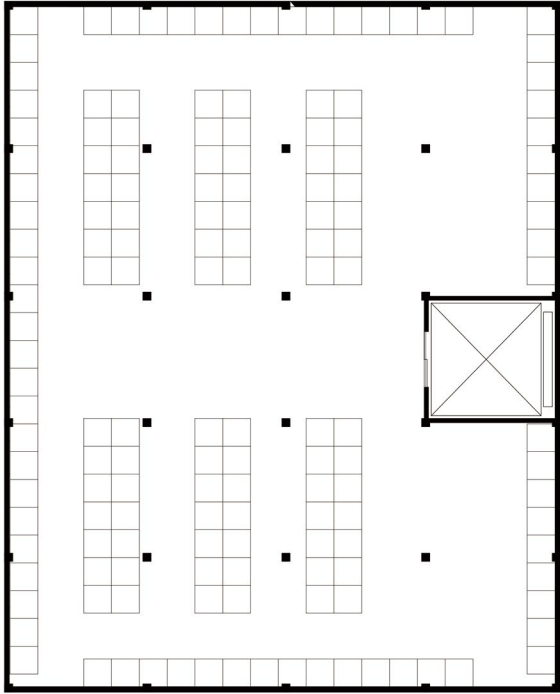
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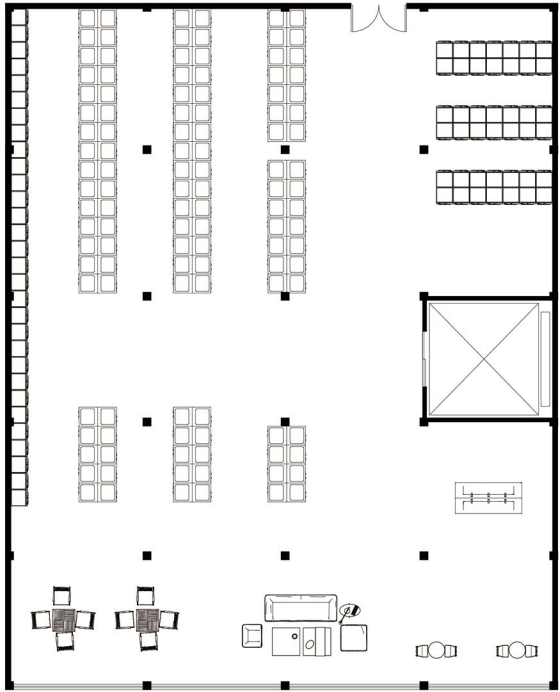
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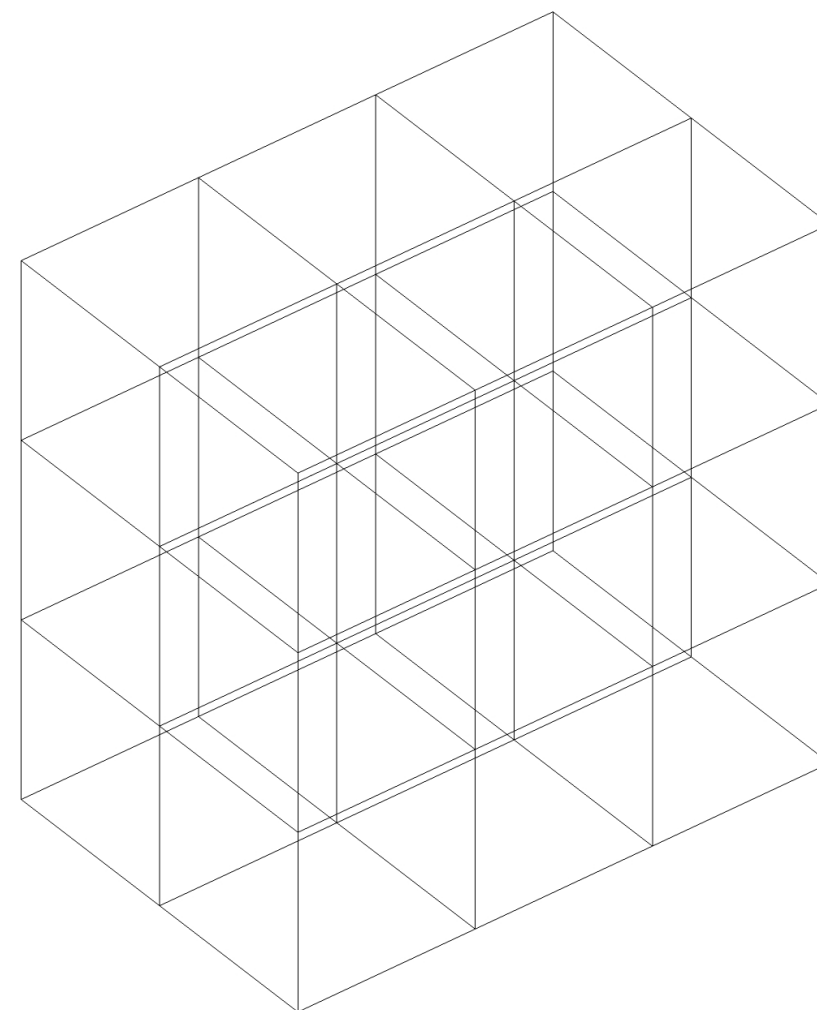
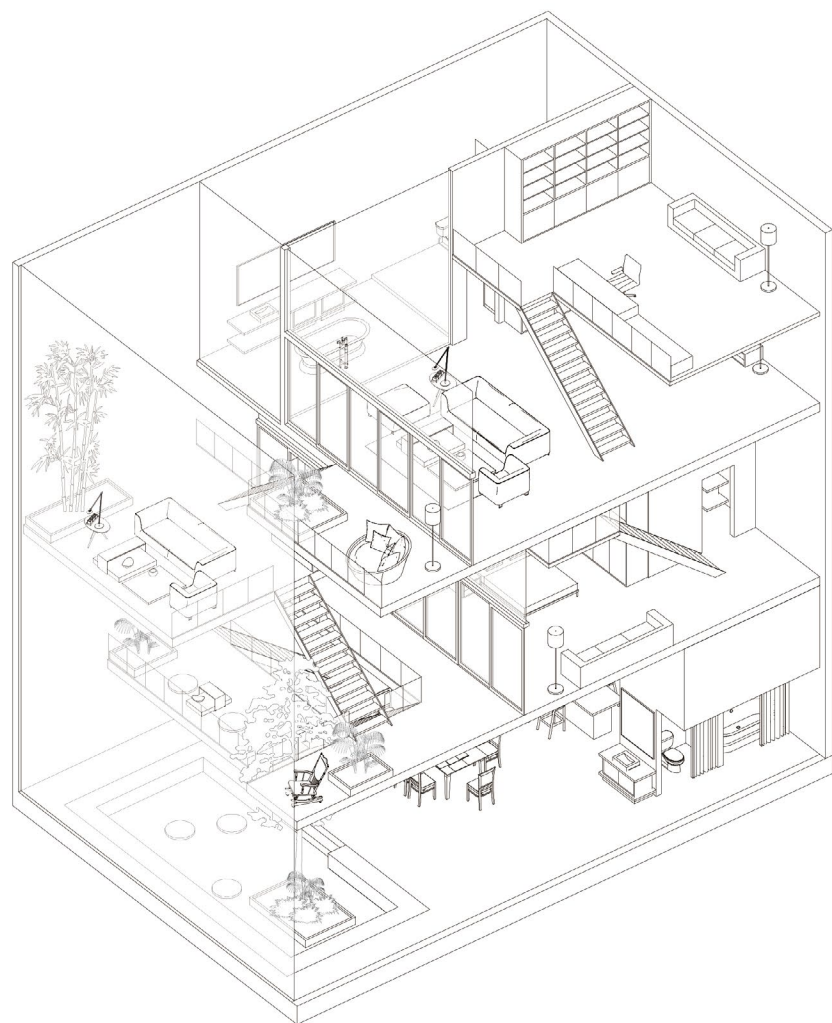
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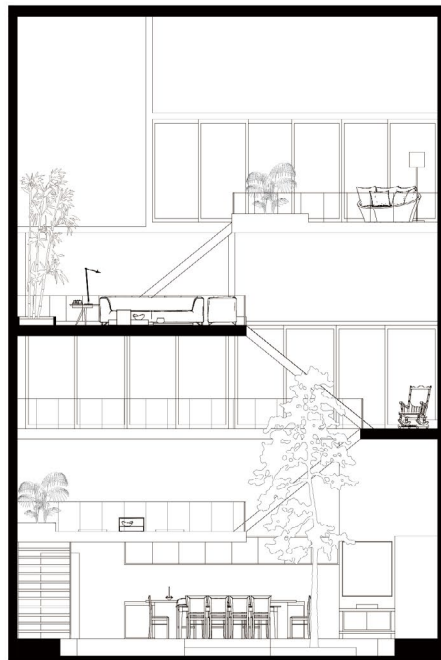


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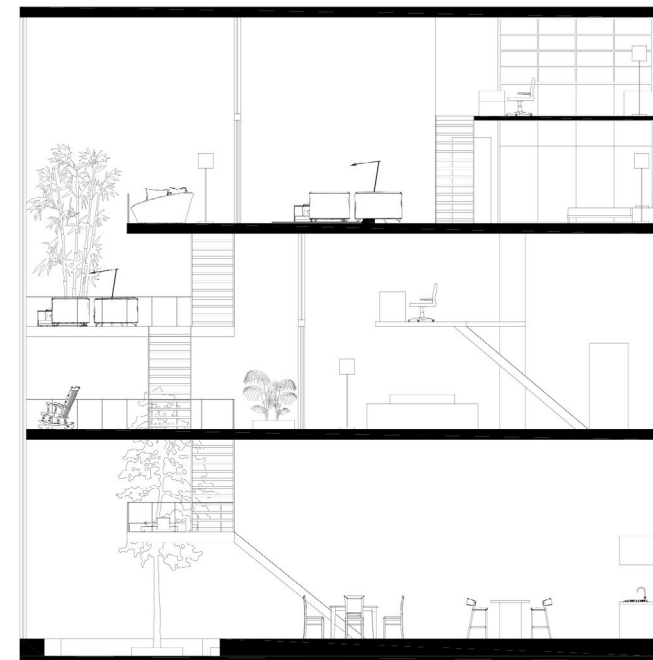


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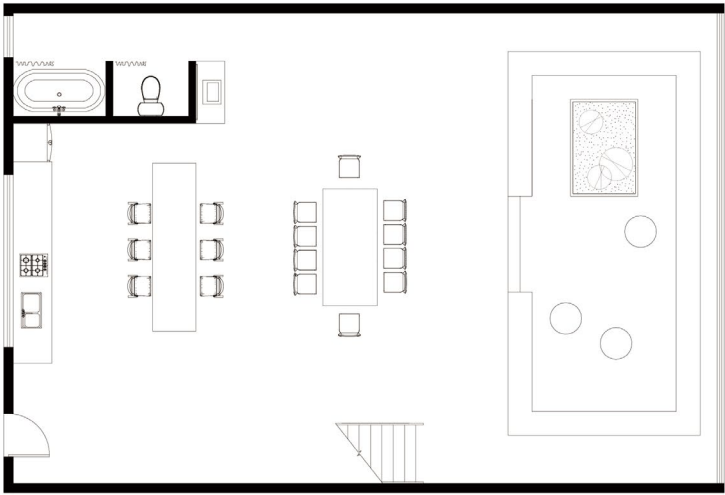




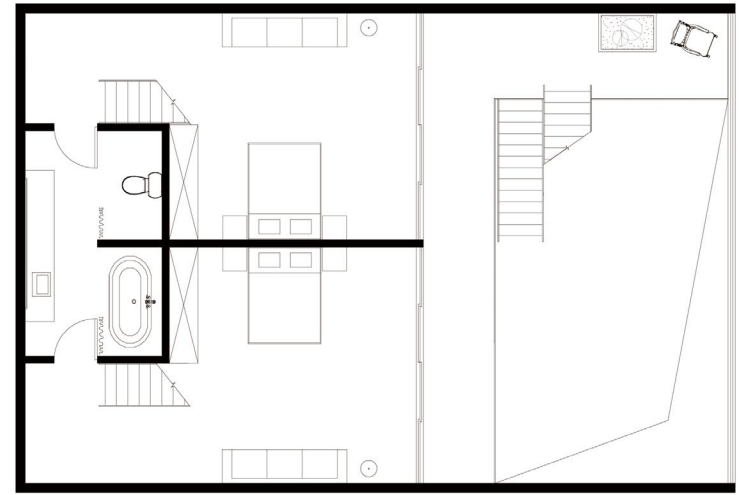
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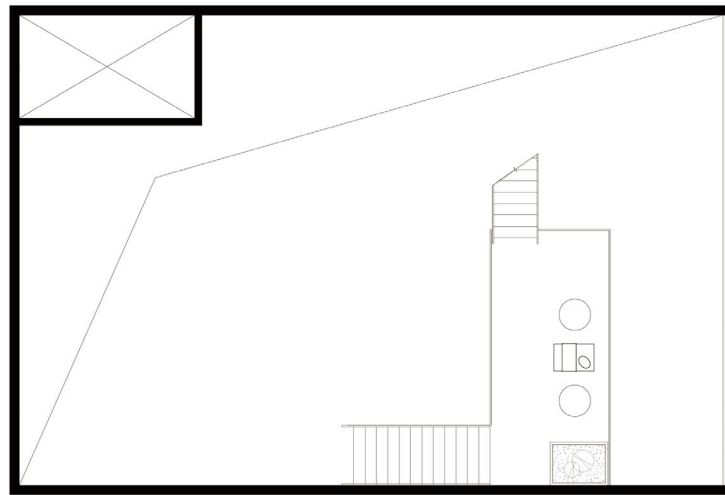
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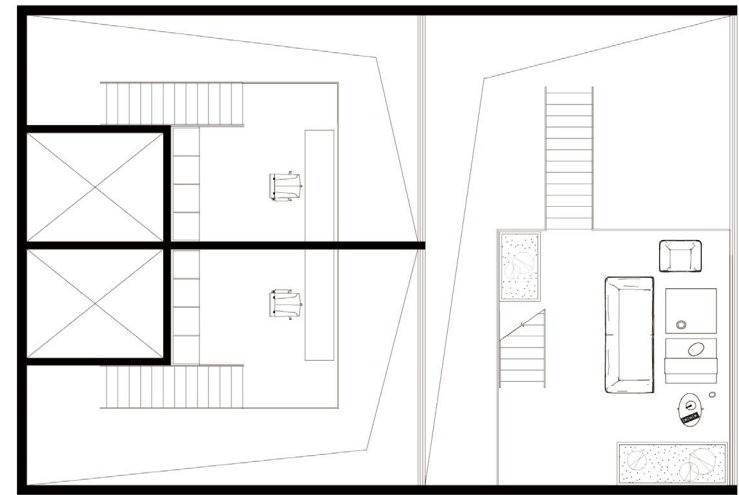
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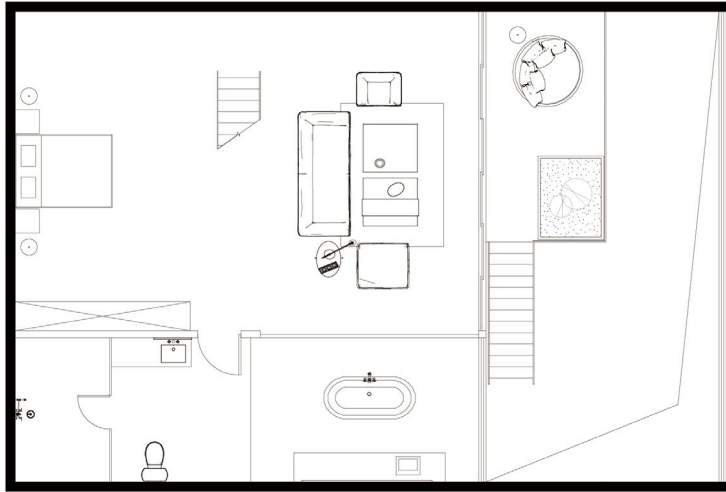
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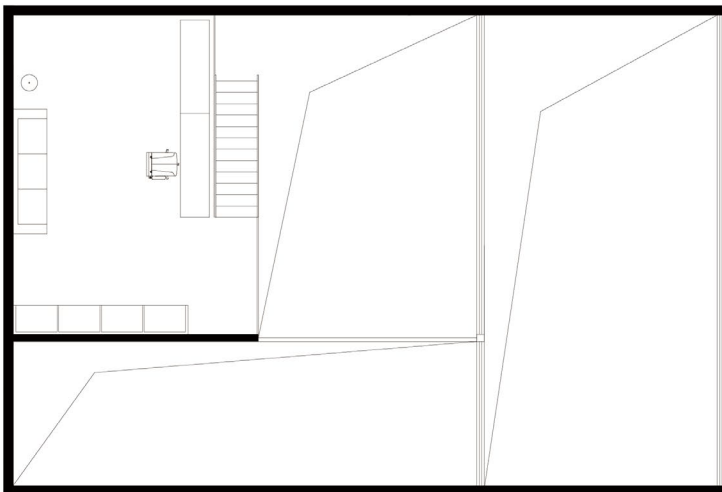
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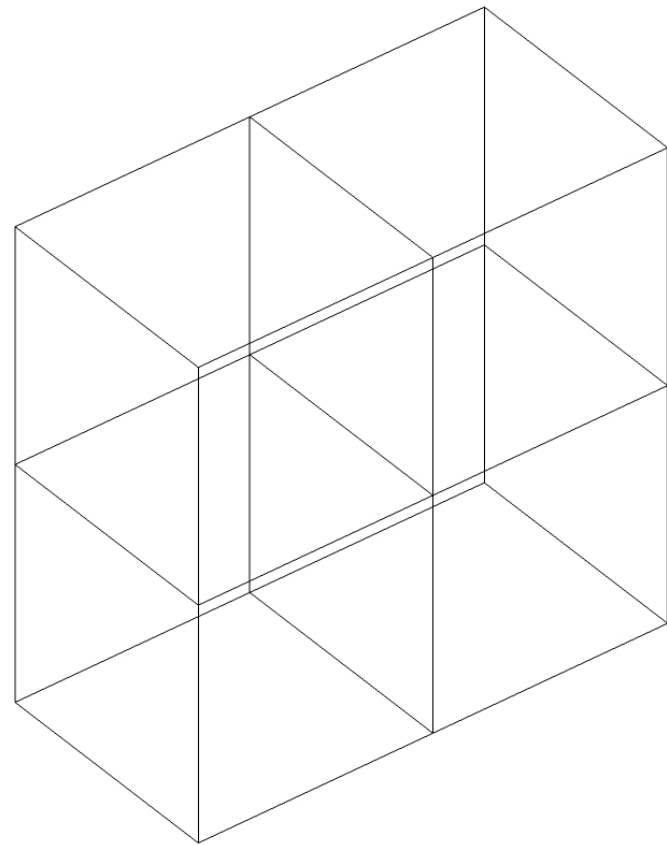
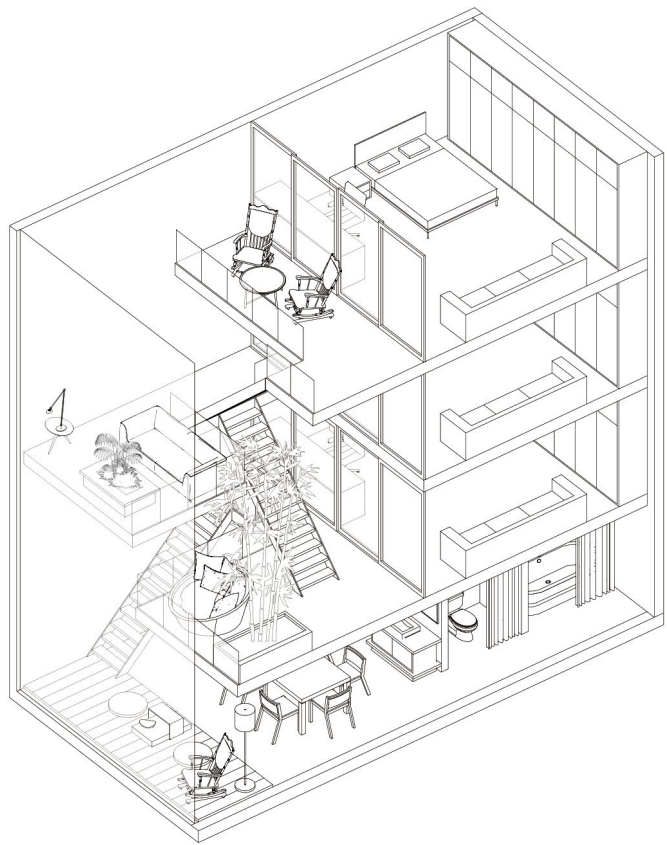
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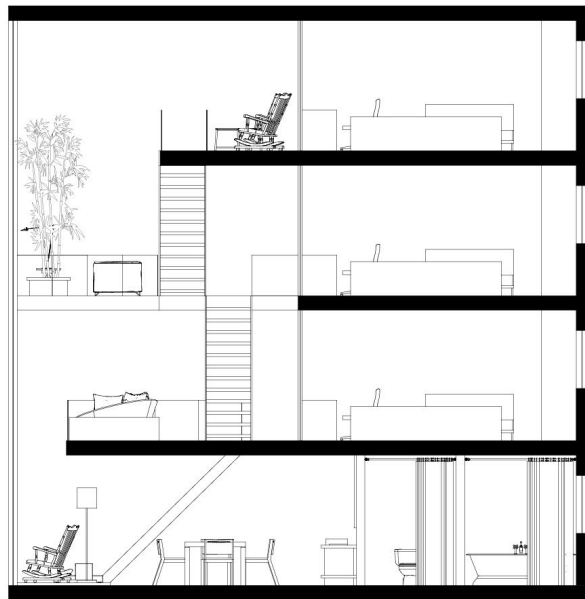


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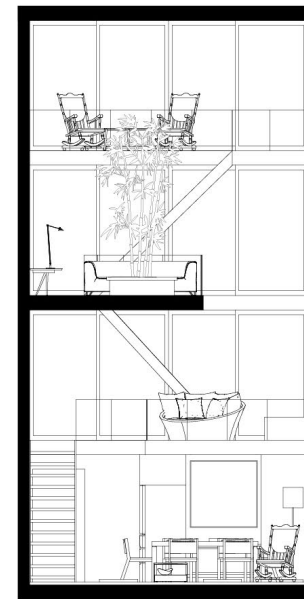


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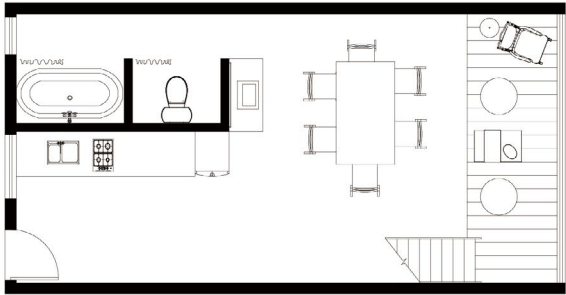




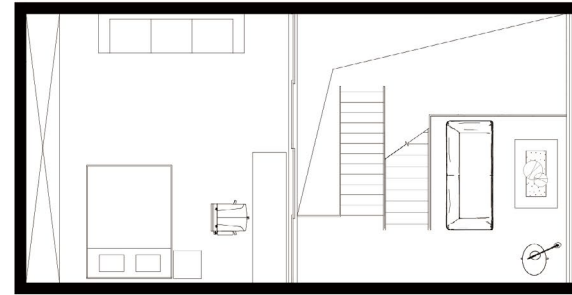
Section 1



Section 2



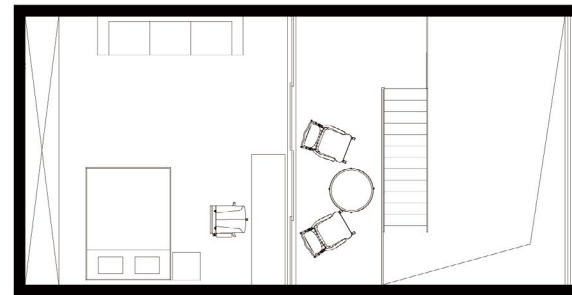
F-1



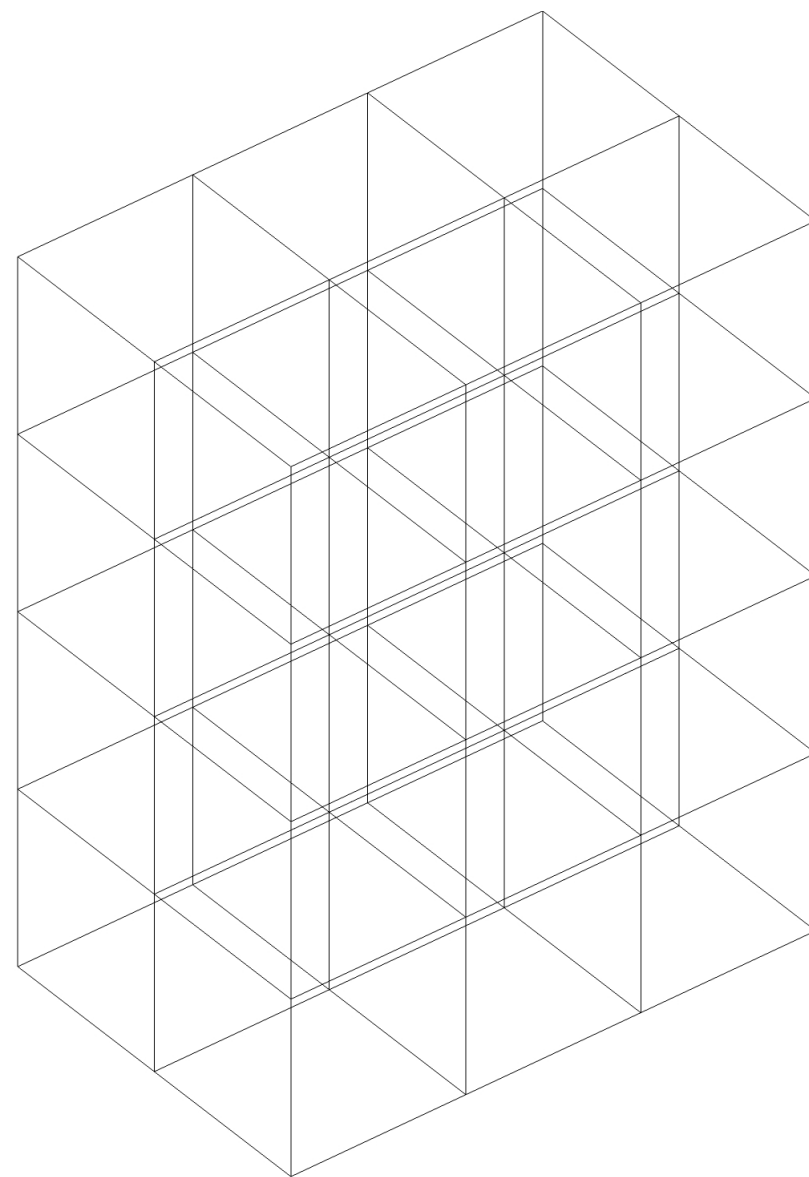
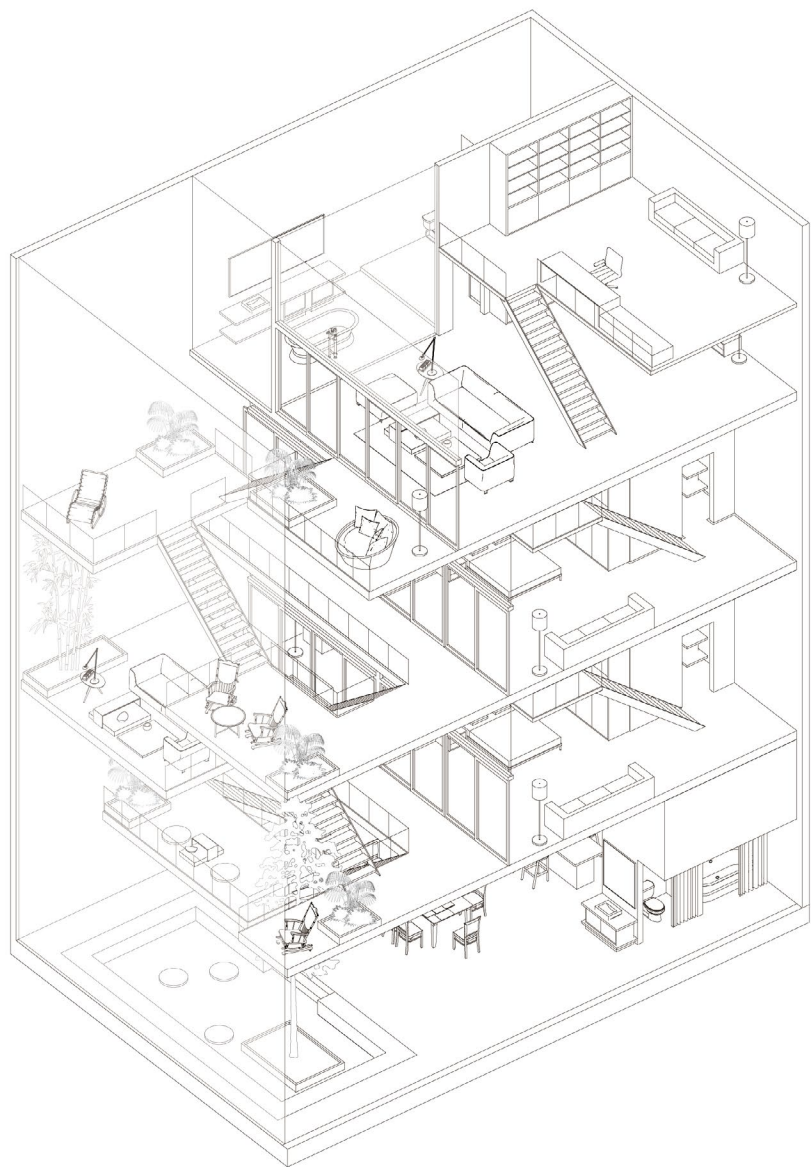
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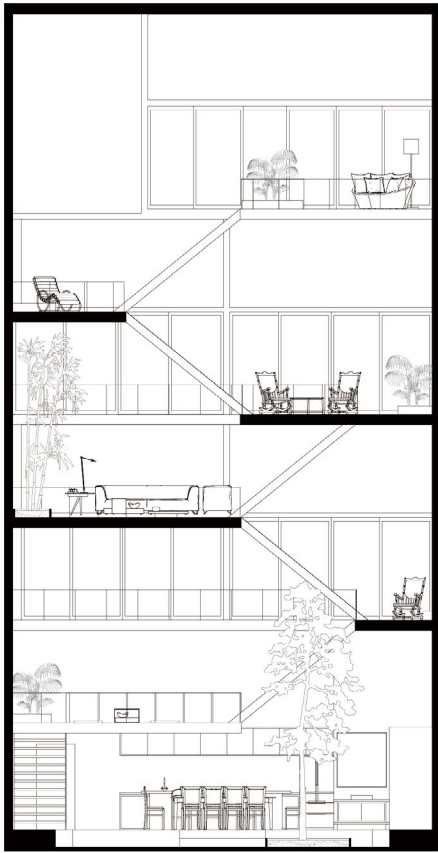


F-1.5



F-2.5

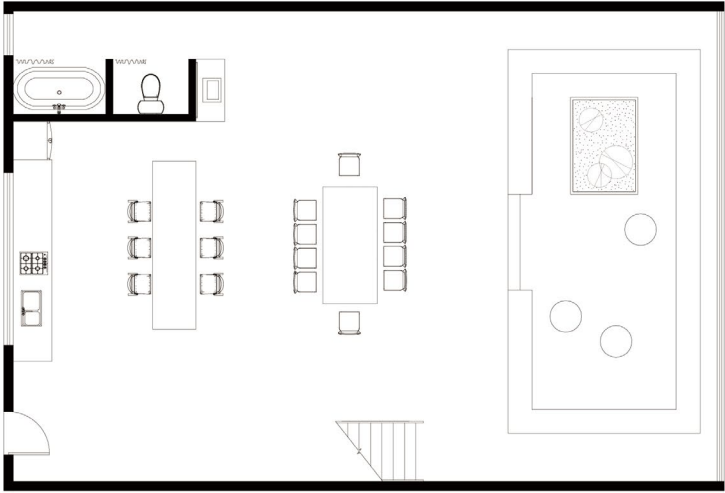




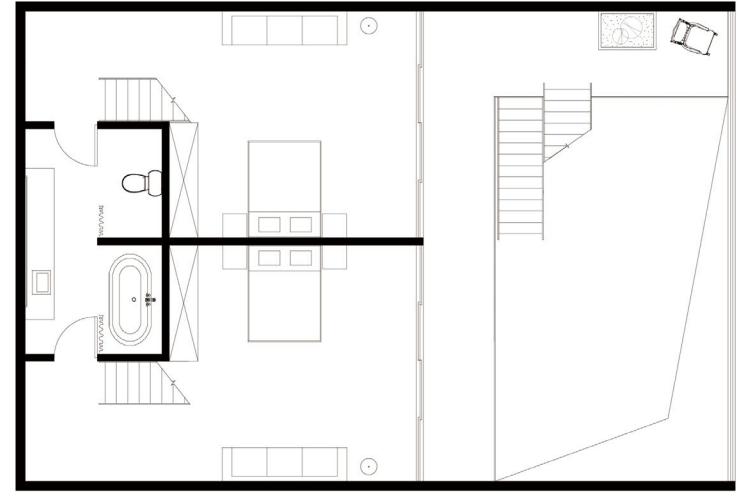
Section 1



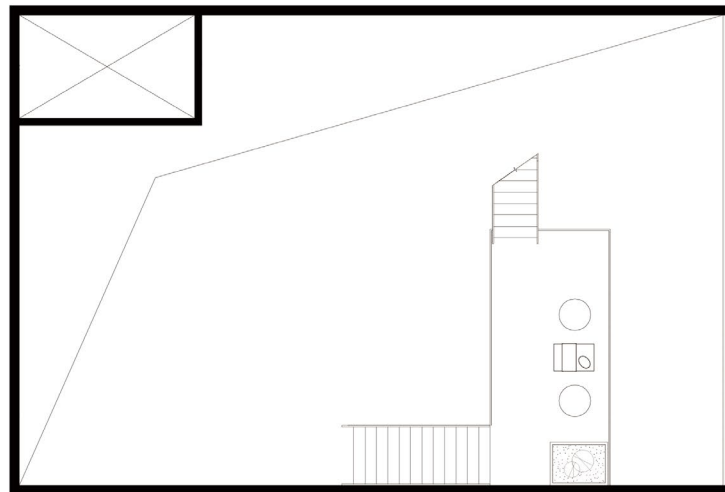
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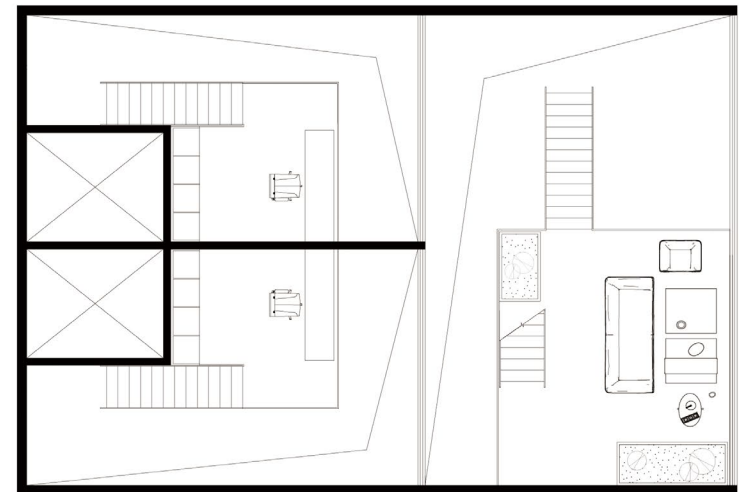
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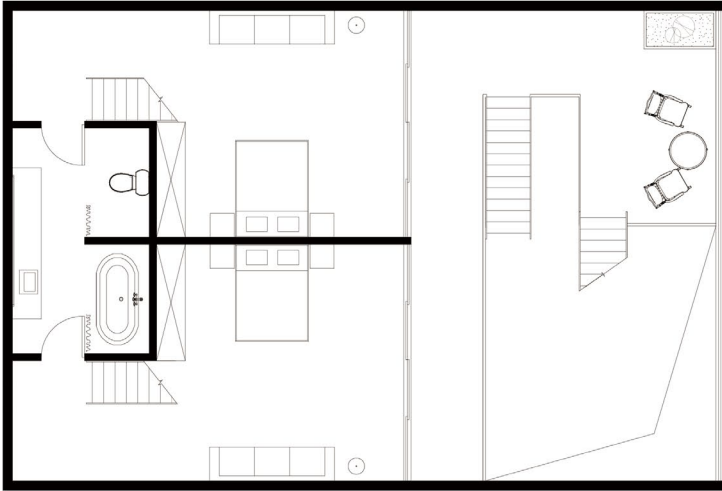
F-2



F-1.5



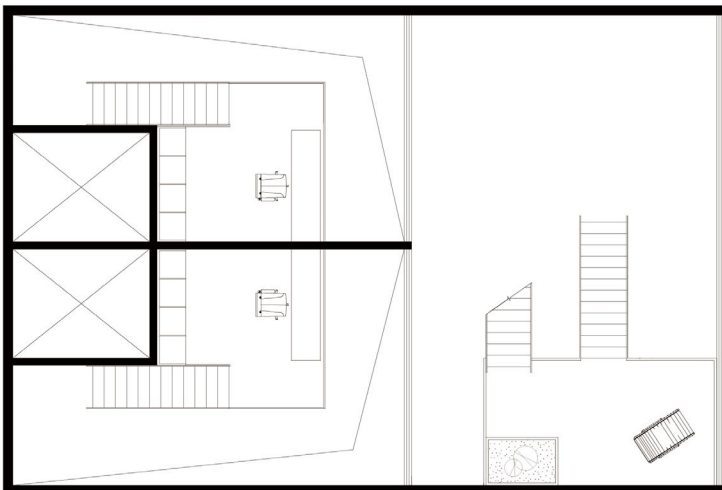
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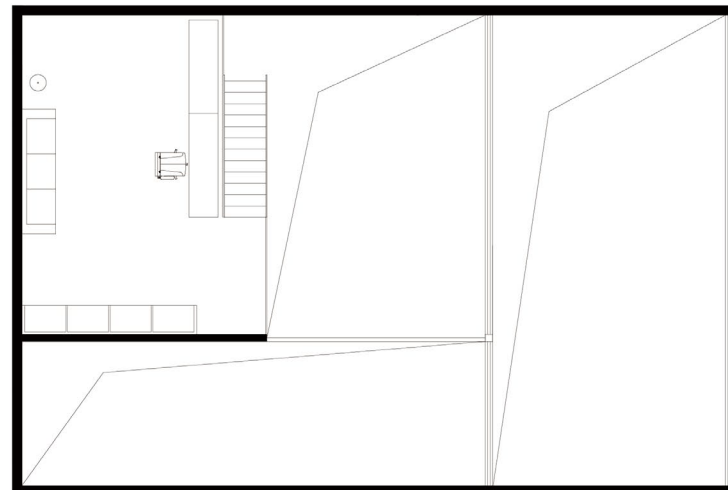
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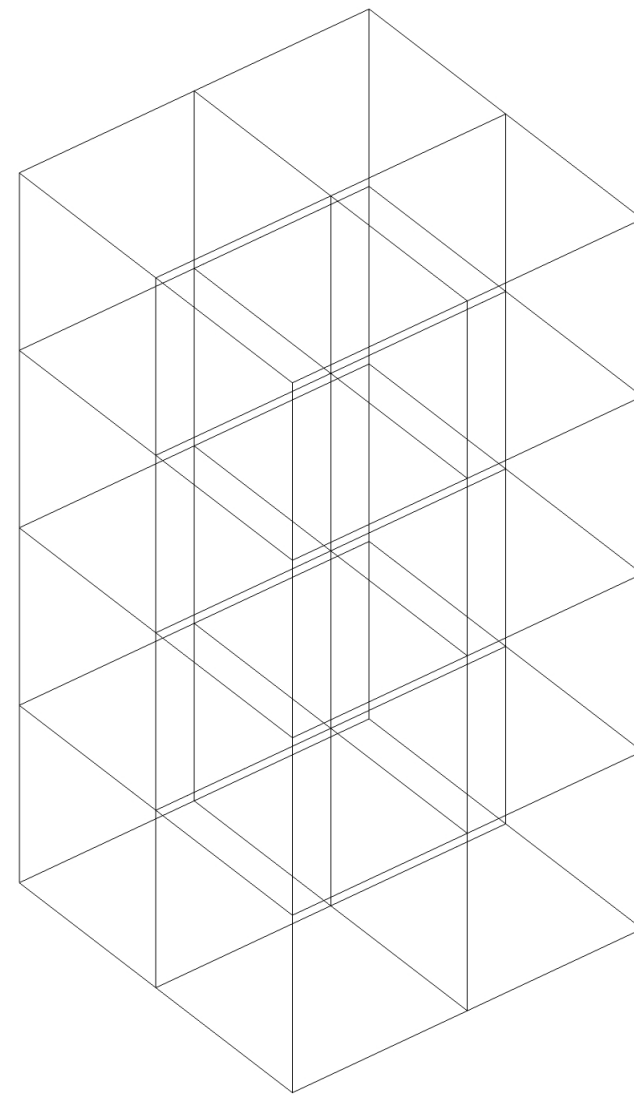
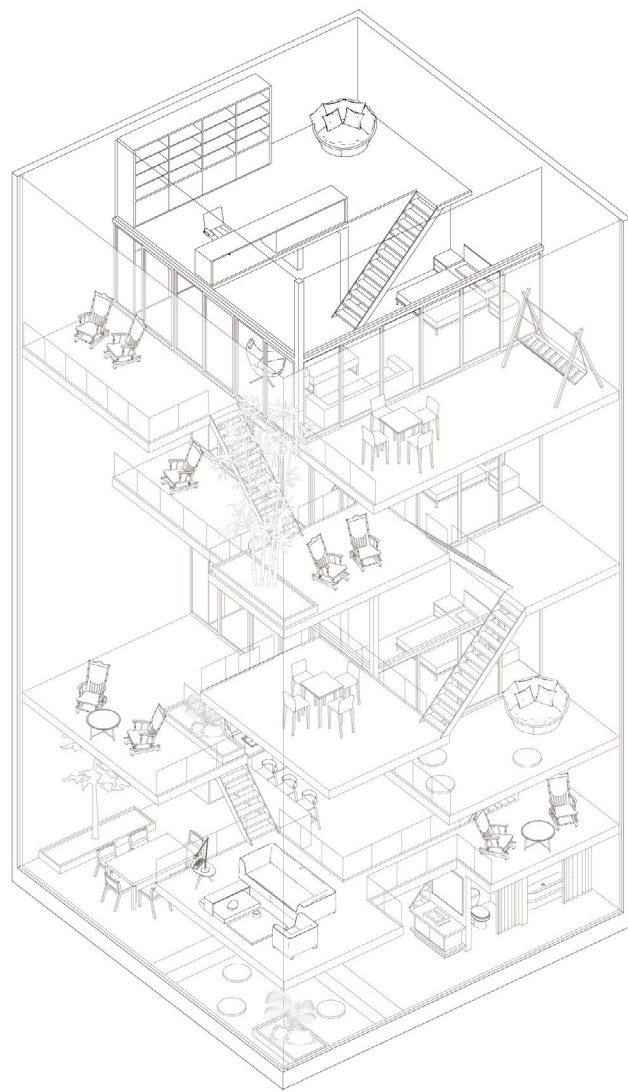
F-4

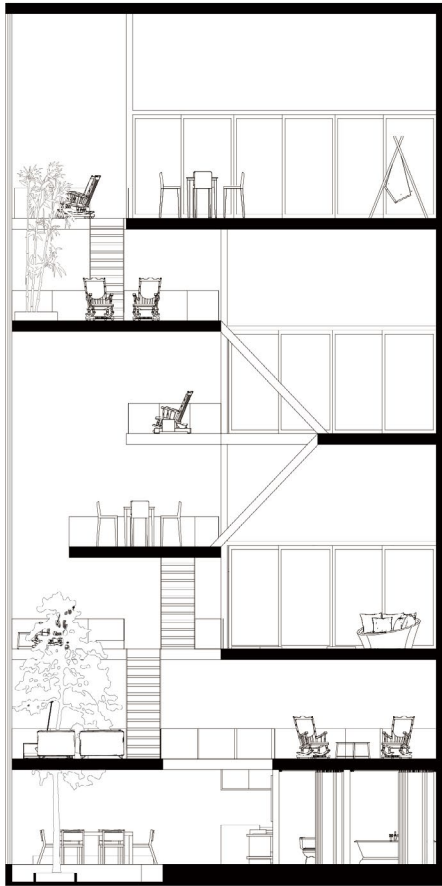


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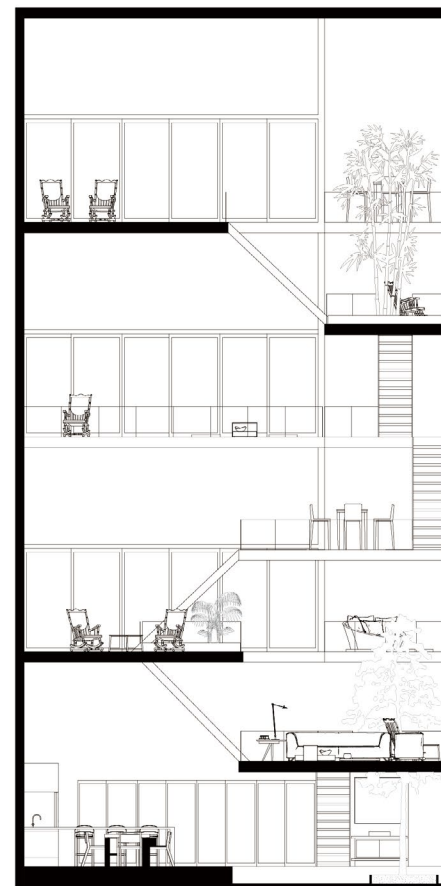


F-4.5

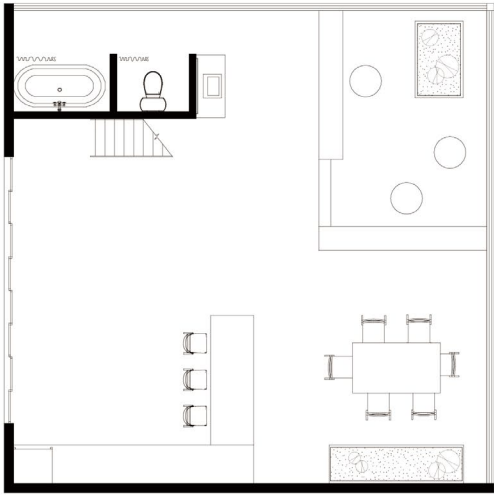




Section 1



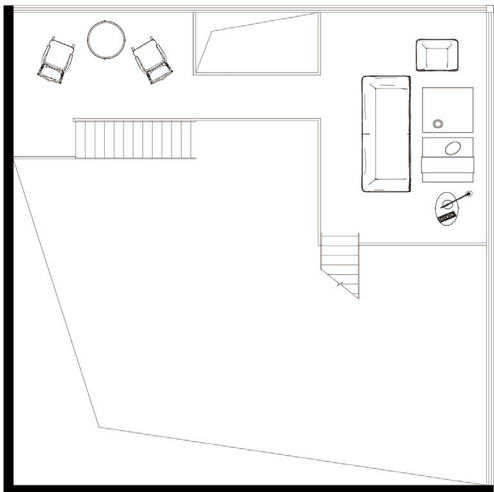
Section 2



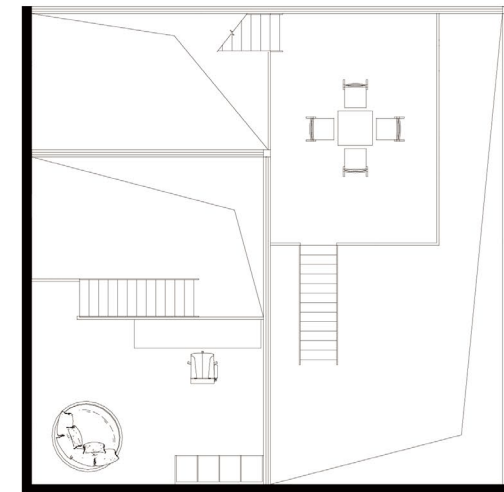
F-1



F-2



F-1.5



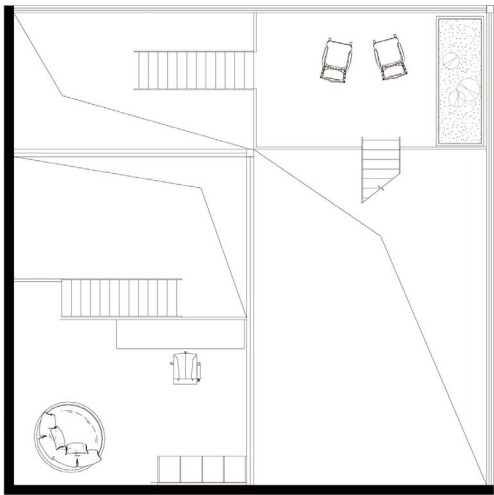
F-2.5



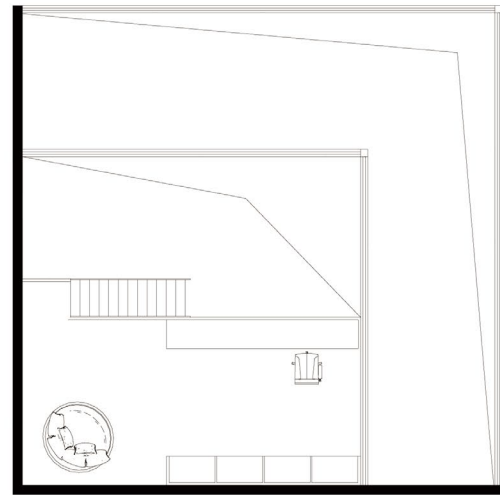
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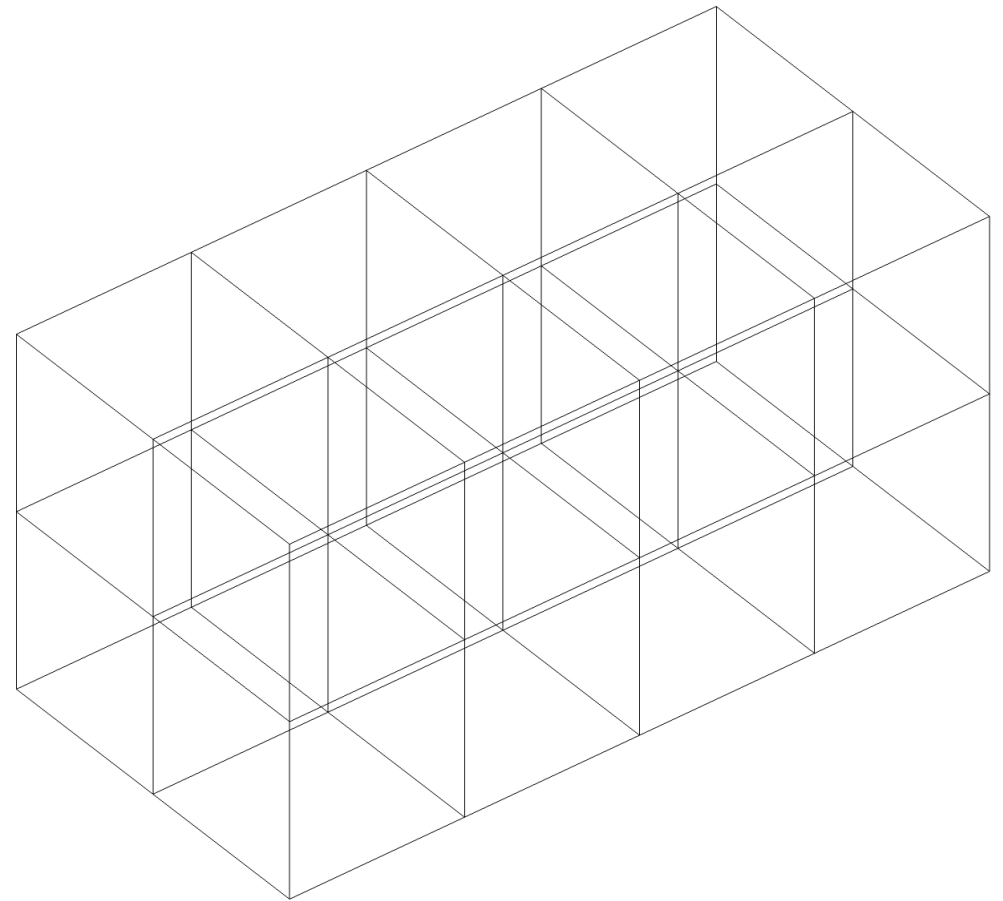
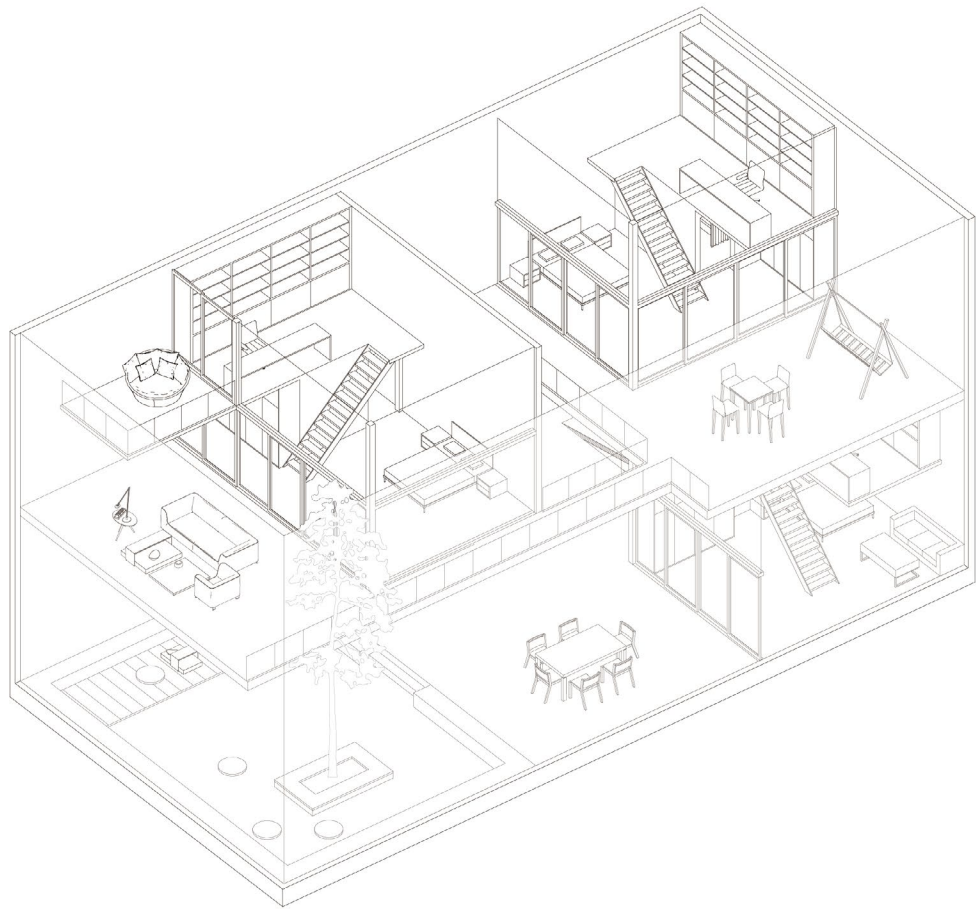
F-4



F-3.5



F-4.5

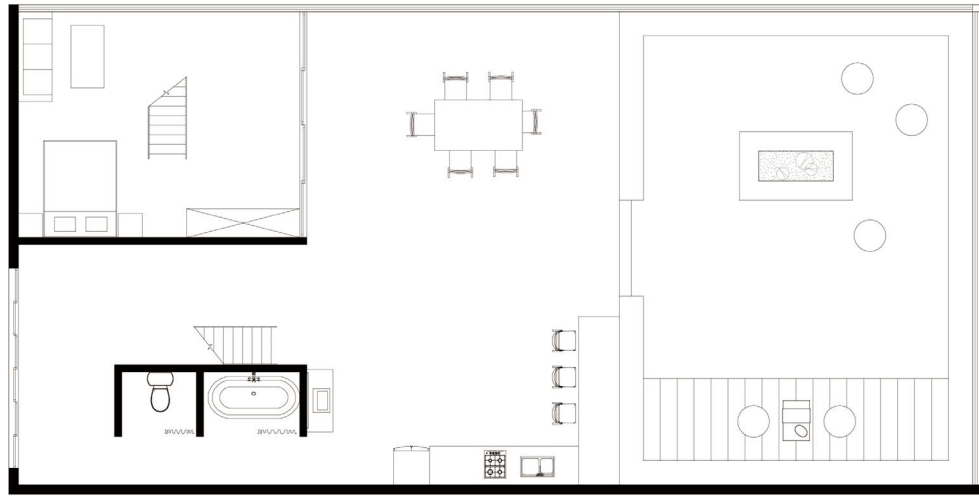




Section 1



Section 2



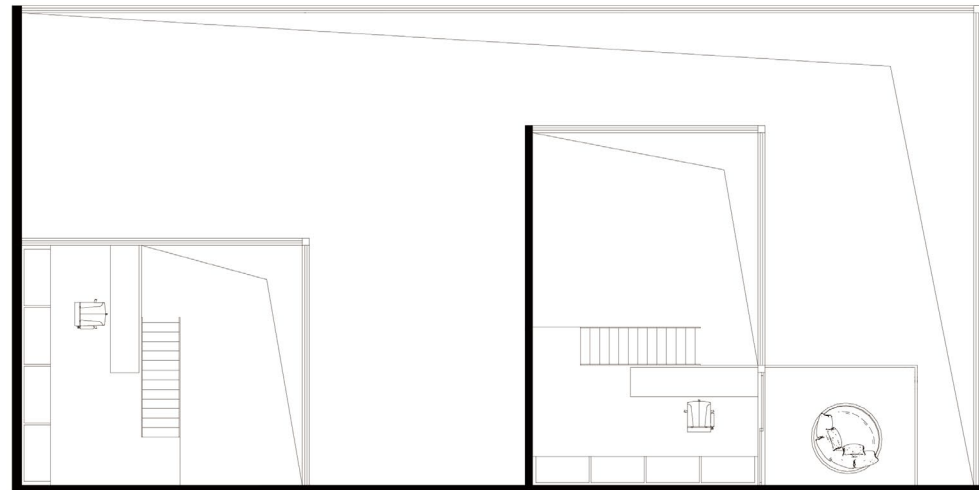
F-1



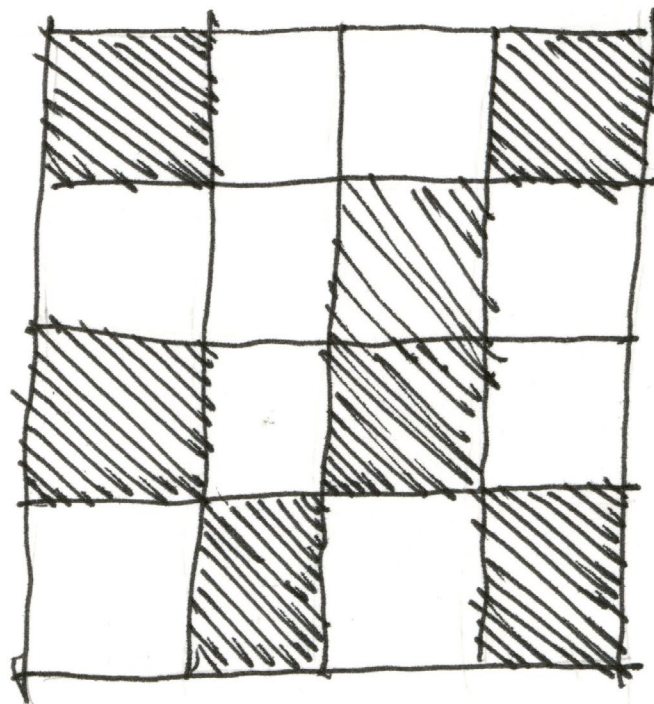
F-2



F-1.5



F-2.5



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