

Breuer Marcell Doctoral School  
Faculty of Engineering and Information Technology  
University of Pecs, Hungary

Chao REN  
DLA · Portfolio

**Supervisor: Prof. Dr. Gabriella MEDVEGY**  
Dean, Faculty of Engineering and Information Technology,  
University of Pécs, Hungary

**Co-Supervisor: Prof. WANG Zhong**  
Dean, Urban Design and Innovation Institute,  
Central Academy of Fine Arts, China

## WORK EXPERIENCE

### **September 2014 to July 2018**

Designer & Assistant Researcher in  
PUBLIC ART RESEARCH CENTER OF CHINA

- Landscape design for CHIAN ART MUSEUM, Beijing, China (2015 Tianhe International Innovation Design Competition Award - excellence award) -**Project leader**
- Planned and visual designed for Fantastic Art China in New York, USA, 2015/2016
- **Exhibition Space design and Planned 1st China Public Art Thematic Exhibition,2016 / Edited the related books.**
- Public Art design for No.2 Changchun Subway Station,China-Project leader
- CITY FOR TOMORROW SYMPOSIUM, China, 2017, -**Coordinator& Designer**
- Landscape architecture design for Kuncheng Lake, Changshu,2014-Designer
- Public Art design for Beijing Subway Station Line 8/14/15, Beijing,China -Designer/Artist
- The most popular sculpture design among citizens in Yantai, 2016 -Artist

### **April 2013 to November 2013**

Assistant Archirect in  
EA4 STUDIO,BEIJING INSTITUTE OF ARCHITECTURAL DESIGN

- Landscape Planing for Civic Center in Qiuyutai Park, Hubei, China (Designer)
- Landscape Architecture Planning and Design for for APEC, China (Designer)

## EDUCATION

### **September 2018 to Now**

DLA (Doctor of Liberal Arts in Architecture)  
UNIVERSITY OF PÉCS,HUNGARY

- 2019 DOSZ Spring Wind Conference - Art(English) Subsession alszekciójában II

### **May 2017 to September 2017**

Exchange Student,  
STAATLICHE HOCHSCHULE FÜR GESTALTUNG KARLSURHE,GERMANY

- 2017 CIAO -CHAO Sichtbarkeit / Visibility exhibition in Museum für Neue Kunst Freiburg, Germany.

### **September 2015 to July 2018**

MA in Space Design and Public Art  
CENTRAL ACADEMY OF FINE ARTS(CAFA),CHINA

- 2018 National Fellowship, China
- 2018 Outstanding Graduate of Beijing, China
- 2018 Central Academy of Fine Art Outstanding Graduate, CAFA
- 2015/2016/2017 Excellent social work award, CAFA

### **September 2008 to July 2012**

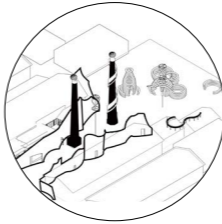
BA in Space Design,  
CENTRAL ACADEMY OF FINE ARTS(CAFA),CHINA

- All Factor Space Design Excellence Award, 2010
- First prize at "Urban Experience",April, 2011

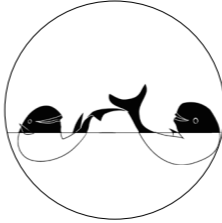
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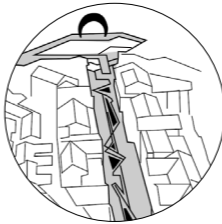
**Industrial Culture** 1  
Design for Laoshan Community, Beijing



**Handicraft Industry Culture** 2  
Design for Jingdezhen Ceramic Industrial Block



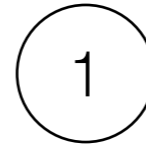
**City Culture** 3  
Design for Wuhan River Beach Park



**Poetry Culture** 4  
Dongpo Culture in Huangzhou



**National Culture** 5  
Landscape Architecture Design for National Art Museum of China



# Industry Culture

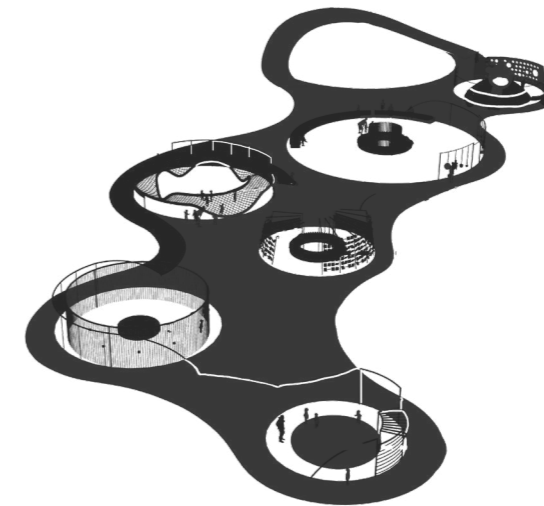
Design for Laoshan Community

This design takes the cultural regeneration of Chinese cities as the practice and takes the design of the Capital Iron and Steel Company Community in Beijing China as the main research object. The project is an in-depth field study of the past story of the site and the revitalization of the area through the design of landscape architecture. Then it is the way to solve the problem in the old urban areas of China.

**Desingers:**REN Chao, Li Zhen, Shao Xuguang, Sun Weiting, Zhao YUnxuan, Ren Jlnhan

**Location:** Beijing, China

**Date:** 2020~2021



# Background

## Capital Iron and Steel factory Culture



## Steel production process



Prior to the project's renovation, the entire community landscape was designed to be dilapidated and unable to meet modern practical functions. Public leisure facilities for residents are lacking, and the utilization rate of community space is not high. Through on-site investigation, this design focuses on the design of residents' activity space related to Capital Iron and Steel Company's memory and cultural inheritance.

# Preliminary Investigation

## The state of the Workers' community



Laoshan Street Community Landscape architecture micro-regeneration project is located in the north of Shijingshan District, Beijing. Laoshan Community is close to the Green axis of West Chang'an Street, which is an important industrial relic area of old Beijing. At present, the residents of the community are employees of Capital Iron and Steel Company, mainly the elderly and children.

# Community status Analysis

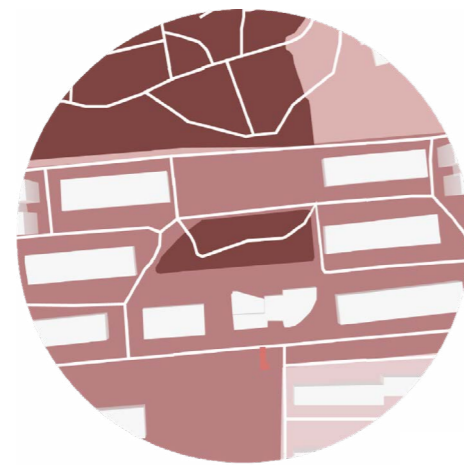


Not only reflects shougang cultural heritage, but also enables the public space audience to change from a single group to the whole age group, which has become the consensus of everyone. Residents are very concerned about whether every tree and grass in the community will move, because these things are closely related to their memory and life, which is cultural feelings. How to keep these things representing memory in this space and make space play a greater role is the problem we need to solve.



Before the project was transformed, the whole community had only paved roads and trees, and the utilization rate of community space was not high. The existing function of the site was to provide a public space for the residents of the old Shandong Libei community to rest and travel, and the current status of this space is an ordinary community rest space. Although there are kindergarten, primary school and other supporting infrastructure, but are based on the design of 20 years ago, old and has not met today's space standards. Therefore, through research, this project decided to build a parent-child activity space related to shougang's memory and cultural inheritance.

## Site status analysis

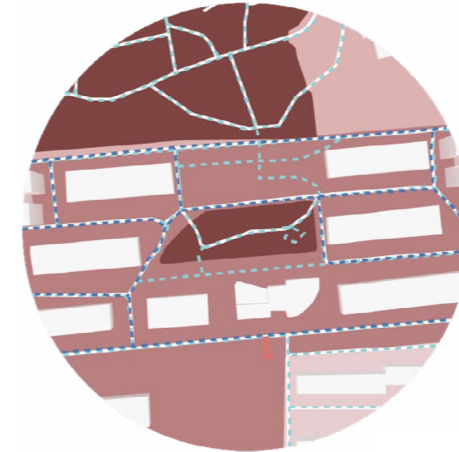


● Project Site Areas

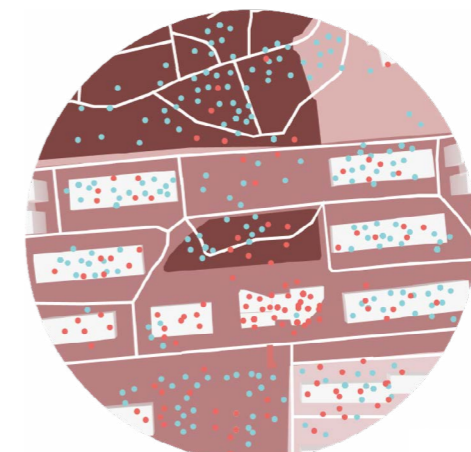


- Kindergarten
- Residential building
- Public facilities and greenery
- Supermarket
- Parking entrance
- Community Post Office

This space is a community rest space, adjacent to the north side of the kindergarten, surrounded by residential buildings.



- The flow line of vehicles around the site
- Pedestrian flow lines around the site



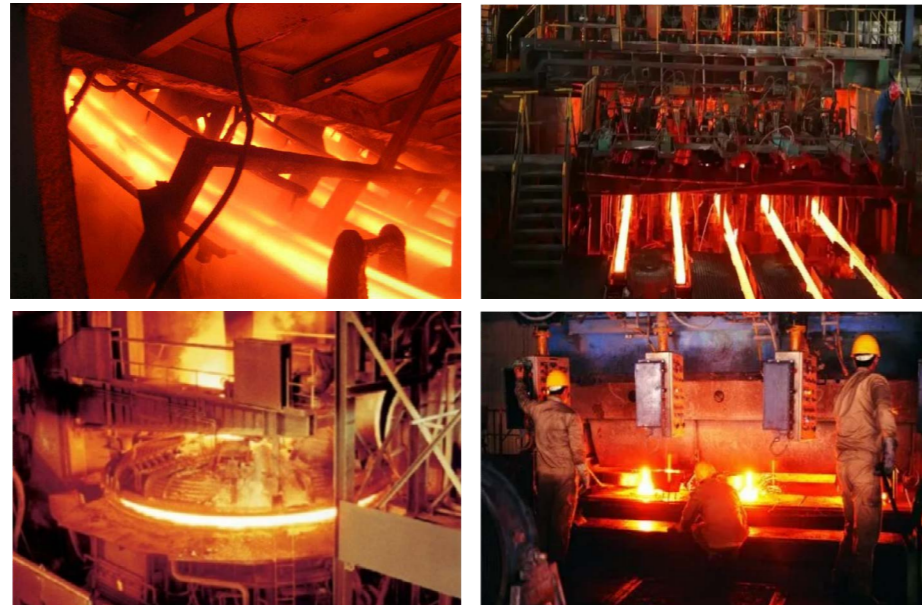
- Range of activities for elderly
- Range of activities for children

Based on the information obtained by site investigation, the design team carried out in-depth design work. The project site covers an area of about 3,000 square meters. The terrain is high in the northwest and low in the southeast. There is also an underground parking lot below the site. Participating designers came to the dongli North community of Laoshan Street, Shijingshan District and carried out a heated discussion with residents.

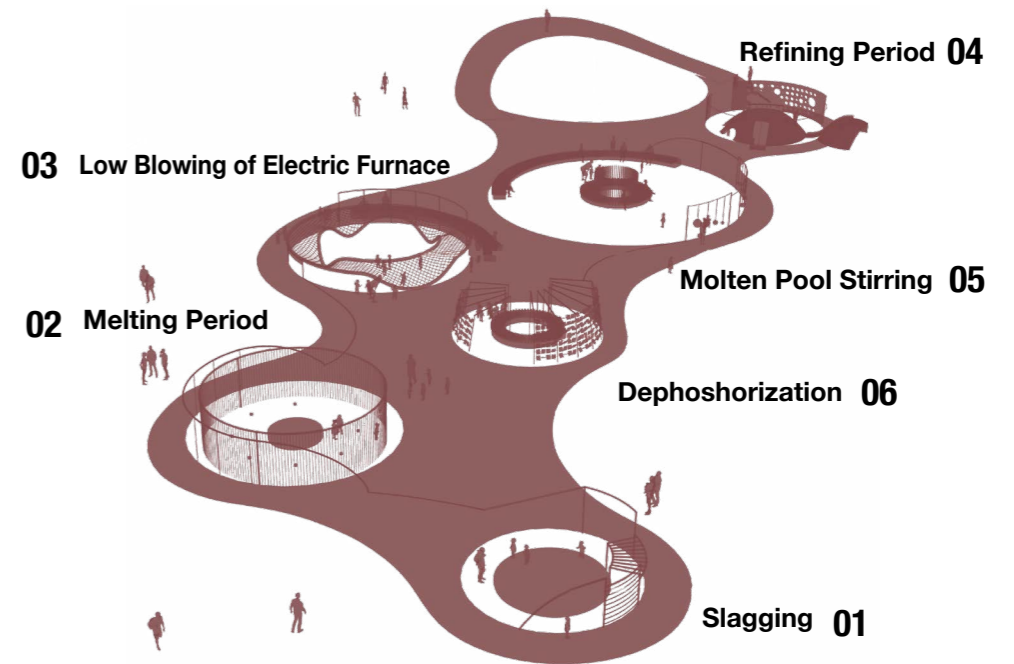


# Idea

## Steelmaking process:



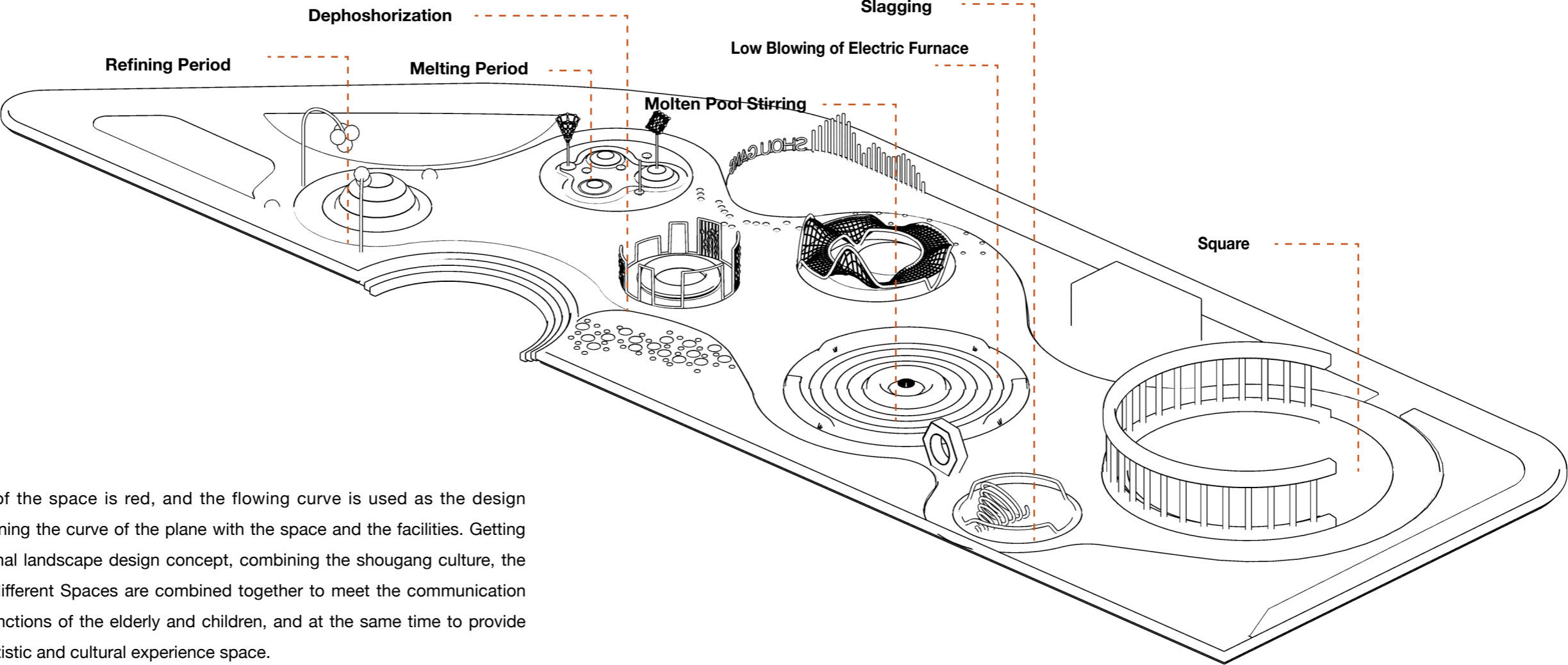
Culture-oriented the urban design, art as the source of urban development and the eternal pursuit of the goal. Urban design led by art creates social value and humanistic value, cultivates cultural innovation, improves urban cultural atmosphere, and highlights urban character. If art guides urban design, then public art is the micro renewal of urban landscape architecture space design to increase the concern for residents' emotions. The principle of this design is to make the old community full of new vitality, improve the quality of community space and the sense of belonging of residents, and inherit the history and culture of manufacturing iron and steel.



The typical processes in steelmaking

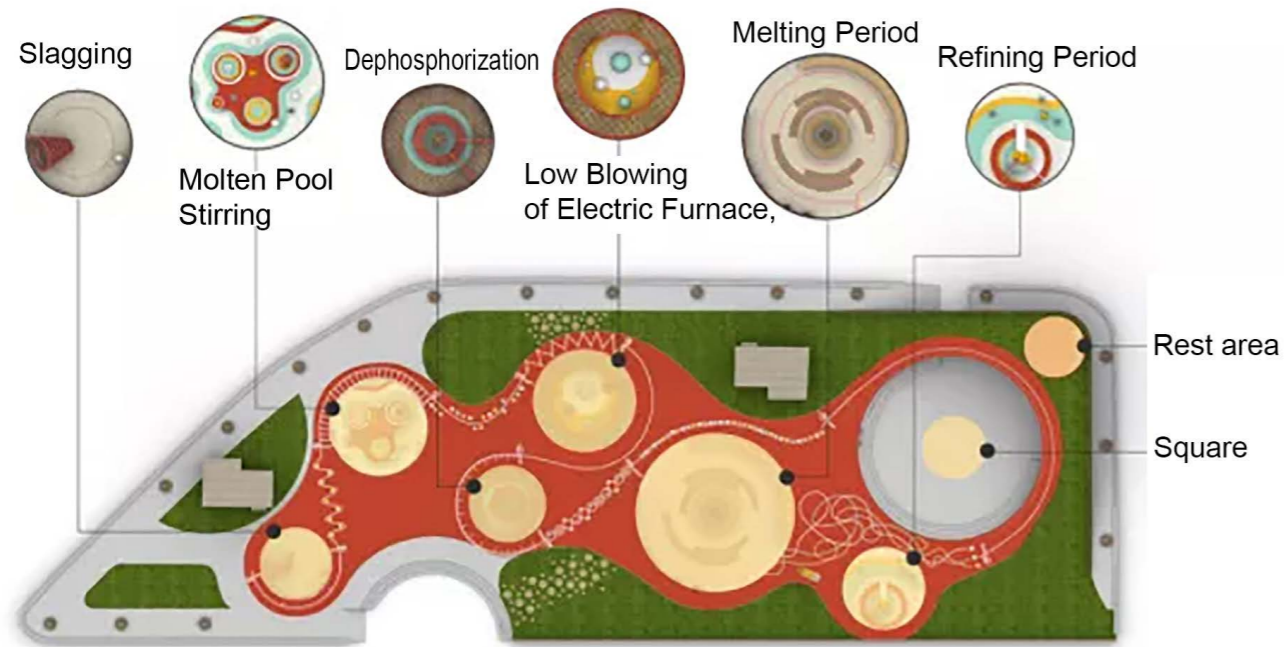
The main color of the space is red, and the flowing curve is used as the design element. It gets rid of the traditional landscape design concept and combines the functions of six different Spaces together with shougang culture to meet the communication and education functions of the elderly and children, and at the same time provide people with an artistic and cultural experience space.

# Function partition setting

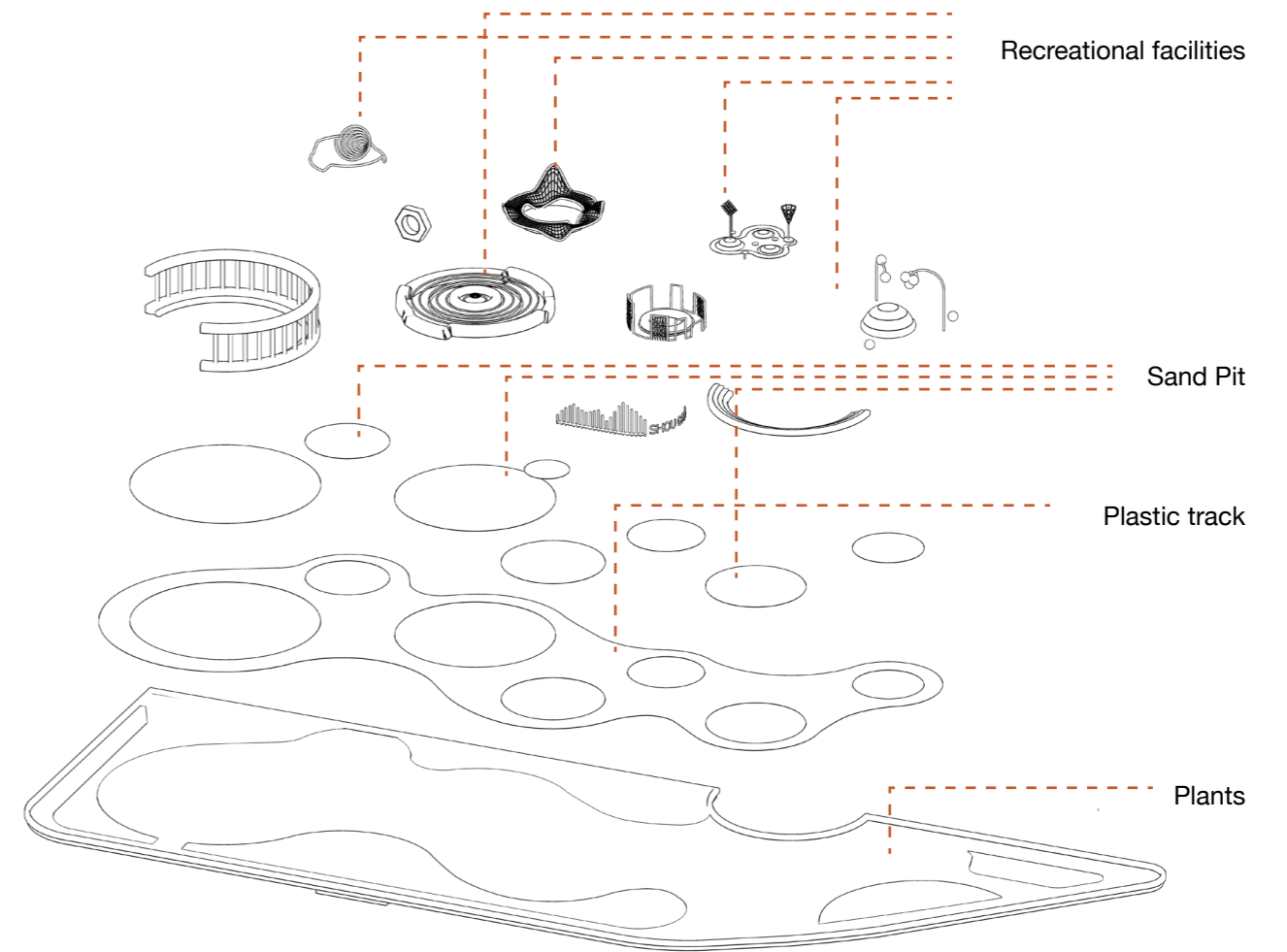


The main color of the space is red, and the flowing curve is used as the design technique, combining the curve of the plane with the space and the facilities. Getting rid of the traditional landscape design concept, combining the shougang culture, the functions of six different Spaces are combined together to meet the communication and education functions of the elderly and children, and at the same time to provide people with an artistic and cultural experience space.

## Function partition setting



The design takes Capital Iron and Steel Companies' memory as the theme, and the main audience is the elderly and children's complex community activity space. The design team adopted eight typical processes in steelmaking: slagging, slagging, molten pool stirring, dephosphorization, low blowing of electric furnace, melting period, oxidation period, and refining period to carry out landscape architecture design and creation. The traditional symbol is an effective and no negligible material of creating attractive form. To enable residents to experience the process of steelmaking in leisure and entertainment is of great significance to the inheritance of regional urban context, which is also the spiritual continuation of design pursued by urban micro- regeneration practitioners.



## Design sketch

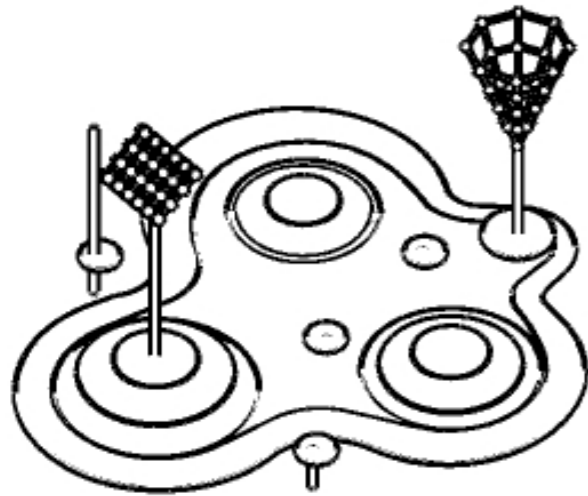


## Slag Making 01



This area is a space for children's sandpit activities. The concept is combined with the connotation of "slag making" in steelmaking, and is integrated with the facilities.

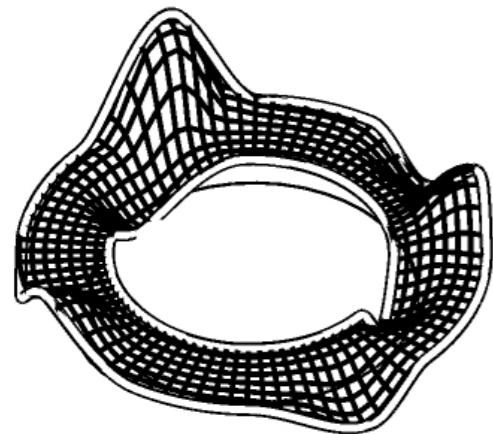
## 02 Melting Tank Stirring



This area is a space for children to experience activities in a balanced way. The concept is combined with the connotation of "melting tank stirring" in steelmaking, and is integrated with the facilities. The spheres on the ground are lighting installations that provide lighting needs at night.



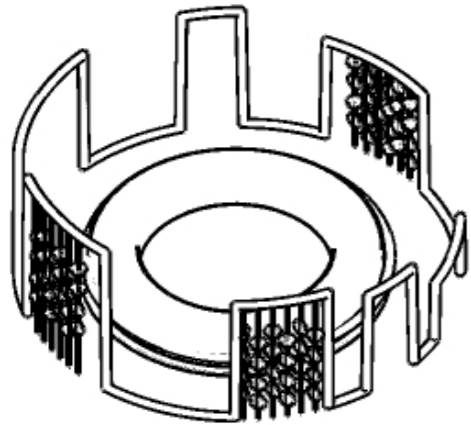
### 03 Electric Furnace Low Blowing



This area is a space for children to climb and experience activities. The concept is combined with the connotation of "electric furnace low blowing" in steelmaking, and is integrated with facilities. The spheres on the ground are lighting installations that provide lighting needs at night.



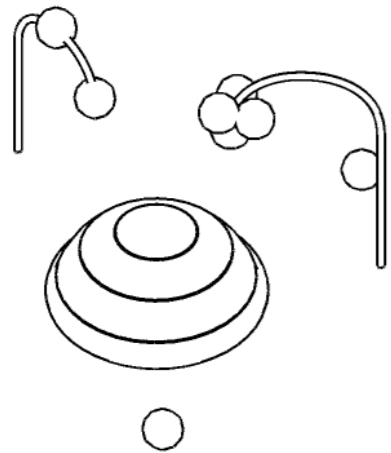
## 04 Dephosphorization Period



This area for the aged, children compound cultural experience space, the concept combining the essence of "dephosphorization period" in steelmaking, pneumatic glass show shougang old photos, these old photos are collected on a specialized design team shougang creation, liberation, brilliant, adjust the period of the old photos, keep the memory of shougang, unfold in the park, it is also the purpose of the design.



# 05 Refining Period



This area is a children's slide experience space. The concept is combined with the connotation of "refining period" in steelmaking, and the overall design of slide and terrain increases the sense of compound experience of the space.



# Dephosphorization 06

This area is still a complex cultural experience space for the elderly and children. The concept is combined with the connotation of "melting period" in steelmaking. The middle area is a slow walking fitness trail for the elderly, and the ground is paved with pebbles to provide slow walking massage for the elderly. The surrounding swing facilities for children.



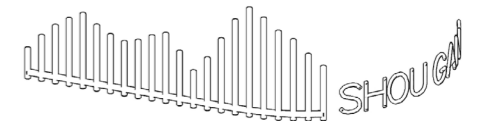


## Route design



Along with the flow line connecting the six venues, we set up flying chess games around the venue to help children learn more interesting knowledge of Shougang. At the same time, as the hidden guide clues for the slow walking of the site, it penetrates the various functional areas of the site.

## The entrance design



The entrance uses Shougang Pinyin as the design element, which reinforces the theme of the park in the form of letters.

2

## Handicraft Culture

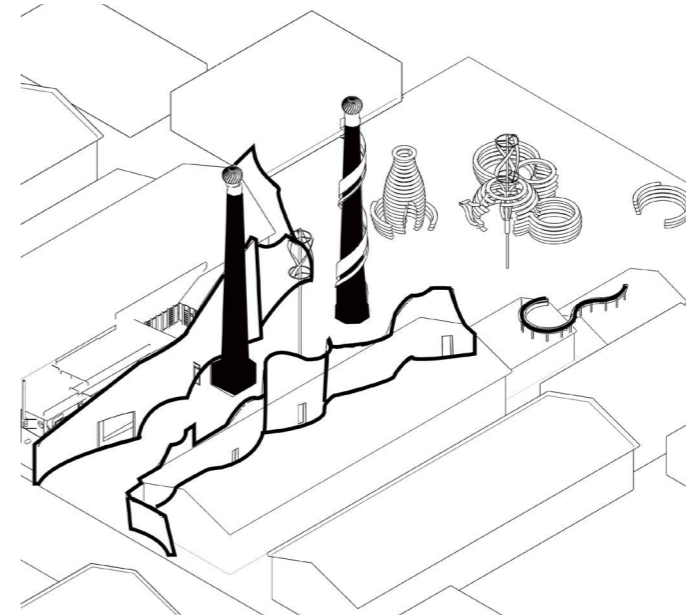
Design for Jingdezhen Ceramic Industrial Block

Jingdezhen is an important town with a strong ceramic culture, where many ancient imperial kilns are located, but also the key development area after the founding of new China. This time I choose the background of the reform is next to an old kilns blocks, jingdezhen experienced a boom in the era of planned economy, and a lot of state-run kilns to private after the reform and open policy, the jingdezhen ushered in a period of the transformation of pain, many of the old chimney demolition of old factory, and I think these old kilns is an important symbol and memory.

**Desingers:**REN Chao, Yuan Jinding

**Location:** Jingdezhen City, China

**Date:** 2018



## Background

Jingdezhen City in the 1930s

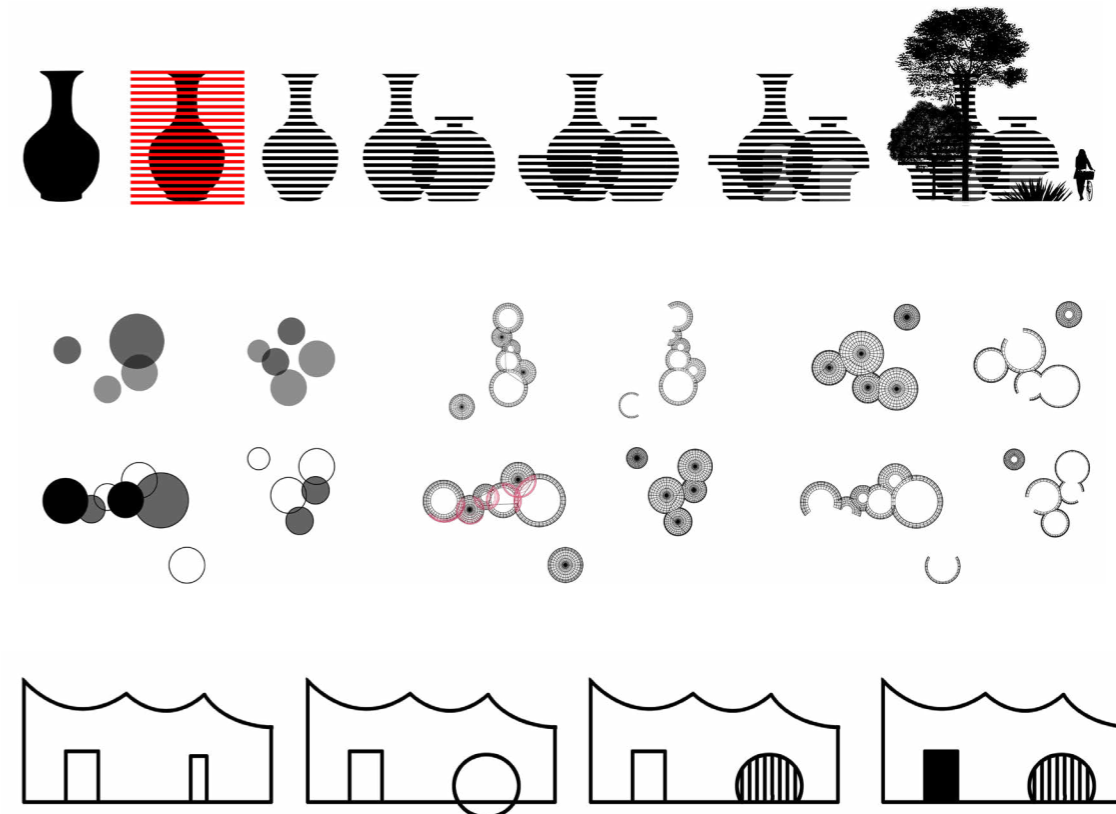


The project is located on a dilapidated street near a 40-year-old pottery factory and warehouse, all of which were in ruins. There is also a garbage dump going in, it smells bad. Children from the surrounding area play here because it is far from the main street and relatively private. Moving inward, there is also a garbage dump, which smells very bad. Children around are playing here because it is far away from the main street and relatively private.

The design introduces the traditional cultural symbols of ceramics and brings a high-quality entertainment and leisure environment to the children in this neighborhood. The design of different parts of the site is also carefully arranged according to the needs of the site script. The high walls on both sides of the entrance have a sense of space envelopment. The rectangular ceramic bricks made of clay quickly immerse visitors in the ceramic culture. 15 meters away from the entrance is the old chimney of the tall ceramic factory. The design combines the shape of ceramic ware to carry out the superposition reconstruction and designs an experience space combining the chimney and ceramic ware. After that, the core part of the whole space is the leisure space and entertainment space influenced by the design of various ceramic forms. The whole design arrangement will be in the form of the use of echoes and site script.

## Introduction

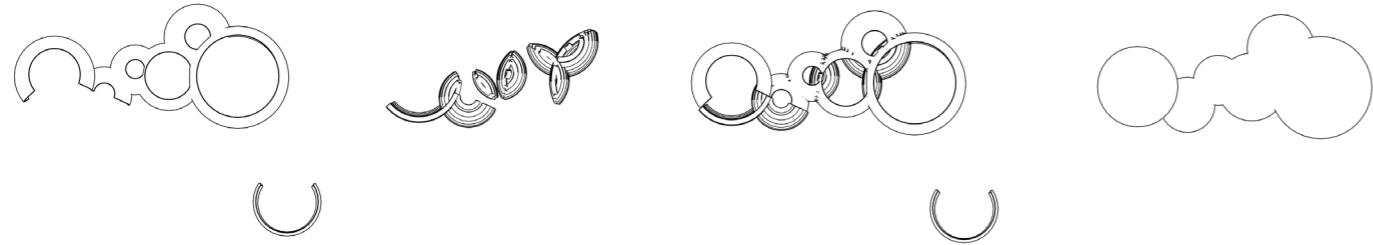
Design Concept



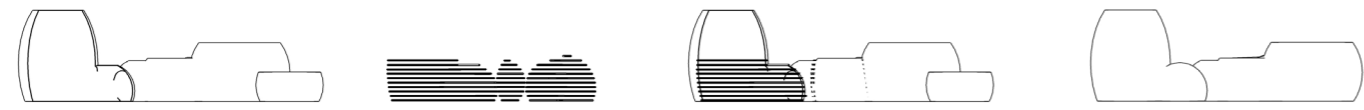
The city of Jingdezhen is also world-renowned in the use of materials, so the design hopes that the materials used in the design of the field script can reflect the texture of the city.

In order to preserve the memory and culture of the old community and bring new vitality to the old neighborhood, I almost completely preserved the old chimney of the old factory and transformed one side of the open space into a place for children and their families to relax together. The design combines porcelain kiln culture to make people feel the new vitality of Jingdezhen.

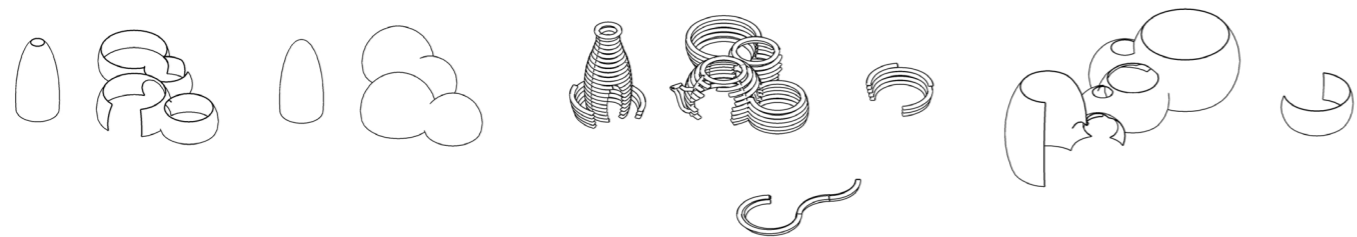
Idea



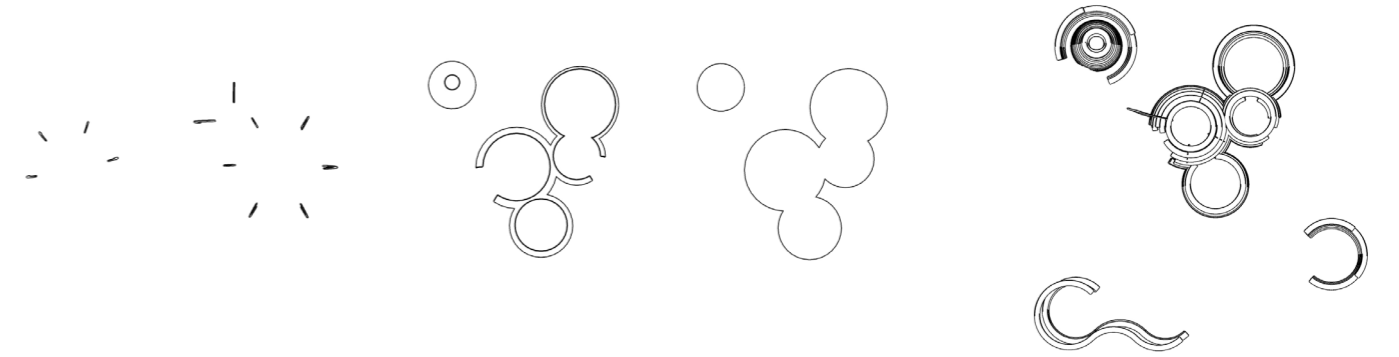
Plan-analyse



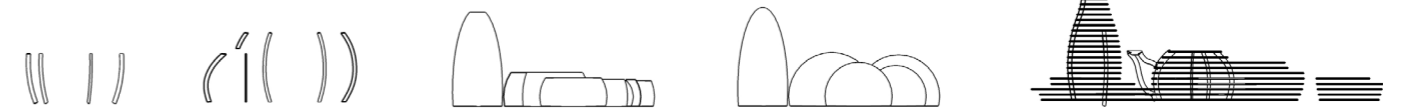
Elevation-analyse



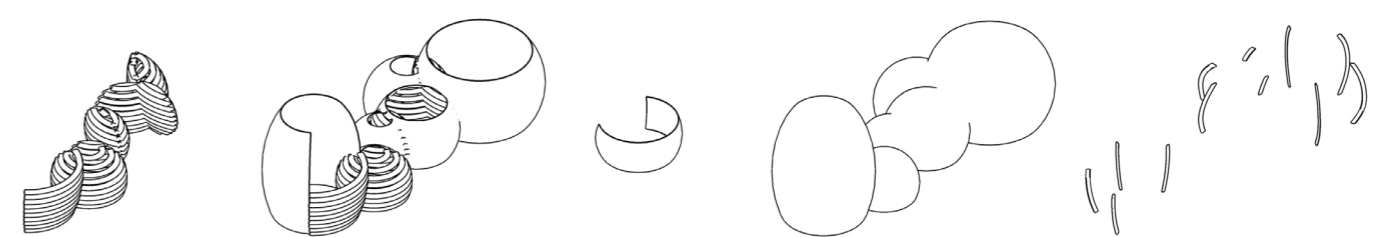
Structure-analyse



Plan-analyse

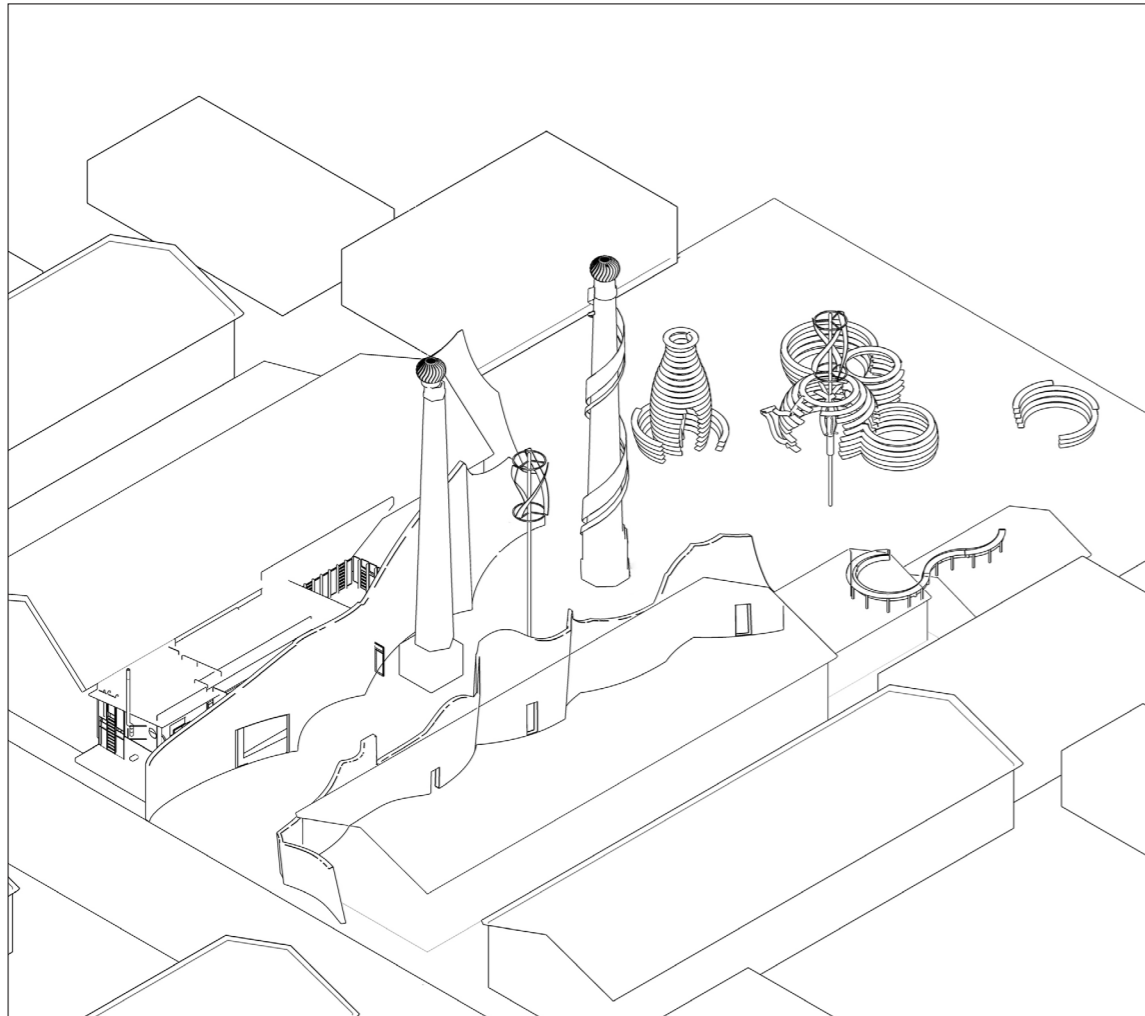


Elevation-analyse



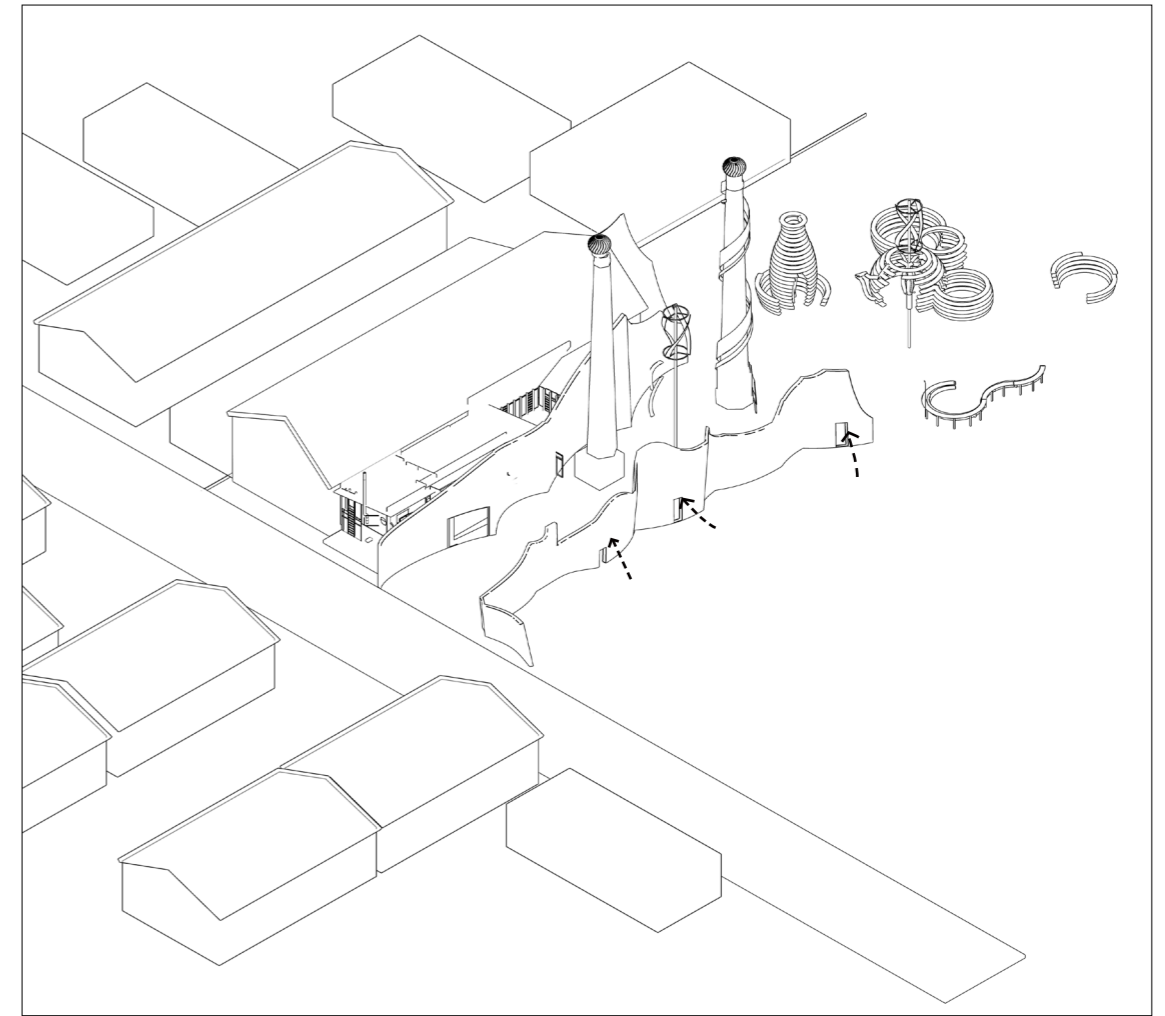
Structure-analyse

## Idea



the design and the existing building

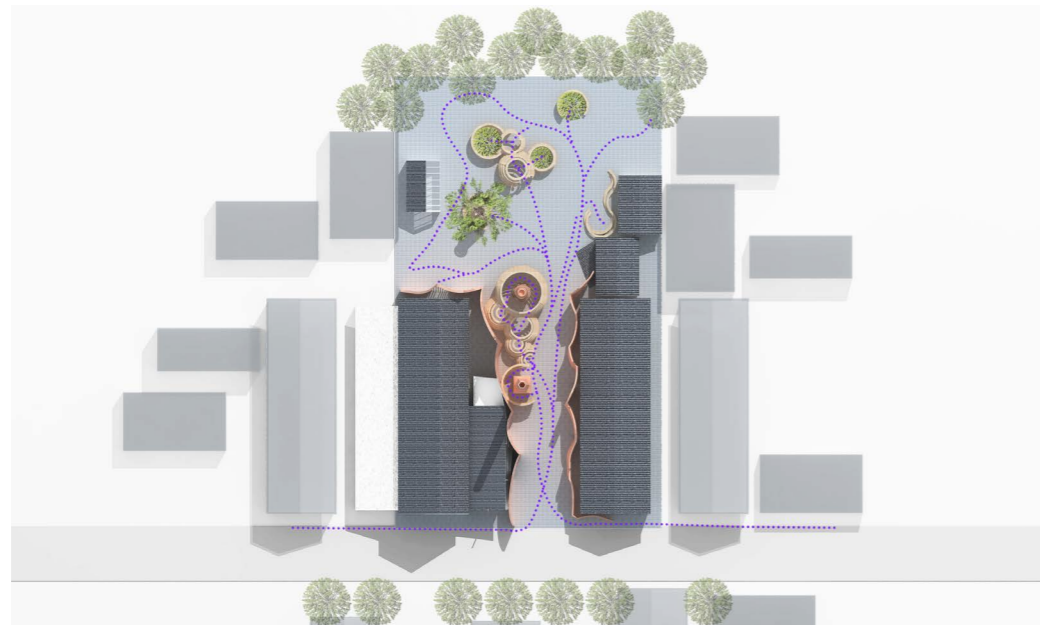
The curtain walls on both sides of the entrance are made of fired adobe, and when people get close to touching the ceramic civilization of thousands of years. The small landscape in the form of utensils is made of anticorrosive wood, and the shape of the utensils is more meaningful. Since ancient times, ceramics are mostly made of wood, and the shape of the utensils is produced in the wood fire. In addition, it also includes living trees, black bricks, metal, tiles, and other traditional materials to enrich the experience of field script.



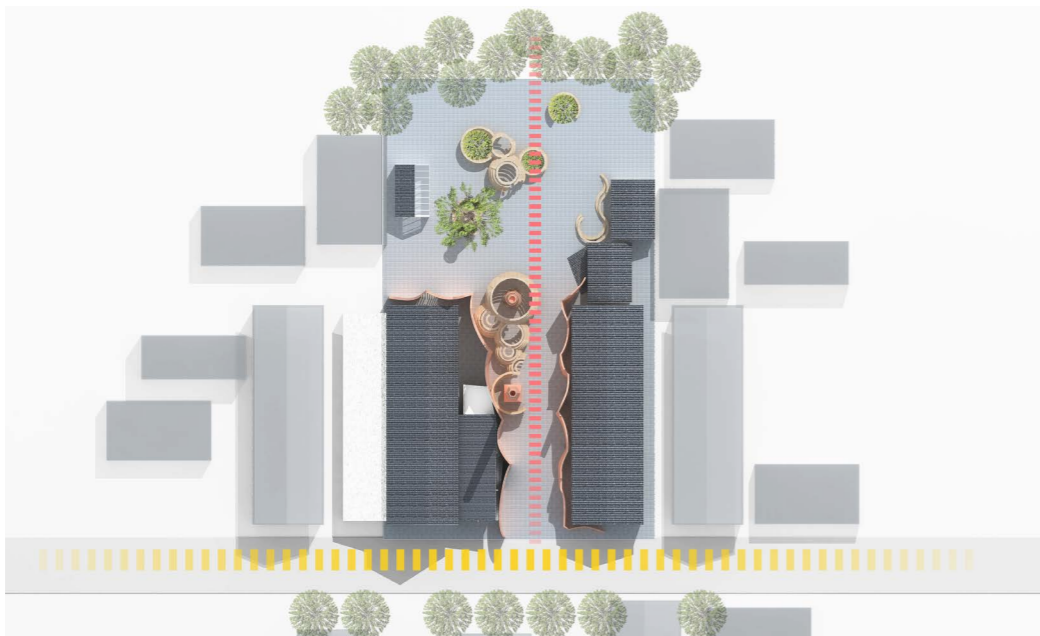
the design and the existing building

Participation is more likely to stimulate the perception of different people. In the reconstruction of old street, the design added the manual pneumatic device, which can generate electricity or drive the pneumatic device to help the airflow in local space when there is no wind. The experience of rotating is the same as that of casting porcelain. Besides, there are lot of leisure spaces that require people to sit directly in the interior of some huge ceramic vessels for leisure. At the same time, people seem to be objects in the vessels. At this time, people seem to participate in the setting of the scene as objects.

# Design sketch



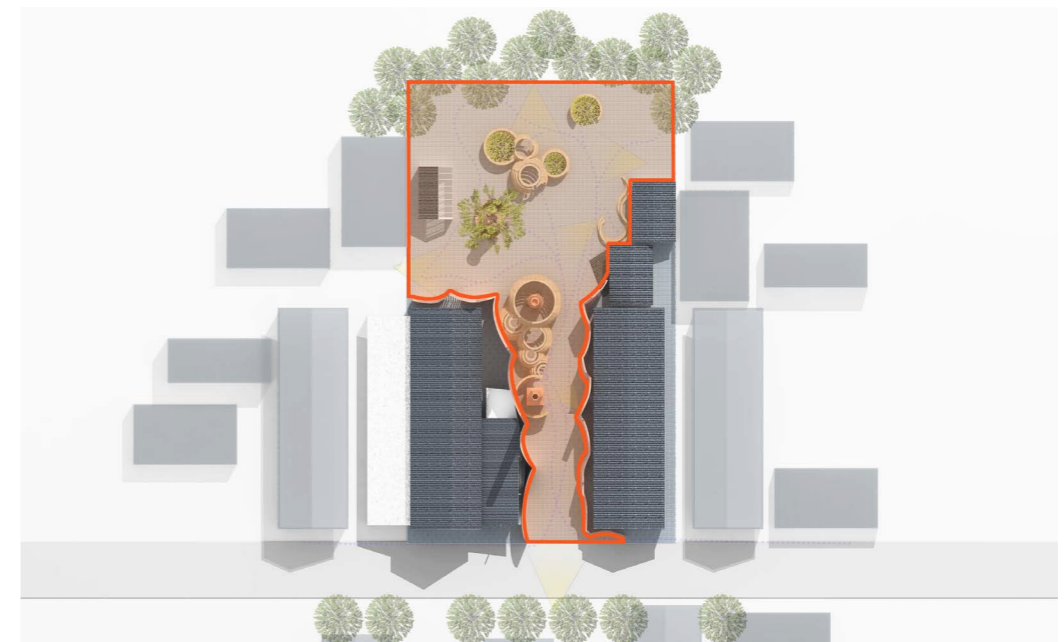
People Flow Line



Vehicle Flow Line

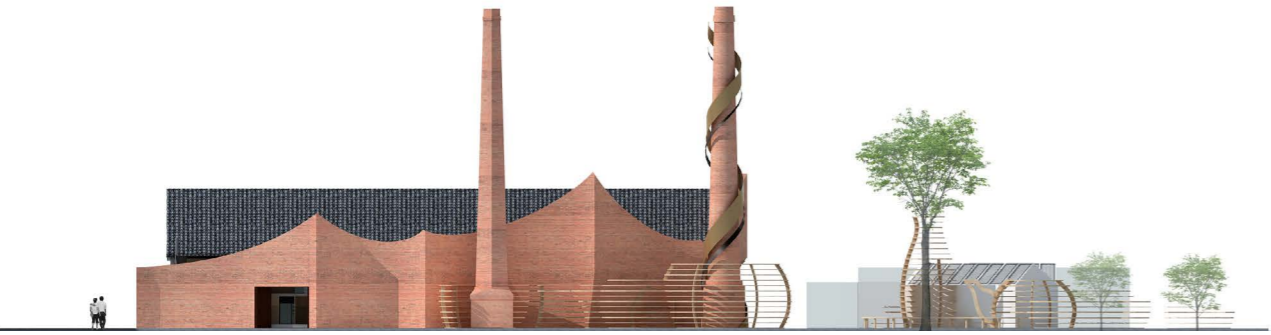


View



Design Range

Design sketch



Elevation-1



Elevation-2

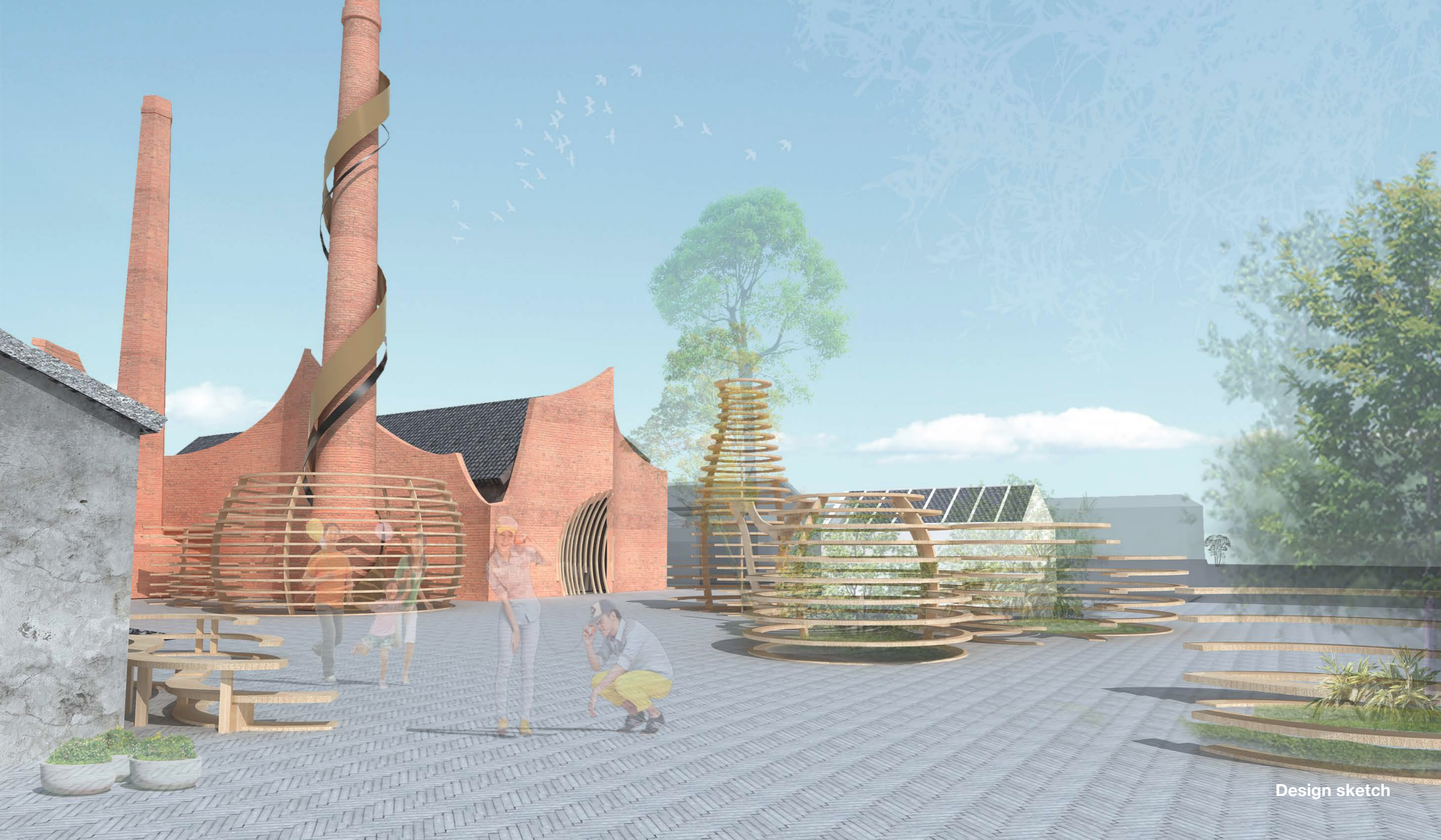


Design sketch





Design sketch



Design sketch

3

## City Culture

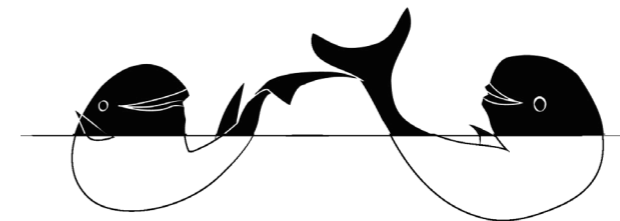
Design for Wuhan Yangtze Riverbeach Park

Wuhan is the central city in the middle reaches of the Yangtze River in China. It has been one of the most important cities in the Yangtze River basin in terms of historical development. The Yangtze River is the largest river in China and has played a significant role in the historical development of China. It has nurtured many civilizations, and people have gathered here to live and develop. Wuhan is also known as the river city because of the convergence of rivers here. This project is located in the river space of Wuhan, on the riverbank near Baishazhou on the south bank of the Yangtze River. It is also the fifth riverbank park developed in Wuhan. Based on the previous cultural construction of the riverbank, the design is based on historical factors, ecological factors and humanistic factors to design a series of cultural landscapes for the area. Through these landscapes, it is hoped that the city will be able to revive several cultural veins.

**Designers:**REN Chao, Yuan Jinding

**Location:** Wuhan, China

**Date:** 2019 - 2021

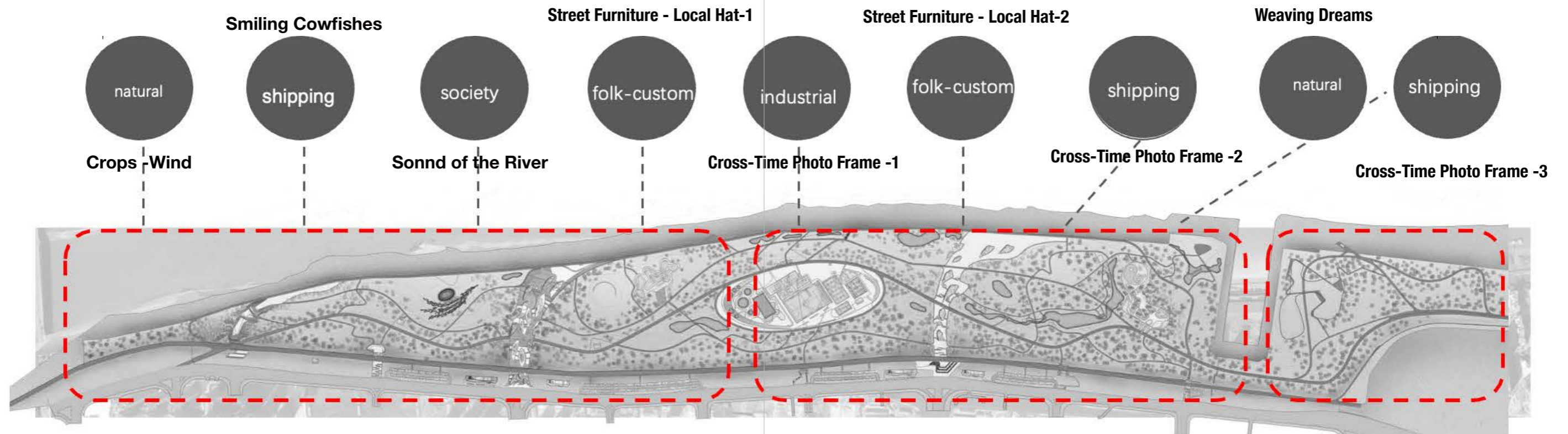


# Introduction

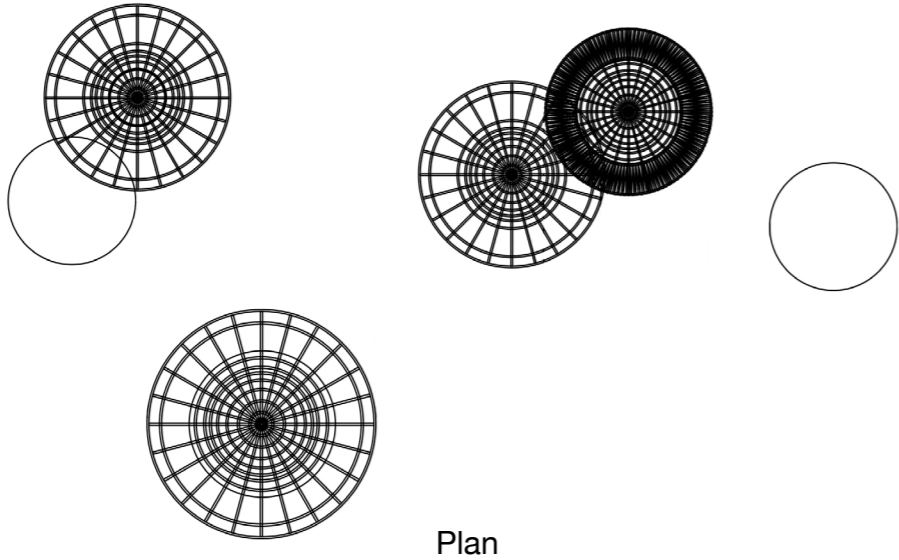
Wuhan is the central city in the middle reaches of the Yangtze River in China and has been one of the most important cities in the Yangtze River basin in terms of historical development. The Yangtze River is the largest river in China and has played a significant role in the historical development of China. It has nurtured many civilizations, and people have gathered here to live and develop. Wuhan is also known as the river city because of the convergence of rivers here.

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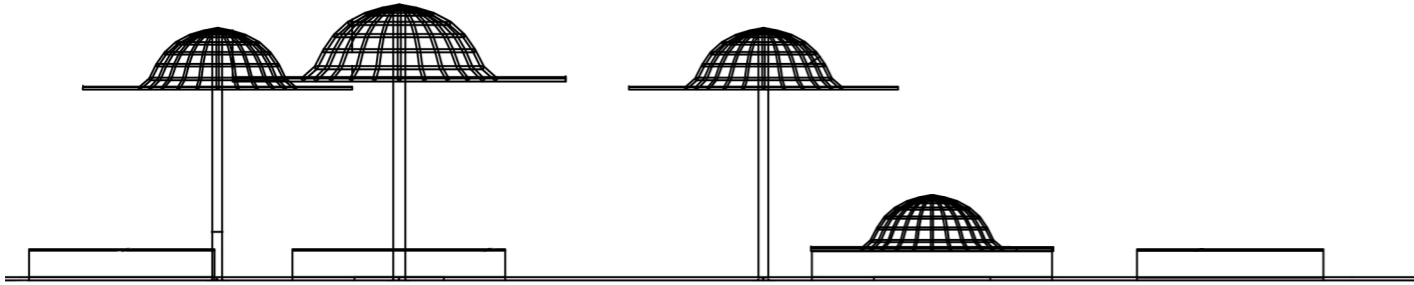
Wuhan people's urban cultural memory:



Street Furniture - Local Hat-1



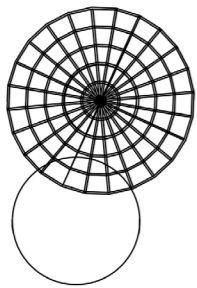
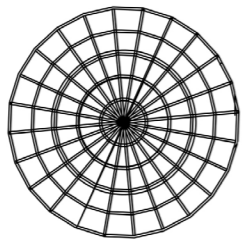
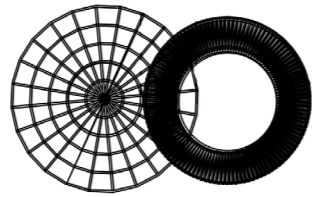
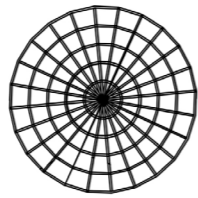
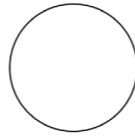
Plan



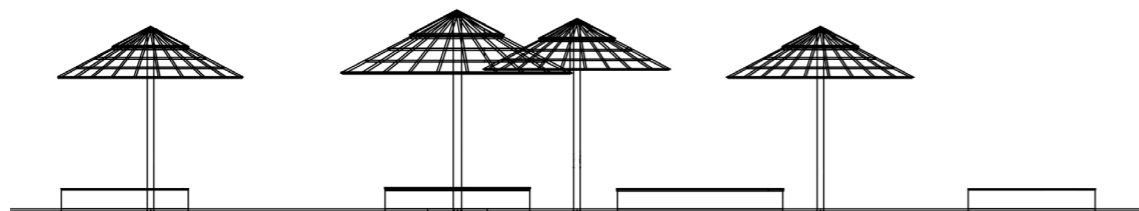
Elevation



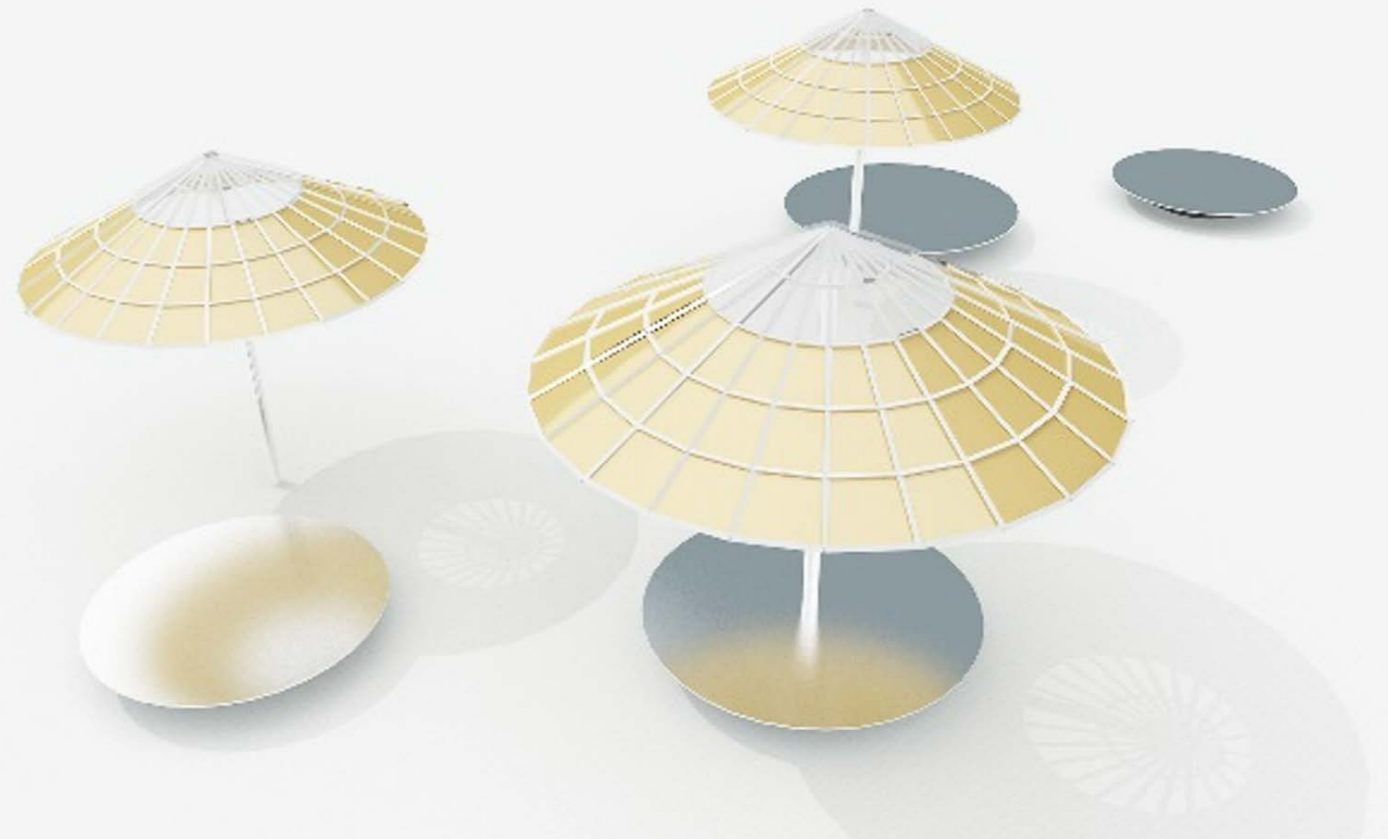
# Street Furniture - Local Hat-2



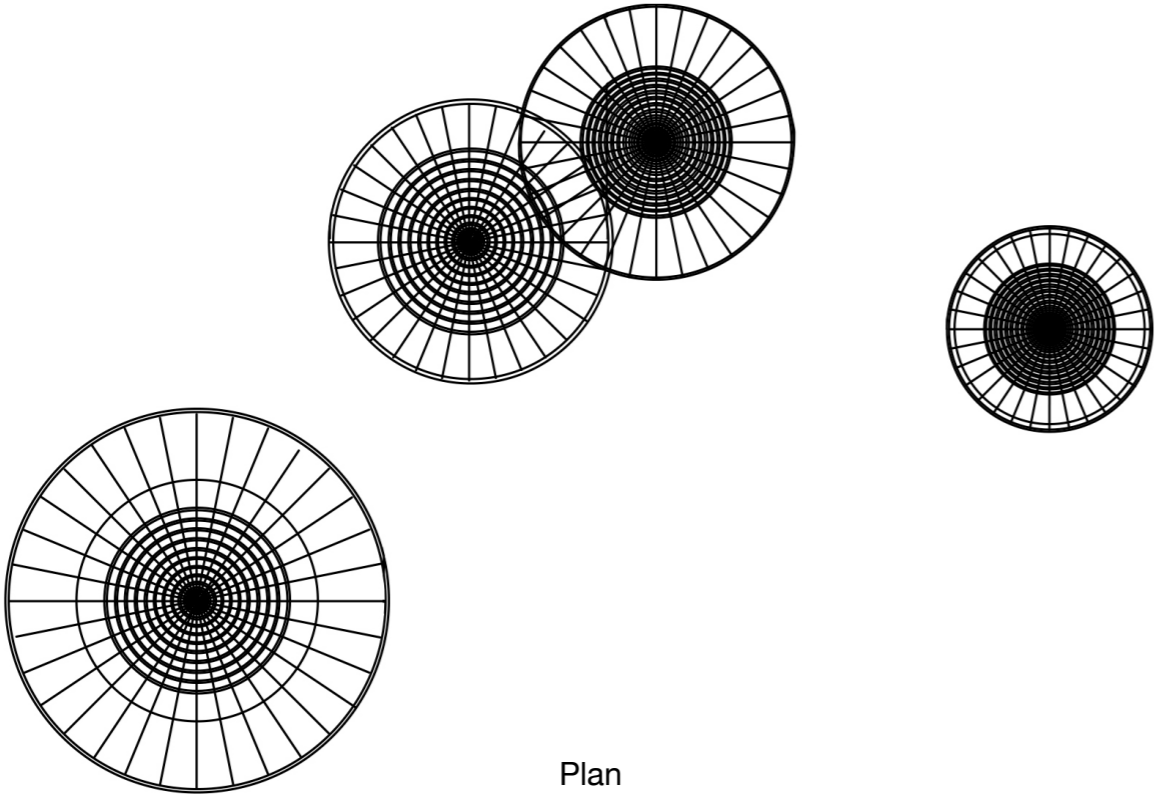
Plan



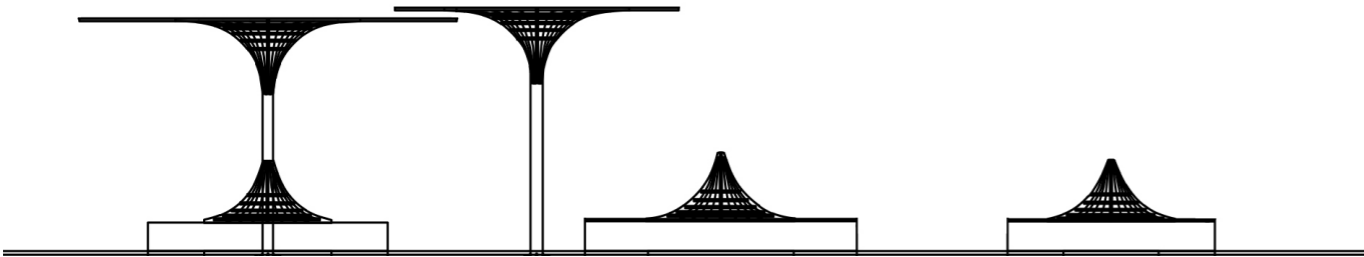
Elevation



Street Furniture - Local Hat-3



Plan



Elevation



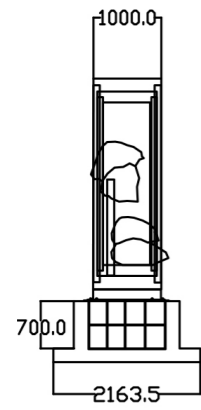
## Cross-Time Photo Frames

The work combines the photo frame with the past scenes of Wuhan Riverbank Pier, creating a number of scenes in which there are no people but only objects in the scene itself, and the public can enter the scene frame and interact with the work to create a sense of time and space.

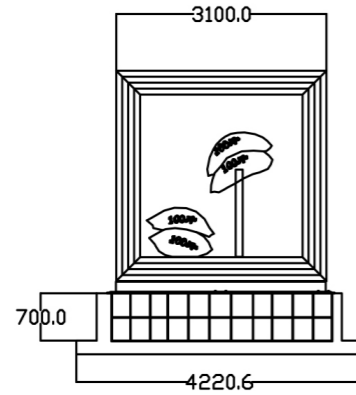




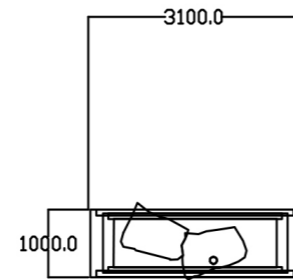
## Cross-Time Photo Frame -1



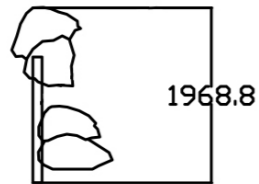
Elevation-1



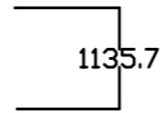
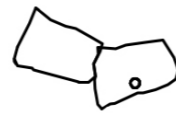
Elevation-2



Plan

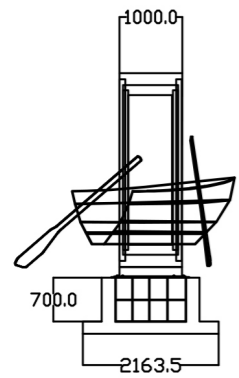


Design Detail

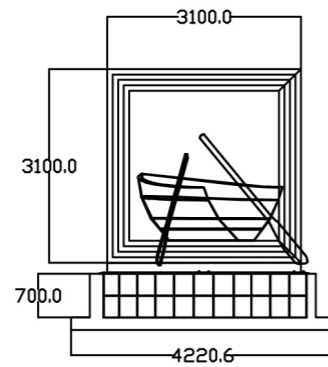


The Time frame is located in the center of the project, which is also the core site of the former pier. We created a group of landscape installations, which are composed of several giant picture frames. Each frame has different scenes, such as the scene of carrying goods on the dock in the past, the scene of fishing on the dock, the scene of ships docking on the shore, and the scene of pulling rickshaws to pick up people.

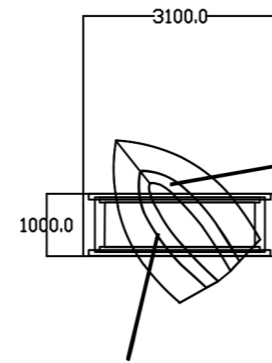
## Cross-Time Photo Frame -2



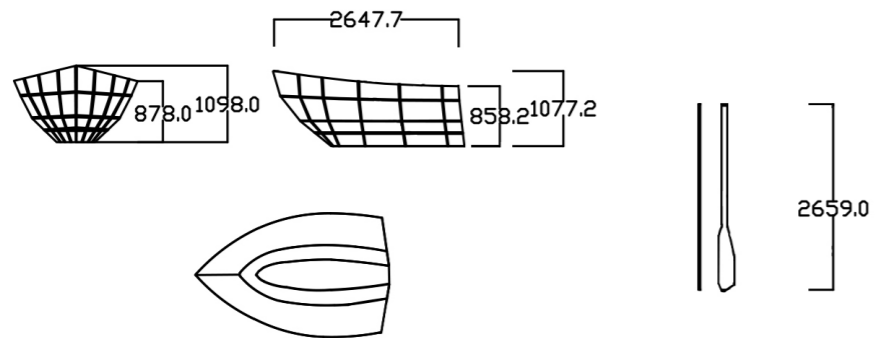
Elevation-1



Elevation-2



Plan

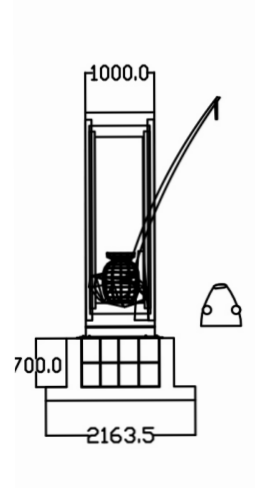


Design Detail

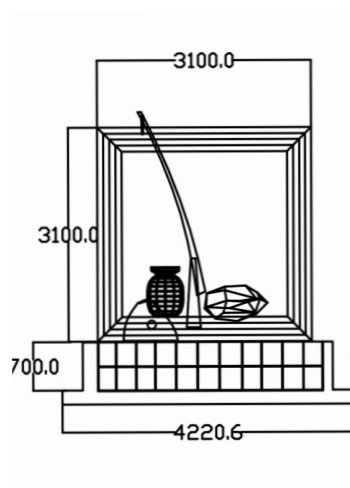


All the photo frames seem to be online in another time and space, and there are places for visitors to participate in these scenes. If visitors like this work, they can enter this work and become the leading role of the scene, which feels like bringing people back to the memory of that busy dock.

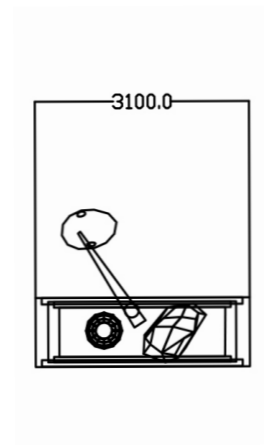
# Cross-Time Photo Frame -3



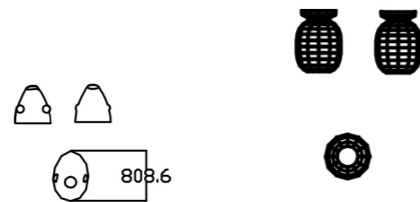
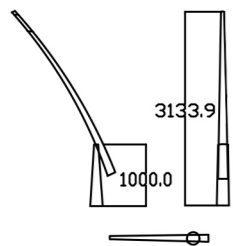
Elevation-1



Elevation-2



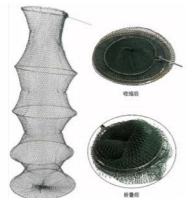
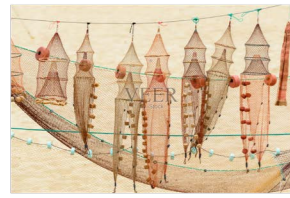
Plan



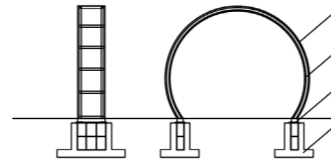
Design Detail



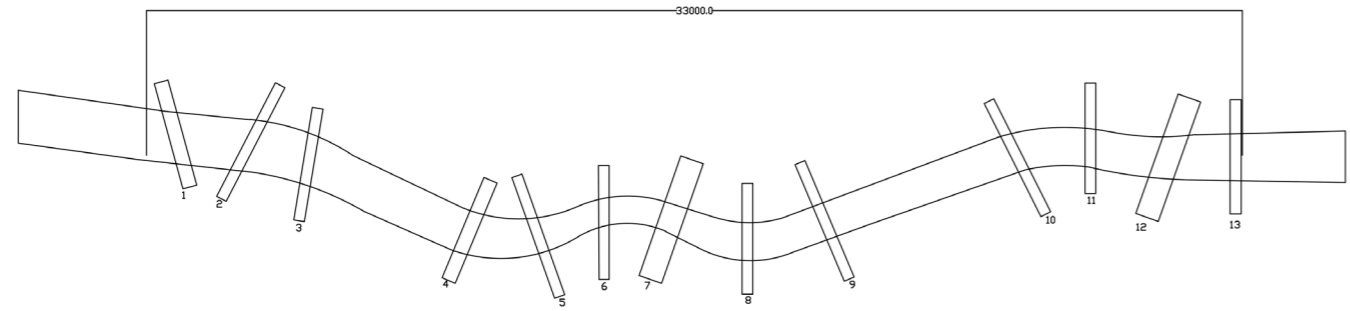
# Weaving Dreams



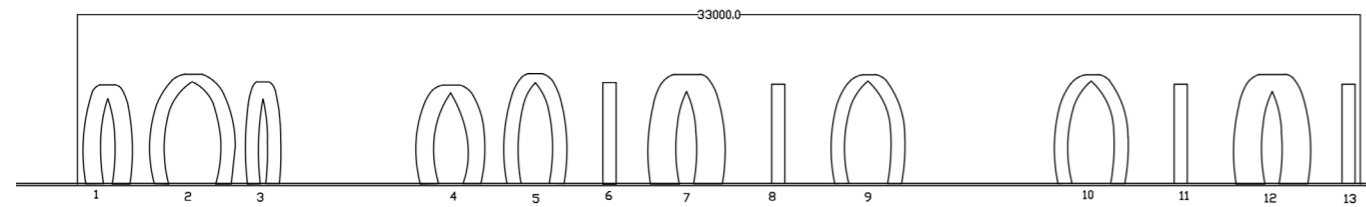
Fishing - Idea



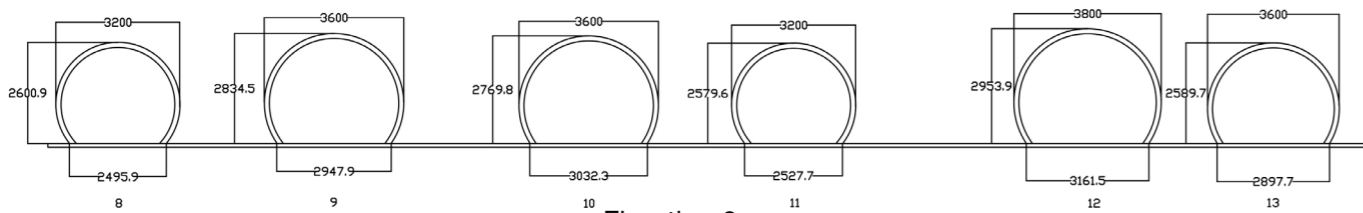
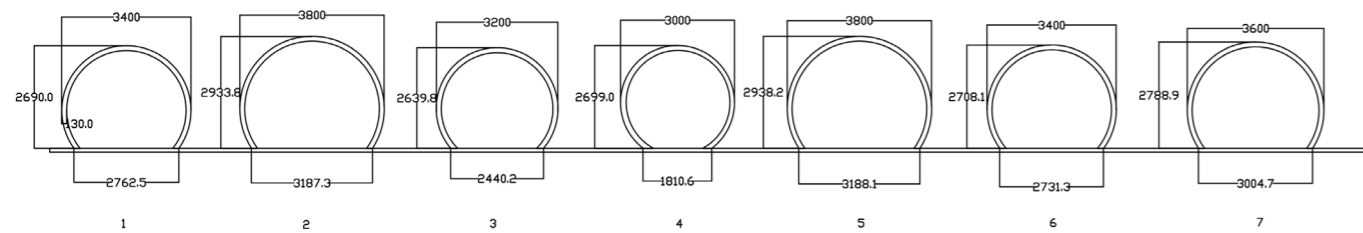
Design Detail



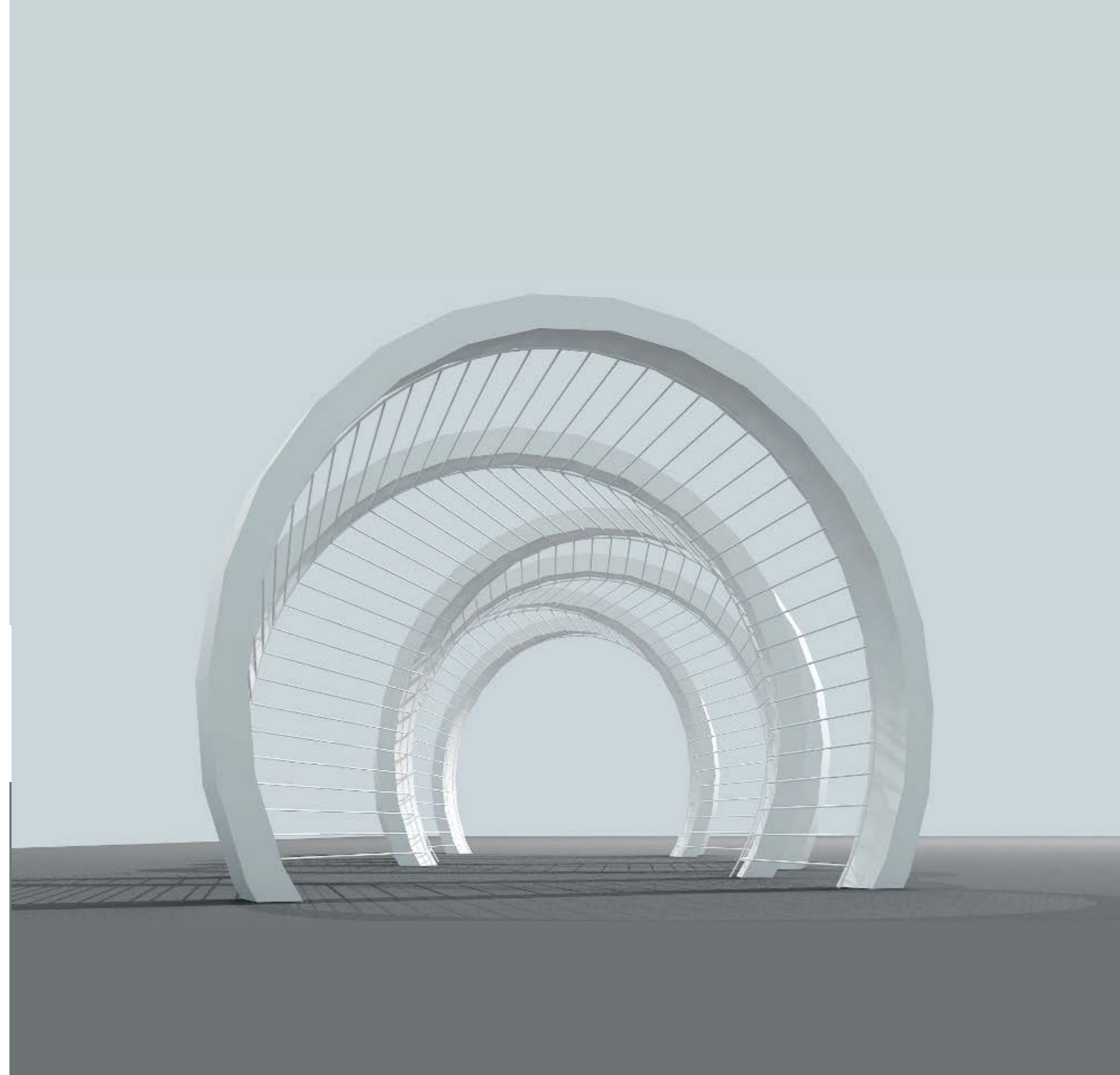
Plan



Elevation-1

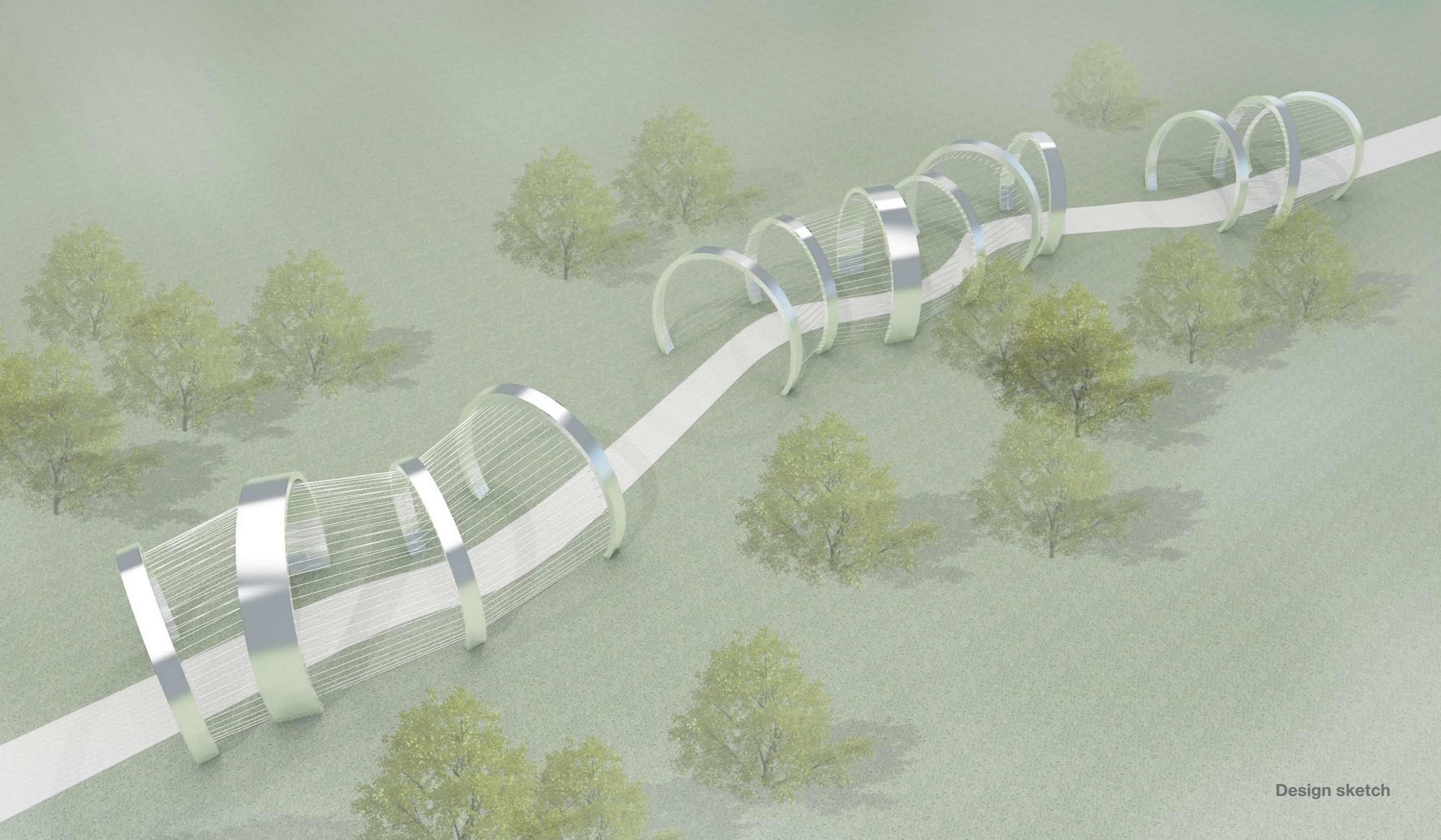


Elevation-2



The node "Weaving Dreams" simulates a fishing net used by fishermen to catch fish, and when the fish swim into it, they cannot get out. The enlarged fishing net turns the people passing through into a fish, giving people a sense of spatial experience and fishing memory.



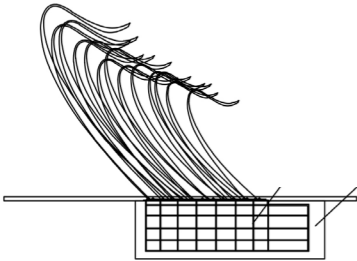


Design sketch

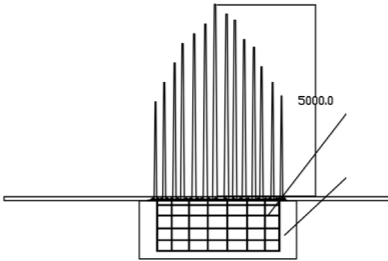
# Crops -Wind



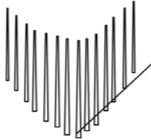
Local Crops



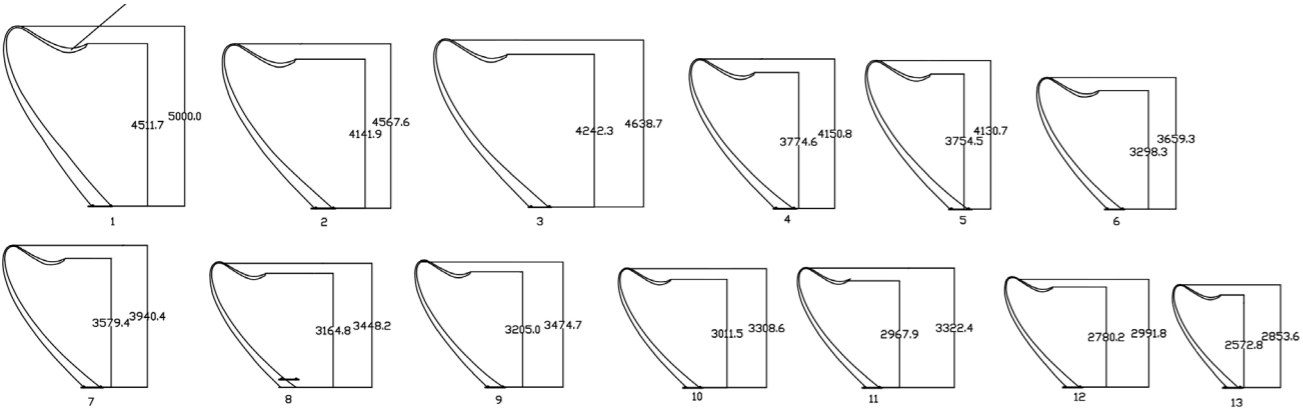
Elevation-1



Elevation-2



Plan

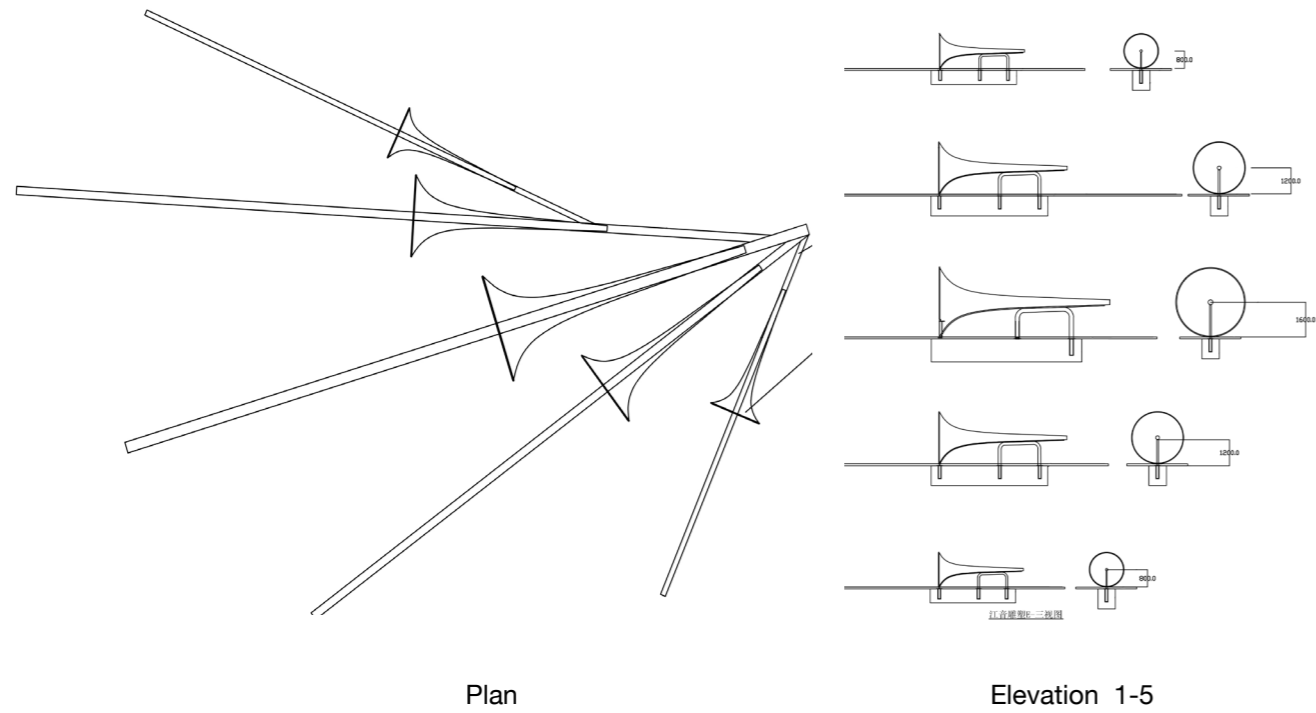


Design Detail



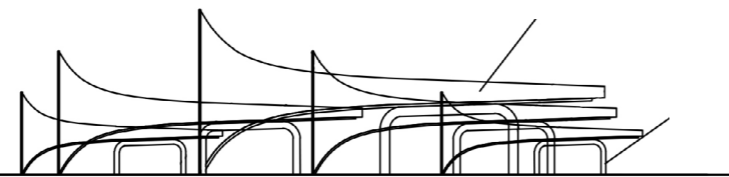
"Crops-wind" which resembles both waves and a group of reeds and the prow of a boat, is a combination creation of many natural images of the river bank.

# Sonnd of the River

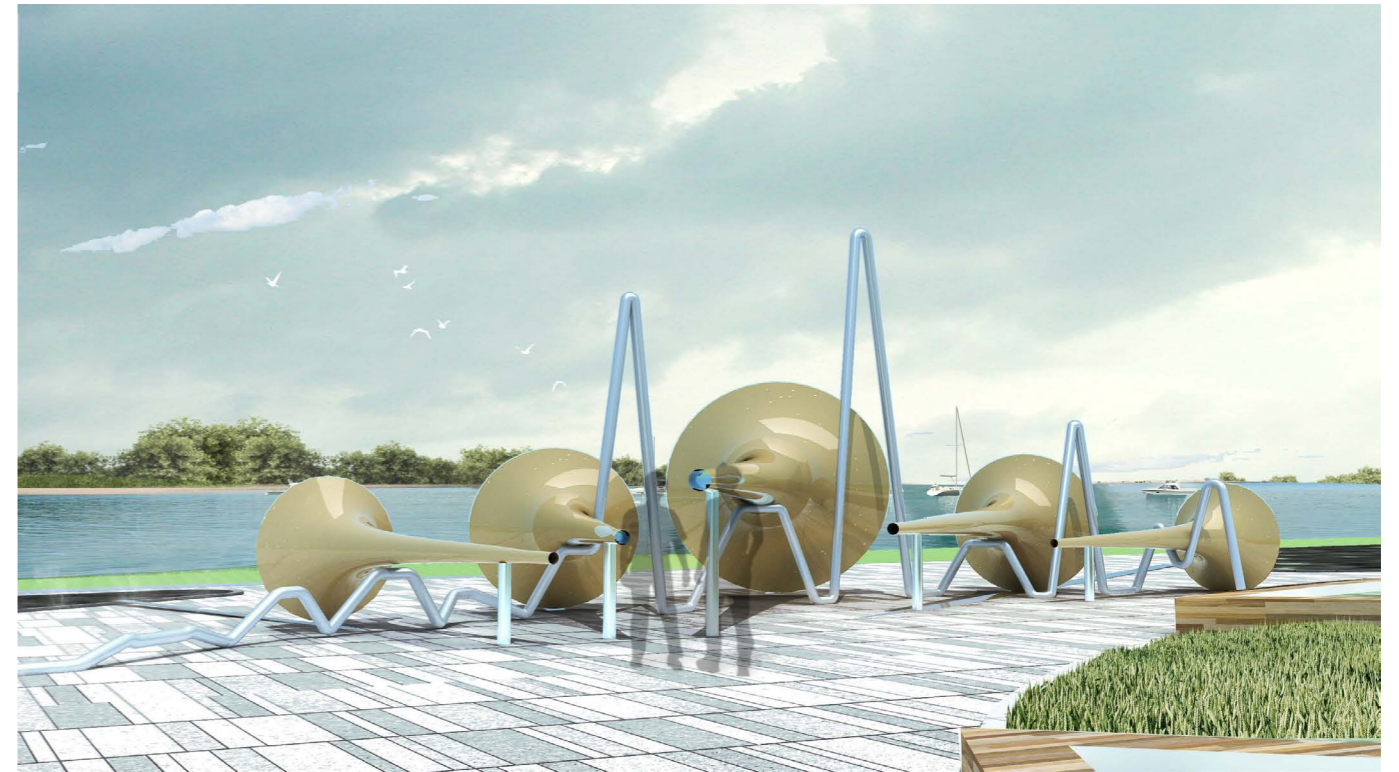


Plan

Elevation 1-5

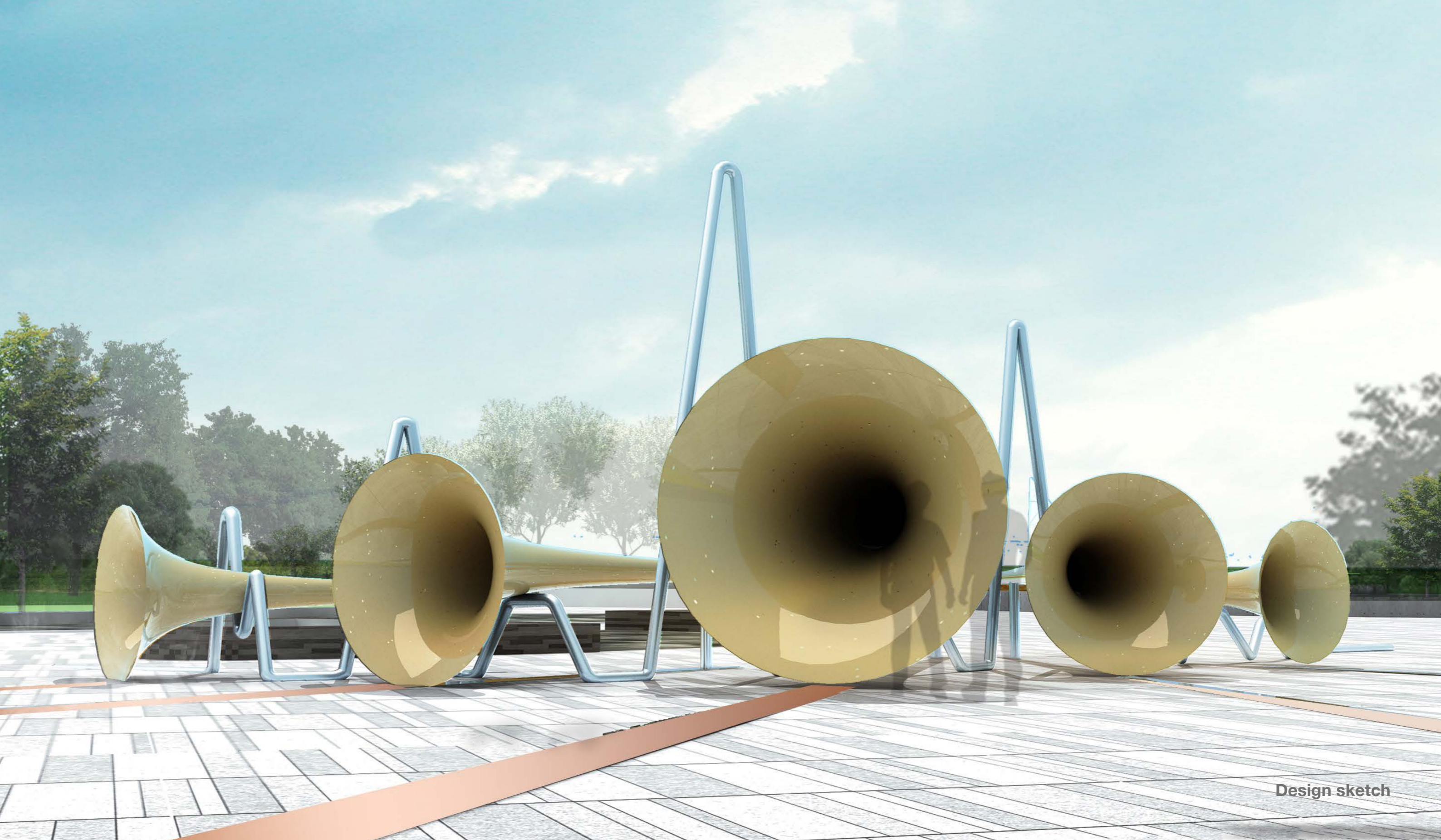


Elevation



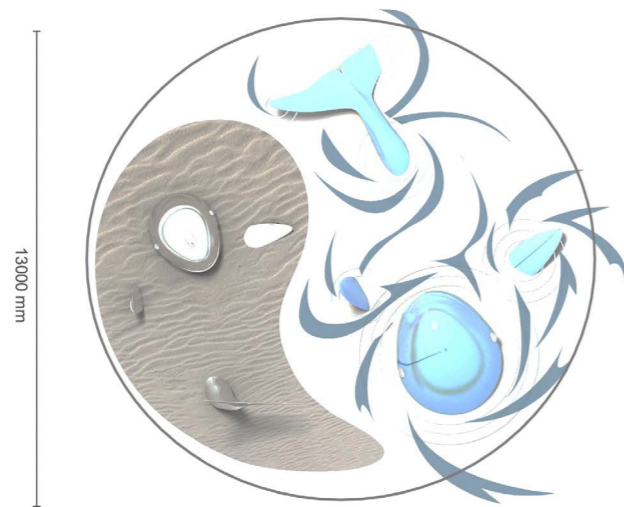
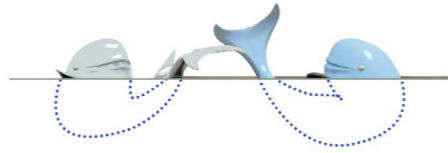
Using the horn form of the steam whistle commonly used on the Yangtze River shipping to create. The work is in the shape of a horn, and arranged in different sizes and heights and designed for different angles corresponding to different distances from the river children can find the scale of the horn suitable for their height to listen to the sound can also shout. The device has the effect of amplification and gathering sound.



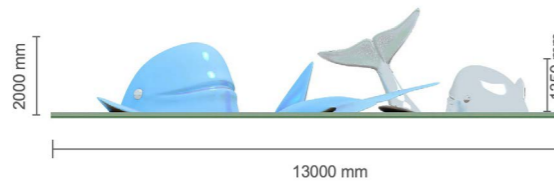


Design sketch

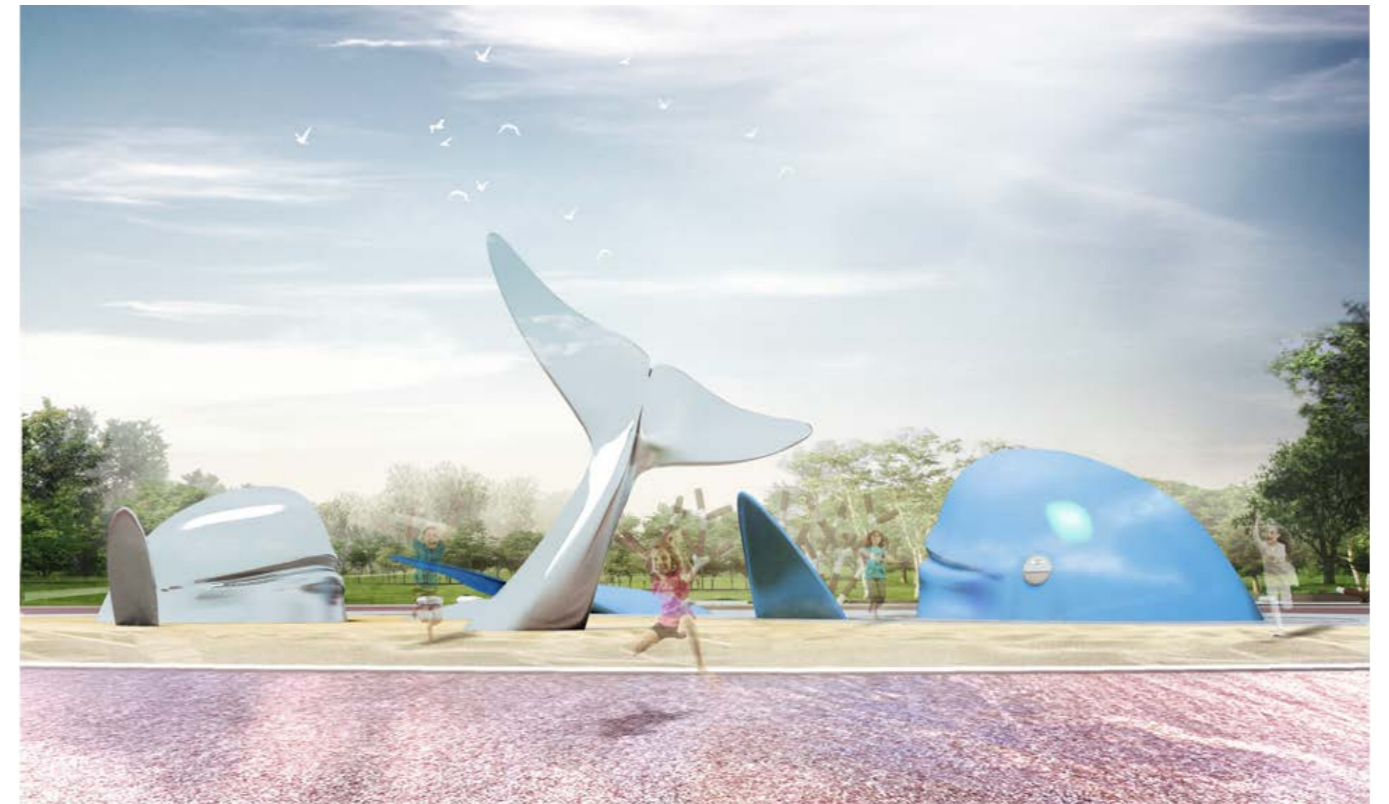
# Smiling Cowfishes



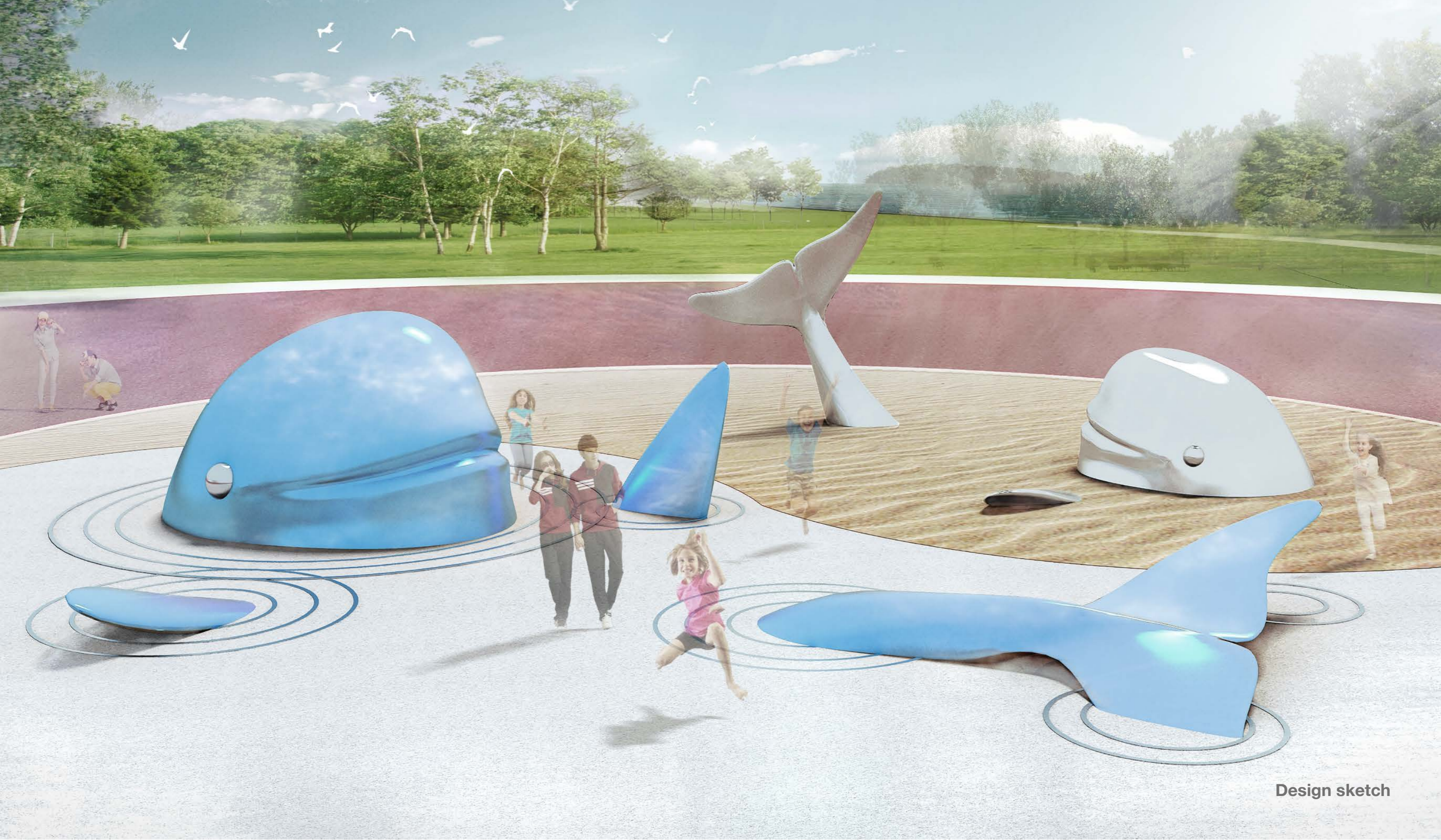
Plan



Elevation



The creation of the smiling Cowfishes originates from a local ecological legend. Legend has it that a pod of finless porpoises follow it every time a boat passes through the river or swims around it. The finless porpoise is a dolphin animal with a high level of intelligence. They are not afraid of people but like to interact with people. When we created this node, we also hoped to recreate the clips of finless porpoises playing in the water and make these clips into a scene of children's activities to implant these memories into children's growing memories.



Design sketch

4

## Poetry Culture

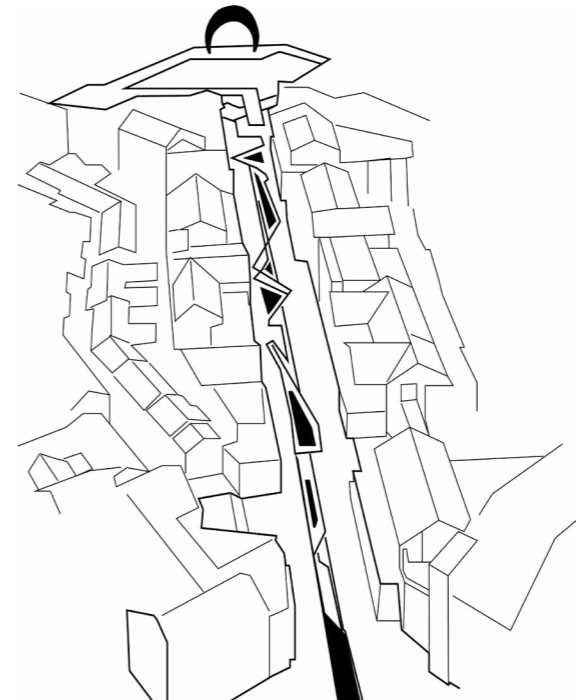
Dongpo Culture in Huangzhou

Project introduction: with the creation background of leisurely keynote of life and nature and in combination with the unique Dongpo Culture in Huangzhou, continue the urban context in space with artistic methods, create urban expression, narrate urban stories, replace the decorative facility reform of the city, and continue the epic of Dongpo Culture in Huangzhou with artistic methods.

**Designers:** REN Chao, Wang zhong, Li Zhen

**Location:** Hunagzhou, China

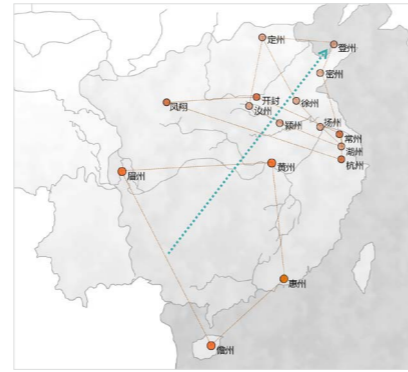
**Date:** 2018 - 2019



# Introduction

Dongpo Culture in China

Su Dongpo, a famous litterateur in ancient China whose most famous lines of poems are moon-related, had been to 16 cities in his life.



## Post



The entire Dongpo Culture Trip is constructed by the importance degree of the 16 cities for Su Dongpo. The landscape is built with the method of public art with the emphasis of overall construction and storytelling.

Huangzhou has the mission and unique advantage to build Dongpo Culture. The most famous verses of Su Dongpo are related to the moon. With the unique Dongpo Culture in Huangzhou, the overall positioning takes natural and lively demonstration of Dongpo Culture as the keynote, and highlights the construction of aspects including enthusiastic creation and interesting life of Dongpo Culture.

# City:Huangzhou

# SU, Dongpo

# Concept

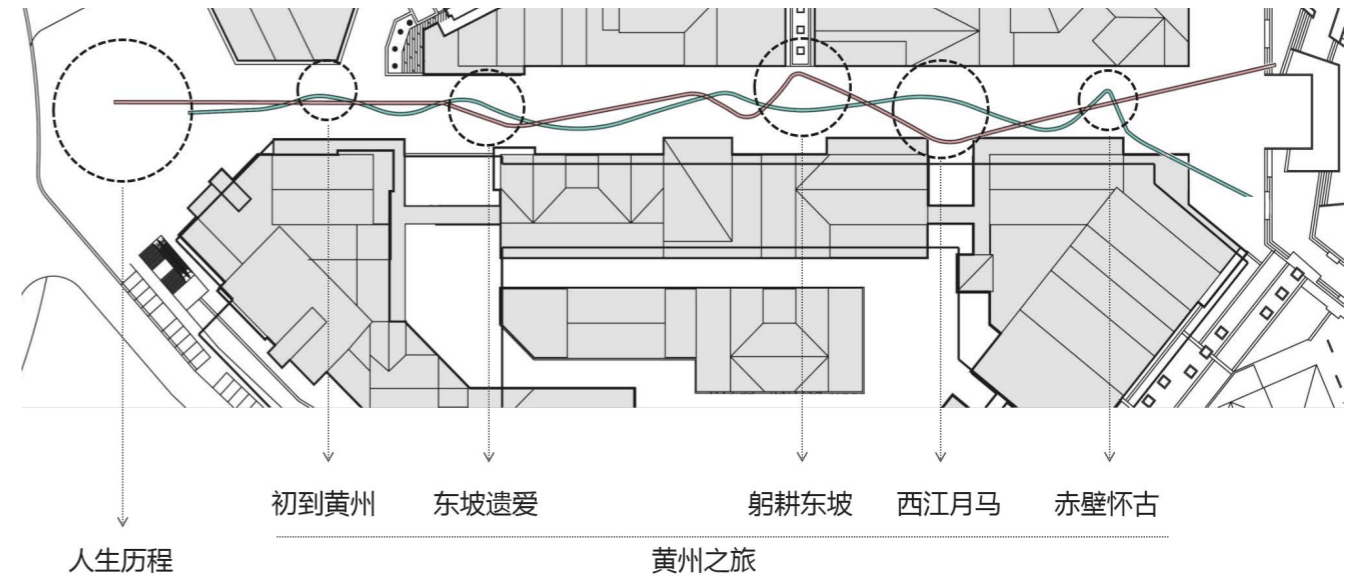


Conception theme:

Positioning of the construction landscape of Dongpo Bund: landscape both in ancient and modern times with the integration of nature and people

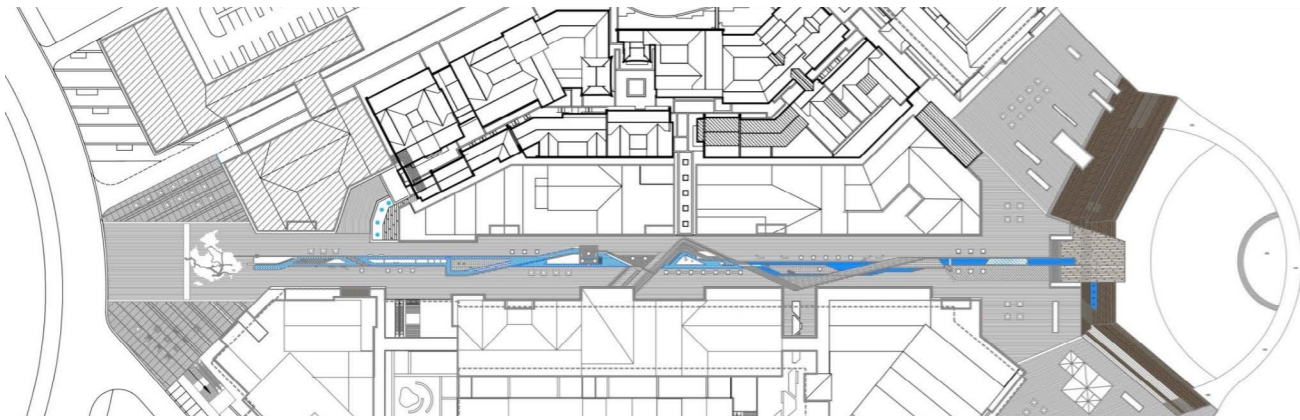
# Life

Construction concept of the Art of Dongpo Bund in Huangzhou:Continuing the urban context in space and narrating the urban stories with the method of public art

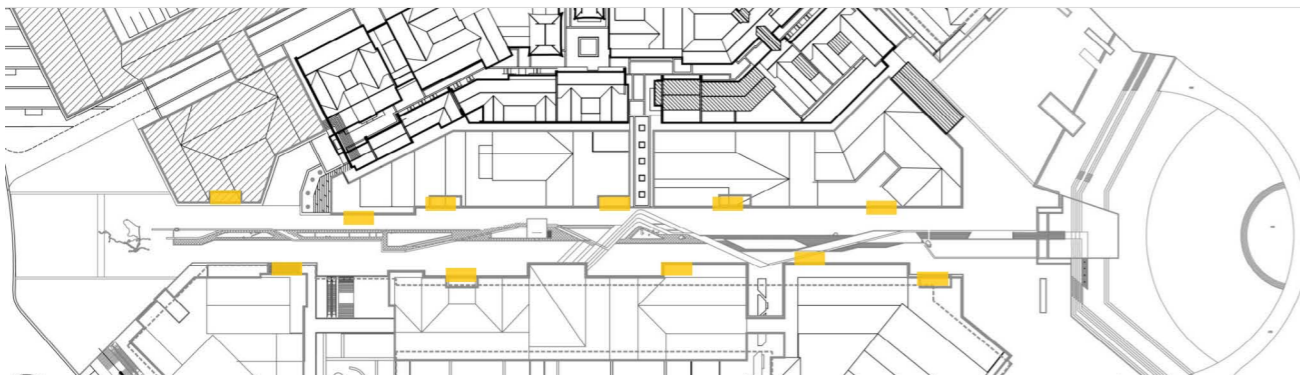


Narrating the story of Su Dongpo in Huanggang with the modern artistic method to closely connect the ancient and modern times.

Water System

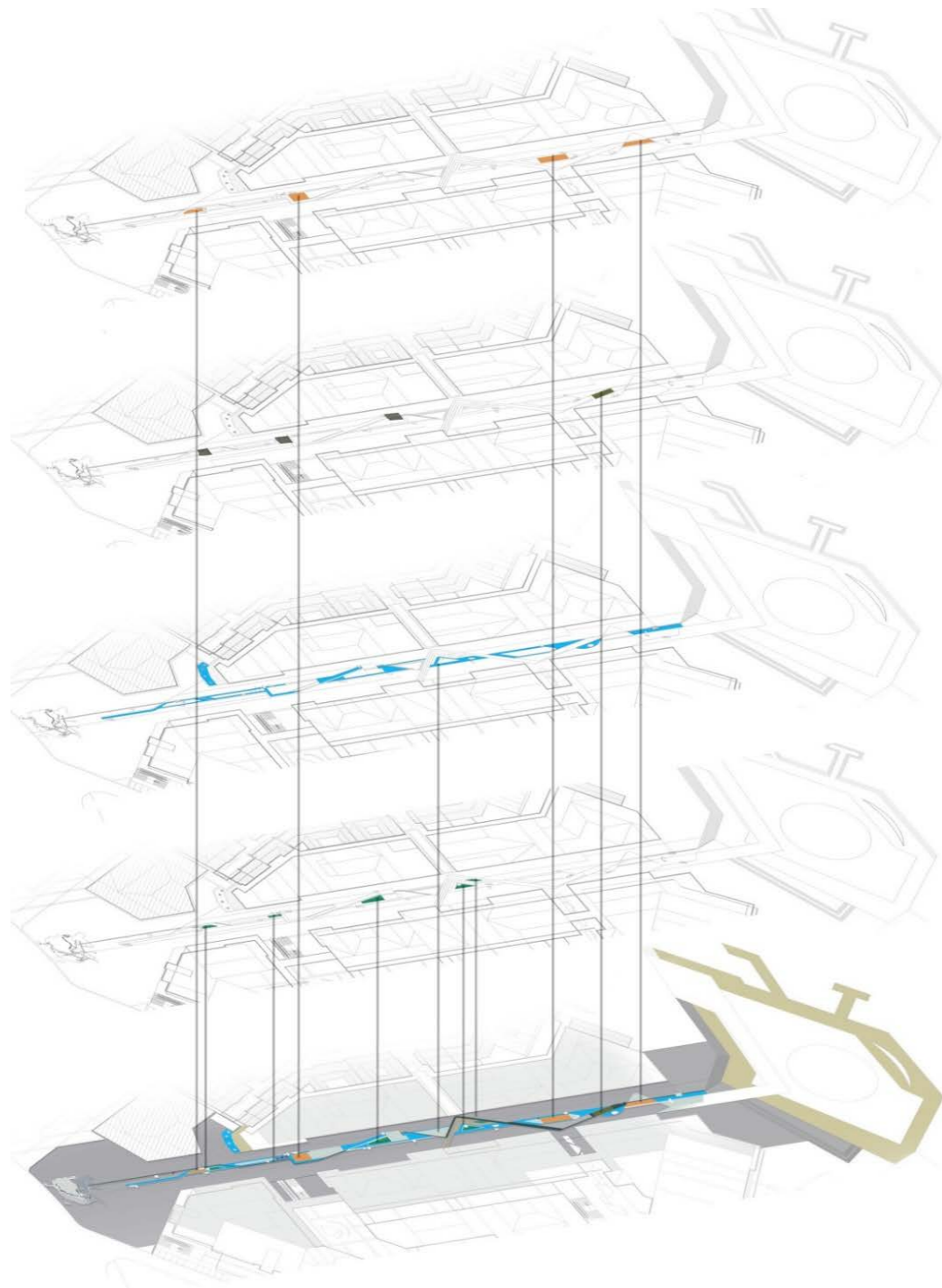


Store entrance location



Tour route





Sculpture

Small Bridge

Water system

Greenery

Flooring





Design sketch



# Design sketch



# Design sketch



5

## National Culture

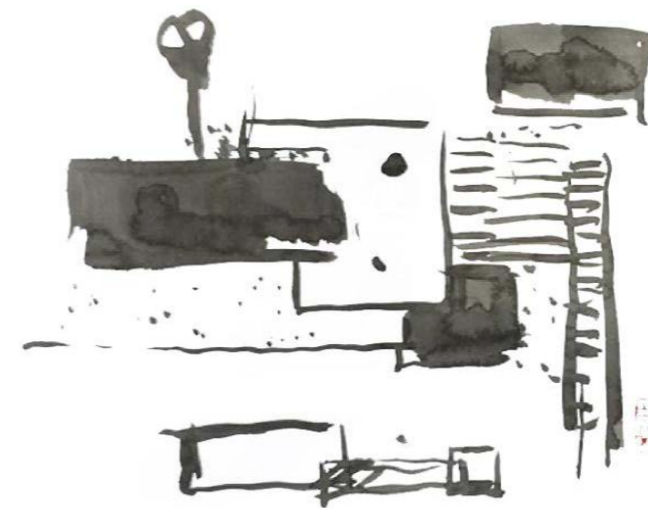
Landscape Architecture Design for National Art Museum of China

Project introduction: renovation of National Art Museum of China which lacks the outdoor exhibition space with the concept of limitless Chinese ink painting

**Designers:** REN Chao, Dr.Wu dingyu, Weixin

**Location:** Beijing, China

**Date:** 2016 - 2018



# Introduction



The symmetrical layout of the National Art Museum of China has a modern exhibition space and inherits the soul of Chinese architecture. Therefore, the original view is not enough to support the status of the National Art Museum of China and needs to be improved. Traditional Chinese architecture advocates "the unity of heaven and man, the harmony of the whole" and the spirit of environment and architecture. The landscape design is not unified with the main building style, which cannot sublimate the symbolic spirit of the national art museum. The greenery in the area is striped around both sides of the carriageway and the vegetation is mainly lawn and pine trees of a single species.



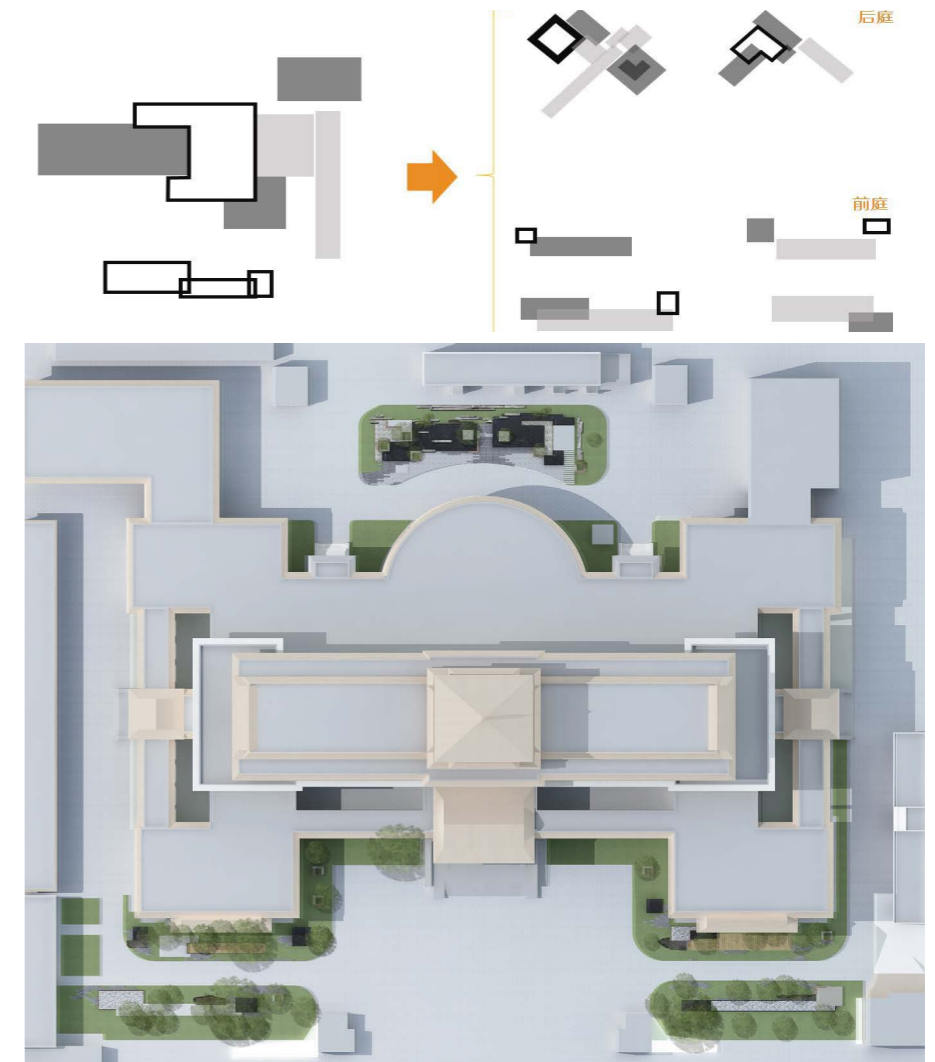
Traditional constructions in China focus on "the harmonious integration of nature and people" and stress the spirit of environment and constructions.



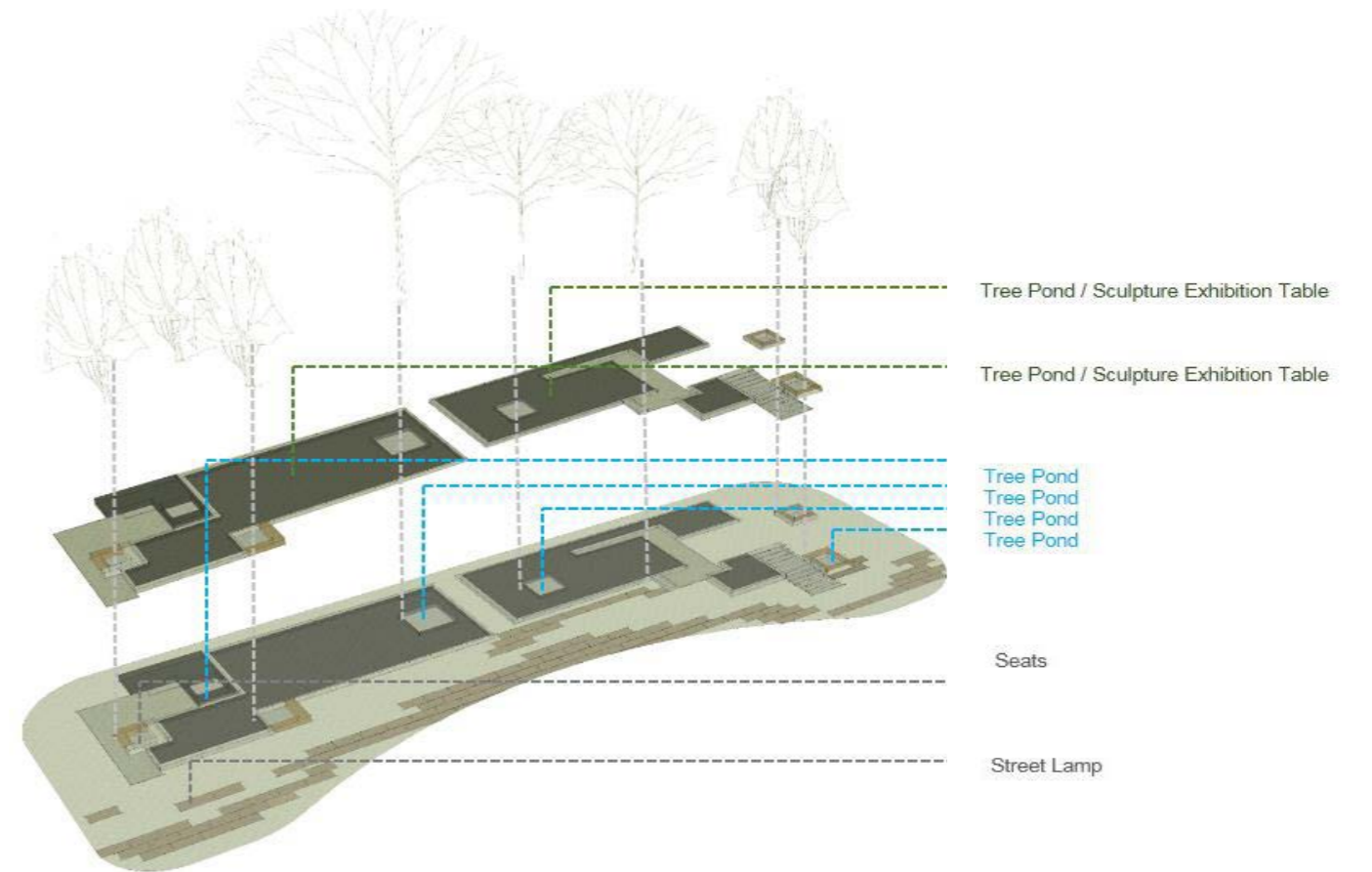
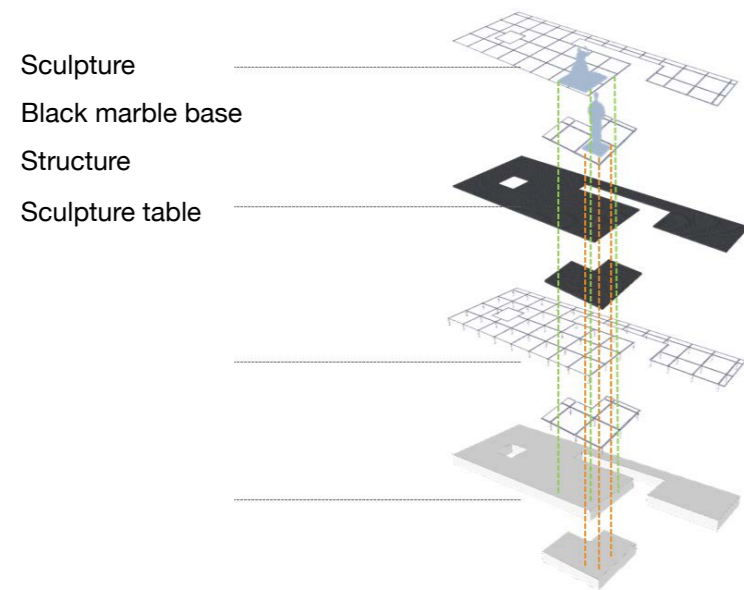
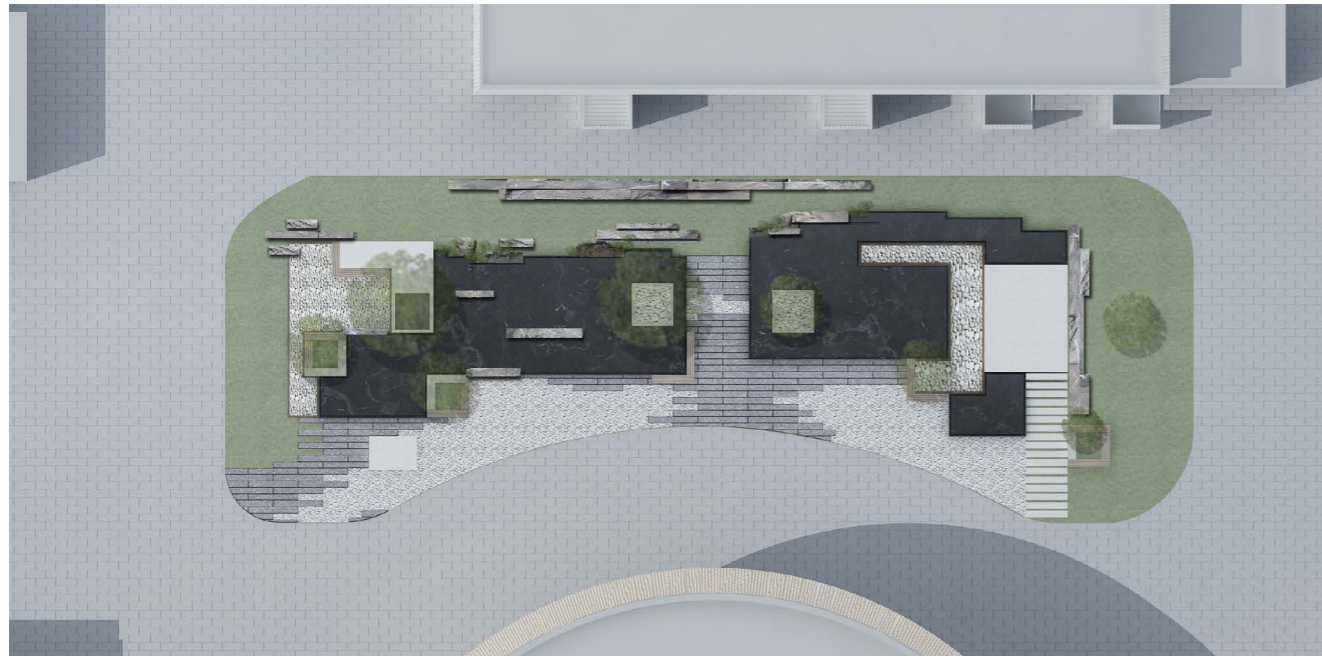
# Concept

Landscape renovation plan:

The overall style shall also follow the charm and essence of the neo Chinese style architectures. Intervene in the space with the design method of artistic landscape combining the function with the form to realize the art-up of function.



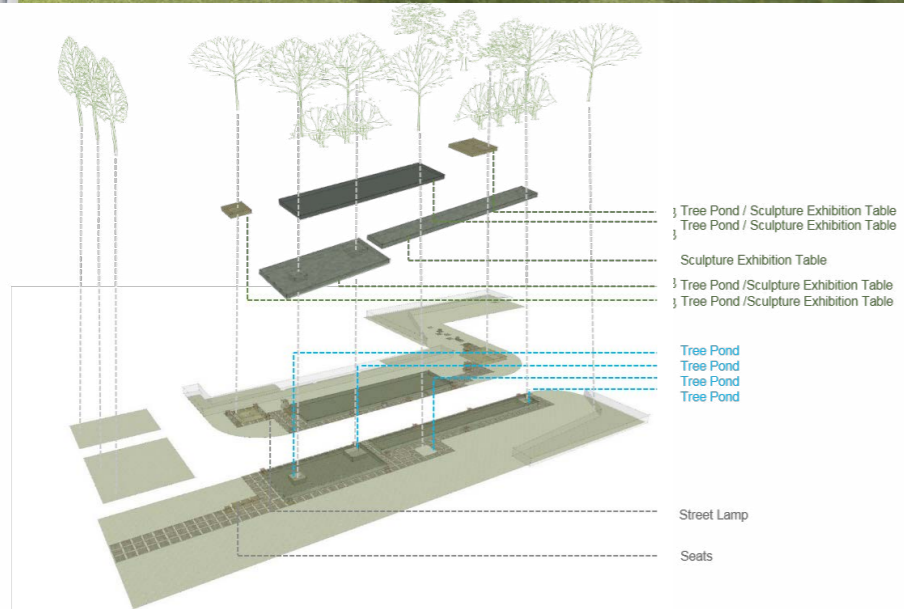
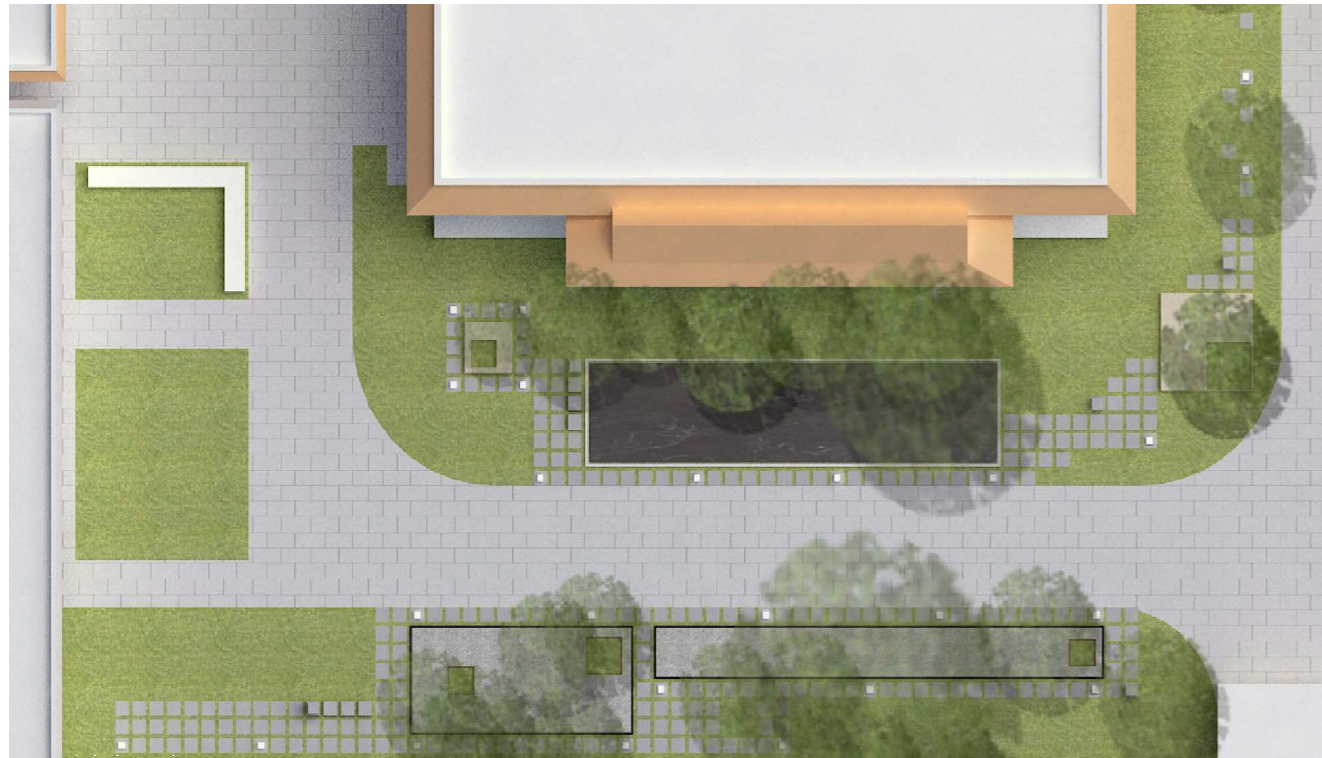
# Design sketch





Design sketch

# Design sketch



# Design sketch

