

MASTER OF LANDSCAPE ARCHITECTURE AND GARDEN DESIGN (MLA)



PEDESTRIAN PATH THROUGH AZARI GARDEN NEIGHBOURHOOD AND REVITALIZATION OF MISAGH PARK

Author: Alin Zakarian

Supervisor: dr. Eszter Bakay

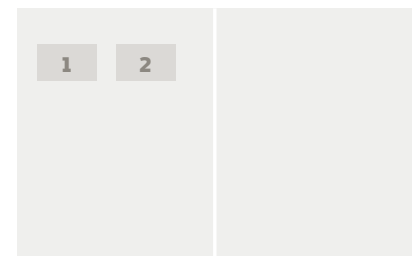
In the south side of Tehran, numerous historical places could be found, which each have their own history, such as the old Post Office, the building of Ministry of Foreign Affairs, the Golestan Palace and the Grand Bazaar of Tehran, which still is the heart of the economy of the whole country. Not too far from the downtown, where all these beautiful historical places are, there is another important economical node called the Crystal Bazaar, with an abandoned park neighboring it, which is the focus of my thesis.

The park called Misagh Park is currently a safe place for addicts and homeless people because of the lack of visitors. My purpose with choosing this neighborhood and the Misagh Park with all these issues as my master's thesis topic was to reintroduce the forgotten identity of the neighborhood and the Iranian-Islamic Architectural and Landscape Architectural traditions in a modernized way, to support the current community and to put in the last piece of the puzzle in order to have a better environment in the downtown area in Tehran. The unique topography of the site is preserved, while the access for all types of people is considered. Use of local materials with a deep and meaningful connection to

the history of the park and the neighborhood is also respected. The walk areas are designed to meet the Iranian shopping habits: Iranians go shopping together with the whole family. The walking path system is very clear and easy to follow without curves and twists.

The presence of water in huge pools is one of the attractions of the park, and it has a deep connection to Iranian tradition, since in the traditional family houses a water pool is located. Large paved areas are also visible in the new design next to the green surfaces, considering the tradition of dining on the floor with all the relatives.

The tradition of eating out with the family is still alive. Therefore, I designed a local market in the central paved area where all types of traditional food, fruit, sweets and fast food could be found. Designing a modern playground where local children and visitors can let their kids to play while they have a proper place to rest and watch over is a necessity. Beautification and symbolism were not neglected. Huge flowerbeds are used in the park, inspired by the beautiful Persian carpets. I used local bricks which are the main symbols of identity for the Azari garden neighborhood, and cubic grey basalt stone to pave the park in order to create unity and cohesion with the pedestrian path. The designed Crystal Pavilion is a symbol in the center of the brick paved area surrounded with the water pools, and also an attraction for the Misagh Park. ©



1. pict.: Crystal pavilion as a central focal point in Misagh park

2. pict.: South entrance of Misagh park

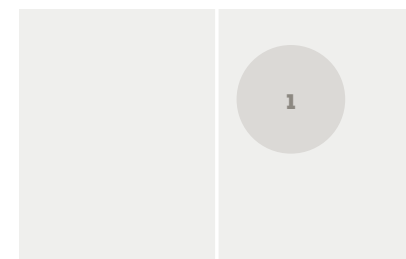


Figure 1.:
Cine-tourism
proposal

URBAN CINEMATICS. CINEMA: A CASE STUDY ON BUDAPEST

Author: Arta Abdyl

Supervisor: Dr. Kinga M. Szilágyi,
Orsolya Fekete

This thesis investigates the relation between Landscape architecture and Cinema, to understand the representative power of the cities. The architectural image is intended to be interpreted through the concept of the city and the architectural components in the movies. Budapest, the Hungarian capital city, is selected as the subject of the case study, upon which the research is developed. First, the study is based on the discussion of the relationship between cinema and urbanism from a landscape architect's point of view. The urban image in architecture and cinema is studied under several categories then. Sixteen movies with various plots are chosen, which were shot in Budapest. Most of them do not represent Budapest, but are films which used Budapest to substitute

other cities like: Paris, London, Berlin, Moscow etc. The analysis of these movies through architectural concepts aims to gain understanding of the key points in urban design. Cinema contributes to our understanding of cities by addressing two key issues: How do filmmakers make use of urban spaces, and how do urban spaces make use of the cinema? Merging the disciplines of architecture, landscape design and urban planning with film studies is the main idea for the thesis. The final product is a touristic map which has a design focused on showing the city to the tourist, the landmarks of Budapest and its landscape through a thematic route, which in this case is related to cinema. The user will not only see the movie shots but also have a general view of the city and at the same time will see the movie shots. Budapest is a city that attracts filmmakers, and dresses up as many cities. A tourist who is wandering around, will find its streets familiar as he had seen them in various movies. The city has a potential for cine-tourism like

other European capitals, but unlike in Vienna or Paris, in Budapest this form of tourism has not developed yet. The concept of the thesis proposal is to indicate all the movie locations on a map, and then to create a possible route in order to connect them. In Budapest, there is a future opportunity for guided tours with cinephiles who would like to see and take photos of the movie locations. On the map, we can see that the route starts from the Heroes Square, and continues through Andrassy Avenue to the city center, then heads north and crosses the Danube river through Margaret Bridge, and finishes on the top of Gellért Hill at the Citadel, with the panorama of the city. During this route, one can see the shots of the movies as seen on the sequences illustrated on picture. At the places of the shots, infoboards will be placed providing general info about the movies and locations. These infoboards are interactive, so that the user can also be informed about general facts of both components: the city and the movies. ©

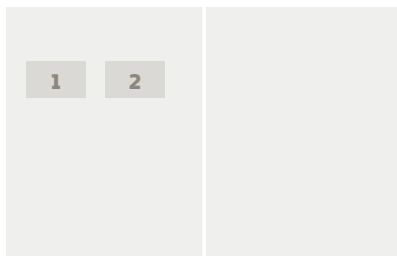


Figure 1.: Scenario:
Visitor Center

Figure 2.: Scenario:
Contemplation



SCENARIOS AND ELEMENTS FOR THE LANDSCAPE IN THE NATIONAL PARKS OF HUNGARY

Author: *Fernando Arturo Mendez Garzón*
Supervisor: *Dr. István Valánszki*

The thesis proposal is a system of standardized scenarios (environments) and elements, designed specifically for the ten National Parks of Hungary, represented by a set of preset spaces, outdoor furniture and signage for the landscape. The project arises from the problems with the poor information services, the low level of integration with the character of the surroundings, the low resistance and quality of materials, the impossibility for non-Hungarian speakers to access the information, the difficulty of recognition and identification of the places by the visitors and the lack of a common morphologic language for the elements of all National Parks. The proposal is made within the frame of the project for the renewal and enhancement of the network of National Parks

of Hungary led by the Ministry of Agriculture. Thus, integrating concepts such as identity, sustainability, technology, resistant materials and universality results in a proposal of high-quality design for the improvement of the competitiveness and the enhancement of visitor experience to the National Parks and landscapes of Hungary, through the formulation of a viable and comprehensive design proposal on man-made elements in the landscape. The main result is the Design Proposal for a set of five scenarios (typical site patterns), which includes a family of universal and standardized elements (signage, outdoor furniture and other elements) for all the National Parks. In addition, it includes a specific proposals for the gate of Hortobágy, Aggtelek and Fertő-Hanság NP as for instances. For the case study site, the thesis includes a conceptual design (not detailed) to show where the specific scenarios can be implemented. The proposed scenarios are the fundamental axes of the project.

These are five patterns that can be found in most of Hungary's National Parks. These scenarios have particular characteristics of uses, users, functions, elements, which can be differentiated easily, but at the same time can be improved and replicated throughout all the National Park network by the means of the landscape design proposals. These types of elements, beyond their function, may also become symbols, landmarks and even part of the identity of a place, hence the great importance of an accurate design based on the landscape character of each site, which creates a sense of identity and place attachment in a park. ©

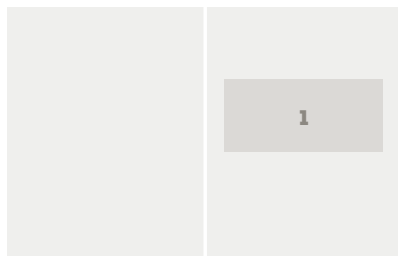
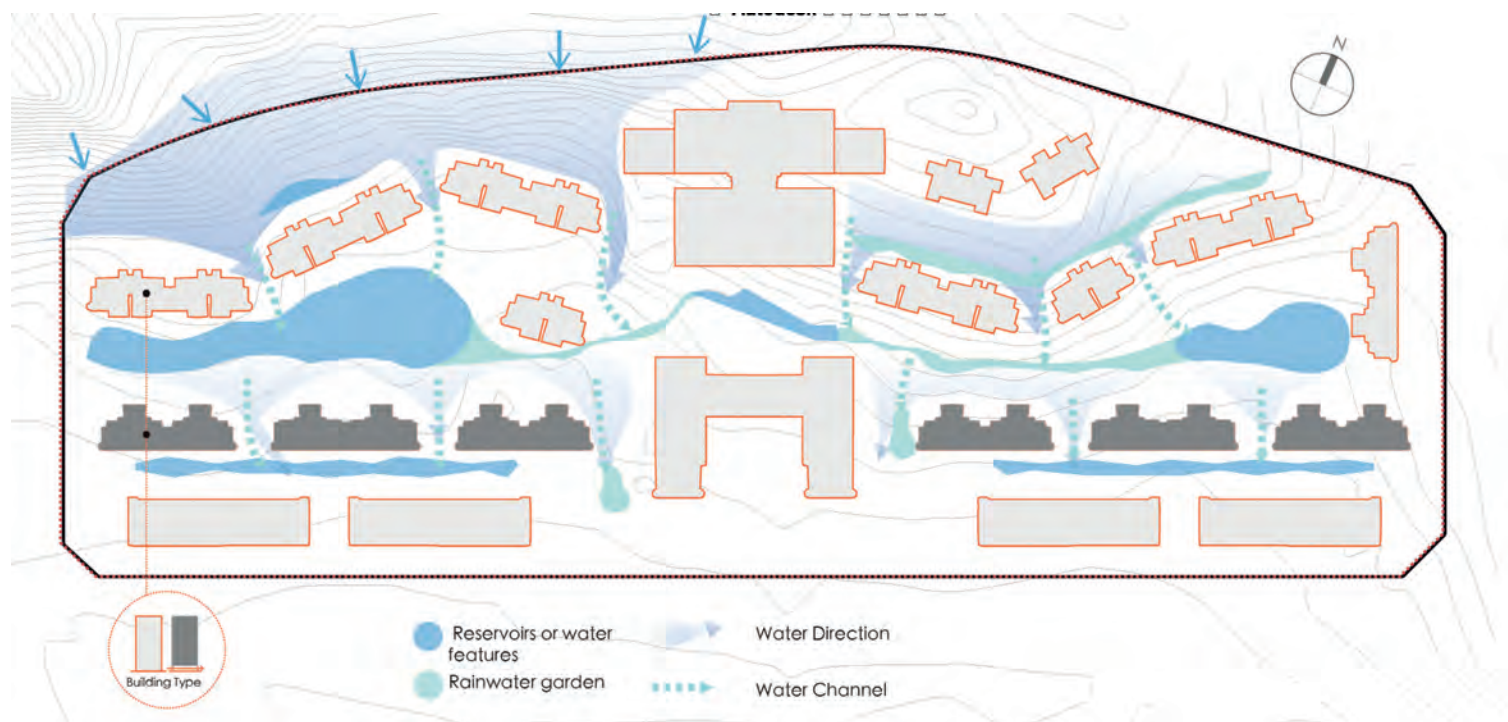


Figure 1.:
Diagram of water
management 2



EROSION CONTROL IN THE TROPICAL MONSOON COASTAL TOURISM AREA: LANDSCAPE DESIGN OF THE SUN MOON BAY RESORT

Author: Ji Xinqi

Supervisor: Dr. Kinga M. Szilágyi,
Dóra Csizmadia

Nowadays, as a result of the economic development, more and more Chinese people enjoy their holidays in resorts. Coastal areas attract more enterprises to build up tourism businesses due to their natural resources. However, in coastal areas, as a sensitive ecological zone, there are more conflicts between nature and human development. Series of problems are related to coastal development, especially coastal erosion and land erosion influenced by coastal monsoon climate. A system of development strategies in Sun Moon Bay (Riyue Bay) is proposed, based on sustainable development principles. At the same time, a landscape design plan for the tourism resort Sun Moon Bay is prepared

with the touch of the local coastal atmosphere. Additional design details explain the special solutions for water management and erosion prevention.

There are 4 different factors which influence the erosion rate in Sun Moon Bay.

- 1) The ratio of slopes: Ratio of slope between 1:2 to 1:1; Ratio of slope between 1:4 to 1:2, Ratio of slope between 1:20 to 1:4
- 2) The intensity of rain: The site is located in the tropical monsoon area, so a huge amount of rainwater will appear in the wet season. Reservoir and rainwater garden: changing the topography to create a system of stops and decrease the runoff from the ground surface; water channel: water channels of different size, with or without vegetation; letting the rainwater run to the appropriate places; drip irrigation.
- 3) Surface materials: Soil is easier to be eroded because the surface runoff may take the particles away. Methods:

Stones will be used for the edge of the rainwater garden to prevent the rainwater moving the soil. The activity areas are divided into areas of frequent use and less frequent use. In the frequently used areas, hard and permeable pavements will be used, while tree barks and gravels will be used in the less frequently used areas.

- 4) Vegetation: The first principle of proposals on the vegetation is to provide abundant vegetation layers. The second principle is that different vegetation will be used on slopes of different ratio. On the steepest slope, *Pinus massoniana* will be used as the main species, in a density of 1000-1200/m². *Castanea mollissima* BL. and tea (*Camellia sinensis*) will be the main species of the terraced lands. Vetiver (*Chrysopogon zizanioides*) is one of the plants, for which it was proven that the roots can help to reduce soil erosion. It will be used at the edge of the terraced field. ©

Simplification of Classical Space Organization.Expression of changeable form.



See the big in the small, Use less to reflect more Abstraction & Symbolism.



THE APPLICATION OF CLASSICAL CHINESE LANDSCAPE ARTISTIC CONCEPTION EXPRESSION IN CONTEMPORARY DESIGN

Author: Yunfei Gao

Supervisor: Katalin Takács PhD

The classical Chinese garden is a precious historical and cultural heritage. The expression of the artistic conception is the core technique. It is unique in the world of gardens, worthy of development and protection, and is reflected and transformed in contemporary garden design. In fact, it is still adapted to contemporary design.

A systematic theoretical research, case study and comparative analysis methods are used in this diploma work. Using historical sources on classical Chinese gardens, which reveal the profound influence of philosophical thoughts, the main characteristics of classical Chinese gardens are summed up. These are based on the composition of order, emotion, artistic conception, culture and ecology

of the space, which are all part of modern landscape design today.

Through the case analysis of typical ancient and modern works, the application modes of traditional gardening techniques in contemporary design were explored. Some theoretical guidance on the protection of the heritage of Chinese landscape design was presented in order to give inspiration to landscape architects and to maintain the diversity of landscape for the future.

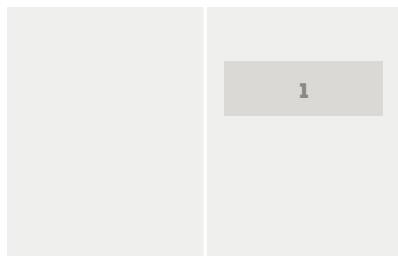
Contemporary landscape architecture must be based on the present, re-exploring the concepts and principles of classical Chinese gardens. Based on the tradition and reinterpretation, this is the only way for integrating classical Chinese gardens into the modern environment. This requires today's landscape architects to fully understand the requirements of modern society and the adequacy of traditional Chinese garden.

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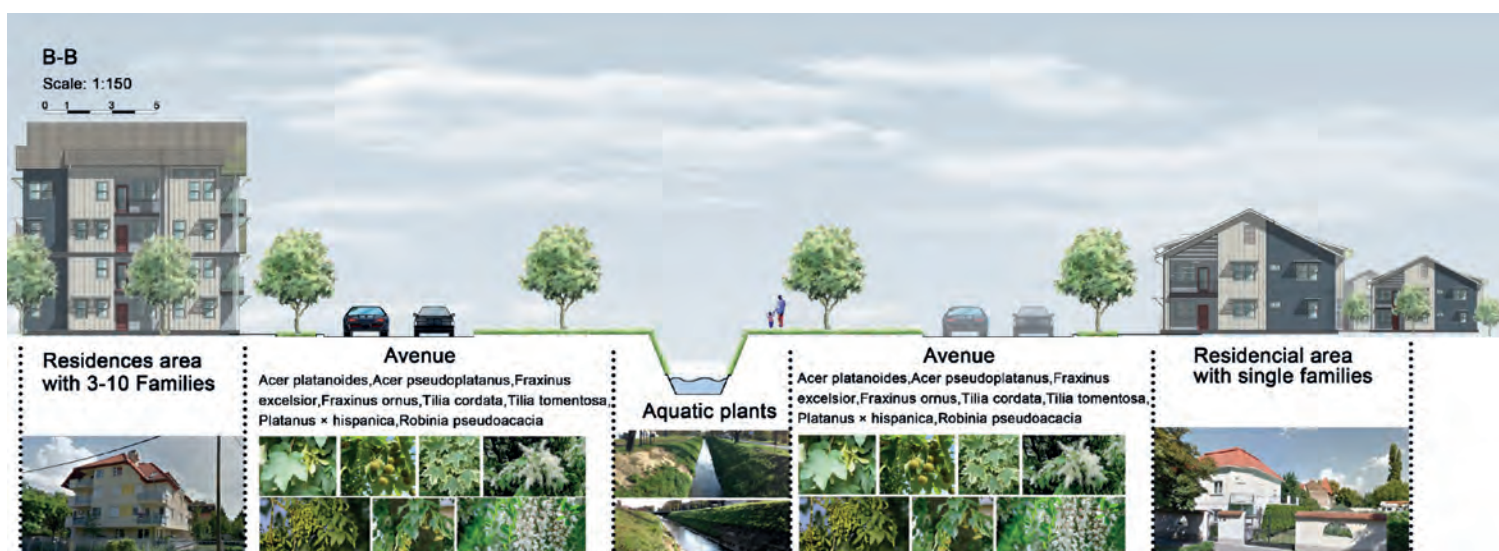


1. pict.: Island-Water Mode

2. pict.: World in A Pot Mode



1. pict.: Section analysis



A METHODOLOGY FOR GREENWAY PLANNING AND DESIGN BASED ON RÁKOS CREEK CASE STUDY

Author: Zhang Zhigang

Supervisor: Dr. Albert Fekete

This article will explain the method of sustainable greenway planning and design through a detailed description of a specific project, from the basic principles of the project and the goals through the analysis of the site to the final planning and design. Each step has an in-depth elaboration, trying to reveal the basic framework for sustainable greenway planning and design and landscape planning and design. The first chapter of the thesis is an overview of the fundamental principles of sustainable landscape planning and design and some methods to apply these principles that are ignored in many project realizations. In most cases, designers focus more on some unique design concept rather than the fundamental principle of design. So, many times when we read a book or see a project, we can experience confusion without a proper basis. This chapter of the article will try to explain the emergence of the principles and introduce the main theories of sustainable greenway planning and design. The

second chapter is the interpretation of the analysis methodology of sustainable greenway planning and design. Once we know the principles and objectives, then we prepare the analysis according to the relevant policies and goals. Out of the various methods of analysis available, based on personal experience, the author has proposed an analysis methodology for reference. The third chapter is about the practical application of sustainable greenway planning and design principles. From the first chapter, we can see that there are many ways to achieve sustainable greenway planning and design. The author will apply a variety of methods to achieve sustainability goals, according to the actual conditions of the site. Since the author studied in Budapest, he chose a green road in Budapest as an example to facilitate field visits and to obtain the assistance of a mentor. ©