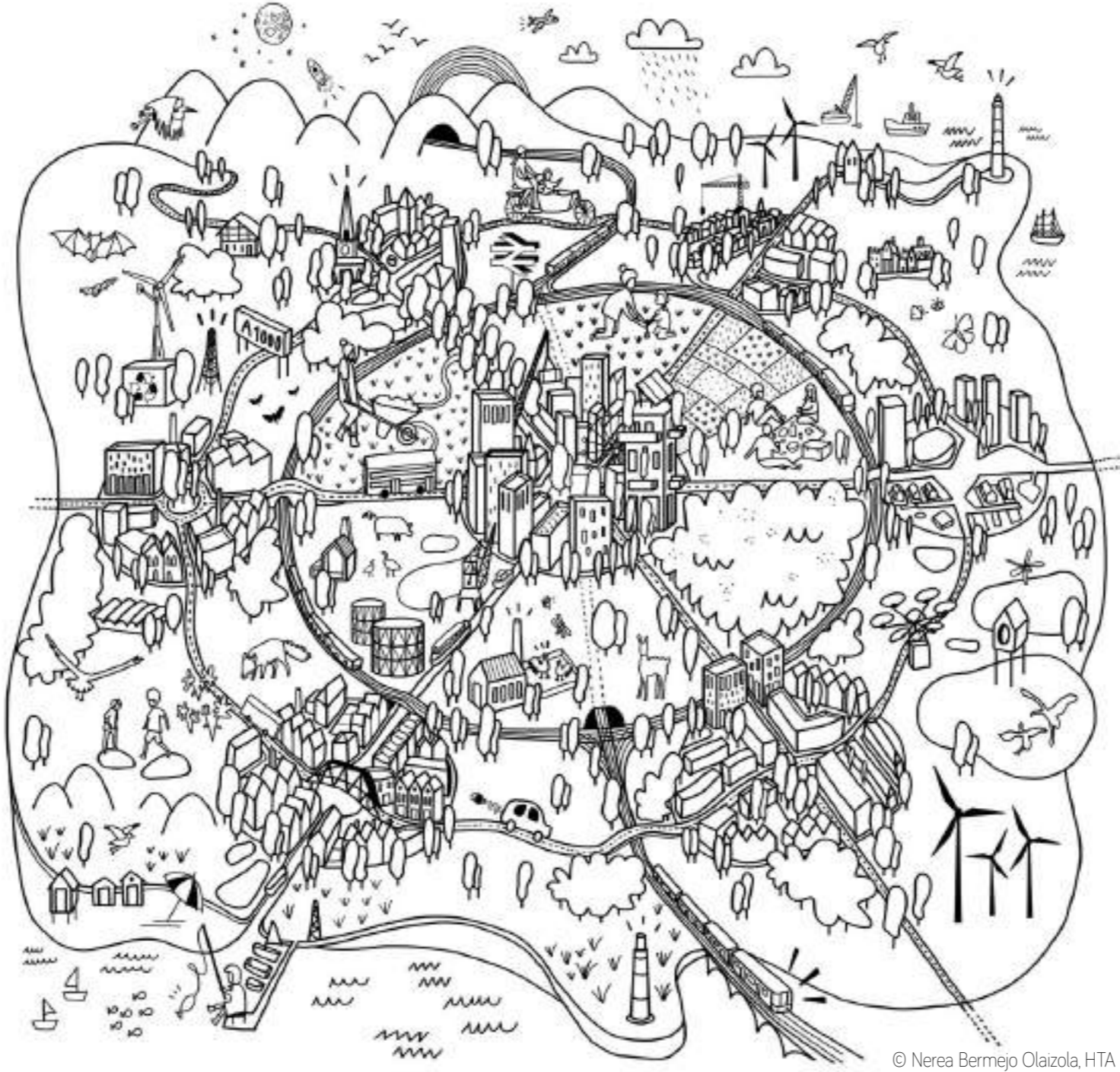


RIBA future place



Greening Great Yarmouth a framework for identity through nature

tonkin liu

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What is it ? What was it? What could it be?

- Town of the river
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Clues in the past and present guide the future

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RIBA future place

Brief :

“To unlock place-making potential at local level, quality in design future thinking and knowledge sharing ”

Approach Methodology

Design Approach

We aspire for our projects to be enigmatic and enduring, like forms in nature - the flower, tree, mountain and sea. To achieve this, we develop a story to bring conceptual clarity. Through storytelling we uncover a project's potentials, speculate upon how it may be best told, and discover how best to make it unfold. Honed over 20 years of practice, we call this methodology 'Asking, Looking, Playing, Making'. Time and time again successful stories translate into successful projects.

We ask to interrogate the brief and begin the story, questioning with instinct and intuition to search for the ideal solution. We momentarily forget the facts to find the folklore, to uncover the bare bones and beginnings, so nothing is taken for granted.

What is it? A two sided seaside town
What was it? A vibrant holiday destination
...could it be? A celebration of local culture, heritage and innovation

We look to understand the context and expand the story, seeing through the microscope and the history book to find inspiration outside of architecture. We explore beyond the tool of our trade, beyond the machine, to understand both nature and human nature.

It is A series of tricks added over time
It was A herring trading hot spot
...it could be A platform to showcase the patterns of coastal nature

We play to develop ideas and cultivate the story, shaping notions into forms and relationships that work at multiple scales and time-frames. We iterate to move from the ordinary to the extraordinary, to invert expectations, to find what it wants to be.

Invent it A collection of values
Identify it Bringing nature back to the Great Yarmouth
Intensify it A series of charms intertwined through nature

We make to build the words that share the story, making places that satisfy the mind and touch the heart. We prototype with both the hand the computer to innovate, ensuring materials and structure are deployed to their greatest potential.

Convey it Technological innovation true to purpose and story
Control it Minimal material, maximum delight
Complete it Adaptive overlapping systems of movement

Asking ...

What is it ?

A tale of two Norfolk towns.
A seaside town for visitors.
A river side town for locals.

What was it ?

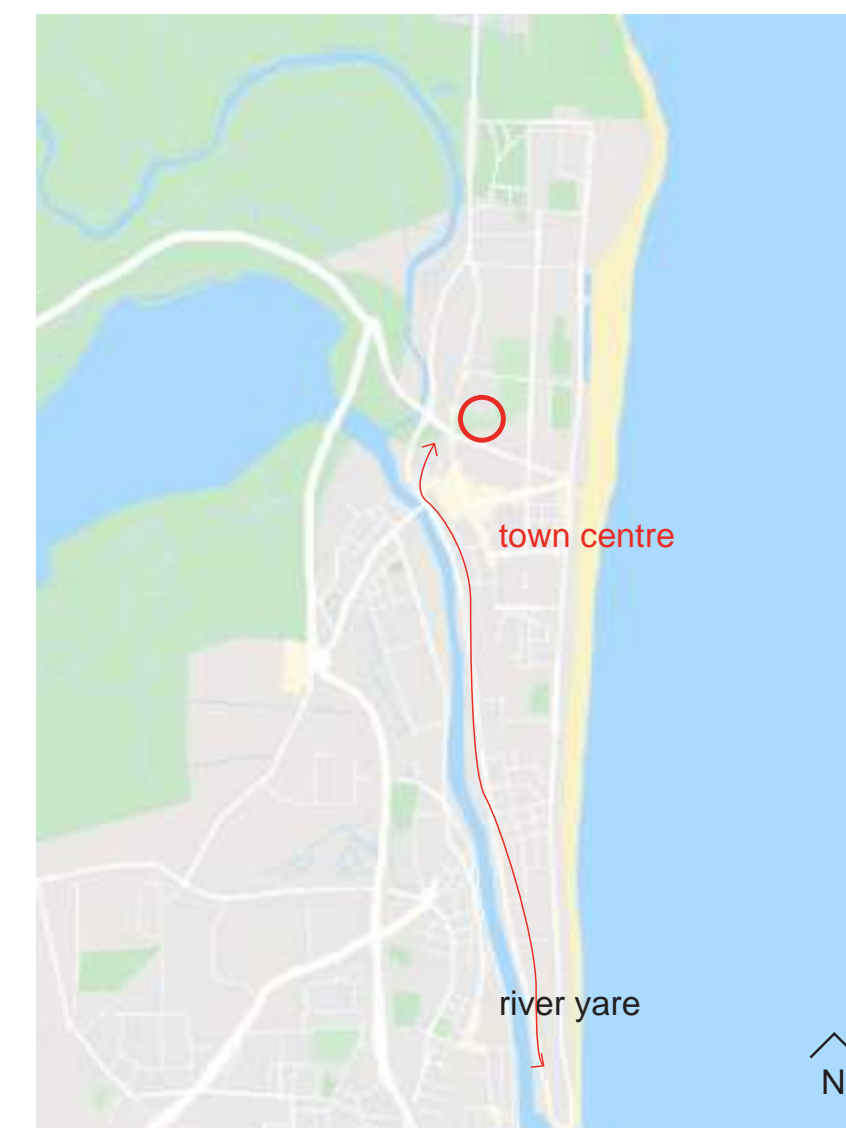
A thriving herring fishery and vibrant holiday destination.

What could it be ?

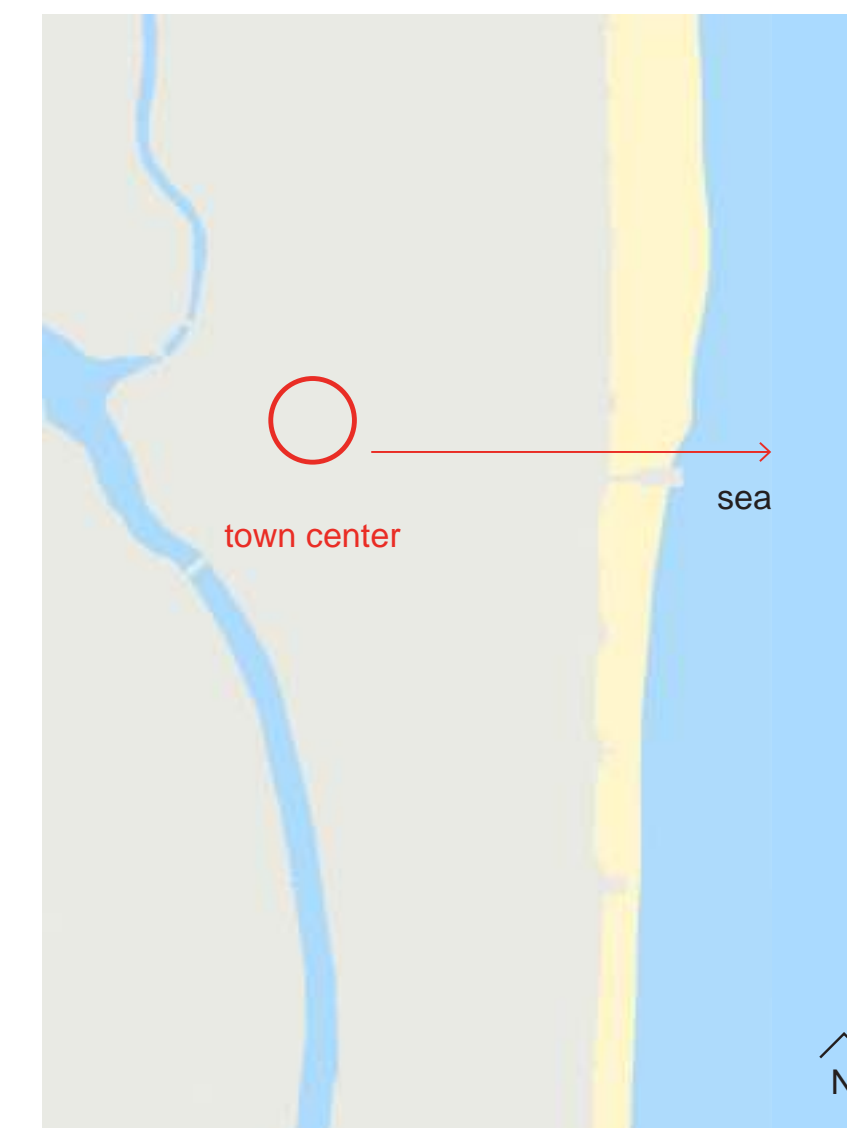
Amplified cultural heritage and natural assets to find a future identify.



Town of the Broads
 Great Yarmouth is a perfect place for visitors to access the beautiful natural asset of the Norfolk broads national park.



Town of the River
 The river and old town is rich is heritage, history and stories of the past embedded in Great Yarmouth



Town of the Sea
 The town is always facing the rising sun and runs in parallel with the beautiful long sandy beach which bring visitors every year.

natural assets



water carves through



industrial town

The town of Great Yarmouth began as a herring fishing settlement in the 10th century. The herring fishing industry developed rapidly after the Norman Conquest in 1066 and soon became the mainstay of industry in Great Yarmouth.

town of the river



fishing heritage

Great Yarmouth's original distinctive 'Rows' were a network of narrow alleyways linking Yarmouth's three main thoroughfares. Many 'Row Houses' were damaged by World War II bombing or demolished.

town for the locals



row houses



leisure

Great Yarmouth has been one of the most popular seaside holiday destinations in Britain for well over a century, and its unique maritime heritage goes back some 900 years. Before the arrival of seaside tourists on the beaches, **Great Yarmouth owed its prosperity to the sea.**



seaside holidays



pleasure

Great Yarmouth has been a seaside resort since 1760 and a gateway from the Norfolk Broads to the North Sea. As a tourist centre, it was boosted when a railway opened in 1844 gave visitors easier, cheaper access and triggered an influx of settlers. Wellington Pier opened in 1854 and Britannia Pier in 1858.



entertainment



Activities:

- Seal trips
- Horse rides
- Seasonal bouncy castle
- Joy land fun park
- Pier – amusement arcade
- Bowling green
- Basketball court
- Water ways – boat trip
- Crazy golf – pirates cove
- Marina centre – fitness
- Retro skate
- Castaway island – amusement
- Sea life centre
- Choo choo train
- Wellington pier and arcade
- Model village and tea rooms
- Crazy golf / go carting
- Ferris wheel
- Pleasure beach
- Closed winter gardens

- green space
- heritage
- arcades
- theatre/performance/cinema
- other activities/entertainment
- sports activities
- amenities - toilets/food huts



The promenade accommodates to a high amount of tourist activity and less is available for locals.

- local occupation
- tourist - high population in summer



summer

High population of tourists visit the marina parade strip in summer months



winter

No tourists during winter months, the locals mainly occupy the indoor activity spaces

town of the sea - seasonal activity



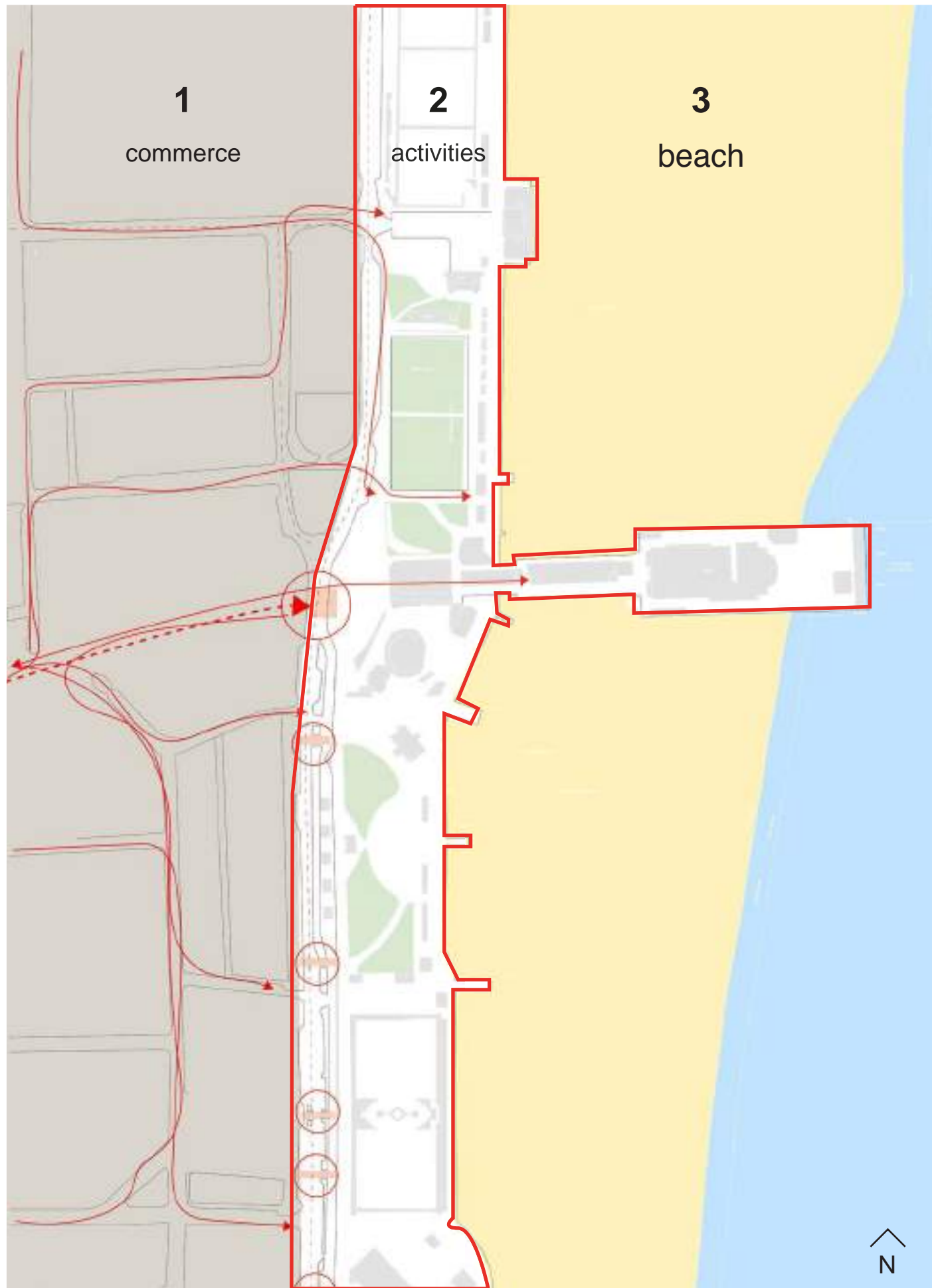
location



The promenade is a crowded built up mile of infrastructure that blocks views from the town to the sea front resulting in a disconnect of the town.

- main routes
- secondary routes
- ▲ open view of horizon line
- ▲ blocked view or horizon line

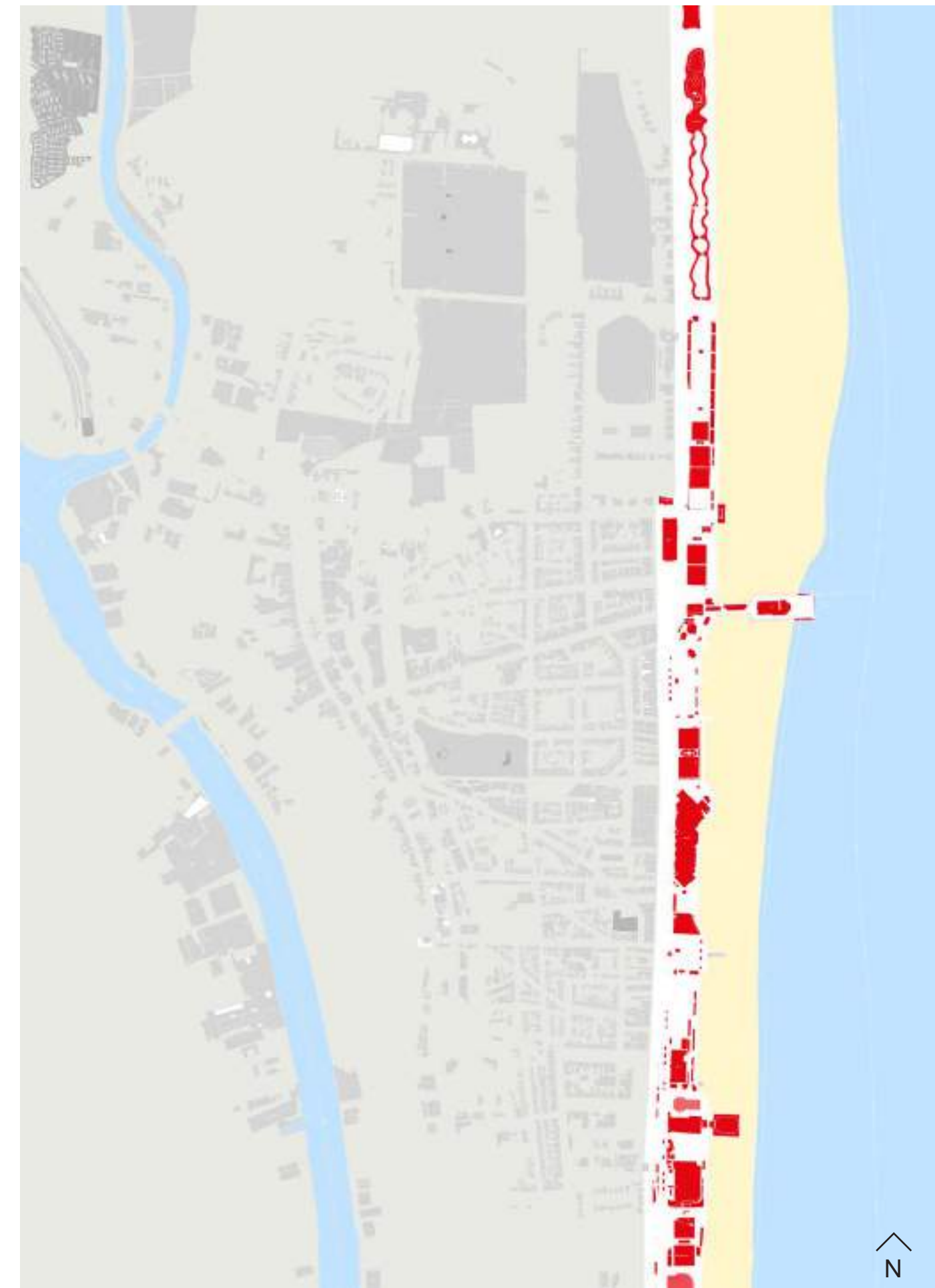
town of the sea - routes and views of sea blocked



town of the sea - zoning the promenade

problems:

- The promenade is divided into 3 linear zones the commerce, the promenade activities and then the beach, each zone is physically separated from one another resulting in the divide of the town.
- The sea front is fragmented and disconnected from town and each section of promenade
- No intersection between each zone
- Lost connection to the natural landscape and sea due to the over crowded promenade
- Most view points of sea are blocked at the main point of entry from town



A lot of available space for opportunities along the promenade.

- occupied building/ infrastructure - **constraint**
- pavement and available space - **opportunity**

town of the sea - available space down promenade



positive development

Successful planting strategy along the Venetian waterways; a space where people can enjoy being surrounded with water and greenery.



negative development

Hard paved car parks take up a lot of space along the sea front that could be used for natural planting or a space for people to enjoy the seaside.

existing diversity of spaces along promenade

Looking ...

We look to find inspiration. Clues in the past and present guide to help shape the future.



heritage - rope/circus/fishing

Single strands linked together by the process of inter-twining / twisting. Small fibres create a strong strand together. Originally made through a process and of twisting hemp.



nature - wind/tide/coastal energy

The coastal wind creates energy / movement / sound / propagation / constant newness and ever-changing qualities of Great Yarmouth.



culture - charm of place/merits/tricks

Adjustable and linked in a series by chain / a collection of merits of place / each a symbol of something different / adjustable order & pattern

Greening Great Yarmouth

Help thread the values of Great Yarmouth into the future of the seafront

Join us to discuss the future of Great Yarmouth's seafront and help guide a framework for the potential of its public realm

BUSINESS

A workshop of discussion, mapping and sharing of knowledge to evaluate the values of Great Yarmouth

HERITAGE

WIND

Drop in to talk to the architects, **tonkin liu**, with your own values to see how these can be integrated into Great Yarmouth's future

CULTURE

5th November 2019
11am - 3pm

The Drill Hall
York Rd, Great Yarmouth
NR30 2LZ

tonkin liu



concept

Great Yarmouth is dense and rich with so many cultural, heritage and natural values. Most of the values are in the form of communities, buildings and geography of the place. The values are hidden and spread around the town, our concept is to pull and collect these hidden values “charms of Great Yarmouth” and intertwined them together at the seafront for everyone to enjoy and experience.



collecting hidden charms - culture, heritage & nature

examples of charms



performance community & culture



music and art community



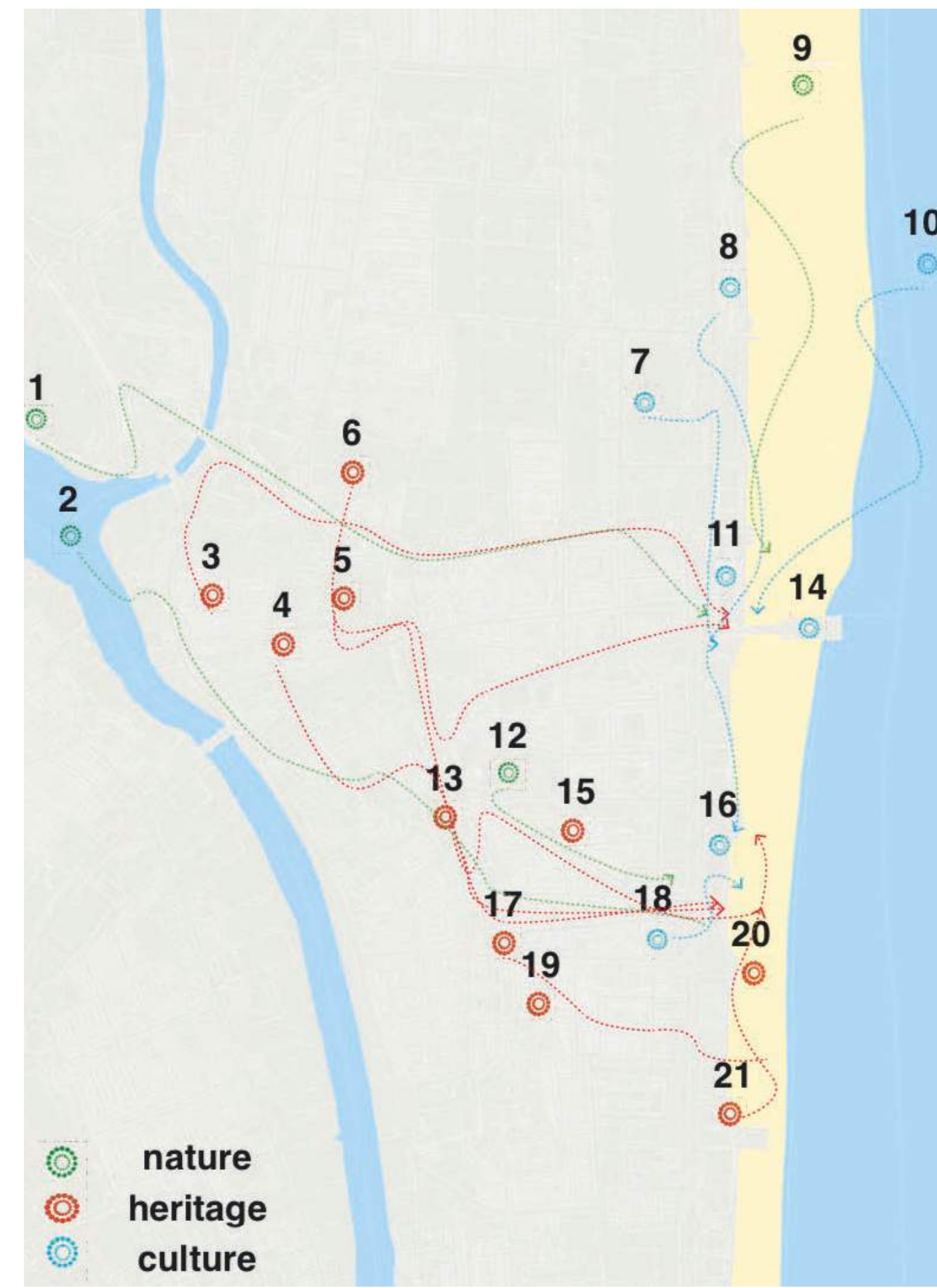
civic society heritage



art, music & performance



location



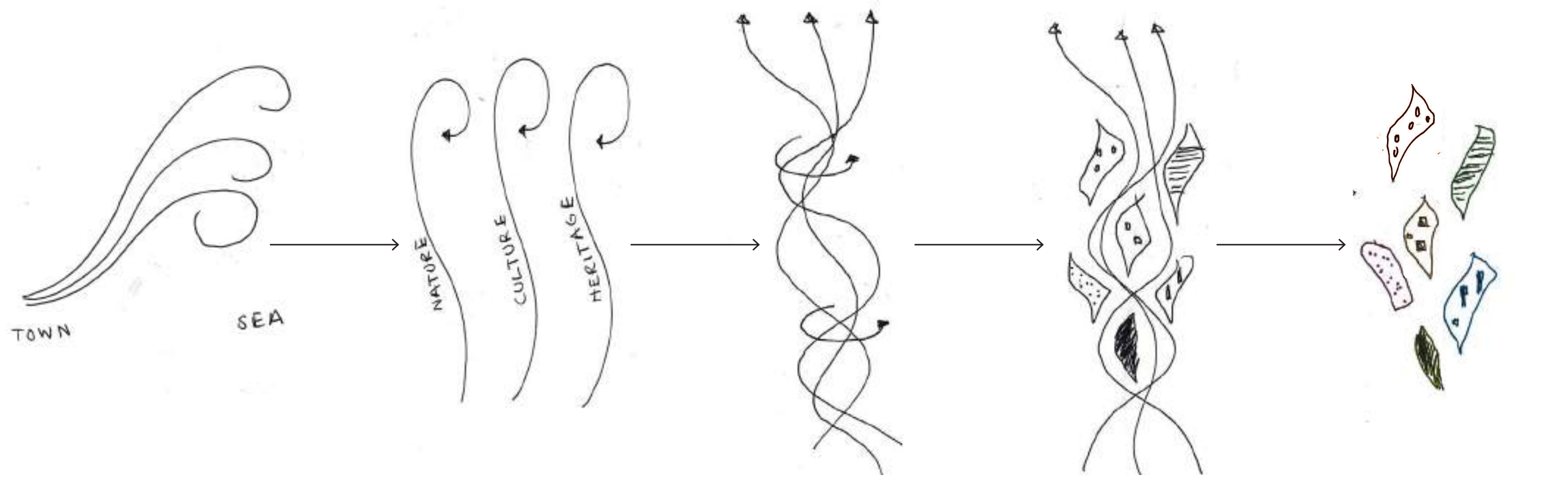
connecting hidden charms - bringing to seafront

charms

- 1 the broads
- 2 river yare
- 3 market place
- 4 the great wall
- 5 the row houses
- 6 St Nicholas Parish Church
- 7 the sports ground
- 8 the waterways
- 9 the dunes
- 10 off shore wind farm
- 11 The Arc cinema
- 12 St Georges Park
- 13 St Georges theatre trust
- 14 Britannia Pier
- 15 the drill house
- 16 marina centre
- 17 time and tide museum
- 18 the hippodrome
- 19 Saint Spyridon Church
- 20 the jetty
- 21 Winter gardens

Playing ...

We play to develop ideas and cultivate the story, shaping notions into forms and relationships that work at multiple scales and time-frames.



wind collects strands and brings values from town to coast

individual strands are the values of Great Yarmouth

the strands become intertwined creating rope along linear site

weaving through values - the new walkways allow people to weave through values

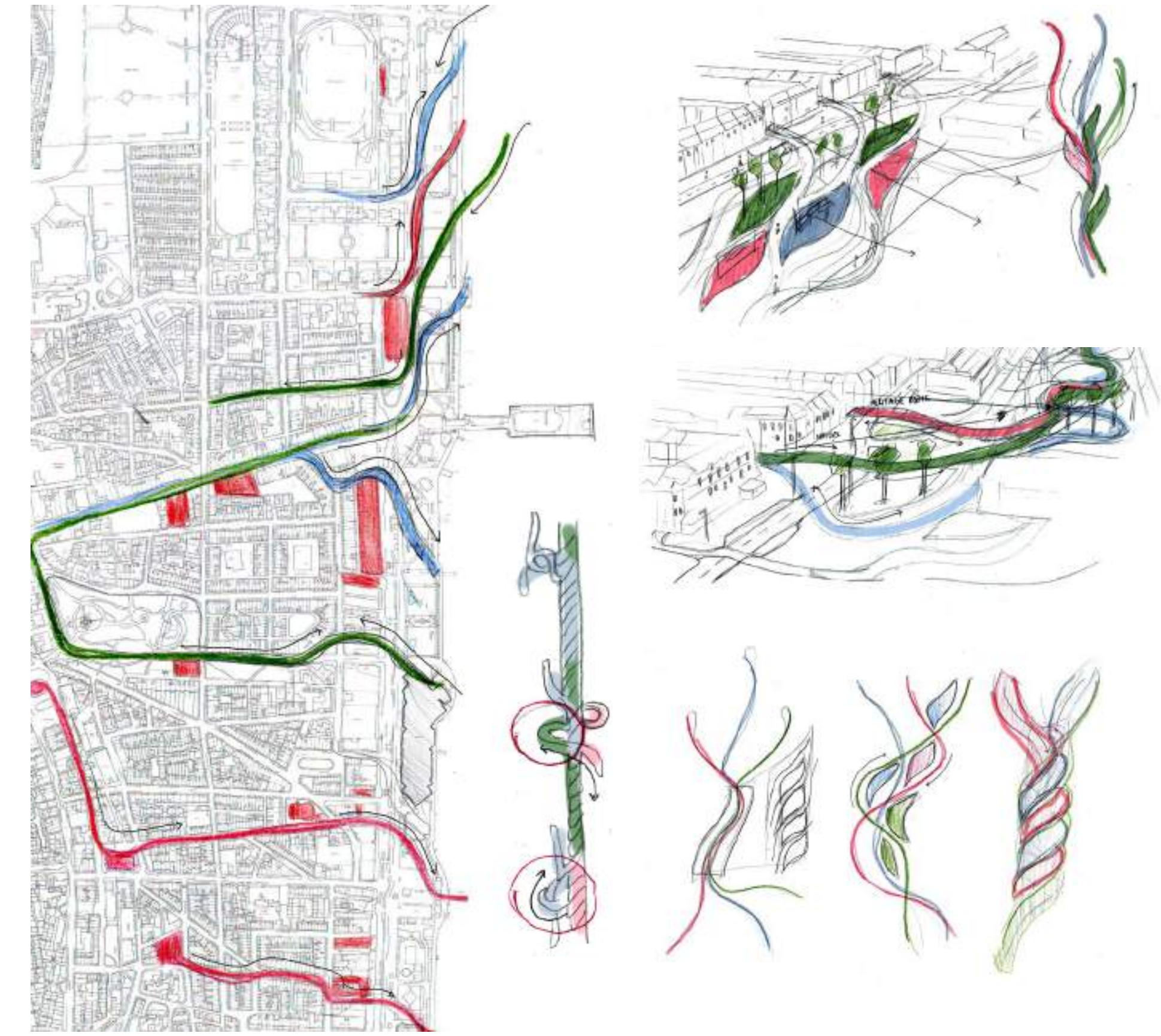
spaces in between create different spaces - which are the charms of great yarmouth

wind

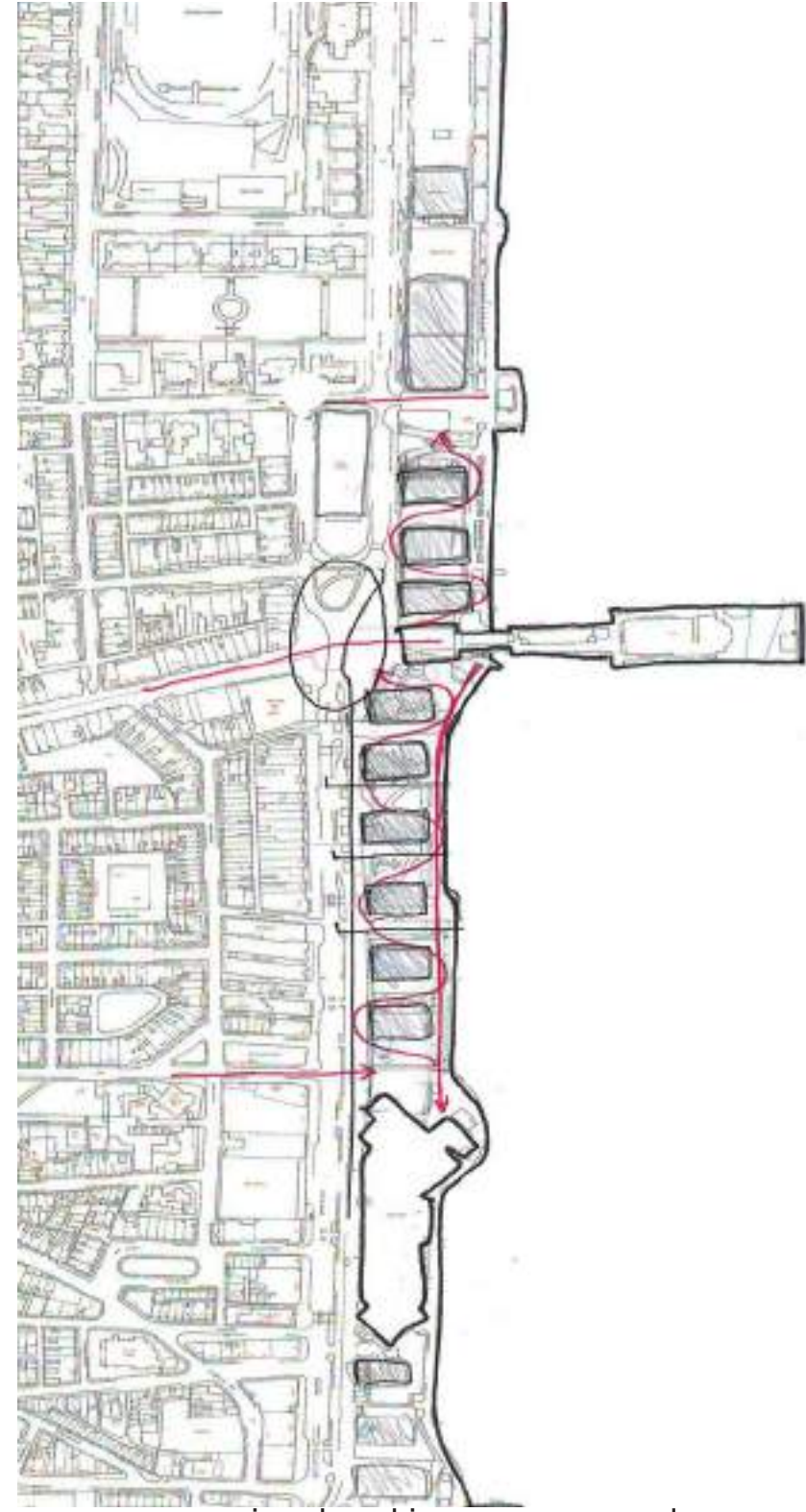
rope

charm

design concept - weaving through values

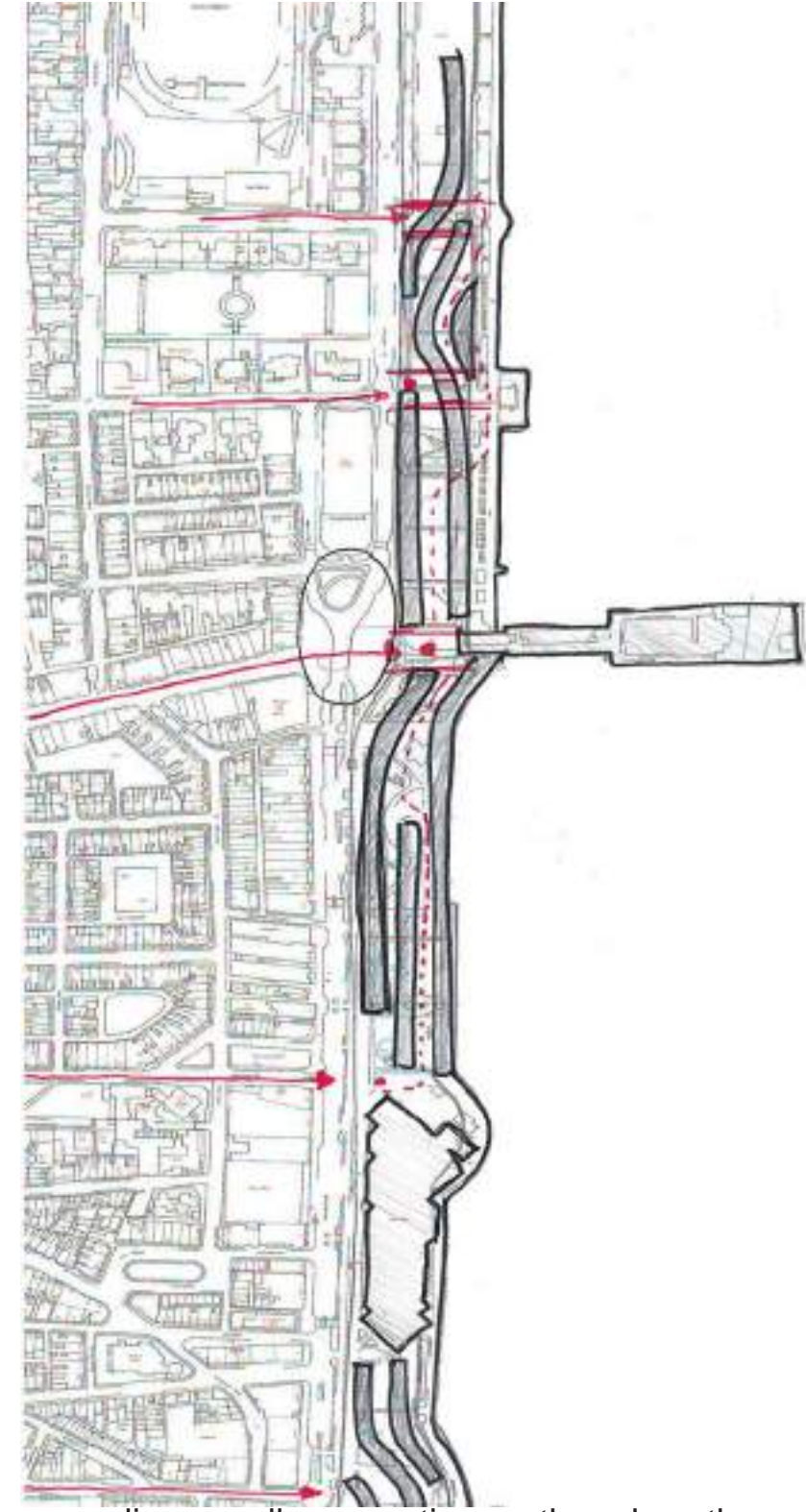


design theme - connecting town to coast through qualities of rope



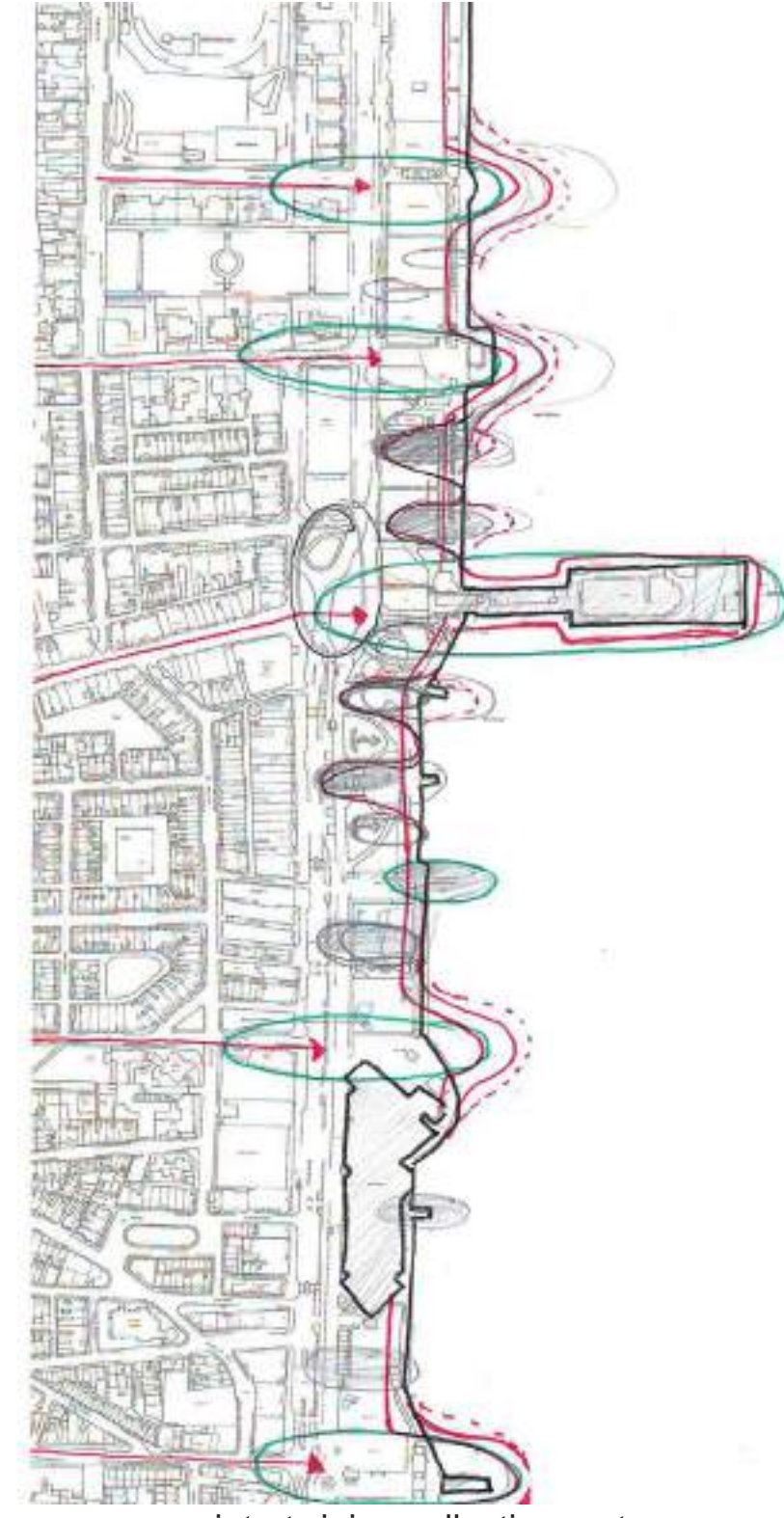
weaving breaking up promenade

1



linear walk connecting north and south

2



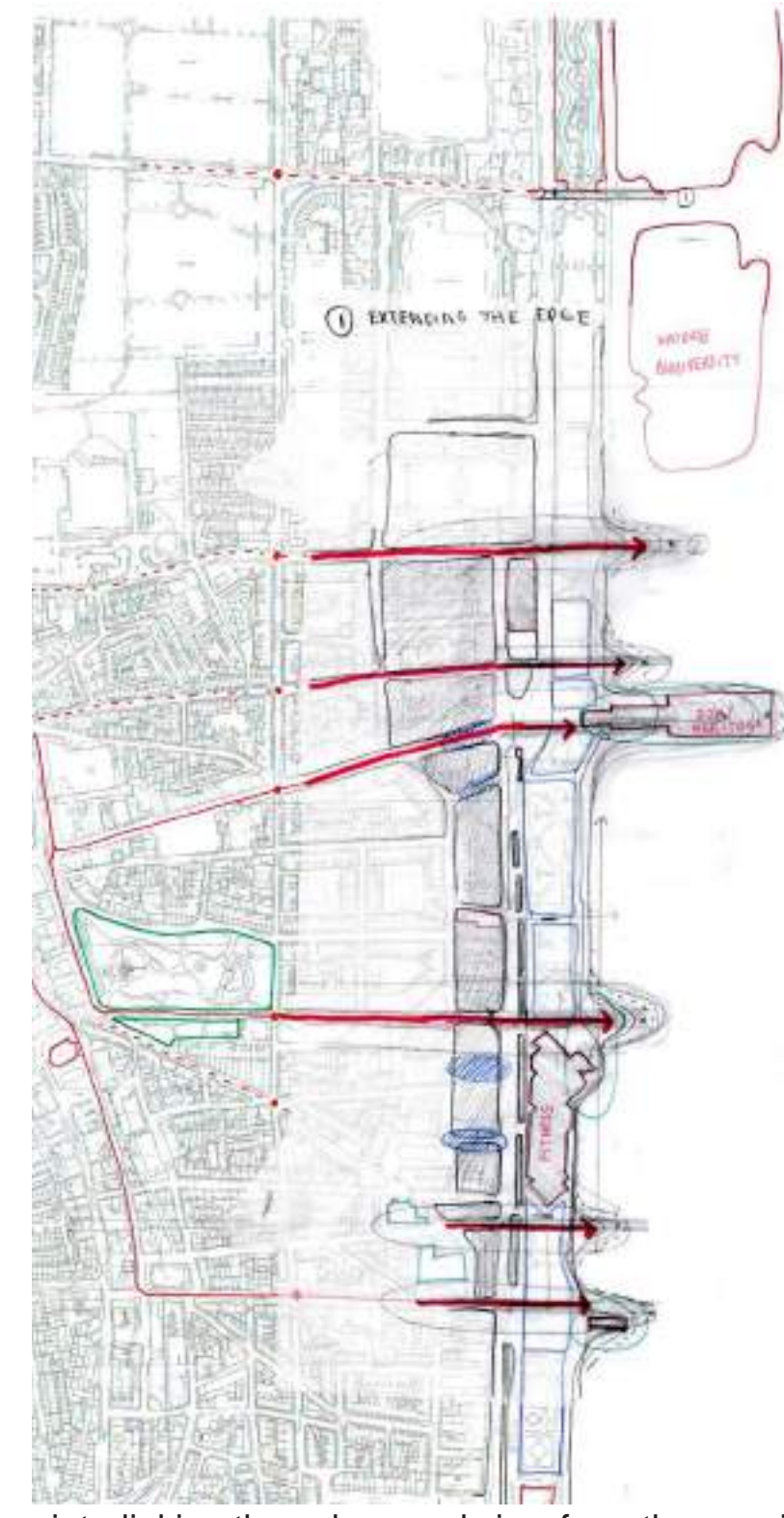
intertwining collective route

3



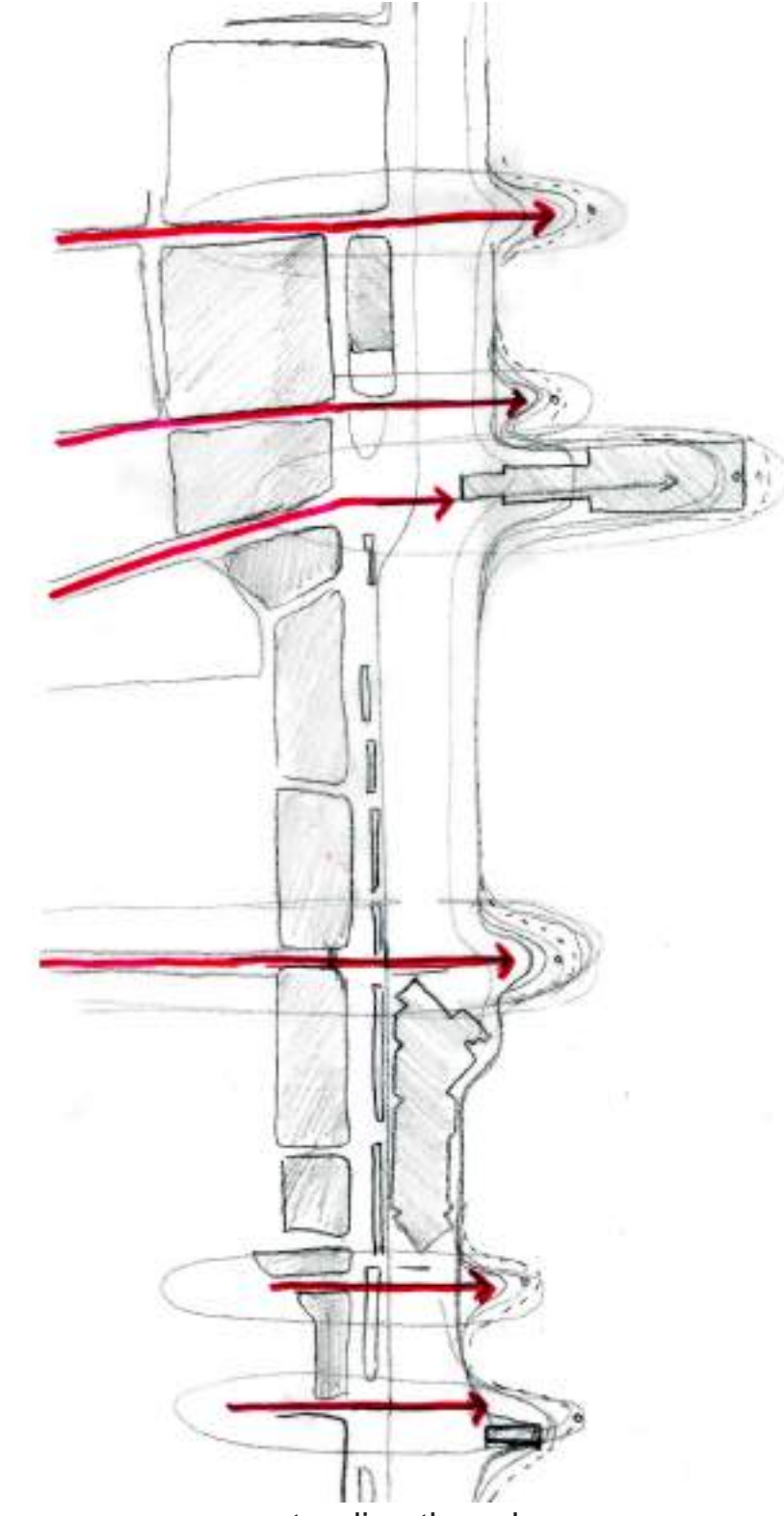
lines of sight from town to horizon line

1



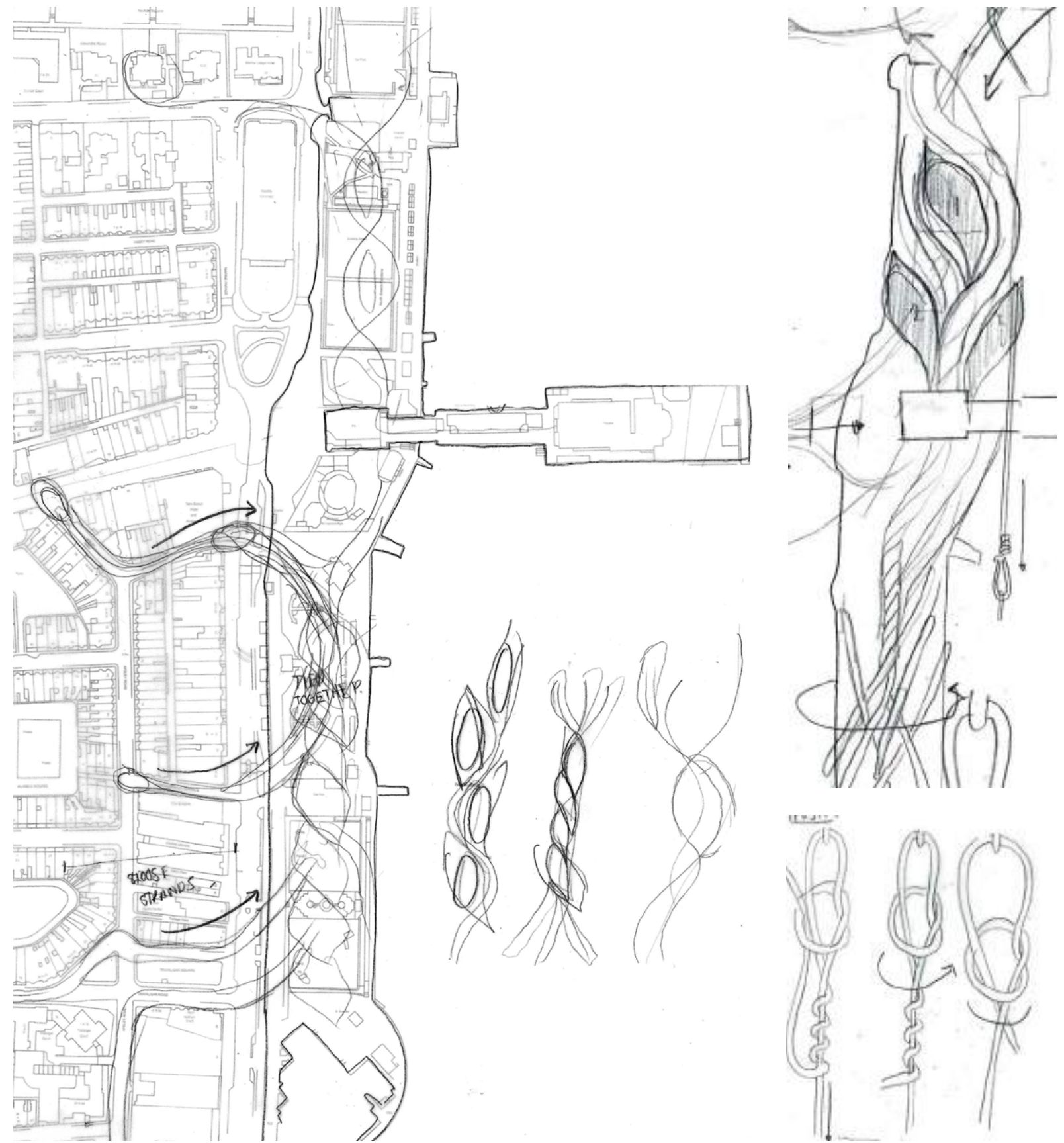
interlinking the values and view from those points

2



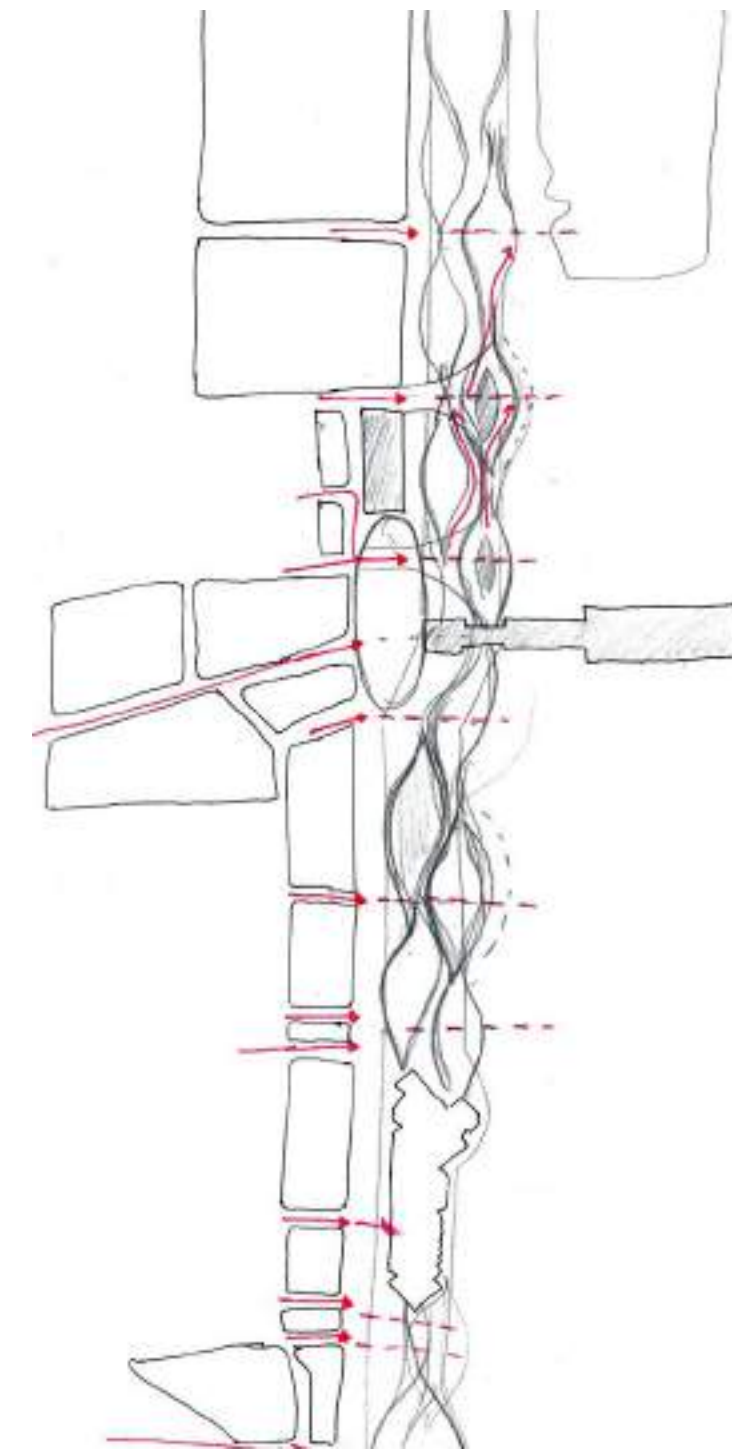
extending the edge

3



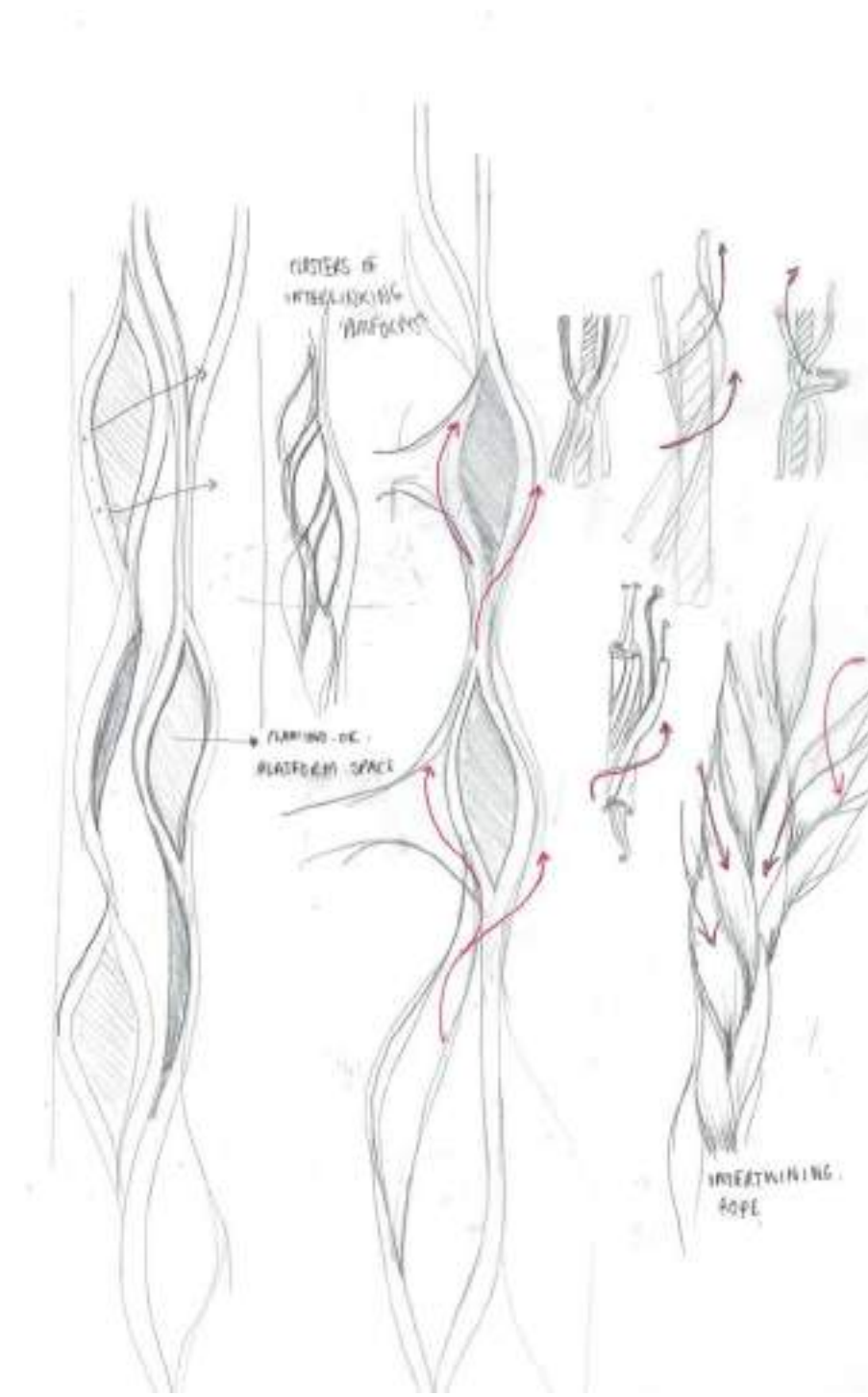
catching values from the town, pulling to the coast

design theme - twisting individual lost strands together



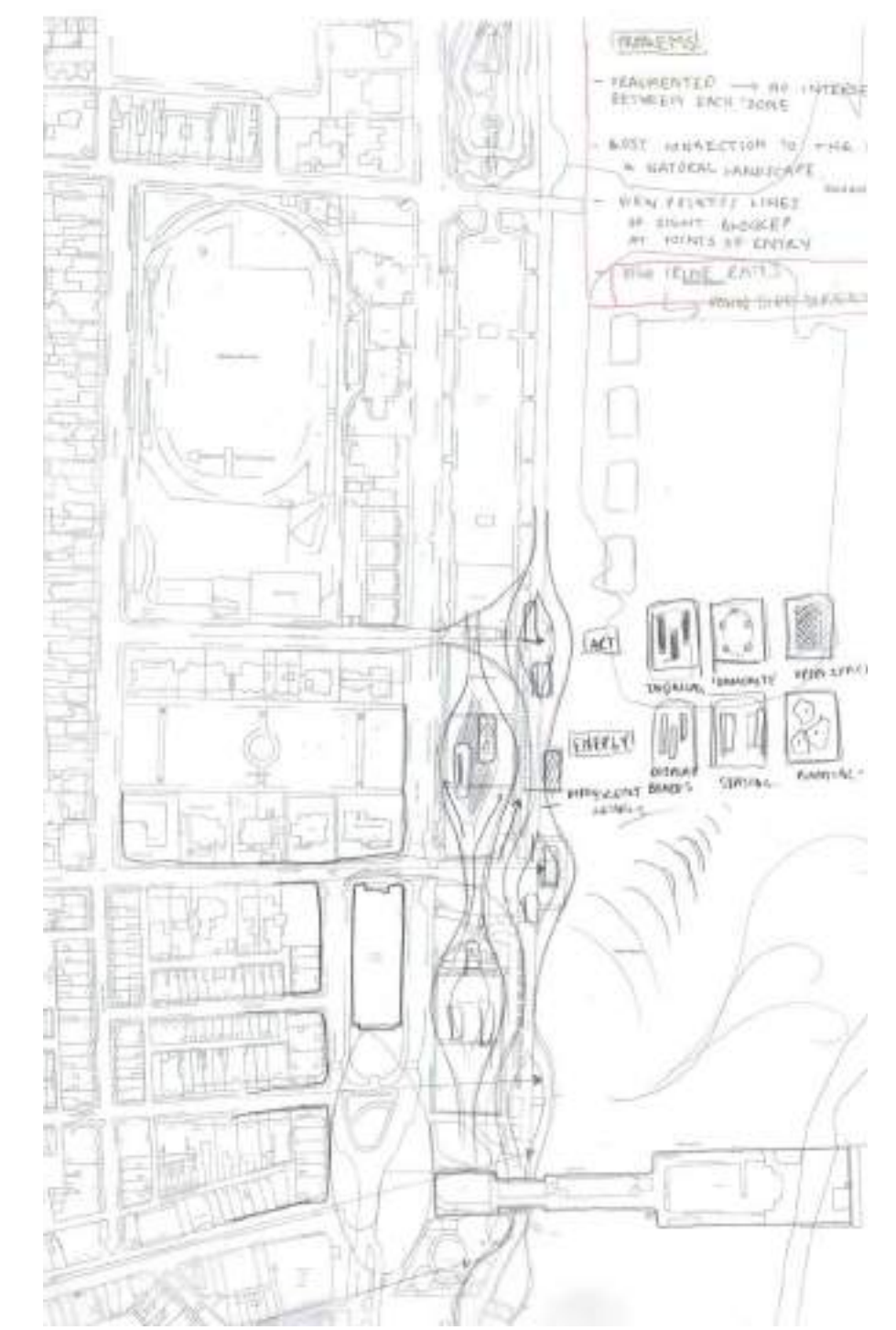
Pathways twist together with splitting strands that form clusters of values and charms.

1



The pathways can change in tightness - creating social spaces.

2



The intertwined route can intersect and interact with existing under used activities.

3

design theme - intertwining routes down promenade

Making ...

We make to build the words that share the story, making places that satisfy the mind and touch the heart.

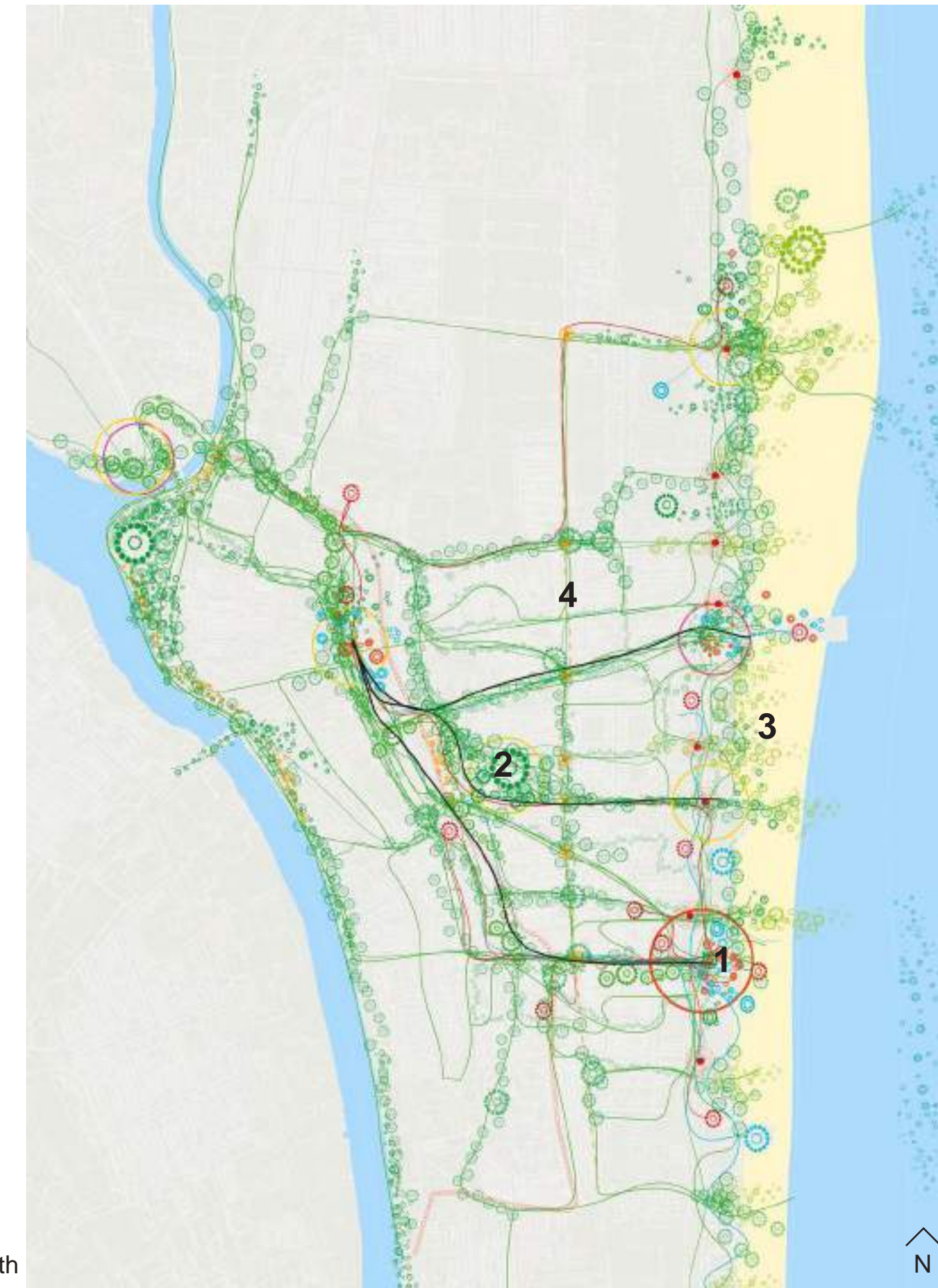
What is greening?

- 1** Connect to future green energy economy off coast
- 2** Responding to climate change - increasing biodiversity in area
- 3** Reconnecting with Norfolk landscape - connecting broads to sea front.
- 4** Planting the streets - human scale change .

Green design principles:

- 1** Creating a **future heart** that is an open space for open-air performances, community gatherings and festivals.
- 2** Prioritise greening creating a open **seafront garden** all along the promenade. De-cluttering the seafront to allow views of the horizon.
- 3** **Greening routes.** Breaking down linear barriers by greening routes in town to seafront.
- 4** Connecting the river to town and to the sea. Create **legible way-finding** strategy.

-  sea grass planting - in water
-  coastal sea grass planting
-  central routes - town to sea
-  green planting on routes
-  community hub - future heart
-  community hub - locals
-  community hub - tourists
-  green charms
-  heritage charms
-  cultural charms
-  lighting
-  nodes linking river, town & sea
-  cultural links
-  heritage links
-  green links
-  opening to horizon
-  central routes
-  heritage route (the great wall)
-  connecting route - north to south



Design Principles:

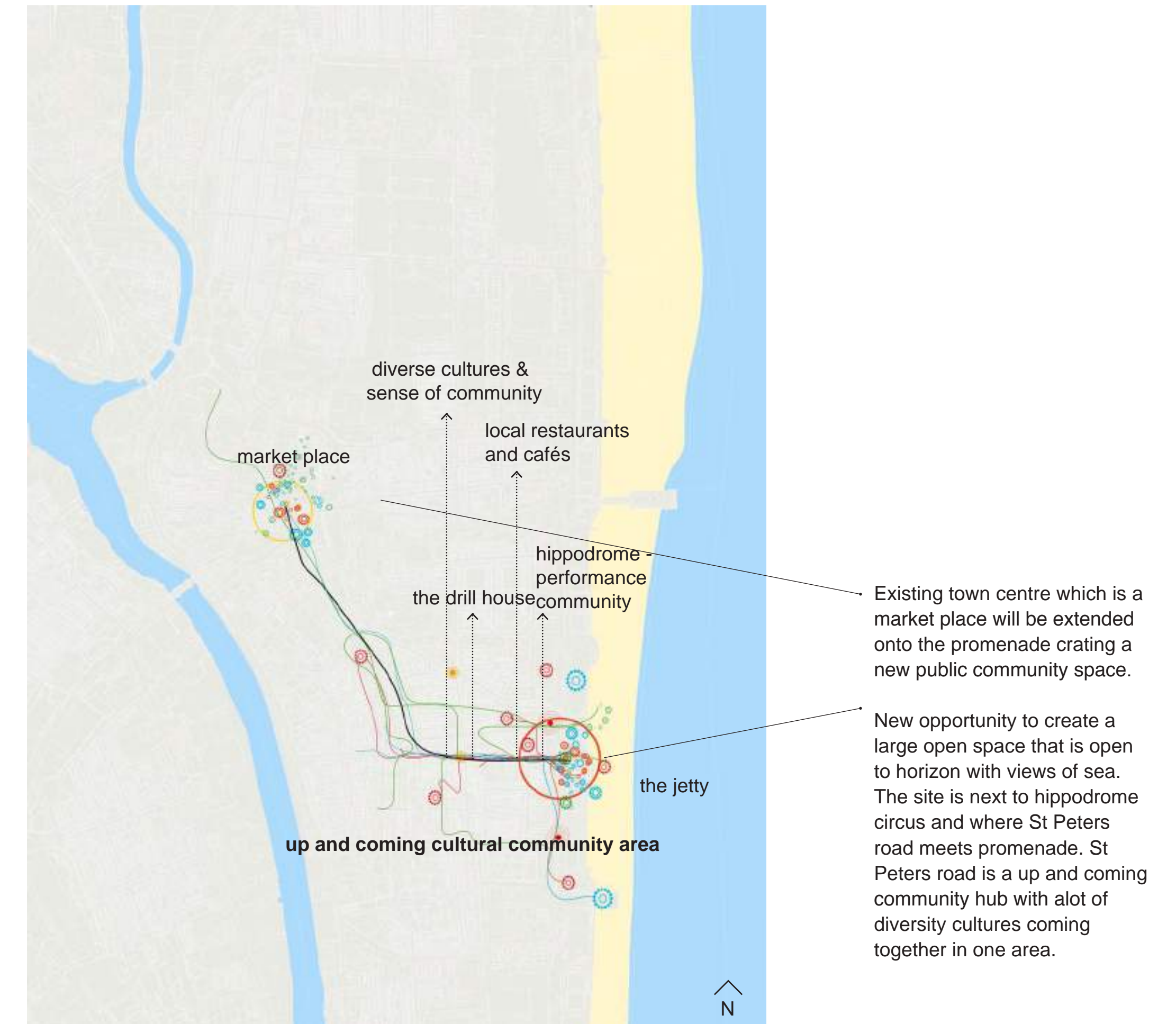
- step 1**
Creating a **new heart** that is an open space : a seafront garden for open-air performances, community gatherings and festivals.
- step 2**
Prioritise greening creating a open **seafront garden** all along the promenade. De-cluttering the seafront to allow views of the horizon.
- step 3**
Greening Great Yarmouth. Breaking down linear barriers by greening routes.
- step 4**
Connecting the river to town and to the sea. Create a **way-finding** strategy.

step 1 - creating future heart of the town

aim - intertwine charms at future heart

1a - blending towns linear zones

1b - creating green route to future heart



aim - intertwine charms at future heart
Creating a space embracing Great Yarmouth's culture, heritage and natural landscape



1a - blending towns linear zones



1b - creating green route to future heart

principles

- Greening town centre routes
- Greening seaside
- Connecting from town centre to seaside
- Creating a new heart that is an open space : for open-air performances and festivals in the summer
- Minimise building on promenade, prioritise greening



Site entrance end of St Peters road - views of sea blocked and abandoned space with great potential



The Jetty - derelict and unused view behind the clutter



Sea front today:

There are areas full of hidden charms all around the town but no clear connections and no obvious meeting place or heart of the town. This location at the seafront could be a great new public space and heart of the town due to its central location next to hippodrome, marina center and jetty with views of the long sandy beach and horizon.



Sea front in future:

By peeling back layers and re-embracing nature the town will have a visible expression of green energy and create a natural capital and coastline. The town would have "a green space for everyone" bringing people to the seafront. The space would act as the new heart of the town, where all charms of the town are brought together.

step 2 - creating a seafront garden

aim - collecting charms and bring to seafront garden

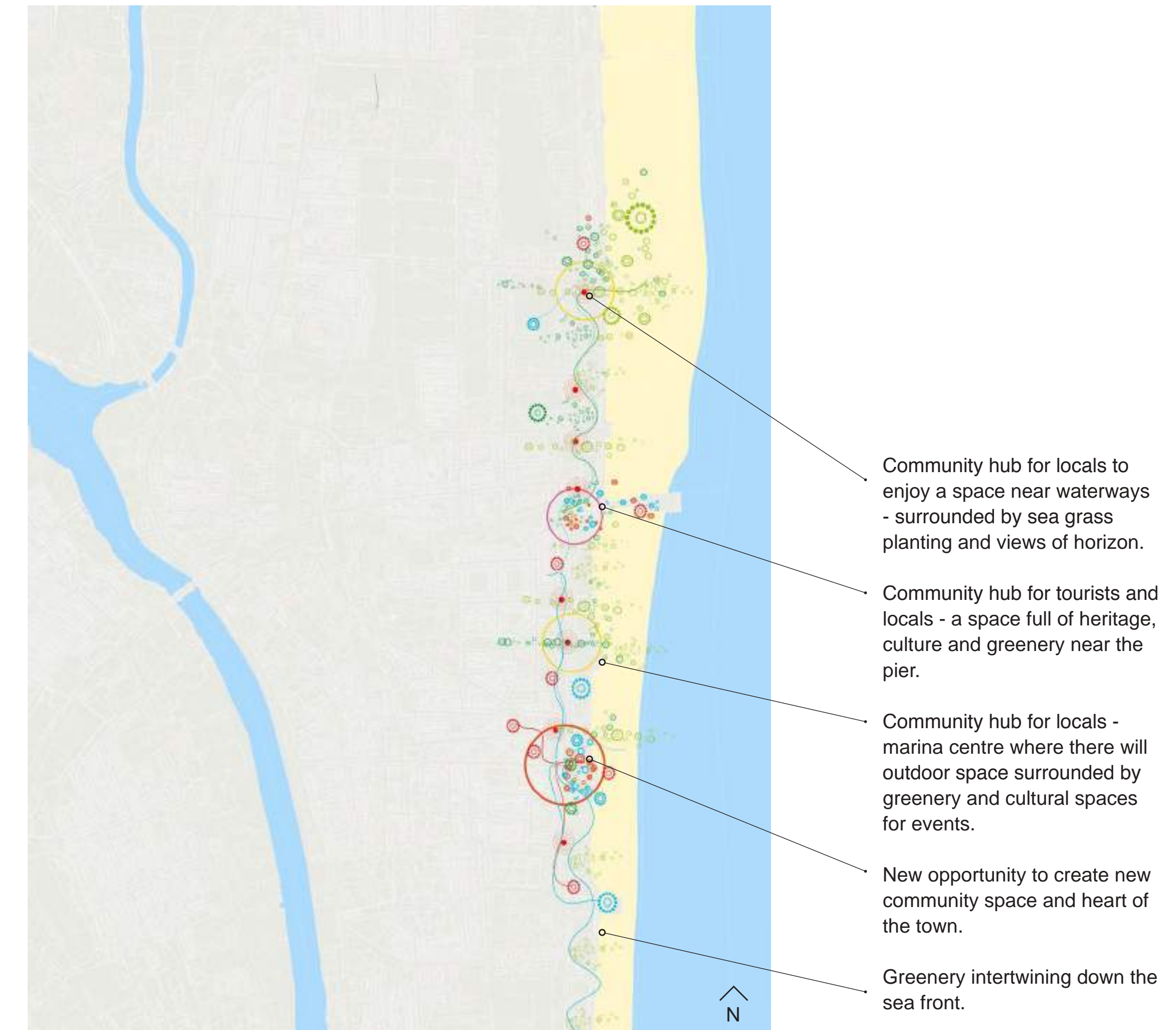
2a - de-cluttering seafront by removing existing car parks

2b - tram transport - decreasing car parks

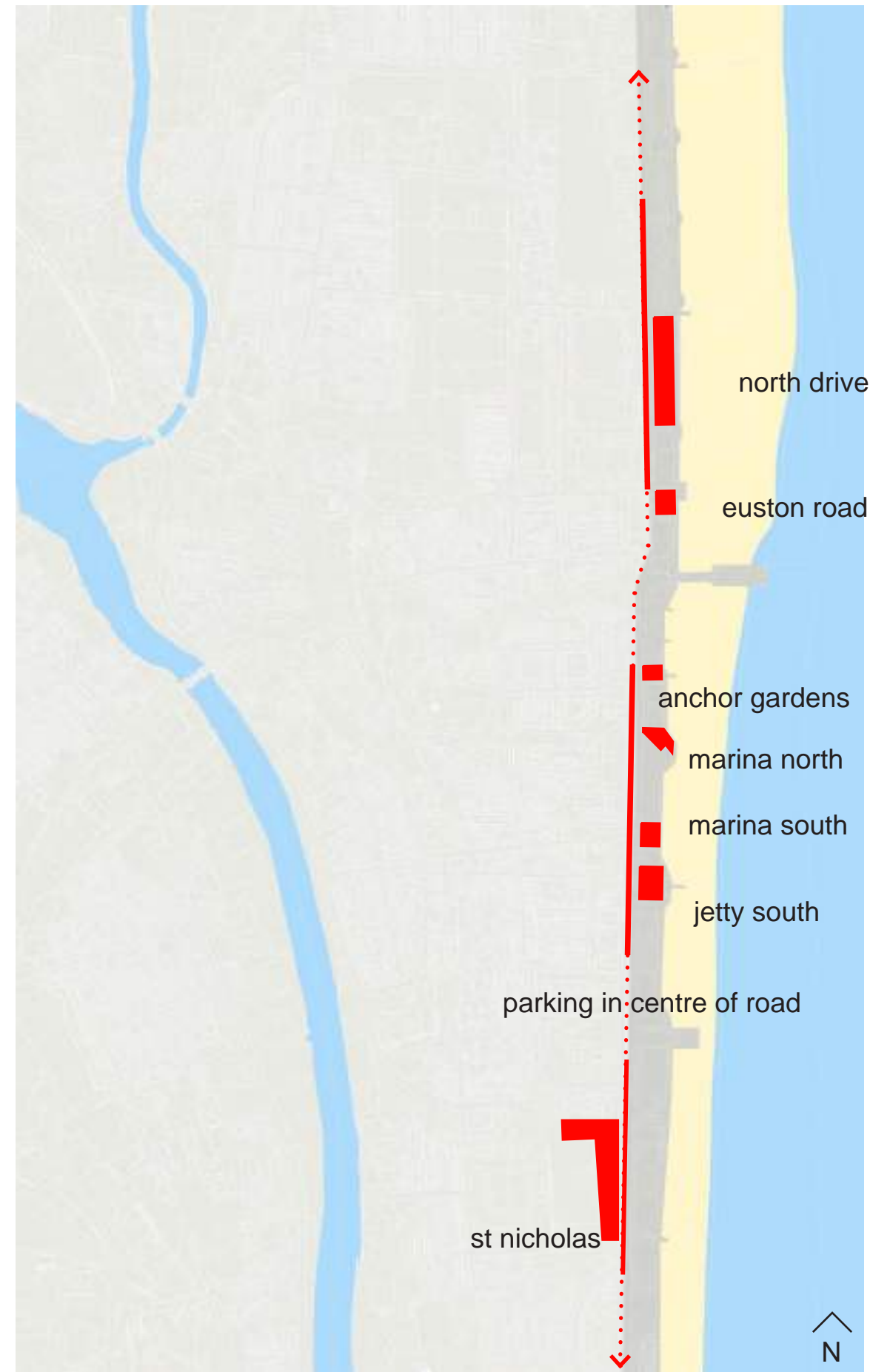
2c - de-clutter - increases green space & views

2d - increasing biodiversity - saline succulents

2e - creating seafront garden - enhancing natural landscape



aim - collecting charms and bring to seafront garden



2a - de-cluttering seafront by removing existing car parks



2b - tram transport - decreasing car parks



Promenade layers added over time have created a cluttered physical barrier from the sea



Increasing biodiversity through planting a variety of species of saline succulents and maintaining through community nurturing which improves their wellbeing.





Venetian Waterway Great Yarmouth - example of positive planting & creating views of sea



seafront today

grass lawn areas
 most of promenade is hard-paved
 views of horizon blocked



seafront in future

trees - creating shade & wind protection
 lower planting to allows views
 increasing biodiversity

step 3 - Greening Great Yarmouth

aim - greening routes through town

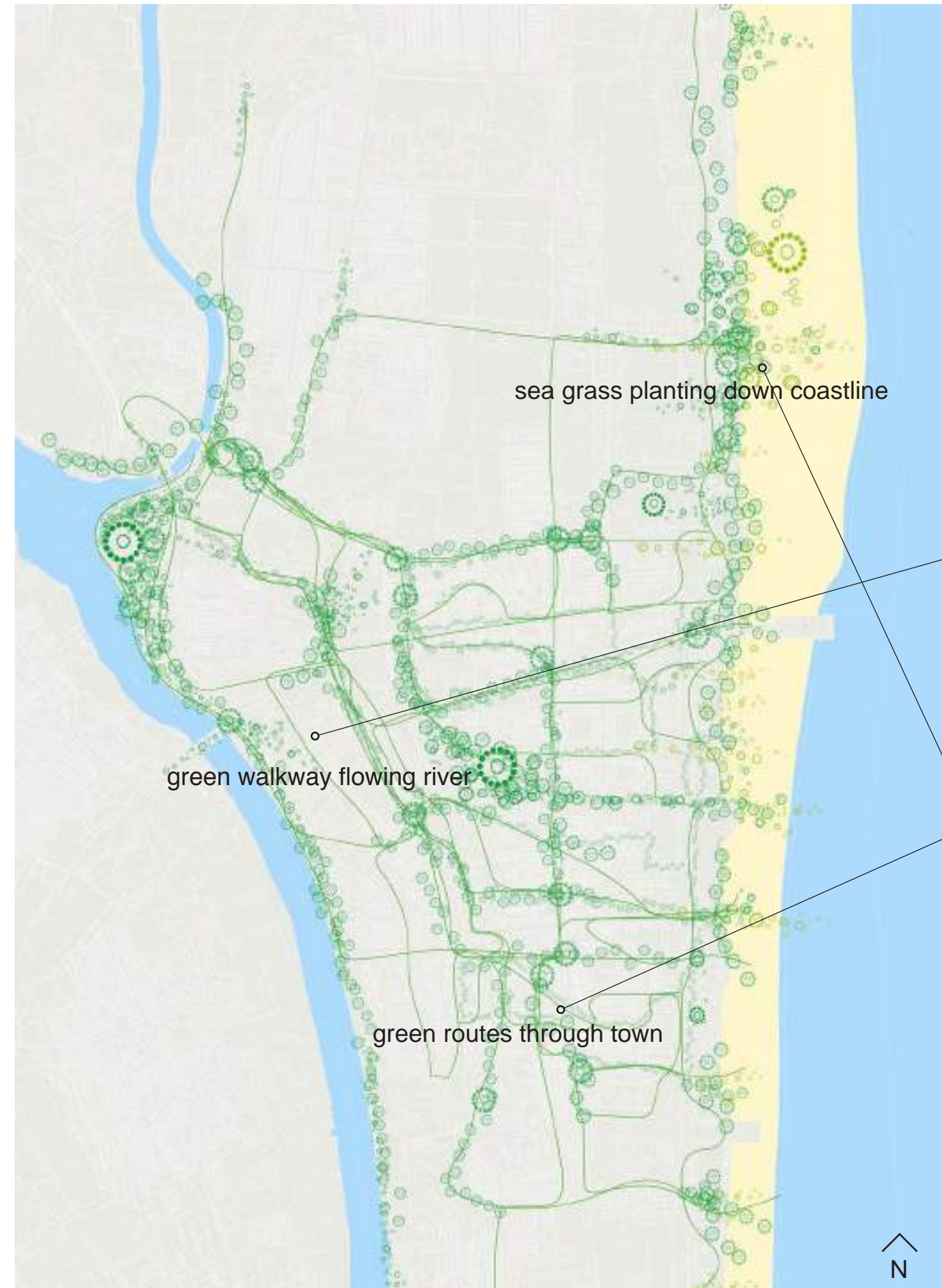
3a - green routes leading : breaking down linear barriers



Regents road high street



Future planting down central routes



aim - greening routes through town

Green walk way flowing the river will reconnect people with the river and can be seen as an extension of the broads. The route could be light up creating a walkway for all times of the day and seasons.

Opportunity for residential areas to have access to planting and green areas creating a community with communal/ extended gardens.

Sea grass planting down the promenade, coast and in the shore will aim to not help tackle climate change as sea grass capture carbon 35 times quicker than rainforest. Sea grass will be able to green area, allow views and continue to grow in harsh environment.

central routes

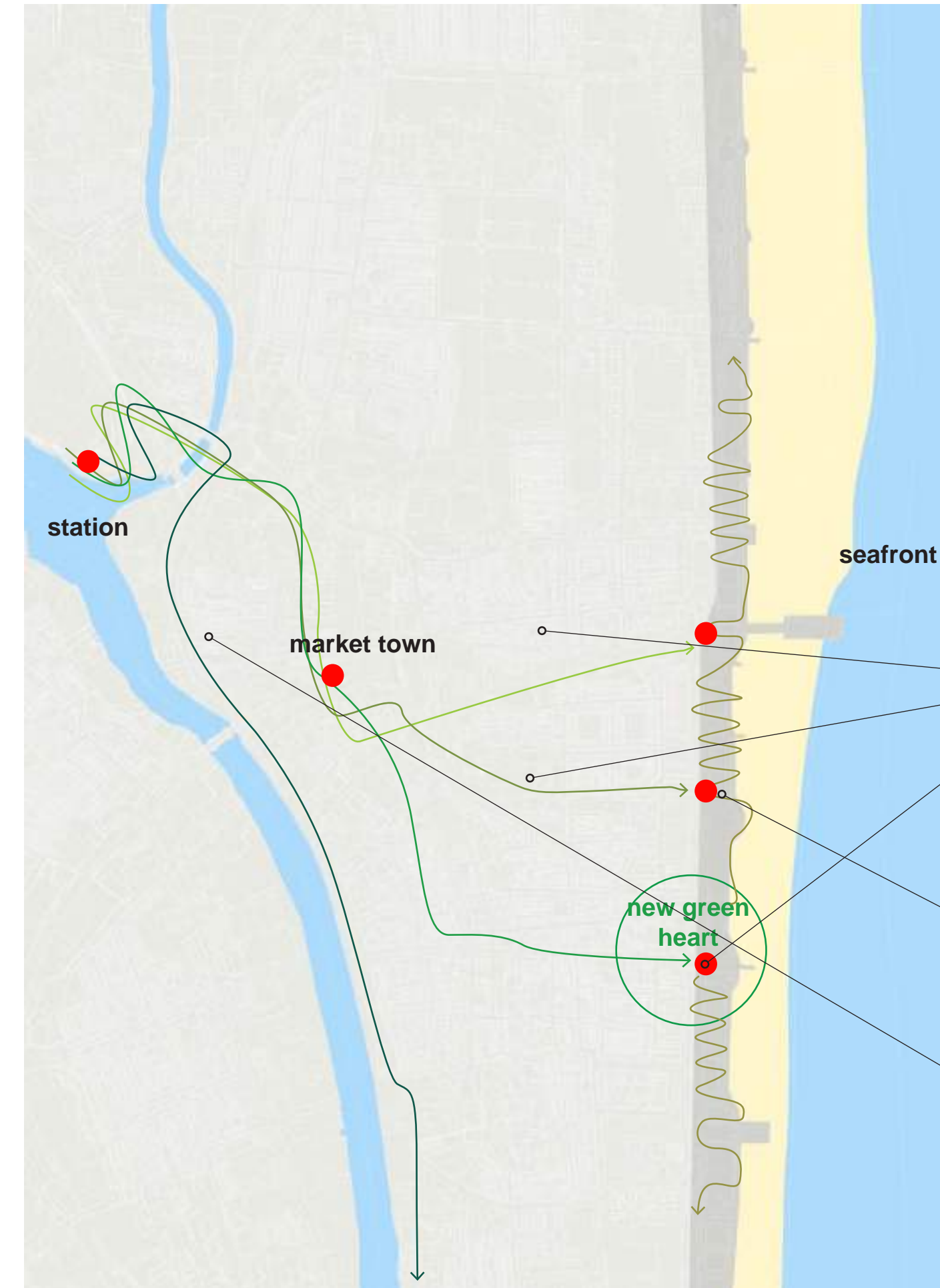
Station to market then through kings street and St peters road to the jetty.

Market to St Georges park and then to Marina centre.

Market then through Regents road to Britannia pier.

Winding route up and down promenade.

River walk - new development area.



3a - green routes leading - breaking down linear barriers

seasonal change & variation of planting

Planting could vary from shrubs, to vegetables, fruits and flowering trees. The planting would be able to absorb road run off and would be a communal garden for many people in residential area.

Trees would create shade for summer months and sea-grass for harsh windy condition could be planted along seafront.

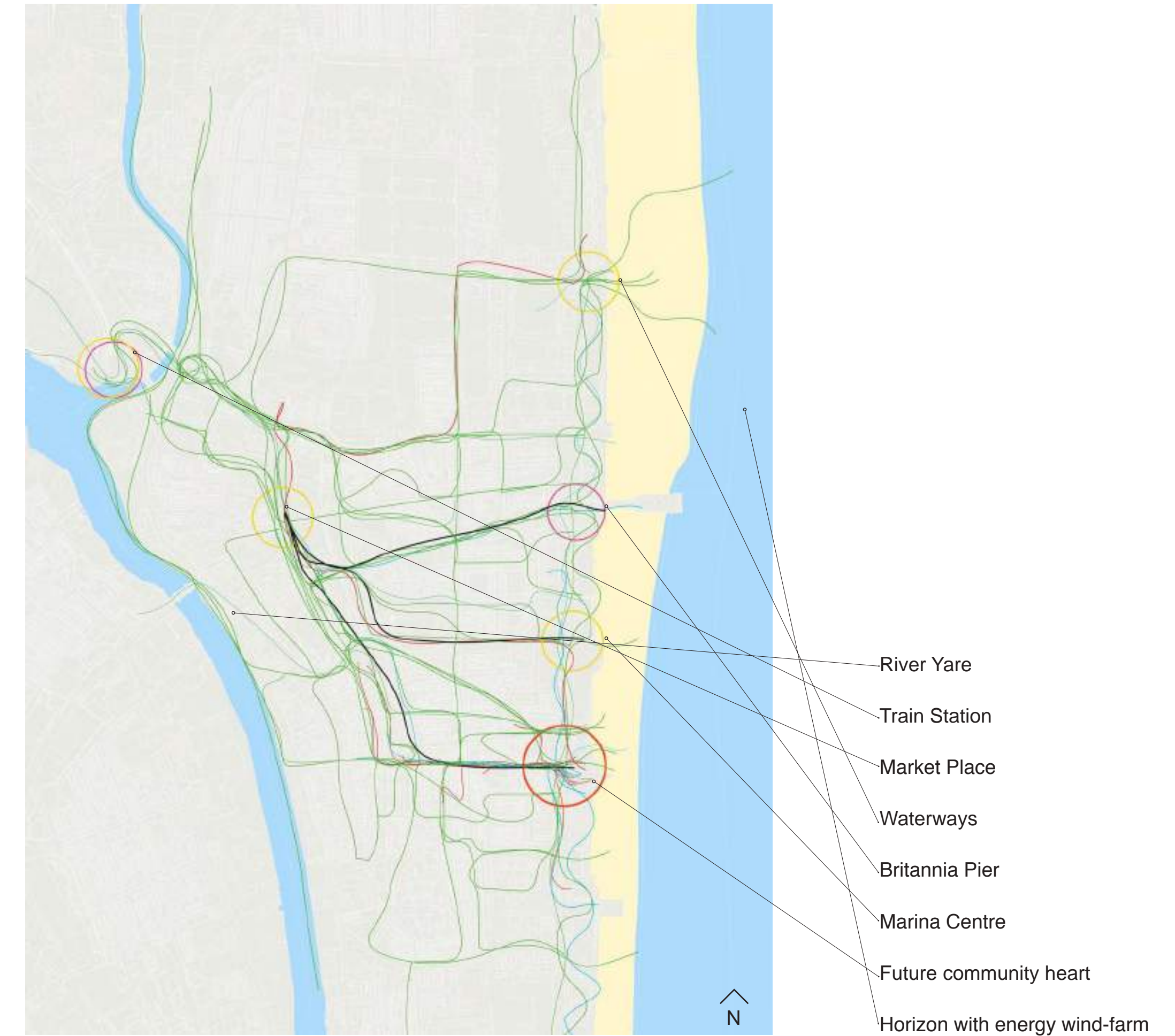
Planting along river would be need to grow in different soil conditions due to industrial area soil pollution.

step 4 - reconnecting river, town and sea

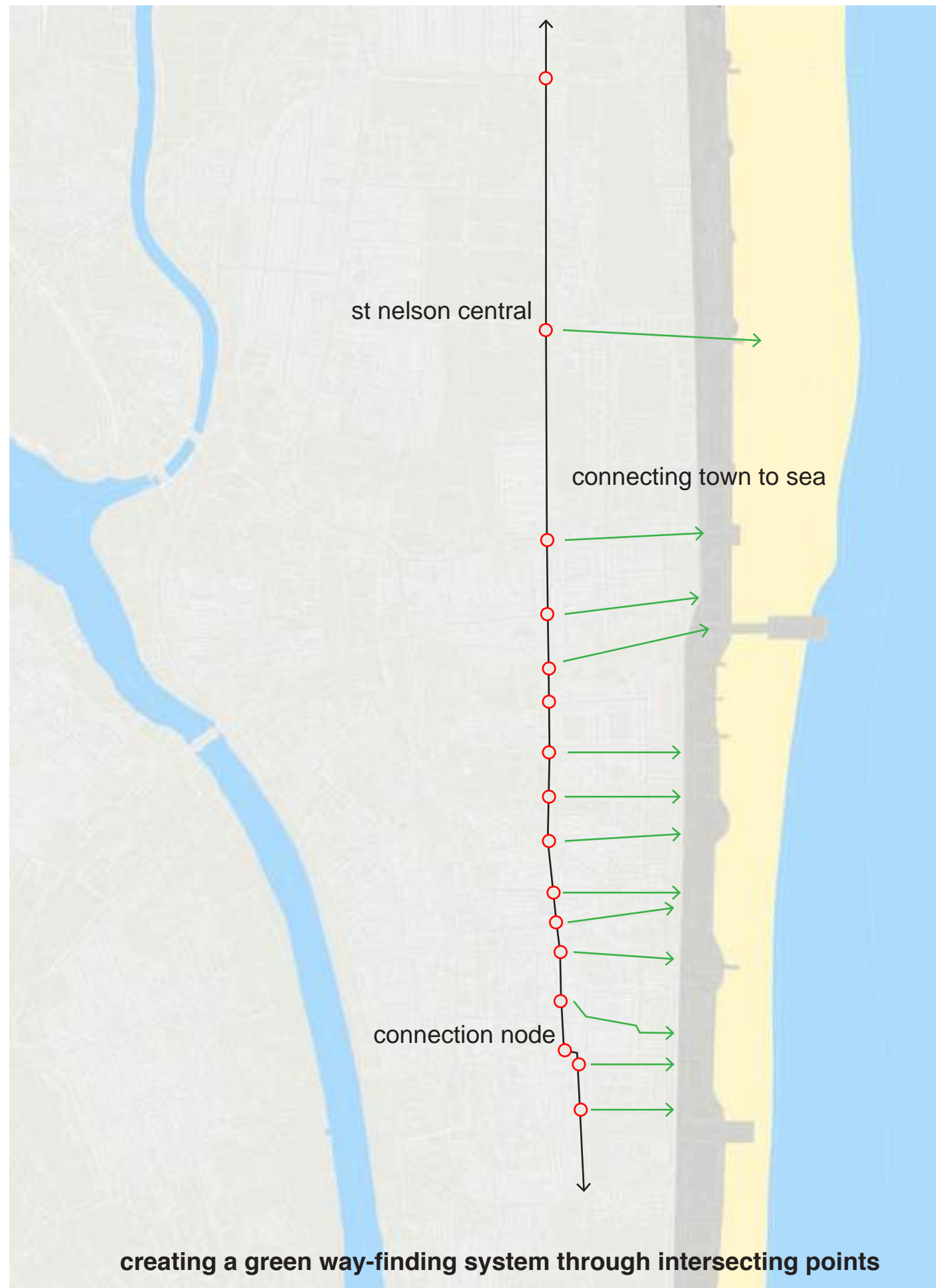
aim - enhancing existing routes between community hubs

4a - connecting town to sea through way-finding node points

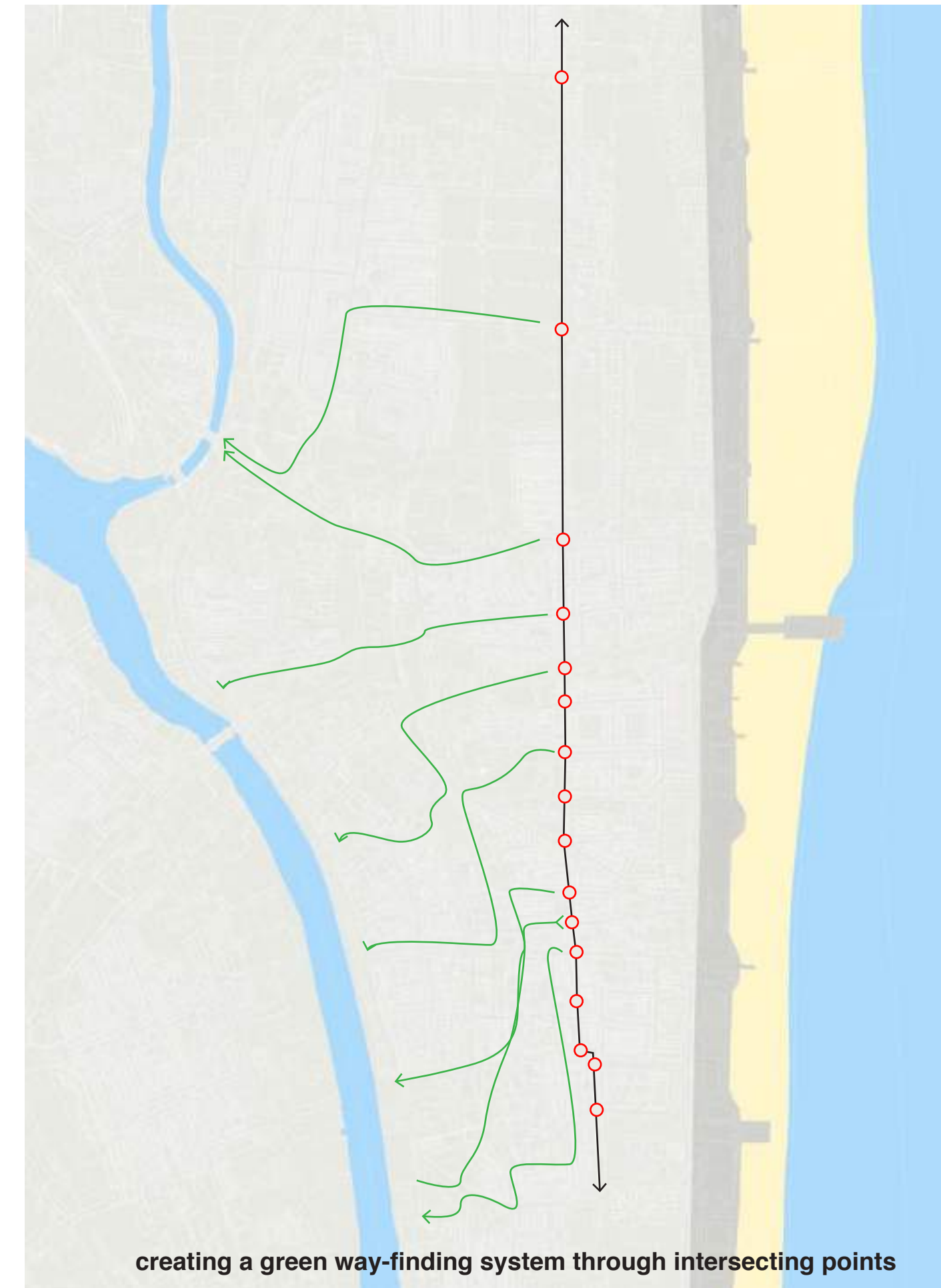
4b - connecting town to river through way-finding node points



aim - enhancing existing routes between community hubs

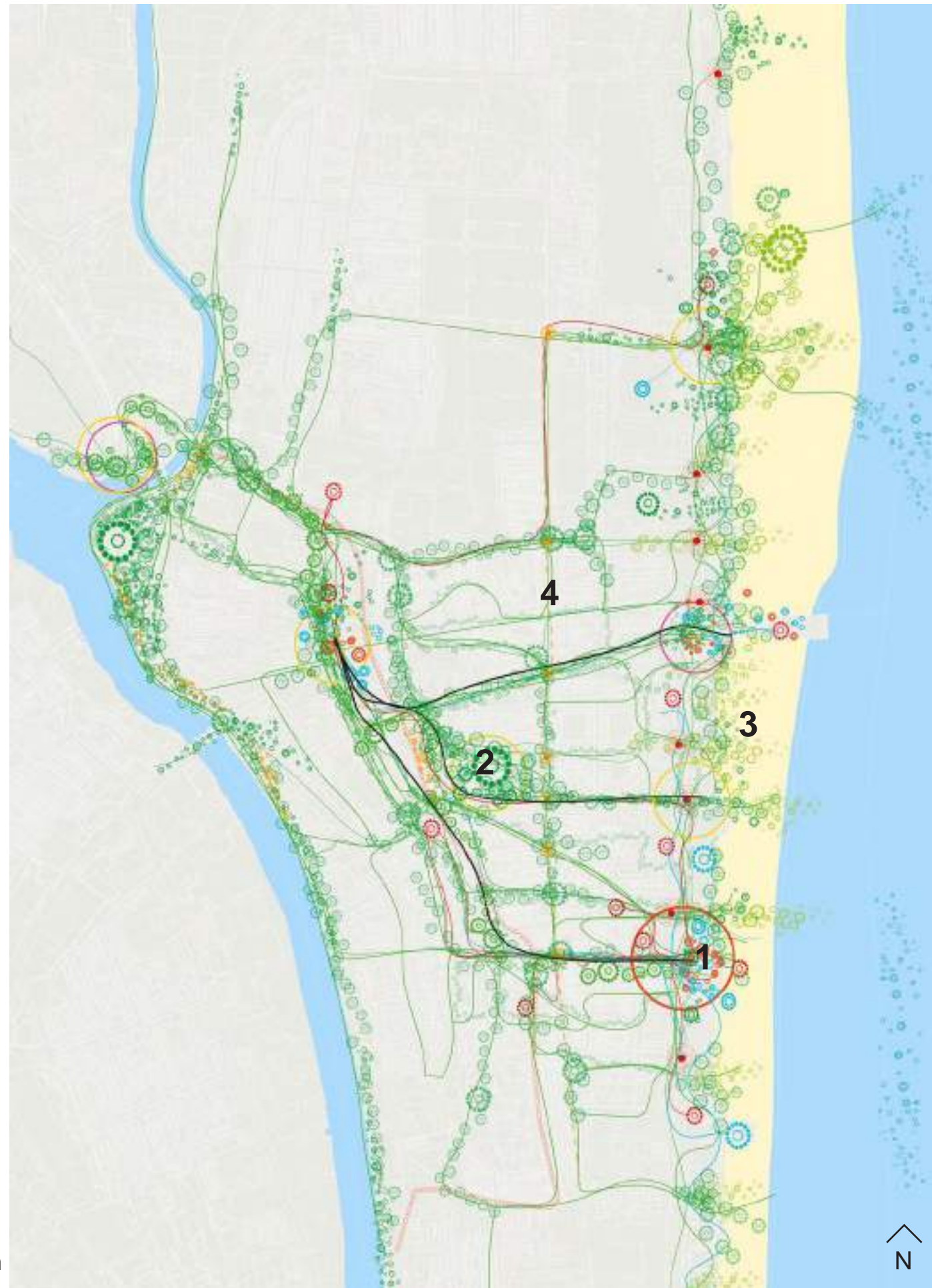


4a - connecting town to **sea** through node points



4b - connecting town to **river** through node points

-  sea grass planting - in water
-  coastal sea grass planting
-  central routes - town to sea
-  green planting on routes
-  community hub - future heart
-  community hub - locals
-  community hub - tourists
-  green charms
-  heritage charms
-  cultural charms
-  lighting
-  nodes linking river, town & sea
-  cultural links
-  heritage links
-  green links
-  opening to horizon
-  central routes
-  heritage route (the great wall)
-  connecting route - north to south



Green Great Yarmouth : Future Place plan

Design Principles:

step 1

Creating a **new heart** that is an open space : a seafront garden for open-air performances, community gatherings and festivals.

step 2

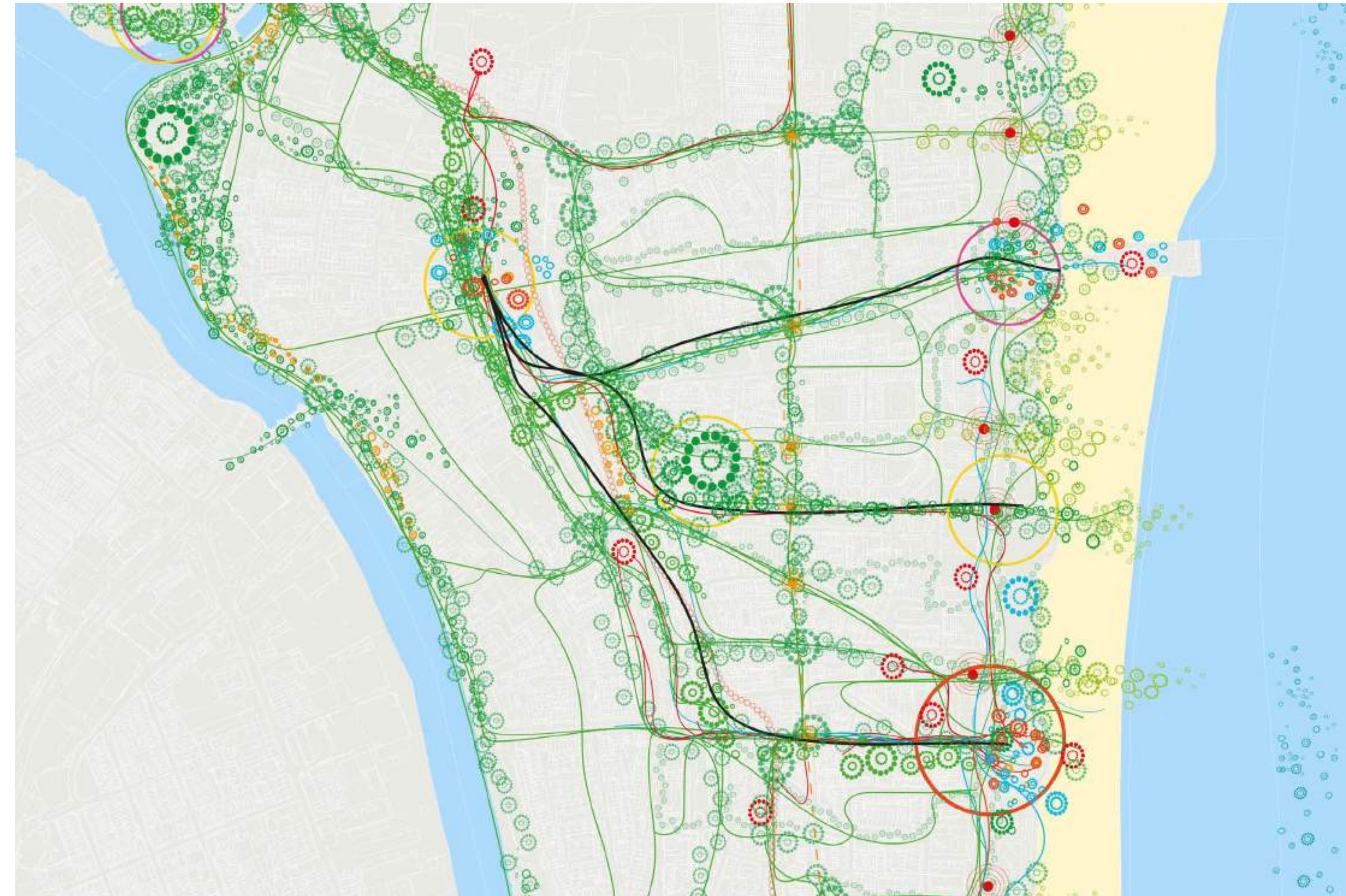
Prioritise greening creating a open **seafront garden** all along the promenade. De-cluttering the seafront to allow views of the horizon.

step 3

Greening Great Yarmouth. Breaking down linear barriers by greening routes.

step 4

Connecting the river to town and to the sea. Create a **way-finding** strategy.



Future Place - Creating a Green Identity