

Design of Cities City Design in History

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The Design of Cities Pre-Industrial Cities - Basics

- Functions-One or more of the following and resulting design influences
 1. Administrative Centers
 2. Religious Centers
 3. Market Centers
 4. Group Defense
- Functions influenced forms and features within the early cities
 1. Features-Agora, Palace, Castle-Government and administrative structure
 - Temple, Mosque, or some other central religious institutions
 - Outer walls and other defensive structures
 2. Forms
 - Defense-compact/crowded-fit as many people as possible w/in the outer walls.
 - Religious, Administrative, Market-Cities oriented around those centers
 3. Locations-locations based on functions
 - Defense-often in an easily defensible location-hills, islands
 - Market-transport routes
 - Administrative-central locations

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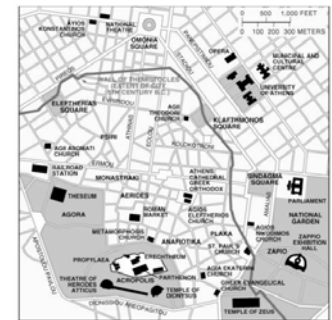
The Design of Cities Pre-Industrial Cities - Basics

- The Appearance of Design – Planned vs. Emergent Cities
 1. Planned for religious, administrative, or defensive purposes
 2. More regular in form, street patterns, etc.
 3. Often were designed around the purpose for which they were developed
 4. Emergent development often ensued around the planned city
- Many early cities thought to be planned-Why?
 - Grid street patterns
 - In irrigated areas the pattern can develop spontaneously
- Planned cities do give you a glimpse at people’s thinking at a given point in time.

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The Design of Cities Classical Urbanism (Greeks and Romans)

- Who cares?
- Greeks: City-states & ‘organic cities’
 - Forms
 - Acropolis, Agora, Temples, Theaters, Sports
 - Unplanned
 - Housing
 - Courtyard style
 - Mixed neighborhoods
 - Quality of Urban Life
 - Urban Design
 - Grids as a means of organizing space



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The Design of Cities

Classical Urbanism (Greeks and Romans)

- Context of an Economic/Military Empire
 - Trade, Colonialism, and Wealth
 - Roads
 - Trading towns
 - Military settlements (castra towns)
 - Urbanization and Urban Development
 - Massive investment in major cities
 - Investment in Social & Physical Infrastructure
 - Innovations: The Roman Arch & Concrete
 - Vaulted Ceilings
 - Basilicas
 - Concrete

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The Design of Cities

The Renaissance City

The Renaissance - 1450's to 1660

Enlightened Thought	End of Feudalism
The Preeminence of Man	Utopian Thinking
Sciences & Arts	Proliferation of Gunpowder
Coalescence of Modern States	Renaissance Man
Wealthy Moved Outside of the City	

•Urban Planning

- 1) Fortification systems – The change in military hardware and defense
- 2) Rebuilding of parts of cities with creation of new public spaces
- 3) Restructuring by redesign of street systems-Main streets like early highways
- 4) New residential districts
- 5) Some limited new town development

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The Renaissance City

- Planners seem to be enthralled with the
 - straight main road
 - the gridiron-no matter what the environment
 - enclosed spaces - piazzas - enclosed by trees, gates, other design elements
 - symbolic-as setting for statues or linked to a structure
 - civic/religious architecture
 - residential buildings
 - markets/commerce
 - practical
 - traffic
 - residential
 - pedestrian

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The Design of Cities

The Baroque Period

THE BAROQUE PERIOD (1660-1715)

Rise of Empires	High Society
The Great Monarchies	The Grand Manner
Early Colonialism	Cosmopolitanism
Much of this carries through the age of exploration and colonialism	
Design of Capitals	

• Baroque Elements of Urban Design

- relentlessly straight streets
- the Baroque diagonal
- Trivium & Polyvium (both new to period)
- Boulevard & Avenues (now interchangeable-not then)
- Boulevards-derived from urban/rural border & wall walkways
- broad/elevated promenades
- Avenues-rural tree lined roads

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The Baroque Period

THE BAROQUE PERIOD (1660-1715)

- Walk-Trees-Street-Trees-Walk
 - uniformity and continuous frontage
 - the vista
 - markers and monuments-triumphal arches, commemorative columns, statues
 - ceremonial axis
- Has always been in vogue in capitals & college campuses
- Coming back into vogue in New Urbanism
- Paris is best example of this due to work of Hausmann – mid 1800s
- Using Baroque styles after Baroque period

The Design of Cities

The Baroque Period

