

Design of Cities

What is Urban Design?

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The Design of Cities

What is Urban Design?

- Urban Design is the idea that there is a physical and a psychological relationship between people and the built environment which can be improved.
 - Assumes environment can be designed towards desired ends
 - Assumes the social/political/economic environment can be influenced through design.
 - Application of the public sector to influence the private sector
 - Urban design is a catalyst
 - Three Basic Elements
 - Conservation
 - Spatial development
 - Physical development
 - Scales:
 - from city to district to project
 - Process
 - Examine the context
 - Identify alternatives
 - Make choices
 - Implement
- Does this sound familiar?

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The Design of Cities

What is Urban Design?

How is it Done? Through Controls and Incentives

- Controls
 - Uniform codes
 - Overlay zoning districts
 - Historic/preservation zoning
 - Special districts
 - Special zoning districts
 - Performance standards/controls
- Incentives - Regulatory
 - Incentive/bonus zoning
 - P.U.D.'s
 - T.D.R.
 - Mixed Use
- Incentives - Financial (direct or indirect financial incentives)
 - Tax abatements
 - Facade/scenic easements - Easement doesn't count against taxes.
 - Tax increment financing - Use future tax gains for improvements
 - Land write downs - Write down or off the cost of land
 - Infrastructure
 - Partnerships
 - Administrative support
 - Civic art support

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The Design of Cities

Theoretical Perspectives

Functionalism - The Bauhaus, Le Corbusier, Congress Internationaux d'Architecture Moderne (CIAM-1933)

- City is a grouping of uses to be accommodated
- Machine like
- Equitable
- Separation of uses
- Structure

Humanism - Reaction to functionalism (1950's-1960's)

- Small scale elements on day-to-day experiences
- First concern is human experience
- Fitting architecture to people
- Mixture of uses
- Has problems projecting up to city-level

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The Design of Cities Theoretical Perspectives

Systemic - Networks and flows

- Organizing the urban SYSTEM
- Less on individual buildings
- Especially focused on transportation
- New can be woven/superimposed on old-old parts replaced over time

Formalist - Architect/historians

- Importance of forms that carry through time -buildings
- communities
- Timeless design features - Squares, boulevards, crescents, etc.
- Timeless design elements - symmetry, scale, etc.

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The Design of Cities What is Good Urban Design

David Sucher "City Comforts"

- Sucher's Stakeholders
 - Owners -Municipal Officials
 - Neighbors -Users
 - Architects/Designers -Builders
- Sucher's ways to design a village
 - Bumping into people -Smoothing edges, buffers & shields
 - Knowing where you are -Fitting in
 - Children in the city -Waste not/want not
 - Feeling safe -Getting around
 - Little necessities -Personalizing with art
- What it means to be a village
 - Tranquility, structure, together, friendly, close by, kindred, limits, stasis, natural, simple, small, cottage, conservative, familiar.
 - Hustle-bustle, liberty, lonely, hostile, far away, strangers, possibilities, growth, artificial, complex, large, skyscraper, liberal, anonymous.

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The Design of Cities What is Good Urban Design

Wayne Attoe & Don Logan "American Urban Architecture"

- Attoe & Logan - If a designed area is a catalyst then it should...
 - Modify elements around it in a positive way
 - Itself be enhanced or transformed by its surroundings
 - Not disrupt the existing context
 - Have a design which reflects an understanding of its context to be successful
 - Not be a cookie-cutter design - the same design in 2 locations will produce different reactions.
 - Appeal to the interests/tastes of the community - everyone will think differently about it anyway.
 - Be part of a strategic process - too much opportunism may not create a good 'package'
 - Product should be better than the sum of its parts
 - Not fade into the woodwork over time.

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The Design of Cities What is Good Urban Design

Wayne Attoe & Don Logan "American Urban Architecture"

- 7 Urban Design Themes
 - Location-position/placement of area as a building block within the larger community
 - Form-size/height/bulk of structures
 - Scale-fit/proportion/dimension related to adjacent areas and how we fit in spaces
 - Mix-set of uses needed in the area
 - Time-diurnal/seasonal activity, environmental and historical forces
 - Movement-modes of human/material movement, routes of movement
 - Signature-things that identify place as unique
- Things to Consider in Public Spaces
 - Comfort-Environment, seating, visual
 - Relaxation
 - Passive engagement with environment
 - Active engagement with environment
 - Discovery

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The Design of Cities What is Good Urban Design

Wayne Attoe & Don Logan "American Urban Architecture"

- Rights in Public Spaces
 - Access (physical and visual) -symbolic-cues suggesting who is and is not welcome
 - Freedom of action (behaving freely & using facilities) -psychological comfort
 - Claim-spatial controls (degrees of solitude) -solitude -intimacy
 - Change -anonymity & reserve
 - Ownership/Disposition -anonymity & intimacy
- Meanings & Connections -people are able to form roots
 - settings become important parts of their lives
 - Significance of meaning & connection
 - Individual connections
 - Group connections
 - Connections to the larger society
 - Biological & psychological connections
 - Connections to other worlds
 - Keys to the Creation of meaning
 - interactive between space and person
 - structure of space given human purposes
 - settings are evocative & flexible

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The Design of Cities What is Good Urban Design

Kevin Lynch "A Theory of Good City Form"

- Lynch's Dimensions of Performance of Public Spaces
 - Vitality-degree to which space supports vital functions
 - sustenance
 - safety
 - consonance-consonant with basic human biologic structure
 - Sense-degree to which people understand, differentiate, and connect to a space "their sense of it"
 - identity-sense of spaces uniqueness
 - structure-sense how it all fits together-INCLUDES A TIME ORIENTATION
 - Other Considerations
 - transparency
 - legibility
 - semiotics-structure of meaning in symbolic communications
 - DISCOVERY
 - Fit-adequacy of space & its design for its intended or unintended use
 - How it fits or does not fit the human form/uses
 - How it can be used for other things
 - How it can be redeveloped/adapted to new functions

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The Design of Cities What is Good Urban Design

Kevin Lynch "A Theory of Good City Form"

- Lynch's Dimensions of Performance of Public Spaces (Continued)
 - Access-to places and to people, its cost, its equity
 - Control-ability of people using the spaces to control them
 - Spatial rights/rights of
 - presence -use & action
 - appropriation -modification vs. nuisance & damage
 - disposition -rights are transferrable
 - Responsibilities of control
 - Conflict resolution
 - Efficiency-effectiveness in meeting & maintaining above criteria
 - Justice-fairness in the distribution of costs and benefits through the population

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