Urban Design
Week 2. Urban Design Today

박소현

- The City, 도시
  - The City Reader
    - 1장 Evolution of the City
    - 2장 Urban Culture and Society

- "What is a City?"
  - Frequent quoting:
    - Shakespeare – "People are the city"
    - Urban history – "city as an institution"
    - Urban form and design – "physical appearance and infrastructural layout of cities"
    - "People of the City" – core subject

1. Traditions of thought in UD

- Bob Javis (1980) "Urban Environments as Visual Art or Social Settings"

– Visual/artistic tradition
  - Visual qualities of buildings and spaces
– Social usage tradition
  - Social qualities of people, places and activities
– Making place tradition
  - Synthesize the above two

- 1-1 Visual-Artistic Tradition:

  - More architectural, narrower understanding
  - Product-oriented
  - Visual qualities, aesthetic experience of urban space*

  - Pictorial composition
  - Personal, expressive response**

- Examples of Visual-artistic tradition:

  - Sitte (1889) *City Planning According to Artistic Principles*
  - Unwin (1909) *Town Planning in Practice*
  - Le Corbusier (1929) *City of Tomorrow* etc.

  - Gordon Cullen (1953) *Townscape*
    - Series of townscape approaches of the 1950s

  도시설계의 시각적, 예술적 전통의 오늘날 논의

- 1-2 Social Usage Tradition

  - Emphasis on the way in which people use and colonize space

  - Issues of perception and sense of place

  - cultural, social, economic, political and spatial factors and processes contributing to the successful urban places

- Key example of social usage tradition

  – Kevin Lynch (1961) *Image of the City*

  – Shift of urban design focus in two ways:
    - In terms of appreciation of urban environment
      – Before : UD concern : exclusive, elitist
      – Now : Common place experience
    - In terms of the object of study
      – Before : physical, material form
      – Now : people's perception and mental image

– Jane Jacobs (1961) *The Death and Life of Great American Cities*

- Attacking of the 'Modernist' urban planning
- City could never be a work of art
  - Art: made by 'selection from life'
  - City: is 'life at its most vital, complex, and intense'
- Socio-functional aspects of streets, sidewalks, parks,
- Roles as 'containers of human activity' and 'places of human interaction'

- Social usage tradition continues

– Jan Gehl (1971)
– William Whyte (1980) *Social Life of Small Urban Spaces*
– Christopher Alexander
  - (1977) A *Pattern Language;*
  - (1979) *Timeless Way of Building;*
  - (1965) *A City is not a Tree*
  - (1964) *A Synthesis of Form*
  - Form in context, usable patterns
  - Research and/or Observation of people's use of places

- frequent quoting

- "life takes place on foot" – Gehl
- "place people congregate" -- Whyte
  - movable chair,
  - seating place,
  - sun,
  - water,
  - green,
  - something to look at/to do,
  - street vendors,

- 1-3 Making Place Tradition

  - …"substitute art for life" – key concept
  - …"making place for people"

  - Urban design =
    - aesthetic entity + behavioral setting

    - Complex relationships between all the elements of built and unbuilt space (UK DoE Planning Policy Guidance Note 1, 1997)

"art of making places for people"
– UK DTER, CABE's definition
– UD in the planning system

- 7 objectives of UD
  - Character: a place of its own identity
  - Continuity and enclosure
  - Quality: attractive and successful outdoor area
  - Ease of movement: easy to get to + move around
  - Legibility: clear image and easy to understand
  - Adaptability" change easily
  - Diversity: variaty and choice

- "making place tradition" – scholarship

  – Kevin Lynch (1981) *Good City Form*
    - Vitality
    - Sense
    - Fit
    - Access
    - Control

    Lynch's focus : **Efficiency** and **Justice**
    What is relative cost of achieving particular degree of the above?
    Who is getting how much of it?

- "making place tradition" – scholarship

  - Allan Jacobs and Donald Appleyard (1987) *Towards an Urban Design Manifesto*

  - 7 goals
    - Liveability
    - Identity
    - Access to opportunities, imagination, joy
    - Authenticity and meaning
    - Community and public life
    - Urban self-reliance
    - Environment for all

- 5 physical characteristics / prerequisites of a sound urban environment

  - Livable streets and neighborhoods
  - Minimum density of residential development and intensity of land use
  - Integrated activities; living, working, shopping in reasonable proximity
  - Manmade environment that define public space
  - Many separate, distinct buildings with complex arrangement and relationships

- 몇 가지 생각
  - Mike Davis, David Harvey, Edward Soja
  - Vast, anonymous, Dangerous, polluted, noisy
  - Fortress-like buildings, windowless facades
  - Symbols of inequality

  - A. Jacobs and D. Appleyard 와 비교
  - Against the CIAM's design ideology (Charter of Athens, 1933)
  - For Howard's idea of Garden Cities
  - City-oriented, (not suburb-oriented)
  - Great streets, livable streets

– Bentley et al (1987) *Responsive Environments: A Manual for Urban Designer*

– 7 key issues in making places
  - Permeability
  - Variety
  - Legibility
  - Robustness
  - Visual opportunities
  - Richness
  - Personalization   +
  - + resource efficiency, cleanliness, biotic support

- Francis Tibbalds (president of RTP, UK-UDG)
  - 1989 HRH the Prince of Wales offered a framework for architectural design

- 10 Principles of urban design (1988, 1992)

  - 1 Consider places before buildings
  - 2 Have humility to learn from the past and respect the context
  - 3 Encourage the mixing of uses
  - 4 Design on a human scale
  - 5 Encourage freedom to walk about

- 6 Cater for all sections of the community and consult with them
- 7 Build legible environment (recognizable or understandable)
- 8 Build to last and adapt
- 9 Avoid change on too great a scale at the same time
- 10 With all the means available, promote intricacy, joy, and visual delight in the built environment

– Congress for New Urbanism

- Late 1980s and early 1990s
- US

- Traditional Neighborhood Development (TND)
  - Duany and Plater Zyberk, 1991
- Transit Oriented Development (TOD)
  - Peter Calthorpe. 1989, 1993

- Backgrounds:
- Goals:

- Principles:

- Mixed uses,
- environmental sensitivity,
- consistent hierarchy of architectural, building and street types,
- legible edges and centers
- Walkability
- Reliance of succinct graphic guidelines (in lieu of traditional zoning codes)

- – architectural style, urban design practice, land use policies

- Charter for New Urbanism (1999)
  - restructuring of public policy and development of practice

- CNU Principles
  - Neighborhoods should be diverse
  - Communities should be designed for pedestrians and public transits (and cars)
  - Cities should be shaped by .. public spaces and community institutions
  - Urban places should be framed by architecture and landscape design that celebrate local history, climate, ecology and building practice
    - From region, neighborhood, to block

─ 비교 논의 틀

- Prescription
- Desirable physical and social form
- When prescription becomes a inflexible dogma

- Deeper understanding and appreciation of their biases, justifications, and interrelations

- No right or wrong / only better or worse
- Gab between theory and practice

- Need for Urban Design

  – Urban environmental product and development process

  – **Poor quality**
    - Unintentional but not accidental

  "We have never lived better"

  yet livability – in poor condition

- US housing, a quick fact

- <u>a typical new home comparison (NAHB)</u>

1949:	1999:
1 story, 2BR-fewer	2 story, 3BR-more
1Bath, no AC, coal	3 Bath, AC, NG
no garage	2 car garage
983 sqft	2,000 sqft
household – 3.37	house hold – 2.62

Considerable material progress – implications:

"cracks" – discontinuity
 Issues in the public environment

– Role of the built environment professions

- 7 clamps of urban design – Rouse Chart, <u>p.13</u>
  - Why we are constantly failing to achieve high-standards of urban design

  - Strategic vacuum /
  - Reactivity /
  - over-regulation /
  - meanness /
  - illiteracy /
  - small mindedness /
  - short termism

- Who are Urban Designers
  - Knowing and unknowing urban designers

- Unknowing Urban Designers:
  - Politicians : central, state, regional, local,
  - Businessmen
  - Civil servants
  - Accountants
  - Engineers
  - Investors
  - Urban regeneration agencies
  - Infrastructure providers
  - Community groups
  - Householders and occupiers

TABLE 1.1
Types of urban design practice

	PROFESSIONAL DOMAIN	CHARACTERISTICS	ACTIVITIES
URBAN DEVELOPMENT DESIGN	Traditionally domain of architects supported by landscape architects and other designers	Rooted in the development process. Typically applicable at site and neighbourhood scales	Involves *all-of-a-piece* design situations and some *total* design situations
DESIGN POLICIES, GUIDANCE AND CONTROL	Traditionally domain of planners supported by architects, landscape architects, conservation officers and others	The design dimension of the planning process (e.g. primarily response to anticipated effects of urban change on urban design quality, whereby guidance and control are typically applied from *outside* development process). Range of considerations usually wider than concerns of urban development design. Applicable at all scales of urban design	Includes: (i) area appraisals, design strategy and policy formulation; (ii) preparation of supplementary design guidance and briefs, and (iii) exercise of design or 'aesthetic' control
PUBLIC REALM DESIGN	Engineers, planners, architects, landscape architects and others. But frequently unintentional result of unco-ordinated decisions and actions taken by many different parties	Encompasses design of 'capital web' (e.g. roads and streets, footpaths and pavements, car parks, public transport interchanges, parks and other urban spaces). Relevant over range of scales	Includes: (i) design and implementation of specific projects; (ii) production and application of guidelines for design and improvement of a locality; and (iii) ongoing management and maintenance of places, including programming of activities and events
COMMUNITY URBAN DESIGN	No particular profession	Seeks to work *with* and *in* communities developing proposals from grass-roots level. Particularly applicable to neighbourhood scale	Utilises range of approaches and techniques to engage with those who will use the environment

(Source: adapted from University of Reading, 2001).

- Roles:
  - Total designer
  - All-of-a piece
  - Vision maker
  - Infrastructure designer
  - Policy maker
  - Guideline designed
  - Urban manager
  - Facilitator of urban events
  - Community motivator
  - Urban conservationists

- Partial list of classic readings mentioned here

  - Sitte (1889) *City Planning According to Artistic Principles*
  - Unwin (1909) *Town Planning in Practice*
  - Le Corbusier (1929) *City of Tomorrow* etc.
  - Gordon Cullen (1953) *Townscape*
  - Kevin Lynch (1961) *Image of the City*
  - Jane Jacobs (1961) *The Death and Life of Great American Cities*
  - Jan Gehl (1971, 1987) *Life between Buildings*
  - William Whyte (1980) *Social Life of Small Urban Spaces*
  - Christopher Alexander (1977) A *Pattern Language*
  - Allan Jacobs and Donald Appleyard (1987) *Towards an Urban Design Manifesto*
  - Bentley et al (1987) *Responsive Environments: A Manual for Urban Designer*
  - Charter for New Urbanism (1999)