

THE CREATION OF URBAN SPACE

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I. Good Urban Space

- A. The objective of the game is to generate a "Whole" urban space through a process of piecemeal growth. To enable this simulation to occur spontaneously, all players must realize that no one person "wins", and that the emphasis is on the "product as a whole".
- B. This whole emerges only from a clear understanding of the centering process which reflects an egoless unselfconscious state of mind. (Refer to "Centering Process", Second draft, March 3rd, 1977; C. Alexander)

II. Introduction to Urban Space Game

A. Context.

The context for this game is an urban area of reasonably high density, 4-6 stories, and including a full mix of commercial, residential, industrial, and civic building. *A good scale to use is 1" = 200'-0".*

- B. The urban structure we are generating is composed of certain elements which are color-coded; Black stands for buildings, red stands for roads, Yellow for pedestrian circulation and open space, Green for gardens and trees, and Purple for parking structure.
- At each increment, a center is created, partially developed, enhanced, or barely suggested and supports a larger emerging or existing center.
- To begin, each step must encompass* some of each color placed according to its logical function and fulfilling the following criteria:

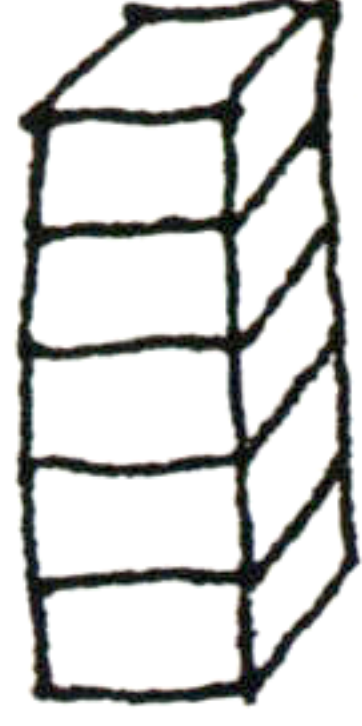
*This does not necessitate the addition of each color(e.g. a building added along the length of an existing road requires no additional red.)

1. Use yellow to create major axes and nodes.
2. Yellow must form clear pedestrian circulation.
3. Each yellow that is added must have positive shape.
4. No yellow directly next to purple, unless shielded by green.
5. Where yellow is next to major red, it is raised and/or arcaded.
6. There must be at least one large yellow:(Main square.)
7. The minimum width of yellow must be 1/5th the height of adjacent black.
8. Each black is made of 30-40' wide wings, except in certain specific types.
9. Each black is either touched by a red, or accessible by car to red within 250'.
10. Each black has some purple, proportional in size, within 500 feet.(Refer to next page *Parking.)
11. No black may be directly adjacent to two purples.
12. There is at least one large green(A park), preferably with water.
13. No large green(not more than 20' wide) next to purple.
14. Green is at least 50% surrounded by black.
15. Red connects to existing red at roughly right angles, and red runs mainly perpendicular to major yellow.
16. Every purple is at least 50% surrounded by black.
17. No purple higher than surrounding black.
18. Minimize south-facing purple.

*Parking

-Commercial building; The ratio between black and purple is

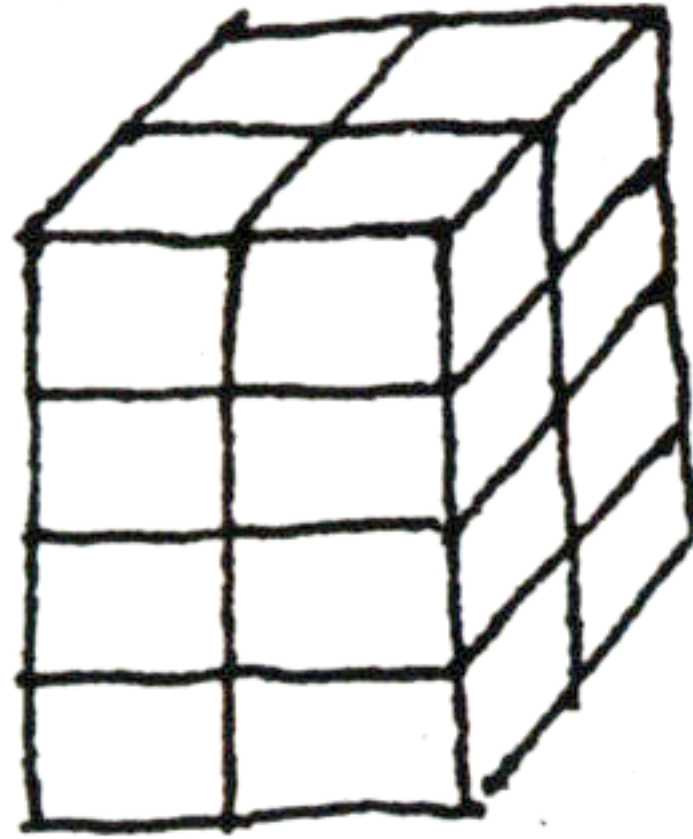
5 to 3



BLACK : MIN. PURPLE
(5 : 3)

- Residential building Apt.); The ratio between black and

purple is 16 to 1.

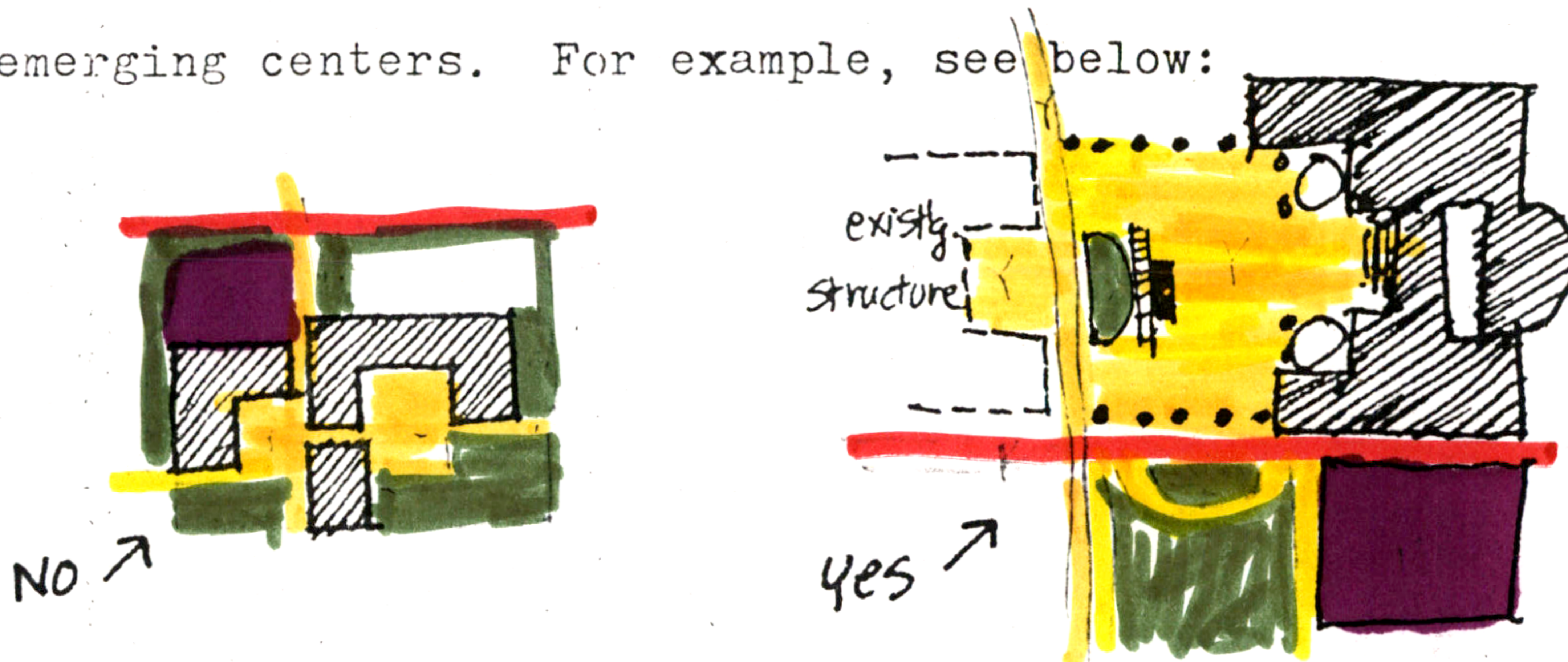


BLACK : MIN. PURPLE
(16 : 1)

Now that the criteria to be met has been defined, we are ready to begin the process. The movement of the game is controlled by the "Centering Cycle," which must be repeated at each building increment (one person's turn of the game). This cycle consists of 4 steps which guide each individual building increment, and 3 guiding principles which must be reviewed between each increment. Now, the first two steps may actually occur integrally; however, for clarity of hierarchy we have defined them as two successive steps.

CENTERING CYCLE

1. Arrange the black and the yellow (each with good shape) on the site so that they form a center themselves and contribute to the creation of positive space-- such as a courtyard, street, path, square, etc. It should simultaneously support any existing centers and allow for a strong base of growth for future or emerging centers. For example, see below:



2. Place some green next to the black which creates positively shaped gardens. For example, these may be (a) to provide internal private gardens, or (b), jointly shared with other buildings to form larger centers.
3. Next, when considering red, continue the existing circulation only as necessary; keeping in mind that (a) the parallel roads

should emerge in a distance between 100-400 yards, and (b) that looped roads or cul-de-sacs may be formed to provide quiet access to buildings in-between two parallel roads.

4. The purple may then be added so that it is (a) easily accessible from the nearest red and (b) shielded by the black. [Remember to satisfy the 1st set of criteria (defined previously) also.]

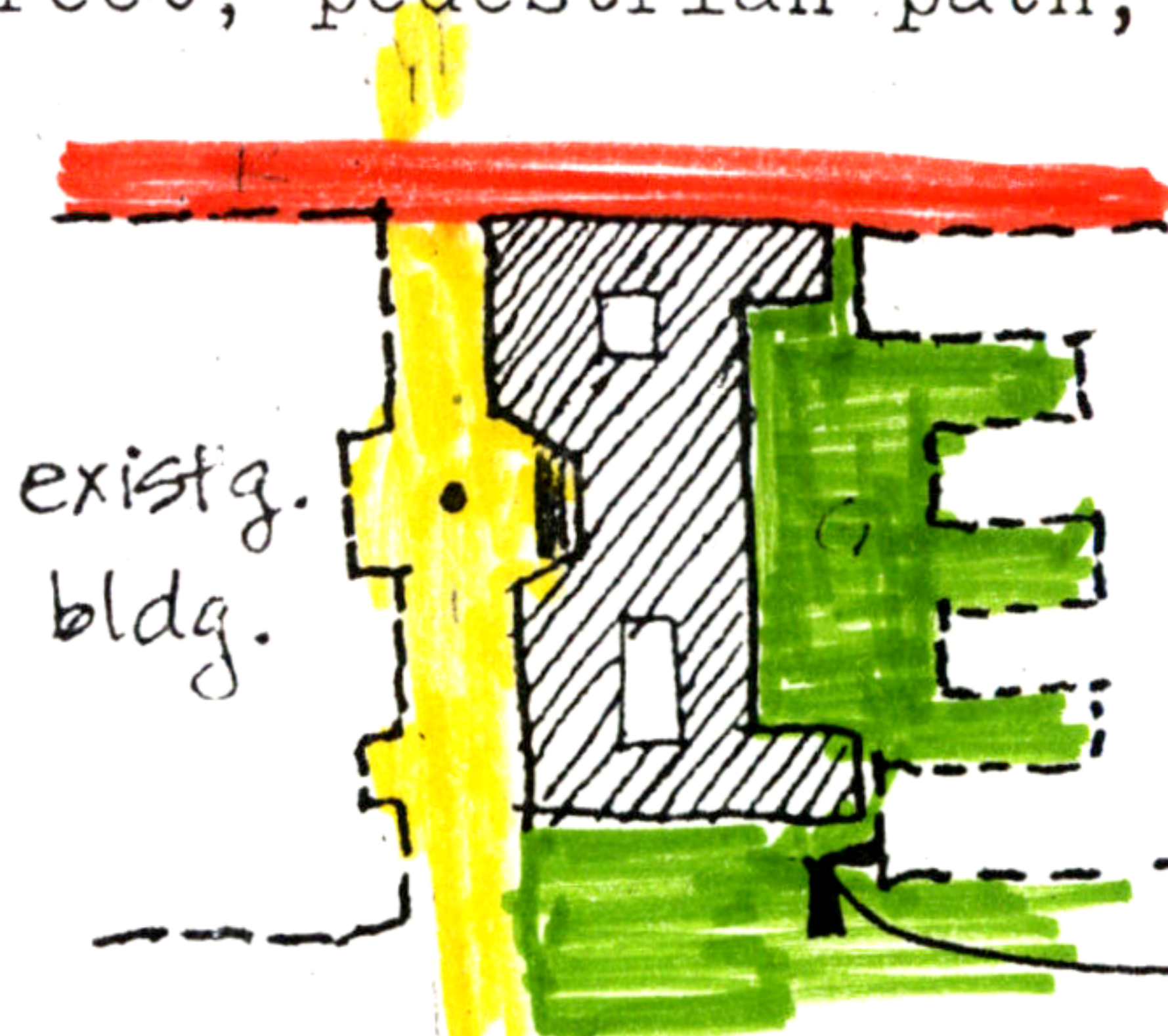
--The above four steps are repeated in a cyclic manner for each building increment.

--As the fabric grows, the following \square guiding principles must be reviewed and considered at each successive increment. Use these as a sort of checklist to insure the emergence of a clear, overall structure within this piecemeal growth...

5. Principle 1: LOCAL CENTERS

When placing a building in the vicinity of another, try to enhance some of its dominant components in order to form a harmonious local center. For example, adding a building may create a stronger yellow shape, a more secluded green, or help to front the edge of a street, pedestrian path, or square. (See diagram below).

Example:

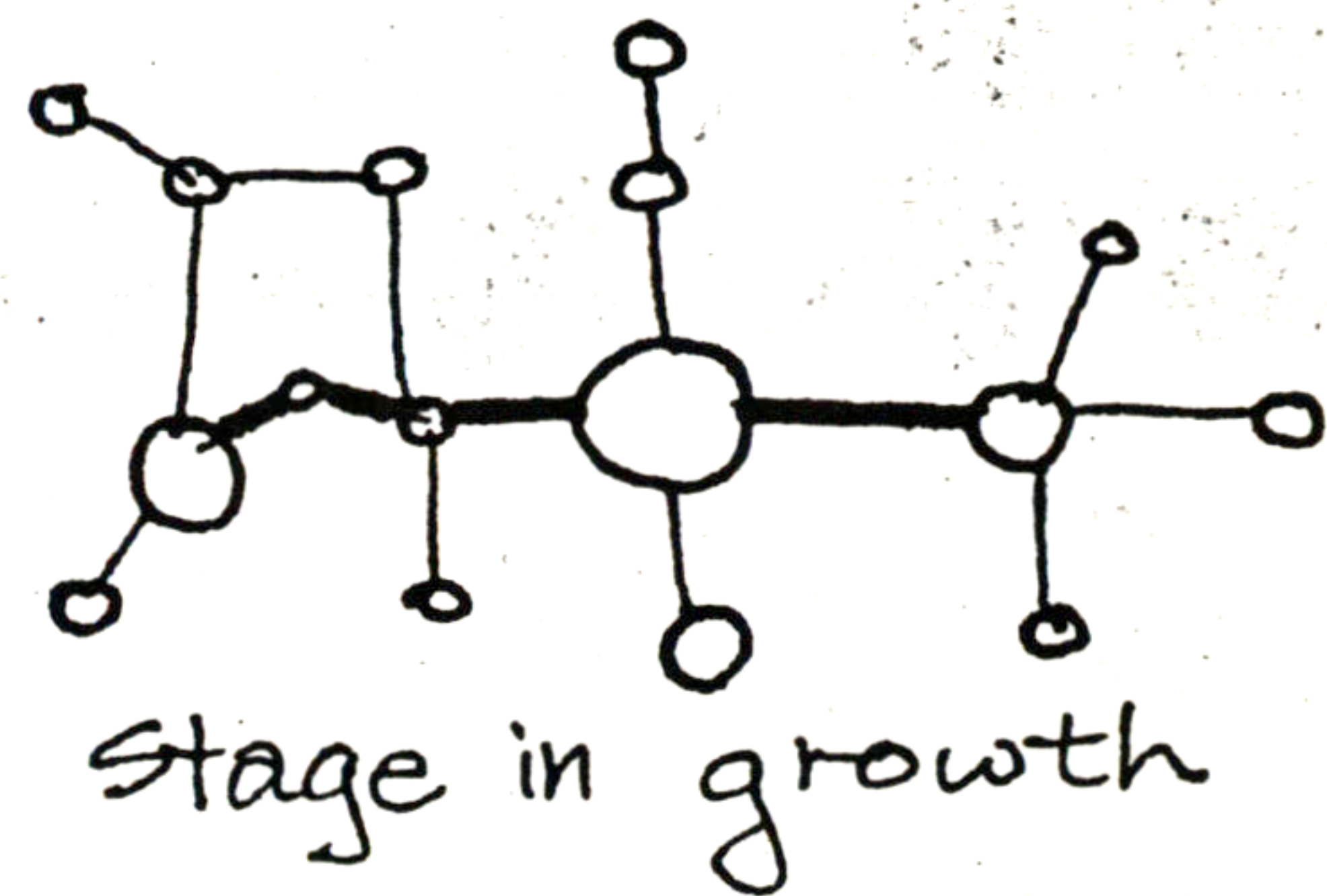
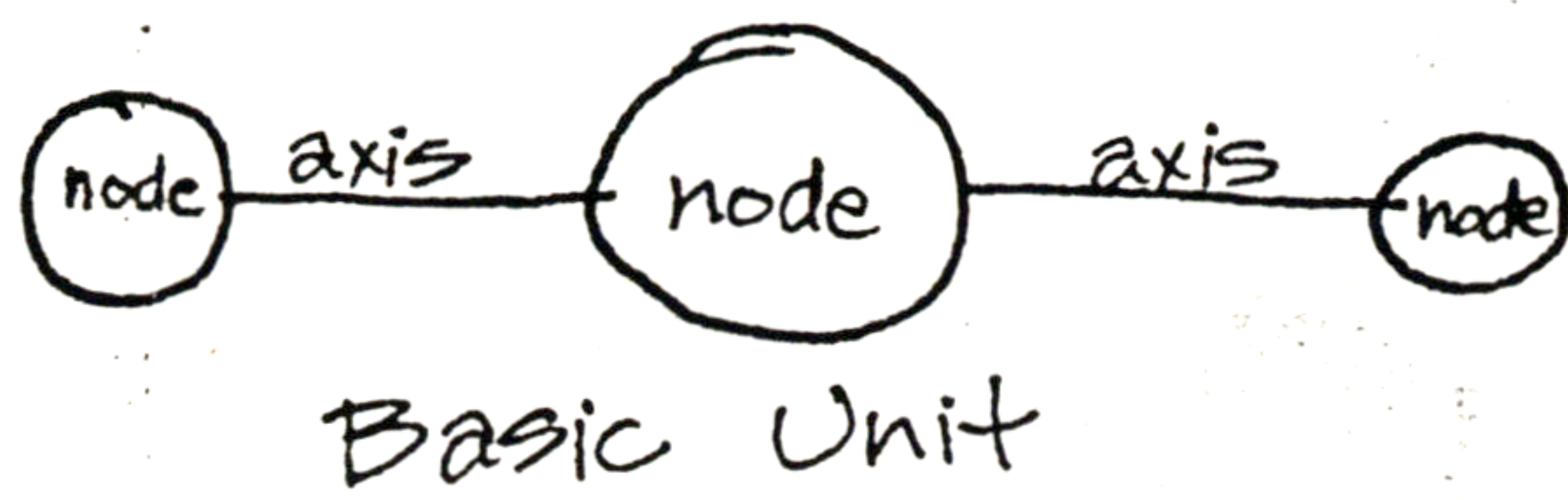


this building does 3 things at once:
 (1) it makes the yellow more positive
 (2) it "fronts" the path to define it
 (3) it creates a nice garden in back, shared w/ other bldg.

6. Principle \square 2: NODE-AXIS-NODE PATTERN

At all times try to maintain a distinct structure of pedestrian circulation which follows a pattern of node-axis-node. This means that small public open squares (refer to dimension guidelines for rough sizings) and medium open squares are interconnected by pedestrian paths, which are in turn connected to larger interconnected squares. The repetition of these interconnected nodes (squares)

and axes (paths, promenades) embraces different sizes and shapes, but ~~x~~ culminates in a larger center when all surrounding centers are complete and whole within themselves. Locate and size this larger center to serve as a major focal point of the larger structure. In this case, a main pedestrian axis (promenade?) may become clearer as two large squares are strongly connected.



7. Principle 3: MAJOR GREEN

When there is enough realistic support for a large green, begin to shape it either (a) where it adds and intensifies some existing aggregation of green, or (b) where it best serves the whole.

Now re-cycle, go back to step 1.

7

GUIDELINES
FOR DIMENSIONS OF URBAN SPACES

I. CIRCULATION

A. Pedestrian

1. Along main arteries raised walks should be a minimum of 12' wide and 18-20" high.
2. Minor pedestrian paths should be between 8-10' wide.
3. Medium pedestrian paths should be 15' wide.
4. Main promenade should be a maximum of ~~50'~~ ^{50'} wide, and 1500' long.
5. Pedestrian connections to squares must gradually widen as the entrance is approached. (Minor to medium path).
6. No minor pedestrian paths longer than 70' when between buildings in an east-west direction.
7. Building thoroughfares must be at least 11' wide,; 16' with one-sided activity, and 20' with two-sided activity. Height should be 12-20' (minimum?) and entrances at least 15' wide.

B. Vehicular

1. The minimum distance between parallel roads is 300', and the maximum distance is 1200'.
2. Make (secondary) looped streets 17' to 20' wide.

II. OPEN SPACES

A. Public Squares

1. Maximum widths of squares should be as follows :

Large (main) squares-	200'
Medium squares-	100'
Small squares-	70', (preferably 45'-60'.)

2. Make the ration of width to length: $1/2 \leq W/L \leq 1$.
3. Maximum distances between squares should be as follows:

Large to large square-	1500'
Medium to another square-	900'
Small to another square-	450'

B. Green Spaces

1. Maximum distance between two large public greens should be 1500'. These greens should be at least 150' in width and at least 60,000 sq. ft. in area.