THE CENTERING PROCESS

In the process of urban growth, the main principle to be followed, is that of the construction of centers, and hierarchies of centers, which g create fields of valuable space.

In order to understand this process in detail, we may set down the following specific principles:

DEFINITION OF A CENTER.

Symmetry. In general, a center has some kind of elementary symmetry, especially bilateral symmetry, similar to that which the human body has... i.e. left right symmetry, and an axis. This does not mean that all centers are perfectly

- Symmetrical. Of course they are not, and it was only the Mahambanham But when an assymetrical situation occurs, the KMIRK centering process will generally try to construct interest the assymetrical thing, or center, as a product of simpler centers which are indeed symmetrical, XM It does not permit random assymetrical arrangements.
- And buildings. Each center, is thus a whole, which is made of subsidiary wholes, which are themselves whole.
- 4. When we look at a center, we see that it the fata following rules apply: A
 - a. It is whole in itself, in an obvious, relaxed way, with its own symmetries.
 - b. It p main parts are themselves also whole, and have their own symmetries.
 - c. The space nmxmxmxmim or buildings next to it, in so far as they are themselves who are themselves whole, and have teir own symmetries.
 - d. The whole, is always part of some still larger whole, which is itself a center, itself possessing certain symmetries.
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In the process of growth, it is rarely possible for a center to be perfectly symmetrical. In fact, x as the world, where the centers are growing, develops, it contains more and more **EXPRENTE assymmetries, induced by a succession of necessary accidents. Sometimes these existing geometrical contexts are extremely peculiar (as is true on our site in San Francisco, with freeways, Hills Bros etc all placed in such a way as to create very complex order.

The main thing which happens, then, in the process of centering, is that each new center endeavours to introduce symmetry into this field... but always fails.

This is because a naive insertion of a symmetrical object,
is always dead, because it is unrelated to the complex
assymetries around it. A thing which strugggles to be
related to the complex field around it, which tries to unite
it, to make it whole, will always be almost symmetrical, but
not quite... not as a result of an intention to be like this,
but because this is the inevitable outcome of mmerca an effort
to bexxxxx %mxmmmm true.

One of the reasons we can always recognise a real structure of centers as fast as we can, is that we can always detect the truth in the balance of symmetry and assymmtym assymetry, even when we do not know what is going on "functionally".

THE SEQUENCE OF CENTERS.

In the process of development, the max main thing that happens, is that a center is established, and that mx other centers are then hung on it.

This is an essentially assymetrical relation between the first center, and the second one, not a symmetrical relation.

We thus create a large center, at some moment. Which man Further acts, always creating centers themselves, will then, embellish this first wm center... they may be directly attache to it, or they may be placed at a distance, looking back, and thus forming an imaginary axis... in this case, a new center (the axis) has been formed, and this center will now have to be embellished...

Like everything else, this cannot be "made" to happen...
it will happen only when the moment is ripe for it, when the
field which exists, calls forth the creation of this new and
larger center...