B. ARCHITECTURE
URBAN DESIGN (AR6711)
THEORIZING & READING URBAN SPACES
Lecture – 4

Ideas of Imageability & Town Spaces:

Cities in terms of revelations, so gorden cullen told that urban experience is one of the series of revelations with delight and interest being stimulated by contrast.

So in simple words he says that a city is composed of an experience when user walks by, comes across a lot of series spaces which makes him delighted or a create interest looking at different things and this has been possible through advent-ant technology to have more modes of transport. In simple words the development of new modes of transport or travel has provided additional ways of seeing.

So the way we see or the movement speed decides on what we see, when walking we will have a closely relation, we would have a visual relation with the building or the people we see or we come across but the experience is totally different when we go on a car were the speed is much more different and what we see your what we capture again different and that also differs from travelling on a bus which is an elevated levels view composition changes, so which means that when we move around city. City is composed of parts which creates mental images within ourselves, these mental images are recorded when that is recorded around series of spaces those mental images get around on different urban experiences as seen.

So it is with the different levels of focus and it as seen in at different speeds. So gorden cullen considered the urban environment should be designed in such a way that this from point of view from a moving person, so any person moving from a street at the beginning should experience different urban spaces why which radius around the street cape and creates different series and perceptions of views either he walks down, either just move by or either just cycles are uses a car, moving in a bus, it should create different visual environment that is the concept of serial vision.

The gorden cullen saw particular significance in tension between hereness and thereness, so imagine this image while we here you get a perception

of the space which is enclosed by the certain set of buildings which has limited elements of windows and doors, but from viewpoint from here, you could look at the road curving itself down the road, which creates a sense of experience or a surprise on what exactly would be there. This sense of your hereness and thereness creates that tension is a resultant of cereal vision. Looking at an example of particular plan or a particular urban complex where user is tend to move from the start point and taking a series of arrow mark, looking at this arrow mark you could see how are user moves through and how the urban experience changes.

The first image exploits why you are at the outer entrance you could see this plan, this entire monolith building which has a which is been fronted by the landscape or a tree, where the person around looks at monolith building which series of breakdown by the path way that invite him to move through this particular space. The first experience he gets is monolith but there is an entrance to move through the second mental image we create himself is when moving through that passage, the second entity when he is over here, he scale grandiers which means that in the previous image scale is vast open there is nothing above him, he could just see a building and he could see open sky above him.

Now the scale strings as he is in the place which is enclosed under the shadow and the scale he perceives a see is much more grandiers he could see you grand focal point which is dominating the skyline with a series of colonnades rounding the ground and series of buildings and Windows fronting. So now when he moves in to the third place going on, so it is just right behind the monument when he just gets a sense of a scale where he is perceived around the colonies which is coming close to him and series of a vernicial building elements and monolith just placed in front of him. Now the grandiers of this monument changes to a small scale close to him.

Moving on to the next part of the place where is envisions apart which is in compass by two buildings on the side and a person to walk by is identifying a series of landscape elements to move through to experience the next space.

Moving on to the fifth spot, where he comes across the cathedral, he looks at the beauty and aesthetic part of the cathedral where is invited along the road to pass through to next space which is again dominated by a wall which by the high rise building.

Moving on to the next image, so now he is in composted around a particular space where he is again see the monolith wall but inviting space which is pulling him outside, so this trajectory of park pushes him outside to come to this point where could see a cluster courtyard and funnel path way as you could see in the plan.

Now moving on to the next image, the last image where we wants exist out of that point he could see around colonnade which is represented by a kind of colonism kind of structure which has colonnades all floors and scale expands as the view point expands.

Now the ultimate imageability aspect in this entire vision is from moving from 0.1 till 0.7, he experience is different of urban vision even though the building or the urban form is kind of same he tend of move towards user pull towards a particular trajectory path to experience different visual forms and those visual forms creates a series of extended images of mental visionary images within experience the urban farms surrounded by him.

Aspect of Imageability & Legibility:

Now come the aspect of imageability and legibility which was put down by Kevin Lynch and Kevin Lynch was more focused on

"The quality of a physical object which gives an observer a strong vivid image."

So he believes that imageability is a concept which gives strength of perception of a particular person creates a kind of identity to the particular place. The highly image-able city would be well-formed would contain very distinct parts and would instantly recognisable to common inhabitant even today when you had travel too many cities you would come across the identical places, if it is Paris it is Eiffel Tower, if it is London it is a London Bridge those are imageability aspect of cities which create identity to the particle nature and other aspect of imageability could be attributed to five different elements that have been pen-down by Kevin Lynch which includes

- Paths
- Edges
- Districts
- Nodes and
- Landmarks.

So more focused images which create public image as a whole city is composed of different parts but the entire city is seen as single vision, so whatever the place the city is composed of whether it is good or bad, it is a series of spaces in an urban environmental that is contained and the user to experience it.

Definition of the paths includes

"An interface of the person to move across different places, so it is nothing but these roots or Channels which create a perception of an image from moving from one person to another the continuity of that

path depends on the width, gradient and activity of it and examples path include streets, walkways, transit lines, Canal, and railroad which connect something from another.

Next comes edges which are nothing but the dividing line, the red lines which you could see are not the roads, these are not the paths but he marked the boundary a different lines of the building or a blocks, so these are otherwise the linear elements which create the boundary between two different districts.

Moving onto districts, these are areas which are perceived with internal homogeneity. There are certain urban district which could be heterogeneous and nature with a lot of mixed use planning but within a heterogeneous city there are districts which are completely residential, completely commercials those are called as district which have sense of homogeneity in terms of use. So most of the building route forms the similar morphology most of it would have internal clusters, courtyards that radiates around them and most of the plannography, implementation of the building, the scale of the buildings would be similar in a district

Next coming to the nodes, the nodes nothing but its junctions or focal points in a particular city, the node could be transportation in nature or node could be landmark in nature, it could be passer think, it could be a path, it could be a place where people conglomerate, agglomerate.

So centre of attraction in Kalikow terms, you could call it as centre. So these are the point's strategies pots in a particular city in which an observer can enter or be there, these nodes can simply be concentration points which gain their importance from being them in the condensation of some times. So it has a physical character to it, it can be like a street corner, it can be like a square, it can be like a market, it can be like a temple, those are prominent features where a person or someone could identify themselves within a city.

These moves on into the aspect of Kevin Lynch Mental maps, so the processing of all these images of the visual experience of the user could be explained in terms of mental maps which create legibility, so as you could see this is the mental map of a Prehistoric settlement. Prehistoric map of bronze and iron ages, as you could see lot of settlements, so in the form of images, these are kids drawing which are two dimensional in nature but mental images create the sense of roads, buildings. So it has a two dimensional and three dimensional just position of things working on at the same place, so you could see animals, you could see human figures dancing out, playing, you could see animals being hunted, buildings all the skylines.

So this is a mental image which clearly dictates what could have happened in prehistoric image rather than drawing a map, so which

means that this image or the map has legibility aspect for a user or a planer to understand what a city is.

So people understand the cities through recognisable elements, there are elements in a city or nodes the landmark in the city out of which city could be identified by any user. Mental mapping starts from home and it increases in scale in terms of geographical location, home to street to a city, to a landscape or reign and moving on into geographic, a part of nation.

As we saw the first example of serial vision, so the user from the beginning till the end where he enters is to a collonade exits through the collonade. He had series of mental images that a process and those are different visual experiences that capture in the form of sketches and that concept is called a serial vision and by gordan cullen.

Elements of a City:

According to Kevin Lynch;

The five elements which make up the city, compose the city any city or the planning of a city these elements are basic to be used upon, first being the path where the red line which connect a district to another district which forms a kind of edge to a particular city and connect to the different nodes, these are movement related or the nature of the path is to take 1% from one place to another and you could see districts which are otherwise called as central business district, industrial areas, construction site. So all these districts are indus, if it's an industrial area, it is homogeneous, it has more industries, if it is a residential or commercial area, it is predominantly commercial building.

These are defined as district and coming to edges like a canal way or a water way which is being connected through different series of bridges to this Canal is a permanent edge with segregates one district to another districts, so roadways could be called as a path and Canal way or a railroad could be called as an edge. Edge where something end in and path is something which connects, so that is a mile difference between path and edge, coming to the node you could see nodes are particular focal points through the map of a city could be prominent places of where people could meet and this could be a religious place or this could be a commercial place as well but the place where well known by the locals as well as a tourist and districts are particularly upon different characters, it has a homogeneous use and people use it for one major function. Landmark being dominating the city scape which means that any user from any part of geographical location could identify what is the landmark in a particular city. These are distinct elements dominant skyline of the cityscape along any kind of landscape environment these could be

religious in character like a cathedral or churches could be tall buildings skyscrapers, commercial building. So all these elements composed together to form what a city is and these fragment of city composed together forms a good living urban environment.

So this is a mental map of Boston which was again done by Kevin Lynch where this images been considered as distinct elements of collective in nature including the paths, nodes, edges, landmarks and districts, when all these composed together the exact visual form of Boston is seen as different neighbourhood or the districts clustered around different series of paths.

Jane Jacobs:

Next philosophy of Jane Jacobs, Who has in social activist and a great urban philosopher in terms of getting the book called death and the life of great american cities. She envisaged a good neighbourhood, so the terms like I on the street, social capital was introduced by jane jacobs where she was more talking about cities in terms of

- Planning aspects more safer,
- Planning aspects more utilizable,
- Planning aspects more user friendly.

So she against the planning concepts of post world war-I american cities which was growing rapidly in terms of suburbanization as well as motorization many vehicles came into existence.

So she just thrashed in a book the death and life of great american cities that the city planners ravaging of cities to there actually deconstructing or destroying the city is landscape in terms of building, tall buildings, building Highways. So which means that she envision a proper city which are safe in nature for the people to move through, so the Legacy of first started with the more she investigated and in terms of explored neighbourhoods, infrastructure and business district for her stories, the more she began to see the city as a living, breathing thing which has is complex in nature which is wondrous and self-perpetuating. The Legacy of words was orthodox urban planning, so he was quite famous in terms of getting ice on the street concept, so when more and more highways dominant particular city, the walk friendly or the user friendly environment diminishes and user does not feel safe and she also argue in her book "The Death and life of Great American cities" that, cities are more move towards cars and not people and she is also envisioning a city which is walk able. So she has criticize certain concepts of urban planning which been established by different other urban philosopher, to start with the urban concept of garden city is which was a realised in 1902 and 1919 the cities of Welwyn lynch worth by architect sir Ebenizer's howard way

he proposed the conceptual diagram of combining a city and the countryside in the form of a garden city.

So garden city was a population for around 35 to 50000 where inhabitant would emerge themselves in terms of a garden city which is connected by high roads, to another gardens city which eventually has a municipal railway connecting other garden city and there is an inter municipal railway that connect the main city, so this aspect has promoted a lot of suburban formation but rather being suburban this became an urban district as such which contain the population of 35000 and this is a self organising city of its own which has linkages to the central city. The advantages of it being the city people these despecialized into other cities, so crowed over here of the central city gets dispersed rather than sacrificing the mutual facilities. So whatever facility was in the city core is being dispersed here as well as, where as administrative again is being dispersed people move towards, a person working here in the garden city could live and work here where is a person living here could work in the garden city as well and a good transport and communication network between these cities create more as establishes more interrelationship between each of those. She even more went on to criticize about the wheel radius of the concept of le-kosier were this entire urban environment was Monolith in nature.

It doesn't consider human welfare as such, Jane Jacobs's point of view was this entire monolith of commercial district promoted more of just motorways rather than safe or walk friendly neighbourhood and there was no sense of social or civic place in these where as this what is considered to be concrete jungles where people could not even socialize even though podium that were design below the buildings were not a sense of social or source of identical places, there is no imageability in a city which is being followed. So she had a lot of criticisms towards different city concept that has been promoted by different Architects and philosophers and this is another ideal city concept in that was followed in northern america where there was again concept of radiating city, the city beautiful which encompasses central landmark place which is dominated with cities skylines is composed and just suppose of a natural street cafe and lot of streets radiating itself into different the urban neighbourhood and promote but the scale of the city beautiful was so much high in terms of in corpa-zinga culture or social waste composition. So eventually led on to have jane jacobs four rules of successful urban planning. So studying about all cities hands for she put on some certain rules of a city which could follow that it becomes beautiful urban district.

The first rule of the urban planning was districts should be mixed use in nature they should not be a particular, so we had seen about districts in Kevin Lynch that it has homogeneous in nature which means that jane

jacobs criticize the same saying homogeneity is not only a aspect but heterogeneity has to be bought, so that mixed use is good form much more vibrant neighbourhood, one use in a particular city is of no functions but multiple users could create a sense of vibrancy.

The second important rulers which is followed was break down the urban block, so that user can connect himself with other neighbourhoods as such.

The third important thing was the permanency of urban form could be established by bringing in more people and reducing the roads or highways. So segregate urban and highway traffic in and arterial roads and make places much safer flamboyant and more for the public

The last important things she was focusing on design user friendly neighbourhood which has Eyes on the street which means that a person walking on the street has to be experience the entire neighbourhood in the neighbourhood form as such where as the building surrounding the walk ways should have interaction towards the street.

The following urban planning principles, a particular neighbourhood concept could be thriving in those american cities and she was again very famous for wrestling with robert moses, who was a great builder in america. So robert moses proposed the washington square to be demolished and expressway that is cutting across the city, so this was very famous in america where there was a little fight between jane jacobs and robert moses where jane jacobs were more focused and she wanted to preserve the neighbourhood and encourage mass transit. While robert moses just wanted to build something big that is including highway, so red line which she was the highway which is proposed which is cutting across the neighbourhoods of washington square where the open space on square should be taken out and a bridge of high ways connect one city to another. Now this city will deprive itself off its use and walk ability when this comes and it is much and unsafe for her. So this is the argument of the death and life great american cities making cities more vulnerable not the Highways but more in terms of a social civic and walk able sense.

Moving in to the next person or a philosopher Christopher Alexander who is in her book the pattern language and timeless way of building, portrait different aspect of architecture and different elements of planning in the form of a language, so he exhibit entire book which contains around 253 pattern on a guideline of designing a building, these guidelines could be got in terms of series of diagram which are represented, so this could be applied in terms of a largest scale construction of town as well as smaller scale construction of building as such. So he was particular in this book

was just not a book to be read what it was a resource for making death place is life.

So the characters in the patterns is given in the book are much more related in terms of making places and spaces and creating an interaction between this places and people and how efficient use of these patterns could implies architecture as well. As pattern language it was an approach to building and designed that understand the human person of being both communal and individual, so christopher alexander again argue that a person is seen as a individual within a house but person has seen as community outside the house.

So how to design town when he himself she has a community, how to design or what are the patterns to be exhibited in house when he sees himself as individuals. Towns and buildings will not be become alive unless they made by all the people in the society unless these people share a common personal language. So this personal language was derived as pattern language and drawings exhibits these pattern to be implemented. So let us take an example one of the pattern, so which he has identified 1 pattern which is saying the pattern is nothing but people are family are becoming nuclear and people are moving towards outside cities or suburbs so which means that the problem existent in this pattern or analysing the pattern was there are a lot of nuclear family, there is no social interaction between one family another and within the family interaction get lower. Now the solution to him was create private realm or create individual families which could be clustered around a common space and communal household.

So when 10 nuclear families or the families of single entity are clustered around the town either in a building or in the vertical of a building or different houses in a particular clustered, they could share a common space, they could share a communal household which clustered itself to form, so that they also have a private space for them and they have a communal space in a city.

Now just an example of how to implies, the first these are several patterns out of 253 which are projected by him and how to can which 6 foot balcony explained here. So he says that the pattern number 167 which is a 6 feet balcony, so the problem identified by him was a balcony which is less than 6 feet could not be used properly.

So the support argument for that is if a balcony is not 6 feet wide, balcony for recreational purpose within house, it should accommodate at least two or three people sitting and chatting for a coffee, so which means that it could Leisure accommodate two or three people who can pull down recliner with a cup of coffee and table. So any balcony which is less than 6 feet could not be used eventually, so for that he gives either the resist

balcony kind of things. He solve the entire through a pattern of balcony applications were he says he could be a 6 feet balcony you don't need to sacrifice the building is why projecting the 6 feet but rather could internalized a balcony. So that a portion of it comes exterior and a portion of a decimal enclosed, so the function purpose of balcony is also serve as well as the aesthetic value is added.

So he also comes across different series of pattern in the book exhibit a lot of pattern around its which includes level of scale, strong centres, boundaries, edges, void, inner calm, not-separated, so all these are different kinds of terminology that are used in the book which creates different urban environment and livelihood, when these patterns are exhibited in a different ways, when we accept that in architecture it could create a good way of building of towns and larger scale and buildings in a smaller scale.

Going on to the last part of it of Italian architect called aldo rossi who had exceptionally created city in form of architecture of a city. The book done by aldo rossi which explains city is composed of different parts and the different parts are different systems which are put together in the system of a whole.

So in simple words aldo rossi tells that city is understood by collective memories of individual elements which eventually form the spatial systems as a whole.

Now some important aspects which aldo rossi deals in the book includes spatial systems he conveys to the user or a reader that city is composed of differential spatial systems lot of colours explain different spatial systems which include residential commercial different land uses and these spatial systems are interrelated through the use of different networks and these network are the transport network.

So which means that these spatial systems are connected or interconnected through the use of different modes of transport and transportation networks, the secondary thing he talks about primary elements, so primary elements what he means is that something which is of permanent and a complete usage in a building or which dominates the skyline of a particular building he talks about his history as collective memory.

A city is understood as a whole when it is composed in to parts and history plays a very important role in understanding the city as a whole, monument this also symbolises history of collective memory where it focuses, it access as landmark, it access as the place of social environment, it access as civic center or it also mark history of collective memory of that particular place.

In simple words it symbolises the city and another point of genius loci, which is a single central focal point in a particular city which invite people like the Roman forum romanum or the greek agora or the central places in sethadal which invite people for public forums

Now the conclusion of it includes city and its architecture are inseparable which means that he tells city is composed of parts and architecture are the parts composing the city, these two elements are always inseparable from one another, in order to design well and good city is the architect masters meaning and through it, he is able to enter into the process of society's transformation. To understanding these theories and spaces applying it in to a particular urban design principles create good environment to live in.