

Brook Abebe

INTRODUCTION TO URBAN DESIGN

What is urban design?

In the 1960s, planning and architecture were split
(Gosling & maitland, 1984:7)

Planning concentrated on land use patterns and socio-economic issues

Architecture concentrated on the design of buildings

Urban design takes the space to gap the two.

What is urban design?

1. …part of town planning or architecture that determines the order and form of the city with special emphasis on aesthetics *(Frederick Gutheim, 1963).*

2. organization of space, time, and communication/meaning *(Amos Rapoport, 1977).*

3. the complex inter-relationship between all the elements of the *built* and *unbuilt* space in towns and cities *(Creed & Roberts, 1998)*

4. the art of making *places* for people *(SA Urban Design Charter)*

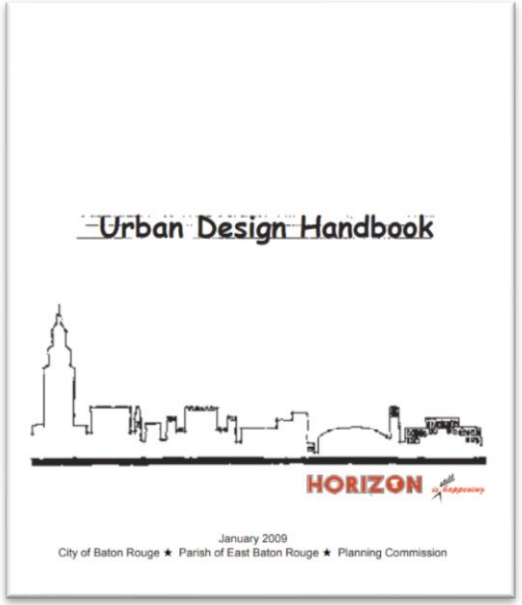
What is urban design?

"Urban design is the discipline through which planning and architecture can create or renew a sense of local pride and identity.

*It has **great potential** for enhancing the visual image and quality of neighborhoods **by providing** a three-dimensional physical form to policies described in a comprehensive plan.*

*It **focuses** on design of the public realm, which is created by both public spaces and the buildings that define them.*

*...Compared to comprehensive plans, urban design plans generally **have a short time horizon** and are typically area or project specific."*



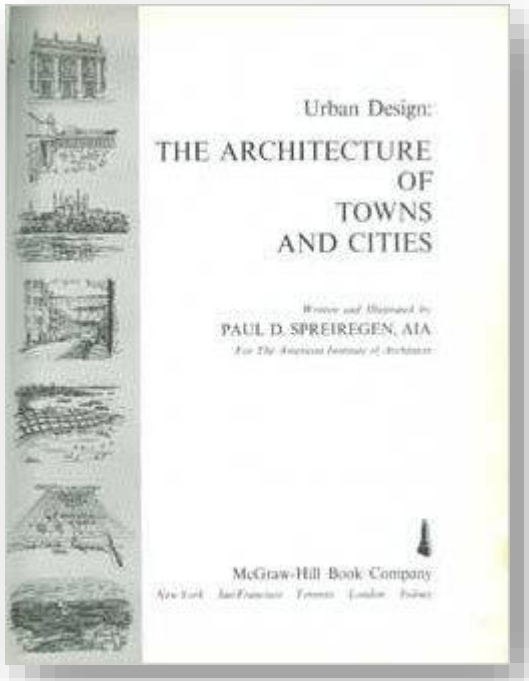
Source: City of Baton Rouge, Parish of East Baton Rouge ,Planning Commission Urban Design Handbook, January 2009

Origins of Recent Urban Design Theory

- ***Urban Design: the Architecture of Towns and Cities*** was published in 1965

… rigidly-defined, *functionally-zoned* urban development.

- influenced by the International Modern Architectural Congress (CIAM) set up in 1920s

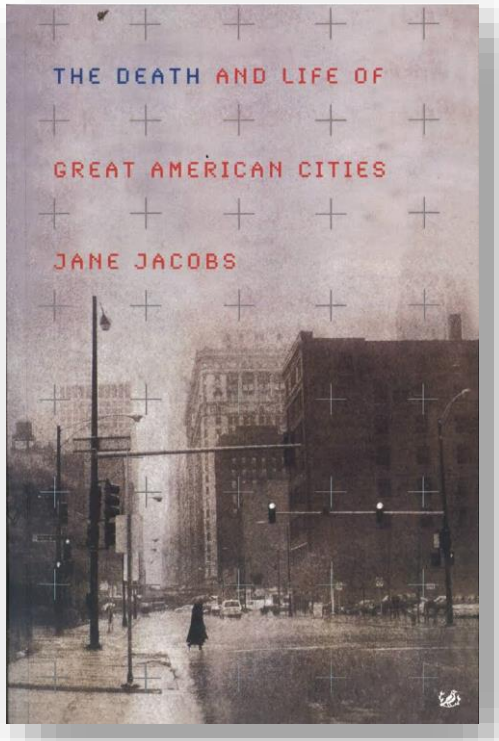


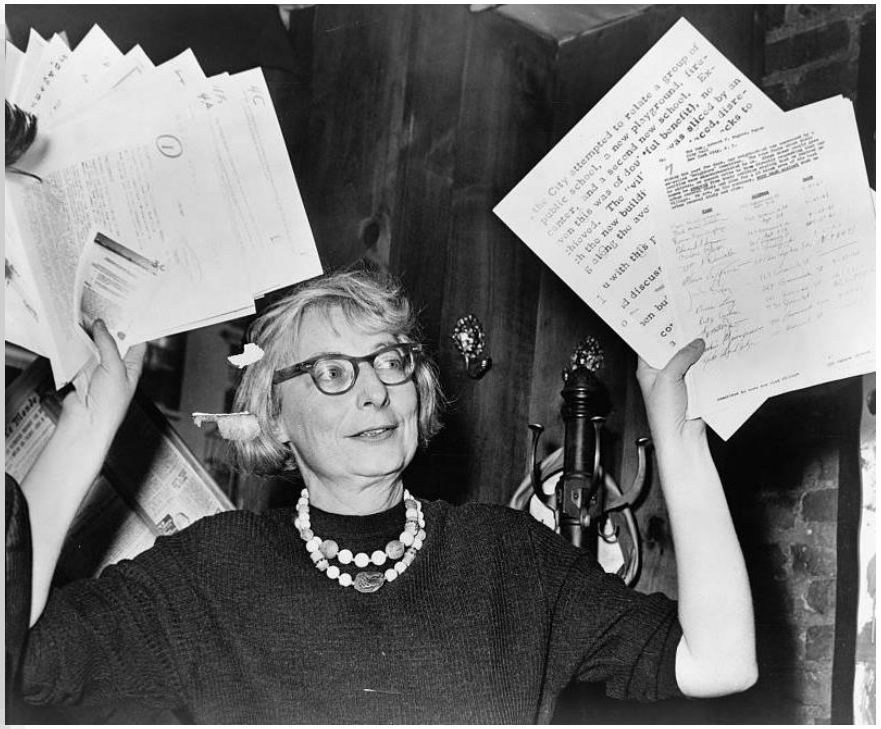


Origins of Recent Urban Design Theory

1960s, the economist Jane Jacobs published critique of modern town planning in ***The Death and Life of Great American Cities***,

High density living , street life, complex character of land





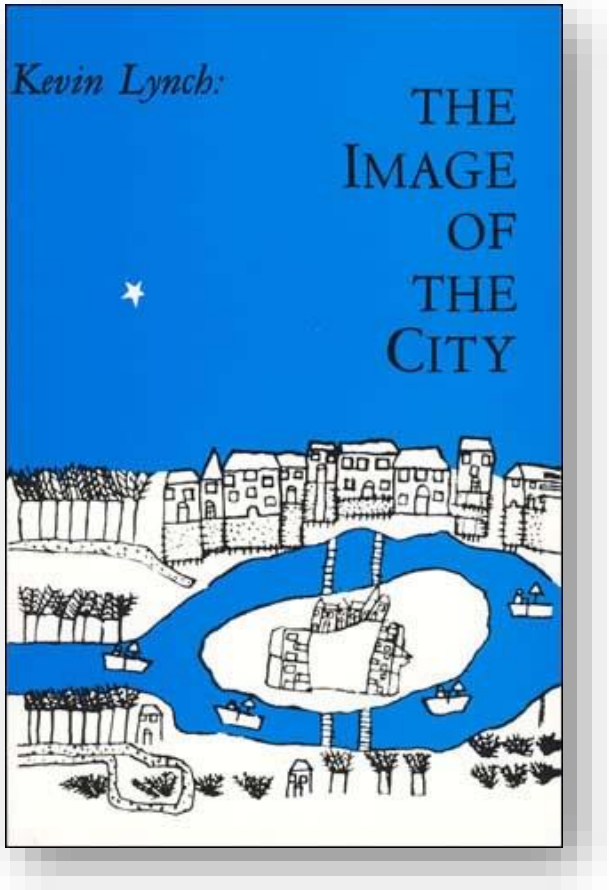
Origins of Recent Urban Design Theory

- CIAM formed Team X in 1953
- Explored mix of density in a settlement to diversify social exchange
- theoretical basis for an approach to urban renewal which emphasized vehicular and pedestrian separation.



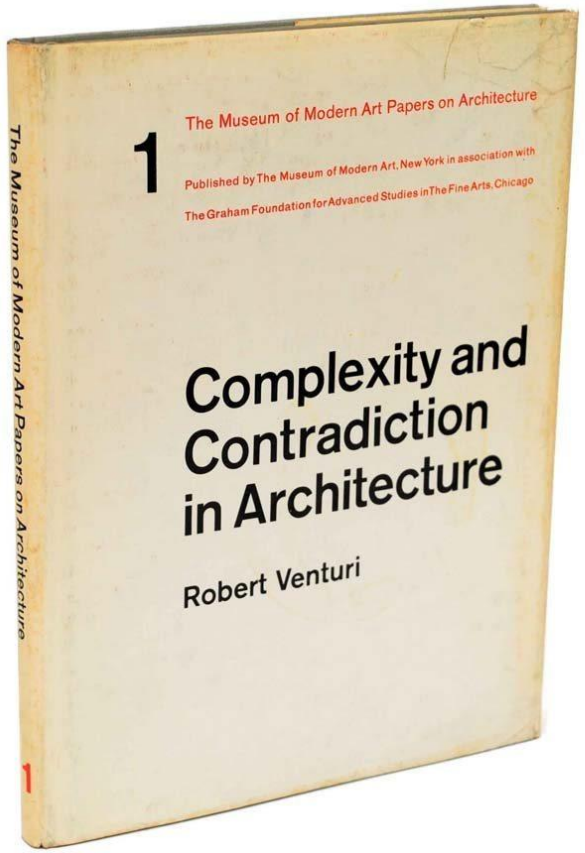
Origins of Recent Urban Design Theory

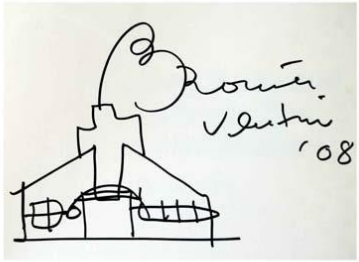
The *Image of City*, 1964 How people perceive the city



Origins of Recent Urban Design Theory

- 1966, Scott Brown- Forgotten Symbolism of **Architectural** Form.
- Robert Venturi published complexity and contradiction in architecture
- *architectural styles and symbolism*

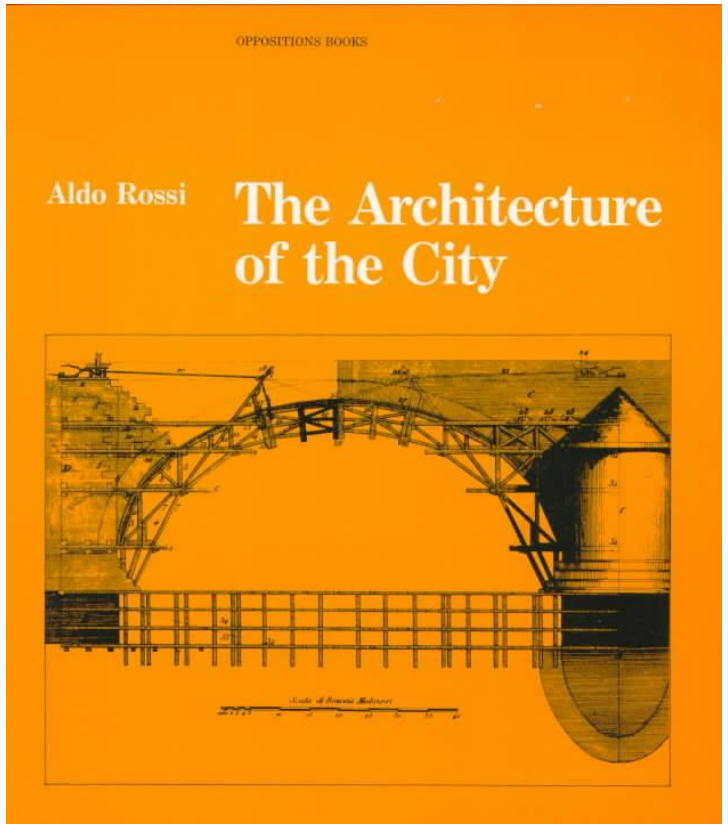




Origins of Recent Urban Design Theory

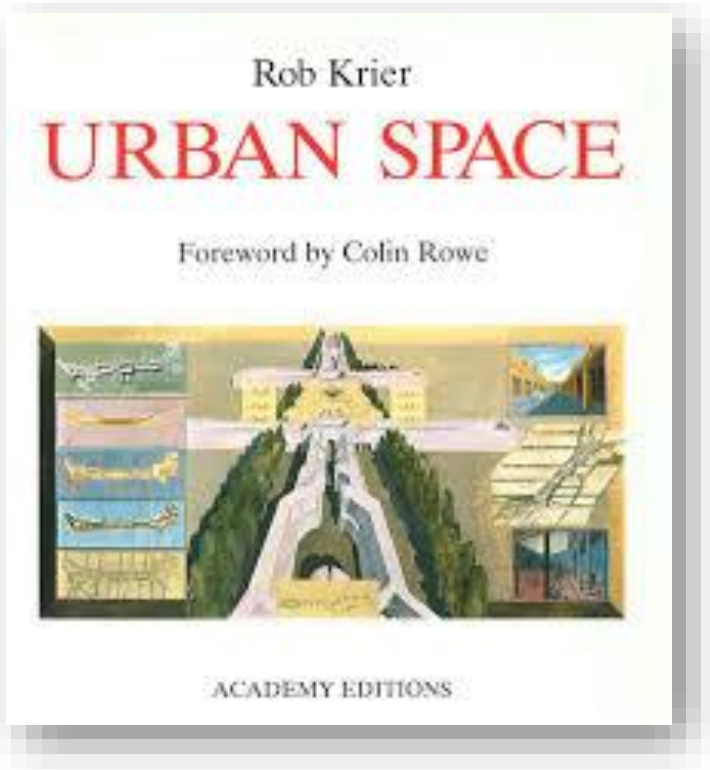
Aldo Rossi's the ***Architecture of the City***, 1989

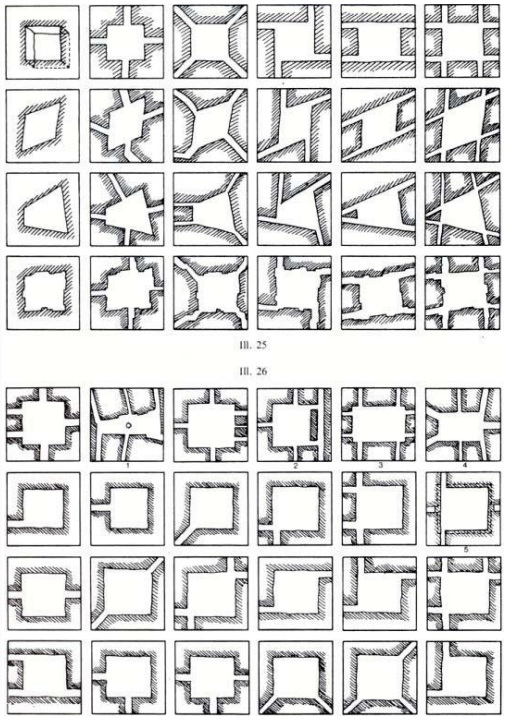
notion of the collective memory of the city with urban form as a repository of culture from generations past and from generations to come.



Origins of Recent Urban Design Theory

- **Rob Krier** in his book ***Urban Space***, 1984
- ***catalogue all possible forms of urban space, street..***





Where urban design is necessary.

Urban design plans are prepared for various areas, including downtowns, waterfronts, campuses, expansion areas, corridors, neighbourhoods, mixed-use developments, and special districts.



Design and perception

Reid Ewing researched how Urban design affects human perception and behaviour in well-designed places.

He also developed some of the best definitions of good urban design.



Imageability, enclosure, human scale, transparency and complexity.

Journal of Urban Design, Vol. 14. No. 1, 65–84, February 2009

Process of urban design

- Define the purpose
- Specify the boundaries of Urban Design District
- Establish urban design guidelines
- Urban design plans and illustrations
- Report



Key elements of urban design

The preparation of design guidelines for buildings and spaces

The design of the public realm - the open space, streets, sidewalks, and plazas between and around buildings

Buildings massing, placement, sun, shadow, and wind issues.



Elements of urban design

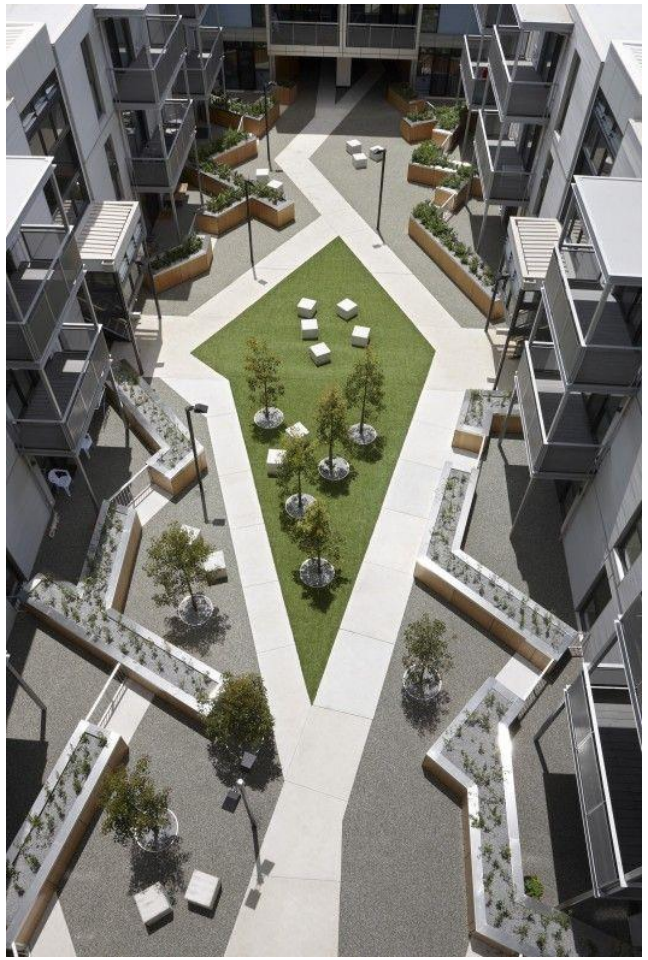
Space: open spaces, parks, streets

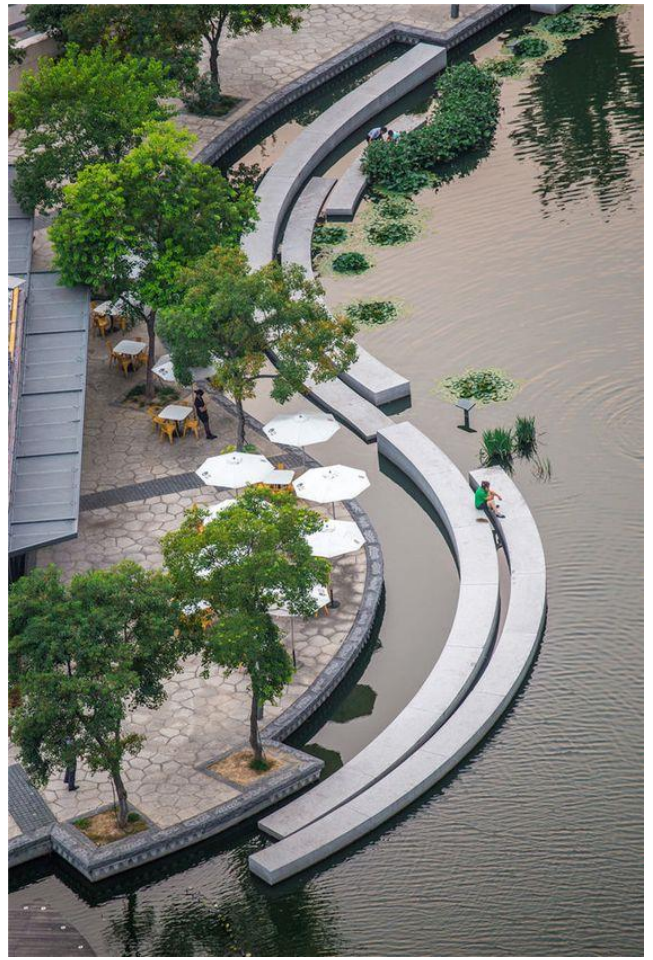
Form : buildings

Function

Urban furniture, signage, lighting

Environment : landscaping





Streets

*“If we **can develop and design streets** so that they are wonderful, fulfilling places to be – community building places, attractive for people - then we will have **successfully designed about one-third of the city** directly and will have had an immense impact on the rest.”*

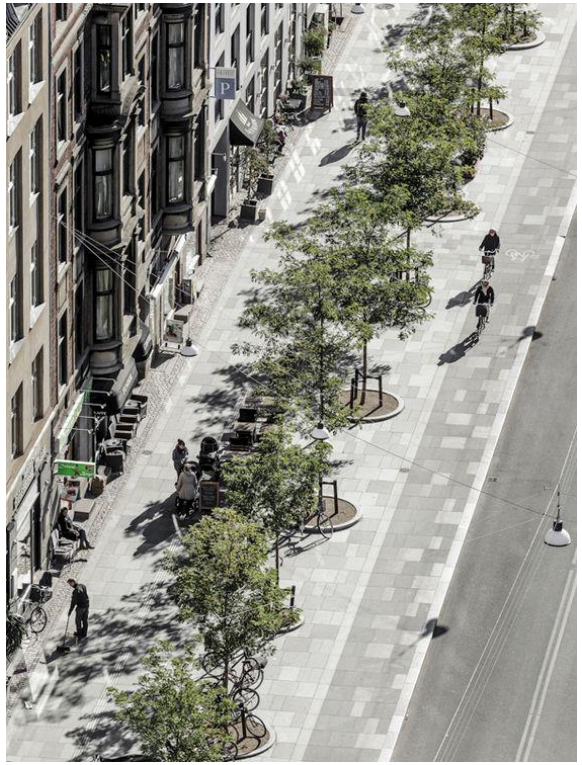
Allan Jacobs

Streets

Circulation, for pedestrians, cyclists and vehicles;

- Transit access
- Access to buildings
- Parking for vehicles
- Public space for interaction

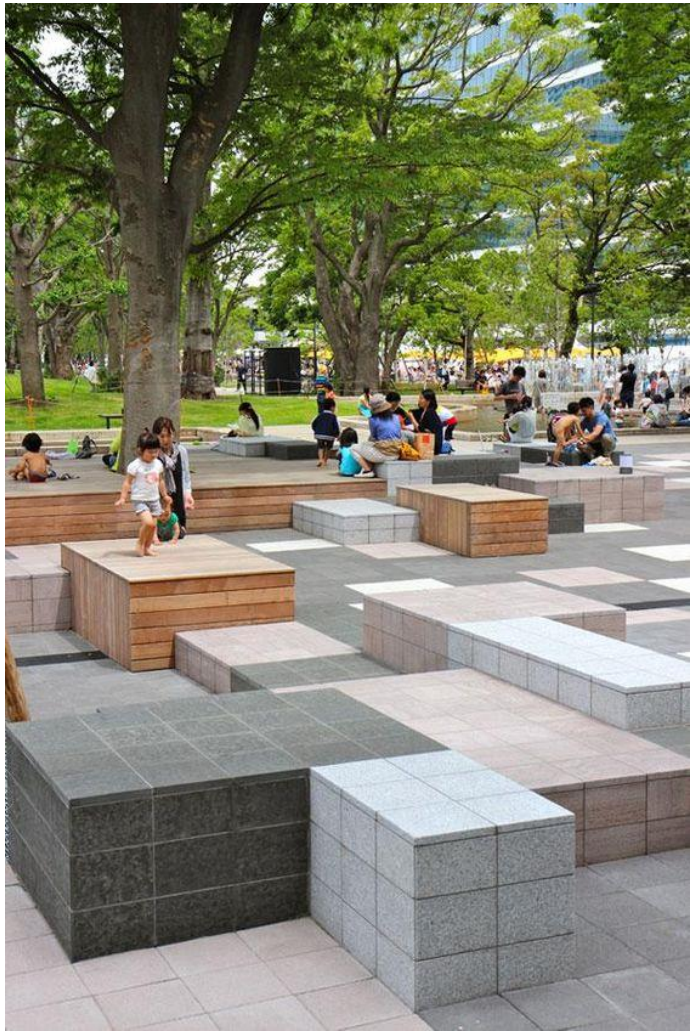




Street quality

- comfort and safety balanced distribution of functions on the street
- Urban landscape and infrastructure
- Legible access
- Connection to the context





Built forms

- Interconnected
- Well maintained access with utilities
- Parking spaces
- Spaces for interaction



FACADE AND INTERFACE

- Facades …for continuity of the public realm and create a consistent streetwall.

- Affect the pedestrian, the perception of the area..



BUILDING SETBACKS

- **For mixed use, retail or commercial buildings**, the built form should normally be located at or near the property line to reinforce the streetscape and create a quality pedestrian experience.
- **With residential built form,** the setback is dependant on the building's type. For apartment and townhouse forms, the building should be located at or near the propety line to ensure the proper proportions are created for the public realm (as discussed in the previous section).



ILLUSTRATED URBAN DESIGN PRINCIPLES, MAY 2010

PARKING

- Parking is integral to the success of a project;
- **The location is important**…sense of place for the neighbourhood and the subsequent public realm.
- **For larger building type** (ie apartments, office buildings or mixed use buildings) the parking should be situated underground or at the rear of the site in a surface or structured format.
- *See urban design manual of Addis Ababa for standards*



MASSING AND SCALE

- The massing of a proposed development, as noted above, is contextual in nature and should maintain a human scale.
- **In infill situations,** the urban character already exists and the massing should be consistent with the surrounding built form.
- For more suburban situations, the massing should encourage a more urban character and may not contextually fit in the immediate term, but will over time as the area shifts from a suburban character to one with urban qualities.



The councillor's Guide to Urban design-CABE

BUILDING TYPE

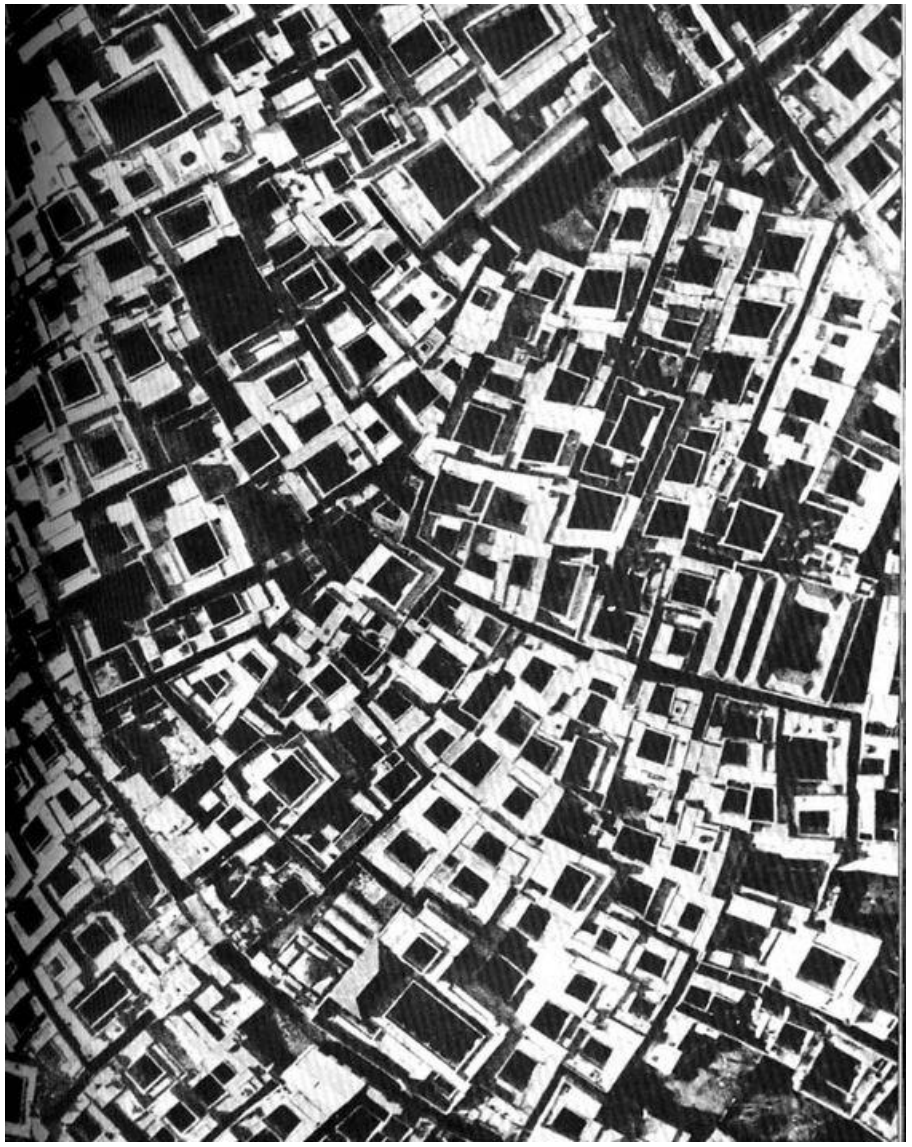
- Building type includes a variety of characteristics, such as the size of the building's floorplate, its storey heights, means and location of access and the building's relationship to external spaces at grade.
- All of these elements are influential in creating a quality public realm that is enjoyable for all user types.



The councillor's Guide to Urban design-CABE

DENSITY AND MIX

- The density and mix of a building influences a variety of characteristics within a neighbourhood, such as, people's transportation choices (ie walking or driving), one's ability to age in place and the community's ability to support retail and commercial uses within walking distance; density and mix are also influential on building type, site layout and neighbourhood character. The intensity of activity should be relative to the place's accessibility and proximity to a range of uses.



The councillor's Guide to Urban design-CABE

SITE LAYOUT

- The layout of the site is heavily influenced by the characteristics of the site itself.
- Influences on the layout include, but are not limited to: topography; existing and potential routes (pedestrian, cycle, transit and vehicular); parks and open spaces; natural features; view corridors; and site access.
- The overall site layout needs to successfully integrate with the surrounding land



Successful place

Sense of place and history

- Distinctive landscapes
- Natural features
- Locally distinctive buildings
- Streets and street patterns
- Special spaces
- Skylines and roofscapes
- Building materials



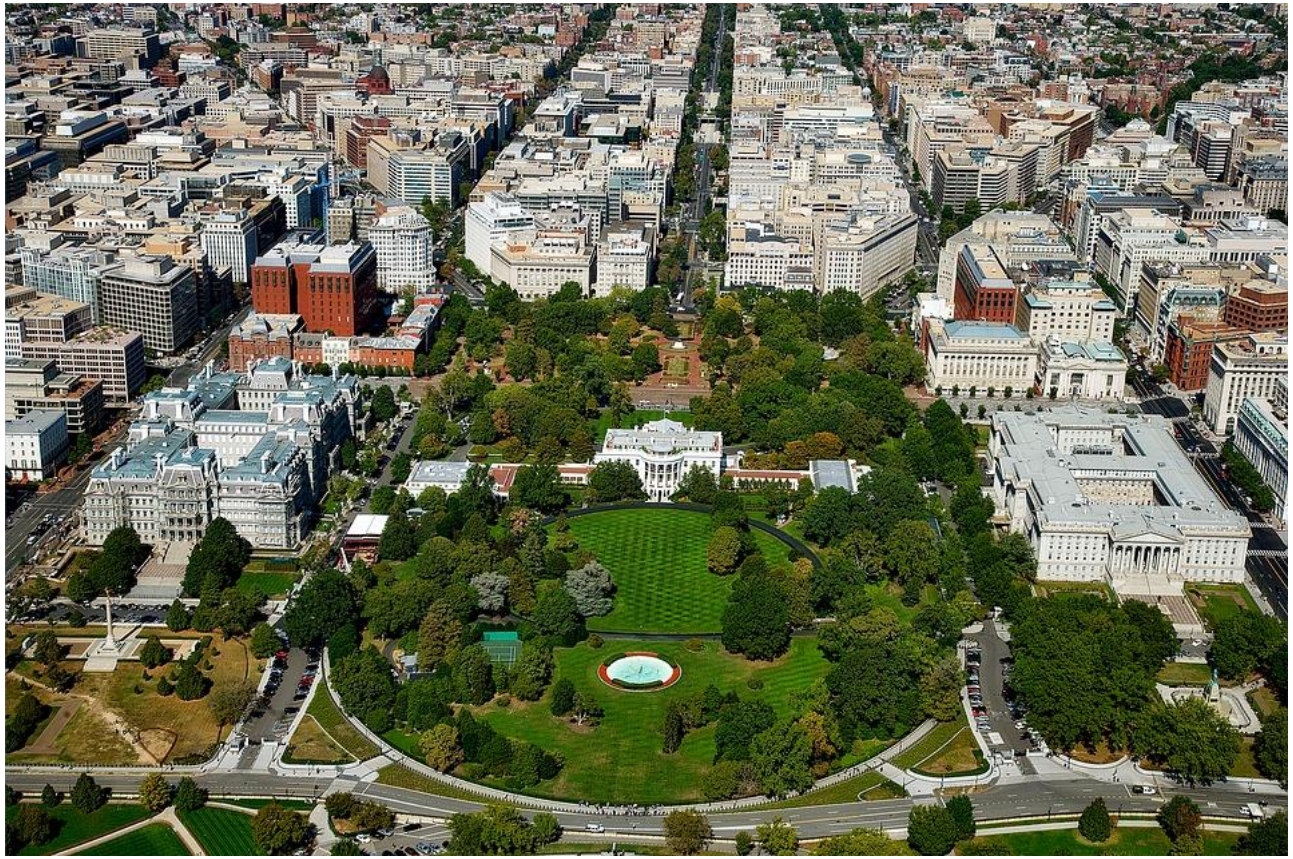
Good urban design

No universally accepted definition of good urban design.

Density, diversity, and **design** (Cervero and Kockelman).

Destination accessibility and **distance to transit** (Ewing).

268 Journal of the American Planning Association, Summer 2010, Vol. 76, No. 3



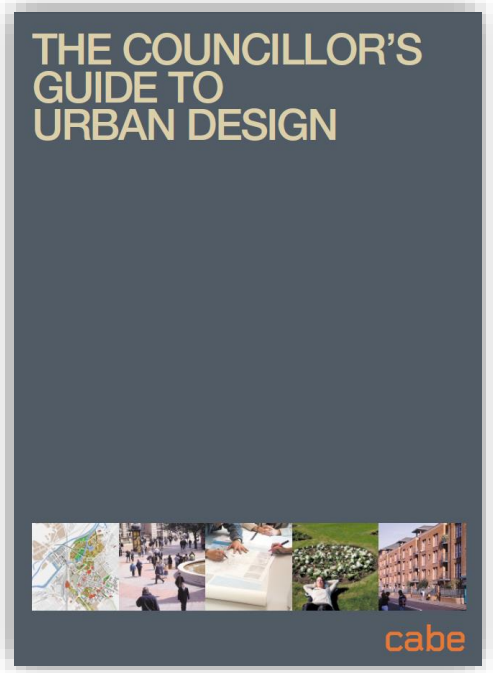
Good urban design

*“Good urban design is **not** an abstract ideal.*

*It is a matter of creating the **right conditions to make places work**, and the planning system has a central role in achieving this aim.”*

The councillor’s guide to urban design,CABE





Good design

- Places for People
- Make Connections
- Work with the Landscape
- Energy and amenity are maximized



Successful place

Clarity of form

A place where public and private space are clearly distinguished

- Streets, footpaths and open spaces overlooked by buildings
- Clear distinction between public and private space
- Avoiding gaps in the line of buildings
- Enclosing streets and other spaces by buildings
- No leftover spaces unused



Successful place

Sense of wellbeing and amenity

A place with public spaces and routes that are lively and pleasant to use

- A feeling of safety and security
- Uncluttered and easily maintained
- Carefully detailed with integrated

public art

- Well-designed lighting and street

Furniture , planting



Successful place

Ease of movement

Connectivity and permeability

- Density highest where access

to public transport is best
- Easy accessibility
- Direct routes



Successful place

Legibility

Ease of understanding A place that has a clear image

- Landmarks and focal points
- Views
- Lighting
- Works of art and craft
- Signage and waymarkers





Successful place

Diversity

A place with variety and mixed uses

- A mix of compatible uses and tenures
- Variety of layout and building form
- Diverse communities and cultures
- Variety of architectural styles
- Biodiversity



understanding



Urban Design Manual
A best practice guide
A companion document to the Guidelines for Planning Authorities on Sustainable Residential Development in Urban Areas

p r e p a r e d b y :
Tribal, *Planners and Urban Designers*
O' Mahony Pike, *Architects and Urban Designers*
MacCabe Durney, *Town Planners and Urban Designers*
Design for Homes, *Residential Research Consultant*
Zero-G, *Communications Design*

Façade Design and Sustainability

Façade design is to respond to Bowden's microclimate with varied treatments to differing elevations, clearly expressed sustainable design elements, generous protected indoor/outdoor spaces and evidence of care and quality architectural detail.

The orientation of the street grid approximately 50° west of north presents opportunities for innovative façade design and sun control.



Materials and Colours

The Adelaide Plains have a tradition of built form dominated by masonry surfaces (red brick, rubble, bluestone, light sandstone) contrasting rendered or brick detail to architraves/corners and simple parapets or pitched roofs in tile and metal. While heritage facsimiles are not sought, references to local materials and colours will help to create a coherent visual language for new development.



Base/Middle/Top

Bowden will be defined by built form that generally establishes a 'background' of street defining urban architecture, and a limited number of prominent sites and buildings that are more expressive and iconic 'foreground' elements.

In general, built form is to establish the Base (boundary, setback, lower levels) the Middle (main façade) and the Top (Roof/Parapet/Upper Level) as elements that articulate the building plane.



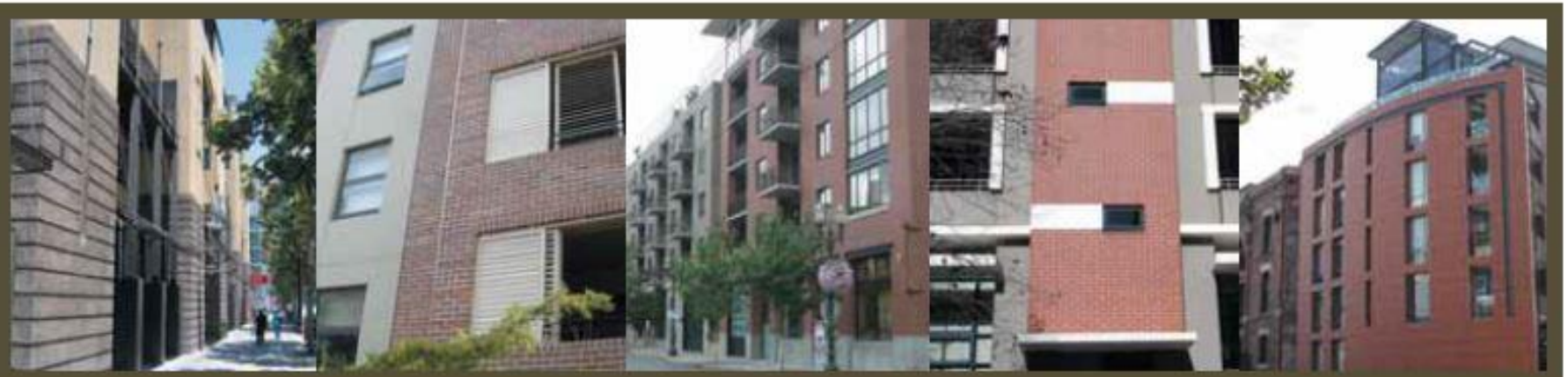
Street Interface

Bowden will be a walkable and inviting urban village with streets defined by relatively small building setbacks creating attractive, active and "soft" edges. Lower levels of buildings will present 'solid' fine-grained frontages to the street with setbacks, boundary treatment, shades/screens and balcony designs creating a balance of privacy and community.



Solid to Void

Bowden will be an urban infill area with a simple and robust character. Establishing a greater proportion of 'solid' wall surfaces to contrast with deep shady balcony and window 'voids' will help to create an architectural consistency throughout the evolving village. Building proportions should reflect a masonry character with generally vertical openings cut into the street wall.



Roofscape

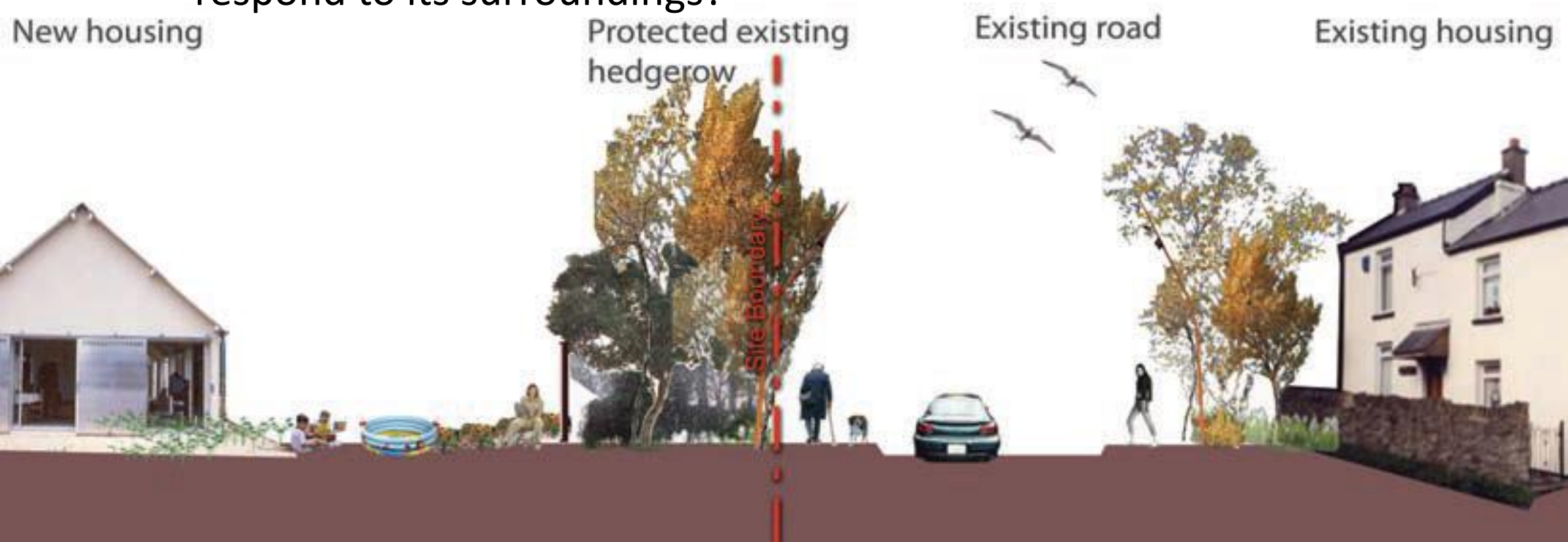
The roof is the visual 'finish' of a building, and careful resolution of the roofscape is expected at Bowden. A variety of elements can be employed including well expressed parapets, upper level material/colour change and setback, eaves, and a variety of simple rather than complex roof forms including hips, gables and skillions.



Successful place

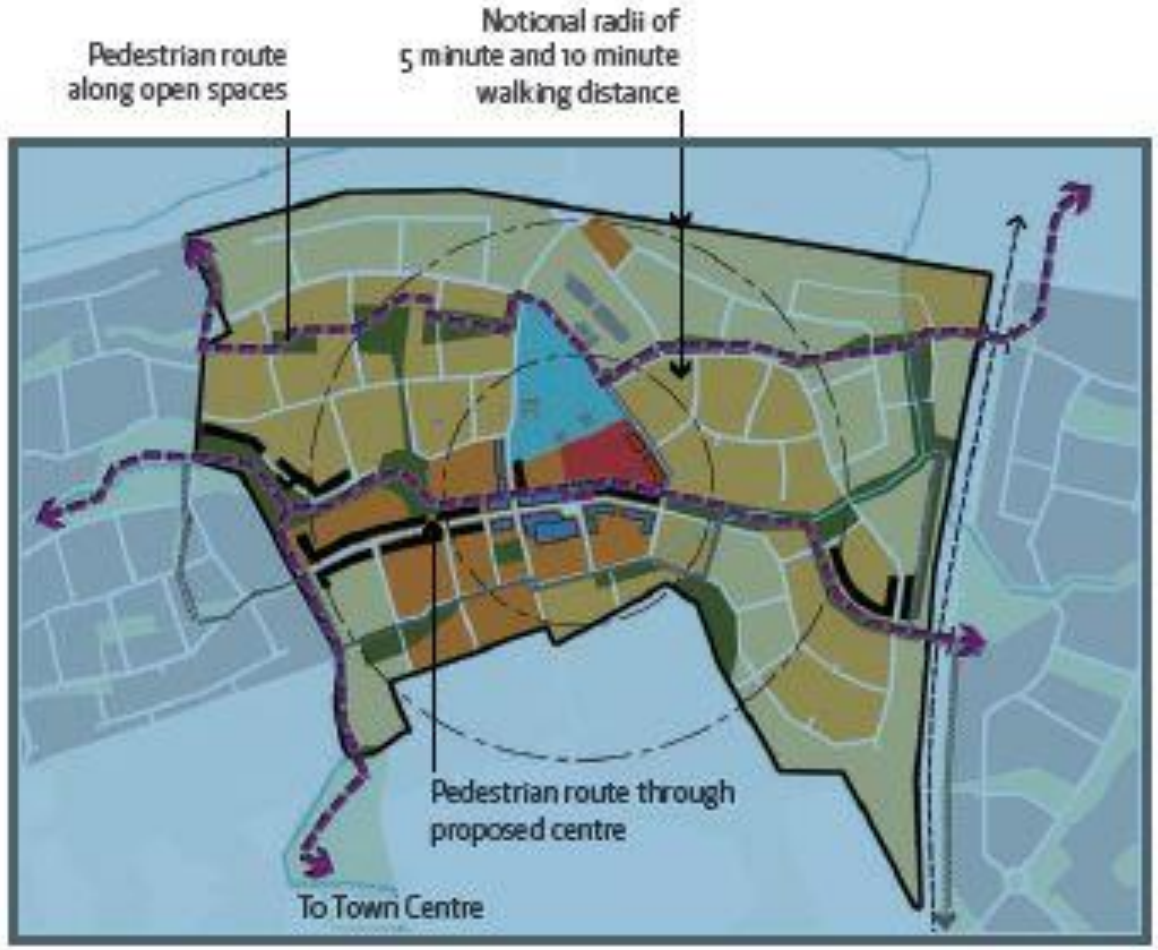
Context

How does the development respond to its surroundings?



Successful place

Connections
How well connected is the new neighbourhood?



Successful place

Inclusivity
How easily can people use and access the development?



Successful place

variety
How does the development promote a good mix of activities?



Successful place

Efficiency
How does the development make appropriate
use of resources, including land?



Successful place

Distinctiveness
How do the proposals create
a sense of place?



Successful place

Layout

How does the proposal create people friendly streets and spaces?





Successful place

Public Realm

How safe, secure and enjoyable are the public areas?



