

Possible research in city form

(Those suggestions starred are too general, vague, or dependent on prior results to be worth attack at present)

I. Historical:

✓ *A. A general history of urban form: its varying quality, how it expressed and satisfied needs and culture, and how it was achieved.

B. History of ideals and tastes in urban form.

D. How has the aspect of a particular urban area changed over time: what forms changed it; by whose action; with what in mind; and how did results coincide with purposes? "New", consciously planned sections, and others.

II. Study of the effects of urban form on the individual:

A. What is the attitude of the citizen to his city or section: how does he characterize it, remember it, what emotional color does he give it, what things seem most important? (Interviews, projectives, etc)

B. What does a passerby sense in the street, and with what relative intensity?

C. What elements of the physical form seem most important for the inhabitant's pleasure or displeasure? (Interviews, projectives, etc).

D. What hints can be found on this subject in the descriptions of cities in literature and painting: both as direct descriptions, and when it occurs as background matter?

E. What is the effect of visual form on the choice of travel path, residence, workplace, meeting place, recreation, etc?

F. What are common "strong" visual experiences among people, and what do they consist in?

✓ III. Descriptive of existing cities: G. Interviews in depth of a small sample: their history, relations & attitude to city, etc.

A. Analysis of the possible tools of urban form description.

B. Detailed descriptive study of an "ambiente": the interaction of life and the physical environment.

C. Overall characterization of a city or a large section, by photo grids, analysis of characteristic elements, etc.

D. Analysis of the rhythm of general visual patterns in a city: orientation, warmth, stimulus, interest and detail, spaces.

E. Study of impressions in movement: stream of impressions, transitions, variations due to speed and manner of movement, expression of time and space relations by movie techniques.

C. History of regulation & conscious planning ~~designed~~ to ~~the~~ enhance ~~the~~ urban form.

11. Design and location of street furniture.
12. Application of occasional detail.
13. Modification of urban form by minor changes in an existing area.

V. Analysis of the technical problems of effectuation:

- A. Study of the relation between the objectives of a designer in a particular development, and of the actually realized effects.
- B. Value of design tools (drawings, models, etc) in predicting the resulting urban form, and means of enhancing this value.
- *C. Analysis of the effects on urban form traceable to general land-use and circulation plans.
- *D. Study of other large-scale planning techniques useful in creating and guiding urban form.
- *E. Administrative problems in the creation of urban form, including the justifiable extent of control, and the possibilities in techniques other than control.
- *F. Methods of bringing citizens into an awareness of, or participation in, the creation of urban form.

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G. Comparative descriptions of an area by different individuals in different situations.

H. Compilation of "vocabularies" of detail, textures, skylines, spaces, floors.

IV. Design research (creation and testing of forms and patterns):

A. Means of attaining general psychological goals:

1. "Orientation" (including the problem of approach).
2. "Warmth".
3. Contrast and integration of environment, density, and stimulus

✓ B. Study of particular functions:

1. Movement:

- a. Esthetic effects of traffic segregation; the use of partial pedestrian networks; contact between mass transit and the pedestrian; methods of achieving traffic contact consistent with protection.
- b. Esthetic problems of the terminal: vehicle transfer and vehicle storage.
- c. Visual effects designed for the observer in motion; organization of effects where movement is at two or more distinct speeds.

2. Centers:

- a. Critique of the relative values of center hierarchy vs. overlapping, specialized centers.
- b. Analysis of what is considered "the" center in an existing city by different individuals.
- c. General principles of design of shopping and entertainment centers (including a critique of linear centers).
- d. Methods of heightening the sense of participation or observation in high stimulus areas.

3. Desirable standards and means of control of the city "atmosphere": microclimate, pollution, smell, sound.

✓ 8. Creative study of particular elements of visual form:

1. Means of defining space.
2. Use of rhythmical linkage of space.
3. " " space foci.
4. " " changes in level.
5. Means of creating interest and orientation in the floor.
6. Methods of enhancing facade texture.
7. " " " skyline.
8. Use of color in the city.
9. " " water.
10. " " vegetation.