

A model of a city in terms of orientation:

Strong features exaggerated, weak features suppressed.

Physical orientation features:

Lines: {see diagram in PDF of original} distinctive in color if strong, singular.

Fine & neutral if a grid.

Forms: (spatial)

{see diagram in PDF of original}
shell-like forms, w/connections where they exist – colored for strength or direction.
may have textural symbols inside to give character

Points – {see diagram in PDF of original}

a basic symbol sized according to rel. importance, (which perhaps take actual shape if very important, or perhaps always has actual shape, w/only symbolic color to show it is a point & still sized as to dominance)
thin rays out fm it indicate distance & direction from which seen.

Reference Areas – two-dimensional colored slopes, perhaps w/textural symbols to indicate character.

Edges to be sharp or blurred according to character boundaries.

{see diagram in PDF of original}

Where important, these areas may be exaggerated in size.

Edges –

{see diagram in PDF of original}

3-dimensional walls, low or high according to importance – pierced with holes where permeable.

Slopes

Normal contour modeling, but exaggerated where slope apparent & flattened where not appreciable.

Where slope a strong feature, it is reinforced by down-hill arrows.

{see diagram in PDF of original}

Points of confusion – .

{see diagram in PDF of original}
 symbolic 3-dim. stars – chaotic.
 small or large according importance.

Areas disorientation

{see diagram in PDF of original}
 model grayed over
 2-dim. area.

Areas of ignorance

{see diagram in PDF of original}
 model blank or cut
 out in area – whole distorted so as to
 compress this in size.

Distortion & twistings

model distorted, perhaps w/color or
 lines @ twisted point to show stress.

Dislocations

model jointed & movable @ these points.

This “orientation model” should be paired
 w/a scale model which shows objective
 locations of these points & areas.