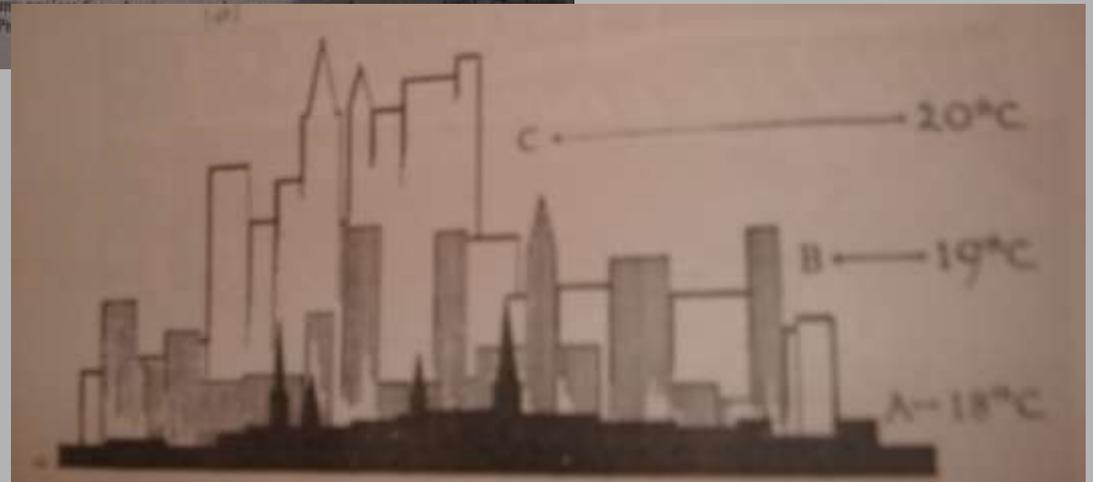


Figure 25 Bernard Tschumi  
(1984) *Les Arcs*, MIT Press



# EVOLUTION OF URBAN DESIGN

# Origins and Development

**Settlement design has existed since prehistorical times**

What has changed is:

- Needs of the epoch
- Consciousness in approach
- Development of settlement design as a professional discipline with its own tools and concepts

# Pre-Industrial vs Post-Industrial

(Unself-conscious) vs (self-conscious)

- The history of urban design can broadly be categorized into **pre-industrial** and **post industrial** with the *Renaissance* period forming the interphase.
- ***Un-self-conscious approach:*** This is created by people who do not think of themselves as designers, but who do affect the form of the urban environment. Such a design is based upon intuitions that are not clearly stated
  - *e.g response to cosmic order or spontaneity*
- ***Self-conscious Approach:*** This is created by people who think of themselves as designers. Their interest is in using their design skills to create a pleasing urban setting. A self-conscious approach is usually based upon a set of clearly stated design ideas or principles.

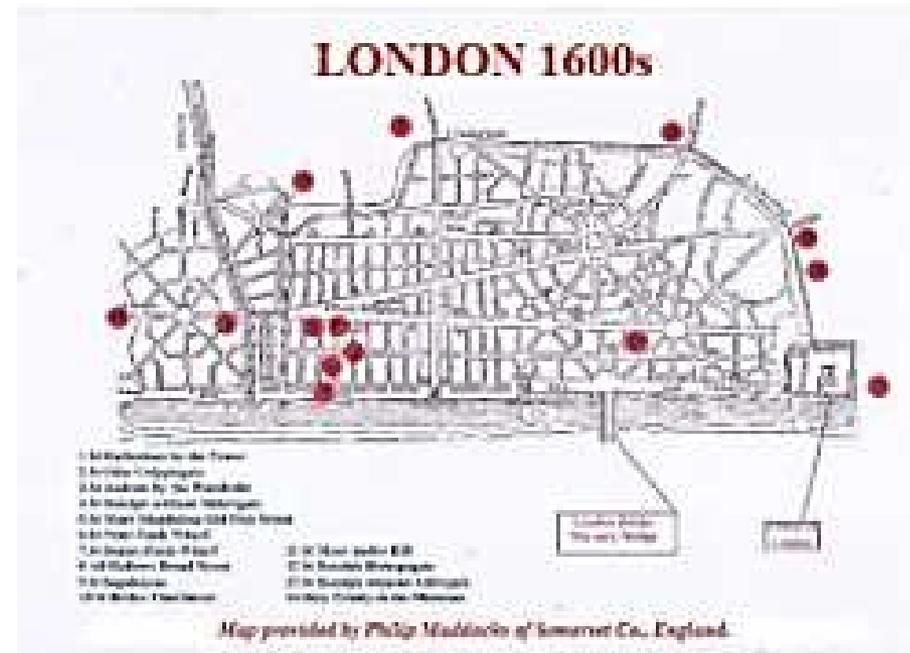
# Pre-Industrial (Unconscious)

Period prior to the 19<sup>th</sup> Century

- Most of the urban development consequences were not considered in detail
- Cities were structured in a comprehensible and legible manner....reflecting the cultures that created them
- Layout of cities was mainly based on ritual and cosmological symbols..... ordered around ceremonial procession routes, or military, religious, and civic landmarks.

## -- Pre-Industrial (Unconscious)

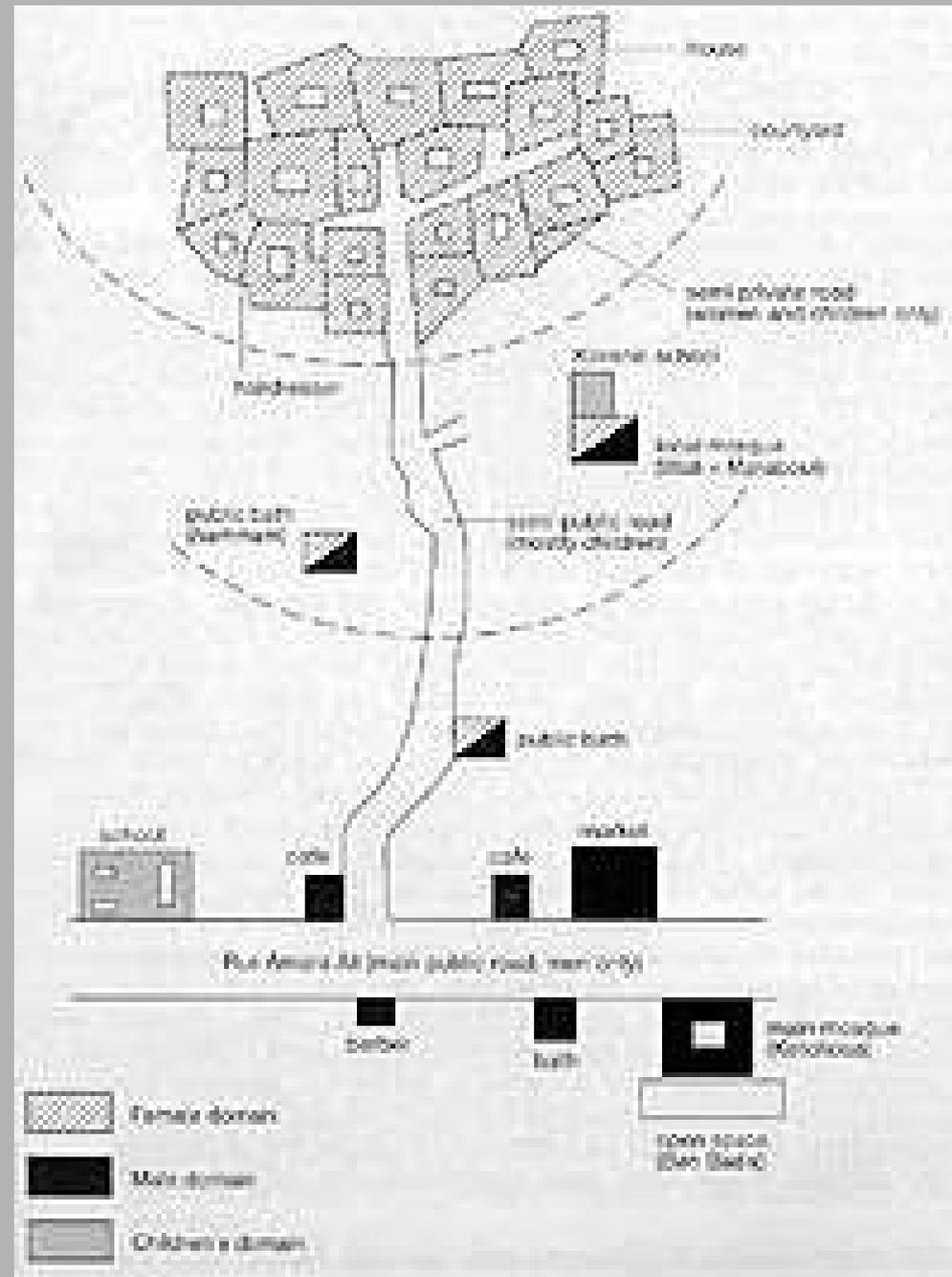
- Internal Economic Structure of Pre-Industrial Cities
  - Often had a diverse mix of economic functions in any given space
    - Rather than zoning that came with industrialization
  - Shops, markets, homes, and government often jumbled together in urban space
    - Still separated by wealth
- In feudal European cities:
  - Guilds led to clumping of certain functions in particular areas of town



## -- Pre-Industrial (Unconscious)

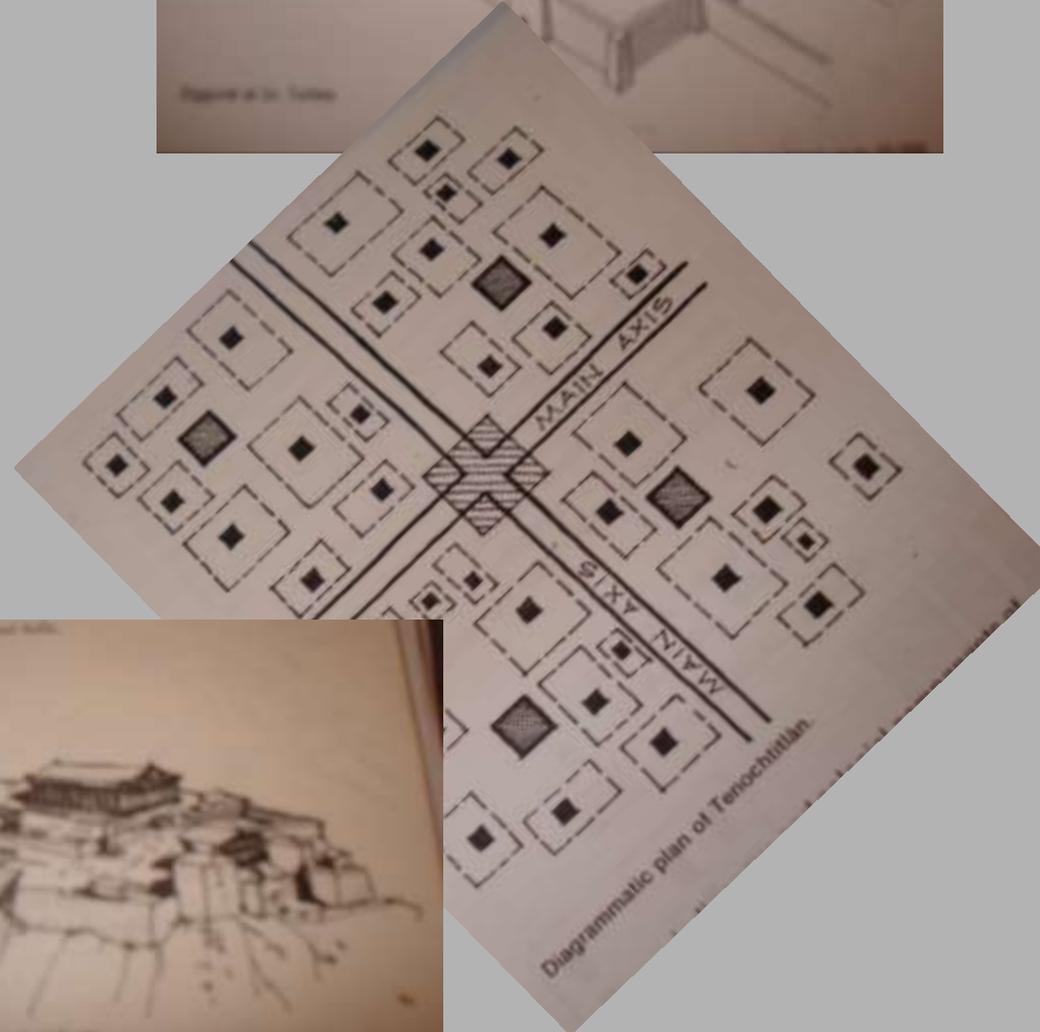
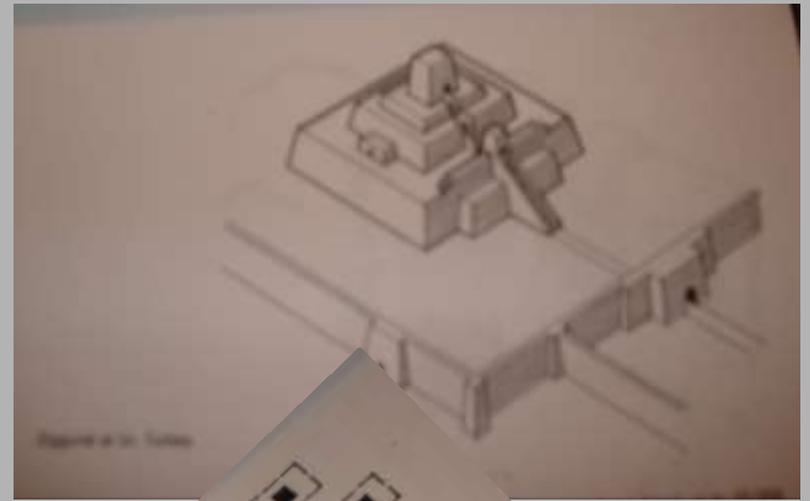
### Public realm included:

- Public thoroughfares
- Commercial avenues and market places  
(*ref. islamic suqs*)
- Social promenades
- Meeting places  
(*exp. agoras*)

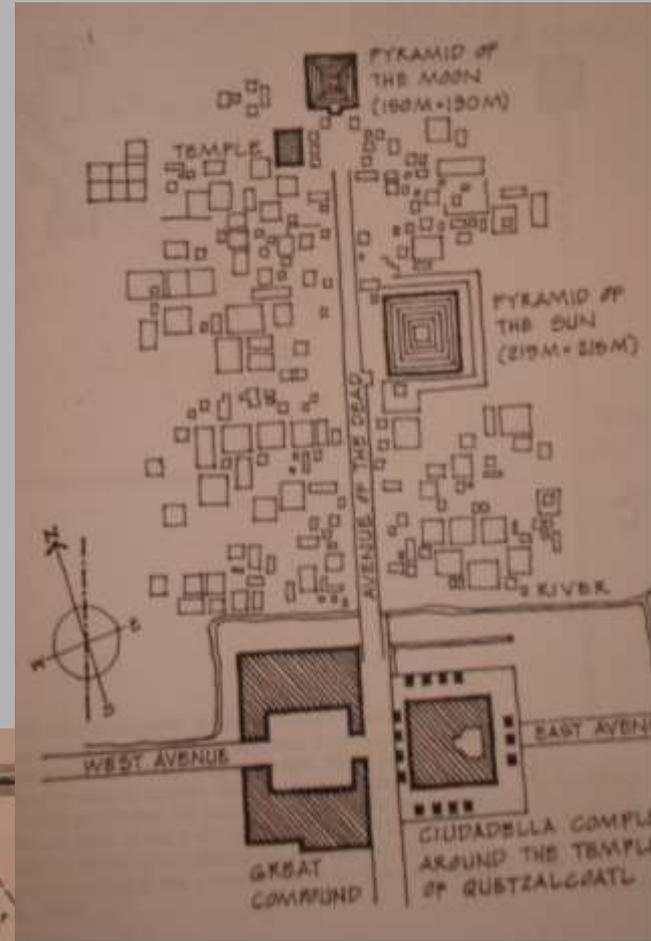


## -- Pre-Industrial (Unconscious)

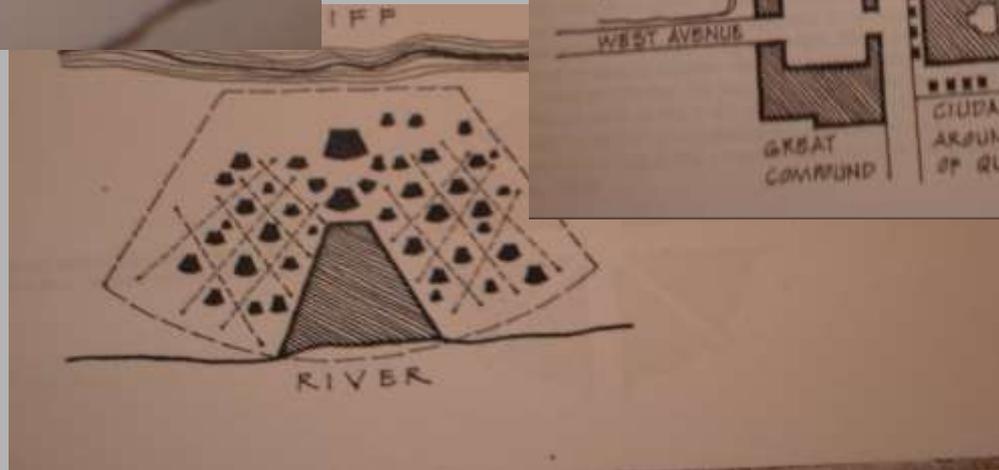
- Cities as centres of civilization were always complex and dynamic, of larger cultural dimensions and housing grand public ceremonies.
- Most towns did not follow predetermined plans but intuitively responded to ecological choice, land ownership structures and evolution of road and urban infrastructure.



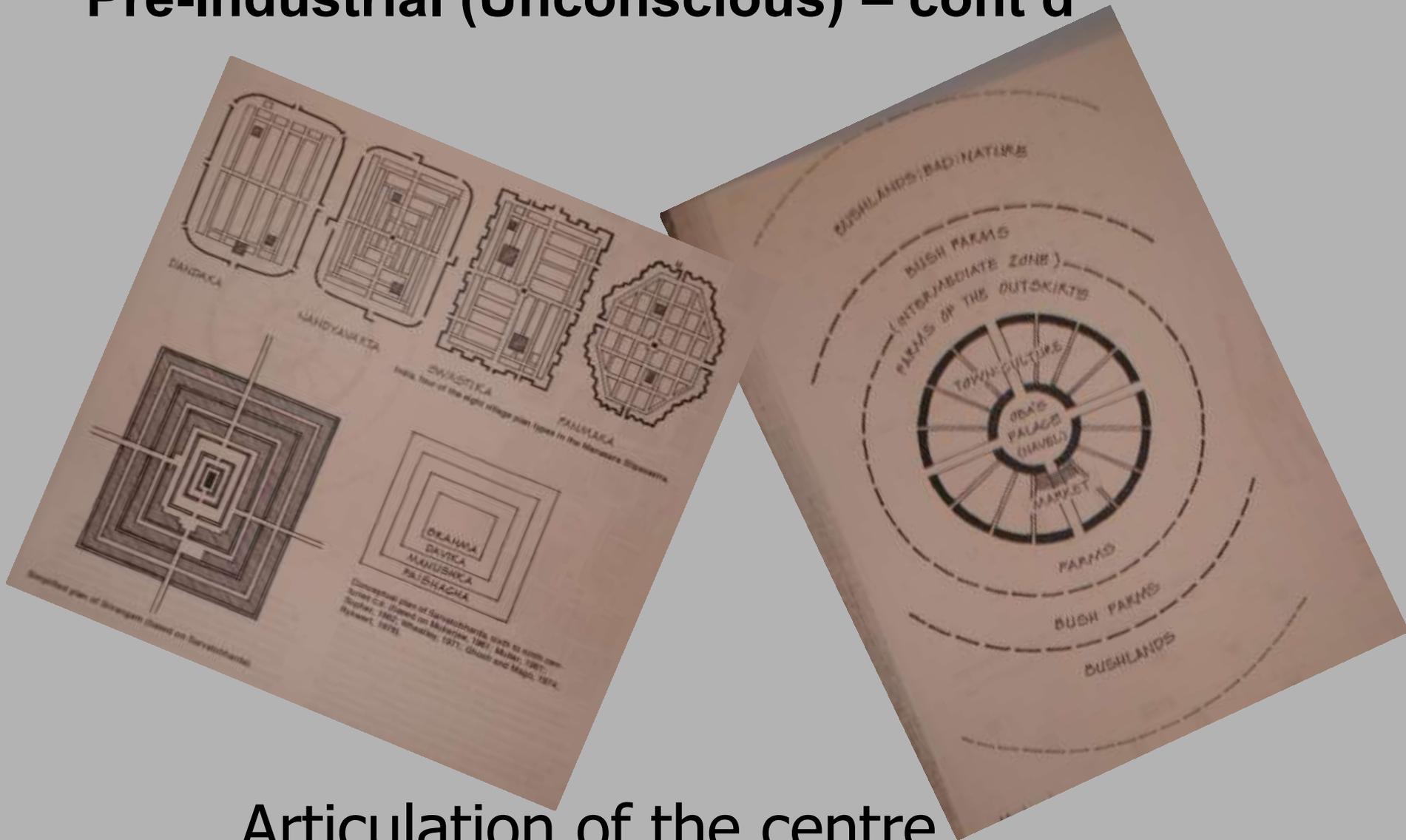
## -- Pre-Industrial (Unconscious)



The axis and the point had sacred connotations in settlement design



# Pre-Industrial (Unconscious) – cont'd



Articulation of the centre

# Design features of different pre-industrial civilizations

- **Prehistorical (6000 BC):**

the concept of the centre, the cardinal orientation, scale, the axis, and the wall

- **Classical (3500 BC):**

scale, proportion, lines of movement, focal points, and visual linkage.

- **Islamic (400 AD):**

clusters, cul-de-sacs, building heights, visual linkage, privacy, labyrinth street form (including the cul-de-sac), and focal points (nodes)

- **Medieval (900 AD):**

Hierarchy of buildings, visual link, perimeter wall design

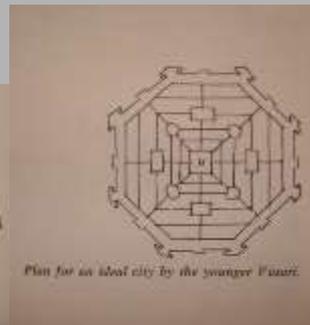
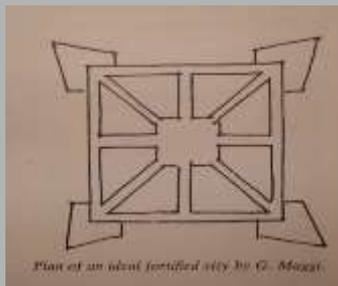
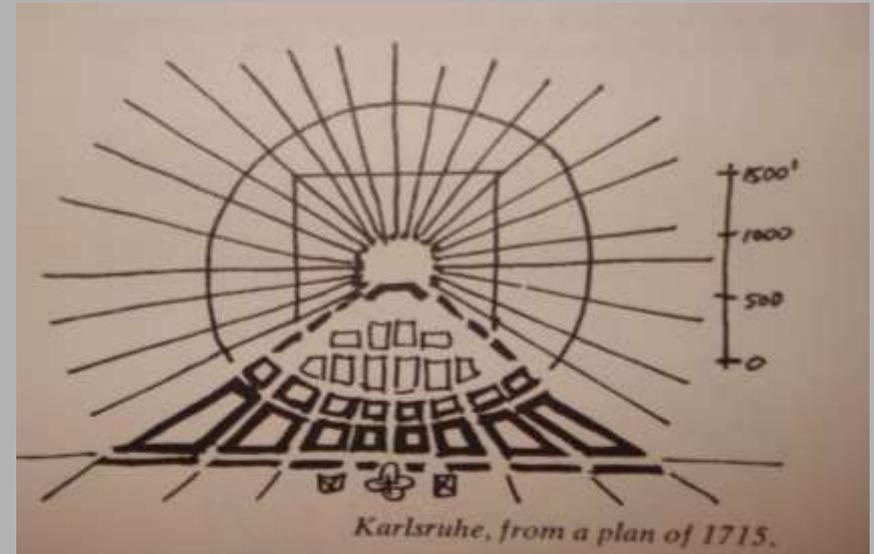
# Renaissance Civilization

## (1500 AD)

- Cosmic forces were displaced by scientific theories and observations
- urban design ceased to be a natural expression of community life and became a much more conscious artistic self-expression
- renaissance urban design was mainly on aesthetics as perceived by the user of public places
- Thus, it has been argued that mainstream urban design was born in the renaissance age

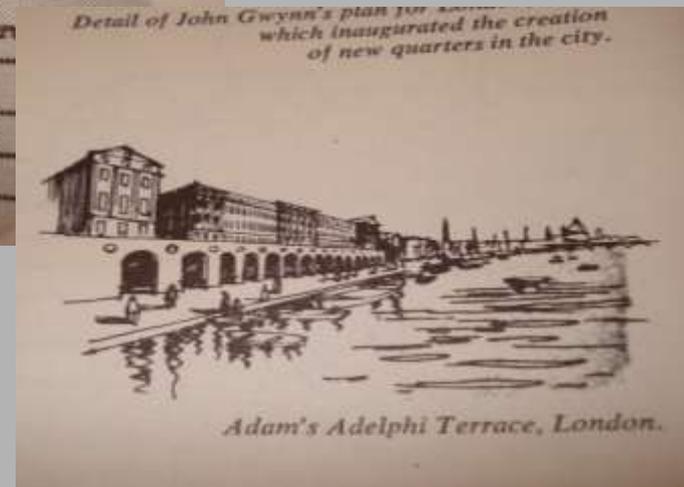
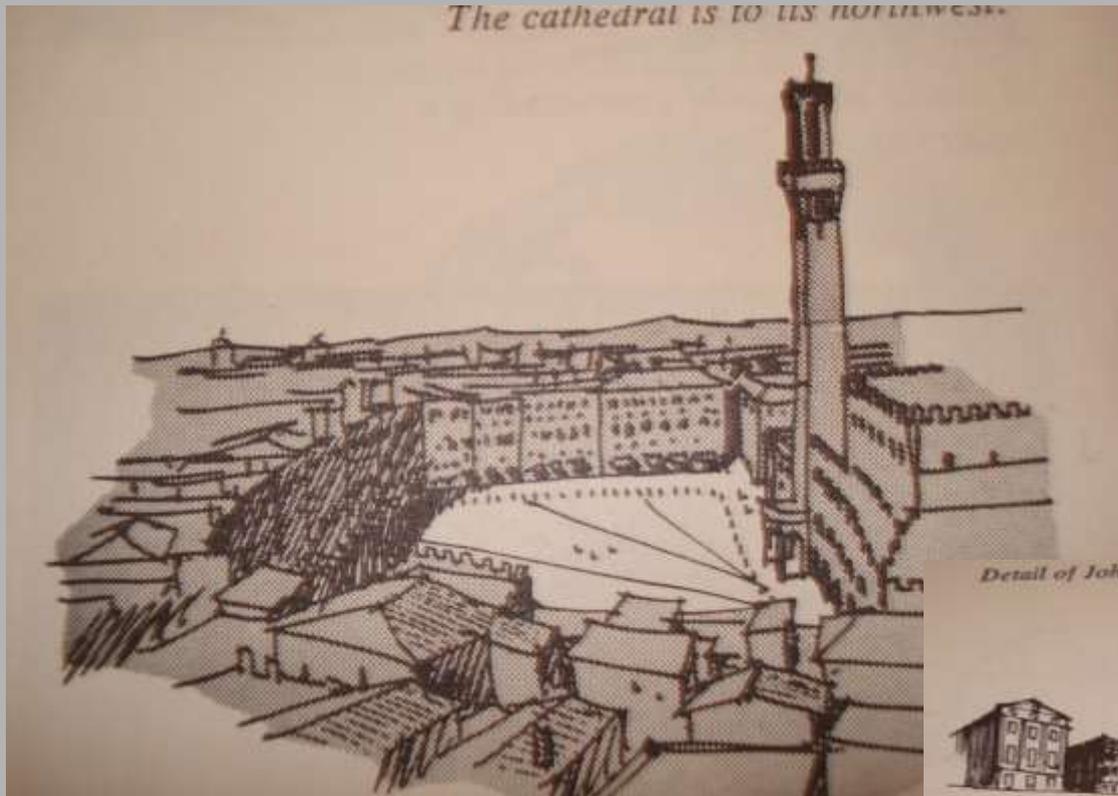
# Design features of the Renaissance

- **regular geometric spaces**  
(entire cities or parts of)
- **the primary streets**
- **the public places / squares/piazzas with sculptures and fountains**
- **sequence and perspective.**



**Ideal cities of regular geometry**

--- Design features of the Renaissance



**Public places and primary streets showing sequence and perspective**

# Industrial-Modern (Conscious) Age

## 1900 AD

- Industrial Age was characterized by capitalism and rapid urbanization that broke down pre-industrial order
- With introduction of machinery and factory system, the great mass of workforce was separated from the land, nature, and social life
- As a living environment, the 19th century city was conspicuous in its **omissions**:  
.....its gross under-provision of public open space, educational facilities, community buildings, and all those aspects that did not attract economic profit, but which were central to good citizen life.

- Thus, it has been argued that “*urban design was murdered in the industrial age*”.
- However, the dark side of industrial cities was enough to trigger a whole system of reforms based on public responsibility and enterprises.
- Minimal standards of all kinds (roads, housing, gardens, building heights, e.t.c) were slowly evolved leading to improved living standards.

- **Mainstream Urban design** originated in the late 19th century at the heart of city planning, as civic or town design in a social context
- These were attempts (of planners and engineers, architects, and social reformers) to come to grips with the problems created by rapid industrialization and urbanization of the late 19<sup>th</sup> century
- when planning first became institutionalized in the west in the early 20th century, Urban design was largely seen as part of a wider structure of comprehensive planning
- Its existence became more relevant in the 1960s to fill the gap between town planning and architecture.
- Since the 1950s, planning has significantly broadened its scope to include many socio-economic facets of the city, Consequently, transforming (sometimes shrinking) the portfolio of urban design in the urban planning activities, many of which are no longer exclusively concerned with the physical environment.

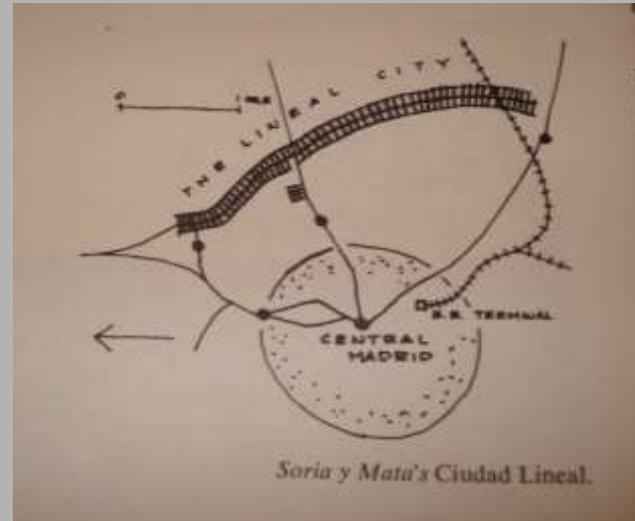
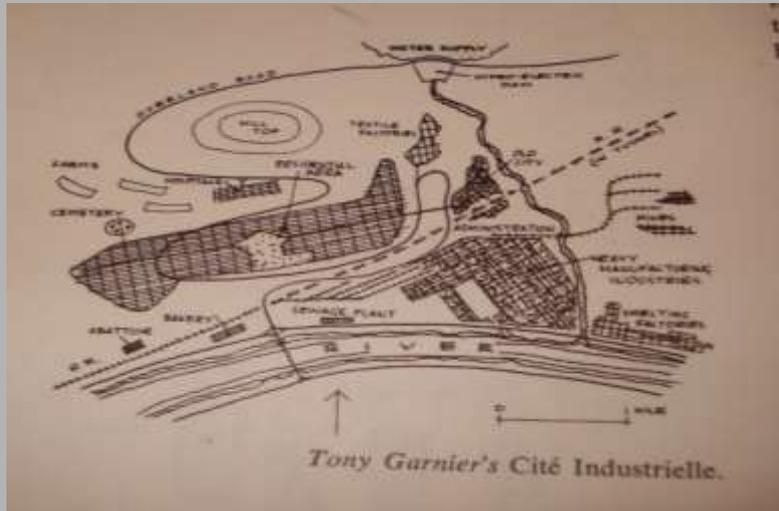
# Design Features of the Industrial Age

Some of the concepts tested included:

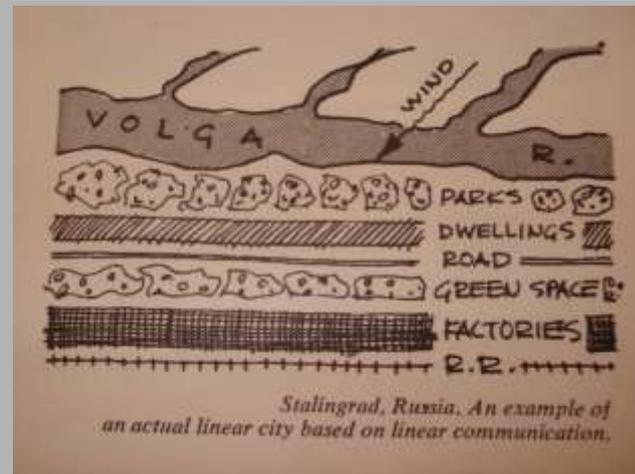
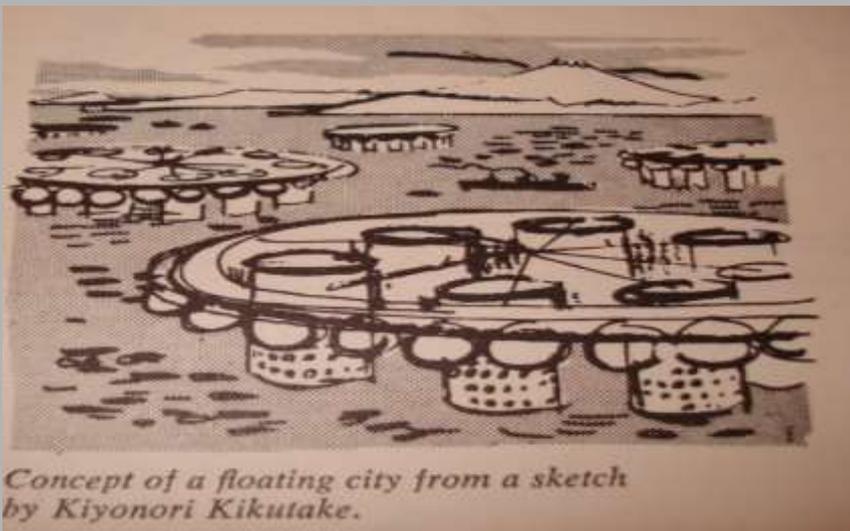
- *Suburban decentralization* (William Morris);
- *Garden city* (Ebenezer Howard),
- *Neighbourhood* (Henrietta Barnett & Raymond Unwin),
- *Conservation & the park movement*  
(Fredrick Law Olmsted),
- *Artistic City Planning* (Camillo sitte)
- *Linear City* (Soria Y Matta),
- *Ideal industrial city* (Tony Garnier)

## -- Design features of the Industrial Age

### Industrial City (T.Garnier)

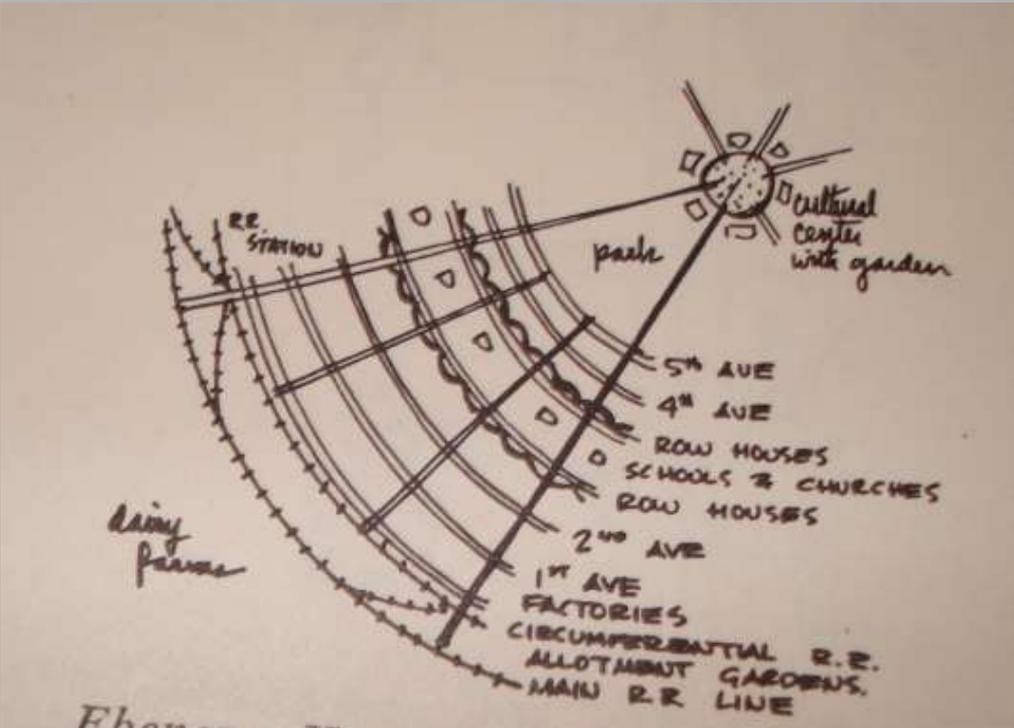
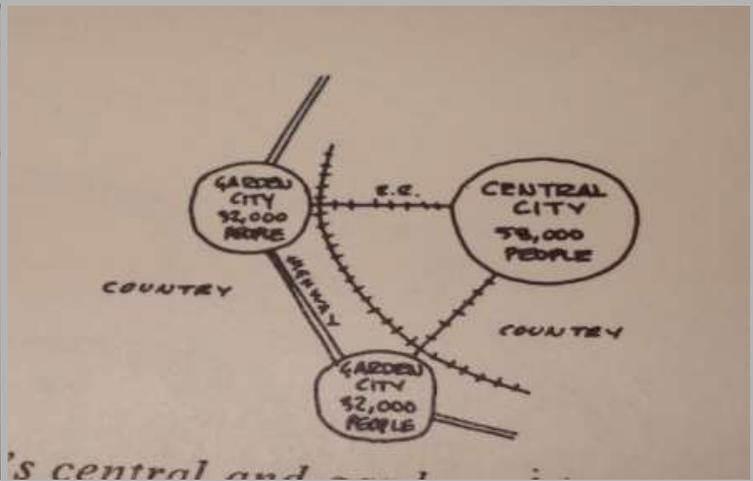
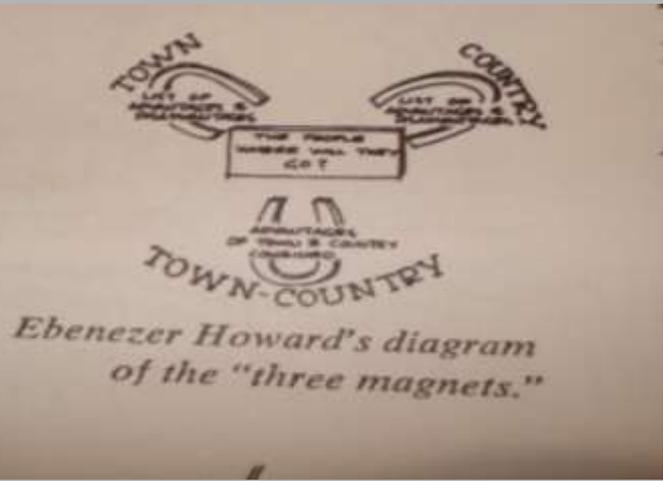


### Floating City (K. Kikutake)



### Linear City (Soria Y Mata)

# --- Design features of the Industrial Age



## Howard's garden City