

Every group of people with a shared purpose—i.e., every community--is established with a view to some good; for human beings always act in order to obtain that which they think good. But though all communities aim at some particular and limited good, the CITY [polis]--which is a community of communities, the highest of all, embracing all the rest--aims at the highest good: the well-being of all its citizens...

--Aristotle



Northampton, Massachusetts, USA



A city can only be [constructed] in the form of [neighborhoods]... Each neighborhood must have its own center, periphery, and limit...[and] must integrate most of life's daily functions—dwelling, working, leisure, education, worship—within an area based upon THE COMFORT OF A WALKING PERSON... Simplicity must be the goal of the urban plan, however complex the urban geography and topography. The city must be articulated into public and domestic spheres, civic architecture and vernacular buildings, squares and streets, IN THAT HIERARCHY; and urban blocks should be as numerous and small as their occupying uses permit...

--Leon Krier

A Brief Introduction to Traditional Town Planning

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- I. Space is a Thing: an urban thing....
 - a) Space and Anti-space

- II. Elements of the City: What is Urban Form?
 - a) City as environmental order, economic order, moral order, and *formal / material order*
 - b) Urban *formal order*: a network of streets and blocks, with a mix of daily life activities within pedestrian proximity (120 - 200 acres)
 - c) Urban spatial types: plaza, square / boulevard, avenue, street, alley
 - d) Urban building types: foreground and background

- III. Ten Characteristics of Good Towns and Neighborhoods

- IV. The Transect and Transect-based zoning

- V. Traditional Architecture and Urbanism as “The Original Green”

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I. Space is a Thing: an Urban Thing....

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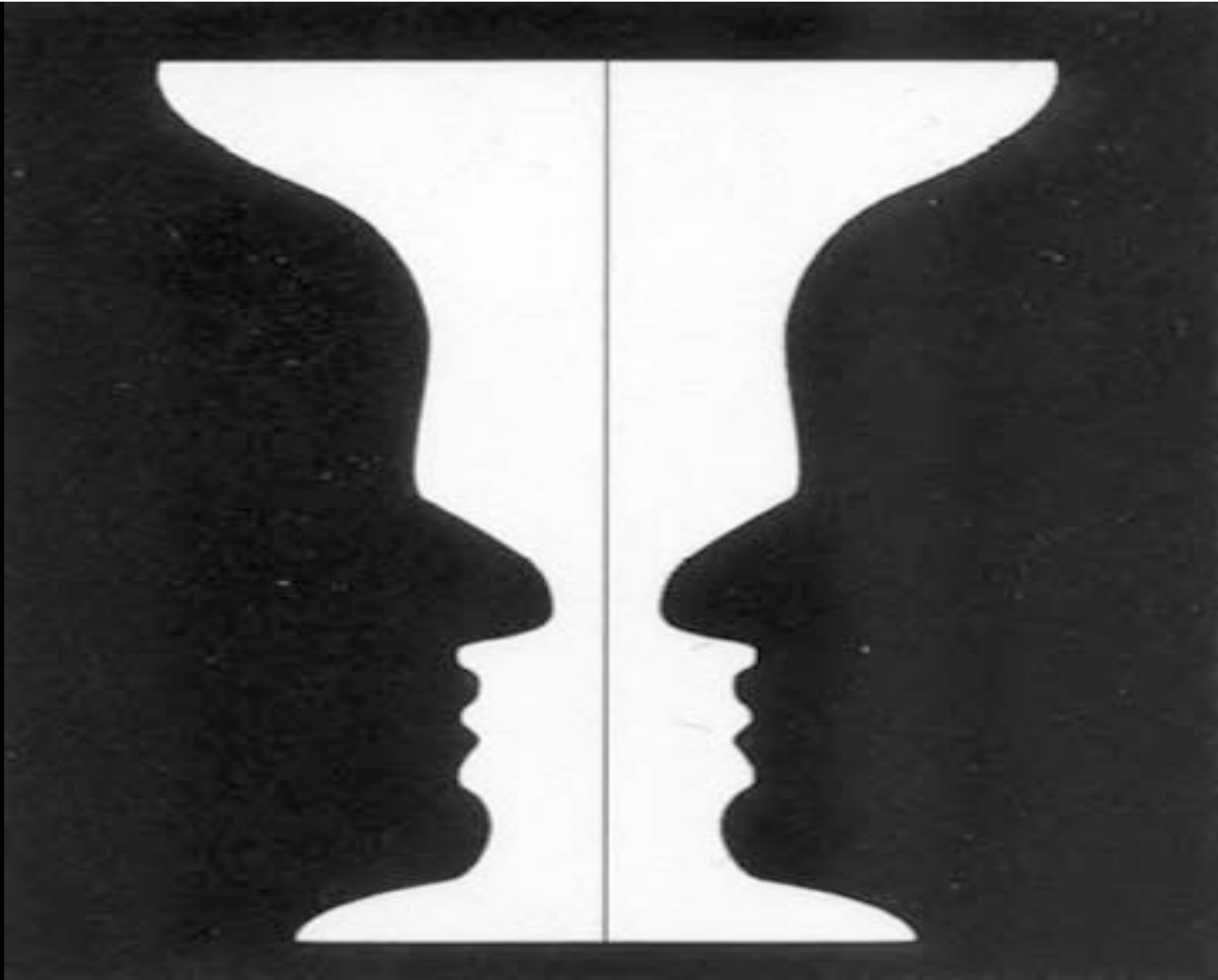


Figure and (Back) Ground

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Ullst, plan

Le Corbusier: Mies van der Rohe: Unité d'habitation, 1940, site-plan



l'Habitation, view



Ullst, view

Space and "Anti-space"

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Anti-space



Space

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Space

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Space

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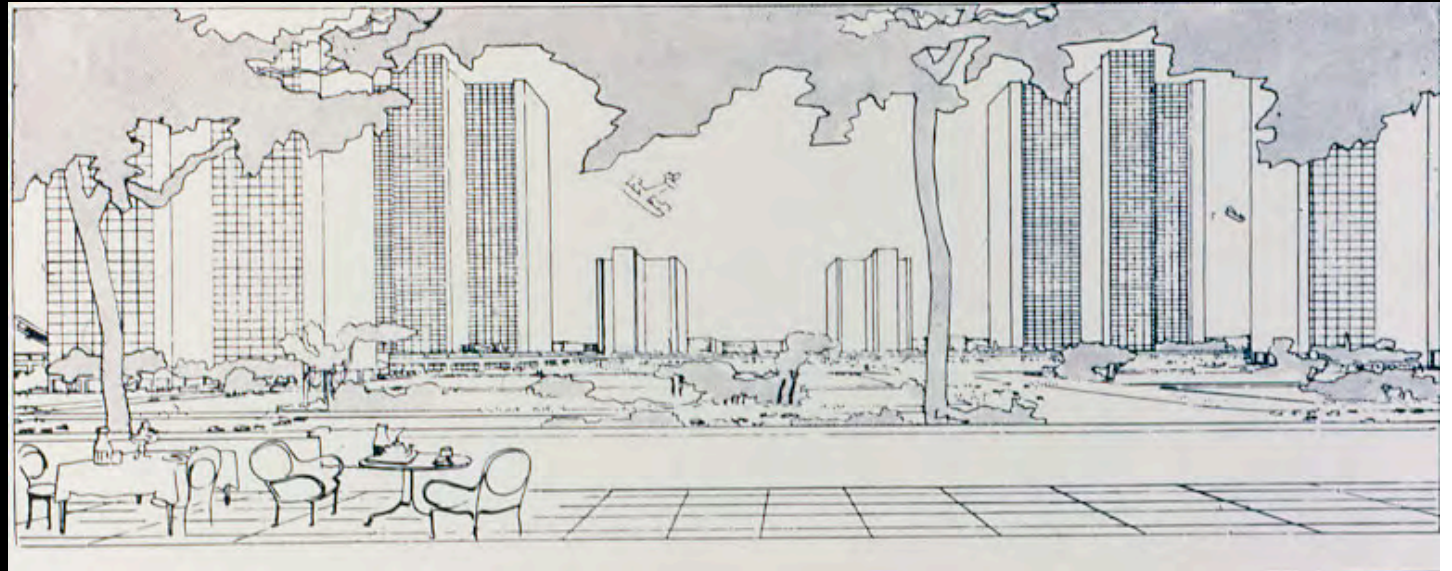
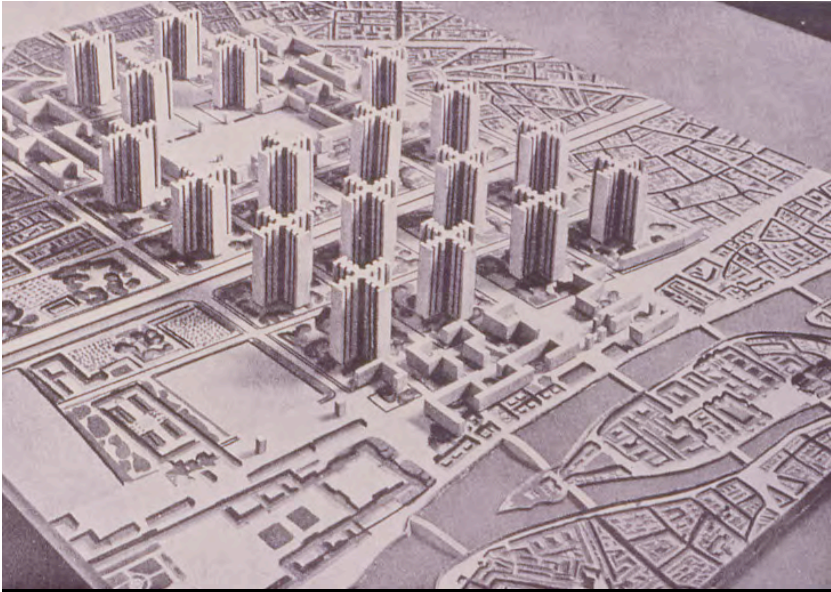
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Anti-space

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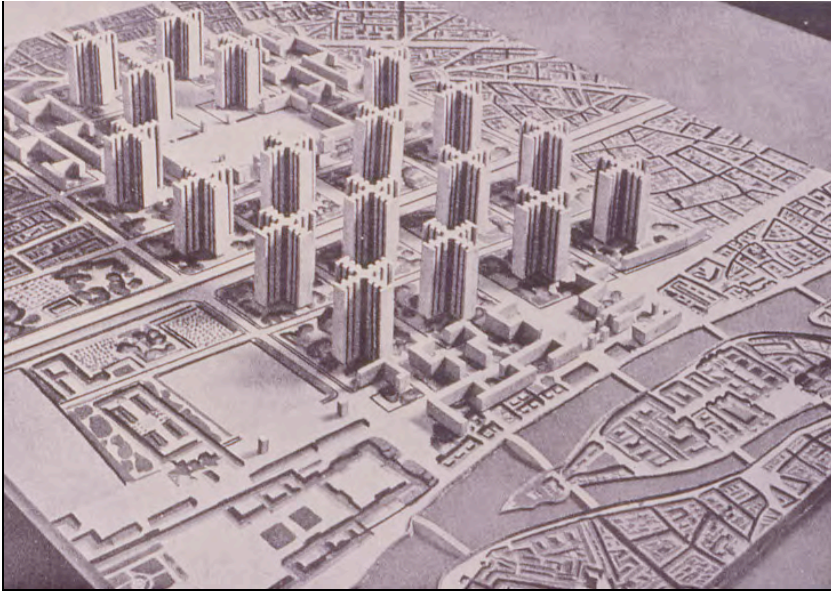
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Plan Voisin (top) / The Radiant City (bottom): utopia as towers in a park (anti-spatial)

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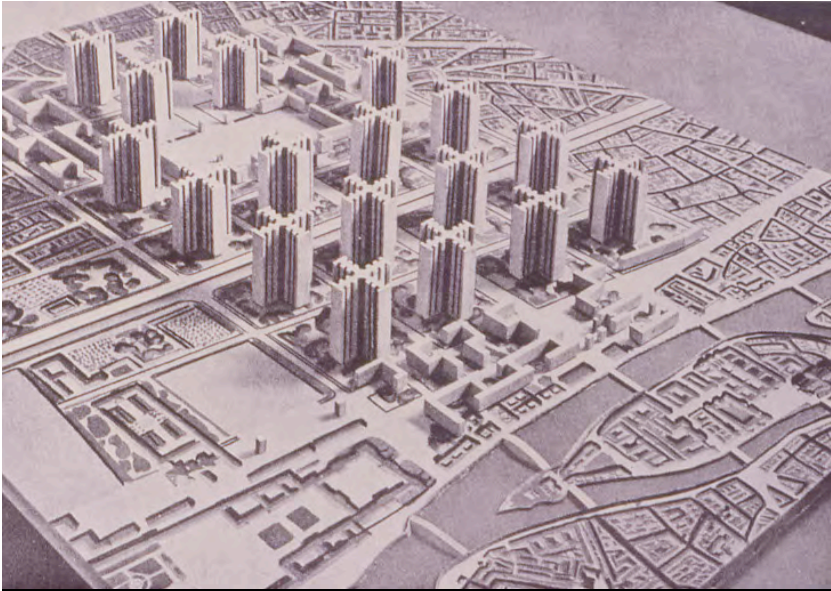
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Plan Voisin / Chicago Loop perimeter (anti-spatial)

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Plan Voisin / Houston downtown perimeter (Anti-spatial)

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Contemporary suburban sprawl I (Anti-spatial)

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Contemporary suburban sprawl II (Anti-spatial)

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II. What is Urban Form?

Urban formal order: a network of streets and blocks, with a mix of daily life activities within pedestrian proximity (120 - 200 acres)

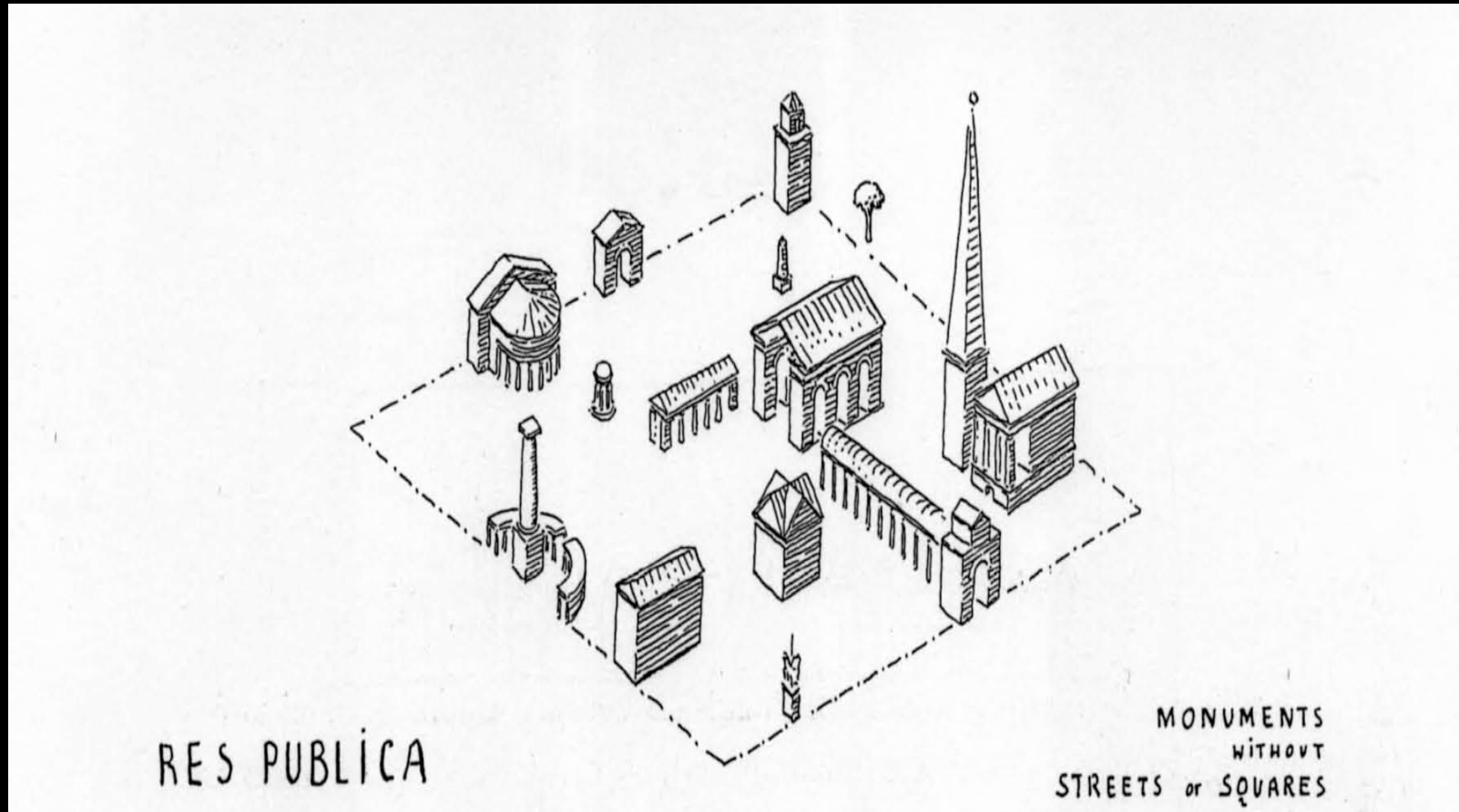
Urban spatial types: plaza, square / boulevard, avenue, street, alley

Urban building types: foreground buildings / background buildings

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Drawings courtesy of Leon Krier

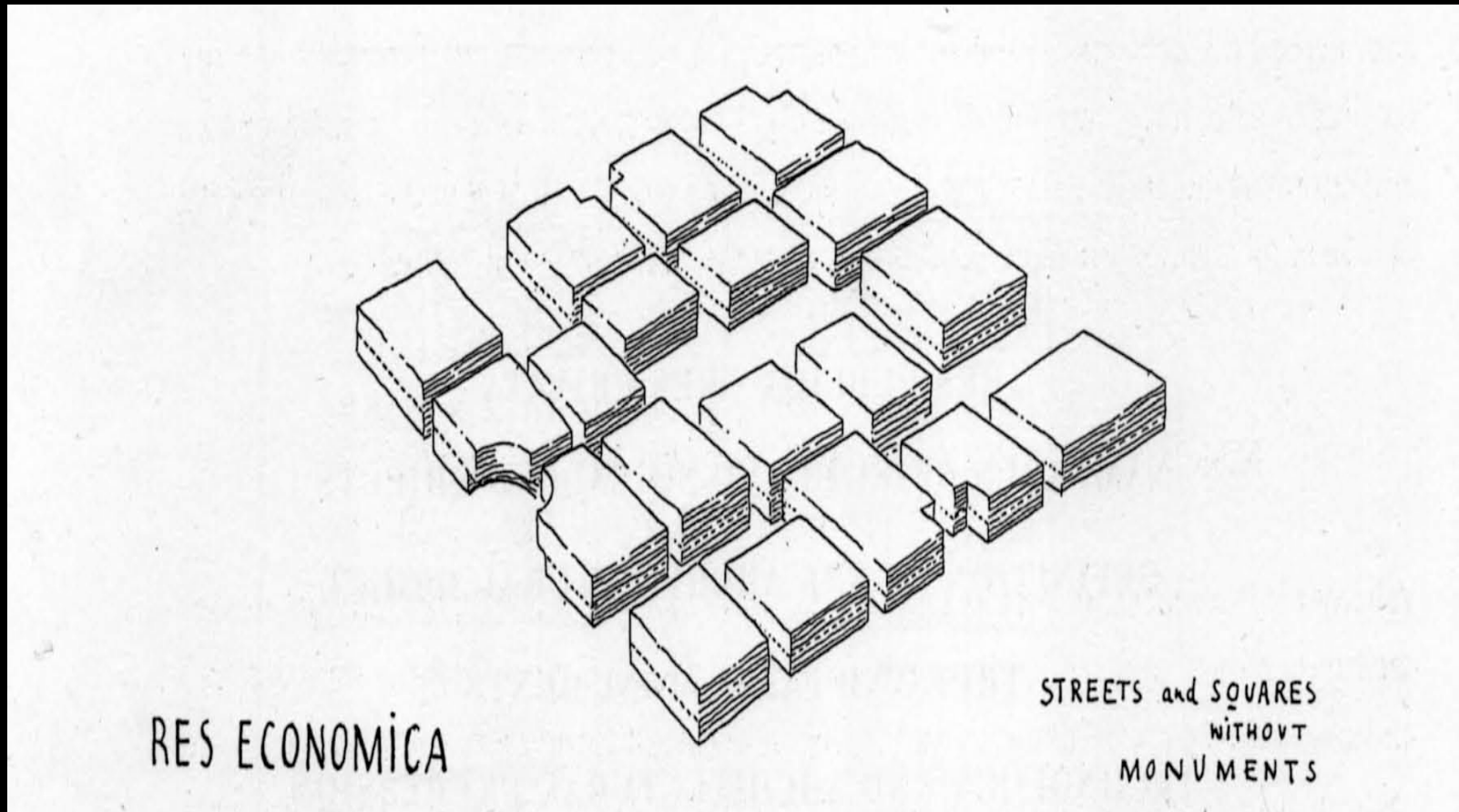


The Public Realm: Civic Buildings, Religious Buildings, Monuments—foreground

Characteristics of traditional towns and city neighborhoods - Drawing courtesy of Leon Krier

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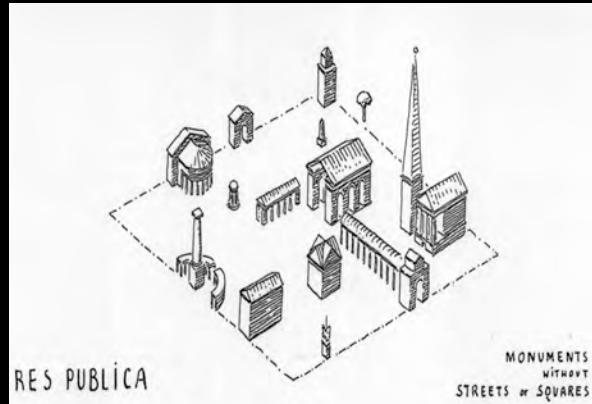


The Private Realm: Residential Buildings, Commercial Buildings--background

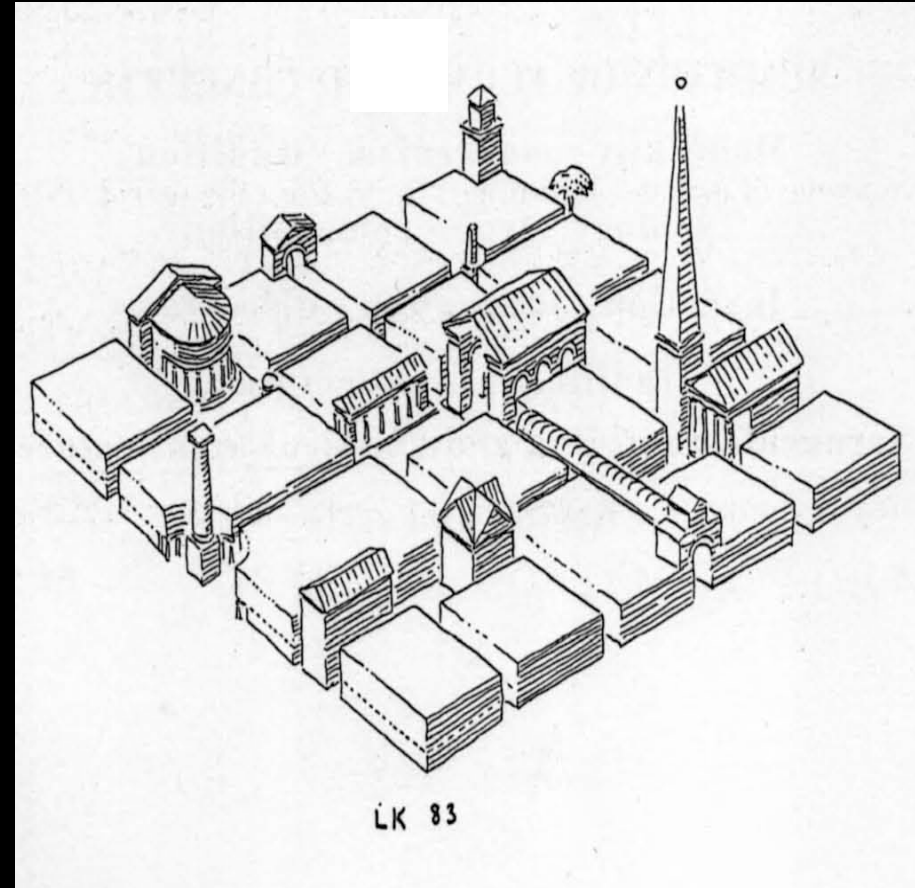
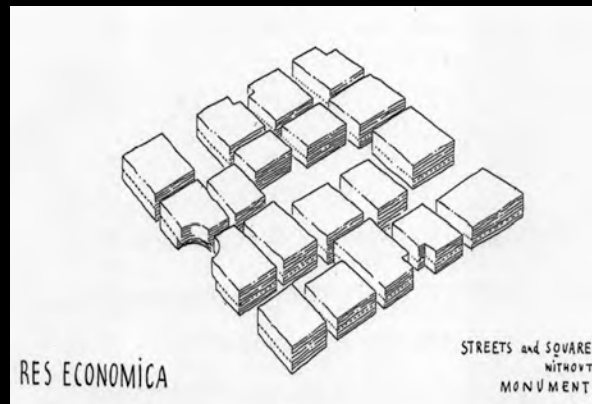
Characteristics of traditional towns and city neighborhoods Drawing courtesy of Leon Krier

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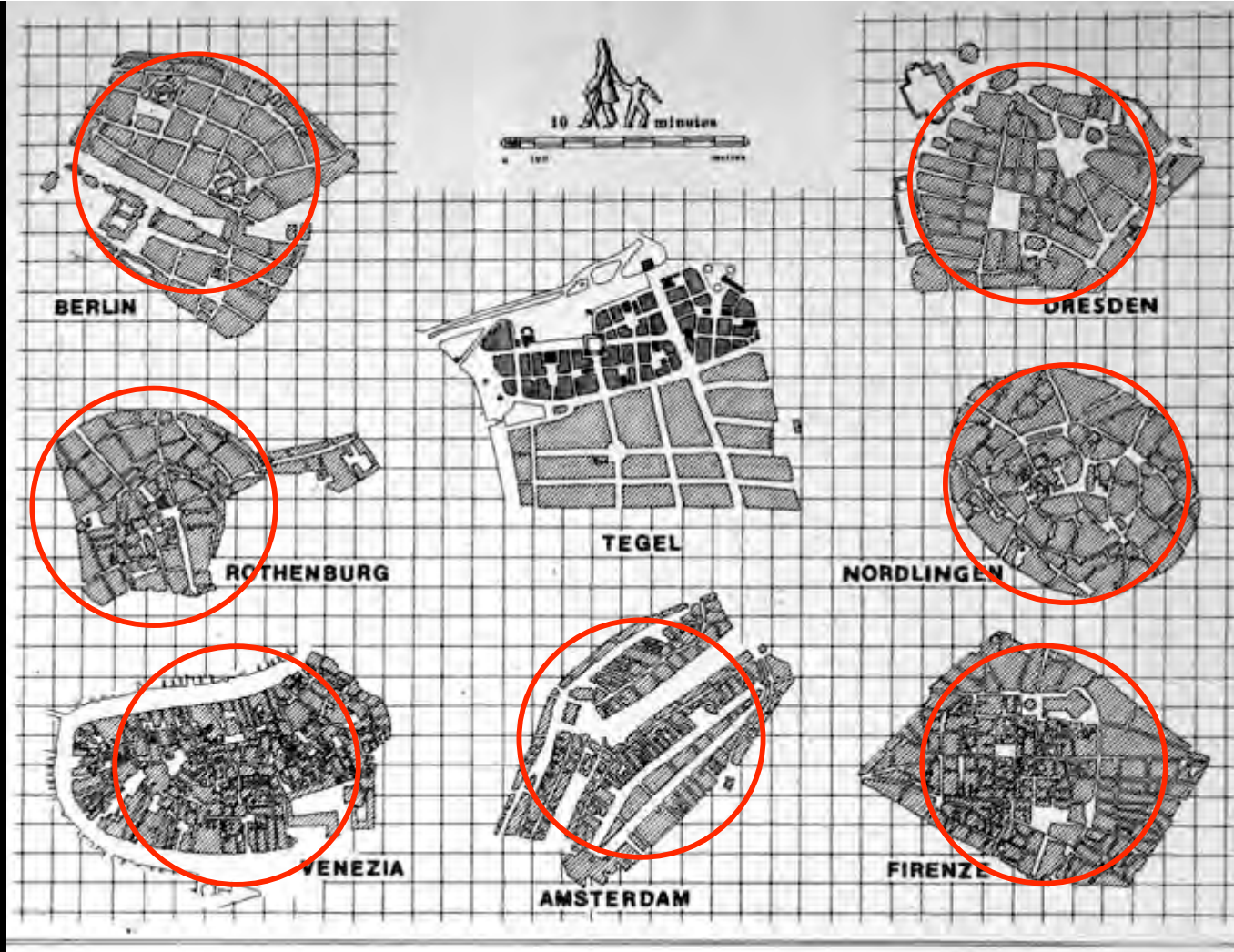


Public Realm + Private Realm: = The City

Characteristics of traditional towns and city neighborhoods - Drawings courtesy of Leon Krier

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The MEASURE of good urbanism: the 1/4 mile radius (5-minute) walk

Characteristics of traditional towns and city neighborhoods - Drawing courtesy of Leon Krier

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MR. BESS'S NEIGHBOURHOOD



Lincoln Square - Chicago, IL

Lincoln Square, located in the heart of Chicago's North Side, is accessible by car, the CTA Brown Line, the Metra UP-N line or by bus.

- Public Parking Lots
- Chicago Park District
- CTA Brown Line 'L'
- CTA Brown Line Station
- Metra UP-N Line
- Metra Station
- Chicago River

Map of neighbourhood public parks, parking, and transit amenities

The Neighborhood: Fundamental Unit of Urban Design

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MR. BESS'S NEIGHBORHOOD

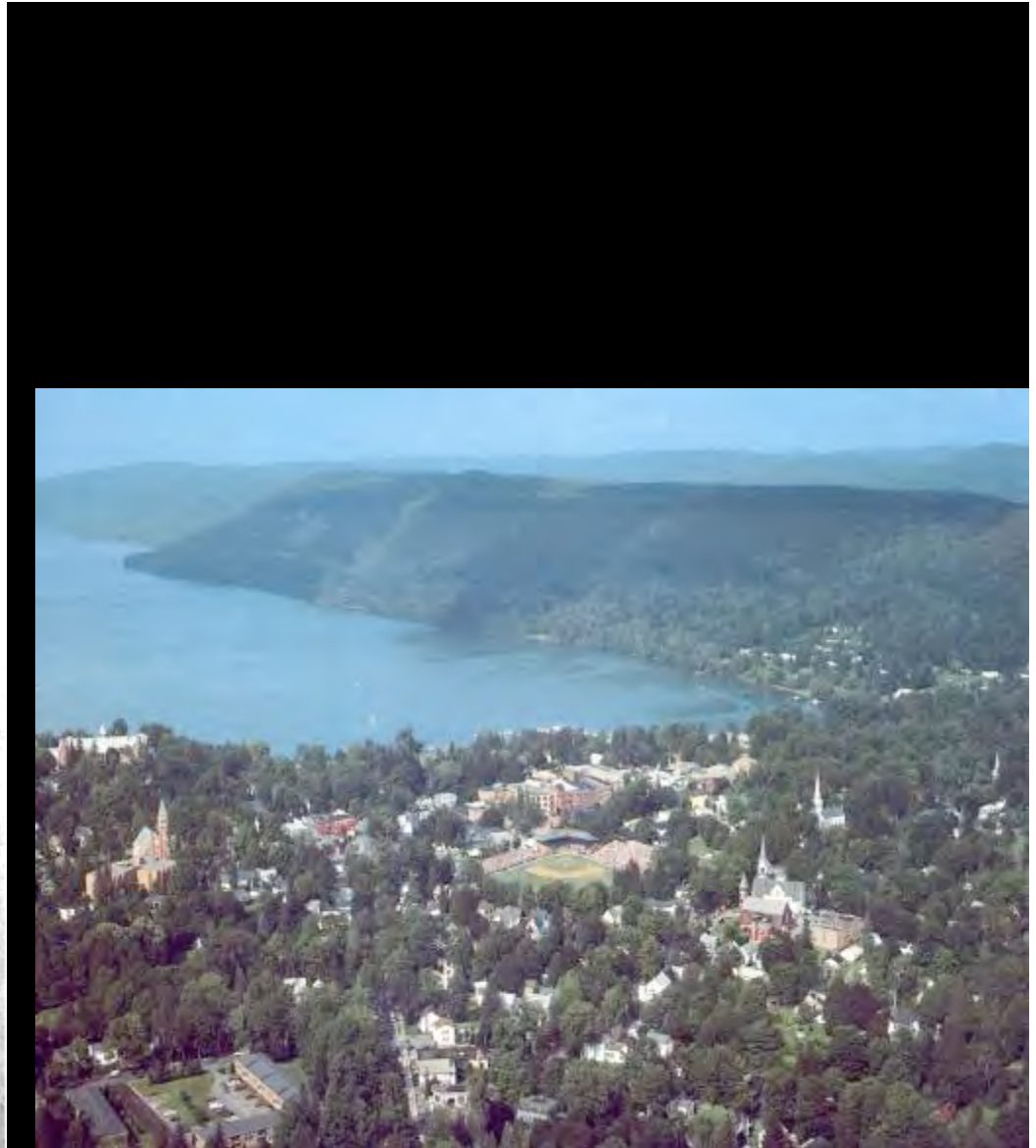


The Neighborhood as Village

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MR. BESS'S NEIGHBORHOOD



The Neighborhood as Small Town

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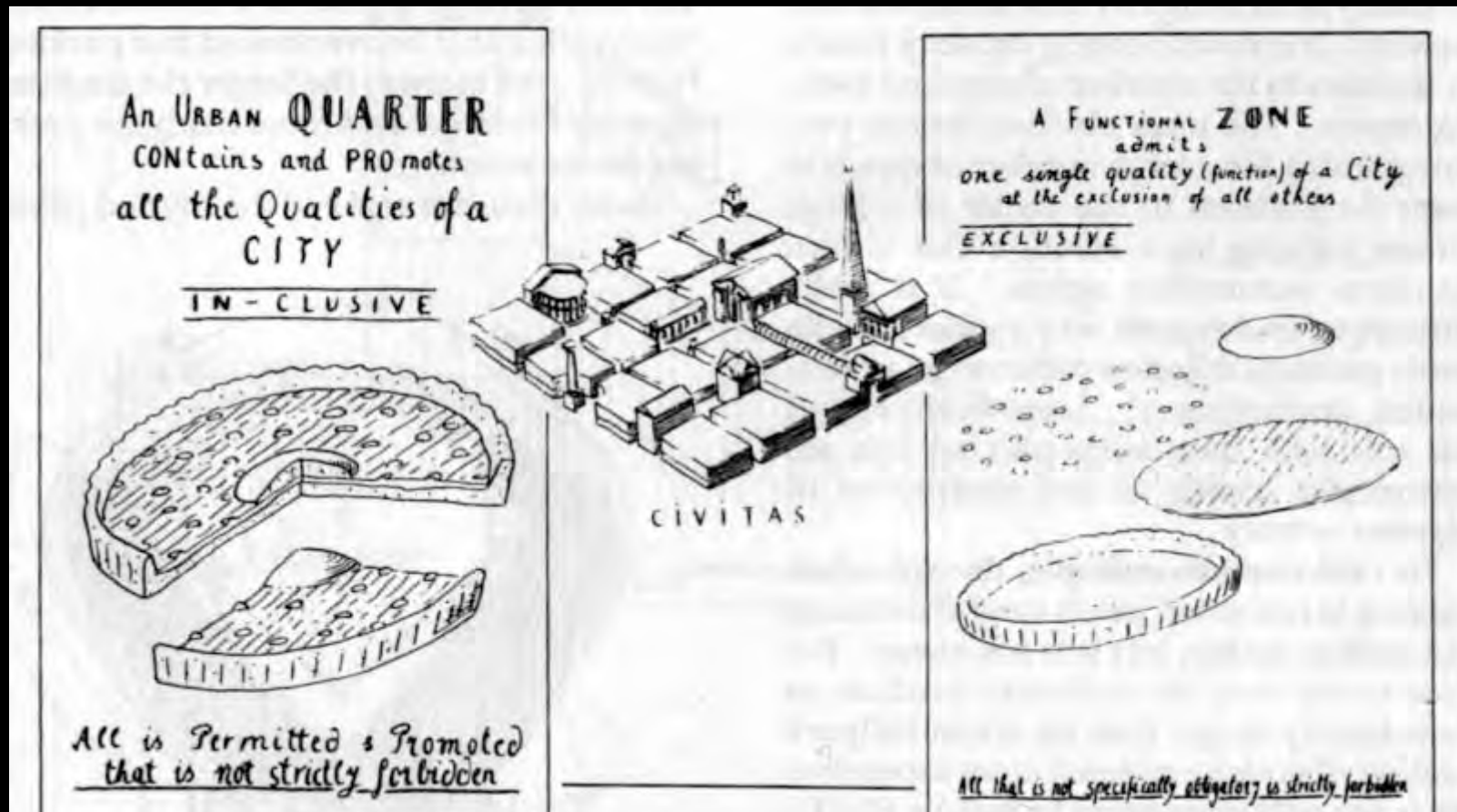
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The Neighborhood in the City

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The multi-use (urban) neighborhood

The (anti-urban) functional ZONE

Characteristics of traditional cities: a City is like a pizza / a post-1945 Suburb like a collection of ingredients
Drawing courtesy of Leon Krier

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Components of Sprawl I: mono-culture of housing

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Components of Sprawl II: mono-culture of shopping

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Components of Sprawl III: mono-culture of offices

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Components of Sprawl IV: civic building as “big box”

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Components of Sprawl V: auto-oriented / pedestrian-hostile infrastructure

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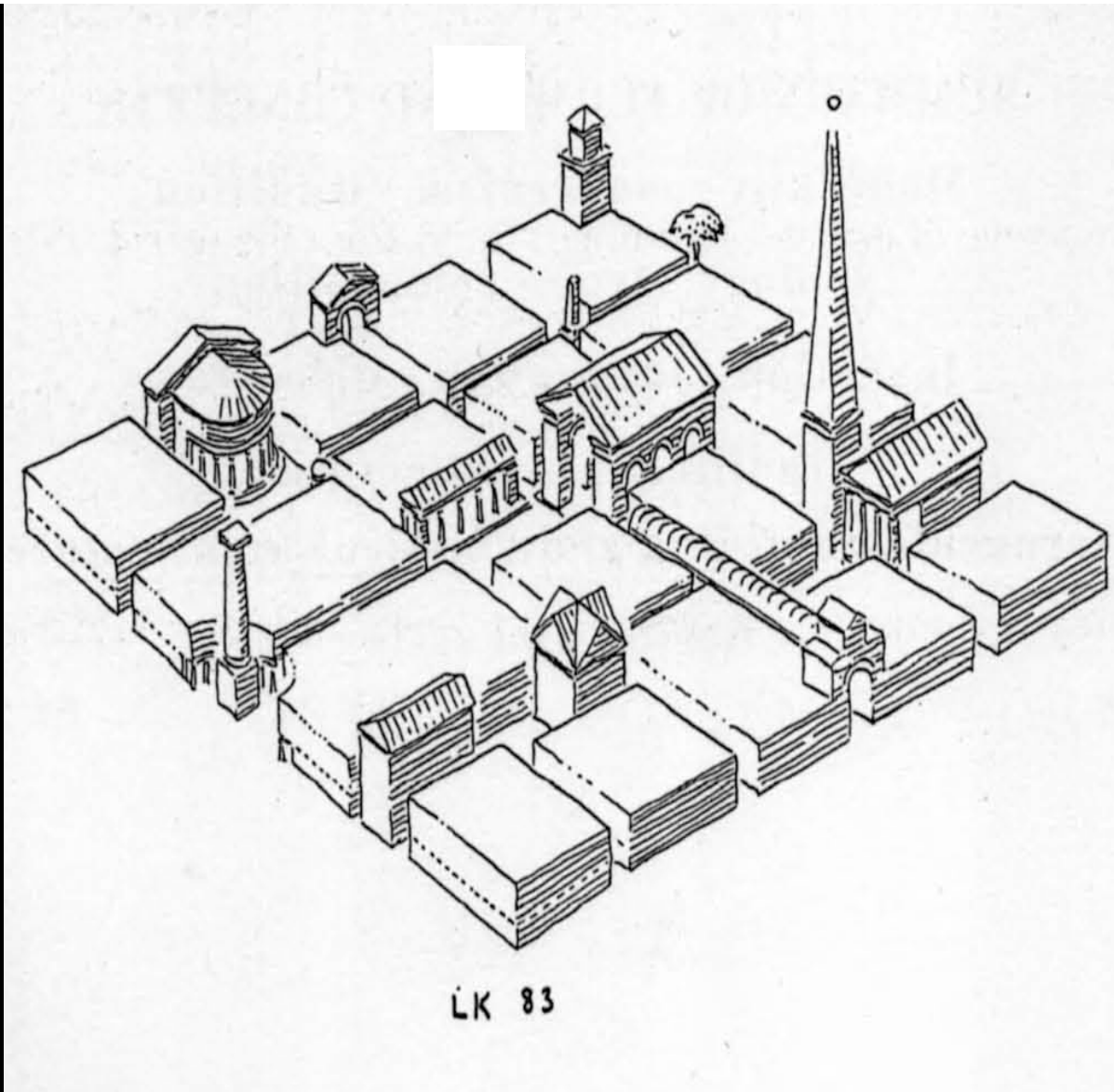
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Three mono-functional zones: single-family houses, apartments, shopping (w/parking lot)

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Spatial characteristics of traditional cities: streets and squares - Drawing courtesy of Leon Krier

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Urban Spatial Types / The Plaza (clockwise from top left): Siena, Bruges, Todi, Pienza

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Urban Spatial Types / The Square (clockwise from top left): Paris, London, Boston, New Orleans

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Urban Spatial Types: The Boulevard (clockwise from top left: aerial view, median, road way, sidewalk), Boston

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Urban Spatial Types / The Boulevard (sidewalk, road way, median, monument), Cooperstown

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Urban Spatial Types: The Avenue (clockwise from top left: Paris; Chicago; Skaneateles, NY; Northampton, MA)

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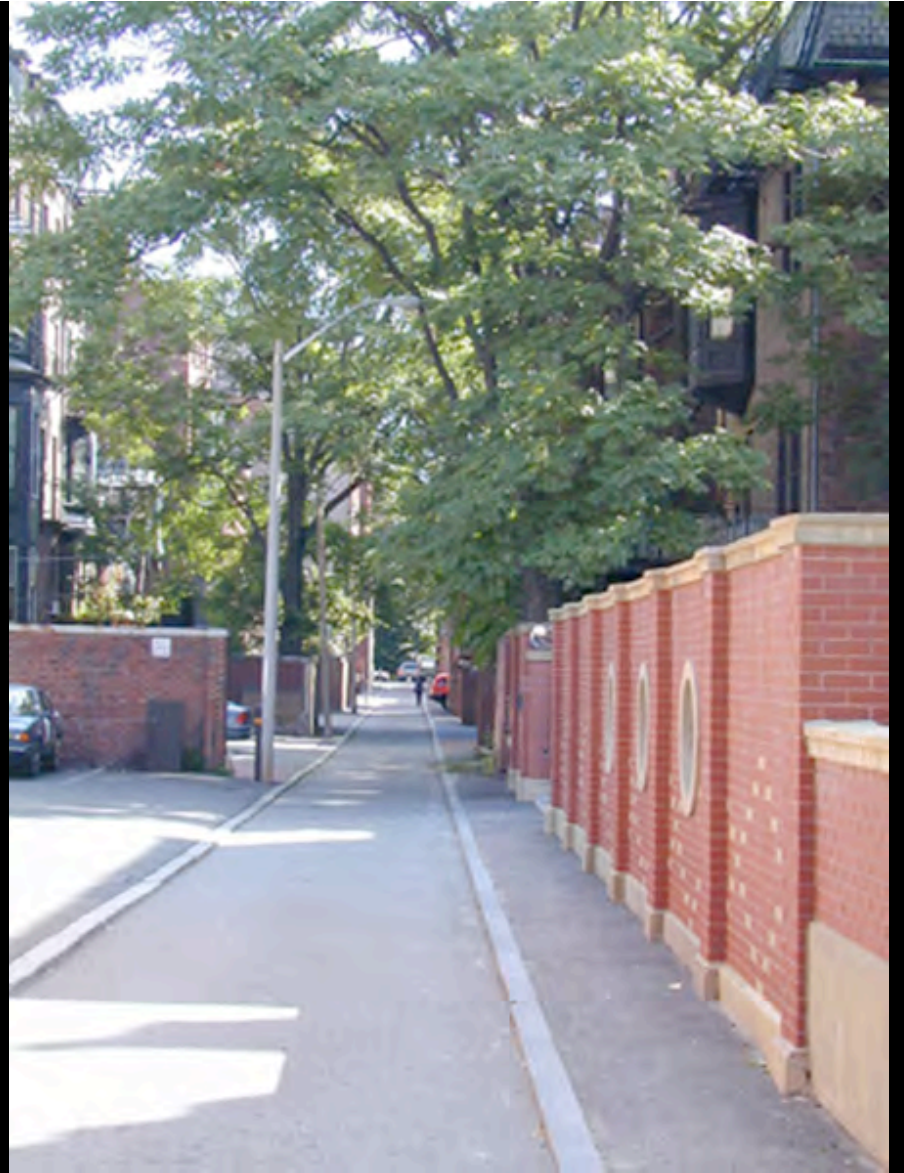
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Urban Spatial Types / The Street (clockwise from upper left: Bruges, Charleston, Nantucket, Chicago)

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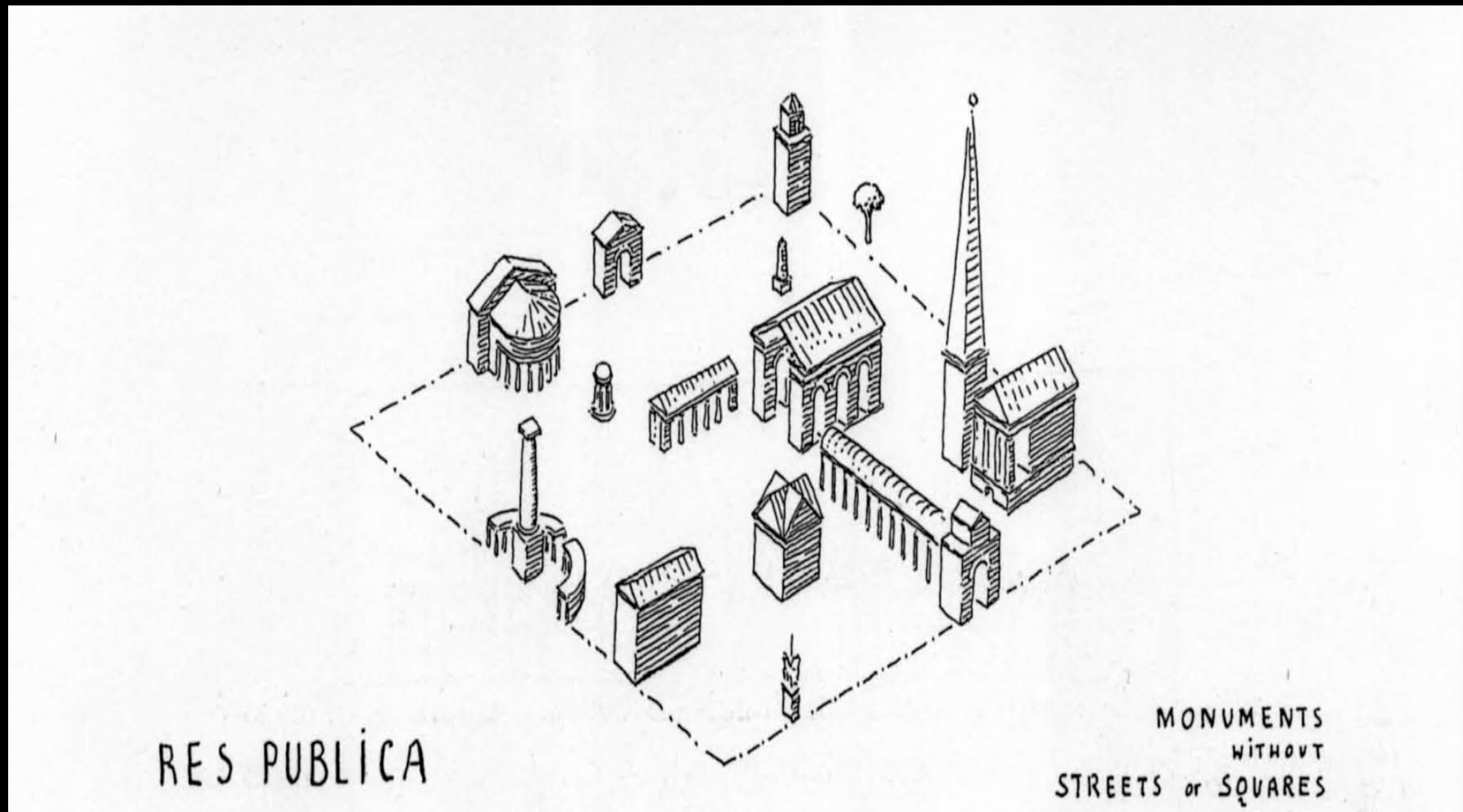
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Urban Spatial Types: The Alley / Lane (clockwise from top left: London, Boston, Chicago)

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The Public Realm: Civic Buildings, Religious Buildings, Monuments—foreground

Urban Foreground Buildings (n.b. the de facto notion of building hierarchies) - Drawing by Leon Krier

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Foreground Buildings (European): clockwise from top left, church, opera house, cathedral, monument

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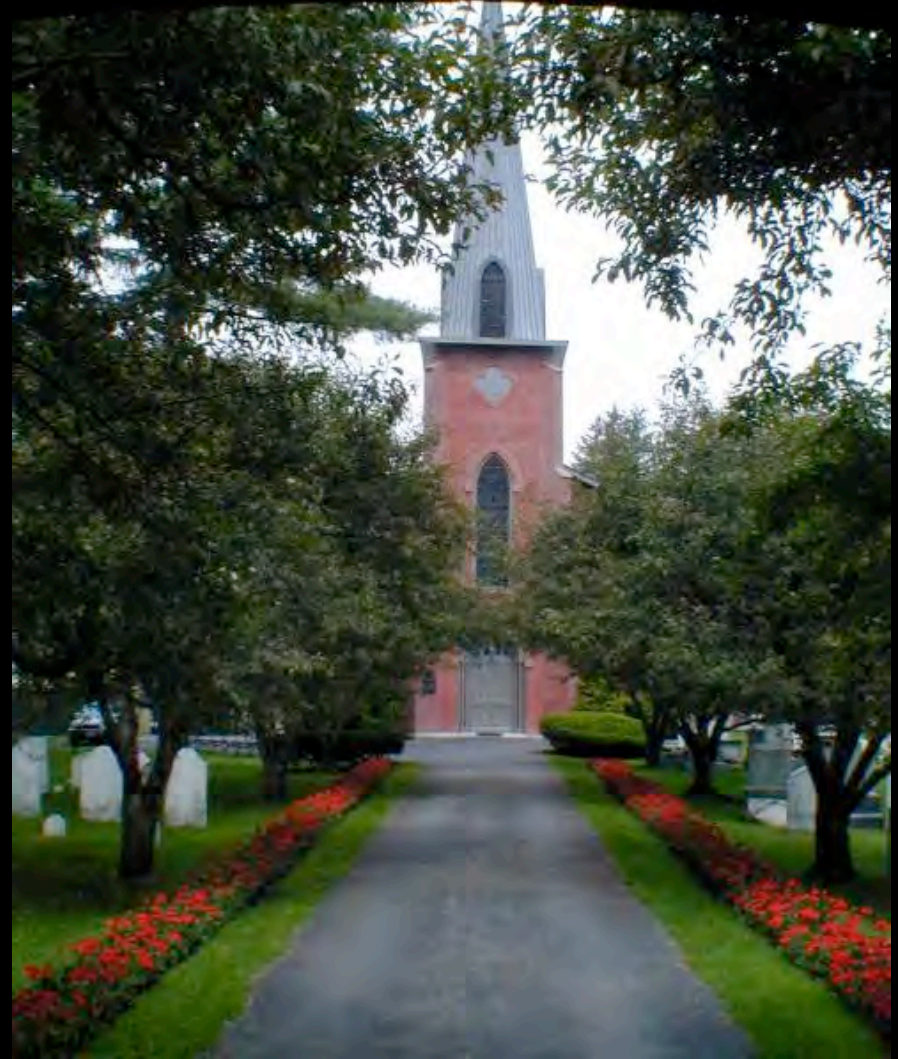
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Foreground Buildings (American): clockwise from top left, market hall, church, post office, monument

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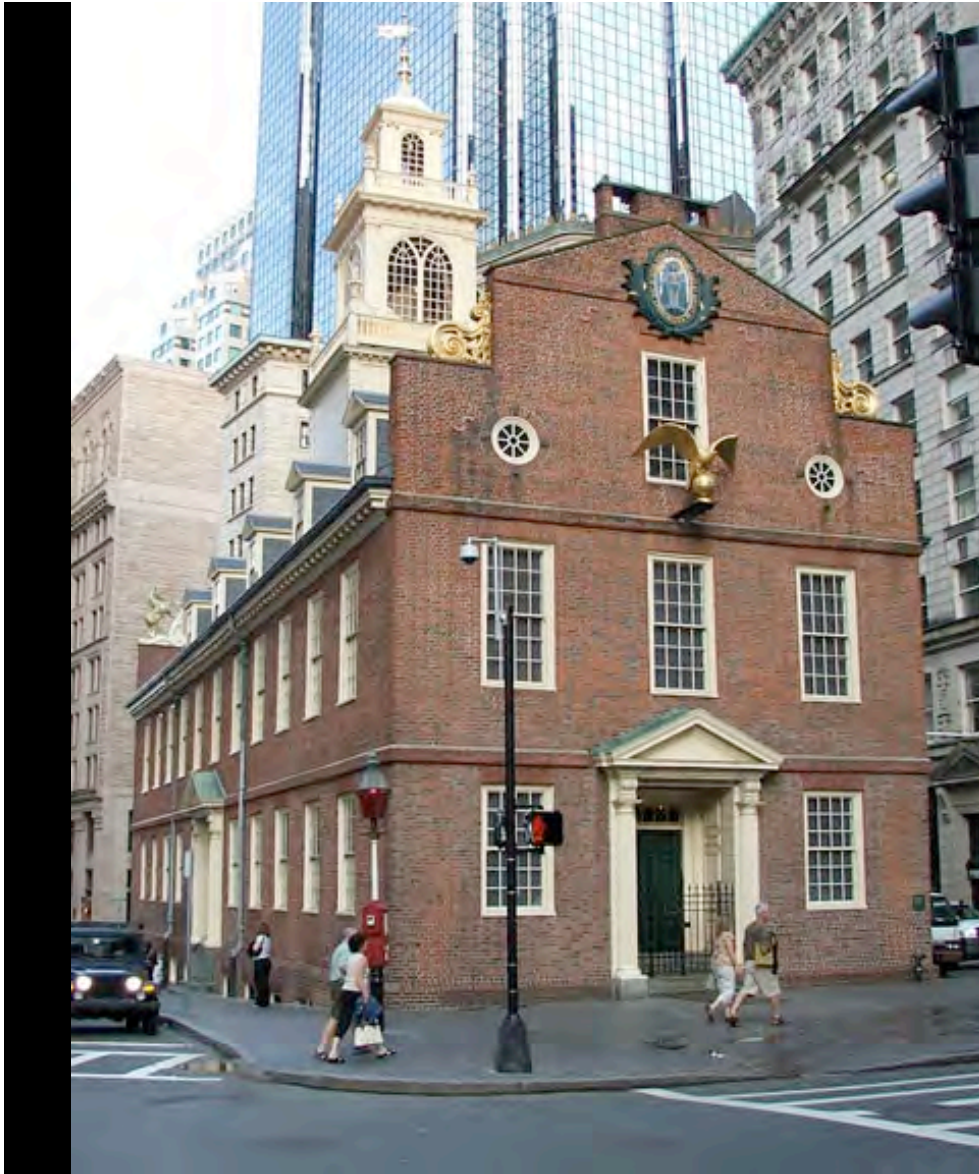
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Urban Building Types / Foreground Buildings – churches terminating axial vista

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Urban Building Types / Foreground Buildings fronting squares

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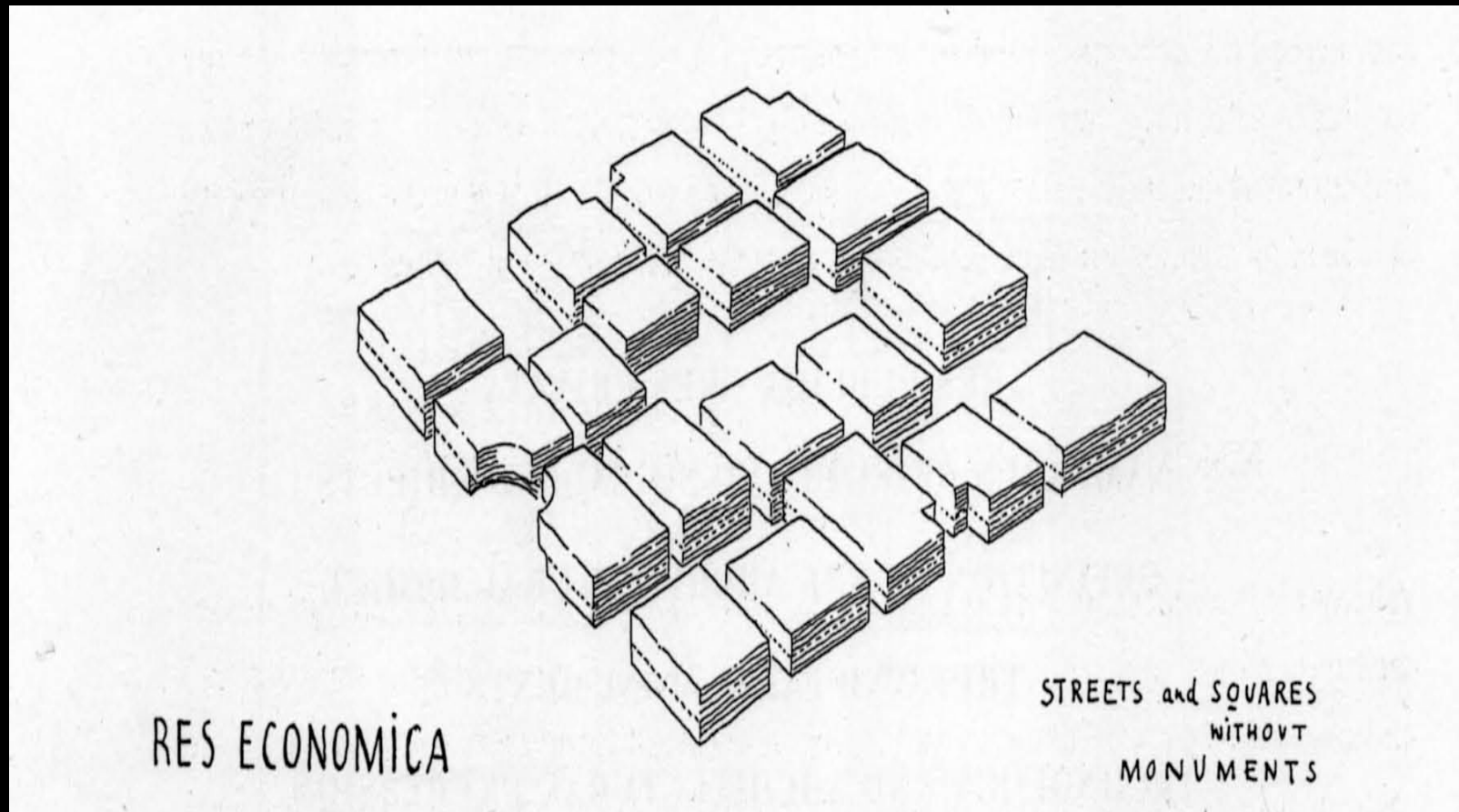
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Urban Building Types / Foreground Buildings (clockwise from lower left: state house, school, ballpark, library)

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The Private Realm: Residential Buildings, Commercial Buildings--background

Urban Background Buildings - Drawing courtesy of Leon Krier

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Background Buildings: mixed-use (retail below, apartments or offices above)

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Background Buildings: mixed-use (retail below, apartments or offices above)

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Background Buildings: single family houses

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Background Buildings: multi-family housing

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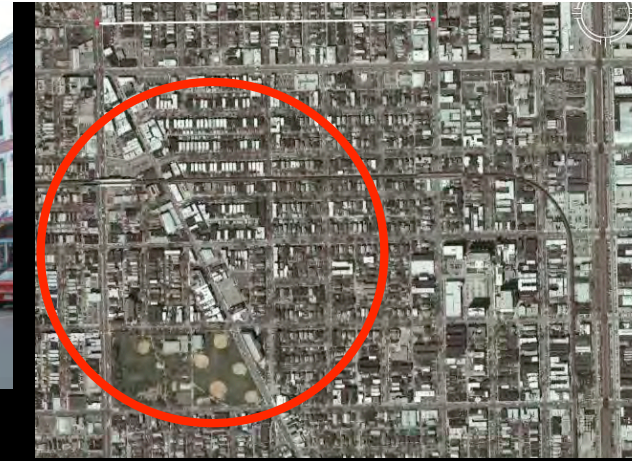
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Ten Characteristics of Good Towns and Neighborhoods

Skaneateles, NY / Lincoln Square, Chicago

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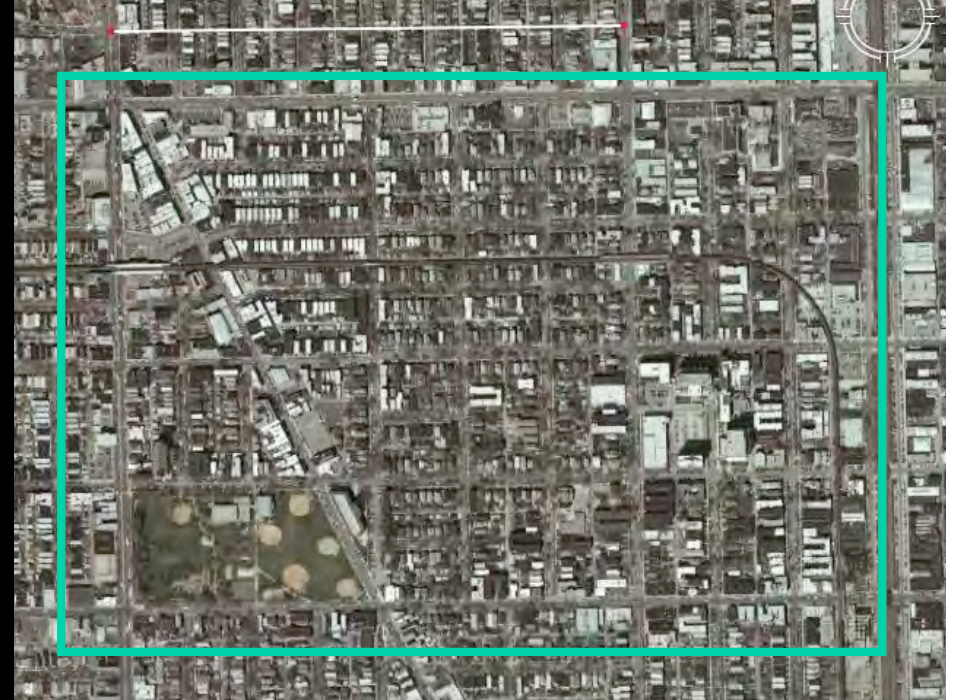
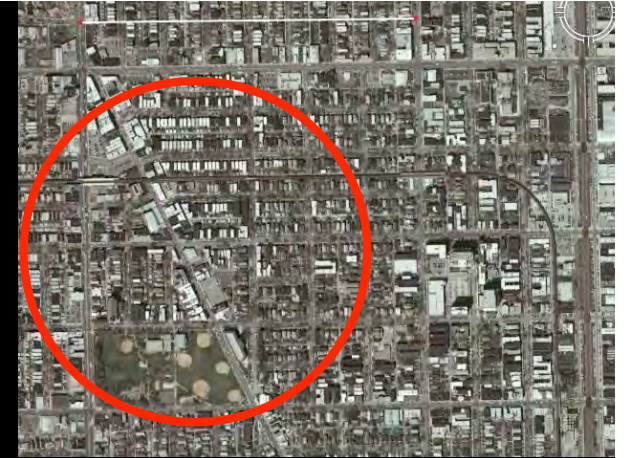
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1) A good town / neighborhood: has a discernible center

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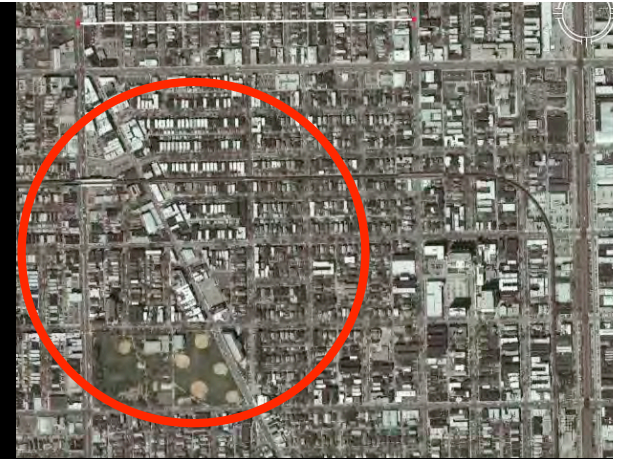
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2) A good town / neighborhood: may have a more-or-less discernible edge

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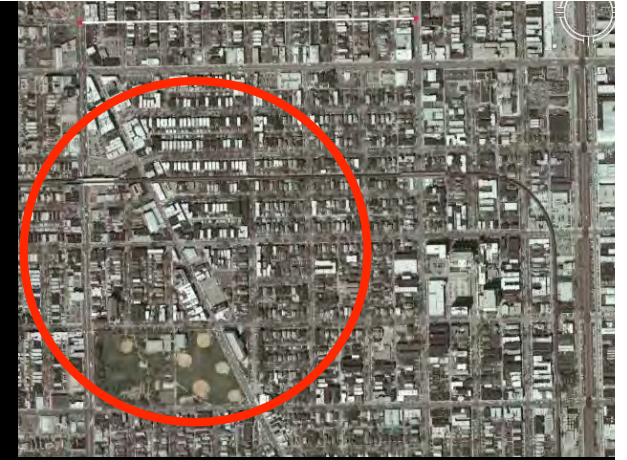
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3) A good town / neighborhood: is pedestrian friendly

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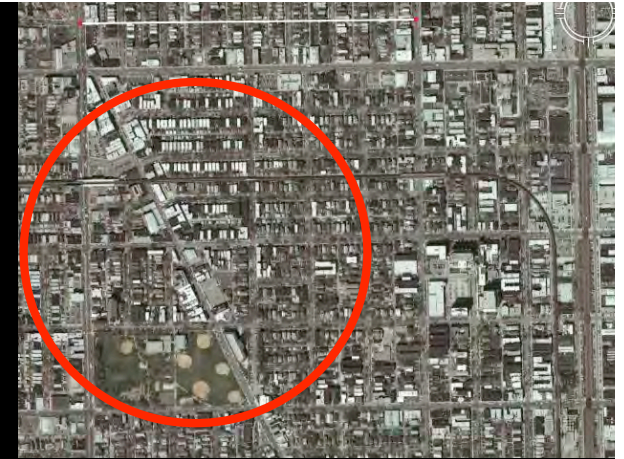
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4) A good town / neighborhood: has a variety of dwelling types -- single family house (left), 2-flat (right)

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4) A good town / neighborhood: has a variety of dwelling types -- row-houses (left), 6-unit apartments (center), 12-flat (right)

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4) A good town / neighborhood: has a variety of dwelling types (carriage houses)

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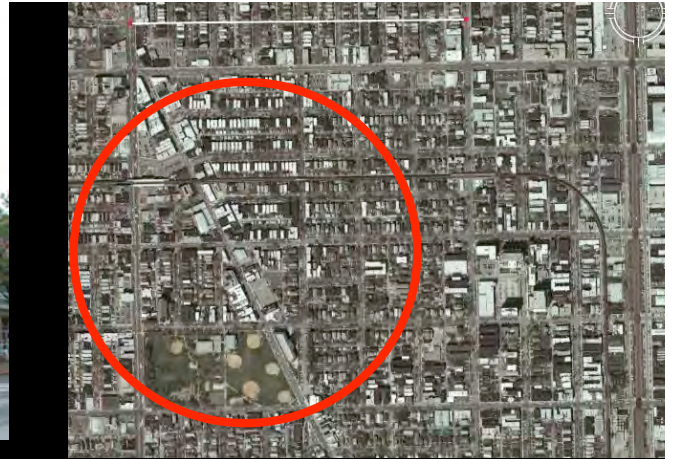
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4) A good town: has a variety of dwelling types (apartments above stores)

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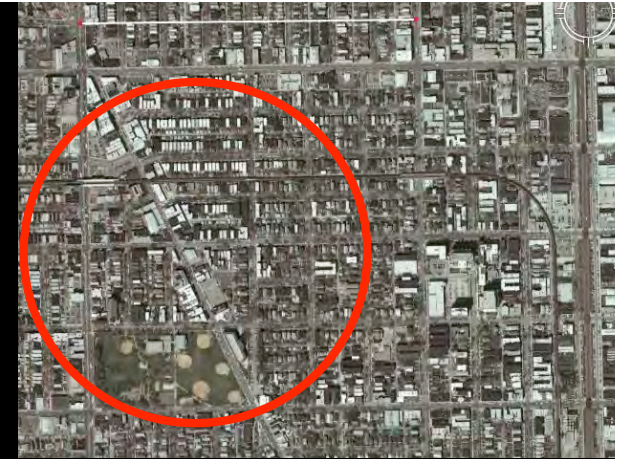
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5) A good town / neighborhood: has stores and offices located at and/or near its center

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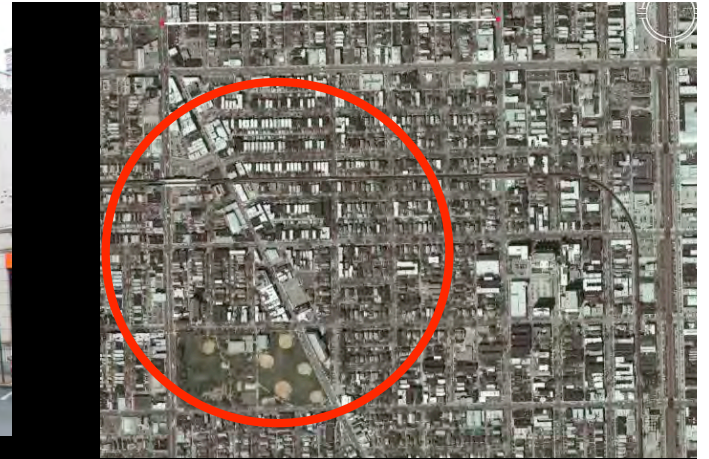
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6) A good town / neighborhood: has an elementary school and parks / playgrounds to which most children can walk

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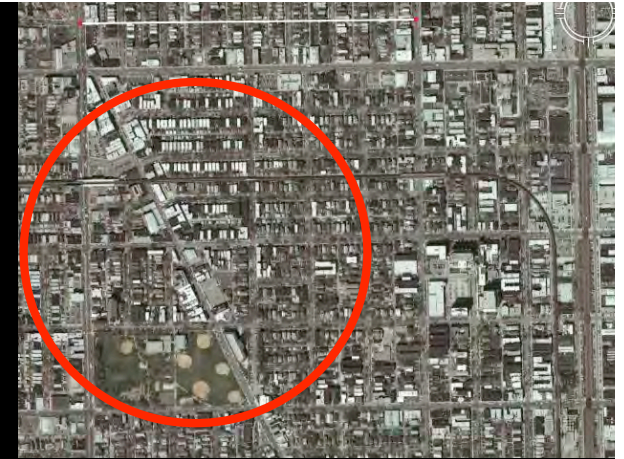
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8) A good town / neighborhood: places its buildings close to the street

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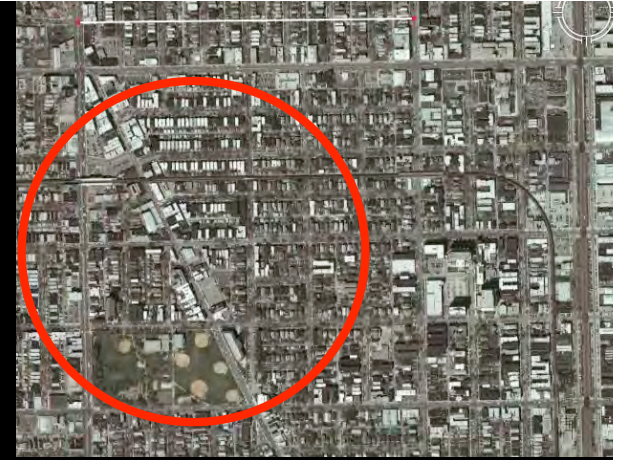
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9) A good town / neighborhood: utilizes its streets for parking

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10) A good town / neighborhood: reserves prominent sites for civic buildings and community monuments

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IV. The Transect and Transect-based zoning

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The Transect: T-3 / Sub-Urban (upper left: Cooperstown, NY; right: Skaneateles, NY; lower left: New Orleans)

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The Transect: T-4 / Urban General (clockwise from upper left: Bruges; Nantucket; Chicago; Cooperstown, NY)

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The Transect: T-5 / Urban Center (clockwise from upper left: San Gimignano, Italy; Chicago; New Orleans; Ripley, OH)

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The Transect: T-6 / Urban Core (clockwise from upper left: Rome; Paris; London; Boston)

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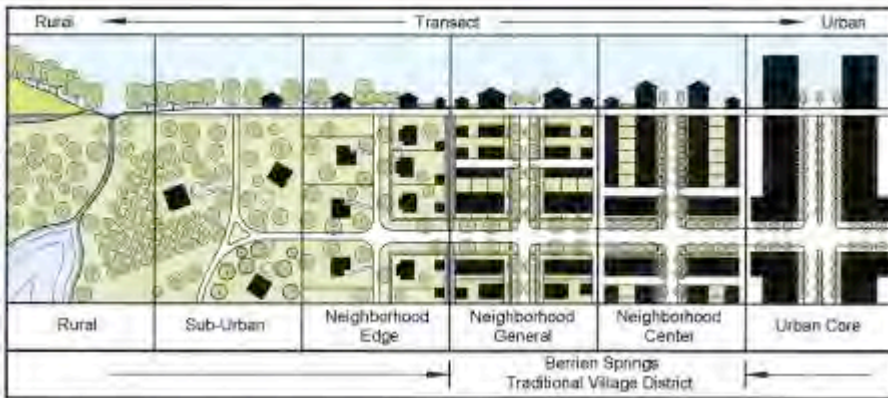
REGULATING PLAN

- TYPE I: NEIGHBORHOOD CENTER
- TYPE II: NEIGHBORHOOD GENERAL
- TYPE IIIa: BALLPARK SPECIAL DISTRICT
- TYPE IIIb: SUMMIT AVENUE SPECIAL DISTRICT
- TYPE IV: CIVIC
- TYPE V: OPEN SPACE
- TYPE VI: HISTORIC NEIGHBORHOOD DISTRICT

Regulating Plan: Transect-based, works w/ City TND Ordinance, supplements Greensboro, NC Historic District Design Guidelines

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TRANSECT-BASED CODING: The Transect is a system of classification deploying the conceptual range rural-to-urban to arrange in useful order the typical elements of urbanism, within which continuum every urban element finds its place. The continuum of the Transect, when subdivided, forms the primary basis of the following zoning categories, listed from most rural / least dense to most urban / most dense: Rural, Sub-Urban, Neighborhood Edge, Neighborhood General, Neighborhood Center, and Urban Core. These categories zone primarily for density and building type rather than for use, because it is a premise of Traditional Village and Neighborhood District zoning that a mix of uses is desirable and that uses change over time. The Transect zoning categories that follow therefore allow broadly for residential, commercial, and light industrial uses, though some of these are designated as primary and some secondary to particular building types.

GENERAL NOTES AND SPECIFICATIONS

BUILDING HEIGHTS:

1. Heights shall be measured relative to the front face of Buildings.
2. Minimum Building heights are as indicated.
3. There are maximum story heights, but no maximum Building heights.

BUILDING LOCATION

1. Buildings shall be set on Lots relative to the property lines.
2. Facades at front and rear of Lots are shown to build to lines as indicated.
3. Sides of primary Buildings are shown as set-back or build-to lines as indicated.
4. Balconies, open porches, stairs and awnings are permitted as indicated in Ordinance Section 4.2.

PARKING:

1. Off-street parking shall be provided as indicated here and in Ordinance Section 4.2.
2. Trash containers shall be located within the parking areas at the rear of all Lots with alleys, or at street curbsides for Lots with no alley frontage.

BUILDING USE:

1. Permitted Building uses are indicated in Ordinance Section 4.2.
2. Accessory dwellings must be owned by the same person or persons who own the primary dwelling, and either the accessory unit or the primary unit must be owner-occupied.

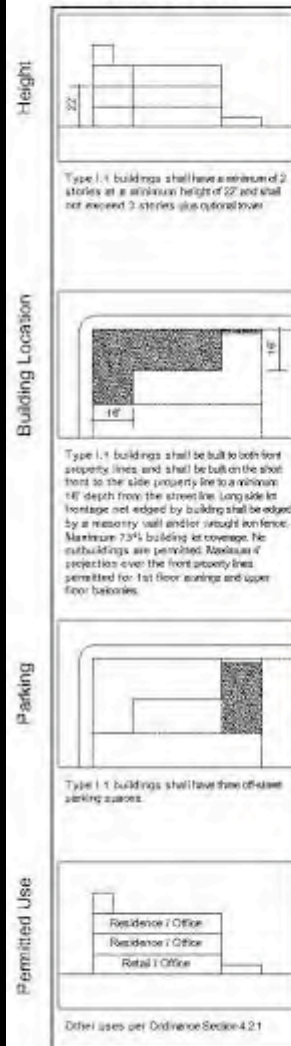
MISCELLANEOUS NOTES:

1. Any Lot line abutting a street shall be considered a front.
2. Row-Houses may not occupy corner Lots unless fronting a Plaza or Square.
3. All Row-House off-street parking must be rear-loaded.
4. Minimum frontage for a Neighborhood Center Lot is twenty (20) feet.
5. The longer front of Neighborhood Center Corner Lots not edged by Building shall be edged by a minimum six (6) foot high masonry wall and/or wrought iron fence.
6. Buildings in the Neighborhood General shall be built from zero to twenty (0-20) feet from the front property line, per indicated Code specifications; to the side and rear property lines per indicated Code specifications; and where sited more than three (3) feet from the front property line shall have, on Corner Lots a minimum four (4) foot high masonry wall and/or wrought-iron fence, and on Mid-Block Lots a minimum three (3) foot high wooden picket fence or hedge, located on the front property line.
7. Minimum frontage for a Neighborhood General Lot is thirty (30) feet; except for Row-Houses (Type II), which shall have a minimum frontage of twenty (20) feet.
8. Any Neighborhood General front-loaded off-street parking space or spaces must be accessed by a single driveway located parallel to a side Lot line. Measured from the side Lot line, the opposite side of the curb cut / driveway may not exceed twelve (12) feet in width.

Neighborhood Center - Type I Lots

Corner Lots

1.1 Corner Flex-House



Type 1.1 buildings shall have a minimum of 2 stories at a minimum height of 22' and shall not exceed 3 stories plus optional tower.

Type 1.1 buildings shall be built to both front property lines and shall be built on the short front so the side property line to a minimum 10' depth from the street line. Long side lot frontage not edged by building shall be edged by a masonry wall and/or wrought iron fence. Maximum 73% building lot coverage. No outbuildings are permitted. Maximum 4' projection over the front property line permitted for 1st floor awnings and upper floor balconies.

Type 1.1 buildings shall have five off-street parking spaces.

Other uses per Ordinance Section 4.2.1



Transect-based Coding: Urban Center (T5)

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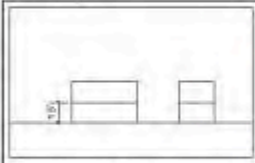
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Neighborhood General - Type II Lots

Mid-Block Lots

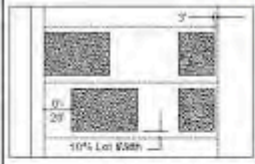
II.9 Bungalow

Height



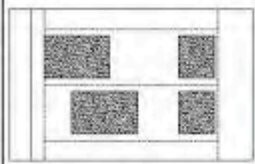
Type II.9 buildings shall have a minimum of 1 story at a minimum height of 12' and shall not exceed 2 stories. An outbuilding is permitted, but cannot exceed 2 stories or the height of the primary building.

Building Location



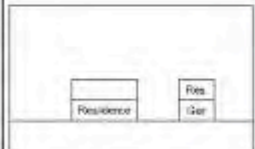
Type II.9 buildings shall have a 0-20' front build-to line and shall have 10% lot width sideyard setback. Maximum 70% building lot coverage. Outbuildings shall have a 7' rear build-to line.

Parking



Type II.9 buildings shall have one required off-street parking space per dwelling unit, including outbuilding.

Permitted Use



Other uses per Ordinance Section 4.2.2

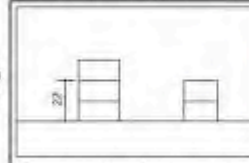


Neighborhood General - Type II Lots

Mid-Block Lots

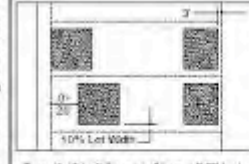
II.10 Salt-Box / Craftsman

Height




Type II.10 buildings shall have a minimum of 2 stories at a minimum height of 22' and shall not exceed 3 stories. An outbuilding is permitted, but shall not exceed 2 stories or the height of the primary building.

Building Location




Type II.10 buildings shall have a 0-20' front build-to line and shall have 10% lot width sideyard setback. Maximum 70% building lot coverage. Outbuildings shall have a 7' rear build-to line.

Parking

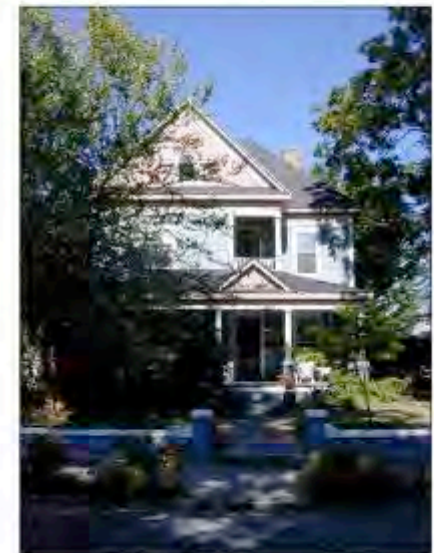


Type II.10 buildings shall have one required off-street parking space per dwelling unit, including outbuilding.

Permitted Use



Other uses per Ordinance Section 4.2.2



Transect-based Coding: General Urban (T4)

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Sustainable Northampton...

Emphasizes:

Regional sensitivity*

Use of renewable and efficient energy

Variety of housing types: ownership, rental units, affordability

Capital improvements in accordance with Sustainable Northampton

Rural and urban land* / variety of densities and uses* / good public transit / energy efficiency / conserving a variety of ag lands and natural landscape* (The Rural-to-Urban Transect)

Proposes:

Concentrating (new?) traditional development in existing historic centers

Low density development in watersheds, w / transfer of development rights

Expansion of land for commercial development [mixed-use & form-based?]

Preservation of farmland and natural landscape

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V. Traditional Architecture & Urbanism as “The Original Green”

See Steve Mouzon, The Original Green: http://web.mac.com/stephenamouzon/Original_Green_Site/Home.html

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Traditional urbanism is green insofar as it is:



Nourishing



Accessible



Serviceable



Secure

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Traditional building is green insofar as it is:



Loveable (not?)

Durable

Flexible

Frugal

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Genealogy of the House

30 A.D.



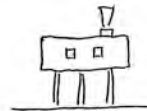
1030 A.D.



1830 A.D.



1930 A.D.

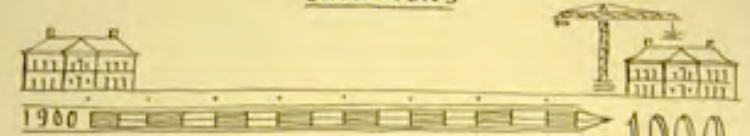


2030 A.D.



TEMPORARY REFUSAL of the ARCHETYPE

(YALE UNIVERSITY) BUILDINGS - AGE
AND FIRST MAJOR MAINTENANCE
CAMPAIGNS



BUILDINGS SO WELL BUILT THAT MAJOR RESTAURATION OCCURS IN 1990



BUILDINGS SO WELL BUILT THAT MAJOR RESTAURATION OCCURS IN 1990



BUILDINGS SO WELL BUILT THAT MAJOR RESTAURATIONS OCCUR 1990

L.K. 90



BUILDING SO BADLY BUILT THAT MAJOR RESTAURATIONS OCCUR 1990

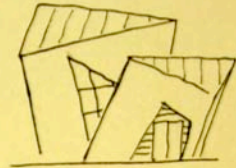
Drawings courtesy of Leon Krier

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I am a house



Call me a house



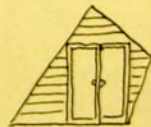
I am a window



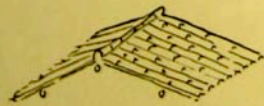
Call me a window



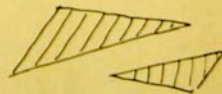
I am a house-door



Call me a house-door

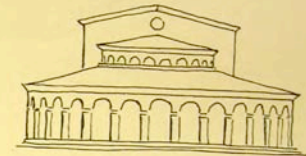


I am a roof



Call me a roof

LK 82

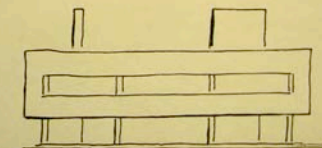
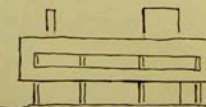
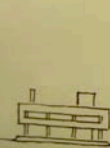
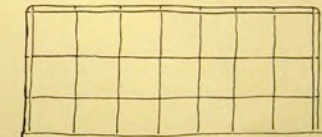


DOMESTIC & CIVIC · SCALE · QUALITATIVE OR QUANTITATIVE LK 03

HOUSE

SCHOOL

CONCERT HALL

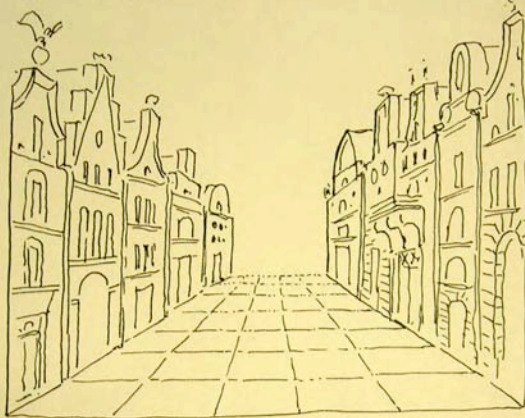


Drawings courtesy of Leon Krier

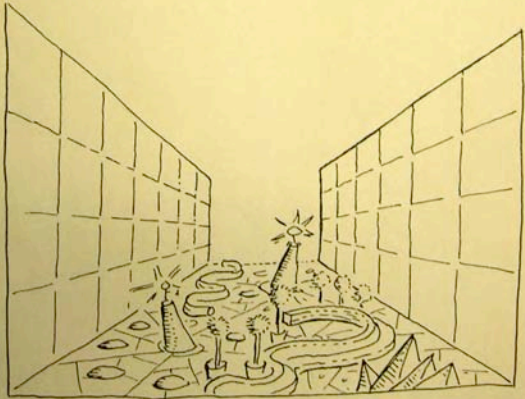
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ANIMATION OF TOWNSCAPE



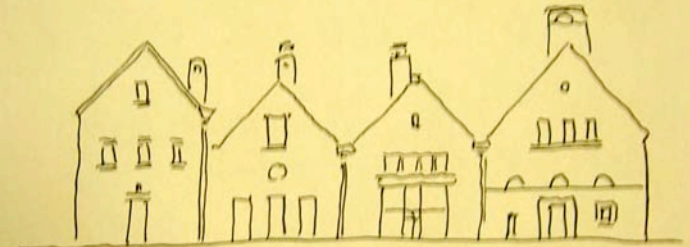
ANIMATED FACADES
POOR PAVING
L.K. 87



POOR FACADES
ANIMATED PAVING

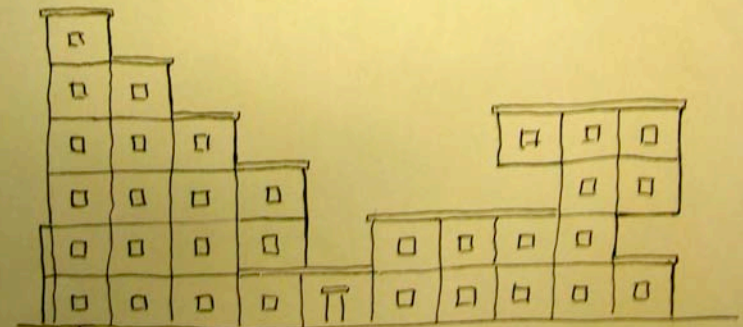


HOUSE



HOUSES

LK 82



HOUSING

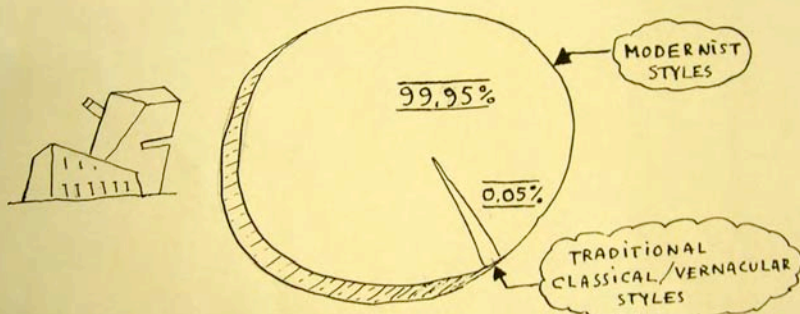
Drawings courtesy of Leon Krier

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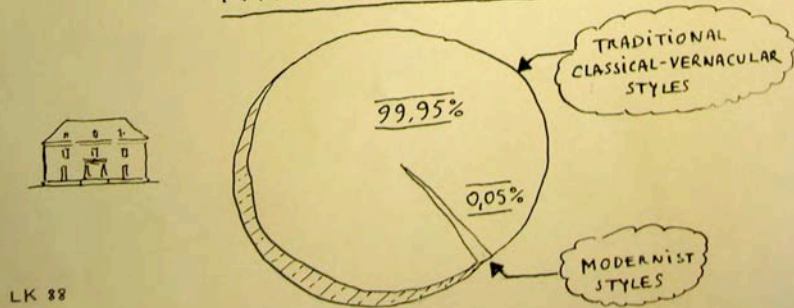
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STYLES OF CONTEMPORARY ARCHITECTURE COMMISSIONS
in most "developed countries"

PUBLIC BUILDINGS

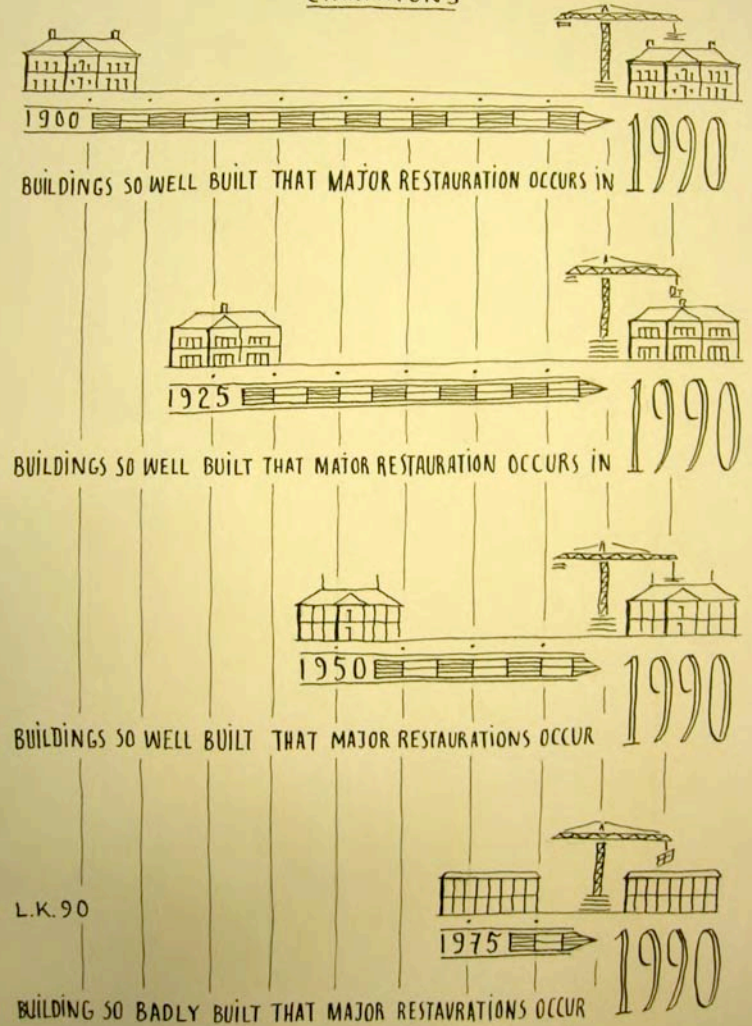


PRIVATE RESIDENTIAL



LK 88

(YALE UNIVERSITY) BUILDINGS - AGE
AND FIRST MAJOR MAINTENANCE
CAMPAIGNS



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Every group of people with a shared purpose—i.e., every community--is established with a view to some good; for human beings always act in order to obtain that which they think good. But though all communities aim at some particular and limited good, the CITY [polis]--which is a community of communities, the highest of all, embracing all the rest--aims at the highest good: the well-being of all its citizens...

--Aristotle



Northampton, Massachusetts, USA



A city can only be [constructed] in the form of [neighborhoods].... Each neighborhood must have its own center, periphery, and limit....[and] must integrate most of life's daily functions—dwelling, working, leisure, education, worship—within an area based upon THE COMFORT OF A WALKING PERSON.... Simplicity must be the goal of the urban plan, however complex the urban geography and topography. The city must be articulated into public and domestic spheres, civic architecture and vernacular buildings, squares and streets, IN THAT HIERARCHY; and urban blocks should be as numerous and small as their occupying uses permit....

--Leon Krier

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