

**URBAN SPACE AND  
URBAN FORM IN  
HISTORY**

Agriculture societies needed a system of easy land division for crop planning and land ownership

a system of land plotting for redivision and re apportionment after a flood, an annual event on the Nile, the Tigris, and the Euphrates Rivers. Rectilinear plotting suited all these needs perfectly.

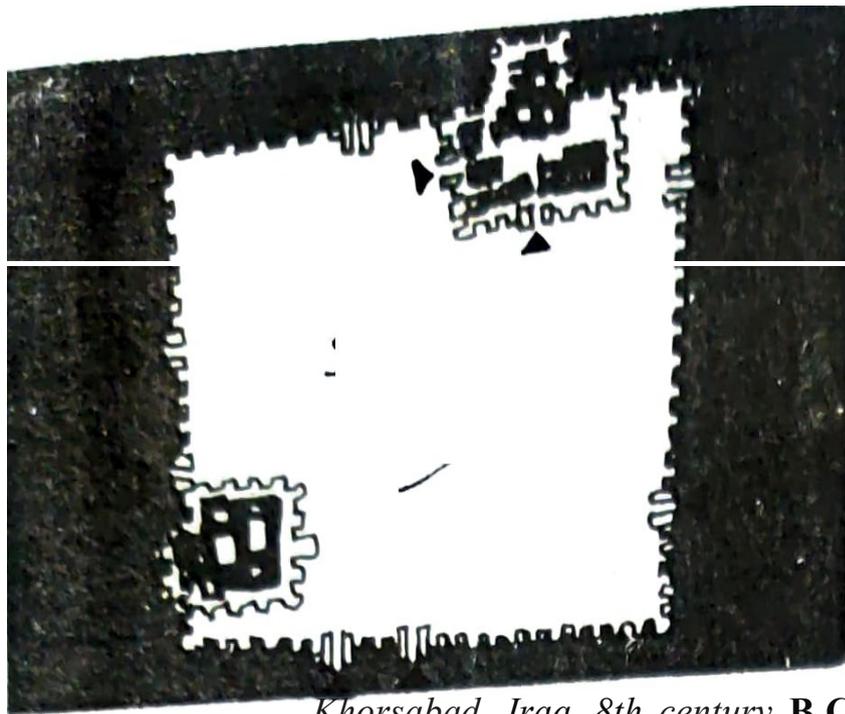
As the logic *of* the plow led to rectilinear plotting in the field, the geometry *of* mud-brick house construction, as well as the need for easy land division, led to rectilinear plotting in the town



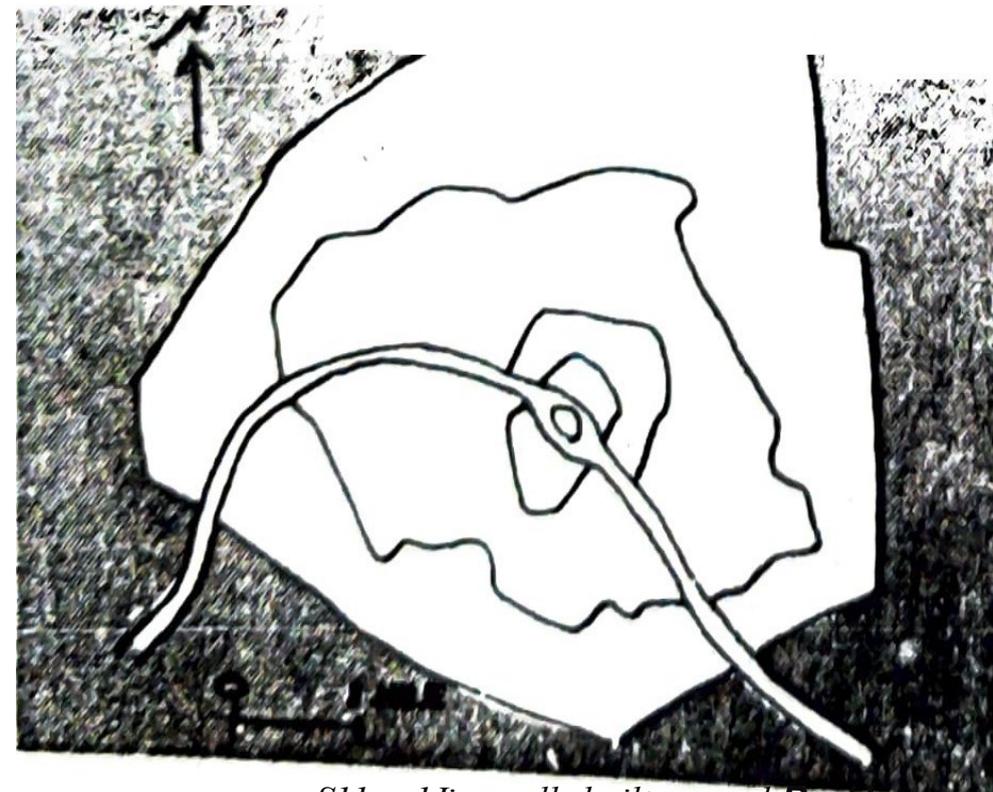
*Air view of rectilinear land division in a farming area.*



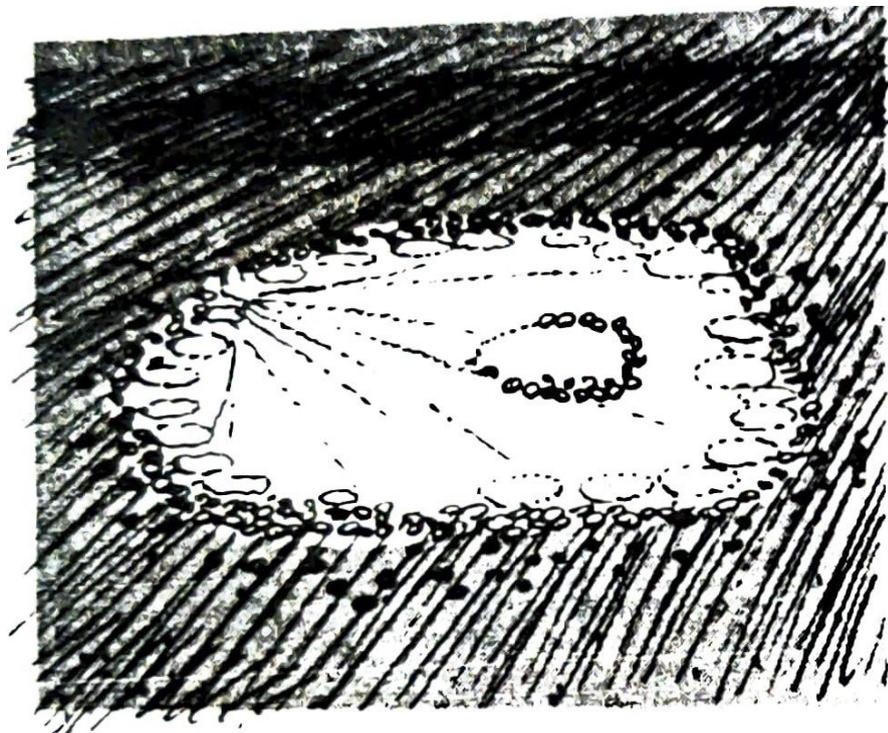
*A village of rectilinear mud-brick houses.*



*Khorsabad, Iraq, 8th century, B.C.  
An example of rectilinear town layout.*



*Silece walls built around Parthian foundations to the 9th century.*



*A circular village. Air view of Ba Ila Village in Northern Rhodesia. Small huts form the outer circle. The chief's compound is in the center. Calie pens line the outer circle of huts.*

The grid layout was accompanied an probably preceded equally important layout system

The circle was form for fencing in cattle, for it enclosed a maximum of land a minimum of fence.

The major role of the circular form of town layout was a defensive one.

Centric, the means by which circular settlements enlarge. radio centric pattern develops from the circular by outward along the radial routes;

The early Greek cities were quasi-rectilinear, the houses being small cubicles

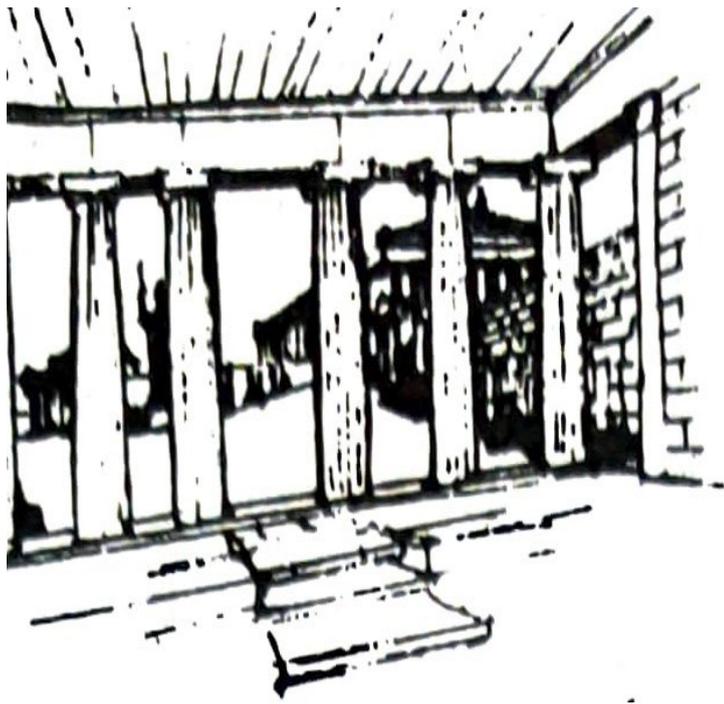
Greek buildings always gave a sense of human measure to the landscape

Such man-made objects are conveniently called "parameters." It is this sense of human measure that architects call "scale."

Three examples of Greek design illustrate these qualities: the Athenian Acropolis; the Athenian agora; and the Greek colonial towns.



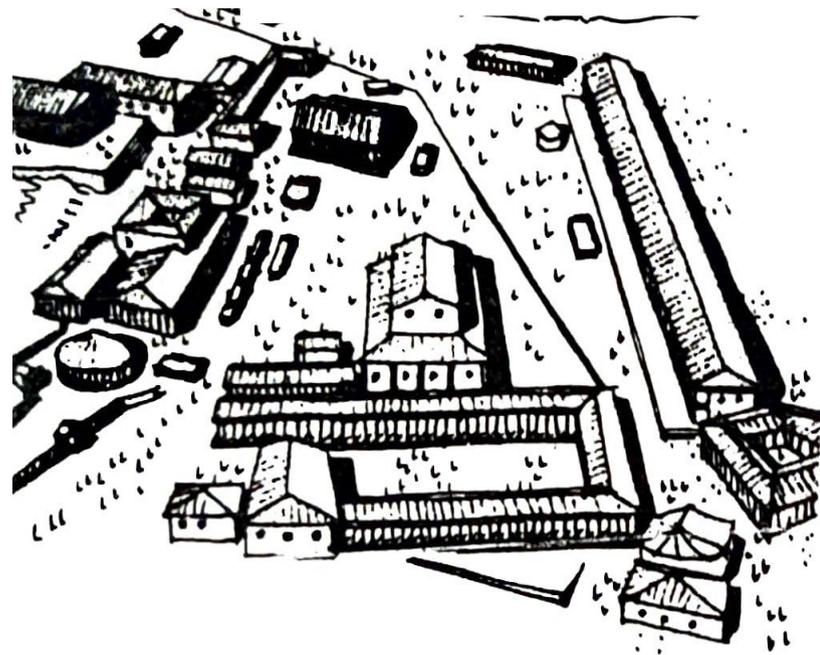
*The Acropolis of Athens.*



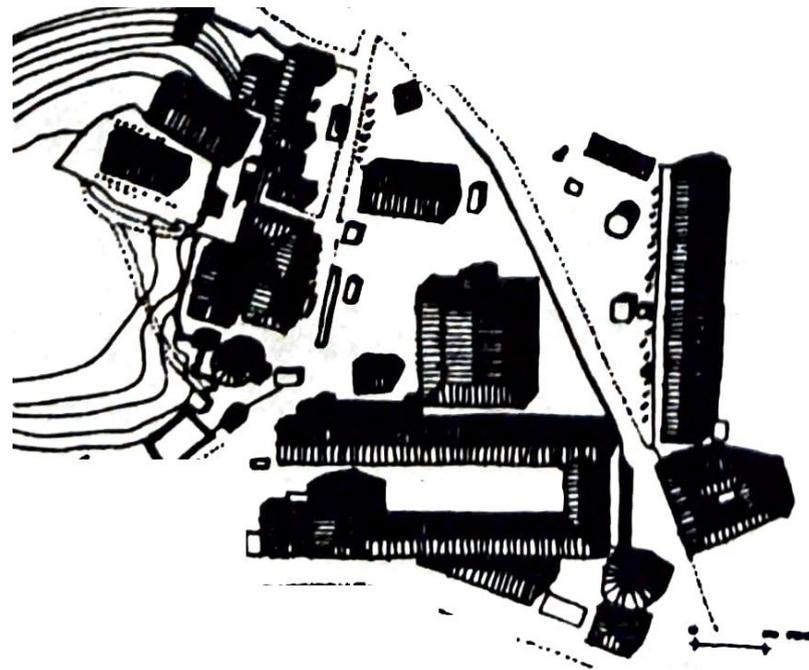
*The Parthenon from the Propylata.*



*The Athenian agora with the Odon against a background of slopes. In the distance, the Acropolis.*



*The Agora of Athens as seen looking down from the Acropolis.*



*Plan of the Athenian agora, 2nd century B.C.*

The Greeks placed their buildings to relate

Acropolis consisted of masses articulate

Buildings of the agora served as facades to form an urban space

Its early buildings were small and unified visually by their shapes, details, and sizes.

Grouped around a central open space. Small gaps between the buildings sense of spatial enclosure.

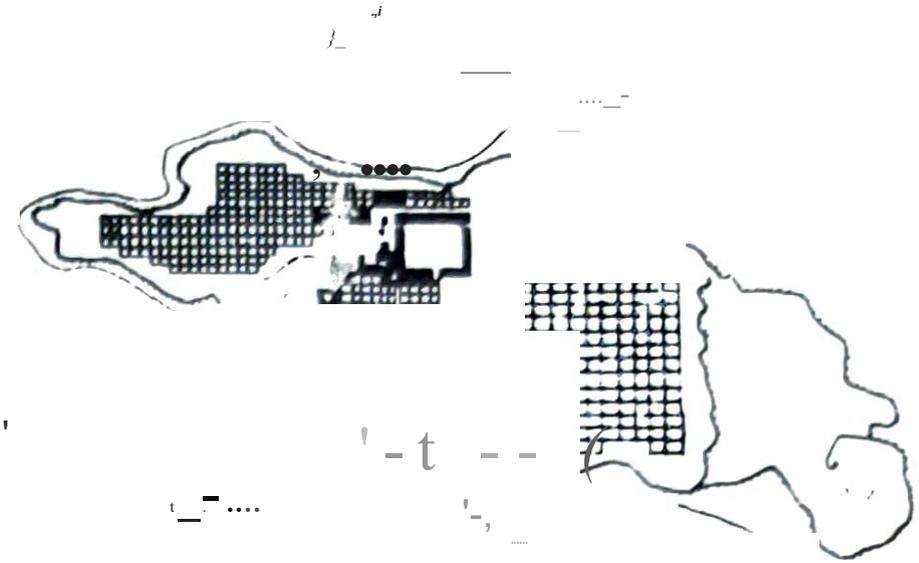
Statues and other sculptural accented the central open space here and there

Agora was, first and foremost, an urban space

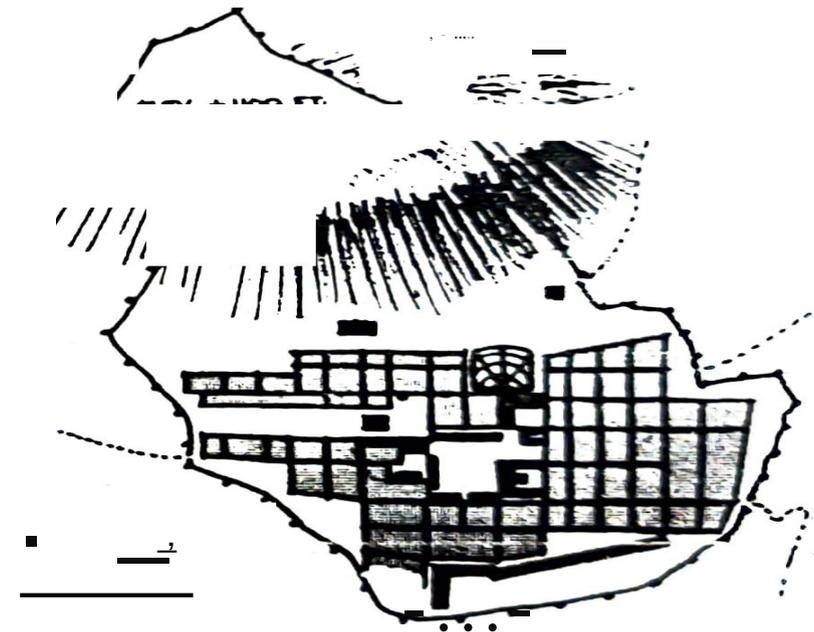
- Idea of the agora as both a *place* and as a *space* is one of the most useful concepts of urban design.

### *Greek Towns*

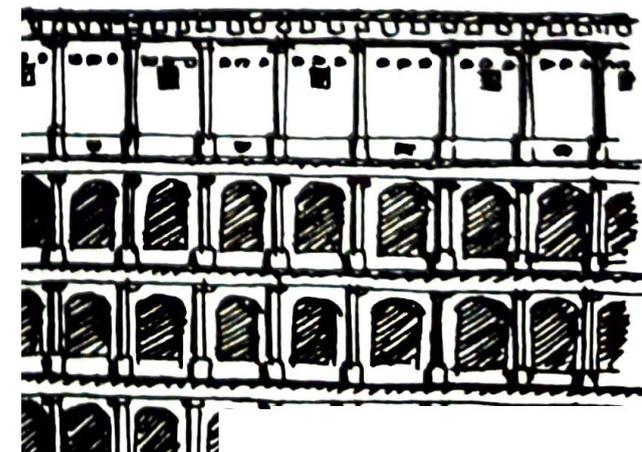
- Athens as a city was a cluster of irregular cells.
- Hippodamus. who lived in the fifth century B.C.
- street layouts along gridiron patterns.
- Probably derived from ancient Babylonia, where open plazas were interspersed throughout the grid layout.
- Athens' harbor. Piraeus, is attributed to Hippodamus
- Cities as areas of finite size, comprehensible to the eye and politically workable.
- Series of rectangular blocks or cells, all adding up to a whole town,



*The Greek colonial town of Miletus, illustrating the principles of Hippodamus, although built before his time.*



*The Greek colonial town of Priene, illustrating the principles of Hippodamus, but planned after his time.*

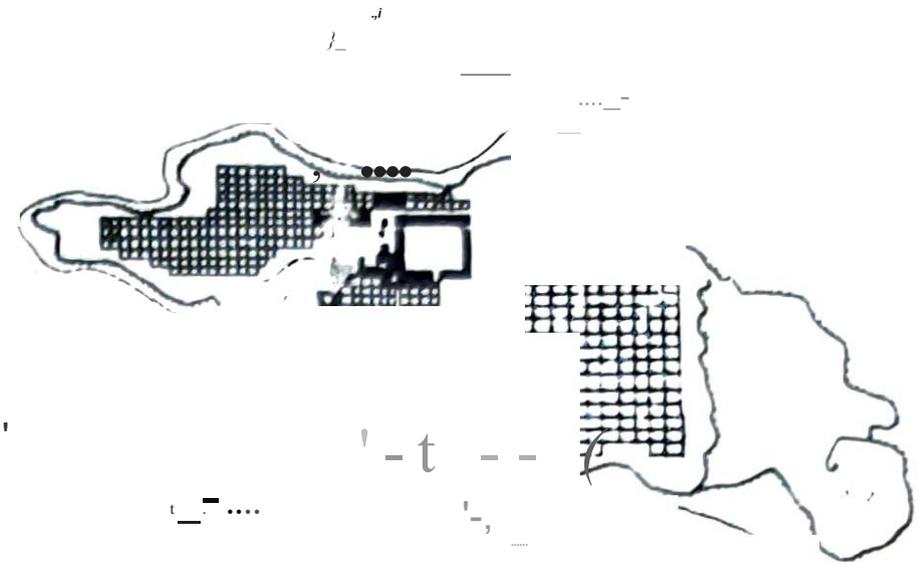


Roman Circus Facade

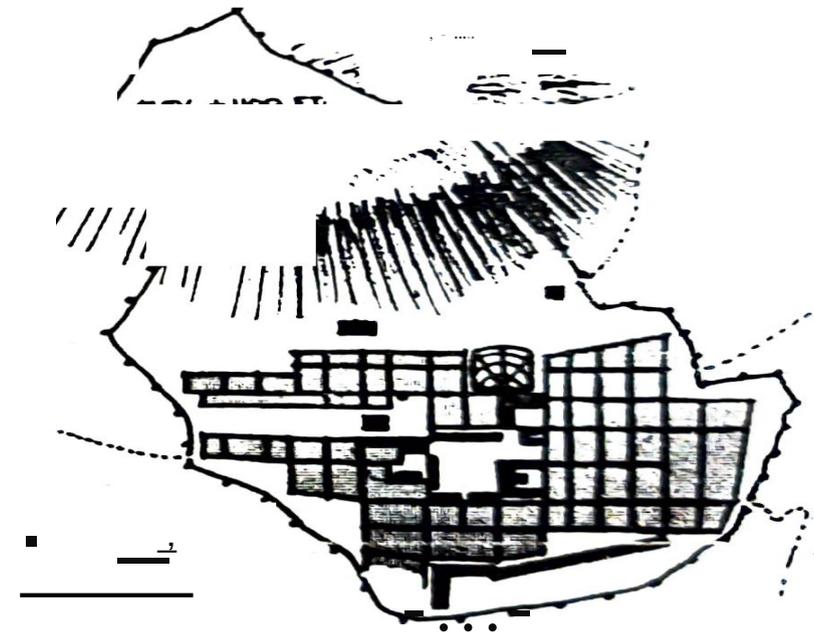
- Population-growth was terminated and a new town started at another propitious site
- The new town was called a "neopolis,"
- The first neopolis was called "pukopolis" or old town.
- Milelus - seventy or more new towns.
- New towns Miletus, Priene, or Alexandria.
- Romans adopted and enlarged upon the ideas of Greece and added a few of their own.

## Urban Design in Ancient Rome

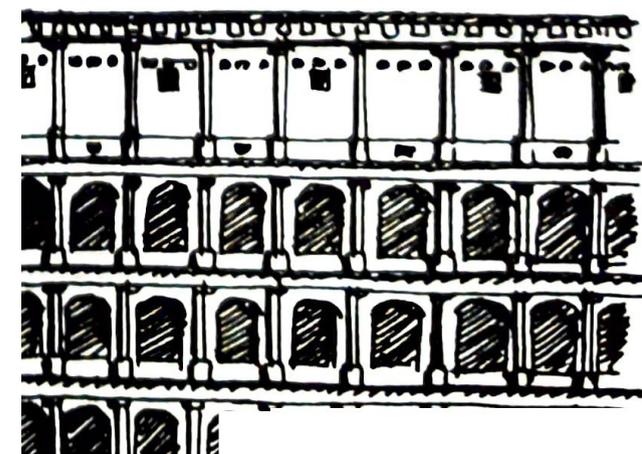
- Romans were motivated by political power and organization.
- Greek architecture-its scale-were based primarily on human measurements.
- Romans use grand scale. The size of a column determined scale



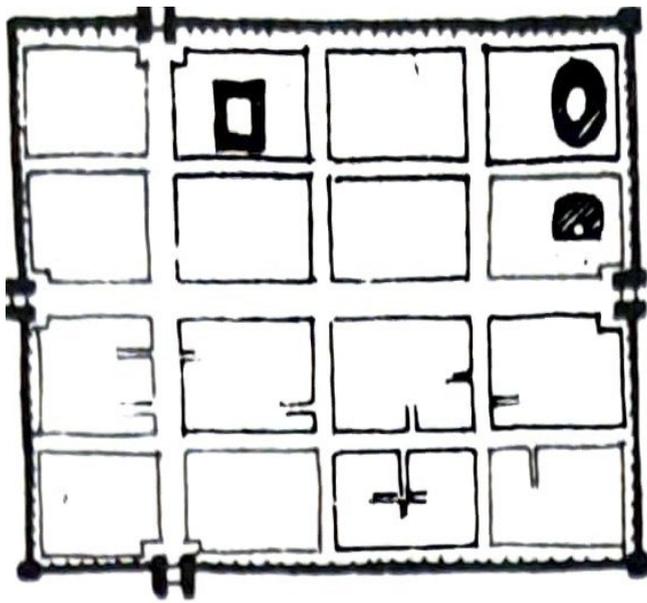
*The Greek colonial town of Miletus, illustrating the principles of Hippodamus, although built before his time.*



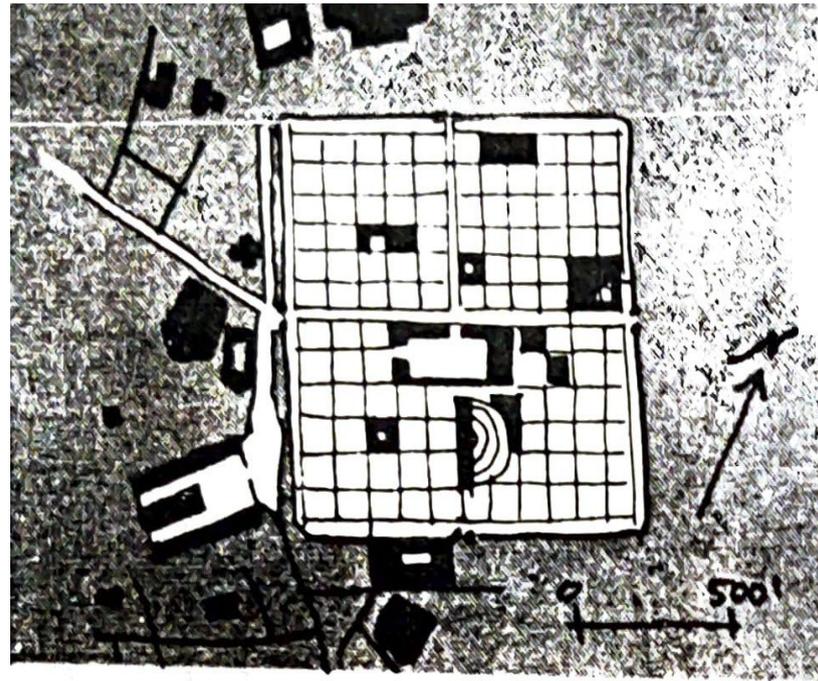
*The Greek colonial town of Priene, illustrating the principles of Hippodamus, but planned after his time.*



Roman Circus Facade



*Ao.Ha, a typical Roman military tower.*



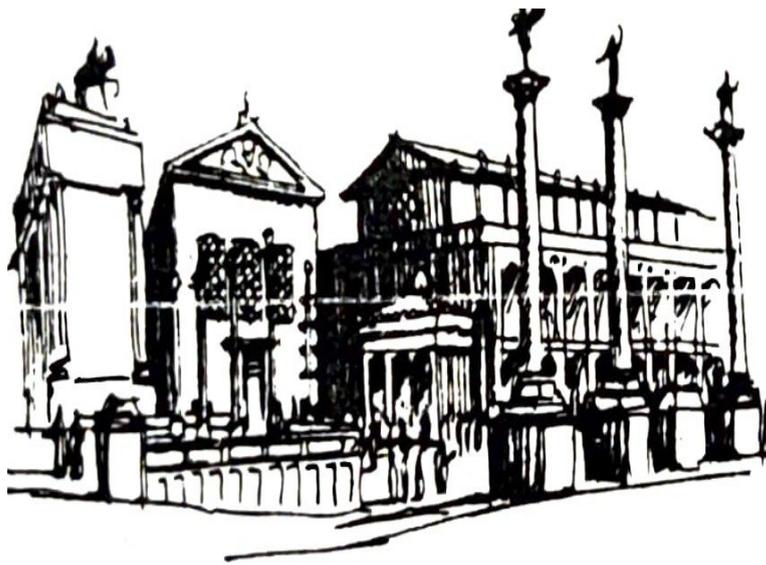
*Timgad, North Africa. Built A.D. 100-117. A Roman colonial town.*

System of proportions is called a "module."

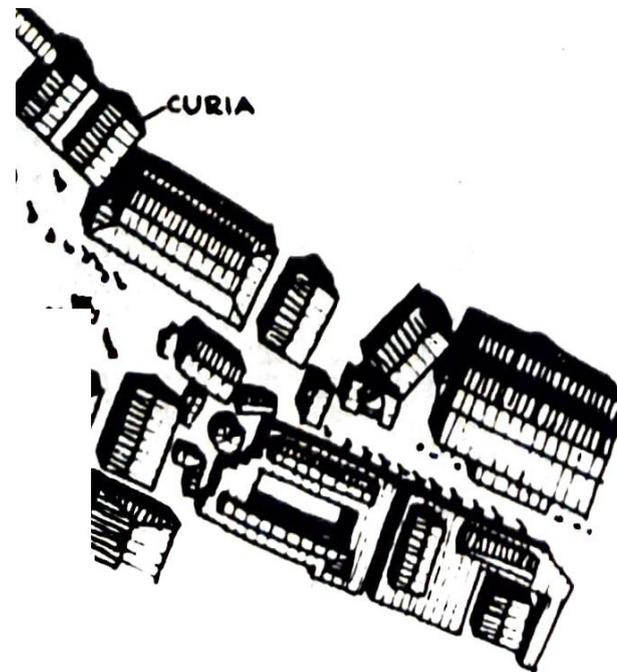
Romans usually chose large modules

Places of assembly: theater, the arena, and the market

### *The Republican Forum in Rome*



*The Republican Forum. The Curia (Assembly) is the center building.*



*The Republican Forum in Rome. The Curia is the center building.*

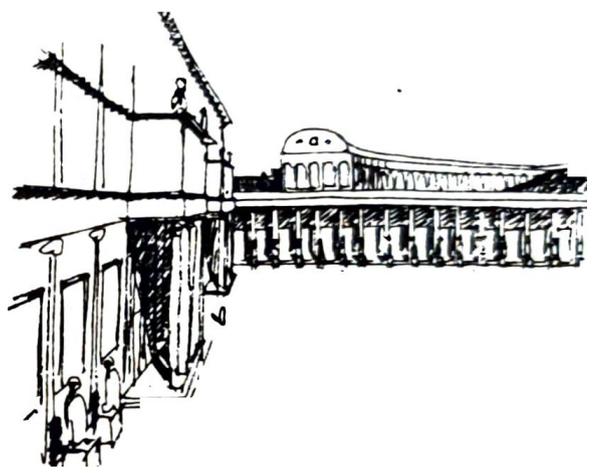
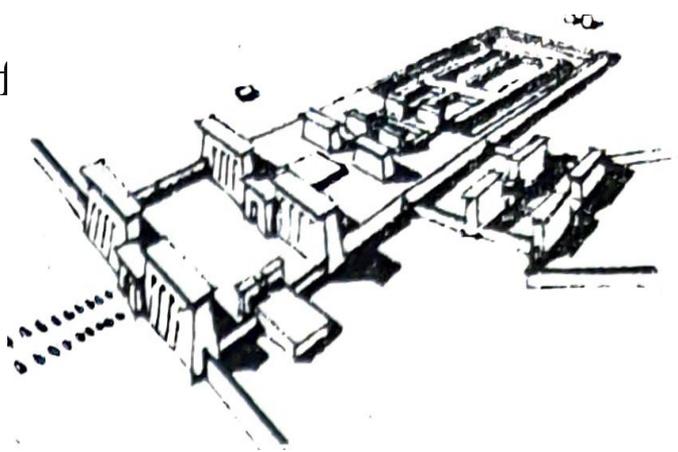
Five or more buildings were crowded close together.

"Curia" - The Curia was a small block

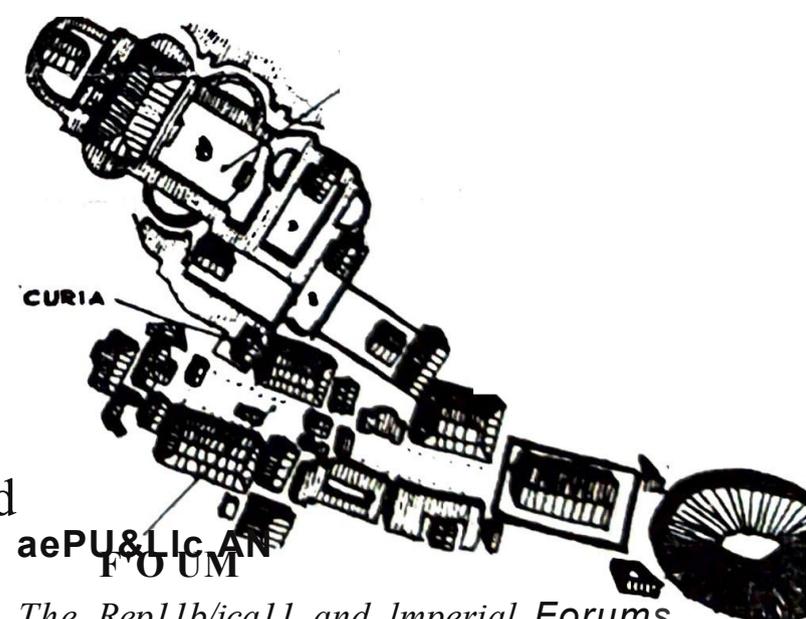
Scale relationship between large buildings

# The Imperial Forum

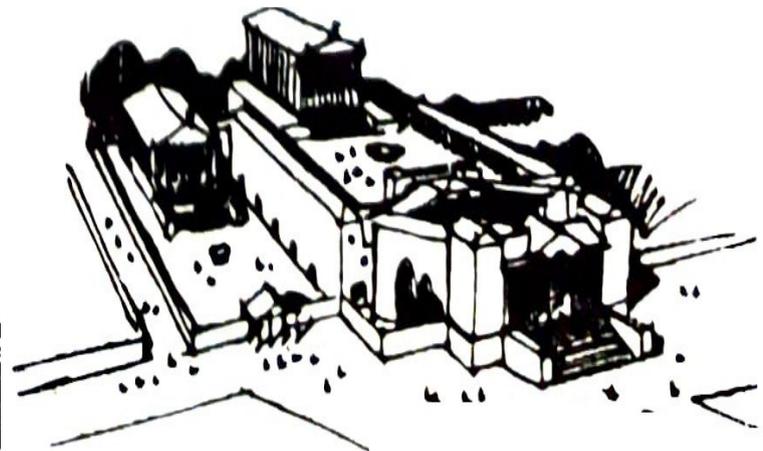
- The extension of the Forum period of the Empire 27 BC -476 A.D.)
- Built along an axis determined by the space left between hills in the central city.
- This axis started about midway along the Republican Forum's axis and proceeded in a northwest direction for over a thousand feet.
- Imperial Forum was composed of square, rectilinear, and semicircular plazas, each formed by a colonnade and acting as a setting for a key focal building
- A temple or basilica at the end of the space.
- Distinct places within a still larger place.
- Further, individual plazas connected by a colonnade, which acted as both transition and link.
- Imperial Forum was a work of great clarity, of immense regular spaces framed by colossal buildings.
- In contrast, the Republican Forum was a jumble of buildings, arranged incidentally along an irregular spine of space.
- Refinement of their space concepts can be seen in the large baths of
- Colonnade marked the edge of the complex and the space in which the main bath buildings
- Colonnade useful purpose of having shops.



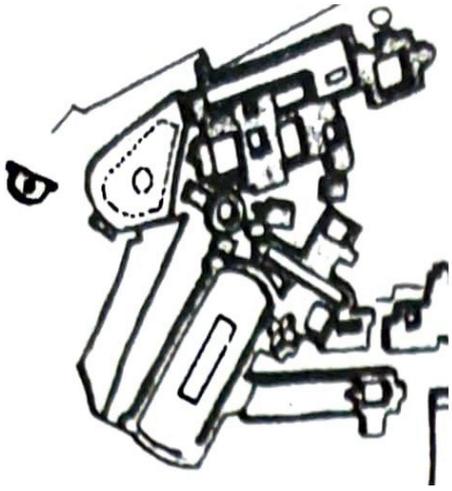
*The Imperial Forum. large regular spaces.*



*The Republican and Imperial Forums together.*



*Roman forum*

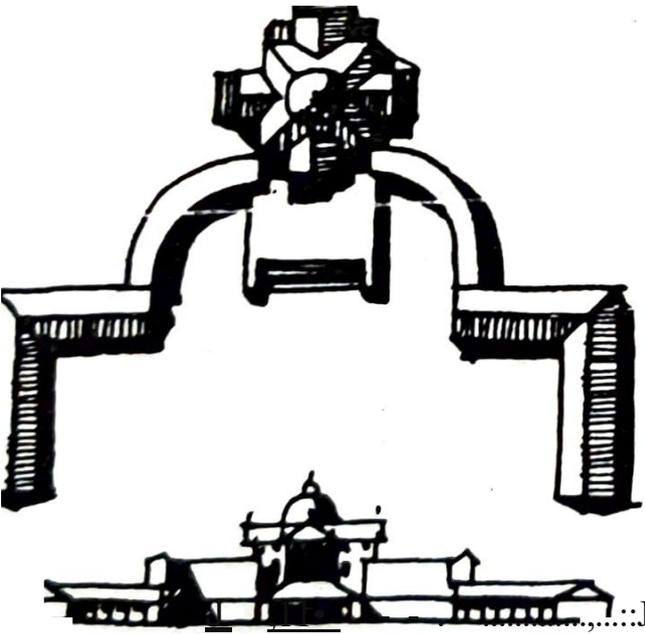


*Hadrian villa near Rome*



*Hadrian villa.*

- Major court spaces were located as per topography and interconnected by architectural axes
- Connected Spaces
- Observer can easily move from one space to other
- Romans found engineering solutions with large aqua ducts and sewers



*A villa In M&do, Italy, by Palladio.*



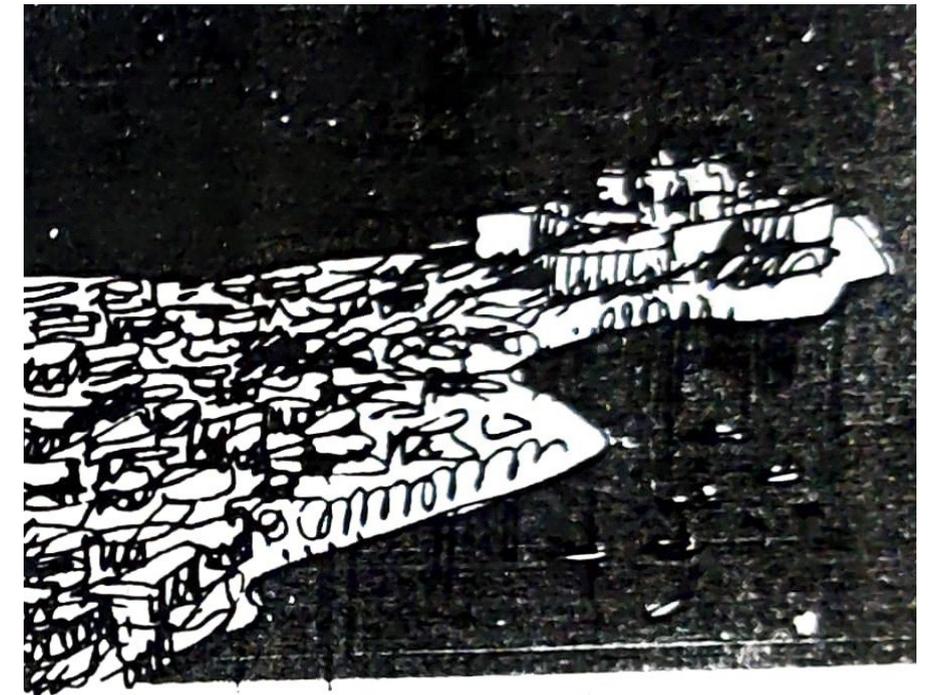
*Fortified gate*

- Castle towns, built atop hills, were enclosed by circular walls. A natural growth starting at gateways, extending along road ways and then fanning out. A radiocentric pattern.



*A castle in Corsica.*

- Towns were dominant symbols for the people
- In early medieval illustrations, paintings, or manuscript drawing, the castle was portrayed as an object in the landscape-dominating and aloof.
- Small house with gardens and privacy.
- Town based on Agricultural Domain
- Town Centre as nucleus



*A fortress that grew into a city. Siracusa, Sicily.*

- Finite size and not enlarged beyond-practical limits.
- These limits largely determined by the capacity of a particular land
- Accommodate an increasing population-and new walls built in encircle
- Bonds of Christianity welded the separate guild fraternities into a community spirit.
- The guild and burgher mentality developed in the home and was motivated by mutual materialistic interests.
- Medieval burgher's need for reassuring surroundings resulted in a similar sense of human scale in his towns and buildings..
- As the efficiency of this **medieval** society increased, so did its
- powers. The medieval towns became parts of larger territorial states.
- Growth in population and trade soon created the need for
- marketplaces. Marketplace of the medieval town similar to agora or forum.
- Towns were too immediate, tangible, and organi

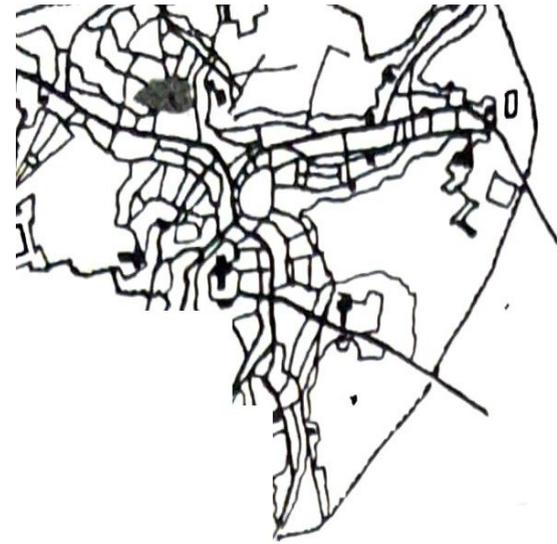


*A medieval Italian town on the Amalfi drive.*  
*A medieval Italian town on the Amalfi drive*

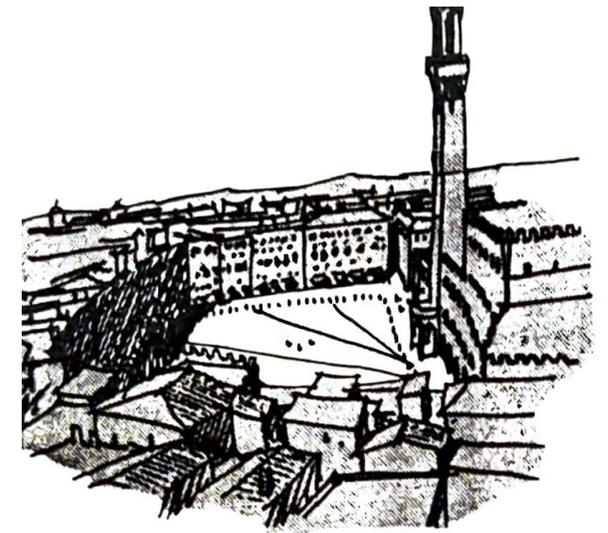


*Façade of Medieval towns*

Winding streets and vistas were seen walking in medieval town (Church Towers) – Human Scale for human activities



... to the center.



... living room  
The Piazza del Campo. An outdoor living room for the entire town.

## *Siena*

A pattern of Streets which follow logical topographical lines

passage from them open piazza is dramatic

Campo, a large outdoor living room

Entrance . a. piazza were determinants in the placing of towers,

Siena, Italy. The Piazza del Campo is at the center. The cathedral is to its northwest.

## *Medieval Town Design*

Architecture as an art about fortifications, churches, guild halls, and houses

Building façade seen partially

Front facade of a church only fully viewable

Exterior as per the suitability of local conditions



The Piazza del Campo.

Vertical emphasis Gothic church facades was a result of close viewing conditions



The main cathedral of Siena  
The main cathedral of Siena, Italy. The main cathedral of Siena, Italy. The main cathedral of Siena, Italy.

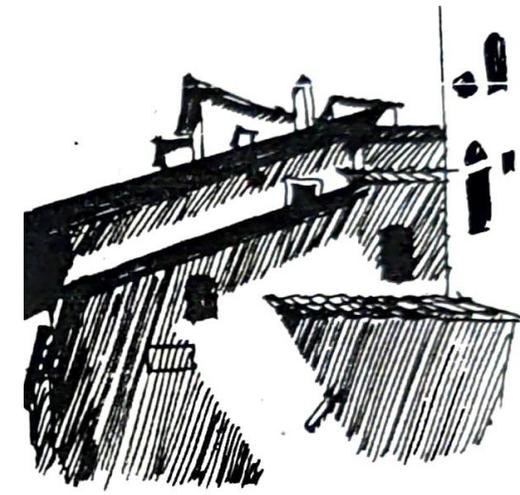
- Design elements of medieval town were its houses and gardens, walls, plazas, church, public buildings, and, most important street
- Plan of a medieval town usually appears logical form (it lacks pure geometry)
- Layout was highly functional
- Traffic from town gate to central Plaza sought a direct and convenient course
- Geometry of the grid layout is sometimes found in medieval towns, as colonial outposts

### Aigues Martes, in Southern France

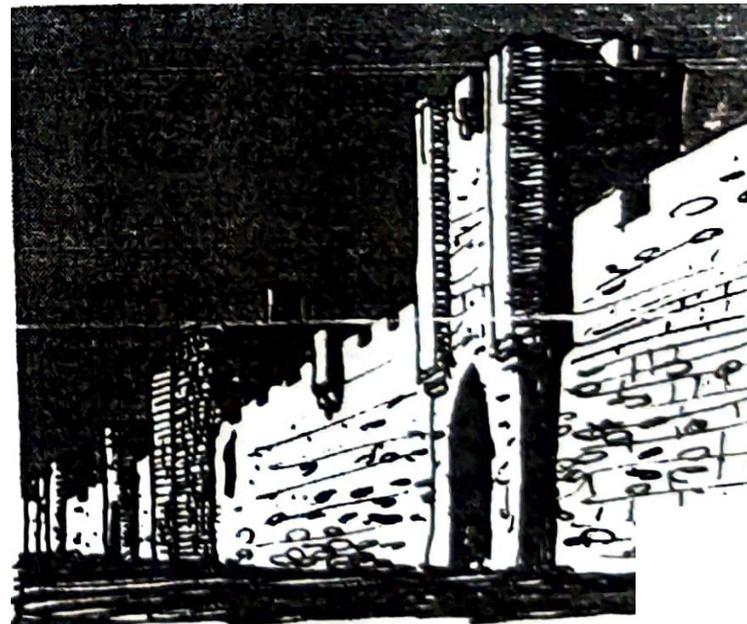
- Simple rectangle with defensive wall, moat, and circular stronghold tower at one corner
- Streets are a grid and there is a plaza at the center
- Streets do not lead directly from the gates to the plaza, probably to confuse an enemy



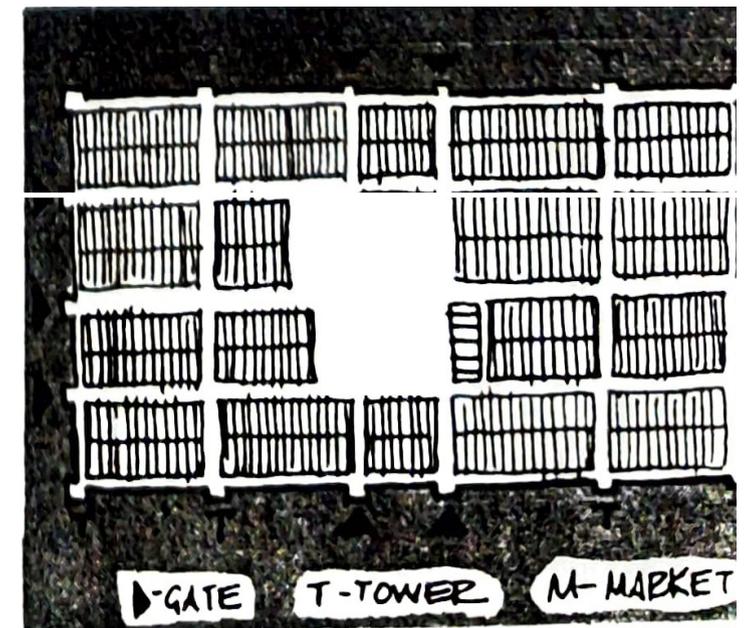
Gothic verticality on a church facade. Amiens Cathedral.



Typical roof overhangs and massing of buildings in a medieval Italian town. The house of Dante in Florence.

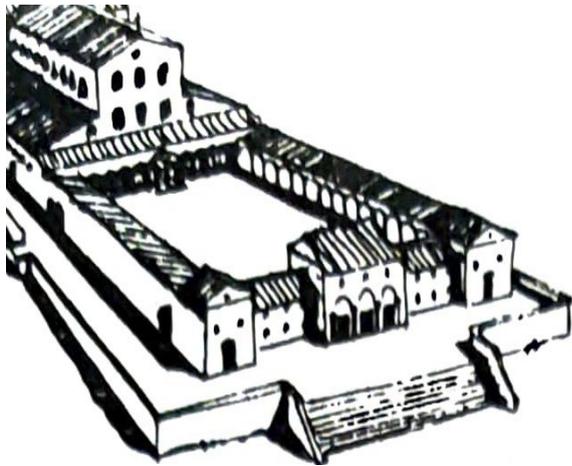


The wall of Aigues-Mortes in southern France, 13th century.



Medieval town plan showing the layout of streets and buildings. The town of Aigues-Mortes in France in 1284.

Principal nature Medieval Urban Design is humanist

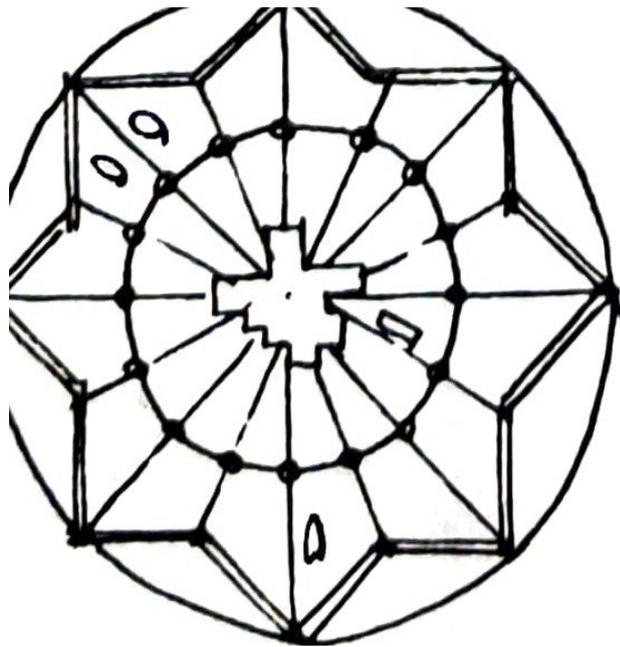


*An early Christian church. Old St. Peter's in Rome.*

## Urban Design Principals in the Renaissance

### Ideal Cities

- Year 1440 marks beginning of Renaissance
- Leon Battista Alberti – Book De Architecture
- Vitruvius – Roman Building Design
  
- Alberti – Ideal Cities, Star shaped plans with streets radiating from a central point
- Which is church, palace, or castle
- Perfect symmetrical composition
- Alberti – Ideal cities on hill side and land



*Plan for an ideal city*

the polygon was an advantageous shape for fortifications and that converging streets were a useful means of focusing on an important central building

Filarete, were preoccupied with the military corners wall could better accept the impact of cannon balls

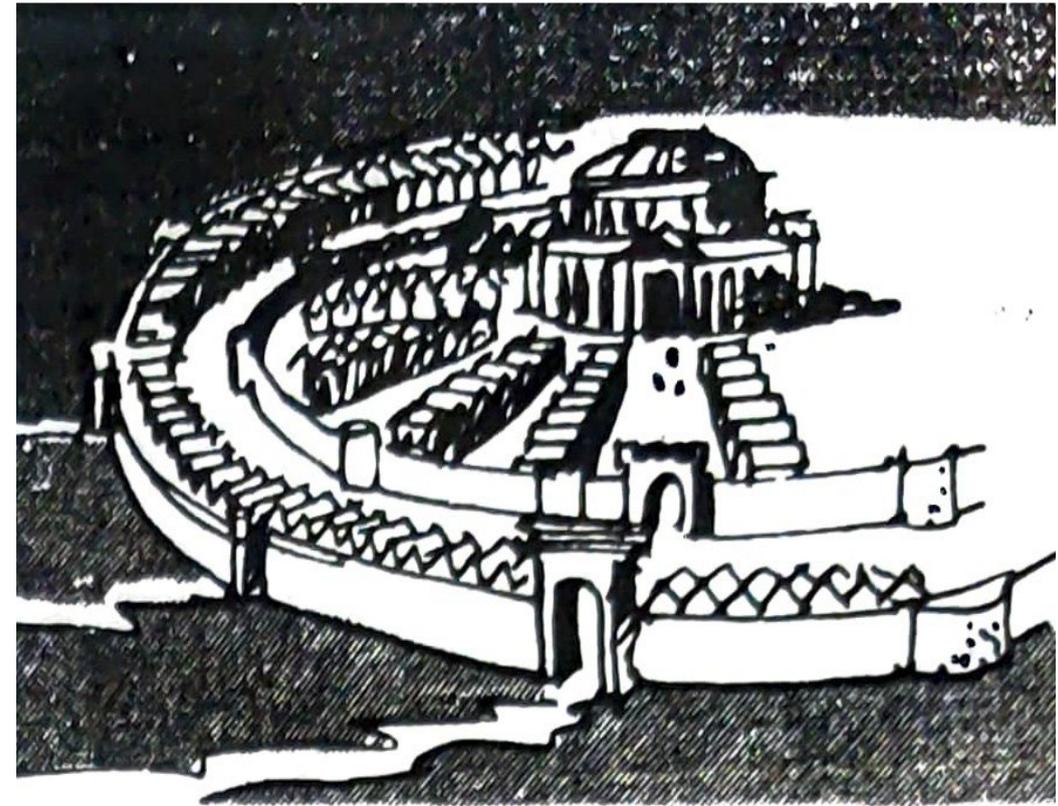
Fra Gioconda saw artistic possibilities in a central layout. T all central building whose vertical is echoed in each of its peripheral bastions.

Vincenzo Scamozzi designed an ideal city with a gridiron interior street layout

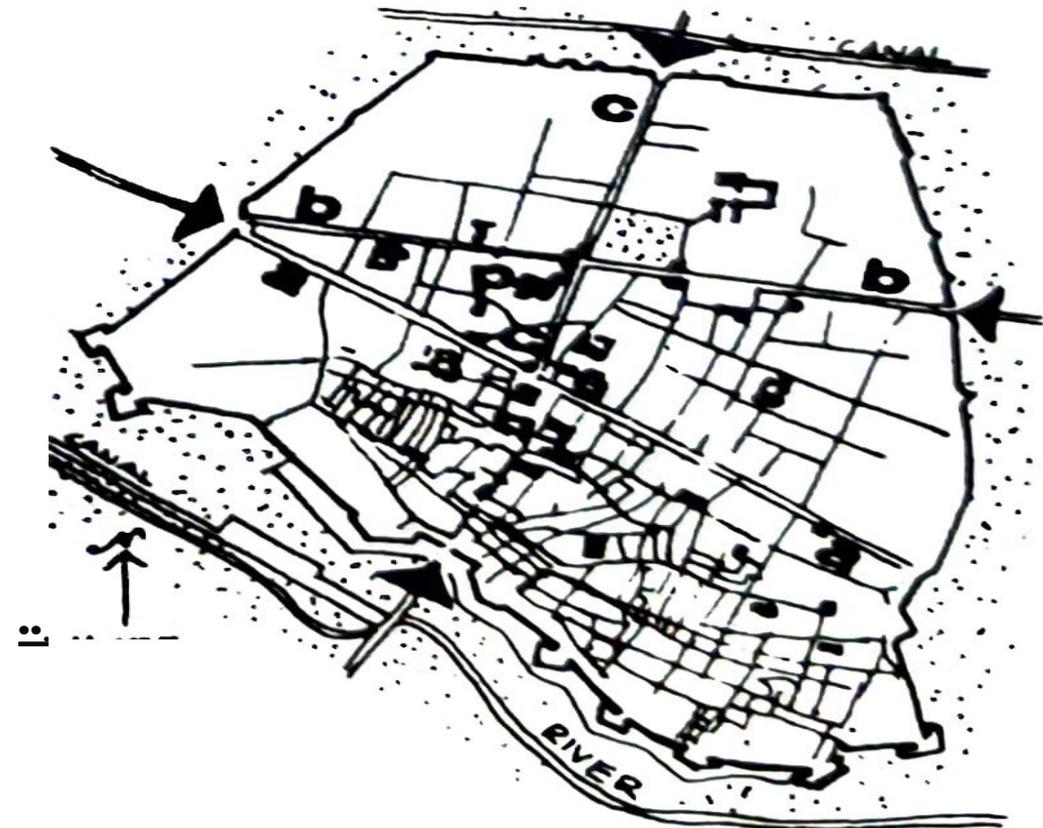
### *Rebuilding Ferrara*

Hercules I ascended the throne of Ferrara

Biaggio Rossetti - Redevelopment of Ferrara: 1) street widenings, 2) erection of new buildings in the old town, and 3) carrying forward the major element



*Fra Giocondo's sketch of an ideal city. The central church and gait towers accentuate the main terminals of the city.*



*Ferrara Rebuilding*

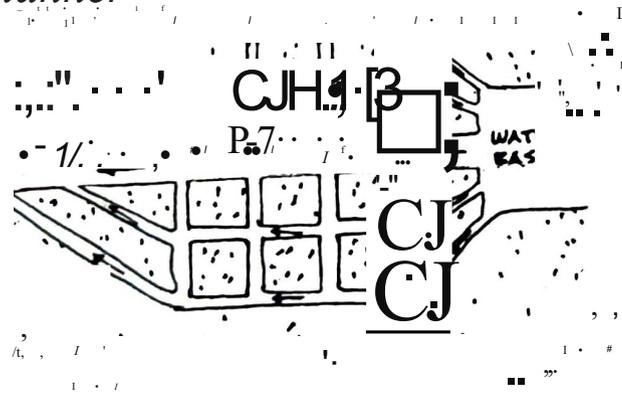


The Palazzo Diamanti at the main intersection of Ferrara.

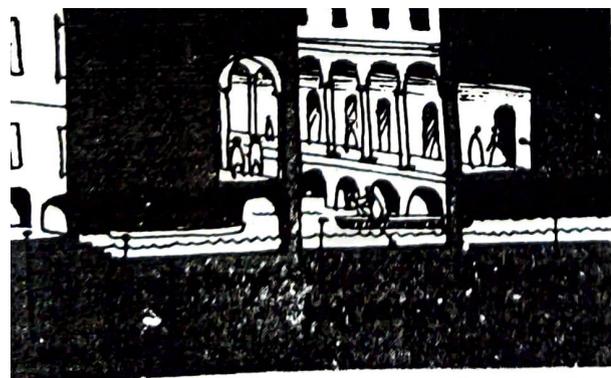
Rossetti planned three new broad roads  
ran east-west other divide city into four quadrants.

### The Palazzo Diamanti at Ferrara

### Leonardo da Vinci as a Town Planner water and sewage



Leonardo's sketch of a water and sewage system for a spindle-shaped river city.



One of Leonardo's many ideas for a loggia for workers, around Milan.

and street in Ferrara but only of those most important. He furnished the bone new clerical new town's design, around which the superfluous vital functions in a logical and organized way-and with the flesh.

Rossetti planned three new broad streets to divide Ferrara. One of these ran east-west and connected the city with the old. The other two were at right angles to the city into four quadrants. At their intersection there was a new palace for Hercules, the Palazzo Diamanti. In 1805 there was no assurance that a proposed street in Ferrara would be built because it was not designated on a plan. A force was required-which Rossetti provided by the execution of his plan. All main streets connected vital sections to each other: gates to palace; gates to old quarters of plazas; and important buildings to each other.

Rossetti may be regarded as one of the modern urban designers. He took himself to the existing city and plan for its enlargement. He had to decide where to concentrate his efforts, not to build either on a totally clear site or build everything. His genius lay in conceiving a plan that was logical and one that concentrated on essentials and provided a foundation for others to build upon. Indeed, when Jacob Burckhardt wrote in 1860, he wrote: "Ferrara is the first modern city in Europe."

### Leonardo da Vinci as a Town Planner

Less than a century after Rossetti's work in Ferrara, Leonardo da Vinci pondered the same problems but from a different point of view. Upon entering Milan, Leonardo was struck by the squalor and unhealthy crowding. No doubt he had seen the same symptoms of urban disease elsewhere, but he sought ways to cure them and described, in his *Codex Atlanticus*, a new concept of urban planning.

Leonardo sketched a city straddling a river. Upstream the river was diverted into six or seven branches, all parallel to the stream and rejoining it below the city. These streams would supply water and carry away waste. The city itself had three levels: the lower for water and sewage; the middle for commerce and functional circulation; the upper for the pleasure of the city. He suggested hydraulic devices to vary the water level so that the lower levels could be cleaned by the flow of water. Multilevels would also relieve traffic congestion on an urban street.

Leonardo's thinking went even further. He proposed wooden houses for workers so that they could breathe fresh air during the period of crop raising at the same time their health. This idea anticipated the greenbelts of the 1920s on the space around a city. He also proposed a loggia for workers, around Milan. Of course only the signs which suited the needs of the time were used in the 15th and 16th centuries. Leonardo's logic for a loggia in the city was either urban or rural. It was a loggia for workers, a loggia for the poor, a loggia for the rich. It was a loggia for the people. It was a loggia for the city. It was a loggia for the world.

## Rebuilding Rome

Principles of  
Circulation, defense, water supply

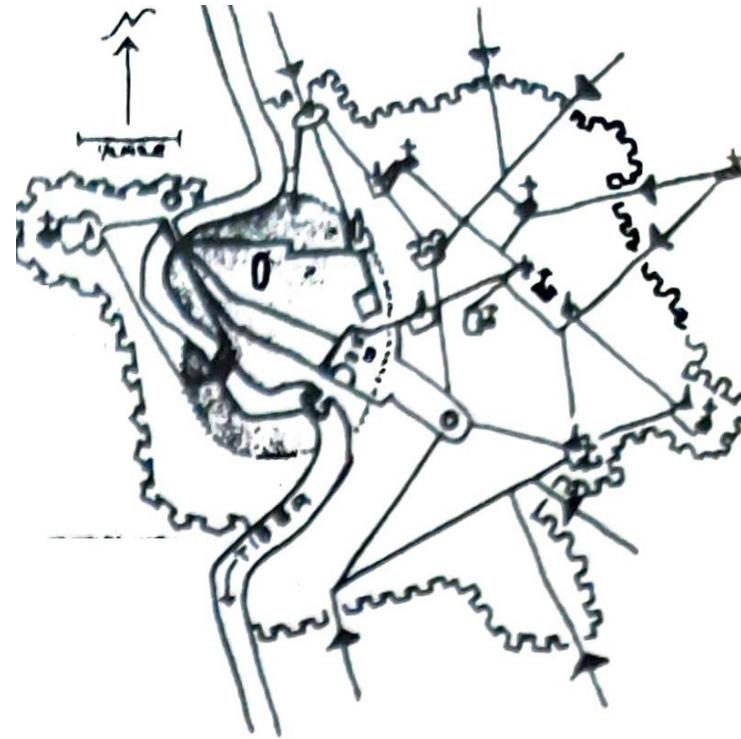
Domenico Fontana to prepare a street  
plan

strong visual accents to mark out the  
overall street design concept

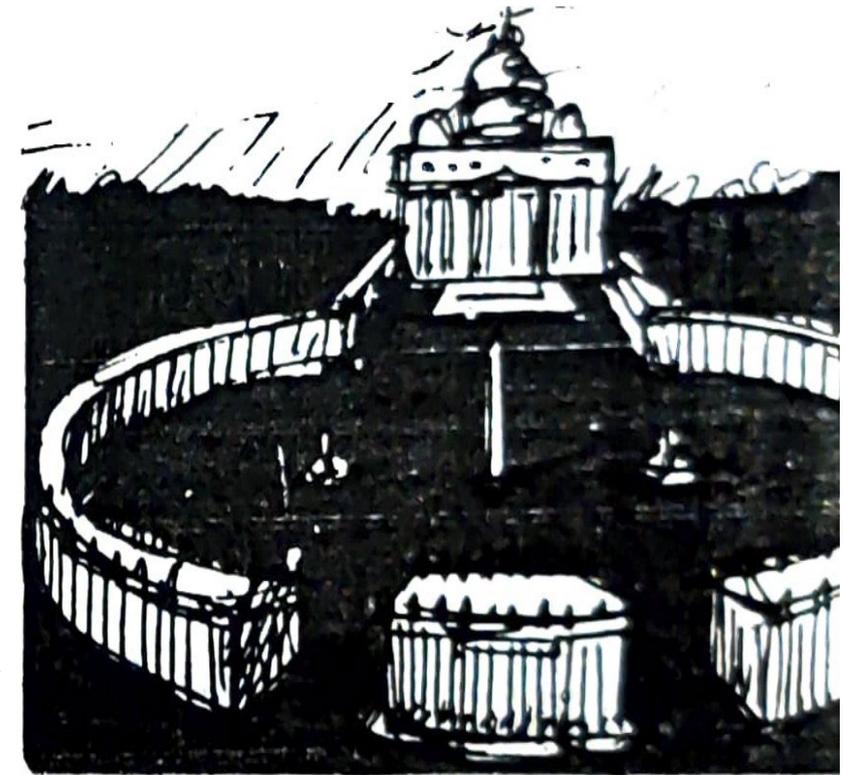
The obelisks were to act as guideposts  
for the whole city plan

scale reference points for successive  
designers

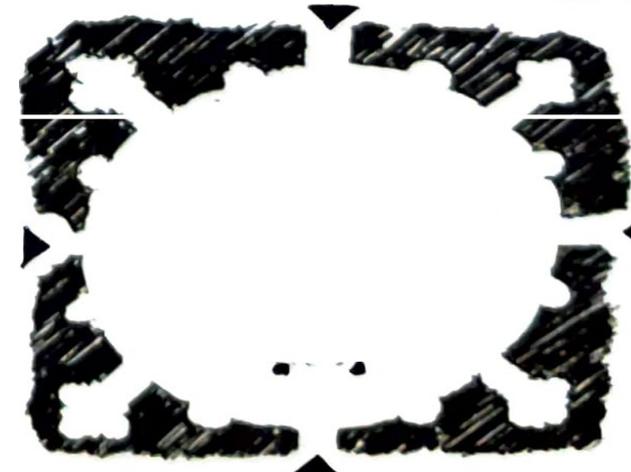
Sixtus' framework of design for the  
whole city and a series of design  
opportunities



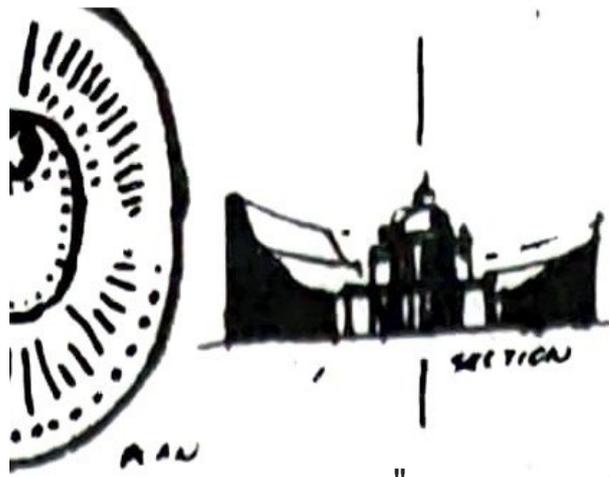
*Fontana's plan for Rome.  
His intent was to connect the shrines of Christianity and other monuments by  
a network of streets. In so doing he established a framework for the city's  
growth.*



*St. Peter's Square in 1660.*



*Bramante.  
His intent was to connect the shrines of Christianity and other monuments by  
a network of streets. In so doing he established a framework for the city's  
growth.*



Carlo Fontana's proposal for remodelling the Colosseum.



The Villa Rotunda in Vicenza, Italy, by Palladio. The building was symmetrical about two axes. It was set on top of a rounded hill and could be approached from four axial directions.

Carlo Fontana proposed that the Colosseum be remodeled but on a setting for a great basilica within

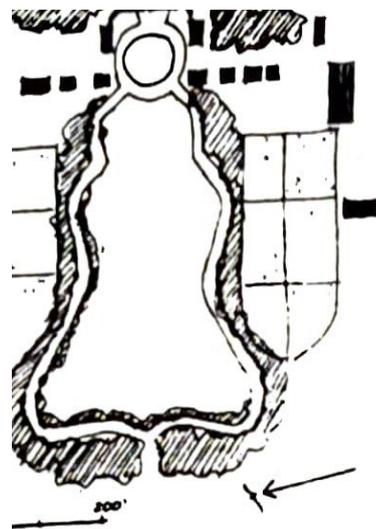
Palladio designed were intended for refined life in basic classical themes, and developed precise proportions and modules two superb prototypes

Villa adornments of nature under man's control

one-story colonnades housing

detailed on buildings

church of San Giorgio Huge engaged columns were used as parts of scale



Mount Vernon, designed by George Washington. Palladian arrangement with an English garden entrance.



San Giorgio Maggiore, a church in Venice by Palladio illustrating the use of the colossal or gigantic order.

## The Campidoglio in Rome

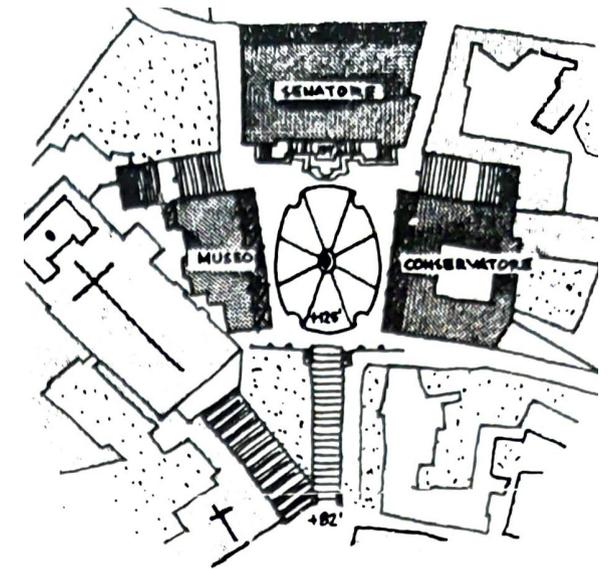
The project was a remodeling job. Two buildings sat atop the hill at a slightly acute angle to one another. Pope Paul III, a predecessor **of** Sixtus V and collector of Roman art, had placed a fine equestrian statue of Marcus Aurelius in the space formed by the **two** buildings.

Michelangelo's design was essentially the completion and adomment of a spatial setting for the statue.

The statue was the centerpiece or guidepost for Michelangelo's remodeling work.

He designed a grand staircase behind it, which acted as a backdrop.

A third building was needed to form a spatial enclosure with the statue at the center.



*The Campidoglio in Rome.  
Michelangelo's masterpiece  
of urban design.*



*Approaching the Campidoglio  
via the ramped stair.  
The gigantic order  
unifies the facade from  
this viewing distance.*

*The rusticated haument and stair elevate  
the Senatore building. The stair forms a  
backdrop for the equestrian statue.  
From below,, these could not be seen.*



*The facade of the  
Campidoglio in Rome  
is a masterpiece of  
classical architecture.*

## *The Campidoglio in Rome*

Imaginary walk toward it. At a distance, the group forms an enclosed space centered on an equestrian statue  
long, ramped stair leads up to the plaza on axis with the three

main buildings  
facades of the buildings are unified visually

two side buildings have two stories The Palazzo de Senatore at the rear has three stories-the bottom, a strong rusticated base and the upper two stories unified by gigantic pilasters.

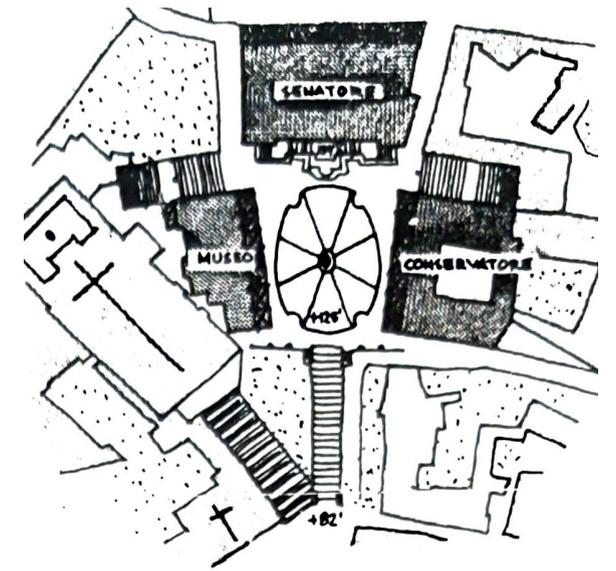
entrance ramps are not parallel but actually widen toward the top This divergence creates a perspective effect \_ stair appear shorter

two side buildings are not parallel but diverge toward the rear, creating an effect that lends more depth to the enclosed-space

As one approaches the plaza discovery of ever-finer details

Then the corners of the plaza **are** seen to be open and so beckon the visitor to views out over **the** old Roman Forum

top of the Scnatore's entrance stairway a fine panorama, framed by buildings and sculpture, presents itself-the city

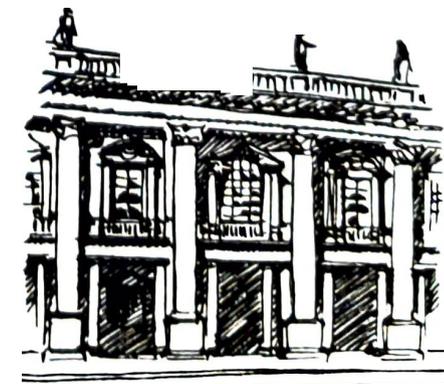


*The Campidoglio in Rome. Michelangelo's masterpiece of urban design.*

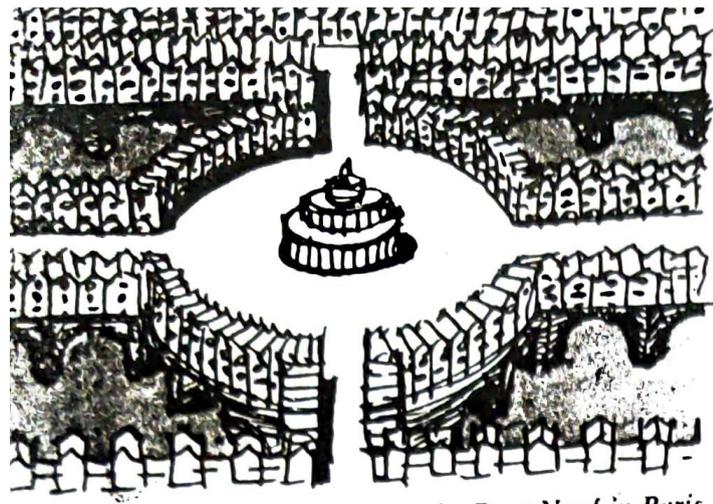


*Approaching the Campidoglio via the ramped stair. The gigantic order unifies the facade from this viewing distance.*

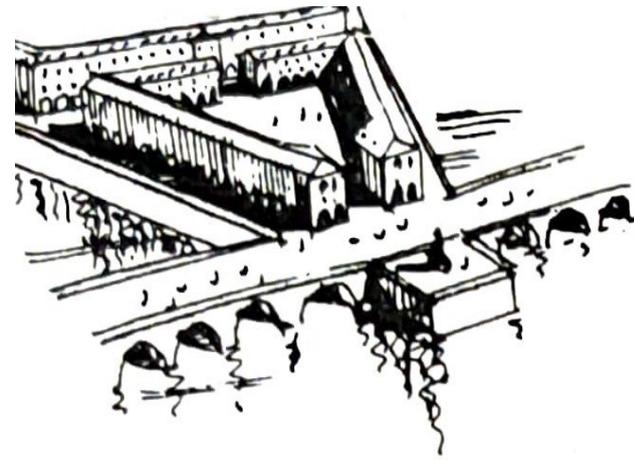
*The rusticated haument and stair elevate the Senatore building. The stair forms a backdrop for the equestrian statue. From below,,, these could not be seen.*



*the facade of the Palazzo de Senatore, showing the rusticated base and the gigantic pilasters.*



*Du Cerceau's concept for the Pont Neu/ in Paris.*

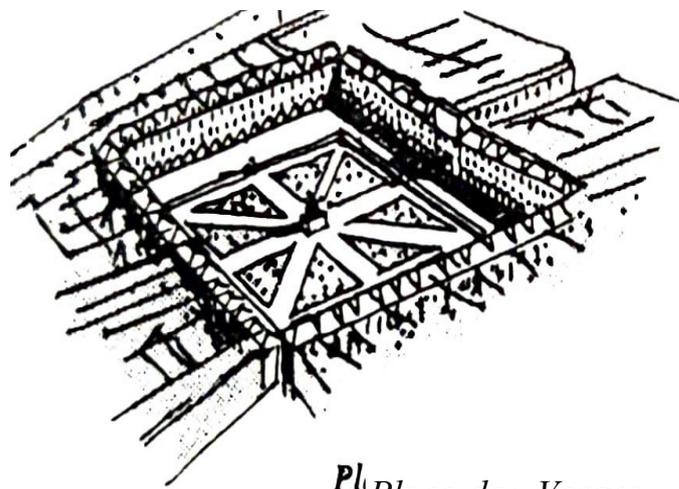


*Place Dauphine, Paris.*

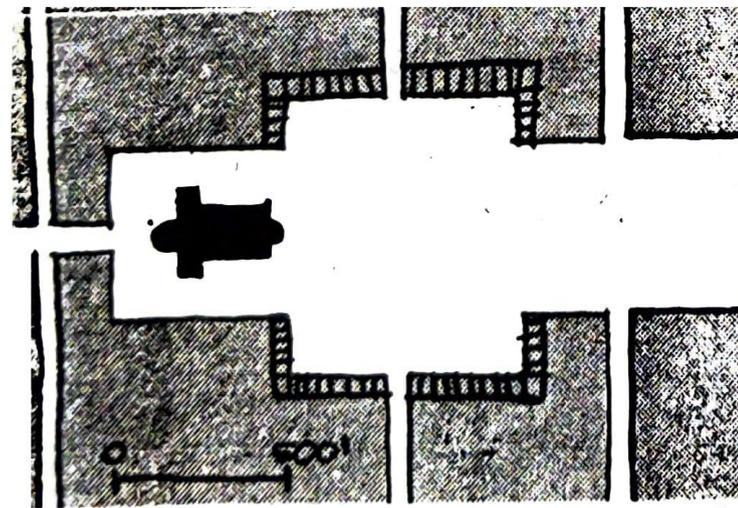
## Urban Plazas in France and England

The urban design concepts developed for castle or fort; rulers of Paris maintained a firm policy of pan growth for tax collection

Jacques Androuet du Cerceau designed in Paris many uurban plazas



*Pl<sup>h</sup> Place des Vosges, Paris.*



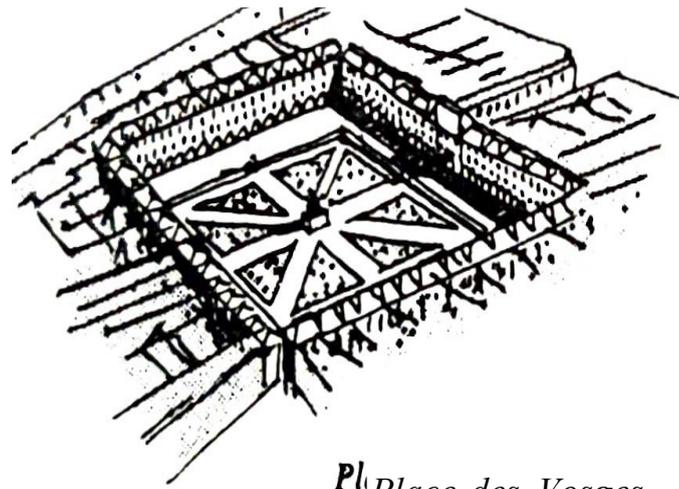
*The arcaded square in Livorno, Italy.*

Henry V fort to improve public Plazas and Bridges

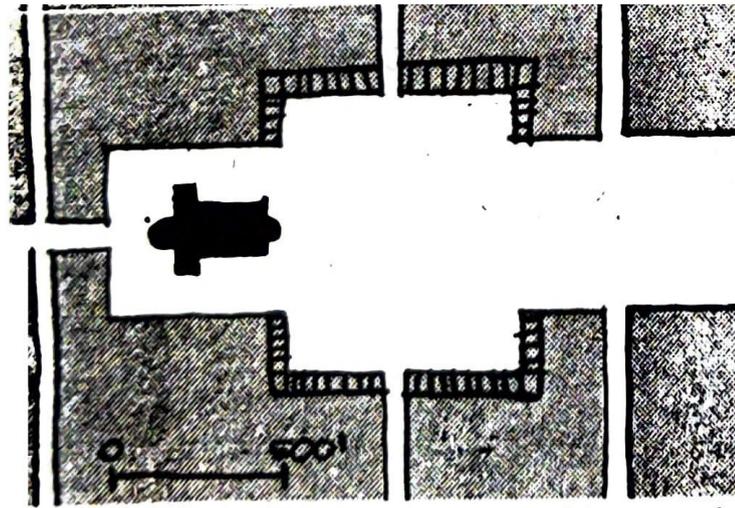
Promenading of Streets

Place Dauphine was built at apex of city Ile de Cite

Triangular in Shape with two faces facing the river



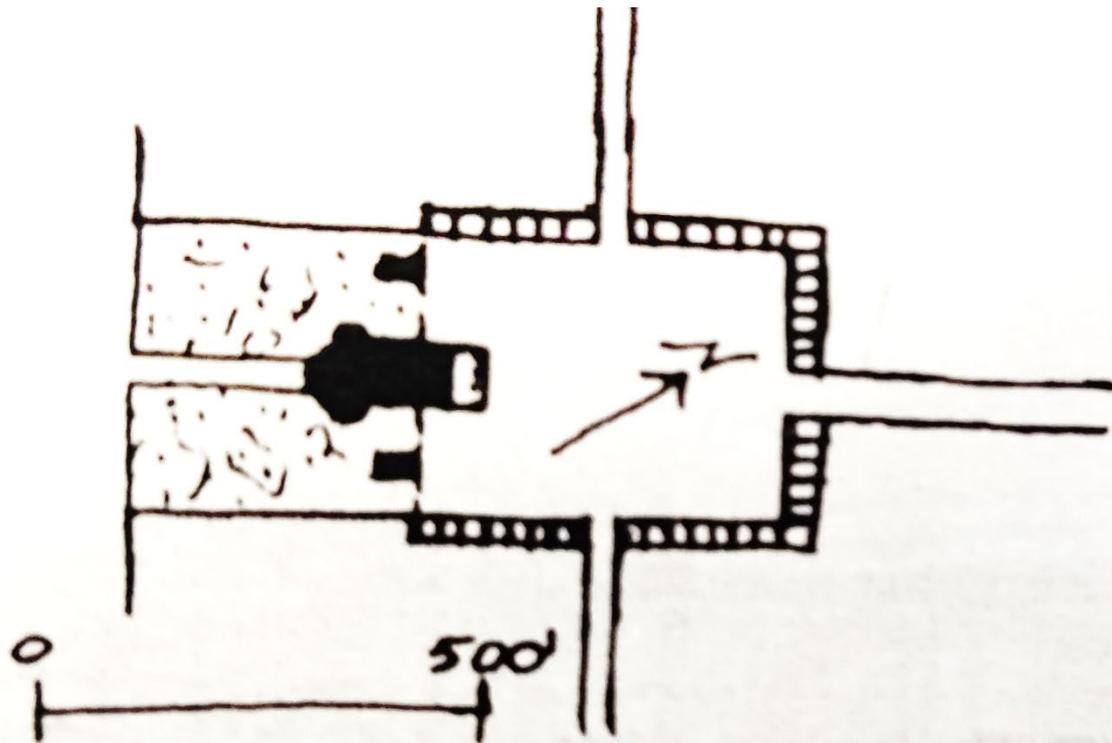
*Pl. Place des Vosges,  
Paris.*



*The arcaded square in  
Livorno, Italy.*

## Indigo Jones

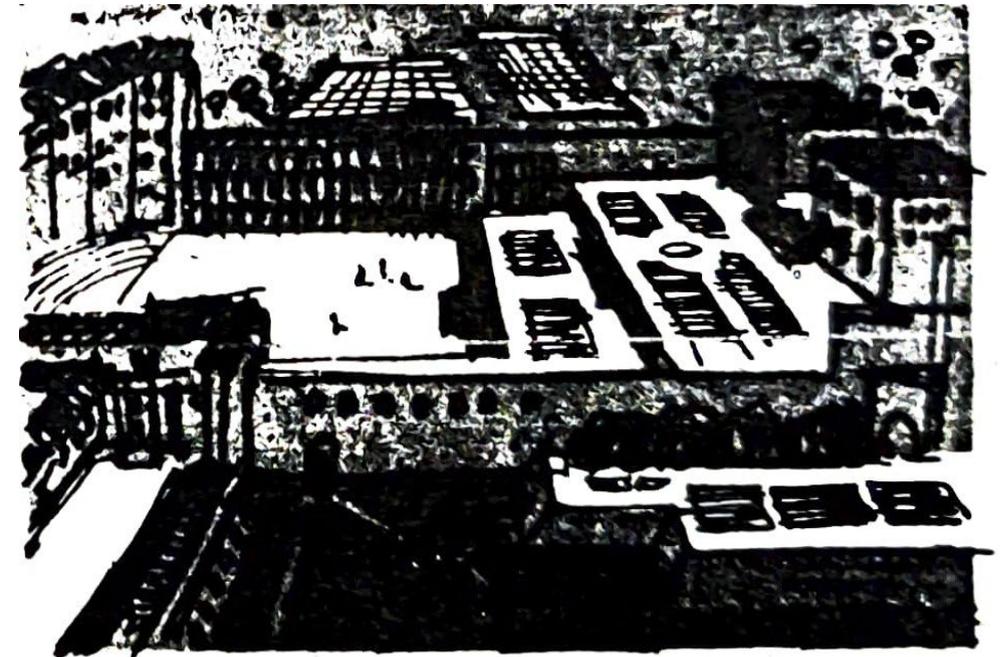
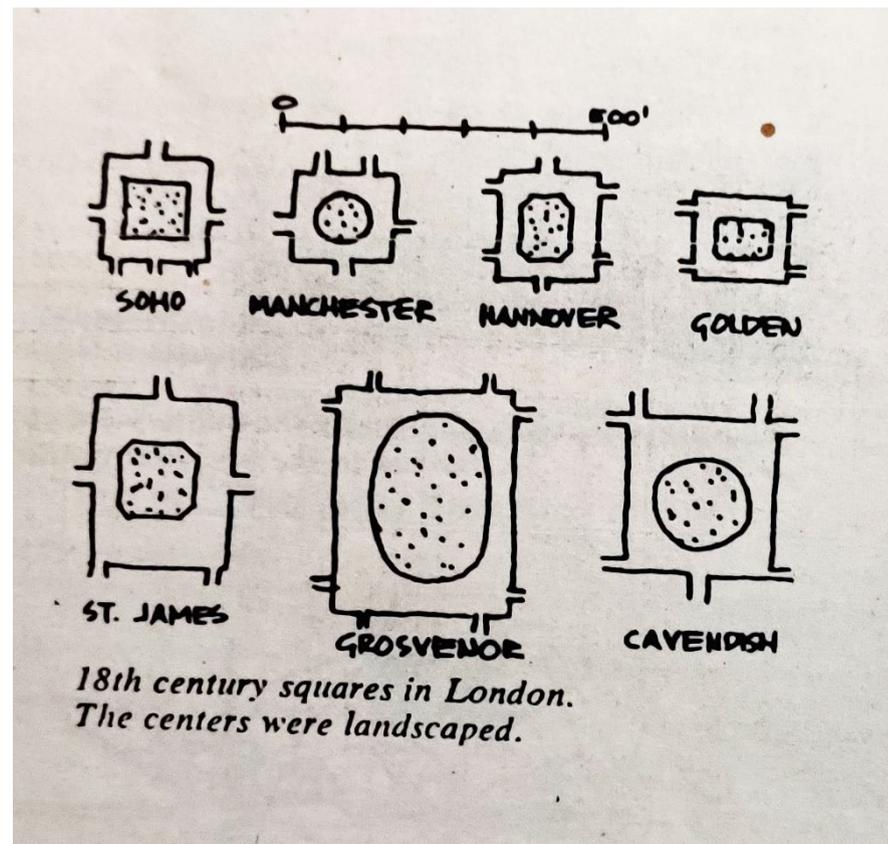
- First contemporary Plaza of Bedford Square or French Plaza in 1631
- Similar to Arcaded plaza of Livorno
- Facades were horizontally unified than individual



*Covent Garden, designed by Inigo Jones  
and modeled after the plaza in Livorno.*

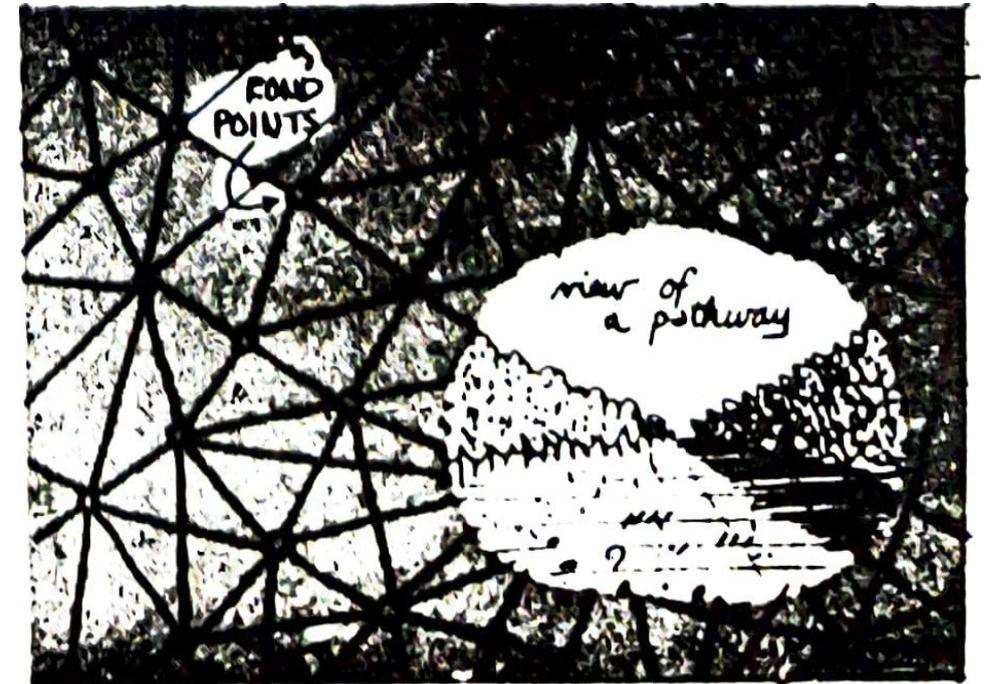


*Covent Garden by Indigo Jones*



*Belvedere Gardens in the Vatican. Gardens as terraces.*

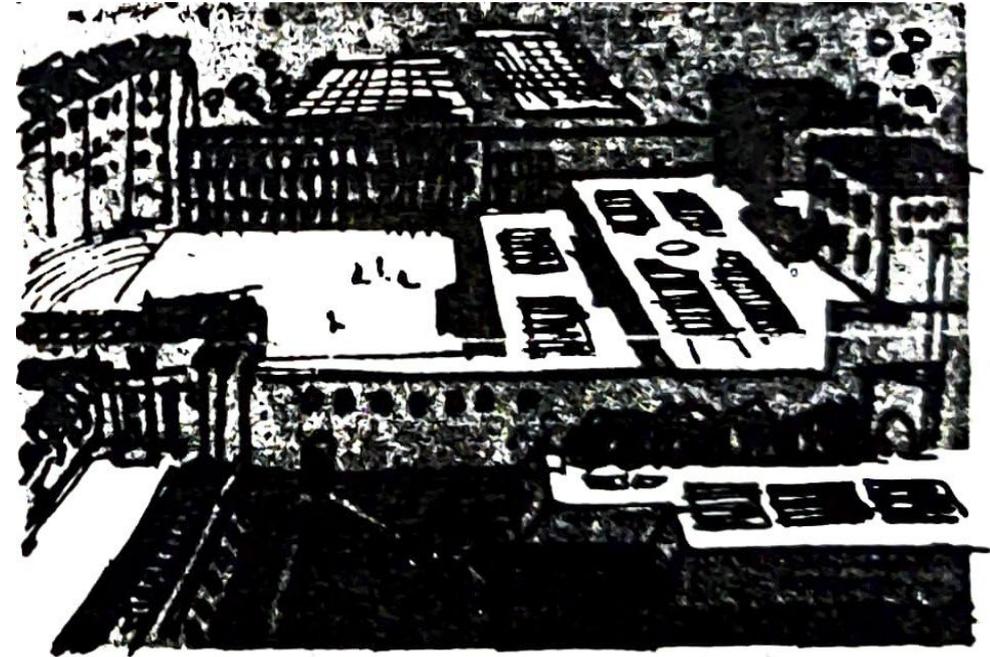
- A plaza not to be too long in relation with width
- Too long will result into non viewable cornices at the end in eye field vision
- A plaza could be large
- Fountains introduce to attract observer
- Plaza built as series of connected transitional devices such as narrow streets, columns screens or arches
- Plaza can be in various shapes - circles or ellipticals



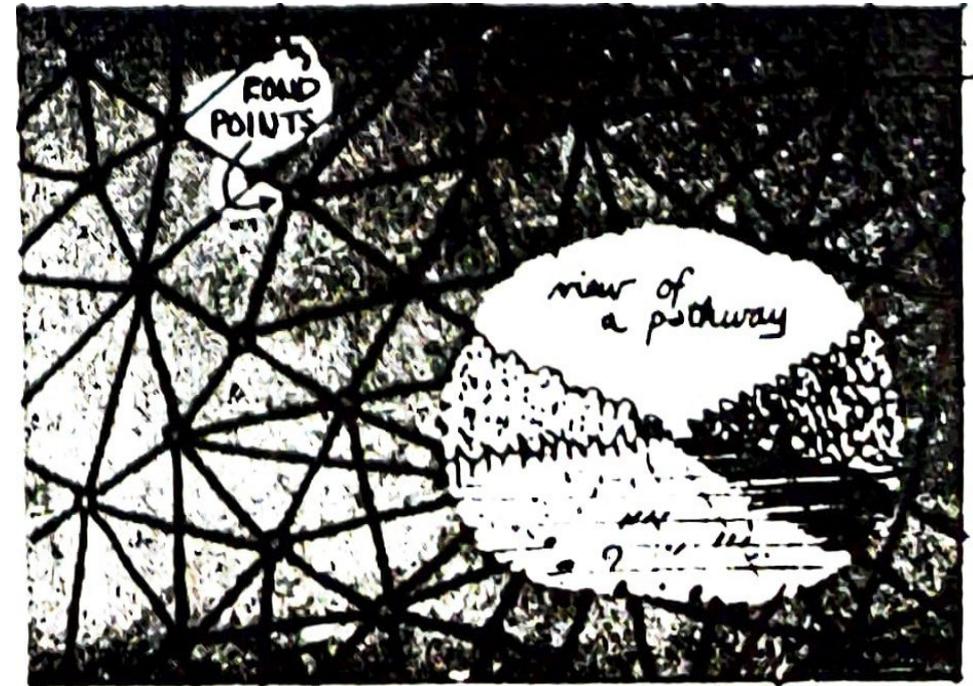
*View of a pathway*

## Renaissance Landscape Architecture

- Landscape as an extension to house or villa
- Landscape as rural counter part of place of piazza
- Italian garden were built as terraces
- France has more elaborate vista – resulted from hunting forest
- Hunting forest enabled a hunter standing at intersection to scan two or more pathways together
- Some intricate spider web of intersections
- Main pathway directed towards the palace of piazza
- “Rond-points” as social gathering places or focal points



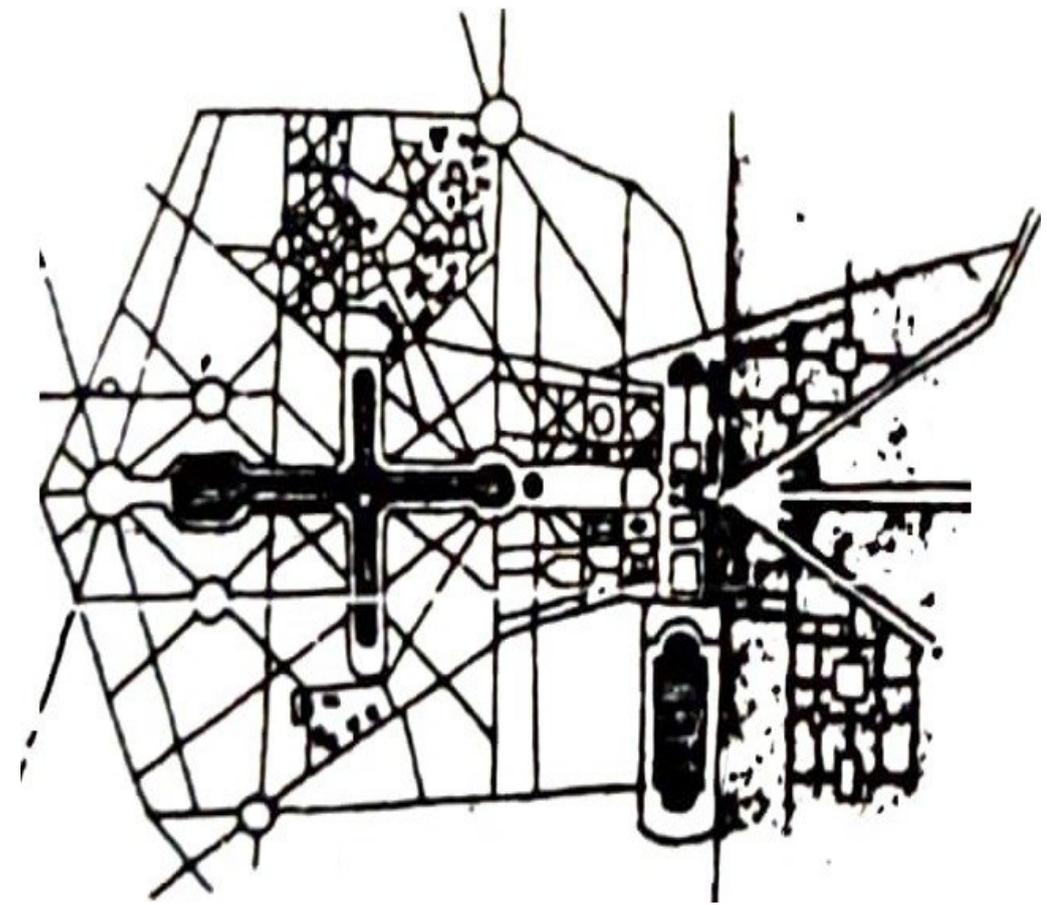
*Belvedere Gardens in the Vatican. Gardens as terraces.*



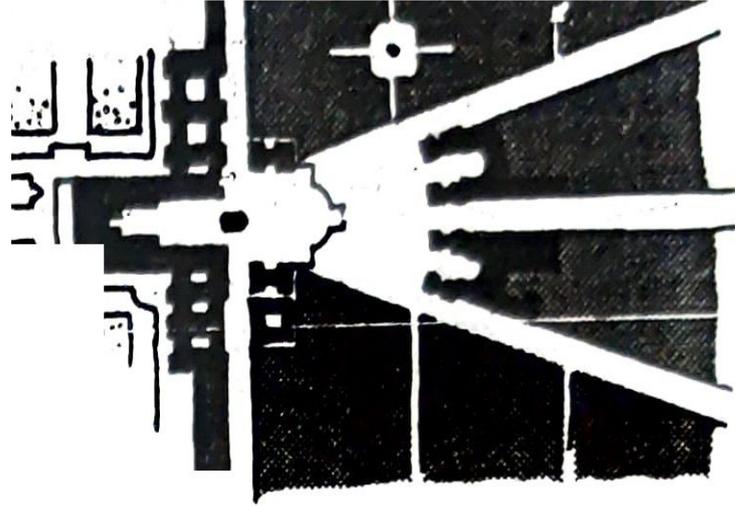
*View of a 'rond-point' in the Vatican: a not little rond point.*

## LEONTRE AND VERSAILLES

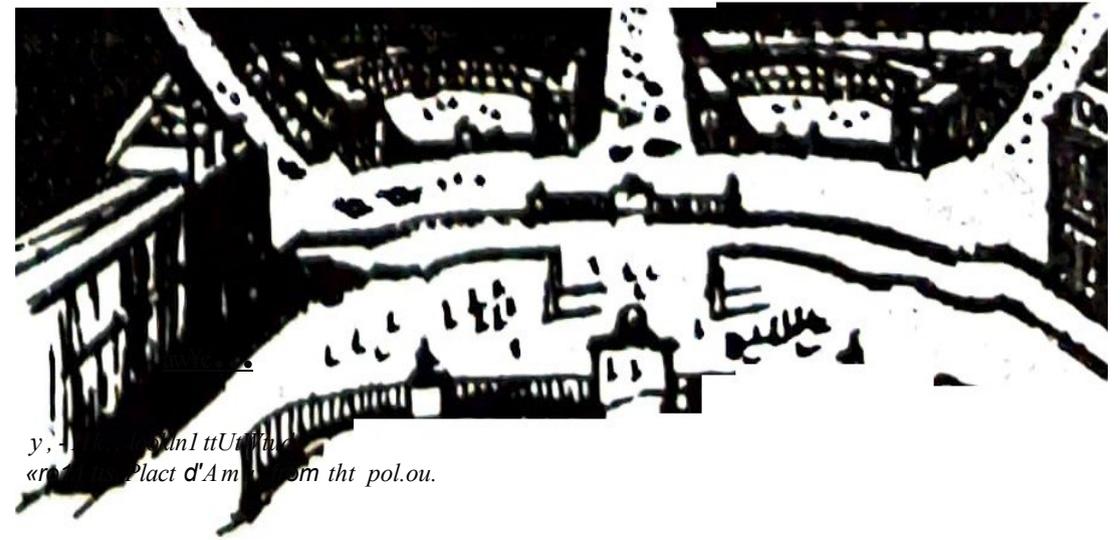
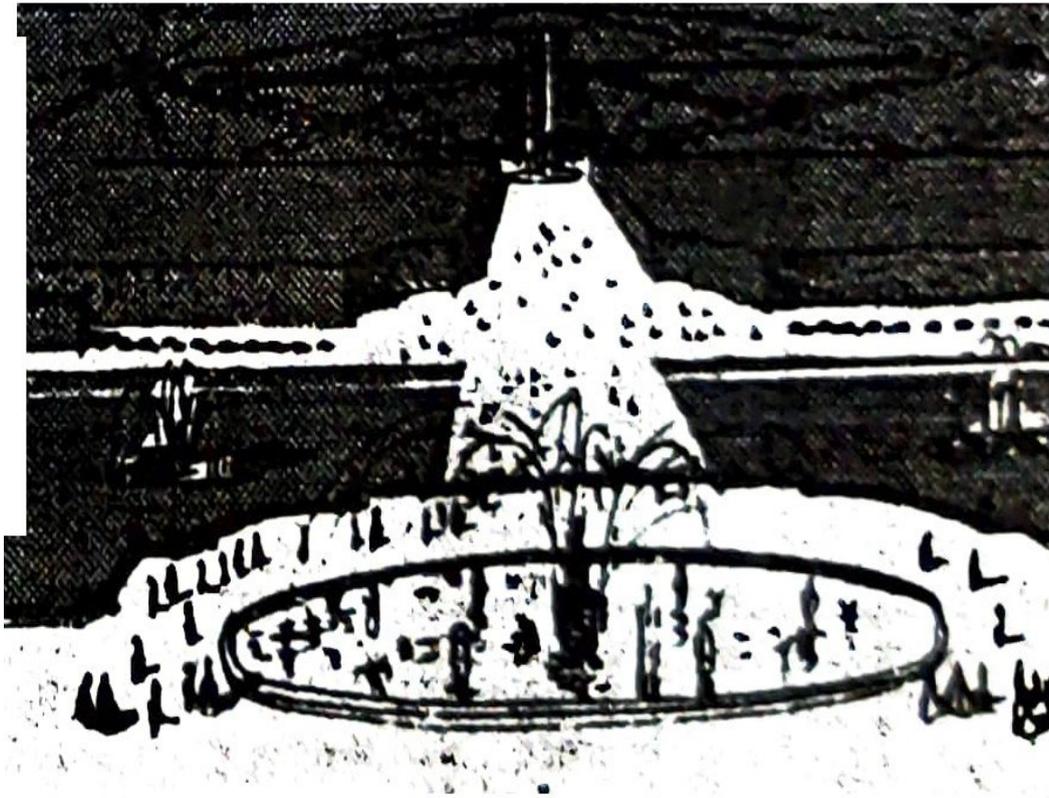
- Versailles commenced in 1670 and completed in 1710
- Palace as center of gravity of whole composition
- It is encyclopedia of vista axes – some long, some short, some single, some multiple
- The main axes is central of park
- Scans a vista from a center line of the park and scans from palace to distant horizon
- Foreground is series of terraces
- After that it continues as grassy slope
- This allows elevation to be distant send with reflecting pool
- Sky is also tied in the composition
- Art related to unlimited buildings
- It contains zoos, children's playground, small palaces, temples, villages, gardens, woods, and other features
- Lenortre system was huge visual frame work landscaped together comprehensible to the human eye and mind



*Versailts, the park, gardens, main palace and town.*



*The Plau d'Armes at Versailles.*



*«Plau d'Armes» from the plan.*



