Methods and Tools for Urban Design

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Context

Issue



Stage 1 Data Collection Stage 2 Data Synthesis

Parametric CAD to GIS Parametric CAD to Game Engines

Future work

Stage 3 Data Mining

Conclusions

Accelerated Urbanization in Aisa

- Urban population is lower than \bullet Europe
- But the rate of urbanization is much higher
- This results in an accelerated \bullet urbanization process
 - For example: Delhi Mumbai Industrial Corridor





About 40% of Asia's population now lives in cities, compared with 70% in Europe, North America, and Latin America, but the coming decades are expected to bring rapid increases in urbanization. By 2050, with the urbanization of more than two-thirds of the People's Republic of China's population and more than half of India's, Asia's cities are predicted to be home to more than 60% of the world's urban dwellers.



Delhi Mumbai Industrial Corridor

- Mega project between the political capital and the business capital of India
- Includes building new 'mega cities' from scratch

E.g. Gujarat International **Finance Tec-City**



three ports, and six airports



Issue



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Planning Support Systems

- A collective term for a wide variety of tools (Harris, 1989)
- The tools emerged in the 1980s
- Initially focused on municipal information systems and land use-transportation models
- By the 1990s, cheap PCs and GIS based planning systems



The Challenge in Practice

- Dynamic processes
- Collaborative work
- Time constraints
- Skill constraints
- Tools constraints





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Case Study

- International Forum on Urbanism (IFoU)
- 2015 winters school in Singapore
- Topic
 - In collaboration with
 Jurong Town Council (JTC)
 - Transform Jurong West area into an Industrial City
- http://ifou2015.sg



The transformation of the Jurong West area from an almost mono-functional, segregated and fragmented, highly polluted industrial area into a major catchment area for future population growth that integrates clean(ed) industrial plants with green lungs, attractive housing and vibrant urbanity for one million people.

5000 Hectares

000,000 people by 2050

Source: Esri, DigitalGlobe, GeoEye, i-cubed, USDA, USGS,

Team 9

 IFoU studio

> Jaume Pla Goh Jia Li Geraldine De Neuville Ravish Kumar Delon Leonard Made Perwira Tanzir Taher Marco Berger Josef Odvarka Josef Odvarka Xiameng Jia Meng Jing Peter Lie Fei Bo Zhao Danyu Jasmin Mok



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Jasmin Mok





Quantification?

- In general, there was a lack of quantified evidence
- Problems with working at large scale
 - Quantifying floor areas
 - Quantifying densities
 - Quantifying travel distances
 - Quantifying ...



Data Collection

Data Analysis



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Data Collection Methods

- Downloading
- Tracing
- Web scraping



Downloading

- Government data portal
- 8600 datasets (textual and spatial) from 60 government ministries and agencies





Tracing

 Maps from OpenStreetMap had to be corrected

 Only method was to trace the images from data.gov.sg



Web Scraping

- A technique of extracting information from websites programmatically.
- Used to collect data
 - public housing types
 - business listings

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Web Scraping

Housing Type Data

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531001	0	0	178	0	
531002	0	0	161	0	
531003	0	0	117	0	
531004	0	0	128	0	
531006	0	0	0	88	
531007	0	0	0	88	
531008	0	154	0	0	
550101	0	0	0	144	
550102	0	0	16	8	
550103	0	0	0	144	
550104	0	0	16	8	
550105	0	0	120	0	
550106	0	0	130	0	
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	8	SUNSET CLOSE	597523	
	35	BOON LAY AVENUE	649962	
	35	BOON LAY AVENUE	649962	
	9	TANJONG PENJURU CRESCENT	608972	
	11	SUNVIEW WAY	627540	
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Conclusions

Synthesis tools

 Tools are needed to generate large-scale 3D models

- Generation process needs to be highly automated
- Designers need to be able to define
 - Typologies
 - Urban variation





Experiments with Esri CityEngine

- Very good at making models for visualization
- But level of automation is limited



Experiments with Sidefx Houdin

- **Parameters**
 - Floor Area Ratio
 - Number of floors ____
 - Site coverage ____
 - Function















Project 1: Ecotopia

- Credits
 - Andrea Meinarti Rachmat, ____ Tey Hui Ping Serene, Delon Leonard, Wu Xin Peng, Loh Sze Sian
 - Urban Planning Studio, 2014-15
 - Master of Urban Planning
 - Tutor : Prof Oscar Carracedo

ECOTOPIA

A carbon neutral city amidst lush mid-rise liveability

our goals of ECOTOPIA . New Industrial Model - a leader in research and fevelopment. Hybrid Urban Metabolist System Mid-Rise and Sustainable City - ir
 Unique and Enhanced Liveability

IPIA is a vision of a new urba aring in mind future needs of resources according to piected 2050 population of 7.4 million. ECOTOPIA striv ne the future sustainability model of self-sufficiency

ong Industrial Estate is to be divided into ECO ntally, the site is divided into three different



leanTech Park near NTU





sidential 60% : Cor esidential 60% : Industrial 40%

dustrial 60% : Commercial 40% Industrial 60% : Residential 40% ndustrial 60% : Facilities 40%









mmercial 60% : Industrial 40% ommercial 60% : Residential 40% mmercial 60% : Facilities 40



ategory 2 Green: District Park Category 3 Green: Community Parks Green Buffer at Jurong Island

ECO-Strips Bour

Special Use

Project 1: Urban Metabolism

- Credits
 - Ravish Kumar,

Tulika Agrawal, Yuting Liu

- Urban Design Studio 2
 2014-15
- Master of Arts (Urban Design)
- Tutor : Prof Jurgen Rosemann,
 Prof Low Boon Liang

URBAN METABOLISM Re-thinking urban metabolism Urban metabolism is an analogy. It describes the city as a loving organism that requires resources to nourth its achiets. The flow of goods, people, bita, energy, fresh

living organism that requires resources to nourish its twittes. The flow of goods, people, lotax, energy, fresh ater and fresh air is very critical in maintaining the Urba etabolism. For Jurong Vision 2050, we start with the middration of three important aspects: Row of Goods, ow of People and Row of Water & Green.

ne of the big steps of the proposal is to create a spine along oneer road. The spine will consist of an underground goods owing system, a road transport system and an elevated RT system. The second big step is the priority placement These residential areas will be connected by PRT lines for to st kilometer coverage. Third and last big step is to allocate le industrial-mix along Pioneer road. The central distribusystem is located at the central algorithm, and connect to an inderground conveyor beit system to the surrounding doubtries as a secondary mode of transportation of the as centralities with commercial-mix and residential volume in the roof of industrial buildines.











Rule-base urban design

- Students defined sets of rules that controlled the urban fabric
- Rules were based on distances to certain elements
 - Train stations
 - Expressways
 - Waterfront
 - Canals
 - Parks







ads and MRT in commercial belt

Parameters for parks category 2 and 3

Project 1: Ecotopia Version 2











Project 2: Urban Metabolism Version 2











and also shift the









Issue



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Conclusions

2D Data mining



3D Data mining

- Solar radiation
- Scenic views
- Unobstructed views







Digital workflow



Data Collection

Data Synthesis

VISUALISATION

Game Engine

ANALYSIS

GIS 2D

OTHERS

?

Data Mining

Digital workflow



Data Collection

Data Synthesis

VISUALISATION

Unity3d / Unreal 3D

ANALYSIS

QGIS 2D

OTHERS

?

Data Mining







Issue



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Conclusions

From 3D CAD to 2D GIS

- A GIS shape file is exported
- Data from the 3D model needs to be transferred to the 2D model



• This data can then be analyzed using existing GIS based tools



Parametric model



Parameters are guides \bullet

Parameters

- The model tries to satisfy the parameters
- 'Intensity' parameters are relative to one another











• Constant intensities













• Increasing industrial intensity (red)









Data extraction from parametric model

Parameters

	oa_area	oa_elevation_b	oa_elevation_t	oa_gfa	oa_num_floors	oa_type	parcel_id	plot_id	unique_id
0	23265.2	1.0	73.4	95570.3	18.0	plot	437	1	1830
1	3242.89	14.7	20.7	6485.78	2.0	industrial	437	1	1830
2	3274.03	14.7	20.7	6548.05	2.0	industrial	437	1	1830
3	1987.65	14.7	20.7	3975.31	2.0	industrial	437	1	1830
4	1992.81	14.7	20.7	3985.63	2.0	industrial	437	1	1830
5	841.404	34.4	73.4	11779.6	14.0	residential	437	1	1830
6	849.516	34.4	73.4	11893.2	14.0	residential	437	1	1830
7	847.341	34.4	73.4	11862.8	14.0	residential	437	1	1830
8	839.228	34.4	73.4	11749.2	14.0	residential	437	1	1830
9	5953.04	1.0	7.0	11906.1	2.0	commercial	437	1	1830
10	6003.56	1.0	7.0	12007.1	2.0	commercial	437	1	1830





Design decision support

- Workflow
 - 1. Create parameter fields
 - 4 image maps for each option
 - 2. Generate 3D CAD model
 - Full CAD model
 - Simplified GIS model
 - 3. Analyze results in GIS
 - Quantitative design data
 - Buffer analysis





Option 1 – 3D CAD model





Option 1 – Data Analysis

- People density 1.
- GFA 2.
- Building height 3.







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Value

out_gis selected_900 out_gis selected_600 out_gis selected_300



Option 1 – Buffer Analysis

- Total (residents): 910,000
- 300m buffer: 1% of residents
- 600m buffer: 6% of residents
- 900m buffer: 14% of residents



Option 2 – Parameter fields





Plot ratio

Industrial



Residential



Commercial



Option 2 – 3D CAD model





Option 2 – Data Analysis

- People density 1.
- GFA 2.

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Value

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Building height 3.

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Option 2 – Buffer Analysis

- Total (residents): 650,000
- 300m buffer: 2% of residents
- 600m buffer : 9% of residents
- 900m buffer : 20% of residents





Issue



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Future work

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Conclusions

From 3D CAD to 3D Game Engine

• Data from the 3D model is exported as an OBJ file



- The model can then be interactively explored with realtime effects
 - Rain
 - Wind
 - Noise

Unity3d / Unreal

Visual analysis - Unity3D



Visual analysis - Unreal





Issue



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Conclusions

Network Analysis

- Network Analysis will allow a additional types of analysis
 - Isochrone analysis
 - Space Syntax analysis
 - Walkability analysis
- Requires a well defined network of roads, transport links, and other pathways



Isochrone analysis

- A map connecting points of equal times
- Requires a connected network with travel speeds define for each link in the network



Space Syntax Analysis

- Various types of centrality analysis
- Requires an axial map of the street network
- SpaceSyntax plugin exists for QGIS



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Walkability Analysis

• For example, WalkScore

 Requires location of amenities such as shops and schools to be define

 For existing neighborhoods, the data can be extracted from OpenStreetMap





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Urban Optioneering Platform

A future platform that integrates all these tools

- Define 'what-if' questions
- **Build models**
- **Explore** models



Urban Optioneering Method

Collaborators and credits

- Dr Rudi Stouffs, NUS
- Dr Zhang Ye, NUS
- Dr Zhang Ji, NUS
- Research assistants
 - Lin Xiong, NUS
 - Elvira Tan, NUS
 - Andrea Rachmat, NUS
 - Ravish Kumar, NUS
 - Delon Leonard, NUS

The End.