

Lecture 4 Urban Pattern Formation: Bottom-up Patterns Emergent Urban strategies

Digital Urban Simulation

Content

- Urban Patterns definitions | Basic categories
- Urban Form | Formation and typologies
- Bottom-Up | Behavioral | Parametric Modelling and simulations (EmCity tool) and Urban Emergence | Graininess
- Contemporary tendencies in Urban modelling and simulations
- Excercise:
- Built your own rule-based city patterns in Grasshopper based on parametric modelling methodology
- Analyse your created urban patterns based on previously introduced methods

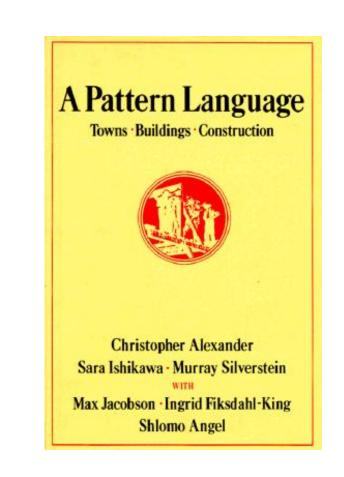


A Pattern

 Christopher Alexander, Sara Ishikawa, Murray Silverstein, A Pattern Language: Towns, Buildings, Construction, Oxford University Press, 1977

The basic element of the spatial language which is supposed to be common for everybody in the production of living environments.

(Alexander et al 1977).



Nolli's plan of Rome – inverted image by Giambattista Nolli, ca. 1701-1756

Source:

http://www.lib.berkeley.edu/EART/maps/nolli.html <accessed online, 1/10/2016>

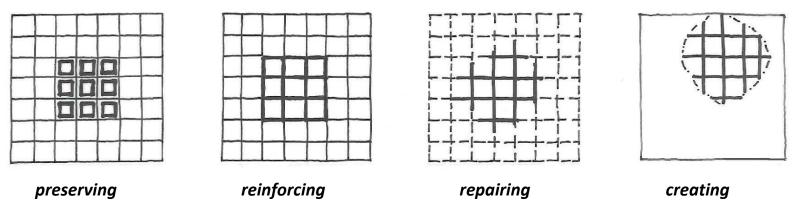
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Chair of Information Architecture

A Pattern

Morphology | Urban Fabric | Urban Formation

Form, structure and pattern are the main categories of morphology. Urban Fabric – physical expression of patterns in urban space. Formation – indicates two meanings – forming process and a formed product.



The basic types of spatial (re)establishment (Attoe and Logan, 1989: 106)

Attoe, W., Logan, D. (1989) American Urban Architecture: Catalysts in the Design of Cities, Berkeley: University of California Press), taken from ÇALIŞKAN, O, PATTERN FORMATION IN URBANISM, thesis, 2013, TU Delft.



Types of Urban Formations

- **Collective** Urban fabric as a collective product (common building codes, singular design instances on individual parcels, open-space network), formation is a subject of collective interest
- **Complex** Patterns as complex systems
- **Evolutionary** Patterns as new evolutionary spieces, urban (building) mutations, new recombination and mutations in design. Open-ended character of development. Mutation + inheritance.
- TypologicalUrban families, diverse individual interpretations, combinations, variations, continuous
combinatorial processes of various typologies, shared generative knowledge, adaptive
according to external conditions.
- Rule-basedRule-sets defined by the system, resolving conflicting interests (which form, where to built...)-procedural and formal
- **Law-governed** Rules cooperating with the structural laws of morphological possibilities (hierarchical organisation (city, district, building, floor plan, interior arrangement)
- **Control-driven** Territorial rules in design control (territorial relations between the public domain and the private space)

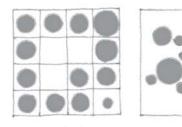


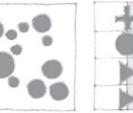
The typology of collective form suggested by F. Maki: *Compositional form*—left-, *magaform*—middle- and *group-form*—right- (Source: Maki, 1964: 6)

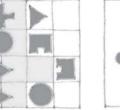


Maki, F. (1964) Investigations In Collective Form, St. Louis: Washington University

Revisited typologies: Composite, Aggregate, Megaform, Colage (Source: Çaliskan, 2013)









composite form

aggregate form

megaform

collage



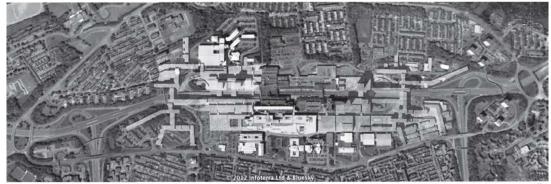
A neighbourhood in Amsterdam.

An informal (squatter) development in Ankara, Turkey: The aggregation of many individual buildings creates an irregular order. (Adapted from: Ankara Municipality, 2000)



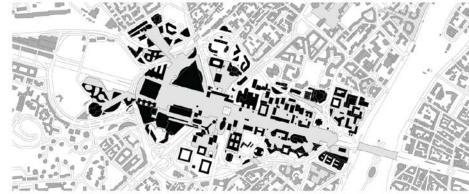


Superimposition of the original design project to Town Centre, Cumbernauld: Despite the partial realisation, it is considered 'the most complete megastructure ever built' since its design in 1960. (Adapted from: Banham, 1976: 168; Google Earth, 2012)



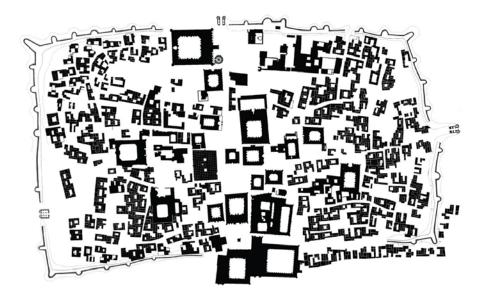
Banham, R. (1976) Megastructure: Urban Futures of the Recent Past, London: Thames and Hudson

The campus-form of La Défense, Paris: Located in an orbital motorway system with a central spine, the collective form is organised in an open, but a spatially controlled system.





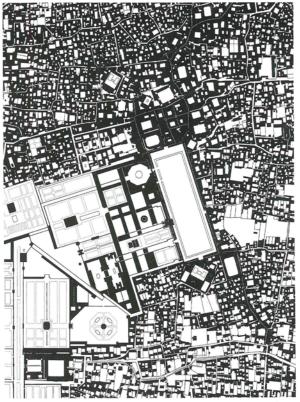
The historic centre of the city of Khiva, Uzbekistan: A number of madrasas, the mosques complex, the bazaar and the residential buildings compose a collage-like urban fabric. (Source: Herdeg, 1990: 65)



ÇALIŞKAN, O, PATTERN FORMATION IN URBANISM, dissertation thesis, 2013, TU Delft. Herdeg, K. (1990) Formal Structure in Islamic Architecture of Iran and Turkistan, New York: Rizoli

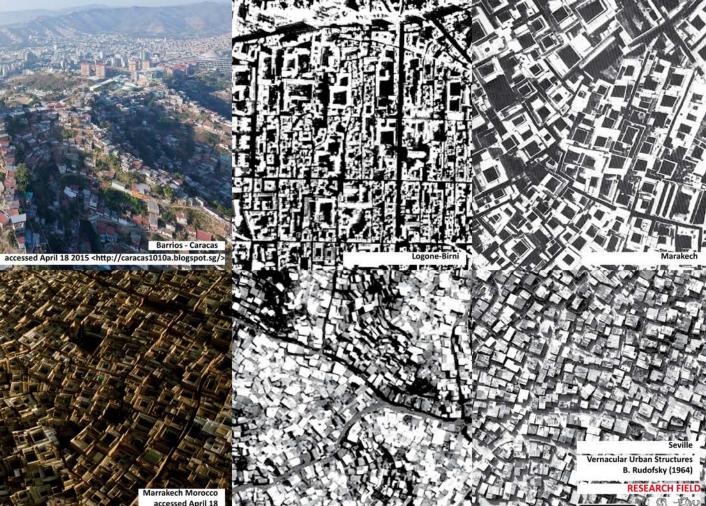


The site plan of the Maidan-I-Shah and its surrounding fabric: The megaform of the mosque, the shopping arcades and the bazaar, compositional form of the government complex and the aggregate form of the residential fabric are integrated in the same context (Source: Herdeg, 1990: 13).



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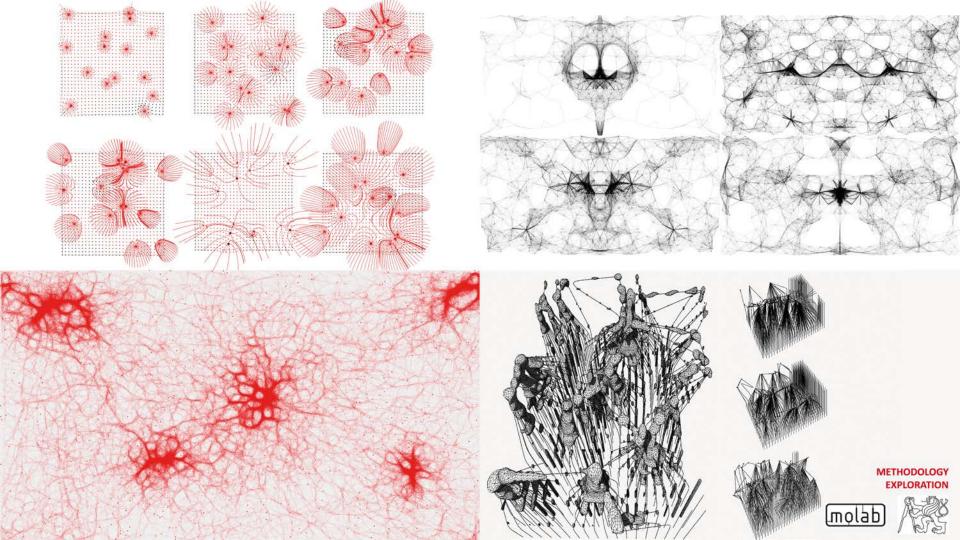




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accessed April 18 2015

<http://www.magnumphotos.com/image/PAR35963.html>



Michael Batty (1999, 2007, 2011)

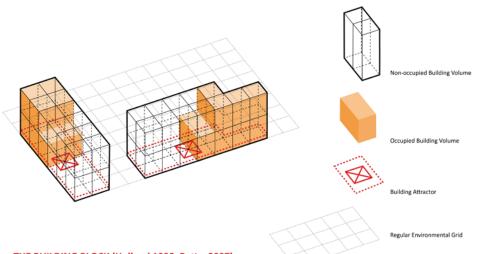
A city >>> social interactions by individual parts (agents) with physical solid environments (cells).

Batty recognizes the structure of a city as a cellular system of modules (cellular automata) that interact and influence each other.

Manuel DeLanda (2011) Theory of Assemblage A complex whole is an assemblage. A city is such a great example.

Every entity in the world is assembled from other entities.

Relations



Steven Johnson (2001)

" The movement from low-level rules to higher level pattern arising out of parallel complex interactions between local agents".

Emergence is a way how complex systems and complex structures, patterns, orders or regularities spontaneously arise from the simple interactions of its components in a lower level.

John Holland (1998)

"The behaviour of the whole is much more complex than the behaviour of its internal parts..." in mutually hierarchically interlaced mechanisms.

The principle of "building blocks". The world is taken apart into more understandable objects and parts.

EZIO BLASETTI

Interaction between objects are based on rules determined by condition clauses (if...then...).

THEORETICAL FRAMEWORK



senseable city lab ...:



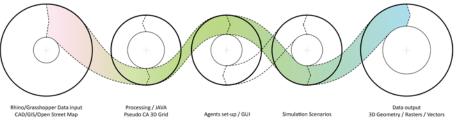


STATE-OF-THE-ART

THE BUILDING BLOCK (Holland 1998, Batty 2007)

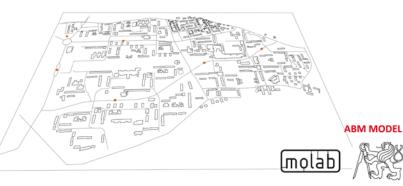


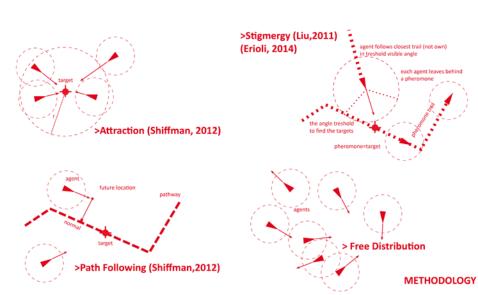


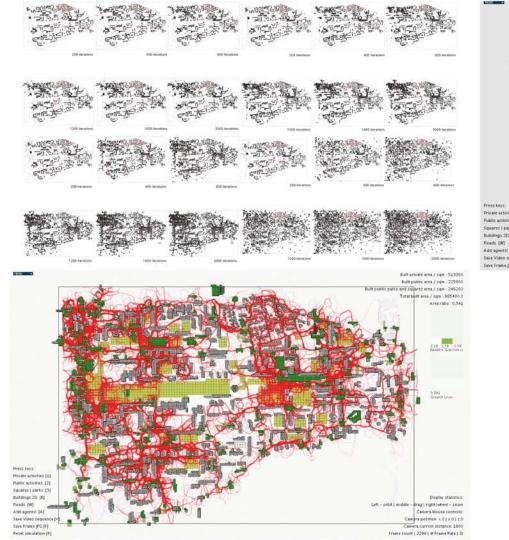


WORKFLOW DIAGRAM





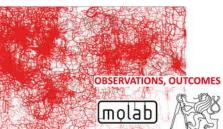




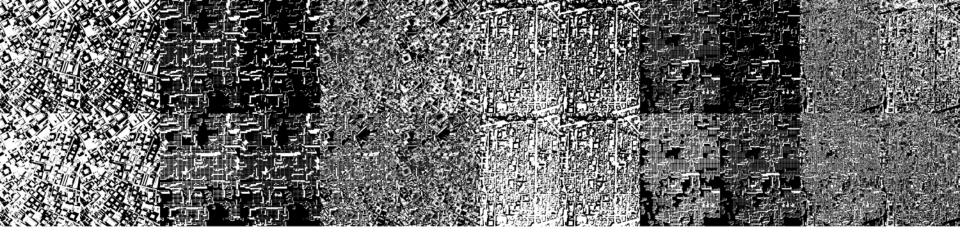






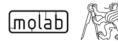






Original	Erode	Original	Erode	Standard deviation: 0.2 Window type: Gaussian	Original Erode	Original	Erode	Standard deviation: 0.2 Window type: Gaussian	
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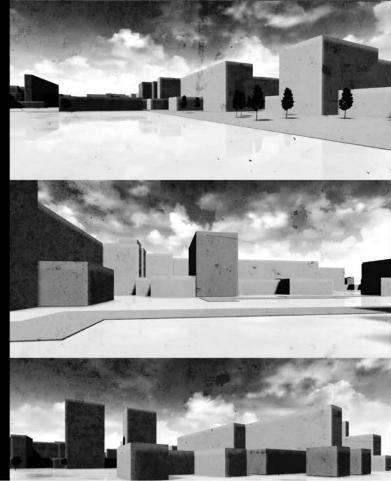
PIXEL BASED COMPARISON- EVALUATION - THE STRUCTURAL INDEX OF SIMILARITY (SSIM) BETWEEN IMAGES (Zhou et al. 2004)







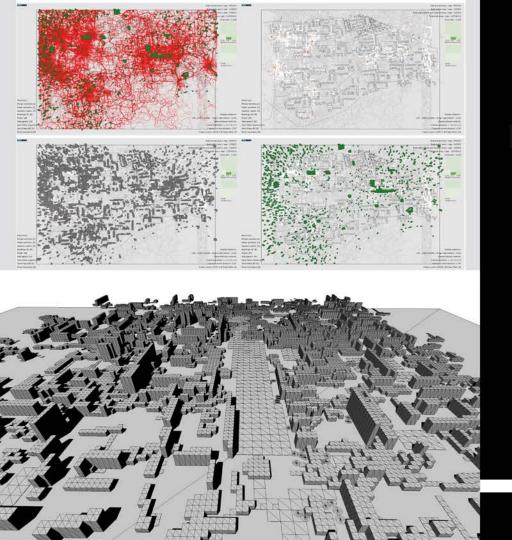


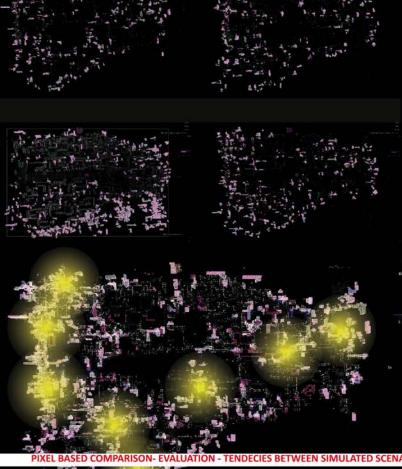


VISUAL QUALITATIVE EVALUATION FROM THE 1ST PERSON'S POSITION - UNREAL ENGIN













Excersise 04: Rule-based pattern-formation simulation (Grasshopper)

Download any topography data (any GeoTIFF relief from <u>https://geodata4edu.ethz.ch/portal.jsp</u> or earthexplorer.)

Convert to JPEG, import the file to Rhino, make a surface from an image. Use Grasshopper definition, e.g. <u>https://generativelandscapes.wordpress.com/2014/09/12/surfaces-from-image-sampler-example-4-6/</u>.

Tessellate the surface by means of appropriate method (e.g. Voronoi or others according to the morphological characteristics of the land area) and scale the subdivided parts according to the prefered attractor points or prefered typlogy of urban formations. (You can use several attractors on a curve). Try several possibilities of scaling / transformations / formations.

Populate the tessellated surface with buildings in relevant form (e.g. use and scale the shape of plots) according to certain rule-set (e.g. distance restrictions from attractor points, connectivity with the road network, etc.)

Simulate the growth of the city and analyse it by means of previously introduced analytic methods.

Study the video tutorials. Bring your own ideas to the system, change certain characteristics, try to use any other modelling methodologies or techniques/parameters. Prepare your questions.



Excersise 04: Rule-based pattern-formation simulation (Grasshopper)

Other Useful links for Grasshopper:

http://atlv.org/education/grasshopper/ http://www.co-de-it.com/wordpress/code/grasshopper-code http://object-e.net/tools http://www.grasshopper3d.com/forum/topics/scaling-voronoi-with-attractor-point https://explodebreps.wordpress.com/grasshopper-components/



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Web Links

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