

Renaissance Planning

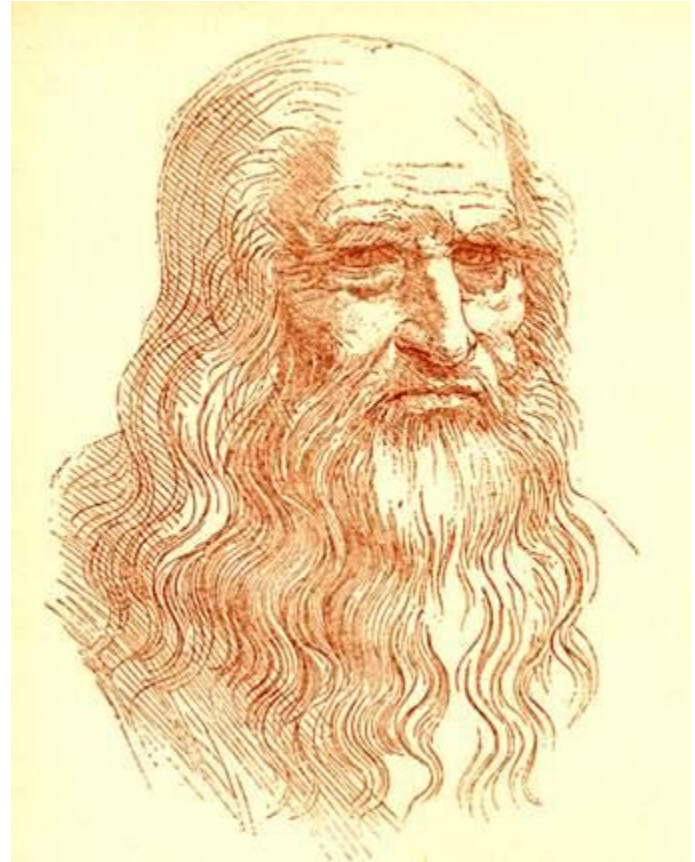
What is Renaissance?

- The word renaissance means 'rebirth'.
- Around 1350, art learning and science started to flourish in parts of Europe.
- This was the beginning of a new golden era to many people.
- Many Greek and Roman values were reborn in the renaissance.
- About 500 years later Roman civilization had been at its height.

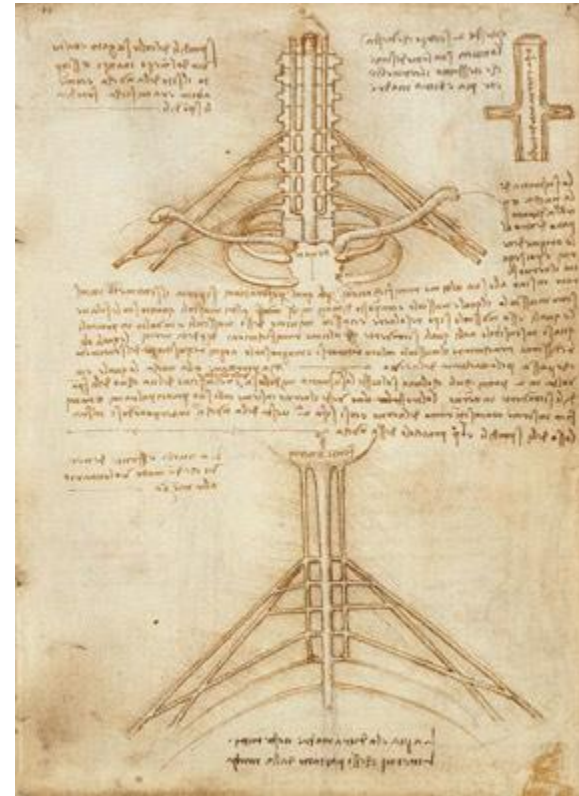
Renaissance Art and Literature

- Curiosity and enthusiasm for life were the heart of the renaissance.
- That spirit is best expressed in the work of Leonardo da Vinci, who was an artist as well as a scientist and inventor.
- Many most famous artists of all time lived during the renaissance and most prominent figure was Michelangelo.
- He expressed human emotions in his work like anger, sorrow, and strength.
- Writers also expressed the spirit of the Renaissance in their work. One of the greatest of them was William Shakespeare. Among his plays are stories of Romans and English kings. His characters are so true to life that they seem as real today as they did 400 years ago.
- Invention of printing press in 1400s made books more numerous and more people could read the work of great thinkers.

Work of Leonardo



Work of Leonardo



Work of Michelangelo



Changes in Religious Beliefs

- For over a thousand years roman catholic church had been the main Christian church in Europe.
- Many people began to question the way it was organized as some believe that church leaders were more interested in power than religion. They were known as Protestants.
- Martin Luther was the first protestant leader and he was banned by pope to the roman catholic church. He believed that people ought to be able to study the bible on their own. There was no need for priest to come between people and God and people should be able to talk with God directly.
- There was division of catholic and protestants among people even kings and queens.

Exploration of the New World

- Marco Polo went in east Asia in 1271
- Columbus went to the west in 1492
- Magellan found the route to Asia from western side in 1521 and crew went back in 1522.
- Spain set colonies on the lands explored by Columbus in 1500s and found gold and silver to make Spain richest European country.

Main Features of Renaissance Towns

- Several factors, virtually unknown to the ancients, influenced the structure and character of renaissance town.
- One that emerged in the late fifteenth century and assumed greater significance in the sixteenth and seventeenth centuries was the need to design town fortification system capable of resisting increasingly powerful assault weapons.
- The application of gunpowder to warlike purpose had produced such greatly increased cannon fire power that tall medieval town walls could be breached with comparative ease by the iron cannon as was demonstrated when the mighty walls of Constantinople were shattered by Turkish artillery in 1453.
- Thenceforth important towns in strategic location had to be encircled by **elaborate fortification systems** with bastions and ravelins upon which cannon could be mounted and from which enfilade fire could be directed on attacking forces from whatever side they might approach.
- Though seldom put to the test, these fortification system proved enormously costly to construct and even more so to extend and imposed a heavy burden of taxes upon citizens.

Main Features of Renaissance Towns

- In later years they also proved a rigid barrier to lateral urban expansion, so that maximum use had to be made for building land within them.
- Increasing demands for living and working space led to development at high density in tall buildings as well as encroachment of building on the long, narrow gardens that had afforded such pleasant compensation to crowded medieval terraces and thus occurred the overbuilding and overcrowding for which medieval town development has so often been unfairly criticized.
- Another factor in renaissance town planning again not known to the ancients in such an acute form, was the rapidly increasing use of urban streets by horsemen and horse drawn carriages from the sixteenth century onwards. This introduction of gradual change in the scale of cities and called for greater width of streets to allow for foot paths, long and straight alignments to facilitate speed of movement for non pedestrian traffic. And new styles for building facades that could be viewed from a greater height and at a greater speed by man on wheels or horse back than by man on his feet. Thus emerged the so-called **architecture of the carriage way**, the long straight street with uniform parapeted facades, regular fenestration and especially designed architectural and sculptural features at street intersections or terminations.

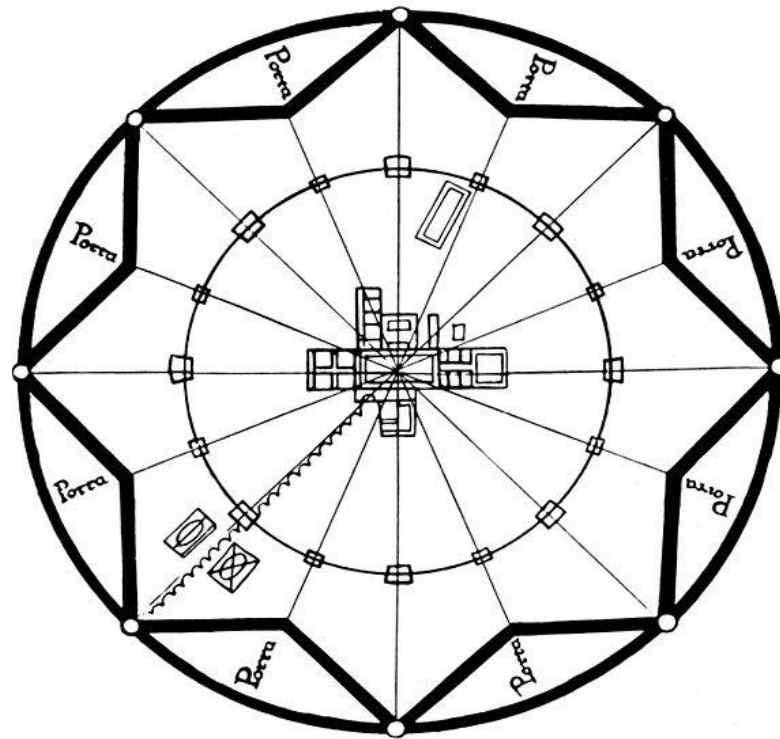
Main Features of Renaissance Towns

- A third factor was the fashion for **designing and planting gardens** of considerable extent in strictly formal manners settings for symmetrical architecture of places or large houses. canals, pools, lakes were also of regular form, fountains were made to play to strictly to rules, trees, trimmed to sculptural shapes, were planted precisely where the plan dictated and shrubs and flowers, too, set out in rigidly controlled patterns.
- Topography of Italy usually resulted in gardens of modest extent, the broad plains of France enabled parks of the seventeenth century to spread over vast areas and dominate the landscape.

New Town Planning Ideas

- In late 15th and early 16th century attention was directed towards the creation of a complete urban unit, the 'ideal city'.
- Antonio Filarete was the first to advance proposals in the form of plans supported by written explanation, his ideal city exhibits a strictly geometric form, its shape was an eight pointed star formed by superimposing two squares to produce a polygon of sixteen equal sides. Each salient angle was marked by a tower and linked to the city center by a straight canal and road alongside.
- He decided group of three open places, rectangular in shape, for central area.

Ideal City of Antonio Filarete



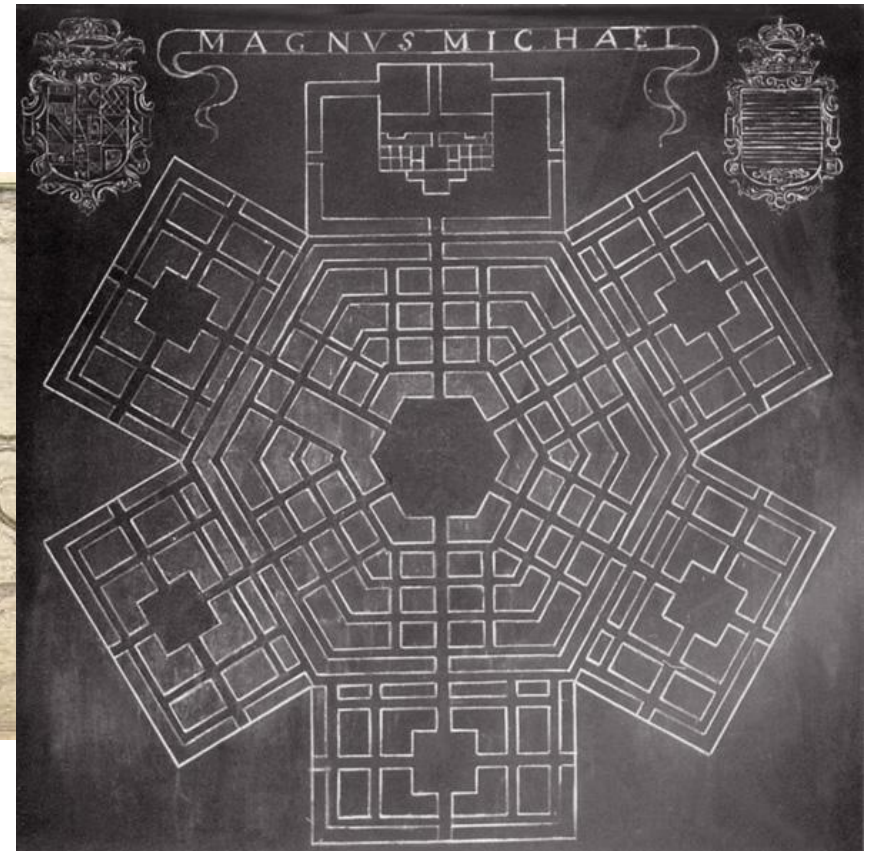
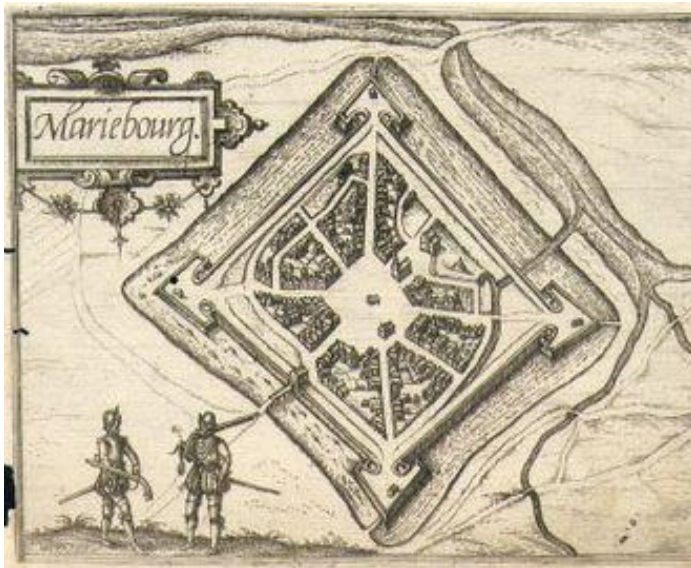
New Town Planning Ideas

- The basic layout of the city was an eight point star, created by overlaying two squares so that all the corners were equidistant.
- This shape was then inscribed within a perfect circular moat.
- In terms of planning, each of the outer points of the star had towers, while the inner angles had gates.
- Each of the gates was an outlet of radial avenues that each passed through a market square, dedicated to certain goods.
- All the avenues finally converged in a large square which was centrally located. The town contained three squares – one for the prince's palace, one for the cathedral, and one for the market.
- Because the Renaissance was much taken with the idea of the canal town, in Filarete's Sforzinda every other street had a canal for cargo transport. The canal system also connected with the river, and thus the outside world, for the import and export of goods.
- The city also contained many buildings, including parishes and separate schools for boys and girls.

New Town Planning Ideas

- There were other ideas for an ideal city which contain radial pattern.
- The radial concentric layout was advantageous in that if an enemy breached the walls or if citizens rose up against their rulers it would enable cannon mounted in the central market place to fire down every radial street.

New Town Planning Ideas



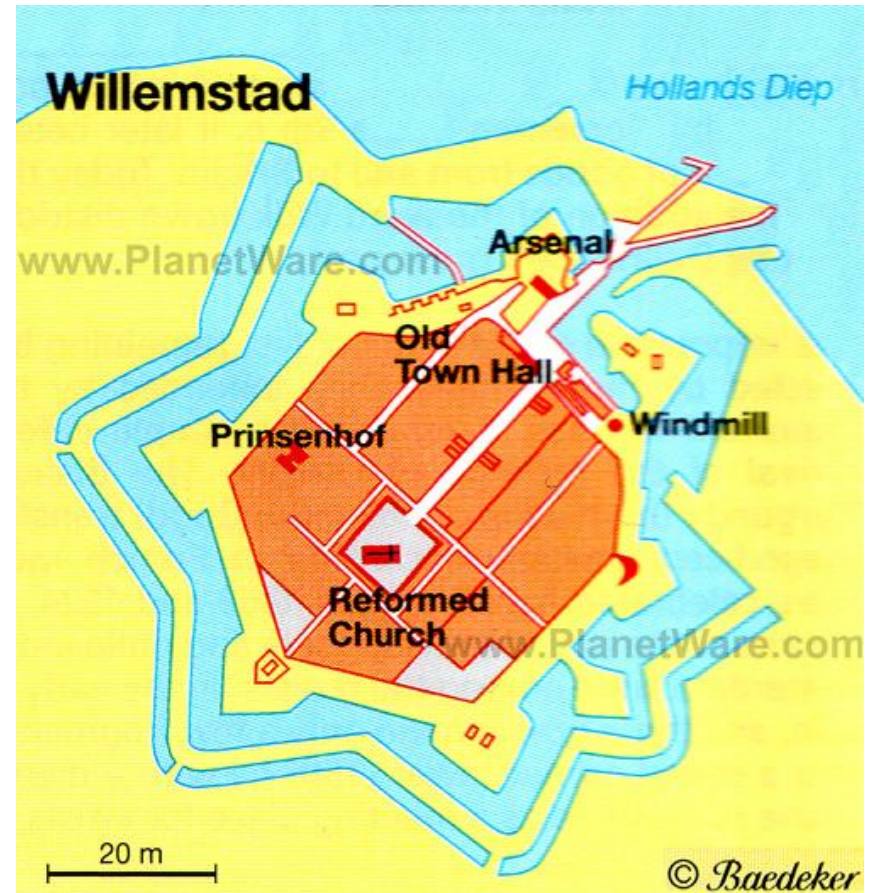
Critical view of Renaissance Towns

- The strong symbolic formality and symmetry of Renaissance ideal city plans and of new towns built completely or partially in their likeness, reflect the **uncompromisingly geometrical forms** typical of the tyranny of the T-squares, set squares and compass.
- Their designs visualized the **city as a work of art**, a composition of complete and finite form and therein lay the weakness.
- A city planned as a work of art could only be visually successful when its entire street plan had been set out and developed with appropriate building facades, all monuments and terminating features erected, all planting complete, all trees mature, and it could be economically successful if it accommodate the planned number of inhabitants engaging in the planned economic and social activities.
- Any incompleteness and taking over open spaces by buildings in future would be unfortunate for such planned city.
- The cardinal fault in ideal city planning was the attempt to contain within a static and rigid physical structure something that is neither static nor rigid but dynamic and fluctuating.

Sabbioneta, Italy



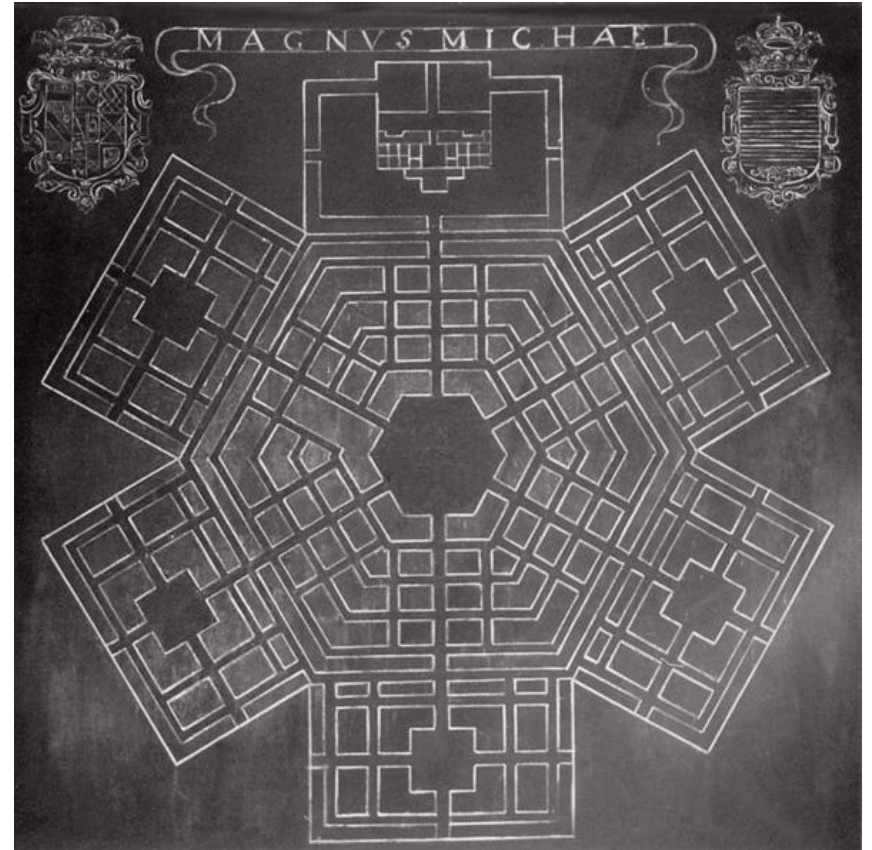
Mariembourg & Willemsted



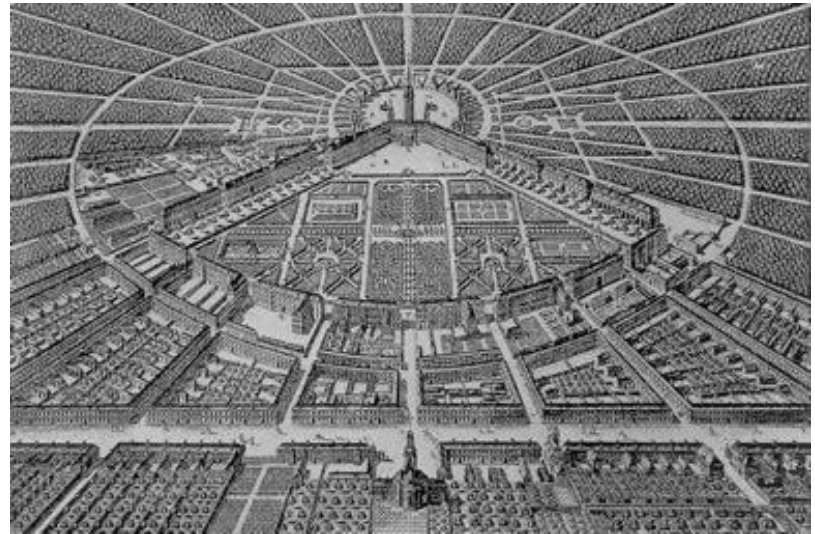
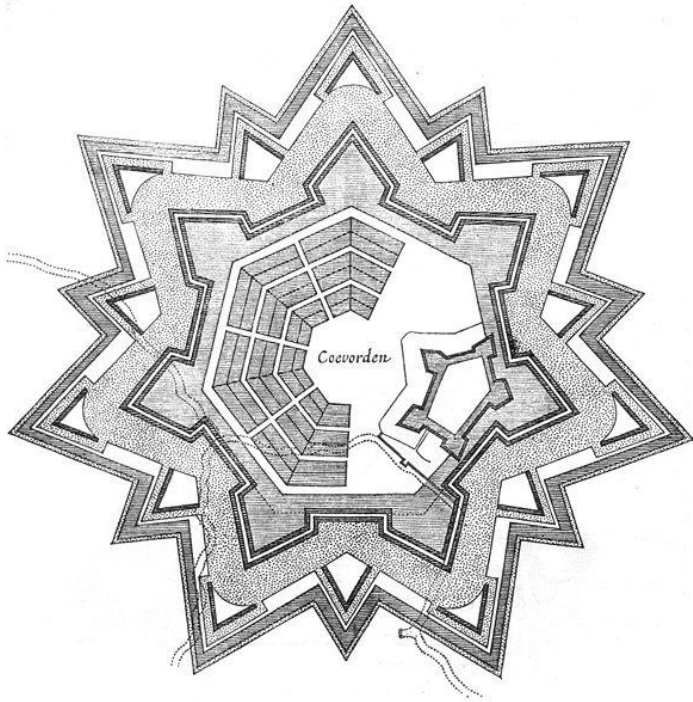
Palmanova Italy



Grammichele Sicily



Coevorden and Karlsruhe



Freudendtadt and Henrichemont



Renaissance Town Improvements

- The characteristic achievements of renaissance town planning lay less in the creation of new towns than in the improvement of existing towns and the adaptation of their medieval or even older forms to the new urban order.
- Aristocrat rulers and landowners and patrons supported to create urban beauty and facilitate movement of traffic to gain political and economic advantages of production and trade.
- There was mass destruction in the process of town improvement
- They removed out dated buildings and homes and developed new schemes.
- Towns were improved including streets straightening and widening, cutting new thoroughfares, especially through slum area, setting out new places of squares surrounded by elegant new buildings and introducing trees, lawns, and flowers to public places, streets, and squares.
- It started in Italy first and then France followed the similar plan and then in England same town improvements carried out and reached even farther afield as a consequence of momentous voyages of discovery.