

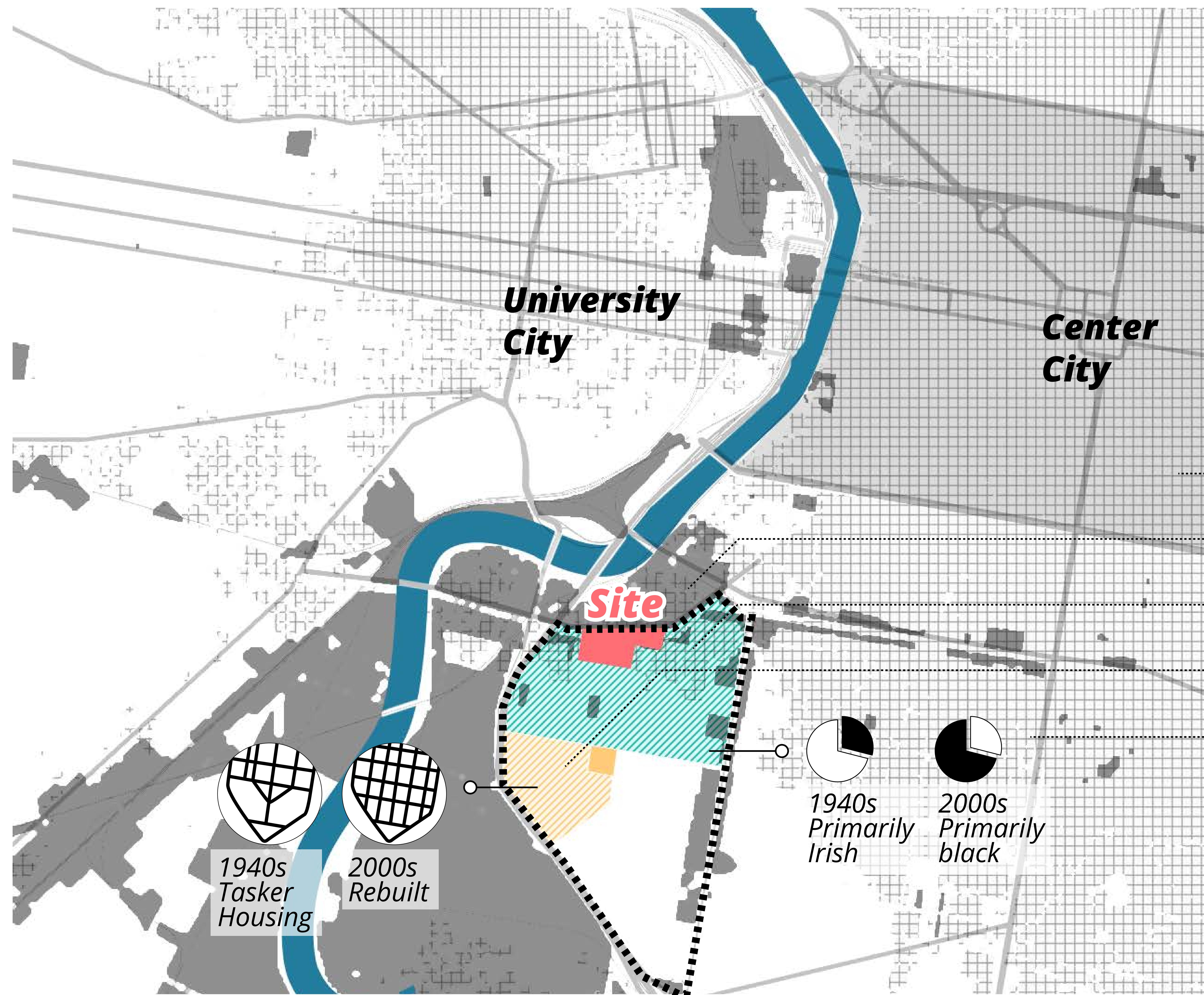
The Mini-blocks

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Assignment 1 of
CPLN-660 *Fundamentals of Urban Design*

10/12/2021

periphery in space-time



time

- By 20 c.
- early 20 c.
- by 1940s
- after 1940s
- Up to now

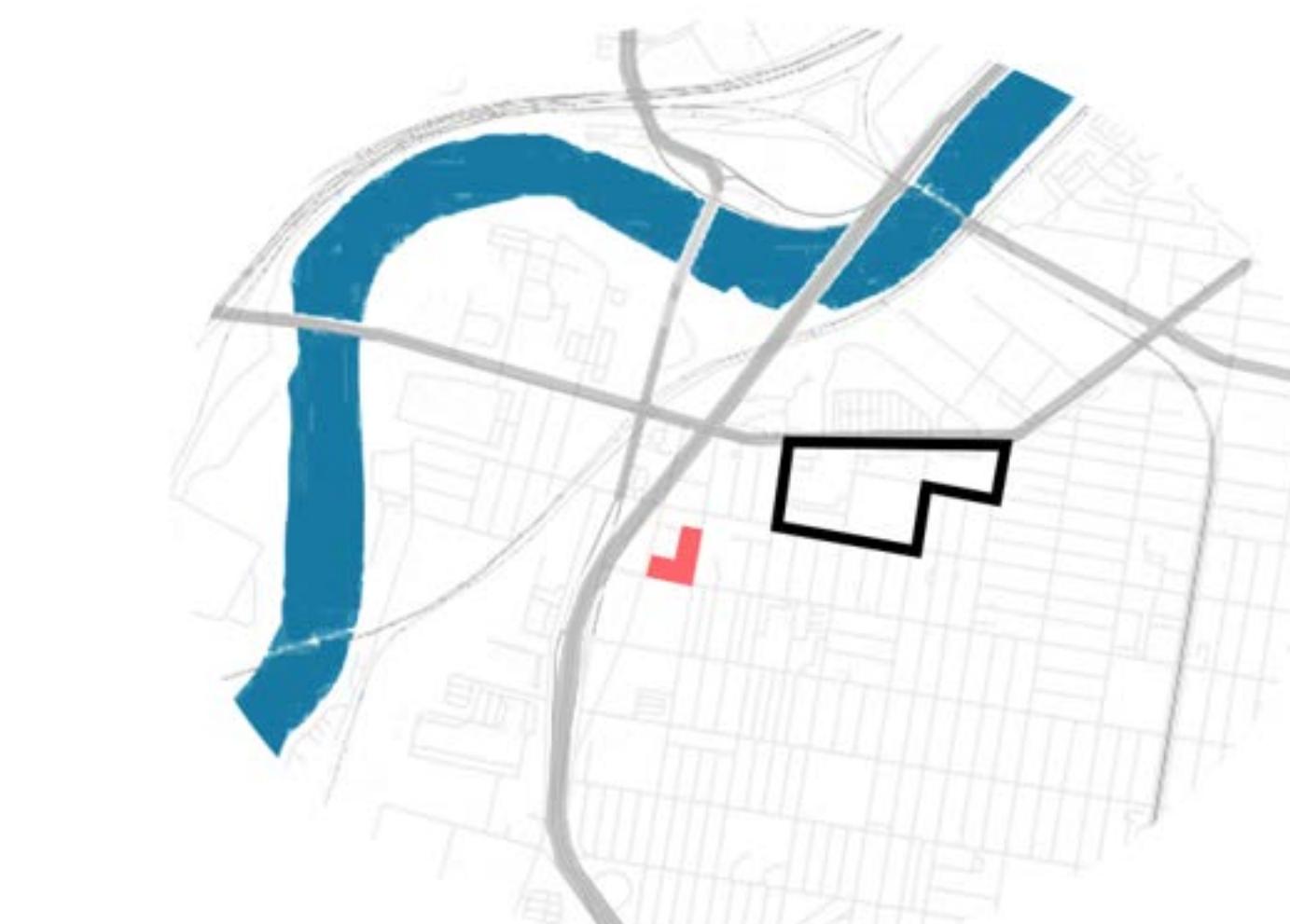
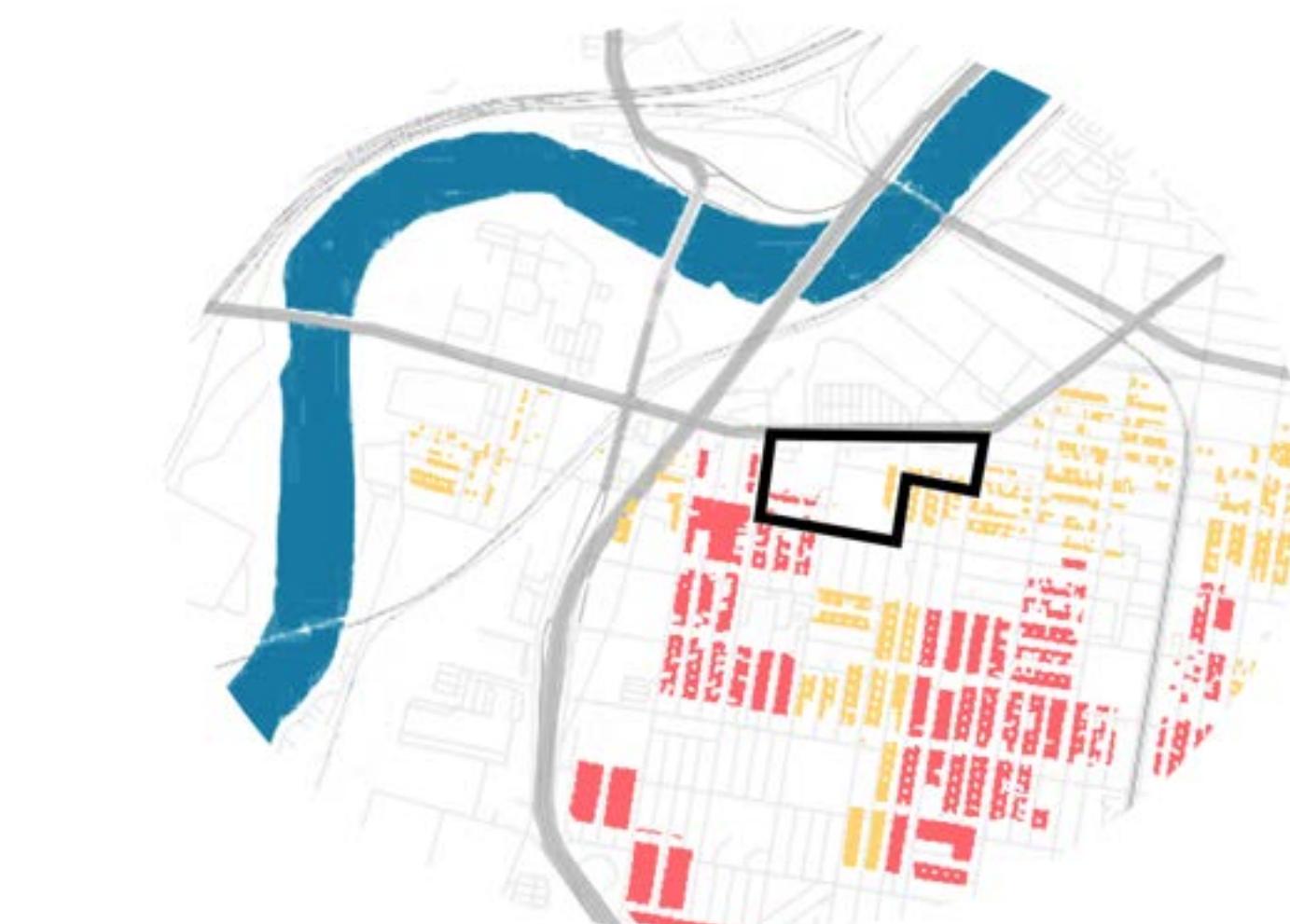
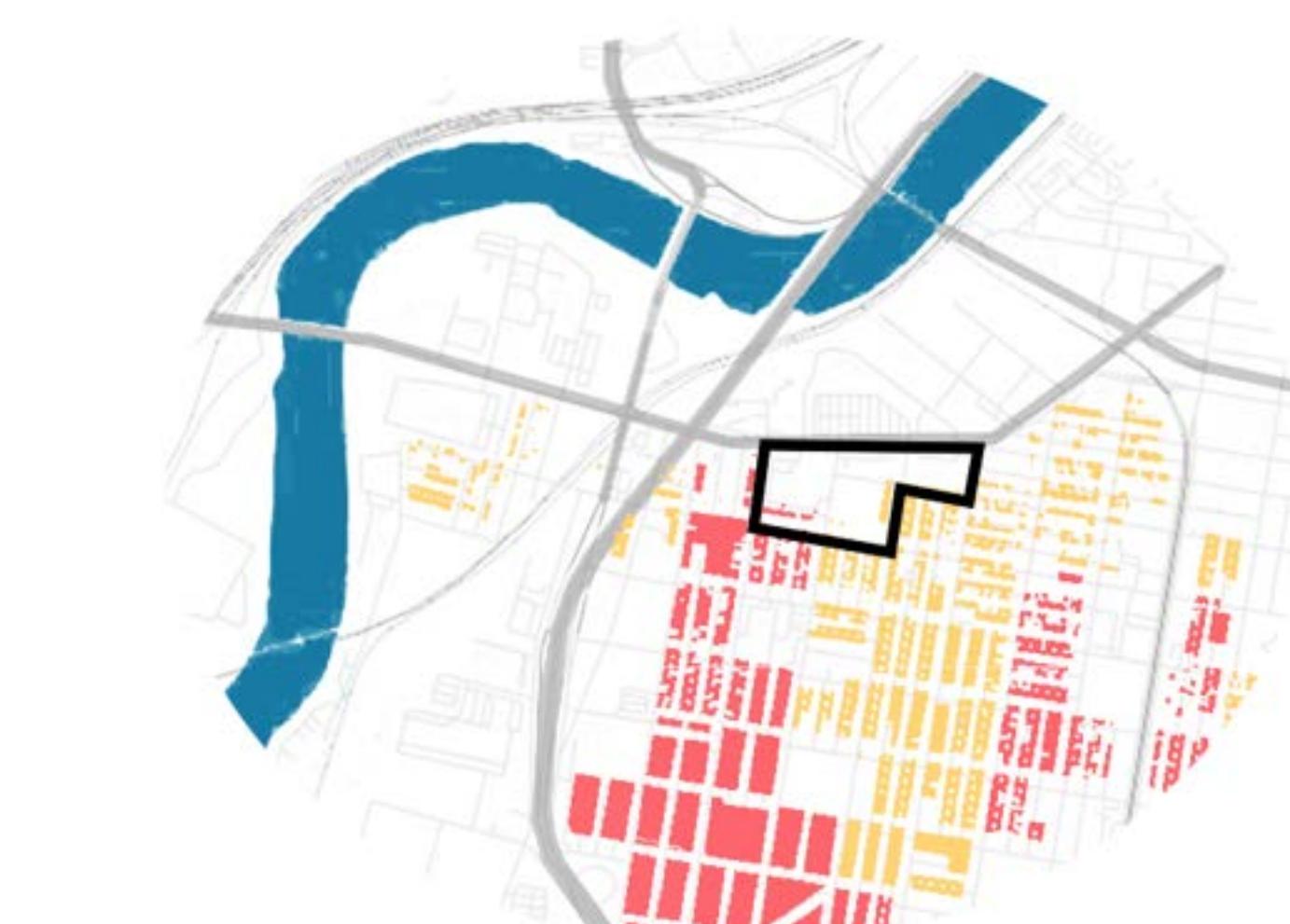
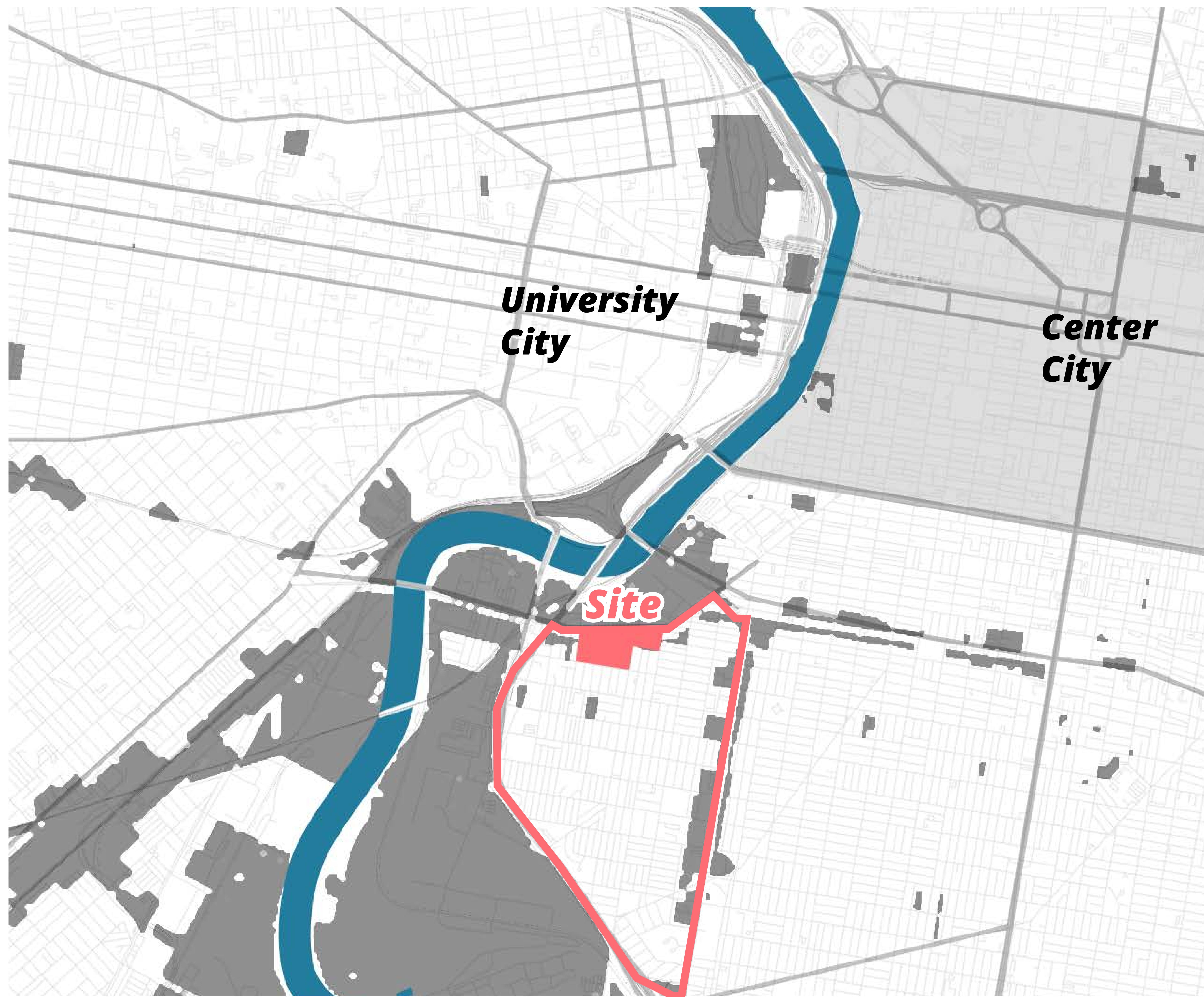
space

- Older town
- Industrial development
- Worker settlement (Irish)
- Tasker housing (black)
- Community/racial tension

Changes in demographics,
socioeconomics, etc.

periphery

in socioeconomic



periphery

↳ empowerment → programs

generate more income



Small
businesses

generate more jobs



Affordable
housing

Provide enough amenities

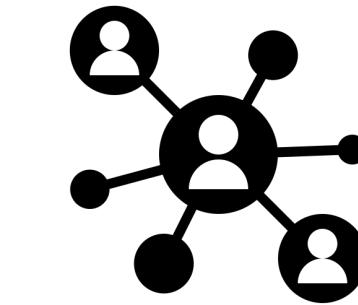


Community
spaces

Attract more people

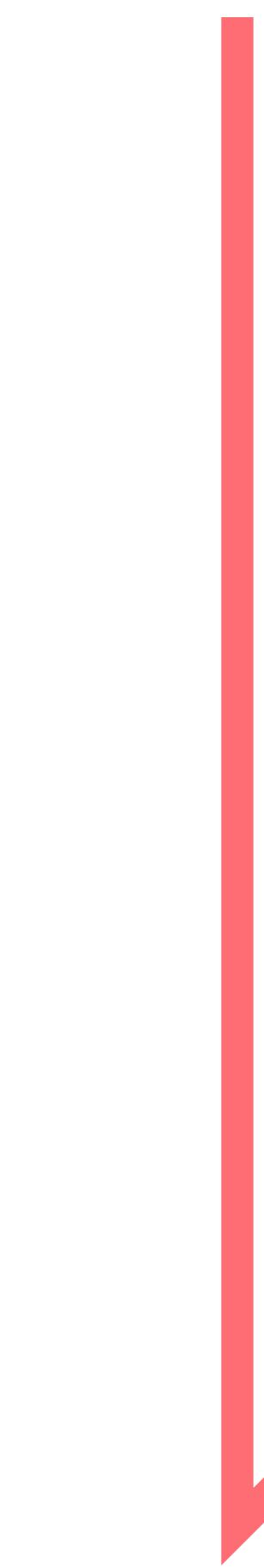


Build up community



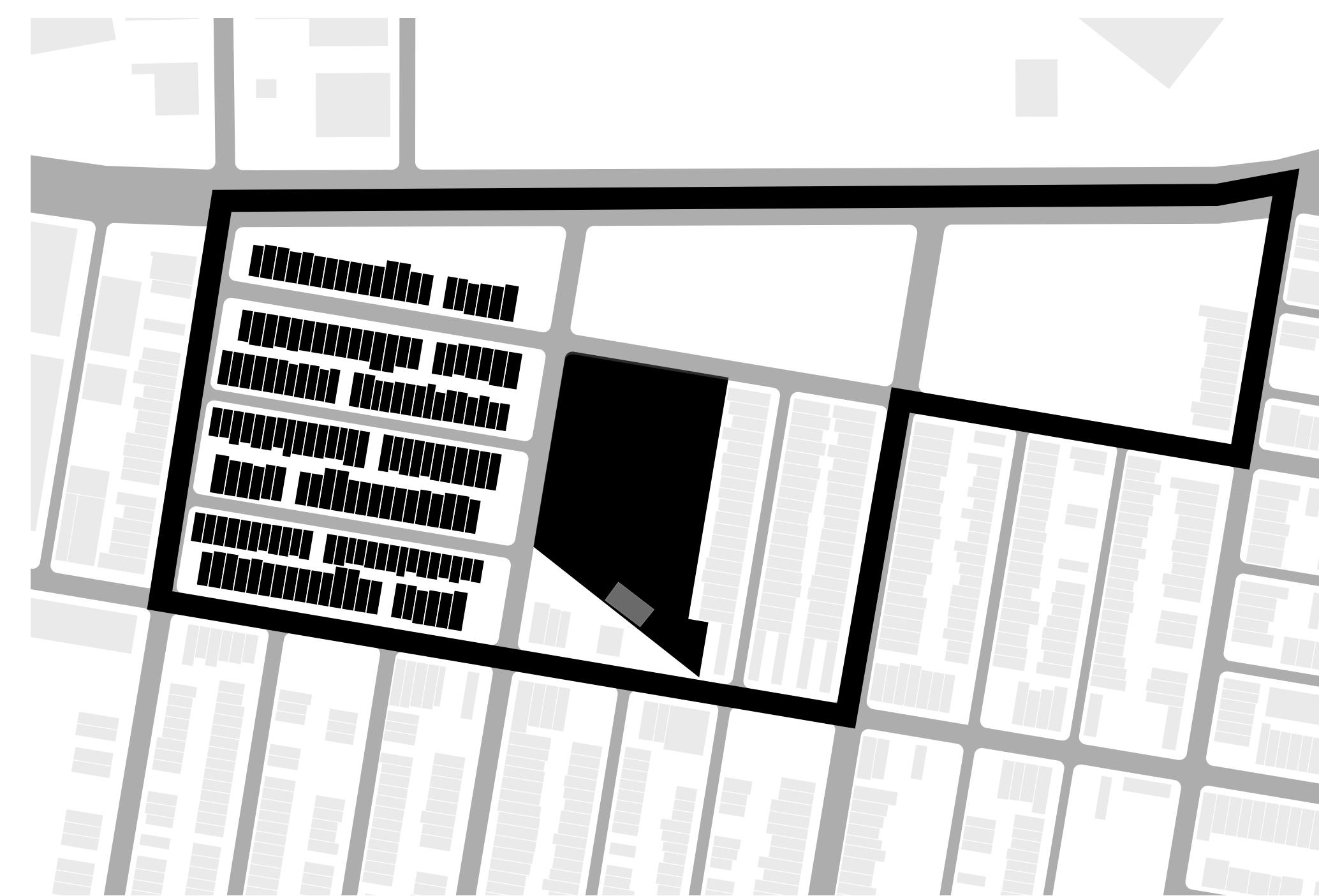


center
accessibility &
available land



**site as center for
sw. periphery**

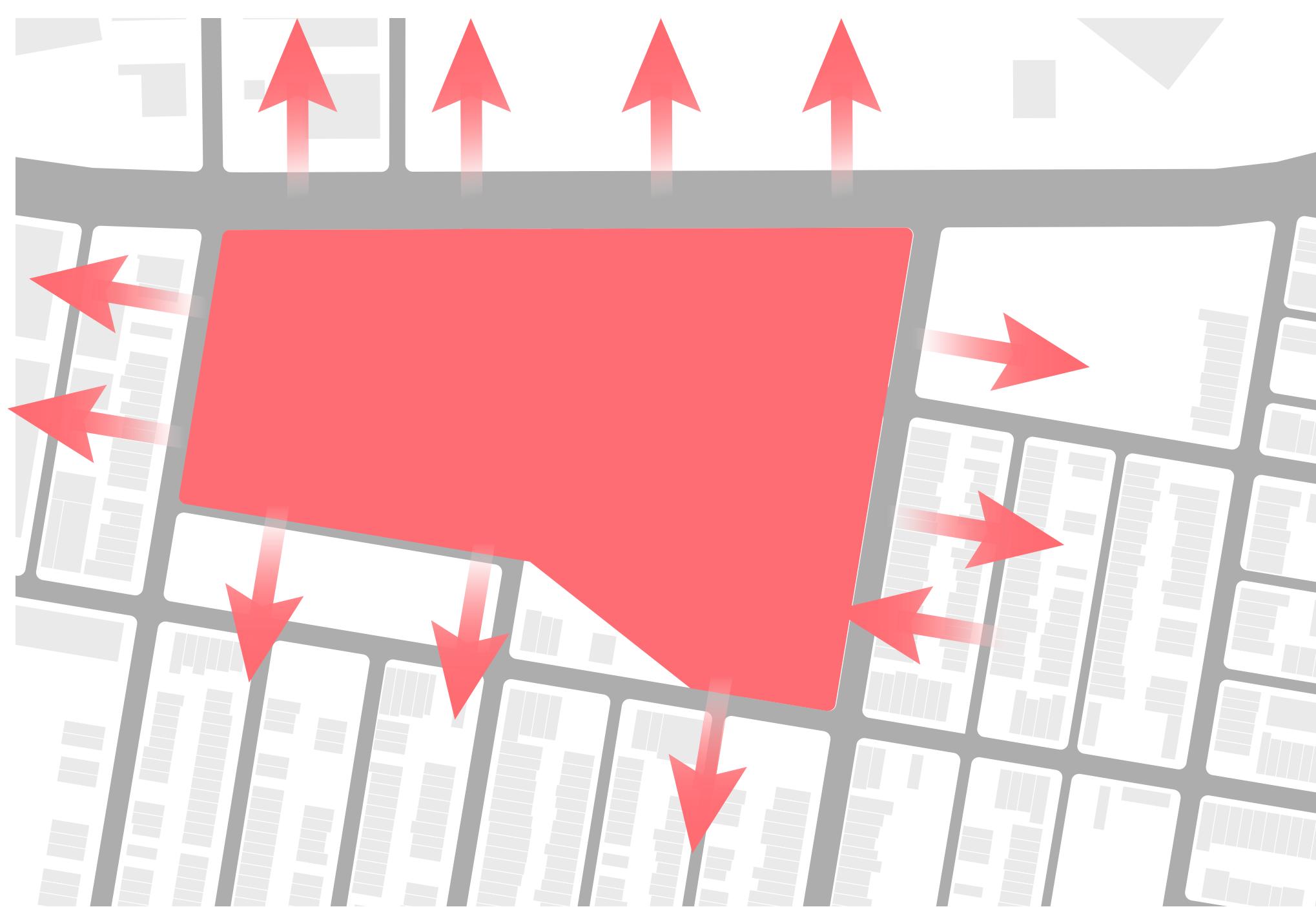
center → connectivity



1920s

Original form

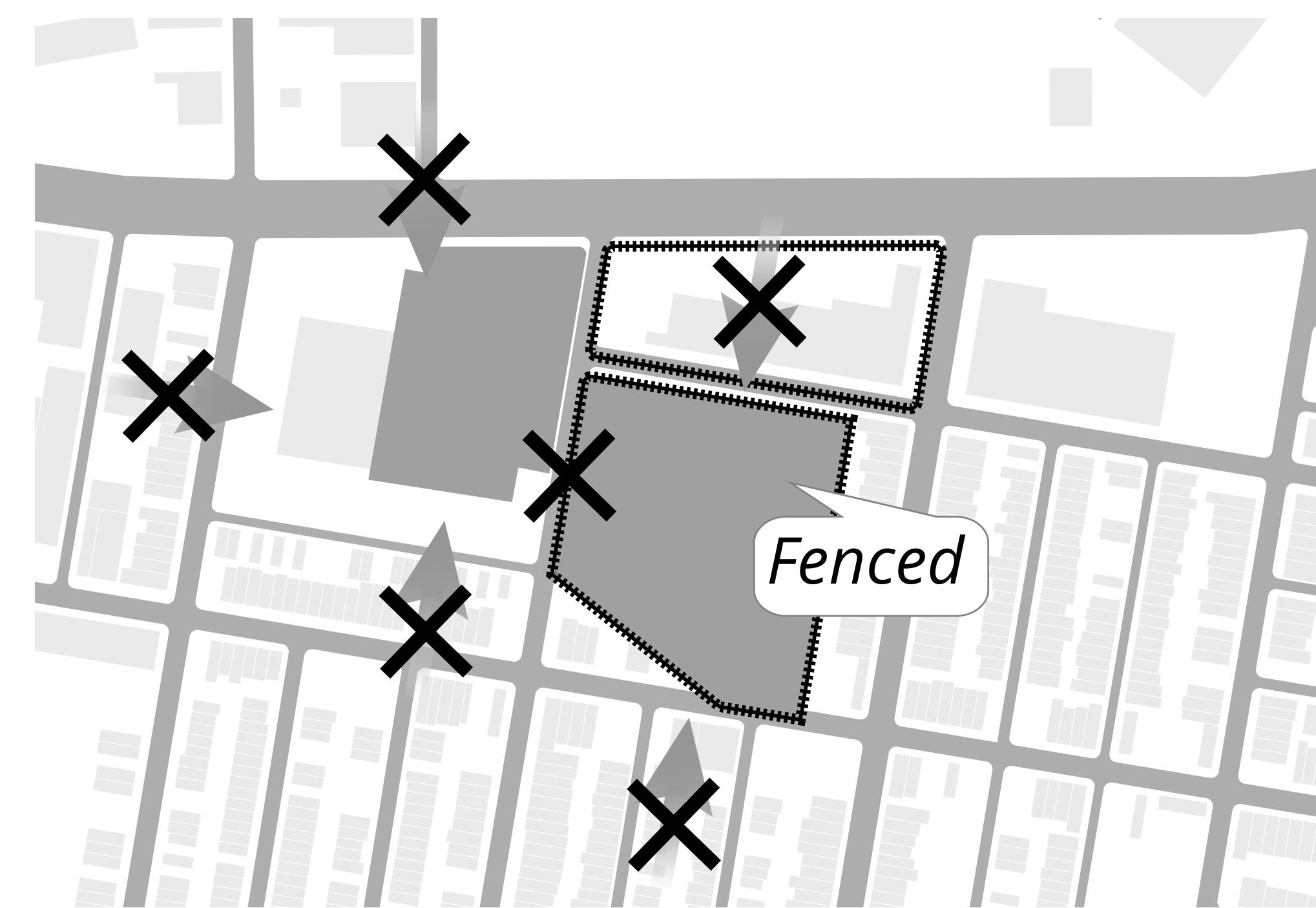
*Long strips of rowhouses;
Playground remained from
previous plot border.*



1970s

Renovation plan

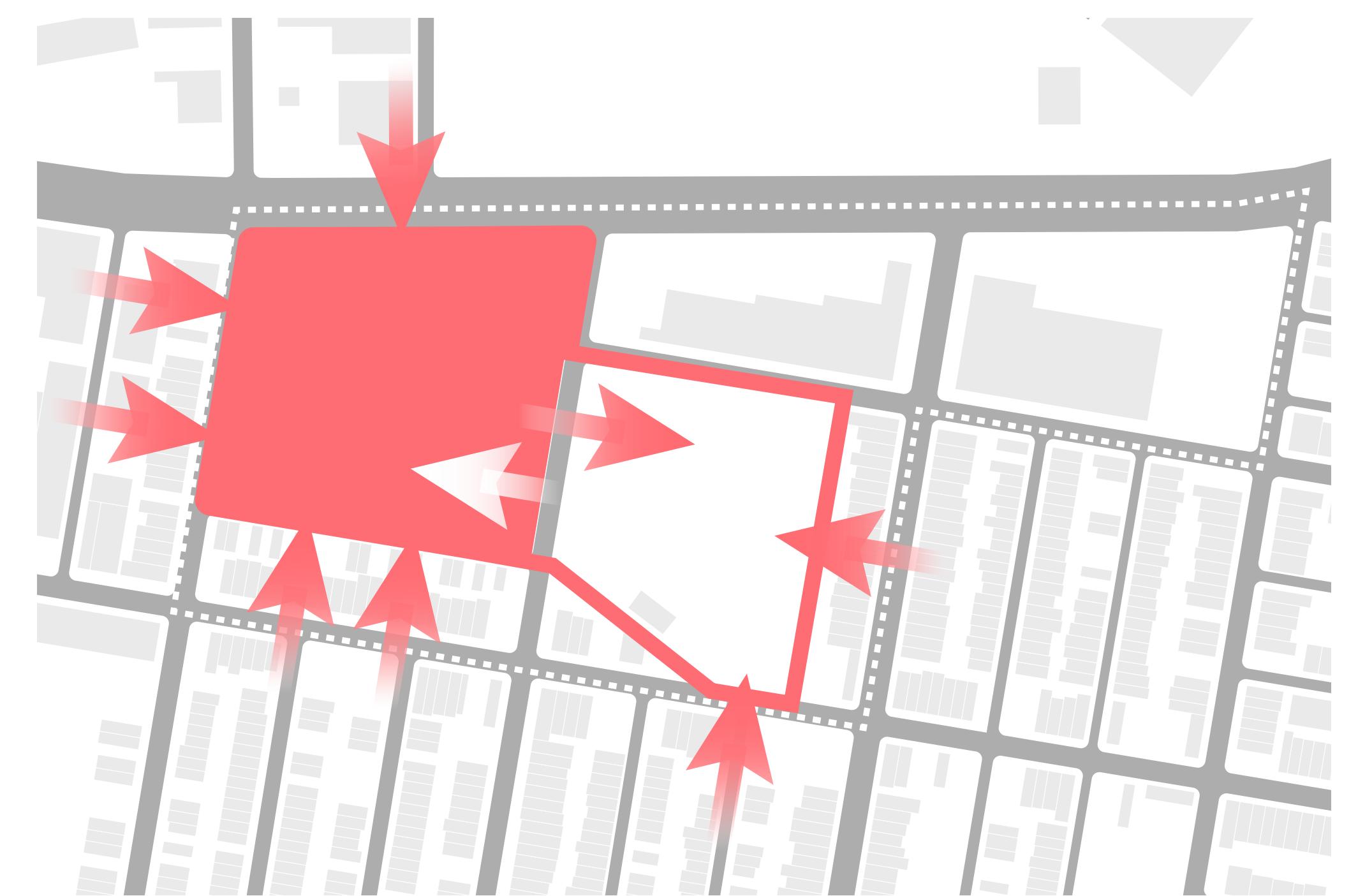
*Playground planned to be enlarged,
serving as regional recreation center;
site cleared.*



2020s

Disconnected despite plan

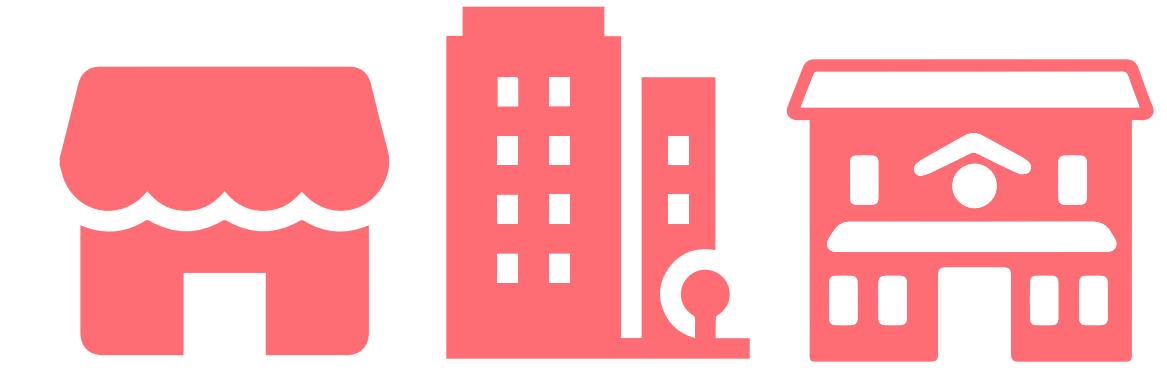
*Segregation & weak
connection; underused*



desired

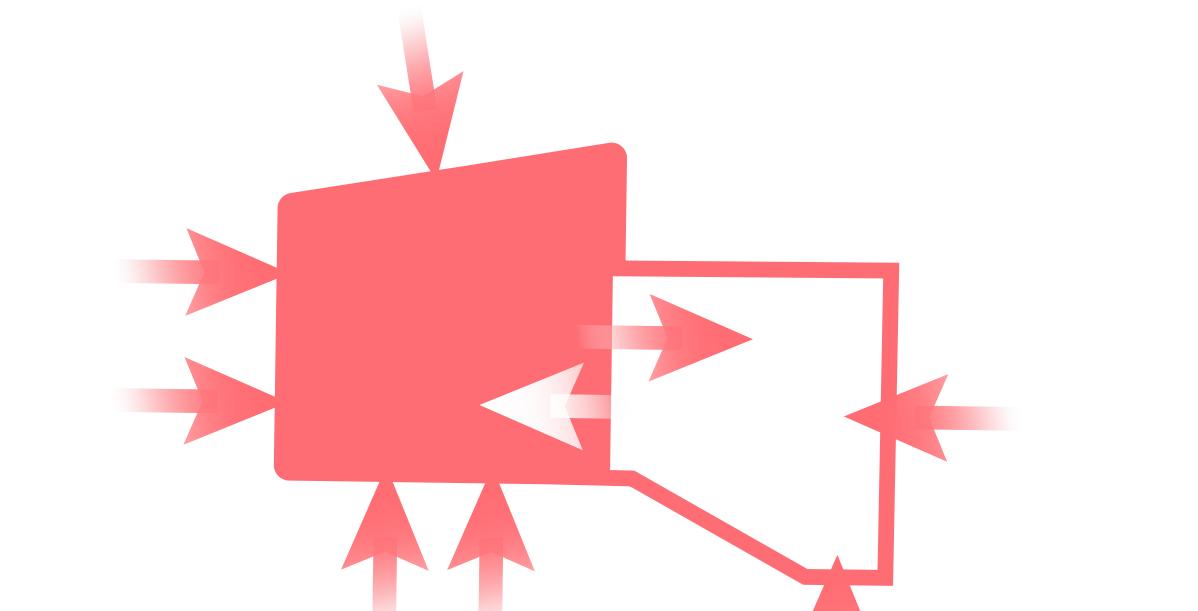
Playground+as center

*Integration with playground;
connect with neighborhoods*

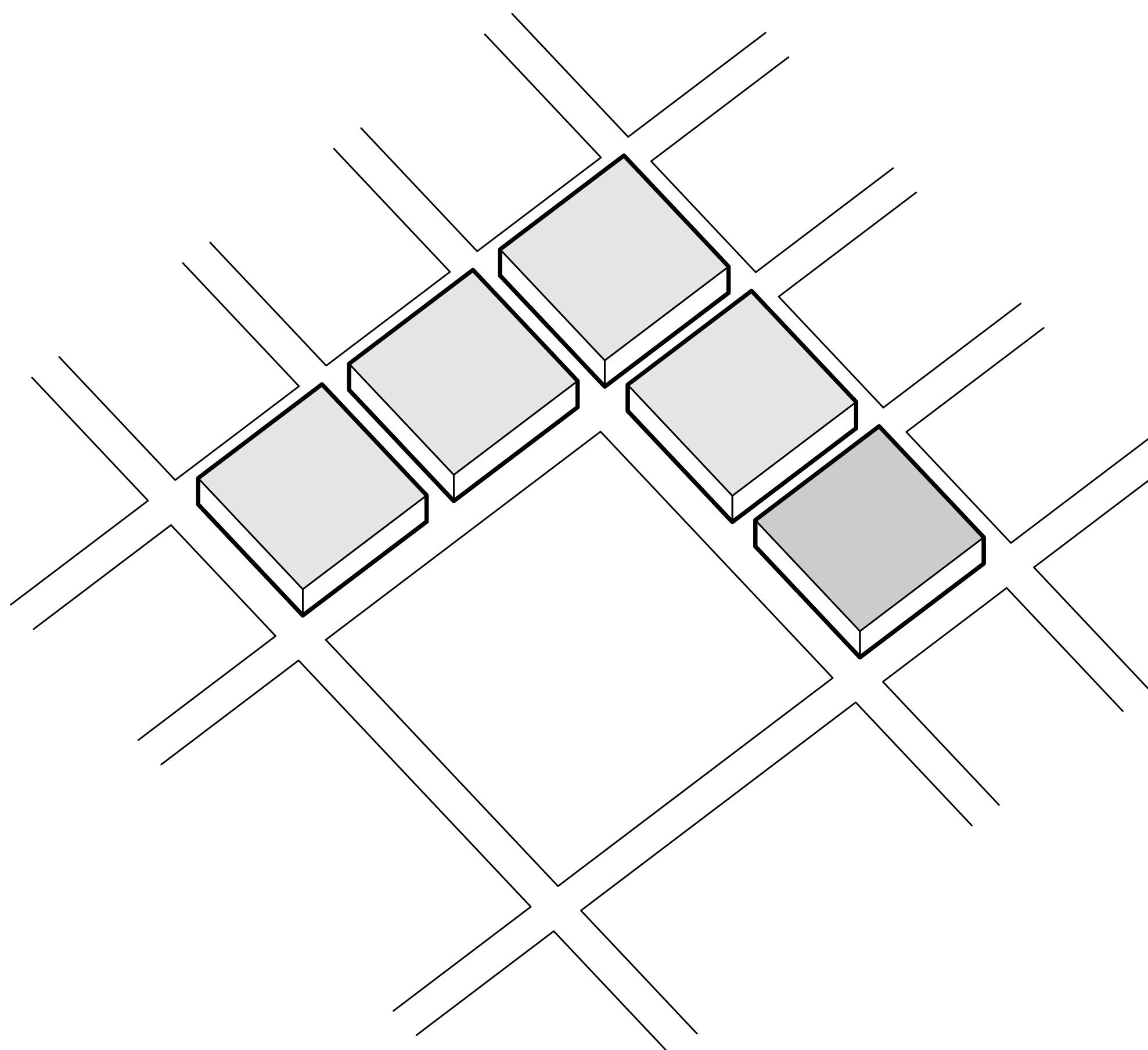


programs for
empowerment

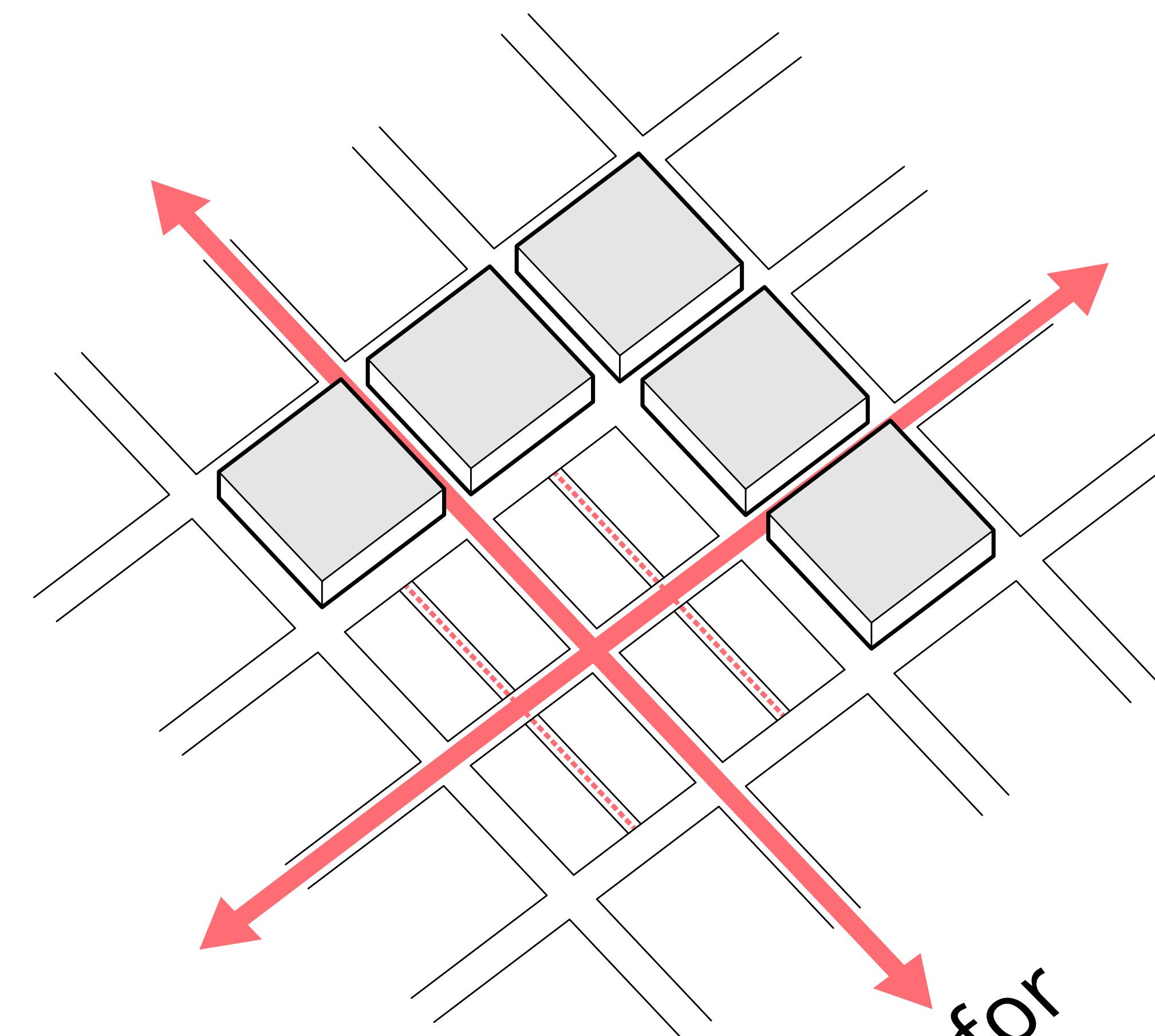
form



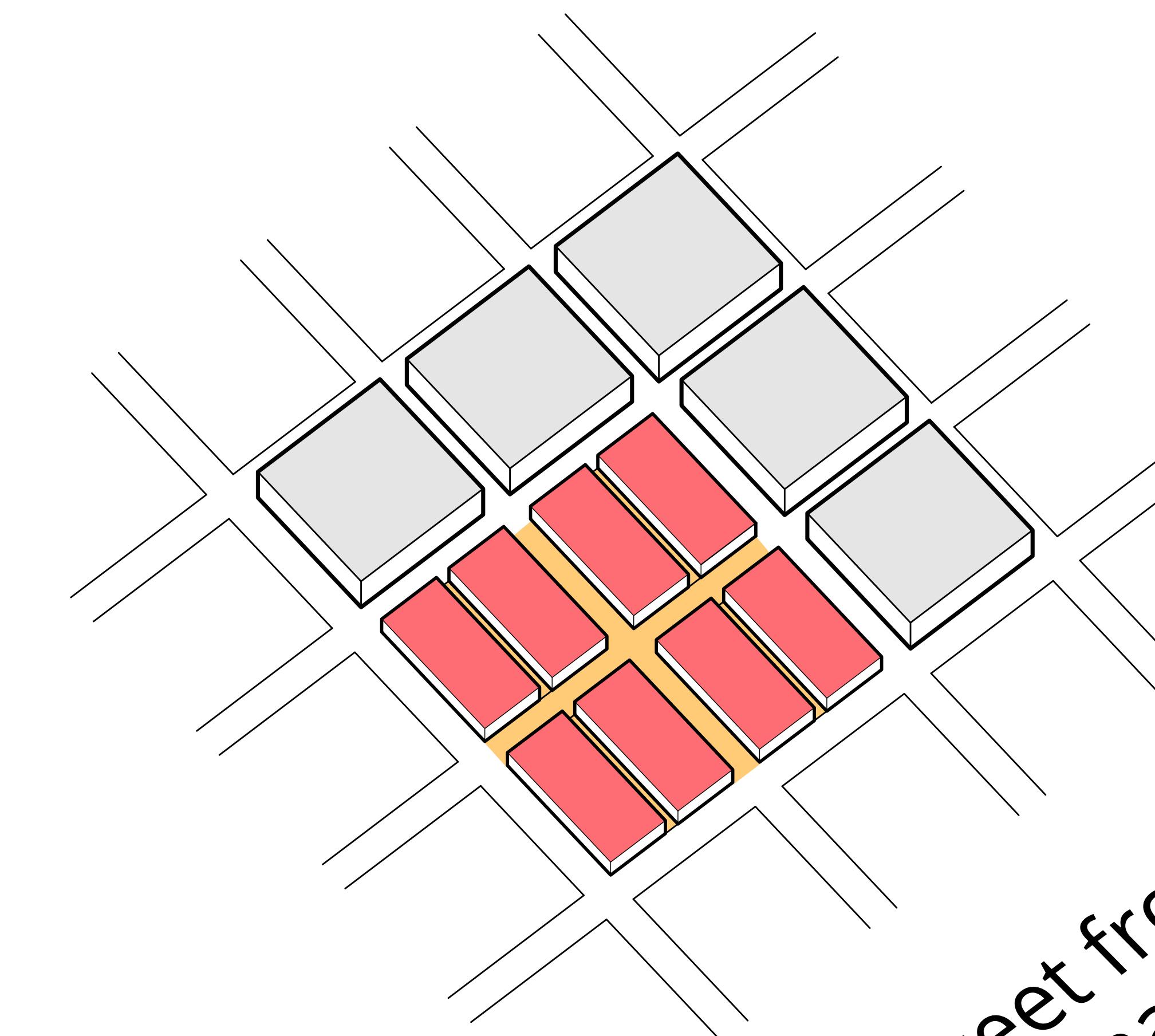
connectivity



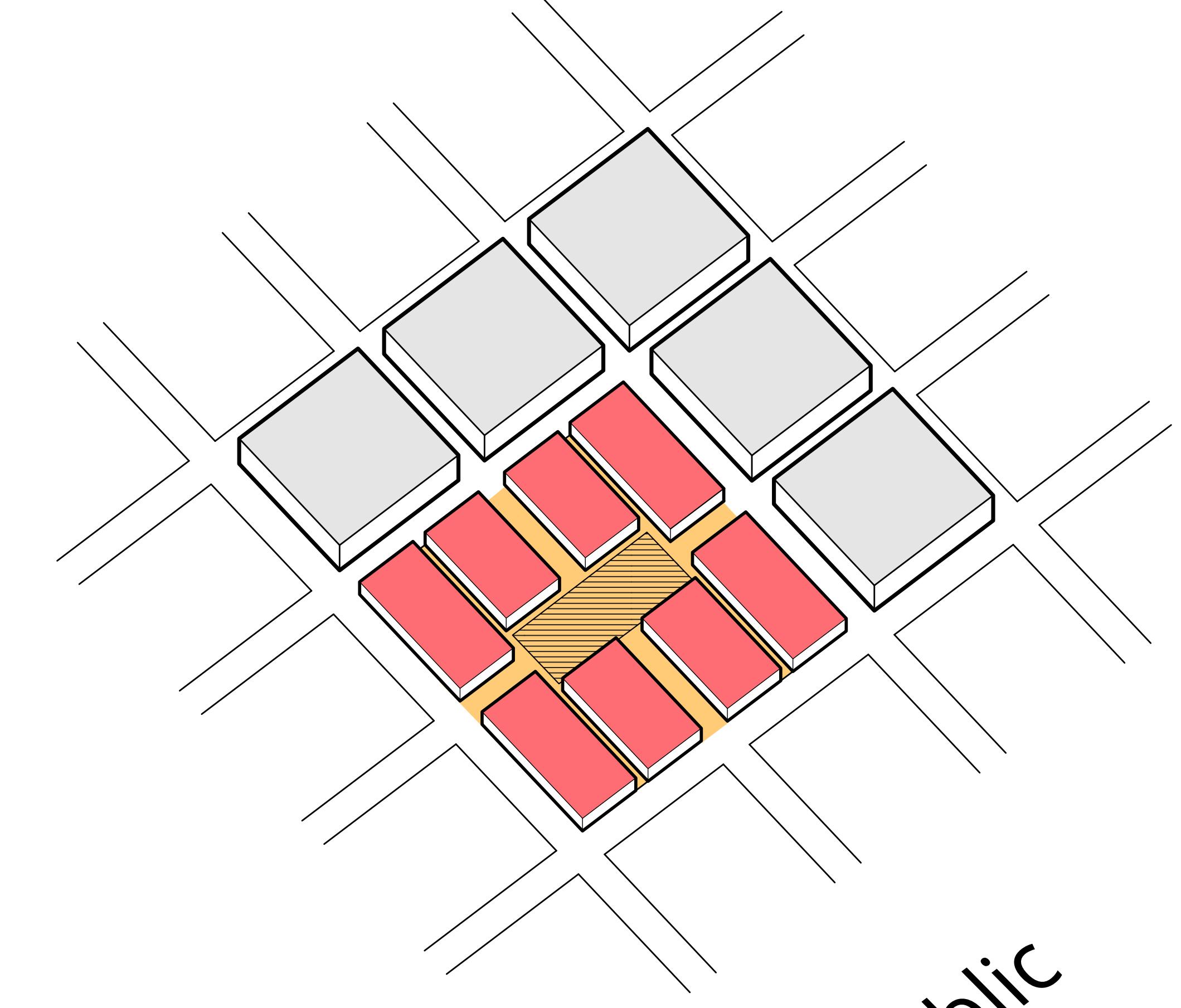
void



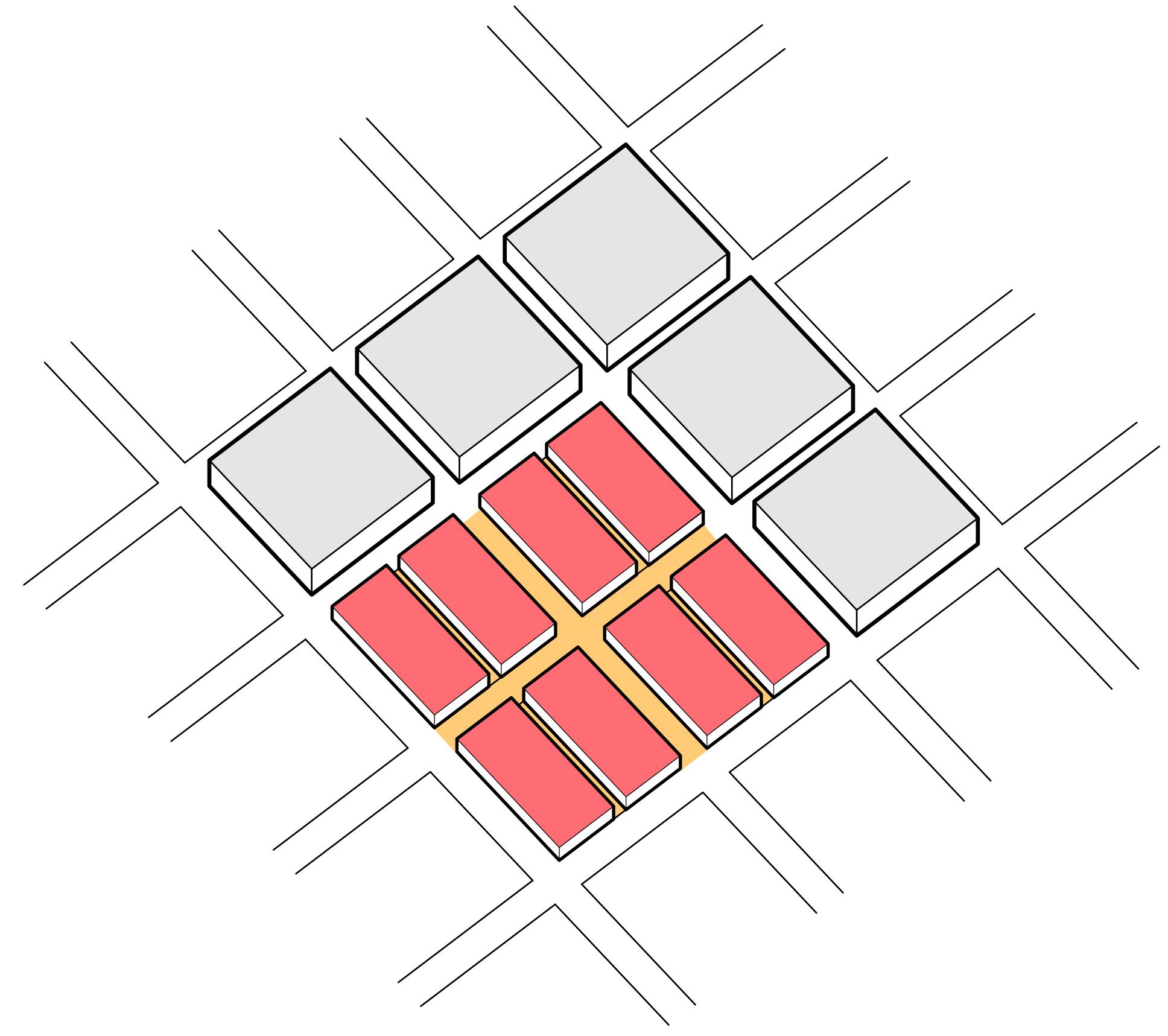
grid infill for
connectivity



dense street front
system + small
programs



make public
spaces



Broadway Market, London



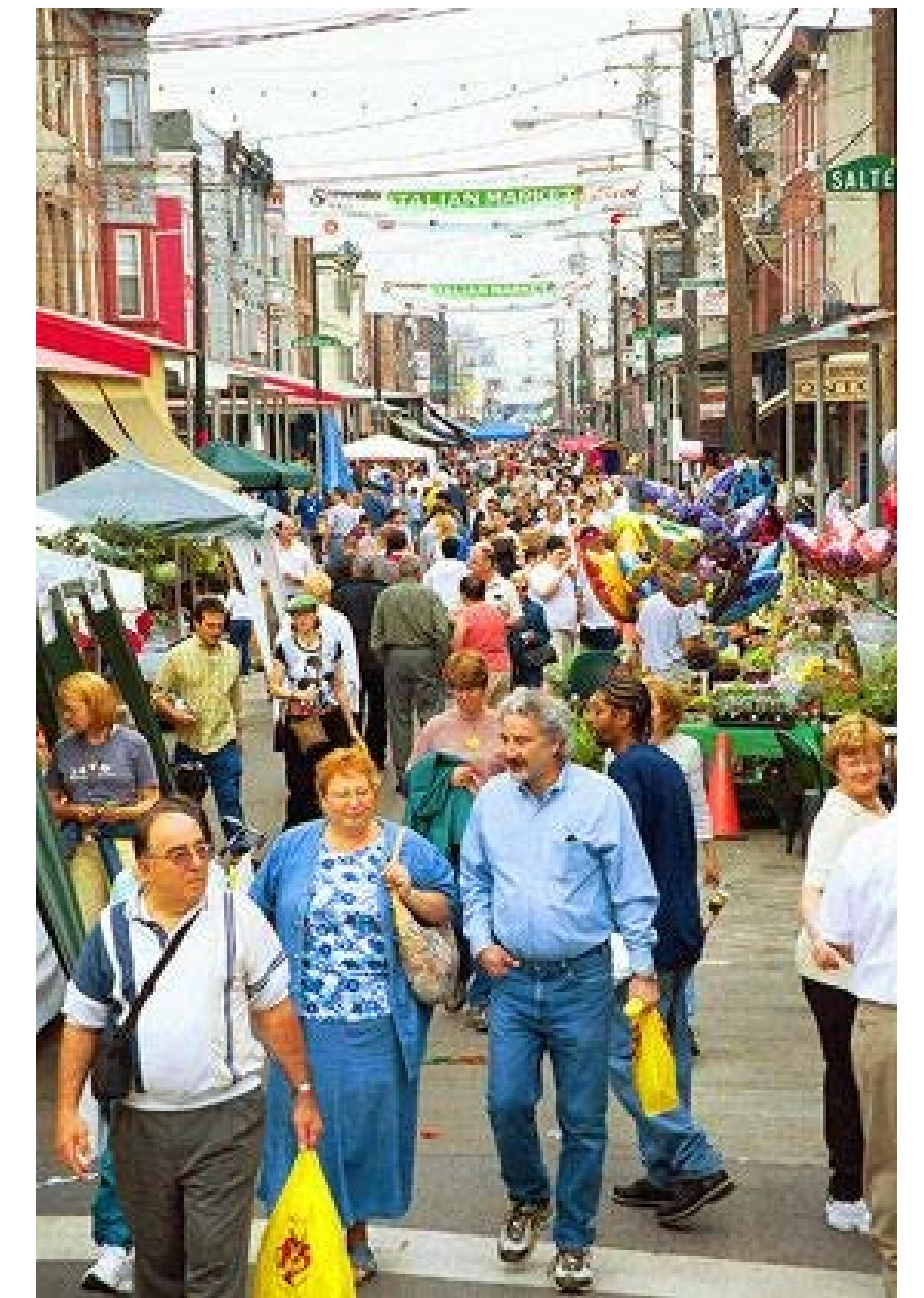
Market with temporary stalls

Rue Cler Market, Paris



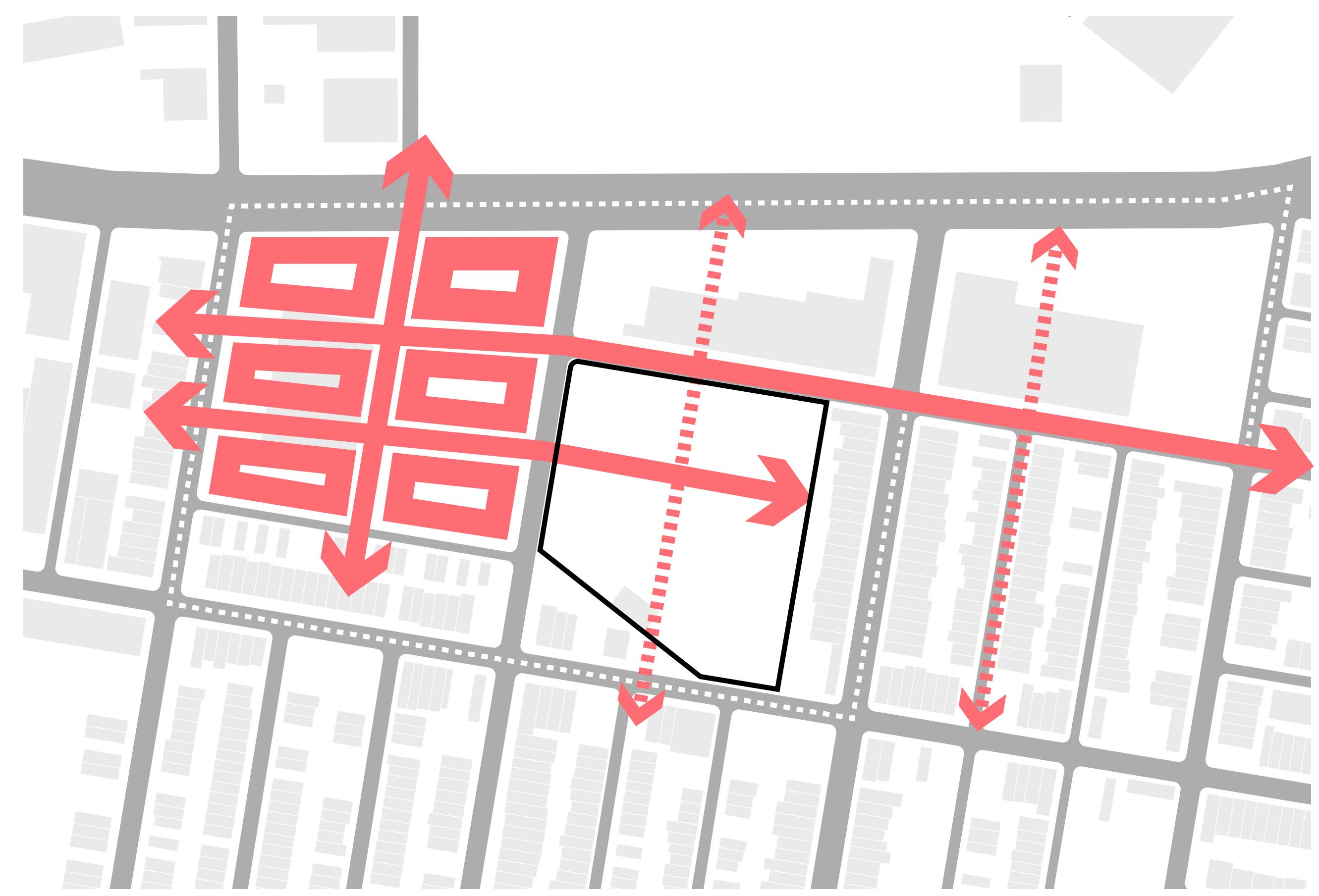
Street with outward shop frontages

Italian Market, Philadelphia



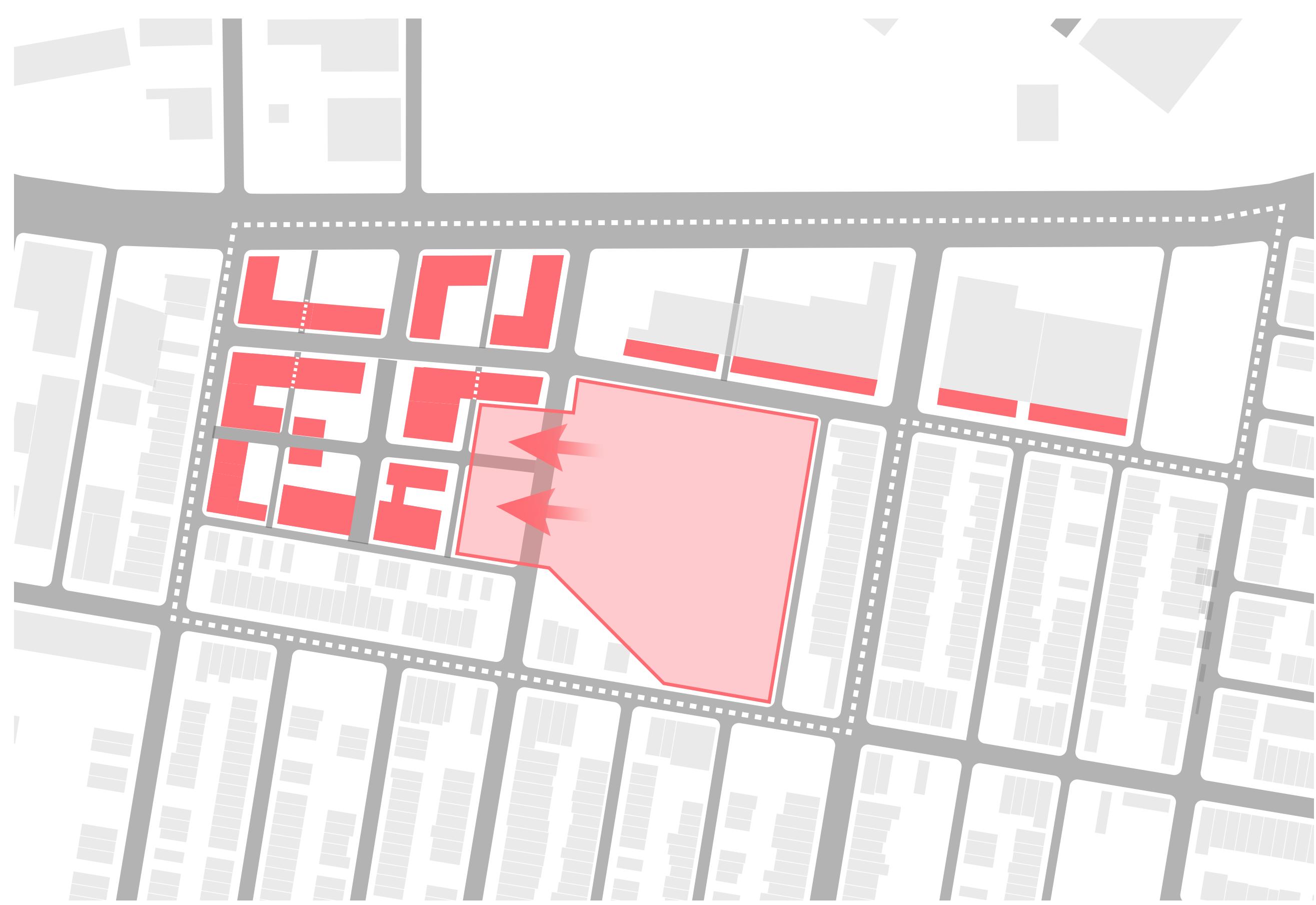
Street with open-air market

design steps



1

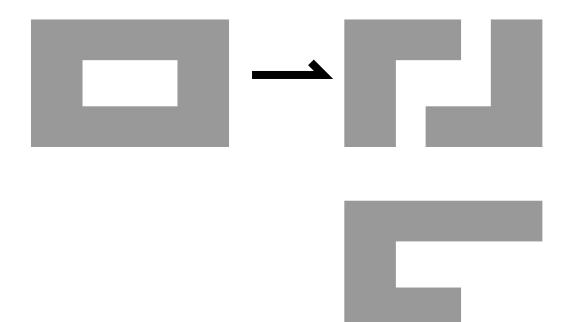
Grid infill + block prototype



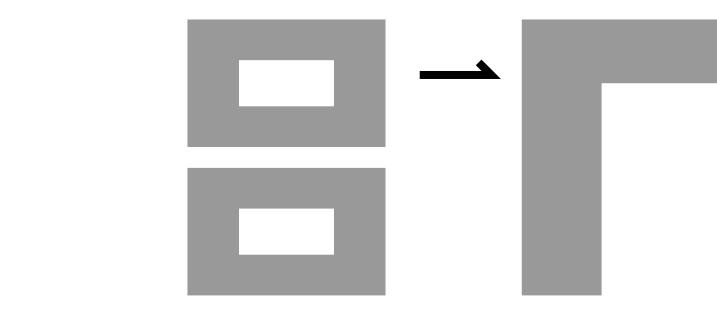
2

Block variation + let park in

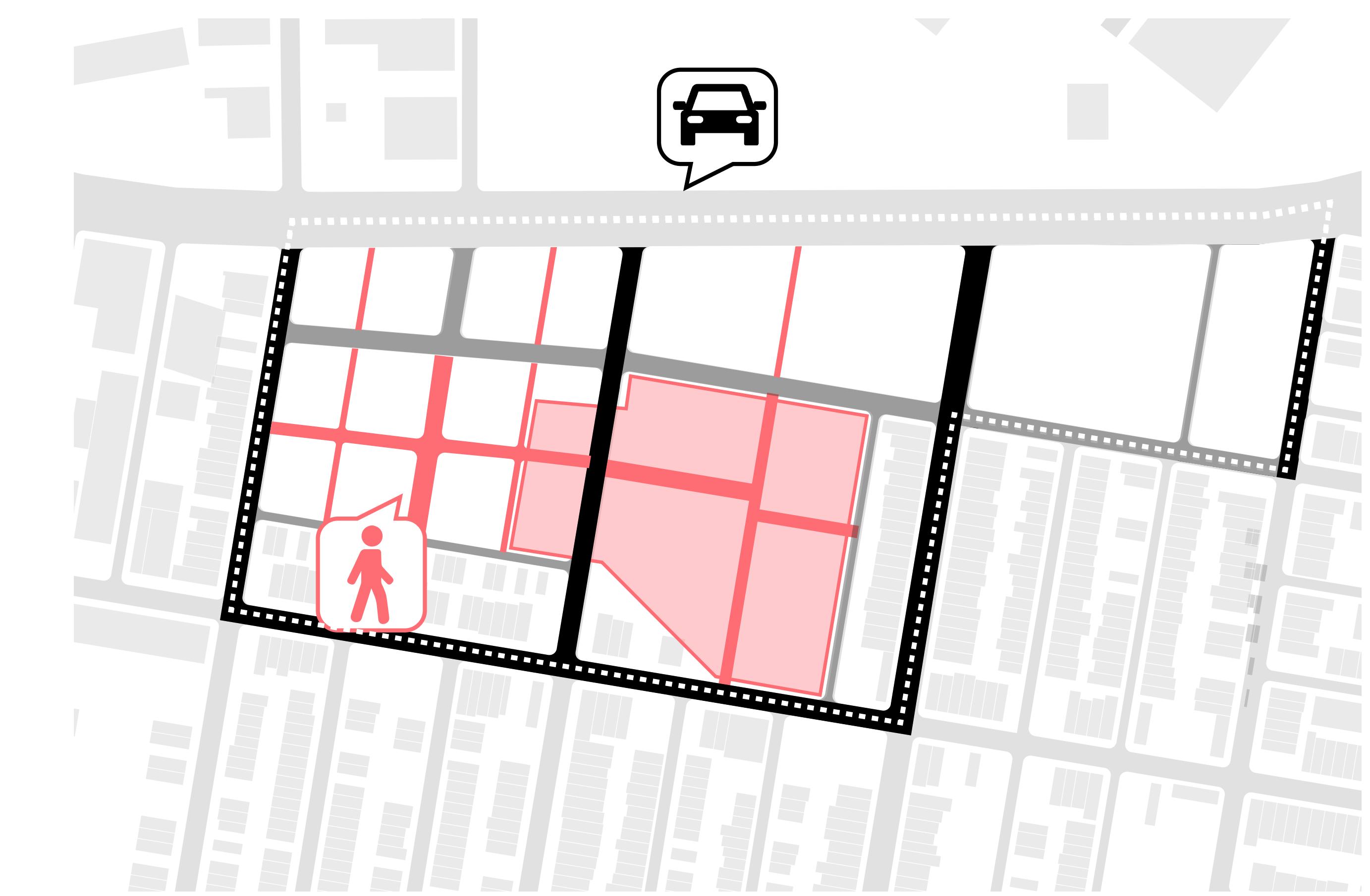
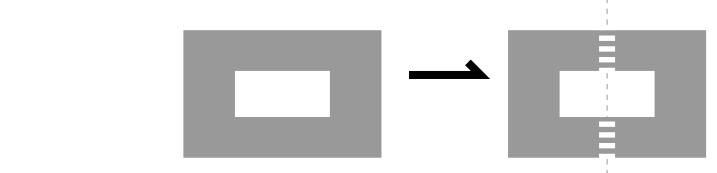
Cut



Merge & cut



Ground-level
cut-through



3

Walkability

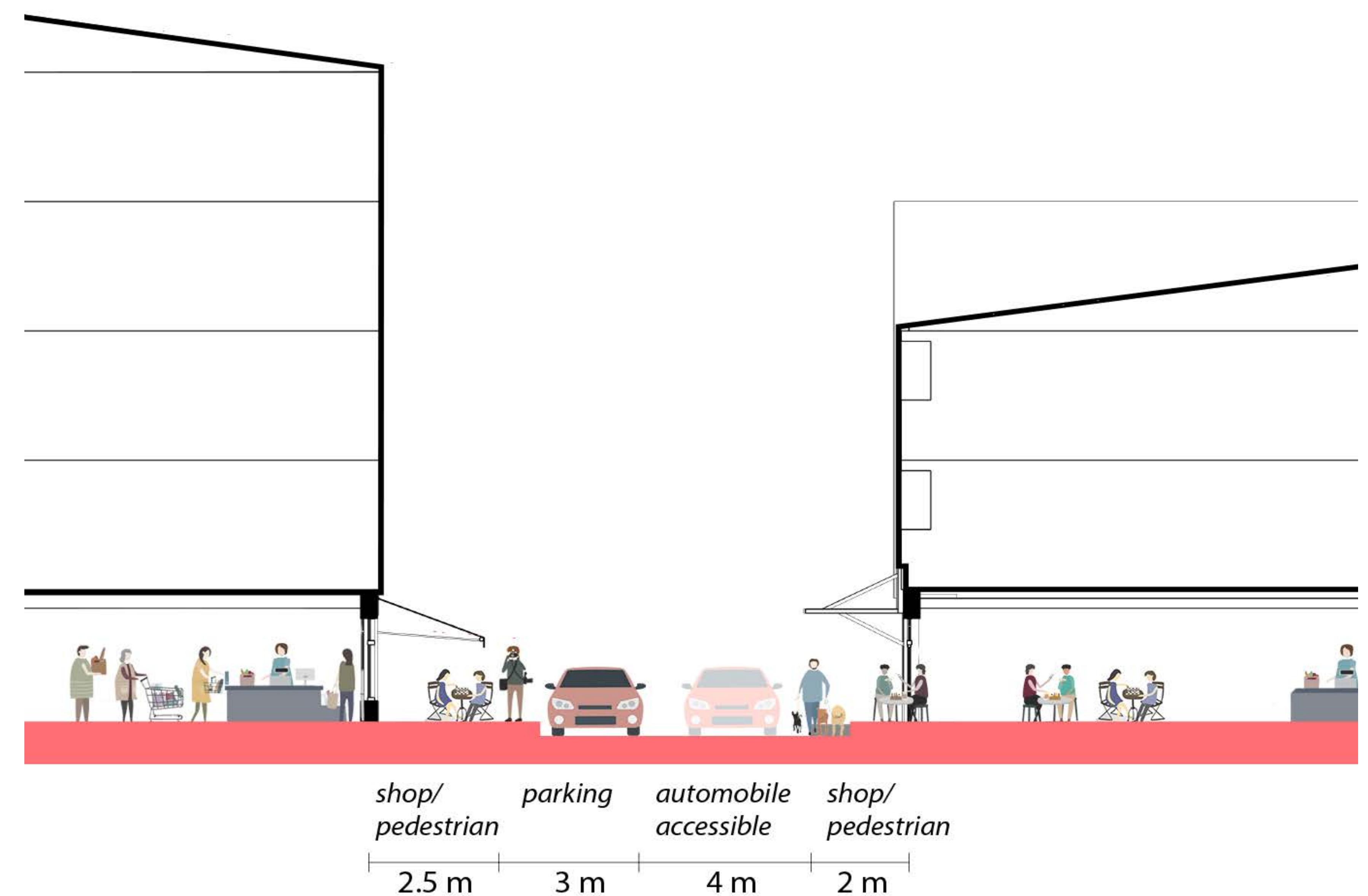
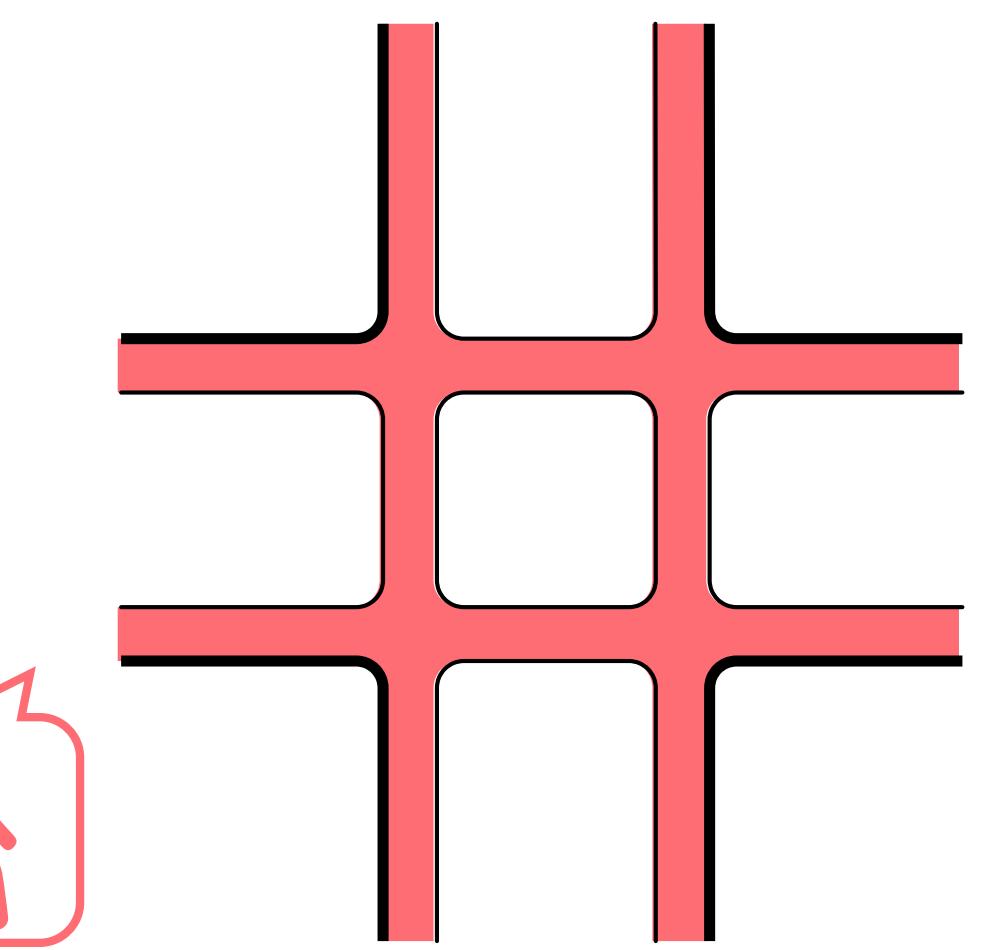
- *Pedestrian friendly*
- *Pedestrian primary*
- *Pedestrian dominant*

design steps

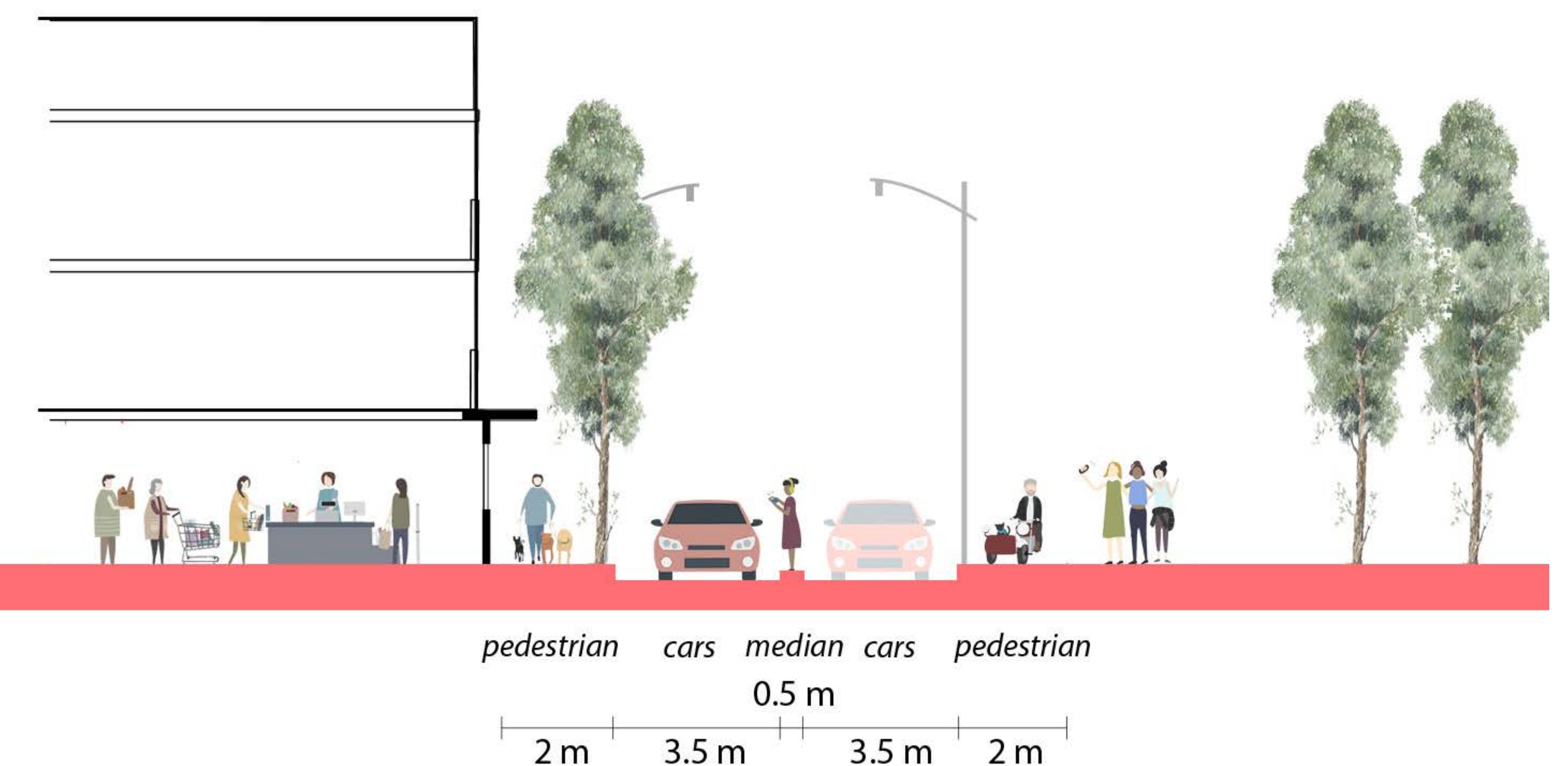
walkability



C Continuous sidewalk
Slows cars and provides safer walking environment



● A-A' Pedestrian primary street



● B-B' Pedestrian friendly street
Median curb provides easy crossing experience

design steps



4

Building programs

- Apartment building w/ shops on ground level
- Single-family home
- Community amenities



5

Public space

- Paths
- Hardened plaza
- Sport
- Green space
- Dense vegetation



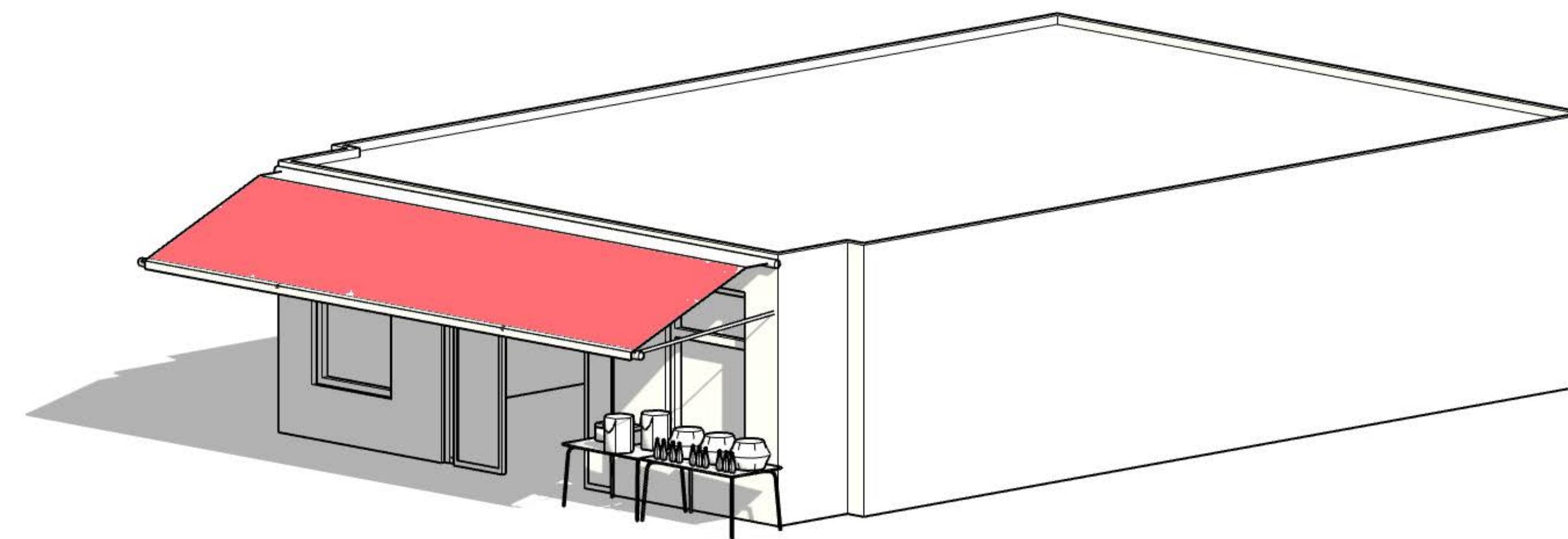
6

Street-market system

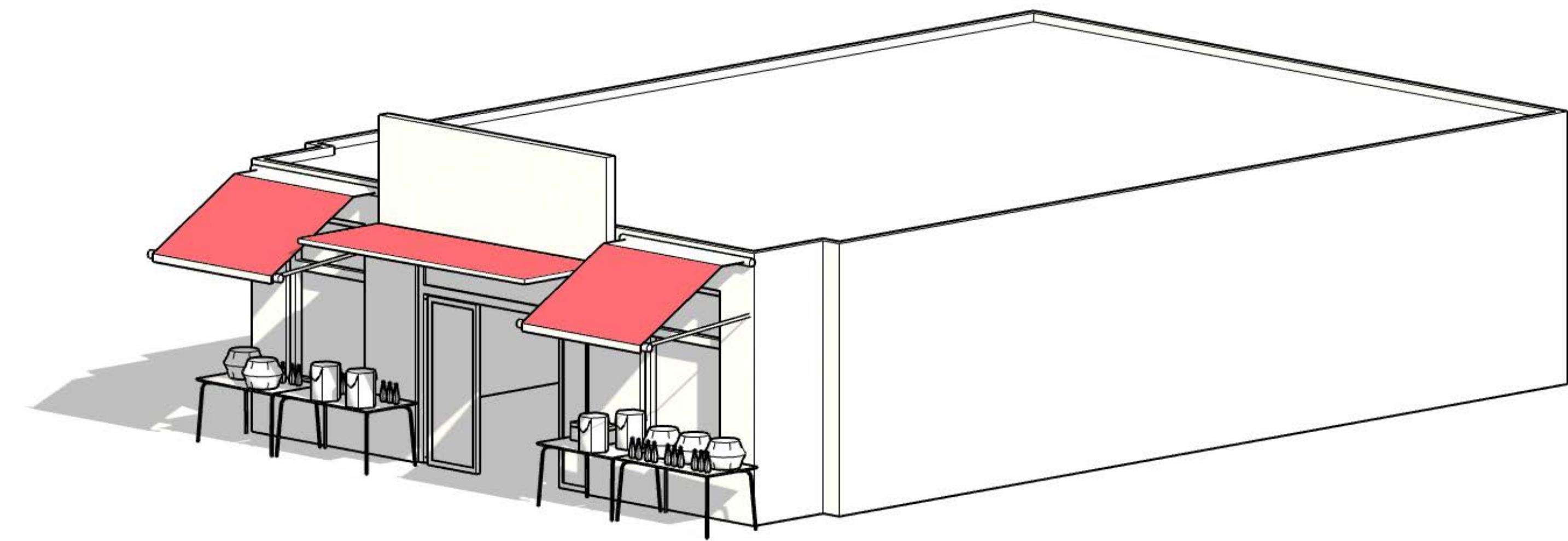
- Larger, outward businesses
- Smaller, inward businesses

design steps

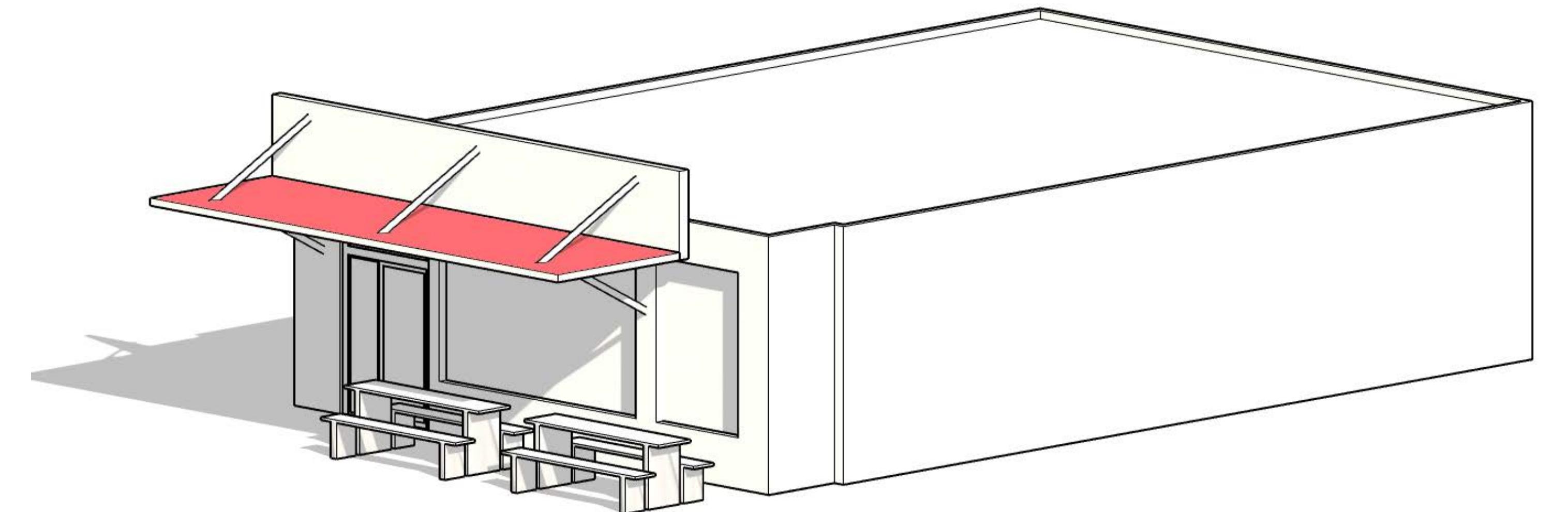
Street-market system



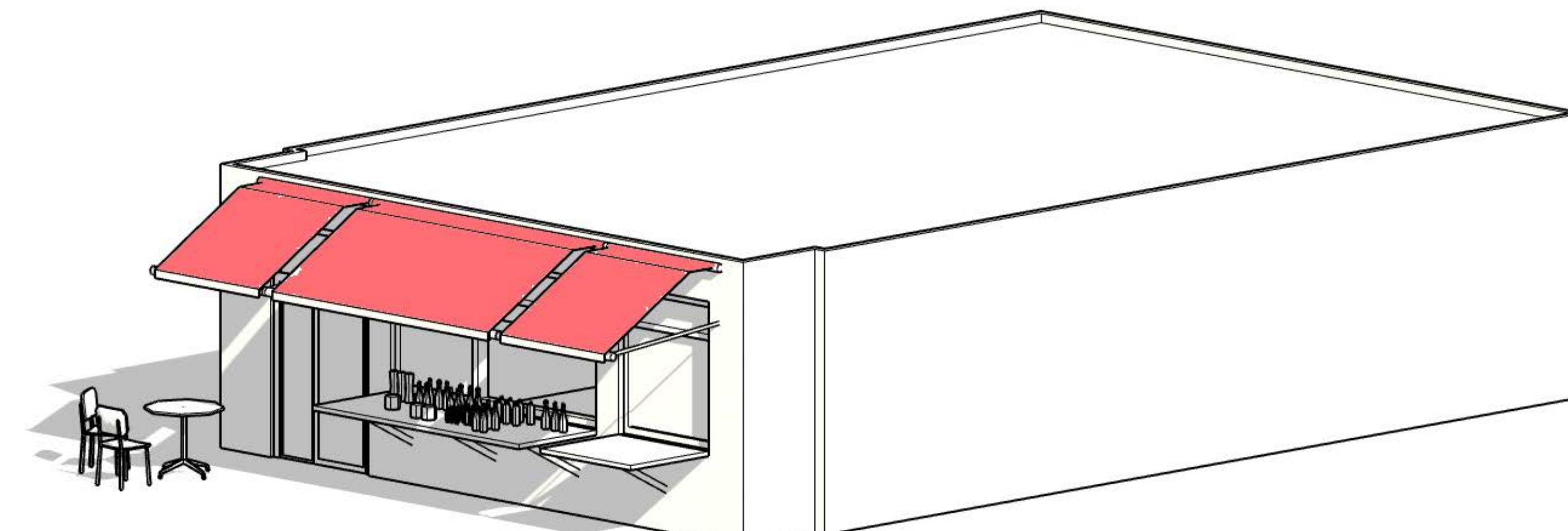
Shop with outdoor display



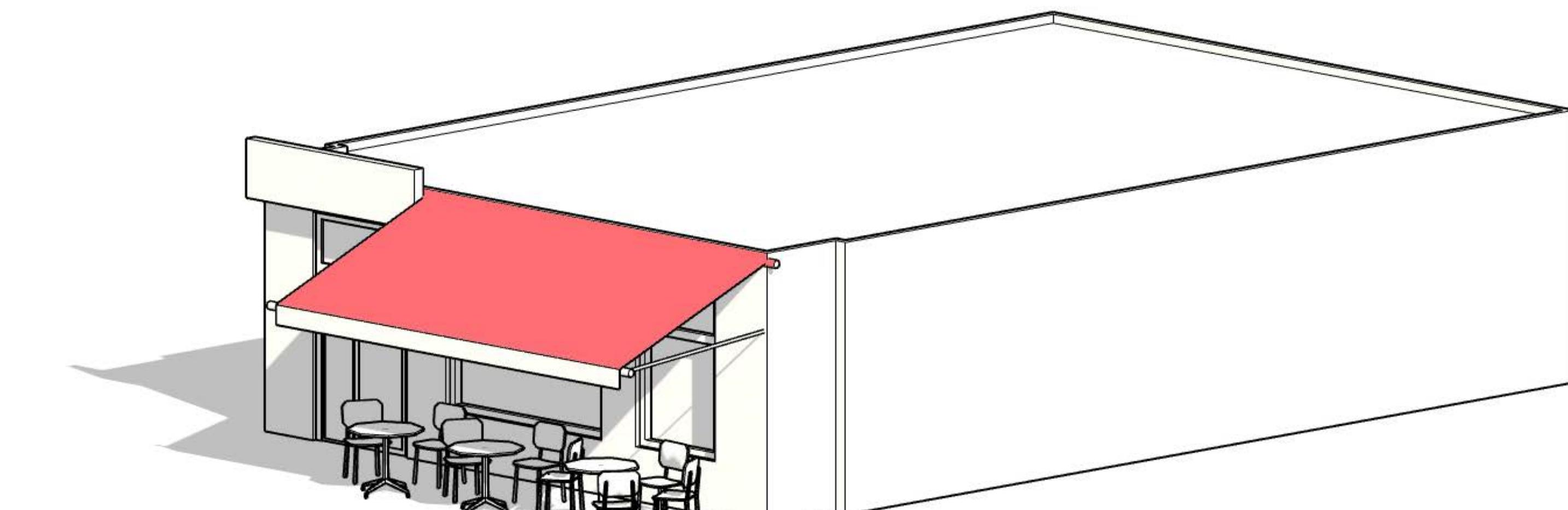
Shop with extensive outdoor display



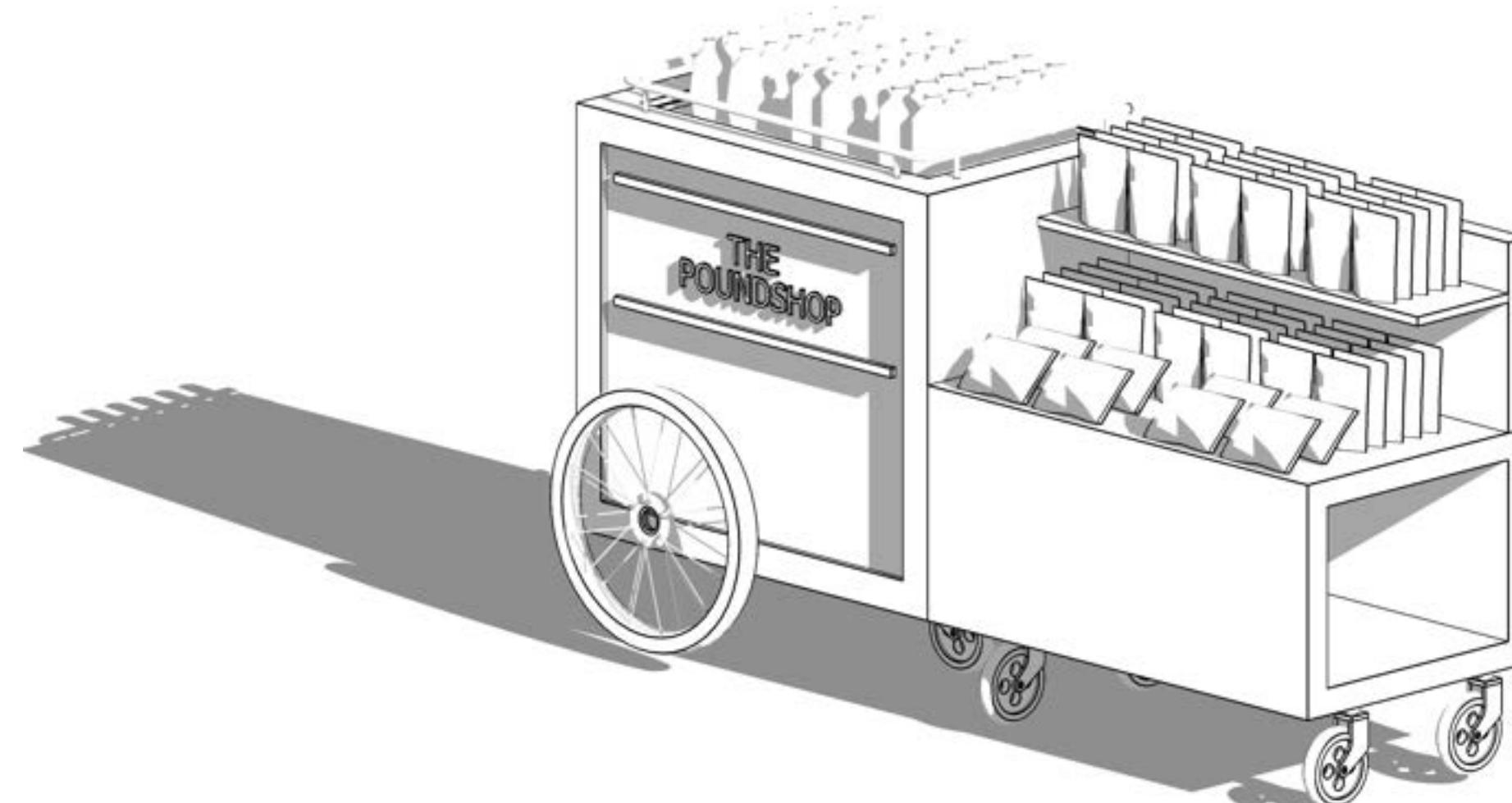
Shop with outdoor seats



Shop with window as kiosk



Café with outdoor dining



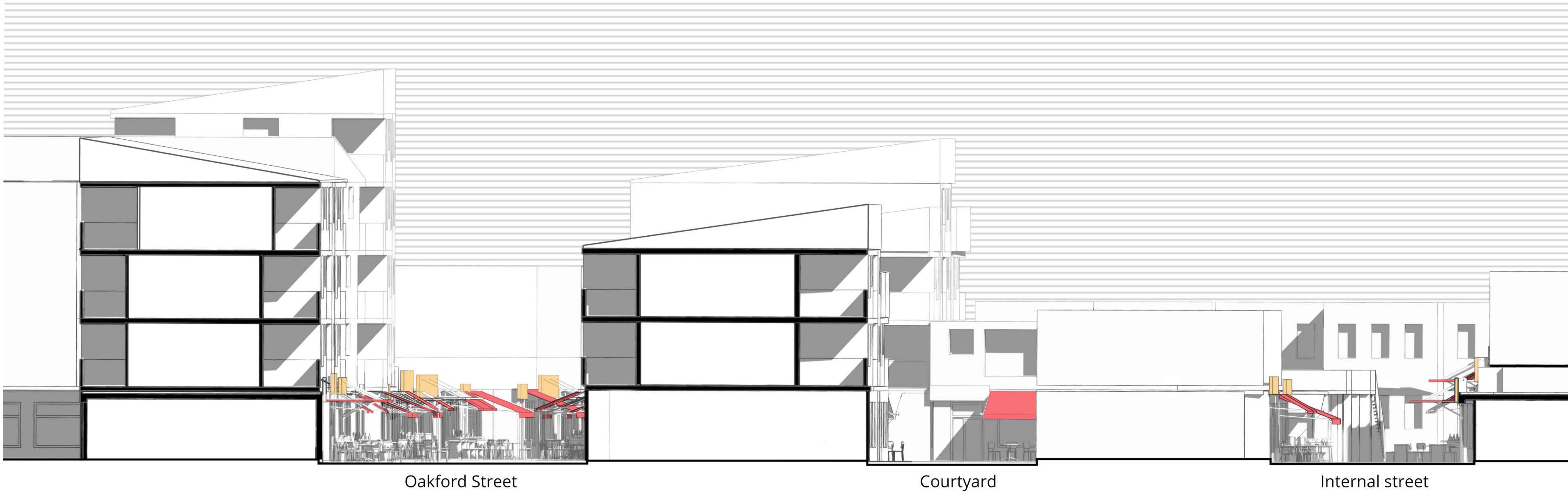
As simple as a kiosk

N

0 20 40 m
131 ft

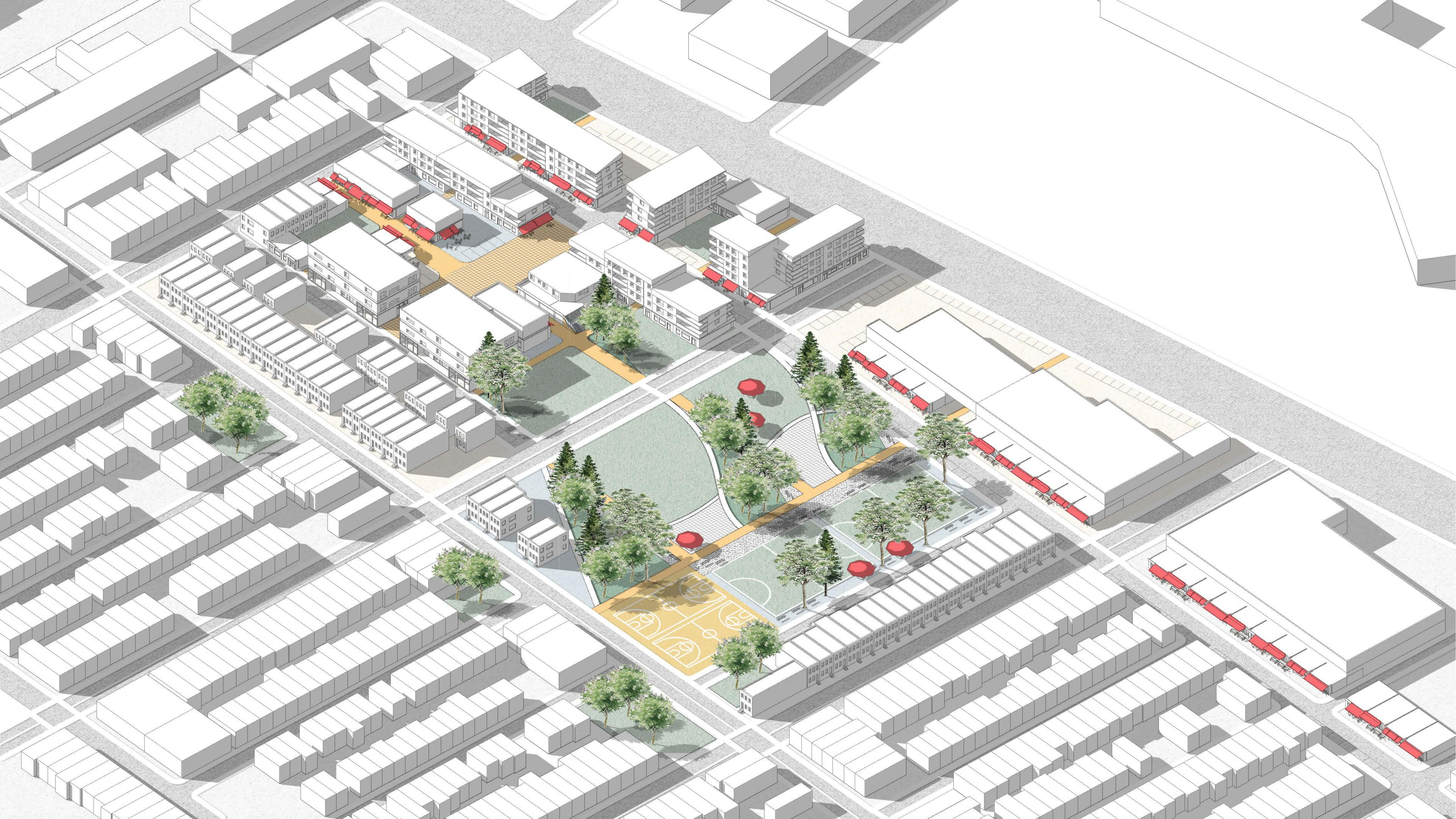


Two market streets



Square and park







In central square, looking east



On Finnegan Playground, looking west