

# URBAN LANDSCAPES

```
graph TD; A[URBAN LANDSCAPES] --> B[urban design]; A --> C[landscape architecture]; B <--> C
```

The diagram illustrates the relationship between three fields: Urban Landscapes, Urban Design, and Landscape Architecture. At the top, a magenta rectangular box contains the text 'URBAN LANDSCAPES' in white, bold, uppercase letters. A magenta arrow points vertically downwards from the center of this box to a horizontal magenta double-headed arrow. The left end of this horizontal arrow points towards the text 'urban design', and the right end points towards the text 'landscape architecture'. The text 'urban design' is on the left and 'landscape architecture' is on the right, both in a black, lowercase, serif font.

urban  
design

landscape  
architecture

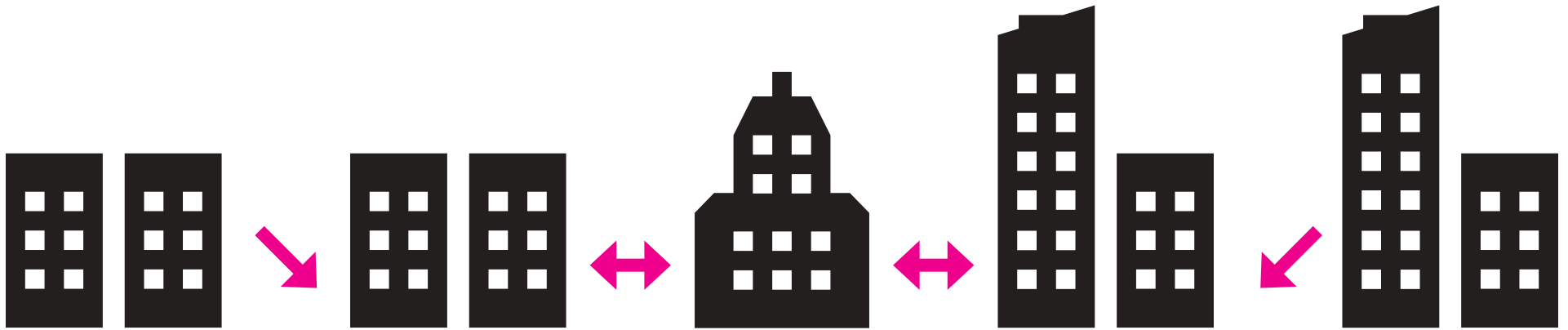
# URBAN LANDSCAPES

landscape as the foundational  
building block for cities



## URBAN LANDSCAPES

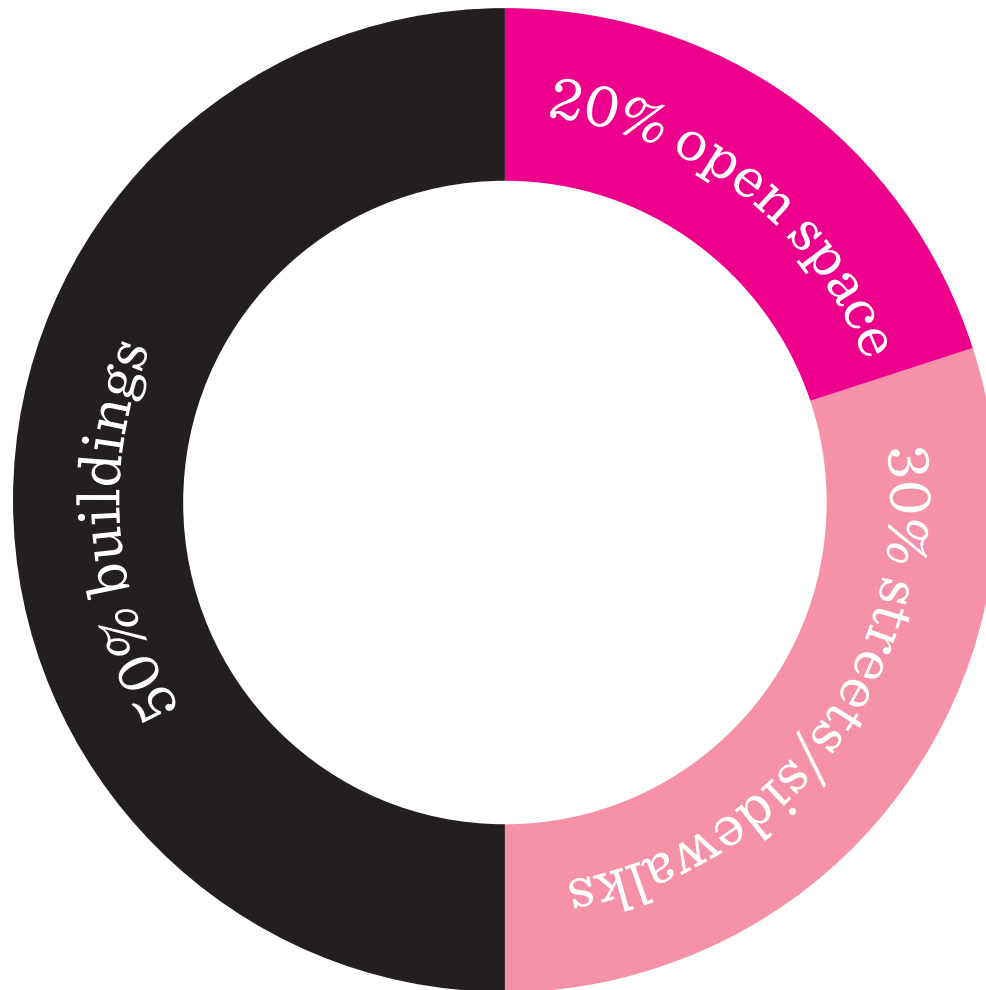
landscape as the foundational  
building block for cities



## URBAN LANDSCAPES

landscape as the foundational  
building block for cities

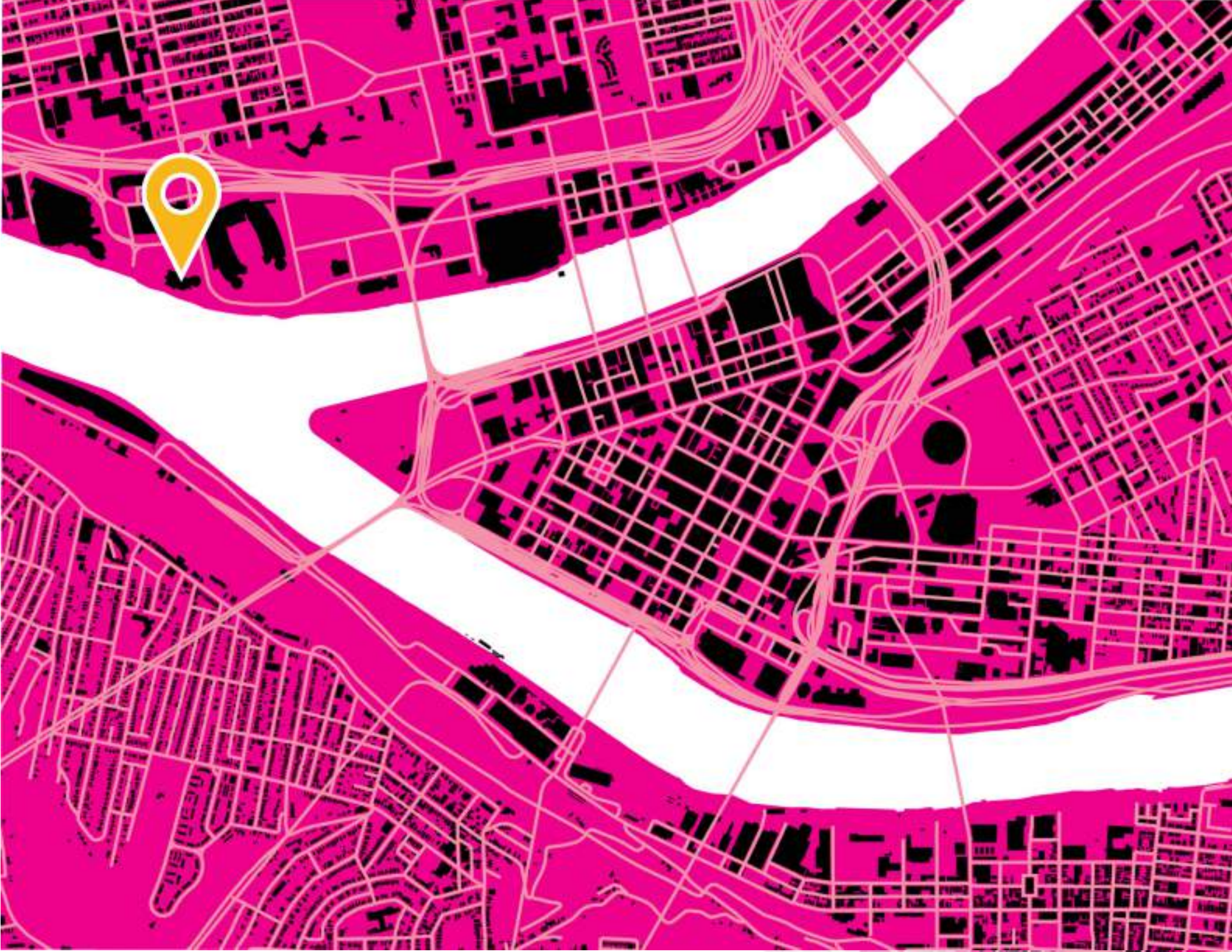
streets  
sidewalks  
parks  
plazas  
stormwater  
habitat  
soils  
paving  
plants  
art



**50%**  
urban  
landscapes\*

\*UN-Habitat Global Urban Observations Unit "Streets as Public Space and Drivers for Urban Prosperity," 2013







# LESSONS LEARNED



**STEP 1:**  
**FALL IN LOVE WITH YOUR SIDEWALK**



**cultural value**





**economic value**





**ecological value**





**STEP 2:**  
**FORGET ABOUT THE BUILDINGS**





Sidewalks

Streets

Parks

Plazas

Riverfronts

Rooftops



new york city, ny

**STEP 3:**  
**CONNECT THE DOTS**





new york city, ny





new york city, ny





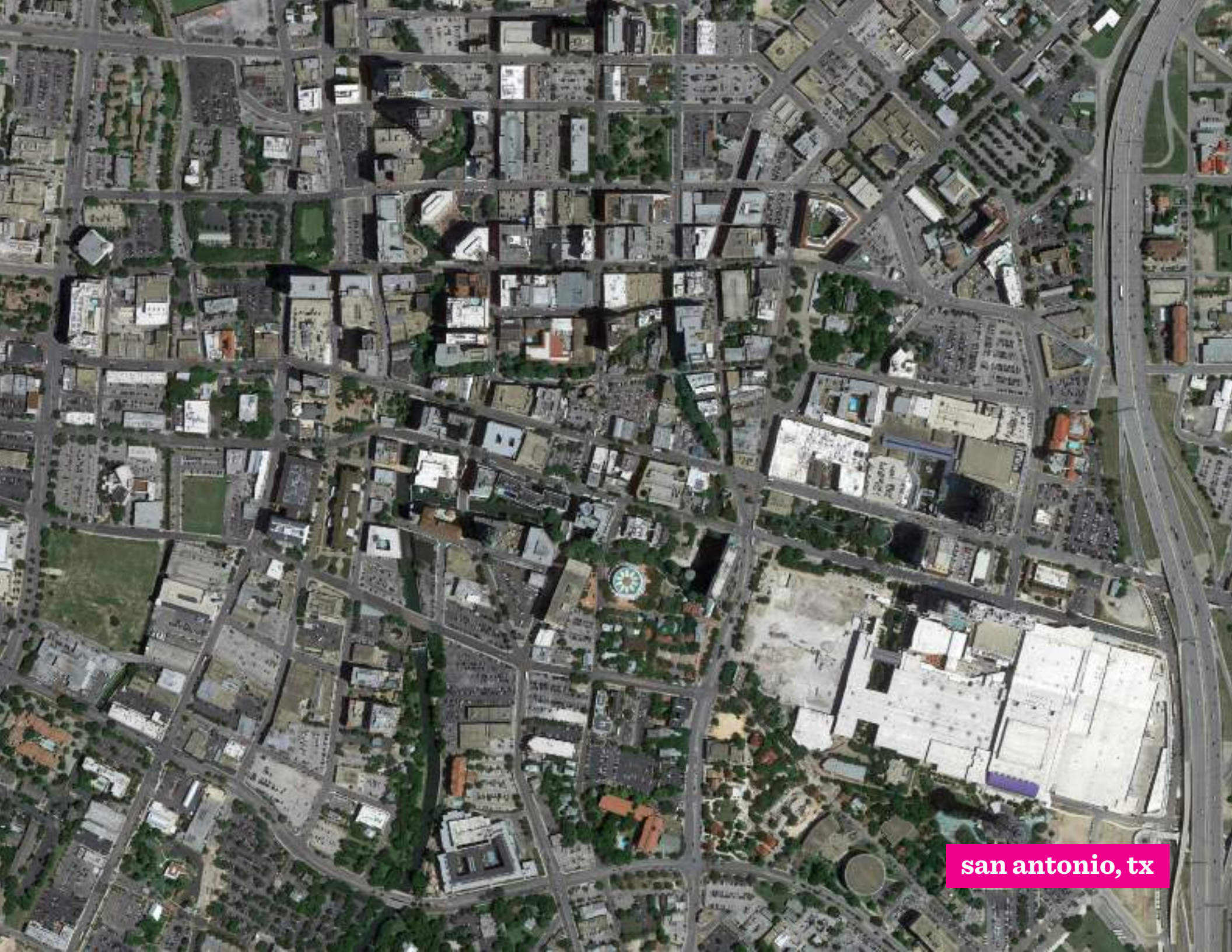
savannah, ga





savannah, ga





san antonio, tx





san antonio, tx



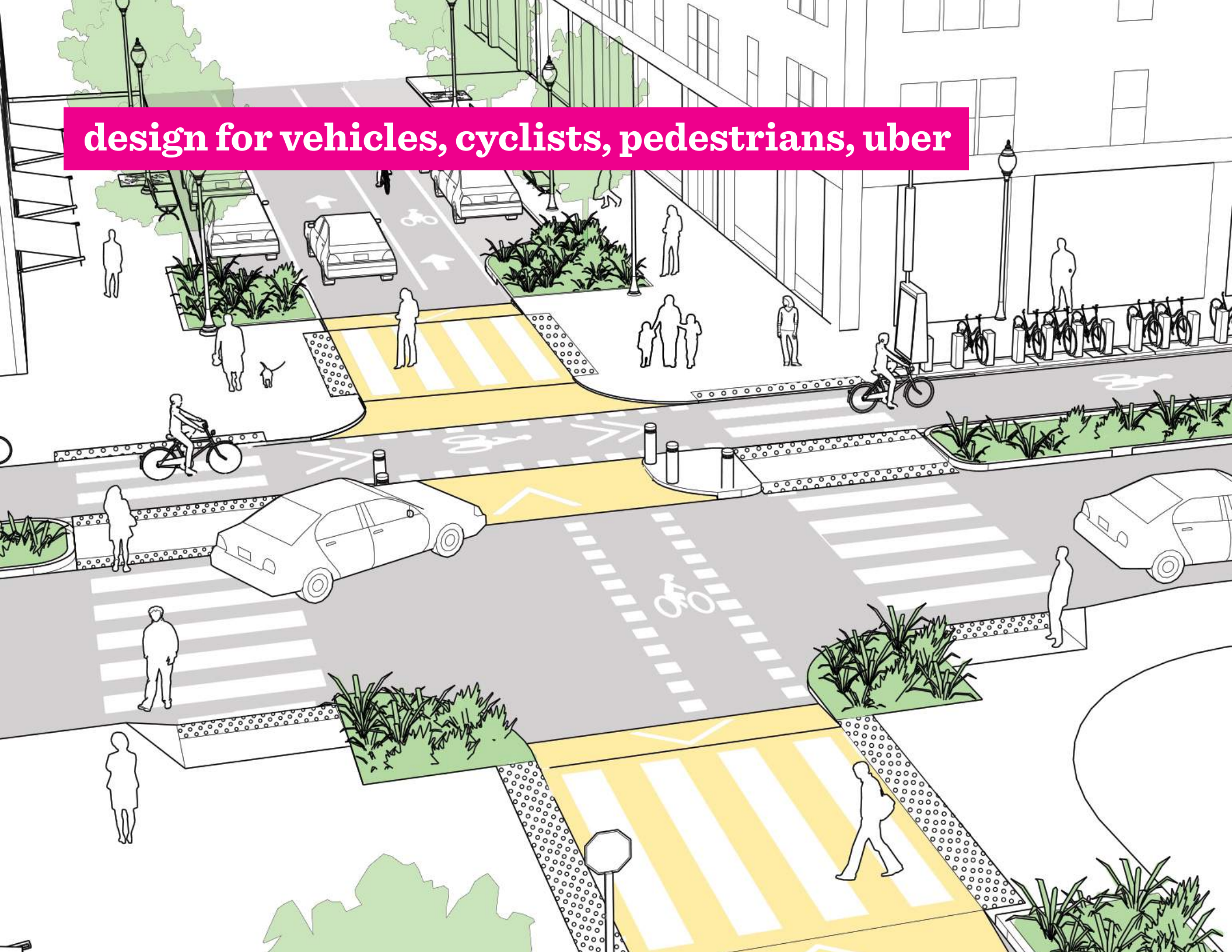
**STEP 4:**  
**PUT PUBLIC SPACES TO WORK**

**design for vehicles, cyclists, pedestrians, uber**





**design for vehicles, cyclists, pedestrians, uber**





**design for vehicles, cyclists, pedestrians, uber**





## design for people and animals

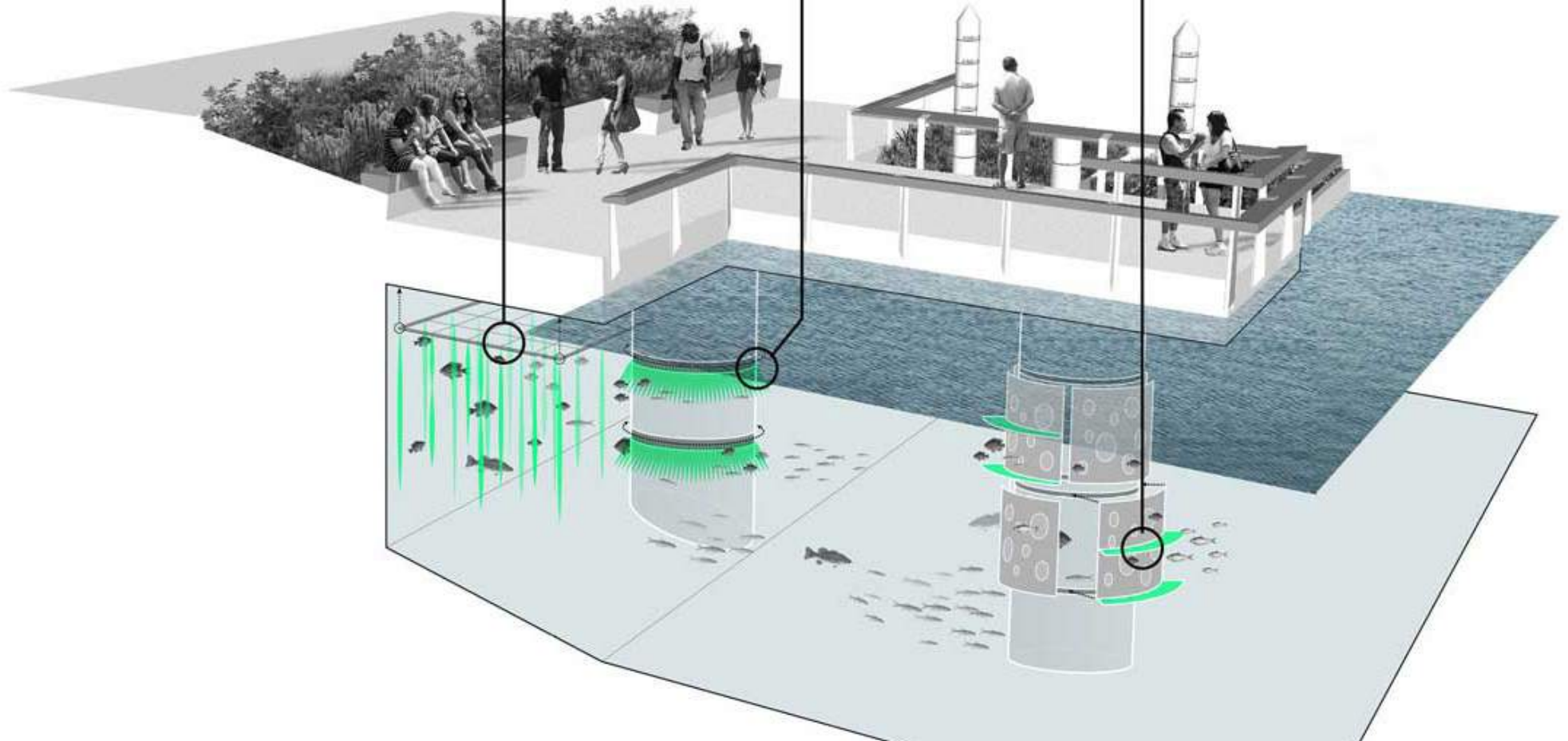
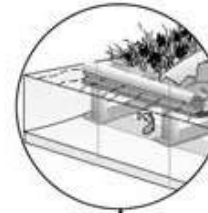
## LIMNETIC HABITAT CURTAIN



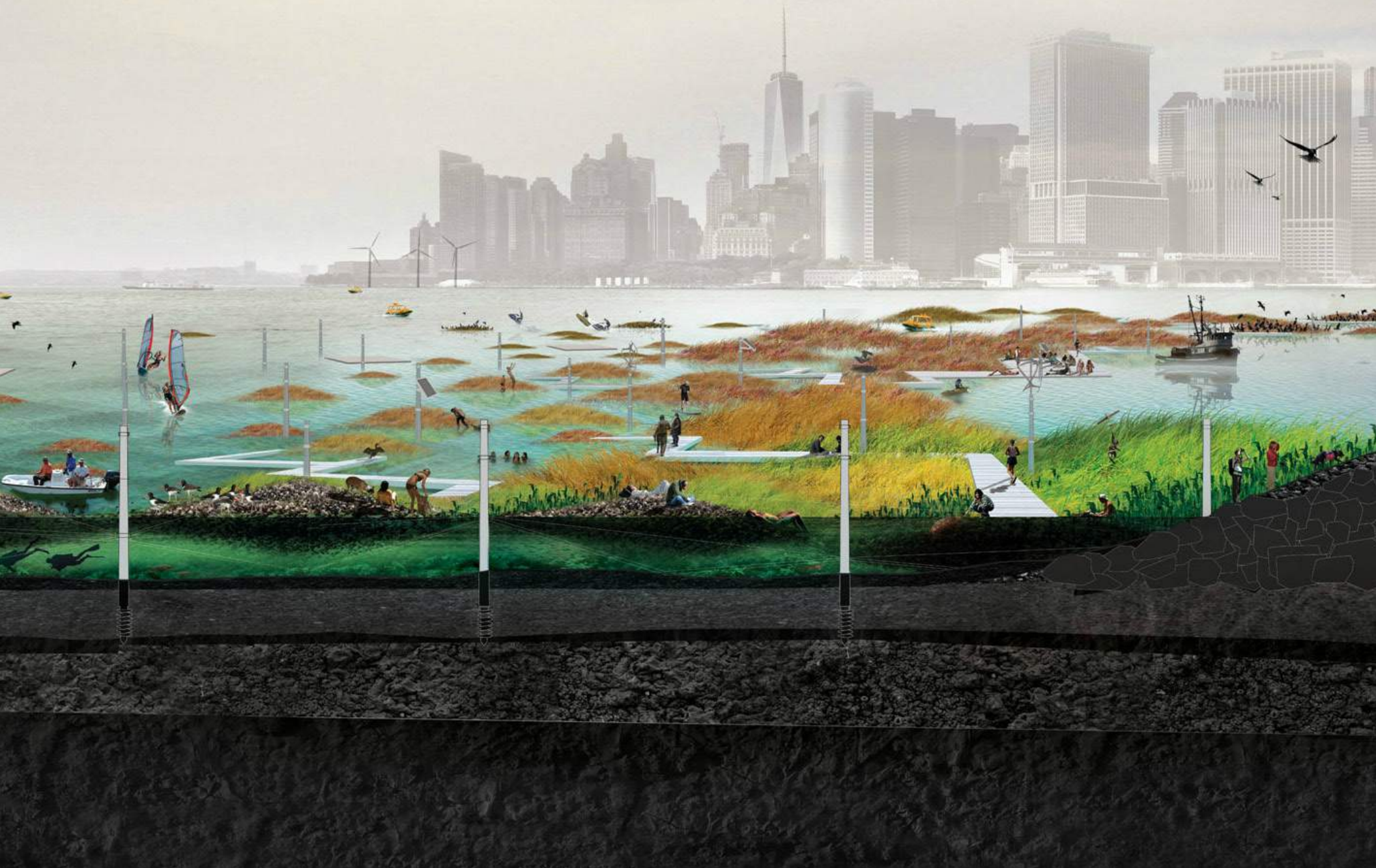
## POLE "HULAS"



## CAISSON MOUNTED LUNKERS

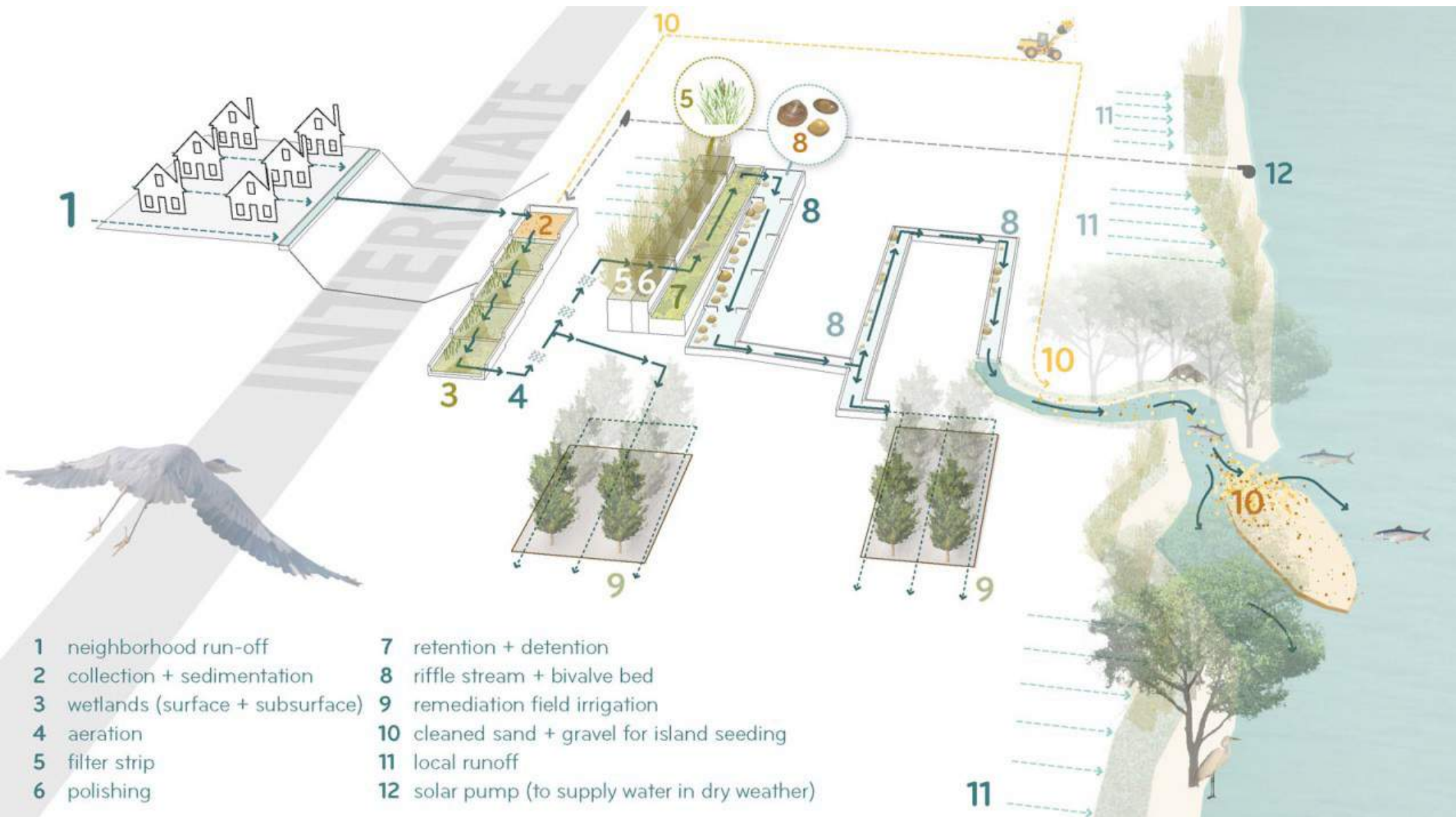


# design for people and animals





# design for people and water



**design for people and water**





**design for people and water**





**design for people and water**



**STEP 5:**  
**STIR IN FUN!**











# The Mac & Gold Truck

GH'S ORIGINAL MAC 'n' CHEESERY









# **1. FALL IN LOVE WITH YOUR SIDEWALKS**

(understand the value of public spaces)

# **2. FORGET ABOUT THE BUILDINGS**

(design public spaces first, then plug in the buildings)

# **3. CONNECT THE DOTS**

(create a clear network of public spaces )

# **4. PUT YOUR PUBLIC SPACES TO WORK**

(make multi-functional public spaces)

# **5. STIR IN THE FUN!**

(add people and programming)