

Principles of Urbanism and Planning - Revisions

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Planning the ancient city

Authors:

Influential figures:

Greek urban planning

Roman urban planning

Planning the medieval city

From roman empire to middle ages the Dark Ages (500-1000AD) was a period during which many former powers disappeared - the Roman empire disintegrated which cut off trade routes and information flows (except for oriental merchants), technologies were lost, cities shrank and disappeared. Then started the Middle Ages

Early middle ages the Ancient world was fragmented into small-scale, manorial feudalist places, protected by fortifications and (medieval) castles . The manor was an economic, judicial, military unit

Tower of
London,
Ljubljana castle

High middle ages cities in this period have 6 origins: 1) former Roman cities blossoming anew, as residences of Emperors, Archbishops, Dukes (Aachen, Cologne, Vienna) 2) monastery settlements 3) castles of the Principality (“bourg”) combined with settlements for craftsmen and merchants (“faubourg”, Graz, Ljubljana) 4) commercial settlements of free merchants and craftsmen 5) free manors and market-towns 6) newly-founded mining towns

Characteristics of medieval cities city walls to protect against barbaric attacks, and castle on a hill; ditches around the city (‘graben’); narrow streets with burger houses; church (christian endeavour); central market square to feed a growing population. Almost all European cities date from the high High Middle Ages

High medieval city 1200AD, new towns founded, ancient towns renewed; strict separation of urban and rural functions, with two types of urban places - natural settlements as local-market based central places, and systemic settlements as long-distance-trade based, with varying degrees of freedom from feudal powers. Flanders and North Italy are two hearths of Medieval urbanism. They are ‘trade-originating’ Europe and systematic settlements, compared to the rest as ‘trade-supporting’ Europe with natural settlements that depend on their role as central places. Black death pandemics (1348) more than halve populations of cities

Urbanism in High Medieval Cities unlike Ancient cities, housing combines work and home because space is scarce; built with local building materials and with vernacular architecture; ancient infrastructure like amphitheatres are recycled into new uses or their material reused. Two basic types of cities are the Mediterranean (an uninterrupted urban tradition) and the North of the Alps (new foundations and many new settlers)

Mediterranean city a city of factions, building upon and with Roman remains; house-towers, mix of Renaissance palaces, earliest tenement houses, and individual houses, many arcades

North of the Alps a city of guilds, there are no city-states bordering each other, but Free Cities surrounded by feudal countryside, stark contrast between urban-rural society. Two settlement systems are “central-place” and “mercantile”, there’s a functional segregation based on guilds. Merchants are clustering at ports, nobility remaining in countryside castles. There are tall house-shops, narrow plots, tight city walls, apprenticeships and journeymen, and “quarters of tolerance” for the outsider merchants or students

Timeline of Medieval Cities from geomorphic and unplanned evolving into a geometric planned city: unplanned cities (1100) → rebirth of the planned city → cross-shaped market towns → towns with long market-streets → towns with ladder-type streets → rebirth of the grid city → the grid-shaped town (13th century)

Renaissance: Planning the absolutist city

Renaissance Renaissance marks the transition between middle ages to modernity in 15th-16th century. A period of demographic and economic recovery after Black Death pandemic. Royal powers consolidated and absolutist regimes emerge. Medieval localism is replaced by Baroque centralism, focusing on capital/residential cities of unifying states. Beginning of colonial empires.

Renaissance/Baroque city there are no Renaissance cities, only ideal designs, absolutist cities grow to sizes far beyond Medieval cities. Origins of office buildings and tenement housing. Military innovations involve engineers in fortified city planning; walled cities cannot expand horizontally, only in height and density

Ideal cities never built, only architectural proposals (eg. utopias), with innovative ideas like underground goods transported by boat, and street-level pedestrian traffic (Leonardo Da Vinci)

Fortification towns huge military installments (barracks, parade grounds, avenues, arsenals) and military population. A growing expertise in administration and accounting, creating demand for mass literacy and basic maths. Public space is supersized and used by wheeled vehicles of the rich requiring stables and mews, poor continue to walk. Giant palaces and gardens, including latest gadgets (steam pump fountains till then only used in industry). Public attractions like zoos, pleasure gardens, carousels, museums, with outward aesthetic dominating and focus on geometric figures

New avenues and squares

New (countryside) castles and parks Versailles, Paris; Schönbrunn, Vienna; Edinburgh New Town; Karlsruhe centered on Schloss (a Baroque new town). All very geometric, star-shaped designs, oriented ideally to face South

Early capitalism: industrial city miseries, early reforms

Up to this point, cities are not built for industry but for handicrafts. The industrial era is one with little urban planning, which is partly why there were so many consequences

Manchester, Glasgow

Urban engineering and fin-de-siècle urbanism

The beginning of ‘serious’ planning. Technical and engineering challenges are emerging in growing cities (mid to late 19th century), and this period is focusing on massive infrastructure to make cities safe and enable their expansion. The goal is to avoid health crises (eg. cholera) or natural disasters (eg. flooding). It is about averting risk, adaptation planning, and laying the technical foundations which enabled later social and political phases (eg. Red Vienna).

Building codes new building codes to regulate height of buildings and minimum street width (which improves airflow and hygiene)

Grid pattern originating from NYC and became a planning norm

Urban engineering elements technical infrastructure elements height zoning, outer suburbs incorporated, trees planted along boulevards, gas lights in streets, electricity and electric street cars, bridges for metropolitan railroad, granite pavements, new sewers

Urban design elements beautification accompanies urban engineering through parks, green belts, cultural and educational institutions, tenement palaces, world exhibition (serve to spread ideas), urban furniture. Some works like public hospitals can fall in both engineering and beautification categories

Tenement housing luxury tenement palaces open, built in different styles (neo-gothic, neo-baroque, neo-renaissance)

Transporting ideas, patents, technologies world exhibitions are mega-events which drive innovation by spreading ideas across countries/continents. Architects recycle ancient architectural styles to beautify cities

Ringstrasse

corrugated iron

Athens in

Vienna

Reformist urbanism pre-WWII

Cities are growing and need some organisation and order, and a reconfiguration of places and borders, to respond to the ills of the industrial city and urbanisation. This period is the origin of social welfare and democracy, when there are qualitative improvements in education (schools), health system (hospitals), social work (orphanages, social housing, public pools, libraries). Nonetheless previous elements of planning, like engineering (pipelines, electricity, sewers) are still around.

Tool zoning

New towns and garden cities starting in the early 1900s as a solution to mass housing; follow the principles of separating uses and homesteading, where there is healthy living and working; emerge as ‘new towns’ in the UK; the idea internationalises through conferences, spreading through Europe, North Am., Russia, etc.

Lechtsworth, 1903; Le Corbusier Villes Radieuses
Otto Wagner hospital vs. allotment gardens vs. garden city

Settlers’ movement people are given land to grow food during the war as a subsistence wartime economy; after WWI, these allotment gardens are turned into cooperative, grassroots movement creating spontaneous unplanned suburbs, contrast to garden cities

Social housing during WWI investments in housing stopped, hyperinflation destroyed loans, rapid rent increase because of unregulated rental market, war industry affect industrial and rural areas; social housing emerged from socialist states as way to regulate housing market. Introduced rent freeze and social housing, an upgrade from tenement housing - has more green space, inner courtyard, kindergarten

Zoning previously only focusing on height regulation of buildings (19th century) but allowed almost all land use types. Early 1900s introduced green belts, industrial zones, in a concentric model, disallowed mixed uses. In 1930s, first high-rises arrive in Europe

Regional planning resistance to incorporation of more and more land by cities into ‘greater’ cities (19th century) creates a need for regional planning because urban regions need coordination for transport systems, recreation areas. Happening at a similar time than suburbanisation, and creates urban cores (where people work) and commuter zones (where people live). Settlement looks continuous, and no visible rural area per se

conurbation

Modernist urbanism post-WWII

The emergence of welfare states after 1945 means that the concepts from the inter-war reformist period has superseded. Planning is reconstructed in parallel to the new democratic times, and infused by economic and social policies

Garden cities The idea expanded after 1945 into New Towns. Cities had to be reconstructed, and debate emerged on housing density - should housing be high-rise (requiring significantly less land, more dense) or low-rise (housing spills into outer rural areas, less dense). The city should be build and ordered by its function

Social housing Golden age of social housing, with a mass production of social housing improving in quality (eg. size, bathroom, heating). Public housing was the biggest share of the housing supplies in some countries. State offered subsidies for building housing and housing mortgages. Rent liberalisation phased out affordable housing

Zoning Continued, improved, and extended to the whole urban area. Includes land-use regulations, careful planning of what uses should be allowed next to each other, and mixed-zoning is over

Regional planning Continued resistance to incorporation especially in new democratic times, as such regional planning remains rare and difficult. But it is needed, so regions find other ways such as coordinating cycling paths, public transport systems with uniform tariff system, planning recreational and protected areas, etc

Urban social policy In 19th century, there were limited social policies, only insurances for the elite. In 20th century, in the inter-war period, pioneering systems start providing social health, education, housing. Social policies popularise post-1945 with a new type of welfare system under capitalism, impinging on planning

Urban economic policy In the 19th century, urban economic policies are non-existent and investors are free to do what they want. In 1920s, private supply of elementary infrastructure is questioned as inefficient, unreliable, expensive. Post-1945, State focuses on building heavy industry (public gas, metal), until 1970s when States start attracting investors and international political institutions through localised policies

UN City

Vienna

Welfare and housing regimes Nation States become ambitious and create many welfare policies, including housing, education, health. Different regimes organise their welfare systems differently. Liberal regime centered on the market; social democratic regime centered around state supply; conservative regime centered around family supply and informal connections. In housing sectors, unitary vs. dualist regimes where public and private markets influence each other to various degrees

Welfare triangle

Stages of urban development Dynamics of urban/suburban/desuburban/deurbanisation change population of core and ring zones, and are dynamics to be tamed and managed with planning

Socialist and post-socialist urbanism Political systems such as communism impact urban development, with socialist cities having different characteristics and urban dynamics.

Urban development plans

Urban Planning Type III

Urban management, collaborative planning

Urban Planning Type IV

Authors:

Influential figures:

Planning the sustainable city

Urban Planning Type V

Authors:

Influential figures: