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Pedestrian Street



The simple social intercourse created when people rub shoulders in public is one of the most essential kinds of social "glue" in society. Arrange buildings so that they form pedestrian streets with many entrances and open stairs directly from the upper stories to the street, so that even movement between rooms is outdoors, not just movement between buildings.

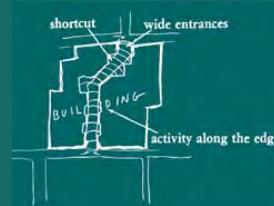


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Building Thoroughfare



When a public building complex cannot be completely served by outdoor pedestrian streets, a new form of indoor street, quite different from the conventional corridor, is needed. Wherever density or climate force the main lines of circulation indoors, build them as building thoroughfares. Place each thoroughfare in a position where it functions as a shortcut, as continuous as possible with the public street outside, with wide open entrances.

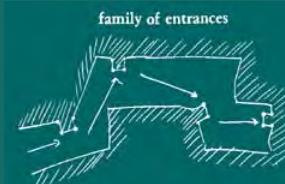


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Family Of Entrances



This pattern applies to the relationship between these "minor" entrances. When a person arrives in a complex of offices, or services or workshops, or in a group of related houses, there is a good chance he will experience confusion unless the whole collection is laid out before him, so that he can see the entrance of the place where he is going. Lay out the entrances to form a family.



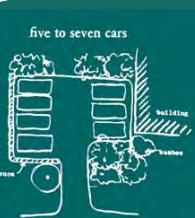
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Small Parking Lots



Vast parking lots wreck the land for people. Make parking lots small, serving no more than five to seven cars, each lot surrounded by garden walls, hedges, fences, slopes, and trees, so that from outside the cars are almost invisible. Space these small lots so that they are at least 100 feet apart.



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Site Repair



Buildings must always be built on those parts of the land which are in the worst condition, not the best. On no account place buildings in the places which are most beautiful. In fact, do the opposite. Consider the site and its buildings as a single living eco-system. Leave those areas that are the most precious, beautiful, comfortable, and healthy as they are.



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South Facing Outdoors



People use open space if it is sunny, and do not use it if it isn't, in all but desert climates. Always place buildings to the north of the outdoor spaces that go with them, and keep the outdoor spaces to the south. Never leave a deep band of shade between the building and the sunny part of the outdoors.



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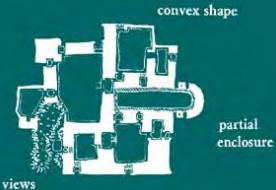
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Positive Outdoor Space



Outdoor spaces which are merely "left over" between buildings will, in general, not be used. Make all the outdoor spaces which surround and lie between your buildings positive. Give each one some degree of enclosure; surround each space with wings of buildings, trees, hedges, fences, arcades, and trellised walks, until it becomes an entity with a positive quality and does not spill out indefinitely around corners.

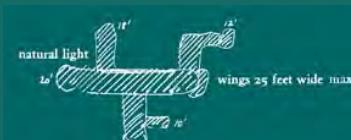


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Wings Of Light



Now it is time to start giving the building a more definite shape based on these social groupings. Start by realizing that the building needn't be a massive hulk, but may be broken into wings. Modern buildings are often shaped with no concern for natural light - they depend almost entirely on artificial light. But buildings which displace natural light as the major source of illumination are not fit places to spend the day.

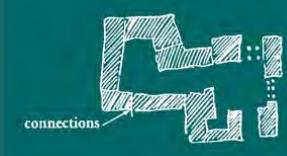


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Connected Buildings



It helps to create positive outdoor space, especially, by eliminating all the wasted areas between buildings. As you connect each building to the next you will find that you make the outdoor space positive, almost instinctively. Isolated buildings are symptoms of a disconnected sick society. Connect your building up, wherever possible, to the existing buildings round about. Do not keep set backs between buildings.



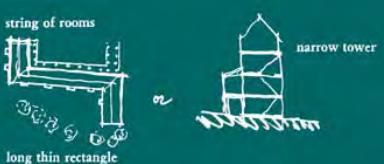
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Long Thin House



The shape of a building has a great effect on the relative degrees of privacy and overcrowding in it, and this in turn has a critical effect on people's comfort and well being. In small buildings, don't cluster all the rooms together around each other; instead string out the rooms one after another, so that distance between each room is as great as it can be.

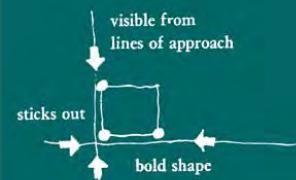


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Main Entrance



Now it is time to fix the entrance of the building. Placing the main entrance (or main entrances) is perhaps the single most important step you take during the evolution of a building plan. Place the main entrance of the building at a point where it can be seen immediately from the main avenues of approach and give it a bold, visible shape which stands out in front of the building.



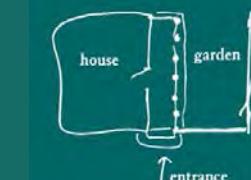
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Half-Hidden Garden



If a garden is too close to the street, people won't use it because it isn't private enough. But if it is too far from the street, then it won't be used either, because it is too isolated. Do not place the garden fully in front of the house, nor fully to the back. Instead, place it in some kind of half-way position, side-by-side with the house.



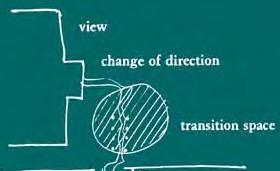
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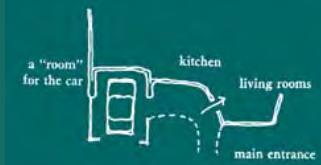
Entrance Transition



Buildings, and especially houses, with a graceful transition between the street and the inside, are more tranquil than those which open directly off the street. Make a transition space between the street and the front door. Bring the path which connects street and entrance through this transition space, and mark it with a change of light, a change of sound, a change of direction, a change of surface, a change of level.



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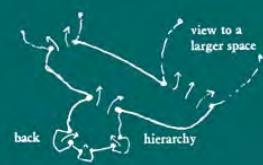
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Car Connection



The process of arriving in a house, and leaving it, is fundamental to our daily lives; and very often it involves a car. But the place where cars connect to houses, far from being important and beautiful, is often off to one side and neglected. Place the parking place for the car and the main entrance, in such a relation to each other, that the shortest route from the parked car into the house.

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Hierarchy Of Open Space



Outdoors, people always try to find a spot where they can have their backs protected, looking out toward some larger opening, beyond the space immediately in front of them. Whatever space you are shaping - whether it is a garden, terrace, street, park, public outdoor room, or courtyard, make sure of two things.

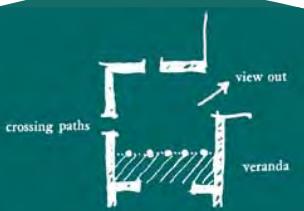
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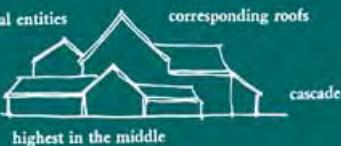
Courtyards Which Live



The courtyards built in modern buildings are very often dead. They are intended to be private open spaces for people to use - but they end up unused, full of gravel and abstract sculptures. Place every courtyard in such a way that there is a view out of it to some larger open space; place it so that at least two or three doors open from the building into it.



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Cascade Of Roofs



Now we come to the stage where it is necessary to visualize the building as a volume and, therefore, above all else, as a system of roofs. Few buildings will be structurally and socially intact, unless the floors step down toward the ends of wings, and unless the roof, accordingly, forms a cascade. Visualize the whole building, or building complex, as a system of roofs.

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The roof plays a primal role in our lives. The most primitive buildings are nothing but a roof. If the roof is hidden, if its presence cannot be felt around the building, or if it cannot be used, then people will lack a fundamental sense of shelter. Slope the roof or make a vault of it, make its entire surface visible, and bring the eaves of the roof down low.

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Sheltering Roof



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Roof Garden



A vast part of the earth's surface, in a town, consists of roofs. Couple this with the fact that the total area of a town which can be exposed to the sun is finite, and you will realize that it is natural, and indeed essential, to make roofs which take advantage of the sun and air. Make parts of almost every roof system usable as roof gardens. Make these parts flat, perhaps terraced for planting.

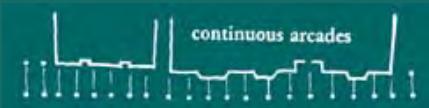


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Arcades



Arcades - covered walkways at the edge of buildings, which are partly inside, partly outside - play a vital role in the way that people interact with buildings. Wherever paths run along the edge of buildings, build arcades, and use the arcades, above all, to connect up the buildings to one another, so that a person can walk from place to place under the cover of the arcades.



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Paths And Goals



The layout of paths will seem right and comfortable only when it is compatible with the process of walking. And the process of walking is far more subtle than one might imagine. To lay out paths, first place goals at natural points of interest. Then connect the goals to one another to form the paths. The paths may be straight, or gently curving between goals.



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Path Shape



Streets should be for staying in, and not just for moving through, the way they are today. Make a bulge in the middle of a public path, and make the ends narrower, so that the path forms an enclosure, which is a place to stay, not just a place to pass through.



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Building Fronts



Building set-backs from the street, originally invented to protect the public welfare by giving every building light and air, have actually helped greatly to destroy the street as a social space. On no account allow set-backs between streets or paths or public open land and the buildings which front on them. The set-backs do nothing valuable and almost always destroy the value of the open areas between the buildings.

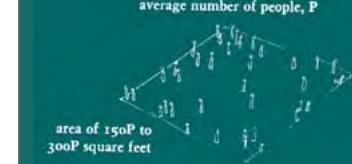


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Pedestrian Density



Many of our modern public squares, though intended as lively plazas, are in fact deserted and dead. For public squares, courts, pedestrian streets, any place where crowds are drawn together, estimate the mean number of people in the place at any given moment (P), and make the area of the place between $150P$ and $300P$ square feet.



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Activity Pockets



The life of a public square forms naturally around its edge. If the edge fails, then the space never becomes lively. Surround public gathering places with pockets of activity - small, partly enclosed areas at the edges, which jut forward into the open space between the paths, and contain activities which make it natural for people to pause and get involved.



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Stair Seats



Wherever there is action in a place, the spots which are the most inviting, are those high enough to give people a vantage point, and low enough to put them in action. In any public place where people loiter, add a few steps at the edge where stairs come down or where there is a change of level. Make these raised areas immediately accessible from below.



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Something Roughly In The Middle



A public space without a middle is quite likely to stay empty. Between the natural paths which cross a public square or courtyard or a piece of common land choose something to stand roughly in the middle: a fountain, a tree, a statue, a clock-tower with seats, a windmill, a bandstand. Make it something which gives a strong and steady pulse to the square, drawing people in toward the center. Leave it exactly where it falls between the paths; resist the impulse to put it exactly in the middle.



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Intimacy Gradient



Unless the spaces in a building are arranged in a sequence, which corresponds to their degrees of privateness, the visits made by strangers, friends, guests, clients, family, will always be a little awkward. Lay out the spaces of a building so that they create a sequence which begins with the entrance and the most public parts of the building, then leads into the slightly more private areas, and finally to the most private domains.



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Indoor Sunlight



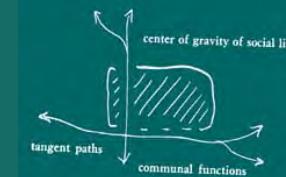
If the right rooms are facing south, a house is bright and sunny and cheerful; if the wrong rooms are facing south, the house is dark and gloomy. Place the most important rooms along the south edge of the building, and spread the building out along the east-west axis.

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Common Areas At The Heart



No social group - whether a family, a work group, or a school group - can survive without constant informal contact among its members. Create a single common area for every social group. Locate it at the center of gravity of all the spaces the group occupies, and in such a way that the paths which go in and out of the building lie tangent to it.



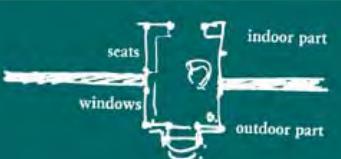
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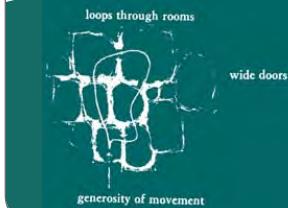
Entrance Room



Arriving in a building, or leaving it, you need a room to pass through, both inside the building and outside it. This is the entrance room. At the main entrance to a building, make a light-filled room which marks the entrance and straddles the boundary between indoors and outdoors, covering some space outdoors and some space indoors. The outside part may be like an old-fashioned porch.



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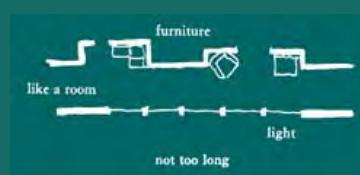
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The Flow Through Rooms



The movement between rooms is as important as the rooms themselves; and its arrangement has as much effect on social interaction in the rooms, as the interiors of the rooms. As far as possible, avoid the use of corridors and passages. Instead, use public rooms and common rooms as rooms for movement and for gathering. To do this, place the common rooms to form a chain, or loop.

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Short Passages



"... long, sterile corridors set the scene for everything bad about modern architecture." Keep passages short. Make them as much like rooms as possible, with carpets or wood on the floor, furniture, bookshelves, beautiful windows. Make them generous in shape, and always give them plenty of light; the best corridors and passages of all are those, which have windows along an entire wall.

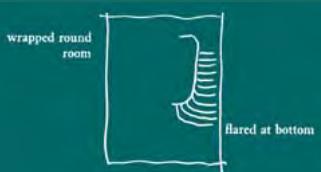
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Staircase As A Stage



A staircase is not just a way of getting from one floor to another. The stair is itself a space, a volume, a part of the building; and unless this space is made to live, it will be a dead spot, and work to disconnect the building and to tear its processes apart. Place the main stair in a key position, central and visible. Treat the whole staircase as a room.



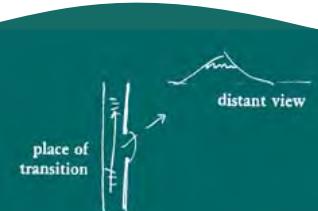
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Zen View



The archetypal zen view occurs in a famous Japanese house, which gives this pattern its name. If there is a beautiful view, don't spoil it by building huge windows that gape incessantly at it. Instead, put the windows which look onto the view at places of transition along paths, in hallways, in entry ways, on stairs, between rooms.



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Tapestry Of Light And Dark



In a building with uniform light level, there are few "places" which function as effective settings for human events. This happens because, to a large extent, the places which make effective settings are defined by light. Create alternating areas of light and dark throughout the building, in such a way that people naturally walk toward the light, whenever they are going to important places.



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Couple's Realm



The presence of children in a family often destroys the closeness and the special privacy which a man and wife need together. Make a special part of the house distinct from the common areas and all the children's rooms, where the man and woman of the house can be together in private. Give this place a quick path to the children's rooms, but, at all costs, make it a distinctly separate realm.



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Children's Realm



If children do not have space to release a tremendous amount of energy when they need to, they will drive themselves and everybody else in the family up the wall. Start by placing the small area which will belong entirely to the children - the cluster of their beds. Place it in a separate position toward the back of the house.



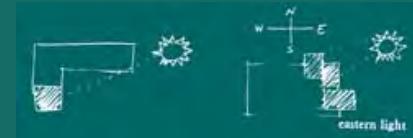
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Sleeping To The East



This is one of the patterns people most often disagree with. However, we believe they are mistaken. Give those parts of the house where people sleep, an eastern orientation, so that they wake up with the sun and light. This means, typically, that the sleeping area needs to be on the eastern side of the house.



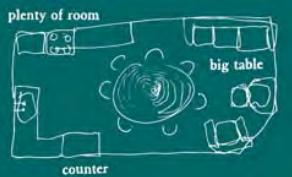
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Farmhouse Kitchen



The isolated kitchen, separate from the family and considered as an efficient but unpleasant factory for food is a hangover from the days of servants; and from the more recent days when women willingly took over the servants' role. Make the kitchen bigger than usual, big enough to include the "family room" space, and place it near the center of the commons, not so far back in the house as an ordinary kitchen.



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Private Terrace On The Street



The relationship of a house to a street is often confused: either the house opens entirely to the street and there is no privacy; or the house turns its back on the street, and communion with street life is lost. Let the common rooms open onto a wide terrace or a porch, which looks into the street. Raise the terrace slightly above street level and protect it with a low wall.

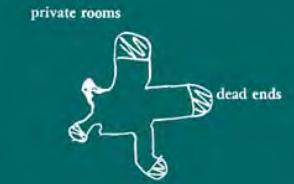


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A Room Of One's Own



No one can be close to others, without also having frequent opportunities to be alone. Give each member of the family a room of his own, especially adults. A minimum room of one's own is an alcove with desk, shelves, and curtain. The maximum is a cottage. In all cases, especially the adult ones, place these rooms at the far ends of the intimacy gradient - far from the common rooms.



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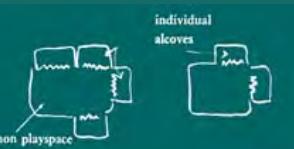
Sequence Of Sitting Spaces



Every corner of a building is a potential sitting space. But each sitting space has different needs for comfort and enclosure according to its position in the intimacy gradient. Put in a sequence of graded sitting spaces throughout the building, varying according to their degree of enclosure. Enclose the most formal ones entirely, in rooms by themselves.



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Bed Cluster



Every child in the family needs a private place, generally centered around the bed. But in many cultures, perhaps all cultures, young children feel isolated if they sleep alone, if their sleeping area is too private. Place the children's beds in alcoves or small alcove-like rooms, around a common playspace. Make each alcove large enough to contain a table, or chair, or shelves.

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Bathing Room



"The motions we call bathing are mere ablutions which formerly preceded the bath. The place where they are performed, though adequate for the routine, does not deserve to be called a bathroom." -Bernard Rudofsky. Concentrate the bathing room, toilets, showers, and basins of the house in a single tiled area. Locate this bathing room beside the couple's realm - with private access.



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Bulk Storage



In houses and workplaces there is always some need for bulk storage space; a place for things like suitcases, old furniture, old files, boxes - all those things which you are not ready to throw away, and yet not using everyday. Do not leave bulk storage till last or forget it. Include a volume for bulk storage in the building - its floor area at least 15 to 20 per cent of the whole building area - not less.



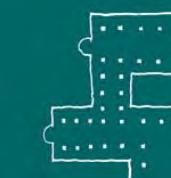
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Communal Eating



Without communal eating, no human group can hold together. Give every institution and social group a place where people can eat together. Make the common meal a regular event. In particular, start a common lunch in every work place, so that a genuine meal around a common table (not out of boxes, machines, or bags) becomes an important, comfortable, and daily event with room for invited guests.



possibility of many different sized rooms

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Flexible Office Space



Is it possible to create a kind of space which is specifically tuned to the needs of people working, and yet capable of an infinite number of various arrangements and combinations within it? Lay out the office space as wings of open space, with free standing columns around their edges, so they define half-private and common spaces opening into one another.

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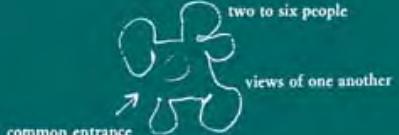
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Small Work Groups



When more than half a dozen people work in the same place, it is essential that they not be forced to work in one huge undifferentiated space, but that instead, they can divide their workspace up, and so form smaller groups. Break institutions into small, spatially identifiable work groups, with less than half a dozen people in each.



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Reception Welcomes You



Have you ever walked into a public building and been processed by the receptionist as if you were a package? Arrange a series of welcoming things immediately inside the entrance - soft chairs, a fireplace, food, coffee. Place the reception desk so that it is not between the receptionist and the welcoming area, but to one side at an angle.



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A Place To Wait



The process of waiting has inherent conflicts in it. In places where people end up waiting (for a bus, for an appointment, for a plane), create a situation which makes the waiting positive. Fuse the waiting with some other activity - newspaper, coffee, pool tables, horseshoes; something which draws people in who are not simply waiting.



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Small Meeting Rooms



The larger meetings are, the less people get out of them. But institutions often put their money and attention into large meeting rooms and lecture halls. Make at least 70 per cent of all meeting rooms really small - for 12 people or less. Locate them in the most public parts of the building, evenly scattered among the workplaces.



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Half-Private Office



What is the right balance between privacy and connection in office work? Avoid closed off, separate, or private offices. Make every workroom, whether it is for a group of two or three people or for one person, half-open to the other workgroups and the world immediately beyond it. At the front, just inside the door, make comfortable sitting space, with the actual workspace(s) away from the door, and further back.



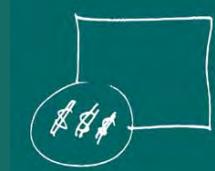
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Rooms To Rent



As the life in a building changes, the need for space shrinks and swells cyclically. The building must be able to adapt to this irregular increase and decrease in the need for space. Make at least some part of the building rentable: give it a private entrance over and above its regular connection to the rest of the house.



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Teenager's Cottage



If a teenager's place in the home does not reflect his need for a measure of independence, he will be locked in conflict with his family. To mark a child's coming of age, transform his place in the home into a kind of cottage that expresses in a physical way the beginnings of independence. Keep the cottage attached to the home, but make it a distinctly visible bulge.

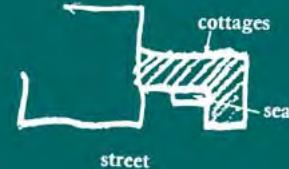


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Old Age Cottage



Old people, especially when they are alone, face a terrible dilemma. On the one hand, there are inescapable forces pushing them toward independence: their children move away; the neighborhood changes; their friends and wives and husbands die. On the other hand, by the very nature of aging, old people become dependent on simple conveniences, simple connections to the society about them.



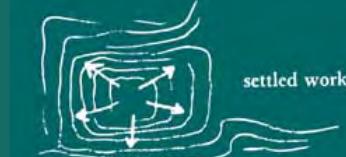
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Settled Work



The experience of settled work is a prerequisite for peace of mind in old age. Yet our society undermines this experience by making a rift between working life and retirement, and between workplace and home. Give each person, especially as he grows old, the chance to set up a workplace of his own, within or very near his home. Make it a place that can grow slowly.



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Home Workshop



As the decentralization of work becomes more and more effective, the workshop in the home grows and grows in importance. Make a place in the home, where substantial work can be done; not just a hobby, but a job. Change the zoning laws to encourage modest, quiet work operations to locate in neighborhoods. Give the workshop perhaps a few hundred square feet.



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Open Stairs



Internal staircases reduce the connection between upper stories and the life of the street to such an extent that they can do enormous social damage. Do away, as far as possible, with internal staircases in institutions. Connect all autonomous households, public services, and work-groups on the upper floors of buildings directly to the ground. Do this by creating open stairs which are approached directly from the street.

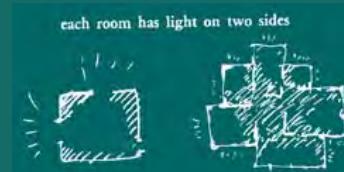


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Light On Two Sides Of Every Room



When they have a choice, people will always gravitate to those rooms which have light on two sides, and leave the rooms which are lit only from one side unused and empty. Locate each room so that it has outdoor space outside it on at least two sides, and then place windows in these outdoor walls so that natural light falls into every room from more than one direction.



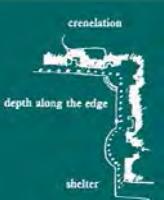
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Building Edge



A building is most often thought of as something which turns inward - toward its rooms. People do not often think of a building as something which must also be oriented toward the outside. Make sure that you treat the edge of the building as a "thing," a "place," a zone with volume to it, not a line or interface which has no thickness. Crenelate the edge of buildings with places that invite people to stop.



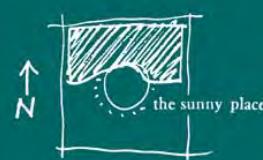
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Sunny Place



The area immediately outside the building, to the south - that angle between its walls and the earth where the sun falls - must be developed and made into a place which lets people bask in it. Inside a south-facing court, or garden, or yard, find the spot between the building and the outdoors which gets the best sun. Develop this spot as a special sunny place.



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North Face



Look at the north sides of the buildings which you know. Almost everywhere you will find that these are the spots which are dead and dank, gloomy and useless. Yet there are hundreds of acres in a town on the north sides of buildings; and it is inevitable that there must always be land in this position, wherever there are buildings.



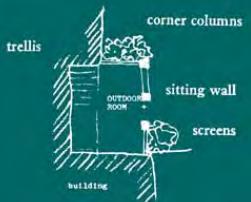
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Outdoor Room



A garden is the place for lying in the grass, swinging, croquet, growing flowers, throwing a ball for the dog. But there is another way of being outdoors: and its needs are not met by the garden at all. Build a place outdoors which has so much enclosure round it, that it takes on the feeling of a room, even though it is open to the sky.



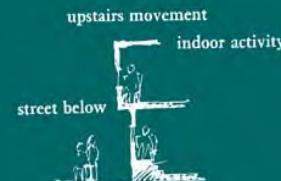
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Street Windows



A street without windows is blind and frightening. And it is equally uncomfortable to be in a house which bounds a public street with no window at all on the street. Where buildings run alongside busy streets, build windows with window seats, looking out onto the street. Place them in bedrooms or at some point on a passage or stair, where people keep passing by.



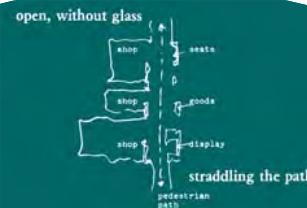
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Opening To The Street



The sight of action is an incentive for action. When people can see into spaces from the street their world is enlarged and made richer, there is more understanding; and there is the possibility for communication, learning. In any public space which depends for its success on its exposure to the street, open it up, with a fully opening wall which can be thrown wide open.



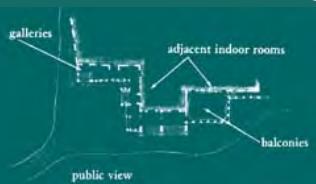
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Gallery Surround



If people cannot walk out from the building onto balconies and terraces which look toward the outdoor space around the building, then neither they themselves nor the people outside have any medium which helps them feel the building and the larger public world are intertwined. Whenever possible, and at every story, build porches, galleries, arcades, balconies, niches, outdoor seats, awnings, trellised rooms, and the like at the edges of buildings.



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Six-Foot Balcony



Balconies and porches which are less than six feet deep are hardly ever used. Whenever you build a balcony, a porch, a gallery, or a terrace always make it at least six feet deep. If possible, recess at least a part of it into the building so that it is not cantilevered out and separated from the building by a simple line, and enclose it partially.



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Connection To The Earth



A house feels isolated from the nature around it, unless its floors are interleaved directly with the earth that is around the house. Connect the building to the earth around it by building a series of paths and terraces and steps around the edge. Place them deliberately to make the boundary ambiguous - so that it is impossible to say exactly where the building stops and earth begins.



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Terraced Slope



On sloping land, erosion caused by run off can kill the soil. It also creates uneven distribution of rainwater over the land, which naturally does less for plant life than it could if it were evenly distributed. On all land which slopes - in fields, in parks, in public gardens, even in the private gardens around a house - make a system of terraces and bunds which follow the contour lines.



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Fruit Trees



In the climates where fruit trees grow, the orchards give the land an almost magical identity: think of the orange groves of Southern California, the cherry trees of Japan, the olive trees of Greece. But the growth of cities seems always to destroy these trees and the quality they possess. Plant small orchards of fruit trees in gardens and on common land along paths and streets, in parks, in neighborhoods.



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Tree Places



When trees are planted or pruned without regard for the special places they can create, they are as good as dead for the people who need them. If you are planting trees, plant them according to their nature, to form enclosures, avenues, squares, groves, and single spreading trees toward the middle of open spaces.



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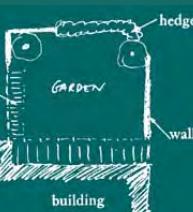
Garden Growing Wild



A garden which grows true to its own laws is not a wilderness, yet not entirely artificial either. Grow grasses, mosses, bushes, flowers, and trees in a way which comes close to the way that they occur in nature: intermingled, without barriers between them, without bare earth, without formal flower beds, and with all the boundaries and edges made in rough stone and brick and wood which become a part of the natural growth.



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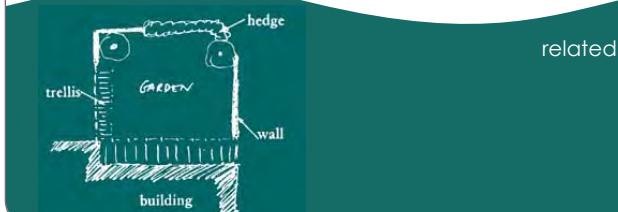


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Garden Wall



Gardens and small public parks don't give enough relief from noise unless they are well protected. Form some kind of enclosure to protect the interior of a quiet garden from the sights and sounds of passing traffic. If it is a large garden or a park, the enclosure can be soft, can include bushes, trees, slopes, and so on. The smaller the garden, however, the harder and more definite the enclosure must become.



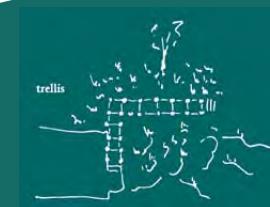
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Trellised walks have their own special beauty. They are so unique, so different from other ways of shaping a path, that they are almost archetypal. Where paths need special protection or where they need some intimacy, build a trellis over the path and plant it with climbing flowers. Use the trellis to help shape the outdoor spaces on either side of it.

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Trellised Walk



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Greenhouse



Many efforts are being made to harness solar energy by converting it into hot water or electric power. And yet the easiest way to harness solar energy is the most obvious and the oldest: namely, to trap the heat inside a greenhouse and use it for growing flowers and vegetables. In temperate climates, build a greenhouse as part of your house or office, so that it is both a "room" of the house, which can be reached directly without going outdoors and a part of the garden which can be reached directly from the garden.



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Garden Seat



Somewhere in every garden, there must be at least one spot, a quiet garden seat, in which a person - or two people - can reach into themselves and be in touch with nothing else but nature. Make a quiet place in the garden - a private enclosure with a comfortable seat, thick planting, sun.



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Vegetable Garden



In a healthy town every family can grow vegetables for itself. The time is past to think of this as a hobby for enthusiasts; it is a fundamental part of human life. Set aside one piece of land either in the private garden or on common land as a vegetable garden. About one-tenth of an acre is needed for each family of four. Make sure the vegetable garden is in a sunny place.



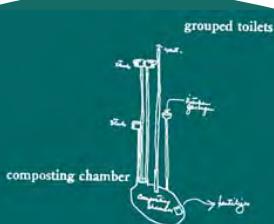
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Compost



Our current ways of getting rid of sewage poison the great bodies of natural water, and rob the land around our buildings of the nutrients they need. Arrange all toilets over a dry composting chamber. Lead organic garbage chutes to the same chamber, and use the combined products for fertilizer.



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Alcoves



No homogeneous room, of homogeneous height, can serve a group of people well. To give a group a chance to be together, as a group, a room must also give them the chance to be alone, in one's and two's in the same space. Therefore: Make small places at the edge of any common room, usually no more than 6 feet wide and 3 to 6 feet deep and possibly much smaller.



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Window Place



According to the pattern, at least one of the windows in each room needs to be shaped in such a way as to increase its usefulness as a space. Everybody loves window seats, bay windows, and big windows with low sills and comfortable chairs drawn up to them. Therefore: In every room where you spend any length of time during the day, make at least one window into a "window place."



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The Fire



There is no substitute for fire. Build the fire in a common space - perhaps in the kitchen - where it provides a natural focus for talk and dreams and thought. Adjust the location until it knits together the social spaces and rooms around it, giving them each a glimpse of the fire; and make a window or some other focus to sustain the place during the times when the fire is out.



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light in the middle

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Eating Atmosphere



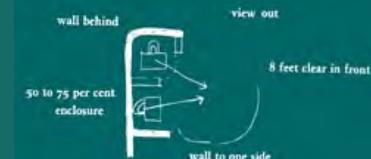
When people eat together, they may actually be together in spirit - or they may be far apart. Some rooms invite people to eat leisurely and comfortably and feel together, while others force people to eat as quickly as possible so they can go somewhere else to relax. Put a heavy table in the center of the eating space - large enough for the whole family or the group of people using it.

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Workspace Enclosure



People cannot work effectively if their workspace is too enclosed or too exposed. A good workspace strikes the balance. Give each workspace an area of at least 60 square feet. Build walls and windows round each workspace to such an extent that their total area (counting windows at one-half) is 50 to 75 per cent of the full enclosure.



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Cooking Layout



Cooking is uncomfortable if the kitchen counter is too short and also if it is too long. Therefore: To strike the balance between the kitchen which is too small, and the kitchen which is too spread out, place the stove, sink, and food storage and counter



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Sitting Circle



A group of chairs, a sofa and a chair, a pile of cushions - these are the most obvious things in everybody's life and yet to make them work, so people become animated and alive in them, is a very subtle business. Most seating arrangements are sterile, people avoid them, nothing ever happens there. Others seem somehow to gather life around them, to concentrate and liberate energy. What is the difference between the two?

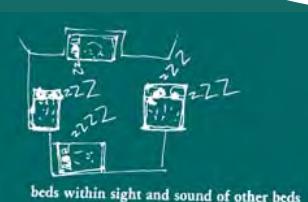


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Communal Sleeping



In many traditional and primitive cultures, sleep is a communal activity without the sexual overtones it has in the West today. We believe that it may be a vital social function, which plays a role as fundamental and as necessary to people as communal eating. Arrange the sleeping area so that there is the possibility for children and adults to sleep in the same space, in sight and sound of one another, at least as an occasional alternative to their more usual sleeping habits.



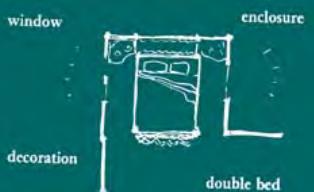
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Marriage Bed



The bed is the center of a couple's life together: the place where they lie together, talk, make love, sleep, sleep late, take care of each other during illness. But beds and bedrooms are not often made in ways which intensify their meaning, and these experiences cannot take hold. At the right moment in a couple's life, it is important that they make for themselves a special bed.

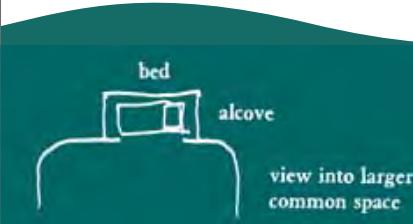


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Bed Alcove



...even in the smallest house, not only the adults, but every child can have at least a small place to call his own. Bedrooms make no sense. Therefore: Don't put single beds in empty rooms called bedrooms, but instead put individual bed alcoves off rooms with other nonsleeping functions, so the bed itself becomes a tiny private haven.



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Dressing Room



Dressing and undressing, storing clothes, having clothes lying around, have no reason to be part of any larger complex of activities. Indeed they disturb other activities: they are so self-contained that they themselves need concentrated space which has no other function. Therefore: Give everyone a dressing room-either private or shared - between their bed and the bathing room.



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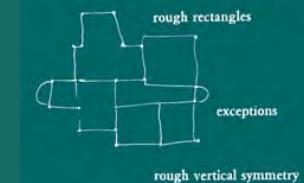
Ceiling Height Variety



A building in which the ceiling heights are all the same is virtually incapable of making people comfortable. Vary the ceiling heights continuously throughout the building, especially between rooms which open into each other, so that the relative intimacy of different spaces can be felt.



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The Shape Of Indoor Space



The perfectly crystalline squares and rectangles of ultramodern architecture make no special sense in human or in structural terms. They only express the rigid desires and fantasies which people have when they get too preoccupied with systems and the means of their production. With occasional exceptions, make each indoor space or each position of a space, a rough rectangle.

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Windows Overlooking Life



Rooms without a view are prisons for the people who have to stay in them. In each room, place the windows in such a way that their total area conforms roughly to the appropriate figures for your region (25 per cent or more of floor area, in the San Francisco Bay Area), and place them in positions which give the best possible views out over life: activities in streets, quiet gardens, anything different from the indoor scene.

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Half-Open Wall



Rooms which are too closed prevent the natural flow of social occasions, and the natural process of transition from one social moment to another. And rooms which are too open will not support the differentiation of events which social life requires. Adjust the walls, openings, and windows in each indoor space until you reach the right balance between open, flowing space and closed cell-like space.



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Interior Windows



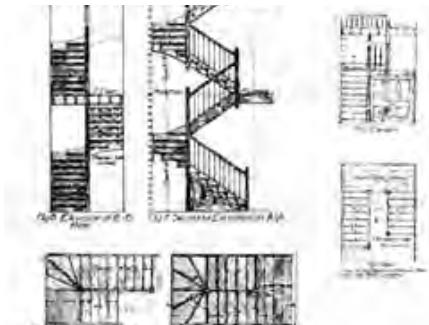
Windows are most often used to create connections between the indoor and the outdoors. But there are many cases when an indoor space needs a connecting window to another indoor space. Put in fully glazed fixed windows between rooms which tend to be dead because they have too little action in them or where inside rooms are unusually dark.



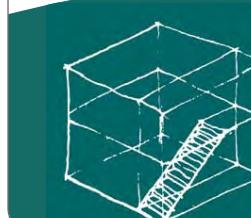
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Staircase Volume

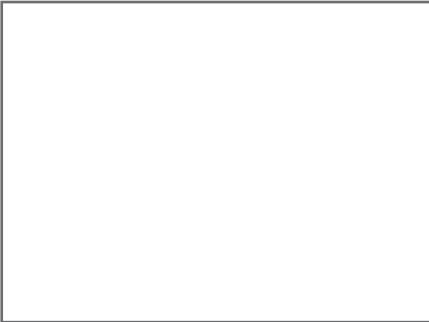


We are putting this pattern in the language because our experiments have shown us that lay people often make mistakes about the volume which a staircase needs and therefore make their plans unbuildable. Make a two story volume to contain the stairs. It may be straight, L-shaped, U-shaped, or C-shaped.

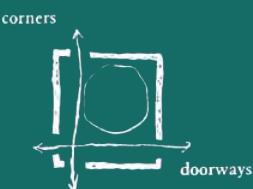


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Corner Doors



The success of a room depends to a great extent on the position of the doors. If the doors create a pattern of movement, which destroys the places in the room, the room will never allow people to be comfortable. Except in very large rooms, a door only rarely makes sense in the middle of a wall.



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Thick Walls



Houses with smooth hard walls made of prefabricated panels, concrete, gypsum, steel, aluminum, or glass always stay impersonal and dead. Open your mind to the possibility that the walls of your building can be thick, can occupy a substantial volume - even actual usable space - and need not be merely thin membranes which have no depth. Decide where these thick walls ought to be.



hand-carveable



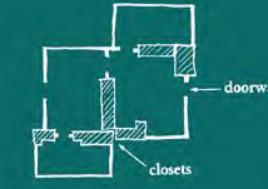
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Closets Between Rooms



The provision of storage and closets usually comes as an afterthought. Mark all the rooms where you want closets. Then place the closets themselves on those interior walls, which lie between two rooms and between rooms and passages where you need acoustic insulation. Place them so as to create transition spaces for the doors into the rooms.



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