

M3

PW201428

STUDIO RANCANG KAWASAN



Maret 2021
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Institut Teknologi Kalimantan



Cowan, 2002

Urban design???

M1 & M2

Minggu ke-	Sub-CPMK (Kemampuan akhir yg direncanakan)	Bahan Kajian	Bentuk/ Metode Pembelajaran	Aktivitas Belajar/Desktopsi Penilaian		Penilaian		
				Online	Offline	Kriteria	Indikator	Bobot
(1)	(2)	(4)	(5)	(6)	(7)	(8)	(9)	(10)
1	Mahasiswa mampu memahami dimensi perancangan kawasan dan memilih lokasi perancangan	a) Perancangan Kota tematik b) Dimensi perancangan kota c) Site selection	Kuliah dengan tanya jawab	Presensi, resume materi lisan	Presensi, resume materi lisan	Ketepatan dalam menjelaskan definisi	Menjelaskan dimensi perancangan kawasan dan kota, serta proses site selection	3%
2		a) Tahapan site selection	presentasi dengan diskusi kelas dan pembelajaran berbasis masalah	Presensi, tugas mingguan	Presensi, tugas mingguan	Ketepatan dalam melakukan tahap site selection	Menjelaskan tahap dan hasil site selection berdasarkan lokasi terpilih	5%

M3

- ▶ Sub-CPMK:
- ▶ Bahan Kajian:
 - ▶ **Tipe umum *urban design*** ● Typology of procedures and products
 - ▶ **Proses *urban design*** ● Notion of design as a process
 - ▶ **Argumentasi dalam *urban design*** ● The function/role of argumentation

Kuliah dengan diskusi kelompok dan kuis

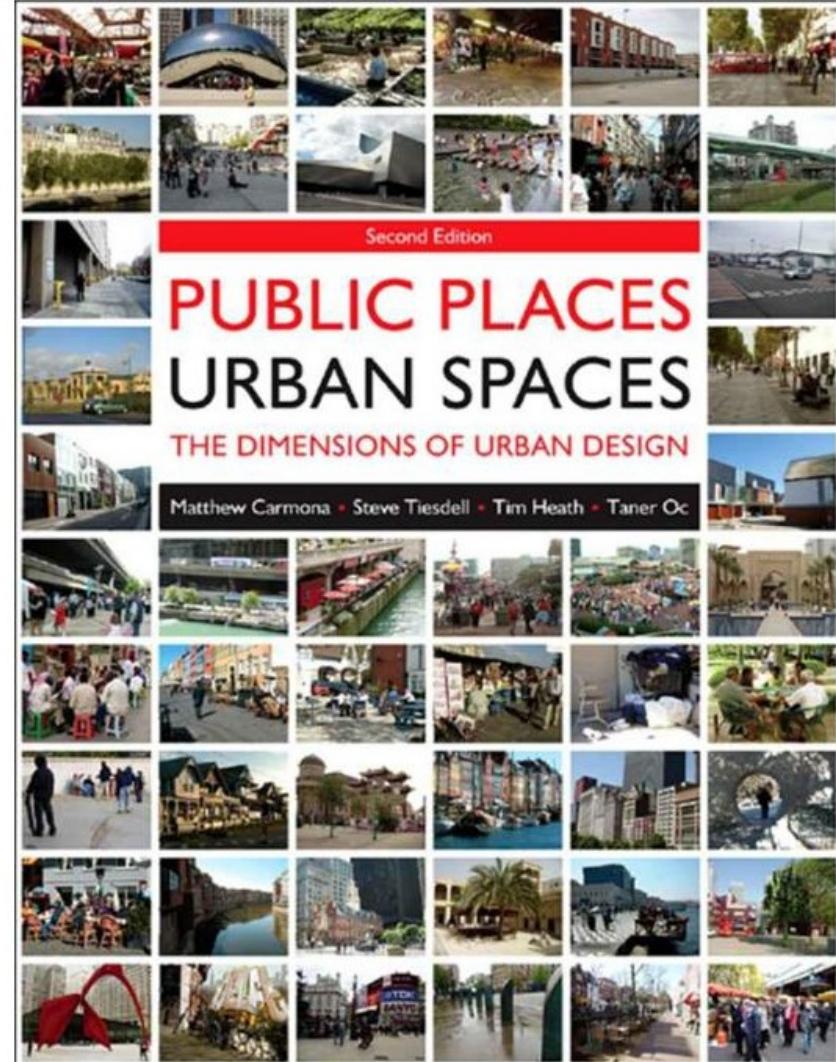
Mengidentifikasi tipe *urban design* dan proses yang dilaluinya

- 
- ▶ Argumentasi dalam *urban design* berbentuk *evidence* atau bukti yang diperoleh dari studi kajian atau penelitian. Bukti ini digunakan sebagai dasar atau acuan di dalam proses *urban design*.
 - ▶ Salah satu bentuk bukti ini adalah Studi Kasus.

(Lang, 2005)



1-Tipe Umum *Urban Design*



► Understanding urban design

From the early 1960s, a clutch of writers and designers – notably Jane Jacobs, Kevin Lynch, Gordon Cullen, Christopher Alexander, Aldo Rossi, Ian McHarg, Jan Gehl and others – became influential in shaping what would increasingly become known as urban design. The term itself had been coined in North America in the late 1950s and is often associated with Jose Luis Sert, Dean of Harvard's Graduate School of Design, convening an ‘urban design’ conference at Harvard in 1956 and subsequently setting up the first American urban design programme at that university (see Krieger & Saunders 2009).

As a term for the activity, it replaced the more traditional and narrower term ‘civic design’. Typified by the City Beautiful Movement, civic design focused on the siting and design of major civic buildings – city halls, opera houses and museums – and their relationship to open spaces. Evolving from an initial, predominantly aesthetic, concern with the distribution of building masses and the space between buildings, contemporary urban design denotes a more expansive approach and, reflecting the title of this book, has become primarily concerned with shaping urban space as a means to make, or re-make, the ‘public’ places that people can use and enjoy.

Defining urban design

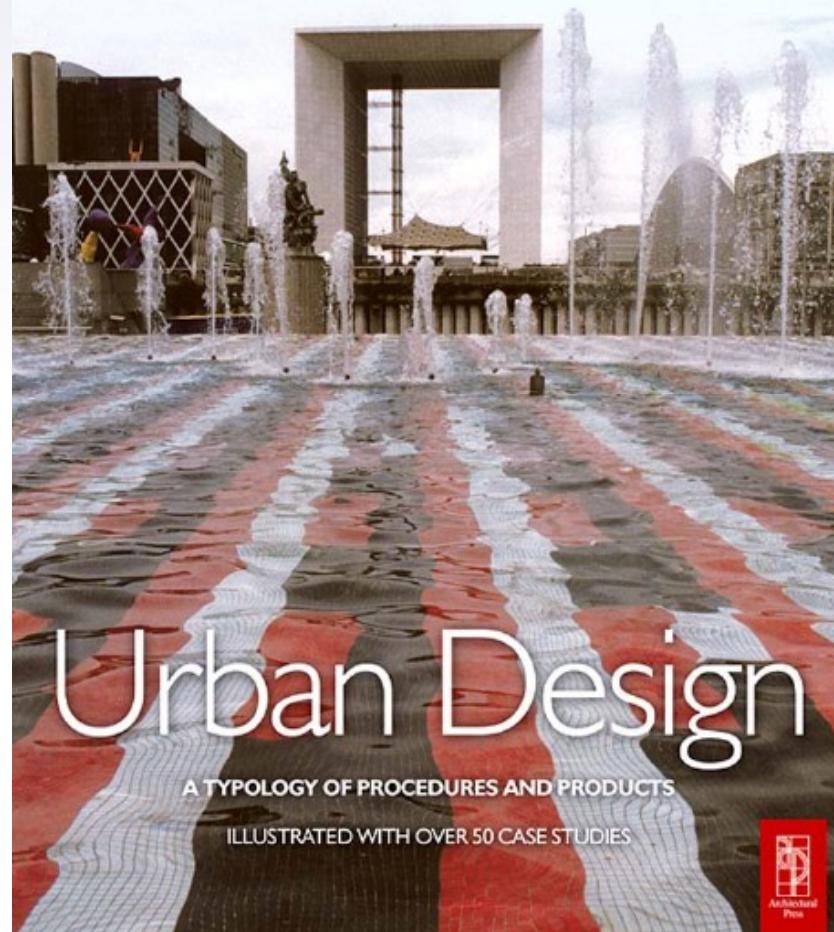
Containing two problematical words, urban design can be an ambiguous term. Taken separately, ‘urban’ and ‘design’ have clear meanings: urban describes the characteristics of towns or cities, while design refers to such activities as sketching, planning, arranging, colouring and pattern-making. As used generally within the field, ‘urban’ has a wide and inclusive meaning, embracing not only the city and town but also the village and hamlet, while ‘design’, is as much about effective problem solving and/or the processes of delivering or organising development, as about narrow aesthetics or particular physical outcomes.

Discussing definitions of urban design, Madanipour (1996: 93–117) identified seven areas of ambiguity:

- Should it be focused at particular scales or levels?
- Should it focus only on the visual qualities of the urban environment or, more broadly, address the organisation and management of urban space?
- Should it simply be about transforming spatial arrangements or should it be about more deeply seated social and cultural relations between spaces and society?
- Should its focus be its product (the urban environment) or the process by which it is produced?
- Should it be the province of architects, planners or landscape architects?
- Should it be a public or private sector activity?
- Should it be an objective–rational process (a science) or an expressive–subjective process (an art)?

The first three are concerned with the ‘product’ of urban design, the last three concern urban design as a ‘process’, while the fourth concerns the product–process dilemma. Although Mandanipour’s ambiguities are deliberately presented as oppositional and mutually exclusive, it is often a matter of and/both rather than either/or. As we ‘*consciously shape and manage our built environments*’ (Mandanipour 1996: 117), urban designers are interested in and engaged with both process and its products. While, in practice, urban design is used to refer to all the products and processes of development, in a more restricted sense it means *adding quality to both product and process*.

JON LANG

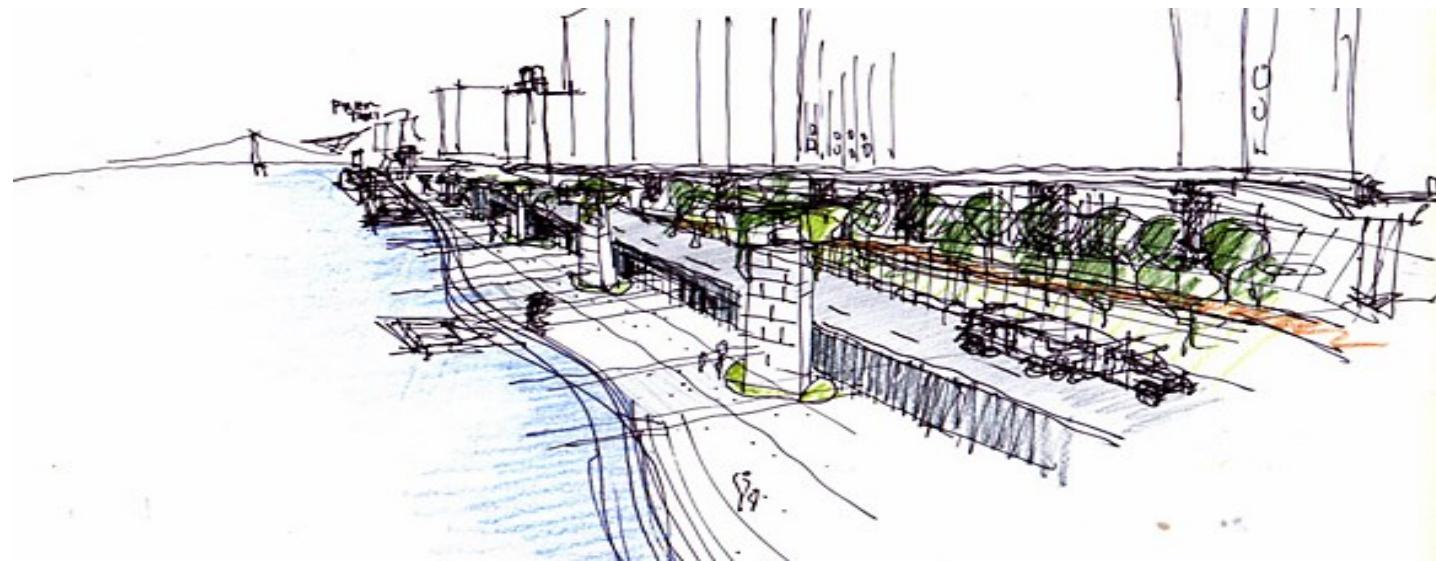


URBAN DESIGN (Lang, 2005)

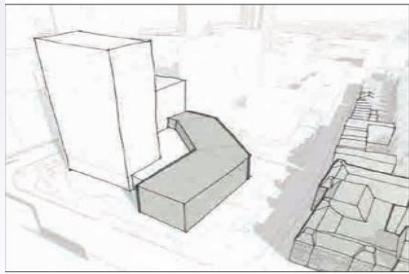
City Planning + Landscape Architecture + Civil Engineering + Architecture

physical public realm of human settlements

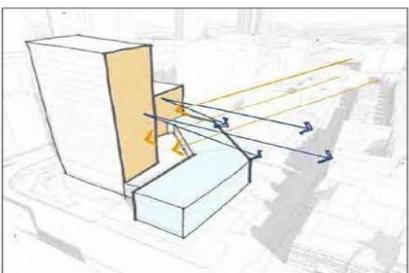
public realm of decision-making



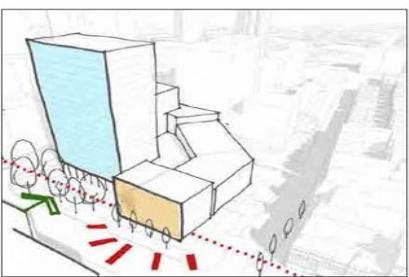
URBAN DESIGN



A terrace that relates to Walworth



Maximising daylight and views



Announce a gateway, setback tall building

Urban design scope or scale

relationship between different buildings

buildings and streets

parks and waterways

squares

other spaces of public domain

The visual artistic tradition

elements of built ← → **unbuilt space**

(DoE, 1997: paragraph 14)

The social usage tradition

patterns of movement and activity which are thereby established

The place-making tradition

contemporary urban design is simultaneously concerned with the design of urban places as physical/aesthetic entities and as behavioural settings – that is, with the ‘hard city’ of buildings and spaces and the ‘soft city’ of people and activities

Public Places - Urban Spaces
The Dimensions of Urban Design

2010 Matthew Carmona, Steve Tiesdell, Tim Heath & Taner Oc



How to study public life (Jan Gehl & Birgitte Svarre, 2013)

URBAN DESIGN

Multi-building projects that vary in size from building complexes to precincts of cities to whole cities

includes the design of the buildings themselves (only the uses and façades) particularly on the **ground floor, define the public domain**



The public realm

→ public components of the physical environment (artificial and natural) in which behaviour occurs

→ specifies how communal decisions are made by governments and in the marketplace as defined by a country's constitution



perceptions of the elements of urban design



the process of urban designing

Urban Design in Autocratic and Democratic Societies

- The major difference is that **centralized powers** of decision-making in autocratic societies are not subject to any control from the citizenry or their representatives.
- Tend to be **large scale** and **located where the whim of the dictator decrees**.



Mussolini's Via della Conciliazione, lined with new buildings and 28 obelisks, gives a commanding view of St Peter's

Twentieth century

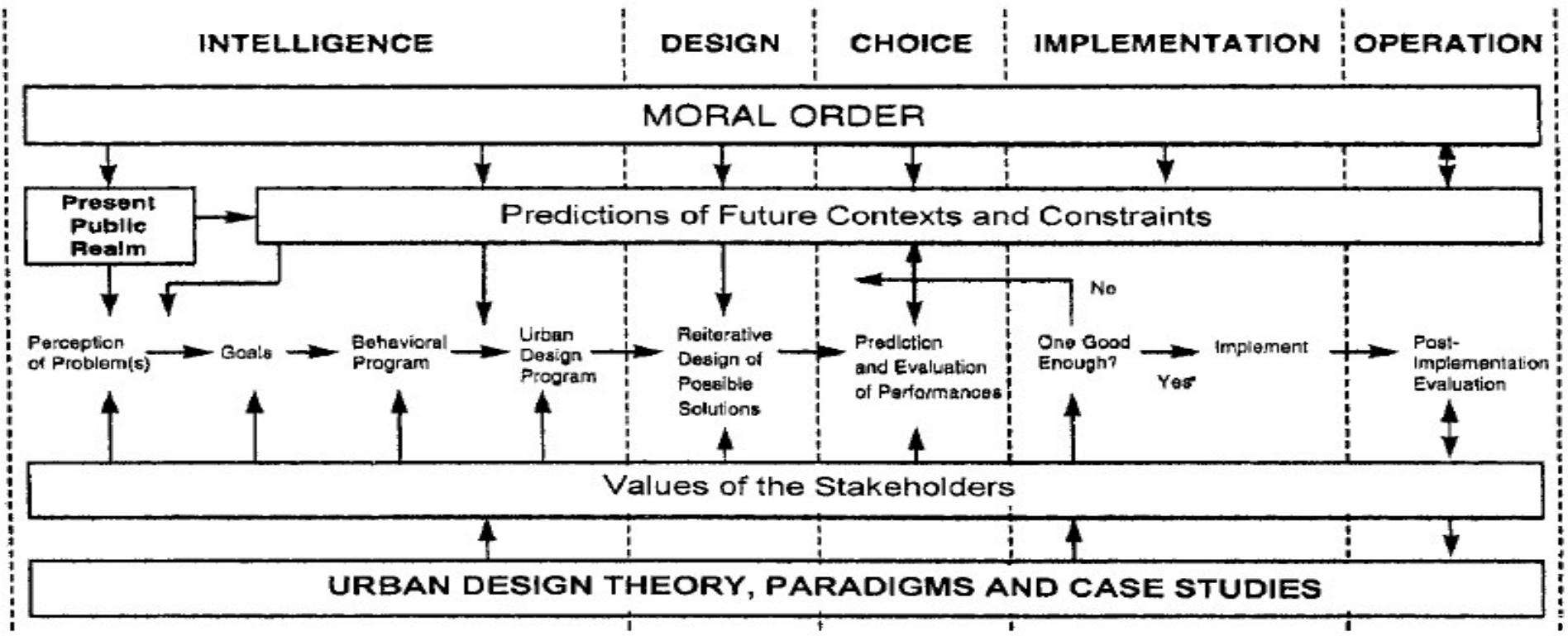
Many urban design schemes were housing estates.

- New towns in democratic countries have turned out to be autocratically developed.
- Tend to be a collage of work by different designers.
- In socialist countries with centralized political and administrative power much was achieved in quantity if not quality.

URBAN DESIGN PROCESS

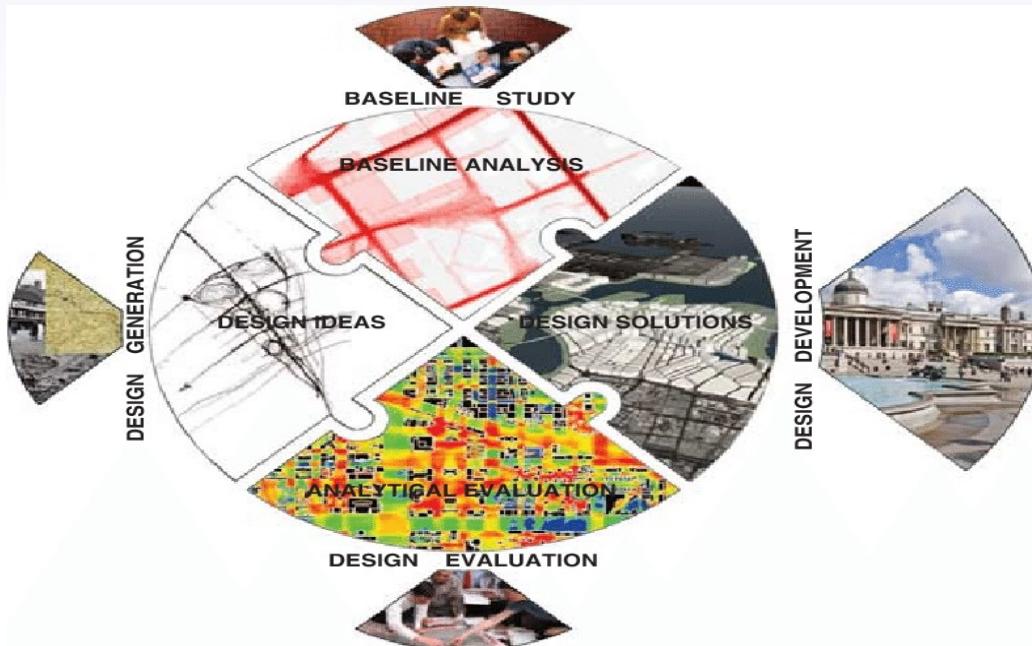
Some structure to our thinking and to our design of the decision-making process

A highly argumentative process of conjecturing – putting out ideas – and testing them in an iterative fashion.



URBAN DESIGN PROCESS

An argumentative process in which participants in it learn as they go along.



- Learn about **goals and means** as perceived by different stakeholders
- Learn from the evidence that each provides for its views
- Take stands on **what they believe the public realm should be to be** in the public interest
- Argue about **the variables that should be taken into consideration** and what good design entails.
- Conjectures are **tested by individuals using their own logics based on their predictions** of the consequences of different design actions.



empirical knowledge is a powerful tool that designers can employ

URBAN DESIGN PROCESS

start with an open mind



begin designing with some vague
image of a possible solution in mind.



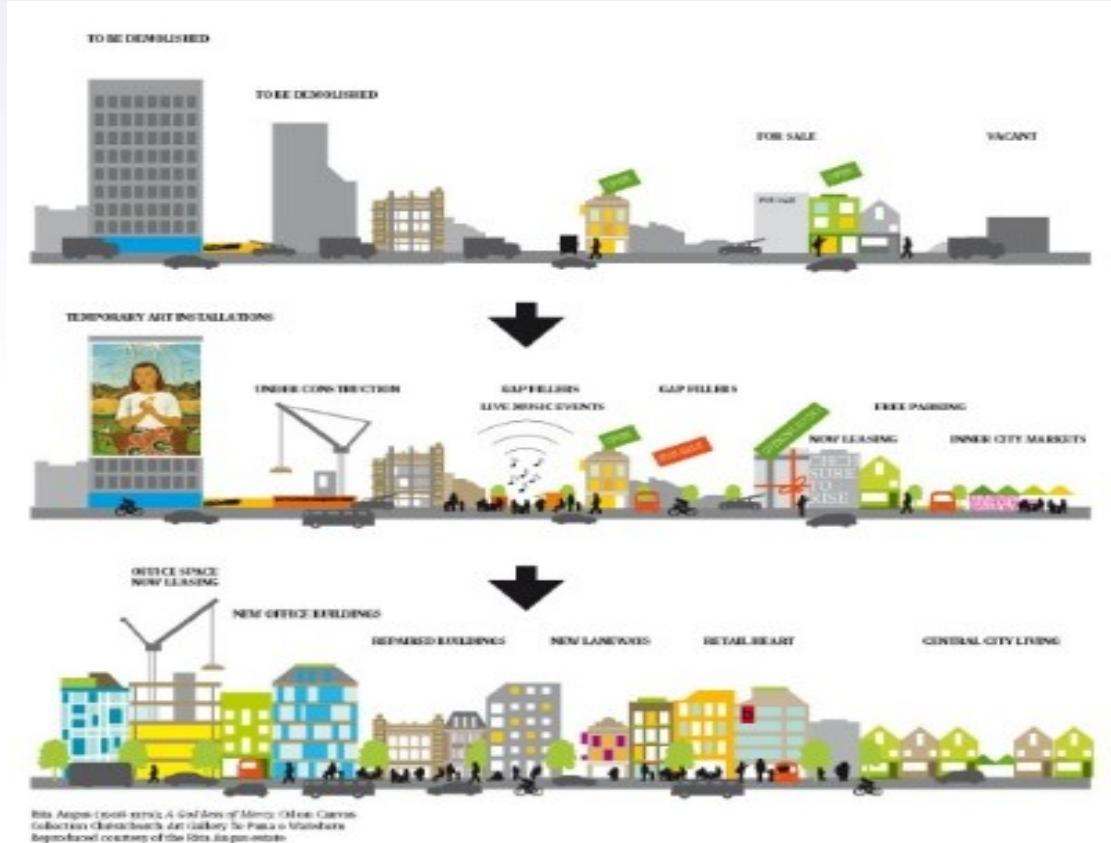
a series of approximations as
designing progresses



Case studies and sound generic
solutions



evaluation of potential designs on the
drawing board, their implementation and
the evaluation of how well they function in
place.



There are four generic types of urban design work that vary in the procedure that is followed and/or the degree of control that a designer, as an individual or as a team, has over the creation of a product. They are as follows:

- 1 Total urban design, where the urban designer is part of the development team that carries a scheme through from inception to completion.
- 2 All-of-a-piece urban design, where the urban design team devises a master plan and sets the parameters within which a number of developers work on
- 3 Piece-by-piece urban design, in which general policies and procedures are applied to a precinct of a city in order to steer development in specific directions.
- 4 Plug-in urban design, where the design goal is to create the infrastructure so that subsequent developments can ‘plug in’ to it or, alternatively, a new element of infrastructure is plugged into the existing urban fabric to enhance a location’s amenity level as a catalyst for development.

Four Generic Types of Urban Design Work

1 Total urban design

the urban designer is part of the development team that carries a scheme through from inception to completion.

- Combination of large architecture and landscape architecture.
- Both public realm and the buildings



A team of people working as an individual unit
holds total development and design control



The infrastructure and buildings are designed as a unit by the team.

the detail of the design completed by transportation engineers, architects and landscape architects who form part of the team.

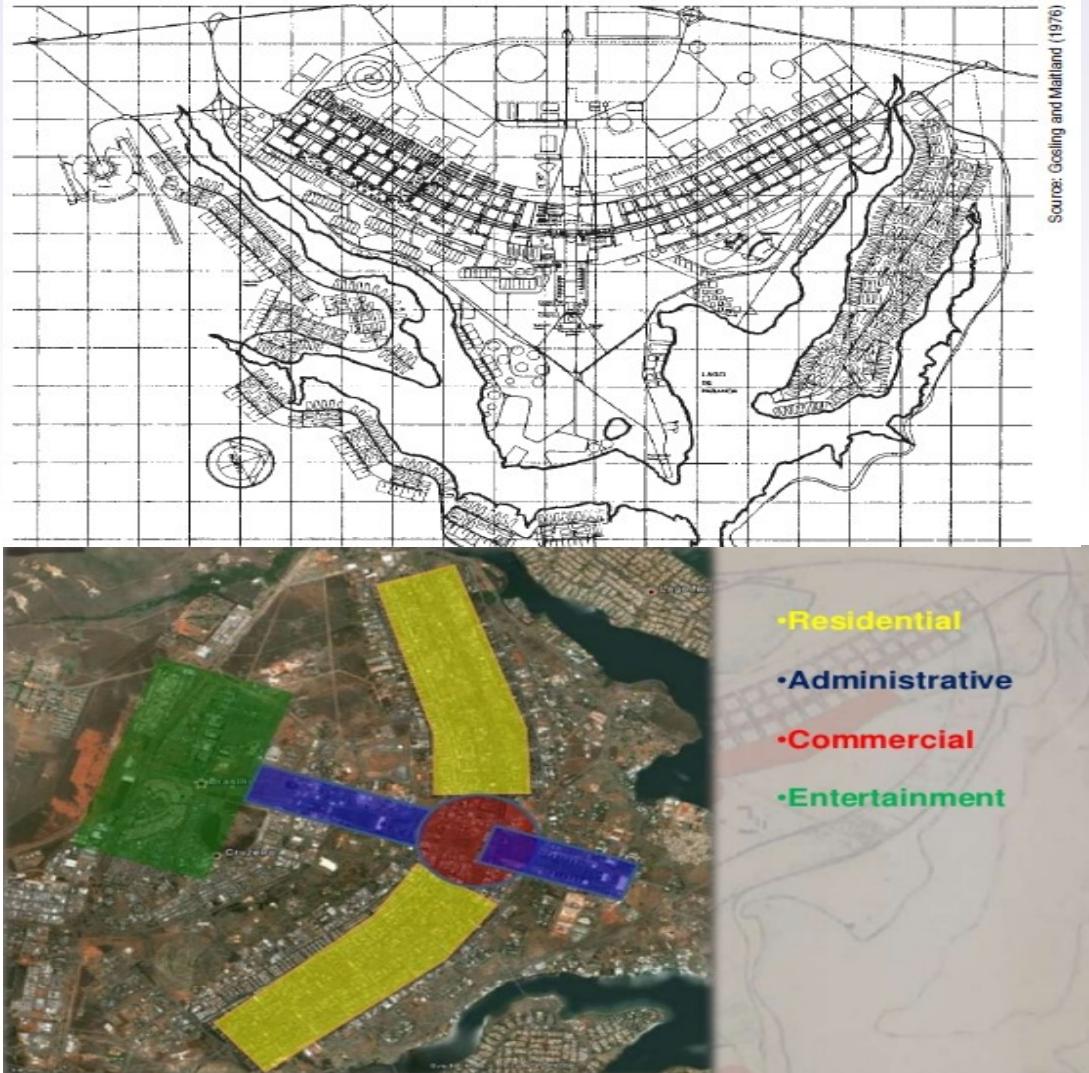
1 Total urban design

Pilot Plan of Brasilia City



many precincts of cities that have been designed and developed by one organization but the developments are seldom more than three or four traditional city blocks in size.

Often they have ended up being visually and behaviourally boring



Urban Design in Autocratic and Democratic Societies

The future of that city is open to question.
By all reports it stands empty, unused and
unloved.



The development team seldom has a completely free hand to do as they wish.
Control from the elected representatives or the community.
The project has to be carried out within the laws of a country.



Four Generic Types of Urban Design Work

2 All-of-a-piece urban design

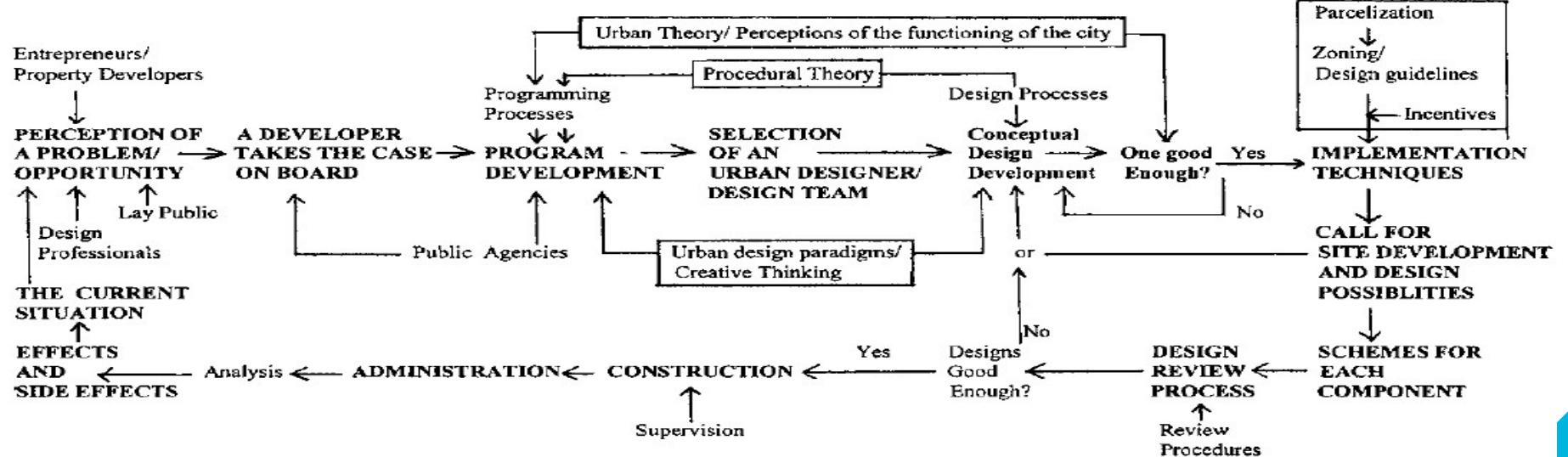
Large urban redevelopment projects and suburban developments

VS
incapability of single developers of single-handlely finance

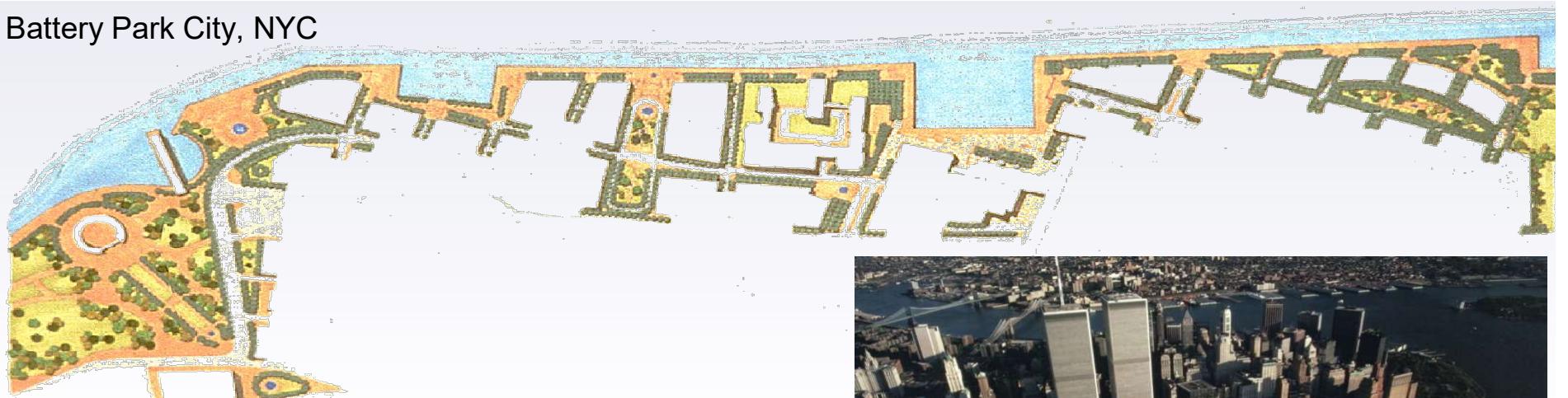
the urban design team devises a master plan and sets the parameters within which a number of developers work on components of the overall project.

a consulting team develops one **master plan or concept plan**

Sub-developers set the programs and developing guideline



Battery Park City, NYC



illustrative site designs for the project were developed under different political and economic conditions over a period of almost 30 years.



Four Generic Types of Urban Design Work

3 Piece-by-piece urban design

tends to be city planning.

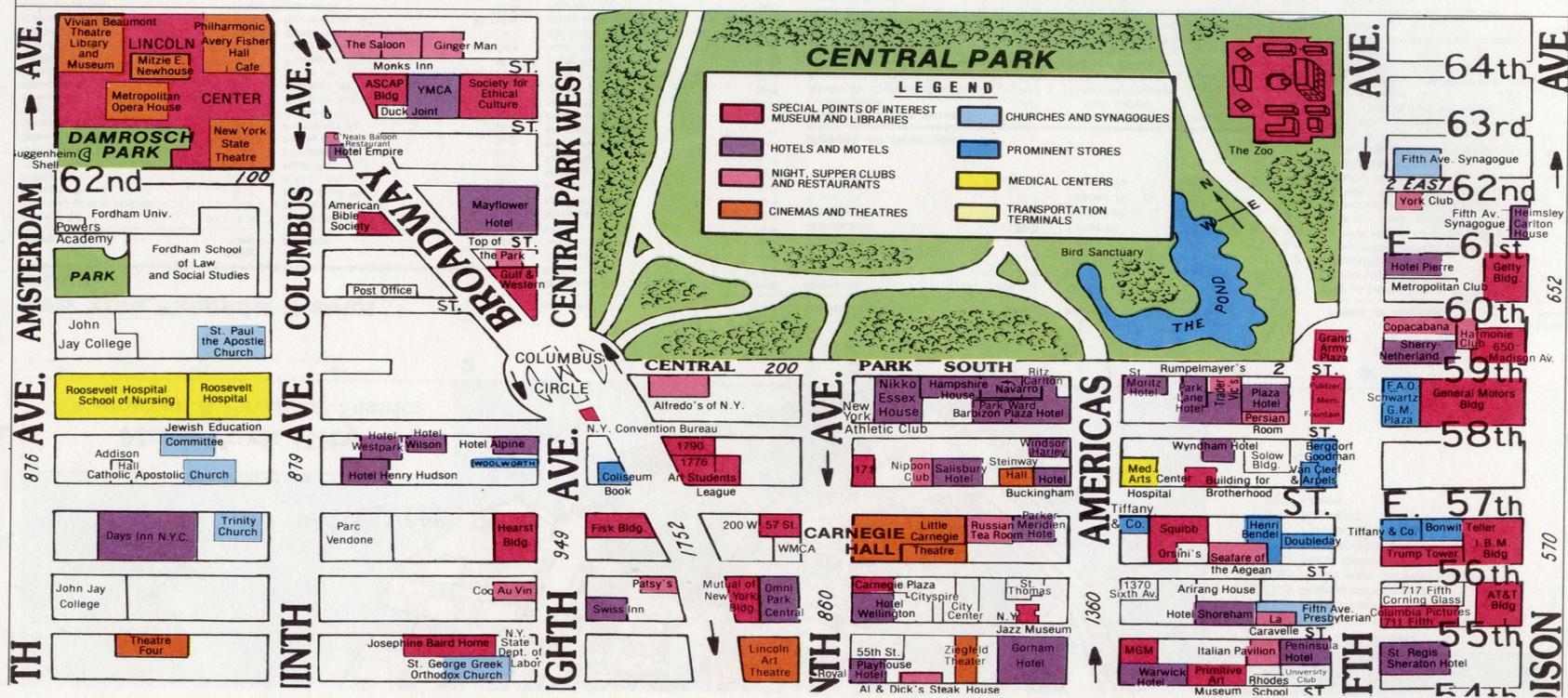
first setting the objectives for an area and then the development/design policies for achieving them.

which general policies and procedures are applied to a precinct of a city in order to steer development in specific directions.

→ the objectives is a highly political act ideally, but often only reputedly, based on perceptions of the public interest.



New York City Theatre District



Four Generic Types of Urban Design Work

4 Plug-in urban design

→ *Involve the provision of the infrastructure (a precinct of a city or suburb) and the selling of sites into which individual developers can plug buildings.*

Building uses are specified and design guidelines are created for each developer to follow.

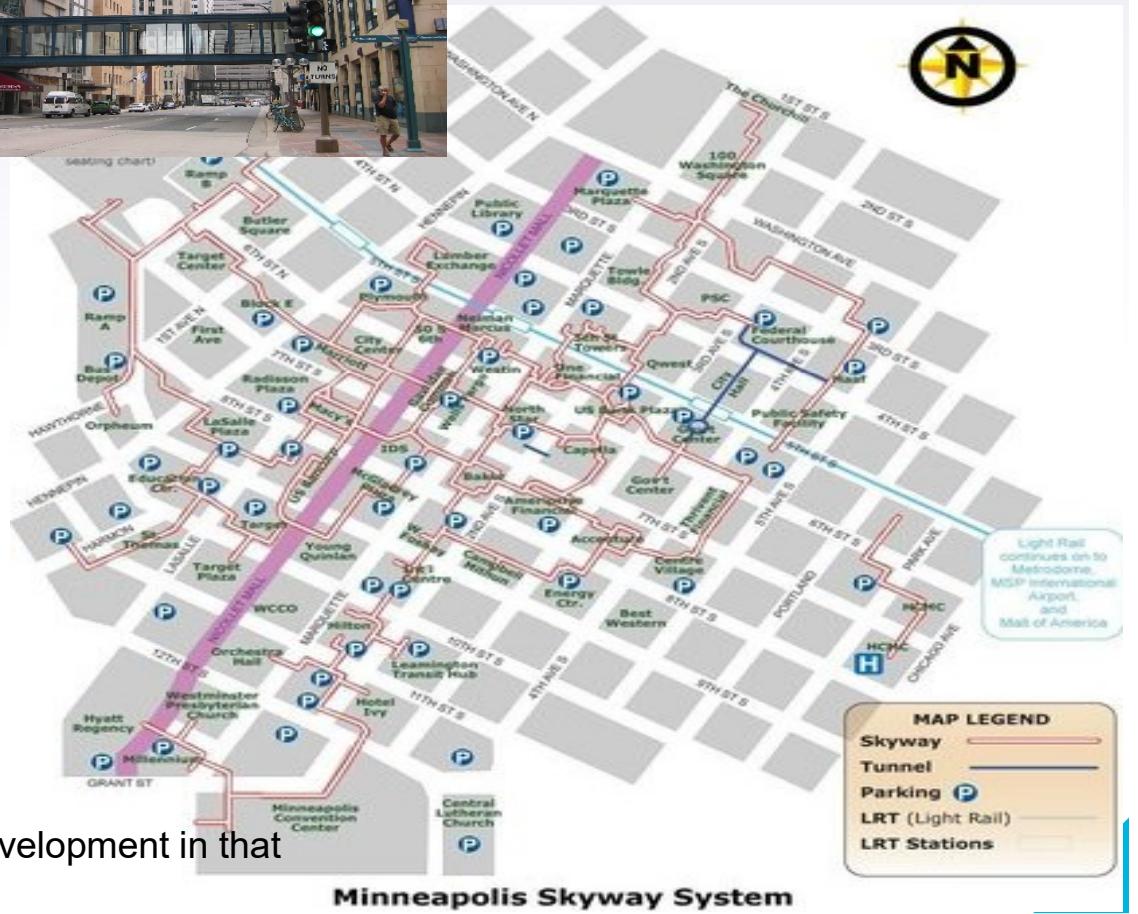
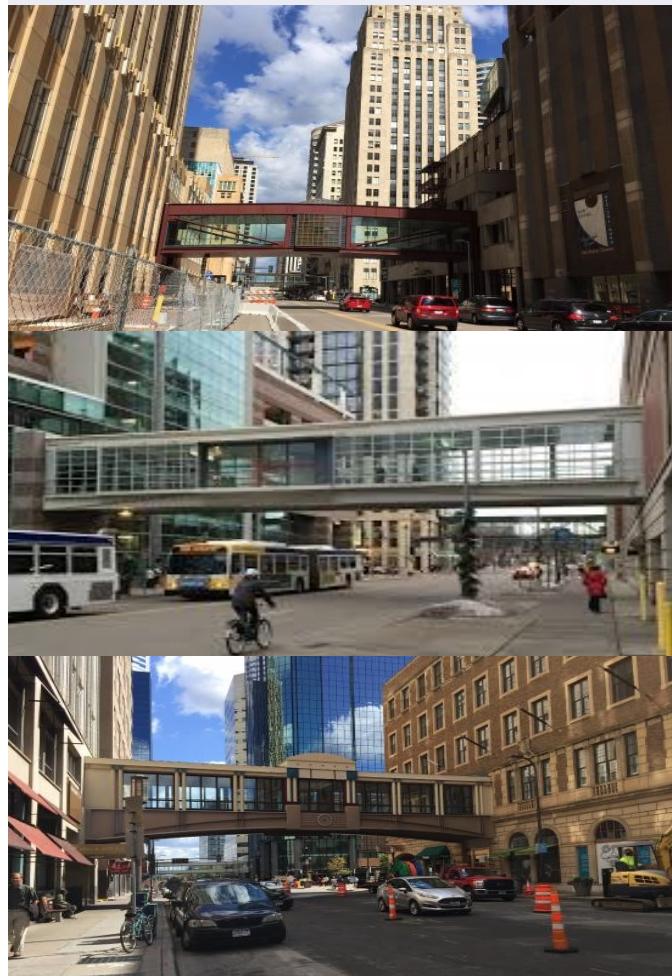
The property developers plugging their projects into the provided infrastructure are free to respond to the marketplace

→ *involves plugging the infrastructure into an existing urban fabric to enhance its amenity value.*

elements of infrastructure are plugged into an →
existing city in the hope of spurring new developments or providing some public amenity.

links, places or buildings providing for special uses that will have a catalytic effect on surrounding property development





it has become an integral part of almost any development in that city's centre.

The Market

A capitalist-societies project definitely need a **marketable image**

to support a project and make it feasible in its developer's and other services and its ability to pay for them.

Muong Thong Thani in Bangkok



The Market

different but overlapping images of the marketplace

- The private sector : the purchasing power of potential investors and their disposal incomes in deciding on programme mixes
- The public sector : with its perceptions of the public interest and, ideally, on behalf of the needs of those people in whom the private sector is uninterested.

Example:

All-of-a-piece designs undergo substantial changes not only in the facilities provided but also in aesthetic qualities in order to be up-to-date.



market segment : **culture, stage of life cycle and socio-economic status** of the people

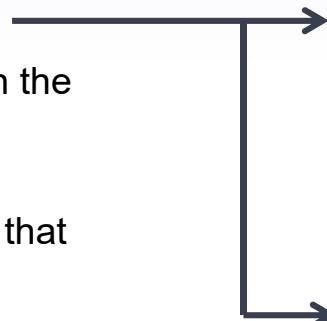
'How can developments be shaped so that private developers will provide public interest facilities when the market is incapable of supporting them?'

Design Review

- **Recognizing and selecting good designs**
- **Encourage better design and site planning to enhance the character of the city and ensure that new development sensitively fits into neighborhoods**
- **Provide flexibility in the application of development standards**
- **Improve communication and participation among developers, neighbors and the City early in the design and siting of new development.**

The evaluation of designs :

1. **predicting the future context** in which the scheme will function aesthetically and behaviourally;
2. predicting how the scheme will work in that future;
3. evaluating its performance against other possible schemes.

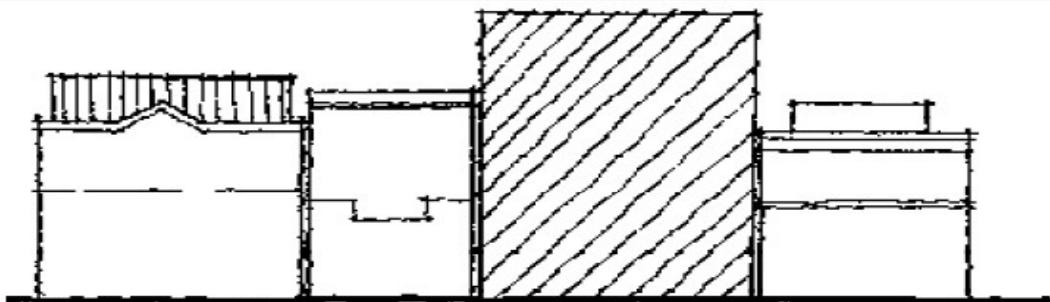


purely subjective

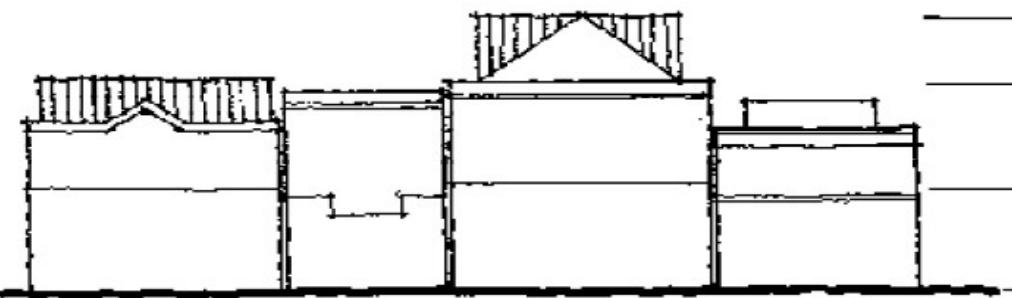
Each aspect of design is evaluated numerically based on experts' opinions in terms of the stated goals for a development site.

open-to-view system of scoring

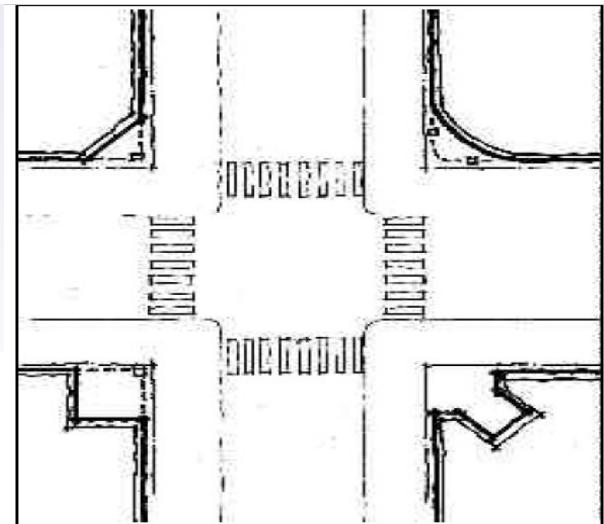
present a developer with an understanding of the logic of the review process and what is purported to be in the public interest and what is not



A larger potential building envelope (shaded) within the context of existing structures



Design the larger structure to be compatible in scale with the surrounding



Building mass should reinforce the street corner while providing space for movement and activity.

materials and features derivative from less intensive development on upper levels

strong horizontal treatment at the height of surrounding bldgs

scale of first 2-3 levels to give appearance of 3-story bldg. at street level



2-Proses Urban Design

URBAN DESIGN GUIDANCE

Urban design frameworks, development briefs and master plans

ROBERT COWAN

FOREWORD BY JON ROUSE



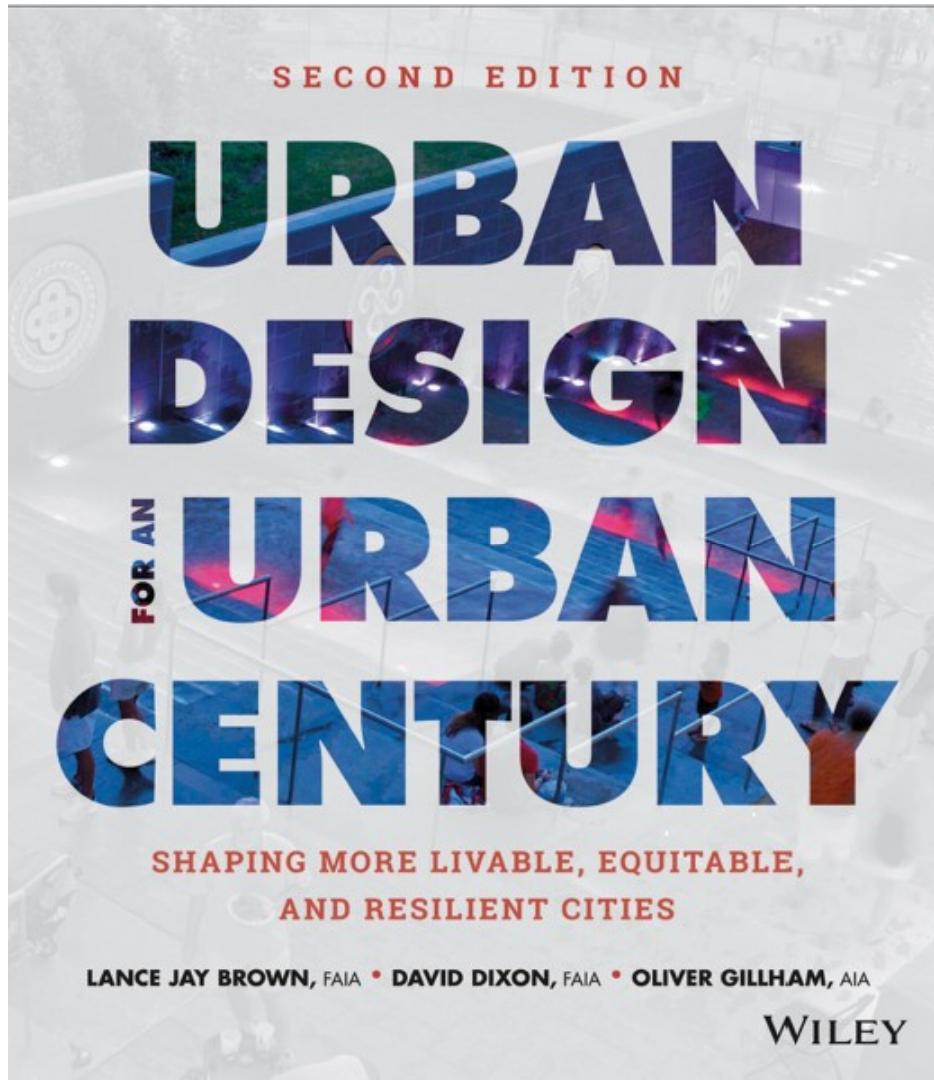
The development process

Design and development process

<i>Collaboration</i>	How will the process of collaboration be managed? Who is concerned about the future of the area or site? How should they be involved in the design and development process?
<i>Consultation with local authority</i>	How should consultations with and within the local authority be organised?
<i>Consultation with local community</i>	How should consultations with and within the local community be organised?
<i>Consultation with other agencies</i>	How should consultations with other agencies be organised?
<i>Use of design professionals</i>	What level of skills and experience will the design professionals need?
<i>Road closures</i>	Will road closure and diversion orders be needed?
<i>Audits</i>	What design audits need to be carried out? A design audit is an independent assessment of a design, carried out for a local authority (or other agency) by consultants, another local authority or some other agency or organisation.
<i>Timescales</i>	What is the timetable for implementing the development, including the pre-development programme (collaborations and consultations, and discussions with statutory bodies, for example).
<i>Development phasing</i>	In what stages should the development be phased?

**A vision of how a derelict open space
in Liverpool could become an
antiques market.**





Community-based urban design

Early in the process

Urban design starts with the stakeholders

The people who live where place improvement is happening must be involved; the disciplines whose work shows up in the process must coordinate; and the public-private partnerships that drive design and development in the public realm must work more aggressively to include the community voice.

Mike Dobbins, urban designer and professor, College of Architecture, Georgia Institute of Technology



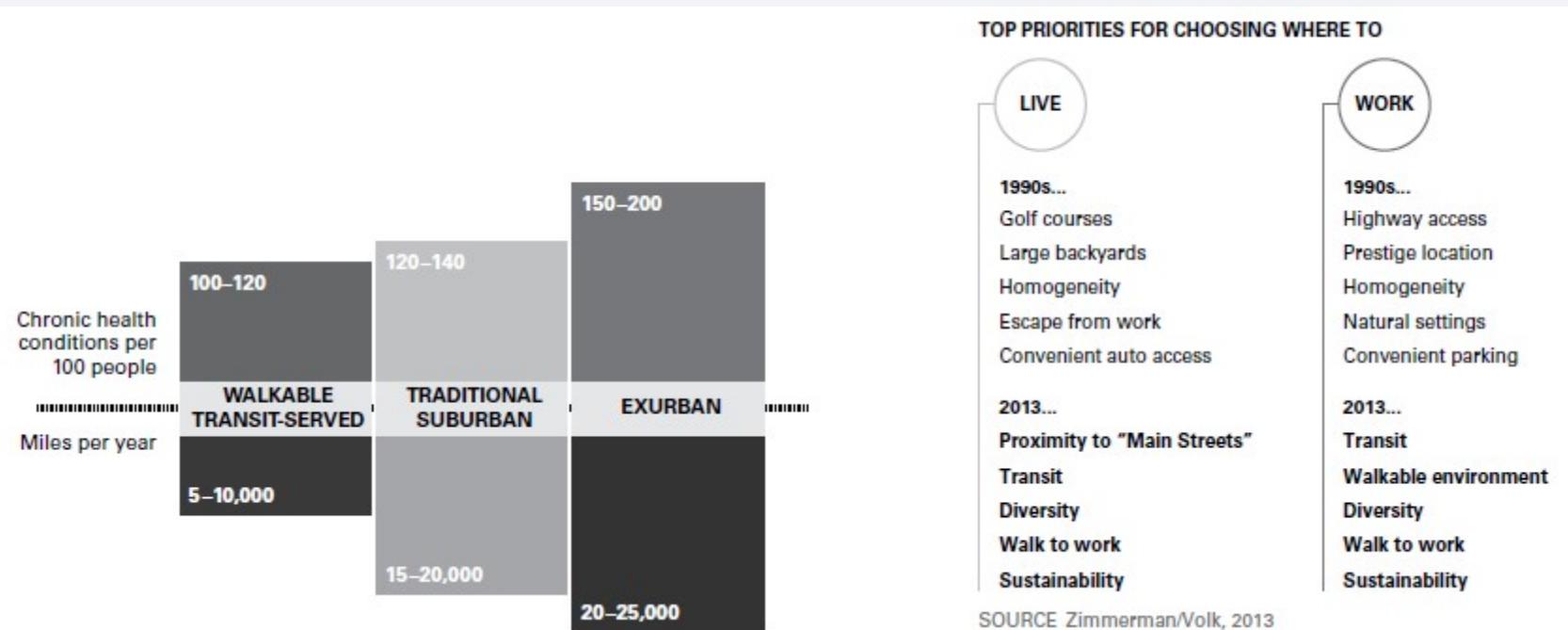
6.8 No single approach to engaging the community works universally. Most processes benefit from a round of (often extensive) one-to-one meetings with key individuals and groups to ensure that everyone has the same understanding of the issues and that everyone gets to know one another in the context of a shared task. After all stakeholders' perspectives are understood, the moment is right to bring the full range of stakeholders together—across lines of income, race, background, role in the process, and other differences—to move from a parallel to a shared planning process. Courtesy of Goody Clancy

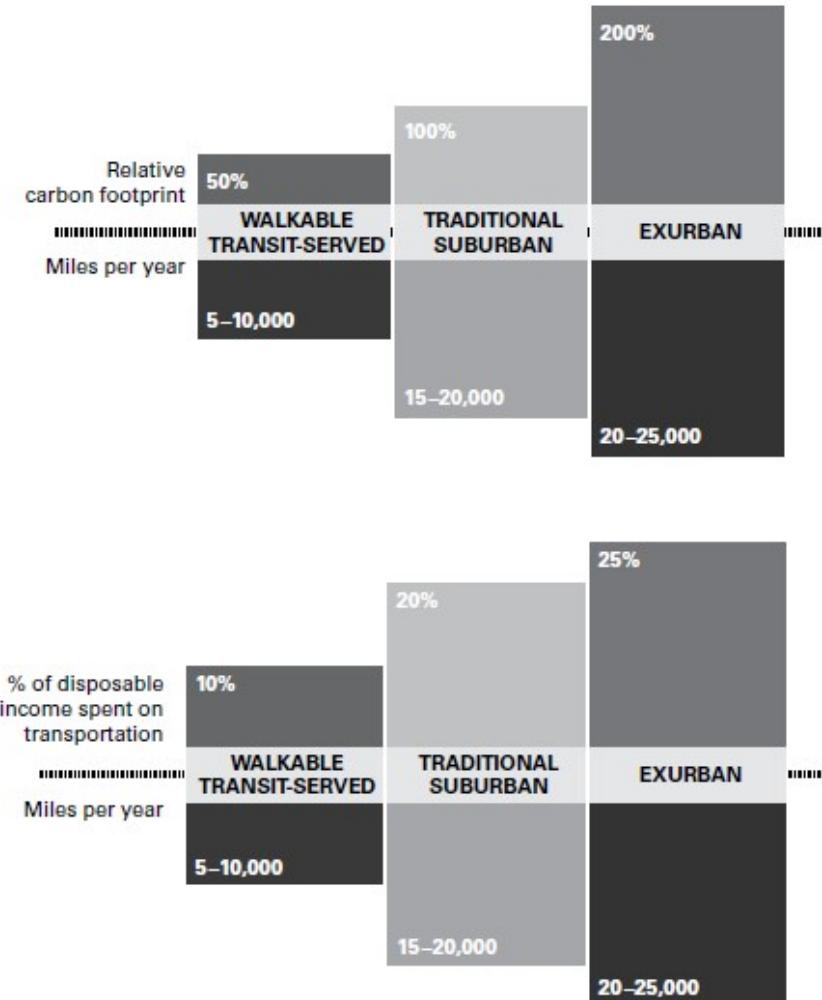
Every idea develops its meaning from its context

Stakeholders as educated decision-makers

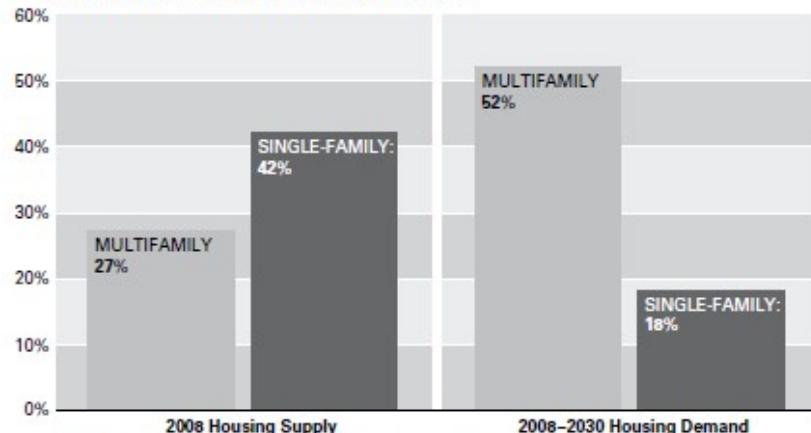
Inject implementation strategies into every step of the process

6.9 Information that bears on a variety of perspectives—social, economic, and environmental—is critical to providing stakeholders with an understanding of the challenges and opportunities that face them and their community. Courtesy of Goody Clancy



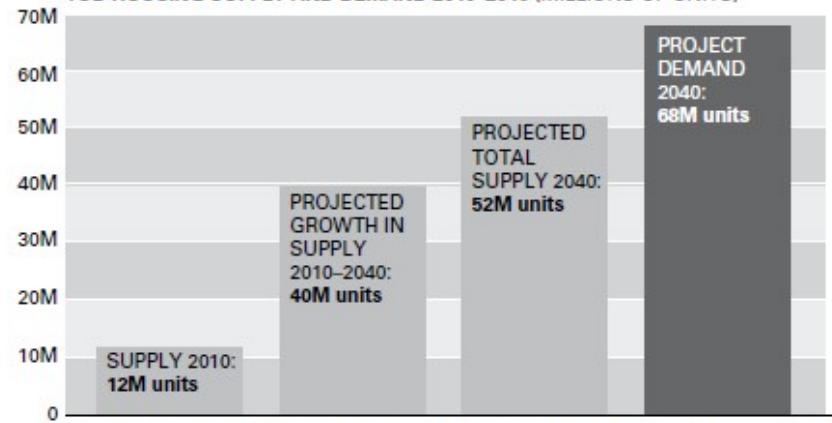


WHAT WILL THE U.S. MARKET LOOK LIKE TO 2030?



SOURCE Arthur C. Nelson, keynote lecture, Pace University Land Use Law Center Annual Conference: "Places for People" (2012)

TOD HOUSING SUPPLY AND DEMAND 2010–2040 (MILLIONS OF UNITS)



SOURCE Arthur C. Nelson, keynote lecture, Pace University Land Use Law Center Annual Conference: "Places for People" (2012)

Midway through the process

An achievable vision

Giving form to urban design



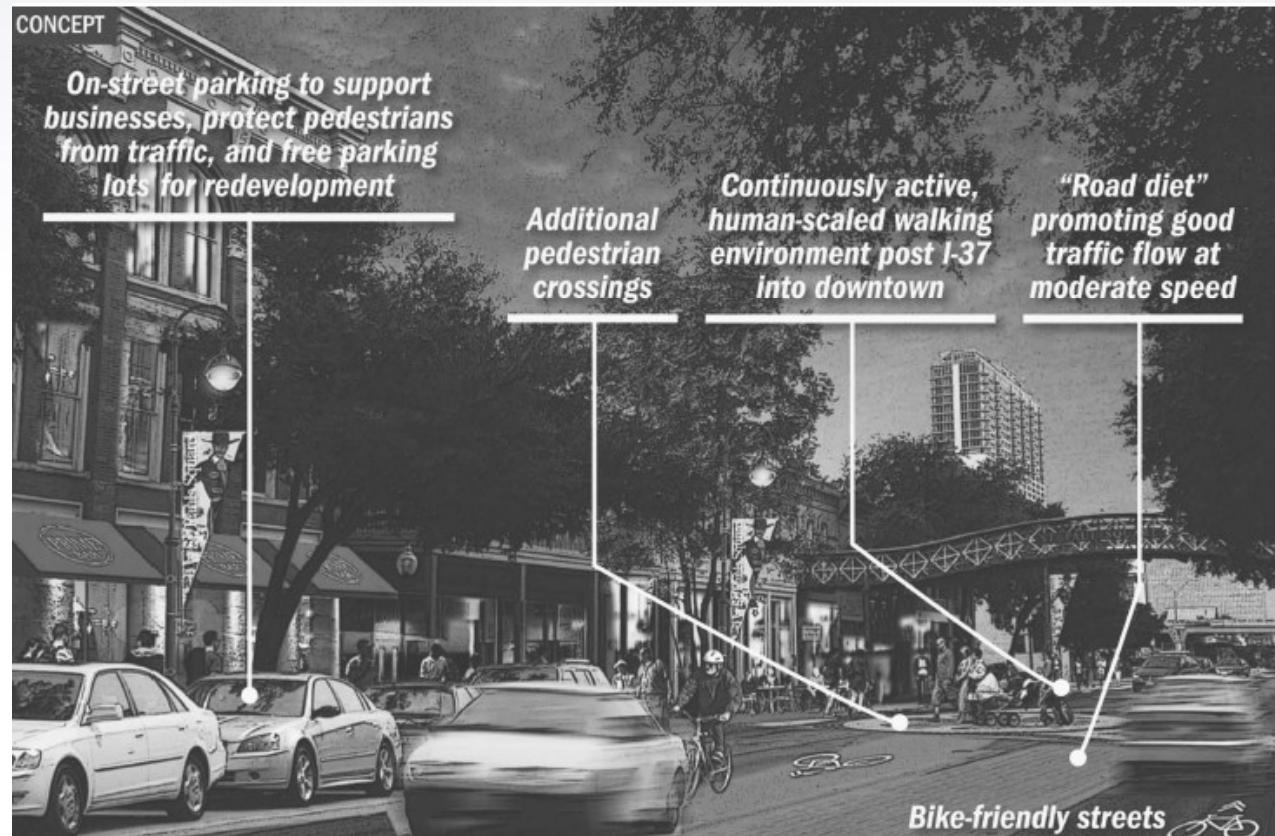
6.10 Equipped with a shared understanding of the issues and trends, a highly interactive charrette in which stakeholders from every neighborhood and livelihood work together and make trade-offs can lead to a vision that is both fully achievable and more ambitious than visions brought to the process by different groups of stakeholders. Courtesy of Goody Clancy



6.11 Bringing stakeholders together around a shared vision yields enthusiasm and political will—important outcomes and essential implementation tools. Courtesy of Goody Clancy

Later in the process

Create an urban design plan





6.12 a, b Sunset Station District Charrette, for the Zachary Companies, San Antonio. Demonstrating the direct connection between later proposals and the values articulated by participants in the vision process can help stakeholders see their input in the urban design concepts that emerge. Courtesy of Goody Clancy

Engage partners

Report to the community

Next steps



CONCLUSION ?

THANKS!

Any questions?

