URBAN PRECEDENT
([URBAN CONSIDERATIONS])

5
INTRODUCTION

The urban precedent component is seen as a key informant of the design process. Topical urban studies relevant to the discourse of the project were chosen to guide and assist the author in creating an architecture that, beyond the realms of an immediate context, would benefit the urban context at large. Thus, a selection of work stemming from urban theory to implemented urban strategies were chosen to bolster the argument in support of an alternative, recalibrated urban morphology unknown to Pretoria.

Applicable urban theories relevant to concept were appropriated with the intention of fostering a sustainable design solution that supplements a sustainable design ethos. Thus, interpretation played a crucial role in decision making, versus a linear abstraction of information and application; which does little to support a circuítous design process better suited for a project of this nature. In that sense it becomes a valuable contributor to a normative stance on recalibrating the current urban climate prevalent in Pretoria.
The Proto Urban Condition

The need to understand the urban condition becomes ever more urgent as contemporary cities expand at a rapid pace. It therefore becomes important to recognize universal factors, such as international economics and development, that are considered as architects are now designing cities at an international scale in different parts of the world. Architects are therefore being asked to design buildings outside of their home cities and cultures.

Thus, the case for studying proto-urban conditions — conditions shared by cities anywhere — becomes increasingly more relevant in the current urban polynomic against known urban pathogens. Thus, if a deepening of an already existent knowledge on the problems caused in urban contexts can take place, local variations on prototypical conditions would become more possible, and the present era of typological impositions of one culture upon others would gradually be brought to a close (https://lebbeuswoods.wordpress.com/2014/02/29/the-proto-urban-condition, 2015).
Fig. 5.2
The five qualities need for a successful city

CITIES FOR PEOPLE

JAN GEHL

*MACRO SCALE CONSIDERATION

Cities For People brings the human scale element into urban design planning. Taking into account changing demographics and changing lifestyles, Gehl emphasizes four human issues that he sees as essential to successful city planning. He explains how to develop cities that are LIVELY, SAFE, SUSTAINABLE, and HEALTHY. Thus, Gehl’s considerations for experienceing the city on foot versus in a car were considered in the design of a precinct that would maximise pedestrian and cyclist movement.
The Seven Typologies of temporary urban use

**Micro Scale Consideration**

With changing trends regarding the development of the city, a new emergence in citizen consciousness has come to the fore. Thus, Urban Catalyst is dedicated to all those urban areas whose future is vague, the ones in a state of no-longer, or not-yet. Thus, Urban Scale was used to interpret the site in conjunction with pioneering movements temporal in nature to understand whether a more permanent platform for said movement could emerge.

**Interpreting the Seven Typologies of Temporary Urban Use:**

**Stand In:**
No lasting effect on location. It is merely a gap between its last and next use, such a low impact approach makes realisation easier.

**Impulse:**
Serving as a trigger for long term development, a new profile characteristic can indefinitely change itself into a new activity profile over time.

**Consolidation:**
Serving as a trigger for long term development of short term proposal, a new profile characteristic can indefinitely change itself into a new activity profile over time.

**Co-Existence:**
Site specific programmes can split. One part of a site may be controlled by urban creative clusters whilst the other part is subject to gentrification. A niche existence makes coexistence possible.

**Parasite:**
Cluster formation taking advantage of already successful permanent programmed site.

**Pioneer:**
When temporary use is not intermediate stage but a first for the site.

**Displacement:**
When a permanent use is moved to a different location for a certain period of time.
**Micro Scale Consideration**

Life between buildings is discussed here because the extent and character of outdoor activities are greatly influenced by physical planning. Just as it is possible through choice of materials and colors to create a certain palette in a city, it is equally possible through planning decisions to influence patterns of activities, to create better or worse conditions for outdoor events, and to create livelier or lifeless cities.

**The Key Word Is: Urban Quality**

**A Word List | Detailed Planning**

**Designing / Detailing Public Spaces**

*People, life and vitality are the biggest attractions in a city. We see it in the choice of people’s seating, where the most populated benches are located; how people choose to sit on sidewalk cafes facing the people walking by rather than the buildings behind them.*

The biggest quality of a sidewalk café is simply the interaction with other people. Do you have a choice between walking through a deserted, empty street and a street with other people walking, people will choose the liveliest street that provides them with more experiences, visual variety and a feeling of safety.

Life in cities is a great quality not only when it comes to the discussion of a single street but also when discussing neighbourhoods and cities as a whole. Issues on life are related to the urban environment and the quality of an urban environment depends on the life and vitality of a place.”

- Janit Gehl

```plaintext
1. Protection against Traffic & Accidents
   - traffic accidents
   - fear of traffic
   - other accidents

2. Protection against Crime & Violence (feeling of safety)
   - lived in / used
   - streetlife
   - streetwatchers
   - overlapping functions - in space & time

3. Protection against Unpleasant Sense Experiences
   - wind / draft
   - rain / snow
   - cold / heat
   - pollution
   - dust, glare, noise

4. Possibilities for Walking
   - room for walking
   - unifying layout of streets
   - interesting facades
   - no obstacles
   - good surfaces

5. Possibilities for Standing / Staying
   - attractive edges
   - «edges»
   - defined spots for staying
   - supports for staying

6. Possibilities for Sitting
   - zones for sitting
   - maximizing advantages primary and secondary sitting possibilities
   - benches for resting

7. Possibilities to See
   - seeing distances
   - unhindered views
   - interesting views
   - lighting (when dark)

8. Possibilities for Hearing / Talking
   - low noise level
   - bench arrangements
   - «talkscapes»

9. Possibilities for Play / Unfolding / Activities
   - invitation to physical activities, play, unfolding & entertainment - day & night and summer & winter

10. Scale
    - dimensioning of buildings & spaces in observance of the important human dimensions related to senses, movements, size & behaviour

11. Possibilities for enjoying positive aspects of climate
    - sun / shade
    - warmth / coolness
    - breeze / ventilation

12. Aesthetic Quality / Positive Sense Experiences
    - good design & good detailing
    - views / vistas
    - trees, plants, water
```
### USER GROUPS

<table>
<thead>
<tr>
<th>User Group</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1. The every day users</td>
<td>People that live and work in the area.</td>
</tr>
<tr>
<td>2. The visitors/customers</td>
<td>People that visit the functions in the area.</td>
</tr>
<tr>
<td>3. The passengers, pedestrians in transit</td>
<td>People passing through the area.</td>
</tr>
<tr>
<td>4. The recreational visitors</td>
<td>People that visit the area because the public space is delightful to use (e.g., public spaces in relation to recreation, pleasure, exercise, play).</td>
</tr>
<tr>
<td>5. The visitors to events</td>
<td>People that visit the public space because of special events.</td>
</tr>
</tbody>
</table>

### USER ACTIVITIES

<table>
<thead>
<tr>
<th>Activity Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>Daily comings and goings: To walk in and from.</td>
</tr>
<tr>
<td>B</td>
<td>Daily transit activity: To walk through the area.</td>
</tr>
<tr>
<td>C</td>
<td>Daily recreational activity: Time, events, and actions. Breaks and pauses.</td>
</tr>
<tr>
<td>D</td>
<td>Recreational activity: Recreation and play.</td>
</tr>
<tr>
<td>E</td>
<td>Planned activity: To be spectator/participant.</td>
</tr>
</tbody>
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**Fig. 5.5**

Jan Gehl’s identified user groups and activities expected in public spaces
Fig. 5.6
Warm City plinth typologies. These include pop-up market spaces and stores

*MACRO-MICRO SCALE CONSIDERATION

**ARTICLE: PUBLIC REALM AND USER (72 – 73)**

The plinth as the interaction between public and private, between the inside (ground floor) and the outside (the street). Urbanites experience their cities in what we call the ‘public realm’. It has a broader meaning than just ‘public space’. It includes façades of buildings and everything that can be seen at eye level. Plinths are therefore a very important part of buildings: the ground floor, the city at eye level. A structure with a vibrant plinth can create a positive user experience.

Plinths are crucial for the experience and attractiveness of the urban space, both in residential and commercial areas. Good plinths are in the interest of the urban economy and not only because of consumer spending.

**ARTICLE: THE PLINTHS OF THE WARM CITY – THADDEUS MULLER (74 – 77)**

The Warm City exists at the intersection of observable physical and social aspects of city life. Our perceptions of people who use public space are one of the cornerstones of the warm city. For some people, the crowd in the inner city is just a nuisance because it blocks their way going from A to B. For these people, the city should be functional, a means of transport, from their office to their homes. For many others, the people in public space form a huge reservoir of diverse cognitive, tactile, emotional, aesthetic, sensational, erotic, and relational experiences.

**ARTICLE: HYBRID ZONES – SANDER VAN DER HAM (82 – 85)**

A hybrid zone is the space between the private and the public domain and is characterized by a transition between these two domains. This transition makes the zone semi-private and is therefore called a hybrid zone.
FIGURE REFERENCES

Fig. 5.1 The Proto Urban Condition (http://lebbeuswoods.net/, 2015)
Fig. 5.2 The five qualities need for a successful city (Author, 2015)
Fig. 5.3 The Seven Typologies of temporary urban use (Author, 2015)
Fig. 5.4 Jan Gehl’s matrix for designing well consolidated public and civic urban space (http://www.walk21.com/, 2015)
Fig. 5.5 Jan Gehl’s identified user groups and activities expected in public spaces (http://www.walk21.com/, 2015)
Fig. 5.6 Warm City plinth typologies. These include pop-up market spaces and stores (www.thecityateyelevel.com/, 2015)