

## EXPERIMENTAL APPROACH

“UNITY COMING FROM UNIQUENESS”: Give the sense of design but do not make everywhere in the same language.  
*design criteria based on varieties*

## Before physical design process:

## Question to start:

“What kind of life is desired?”



## Define:

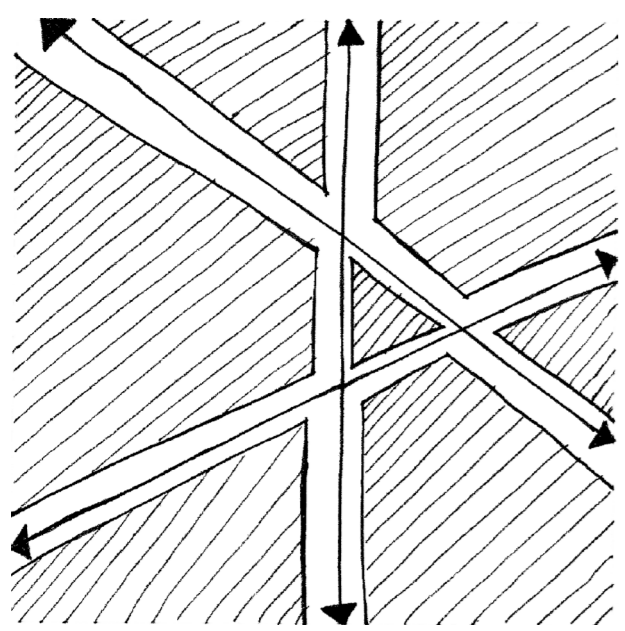
Fundamental functions  
+ Optional Functions



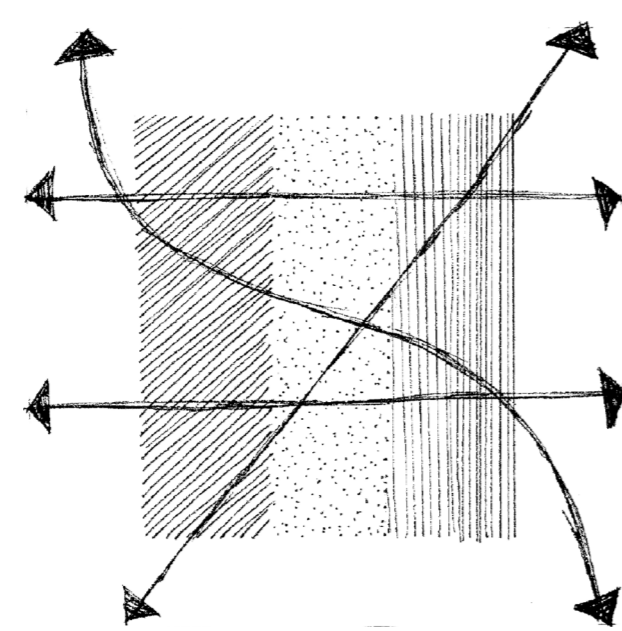
## Get references:

+ From existing settlements  
+ Natural elements  
+ (or rejecting is an option)

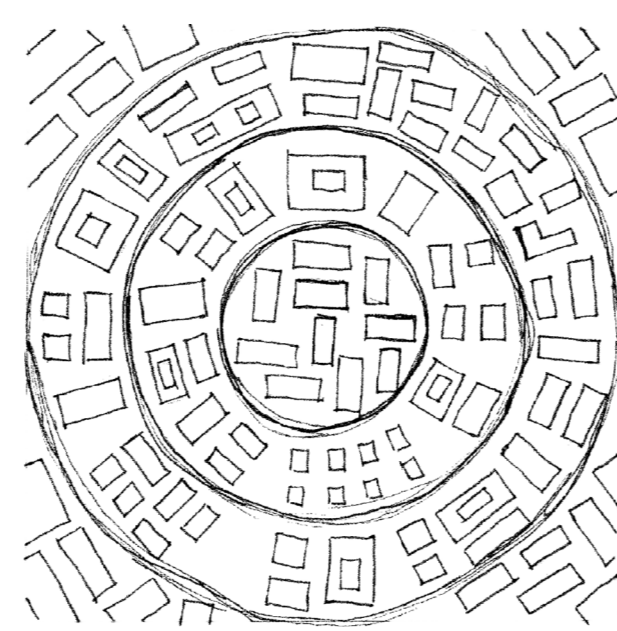
## Starting physical design process:

FUNCTIONING  
MAIN AXIS

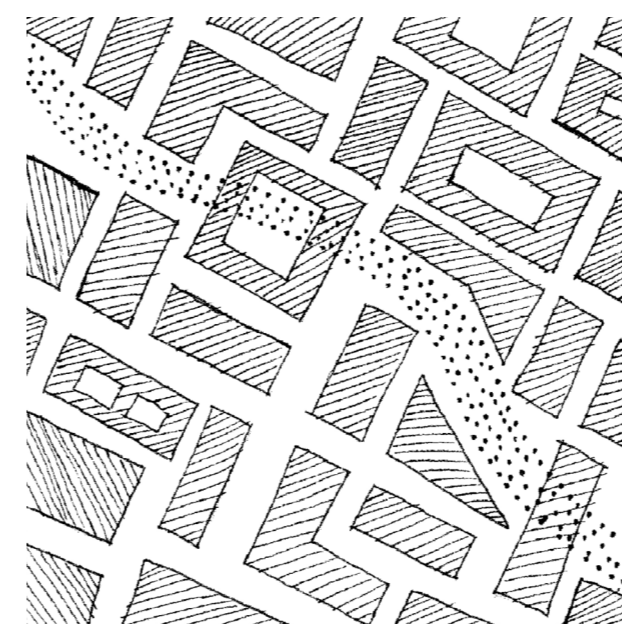
After the pre-functioned main axes are created, the divided areas are obtained. This patchwork forms the basis for the next steps.

HOMOGENEOUS  
ZONING

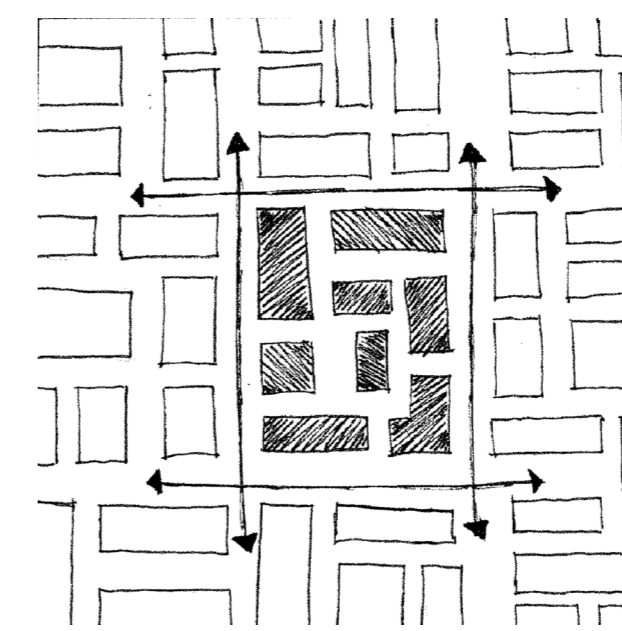
When creating zones, it must be ensured that each main function goes to each zone. Zoning should be done so that the main axes pass through each of them.

TRANSPORTATION  
RINGS

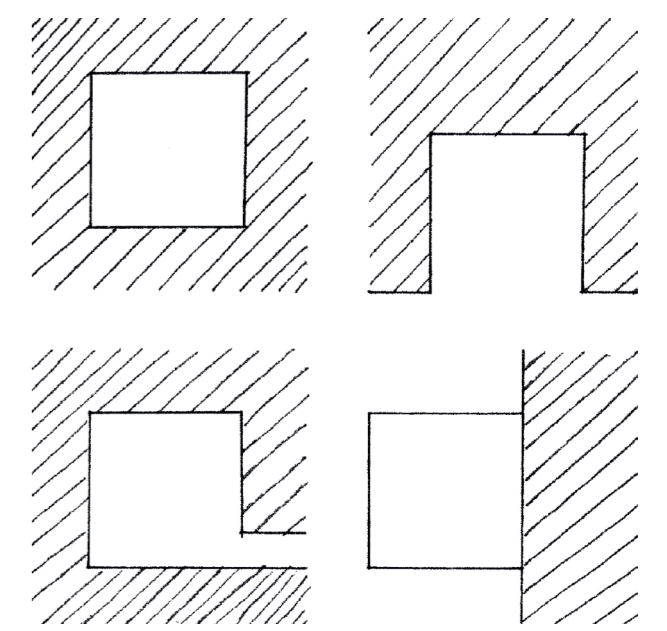
Public transportation can be planned in rings, so that the transportation distance to each area can be made equal.

PEDESTRIAN  
PATH

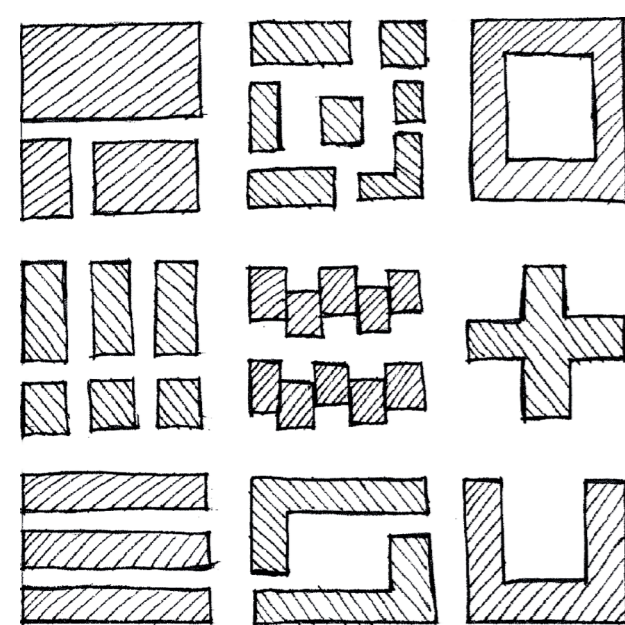
As long as possible, uninterrupted pedestrian-bike paths should be created. This path can pass under buildings or through blocks.

7/24 LIVE  
SPACES

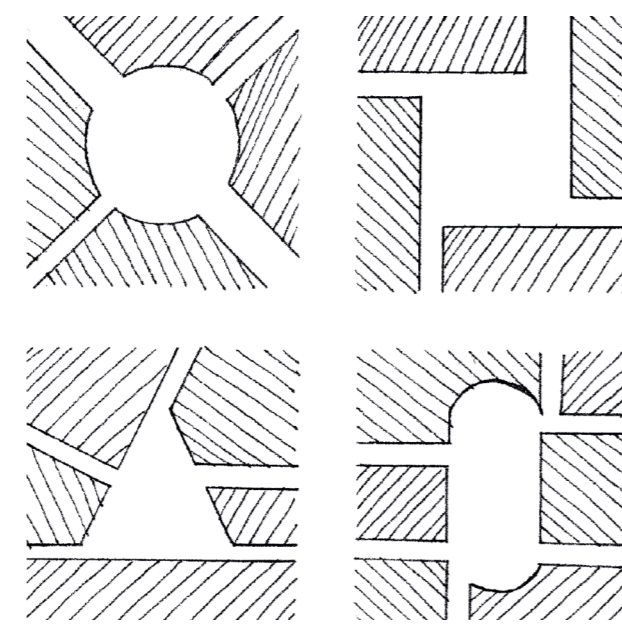
Reserving and securing living areas 24/7 is a must for vibrant city life. It will also provide a sense of security for people to know that there are public spaces where they can reach other people anytime.

VARIETIES of  
PUBLIC SPACES

It can be classified public spaces according to privacy conditions. Creating different type of public spaces serves more people. Function, shape, materials are elements for creating this diversity

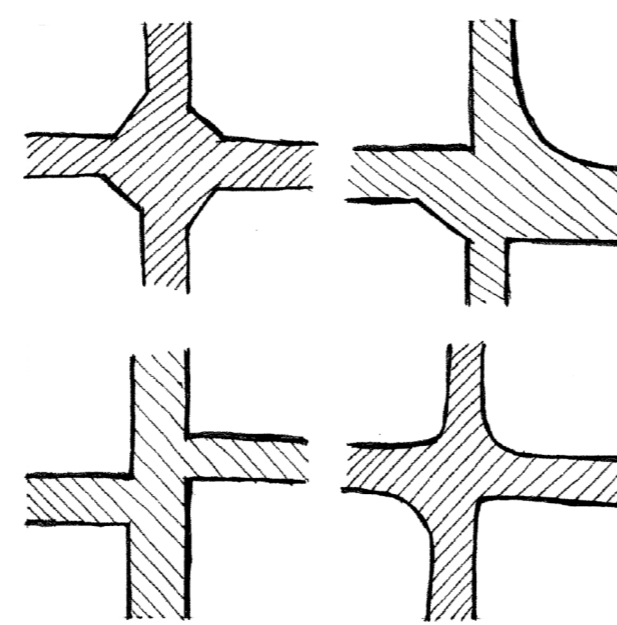
Types of Blocks,  
Buildings, Apartments

Different type of blocks, buildings can serve to different needs of people. Also by creating different type of apartments in one building can make people from different profiles live together.

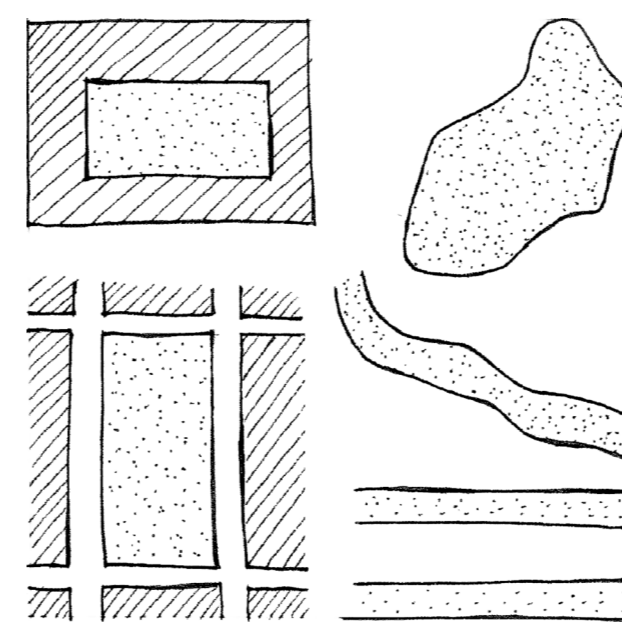
Variety of  
Squares

Separating squares with contours, shape, elements and materials used give character to urban spaces. The square in which it is located should give clues about the life in that part of the city. The main feature that distinguishes the zones from each other should be the function of the squares.

## Intersections

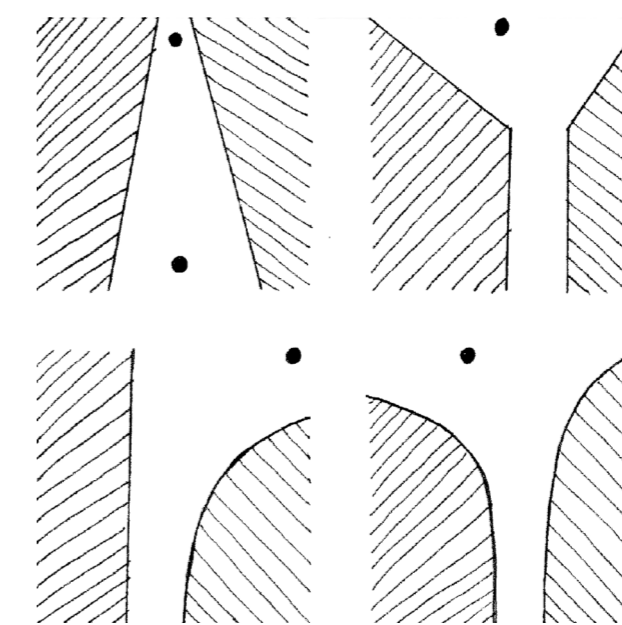


The differences in the intersections of the streets eliminate the feeling of walking in the same place, give a clue about the current location and make it easier to find the way.

Green Types and  
Functions

Creating different types of green spaces serves people of different profiles. Factors such as area, plant type, urban furniture, shade ratio play a role in the selection of green areas.

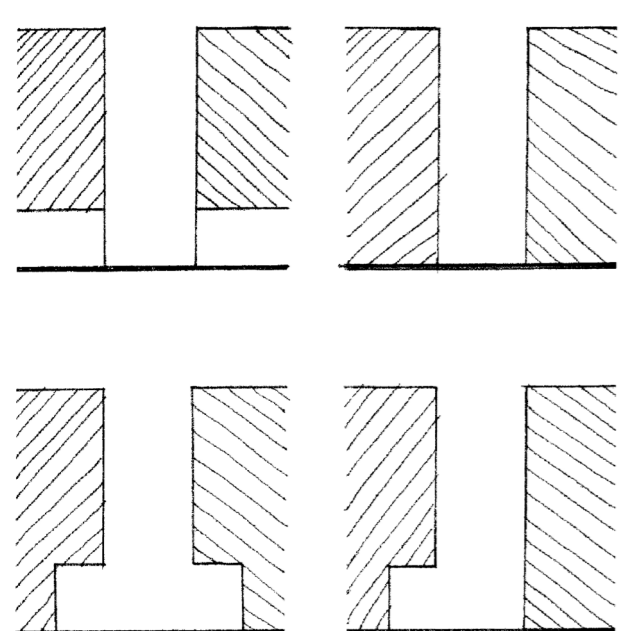
## Angles for View



Creating angles in streets and squares make people see the beyond and give the sense of curiosity to go through the space.

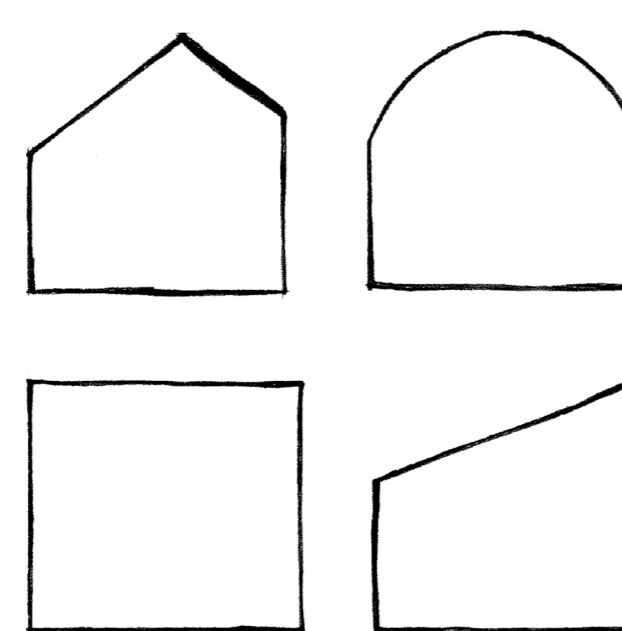
2nd Dimensional  
Interventions

“urban scale”

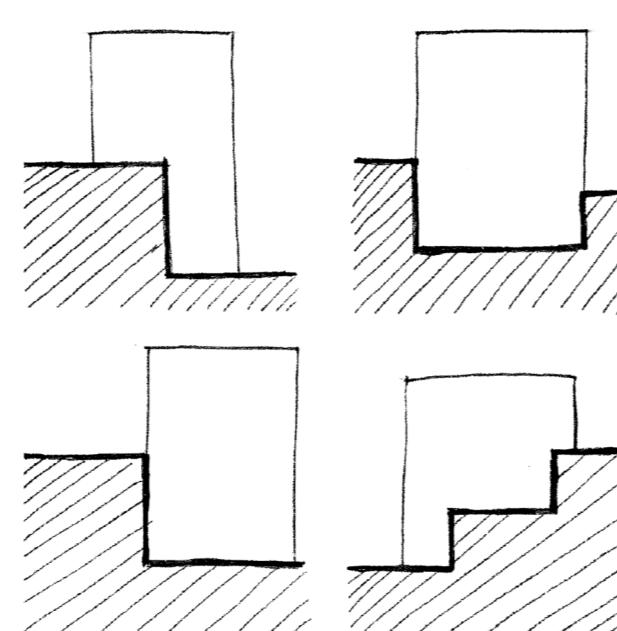
Ground Level  
Relations

The relations established with the street at ground level are determined by the function on the ground and the physical relationship of the building with the urban area.

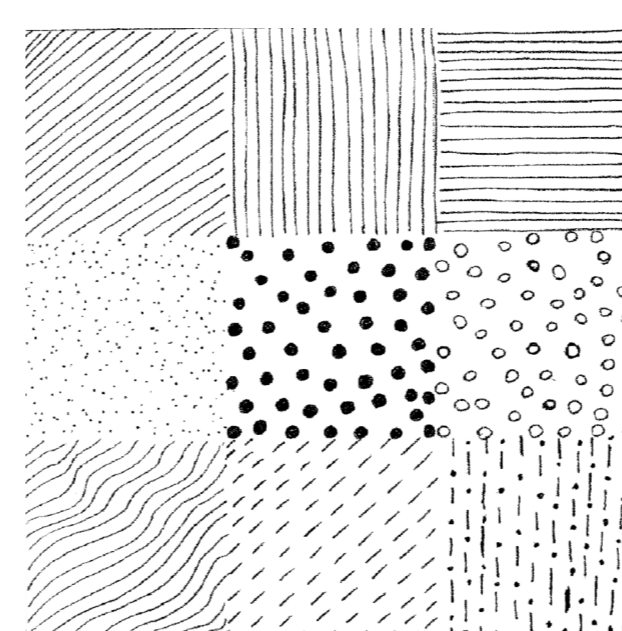
## Roof Forms



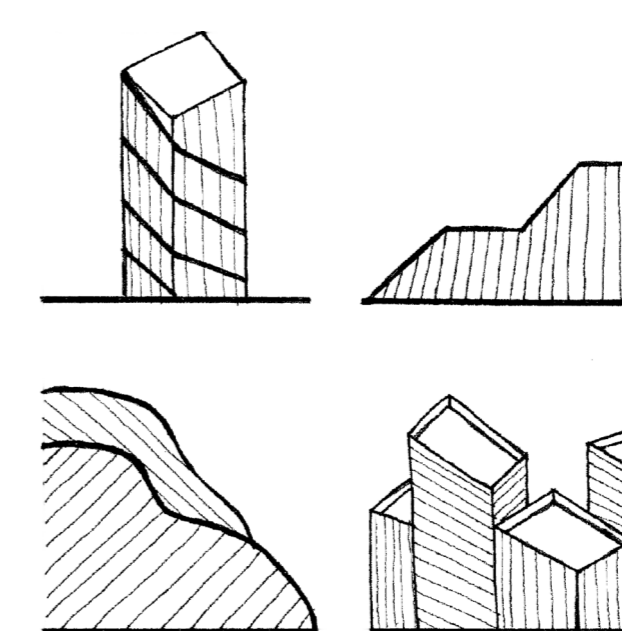
Roof forms can also give idea about the life in that part of the city and be the guide for people while finding way according to the skylines.

Topographical  
Decisions

Topographical decisions can create different usages for space and grading can be necessary for dividing the functions according to the physical shape of the city.

Identical  
Textures

Textures on the pavements, squares, walls, facades of the buildings can take the role of pathfinder and give identification to the urban spaces.

Observation  
Points

Creating observation points on the top of the buildings' or making structures, towers for this purposes also creates landmarks for the visitors.

3rd Dimensional  
Interventions

“architectural  
scale”