



04

reconfigured surfaces

the reconstructing of fine-grain open space

This site begins with existing and refurbishing open spaces in the city, reconfigured into public zones that add to the overall urban fabric. If the previous urban form was designed to separate, the new design integrates, creating a new urban fabric that integrates existing and new spaces. The new design is a result of a process that integrates existing and new spaces.

High Line

High Line
1. High Line
2. High Line
3. High Line
4. High Line
5. High Line

Public Spaces



03

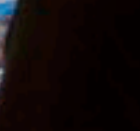
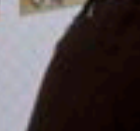
tactical maneuvers

Urban tactical maneuver

Urban tactical maneuver is a process of urban design that focuses on the small scale of the city, rather than the large scale of the city. It is a process of urban design that focuses on the small scale of the city, rather than the large scale of the city. It is a process of urban design that focuses on the small scale of the city, rather than the large scale of the city.

Urban Tactical Maneuver

Urban Tactical Maneuver



06_

traditional views

revival approach

Over the last twenty years, the urban project has become...
considered as an...
with the urban project...
having to address the general...
of the city.

Amsterdam, Netherlands
Tokyo, Japan



05_

piecemeal aggregations

the urban project at the intermediate scale

Over the last twenty years, the urban project has become...
considered as an...
with the urban project...
having to address the general...
of the city.

Amsterdam, Netherlands
Tokyo, Japan



X Cities X Lines:
 A New Lens for the Urbanistic Project

CITIES X LINES is a new lens for the Urbanistic Project, operating an OPERATIVE TAxONOMY of the most relevant METHODS and TOOLS with which designers currently SHAPE CITIES and their integrated territories. Furthermore, it offers an overview of the strategies in the built environment as well as possible alternative urban projects that can be used when encountering DIFFERENT PROJECTS and DIVERSE CONTEXTS.

The report, structured as a series of RESEARCH LINES, addresses the MOST SIGNIFICANT URBANISTIC CASE STUDIES of each of the ten categories and traces back to PRECEDENTS and REFERENCES, establishing a theoretical framework and critical assessment of the different levels of work.

Each "Urbanistic Segment" is an articulation of a particular URBAN CONDITION that relates to the historical STRUCTURE and SCALE of each research line.

THE ORIGINAL EXHIBITION WAS CREATED AT THE GRADUATE SCHOOL OF DESIGN, HARVARD UNIVERSITY IN 2008. YOU CAN NOW FIND INSPIRED URBANISTIC SOLUTIONS EVERYWHERE. A PARALLEL WITH THE SAME TITLE WAS ALSO PUBLISHED, WHICH OFFERS A MORE DETAILED ANALYSIS OF EACH CASE.

09
 analog compositions

THE USE OF THE ANALOGY TO UNDERSTAND THE WORLD...

ANALOGY is a cognitive process that involves identifying similarities between two different things. In urban design, analogy is used to understand the world by comparing it to other things. For example, the city is often compared to a machine, an organism, or a network. This helps designers to think about the city in a new way and to find solutions to urban problems.

Examples: [diagrams and images]

08
 core localization

THE USE OF THE ANALOGY TO UNDERSTAND THE WORLD...