

## Urban Design——The Art of Time

Rui Zhou

Renmin University of China, Beijing 100000, China

bravo@ruc.edu.cn

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**Abstract:** The landscape is the fountain which makes people see the world ,remember the city and feel pleasure. In fact, provide the city with stunning visual enjoyment is a special and original matter of design. Thus, we have to understand the art of time and find the way to handle the problem of aesthetic in the territory of urban scale. Besides, we should focus on the primary principle when it comes to design.

### 1 Time is a kind of art

City is a kind of architecture of space, which takes time to apperceive. Because of that , in different conditions, the same urban design bring totally different feeling for diverse people. In the process of urban develop, the so-called planning and operating rules all may be broken or interrupted, even be abandoned. The outside shape, the inside structure, various details are constantly changing. The residents walk in the city, feel the change, the update and the development.

Hamind Shirvani said, ‘urban design carries out in two aspects of time and space at the same time, which means, not only the various elements of city assemble in the aspect of space, but also the diverse people create the city in different time.’ The real urban design will not just start in an empty room, also never forecast the finished works. The proper idea is, regards the urban design as the sum of process, original, principle, motivation and control, at the same time, try to use the wider and variable way to approach specific aim, that’s because the research object not just include three dimensional space, but the time dimension of space environment. Time dimension is the coordinate of urban environmental change, which permeates the whole process of urban design. [1]

#### 1.1 Properties of hours

Kevin Lynch emphasized that, Urban design is a kind of art of time. The properties of hours main shows in two aspects:

City keeps changing.(not only the landscape and architecture, but also historical humanistic.)

To understand the city needs time for any observer, the image of city is created in human brain and takes time which can’t be ignored. [2]

#### 1.2 Cities on the move

There is four stage in the organizational process of image: 1. Each element separate existence, every parts lack organization and connection. 2. Structure takes qualified part in image, there is a little connection among elements according to their own properties, but still lack contact overall. 3. Every part have connection with each element in loose but flexible way. 4. Structure with rigidity, all changes take place inside. Structure of space is influenced by the change of time and society. The transformation of structure is the result of urban design and urban plan, which aims at image in brain instead of material shape. A moving idea of space will reflect the diversity of society time and social identity. “At any time, transformation have relative stability, which means changes happens in a ensure framing and contact with existing social forms and material forms, besides, the sense of identity of the place will be defined and redefined in the course of the history .” [3]

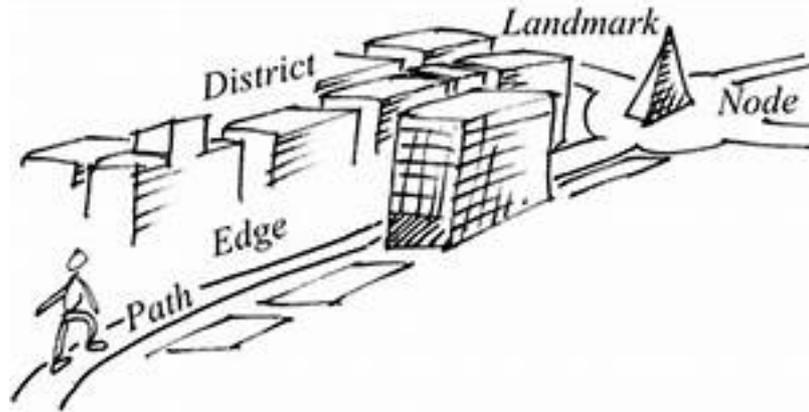


Fig.1

At the same time, residents walk in city and get the active feeling from the image of city, so, the area should be under the guidance of the road, paving the road must cater to this need. Continuity affects the readability of cities, and gives residents a sense of the overall structure of the city. Residents feel the dynamic urban change while moving, at the same time, they will affect the change of city consciously or unconsciously.

### 1.3 Contact the past, undertake the future

The traditional understanding of the three-dimensional space of architecture is only a static concept, but ignores the time dimension of architecture and urban construction. Form, function, space and time, these four elements complete to form a complete building. [4] In the process of dynamic evolution of space and time, architecture and city can finally achieve the construct's internal integrity. [5]

1.3.1 The present time is in the form of dealing with the display environment, integrating resources and space experience, embodied in the design [6]

Dealing with the environment and integrating resources are the characteristics of most designs, the process of urban design is based on its own. Here we emphasize the experience and perception of people in space. A static three-dimensional space, once presented in the human vision, will be endowed with the dimension of time. Italy architect Carlo Scarpa's building does pay attention to the cognition degree of city path of the path.

1.3.2 The past time is embodied in the design by keeping the entity or continuing the traditional way.

We should not only regard the city as its own existence, but also understand it as the city that residents feel. In the process of exploring, the environment image which does matters is the image that the individual mind induces to the external environment, and is the product of the direct feeling and the past experience. The aggregation of images needs long-term contact to make residents master city information and guide behavior. At the same time, the environmental image is analyzed and summarized, which consists of three parts: personality, structure and implication. The central node of the Vera Square Street in Los Angeles, the shape, trees, benches, and crowds are clearly described. The tile, the pebbled pavement, the compact space, stall things, even candles and candy tastes won't be mistaken and forgot. This small place not only looks out of the ordinary, but also is the only one city which located in the anchoring space, it is seems like that this can let a person produce a feeling of attachment.



Fig. 2

The personality of the city comes from the long-term accumulation of its own culture. It is the total embodiment of the local natural, social and historical evolution, and is the objective choice of urban development. These architectures should fit the character of the city, and the charm of the city should be reflected by distinct personality and culture. To achieve harmony without uniformity is to inherit tradition through seeking protection, seek features, and develop in a positive way in coordinating contradictions between past and present, transformation and utilization. [7]

We rebuilt the original building, the history will become memory of the city and exist on the moving environment. For example, the rebuilt of Width of the Alley in Chengdu, the images obtained at the time of the fragment can be spelled into discontinuous history. [8] The observer must also adjust his image constantly according to the change of the surrounding material environment. The Los Angeles survey shows that the image formed when the material environment is changing will cause practical and psychological tension. Therefore, it is very necessary for us to maintain continuity at the different levels of the organization and to have continuity in a certain process of change. Thus, keeping an old street even an old tree are good for continuity. City culture is the part leaved with the time passed, but not rely on wantonly without deep consideration of the produced instant. Value will accumulate over time is a major feature of culture. One of the important objective of city landscape planning is to upgrade and optimize the structure of the existing city landscape, improve the city framework security level and reasonable level, enhance the ability of the city's own development, create a comfortable, healthy, convenient and safe environment for private city.

The city uses complex, various functions, is built by generations of people in a long time. It is unrealistic and not necessary to expect the complete specialization of the city, or the complete intermeshing of the structure. The form of the city should not be very clear, and the aspirations and understanding of the residents should have a certain plasticity. Of course, the city must have the basic functions that it should express, that is, traffic, the division of the main land and the key focus. The city is created by people. The most wonderful feeling of the city should be "originating from art and developing to demand".

### 1.3.3 The time adaptation and change in the future are embodied in the design

These different elements may infect each other in order to improve their influence. They are only the material of the image of the environment in the urban scale. They can provide a satisfactory form only when they are together and formed the graphics. Therefore, the early planning is very important. The ordinary people all need the corresponding satisfaction. More importantly, clearly organized and distinct areas can be better linked to residents. That is, urban planning should have enough flexibility and space. Most cities are actively or passively adapting to development in their

development, often with their original intentions. And a good building should be in a dynamic response like a metabolism.

The form of a city or metropolis should have plasticity, fully accommodate the emergence of new things, full of poetry and symbolism, and provide the residents with the space of life and image through their close organizational structure, so that the art of urban design can grow together with residents.

## **2. Summary: dynamic design from the time dimension**

1) The more original ecological landscape can more get people's favor. The specific form of urban planning should not only be ingenious, but also rely on its cultural connotation, so that will not be mere formality and lack of cultural sense. A city with its own unique color needs to be realized through scientific and artistic landscape planning. Only by such a landscape planning can promote the city to public and other people as the spokesman of the city.<sup>[9]</sup>

2) The blueprint, which lacks the time dimension, is unable to adapt to the various stages of urban development. Large dismantling and relocating are reminding us the importance of dynamic design. Dynamic design is to consider the past experience, current situation analysis and forecast of future, the 3D object blueprint can adapt perfectly in the four-dimensional spacetime.

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