

LAYERS OF CHANGE IN CITIES

MARKO PETERLIN - IPoP

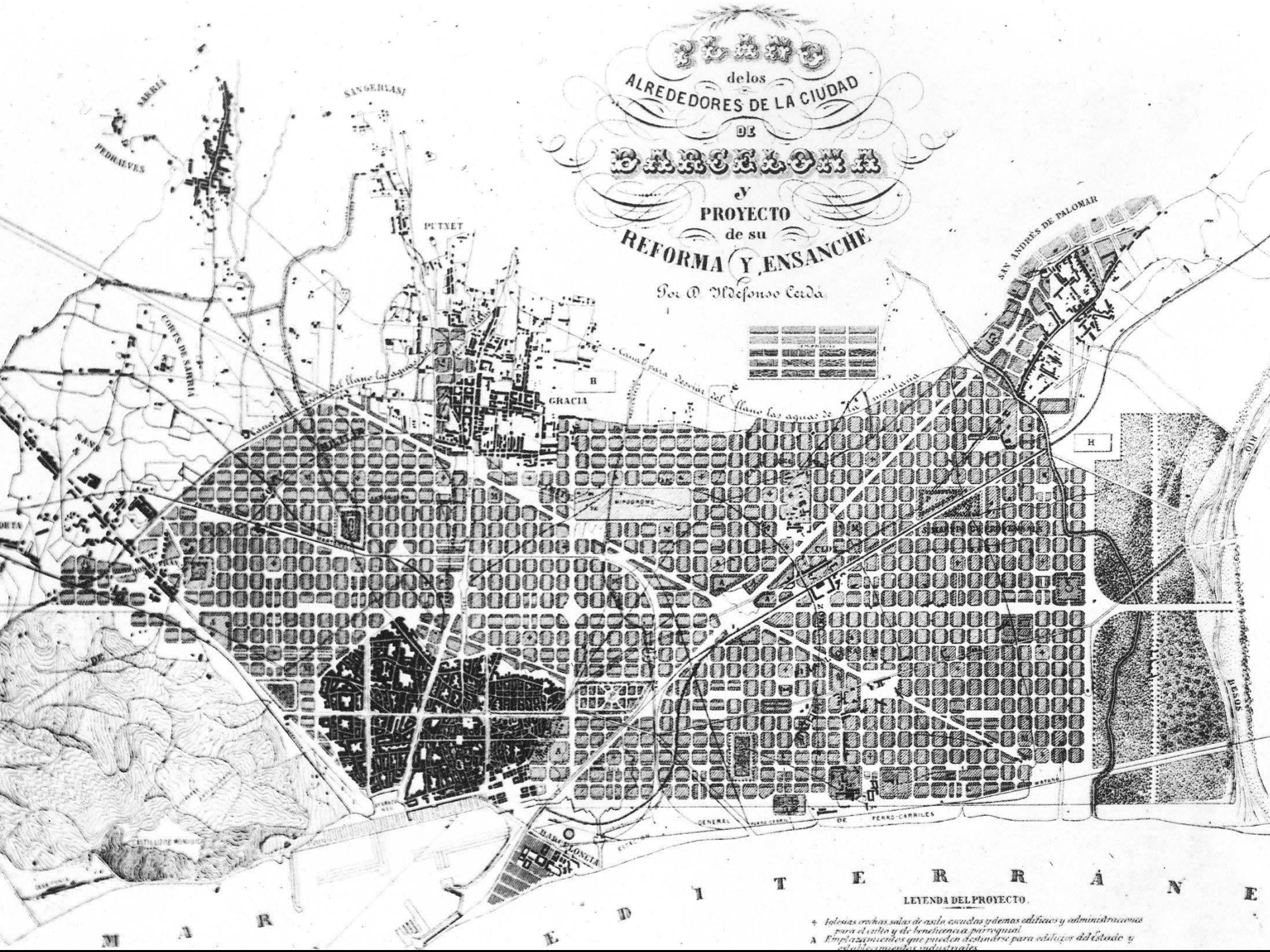
“All buildings are predictions. All predictions are wrong.”

Stewart Brand, 1994

All plans are predictions. All plans are wrong.

Planning is a tool to address the chaos that future brings.

But future never happens as planned.



de los
ALREDEDORES DE LA CIUDAD
 DE
BARRACÓN
 Y
PROYECTO
 de su
REFORMA Y ENSANCHE
 Por D. *Mdefonso Ceada*

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M A R I T I M O

LEYENDA DEL PROYECTO.

* Iglesias, oratorios, salas de aula, escuelas y demás edificios y administraciones para el culto y de beneficencia parroquial.
 A Emplazamientos que pueden destinarse para edificios del Estado y establecimientos industriales.

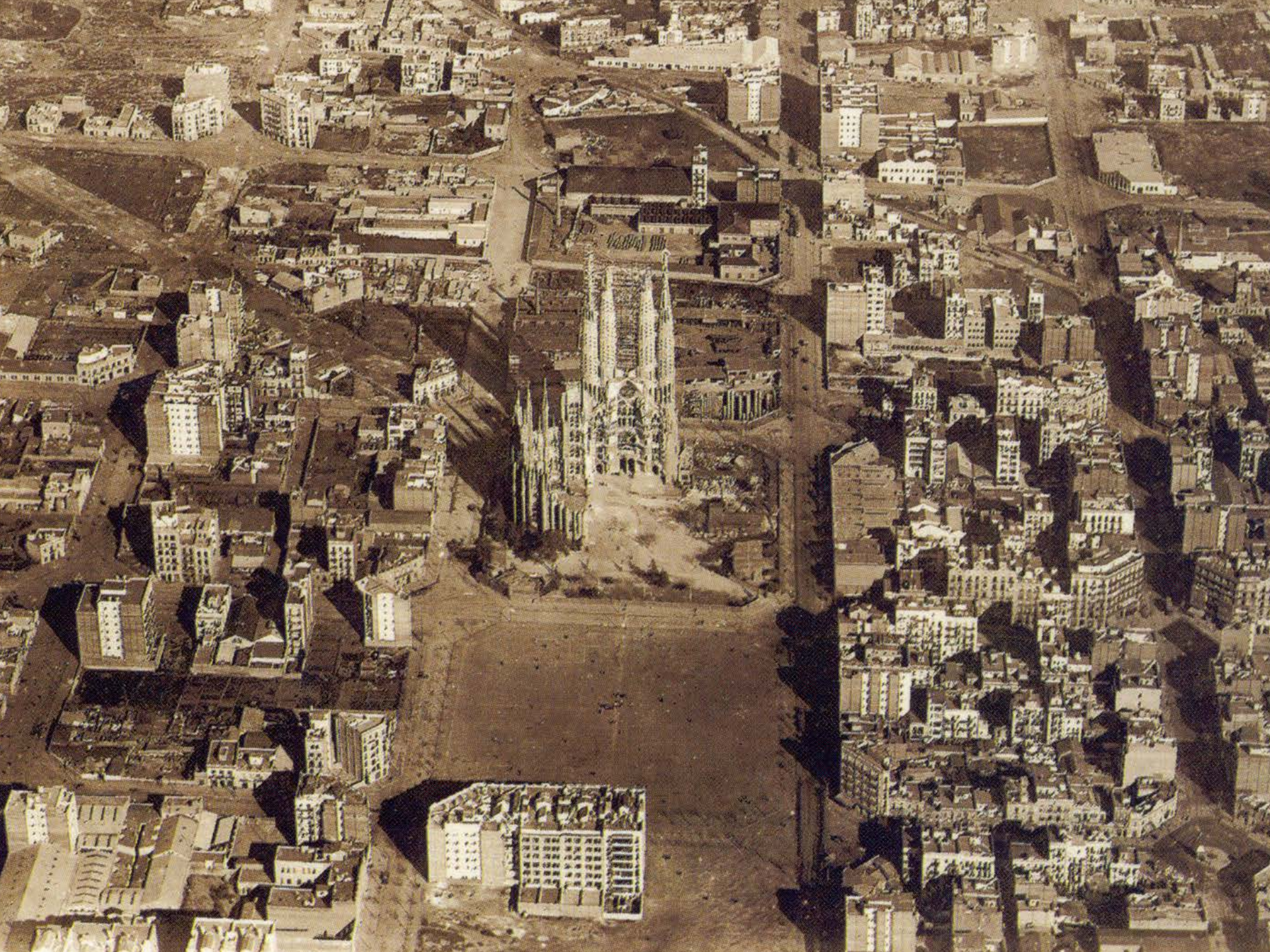


barcelona, 1890



barcelona, 1930





Cities are in constant change

Change is slow, so we perceive cities as stable

Ljubljana.
Šelenburgove ulice.
Laibach.
Schellenburggasse.





J.V. BONAC

BONAC

Bonac



SVSKA BANKA

NA KNUJIGARNA

HOLMSTRÖM & SÖNER



HOTEL

lesnina

po hištv

NOBEN

SATURUS



SATURUS

Nama

NAMA
NO VESTI BODNICO
LIFE
1950





MAGDOVA KAVARNA







A woman with red hair, wearing a white long-sleeved shirt, dark green pants, and a black backpack, is riding a white bicycle away from the camera. She is positioned in the center-left of the frame, moving along the designated cycling lane.

A group of people is seated at several wooden tables and chairs on the right side of the street, in front of the 'backWERK' store. Some are engaged in conversation, while others are looking towards the camera. A baby stroller is visible near the tables. The scene depicts a social gathering in a public urban space.

back
WERK

back
WERK

back
WERK

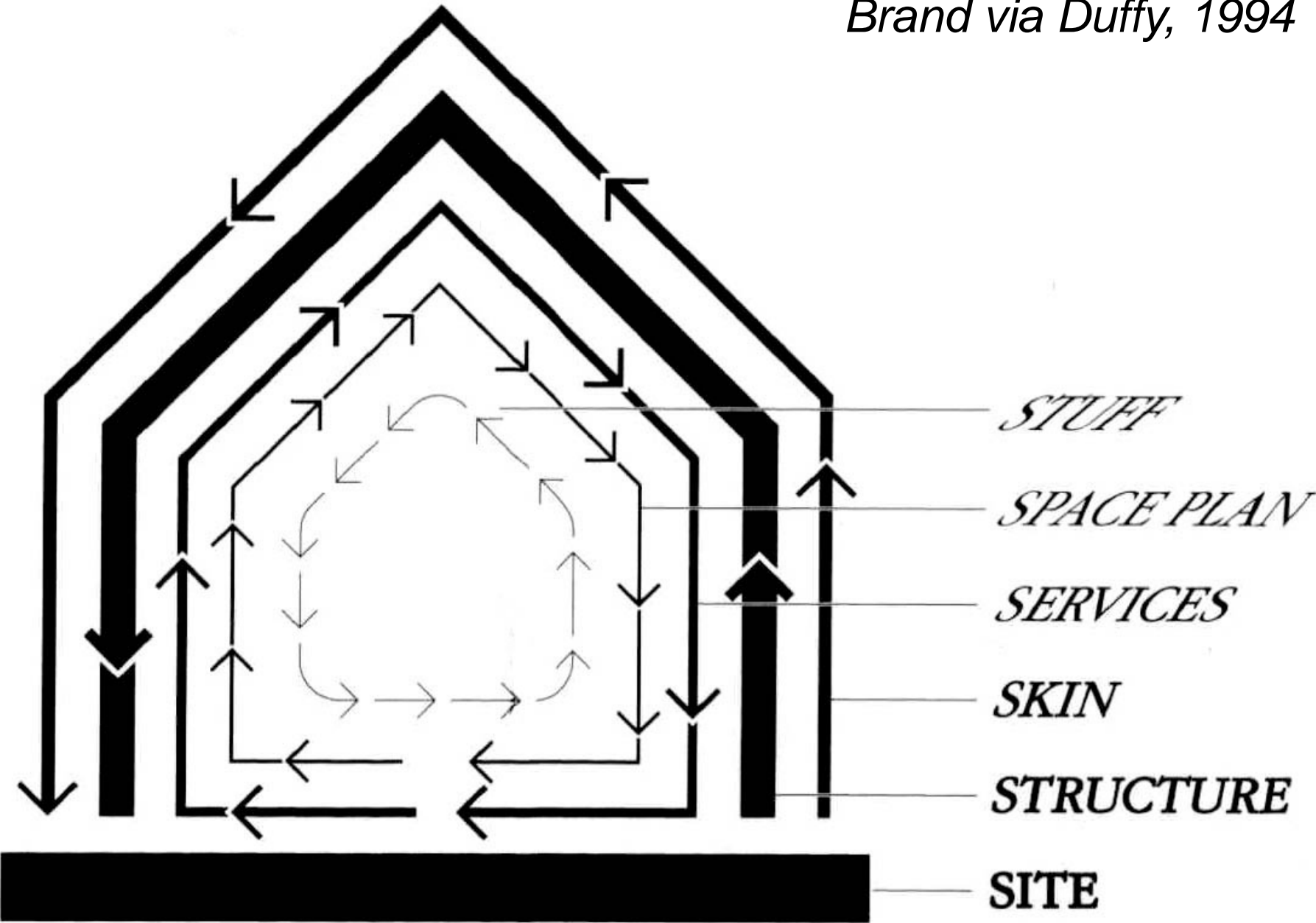
back

Understanding how change happens in cities is crucial for usefulness of urban planning

Different components of cities change with different speeds

The concept of ‚shearing layers‘ in buildings

Brand via Duffy, 1994



Site (,eternal‘)

The geographical setting, the urban location, and the legally defined lot, whose boundaries and context outlast generations of ephemeral buildings. "Site is eternal."

Structure (30 – 300 years)

The foundation and load-bearing elements are perilous and expensive to change, so people don't. These are the building. Structural life ranges from 30 to 300 years.

Skin (every 20 years or so)

Exterior surfaces now change every 20 years or so, to keep up with fashion or technology, or for wholesale repair. Recent focus on energy costs has led to re-engineered skins that are air-tight and better-insulated.

Services (7 – 15 years)

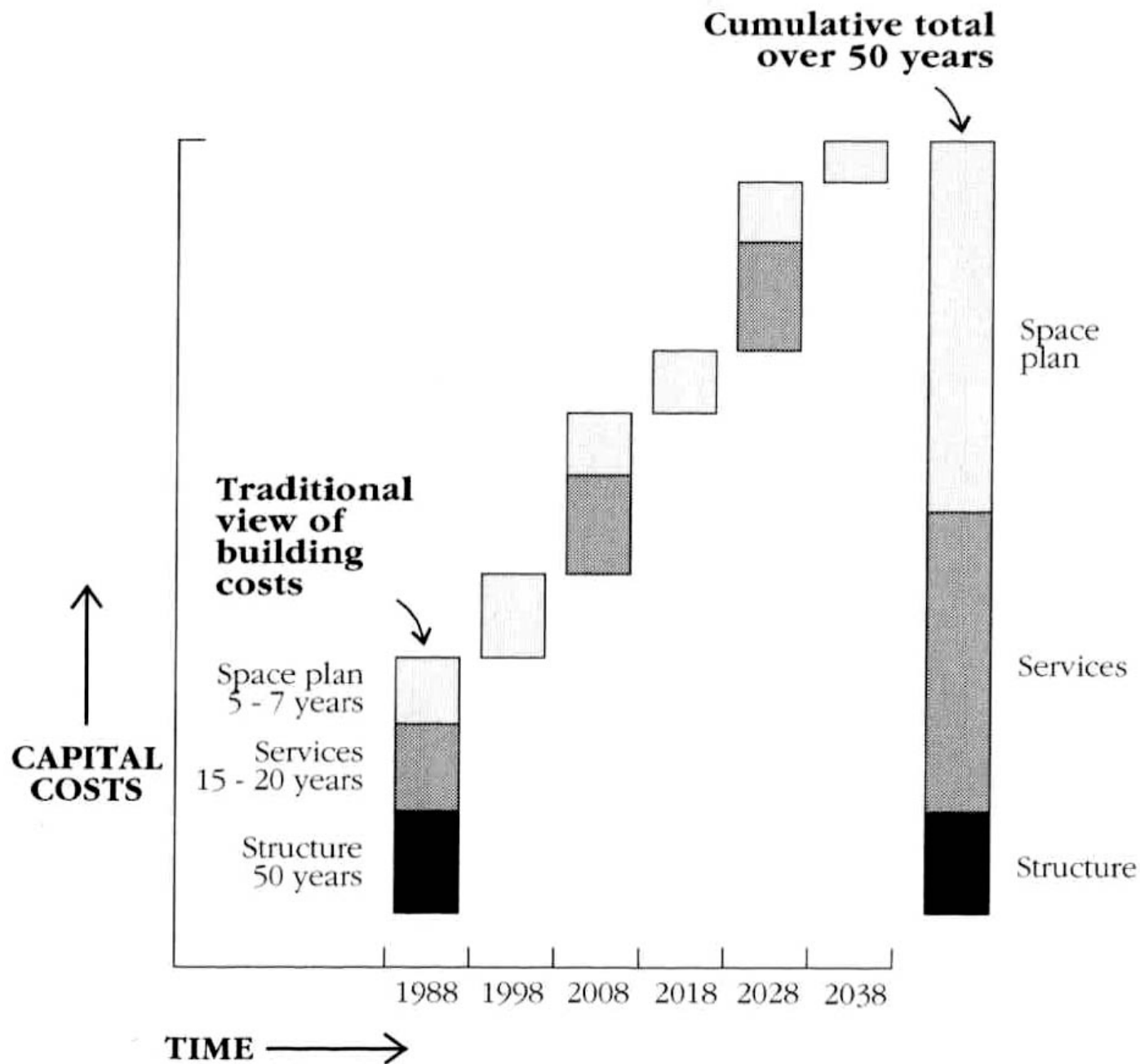
The working guts of a building: communications wiring, electrical wiring, plumbing, heating, ventilating, and moving parts like elevators and escalators. They wear out or obsolesce every 7 to 15 years.

Space Plan (3 – 30 years)

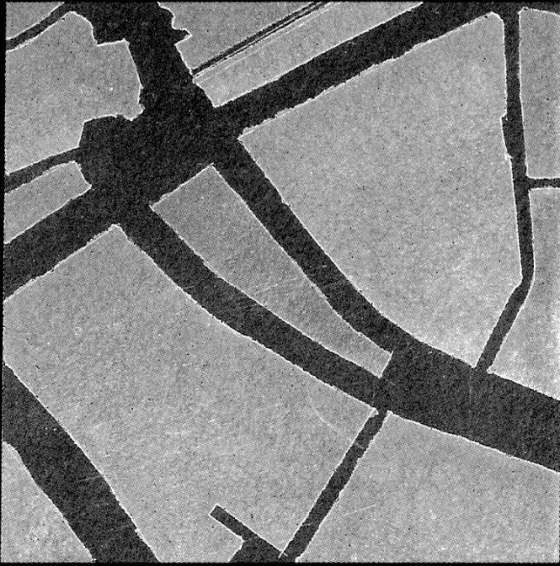
The Interior layout - where walls, ceilings, floors, and doors go. Turbulent commercial space can change every 3 years or so; exceptionally quiet homes might wait 30 years.

Stuff (daily to monthly)

Chairs, desks, phones, pictures; kitchen appliances, lamps, hairbrushes; all the things that twitch around daily to monthly.



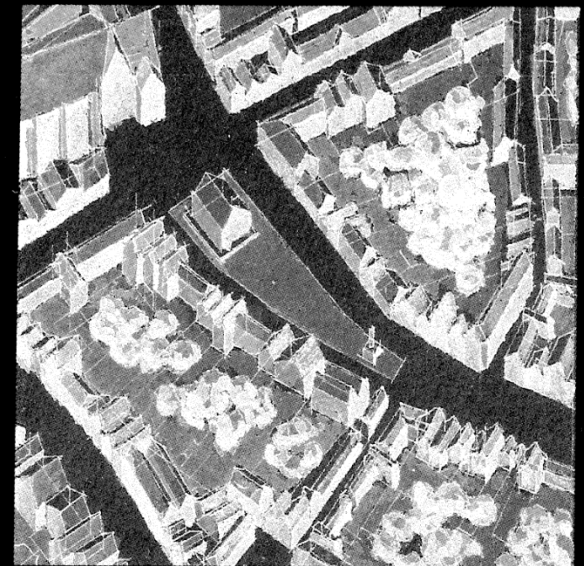
What are the ,shearing layers' in cities?



1



2



3

Three basic components of a town plan, that are defining the city in three dimensions:

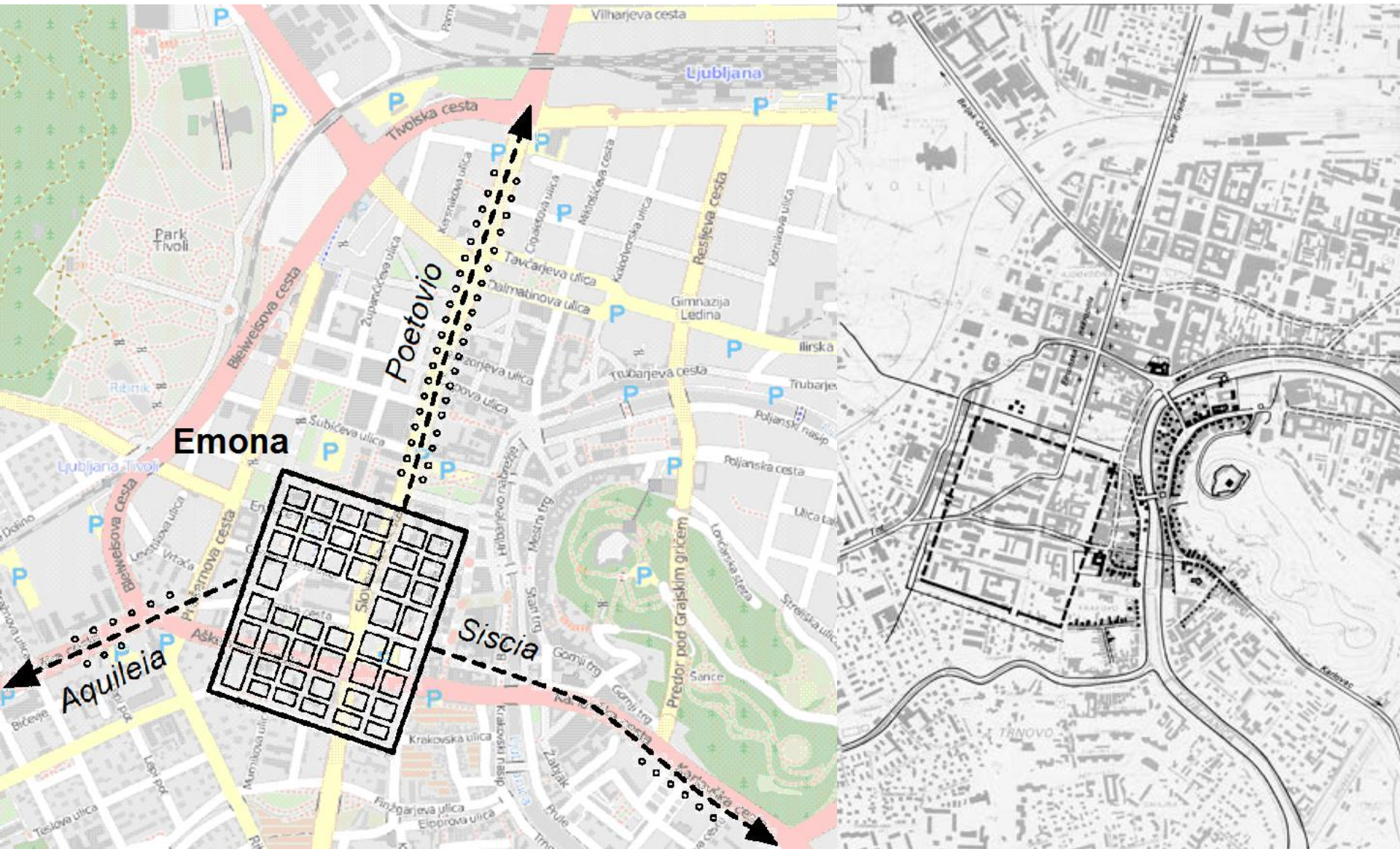
- (1) street pattern
- (2) land use pattern
- (3) building fabric

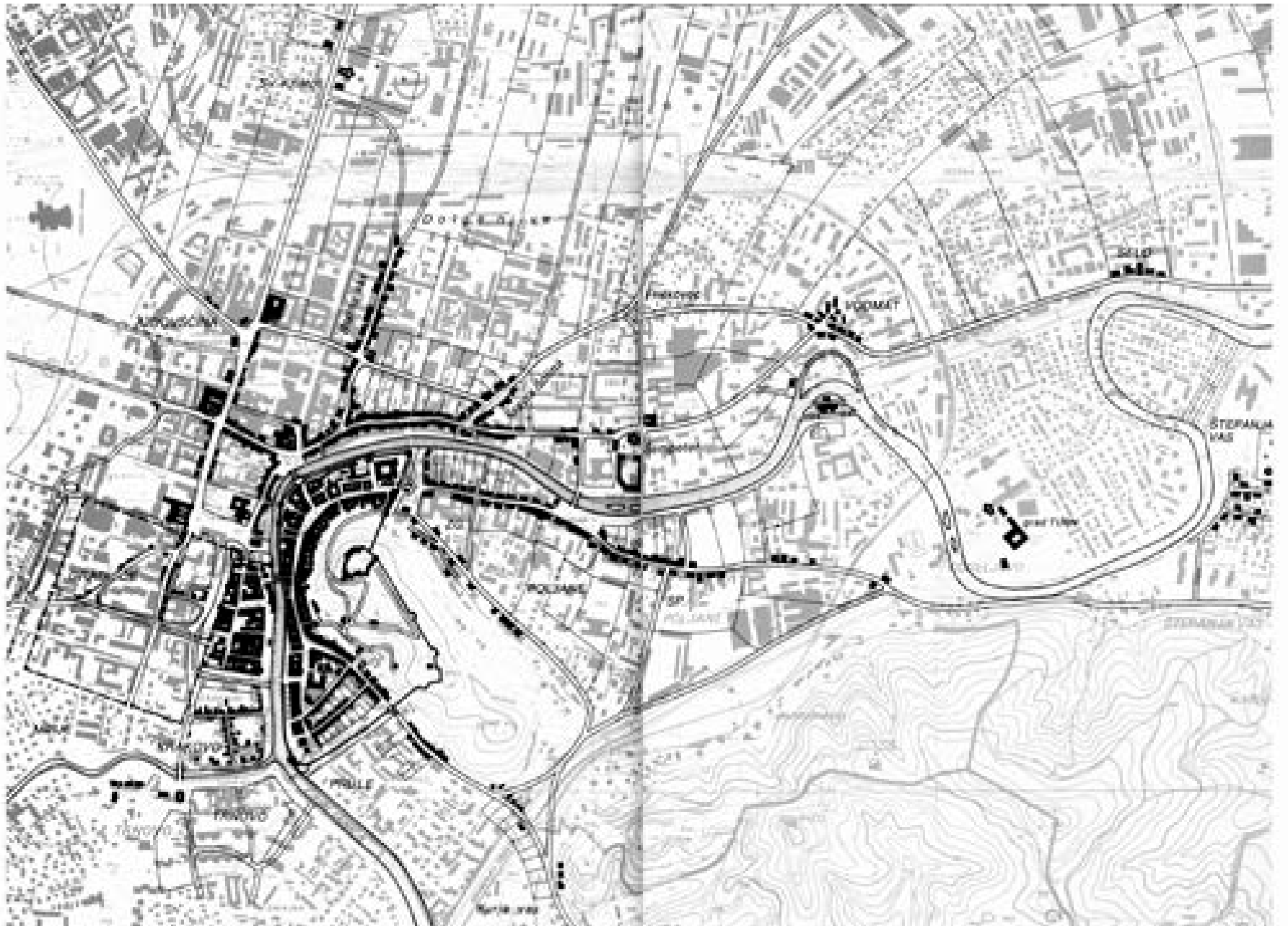
M.R.G. Conzen

1. Transport routes (1000 + years)
2. Land divisions (300 + years)
3. Buildings and trees (30 – 300 years)
4. City services (15 – 150 years)
5. Land use (15 – 150 years)
6. Ground floor (1 – 30 years)

1. Transport routes (1000 + years)

Transport routes are firmly tied to the location. Main multi-purpose transport arteries hardly ever change course, although new transport modes can add new routes.





2. Land divisions (300 + years)

Legal division of land is a very stable setting. Plots can divide and join, but borders persist.





3. Buildings and trees (30 – 300 years)

By buildings we mean here their structural part, which is the most stable. Similar is the durability of large trees and parks.





Boston, 1860



Boston, 1980

4. City services (15 – 150 years)

Sewage and water systems, communication, various pipelines are very difficult to move, once they are in place underground. Above ground services change faster, and this includes also single-purpose transport infrastructure.

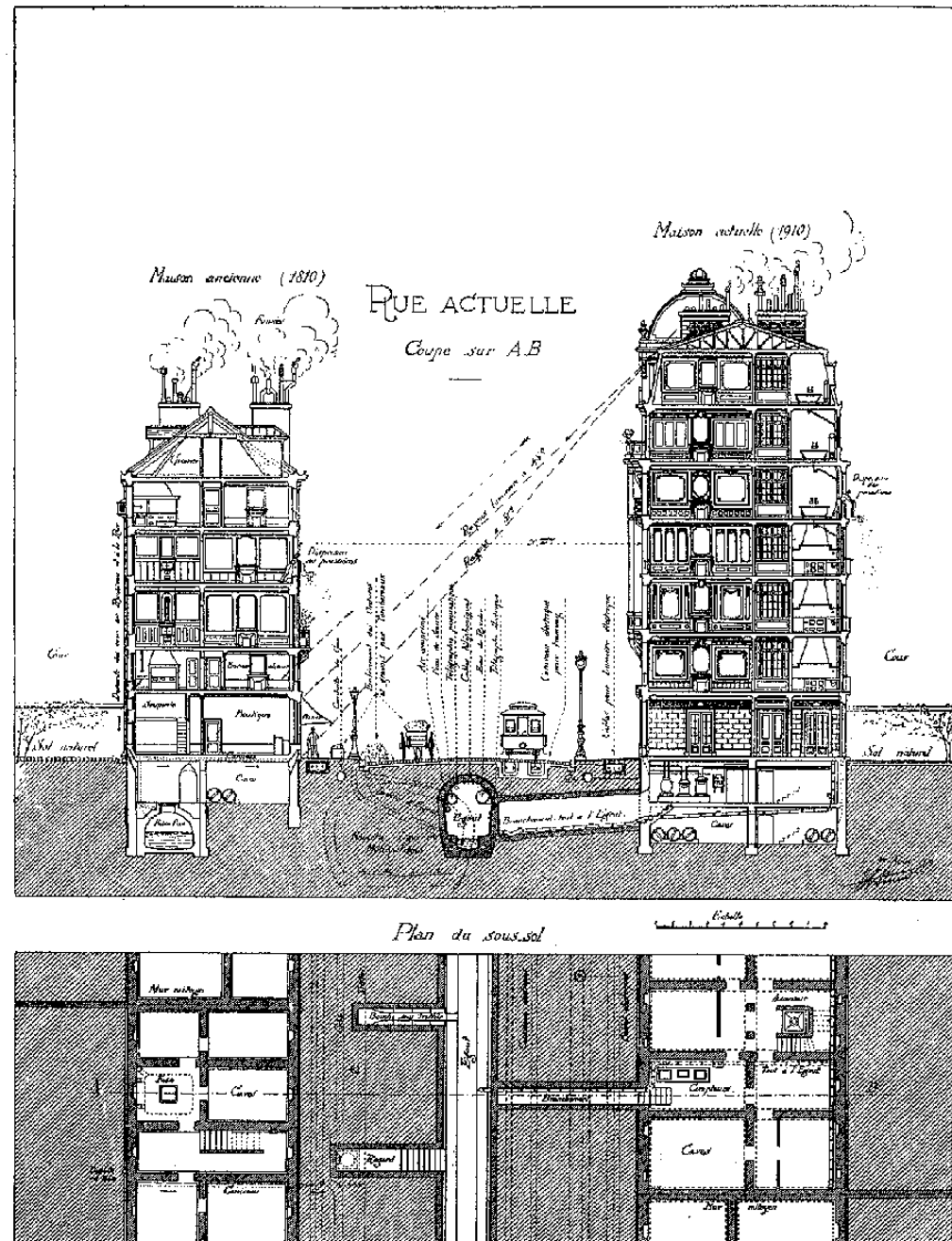
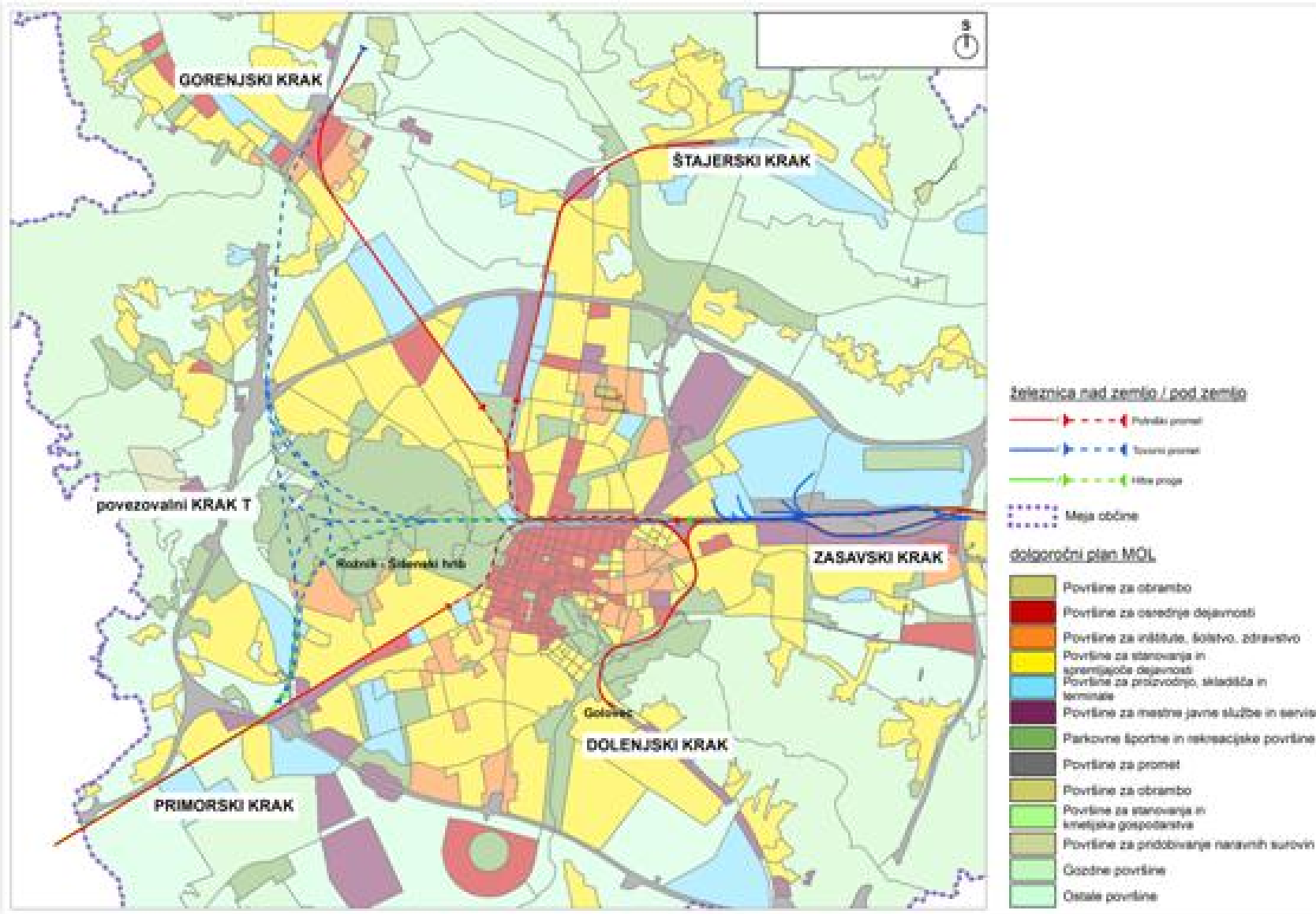


Fig. 1.

5. Land use (15 – 150 years)

Land use can be more stable than buildings, but it can also change relatively fast, due to economic forces.



6. Ground floor (1 – 30 years)

Benches, kiosks, lights etc. need to be replaced quite often due to wear.

Ground floor use of buildings can also be changing very fast and very rarely stays the same for decades.



Different layers can change with little friction in relation to other layers.

When change in a faster changing layer demands change in slower layers, problems appear

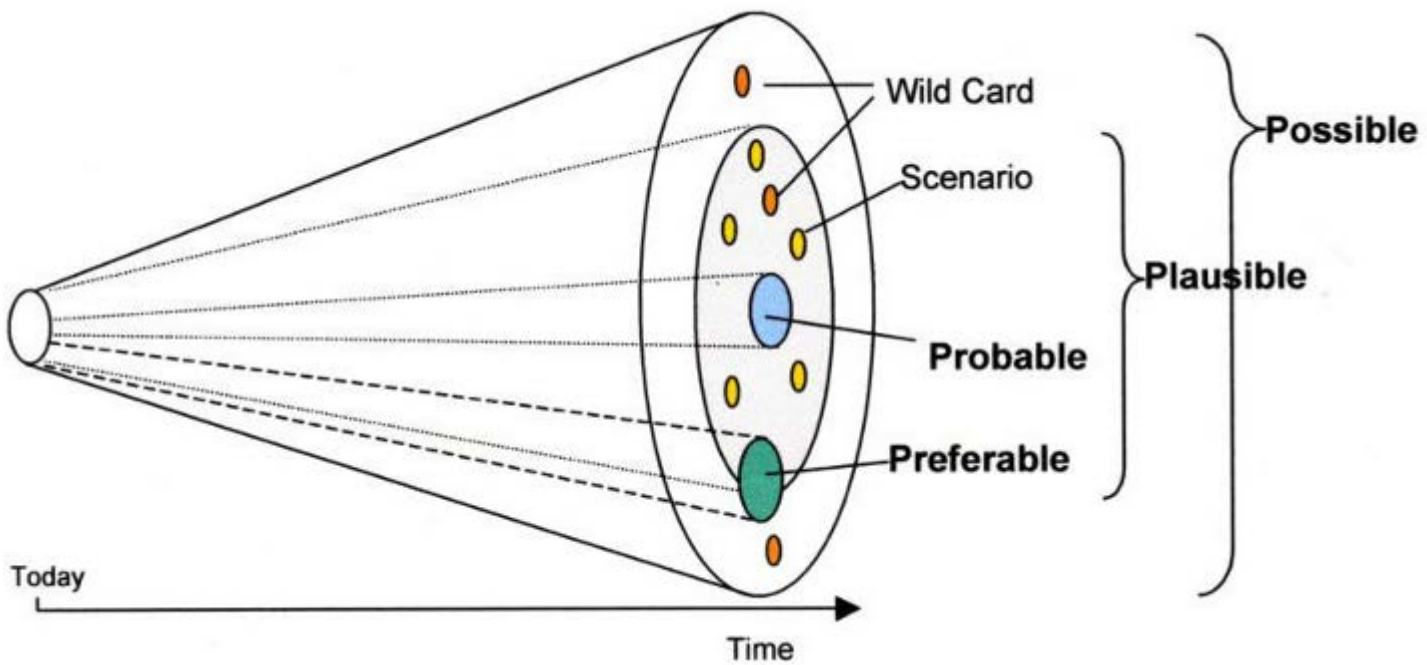
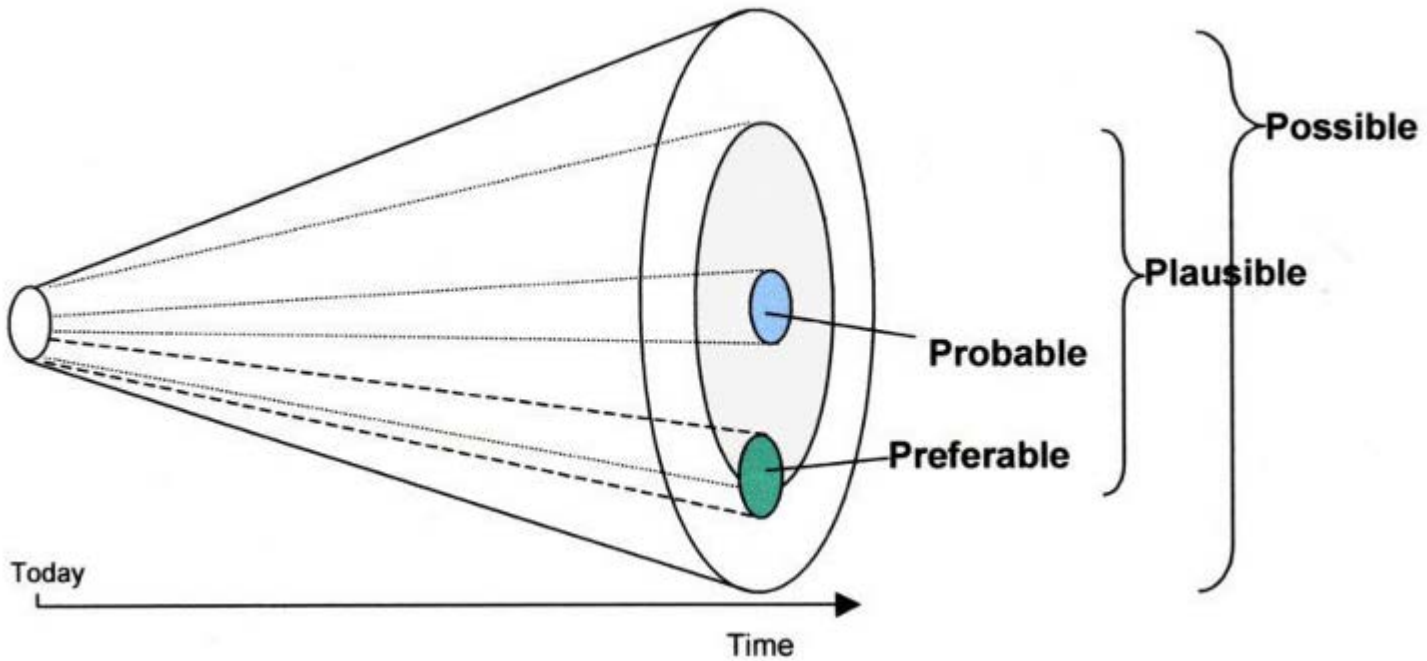
How does urban planning address uncertainties in relation to different speeds of change?

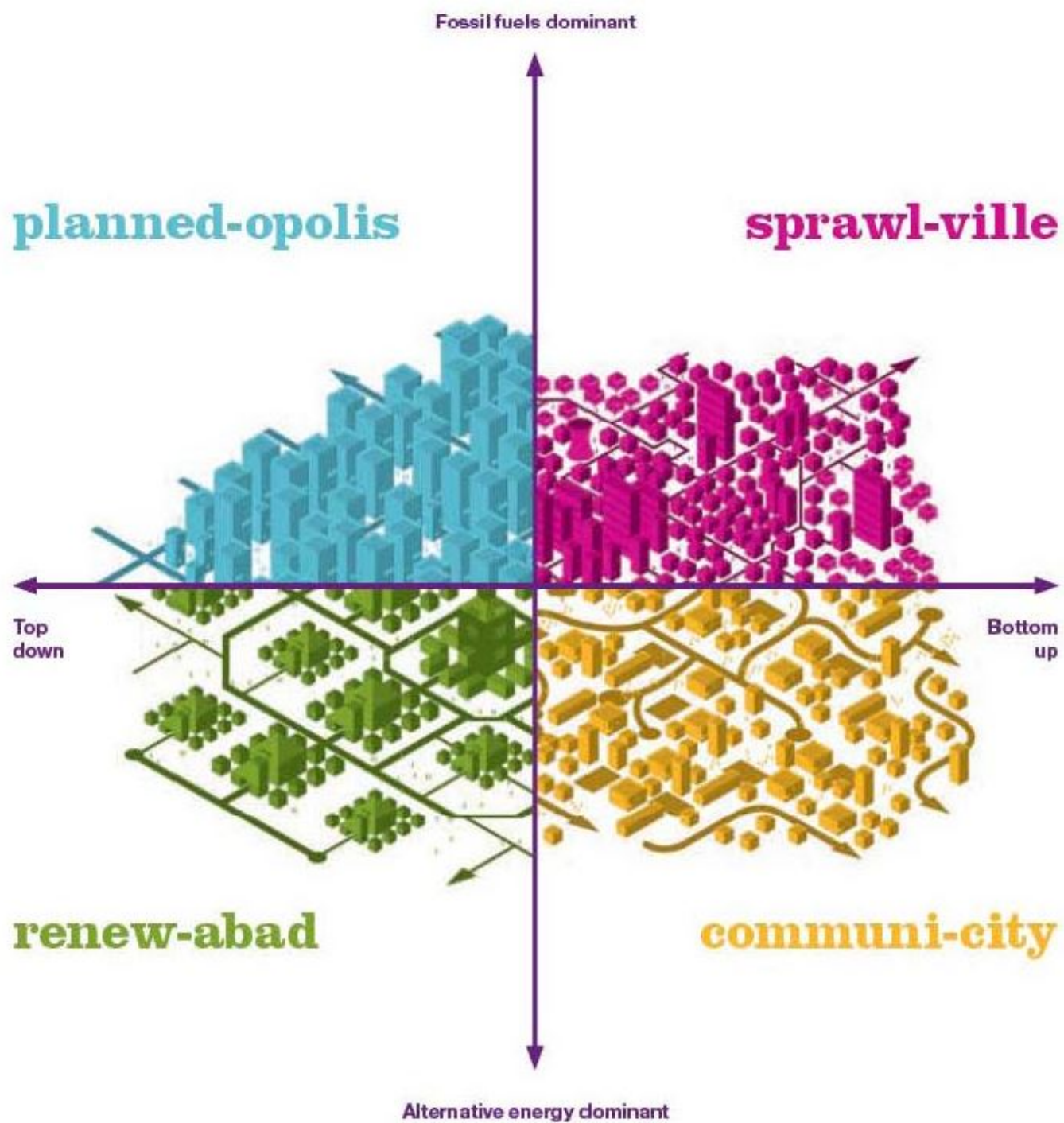
Slower changing layers

Scenario planning

Envision several possible paths, follow what is actually happening, and change actions accordingly

“A good science fiction story should be able to predict not the automobile but the traffic jam.” (Frederik Pohl)





Slower changing layers

Participative planning approaches

Establishing common ground

Better solutions to complex problems of urban development

Mitigating opposition to plans and projects



Faster changing layers

Tactical Urbanism

Also known as guerilla urbanism, pop-up urbanism, D.I.Y. urbanism, hands-on urbanism etc.

Short-term, low-risk local solutions stimulating long-term change.



Lounge

ad:tech

Product

2000 2011
The 2000 2011
Gallery






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