

AE1342-URBAN DESIGN(1)-LECTURE 4

FORM AND SPACE: QUALITY OF PERCEPTION

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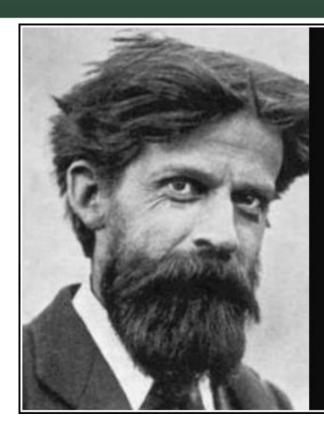
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- INTRODUCTION
- PRINCIPLES OF PERCEPTION
- ASSIGNMENT # 7
- QUALITY OF PERCEPTION
- SERIAL VISION

INTRODUCTION....



INTRODUCTION



But a city is more than a place in space, it is a drama in time.

— Patrick Geddes —

AZ QUOTES

PRINCIPLES OF PERCEPTION....

INTRODUCTION

What do you see in this picture?

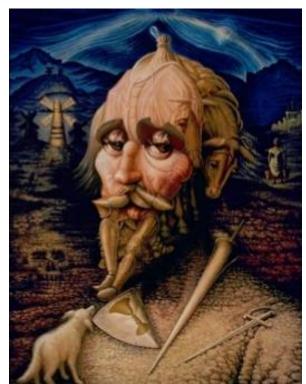


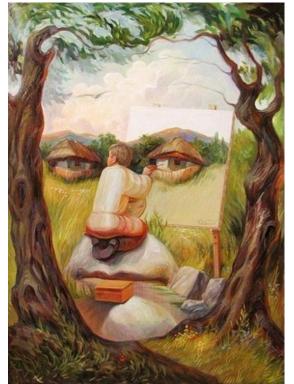


In an image, we can study the relationship between its elements, separately or together, to develop the message we want to transmit to the receiver.

INTRODUCTION

According to figure ground relationship a figure is perceived in relation to its background.



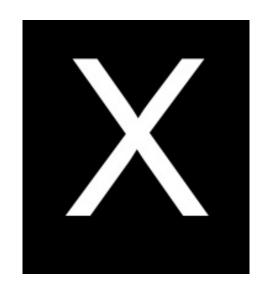


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When you look at the environment, you look at it as a whole picture, not separate parts.





What do you see in this picture?

Have you seen the letter X or four lines?

Surly everyone has seen the same: The letter X

Why??

Because we tend to see shapes as simple as possible

Gestalt principles help us to understand the way we see and find out how visual perceiving works.

WHY ARE GESTALT LAWS SO IMPORTANT?

The close relationship between Gestalt Principles and Design



Gestalt Principles can really help in focusing attention and organizing contents in an effective way.

The main Gestalt Laws are:

- 1. Law of Proximity
- 2. Law of Similarity
- 3. Law of Closure
- 4. Law of Continuity
- 5. Law of Symmetry
- 6. Law of Grouping (Figure/Ground)

1- Law of Proximity:

"Objects or shapes that are close to one another appear to form groups"

Even if the shapes, sizes, and objects are radically different, they will appear as a group if they are close together.



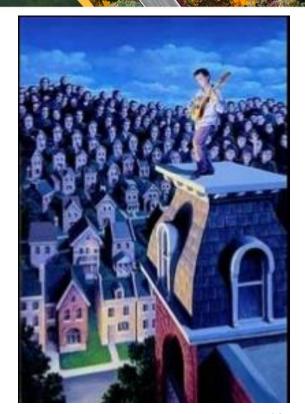
2- Law of Similarity:

Similarity occurs when objects look similar to one another.

People often perceive them as a group or pattern.

"Our mind groups similar elements to an entity"

The similarity depends on form, color, size and brightness of the elements.



3- Law of Closure:

Gestalt theory seeks completeness:

"When shapes aren't closed, we tend to add the missing elements to complete the image"

When the viewer's perception completes a shape, closure occurs.



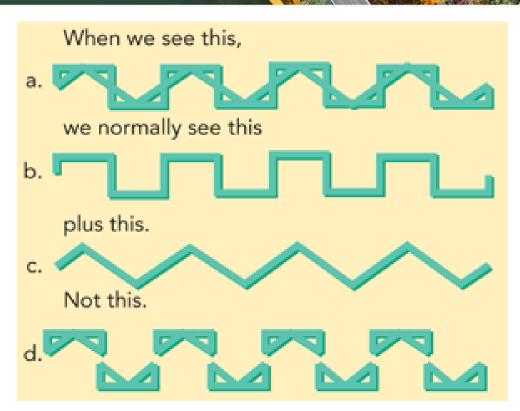
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4- Law of Continuity:

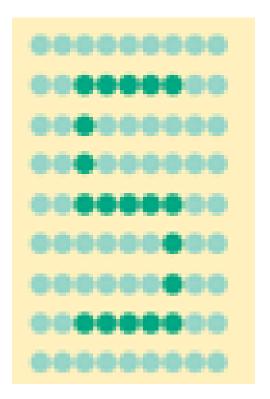
"Continuation occurs when the eye is compelled to move through one object and continue to another object."

Objects that continue a pattern are grouped together.



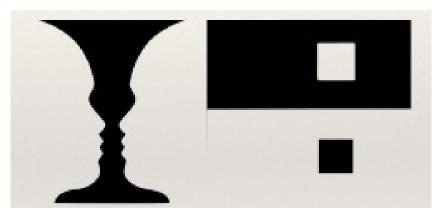
5- Law of Symmetry:

Objects must be balanced or symmetrical to be seen as complete or whole.

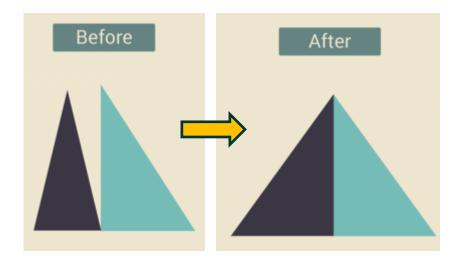


6- Law of Grouping (Figure/Ground):

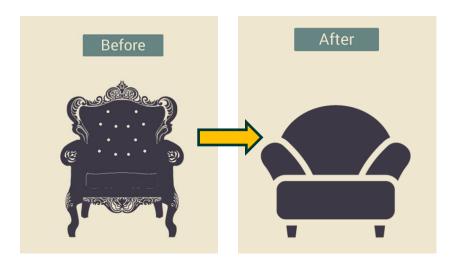
We tend to pay attention and perceive things in the foreground first. A stimulus will be perceived as separate from its ground



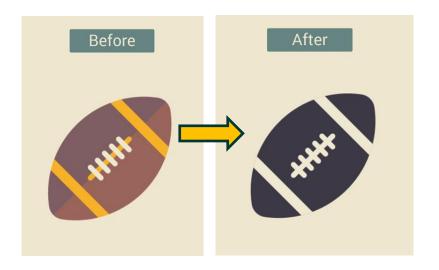
Symmetry:



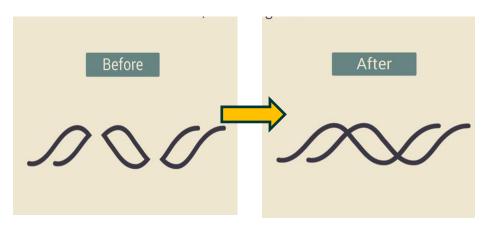
Simplicity:



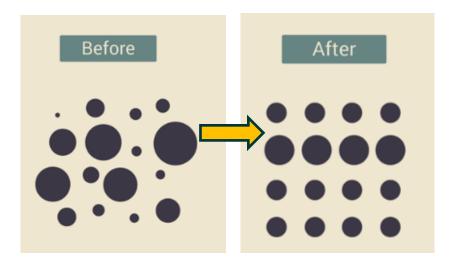
Closure:



Continuity:



Similarity:



Proximity:

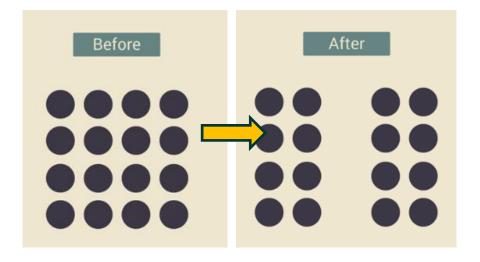
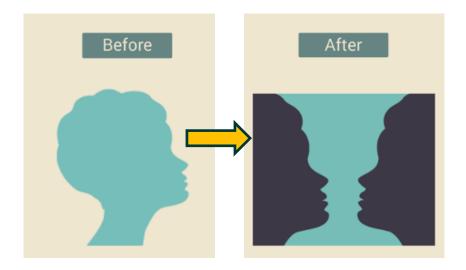


Figure and Ground:



Create your own visual perception:



QUALITY OF PERCEPTION....

BASIC CONCEPTS

Quality of perception in enhanced by several design principles, such as:

- 1. Clarity and Selectivity
- 2. Image Distortion
- 3. Time
- 4. Perceptual and spatial Organization

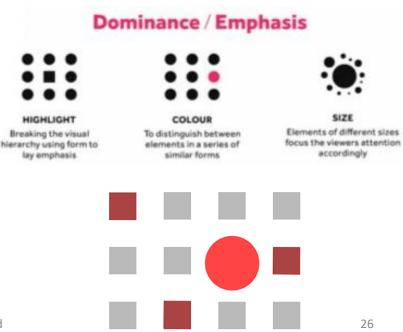
The following items help the eye to easily grasp the urban elements exposed in the environment.

1- Dominance:

An element is generally dominating over the others either by size or by intensity.

HOW TO ESTABLISH DOMINANCE?

- By contrast
- By massing
- By color
- By position









Piazza del Popolo,Rome

Fontana Di Trevi, Rome

Arch De Triumph, Rome



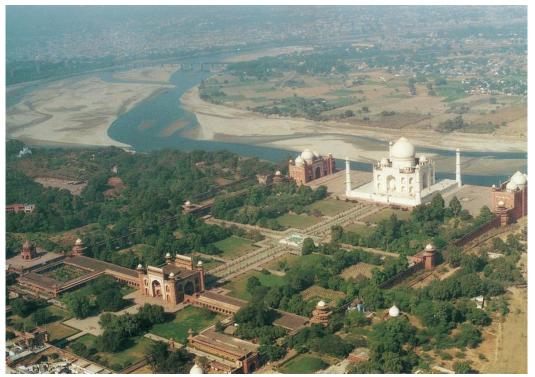
View of Florence: Illustrating the dominance of the cathedral over the urban landscape

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2- Singularity:

It implies contrast uniqueness and clarity.



Taj Mahal, India



4- Similarity and Repetition

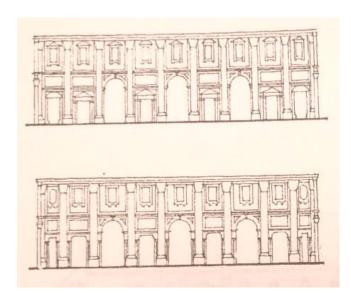
- Elements that share a similarity of color, shape, position or texture seem alike.
- Alignment is an especially significant aspect, elements that line up with one another seem related.

Size Shape

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Detail

4- Similarity and Repetition



Studies of internal façade of a basilica



Victorian façade

4- Similarity and Repetition



View of Spanish Hill Town of Mojacar



View of Villa Hermosa, Spain

4- Similarity and Repetition

Repetition produce RHYTHM

5- Rhythm

Is a pattern created by repeating or varying elements.





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6- Clarity of Edges and Clustering

This needs:

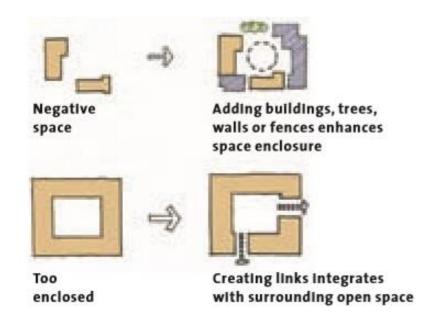
- 1. Sharpness of boundaries.
- 2. Clarity of physical relationships.
- 3. Homogeneous character.

El Korba, Egypt



7- Enclosure and Closure

One of the most important urbanism is for building to give positive definition to the shape and function of outdoor spaces and to be designed to encourage a range of activities to take place.



7- Enclosure and Closure

Spatial enclosure is also a matter of continuity of wall surface: The role of the building façades must be subservient to the spaces they form

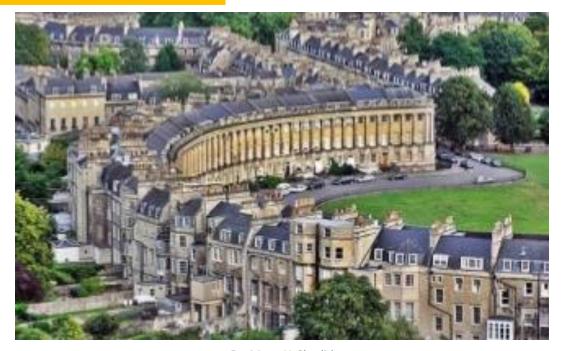




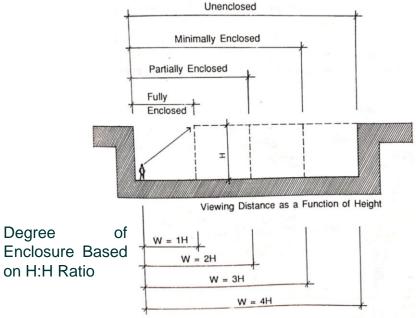
Basilica of St. Peter, Rome

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7- Enclosure and Closure



7- Enclosure and Closure





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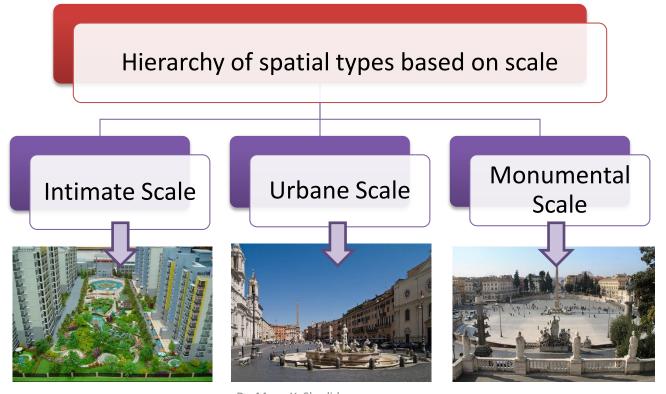
7- Enclosure and Closure

Traditional streets in hot climates were frequently built to be much narrow than their height in order to provide shaded streets



Phoenix Town, Hunan, China

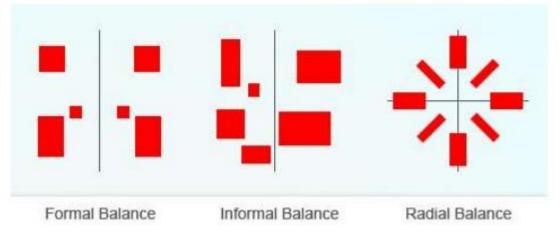
8- Scale



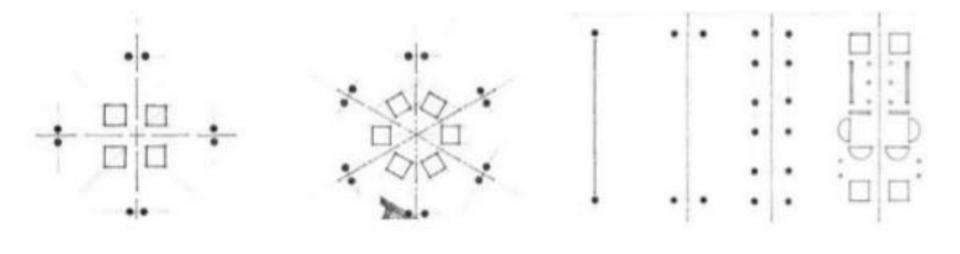
9- Balance

Equal distribution of visual weight on either side of a composition's center.

Used to create a sense of stability



10- Symmetry



TIME....



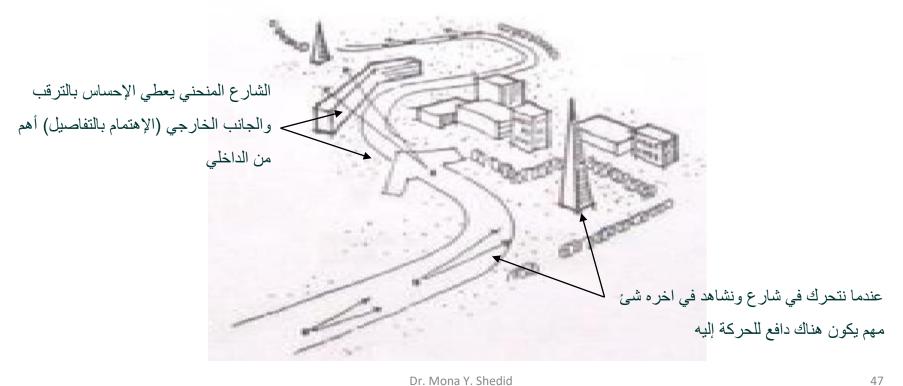
TIME

يتعامل التصميم العمراني مع:

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- توزيع الوظائف والاستعماالت على المستوى ثنائي الابعاد.
- البعد الثالث للتكوين المادى (الارتفاع) يحدد النواحي البصرية.
 - البعد الرابع (الزمن) يتحكم في تتابع الرؤية.
 - البعد الخامس (الاحساس) يكون الخبرة العمرانية.

TIME

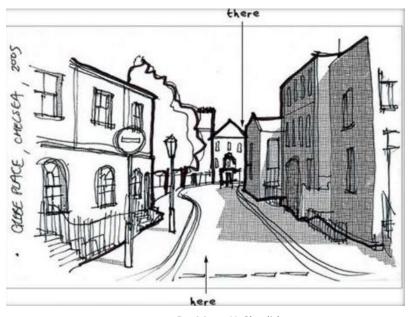


SERIAL VISION....



Gordon Cullen (1961) saw particular significance in the tension

between "HERENESS" & "THERENESS"



منهج جوردون كالن للتعامل مع تصميم العمران:

هي عبارة عن عدة لقطات في شريط فيديو بينها زمن معين.



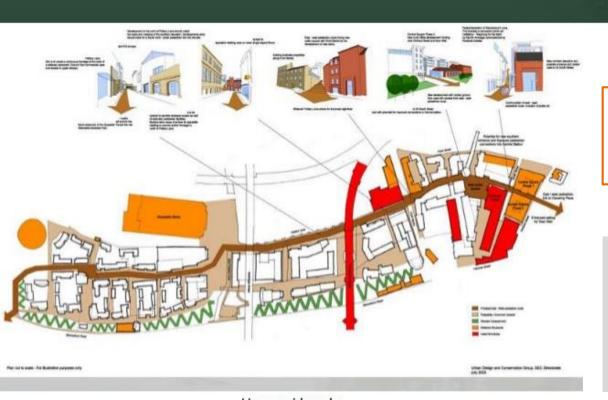


يرى كالن أن تكوين الصورة الذهنية النهائية للمدينة لايعتمد بصورة أساسية على وجود العنصر البصري ولكن يعتمد بشكل أكبر على:

- و كيفية الرؤية
- وقت الرؤية
- و الظروف المصاحبة للرؤية



Urban Vision = Physical Vision + Social Behavior + Urban Sense

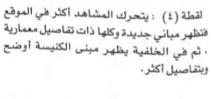


بأنها عدة لقطات في شريط فيديو بينها زمن معين.

رؤية كالن عن الانطباع Image تتمثل

هذه الرؤية تحقق تصور حركة المشاة داخل المدينة ... رؤية الطرقات ... رؤية المباني عن قرب ... رؤية التفاصيل ... استنتاج بعض العادات والسلوكيات الجماعية ... دراسة تأثيرها على تكوين العمران

He considered : the urban environment should be designed from the point of view of the moving person?r. Mona Y. Shedid



لقطة (٥) : يصل الزائر لمبنى الكنيسة في الخلف

فتجذبه التفاصيل المعمارية بها وتكوينها فيزيد

من احساسه بالإشباع والرغبة في التجول أكثر

فتظهر له بوابة في الخلفية.

انطة (١) : نرى حائطاً كبيراً ومصمت وضخم ويه فتحة واحدة عميقة يدخل منها الضوء وبالتالى فالشخص ينظر تلقائياً إلى النقطة المضيئة في البوابة وينجذب اليها .



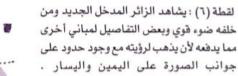
لقطة (٢) : كلما إقتربنا من البوابة فإن الإطار الأسود يكبر في الحجم ويزيد التضاد بين الضوء والظل مما يجذب الانتباه أكثر - فيرى المشاهد الساحة الداخلية ومبانيها ذات التفاصيل وعمود ضخم في الوسط مما يدعونا للاقتراب أكثر.



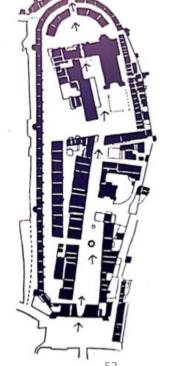
لقطة (٣) : يصل المشاهد الى العلامة المميزة فيجد بها تفاصيل تستحق الرؤية مما يحقق الإشباع البصرى للزائر ويحفزه للدخول أكثر في الموقع لرؤية ما بعده حيث يظهر مبنى كنيسة عن

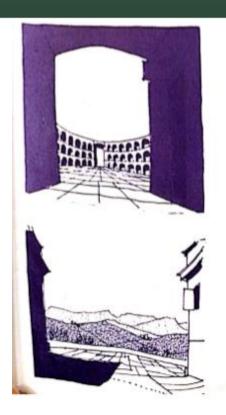








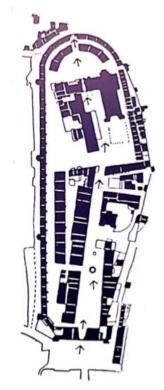




لقطة (٧) : يظهر المبنى بتفاصيله اكثر مما يدعوا المشاهد الإقتراب والزيارة ، ويظهر للزائر حائط كبير مصمت وتظهر به بوابة أخري قوية.

لقطة (٨): يخرج الزائر من البوابة التي جذبت انتباهه لوجود الظل والنور فتنتهي المتتابعة البصرية نهاية طبيعية ومشبعة.

العملية المعمارية تستعمل سيناريو به مدخل وعقدة أو وسط ونهاية من خلال التجربة البصرية، وبالتالي فيجب دراسة ومعرفة كيف امهد للإنتقال من نقطة لأخرى ، وكيف نجذب نظر وانتباه المشاهد حتى نضمن تحركة خلال التكوين العمراني برغبة وإستمتاع.



REFERENCES

The references to multiple sources are text & figures (sketches, drawings, pictures, photos,..etc.)

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