Some sources for the conclusions shown in this program:

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ARCHDIOCESEAN LATIN AMERICAN COMMITTEE 1300 S. WABASH, CHICAGO, IL 60605, J.Z. OCHOA DIRECTOR → PRINTED MAT'L., INVITATION

A PATTERN LANGUAGE, C. ALEXANDER, BERKELEY, CA. IDEAS ABOUT POPULATIONS, EDUCATION ETC.
The pru of a miner travelling the road for country roads.

The French courtiers' residence in the French court, and it is

The pru of a miner travelling the road for country roads.

[Note: (see Reference) This note occurs free from the actual note]
A. Identify potential locations for infrastructure.
B. Map the location and potential use of each facility.
C. Final legal plan is drawn up in advance of construction.
D. Ensure the sustainability of each location.

There will be no other existing infrastructure to appropriate. Plan misses all planned approaches.
Section #19
Web of Shopping

Shop

When you locate any individual shop, follow a 3 step procedure:

1. Identify all other shops which offer the service you are interested in; locate them on the map. (There are more of these shops/services in the area shown. There are other shop/services of this type in the area, but they are not listed.)

2. Identify and map the location of potential consumers. Whenever possible, indicate the density or total number of potential consumers in any given area. Potential consumers are from the region as well as tourists, who will be staying mostly in the hotel near it. Downtown workers, and IPM students/employees are other sources. Many people working may also visit this area.

3. Look for the biggest gap in the existing web of shops in those areas where there are potential consumers.

   There are no shopping facilities immediately adjacent to this point.

4. Within the gap in the web of similar shops, locate your shop next to the largest cluster of other kinds of shops.

   A central location within the city will provide the greatest market due to higher downtown densities in the day & the sheer of the park (3.5 million visitors/yr).

Going beyond the shops, the services at the center are offered on only a scattered & limited basis in other mall areas throughout town. The existing international center would have a new facility here with more comprehensive services. On some is twice the best market area. The assembly, hall as a suitable space - there are other facilities of similar scope at the convention center & in the hotels, but I think with the consolidation of some into groups, there is adequate market to locate such a hall here. The theater is cannot compete with the much larger drama in the nearby Little, Little, Melvin, & the community-
Access to Water

- "Always preserve a belt of common and immediate use to the water. Avoid dense settlement to come right down to the water in order to frequent walks along the water's edge.

There is presently a 20' flood wall which separates the site from the natural river's edge. If people are to make use of this area (possibly as part of a picnic area), there should be stairs built into and out of the wall which connect the site and river banks. These should be broad enough to accommodate your feet, as well as passage.

Since this site is more densely developed than the rest of the park, it should have limited access to the river banco perhaps only 2 stairs at either end near the heart of the strip of land as shown.

If the main path through the site is parallel to the river, access paths can be at right angles to the path as recommended."
Pattern #30, Activity Nodes
A. Create nodes of activity throughout the community approx 300-500 feet apart
B. Bring paths through these nodes
C. Make each spot function as a "node" in the path network surrounded with community facilities and shops which are mutually supportive

ACT: The Parks "Hub" is a node, then the nearest node on this site would be best located just 250 ft. of the "natural center" of the site. Another node could be formed 1800' from the park's hub.

B. II Natural Paths Intersect @ only 1000 from the "Hub."

Pattern #31 Promenade
Most of the city is accessible w/in 20 min by car; so the park is well located that way. Unfortunately few people live within a 10 min walk. Some downtown workers & residents are within a 10 min walk.
The shopping street should be well defined as opposed to the broad plaza elsewhere in the park. Layout which favors this
THE PROMENADE MAY BE ONLY 800 FT. W/ ANOTHER 600 FT, LEADING FROM THE
ENTRY TO THE "HUB." THE PATH MAY BE WIDE.

- **Support the visual design of the idea** of long queues which possibly need
  maximum station capacity.

- **Promote** a diverse variety of attractions, such as food stalls, entertainment,
  and cultural events, to create a vibrant atmosphere.

- **Encourage** the interaction between different cultures through art and
  cultural performances, which serve as a bridge.

As with any public space, the success of the pedestrian spaces relies on

careful planning and management. The **integration** of

- Local culture and heritage, ensuring that the design respects the
  community's identity and traditions.

- **Sustainability** and environmental considerations,

- **Accessibility** for all, including the disabled.

- **Citizen involvement**, encouraging public participation in the
  design and management of the spaces.
Pattern 32 - Shopping Street

Encourage local shopping centers to give in the form of pedestrian streets, at right
angles to major roads & opening off narrow roads. W/ parking behind the shops,
so that cars can pull directly off the road, yet not harm the shopping street.

Major vehicle access is from Agnes St. It would be preferable
to develop the river edge for pedestrians & cars so the model in
the pattern should be modified so that all the parking occurs
car. The North of the street itself could be either one or two-sided
depending on how much the river is to be developed.
Instead of modern supermarkets, establish frequent market places, each one made up of many smaller shops which are autonomous & specialized (cheese, meat, grain, fruit) Build the structure of the market as a minimum which provides no more than a roof, col. & basic services.

Within this structure allow different shops to create their own environment, according to their individual taste & needs. Should the cultural institutions be mixed in with these? I think so.

48 Build houses into the fabric of shops, small industry, schools, public services, universities—all these parts of cities which draw people in during the day but which tend to be "non-residential". The houses may be in rows or fields with shops beneath or they may be freestanding; so long as they mix with the other functions & make the entire area "lived-in".

1. This will be important for security in the park. It will allow the area to be safer if some shops/services went to stay open all night.

2. Likely residents of these apartments could be shop/service employees or maintenance people (or UNH students. Con'Terry)

3. If these apartments were built at the 2nd or 3rd story they would have more privacy of security for the residents, as well as commanding better views making streets easier too! They should be some 12-14 dok by 13 dok, which will suit easier. I think these aren't able to
Pattern 49, Looped Local Roads: Lay out all local roads so that they form loops. A loop is defined as any stretch of road which makes it impossible for cars that don't have this restriction on it to use it as a short cut. Do not allow any one loop to serve more than 50 cars. If keep the road really narrow, 17–20 ft is quite enough.

- Since the residential portion of the project is on the shopping street there will be no immediate traffic problem. Parking (1 sp/unit) will be in the main lot on the N. side. There is a need to park a min of 100 cars in the lot 1/2 an add'l 2,500 in the adjacent structure (there may be up to 20 APTS) and employee autos.

- The lot may need dual entry/exit to keep lot traffic to a min as suggested in the pattern.

- Pedestrian Paths can meet the parking lot at intervals (44's) to reduce pedestrian traffic hazard.

Pattern 50, T-Junctions: Lay out the road system so that any 2 roads which meet @ grade, meet in 3-way T-junctions as near + as possible. Avoid 4-way intersections & cross movements.

- This happens naturally on this site since the N/S streets abut the site.

- It would also be preferable to allow only RT turns in the parking area to smooth traffic flow. This will work since N/Y St. is Eastbound only & W. Mich. St. is West only, having all destinations in MO 50, bound AGNES, S Street light may be required @ N Y & AGNES if traffic is heavy. (See # 34)
Pattern #52  Network of paths for cars

Except when traffic densities are very high or very low, layout pedestrian pathes at right angles to roads, not along them so that the paths gradually begin to form a 2nd network, distinct from the road system of orthogonal to it.

- Identify food patterns

This can be done gradually, even if you put in one path at a time, but always put them in the middle of the "block" so that they run across roads.

II Pedestrian paths can be brought in through the interior of lupins' land (as shown)

III There will be a small conflict between peds & the limited bus lanes along the promenade. From entry to tower, however, the promenade is wide enough to be safe.

1 Paths should serve as collectors from parking zones.

Pattern #53  Main gateways  Work every boundary in the city which has important human meaning - the boundary of a ledge, cluster, a neighborhood precinct - by gateways where the user entering paths cross the boundary.
"Squares"
Paths
Block Constellation
Most developed portion of block constellation
River Path
Pattern 60: Small Public Squares

Make a square 50 by much 80 or 100 ft., that is, you would first imagine usually 90-100 ft. across (more than 70 ft.) This applies only to its width in the short direction. In the long direction it can be longer.

If paths run through the complex as shown, then their intersections would be the most highly trafficked and so natural for making a squares. For these may want to open onto the path at the water's edge. The paths themselves should be narrow & well enough defined to remain visible.

ApTs with stairs to stop perimeter.

[Diagram of square pattern with paths and notes on layout.]
Build occasional high places as landmarks throughout the city. They can be a natural part of the topography, or towers or part of the roofs of the highest local buildings - but in any case they should include physical stairs.

With the near proximity of the Indiana tower (which will be the tallest structure in the state) so close to the site, it would be redundant to build another structure of great height just as an observation point. The only requirement seems a habitable structure to be very tall. The tallest one on the site should be closest to the tower, the lowest, the furthest. It will be best to keep the buildings as low as possible, though, for the most part, in order to preserve contact by the street.
Preserve natural pools & streams & allow them to run through the city,
make paths for people to walk along them & footbridges to cross them. Let
the streams form natural barriers in the city, with traffic crossing them only
infrequently on bridges.
Whenever possible, collect rainwater in open gutters & allow it to flow above ground,
along pedestrian paths & in front of houses. In places without natural running water,
create fountains in the streets.

- The river edge should, of course, be developed along the flood
  & there should be some connection between the upper & lower river edge.
  Since the site is steep & the park's theme is the river, it would be
  appropriate if there were a series of progressively larger fountains
  which would dot the major points along the paths which run to
  the river paths. This would tend to enhance the public squares too.
  If the fountains spill down to the riverbank between the stairs (or broaden
  the river path) this will visually link the 2 levels.

- The treatment of water mentioned as fountains above is quite continued use of water;
  it would also be expensive to maintain with pump & cleaning. However, the site has
  almost no penetration due to the intensive amount of Bldg cover & paving on the site.
  Rainwater could be run into swales which spill into the river, however, if the
  (promenade) arcade is covered, a system of sprinklers which pour water into a swale which
  runs along the river path might be more appropriate.
Pattern #31 Individually Owned Shops

Do whatever you can to encourage the development of individually owned shops. Approve applications for business licenses only if the business is owned by those people who actually work & manage the store. Approve new commercial building permits only if the proposed structure includes many very small rental spaces.

\[\begin{align*}
\text{EVEN IF BAY SIZES ARE OF REGULAR SIZE, THE SIZE OF THE SHOPS SHOULD} \\
\text{VARY IN DEPTH & HAVE NON-BEARING PARTITIONS SO SIZE CAN BE ADJUSTED BY SPACE} \\
\text{NEEDS FOR EACH SHOP.}
\end{align*}\]

\[\begin{align*}
\text{HAVING RESIDENCES ABOVE THE SHOPS SHOULD ENCOURAGE WORKERS/OWNERS TO LIVE NEAR} \\
\text{THE SHOPS & MAINTAIN THEM W/ MORE PERSONAL PRIDE & INDIVIDUALITY.}
\end{align*}\]

\[\begin{align*}
\text{SHOPS, ESP. CAFE/Deli TYPES SHOULD SPILL OUT INTO THE STREET IN GOOD WEATHER.}
\end{align*}\]

Pattern #80 STREET CAFE

Encourage local cafes to spring up in the neighborhood. Make them intimate places, with several rooms, open to a busy path, where people can sit with coffee or a drink & watch the world go by. Build the front of the cafe so that a set of tables stretch out of the cafe, right into the street.

\[\begin{align*}
\text{CAFES ON THE SOUTHERN EDGE WOULD HAVE THE BEST VIEWS, ESPECIALLY ON THE} \\
\text{UPPER LEVEL, HOWEVER THERE SHOULD ALSO BE A STREET SIDE ROOM TOO FOR BAD WEATHER} \\
\text{& TO Liven THE STREET. SINCE THERE IS NO MERCHANDISE IN THE SHOP TO STEAL, THE CAFE/Deli} \\
\text{CAN HAVE 2 ENTRIES.}
\end{align*}\]

Pattern #89 BEER HALL

Somewhere in the community, at least one big place where a few hundred people can gather with beer and wine, music & perhaps 2 or 3 activities so that people are continually criss-crossing from one to another.

\[\begin{align*}
\text{There is an 'assembly hall' as a major component of the center which can be rented by a club, for festivals etc. It should be open to the public the rest of the time. Music, food, dancing. This should be located somewhat centrally so that it will be used.}
\end{align*}\]
Pattern #92: Bus Stop

"Build bus stops so that they form tiny centers of public life. Build them as part of the gateways into neighborhoods, work communities, ports & town. Locate them so that they work together with several other activities, at least a Newsstand, maps, outdoor shelter, seats & in various combinations, corner store, smoke shop, coffee bar, tree places, special road crossings, public bathrooms, squares, etc."

If our bus will stop at the entry to our site, and is located on the "hub" of the park, the stop should be built into a grand gateway which fronts the "hub" area. The gateway should be deep enough to include all the activities/objects underlined above. It could be in the form of a deep arcade or vault which circumscribes the "hub" circle. It may also want to be attached directly to the vertical circulation towers at this point which directly connect the upper levels of the complex. The Plaza [which is an excessive size] serves the need for "square".

The Plaza [which is an excessive size] serves the need for "square".

Some seats may also want to be in the sun too, instead of just seats in shelter.

- If not sure, a special Road Crossing or curb will be necessary since the plaza is so huge (wide) & only buses will travel there.
- This might also want to be a sun waiting area at the gateway / drop off to the parking lot.
Pattern #93 - Journeys

Concentrate food stands where cars & paths meet—either portable stands on site, built on the front of buildings, heavily open to the street.

The smell of food in the street is important for the sale of food.

Since by the time everyone gets to either the river path or the 'shopping' street they are all pedestrians (no roads coming onto the site) the small food shops should be geared for their needs, located at pedestrian intersections & these corners.

The very nature of the International Center prescribes that food shop be unique & ethnic. The # of shops/services needed to be vital & that they be small.
PATTERN #93

**Best locations for food vendors!**

* A good location for some dining areas might be on the bridges directly above the intlections adjacent to the plaza.
Letter #74  Sleeping in Public

keep the garden filled w/ simple benches, comfortable places, corners to sit on the ground or lie in as a sort of respite. Make these places relatively sheltered, protected from circulation (perhaps a step up, w/ seats & grass to slump down upon, read the paper & doze off.

[written in pencil]

this is a need particularly for the nearby UPRU student population. One must be careful not to have the park turn into a "hobo park" where vagrants live in the streets. Tourists, especially if they're "tiring" the whole park will also want to stop & sit & rest. (I doubt however many of these people will actually nap) I'm not sure who, besides students, (even they) will feel comfortable "sleeping in public in this culture." I think comfortable benches, steps, planters are good improvised seats & should be provided in the squares & along the streets so people can stop when they're tired. They should be located so that people will not be in the traffic, but can watch the traffic if they want.

Areas @ the entries and near the restaurants & squares, or jutting out as patios over the river would be good for just sitting. The actual river banks could be a quiet public area out of traffic but safe in sight where people could sleep if they were just recreating or reading in the park. Bike fronts which fog it up that allows sitting corners to develop in front of that...
There should be housing (1 & 2 Br apt. units) above the commercial clusters. These would be primarily for employees & guests by the International Center. They would also be separate, enclosed parking for the residents. For security, they need separate entrances from the public.

General comments: There will be a few shops such as music, book stores or travel agencies which will be used as "infill" along the connecting galleries.

Each item identified is to have frontage on one of the main axes:

A - these, being fireproof should front both the main arcade & the water.

B - these are directly & physically linked to the commercial clusters thus identify. They are a showcase & an identifying symbol. They should front the main arcade.

C - The tester's market is geared towards wholesaling, private enterprises & industrial recruitment. Due to the specialized composition, the tester's market should be treated as an essentially private building. For convenience, and in order to easily locate it, it should front on the arcade near the parking lot entry (since most of these users are business people arriving in cars & in a "hurry").

D - Each cluster is semi-private in nature, since most users are here for specific purposes, although many are likely to use other parts of the CT. The most private "wing" is administration. At the least, the cultural resource center. These should be located at least on information/reception area fronting on the mall. The resource center may also want to front on the arcade.

E - The Theater & the Assembly/Bar Hall should act as magnets to pull right. They should front on the main arcade of adjacent to one another to enhance.

F - Parking, though it wants to be acoustically & visually masked from unwanted surpluses, so minimize noise. The parking shown is about 1/4 per 1000 sq. ft. of main area & 1/2 of each area.
Pattern #95 Building Complex

Never build large monolithic buildings. Transect a program into a complex whose parts manifest the actual social facts of the situation. At low density, a building complex can take the form of a collection of small buildings connected by arcades, patios, bridges, shared gardens & walls. ... This complex is of moderate density & shall include as identifiable units the following parts:

1. Cultural exhibits
2. Theater
3. Assembly / Ballroom
4. Administration building
   - Education programs
   - Resource center
   - Economic development
   - Social programs / human programs
5. Market (business etc.)

Commerical / Service clusters (7) defined by cultural groupings, language, etc.

Within each unit, functions such as entry, service, type of activity, should be easily identifiable & mappable, both inside and out.
Pattern #95  Building Complex (pg 3)

- Never build large monolithic buildings. Whenever possible translate your building programs into a building complex, whose parts manifest the actual social facts of the situation. At low densities, a building complex may take the form of a collection of small buildings connected by arcades, paths, bridges, shared gardens, or walls.
  - At higher densities, a single building can be treated as a ledge complex, if its important parts are picked out & made identifiable while still part of one 3-D fabric.

The major components of this building complex are:

1. Commercial clusters of which there are 7. These contain shops & services which are linked by a common regional background or language heritage. There will also be special local shops in these:
   - Each commercial cluster is signified & indicated by a cultural exhibition pavilion (there are 7) which has a rotating collection of artifacts such as music, technology, film etc.
   - The farmer's market is a merchandising center for international trade in the Jamaican state. (This needs a separate loading zone.)
   - The administration cluster contains offices as well as those facilities which are for use by all the participants in the center. These include:
     - Cultural Resource Center (a sort of movable library of books, films, slides & other educational materials)
     - Classrooms, offices in the educational wing. The Human Services wing will contain both group & individual advising facilities as well as a media lab
     - The Economic Development wing includes offices, seminar rooms and shared computer facilities at the ed. wing.
   - The assembly/beer hall provides space for large (satined) social gatherings.
   - The center provides formal seating for musical/dance performances & films for larger groups.
Page 99

Shielded Parking

"Put all large parking lots or parking garages behind some kind of natural wall, so that cars & parking structures cannot be seen from outside. The wall which surrounds the cars may be a building, \[\text{or}\] a building  


\[\text{or}\] Make the entrance to the parking lot a natural gateway to the buildings which it serves.  


\[\text{or}\] There may also be a need for small special parking areas w/in the building for residents.  

\[\text{or}\] There may need to be special loading areas for trucks @ or w/in the test center.  

\[\text{or}\] The parking lot should have plantings, as shown, to break up its visual size, but not so many or so thick as to obscure the fact that there's a building or to endanger people who park their cars.  

\[\text{or}\] Pedestrians in the parking lot should be able to walk on raised (grass?) paths out of traffic & puddles as they approach the entries.  

\[\text{or}\] To shield the 4-story garage from view, I propose to extend an outdoor, covered arcade from the structure to the principal entry. This will reinforce the meaning of the entry, direct people thru the bldg instead of bypassing it, and make the garage less apparent from the parking lot.  

\[\text{or}\] Large (sculptured entries, perhaps w/ services concentrated in them) on the north face—north plantings between the piers should make this edge more pleasing.  

\[\text{or}\] Putting shops around the garage, as in the pattern, should be delayed until such time as the shop(s) expands & needs more space. At present they would only compete w/ the shops in t, e.t.c. There might be room for "bells" in this location, although trees (shown) are desirable.
Pattern 497: Shielded Parking Core: Critical Re-evaluation

The recommendation of an outdoor arcade to shield the parking area might better serve the users if it were modified so that an entry lobby (a significant entry) were formed at this point, a sort of semi-outdoor room. It should include the waiting area (mentioned in Pattern 921, Bus Stop) as well as an information stand or kiosk or directory. It should be landscaped as well to make it a pleasant place for waiting.

People should be given the option of which path they should follow if they are going to the heart of the park (the tower), so the decision to persuade the pedestrian to come through the building complex vs. taking the most direct (N/S) path to the tower should be his own. I encourage him otherwise would be dictatorial on my part. For this reason I propose augmenting the exterior (east elevation), extending the deep depression of the front entry to form a small gateway for this walkway.

The main entry to the NE could be redeveloped more in the fashion of the SE entry for consistency as well as to benefit the "needs" of the patrons who arrive in autos.
Pat. #97

Solving the entry problem & the need to shelter the parking from view.
Pattern #93  Circulation Realms

- Lay out very large buildings & collections of small buildings so that one reaches a given point inside by passing through a sequence of realms, each marked by a gateway & becoming smaller & smaller as one passes from one to the next.
- Choose the realms so that each one can easily be named, so you can tell a person where to go simply by telling them which realm to go through.
- Minor realms: an orientation to the one outdoor or to some point on the map.
- Major realms: cultural exhibits (the mixed w/shops), commercial clusters. There is an intent to commercial clusters (where) & to the mixed w/shops. (for)
- Commercial clusters (defined by language for regional groupings) are the most diverse public facilities; therefore, these should be concentrated in the strip between the river path & the internal promenade.
- Each cluster should have its own entry, which could be identified by the cultural exhibit pod, as a showcase or marker of what to expect in the commercial realms.
- Each cluster should be identifiable; it should have its own housing or roof. The cluster should be entered through the main promenade.
- There should be paths or halls within each major realm which make it easy to anticipate the location of each type of activity & simple to locate or identify.
- Each cluster of commercial units will form a court & be identified by the appropriate cultural pod. Entries to the other major components will open to at least one of the major promenades & should be prominent (three larger components should face west to the north to facilitate prevailing patterns). A system of halls & paths below this pattern should...
Public Circulation should follow this pattern:

- Gateways identify major entry spaces
- "Hallways" lead to and connect squares which serve as nodes along a path of hallways.
- Squares have courtyards (of other buildings) which have entries which open off of them.
- The squares open onto outdoor extensions. The squares extend to form open outdoor areas.
- The outdoor "squares" are connected by a path which runs along the floodwall.
- Vertical circulation should happen at the squares. (It can also happen within courtyards.)
- Connections between upper stories should happen at the squares.
- These are good central locations and are at vertices in the circulation system.

Public Circulation within the Administration Cluster should proceed from most public to the most private areas -
- most private
- most public

The most insulated activities may even want to be vertically separated from the action.

Residents & Services will require separate entries & circulation paths. The Residents should be able to connect to the public circulation paths.
This regime doesn't work.

Walk above edges this side.

Parking Garage
Market Passage

Circulation?
PROBLEM: The Test Mat & Admin. Bldgs. become very long.解决方案. People coming past Admin. and Resolved in #75

PROBLEM: Long walk for residents from their cars.
Pattern #97 Main Building

- For any collection of buildings, decide which building in the group houses the most essential function, which building is the group as a human institution. Then form this building as the main building, with a central position, higher roof.

- Even if the building complex is so dense that it is a single building, build the main part of it higher than the rest, so that the eye goes immediately to the part which is most important.

- This pattern intends to establish a hierarchy of body parts volumetrically according to the liveliness of the activity contained.

- In this building complex, the connective tissue between the many parts of the building is the vital organ; in other words, the arcade (galeria) is the most highly used space, it touches all spaces. Therefore, it should be predominant over all other masses in the group.

- This should also include some aspect of the vertical connective tissue such as elevators. The subject of these should happen accessibly to intersections which then the liveliness of the lower level will spread to the upper levels.

- The main promenade should be even more grand than the cross paths.

- Intersections within the circuit path are the most important edges.

- To be sure that there is light on the ground floor, the arcade should have a mezzanine take section.
**Pattern 99 cont.**

- **Resource**
  - The administration (ets) area is the brain & heart of the complex, therefore, I have put it closest to the parking, at the principal entry. This is also a more "private" location for those who won't be using the rest of the center, yet it is visible & accessible to newcomers. *(see #98)* It is the information headquarters.

- The tester's market needs quick access from the parking areas so it is placed next — it is extended so that it can be reached from a service area to the east or accessed directly from the loading lane to the north.

- Shops, stores should be sprinkled between these.

- There should be several (occupiable) bridges which cross the entry path and connect the sides of the admin. & testers areas. *(This will shorten the usual length of the 'arcade' too)*

- Wherever there are bridges in the galleria there should also be some sort of vertical circulation.
Pattern #105 South Facing Outdoors

Always place bldgs to the North of the outdoor spaces that go with them & keep the outdoor spaces to the south. Never leave a deep pan of shade between the building & the sunny part of the outdoors.

This is to insure that outdoor spaces are sunny, warm & well lit. Dim spaces won't be used as much because they appear dingy, gray & arsenic.

To avoid this, the arcade should have a "wedding cake" setback and as low a height as possible along its southern edge. Therefore the tallest & most massive components should be concentrated to the north.

The section of the arcade should be such that it is sunny for at least most of the year. The sun is lowest on Dec. 21st @ 26°. Using 23° for the average winter sun, the section should step back on its southern edge @ a rate of 1:2 or 1:3. This would make the upper gallery quite wide. However, this would make the upper gallery quite wide.

If the section exceeds 1:1 @ this latitude, the spaces will be very dim.

This pattern applies to the outdoor sections formed between buildings as well. There should be light & between the various parts of the building, both within indoor or outdoor light colors on So. facing North walls.
Pattern # 105  South Facing Outdoors

In re-evaluation of this pattern, it is felt that the development along the river's walk will have to suffice for corner space. The Gallery itself, in order to maintain a liveliness, must be much narrower than I originally proscribed (40' max). It will have to rely on ambient skylighting or clerestory. Interior surfaces will need to be light colored to make the most of this light.

Point source lighting will be required to enhance cloudy days, and to facilitate use after too dark.
Pattern #106 Positive Outdoor Space  
Make all outdoor spaces which surround the building positive. Give each one some degree of enclosure: surround each space with wings of buildings, trees, hedges, fences, arcades, trellised walls, until it becomes an entity with a positive quality and does not spill out indefinitely around the corners.

The shaded courtyards along the cross paths to the promenade should have a positive shape. This can be accomplished by narrowing the entry to 2 or 3 levels at either end. Use arcades, double arcades, or bridges which connect the levels. Between building-ends there should also be dressing up positive. Spaces should spill into one another through narrow openings.

Building components should have roughly "L" shaped components. Courtyards should spill into one another through narrow openings if they are adjacent.

Level changes will help give distinction to outdoor spaces.
Pattern #107: Wings of Light

Arrange each building so that it breaks down into wings which correspond, approximately, to the most important natural social groups within the building. Make each wing long and as narrow as you can - never more than 25' wide.

- The point of this pattern in this context is to insure as much natural light into each space as possible. There are some modifications to this rule of thumb, however; some spaces are not to be 30' or more 6' deep; a few, such as, & the theater, would find most uses of natural light a deterrent.

- In the rest of the building complex, strive to keep the building thin, allow light to come in from 2 or more sides if possible.

- Where the building must be deep, use skylighting or clerestory to allow light and show interior spaces in the best light, where light not particularly prized, is neg'd.

- Buildings should "stretch" in the E-W direction so as to maximize southern exposures.

- "stairstepped" the contents allow light from more directions (sides) as well as allowing light inside. This form also provides the perfect enclosure.
Pattern #108: Connected Buildings

Connect your building up, wherever possible, to the existing buildings around your built. Do not keep setbacks between blocks; instead, try to form new buildings as continuations of older buildings.

Since there are no existing or "old" buildings near enough for this pattern to apply to them, I see this pattern as referring to "networking" the buildings within this complex. There should be bridges which connect "blocks" on either side of the arcade. Courtyards should open to hear other courts around them.

Buildings should not touch on so long a face that they keep essential light from each other along their party wall, therefore a party wall should not run the entire length of any side.
Pattern #110 Main Entrance

Place the main entrance of the building at a point where it can be seen immediately from the main avenues of approach and give it a bold visible shape which stands out in front of the building.

The issue raised in this pattern is identification of the entry. A bold shape, one which juts out (pier into) the building fabric will stand out as different from the rest of the body (therefore special). A contrasting form, shape, material or profile will also reinforce this identity. The main entry should have a bolder and larger form than any other entries on the same face.

As an entry to a complex of buildings, this entry also needs to be a special place, an indoor/outdoor special space with something happening in it. In this case,

- the main entrance was positioned to collect traffic from an intense area as possible on the side of the block.
- To emphasize the main entry point, traffic flow on avenues should be west bound only.
Pattern #112 - Entrance Transition

Make a transition space between the first & the front door. Bring the path which connects the street & entrance through this transition space, and mark it with a change of light, a change of sound, a change of direction, a change of surface, a change of elements (perhaps by gateways which make a change of enclosure), & **ABOVE ALL, A CHANGE OF VIEW.**

The gateways to the complex define the group of buildings as a separate world off or realm from the rest of the park. For this reason the gateways should have physical transitions; however this is a very public place & should by no means be secured.

The entries to the various “clusters” within the complex; however, depend on their continuity with the arcaded street for the vitality of the realms they identify. Therefore they should have a significance along the “street edge.” They should however have color & material. Each entry should be symbolic of the cluster it identifies.

- A view can be changed by direction, height, framing the view, changing the substance.
- Paths to the main entries will have a change in surface text (alternate paving materials) leading to (through) them.

The main entries will have paved areas that extend into the outdoor areas giving them a sense of enclosure. (area making good exciting area)