DIY Cartography: Practice, Praxis, Reflection, Reflexivity

ADN592/ARC590: DIY Cartography
February 10, 2016
Crouch and Pearce state that “ideological positions are created in the tension between subjective viewpoints and social consensus.” What subjective viewpoints are embedded in your maps? What social consensus is that in tension with? What ideological positions are you starting to generate through the creation of these maps?
How are the maps that you are creating starting to frame a certain set of attitudes about design theory and practice? Have you seen patterns emerging that suggest a certain assumption or approach to urban design and planning? What are those?
Crouch and Pearce argue that a critical part of design research is engaging and challenging the paradigms that guide the field. What paradigms do you think might guide architecture, urban planning, and even design in general? How have they affected the relationship between historical perspective and urban development?
How do Crouch + Pearce differentiate Practice and Praxis, Reflection and reflexivity? What do each mean?

Give a non-personal example that demonstrates each of these ideas. Give a second examples of how you have engaged/enacted these concepts through your work in this class.
What is the relationship between habitus, field and practice? Why do Crouch/Pearce think this distinction is important? What is the relationship to practice, praxis, reflection and reflexivity?
We Help Organizations Grow

A FOOD MOVEMENT GROWS IN CHINA for Hunter Gatherer
One Device For All

Designing a revolutionary new voting system for the people of Los Angeles

With nearly 5 million registered voters, Los Angeles County represents the largest voting jurisdiction in the United States. Guaranteeing every citizen the right to an accessible and intuitive voting experience has been the highest priority for the Los Angeles County Registrar-Recorder’s office, which oversees the election process.

To revamp its antiquated voting system that dates back to the 1960s, L.A. County hired IDEO to build its next-generation replacement, a modular system that could adapt over time. And just as importantly, one that would be designed, developed and owned by the county.

Voters of all ages and backgrounds helped IDEO designers prototype and design the L.A. County voting system.
Design Thinking for Educators
OpenIDEO is a global community working together to design solutions for the world’s biggest challenges.
Step 1  Select a font and choose a word by typing the corresponding character

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WALKER ART CENTER
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Step 2  Delete space bar to overlap elements

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WALKER ART CENTER
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Step 3  Choose a pattern

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<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
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<tbody>
<tr>
<td></td>
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<td></td>
</tr>
</tbody>
</table>
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etc.

Step 4  Overlap the two lines by setting the leading to zero

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WALKER ART CENTER
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Step 5  Repeat to create a line and customize the color

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WALKER ART CENTER
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3D WALKER FONT CONTAINS FIVE DIFFERENT "SNAP-ON" SERIFS AND THREE JOINING STROKES
Andrew Blauvelt
Towards Relational Design
Principles of Landscape Urbanism,
James Corner, Terra Fluxus:

1 Process over time
2 Horizontality
3 Adaptive Working Methods / Techniques to context
4 The imaginary
Toronto suffers from neglect. Of all major North American cities Toronto spends the lowest amount on public space.

No major city spends less on park operations. Can Toronto survive as urban beauty becomes increasingly important to a city’s prominence in the world marketplace? Will Toronto’s negligence turn Canada’s central hub into a peripheral global city?

Despite its derelict spending, Toronto has the opportunity to convert the city’s one inherent asset into its greatest civic amenity. We propose to use Toronto’s most distinguishing feature as the park’s primary urban component. Trees rather than buildings will serve as the catalyst of urbanization. Vegetal clusters rather than new building complexes will provide the site’s identity. An urban domain constituted by landscape elements, Tree City attempts to do more by building less, producing density with natural permeability, property development with perennial enrichment.

Tree City is a feasible urban alternative within the stated available budget. Landscape elements will be planted incrementally over time as funding permits, gradually building up the park’s mass into a flexible patchwork of planted clusters separated by open undesignated areas. This will be staged as three long term phases: (1) site and soil preparation, (2) pathway construction, and (3) cluster landscaping. The outcome is a matrix of circular tree clusters covering 25% of the site which is supplemented by meadows, playing fields and gardens. Tree City treats the park as if it is an adult soon capable of sustaining itself rather than a child in need of eternal care. While most infrastructures decrease in value over time, Tree City’s natural network will appreciate as the park matures. We propose that capital generated from the park’s appreciated land value be spent to manage the park’s infrastructure and to support future development in an evolving cycle of implantation and speculation. Tree City is therefore a plan for attainable growth rather than a proposal to create extensive bulk. By forgoing costly buildings in order to dedicate funds for landscaping, Tree City sacrifices the static in order to save what can grow.

Tree City assumes the park’s suburban context to be its virtue. The locale offers an ideal opportunity to explore the unrealized promises of low density metropolitan life. Long
Sacrifice and Save
Tree City opts to grow now and build later. It 'sacrifices' the construction of costly new buildings in order to 'save' funds for an infrastructure of landscape elements. A medium capable of developing mass with greater economy and malleability, the landscape will be prioritized over the realm officially known as architecture. Stressing the vegetal over the colossal, Tree City makes 'the ultimate sacrifice' to save Downsview from premature fiscal disaster with the beauty of nature.

Downsview Park (competition) Toronto, Ontario Broadhurst/Mau (1999)
EMERGENT ECOLOGIES

JAMES CORNER + STAN ALLEN

the downsview competition brief calls for a fully specified design for a park in five years time that will also be sufficiently open to accommodate changing scenarios in the future. the brief also asks for a creative integration of high-impact recreational programs with the more passive dynamics of natural ecosystems and wildlife. we believe that both these apparent dichotomies of specificity vs. open-endedness and human activities vs. natural systems can be resolved through the deployment of a precise series of forms and pathways that will each support the emergence of self-organizing flows and behaviors in time. in this way, geometry and form is less important for what it might mean or look like than for what it actually does.

we propose a carefully gauged framework - a matrix of interacting systems - that is both integrative and flexible. this framework will be mostly constructed (or "seeded") within the first five years, its "lifelines" drawing energy, life, matter and activity across the site. the park's identity will subsequently evolve and be re-shaped as users inscribe their own traces into its various surfaces and pathways over time. we do not determine or predict outcomes; we simply guide or steer flows of matter and information. thus, we present the park as a precisely engineered matrix, a living groundwork for new forms and combinations of life to emerge.

this organizational matrix comprises two fully integrated systems, each different but complementary: CIRCUITS accommodate all activity programs, event spaces and circulation; THROUGH-FLOWS support all the hydrological and ecological dynamics of the site. together, these precisely constructed systems are the organs and lifelines that direct and support the unfolding of any number of future demands as information flows through their ever-evolving geometries.

CIRCUITS
five interlocking circuits provide broad ribbons with pathways and services that allow for the development of all active programs, event spaces and facilities. together the circuits do three things:
1. they physically link and embrace otherwise separated sectors of the site, encircling and connecting currently disparate territories;
2. they stream and concentrate active programs along and within broad circulation corridors;
3. they frame and protect large spaces of open landscape, sky and horizon.

there are five primary circuits:
- the activity track (60-120m)
- the perimeter trail (20m)
- the media and event loop (40-120m)
- the east-west distributor (40m)
- the runway circuit (var.)

THROUGH-FLOWS
a continuous matrix of drift and gradient fields allows for the movement and organization of drainage and wildlife flows, habitat and plantings, site furnishing and lighting, and information flows. the various systems embedded in this matrix accomplish three aims:
1. they maximize connectivity and circulation throughout the natural ecosystem, linking the site to larger ravine and woodland systems;
2. they establish a stormwater strategy that slows, stores and improves water quality on the site, thereby replenishing groundwater levels and alleviating downstream flash-flooding;
3. they allow for the drifting of biomass, energy, services, and site element in clouds of alternating intensity according to localized needs.

there are five primary through-flow systems:
- the continuous meadow-way matrix;
- the ridge-and-furrow drainage system with associated habitat nests;
- drift fields of lighting, equipment, and information elements;
- east-west lines of windbreak tree lines (echoing the old property lines);
- conifer clump patches.
FRESH KILLS COVERS AN AREA OF 2,200 ACRES
(3.4 SQUARE MILES)
phasing and development sequence

PHASE 1 - "SEEDING"
- School park entrance
- Parking
- Museum area
- Entrance
- Path

PHASE 2 - INFRASTRUCTURE
- Loop road
- Greenhouse colony
- Commercial greenhouse colony
- Covered market + restaurant
- Sweetbay magnolia bog
- Screens
- Pond
- Loop road

PHASE 3 - PROGRAMMING
- Critical path achievements before next stage may proceed:
  - Landfill operations
  - Ecology
  - Infrastructure

PHASE 4 - ADAPTATION
- Successional development of "thread" thicket planting on slopes into mature, multi-aged, stratified woodland:

Points + Lines
DIAGRAMS AND PROJECTS FOR THE CITY
Stan Allen
DIVERSIFICATION IN TIME [STABILIZED MAINTENANCE / ENHANCED BIODIVERSITY]
Crouch and Pearce also argue that an integral component to design research is the extraction of **tacit** knowledge. What tacit knowledge might be embedded in your maps? How and what might you extract?