

adopted in the allied disciplines of planning and architecture are analysed. From this discussion, a broad method is outlined for urban design which aims at sustainable development. Technology is defined as: 'The terminology of a particular art or subject',⁶ or 'the application of science, especially to industrial or commercial objectives ... the entire body of methods and materials used to achieve such objectives'.⁷ At one level the menu of techniques outlined in this text could be described as the technology of urban design. Here, a more limited view of urban design technology is advocated. Howard's idea for the 'Garden City' is taken as an example of urban technology.⁸ For the purposes of this book urban technology comprises major instruments or concepts advocated for the solution of problems associated with urban development. Urban design technology therefore would include, in addition to the Garden City, such ideas as the Urban Village or the Urban Transport Corridor. Urban design technology using this definition appears in Chapter 5, 'Generating Alternatives'.

GOALS OF URBAN DESIGN

There are three main goals of urban design: they are to design and build urban developments which are both structurally and functionally sound while at the same time giving pleasure to those who see the development. Sir Henry Wotton, like many writers since, defined architecture as consisting of 'commoditie, firmness and delight'.⁹ Urban design shares with its sister art, architecture, these three qualities of utility, durability and the ability to bring to the user a sense of well-being and emotional satisfaction. The general method of urban design and the techniques used within that method have been developed to achieve these interconnected ends. This book, however, does not present the full range of techniques used in urban design. For example, it does not discuss in any depth the structural requirements of urban design nor does it deal with the

engineering requirements of urban infrastructure. This book does not deal with the legal requirements of urban development so important for implementation. These large topics of urban design deserve comprehensive treatment and, no doubt, will form the contents of further works in this field. This book, however, builds on the ideas in the first two volumes in this series, *Urban Design: Street and Square* and *Urban Design: Ornament and Decoration*, it will illustrate a design technology based upon the design concepts discussed in those two volumes as they are used to achieve urban development which is in keeping with a unique city context.¹⁰ *Urban Design: Green Dimensions*, the third volume in this series, is the basis of the other main area covered in this book.¹¹ Techniques will be discussed which measure the effects of urban developments on city sustainability. The issue of sustainable development is the social foundation of urban design today. The social imperative is an environmental crisis of global proportions; it is in coming to terms with the effect of this crisis on cities which gives purpose and meaning to urban design.

Sustainability, that is, development which is non-damaging to the physical environment and which contributes to the city's ability to sustain its social and economic structures, is one important aspect of 'commoditie'. The pursuit of sustainable city structures is predicated on the development of a built environment of quality. The two goals, sustainable development and a built environment of quality, are mutually supportive. This book, therefore, aims to explore the method and techniques which will deliver both sustainable development and city environment of great quality. At the turn of the century, at the start of a new millennium, quality in urban design must be seen against a backdrop of current concerns for the global environment and in a context of sustainable development where the environment is of paramount importance and is given priority in design decisions.

There seems to be widespread agreement that solving global problems will mean the adoption of