diverse land uses and housing types, by creating paths through edges that disrupt connectivity, by increasing density near public transit, by demonstrating the value of nonstandard unit types like courtyard housing, closes, and residential mews, by fitting in small businesses and live/work units in residential neighborhoods, by developing codes that successfully accommodate land-use diversity, by softening the impact of big-box development in underinvested commercial strips, by designing streets that function as collective spaces, and by connecting institutions to their surrounding residential fabric.

These are some of the "mundane" ways that urban design addresses the basic requirements of human integration, the fears that arise from uncomfortable proximities, and the often contentious fitting together of wide-ranging uses. These are the ways that urban design works through the coexistence of divergent preferences, the contestations over space, and the increased need for privacy and security. Design is needed not to smooth out every wrong but to help make diversity livable and even preferable. Are these urban design tasks to be dismissed as, in Sorkin's words, a "boring set of orthodoxies"?

Almost everyone is unhappy with the reaction against Modernist urbanism that spawned "lifestyle centers" and other types of "delusions and falsities."[1] Who isn't for nudging and tweaking instead of commanding and bulldozing? Who disagrees that designing incrementally is better than imposing top-down master plans? Who wouldn't rather have walkable neighborhoods that are immediately vital and diverse?

We need architects to design our buildings. We do not need them to design our neighborhoods and cities. We do not need them to zealously scrutinize every attempt to humanize places and to label it phony. Let them keep doing their aesthetic experiments, their discoveries of overlapping temporalities, their indulgent apologies for the disfigured American landscape. Let's release urban design from parents who want to confound our expectations for the sake of novelty.

Notes

1. William S. Saunders, "Cappuccino Urbanism, and Beyond," *Harvard Design Magazine* 25: 3.