

The systems are differently paced – site and structure are the slowest, stuff and space plan are the quickest. As Brand suggests, the key to robust buildings – those able to accommodate change – is to allow the faster paced systems to change without the need for change in the slower paced systems (i.e. changing the services should not require change to

the structure). Furthermore, a building's – and a place's – enduring character may be substantially embedded in its slower moving systems (see also the discussion of morphology in Section Two).

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