

PIEPRZ: For me, the brilliance of Laurie's solution has to do with how he used the grove of trees (creating places for people to sit in shade), the openness and flexibility of the lawn (so many events and things can happen there), the loose chairs, the café, the connections from the sidewalks, and the transition, all beautifully and elegantly detailed.

MACHADO: Yes, but it's completely formulaic too.

GOLDBERGER: There's a place for perfectly executed formula.

CZERNIAK: And Bruce Mau and Rem Koolhaas won the Downsview Park competition with an innovative formula *without* a plan to go along with it.

URBANSKI: It's OK to be formulaic. The thing that's important about Bryant Park, besides all the creature comforts and the great programming, is that it offers archetypes that even regular people recognize and enjoy. Maybe you can't go over to the landscape architecture department and talk about these archetypes, and they can't talk to you about them, but the general public can. I was wondering about your term, *common techniques*. One of the public process efforts I make in big projects with complex urban issues and urban designers at the table is to say, "Well, we need to talk about landscape types that everyone understands. Let's start from these, but we're not going to use them literally." The types give us a common vocabulary. We went into our professions because they're the last generalist professions, right? You do need to know a lot about the other guy's thing, a lot about traffic engineering and real estate, but the fallacy of Sert's idea was to blur them together. I don't agree with blurring.

MOUSSAVI: And yet blurring is a condition that surrounds us.

MACHADO: There's a strength that can come out of the contrast between the professions. At Bryant Park, there's no blurring of architecture and landscape. Developing each of our mediums in its own particular way is also a way to get a richer environment. But you're implying a critique of design education when you regret the lack of understanding among urban designers of your landscape types; it