

- Conservation *see* Preserving the past
- Construction by building type, 94
- Consumer preferences, 316
- Container concept, 186, 189–90, 192–3
- Contemporary design, 52–8
 - decision environments, 53–6
 - descriptions, 53
 - distributed decision-making, 55–6
 - historical comments, 55
 - multiple clients, 56
 - procedural explanations, 52–8
 - San Francisco, 53
 - second-order design, 54–6
- Contents: townscape, 183–4
- Context:
 - buildings, 201
 - design review, 350
 - downtowns, 49
 - place, 195–6
- Continuity principle, 40
- Contraction: public realm, 153
- Control:
 - expert work, 326–7
 - public realm, 174
- Conversation, 165–6, 227–8
- Convex isovist diagrams, 247, 255
- Convivial cities, 159
- Copenhagen, Denmark, 282
- Costs:
 - design review, 345
 - energy, 304–5
 - facades, 205
- Court forms: grid approach, 78
- Covent Garden Piazza, London, 243
- Creativity:
 - architects, 330, 349
 - beauty, 349
 - limits of originality, 89–91
- Crime, 147–8, 232
- Critical Regionalism, 96
- Cullen, Gordon, 26–7, 36, 179, 181–4
- Culture:
 - architecture, 115–16
 - Disney World, 131–3
 - environmental settings, 223
 - functionalism, 216, 222–3
 - needs, 216, 222–3
 - new urbanism, 174–5
 - social roles, 223
- Cyberspace, 159–60
- The Death and Life of Great American Cities* (Jacobs), 28–9, 38, 70–1
- Decision environments, 53–6
- Decision-makers, 310, 314, 332–43
- Democratic town form, 319–20
- Demography: place, 195
- Descartes, René, 20
- Design:
 - built environment, 314–18
 - design review, 310, 344–51
 - good design values, 319–21
 - The Image of the City*, 112
 - post-Modern urban form, 14, 44–5
 - research study, 333–41
 - see also* Contemporary design; Urban design
- Design review, 310, 344–51
 - aesthetics, 344, 349–51
 - architects, 344
 - context, 350
 - controversial areas, 345
 - cost/time factors, 345
 - creating beauty, 349
 - dead places, 350
 - definitions, 344–5
 - freedom, 347–8
 - inexperience, 346
 - justice, 348–9
 - manipulation, 345–6
 - power, 346–7
 - principles, 349–50
 - superficiality, 351
- Design in Town and Village*, 26
- Designers, 18–19, 95, 322
 - see also* Professionals
- Developers, 315–16, 337–8
 - see also* Professionals
- Dingbats, 357
- Discovery: public space, 238
- Disney World, 102, 130–7
 - BIDs, 133–5
 - cultural symbols, 132
 - effect on reality, 133–5
 - Euro Disney, 134
 - expansion, 135–6
 - Mickey Mouse, 132–3
 - Orlando, 133
 - shared public culture, 131–3
 - social strategies, 134
 - symbolic economy, 135–6
 - visual strategies, 133, 135
- Disneyland, 102, 126–9, 130, 172
- Disurbanism, 257–9
- Dolby effect, 348
- Downtowns, 43–50
 - America, 43–50
 - collage effect, 45–6
 - context, 49
 - form, 49–50
 - Los Angeles, 45–7
 - packaging settings, 48–9
 - post-Modern urban form, 43–50
 - practice of design, 49–50
 - privatization, 46–7
 - retail, 48