

- Memories, 295, 298–9
- Meyer, Hannes, 215
- Mickey Mouse, 132–3
 - see also* Disney...
- Micro/macro-scale design, 13–14, 17
- Misrepresentation: buildings, 199
- Modern city form, 68–9
- Modernism:
 - architect arrogance, 121
 - facades, 204–5
 - functionalism, 86, 213–16
 - limits of originality, 83, 90
 - lost space, 65–6
 - macro/micro-scale design, 14
 - place, 9
 - postwar Britain, 117
 - scale of design, 14, 91–2
 - spatial management, 16
 - storefronts, 118
 - traditional types, 94–5
- Mood, 168
- Moore, Charles, 172
- Morphology, 10, 59–97
- Movement:
 - cities, 212, 245–61
 - images in motion, 267–92
 - plazas, 228
- Movement economies in cities, 212, 245–61
 - disurbanism, 257–9
 - form/function in space, 247–8
 - functional cities, 245–6
 - London, 248–58
 - multifunctionality, 246–7
 - multiplier effects, 256–7
 - natural movement, 252–6
 - part-whole problem, 246–7
 - physical cities, 245–6
 - transforming cities, 259–60
 - urbanism, 259–60
- Multifunctionality: cities, 246–7
- Multiple clients, 56
- Murray, Paul, 309, 319–22
- Museum villages, 297–8
- Music, 166

- Natural movement principle, 252–6
- Necessary outdoor activities, 143, 145
- Needs, 214–25
 - aesthetic needs, 220–1
 - affiliation needs, 219–20
 - basic needs, 217
 - built environment, 223–5
 - cognitive needs, 220–1
 - culture, 216, 222–3
 - esteem needs, 220
 - functionalism, 214–25
 - Le Corbusier, 215–16
 - Maslow's model, 216–21
 - Meyer model, 215
 - models, 215–21
 - personality type, 221–2
 - physiological needs, 217–18
 - public space, 230–40
 - safety/security needs, 219
 - self-actualizing needs, 220
 - stage-in-life cycle, 222
 - variability, 221–3
- Negotiations, 329
- Neutral ground: third places, 163–4
- New Amsterdam Theater, New York, 172–4
- New urbanism, 142, 170–5
 - Baltimore, 173
 - culture, 174–5
 - Disneyland, 172
 - edge cities, 171
 - entertainment, 173
 - gated communities, 171
 - great streets, 171–2
 - New York, 172–4
 - reality, 173
 - segregation, 170
 - streets, 170
 - suburbanism, 171, 175
 - traditional cities, 170–1
- New York:
 - Broadway, 150
 - Central Park, 75
 - creating culture, 174
 - Disney World, 133
 - grid design approach, 73, 75, 77–8
 - Manhattan, 73–5
 - New Amsterdam Theater, 172–4
 - new urbanism, 172–4
 - Times Square, 281
- Nice images, 14–15
- Norbert-Schulz, C., 39

- Occupiers of private property, 334, 337, 339–40
- Office buildings, 205
- Oldenburg, Ray, 141–2, 163–9
- Olmsted, Frederick Law, 154–5, 160
- O'Neill, Robert V., 304
- Optics: townscape, 182
- Optional outdoor activities, 143, 145
- Orange County, California, 290
- Organicists, 35–6
- Originality: limits, 89–91
- Orlando, Florida, 133
- Outdoor activities, 141, 143–6
 - necessary activities, 143, 145
 - optional activities, 143, 145
 - quality of space, 145–6
 - social activities, 144–5
- Outdoor rooms, 68, 205–6
- Outsiders: place identity, 106–7
- Owner-occupiers, 340
- Ozolins, Peter, 309, 313–18