

Fundamentals of Urban Design Studio (MUDD 6101).

Fall 2021

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MWF 2:00 – 5:15pm The Dubois Center at UNC Charlotte Center City 6.00 Credit hours

Premise

Urban design is a fusion of physical design, policy and implementation strategies. It mediates the professional disciplines of architecture, landscape architecture, planning, development and engineering that together structure the urban environment. Urban Design constructs collaborations between these specialists and the citizens affected by urban development. This course teaches basic design techniques and representation skills in this complex, multi-faceted discipline with a focus on elements of urban infrastructure and public space.



Content

Topics covered in in this class include:

- An understanding of context relative to place, community, visual and functional structure, natural resources, connectivity and infrastructure, and mobility (Streets and traffic, public transport, walking and cycling, parking and servicing).
- Repairing / Creating the urban structure relative to a movement framework, mixing land uses, density and form, energy and resource efficiency, landscape architecture, spatial structure, block typology and infill development
- Detailing “Place” relative to animating space and building edges, building size and scale, adaptability and change, creating an active public.

Method

The course material will be explored through a combination

of analyses and design projects at different scales of urbanism. Work will sometimes be carried out in small groups; at other times work will be carried out individually.

Objectives

- To focus on fundamental concepts of urban design and placemaking
- To acquire and practice a wide range of representational skills in urban analysis and design
- To explore and test issues focused around the making of public infrastructure, spatial enclosure and connectivity, and the particular dynamics of civic and social spaces
- To introduce aspects of sustainable design into urban enquiry

Field Trips

If allowed by the University, field trips will be periodically taken around Charlotte, and to NYC before Fall Break.

Evaluation & Grading

Students will be evaluated by continuous assessment of their design work, with key presentations at definitive stages in the design process:

- Group Project: Community design 60% (although work will be done in a small group, individuals are evaluated separately)
- Individual Design Project: Urban design of a neighborhood 40%

Bibliography (Links to the first two texts will be on the class Canvas site. The third will need to be purchased)

Llewelyn-Davies, (2000). [Urban Design Compendium](#)
Meeda, B, Parkyn, N, and Walton, D.S. (2007). [Graphics for Urban Design](#)
Sim, David. (2019) [Soft City: Building Density for Everyday Life](#)

Image from <https://www.planning.vic.gov.au/policy-and-strategy/planning-for-melbourne/plan-melbourne/20-minute-neighbourhoods>