# Unit 4

# City, Region in settlement

# Uncovering the Secrets

Join us on a creative journey through space and time to discover the fascinating history and secrets of urban and regional settlements. From ancient times to modern day, we'll explore the evolution of human settlements and the impact they have on our world.

# The Dawn of Civilization

Civilization began with the formation of permanent settlements. We'll explore the earliest known settlements and how they evolved over time. From the fertile crescent to the Indus Valley, we'll see how these early settlements laid the foundation for modern urbanization.

# From Rome to the Renaissance

The Roman Empire was known for its impressive cities and infrastructure. We'll examine the legacy of Roman urban planning and how it influenced the development of cities throughout Europe. Then, we'll explore the rebirth of urbanism during the Renaissance and how it changed the face of cities forever.

# The Industrial Revolution

The Industrial Revolution brought about massive changes in the way people lived and worked. We'll see how the rise of factories and industrialization led to the growth of cities and the emergence of new urban problems. We'll also explore the response of urban planners and designers to these challenges.

# The Modern Metropolis

The 20th century saw the rise of the modern metropolis. We'll examine the growth of cities around the world and the challenges they face in the 21st century. From urban sprawl to gentrification, we'll explore the complex issues that shape our cities today.

# Urban Planning and Design

Good urban planning and design can make a huge difference in the quality of life for city residents. We'll examine some of the most successful urban planning and design projects from around the world, and see how they've transformed their communities.

# Sustainable Cities

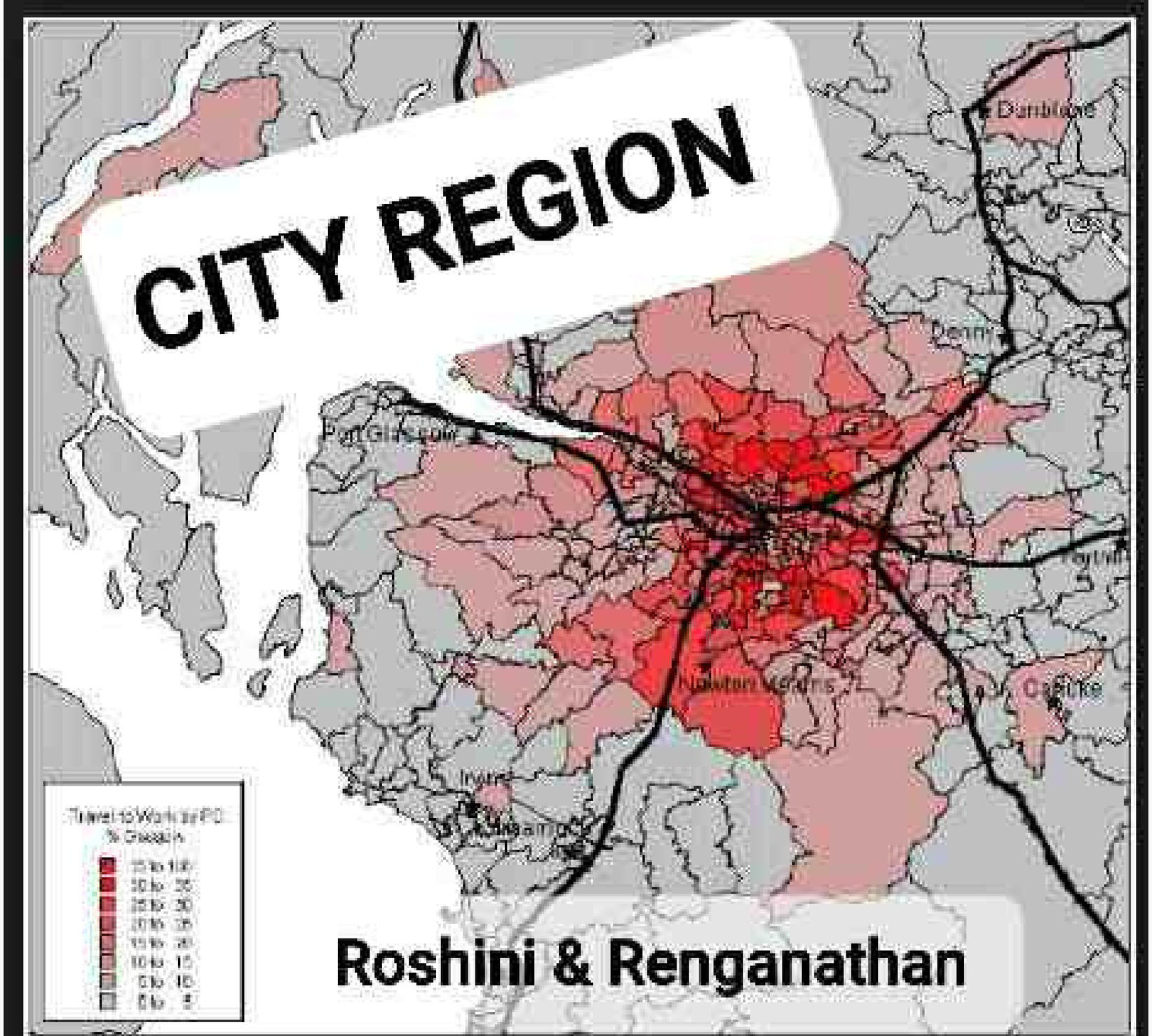
As the world becomes more aware of the impact of human activity on the environment, sustainable urbanism has become an increasingly important topic. We'll explore some of the most innovative sustainable cities and communities around the world, and see how they're leading the way towards a more sustainable future.

# The Future of Urbanism

What does the future hold for urban and regional settlements? We'll examine some of the most exciting and innovative ideas for the cities of tomorrow, from smart cities to vertical gardens. We'll also explore some of the challenges that lie ahead and how we can overcome them.

# The Power of Urbanism

Urban and regional settlements have the power to shape our world in profound ways. From the earliest settlements to the cities of tomorrow, they've been at the center of human history. By understanding their past, present, and future, we can create better, more livable communities for everyone.


CITY REGION
Roshini & Renganathan

# City region

- It is a term in use since about 1950 by urbanists, economists and urban planners to mean a metropolitan area and hinterland, often having a shared administration.
- Typically, it denotes a city, conurbation or urban zone with multiple administrative districts, but sharing resources like a central business district, labour market and transport network such that it functions as a single unit.

- In studying human geography, urban and regional planning or the regional dynamics of business it is often worthwhile to have closer regard to dominant travel patterns during the working day than to the rather arbitrary boundaries assigned to administrative bodies such as councils, prefectures, or localities defined merely to optimise postal services.
- Inevitably, city regions change their shapes over time and quite reasonably, politicians seek to redraw administrative boundaries by perceived geographic reality.

- The extent of a city region is usually proportional to the intensity of activity in and around its central business district, but the spacing of competing centres of population can also be highly influential.

- It will be appreciated that a city region need not have a symmetrical shape, and that is especially true in coastal or lakeside situations.


Orkney Islands
Shetland Islands
City region
Edinburgh
North East
Glasgow
West Yorkshire
Greater Manchester
Liverpool
Sheffield
West Midlands
Greater London
Cardiff
Bristol

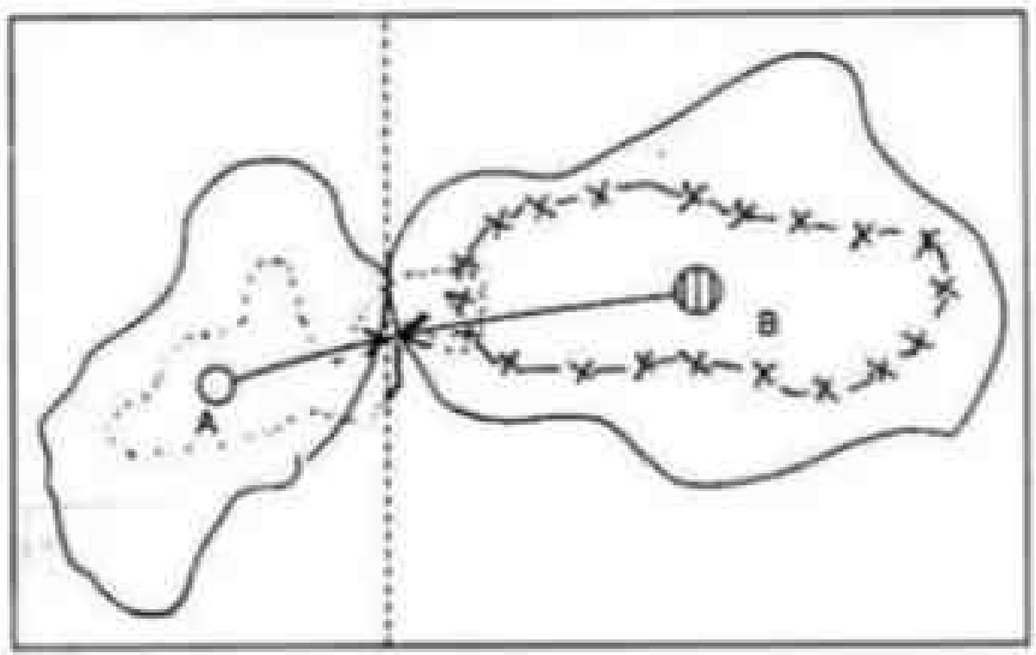
# Areas of City Dominance and City Region

- A city tends to exert a dominant influence over a small area in its immediate neighbourhood by virtue of the provision of specialized services.
- It must be borne in mind that there are several areas of dominance because a city possesses more than one service to provide around it.
- In case of India, majority of cities have no clear specialization in any one economic activity, but in reality they have diversification of several economic functions

- This has resulted into several areas of dominance around a city.
- Each of the areas of dominance has its own hierarchical level.
- The largest of these areas of dominance forms the limit of influence of the city known as 'city region'; while the smaller ones are known as areas of dominance.

Figure 10.1

*Areas of Influence and Zones of Competition and Overlap*




**INDEX**

A ○ Town

B ◍ City

→ Distance from City A

← Distance from City B

⋮ Zone of Competition between A & B

Area of Influence of X-Service of the Town A

Area of Influence of X-Service of the Town B

Overlapping Influence

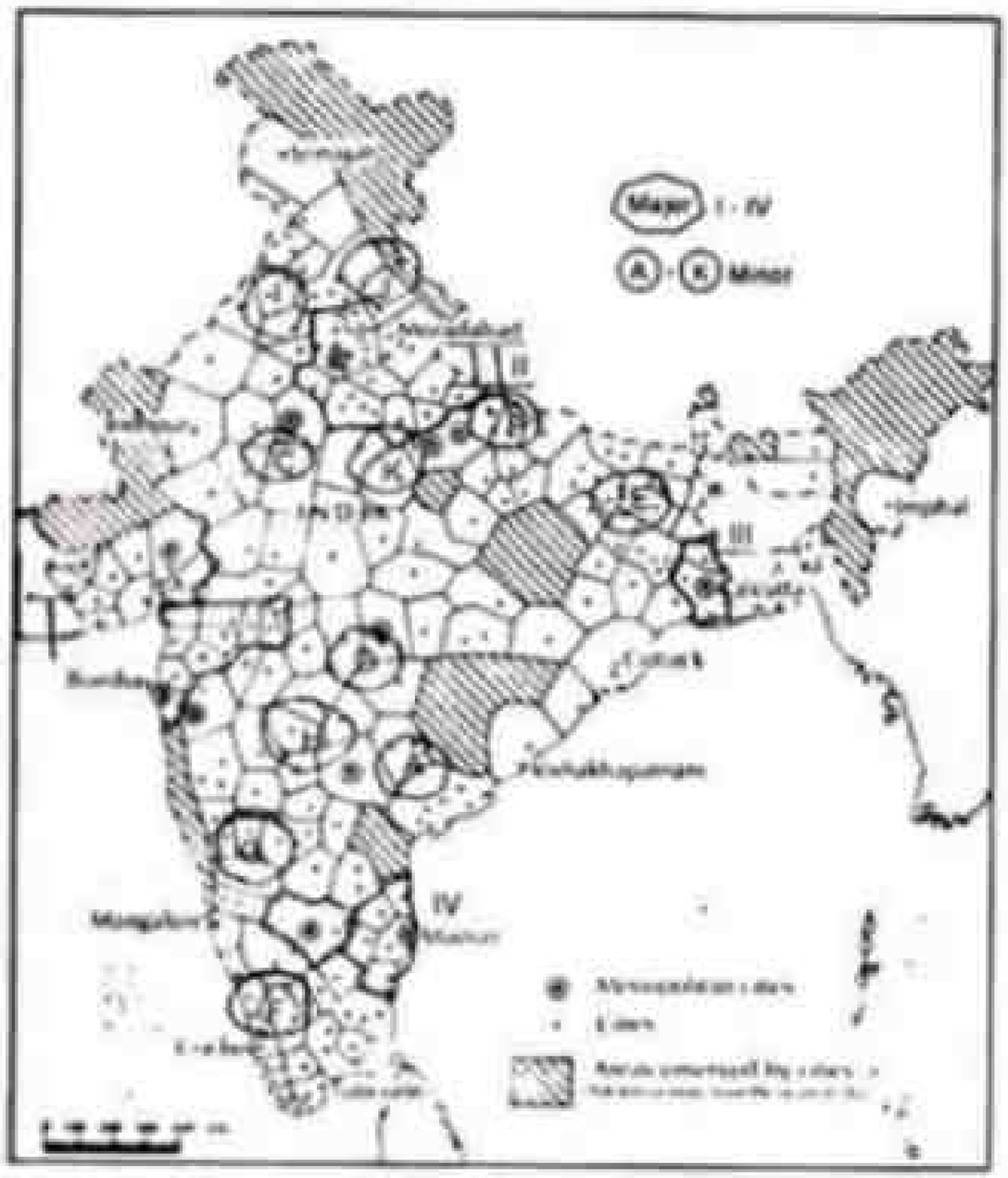
# Major city regions

- Maharashtra – Gujarat sector,
- Delhi nucleus,
- Kolkata-Howrah node, and
- Chennai-Bangalore sector.

# Minor city regions

- Hyderabad-Vishakhapatnam,
- Kanpur-Lucknow,
- Jaipur,
- Nagpur,
- Patna,
- Kochi-Madurai sector
- Coimbatore,
- Vijayawada,
- Ambala-Amritsar-Jullunder,
- Chandigarh, and
- Agra.

**Figure 18.5**
*City Regions in India*



# Reference:

https://pas.org.in


PLANNED CITY

# What is town planning?

Town planning is **an art of shaping and guiding** the physical growth of the town creating buildings and environments to meet the various needs of the public such as social, cultural, economic and recreational etc. and to provide healthy conditions for both rich and poor to live, to work and to play or relax.

# The objective of town planning:

- To create and promote **HEALTHY CONDITIONS** and environments for the public.
- To **MAKE RIGHT USE OF THE LAND** for the right purpose of zoning.
- To ensure **ORDERLY DEVELOPMENT**.
- To avoid **ENCROACHMENT OF ONE ZONE** over the other.
- To preserve the **INDIVIDUALITY** of the town
- To preserve the **AESTHETICS** in the design of all the elements of a

# Principles of Town Planning :

**ZONING:** the towns are divided are into suitable zones such as commercial zone, industrial zone, residential zone, and certain rules and regulations should be implemented for each zone.

**GREEN-BELT:** is a non-developmental zone which is located on the periphery of the town. It usually prevents the chaotic spread of the town, confining its size.

**HOUSING:** should be carefully designed to suit the local population and care should be taken to make sure that all the facilities are there inside the housing complex.

**PUBLIC BUILDINGS:** should be well organized and distributed throughout the town. Unnecessary concentration of public buildings should be avoided.

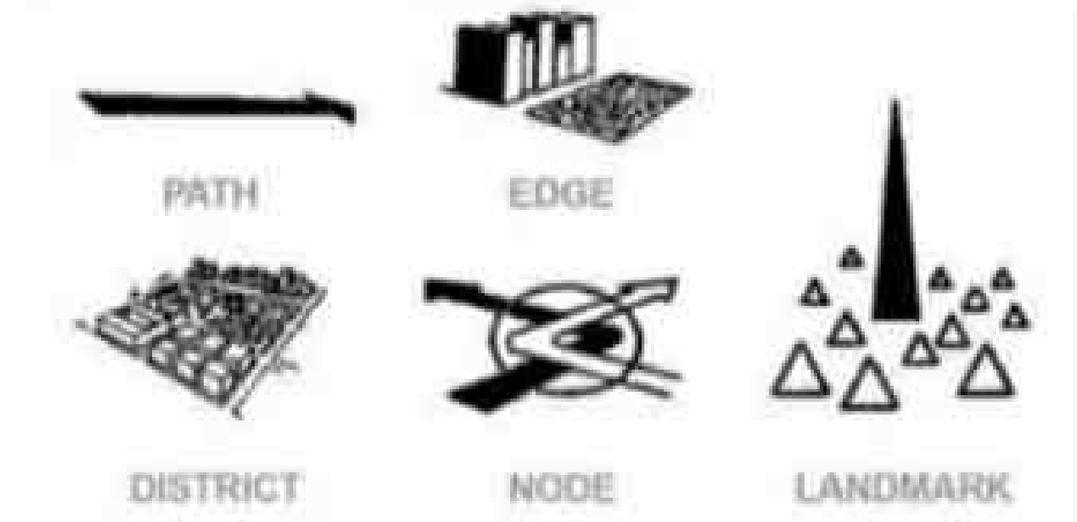
**RECREATION CENTERS:** are essential while designing a town. They are necessary for the recreational activities of the public.

**ROAD SYSTEMS:** road network hierarchy is very important while building a town or a city. The efficiency of any town is measured by the layout of its roads.

**ISPORT** should
ovided wi cilities

# Kevin Lynch

He found that there are five basic elements which people use to construct their mental image of a city: **Pathways Districts Edges Landmarks Nodes**




- PATHS are the channels along which the observer moves. They may be streets, walkways, transit lines, canals, railroads.
- EDGES are the linear elements not used as paths by the observer. They are the boundaries and linear breaks in continuity: shores, railroad cuts, edges of development, walls
- DISTRICTS are the medium-to-large sections of the city which the observer mentally enters "inside of," and which are recognizable as having some common, identifying character.
- NODES are points, the strategic spots in a city into which an observer can enter, and which are the intensive foci to and from which he is traveling.
- LANDMARKS are another type of point-reference, but in this case the observer does not enter within them, they are external.

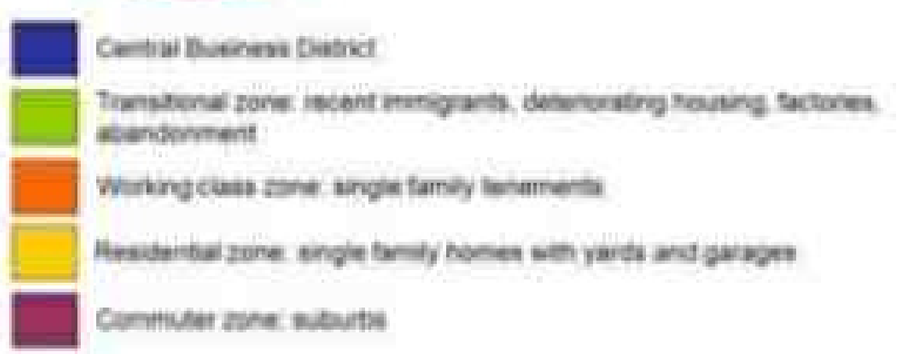
# TOWN PLANNING MODELS-

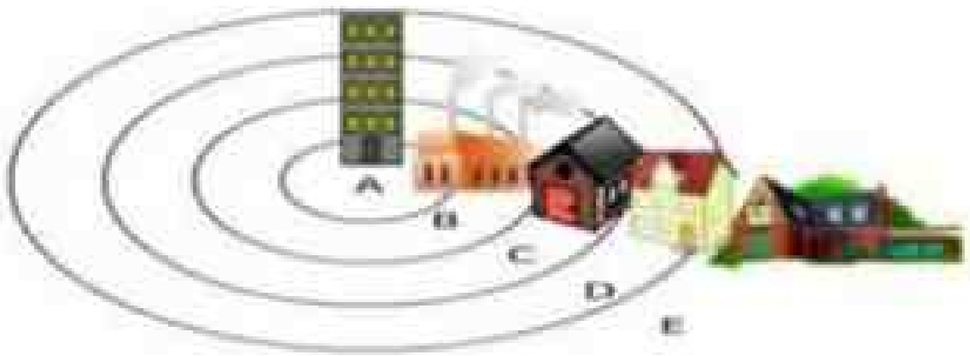
## Concentric Zone

The size of the rings may vary, but the order always remains the same.

- **CENTRAL BUSINESS DISTRICT (CBD)** - This area of the city is a non-residential area and it's where businesses are
- **ZONE OF TRANSITION-** the zone of transition contains industry and has poorer-quality housing available. Created by subdividing larger houses into apartments
- **ZONE OF THE WORKING CLASS-** This area contains modest older houses occupied by stable, working-class families. A large percentage of the people in this area rent.
- **ZONE OF BETTER RESIDENCE-** This zone contains newer and more spacious houses.
- **COMMUTER'S ZONE/SUBURBS-** This area is located beyond the build-up area of the city.

Burgess Model



# TOWN PLANNING MODELS-

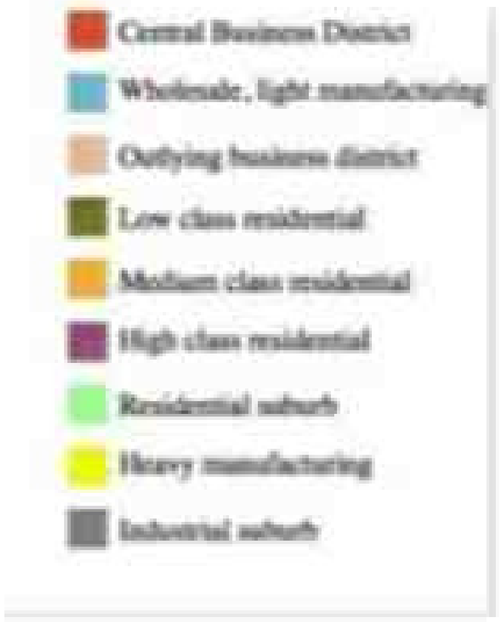
## Sector Zone Model

- Sector model **Homer Hoyt** is a model of the internal structure of cities.
- Social groups are **arranged around a series of sectors**, or wedges radiating out from the central business district (CBD) and centered on major transportation lines low-income households to be near railroad lines, and commercial establishments to be along business thoroughfares
- Stresses the importance of **transportation corridors.** Sees growth of various urban activities

# TOWN PLANNING MODELS-

## Multiple Nuclei

- The Multiple Nuclei Model is an ecological model created by **Chauncey Harris and Edward Ullman** in the 1945
- City grows from several **independent points** rather than from one central business district..
- The model has **four geographic principles**
- Certain activities require **highly specialized facilities**-Accessible transportation for a factory Large areas of open land for a housing tract
- Certain activities cluster because they **profit from mutual association**
- Certain activities **repel each other** and will not be founding the same area



# CITY FORM-

## Grid Iron-

Gridiron streets are among the simplest to design. Simply lay out a series of streets at right angles, forming either square or rectangular blocks. Often, but not always, the bl

Le Corbusier's Radiant City

## Radial Grid

The radial grid is a gridiron plan on steroids. It is strictly geometric, regardless of existing topography, and in some cases changes the topography to better match the geometry. If the gridiron represents power, the radial grid represents power without subtlety: streets radiate from important places.

Ebenezer Howard's Garden City

# Linear plan-

- The **linear city** was an urban plan for an elongated urban formation.
- The city would consist of a series of functionally specialized parallel sectors. Generally, the city would run parallel to a river and be built so that the dominant wind would blow from the residential areas to the industrial strip

NAVI MUMBAI

# Radial Grid

- Solution to the problem of radial planning.
- Green wedges of agriculture field radiatingfrom the centre.
- Alternating with residential localities served byrailway lines.
- Finger shaped plan
- Power lines, telecom lines and mass rapidtransit lines follow the bones, arteries, veinsand the nerves of the fingers.

City of Palmanova

REFERENCE:

https://www.itu.int