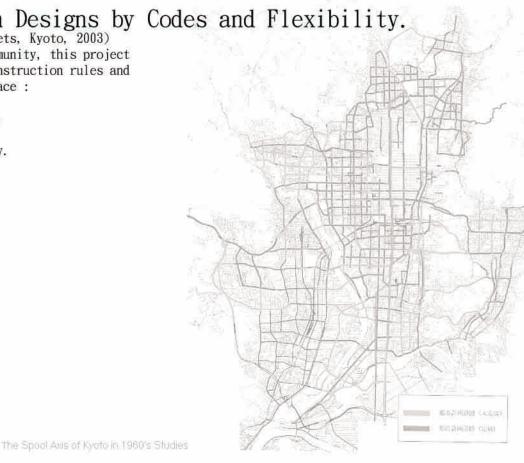
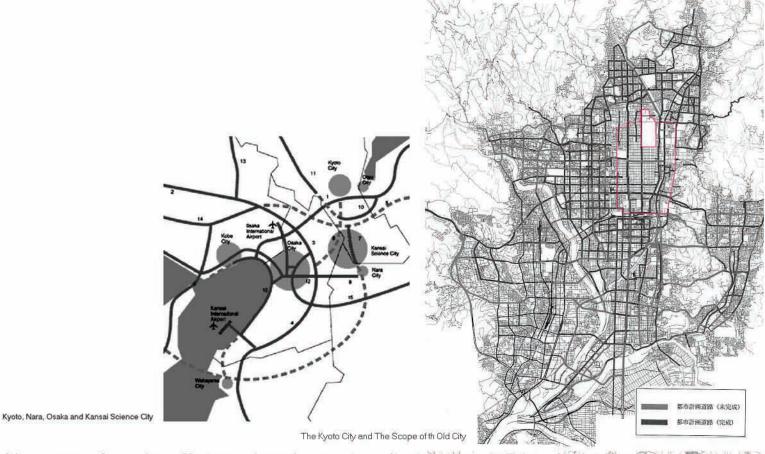


Chapter 2: Do Urban Designs by Codes and Flexibility.
(A project of mine -- The inner streets, Kyoto, 2003) Located in a crowded historical community, this project tried to reach 4 goals by making construction rules and adding a physical system of open space :

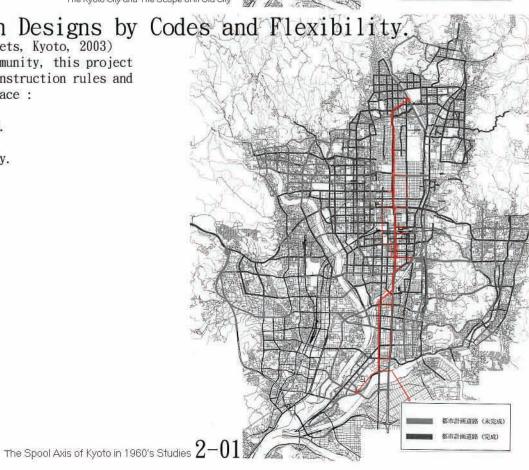
- 1. Create comfortable open spaces.
- 2. Increase the capacity of the area.
- 3. Preserve historical buildings.
- 4. Form a new style of the community.

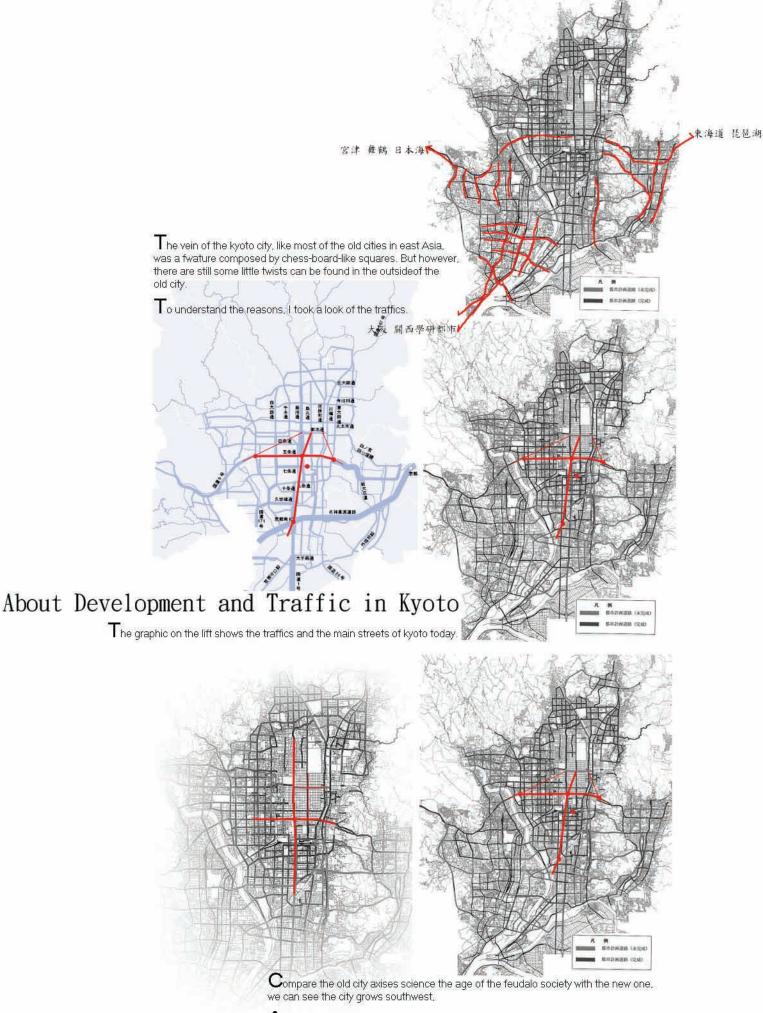




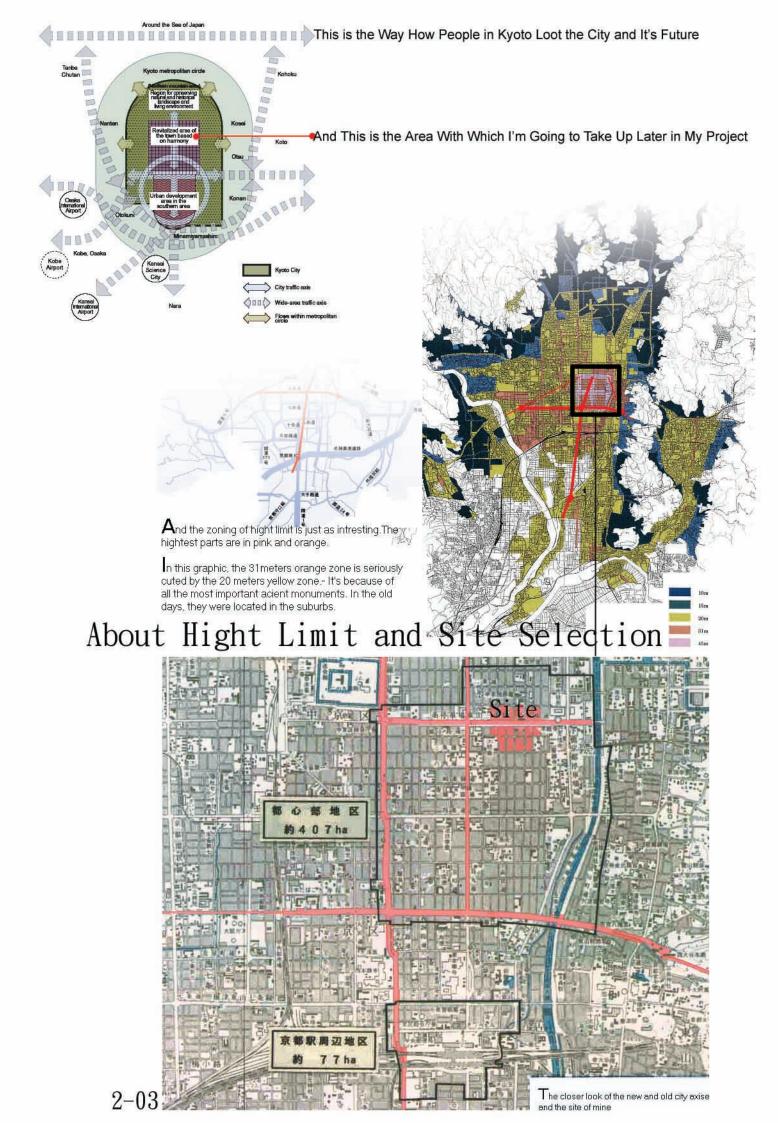
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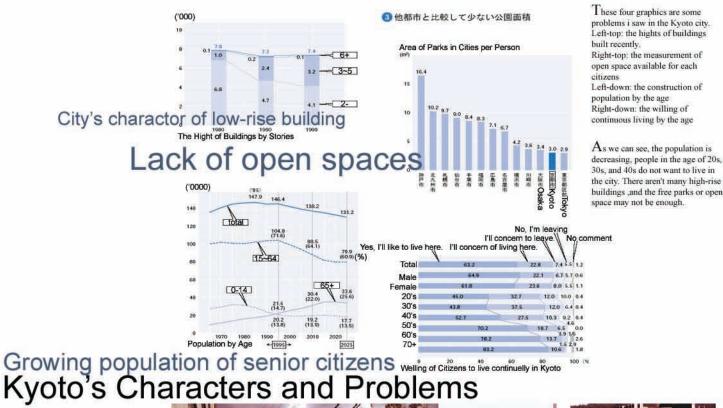
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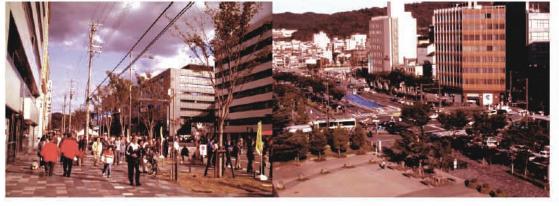




2-02 $^{\text{A}}$ nd if we look carefully into the roads and avenues, we'll find that they never go across the old center. For it's too complicated and crowded with historical buildings







Two Different Features in my Site, Alone the "Oike-dori" and inside the blocks



A historical city like Kyoto should provide more capacity than a normal city -the extra capacity is for history

The inner streets should provide comfortable open spaces

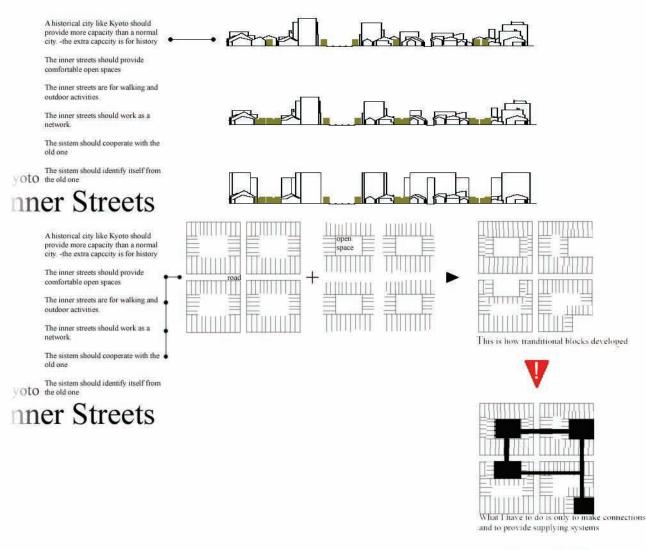
The inner streets are for walking and outdoor activities

The inner streets should work as a

The sistem should cooperate with the old one

 $Kyoto \ \ \, { \ \, \text{The sistem should identify itself from the old one} } \,$

The Inner Streets Statements



A historical city like Kyoto should provide more capacity than a normal city -the extra capacity is for history

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The Inner Streets Statements

Preserved Outter Level

Inner Level
New System of Open Spaces

A historical city like Kyoto should provide more capacity than a normal city -the extra capccity is for history

The inner streets should provide comfortable open spaces

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 $\zeta yoto \ \ \, { \ \, The sistem should identify itself from the old one}$

Inner Streets

AS the process

A historical city like Kyoto should provide more capacity than a normal city. -the extra capacity is for history

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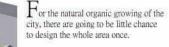
The inner streets are for walking and

The inner streets should work as a network.

The sistem should cooperate with the

 $\zeta yoto \begin{array}{c} \text{The sistem should identify itself from } \\ \text{the old one} \end{array}$

Inner Streets

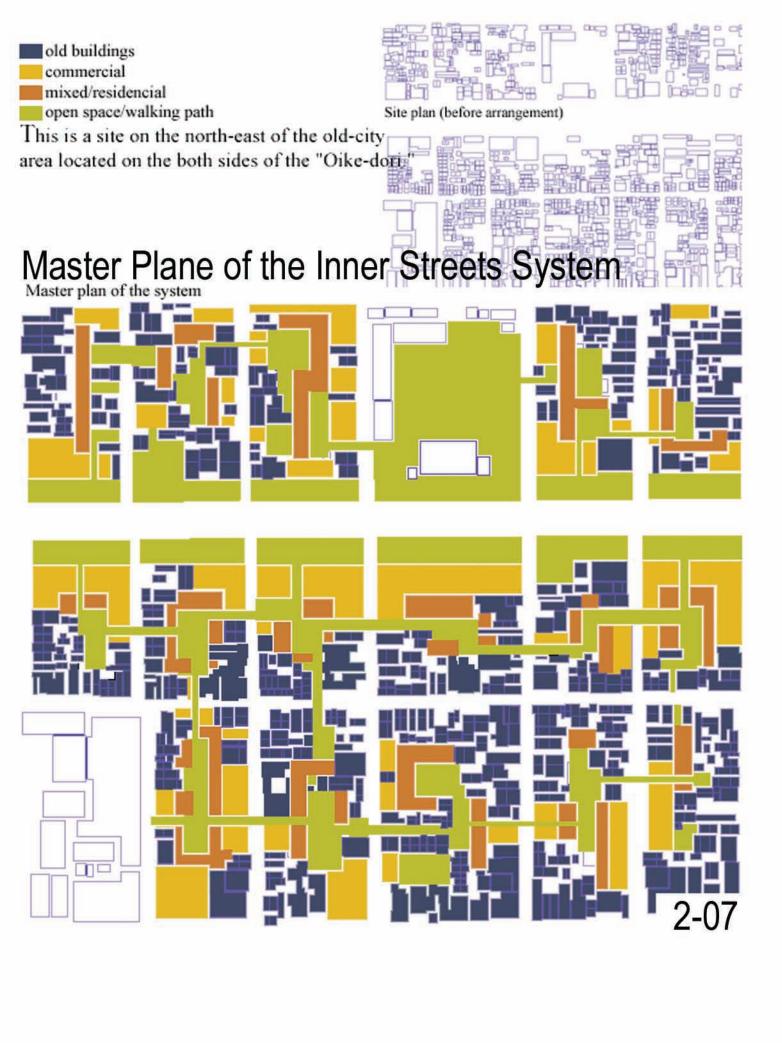


But there is still necessity to bring new orders with in new buildings. The tranditional ways to solve this problem is usually by zoning and construction

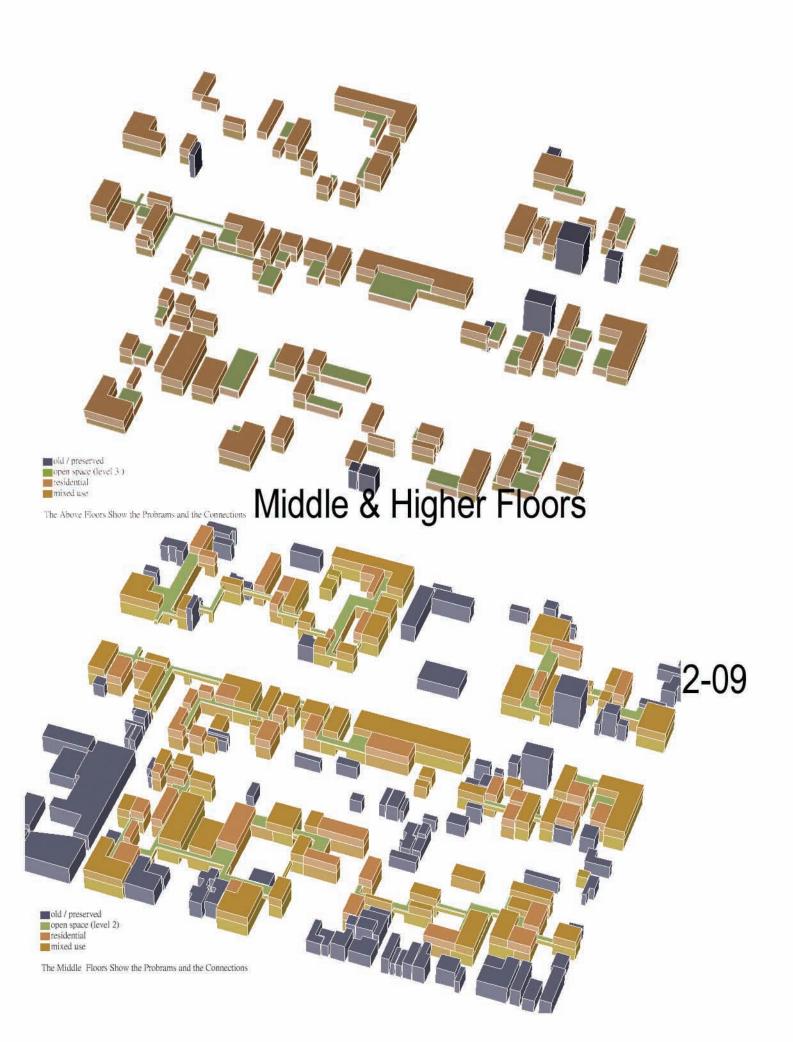
In this project, I design three different levels of the inner streets, and develope frames that connect with each other, in these frames, I create three dimentional building sites, and give rules of hight, capacity and program,

2-06

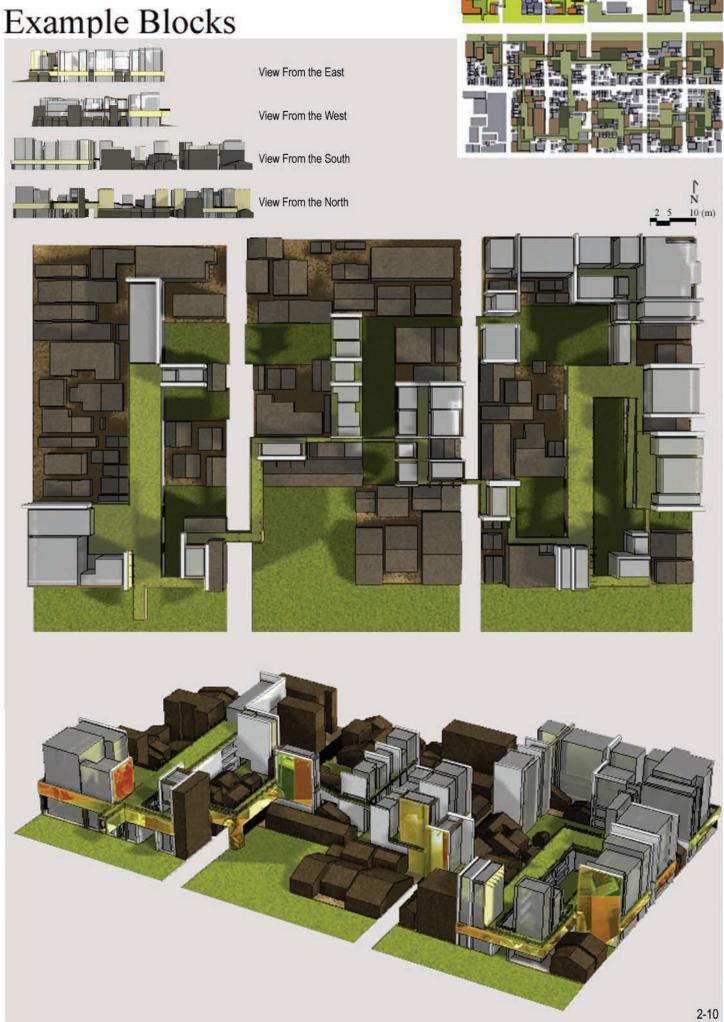


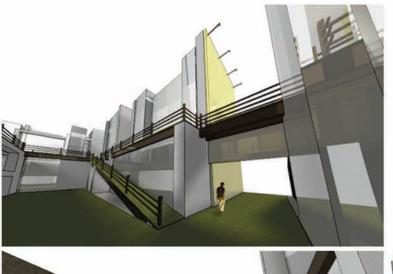


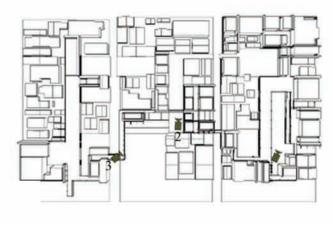












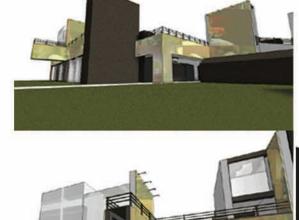
Perspectives

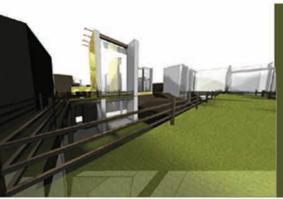












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