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Autore	Walters David (David R.)
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Chapter 6 Urban design in the Real World Synopsis; The Urban Future; Urban Design Techniques; Master Plans and Master-Planning: The Charrette Process; Part IV Preamble to case studies; Chapter 7 The Region, Case Study 1: CORE, North Carolina; Project and Context Description; Key issues and Goals; The charrette; The master plan; Implementation; Conclusions; Critical evaluation of case study; Chapter 8 The City, Case Study 2: City of Raleigh, NC Arena small area plan; Project and context description; Key issues and goals; The charrette; The master plan; Implementation; Conclusions
Critical evaluation of case study Chapter 9 The Town, Case Study 3: Mooresville, North Carolina; Project and context description; Key issues and goals; The charrette; The master plan; Implementation; Conclusions; Critical evaluation of case study; Chapter 10 The Neighborhood, Case Study 4: Haynie-Sirrine Neighborhood, Greenville, South Carolina; Project and context description; Key issues and goals; The charrette; The master plan; Implementation; Conclusions; Critical evaluation of case study; Chapter 11 The Block, Case Study 5: Town Center, Cornelius, North Carolina
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Sommario/riassunto

Well-grounded in the history and theory of Anglo-American urbanism, this illustrated textbook sets out objectives, policies and design principles for planning new communities and redeveloping existing urban neighborhoods. Drawing from their extensive experience, the authors explain how better plans (and consequently better places) can be created by applying the three-dimensional principles of urban design and physical place-making to planning problems. Design First uses case studies from the authors' own professional projects to demonstrate how theory can be turn
