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Chapter 6 Urban design in the Real WorldSynopsis; 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 studyChapter 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  
Project and context descriptionKey issues and objectives; The master plan; Implementation; Critical evaluation of case study; Afterword; Appendix I The charter of the congress of the new urbanism; The Region: Metropolis, City, and Town; The Neighborhood, The District, and the Corridor; The Block, The Street, and the Building; Appendix II Smart growth principles; Appendix III Extracts from a typical Design-based Zoning Ordinance; Appendix IV Extracts from General Development Guidelines; Appendix V Extracts from Urban Design Guidelines; Bibliography; Index

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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

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