



# **The Concept of Integration in Urban Design**

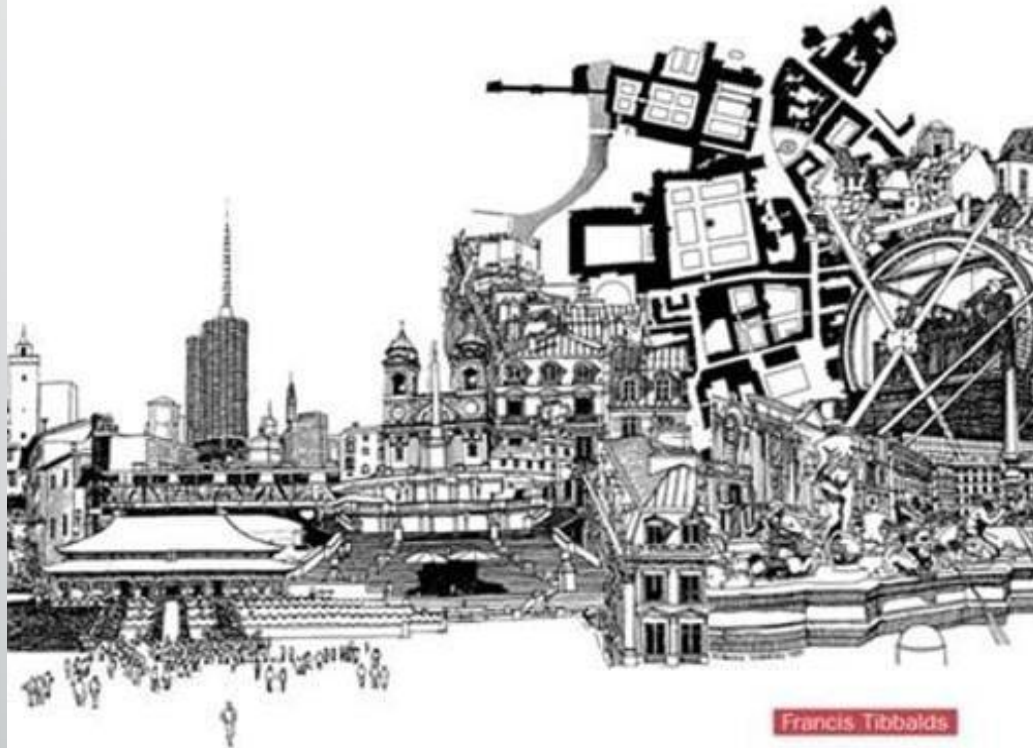
**Prepared by:  
Urban Design Staff**

# *Integration- Concept and Definition*

- As Frederick (2007) observes,
- **integration is primarily about relationships**
- and, furthermore, **'beauty'** is usually due more to **harmonious relationships among elements of a composition** than to the elements themselves –
- thus it is the **ensemble (group)** that matters, both :
- 1. within the individual building
- 2. in terms of the building with its neighbors.
- Tibbalds (1992) argued that:
- in most cases, individual buildings should be subject to the needs and character of the place as a whole:

## MAKING PEOPLE-FRIENDLY TOWNS

Improving the public environment in towns and cities



Making People-Friendly Towns: Improving the Public Environment in Towns and Cities  
**Francis Tibbalds** (editor)

## 101 Things I Learned in Architecture School

By Matthew Frederick



# Integration

Royal Fine Art  
Commission (RFAC)



good building  
Quality



*order and unity*

*Expression*

*Integrity*

*Plan and section*

*Detail*



the first five qualities  
are those of  
individual buildings

**Integration**

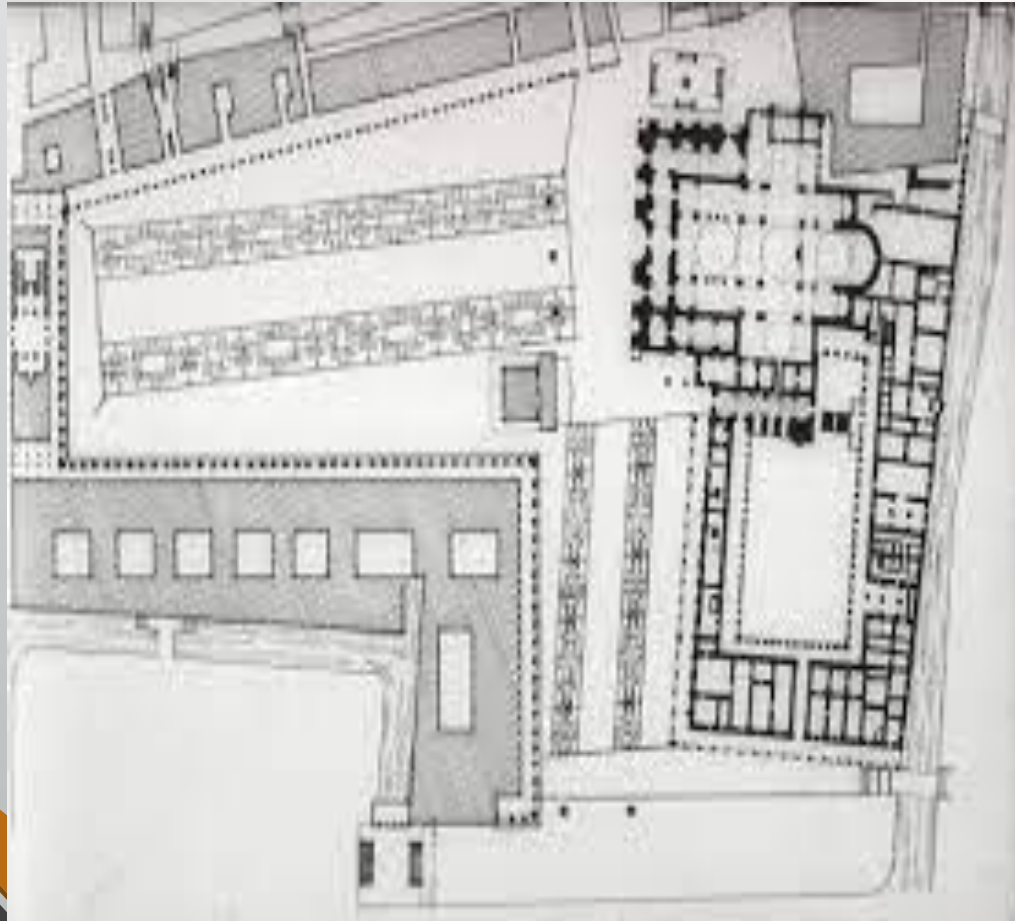


‘what matters in urban design is how  
that building relates to the larger  
whole.

whether a building harmonises with its  
surroundings and the qualities it needs  
to integrate with those surroundings.

# Piazza San Marco, Venice .

**Intensely different materials and styles, but few would disagree the aesthetic harmony of the composition. Note, however, that each building defines space.**



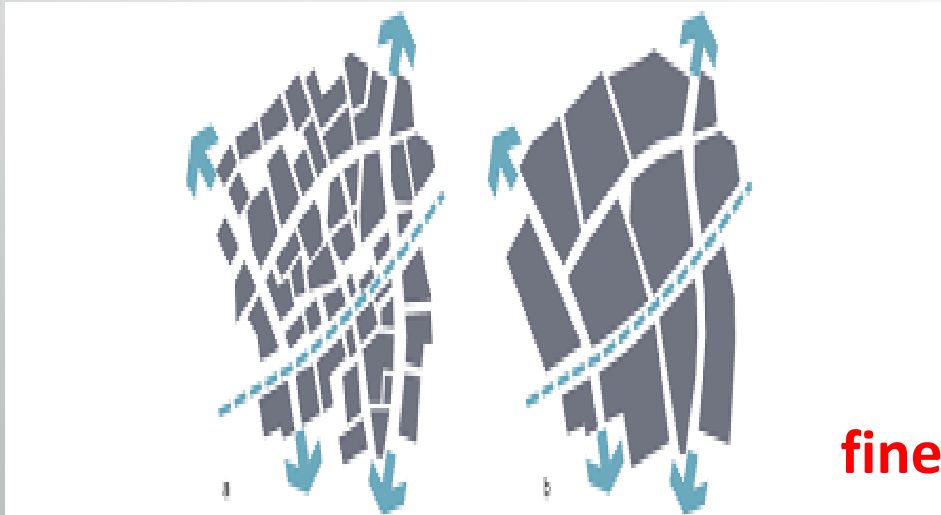
# *Integration – Volumetric (Spatial) Character*

- **Volumetric/spatial integration** relates to the new building's overall three-dimensional form and nature relative to its setting or context.
  1. **Street patterns and block and plot sizes** aids harmonious integration.
- **Plot amalgamation**, for example, alters the scale of city buildings and breaks down the traditional grain of urban areas.





Complicated superblock designs implemented in [Troieschyna](#) neighborhood ([Kyiv](#), [Ukraine](#)).



**fine-grained block and . coarse-grained block**



## 2. Siting

- Siting concerns **how a building sits on its site** and how it relates to other buildings and to the street or other urban spaces.
- Respect for the established **building line and street frontage is important in ensuring the continuity and definition of external space**: breaks in the street line should be deliberate – rather than arbitrary or accidental – and should create positive space or incident.

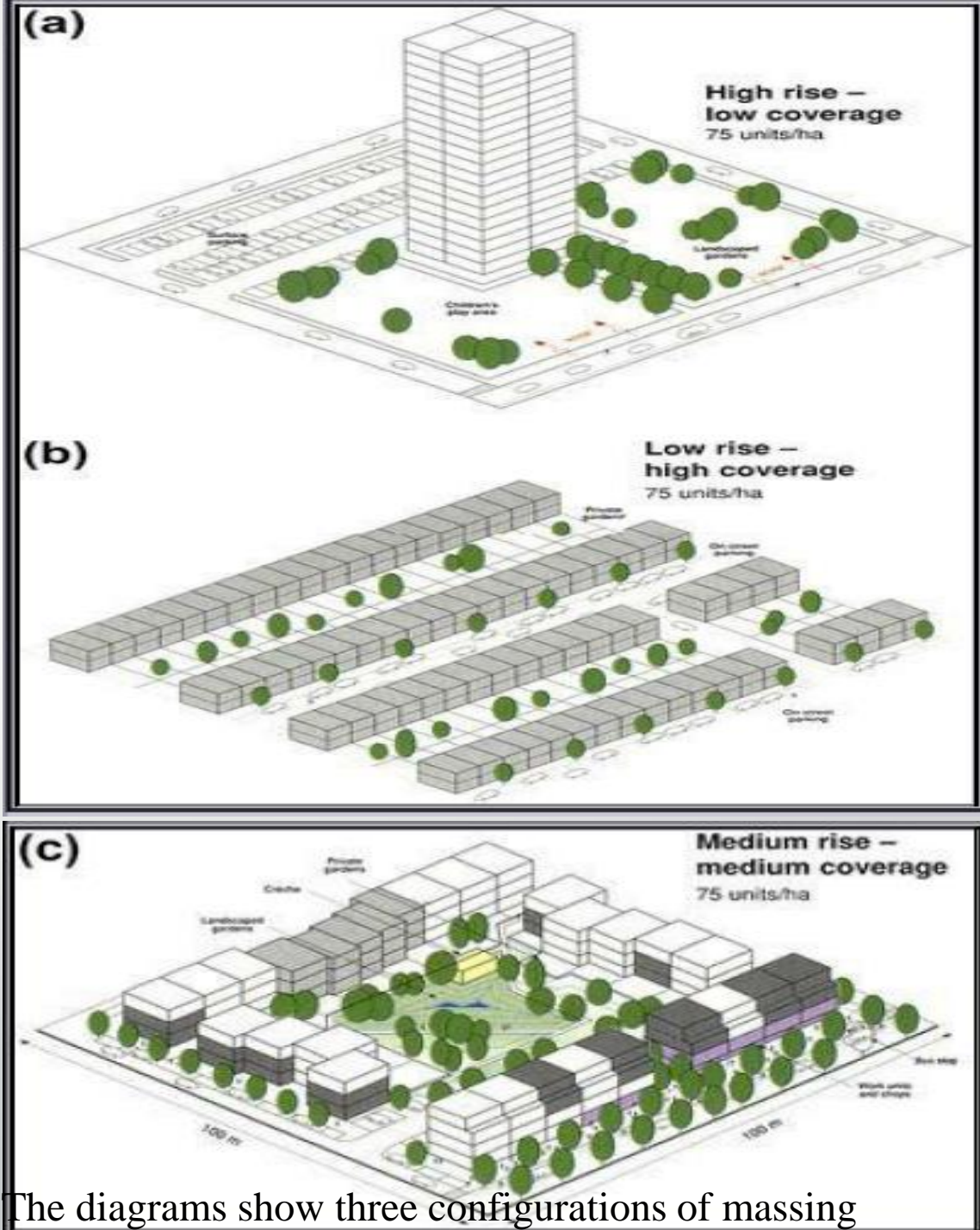


- **Highly sculptural buildings** – objects-in-space – should generally be exceptions and major incidents in the townscape, their impact being more significant for their relative scarcity.
- An urban rule-of-thumb when designing an infill building, suggested by Frederick (2007), is, there is a compelling reason to do otherwise, that its front should be placed at the prevailing building line of the street.
- Setting buildings **back from the street** makes them less accessible to passers-by, reduces the economic viability of ground floor businesses and weakens the street's spatial definition.



### 3. Size/massing

- Massing is the three-dimensional nature of the building volume.
- Although sometimes used to control the volume of development acceptable on a particular site,
- plot ratios (gross floor area divided by site area)
- floor area ratios (FARs) are a rather crude tool as the same volume of development can be organised in a variety of different ways



The diagrams show three configurations of massing

## 4. Building scale

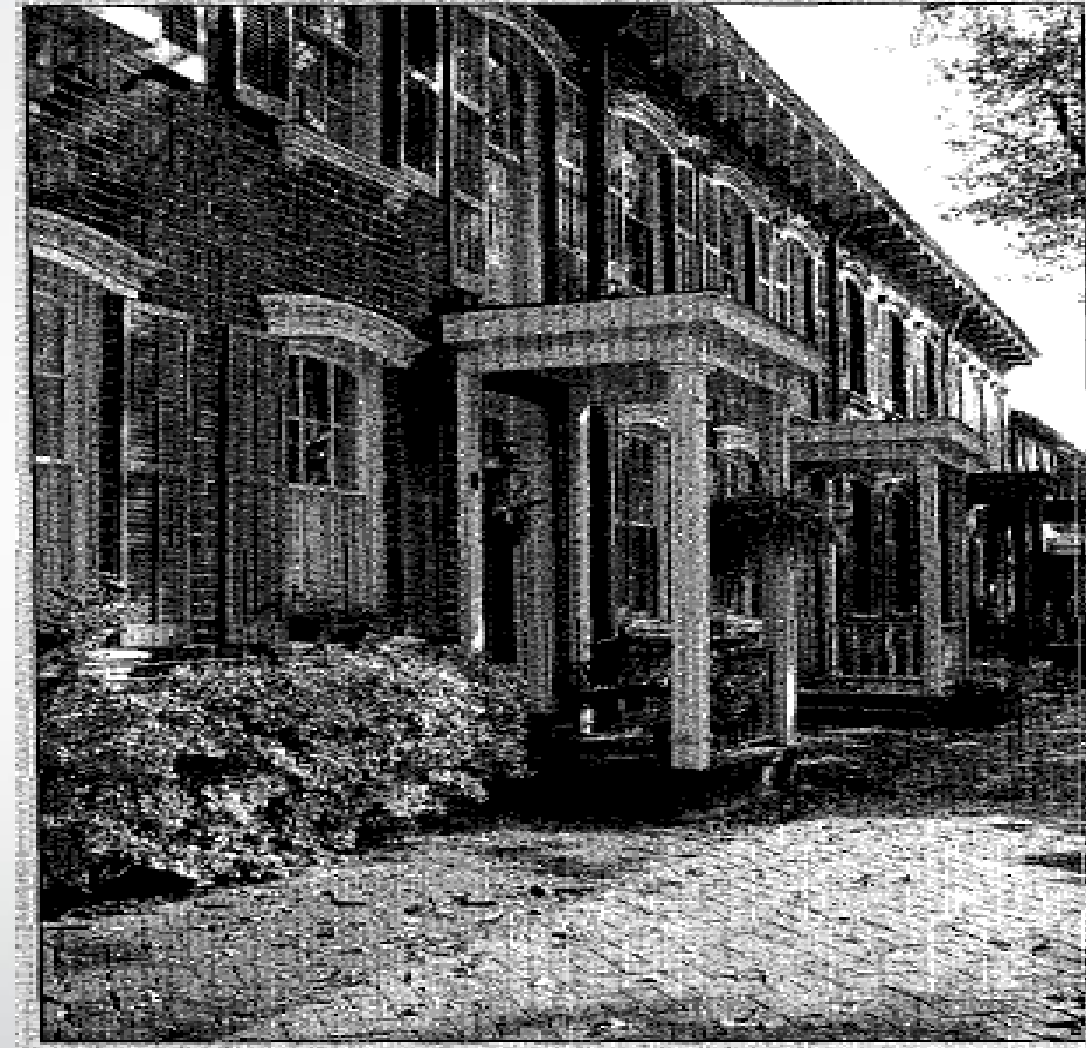
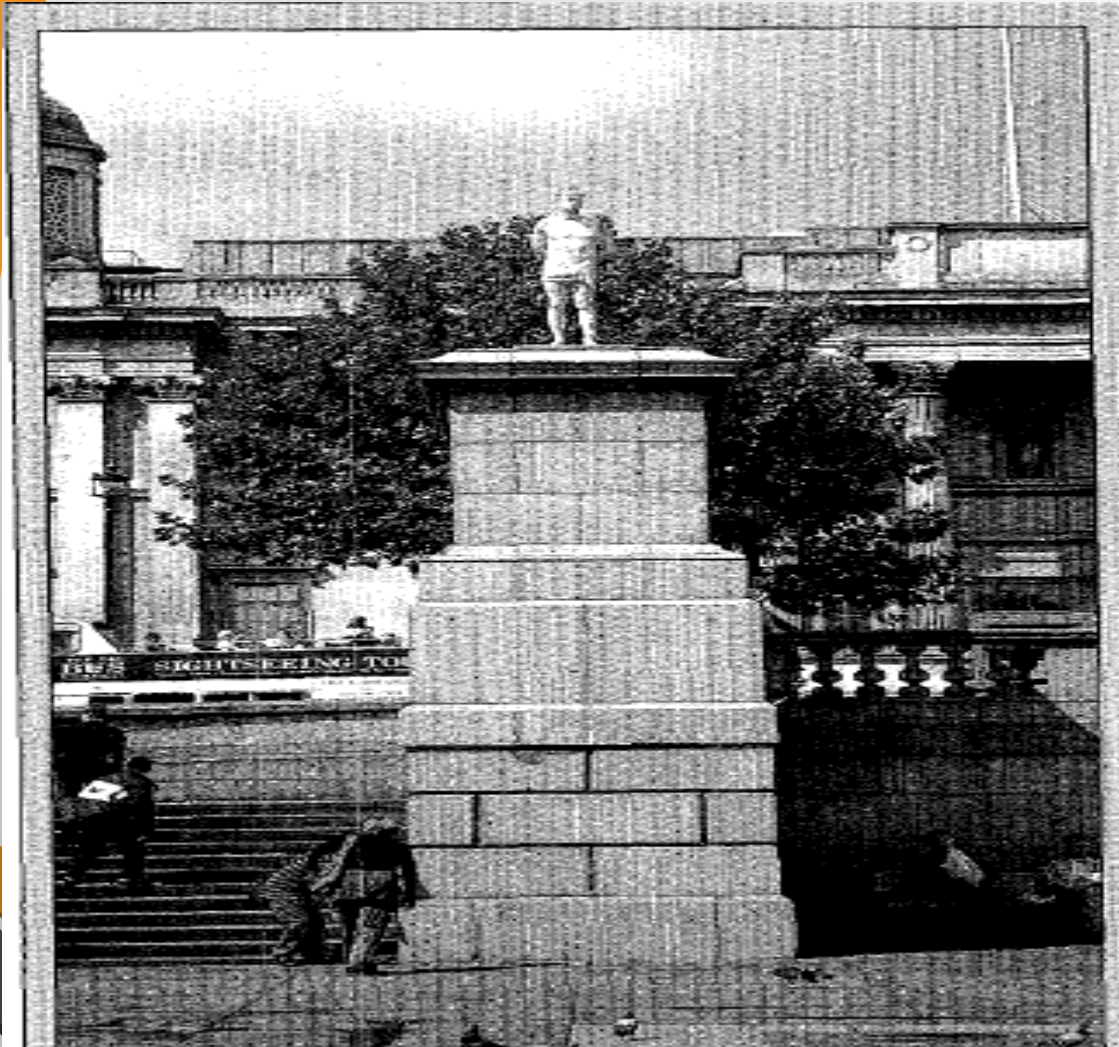
- Scale is different from size:
- **Size:** represents the exact dimensions of an object;
- **Scale:** is the perception of that object relative to other objects around it and to our perception of those objects.
- Scale concerns,
  1. **Human scale:** The building's dimensions and all its parts relative to the dimensions of a human being
  2. **Generic scale :** Its dimensions relative to those of its setting (Figure Below).
- Hence, a building can be understood to be in or out of scale with its surroundings and, separately, to be of human scale or not.

- ❖ It is difficult to read the scale of this building.
- ❖ It initially reads as a three-storey building, until the evidences given by the traffic signs and the cars are noted –
- ❖ it is realised that it is a much larger building than initially supposed,
- ❖ but also seems to be a small building trying to be large.



**Mansion House, London, UK**

**The Statue is out of scale  
with the base**



**Sense of Human scale without  
human being present**



# Exercise

# Write A Report

# *Integration – Visual Character*

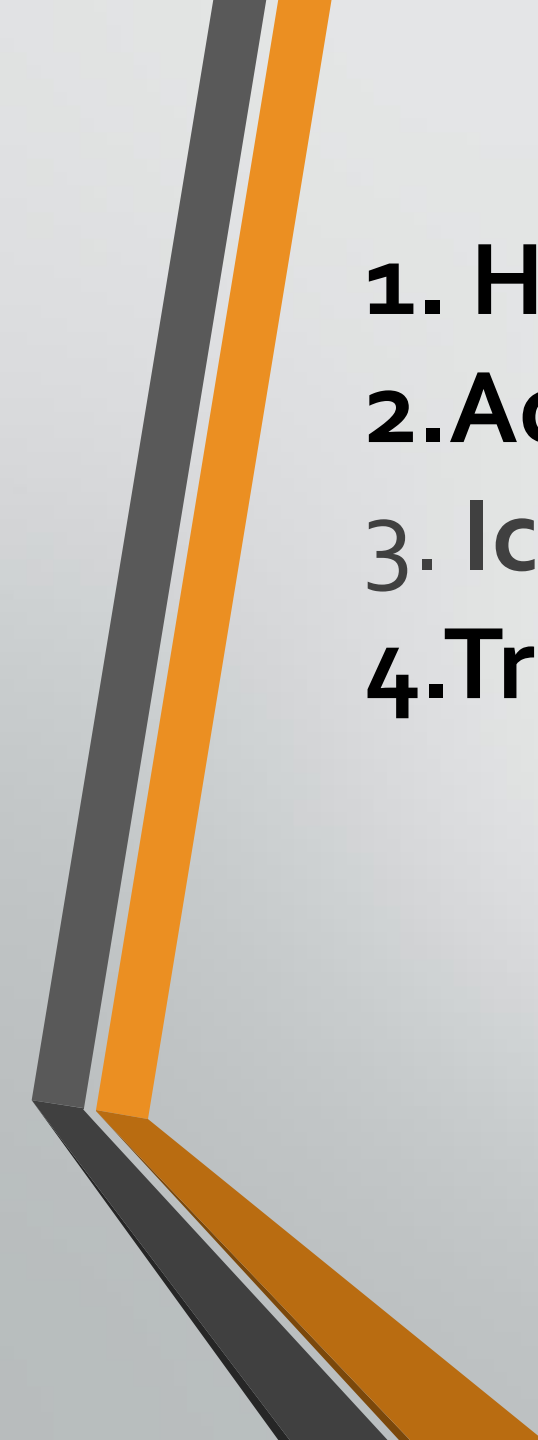
- **Visual integration relates mainly to the design of a building's facade(s).**
- **(i) Proportions and relationships**
- **(ii) Relative visual scale**
- **(iii) Articulation and richness**
- **(iv) Pattern and rhyme**
- **(v) Rhythm**
- **Horizontality and verticality**



# *Integration – Social and Functional Character*

- **functional’ and ‘social’ considerations are as much, and perhaps more, significant in successful integration .**
- **That is, how a building integrates with the social context and how it is designed to achieve its functional programme.**
- **It relates, for example, to how taxis arrive, queue and load at the entrance to a hotel.**



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- 1. Human scale**
  - 2. Active frontages**
  - 3. Iconography and visual cues to functionality**
  - 4. Transition from public to private realm**