



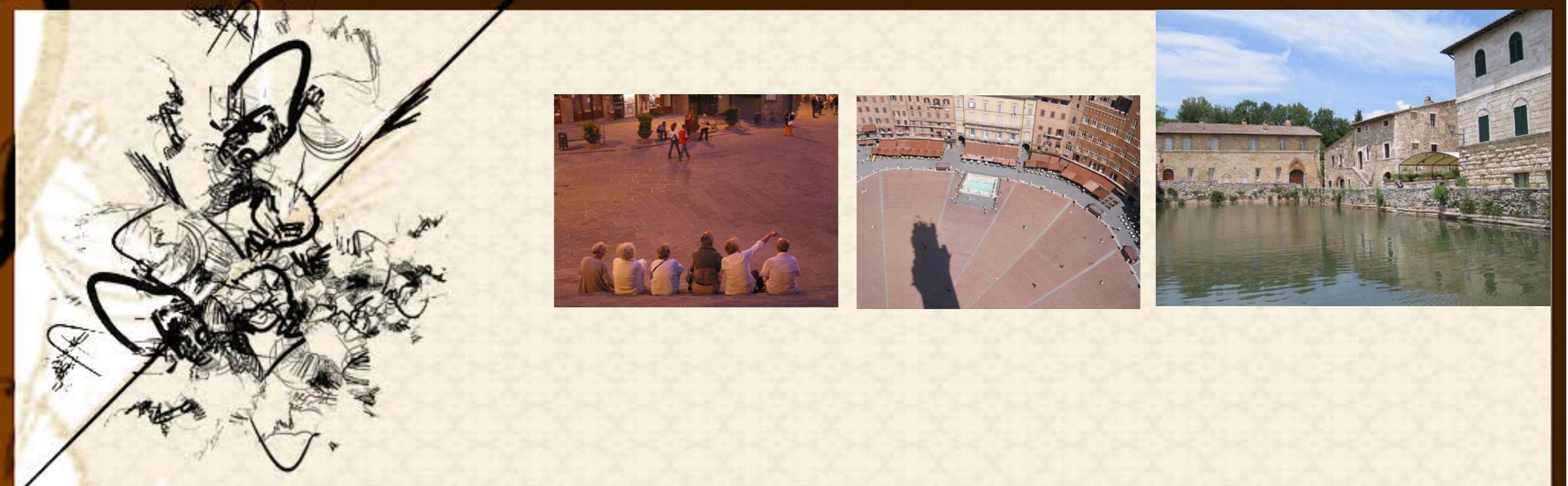
*Interest of studying **boundaries**,
where **chaos** meets **order**,*
dark joins light, *simplicity **welcomes** complexity,*
context converges **with form**,
urban cityscape fuses with suburban space...



leads to the study of

Piazza Cesare Beccaria

INTROSPECT



“The Italians’ mastery of urban design achieved its highest expression in the piazza”

Peter F. Smith, The Dynamics of Delight

piazza = “If the street is dynamic the square is static; it is a nodal space designed to encourage *sojourn and social intercourse...* Accordingly people perceived their city as representing the super-image of the whole community.” (ibid.)

a research that principally focuses on Italian functional space and perhaps secondarily, people interactions within it

PIAZZA



historically, a Roman arch in the city wall surrounding Florence

hypothesis: the Beccaria as a convergent point between people, cars, and bicycles as a clear indication of arrival to the urban, downtown area of Florence...

PIAZZA CESARE BECCARIA



the matrix.

the flow of or interactions between people, bicycles, and

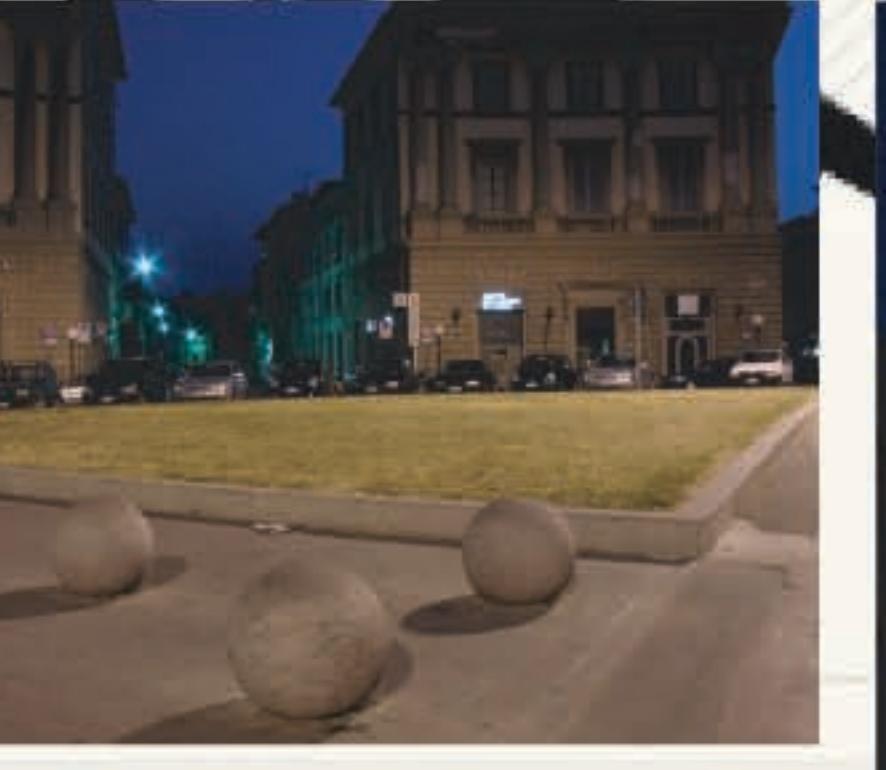
\ automobiles within the piazza can be collected and compared in
a form analysis matrix



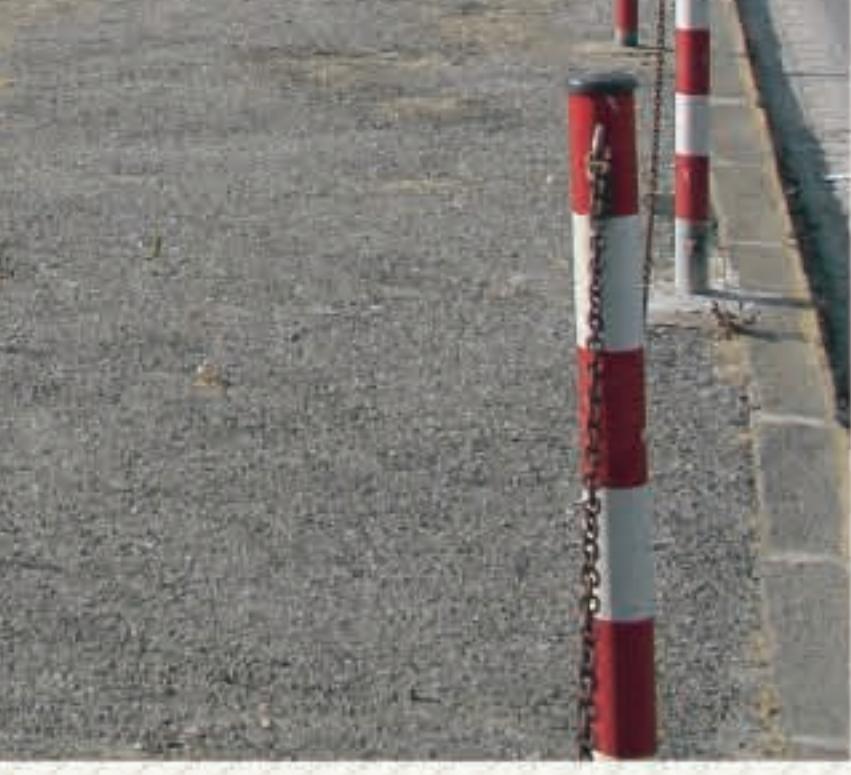
enforced stop points



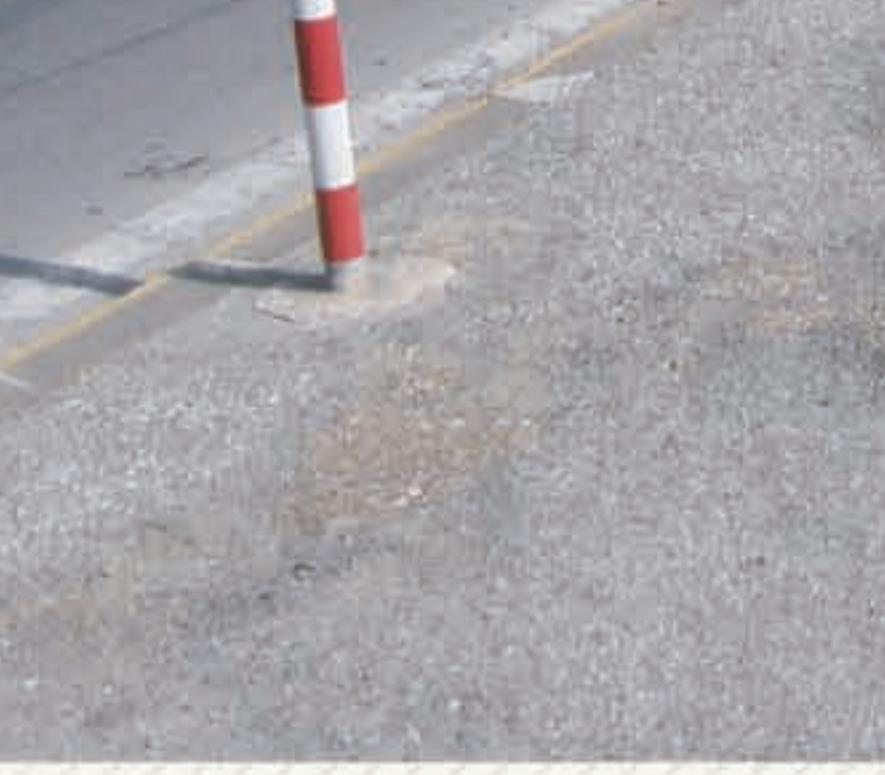
resting points



empty spaces



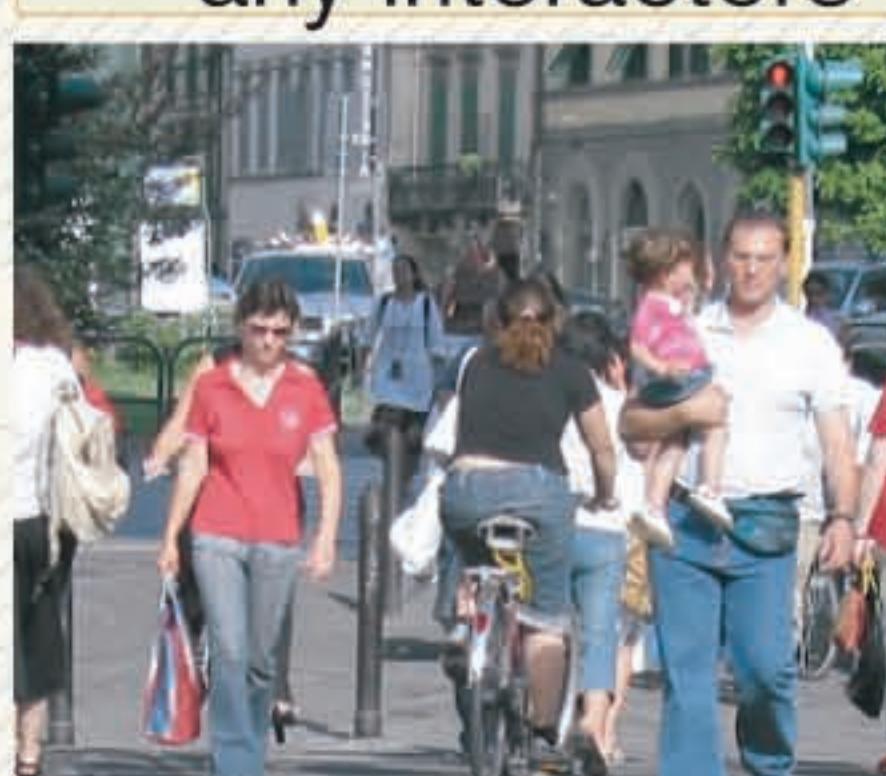
shaded/ well lit areas



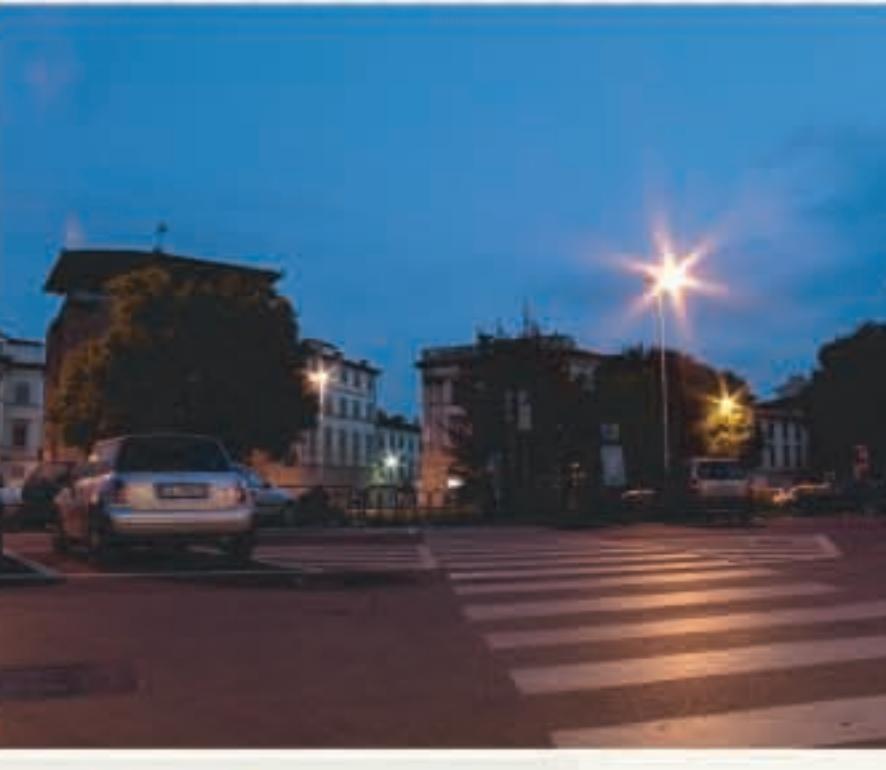
boundaries



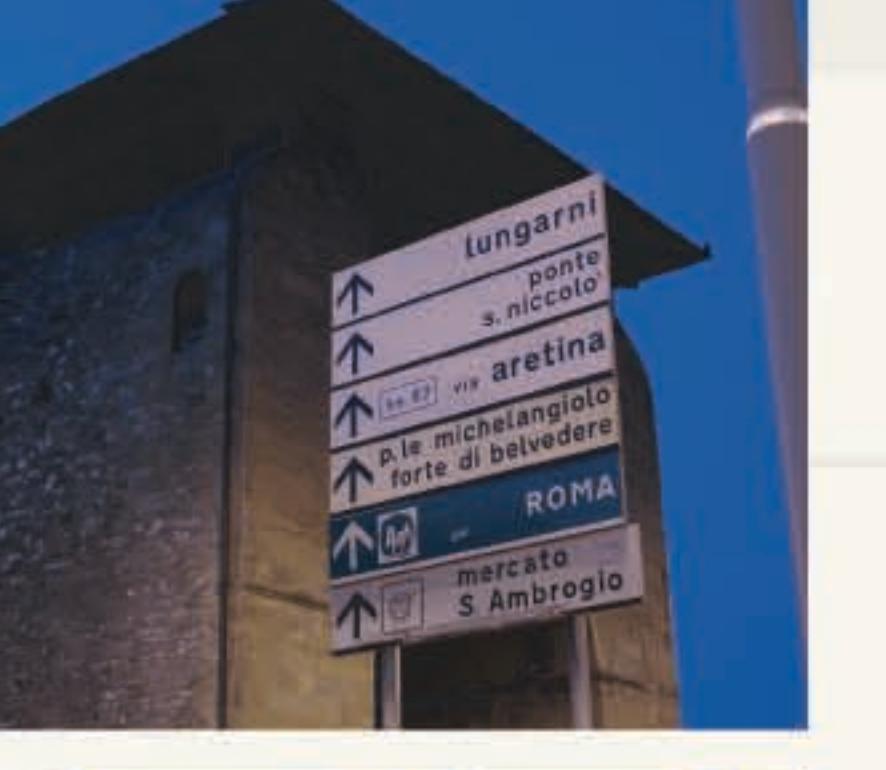
intersection between any interactors



intersections



signs



PIAZZA Cesare Beccaria



videos & #s.

4:50-5:05PM June 29.05 Wed:

into downtown thru arch

bicycles:

1.80 per min

people:

2.67 per min

misc.:

.13 per min

out of downtown thru arch

1.20 per min

4.53 per min

n/a

traffic via giovaine

automobile:

66.6 per min

traffic via giovanni

38.8 per min

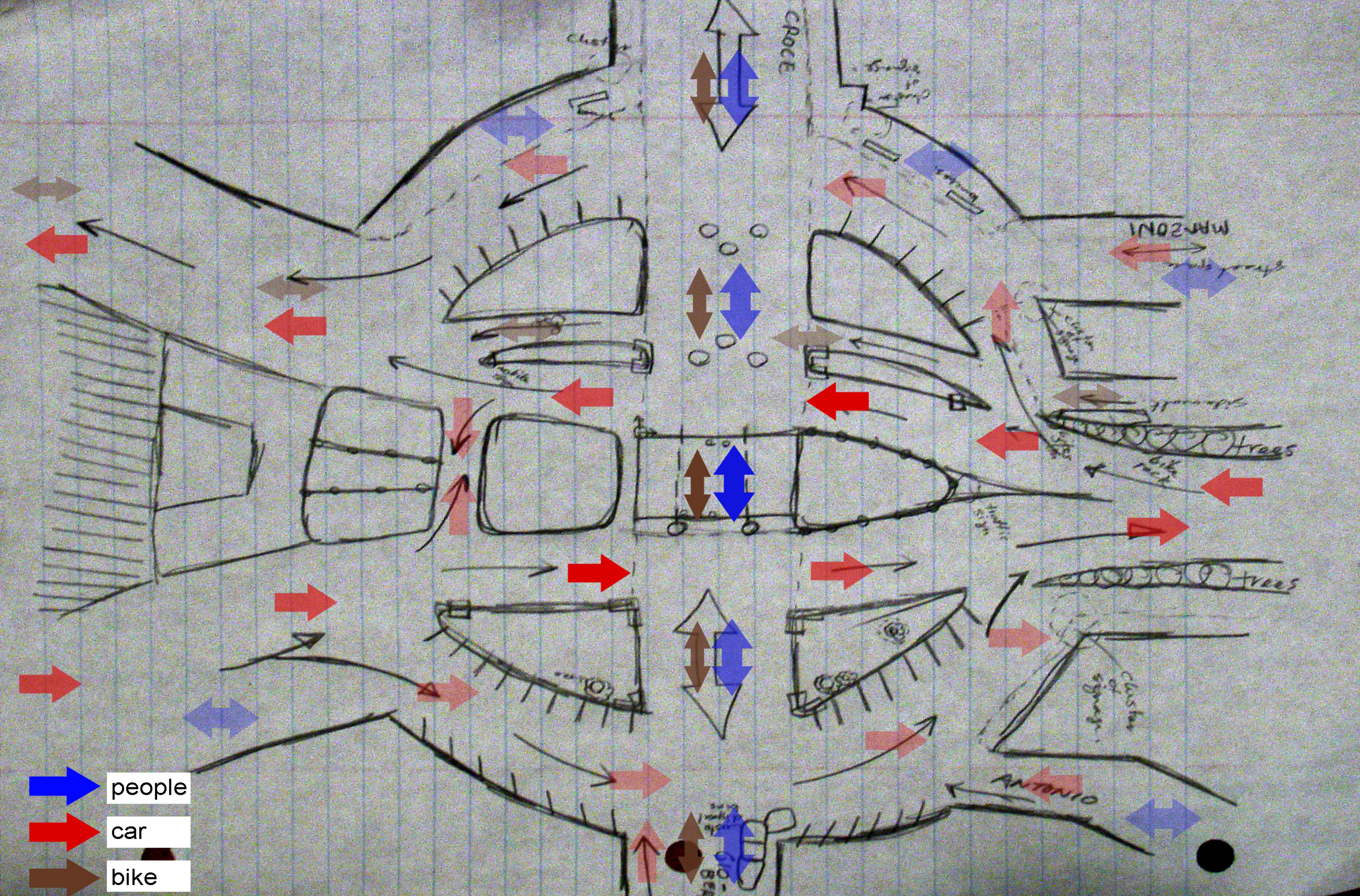
HIGH FLOW



map pattern.

movement. static map.

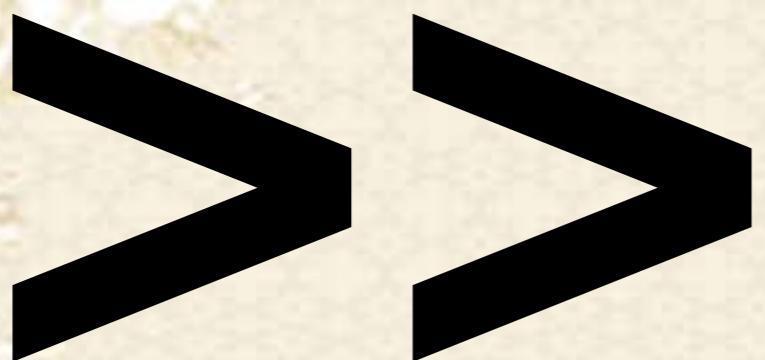
FLOW DENSITY





Pattern Languages:

1. given no socially intensive spaces or passive spaces (in the form of shaded areas, seats, areas away from car traffic noise, etc.) for pedestrians, car drivers, or cyclists, they are rushed by the piazza to pass the area quickly.
2. there are points in the piazza that physical boundaries between people, cars, and bicycles are nonexistent. At these intersections, chaos prevails as they converge into a moving collection of bodies and machineries.



THE PIAZZA, PEOPLE, BICYCLES, AND CARS



The interactions within Piazza Cesare Beccaria is not between person-to-person but is between people, cars, and bicycles. The piazza does not encourage city dwellers to engage in “sojourn and social intercourse” between one another in the traditional sense of the piazza to relate one to the city. The Beccaria works to connect people, car drivers, and cyclists to the city through a high-density convergent point. People, car drivers, and bicyclists flow rapidly with, against, and across each other, experiencing the essence of the city in an intense passing moment as one enters the heart of Florence.



Piazza Cesare Beccaria perhaps may not be the perfect example of a traditional Italian social piazza promoting low-level interactions. However, by letting a passerby taste the urbanity of Florence in an intense moment through a rapid and physical discourse with each other, rather on foot, in a car, or on a bicycle, the Beccaria still remains a civic space that epitomizes the city and becomes the formal expression of a civic super-image.

THE PIAZZA, PEOPLE, BICYCLES, AND CARS