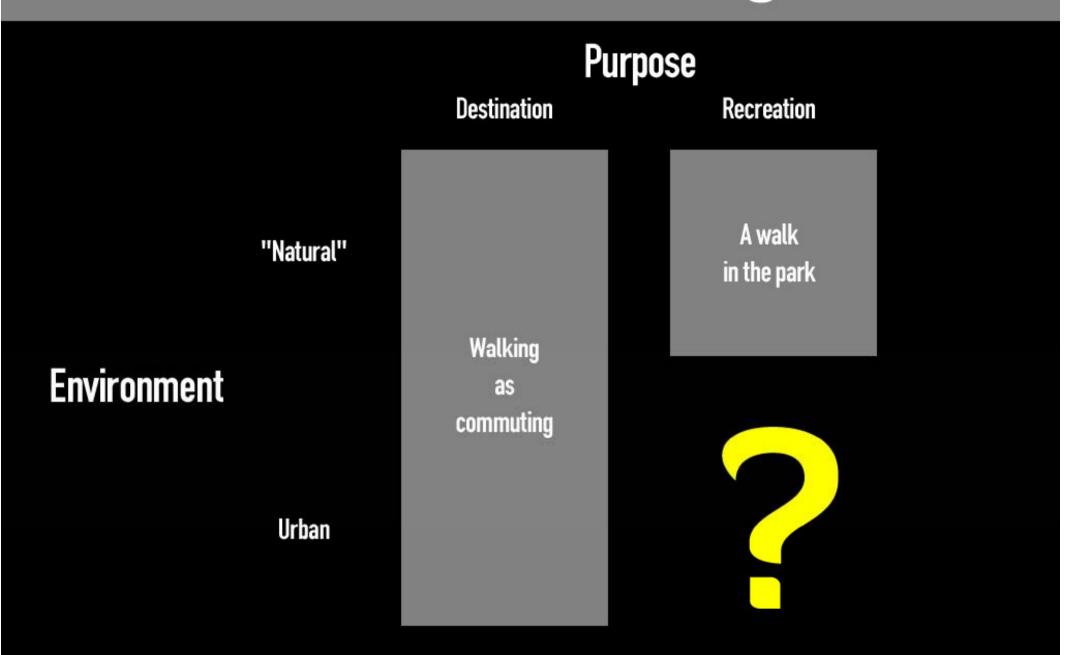
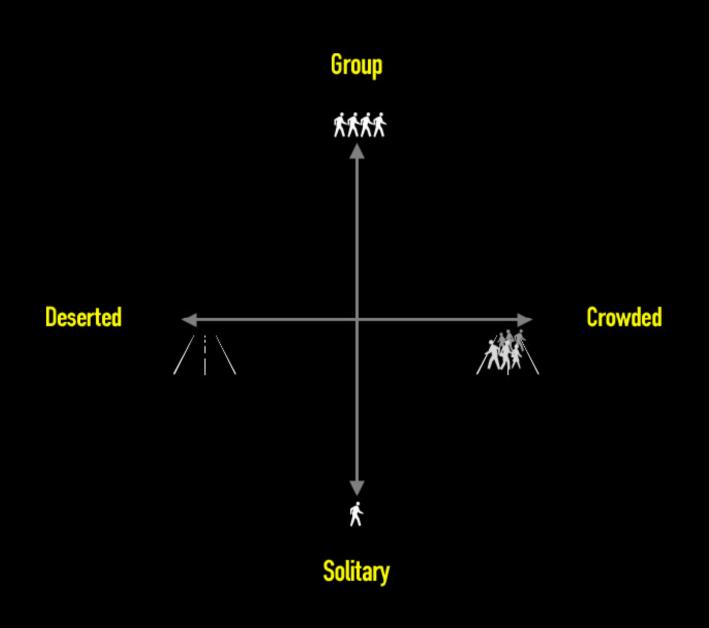


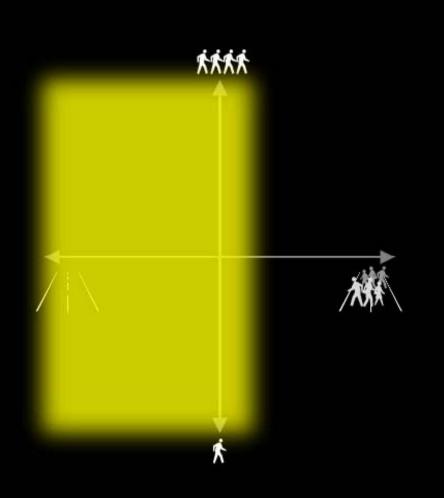
Urban recreational walking



A walk in the city

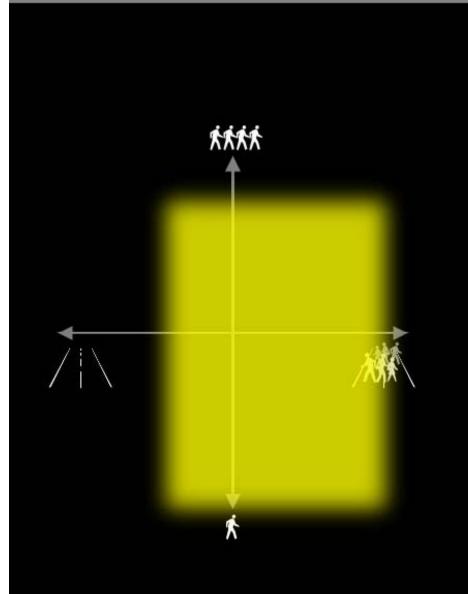


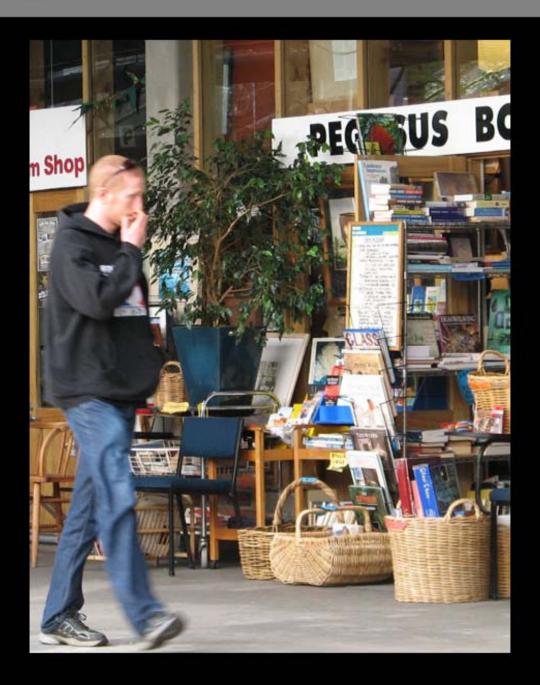
Walking for fitness



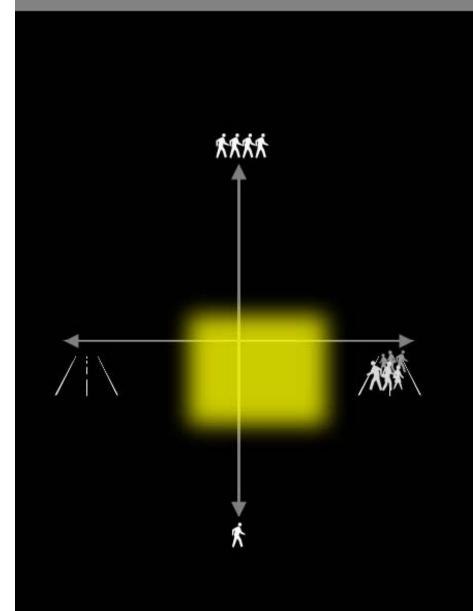


Window shopping



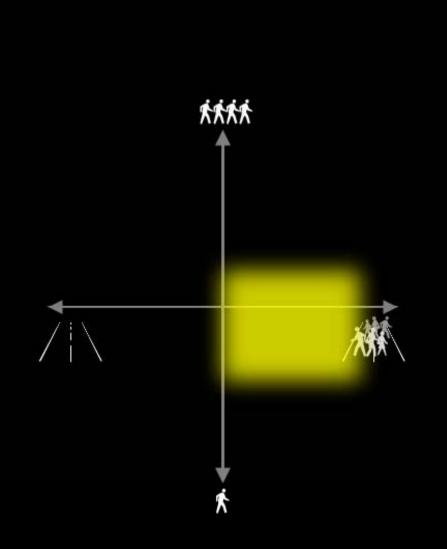


Promenade





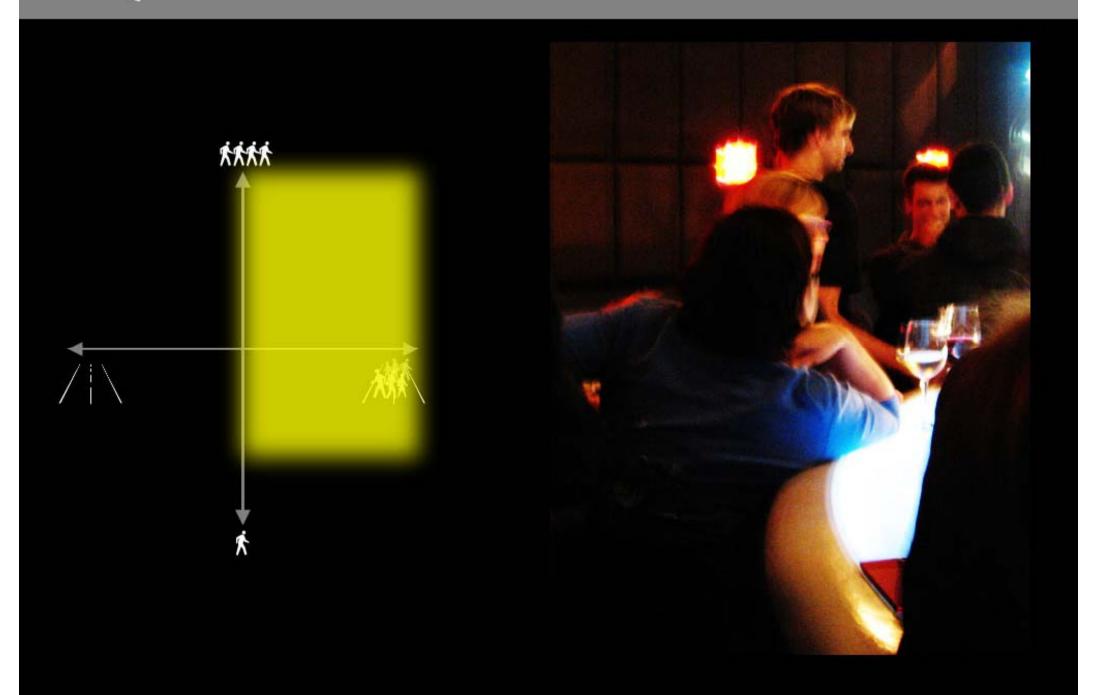
Passeggiata



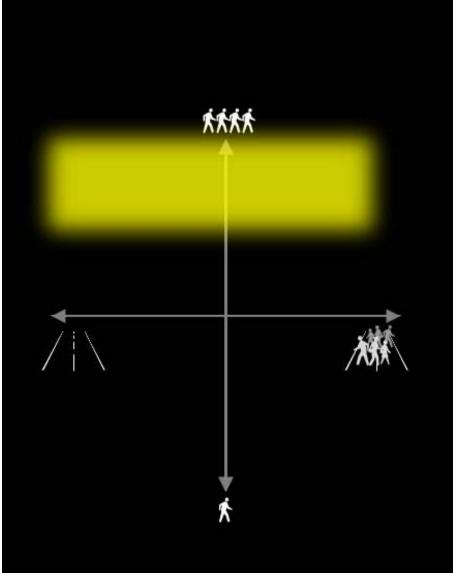


"Chatting, watching other people, and being watched, are the reasons for the social stroll."

Tapeo

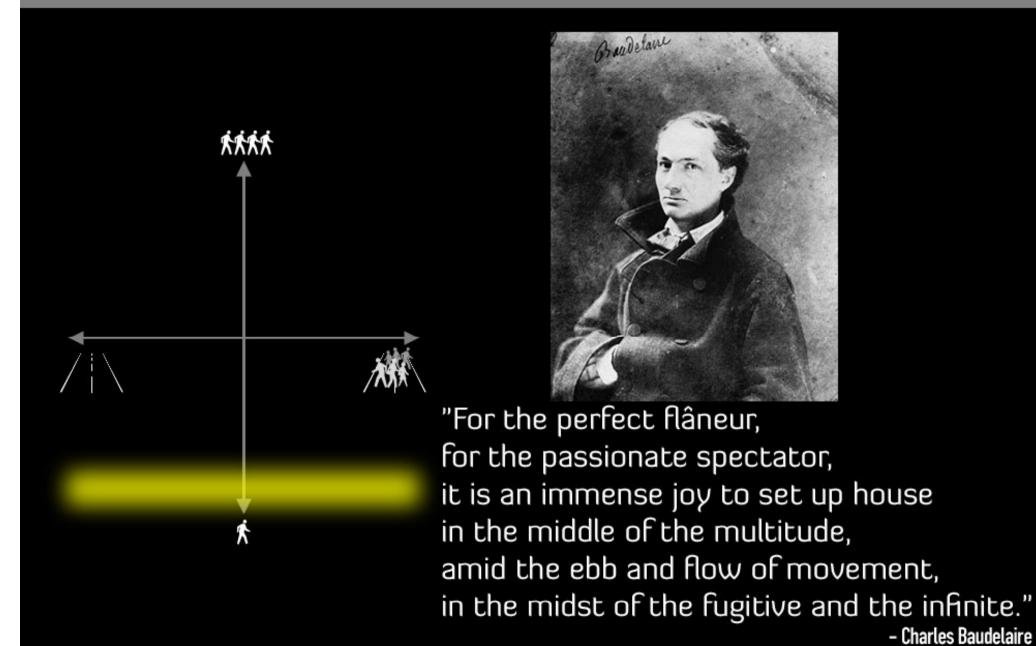


Guided walks

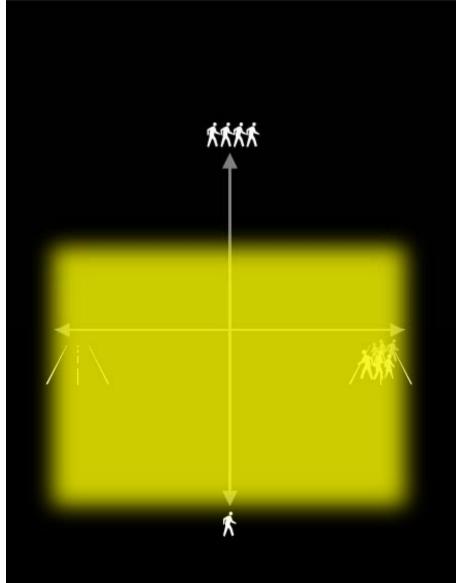


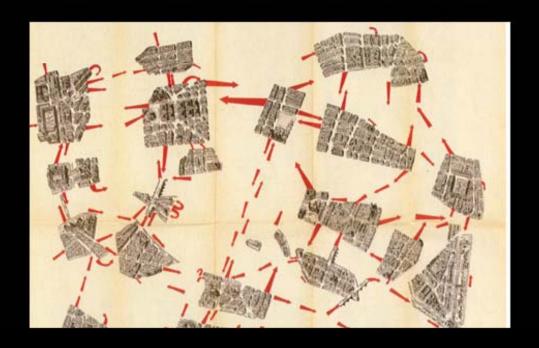


Flânerie



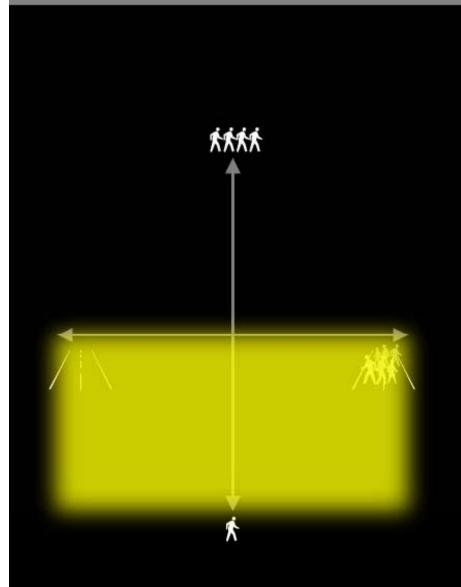
The Dérive

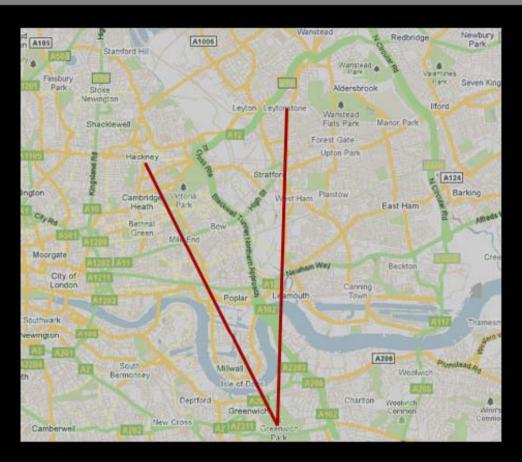




"In a dérive one or more persons during a certain period drop [their] usual motives for movement and action, and let themselves be drawn by the attractions of the terrain and the encounters they find there."

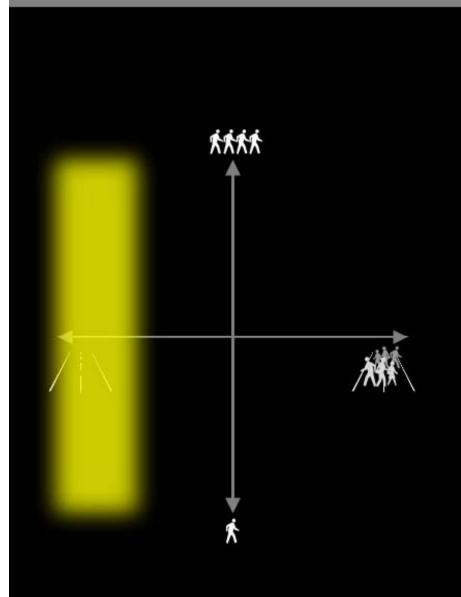
Psychogeographical transect

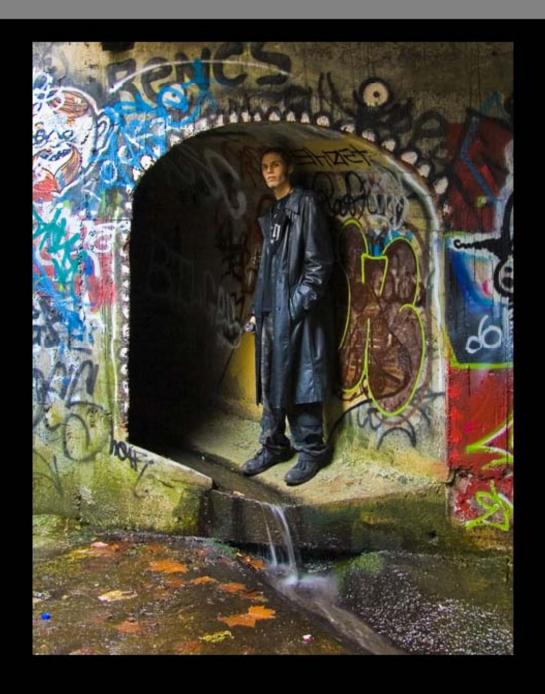




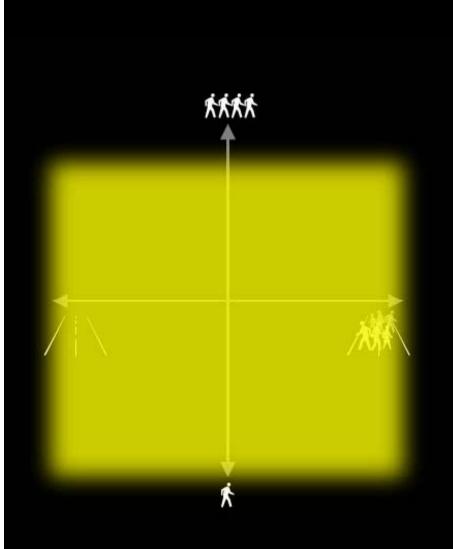
"The notion was to cut a crude **V** into the sprawl of the city, to vandalise dormant energies by an act of ambulant signmaking."

Urban Exploration





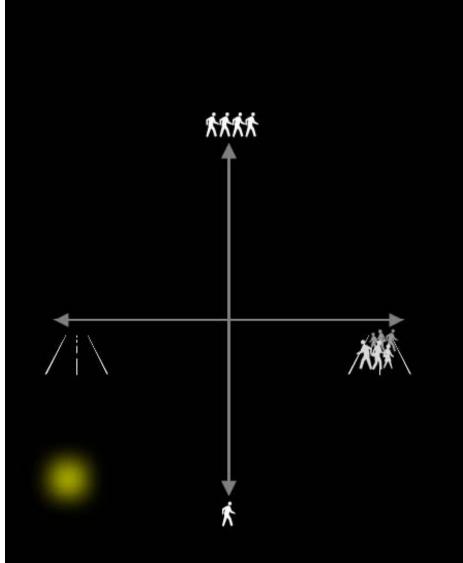
Experimental travel (Latourex)





Aerotourism · Alphatourism Cecitourism · Monopolytourism Nyctalotourism · Thalassotourism

Meditation





"Tonight I think I'll walk alone I'll find my soul as I go home"

From walkable to walkworthy

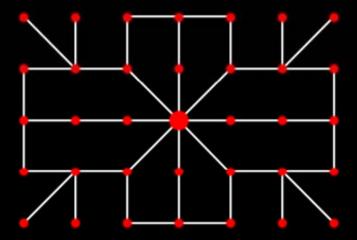
Explorable network

Walkworthy

Built environment Human activity

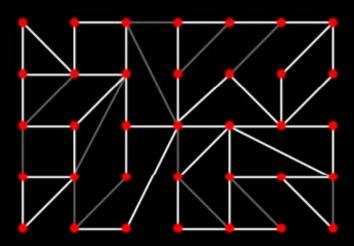
Walkability and explorability

Walkable network



Focus on a destination Emphasise directness Legibility is vital Redundancy is helpful

Explorable network



All nodes matter
Emphasise choice of paths
Not all paths need be obvious
Redundancy is vital

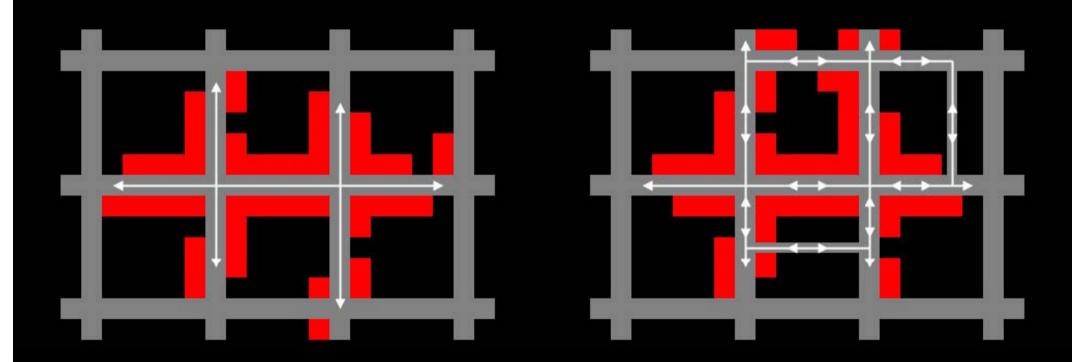
Experienced distance





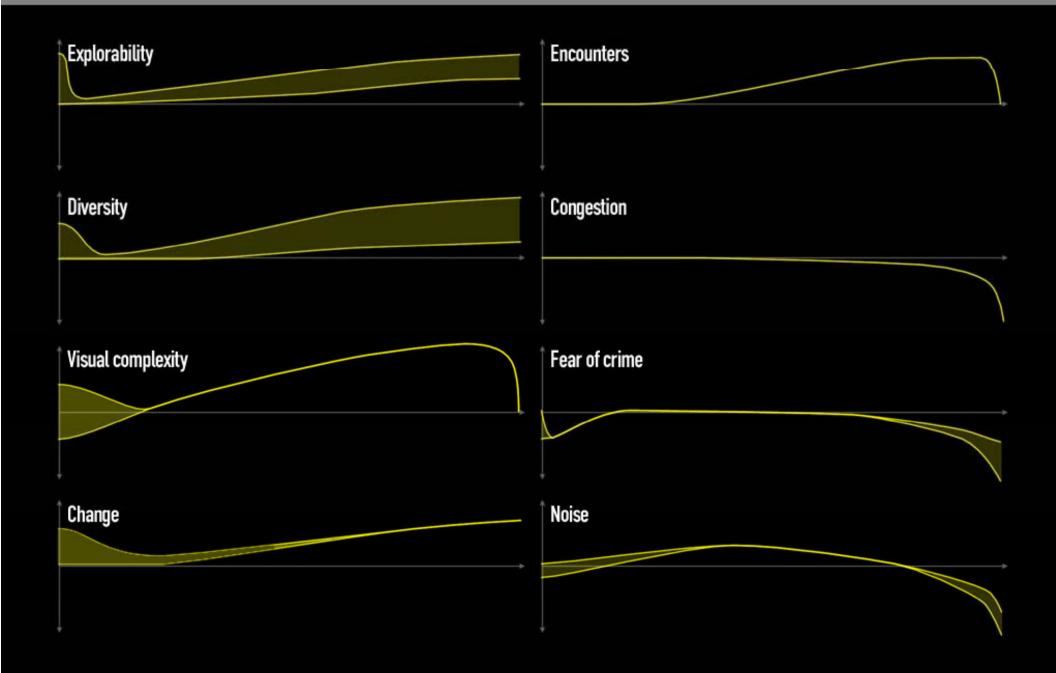
"Crucial to determining the acceptable distance ... is not only the actual **physical distance**, but also to a great extent the **experienced distance**."

Walkworthy urban centres



Emphasise the social dimension Encourage loops of activity Introduce shortcuts

The effects of density



The effects of density



Where did the world go?

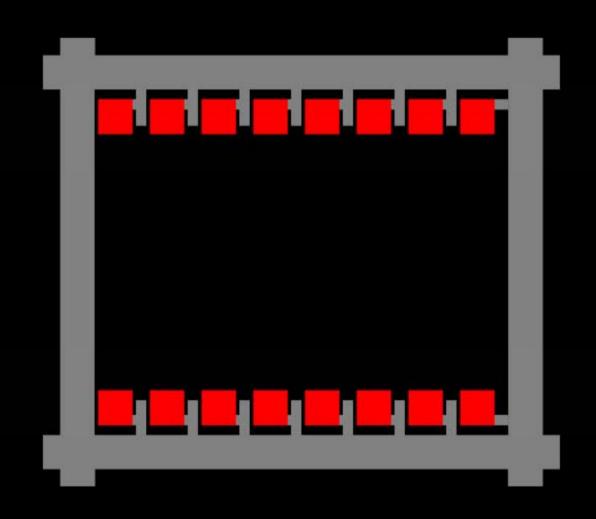


Densification

Traditional suburbia

Low density

Large blocks



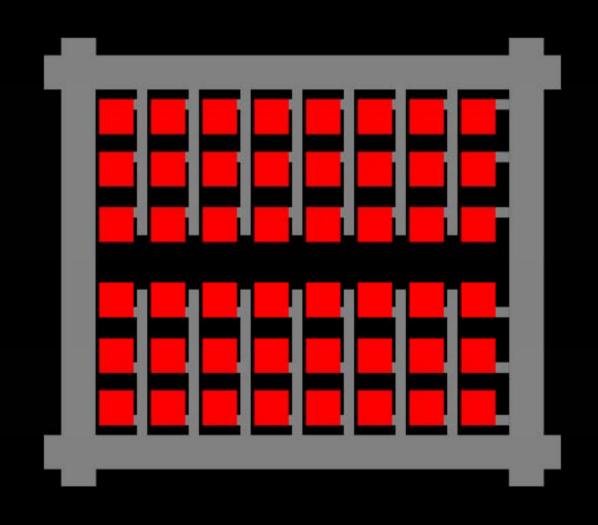
Densification

Incremental infill

3x density

Large blocks

Private driveways



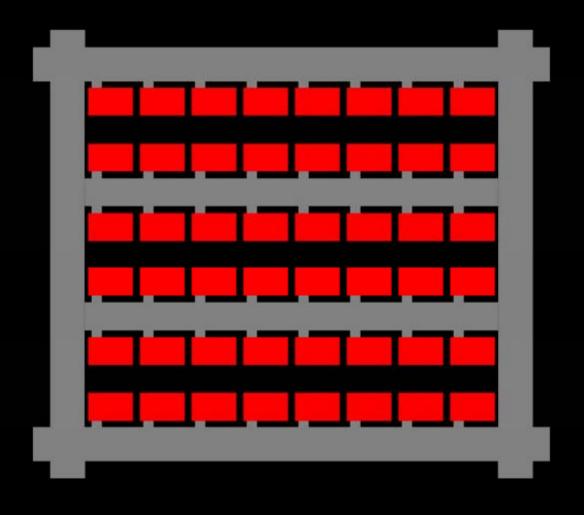
Densification

Comprehensive change

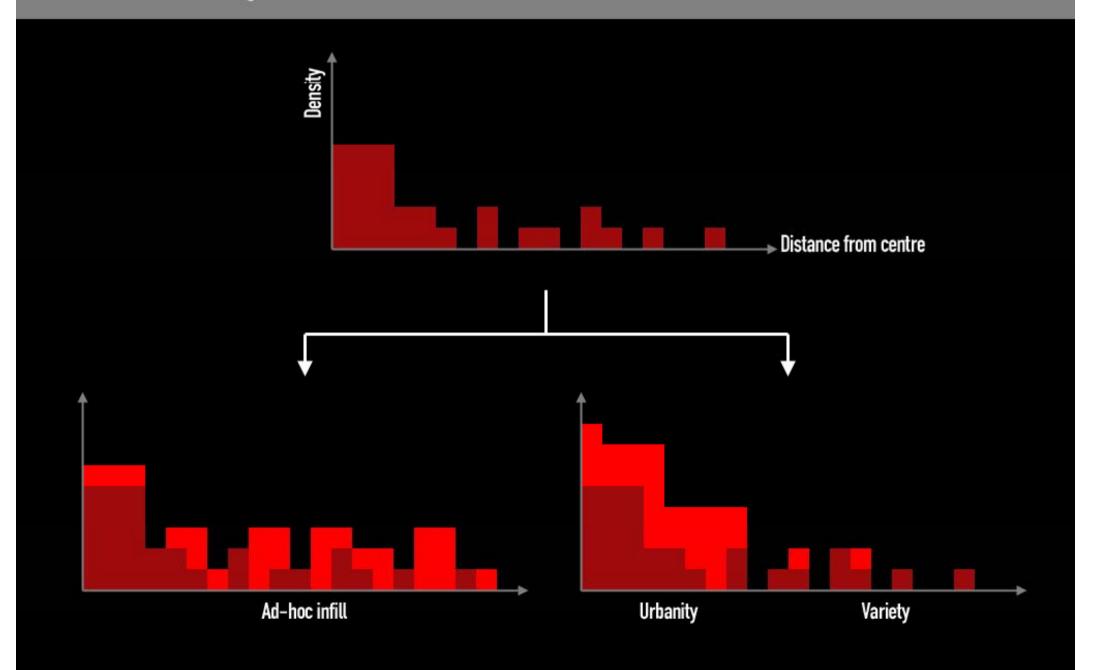
3x density

1/3 block size

Quasi-public lanes



Density transects



Non-residential activities







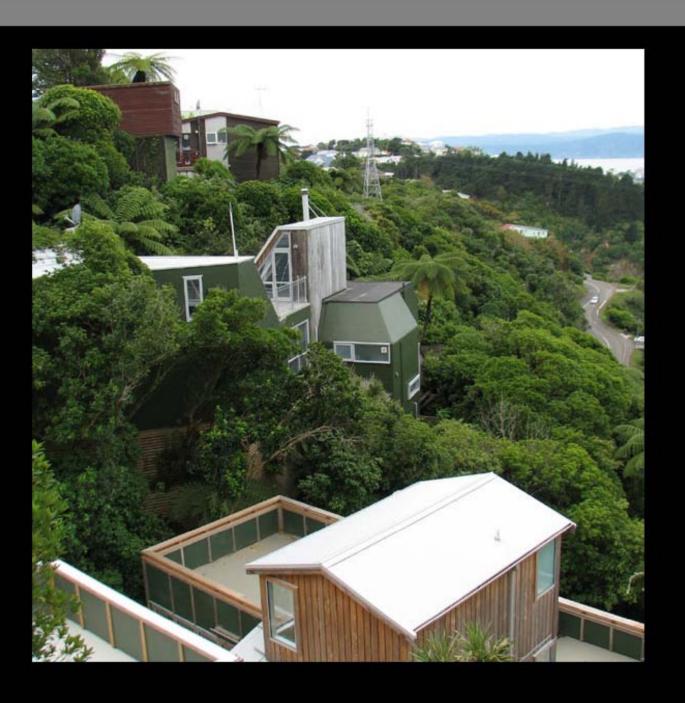
Changeable environments







Respect topography



ART









...or the Of living

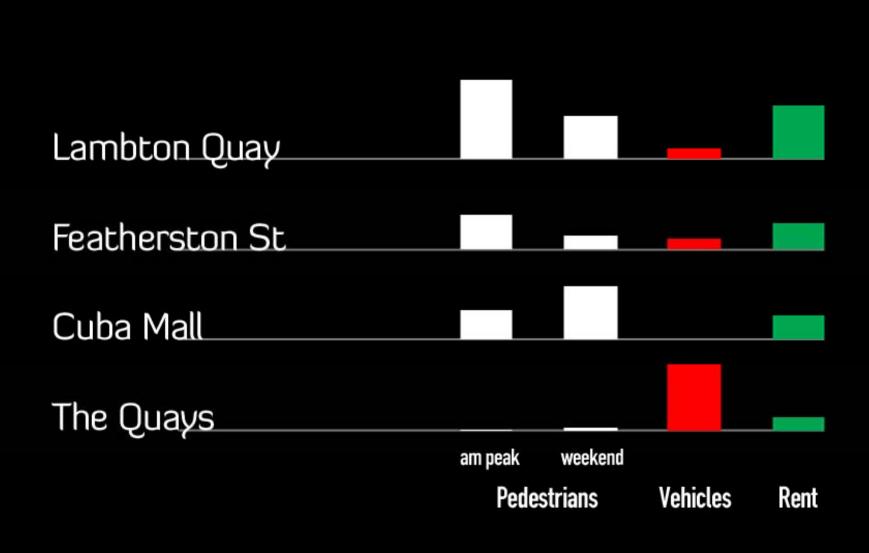




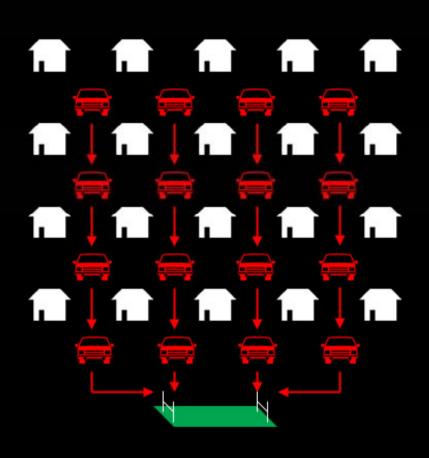


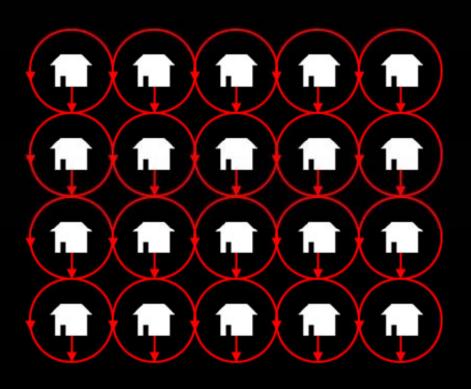


Retail & foot traffic



Walking vs organised sports





Dollars and sense

