



Università degli Studi di Firenze
sede di Empoli

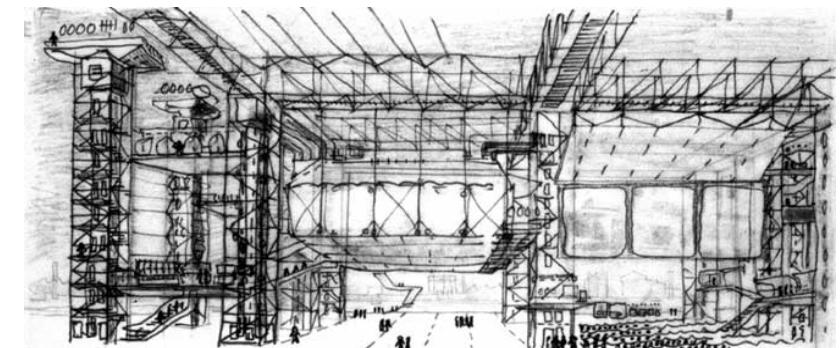
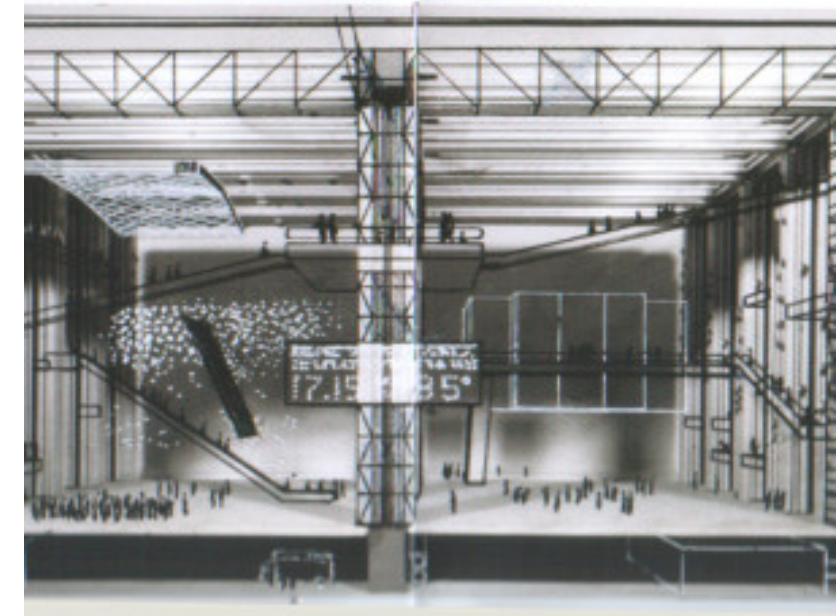
Corso di laurea in pianificazione della città del
territorio e del paesaggio

Visioni di città

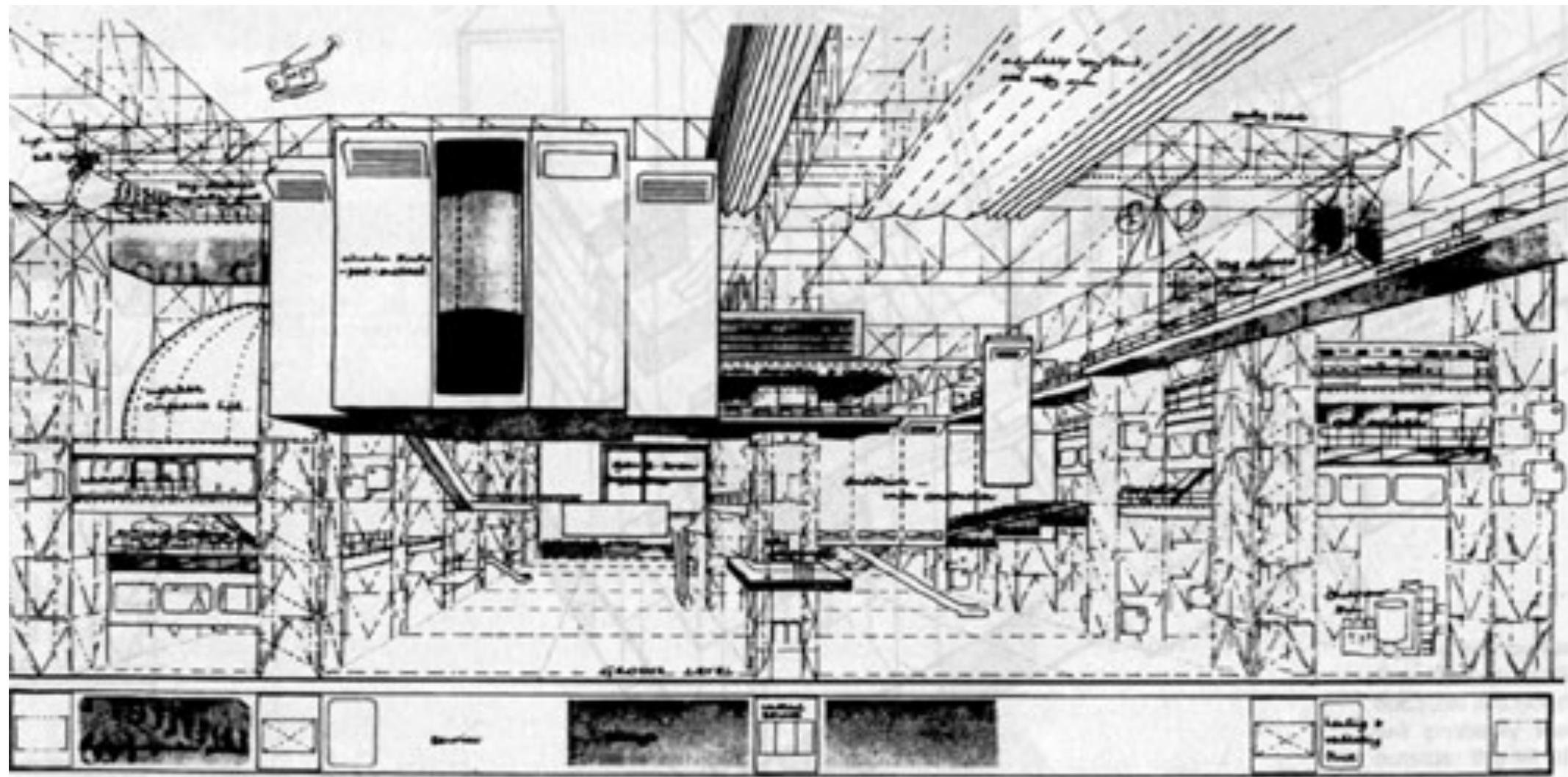
STORIA DELL'URBANISTICA MODERNA
B021540 - A.A. 2019-2020

Roger Anger, *Auroville (City of Dawn)*, (1968)

Cedric Price 1934-2003

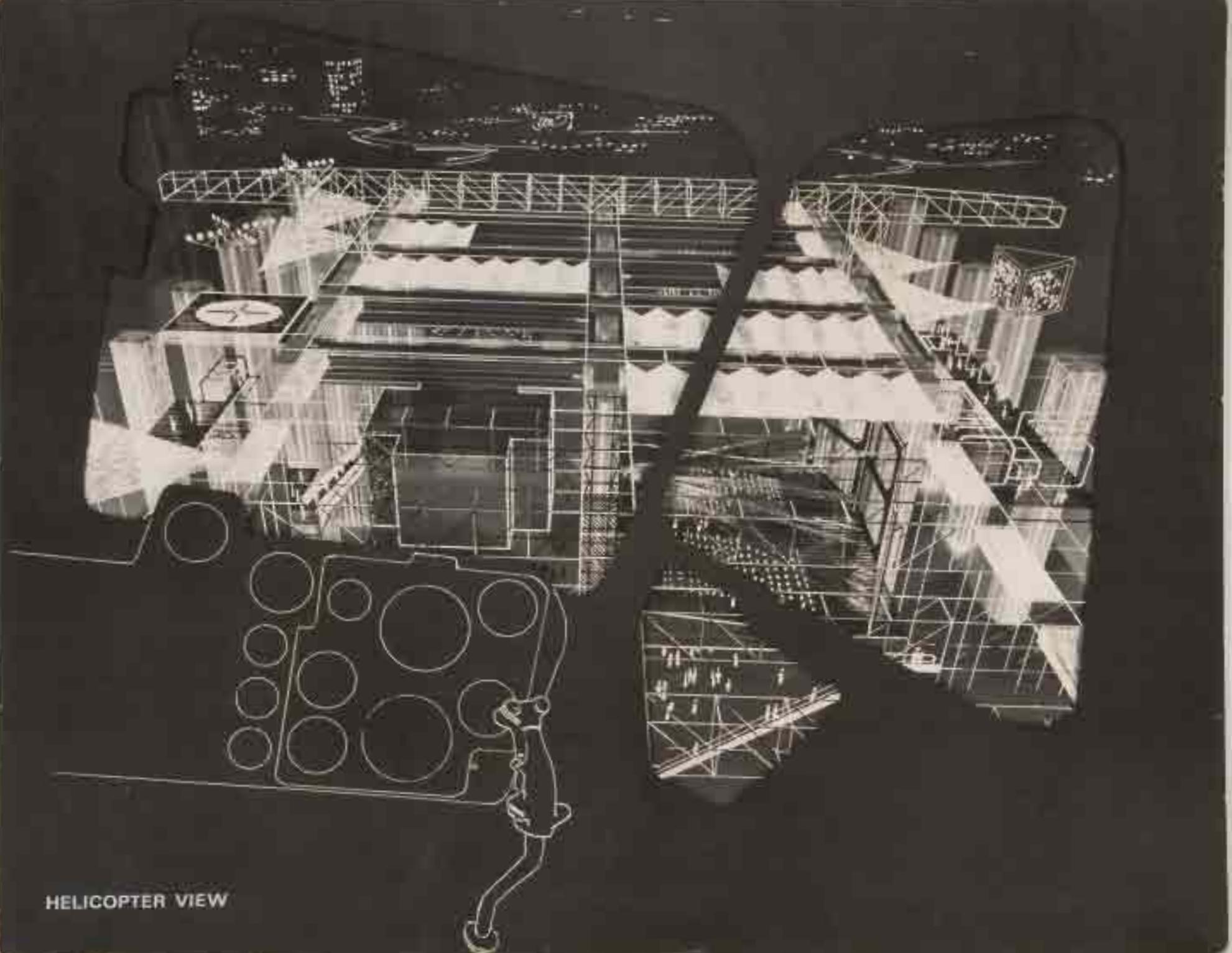


Fun Palace 1965

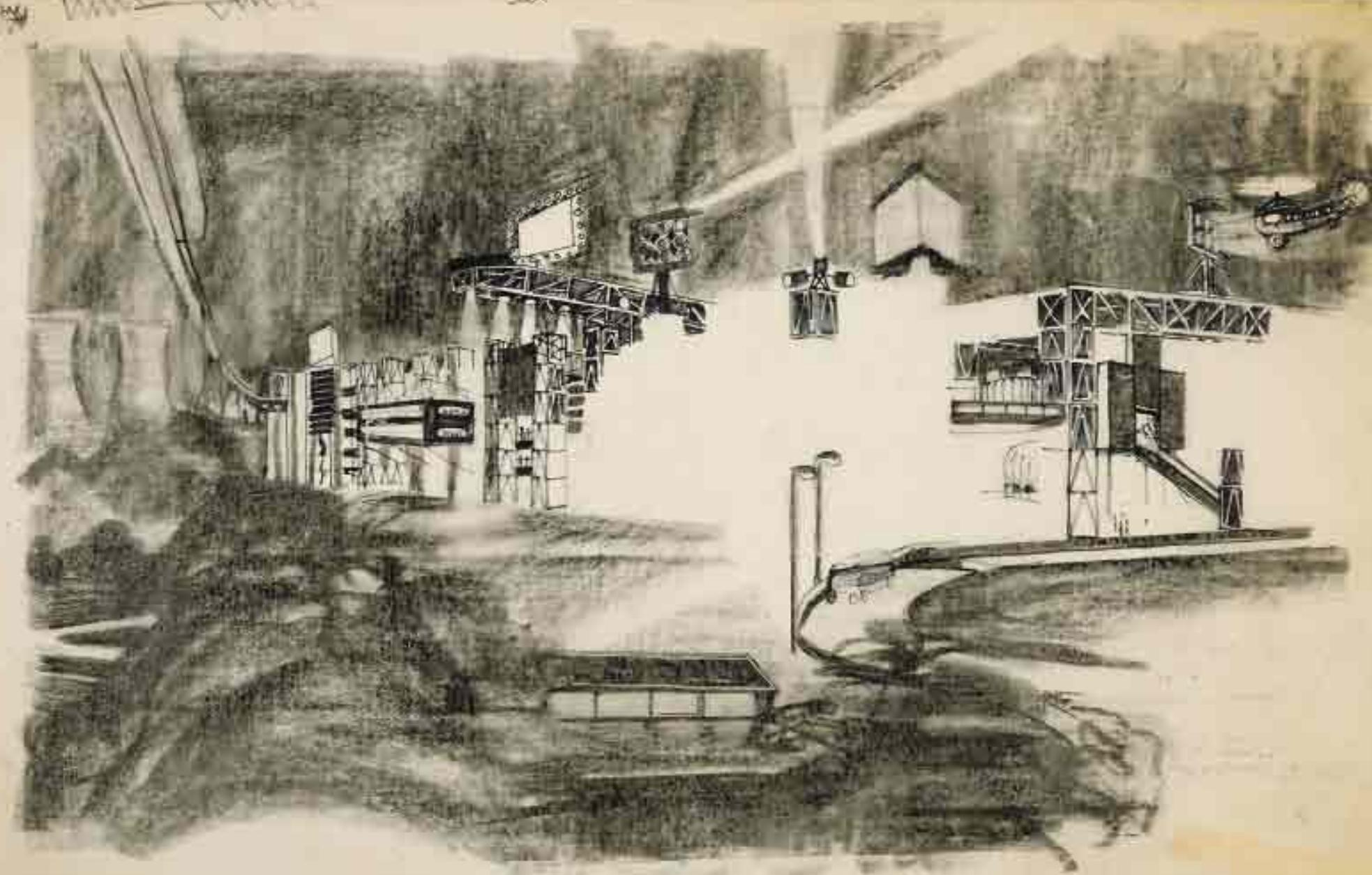




LEA RIVER SITE



HELICOPTER VIEW



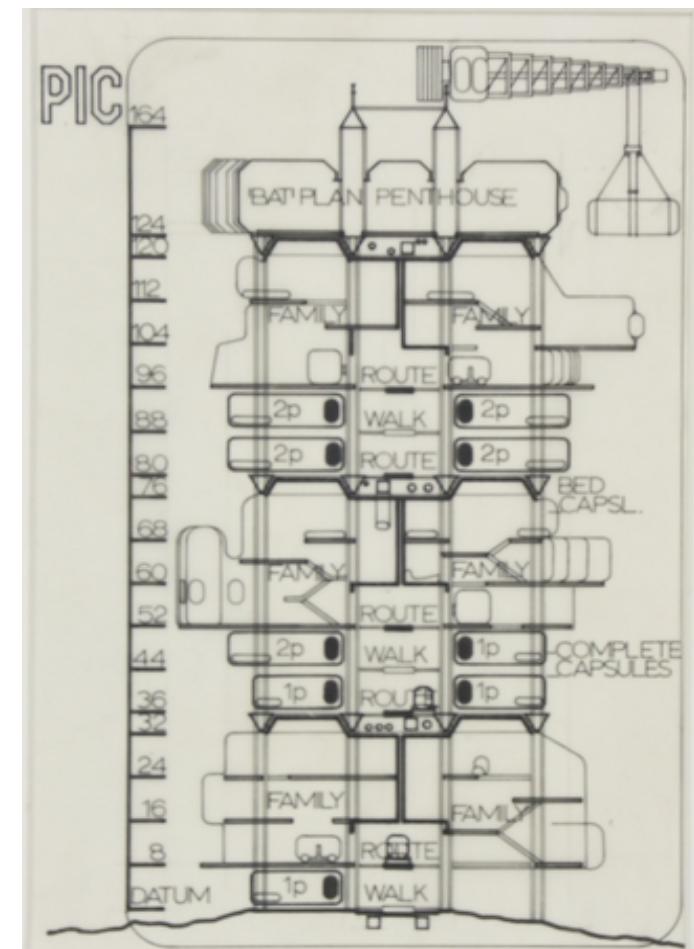
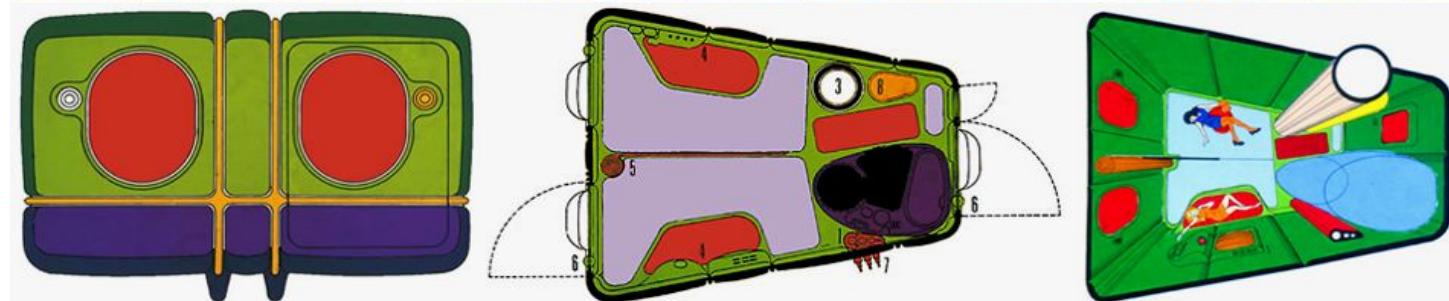
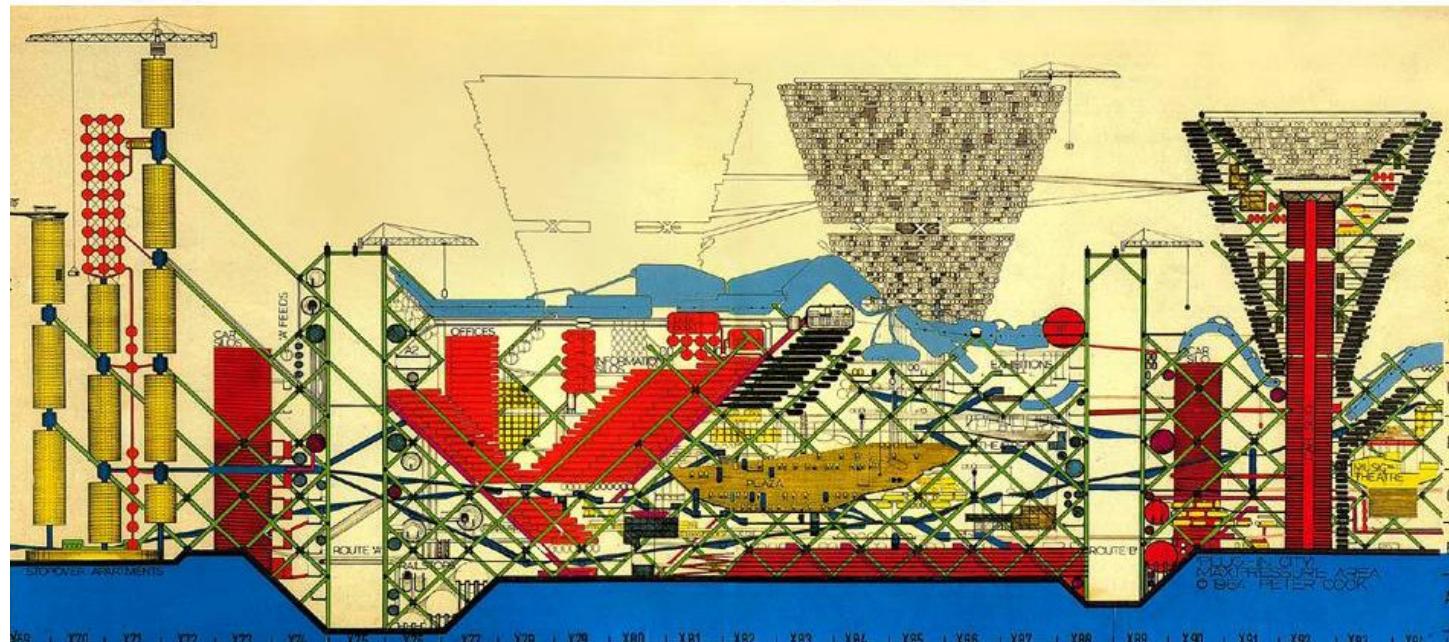
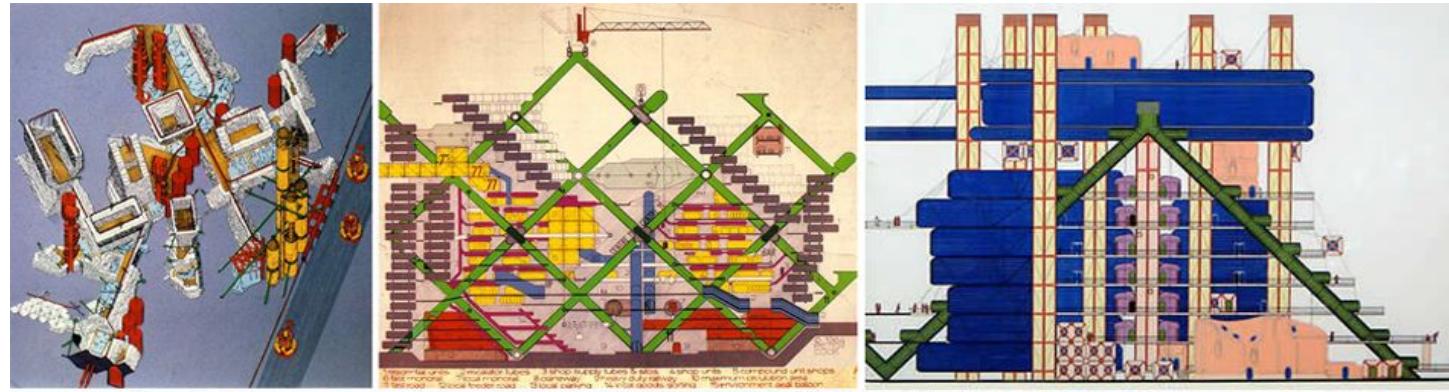
Archigram 1961

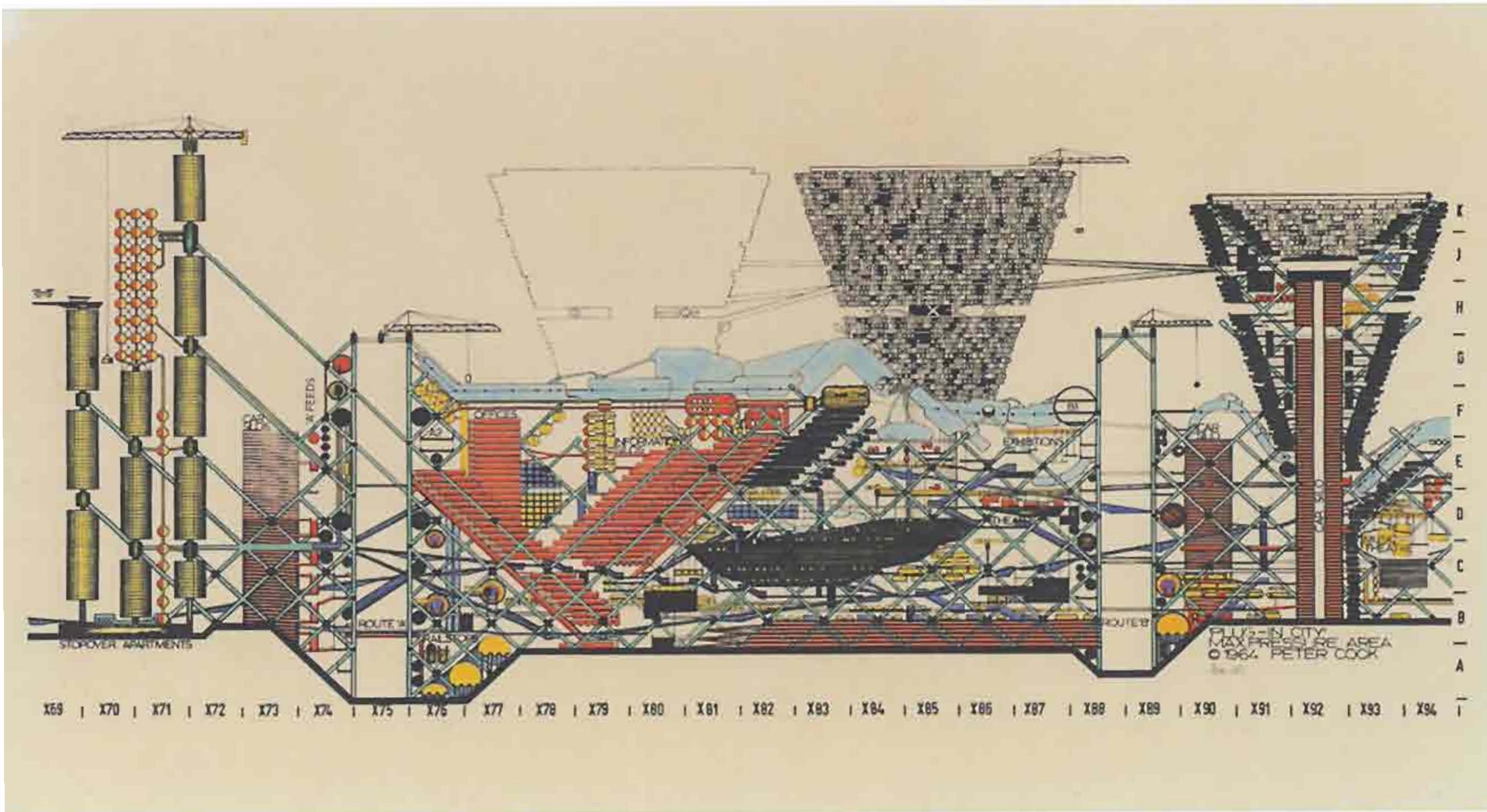
- Peter Cook
- David Greene
- Mike Webb
- Ron Herron
- Warren Chalk
- Dennis Crompton

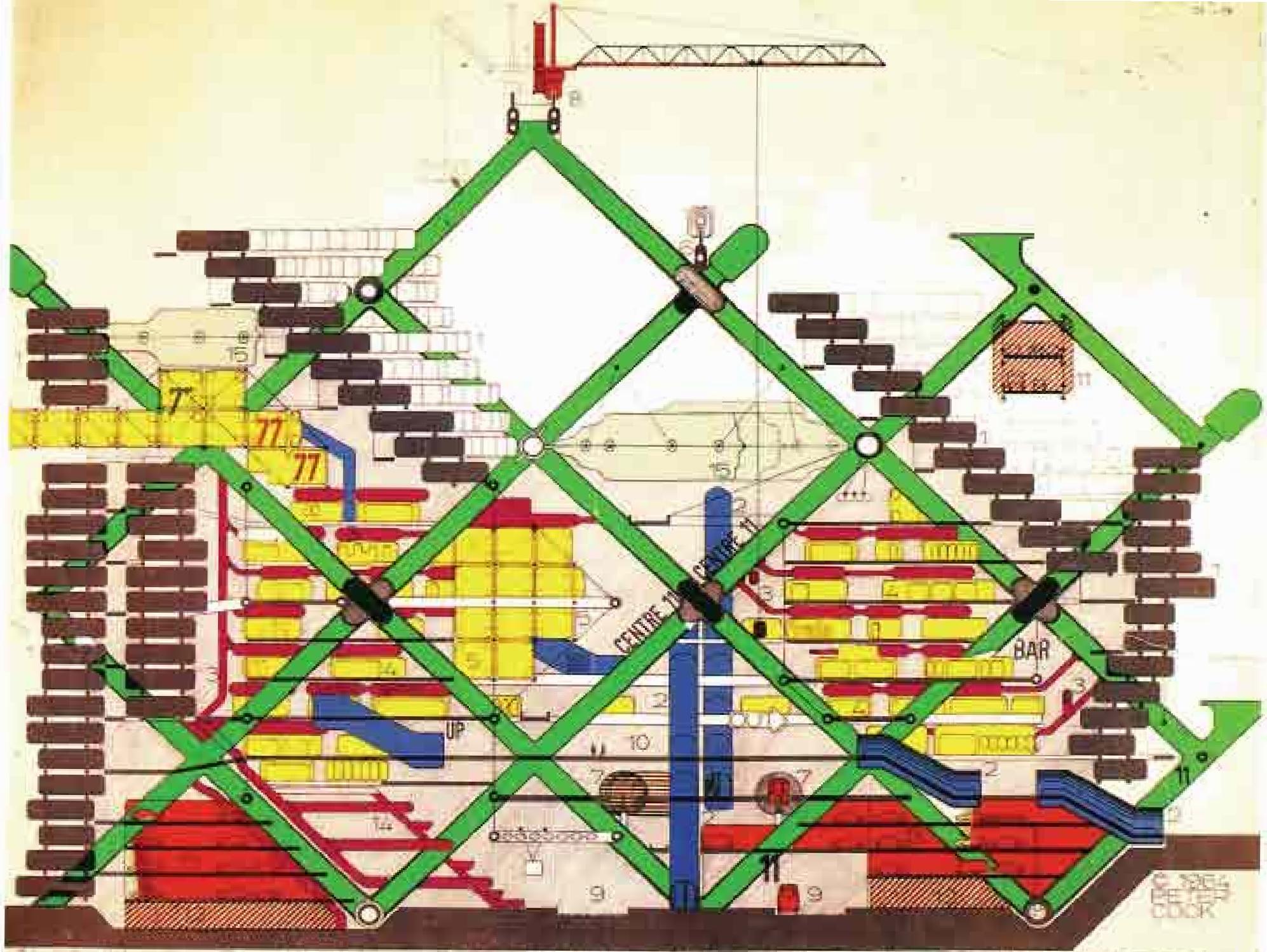




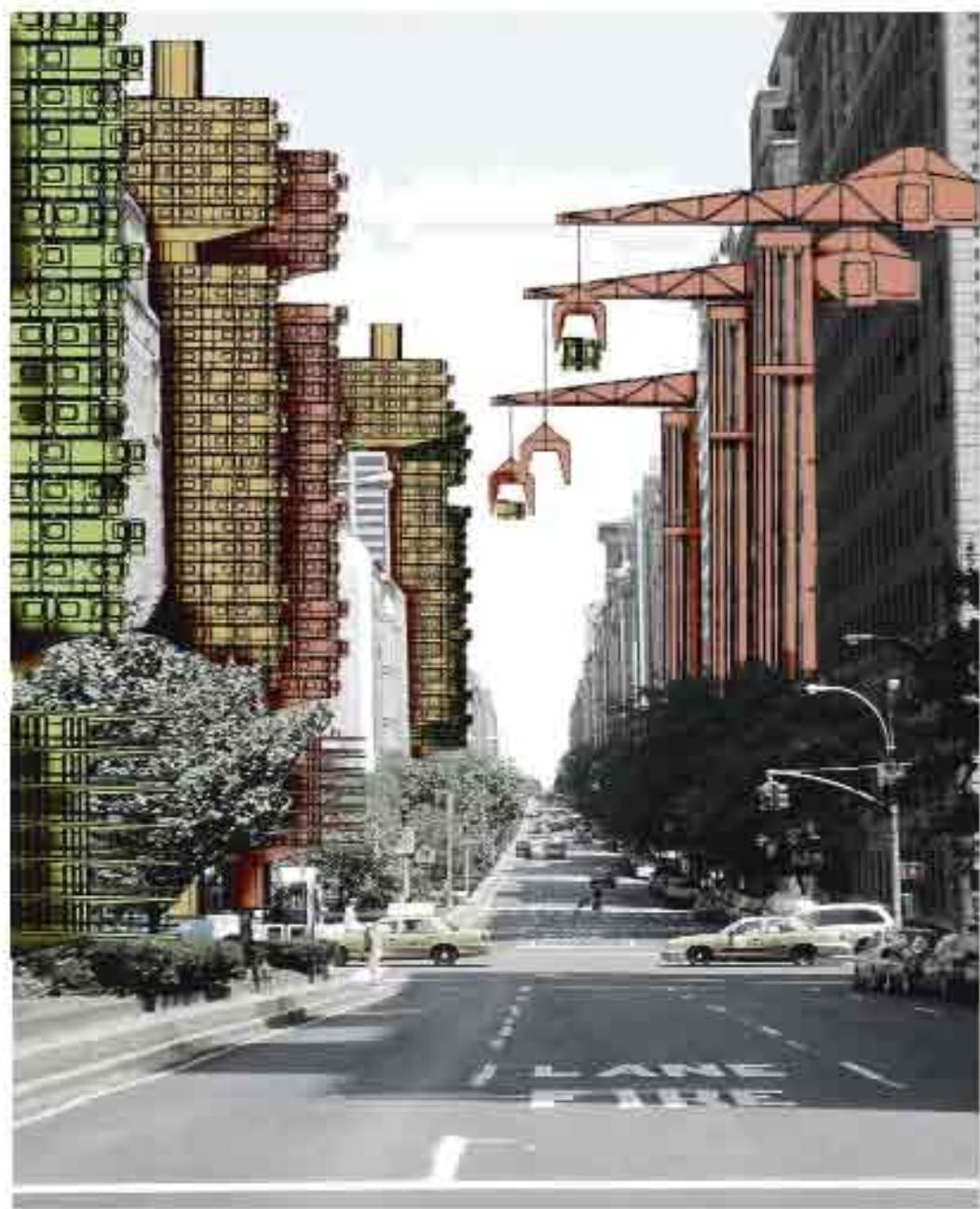
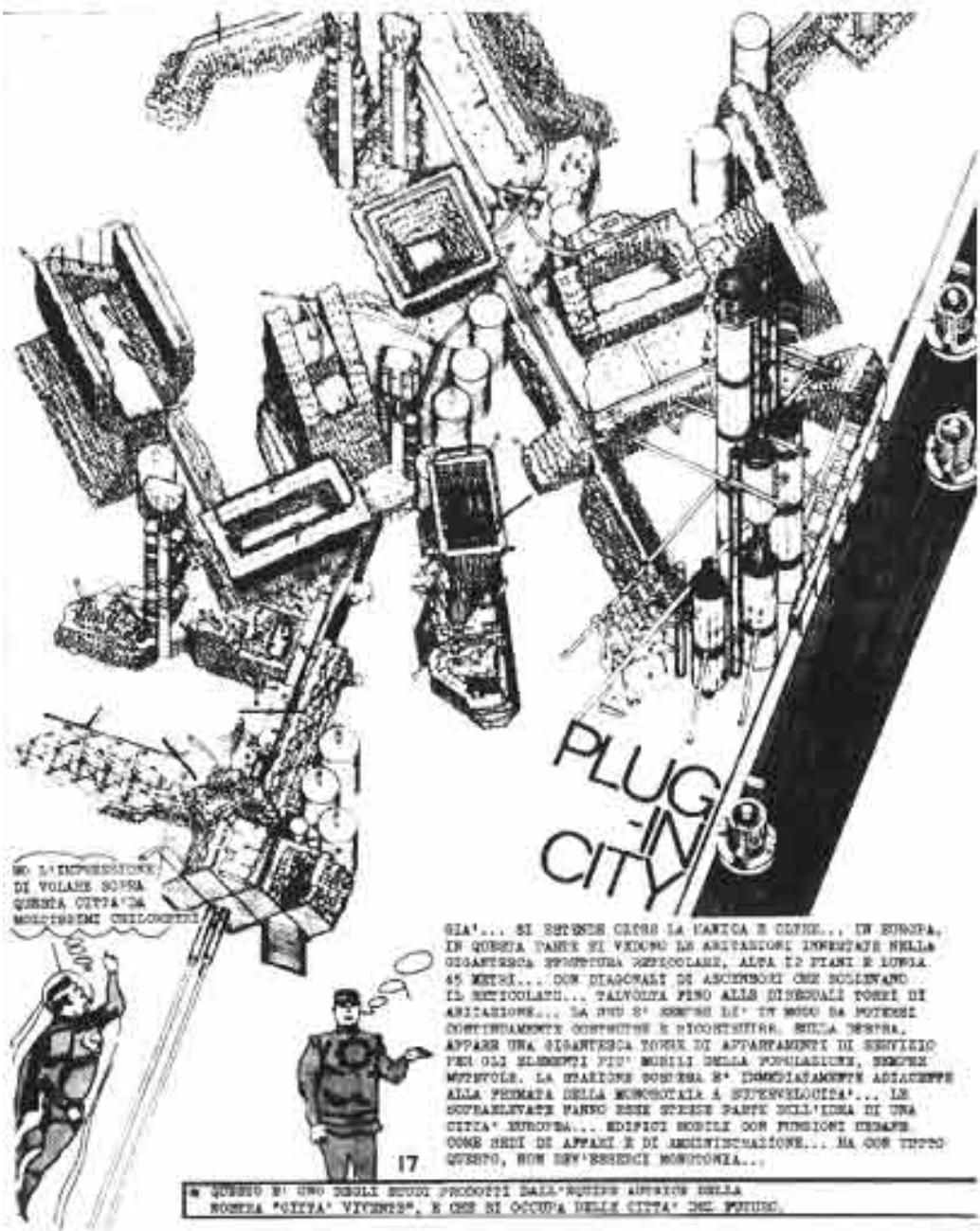
Plug-in City 1964



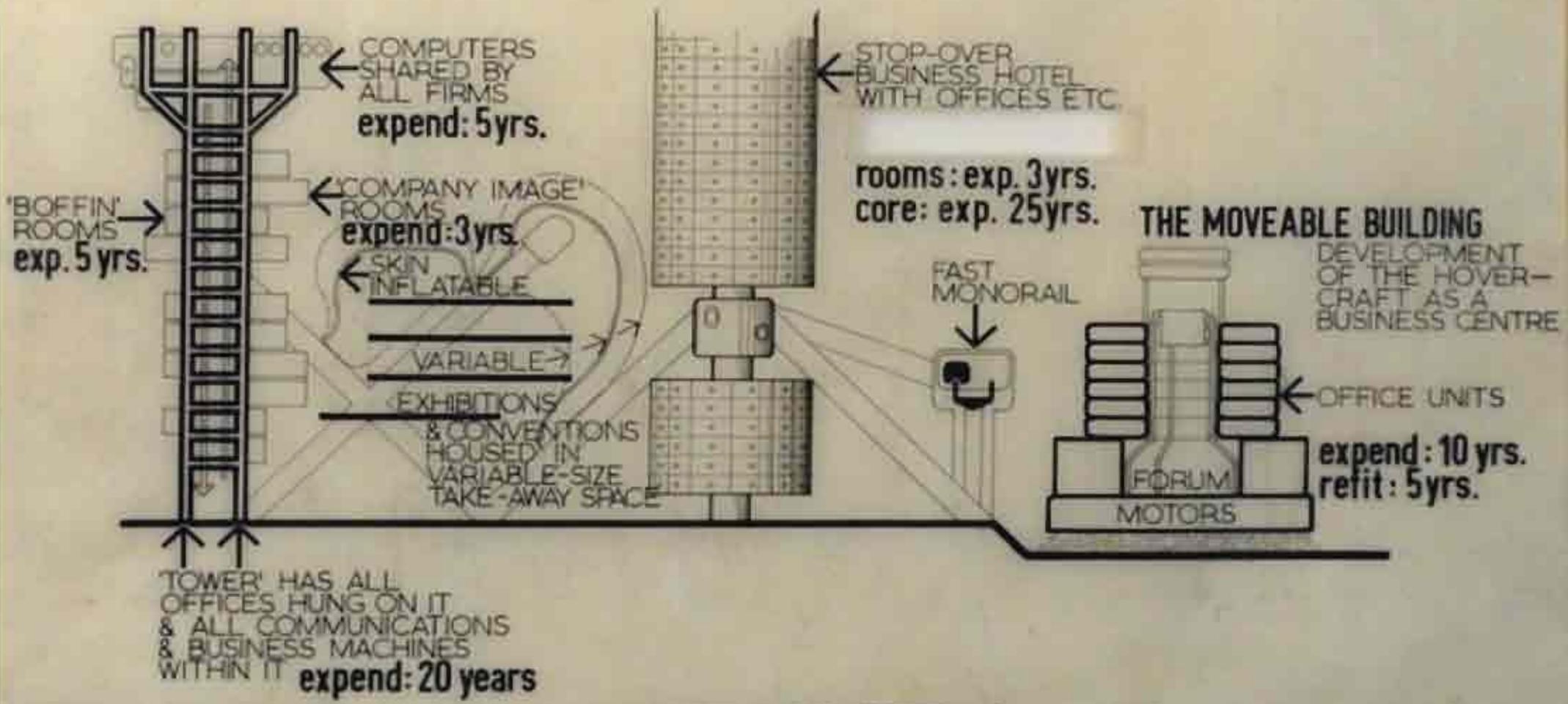




1 residential units 2 spectator lofts 3 shop supply lofts & sites 4 shop units 5 compound unit shops
6 fast food outlets 7 local material 8 driveway 9 heavy duty railway 10 maximum circulation area
11 featured 12 local service 13 alterations 14 site roads 15 site parking 16 environmental seal below



* QUESTO È UNO DEGLI STUDI PROGETTI DALL'UNICO AUTORE DELLA
NOSTRA "CITTÀ VINCENZA", E CHE SI OCCUPA DELLE CITTÀ DEL FUTURO.



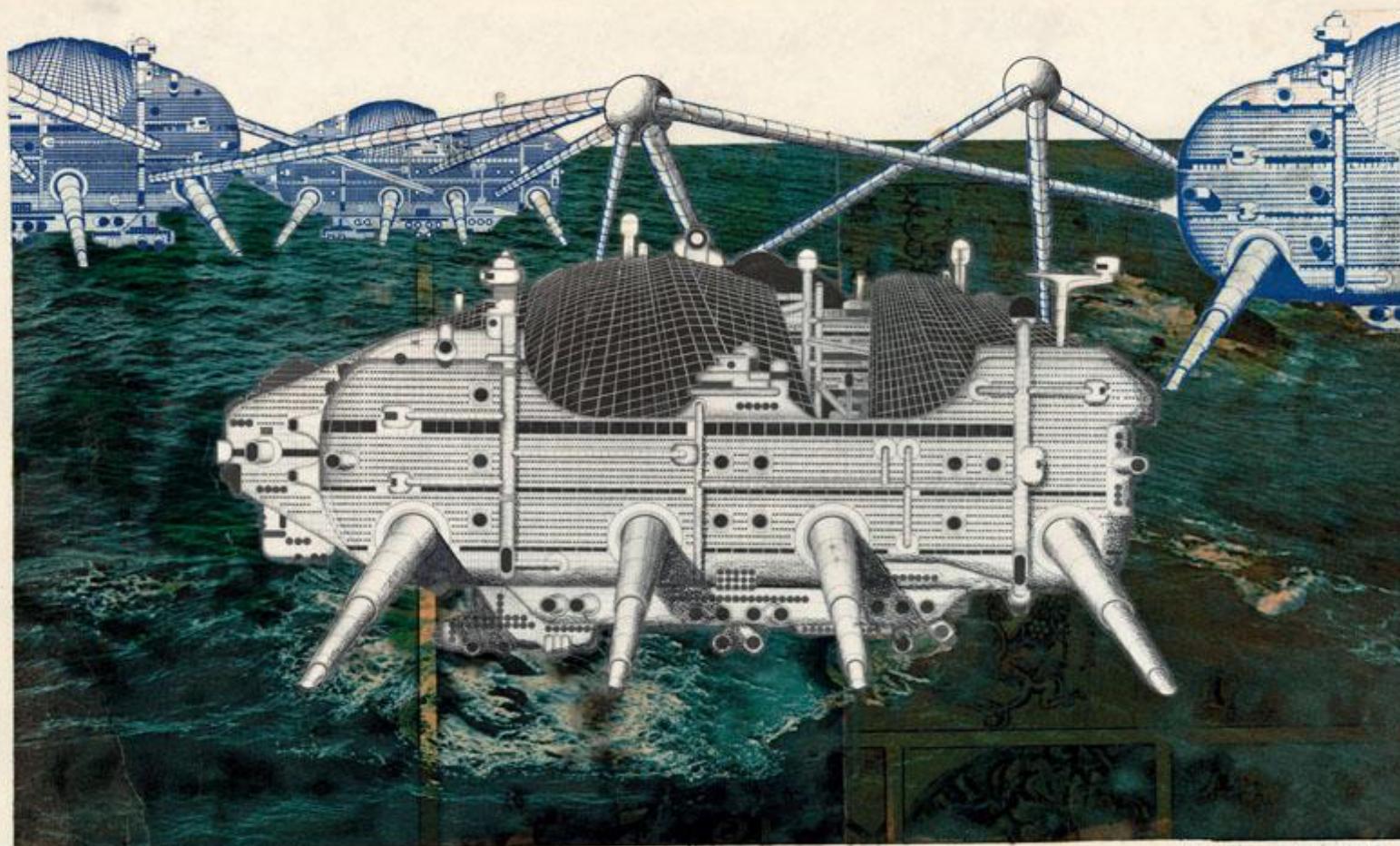
BUSINESS COMPONENTS PLUG-IN CITY SIMPLIFIED GUIDE - SECTION 1

Walking City 1964

Page 88 →



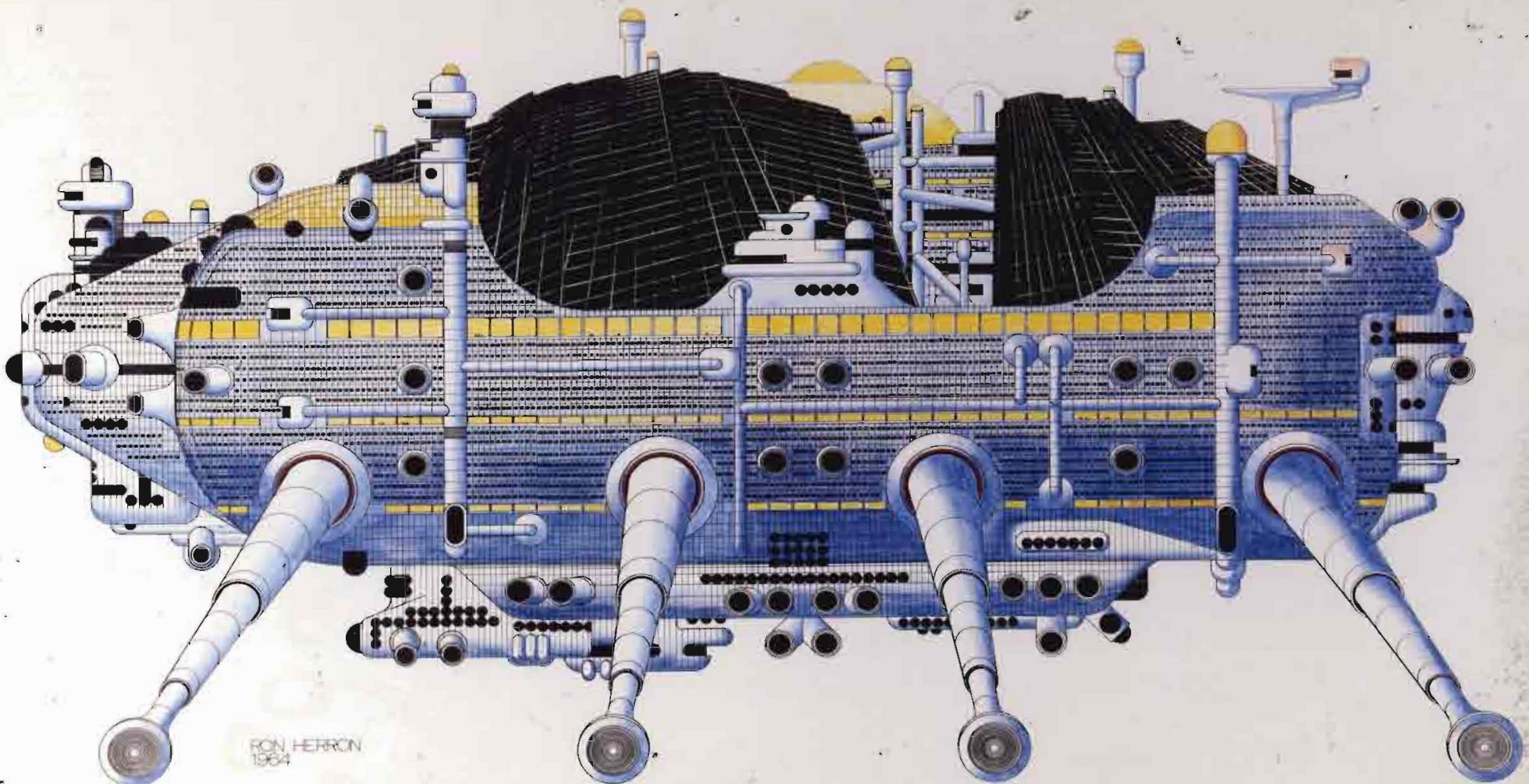
← Page 89



R. Buckminster Fuller 1966

WALKING CITY.
Pages 88 and 89
Bread all edges.

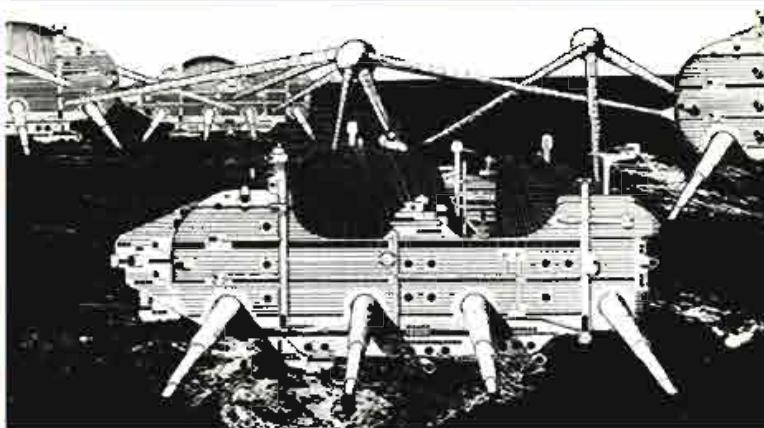
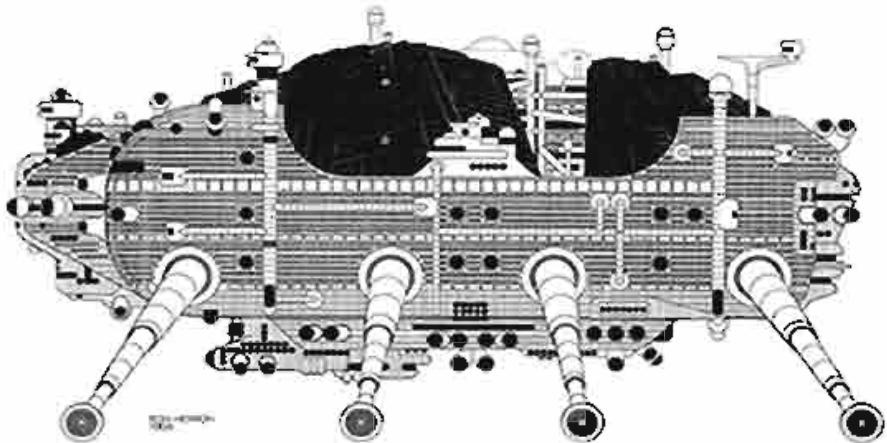
(A)



RON HERRON
1964

CITIES: MOVING

TOMORROW



EACH WALKING UNIT HOUSES NOT ONLY A KEY ELEMENT OF THE CAPITAL, BUT ALSO A LARGE POPULATION OF WORLD TRAVELLER-WORKERS.

A WALKING CITY

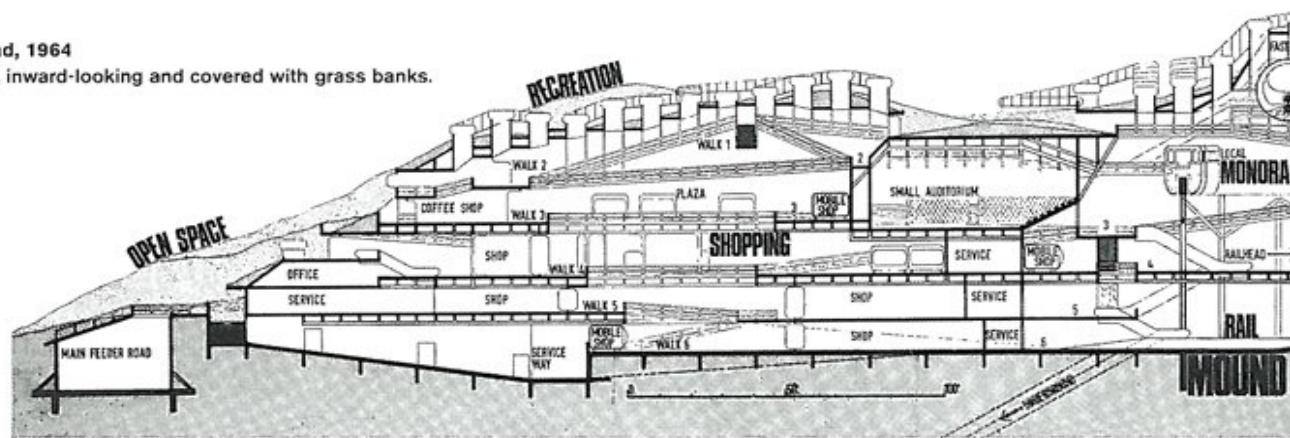


Mound 1964



Peter Cook, Mound, 1964

A multi-use centre, inward-looking and covered with grass banks.



WHAT is happening
on every page
comes alive to move

each character has its own
set of streets and buildings
in fact... playing with a city!

WHAT is happening
with hidden cameras, with the full power
of animation

and suddenly... you look

at the city

and suddenly... you look

at the city

THINGS

are happening

two-sided

the FLICKER of the buildings can be
stopped and planned at
any speed here.

stop, start them

DANCE... see the full 5 pages
of my project that comes by

and start here

LATER the transformations become
more complex,
longer and more

OPEN BY DAY
the natural turned house

OPEN BY NIGHT, DARK
transforming day

The house... now it's time to
open the windows and
the doors... the windows

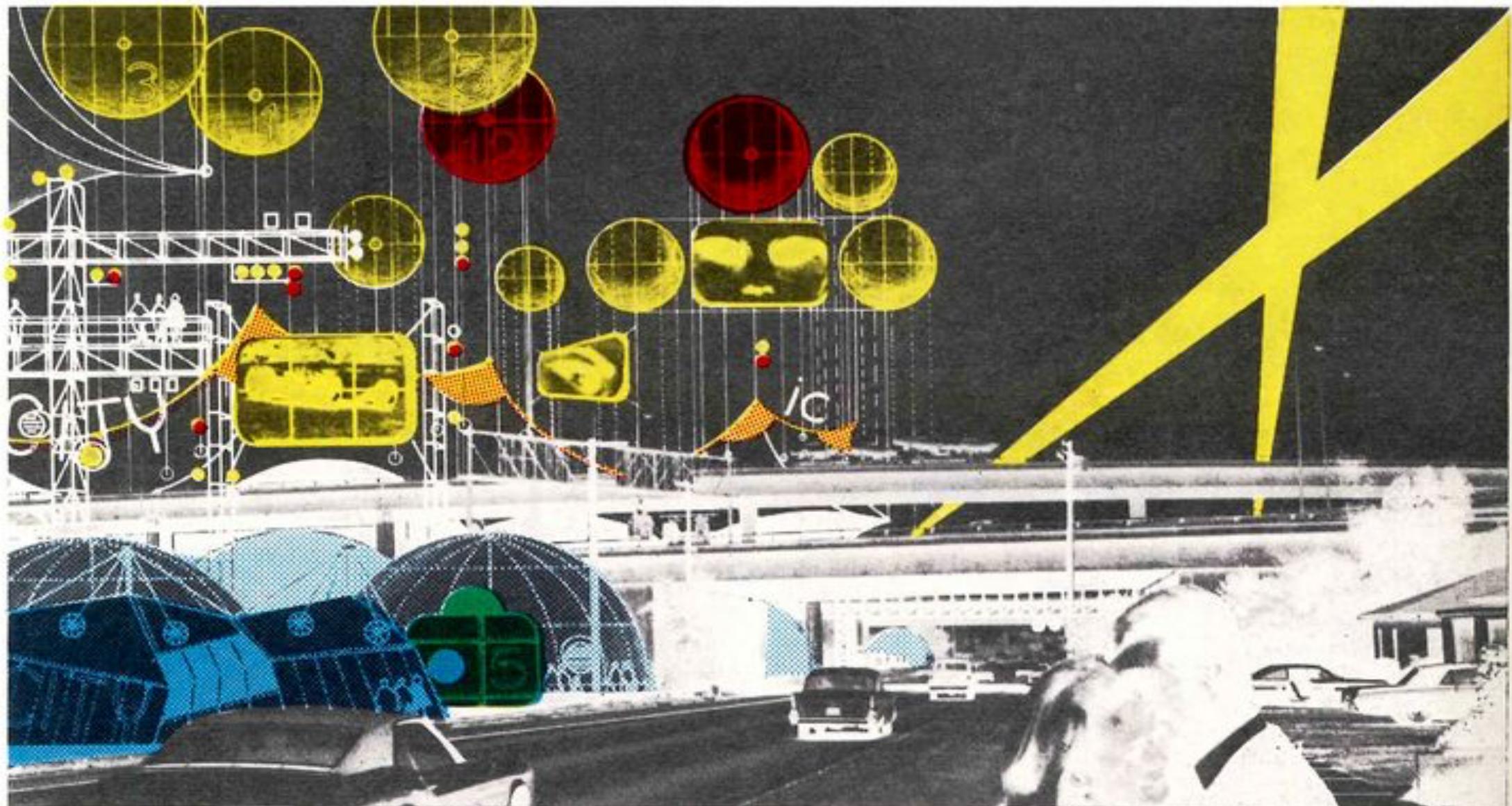
WHERE?
which building is which a guide?

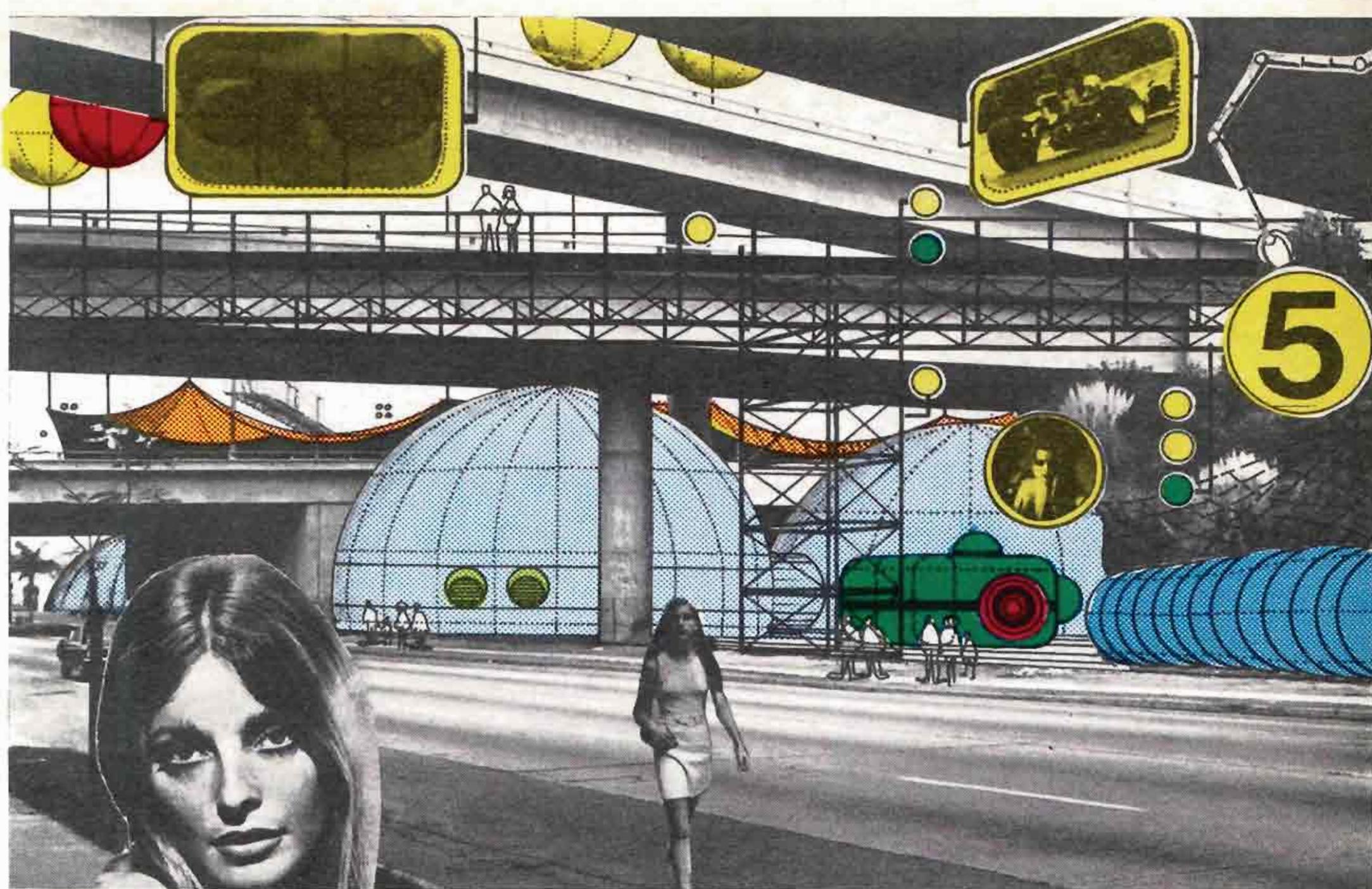
architecture and legend in mind on buildings

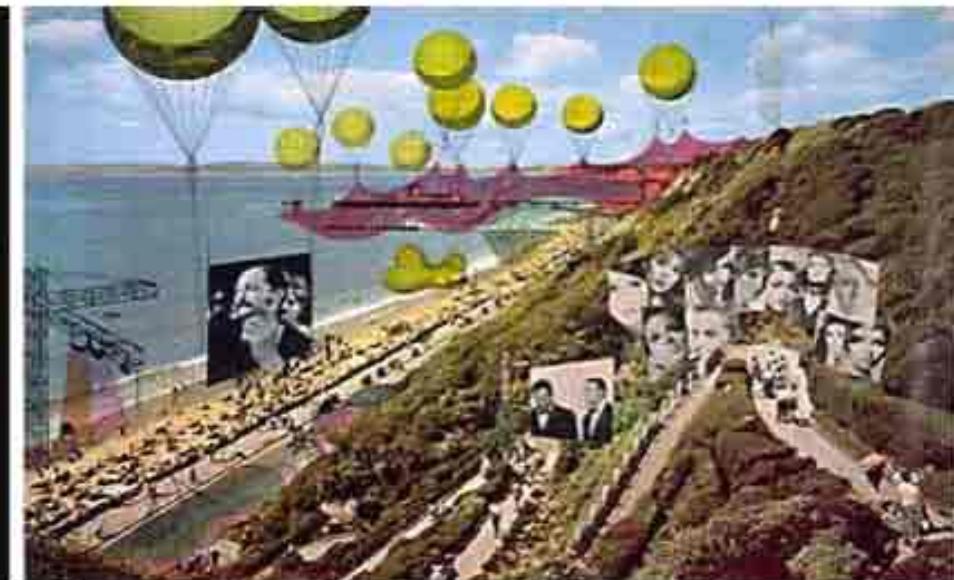
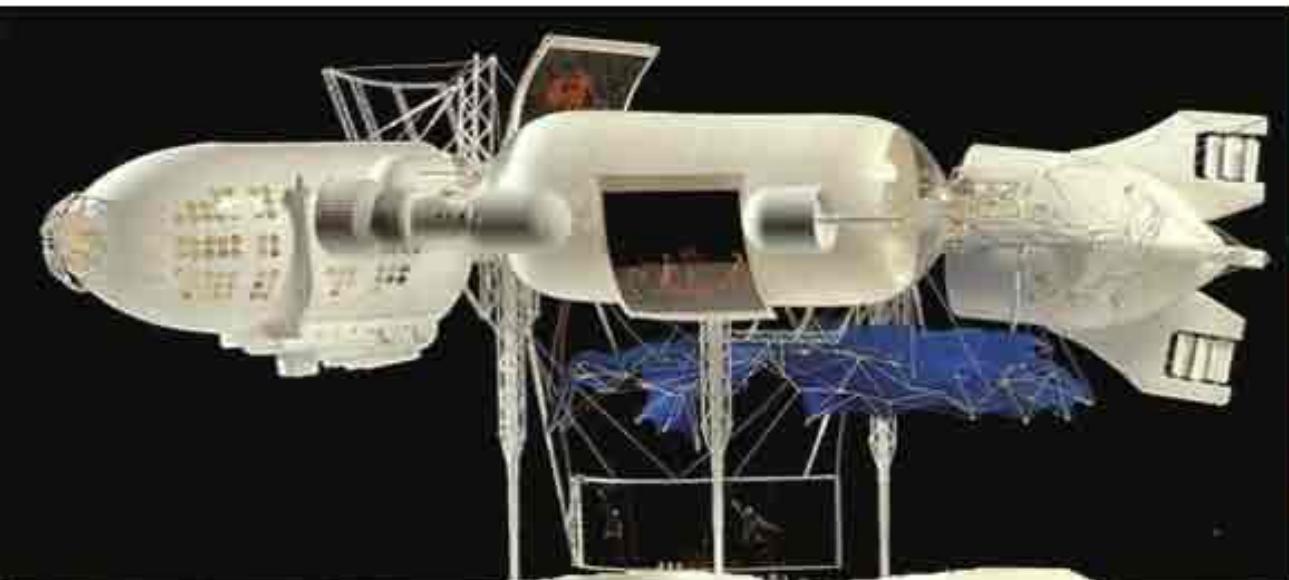
history/timeline

history

Instant city 1969







インスタント・シティ 飛行船

Instant City
Airship



INSTANT CITY AIRSHIP

INSTANT CITY SKYMOBIL

A PROJECT BY THE SPENCER GROUP LTD
INSTANT CITY

RACHIGRAM

In 1967 a small group of frustrated architects in London put together a wide, mostly anonymous, art 'Rachigram' (as opposed to a 'Technogram' or 'Archigram'). Antennaeomaniacs, open-mindedness and inventiveness have sustained the group (and others who have subsequently joined it) through an overwhelming series of experimental projects that have outlived the name of the original broadsheet.



WALKING CITY

Ken Barber

The 'Walking City', the 'Plug-in City', the 'Living-Pod' and the 'Invert-City' - which is illustrated on this panel - are among the seminal architectural experiments of the 1960's - yet, in their without quantifying of the need for the buildings at all, they broaden the discipline of architecture itself. They suggest that in order to survive we must invent new artifacts, new situations, and regard the built-in situation merely as a form of reference that does not demand a 'house' on a 'city'.



LIVING POD

D. Gruen

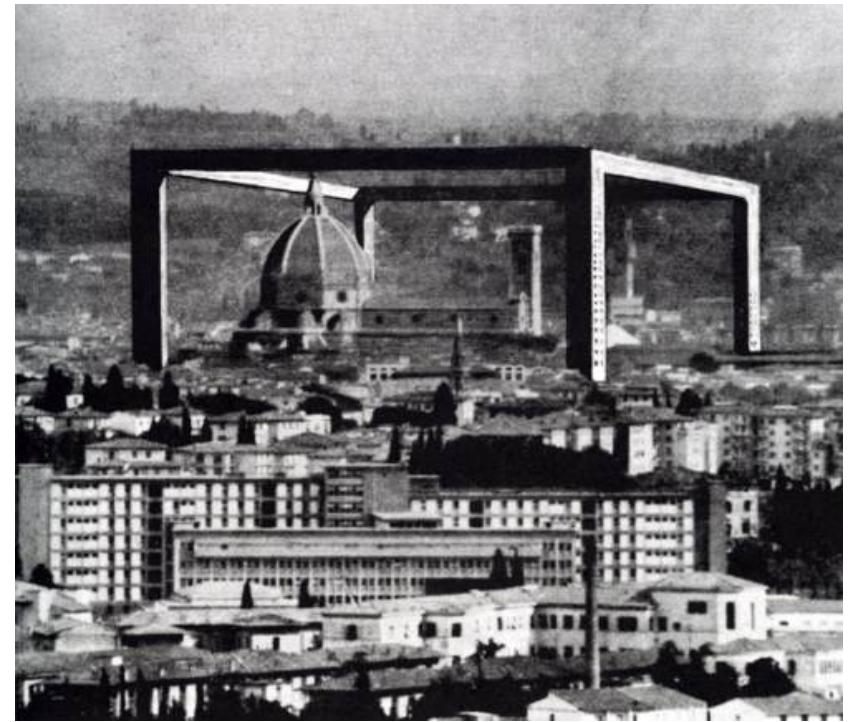
In 1969 the group was invited to submit a scheme for an entertainment facility in Monte Carlo. The scheme was accepted and the blue panel illustrates the development of this project from the competition stage to the final design.

In 1972 the group was asked to take part in a second competition on another site in Monte Carlo, this time for a Summer Casino, and two designs were submitted. They are known as the 'Palm Tree' Casino (shown on the red panel), and the 'Chemistree' Casino (shown on the yellow panel).

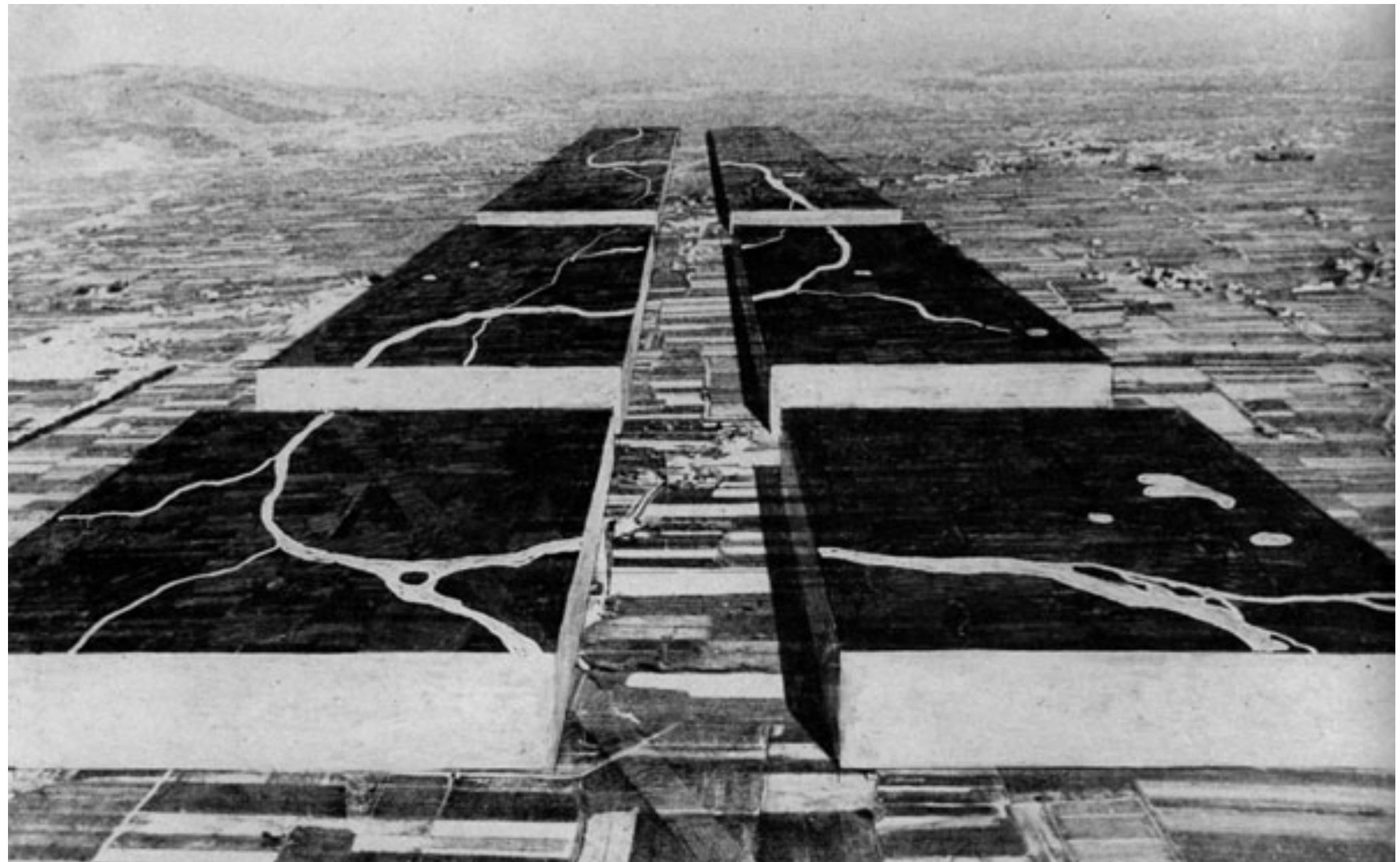


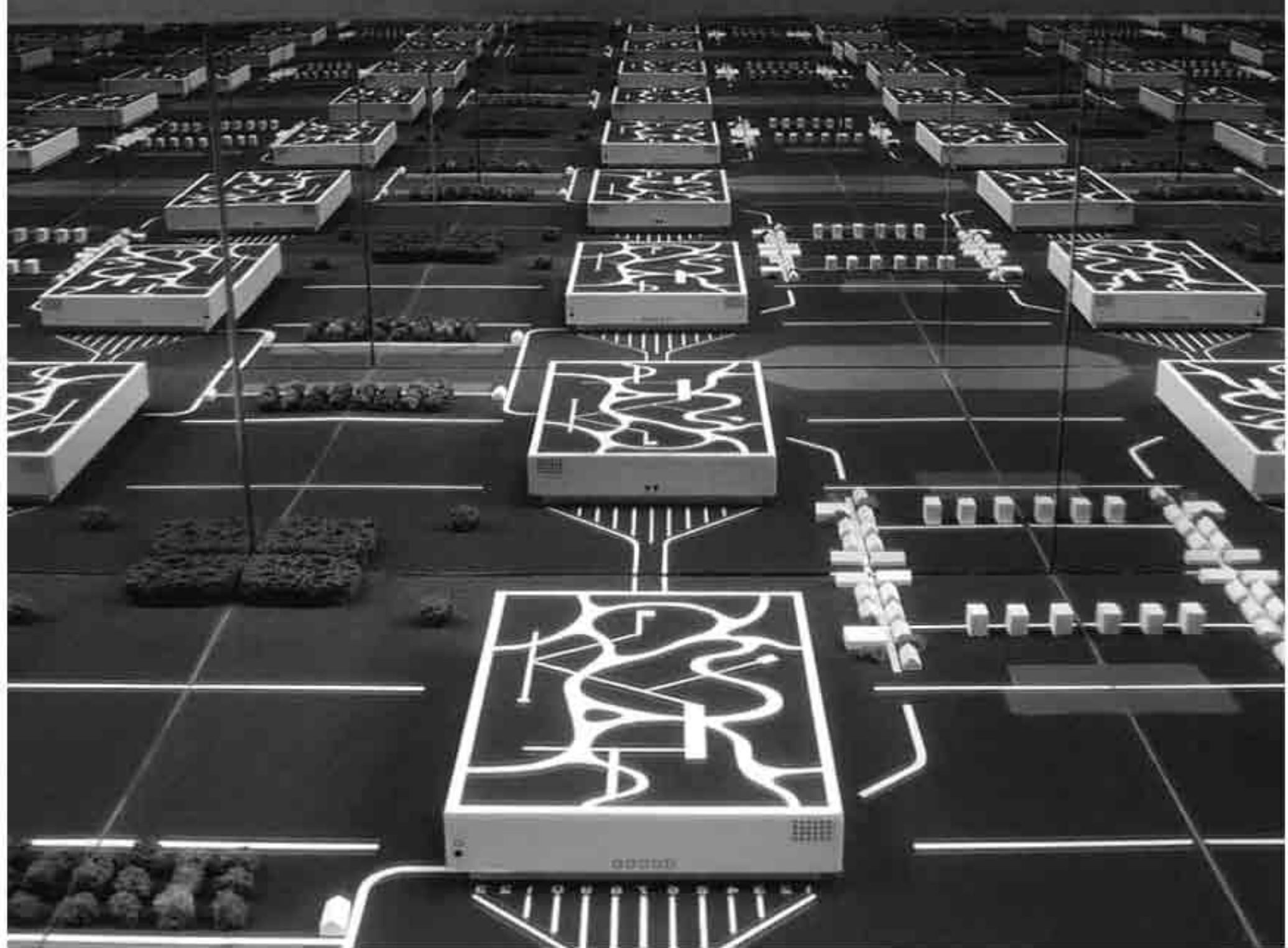
Archizoom 1966

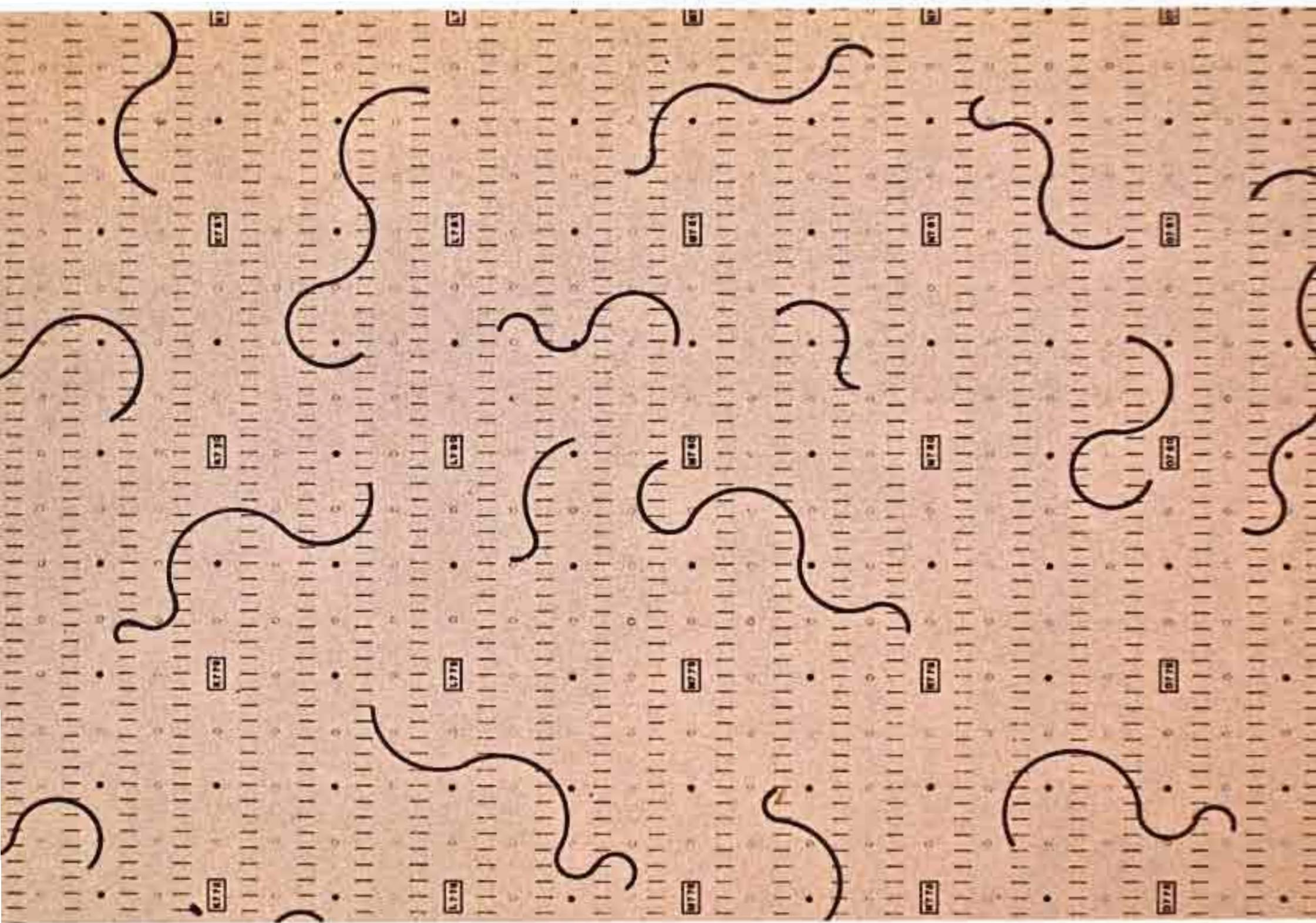
- Andrea Branzi
- Gilberto Corretti
- Paolo Deganello
- Massimo Morozzi

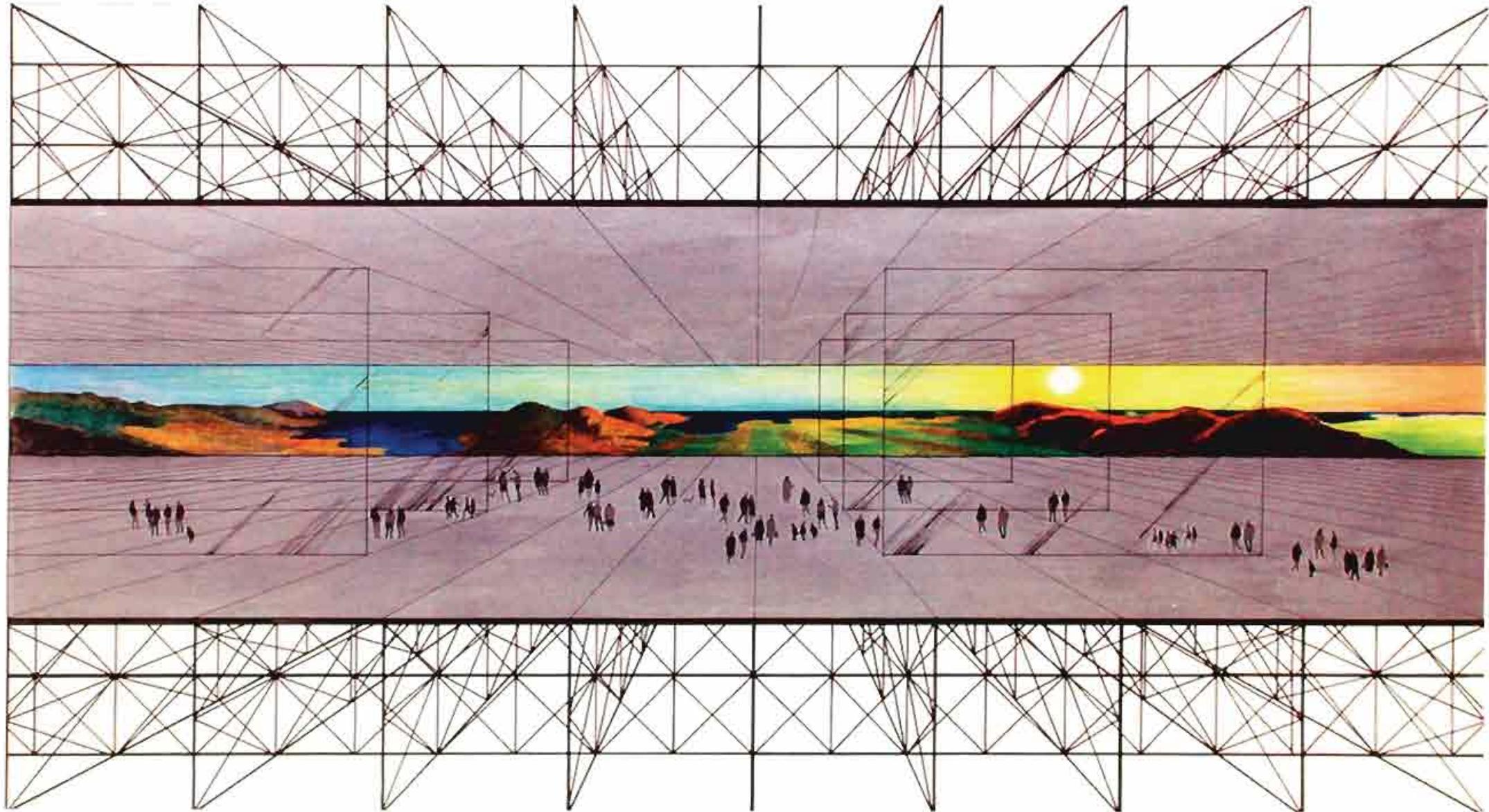


No stop city 1970-1971











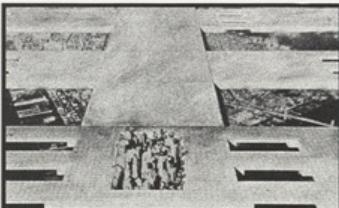
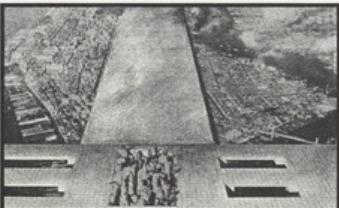
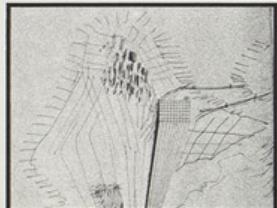
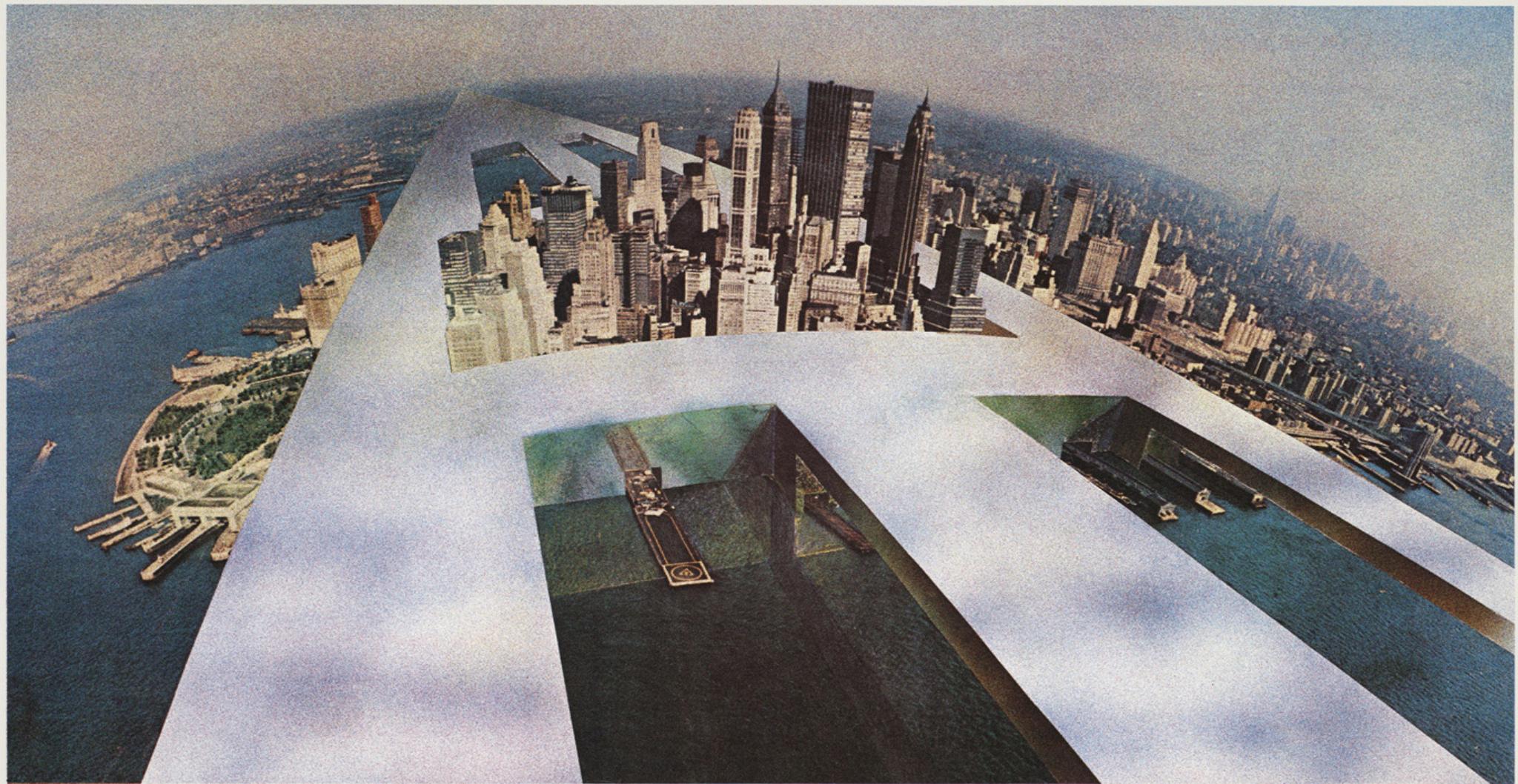


Superstudio 1966

- Adolfo Natalini**
- Cristiano Toraldo di Francia**
- Roberto Magris**
- Alessandro Magris**
- Gianpietro Frassinelli**

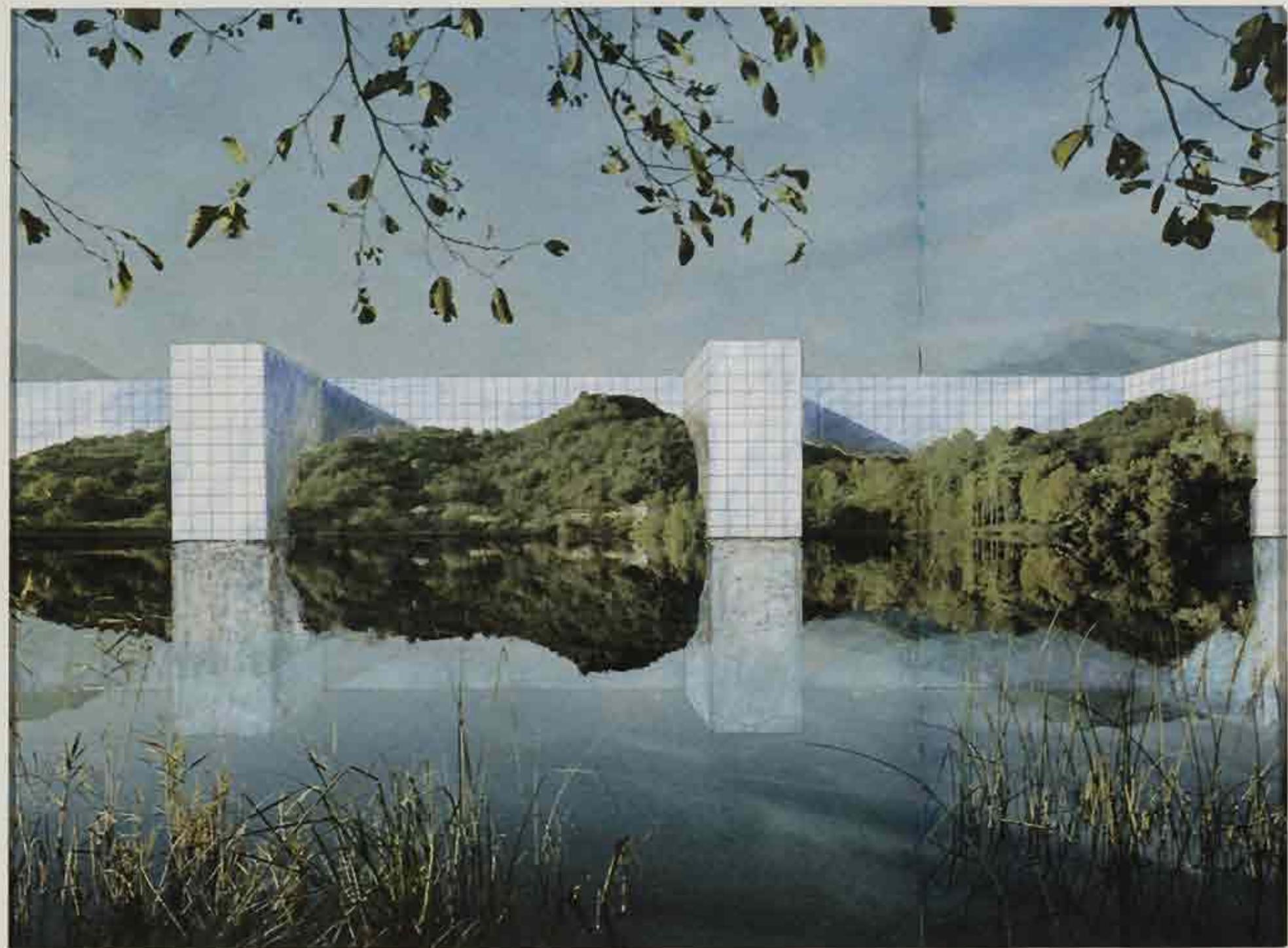


Il Monumento Continuo 1969



Il Monumento Continuo
The 'Il Monumento Continuo' is a proposed architectural intervention in New York City. It consists of a massive, wedge-shaped structure that cuts through the city's skyline, stretching from the Hudson River to the East River. The wedge is filled with a dense urban environment, featuring numerous skyscrapers, residential buildings, and infrastructure. The surrounding cityscape is visible at the base and edges of the wedge. The overall effect is one of a massive, continuous urban intervention.



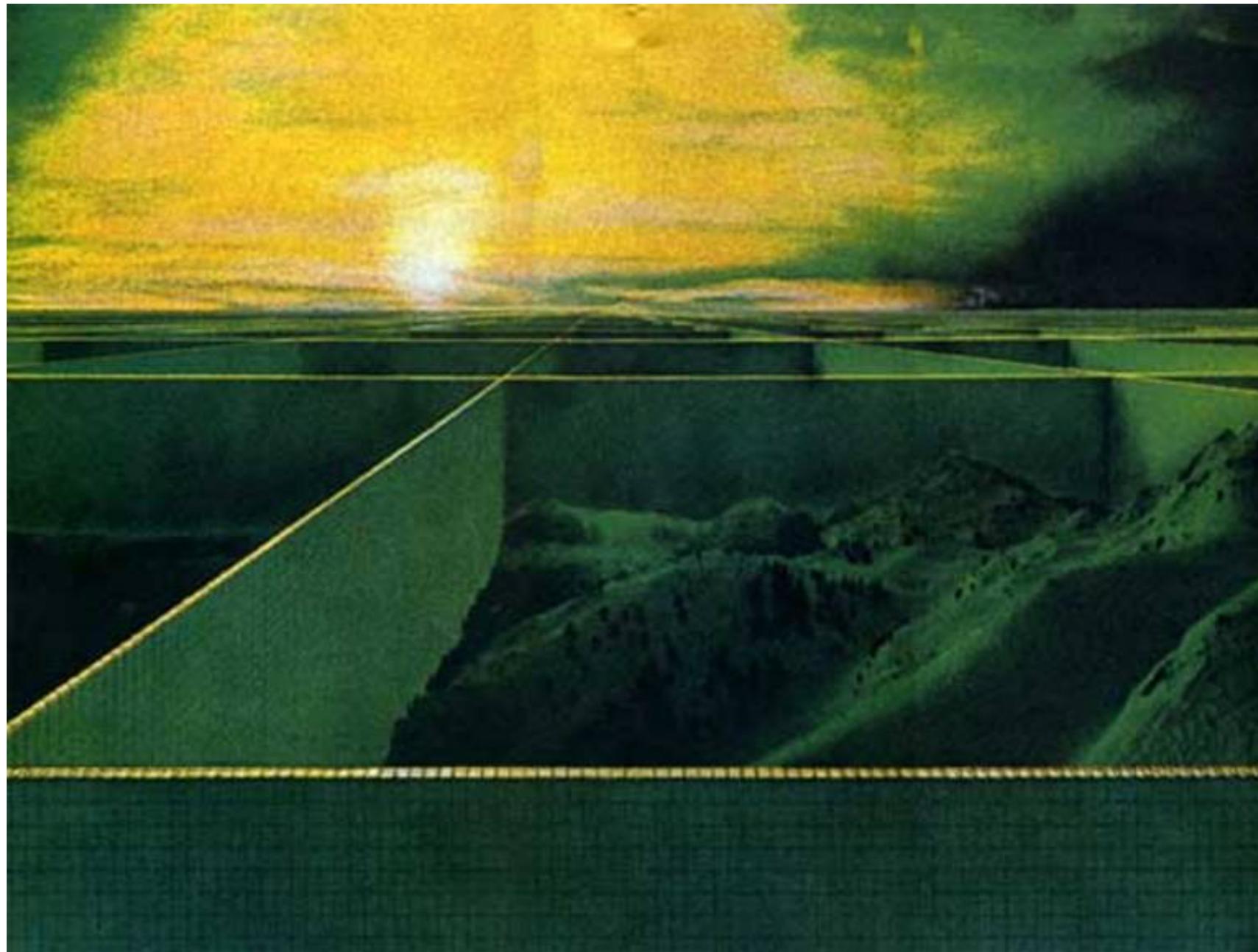






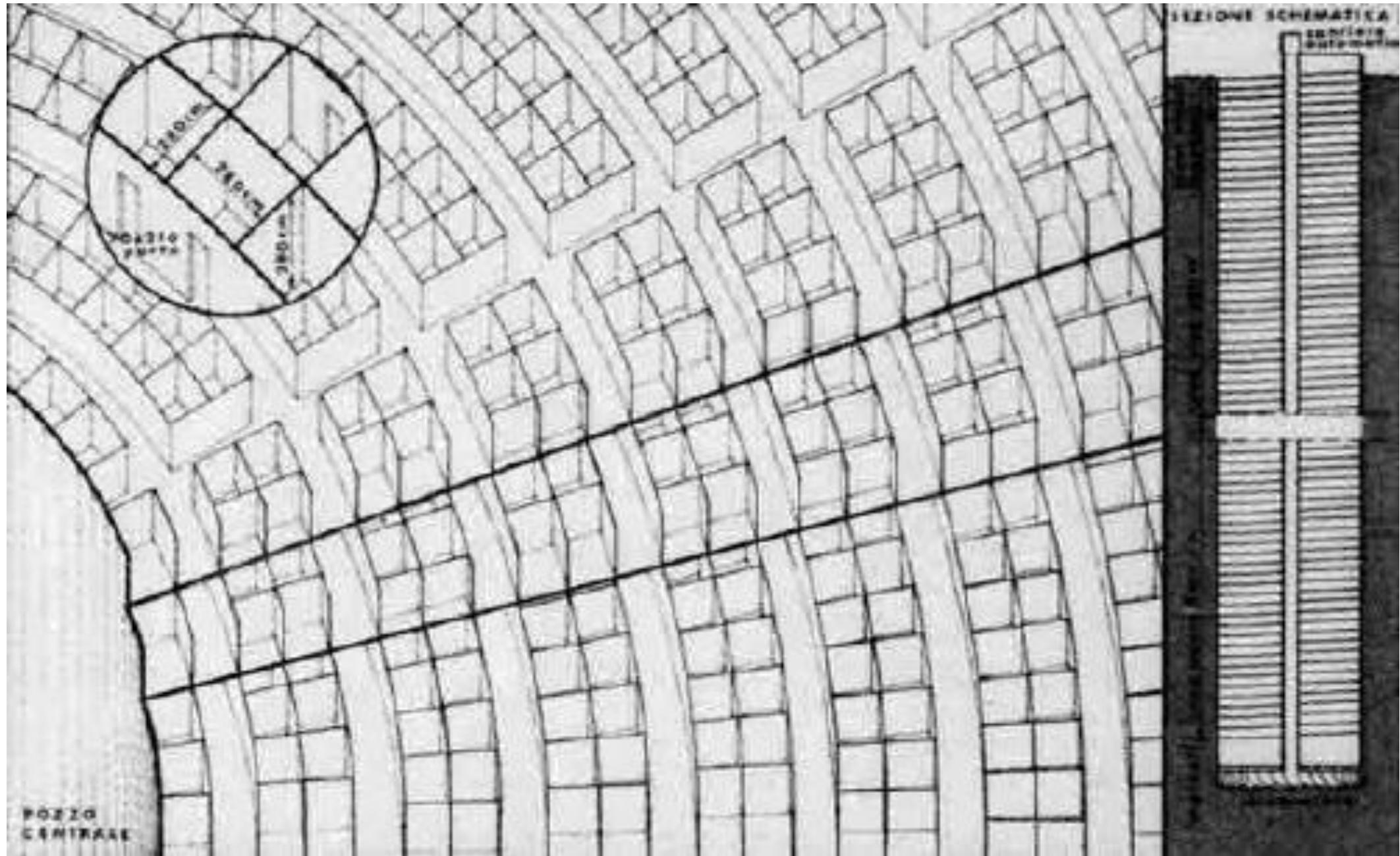


Le dodici Città Ideali 1971



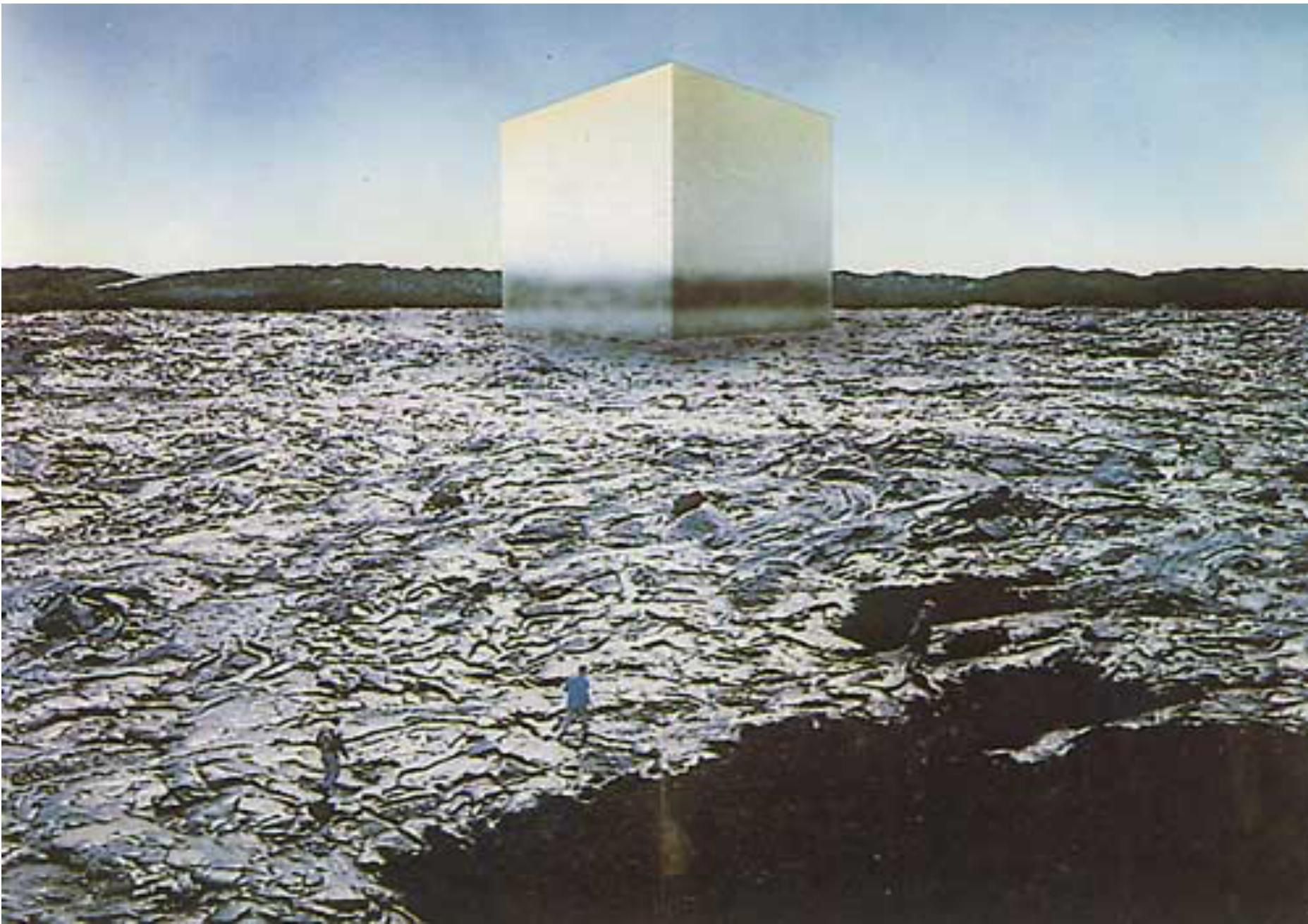
La prima città - Città 2000 t.

Le dodici Città Ideali 1971



La seconda città - Città coclea temporale

Le dodici Città Ideali 1971



La terza città - New York of Brains

Le dodici Città Ideali 1971



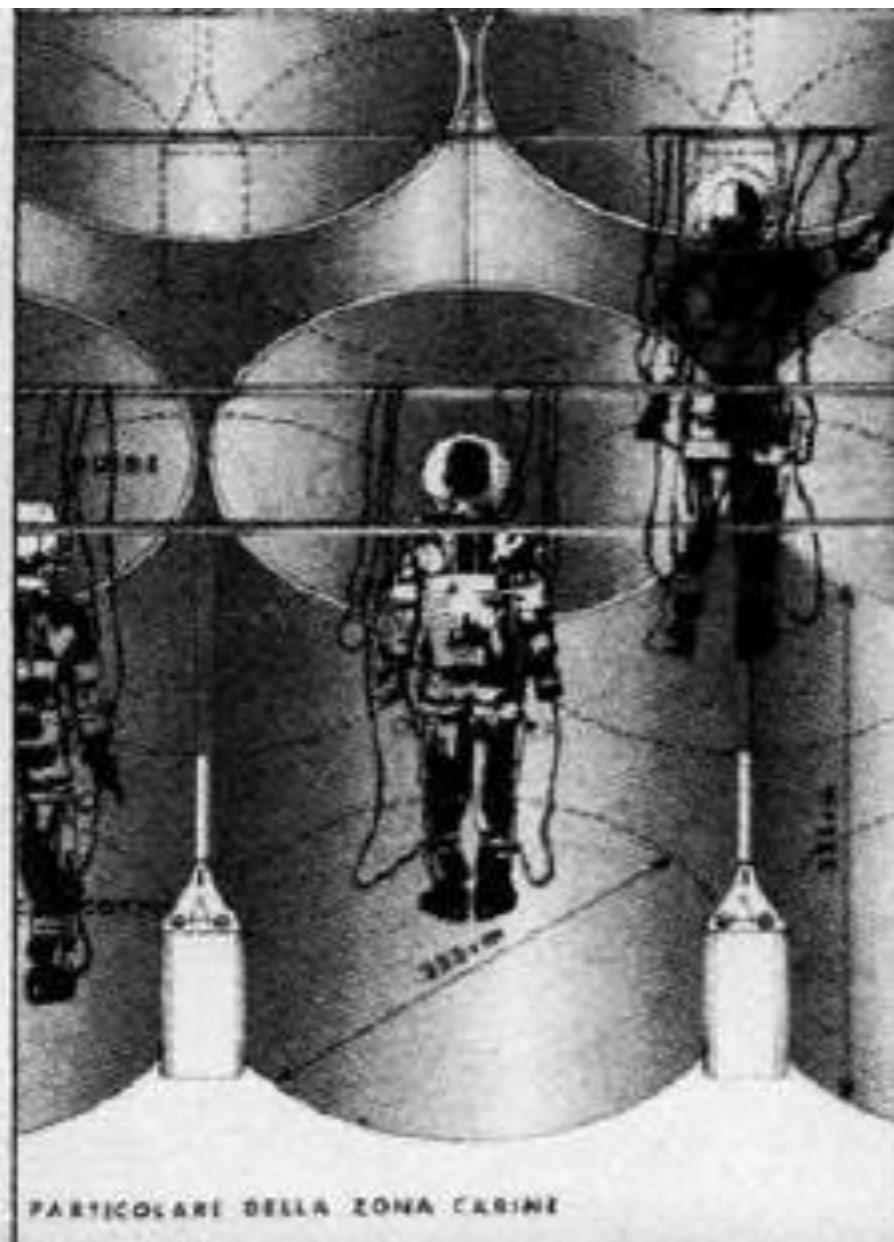
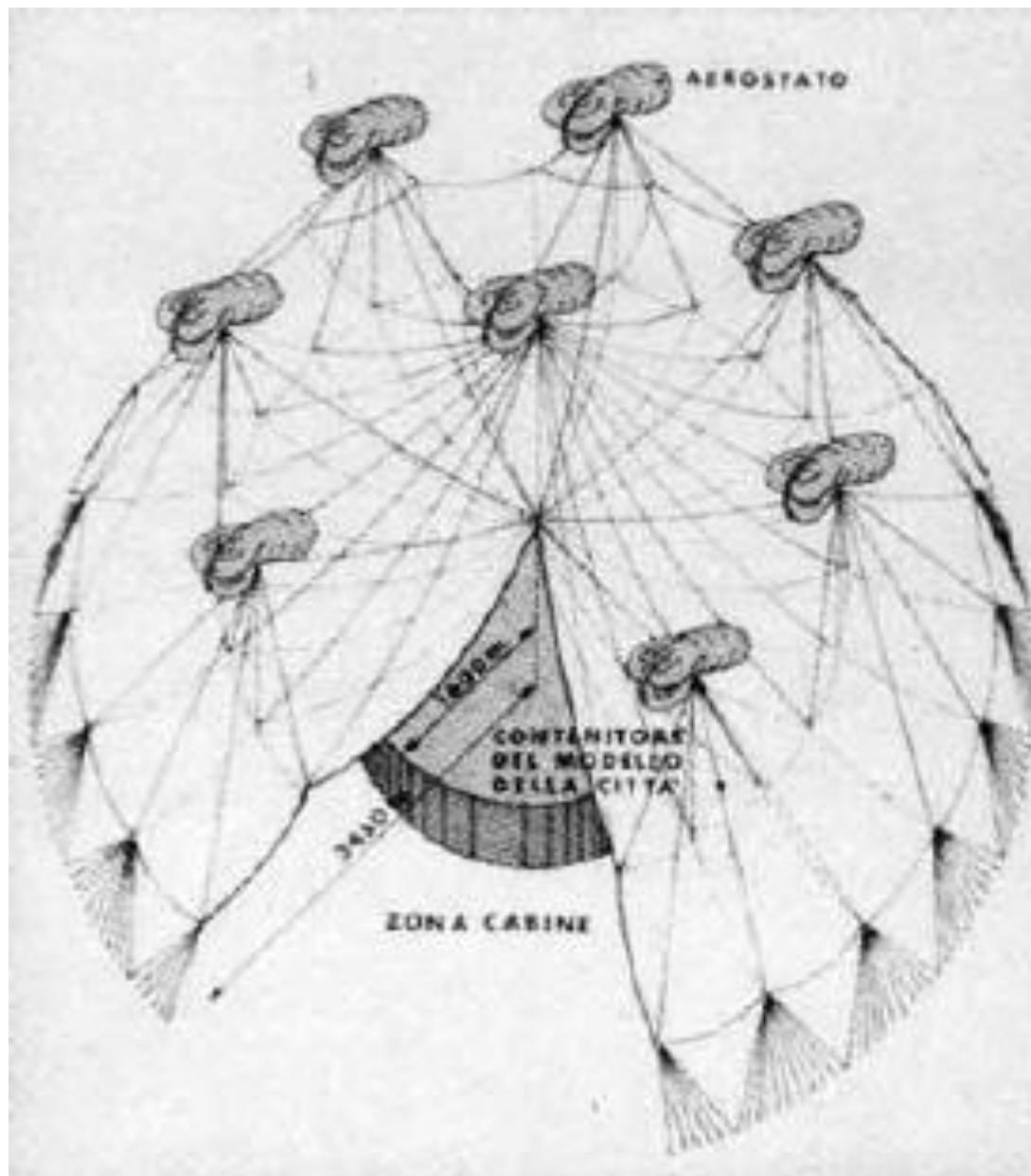
La quarta città - Città astronave

Le dodici Città Ideali 1971



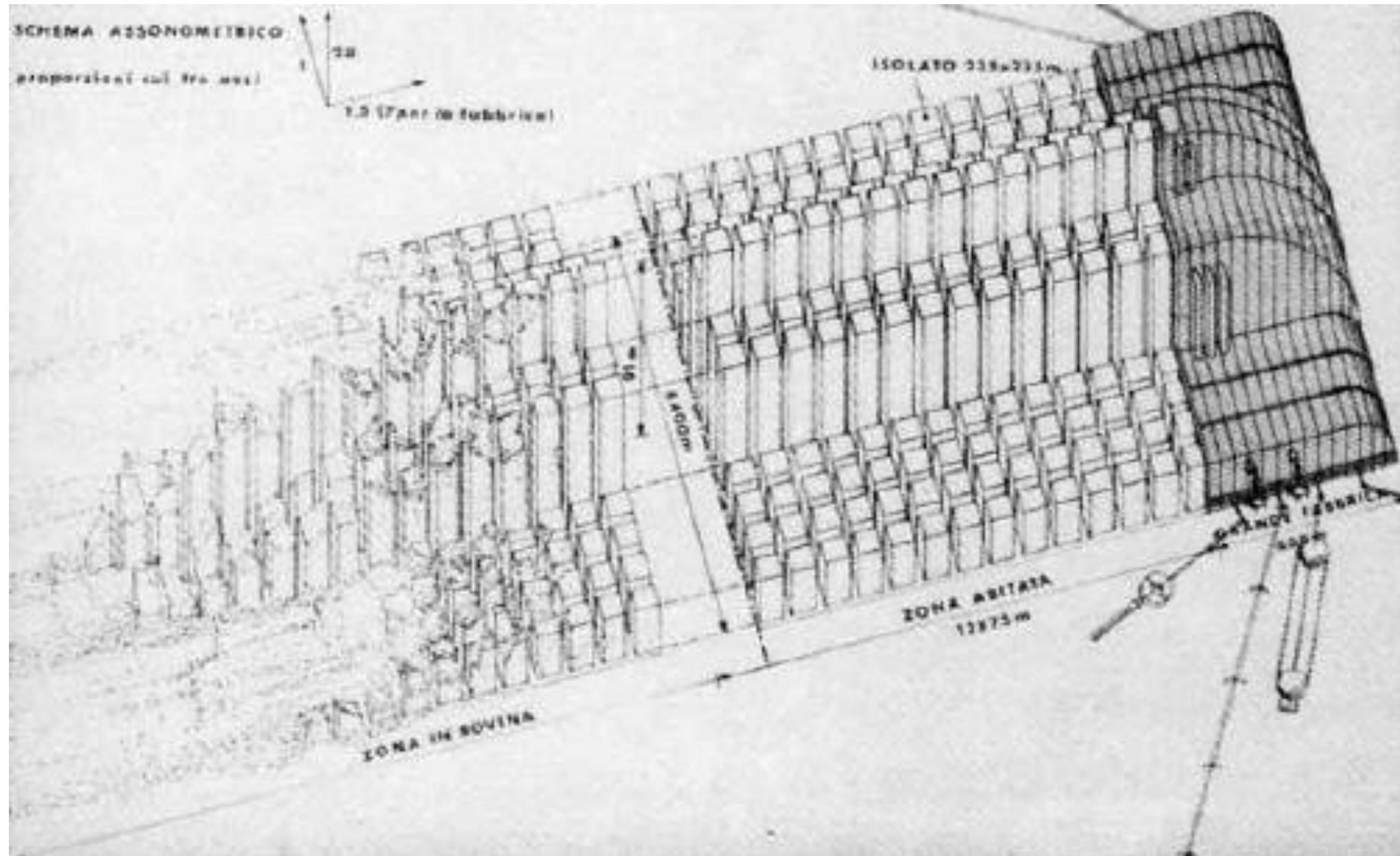
La quinta città - La città delle semisfere

Le dodici Città Ideali 1971



La sesta città - The magnificent and fabulous Barnum jr.'s city

Le dodici Città Ideali 1971



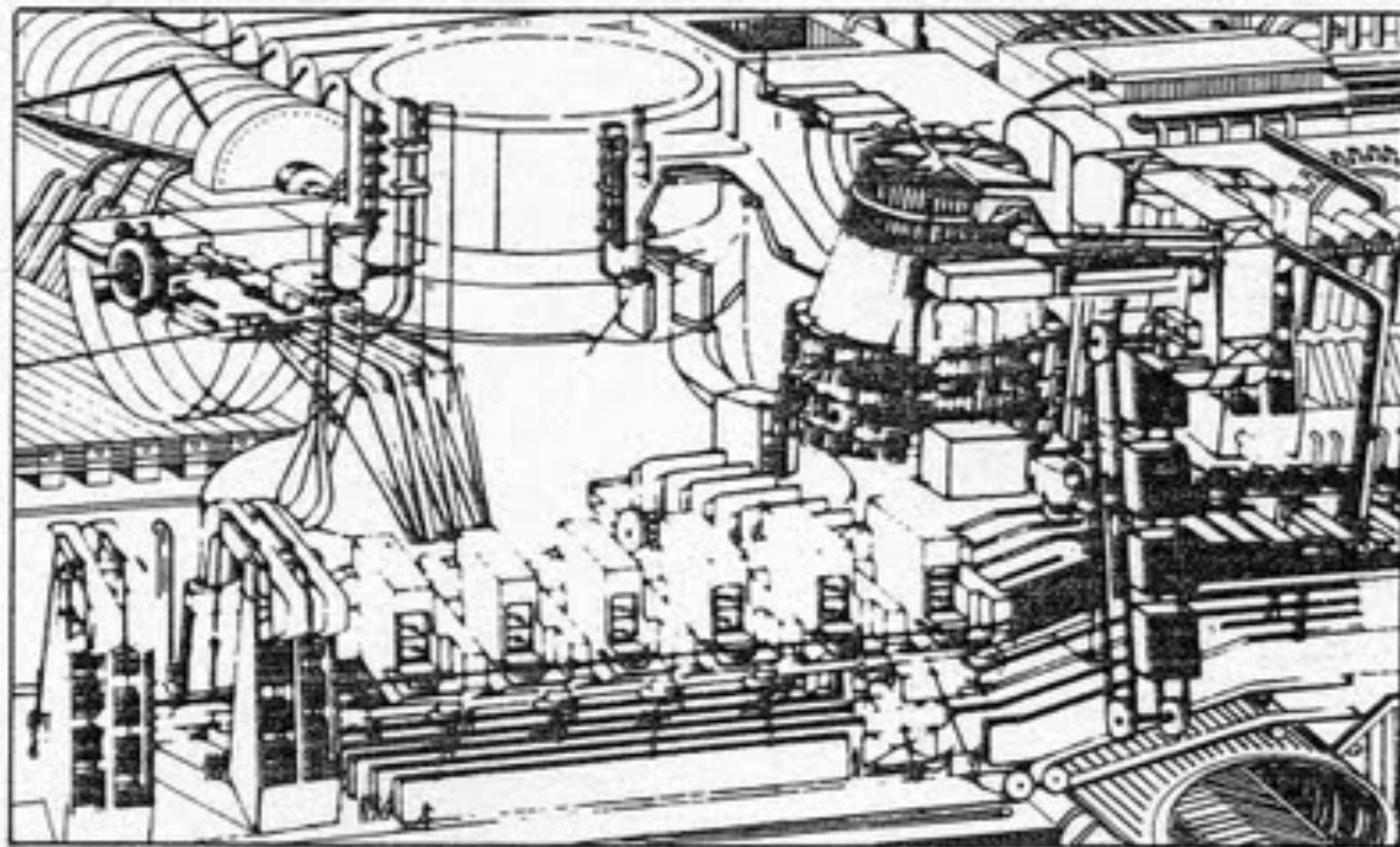
La settima città - Città nastro a produzione continua

Le dodici Città Ideali 1971



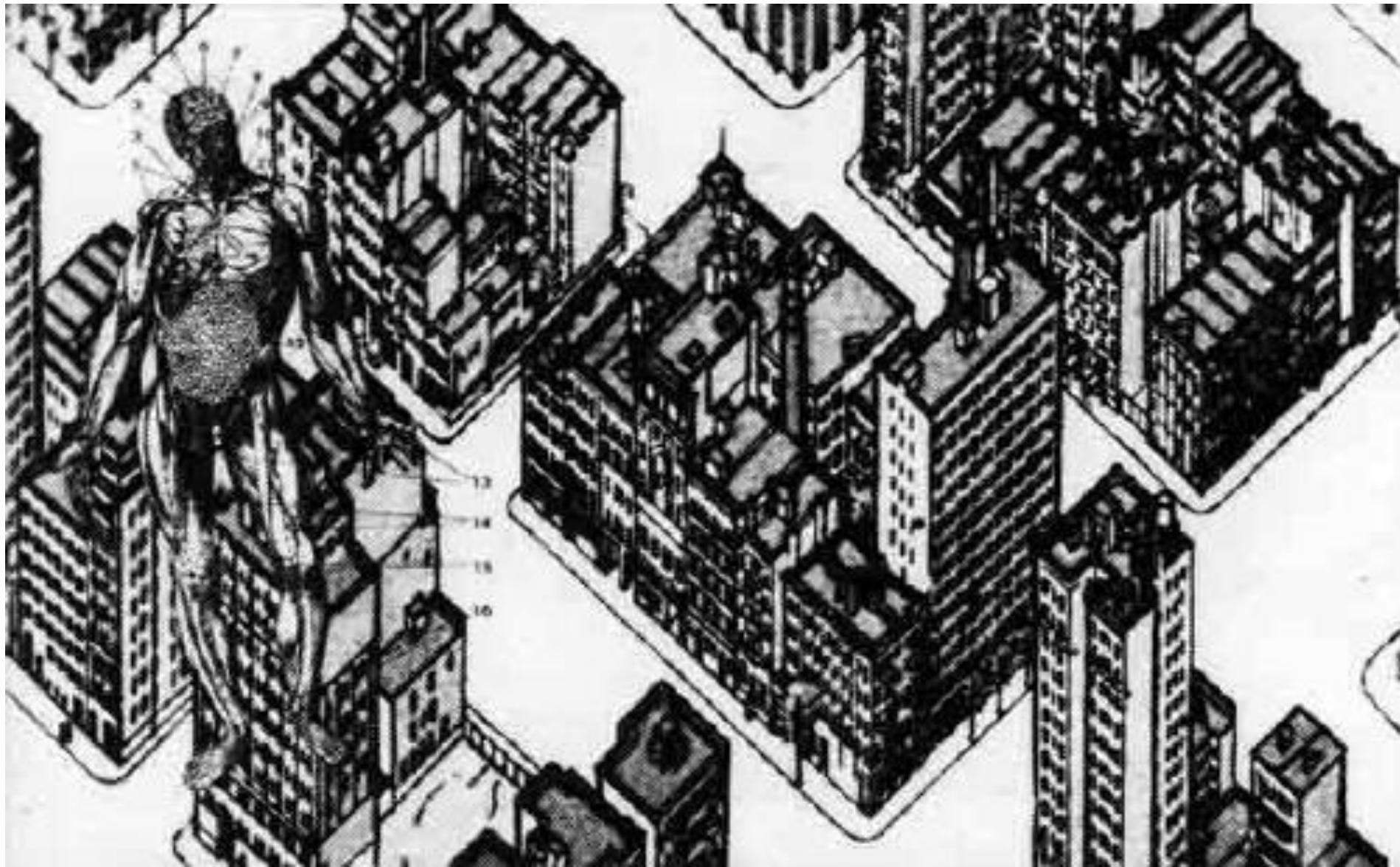
L'ottava città - La città cono a gradoni

Le dodici Città Ideali 1971



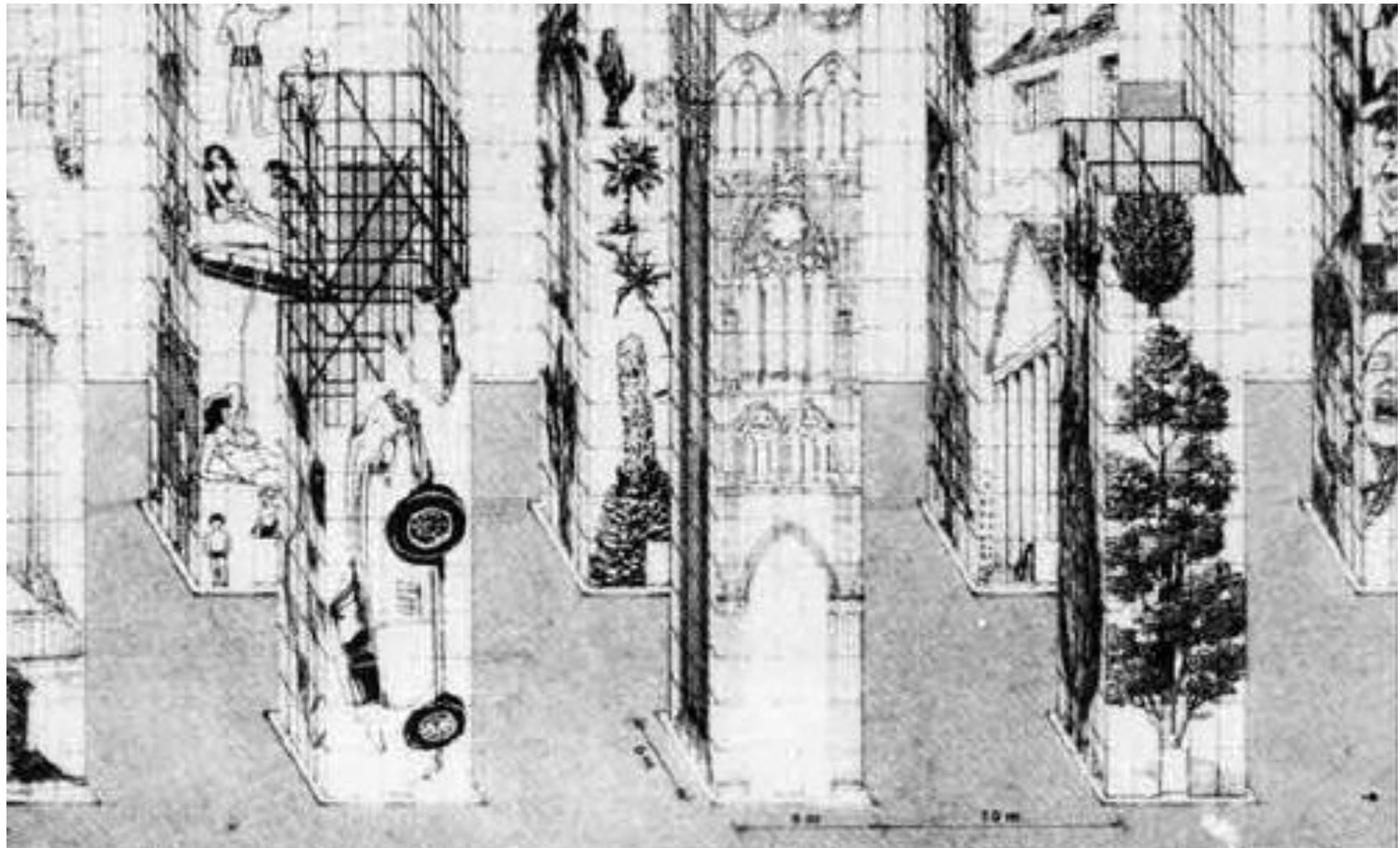
La nona città - La città macchina abitata

Le dodici Città Ideali 1971



La decima città - La città dell'ordine

Le dodici Città Ideali 1971



L'undicesima città - La città delle case splendide

Le dodici Città Ideali 1971

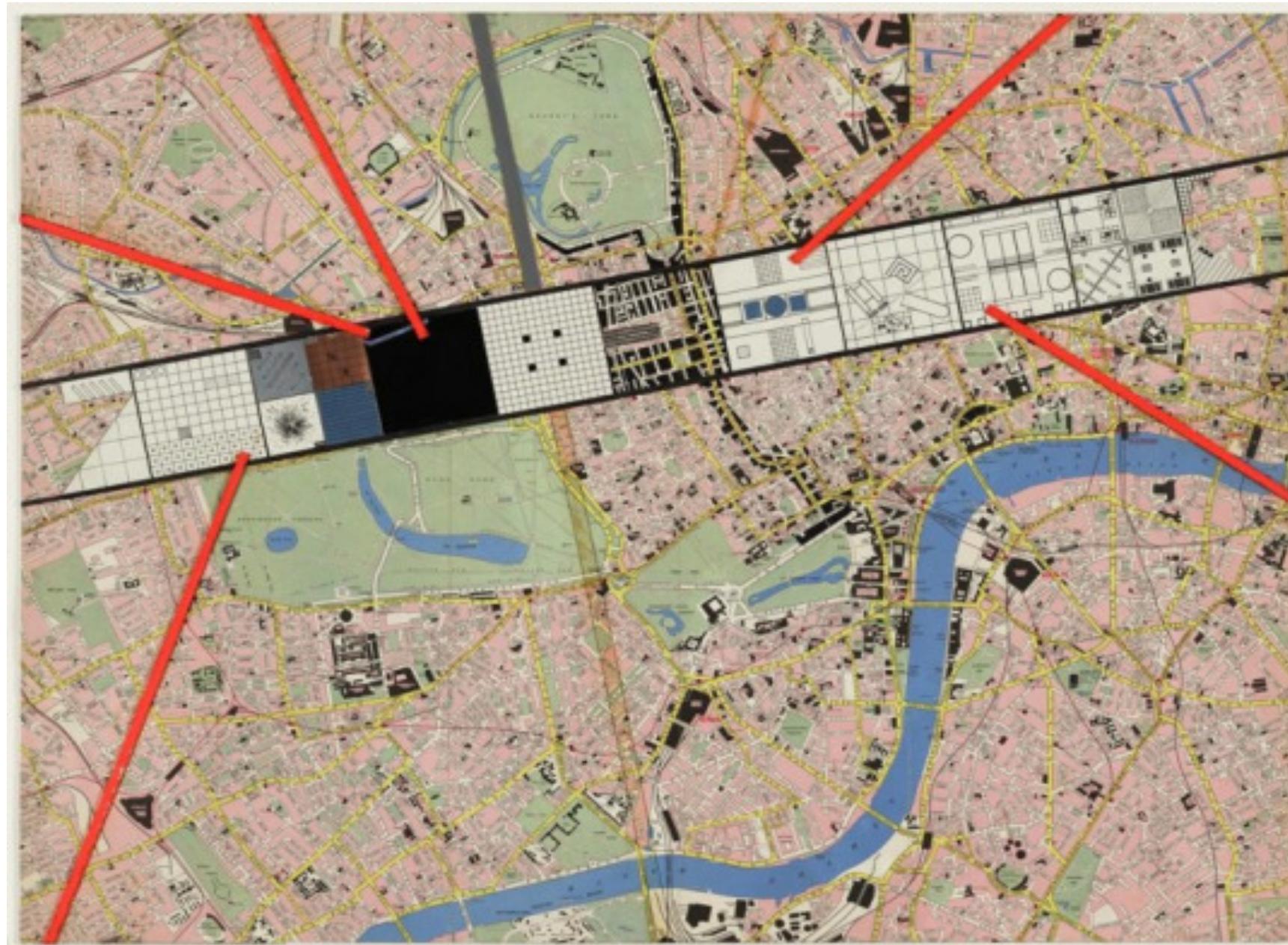


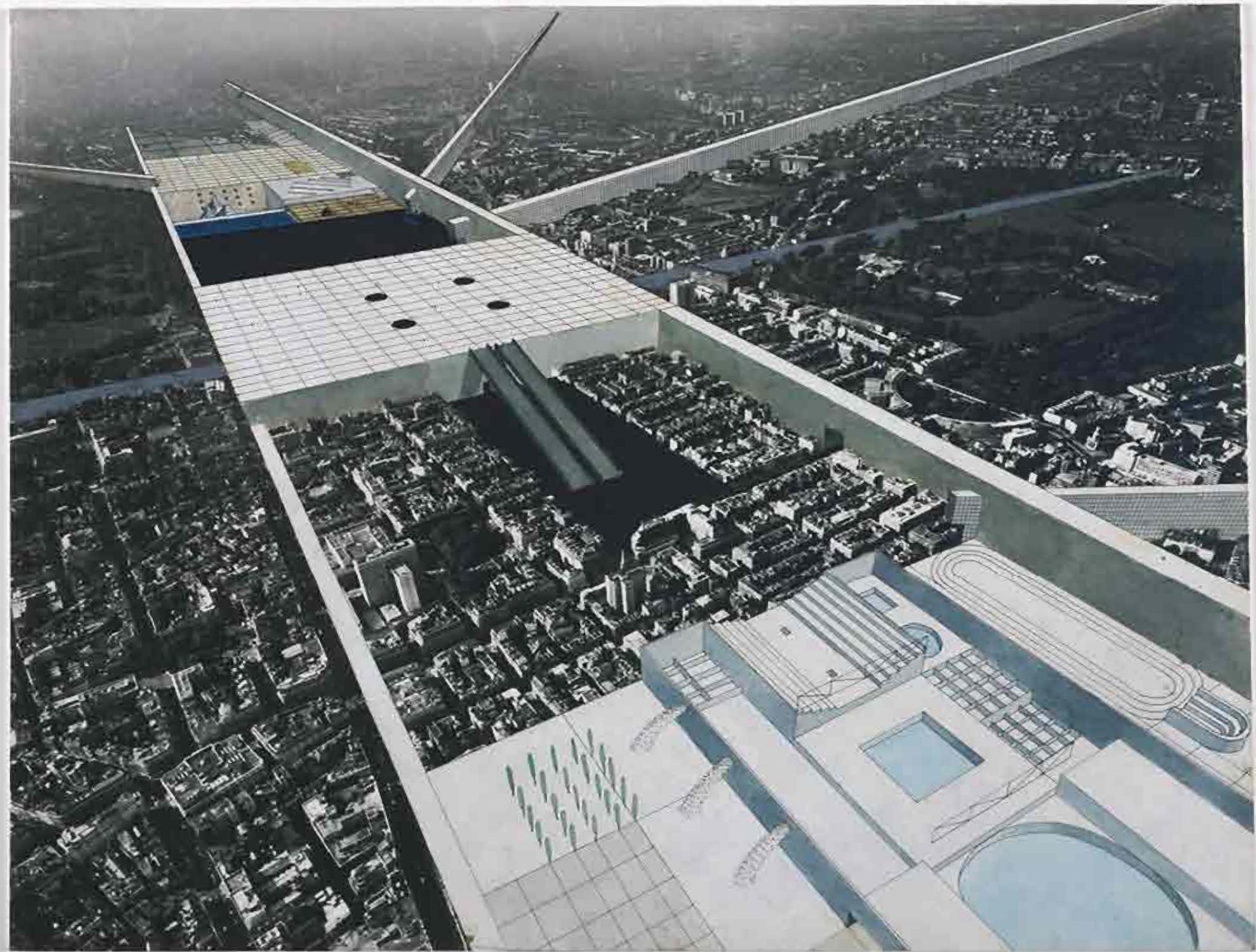
La dodicesima città - La città del libro

Rem Koolhaas 1944

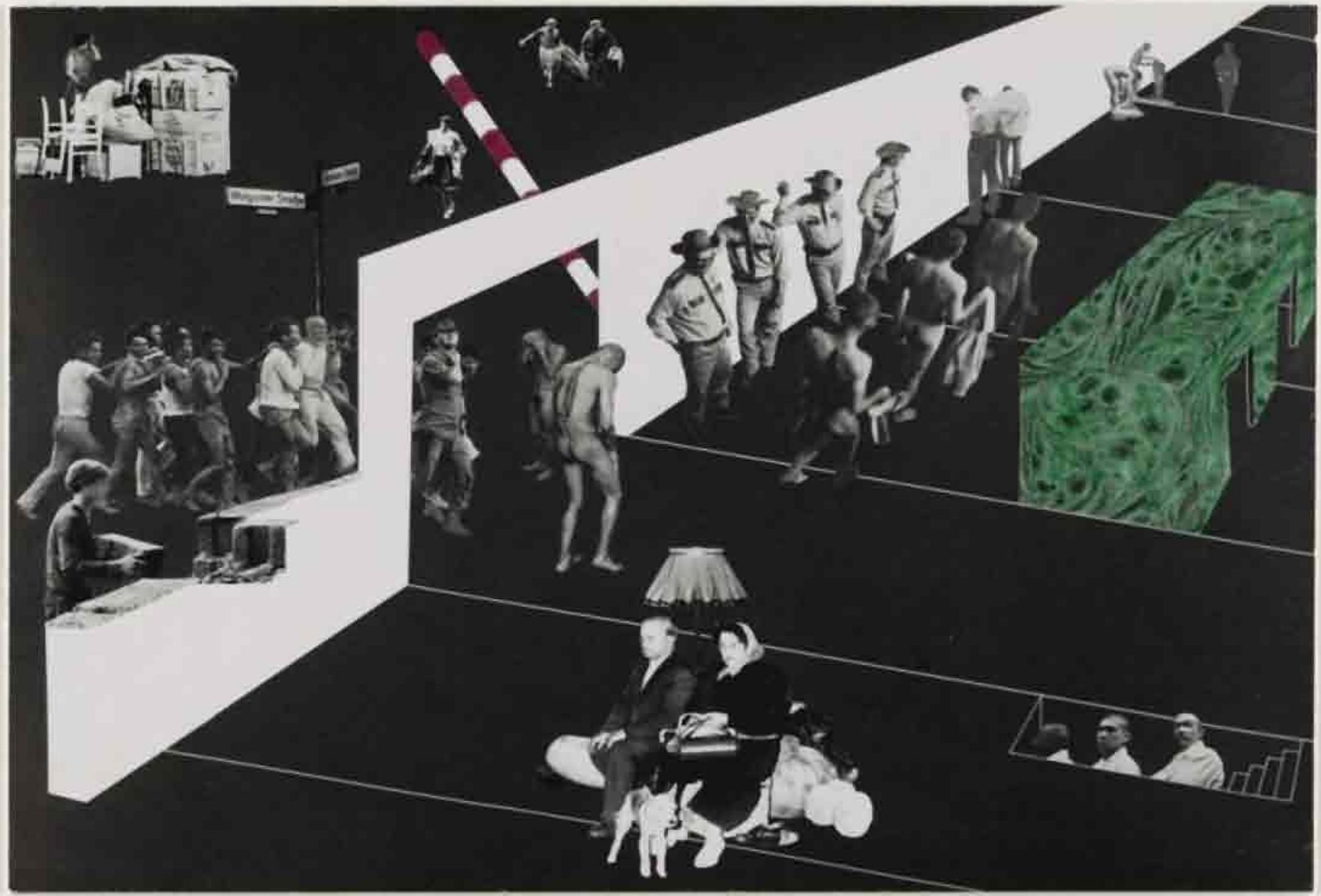


Exodus or the Voluntary Prisoners of Architecture, London 1972



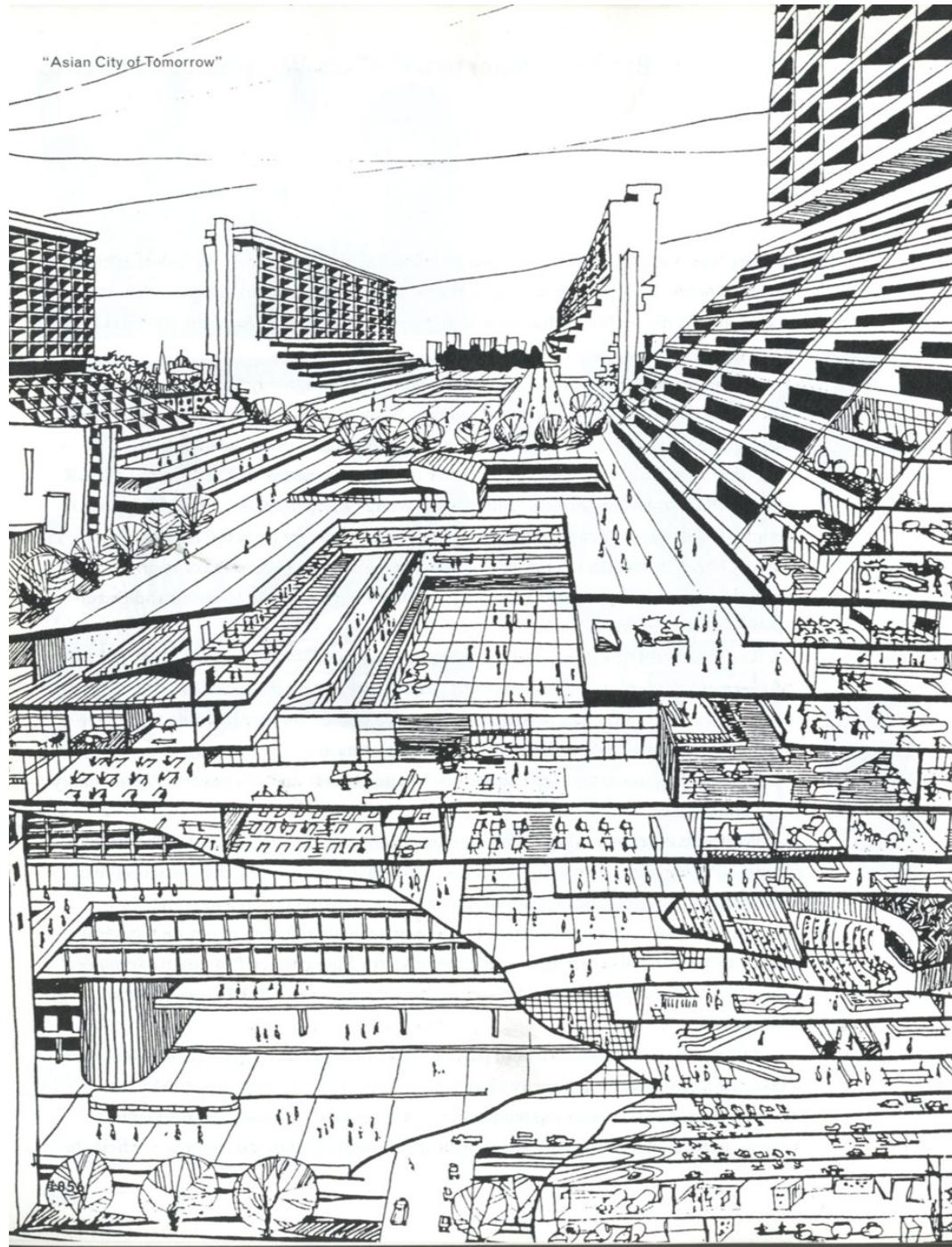




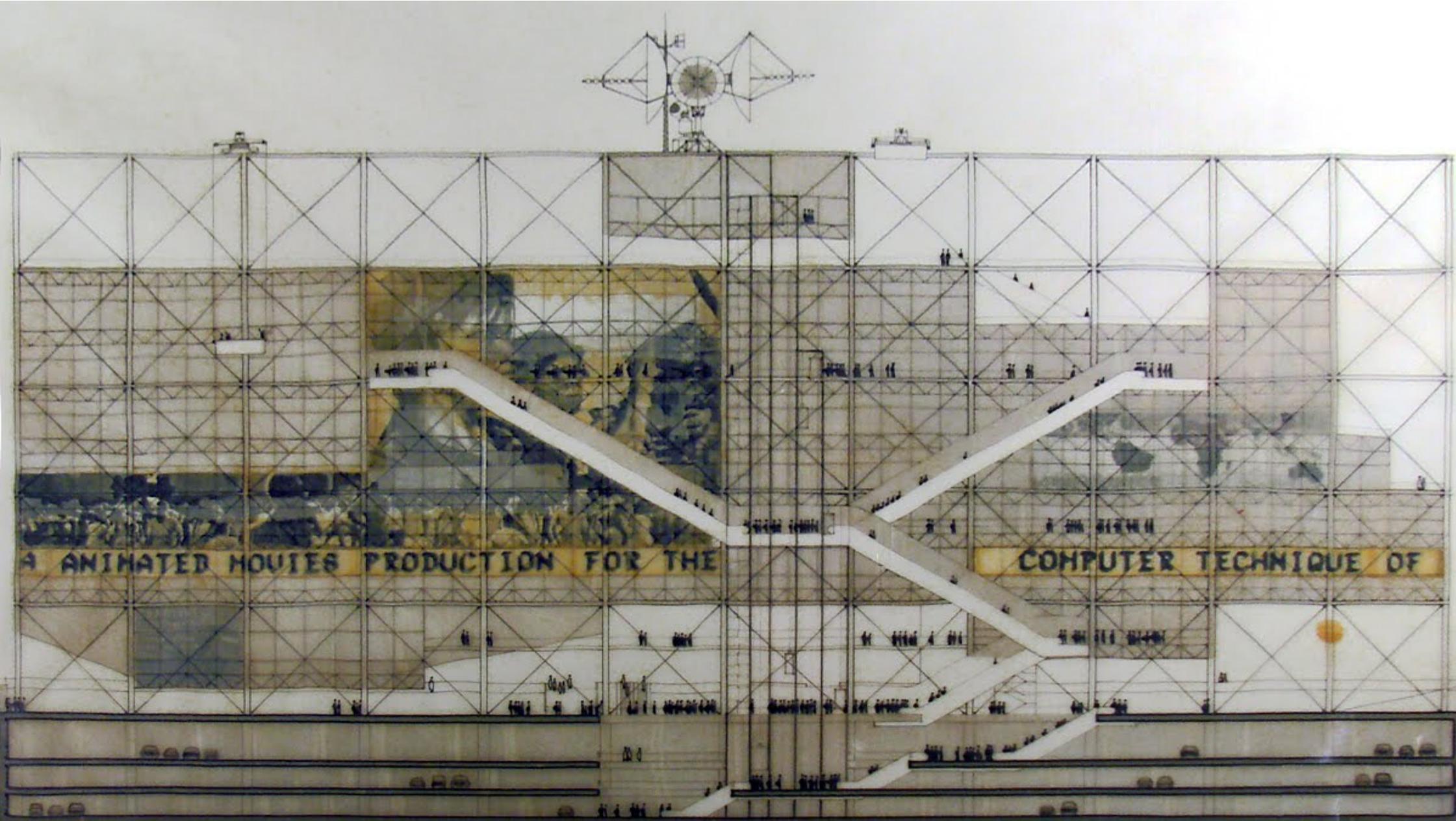


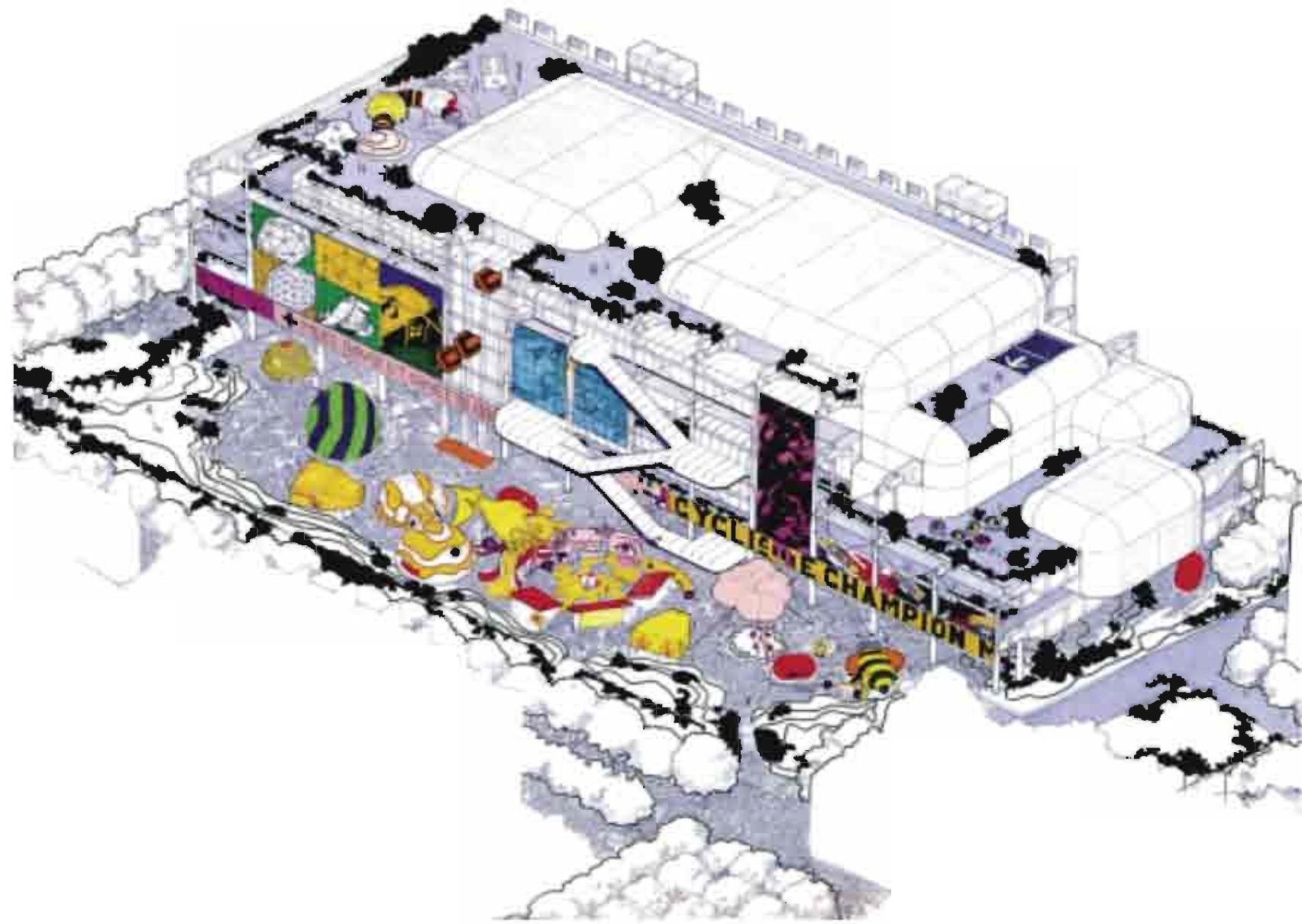


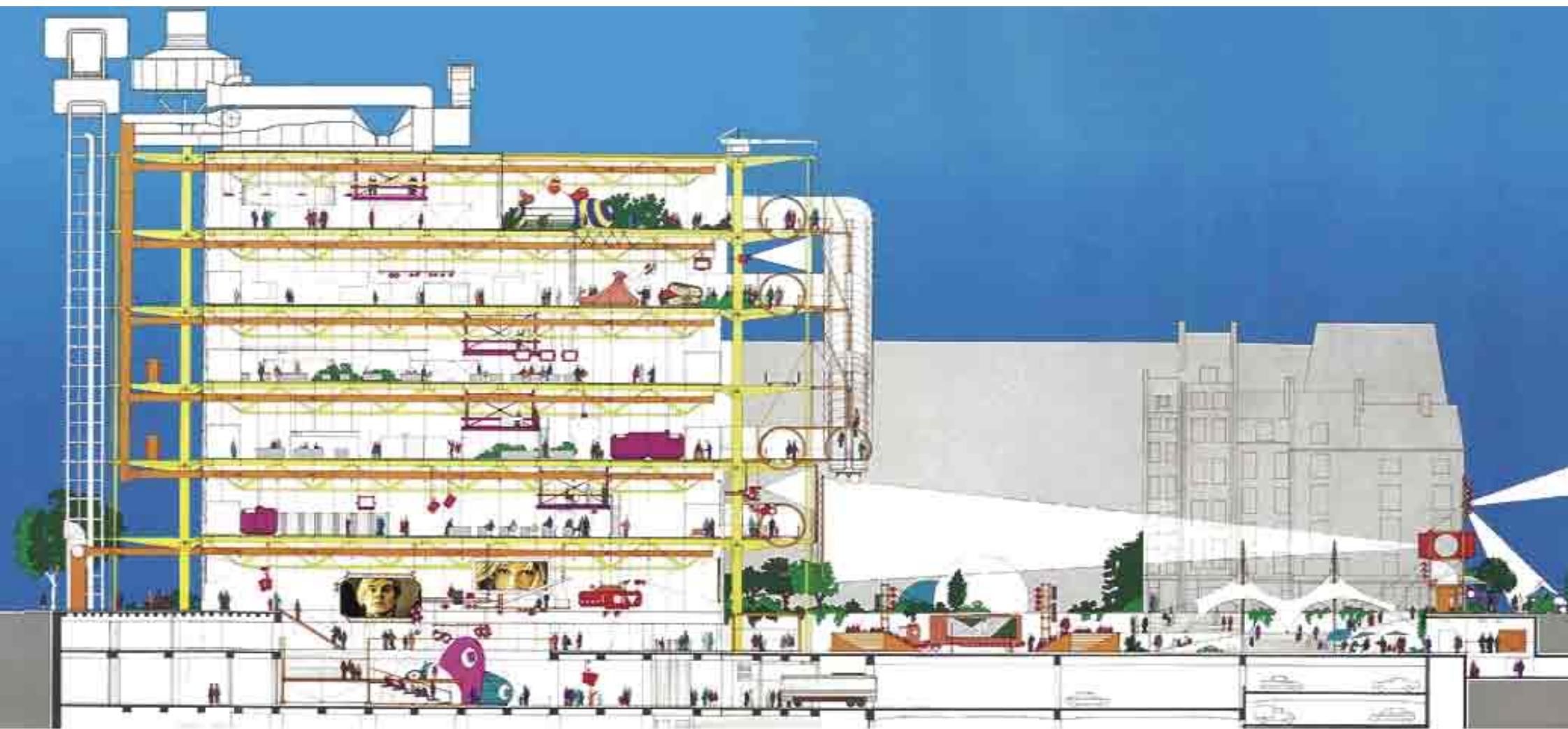
The Asian City of Tomorrow 1995

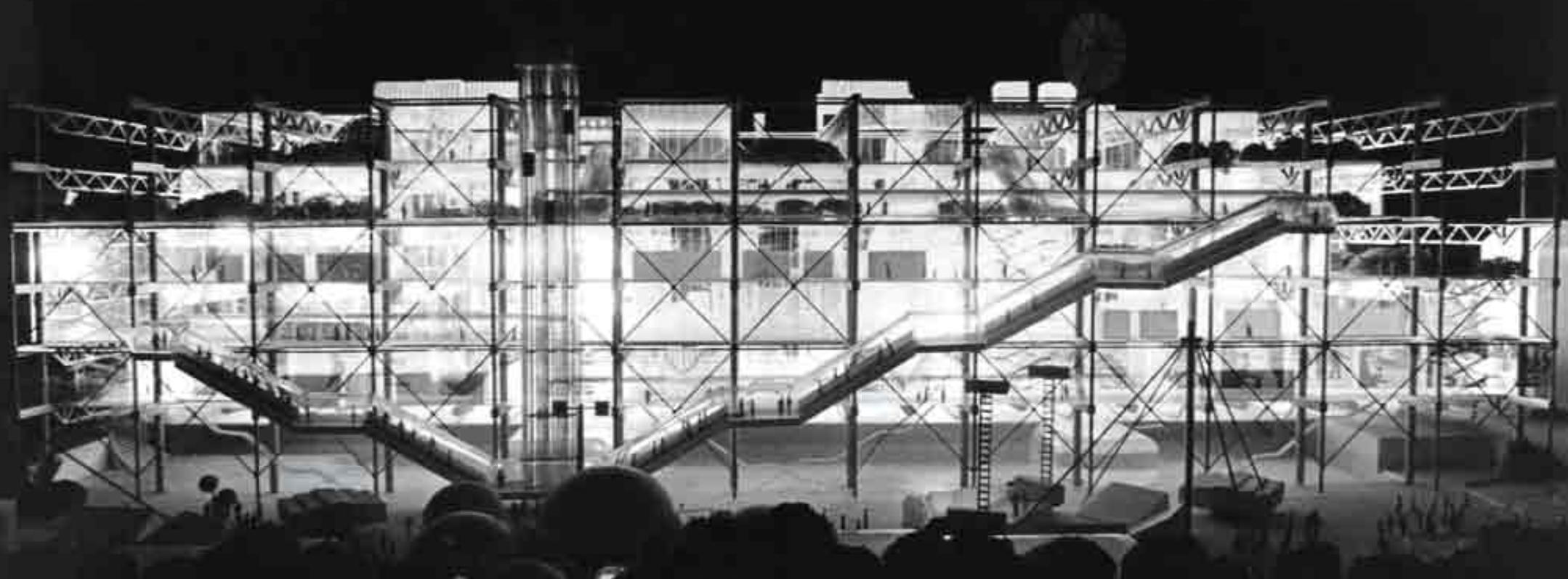


Renzo Piano e Richard Rogers, Centre George Pompidou, Parigi 1971



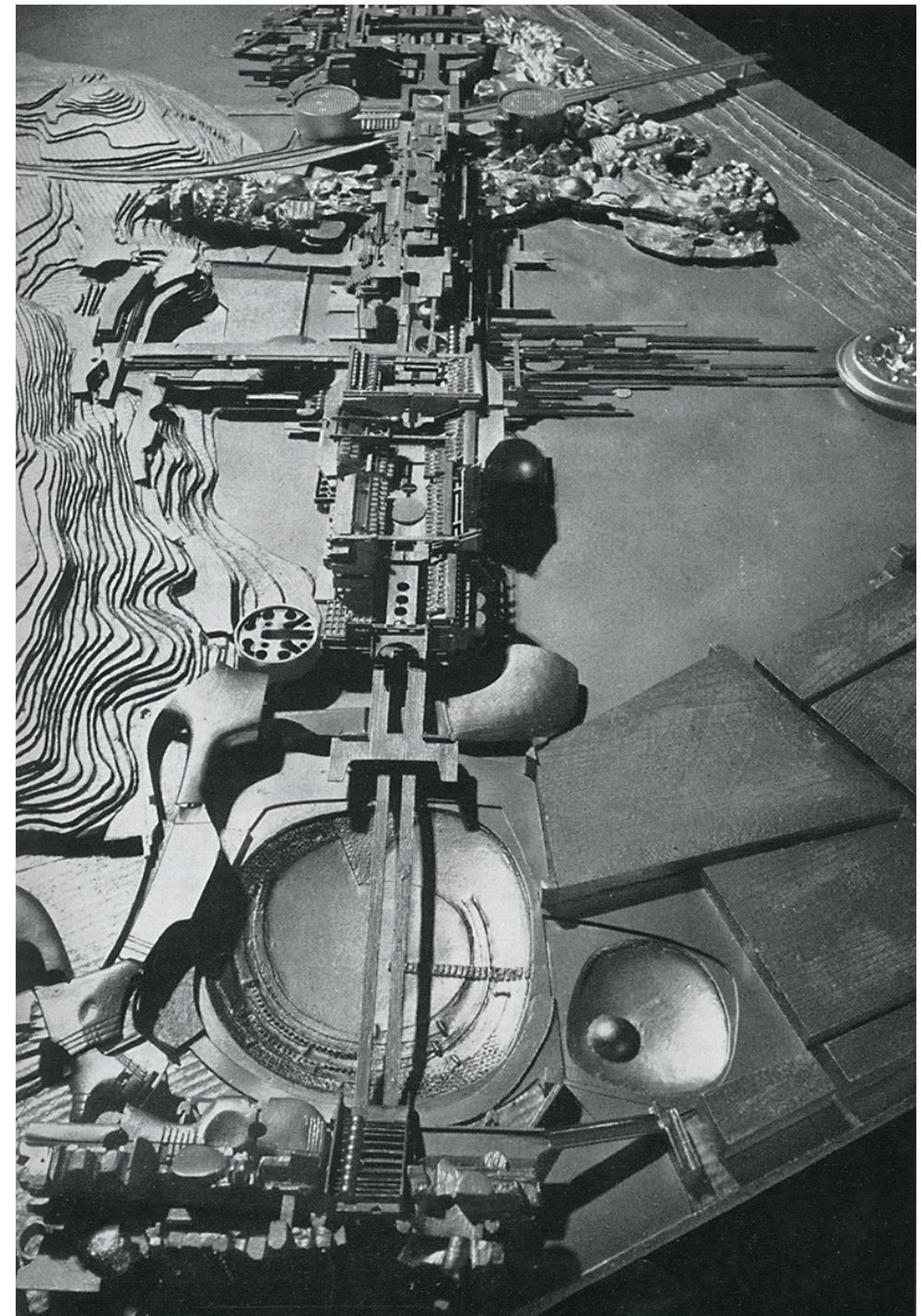




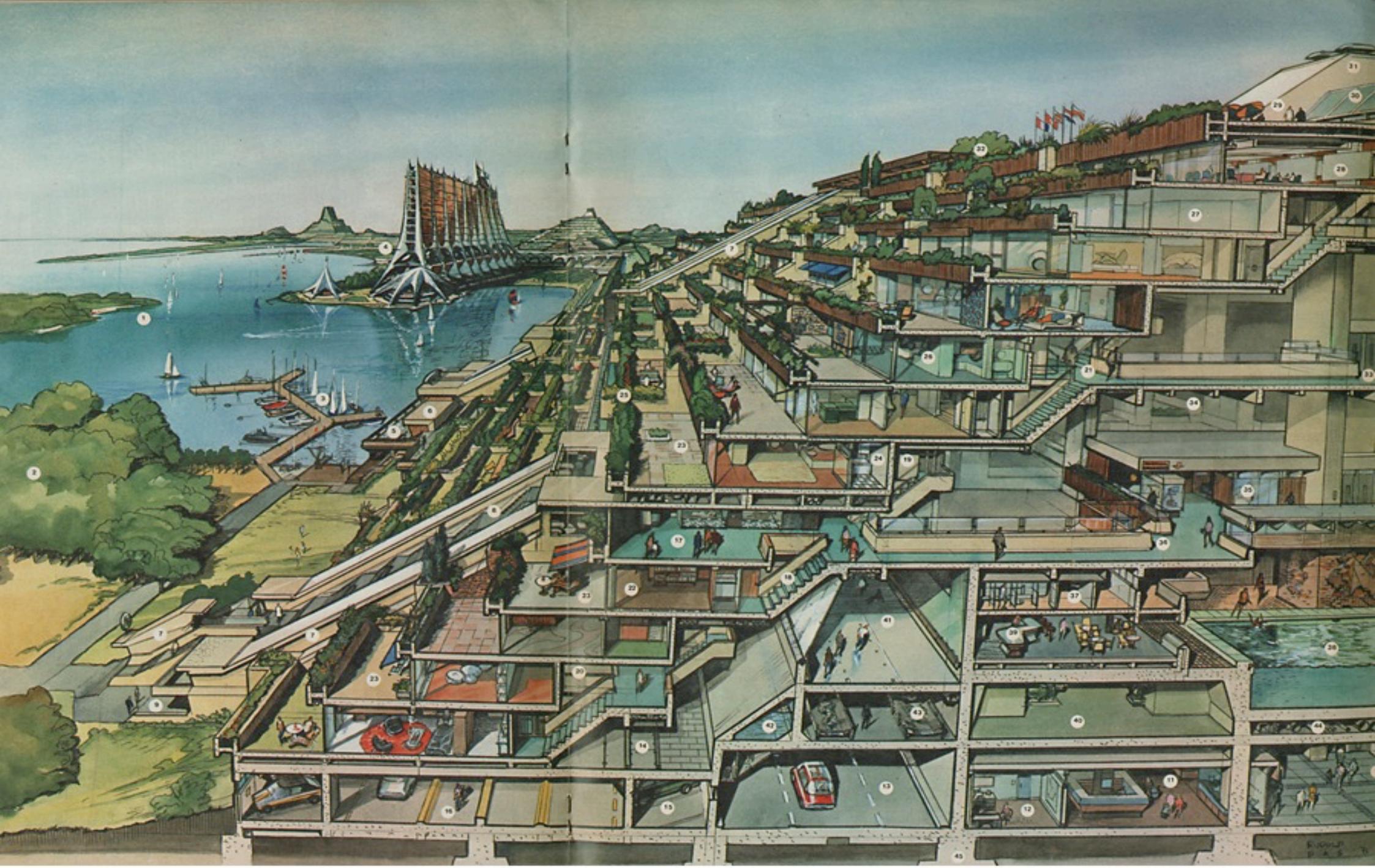


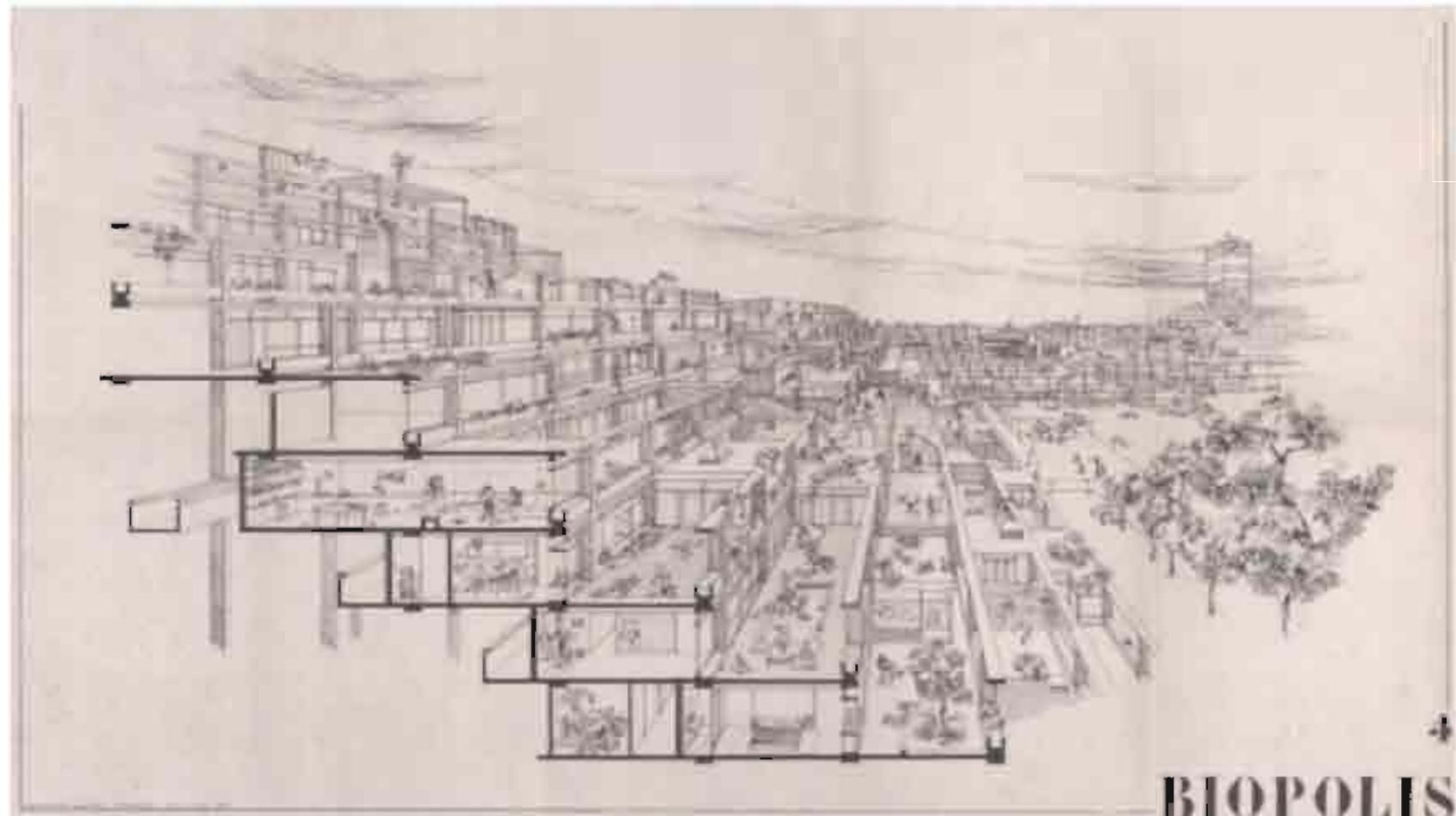


Leonardo Savioli – Struttura urbana 1966-67

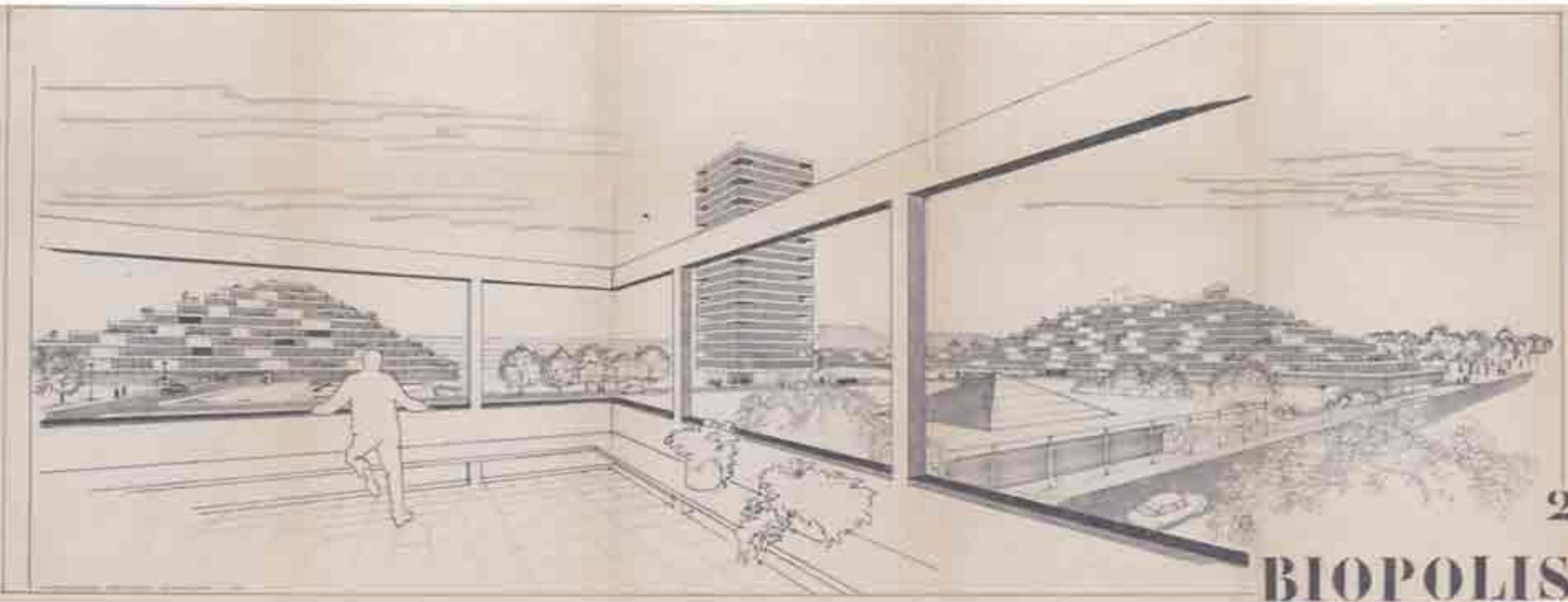


Biopolis. Enrico and Luzia Hartsuyker 1965



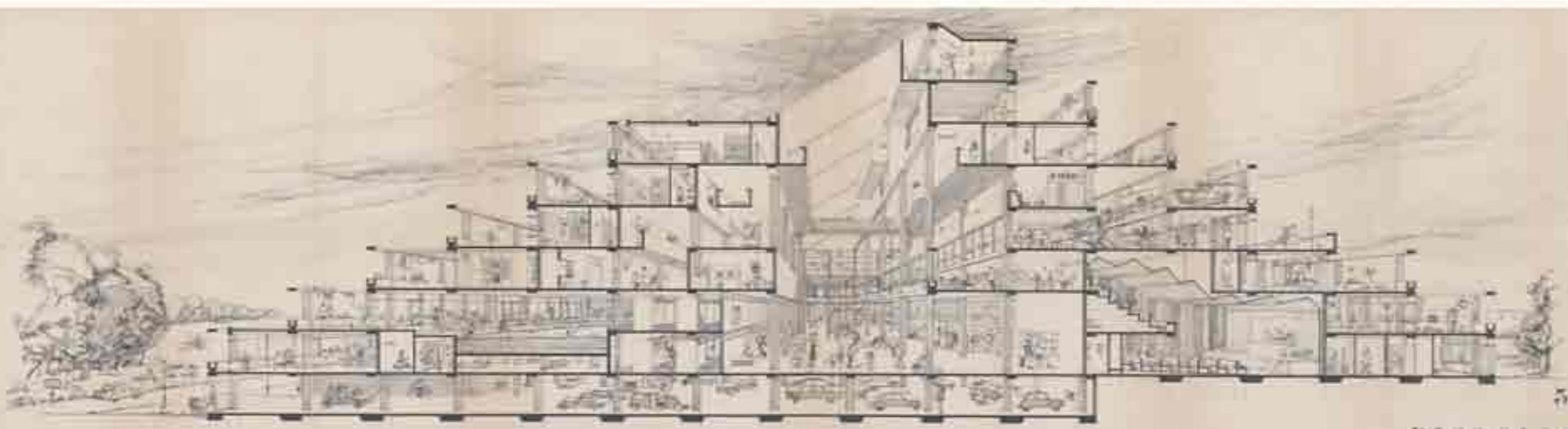


BIOPOLIS



2

BIOPOLIS



RIOPOLIS