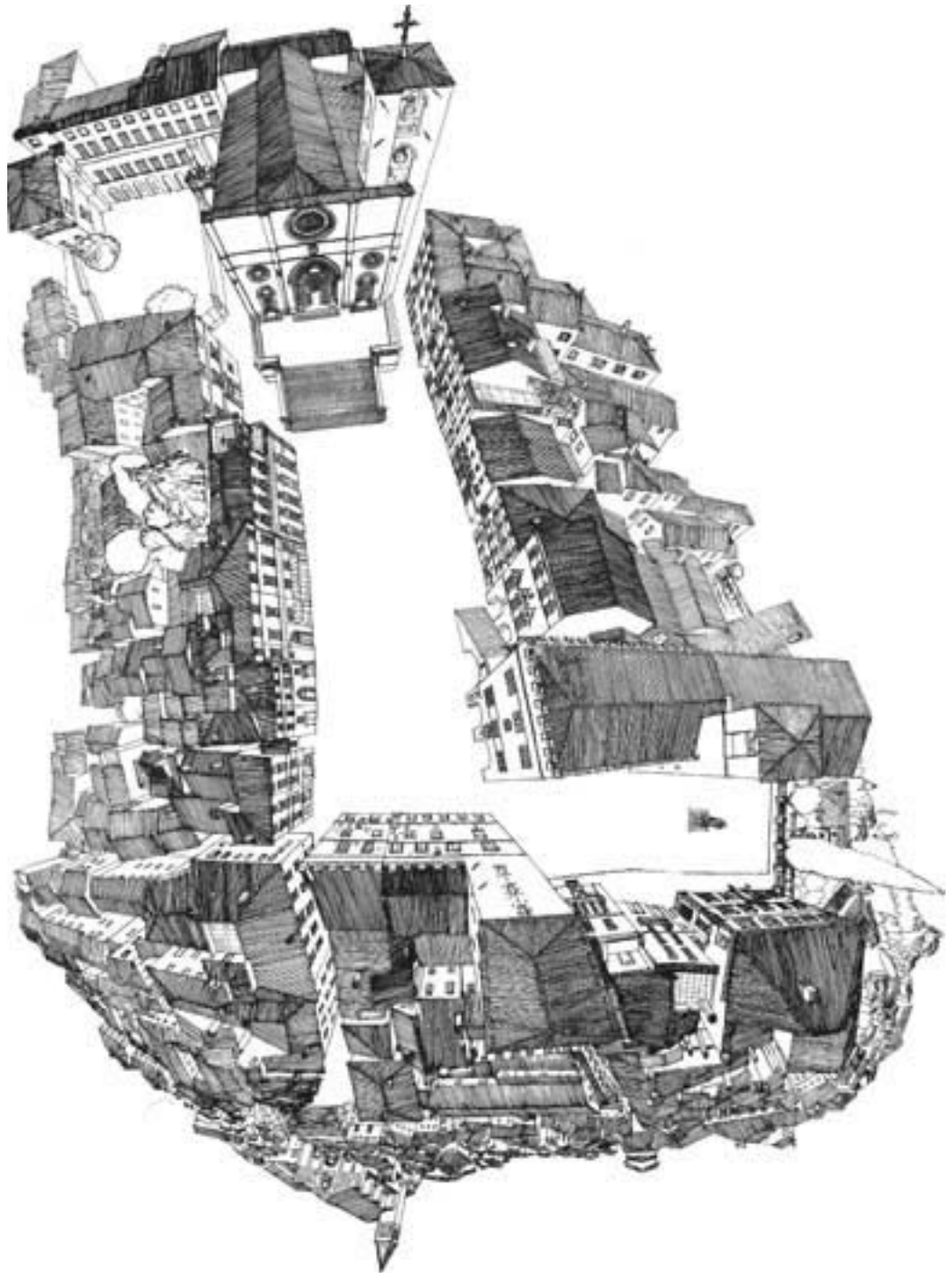
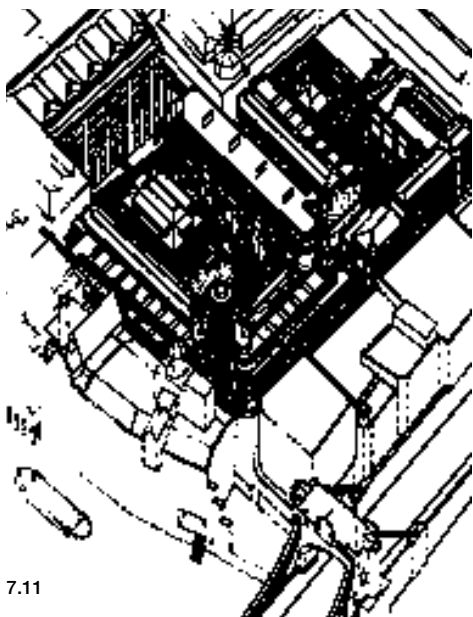


**Figure 7.10** Piazza del Popolo, Todi. Drawing by J.H. Aronson.





7.11

the vertical circulation; outline elevations relating the building blocks to each other, to the planting and to the buildings surrounding the site. In addition, axonometric drawings, aerial perspectives and ground-level perspectives accompany the main drawings to illustrate the three-dimensional form of the development (Figures 7.8 to 7.11). Design drawings may also be accompanied by scale models, which is a particularly appropriate technique for communicating design ideas to the layperson (Figures 7.12 to 7.15). A technique currently being developed involves the three-dimensional modelling of the city, using computer graphics (Figures 7.16 and 7.17). The observer sitting at the computer terminal can set a path through the development and create moving images of the city as he or she moves along the path. In this way, it is possible to simulate movement through the city's urban spaces where the observer can see the shape of the buildings, their relationship to each other and to appreciate the general quality of the city environment.

**Figure 7.11** Horselydown Square designed by Julyan Wickham.



**Figure 7.12** Student model: School of Architecture, The University of Nottingham, photograph by Glyn Halls.