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John Wiley & Sons Inc., 111 River Street, Hoboken, NJ 07030, USA

Jossey-Bass, 989 Market Street, San Francisco, CA 94103-1741, USA

Wiley-VCH Verlag GmbH, Boschstr. 12, D-69469 Weinheim, Germany

John Wiley & Sons Australia Ltd, 33 Park Road, Milton, Queensland 4064, Australia

John Wiley & Sons (Asia) Lte Ltd, 2 Clementi Loop #02-01, Jin Xing Distripark, Singapore 129809

John Wiley & Sons Canada Ltd, 22 Worcester Road, Etobicoke, Ontario, Canada M9W ILI

ISBN 0-470-84355-1

Book Design by Yenniu Lim, Ridzwa Fathan, Shahrul Nizam and Renee Lee for ADF Management Sdn. Bhd.

Printed and bound in Malaysia by EHT Creative & Graphic Services

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How can we make working, living and all aspects of our life in the high-rise building more palatable? Today this is the one of the most compelling questions confronting our politicians, city planners, urban designers, architects, investors, sociologists and all those concerned with the planning, design and development of, and investment in our cities.

While on the one hand many of them will vehemently decry the desirability of the tall building as a built form, citing a multitude of reasons why we should not build upwards, at the same time they have to ruefully conclude that the adoption of the tall building as the urban built form of choice is inevitable. Simply stated, unless an alternative equivalent built form presents itself that can economically and physically be a more viable solution to the intensification of our cities' land use (as a consequence of urban growth), then tall buildings will remain with us for a while.

Presented here is a new approach to the tall building, where its design and planning are perceived as a form of urban design which takes precedence over its architectural form-making. The outcome of this approach is a built milieu that is more physically and socially comprehensive; a high-rise built environment that is more humane and more habitable; a built environment that should be a replication of, and where possible significantly improve on the ideal and pleasurable life that we currently enjoy, and have always enjoyed, at the ground plane.

will lead to a more livable intensive urban environment, if taken to their logical conclusion, they should eventually become the fundamental bases for the planning and building codes governing the design of future high-rise buildings and the development of our cities.

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Premises for a Vertical Theory chapter 01

... Their basic planning remains the same. Whether in concrete or in steel, most are still nothing more than a series of stacked trays piled homogenously and vertically one on top of the other, while at the same time seeking to optimise net-to-gross area spatial efficiencies ...

008 009 ... The consequence is a demeaning and alienating form of high-rise existence for their inhabitants, that ultimately only expeditiously satisfies the real estate developer's financial returns on his investment ...

Reinventing the Skyscraper

Premises for a Vertical Theory

What is crucially needed is redefinition for more satisfyingly habitable working and living urban

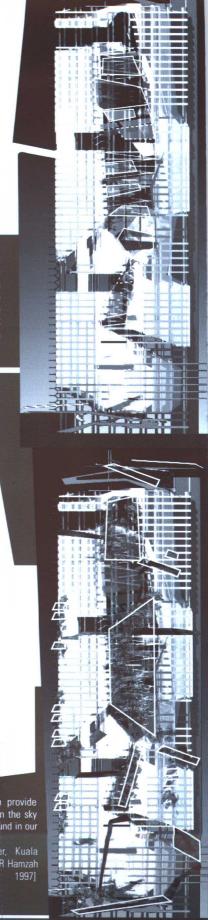
environments: more diverse; multiplicity; greater certainly less regimented; with networks of plazas, parks and enclosed spaces

in the sky. Simply stated, an environment that recreates those fulfilling aspects of our life on the ground. What we need is a new skyline, for the prevalent one (found in most of our cities' Central Business Districts today) consists o f skyscraper architecture that is ubiquitously repetitive in all its internal spatial dispositions; this is eminently visible through its very thin facades.

We need to pleasurable places in the sky like those found on the ground. [BATC Tower Kuala Lumpur, 1997]

We need to provide large parks in the sky like those found in our major cities.

[BATC Tower, Kuala Lumpur, © TR Hamzah & Yeang,



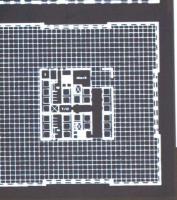
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Skyscraper architecture has remained essentially unchanged since its invention. Of course its technology and engineering have become far better and much more sophisticated, but most, if not all, of the skyscrapers constructed today remain fundamentally the same

in built configuration. Their basic planning remains the same.

Whether built of concrete or of steel, most are still nothing more than a series of stacked trays piled homogeneously and vertically one on top of the other, while at the same time seeking to optimise net-to-gross areal spatial efficiencies. The consequence is a demeaning and alienating form of high-rise existence for their inhabitants,

that ultimately only expeditiously satisfies the real estate developer's financial returns on his investment.



Typical floor plan, of Mellon Bank Center, Philadelphia [completed 1991] showing that skyscraper design has changed little since its invention in the 1930s.



Skyscrapers could be designed as a series of vertical events like a superburger, with a variety of spatial delicacies at each level.

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Premises for a Vertical Theory

The proposition that skyscraper design should be urban involves an integration of socio-economicpolitical-environmental physical concerns with the architectural concerns of building design. The multidisciplinary concerns include economics. ecology, sociology, environment, psychology, technology, urban geography, cultural theory and real estate, all of which will be seen to affect the design of the new skyscraper.

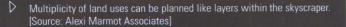
Level 24 Level 55 Level 50 Level 9 Level 35 Tennant Space **Special Functions** Sky-courts/Public Spaces

Scale 1:1500

Floor plans for the BATC Signature © T. R. Hamzah & Yeang, 1997]

Structure + Core: walls, columns, plant rooms, stairs and lifts, WCs, lobbies Primary circulation: main corridors, horizontal routes required for escape in case of fire Fit factor: space that is unusable because of building peculiarities Support space for all the building: cafeteria, library, reprographics, conference suite Ancillary space: for departments or groups: group files, local copier, project area

Work space: desks, offices and the local circulation to reach them





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As cities and their business and residential precincts become considerably denser, we need to

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▼ We need to recreate public realms like Venice's Piazza San Marco in the sky. [Source: *Design of Cities*, Edmund M. Bacon, 1967]

design in such intensive > 012 013 urban localities as more 033 of

urban design proposition and not just 056 architectural

design for a building type.

approach skyscraper

The rationale is that, as

urban design an

proposition, we would be

required to regard the skyscraper as a vertical extension of the city and to carry out its design in considerably more complex and inclusive terms. This is new territory that deserves critical exploration. instance, we would need to design the skyscraper's external. internal and transitional spaces similar to those successful urban spaces found in many of our cities, but at the same take into studied time consideration the needs of its

current and future users.

We need to provide within skyscapers a multiplicity of land uses and a greater

[BATC Tower, Kuala Lumpur, © TR Hamzah & Yeang, 1997]

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Premises for a Vertical Theory

Urban design also determines the very shape of the streets and public spaces that make up our urban areas. It influences how easy and pleasant it can be to move from one area to another, how much daylight, landscape and beauty we can enjoy. All these aspects should be part of the influence on the design of the new high-rise. What is crucially needed is a theory for skyscraper design that is equivalent to a vertical theory of urban design, which would radically revise our existing spatially and socially demeaning approaches to the creation of the skyscraper's built form.

The compelling imperative for the theory is, of course, driven by the skyscraper's own reason for its existence: its sheer spatial and population intensity.

> The skyscraper should have within it a series of small squares as public refuge zones within a dense urban realm. Example: Public squares as found in European cities such as London.

The bland skyscraper that signifies a monotonous and impersonal pattern of life and dreary use of spaces.

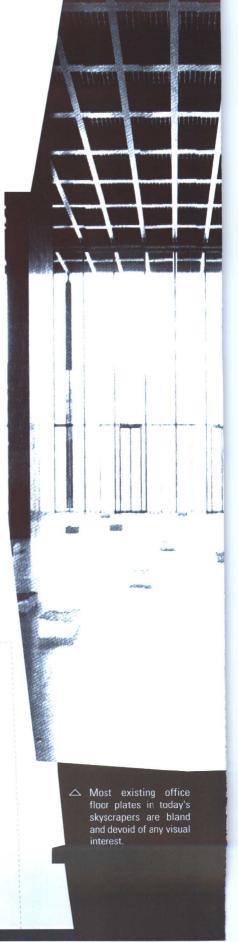




The floor plates need not be regular but should be articulated 004 to provide spaces and places in the sky. Generally stated, the objectives of urban 006 design, now applied to skyscraper design 014 015 are to: 033 · design and create a place with its own character and identity; 056 urban continuity ensure an 072 enclosure in providing a place where public and private spaces are clearly distinguished; 088 provide quality public realms as places with attractive, successful and accessible outdoor 101 areas; provide ease of movement by creating places that are easy to get to and move through; design for legibility so that places are easy to understand and have a clear image; 148 design for adaptability as places can change easily; 173 provide diversity by creating places with variety and choice. 193 212 218 220 People do not remain in one place in the skyscraper. They move about within their spaces over the working day and require a diversity of internal environments:
[Source: Alexi Marmot Associates, space-occupancy studies for various organisations]

Premises for a Vertical Theory

The skyscraper's huge built-up content of internal spaces and the subsequently high density of user population are unlike those of other building types. This intensity is entirely concentrated over a small ground-footprint area. Surely such focused conditions must demand considerably more design endeavour than just the facile configuring of a series of repetitive floor plates spread over the building's entire height? urban design As an proposition we would need to design skyscraper spaces similar to the urban spaces found at the ground plane but with different types and scales. We need to provide urban precincts and realms within its highrise built form, as well as greater accessibility and better shaping so that its internal spaces become vital settings for a public life-in-the-sky. This endeavour should also include the provision of breathing open spaces within the skyscraper's built



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