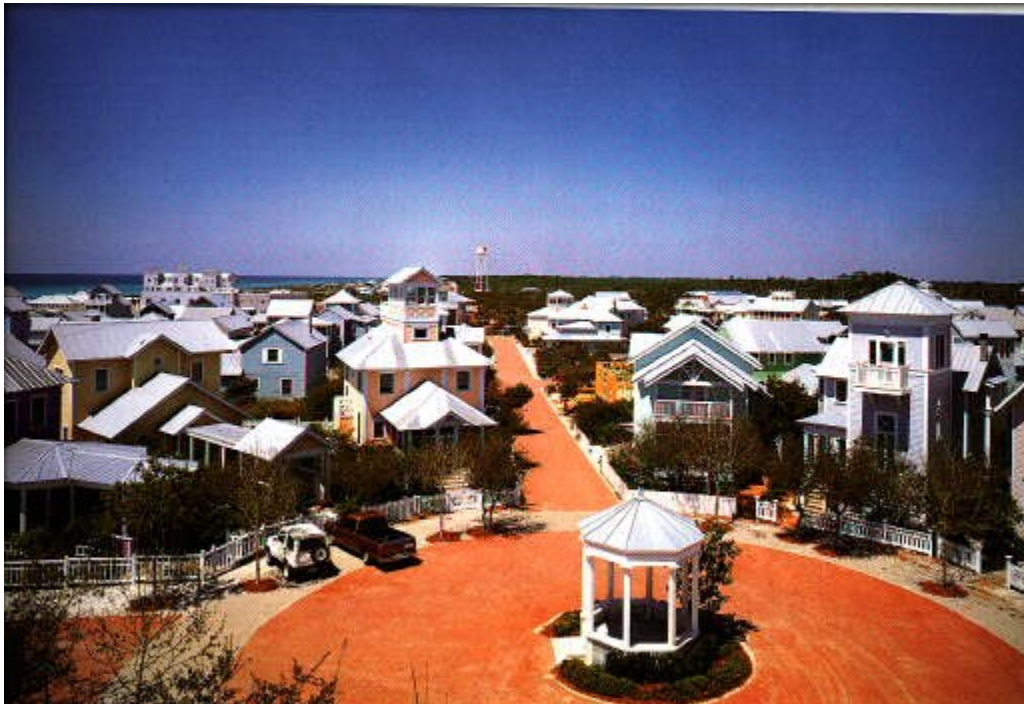


A VIRTUAL MODEL FOR THE URBAN DESIGN PROCESS



This virtual model is to be used as an aid to learn about urban design. The model is based on the theory that any moment in time can be viewed as a snapshot of the built environment. Snap shots contain individual elements which make the urban fabric. If the elements contained in a snap shot are viewed as a whole, there exists a connection between each element forming patterns.

As Christopher Alexander explains in A Pattern Language, "each pattern can exist in the world, only to the extent that is supported by other patterns"

The objective here is for users to use their own personal knowledge and coupled it with good design practices as shown through patterns. The patterns display good qualities for the built environment. The end result being the improvement of general knowledge and the creation of a stronger urban fabric.

[Instructions](#)[Problem Index](#)[Sample](#)[put link\(s\) here](#)