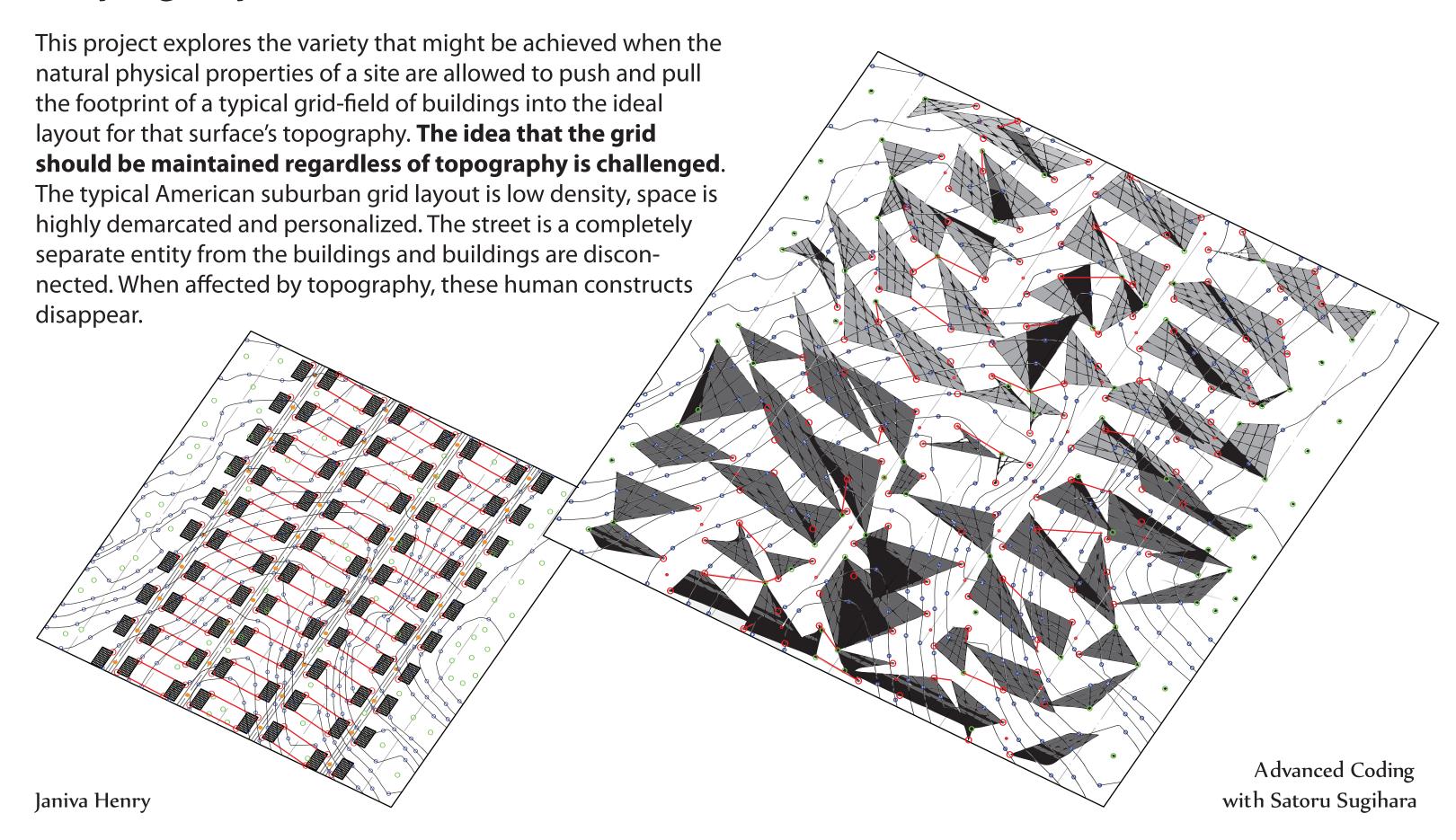
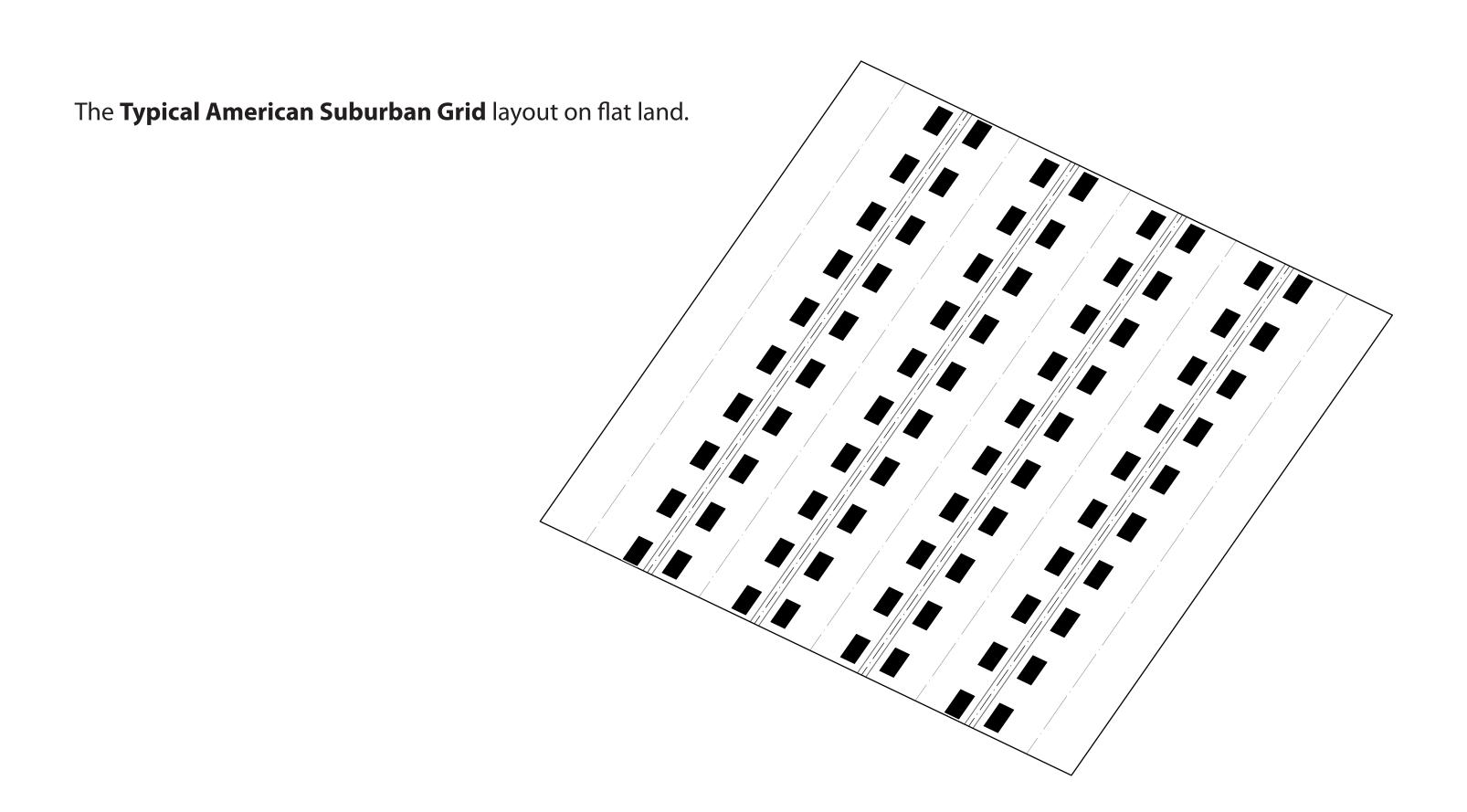
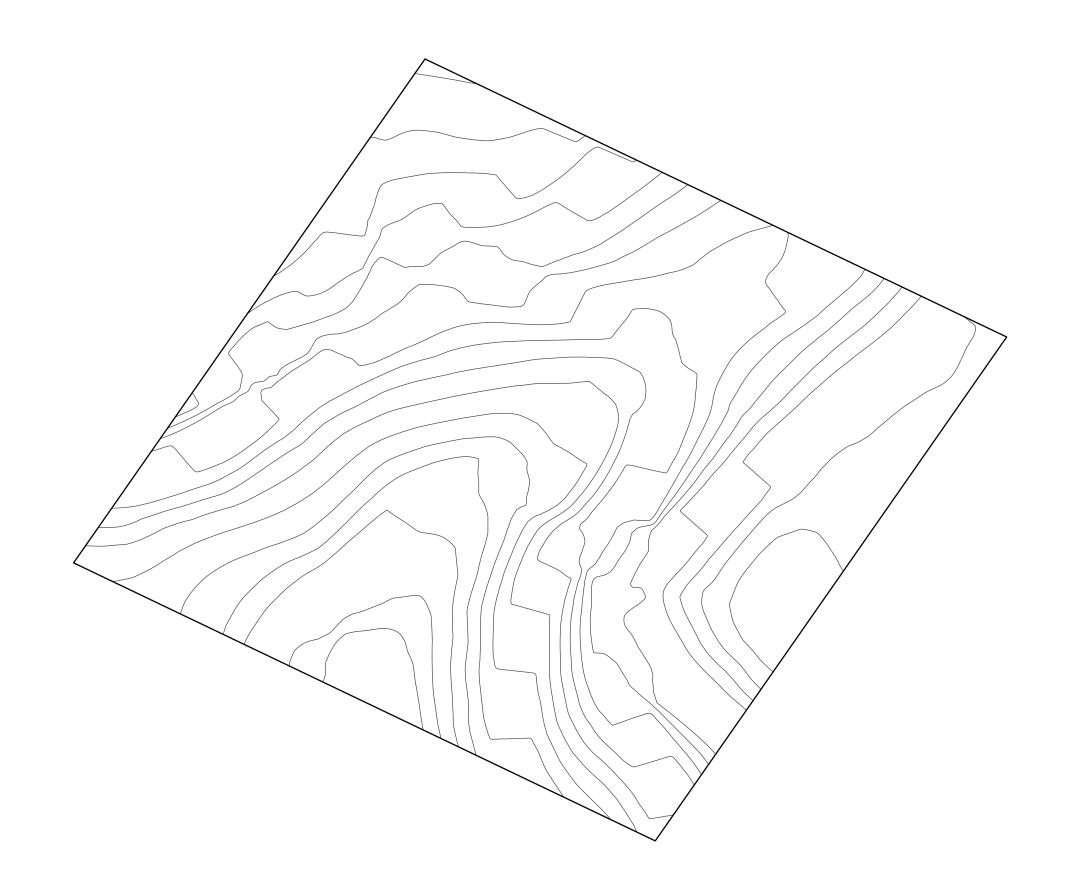
Topographical Interference

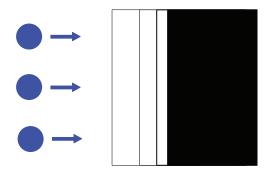


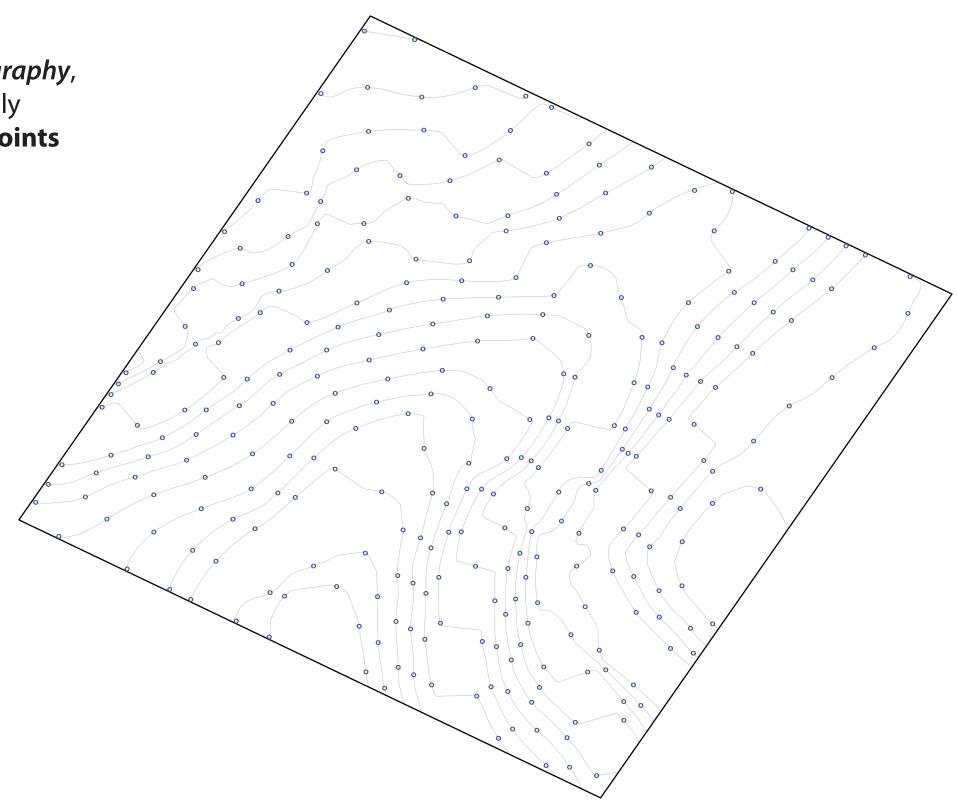


A **Topography** is introduced.

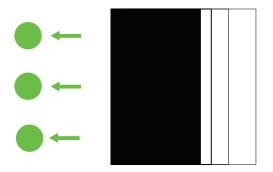


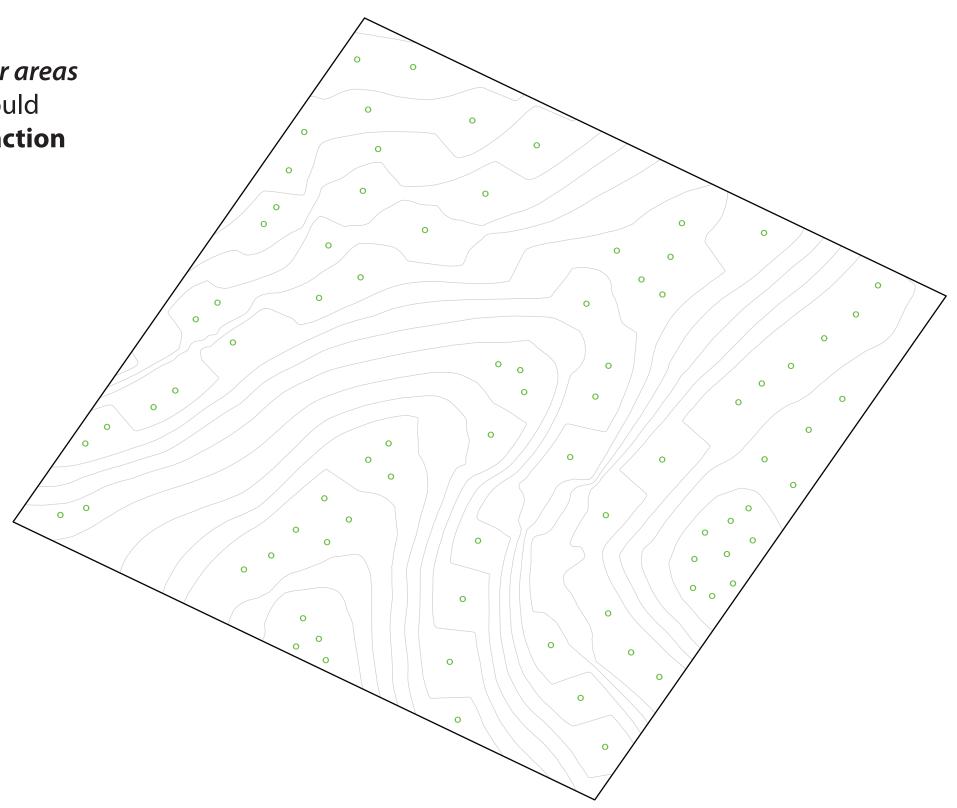
Repulsion points are placed on the *topography*, indicating that construction would naturally move away from steep areas. Repulsion points push objects away.



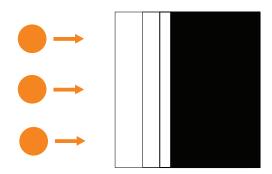


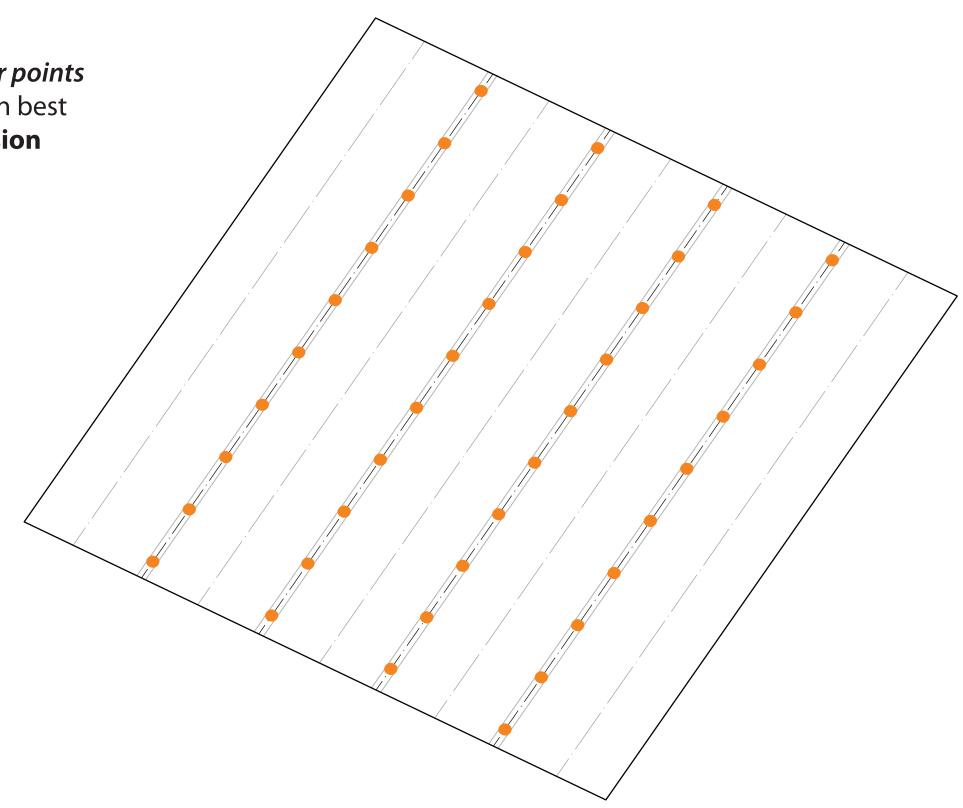
Attraction points are placed on the *flatter areas* of the site, indicating that construction would naturally move towards flatter areas. **Attraction** points pull objects.



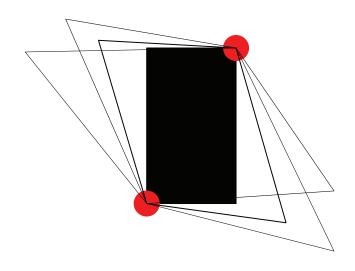


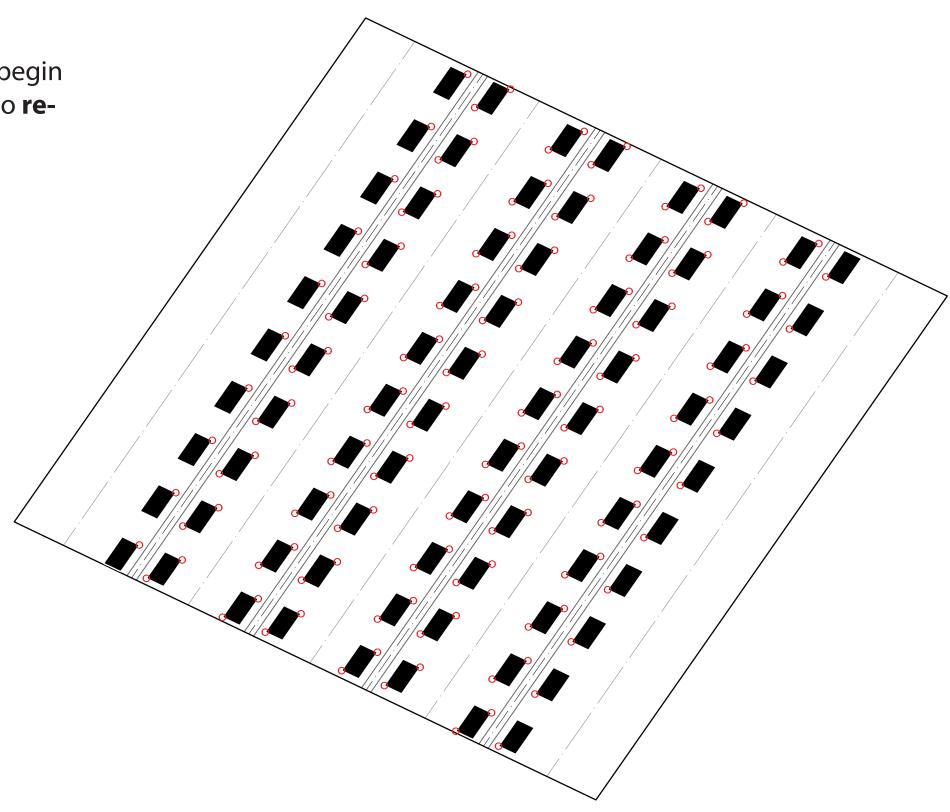
Repulsion points are placed at the *center points of streets*, indicating that vehicles function best when streets are free of obstacles. **Repulsion points push objects away.**

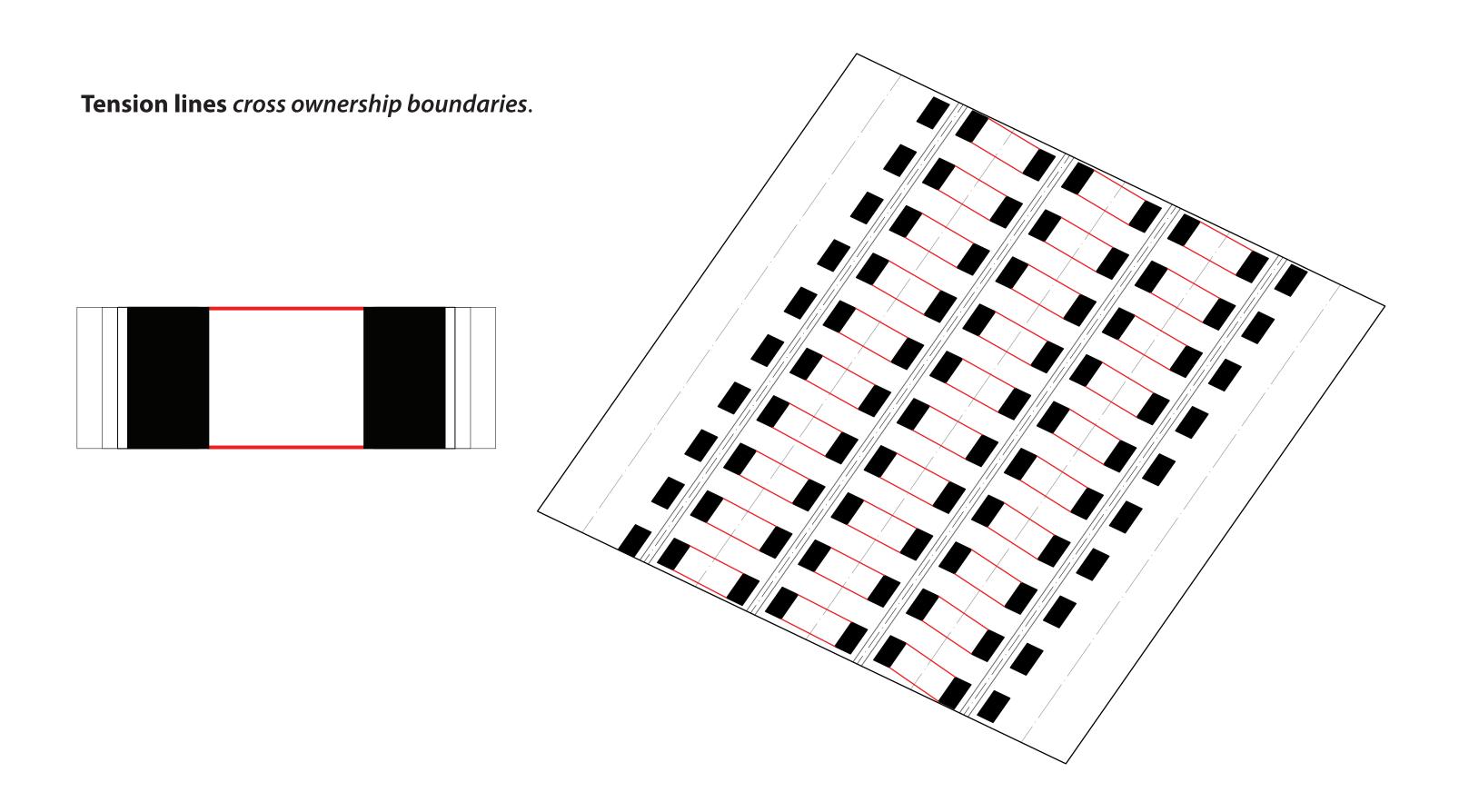


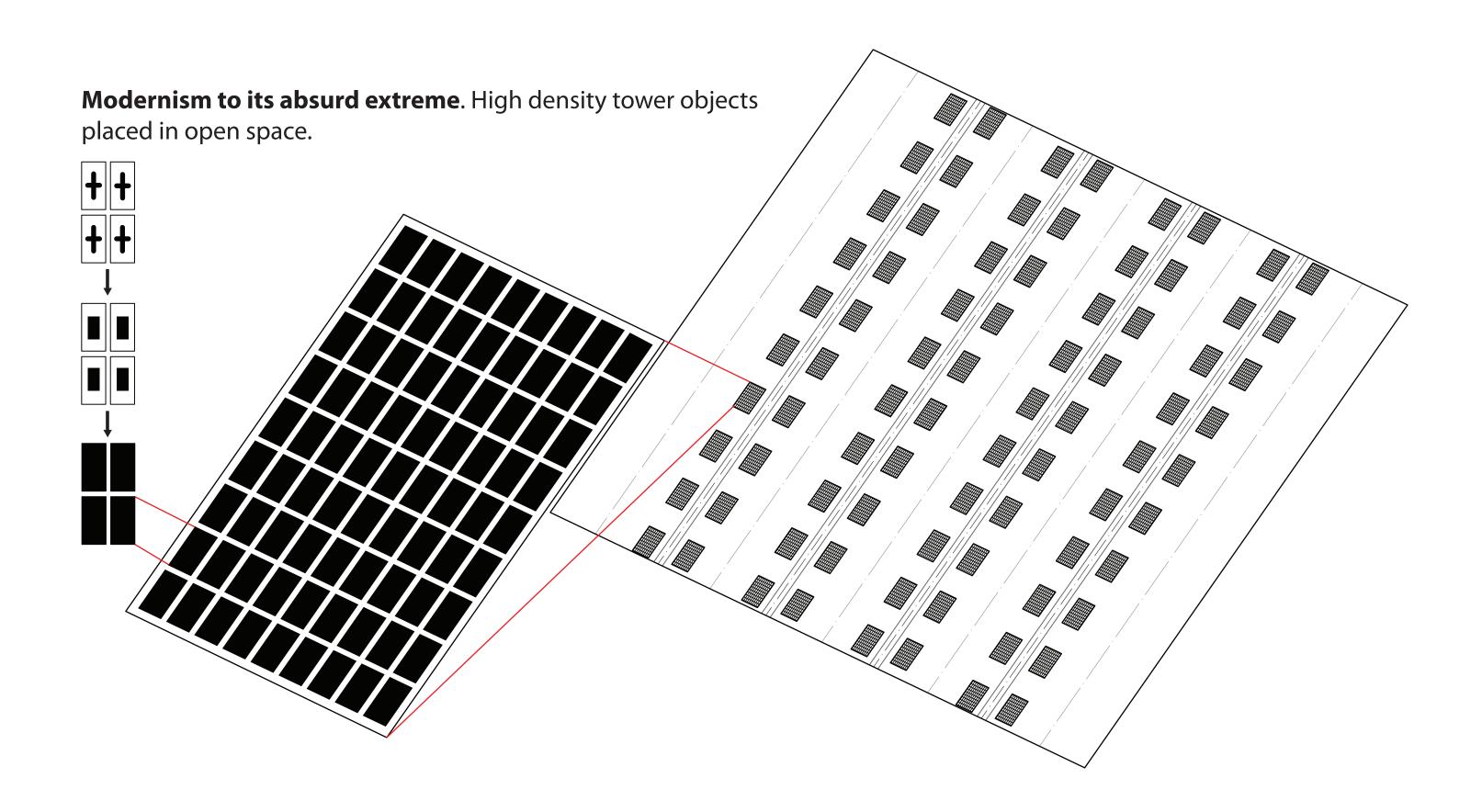


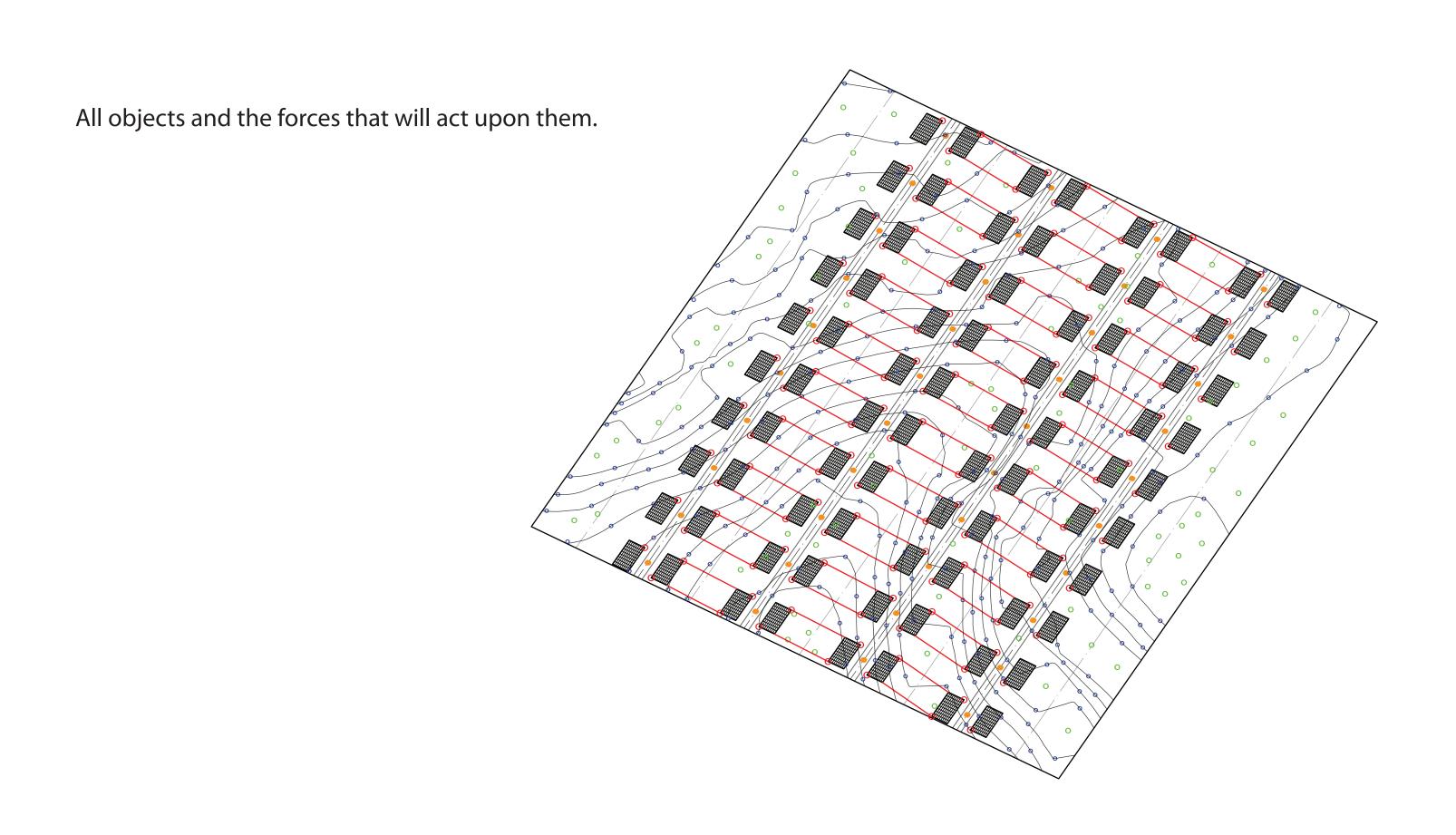
When the Attraction and Repulsion forces begin to act on objects, **Fixed points** are added to **restrict motion**.









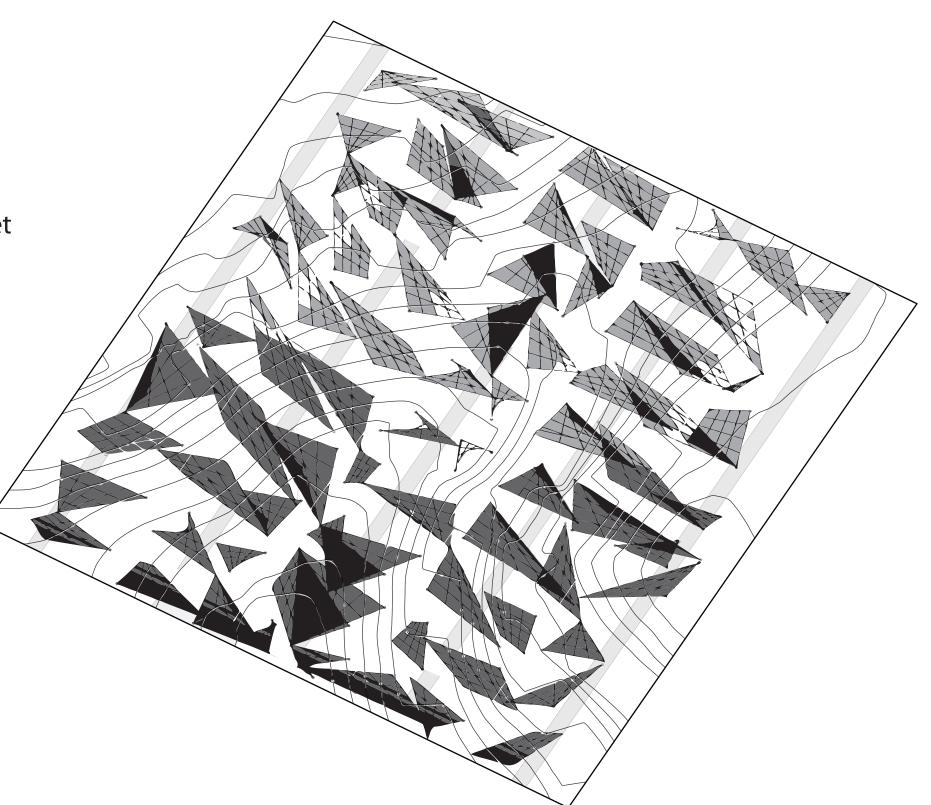


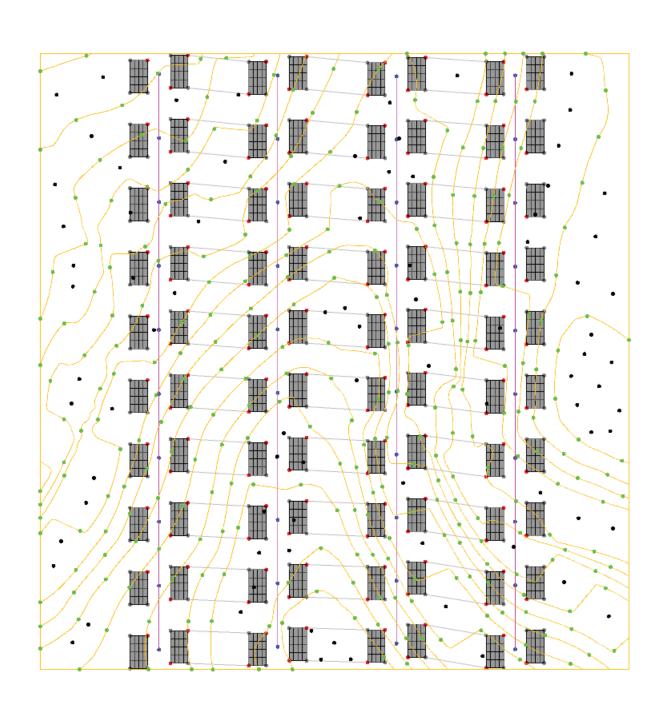
The resultant is:

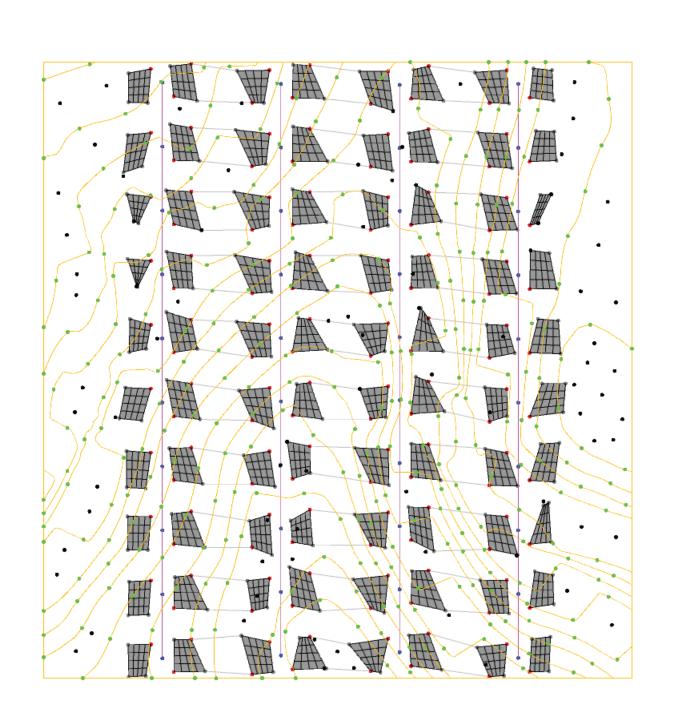
Higher density.

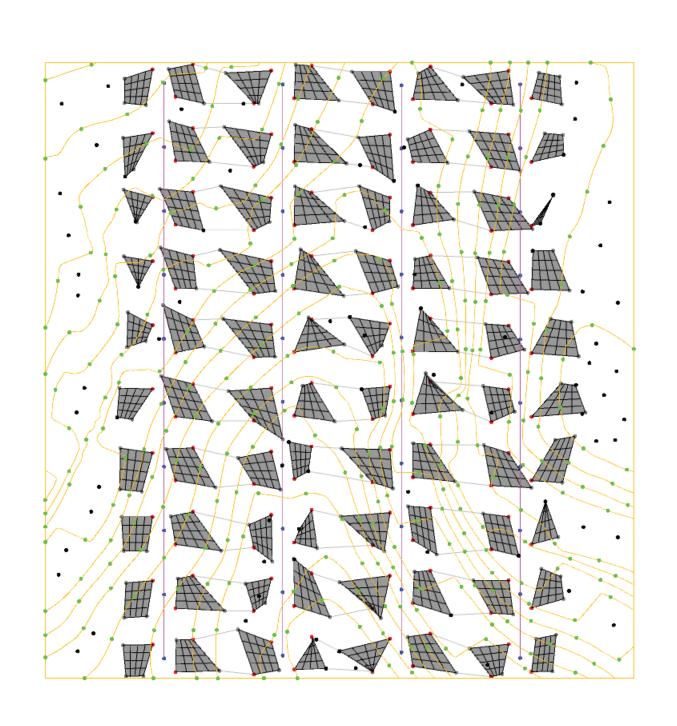
A combination of smaller structures to allow larger and more **varied program**.

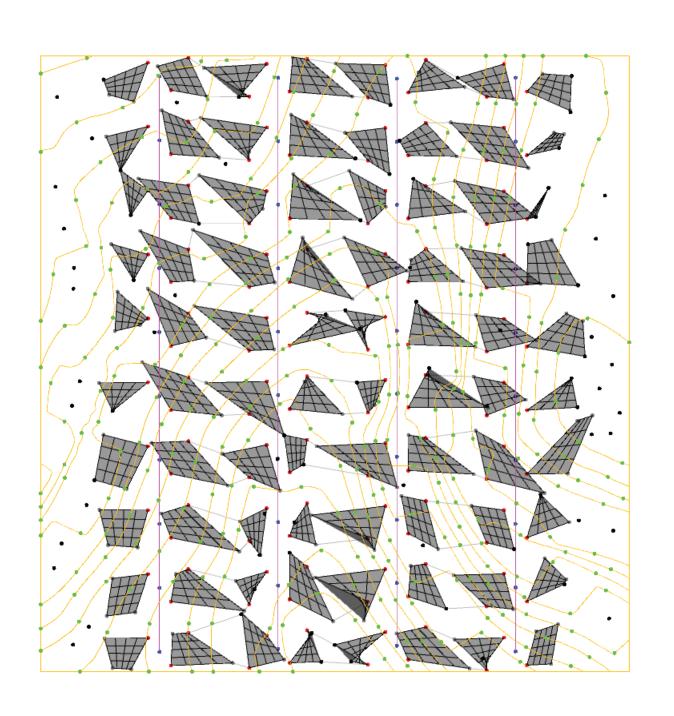
A **hybrid of street and road**, where the street continues through structures and connects multiple structures.

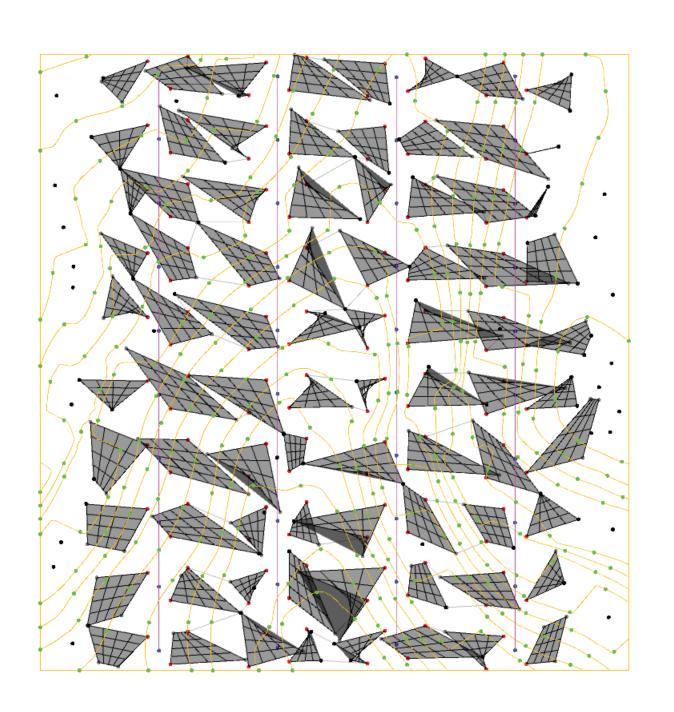


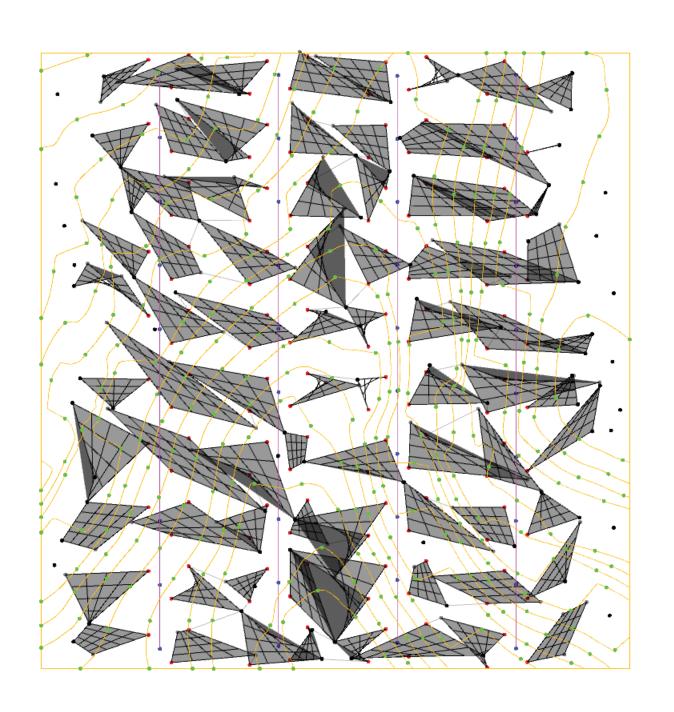












Low Density/ Extreme Modernist Layout.



