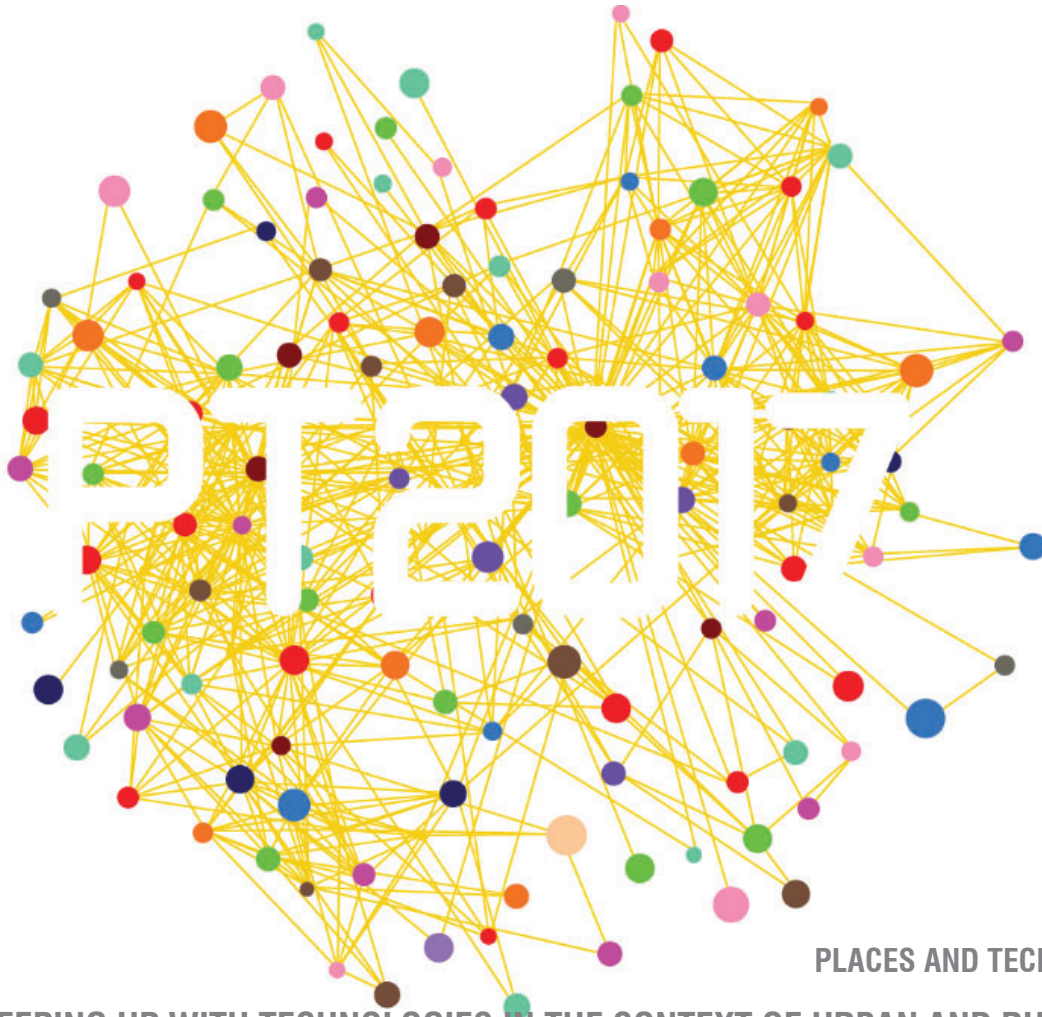


4th International Academic Conference



PLACES AND TECHNOLOGIES 2017
KEEPING UP WITH TECHNOLOGIES IN THE CONTEXT OF URBAN AND RURAL SYNERGY
Book of Conference Proceedings

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KEEPING UP WITH TECHNOLOGIES IN THE CONTEXT OF URBAN AND RURAL SYNERGY

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BOSNIA AND HERZEGOVINA

BOOK OF PROCEEDINGS

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KEEPING UP WITH TECHNOLOGIES IN THE CONTEXT OF URBAN AND RURAL
SYNERGY

BOOK OF CONFERENCE PROCEEDINGS

Editors:

Dženana Bijedić, Aleksandra Krstić-Furundžić, Mevludin Zečević



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University of Belgrade, Faculty of Architecture, Serbia

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University of Sarajevo, Faculty of Architecture, Bosnia and Herzegovina

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INNOVATIVE APPROACHES IN THE PROOCESS OF RE-INTEGRATION OF CITY AND VILLAGE

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ABSTRACT

Disintegration processes of town and country are in the final phase at almost all global territories both in developing and developed countries. The implication of these complex and multileveled processes of disintegration are manifesting in two main streams:

- Depopulation of rural areas,
- Overpopulation of town and cities,

These streams have the most negative effects in devastation of rural areas causing constant unbalance in space at local and global level. The time have come to oppose these processes of disintegration in the manner of stopping the negative trends and creating re-integrative processes and strategies in between urban and rural areas. This is the only way of balancing these two opposite processes of urbanisation and de-ruralisation, through renewal of balanced development between town and country. This kind of renewal means integration of rural and urban values and spaces into the strategies of integrative territories in which we have to introduce innovative programmes and plans that will accost country to town and vice versa consigning one to another in the way of mixing the mutual values and advantages. This approach needs reprogramming both rural and urban codes and modules aiming to recognize methodical and model routes towards forming innovative programmes, scenarios, concepts, strategies, and action plans in order to reactivate and renew rural areas in function of forming integrative connection with urban areas.

Keywords: renewal, reintegration, rural areas, urbanisation

INTRODUCTION

The operative theory and especially practice (especially in our area) the overall problem of the functional connection between the development of the village and the town is primarily considered separately, binding all the prerogatives of spatial development for the development of cities that model becomes a model for the development of all aspects of rural development. When it is released probably for demagogic reasons, a number of important facts facts from the process of the historical process of formation and development of both rural and urban areas.

Until the advent of the industrial revolution in space and time have resided in parallel and simultaneously a model clean villages and clean cities while maintaining each its original structure, the main character, and its position and role in a balanced mutual balance the functioning of the whole of the settlement area of macro-regional to micro-home assembly . (Figure 1)

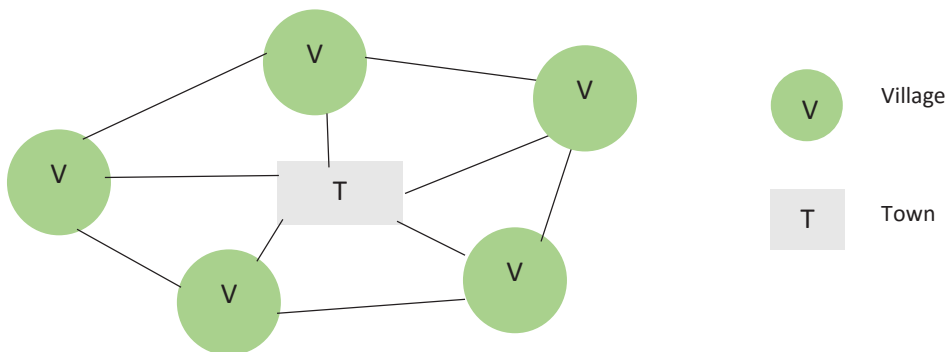


Figure 1. The balance of village and city (pre-industrial period)

The Industrial Revolution its technological power launched and accelerated multi-layer processes of change in (this case) both directions, changing the structure, character, and especially the mutual position and role of the city and the countryside., Offering a dynamic balance in the room, carrying new, modern types, shapes and designs settlements need to respond to new requirements.

It is also evident that the process of industrialization production revived and started to realize and develop in what's left of it (in the spatial sense, formed the core of industrialization of the settlement area which caused the change of the existing city and the establishment of new settlements industrial epoch. Equally valuable for its importance and the fact that there has been a discharge of the village (in the current interpretation of the process), but in reality there was



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a real resettlement villages to urban areas starting from the people (their culture, way of life) through the ways of rural organizations activities in the area, to the tendency for the formation of rural environments in the city.

Both the above-mentioned course of changes in the living environment of man, have initiated the need for a very rapid effect (theoretical and practical) , the formation and construction of modern settlements. Quick after emerging complex of organizational structure, rhythm and at the moment uncertain flows further development. (Figure 2)

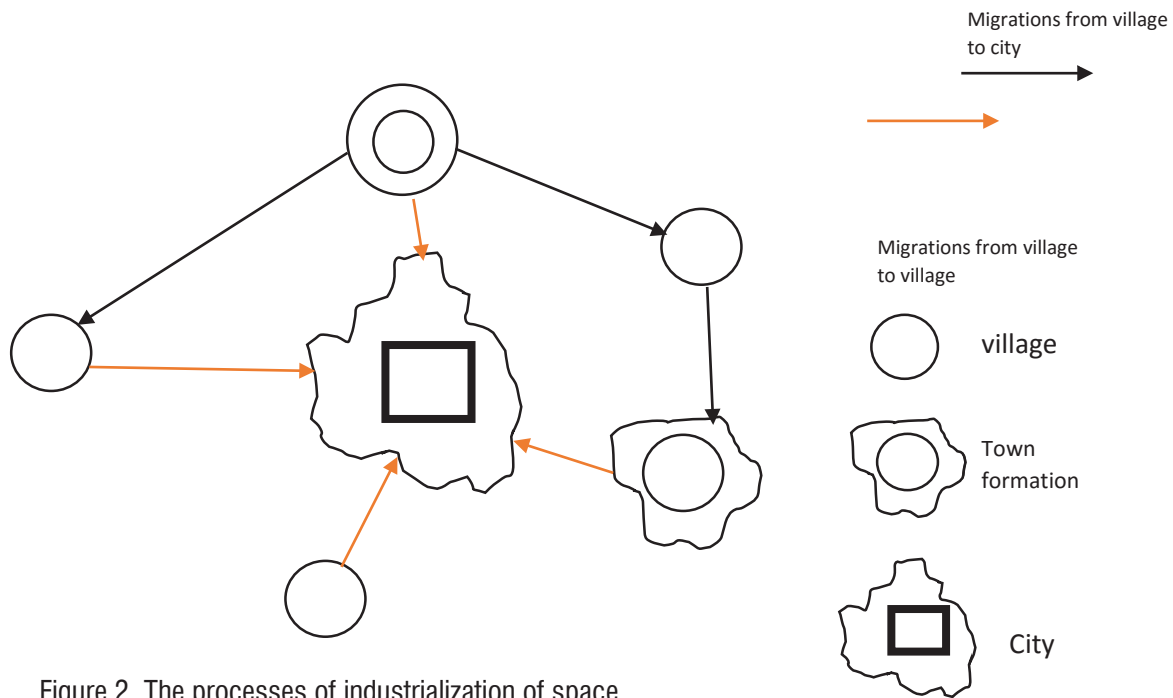


Figure 2. The processes of industrialization of space

The theoretical propositions and practical suggestions for modern, new settlements in its initial concept tended connecting villages and towns, but also as a model city treated as a starting and destination in which they were installed rural values and circuits that are the city seem to be closer to nature, and rarely propaganda on the village. This is a one-way approach to planning and urban planning profession (especially in terms of our Balkan where the village is more durable and widespread) is brought to ruralized or neoruralized villages and neourban city. It is necessary instead to accept the principle of equivalence between the complexity of the process of change and the

complexity of the eternal relations of the village - the city that is naturally produced equivalent complex, for its Structure of new settlements that would in itself sublimated all the positive benefits of village and town.

In this context, it is necessary that urban theory and practice of the time in a collision with our reality, reconsider their theoretical starting points, and even more so their target destinations. Starting from the original legislative specifics unused range, positive and negative effects on the contemporary urban settlements and the life in them. Recognizing both their failures science will discover ways of further qualitative development of new settlements, but now imbued with the concept and realization of the complexity of the city and the stratification of the village that new settlements should wear and have a (permanent and at the same time) to themselves and to fit them together to do higher quality.

BASICS OF CODING VILLAGES AND TOWNS AND THEIR EFFECTS ON CONTEMPORARY VILLAGE

Source codes: Village is an organic creation, in detail, both in general and deriving springs from the very nature and is based on the genetic code of its inhabitants - peasants. The city is an artificial creation, an artifact of man and product specifications, primarily production with which man has at any given moment. New trends of construction of the village leading to the fact that she rarely occur in nature, but more often the nature of the entries as additional element (greening, etc.), And very rarely are built in a natural way. Size occur as artificial circuits, embedded in the natural morphological conditions. Latest developments tend to focus highly-developed technology that works on laws of the natural process that starts trend towards concentrating return of future settlements to natural and rural origin.

Initial codes: The village itself is a process of constant adaptation to new changes. The city strives to be an act that occurs in a short period given to cross and achieved perpetuity. In visions - concepts, projects and plans for new settlements largely seen as an idealized conditions that need to last forever as well as their role model-city. In reality, however, the settlement from the state turned into a process of constant change them closer to the character of the village. The course and the pace of change has the form of discontinuity which identifies with the character of the city.

Planimetric codes: The town is weighed regularity of form at all levels, and the structure of the village to the anarchy of their assemblies. Urban matrix and architectural houses in new urban areas is based on the laws of geometry, in reality, especially in the newfangled village. Settlements are influenced by their inhabitants left the plans geometrical patterns, disrupted plans and created archaic village assemblies to their inherited visions.

Codes structuring: The structure of the village make center (because it is in the center of the estate), halfway between all activities (residential and industrial), shaft (as the contact line of production units) together making anatomical skeleton of spatial organization. The city offers stretching uniform geometrical matrix expansion by offering different concept of the organization and distribution of content and activities. Concepts of new urban settlements (ideal, utopian, modernist, etc.) provide the village with a large number of different centers (neighborhoods, communities,



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regions, etc.) And in reality a new urban settlements are still weighing forming - during his lifetime - points - center around communication crossroads and axes for medium available, flows along the existing roads were built.

Organizational coding: The village is in the levels (from home to Atari) based on mixing up the inseparability of actions and activities (work and housing, etc.) In space and time, while the city tends to the area segregate activities according to their characteristics (especially labor and housing). New urban settlements in the initial stages of its planned as a mono-functional (namely residential), and within the same type of function is performed additionally segregate movement activity and the content of serviceability (commercial, community, service, etc.).

In the process of the duration of the taking place, the opposite trend (in the beginning of the spontaneous, then programmatically) mixing activities, which were entered non-residential support functions at the settlement level, then and production within the housing assembly so that the new urban settlements exceeded in the half-functional with a tendency of mixing rate function . (Figure 4)

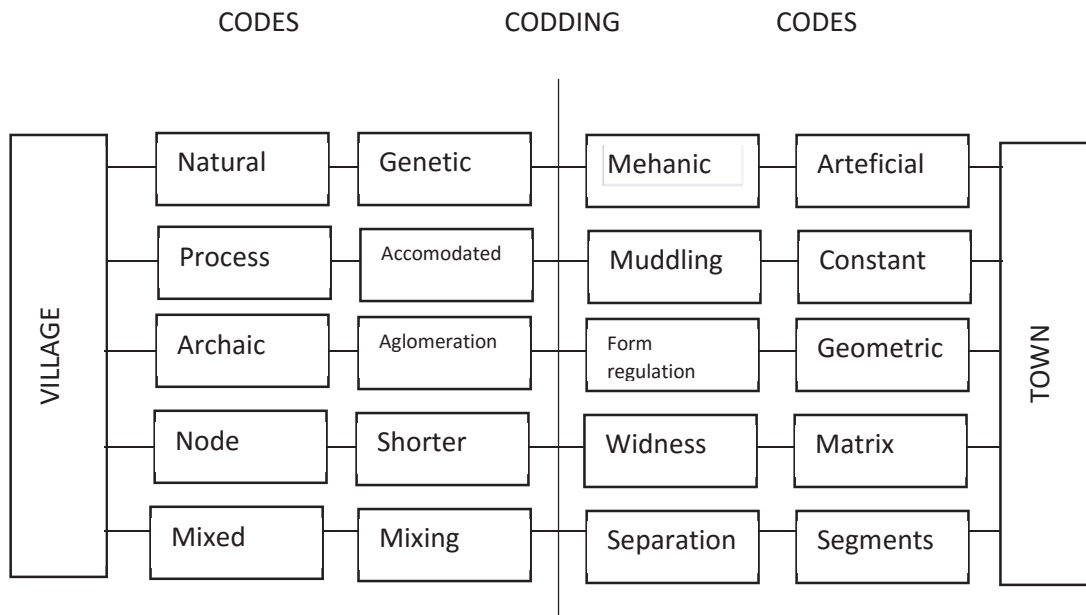


Figure 4. Matrix codes crossing villages and towns

PRINCIPLES OF FORMING THE VILLAGE AND TOWN AND RANGE OF IMPACT ON CONTEMPORARY SETTLEMENTS

The principles of the constitution: The village has a stabilization of the process (which runs from the establishment, said setting up in the area and period of time), and the city has only one way of formation (including siting, construction, and equipping). All new urban settlements were created in a short period and tended to last forever. Over time, changing cultural patterns of use (affected residents) began their establishment by rearranging predešavanja, deployment and concentration of its urban villages and rural settlements.

Structuring principle: The village is in its rirodi complex and heterogeneous including Atar and settlement prohibitions and estates, okučje and garden, yard and garden, home and building. Economic city as an artificial creation tends jednostvnosti, structured as a sum of spatial sub-continent (flat housing, neighborhood block, etc.) Or as a set of ambient units (houses, buildings, street and boulevard, square and park). The new urban settlements were structured largely as part of the city or a smaller town or a small town on the above principles. Over time the inhabitants out of the established modules and recognizing their garden courtyard formed by spreading its range of use to urban Atars.

Principles changing village is changing the principles of spontaneity while expanding or thicken as required by the needs of children (growth or division of the family) type of production (livestock, agriculture) and farm size. City weighs static, but changes have mostly sharp karakter. Nova resorts are designed as static and formation, especially collective type, or the weather influenced the privatization process started to change and densification (through constant upgrading) war vertically (existing buildings) and more recently expanding at the expense of free space.

Control principle: Village regulates relations in the area primarily by establishing clear property relations over private estates, joint over collective land and villages of the Atars as a whole. In the city, especially in our country, ruled by mechanisms spheres of interest so that there is public interest in the wider community, the common interest of the citizens and the individual interest of each individual. In the new urban settlements so-called government. Refers user, wherein the space and settlements belongs to each individual citizen. The right of use is acquired by direct planning by occupying territory by the direct beneficiaries. In the transition process which is underway, there was a transformation of the customer relationship in the different property relations: public interest grows into state property, common area becomes the property of the city, a user in the form of private use of the captured area, leading to a series of anomalies area.

Principle Sizing: Village works on mechanisms of necessity and coercion where home large as children seek, apart so they do not interfere with one long. The estate is how much the farmer's purchasing power, a village to the city and how much work needs ua certain area. In the new town dominated by time distance, mastering space in the function modes of transport (pedestrian, vehicular) and travel time. The new urban settlements were built as small towns with distances of 5-20 minutes within the village and 15-30 minutes travel to work points outside of the village. Over time, the residents, and later experimentation began returning distance and dimensions appropriate to the man



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and the rhythm of its stroke, where transport systems are beginning to adapt to the human movements (pedestrian zones, street, etc.) of different categories (for children, the elderly, the young), and reduces the spatial distance by filling flows (streets and roads) between the points. Figure 5.

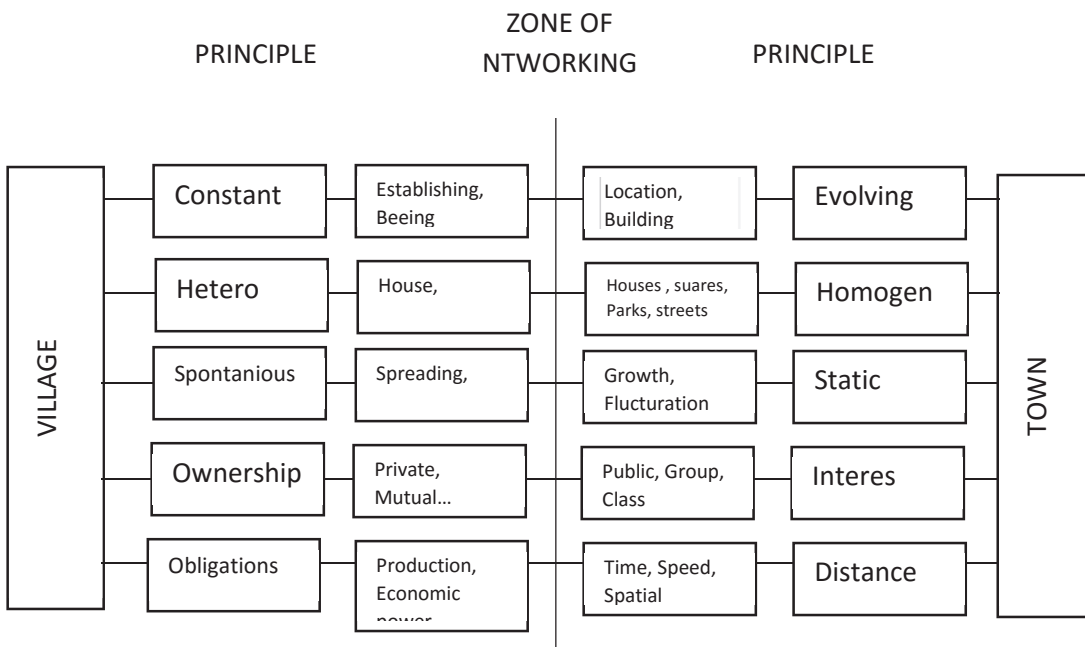


Figure 5. Crossing codes

CODES OF MODELLING RURAL AND URBAN ASSEMBLIES AND THEIR APPLICATION IN NEW SETTLEMENTS

Modeling territory: The village seems primarily expressed Atari territory with rural settlements within, accessible environment daily walk with supporting settlements. City makes the total territory of the city-structured plot, center and periphery. The new urban settlement in its infancy had determined single-territory with a view to (mostly residential) puncture of content, most of the service. Eventually e occurred aggregation of territories. First comes a separation zone boundary, then the central territory of the village in order to then come to the village of penetration in their environment by spreading their territory Atari forming itself necessary supporting settlements (vegetable gardens, orchards, Holiday villages, gardens, picnic areas, etc.).

Assembly Modeling: The original village assemblies facilities are pavilions, a city objects are connected in series compact, the village offers a wreath form, the port and the ribs, and the city closed-open sets of different correct geometry. New settlements primarily use the concept of rural pavilions grouping them according to the proper geometric matrix, which is an example of direct, high-quality permeation principle of formation of village and town.

Modeling of common living conditions: The village is in the function of customary work arising from the multilayer respect for the specificity of the area (mountains, rivers, valleys), the type of production that the village engaged (agriculture, livestock, etc.) and at the end of its ethnic rules of life and housing (cultural, religious). The city is subordinate to the production process of industries for which there are no regulations, rules and mechanisms of permanent control operation managed organization. The new urban areas are developed as extensions of the large city system, which is why they ruled the regulations and only through their take on life's specificity as neighbourly, mutual talks and agreements.

Modeling communication: In the village formed the first economic area and around the house, and then pave the roads that connect distant objects and places in the village and the village. The city is primarily formed at the intersection of roads, then along the roads, and plans in the area through its street matrix. The new urban settlements are more like cities, get a ready-made profile street and street network. Over time, people are starting to cramp their routes (inland village) changing profile of their street and introduce user network of paths and roads. Introduced its customer network linking all movements for themselves your target points.

Modeling type of settlement: The village is linked to the peasant in time, the farmer is to itself and its life forms, changing it as the manufacturing industry. Grad (almost contemporary) is a unified framework in which the citizen-designed fictional user, who accepts the established standardized way of life, which ceases to be a subject and becomes a unified object. New settlements for its initial conception of a small town, offer a man to be (while in it) feel passive entity that would eventually grew into the actuator changes with a tendency to resort adapt themselves (and their neighbors). (Figure 6.)

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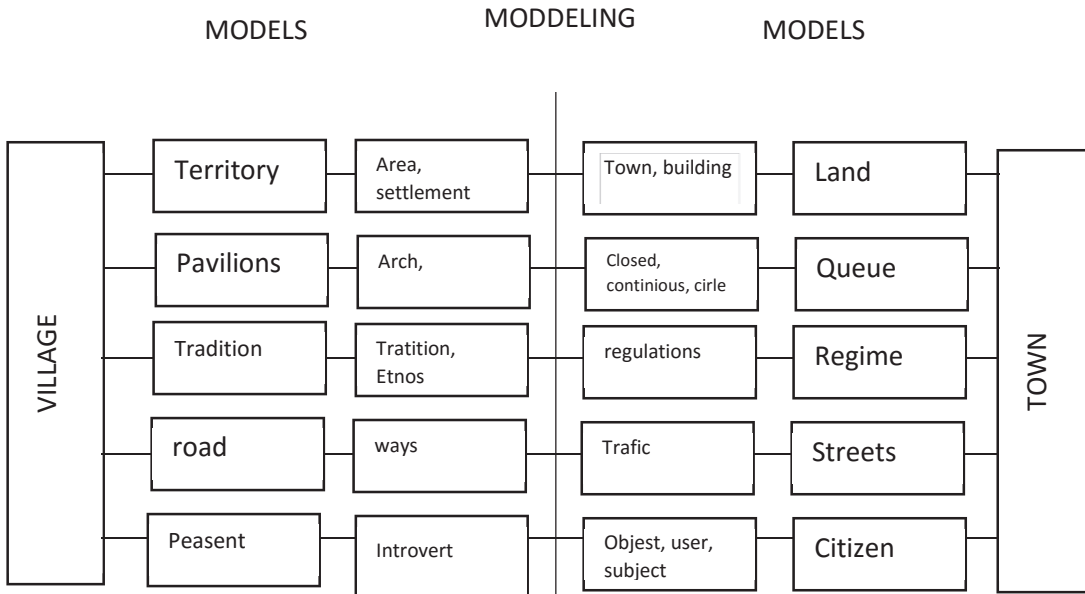


Figure 6. The matrix of crossing the principles of model villages and towns

CONCLUSIONS – PERMEATION OF URBAN AND RURAL MODEL: PRECONDITION QUALITATIVE DEVELOPMENT OF MODERN SETTLEMENTS

Modern settlements, as previously noted by the initial concepts that should in itself reflect the new cities, while in reality received hybrid settlements that unfortunately the current value of the negation of the village and the advantages of the city. The first step towards overcoming the regulation of town and country is legalization (what is more legitimate) the presence of both models of village and town in modern settlements which would allow permeation of strengthening the qualitative dimension of new current and future settlements. This would create the conditions for creating complex hybrid settlements whose conceptual basis was based on real-life patterns of actual future residents, which would allow their realization, duration and change.

In order to establish the quality permeation prerogatives rural and urban attributes, must also be of high quality. This requires to trigger only positive traits while villages and towns to the extent and relative to each other does not nullify, negate and abolish. This revaluation of the profession seeking his value judgment on obsolete rural values and a priori urban advantages of the city, which will seek the establishment of quality relations (causal) between the structural matrix of the village and the city, through their crossing, interweaving and interaction. (Figure 7)

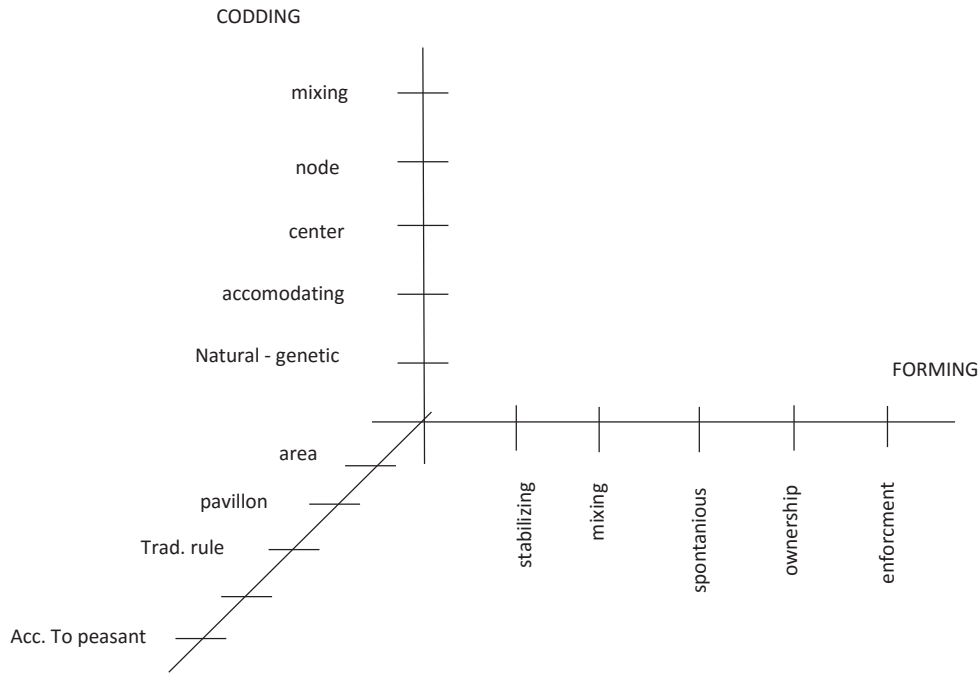


Figure 7.1 MODELING **illages**

In this context, there are a large number of possibilities of establishment of a wide variety of species, the model and the types of modern settlements, with different combinations of the rural and city or town-village qualitative specificity, wherein we will enrich cities rural advantages and villages urban values and form a future settlements which, according to its position and role in the system as a network of settlements village - town, village or city.

So we to model cities and re-enable the creation of new villages. In the new mixer is functions in the same area, will take into account the civil in life forms, in the correct matrix spontaneously will be installed normally caused by genetically matched archaic form, within the already-established two pavillon assemblies. He'll be clear property relations through which will clearly express different interests, and the city will be shared and thicken, which will prevail in the process of constant adaptation. (Figure 8)

TOPIC II:
URBAN AND RURAL PLACES TOWARD HUMAN COMFORT, HEALTH AND INCLUSION

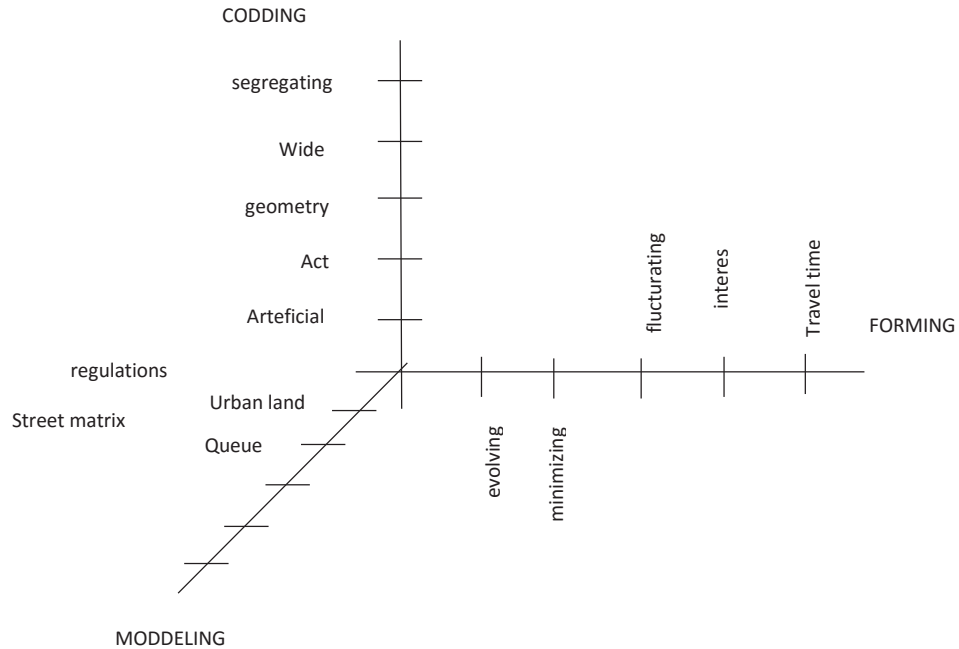


Figure 8. Structuring matrix of the city

New urban-villages will be created as a whole and will be based on the morphological complex planimetry street, whereby the predominate uninterrupted rows along the central axis (in the form bazaar) in which case the original villagers used to the prescribed order of building culture, remaining at the same entity that actively planning changes to its habitat, occasionally soaring Crossing village and town will allow expansion of the profession to the creation of new types and models of settlements, and to discover new forms and ways of achieving them.

These approaches combine, confirmed by a number of settlements achieved in the world starting with the rural-settlement in America, through eco-habitats in Europe to spontaneous (unplanned settlements) with us. Such an opportunity structuring urban and rural settlements in the original principles of villages and towns, the waist should not drop, but that his action opens avenues for the design, realization, duration and changing contemporary and future settlements. (Figure 8)

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