URBAN ELEMENTS

UF S11 #01 Optimising Building Setback For Walkability
UF S13 #02 Balanced City
UF M11 #03 Lane City (Section)
UF M13 #04 1.1+ Street
UF M12 #05 Tropical Walkway
UF L11 #06 Sectional Porosity to Enhance Urban Environment
UF L12 #07 Large Public Spaces
UF L13 #08 Active Plazas
UF L13 #09 Distinctive Skyline

UF S22 #10 Balancing Privacy & Density
UF S23 #11 Active Pedestrian Streets
UF M21 #12 Urban Edge – Enclosure
UF M23 #13 Pedestrian-friendly Waterfront Developments
UF L22 #14 Avoid Wall-Like Facades
UF L23 #15 Iceberg City
TD M23 #16 Grain City
TD S13 #17 Curb(s)ide Matters
TD M11 #18 Plot Porosity & Density

TD M12 #19 Lane City (Plan)
TD M13 #20 Iceberg Tower
TD M13 #21 Seal Holes in Pedestrian Roads
TD L11 #22 Building Typology Redux
TD L12 #23 Anti-Form City for a More Human-Scale City
TD L13 #24 Pixelated N’hood Facade Aperture
TD S22 #25 Car-Lite Superillas
TD M21 #26 Inside–Outside

TD M23 #28 Jenga City
TD L21 #29 Re-Purposed Rail Infrastructure
TD L23 #30 Urban Density / Spatial Diversity
FU S11 #31 Multi-Prop Street
FU S11 #32 Entranceways
FU S12 #33 Intricate Setback
FU S13 #34 Multi-Level Public Spaces
FU M11 #35 Synergistic Uses & Urban Space in Cbd
FU M12 #36 Tetris City

FU M13 #37 Function, Urban Activity & Building Diversity
ES S11 #38 Death Ray Skyscraper
ES S11 #39 Topographic Roof
ES S13 #40 Greenery & Biodiversity
ES S13 #41 Green Replacement
ES M11 #42 Well-Vent City
ES M12 #43 Climate Canopy
ES M13 #44 Linear Parks
ES L12 #45 Weaved Multi-Scalar Eco-Corridor

ES L13 #46 Rooftop Ecology
EM S11 #47 Multi-Modal Streets
EM S13 #48 Breathing Streets
EM M11 #49 Urban Accessibility
EM M12 #50 Continuous Sidewalk
EM M13 #51 AV Streets
EM L11 #52 The Travel Adaptor
EM L12 #53 Cycling Network
EM L13 #54 Max Reach by Public Transport

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