A Proposition to Apply Stem-Based Model Study the Periodic Development and Destruction of Urban Textures

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Abstract: Missing

INTRODUCTION

The theories on city construction are mainly concerned on studying the city's developmental trends in different periods, verifying the residency areas, occupation and consequently identifying the social trends dominated over the cities. Each theory is extensively focused on organizing a part of city developmental trend but there are some factors resulting in failed developments and predictions including some unpredictable situations seen in life, different cultures, weather and local conditions and their effects on cities during times, destructions and reconstructions. This paper is mainly concerned on reviewing the available models to provide a development theory based on stem-based model in order to best verify the destruction of old and newly constructed textures. The main approaches to improve such constructions are also mentioned in current paper.

Theories on City Construction: There are many theories on mentioned field such as E.W. Burgess's concentric construction style, Homer Hoyt's crossed construction style, E.U. Ullman's multicore construction style and R. Dikenson's star like construction style. These theories can be used as main courses of study to best verify the features of different cities. All these theories have their own features. Besides, all cities don't follow a single model. The formation time, the policies of city constructors, the culture of residents and the city texture are considered being as factors with considerable effects on city development. In the east in which the cities are of about thousand years old, the changes seen in people's religion, culture and languages are quite distinct. Other main factors to be considered here are the changes seen in people culture and belief, the transformation of churches into mosques, the wars happened and consequently the increased rate of people immigrated to city after industrial revolution. Such immigration has caused a special sort of life to be created in cities which is constantly changing. Nowadays, the cities are considered being as places in which different tastes and experiences are met. In traditional society, the number of distinct models is limited but in current society the number of tastes and experiences are of main features to be highly considered. In most studies performed on city construction, the classification of the same cases in a distinct format may facilitate such studies as most efficient.

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The Stem-Based Model: The city can't be considered being constructed just through having many buildings juxtaposed to each other [1].

The city as a liable object is of variable textures which can be modeled as the stems of a tree to study its developmental trends and also the destruction and reconstruction of textures as best. Through cross-cutting the stem of a tree, it is most likely to study and model the city. The different growth stages of tree can be identified from its stem. As the city represent the developmental trends in different periods, the fall and spring growth rates of tree can be best reflected in their stems. Besides, the rapid growth rate of tree best reflects different environmental conditions. As the conditions are ideal, the growth rate is more considerable but in unpleasant conditions, the growth rate is rather low. Although the cross growth of a stem isn't quite parallel, it is dominated in all directions. The newly constructed cities with low growth rate are of such form which best reminds us to Burgess Theory. It is sometimes supposed the linear cities are exceptional in this case. Although such cities are located near rivers and vales, they most tend to increase in width. That is to mention, the criteria used to define city aren't the same in different parts of the world. The theories considering the causes of city formations are mainly concerned on religious, commercial and military causes and even the development of agriculture as well as changing the countries into cities. Like stem, the city has the function of transforming the financial and economical trends because the stem connecting the roots to main branches is considered being as an intermediate among different economical and service-based sectors.

The gatherings of human beings in time and place are mainly affected by their interactions to each other and to the societies around [2].

In outer parts, we can see non-compressed textures which best reflect the suburbs.

The residency areas are developed like the way liable creatures are born but with no death [3].

Since the death is inevitable for human beings, any efforts to maintain what constructs are natural. As the growth rate of root is matched with the shadow rate of the tree, the growth rate of city can reflect main branches which direct the city towards developments. The stems aren't located in the center but gradually get away from the center based on city development. Their formation trends are mainly seen in areas around. The stems can be considered being as communications or the ways connecting different parts of the cities as best. The new activities mainly happen in new and neighboring textures because they will meet the new needs easier. As these stem are cut, the life of city and plants will be in danger. Such vital stems transforming the capital and culture are considered being as the liable part of the city. As they are weakened, the texture of the city will be dead. Like tree, the city most tends to develop in areas around. Such development best reflects the liability and strength of city. The new textures will be gradually formed and cover the formed ones. As the trend and movement are lost in texture, the flexibility will be diminished and the textures may be gradually rough. It consequently leads to decreased chance of life and double roughness. As mentioned, the cells of live creatures will expose to death and consequently be replaced by newly formed cells. Although some parts of the tree or live creature will lose the life, the life still continues. The cells of liable creatures have their own age and are replaced by other parts. The reconstruction can be considered being as the continuity of life. So, the attempts made by city planner are mainly concerned on maintaining such continuity as best.

The Exhaustion: Following the regressive trends seen in an area, the renting rate of houses will and the value of lands will be gradually decreased to minimum. In case of such condition, the owners will get away their lands to be destructed because they can never obtain the benefits resulting from keeping such lands [4].

The old texture are considered being as those textures in which the life flow is rather dead and no longer can be reconstructed.

The urban areas gradually developed and exposed to some considerable changes during times [5].

Such exhaustion is one of the main issues related to urban areas which cause some forms of disorganization and the lack of balance and compatibility. The exhaustion can be divided in two categories: partial exhaustion and complete exhaustion.

The partial exhaustion: as one of the urban elements either the texture or the activity is exposed to exhaustion.

The complete exhaustion: as both mentioned elements are exposed to destruction and exhaustion.

Factors such as the lack of compatibility with current conditions and the vast number of ownerships will make the trends in old textures as weak, for example the limited width of pedestrians in old textures which isn't suitable for transportation systems, the failure of delivering service as needed, the regulations aimed at protecting the old textures. These factors are of considerable effects on the beauties of old textures and cause the trend of investment and movement to deviate from normal positions.

The texture is maintained as most liable when people are actively involved in all different stages of life [6].

Repair in Old Texture: The repair and reconstruction can be considered being as a mixture of social, psychological, cultural, economical and political processes [7].

In case of repairing the old textures, it is first required to differentiate between textures with no historical values and the ones with high values because the development of culture and universalism is best reflected in the art and architecture which pave the ways for civilization to be formed. If we consider the civilization being as the expression of culture, it can be concluded the architecture is the factor expressing its nature as best. The old textures best reflect the nature of residents living there. Such textures are of more susceptibility in case of planning. The international brochures are mainly focused on maintaining the heritage as best. The three approaches used to repair the old textures are as follow: The museum-based attitude, the cell-based attitude and the organic attitude or logical thought.

The first attitude is mainly concerned on maintaining the current situations but not helping the life trends to be developed. It won't lead to real reconstructions.

Considering the events seen in times, the richer cities were exposed to more destructions and reconstructions compared with residency areas with limited economics [8].

The cells of a liable creature are refreshed thousand times during life. Such refresh is considered being as essential and vital.

The main structure of a city can be divided in two original and non-original parts. The main or original part constitutes the central structure and best verifies the nature of city. The other parts of the city constitute the non-original part which best reflects the change, variety and option. The main or original part is constituted from communication lines, open spaces and public buildings but the areas people living there are constituted the non-original part [9].

Segregation: The places are exposed to changes and modifications to be compatible with behaviors around [3].

The behaviors are also exposed to changes to match with special locations. Such textures are most compatible with those tending to match their own life with situations around.

The group-based competitions will lead to ecological segregation of groups involved in [10].

Since the newcomers are in low positions due to low income rate, they are less belonged to it. When the life positions are promoted, they will move to other parts of the city. Any change in the social structure of such textures and the immigrations accomplished will make the people's involvement as less compared with past. The number of single people immigrated to exhausted areas is high which best shows such textures are of temporary residencies and such people send their income to their families in their hometowns. In the other hand, the capital gets away from old texture constantly and the texture will be more exhauster compared with past. Considering the dependency theory, the urban old textures function as periphery role for rich urban textures and the old texture receives no benefits from economic activities of its own residents to reconstruct or repair the areas involved. So, it can be concluded such additional transformations can also be seen in urban locations.

The Traditional Model in the Permeability of Textures: Since the markets are mainly located in city gates, especially in cities under Iranian civilization effects, the main courses of cities will make the social and economic functions as difficult. The development of architecture elements and city constructions are also other factors with considerable effects. As an example, consider the closed square as religious centers inside the cities which sometimes is considered being as a place to play and entertain. Even mosques will provide the ways to pass through. Besides, the main goal of variety is to increase the option rights. The integration of lands while making the activities as economic may result in improved urban areas. That is t mention; the road is considered being as main aspect of city which paves the ways for all sorts of activities to flow. Besides, the flexibility isn't just in relation with roads because many of such current exhausted textures were flexible and permeable. So, by permeability it is actually meant accomplishing a way as communicational channels to economic, political, cultural and religious functions.

CONCLUSION

The construction style is resulted from the thought style. By finding out the construction process, we can achieve the thought style of its residents and constructors as best. The lack of access to the inside urban textures will lead to weakened connections and failed infrastructure plants and consequently the weakened trends involved in. in cities, the locations isolated aren't considered being in access area and will be gradually exposed to exhaustion. There will be no special trend in goods, services and the capital and even in transportations and the city vital cycle will be deviated from its normal trend. In such conditions, a special group of people will be attracted by society. Such textures which most accept people with different cultures, especially the locals with economic problems best reflect the culture and life of its residents. So, it is essentially required to consider the networks accomplished and the ones left. We also should consider the permeability factor as most important. The lack of financial sources of the residents living in such textures and the lack of interest to invest on such textures by people with low income will make the government's intervene as most essential. So, awarding some loans and bank facilities won't be enough in such conditions. Therefore, all decision makers and planners are essentially required to identify the processes involved and develop the permeability of such textures as most efficient.

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