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... on Planning, Methods and Design:

1 Planning on Six Levels

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6 TV's Design Principles from T'ai Ch'i

1 Planning on Six Levels:

1.1 Reykjavik Planning

1.2 Reykjavik Capital Area

1.3 SW-Iceland

1.4 Iceland Plan

1.5 Europe Plan Patterns

1.6 Global Megapatterns

1.1 Reykjavik Planning

1.1.1 Planning History Studies

1.1.2 Predictions on the Future

1.1.3 Overlay Maps for Future Areas

1.1.4 Master Plan Reykjavik 1977

1.1.5 Master Plan for the NE-Areas

1.2 Reykjavik Capital Area

**1.2.1 Highways In-front and Behind
the Settlements**

1.2.2 Bridges Connecting Peninsulas

1.2.3 New Airport on Long Skerries

**1.2.4 The Area Should Approach a Circle
Instead of Being Long-stretched**

1.3 SW-Iceland Structure Plan

- 1.3.1 Analysing with Overlay Maps**
- 1.3.2 A Highway System**
- 1.3.3 Areas Lost – Green Areas Gained**
- 1.3.4 A Structure Plan for SW-Iceland**
- 1.3.5 Settlement System: A Triangle**

1.4 Iceland Plan

- 1.4.1 Dev. of Settlement Patterns**
- 1.4.2 Overlay: Pos/Neg Features**
- 1.4.3 Highland Highway-System**
- 1.4.4 Geometry: H-City in Middle**
- 1.4.5 New Capital City to Serve All**
- 1.4.6 The Iceland Plan Proposal**
- 1.4.7 Design: Mountains and Glaciers**

1.5 Europe Plan Patterns

1.5.1 Patterns: To Coasts + Inland to Geographic Centre of Europe

1.5.2 Patterns within Europe

1.5.3 Iceland's Sea-Connections to Europe's High-Speed Trains

1.6 Global Megapatterns

1.6.1 Warming: An Inhabitable Arctic

1.6.2 Migration S to N is Problematic

1.6.3 Ribbon of Habitation will Extend

1.6.4 Arctic Ice-Free: Shipping Routes

1.6.5 New Global Circle Shipping Routes

1.6.6 Interfaces: Future Global Growth

2 Morphological Design Methods

2.1 Combination Tables

2.2 Basic Features of Sheltering

2.2 Architypes: Landforms, Forms of Water

2.3 Basic Features of Sheltering

2.4 Morphological Tables: Kindergarten

2.5 All-Covering Combinations: Playground

2.6 Tool for Universality: Furniture

3 Overlays, Patterns, Spatial Systems

3.1 Evaluation Mapping

3.2 Overlay of Evaluation Maps

3.3 Always Look to the Levels Above

3.4 Study of Patterns

3.5 Study of Spatial Systems

4 Roots of Modernism Analysed

4.1 Problem 1: The Specialization

4.2 Problem 2: The Mechanistic

4.3 Problem 3: A Visual Chaos

4.4 Problem 4: Lack of Symbolic Content

4.5 Problem 5: Crude, Mechanistic Schemes

4.6 Problem 6: The Tough Worldview

5 Aspects of the Solution in Design

5.1 Sol. 1: To create Connections, Wholes

5.2 Sol. 2: Employ Organic Methods, Forms

5.3 Sol. 3: Aim for a Harmony, Deep Roots

5.4 Sol. 4: Symbolic Content in Form Giving

5.5 Sol. 5: Schemes based on Human Needs

5.6 Sol. 6: Characteristics of Soft Worldview

6 TV's Design Principles from T'ai Ch'i

6.1 Components of the T'ai Ch'i Symbol

6.2 I. Wholeness appears as a Circle

6.3 II. Dynamism; a S-formed line

6.4 III. Complementary features

6.5 IV. Cores of the opposite areas

6.6 *Definitions*