

Mapping, Group E, Presentation 06.Mar

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We mainly roam randomly in the town of Muireid according to the ups and downs of the terrain.

The town is divided into three main areas by a fork road. Residential areas, roads with shops along the street (**dynamic areas**), and **quiet areas** (parks, cemeteries, etc.).

The three forks is our main marker point. After starting from here, we detoured back here along the boundary of the residential area. The boundary of residential areas is particularly obvious. It is blocked by the wall of the railway, and people can't cross it. Mostly are townhouses, and they are mainly **sandstone structures**.

Then, we walked from the fork to the **bank bar** and triggered the **waterfall route**. In order to reach the park where the waterfall is located. We accidentally crossed the edge of the town by crossing the cemetery. From the cemetery, we guessed that this area should have some history.

Therefore, we subjectively feel that this town is **a semi-closed community**. The roads in the small town are **not** like **square roads** like the city centre. The roads in the town mainly **develop naturally** with the railway station. We can't clearly judge the specific distance during the roaming process, so we can only walk all the way.

Evaluate the order of the route we choose. We naturally chose to explore from the low terrain. On the way, you will be **attracted by animals and sounds** and change the original plan. The town's green area is moderate, livable, and there are few or no outsiders.

The Garden City of Tomorrow by Howard. The good planning and use of land contribute to the long-term input of space applicability development and public interest. In the structure of the "**circular urban form**", the convenience and integrity of space are integrated with the structure of the internal mechanism of the city. The setting of **circular roads and radioactive roads**. Intercity, urban center-district railway systems, agriculture-rural green and park-green belts, and public buildings are organically embedded in the urban-rural layout.

我们主要根据地形起伏为主线在Muireid小镇随机漫游。

小镇被分岔路分割为三块主要区域。以住宅区、有沿街商铺的道路（动区），和静区（公园，墓地等）。

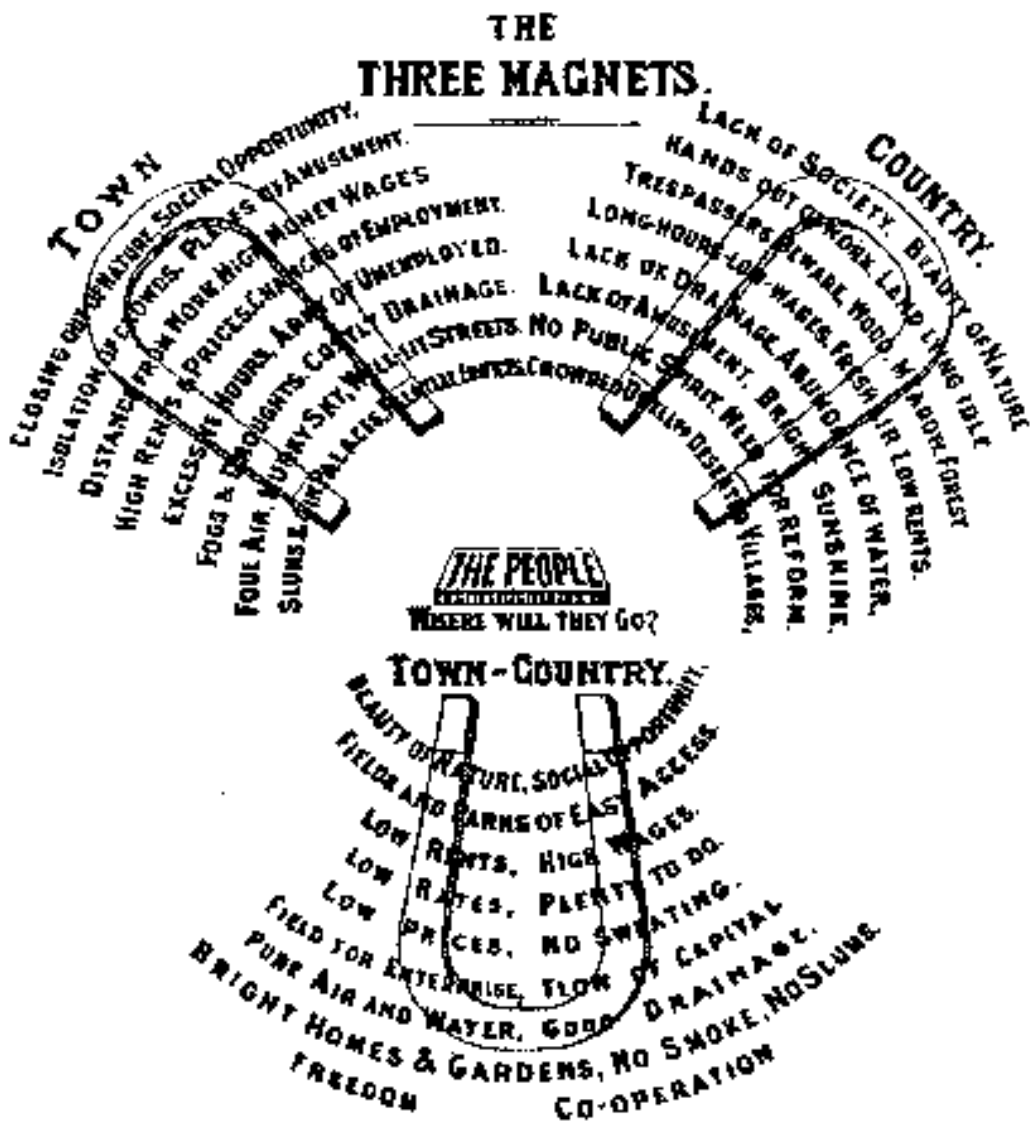
三岔路口是我们的主要标记点。我们首先从此出发后，沿住宅区的边界绕回了这里。住宅区的边界特别明显。它被铁路的围墙挡了起来，人无法穿越。联排别墅居多，房屋主要为砂岩结构。

然后，我们再从三岔路口走到了银行酒吧，触发了瀑布路线。为了到达瀑布所在的公园。我们无意间通过穿越墓地，越过了小镇的边缘。通过墓地，我们猜测这片区域应该具有一定历史。

所以，我们主观感受这个小镇是个半封闭式的社区。小镇的道路不像市中心一样是方块道路。小镇的道路主要是随火车站自然发展的。我们在漫游过程中无法明确判断具体路程，只能一直走。

评估我们选择的路线顺序。我们自然地选择了从地势低的开始探索。在路途中，会被动物和声音吸引而改变原本的计划。小镇绿化面积适中，宜居，外来人员很少或几乎没有。

霍华德《明日的田园城市》。土地的良好规划与使用促成了空间适用性发展、公共利益的长效输入。在“圆型城市形态”的结构中，空间的便捷性和完整性与城市内部机制的结构得到相互融合。环形道路与放射性道路的设置。市际之间、城市中心-分区的铁路系统、农业-乡村绿野和公园-绿地环带以及公共建筑，有机地嵌入城市-乡村一体的布局当中。



Howard's concept of a rural magnet about the garden city
霍华德在关于田园城市的城乡磁体的概念