

Peter Calthorpe | 7 principles for building better cities



TED

Published on Aug 31, 2017

More than half of the world's population already lives in cities, and another 2.5 billion people are projected to move to urban areas by 2050. The way we build new cities will be at the heart of so much that matters, from climate change to economic vitality to our very well-being and sense of connectedness.



Peter Calthorpe is already at work planning the cities of the future and advocating for community design that's focused on human interaction. He shares seven universal principles for solving sprawl and building smarter, more sustainable cities. Check out more TED Talks: <http://www.ted.com>. The TED Talks channel features the best talks and performances from the TED Conference, where the world's leading thinkers and doers give the talk of their lives in 18 minutes (or less). Look for talks on Technology, Entertainment and Design -- plus science, business, global issues, the arts and more. Link: <https://www.youtube.com/watch?v=IFjD3NMv6Kw>

Peter Calthorpe's 7 Principles:

- 1) Preserve – Natural, historic and agrarian resources;
- 2) Mix – uses, ages, incomes, everything;
- 3) Walk;
- 4) Bike;
- 5) Connect;
- 6) Ride;
- 7) Focus development into livable settings.

Peter Calthorpe is Still Fighting Sprawl – With Software

RICHARD FLORIDA

APR 17, 2018

In an interview, the leading New Urbanist Peter Calthorpe discusses autonomous rapid transit, Buckminster Fuller, NIMBYism, and his new urban-planning software.

“The architect and urban designer Peter Calthorpe was an advocate of transit-oriented development (TOD) and smart growth long before those concepts were buzzwords. In fact, as one of the founders of the Congress for the New Urbanism and the author of the first TOD guidelines (as well as numerous influential books), Calthorpe has done as much as anyone to re-focus American urbanism on walkable, dense, sustainable, transit-rich environments.

“You recently introduced a new urban planning software called UrbanFootprint. It’s got the backing of venture capitalists and is being used by the State of California. What makes it unique, and what kinds of projects will it be used for?”

“UrbanFootprint is a cloud-based software built to help planners, designers, architects, and advocates create sustainable, resilient communities. It supports a board range of stakeholders to enhance cities with the agility of data science and scenario-building. [They can use] UrbanFootprint’s extensive data library anywhere in the United States to assess existing environmental, social, and economic conditions in just a few minutes.

“Once users get a sense of current conditions, they can lead community input to create alternative land-use and policy scenarios. Then they can evaluate their impacts across a range of key community metrics, including emissions, water use, energy use, land consumption, [pedestrian] and transit accessibility, and more.

“Four Ways Location Intelligence in Cities Helps All Communities Thrive

“The public sector and non-profits are harvesting big data and geographic information systems to make decisions that produce more equitable experiences for all citizens.

“We recently announced our partnership with the State of California, which will bring UrbanFootprint free of charge to over 500 cities, counties, and regional agencies. We’re thrilled to support California’s public planning efforts with this technology.”

Read more at link: <https://www.citylab.com/design/2018/04/peter-calthorpe-is-still-fighting-sprawl-with-software/558164/>