Basics of Eco – Urban design

- Eco-design is a design with mission is connect people and other living beings, but also the people among themselves.

- It is also the connection of the system values at different levels of space, in order to become aware of nature and to integrate people as a part of nature.

- Eco-urban design = nature + culture; and it is a process that encourages creativity

- While designing it is more than important to be aware of the context – good solution in one context is not necessarily appropriate to other. Therefore, context is unavoidable starting point.

- It is more than important to avoid uniformity in design process and to look up to sustainable urban strategies.

- While considering appropriate design and planning solution, we should think about: nature, community, place, context, mobility, water, waste materials, artefacts...

- Culture should be treated as a part of nature and not its opposite. This is one of the important premise underlying urban design.

- Ecosystem is recognized as a value and it is important to be in balance. When the ecosystem is degraded, problems start to grow.

- Theorists of the ecological design:
  - Sym Van Der Ryn (https://en.wikipedia.org/wiki/Sim_Van_der_Ryn) - form of design that minimizes impacts that are harmful to the environment
  - Michael Hough (https://en.wikipedia.org/wiki/Michael_Hough_(politician)) – city as an artificial nature and as a part of nature as well
  - Peter Calthrope (http://www.calthorpe.com/peter-calthorpe) - the concept of "Pedestrian Pocket"