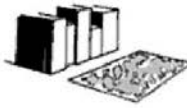




PATH

Channels along which the observer customarily, occasionally or potentially moves. They may be streets, walkways, transit lines, canals, railroads. For many people, these are the predominant elements in their image.



EDGE

The linear elements not used or considered as paths by the observer. They are the boundaries between two phases, linear breaks in continuity ... may be seams, lines along which two regions are related and joined together.



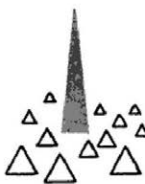
DISTRICT

The medium-to-large sections of the city, converived of as having two-dimensional etent, which the observer mentally enters "inside of," and which are recognizable as having some common, indentifying character.



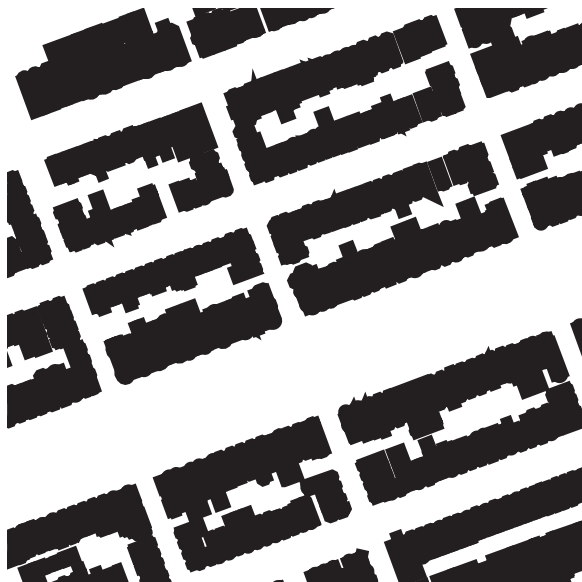
NODE

Points, the strategic spots in a city into which an observer can enter, and which are the intensive foci to and from which he is traveling ... places of a break in transportation, a crossing or convergence, moments of shift.



LANDMARK

Landmarks are another type of point-reference, but in this case the observer does not enter within them, they are external. They are usual a rather simply defined physical object, building, sign, store, or mountain.



Understanding a city through experience, perception and form.
Kevin Lynch's elments of the city image.

MAKING A NEW IMAGE OF THE CITY ... or, an eye for AI.