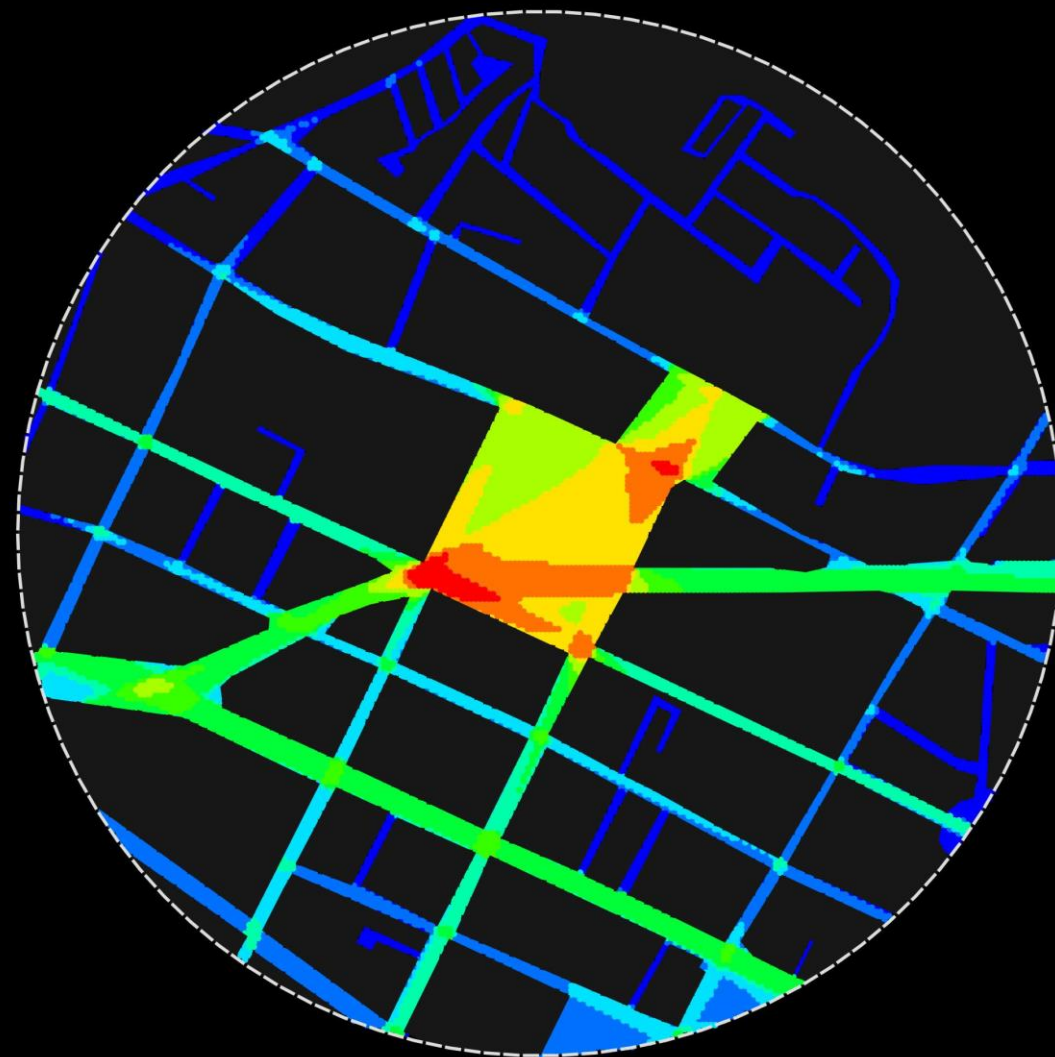


visibility graph analysis using depthmapx

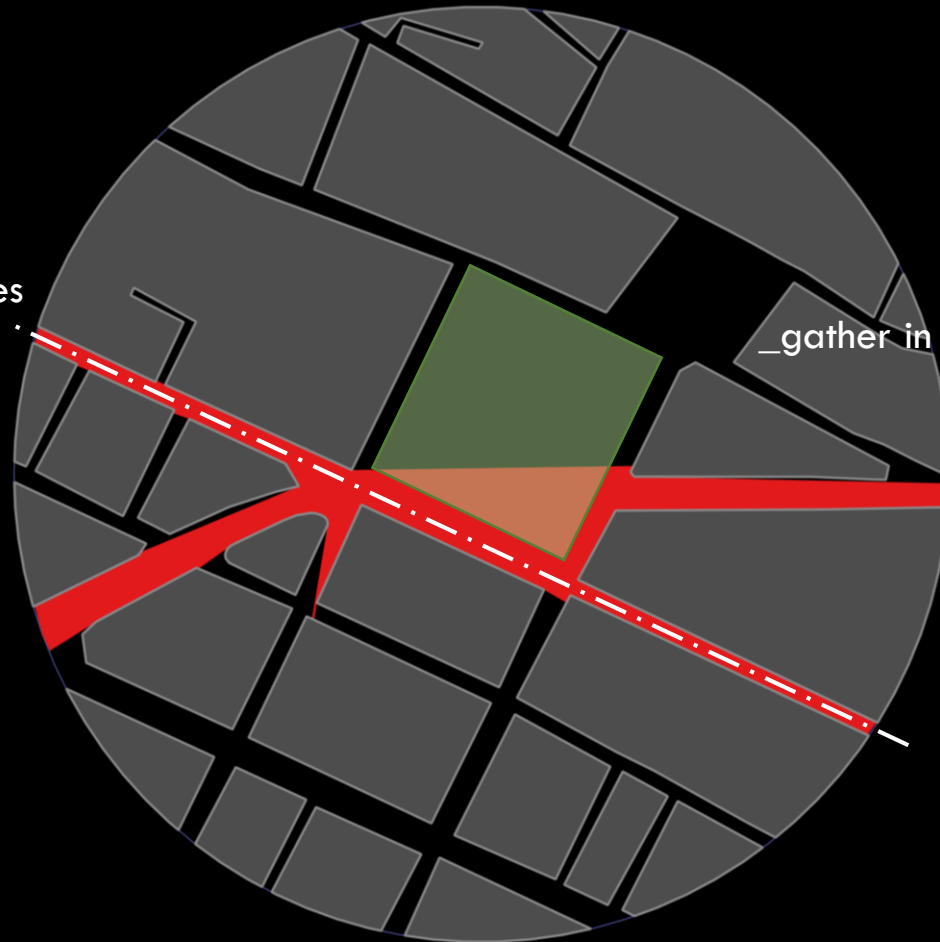


[introduction]

basic principles from space syntax theory [karimi, 2012]

people...

_move in straight lines



_gather in convex spaces

_perceive the built environment
through visual fields

[introduction]

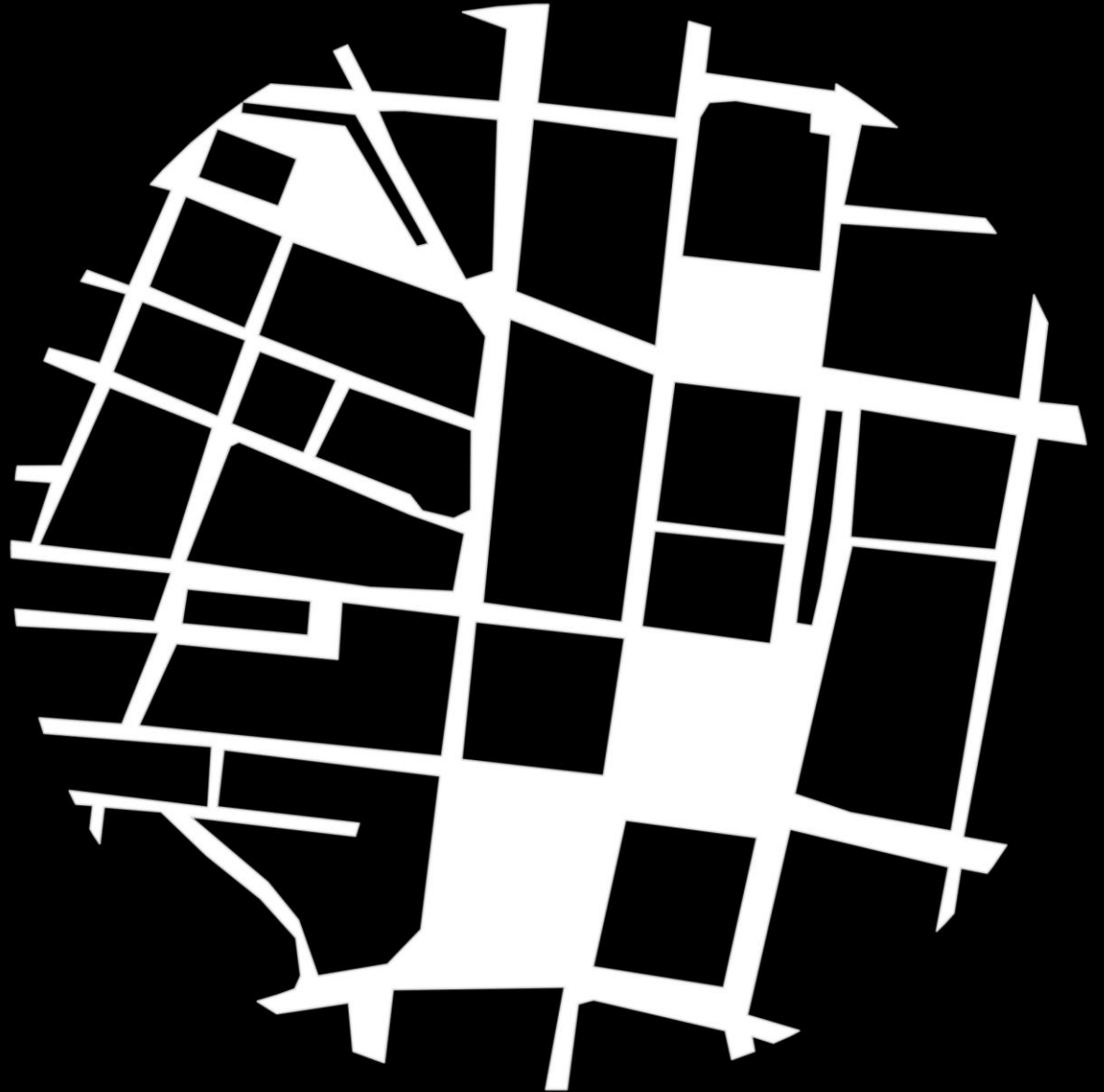
Linear representation: one dimension [length]



[introduction]

urban space plan: two dimensions [length and width]

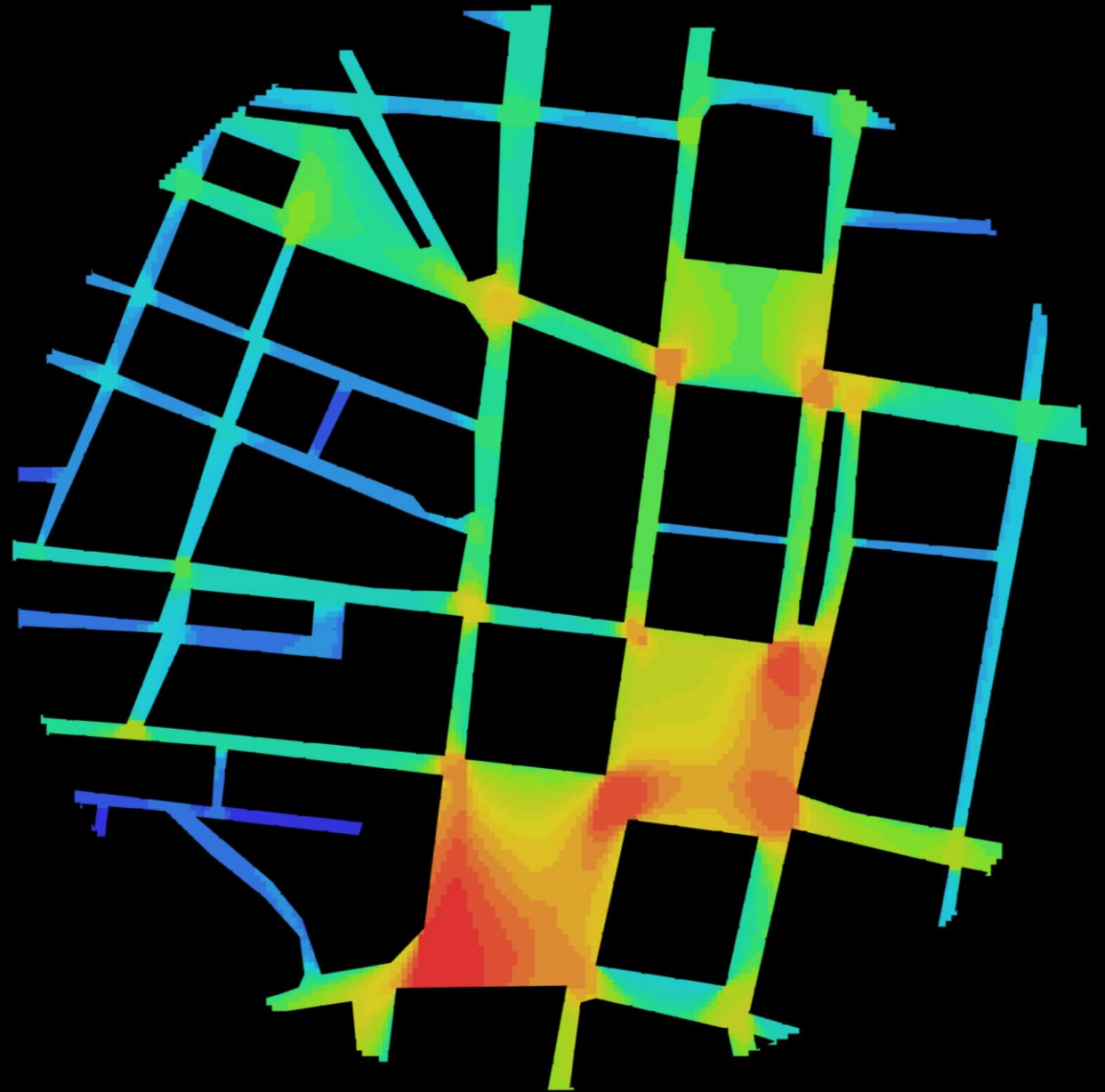
how to represent urban space?



[vga: short review]

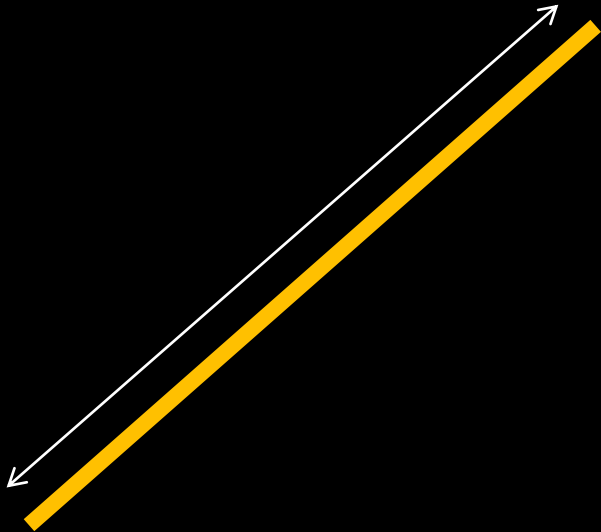
vga: visibility graph analysis

_turner et al [2001]: vga investigates the visibility graph properties derived from a spatial environment.

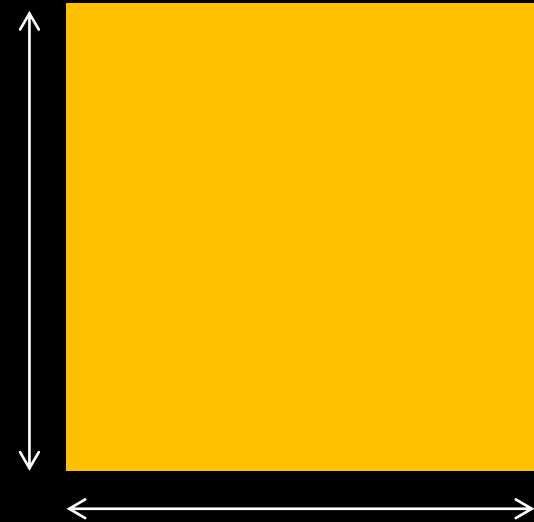


[vga: short review]

vxial representation: one dimension
[lenght]



vga representation: two dimensions
[lenght and width]



[vga: short review]

types of visual fields [turner, 2004]:

_eyesovist: considers visual barriers [despise ways, fences, etc.]

_kneesovist: considers physical barriers [tables, fences etc.]

[vga: metrics]

_connectivity: quantity of directly visible spaces from one point [turner, 2004];

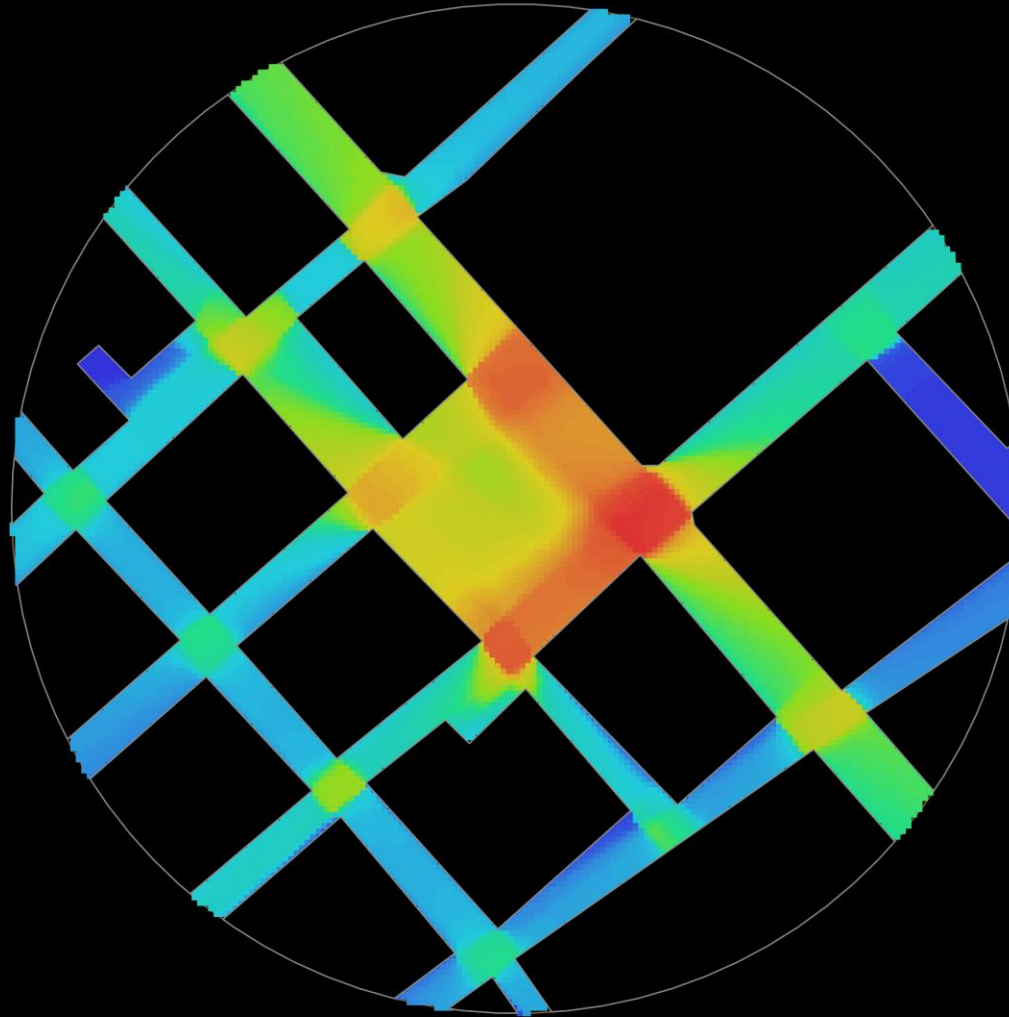
_integration: measures the visual distance from one space for all others, even that not directly visible [hillier, 2007];

_intelligibility: measures the degree that the urban system can be understood for your parts [hillier et al, 1987];

_gate counts: counting of people flow moving around a particular location [vaughan, 2001].

[vga: metrics]

_connectivity



Legend

Connectivity

■ Less Connected

■

■

■

■

■

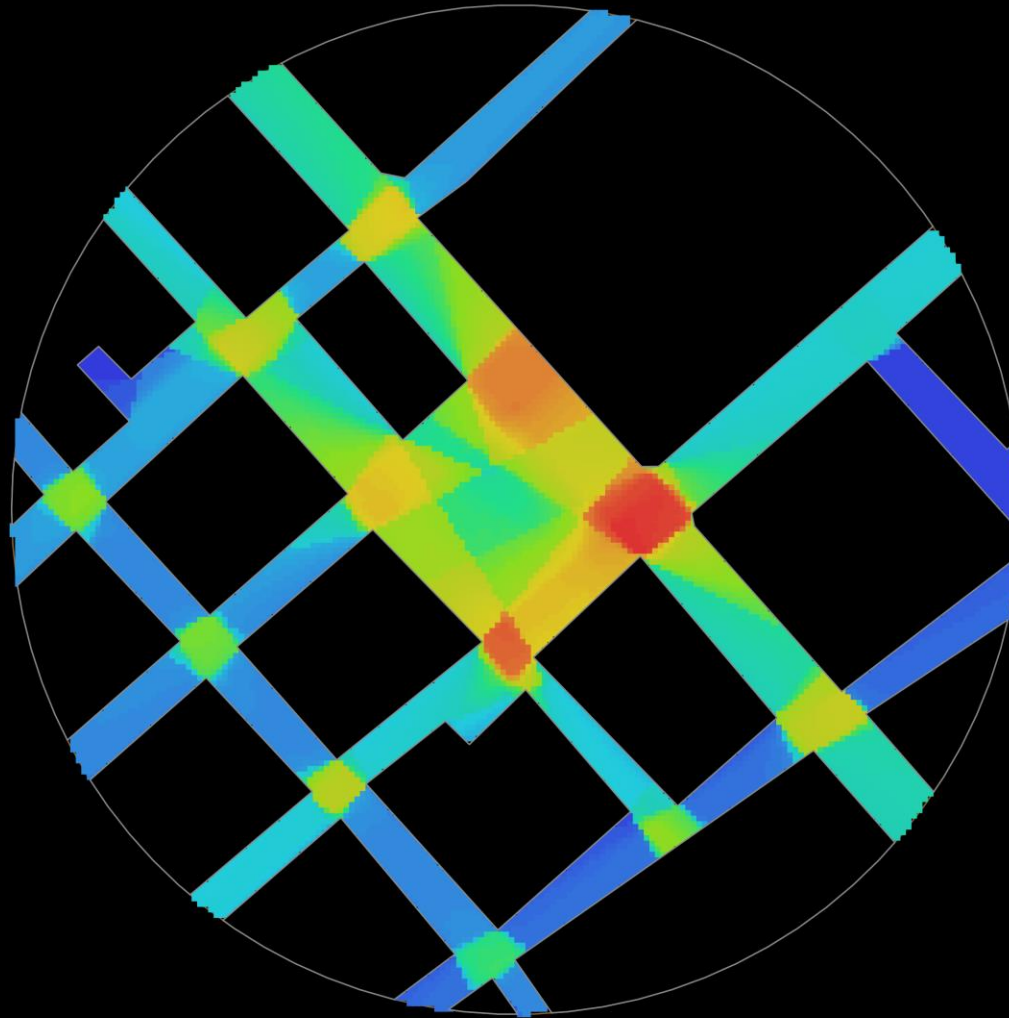
■

■

■ More Connected

[vga: metrics]

_visual integration



Legend

Visual Integration

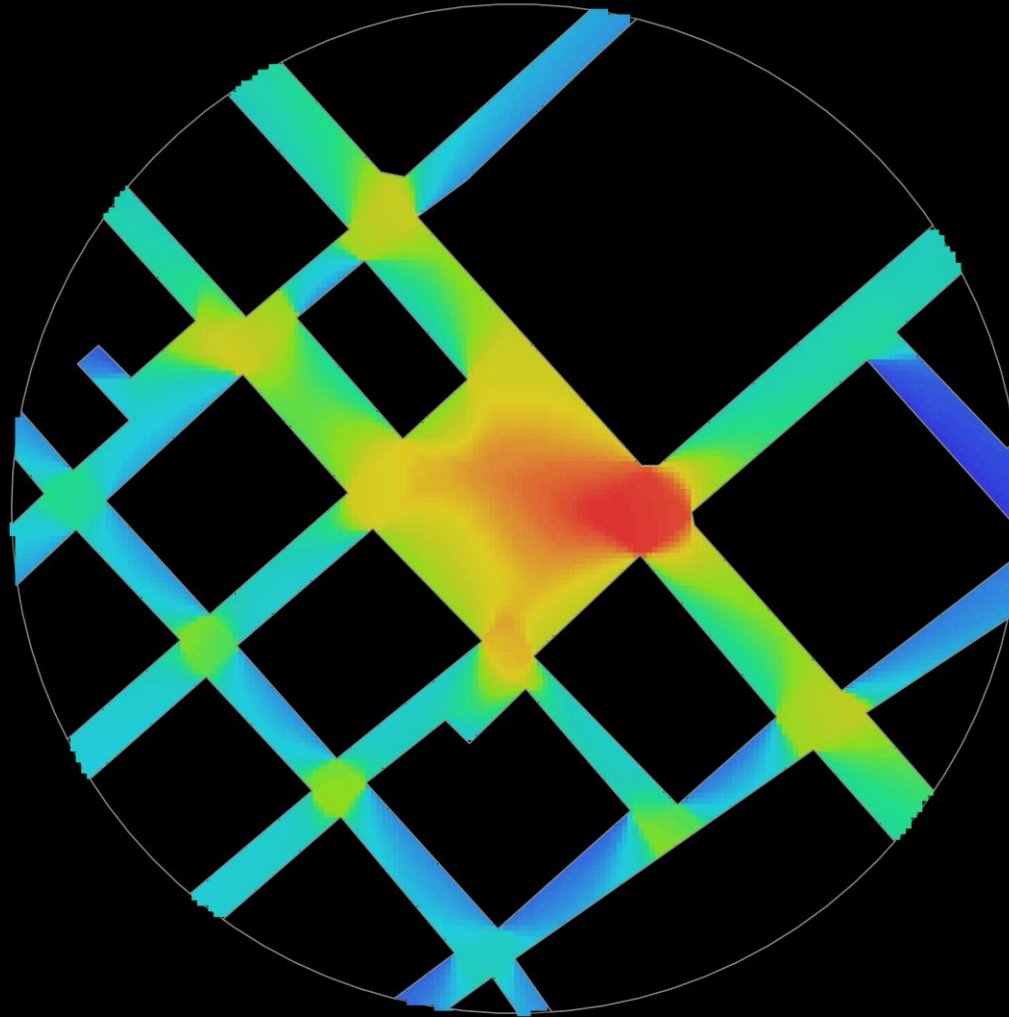
- More Segregated



More Integrated

[vga: metrics]

_angular integration



Legend

Angular Integration

More Segregated

■

■

■

■

■

■

■

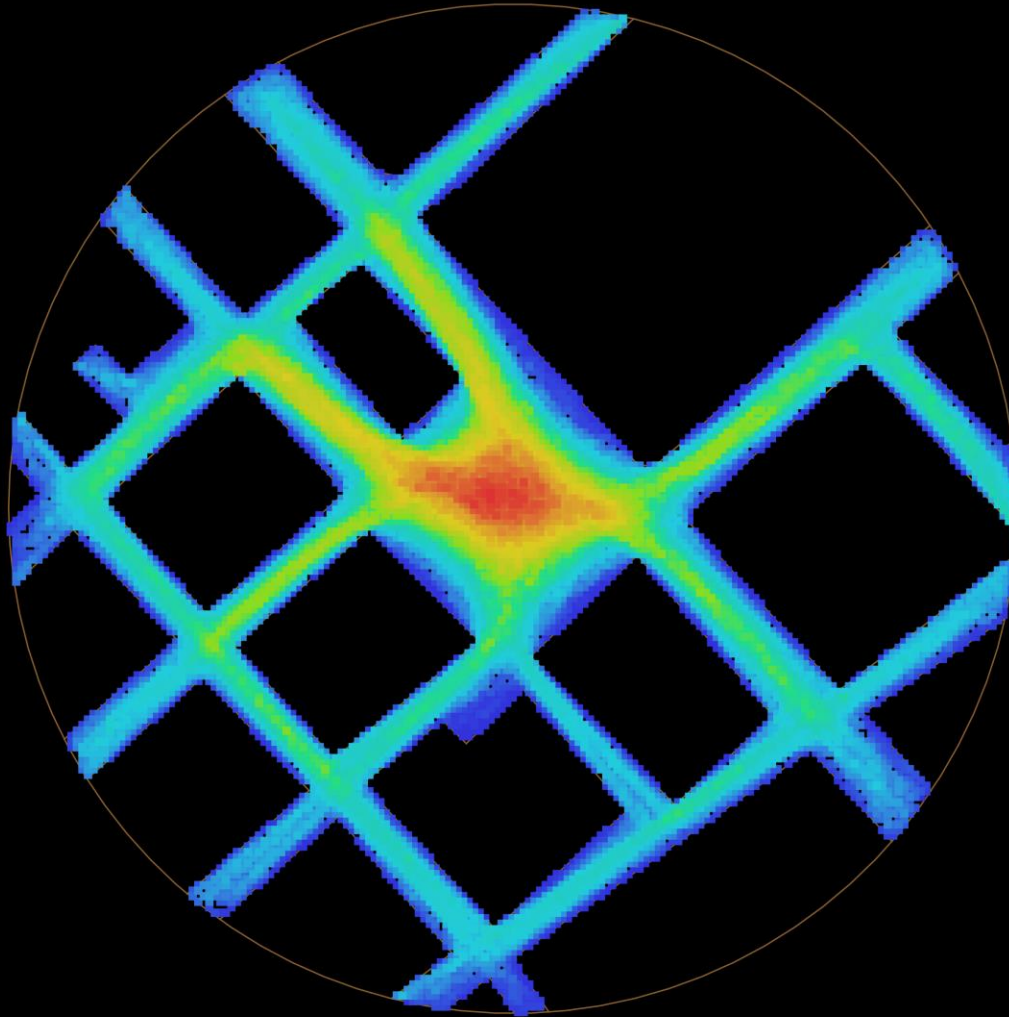
■

■

More Integrated

[vga: metrics]

_gate count



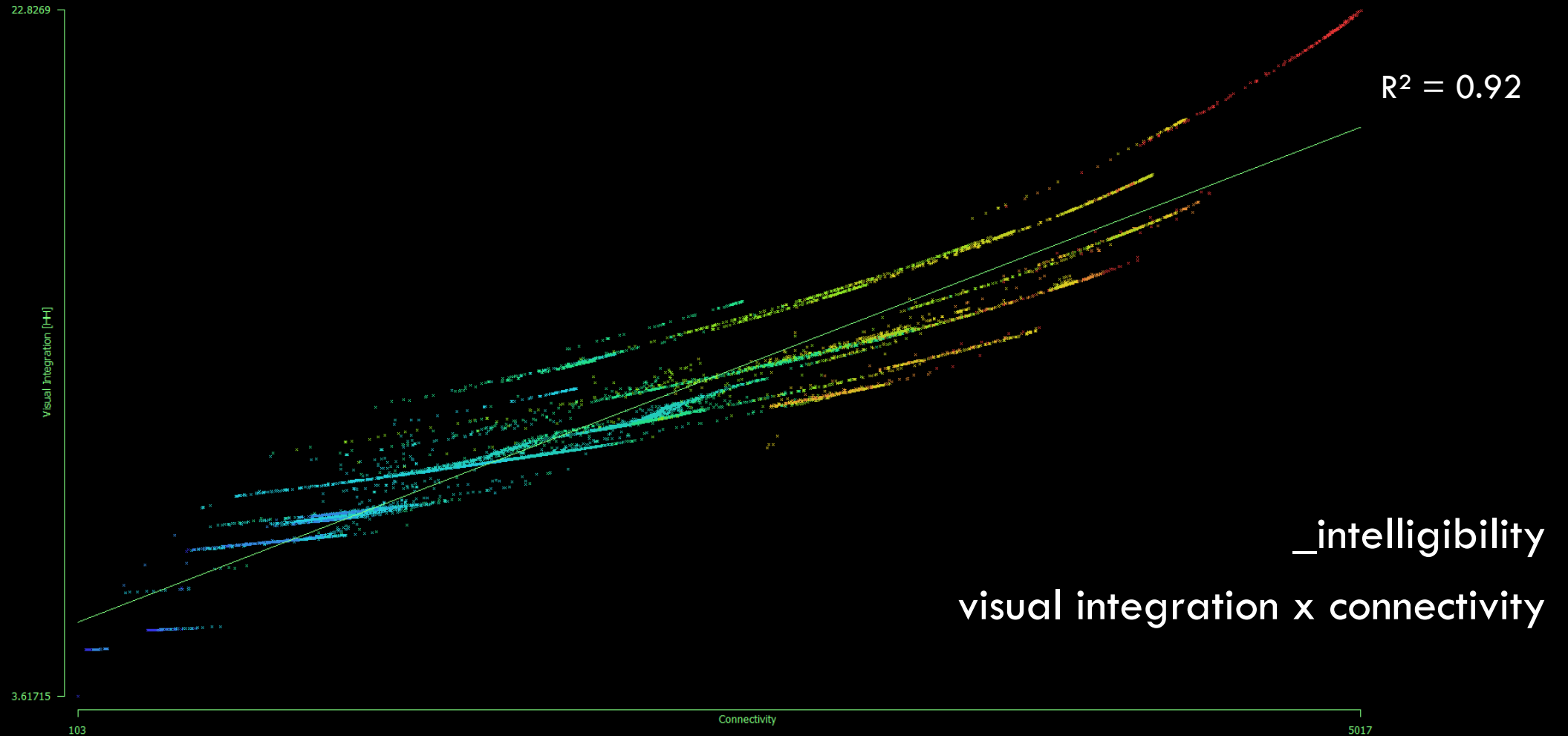
Legend

Gate Count

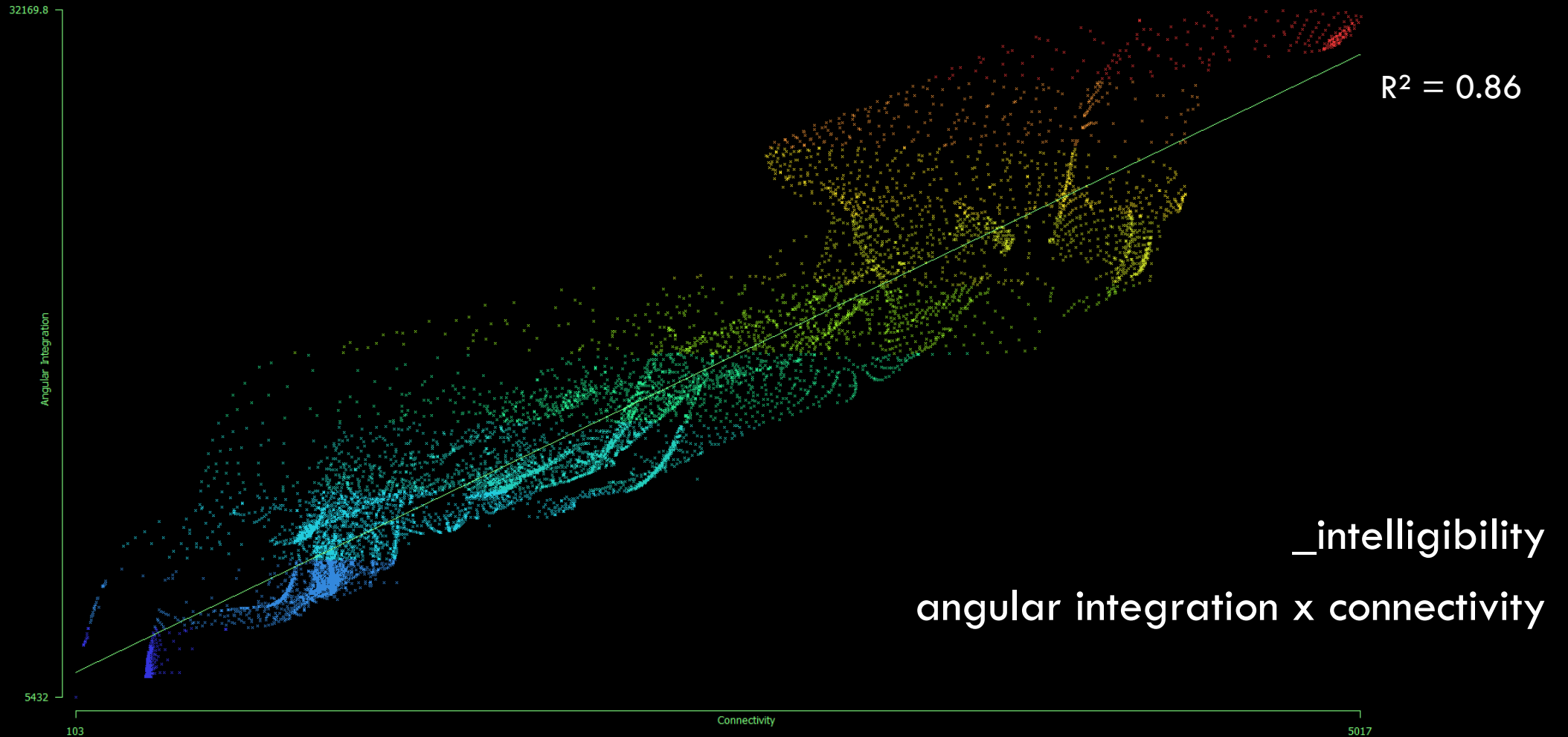
Less Flow

More Flow

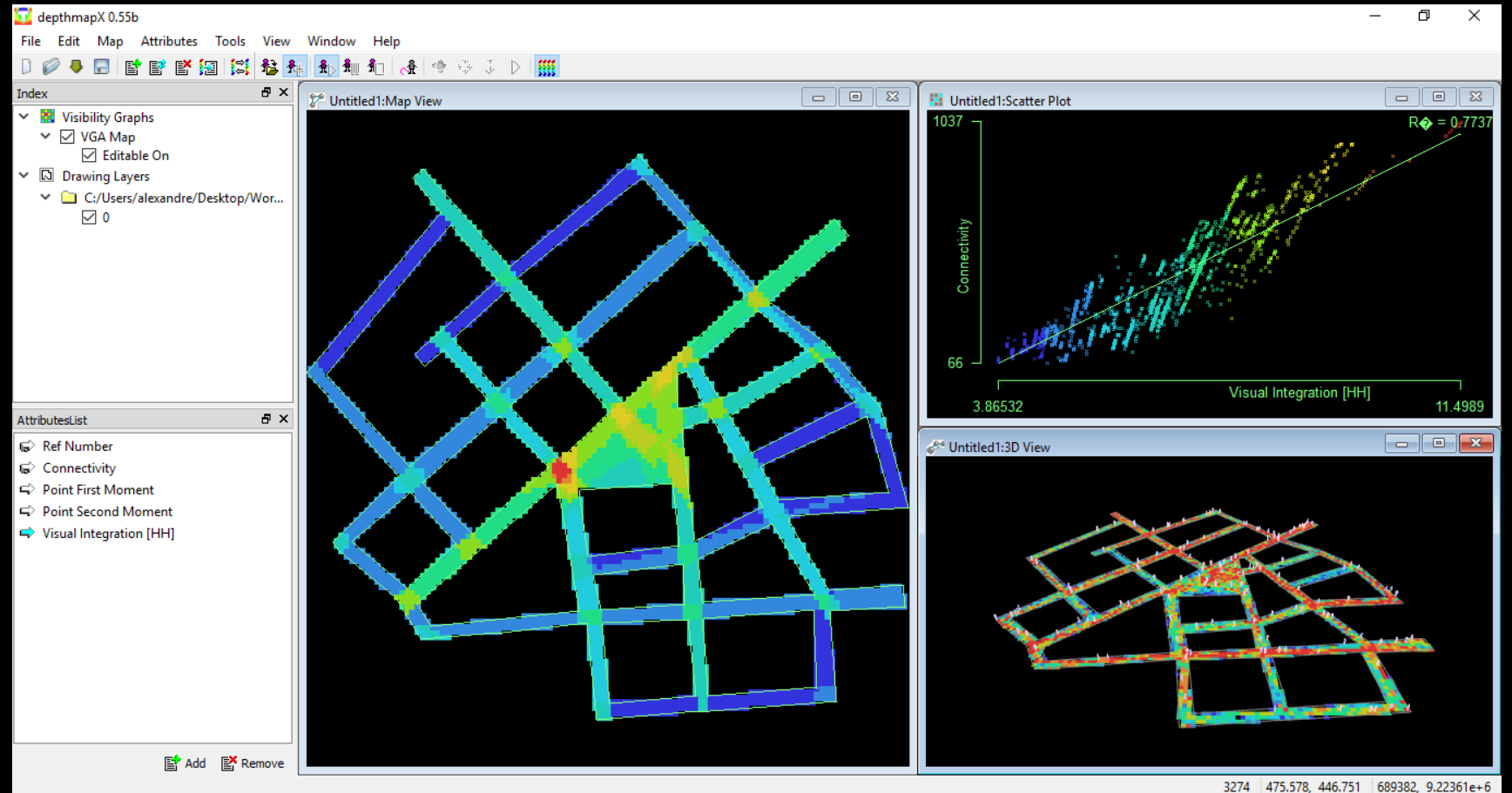
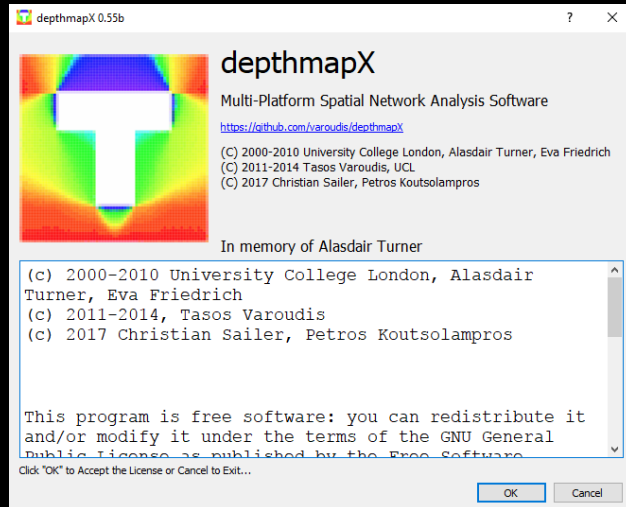
[vga: metrics]



[vga: metrics]



[depthmapX]

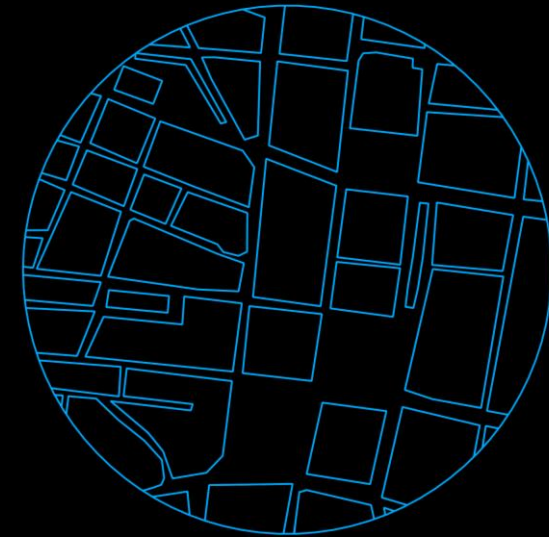


[modeling]

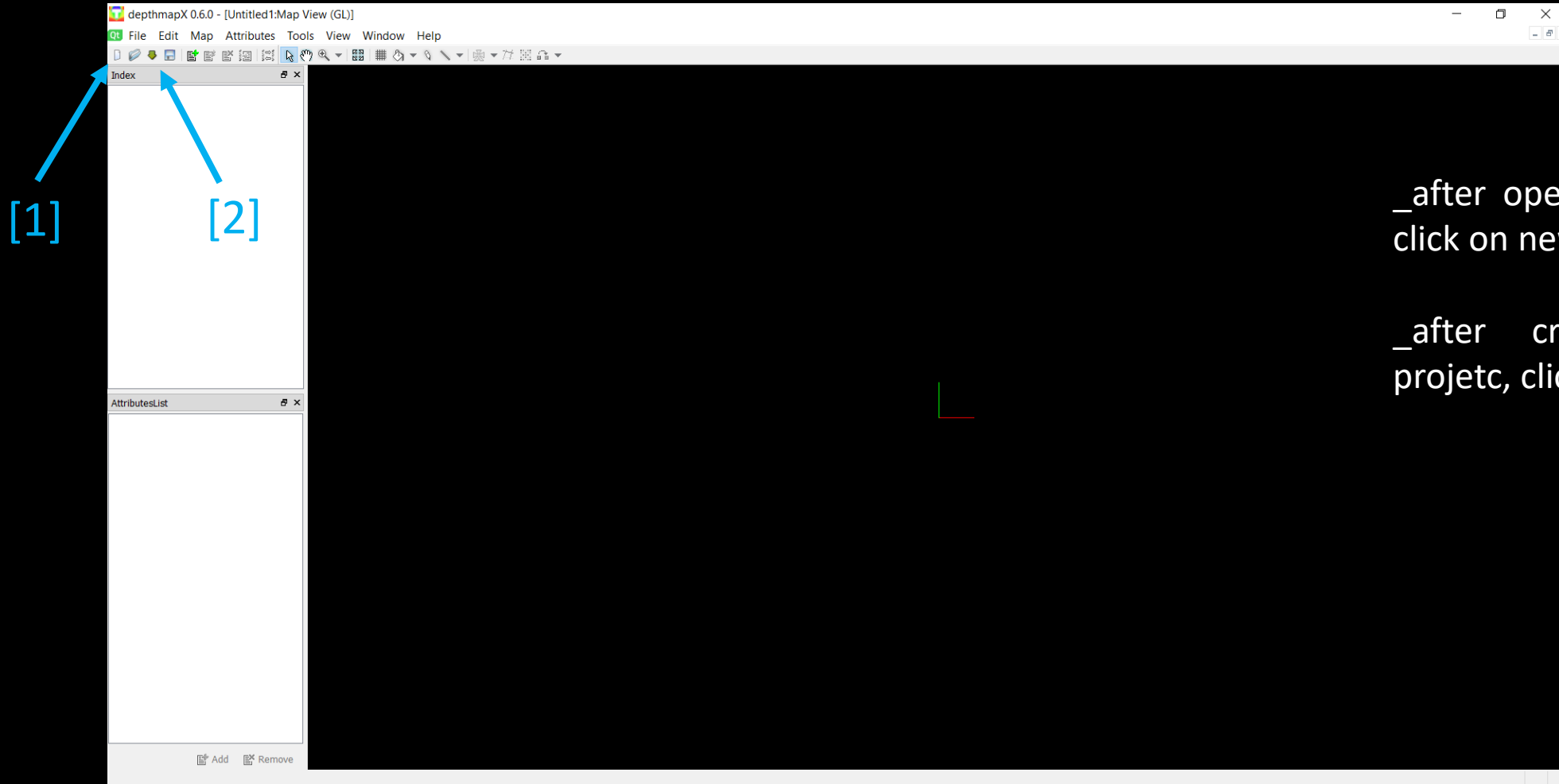
_dethpmapx imports .dxf files;

_isolate the study area;

_define barriers and permeabilities;



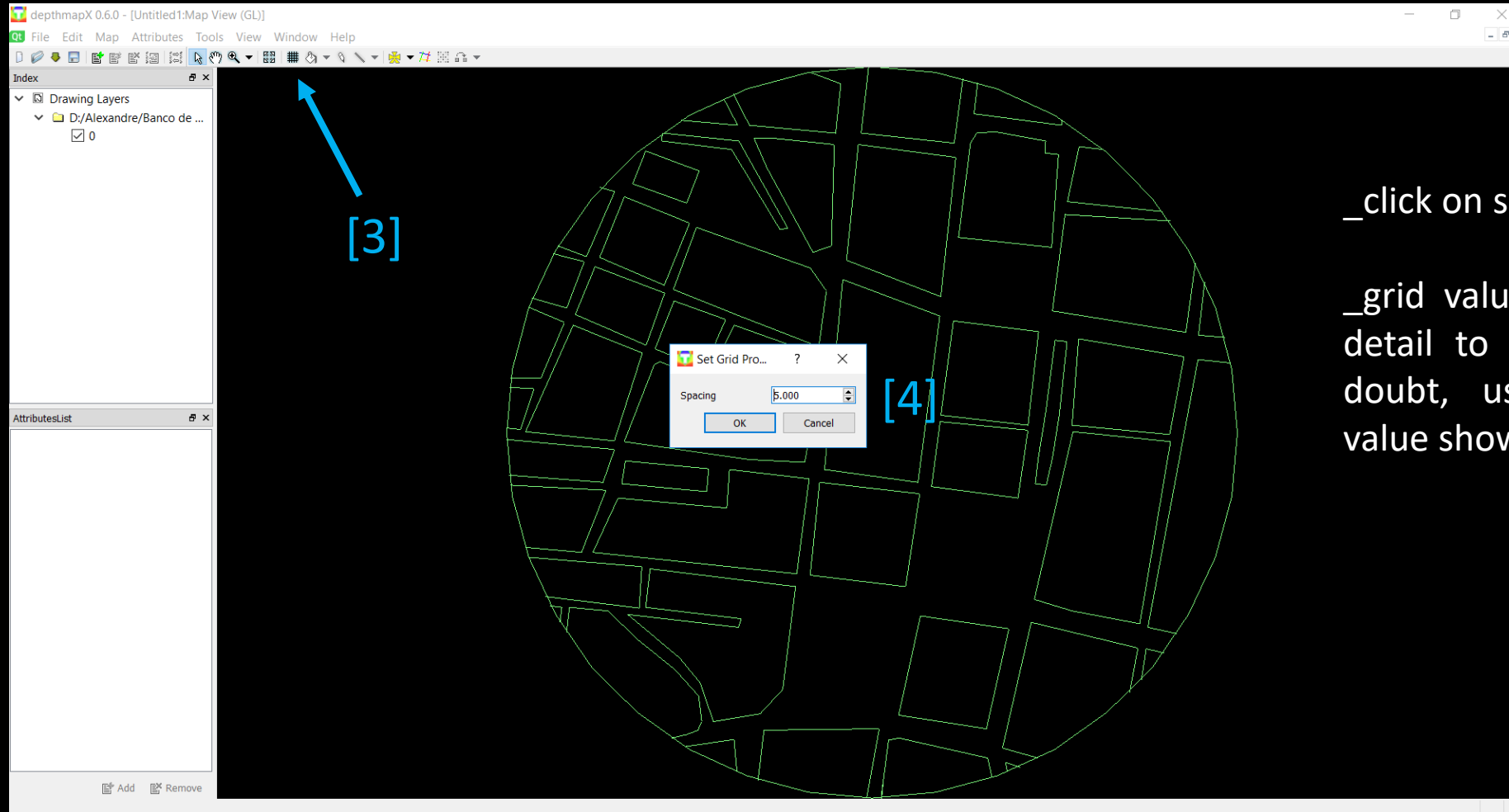
[modeling]



_after opening depthmapx,
click on new [1];

_after creating a new
projetc, click on import [2];

[modeling]



_click on set grid [3];

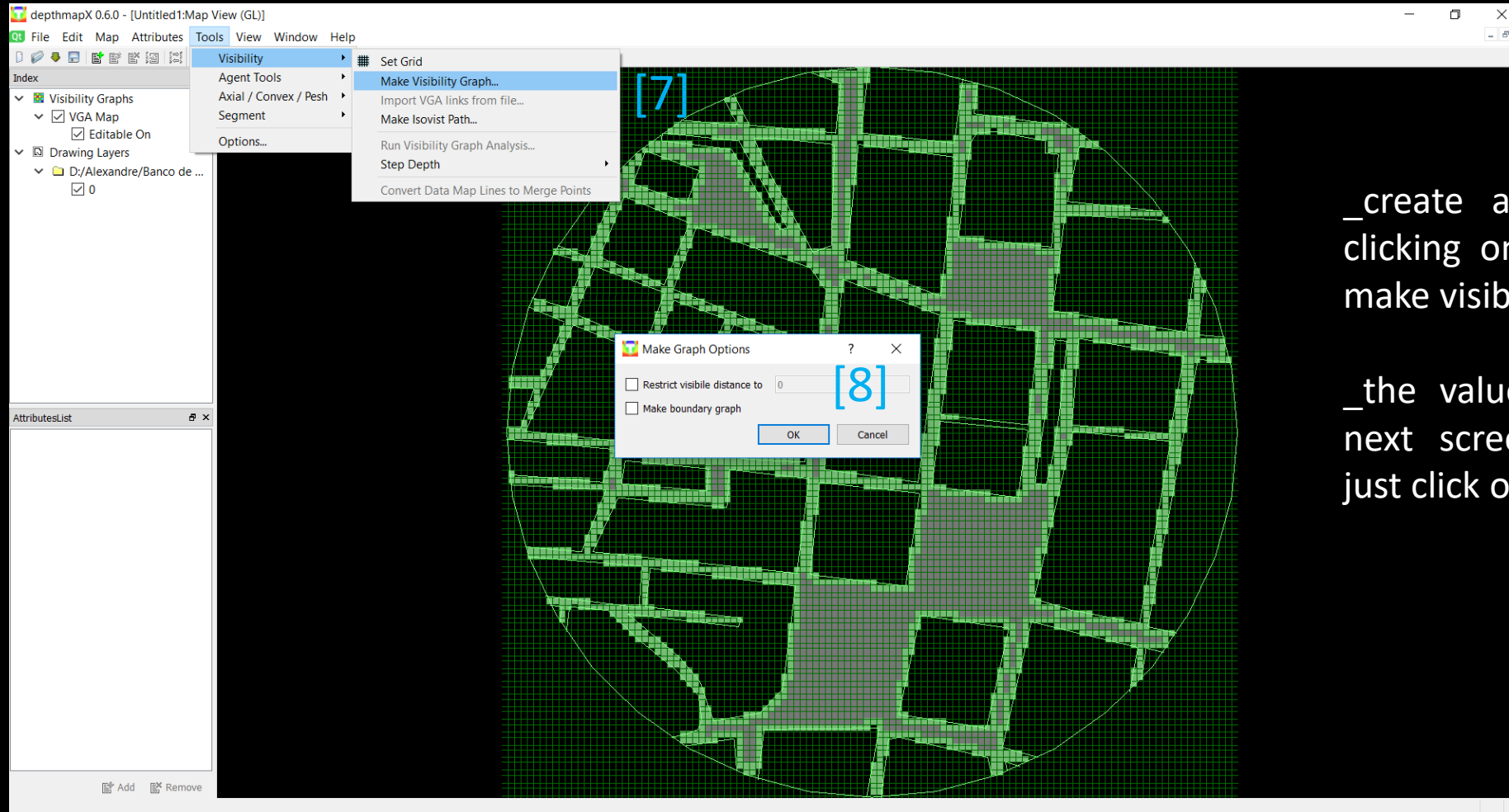
_grid value depends o the detail to be studied; if in doubt, use the standard value showed [4];

[modeling]



_click on painting bucket [5]
and click in some point of
the map that be a free
space [6];

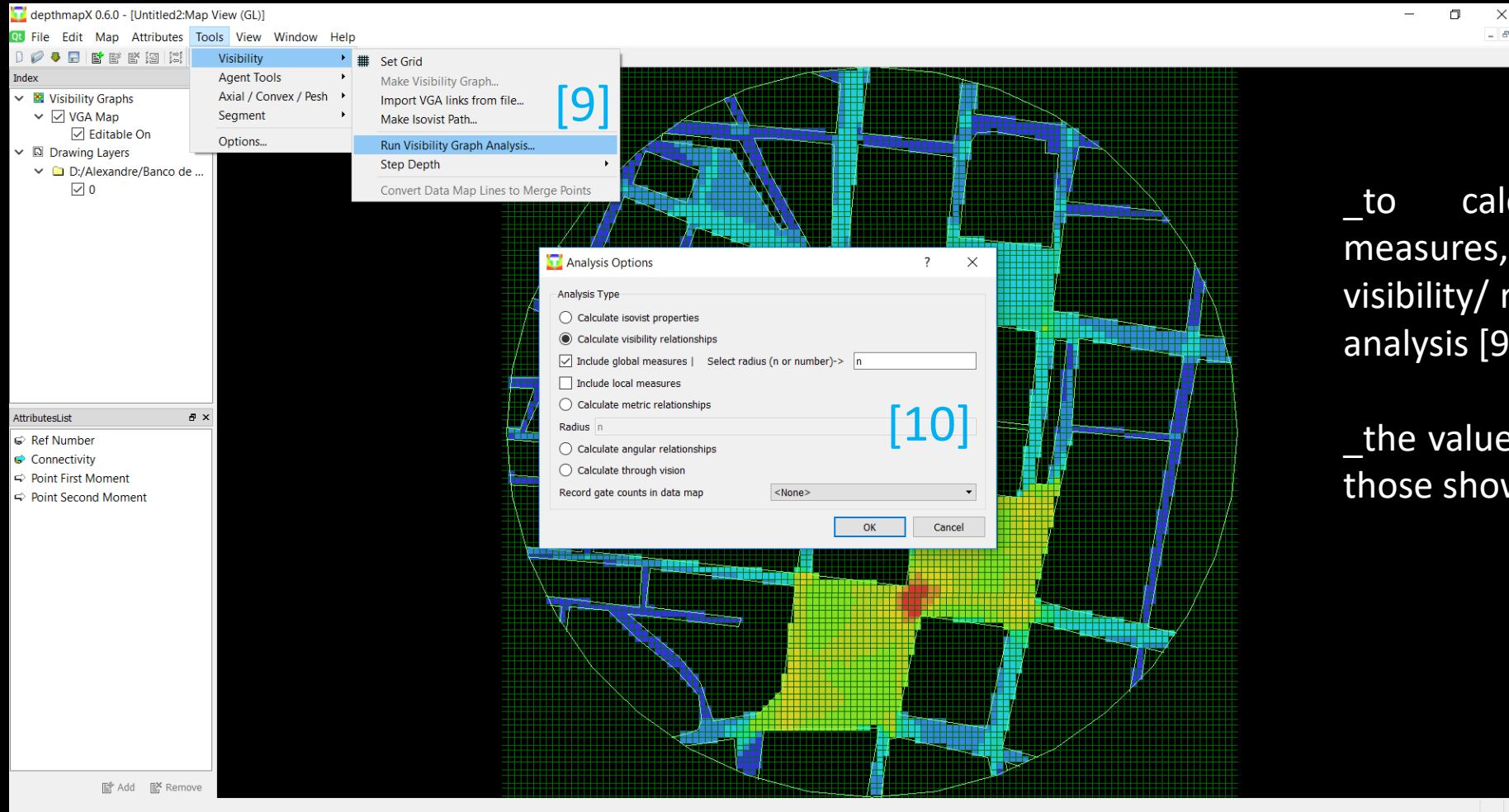
[modeling]



_create a visibility graph,
clicking on tools/ visibility/
make visibility analysis [7];

_the values shown in the
next screen are standard,
just click on “ok” [8];

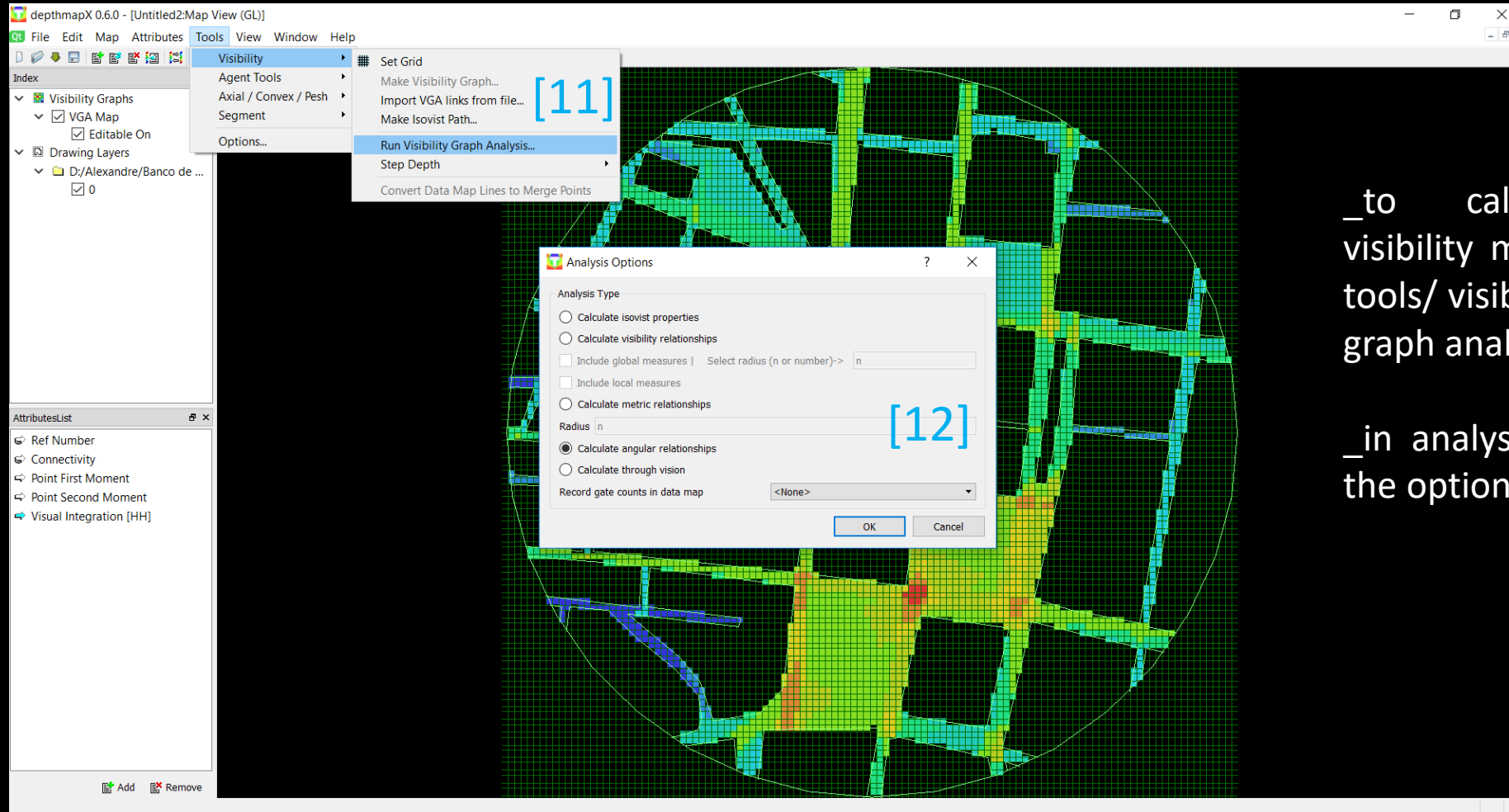
[modeling]



_to calculate visibility measures, click on tools/visibility/ run visibility graph analysis [9];

_the values to configure are those shown [10];

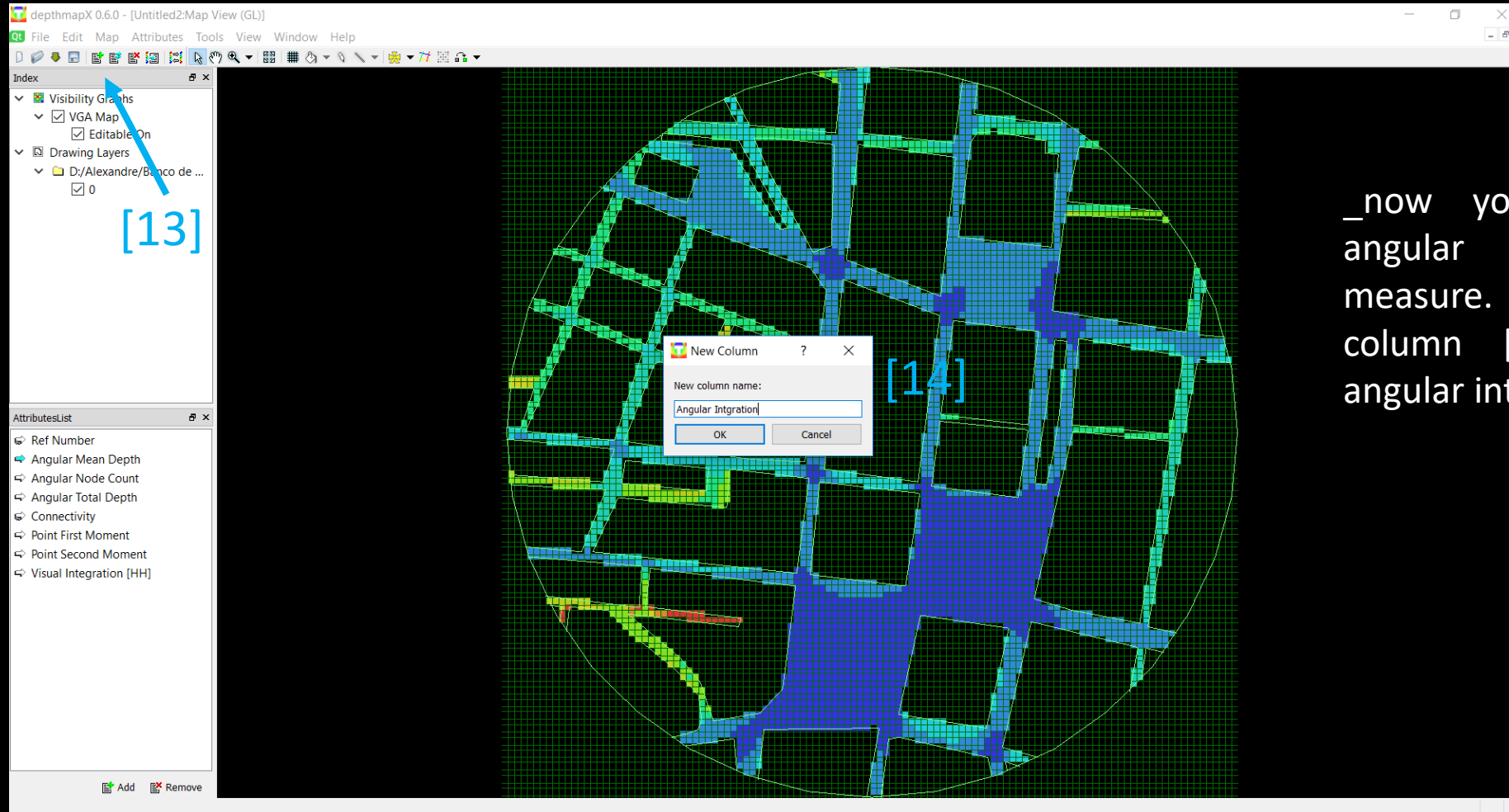
[modeling]



_to calculate angular visibility measures, click on tools/ visibility/ run visibility graph analysis [11];

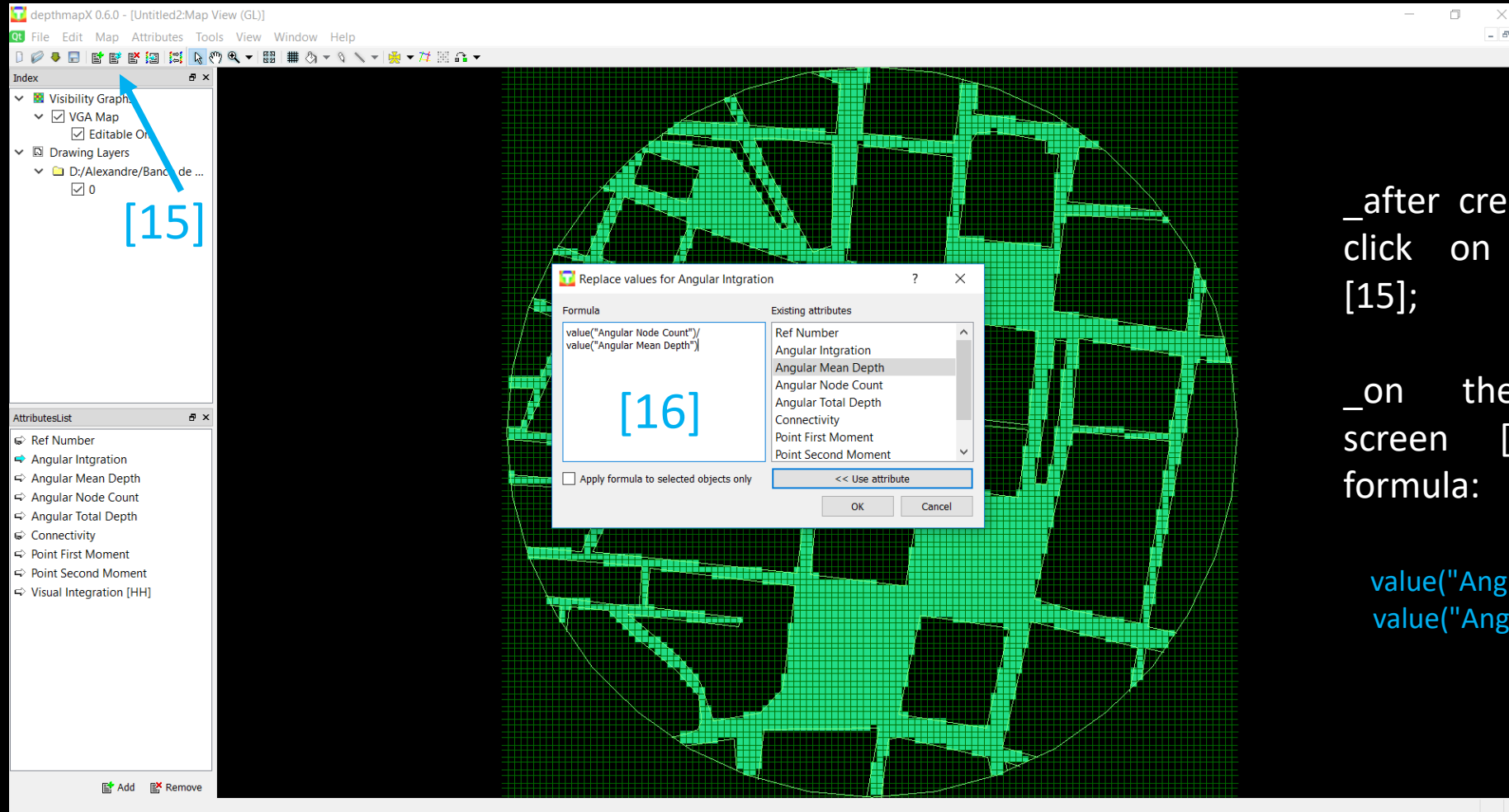
_in analysis options, select the options shown [12];

[modeling]



_now you must mount angular integration measure. click on add column [13] and name angular integration [14];

[modeling]

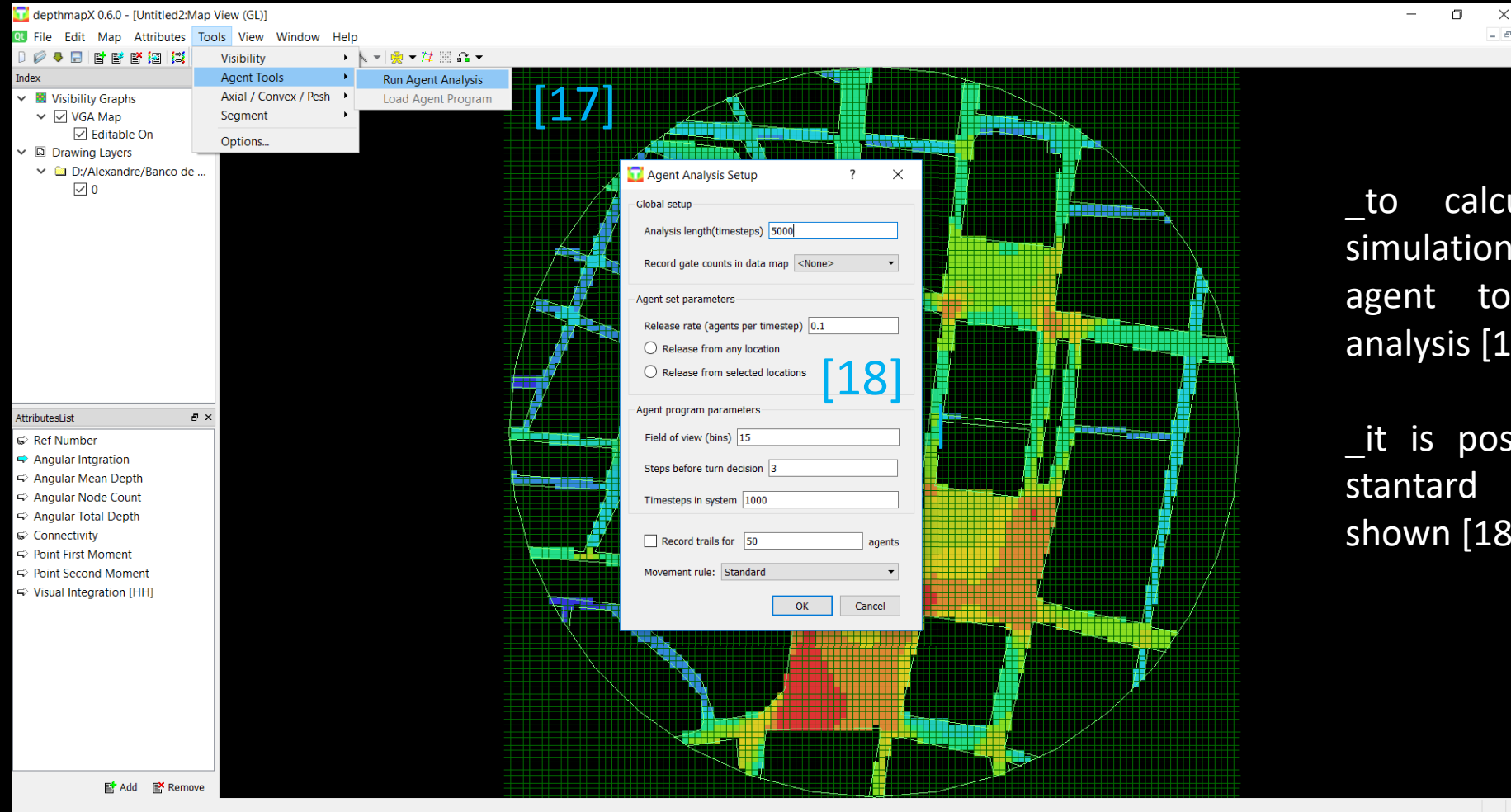


_after create the measure,
click on update column
[15];

_on the measurement
screen [16], type the
formula:

$$\frac{\text{value}(\text{"Angular Node Count"})}{\text{value}(\text{"Angular Mean Depth"})}$$

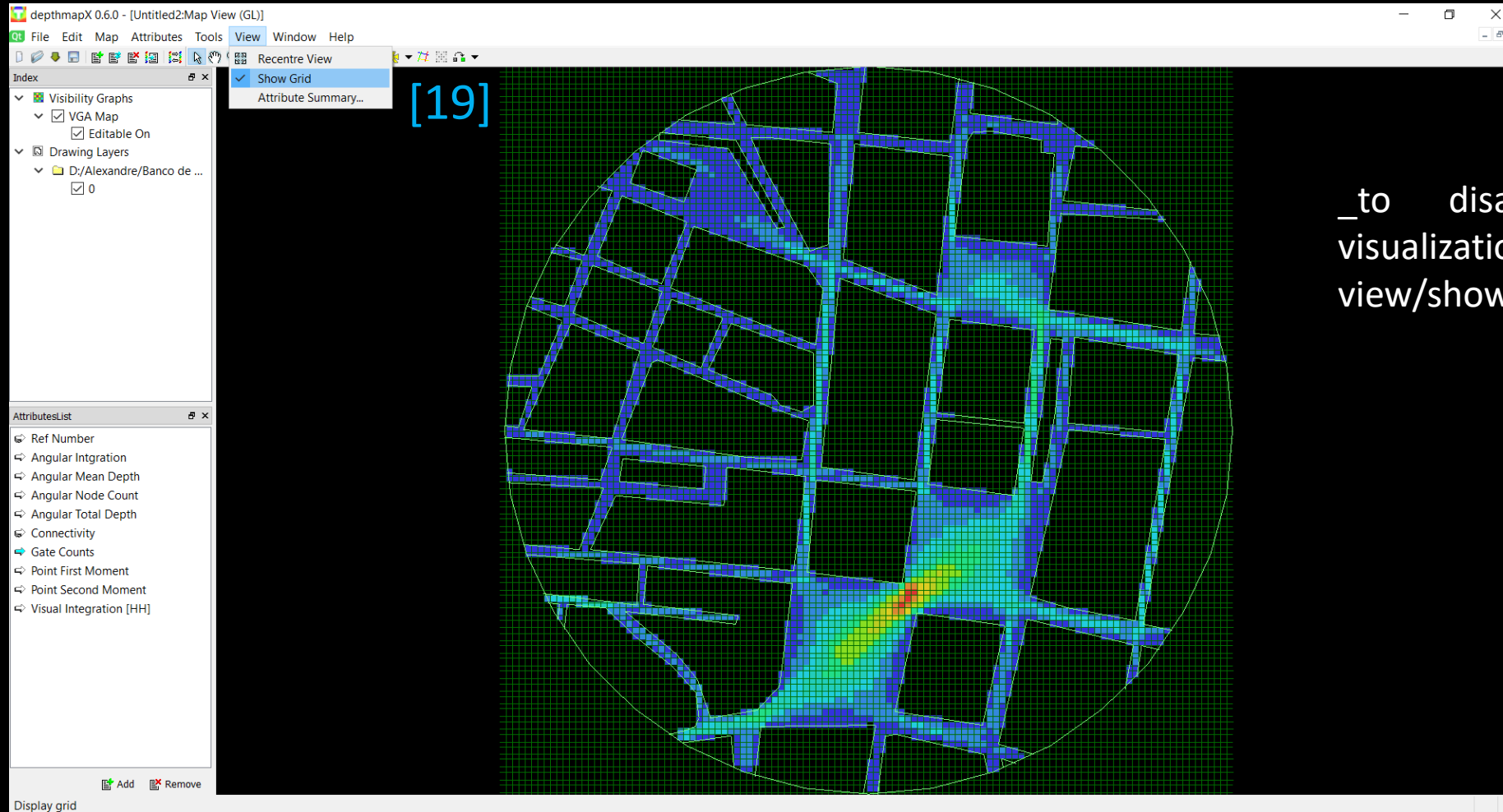
[modeling]



_to calculate the flow simulation, click on tools/ agent tools/ run agent analysis [17];

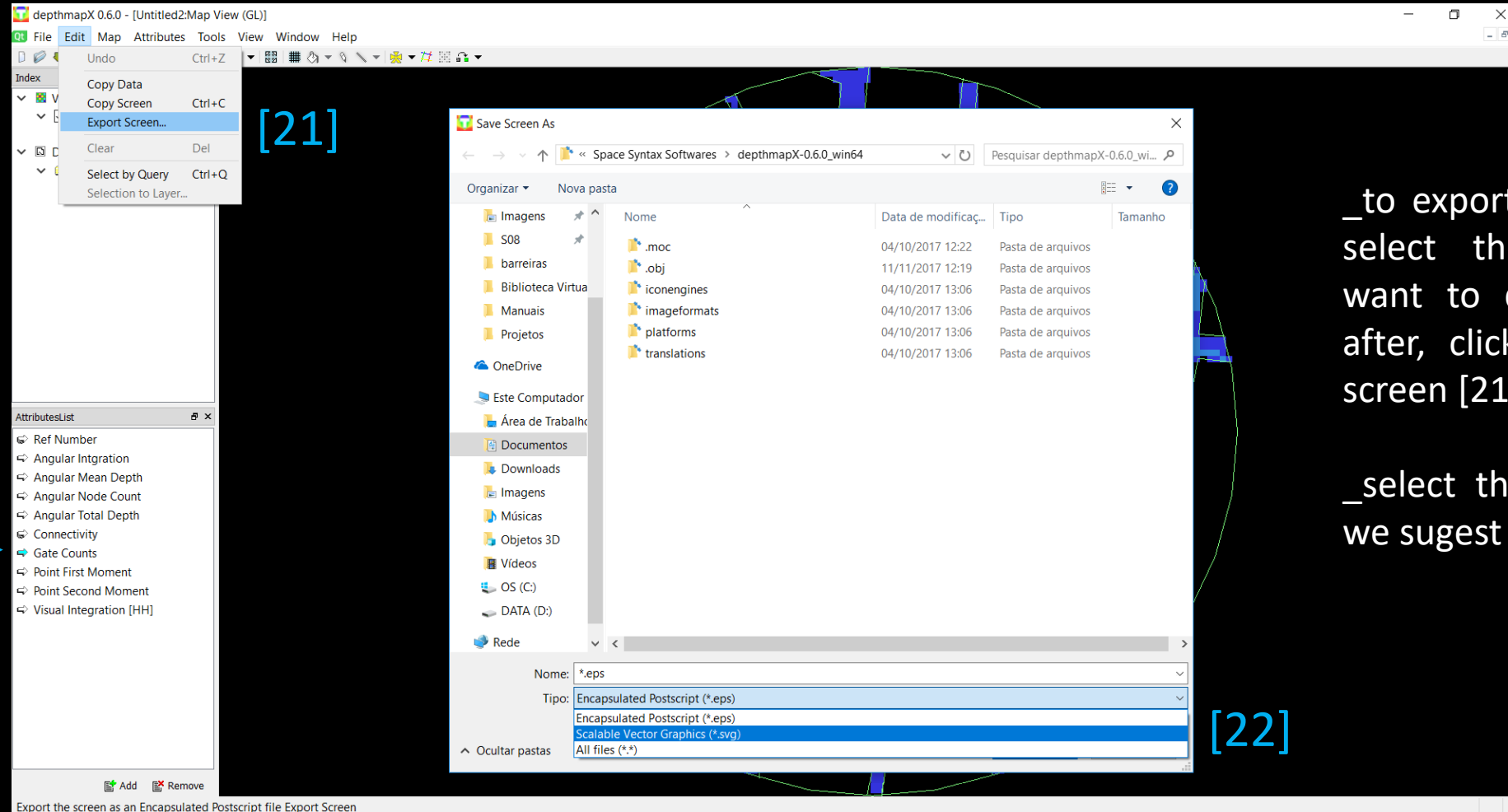
_it is possible to use the standard configuration shown [18];

[modeling]



_to disable the grid
visualization, click on
view/show grid [19];

[modeling]



_to export the map image,
select the measure you
want to display [20], and
after, click on edit/exploret
screen [21];

_select the output format;
we sugest .svg format [22]

references

HILLIER, B. (2007). **Space is the Machine: A Configurational Theory of Architecture**. London: Space Syntax.

HILLIER, B.; BURDETT, R.; PEPONIS, J.; PENN, A. (1987). Creating Life: Or, Does Architecture Determine Anything? **Architecture et Comportement/Architecture and Behaviour** , 3 (3), 233-250.

KARIMI, K. (2012). A Configurational Approach to Analytical Urban Design: 'Space Syntax' Methodology. **Urban Design International**, 17 (4), 297–318.

TURNER, A. (2004). **Depthmap4 : A Researcher's Handbook**. London: Bartlett School of Graduate Studies, UCL.

TURNER, A.; DOXA, M.; O'SULLIVAN, D.; PENN, A. (2001). From Isovists to Visibility Graphs: a Methodology for the Analysis of Architectural Space. **Environment and Planning B: Planning and Design**, 28 (1), 103-121.

VAUGHAN, L. (2001). **Space Syntax Observation Manual**. London: UCL.

_this material is available in:

