

裝飾

清华大学主办 | 清华大学美术学院承办 | 艺术设计月刊 | 1958年创刊 | 总 315 期

2019 | 7
ZHUANGSHI



中文社会科学引文索引 | CSSCI 来源期刊

特别策划 Special Feature

城市家具

Urban Furniture



中国城市家具理论研究

Theoretical Research on Urban Furniture in China

城市福利：城市家具对于城市振兴的重要性

Welfare in the City: The Importance of Urban Furniture to City Revitalization

连云港市城市家具系统建设

Construction of Urban Furniture System in Lianyungang

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——《城市家具建设指南》的研究背景及价值意义

Research on Problems and Countermeasures of Urban Quality Construction in China:

Research Background and Value Significance of *Urban Furniture Construction Guide*

URBAN FURNITURE



CSSCI来源集刊
中文核心期刊
中国人文社会科学核心期刊
CSCD核心期刊
中国科技核心期刊(社科卷)
国家期刊奖获奖期刊
中国期刊方阵双奖期刊
全国百种重点社科期刊

主管单位：中华人民共和国教育部
主办单位：清华大学
承办单位：清华大学美术学院
编辑单位：中国装饰杂志社编辑部
编辑部电话：(010) 6279 8878
办公室电话：(010) 6279 8189
官方网站：www.zhsj.com.cn
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出版单位：装饰编辑部
印刷：北京雷杰印刷有限公司
发行：北京报刊发行局
订阅：全国各地邮局
零售：全国各地邮局 新华书店
国外总发行：中国国际图书贸易总公司北京399信箱

国际标准连续出版物号：ISSN 0412-3662
国内统一连续出版物号：CN 11-1392/J
邮发代号：2-346
国外代号：M1023
广告经营许可证：京海工商广字第0081号
本刊网络电子版：中国知网
网址：www.cnki.net



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写在前面 Preface

城市的出现是人类文明发展的重要里程碑，一个国家或地区的城市化水平也是衡量其发达程度的关键指标。当今的世界，总体的城乡生活人口比例是相当的，但发展趋势是越来越多的人将会生活在城市中，城市建设已是当代社会中不可避免的核心议题。城市作为一种聚居形态的历史很漫长，已历数千年，但古代城市与现代城市不可同日而语，现代城市是经历工业革命之后迅猛发展起来的，不仅规模大大扩张，城市内容的复杂性也日益增强，这样的形势引发了城市建设如何走向精细化的讨论。

中国作为一个人口大国和发展中国家，伴随着社会经济的快速增长，城市化水平也在突飞猛进，在短短 30 多年的时间里，建设总量超过了其他国家 100 多年的总和，缔造了“中国速度”这个概念。快速发展一方面显示了我们的努力和成绩，同时也不可避免地带来一些问题：在城市建设领域，粗放的规模增长往往伴随着系统性不够、环境治理滞后等问题。对于在城市环境中生活的人们来说，城市空间系统的品质就很大程度上决定了他们的生活品质，人民的美好生活离不开高品质的城市环境。

城市是个日趋复杂的庞大系统。在农业时代，城市内容相对简单，就是居住、较小比例的商业、管理、防卫和简单的道路系统；在工业时代，除了上述内容之外，增加了工业生产、公共卫生、公共管理、机动车交通、公共交通、教育和市政服务系统；进入后工业时代，则还要增加更多的公共性基础设施，包括比重更高的商业服务体系、公共教育体系、交通运输体系和信息服务体系，等等。在城市发展的过程中，不难发现公共性的要求越来越高，直接导致公共设施成为城市生活中的重要内容。

“城市家具”这个概念的形成，既是对现实需求的回应，也是对城市建设的思考走向深入化的一个结果。公共事业的发展，每个子系统都会产生一批相应的设施，随着城市智能的复杂化，不同子系统的设施也越来越多，最终反而带来了新的问题：我们的公共空间被越来越多的设施搞得混乱不堪。因此，公共设施的建设，需要有更大的格局、更开阔的视野和更高层的视点，同时也更需要从每个城市居民的角度去看待这些具有很强功能属性的设施系统之间的关系。鲍诗度先生很好地解释了为什么提出“城市家具”的概念，“家具”之谓，更好地反映了从生活者出发的角度，同时也意味着把城市公共空间视为整体，更进一步的是这个称谓也衔接了居民的公共生活和私人生活两大领域。观念的转变是一回事，现实的改变更重要，本期特别策划以“城市家具”为题，内容既有较为系统的理论阐述，也有具体的实践案例，希望这些内容有助于让社会更全面地理解城市家具。

城市仿如巨大的机器，人推动了城市的运转，也受制于城市惊人的力量。时已入暑，烈日之下人们奔波的脚步并不能停下，候车亭、座椅、信号灯、指示牌、垃圾桶……这些既是需要时的设施，也构成了有意味的生活场景。好的城市家具可以减轻人们的疲惫，更重要的是描述了有希望的未来。

方晓风

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城市福利：城市家具对于城市振兴的重要性

Welfare in the City: The Importance of Urban Furniture to City Revitalization

作者：弗朗西斯科·艾尔玛多、[意]露切塔·佩特莉妮

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Wang Xue, Lou Yijun

内容简介：城市是一个能源、创造力、创新力综合体现的容器。在这样的一个大环境下，设计是一个从多元角度对近代城市进行描绘和理解的学科，并为城市公共空间项目做出了重大的贡献。人行天桥和街道之间的夹缝空间可以成为安装定制工业设计产品的场所，这是一项对于改善人类生活方式的良好实践：打造一个随处可以相遇并分享的空间。

关键词：城市规划、户外设计、城市家具、分享、聚合、认同性

一、城市环境的现状

随着城市化的发展，出于对一个更加完美和宜居的生活环境的需求，带来了人们对城市生活模式模式的探索。顺应着这样的潮流，城市变成了一个研究课题，并形成了一个研究领域。它是研究社会和社会活动的特殊场所，建筑、城市规划、社会科学之间被紧密地联系在一起。

每个城市的存在形式，包括建筑、公共空间都有独特的色彩、气味和功能，这些都能够影响到人的感官和对这座城市的印象。对于这座城市游客和常住居民而言，对城市的不断打造和升级对于城市形象的提升和吸引人流起着至关重要的作用。城市不光链接了一个个物理空间，更是不同社会关系交织的有机体。

二、城市的变化

当代公共空间逐渐呈现出新的特征：空隙性、弹性、即时性，这些都是都市生活多样性的一些现象表现。一个空间“表达都市人复杂的生存关系，其中社会职能的运作、社会欲望的体现以

及社会崇拜有序共生着”。(Germark, 2017) 成功的公共空间应该是一个能在同一时间根据所处人群进行多样化适应的空间。

城市应该是一个可以让陌生人相遇互生的共享载体，一个人与人之间的联结点，同时也是环境和空间的支点。

城市也是一个能源、创造力、创新力综合体现的容器。在这样的一个大环境下，设计是最适合从一个多元角度对近代城市进行描绘和理解的学科，并为城市公共空间项目做出了重大的贡献：解读城市的社会特征，具体提出解决方案，灵活设计，是社会创新发展的物质条件。

三、城市设计是必需的工具

城市设计是实现当地自然环境与现有或未来建筑环境之间平衡所必需的工具，即时反映了人们对于空间改建的需求，使人们享有并开始产生对公共福利功能的意识，限制了社会的不平等，引入了各种可持续利用理念，改善并多样化地提供了城市内外联系通道和交通方式，实现了整个城市机能的高度发挥，提出对于城市建设和环境整治具有坚实基础的分析和解决方案。

对于 Andrea Branzi 而言，“领土”不再是一个以建筑为特征的地方，而是一个以个人体验为标准的领域。(Branzi, 2007) 人们对于环境质

量的体验感是来自于临时性干预和设置产生的一种情感结果。曾经组成城市的城市家具(景观小品)都是系统化的重复产品，今天它则由多样化的产品组成，具有非常复杂的设计，创造了不同的动态都市场景，并使其成为能够适应各种不同用户需求的场所。

“多重含义”和“多功能”的产品才能够满足各种需求。(Petrella, 2007) 一个产品，应该能够在以场景和人体为尺度前提下考虑进行设计；能够有提供的功能性，并便于使用；能够考虑到所有人的需求；能够成为过去和现在历史的镜子；能够使该产品所在的城市空间成为在城市地理中具有意义和作用的所在。

在人类社会产生的每一个物体都是从一个具有实现可能性与创意思法的相遇中诞生的，他同时也依赖于人类思想的发展——心理模型、文化结构、知识形式、技术掌握。(Petrella, 2007)

四、城市设计与城市家具

城市设计可以增加人们的体验感。人们生活在城市空间内，并通过不同的语言和基础习惯使城市建立起了自己的基本特色。(Tufano, 2007)

产品和设施往往能够引起人们的情绪变化，引导和陪伴人们在都市生活中找到属于自己的新生活方式，赋予城市公共空间超出它本身意义

弗朗西斯科·艾尔玛多、露切塔·佩特莉妮，佛罗伦萨大学建筑学院

王雪、楼毅俊，佛罗伦萨艺术设计研究院

能范围的更多功能，从功能性的分解到再次整合形成新的城市布局。例如，Martha Schwartz 把纽约雅各布·贾维茨会议中心广场设计得几乎如“迷宫”，半封闭圆形的座椅设计就像是刺在人行道表面的刺绣一般。

和过去得到认可的制式化传统产品相反，现在的用户更倾向于认可对于他们来说更加熟悉和具有亲和力的产品。

其中，模块化和多功能的想法就像 Pio 和 Tio Toso 提出的那样：一个模块化的多功能城市家具系统应该具有动态柔軟的线条，能够有将简单的座椅和社会传播的功能结合在一起，并保留绿化花箱的元素。

“产品实际上是用户诉求的具体体现，通过成功的设计它向我们传达了这个世界在不断变化的需求，让我们能够跟上时代向前不断涌动的潮流。”（Germak, 2008）街道上的长椅俯视时让人想起在地面铺设的长毯，它连接地面的部分像是从地面延伸出来的舒适吊椅，LED 的灯光律动又让我们仿佛看到了音符织成的光线。

城市设计与公共艺术之间的纪念性地标作品，其庄严的特性与周围的景观是相关的。就像 Laith Mc Gregor 和 Murray Barker 设计的桌子一样：由混凝土和金属共同制成的雕塑，仿佛让人想起在公共场所的社交游戏。（图 4）

街道上的公共设施使我们每天都在衡量自己的“城市内部空间”，因此在设计的时候不应仅仅考虑遵循经典的城市布局，而应敢于进行开放性的尝试，直到我们找到对于广场的重新认知，并深化对于城市家具价值的真正理解。

城市是每个人的家，众多小尺度的细节设计使得这个家的形象逐渐丰满起来。陈设设计、定制设计、定制家具，这些都是能够点缀出城市空间特色的元素，并且可以改善个人在都市中的生活质量。城市家具这一术语被下了一个非常广泛的定义，从单个物体的设计到围绕它的空间，从特定物品到一个整体，都可以被定义为城市家具。

城市的文化内容会随着城市的发展产生变化，城市形态是历史的产物，因此城市景观也不是一个严格不变的定义，而应该是在固定成分中添加可变成成分的最终体现。

为了实现社会功能，城市必须是“一个提供文化认同和记忆的地方”^[1]，比如城市肌理中的地标（Kevin Lynch, 1960）：一座教堂、一座纪

念碑、一个空旷的广场、沿着街道有序排列的座椅，这些都是可以让居住在周围的居民产生生活交叉点的城市家具。人们可以通过这些设施沟通交流、互相认识、消除孤独，参与并感受彼此的日常生活。

五、城市空间的振兴

在 21 世纪，有许多干预措施和手段可以起到振兴城市空间的作用。而如今，城市户外空间在人们日常生活中扮演起越来越重要的角色。这是一种国际化的大趋势，我们在设计时往往会在城市家具中参考室内设计时的家具尺寸及比例，我们可以称之为“户外的室内设计”。从环境、文化和社会的角度来看，我们可以找到一些更加有意义的例子：如 Agopuntura Urbana 与 Jaime Lerner 在巴西库里蒂巴市（Curitiba）用虚构方式呈现的 Chris Ryan 的“生态针灸计划”（Eco-acupuncture）。

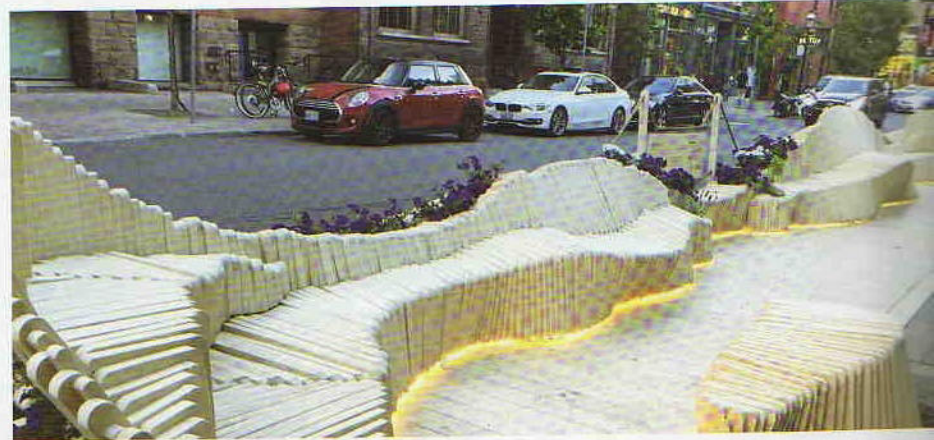
人行道和街道之间的夹缝空间可以成为安装定制工业设计产品的场所，这是一项对于改善人

类生活方式的良好实践：打造一个随处可并沟通的场所。

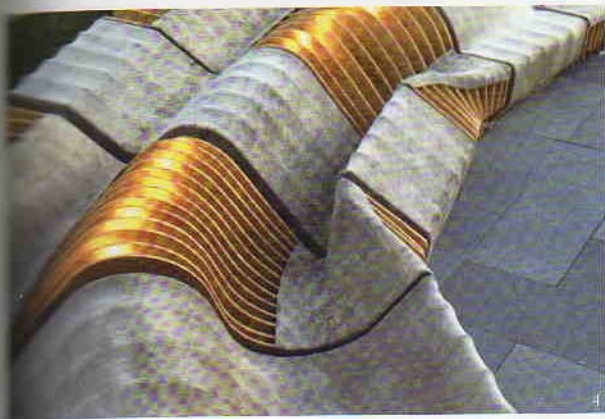
通过理性的逻辑分析和布局对于分散内的小规模空间进行有计划干预的方式，城市迸发出巨大的活力，能够在城市邻里日常生活中注入积极向上的正能量。在这年中，这种实践方式已经成为政府恢复边界城市的一种有效手段，并逐渐形成了规范。

城市的空隙、露天空间和限定的边界社区的文化分层和身份方面具有基本作用，传达在特定点位的体验，保留这些缝隙是非常重要的。对于 Giovanni Valtolina 来说，“空间的记叙者，因为空间装置同时也表的身份基因。即使群体的起源经常不同，是创造群体并将其与地方身份统一起来的式，也是将该群体凝结起来捍卫内部和的一种纽带，以便让身份语言保留一份的意义”^[2]。

“一个大型的露天房间，可以在里面



1-2. 纽约雅各布·贾维茨会议中心广场座椅，Martha Schwartz 设计 3. 多伦多榆树街上的长椅



4. UNIRE/UNITE 夏日互动座椅装置，城市运动设计事务所 (Urban Movement Design)
5. Parklet La Vague, 蒙特利尔的城市家具

或阅读，或者照顾自己的菜园和果树，享受野生动物的存在。每个街区都有自己的角落，每个角落都有自己的特色”。^[8] 在同样的意识层面上，意大利建筑师 Marco Casagrande 在表达自己想法时提出了：“城市的规划应该被视为成长的时间过程，这些经历使城市 and 人类社会得到丰富和变化。”^[9]

对整个城市结构进行“传播”式干预，这样影响力可以很快传播到临近地区，使得那些空旷地区的人们可以聚集起来，重新激活经济，并随着时间的推移而使这些空间产生活力。

通过以点带面的干预方式进行城市的振兴，将一个个小的聚集核心置于城市之间，形成城市结构的神经中枢，这意味着必须打破城市中心优于外围的常识。户外设计的干预可以消除城市之间的物质隔阂，使城市的不同部分呈现出不同的特色，而并不存在任何一方对于他方的占据。

六、城市空间的复兴

每个空间都必须有自己可识别的物理构造，这些物理构造不光可以发挥使用功能，并且可以对该空间产生积极正面的影响。由该空间构成的景观或表示日常的一些影像、知识的分层，使得这个空间变得独一无二，所以这一切都是必要的。只有这样，由 Marc Augé 提出的“非地方”现象才不会发生。近年来，值得注意的是，许多地方政府承诺与其公民、设计师和艺术家一同关注并改善城市遗弃或闲置空间的状况。

我们生活的地域和空间影响着我们的生活方式和对周遭世界的看法，影响着我们的感受和行

为方式。更重要的是，从背景、物质空间维度上来看，城市是一个历史的容器，能够对社会文化发展起到积极的作用，并且是一个文化体验转化的地方。

尺寸微小的空间，可以由具有强烈社会正能量的普通人构思和创造，打造一个能够与他人共同体验和分享户外生活的空间，以便人与人之间能够互相交换想法和事物，创造一个人们可以互相包容彼此想法的空间。(Taylor, 1993)

七、展望

“Parklets”的概念，可以是城市产品，可以是有助于促进社会交流和提升城市景观的临时装置，可以是社会现象的反映和生态的体现，也可以是智能战略设施、植被被破坏后设置的休息场所，甚至是艺术品的展示，以及在以前默默无闻，如今重建后拥有宜人舒适空间的城市没落地区。

发展到今天，我们利用数字技术的小规模项目和生态可持续产品可以激活新的社会实践体验，分享阅读、书籍、报纸、杂志、信息和游戏，加强公民结构，并在城市中为广大人民创造集体福祉。

注释：

[1] Tomlinson J., Sentirsi a casa nel mondo[M], Milano: Feltrinelli, 1999:132.

[2] Valtolina G.G., Fuori dai margini, esclusione sociale e disagio psichico[M], Milano: Franco Angeli, 2003: 161.

[3] Armato F., Pocket Park una stanza a cielo aperto[EB/OL], Navarra Editore, Marsala, Armato, F., 100 pocket parks per Londra, in Il giornale dell'architettura.com, 28-

03-2017, Torino, <http://ilgiornaledellarchitettura.com/web/2017/02/28/100-pocket-parks-per-londra/>, consultato 28-03-2017.

[4] Casagrande M., Needle e l'agopuntura urbana[EB/OL], NeedleAdmin, 20-03-2018, Milano, <http://needlecrowd.com/blog-agopuntura-urbana>, consultato il 06-04-2018.

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[2] Armato F. 100 Pocket Parks per Londra, Articolo, in Il giornale dell'architettura.com, Torino, 2017, <http://ilgiornaledellarchitettura.com/web/2017/02/28/100-pocket-parks-per-londra/>

[3] Branzi A. Capire il Design, Giunti, Firenze, 2007.

[4] Galasso D. Urban Design, Articolo, 2007, <http://www.wikitecnica.com/urban-design/>.

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[8] Tomlinson J. Sentirsi a Casa nel Mondo, Feltrinelli, Milano, 1999.

[9] Valtolina G.G. Fuori dai Margini, Esclusione Sociale e Disagio Psicologico, Franco Angeli, Milano, 2003.

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北京师范大学具有百余年的美术和设计教育的历史，其前身为设立于1915年的手工图画科，是中国现代美术与设计教育的起点之一。以北京师范大学悠久深厚的文史哲大文科为依托，美术和设计学科具有多学科支持交融的优势。文化与专业技巧并重、理论与实践兼修，注重文化修养、拓展专业技能，是北师大美术与设计学科综合性专业人才培养的特色。

目前，北京师范大学艺术与传媒学院美术与设计系有专任教师19人，其中教授4人，副教授8人，博士生导师4人，硕士生导师11人，拥有艺术学理论博士学位点，美术学一级学科硕士学位点，并招收艺术学博士后。在校本科、硕士、博士研究生150多名。美术专业设有油画、中国画专业等方向，在从事美术教育研究和培养高层次美术专业创作人才方面具有良好的学术环境；设计专业设有视觉传达、环境设计等专业方向，涵盖了平面设计与室内外空间设计专业范围，

旨在培养兼具理论思考和实践操作能力的研究型设计人才。

北师大美术学科在历年中国大学美术学排行中名列前茅。近年来，美术与设计系主办国际国内学术会议、发表主旨演讲及邀请国外专家讲座40余人次；在国内重要学术期刊发表论文100多篇，承担国家社科基金、国家艺术基金、教育部人文社科项目及其他省部级项目多项。获得全国与省部级奖励40余项，展览80余次，出版专著及各类教材近百部，并积极参与国家“一带一路”美术交流项目，倡导建立了全国师范大学美术教育联盟。

北京师范大学美术与设计学科秉承“志于道，据于德，依于仁，游于艺”的院训，坚持以文化人、以美育人、笃学师道、求实创新的精神，已成为当代中国美术与设计教育的核心和中坚力量。

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电话：010-62798878/62798189
传真：010-62798879
网址：www.izhsh.com.cn
出版时间：2019年7月15日

邮发代号：2-346
电邮：zhuangshi689@263.net

定价：30.00元

ISSN 0412-3662



9 770412 366193

WELFARE IN THE CITY

—The Importance of Urban Furniture to City Revitalization

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Abstract

The city is a concoction of energy, creativity and experimentation.. and in this panorama design stands as the discipline most suited to reading and writing of the contemporary multiverse city, giving a significant contribution to the project of urban public space.

The space between the sidewalk and the street could be a place to install customized Industrial Design products which could carry out a noble practice for man: a place for meeting and sharing.

Objects and installations that arouse emotions, seek integration and chase decompositions, aiming at the overall vision of a unique and distinctive urban layout.

Minimal small-scale interventions that scattered throughout the entire urban area, through a rational logic, can become energetic nuclei, enter that right portion of positivity in the neighborhood and in the people who daily inhabit urban space.

Key words: Urban design - outdoor design - urban furniture - sharing - aggregation – identity

In order to create a better and livable environment for society, rapid expansion of urbanization brings new methods to de-structure existing city lifestyle. Conforming the trend, city turns to be not only a study area, but also a specific research field for society and social activities, it firmly associate architecture, urban planning, and social science together.

Each city owns its particular existence, buildings and social spaces with its specific color, smelling, and functions, which could influence the impression and feeling for a person

towards this city. As for the guests and local citizens, the constantly renewal and urban polishing makes a significant impact towards urban image improvements and population attraction. The city here connects far more than physical spaces, but also a bond for various social relationships.

Gradually evaluating contemporary public spaces presents several new characters: porosity, transmissibility, and instantaneity, which reflects the diversification of urban life. A space “expressing complex living relationship within urban citizens, orderly intergrowing among social function operating, social desire incarnation, and social admiration” (German, 2017), which adapt for different association in one place at the same time.

City shall be a sharing platform where strangers could meet with, it also shall be a connection point among people, furthermore, it is a pivot between environment and spaces.

The city is a concoction of energy, creativity and experimentation.. and in this panorama design stands as the discipline most suited to reading and writing of the contemporary multiverse city, giving a significant contribution to the project of urban public space, flexible design is benefit for satisfying physical conditions for social innovation development.

Urban design is a tool, which is necessarily for realizing the balance between local nature environment and future architecture environment, it immediately reflect the demand what people need for urban transform, helping people own awareness and interests in public welfare functions, it also limits the social unfairness, furthermore, introducing various sustainable methods, improving and diversified providing connections and transportation methods between inner city and outer city, realizing the most effective way by putting up solid analysis and solutions for urban construction and environment renovation.

As for Andrea Branzi (2007), “territory” is not a place characterized by its buildings, it shall be a place measured by people’s feeling, the experience people feels on environment quality comes from an emotional result on temporary interpose and settings, the city furnitures (small landscape settings) used to be systematic and duplicated products, today it gradually consists of diverse products with complicated design, creating different dynamic metropolis and becoming a place meeting various demand for different people.

Products only with “multi-meaning” and “multi-function” could be able to meet various needs(Petrella, De Biase, Tufano, 2007) . A product should be designed under the measure of

scene and human aspects; it could provide service functions and easily to be used; it should be considered to meet all the people's needs; being a mirror of past and present; more and more, making the urban space where the product in have its own meaning and function in urban geography.

Everything that created in human society is born in specific realization possibility and creativity, it also rely on the development of people's metal – psychological model, culture structure, knowledge modality, and technology master (Petrella, 2007).

Urban design can increase people's experiences, people live in urban public spaces, by different languages and fundamental habitats constructing each city's own characteristics (Tufano, 2007).





Martha Schwartz - Jacob Javits Convention Center Plaza New York

Products and installations always influence people's emotions, leading and accompanying people discovering their new lifestyle in urban public life, giving far more functions that urban public spaces have, from functional resolve to reintegrate new urban layout. As Jacob Javits plaza designed by Martha Schwartz in New York, which looks like a labyrinth, semi closed circle seats looks like a embroider on the pedestrians.

Constrict with systematic traditional product being accepted in the past, present customers trend to accept those products, which are more familiar and close to them.

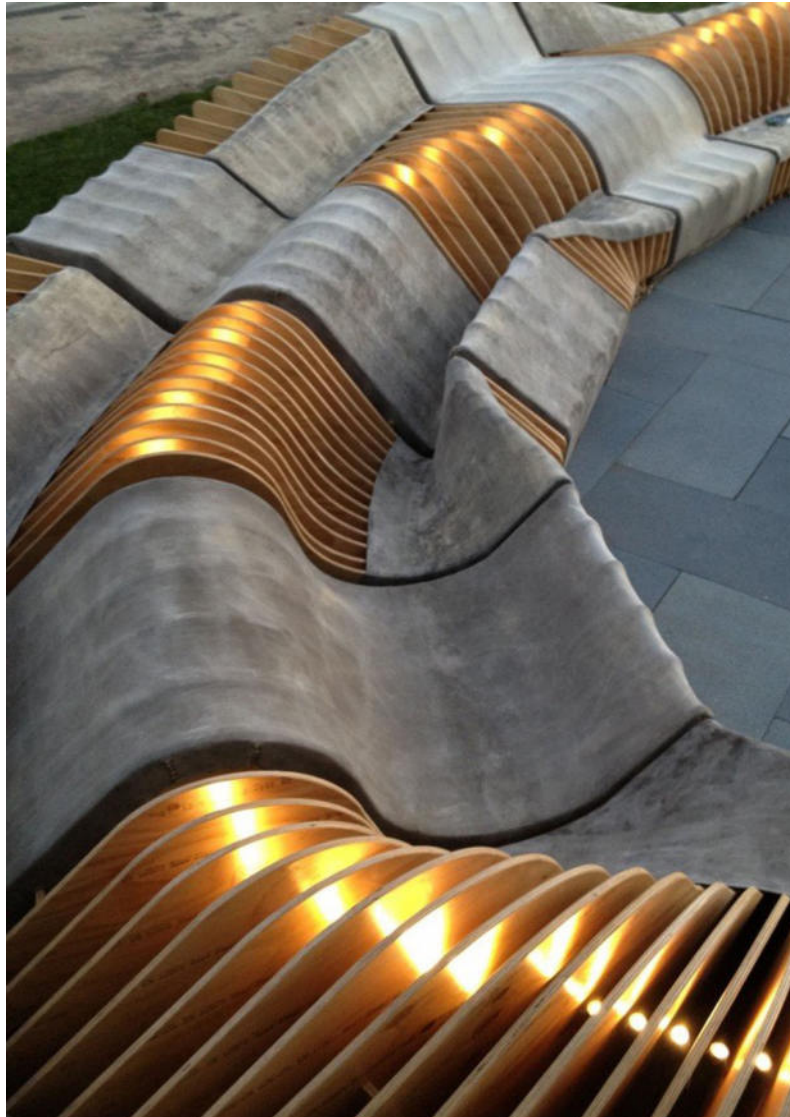


Parklet on Elm Street Toronto

The modalized and multi-functional method as Pio and Tio Toso hold, there are three main content: a modalized multi-functional urban furniture system should have dynamic and soft lines, it could combine the seats with social communication functions together, and keep the elements of afforest and flower boxes.

“Actually, products are the specific reflection of users’ need, they deliver the constantly changing demand by successful design, so as we could catch up with fashion of the decades” (Germak, 2008).

When looking down towards the streets, the benches on the road makes people thinking of long carpets, its bottom part which connecting the ground looks like a glider extended from the ground, the flashes of the LED light concretized the music.



UNIRE UNITE Urban Movement Design

The “landmark” productions between urban design and public art, which solemnly characteristic is related to its surrounding environment, as the desk designed by Laith Mc Gregor and Murray Barker: sculpture made up of concrete and metal allowing people remembering the social games played in public places.

The public facilities on the streets could help us measuring our “city inner spaces”, when designing such spaces we should not only follow the traditional urban layout, but also dare to have an opening attempt, until we could re-know the plaza and broaden our horizon on the element value of urban furniture.

City is the home to everyone, various detailed design enrich the image of this home. Display design, customize design, customized furniture, are the elements that could

intersperse the specific urban spaces' characteristics, furthermore, improving people's living condition. Urban furniture was defined with a wide range of meaning, from one subject design to its surrounding spaces, from a specific object to overall object, they all could be defined as urban furniture.

The culture content of a city would change along with urban development, the city is the outcome of the history, so urban landscape could not be an immutable definition, instead, it shall be a final reflection of adding uncertainty into fixed ingredient.

In order to realize society functions, a city must be "a place providing culture recognition and memories"¹, reference: beacon of the city texture (Kevin Lynch, 1960): A church in appearance, a monument, an open plaza, with well-organized benches lining along the street, those are all the urban furniture that could make surrounding citizen have communications with each other, by those urban furniture they could communicate, get to know each other, eliminate loneliness, and have feelings on others' daily life.

In 21st century, there are abundant measures and methods that could promote urban spaces renewal, as now, outdoor spaces are playing increasingly significant role in people's daily life, this is an international trend, and we often refer to the furniture size according to interior design when we design outdoor spaces, we could call it outdoor interior design. From an environment, culture, and society aspect, we could find some more interesting examples: Agopuntura Urbana, Jaime Lerner use a fiction way created their work: "Eco-acupuncture, Chris Ryan" in Curitiba, Brazil.

The space between the sidewalk and street could be a space installing industrial design products, this could improve people lifestyle: create a place for meet and share.

By rational logical analysis along with locating and arranged intervention on separated small-scale spaces could help a city burst energy as a nuclear bomb. It could inject active energy into neighborhood and daily life. In the past decade, this practical way have being an effective method for government renewing and constructing borderless city and becoming to be a standard.

The gaps of the city, open spaces, and borders which defining itself have a fundamental impact on realizing community culture and identity slicing, in order to express the experience in specific places, keeping those gap spaces are quite important. For Ginoanni Valtolina, it is

¹ J.Tomlinson, *Sentirsi a casa nel mondo*, Feltrinelli, Milano 1999 p. 132

the “space teller, because space installations simultaneously delivered community identity, although the origin are different, but it is another way to create and unify the community and local identity, also, it is a link cohering this community and defending inner and outer threats, so as to make identity language holding a deeper meaning.”²

A huge outdoors space, in which people could chatting, drinking, reading, or looking after their gardens and fruiterers, enjoying the existence of wild animals, each block have its own corner, each corner have its own characteristic.³

On the same awareness dimension, Marco Casagrande from Finland expressed his opinion that “urban design shall be a time and progression of development, those experience could enrich and evolve both city and human society.”⁴

Spread intervention on city structure, which influence could rapidly spread to surrounding areas, gathering the people in those empty areas, re-activating economy and producing space energy by the time lapse.

By means of the method of promoting work in all areas by drawing upon the experience gained on key points to renew the city, putting a small core between cities to form a nerve center, this would break the common sense of downtown superior to other areas, those outdoor designs could wipe the barrier between the cities, making different characteristics of each areas and would not dominated by one of them.

The resistance of urban spaces: each spaces must have its recognized physical structure, the executive function of those structure could make active effects towards the territory, it is necessary that the identity or daily images, knowledge slicing of space structure could make the space unique, only in this way that “non space” holding by Marc Auge would not appear. In recent years, it is notable that many government promising improving abandoned or unused spaces with citizens, designers, and artists.

Our living and space influence the opinion and our lifestyles, moreover, our feelings and behavioral pattern.

² G. G. Valtolina, *Fuori dai margini, esclusione sociale e disagio psichico*, Franco Angeli, Milano 2003 p. 161

³ F. Armato, *100 pocket parks per Londra*, in «Il giornale dell'architettura.com», 28-03-2017, Torino, <http://ilgiornaledellarchitettura.com/web/2017/02/28/100-pocket-parks-per-londra/>, consultato 28-03-2017

⁴ M. Casagrande, *Needle e l'agopuntura urbana*, «NeedleAdmin», 20-03-2018, Milano, <http://needlecrowd.com/blog-agopuntura-urbana>, consultato il 06-04-2018

It is significant from an aspect of background, physical spaces, the city is a container full of history, it could have an active effect on developing society culture, furthermore, being a place for culture experience transform.

Tiny size spaces could be conceived and created by normal people with strong active social energy, building a space that could be experienced and shared with, so that people could exchange their thoughts and things with each other, creating a space that could understand each other, not afraid of being influenced by other cultures(Taylor, 1993).



Parklet La Vague – Unique rest stop in Montreal

Parklets could be a urban product, temporary installation which helping improve the society and urban landscape, or, it could be the reflection of society and environment, smart strategy facilities, resting places after destruction vegetation, art work displays, recreating comfortable spaces used to be unknown and declined areas in the city.

From now on, small-scale project using digital technology and eco-sustainable products could activate new social practice experiences, share reading books, newspapers, magazines, information, and games, strength public structures, and create public welfare for urban citizens.

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