

## 42. Settlements – structure

The structure of settlements is a result of complicated, long-term evolution. Settlements can be analysed by different criteria:

- Size: <2000 inh., 2000-10000 inh., 10000-100000 inh., >100000 inh.
- Advancement dynamics:
  - progressive settlements
  - stationary settlements
  - regressive settlements
- Function:
  - Monofunctional
  - Polyfunctional
- Hierarchy:  $P(n) = P(1)/n$ 
  - Capital (1000000)
  - 2<sup>nd</sup> city (500000)
  - 3<sup>rd</sup> city (333000)
  - 4<sup>th</sup> city (250000) etc.

### **Inner structure of a town**

Morphology (ground plan) represents the development of a town. The older the town, the more complicated the ground plan. We can distinguish core, suburbs and new parts there. According to the evolution of a town, they are divided into:

- Monogenetic towns – with homogeneous, uniform architecture
- Polygenetic towns – with complicated, long-term architectural development (gothic, renaissance, baroque, etc.)



### **Central Business District**

= centre of a town which concentrates the most important functions of town, i.e. banks, insurances, business and consultancy firms, etc. The prices of estates are very high there => cities needed to grow horizontally. This resulted in the construction of thousands of skyscrapers.

- e.g. in NYC, Chicago, Tokyo, Shanghai, etc.

Many cities of the world have grown to enormous size. For instance, population number in Tokyo was more than 35,000,000 in 2005. Other largest cities of the world are:

- Seoul in South Korea
- Mexico City in Mexico
- Mumbai, Delhi, Calcutta in India
- Moscow in Russia, etc.



### **Keywords**

progressive/stationary/regressive settlements, monofunctional/polyfunctional settlements, hierarchy of settlements, monogenetic/polygenetic settlements, CBD, horizontal growth, skyscrapers