


LEVEL 3

FUNCTIONAL CRITERIA - LEVEL 3

#	A1'1	A1'2	A1
#	FLOOR SPACE INDEX	THE PLOT COVERAGE FACTOR	THE PARCEL YIELD
1	Optimal	Too high	Good
2	Optimal	Just right	Good
3	Optimal	Too low	Good
4	Appropriate	Too high	Good
5	Appropriate	Just right	Good
6	Appropriate	Too low	Good
7	Inappropriate	Too high	Bad
8	Inappropriate	Just right	Bad
9	Inappropriate	Too low	Bad

A1


Dimensional Representation in Cartesian Coordinate System 3D (x,y,z)



#	A2'1	A2'2	A2
#	PLOT VOLUME SPACE INDEX	POPULATION DENSITY	DENSITY
1	Too high	High	High
2	Too high	Medium	High
3	Too high	Low	Medium
4	Just right	High	Medium
5	Just right	Medium	Medium
6	Just right	Low	Medium
7	Too low	High	Medium
8	Too low	Medium	Low
9	Too low	Low	Low

A2

Dimensional Representation in Cartesian Coordinate System 3D (x,y,z)




PROGRAM CRITERIA AND ECONOMIC VIABILITY - LEVEL 3

#	B1'1	B1'2	B1
#	NUMBER OF PARKING SPACES	RATIO BETWEEN PARKING SPACES AND FLATS	PARKING
1	Enough	High	Appropriate
2	Enough	Normal	Appropriate
3	Enough	Moderate	Appropriate
4	Not enough	High	Appropriate
5	Not enough	Normal	Inappropriate
6	Not enough	Moderate	Inappropriate

B1


Dimensional Representation in Cartesian Coordinate System 3D (x,y,z)



#	B2
#	RESIDENTIAL UNITS
1	Big
2	Medium
3	Small

B2


Dimensional Representation in Cartesian Coordinate System 2D (x,y)



#	B3'1	B3'2	B3
#	INVESTMENT	PRICE OF RESIDENTIAL UNIT	INVESTMENT
1	High	High	Too high
2	High	Normal	Too high
3	High	Low	Normal
4	Normal	High	Normal
5	Normal	Normal	Normal
6	Normal	Low	Normal
7	Low	High	Normal
8	Low	Normal	Low
9	Low	Low	Low

B3

Dimensional Representation in Cartesian Coordinate System 3D (x,y,z)




DESIGN CRITERIA - LEVEL 3

#	C1
#	FLOOR PLAN
1	Developed
2	Rigid
3	Inappropriate

C1


Dimensional Representation in Cartesian Coordinate System 2D (x,y)



#	C2'1	C2'2	C2'3	C2
#	FACADE	LONG VIEWS	EXTERNAL RESIDENTIAL AREAS	APPEARANCE
1	Distracting	Bad	Poor quality	Bad
2	Distracting	Bad	Good quality	Bad
3	Distracting	Good	Poor quality	Bad
4	Distracting	Good	Good quality	Acceptable
5	Appropriate	Bad	Poor quality	Acceptable
6	Appropriate	Bad	Good quality	Acceptable
7	Appropriate	Good	Poor quality	Acceptable
8	Appropriate	Good	Good quality	Acceptable
9	Diverse	Bad	Poor quality	Bad
10	Diverse	Bad	Good quality	Acceptable
11	Diverse	Good	Poor quality	Acceptable
12	Diverse	Good	Good quality	Acceptable
13	Inspiring	Bad	Poor quality	Bad
14	Inspiring	Bad	Good quality	Acceptable
15	Inspiring	Good	Poor quality	Acceptable
16	Inspiring	Good	Good quality	Excellent

C2


Dimensional Representation in Cartesian Coordinate System 4D (x,y,z,t)



#	C3'1	C3'2	C3'3	C3
#	LANDSCAPING	ACCESSIBILITY AND PERMEABILITY	COHERENCE WITH THE SURROUNDINGS	LANDSCAPING
1	Bad	Poorly Transient	Inconsistent	Distracting
2	Bad	Transient	Inconsistent	Distracting
3	Bad	Impermanent	Inconsistent	Distracting
4	Good	Poorly Transient	Inconsistent	Appropriate
5	Good	Transient	Inconsistent	Appropriate
6	Good	Impermanent	Inconsistent	Appropriate
7	Excellent	Poorly Transient	Inconsistent	Appropriate
8	Excellent	Transient	Inconsistent	Appropriate
9	Excellent	Impermanent	Inconsistent	Appropriate
10	Bad	Poorly Transient	Consistent	Appropriate
11	Bad	Transient	Consistent	Appropriate
12	Bad	Impermanent	Consistent	Appropriate
13	Good	Poorly Transient	Consistent	Distracting
14	Good	Transient	Consistent	Appropriate
15	Good	Impermanent	Consistent	Appropriate
16	Excellent	Poorly Transient	Consistent	Appropriate
17	Excellent	Transient	Consistent	Inspiring
18	Excellent	Impermanent	Consistent	Inspiring

C3

Dimensional Representation in Cartesian Coordinate System 4D (x,y,z,t)




LEVEL 2

FUNCTIONAL CRITERIA - LEVEL 2

#	A1	A2	A
#	THE PARCEL YIELD	DENSITY	FUNCTIONAL CRITERIA
1	Good	Low	Optimal
2	Bad	Low	Suitable
3	Good	Medium	Suitable
4	Bad	Medium	Suitable
5	Good	High	Suitable
6	Bad	High	Unsuitable

A

Dimensional Representation in Cartesian Coordinate System 3D (x,y,z)




PROGRAM CRITERIA AND ECONOMIC VIABILITY - LEVEL 2

#	B1	B2	B3	B
#	PARKING	PRICE OF RESIDENTIAL UNIT	INVESTMENT	PROGRAM CRITERIA AND ECONOMIC VIABILITY
1	Appropriate	Big	Too high	Unacceptable
2	Appropriate	Big	Normal	Good
3	Appropriate	Big	Low	Excellent
4	Appropriate	Medium	Too high	Good
5	Appropriate	Medium	Normal	Good
6	Appropriate	Medium	Low	Excellent
7	Appropriate	Small	Too high	Unacceptable
8	Appropriate	Small	Normal	Good
9	Appropriate	Small	Low	Excellent
10	Inappropriate	Big	Too high	Good
11	Inappropriate	Big	Normal	Good
12	Inappropriate	Big	Low	Unacceptable
13	Inappropriate	Medium	Too high	Unacceptable
14	Inappropriate	Medium	Normal	Good
15	Inappropriate	Medium	Low	Good
16	Inappropriate	Small	Too high	Unacceptable
17	Inappropriate	Small	Normal	Unacceptable
18	Inappropriate	Small	Low	Unacceptable

B

Dimensional Representation in Cartesian Coordinate System 4D (x,y,z,t)




DESIGN CRITERIA - LEVEL 2

#	C1	C2	C3	C
#	FLOOR PLAN	APPEARANCE	LANDSCAPING	DESIGN CRITERIA
1	Developed	Bad	Distracting	Acceptable
2	Developed	Bad	Appropriate	Acceptable
3	Developed	Bad	Inspiring	Acceptable
4	Developed	Acceptable	Distracting	Good
5	Developed	Acceptable	Appropriate	Good
6	Developed	Acceptable	Inspiring	Good
7	Developed	Excellent	Distracting	Good
8	Developed	Excellent	Appropriate	Excellent
9	Developed	Excellent	Inspiring	Excellent
10	Rigid	Bad	Distracting	Acceptable
11	Rigid	Bad	Appropriate	Acceptable
12	Rigid	Bad	Inspiring	Acceptable
13	Rigid	Acceptable	Distracting	Acceptable
14	Rigid	Acceptable	Appropriate	Acceptable
15	Rigid	Acceptable	Inspiring	Acceptable
16	Rigid	Excellent	Distracting	Acceptable
17	Rigid	Excellent	Appropriate	Acceptable
18	Rigid	Excellent	Inspiring	Acceptable
19	Inappropriate	Bad	Distracting	Unacceptable
20	Inappropriate	Bad	Appropriate	Unacceptable
21	Inappropriate	Bad	Inspiring	Unacceptable
22	Inappropriate	Acceptable	Distracting	Unacceptable
23	Inappropriate	Acceptable	Appropriate	Unacceptable
24	Inappropriate	Acceptable	Inspiring	Unacceptable
25	Inappropriate	Excellent	Distracting	Unacceptable
26	Inappropriate	Excellent	Appropriate	Unacceptable
27	Inappropriate	Excellent	Inspiring	Unacceptable

C

Dimensional Representation in Cartesian Coordinate System 4D (x,y,z,t)



LEVEL 1

ALL CRITERIA - LEVEL 1

#	A	B	C	SCORE
#	FUNCTIONAL CRITERIA	PROGRAM CRITERIA AND ECONOMIC VIABILITY	DESIGN CRITERIA	ALTERNATIVE
1	Optimal	Unacceptable	Unacceptable	Unacceptable
2	Optimal	Unacceptable	Acceptable	Good
3	Optimal	Unacceptable	Good	Good
4	Optimal	Unacceptable	Excellent	Good
5	Optimal	Good	Unacceptable	Unacceptable
6	Optimal	Good	Acceptable	Good
7	Optimal	Good	Good	Good
8	Optimal	Good	Excellent	Excellent
9	Optimal	Excellent	Unacceptable	Good
10	Optimal	Excellent	Acceptable	Excellent
11	Optimal	Excellent	Good	Excellent
12	Optimal	Excellent	Excellent	Excellent
13	Suitable	Unacceptable	Unacceptable	Unacceptable
14	Suitable	Unacceptable	Acceptable	Good
15	Suitable	Unacceptable	Good	Good
16	Suitable	Unacceptable	Excellent	Good
17	Suitable	Good	Unacceptable	Unacceptable
18	Suitable	Good	Acceptable	Good
19	Suitable	Good	Good	Good
20	Suitable	Good	Excellent	Good
21	Suitable	Excellent	Unacceptable	Unacceptable
22	Suitable	Excellent	Acceptable	Good
23	Suitable	Excellent	Good	Good
24	Suitable	Excellent	Excellent	Good
25	Unsuitable	Unacceptable	Unacceptable	Unacceptable
26	Unsuitable	Unacceptable	Acceptable	Unacceptable
27	Unsuitable	Unacceptable	Good	Unacceptable
28	Unsuitable	Unacceptable	Excellent	Unacceptable
29	Unsuitable	Good	Unacceptable	Unacceptable
30	Unsuitable	Good	Acceptable	Unacceptable
31	Unsuitable	Good	Good	Unacceptable
32	Unsuitable	Good	Excellent	Unacceptable
33	Unsuitable	Excellent	Unacceptable	Unacceptable
34	Unsuitable	Excellent	Acceptable	Unacceptable
35	Unsuitable	Excellent	Good	Excellent
36	Unsuitable	Excellent	Excellent	Excellent

SCORE

Dimensional Representation in Cartesian Coordinate System 4D (x,y,z,t)

