



ANTHROPOLOGY  
FOR KIDS

# FUTURE CITY

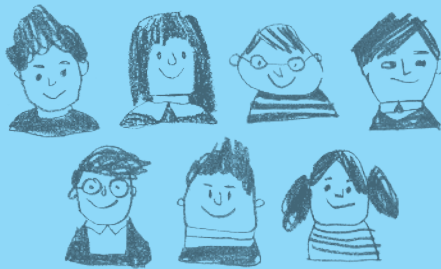
THIS BOOK BELONGS TO \_\_\_\_\_

## 9.Babel 1B

**Babel 1B**  
(Flat land)  
Population 520,000  
Density 682/hectare 238/acre  
Height 1,060 meters  
Diameter of structure 3,186 meters  
Surface covered 778 hectares 1,920 acres  
1.2 Section and elevation scale 0,000







FOR TIMUR, BEN/BENYA,  
ALICE, PETER AND ALL THE KIDS  
WHO HELPED ME IN DRAWING THESE PLANS  
OF IMAGINARY CITIES

ANTHROPOLOGY  
FOR KIDS

# FUTURE CITY

THIS BOOK BELONGS TO

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# INTRODUC- TION

This book is about how people's ideas of cities have changed throughout history and in different cultures.

Here you will find medieval engravings, quotes and illustrations from science fiction, stills from films and architectural drawings by Sam Chermoeff and me. In this book you'll see lots of different city layouts both imaginary and real. Some are symbolic, some look more like three-dimensional drawings, and others like scribbles in the margins. You'll find cities drawn from a bird's eye view, as well as close-ups showing individual parts of the city environment.



**IF YOU'D LIKE, YOU CAN NUMBER AND ANNOTATE THE PLANS YOURSELF, DESCRIBE US THE DETAILS YOU SEE.**

Remember that in our plans you can come up with anything you want. No need to limit yourself to reality! As in all the books in our series, there's a lot of free space for you to draw, to dream, be creative.

**AND BEGIN CREATING  
THE KIND OF CITY IN WHICH  
YOU'D WANT TO LIVE  
WHEN YOU GROW UP.**



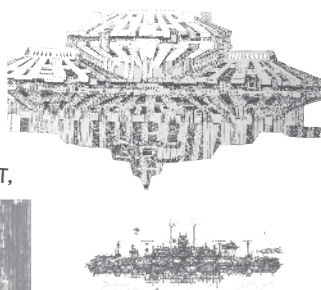
At the end of the book, in the Further Reading section you can find out more about real projects of incredible cities. They prove that often the wildest fantasies or nightmares can become reality.



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ухаживают  
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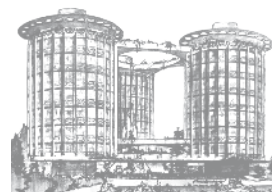


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**ГОРОД  
НЕВИДИМОК**  
на первый взгляд  
безлюден

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**ГОРОД,  
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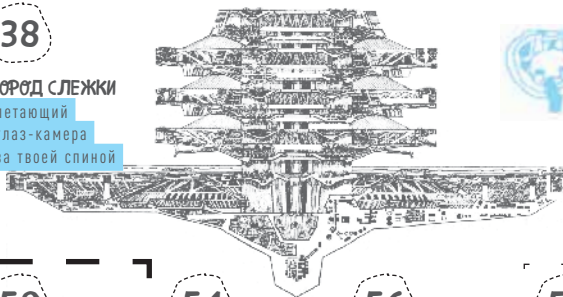
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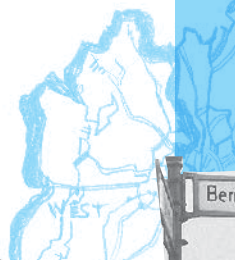
**ГОРОД, В КОТОРОМ ВСЕ БЕГУТ**

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# THE CITY

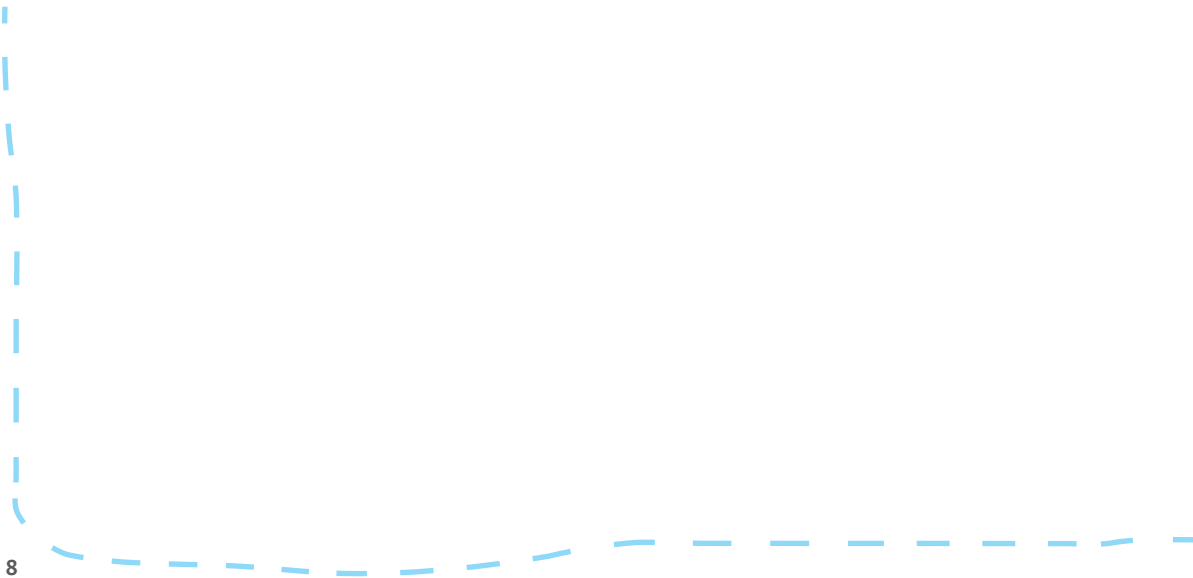
№1

## THAT ALWAYS SLEEPS

The city's inhabitants are all asleep, they dream beautiful dreams while being served by machines.

The machines feed on sleepers' bodies for energy. The people here no longer know what the real world is. They live in a dream.

Describe and draw  
the dreams of your  
sleepy city.





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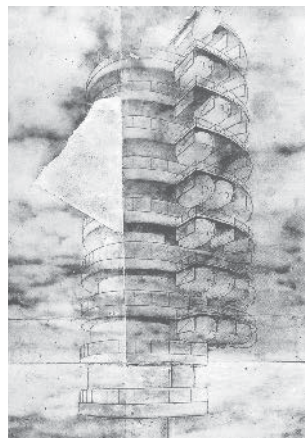
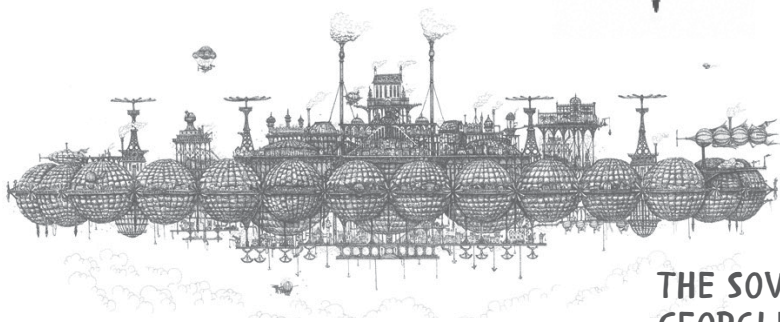
# FLYING CITIES

If you live in a flying city, you can go around the Earth in a matter of hours. Many of us would like to live in constant flight.

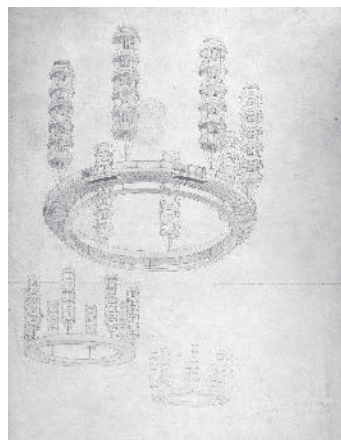
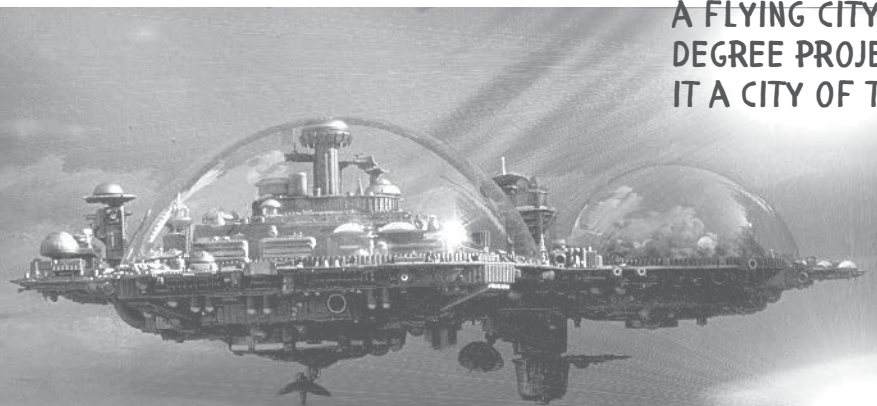
What if we completely free the earth from buildings, leaving it only for recreation and tourism? People will live in flying colonies, choosing where they want to stop each day.



## №2



THE SOVIET ARCHITECT GEORGI KRUTIKOV DESIGNED A FLYING CITY FOR HIS DEGREE PROJECT; HE CALLED IT A CITY OF THE FUTURE.



This flying city is a gathering of small autonomous communities. Residents can easily move in their flying cars from one colony to another. Flying cities use solar and wind energy, extract water from clouds and grown food in greenhouses

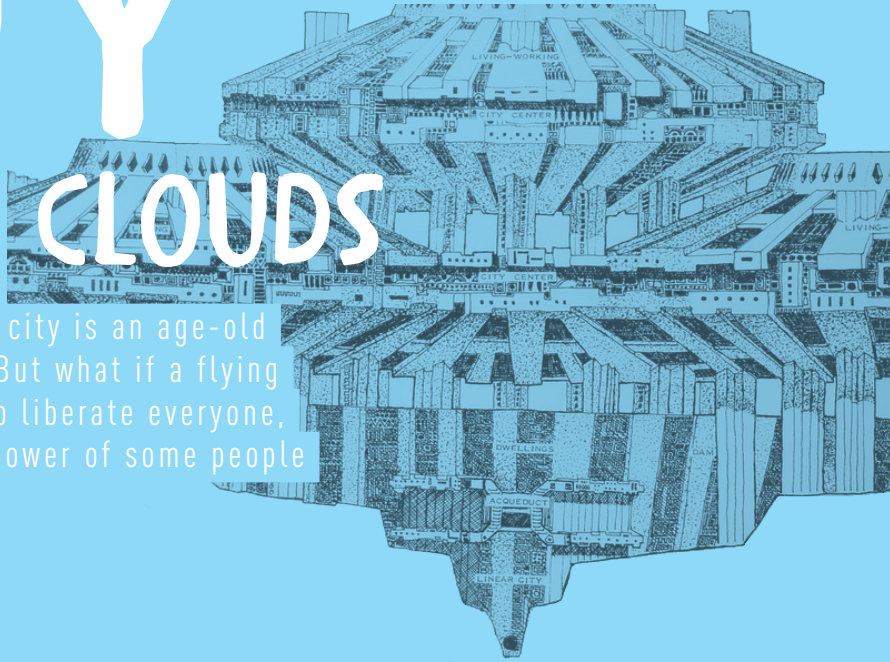
**Draw the details of your flying city: private jets, air taxis, housing complexes and libraries, science laboratories, and concert halls.**



# №3

# CITY IN THE CLOUDS

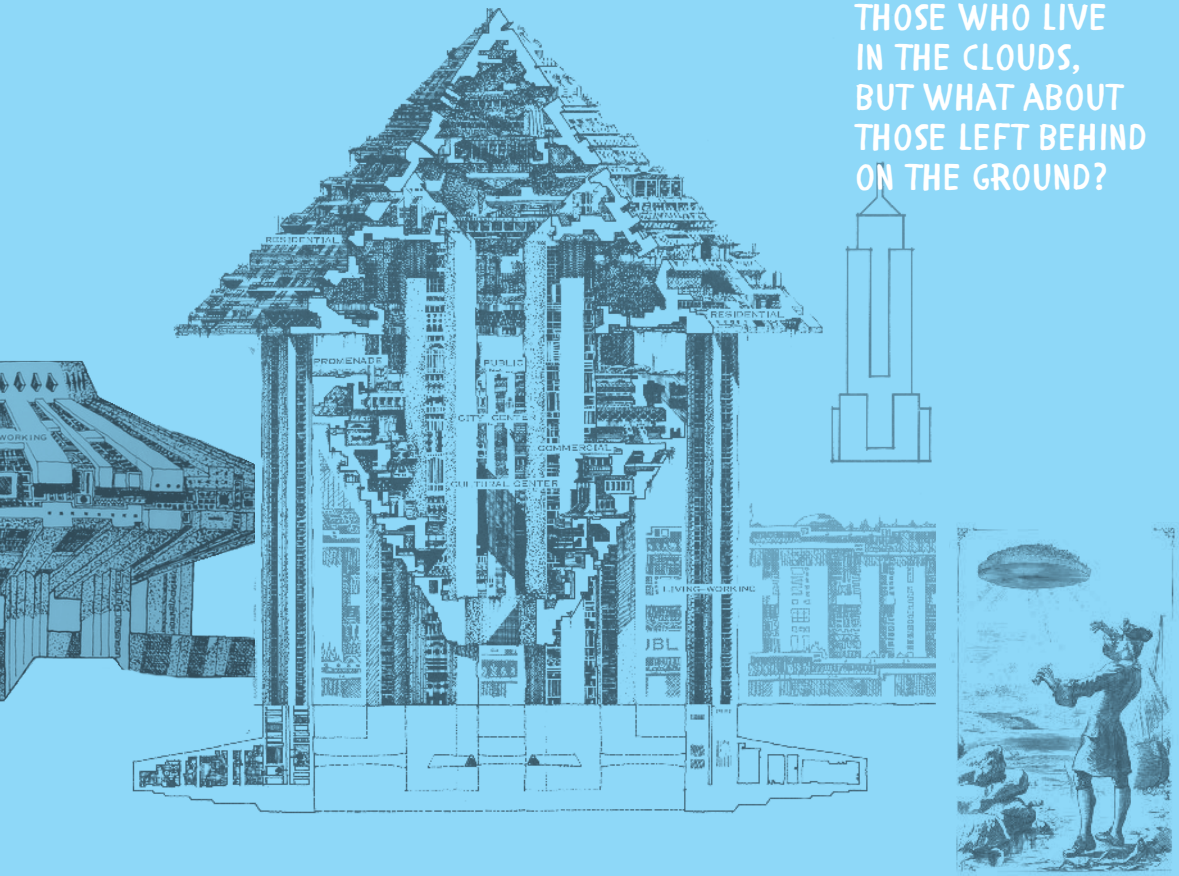
The idea of a flying city is an age-old dream of mankind. But what if a flying city was built not to liberate everyone, but to enforce the power of some people over others?



**Draw a design  
for a floating city built  
as a military machine  
that controls those  
who are living  
on the ground below.**



IT'S FINE FOR  
THOSE WHO LIVE  
IN THE CLOUDS,  
BUT WHAT ABOUT  
THOSE LEFT BEHIND  
ON THE GROUND?



In Gulliver's Travels Jonathan Swift describes a flying island that belongs to the king. Scientists have turned it into a military ship, which helps to control the king's dominion. The ship punishes rebellious towns, obscuring them from the sun or rain. Sometimes the ship-city simply descends on another town, completely destroying it. Only once did one of the towns on the earth manage to win a battle with the flying island – and only because other scientists were living there. They invented a way to block the magnetic field that Swift's imaginary city was using to fly through the sky.

1 / In the mouth  
of the city are houses,  
parks and libraries.

2 / The city catches  
anything that flies  
past, and either eats it

or recycles it for  
its own purposes.

3 / The city travels  
around on powerful  
wings.



A bat city.  
Draw your own flying city  
on top or next to this one.





Write how  
your flying city  
is organized.



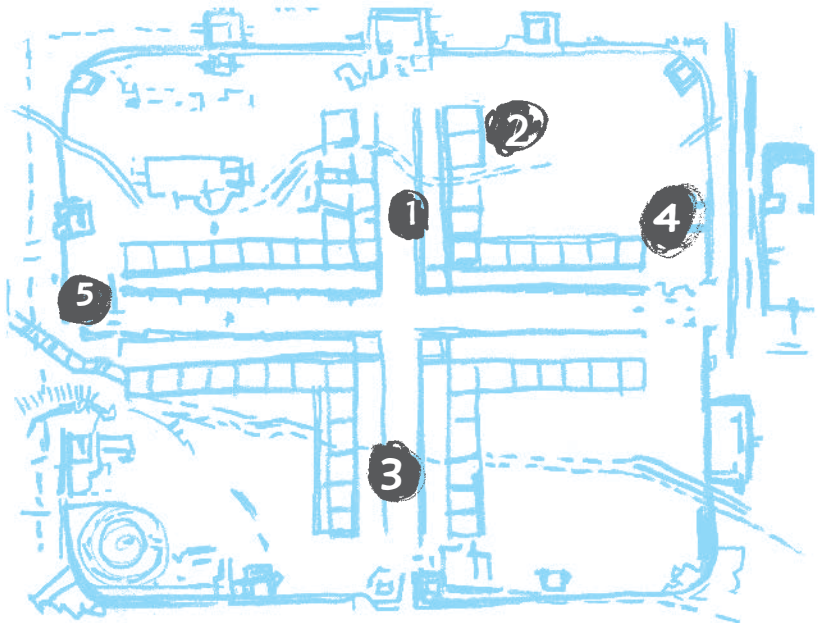
A series of ten horizontal dashed lines for writing.

# CITY No4

## OF FIGHTERS, WHOSE CITIZENS ARE CONSTANTLY PREPARING FOR WAR

The fighters always have to know where their leader is — they need order and discipline. The streets look like they've been drawn with a ruler, there is a control center in the middle. The citizens are part of a military machine.

- 1 / Forum.
- 2 / Residential areas.
- 3 / Guarded city entrance.
- 4 / The main streets divide the city into equal parts.
- 5 / Fortifications protect the city from attackers.





And what fighters  
will you have  
in your town?

Handwriting practice lines consisting of five horizontal dashed lines.

Draw a map  
of a military town.




AND WHAT IF  
THE FIGHTERS ARE JUST  
ATHLETES? OR IS A FIGHT  
ALWAYS WAR?

# CITY OF FREEDOM

home of artists, florists, children,  
parents, and just about anyone,  
except for the military.

# No5



Draw a map for  
a city, whose residents  
have decided never  
to fight any more.

In Copenhagen, the capital of Denmark, where Hans Christian Andersen once lived, there is a neighbourhood called Christiania – a free city. Its founders captured and took over an empty military base, declaring it a separate country with its own laws.



**SOME LAWS OF CHRISTIANIA:**

1. EVERYONE IS RESPONSIBLE FOR EVERYONE ELSE.
2. WEAPONS AND BULLETPROOF VESTS ARE PROHIBITED.
3. CARS ARE PROHIBITED.
4. IT IS FORBIDDEN TO STEAL.
5. HARD DRUGS ARE PROHIBITED.



1 / Trees, fields and flowers are everywhere in Christiania. 2 / Houses are varied and built by the citizens from found materials. 3 / The city council, which makes all

decisions. 4 / Free shop – where residents leave things they no longer need for others to take. 5 / Beautiful river and boats! 6 / A notice at the entrance informs visitors

that they are entering another country. 7 / Kids playgrounds with swings and slides are all around Christiania. 8 / Concert halls and galleries.

# No 6

## PLAY CITY WHERE WORK IS PROHIBITED

It is only allowed to play, make friends and look after each other.

It is only allowed to play, make friends and look after each other.

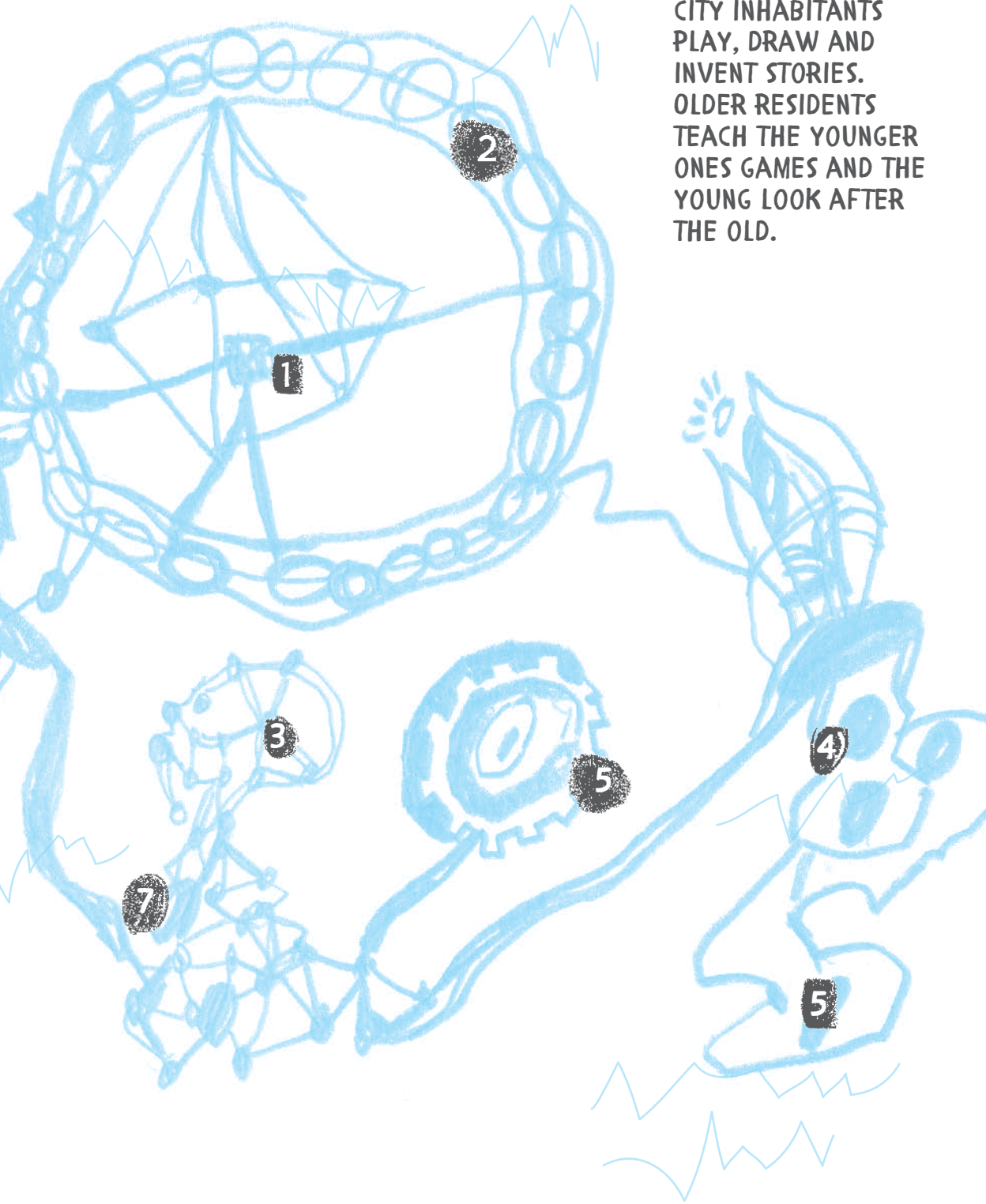


**1 /** The main play house, where friends meet to come up with games. **2 /** Residential houses. Their windows always face the main house, so as not to miss the start of an exciting game. **3 /** Fun trampoline rooms

which are always bouncing up-down, up-down. **4 /** Halls where you can make whatever you wish from any materials: robots, Lego castles, paper dolls or sugar houses. **5 /** Lakes for swimming

and water games. **6 /** Library for reading, writing and drawing. **7 /** Transparent tunnels through which you can quickly get from one place to another.

INTELLIGENT ROBOTS  
WORK, WHILE THE  
CITY INHABITANTS  
PLAY, DRAW AND  
INVENT STORIES.  
OLDER RESIDENTS  
TEACH THE YOUNGER  
ONES GAMES AND THE  
YOUNG LOOK AFTER  
THE OLD.

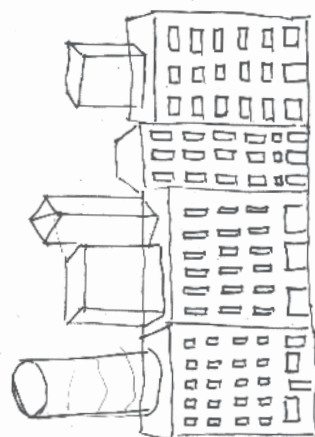


THIS MAP SHOWS A CITY IN WHICH EVERYTHING IS UPSIDE DOWN. RIGHT AND LEFT ARE CONFUSED; TOP AND BOTTOM HAVE SWAPPED PLACES.

The perfect place for a playground — finish drawing it.









**No 7 CITY**  
**OF LITTLE BOYS AND GIRLS**



Here's a space  
for your plan.



**"THE MITES HAD RUBBER. THERE WERE MANY PLANTS THAT RESEMBLED RUBBER PLANTS GROWING IN THEIR TOWN. THEY MADE LITTLE SLITS IN THE STEMS AND GATHERED THE SAP THAT FLOWED OUT. GRADUALLY THE SAP THICKENED AND TURNED INTO RUBBER, OUT OF WHICH THEY MADE RUBBER BALLS AND GALOSHES."**

Quote and pictures from "The Adventures of Dunno and His Friends" by Nikolai Nosov

Imagine that you turned into an elf, or just a very small person, and found yourself among these mites. They've asked you to design a city for them with playgrounds, bridges, gardens and science labs.

# CITY OF GREED

# №8

Imagine a city where inhabitants have to pay not only for housing and medicine, but also the air they breathe.

If someone runs out of money, police throw the debtor out into a vacuum. Residents are constantly trembling in fear of suffocation. All they think about is how to earn more money, so that they and their families can escape this terrible fate.



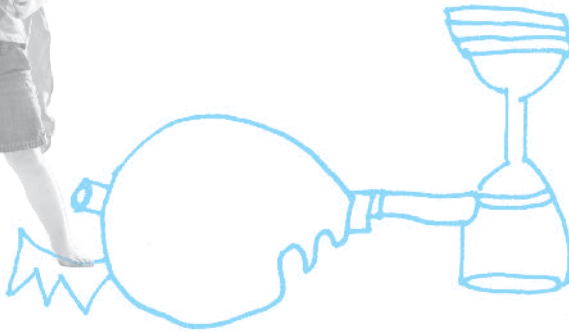
Нарисуй карту города  
жадин, где нет ничего  
бесплатного –  
всё кому-то  
принадлежит.



# No9 FAMILY CITY

Imagine a city without any strangers, where everything is shared and everyone looks after one another. There are no shops, money, or danger in this city.





**In this city there are no strangers and surprises. What do you prefer – a city that is full of the unexpected, or a city that you know like the back of your hand?**





# No10 CITY IN THE DESERT

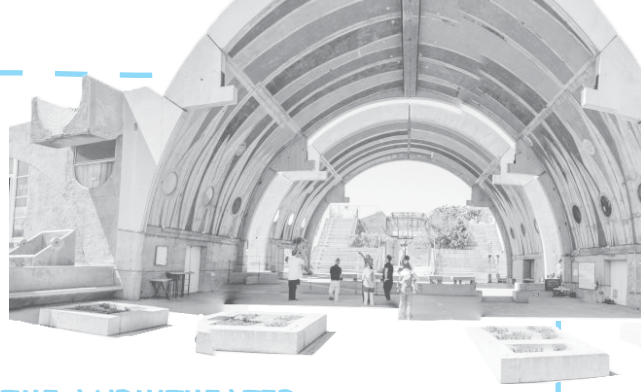
In this city people live and work, relax and entertain guests in houses that never get too hot. There is no need for cars, and no one is lonely.

How would your city in the desert look?





A city in the desert is a house-city. Areas for work, leisure and living are located next to each other. After doing a bit of work, you can go and have a rest, and on the way home pop into the communal canteen – all in the neighborhood. There are no cars in the house city, but there is a place for growing food and a wind farm.



**THE AMPHITHEATER IS BUILT TO MAKE USE OF NATURAL SHADE, SHELTERING IT FROM THE SUN. SO IT DOESN'T GET HOT IN THE EVENING.**

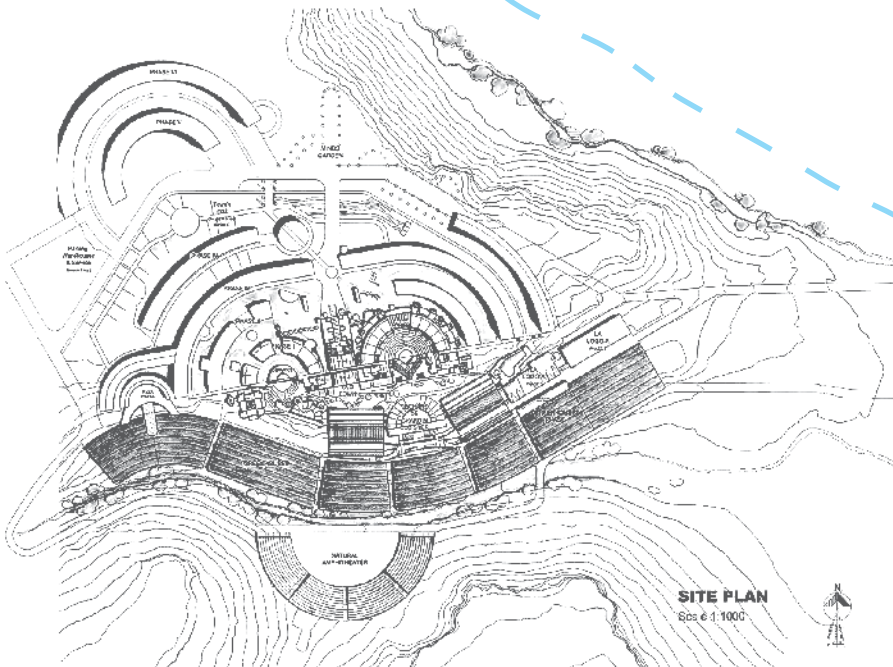


Living in the desert is not easy – there is a lack of water, difficulty to grow food. It's unbearably hot during the day and cold at night, but heating and cooling demand energy.

# DRAW A PLAN FOR A CITY, WHERE IT'S GOOD TO LIVE TOGETHER!

1 / Dining and living rooms, where everyone meets together and eats.  
2 / Living quarters.  
3 / workshops interspersed with living quarters, so

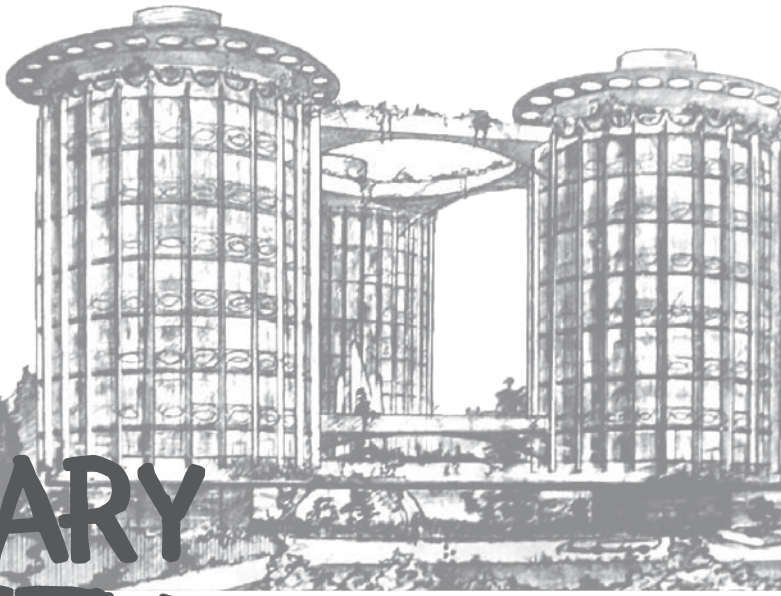
work is always close by. 4 / Wind turbines and solar panels produce energy.  
5 / Cinema. 6 / Gym.  
7 / Urban Farm.  
8 / Guest rooms.



**SITE PLAN**  
Scale 1:1000



# Nº11 SANCTUARY CITY



This city could protect you from rain or from hurricane, from heat or cold.

Write some rules for a city-building:



What if an entire city of a million people moved into a single building? This city-building could have vast gardens, and large windows would let light into roomy apartments.

**HEATING, EATING AND COMMUTING COSTS WOULD BE MINIMAL.**

There would be no cars or buses carrying people to work, while parks and playgrounds would be located directly on building floors.

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I THINK THAT CLIMATE CHANGE  
WILL MOVE ALL OF US INTO  
SUCH CITIES.

How would  
the city-building  
you build look like?

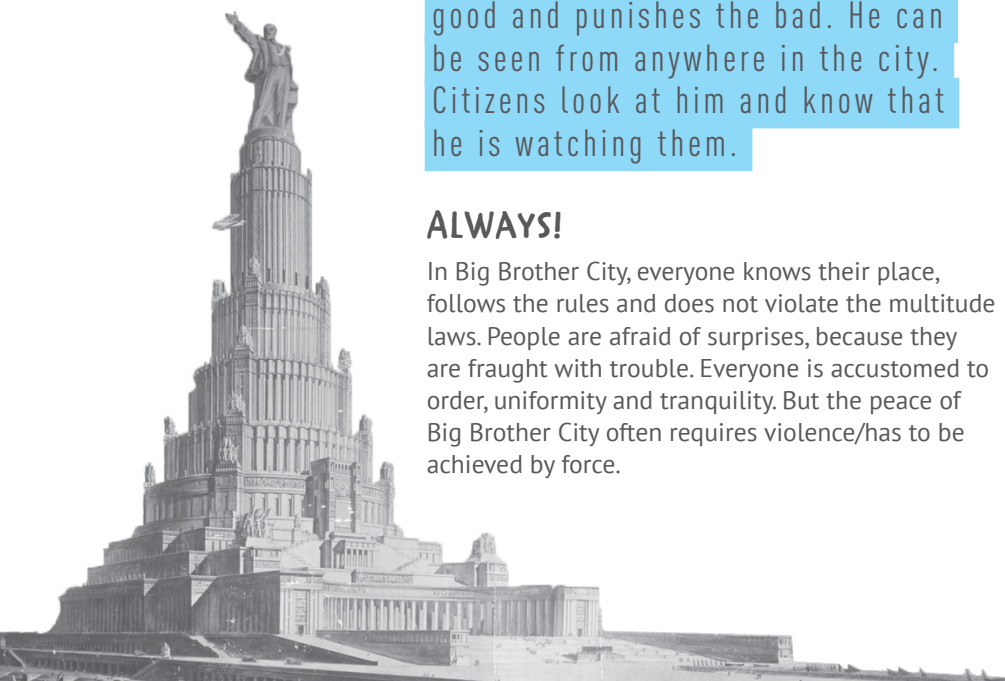


# №12 BIG BROTHER CITY

He is always here. He rewards the good and punishes the bad. He can be seen from anywhere in the city. Citizens look at him and know that he is watching them.

## ALWAYS!

In Big Brother City, everyone knows their place, follows the rules and does not violate the multitude laws. People are afraid of surprises, because they are fraught with trouble. Everyone is accustomed to order, uniformity and tranquility. But the peace of Big Brother City often requires violence/has to be achieved by force.



**Draw a map of Big Brother City. If he is in the center, then where and how do all the citizens live, work, play, read and walk? Perhaps this city has neighborhoods where Nothing is Allowed, Punishment areas, areas of Honor, neighborhoods for Heroes ... What others?**



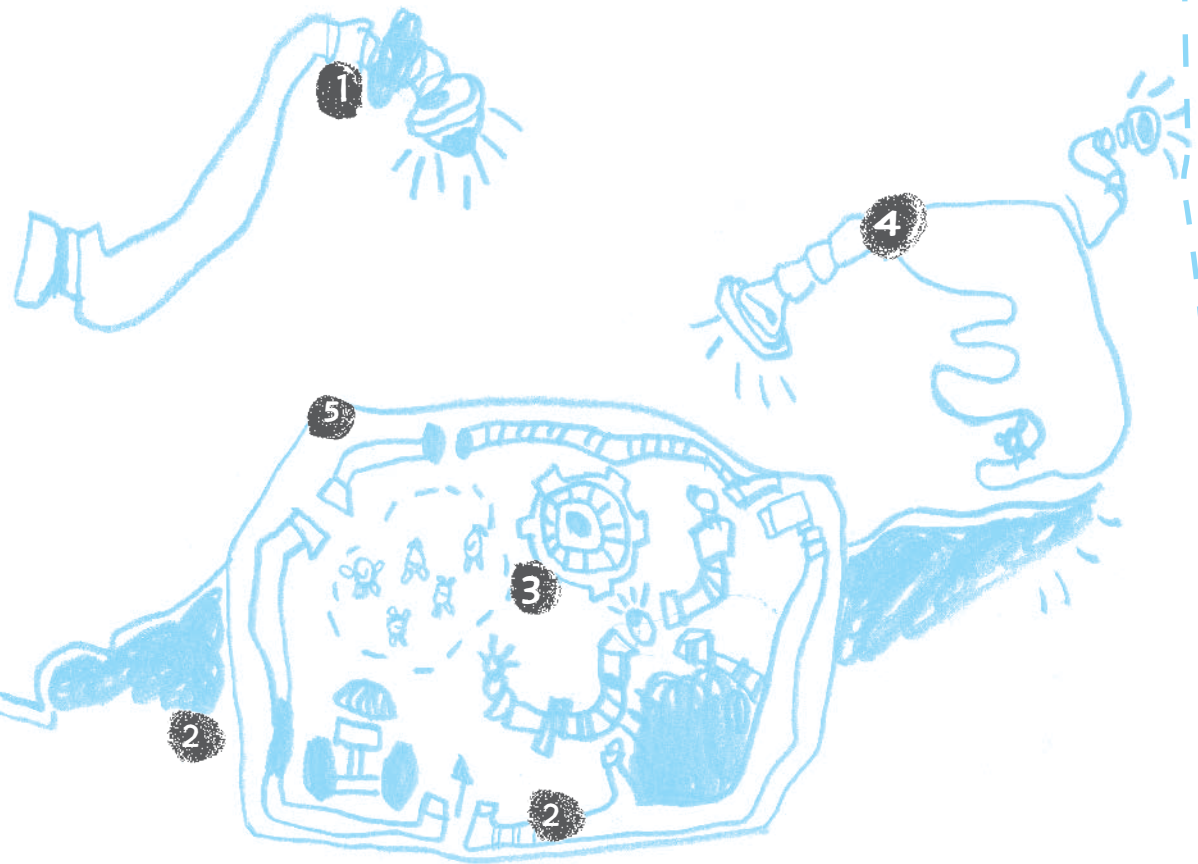
# №13

## SURVEILLANCE CITY

Every citizen is assigned a flying camera-eye that follows him everywhere. The footage is immediately shown on a big screen that everyone can see.

IN THIS CITY, NOBODY  
IS EVER ALONE!





1 / The main camera records everyone's movements, saving them to a permanent archive. 2 / Areas where the citizens work. 3 / Living

quarters. 4 / Additional cameras. 5 / The main square where everyone is required to take a daily stroll/promenade

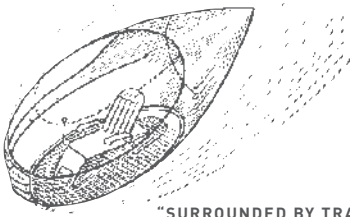
# No14

## TRANS- PARENT CITY

You can't hide yourself from other people's eyes even for a second. All the walls in this city are transparent.

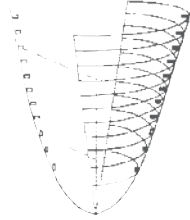


Imagine that you live in a transparent city. How does it work? Where is your house? With a dotted line, mark on the map how the residents watch each other.



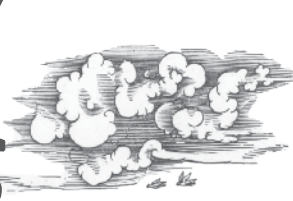
**"SURROUNDED BY TRANSPARENT WALLS WHICH SEEM TO BE KNITTED OF  
SPARKLING AIR; WE LIVE BENEATH THE EYES OF EVERYONE, ALWAYS BATHED  
IN LIGHT. WE HAVE NOTHING TO CONCEAL FROM ONE ANOTHER"**

Yevgeny Zamyatin "We"



# №15

## CITY OF MASKS



In the city of masks residents are constantly reinventing themselves. Dressing up as adults or children, beautiful or ugly, men or women, rich or poor. Doesn't matter who you are in reality. What's important is who you'd like to become. Everyone knows that a mask is not forever.

Finish drawing these women's masks and costumes, so that they look rich, beautiful and famous.

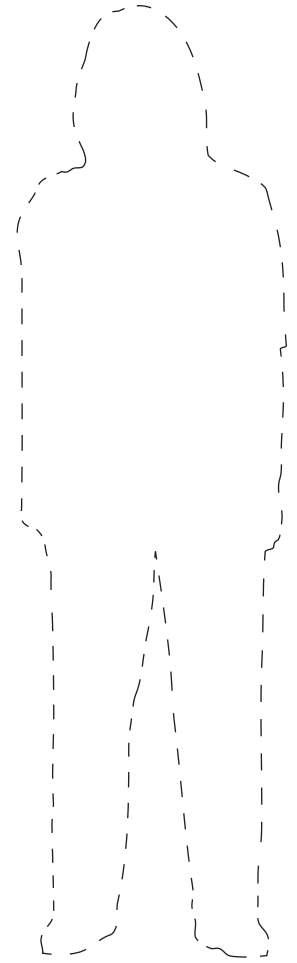


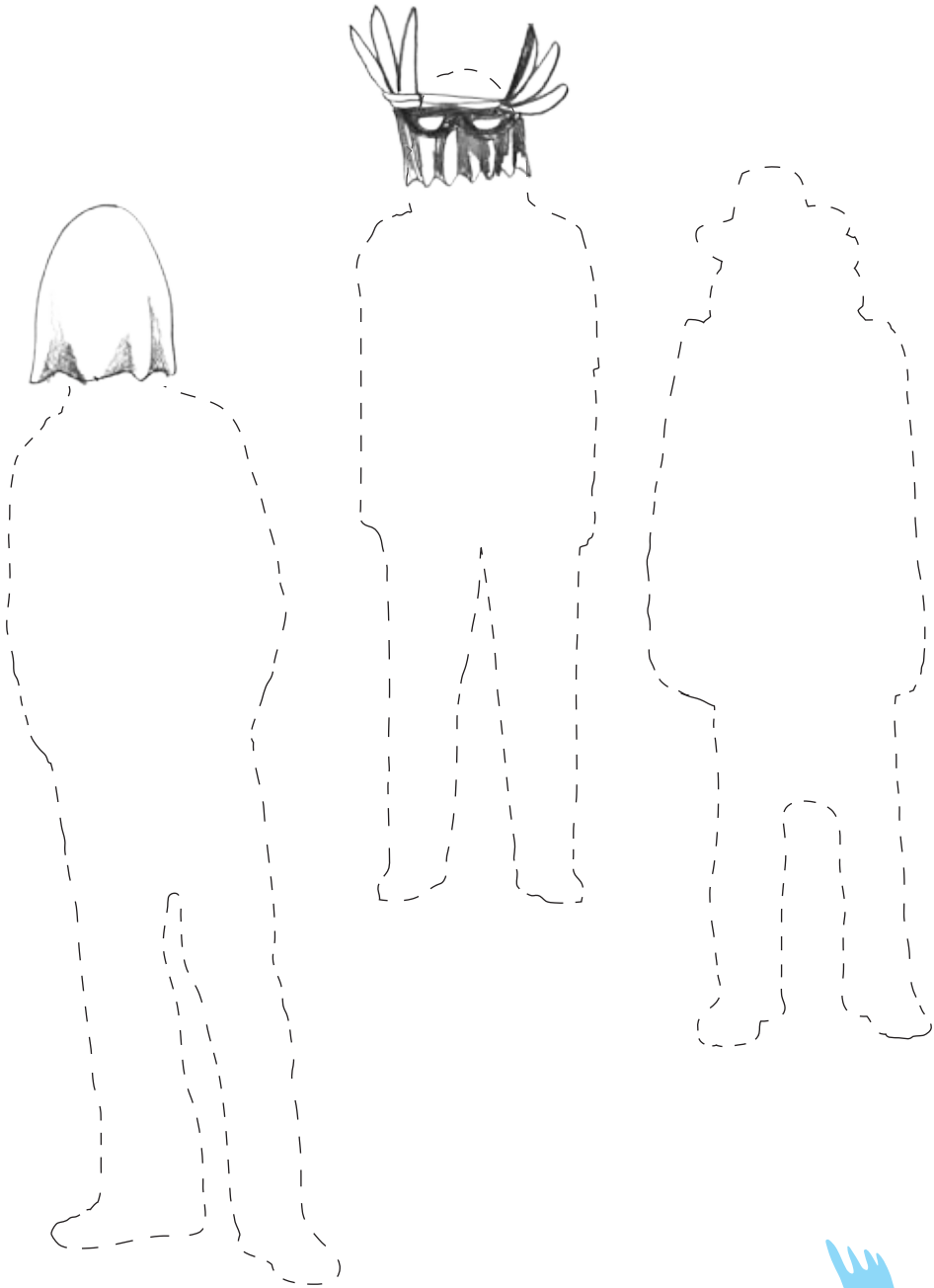
Imagine that you live in a city where every morning people can choose who they'd like to be to be that day. Citizens can live a multitude of different lives! There is universal equality in a city like this. It makes no sense to obey to someone who is not himself.

**Now draw these women's masks and outfits so that they look poor, old and hapless.**



PEOPLE DO NOT TRUST EACH OTHER  
HERE. HALF OF THE POPULATION IS  
OBLIGED TO HIDE UNDER BLACK ROBES.  
THEY ONLY SHOW THEIR FACES AMONG  
CLOSE RELATIVES.





**Think of outfits for these people to make them look mysterious, inaccessible and even dangerous.**

# CITY OF INVISI- BILITY



Imagine a city where citizens can become visible and invisible whenever they please. In a crowd you can remain invisible, and become yourself when you're alone, at home.

# №16

A technology that lets you control when you can or can't be seen makes you all-powerful. Especially if others can't do it!



What rules would there be in a city of invisible people? What is allowed? And what is prohibited?



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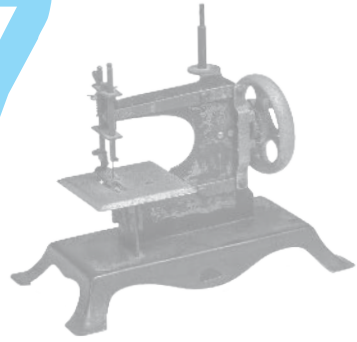
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# A CITY **№17** WHICH VALUES SOLITUDE



In Victorian England personal privacy was highly valued. But not everyone was able to afford it – most Londoners of the day lived in crowded conditions.



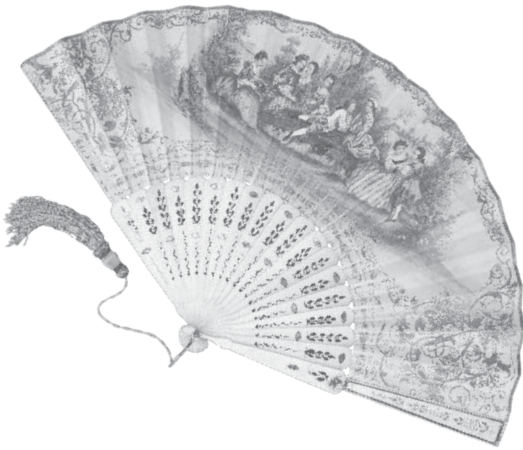
Draw the objects with which you would feel calm, confident and at ease.



THE HOME OF A WEALTHY LONDONER AT THE TIME OF QUEEN VICTORIA WAS FILLED WITH INCREDIBLE OBJECTS: OUTLANDISH DISHES, CARVED FURNITURE, WONDERFUL DECORATIONS.



When privacy is a luxury, it calls for luxurious surroundings.



In my room I'd want a robot-warden, a lamp with a propeller flying beneath the ceiling and lots of soft pillows scattered all over the floor.



# ONE MAN CITY

All city services are fully automated. Everywhere hang the portraits of The Exclusive Landlord, Esteemed Resident, Chief Citizen.

# №18

**1 /** Main Square, with an equestrian portrait of the Chief Citizen in the center. **2 /** Housing chambers of the Chief Citizen. **2.1 /** Bedroom with soft pillows the size of a house. **2.2 /** Small bedroom with terrace. Suitable for reading and playing computer games. **2.3 /** Bedroom and a living room with huge TV. **2.4 /** House on the hills, where you can move around from room to room on a zip-line. **2.5 /** Flying bedroom-house for visiting neighboring towns when bored. **3 /** Large store/market/warehouse, where you can get everything you

need – from food to new computer games. Everything is ordered online, and brought to the warehouse by drone.

4 / Swimming pool, turning into a lake or a river at the request of the Chief Citizen. 5 / Robots, solar panels and other mechanisms responsible for the

smooth running of the city. 6 / Zoo and greenhouse with exotic plants, rare birds and even a real rhino. 7 / Theme park, divided into two parts – scary and risky rides in one part, and fun rides in

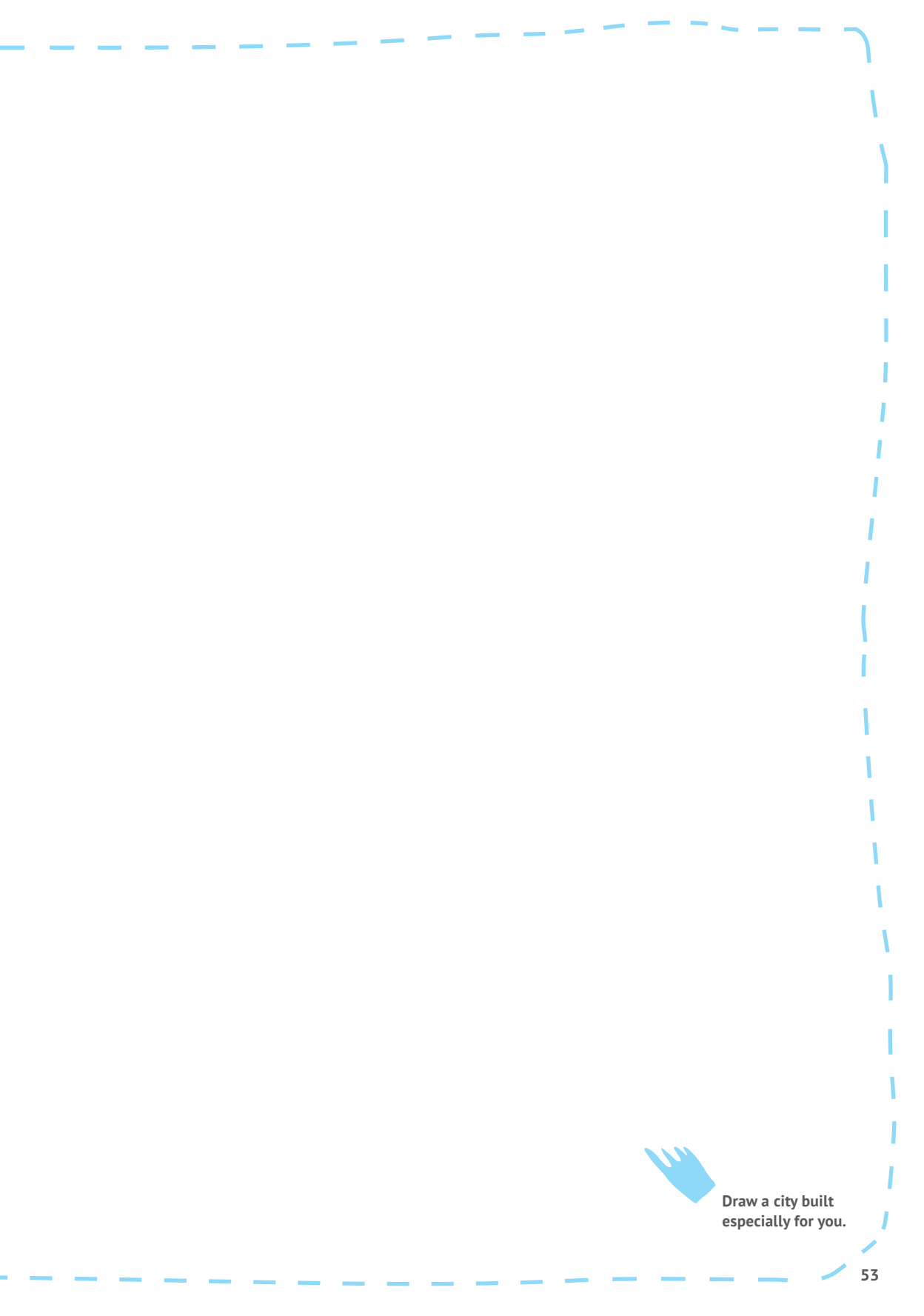
the other. 8 / Sports complex with a skate rink, trampolines and various sports equipment. 9 / If the Chief Citizen wanted to cook something instead of taking prepared food from

the warehouse (3), the city has a huge kitchen for personal use with various mixers, hobs, pans, grills, plates and spices.





**JUST ONE SINGLE RESIDENT  
LIVES IN THIS CITY. THE CITY  
FORESEES EVERY CONCEIVABLE  
DESIRE OF THE CITIZEN. THERE  
IS JUST ONE THING LACKING –  
NEIGHBORS/COMPANY/  
COHABITANTS.**



Draw a city built especially for you.



Draw a map of the city,  
whose inhabitants are  
able to disappear at  
any moment.

# No19

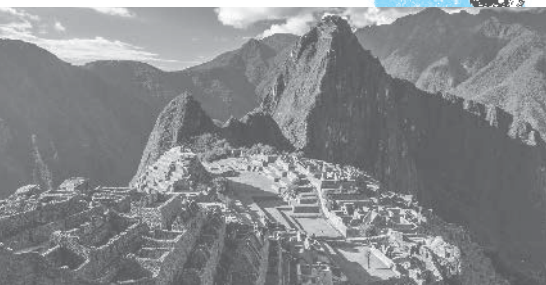
## GHOST TOWN

The residents only appear in the city occasionally and never meet with travelers or intruders. They know to quickly gather their belongings and disappear without a trace and to return equally quickly.



FOR INVADERS, THERE'S NOTHING TO SEIZE IN A CITY LIKE THIS – IT'S JUST A SET OF BARE WALLS, WITH NO PEOPLE OR THINGS.

1 / Water source. 2 / Urban Farm. 3 / Defense structures. 4 / Bomb shelters. 5 / Schools, museums. 6 / Hospitals. 7 / Theaters and cinemas.



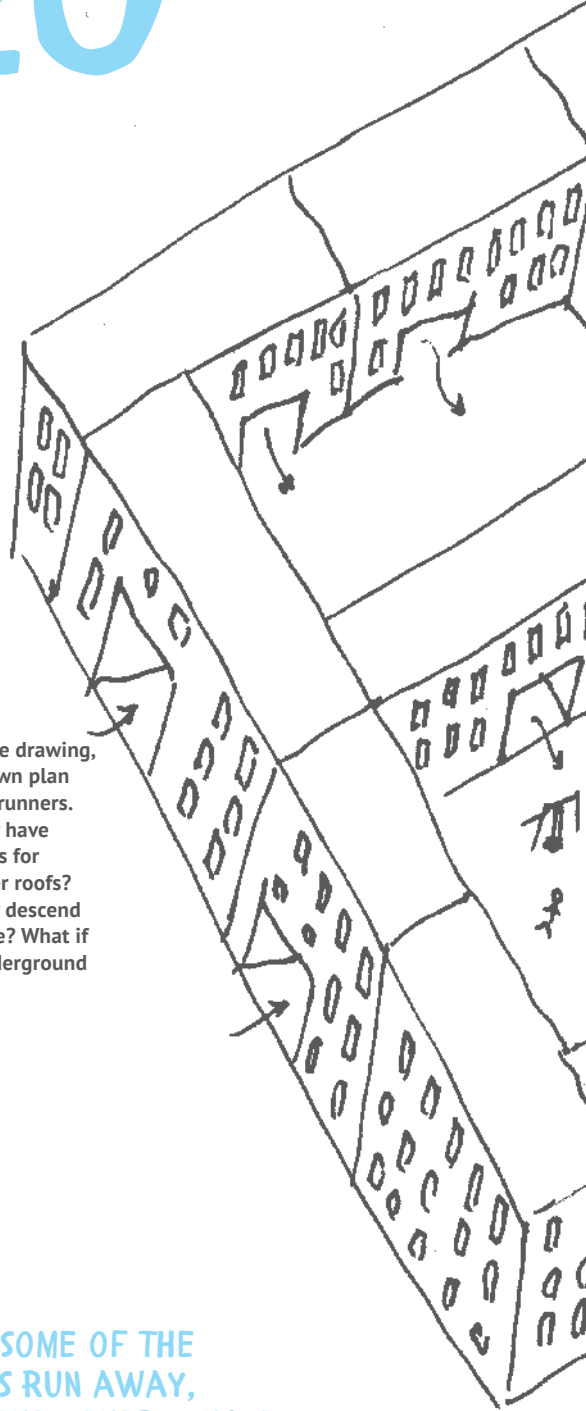
# №20

## A CITY WHERE EVERYONE'S RUNNING



On top of the drawing, draw your own plan for a city of runners. What if they have springboards for jumping over roofs? What if they descend by parachute? What if they dig underground tunnels?

MAYBE SOME OF THE  
CITIZENS RUN AWAY,  
WHILE THE OTHERS CHASE  
THEM?





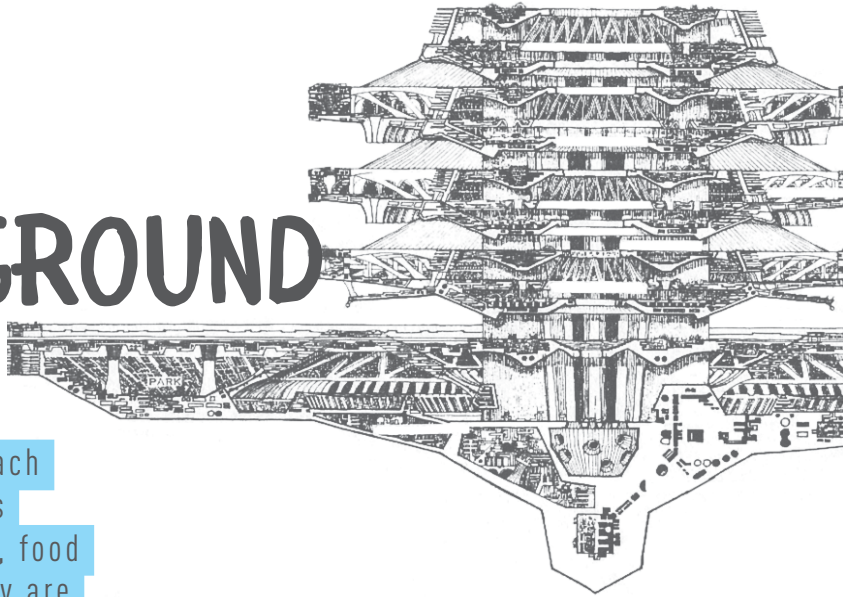
MAYBE THE RUNNERS  
AND CHASERS  
ARE CONSTANTLY  
CHANGING PLACES?

MAYBE, RUNNING

AFTER ONE ANOTHER –  
IS A WAY OF  
COMMUNICATION FOR  
THE PEOPLE, LIKE A  
GAME OF TAG?

# No 21

## UNDERGROUND CITY

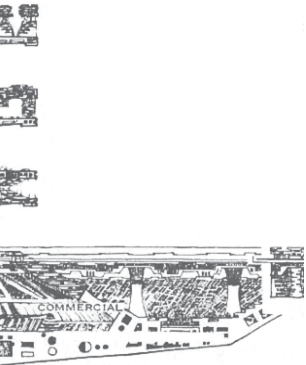


Residents depend on each other and the machines that serve them: water, food and even air in this city are generated by machines. It's not easy to get out of here, because living alone underground is impossible.



What rules would there be in your underground city? Will it be governed by a computer, a director/president or all the residents collectively?

LIVING IN AN  
UNDERGROUND  
CITY IS SAFE AND  
CONVENIENT, THERE'S  
NO RISK OF STORMS  
OR FOREST FIRES.

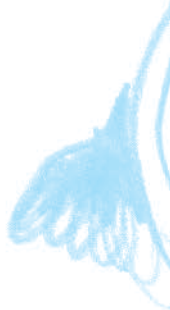


Draw a plan of your  
underground city  
next to or on top of  
this picture by Paolo  
Solieri.

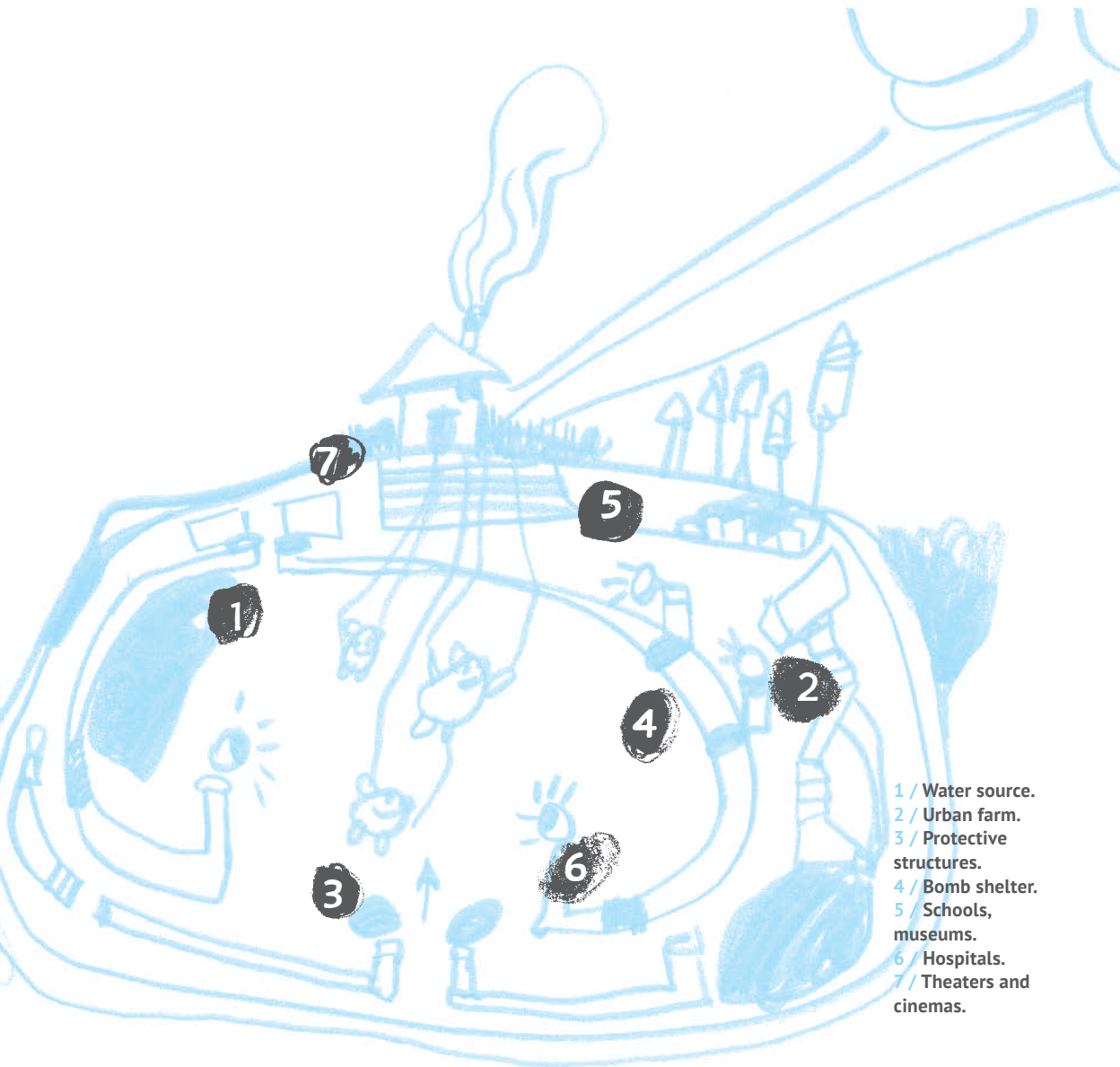
Draw a city, consisting of underground and sky-high elements.



MAYBE THE EARTH HAS BECOME TOO HOT OR TOO COLD? WHAT IF PEOPLE WILL LIVE UNDERGROUND OR IN THE CLOUDS?



Farms for food production, technical laboratories, factories and research centers are located underground, and aboveground only accommodation, play centers and schools. Moving between the underground and flying constructions is quick and easy.



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A CITY BETWEEN THE  
SKY AND THE EARTH  
COULD BE A HUGE  
TRAMPOLINE: YOU  
JUMP ON IT HIGHER  
AND HIGHER, UNTIL  
YOU REACH THE CITY  
IN THE CLOUDS. AND  
TO GET DOWN YOU CAN  
USE MULTICOLORED  
SLIDES.

And what city plan will  
you draw?







IF YOU LIVE IN THE OCEAN, THEN YOU'RE A HARD TARGET TO ATTACK! YOU CAN ALWAYS ESCAPE (SAIL AWAY).



# NO. 22 CITY IN THE OCEAN

A multitude of floating islands have merged into a federation.

1 / Independent fortress which sails to and away from the main city whenever it wants. 2 / Ships on which you can live and travel between individual island towns/cities. 3 / Small houses on the largest island. 4 / Underwater canals that connect the

island towns to each other. 5 / Military platform protecting the islands from possible invasion. 6 / Main tower – here representatives of all the island towns discuss collective issues.

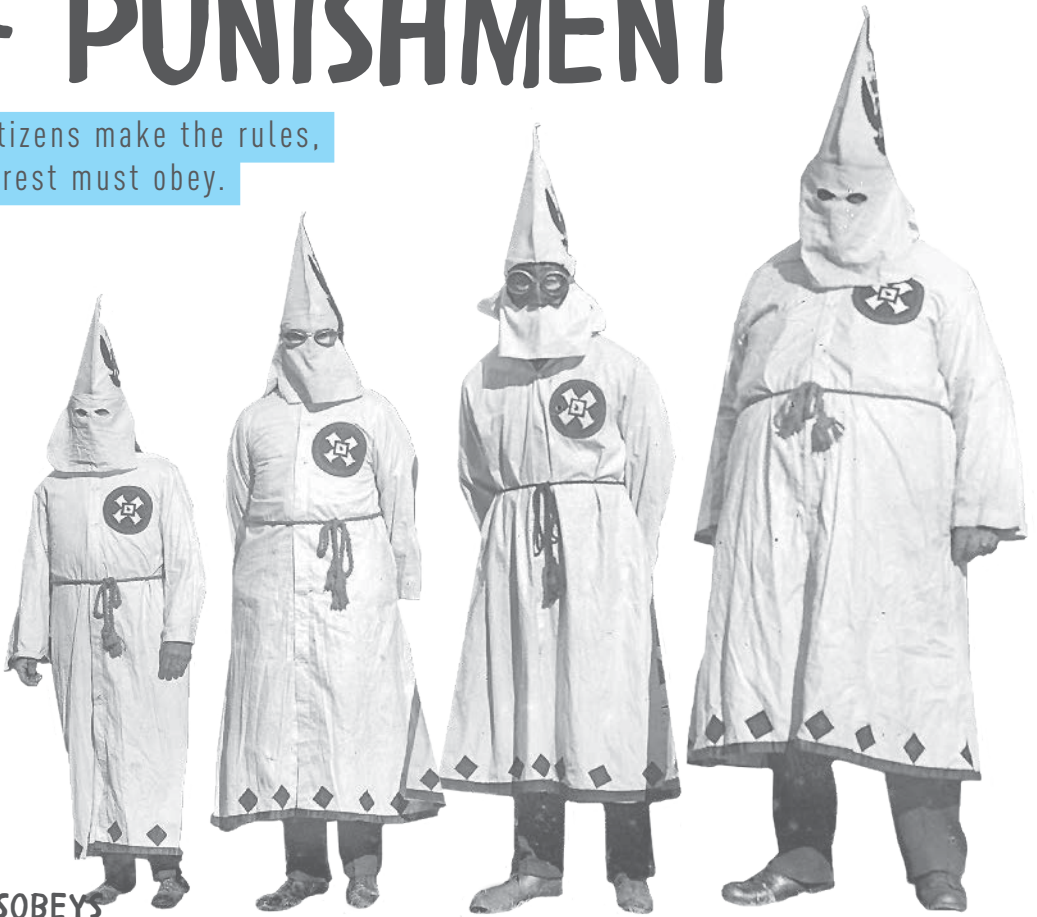


**MANY CITIES WERE  
FOUNDED BY  
REFUGEES WHO  
INHABITED EMPTY AND  
OFTEN INACCESSIBLE  
LAND.**

# CITY NO 23

## OF PUNISHMENT

Some citizens make the rules,  
and the rest must obey.



### WHO DISOBEYS IS TO BLAME!

In this city, the  
rulers must act as  
policemen, and  
even executioners.  
After all, who would  
voluntarily obey  
rules they didn't  
agree to?



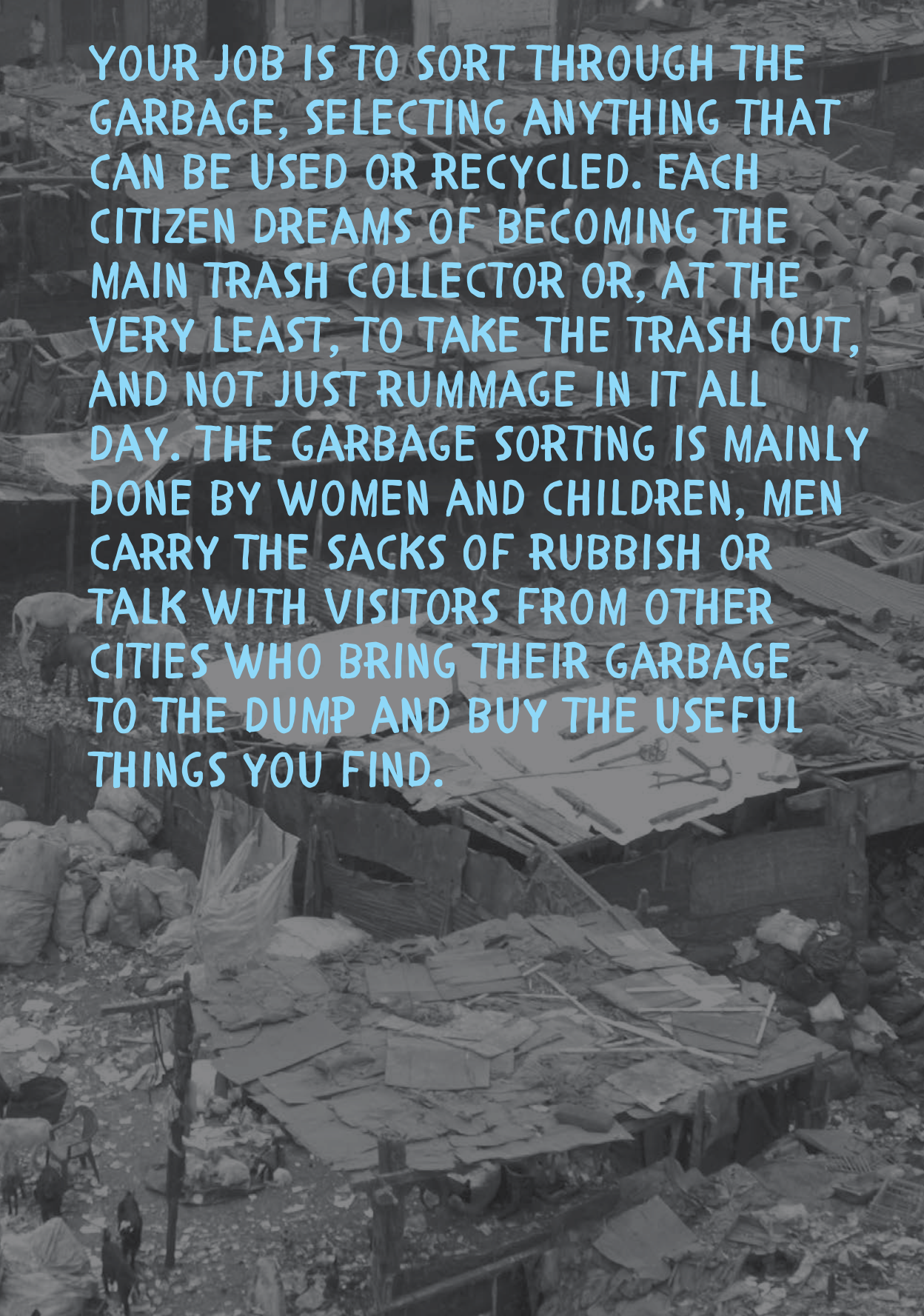
Draw a plan of the city.



# №24

# TRASH CITY

Imagine that you, your friends and your family live on a giant garbage dump. Whatever you do - play, swim, wash, do some gardening or have a birthday party — you are always surrounded by mounds of garbage.



YOUR JOB IS TO SORT THROUGH THE GARBAGE, SELECTING ANYTHING THAT CAN BE USED OR RECYCLED. EACH CITIZEN DREAMS OF BECOMING THE MAIN TRASH COLLECTOR OR, AT THE VERY LEAST, TO TAKE THE TRASH OUT, AND NOT JUST RUMMAGE IN IT ALL DAY. THE GARBAGE SORTING IS MAINLY DONE BY WOMEN AND CHILDREN, MEN CARRY THE SACKS OF RUBBISH OR TALK WITH VISITORS FROM OTHER CITIES WHO BRING THEIR GARBAGE TO THE DUMP AND BUY THE USEFUL THINGS YOU FIND.

Draw a map  
of garbage city.






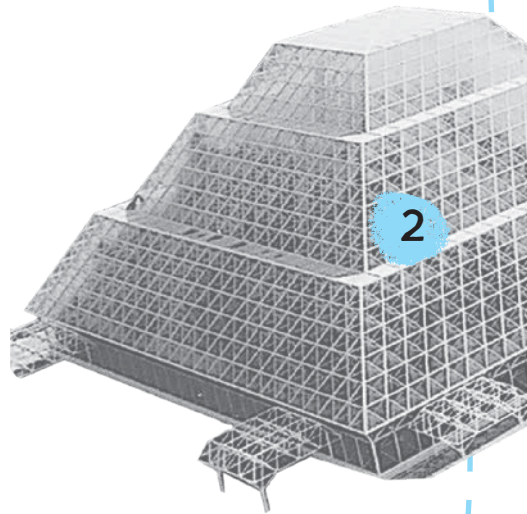


# NOAH'S NO25 ARK

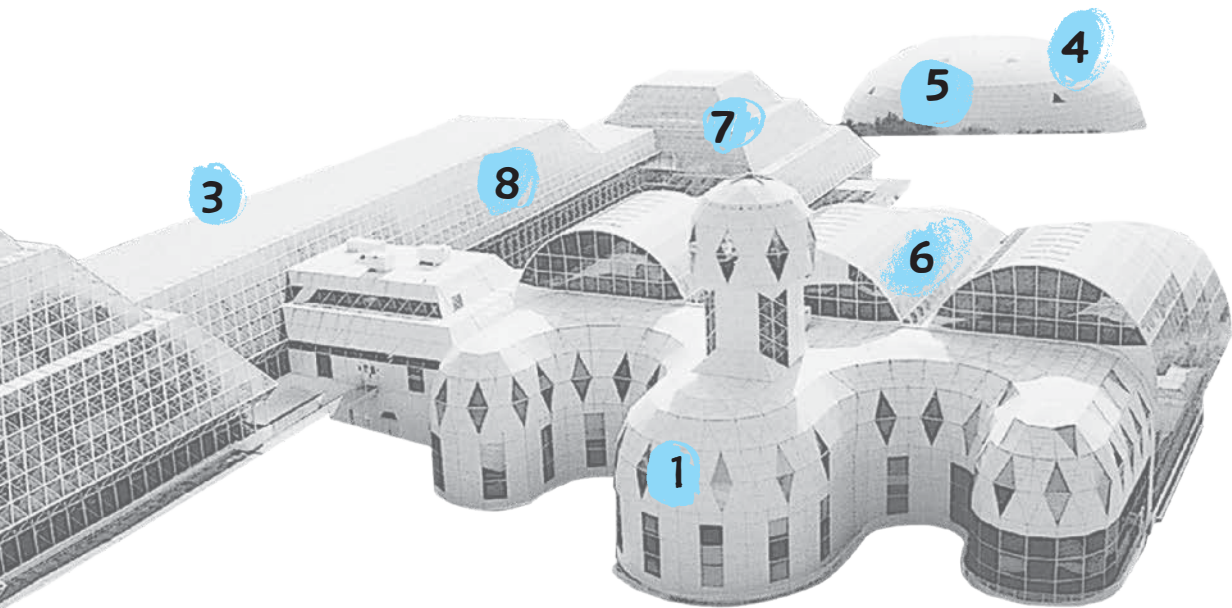
In this city, everything that exists on Earth is somewhere nearby: gardens and forests, birds and fish, leopards and pet dogs.



Think about what you would have in a city, so that you and your fellow citizens would never want to leave it?



SCIENTISTS HAVE BUILT  
A SELF-CONTAINED CITY  
WHERE THEY LIVE IN PEACE  
AND HARMONY. THEY DON'T  
NEED TO GO OUTSIDE,  
BECAUSE THERE'S NOTHING  
BEYOND THE WALLS THAT  
THEY DON'T HAVE INSIDE  
ALREADY.



Imagine that in this giant house there is a coral reef populated with fish, monkeys, birds, modest fields for producing bread/ [growing grains] and growing vegetables, complex machines for generating heat and air. People must learn to live within this structure just the same as they now live on Earth.

1 / Science labs. 2 / Tropical rainforest.  
3 / Savannah. 4 / Air production factory.  
5 / Living quarters.  
6 / Farms. 7 / Desert.  
8 / Ocean.

# MODEL CITY

# №26

This city has been designed and built to show everyone just how beautiful, fair and comfortable life can really be! The model city seems to tell everyone: "Look at me! Why are you still not living like this? Join us or build yourself a city like ours!"

**THE CITY IS DIVIDED INTO TWO PARTS. THE RESIDENTS COMPETE WITH EACH OTHER, WHO HAS THE BEST LIFE, WHOSE LIFE IS MORE JUST AND SAFE.**



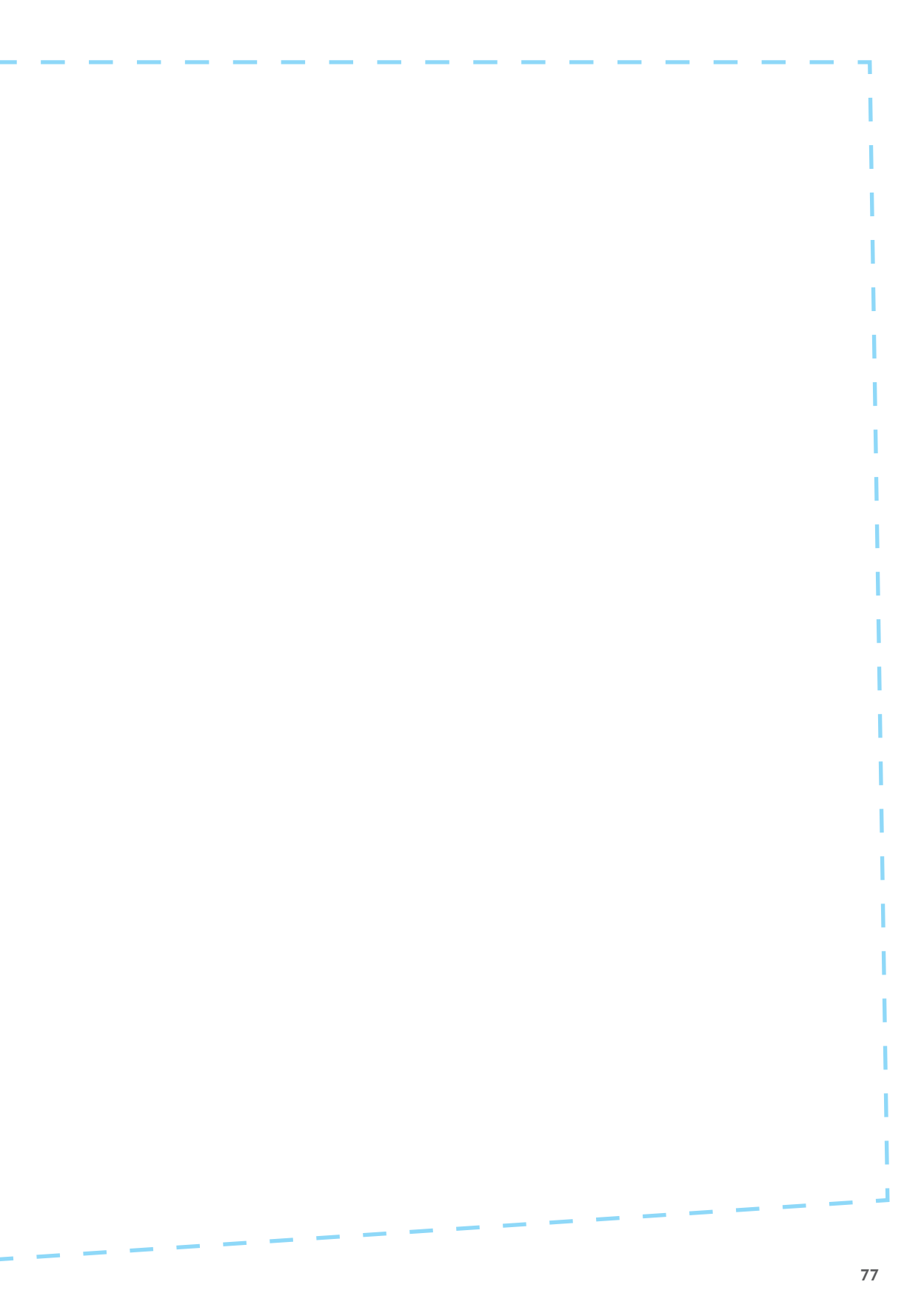
Describe the rules  
of a model city.  
What are the most  
important services  
in such a city?



A series of horizontal dashed lines for writing.

Draw the map of a city,  
which all the people  
on Earth would want  
to move to.





# CITY UNDER SIEGE

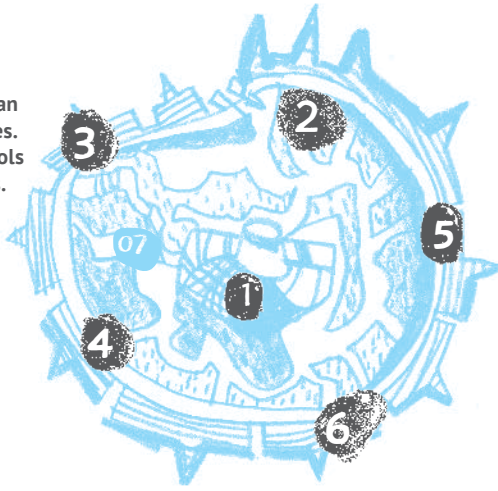
Food, water, heat, and energy — all these bare necessities are worth their weight in gold in a city under siege. Residents need to unite and help each other live through this hard time.



**IS IT POSSIBLE TO GROW FOOD  
INSIDE A BESIEGED CITY?  
IS IT POSSIBLE TO EXTRACT  
ENERGY, WATER, PRODUCE  
THINGS? CAN YOU STUDY, GO  
TO THEATERS AND MUSEUMS,  
WHEN SURROUNDED BY THE  
ENEMY?**



- 1 / Source of water. 2 / Urban farms.
- 3 / Defense structures.
- 4 / Bomb shelters. 5 / Schools and museums.
- 6 / Hospitals.
- 7 / Theaters and cinemas.



Draw a besieged city.

A large dashed-line rectangular area for drawing.

# No 28

## SUN CITY, WHERE EVERY- ONE'S EQUAL



**MAGICIANS  
AND  
SCIENTISTS  
RULE  
THE CITY.**

“THE CITY IS BUILT GEOMETRICALLY, IT IS DIVIDED INTO FOUR SECTIONS BY THE CENTRAL STREETS — NORTH, EAST, SOUTH AND WEST. THE ARCADES, GALLERIES [FOR TAKING WALKS], OUTER FORTIFICATION AND BUILDING WALLS ARE DECORATED WITH MAGNIFICENT PAINTINGS. THE CROWNING GLORY IS A TEMPLE ERECTED ON THE VERY TOP OF THE HILL. ON THE ALTAR OF THIS TEMPLE ARE PLACED THE TERRESTRIAL AND CELESTIAL GLOBES, AND THE DOME CONTAINS IMAGES OF ALL THE STARS, UP TO THE SIXTH MAGNITUDE, AND ON THE OUTSIDE IS TOPPED WITH A WEATHERVANE.”

Alexander Gorfunkel «Tommaso Campanella»

Think about  
the rules of  
your Sun City.



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Draw a map of your city of equal and happy people.



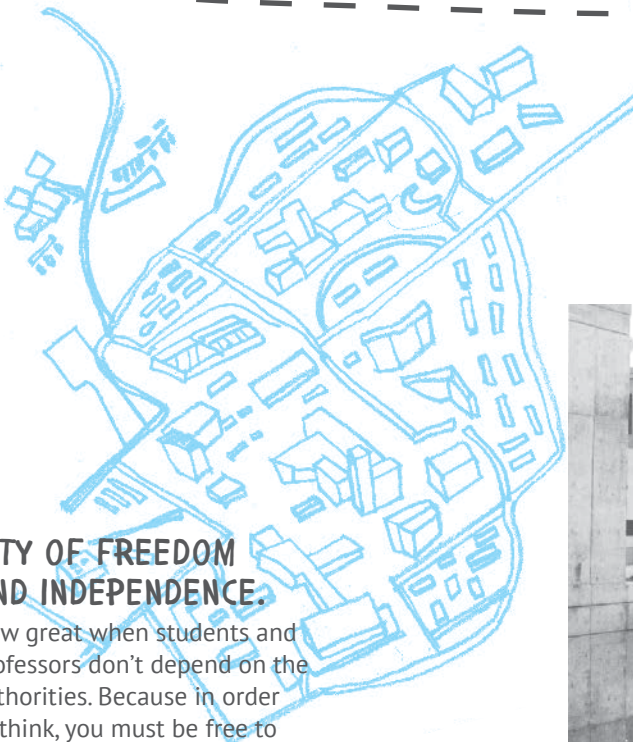
THE INHABITANTS OF THE CITY OF THE SUN ARE "RICH AND POOR TOGETHER MAKE UP THE COMMUNITY. THEY ARE RICH BECAUSE THEY WANT NOTHING, POOR BECAUSE THEY POSSESS NOTHING; AND CONSEQUENTLY THEY ARE NOT SLAVES TO CIRCUMSTANCES, BUT CIRCUMSTANCES SERVE THEM."

Tommaso Campanella "The City of the Sun"

# SCHOOL CITY, WHERE EVERYONE TEACHES EACH OTHER.

# №29

Citizens here believe that the most important thing is to teach and learn. The preservation and dissemination of knowledge and the search for new information are the city's main occupations.

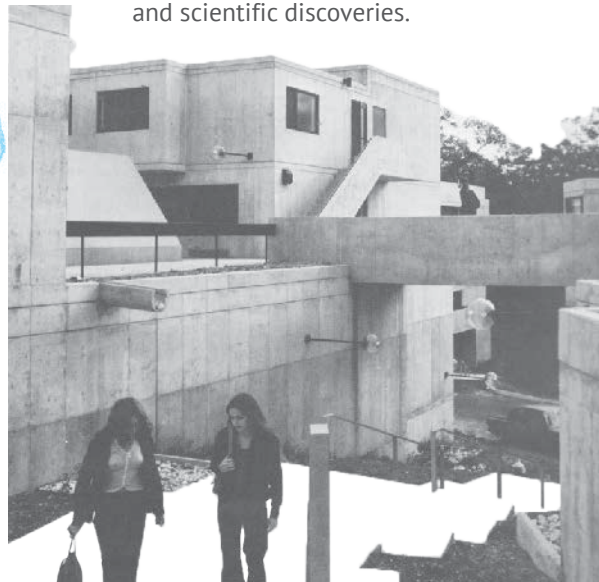


## CITY OF FREEDOM AND INDEPENDENCE.

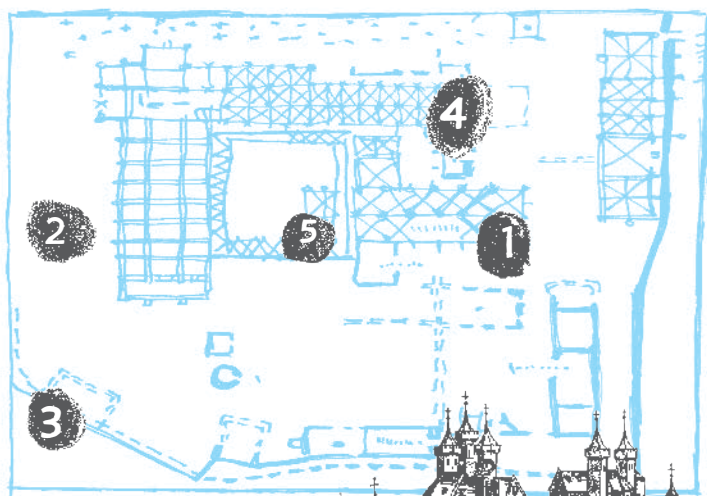
How great when students and professors don't depend on the authorities. Because in order to think, you must be free to do so.

## JUST WALK AROUND AND THINK.

Scientists and writers, engineers and artists learn, invent, create and disseminate knowledge and scientific discoveries.



Нарисуй карту  
твоего города-  
школы.



- 1 / Жилые покои.
- 2 / Библиотека.
- 3 / Главный вход.
- 4 / Парк и галереи для прогулок.
- 5 / Главный храм.

## SOLITUDE AND DETACHMENT FROM THE WORLD.

In school cities, just like in monasteries, residents are detached from the rest of the world. Is it a good thing?



And what will your school be like? Cut off from the world or involved in it? Will you take friends and family there with you, or would you prefer to concentrate on your own self-development?

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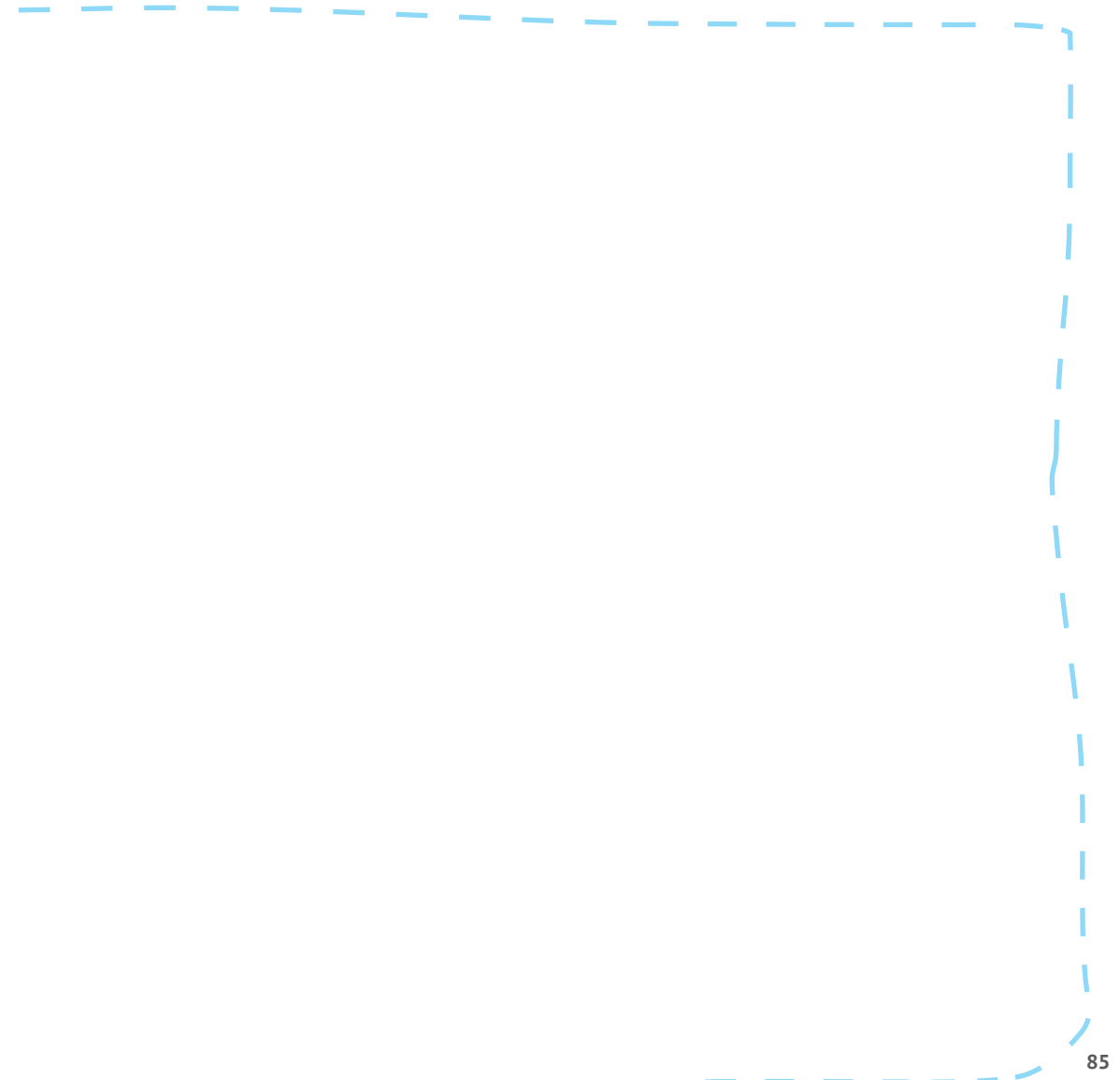
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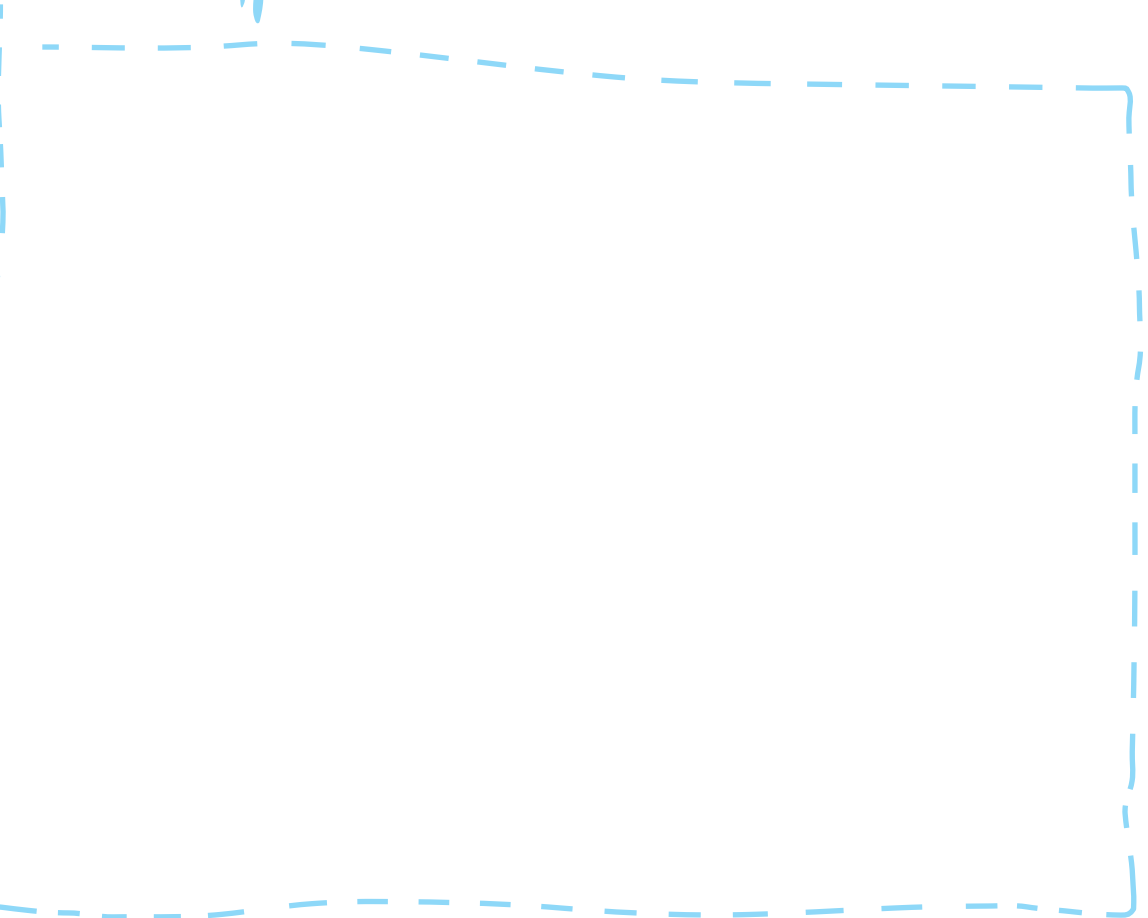
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# CITY OF CARE

Modern cities are built around factories, banks and offices. Traditionally, these are/they house male occupations. Perhaps robots will soon work in factories and plants. Imagine what will happen if you build a city around women's activities: the birth and rearing of children, caring for the sick and elderly.

Draw a map of a city where most of people's time is devoted to caring for each other.





# No30

## WHAT IS MOST IMPORTANT IN THE CARING CITY?

- plants and factories
- roads and cars
- schools and universities
- playgrounds
- nursing homes
- parks, gardens
- labyrinths, traps
- zoos and nature reserves in the open air
- farms where you can grow food

What of the things we  
have in our cities now  
will be absent from  
the caring city?



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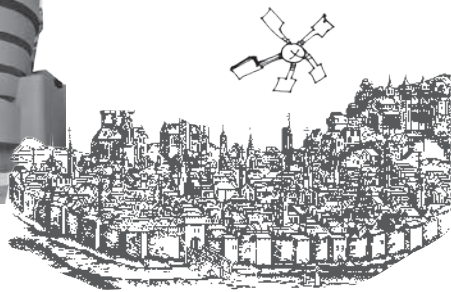
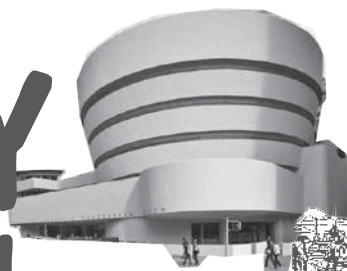
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# STUDY MATERIAL



## Nº1 THE CITY THAT ALWAYS SLEEPS

Cult movie *The Matrix* by the Wachowski sisters shows a dystopian future. It imagines a world where people are immersed in a dream, controlled by intelligent all-powerful machines. In this dream the surrounding world seems technologically perfect, while in fact cities lie in ruin. The main characters rebel against a seemingly attractive illusion, in order to restore people's sense of reality.

«The Matrix is a system. That system is our enemy. But when you're inside, you look around, what do you see? Businessmen, teachers, lawyers, carpenters. The very minds of the people we are trying to save. But until we do, these people are still a part of that system and that makes them our enemy. You have to understand, most of these people are not ready to be unplugged. And many of them are so injured, so hopelessly dependent on the system, that they will fight to protect it.» (*The Matrix*)

## Nº2 FLYING CITIES

«Flying City» was the diploma/degree project of Soviet architect Georgi Krutikov, which he called the city of the future. He proposed to completely liberate the land/earth from buildings, leaving it for recreation and tourism, creating architecture that floated in the air. This futuristic city would be a cluster of gigantic housing complexes, flying through the sky like a cloud.

Besides these Krutikov invented compact cabin houses that could easily fly, float or roll on the ground. This would be a comfortable home for travelling outside the floating city, while being a personal mode of transport at the same time.

A similar idea was described in 1915 by the poet Velimir Khlebnikov: «The idea is this: a container of molded glass, a mobile dwelling-unit supplied with a door, with attachment couplings, mounted on wheels, with its inhabitant inside it. It is set on a train

(special gauge, with racks specially designed to hold such modules) or on a steamship, and inside, without ever leaving it, its inhabitant would travel to his destination. Expandable on occasion, the glass cubicle was suitable for overnight camping. Once it had been decided that the primary building unit would no longer be an incidental material like brick, but rather these modular units inhabited by individuals, they began the construction of framework-buildings whose open spaces were filled in by the inhabitants themselves with their moveable glass cubicles. And these units were able to be transported from one building to another. Thus was a great achievement attained: it was no longer the single individual who travelled, but his house on wheels or, more precisely, his booth, capable of being attached to a flatrack on a train or to a spaceship.» Argentinian artist Tomás Saraceno has been thinking of different ways to live in the sky since 2008. As part of the research project «Cloud Cities» he is

developing a prototype for an international modular settlement. His aerial constructions of transparent and reflective materials are exhibited in museums around the world. Inspired by real-life examples of bacteria and galaxies, the structure of foam or neural networks, the artist is looking for new ways to live and travel in harmony with nature.

## Nº3 CITY IN THE CLOUDS

Jonathan Swift wrote *Gulliver's Travels* in 1726. In his third voyage, Gulliver discovers the flying island of Laputa: "I turned back, and perceived a vast opaque body between me and the sun moving forwards towards the island [...] As it approached nearer over the place where I was, it appeared to be a firm substance, the bottom flat, smooth, and shining very bright, from the reflection of the sea below. [...] The reader can hardly conceive my astonishment, to behold an island in the air, inhabited by men, who were able (as it should



seem) to raise or sink, or put it into progressive motion, as they pleased.” Laputa is populated predominantly by scientists, who are so impractical – with their head in the clouds – they notice neither the uselessness of their experiments, nor the decline and ruin of the country below – Balnibarbi, which is ruled by the King of Laputa. Swift’s satire describes the unfair relations [hierarchy] which thrive on [result from] technological advantage. Interestingly, Gulliver’s author thought this injustice brings unhappiness both to the people of the lower and the upper city.

## Nº4 FIGHTING CITY

Many European cities such as Manchester, Vienna, Cologne and Florence take their layout from Roman military camps.

«... Two main roads, much wider than the rest, divide the city into four parts; the grid of blocks is kept strictly rectangular. A square in the center of the city, a forum, has the

same area as a block. The forum is located either in the geometric center of the city, or depending on the local conditions, is shifted somewhat away from the central axis of the city. Fortifications span the perimeter of the city with a gate at the center of each side. This was the layout of Augusta Praetoria (modern Aosta), founded by [Emperor] Augustus in 28 BC, where he housed 3000 soldiers; Augusta Taurinorum (modern Turin) and many other cities.» (*General History of Architecture, vol. 2, 'Architecture of the Ancient World (Greece and Rome)'*).

## Nº5 FREE CITY

In 1971 some residents of Copenhagen seized an abandoned military barracks in the city center. They decided to create a self-governed society, where each person was responsible for the welfare of the entire community, they called this new city inside a city Christiania. Without asking the authorities’ permission, they built their own houses, opened shops, studios, a theater, set

up a kindergarten and a school, TV stations and a co-operative bank. The citizens of Denmark as well as foreigners flocked to see this amazing place, attend its concerts and exhibitions.

For many years Christiania was able to remain independent. However, in 2004 the city government of Copenhagen passed a law abolishing the collective management of real estate in Christiania. Every house became private property, and the spirit of the commune was destroyed. Today Christiania is very different, but Danish and European museums keep alive the history of this amazing experiment, which lasted half a century long.

## Nº6 GAME CITY

Cartoonist founder of infamous animation studio Walt Disney was also known for creating the largest theme park in the world – Disney World. It contains the fairytale buildings of Disney cartoons. Over 60 thousand people work here, there are dozens of hotels, a multitude of restaurants, a bus depot and a monorail

system – it seems like a city, for sure. But adults invent the games in this city. You have to stick to the Disney script.

Sam Chermayeff, tutor at the Royal College of Art in London, thinks that city roofs and the spaces between buildings are great places for playing games. Or even better – why not give an entire building in the city center for public use and turn it into a playground? Imagine a ten-story house, built especially to play and run around in. A maze house, a garden-house, a park-house!

Sometimes an existing construction can be adapted for leisure. For example, in the German city of Duisburg an old steel plant was turned into a landscape park! The blast furnace, electricity generator, huge water tanks, and railway – have all been transformed into recreational space for playing games, taking walks and relaxing. The British educator Alexander Neill believed even school should be a place for play. In 1921 he founded Summerhill School on the basis that teachers and children should be equal from



now on. In this school, nobody is forced to go to class, and games are no less important than other tasks. Students choose subjects according to their taste, and nobody is given grades. All decisions are made collectively, each person has a vote. Everyone behaves as they please, as long as they don't harm others.

«I believe that to impose anything by authority is wrong. The child should not do anything until he comes to the opinion – his own opinion – that it should be done. The curse of humanity is the external compulsion, whether it comes from the Pope or the state or the teacher or the parent. It is fascism in toto.» (*A.S. Neill, Summerhill: A Radical Approach to Child-Rearing*) And what is a game anyway? Space flight – is that a game?

«Do they fly or stand still? And if the fly, then where? Up? Down? There was no top or bottom. The rocket was under their feet – which meant they were flying 'up'. But the Earth's radiant sphere floated in space over their heads. So they flew towards the Earth, that is falling 'down'. And

in relation to the stars?» (*Alexander Belyaev, Jump into the Void*)

## №7 CITY OF LITTLE BOYS AND GIRLS

Soviet writer Nikolay Nosov created a trilogy about Dunno [Neznayka] and his friends inventing a whole world for his characters. Flower Town was a model of the ideal Soviet city, the high-tech Sun City – a radiant communist utopia. Greenville was renowned for its fruits and vegetables, whilst in Katigoroshkin everyone went around on bicycles, and from Space City Dunno flew to the moon – where he encountered capitalist relations for the first time (they no longer existed on Earth).

This is what Dunno's hometown was like: «Their town was very pretty. Around every house grew daisies, dandelions, and honeysuckle, and the streets were all named after flowers: Blue-bell Street, Daisy Lane, and Primrose Avenue. That is why the town was called Flower Town. It stood

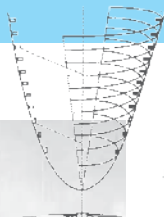
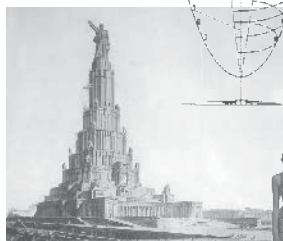
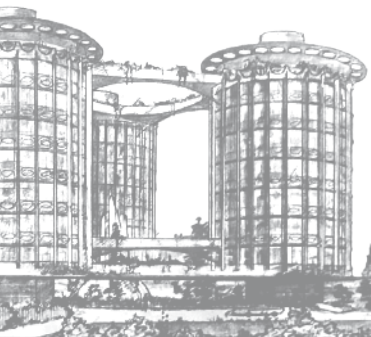
on the bank of a little brook. The Mites called it Cucumber River because so many cucumbers grew on its banks.» The citizens would gather food together in the nearby forest and ride in soda-water cars. «Soda-water cars of this sort were very popular among the Mites. But the car that Bendum and Twistum made had one very important improvement: there was a little rubber tube hanging out of the soda-water tank so that the driver could take a sip whenever he wanted it without stopping the car.» (*Nikolai Nosov, The Adventures of Dunno and His Friends*)

The little people would bring back something new and useful from each trip to a neighboring town, and implement it in their life, for example: electricity, telephones, television, a sewing factory or a spaceport. For many people Dunno is one of the favorite characters of Soviet literature, and the world of the little 'Mite' people – the unrealized dream of Communism.

## №8 CITY OF GREED

Soviet sci-fi writer Alexander Belyaev sets his dystopian novel, *The Air Merchant*, in a secret underground factory city. Mr. Bailey, the businessman owner, liquefies [condenses] air from the atmosphere and sells it. Because of this, the Earth begins to lose its atmosphere, causing a catastrophic shortage of air. The workers have no choice but to keep working just for the right to breathe.

“– Surely you don't plan to deprive the earth of all its atmosphere? – I exclaimed in surprise. – Why not? – replied Mr. Bailey. – Come though, and you will see that it is quite possible. <...> – But the earth without its atmosphere will be a catastrophe! – I said – Oh yes, – Bailey replied sarcastically – People will suffocate, plants will die out together with people, an icy chill will descend on Earth from space ... Life will end, and the Earth will become as dead as the icy moon ... And it will be so, damn it! – Bailey cried. At this moment I thought I was speaking with a madman. – Do you want to destroy



humanity? – I asked.  
– I don't give a damn about humanity. It's heading for death anyway. Our planet is not eternal after all, it's doomed – and not by me. So it will happen sooner or later – what does it matter."  
*(Alexander Belyaev, The Air Merchant)*

The company Nestlé is often criticized for its irresponsible use of water in India, Pakistan and other developing countries. In the documentary film *We Feed the World* (2005), its former director Peter Brabeck-Letmathe, said: "It's a question of whether we should privatize the normal water supply for the population. And there are two different opinions on the matter. [...] NGOs, who bang on about declaring water a public right. [...] That's an extreme solution. The other view says that water is a foodstuff like any other, and like any other foodstuff it should have a market value. Personally, I believe it's better to give a foodstuff a value so that we're all aware it has its price...»

## Nº9 FAMILY TOWN

Just two hundred years ago, most people lived in villages and small settlements, where everyone knew each other or were [somehow] related. Some believe that this former, community, way of living was safer and more natural for people. Others think that the appearance of large cities has liberated us. Because now we can easily meet new people, change profession, move to another street or even to another city.

## Nº10 CITY IN THE DESERT

Italian architect Paolo Soleri designed and built Arcosanti – a city in the Arizona desert. Soleri wanted to prove that urban life can be combined with a respect for nature and serve to benefit its inhabitants, not just make profit for big companies. Arcosanti has everything you need: residential buildings/housing, cafes, hotels, shops, a cinema and a theater, gardens and farms, a swimming pool and an amphitheater for general meetings. The buildings are located

so that everywhere can be reached on foot. Soleri used the air's natural circulation for heating and cooling; this minimizes the need for air conditioning. Arcosanti became an embodied utopia, even though it houses fewer inhabitants than planned.

The nearest village to Arcosanti is Spring Valley, with a comparable population it occupies ten times the area. One-story houses with thin walls are strewn along highways. Of course you couldn't manage without a car here. To get to work, go shopping or to the cinema – you need to travel long distances everywhere. A lot of energy is also spent on heating and cooling homes. Presuming that oil and gas will get more expensive or disappear [altogether], life in Spring Valley will become impossible. These two settlements are so close, yet the life inside is organized very differently.

## Nº11 REFUGE CITY

In 1931, Abram Ioffe, known as the father of Soviet physics, proposed

the idea of making single building cities in the USSR. A million people would live in one such house. As conceived by Ioffe these cylindrical windowless buildings would be heated by human body warmth. Enterprises and institutions would be distributed so that everyone's workplace was no farther than five hundred meters from their apartment – that is 7-8 minutes walk. On the one hand Ioffe's ideas are similar to the projects of Soleri, they both planned out human lives with the precision of an architectural model – energy consumption, work, entertainment and sleep – everything should be in accordance with the overall rhythm of the city. On the other hand, Arcosanti is a relatively small town of only 5000 inhabitants. It is more like a family town, where everyone knows each other. But what would it be like to live in a house of millions?



## №12 BIG BROTHER CITY

**Big Brother City**  
In North Korea, every citizen is obliged to have a standard portrait of the leader hanging on the wall. Any other photos on this wall are prohibited. There is a statue of the leader in every North Korean town. Where it's not possible to erect a statue, a concrete wall is built and painted with his portrait. Each kindergarten has a special room in the middle of which stands a model of the leader's home village, and pictures of the leader's childhood adorn the walls, as well as his traditional portrait. All children and teachers bow down to the portrait three times before the start of class, while chanting «Thank you, Chief, Father!»  
The phrase «Big Brother» first appeared in George Orwell's novel 1984. It has become a byword for any large organization that keeps track of its members.

## №13 SURVEILLANCE CITY

**British newspaper The Independent** reported that contemporary Londoners are recorded on camera up to three hundred times a day. Introduced in England in the 1950s, CCTV cameras were designed to monitor traffic. But since then they have spread everywhere, filming citizens not only on the streets but also in shops, schools, hospitals, parks, and even at home. Today, London [metropolitan] police encourage the installment of cameras with facial recognition technology. Activists defending the right to privacy, argue that filming people who are not suspects, is a threat to common wellbeing. Meanwhile, over 160 thousand surveillance cameras, some of which are already connected to a centralized system of facial recognition, are keeping watch over Moscow's residents. In an interview for *The Guardian*, former employee of the CIA and human rights activist Edward Snowden said:

«Saying that you don't care about the right to privacy because you have nothing to hide is no different than saying you don't care about freedom of speech because you have nothing to say.»

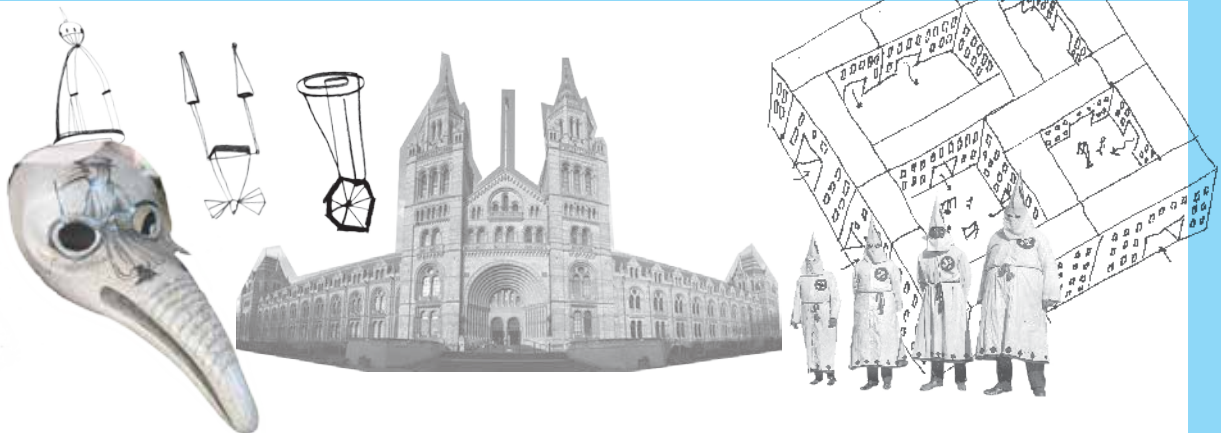
## №14 TRANSPARENT CITY

*We* by Yevgeny Zamyatin is one of the first dystopian novels about the totalitarian regimes of the twentieth century. It was followed by others, such as George Orwell's 1984 and Aldous Huxley's *Brave New World*. In a totalitarian society there is a center that everyone must obey. This is how the power vertical is constructed/enforced. In a traditional society, power is distributed horizontally and evenly – everyone knows each other and looks after one another.  
And what if you combine the two systems? In contemporary China, the state is introducing a social rating program, in which citizens evaluate each other. People who receive bad ratings will have to pay more for a

hotel room or a plane ticket; such people will be the first to be made redundant; they are unlikely to get approved for a bank loan. The danger of such a system is that it becomes mandatory. It's impossible to refuse to take part in the ratings. Each citizen has to be an obedient and useful part of the general mechanism, or they'll be punished.

## №15 MASKED CITY

During the Venice carnival, the city and relations between people in it changed beyond recognition. Masks had the power to erase social barriers and abolish behavioral norms. Nothing was too shameful, too daring, too reckless or too debauched for the carnival. "In a mask, you can say everything and dare to do anything; authorized by the Republic the mask is under its protection. Masked you can go anywhere: to a salon, a government office, a monastery, a ball, a palace, or the Ridotto [venetian gambling house]. It's easy enough to read about sitting at home in



an armchair, but just try to imagine it properly! There are no barriers, no ranks. There is no patrician in his long robe, no porter who kisses its edge, no spy, no nun, guardsman, noble lady, inquisitor, filigree, pauper or foreigner. There is nothing but one title and one being.” (Pavel Muratov «*Images of Italy*»)

## №16 CITY OF SHAME

In 2017, women in Saudi Arabia were given the right to drive cars. However, they are still forbidden to go out wearing anything other than the abaya — a sort of dress-coat; a long black garment covering the body from head to toe. Here, unlike other Muslim countries, a woman’s appearance is dictated not by her husband or father, but by the king. Therefore, all women in the country must wear an abaya. They are also forbidden to go outside without being accompanied by a man, either their husband or a close relative who has reached adulthood. Without his permission, a woman cannot study, work or go abroad.

## №17 CITY OF INVISIBLES

Written in 1897 *Invisible Man* by HG Wells, is a novel about an inventor who discovers the secret of invisibility. But misunderstood by those around him and tempted by omnipotence, he brings ruin on himself and his invention.

“I am just a human being — solid, needing food and drink, needing covering too — But I’m invisible. You see? Invisible. Simple idea. Invisible.” (H. G. Wells, *The Invisible Man: A Grotesque Romance*)

In modern cities, where surveillance cameras follow us everywhere, becoming invisible can be very tempting. American designer Adam Harvey makes costumes that help those wishing to escape the intrusive eye of the camera. Harvey offers neckties and pins, raincoats and scarves, supplied with a special coating that confuses cameras. Making your/ the wearer’s face or figure look like a blur in the picture.

## №18 A CITY THAT VALUES LONELINESS

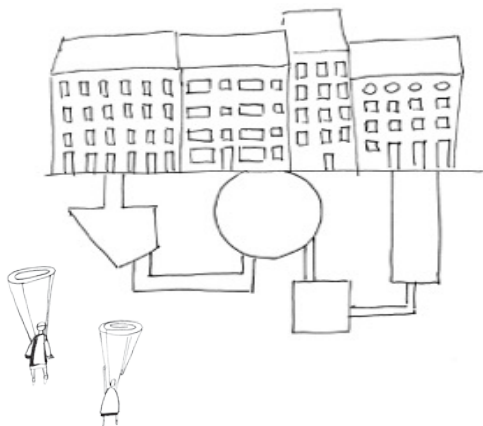
A City That Values Loneliness  
In the Victorian era, a cult of private life triumphed among the English middle classes. Industrialization brought a division of private and working space, it became possible to allocate private zones for family members within the home. The Victorian house concealed the lives of its inhabitants behind heavy curtains and thick walls, it was only possible to get inside by invitation. But the inhabitants themselves were also separated from each other — each had his own room, among the upper classes even spouses could have separate bedrooms. The corridor system, which appeared in the Victorian era, was a novelty for Europe.

«One of the rooms was covered in drapery, even the flower vases, lamps, the clock on the wall, piano and table legs. What wasn’t draped in

fabric, was tied with bows. The only thing in the room that wasn’t dressed up was the poker for the fireplace, and in contrast to all the rest it really did look naked! The homeowners were ready to put up with some level of discomfort for the sake of public opinion, which was to determine one’s social circle, and provide acquaintance with the right people. « (Tatiana Dittrich «*The Everyday Life of Victorian England*») London, one of the first industrial cities in the world, was dirty, smelly and crowded. Overpopulation, poverty and unsanitary conditions forced wealthy residents to seek sanctuary inside their homes. The then new concept of the city also begat the new concept of organizing private living space.

## №19 ONE MAN CITY

In the 1880s the town of Buford had about two thousand residents — they were building one of the largest railroads in the United States. Now, the roadside entry sign



reads "Population: 1". A gloomy and taciturn man named Dan is officially the mayor of the town, which has only one house, and two barns — a grocery and a hardware store, both of which Dan runs. Buford also has a gas station. Passing truckers, often pull the mayor straight out of bed and make him fill up their trucks. «If you get lost around Buford, then you'd better know where Dan lives. Otherwise you're finished, there's not a soul for miles around,» — say the residents of the nearby towns.

But, life in a metropolis also won't necessarily save you from loneliness. «The only place where I feel alone in a modern city is the street. There I don't know anyone and nobody knows me. As soon as I find myself at home I immediately open up my social networks — I post on Facebook or Twitter, write comments, to which somebody immediately responds. So I become a public persona at home. In the past, it was the other way around: going out onto the street of a small

town or village, one would immediately meet acquaintances — the baker, the postman — and find oneself in a public space, and only seek solitude at home» (Sam Chermoeff).

The private city of Celebration, owned by the Walt Disney Corporation, was built in 2005 in Florida. It has just over 7,500 inhabitants. Disney promised its resident clients a happy life in an ideal city in which there would be no crime, no poverty: with low-rise buildings designed by the best American architects, pedestrian streets, shops, a compact town center and excellent schools. Simply a dream!

However, some believe that a private town, where there is no democracy — is dystopia in itself. After all, the residents have only the rights and expectations of consumers, but no civil rights. No one chose the owner of the city, and cannot re-elect him, he has the right to make new laws or change existing ones. The police and city services are completely under his control.

## №20 GHOST TOWN

The ghost town of Machu Picchu is one of the few surviving cities of ancient America, located in Peru, at an altitude of 2500 m/meters/[feet?] above sea level. When Spanish conquistadors invaded the Inca Empire in 1532, all the inhabitants of Machu Picchu mysteriously disappeared. We still don't know the city's real name, or what kind of people lived there, and how many of them there were. But one thing is certain: whoever built Machu Picchu must have been ingenious artisans/builders. The drainage system, strong foundations, solid walls and stepped terraces all constructed by them, have been protecting Machu Picchu from landslides, rain and a myriad tourists for over 500 years.

## №21 CITY OF RUNNERS

«It's amazing the sheer amount of desires people

have here. They run after them day and night, eight days a week, five hundred days a year. They can never get enough, they always want more, they want something new — they want it all.

'Why are they rushing around like crazy?' — you ask yourself, but then you also start running, because all of a sudden you too don't have enough, because there are so many possibilities. And everything's so interesting.»

(Arina Kholina «Moscow. The city that never»), Moscow, like many big cities, is filled with people who are running around for business, running after and away from one another, jumping over hurdles on the run, running in circles and on the spot.

## №22 UNDERGROUND CITY

Underground cities have been around for a long time. For example, the city of Derinkuyu in the Turkish province of Cappadocia was built in I-II millennium BC[E]. Volcanic tuff — a unique





soft stone permitted the hollowing of housing for 20 thousand people, without the need for complex tools. There were stables and corrals, churches and schools, canteens and bakeries, barns, wine cellars and workshops. And such an intricate system of tunnels that an intruder would easily get lost. Tunnels exist under many cities. Sometimes it's the subway/underground, sometimes catacombs. But in Beijing people were so afraid of nuclear war that they built an entire bunker city: 30 kilometers of tunnels connect underground houses, schools, hospitals, shops, libraries, theaters, and factories. There's even an underground roller skating rink. In Mexico City, they're not going quite so far as to build a whole city, however they are planning to build an underground house. But what a house it will be! A 65-storey pyramid will pierce the center of the Mexican capital with its tip – no wonder they call it the earthscraper. Outside, the glass roof of the building will serve as an area for recreation and

outdoor concerts. Inside, the architect Esteban Suarez plans to use geothermal energy, which will make the building autonomous. It's not easy to build downwards, but this way it won't disrupt the historical landscape of the city, and won't violate the restriction on constructions higher than eight floors, operational in the city center. And in the Russian city of Mirny they already have a ready-made cavity – a leftover diamond mine. There are no more diamonds there, and landslides are threatening neighboring villages. Moscow architect Nikolai Lyutovsky has proposed building a strong concrete carcass inside the quarry to strengthen the walls and cover the top with a transparent dome – the result will be an autonomous underground eco-city for ten thousand people. Yakutiya has a harsh climate with temperatures reaching -60 °C in the winter. But underground it never falls below zero. The quarry would be good for both people and plants – the designers have allotted most of the space to vertical farms, orchards

and forests-parks, which will clean the air. Finally, fantastical plans for cosmic cities, often design them under the surface of planets. According to the director of the NASA Astrobiology Institute Penelope Boston, it's the only right solution for making safe settlements on other planets. «My first article published in 1981, was about inflatable greenhouses on the surface of Mars, but since then I have stopped being so naive and now I know that the only way to live on other planets is in underground cities.» – said the professor.

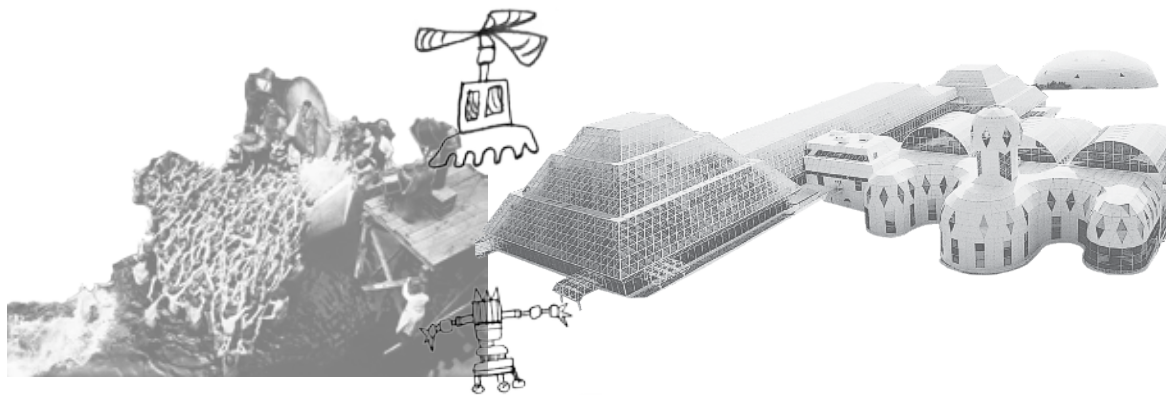
## №23 CITY IN THE OCEAN

City in the Ocean  
In 2008, Peter Thiel, creator of the electronic payment system PayPal and first investor in Facebook, together with a number of other American billionaires, founded an institute that is working on a floating city-state project. It consists of separate island modules located in international

waters, and therefore not subject to the laws of other states. They can constantly move, free to unite or part with each other. They are autonomous – growing their own food on platforms or in the ocean and getting energy from solar panels. Over a thousand people have expressed the desire to live in this city and buy an apartment costing \$1,500 per square meter. But will floating cities help humanity get rid of inequality and create a fair society if citizenship on this island is a commercial product?

## №24 CITY OF PUNISHMENT

The Ku Klux Klan is an American organization fighting for the idea of white supremacy/the superiority of the white race. Members of the Ku Klux Klan posted orange pips anonymously to their enemies – blacks, Jews, communists or anyone who disagreed. Whoever received such a warning had to renounce his views or run away, otherwise he could be killed. In order



to appear nameless but dangerous, members of the organization dressed up in white robes and hoods. In these uniforms they resembled ghosts of fallen soldiers who fought in the Civil War for the slaveholding South. White robes helped members of the Ku Klux Klan to intimidate people, and express their views, while remaining incognito. On mass processions for example, members wouldn't be able to tell who the hooded figures around them are. Some US states still prohibit the wearing of masks in public places since bans were imposed in the 1920s-1950s as a response to the terror unleashed by the Ku Klux Klan.

## №25 TRASH CITY

On the outskirts of Cairo, there is an area, known as «Garbage City». The Egyptians who live there, have a dirty job to do/perform an unsavory task: they sort through all the trash brought in from the 20-million-resident city. Families from young to old work there, picking

out everything that has any value. Many of these rubbish-sorters/scavengers were peasants, but in order to survive they were forced to do this, a job that in Islamic tradition is considered «unclean». On the first floors of the unfinished and dilapidated two- and three-story brick houses people are hard at work sorting and packaging waste, and their living quarters are on the floors above. Streets, yards and even rooftops are all filled up with waste. Everything stinks. But this does not prevent normal city life — here children play, adults smoke hookah pipes in cafes, street vendors offer fruit and freshly baked bread.

## №26 NOAH'S ARK

«Biosphere 2» was a grand experiment in the Arizona desert: a glass dome system containing an ultramodern agricultural unit, an avant-garde residential house and five biomes/ landscape modules: jungle, savannah, desert, mangrove forest and a

small ocean complete with beach and coral reef. Apart from people — goats, pigs, chickens — and over three thousand other animal species lived there in total. This «ark» was intended to survive autonomously for two years, feeding on the produce grown inside the biosphere, breathing oxygen produced by the plants, purifying and reusing the same water. A sort of a miniature planet, where eight volunteers — four men and four women — were planning to spend their days engaged in manual labor, taking meals together, playing music in their spare time, and finally, working for the benefit of science.

Particular attention was paid to the airtightness of the domes. In order for the biosphere not to burst, they constructed so-called lungs — huge arched membranes, which inflated during the day and deflated at night. The only resource that this huge greenhouse took from outside was electricity needed especially for cooling and water circulation. On September 26, 1993, when the entrance was

officially depressurized letting out the people inside, their faces clearly spoke for the fact that the experiment had failed — this truly was an «expulsion from Eden». The biosphere proved to be uninhabitable. Today, «Biosphere 2» serves as a testament to the unsuccessful human attempts to imitate the Earth's biosphere and a reminder of how important it is to preserve it.

## №27 MODEL CITY

After the Second World War, Germany's capital was divided between the allies. East Berlin became the capital of the Socialist part, whereas West Berlin turned into a bastion of capitalism inside East Germany, demonstrating its superiority over the Soviets. It was a major industrial center with developed commerce, smoothly running bank system and excellent service industry. The city's economy could be compared with that of developed countries, such as Finland, Denmark, Portugal and Turkey. West Berlin housed



about 180 research centers, 35 museums and 18 theaters were operating. The Symphony Orchestra directed by Herbert von Karajan enjoyed world renown. There were international fairs, exhibitions and conventions of all kinds. The only thing missing was an army. GDR residents clearly appreciated the success of West Berlin: by the beginning of the 60s one in seven people escaped from East Germany to the West. To stop this exodus/migration, the government built the Berlin Wall. Vladimir Vysotsky, whose acquaintance with Europe began with this city, felt unwell at the sight of a local supermarket. His wife, actress Marina Vlady recalls: «...We stop at the window of a grocery store: the shelves are crammed with meat, sausages, fruit and tinned food. You go white as a sheet, suddenly double over, and begin to vomit. When we finally get back to the hotel, you are on the brink of tears: - How can it be? They lost the war, and they have everything, but we won, and we have nothing!» (Fedor Razzakov, «Vladimir

*Vysotsky: Of Course, I'll Be Back...»*)

## №28 CITY UNDER SIEGE

The blockade of Leningrad lasted 872 days. Almost three million people were trapped, a third of them died from starvation, cold and bombings. Hunger began in September 1941 when the Germans bombed the central food warehouse and blocked the delivery of food.

However, even in the worst of times, life in the city did not stop: schools and universities continued to work, theaters and museums were running, music continued to play in the Philharmonic, and writers and artists, poets and scientists continued to think and create. The Leningrad blockade is an example of how a large thriving city can turn into a place of suffering and sorrow. And at the same time an example of how in almost any conditions people are able to continue leading – if not a normal – then certainly human lives at least.

## №29 THE CITY OF THE SUN

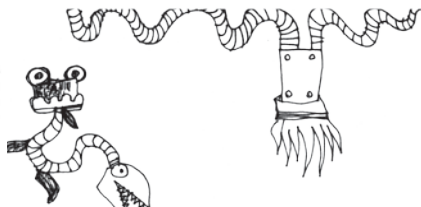
This is the title of a book written by Italian writer and philosopher Tommaso Campanella in 1602.

It describes a utopian community managed by magician-astrologers and scientists. In this ideal nation, infants were removed from their parents after weaning, and raised in state nurseries. Up to the age of seven, children were taught through play. The architecture of the city facilitated this since all the walls were covered with pictures of stones, minerals and metals, seas and rivers, lakes and springs, snow, thunderstorms, and all natural phenomena. «All the different families of trees and herbs are depicted, and there is a live specimen of each plant in earthenware vessels placed upon the outer partition of the arches»; innumerable fish, birds, animals can be found on the city walls. Not forgetting mathematical figures, maps of all regions of the

Earth, all kinds of crafts; «All worthy disciplines of study are depicted there in remarkable images and provided with explanatory inscriptions.»

## №30 SCHOOL CITY

A medieval monastery was not just a church with a few of monks – it was a small and thriving town. They grew produce, raised livestock, tended to orchards, made clothes, pottery, tools and much more. Monasteries also transcribed, stored and studied books and manuscripts. The origins of modern European universities lie in these monastic libraries. With time, the religious framework became too constricting for academic thought. The development of cities contributed to the birth of a new class of independent intellectuals, who chose their own subject of study. Gradually recruiting like-minded students and uniting by discipline, this became the origin of secular universities. The status of a university corporation meant independence from the crown, government



and most importantly, religious authority. Most modern universities are not only education and research centers, but also small towns, containing everything necessary for work and leisure.

## No 31 CITY OF CARE

Chilean architect Alejandro Aravena has designed social housing neighborhoods with significantly reduced construction costs. One of Aravena's projects was a residential area on the site of the Quinta Monroy slums in the Chilean city of Iquique. He planned a mass construction of many half houses which each family would purchase for a small government stipend, and finish building according to their own needs. By involving people in the creation of their own homes, the architect builds not only the space, but also the relationship of people to their homes and neighbors. Just one year later houses in the area increased in value by several times, but no one was in a hurry to part

with them. «The city itself - it is a tool for improving the quality of life and spreading that quality to the majority of the planet's population. In a few years about 70% of us will live in cities. In turn, the quality of life in the city is determined by what you can do there freely and for free. The main challenge of today is social inequality. And do not think that its root lies solely in the amount of annual income. Infrastructure, public spaces, social housing, transport systems — all these are a unique opportunities to address inequality. And the more parks and other nice places there are in a city which everyone can enjoy without buying a ticket, the better the city and the higher the quality of life», — said Alejandro Aravena.

So ends our nearly 100-page book about The City.  
I hope you found it interesting to read, comment/annotate and draw  
on its pages. Now, this book is more yours than mine!  
I am sure that while commenting on my collection of all different  
types of cities, you came up with your own.

Let's start with the most  
beautiful city where you  
and your friends would  
dream of living!

What will be in the  
center of your beautiful  
city? Does it have  
a center?

How do people play,  
learn, get sick/overcome  
illness, grow old, and  
travel in the city of your  
dreams?



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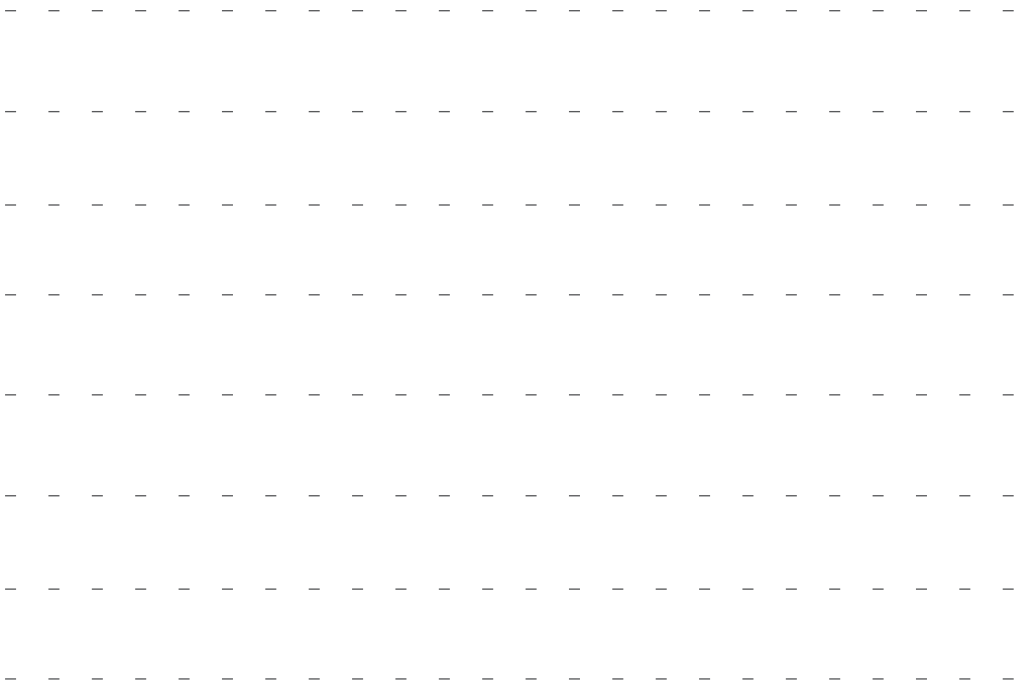
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And here draw and describe the city in which you wouldn't want to live.

Who's the boss in this/ your city? Does it have a boss? Is the city surrounded by a wall? What are the houses like? How are schools organized?



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# №000

Научно-популярное издание

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АНТРОПОЛОГИЯ  
ДЛЯ ДЕТЕЙ

для среднего школьного возраста

В соответствии с Федеральным законом  
№ 436 от 29 декабря 2010 года маркируется знаком 

УДК 087.5:821.161.1:82-93  
ББК 83.8:84(2=411.2)6-4  
Д79

**Дубровская, Ника.**

Д79 Город [для ср. шк. возраста] / Ника Дубровская – ил. автора. – Москва: Самокат, 2018. – 104 с. : ил. – (A4kids/Антропология для детей). – ISBN 978-5-91759-660-0.

- © Ника Дубровская, текст, оформление, 2018
- © Издание на русском языке.  
ООО «Издательский дом «Самокат», 2018
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Большое спасибо моему соавтору, архитектору, профессору Королевского колледжа искусств в Лондоне и Корнелльского университета в США Сэму Чермаеву. Сэм нарисовал большую часть городских планов в этой книге.

В создании книги также участвовали Александр Кох, Ника Давыдова, Алексей Борисенко, Людмила Ивакина, Екатерина Напренко, Елена Барская, Владислав Бачуров, Евгений Осташевский, Хива К, Наташа Илич, Анна Аكوпова, Любовь Кеменова, Анна Леус, Марина Томникова, Митя Кобринский и многие другие

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Тел. +7 (495) 506-17-38

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[www.samokatbook.ru](http://www.samokatbook.ru)

Подписано в печать 25.04.2018

Формат издания 84x108/16

Печать офсетная. Бумага офсетная.

Усл. печ. л. 8,38. Тираж 3000 экз. Заказ №

Отпечатано в соответствии

с предоставленными материалами

в





