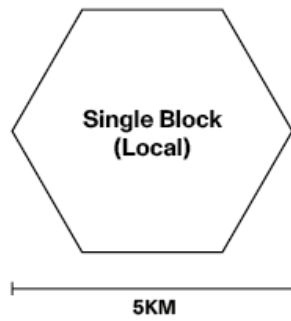


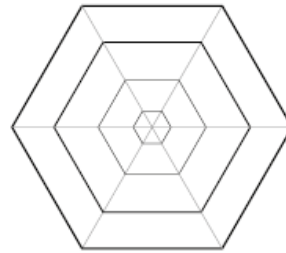
# Diagram

## Diagrams

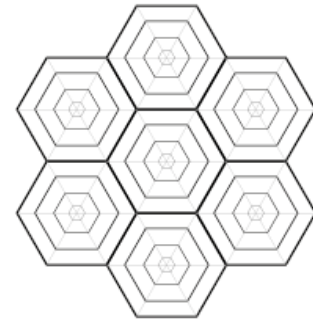
1. Cell-like Block



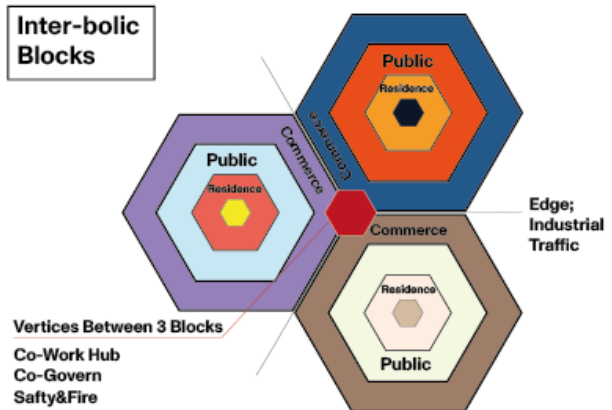
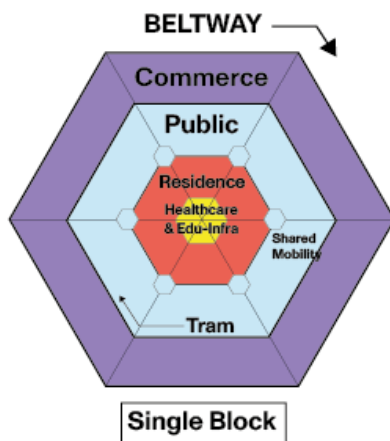
2. Layered Landuse



3. Arrangement

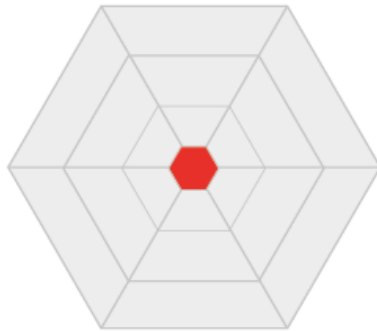


## Block Details

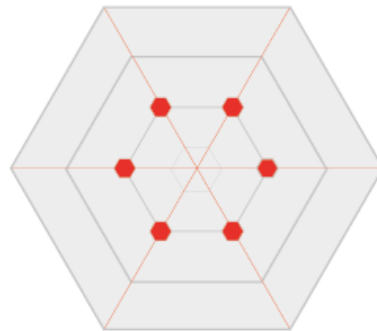


# Block System

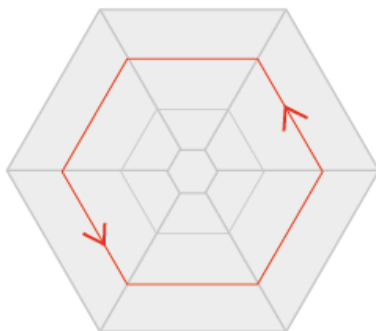
Block System



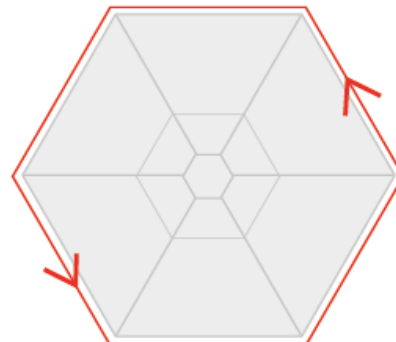
**Integrated  
Core Infra**



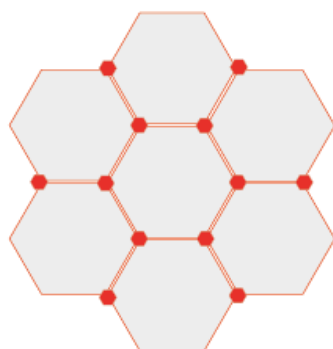
**In-Block  
Shared Mobility**



**In-Block  
Circulart Tram**



**Beltway**



**Co-work Cluster  
at Vertices**



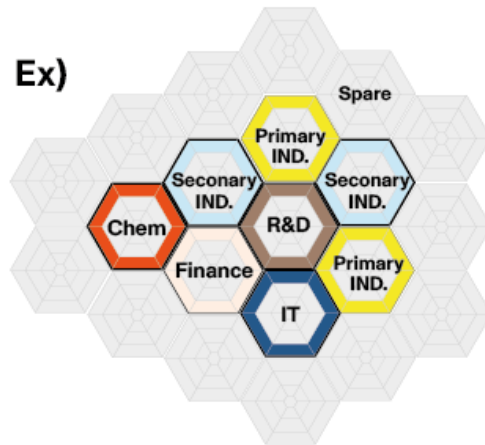
**Layered  
Urban Solid & Void**

# DEV.Rules & Governance

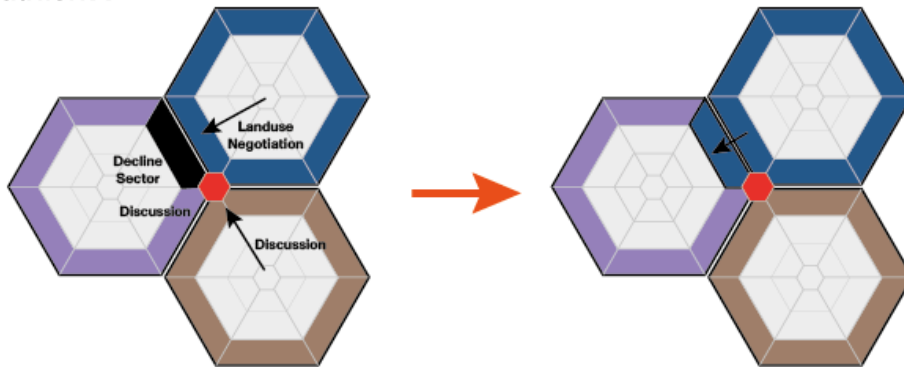
DEV.Rules & Situations

## Inter-bolic City

Initial Setup with Core Industries and Arrangement regarding Synergy between Industries.



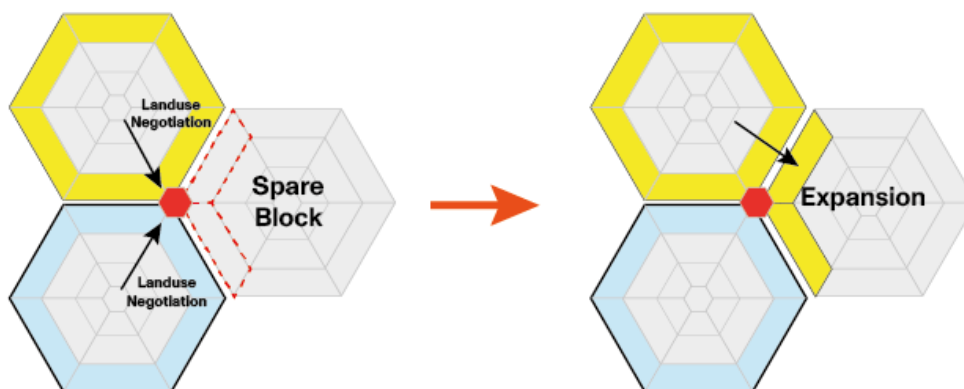
### Situation A



Block Part Decline  
→ 3 Blocks Negotiation

Block Decline  
& Development

### Situation B



Block Expansion  
→ 2 Blocks Negotiation

Block Development

# Core Features

## Core Features



**Layered Landuse**



**Integrated-Core infrastructure**



**Co-Governance**



**Local Branding & Design Guideline**



**Shared Micro Mobility**



**Beltway Between Commerce Layers**

# Local Branding(Ref.) ; Urban Design Guidelines

## Local Branding Ref.

