

# SÃO PAULO

## AVENIDA PAULISTA

### URBAN GAME 1.2. VALORACIÓN DE LOS TRAZADOS Y LA ARQUITECTURA

LEYENDA: -

CLASIFICACIÓN USOS:

- COMERCIOS
- SERVICIOS
- ADMINISTRACIÓN Y BANCO
- CULTURA Y EDUCACIÓN

CLASIFICACIÓN VIVIENDAS-FORMAS:

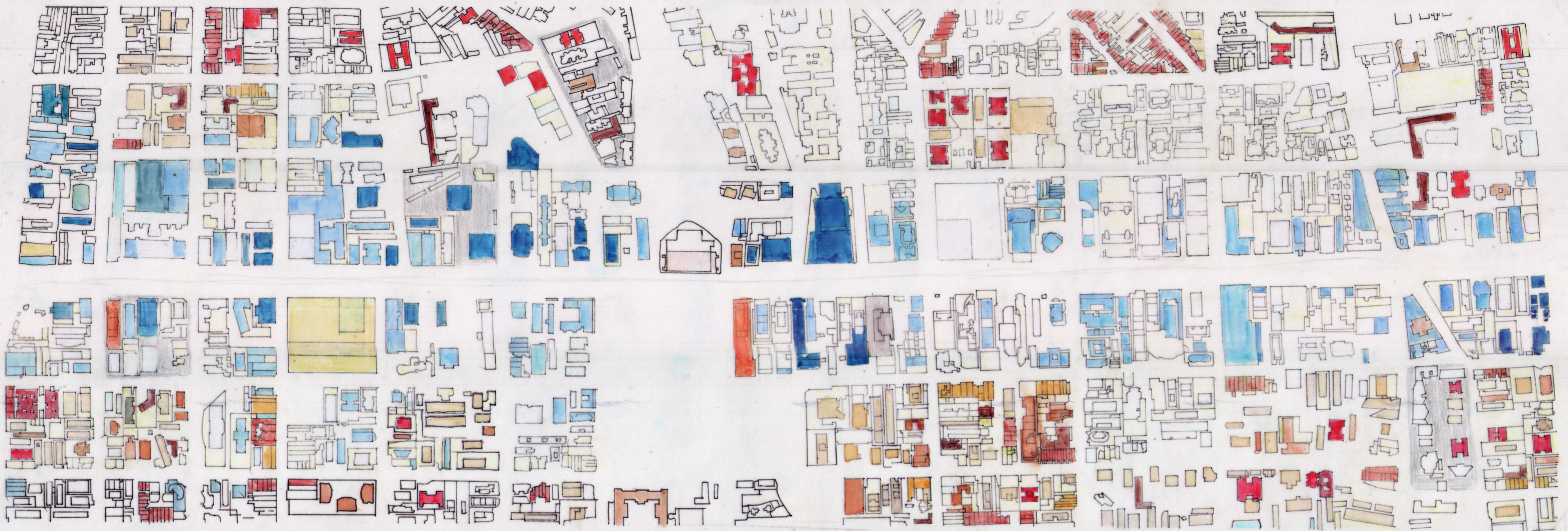
- O
- L
- CRUZ
- C

CLASIFICACIÓN VIVIENDAS-TIPOLOGÍA:

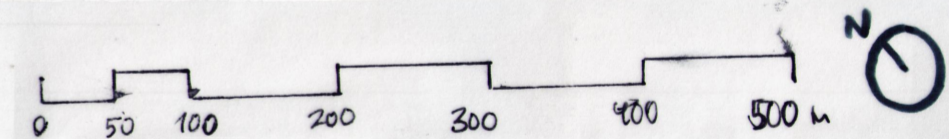
- HILERA
- PARADA
- ESCALONADA
- H
- LINEAL
- LONGITUDINAL

CLASIFICACIÓN RELACIÓN EDIFICIO-CALLE:

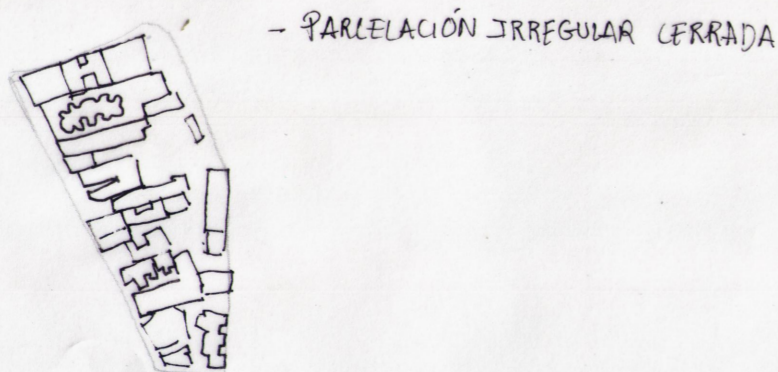
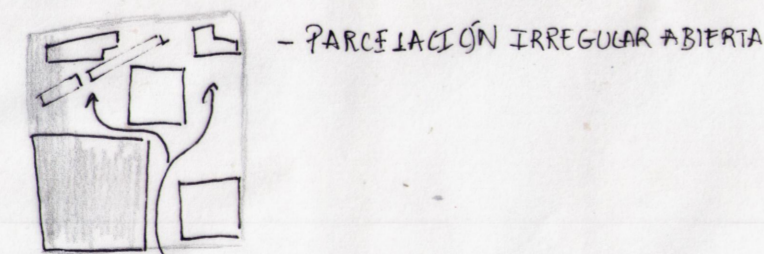
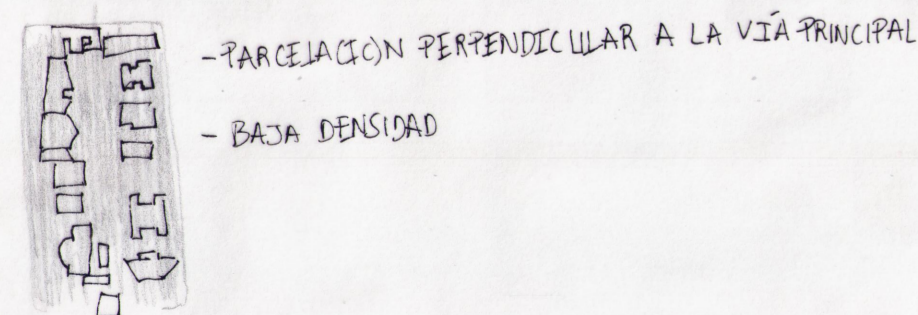
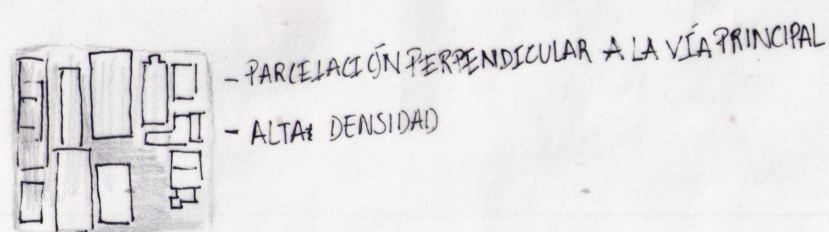
- ACCESO COTA 0
- ACCESO VESTIBULO
- ACCESO ESCALERAS



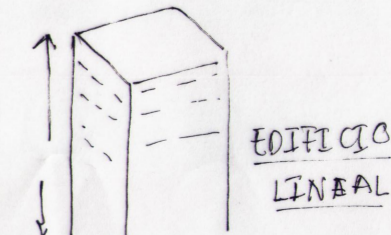
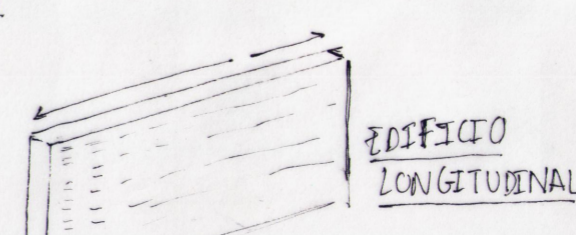
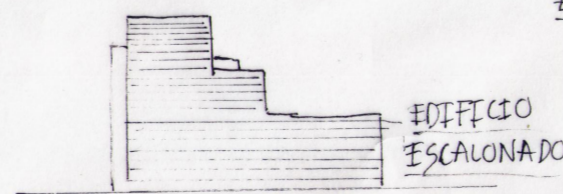
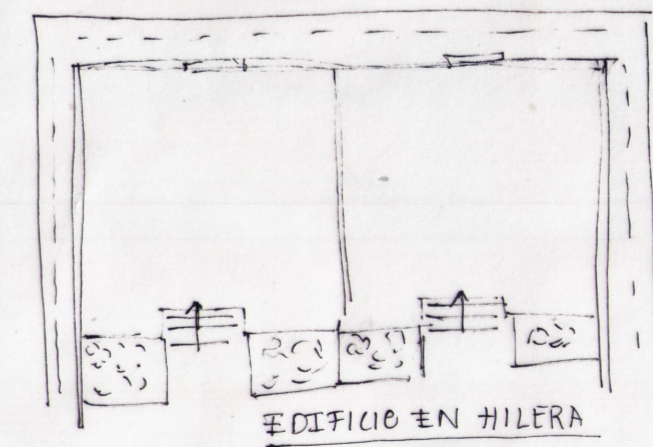
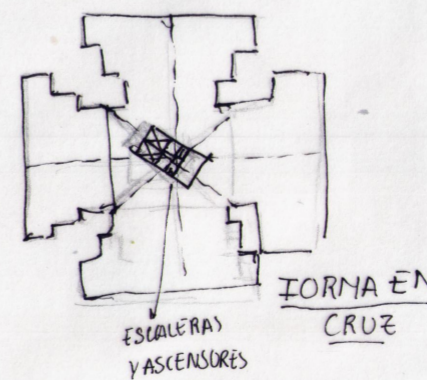
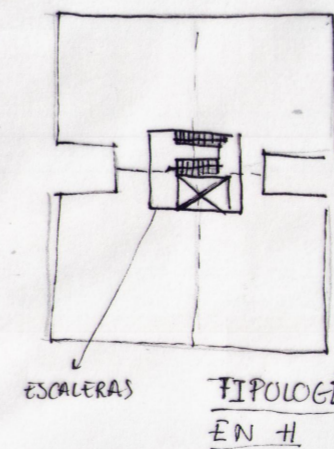
E. 1/5000



TIPOS DE PARCELACIÓN:



FORMAS Y TIPOLOGÍAS: - V. ACCESOS A VIVIENDAS



URBANISMO 1 - A  
 PAULA HONTOMIA CANO  
 SERENA VARESI  
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 2022 / 23