

- **Basic Data: human scale in architecture**
- **Community: houses, flats & apartments, gardens, education, hospitals, religion**
- **Commerce: shops & stores, restaurants, hotels, office buildings, banks, vehicle services, airports**
- **Industry: industrial buildings, laboratories, farm buildings**
- **Leisure: sport, theatres & cinemas, museums**
- **Components: measurement, materials, services, lighting, doors & windows, corridors stairs elevators**
- **Reference: bibliography, index**