Introduction texture

Over the decades passed of deliberate intervention activities and historical contexts through cities. Considerable theoretical and empirical work has been done during this period. Holding a major conference and effectively. In the field of architecture and urban development in the country, despite the frequent mention of the historic fabric of the city's architectural and urban sources, the concept of "histology", it is not considered as a special case. Reviews conducted in Persian sources also indicate that topics, theoretical background texture in the body texture in general and specifically the historic city are less accessible. Impediment to even the series defining the concept of "context" does not exist. Related concepts based on specific theories are not properly identified and provided, content, size and fragmented.

However, finding the hidden layers of texture in the body system, subsystem city and its history can be found. So far have not even mentioned, for example, the texture of the fabric of the city history is an open system that is explored. Some of which have not been considered yet or there is less interest in their relationship with each other. Moreover, since these textures, the processes of feedback form and they continue to give greater importance to their histological again be a major consideration.

Materials and Methods

The research method is descriptive and analytical methods to identify the anatomical organ system have benefited the city of Yazd. The lack of a theory of concepts related to the context Brlt line, to be provided to less develop. For this reason, the concepts related to the historic fabric of the city in histological texture, it has been one of the main goals of this paper. To do achieve the common language of the historical city of Yazd body texture with an emphasis on clear thinking, creating, and the recognition, analysis, intervention, and ultimately the formation of Systems Engineering will provide the context. Hence, it is essential to texture histology historic fabric of the city, based on the theoretical framework and define certain way done.

Finding and Results

Several interpretations of the inductive method (the whole) of the historical city of Yazd body texture systems, in this study. This means, fibers, bands, networks and land use in the body texture of different grades that were identified in the historical city of Yazd. They were

stratified texture components in hierarchical models. Thus, the typical hierarchy fabric texture components were written specific historical city of Yazd.

Observation of the body's texture historical city of Yazd, the control and correction of written debates helped. Comprehensive definition of texture dissection system based on a model of the historic city of Yazd conducted hierarchical historical fabric texture. They also identified the components of the system; two main results of this study are presented in this paper.

The appearance of objective and subjective made by humans or nature (or both), resulting in a myriad of feedback processes associated with stress and adhesion of the fibers, bands, networks and their relationship with each other in the given the time and place specified in the underlying material are sealed together or ingrained system of body texture called a historic town.

Old textures of historical city of Yazd, Yazd are part of the body texture. The historical city of Yazd is an open system, body texture, is very large and complex. It requires a thorough study of the method (s) so special is that it is possible. The historical city of Yazd body texture histology and systematic theoretical framework requires specific knowledge of many of the components of the system. Summing up the results of the studies shows a texture from the historical city of Yazd system and subsystem components such as fabric, string, nets and their relation to each other in the network are formed. These components, or intertwined with each other or with the help of attached land.

Conclusions

In the end, it can be noted that:

- Mass of buildings, yard and garden - sunken garden, seed blocks, sections, and use, the land use system various body texture are historical city of Yazd.

- staircases, passages and courtyards within courtyards - the sunken garden, siding, capping, alleys, side tracks, original tracks and avenues of flow, the vocal organ systems of the body are the historical city of Yazd.

- landing stairs, crossing paths in the yard and garden, sunken garden, entrances, intersections of streets, squares, intersections, original tracks and cross currents and accumulation of flows, in various sections are the system.

- mediated transport vehicles and operating system, network components in various texture of the body systems are historical city of Yazd.

- Each system component subsystems Historic Yazd in body texture, cells, matter and there are shells.

- Texture dissection system components historical city of Yazd, the correspondence between the military hierarchies to follow. Their relationship with the environment, have created the subsystem.

- Texture and skeletal systems – historical city of Yazd, is the resultant of all these subsystems.

Models seem to offer about the historic town of system components and subsystems body texture, its main features are theoretical. They could histological texture dissection system using the historical city of Yazd is very different from what was presented in this paper, it aims to do. It seems that some of these systems have remained unnoticed so far, using this method, we identified and presented. Some aspects of the historic urban fabric textures that can be applied according to the method can be listed as follows:

- Identification of species, types and patterns of constituent components in the system raised in the historic city of Yazd body texture;

- Rules to determine the qualitative and quantitative components of the system, the historical city of Yazd body texture, such as ratios, low relations, geometry, correlations, functions, and so they are.