

Circulation

Architecture

The routes through a building, and the choices that follow from picking one.

Each pattern buys something and costs something.

Pattern	Buys	Costs
Linear corridor	Simple, cheap, legible	Long, can be dull
Double-loaded	Most rooms per metre	One aspect, dark middle
Single-loaded	Daylight both sides	More wall per room
Central core	Short routes, compact	Deep plan, needs depth
Courtyard loop	Daylight, orientation	Long perimeter
Open network	Choice, encounter	Easy to get lost

Educational reference. Escape route widths and travel distances are set by building regulations, not by preference.