

# AN OUTLINE OF THE ARCHITECTURAL DESIGN PROCESS

## PURPOSE

client / brief / organisation / use + users /  
people / public / society / civics /  
content / space + spaces /

## PLACE

site / surrounds / environs / situation /  
topography / landscape / sustainability /  
climate: sun / wind / humidity / rain /

```
graph TD; Purpose[PURPOSE] --> Proposition[PROPOSITION]; Place[PLACE] --> Proposition; Proposition --> Principles[PRINCIPLES]; Principles --> Patterns[PATTERNS];
```

## PROPOSITION

concept / idea(s) / aims + intentions  
armature / diagrams / "form" (Louis Khan)

## PRINCIPLES

composition / form + space / plan + section  
spatial experience / container vs contained /  
precedent / operation

## PATTERNS

materials / construction / fabrication / assembly  
precedent / detailing / making / tools / operation

# STUDIO TEACHING ISSUES IN THE DESIGN PROCESS

## PURPOSE

who is there an identified and available client?

is the tutor acting as a client or as a mentor? which one and when?

## PLACE

is there a real site? if not, what is the site intended?

how is a useful site analysis conducted?

## PROPOSITION

is the proposition a response to purpose + place?

is the proposition based on design or on rhetoric?

how is the proposition expressed?

## PRINCIPLES

can the principles help re:fine or re:design the proposition?

is there an understanding architectural composition

the section is often more important than the plan.

## PATTERNS

there should be lots of site visits: to buildings under construction + built

the middle third of "Pattern Language" is a useful source of patterns

make detailed scaled models

make real buildings or parts of buildings

# SUCCESSFUL STUDIO DESIGN CRITIQUES

## STAGE 1

The critic should restate the project to the student to establish an understanding of the ideas and process and as an agreed basis for the crit.

## STAGE 2

The critic should identify the best ideas or strengths of the proposed design.

## STAGE 3

The critic should then identify a weakness (or weaknesses) of the design.

## STAGE 4

The critic should then show how the thinking in the best ideas, or strengths of the project can be used to improve the weaknesses.