Agenda: Classes No. 4 & 5

- What goes into a useful, satisfying and successful Comp Prep?
- A Working Definition of: What do I mean by design?
- And some basic CONCEPTS:
 - Difference
 - Existing situation Preferred situation
 - Description/evaluation
 - Aboutness
 - Issues
 - Places
- Assignment No. 2, ISSUES IN PLACES, pin-up next Thursday

Design Project Phases

Comp Prep

But, I think it's a mistake to think of this beginning as "pre-design". Designing has its origins, its possibilities and its potentials in the processes we'll be talking about here. It's really designing all the way!

Our goal then, and a useful way to test whether a project has developed far enough, is to be able to make a first schematic proposal by term's end.

And so our question is, "What goes into a useful, satisfying and successful Comp Prep?"



COMP PREP:

It's about projects and your project...
It's about how they begin and develop...
It's about designing and your growing design...

Here's my working definition of design and designing as a guide to the organization of the class:

Design is an intentional process for changing existing situations into preferred ones...



Difference

Preferred situations

closing the gap

getting from here to there

that is both situated and conditioned...



Difference

Preferred situations

closing the gap

getting from here to there

Situated? Stories always take place, and so do projects...
So where does yours take place?



Difference

Preferred situations

closing the gap

getting from here to there

Conditioned? As perceived and understood by a people, group, your client, you...

So, how to process this situation?





Preferred situations

How to process? Description/evaluation

You begin to describe and evaluate the project's existing situation in terms of your (your client's) present conception of the preferred.



And you begin to build your more conscious grasp of what the project is **about** by writing out some of its key issues.

Issues state and lead to the resolution of difference! Let's just get started...



Preferred situations

How to process? Issues in Places

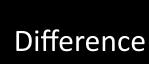
Next try to locate your issues by placing them.

Make some **image maps** of your project site and then relate some of the main issues to them. Image maps differentiate geographically/spatially. Surprise! That's just what Project No. 2 is about.



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Preferred situations

How to process? Issues in Places

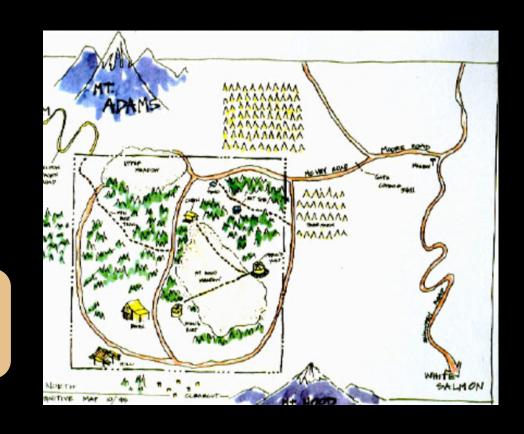
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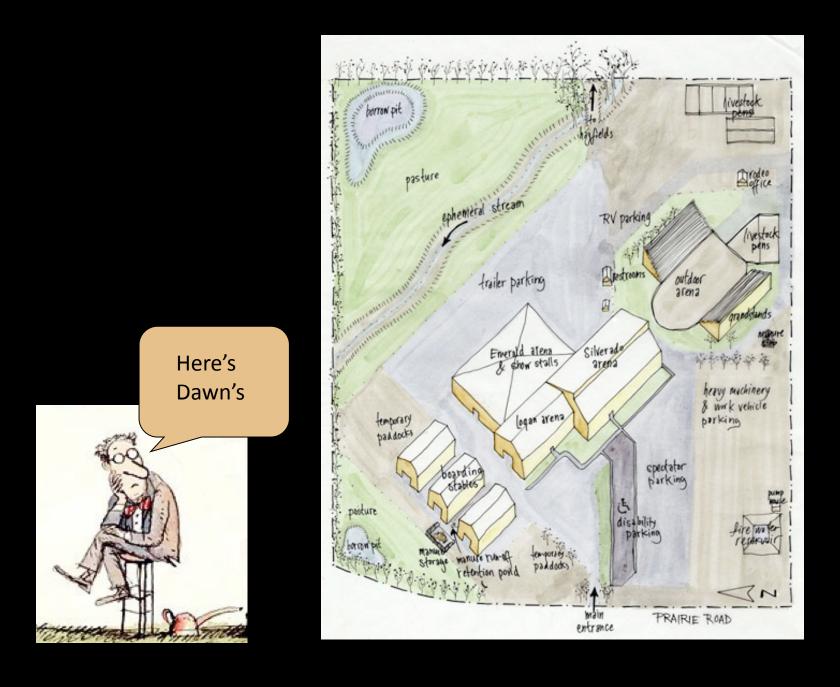
Keep things simple and diagrammatic. Draw over an air photo. Color a map to show its key paths and parts. Strive for an "essential" structure.

Places are full of perceived places, named parts you'll be working with. Parts have their own sub parts...



Here's Colleen's

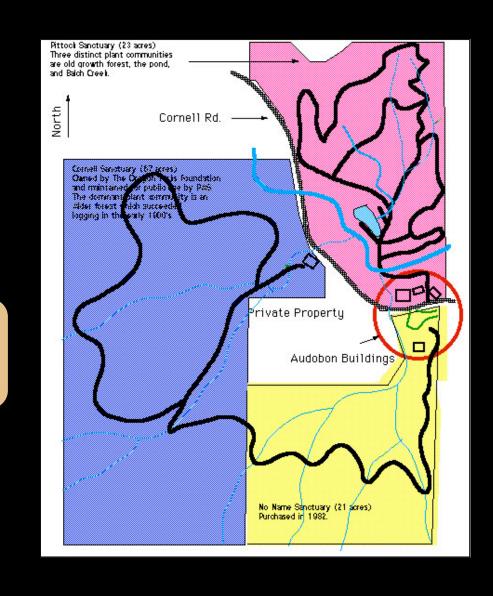




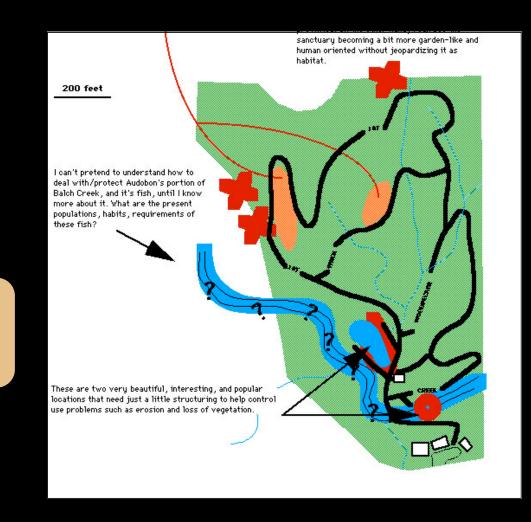


The Amazon @ 24th





Here's Felicia's





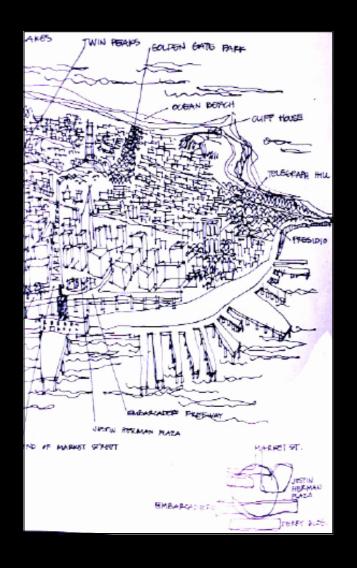


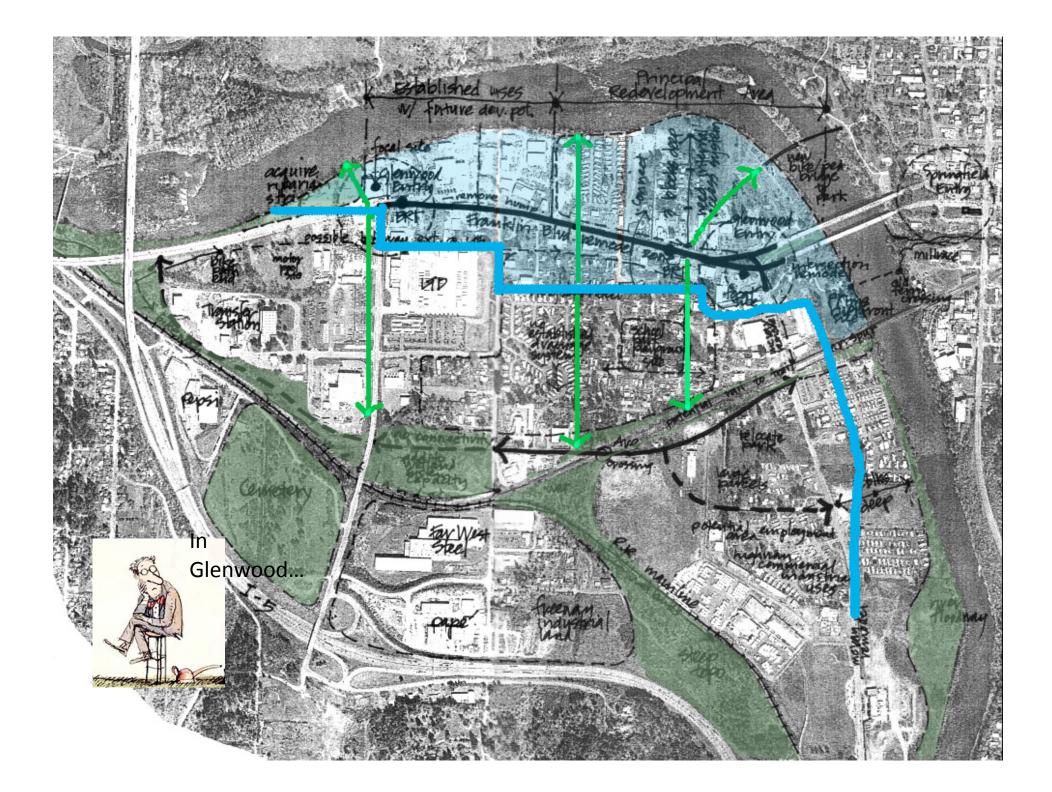
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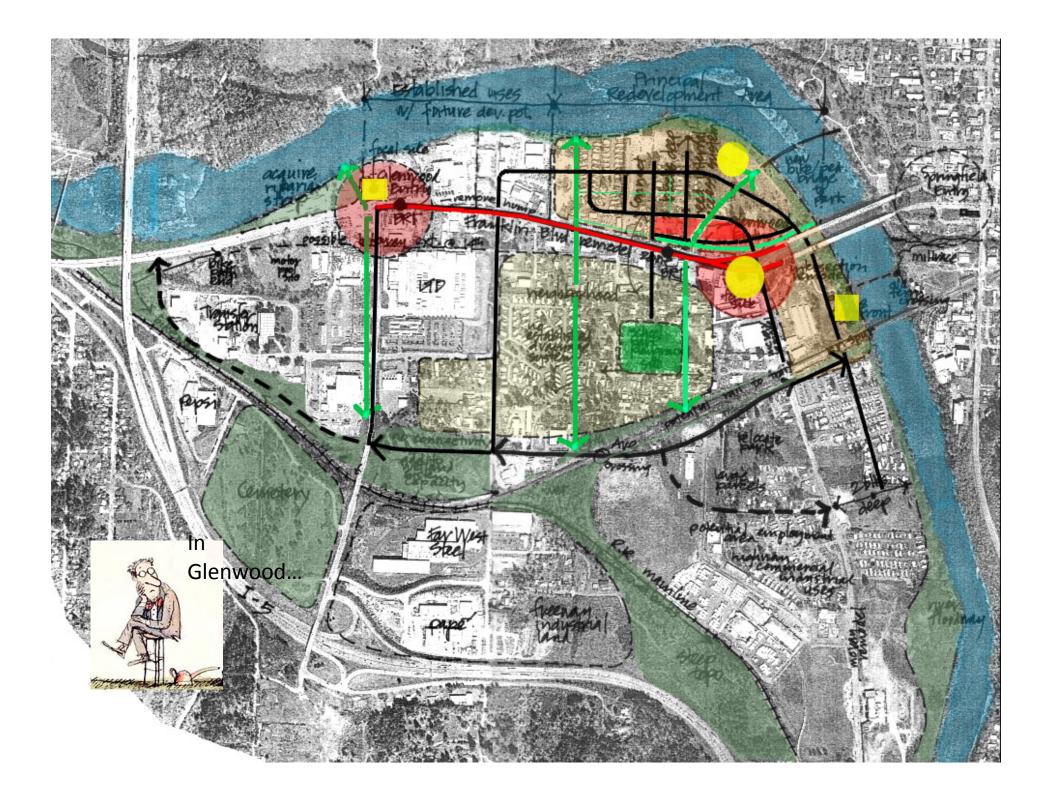












ISSUES IN PLACES

