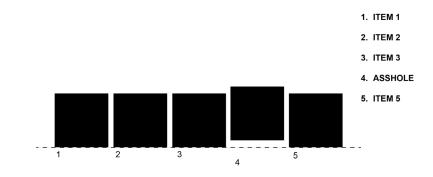


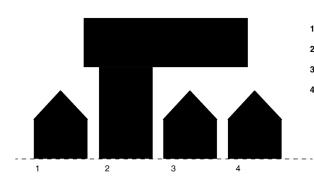
by

JODY BROWN

Coffee with an Architect

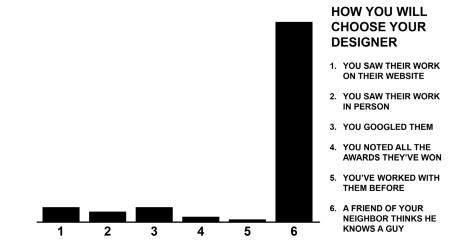
ALIGNMENT





CONTEXTUALISM

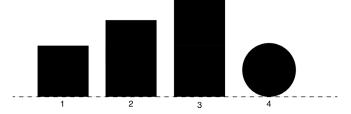
- 1. Traditional home
- 2. Architect
- 3. Historic home
- 4. Grandma's home

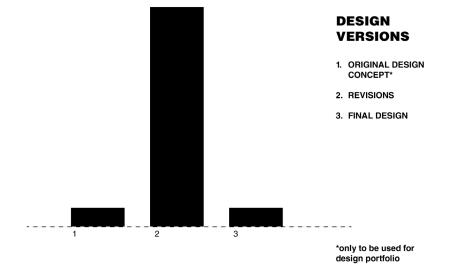


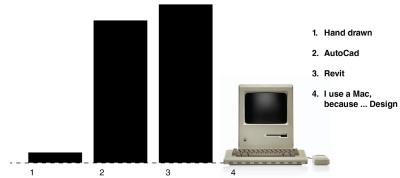




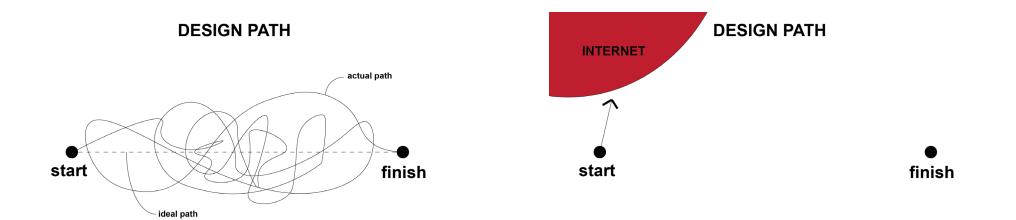
- 2. GOLDEN RECTANGLE
- 3. THE JAPANESE KEN
- 4. NO

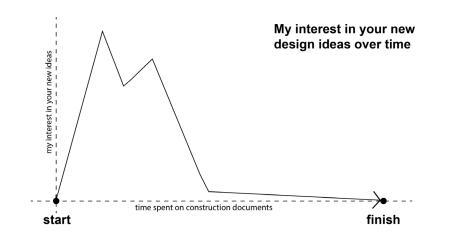


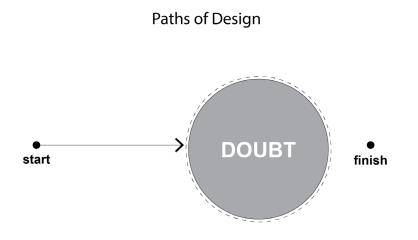


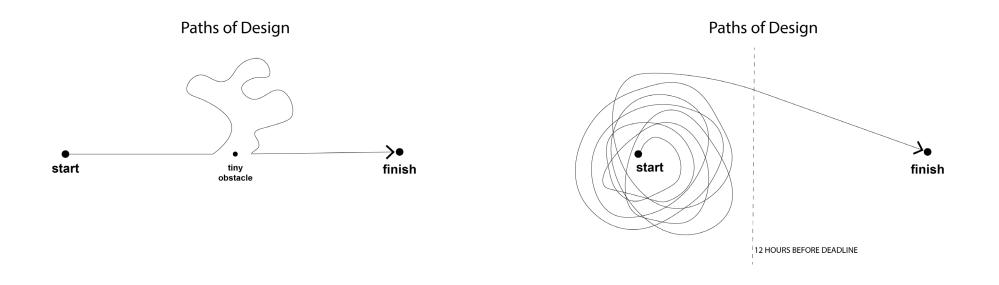


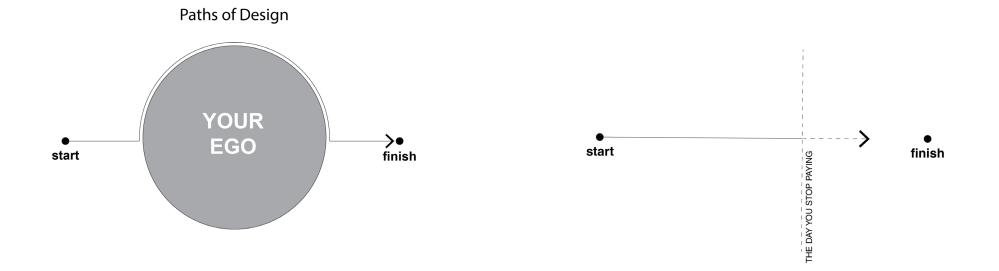
SOFTWARE





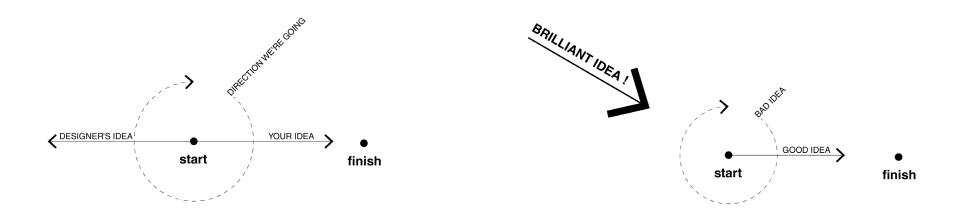


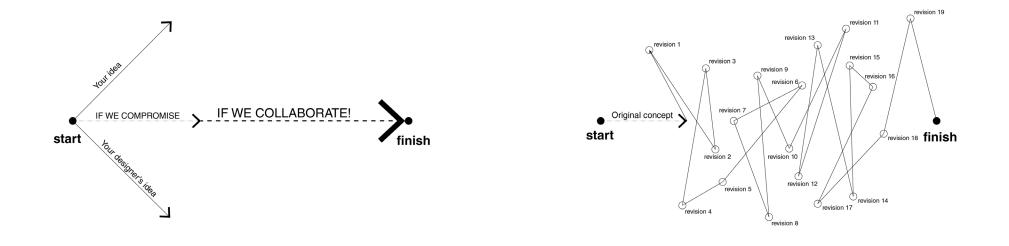


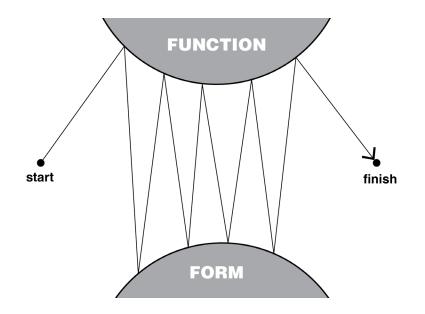


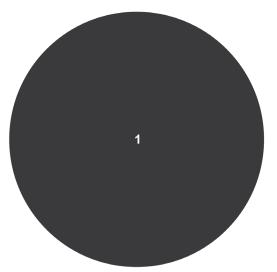






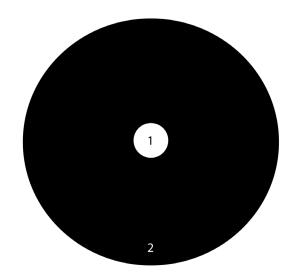






BEST PRACTICES FOR DESIGN

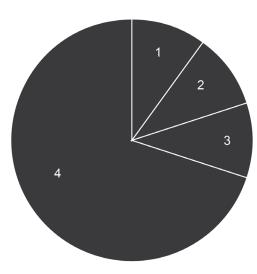
1. ALIGN ALL THE THINGS



BUDGET

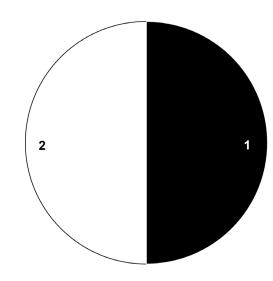
1. ORIGINAL CONSTRUCTION BUDGET

2. CONTRACTORS BID



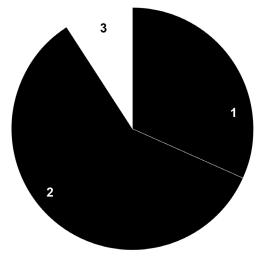
CONSTRUCTION DOCUMENTS

- 1. CAREFULLY DETAILING THE DESIGN INTENT.
- 2. METICULOUSLY DOCUMENTING THE SCOPE OF WORK.
- 3. QUANTIFYING ALL THE BUILDING COMPONENTS.
- 4. COVERING YOUR ASS.



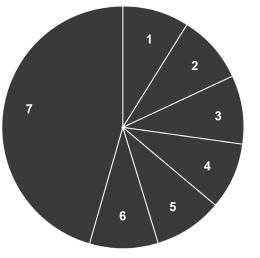
CONSTRUCTION PROBLEMS

- 1. THE CONTRACTOR DIDN'T BUILD IT THE WAY YOU DREW IT.
- 2. THE CONTRACTOR DID BUILD IT THE WAY YOU DREW IT.



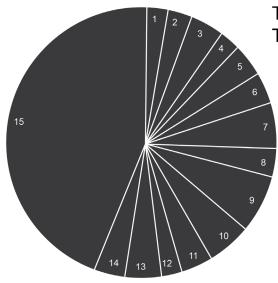
DEADLINES

- 1. HOW LONG YOU HAVE
- 2. HOW LONG IT WILL TAKE
- 3. HOW LONG THE CLIENT THINKS IT WILL TAKE



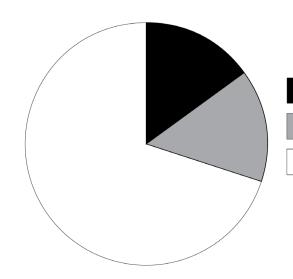
DESIGN BUDGET

- 1. WENT INTO WINDOWS
- 2. WENT INTO EXTERIOR MATERIALS
- 3. WENT INTO CONCRETE
- 4. WENT INTO STRUCTURAL
- 5. WENT INTO MECHANICAL SYSTEMS
- 6. WENT INTO ELECTRICAL SYSTEMS
- 7. WENT INTO YOUR DESIGNER'S EGO



THE BRAIN OF THE DESIGNER

- 1. SELF-DOUBT 2. CREATIVITY 3. STYLISH GLASSES 4. ANGST 5. THE COLOR WHITE
- 6. ARROGANCE
- 7. THE COLOR BLACK
- 8. SYMMETRY
- 9. CAT VIDEOS
- 10. FUNCTION
- 11. GLASS
- 12. GOOD IDEAS
- 13. BAD IDEAS
- 14. REALLY BAD IDEAS 15. THE OVERWHELMING
- VOID OF A BLANK PIECE OF PAPER

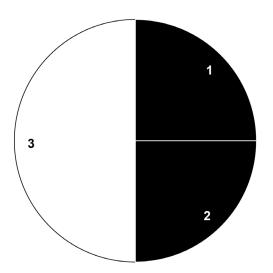


HOW YOU SPEND YOUR TIME WHILE DESIGNING

Drawing things

Aligning the things you drew

Realizing that if you align this thing with that thing then the other thing will not align with that other thing

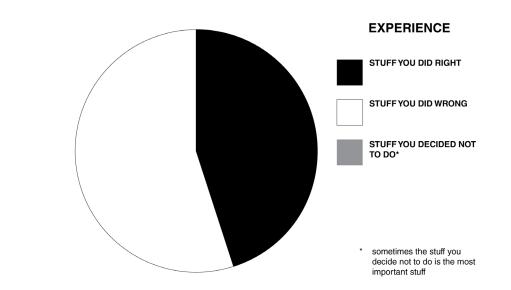


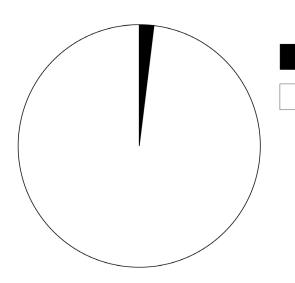


1. DRAWING

2. ERASING

3. PRESSING ESC

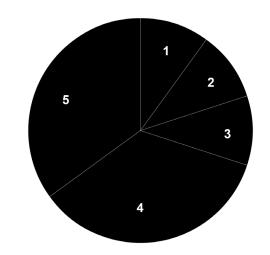




FEES

Fees for your architect

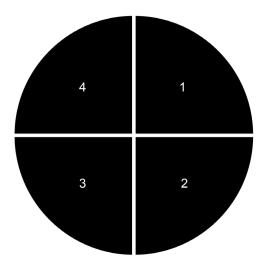
Land cost, real estate commissions, legal fees, environmental studies, zoning research, traffic studies, survey fees, soils testing, site development, civil engineering, sewer and septic design, water tap fees, sewer tap fees, electrical tap fees, driveway fees, Electrical, Mechanical, Plumbing engineering, Structural engineering, permit fees, impact fees, material costs, labor costs, contractor fees, insurance, property taxes, management fees, building maintenance fees, land-scaping, internet, technology, interior design fees, furnishings, lighting, janitorial, window washing, site maintenance, trash pickup, sales, marketing, advertising fees, etc.,etc.,etc.,etc.,etc.



WHAT IT FEELS LIKE TO LIVE IN A MODERNIST DESIGNED HOME

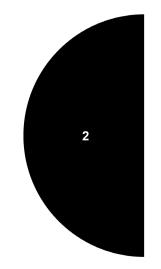
1. I'M LIVING IN A WORK OF ART

- 2. THIS IS TRULY A MACHINE FOR LIVING
- 3. MY NEIGHBORS CAN TOTALLY SEE IN HERE RIGHT NOW
- 4. I SEEM TO HAVE NO FURNITURE
- 5. I'M SO COLD



MODERNISM

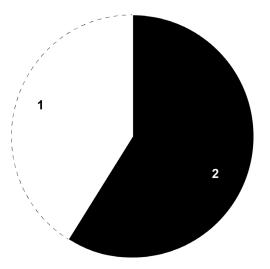
- 1. OPEN FLOOR PLAN
- 2. FLAT ROOF
- 3. REMOVING THE SEPARATION OF THE INTERIOR FROM THE EXTERIOR
- 4. THE CLIENT'S ABILITY TO SECURE A SUBSTANTIAL LOAN



MODERNISM

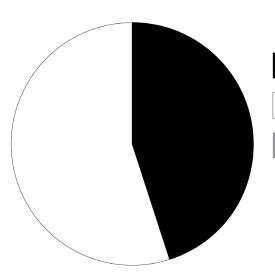
- 1. LESS
- 2. MORE

1



MY IDEAS

- 1. GOOD IDEAS
- 2. BAD IDEAS THAT SEEMED LIKE GOOD IDEAS AT THE TIME

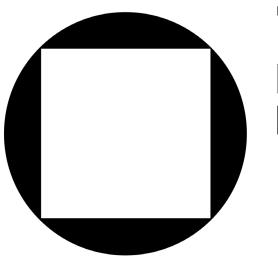


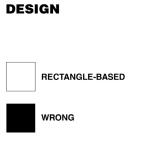
MY WORK

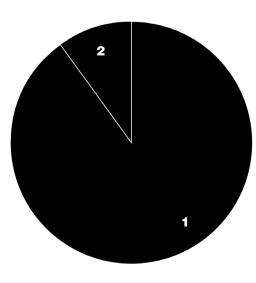
PERCENTAGE OF MY WORK THAT IS INFLUENCED BY LE CORBUSIER

PERCENTAGE OF MY WORK THAT IS INFLUENCED BY ALVAR AALTO

PERCENTAGE OF MY CLIENTS WHO KNOW WHO LE CORBUSIER OR ALVAR AALTO ARE



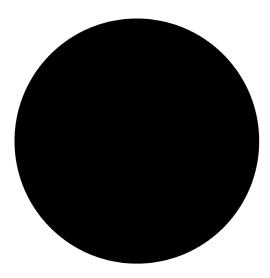




MY SEXUALITY

1. RECTILINEAR

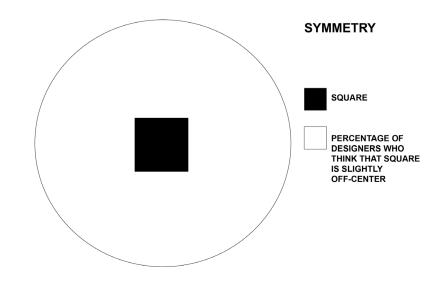
2. A BRIEF FLIRTATION WITH CURVES DURING GRAD SCHOOL

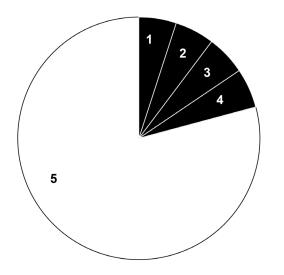


APPROPRIATE SWEATER COLOR



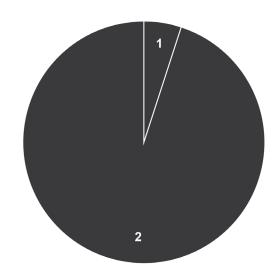
OTHER





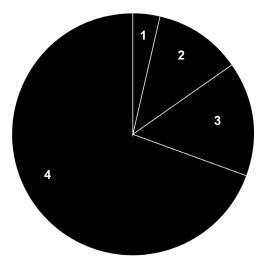
WHAT I THINK ABOUT WHILE DESIGNING

- 1. HOW THIS DESIGN WILL BENEFIT THE COMMUNITY AT LARGE
- 2. HOW AWESOME THIS WILL LOOK IN MY PORTFOLIO
- 3. HOW SEAMLESSLY I'VE BALANCED THE OPPOSING FORCES IN THIS DESIGN
- 4. HOW MUCH MY CLIENT WILL APPRECIATE MY WORK
- 5. MY GOD, AM I ACTUALLY A FRAUD



HOW YOU SPEND YOUR TIME AS A DESIGNER

- 1. DESIGNING STUFF
- 2. EXPLAINING STUFF



VALUE ENGINEERING

- 1. REDUCING THE AMOUNT OF GLAZING
- 2. REDUCING THE SIZE OF THE PROJECT
- 3. REMOVING EVERYTHING THAT'S NOT NEEDED
- 4. REMOVING THE DESIGNER'S WILL TO LIVE

