

### **Advice on the quality of representation:**

Please keep in mind the quality of representation in all the work you do in this studio. Working at the scale of urban design, it is easy to lose sight of the need to work with visual inspiration and HIGH QUALITY either digitally or manually even though you may not be working with a lot of detail. For example, I often see small scraps of paper being used for urban design proposals. Maybe what you need is a sheet of paper three meters wide to sketch your ideas. Working digitally is a bit different, as the workspace is theoretically infinite and you can always show the surrounding context.

Getting back to working on paper, the QUALITY of your sketches and the thoughtfulness of your concepts should be evident in everything you show, either in individual consultations with me or in reviews. Paper three meters wide? When I was working on my Ph.D. at Penn, I had a desk in the basement of the Furness Building. We were surrounded by original framed drawings of Louis Kahn, and many of these were urban design proposals sketched in charcoal on yellow tracing paper several meters wide! You can see these drawings in some of the books on Kahn, but you may not sense the large scale. Even though Kahn was not working with a lot of detail, the type of media chosen for these drawings had something to do with Kahn's intuitive design efforts. He would proceed in an archaeological manner: building up a history of elements that, even though they were new elements, created the convincing impression of a timeless and thoughtful project. At that time, Kahn had to set up perspectives manually for these large drawings. But it would be very easy to project an image on a sheet of tracing paper mounted on a wall from your digital model and sketch over this. I am not requiring that you work at large scale, and you can certainly work at smaller scale with high quality, but I feel there is a link between quality of representation and quality of ideas and design. The quality of your representation affects our perception of your competence.

As I suggested before, you may wish to consider working in a hybrid mode, alternating between digital and manual techniques. The cover of the book *Suburban Transformations* demonstrates this approach. The cover shows a proposal that was not based on detailed information, but the drawing demonstrates a "quality" that the project aspires to. I feel many of you have lost sight of or may not have adequately studied the scans I provided from *Suburban Transformations*. There is much in this book about an adaptive design process that can help you in urban design. I see very few "concept" digital models like the ones expressing ideas in the book thus far in this studio, although you can certainly sketch a series of these in your sketchbook as an alternative. If you had to explain to me today what your concepts are in diagrams or in a series of small digital models, say five or six main concepts, could you do this? Have you clearly formulated concepts that guide your urban and architectural design work? Good architecture has more than just one concept or idea (there should be a richness of concepts and ideas).