Design Checklist of things often forgotten

- ☐ Where can you run electricity and water and gas
- ☐ Where can you do water bioremediation
- ☐ Where can fruit trees grow and bear
- ☐ Design consciously for sunshine and shadow
- ☐ Design for air flow
- ☐ Have protection from sounds
- ☐ Make sure there is outdoor and indoor privacy
- ☐ Create protection from smells
- ☐ Make soft surfaces -- unless intentionally creating a barrier (then make prickly)
- ☐ Deal with insects, birds, other life forms
- ☐ Design for building soil
- ☐ Make sure water gets to where it needs to
- ☐ Design for parents and children
- ☐ Design for special needs ADA compliant
- ☐ Have well protected entries
- ☐ Design for other animals
- ☐ Screen parking
- ☐ Use side yards for seating, water harvest, animals
- ☐ Design for temperature, and moisture
- ☐ Use white noise from a waterfall
- ☐ Use Golden Mean and proportions
- ☐ Use Intellectual Perspective
- ☐ Scale all things in proportion to each other
- ☐ Shape, use sacred geometry, and pattern
- ☐ Create entertainment (like: wind harps, animals, moving sculpture, art, swings, slides, Make exercise stations, dance floors, performance spaces)
- ☐ Plants
  - Put water loving plants near water
  - Consider shapes of leaves, shapes of shadows, height of shadows
  - Plant street trees
  - Blooms -- Keep a palette
- ☐ Color (basic color theory)
  - Value (darkness and lightness) and shadow
  - Light (amount, shape, size, pattern)
  - Balance colors and stick with minimal palette; dark behind light or vice versa with different proportions.   Put other colors in like jewelry or art
  - Texture -- smooth, pointy, fluffy; a few big things vs. lots of little things
- ☐ Design touch-Soft, slick, hard, etc. textures
- ☐ Style – Subtropical, temperate, tropical, desert, don't mix
- ☐ Mimic details from the area
- ☐ Have lots of examples of beautiful things and great ideas available in a file
- ☐ Carry a camera all the time and photograph things you like

- ☐ Determine what things are natural and traditional to the bioregion and keep a data base and archives on all the resources you want to include in your designs
- ☐ Remember disaster-proofing
  - Firebreaks
  - Accessible standing water
  - Fire retardant plants
  - Fire and wind walls
  - Fire retardant buildings
  - Wind channeling
  - Wind shelters
  - Know the flood zones
  - Disaster training
  - Disaster equipment
- ☐ Honor placement / Connect / Synergy
  - Slope
  - Zones
  - Sectors
  - Functional support
  - Pattern
  - Observation
  - Balance- water, plant, & rock
- ☐ Design natural cleaning systems for water
  - Rock, sand, filtration
  - Plants
  - Sun
  - Ph
  - Temperature
  - Movement

- ☐ Plan round -- make corners curve, do not make sharp corners unless the aesthetic of the architecture requires it. The plant growth in globe shapes will round off a planting area anyway.
- ☐ Plant in clusters of 1 3 5 7 9 or two sets of each
- ☐ Line shape, size, and quality important.
- ☐ Balance the light
- ☐ Read the land and set your priorities by what you learn from it.
- ☐ Save maintenance
- ☐ Create wellness
- ☐ Stay local
- ☐ Facilitate community

Ideas for when you get stuck on a design

Make it bigger
Try it smaller
Turn it upside down
Cut it up and rearrange it
Repeat it
Make it in color
Put it away and look at it later
Connect them
Shadow it
Outline it
Look at it in a mirror
Make it elegant
Make it bold and tough
Rough it up
Fill it up
Open it out
Use more white space
Use some rules
Use some borders
Reverse it
Emphasize it
Extend it
Condense it
Flip it
Do it in warms or cools
Smear it
Use a photo
Use a symbol
Try it 3-D
Try it with textures
Try a pattern
Try other shapes
Connect them
Space them
Make it tight
Do it loose
Try the one they won't like
Redo the one the want
Do details
Be conservative
Be outrageous
Be formal
Be wild

Be humorous
Be serious
Overlap it
Change the color
Copy it in B&W
Turn them
Don't do any of this
Do something else

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