

## Design Checklist of things often forgotten

- Where can you run electricity and water and gas
- Where can you run surface water through a plant bed to clean it (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 other animals
- 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
- Screen parking
- Use side yards for seating, water harvest, animals, storage
- 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
  - 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 drawing 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 elements  
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  
Space elements larger  
Make it tight  
Be wild  
Do it loose  
Redo  
Do details

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

**Thank You**  
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