

LEVELS OF SUBMISSION REQUIRED FOR
APPROVAL.

Will also be judged according to the rules for urban game.

1. INITIAL VISION. ~~xxx~~ Overall description of the ~~function~~
and location and function, with emphasis on its "quality".
Estimate of ^{square feet} ~~sq~~ of construction, and expected price. ↙

~~if approved, we will then agree on pattern language for project~~
2. PATTERN LANGUAGE. ~~W~~ Once vision is approved, ~~we~~ an
outline of sequence of rules for project is submitted.
This will tell us overall character it will have.

2. ~~xx~~ SKETCH PLAN. Approximate plans, at 1/32 scale, showing
~~building~~ building dimensions, entrances, and major
spaces and departments. Should conform ^{agreed on} to rules for
~~urban game~~ building layout, and be submitted
as rough balsa model at 1/32 scale.

3. DETAILED PLANS, SECTIONS AND ELEVATIONS. Submitted
at 1/16 scale, with clear definition of individual rooms,
and building structure, and external ~~appearance~~
appearance. When approved, final model is made from
these plans, and put into ~~model~~ overall site model.

HERE ARE SOME REALLY FUN RULES FOR MAKING
YOUR DRAWINGS.

1. ~~Each project~~ Each project ~~will~~ must be presented ~~by~~ by a set of drawings, which contains at least two sheets.
2. Each drawing is drawn on 17 x 22 ~~sheets~~ a 17 x 22 sheet, within a rectangle drawn on this a border drawn on this sheet. The border is a rectangle ~~7 1/2 x 10 1/2~~, with ~~1/2"~~ 1" margin bottom, top, and right, and with 1" ~~margin~~ margin. The border is a rectangle, 14 1/2 x 21, with 1/2" margin top, bottom and right, and with 2" margin left.
3. These sheets must, finally, be presented to us, at 50% reduction, and will then be 8 1/2 x 11, with a 1" margin, suitable for binding.
4. The drawings must actually be drawn ~~at~~ on the sheets: this means we will not allow paste ups. If you are using a reduction, you must trace over it at the ^{necessary} scale. ~~of the~~ ~~maximum~~.

The layout of the sheets, must follow these rules:

~~SHXFE~~

1. Each sheet has a ~~xxxx~~ title, top center, using lettering found by Leslie. ~~xxxxxxxxxxxx~~ traced over by hand, and hatched.
2. Place the number of project, and project name, at the top of the page. Place an imaginary date at ~~the~~ bottom left, and your name bottom ~~on~~ right, in smaller type, lower case (see Howard for type size).
3. The first sheet must include an overall site plan, at 1" = 250' (we will have a whole bunch of reductions made, for you to use as base map for this drawing). Draw all buildings up to your own (those with lower project numbers), in outline only (not solid), and draw your own project in ~~xxxx~~ black, so it stands out.

- Also
4. ~~xxxxxx~~ ^{On the first sheet} a description of your project, at the bottom of the page, in normal size type writer, with a line length of 10', double spaced (you can type of an 8x11 sheet laid sideways in the typewriter).

5. Put nothing else on the first sheet.

6. On the second sheet, you must have a site plan at drawn at 1/64 scale, which shows your project in relation to other projects. This should be traced from map 3, so that it shows other buildings as they really are (not in their first schematic form).
7. On your second sheet, also include at least one elevation of the building (preferably the "main" elevation which most clearly identifies the building), at 1/16 scale. * See note ↓
8. You may also include any other drawings you want on this second sheet, ~~at~~ which are at 1/16 scale.
9. Somewhere, ~~you must include~~ on the second sheet, or on a later sheet, you must include ~~a~~ a plan of your building, also drawn at 1/16 scale.
10. On ~~later~~ sheets following sheet 2, you may draw parts of the building, details, sections, elevations, at any scale that seems reasonable to you, in order to make the building as nice as possible.
11. Every sheet must be laid out so that it is a nice sheet to look at, and shows the ~~project~~ project as beautifully as you can. This is a prime consideration.

NOTE: This requirement does not mean that 1/16" drawings are sufficient to do the job of working out the building. In general, we expect that the building will be worked out at 1/8" scale, and that some part of the elevation -- a few bays for example, will be shown at 1/8" scale--although the whole elevation will be shown at 1/16" scale on the 17x22 sheet.

THIS IS A TEST. THIS IS NOT, REPEAT, NOT,
A LIVE ALERT. PLEASE FOLLOW INSTRUCTIONS,
KEEP CALM AND WALK QUIETLY TO THE SHELTERS.
REMEMBER, THIS IS ONLY AN ALERT. IT IS NOT
A LIVE SITUATION.

~~XXXXXXXX~~ Please lay out a complete set of drawings for the
project you are currently working on, following the ~~these~~ *attached*
instructions.

We do not want you to actually go to the trouble of making
the drawing themselves. We want you to lay out the sheets,
at full size, so that we can see whether there are any flaws
in our rules, or whether they will produce a nice set of
drawings for every project.

Please have this preliminary layout done by 5 pm Friday.

REMEMBER. PLEASE KEEP CALM AND WALK QUIETLY.

BASE MODEL WITH EXISTING STRUCTURES

Tasks

10,000, 100x10

1. Check size of base model with usable site area. Start with calculations on the handout sheets, figure out usable site based on number of projects, ~~character of site~~ configuration, amount of time, etc. - In other words, suggested sizes below may be too large or the wrong shape.
2. Get Sanborn map for existing buildings
3. Get a contour map of the area if Sanborn doesn't have indications of topography.

For both 2 and 3, change to 1/32 scale - but check with 4 below, to make sure this scale makes sense.

4. Get 2 - 4 x 8 sheets of plywood, and make 3 panels, each 2'-8" x 6' (check this with model size and site configuration (1)), and each stiffened with a frame. the panels should be made joinable with dowels or similar.
5. Make contoured topography with cardboard (solid, not corrugated), and smooth out with plaster of Paris.
6. Make existing buildings - the ones on the site and 1-2 deep around the edges. Use regular wood, not balsa, but not with much detailing. Perhaps with veneer showing just window patterns.
7. Make Bay Bridge.

Get charge number for materials purchased at Truitt and White. Keep track of receipts ~~if you cannot charge the purchase~~ where you cannot charge the purchase and you will be refunded. (but this is a slow process)