



**INSTITUTE OF DESTINATION ARCHITECTS AND DESIGNERS
ARCHITECTURAL ISSUES IN DESTINATION DESIGN**

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OVERVIEW**

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ARCHITECTURAL ENGINEERING: FUNCTION

- 1. Formulas are based on theory and represent the oversimplification of a problem where many forces which exist in the function are not solved for. Fudge factors, as they are commonly referred to, also exist in the statement and numerous assumptions are employed in the deriving of formulas.**
- 2. Inflated safety factors and coefficients are mathematically used to compensate for the usually large variations between the actual issues within the function and the theorized requirements.**
- 3. The functional problems are solved for by analyzing individual problem elements sequentially rather than an analysis of the whole picture. This overlooks the reality which is critical, that all elements, although individuals, are in fact connected together and receive aid in conducting the total functional requirement from companion elements.**
- 4. Conventional formulas are applied against new and more complex functional problems and the resolution is not tested in combination with actual models.**
- 5. Illusions that assume it possible to mathematically derive the actual requirements in lieu of the multitude of variables which cannot be practically ascertained or computed for represent an area of major problems.**
- 6. Dependence on analytical methods short of empirical judgment results in less intuitive, more costly, more massive studies with increased total costs.**
- 7. Inferior designs are easily camouflaged in the poor mathematical organization of problems and their solutions which do not result in an answer that is stated as a standard deviation range.**
- 8. Computations are the quickest way to analyze the basic project components.**
- 9. Conventional solutions help lower the risk of misunderstanding about what the minimum requirement is.**
- 10. Computers readily solve most calculations, relieving the need for the architect to spend large blocks of time.**

ARCHITECTURAL GRAPHICS: DETAILS

- 1. Represents the most specific method for recording data.**
- 2. A method for perfecting solutions by scientific/artistic representation.**
- 3. Reveals spatial and functional relationships that otherwise would not be ascertainable.**
- 4. A research tool which represents the physical project, not yet constructed, which therefore allows intense analysis of design concepts.**
- 5. A rapid method for comparing various elements and designs.**
- 6. An effective way to communicate and the only way to design and direct the assembling of projects.**
- 7. Increases overall familiarity with the project's components.**
- 8. Is prerequisite to developing models which are necessary to study sophisticated projects for functional and other architectural concerns.**
- 9. Maintains the designer's intuitive sense and ability to solve problems mentally.**
- 10. Contributes to the personal gratification of those who can readily test their concepts by the use of descriptive techniques which define their designs graphically.**
- 11. Represents the legal product of design required by statutes.**
- 12. A promotional tool to secure public and private approval, to assist in gaining investment capital.**
- 13. A permanent record of the architectural project which protects the designer from liability for unapproved changes in the project.**
- 14. The cost of plan preparation and design drawings is high.**

ARCHITECTURAL SIMULATION: SPACE

- 1. Helps expand or refine conceptual ideas.**
- 2. Helps communicate the third dimension to planners.**
- 3. Project solutions can have full impact on laymen through models.**
- 4. Uncovers disappointing architectural solutions.**
- 5. Saves designers time, and problems not visible with sketches can be reviewed.**
- 6. Large groups better understand projects by seeing models.**
- 7. Schematic design flaws show in models.**
- 8. Unwanted aspects of materials can be sighted.**
- 9. Most effective way to check dimensional and solar considerations.**
- 10. Most effective way to check wind/air movement concepts.**
- 11. Tones and color theory can be researched.**
- 12. Architectural drawings do not always reflect the actual installation, and “as-built” drawings are costly to prepare. The model is a far better tool for visual reference than drawings.**
- 13. Inconsistencies and omissions in orthographic and all design drawings can be identified.**
- 14. When properly applied, architectural models reduce the cost of design and produce more professional plans.**
- 15. Physical models are the ultimate method of simulation, because it is the method that most closely duplicates the real article.**
- 16. Cost is high compared to other tools and is not always necessary.**

ARCHITECTURAL STYLE: ENVIRONMENT

- 1. Art in design is comprised of the essential elements of form and space**
- 2. Quality appearance (beauty) is a product of solving functional and physical problems correctly.**
- 3. The aesthetics of form generally increases at the same rate an environment's usefulness to its user increases.**
- 4. Aesthetics represents the least understood and most difficult of design problems which is considered as a special area of philosophy.**
- 5. Beauty creates pleasure which is a psychological effect that is culture-dependent.**
- 6. Aesthetics considerations create conditions conducive to the enjoyment and pleasurable experience of the man-made world.**
- 7. Socio-culture environment dictates basic attitudes and behavior. The user preferences, his values, his needs, even in terms of physical conditions, are strongly influenced by a sense of aesthetics or a lack thereof.**
- 8. It is irresponsible to interfere with the human environment through design with a disregard for aesthetics and environmental stimulus.**
- 9. A designer, being overly form-conscious, may neglect more critical aspects of an environment.**
- 10. Artistic elaboration is difficult to justify in relation to cost and efficiency.**
- 11. Aesthetic improvements on an environment constitute the more expensive aspect of construction, but designers can impart good aesthetics without necessarily increasing project costs.**