LEARNING OBJECTIVES
The purpose of this assignment is to make early progress on this quarter’s Design Project: Light Structures Models in AGi32. It is important to take early action so that we can discuss your ideas so that you can iterate and continue to make progress.

ASSIGNMENT
1. Read the design project assignment carefully. If you have any questions about expectations for this assignment, write them down so that we can discuss them during period 7.2.
2. Identify your space type.
3. Identify the counterpart lighting systems that you will design for this space.
4. Write a brief programming statement. In this brief statement, you should identify the core design goals and how lighting will be used to support them. Refer to notes from ARE 361 if you need to review programming or reference programming statements. Bill Lam’s programming statement for the Washington DC metro system is excellent.
5. Make a prioritized list of design criteria. Psychological reinforcement should be your top design criterion. However, there will also be other functional requirements, such as compliance with Standard 90.1. Are IES target illuminances relevant to your space?
6. In accordance with the process for designing the visual environment for spaces where the visual environment takes priority, make a pair of sketches, one for each light setting. Use these sketches to communicate the expected distribution of light on room surfaces. Endeavor to communicate how you want the space to feel. Be bold with your sketches, using a full tonal range from very light to very dark. Emphasize contrast with shade, shadow, and highlight.

Note: For your final renderings to be convincing, the AGi32 models will need to be sufficiently realistic. This will include placing or building objects within the room. Thinking ahead to your final deliverables, please also include objects or other features in your sketches to make them as realistic as possible.

DELIVERABLES
Upload your responses to Canvas.