

4. Design Development - flesh on the bones.

Client's Guide To Architecture Series

“Every good building results from a good architect, a good builder and a good client” How can you be a good client? This series follows the [Anatomy of Project diagram \(blog 54\)](#) and we'll continue with Design Development. This has also been referred to as Schematic stage in the past.

Once the concept design has been agreed and signed off by the client, it's time to move on to create some more clarity around the intention. This means clarity for the architect as they explore the potential spaces in his or her mind using programs and sketches. During this process the design moves from being plastic, where it is still being manipulated, to becoming a clear fixed intent. The architect anticipates standing within each of the rooms and the outside spaces; also considering the relationship between the spaces like a functioning machine with the cogs all working in harmony.

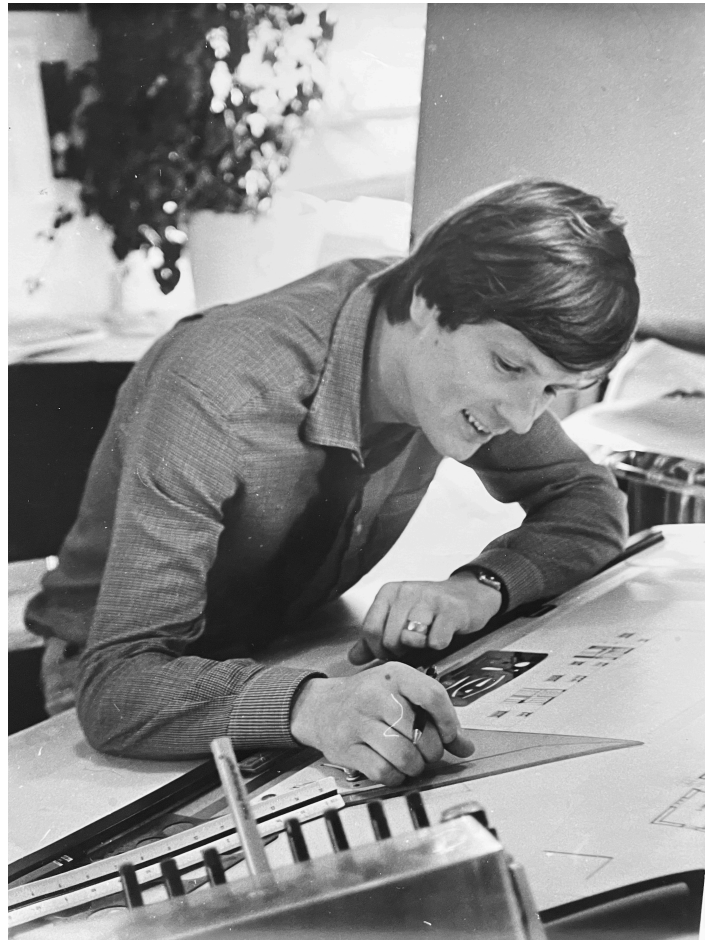
Specialist consultants to cover cost, structure, electrics, ventilation, cooling and heating, plumbing and other issues become engaged in the process to provide their advice through the architect who coordinates it into the design and reports to the client.

Following a checklist ensures that the design is well considered as it firms-up. This includes:

- Is the prospective reality fully understood; firstly by the architect and then conveyed to the client?
- How is light controlled and manipulated within and around the proposed project
- Check its relationship to surroundings including landscape, solar response and levels
- Does the specialist advice received for structure, services and others require adjusting the design?
- Check the proposed materials
- Check the choreography - the people-flow between spaces.
- Check the predicted cost and client's budget - do they align?

We have now reached 2nd base camp and can continue the ascent towards Town Planning (Development Approval) preparation for submission.

Chapter list for [Making Property Serve Mission](#)



An architect working on Design Development as it used to be many years ago

