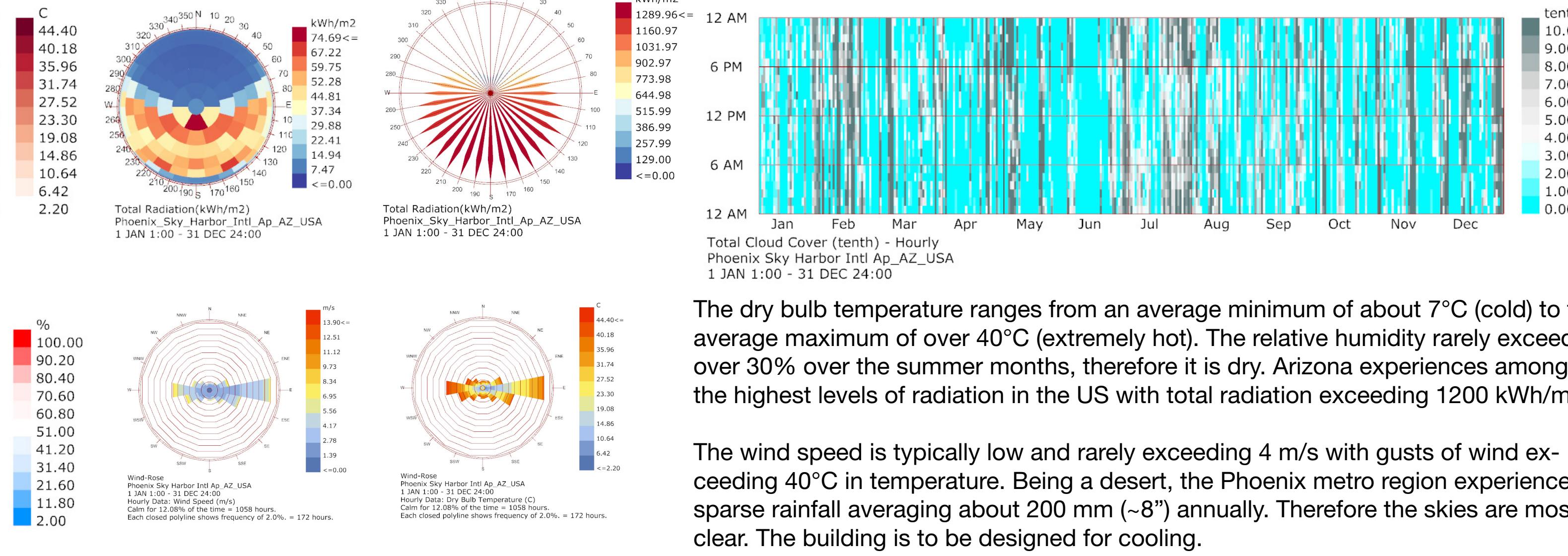
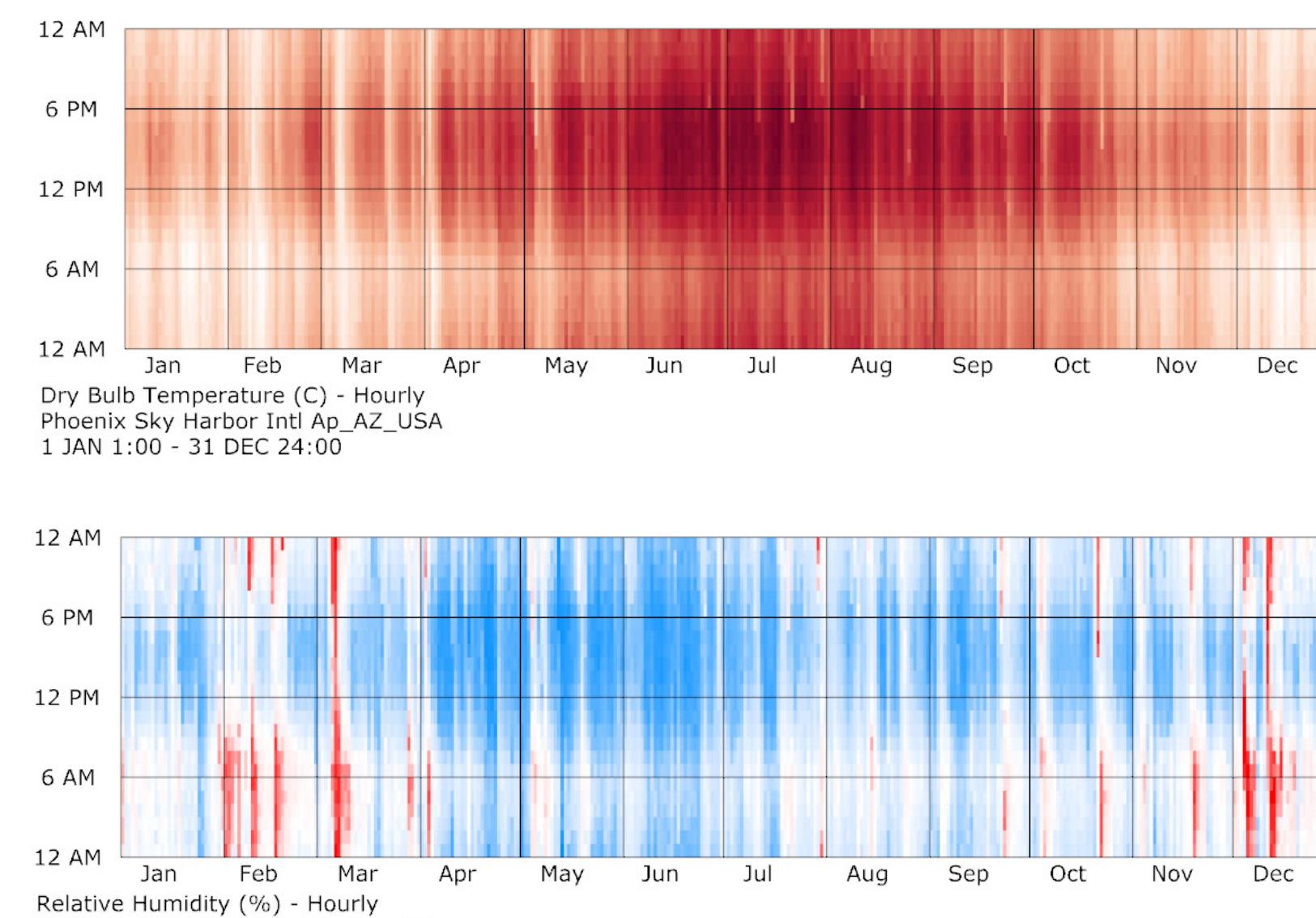
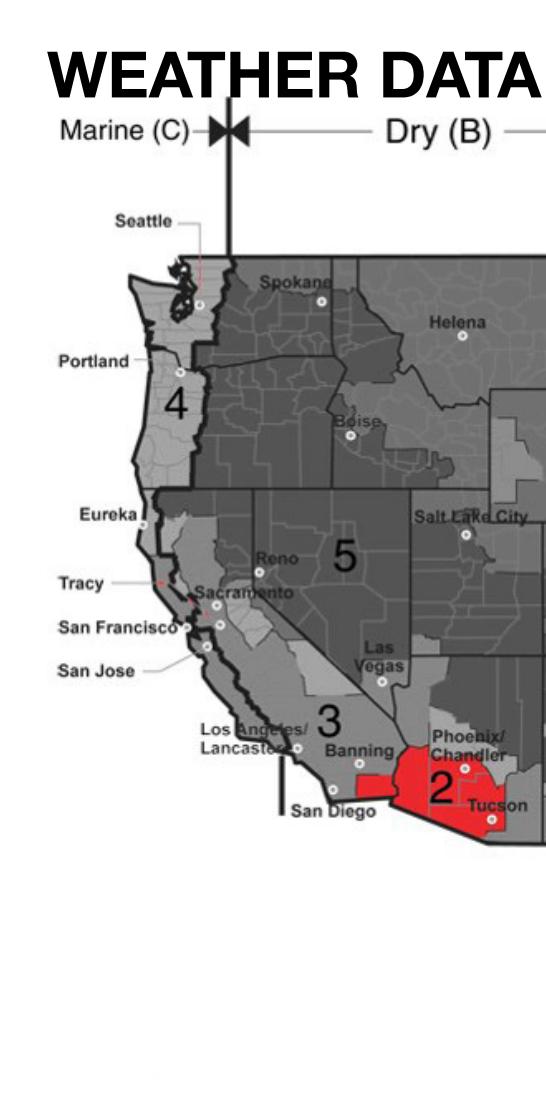
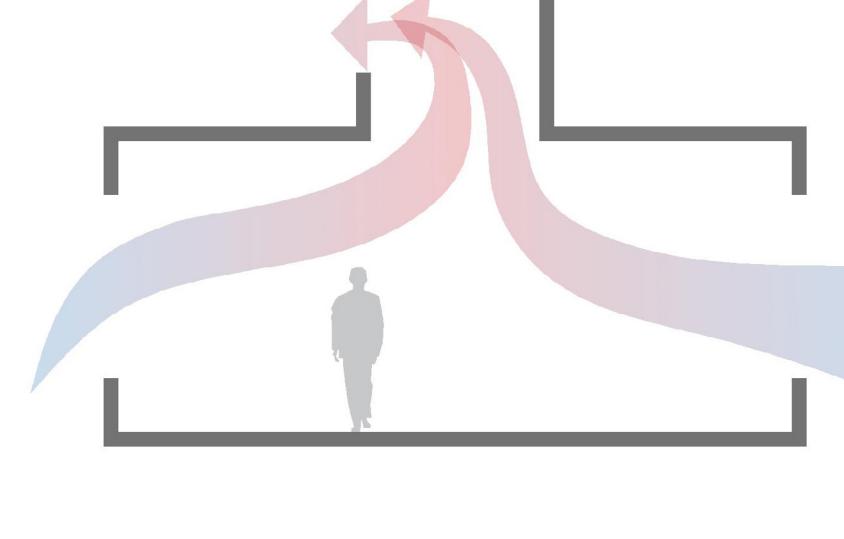
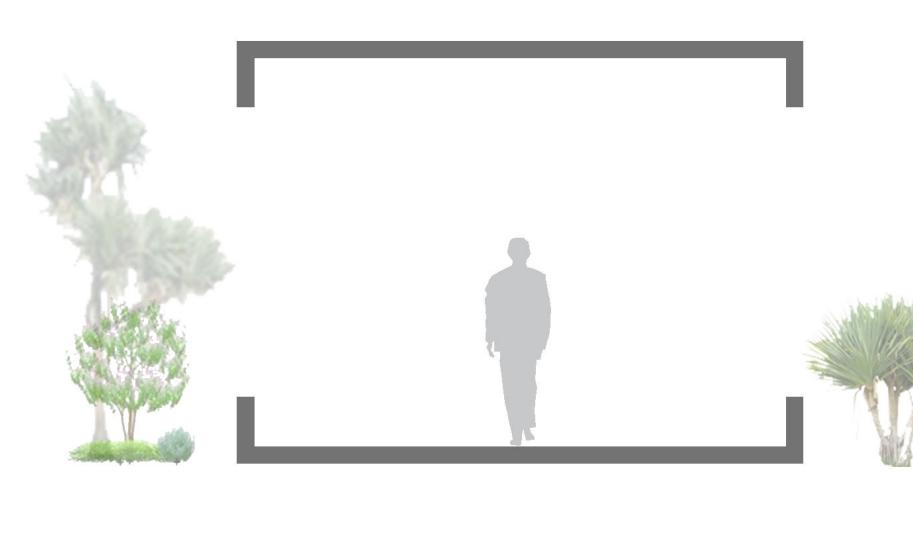
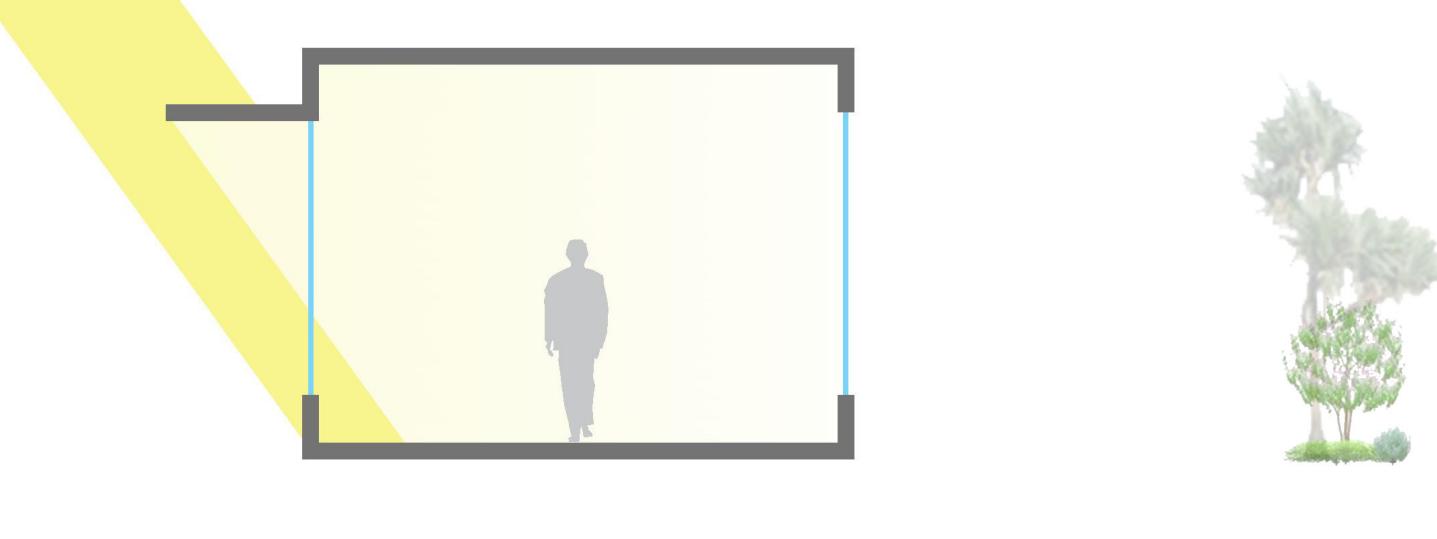
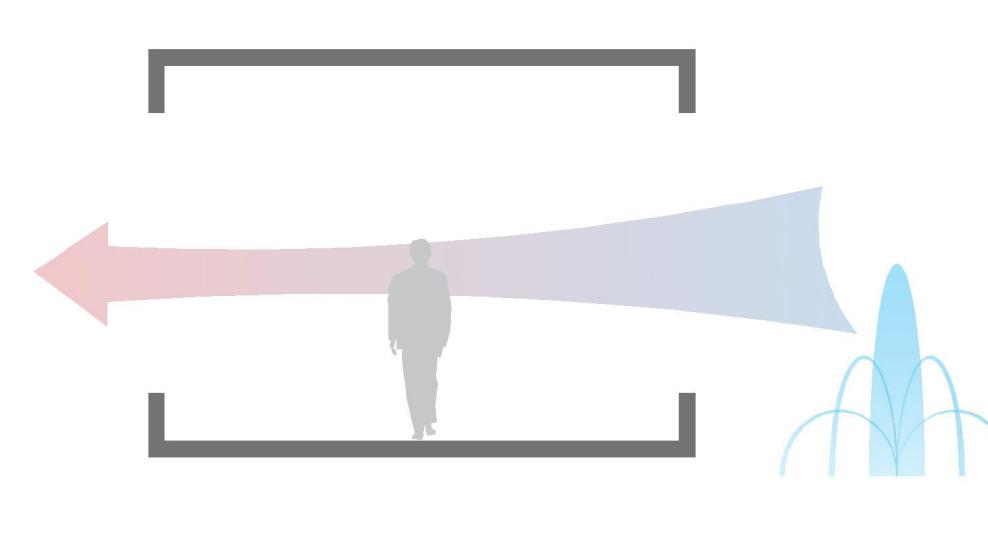


Tempe

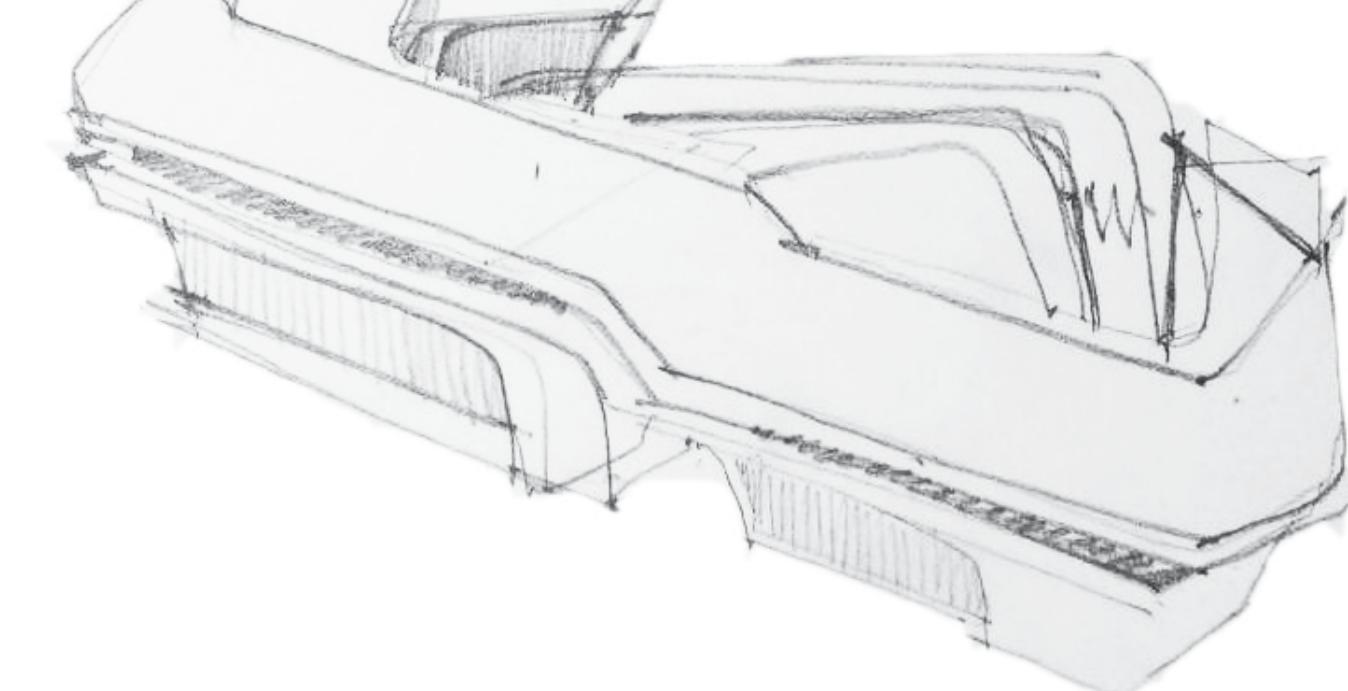
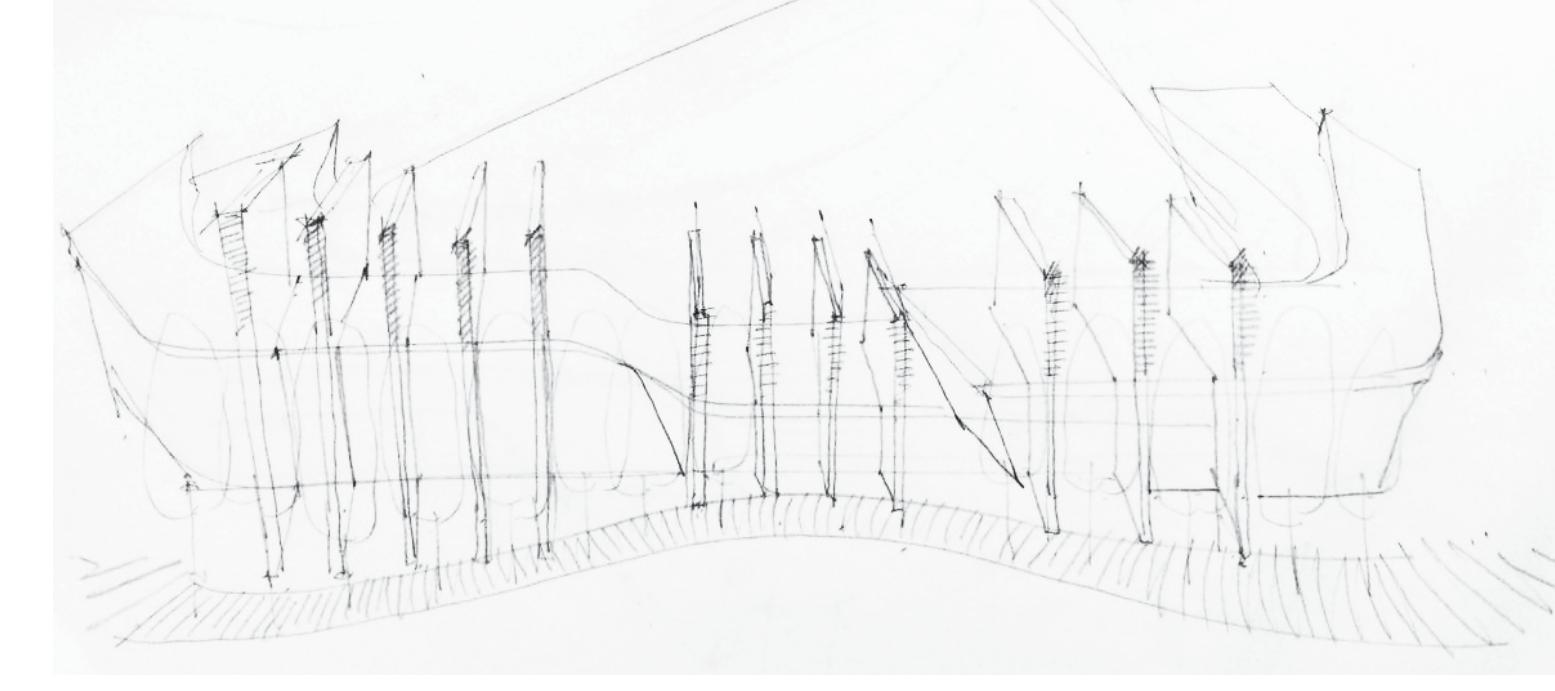
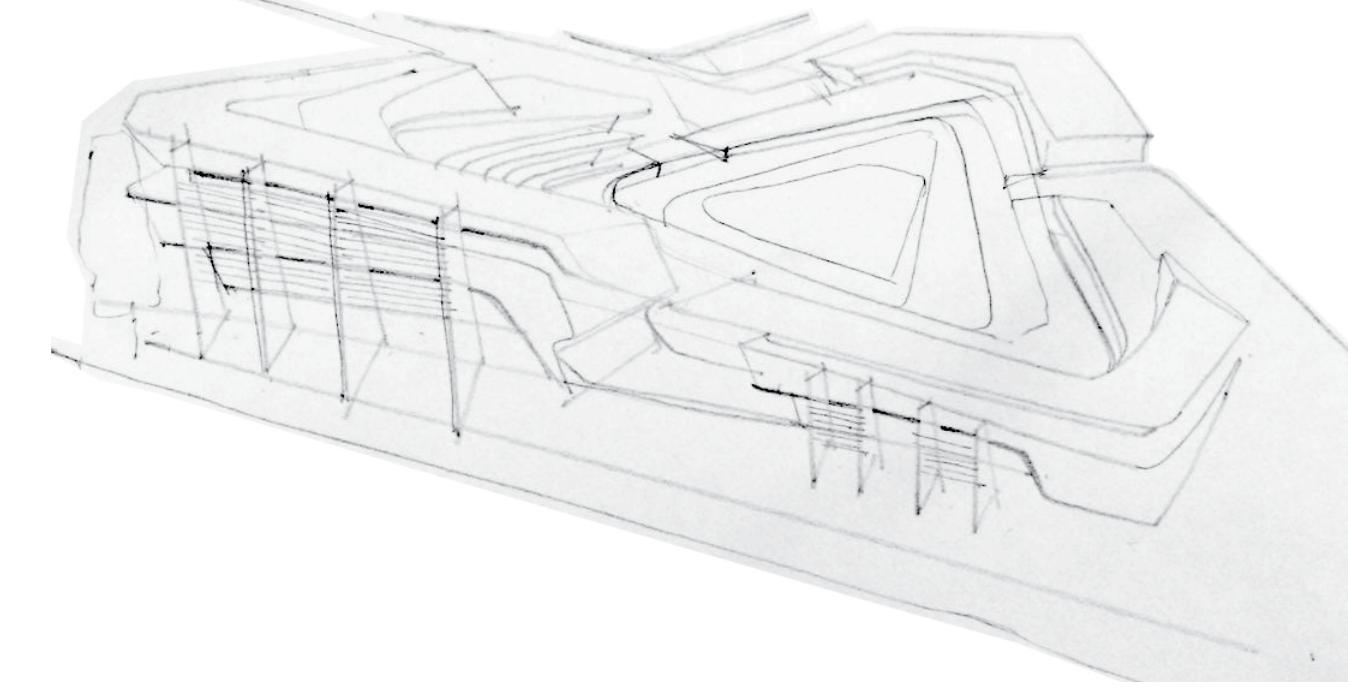
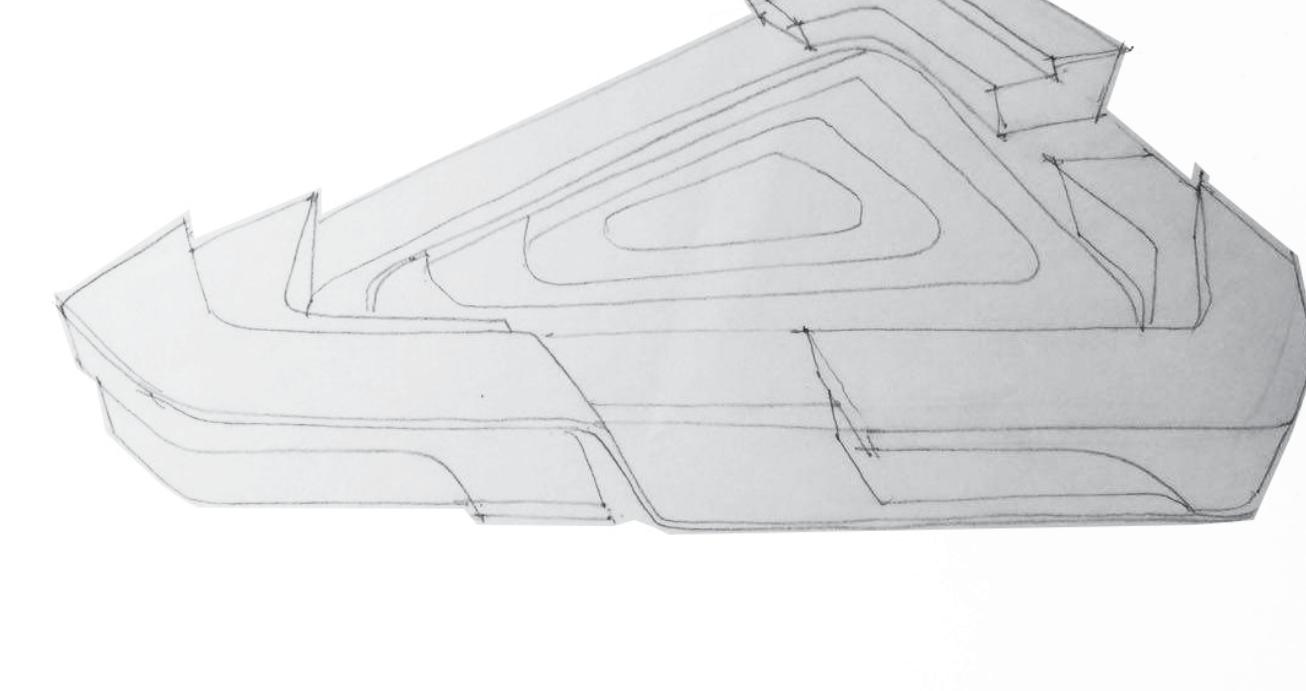
Arizona



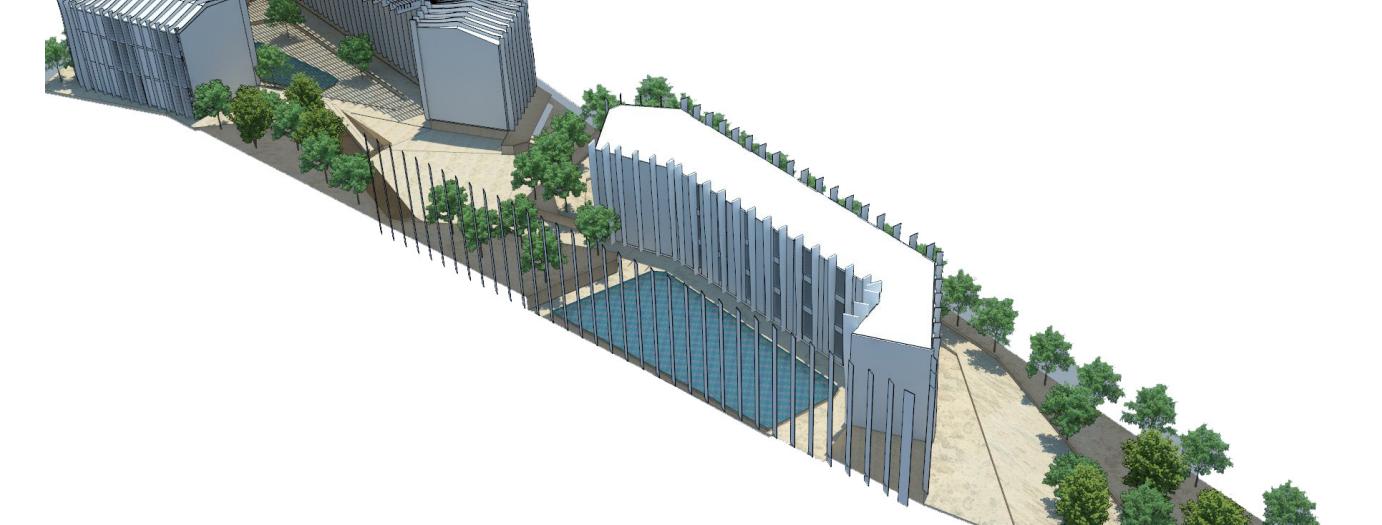
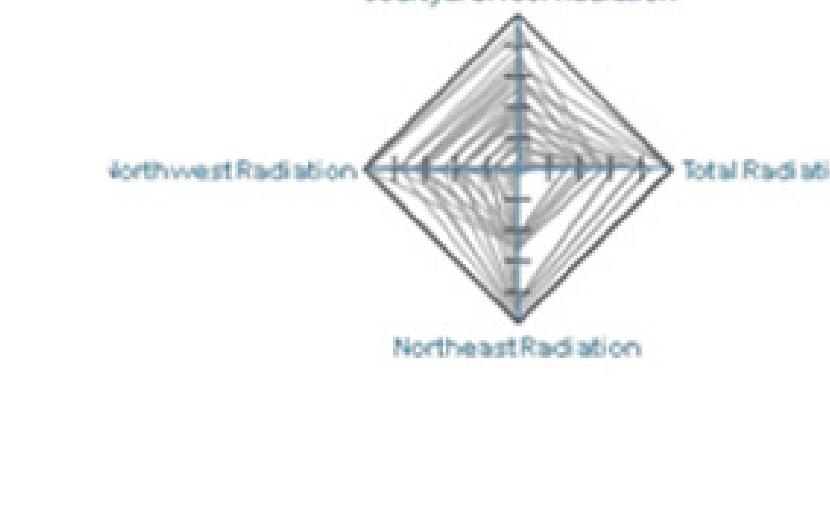
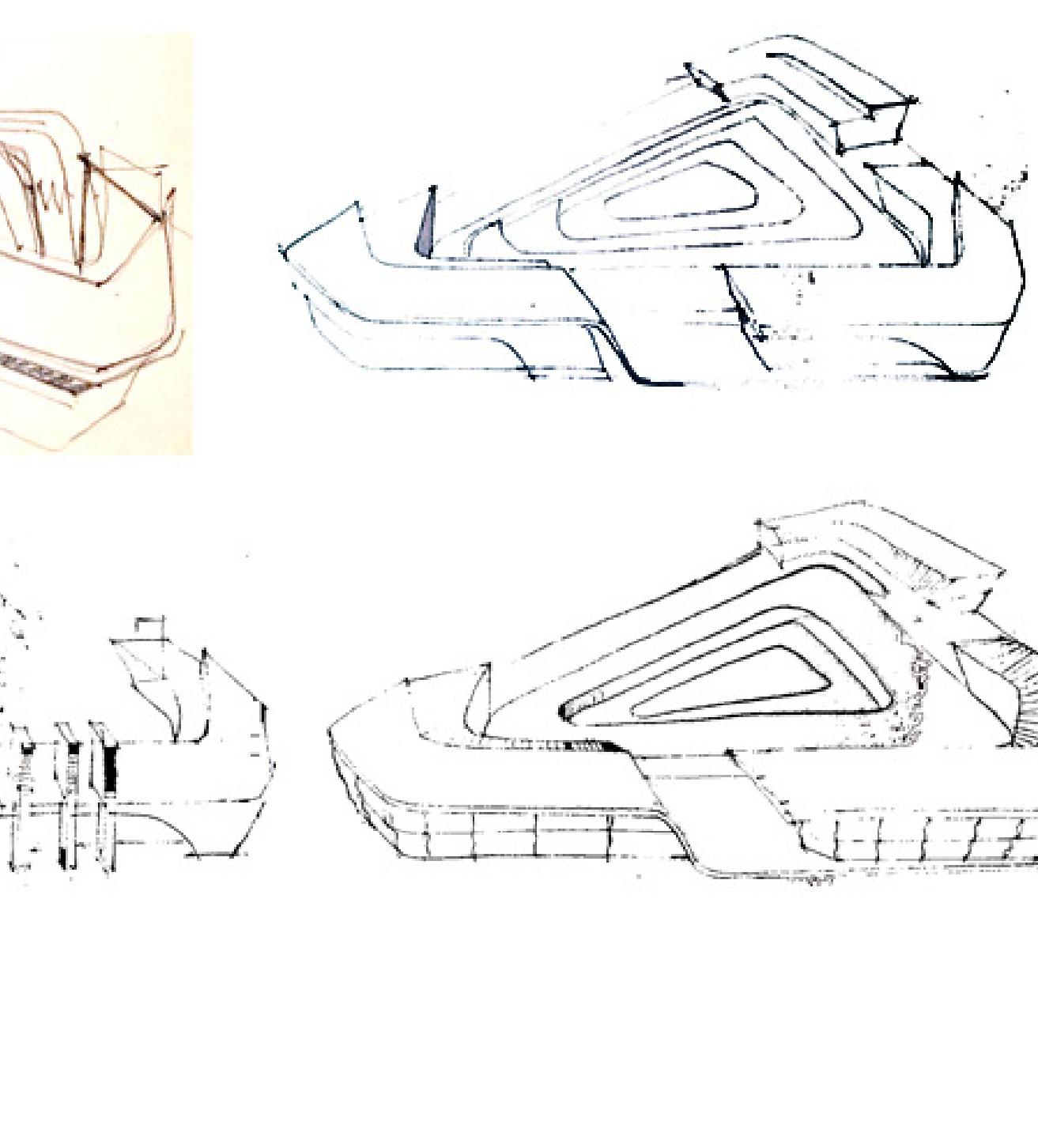
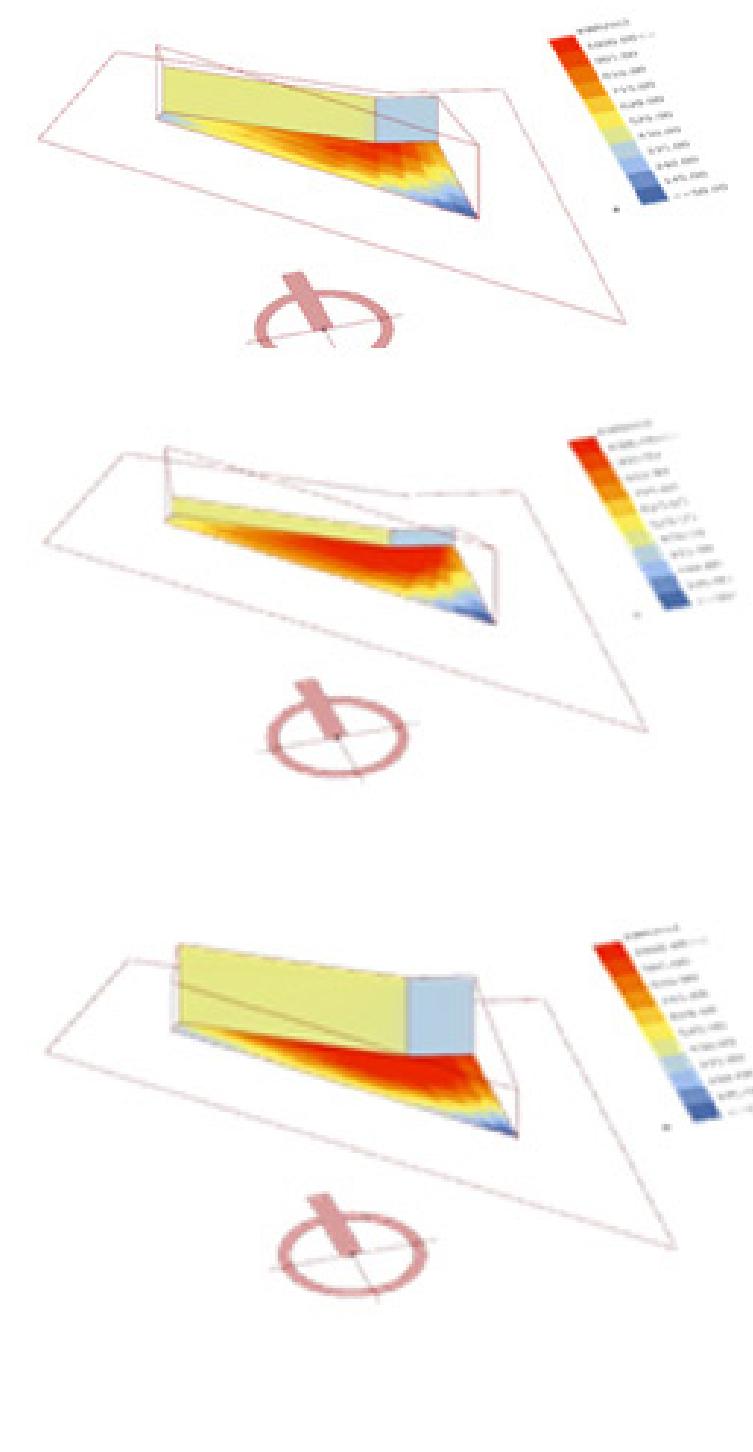
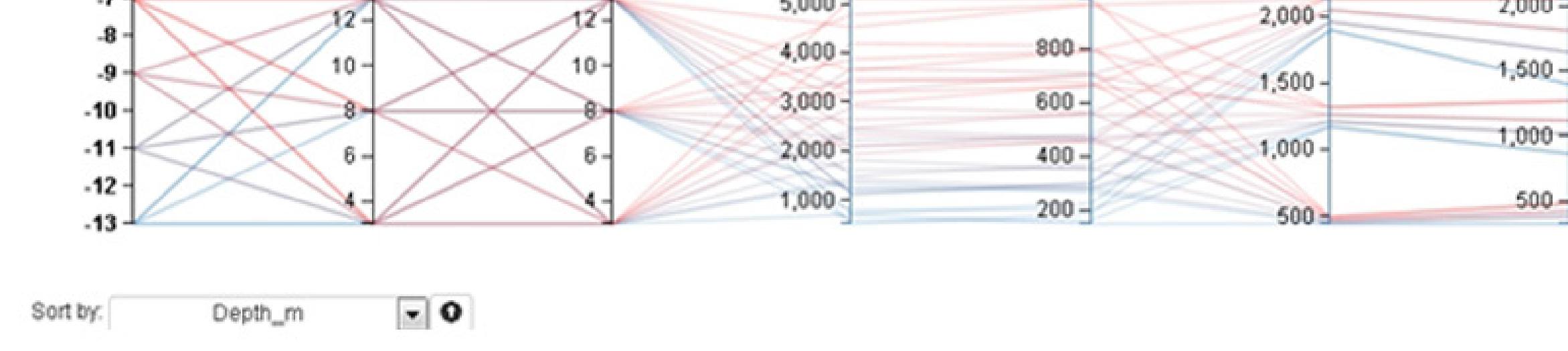
RULES OF THUMB



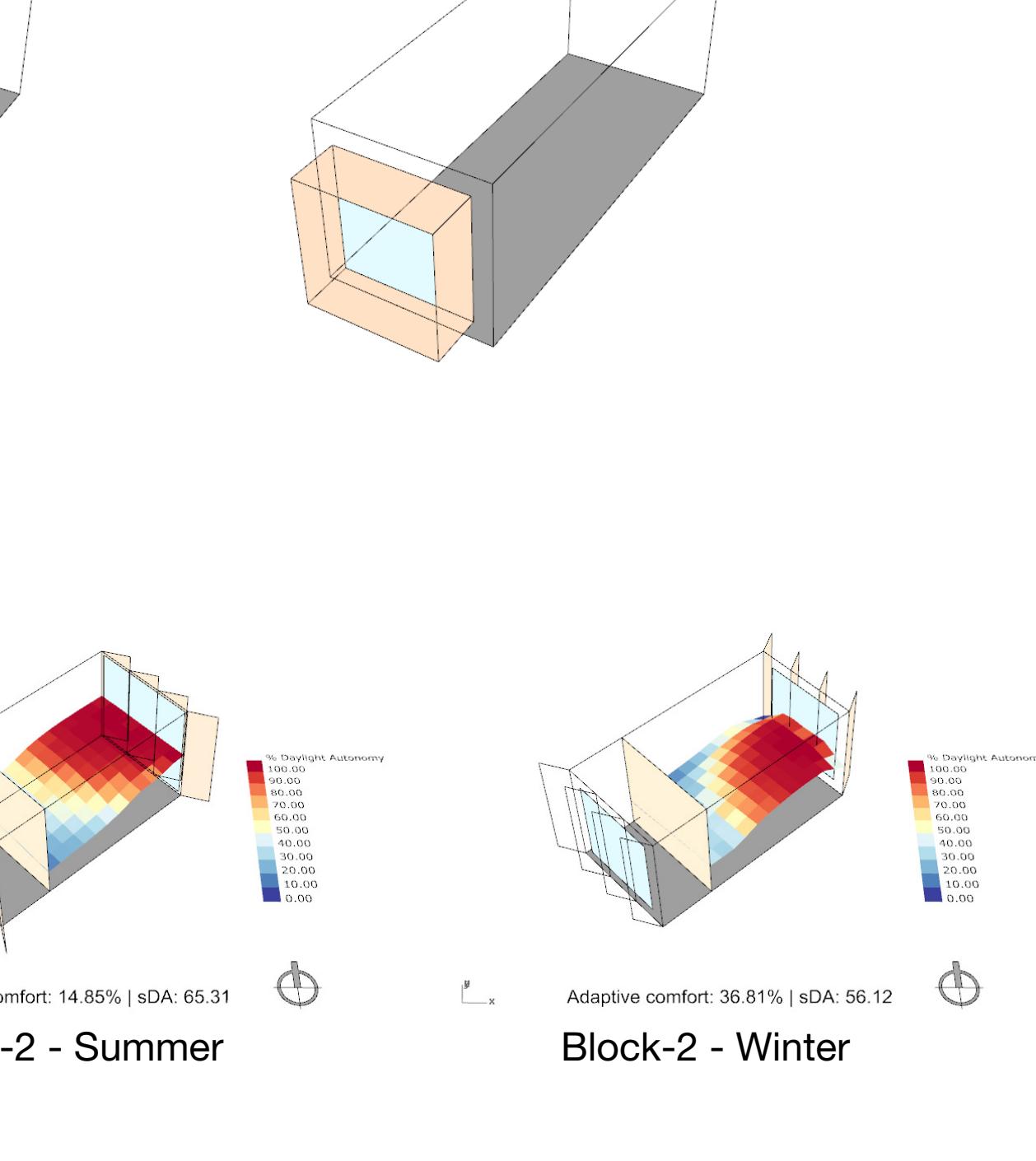
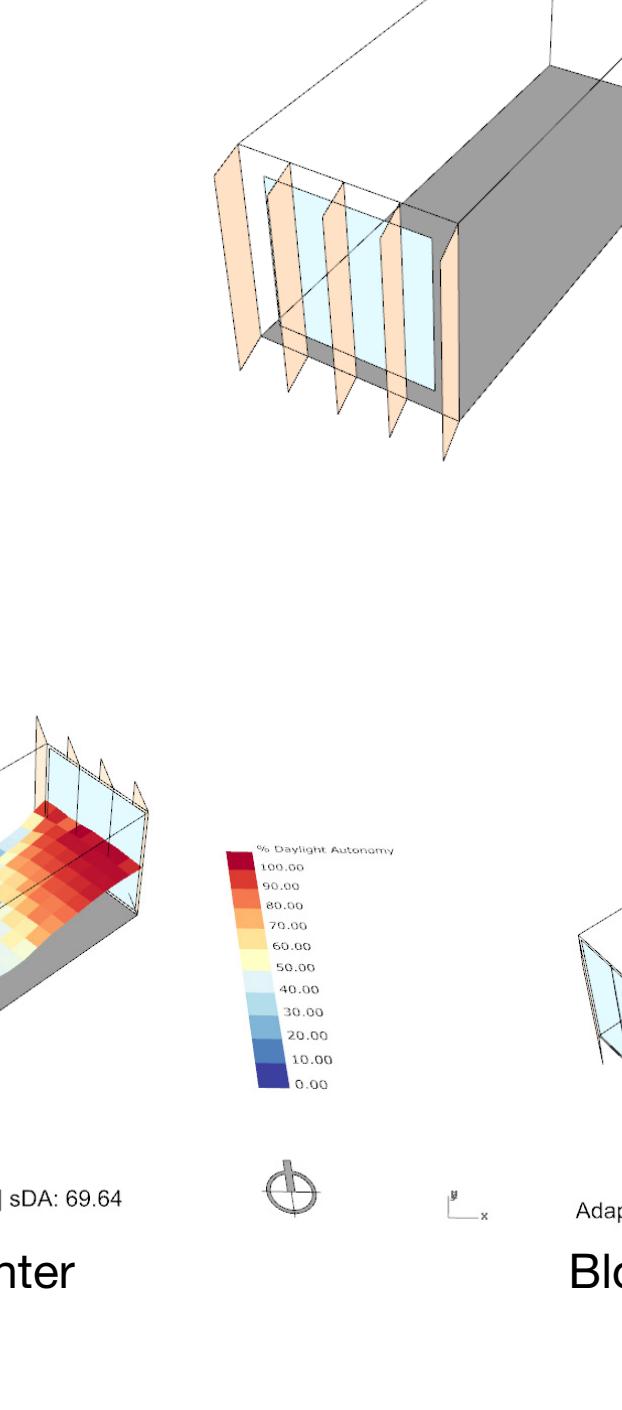
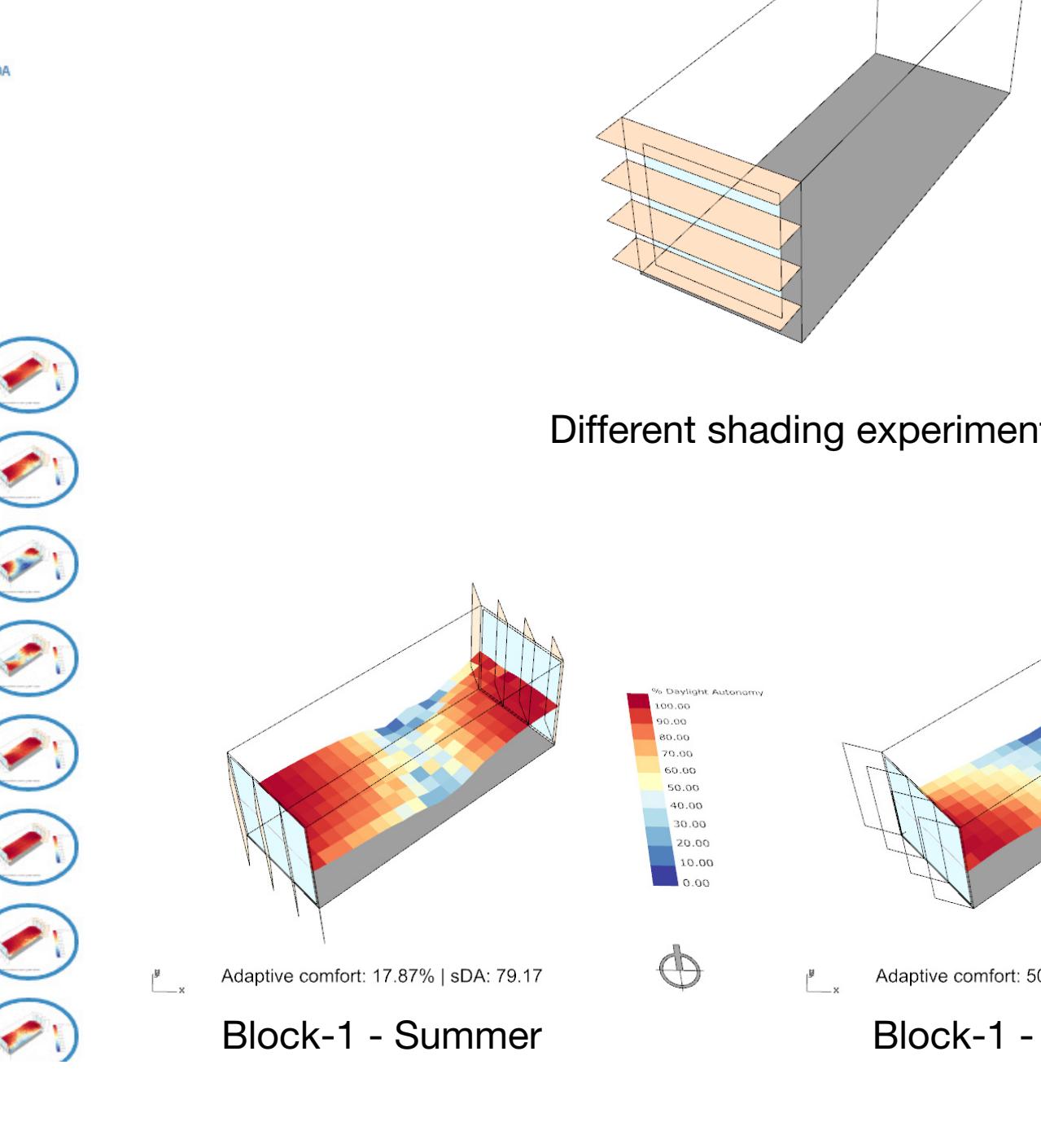
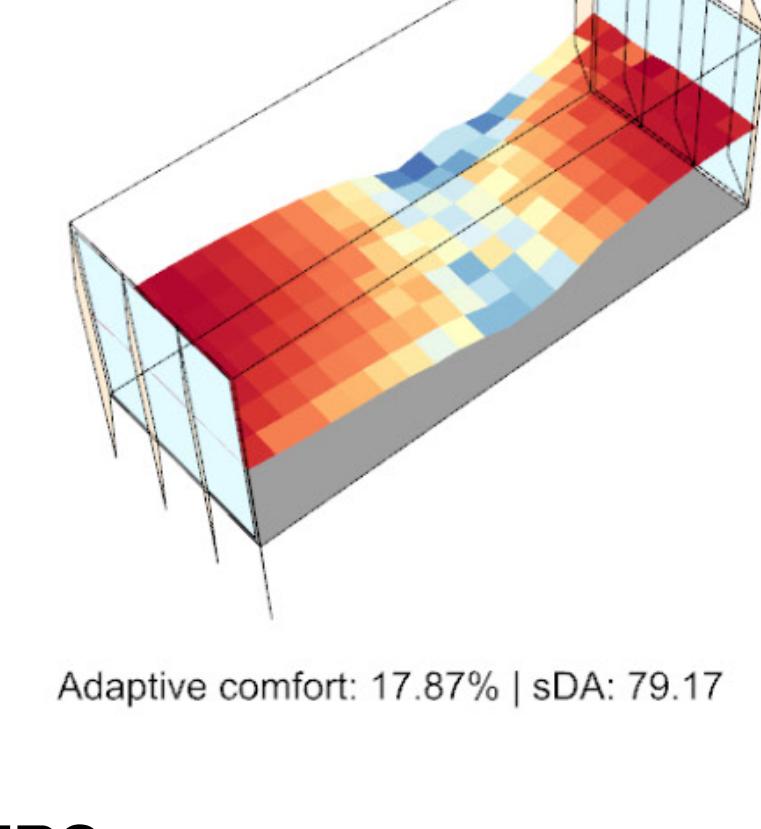
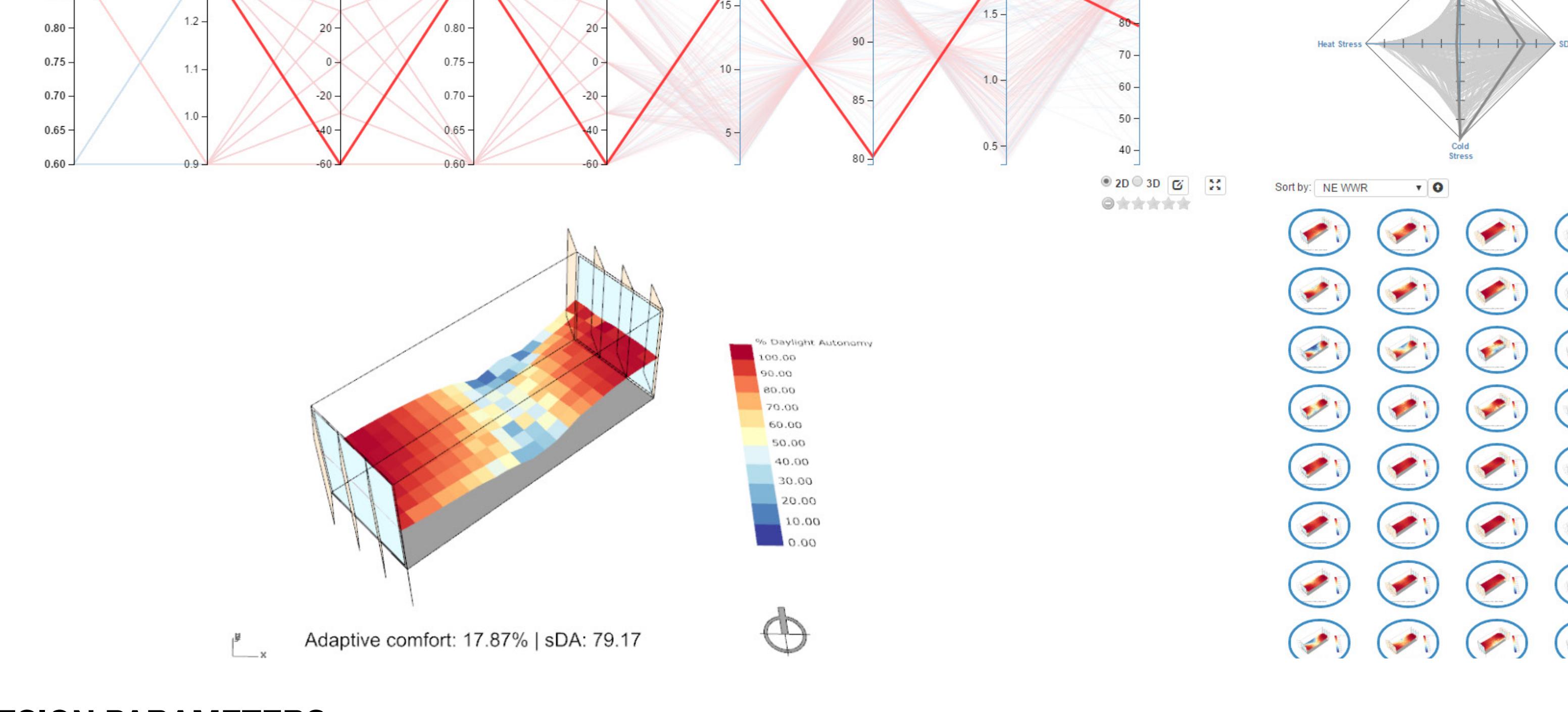
INITIAL SKETCHES



DESIGNING THE COURTYARD FOR OUTDOOR COMFORT

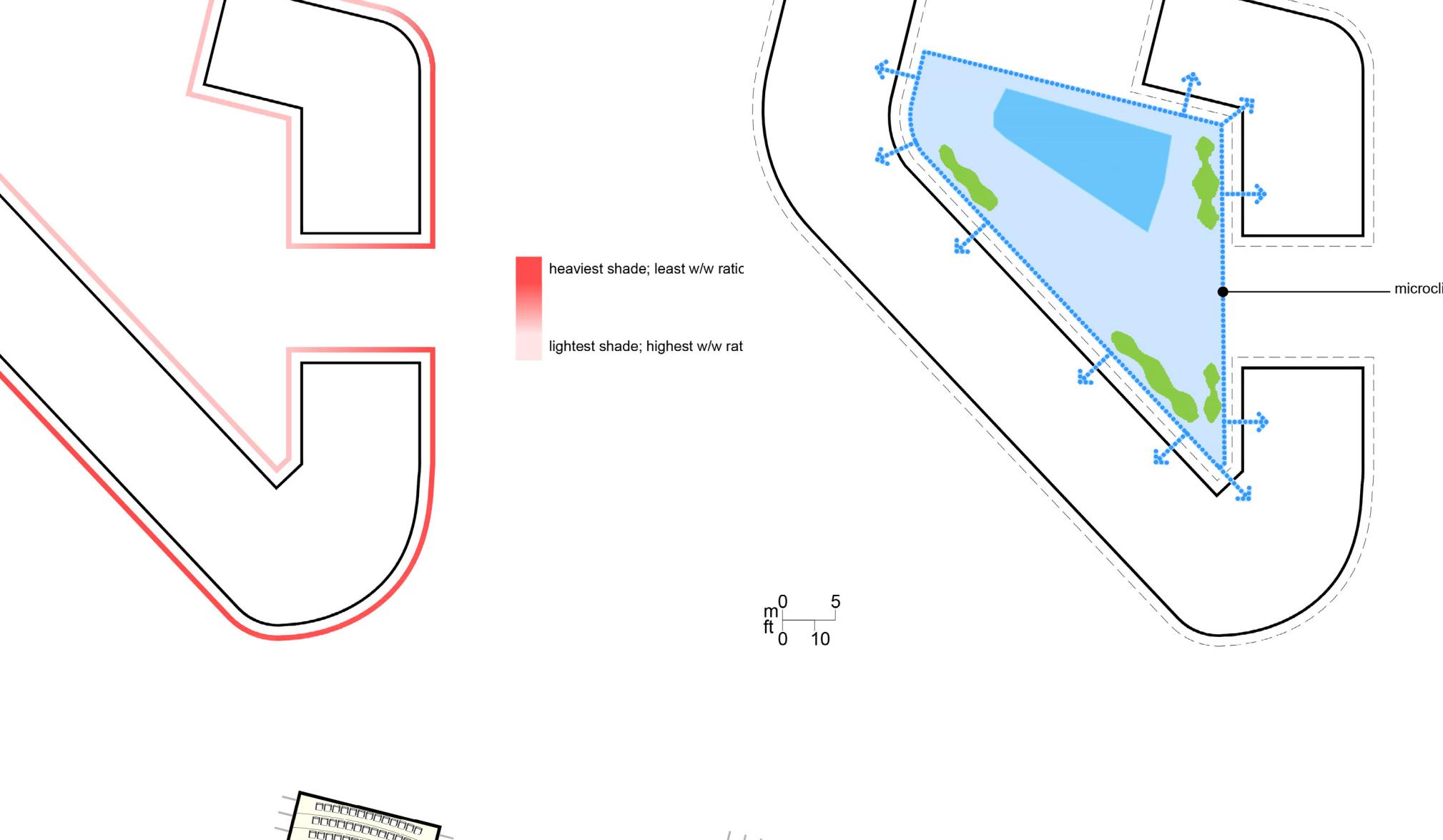
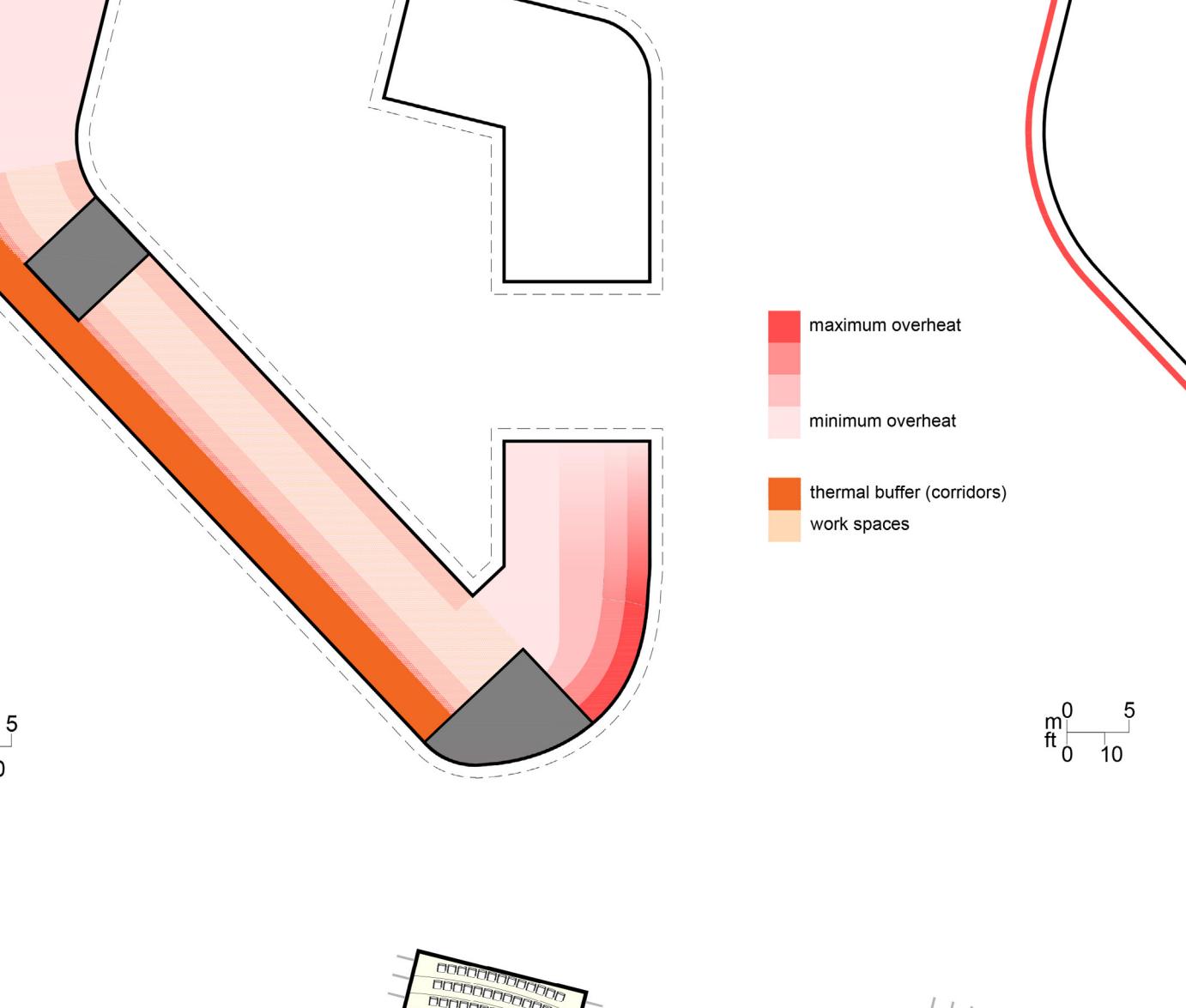
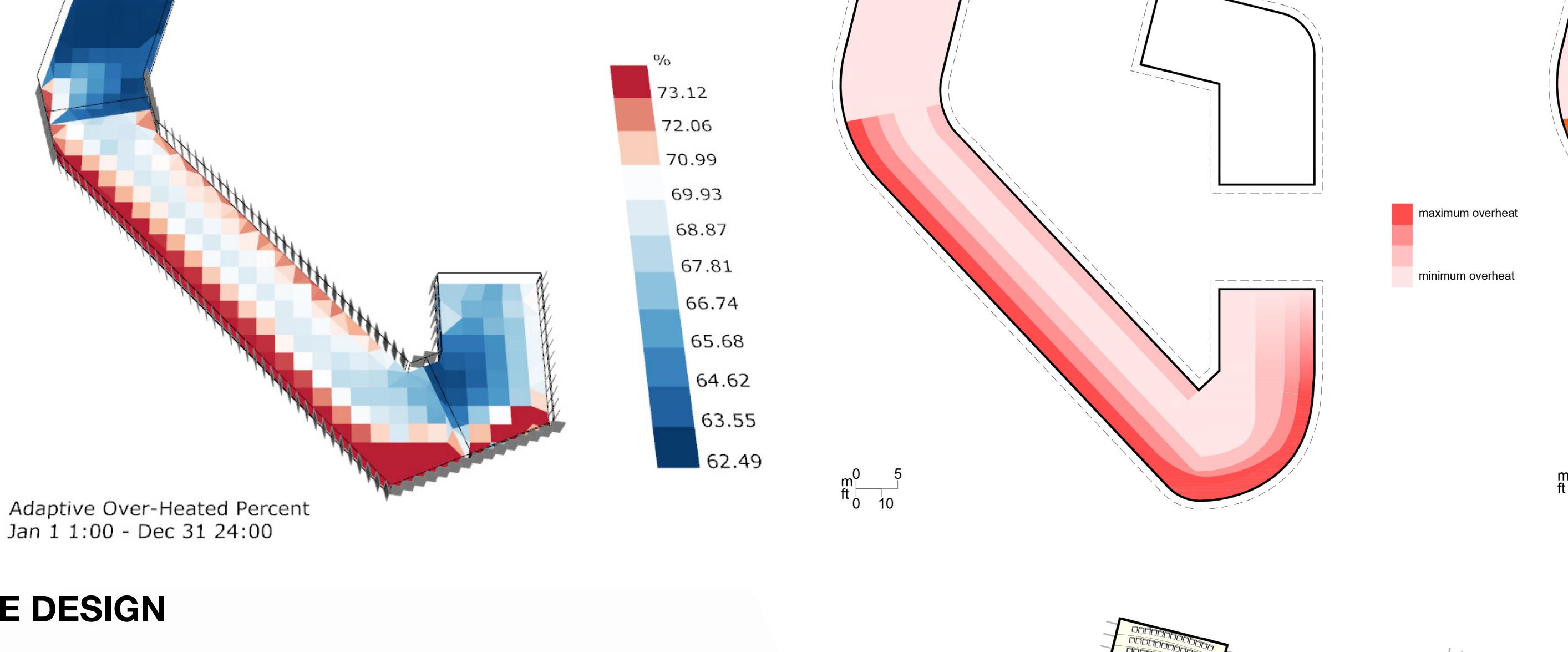


DESIGNING THE SHADE FOR INDOOR COMFORT AND DAYLIGHTING

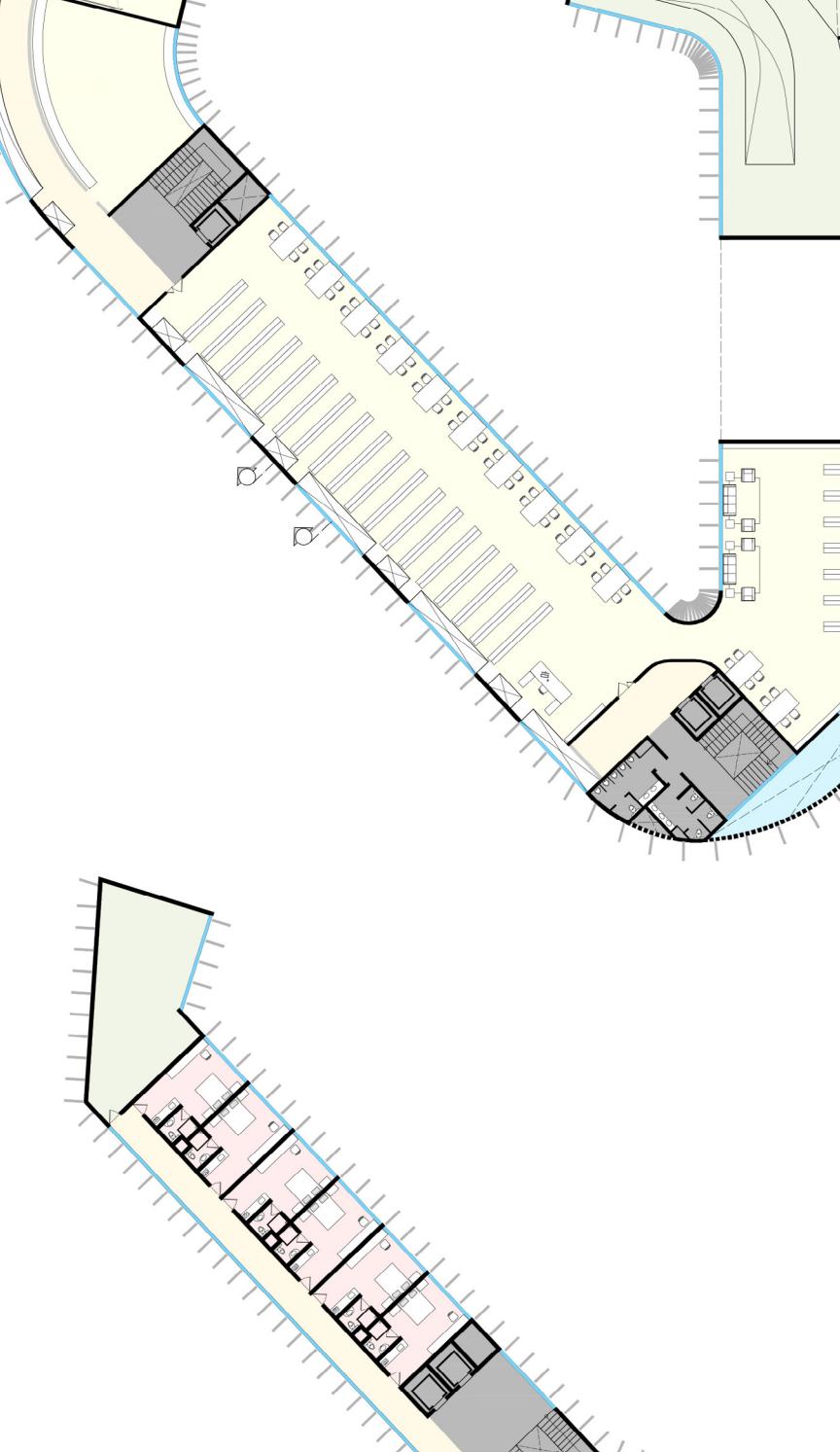
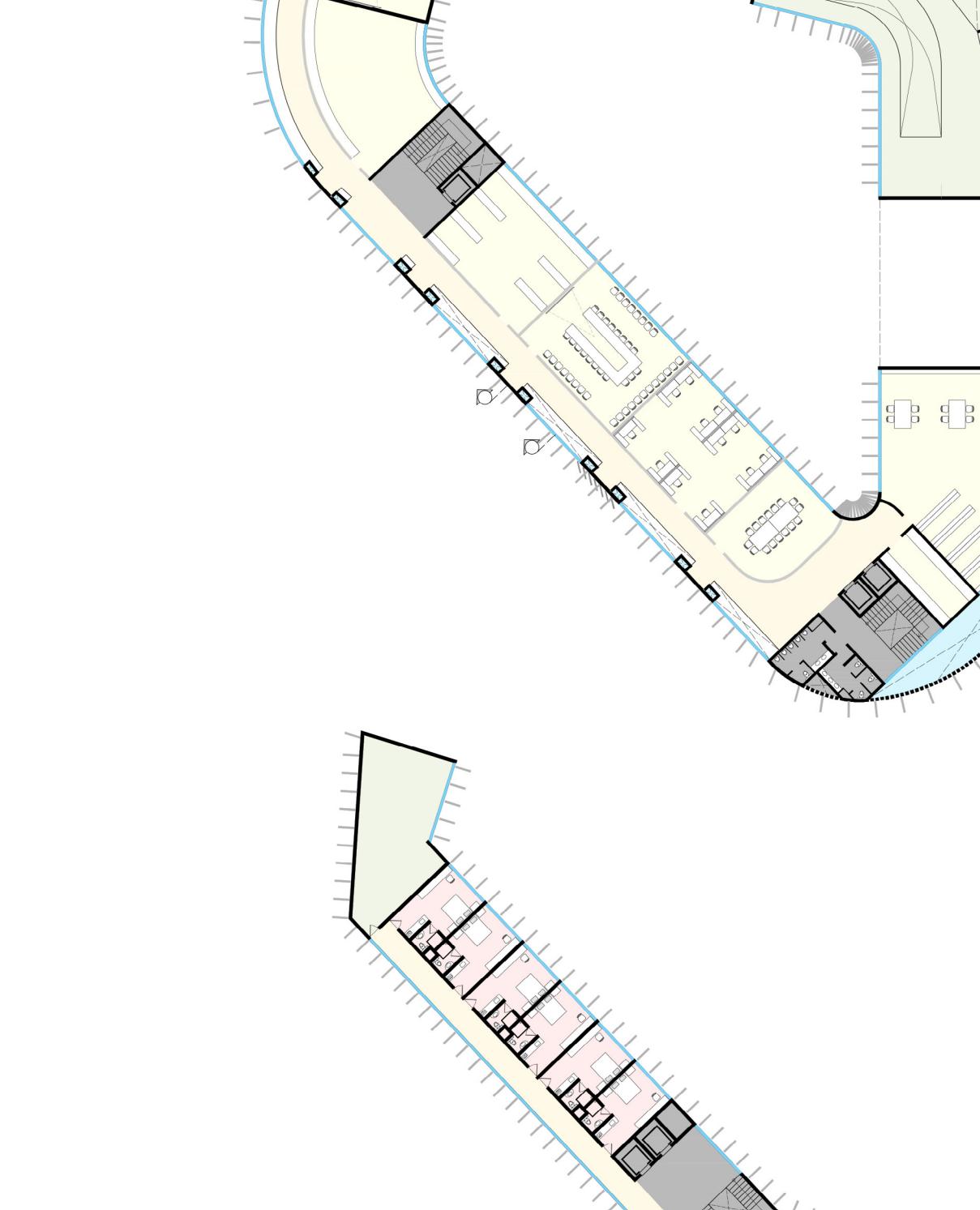
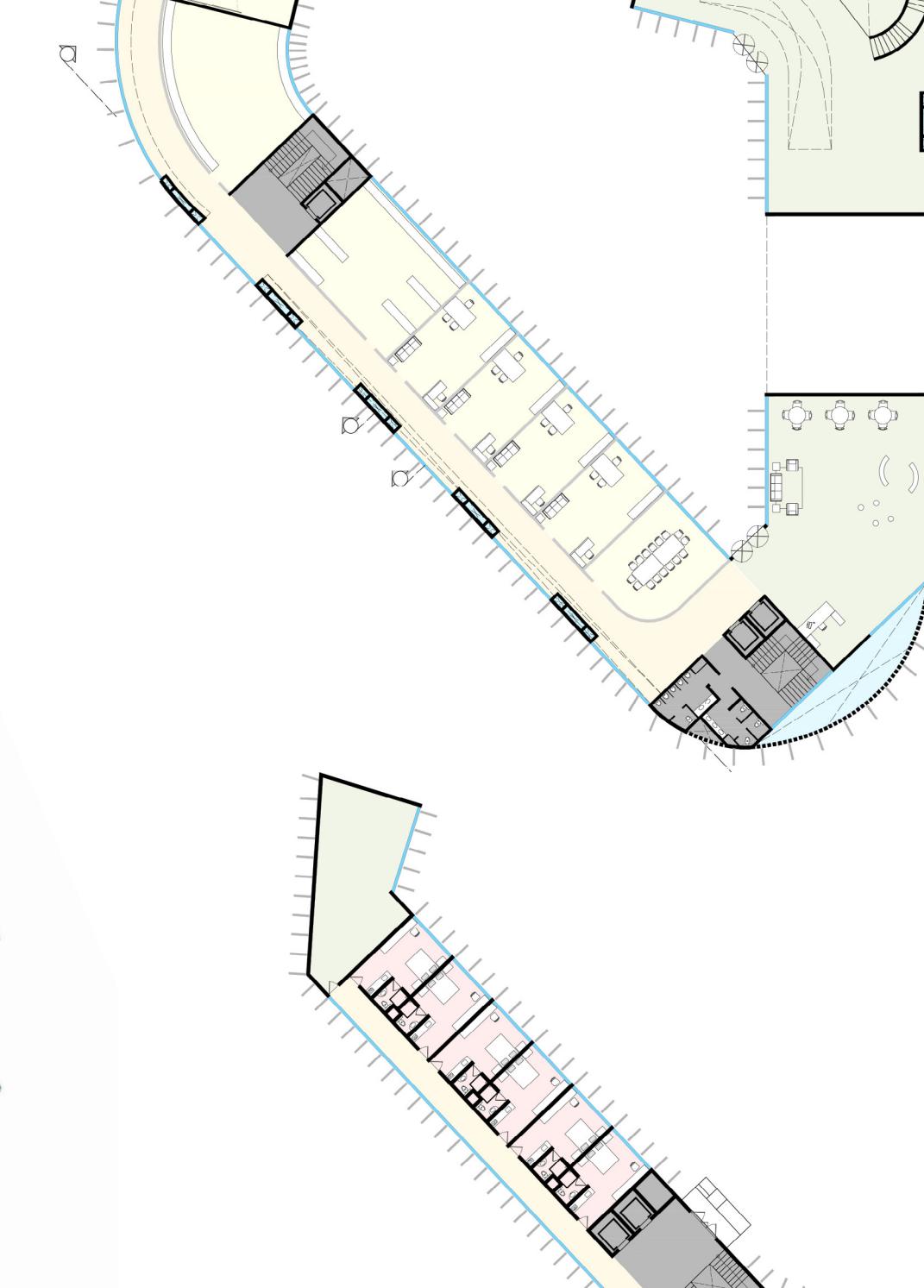
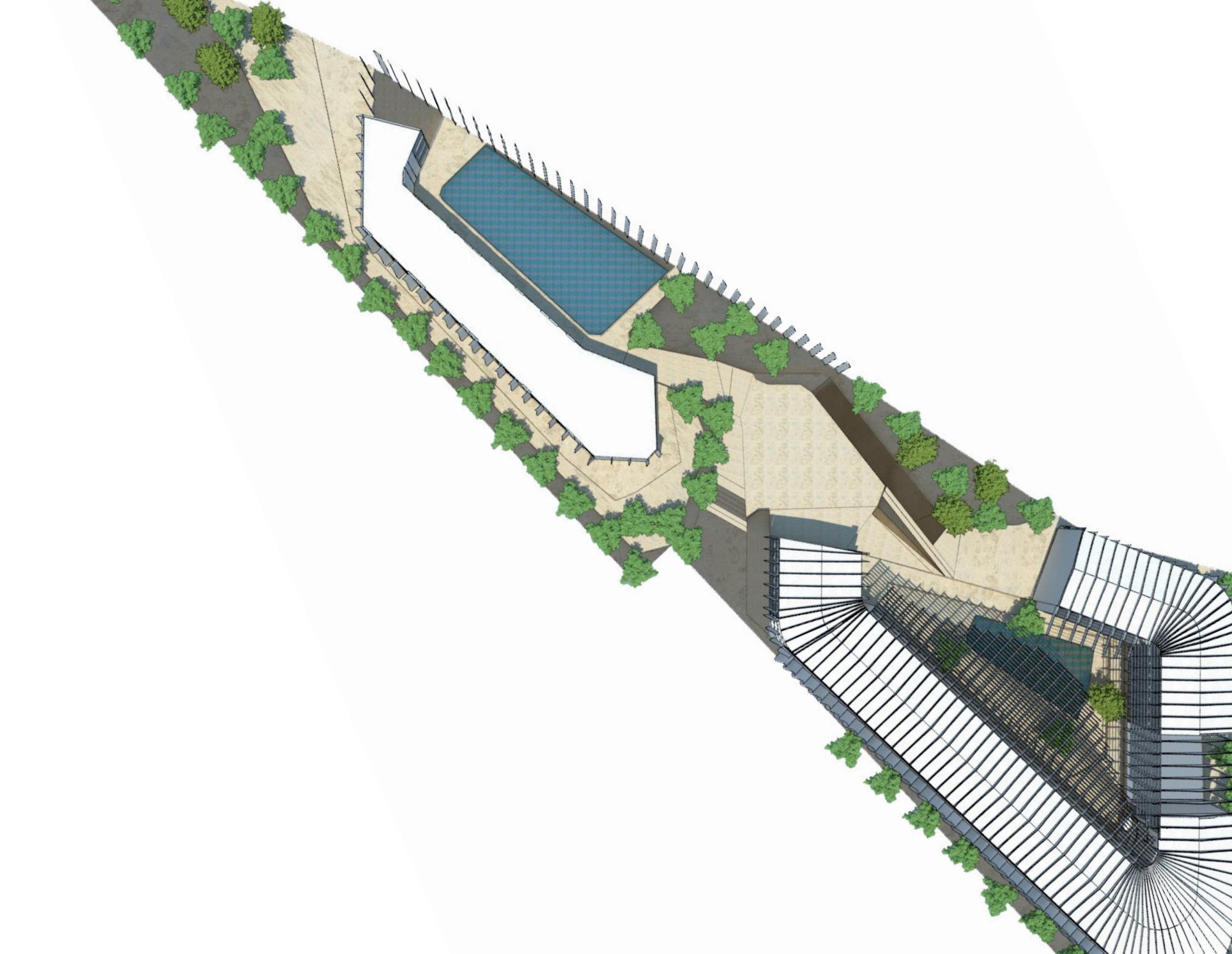


Different shading experiments

DESIGN PARAMETERS



THE DESIGN



Public Spaces
Corridors and Circulation
Work Spaces
Residential Spaces
Service Cores

