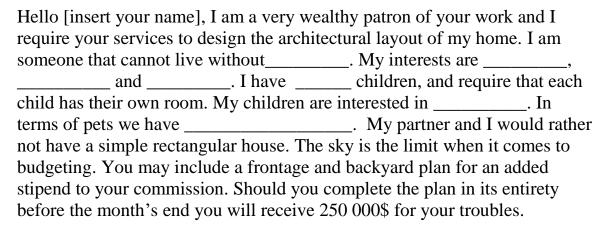
The Architect

You hear birds chirping from a distance, so you begin to slowly open your eyes. Its early, you can tell by the way your mind implores you to go back to bed. You hear an annoying buzzing sound, so you check your phone. Twenty-two messages from an unknown number usually means block and delete. You find your fingers moving with a mind of their own as they check the messages. The main message reads:



Part 1: Profile

- ➤ Write up a very detailed profile of your patron millionaire and their family.
 - Profile can be:
 - o point form 20-30 attributes
 - o 200 words (20-30 attributes)
- ➤ Get it ok'd by Sav

Part 2: Designing the mansion

- > Sketch the *floorplan* of the mansion
 - Are you adhering to your patron's requests?
 - Use scaling for proportions and dimensions of the rooms
 - Check with Sav
 - Add fenestration, doors and other structural details
 - Add furniture and objects
 - o Keep spatial organization in mind
 - Check with Sav

Part 3: Create the final copy

- > Begin by lightly drawing the floorplan
- > Check-in with Sav
- > Fill in the structural objects, furniture and individual objects
- > Check-in with Sav
- ➤ Go over your work with micro-pen