

Those Crazy Animals!



Getting Started

1. Break into Groups

2. Roll the dice

- a. To determine your client (animal)
- b. To determine your building type
- c. Everyone designs the same building and animal

3. Start Designing!

- a. What animal is your client?
- b. What climate do they live in?
- c. What kind of spaces do they need?
- d. How do they interact with one another?

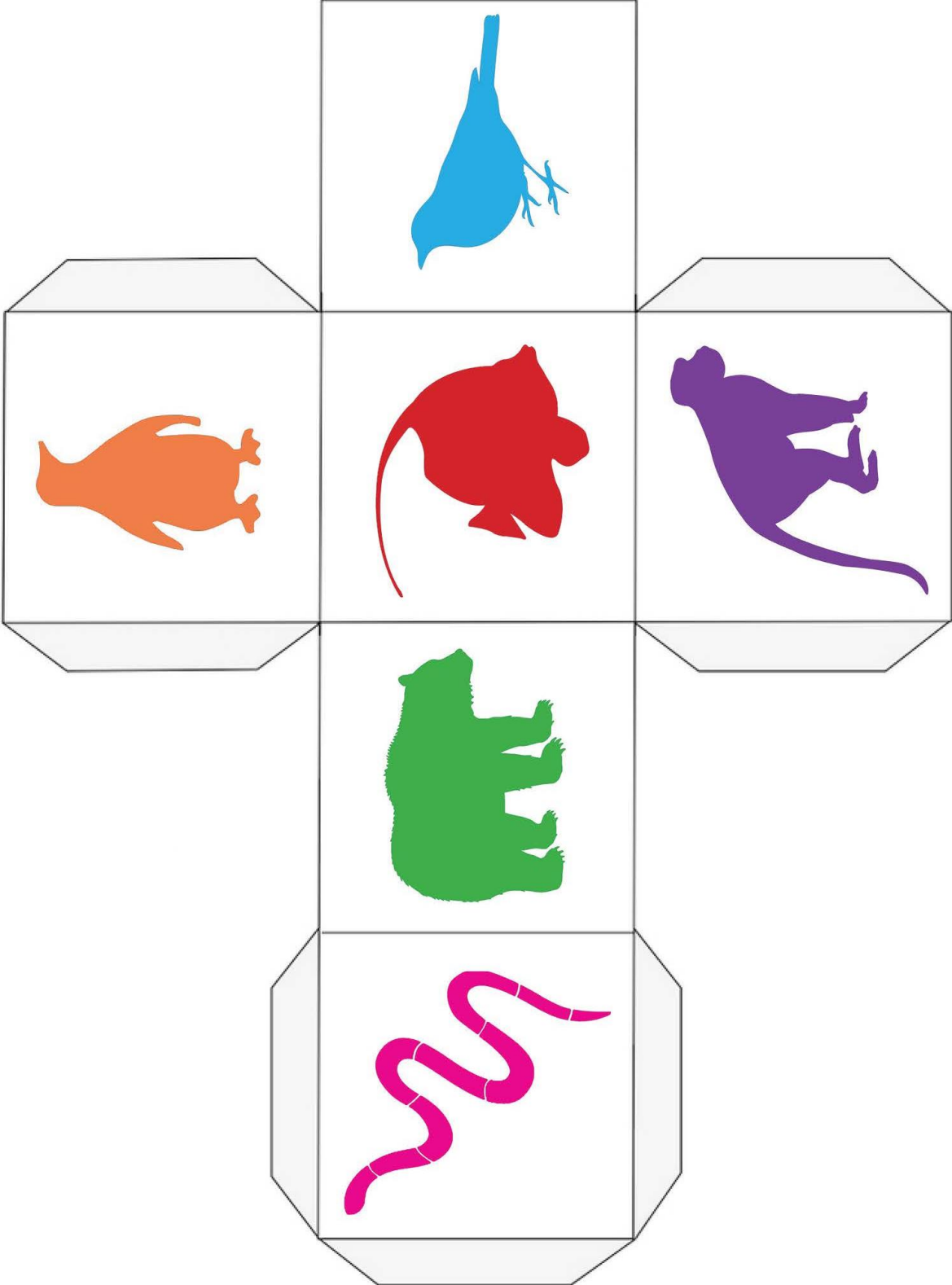
What to Draw

- Outside of building
- Inside spaces of building
- Building name and sign
- Landscape / Outdoor areas
- Animals using the building

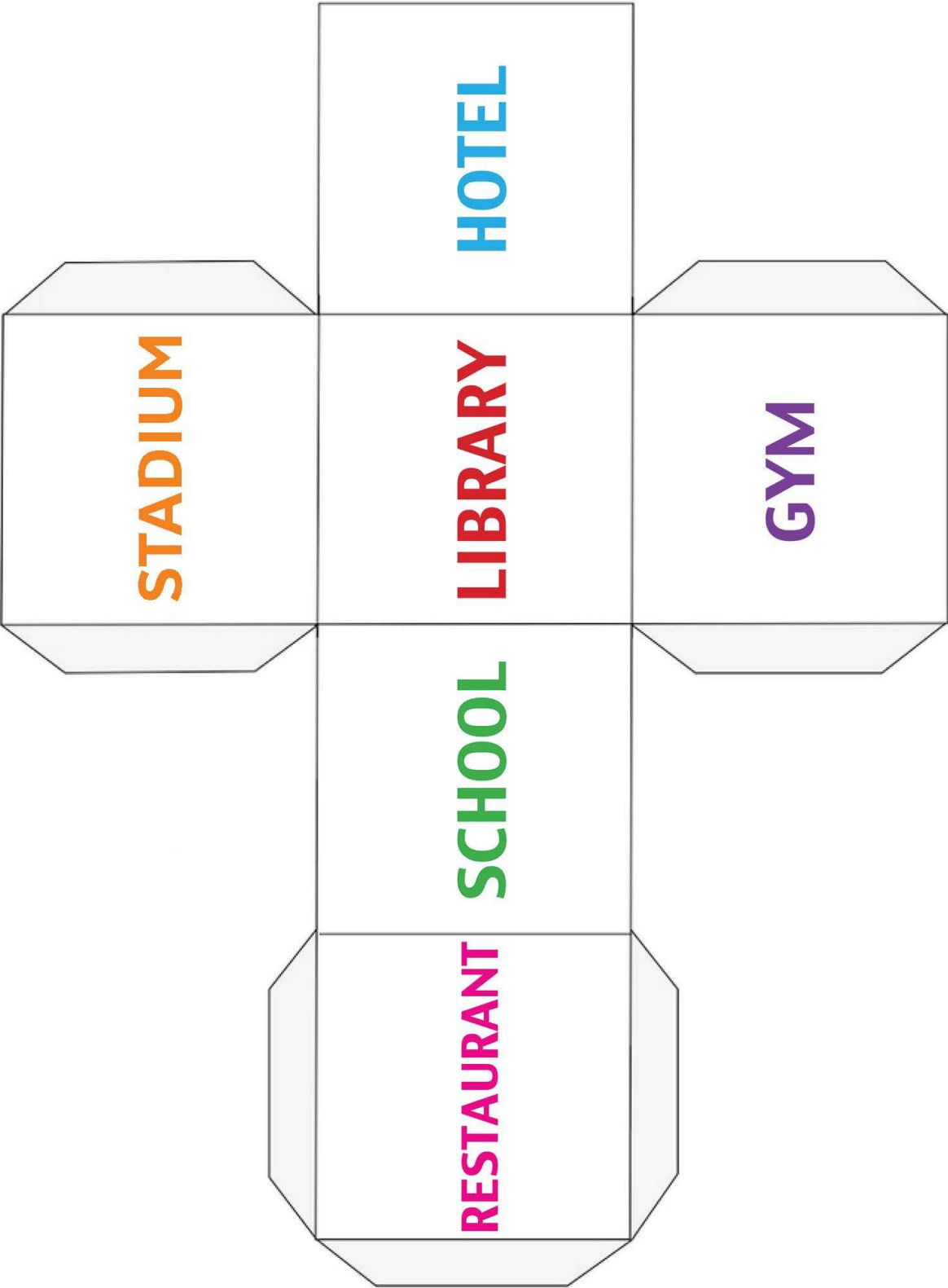
Presentation

- Show others what you drew
- Explain why you drew it that way

Client Dice



Building Type Dice



Example

