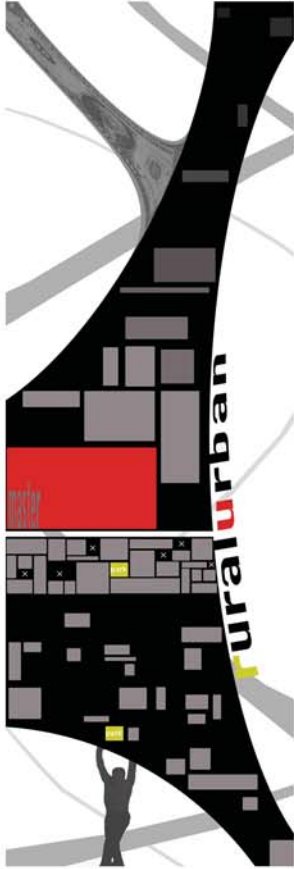


# PHASE I

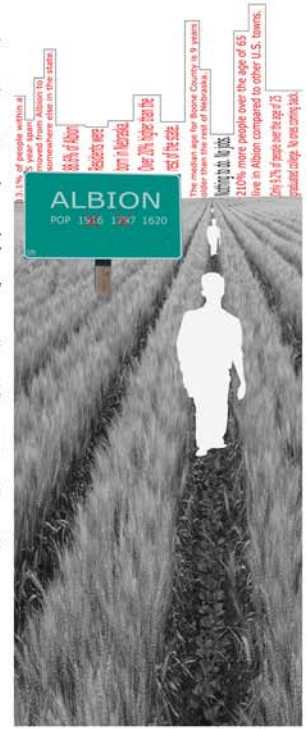
# Andy Sorensen

# PHASE II



When comparing rural areas to urban areas, it is interesting to examine how the towns/cities develop. Rural areas typically focus on one project goal at a time, raise money for this project and then move on to the next goal. By contrast, the urban areas seem to come up with a large master plan, develop the large projects first but then sometimes run out of money/time to do the smaller ones. The rural remains motivated through community involvement while the urban tends to steer more toward the financial gain and investment.

For this board we examined what used to be in the town of Albion, that we liked, but is no longer there anymore. I decided not to focus on a particular building type but rather the people as a whole, especially the young generation. The fact of the matter is, no matter how nice the town may be, people are leaving for schooling, jobs and new experiences. My goal as a designer is to attempt to reverse this trend and bring the people back.



# PHASE III



Something that is still present in Albion that we believe should remain became the focus of the third board. An empty lot but with a nice brick façade was my focus here, because it helped generate a great response from our class. Creativity, passion and hope all started leaking into our minds as we found such simple beauty right in the heart of the midtown area.

Lastly, this board focused more on what we want to end up designing while examining some examples of previous work that supports our overwhelming idea. Instead of focusing on a certain building type, once again I decided to focus more on my general concept for the town of Albion. Intelligent Integration is extremely important because it requires the designer to focus on what the situation (Albion) presents you and rather than destroy the character, simply enhance the effectiveness and beauty of the space.

# PHASE IV

