

*Architecture Student's Survival Guide:
101 Tips for surviving your architectural education*

"I swear I have been educated"

Author's Note

“Architecture began like all writing. It was first an alphabet. Men planted a stone upright, it was a letter, and each letter was a hieroglyph, and upon each hieroglyph rested a group of ideas, like a capital on the column”

This Will Kill That! – Victor Hugo

The pursuit of an architectural education is a mercilessly difficult endeavour. Throughout their education, students will navigate enigmatic and ambiguous concepts that will shape their understanding of the built world around them. The studio environment is both collaborative and competitive, subtractive and additive, constructive and destructive.

Architecture is a subjective field and unfortunately most of the ambiguity of an architectural education is justified by the professor's desire not to put limits on your creativity. Professors straddle the line between client and mentor. Even the competitive nature of the studio correlates with the competitive nature of the industry fighting for and bidding on projects in competition with other architects.

While all of this juxtaposition of roles and relationships can be toxic at times it is legitimized by its applicability to a professional environment. While architectural education is a tangled web of contradictions and treachery, students do indeed learn... something.

This book is based on a personal reflection of an experienced architectural education. It is a collection of ideas, principles, and tools for survival as an architecture student. This is a mapping of experiences and learnings shared from a place of critical and introspective reflection. Some items are ironic, others are very real, some are overstated and others are understated. These items remind us that like any thing in life, frustrating and difficult tasks often are the most rewarding.

While addressed to current architecture students this book is for everyone. Whether an eager and perhaps naive student or a seasoned professional, I hope that you can get something out of this book, whatever that may be for you personally. If you learn a lesson, laugh a little in reminiscence, reflect on your own experiences, or shake your head at the - at times - ironic process of shaping architecture students into architects I hope you can appreciate or even laugh a little at the reflective nature of the items within.

- Matthew Gillard 2021

Architecture Student's Survival Guide: 101 Tips for surviving your architectural education



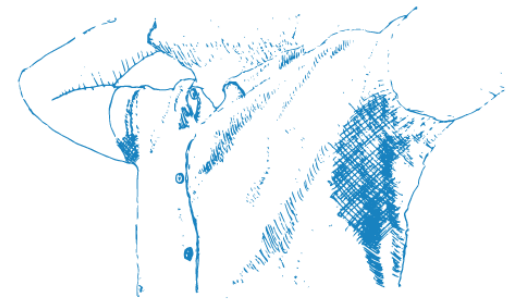
01. Control your sleep, don't let sleep control you.

Work hard and keep a good sleep schedule to avoid all-nighters.

Your professor will ask you to make dramatic changes at the last minute

anyway, so go to the convenience store one week in advance of final

reviews to stock up on energy drinks and melatonin tablets.



02. Arrive at the print shop early

Don't think you're special because you are presenting first.

Get to the print shop early, avoid running across campus

arriving seconds before your review.

Nobody wants to see you sweat through your shirt.



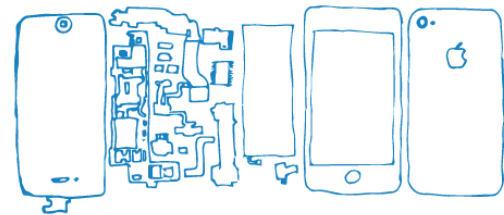
03. If kicked while down

*A few times through your architectural education,
a professor or reviewer will throw an off-the-cuff remark your way.*

It will cut you to your core.

Go home, have a good cry and shake it off.

You're probably not failing.



04. Learning through disassembly

Take things apart in order to learn how they work.

Then put them back together.

Be careful,

step two is often more challenging

than step one.



05. Cafeteria hours

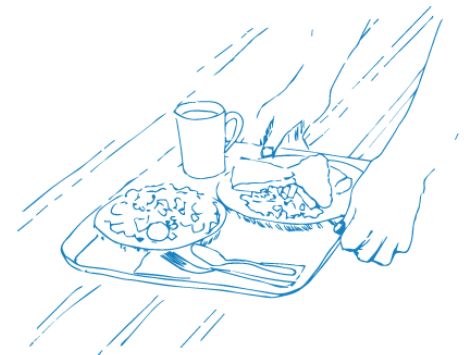
Get a pamphlet regarding the Cafeteria

hours on campus.

This will be a handy reference

But you will eventually

memorize their hours.



06. Cafeteria employees

Get to know Louise at the food court.

When you come in at 2am before closing

she might just give you extra

cheese curds on your poutine.

Friends like Louise save lives.



07. Napping spots

Make note of places in the school

that are both warm,

and quiet.

These are future napping spots.



08. Garbage picking

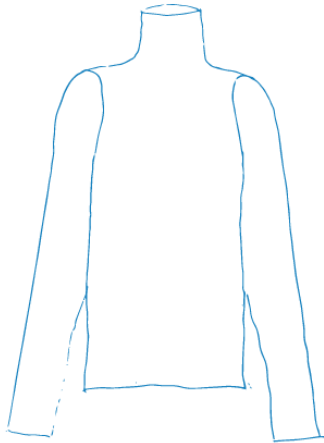
The school throws away

a lot of perfectly good furniture.

Couches, office chairs, task lights, blackboards,

if you find the stash,

you can intercept for studio improvement projects.



09. Black turtlenecks

*It is incredibly efficient to
only have one fashion choice
available to you.*

Black turtle neck and cuffed jeans.

You don't have time to make your own choices anyway.



10. Review preparation

*Think carefully
about what you are going to say
during your reviews.*

*Only discuss the things you
want to talk about.*



11. Light tables

*Print a black and white or hidden line model view
on paper and use a light table to trace your lines.*

*This makes you look like you
are way better at drawing than you actually are.*



12. Essay writing

Learn to write a good essay.

Architecture students write at a 9th grade level

until they are writing their thesis.

They then attempt to learn how to write properly

while also learning to research properly.



13. Citation

If you didn't learn to properly cite sources in high school

don't expect to learn in architecture school.

Find a student who knows what they are doing and ask for help.

Professors don't know how to cite either

so don't stress too much they probably won't even

bother to check your work.



1. Organic

2. Vernacular

3. Biophilic

14. Vocabulary

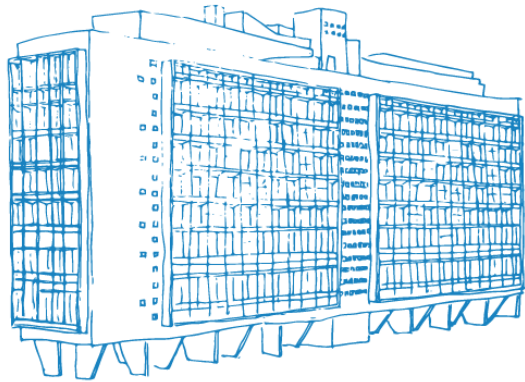
You will acquire a lexicon of words

that will help you to fake your way through presentations and reviews.

As you write your presentation notes, break open

a thesaurus to find some fancy replacements for regular words.

Professors will think you are smart if you use a word they don't know.



15. Le Corbusier

The worlds most famous failed architect.

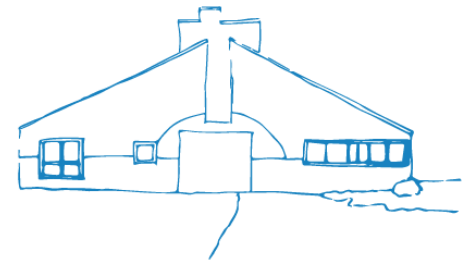
He is the perfect example of what happens when theory and practice clash.

Professors (especially tenured professors) love him

because they themselves are students of theory.

Be weary of anyone who chooses their own title,

and try to learn something from his failures.



16. Post-modernism

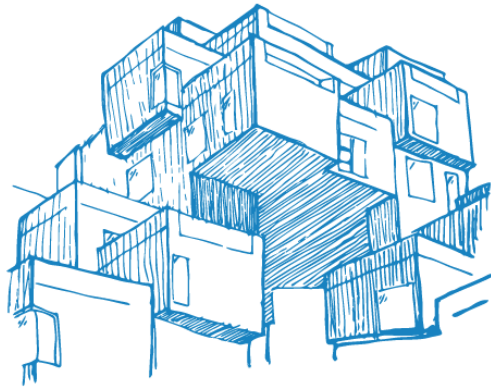
The worst architectural movement,

according to professors. All styles are cyclical,

always moving from ornamental to austere

and back to ornamental.

Post-modernism will return.

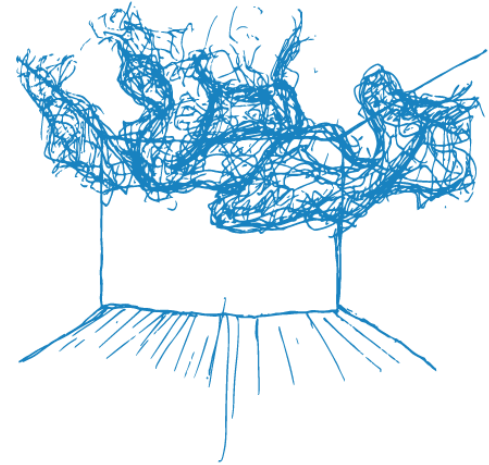


17. Brutalism

Every professor says they hate Brutalism.

*But every one of them secretly loves the raw materials
and weight that brutalist buildings carry.*

*As with any movement though,
the bad examples leave an impression
that the best examples struggle to shake off.*

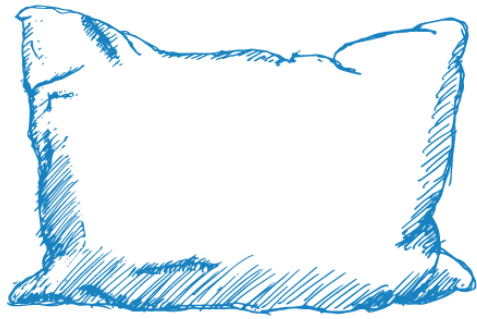


18. Slinky blue

Learn to describe your projects

as if you were painting a picture for the reviewers.

*Once a guest lecturer said that he wanted the ceiling in a particular space
to be more "slinky blue"
an accurate description
however ridiculous it sounds.*



19. Pillows

Buy a cheap pillow to bring to studio.

Whether you use it to sleep on your drafting table

or hug it at 4:30am when you still can't get your

boolean union to work.

A pillow is both a useful object

and an emotional support.



20. Annotated bibliographies

Students from other programs

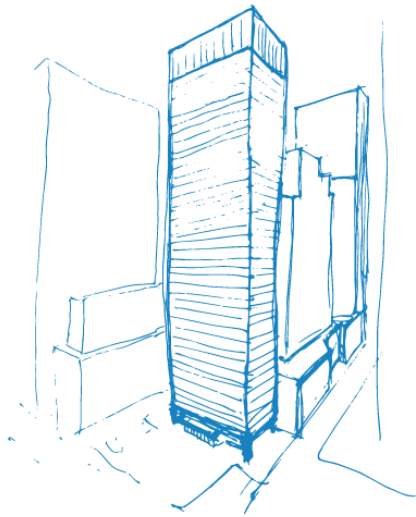
will have to write a million of these but

as an architecture student you might go

your whole academic career without writing even one.

It is best to learn to write an annotated bibliography

before you are in your thesis year.

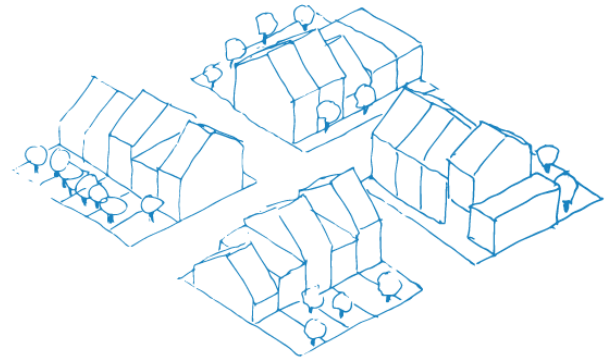


21. Modernism

*The 'starbitects' all come from
some Modernist school of thought,
but at the end of the day*

Modernism was a failed movement.

Too antiseptic and pure for humans' messy lives.

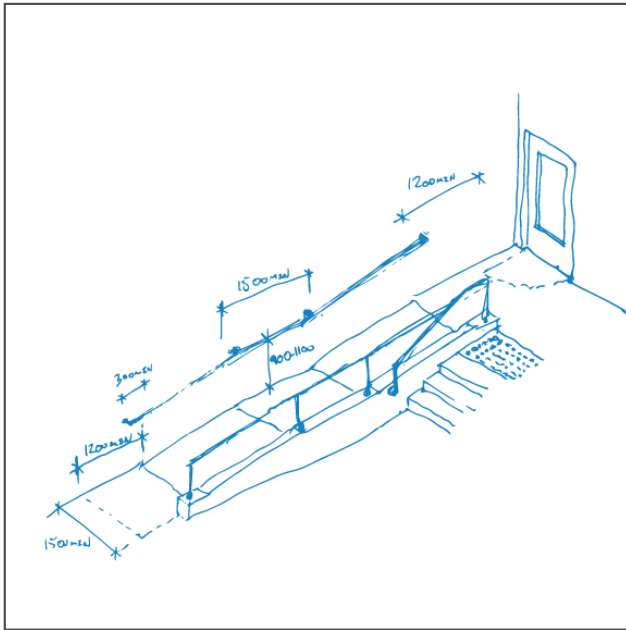


22. The perfect site

*The site will either be too big or too small,
awkwardly shaped,
too much context or too little.*

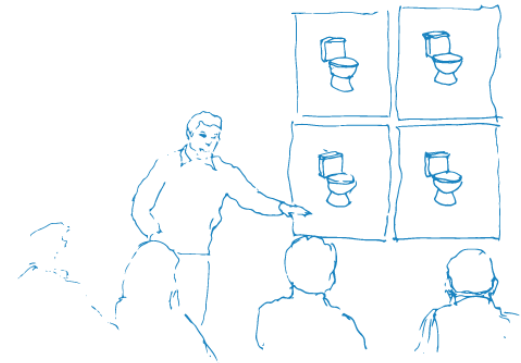
The perfect site does not exist.

*Architecture is about finding solutions
to problems and questions that the site is asking.*



23. Hiding errors

*A professor will never
check the square footage of your building
or the width or slope of your wheelchair ramp
as long as it kind of looks close.*



24. Breaking the rules

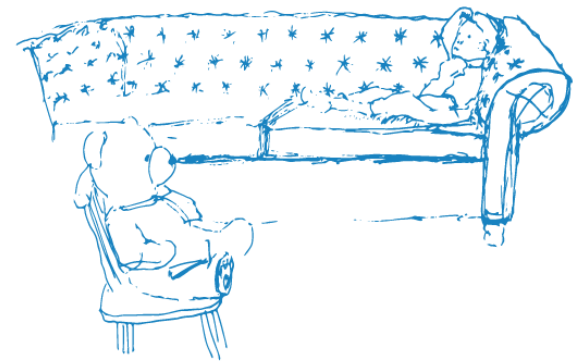
*Project briefs are just a jumping off point.
You are allowed to break the rules.
Justify your defiance with
design intent and precedents.*



25. Trash talking

*Your work is a reflection of your personality
so critiques can turn into personal attacks
against you and your values.*

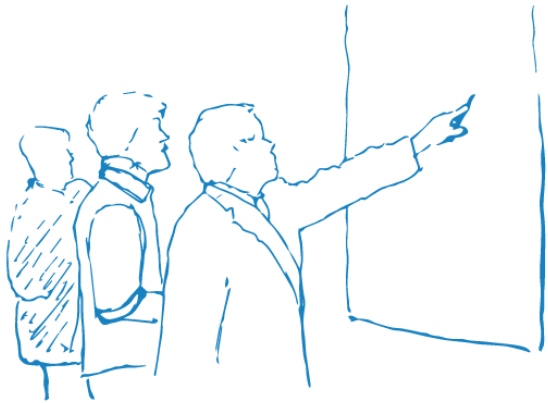
*Students love to vent about their professors,
and talking trash every once in a while
can be good for your mental health.*



26. Mental health resources

*If you need real help,
Universities often provide mental health resources
and/or counsellors that will help you through important issues.*

*Don't be afraid to use these,
they can save your life.*



27. Your personality in your work

You pour your

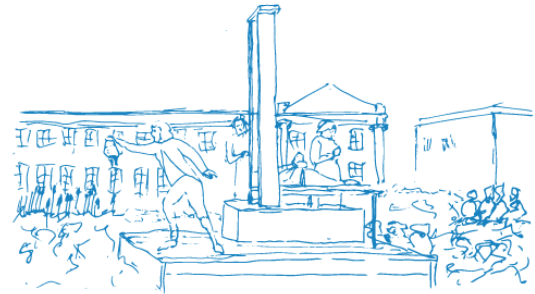
blood, sweat, tears, original ideas, and values

into your projects just to have them torn apart by a reviewer

in twenty minutes or less.

It takes a certain amount of resiliency

to complete an architectural education.



28. Historical knowledge

Take the time to learn a bit

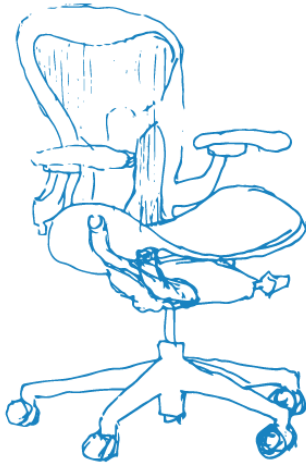
about the history of the world at large

— not just through an art history lens.

This will help you to contextualize

your own work within the history of the world.

Everyone should know the cause of the French revolution.



29. Nice chairs

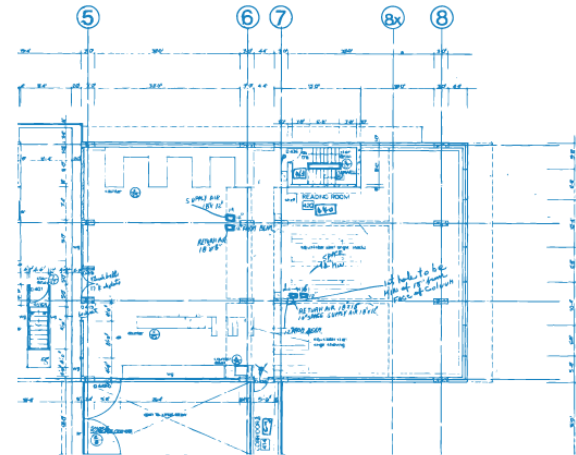
*Get a decent chair, whether it is
a found item or a bought item.*

Use a bike lock and lock the chair to your desk.

Chairs are a precious commodity.

A good chair might just save you from becoming a hunchback.

1. Distance to nearest electrical outlet
2. Natural light and views, be wary of glare or harsh direct sunlight.
3. Where will the professor start and end their rounds for desk crits.



30. Picking studio spots

*Don't be afraid to label both
your table and chair on the first day of studio.
You will be spending a lot of time at that desk,
you are entitled to make it enjoyable.*



31. Competition in studio

*You are intended to both collaborate
and be in competition with your classmates.*

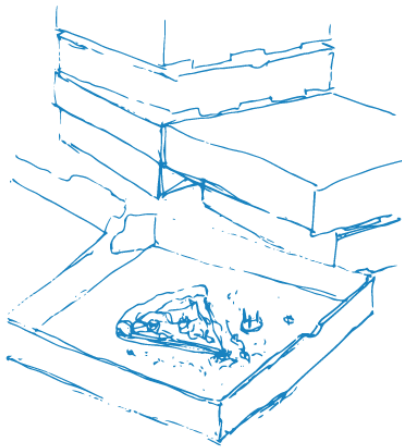
*Don't give away too many free ideas,
but balance that with being friendly enough
that you aren't isolating yourself.*



32. Working in groups

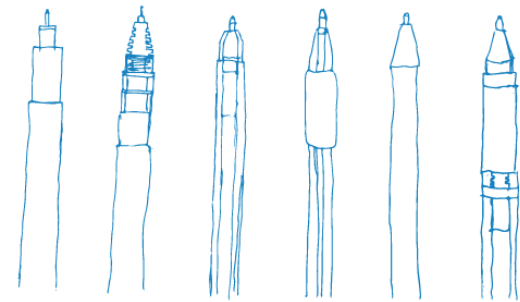
*Managing a group of your peers is challenging.
It can be awkward to take leadership over the project
but good group coordination and management will lead
to a better final result.*

*Make sure that someone in the group
is willing to take the reins.*



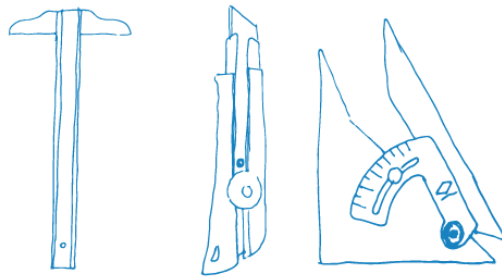
33. Free food

*It is an unwritten rule
that if free food is available
you announce this to the entire studio.
Always capitalize on free food.*



34. Pens

*Find a pen that works well for both
note taking and sketching.
Purchase a lifetime supply
so that notetaking and sketching
are enjoyable activities.*



35. Labeling your supplies

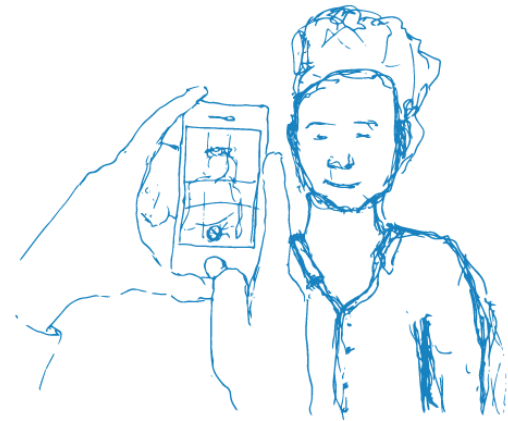
Label everything you bring into studio.

Especially drawing utensils.

People will borrow your stuff

with or without your permission.

*Labeling your stuff means you have a higher likelihood
of them returning it.*



36. Borrowing items

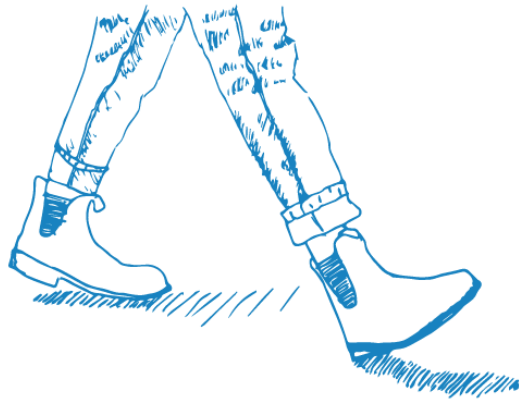
If someone asks you to borrow something

take a photo of them holding the item.

When they return it take a picture of them again.

They will be more likely to return it

if you have evidence.

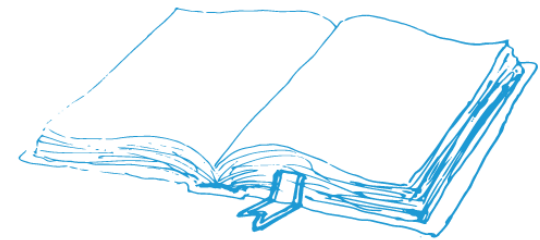


37. Blundstone boots

Expensive but also warm and comfortable.

everyone has them.

*You are either
a sheep or a hipster
there is no winning.*



38. Readings

Doing the readings for your courses

*will not only help you to
better understand the course content,
it will also make you a better architect.*

*Make time to read,
it will be well worth your time.*



39. The sorting hat

There are four acceptable hats

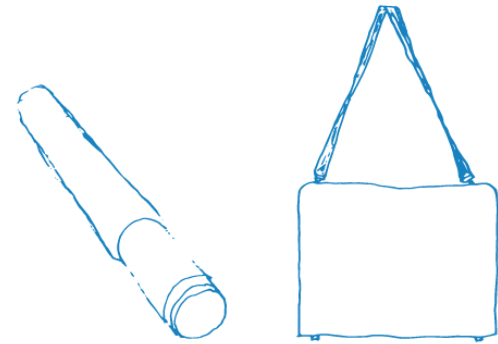
for architecture students.

The ballcap, the beanie rolled up above the ears,

the slouchy toque, and the French beret.

Each archetype has its own associations.

Choose carefully.



40. Drawing tube vs portfolio

After spending \$200.00 printing panels for your final review

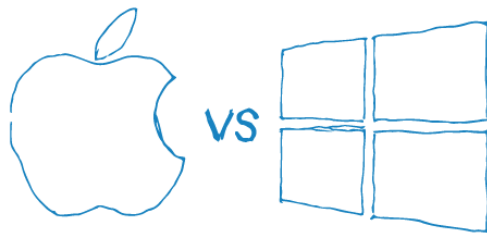
there are two choices for transportation.

Portfolios blow around in windy conditions

but drawing tubes bend your paper.

If using a drawing tube, roll your

drawings face out so you don't struggle when pinning them up.



41. Mac. Vs. PC

To Mac or To PC that is the question.

Macs are almost inarguably nicer but depending on the specs, a PC

is almost inarguably more capable.

Both are expensive and both will be obsolete four years from now.

Note: Revit does not work on mac yet and using bootcamp or a virtual machine will kill performance.

FLUSH LEFT/RAGGED RIGHT

LEFT-ALIGNED TEXT IS THE MOST LEGIBLE OPTION FOR MOST SITUATIONS. IT'S LESS FRANTIC AND MORE INVOLVING THAN FULLY JUSTIFIED TYPE. IT'S MUCH EASIER TO MAINTAIN FORMED TEXT BLOCKS WITHOUT ADD SPACES IN THE MIDDLE OF THE TEXT

FLUSH RIGHT / RAGGED LEFT

RIGHT-ALIGNED TEXT CAN BE USED IN THE LEFT COLUMN OF A PAGE OR TABLE TO SHOW A CLEAR RELATIONSHIP BETWEEN THE ELEMENTS IN ADJACENT COLUMNS AND IS MEANT TO GET CLOSER TO THE RIGHT EDGE OF THE SCREEN

CENTERED

CENTERED ALIGNMENT IS A WEAK CHOICE FOR LONG BLOCKS OF TEXT. THE BEST POSSIBLE SCENARIO FOR A CENTER-ALIGNMENT IS WHEN THERE IS VERY LITTLE TEXT ON A PAGE SUCH AS TITLES OR A SMALL PIECE OF INFORMATION THAT REQUIRES SPECIAL ATTENTION

JUSTIFIED

JUSTIFIED TEXT IS VERY READABLE WHEN SET PROPERLY IT ALLOWS FOR A BEtter WORD DENSITY. BE AWARE OF THE WHITE SPACE BETWEEN WORDS WHICH CREATES A VISUAL PROBLEM THAT REQUIRES ADJUSTMENT OF THE INDIVIDUAL LENGTH OF TEXT.

42. Drawing tablet vs. iPad

A drawing tablet is really good at doing one thing.

iPads are useful for many things

and are capable enough for drawing.

Both are always getting better,

You can probably get through school without either.



43. File naming

FINAL_FINAL_FOR PRINT_FINAL_03_.ai

is actually a file name that exists

somewhere on an architecture student's computer.

In my experience

proper file naming, and rigorous folder

structures will save you countless hours of searching for old files.

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44. Alignment

Please make sure

your text

and drawings are aligned.

Here are some tips for text alignment.

"You'll thank me later."

Sans
Serif
Script
Slab

45. Fonts in general

You can have a maximum

of three font styles in

any given drawing set or presentation.

More than three

makes your work look disorganized.

Helvetica
Adobe Garamond

46. Font types

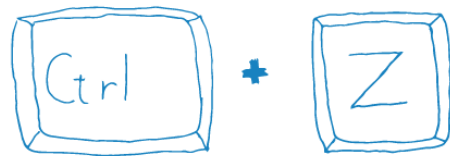
There are only two real options for fonts.

Helvetica or similar for sans serif fonts.

Adobe Garamond or similar for serif.

Develop a position on which is best

and be ready to fight anyone who opposes you.



47. Computer short cuts

The person who standardizes

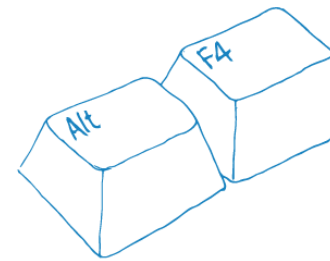
hot keys across all software platforms will save the world.

ctrl + z and ctrl + y (undo and redo)

are different across all software.

Consider this a personal attack

on you from the folks at Adobe and Autodesk.



48. Alt codes

There are codes for commonly used symbols

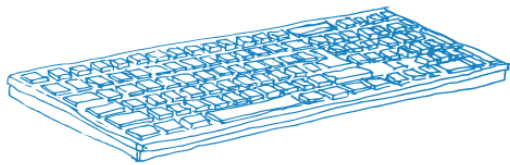
such as degrees ° (alt + 0176)

and square ² (alt + 0178)

You may need to look them up the first few times

but memorizing them will

save you a lot of time over the years.



49. Hotkeys

Hotkeys and shortcuts are huge time savers.

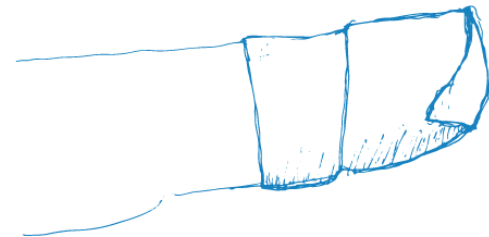
Keep a list of shortcuts open in another window while you work.

You can also customize yours so they are

the same across all your programs.

It is the ultimate flex to show someone

a shortcut they have never used before.



50. Crazy glue on fingers

You're going to get glued to your model anyway,

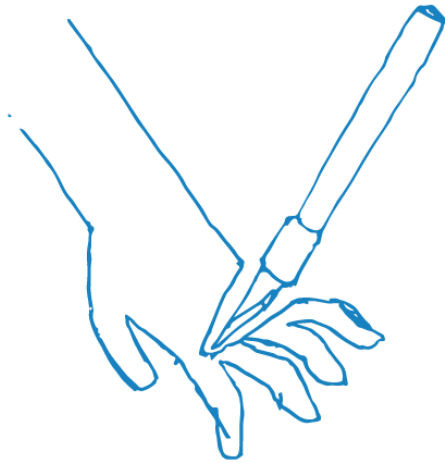
so build up a layer of crusty glue

on one or two fingers rather

than trying to peel it off every time.

This way you only lose a few layers of skin

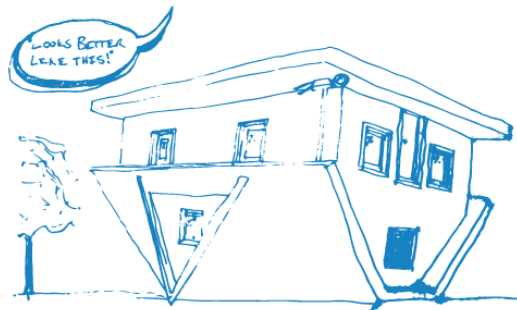
and you probably won't bleed.



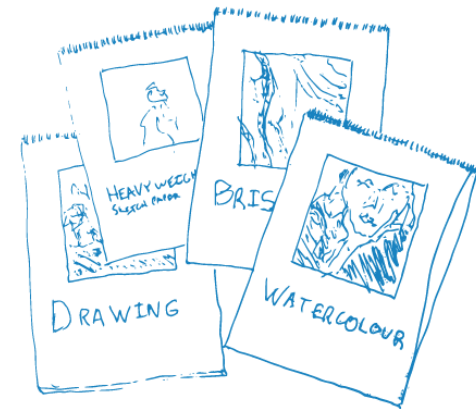
*51. Exacto blade cuts
Olfa or Exacto knife blades
are the most common cause of injury
at architecture school.
Plan each cut before you make it.
Never cut towards your fingers.
Keep your blade closed if it is not in your hand.*



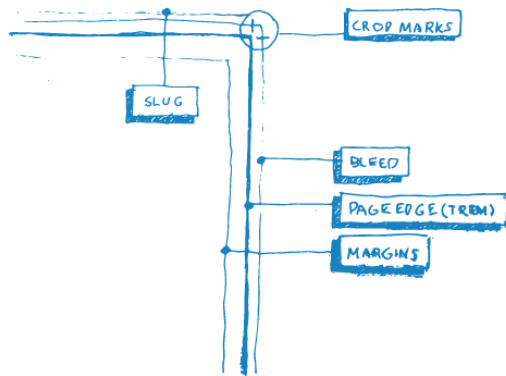
*52. Headphones
If you have the means, invest in a good set of headphones.
If you are going to spend
16 hours per day sitting at your desk,
listening to music, documentaries, or audiobooks
through some decent headphones
will drastically increase your quality of life.*



53. Upside down models
 One day a professor will turn
 your model upside down.
 Everyone thinks this is
 just a cliché
 until it happens to them.



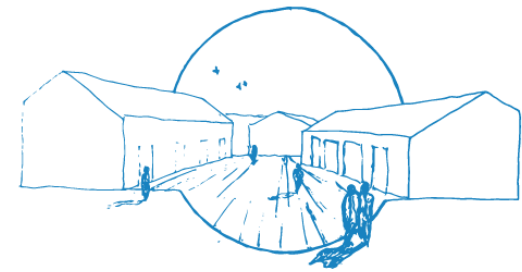
54. Types of paper
 Take a bit of time to learn about paper.
 This is the medium on which
 most of your work will be displayed
 throughout your academic and professional career.
 Watercolour paper, glossy, matte, each has its use,
 advantages and disadvantages.



55. Bleeds

Be intentional with your use of full bleed images or frames with negative space.

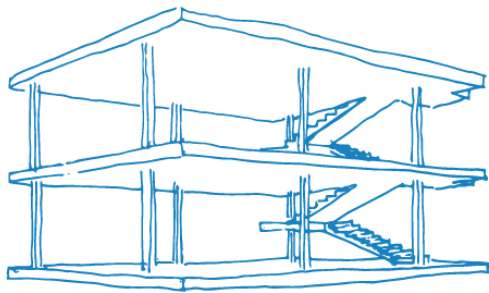
Full bleed images are immersive and bring your viewer in to the scene. Framing an image brings your viewer out of the scene but can be equally evocative, placing emphasis on the subject of the image.



56. Borders

Allow important items to break the borders of your drawing and spill out into the negative space.

This places emphasis and gives your drawing qualities that you might not get with a full bleed drawing. Don't tell your professor but cropping your drawings tighter also cuts down on rendering time.



57. Maison domino

*This is an example of Le Corbusier's work that nearly
all commercial/institutional projects are based on.*

*You will hear about it countless
times throughout your education.*

Columns and slabs...

Still revolutionary more than a century later.

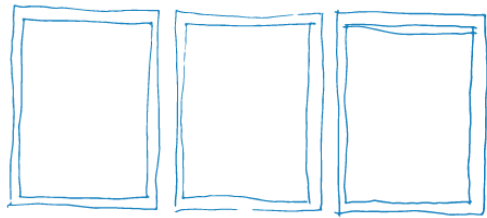


58. Profs drawing on your work

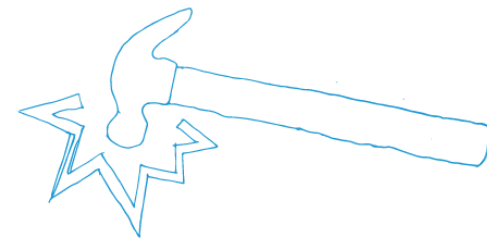
*You have just spent \$200 printing panels
for your final review.*

*Expect for your professors or
the reviewers to draw over your work.*

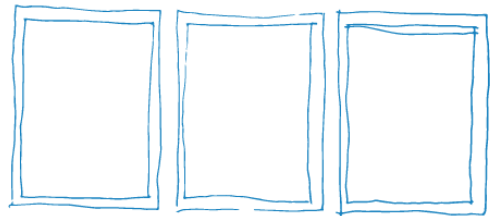
With pen.



*59. Number of panels
You can have a maximum of
three panels for your project.
Any more than three panels is
just obnoxious.*



*60. Profs breaking models
There will be a few professors
who are notorious for breaking
models. Make your model robust enough
to withstand being handled by this ham fisted professor,
or expect the colonnade you spent hours gluing
wont make it through the review.*

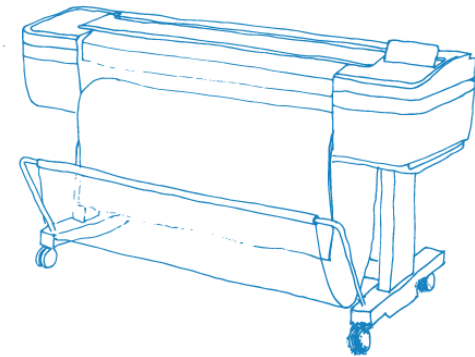


61. Pinup panel sizes

Your professor will likely specify

a panel size and number of panels for your review.

Ignore these guidelines. Pick the size, orientation, and number of panels that will best show your project. Be judicious and ensure that you are still fulfilling the project requirements but use your panels to best show your project not just to follow the 'template'.



62. Money spent on models and printing

You will spend thousands of dollars on model making materials,

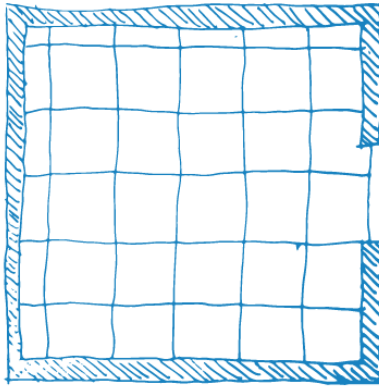
laser cutting, 3d printing, and printing on paper.

To save money and resources, do digital presentations when you can.

Make sure your 3d prints are wider than they are tall,

and organize your laser cutting files efficiently

to keep costs down.



63. Drafting table victories

Learn the difference between

a drafting table victory and a useful alignment.

*Aligning a floor tile hatch and spacing with your walls
might be worth it depending on the scale of the drawing.*

*If your reviewers won't see the hatch on the final drawing
don't waste your time aligning it.*

64. Professors that can't do technology

You may find that professors educated prior to 1985

tend to resist or reject technology.

If they don't want to see the benefits of technology

you won't be the one to convince them.

Don't waste your time debating luddites

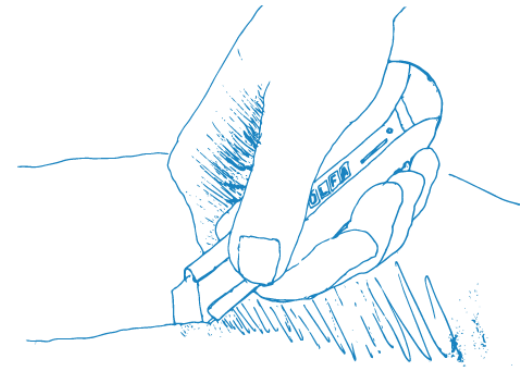
on the usefulness of BIM or whatever new technology you are using.



65. Distaste for Revit

*Architecture professors have a distaste
for particular software and workflows.*

*You can avoid this by not telling them what software you use.
Knowing how to use your software and not making the typical mistakes
that other students make. Your work should never be
limited by the software you are using.*



66. Hand cutting modeling materials

Hand cutting materials is a huge waste of time for a final model.

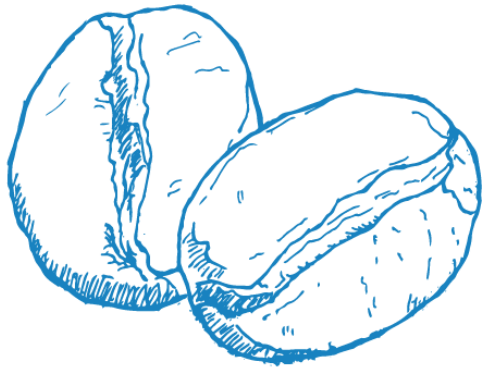
If you have access to a laser cutter use it.

Especially for cutting acrylic. Cutting acrylic by hand is the worst

Make sure you cut your material before

the rush of people trying to cut

at the last minute during finals week.



67. How to become a coffee snob

Starbucks is for chumps. Get a cheap espresso machine and test out some different beans, grind sizes, pressures, brew temperatures. In the long run this will both make you look cool and save you money. Nespresso and Kenrig are not as good no matter what anyone tells you.

Note: Coffee machines in studio draw a lot of attention.

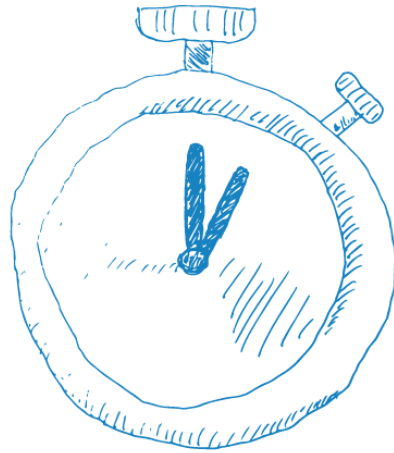
Be careful who you share your secret craft with.



68. Procrastination

We all procrastinate. Sometimes you just need a day to take your mind off school. It is okay to put things school on hold for your own mental health but it is important to know when taking a break is just going to hurt you later on. Check your due dates and count the days or hours you have until your project is due.

The fear of failure is a pretty good motivator.



69. Last minute work

Sometimes you will work on a project for three weeks,

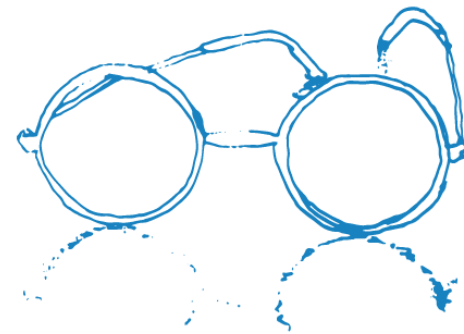
then decide it is trash and redo it in three hours

to the same level of development. Good projects take time and the best projects take lots of time.

If you plan ahead and manage your time well there is

time for you to do well in school and have a social life.

Just not if you are an architecture student.



70. Theory professors

There will be a few of your professors who are career academics

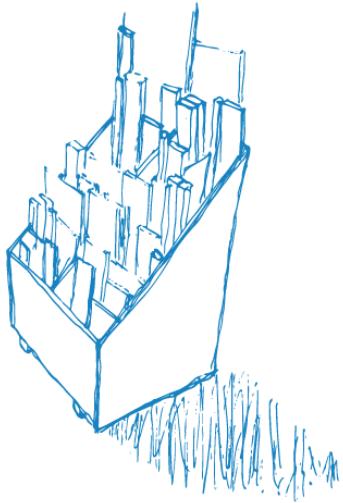
and have had little to no practical experience.

They are often stuck on theory and have limited practical knowledge to gain from them.

This is just a reminder that while theory is important

It is not always directly applicable.

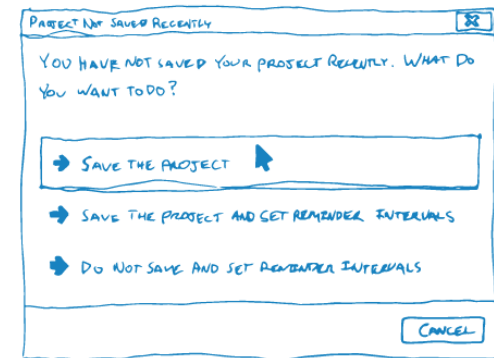
Usually these professors will not accept that fact.



71. The scrap bin

*If your model shop has a scrap bin,
go looking for scraps right before closing
or first thing after opening*

*This is when you will get
the really nice finds.*



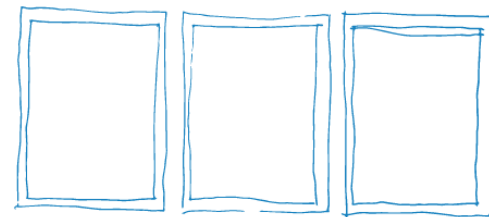
72. Saving and Autosave

Use autosave or save reminders whenever you can.

*You may never have crashed illustrator before
but your computer will always fail you when it is crunch time.
Autosave and save reminders are great precautionary measures
to avoid losing hours of work.*

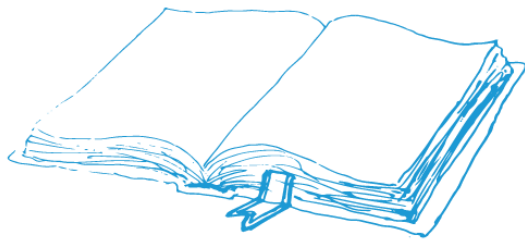
73. Deadline extensions

*If you know you are not going to make
a project deadline,
talk to your professor as far in advance as possible.
Sacrifice courses that are not studio first.
Studio professors are not known to be flexible.*



74. Brighten for printing

*Do a test print of your panels before final printing.
Make sure that your images are correctly
exposed when printed.
Sometimes the brightness on screen
can be 40% darker than on the printed page.*

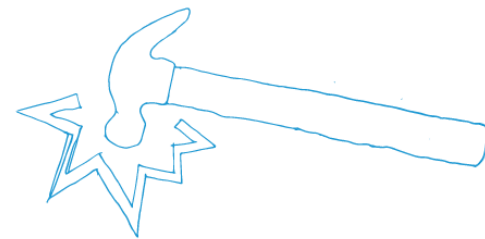


75. Pretending you are well read

*Professors will often ask if you have read or heard of some obscure
architecture office, book, author, or artist.*

*Smile and nod, then quickly Google the subject
to find out more information.*

*If you want to be cheeky you can ask a follow up question using your
newly gained information.*



76. Fixing things during a presentation

*If your model breaks during a review,
resist the urge to fiddle with or fix it.*

*This will only distract from your presentation
and waste time that you could be using to explain your project.*

*Also resist the urge to punch whoever
just broke your model in the face.*

77. Cleaning hand drawings in photoshop

When asked to make hand drawings for a review,

do your drawings by hand and then scan

or photograph your work and post process in Photoshop.

Your work will be cleaner and you don't have to worry

about smudging, eraser marks, or mistakes.

78. Composition of panels

Compose your panels carefully.

As you assemble, think of how

you will talk through each panel and image

so that you don't have to jump around when presenting.

Leave lots of negative space for viewers

to rest their eyes on your most important images.



79. The first year studio list

If your school has provided you

with a list of supplies to gather for your first year,

promptly throw out the list.

If you show up with a pencil, eraser, ruler, laptop and sketchbook

you will be able to get everything else as the need arises.

You may even be able to find a free drafting board from a senior student.

80. The real studio supplies list

Now that you have thrown out the school's list,

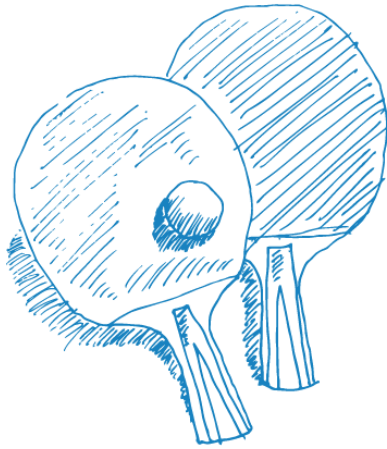
here are a couple of things that really are essential.

While they aren't necessarily productivity items

they are useful for relaxing

or taking mental breaks

from your work.



81. Portable table tennis set

First on the list is a portable table tennis kit.

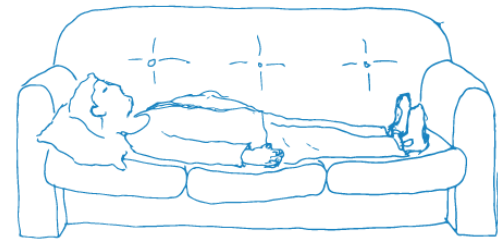
Net, paddles, and balls included, you can set this up

on pretty much any table and give yourself a

mental break and outlet.

Especially useful during the weeks or days

leading up to final reviews this is a fantastic form of stress relief.



82. Couch

Because the furniture at your school has

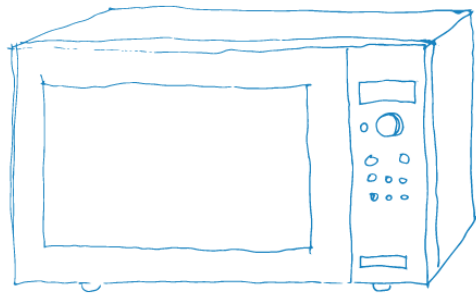
been picked by cold hearted architects,

there is likely a shortage of soft furniture.

Garbage pick or find a second-hand sofa

to leave in the studio. Note that once the sofa is there it is

going to be used by everyone you will have priority only during sleeping hours.



83. Microwave

If a microwave is not supplied by the school it is worth it to buy a cheap one and bring it to studio.

Cafeteria food is expensive and eating out of vending machines

for 48 hours is not fun either.

Note: Etch or permanently write your name or

initials on the microwave in an obvious spot to avoid it being stolen or used

by those who havent asked your permission.



84. Coffee maker

Bringing a coffee maker to studio will

instantly make you one of the coolest people in your year.

Be sure to lock that thing up or it will be

permanently 'borrowed'

by someone and you will never see it again.



85. First aid kit

*The school will likely provide this for you
somewhere in the building but it is worth having your own.
Keep some gauze, rubbing alcohol, and band-aids in your locker.
At some point you or someone you know will
cut their finger open while building a model or otherwise.
It is good to have some clean first-aid supplies at the ready.*



86. Wine

*For consumption after reviews only.
Although it might be tempting,
wine will not help you
get through a long night
of drafting before final reviews.*

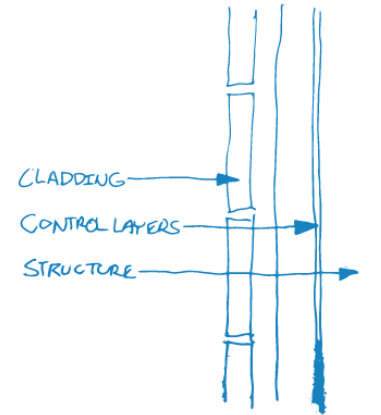


87. Constructive criticism

Professors will often resort to hurling personal attacks or questioning your intelligence during a review.

This is because their mothers did not love them when they were young.

Be patient with them and learn to appreciate the small bits of helpful and constructive criticism between their attacks.



88. Tech course survival

The vapour barrier always goes on the warm side of the insulation.

This might be the only thing you remember from your tech course and while all course content is important you can Google any of it if you need to recall in the workplace.

Note: Mention the “perfect wall” by Dr. Joseph Lstiburek.

Your prof will spend at least half an hour debating the legitimacy of this wall assembly.



89. Burnout

At some point in your architectural education

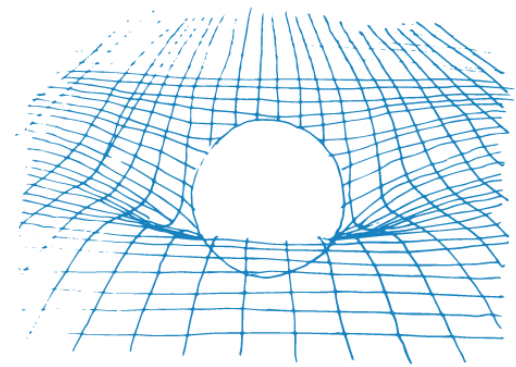
you will experience 'burnout'.

If you can get together enough material to hit the course requirements (listed in your syllabus)

that will be enough to pass the course and get your degree.

You don't need to be the best in the class,

just make sure you tick all the boxes.



90. Version control

You spend hundreds of hours pouring over your project and drawings.

Professors and reviewers look at your

drawing for a whole 20 minutes.

They likely won't notice if there are

some small version control problems. Updating all your sections to reflect

a tiny change in your plan is probably not worth your time.

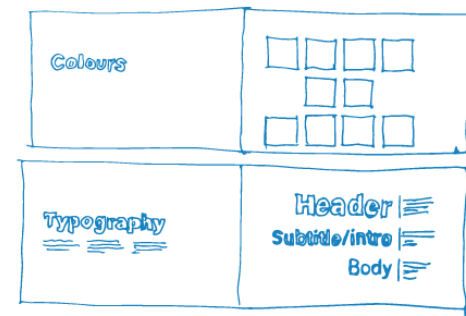


91. Checklists

Create checklists to keep yourself organized and on track especially when approaching final deadlines.

Give yourself clear instructions and a target timeline as you put your final drawings together.

You will likely fall behind your timeline but it will still feel good to check off the little boxes.



92. Keep a template for your portfolios

You will have to create a portfolio of your work every semester.

Creating a template for your portfolios will save you time each semester in compiling your work.

It will also keep your work in a consistent format for later incorporation to your professional portfolios.

93. Create a rendering library

*You will download hundreds if not thousands
of images to populate your drawings and renderings.*

It is well worth your time to create an organized library of .PNG, .DWG, and .ai files

with folders for trees, people, textures, cars, etc.

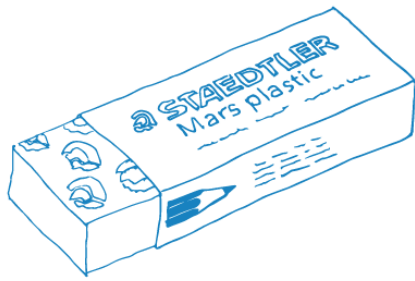
*This will keep your drawings consistent across
projects and save you the time of searching online.*

94. Ask questions and participate in lectures

*Participating in lectures, asking questions,
and going to office hours are effective
strategies for learning course content.*

This also can help establish a valuable relationship with your professor.

*Connections with professors can be useful for getting jobs or recognition
from the school down the road.*



95. Know when to “fake it”

*In the days leading up to reviews, your professor will ask you
to make a change to your project.*

*At this point it is not worth
going back to your digital model to make the change.*

*Just edit in photoshop or illustrator,
no one will notice the difference.*



96. Approaches to modeling

There are two approaches to creating digital models for your projects.

You can create a detailed model with people, plants, furniture etc.

or create a less detailed model

and spend more time post processing adding the details.

*Pick the second option. This will help you to remain more flexible
to last minute changes from the professor.*

97. Precedents

Finding examples of other projects to show your professors

especially in the early stages will give them

an understanding of what you are working towards

without you having to do any drawing or modeling.

This will save you time when they hate

your ideas and you have to turn in a new direction.

98. Borrowing and precedents

Learn to walk the line between

copying and borrowing from precedent projects.

Combining ideas from multiple projects

will help give your project its own flavour.

Nobody wants to see an old Foster and partners

plopped on your site.

99. Time estimation

*When anticipating how long a task will take,
simply multiply the time you think the task will take by three.
Even if you finish your task ahead of schedule based on this formula,
you will give yourself sufficient time to do a good job of the work.*

*Also, being ahead of schedule is much better
than being behind schedule.*

100. Work ethic

*As hard as it might be to wake up and drag yourself out of bed some mornings,
try to keep a good work ethic and sleep schedule.
Despite what your peers may tell you,
your time will be much better spent within
daylight hours and with a decent sleep schedule
than if you try to work through the nights.*

101. Make a book about your own experience

*Once you have completed your undergraduate
education take time to reflect on your experience.*

Maybe writing a book about your experiences

will be a good form of catharsis for working

through your architecture school PTSD.