

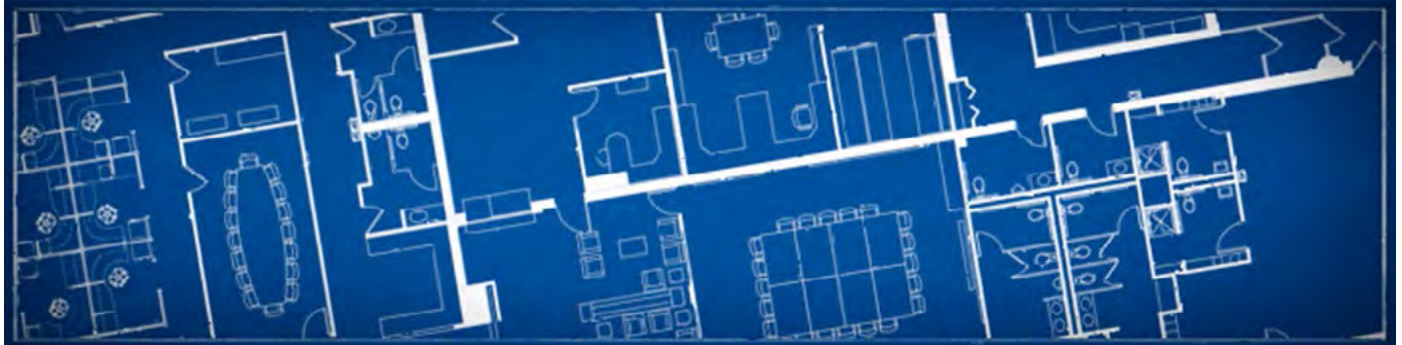


AIA
San Fernando Valley

Elevations

aiasfv.org

August, 2016



Evening Program

Please join us at the Chapter office on Wednesday, August 17th at 6:30 PM to hear Mr. Ara Sargsyan explain **“The Labyrinth of Building and Planning.”**

Attend this very timely presentation to discover the new partnership program between the Los Angeles Department of Building and Safety and the Los Angeles Planning Department; that will “enhance customer service, streamline plan check and the permitting process”. Mr. Sargsyan is looking forward to feedback from our chapter members that will help the two departments improve the quality of their services. Other Building and Planning departmental enhancements will also be discussed. So bring your questions to this informative program for some up-to-date answers.

Cost: AIA members

Cash and Check—\$20.00

Credit Card—\$22.00

Non AIA members

Cash and Check—\$25.00

Credit Card = \$27.00

Presenter: Mr. Ara Sargsyan,
P.E., CBO, LEEDap, Chief,
Development Services Case
Manager, Los Angeles Department
of Building and Safety

Date: August 17th, 2016

Time: 6:30 PM

Place: AIA/SFV Chapter Office
5121 Van Nuys Blvd.
Sherman Oaks, CA 91403

CEU's: 1.5 HSW

RSVP to the Chapter Office
(818) 907-7151 or edirector@aiasfv.org

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GO directly through
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WELCOME to our NEW MEMBERS!

Ms. Sheida Moradi Owrang, AIA, with John Anthony Lewis Architect
Mr. Kevin Walter Sherbrooke, AIA, with Cunningham Group Architecture, Inc.
Mr. Fernando Garcia, Associate AIA, with REM Architects
Mrs. Hoda Omidvar, Associate AIA, with O Design

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- Qualifications: Has over fifteen years architectural experience.
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Contact:

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We are a small full service Architectural Firm located in Agoura Hills, CA. We are currently looking for a proficient AutoCAD Draftsman with qualified architectural experience (BARch or similar), and understands Construction methods and processes, with min. 10 yrs. experience in commercial, industrial, retail and tenant improvement projects. Duties will include management of construction documents for multiple projects. Prefer skills in AutoCAD, Photoshop, Sketchup, Adobe Illustrator and Excel. Our office is a professional and collaborative environment in need of an additional team oriented individual.

E-mail Resumé: contact@pkarchitecture.net

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Kruger Bensen Ziemer (KBZ) Architects is seeking a licensed architect with 3+ years of experience to join our team at either our Santa Barbara or Ventura location. KBZ primarily serves educational and municipal clients through a wide variety of public works projects since its establishment in 1960. Candidate must have strong AutoCAD Architecture and Revit skill sets; SketchUp and LEED AP are desirable. Salary DOE.

If interested, please respond via e-mail with cover letter, resume, and selected work samples (10mb max) to jobs@kbzarch.com

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Kruger Bensen Ziemer (KBZ) Architects is seeking an intern with a professional degree and a desire to become a licensed architect. KBZ fully supports the Intern Development Program and the development of recent graduates into fully licensed architects. KBZ primarily serves educational and municipal clients through a wide variety of public works projects since its establishment in 1960. Candidate must have AutoCAD Architecture and Revit skill sets; SketchUp and LEED AP are desirable, as is prior work experience. Compensation DOE. Please respond via e-mail with cover letter, resume, and selected work samples (10mb max) to jobs@kbzarch.com

Architect

General Qualifications:

KDW Salas O'Brien, a medium-sized Architecture/Engineering firm in North Seattle has an opening for a full-time Architect in a leadership role to work in our partner office in Burbank, CA. We currently have a growing architectural staff of 17 architects, interior designers, and interns. Our project types consist of commercial office interiors, retail and café design and large commercial facilities for major national corporations throughout the United States. Our ideal candidate must have strong leadership skills.

Requirements:

- 5+ years' experience as a Licensed Architect
- Accredited Architectural Degree or Equal
- 5-10 years' experience in an Architecture firm including design, construction documents and construction administration.
- Knowledgeable and thoughtful with a knack for problem solving and willingness to be a part of the solution.
- Strong skills and work experience in AutoCAD and Revit a MUST.
- Excellent written and verbal communications
- Excellent organizational skills and an extremely high level of attention to detail;
- Quick learner able to handle a fast paced environment and be self-motivated

Required Applications:

- AutoCAD, REVIT, Microsoft office (with emphasis on Excel and Word).
- Submit a portfolio or work samples.

As a multi-disciplined firm of 35 persons locally with partner offices in northern and southern California, there are opportunities for growth and mobility throughout the organization with competitive salary and benefits. Salary is commensurate with qualifications, ability and experience.

About the Firm, KDW Salas O'Brien: Salas O'Brien is a leading engineering, architecture & construction management firm.

Our family of companies has over 250 professionals of which over 65 are registered engineers and Architects to support new construction, renovations, expansions, and modernizations to buildings as well as facility infrastructure planning and design work. As a current member of the US Green Building Council, a significant portion of Salas O'Brien's staff is LEED Accredited. The firm offers quality benefits and has an energetic fast-paced atmosphere. Our family of companies operates throughout the United States.

To Apply

<https://salasobrien.applytojob.com/apply/zqTnKx/Architect.html?source=AIA+SFV> ■

Net Zero Vermont Launches Sustainable Montpelier 2030 Design Competition

Net Zero Vermont, Inc., an independent nonprofit dedicated to fostering a sustainable future for Vermont, is launching a nationwide architectural design competition to envision what a sustainable Montpelier might look like in 2030. Offering a \$10,000 prize for the winning design submission, this project hopes to attract top talent to the challenge of creating a low-carbon, small-city future that becomes a model for the U.S.

The ultimate goal is to create a community-embraced, fifteen-year plan that accelerates the development of a vibrant and inclusive downtown including mixed-use spaces, interconnected arteries, efficient buildings, an improved street system and green spaces, all accessible to young and old, working and retired people of varying abilities.

Montpelier made national news in 2014 by declaring that it would commit to becoming Net Zero in carbon emissions by 2030. For an aging small city almost wholly dependent on commuter traffic, this is not a trivial challenge. Today, with over 60% of its downtown real estate devoted to off street parking lots and many of its existing buildings and infrastructure more than a century old, that commitment is a courageous first step. Through the design competition, citizens will be invited to shape that goal into a concrete vision.

Net Zero Vermont is mobilizing the resources of imaginative sponsors—including Ben & Jerry's, National Life Group, Vermont Creamery and All Earth Renewables—for this unique architectural design competition. The competition

challenges multi-disciplinary design teams to envision a Net Zero downtown Montpelier for 2030 that retains the charming historic fabric of the city, while offering new concepts for life and work that focus on sustainable, human-centered design. The contest is open to teams with multidisciplinary design expertise in sustainable urban systems, the built environment, landscape design, public spaces, and the cultural and visual arts.

"We hope to create a vision of Montpelier that breaks from the status quo," said Dan Jones, Managing Director of Net Zero Vermont. "The vision is one not designed around more asphalt-coated parking lots, but rather around a lovely city full of high density, affordable housing, recreation and commercial spaces. We look forward to presenting the designs to our neighbors as we set about the hard work of transforming Montpelier into a truly Net Zero city."

The first round, launched in July, will be an open public competition for design solutions, which will be culminate in a public review. In September, Montpelier residents and decision-makers will be invited to offer feedback and vote for the top concepts that illustrate the place they want to live, work and play in the future. The top five design teams from the first round will then be invited to prepare more comprehensive submissions, which will be publicly displayed and vetted through organized interactive review forums. The design that excites the most community approval will be awarded the \$10,000 prize. See more at www.netzerovt.org ■

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The American Institute of Architects (AIA) is the voice of the architectural profession, dedicated to serving its members, advancing their value, and improving the quality of the built environment.

Since 1857, the AIA has represented the professional interests of America's architects. As AIA members, more than 80,000 licensed architects, emerging professionals, and allied partners in design express their commitment to excellence and livability in our nation's buildings and communities. ■

Rory "Tony" Robinson, Ph.D. Principal Engineer/Geologist

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AIAU course offerings now include educational tracks specifically for Associate AIA Members



The AIA has launched a new series on AIAU called Emerge by AIAU. Developed by the AIA Center for Emerging Professionals, with the goal of helping Associate AIA members gain credits in the most challenging Architectural Experience Program (AXP) practice areas, this series offers comprehensive and evergreen content through convenient online learning modules.

Emerge by AIAU offers online video-based courses to supply Associate AIA members with knowledge that is not always available at architecture firms. Associates can gain experience hours in NCARB's Architectural Experience Program by completing each course, worth one hour of HSW

credit, equal to one hour of experience in AXP. Incorporating short quizzes and activities in the videos and by allowing Associates to gain experience on their own terms, Emerge will help members adjust to new practice models in the profession.

Log-in to AIAU to check out the Ethics in Architecture and Economics in Architecture courses in Emerge, as well as 4 promotional courses selected to accompany them. New courses will be added each month to the Emerge series.

Visit Emerge by AIAU here: <https://aiiu.aia.org/emerge-aiiu> or learn more about it here: <https://vimeo.com/173811499>, nation and world. Visit www.aia.org. ■

ANNOUNCEMENT:

Angelus Block Posts First Type III EPD for CMU



Angelus Block is the first producer to publish a Type III EPD under ASTM's new Product Category Rules specific to concrete masonry units.

It's an externally verified environmental product declaration encompassing all typically specified cmu. Download a copy at www.AngelusBlock.com.

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2016 Design Awards Program *and* Residential Design Awards Program



San Fernando Valley

A Chapter of the American Institute of Architects

ELIGIBILITY

Projects by all AIA San Fernando Valley Chapter members, without respect to project location and projects by AIA members of any Chapter when the project lies within the San Fernando Valley Chapter boundaries (Includes all of Los Angeles County north of Mulholland and the cities of Burbank and Glendale to the east).

CATEGORIES

Categories will be created as appropriate for the entries received from:

- ✓ Great Details (Unique, thoughtful building details. Reduced entry fee of \$50 for AIASFV Chapter and non-chapter members)
- ✓ Small Projects (Remodels of Residential and Commercial projects)
- ✓ Single-Family & Multi-Family Residential
- ✓ Commercial
- ✓ Institutional or Educational
- ✓ Interior Architecture
- ✓ Mixed-Use
- ✓ Urban Design
- ✓ Historic Preservation / Adaptive Reuse / Renovation Landscape
- ✓ Sustainable Design
- ✓ Product Design
- ✓ Others (Memorials, Religious, Museums, etc.)
- ✓ 20-Year Award
- ✓ AIA / San Fernando Valley Firm Award
- ✓ Best Client (including Developers, Contractors, etc.)
- ✓ Building Team of the Year

FOUR SPECIFIC CATEGORIES ARE AS FOLLOWS:

[20-Year Award](#)

Recognizing projects of enduring design quality, completed prior to the end of the 1995 calendar year. Submission of at least one (1) photographic slide taken at time of original completion of project with an accompanying current condition views.

[AIA / San Fernando Valley Firm Award](#)

Recognizing a body of work by a single firm (or its successors), including at least five (5) projects executed over a period of at least ten (10) years. Firms may nominate themselves.

[Best Client](#)

Recognizing a client who has supported the architect in the execution of an exceptional design of a project or a body of work built in the past five (5) years. Client to have actively participated with the architect in the design process to expand new ideas for the betterment of the community. Describe how the client inspired / influenced design decisions and submit slides of project(s).

[Building Team of the Year Award](#)

Recognizing a project Team that has made a strong collaborative effort to achieve excellence in design. The team may include, but not be limited to: Client, Architect, Contractor, Consultants, Developer or Public Agencies.

[Great Details](#)

Recognizing interior and exterior details (in built and unbuilt categories) that are beautiful in their own right in terms of aesthetics or function. The project as a whole need not be an award winning project. Recognition will focus only on the detail submitted. The project to which the detail is associated may be referenced, but only to establish context and significance (note: referenced project(s) may be submitted simultaneously in other categories with separate entry). The submission should include drawings, photos, and renderings of the detail element in a PowerPoint presentation. Winners will be asked to supply boards of their winning solutions. If physical models or prototypes are available, they may be displayed at the awards banquet along with the boards.

DEADLINES

Entry Forms are due on [Monday, September 26th, 2016](#)

Submission Forms will be available on the AIASFV (www.aiasfv.org) web site.

Submissions shall be submitted via email to aiasfvdesignawards@gmail.com by 5:00 pm on [Monday, October 31st, 2016](#).

SUBMISSION REQUIREMENTS

Drawings, photographs, sketches, site plans or other visual information illustrating the project must be presented in PowerPoint format for the judging of the submission. The file size for this portion should not exceed 5 MB.

A maximum of 12 images are allowed in the PowerPoint File. Each inserted image in the PowerPoint should not be larger than 1920 pixels in width and 1080 pixels in height or smaller than a 1000 pixels in either direction.

Images with large white borders are difficult to judge and will not benefit your entry. Images should be scanned from an original photograph or negative or sourced from a digital original. Scanned images from magazines and books are discouraged. Professional looking photography is encouraged but not required.

Project Statement: This narrative, to be presented in bullet point form, should describe how the project fulfills up to 5 important criteria of excellence in architecture. Additional long form text can also be included as additional slides to your PowerPoint show. Brevity is encouraged.

You may download the PowerPoint template from www.aiasfv.org as a guide for your text and images. Only PowerPoint files following the provided templates will be acceptable. PDF files and other formats are not acceptable.

REQUIREMENTS OF WINNERS

Award recipients will be notified by mail no later than the week of December 12, 2016.

Winners will be required to provide one (1) 20" x 30" display board (that will become property of the AIASFV) and permission for publication of photographs. Exhibition of the work and presentation of the awards will be made at the AIA / SFV CHAPTER INSTALLATION OF OFFICERS & DESIGN AWARDS BANQUET

FEES (non-refundable)

AIA / SFV Chapter Members \$100.00 per entry. Other AIA Chapter Members \$150.00 per entry. Cash and checks are welcomed. Credit Card forms may be found at our website: www.aiasfv.org. Please note that a \$5 credit card fee will be charged for each \$100 submission and a \$6 credit card fee will be charged for each \$150 submission.

DESIGN AWARDS BANQUET

One award certificate will be provided to winners. Additional certificates can be requested for an additional charge. The awards banquet will be held February 4th, 2017, at the Woodland Hills Country Club, Woodland Hills, CA. Design award presentation will be through PowerPoint.

For further information, please contact Leslie Nathan, AIA, Executive Director at (818) 907-7151; Facsimile (818) 907-7155; Email: edirector@aiasfv.org

Entry Form

2016 Design Awards Program *and* Residential Design Awards Program



San Fernando Valley

A Chapter of the American Institute of Architects

Entry forms and payment are due by September 26, 2016

I / we will submit ___ entries. Enclosed is a check or money order payable to AIA / SFV
In the amount of \$_____, covering the non-refundable entry of \$100.00 per entry
For AIA / San Fernando Valley Chapter members, or \$150.00 per entry for other AIA
Chapter members. Great details category is \$50 for all entries. Cash and checks are welcomed. Credit Card forms
may be found at our website: www.aiasfv.org. Please note that a \$5 credit card fee will be charged for each \$100
submission and a \$6 credit card fee will be charged for each \$150 submission. Master Card, Visa, American Ex-
press & Discover credit cards are accepted.

All submissions must be projects designed by the submitting AIA firm and must have significant design responsibil-
ity by the AIA design architect whose name appears below

AIA design architect _____
Firm _____
Address _____
City _____ State _____ Zip _____
Telephone _____ Facsimile _____
Email _____

Mail to: **Please Note our NEW ADDRESS!**
AIA / SFV Chapter, 2015 Design Awards Program
5121 Van Nuys Blvd., Suite 200A, Sherman Oaks, CA 91403

Number _____ Design Award entries at \$_____ each = \$_____

Number _____ Residential Design Award entries at \$_____ each = \$_____

Number _____ Great Details Award entries at \$50.00 each = \$_____

Total = \$_____



21st ANNUAL GOLF TOURNAMENT



Join the San Fernando Valley Architecture Community in a day of fellowship golf and networking at the American Institute of Architects San Fernando Valley Chapter's 21st Annual Golf Tournament

Monday October 17th 2016 at the Woodland Hills Country Club
21150 Dumetz Road Woodland Hills CA 91364

Schedule:

Check in and refreshments	10:00 – 11:00 am
Putting contest	10:00 – 11:00 am
Call to carts, photographs	11:15 am
Cocktails, silent auction, no host bar	4:00 – 5:00 pm
Dinner & Trophies	5:00 – 7:00 pm

Participation Opportunities:

• Gold Sponsorship	\$2,500.00	_____
o Sign at Gold tournament and in Elevations		o 2 shots at the Hole-in-One to win a car
o ½ page color ad in Elevations for 3 months		o 1 page ad in Tribute Book
o 4 players in the tournament		o Free Table Top Sponsorship at next ADA program
• Silver Sponsorship	\$1,500.00	_____
o Sign at Golf tournament and in Elevations		o 2 shots at the Hole-in-One to win a car
o ½ page color ad in Elevations for 1 month		o ½ page ad in Tribute Book
o 2 players in the tournament		
• Tee Sponsorship	\$ 500.00	_____
o Sign at Gold tournament and in Elevations		o ¼ page color ad in Elevations for 1 month
• Individual Tournament Participant	\$ 225.00	_____
• Dinner Guest	\$ 100.00	_____
• Scholarship Donation	\$	_____

Total amount _____ **\$** _____

Make checks payable to: AIA San Fernando Valley. Credit Cards accepted. A 4% usage fee will be added.

Name on card: _____ Credit Card Type: _____
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Team Golfers

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Company: _____ Company: _____
Address: _____ Address: _____

Tel: _____ Tel: _____
Email: _____ Email: _____

Golfer #3: _____ **Golfer #4:** _____
Company: _____ Company: _____
Address: _____ Address: _____

Tel: _____ Tel: _____
Email: _____ Email: _____

Send your registration to:
AIA San Fernando Valley 5121 Van Nuys Blvd. Suite 200A Sherman Oaks CA 91403
Email: edirector@aiasfv.org; Telephone: 818-907-7151 or fax: 818-907-7155

What Air Conditioning Can Teach Us About Innovation and Laziness

By Ernie Smith at motherboard.vice.com

A version of this post originally appeared on Tedium, a twice-weekly newsletter that hunts for the end of the long tail.

The 1902 invention of air conditioning has long been hailed as one of the most important inventions of the 20th century, one that has forever changed the way we live.

But as we hit an era when robots become more human than ever and try to steal our jobs, I find myself wondering—what can we learn from the additional freedom that air conditioning gave us?

Sure, it improved our society by making temperature something that we can control, but what about the problems that came with this cool breeze?

(To start with, the heavy energy use: Roughly 5 percent of US energy use can directly be attributed to air conditioning, according to Energy.gov. Roughly two-thirds of homes in the U.S. have some form of air conditioning, but globally, we've tended to be the exception ... until recently, that is, thanks to countries like China and India jumping on the trend within the past decade.)

Did it make us lazier or less capable as human beings. Did it make it so that we tend to cut corners a little more often?

And, considering we're on the cusp of society changing technologies with similar effects, can we prevent that from happening again?

Let's put this in architectural terms.



Image: [Flickr/zeevveez](https://www.flickr.com/photos/zeevveez/)

Air Conditioning Gave Us Skyscrapers, But Did Air Conditioners Make Architects Lazy?

In a 2012 piece honoring the 110th anniversary of Willis Carrier's invention of air conditioning, *Architect* magazine honored the invention, but sounded a bit contrite about what Carter wrought. The piece featured an interview with The Land Institute's Stan Cox, who had recently written a book highlighting the technology's failings, and included this passage in the piece:

"We have become conditioned to air conditioning, to manufactured weather, and have abandoned the strategies that undeveloped and developing countries in hot climates still use. This is for good, certainly, or mostly: air conditioning makes for better economic productivity, and certainly helps preserve lives during heat waves. But in forgetting the ways that we used to cope with high temperatures, we may now be dependent on Carrier."

There's a lot of good that came out of the ability to regulate the temperature of a room. We wouldn't have skyscrapers, clean rooms for building advanced computer chips, shopping malls, or multiplexes without air conditioning. But on the other hand, we might've had a little more creativity in our home and office design had we not kept it around.

See, prior to the air conditioner reaching homes around the country, architects had to think more creatively about keeping people cool when options were more limited. This meant taking advantage of breezes, room design, and dimensional layout in a way that maximized the heat when it was necessary kept things cool when it wasn't.

And it meant taking advantage of foliage around the home to build in some natural shade, as well as to build porches, which were often much cooler than the insides of homes during warm days.

A good example of architectural strategy in action is Thomas Jefferson's Monticello, perhaps the world's most famous building forged on passive cooling techniques. Built on a hilltop, the building took advantage of the natural breezes the location offered by having large windows and an open floor plan. And while the heat of the Virginia summer might have been sweltering, the building's brick design helped to keep the heat out of the home until the latter part of the day, when things were starting to cool down.

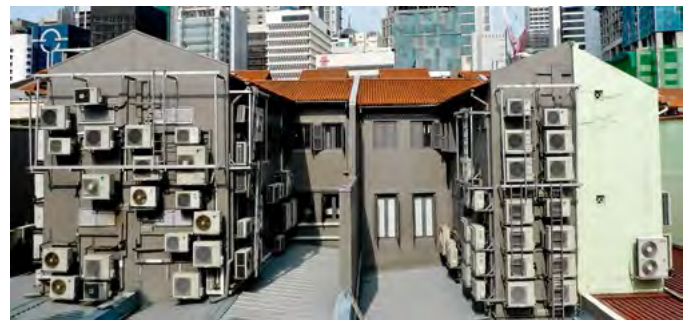


Image: [Flickr/Douglas LeMoine](https://www.flickr.com/photos/DouglasLeMoine/).

The American Institute of Architects, in a 1979 article published in its quarterly magazine, cited Jefferson's work as inspiring for modern architects, who essentially needed to be reintroduced to Jefferson's ideas a scant 35 years after air conditioning became common in homes.

"What is most remarkable about Monticello, though, is not that Jefferson's cooling strategies worked but the fact that they stand up so well today," author Kevin Green wrote. "Jefferson came by his cooling intuitively, not scientifically."

The fact that passive cooling needed to be reintroduced to architects in the first place sticks in the craw of some critics

Laziness continued on pg. 10

Laziness continued from pg. 10

of modern air conditioning. Lloyd Alter, who has become perhaps one of the most famous critics of air conditioning as TreeHugger's managing editor, frequently pulls out a quote from Cameron Tonkinwise of Carnegie Mellon's School of Design that takes architects to task for this legacy of simplistic thinking:

"The window air conditioner allows architects to be lazy," Tonkinwise is quoted as saying. "We don't have to think about making a building work, because you can just buy a box."

Tonkinwise, and by extension Alter, have a point on this matter, and it can largely be seen in the design of modern homes compared to those from earlier generations. In the era of the McMansion, high ceilings, porches, and ample plantlife ultimately lose out.

"When you consider the cost to deliver the fuel to some of the most isolated places in the world—escorting, command and control, medevac support—when you throw all that infrastructure in, we're talking over \$20 billion."

— Steven Anderson, a former general, arguing to NPR that the U.S. government spent \$20.2 billion on air conditioning in the war zones of Iraq and Afghanistan. Anderson's creative accounting, which first surfaced in 2011, included a lot of additional steps that most people who crank up the AC don't—including the building of infrastructure to get the fuel for the air conditioner where it needs to be. The Pentagon quickly denied Anderson's claims, and emphasized that its annual energy use was a much more modest \$15 billion per year for the entire world, a cost that isn't limited to AC.

Air Conditioning and The Philosophy Of Taking The Easy Way Out

These days, the era of sustainable design is helping to bring back the ideas some of the earlier technology used—if you wanted to, you could take a free online course from Big Ass Fans right now that discusses the importance of air flow.

But it's important to note that it took us a while to get back to this point. Generations, in fact. A lot of the reason why it came back up as an issue in the first place is because of the need to fix some of the problems the original solution caused—particularly, the waste of energy and the fact that running an AC all the time costs a lot of money.

Considering that, I'd like to ponder an idea—what if we attempted to solve these larger problems created by new a new form of technology before it went into wide use? What if we thought these damn problems through?

In a lot of ways, it's arguably because something may be so groundbreaking that it represents the easy way out. There's a term for this, cognitive laziness, and it tends to explain a whole heckuva lot.

Blogger Michael Michalko, the author of the book *Thinkertoys: A Handbook of Creative-Thinking Techniques* and an expert on this kind of stuff, put this in some pretty stark terms in a 2012 blog post.

"One of the many ways in which we have become cognitively lazy is to accept our initial impression of the problem that [we encounter]. Once we settle on an initial perspective we don't seek alternative ways of looking at the

problem," he wrote. "Like our first impressions of people, our initial perspective on problems and situations are apt to be narrow and superficial. We see no more than we expect to see based on our past experiences in life, education and work."

In other words, if we feel that we've found a solution to a problem, we're predisposed to putting that issue back on the shelf, as if it's not longer a big thing. It takes the exposure of completely different problems for us to even consider that the solution might be imperfect.

We bend to the will of the obvious solution.



Image: Flickr/Ferrous Buller.

This translates in a lot of contexts. For example, if you're signing up for a social network for the first time, and your options are to read the end user license agreement or hit the OK button. I don't know about you, but I'm probably OK with passing up on the opportunity to read a bunch of random stuff that separates me from some wacky new filters on my phone.

So it's hard to even get mad at architects who chose simple efficiency over complexity, or (to highlight a contemporary example) early carmakers that went with gasoline instead of something better for the environment. Because of human nature, it just makes sense that despite all the other advantages that came with air conditioning, the more challenging things that came with the invention—the fact that conservation and efficiency still have their place—didn't initially get their due.

Around this time last year, leading air conditioning critic Lloyd Alter, who I highlighted above, wrote a mea culpa on TreeHugger, making room for life with the air cranked up. Rather than arguing that air conditioning makes us lazy, he argued that living without air conditioning in the modern era was pretty much impossible in many places because of climate change.

"I have written before that air conditioners are like cars; they have changed our lives and we have built our cities around them," he wrote in a piece that frequently challenged his previous thinking on the issue. "Our houses and modern apartments are designed in such ways that they would be uninhabitable without air conditioning, as uninhabitable as our suburbs are without cars. The climate is changing and just making it hotter and harder to live without AC."

When CBC caught up with Alter soon after, he admitted that maybe his hard-line stance was off, especially considering the fact that building design has made it very hard to live any other way. "I realized I was being a hypocrite," he said.

He's right. After more than a hundred years of air-conditioned buildings, it's going to be very hard to change course, even if we wanted to at this point.

Let's face it: Deeply rooted innovation has a way of weakening our resolve, even in the best of us ■

“Pokémon Go” Is Quietly Helping People Fall In Love With Their Cities

The viral game about catching imaginary monsters is having an unexpected side effect.
by Mark Wilson

I’m eating a physics-defying cracker-crust pizza in Bloomington, Illinois, at a local favorite spot, Lucca Grill. I know the pizza well, but nothing else about the area. I’m only here as a quick pitstop on the way back to Chicago from a family reunion downstate.

And that’s when my I get the itch. I need more Pokémon. So I load Pokémon Go to see if there’s any monsters to catch in the area. (Okay, that’s a lie. I’ve already had it loaded. It hasn’t not been loaded in the past 48 hours.) As it happens, the bar is dry, but just down the street, there’s a Pokéstop (a place where you can check in to get free power-ups). And for some reason, that Pokéstop is raining flower petals. It’s special, and I don’t know why.

And that’s when I come across it: the White Building, a striking historic landmark, built in 1894.

So I make my way down a quiet side street to explore on foot. And that’s when I come across it: the White Building. It’s an anomalously striking historic landmark, built in 1894, five stories of immaculately preserved commercial loft space, built by Samuel R. White, the same contractor who would construct many buildings for the Pullman Palace Car Company.

You won’t find the White Building on Google Maps or Streetview, but it is in Pokémon Go. I collect three Pokéballs as I experience this little piece of Illinois history.

I wasn’t alone. In our collective hunt for silly cartoon monsters, Pokémon Go players are discovering history and architecture left and right. Users described their discoveries over the weekend, from Korean pagodas, to a Donner Party memorial in California, to the urban landscape of Perth at night, all documented on Twitter:

This is very much by the game’s design. Before Pokémon Go had any Pokémon in it, it was a location-based, turf-claiming game called Ingress. As John Hanke, VP of Niantic Labs, told the Guardian in 2014, he “wanted people to look around with fresh perspective on the places they passed by every day, looking for the unusual, the little hidden flourish or nugget of history.”

The criteria for Pokéstops emphasized locations with “a cool story, a place in history, or educational value” and “unique architecture.”

That’s why Pokémon Go is loaded with so many Pokéstops at impressive buildings, street murals, and historic landmarks. Many were sourced from Google Maps data, while the rest were submitted and peer-reviewed by Ingress players over a course of four years. You can read about the criteria for inclusion here, which includes an emphasis on locations with “a cool story, a place in history, or educational value” and “unique architecture.”

To be sure, there are some silly Pokéstops (should a strip club be a stop at any game for all ages?), but trainers are also discovering the urban wonders all around them. One coworker learned that his neighboring building in San Francisco featured a fire escape slide. A massive impromptu Go meetup coalesced outside this historic library in Provo, Utah.

“I’ve lived in Provo for about two years. I’ve NEVER seen nightlife like this in this town at all,” Kyle Gray tells me, after documenting the scene on Twitter. “Especially at a library on a Sunday night. But there’s been a crowd every night since Go came out . . . I’d say there would be no one at the library pre-Go.”

Of course, with the good comes the bad—or at least the questionable. One designer, who lives in an antique home that’s become a Pokéstop unbeknownst to him, has been flooded with uninvited visitors at all hours of night. And some Pokéstops may bring you to places you probably don’t want to go—dark alleys, parking spots next to white vans, or even this Hell’s Angels club.

I can’t help but question the fact that Pokémon Go is playable everywhere, though. It may turn the city into a wonderland of secrets, but the lack of off-zones or unplayable areas means that you may look to your left at a stoplight and see someone catching a monster rather than paying attention to the wheel. I myself was walking across a four-lane intersection when I received the buzz of a new Pokémon waiting to be caught. I did some quick math in my head, looking at the seconds I had left to cross versus the time I’d need for the catch, and decided that I preferred not to become any more familiar with asphalt and tires than I already am.

But these problems are all solvable. Meanwhile, Pokémon Go’s potential for IRL exploration seems limitless. No wonder Niantic has already considered that possibility for deep monetization; the company installed its first game, Ingress, at Duane Reades across N.Y.C. as an experiment. “I think that, we hope to end up with a model where, potentially there could be a cost-per-visit type model where large brands, and small brands as well, could sponsor different elements of the game, with the end of interacting with players and really tapping into that enthusiasm of players,” Brandon Badger, product manager, told Games Industry in 2014. Undoubtedly, the potential is only greater for Pokémon Go.

Yet as I walk away from the White Building, a one-block excursion I would have never made but in the pursuit of Pokémon, I find myself enjoying the pre-spoiled purity of the game. For now, it’s the landmarks and history that draw us off the beaten path, rather than the commercialism of aggressively marketed fast food and drug store chains.

On my way back to the restaurant, I encounter two college kids staring at their phones, walking down the same deserted street that I did.

“You playing Pokémon?” I ask.

“Yeah!” one says. “You get anything good from this stop?”

“Just Pokéballs and Rattatas,” I say with a shrug. “But it’s kind of a neat building.”

“Yeah, all I see are Rattatas,” they respond, continuing their walk to the historic Pokéstop. I’m hopeful they’ll look up when they get there. ■

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August 2016						
Su	M	Tu	W	Th	F	Sa
	1	2	3	4	5	6
7	8	9	10 Lumion Seminar	11 SKETCHUP	12 SKETCHUP	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

September 2016						
Su	M	Tu	W	Th	F	Sa
				1	2	3
4	5	6	7	8	9 Rhino	10 Rhino
11 Rhino	12 REVIT	13 REVIT	14 REVIT	15 REVIT	16	17
18	19	20	21	22	23	24
25	26	27 Rhino	28	29 Rhino	30	

August	
08/10/16 (Wed)	LUMION SEMINAR
08/11/16 (Thu)	SKETCHUP CLASS 9AM - 4PM
08/12/16 (Fri)	SKETCHUP CLASS 9AM - 4PM

September	
09/05/16 (Mon)	Labor Day holiday
09/09/16 (Fri)	RHINO CLASS 10:00AM- 6:30PM
09/10/16 (Sat)	RHINO CLASS 10:00AM- 6:30PM
09/11/16 (Sun)	RHINO CLASS 10:00AM- 6:30PM
09/12/16 (Mon)	REVIT CLASS 8AM - 5:30PM
09/13/16 (Tue)	REVIT CLASS 8AM - 5:30PM
09/14/16 (Wed)	REVIT CLASS 8AM - 5:30PM
09/15/16 (Thu)	REVIT CLASS 8AM - 5:30PM

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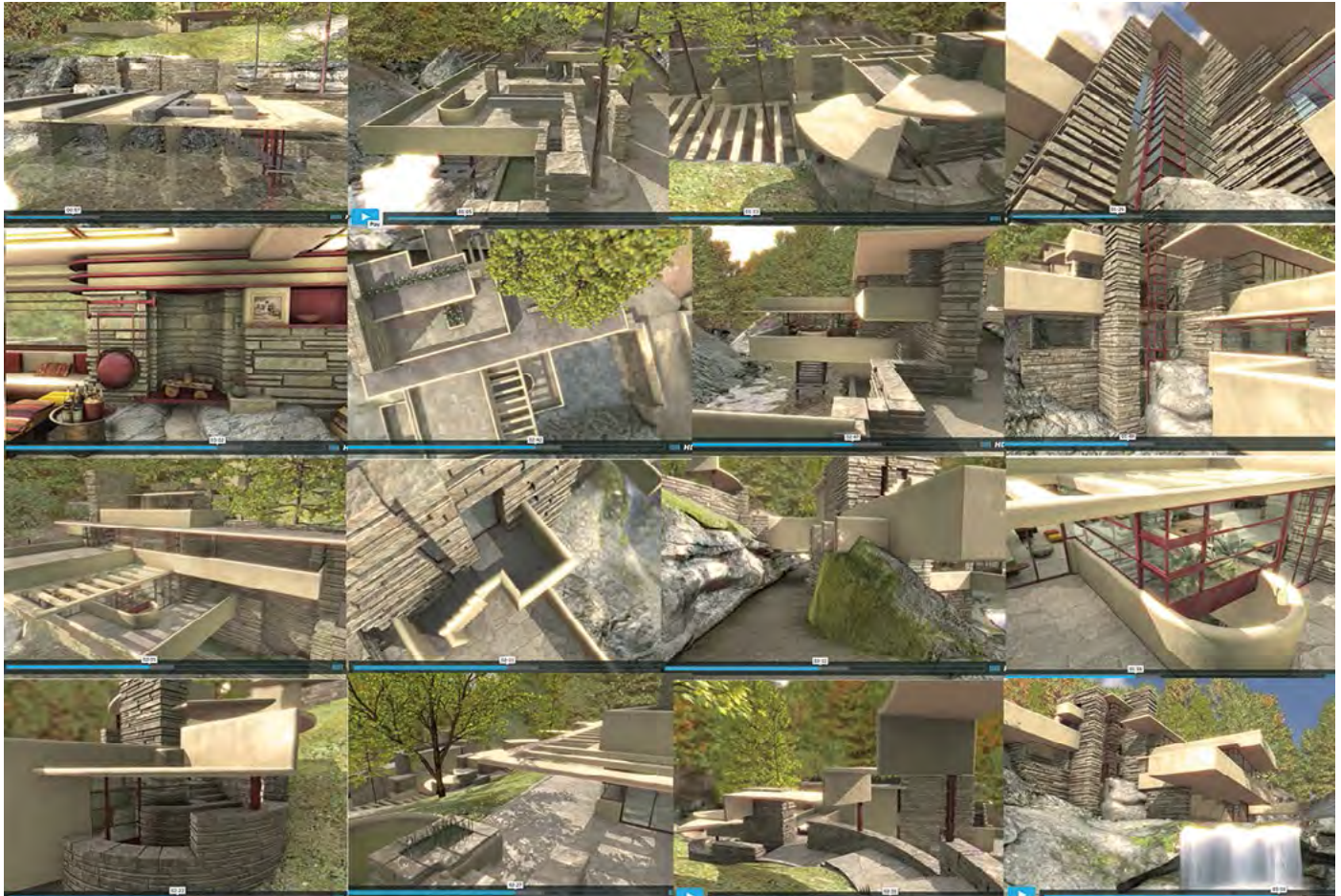


Lighting controls and shading controls



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“Fallingwater” as a 3D animation on vimeo at <https://vimeo.com/802540>
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