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ALL PRODUCTS BEGIN AS...

RAW MATERIAL SOURCE

Where did it come from?
What are the by-products of its harvesting?

SUPPLY CHAIN PROCESS

Extraction; preparation; delivery; receiving; integration.

MANUFACTURING PROCESS

What are the by-products of its manufacture?

DELIVERY / RECEIVING

Can only local sources be used?
Can it be shipped smaller?

INSTALLATION

Can it be designed for easy installation and easy removal & reuse?

OPERATION CYCLE

REPAIR CYCLE

HEALTH CYCLE

USE

This is typically the only phase with which designers concern themselves.
How do we control **aesthetics, innovation, elegance and engineering** to create a better user experience?

How can we reduce required maintenance? ...make it easier?



How can we reduce energy requirements?

How can we simplify to avoid repairs? ...make it durable?



How can we design so only a portion needs replacing?

How can we use non-toxic materials? ...make it healthy?



How can we put people and their health first?

SELL
TRADE
DONATE

DISPOSAL

The end user determines the **time** of disposal and **how** it gets disposed.
How can we make timeless, durable products?

RE-USE?

The end user determines if the product gets re-used.

How do we design something easy to be reused?



DISASSEMBLY or LANDFILL?

The end user determines if the product ends up in a place to get disassembled.
How do we design something easy to be taken apart?
If not, how do we use biodegradable materials?
Cradle to Cradle **-NOT-** Cradle to Grave



IS IT BIODEGRADABLE? RECYCLABLE?
CAN MATERIALS BE SEPARATED?

AT EACH STEP:

Energy goes in and is lost.
How can we reduce this?

Byproducts are given off.
How can we use these?

STRATEGIES:

- Recycled Content
- Energy Efficiency
- Healthy Materials
- Resource Efficiency
- Durability
- Adaptability
- Local Sources
- Self Packaging

THE LIFECYCLE OF ANY PRODUCT

HOW DO WE EMBRACE SUSTAINABILITY WITH **DESIRE** AS WE DO IN DESIGN?

