**Form Language Checklist**

NAME OF FORM LANGUAGE: location, era, name of architect, particular building?

DOCUMENTATION: is there a written description or set of working rules for this form language? (Instructions, not a philosophical or ideological justification).

MATERIALS: titanium, steel, glass, brick, concrete, wood, stone, adobe, thatch, etc.

COMPONENTS: walls, floors, roofs, beams, windows, doors, and their dimensions.

CONNECTIONS: cornices, joins, moldings, meeting points of wall+wall, wall+floor, wall+window, door+wall, wall+ceiling, façade+roof, size of connection compared to what it joins.

OVERHANGS AND CANTILEVERS: type of supports, placed on top or bottom?

ARCHES: yes/no, type, spacing, height, dimensions.

COLUMNS: yes/no, type, size, width, alignment, inter-columnar spacing, fluting?

COLUMN CONNECTIONS: column+floor = base, column+top = capital, relative size.

RECTANGULAR OR OTHER GEOMETRY: rectangular, diagonal, or curved.

CHARACTERISTIC FORMAL SHAPES: overall geometry of components, their relative alignment, and their variety.

SUBDIVISIONS OF FORMS: yes/no, for walls, for windows, their relative dimensions.

GRAMMAR AND SYNTAX: what components relate to each other (symmetry), or should not relate to each other (asymmetry). Any hidden rules?

ENTRANCE: relative size to other components, method of definition, change of level?

PORCHES AND BALCONIES: yes/no, depth, roof connections, front grill or solid?

FLOOR PLAN: subdivision of space, order and hierarchy of rooms, circulation.

EXISTENCE OF SCALES: well-defined and usually repeating structure on 1mm, 3mm, 1cm, 3cm or 1in, 10cm, 1m or 1yard, 3m, 10m, and other scales.

COLOR: yes/no, which ones? Intensity? Do different colors harmonize?

LARGER SYMMETRIES: formal symmetries on scale of 10m down to about 1m.

SMALLER SYMMETRIES: sub-symmetries from 1m down to fine detail.

DECORATIVE ELEMENTS: non-functional large elements used only for style.

ORNAMENT: yes/no, type and design, scales on which it appears, extent.

SURFACES: materials and textures presented to user, “friendly” or not?