

# Constraints as Generators

Architecture

The limits on a project, and why the tight ones usually produce the better building.

*A constraint you can name is a decision you no longer have to invent.*

## Where they come from

**Site:** boundary, levels, access, ground

**Climate:** sun, wind, rain, temperature

**Regulation:** planning, fire, access, energy

**Budget:** area, span, envelope, finish

**Client:** programme, phasing, operation

**Structure:** what you can actually span

## How to use them

**Write the three that bind hardest**

**Design from the tightest, not around it**

**Check every option against the same three**

**Say which one you traded away, and why**

**Reopen a constraint only with evidence**

**An unlimited site with an unlimited budget is the hardest brief in the studio, which is why it is rarely set.**