While the pencil and paper remain irreplaceable tools of the trade, advancements in technology continuously shape and reshape design industries. Which technologies have had the biggest impacts on the industry and how have they expanded the design process and building typologies? Join us for a discussion about the latest technologies and materials being used to shape our built environment today.

**SAF ANNUAL VOLUNTEER OPEN HOUSE**

02.24.16 6:00-8:00pm | At the Center for Architecture & Design

Join us for food, fun, awards, and the chance to learn more about volunteer opportunities at SAF – Volunteers play an integral role in organizing and implementing all SAF programs—tours, talks, exhibits and youth and family programs. Volunteering offers an opportunity to expand your network and meet others who share your interest in architecture and design. Our Annual Open House only happens once a year, so don’t miss out! Free food and beverages, but please RSVP through our website.

**WANT DISCOUNTED TICKETS TO LECTURES AND TOURS? BECOME A MEMBER!**

SAF members receive discounts on all programs and special members only opportunities. By supporting SAF, members provide a valuable resource that helps shape our community. Whether we’re inspiring potential young architects to develop solutions to social issues or educating the general public on critical community development topics, SAF is fostering a deeper understanding of the built environment. Join us. Shape Seattle!

Visit us online or call 206.667.9184 to learn more.
BRAD CARMICHAEL  
JRS Engineering

Brad Carmichael, PE, Associate AIA. Brad Carmichael is a Professional Engineer with over 10 years of consulting experience. He specializes in building enclosures for a wide variety of projects including new construction, renovation, historic restoration, condition assessment, and remediation. This includes all phases of work, from conception to completion. His skills also include investigation, design, document production, and construction administration. Brad has consulted on rehabilitation and new construction projects, providing project and contract management, building envelope investigations, failure analysis, design development and field services. This includes design review, detail development, wall analysis, performance evaluation, testing, bidding, contract administration and field reviews. Prior to joining JRS, he was a Senior Engineer at Hoffmann Architects in New York, NY and Hamden, CT.

JEREMY REDING  
DLR Group

Jeremy graduated from University of Nebraska-Lincoln with his Master of Architecture degree in 2001. Shortly afterward he relocated to his geographic soul-mate and has called the Pacific NW home since. Jeremy is the NW Regional Design Leader at DLR Group, co-founder of the Seattle Design Nerds, and a Design in Public board member. A product of Generation Flux, Jeremy is interested in design that embraces change and instability. Often inspiration is derived from observing everyday events, objects, and situations such as the modern smartphone, where the concept of “multi-purpose” is continually redefined. He attributes this to growing up in the under-appreciated Midwest where inspiration is often found where least expected. Jeremy’s past work includes projects for Google, Oregon Youth Authority, Col Solare, Rachel’s Ginger Beer, and the Seattle Design Festival.

SCOTT CRAWFORD  
LMN

Scott Crawford is a founding member of LMNts, the R&D group within LMN Architects. His work focuses on the use of parametric modeling, digital fabrication, and the integration of emerging technologies into LMN’s process. He believes technology can strengthen a designer’s intuition while also increasing their flexibility to respond to change. Scott holds an undergraduate degree in Psychology from the University of Maryland Baltimore County, a Masters of Architecture and a Masters of Science in Design Computing from the University of Washington.

DAN ANTHONY, MODERATOR  
NBBJ

Dan Anthony is a Design Computation leader at NBBJ in Seattle. His work varies between project engagement and strategic efforts to standardize technological prowess, easing design across the firm. The NBBJ Digital Practice organizes advancing techniques coming from hardware, interaction, and technological frameworks. Dan’s work has included new architecture, interior studies, client strategy, application development, and physical prototyping. Dan has a Master of Architecture degree from University of Oregon, where he helped established the Urban Interactions Lab, and taught as a Graduate Fellow. He has worked in the tech landscape since a Bachelor of Science in Engineering at Stanford University, first as a consulting analyst in systems design focusing on cloud computing, and then a creative manager of design and coding at tech startups.