

- **Evolution of infrastructure**

- fire highways...burnable homes...fertile/ seeded homes (homes that release something if it burns to allow regrowth) – use farm animals to help prevent fires, overgrowth – goat mowers...ceremonial/ ritual/ cultural to burn homes every few years.

- **Shifting in responsibility** > burden on owner vs. burden on developer, gov't., etc.

- **Wildfire & Land Use** > fires are a biological necessity, no fires@ all > fires for growth & renewal

- **Wildfires & Homeowners** > infrastructure to protect > protect at all costs > no fire ever...

- **Animal Communities** > move because of fire > suburbs limit habitat > controlled burns are problematic

- **Sustainability & Community Development** > medium between mandated “communalness” as opposed to constructing a neighborhood that naturally allows community interactions to occur. Breaking the habit of individuality.

- Space > rural communities vs. suburbs

- more space > less space – maintain privacy but sustain community, room to breathe

So what's good about these suburbs:

- cheaper to mass produce and to buy – more for less
- standardized design – templated (design vs. standardized)
- location
- quiet, safe (esp. if gated)
- the idea of safety
- privacy
- financial

What forms do we use to convey the experience not from a top-down approach?
Going through a neighborhood and documenting it from our own view.

- protecting your investments more
- cost of transportation in/out of those communities. It may be cheaper to live here but is it cheaper to commute to work?
- Crop rotation where communities move from grid to grid