



Beyond the noise. Into the DNA.

FREE SHEET

Twelve Things Tutors Say

and what each one usually points at

Twelve comments you have already heard in studio, what each one usually points at, and the one thing to check on your own drawing before you accept that reading. Plus the four-problem test, for any comment that is not on the list.

WHO WE ARE

CRUX makes practical toolkits for architecture and design students. We take the parts of studio work nobody teaches directly – choosing, deciding, defending, finishing – and turn them into methods you can actually follow.

No theory for its own sake. No filler. Tools you fill in, not essays you read.

VISIT THE WEBSITE

cruxlabstools.com

WHAT WE MAKE

- Decision kits – for the choices that stall a project
- Method guides – for the skills studio assumes you have
- Completion standards – what finished actually looks like
- Review and defence toolkits
- Fill-in worksheets, scorecards and worked examples

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Twelve Things Tutors Say — and What Each One Usually Points At

A comment is a symptom, not an instruction. Use the third column before you accept any reading in the second one — the drawing in front of your tutor is what decides it.

What was said	What it usually points at	Check this on your sheet first
THE IDEA		
"It's not really working yet"	The idea is not visible in the drawing — not that the idea is wrong	Can a stranger point to where your idea appears in the plan?
"What's the big idea here?"	The idea is in your head and has no single place on the sheet	Is there one drawing whose only job is the idea?
"This feels a bit generic"	Nothing in the scheme responds to this site or this brief	Which decision would change if the site moved?
PLAN, SECTION AND RESOLUTION		
"Needs developing"	The idea appears in one drawing and nowhere else	Does it show in plan, section and one more drawing?
"Your analysis isn't doing anything"	The site work produced no decision you can point to	Which plan decision came from which diagram?
"How does this actually work?"	Circulation, structure or servicing is still undecided	Can you trace one person from the street to the last room?
THE DRAWINGS		
"The sheets feel empty"	Information is missing, not decoration	Can someone state a room size without asking you?
"I can't read this"	Line weights, scale or labels are missing	At the size you will pin it, is the smallest text legible?
"Where's the scale?"	No furniture, figures, dimensions or scale bar	Is there a human figure and a scale bar on every plan?
COMMENTS ABOUT YOU, NOT THE WORK		
"You don't seem convinced"	You presented options instead of a position	Did you say what you decided, or what you considered?
"You're not selling it"	You described the drawings instead of the argument	Did your first sentence name the problem the project solves?
"Have you thought about...?"	An untested option — often a prompt, not an instruction	Is there a reason on paper why you did not do it?

Why every row says "usually points at". The same eight words point at different problems on different projects, because the drawings are different. Nobody can tell you what your tutor meant without seeing your sheet — including this page.

The Four–Problem Test, in Short

Run any comment — including one that is not in the table — through these four questions in order. Stop at the first one that fails.

	Question	If the answer is no	What it costs
Q1	Can you state the idea in one sentence, and can a stranger see it in the plan?	Idea problem	Days. The expensive one.
Q2	Does the idea appear in plan, section and at least one other drawing?	Resolution problem	Two to three days of drawing.
Q3	Can someone who was not in the tutorial read the change without you speaking?	Representation problem	Hours, not days.
Q4	Did the tutor describe your explanation rather than your work? (here, yes is the answer that stops you)	Communication problem	Rehearsal, not drawing.

One Question That Confirms It

Ask one of these at the **start** of the next session, not the end. Each can be answered in a sentence, and each answer changes what you do that week.

CLARIFY THE PROBLEM

“Is this about the idea, or about how it is drawn?”

CLARIFY THE STANDARD

“What would resolved look like on this drawing?”

CLARIFY THE PRIORITY

“Of these two, which matters more before the next session?”

IN YOUR SCHOOL

Sessions are called different things — desk crit, tutorial, one-to-one, review, crit, pin-up. This sheet works from whatever you were given, spoken or written.

GET THE FULL VERSION

The Studio Feedback Decoder Kit

This sheet gives you a starting reading. The full kit adds what two pages cannot carry: three **drawn before and after pairs** · the **change–park–defend rules**, including two tutors who want opposite things · a **0–2 evidence test** for whether a comment was really addressed · a **seven-day plan capped at three actions**. 45 pages, 10 tools, 8 worked examples.

 cruxlabstools.com/toolkit/studio-feedback-decoder-kit