



OUR TEAM:

Over the past 20 years, Eric Moser, President of Moser Design Group, Inc. (MDG), and his staff of professionals have built a reputation as designers of fine custom residential architecture. Their primary focus over the past decade and a half has established the firm as a major proponent of the New Urban movement. As a member of the Congress for New Urbanism, the New Urban Guild, and the Institute of Classical Architecture and Classical America, MDG dedicates their work to the planning and architectural fulfillment of New Urban and Traditional Neighborhood Developments (TND's).

OUR APPROACH:

MDG's involvement with New Urbanism began in Beaufort, SC in 1992 with the pioneering neighborhood of Newport. Since then, they have been involved with many TND's including Eric's home town of Habersham in Beaufort, SC. In 1997 Eric participated with the highly acclaimed firm, DPZ Architects in the planning charrette for Habersham. Today it is a growing, vibrant coastal village where Eric chairs the Architectural Review Board and works closely with town founder Bob Turner in fulfilling the town plan.

Eric is a frequent consultant on charrettes across the United States for new and old towns, infill projects, hamlets, and neighborhoods. He collaborates with other professionals to plan, analyze and reintroduce the historic local and regional building patterns that made most old towns so successful and memorable. MDG has established itself as one of the most prominent providers of Traditional Neighborhood building types, ranging from 600 square foot bungalows, to manor houses to town center civic buildings. Over time, this broad array of experience has allowed the team at MDG to refine the craft of place making.

The firm has also been active in the Katrina and Rita recovery efforts in the Gulf Coast. Eric was a participant of the Mississippi Renewal forum and remains very active in developing and providing emergency housing solutions for the victims of the storms. A significant portion of that work has been the design of multiple Katrina Cottages and building relationships with manufactured and modular home companies to affect the quick delivery of dignified, permanent alternatives to FEMA trailers. A MDG Katrina Cottage design was chosen as one of the first four plans to be engineered into a material package in partnership with Lowe's Home Improvement Store.

MDG endeavors to provide high quality authentic designs and stay involved with the growing number of New Urban projects. The firm is also dedicated to finding new approaches to make their buildings and projects more sustainable.

SELECT PUBLISHED WORK:

- *Cottage Living Magazine, "Cottage Living Idea House 2007" Oct 2007
- *Period Homes, "The Quiet Architecture" July 2007
- *Period Homes, "Model Home" Sept 2006
- *Period Homes, "An Architecture of Hope" May 2006
- *Period Homes, "Stocking Up" Jan 2005
- *Coastal Living Magazine, "Cottage of the Year 2002" Sept/Oct 2002
- *Creating the Not So Big House, Sarah Susanka 2000

CLIENTS AND COMMUNITIES:

- *Habersham (www.habershamsc.com)
- *Lost Rabbit (www.lostrabbitms.com)
- *I 'On (www.ionvillage.com)
- *East Beach (www.eastbeachnorfolk.com)
- *Hammond's Ferry (www.hammondsferry.com)
- *Beachtown Galveston
(www.beachtowngalveston.com)
- *Palmetto Bluff (www.palmetto-bluff.com)

Acadia, Amelia Park, Bellegrass, Callaway Gardens, Carother's Crossing, Clark's Grove, Colleton Park, Daniel's Orchard, Gorham Bluff, Griffin Park, Habersham, Hammond's Ferry, Istorla, Lagrange Landing, Longlea, Maxwell Springs, Milespoint, Mountainside Village, New Town at St. Charles, Newport, Norfolk Housing and Redevelopment Authority, Oakland Park, Oldfield, Owls Head, Port Royal, Stowe Manor, Serenbe Community, South Main, Stillwater Harbour, Sugarloaf Mountain, The Township at Colony Park, Tradition, Vermillion, Villages of St. Johns Woods, Vintage Township, The Waters, Watermark, Woodsong



MDG'S COTTAGE OF THE YEAR 2002 FOR COASTAL LIVING MAGAZINE

WHAT IS AN EVOLUTION COTTAGE?

The evolution cottage is a design concept that allows a house to evolve with the changing needs of its residents without interfering with the functional and aesthetic integrity of the architecture.

This concept offers a way to achieve the benefits of a custom design through stock architecture; based on style and orientation. It also provides a way to have a custom home that "grows" with its residents.

A HOUSE GROWS AND EVOLVES



WHAT MAKES AN EVOLUTION COTTAGE ADAPTABLE?

- Flexibility** – these homes offer **multiple orientations** which allow the house to sit several different ways on a lot. This allows the home to benefit from views, sun paths, wind flow etc. that the land has to offer. It also allows the home to have an urban entry when positioned as a "porch front" elevation where the main porch fronts a sidewalk or work in a rural or sub-urban setting with a "porch rear" or "porch side" elevation with the main porch fronting a view and a small stoop as the main entry.
- Variety** – these homes offer options for many different contextual settings. The homes can easily be "re-skinned" to allow the home craftsman, Lowcountry, mountain, or mid-American detailing, to name a few.
- Growth** – these homes offer easy options for appendages, (or additions). Once you choose your EC (evolution core design), you may add on any of the EA (evolution appendage) options. These include: master suites, guest cottages, studios, offices, bedrooms, etc.



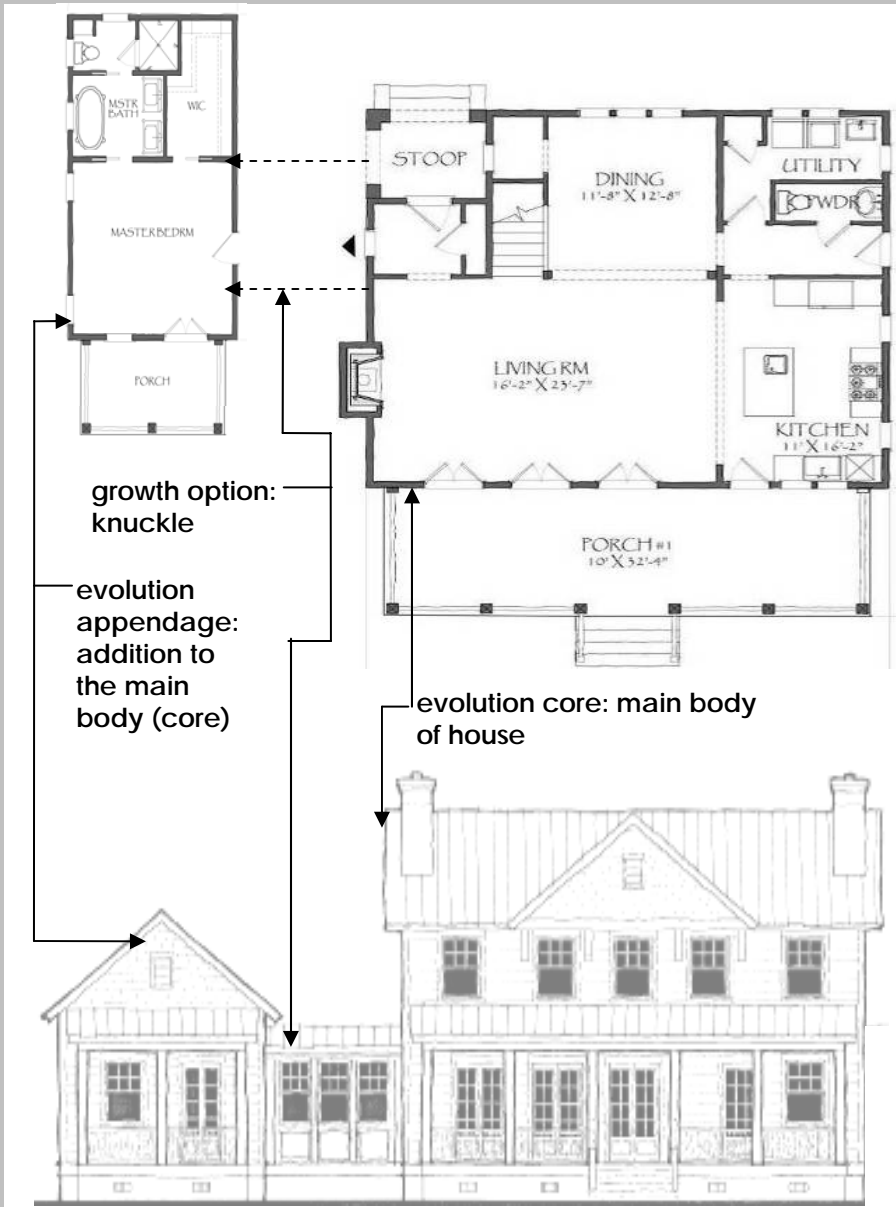
SAME HOUSE: MULTIPLE ORIENTATIONS

orientation	setting (transect zone) – explanation
porch front	For General Urban Application (T4) - Porch fronts sidewalk and main road.
porch side AND porch rear	For Rural or Sub-Urban Applications(T2-T3) – Porch orients to nature/ sun. Stoop becomes main entry. OR For General Urban Application (T4) – Porch accesses side/ rear courtyard. Stoop fronts sidewalk and main road.

"The premise is that you can easily hold on to traditional form within a traditional fabric by simply breaking down the architecture, by focusing on the additive or generational growth of a building which is how many buildings grew anyway. Most were relatively simple buildings that grew from generation to generation – it made a lot more sense to build independent, additive forms as opposed to completely deconstructing and reconstructing."

– Eric Moser, Period Homes Magazine, July 2007 "The Quiet Architecture."

A HOUSE BUILT IN STAGES:



growth option:
knuckle

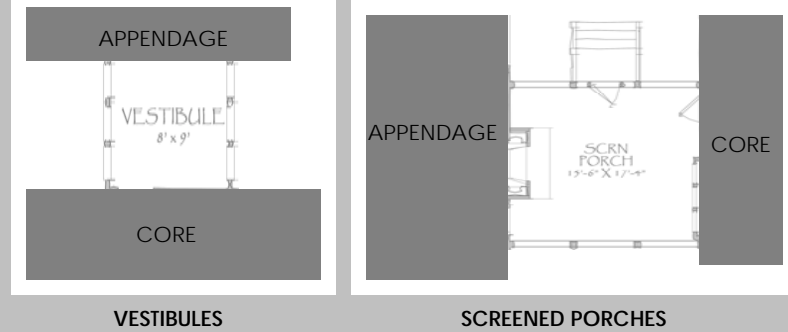
evolution
appendage:
addition to
the main
body (core)

evolution core: main body
of house

A HOUSE BUILT FOR THE AGES

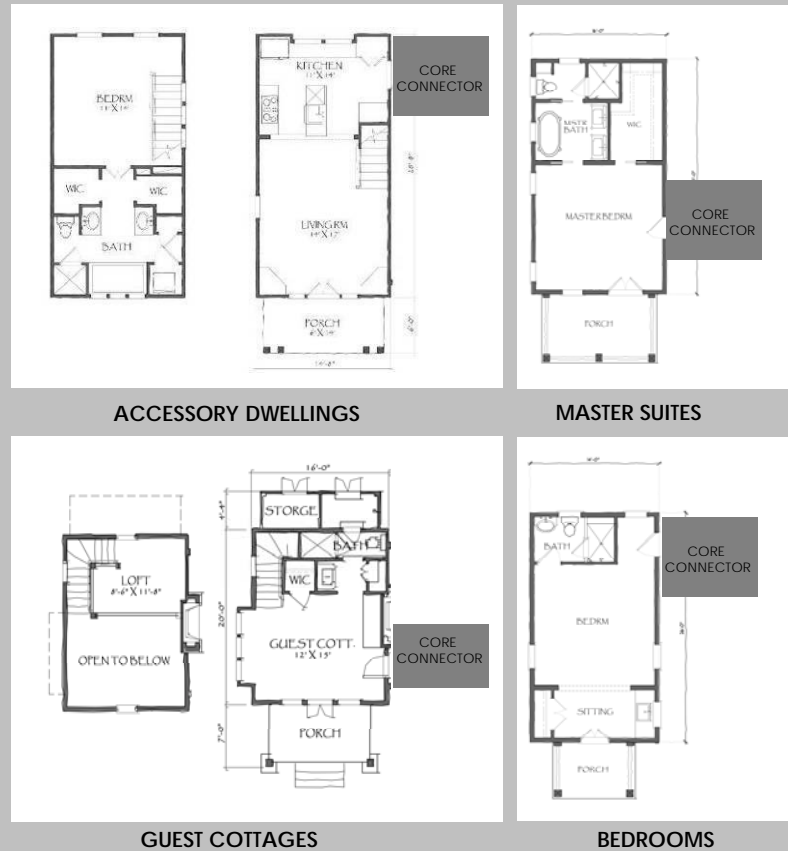
SAMPLE KNUCKLE OPTIONS:

A connector is more than just a hallway. It can house extra room for storage, workspaces, offices, media, homework & craft areas, porches or just serve as a transition from living area to bedroom.



SAMPLE APPENDAGE OPTIONS:

Appendages can include: master suites, bedrooms, condos, guest cottages, home offices, studios, or outbuildings (garages).



*Some current plans in our catalog that will demonstrate this growth idea are: TNH-SC-17A, TNH-SC-26B, TNH-LC-11A, and TNH-LC-10A.

*Also see current plans: TNH-SC-16A, and TNH-SC-30A as other possible EC's (evolution cores).