

DOES MONEY MANIPULATE DESIGN?

Does money manipulate *clients*?
Do *clients* manipulate *designers*?
Do *designers* manipulate *design*?

Why do *designers* allow themselves to be manipulated?
Why do *designers* allow their work to be translated into money values?
Why can't *designers* be independent of *client*-fabricated trends?
Because the *client* provides their only means of subsistence
from their work?

What does the *designer* want besides subsistence?
Is the *designer's* final goal money?
If not, what is it?
Love? Fame (i.e. temporary notoriety)? Immortality?

Does the *designer* care what anybody thinks about his work?
Does the *designer* care if anybody understands his work?
Who is the *designer's* public?
Other *designers*?
Critics? Curators? *Clients*? *Editors*?
Everybody else?

How much fame does a *designer* need? one year? ten years? the top 10?
the top 40?
How much fame can a *designer* take?
How much of a *designer* can fame take?
Is fame limited to *success*?
Is fame better than immortality?
Can immortality be a valid goal in *an age of global warming*?
Can immortality be bought? simulated?

What are the steps to immortality?
Studio-website-blog-magazine-monograph-exhibition?
Which of these steps are really necessary?
Is being in *exhibitions* enough for a *designer*?
Is being in *books* enough for a *designer*?
Are *design annuals* with *their* monetary basis a natural vehicle for *design*?

Do *designers* love their *clients* because they *pay their bills*?
Do *clients* love their *designers* or do they love the money they
make from *design* and *designers*?
Is *design* making love to oneself, to another, to others?

Is *design* a career (career="highway, a running from or to, carting,
carrying")?
Is a career carousing?
Are *critics* pimps for carousing *designers* cruising immortality?

Are *critics* selling *design* or selling *designers*?
Are *clients* buying into *design* or buying into *designers*?
Are *clients* commissioning *design* or commissioning *commodities*?
Is *design* an investment? a social status symbol? decoration? fashion?

Are *designers* in *books* making *design* or commodities?
If there were no *clients* would *designers* make *design*?
Should *design* look *slick*, *hip*, or *timeless*?
Is *design* that's *slick* commercial *design*?
Is commercial *design* good *design*?
Does commercial *design* aspire to immortality?

Is *design* that's very *slick* better than other *design*?
Does it pay more because it's better than other *design*?
Should *design* be compensated? should *design* be free?
Should society support *designers* so they can give away their services?
Should all human beings support all human beings?

Should *design* be free?
Can *designers* be free?

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