### **BUILDINGENERGY BOSTON**

#### Scale Up/Carbon Down: A Regenerative Approach to the Housing and Climate Crises

Andrew Frederick, Croft Alan Gibson, GO Logic LLC

Curated by Greg Bossie

Northeast Sustainable Energy Association (NESEA) | March 21, 2025





## SCALE/ UP/CARBON JOWN

A regenerative approach to the housing and climate crises

### Disclaimer

### Pragmatism Ahead

### **Disclaimer #2**

This is a thought experiment. It's intended to be provocative.





- Founded 2020, Rockland ME
- Panelized prefab
- All natural materials
- Secure own supply chain
- Untapped partnerships
- Appropriate Tech
- Minimal processing, lots of plants











Kit-based prefab System with biogenic materials





### MultiFamily & Rowhouse collaborations

• SF, MF, commercial, industrial, retrofit - mostly with Massachusetts firm <u>Primary Projects</u>

• "Agnostic" panelization system: carbon-storing materials are priority!













A carbon-capture company whose byproducts are food and housing.





GO Logic LLC is a 45-person design and construction firm and panel manufacturer in Maine, committed to designing and building passive structures throughout the Northeast. Founded in 2008 by builder Alan Gibson and architect Matthew O'Malia.







#### **GO LOGIC**

Commitment to

- PH-level performance
- Low-carbon materials
- Our Employees











### Maine gov: "84,000 units needed"



In a world where buildings are 40% of our annual climate impact...

#### Future of Housing Report 2024/2025 83 pages,

1 mention of environment:

Suggesting that environmental reviews should be "expedited" in the case that projects show economic growth potential.

**0 mentions of carbon reduction** needed, **climate impact of buildings. 1 general callout** to PassivhausMaine as a reference for "implementing low carbon building practices"

Meanwhile..."We are on the brink of an irreversible climate disaster" –Oxford Academic, 2024

### Maine gov: "84,000 units needed"

(also Maine gov: "also somehow become carbon neutral at the same time, across every sector of the economy. oh, make housing cheaper, too. But create good paying jobs."

### Maine

- It's really big
- It doesn't have many people, relatively speaking: 1.4 MM
- 3/4 of the population is in the southern 1/3 of the state
- Biggest population growth is 65 and older



### Maine

And we have this glorious region where there should be no people.

Maine is the most forested state in the US at 83%



#### Highlights of the Study



#### 1) Streamline Processes and Build Public Capacity

Expand the capacity of State and municipal government to plan for, approve and provide infrastructure for new homes by providing technical assistance and by streamlining State and municipal processes, building codes and land use laws.

#### 2) Incentivize Production and Increase Transparency

Use incentives and increased transparency to promote the development of homes in growth areas in collaboration with municipalities.

#### 3) Strengthen the Private Sector

Invest in recruitment and retention of workers in construction and skilled trades, engage employers to support workforce housing development, and explore opportunities to adopt innovations that reduce costs.



#### **Highlights of the Study**

# This is a structural problem





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### Capitalism



It's given developed countries a high standard of living but also:

- massive income and wealth inequality (in the US)
- economic instability without Keynesian interventions

#### **Capitalism and Housing**



Housing is a basic human right which <u>should not be</u> <u>used as an investment</u> <u>strategy</u>, for speculation, or be commodified.

#### Climate Disaster

Untold Human Suffering in Pictures



BioScience, Volume 74, Issue 12, December 2024, Pages 812–824, https://doi.org/10.1093/biosci/biae087



The content of this slide may be subject to copyright: please see the slide notes for details.

#### Housing is a basic human right



Economic dislocaton





#### Destruction by war

Loss by climate catastrophe

#### Failure of the Regulatory System and "Free Market"

- Rather than building houses (which costs money), the State encourages housing through tax incentives (which lowers revenue)
  - Tax cuts are politically acceptable over more spending
  - Low-income housing tax credits go to wealthy investors
- Incentives for single-family homes (mortgage-interest deduction)
- Obsession with "free market" solutions

We subsidize people (tax credits, housing vouchers) rather than construction. We need more focus on supply rather than demand.

## Failure of the Regulatory System and "Free Market"

Obsession with single-family homes



Elm Truits natidivision from Lennar Homes in San Antonio. 200 Hostin for The New York Timus

### Yard South, South Portland

#### NIMBYism

- Mixed use on industrial site—former shipyard
- Proposed 1,000
  residential units
- Shot down by opponents



#### Yard South, South Portland

A spokesperson for the Nimbys said, "We're not opposed to development there, but we would prefer marine or waterfront development."

Portland Press Herald, November 5, 2024



Conceptual rendering of Yard South's zoning massing model that shows buildings that step up in height from the Fore River to Madison Street and step back from Bug Light Park. Rendering by Neoscope, Image property of Yard South LLC

### We've lost the ability to think collectively about the needs of society.

#### Centralized, Planned Economies Build Houses

#### **China: Special Economic Zones**



## Xiong'an, China, 170,000 housing units so far. 5,000,000 eventually



IMAGE: EYEVINE

### **European Socialism**

- Private ownership of the means of production
- Taxes directed toward better social services, education, transportation, planning, and housing
- Way more egalitarian



Finland ranked as the happines Report. Just Nukari ( Afb ( Getty Images

### **Or Vienna**

60% of residents live in social housing + 43% of all housing is rent-controlled

= 8% of household incomegoes to housing, versus30% in US



### **Social Housing**

- Government underwrites housing construction
- Remains affordable by law

#### **Outlawed in the US since 1998**

#### **Faircloth Amendment:**

This amendment, passed in 1998, caps the number of public housing units at their 1999 level, preventing any net increase in the public housing stock.



Social Housing in Vienna

## This has been tried in the US. Good effort, not great results: The "Projects"



## What if we were a little more intentional with planning...

- "Upzone" land for greater density
- Identify economic zones to encourage development
- Build infrastructure
- Order housing from regional building centers



## Strategically located factories and logistics hubs

- Identify locations
- Match the factories to the need
- Refocus the industry to support this delivery method



Vivazz, Mieres Social Housing—Asturias, Spain

#### **Belfast Cohousing and Ecovillage** 36 units/60 people/6-acre built area Self-financed



Phius-level performance; net-zero with PV \$160/sq ft, 2011-2014

## Make it all carbon-neutral, or better yet, storing

- 1. Phius Standard-- brings operational energy to the lowest practical level
  - 2-5% upfront cost increase repeatedly demonstrated
  - Climate-specific, just like other energy standards
  - Renewables on site or off-site to meet source energy target

#### 2. Upfront Carbon

- Biogenic materials
- Renewable processes




## Solutions

- Think bigger-build new towns, expand existing ones
- Elect the right people who can make the case for State-funded housing

Lots of examples of successfully planned new cities, like Astana, Kazakhstan!



## What do we honestly want?

Fight knit communities. Goodpaying jobs. Walkable streets. Healthy materials. **A survivable future**. Long-lasting buildings. Nice things.

Stop pretending some of these things don't compete. Cheap. Fast. Synthetic. Profitable. Endlessly Customizable. Business-As-Usual. Exclusionary Zoning. Car Friendly. Endless growth,

## **Sequence of Solutions**

Approvals

Funding

**Education & Workforce Training** 

**Operations/Logistics** 

Construction

Aftermath/Audit

# Approvals

**Current permitting timeline:** 

2.8 months per 20+ unit project

Streamlining could be... "improved"

Most U.S. projects controlled by cranky individuals on a power trip

Zoning is deeply rooted in race and class divisions

84k units/20 units per project ≈4,200 discrete buildings 4,200 X 450 hours per = 1.89M hours of mental capital 1.89M/2,000 hour workyear = 945 years

/50 people = 18.9 years to complete permitting

#### 84k units built by 2030?

#### How about 84k units approved by 2044?

# Approvals

#### Solutions:

- Bundle permits into "Template-Backed Approval Securities" to motivate companies' investment
- Tiered restriction:
  - **Ex:** 
    - 100% approval for system tier and module tier
    - Form/aesthetic, finishes, services subject to planning/municipal

review

• Default is

Ex. T	IERS	
1.	USE/ZONING	
2.	SYSTEM	
3.	MODULE	
4.	FORM	
5.	FINISH	
6.	SERVICE	
·	: ·····	





# **Currently Approved**

Yep, looks good.

# Funding

#### What it will definitely cost. (It just will. Sorry.)

**Dispelling the tech myth** 

Who can/should pay, and

When



Example 640 ft2 dwelling unit

# Funding

It will be \$130k per unit to build these.

#### (Hold your horses, we'll explain.)

X 84k units = <u>\$11 billion in cost</u> to whoever builds these

Best case scenario, shell is 50% of cost =

## **\$22 billion outlay.**





## We know the cost.

## Anyone who tells you otherwise is:

- 1. A huckster.
- 2. Inexperienced.
- 3. Adorably delusional.



Building for Tomorrow

Recommendations for addressing Massachusetts' housing crisis February 2025 Modular homes can be built up to two times faster than traditional stick-built homes **and provide major cost savings.**<sup>23</sup>

McKinsey & Company Modular construction: From projects to products

"The modular approach also has the potential to yield **significant cost savings**, although that is **still more the exception than the norm today**."

June 18, 2019 | Report

## How to pay for housing? While we're dreaming:

- Maximum Wage Law & Blanket Wealth Tax
- Every dollar above \$1 billion taxed at 100%
- Affects 806 individual U.S. citizens
- Net = \$ enough to build housing in all 50 United States of America, plus 68 more imaginary states.

Source: McKinsey Institute for Black Economic Mobility Investing in housing: Unlocking economic mobility for Black families and all Americans (https://www.mckinsey.com/bem/our-insidh ts/investing-in-housing-unlocking-economi c-mobility-for-black-families-and-all-americ

\* Source: McKinsey Institute for Black Economic Mobility Investing in housing: Unlocking economic mobility for Black families and all Americans (https://www.mckinsey.com/bem/our-insights/investingin-housing-unlocking-economic-mobility-for-blackfamilies-and-all-americans)

#### "A lack of housing may have lowered aggregate US GDP growth by up to 36 percent between 1964 and 2009."

Achieving housing goals could add \$2 trillion to the economy in a single decade.\*

 We heavily tax just <u>0.0002% of the</u> <u>population</u>, guarantee some permitting & subsidize build at rate of \$2.2b per 6 month interval direct to housing providers.

And/Or

2. We continue to let the "free market work its wonders"

And/Or

3. Novel partnership needed between GCs, prefab mfrs, (and lending institutions for financial guardrails) on Crowd/Co-Op funded Housingthere's "money on the table"!



# Education & Training

• Hands vs. Robots

• Simplicity





# Beeps or Peeps 👳



#### AUTOMATE

#### **TRAIN & HIRE**

Consolidates into megafactories	Mycorrhizal skill building, decentralizes permitting & production
Increased energy req's	Runs on green energy (food)
Requires novel equipment, scale-up time	Immediately actionable
Funnels \$ into few selected manufacturers (linear)	Direct investment into workers, who can then afford housing (cyclical)
Creates sustained need for throughput to pay off investment (hard to "dial back")	Can go on vacation for a bit, and then get to work renovating all the crappy buildings we just spent a century making.
Consumptive, noisy, smelly: not a good neighbor.	Slightly less consumptive, noisy, and smelly. Mostly okay neighbor, sometimes.
Consistency & speed requires perfect execution	"Snowshoe effect" on quality control
Industrial production narrows product offerings - needs repeatability	People are smart and beautiful and can solve problems

## **Education/Training**





#### Affordability

#### Affordability

Median household income Maine = \$70,000

What price house can someone earning \$70,000 afford \$70,000/12 = \$5,833/mo \$5,833 x 0.3 = \$1,750/mo

**Answer:** a \$340,000 house (including land + site work) Median house cost Maine = \$400,000



#### Total Development Cost per Unit



Source: Maine State Housing

This is not the fault of the construction industry.

We can't magically make it cheaper.

#### Increasing Income-Housing Gap

A key pillar of the American dream—owning a home—is increasingly out of reach for Americans as median house prices are now **easely fix** the median income in the country.





Source: Sebrina Lam, Visual Capitalist



#### **Operations/Logistics**

## **Operations/Logistics**

Factory Deployment

Supply chains & Resources



#### **The Numbers Break-Down**

84,000 housing units in 5 years

That's 16,800 per year, which is:

- 16,800 SF houses
- 1,400 12-unit buildings
- 350 48-unit buildings
- 140 120-unit buildings

#### **The Numbers Break-Down**

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Maine built 775 affordable housing units in 2024



## 640 ft<sup>2</sup> dwelling unit





640 ft<sup>2</sup> dwelling unit

...we also need 2 and 3-bedroom layouts

# In a group of 4, 3 stories, single stair 12 units







12 units per floor, 4 floors 48 unit building

Can this be pre-engineered and approved?



#### **Courtyard arrangement–98 units**





### What will it cost?

Building Size	32,000 sq. ft
Cost/sq. ft	\$300
Building Cost	\$9,600,000
Site work/Utilities	\$1,000,000
Soft Costs	\$300,000
Profit / Contingency	10%
Total Project Cost	\$11,990,000



48-unit building

#### (We need to build 350 of these each year...)

## What will they all cost?

Total Project Cost	\$11,990,000
Cost per Unit	\$249,792
Cost of 72 factories	\$217,612,500
Cost of all Units/Year	\$4,196,500,000
Cost of 84,000 units	\$21,200,112,500



#### 48-unit building

(The cost of 72 factories is 1% of the total cost)

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48-unit building

#### What Elon Musk earns in 7 months But they don't need to be built for free. People will pay for them.
In conclusion, this is doable if we think at this scale and provide a modicum of front-end funding to get the flywheel spinning and *actually plan*. *i.e.* 

We would happily build panels for these buildings 24/7 if they had places to land.

### How do we build them all?











## We've got one idea...



### Construction

**Options in typology** 

Priorities: zoom way, way, WAY out.

**Materials** 

Why it should probably be prefab

#### **Typology Pathways** Decisions, decisions...



Single Family Home

1233 ft3 WALL 900 ft3 ROOF 130 ft<sup>2</sup> GLAZING



#### Rowhome

822 ft3 WALL 600 ft3 ROOF 130 ft<sup>2</sup> GLAZING 33% more housing for claimed resource Apartment 401 ft3 WALL 618 ft3 ROOF 130 ft<sup>2</sup> GLAZING

150% more housing for claimed resource



SFH 1233 ft3 WALL 900 ft3 ROOF 130 ft<sup>2</sup> GLAZING

#### Crank Up The Volume

Typology influences "envelope demand" to achieve Passive house performance of sample dwelling unit

#### What we know:

- AEC industry does not exist in a vacuum
- Our design decisions create "lock in" for generations- so don't waste resources building garbage we'll have to rebuild later.
- Think:

#### **biggest** (development pattern)

bigger(materials & supply chains)

#### big (building typology)

not so big at all (performance of the building itself)

Kenduskeag

Glenburn

Old Town

Bradley

Eddington

Orono

Levant

## 84k housing units, apartment density

Bangor

Hampden

Holden

Kenduskeag Glenburn bradley Orono Levant 84k units, at density that typical rural zoning allows usto build housing. Eddington

Hampden

Holden

Old Town



Cushing, Maine 1 unit/acre maximum

#### Loneliness-Epidemic-Inducing "town"

Canterbury Shaker Village

>100 "units"/acre



SOURCE: https://www.eia.gov/consumption/ residential/data/2020/hc/pdf/HC%209.1.pdf





Rowhouse Sporenburg Amsterdam 2500 units 250 units/acre



#### Karl Marx Hof Vienna 282/units acre

11 hectares,82% greenspace

Join hands: housing more people under one roof rapidly speeds per-dwelling-unit construction timelines

**10X** faster per unit to build 20+ unit multifamily vs single-family



Source: NAHB 'Eye On Housing' 2023 https://eyeonhousing.org/2024/09/apartmentconstruction-time-averaged-20-months-in-2023/

Total Construction Time in months





#### Embodied/ "Upfront" Emissions

84,000 homes (pick your poison)

**50% reduction** in business-as-usual by changing building type

More than <u>100% *inversion*</u> by changing materials - if **Carbon Capture** is priority- cluster more, smaller, plant-based buildings into dense villages *with shared infrastructure*.



Basically... Do anything except what we do right now.



## Check your work, too.

https://www.zersiedelt.at/grey-energy-calculator-settlements/





We cannot solve our building problem until we solve our *settlement pattern* problem. Green building is a bandaid on this bulls\*\*t

#### One barrel of oil contains the energy equivalent of 23,000 hours of human labor



#### That's 11.5 years of work. Current Market Value: \$78



From how we extract resources,



To how we transport and manufacture goods from them,



To how we treat those resources when we are "finished" with them...



The bulk of our energy comes from fossil fuels



Source: Statistical Review of World Energy (www.energyinst.org) So...when we design a building, made from materials, pulled freely from the earth & manufactured with that energy, there is "unseen oil" behind every kilogram of material on the jobsite. So how much oil is in your material?





new green economy

oil-derived energy supply -





Pikeville, Kentucky

Los Angeles









Foroglio, Switzerland

Staithes, North Yorkshire

# **Petronormative** *adj.*

of, relating to, or based on the attitude that the utility made possible through consumption of fossil fuels— through intention, ignorance, or apathy— is the only normal and natural expression of a civilized life.







2024

#### Maine:

The State of Denial



# Material (waste)= energy (waste)= oil (burned)=





#### X84,000





#### -31 Tons CO<sub>2</sub>e @ \$339k

MATERIAL CARBON EMISSIONS BY SECTION				
Footings & Slabs	213 kg 00,e			
Foundation Walls	Ø kg COye			· · · ·
Structural Elements	2,294 kg CO,#			
Exterior Walls	-17,859 kg 00,4			
Party Walts	0 kg 00,4			
Exterior Wall Cladding	3,758 81 00,4			
Windows	3,365 kg 00,e			
Interior Walls	-368 kg CO.,e			
Floors	-9,302 kg 00,e		10.000	
Ceilings	-3,998 kg CD,#			
Roof	-6,932 kg CO,e			
Gerage	658 kg 00yr			
NET TOTAL	-28,171 kg CO,e	-20,000	MCE (kg CO <sub>v</sub> e)	5,000



#### **BY THE NUMBERS**

#### How do we deliver on this promise?





## Then Why Prefab? Panelized prefab allows for rapid onsite assembly, fewer weather delays

- Allows overlap of envelope production and foundation install
- $\approx 1 \text{ k ft}^2 \text{ per day erected}$
- More inviting to workforce
- High degree of precision baked in
- Building envelopes can be closed to weather in as little as one day
- Panelized prefab is aesthetically "agnostic"- you can have historic, modern...similar to how you can make anything you want out of legos!
- Working at fixed location means its easier to build a supply chain for unconventional, incred




## **Construction Productivity 1950-2012**

Relative to other industries



#### Off-site panelized construction—is this a model?

#### Case Study: GO Logic shop/factory/office, Belfast, Maine



#### Off-site panelized construction—is this a model?

13,000 sq. ft. production 3,000 sq. ft. office



## Off-site panelized construction—is this a model?

13,000 sq. ft. production 3,000 sq. ft. office

Investment: \$2.5MM building \$350,000 equipment

- Overhead crane
- Electric forklift
- Automated saw
- Framing tables

## no robots



#### PHIUS CERTIFIED + 50 KW SOLAR ARRAY

#### **ZERO-CARBON PRODUCTION?**

(Can't say it's low-carbon construction, although it is mostly a wood building)



























## Modular Multi-Family

- High level of finish
- Need to be fully waterproofed
- Logistically challenging





## Off-site panelized constructionis this a model?

- Best utilizes people resource
- Centralized location
- Indoors
- Safer
- Better for training
- More predictable scheduling



## **Envelope Production by the Numbers**

#### For 350 48-unit buildings in a year

HOURS PER YEAR FOR 1 BUILDING SHELL	6,218	IN FACTORY
NUMBER OF WORKERS NEEDED FOR 350 48-UNIT BUILDINGS	1,088	FULL-TIME, SKILLED JOBS!
NUMBER OF CARPENTERS IN MAINE	5,000	A GUESS
NUMBER OF FACTORIES NEEDED	72	THE SIZE OF GO LOGIC'S
NUMBER OF 48-UNIT BUILDINGS GO LOGIC COULD DO IN A YEAR	5	345 LEFT TO DO

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NUMBER OF 48-UNIT BUILDINGS GO LOGIC COULD DO IN A YEAR	5	345 LEFT TO DO

NUMBER OF SINGLE-FAMILY SHELLS GO LOGIC HOPES TO BUILD THIS YEAR: 20

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NUMBER OF SINGLE-FAMILY SHELLS GO LOGIC HOPES TO BUILD THIS YEAR: 20

NUMBER OF UNITS IN MULTI-FAMILY THE SAME FACTORY COULD DO: 230

## WHY? SURFACE AREA + REPETITION

- Insulated envelope area of single-family detached 640-sq. ft. unit: 2,002 sq.ft.
- Insulated envelope of one 640-sq. ft. unit in a 48-unit building: **1,031** sq. ft.

That's about half, and half is a lot less. And repetition and standardization makes bigger, simpler buildings WAY more efficient.



20 SF homes vs 230 units in MF Same amount of human effort

## How many factories do we need, and where do we put them?

72 Factories needed

Put them where we need the houses



# **Aftermath & Audit**

- Pretend it's 2030 and we made it! (just for a second. We're already 4,000 units behind schedule)
- Tradeoffs

• Yes/And-ism...housing is connected to everything else.

• Workforce Diversion

# 500 units of housing, same site. What future did we choose?





Nowheresville, USA

No one wants this, right? **RIGHT?** 

Cost Calibration

**Current Scenario** 

Carbon



Cluster/Village SFH

Cost

Calibration



#### Rowhouse

Calibration

Cost





Calibration

# Like EQ sliders-we must decide which parts we want to emphasize

and which we want to diminish, but we can't pretend we aren't controlling the mix.





# Thank You!

