Basic Landscape Design



A Well-Designed Landscape

- * Brings contentment to your family
- * Adds property value
- * Enhances the community
- * Creates outdoor spaces that are
 - Environmentally Sound
 - Cost effective
 - Low maintenance
 - Aesthetically pleasing



Landscape Design Involves

- * Following the Principles of Design
- * Understanding the Elements of Art
- * Using a Defined Design Process
- * Considering Today's Landscape Trends
- * Implementing the Design



Principles of Design

- * Good design encompasses the use of several tried-and-true principals
- Typically, not all of them are used, together
- You should understand each one so that you can make good choices



Principles of Design

- * Unity
- * Balance
- * Transition
- * Proportion
- * Rhythm
- * Focus
- * Repetition
- * Simplicity



Unity

- * Consistent Style
- * Consistent Character of elements
 - ~~~ Examples ~~~
- * Mass Plantings
- * Repetition



Unity - Mass Plantings



Roses and more Roses



Unity - Repetition



Several different Azaleas and several arc shapes



Balance

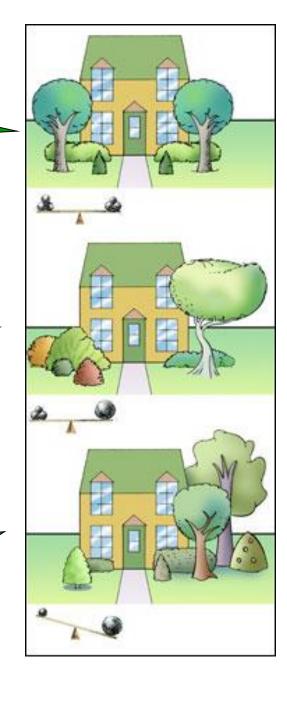
- * Equilibrium of visual content
- * Symmetrical
 - Used often in more formal gardens
 - Tip: Use even numbers of elements
- * Asymmetrical
 - Best for landscape more natural
 - Tip: Use uneven number of elements



Symmetrical Balance

Asymmetrical
Balance
(equal mass)

Unbalanced (unequal mass)





Transition

- Gradual change in the landscape
- Helps guide the observer's eye
 - ~~~ Types of transitions ~~~
- * Height increases to focal point
- Color shades / tints (dark to light)
- * Textures Coarse to medium to fine
- Form round to oval to linear



Transition





Proportion

- Relative size of elements in relation to each other
 - Plant size should match the house
 - A planting bed should be sized to fit the surrounding area
 - A fountain should be in proportion to the things around it



Proportion



What's wrong here?



Rhythm

- * Reduces confusion in the design
- Creates a feeling of motion to lead the eye
 - ~~~ Methods ~~~
- * Color Schemes
- * Line and Form

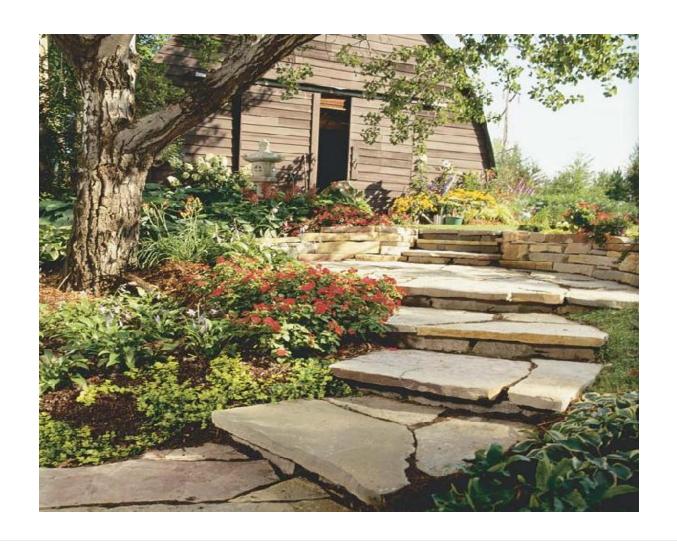


Rhythm





Rhythm





- * Leading the eye toward a feature
- * Helps direct traffic in the garden

* Straight lines create strong focus

* Curved lines create moderate focus and are better for landscaping

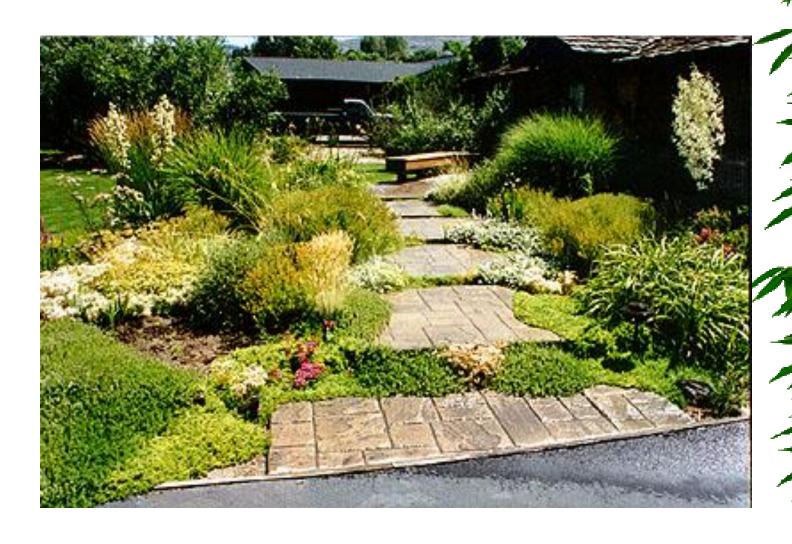










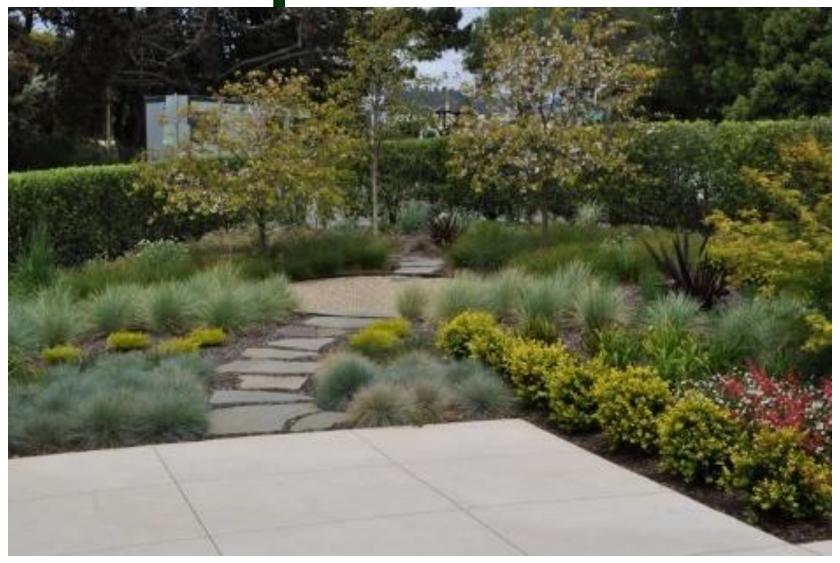


Repetition

- * One way of achieving *Unity* of design
- * Works well in landscaping design
- * Repetition of
 - Color
 - Texture
 - Form



Repetition



Repetition



Simplicity

- * Keep design simple because ...
 - Less confusing to observer
 - Easier to implement
 - Easier to maintain
 - Less costly









Review: Design Principles

- * Unity
- * Balance
- * Transition
- * Proportion
- * Rhythm
- * Focus
- * Repetition
- * Simplicity



Elements of Art



Elements of Art

- * These elements are used to deliver the Design Principal
- * They strengthen or weaken the effects of the Design Principal that is used
- * Landscaping design tends to use some elements more than others



Using Art Elements in the Landscape

- * We each have an innate sense of design. We know what we like and don't like.
- * The Elements of Art are used to implement the design principals.
- * In practice, the Design Principals and Art? Elements are interrelated.
- * These are the designer's "tool box".
- * Being aware of these tools will help you figure out what is wrong when it just doesn't "look right."

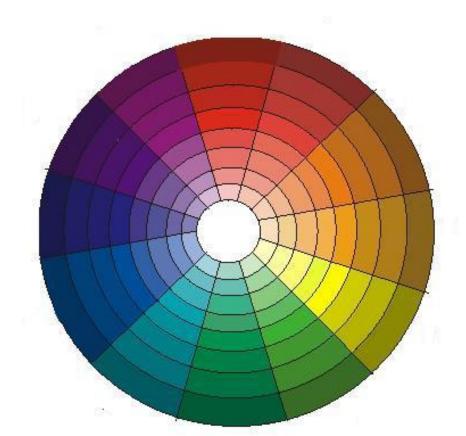
Elements of Art

- * Color
- * Line
- * Form
- * Texture
- * Scale



Color

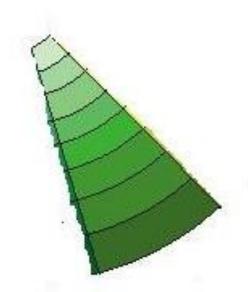
The Color Wheel



Primary Colors | Secondary Colors | Tints / Shades

Color Schemes

* Monochromatic – tints / shades of the same color



Color Schemes

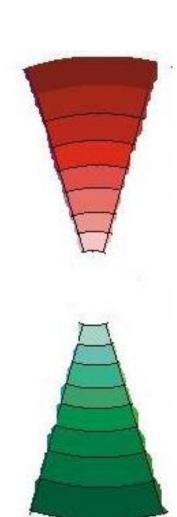
* Analogous -- colors adjacent on the color wheel (Green / Blue-Green /

Blue)



Color Schemes

* Complimentary – Colors across from each other on the color wheel (Green Foliage against red brick wall)





Color

- * Flower Colors show off best against a darker background (Bark Mulch, Evergreen Plants, Brick)
- Don't forget foliage colors





Line

- * Causes the eye to move
- * Straight lines tend to be powerful and direct the observers eyes to a point faster
- Curved or free-flowing lines are more graceful and create a more relaxing directing force



Straight Line





Curved Line





Curved and Straight Line





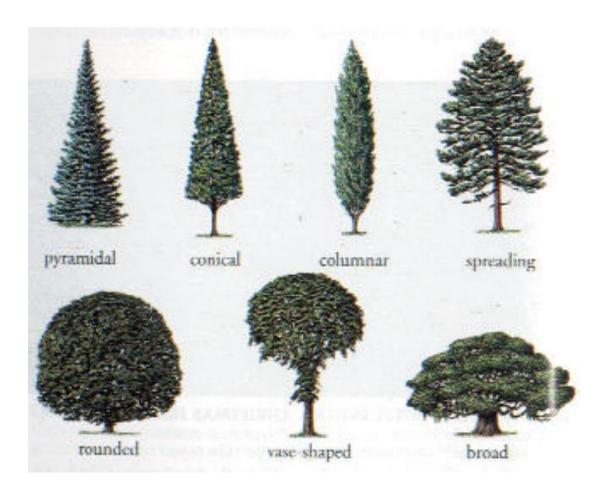
Form

* Natural Forms

* Geometric / Man Made Forms



Natural Forms





Natural Forms





Geometric Forms

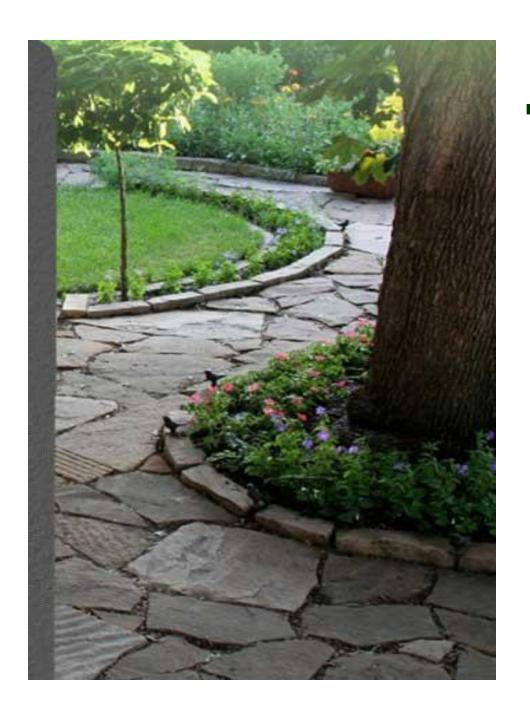




Texture

- * The surface quality of objects
- * Buildings, walks, plants, etc.
- * Match or Contrast
- * Qualities:
 - Coarse, Medium, Fine
 - Smooth, Rough
 - Glossy, Dull





Texture



Plant Texture





Scale

The size relationship of Adjacent objects



Review: Elements of Art

- * Color
- * Line
- * Form
- * Texture
- * Scale



Reality Check

* Let's look at the real world



A Landscape Design



The Landscape Design Process

- Can be a formal process (scale drawing, materials lists, etc)
- * Or informal process (no paperwork at all)
- * "In-between style" seems to work best for most of us
- * Either way, it needs to follow a sequence



The Landscape Design Process

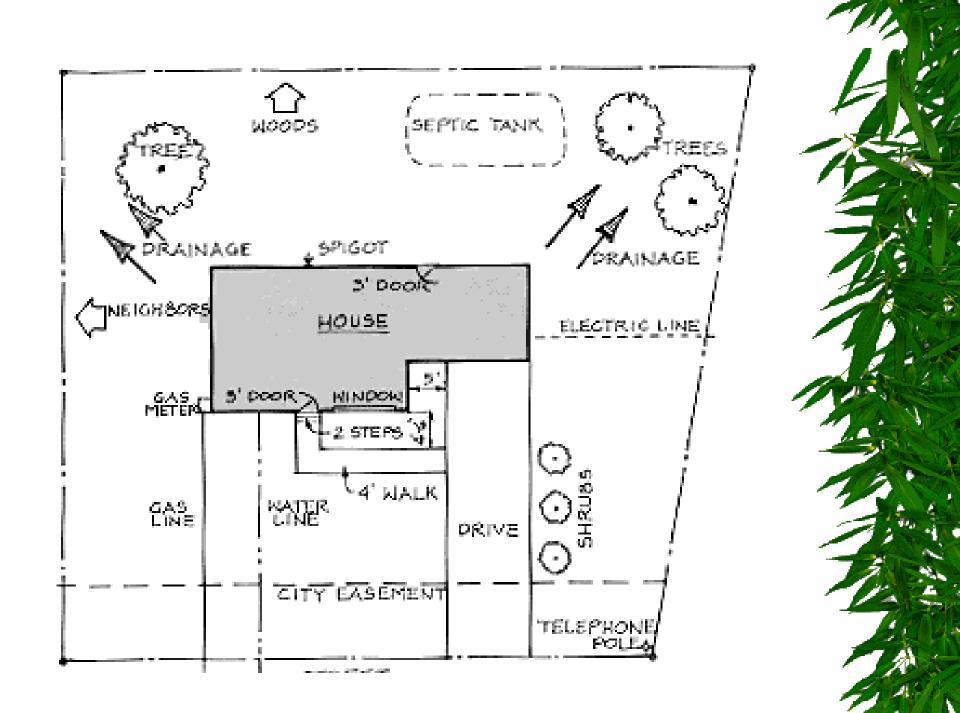
- Determine the area to be developed
- * ID Key features in the area
- * Assess your needs and desires
- * Locate / Design activity areas
- Check / Test the soil in planting areas
- * Select hardscape and plant materials
- Install hardscape & major plants first



Area Plot Plan

- Scale drawings / sketches of the area
 - Accurate footprint of the house and other buildings
 - Note locations of windows and doors
 - Locate exterior utilities, outlets and hose bibs
 - Indicate the direction of North





Key Features

- * Note and locate on the Plot Plan ...
 - Existing major plants
 - Natural factors and features
 - Views (good and bad)
 - Noise problems and direction
 - Utilities
 - Easements / setbacks
 - Drainage ways and standing water
 - Tip: Take photos

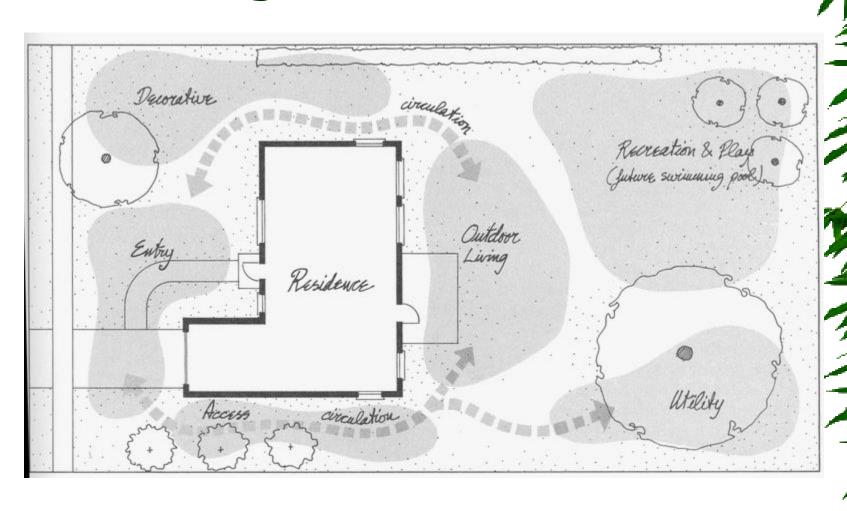


Locate and size Activity Areas

- * Public area
- * Entrance area
- * Living area
- * Private area
- * Play area
- * Service area



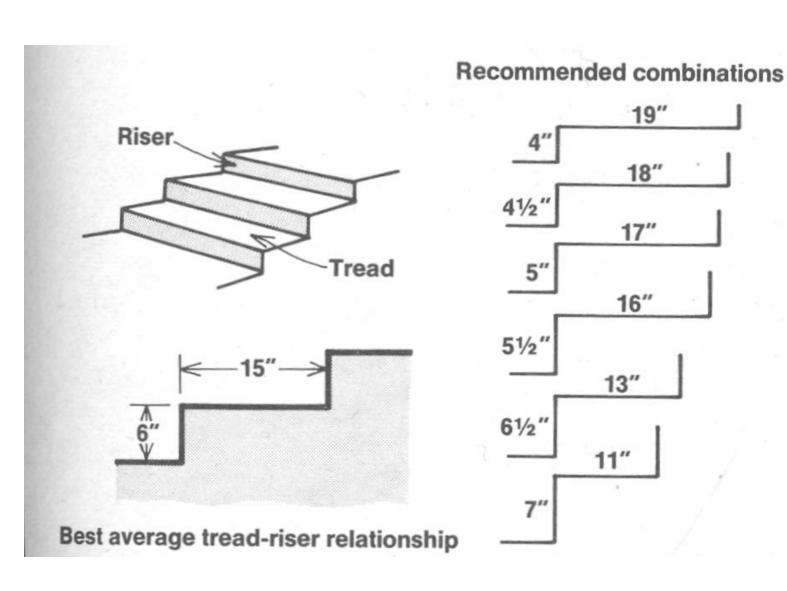
Activity Area "Bubbles"



Design Activity Areas

- * Defines most of the hardscape
- * Use dimensional standards for steps, ramps, play areas, car parking, etc.
- Walk ways should be 3' wide minimum; 4 1/2' is much better
- * Steps: 6" rise / 15" run (2x riser + Run = 25 to 27")

Garden Step Design



Test the Soil

(UT Service \$20 per sample)

- * Get Separate samples and tests for like plant materials:
 - Turf grass
 - Shrubs and ornamentals

* If the planting areas are widely separated, test these separately



Separate the Activity Areas

- Design logical separation between these areas
- * Design traffic flow between them
- * Consider using fences, screens, hedges, walkways, berms or raised planters
- * Lawn or ground-cover (open spaces) work well too



Select Hardscape Elements

- * Walkways
- * Walls
- * Patios
- * Fences
- * Tip: Collect clippings / photos of examples
- * Tip: Check for local / POA / building codes / permits



- * First Define the desired:
 - Form
 - Color
 - Texture

* This is the "eye pleasing" part



- * Then consider:
 - Climate / Sun-Shade needs
 - Disease resistance
 - Maintenance needs
 - Soil needs
 - Local Availability
 - Client's "favorites"
 - Cost
- * This is the "people pleasing" part

"Right Plant...Right Place"



Traditional USDA Cold Hardiness Zones

- * A few "specimen" plants can be a good investment -- too many can be distracting
- * The majority of plants selected should be easy to obtain and easy to maintain

Plant Materials *Tips:*

- * Plants are often placed too close together or too close to the house
- Place taller plants behind lower plants
- Consider size at 3 years (approx 1/3 the listed mature size)
- Create a plant list as you go and locate these plants on your plot plan
- Consider implementation in phases



Today's Landscaping Trends

- Garden Art
- * Water Features
- * Outdoor Rooms
- * Arbors / Gates
- * Theme Gardens



Garden Art





Garden Art





Garden Art





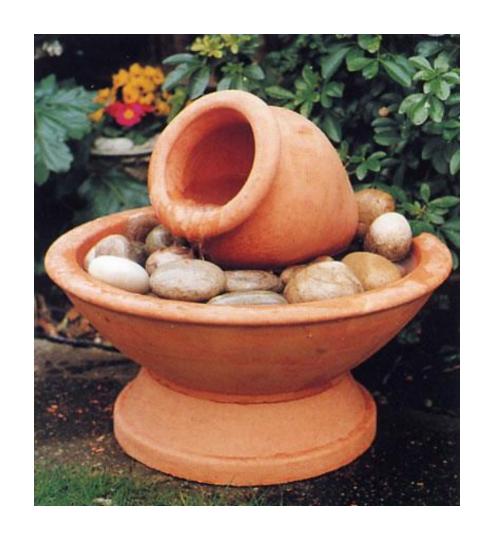


Water Features





Water Features





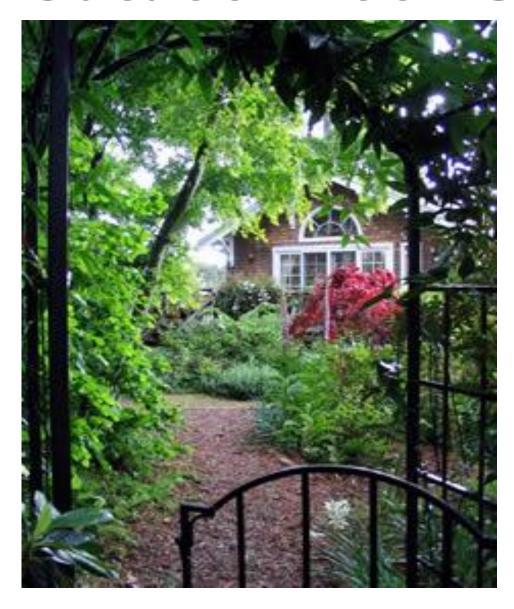
Carve-up big areas into people-sized areas for Specific purposes ...

- Dinning / Entertaining
- Play
- Reading
- Sensory input: Sounds / Sights / Smells







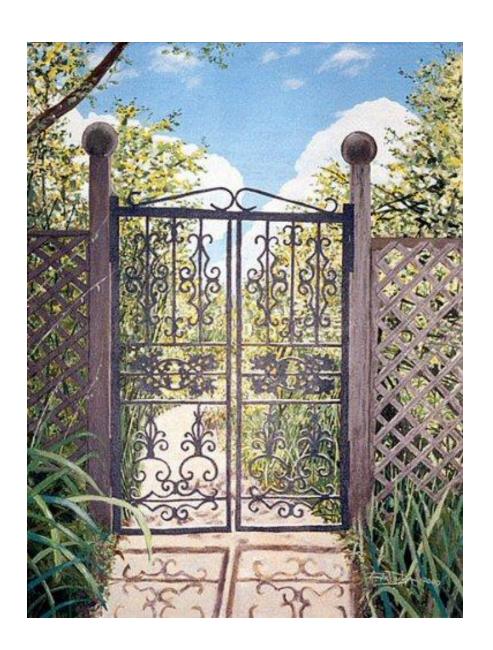






Arbors / Gates





Arbors / Gates



Theme Gardens

A specific garden area that has a theme ...

- <u>Design</u> Theme (Sculpture Garden, Rectangle Garden, Zen Garden, Victorian, Funk Art)
- Color Themes (monochromatic, shades of green, primary colors)
- <u>Wildlife</u> Themes (Birds, Butterflies, Bees)



Implementing the Design

- * Prepare the site
- * Install utilities
- * Install hardscape
- * Install gates / arbors
- * Install larger plant materials
- * Install larger garden art
- Install smaller plant materials / gound covers
- * Place mulch / clean up



Review ...

- * Principles of Design
- * Elements of Art
- * A Design Process
- * Today's Landscape Trends
- * Implementing the Design



Basic Landscape Design

