

How to Start a Project Landscape Design ENPL232

By

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Beginning a project

- Brief of the project
 - Brief description of the services the consultant is to provide to the client
 - the role of landscape architect is to undertake the design and specification of:
 - *Earthworks and mounds such as (road embankments, dunes, banks)
 - *Planting
 - *Topsoil and other soils
 - *Site grading and contour
 - *Water features e.g lakes, ponds, fountains
 - *Roads, footpaths kerbs, steps...etc
 - *Design and specification of site furniture and fixing such as lighting seats litter bins
 - *Monitoring the implementation by contractors

What
component

Why
philosophy

Brief describe

How
deliverables

When
Programe

Types of client

- Private individuals
- Private sector developers
- Central and local government
- Non governmental organizations

Site survey

- Site character
- Boundaries
- Land-use
- Drainage
- Landform
- Geology and soil
- Services and utilities
- Flora and fauna
- Circulation and access
- Microclimate
- pollution

Design process

- Developing a design

Design process is a sequence of steps that designer undertakes

Client brief -----design process-----completed project

Genius loci

- To develop your design you have to look for :
 - Content: surfaces, landform, water, built form, flora and fauna
physical aspects
 - ephemeral: taste, smell, auditory (hearing), visual
Sensory
 - uniqueness**
 - cultural conditioning: memory, learning and myth, expectation
Spirit of the place

Design approach

- Development framework
- Sustainability
- Ecological
- Stylistic (easthetic)
- Historical layers
- Allegory (symbol) and narratives
- Community based
- Pattern language
- Intuitive(genius Loci)
- Design with nature
- Pattern making

Inspiration

- The natural world
- Literature
- Music and art
- Everyday life
- Context/ genius loci rythm and sequence
- Philosophy
- Science and mathematics
- Myth and legend
- The seasons

The principles of design

- Main components of landscape
- Vegetation: trees, shrubs.....
- Vertical structure: buildings, bridges, walls.....
- Horizontal structures: roads, and paving.....
- Water: rivers, ponds, streams.....
- Land forms slopes, hills and valleys

The principles of design

- Heirarchy
- Human scale
- Linearity (straight lines and curves)
- Unity, harmony and symmetry
- Color, form and texture