Landscape Design

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Landscape Design

- "Sustainable landscapes" describes landscapes that support environmental quality and conservation of natural resources.
- Once established, it should grow and mature virtually on its own — as if nature had planted it (less plant pruning, more use of native plants).

The Focus of a Good Landscape Design is To:

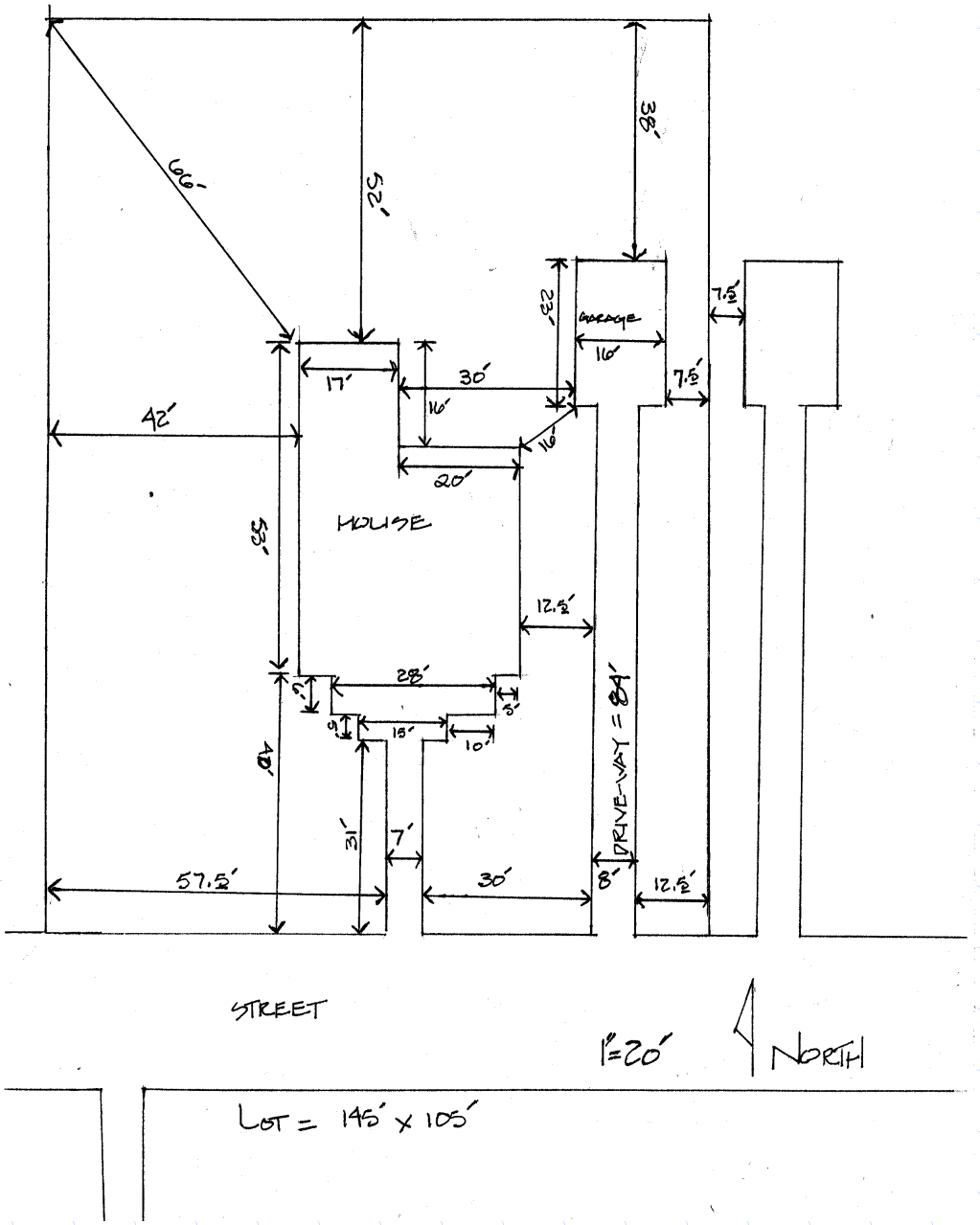
- Enhance or modify the existing microclimate.
- Increase plant and wildlife biodiversity.
- Reduce water use.
- Reduce maintenance.

PRINCIPLES OF DESIGN

Do a Site Analysis

1. Where is North?
2. Microclimates, good and bad spots.
3. **Measure** the site, this is a must do.
   - Put down the microclimates.
4. Seasonal sun angles.
5. What scale will you be using?
   - 1 inch equals 10 feet on paper.

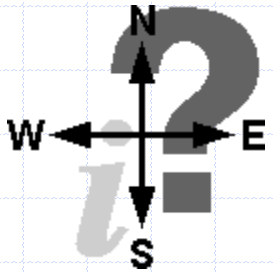
Site Analysis



Water Wise Garden

- 1-Plan and design.
- 2-Create practical turf areas.
- 3-Improve the soil.
- 4-Use mulches.
- 5-Irrigate efficiently.
- 6-Maintain the landscape.

Get a Basic Idea of What *You* Want



Develop a Theme(s)

- Butterfly, Native Bee or humming bird garden, a rose garden, an herb garden, a Victorian garden, formal or in-formal garden, a moon garden, a shade garden or a specific color garden.

- A garden for entertaining, having parties.

- Should have good winter appeal and texture.
  - Does it stand the test of black & white?

Develop a Theme

- Herb Garden

Develop a Theme

- Victorian Garden

Develop a Theme

- Wood Lands Garden for shady to filtered sun areas.

Wood Lands Garden for Shady or Filtered Shade Areas

- Hosta, Periwinkle, Hardy Ferns, Columbine, Meadow Rue, Bulbs, Daphne burkwoodii, Bleeding Heart, Mock Strawberry, Sweet Woodruff, Cranesbill, Japanese Blood Grass, St John's Wort, Silver Beacon Nettle, Edelweiss, Lupine, Mahonia, Jacob's Ladder,.....

Xeriscape

- Xeriscape does *not* mean, **NO grass** or **ALL rocks.**

It's not

Zero-scape

Design Principles

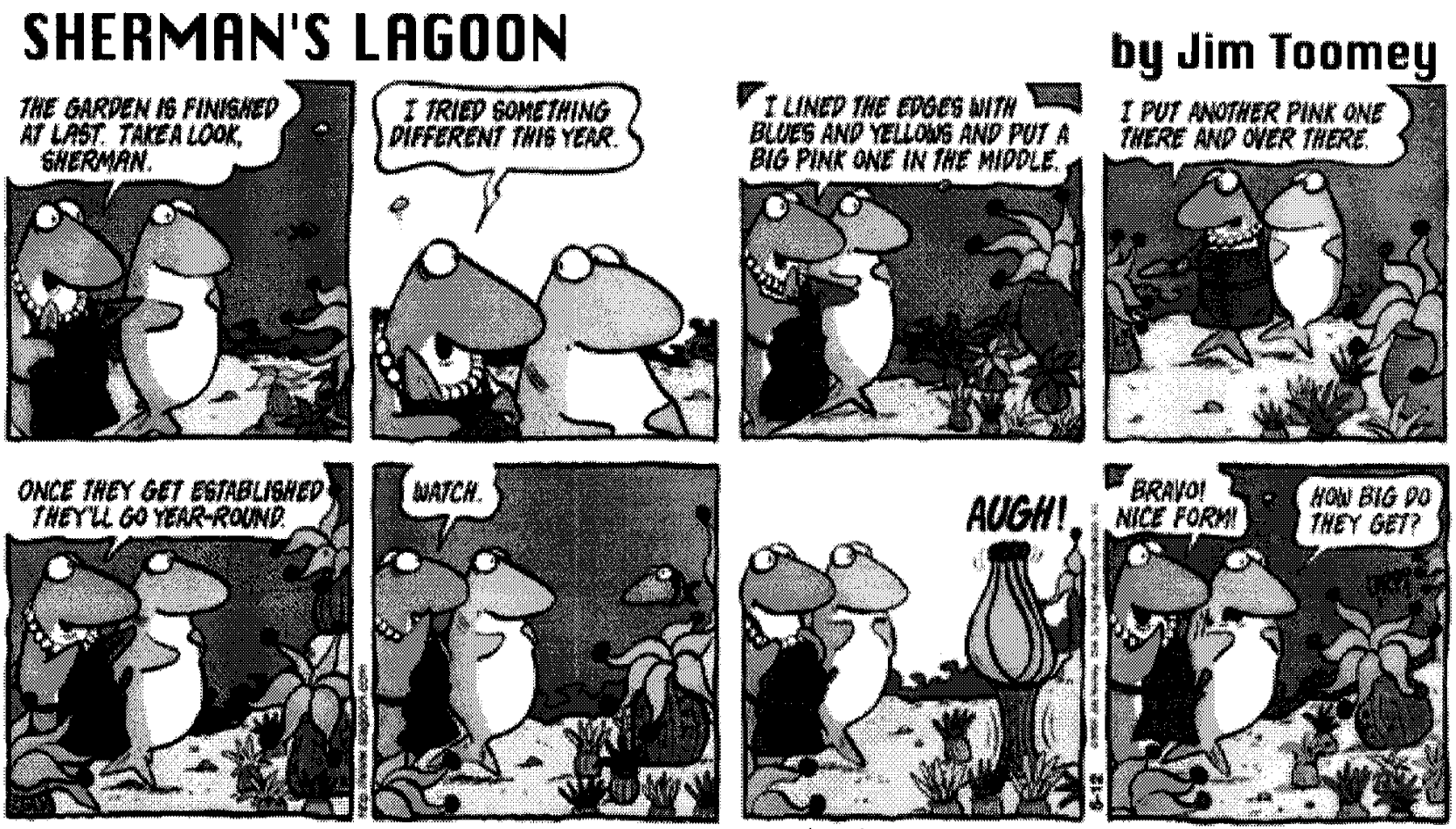
- Start to put your ideas on paper.
- Leave out types of plants, **last** thing you do.
- Go with heights and color first.

Rules

Different Functions

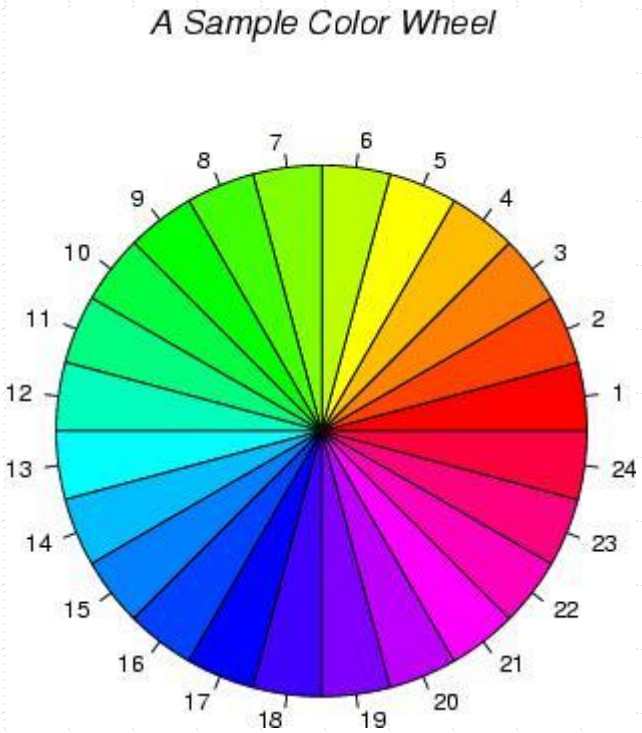
- Different areas around the property have different functions, like play areas, barbeque areas, private secluded areas.
- Storage area for tools.
- Areas for ponds, greenhouse areas.

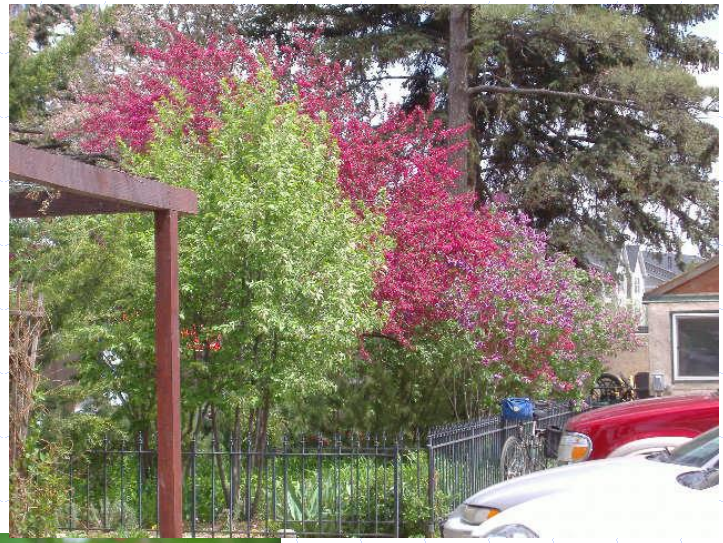
Design Principles



Working with Color

- Color theory





Color Theory

- In the garden, color should:
  - Be calming.
  - Have a sequence.
  - Repeat itself.
  - Is this picture restful to the eye?

Color Theory

- There are no bad color combinations in nature.

- What colors do you like?

Design Principles To be Followed

Unity

- Is obtained by consistent style.
- Repetition of plants and building material with specific theme creates harmony.
- Unity means that all parts of the composition or landscape go together : they Fit.
- A natural feeling evolves.
- Ex: brick walk way to a brick retaining wall or brick planter that are the same color.

Texture

- Describes the surface quality of an object that can be seen or felt.
- Surfaces in the landscape include buildings, walks, patios, groundcovers, and plants.
- The texture of plants differs as the relationships between the leaves, twigs and branches differ.
- Coarse, medium or fine could be used to describe texture, but so could smooth, rough, glossy, or dull.

Balance

- In design, refers to the equilibrium or equality of visual attraction.
- Symmetrical balance is achieved when one side of the design is a mirror image of the other side. There is a distinct dividing line between the two sides. Equal lines, forms, textures or colors are on each side of a symmetrical design.

Balance of Design

Balance

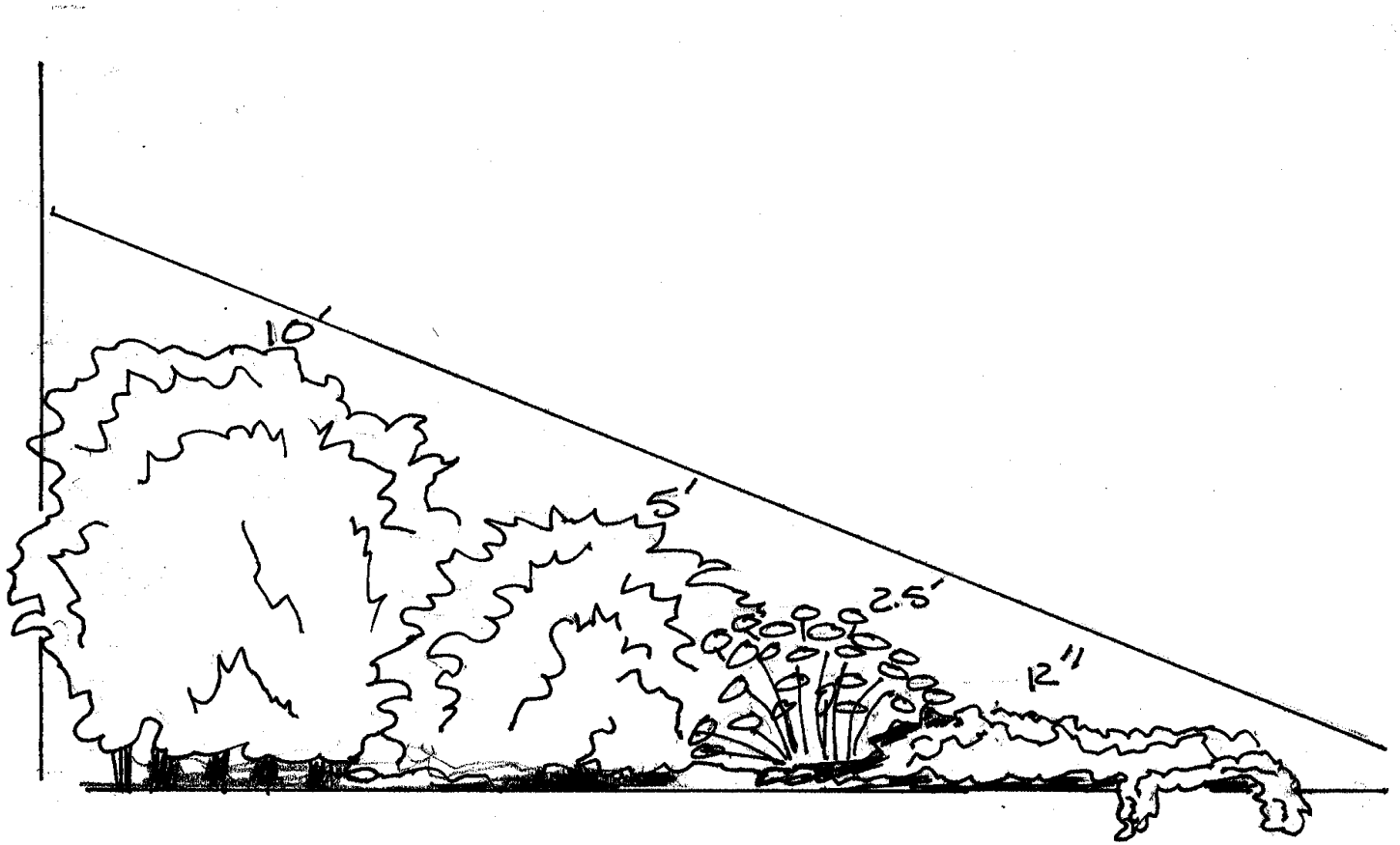
There is a distinct dividing line between the two sides. Equal lines, forms, textures, or colors are on each side of a symmetrical design.

Not Balance

Transition

- Is gradual change.
- Transition can be obtained by the arrangement of objects with varying textures, forms, or sizes in a logical sequential order.
- For example, coarse to medium to fine textures, round to oval to linear structural forms, or cylindrical to globular to prostrate plants.

Transition



Proportion or Scale

- One large towering oak may compliment an office building but would probably dwarf a single story residence.
- A three-foot pool would be lost in a large open lawn but would fit beautifully into a small private are..

Rhythm

- Is achieved when the elements of a design create a feeling of motion which leads the viewer's eye through or even beyond the designed area.
- Tools like color schemes, line and form can be repeated to attain rhythm in landscape design.
- Rhythm **reduces confusion** in the design.

Repetition

- Refers to the repeated use of features like plants with identical shape, line, form, texture, and/or color.
- Too much repetition creates monotony , but when used effectively, can lead to rhythm, focalization ,or emphasis.

Repetition

- Unity can be achieved better by no other means than repetition.

Simplicity

- elimination of unnecessary detail.
- Too much variety or detail creates confusion of perception.
- Simplicity is the reduction of a design to its simplest, functional form, which avoids unnecessary cost and maintenance.

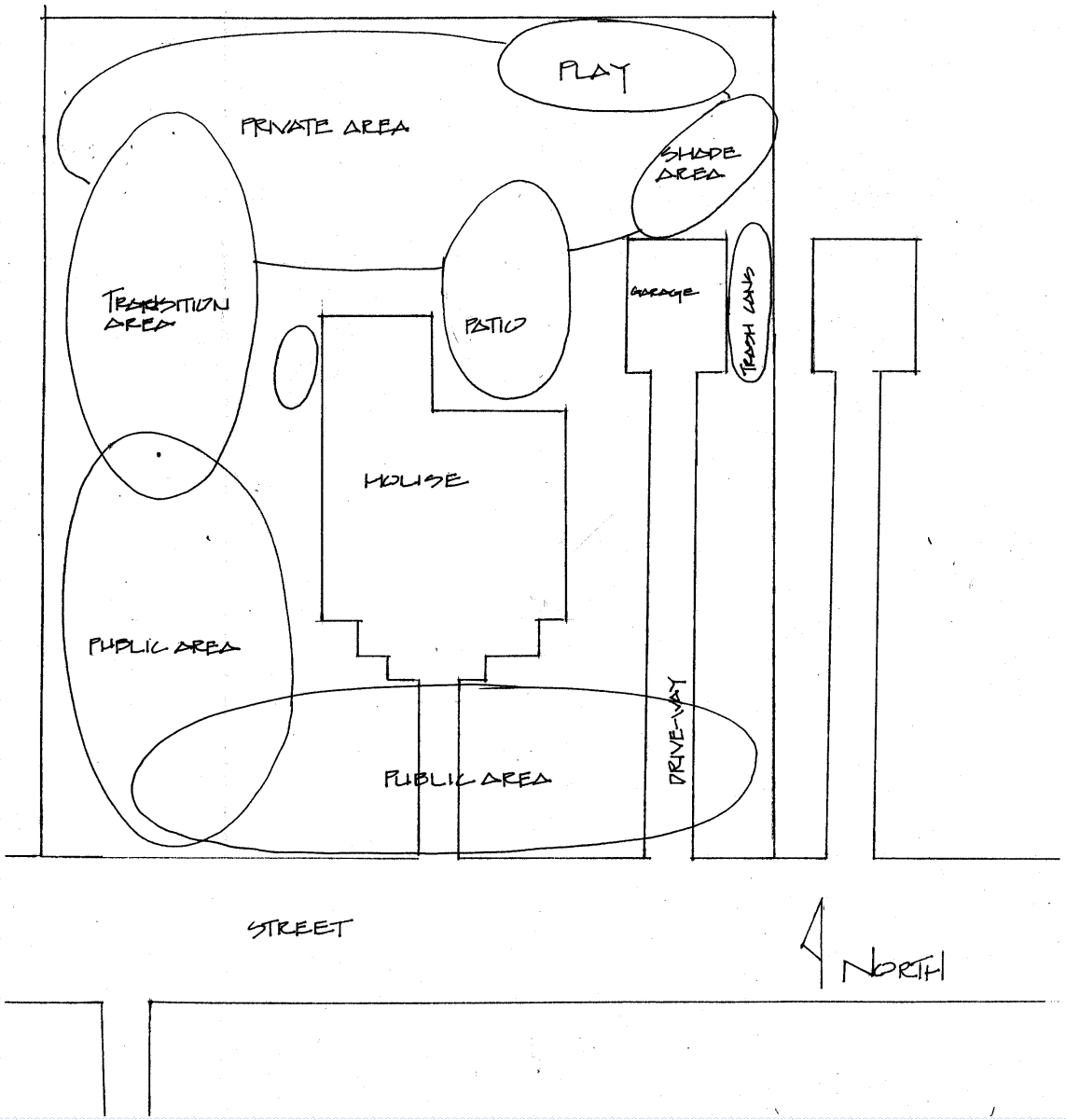
All These Principles Interact to Yield the Intended Design.

- Color, line, form, texture, and scale are tools which are used in combinations to adjust design principles.
- Design principles include unity, balance, transition, focalization, proportion, rhythm, repetition, and simplicity.

Next Step

- Schematic Design First.
  - Get your general ideas down on paper.
- Different areas around the property have different functions.
  - like play areas, barbeque areas, private secluded areas.
  - Storage area for tools.
  - Areas for pond, greenhouse, gazebo.

Landscape Design

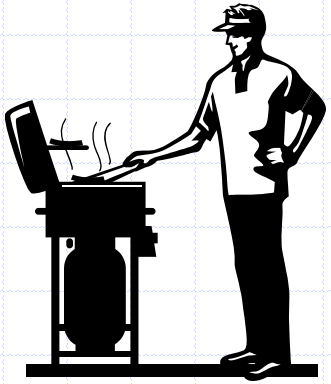


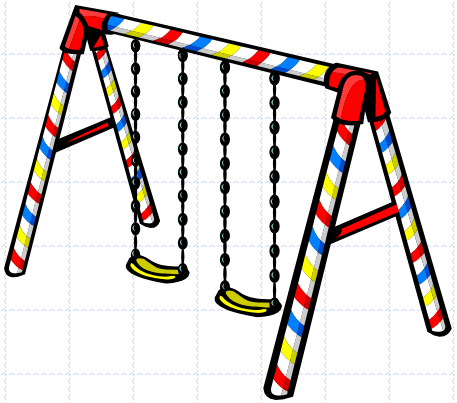
Define Your Landscape Areas

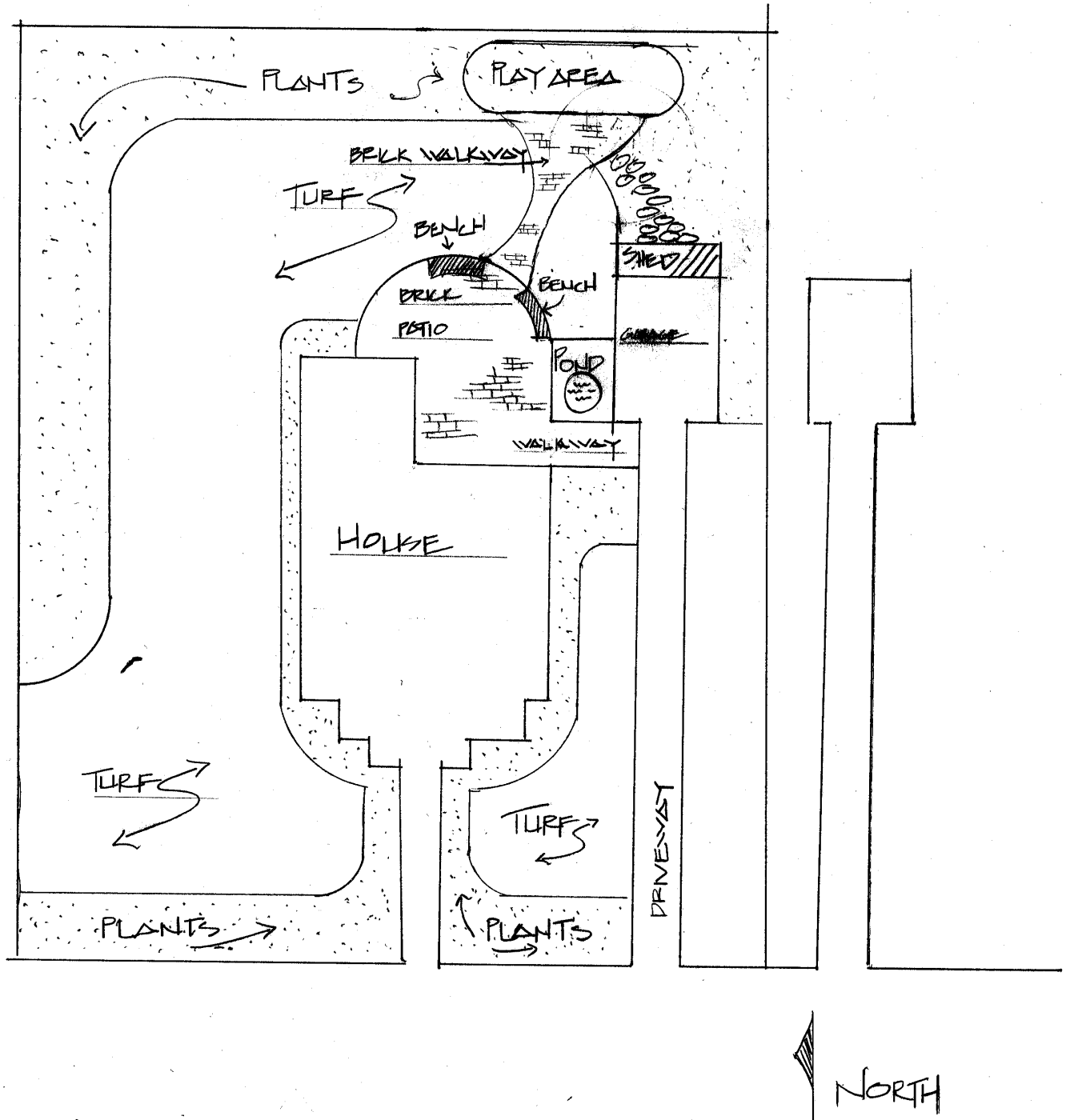
- Define a clear separation between:
  - Turf* Do not do turf corner to corner.
  - Shrubs*
  - Trees.
  - Perennial beds (butterflies, native bees, birds).
  - Play.
  - Vegetable gardens.
  - Hardscape areas*.
  - **Why, for ease of mowing/maintenance.**

Next.....

- Draw in your Hardscape areas
  - Patio.
  - Walkways.
  - Decks.
  - Barbeque area.
  - Retaining walls.
  - Pond.
  - Garden structures.
  - Fences.






PLANTS
PLAY AREA
BRICK WALKWAY
TURF
BENCH
SHED
BRICK
PATIO
BENCH
GARAGE
POND
WALKWAY
HOUSE
TURF
TURF
DRIVEWAY
PLANTS
PLANTS
NORTH

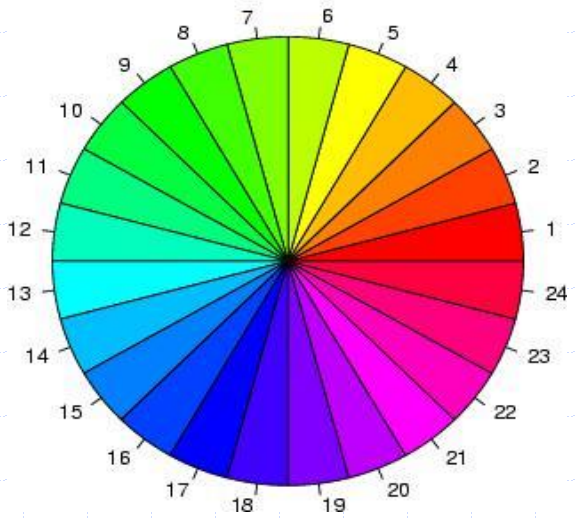
Next

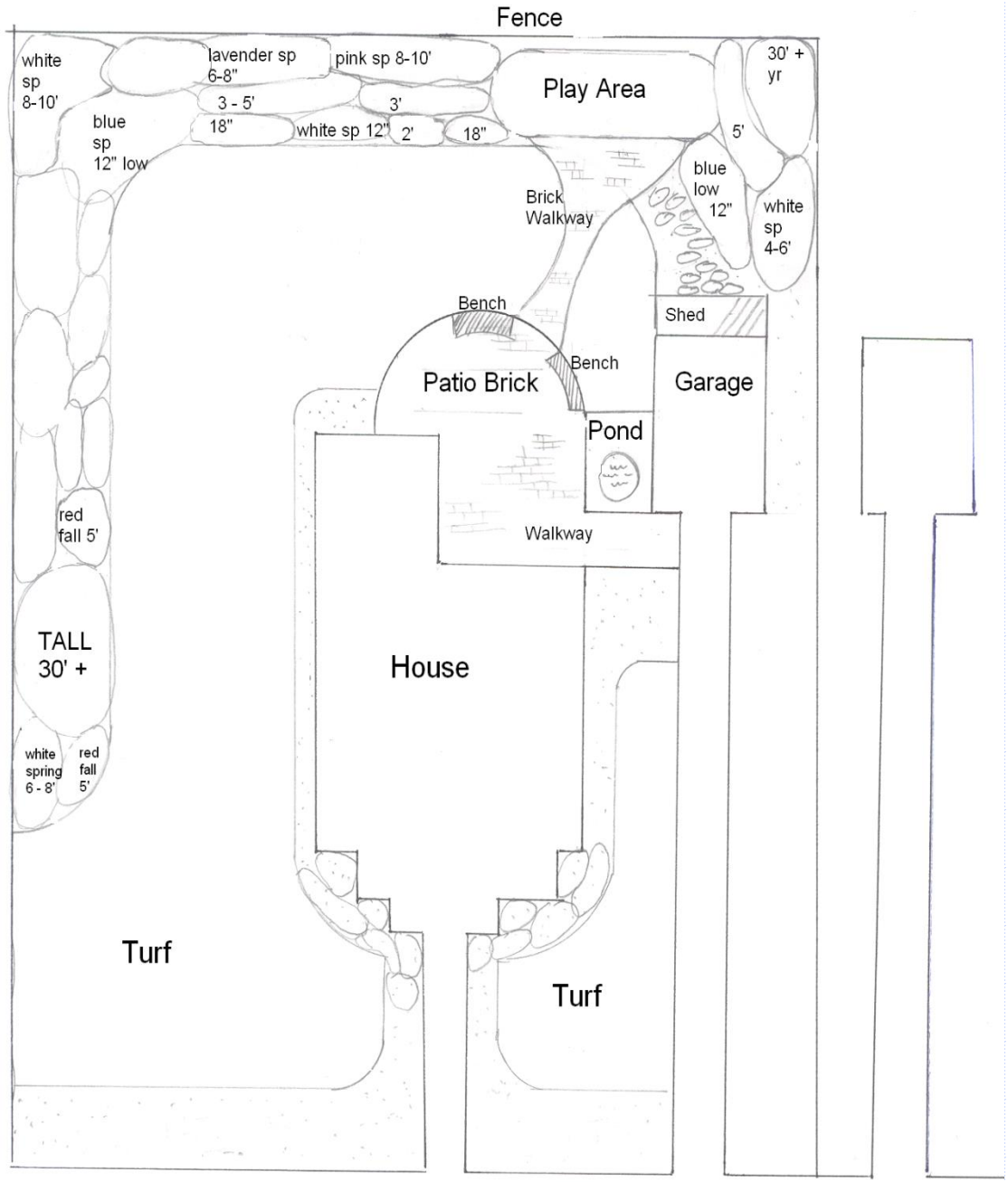
- Draw in the areas for:
  - Shrubs.
  - Perennial gardens.
  - Vegetable garden.
  - Trees.
  - Specific plants are the last thing you do.
- Make notations on your plans on the heights for the above plants.

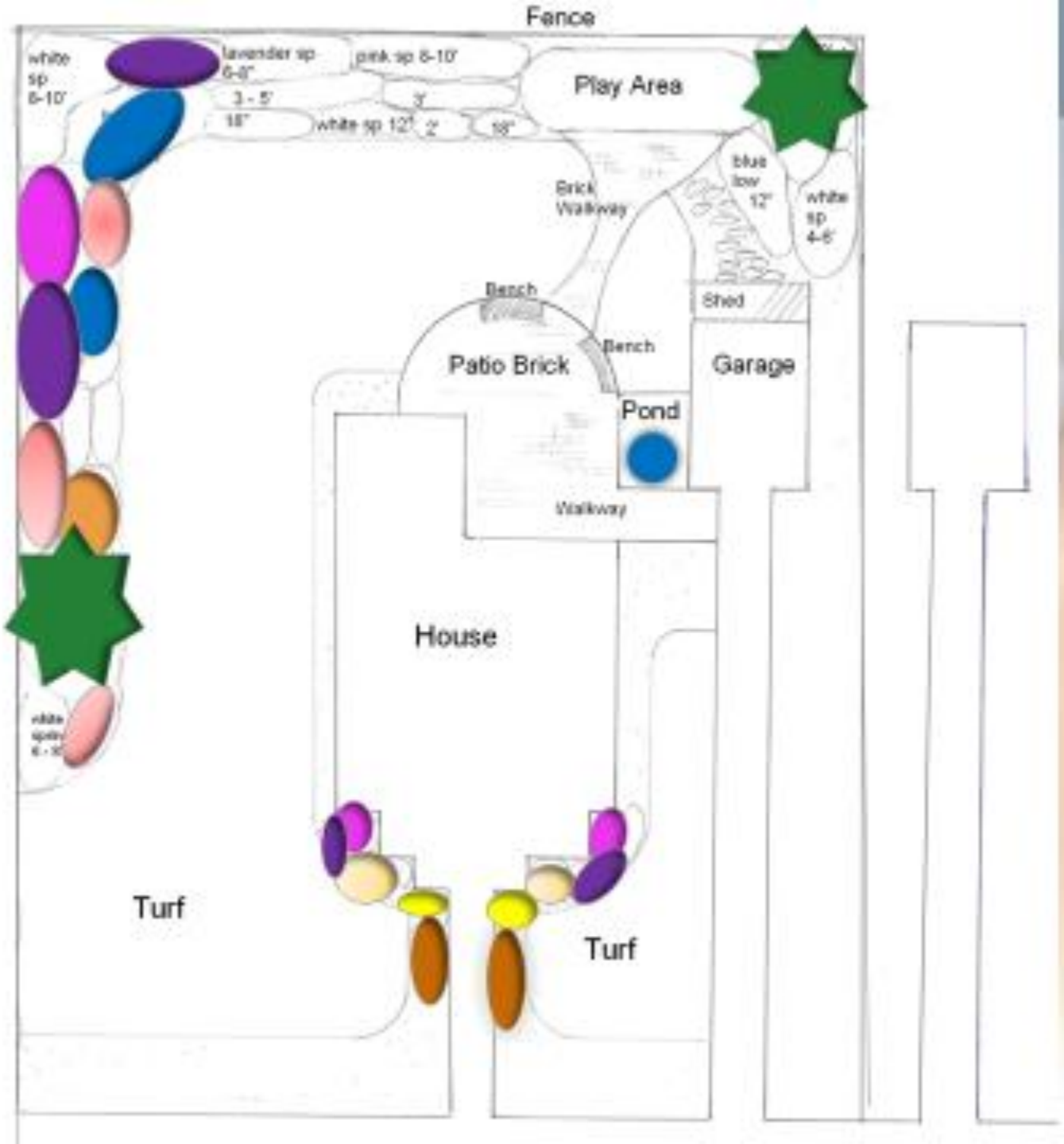
Color

- Time to add color
  - Seasonal Color for shrubs, trees, perennials.
    - Winter texture, spring, summer and fall color.
  - Write the colors in on your design.

A Sample Color Wheel




Fence
white sp 8-10'
lavender sp 6-8"
pink sp 8-10'
3 - 5'
3'
18"
white sp 12"
2'
18"
blue sp 12" low
Play Area
30' + yr
5'
blue low 12"
white sp 4-6'
Brick Walkway
Bench
Shed
Bench
Patio Brick
Garage
Pond
red fall 5'
Walkway
TALL 30' +
House
white spring 6 - 8'
red fall 5'
Turf
Turf
North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Bench
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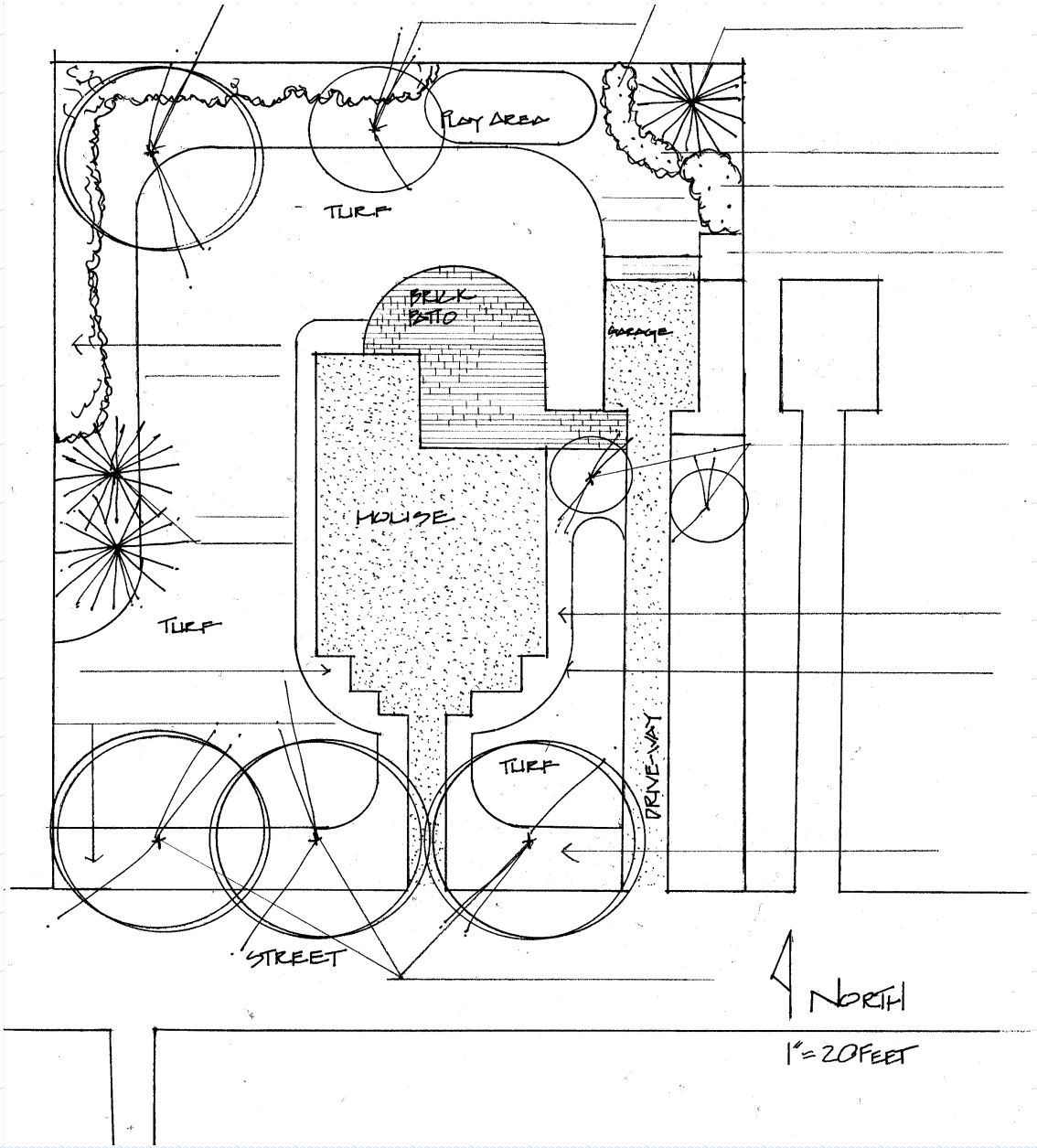
Bench
Garage
Pond
Walkway
House
Turf
Turf

Landscape Design



Landscape Design

- Put your ideas on paper first.
- Underground Pipeline 811
- Wyoming One Call 1.800.348.1030
  - It's the law.

- Dig Second.

Have fun in the Garden, think outside the box!