How to Start a Project
Landscape Design ENPL232

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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

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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……

- Lanf 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