

Principles of design

Landscape Design ENPL232

By

Samar Nazer

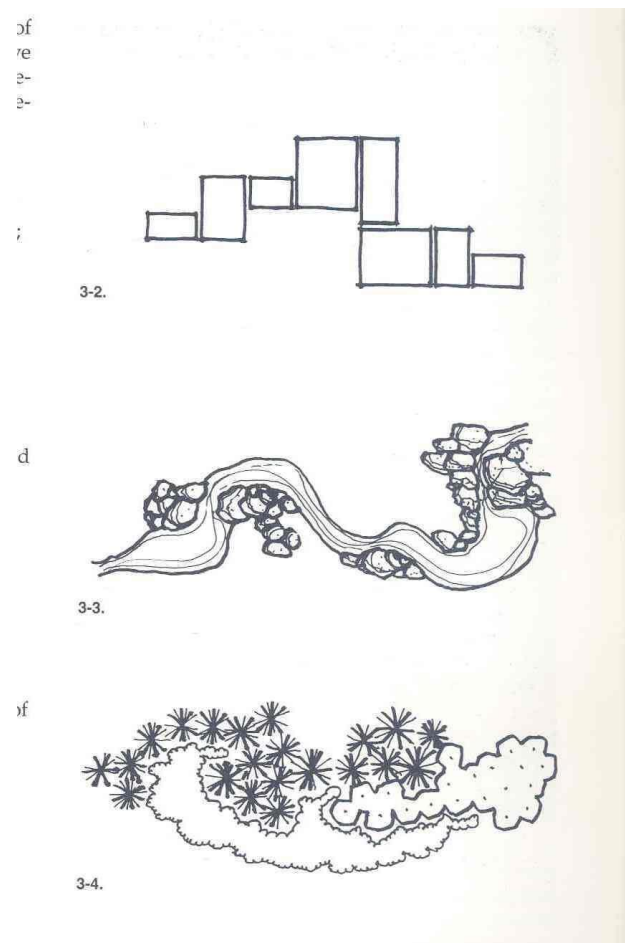
Department of Architectural Engineering
Urban Planning and Landscape Design

Principles of Landscape Design

- Unity
- Harmony
- Simplicity
- Emphasis
- Balance
- Variety
- Sequence
- Scale

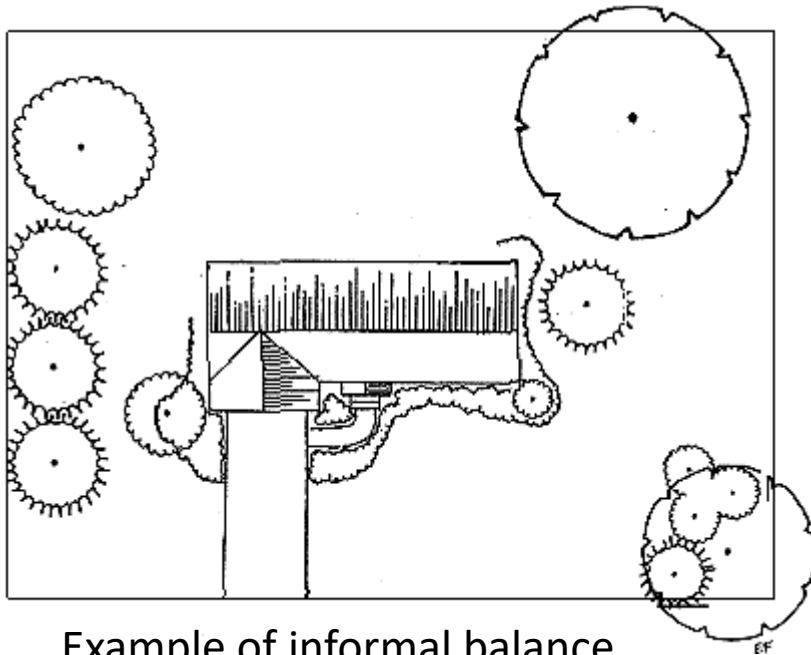
Unity

- **Unity** is the coalescing (combining) of separate design elements to allow an easy overall grasp and perception of the whole composition as one
- Unity can be achieved by **repetition** of line, form, texture, color...etc.
- **grouping** of elements
- **Chaos lack of unity**

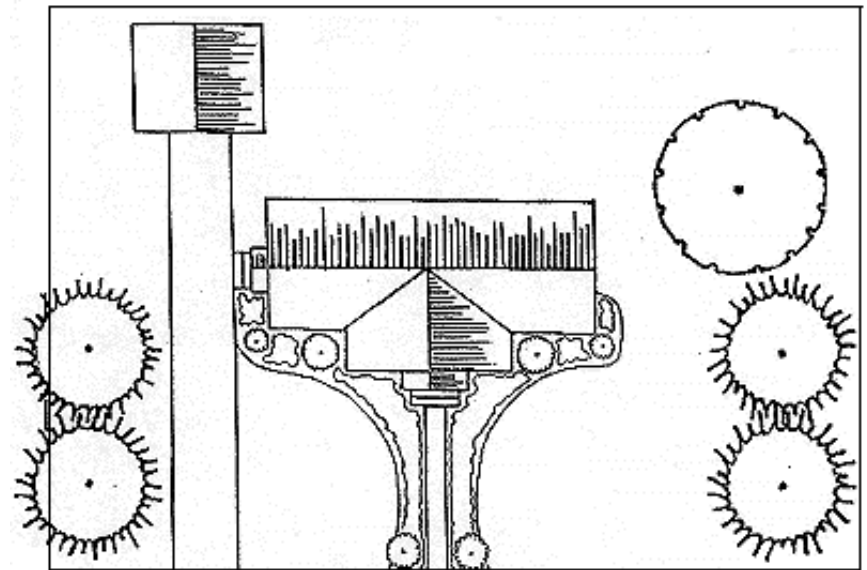


Balance

Balance is the relationship between elements in the landscape. Balance can be formal or informal. Formal balance would usually mean that one side of the landscape is a mirror of the other, while informal balance is when plant sizes and numbers are only relatively similar on both sides.



Example of informal balance



Example of formal balance

Symmetry, Asymmetry.



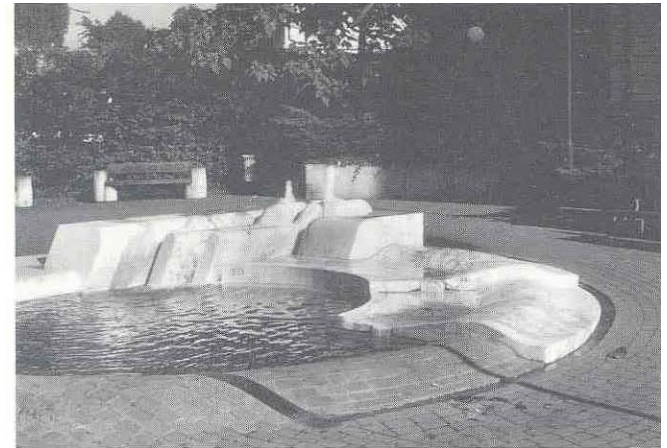
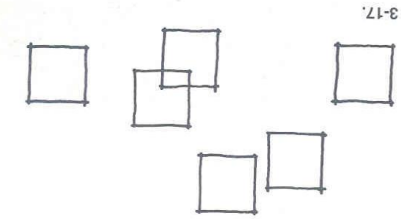
3-21 *Axis, garden in Virginia.*



3-16 *Entrance gate in entrance court, Folly Farm.*

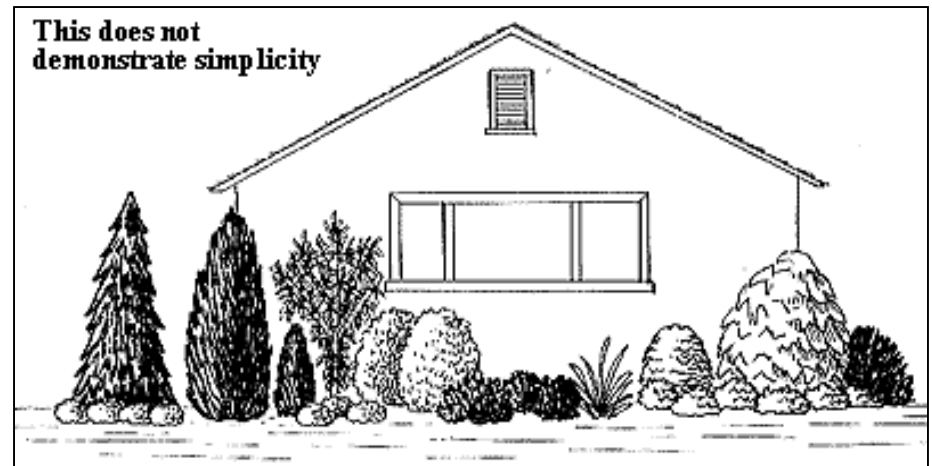
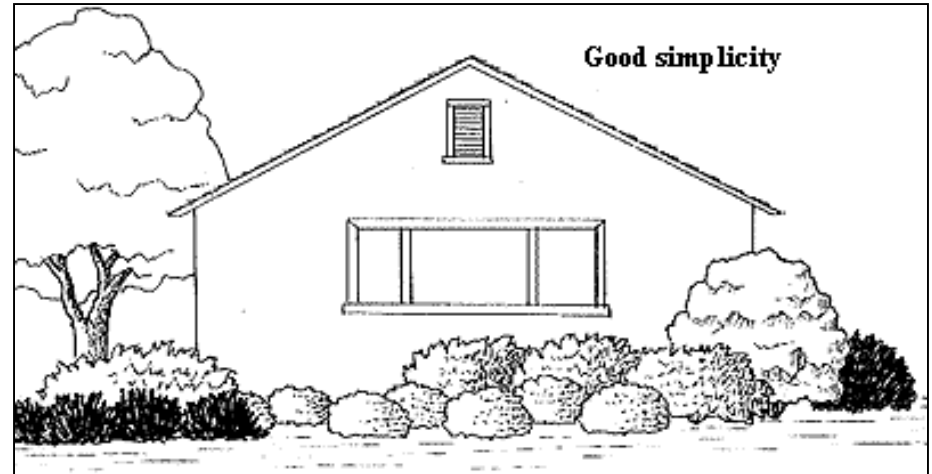
Harmony

- Harmony is the state of accord among elements and with their surrounding.
- In contrast with unity harmony has to do with elements and opposed to overall picture
- improved by authenticity and functional value, using natural materials



Simplicity

- **Simplicity** means understanding what is, and is not important in a landscape design. Details that will not have a major impact on the landscape are omitted to keep it uncluttered.
- complexity



Interest

- Interest is the feeling of curiosity, fascination or absorption, it is essential for aesthetic satisfaction
- It is achieved by introducing variety in shapes, sizes, textures, and color. Change in direction, movements, sound and light quality.



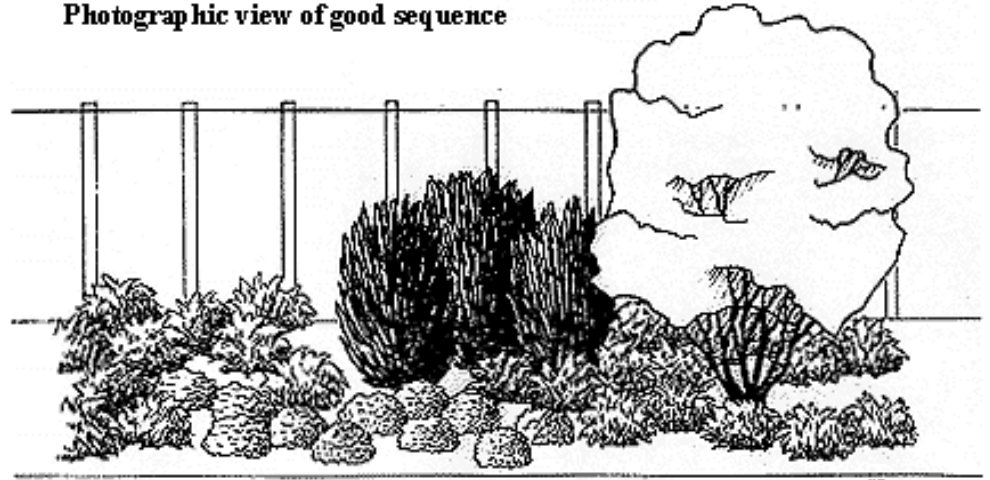
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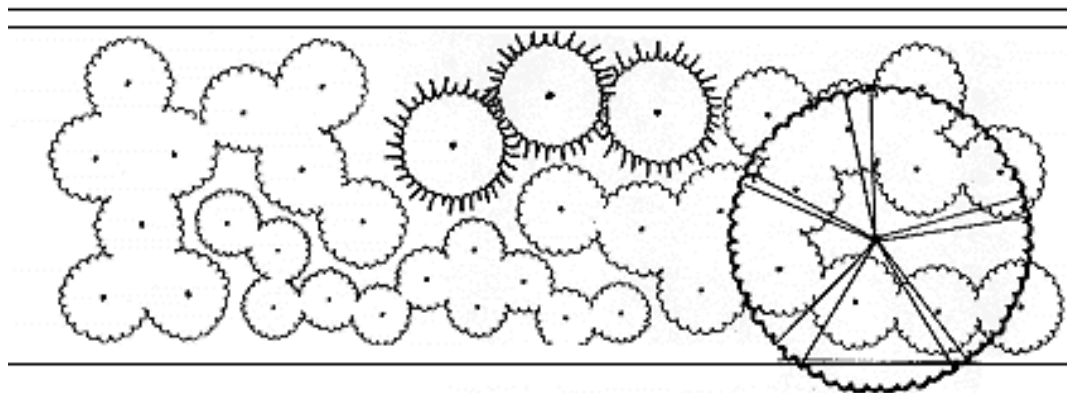
Principles of Design - *Sequence*

Sequence is a gradual transition from one area to another within a landscape. A landscape with sequence has one element changing at a time rather than several changing at once. A landscape with a coarse-textured plant next to a fine-textured plant is an example of poor sequence.

Photographic view of good sequence



Plan view of good sequence



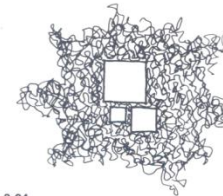
Emphasis

Emphasis can be in:

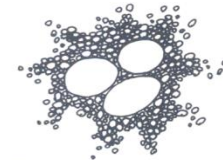
- Plants and plant groupings
- Specimen plants
- Accent plants
- Key plants
- Plant groups
- Massed plants



3-23.



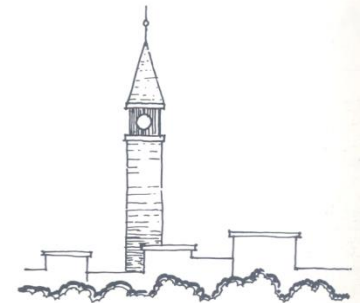
3-24.



3-26.



3-27.



3-25.



3-28.



3-29.



3-30.



3-31.

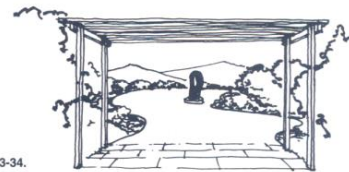


3-32.

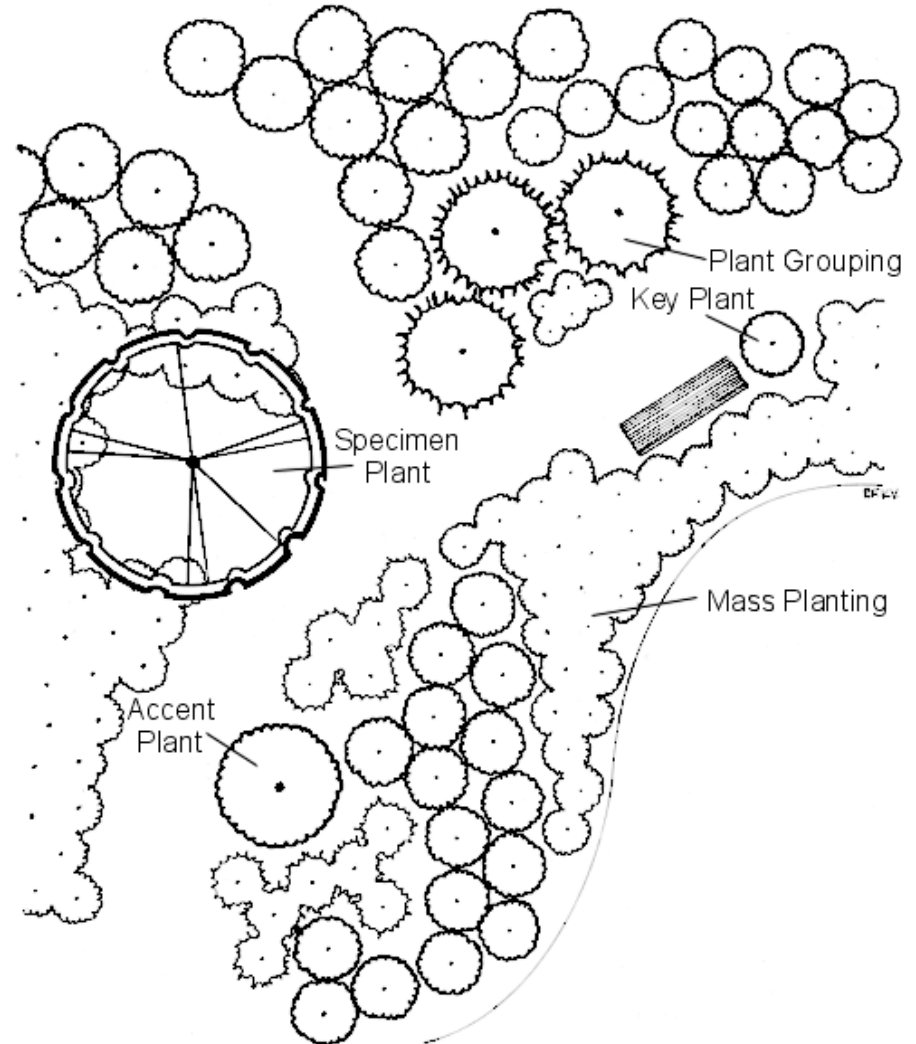
Enframing and focalization complement the principle of emphasis. They are techniques that depend on a supporting peripheral landscape. Focalization occurs when the surrounding elements are structured in a manner that encourages a viewer to look at a particular scene. However, care should be taken to make sure that the focal zone is worthy of prolonged attention.



3-33.



3-34.

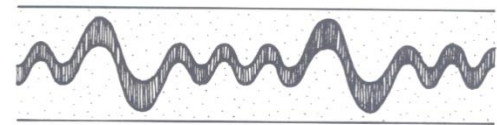




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Rhythm



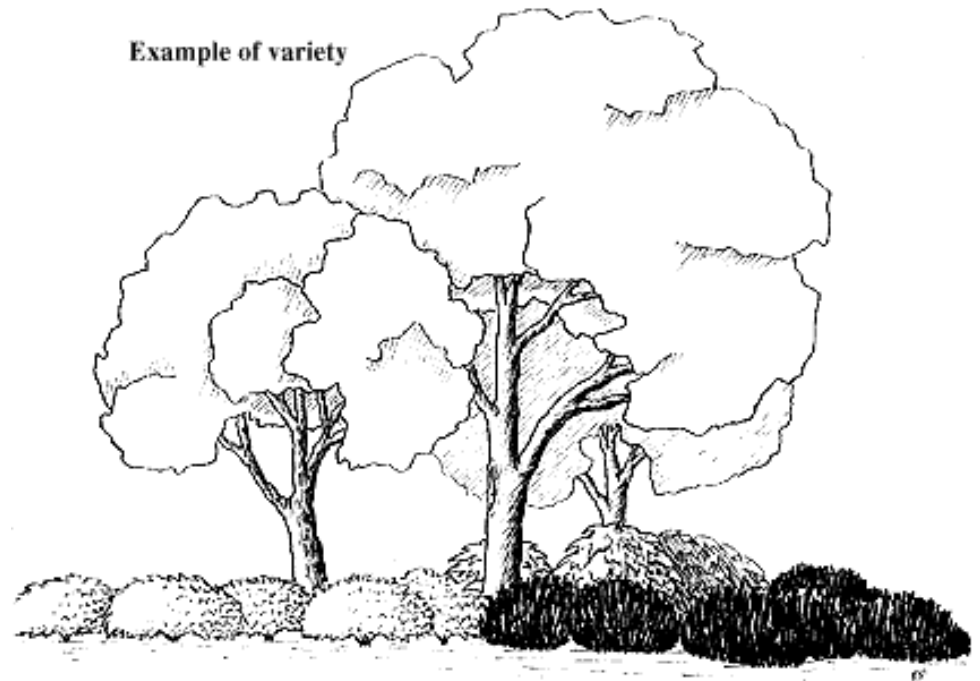
3-37.



3-38.

Variety

Variety is mixing up the form, texture, and color combinations in a landscape to create extra interest without sacrificing the simplicity of the design.





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Principles of Design - *Scale*

Scale is the relative size of one part of a landscape to another. Scale may be the proportion or ratio of size between components in the landscape.

