Landscape Architecture

• focuses on natural systems and cultural processes in the planning, design, and management of sustainable landscapes for this and future generations.
Develops creative ability and technical skills through a range of exercises and projects relating to:

- recreation and open space planning
- plant selection
- park design
- landscape reclamation and preservation
- resource management
- urban planning and design
- residential
When a landscape architect presents a scheme to a client, that scheme will have emerged from such a detailed study of the site's landscape character that the design will not only be sympathetic to the area's landscape character but much of its logic will be derived from that base.
• If the essence of the landscape character can be conveyed in the presentation graphics in a holistic way, this must reinforce the message of the design.

It is felt that this would assist the client in their understanding of their site and the proposed scheme and if accurately conveyed
If a designer generates original ideas but doesn’t display them in an attractive way, he will be wasting efforts, time, and money. If another designer doesn’t have marvelous ideas, just decent ones but is able to create a mind-blowing illustration of them, which one, you think, will gain more?
There are 3 major presentation techniques:

1. HAND
2. CAD
3. MODELS
Hand Drawing

• Although the majority of designers nowadays prefer computer rendering, hand drawing is still very much alive and kicking. It remains the most fluent and unhindered way to transmit what is in designer’s imagination to the physical world.
FREE HAND SKETCHING
CONCEPTUALISATION
SYMBOLS USED IN CONCEPTUALISATION

ACTIVE LINE SYMBOLS
Landscape design representation

- Plans
sections
HAND DRAFTING
TOOLS & TECHNIQUE

Tip the pencil a few degrees in the direction of the stroke. Too much slope will cause the lead to break.

Push thumb as you draw to roll the pencil across your fingers. 1/2 rotation maximum.
SECTIONAL ANALYSIS
SYMBOLS & ELEMENTS IN DRAFTING

Most landscape architects use a simple upper case (capital) style with no serifs as shown here. Keep letters vertical and consistent in shape. This uniform style is easy to read.

ABCDEFGHIJKLMNOPQRSTUVWXYZ

lower case letters are less formal and are suited for use on concept plans, preliminary sketches and plant lists.

abcdefghijklmnopqrstuvwxyz
Rendering is the art of creating two-dimensional images or animations showing the attributes of the proposed design.
To be a successful landscape architect one has to possess many qualities. It's not enough to have good ideas, one has to be persistent to see them through and know how to present them well.
HOW TO RENDER?
There are a variety of materials you can use; pencil, charcoal, paint, markers e.t.c

• Draw the general site putting on the necessary details
• Take into consideration line weights as it brings out the depth in a drawing
• Add textures to show different materials by using different hatching techniques.
• Proceed to shade and tint the drawing to bring out light and shadows in your composition.
• Colour is optional, however if used well it’s an important aid to a good landscape drawing. It brings it to life
Advantages

1. Closest to your initial idea
   - Sketches and hand drawings are the fastest medium through which you can deliver your concepts on a sheet of paper.

2. Gives you freedom and creativity
   - Perhaps everyone will agree that your hand is the tool which gives you limitless freedom when drawing. Sketching also allows you to prepare numerous versions of your concept very fast, and then to decide which one to develop. Thus, you train and improve your creativity.

3. Develops your analytical skills
   - To visualize your design plans, a great attention to detail should be considered.
Disadvantages

1. Paper can be damaged easily
   You should be extremely precise while drawing on paper. Erasing a mistake from a sheet is much harder than clicking the undo button. Paper can also be unintentionally stained or moistened.

2. Only one original of your work
   • As an artist, you spend hours and efforts to create your perfect visualization. Although you get paid for your work, you give away your only original, which isn’t a pleasant feeling at all.
Examples of the final presentations
CAD in Landscape Architecture
CAD: Advantages

• They are more accurate than hand-drawn designs. E.g. will give a definite straight line
• Saves time
• You can save and edit ideas which makes it cheap and easier to modify your design as you go along
• You can modify existing ideas which saves time
• Better co-operation between project consultants
CAD: Advantages (cont’d)

• CAD offers real-time documentation of design
• Drawings are consistently to scale
• Laying out of the drawing is convenient
• Establishes drafting standards
• Allows for interplay between plan and 3D views
CAD: Disadvantages

• The software itself can be expensive so initial costs are high
• Staff needs to be trained in the software
• Requires a computer setup to carry out any work
• Skills need to be updated or learnt afresh with every software update
• CAD is limiting when designing with dynamic shapes
CAD: Software

- Real-time Landscaping Plus
- VizTerra Landscape Design Software
- TurboFloorPlan Landscape Deluxe Design Software
- Home and Landscape Design
- Landscape Vision
CAD: Software

- AutoCAD
- ArchiCAD
- Sketch Up
- AutoDesk Maya
- AutoDesk 3ds max
- AutoDesk Revit

- Cinema 4D
- Photoshop
CAD: Hardware
CAD: Hardware
VISUALIZATION AND CONCEPTUALIZING
CREATION AND CONCEPTUALIZATION
FLEXIBILITY
Physical Model Renders
Why?

• Model renders help clients to visualize the designed spaces realistically
TYPES...

FOCUS:

• LANDSCAPE MODELS
• SITE MODELS
• URBAN MODELS

NOTE:
There are other types of architectural models but the importance lies in matching the purpose of the model with its design.
• Urban models typically depict larger areas, whether it be city blocks, part of a town or a whole community. Detail can vary greatly on these as well and is usually determined by the scale that was chosen for the project.
LANDSCAPE ARCHITECTURE MODELS

Emphasis...

- the trees,
- plantings,
- grasses and vegetation
- structures,
- bodies of water and
- unique terrain features/ topography
Site Models...

• Site models depict buildings and the areas around them, such as roads, parking lots, landscaping and cars
Topographic models

- Topographic models show the elevations, shapes and features of a particular land surface.
Model scale influences...

- What the model needs to convey?
  - Area to be covered
  - Detail

  - When a large area is being depicted, such as a site map, the scale is usually smaller. This way more area can be displayed without the overall dimensions of the model becoming too unwieldy. Detail level may be lower, in part because things are less visible at a smaller scale.

  - If only one building is being depicted, the scale is usually larger. Detail on a larger scale model is much more noticeable and will have a greater visual impact.
Modeling materials...

• In history...

Common materials were

I. card stock,
II. balsa wood
III. basswood and other woods
Modern materials...

- Foam core
- Poster board
- Chipboard
- Cardboard
- Wood
- Glass
- Polystyrene and
- urethane compounds.
**Foam core:**
- Thick, strength
- Hard to cut and keep clean
- Wide hence unfavorable in some circumstances

**Poster board:**
- Very versatile
- Cheap

**Chipboard:**
- Neutral color
- Variety in thickness
- Easy to use

**Wood:**
- Favorable for final models
  - Very expensive
- Variety; pillars(frames), sheets, et cetera
- Hard to cut; requires professional tools
Glass...
Chipboard...
References...

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- landscaping-software-review.toptenreviews.com/
- http://www.landscapingnetwork.com/landscape-design/plans.html