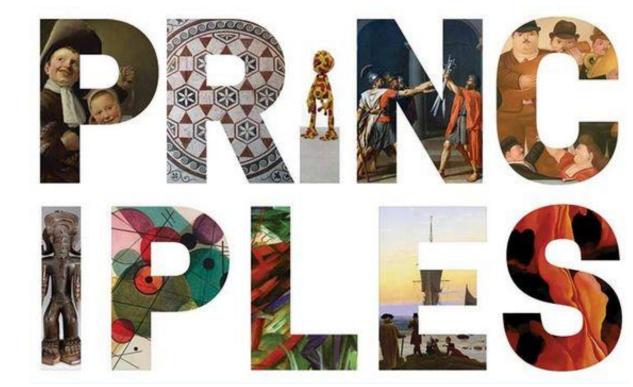


Prof. Zeinab Feisal Spring 2022

- BALANCE
- · PROPORTION
- ·SIMPLICITY
- · FOCAL POINT
- ·UNITY
- · RHYTHM



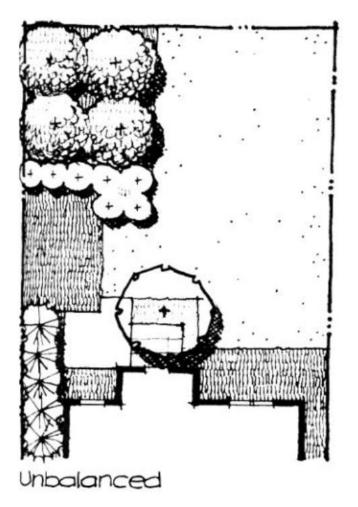


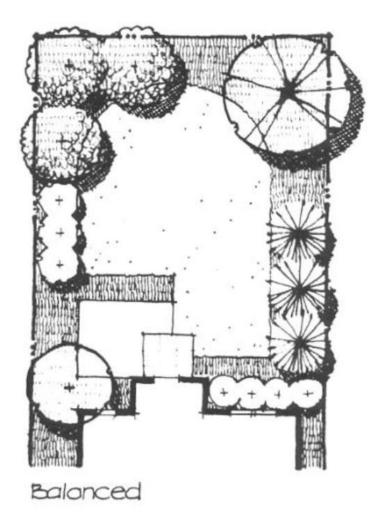
BALANCE PROPORTION SIMPLICITY FOCAL POINT UNITY RHYTHM



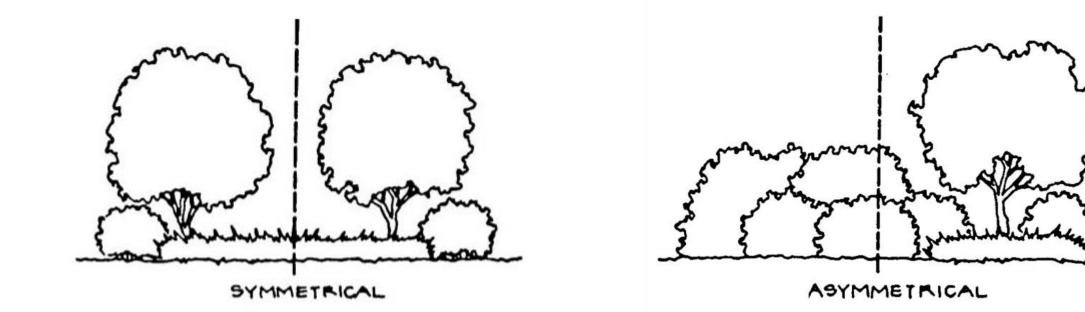
 Visual balance: Equal weight on all parts of the space Formal Balance Formal/symmetrical Both sides are the same, mirror image Informal/ • asymmetrical Sides are different but visual weight is still equal Informal Balance



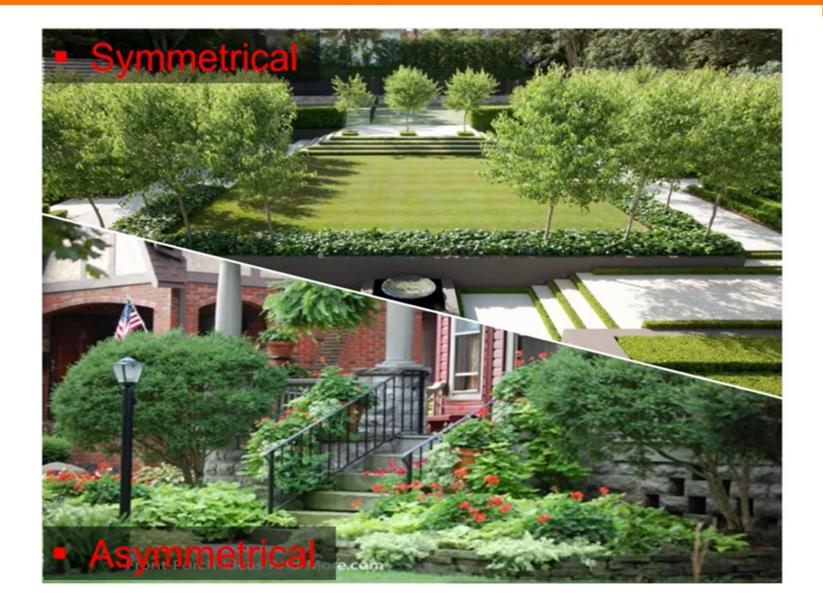




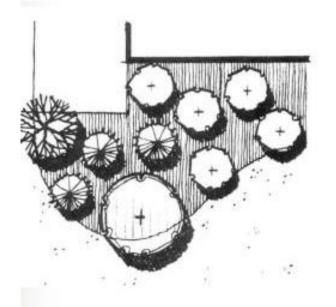
BALANCE









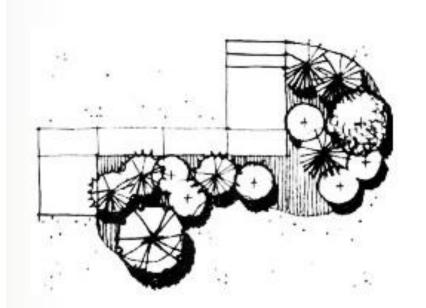


No! Plants are separated and scattered

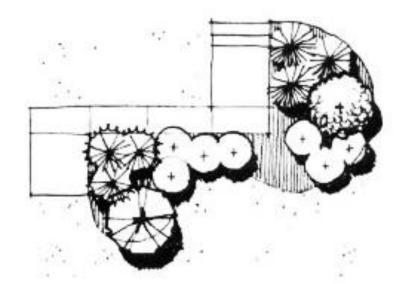
Yes! Plants are grouped together in masses

BALANCE

PRINCIPLES OF LANDSCAPE DESIGN



Similar plants are separated within the masses ... less order.



Similar plants are grouped together within the masses ... more order.



<u>PROPORTION (or scale)</u>: the way things relate to each other with respect to size (big-medium-little).

- When it is obvious it's clear when something is disproportionate.
- In residential design we want elements that are in proportion to each other.
- Much difference in size creates dissonance...unable to reconcile one element with another.

PROPORTION

- If you have huge elements and small elements you will need something in the intermediate range to bring them together.
 - Very large is intimidating. We generally don't want that in residential design. You want to make people feel welcome. Bring things down to human scale.

PROPORTION

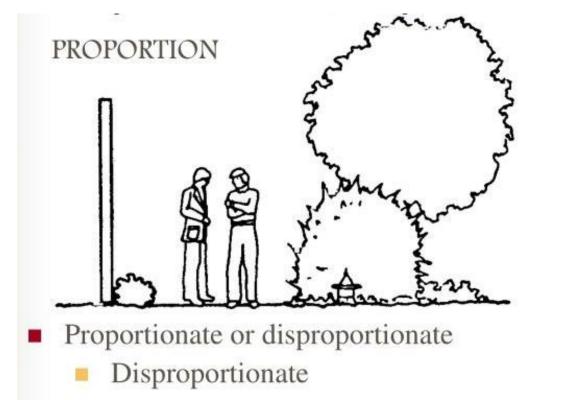
PRINCIPLES OF LANDSCAPE DESIGN

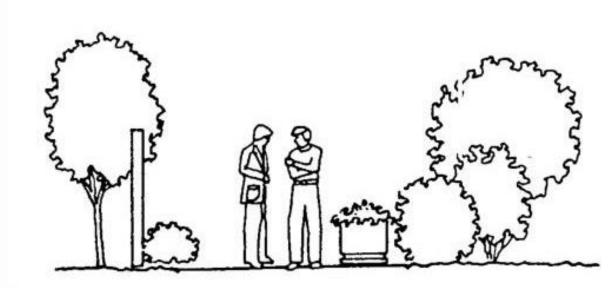


Disproportionate

Proportionate

PROPORTION





- Proportionate or disproportionate
 - Proportionate





SIMPLICITY

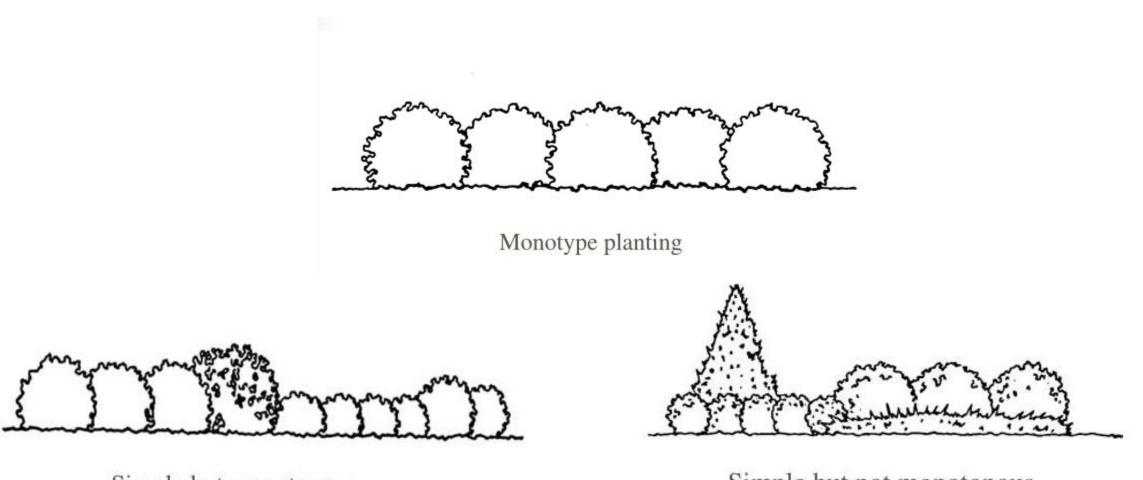
<u>SIMPLICITY:</u> limiting change or variation... Achieved by repetition of ideas.

- If we start saying yes to too many things in the landscape we will have problems.
 - One of the most common errors in landscapes is that we try to do too much. Too many different kinds of plants.
 - Best to reduce the number of themes. The viewer needs to experience the landscape as one thing at a time.
- However too much simplicity = Monotony



SIMPLICITY

PRINCIPLES OF LANDSCAPE DESIGN



Simple but monotonous

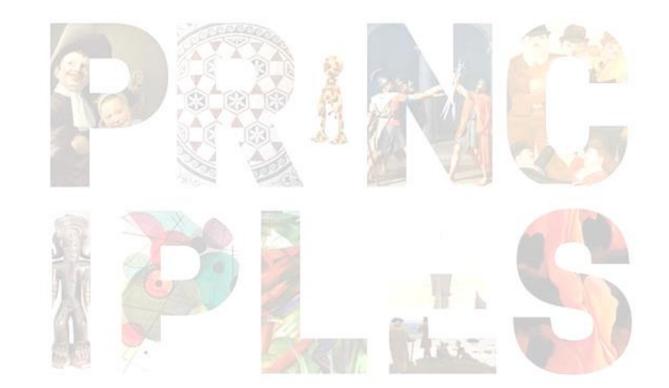
Simple but not monotonous

SIMPLICITY





BALANCE PROPORTION SIMPLICITY FOCAL POINT UNITY RHYTHM

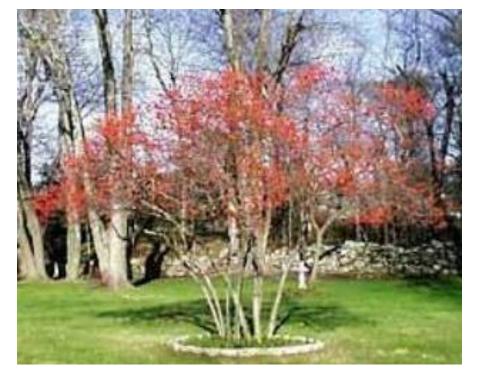


FOCAL POINT

PRINCIPLES OF LANDSCAPE DESIGN

Focalization of interest

- The eye only wants to see one feature
- Focal point, all other elements compliment this point of interest but do not compete with it
- Usually done with specimen plants or fountains, pools, flower masses
 - Once created all bed lines and plant arrangements should lead eye to the focal point

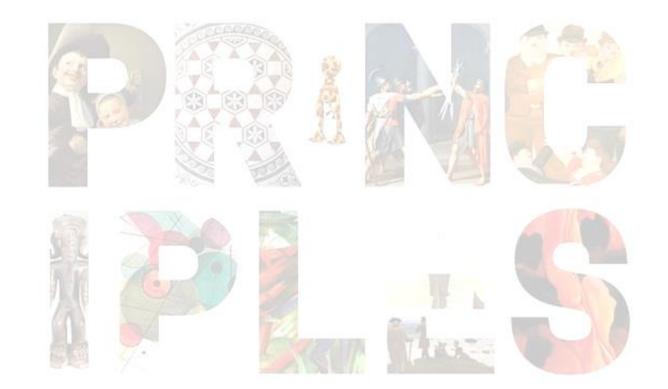


FOCAL POINT





BALANCE PROPORTION SIMPLICITY FOCAL POINT UNITY RHYTHM





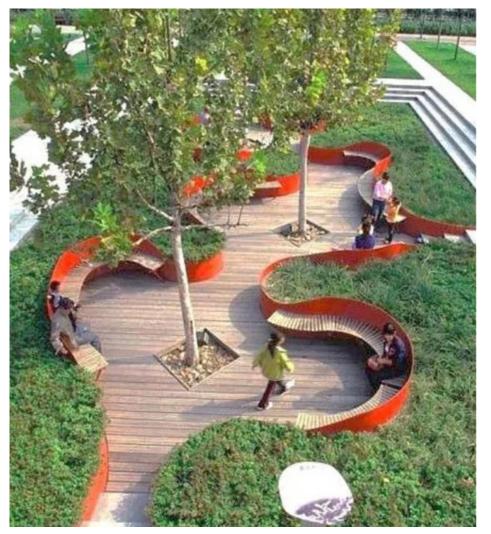
<u>UNITY</u>: Tying the landscape together. Provides a good blend of simplicity and variety. Take some feature of the garden and treat it differently to match the theme.

- Cut stone/natural shapes: same color.
 - For example, brick patio pavers and in another area make a brick post or wall. Ties it together. Same material-different treatment.
 - Topography can be used for unity. Berms, hills unity can be built in a landscape by using exactly the same thing in a different way.

UNITY

UNITY: Tying the landscape together.

- Curves can be a unifying theme.
- Similar backgrounds for all of the foregrounds.
- Same color/different plant.
- Strong elements to unify the landscape: COLOR, CURVES, LINES, CONSTRUCTION MATERIALS, TEXTURES.
 - Tools and materials are the elements of design



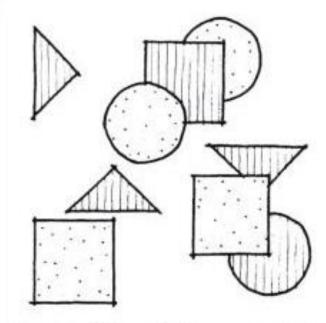
UNITY

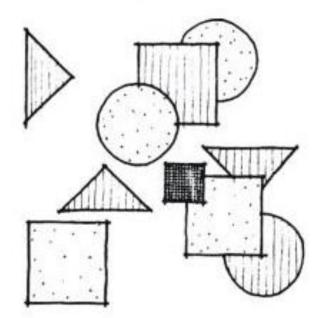
<u>UNITY</u>: Tying the landscape together.

- Unity can be established by the following:
 - Dominance
 - Repetition
 - Interconnection
 - Unity of three



Dominance: An accent or focal point



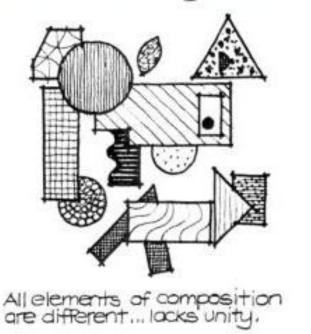


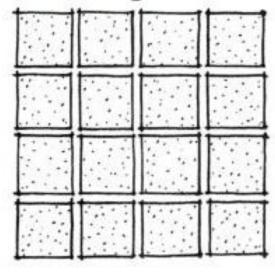
composition locks a dominant

Dominant element attracts attention and functions as a focal point,



Repetition: Selected plant material should repeated throughout the landscape.





All elements of composition are similar... creates unity.





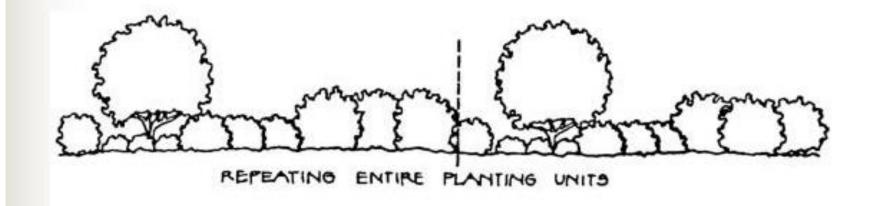
Repetition – The goal of repetition is to form familiar patterns and sequences in the landscape. To achieve this, you can repeat specific features or design elements throughout the yard.





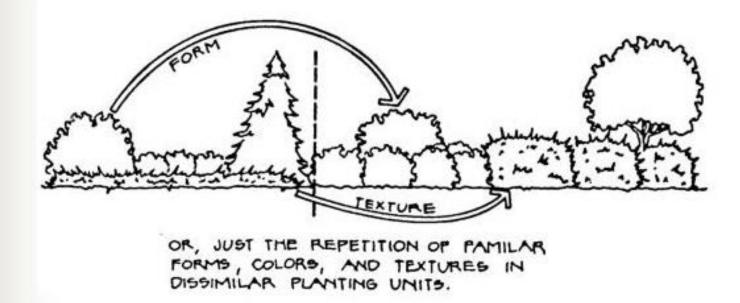


Repetition: Selected plant material should be repeated throughout the landscape.





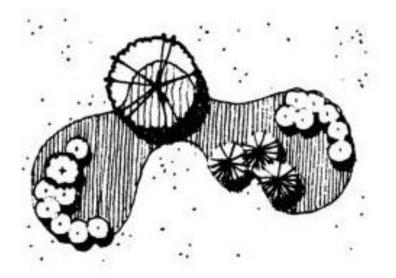
Repetition: Selected plant material should be repeated throughout the landscape.





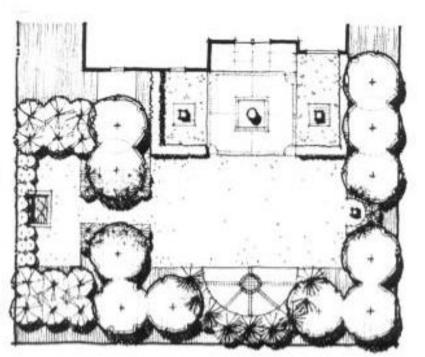
Interconnection: When interconnection is utilized the eye can move smoothly from one element to another.



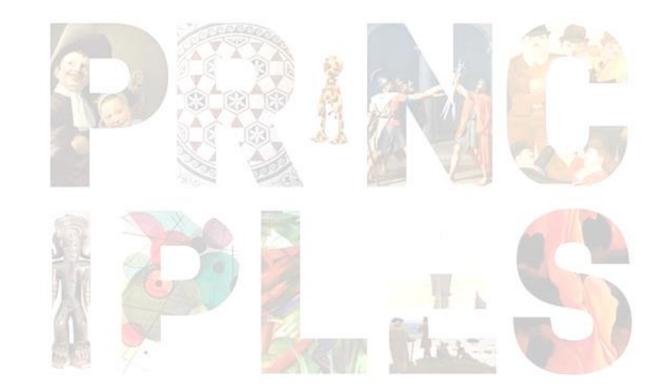


UNITY

UNITY: Tying the landscape together. *Unity of three:* Whenever three elements of the same kind are grouped together you get a strong sense of unity.



BALANCE PROPORTION SIMPLICITY FOCAL POINT UNITY RHYTHM

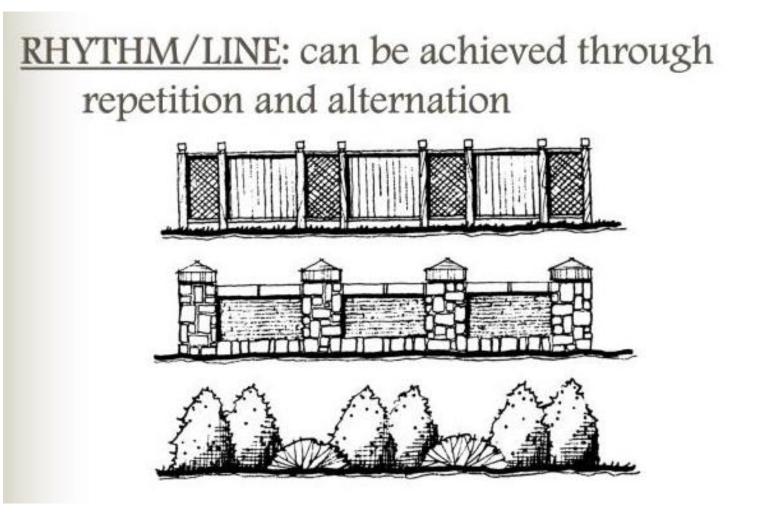




<u>RHYTHM/LINE:</u> An orderly progression.

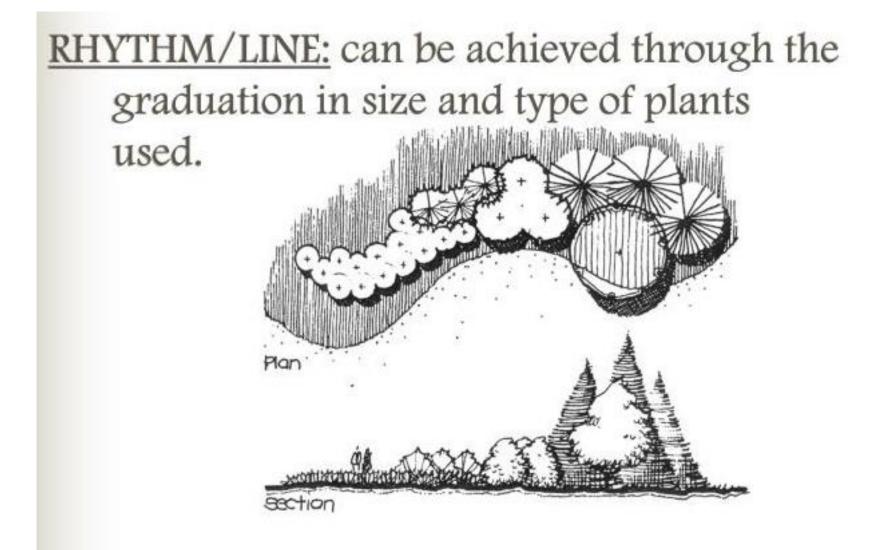
- From horizontal to rounded to vertical from low spreading plants to vertical plants.
- Here to there. Near to far. Turf-shrubstrees.
- Sequence can help the eye move from one area to another.













Gradual change in color, texture, height



RHYTHM

Rhythm and Line

- Also contributes to the unity of the design
- Rhythm/ line is responsible for continuity of design (connects areas of yard)
 - Ex: extending beds that start in the front of the house around to the back
 - Repeat shapes angles or lines
 - Lines that curve to move the eye and connect

THANK YOU

FOR ANY QUESTIONS

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