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City of Grand Prairie
Parks and Recreation

Presents

Landscape Design I

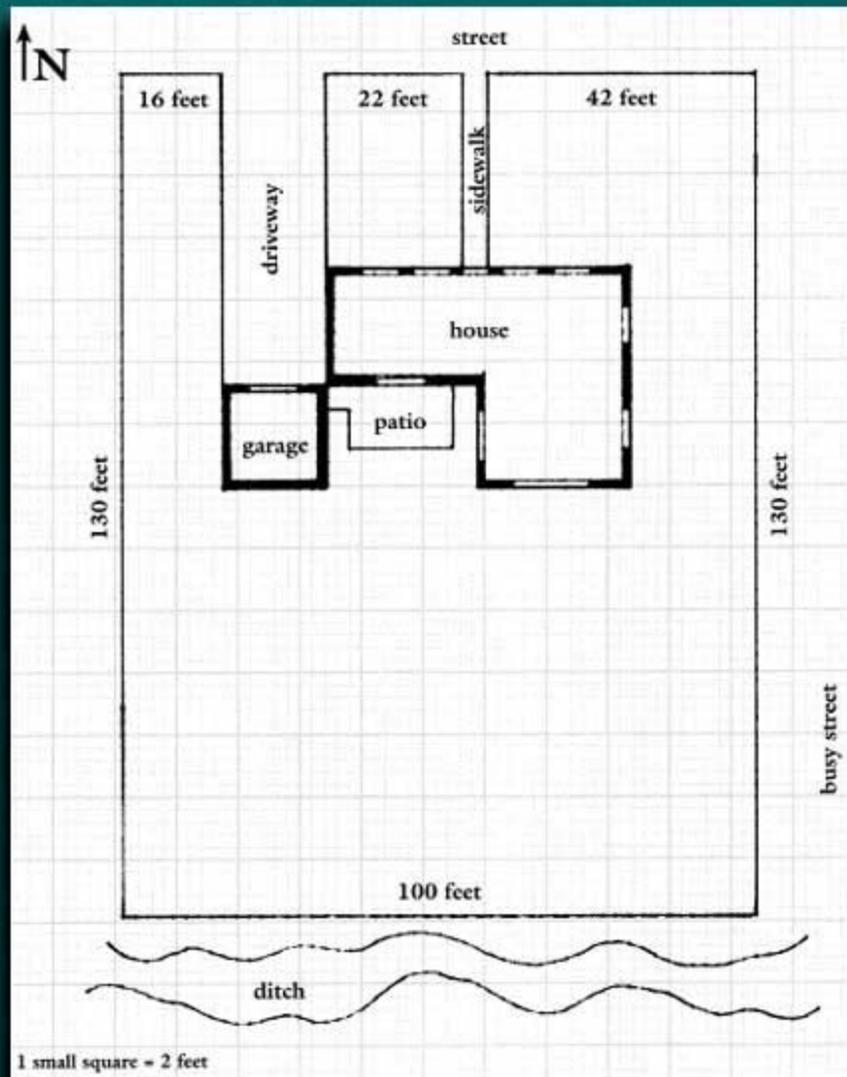
By

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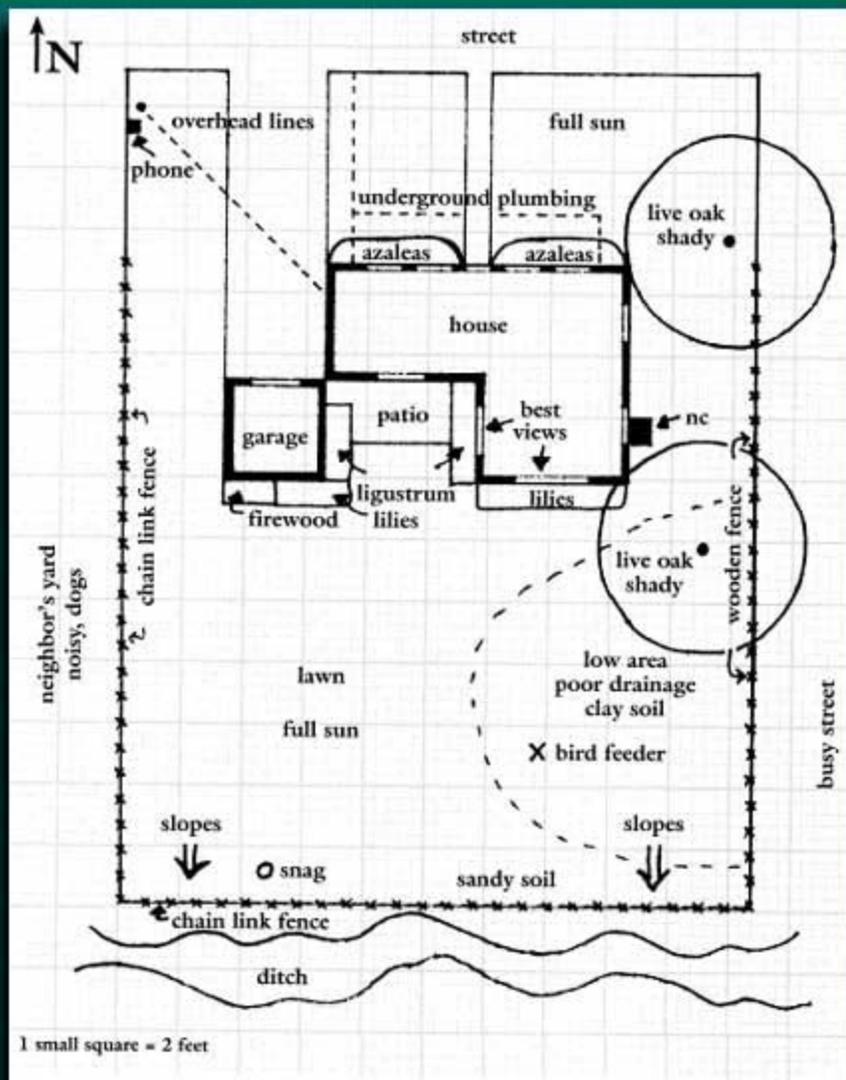
Design Pictures courtesy of TxSmartscape.com



Step 1 - Base Layout

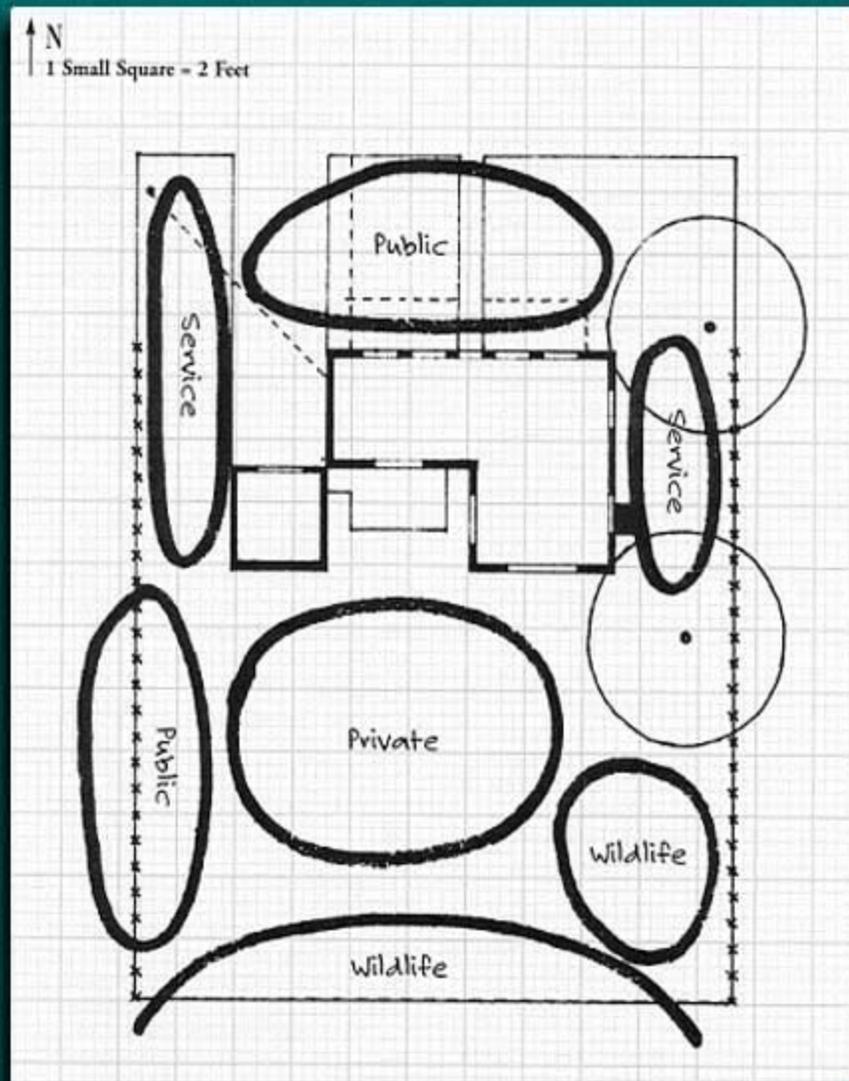
This is your plot plan that you received when you purchased the home

Can also be developed from field measurements



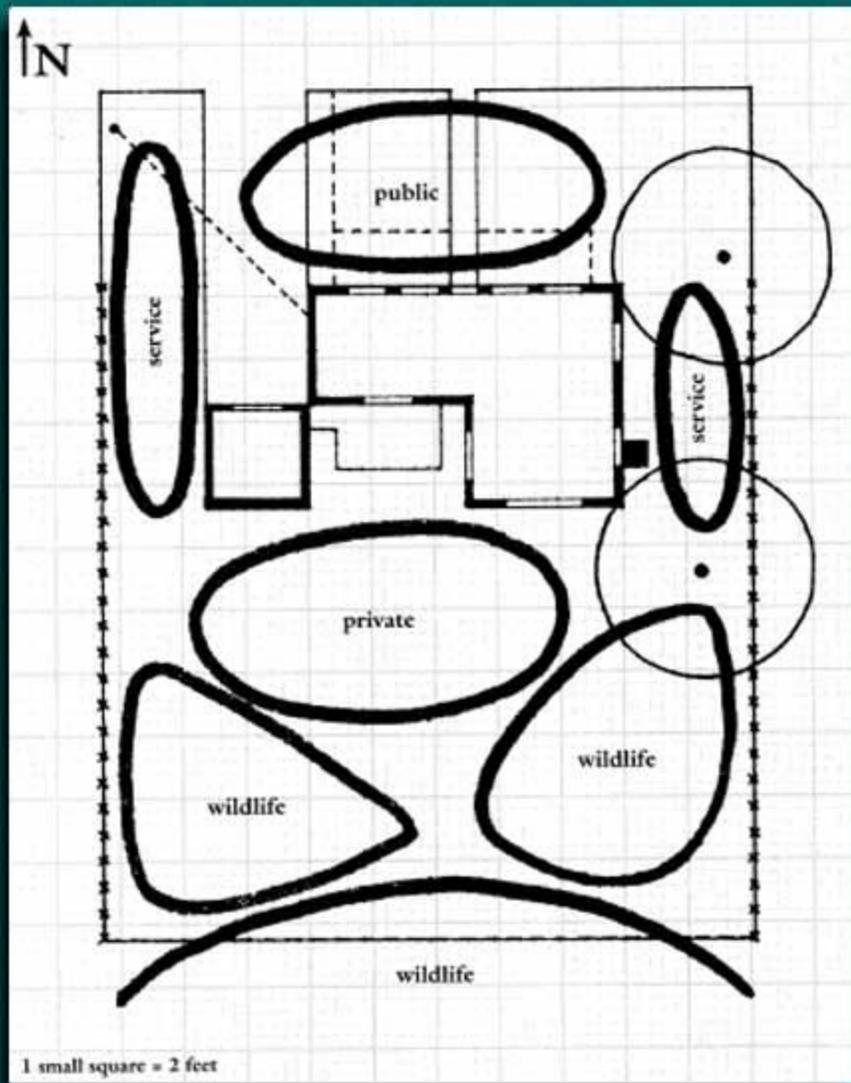
Step 2 - Current Layout and inventory

Include all utilities, power lines, shade and full sun areas, existing vegetation, along with drainage issues



Step 3 - Bubble layout for current landscape areas

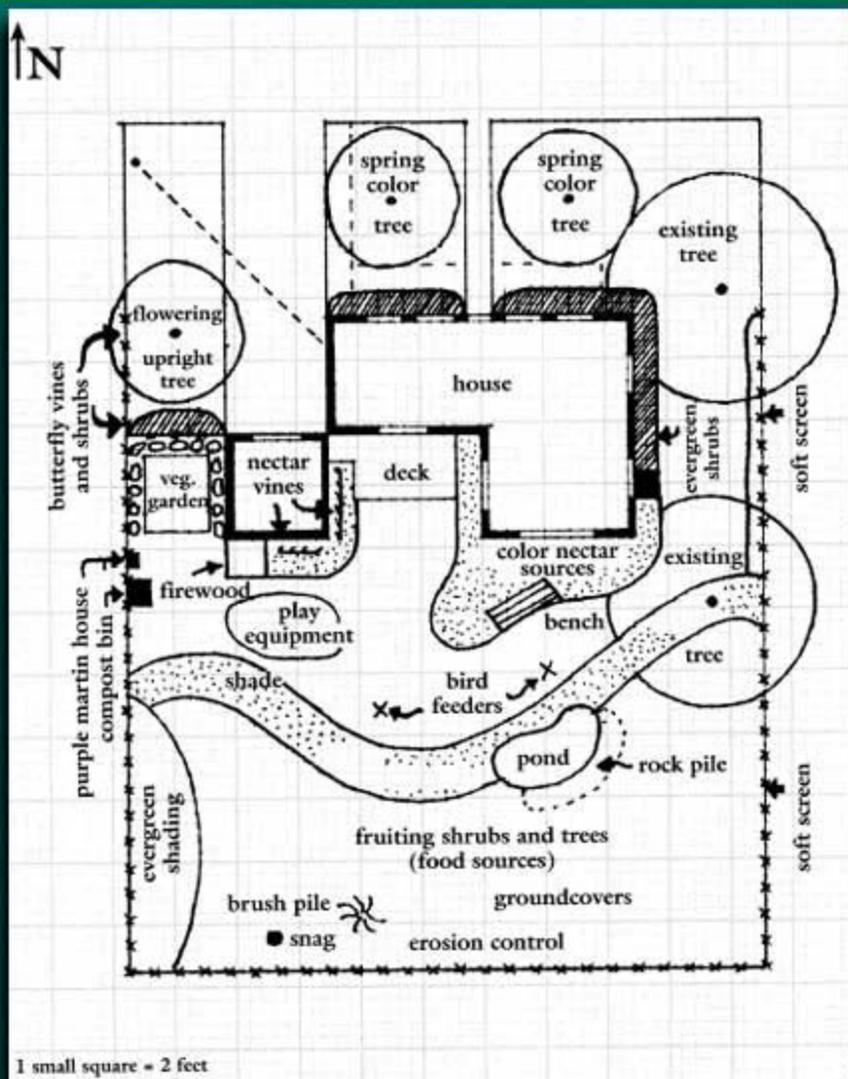
Include public, private, wildlife and service areas this will also cover utilities and larger existing features



Step 4 - Bubble layout for future development

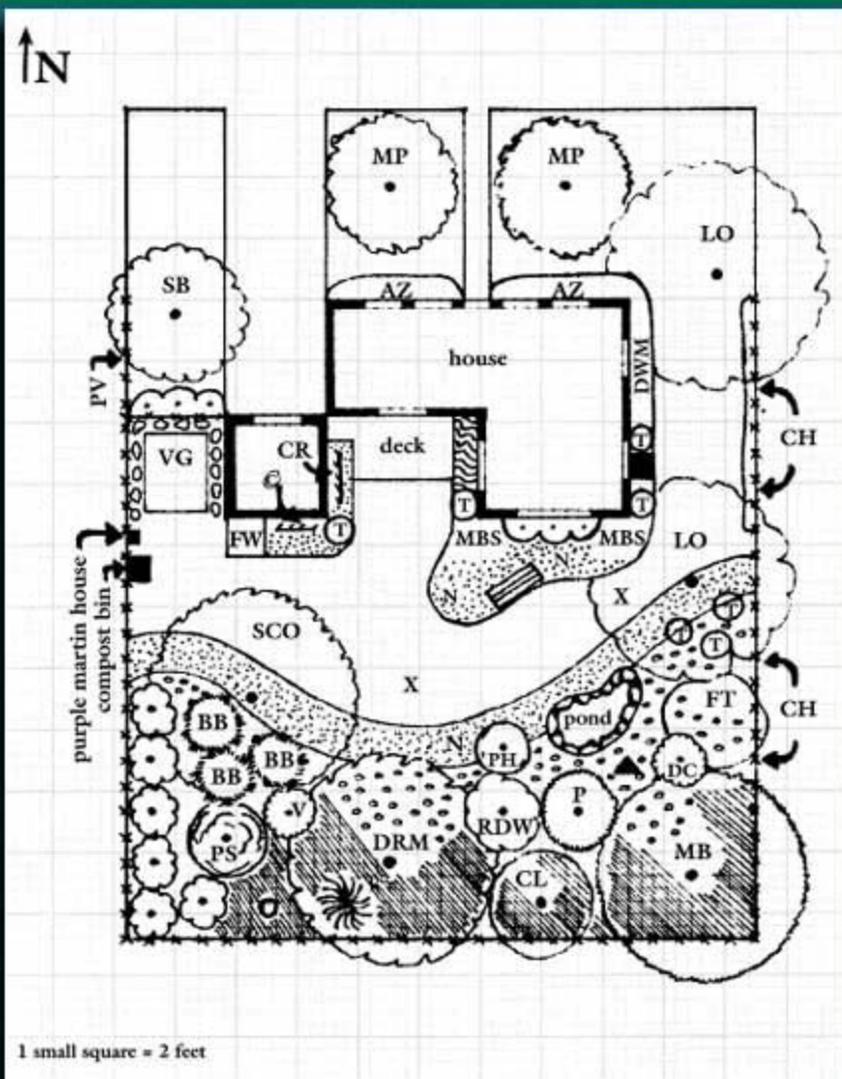
This will indicate how the areas will be utilized in the future.

Work off the family inventory and site analysis for area to develop bubble plan



Step 5 -
 Functional layout

This will include the amenities planned for the area. Include walks, seating areas, trees, specialty gardens, play areas, water features, service areas etc...



Step 6 - Final Layout

This plan will include individual plants along with all the planned areas from steps 1 through 5.

Make sure the plan is to scale and readable.

Landscape Design Principals

Line - Controls movement of the eye & body

- Creates & develops spaces
- Controls movement
- Develops cohesion

- ❖ Edge of a patio
- ❖ Fences
- ❖ Bed lines
- ❖ Hardscape
- ❖ Sod lines
- ❖ Paths



Form - determines the style & theme of the garden through Structures, Beds, Garden Ornaments - etc.

Geometric forms

Circles - used for focal points and to connect forms - strong design element because the eye is drawn to the middle

Square - Stepping stone, bricks, tiles etc. Easy to work with for construction

Irregular polygons

Many sided and can become confusing complex
- simplicity is best

Naturalist forms

Meandering lines work well for pathways, bed lines, dry stream beds

Plant Forms

The qualities of the plant

- ❖ Height - Vertical forms
- ❖ Width - Horizontal forms

Natural plant forms add viewing perspective and establish the bulk of the landscape

Tree forms

Create shady areas and focal points

Shrub forms

Upright, vase shaped, arching, rounding, spikey cascading and irregular

Mounding and spreading - mass
Cascading and vase - specimen

Ground cover forms

Almost all ground covers look better in mass

Form determines if the area is formal or informal

Texture - what the material feels or looks like

Adds variety, interest and contrast - consists of softscape and hardscape

Affects the perception of distance and scale

Feel larger - fine textures along outer perimeter - foliage recedes making area feel larger

Feel smaller - coarse texture closest to the viewer - plants appear closer and make the area look smaller

Color - Adds interest and variety but is the most temporary element

➤ Captures attention

➤ Directs views

➤ Focal points

➤ Effects emotions

❖ Cool/Dark - calming and recede - green, blue and violet

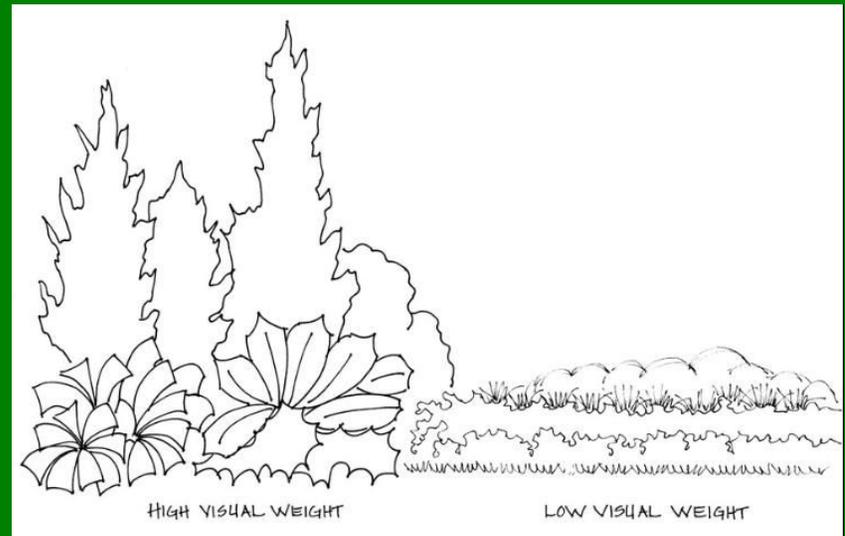
❖ Warm/Bright - advance and are exciting - red yellow and orange



Visual Weight - some elements are more noticeable while the background links the landscape design together

High - Too much is chaotic

- ❖ Upright or unusual
- ❖ Large size
- ❖ Bright colors
- ❖ Bold texture
- ❖ Diagonal lines



Low - Unified look that links
features together

low horizontal lines

prostrate/low forms

fine texture

subdued or dull colors

Visual weight - makes things more
noticeable and others fade into the
background.

Proportion - size in relation to other objects

- ❖ Plants - relation to the house and feeling of balance with equal open and planted
- ❖ Hardscape - should fit the space
- ❖ Void - feeling of security in smaller open areas and with something overhead - trees, pagoda - does not need to be solid



Order - Layout of the landscape space

- ❖ Symmetrical - mirror images - formal
- ❖ Asymmetrical - equal visual weight of nonequivalent forms - informal
- ❖ Perspective - balance of the foreground, midground and background
- ❖
- ❖ Mass collection - grouping of features based on similarities around a central space

Repetition - Repeated use of elements - lines, form, color and texture

- ❖ Creates rhythm
- ❖ Too much is monotony
- ❖ Too little creates confusion
- ❖ Use of the same object in a line or grouping
- ❖ More interesting with alternation or changing sequence on a regular basis
- ❖ Graduation is gradual change in characteristics of a feature
- ❖ Not always a pattern - same color, texture, or form

Unity - linking elements together

Dominance/Focal Points- object attracts and holds attention

- ❖ Brightly color pot among green foliage
- ❖ Specimen plants
- ❖ Sculptures
- ❖ Planters
- ❖ Furniture
- ❖ Garden Ornaments



Unity by interconnection - physical linkage of various features serves to organize link spaces together

❖ Paths

❖ Edge of buildings, walls, retaining wall, built objects

❖ Defined edge of beds

You Create unity through interconnection

Unity of Three - Features grouped in threes or groups of odd numbers

- ❖ Balance to the eye
- ❖ Stronger sense of unity
- ❖ Staggered variations in height provide interest
- ❖ Groups in odd numbers not easily visually divided

Unity in simplicity - reducing or eliminating nonessential to avoid a chaotic look

Brings

- ❖ clarity
- ❖ simplicity

Personal Style and Sense of Space

Look at landscapes that inspire you

- ❖ Demonstration gardens
- ❖ Neighbor
- ❖ Neighborhood
- ❖ Magazines

Pick out the things you like but know that you cannot exactly duplicate but can mimic

Site Conditions

Study hardscape materials

Size and shape of the footprint

PLAN YOUR WORK

AND

WORK YOUR

PLAN!!!