



Garden Design

Gardens are places for learning,
gathering, teaching and
neighborhood enrichment.
Learn how to design your garden
with all of this in mind.



Scotts Urban Garden Academy Garden Design

Presentation Topics:

- Design Principles and Fundamentals
 - Providing Space and Circulation
 - Aesthetics within the Garden
 - Spirituality in the Garden
 - Design Charrette
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- Instructor will present to the class the basic steps of landscape design, discussing tips on form, function and themes for your community garden space.
 - Participants will then move into groups for a creative exercise to produce multiple design sketches for community garden space.

Groups will be asked to come up with three designs:

- Bubble design
- Rough Draft
- Final Design for presentation

Franklin Park Conservatory gratefully acknowledges the following for handouts and information:

www.thelandscape.com



Create a Wish list

Think big, anything and everything you would like to see or be in the garden.

Here's a list of examples:

- Attract wildlife
- Beauty
- Shade structure
- Space for entertaining
- Space for rest
- Space of play
- Vegetables

Create a Base Plan

- Create on graph paper, so the size of the garden is correct.
- This map with property lines that includes are immovable objects, building, large trees, walkways and utilities both above ground and below.
- Keep a few of these clean and handy when working on the garden design.
- Don't forget to measure, get the items in the right space and keep them the right size.
- Keep the graph as close to actual scale as possible. This will make calculations for materials like pavers, soil, gravel etc easier.

Site inventory

- Take photos of the garden before, both inside the space and outside looking in.
- Conditions of current space and plants
 - What is there, along with its size, health, age and color
- Topography
 - Slopes and drainage
- Potential problems
 - Roof runoff
 - Soil drainage
 - Trees – roots and shade

- Microclimates
 - Check these out at different times of day.
 - Amount of sunlight
 - Shade from buildings or trees
 - Wind, how strong and where it comes from
 - Other

Views and potential views

- Inside the garden
 - What do you see when looking out?
 - Buildings, streets, trees?

- Outside the garden looking in, what do or will you see?
 - Garden structure
 - Compost pile
 - Tool shed

How may these views be emphasized or hidden?

- Plant material
- Fence or wall
- Other

Pre- Design Function - Bubble Diagram

- A bubble diagram is a great way to generate ideas for your landscape or garden design.
- It is simple, sketchy and a great way to “think out loud” and visually see the idea.
- Quick and easy to produce, it should be used for generating ideas, and can easily be changed.
- Bubbles allow you to explore options and create alternatives
- Think of the bubbles as rooms or possibilities.
- Create bubbles in approximate size and shape of each garden room in relationship to each other.
- Review the wish list and include many of these wishes.
- Plants shouldn’t be specific, but saying – large evergreen or flower bed is great.
- Bubbles may be drawn using different colors for different items: green for lawn space, red for vegetables, purple for flowers, etc.

Rough Draft

- This step is putting the bubbles and ideas onto paper, with clear sizes and shapes.
- Main pathways should be at least 4'-5' wide
 - Wide enough for two people to walk comfortably
- Secondary Pathways can be as little as 3' wide
- Don't forget where the utilities are, underground and overhead.
- Existing plants and trees and their relationship to the new landscape takes place.
 - Do trees need to be pruned, moved or removed?
 - Will shade from the tree affect the rest of the garden?
 - Will the size of the tree effect possible walkways or structures?
- What is going to be used to block or accentuate views?
- Is there a need to alter the slope to improve drainage?
- Where is the storage shed going to go?
 - If this is a later item, remember to leave space for it.
- Where is the compost pile going?
 - Is it convenient to use?
- New plant material gets names and numbers.

- To figure how many specific plants are needed you:
 - Garden area in square feet X spacing multiplier number = number of plants needed.

Space Between Plants	4"	6"	8"	10"	12"	15"	18"	24"
Spacing Multiplier	9.0	4.0	2.28	1.44	1.0	.64	.44	.25



Final Design

This is the final design, you should not be adding new to the design. This is the 'blue print' that you and other gardeners will work from.

- Trace (from the rough draft) the final design.
- There needs to be a size scale, labeled on the design.
- Show all base plan elements – property lines, existing structures, walkways, trees and utilities.
- Show and label all new materials and structures.
- All plant material should be named.
- Make several copies of this design, others may work with one, every garden has dirt and it will end up on this document. You always have good clean copy.

Design Elements

Line

Creates identity of objects through shape, configuration and form.
Gives direction to a space due to its orientation: horizontal, vertical, curvilinear and diagonal
Controls circulation within the space

Pattern

Creates repetition through characteristics of line
Enhances visual differences and mental perception
Can be applied as:
Structural pattern – bricks, wood etc
Repeating a plant or a color theme

Texture

Surface features relating to construction and finish of a design element
Enhances the visual and tactile experience
Appears as three-dimensional structures
Light changes texture's appearance

Light and Color

Light relates to sustainability and affects mood and wellness
Color is one of the most important features in a garden
Color affects moods and wellness and spirituality

Scale and Proportion

Scale is an object's relationship to its environment
Proportion is the parts of an object as they relate to each other

Look to nature for design ideas; see how natural paths flow and how plants relate to each other in where they grow.