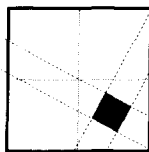


Contents

	6	Talking about designs – a few introductory remarks
	8	In the form of open space
[1] Form and forming	12	
	14	Point - line - area - solid
	14	Order
	16	Shape and form
	17	<i>Coherence and prior experience</i>
	18	Form
	18	<i>Superization</i>
	20	Form components
	21	<i>Induction</i>
	22	Forming, design
	23	<i>Connection and landscape architecture projects</i>
	26	
	29	Between head and hand
	29	Designing
[2] Designing and design	31	The design
	31	<i>Intersubjectivity</i>
	33	Intention
	33	Creativity
	34	<i>Bifurcation</i>
	35	<i>The usual design path</i>
	36	<i>Working model for the design process (Darke, Lawson)</i>
	37	Means and end
	39	Prevailing conditions
	40	Sign and Content
	44	
[3] Space - place - path	46	3.1 Creating space ("space")
	48	Space
	48	Spaces in landscape architecture
	49	4 propositions for creating landscape architecture space
	55	"Pure" space
	56	Breaking down "pure" space
	58	Suggesting space
	62	Spatial sequences – spatial gradations
	62	From closed to open spaces
	64	Spatial boundaries
	65	Uniformity of area
	66	<i>Spatial size dependent on human proximity</i>
	68	Space and the effect of space
	70	<i>The human field of vision</i>
	76	<i>Spatial effect and plants</i>
	77	Creating space with height differences
	80	Height differences and spatial effect
	82	Planting to achieve visual changes of relief
	85	The grove
	90	3.2 Creating focal points ("place")
	91	Focal point
	94	Special position
	96	<i>The straight line and the right angle</i>
	97	Emphasized (designed) focal points



3.3 Movement and access ("path")	102
Movement – motive and reaction	103
Anticipatory orientation	103
Proceeding "inattentively"	104
<i>"Beaten" track – the archetypal path</i>	109
Positive control	110
External and internal access	111
Problems/aims of internal access	111
Path and goal	114
Path routing and visual links	118
Path signs and markers	120
Trees as path markers	122
<i>Colonnades and arcades</i>	124
Path joints	126
<i>The seat (or bench) – a (stopping) behaviour archetype</i>	132
Network of paths	134
Path routing and use of the area	134
Path routing and spatial shapes	136
Paths and spatial sequences	140
	144
4.1 Fundamentals of good design	146
Form and coherence	147
Uniformity through common features	147
Shared position	148
Common features in terms of appearance	150
Theoretical/thematic common features	150
Diversity	152
Satisfying variety – the disturbance of uniformity	154
4.2 Characteristics of good design	158
Stimulation/uncertainty	159
Tension	161
Weight/balance	164
Harmony	165
Linking idea/theme/concept	166
Clarity	168
Simplicity	168
4.3 Repetition as a tool	172
Repetition	173
<i>Structure</i>	176
Patterns	176
Grids	177
Variation	178
Transformation	179
Rhythm	181
Proportion	181
<i>Scale</i>	182
Symbols	183
Literature	188
Authors	190



[4] Design qualities

