

----- LANDSCAPE ARCHITECTURE COURSE SYLLABUS -----

[G.Berard]

This course introduces landscape architectural history & theory, design, and drawing-types— through lectures, divergent / convergent projects, and fieldtrips. Course content ranges from abstract design philosophy, to a diversity of systematically cumulatively conceptual and detailed design applications. The intent of the course is to strengthen student skills in designing within an interior/ exterior-landscape design continuum-- as well as to enhance appreciation of aesthetics in the fuller life sense. Students are typically upper-level undergraduates, who are already engaged with design, art history and architectural studies within in the interior design program— thus the course should act to extend or counterpoint different individual interests, while complementing the larger baccalaureate curriculum. * The course occurs in both full-studio and seminar versions, depending on yearly program calendars. Project listings are considered “candidate” options; all topics are addressed, while actual project selection extents will vary (from sketch to final designs) per section.

<u>PROJECT</u> [Candidate Selections / Varied durations]	<u>TOPIC/ THEORY</u> (Cumulative sequence)	<u>ASSIGNMENT</u> (See itemized sheets)	<u>REFR</u>
<u>INTRODUCTION</u> & <u>OVERVIEW</u>	<p><input type="checkbox"/> “Conceptualizing the ‘Landscape Architectural Realm’”</p> <ul style="list-style-type: none"> ▪ Philosophical --Existence/ meaning/ value (extrinsic & intrinsic). Design prelude --Meta-Models: interpretation/ projection. (Theory laden observation; paradigms; creativity. --Human faculties: percept ion sensation / emotion/ thought & concepts “intuition” --Design: Aesthetics/ science/ other theories. --Logical structure: tree-hierarchy, cross-cut, net, broken-lattice; fractal; episodic; deconstructive. --Mereology: part/ relation/ whole; Synergy/ entropy. (single/ plural/ total; Unity/ complexity; order/ chaos) <p>-----</p> <ul style="list-style-type: none"> • Scope awareness: Type projects & connections throughout scales of Land Arch Design continuum: ‘Intimate to global’. • ‘Design Process’: “Left & Right” brain ideation ‘methods’ controversy; Creative experimentation & openness; “Framing”. Analysis/ Synthesis; Design phases: • Drawing Types: Conceptual/ prelim & final design presentations/ models/ working drawings: In plan/ sect/ elevation; Axonometric/ isometric/ perspective; Overlays. • History & Theory: Survey resources; Landmarks; Paradigms; Patterns; periods/ styles/ individuals. (eg Postmodernism vs 	<p>Prepare a brief sketch inventory of your own favorite designs from past id/ architecture studios. Save for future in-class study exercises.</p> <p>Introduction: Write a brief overview of your own design philosophy, & diagram your theoretical design model. (This will be returned on last day of classes for student to compare continuities & changes).</p>	<p>[Note: For all projects, See:handouts; Student work; Land Arch Mg Process (s) Bk; Timesaver Std -----</p> <p>Simmonds</p> <p>Universal Traveler</p> <p>Reid</p> <p>Walker Mann Jenks</p>

modernism culture). Hist re-interpretation & critique.

2

**THE
SINGLE SPACE
GARDEN**

(Abstract context)

“The Essentials of Landscape Architecture”

- **Space:** “Qualitative Spatial Experience”: its nature & requirements. Archetypes: rectilinear, circle-tangent, bio/ hydro/ geomorphic. Degree/ type enclosed-fenestrated; orientation; pos/ neg rel; Historic theories / relevance of space; 1-4 D Modes; Postmodern;
- **Materials:** As ‘enclosures’ (floor/ wall/ ceilings); As ‘objects’; (form/ pattern/ texture/ tone, transparent/ lucent; re distance).
Plants: (*exterior & interior species*); habitat, requirements.
Landform: Purposes & nature; “Basic topographic form-types”
Structures: Buildings; wall types, trellis/ arbor, pergola; pools decks; patios/ walkways/ drives- (Brick/ stone/ concrete/ asphalt). [Basic construction principles]
Special Aspects: sun, wind, (climate), scent, tactile.
- **Human:** Perception (formal), sensation, emotion (expression), cognition (thought, represent.)— interactive w social/cultural. Behavioral/ Motion types (activity/ choreography). Function/ eco/biol-sustenance/; Protection. Prospect-refuge.

[Sketch Project (or model)]

Create a polemic of single space gardens—based on variations of plants, landform, built structures, special features:

2-A) Two projects in a ‘Minimalist’ version. “Less as more”. Influenced by Volpe.

2-B) Two in a ‘Complex’ version: Of species, gardenesque layering, triangulation, accents, background, frame. (See gestalt eye movement). Influenced by Moser

Plan & section-elevation sketch

Garden Design (See also for multiplespace & allresid des).

Goldfinger .
Volpe Theory 1
Moser Theory 1

Plants: exterior;
Van Geison / Gaines: interior

Sunset-type materials book.

		presentation;(Label species).	
<p style="text-align: center;">3</p> <p style="text-align: center;"><u>THE</u> <u>MULTIPLESPA</u> <u>CE</u> <u>GARDEN</u></p> <p>(Abstract context)</p>	<p><input type="checkbox"/> “Wholistic Garden Design”: Synergistic S/ M/ H ‘Systems’-- for emergent quality experience-- moving through space-time.</p> <ul style="list-style-type: none"> • Ways of “Truth is in the whole” / “God is in the details”; ‘Synergy’ as magic: Gestalt science bio & physics/ art,/ spiritual aspects <i>((See logical structure. Part implies whole, whole implies part”.</i> • Aspects: Aesthetic, functional, constructional wholistic systems • Design Process: Ideate, interpret, clarify, articulate //adorn //counter; “Concept”; Abstraction & layering; Motion; Form/pattern/ texture/ tone. • Formal Archetypes: generators: (+ - x); X Mass/ Space; fld/ grnd Elements (point, line, plane, volume) Compounds (eg double node corridor; serial; central; ring; planar etc) Complexes, Overlays, Continuums • Explicate/ poeticize 'relations' between space; linguist focus/ tenseinterp. • Minimal & complex planting versions. • Interconnections trough; Theme/ Variation; deconstruction 	<p><i>[Sketch Project (or model)]</i></p> <p>Create polemic of twowholistic ‘multiple-space’ gardens (as above).</p> <p>a) Bubble diagram schematics (follow phases; showcolored abstract overlays for systems)</p> <p>b) Plan & section (Label elements)</p> <p>* Sculpture, performance options.</p>	<p>Volpe Theory-2 GSD Publish</p> <p>Ching Clark/Pause Thiel(notation) Condon,Krier.</p> <p>Moore(‘Poetics of Gardens’; with category abstractions)</p> <p>Jellicoe (Hist) Klee (Pedig) Halprin(space; choreography)</p>

<p style="text-align: center;">3</p> <p><u>(THREE-AS-ONE): HOUSE-INTERIOR / PATIO-GARDEN / OFFSITE CONTEXT</u></p>	<p><input type="checkbox"/> “Venn Narratives” (The Power of Cross-space Ideation)</p> <ul style="list-style-type: none"> • One idea across many spaces: interior(s), exterior property divisions, the far-exterior, and the imagined beyond unseen context. (Spatial, material & use interrelations; illusion. Connections to reap). • Formal relations; Explosion / implosion; repetition, merging, transition interlock, dialogue & dialectic). 	<p style="text-align: center;"><i>[Full Project]</i></p> <p>Cross-space contextual scale/ local ideation diagram.</p> <p>Plan & section (interior to exterior).</p>	<p>Progressive Architecture</p>
<p style="text-align: center;">4</p> <p><u>A TOTAL RESIDENCE</u></p> <p><i>Selected site & Client -profile</i></p>	<p><input type="checkbox"/> “Complete Site & Garden_Design” (Determinants & Creation)</p> <ul style="list-style-type: none"> • Existing-Site analysis; Client // Program. • House: Architectural concept; locating the house on the property. • Landscape: vehicular; pedestrian walk & special hard space; green-space/ garden/ woodland Special planting; effective creative landform. 	<p style="text-align: center;"><i>[Full Project]</i></p> <p>Conceptual alternatives.</p> <p>Presentation plan with labeled plantings/ list; landform features; structural layout/ form, planting, Longitudinal & lateral sections</p>	<p>Rudenstien</p> <p>USGS</p> <p>Volpe; VanValkenburgh Eckbo, Kiley, Rose; Church</p>
<p style="text-align: center;">5</p> <p><u>POET’S GARDEN</u></p>	<p><input type="checkbox"/> “Landscape as <i>Language</i>”: (Layering Symbolic Meaning)</p> <ul style="list-style-type: none"> • Semiotic Reference: Simile, metaphor, analogy, allegory, symbol, icon. • Literary tropes: irony, paradox, hyperbole, litotes, iteration; • Logical tropes: contradiction, contrariness, contraposition, rhyme. • Syntaxes. 	<p style="text-align: center;"><i>[Exercise project]</i></p> <p>Write some garden ideas; sketch diagrams. Add-option ideas for sculptures; buildings.</p>	<p>Abrahms Moriarty Spirn Alexander Hargreaves;WalkerSwartz Bachelard</p>
<p style="text-align: center;">6</p> <p><u>RESIDENTIAL COMMUNITY PARK</u></p>	<p><input type="checkbox"/> “Creating a ‘<i>Neighborhood</i>’”: (Open-Space/ Mixed-Housing/ Recreation Subdivision providing for ways of Life).</p> <ul style="list-style-type: none"> • Neighborhood as physical / sociology. Political overviews. Proxemic/ distemic space; public/ private, active/ passive behtransitions. • Archtypes: diverse housing (single/ duplex/ cluster); open space hierarchy types / vehicular strategies /& calculation; Special pattern language (typologies). • Ecology/ Sustainability; fixed/ open-ended complexity. 	<p style="text-align: center;"><i>[Exercise project]</i></p>	<p>Utopias & new- town collection</p> <p>Newman & Greenbee</p> <p>Alexander Andres / Plat Z. Condon</p> <p>Untermann Dichiara</p>

<p style="text-align: center;">6</p> <p style="text-align: center;"><u>HOTEL</u> <u>COMMISSION</u></p> <p><i>(Alternate project: Corporate Complex)</i></p> <p>(Comprehensive) Selected sites/ by photo</p>	<p><input type="checkbox"/> “Multiple-Scale Design”: relation of concepts across & between different scales-- [a formal / semantic narrative). <i>Marking different scales, and how they interrelate & inform each other. Push / pull; Top down/ bottom up.</i></p> <ul style="list-style-type: none"> • The great <u>context interpretation</u> (as a ‘concept’ of existing region/ off site) • The <u>whole site</u> as an idea. Program • <u>Site parts</u> (building design; all exterior site elements) • <u>Interior subparts</u> ... 	<p style="text-align: center;"><i>[Primary Full project]</i></p> <p>a) 5000 Scale Contextual concept (Interpretation of region, and how the hotel intervention is contributive part of regional setting).</p> <p>b) 100 Scale Site Plan/ Sect : (building concept; vehicular; pedestrian walks, hard/soft spaces, ret pond, amenities)</p> <p>c) Interior Atrium garden @ 10 scale: layout & planting plans; working drw/ sections</p> <p>c’) Dinning room options.</p>	<p>SWA EDAW</p> <p>Gaines Austin</p>
<p style="text-align: center;">7</p> <p style="text-align: center;"><u>CAMPUS</u> <u>DESIGN</u></p>	<p><input type="checkbox"/> “High-Programmatic Master Planning Process”</p> <ul style="list-style-type: none"> • Research-study: college-design prototypes in history • Analysis: site & client / special data • Programming: creating a Mission Statement, and what follows. • Academic/ residential/ administrative/ athletic/ fine arts-performance; (with criteria & relational schematics). • Concept-Integration: physical ideation of buildings outdoor hard & green space systems; vehicular hierarchy/ parking types; planting/ arboretum; basic use of water /landform amenities; 	<p style="text-align: center;"><i>[Team “charrettepresentation”]</i></p> <p>a) Class “research”/ analysis presentation;</p> <p>b) Proposals (3 boards/ team): Generic Site select ion Idea development diagrams. 100 Scale Design Plan/ sects.</p>	<p>Dober Model sitedocuments.</p> <p>casebook</p>
<p style="text-align: center;">8</p> <p style="text-align: center;"><u>URBAN</u> <u>DESIGN</u> <u>REVITALIZATIO</u> <u>N</u></p>	<p><input type="checkbox"/> “Organic Town Design/ Process: History as Place” (Context, Target, Content-- in political economic social setting).</p> <ul style="list-style-type: none"> • Preview Study: Regions & Cities (Models) • Inventory, Analysis, Composite, Synthesis • Goals & Objectives / (Formulation of program & guidelines) • Concepts: Forging a Strategic range meaningful alternative “big ideas” 	<p style="text-align: center;"><i>[Team Sketch-projects])</i></p> <p>a) Class Inventory, Sum Analysis.</p> <p>b) Create four strong alternatives for town revitalization. Conceptual aspects.</p>	<p>Bacon French</p> <p>Kott/ Krieger; Alexander (A City is not a Tree; Pattern Language).</p> <p>Volpe model/ U Mass Cases.</p>

- Final Designing: Whole of Urban Simultaneous-Systems and areas.

9
INTERIOR
MOTIFS

“Effective *Adjunct* Interior landscape scenarios”

- Classic types: Free standing receptacles; furniture, half-walls, petition/ column units; entries/ rhythmic corridor / termini; windows; balconies; floor layering; elevator spotters, wall-hangs, over-hangs.
- Basic maintenance components.
- Lighting; sculpture/ painting integration

[Individual Vignette sketch]

(18 designs)

ID magazine;
Sweets Catalog

10
FLOWER
ARRANGEMEN
I

“High Art at Intimate Scale”: Worlds within Worlds

- Flower design (table): visual/ tactile/ audio/ olfactory extensions.
- Composition, emotion, representation again. History/ styles;
- Notes: eg Background; Intimate—but connecting to context.

Individual quick-concept sketches

(5 designs)

<p style="text-align: center;">11</p> <p style="text-align: center;"><u>CIVIC</u> <u>COMPETITION</u> <u>S</u></p>	<p><input type="checkbox"/> “ ‘<i>Perfect Insight</i>’: In Search of the Big Idea.</p> <p>A big idea to subsume program, with subordinate/ supportive ideas. Dictum informs/ informed by details.</p> <p><input type="checkbox"/> “The Big Idea”: Definition, hallmarks & why. How get it (‘you know it when you see it!’); Vs complex, unclear, & anti-big postmodern view. Tracking</p> <p><input type="checkbox"/> Thrilling Scenario: “Every competition familiar, every one unique!” : The competition call; registering; getting the packet. The way ideas come, the way to integrate simply. Strategy & presentation-- mailed by deadline. Unveiling the big answer; accessing ten years later.</p> <p>▪ [Case Studies/ lessons-- by comparison]: - Public City Squares: (Boston): Copley (15), City Hall & Post Office (9) - National Memorials: FDR; JFK (2); MLK (2); Korean & Vietnam Wars. - Special Celebrations: Peace Garden; Parc Villette; Brooklyn Museum.</p>	<p><i>(Individual Quick brainstorming charrettesthroughout semester)</i></p>	<p>Competitions Magazine</p> <p>Great ideas in history items.</p> <p>Reserve collection</p> <p>Big Idea Essay</p> <p>AD Book of other design realms: jewelry furniture, other product; Autos.</p>
<p style="text-align: center;">*</p> <p style="text-align: center;"><i>FIELD TRIPS</i> <i>“For Remembrance”</i></p>	<p>▪ Campus excursions/ outdoor class : (Spontaneous . . .)</p> <p>▪ Harvard Yd/ GSD lecture & exhibit.: (Wednesday --/--/--)</p> <p>▪ Boston and Arboretum: (Saturday --/--/--)</p>	<p><i>Supplementary schedule.</i></p> <p>Cameras & sketch-pads invited!</p>	<p style="text-align: center;">*</p>
<p style="text-align: center;"><i>[POST-COURSE]</i> <u>LANDSCAPE</u> <u>PROJECTS</u></p>	<p>▪ <u>ID Thesis Advisory: Landscape architectural required component--</u> integral to the senior final ID project. Relates 3-scales of attention: a) “Context Board”: Locus; Region-district/ concept relation.(required)</p> <p>b) “Site-Plan Board”: As Whole. (Includes building-design, vehicular/ pedestrian/ amenities/ open space; abutting infrastructure. (required)</p> <p>c) “Interior Board(s)” : Landscape space/ elements (as applies)</p> <p>▪ <u>Independent Elective: Special Landscape Architecture Project (1 credit)</u></p>	<p><i>Presentation strategy by student/ Id advisor</i></p> <p><i>By Arrangement</i></p>	<p>See primaryl.D.research.</p> <p>Past student work.</p> <p>New research.</p>