



project intro

Based on readings and discussions, you will create a vision board that depicts your perspective of what landscape performance means to the Mojave Desert and Las Vegas valley. This project is intended to stem inspiration and creativity with limited constraints and parameters to their conceptual vision. You will choose one of the provided images to serve as the platform for your vision.

objectives:

- _develop design vision through hand and digital iterations
- _use and improve analog and digital skill sets
- _depict inspirational landscapes that invoke empirical demonstrations of landscape performance

deliverables:

- _three 8.5" x 11" color print iterations (part_1.1)
- _one 22" x 17" color print of final vision rendering (part_1.2)

part_1.1 (15 points)

due_9.6

_methodology generate three graphic iterations (hand sketching, digital representation, dynamic visualizations, hybrid drawings) to accurately depict your perspective of landscape performance within your chosen location.

_components the focus of the rendering should include at least one of the metrics (environmental, social, economic) discussed during class: stormwater management, outdoor comfort, erodibility, wildlife habitat, etc. Your chosen observation must be indicated and annotated on the rendering.

_graphic principles the rendering must follow and fulfill the basic graphic principles of perspective compositions: horizon line, scale, staging in a landscape, lighting/shadows, textures, color, post processing/atmosphere.

part_1.2 (35 points)

due_9.18

_final rendering based off desk crits and intermediate reviews, generate one final rendering of your design vision. This must include all requirements from part_1.1

1.0 DESIGN VISION

LAND 484: Landscape Architecture Design III