



## Unity

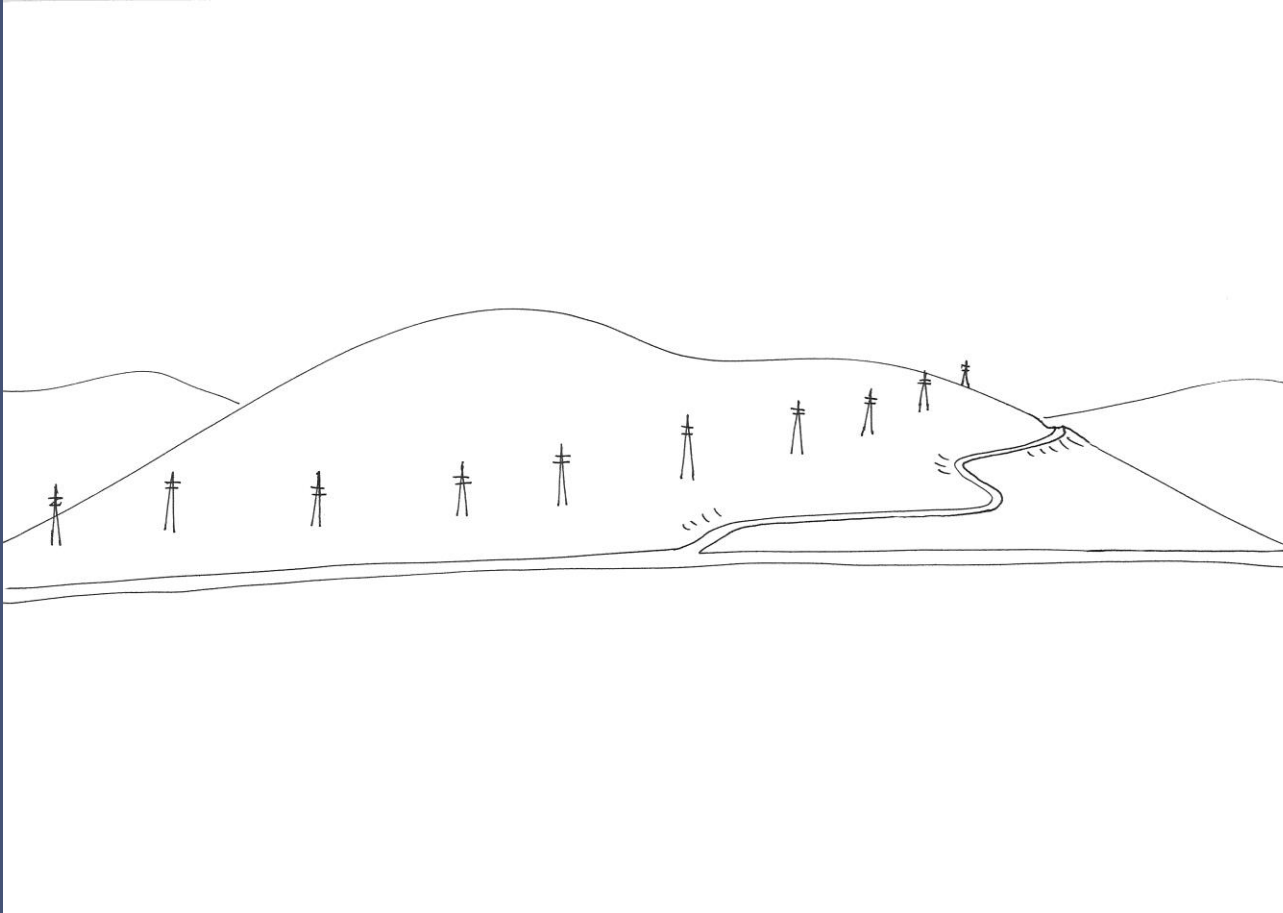
We will now look more closely at how to achieve unity

To achieve unity you need to arrange the parts of a design harmoniously

If successful, harmony will be achieved between the individual parts and in relation to the overall composition.

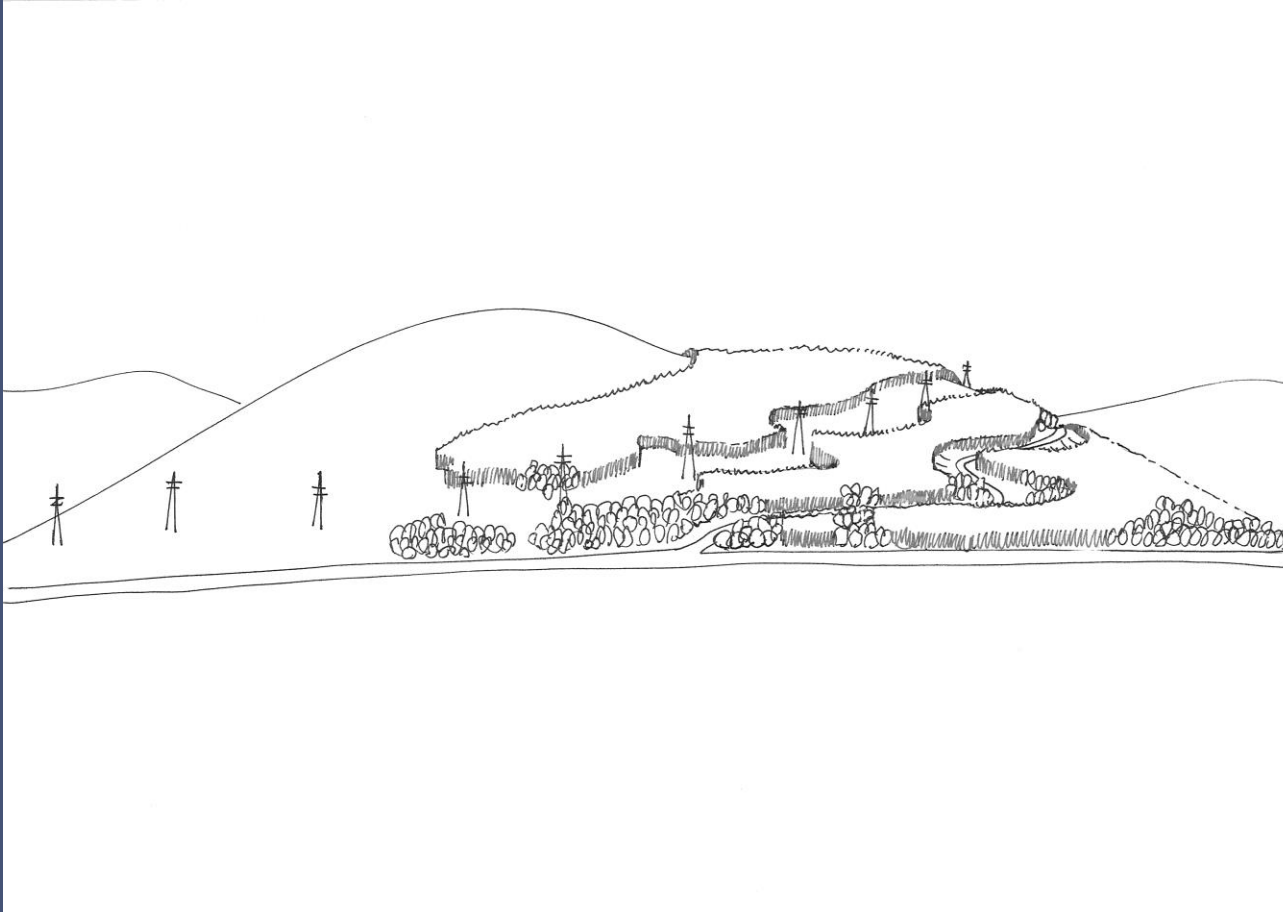


## Achieving unity



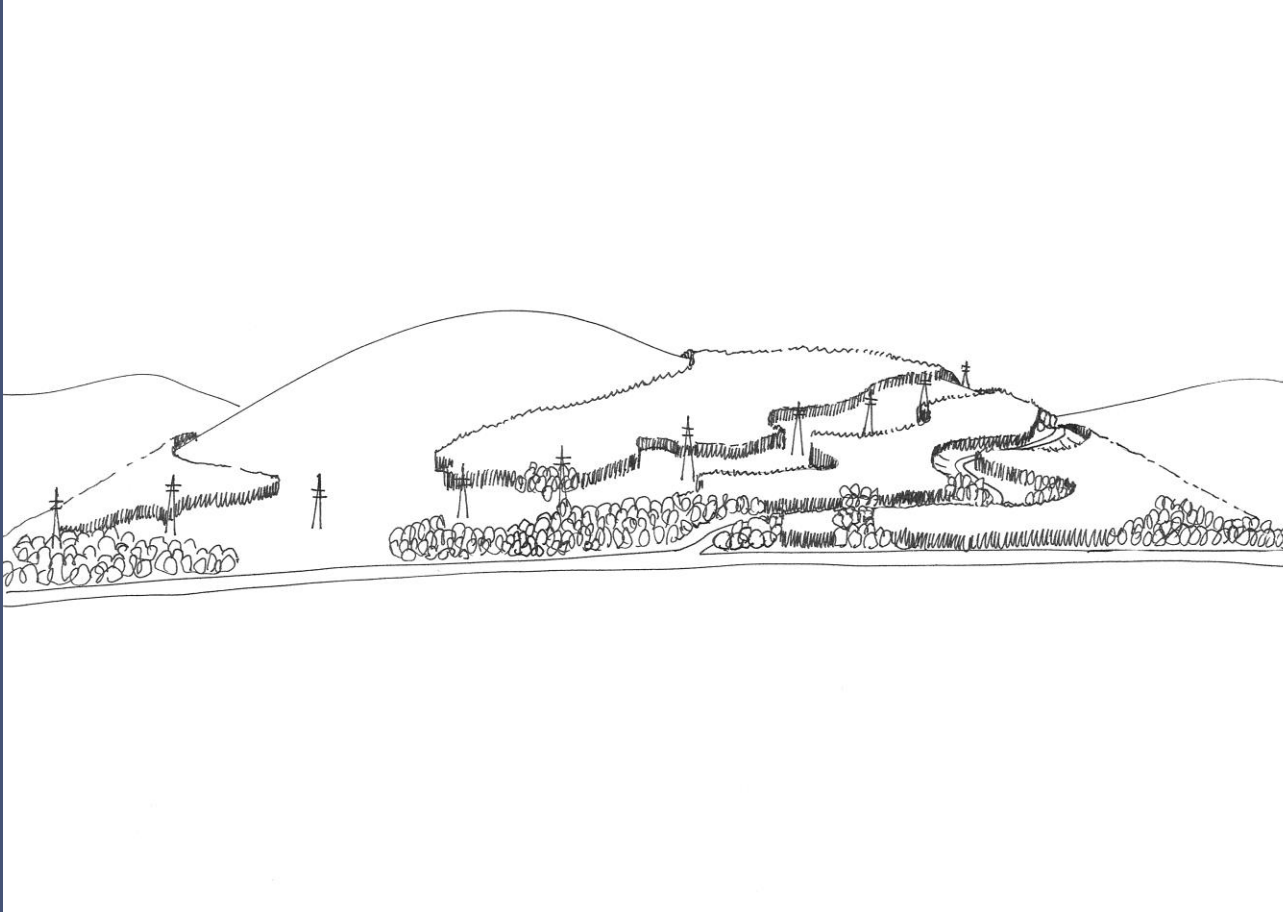


## Achieving unity





## Achieving unity





## Unity

Elements to look out for when considering unity.

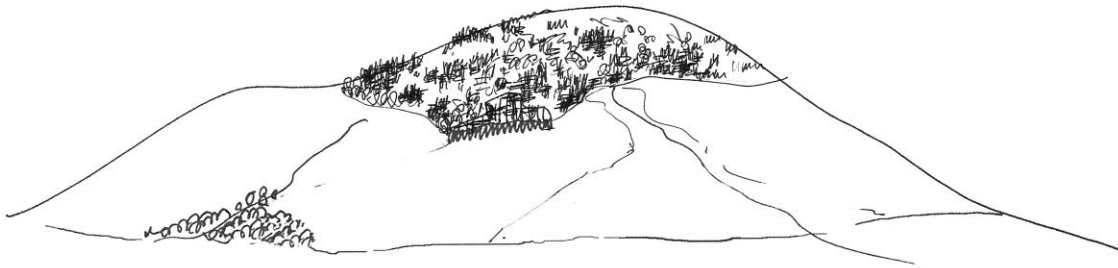


## Float



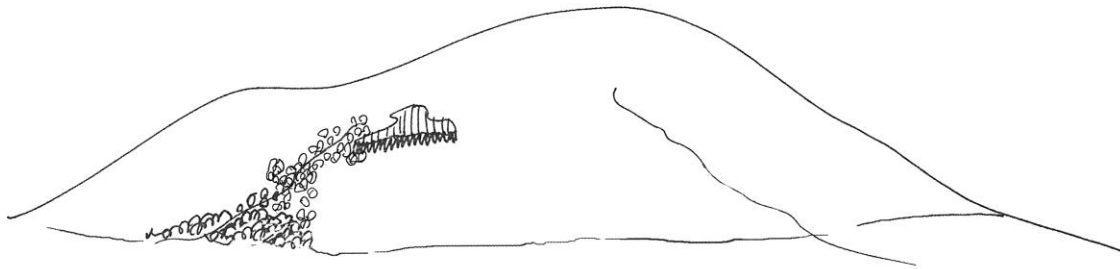


## Float - Solution: Connect



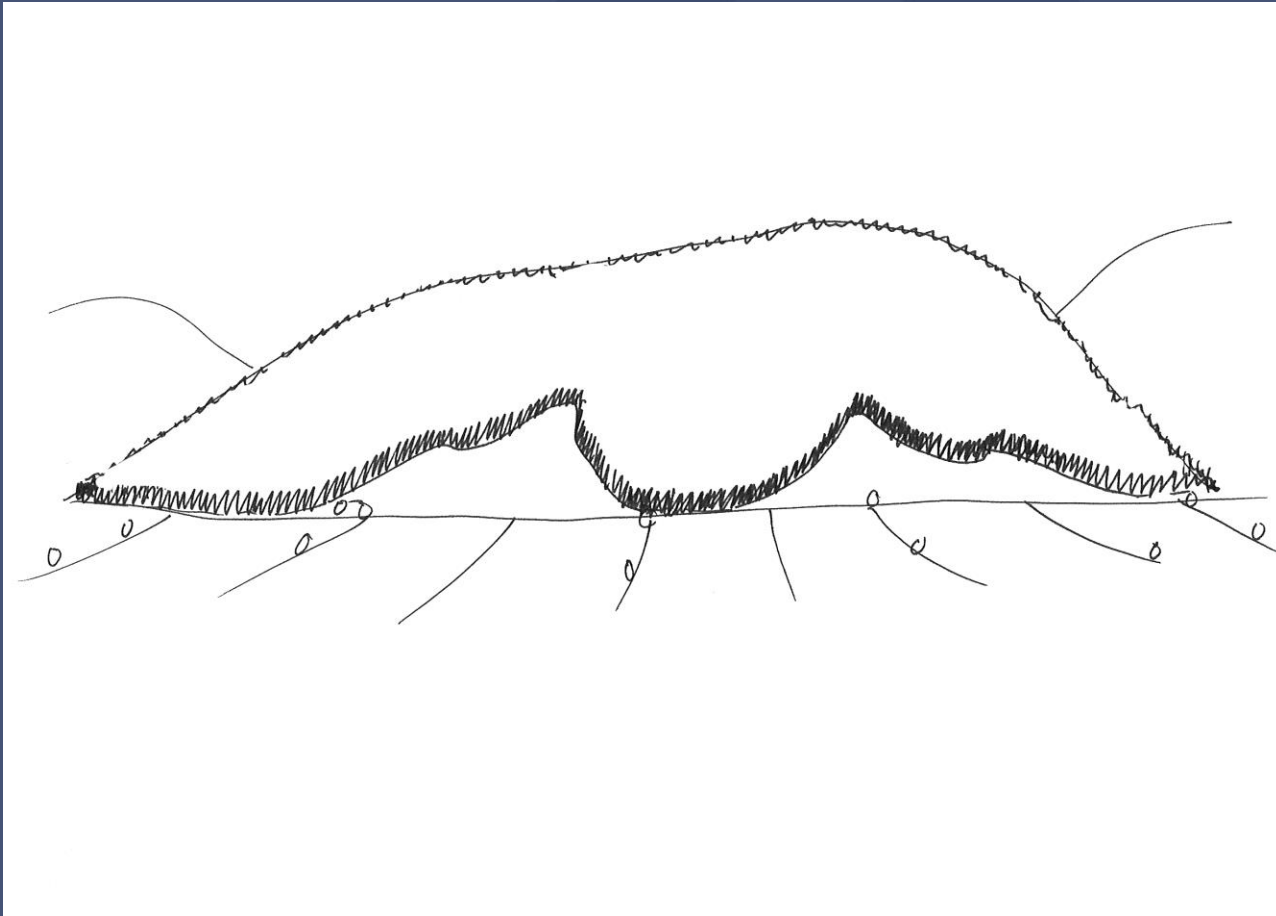


## Float - Solution: Connect



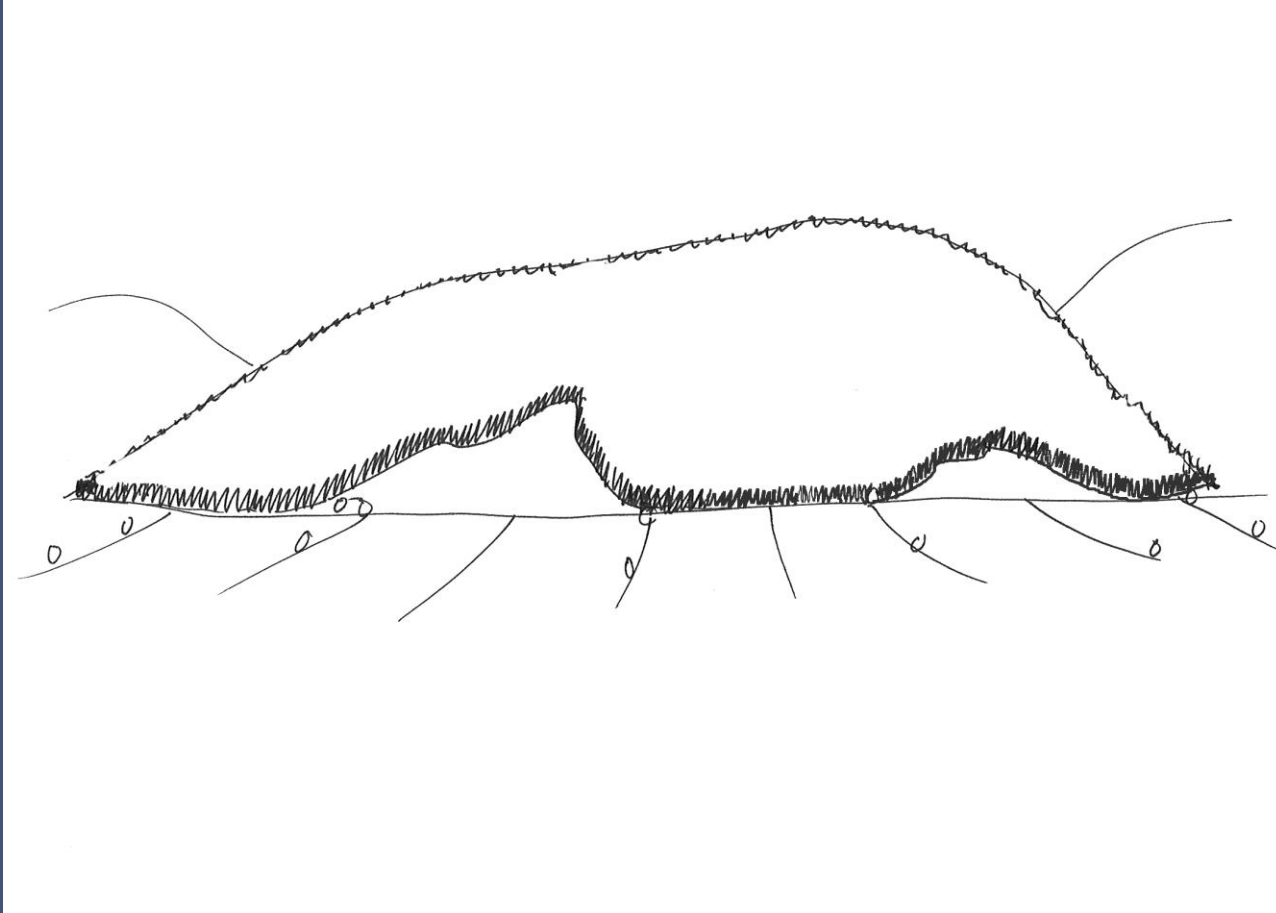


## Symmetry



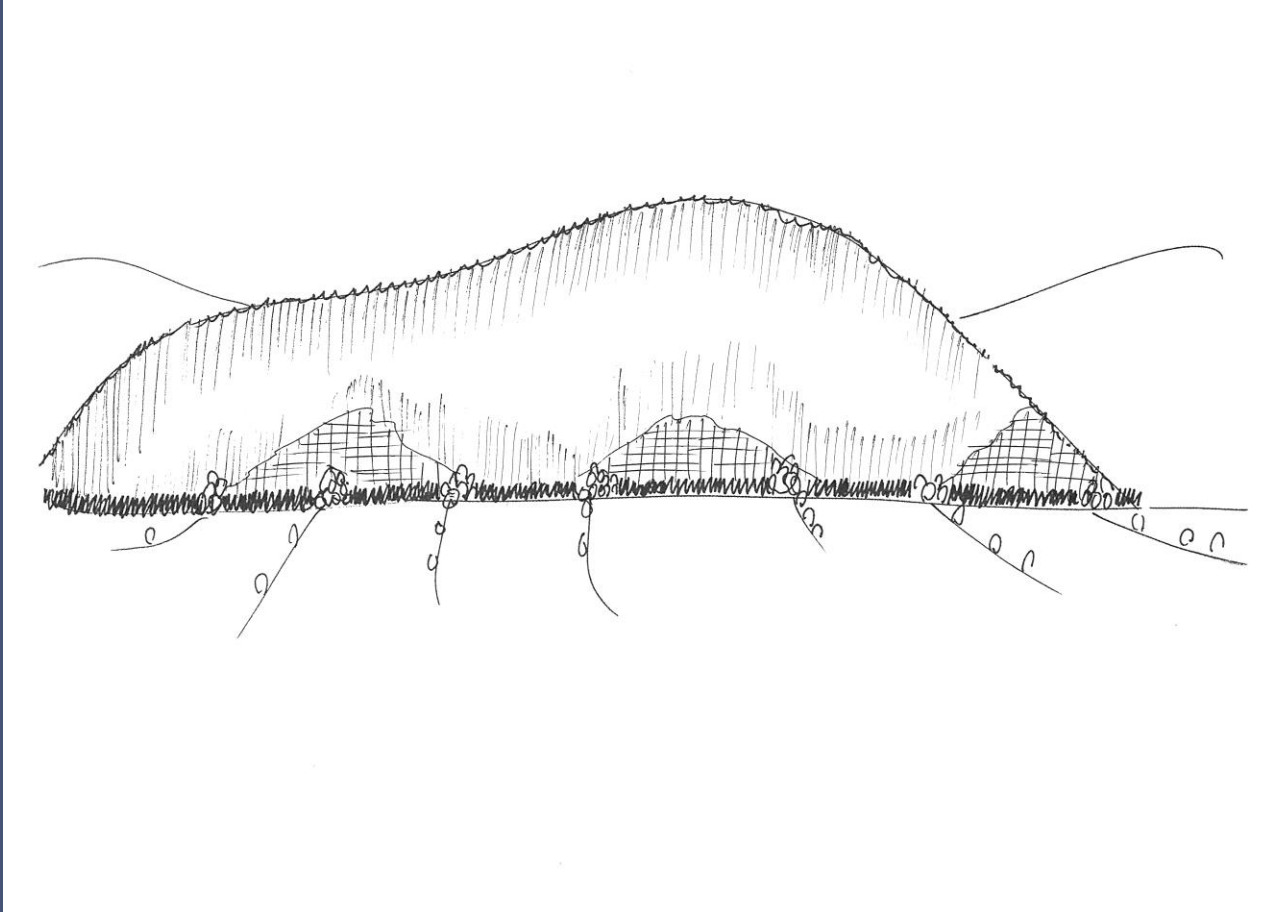


## Symmetry - Solution: Asymmetry



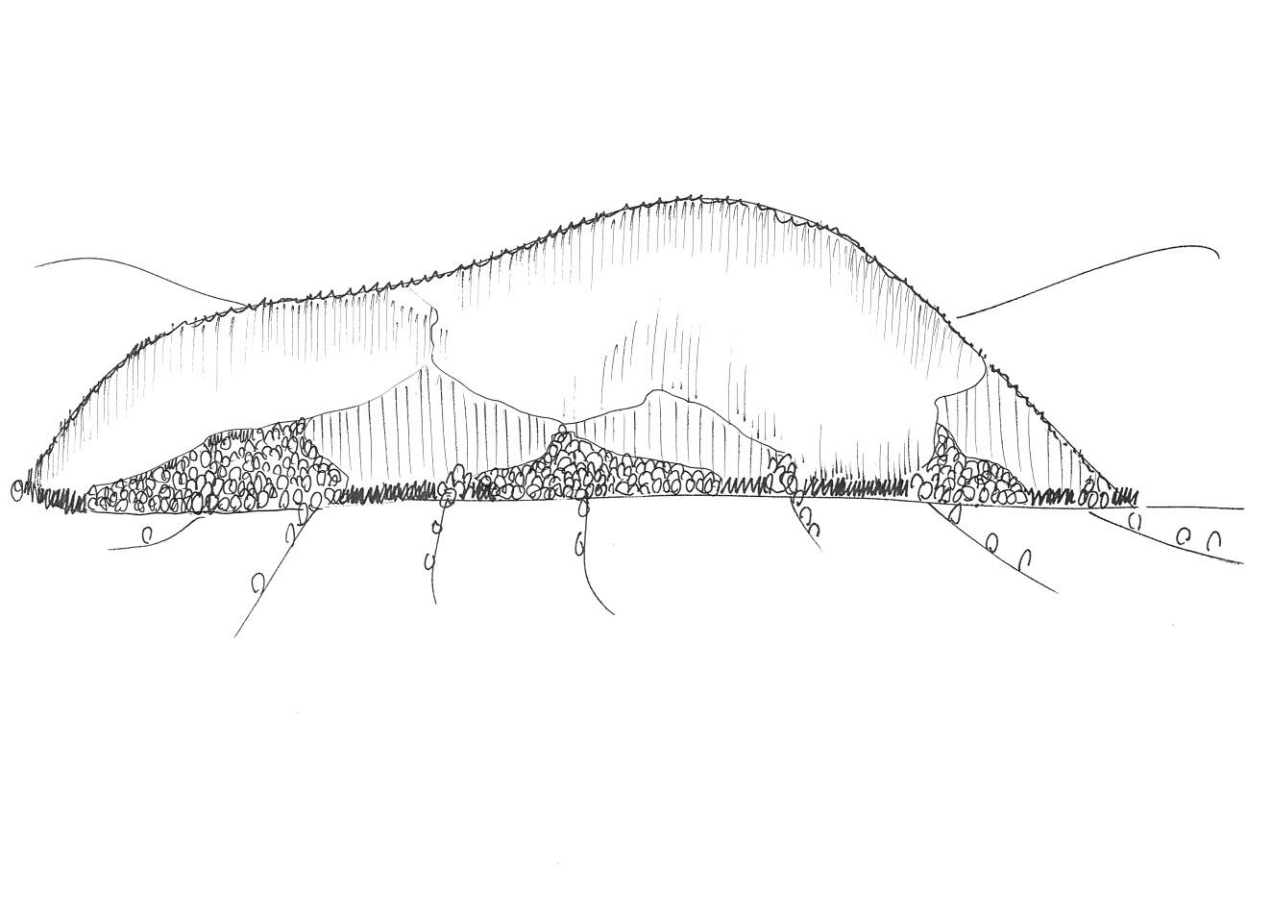


## Regularity



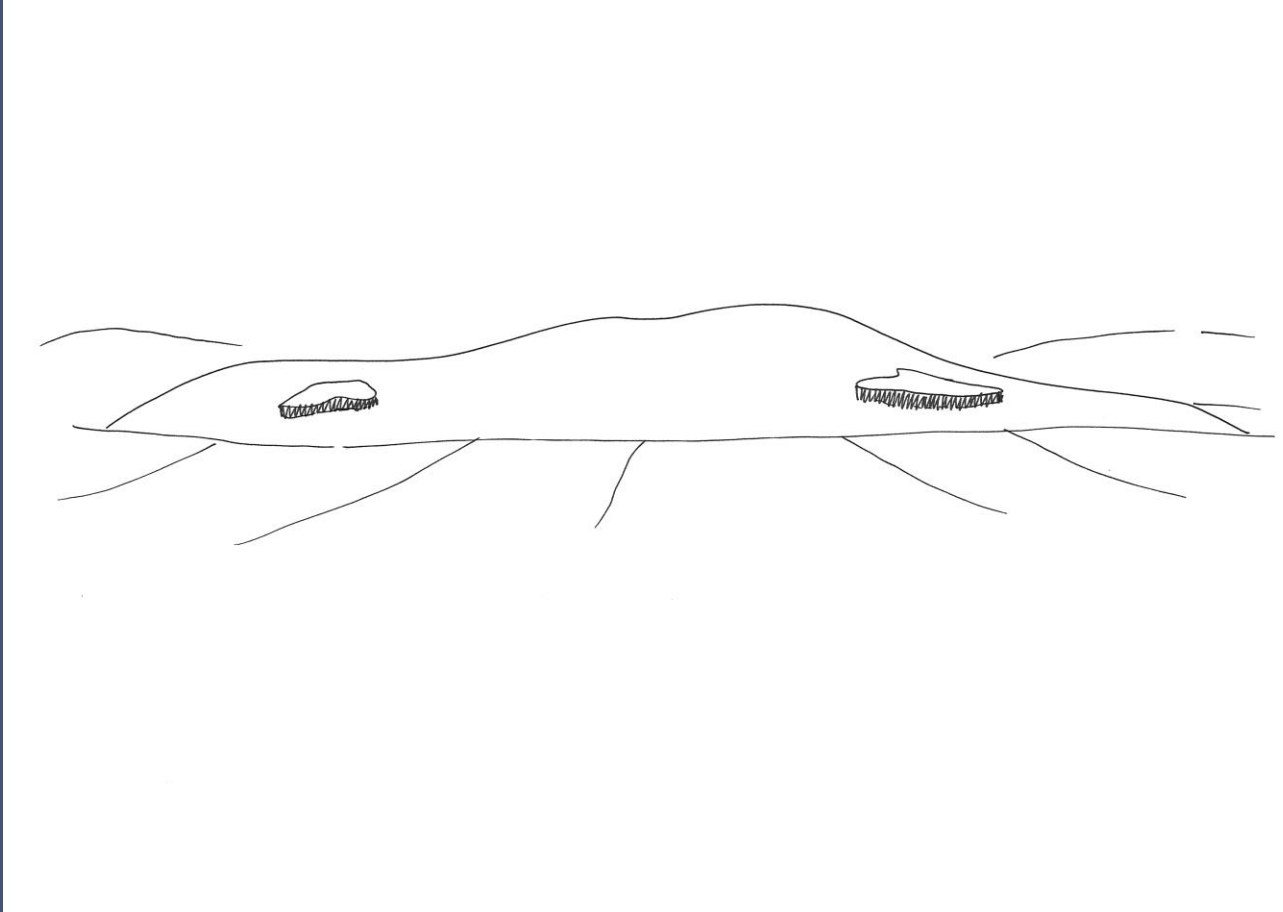


## Regularity - Solution: Irregularity



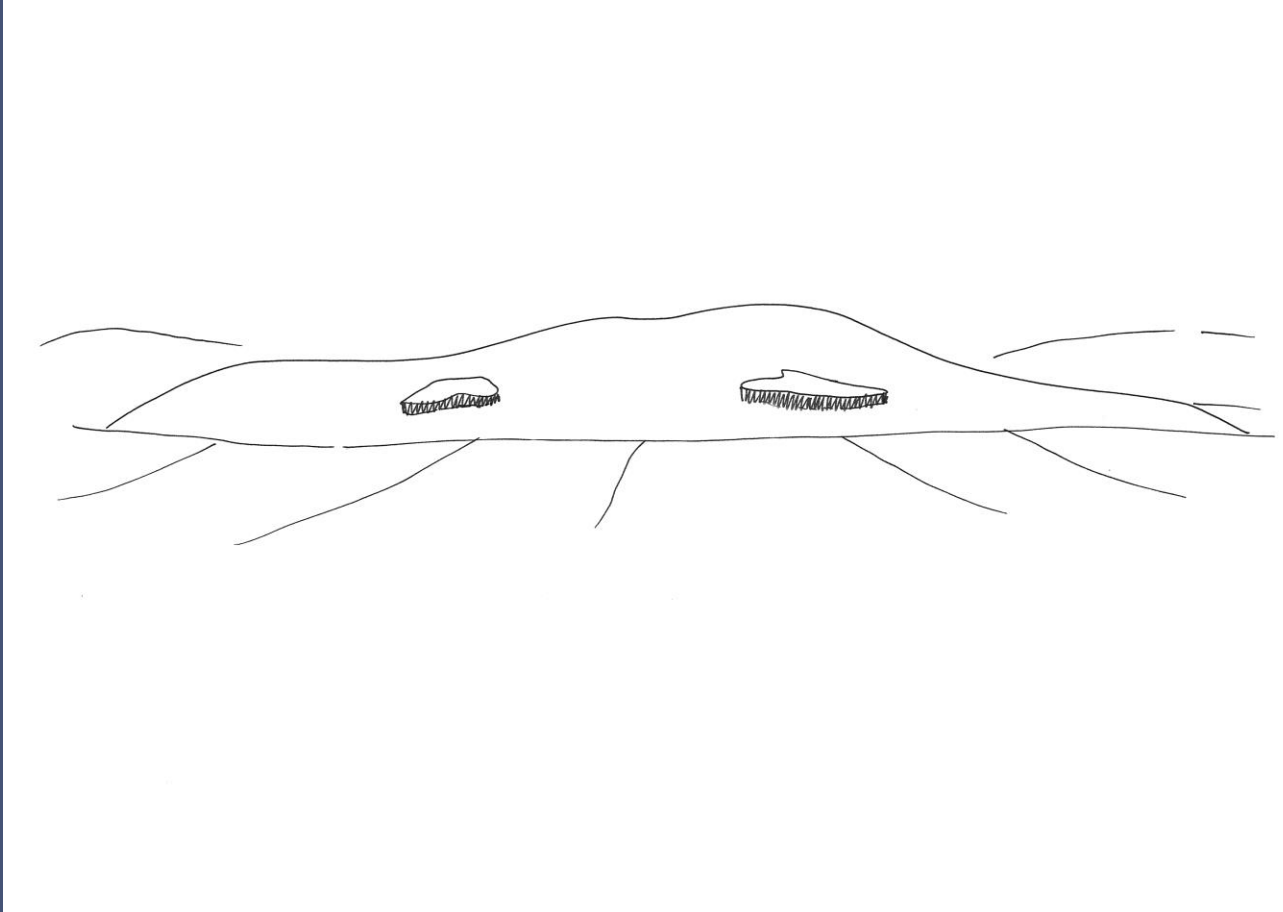


## Distance



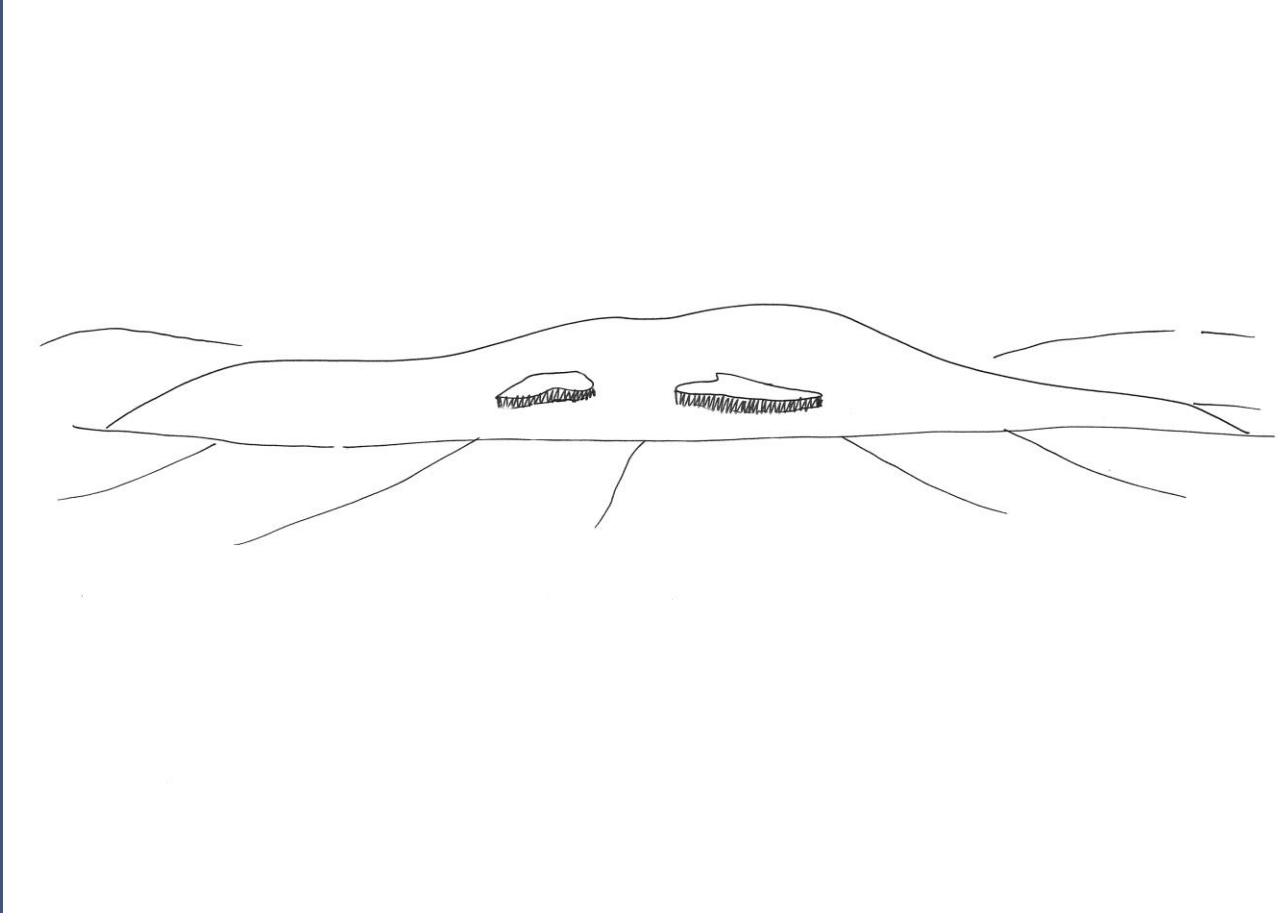


## Distance



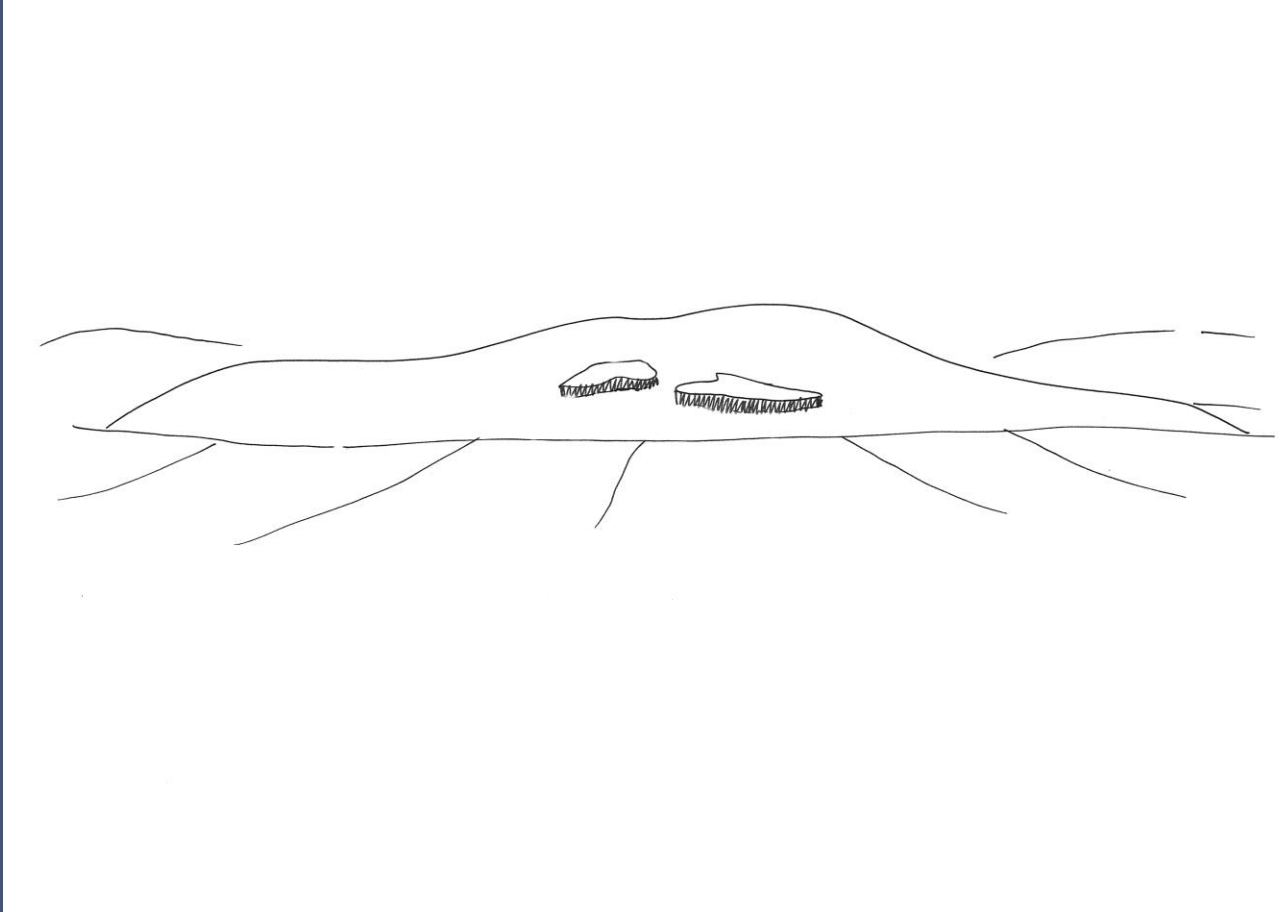


## Distance





## Distance



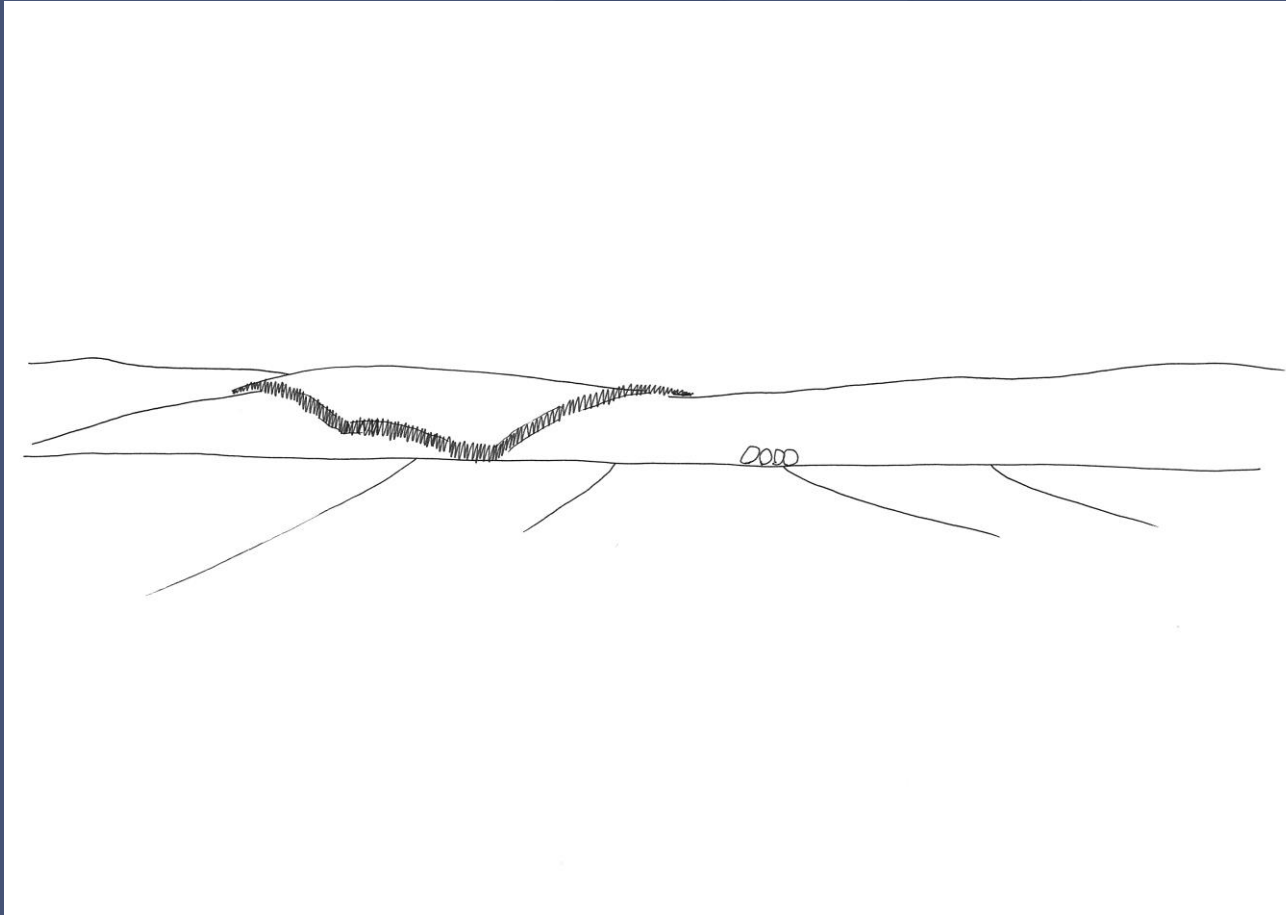


## Distance



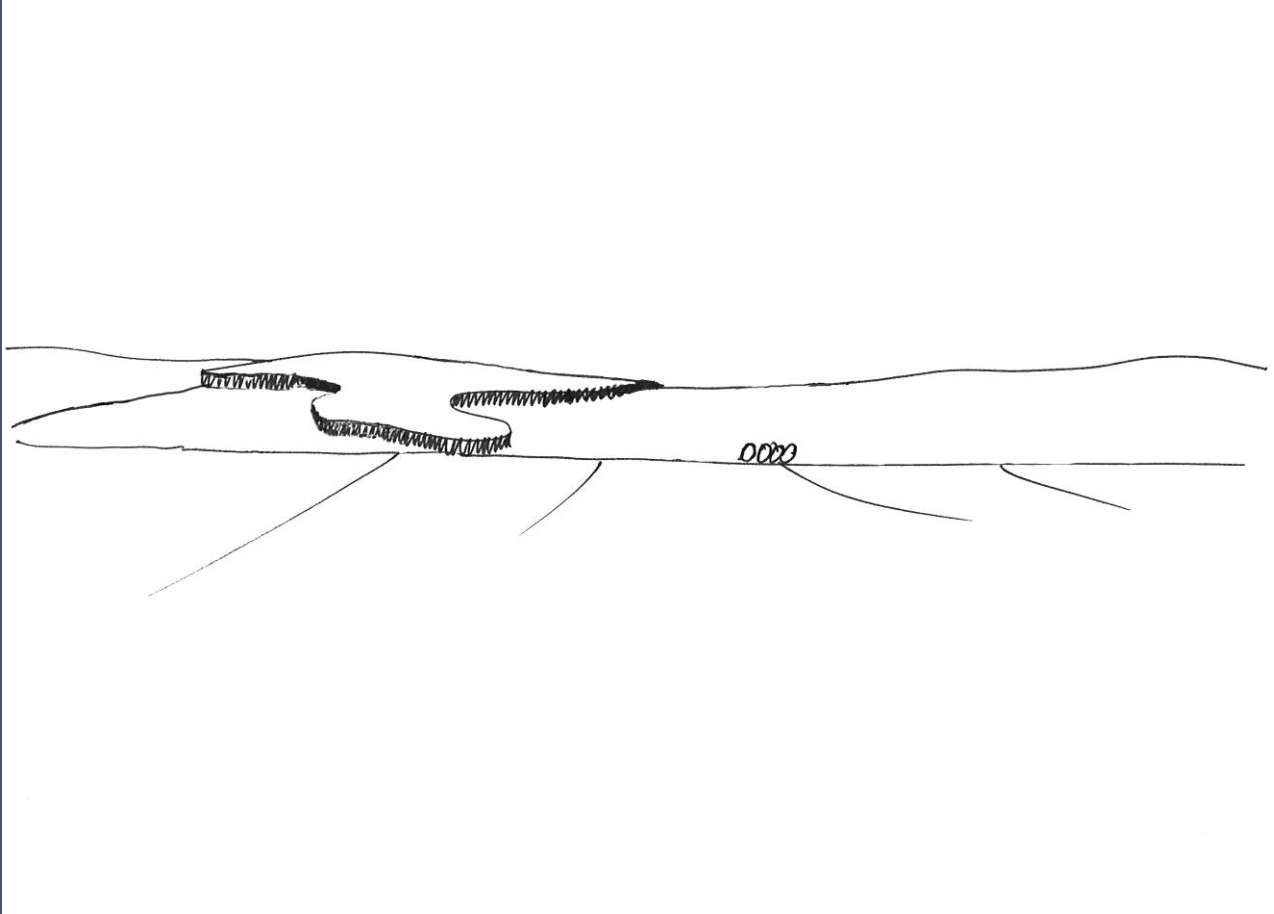


## Interlock



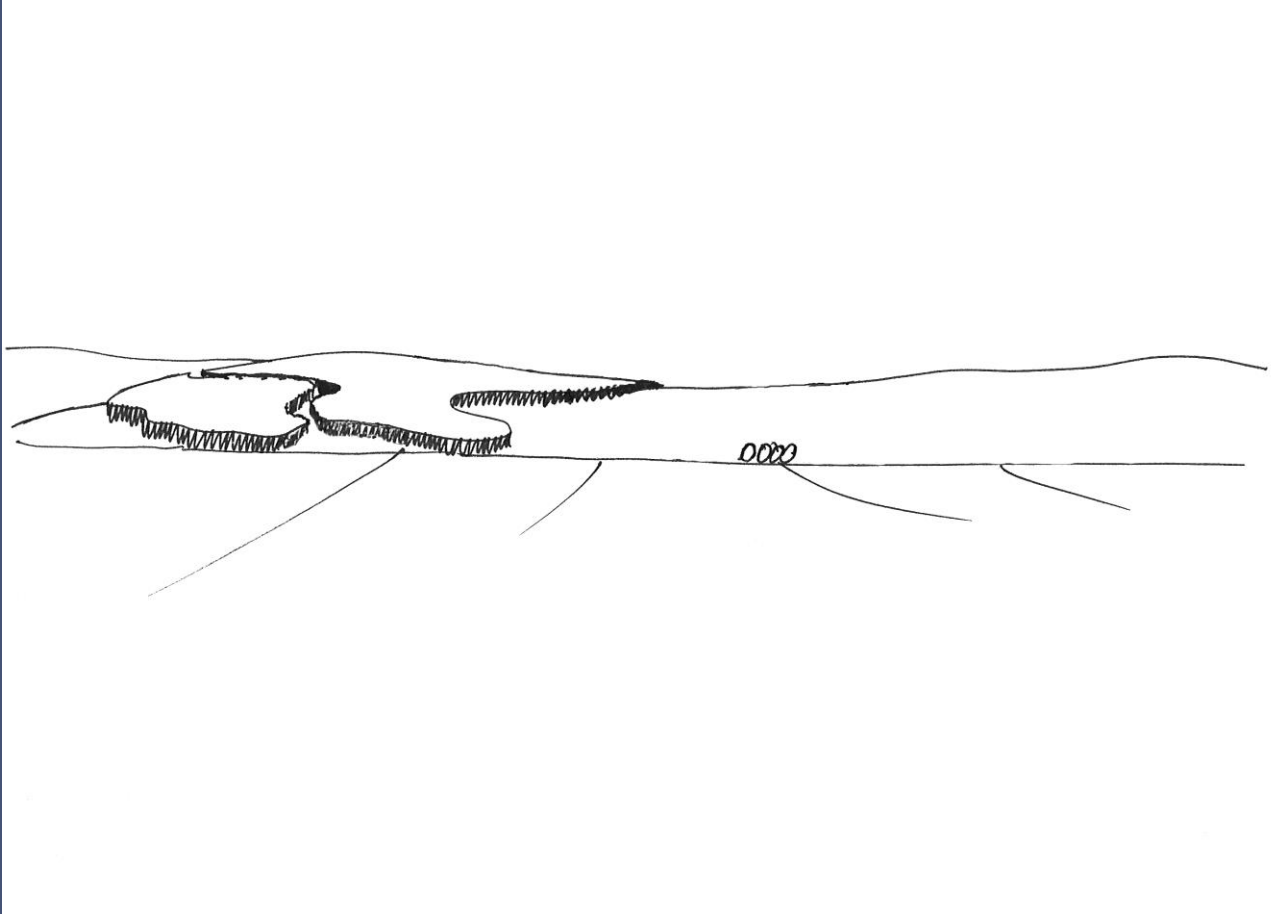


## Interlock



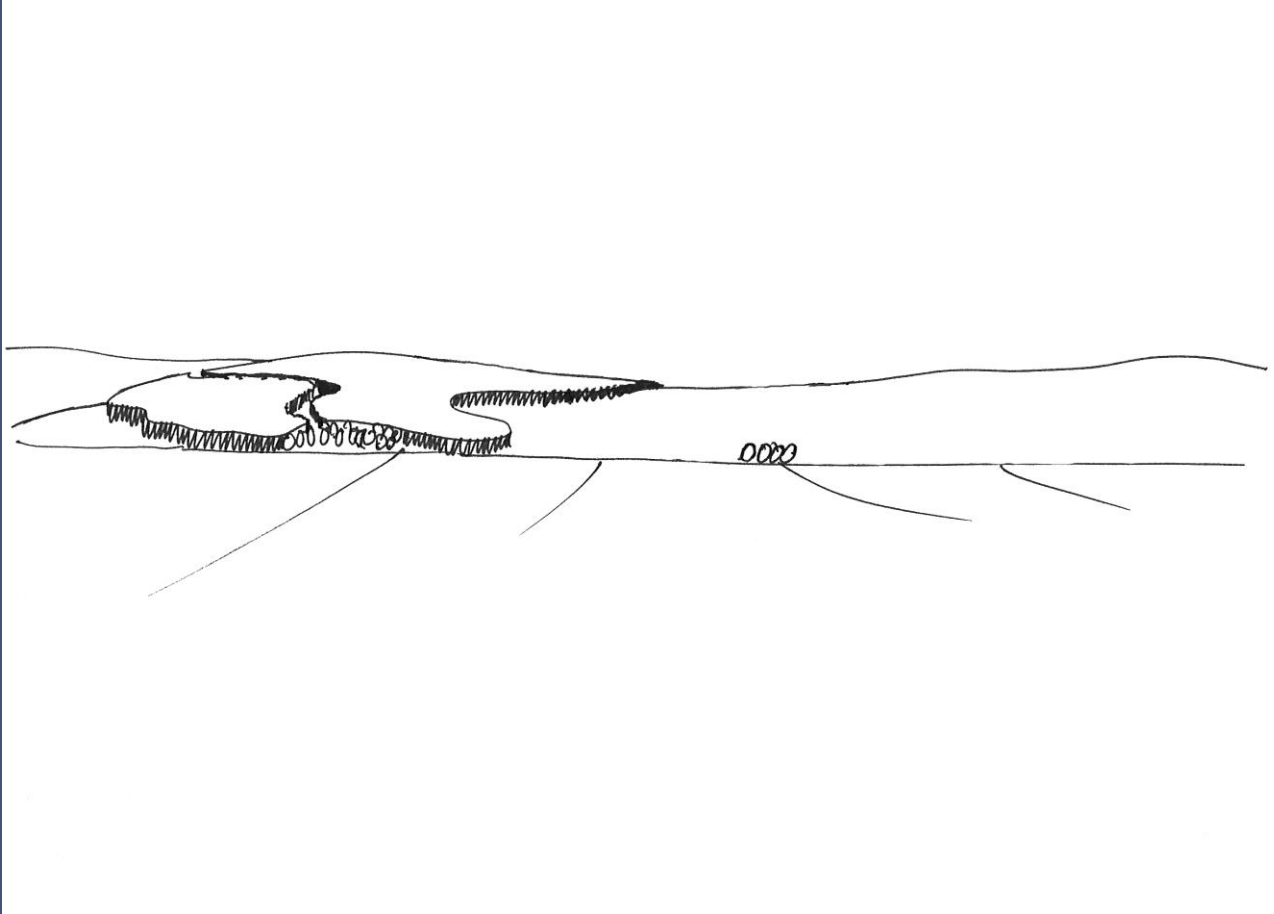


## Interlock





## Interlock





## Achieving unity - summary

A well-unified woodland will be 'harmonious', both in terms of the individual elements and the whole in relation to the landscape

Unity is achieved by applying the forest design principles so that the woodland reflects key landscape characteristics

Unity can be helped by avoiding floating, perching, symmetry and regularity...



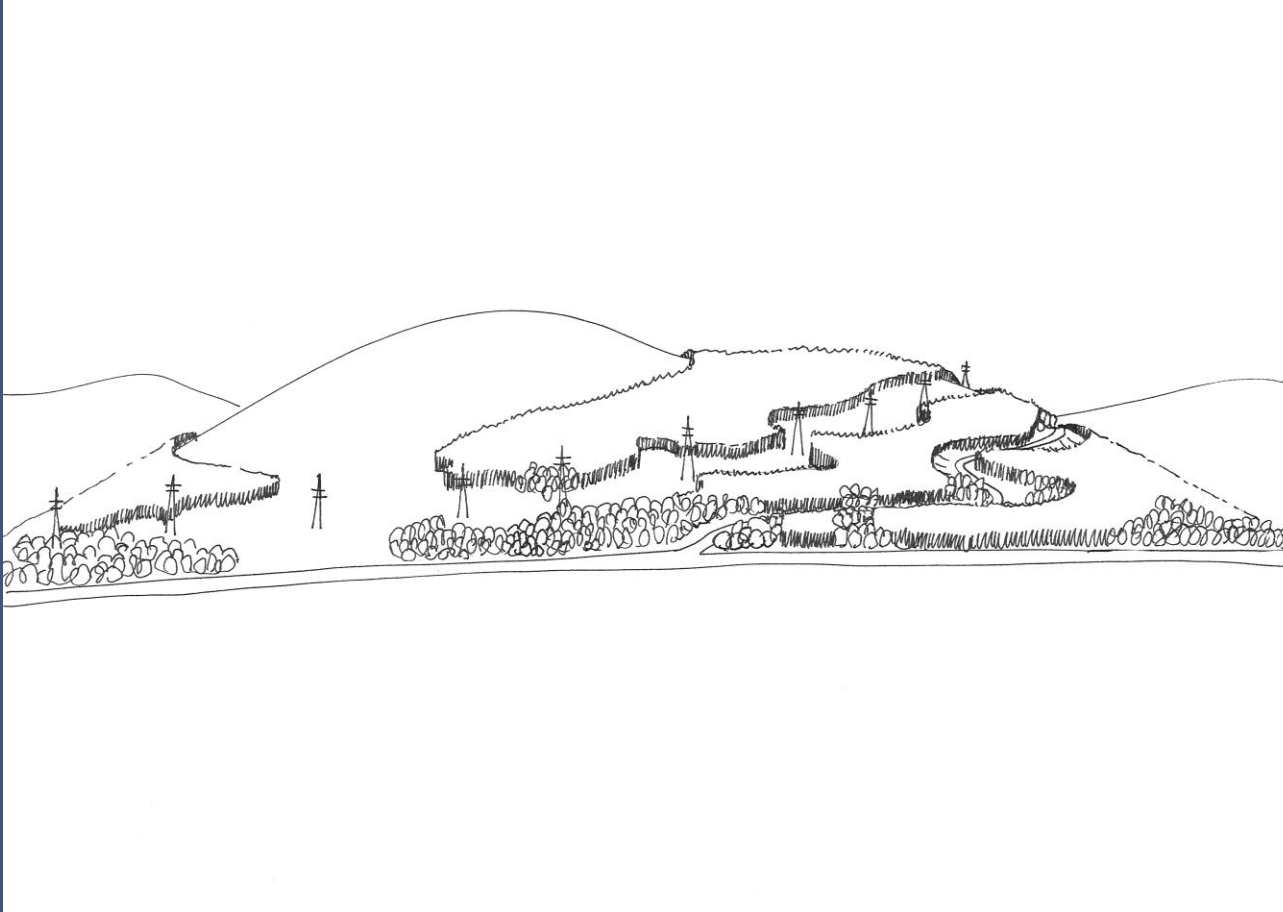
## Achieving unity - summary

Unity will be increased by using connectivity and interlock

The overall arrangement of woodland should be harmonious and balanced.



## Achieving unity





## Unity

This is the final opportunity to look at the design of your new planting proposal

Use the checklist provided to review your proposal and make final adjustments to your design.