

Urban Woodland Design

Design: Process, Principles
and Application. Day Two



Introduction

This section of the course covers:

- Designing spaces and aligning paths
- Thresholds
- The design of woodland edges
- Diversity in woodlands
- Developing a design concept

Recap

This section of the course starts by recapping the design process and principles introduced yesterday

The design process

Input

Output

Brief

Community
Project manager's experience
and knowledge

Outline of needs, expectation and objectives
Timescale
Budget

Survey

Community
Technical expertise
Project manager's experience
and knowledge

Physical issues
Social issues
Site appraisal
Visual survey

Analysis

Project manager's skills,
knowledge and experience

A critical interpretation of survey material
An exploration of how survey information
interrelates and assessment of priorities

Opportunities constraints

Project manager's skills,
knowledge and
experience

A thorough understanding of site potential
A thorough understanding of what the site
can deliver
May need to revise brief

Design concept

Project manager's skills,
knowledge and
experience
Possible community consultation

A spatial framework that responds to
opportunities/constraints and meets the
objectives of the project
A concept that can be presented to the
community and discussed
A framework for detailed design

Recap

Space and spatial sequence

Shape

Scale

Threshold

Line

Diversity

Unity

Space and spatial sequence

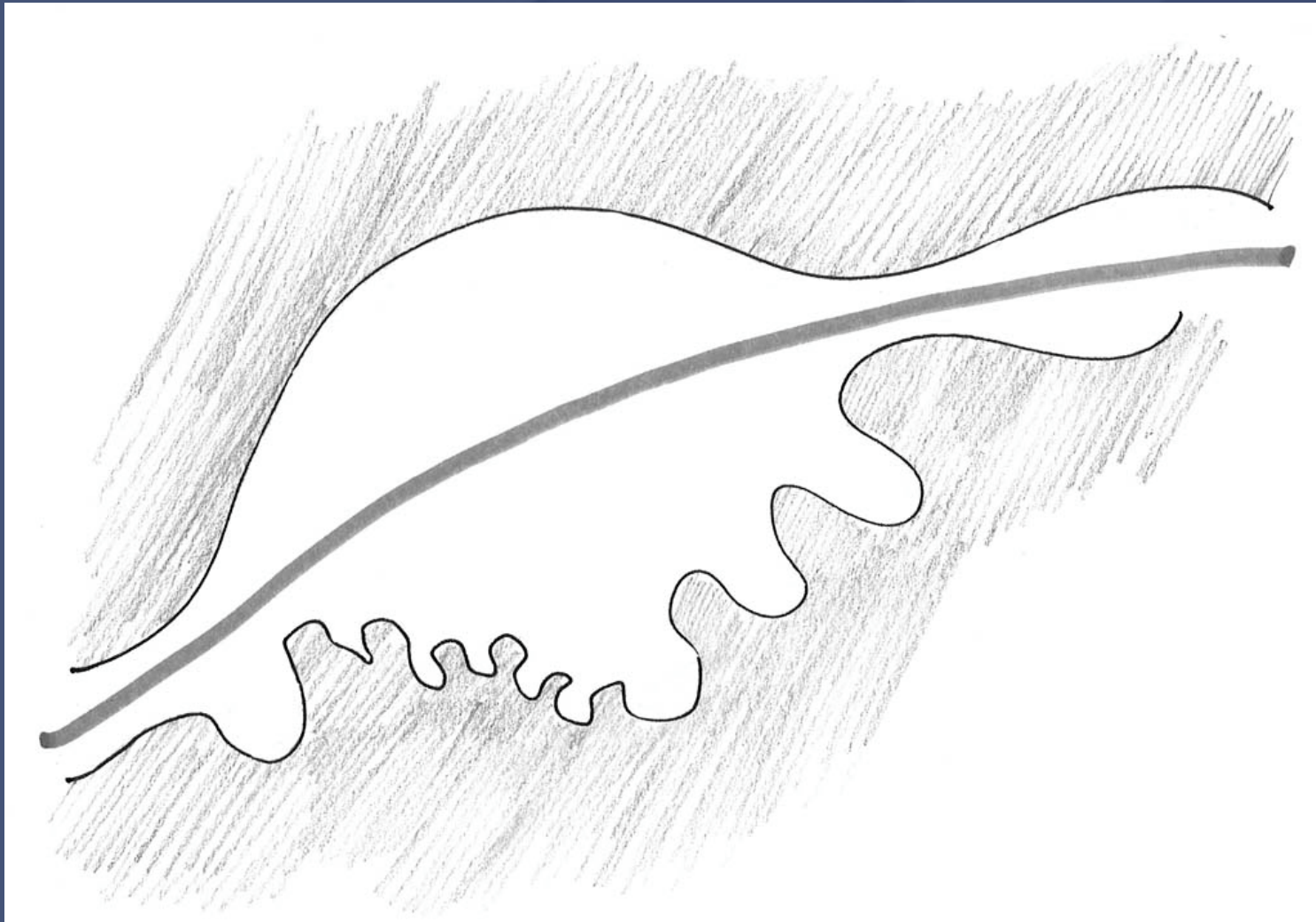
The previous slideshow finished by exploring the shape and size of spaces, and how shape, scale and sequence of spaces influences our experience of a place

There follows a recap on spatial sequence

Space and spatial sequence

The spatial sequence clip can be viewed on the course materials web page.

Line - Introducing paths

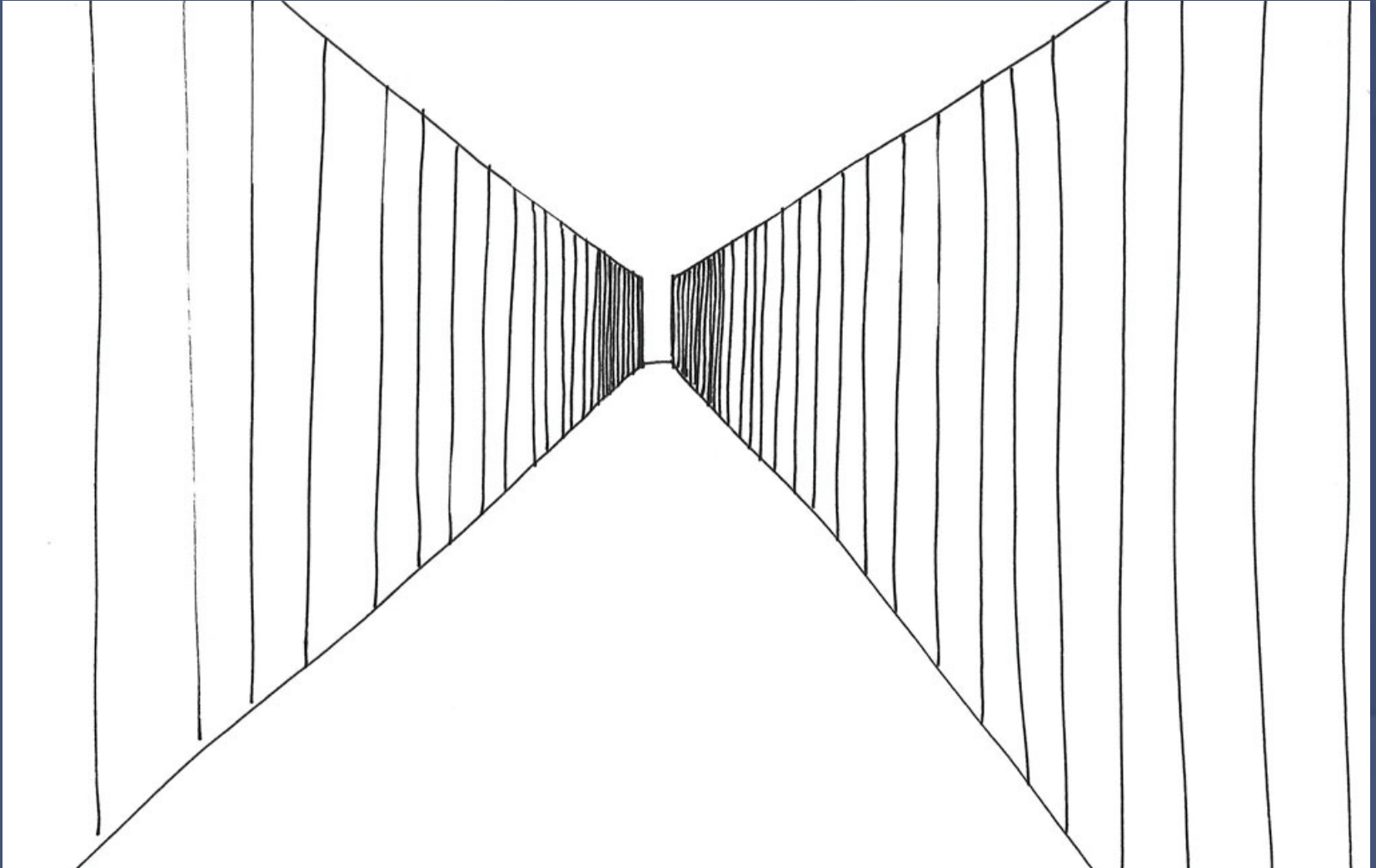


Line - Introducing paths

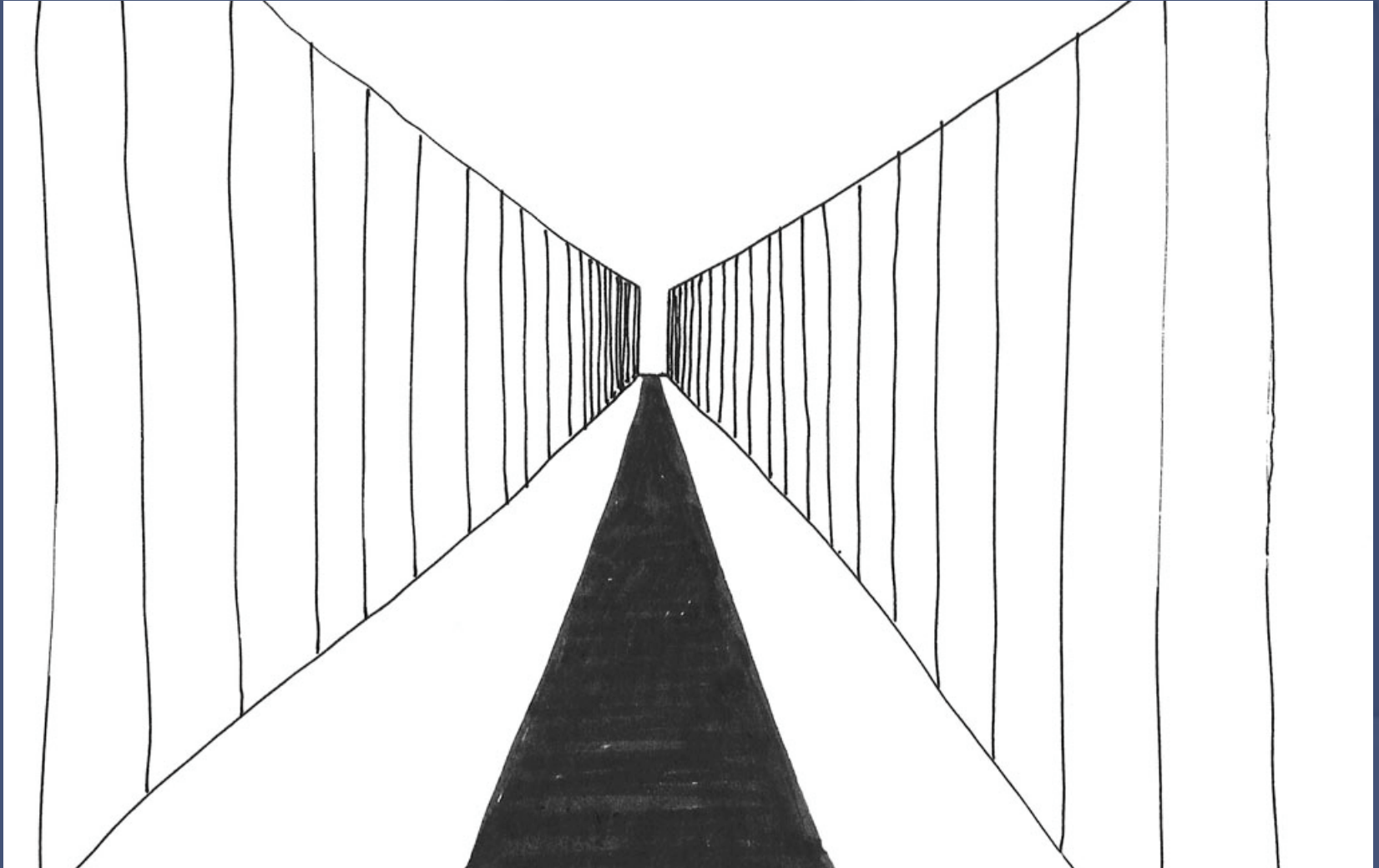
What do paths do?

- Provide access
- Create confidence and security
- Influence character through their shape, alignment and width and the use of materials
- Indicate a hierarchy of accessibility

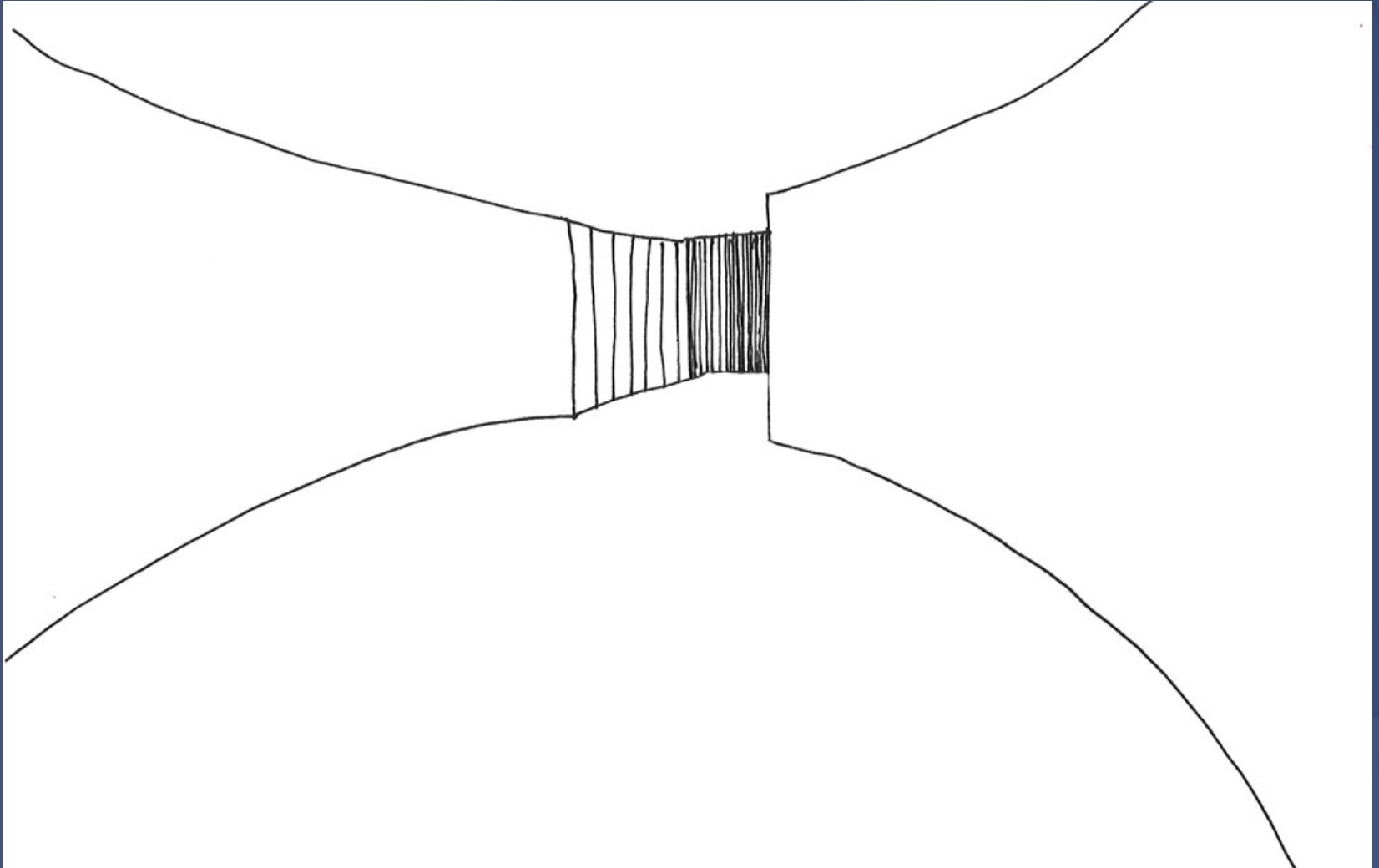
Line - Introducing paths



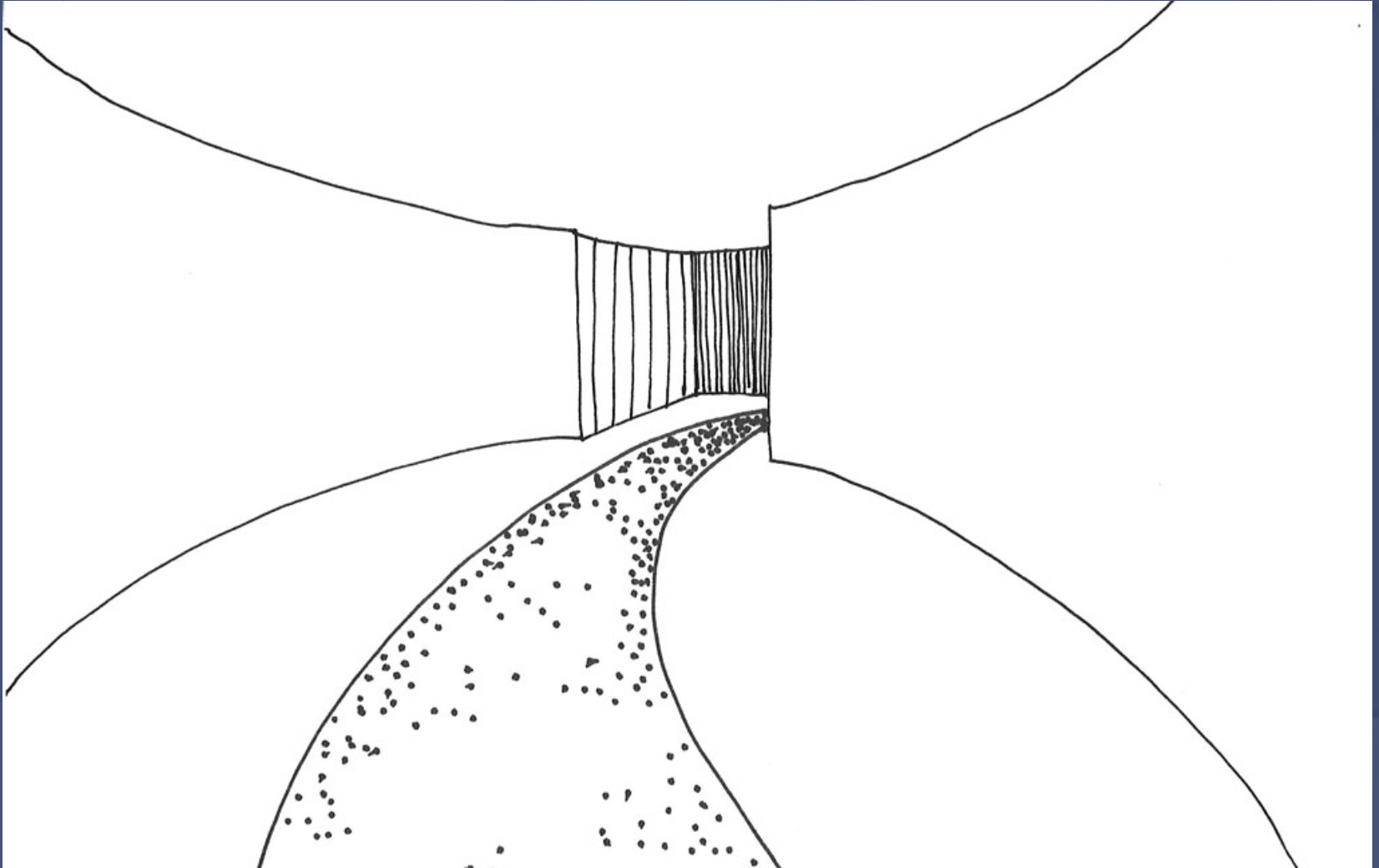
Line - Introducing paths



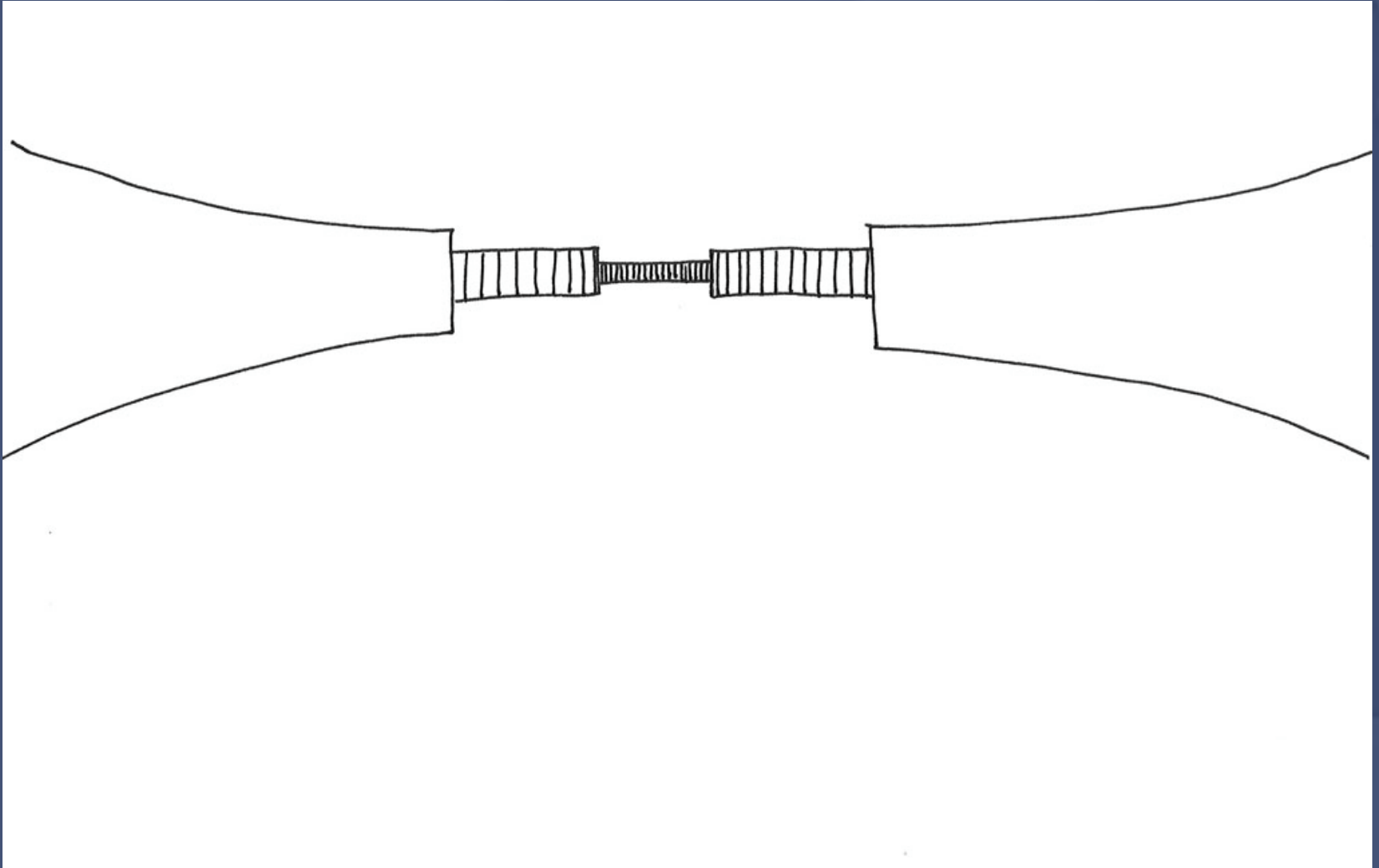
Line - Introducing paths



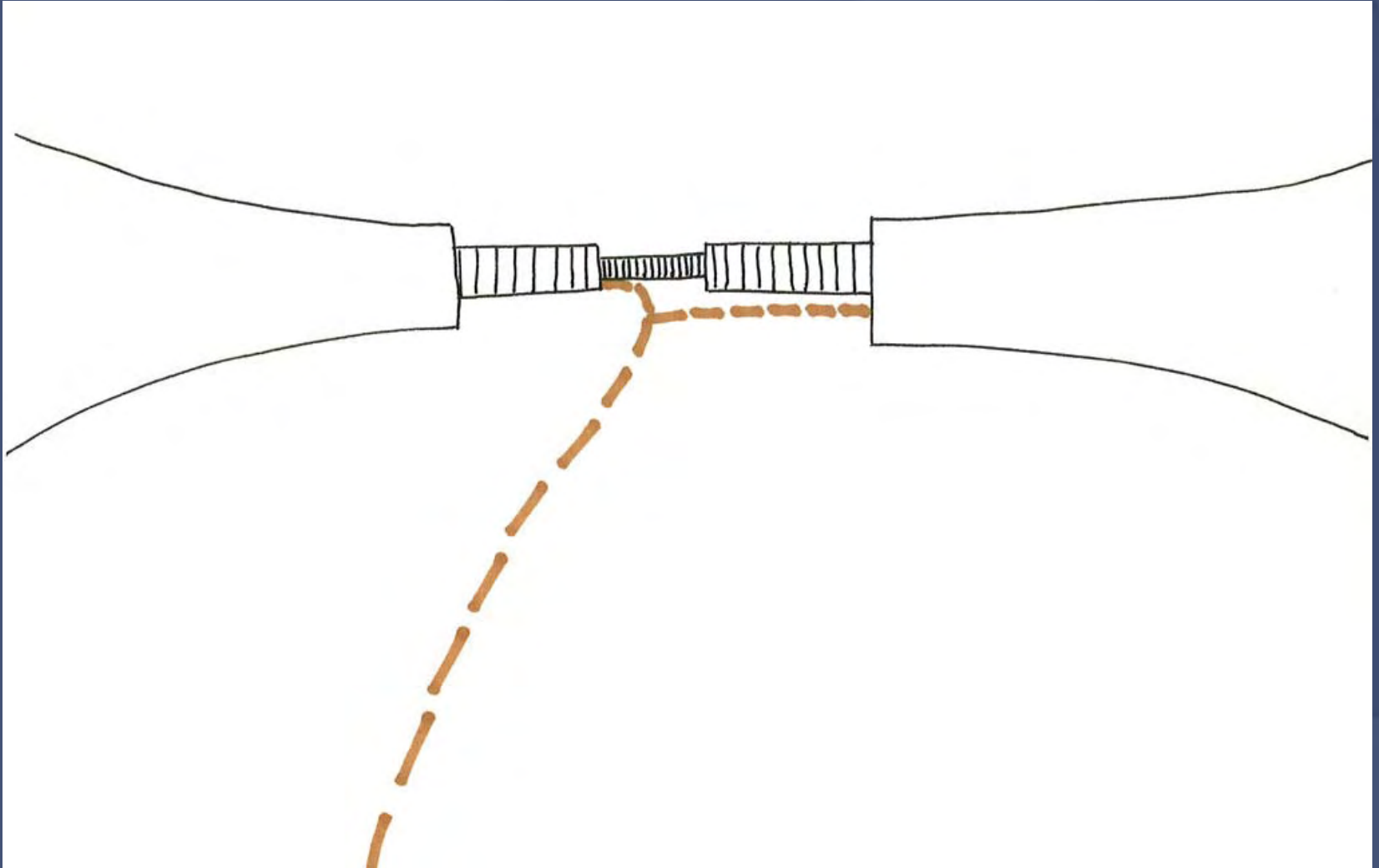
Line - Introducing paths



Line - Introducing paths



Line - Introducing paths



Exercise 5

Exploring paths in space

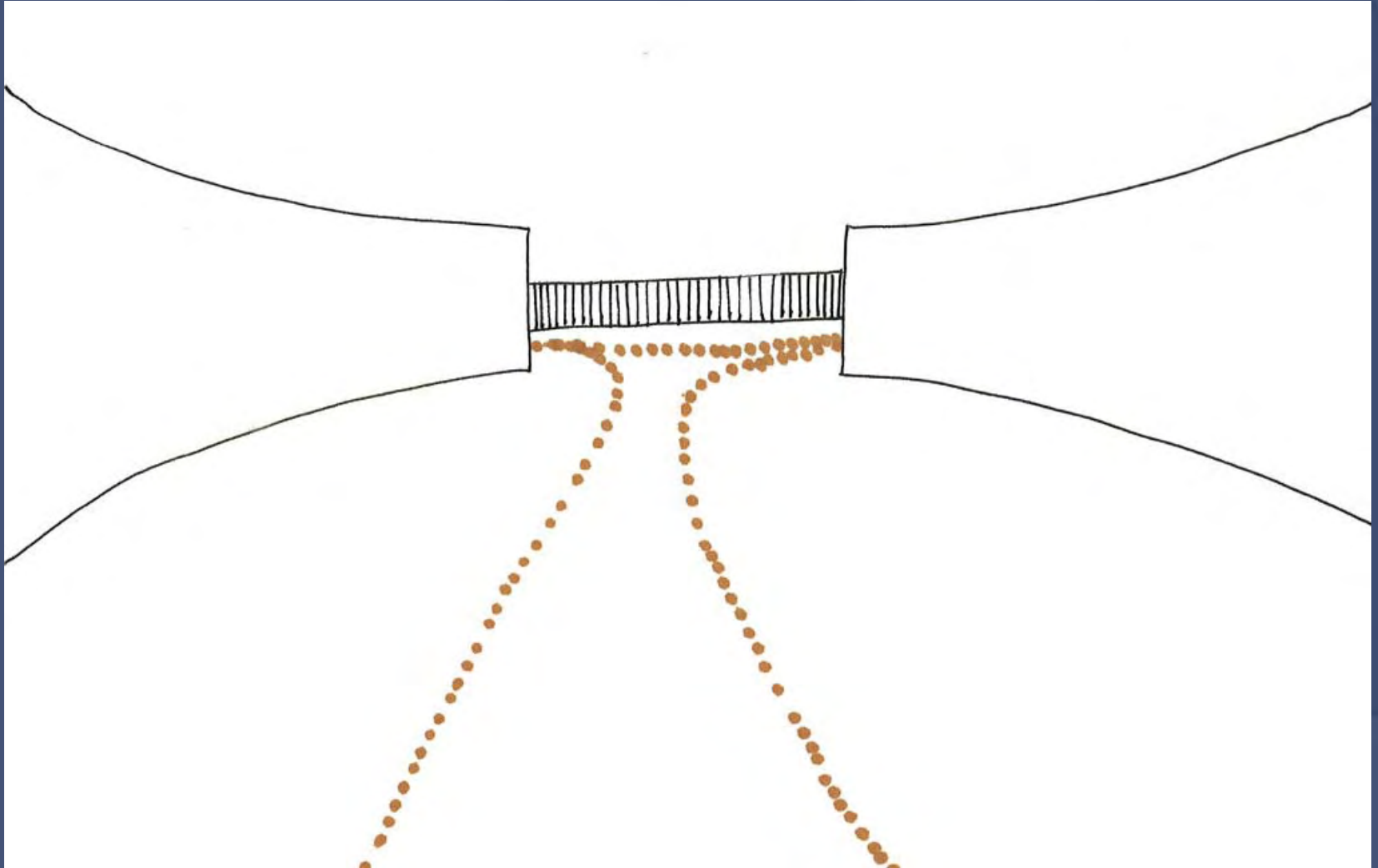
How would one introduce paths into the line sketches of spaces seen earlier?

What difference do the paths make?

Draw some examples and compare to the examples that follow:

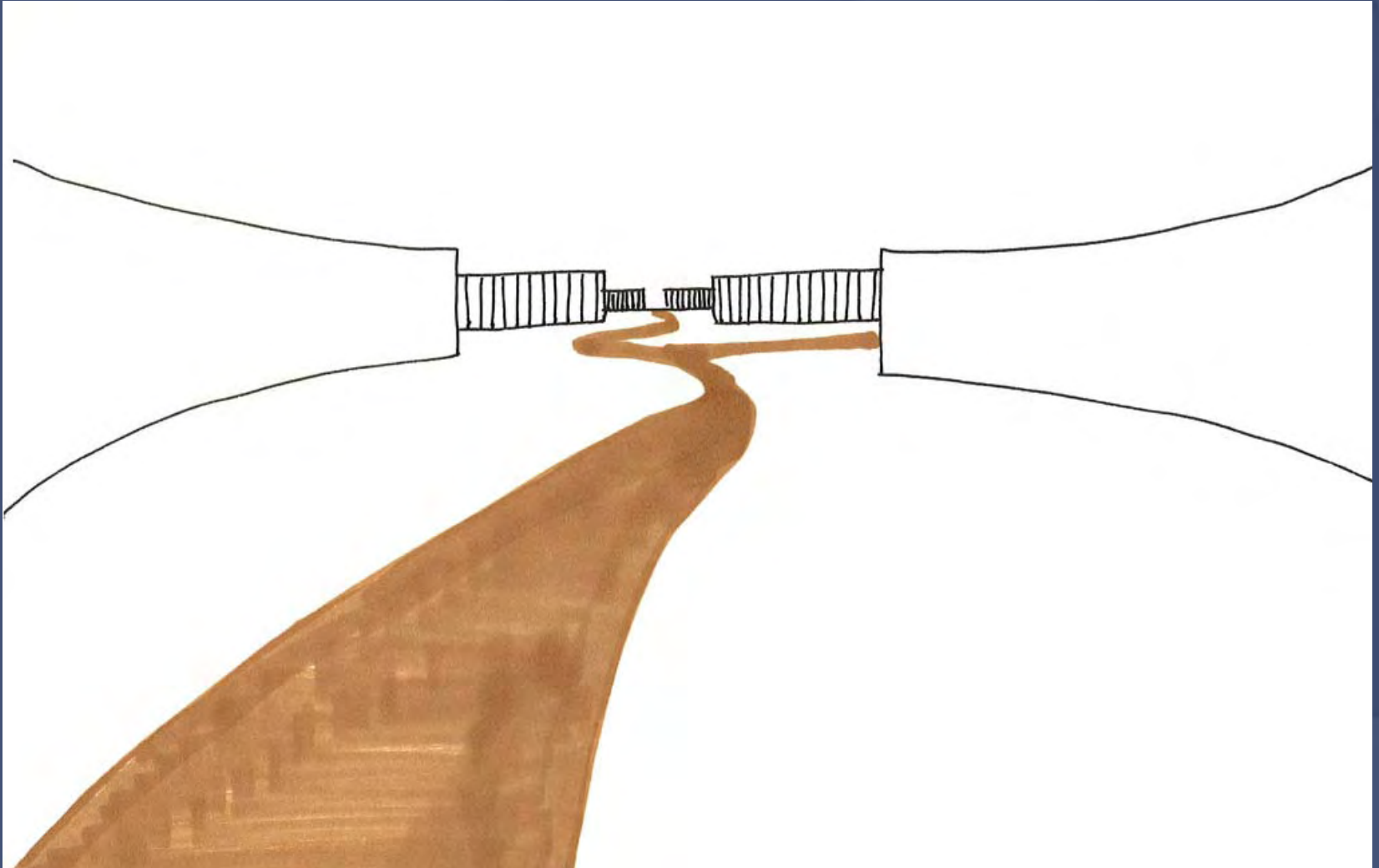
Exercise 5

Exploring paths in space - Feedback



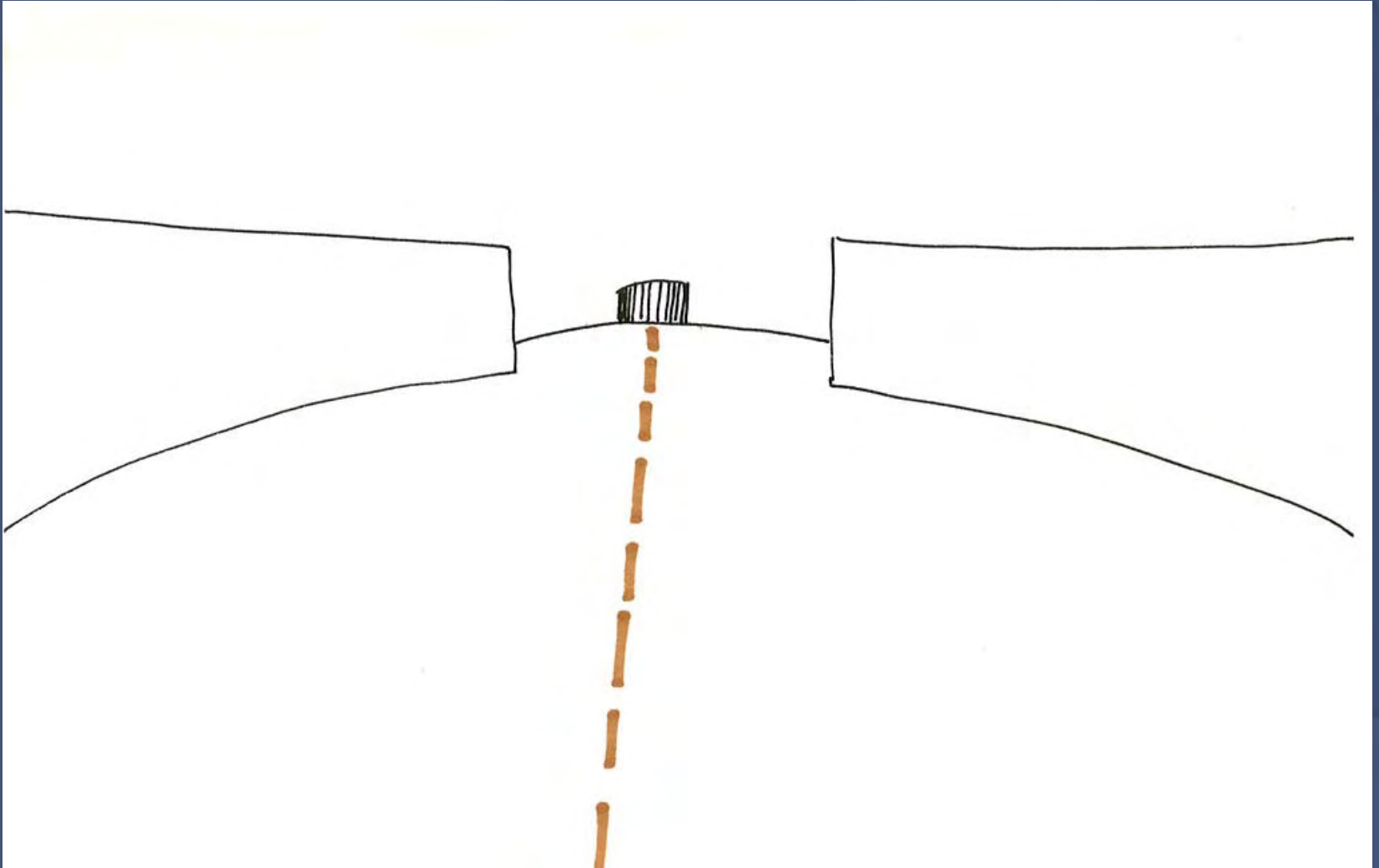
Exercise 5

Exploring paths in space - Feedback



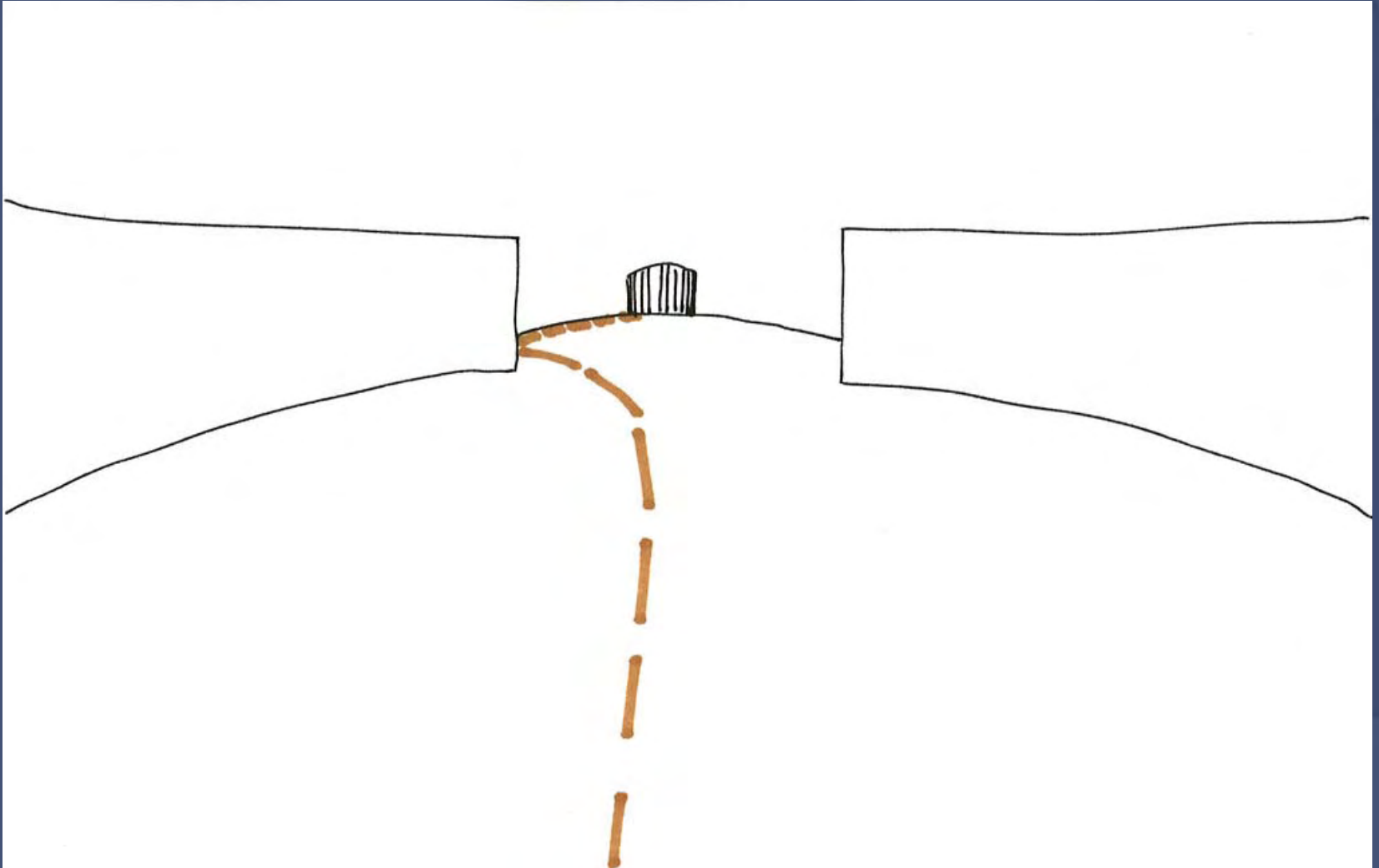
Exercise 5

Exploring paths in space - Feedback



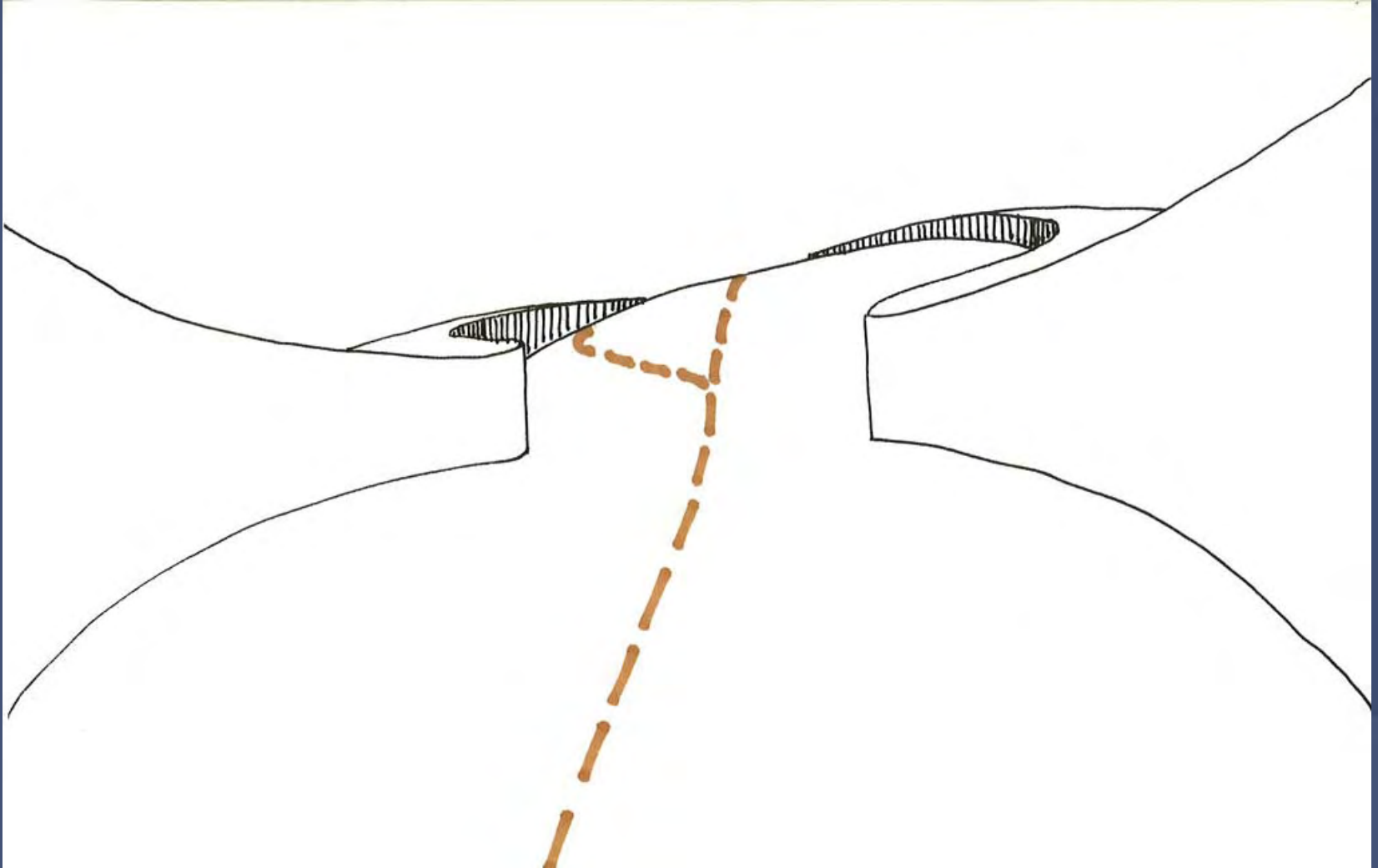
Exercise 5

Exploring paths in space - Feedback



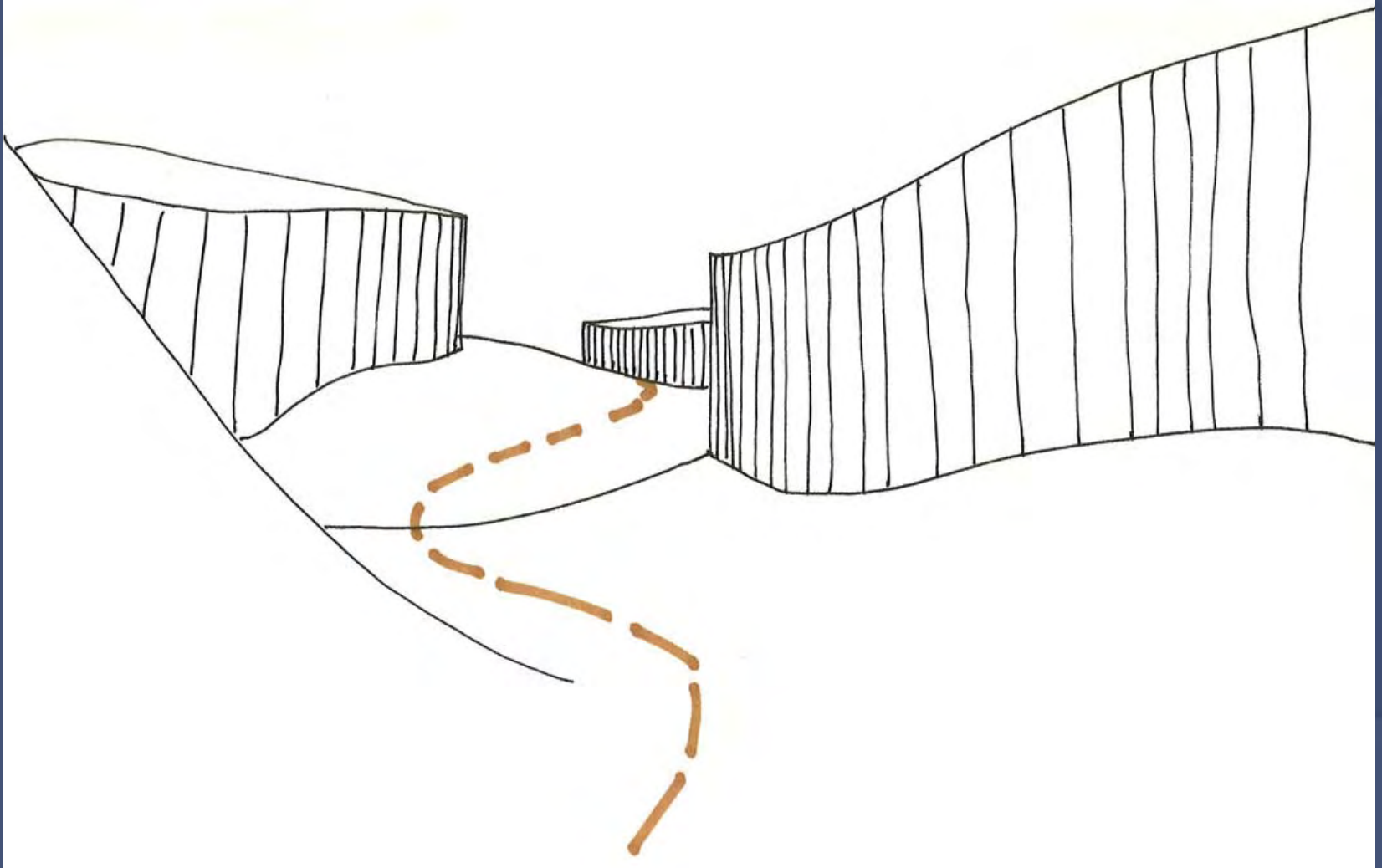
Exercise 5

Exploring paths in space - Feedback



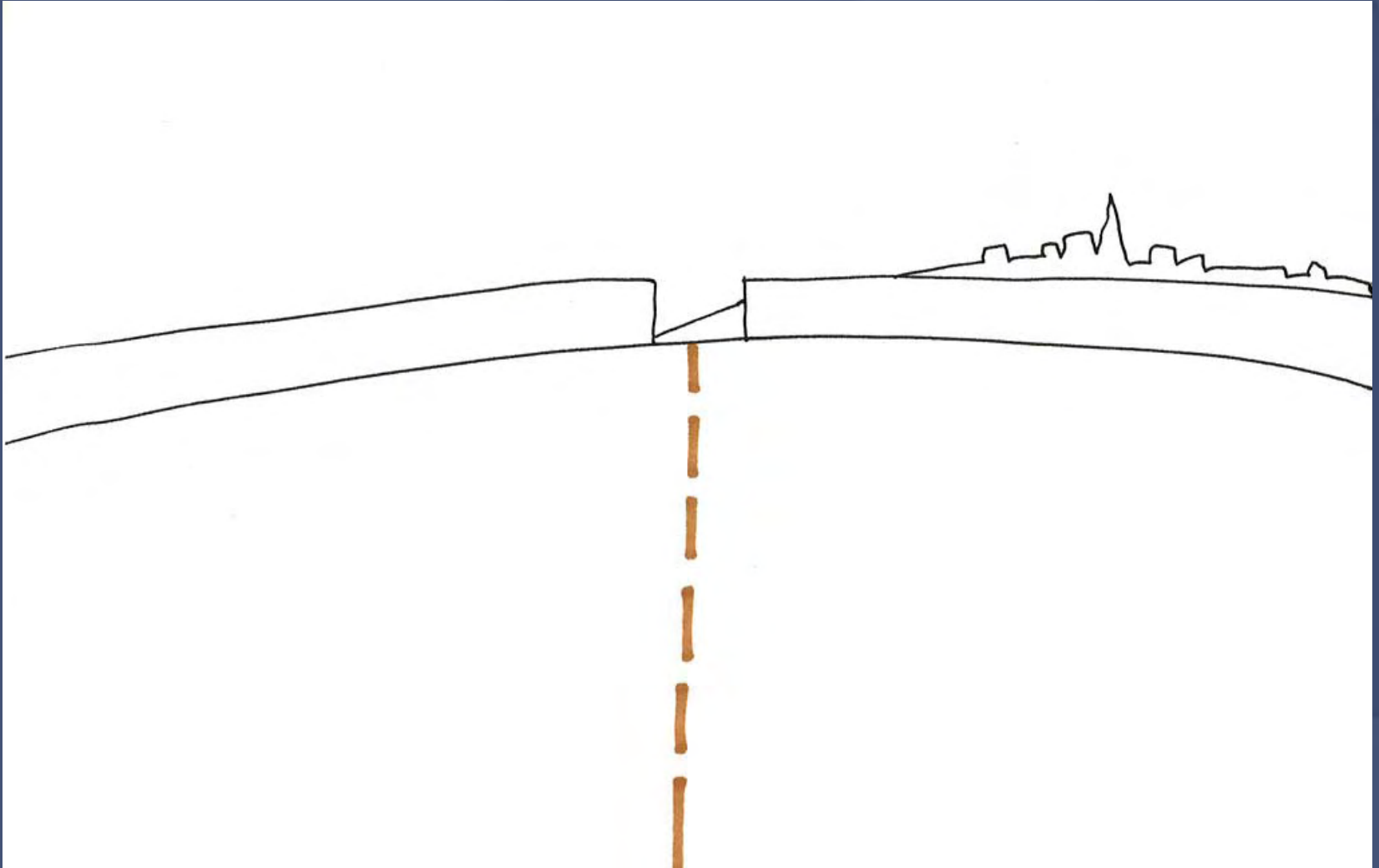
Exercise 5

Exploring paths in space - Feedback



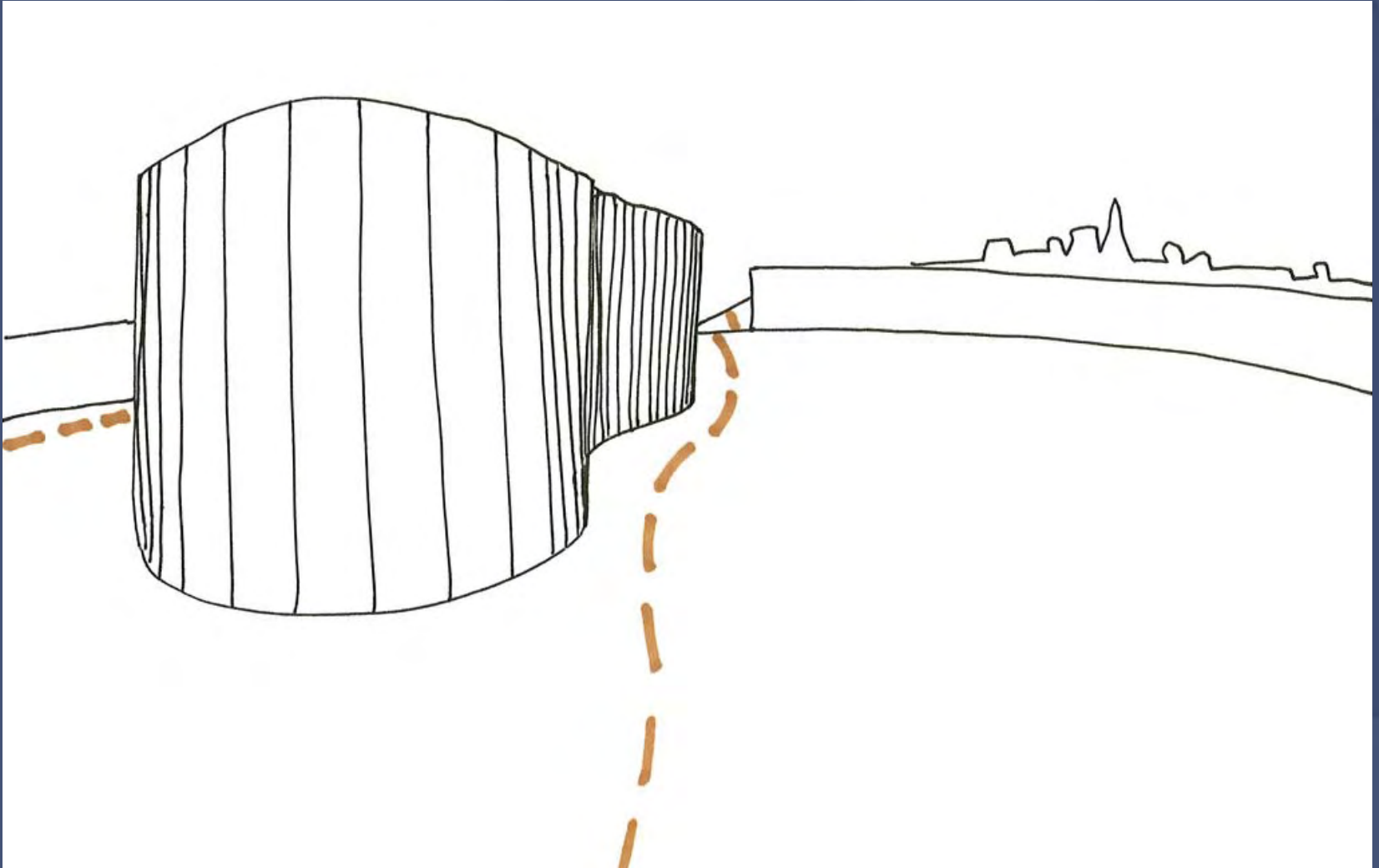
Exercise 5

Exploring paths in space - Feedback



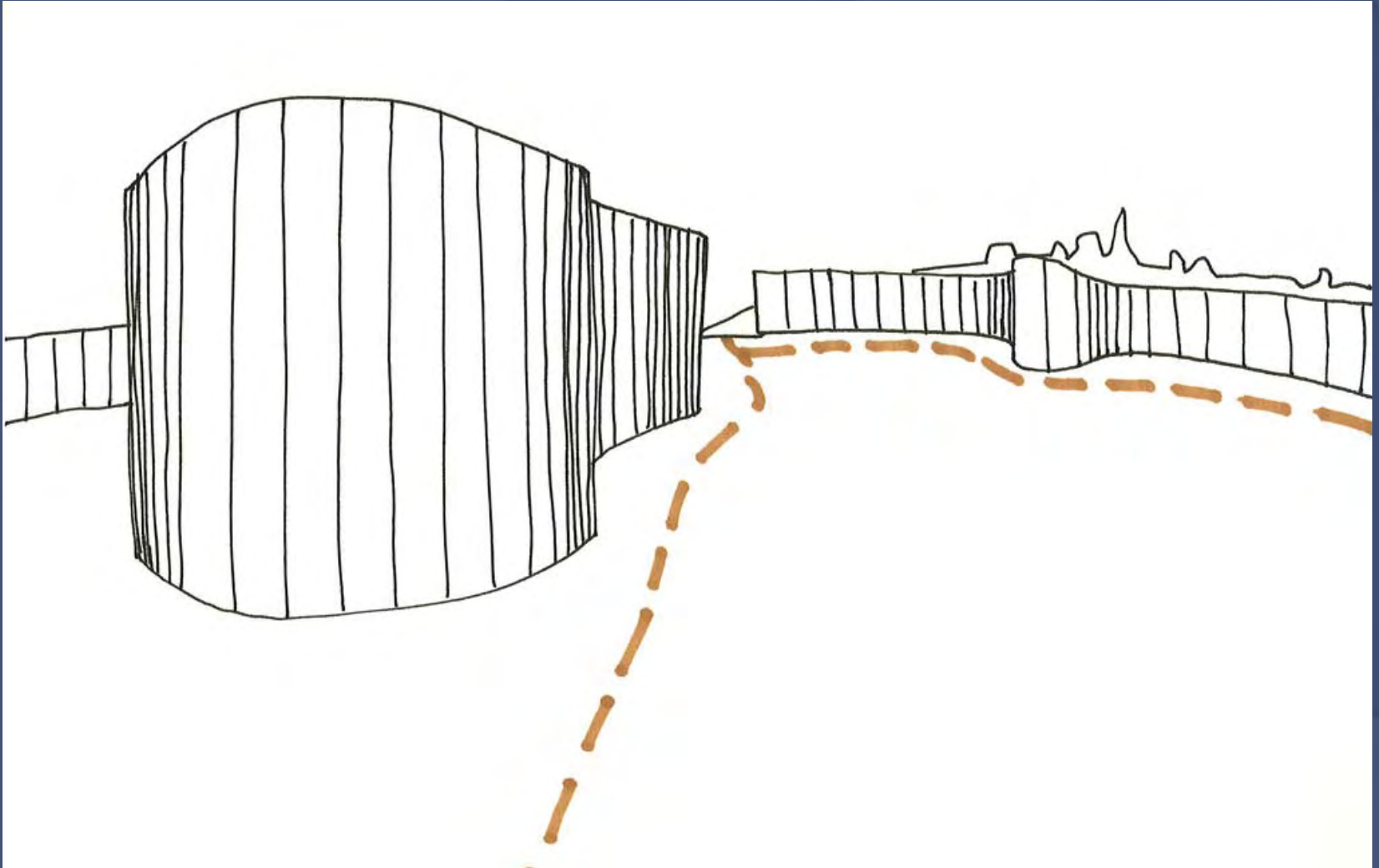
Exercise 5

Exploring paths in space - Feedback



Exercise 5

Exploring paths in space - Feedback

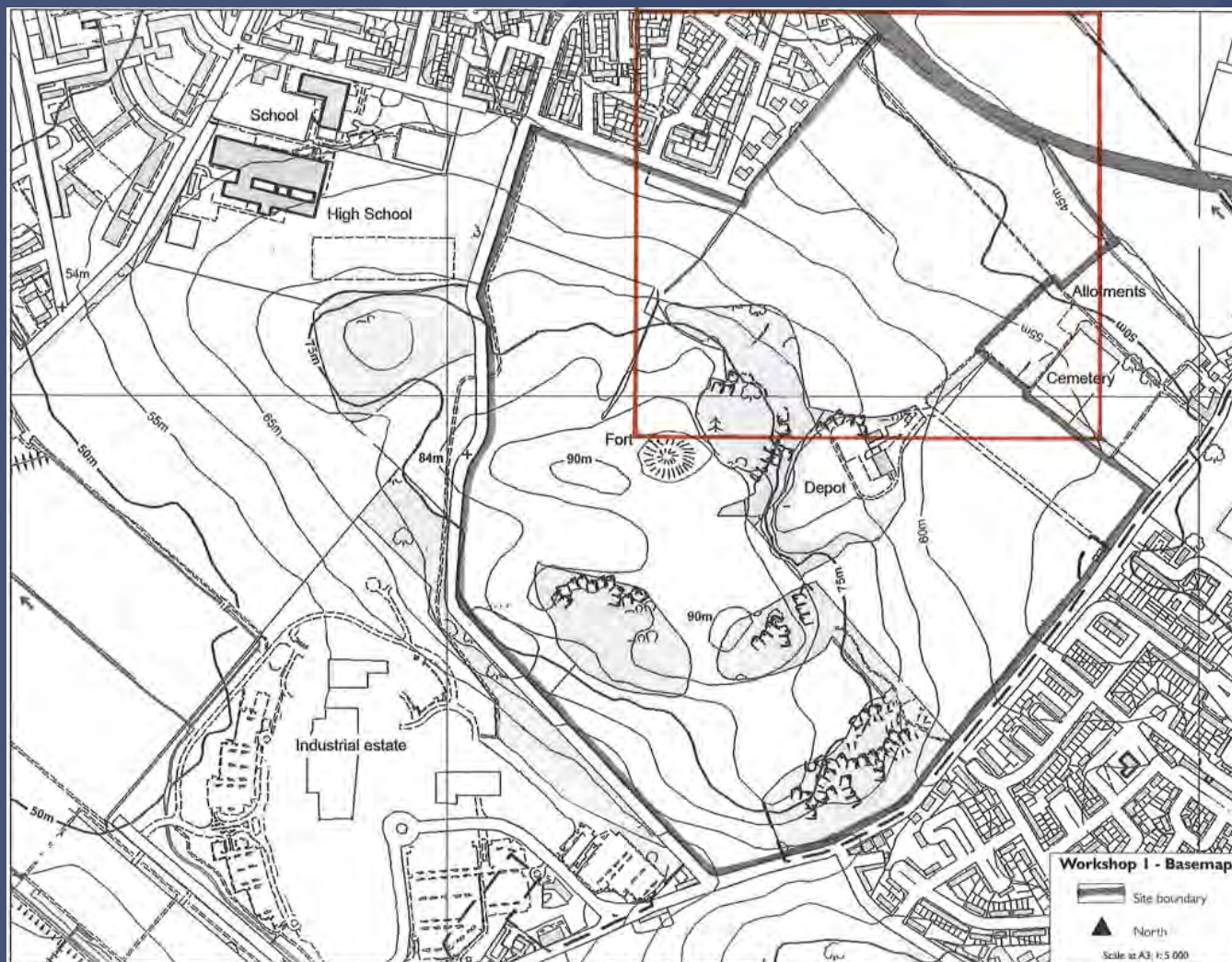


Designing paths and spaces

This workshop covers:

- Designing a network of paths linking the 4 points identified on the base plan
- Developing a spatial sequence which makes the most of the opportunities and constraints provided by the site

Base plan location



Designing paths and spaces - Method

There are four points marked on the map:

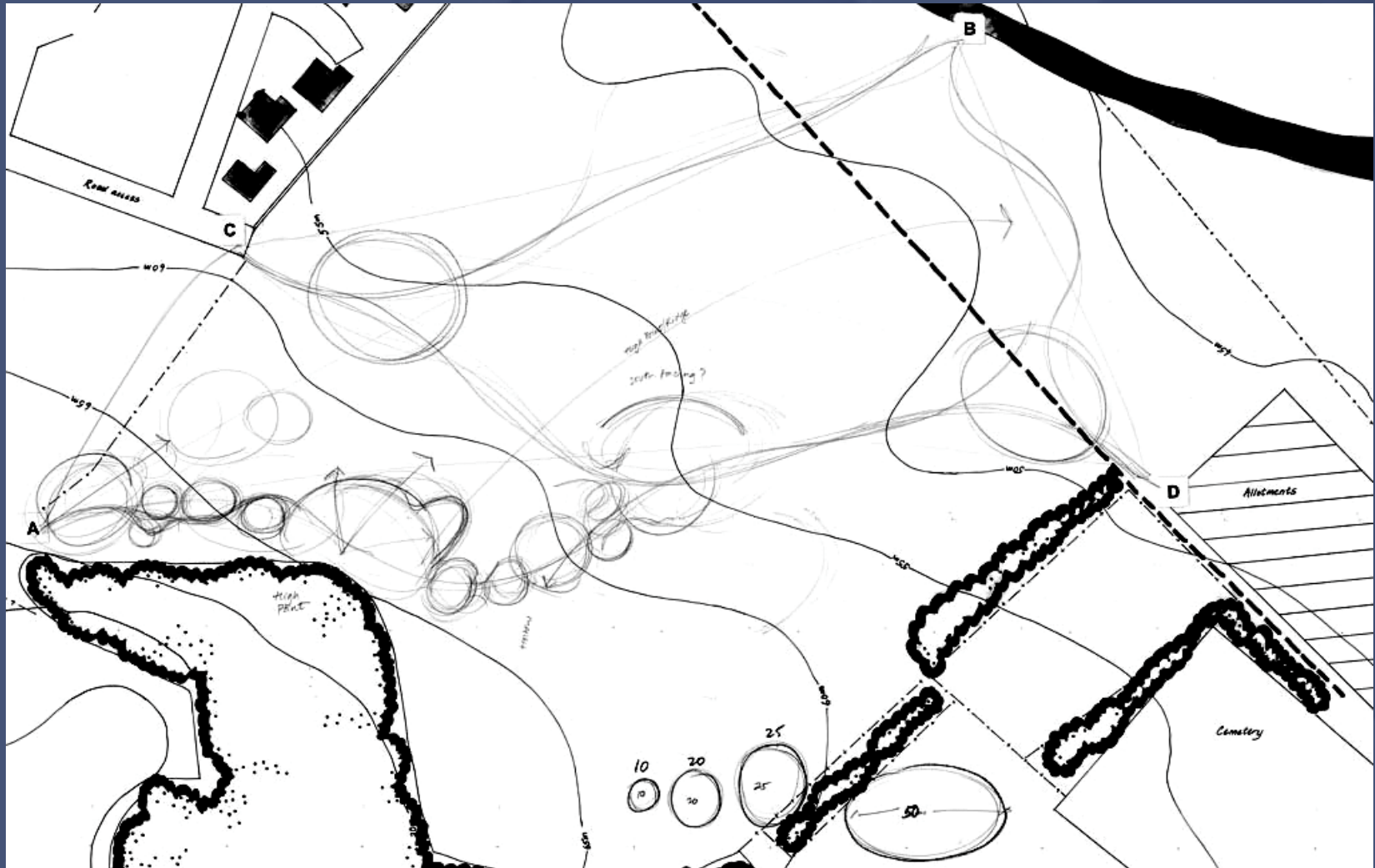
- A is a high point
- B is near a river
- C is a main entrance point; and
- D is access to the allotments

Designing paths and spaces - Method

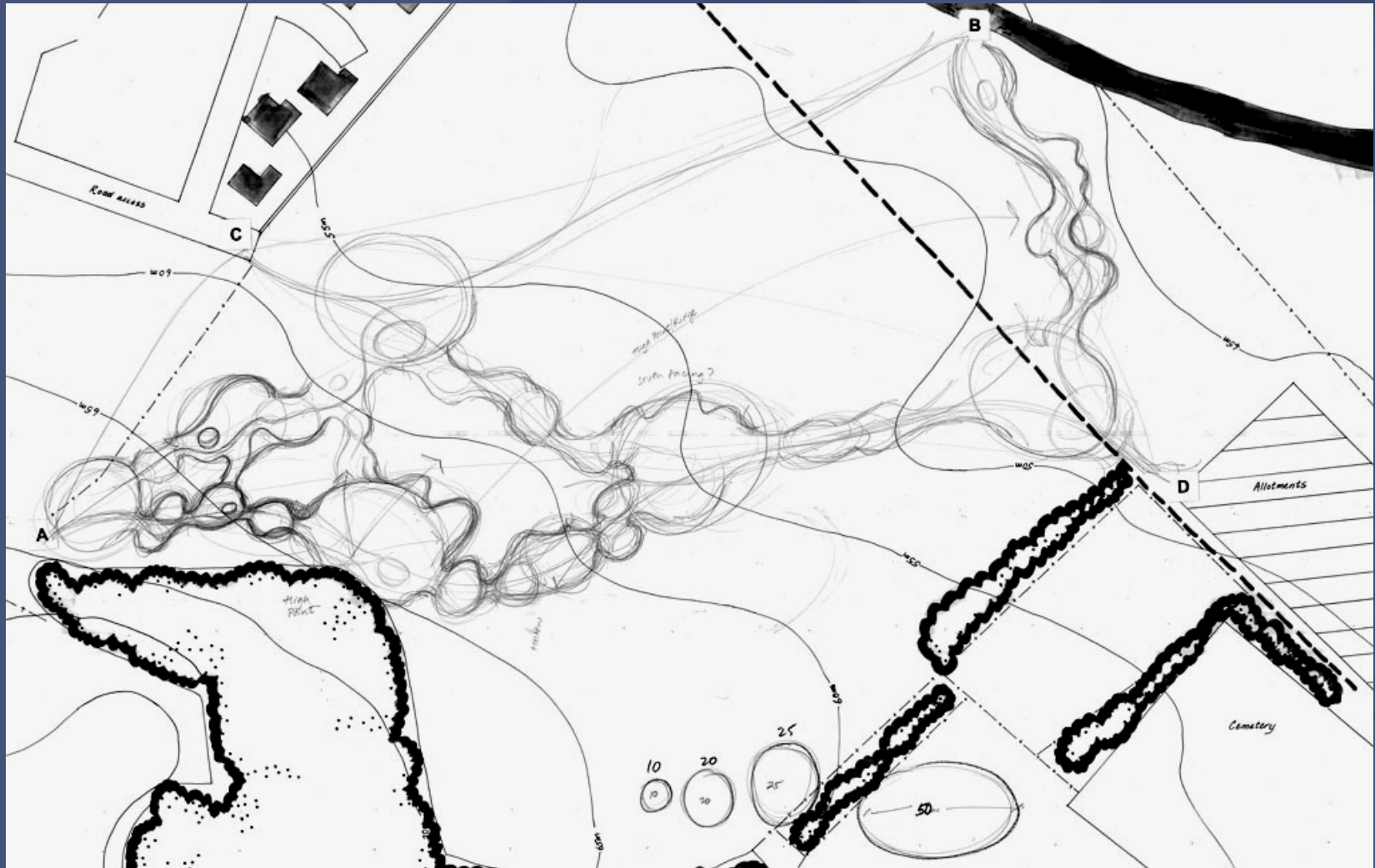
- First sketch out paths linking all the points in pencil
- Adjust the path alignments to reflect topography and site opportunities
- Sketch on spaces using loose pencil shapes – begin with junctions, viewpoints and other locations where spaces are obvious
- Link spaces into a sequence
- Rework the paths to suit the spaces, and vice versa – this is an iterative process

Hand-drawn map of a site showing proposed development, existing woodland, a river, and various access routes. The map includes a legend in the top right corner with symbols for existing woodland, fence, river, tarmac access route, and north arrow. The map shows a large area of existing woodland (shaded green) on the left, a river (shaded blue) on the right, and a proposed development area (outlined in black) in the center. A dashed line indicates a proposed access route. Other features include a cemetery, allotments, and various access points labeled A, B, and C. Handwritten notes include 'Ridge' and 'Rise / high pass'.

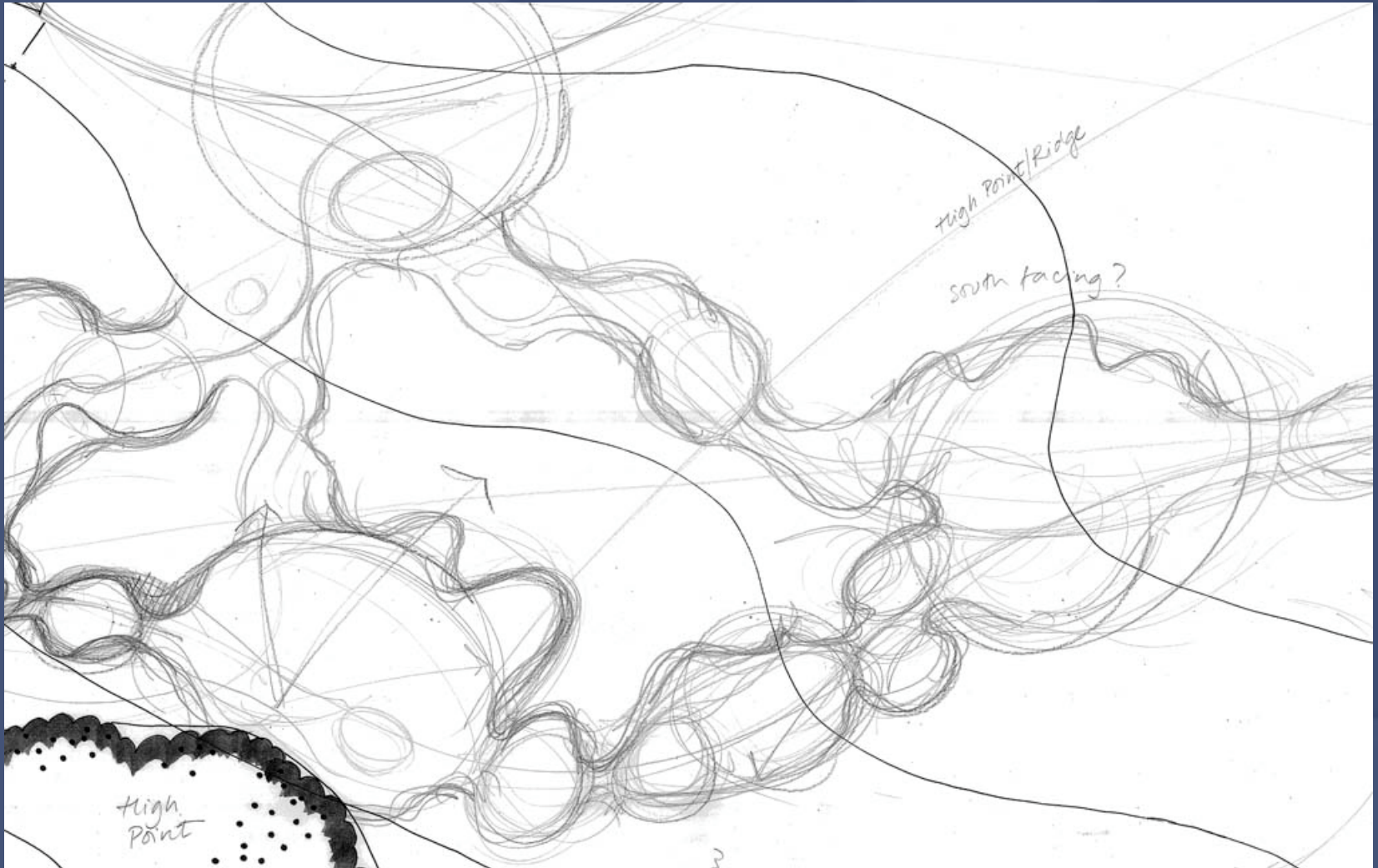
Designing paths and spaces - Tutors feedback



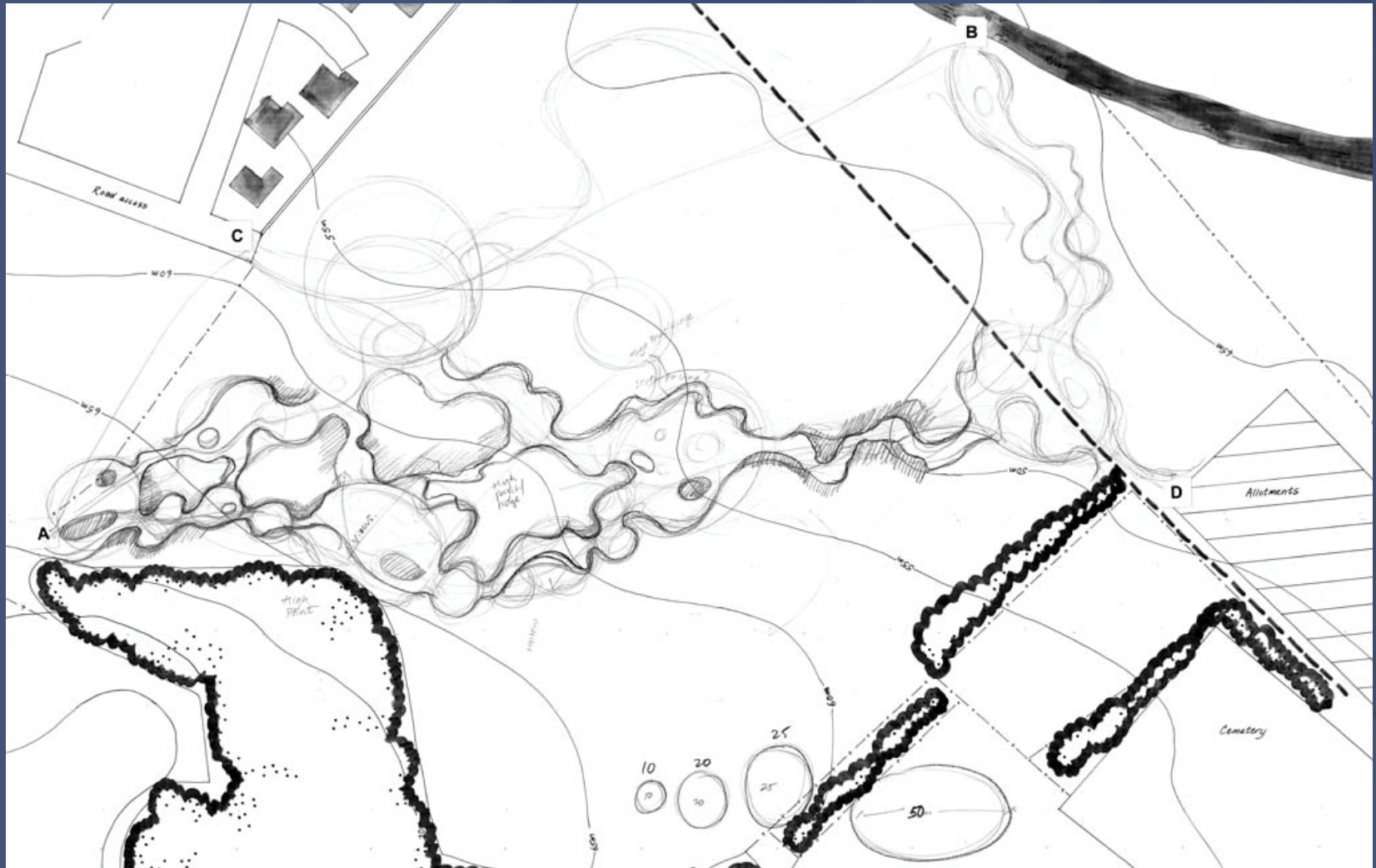
Designing paths and spaces - Tutors feedback



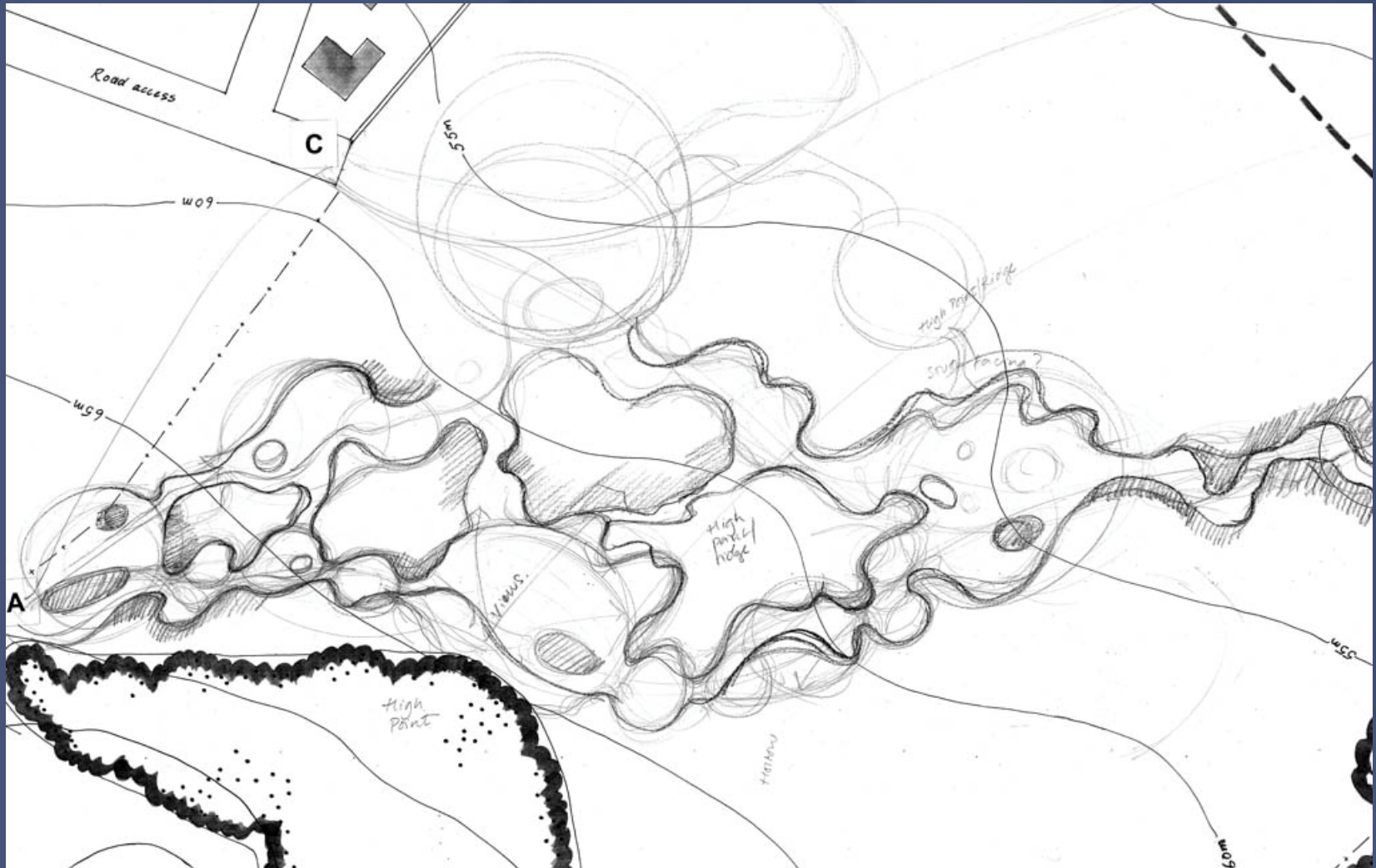
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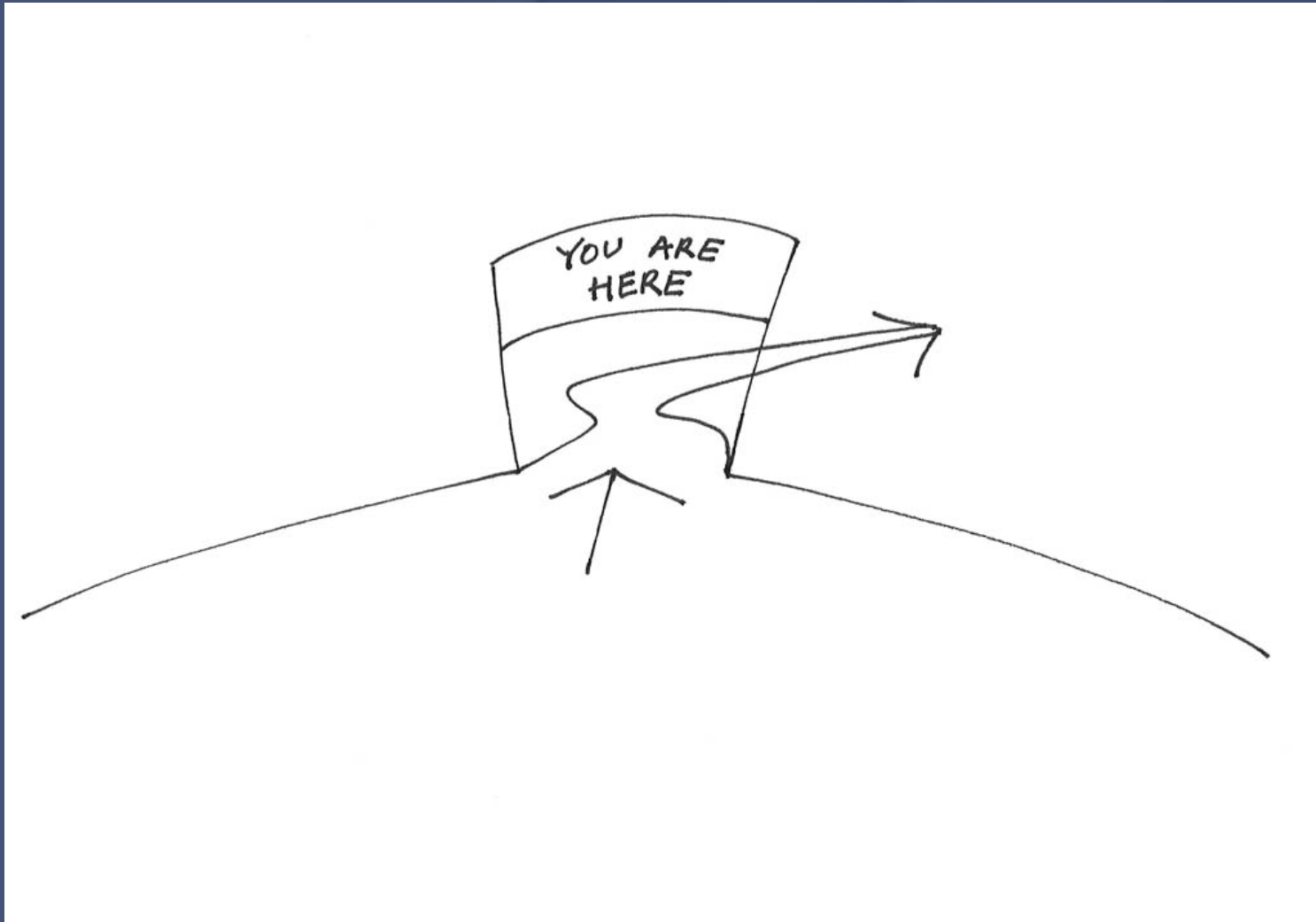
Designing paths and spaces - Tutors feedback



Designing paths and spaces - Tutors feedback



Thresholds

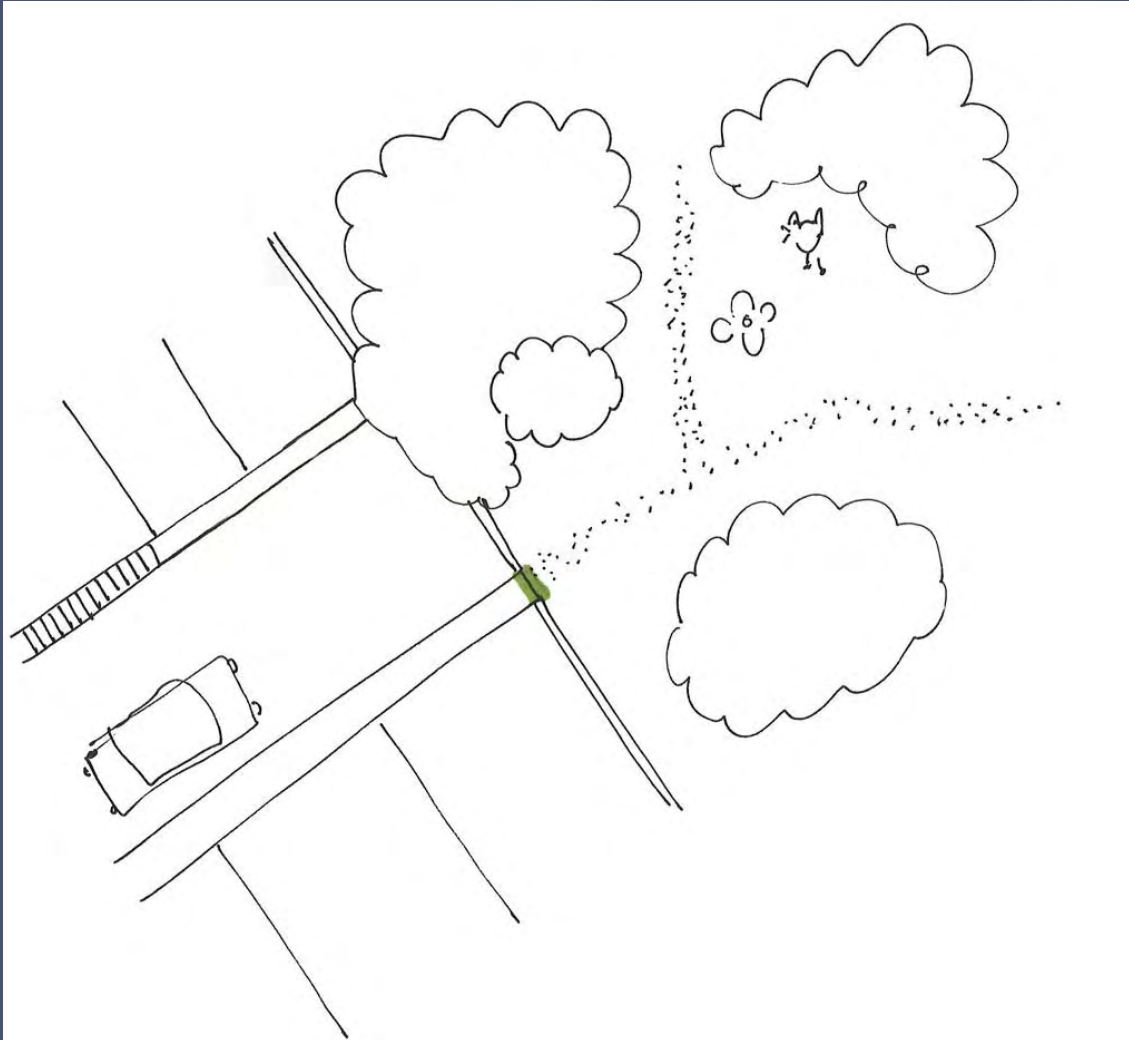


Thresholds

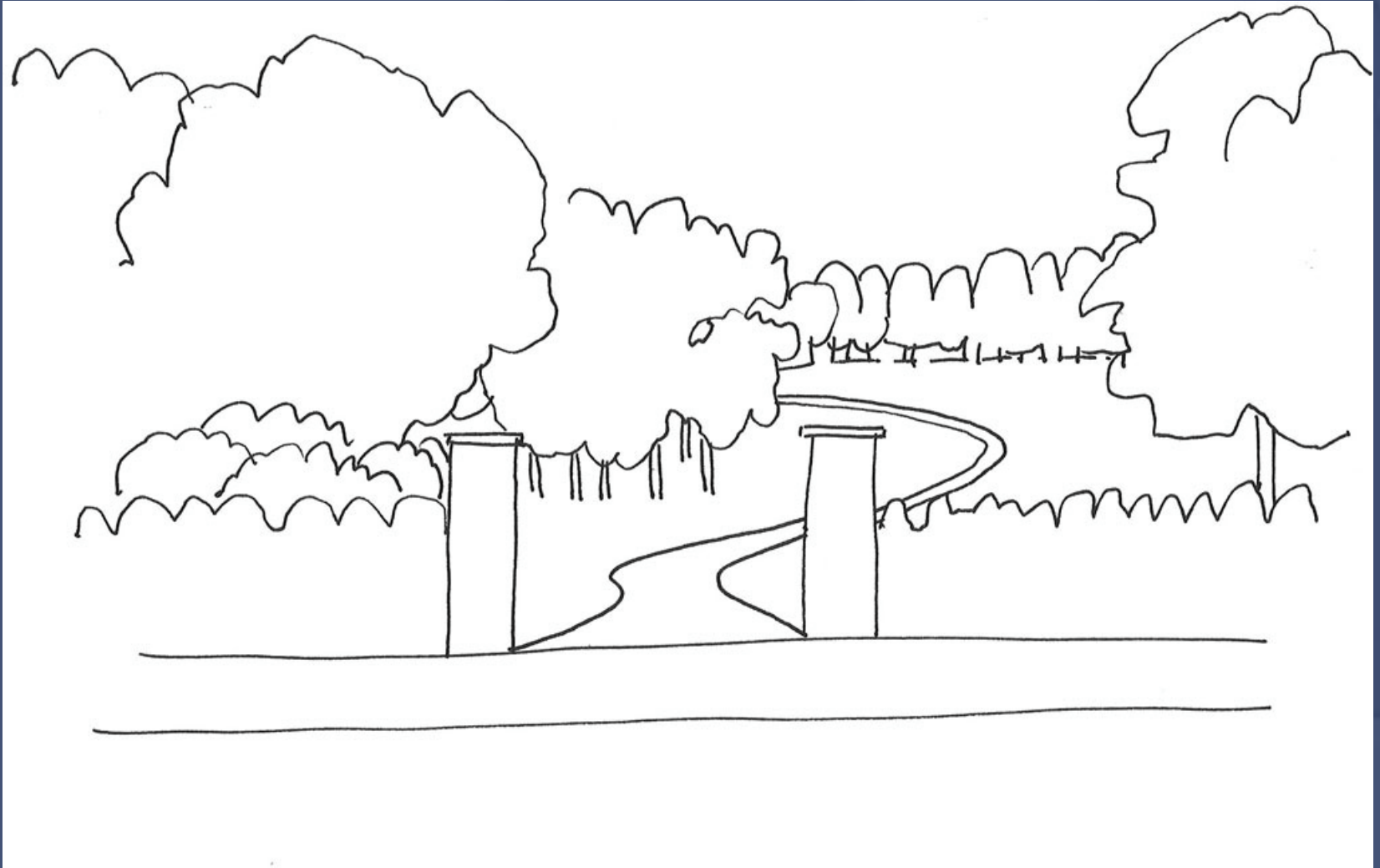
Why are thresholds important?

- A gateway, a sense of arrival, and an exit
- First impressions
- Transition between one place and another
- Change in character
- Need to feel inviting, not intimidating
- Provide necessary information, and 'set people up' for the woodland
- Interim thresholds – there are 'gateways' within the woodland, too

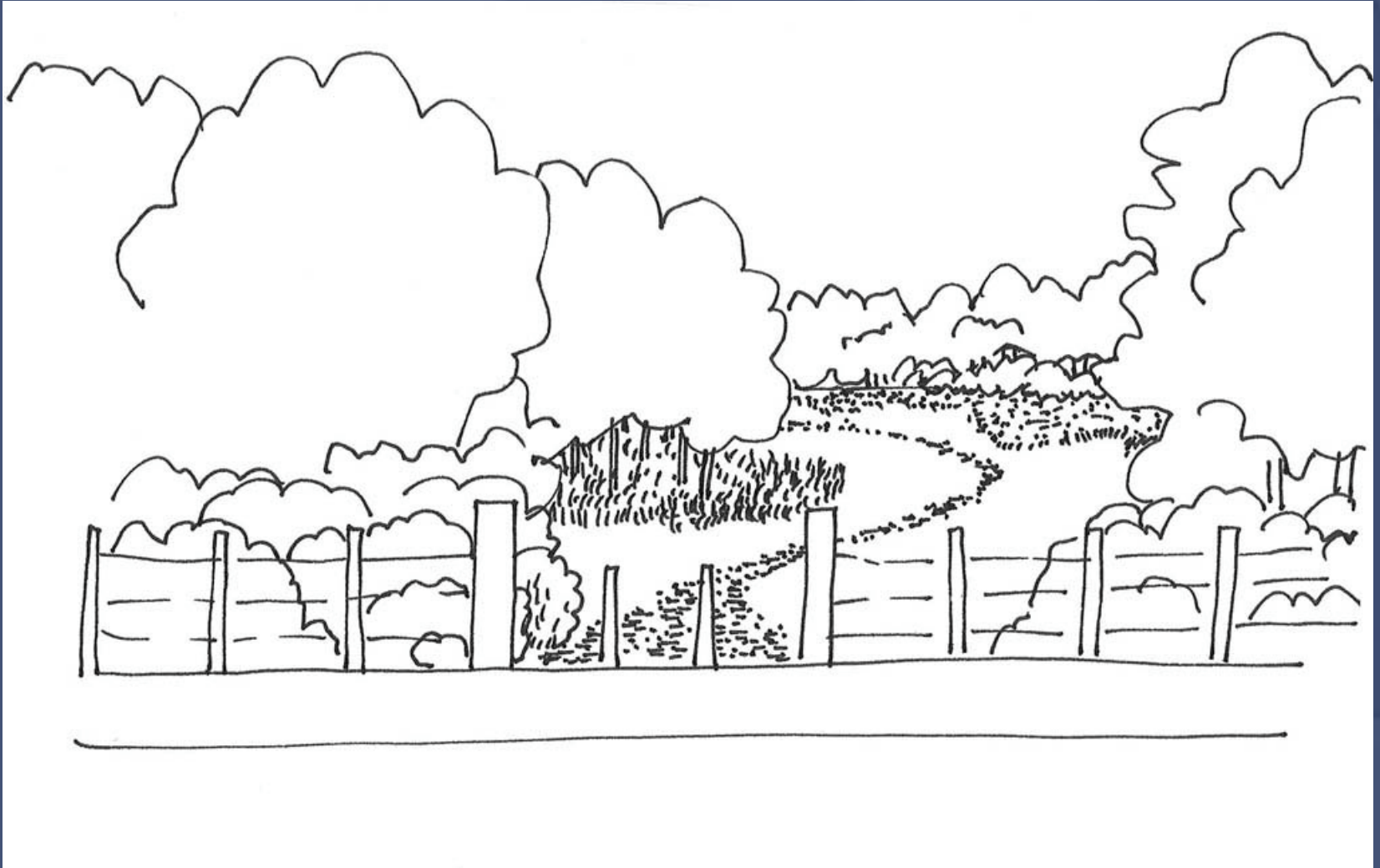
Thresholds



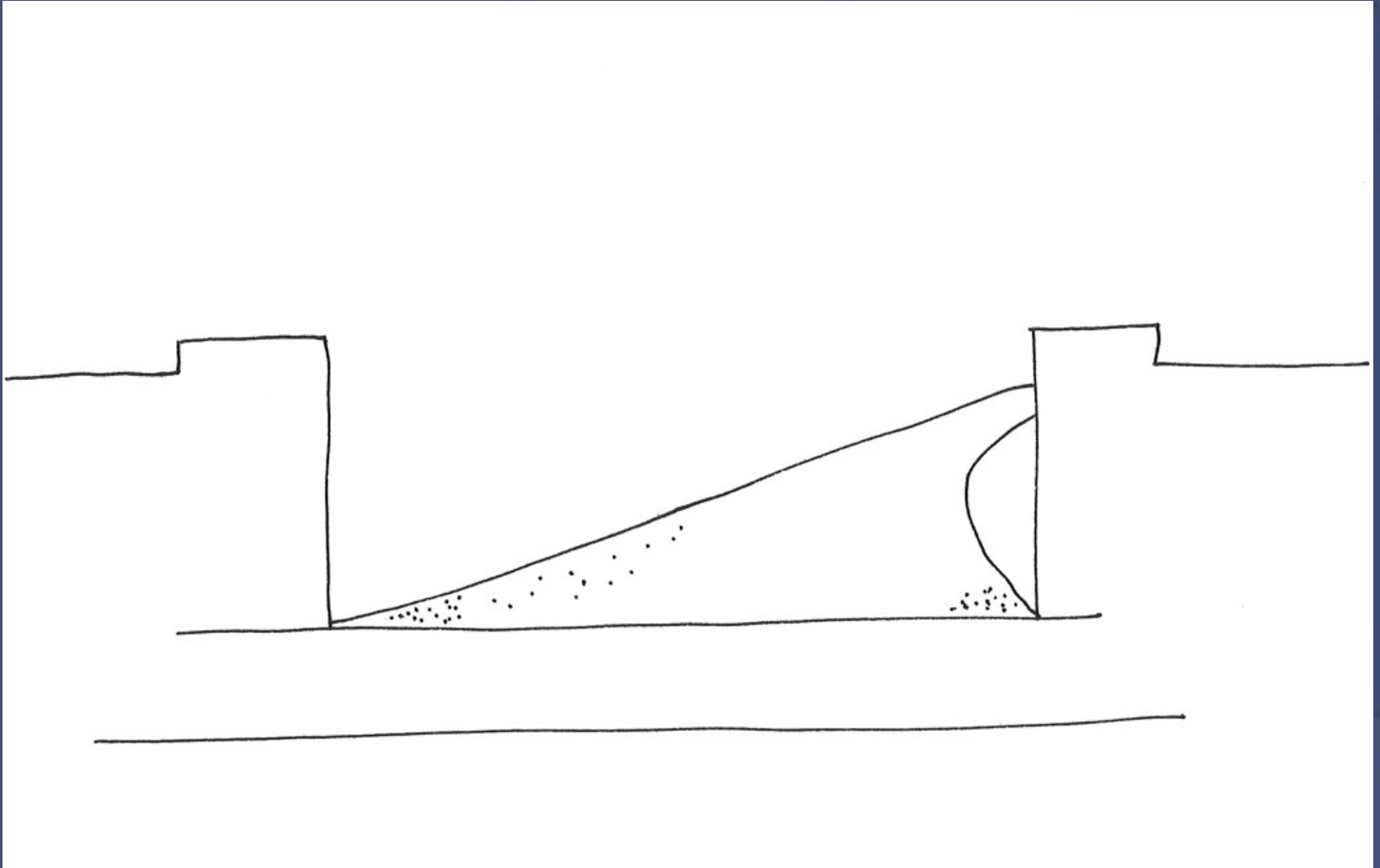
Thresholds



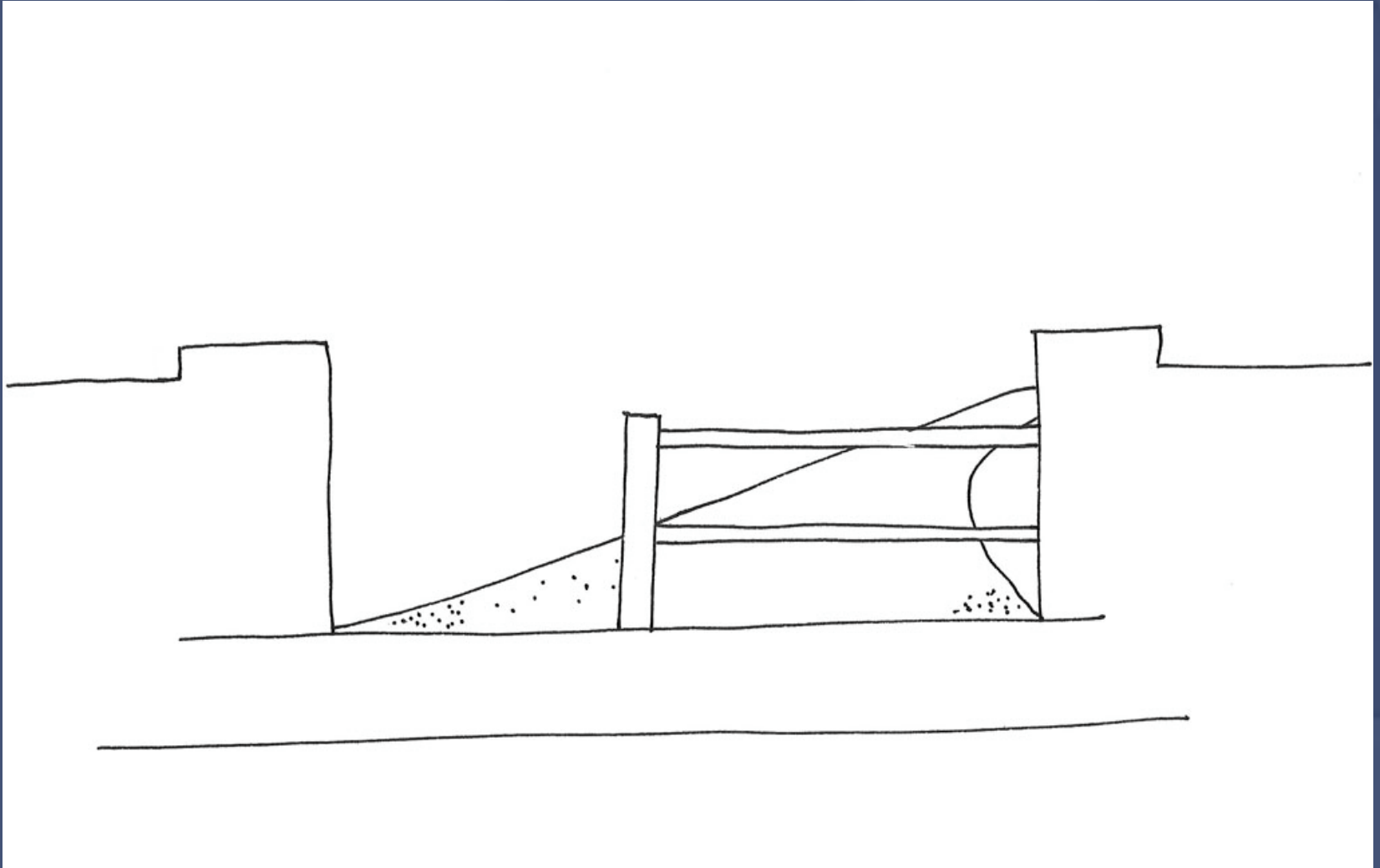
Thresholds



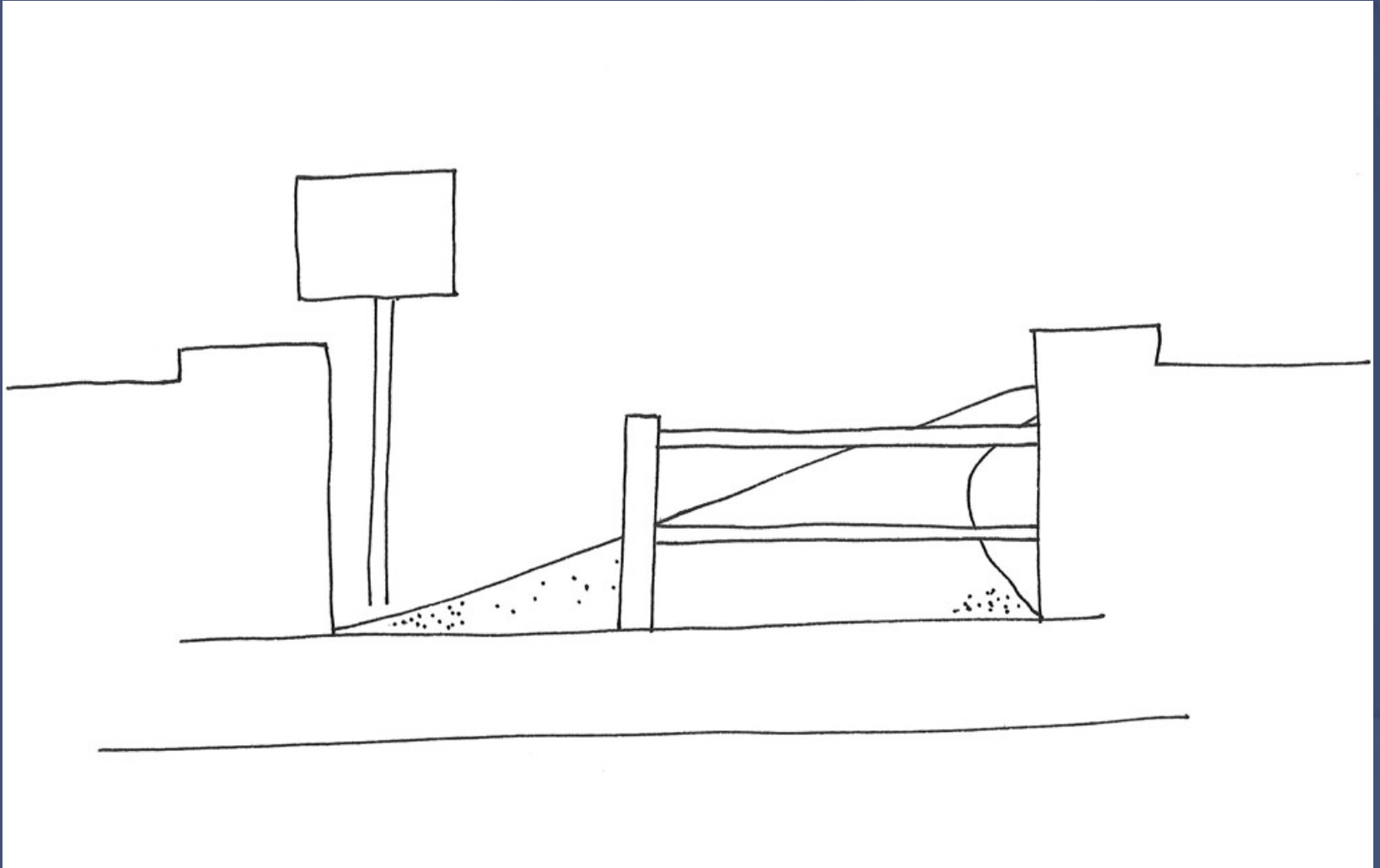
Diversity



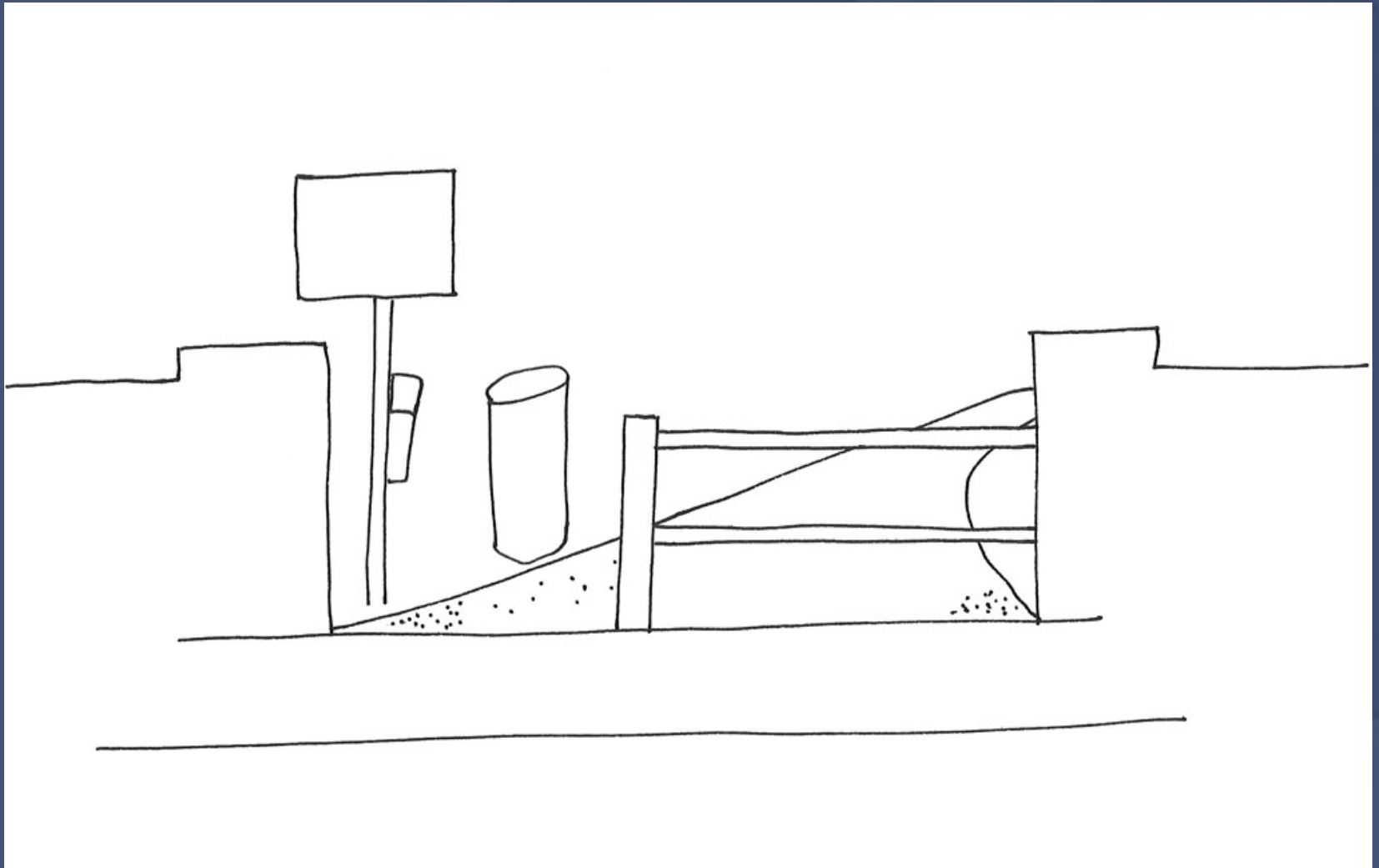
Diversity



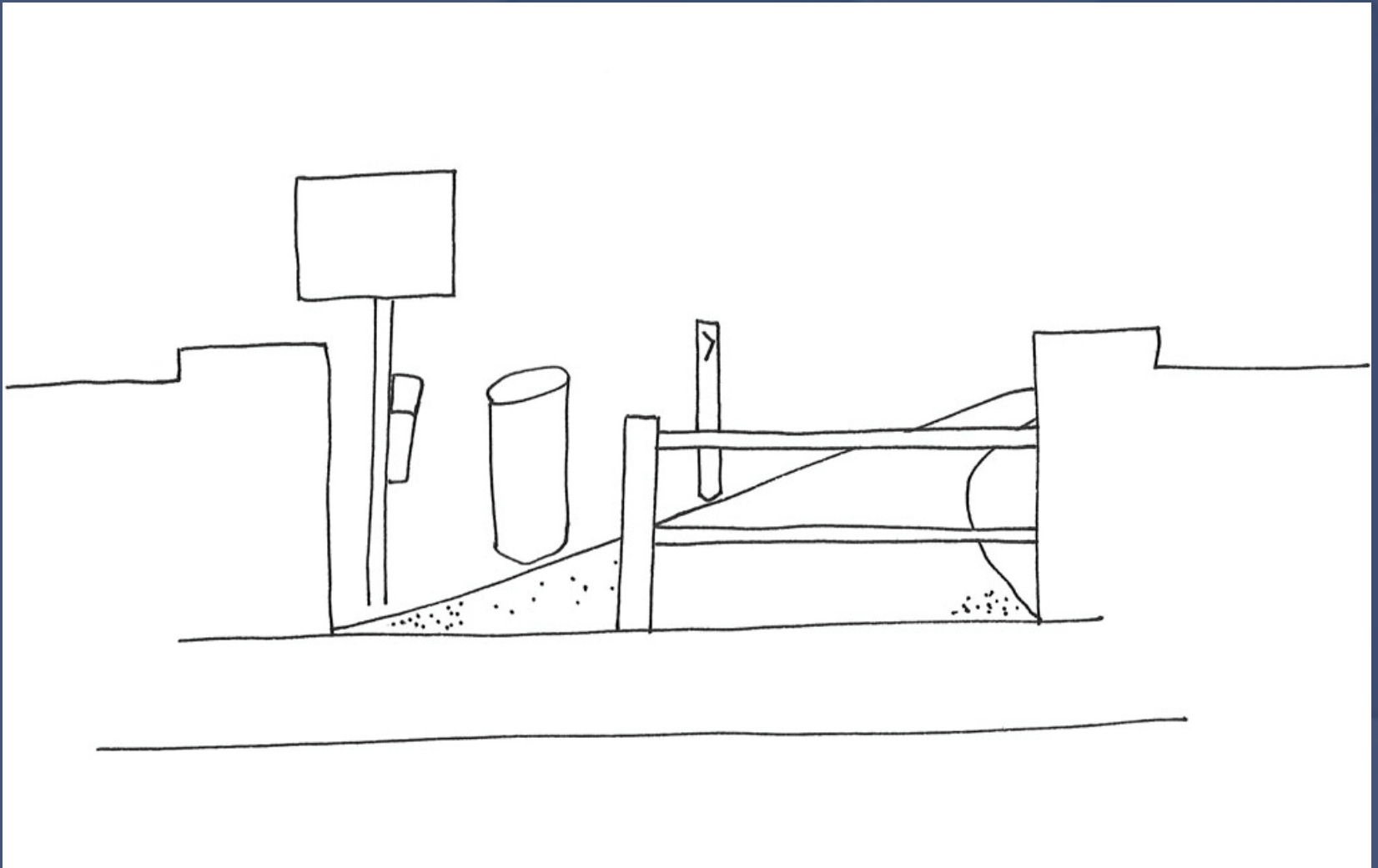
Diversity



Diversity



Diversity



Thresholds and spatial sequence



Thresholds and spatial sequence



Threshold analysis



Threshold analysis



Exercise 7

Threshold design analysis

Using the photograph provided:

- Identify four improvements to the design of this threshold
- Experiment with sketching an alternative threshold, using tracing paper overlays

Exercise 7

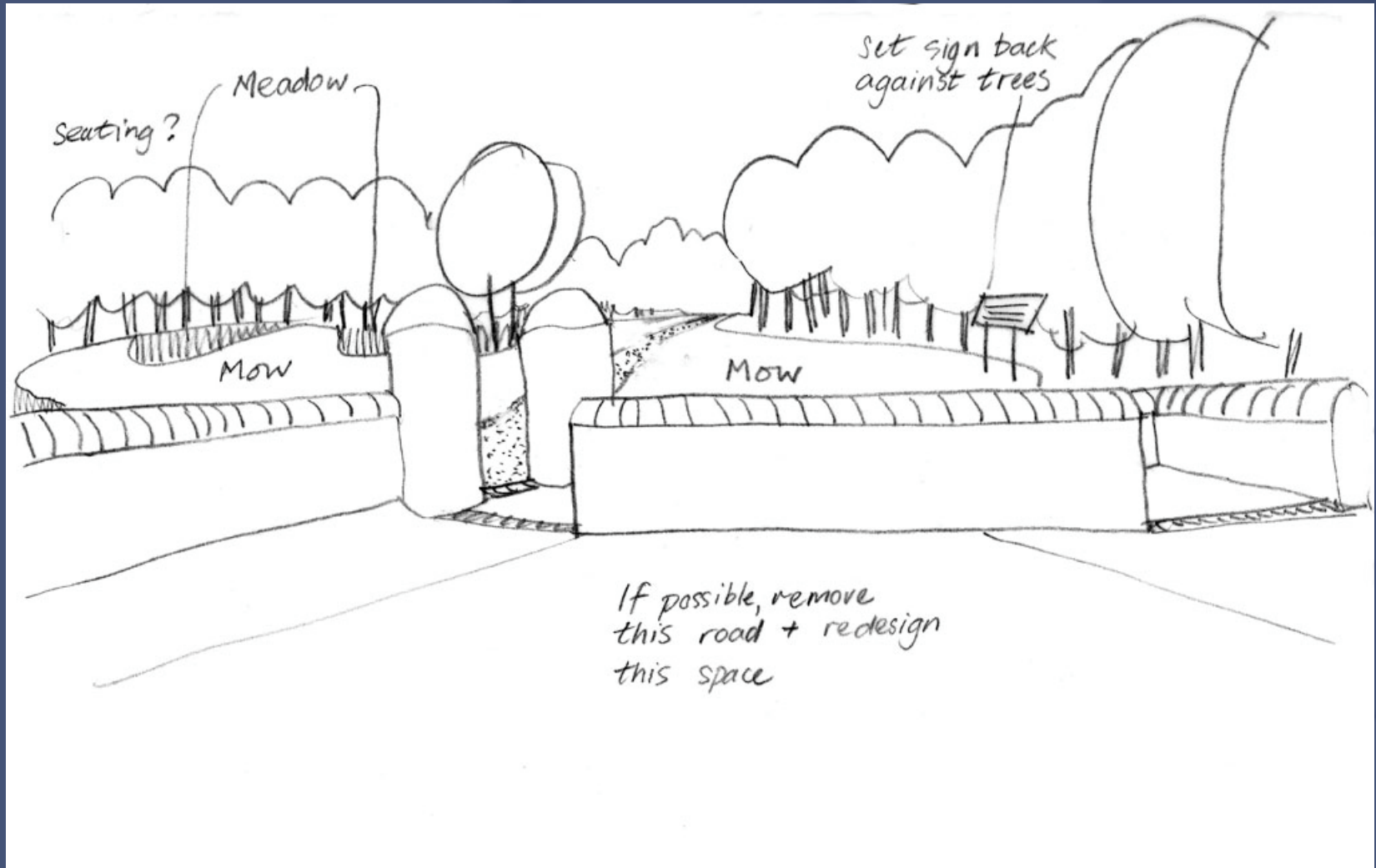
Threshold design analysis - Feedback

Some suggested design improvements:

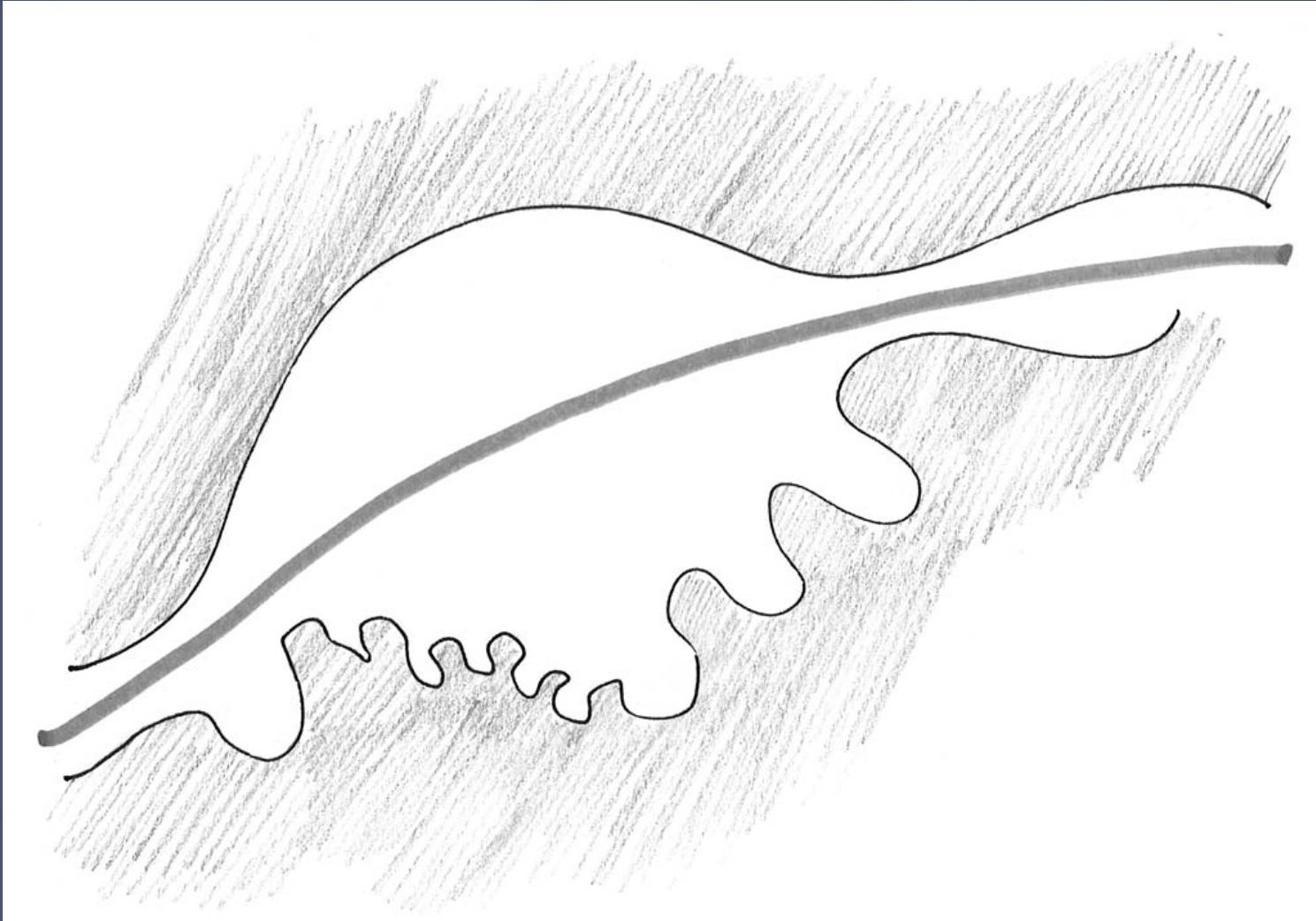
- Remove vertical wooden barrier posts, and replace with stone wall
- Move freestanding sign to sit back against the woodland edge
- Mow grassland in the immediate entrance space
- Re-space trees to make the entrance space seem a bit larger
- Place some south facing seats in the entrance space

Exercise 7

Threshold design analysis - Feedback



Line - Edge design

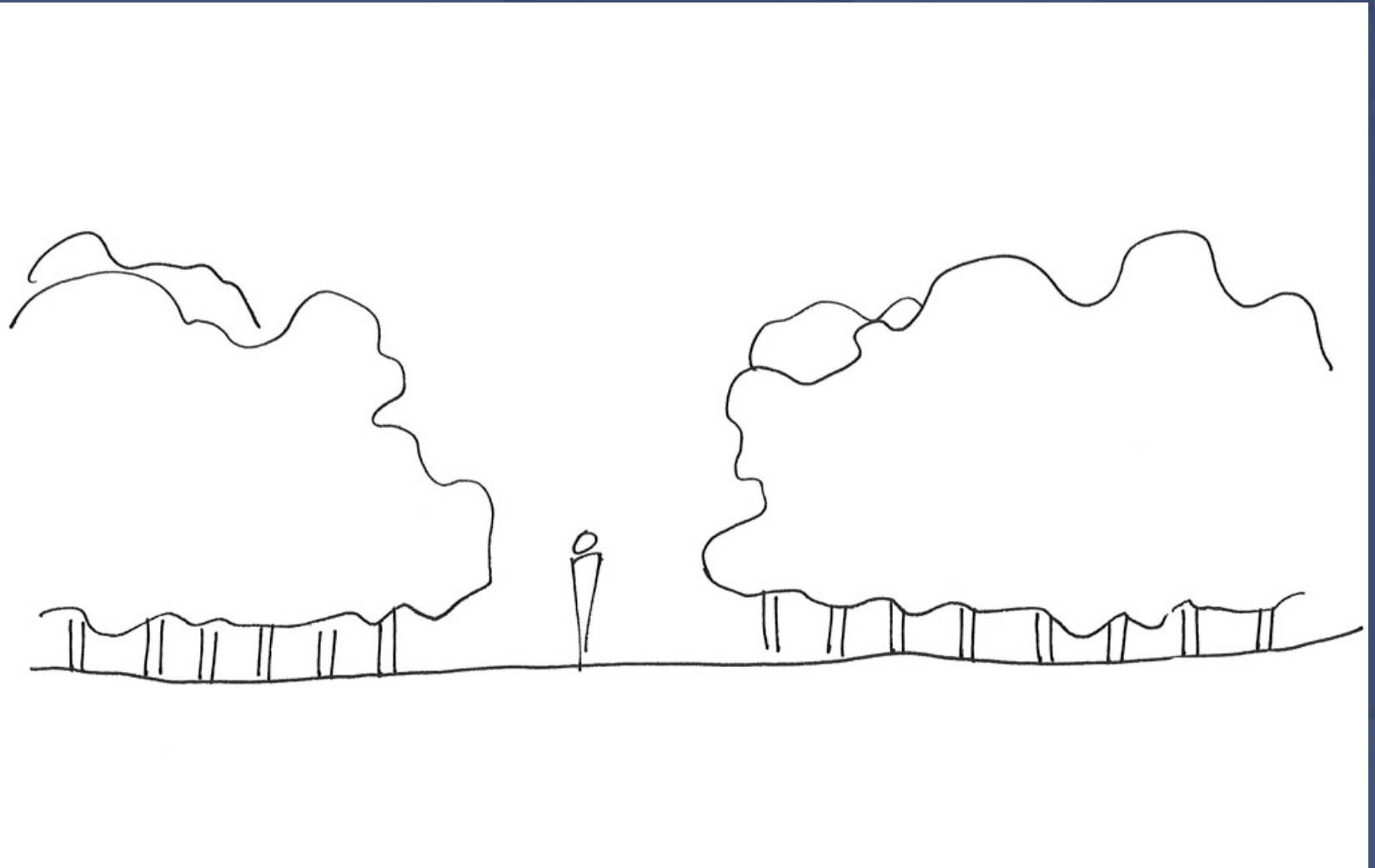


Edge design

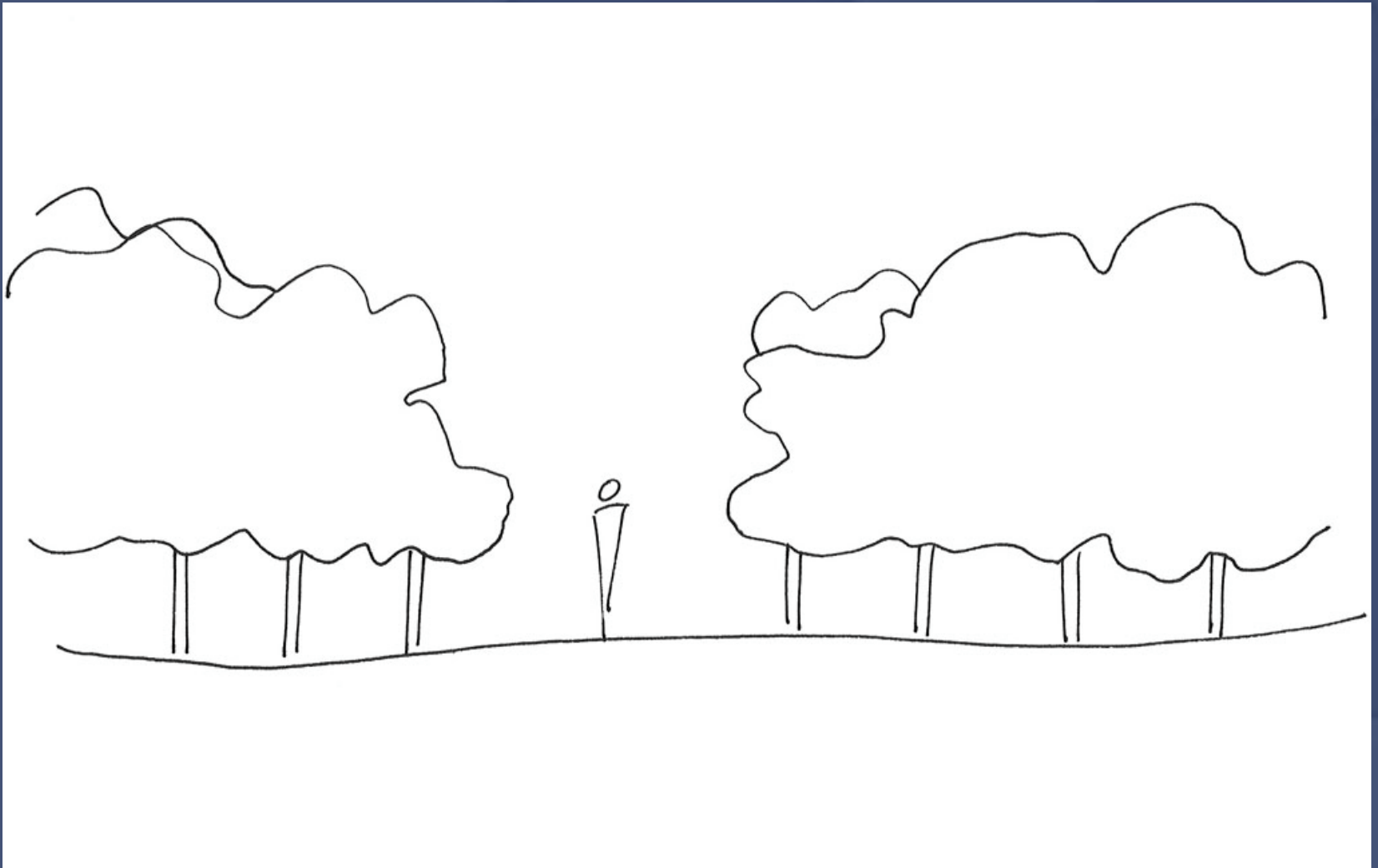
Why are edges important?

- They allow one to see into the woodland – or sometimes not (visual ‘access’)
- They can allow access into the woodland itself
- Create shelter, ‘mini spaces’
- Increase biodiversity
- Create a transition between the space and the trees which influences character
- Provide an opportunity for other senses – smell, touch – to come into play

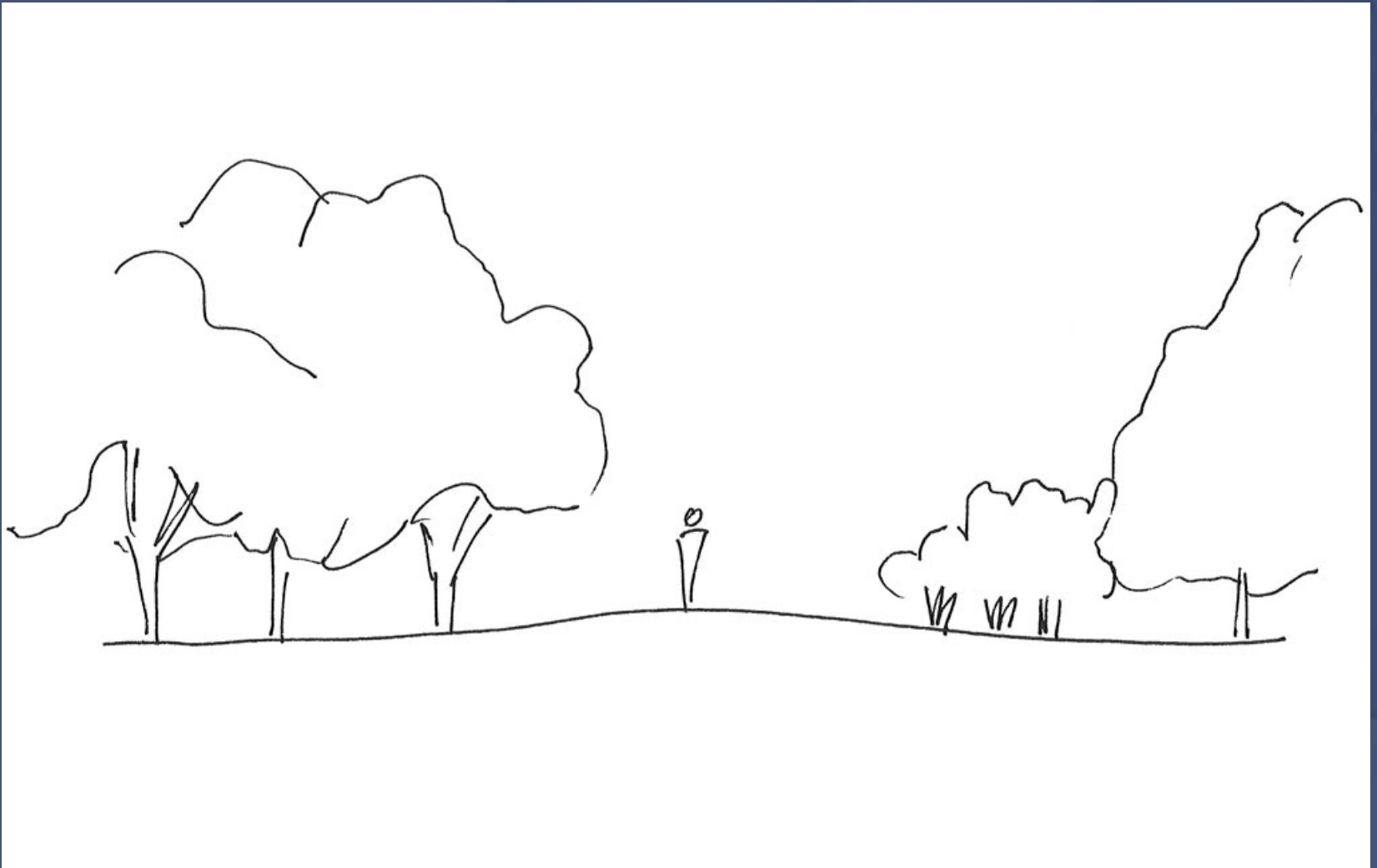
Edge design - Design options



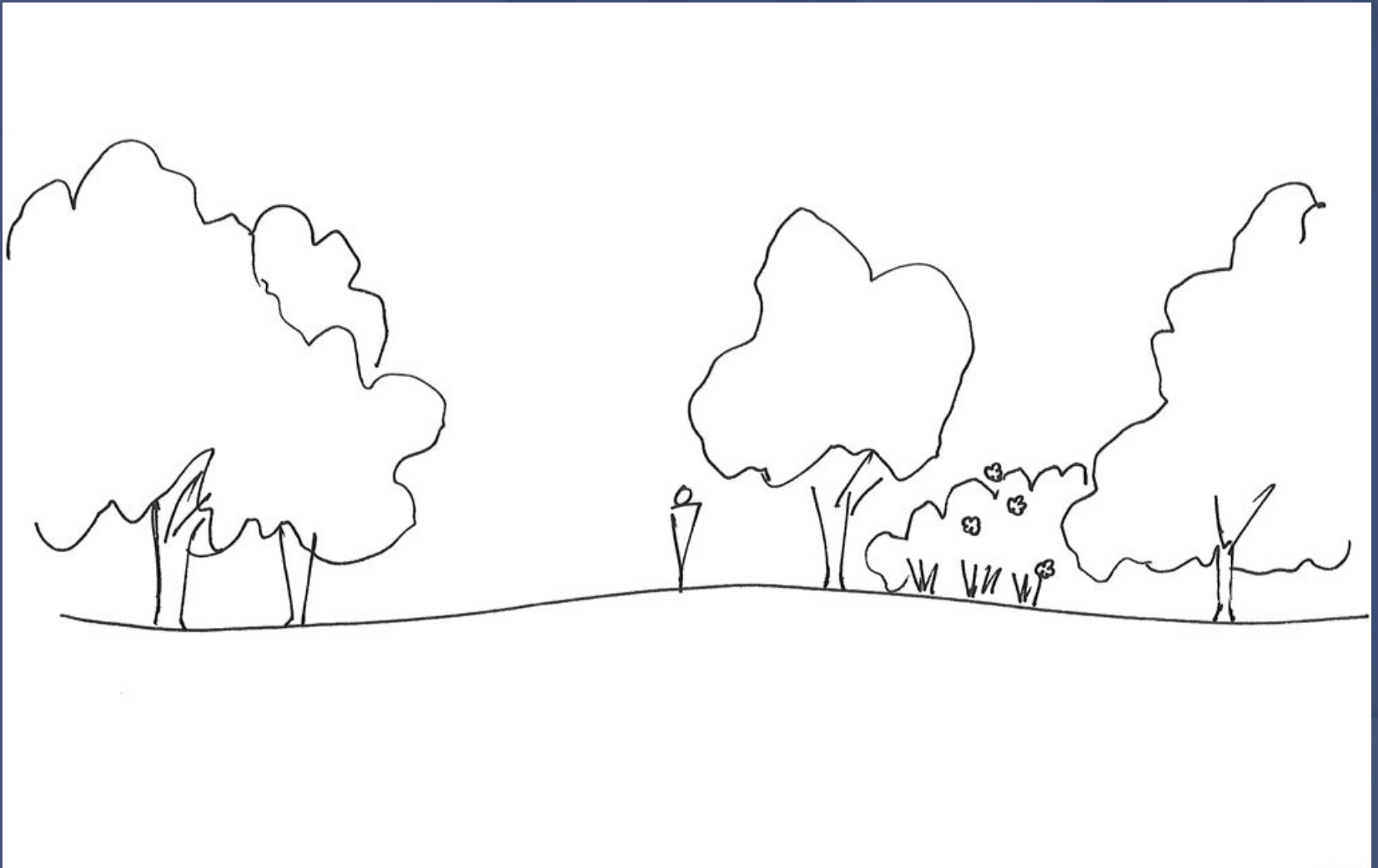
Edge design - Thinning



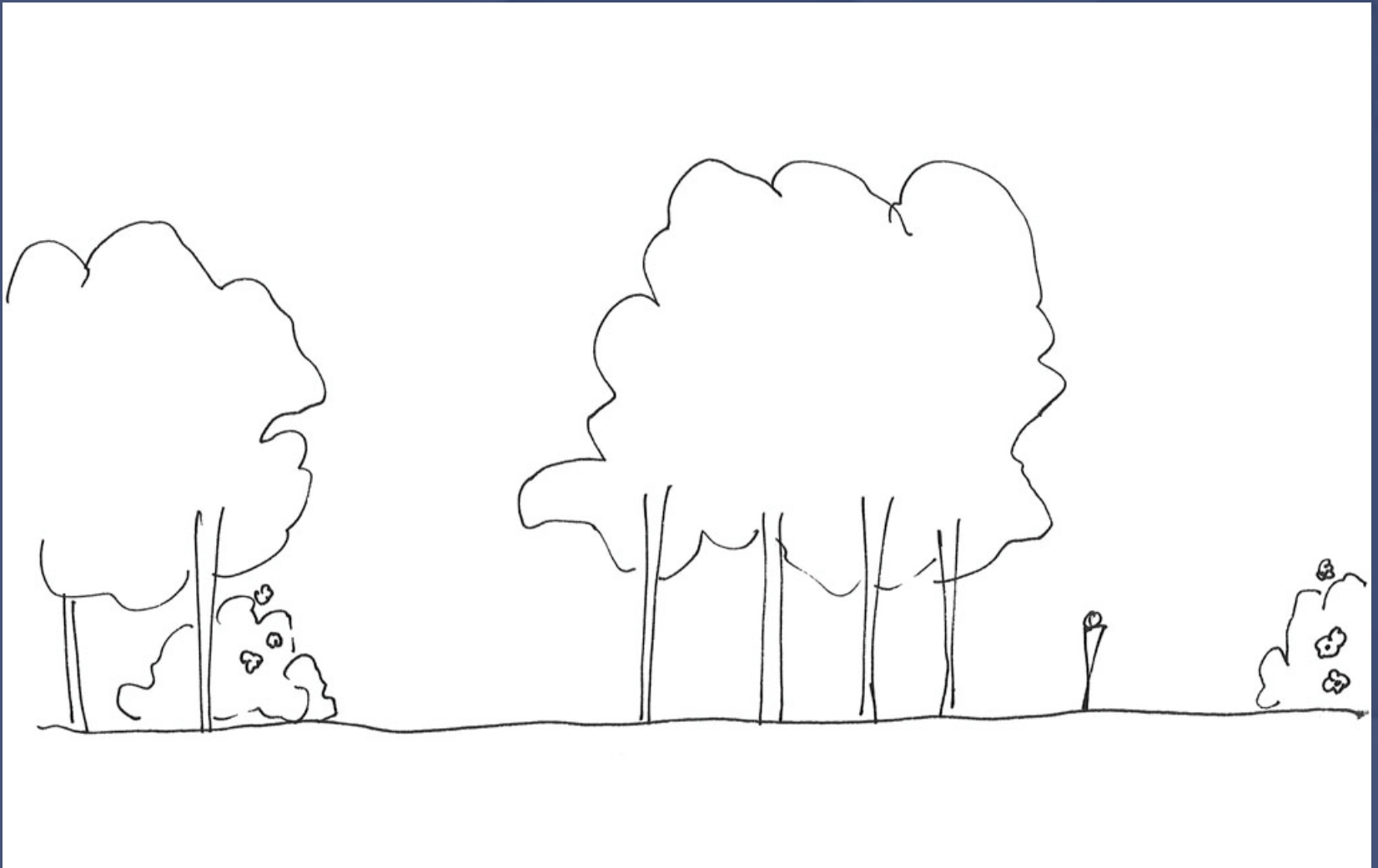
Edge design - Adding a shrub layer



Edge design - Adding a spot feature



Edge design - Adding a glade



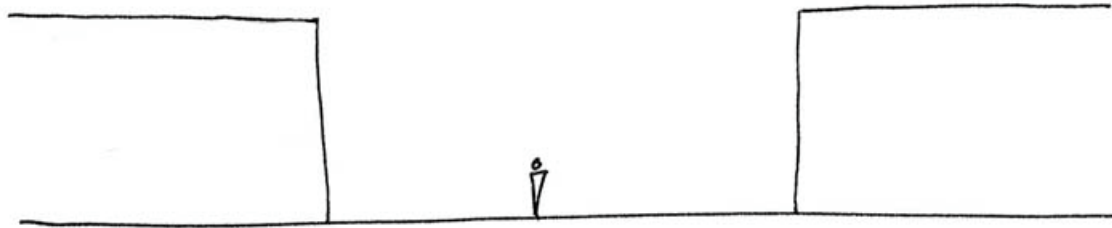
Design principles

Edge design - Spatial scale changes as trees grow



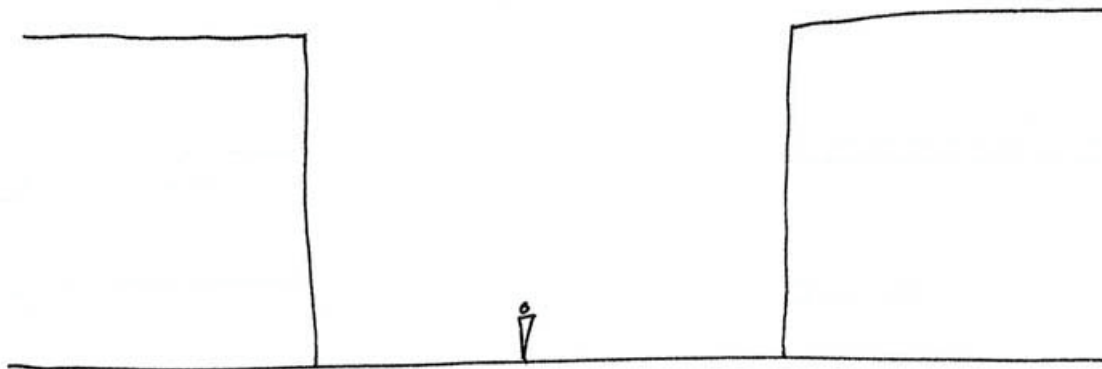
Design principles

Edge design - Spatial scale changes as trees grow

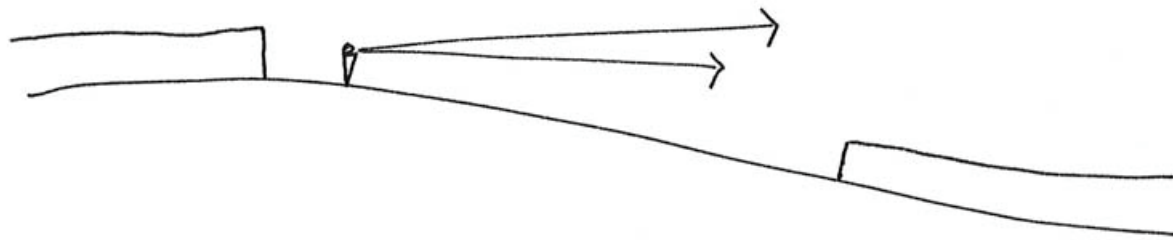


Design principles

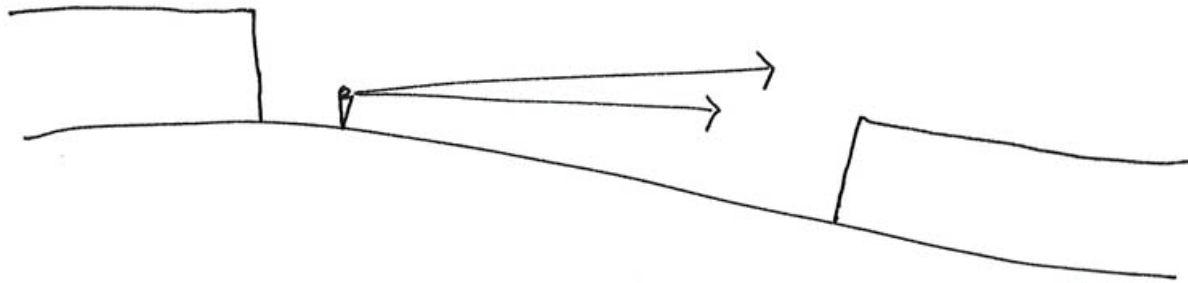
Edge design - Spatial scale changes as trees grow



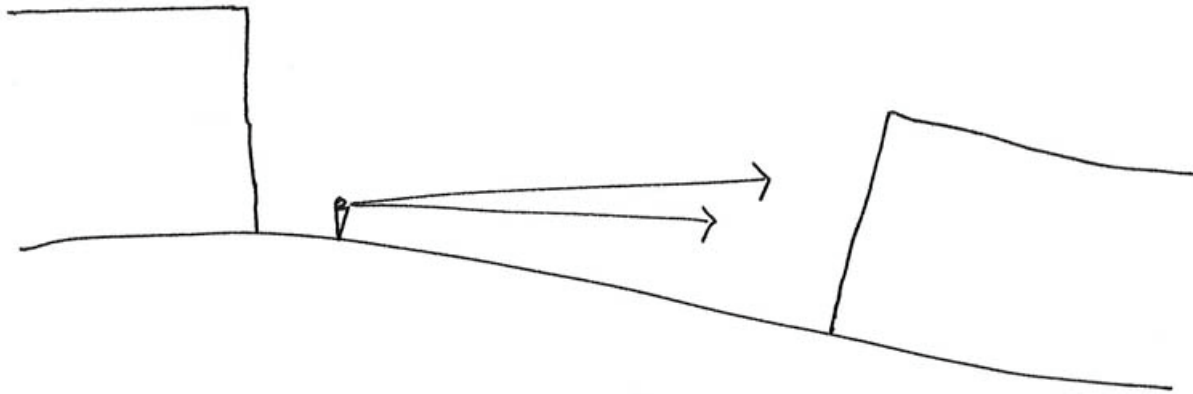
Edge design - Growing trees obscure views



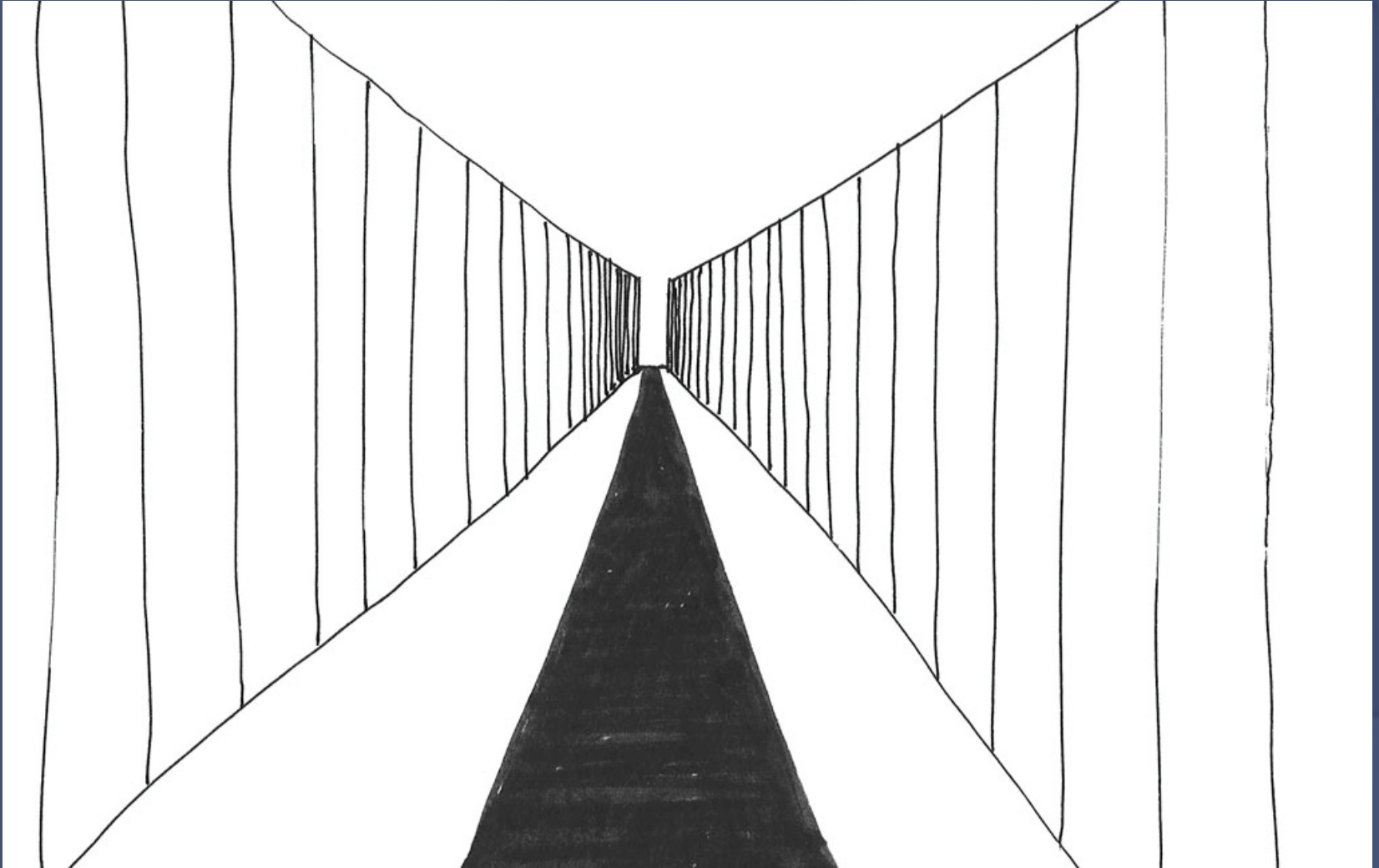
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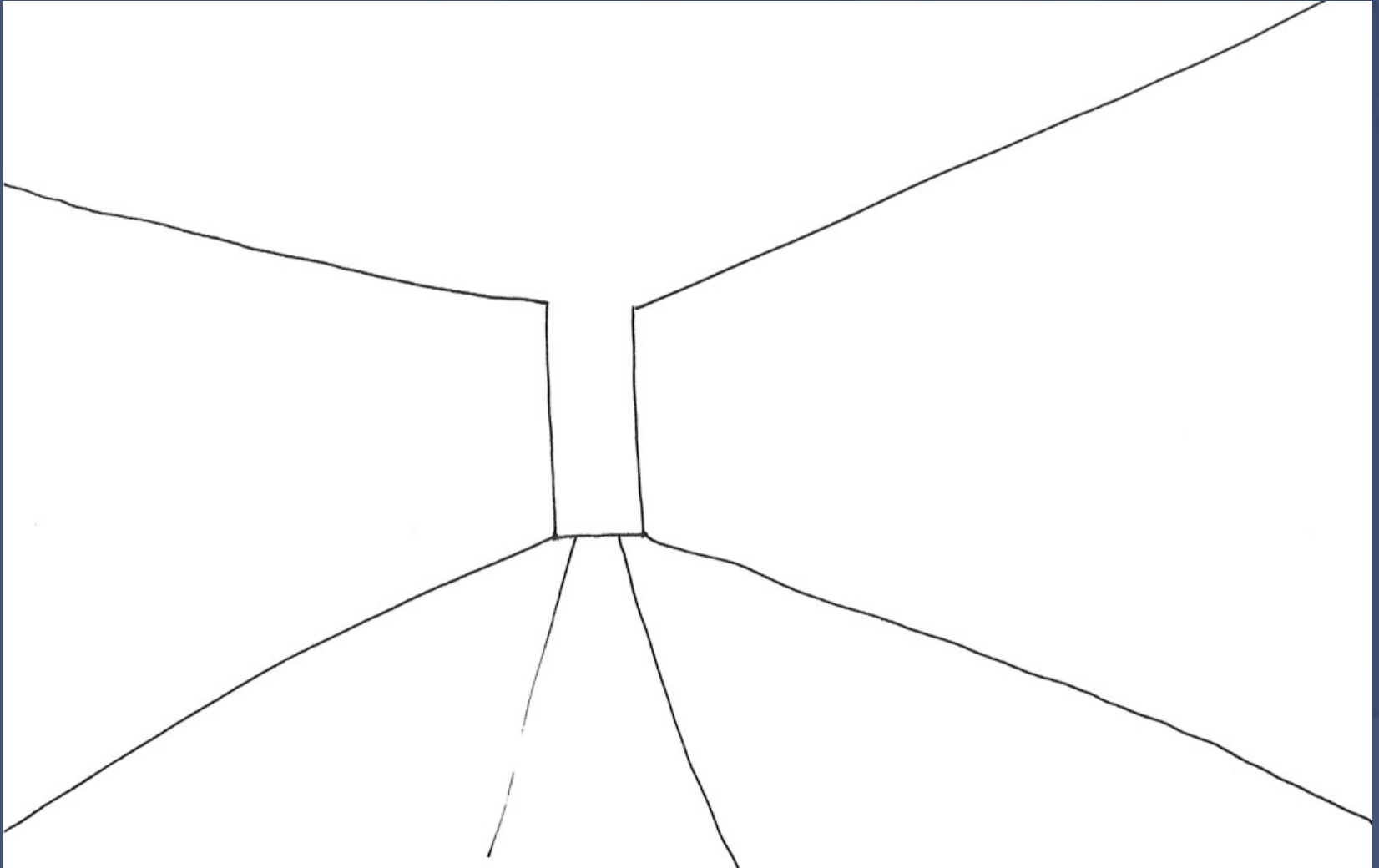
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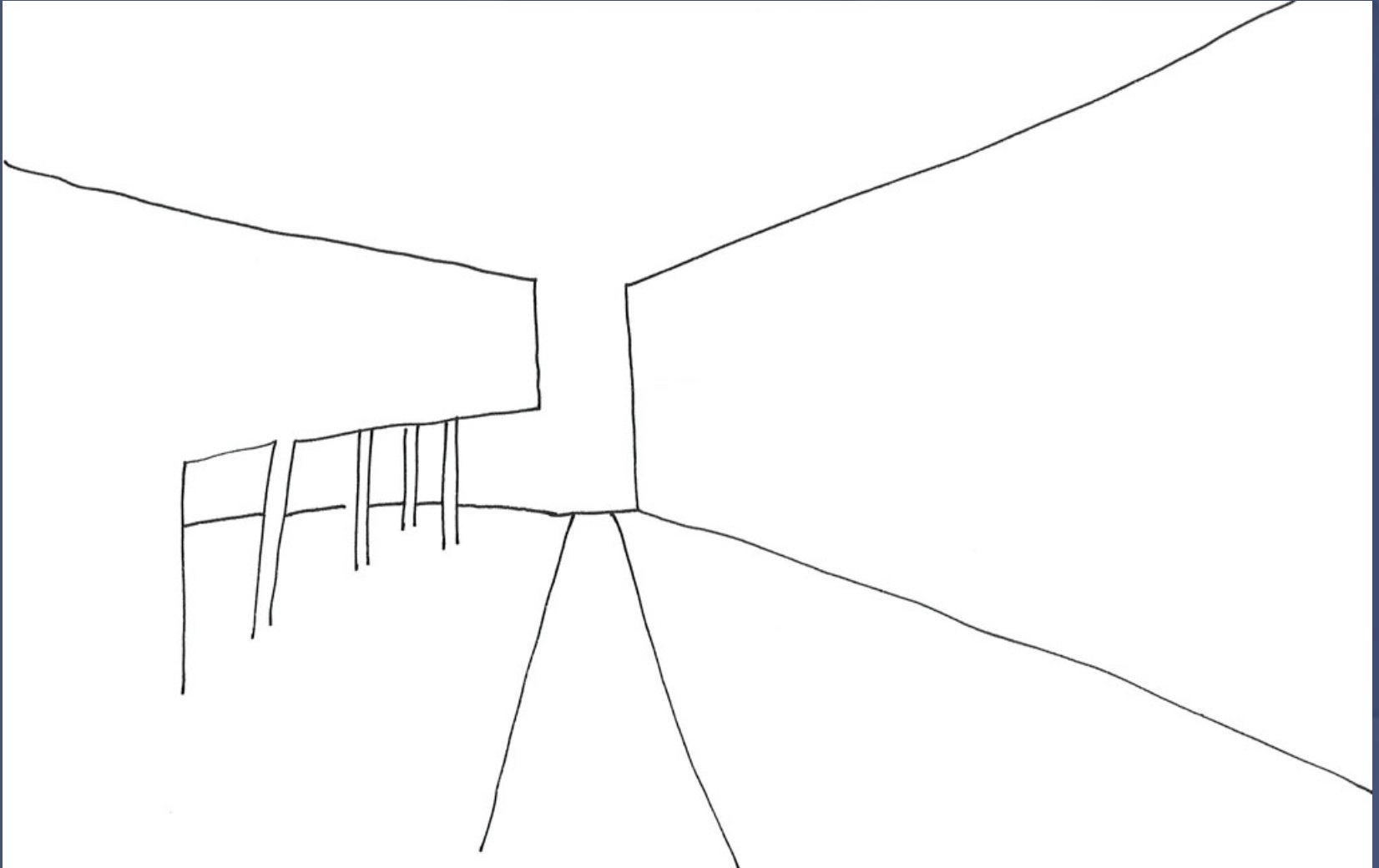
Edge design - Designing edges - 1



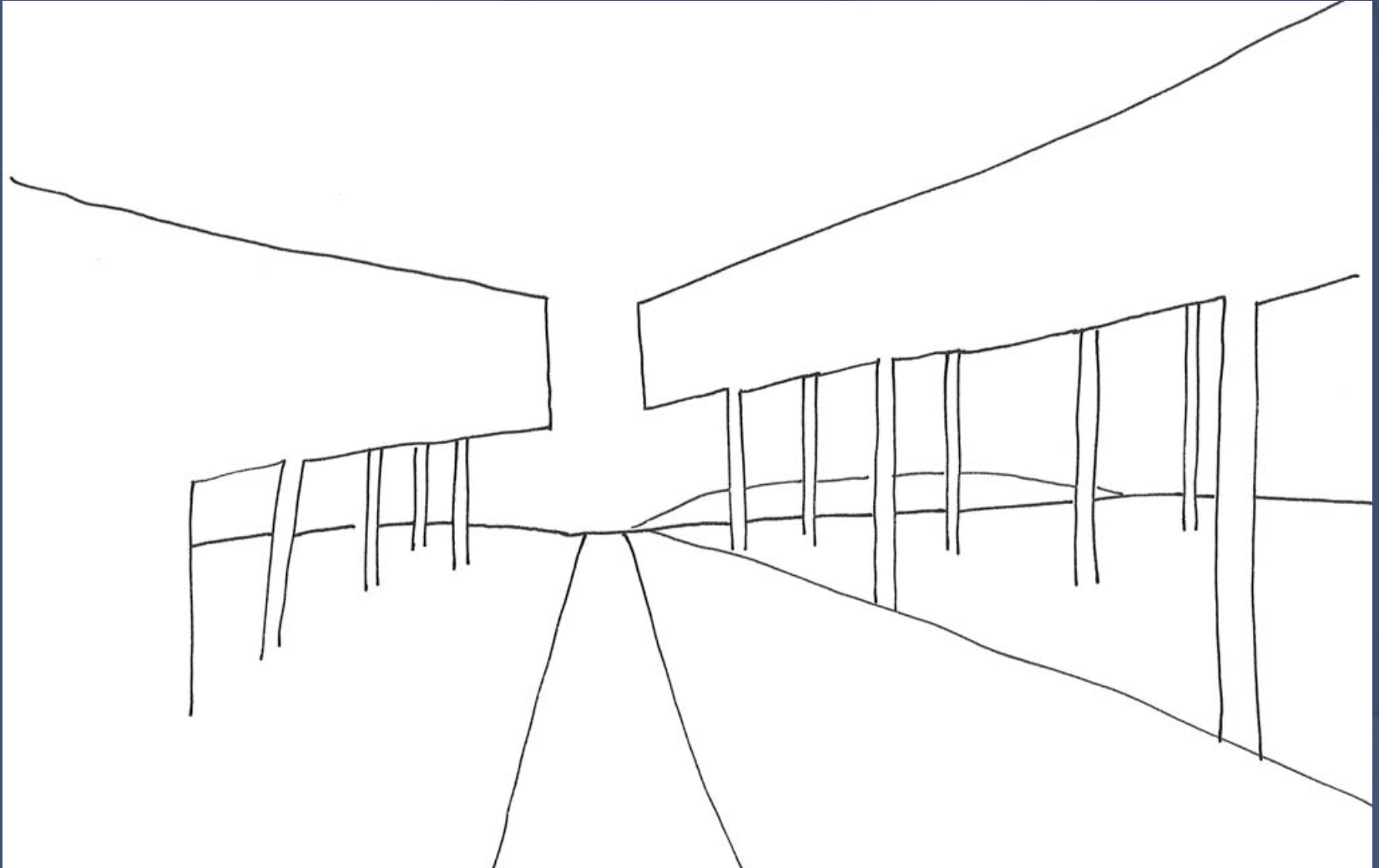
Edge design - Designing edges - 1



Edge design - Designing edges - 1



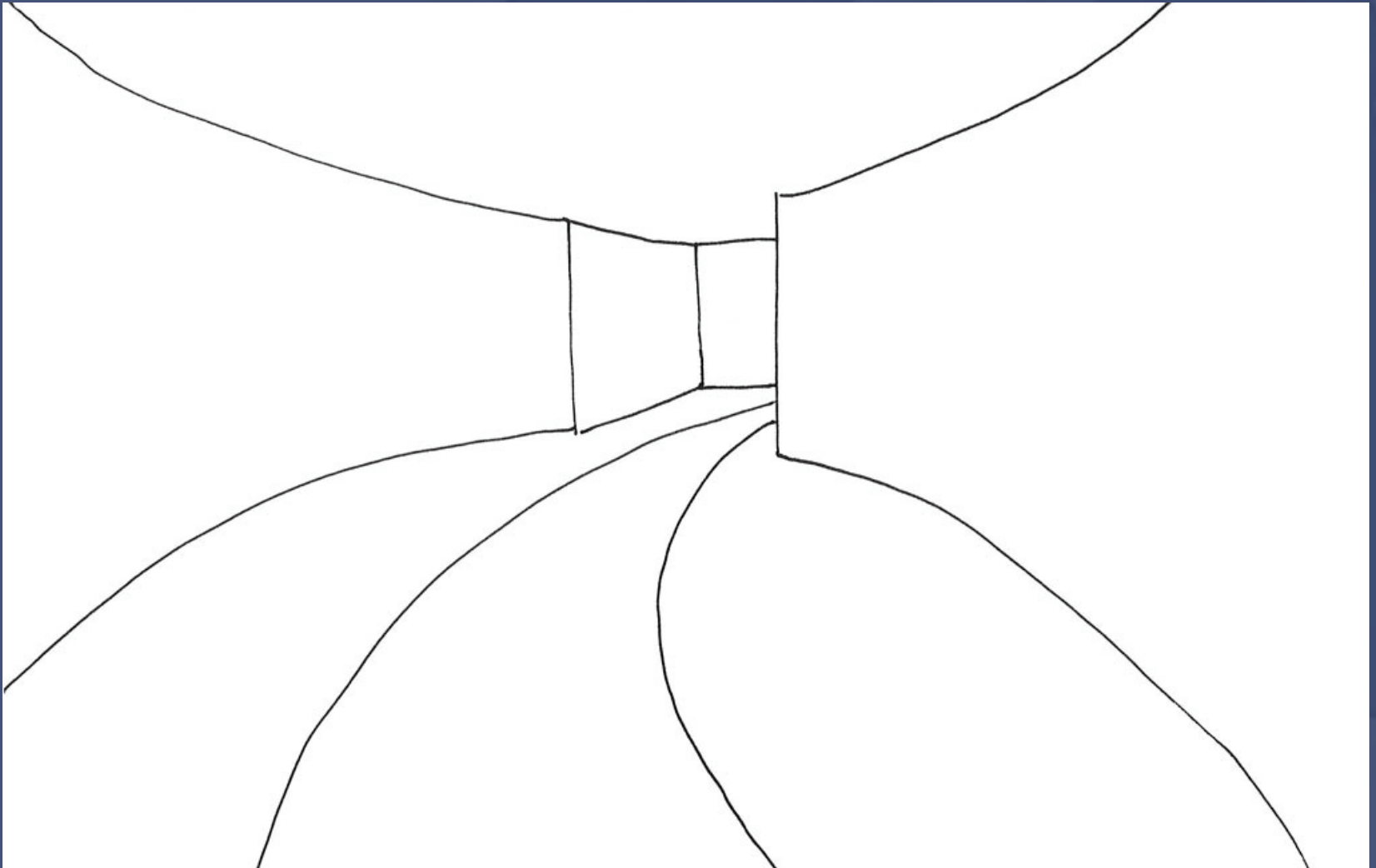
Edge design - Designing edges - 1



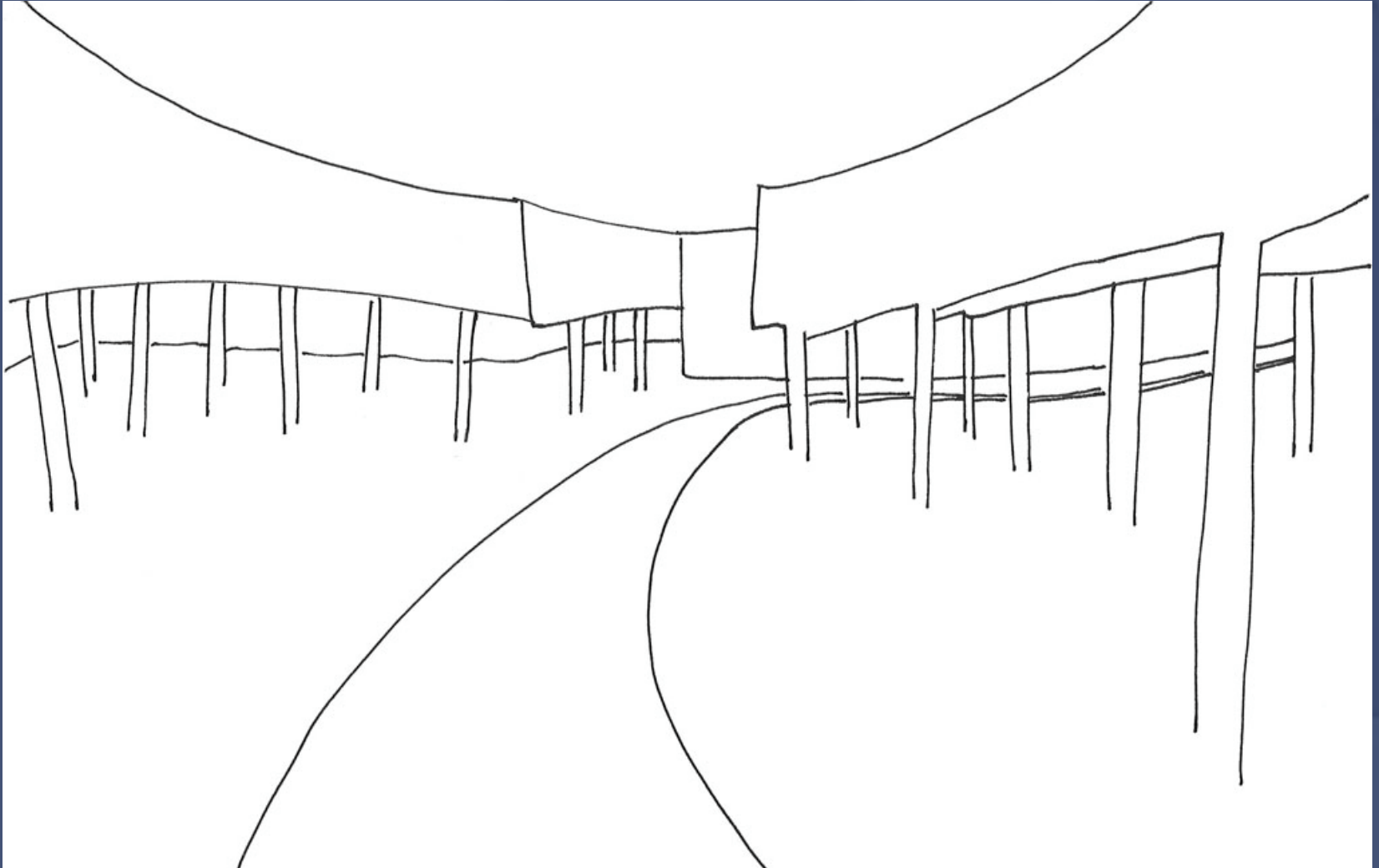
Edge design - Designing edges - 1



Edge design - Designing edges - 2



Edge design - Designing edges - 2



Edge design - Designing edges - 2



Edge design - Designing edges - 2

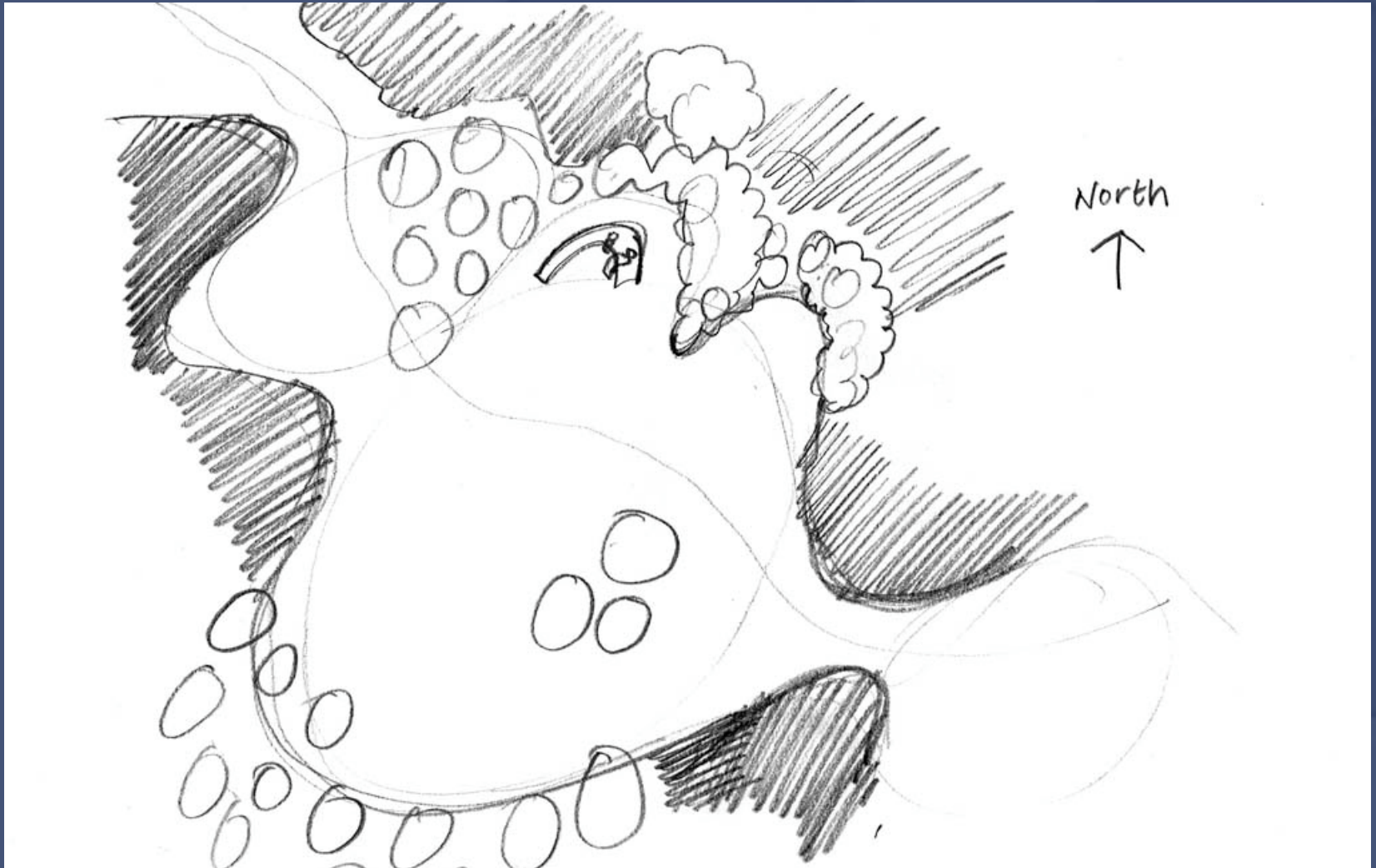


Edge design - Character

Edges can be:

- Permeable or impenetrable
- Soft, very gentle transitions between open space and dense trees
- Well defined, crisply emphatic
- Rich and intriguing, multilayered and sensory
- Simple and robust, dramatically monocultural

Edge design - Mapping edges



Detail design of spaces

This workshop covers:

- Refining the sequence of spaces along one section of one of the new paths
- Consider and map where to site appropriate edge treatments to meet the design objectives

Detail design of spaces - Method

- Choose a section of path or paths to develop
- Refine the spatial sequence if necessary
- Consider the options and design appropriate edges to the sequence – where do you want permeable boundaries, slot views, shelter, well defined edges?
- Map the edges, with brief notes explaining why different management options have been chosen

Detail design of spaces - Indicative key



Reinforce
pinch point



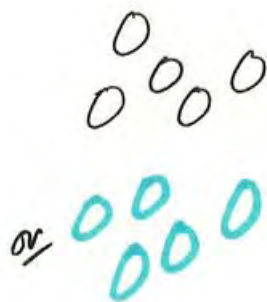
Add a
shrub layer



Permeable -
view into or
through woodland



Maintain
dense
woodland/
impermeable



Thin / plant open
spaced trees

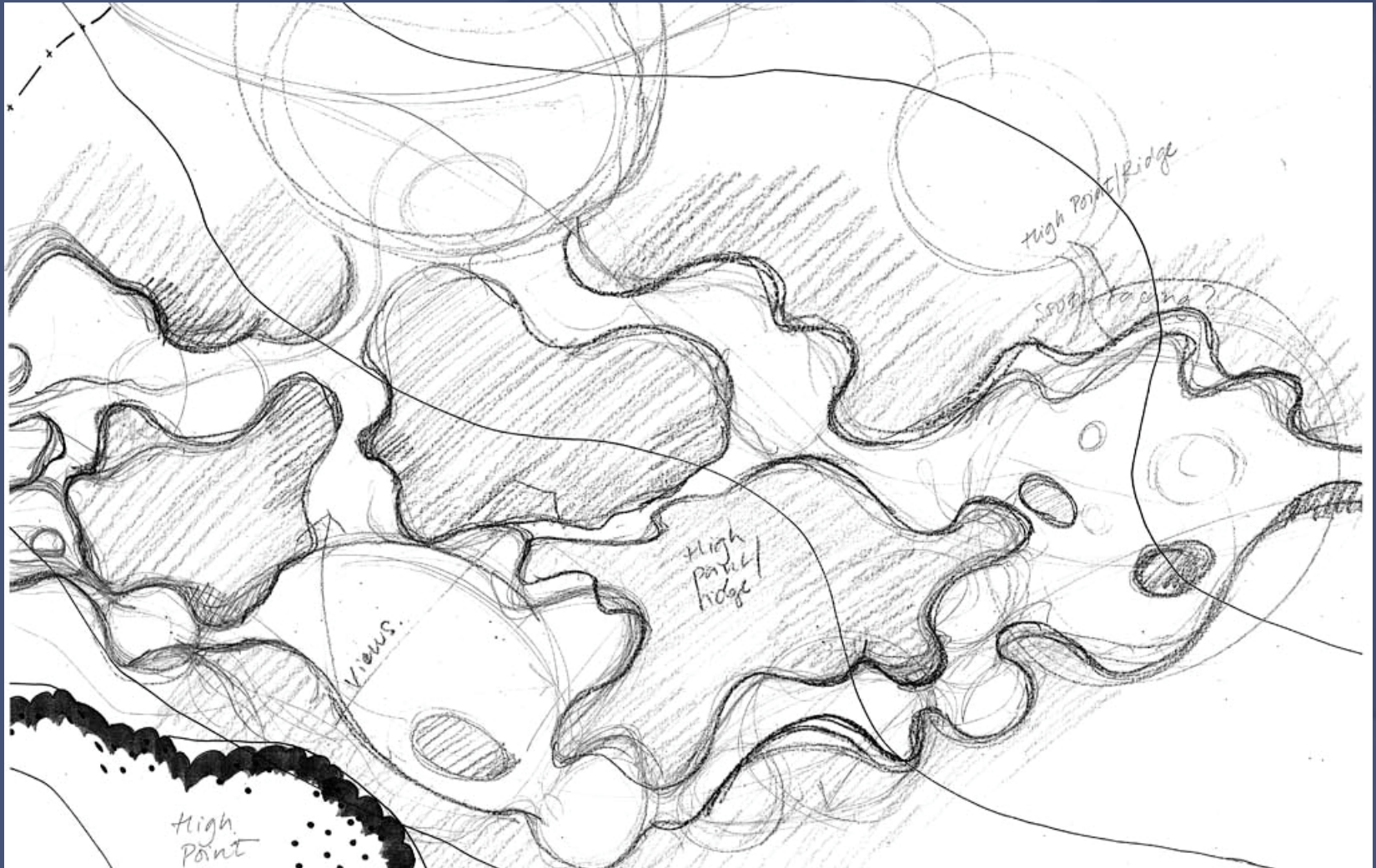


Spot feature/
Single tree

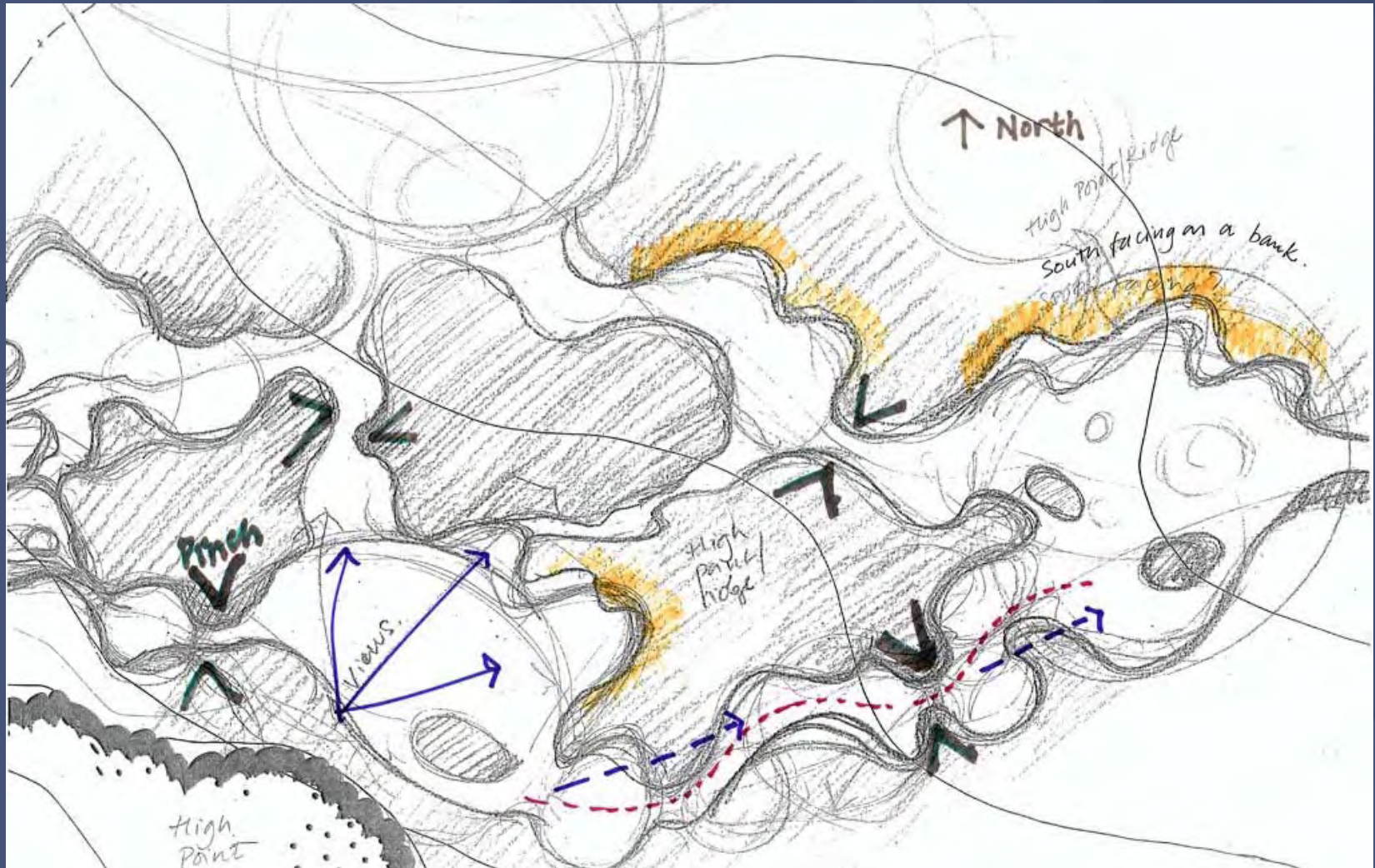


Evergreen
feature

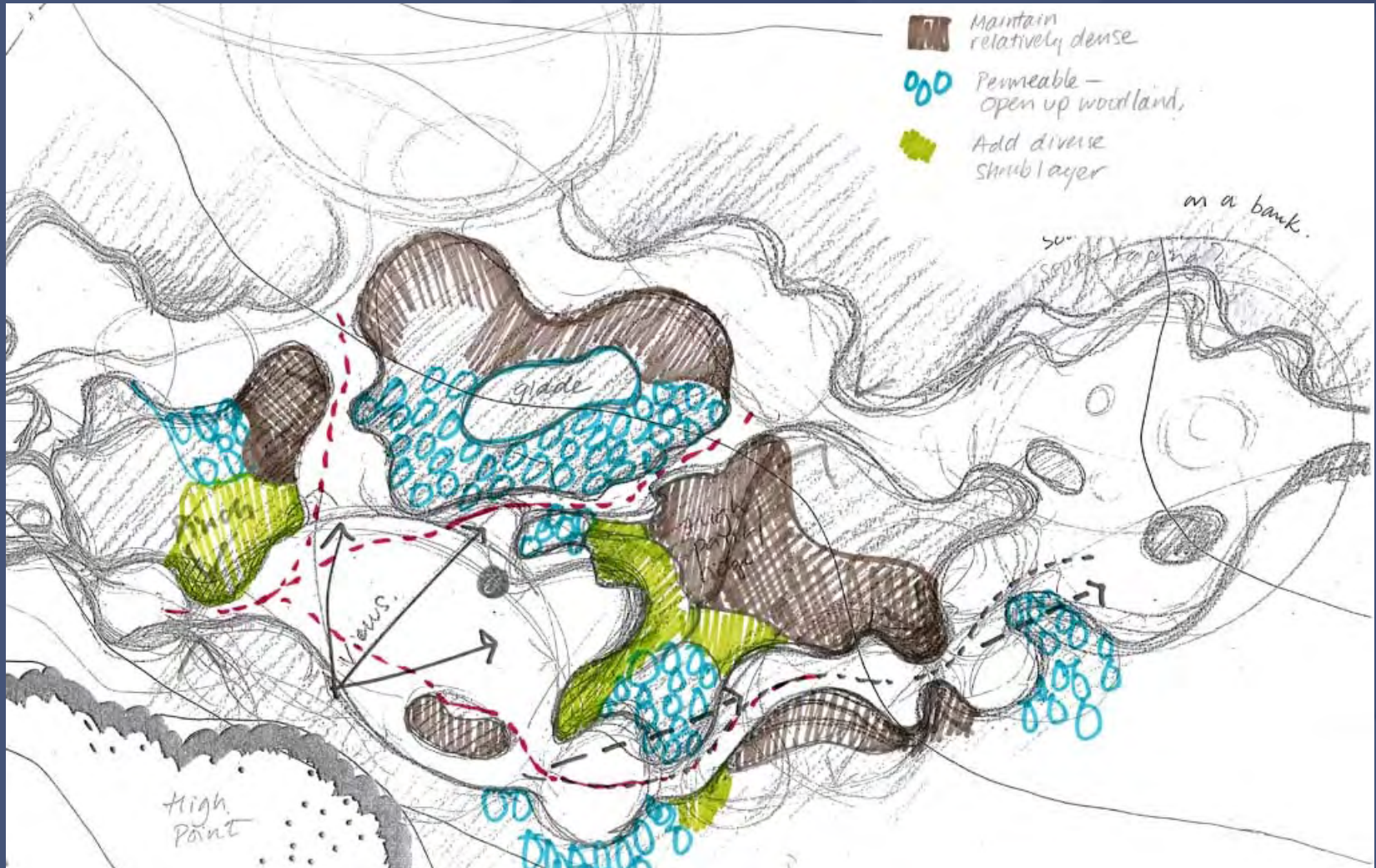
Detail design of spaces - Feedback



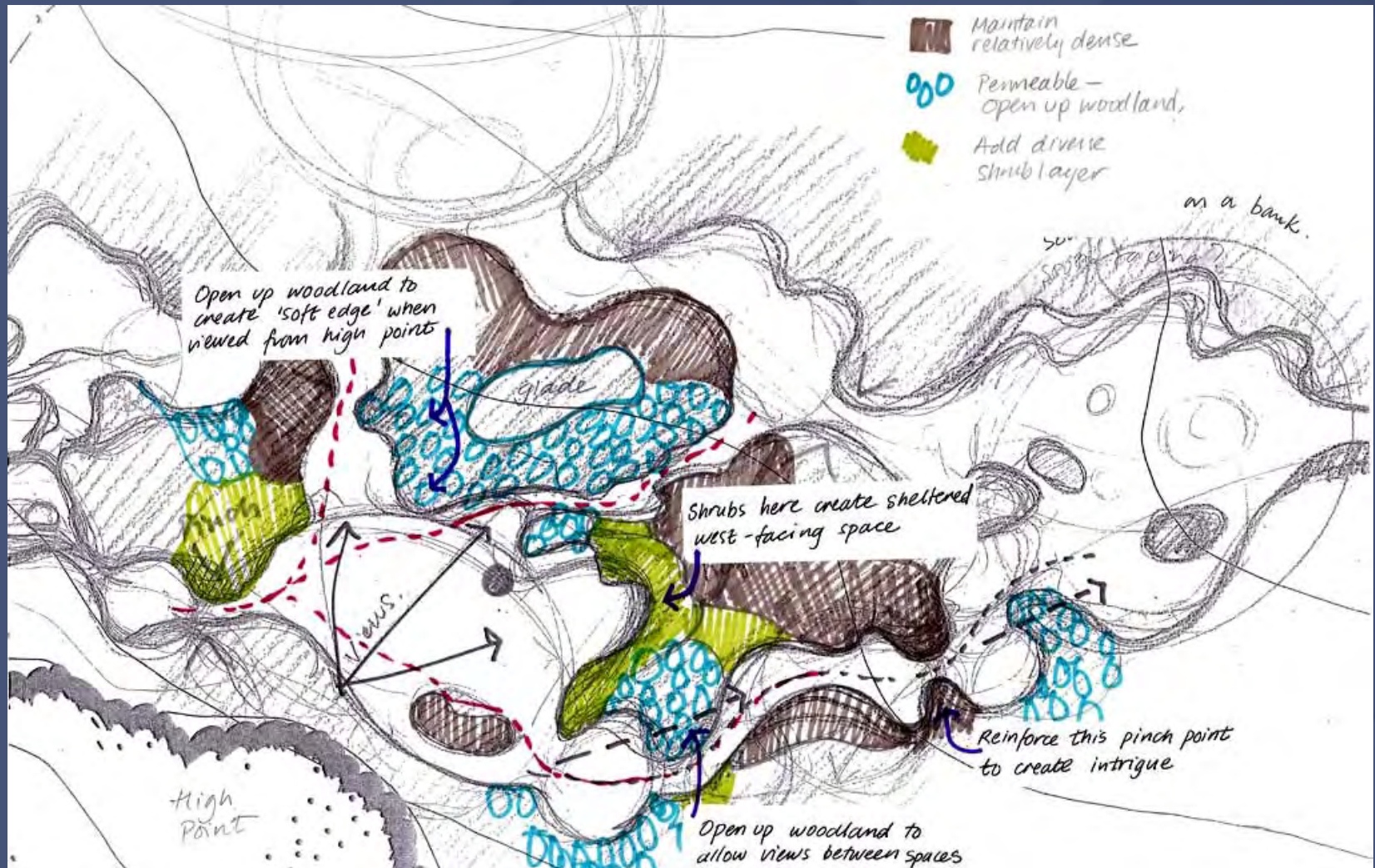
Detail design of spaces - Feedback



Detail design of spaces - Feedback



Detail design of spaces - Feedback



The design process

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Community
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and knowledge

Outline of needs, expectation and objectives
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Survey

Community
Technical expertise
Project manager's experience
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Physical issues
Social issues
Site appraisal
Visual survey

Analysis

Project manager's skills,
knowledge and experience

A critical interpretation of survey material
An exploration of how survey information
interrelates and assessment of priorities

Opportunities constraints

Project manager's skills,
knowledge and
experience

A thorough understanding of site potential
A thorough understanding of what the site
can deliver
May need to revise brief

Design concept

Project manager's skills,
knowledge and
experience
Possible community consultation

A spatial framework that responds to
opportunities/constraints and meets the
objectives of the project
A concept that can be presented to the
community and discussed
A framework for detailed design

Purpose

A spatial framework that:

- responds to opportunities and constraints; and
- meets the objectives of the project

Method

The design concept combines:

- knowledge of the site,
- knowledge of woodlands and natural processes,
- the aspirations of the community,
- the identified opportunities and the constraints; and
- design skills

to produce a framework for detailed design

Exercise 8

Designing for function

What would the key considerations be for siting and designing:

- A seating area for the elderly
- A toddlers' play area
- A mountain bike trail
- A wildflower and butterfly meadow

Think about: location, size, scale, shape, degree of enclosure, orientation, edge design, other features

Exercise 8

Feedback - Seating for the elderly

- Shelter
- Close to entrance
- Small spaces off a bigger space
- South or west facing
- Clustered seating
- Year round interest
- Scent and colour
- Close to path

Exercise 8

Feedback - Toddlers' play

- Visibility
- Seating for parents
- Warm, sheltered
- Large area to run around in
- Approach with anticipation
- Woodland should provide year round interest and curiosities

Exercise 8

Feedback - Mountain bike trail

- Set aside a big area
- Easy access to site on wide, hard surfaced paths – avoid confrontation with other users
- Diverse area, some existing woodland
- Watercourse and other features
- Thicket and scrub to make the area seem bigger

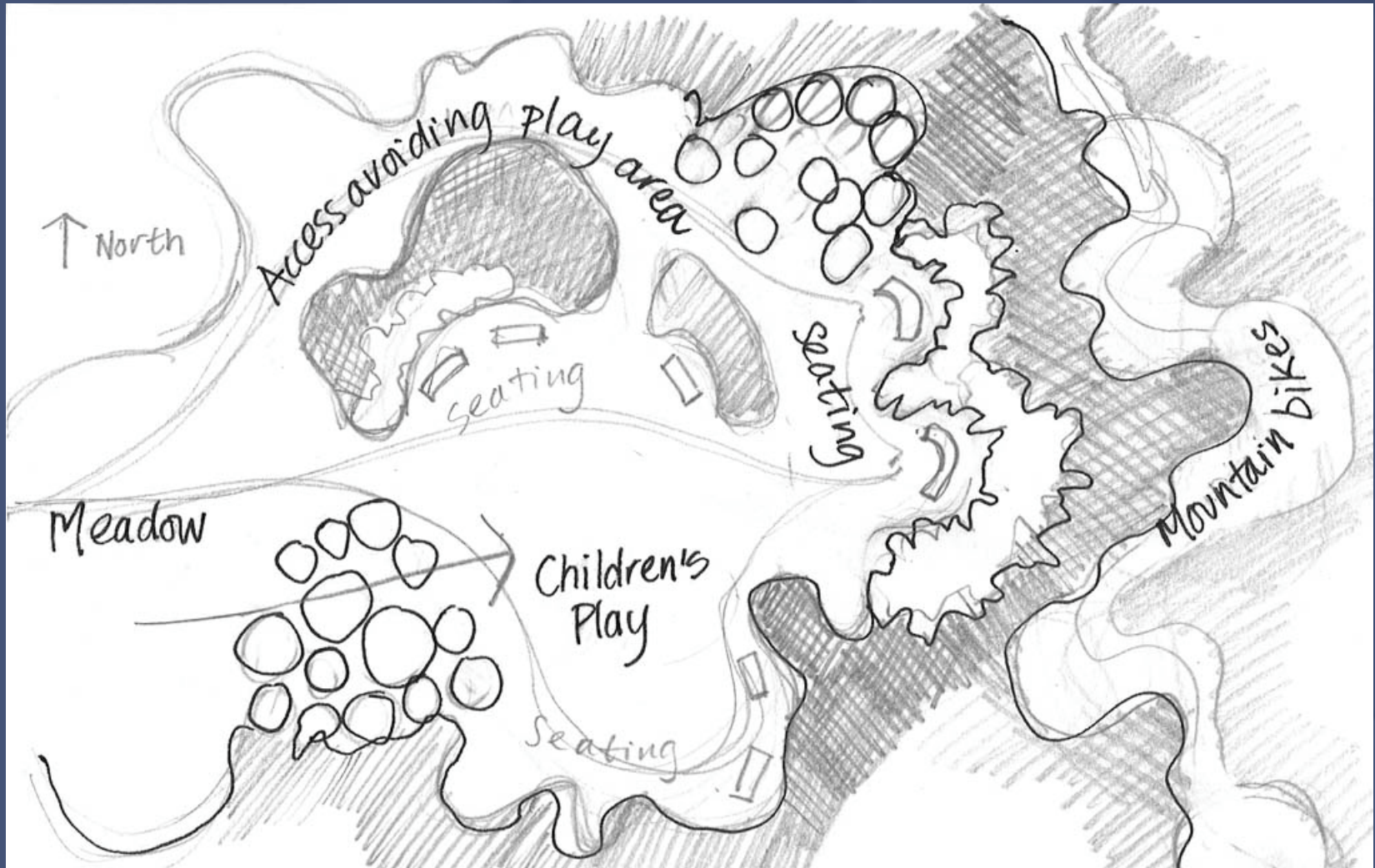
Exercise 8

Feedback - Butterfly meadow

- Expansive but sheltered
- Warm area, south facing, still
- Good shrub layer around edges – gradual transition
- Thin, poor soil to encourage flowering

Exercise 8

Feedback - Linking functions together



Develop a design concept

This workshop covers:

- Locating functions within the woodland
- Designing the space, access and detailed edge design for each function, and linking them together

Develop a design concept - Method

- Identify three functions or activities from the opportunities and constraints analysis
- One of the functions should relate to resolving anti-social behaviour
- Decide where to locate the functions or activities in the woodland
- Design appropriate spaces for them
- Organise the spaces so that they work together
- Link spaces appropriately as required
- Develop detail, including the edge design, for each space with a specific function

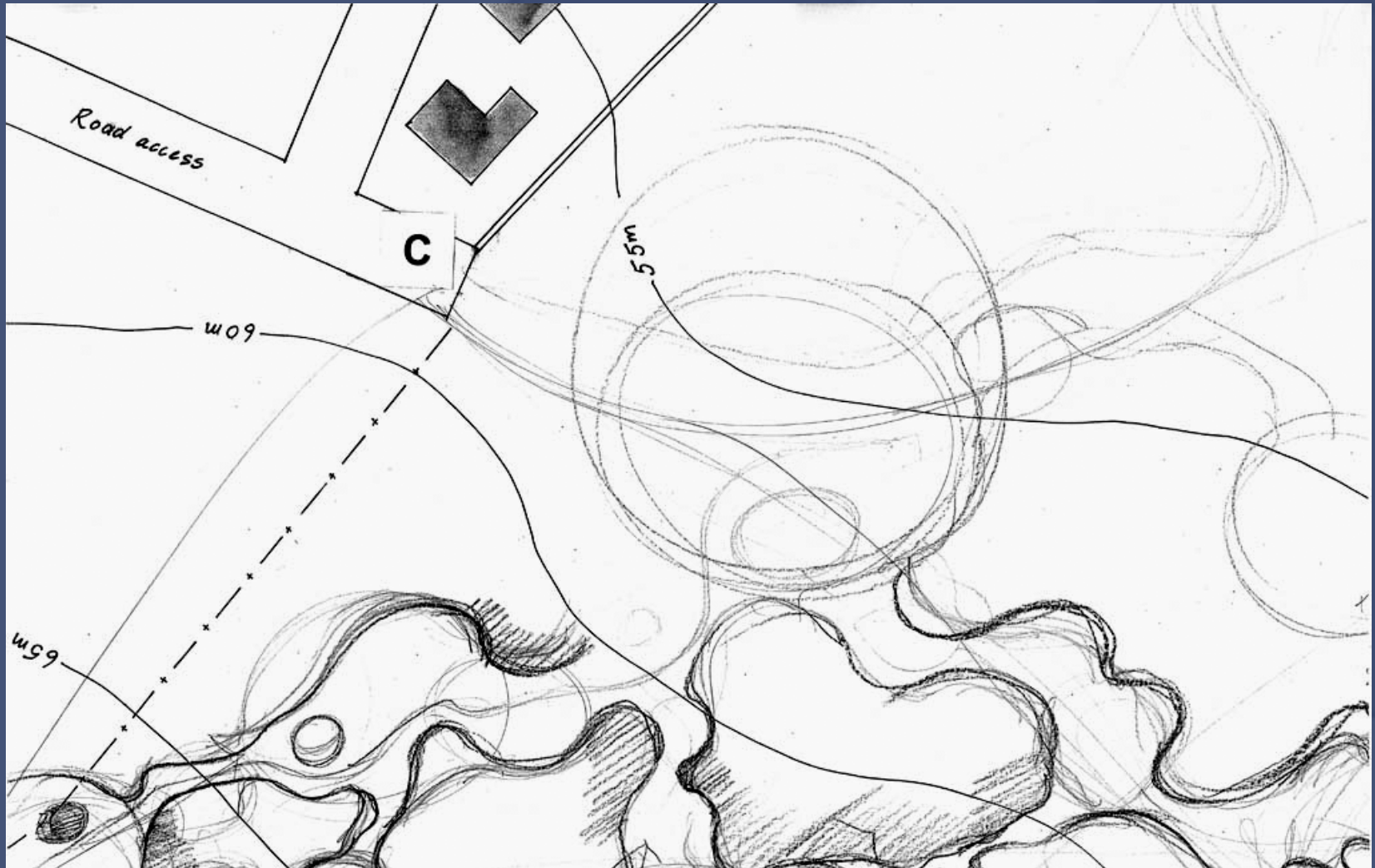
Develop a design concept - Feedback

This example includes the following functions:

- A dog run, which also doubled up in part as a barrier for vehicles along the roadside
- A seating area
- A children's play area

All located around entrance C, the main entrance to the site

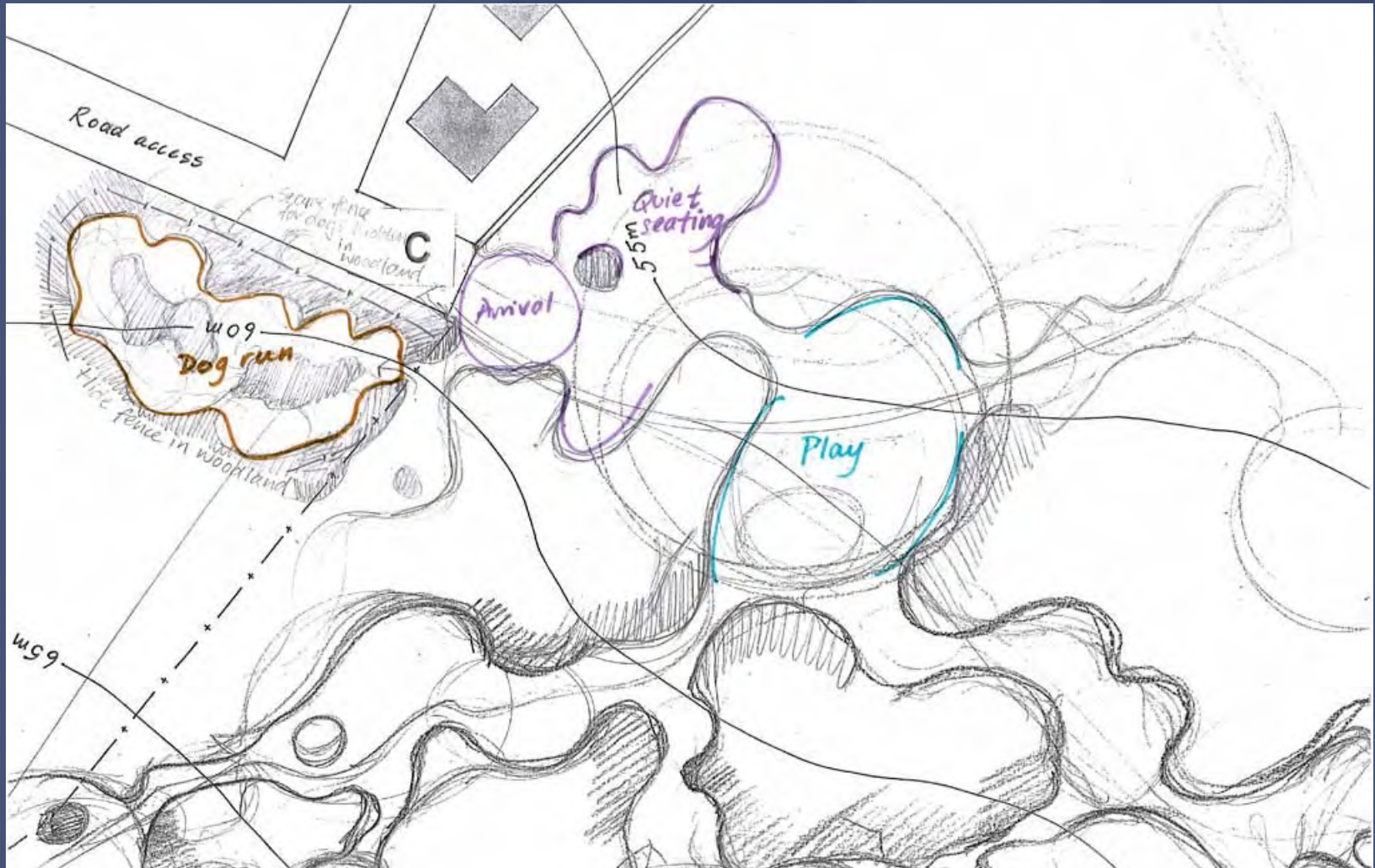
Develop a design concept - Feedback



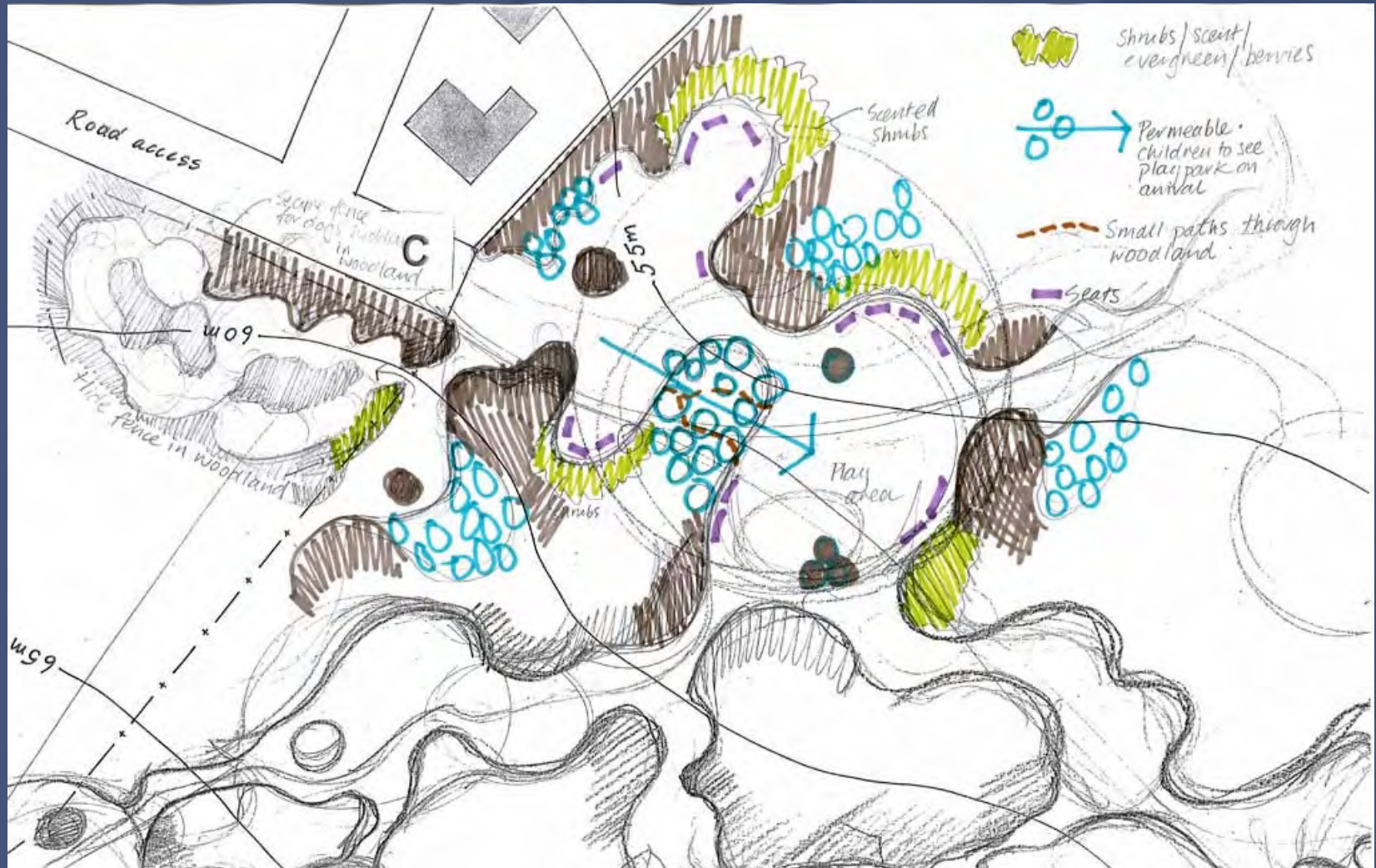
Develop a design concept - Feedback



Develop a design concept - Feedback



Develop a design concept - Feedback



This is the end of the course.

We hope you enjoyed it, as well as finding it interesting and useful.