

Course Objectives/Course Outline
Spokane Community College

Course Title: Landscape Design 2

Prefix and Course Number: AGHRT 205

Course Learning Outcomes:

By the end of this course, a student should be able to:

- Describe the sequence of events leading up to a completed landscape design.
- Understand and explain the influence of garden history on current design styles.
- Collect and analyze the important environmental conditions from a site.
- Develop working concept drawings.
- Evaluate the topography of a site and make recommendations for adequate drainage.
- Design several landscapes using the principles of design.
- Evaluate the clients needs and make recommendations for landscape embellishments.

Course Outline

I. Advanced Landscape Design

- A. Styles
- B. Analysis
- C. Areas of Circulation
- D. Landforms
- E. Walls and Ceilings

II. Principles of Design

- A. Physical Properties of Plants
- B. Unity in Design
- C. Applying the Principles
 - 1. Variety, Simplicity, Repetition, Emphasis, Balance, Sequence, Scale
- D. Enframement

III. Plant selection

- A. Trees, Shrubs, Groundcovers

IV. Embellishments

- A. Flowers
- B. Fences
- C. Sculpture
- D. Water Features

V. Drawing with the Computer

- A. Using AutoCAD
 - 1. Navigating the Programs
 - 2. Tool Bars
 - 3. Opening and Saving
 - 4. Command Line
 - 5. Ortho, Grids, Snap
 - 6. Data input
 - a) Coordinate System, Relative Coordinate and Relative
 - 7. Drawing Lines, Arcs, Circles, Polylines
 - 8. Using Osnaps
 - 9. Entering Text
 - a) Single Line
 - b) Multiline Text
 - 10. Modifying styles
 - 11. Creating blocks

- 12. Blocks and W-Blocks, Inserting Blocks
- 13. Dimensioning
 - a) Linear, Angled, Modifying Styles
- 14. Mirror Command, Array, Stretch and Sketch, Hatching
- 15. Viewports
- B. Using LANDCAD
 - 1. Understanding the Program
 - a) Various Components of the Program
 - 2. Site Plan, Landscape Design
 - 3. Using the Site Plan Program
 - 4. Creating Property Boundaries
 - a) Property Footprint
 - b) 3-D walls, Windows, Roof
 - 5. Fences
 - 6. Viewing in 3-D
 - 7. Plant Database
 - 8. Inserting Plants
 - 9. Inserting Hardscape Items, Benches, Fountains, Arbors
 - 10. Paper Size
 - 11. Scaling Viewports
 - 12. Creating Take-offs, Plant and Material Costs
 - 13. Printing Projects