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# Landscape Architecture And Digital Technologies Re Conceptualising Design And Making

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Landscape Modeling

Representing Landscapes: Digital

Landscape - Architecture - Technology - Ambient  
Information technology in landscape architecture

Digital Landscape Architecture: Logic, Structure,  
Method and Application

JoDLA 5-2020

Visualization in Landscape and Environmental  
Planning

Peer Reviewed Proceedings of Digital Landscape  
Architecture 2014 at ETH Zurich

Peer Reviewed Proceedings of Digital Landscape  
Architecture 2013 at Anhalt University of Applied  
Sciences

Modeling the Environment

3D Digital Technologies in Landscape  
Architecture

JoDLA 3-2018

Innovations in Landscape Architecture  
Gray World, Green Heart

Digital Drawing for Landscape Architecture  
Digital Design in Landscape Architecture 2008  
Living Systems  
Digital Landscape Architecture Now  
Digital Land  
Interactive Textures for Architecture and  
Landscaping: Digital Elements and Technologies  
Strategies for Landscape Representation  
Information Technology in Landscape  
Architecture  
Peer Reviewed Proceedings of Digital Landscape  
Architecture 2012 at Anhalt University of Applied  
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## Responsive Landscapes JoDLA 5-2020

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**EVAN MOODY**

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### **Landscape Modeling**

Routledge

The sensing, processing, and visualizing that are currently in development within the environment boldly change the ways design and maintenance of landscapes are perceived and conceptualised. This is the first book to rationalize interactive architecture and responsive technologies through the lens of contemporary landscape architectural

theory. Responsive Landscapes frames a comprehensive view of design projects using responsive technologies and their relationship to landscape and environmental space. Divided into six insightful sections, the book frames the projects through the terms; elucidate, compress, displace, connect, ambient, and modify to present and construct a pragmatic framework in which to approach the integration of responsive technologies into landscape architecture. Complete with international case studies, the book explores the various approaches taken to

utilise responsive technologies in current professional practice. This will serve as a reference for professionals, and academics looking to push the boundaries of landscape projects and seek inspiration for their design proposals.

### *Representing*

#### *Landscapes: Digital*

Birkhäuser

Combine traditional techniques with modern media for more communicative renderings  
 Digital Drawing for Landscape Architecture: Contemporary Techniques and Tools for Digital Representation in Site Design, Second Edition  
 bridges the gap between traditional analog and new digital tools by applying timeless concepts of representation to enhance design work

in digital media. The book explores specific techniques for creating landscape designs, including digitally rendered plans, perspectives, and diagrams, and the updated second edition offers expanded coverage of newer concepts and techniques. Readers will gain insight into the roles of different drawings, with a clear emphasis on presenting a solid understanding of how diagram, plan, section, elevation, and perspective work together to present a comprehensive design approach. Digital rendering is faster, more efficient, and more flexible than traditional rendering techniques, but the design principles and elements involved are

still grounded in hand-rendering techniques. Digital Drawing for Landscape Architecture exploits both modalities to help designers create more beautiful, accurate, and communicative drawings in a professional studio environment. This second edition contains revised information on plan rendering techniques, camera matching workflow, and color selection, along with brand new features, like: Time-based imagery and tools Workflow integration techniques Photoshop and Illustrator task automation Over 400 updated images, plus over 50 new examples of award-winning work The book takes a tutorial-based

approach to digital rendering, allowing readers to start practicing immediately and get up to speed quickly. Communication is a vital, but often overlooked component of the design process, and designers rely upon their drawings to translate concepts from idea to plan. Digital Drawing for Landscape Architecture provides the guidance landscape designers need to create their most communicative renderings yet.

**Landscape -  
Architecture -  
Technology -  
Ambient** Springer  
Science & Business  
Media

Integrating technology successfully into a program of Landscape Architecture is a

complex process that touches university administration, the faculty group, and the existing program culture. This case study of a Canadian Landscape Architecture program reviewed pertinent documents, used an on-line faculty survey, and faculty interviews to gain an understanding of the various issues that were instrumental to the success of the integration process. The study looked at the faculty group, including their research history to see how faculty without training in technology learned to integrate it into the program of study. Given the variety of software programs used in the program the study looked at how they are taught and if this integration

has changed teaching methodologies. The study also looked at online courses, international, and inter-disciplinary opportunities based on technology. Although the literature identified these as opportunities to enrich design-based programs they are not currently used in the program under study. The design process and studio culture are foundational aspects in learning in Landscape Architecture, and this study looks at the effect that technology has had on these key areas. The design process was divided in components and each component was evaluated to determine if the effect of technology was positive, neutral or negative. The results showed that the

research, analysis and data intensive aspects have benefited from technology however, the creative aspects such as ideation and thinking aspects show mixed results. The changes that technology has brought to the studio environment are varied.

Information technology in landscape architecture

IGI Global  
In this work I argue for the urgency of active innovation in design process in the landscape architecture profession. I propose that reticence to innovate runs counter to current landscape architecture theory; that the relevance of the profession needs to be actively developed; that the influence of the profession among collaborating

professions will diminish if newly emerging digital methods are ignored. I argue from architectural theory that there is an unrealized consonance between innovative design technologies and landscape architecture concerns. Contemporary theory in landscape architecture provides perspective for understanding and critiquing the state of the art. I summarize three efforts in academe to prototype innovative landscape design tools, noting what they achieve and what they do not. I provide a provisional framework for an adequate landscape modeling platform, informed by research in several modes: direct experimentation

with toolmaking for landscape design process; applied consideration of how design process might change in this context; feedback from professional landscape architects. The latter effort is summarized in part, with key points related whether by confirmation or challenge to the fundamental tenets of this work. I conclude by emphasizing the urgency of research and development in this area.

Digital Landscape Architecture: Logic, Structure, Method and Application John Wiley & Sons

This inspiring and thought-provoking book explores how recent innovations in landscape architecture have uniquely positioned the practice

to address complex issues and technologies that affect our built environment. The changing and expanding nature of "landscape" make it more important than ever for landscape architects to seek innovation as a critical component in the forward development of a contemporary profession that merges expansive ideas and applications. The editors bring together leading contributors who are experts in new and pioneering approaches and technologies within the fields of academic and professional landscape architecture. The chapters explore digital technology, design processes and theoretical queries that shape the



contemporary practice of landscape architecture. Topics covered include: Digital design Fabrication and prototyping Emerging technology Visualization of data System theory Concluding the book are case studies looking at the work of two landscape firms (PEG and MYKD) and two academic departments (Illinois Institute of Technology and the Rhode Island School of Design), which together show the novel and exciting directions that landscape is already going in.

*JoDLA 5-2020*

Bloomsbury Publishing  
The current environmental crisis calls for a unified practice of landscape and architecture that would allow buildings

and landscapes to perform symbiotically to heal the environment. Over the past ten years, a diverse group of architects, landscape architects, and artists have undertaken groundbreaking projects that propose an integration of landscape and architecture, dissolving traditional distinctions between building and environment.

*Groundwork: Between Landscape and Architecture* examines twenty-five projects, on an international scale, that consider landscape and architecture as true reciprocal entities. *Groundwork* divides the projects into three design directions: Topography, Ecology, and Biocomputation. Topographic designers

create projects that manipulate the ground to merge building and landscape as in Cairo Expo City in Egypt (Zaha Hadid Architects), Island City Central Park Grin Grin in Fukuoka, Japan (Toyo Ito & Associates) and the City of Culture of Galicia in Santiago de Compostela, Spain (Eisenman Architects). Ecologic designers develop environments that address issues such as energy climate and remediation, such as I'm Lost In Paris in France (R&Sie(n)), Turistroute in Eggum, Norway (Snøhetta) and Parque Atlántico in Santander, Cantabria, Spain (Batlle i Roig Arquitectes). Biocomputation designers use digital technologies to align biology and design in projects such as the

Grotto Concept (Aranda/Lasch), North Side Copse House in West Sussex, England (EcoLogicStudio) and Local Code: Real Estates (Nicolas de Monchaux.) What these projects all have in common is a desire to pay attention and homage to the liminal space where indoors and outdoors meet. The critical connection between natural and synthetic, exterior and interior space, paves the way toward a more inclusive—and indeed more alive—conceptualization of the physical world. Visualization in Landscape and Environmental Planning The Monacelli Press, LLC  
Going beyond the techniques and technology of sustainability, this

study aims to provide a theoretical framework for sustainable design within broader cultural and artistic trends. The author examines the conflict between technology and nature in the industrialized world.

*Peer Reviewed  
Proceedings of Digital  
Landscape Architecture  
2014 at ETH Zurich*  
John Wiley & Sons

Two areas of special interest in the future are geographic information systems, and three dimensional modeling in design and presentation as well as in construction. Data structure is of utmost importance for the further development of computer tools. As communication and digital information retrieval increases, standards must be agreed upon. This is a

complex and slow process. Digital product modeling will be equally slow in acceptance. The range of software today covers much of the information processing that takes place in planning and design. Up till today, they have had its largest impact on communication and presentation. As a design tool, the computer has yet to prove its use to most landscape architects. Still, its use can in some respects strengthen the professional role, and give opportunities to new fields of expertise. Acquiring the ability to evaluate computer support, and to use it in a professional situation, is largely up to the individual. The parties surrounding the landscape architect

provide the framework in terms of possibilities and expectations. Customers demands for the use of digital methods are rising. All these changes show the importance of IT strategies. First of all, the organizations employing the landscape architects need dynamic and up-to-date documents. However, since the choices of methods and tools have a large bearing on how individuals can and will function in planning and design systems, the choices must in the end be made individually. If the decisions are based on knowledge and insight, they can increase the possibilities for the profession to adapt to a changing society, and enhance its role as an active and creative

part of this development.  
Peer Reviewed  
Proceedings of Digital Landscape Architecture 2013 at Anhalt University of Applied Sciences Taylor & Francis  
 How do people avoid the stresses of the digital age? Urban dwellers must now turn to nature to recover, restore and rebalance after the stresses brought on by relentless digital connectivity. It is easy to task nature as the cure, with technology as the ailment. In *Network Nature*, Richard Coyne challenges the definitions of both the natural and the artificial that support this time-worn narrative of nature's benefits. In the process, he attacks the

counter-claim that nature must succumb to the sovereignty of digital data. Covering a spectrum of issues and concepts, from big data and biohacking to animality, numinous spaces and the post-digital, he draws on the rich field of semiotics as applied to natural systems and human communication, to enhance our understanding of place, landscape and architecture in a digital world.

*Modeling the Environment* McGraw Hill Professional  
Codify: Parametric and Computational Design in Landscape Architecture provides a series of essays that explore what it means to use, modify and create computational tools in a contemporary design

environment. Landscape architecture has a long history of innovation in the areas of computation and media, particularly in how the discipline represents, analyses, and constructs complex systems. This curated volume spans academic and professional projects to form a snapshot of digital practices that aim to show how computation is a tool that goes beyond methods of representation and media. The book is organized in four sections; syntax, perception, employ, and prospective. The essays are written by leading academics and professionals and the sections examine the role of computational tools in landscape architecture through

case studies, historical accounts, theoretical arguments, and nascent propositions.

### **3D Digital Technologies in Landscape Architecture**

Taylor & Francis

The Journal of Digital Landscape Architecture addresses all aspects of digital technologies, applications, information, and knowledge pertaining to landscape architecture research, education, practice, and related fields. The journal publishes original papers in English that address theoretical and practical issues, innovative developments, methods, applications, findings, and case studies that are drawn primarily from work presented at the

annual international Digital Landscape Architecture conference. Its intent is to encourage the broad dissemination of these ideas, innovations, and practices.

**JoDLA 3-2018** MIT Press

CD-ROM contains: Digital version of some of the text, illustrations, examples, animations, JAVA applications, and tutorial.

### Innovations in Landscape Architecture

Routledge

A single-source guide to harnessing the power of 3D visualization tools for analysis and representation of landscapes Current technology allows designers to model environmental phenomena and space in new and exciting

ways that go beyond the two-dimensional plane. The models, illustrations, and animations that can be created usher in a new paradigm of landscape representation that can become analytical tools as well as beautiful imagery. The text focuses on digital modeling methods that can be used to express rich environments using digital tools to develop, composite, and animate scenes. This full-color book provides coverage of 3D visualization tools for land planning and landscape architecture. The methods and theories in *Modeling the Environment* present landscape representation around a core set of ideas scene, object, terrain, environment/atmosphere, time/dynamics, and

the composite that centers representation on human experience. Supported by [www.lab.visual-logic.com](http://www.lab.visual-logic.com), a website offering tutorials and forums, the text shows you how to use Autodesk 3ds Max to create dynamic landscape environments while also referring to a range of other tools including Google SketchUp, Autodesk Maya, and AutoCAD Civil 3D. It also demonstrates how to integrate 3D visualization tools into existing workflows, and offers critical coverage of intelligent drawings and representations, giving you a glimpse at the future of the profession. This book: Includes sections intended to build upon one another in order to understand the

environment as a composite representation of multiple systems interacting. Shows how to integrate 3D visualization tools into existing workflows, as opposed to offering an entirely new workflow. Emphasizes modeling, animation, and simulation as both design analysis tools and presentation tools. Modeling the Environment is essential reading for professionals in landscape architecture, urban planning and design, architecture, and related disciplines who are looking to be at the forefront of technology. Gray World, Green Heart Routledge. Closely related to the frontier research field of “digital technology”, this book reshapes the

planning and design process of landscape architecture from theoretical and practical levels. It gives a full-scale discussion to the logic, structure, method, and application of digital landscape architecture, leading this field to a new era of perception-quantification research mode. Readers will get a comprehensive understanding of digital landscape architecture, know about multiple digital methods for landscape planning and design, and learn a lot of practical projects with digital technology. And it will inspire the readers to think about new patterns and approaches to landscape planning, rather than traditional ways. This book is organized under a



clear logic, which helps the readers easily get the core of the work. A lot of logic diagrams showing between the theoretical paragraphs highly summarize the key points of the book, providing a better readability and acceptability. This book also contains many detailed drawings and graphics for the project cases, which gives a good demonstration of how digital methods could be applied in practice.

*Digital Drawing for Landscape Architecture*  
Routledge

- Mehr als 30  
Fachbeiträge zu  
folgenden  
Schwerpunkten:  
GeoDesign,  
Landschaftsinformation  
smodell und  
Standardisierung,  
interaktive virtuelle  
Landschaften u. v. m.

## **Digital Design in Landscape Architecture 2008**

National Geographic Books

Most landscape architectural designs now include some form of digital representation - but there is much more scope for creativity beyond the standard Photoshop montages. In this new book on representing landscapes, Nadia Amoroso brings together contributions from some of the leading landscape departments in the world to explore the variety in digital illustration methods. In each chapter, leading lecturers, professors and practitioners in the field of landscape architecture explain a specific digital approach with the use

of images from their department to show how each technique can be used in inspirational examples. Throughout the book over 200 colour images cover the spectrum of digital representation to help discuss the various drawing types which are invaluable when communicating ideas in the field of landscape architecture. With worked examples in the chapters and downloadable images suitable for class use, this is an essential book for visual communication and design studios.

*Living Systems* John Wiley & Sons  
 "This book addresses the phenomenon called "interactive architecture that challenges artists, architects, designers, theorists, and

geographers to develop a language and designs toward the "use" of these environments"--

Provided by publisher.

Digital Landscape Architecture Now

McGraw-Hill Companies

"This composition is intended as a resource, a forecast, and a call for attentiveness. That sounds clunky, but this is the production of a chronometer on a hastened timetable.

This companion composition will expound upon the product, process, and method of a planned design and designed plan that has been incubating for months and will be hatching imminently. ..." from Capstone

[introduction], p. [2]

*Digital Land* Springer

Nature

Presenting work by

some of the most innovative practices across the globe: inspiring ideas for a world of more beautifully designed outdoor spaces. Despite its importance to place-making, urban planning, and the environment, landscape design has often played an inferior role to architecture. Typically, as little as three percent of a project's construction budget is allocated to the space that surrounds a building, but that is changing. A greater desire to blend buildings into their contexts, ecological considerations, legislation, and new definitions of "scaping" have opened up exciting possibilities. Coinciding with heightened social sensitivities, advances

in material application, data-driven mapping techniques, and digital technologies and construction methods, landscape designers are producing a new wave of work around the world, reshaping gardens, public squares, leisure areas, and industrial parks. Among the practices included in this survey are designers who have bridged modernism with newer forms (Emergent, West 8); architects whose work fuses with the earth's contours (Zaha Hadid, MVRDV); and a generation of designers only just emerging from universities. Nadia Amoroso is Professor of Landscape Architecture at the University of Toronto and has lectured at Harvard and Cornell

universities.

### **Interactive Textures for Architecture and Landscaping: Digital Elements and Technologies**

Routledge

Digital design technology is emerging in landscape architecture, however, there is a gap in design education and in practice regarding skills training and knowledge pertaining to digital design technology. The objective of this study is to investigate the efficiencies of using 'parametric design' for landscape designs and in the practice of landscape architecture. A comparative case study analysis of three landscape architecture practices who utilize

parametric design was investigated, along with the creation of a questionnaire that was sent to key informants who specialize in parametric design, was used to evaluate the efficiencies and value of parametric technology. A 3D-model prototype was generated using Rhinoceros (Rhino3D) and Grasshopper to test the 'parametric process' against the 'traditional' analogue design process. This research is intended to determine whether adopting parametric technology into landscape designs can be so efficiently, while also serving as a precedent for further research in design technology.

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