

7 Detail

This section is devoted to the physical fabric of landscape at a 'close-up' or 'immediate' scale. It explores the potential in design to provide distinct experiences through attention to detail. While previous sections have explored form and fabric at a larger or intermediate scale, this one considers surfaces, textures, light, ornament, furniture and colour at a small scale.

'Immediate' sensory experience of landscapes may often be the conceptual starting point for the design of a landscape. Therefore 'detail' does not refer to 'detailing' as a final stage in the design process, or to something added after structure and space have been created, but as an integral and fundamental consideration throughout the development of spaces, paths, edges, foci and thresholds.

This section is therefore not concerned with detailing in the sense of the design of landscape to implementation level. The purpose here is to inspire ways of thinking about the detailed 'close-up' qualities of landscapes by considering and evoking – through text and images – the diversity of sensory experiences afforded through abstract elements (colour, texture, pattern) and topography, vegetation, structures and water.

The text of this section is often 'loose' (unpunctuated). The aim is to evoke the sensory characteristics of landscape.