



Surface texture, pattern, colour and light

The detail of pattern, colour, texture and light are not only important in providing richness, diversity and complexity to animate landscape experience, but also in providing simplicity and coherence to unify experience. Pattern, texture, colour and light can be considered as primary abstract elements of design. Learning to manipulate and integrate these elements or qualities is an important part of design. On the following pages each of the elements is defined and some of their potential in design is summarised and illustrated.

Pattern

Pattern can refer to surface ornament such as the arrangement of paving, or to repetition of forms or types of form over an extended area. People have a 'natural' positive response to pattern as well as a desire to make patterns. Patterns enable people to identify or create order. They are visually rewarding in simultaneously possessing diversity and unity. Design generation of patterns in landscape architecture is influenced by geometry, natural forms and processes, together with patterns of use (for example, agricultural patterns or social patterns of use).