



Vegetation – touch

The texture of plants draws people to touch them, to experience their downy leaves or fissured bark. Robust landscapes regenerate easily when people are allowed to pick plants. Designers should play with touch, creating thorny, spiky, feathered, sappy, glossy, waxy combinations.

Vegetation – sound

Plants move in wind or when touched and therefore often create sound – the easeful susurration of reeds, grasses, corn fields and trees, the rhythm of rain beating on broad leaves. Sounds are heightened through closed eyes. Birds and cicadas sing from trees.