



## Metaphor

The use of metaphor to generate form involves conceiving of or describing the landscape as another (normally) unrelated thing or action in a non-literal way. 'Dead space', or 'Space is flowing' are examples of landscape metaphor. Designers challenge and create metaphors as well as exploit existing ones. Popular metaphors may include, for example, 'mother nature', 'whispering wind', 'lazy river'. Using popular metaphors can result in clichéd design. The benefit of using a new metaphor is that it can enable fresh ways of thinking about landscape, thereby allowing original forms and meanings to emerge.

## Symbolism

Symbolism possesses similarities to the use of metaphor for generating form but with a fundamental difference. Unlike metaphor, symbolism involves the conscious and careful abstraction of a form which is directly and literally relevant to a place and its function or history. Symbolism is used in design with the intention that users of the landscape should understand and respond to the meaning(s) of the symbol(s). Problems with the use of symbolism by designers include a tendency towards literalness, obviousness and cliché which leave no room for viewers' (users') interpretations.