



DRAWING AFTER
JEAN DUBUFFET "TRACES DE PAS SUR LE SABLE" 1948

People's use and experience of paths

Paths are adopted and made to enable people and wildlife to travel easily between and within places. Paths are not only places of movement but, for example in cities, streets become social and recreational places. Paths are also places of recreation when they are travelled for pleasure. In design, the landscape architect considers both movement for pleasure and necessity alongside the static social activities that may occur and can be facilitated on paths. Good path design is thus a primary method of enabling and encouraging access and enjoyment of the landscape. As paths play this key role, they are considered – together with spaces – part of the fundamental structure of landscapes.

Movement – kinetic experience of landscape

The kinetic experience of moving requires different design considerations and strategies to those necessary for a more static experience of landscape. Moving through the landscape makes us acutely aware of space–time relationships. The designer must be aware that what is sensed during movement in landscapes is constantly changing, with different views, sounds, scents, warmth, coolness, brightness and shade layered into the experience of a journey.