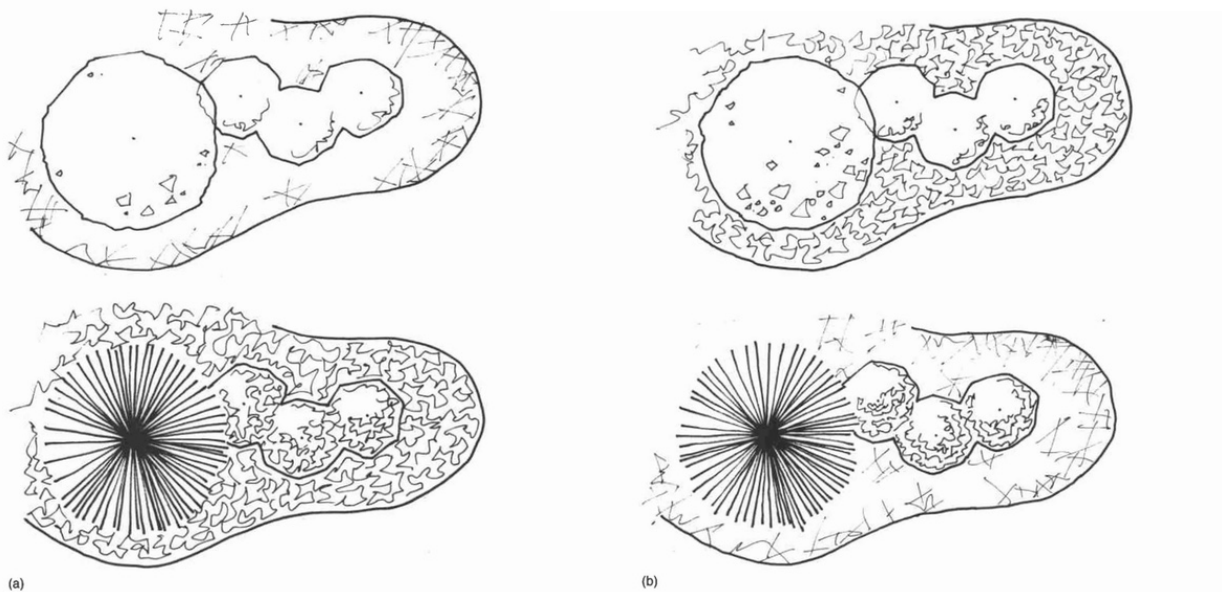


## Contrast Ground Plane and Symbols

The overall value of the ground plane should be opposite of the symbols in order to create contrast (Figure 6-1). This can be achieved by having a dark-textured ground plane with lighter, open symbols or vice versa.

Lacking this contrast creates a design that lacks visual interest and can even make details difficult to read.



**Figure 6-1 Contrast** Creating contrast between the ground plane and the symbols to improve readability. (a) Lacks contrast.

**Figure 6-1 Contrast (continued)** Creating contrast between the ground plane and the symbols to improve readability. (b) good contrast.

## Ground Plane Components

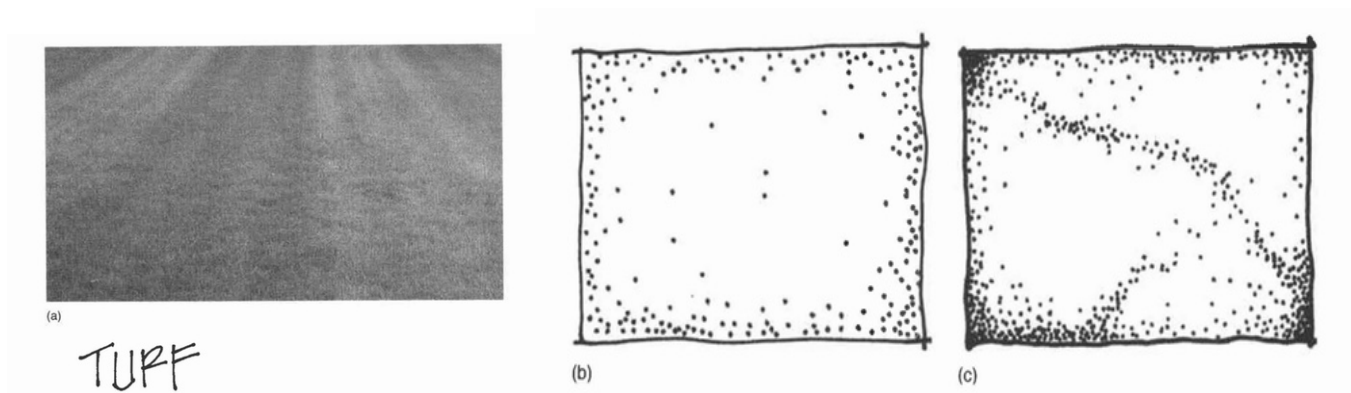
### Plant Material

#### 1-Turf

Areas of turf (Figure 6-2a) are typically designated by stipples (Figure 6-2b).

*Edges:* Keep most of the stipples around the edges and in the corners. This supports the outline that defines the area.

*Center:* Place fewer dots as you move toward the center to get a gradual change in value. In some cases, create a natural movement over large areas, like waves blowing across a wheat field, by stippling flowing bands across the middle (Figure 6-2c).



**Figure 6-14 Turf**(a) Turfgrass in lawn area. (b) Stippling is commonly used to designate turf. (c) Stripples flowing across an area can create interest.

## 2- Groundcover

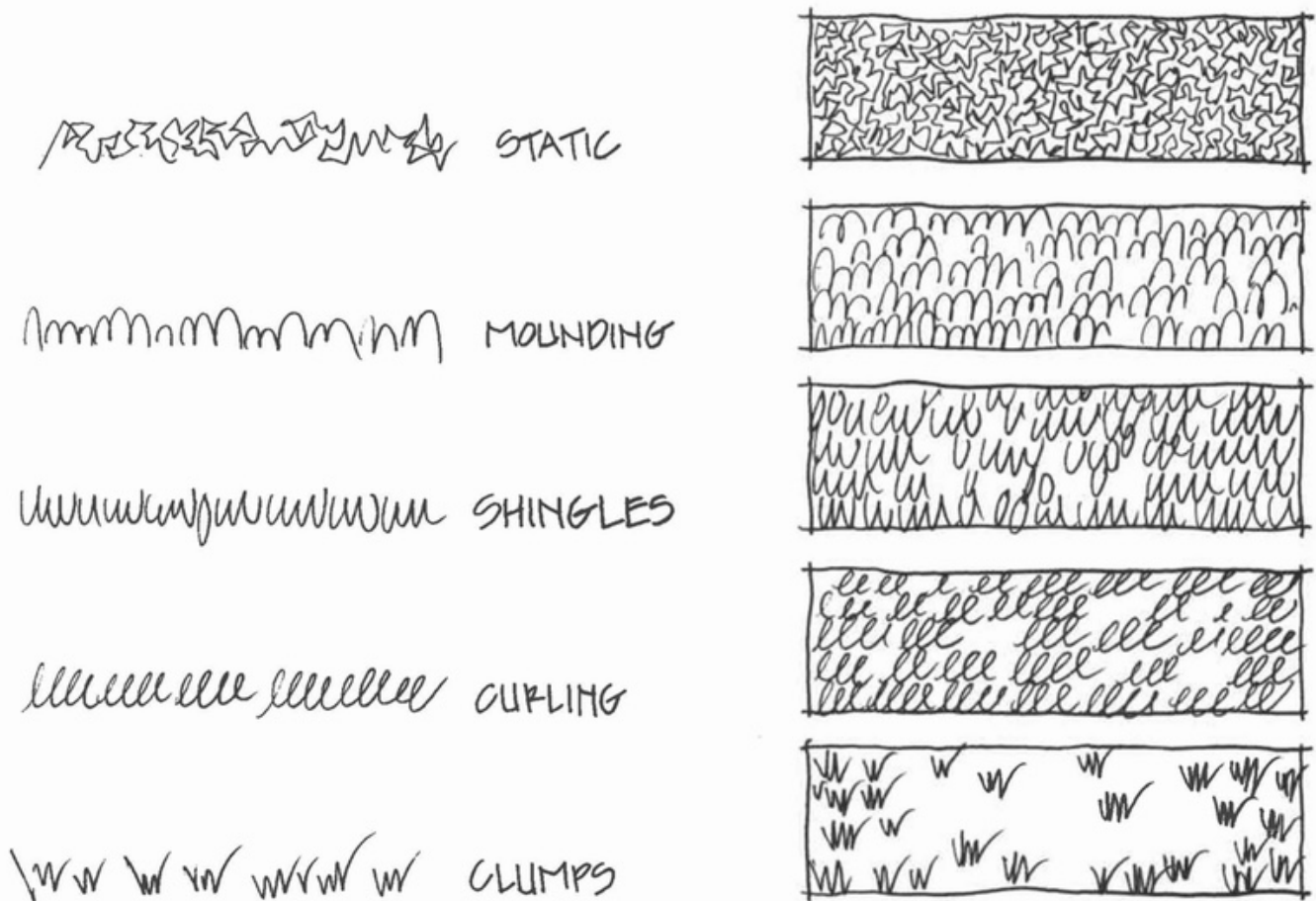
Plants used for groundcover are low-growing and often have a spreading growth habit. They can be either broadleaf or grassy (Figure 6-16). Groundcovers generally cover a large area. There are several textures that present a loose foliage and can be drawn quickly (Figure 6-17). Patterns can also be used to designate the area as groundcover.



**Figure 6-16 Groundcover**

(a) Low-growing plant material used to cover small to large areas. It can be either (b) grassy or (c) broadleaf.

# GROUND COVER



**Figure 6-17 Groundcover** Draw groundcover textures loosely, representing the foliage characteristics.

## Hardscapes

Materials that are non-living are considered hardscapes. Examples include concrete, bricks, pavers, flagstone, wood, and mulch.

### 1-Concrete and Exposed Aggregate

Concrete and exposed aggregate are well represented by stipples due to the grainy texture of sand and gravel (Figure 6-18). The stipples are of a coarser texture, using a variety of dots, circles, and triangles (Figure 6-19).

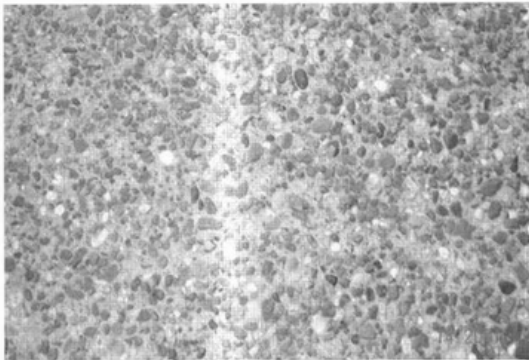
### 2-Mulches

Mulches are used throughout planting beds to reduce weeds and moisture loss. Mulches are is used

between trees and shrubs where turf is not used (Figure 6-20).

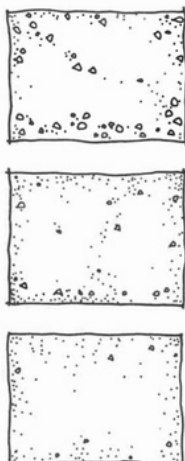
Mulches come in several different qualities and types (Figure 6-21). Organic mulches are made from various species of wood: pine, cypress, cedar, eucalyptus, and various hard- woods. These mulches can be cut into different grades: double-cut (fine shred), shredded, mini-nuggets, and course nuggets. Pine straw (pine needles) is utilized in the South. Rock (gravel) can be utilized as inorganic mulch.

Textures used for mulch are fairly nondescript, representing the coarse, dark qualities that contrast with other ground planes, such as turf and concrete (Figure 6-22).



**Figure 6-18 Exposed Aggregate** Pea gravel embedded into concrete.

CONCRETE AND EXPOSED AGGREGATE



**Figure 6-19 Concrete and Exposed Aggregate** Stipple with dots and small circles for a coarser texture. The more circles, the coarser the texture.



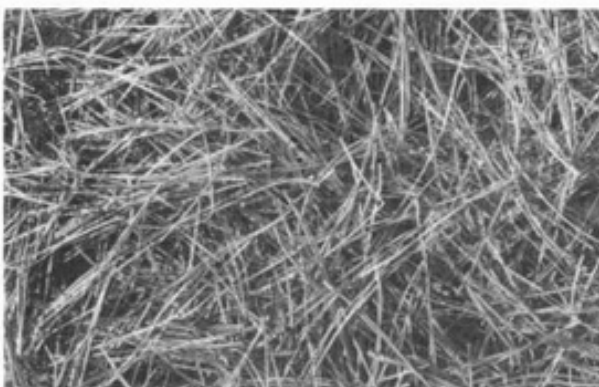
**Figure 6-20 Mulch** Used in planting beds to reduce weeds, moisture loss, and mowing,



(a)



(b)

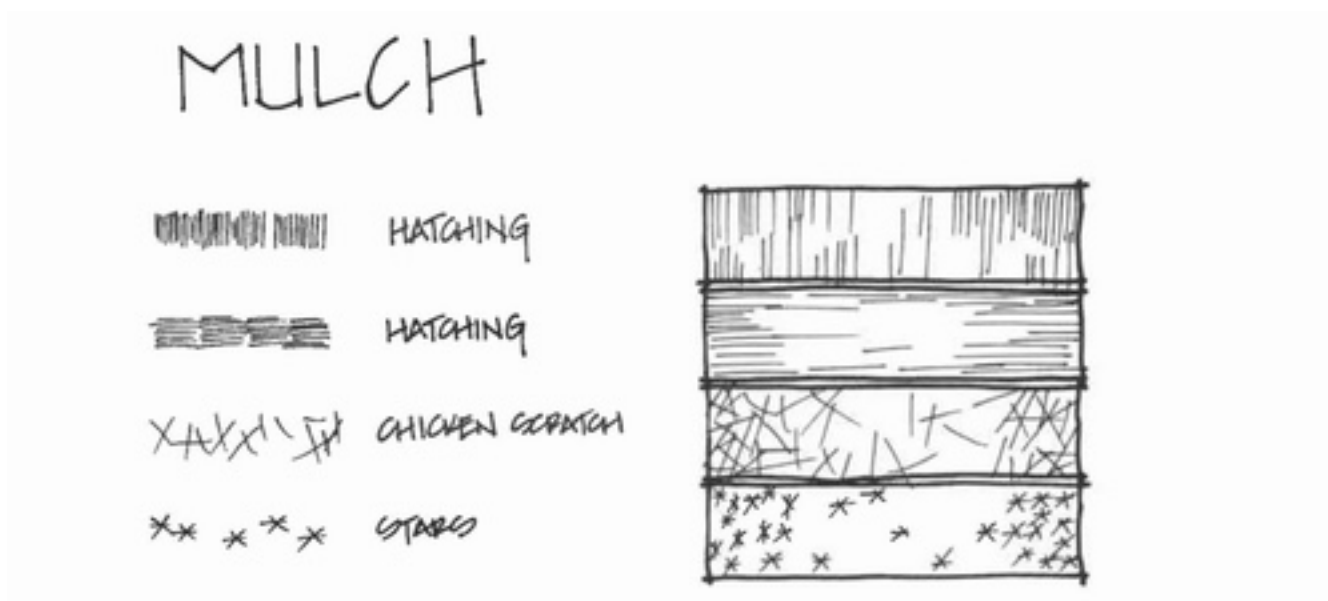


(c)



(d)

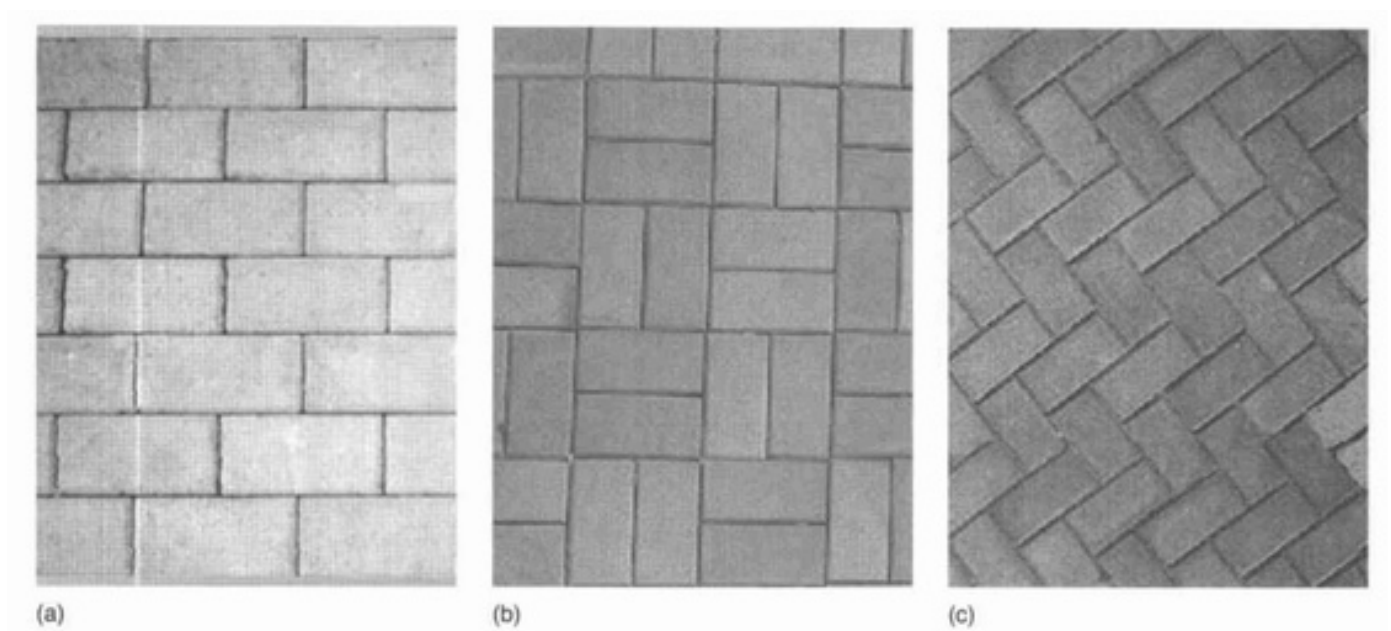
**Figure 6-21 Mulches**(a) Cypress chips; (b) shredded cypress; (c) pine straw; (d) coarse nuggets.



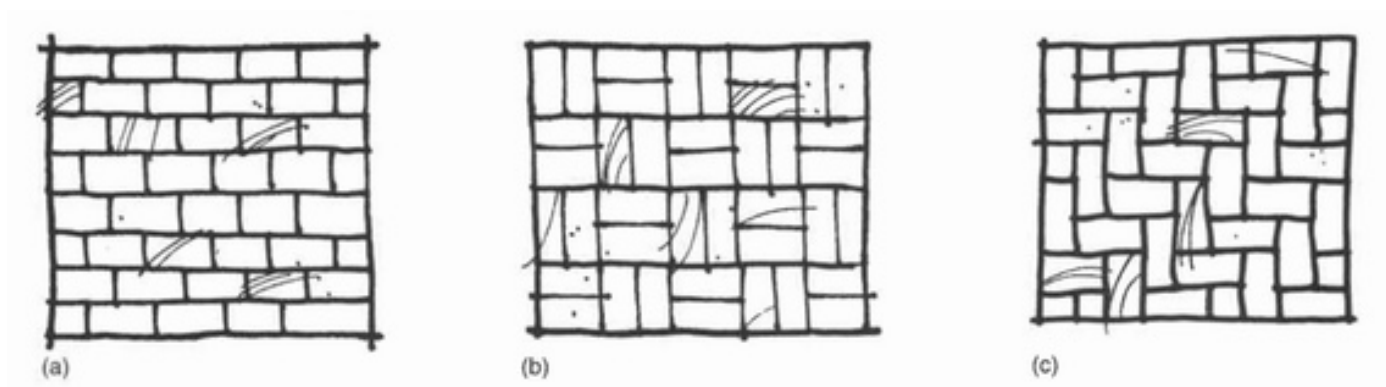
**Figure 6-22 Mulch Texture** Hatching, cross-hatching and other examples to represent mulch materials .

### 3-Bricks and Pavers

Bricks and pavers come in various shapes and colors (Figure 6-23). They are used in various patterns to create different looks. Drawing paved areas with a running bond (staggered brick pattern) is the easiest (Figure 6-24) . Other patterns, such as herringbone and basket weave, can be drawn, although they tend to be time-consuming and more difficult to draw than running bond.



**Figure 6-23 Bricks and Pavers** Used in various colors, shapes, and patterns, such as (a) running bond, (b) basketweave, and (c) herringbone.

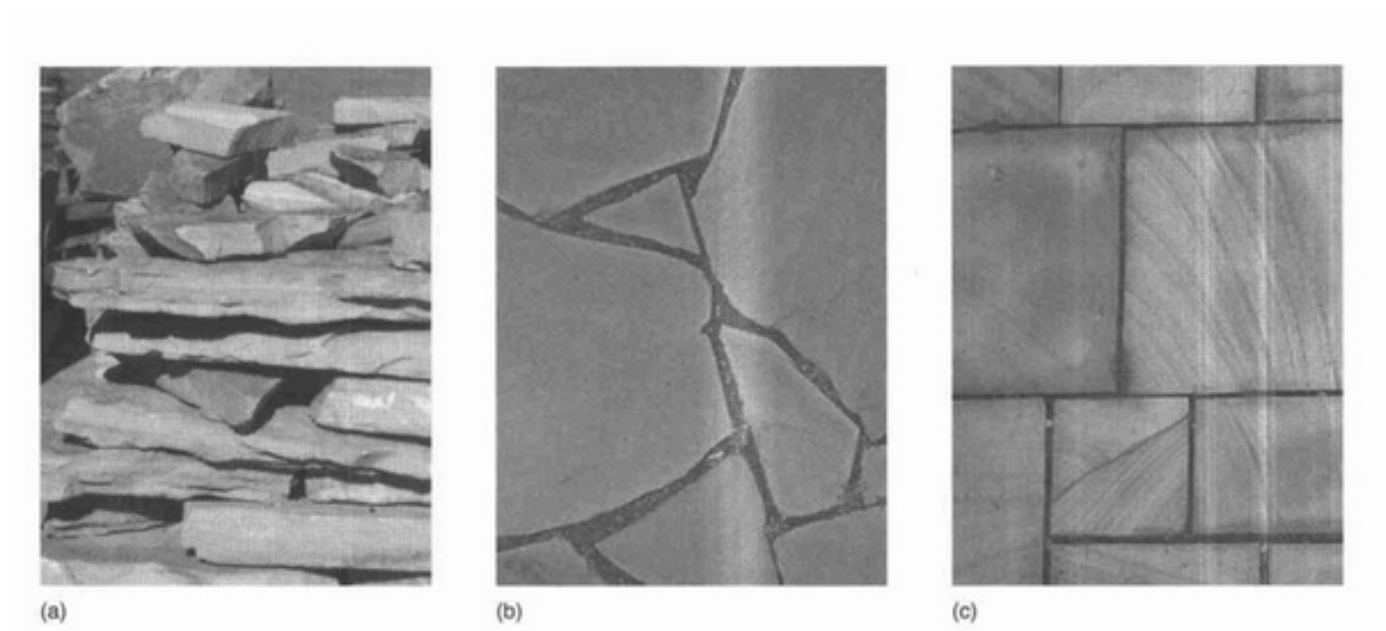


**Figure 6-24 Bricks and Pavers Texture** Running bond texture.

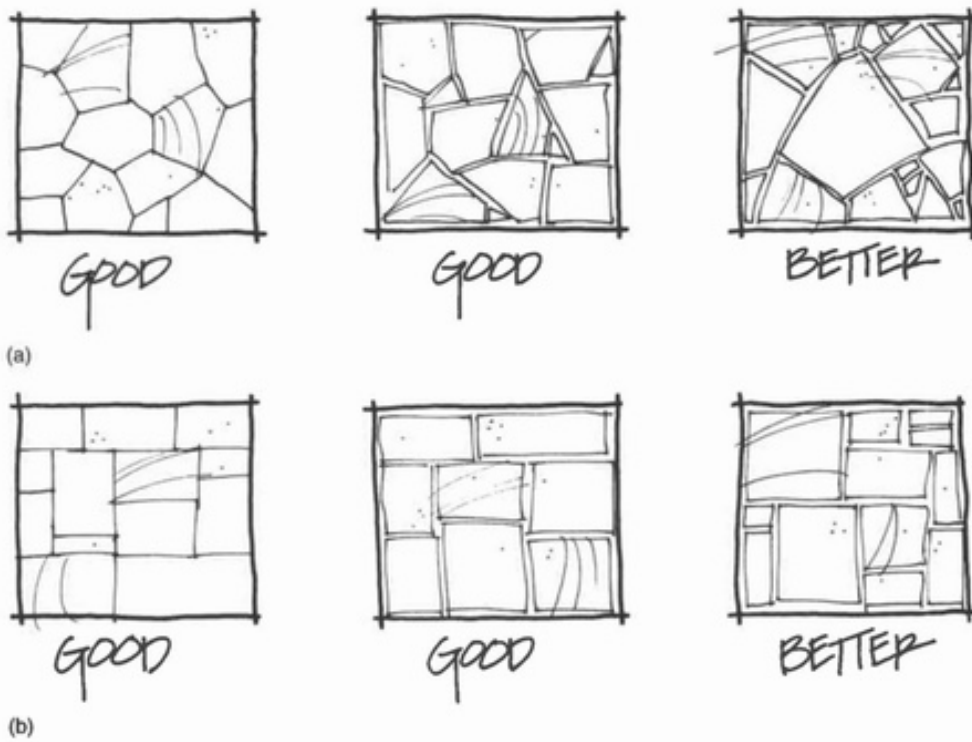
## 4-Stone

Flagstone is sheet like stone that comes in various colors and sizes (Figure 6-25). It is a material that is often used as an informal walkway, providing nice texture and informality. Some stone walkways utilize cut stone that is rectangular and appears more fitted and formal. Cobblestone patterns are less common but are a rounded version of the informal flagstone walkway.

Texture should reflect the shape of the stone used (Figure 6-26) .



**Figure 6-25 Stone**(a) Flagstone stack; (b) flagstone; (c) cut stone. Like bricks and pavers, stone comes in various colors, shapes, and patterns, such as informal flagstone and cut stone.

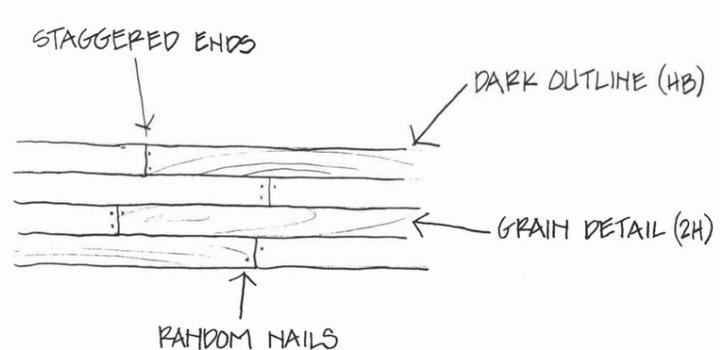


**Figure 6-26 Stone Texture** Examples of (a) flagstone, (b) cut stone texture.

## 5-Wood

Decking is the most common feature that illustrates wood texture on the ground plane (Figure 6-27). Use a straightedge to draw individual boards the length of the deck. Then draw end lines within each board. Be sure to stagger the ends like brickwork.

Rather than draw detail on every board, sample several areas throughout the deck to give it a textural impression. At the end of several boards, randomly locate the nail heads. Then, using a lighter line weight (2H), add a curving detail of grain to several boards on the deck (Figure 6-28).



**Figure 6-27 Wood** Commonly used as decks in the landscape.

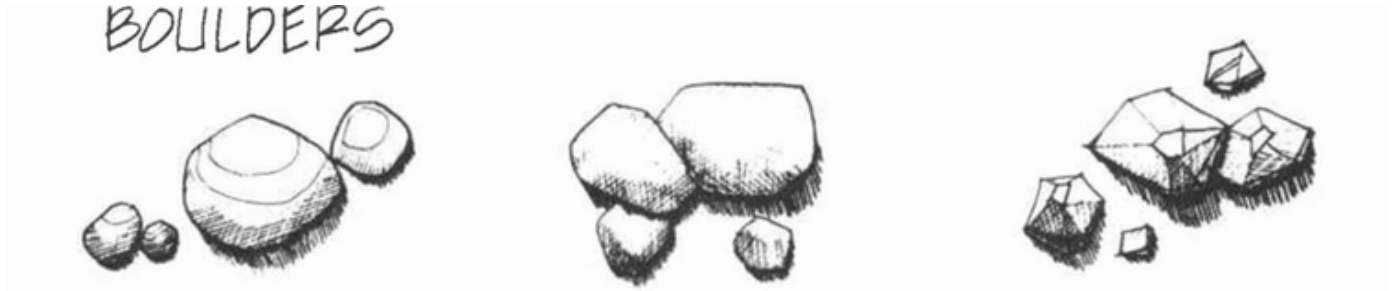
**Figure 6-28 Wood Texture** Draw the board with staggered ends and sample several boards with a light grain.



## 6-Boulders

Boulders are often used with water features as a naturalizing effect (Figure 6-35) . They are drawn with a variety of hatching and cross-hatching textures (Figure 6-36).

Draw irregular circles for the outline. Then select a few angular areas on the rock to hatch . Cross-hatch those areas that are on the shadow side.



**Figure 6-36**

### **Boulder Textures**