

Healing Gardens



My garden



Healing Gardens

Principles and Design

What is a healing garden?

“a garden in a healing setting designed to make people feel better” (Eckerling, 1996).

The goals of a Healing Garden

safe

less stressed

more comfortable

invigorated

Landscape Design Concept



What This Plan Offers:

The landscape consists of large undulating plantings with soft edges that contain the courtyard. Sitting and garden spaces, flowering trees and shrubs create a variety of spacial sequences. The bold patterns and distinctive palettes of perennials and ornamental grasses add interest to the level site and screen unworred views of the neighbouring parking lot. The landscape is fresh, contemporary and is a lushly planted haven where visitors and employees can gather.

A garden planting that uses bold simple d with four seasons of texture and interest integrates permanent landscape planting, ornamental grasses, spring bulb groundcovers.



our

STORIES

Designing the healing
garden.

Designing the healing garden

- * functionality
- * maintainable
- * environmentally sound
- * cost effective
- * visually pleasing



Functionality

- * The garden must accommodate the limitations of the users of the space



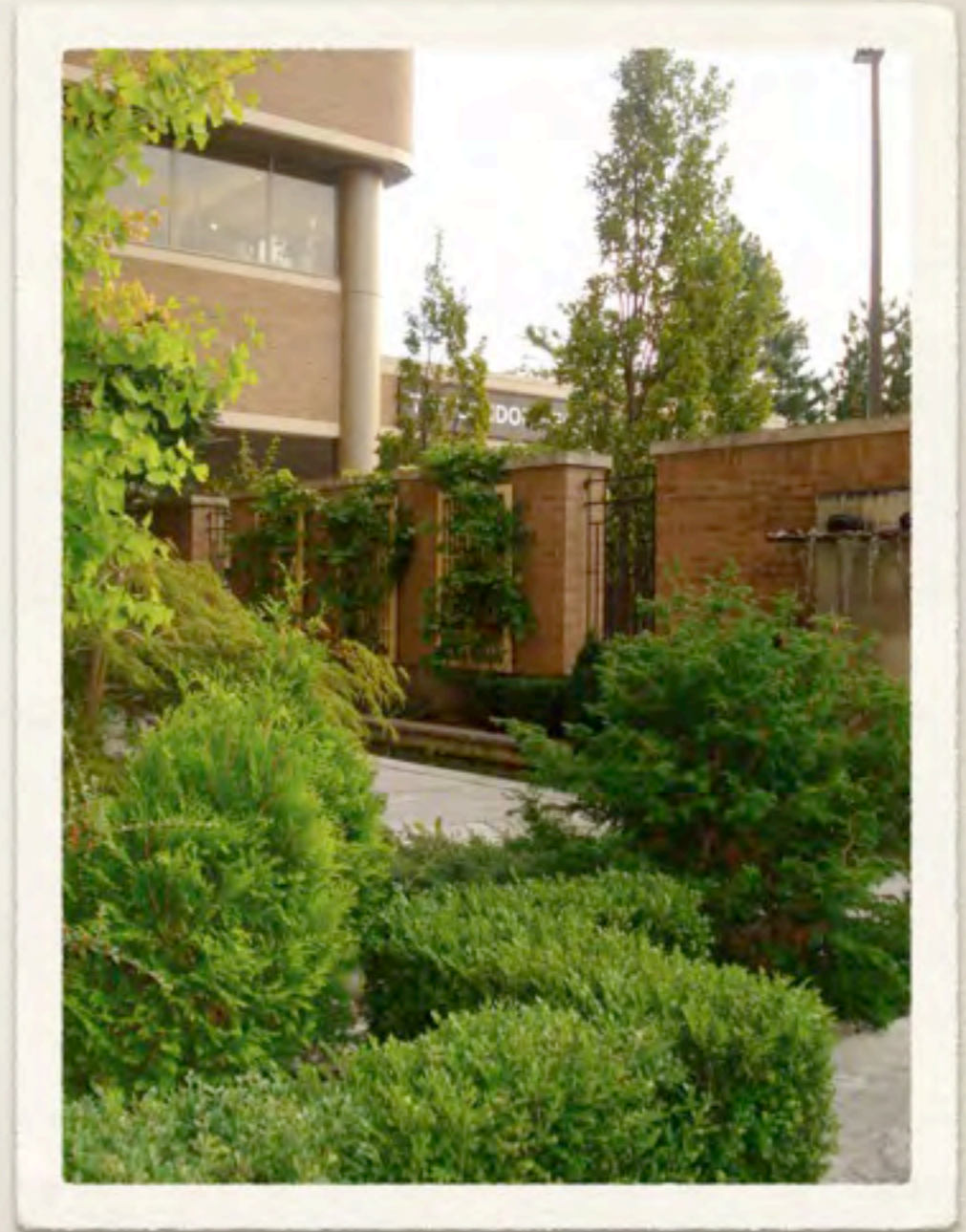
Maintainable

- * A poorly maintained garden could cause individuals to lose confidence in the institution



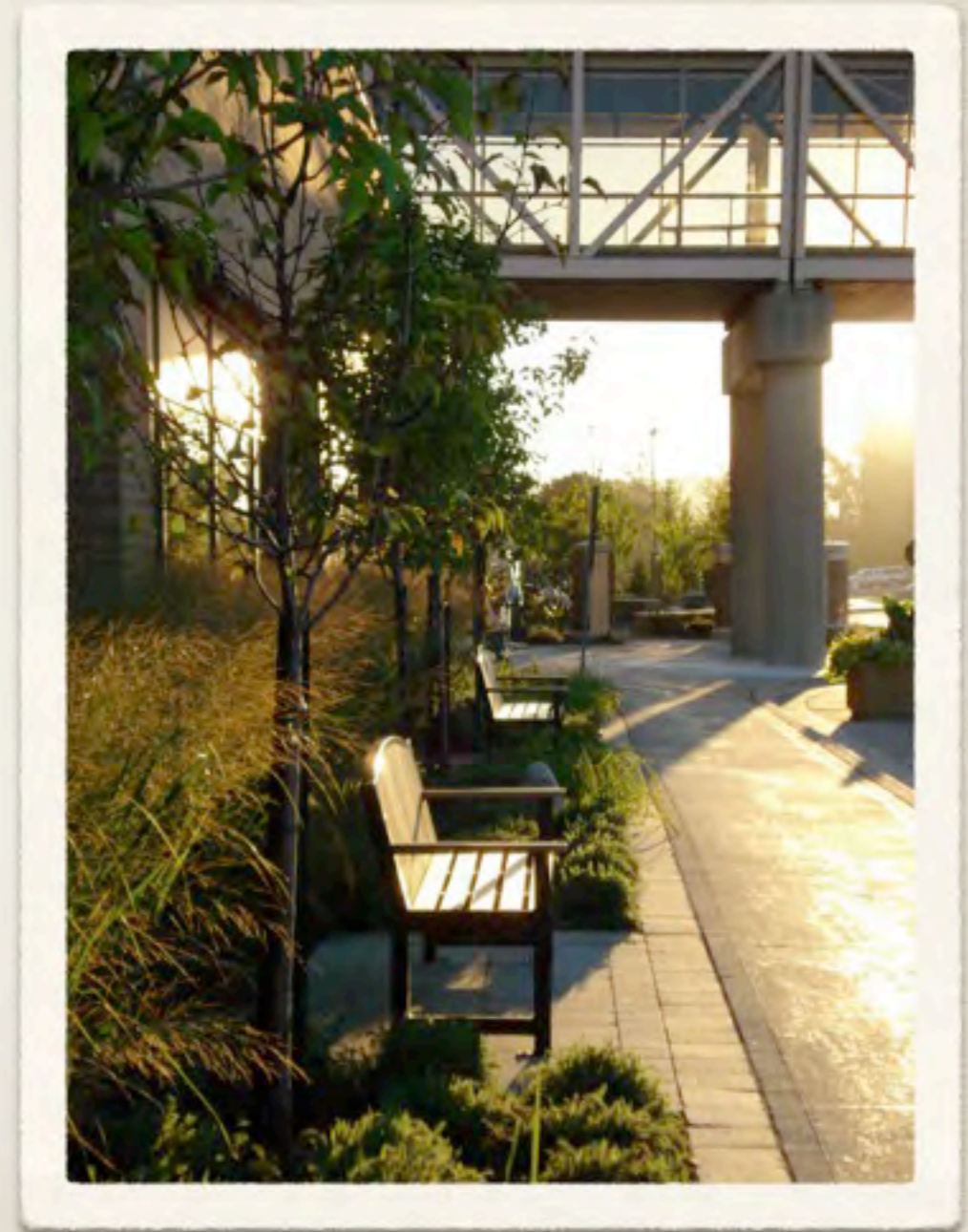
Environmentally sound

- * if garden visitors are unwell the garden may prove detrimental if it is not environmentally sound



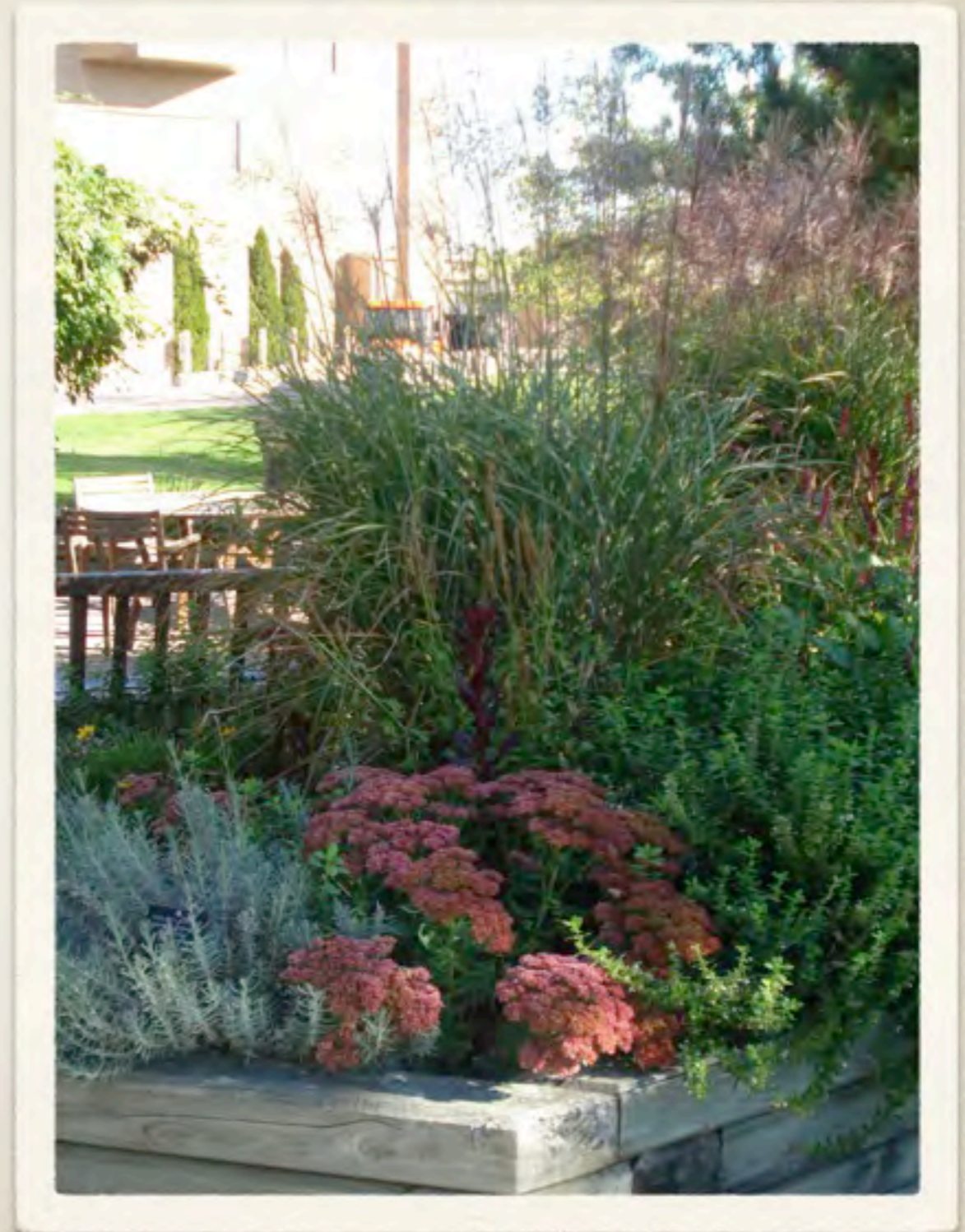
Cost effective


- * funding is often raised through donations, the design must address this



Visually pleasing

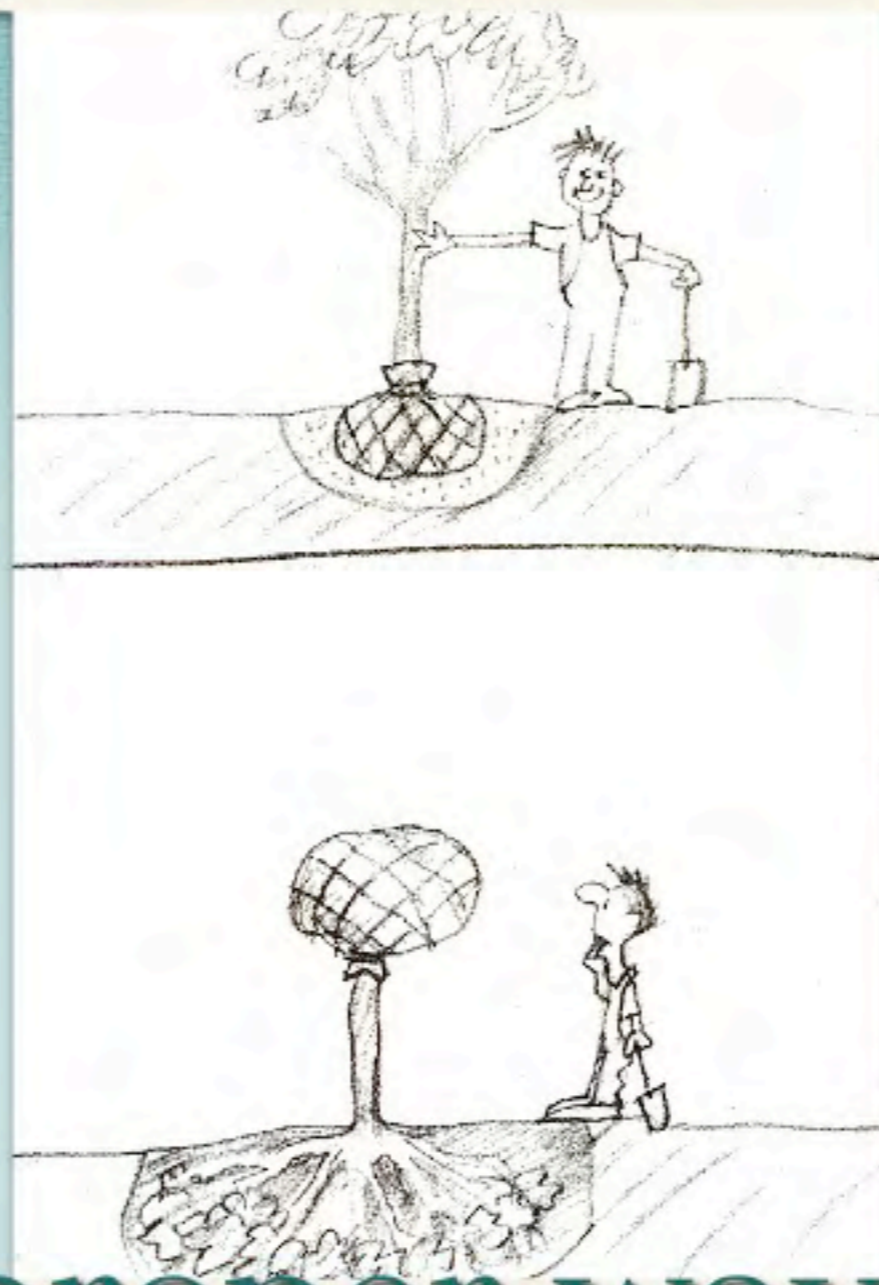
- * should provide pleasant surroundings as an aid in restorative effects



The background is a solid teal color with a slightly textured appearance. There are faint, light-colored patterns overlaid on the background, including a grid of thin lines in the top-left corner and some curved, organic shapes in the bottom-left and top-right corners.

Healing gardens

Principles of design



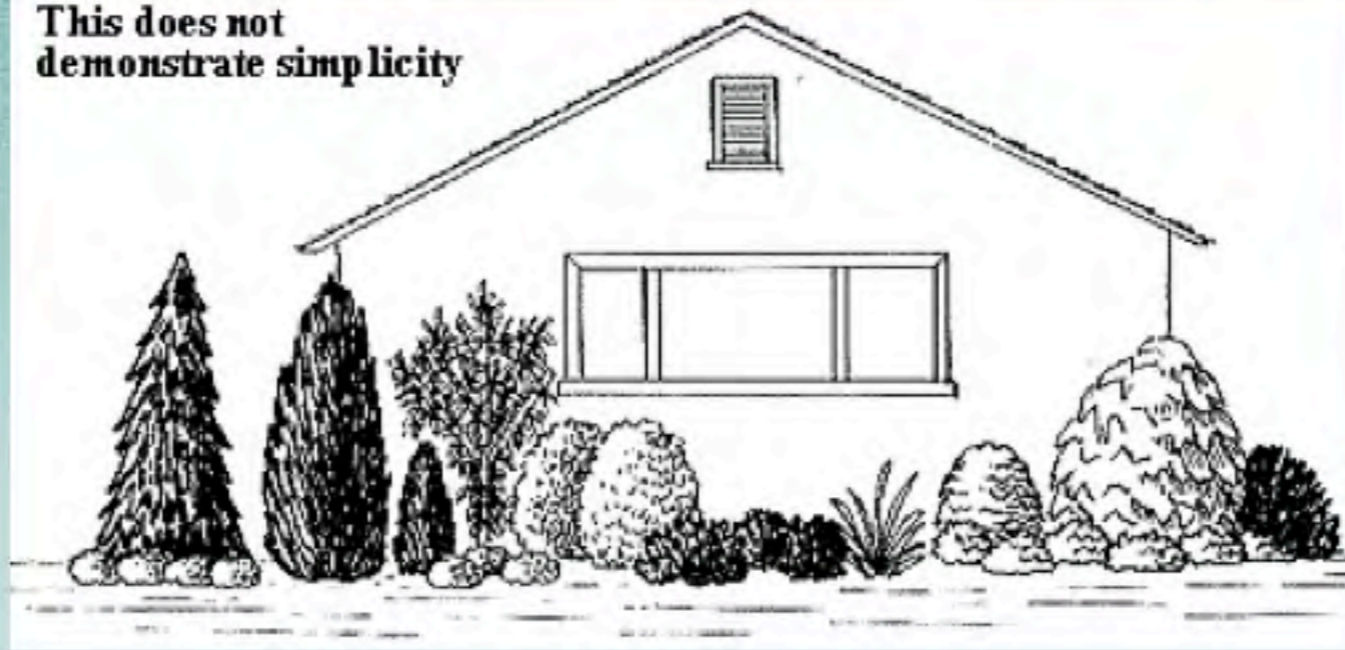
The proper way to do
things

Principles of Design

- * Simplicity
- * Variety
- * Balance
- * Emphasis
- * Sequence
- * Scale

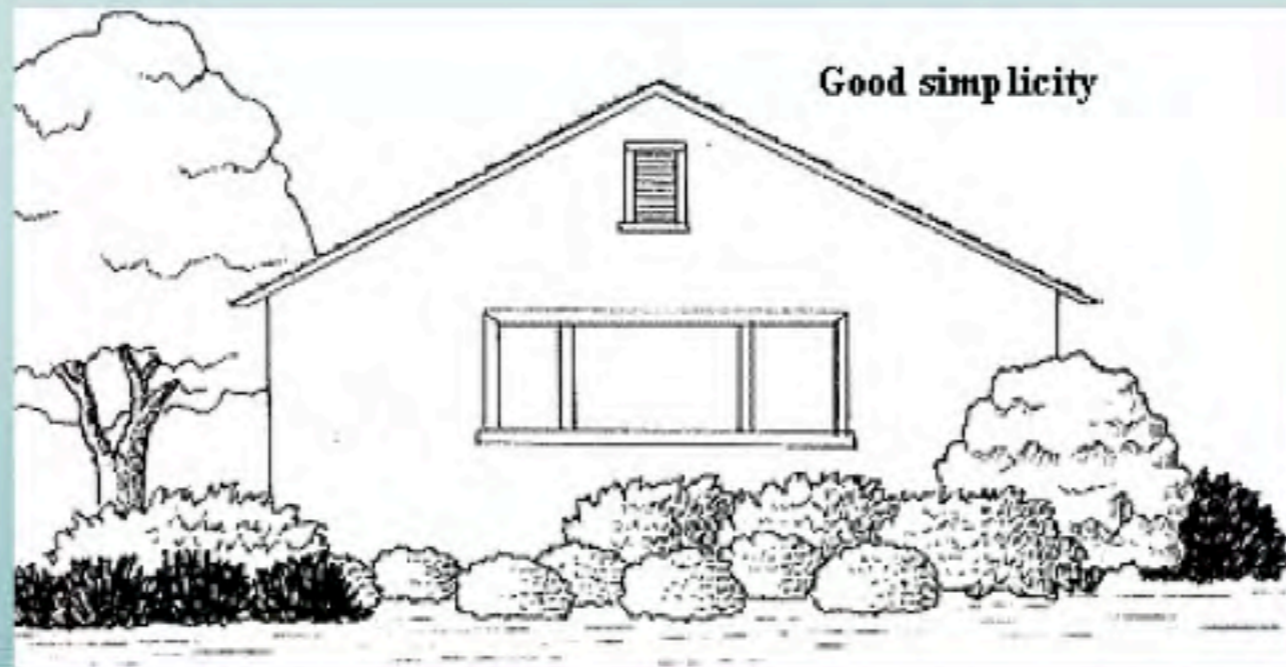


**This does not
demonstrate simplicity**



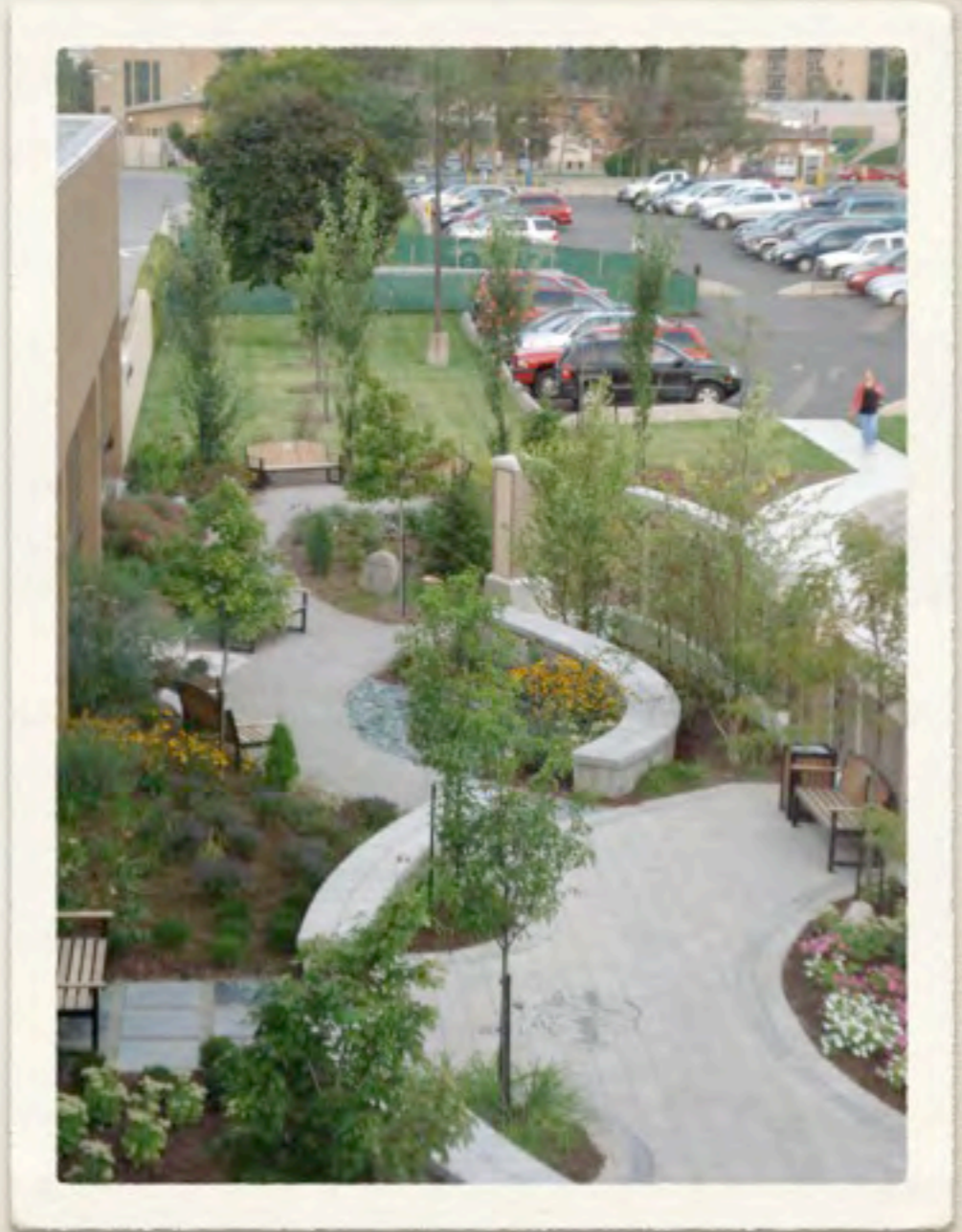
Simplicity

Good simp licity

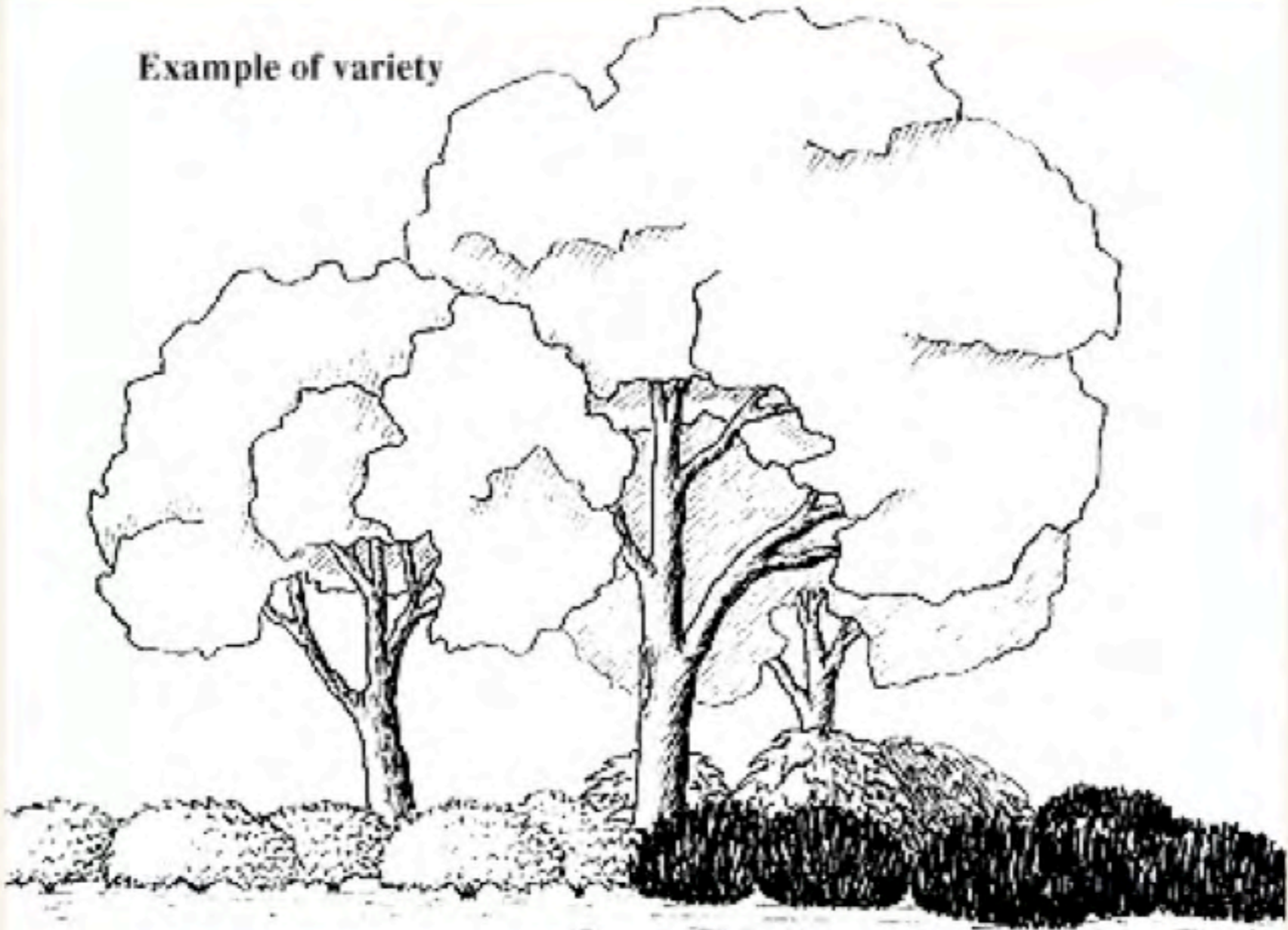


Simplicity

- * Designing a landscape that is uncluttered



Example of variety



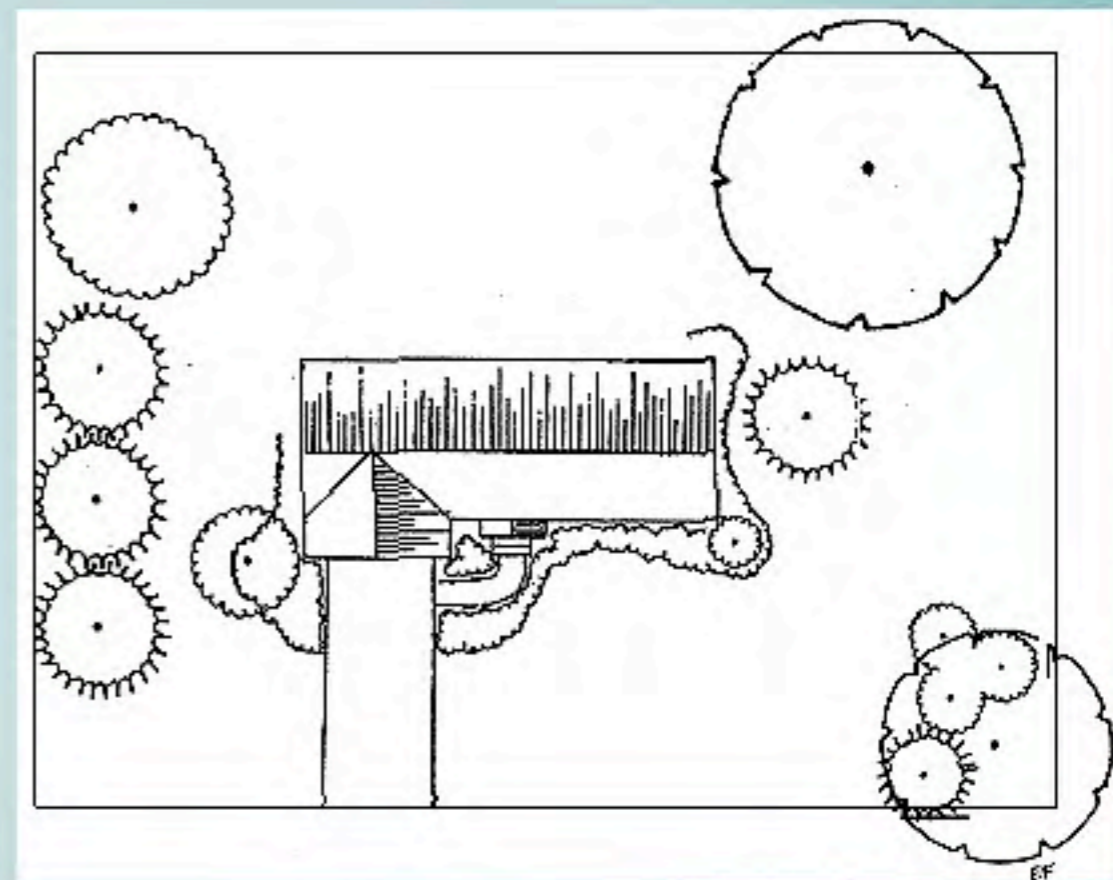
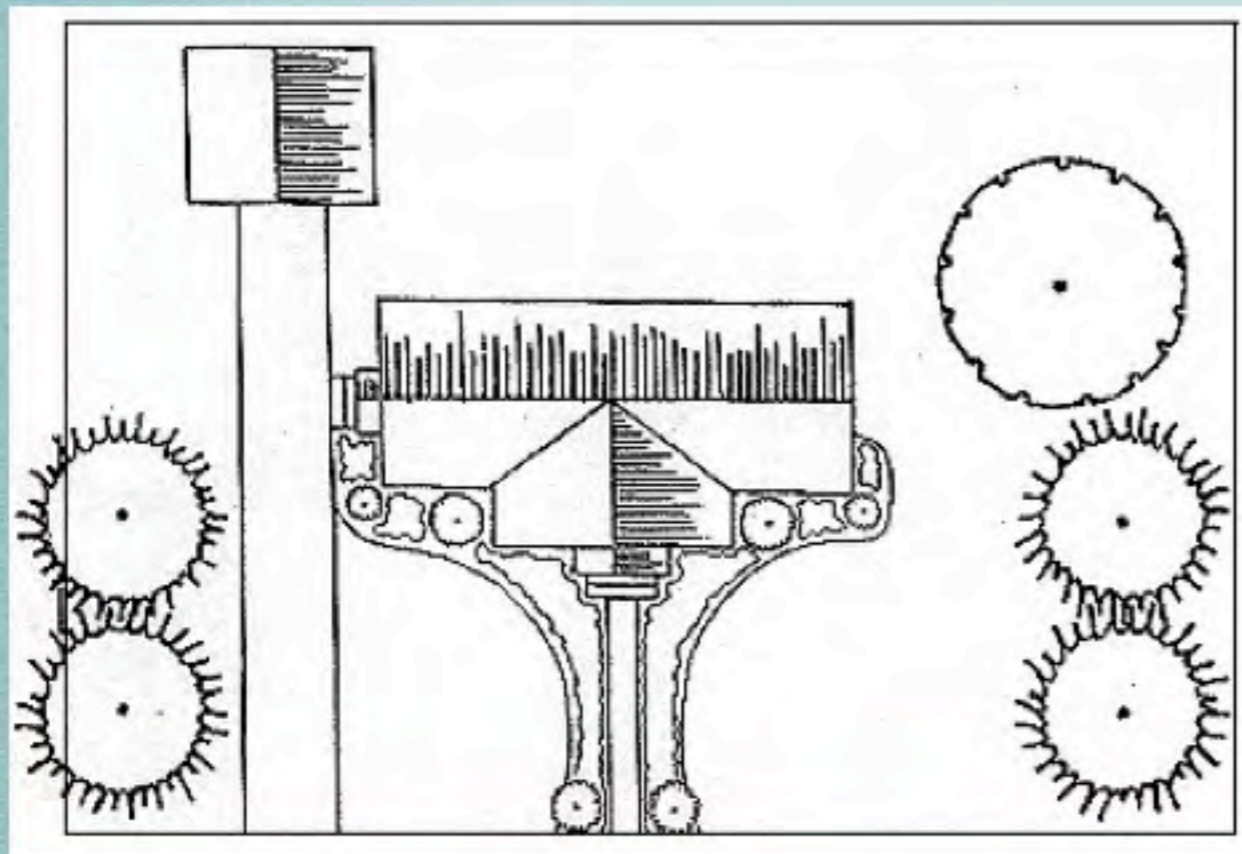
Variety

Variety

- * Mixing form, texture and color combinations without sacrificing simplicity

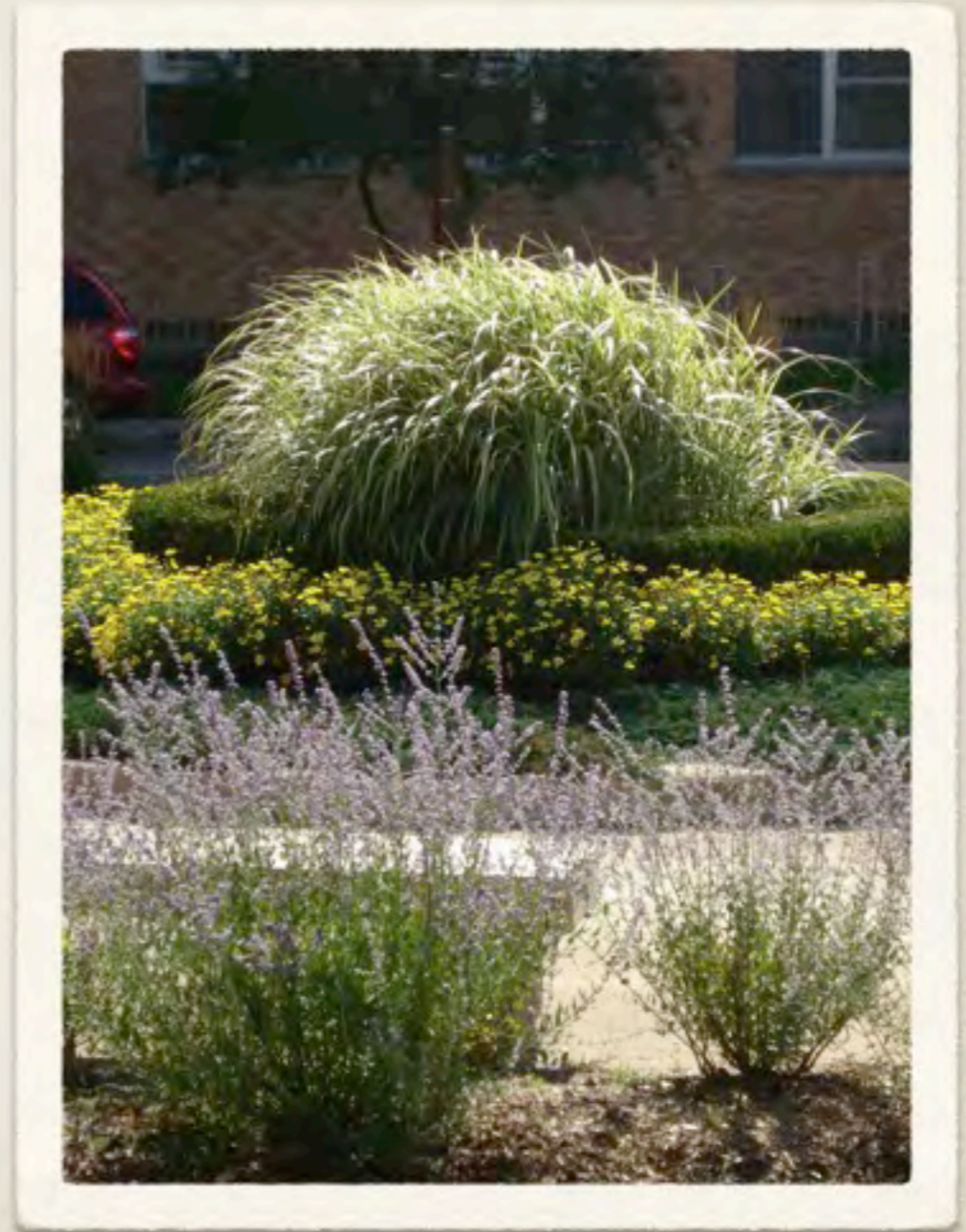


Balance

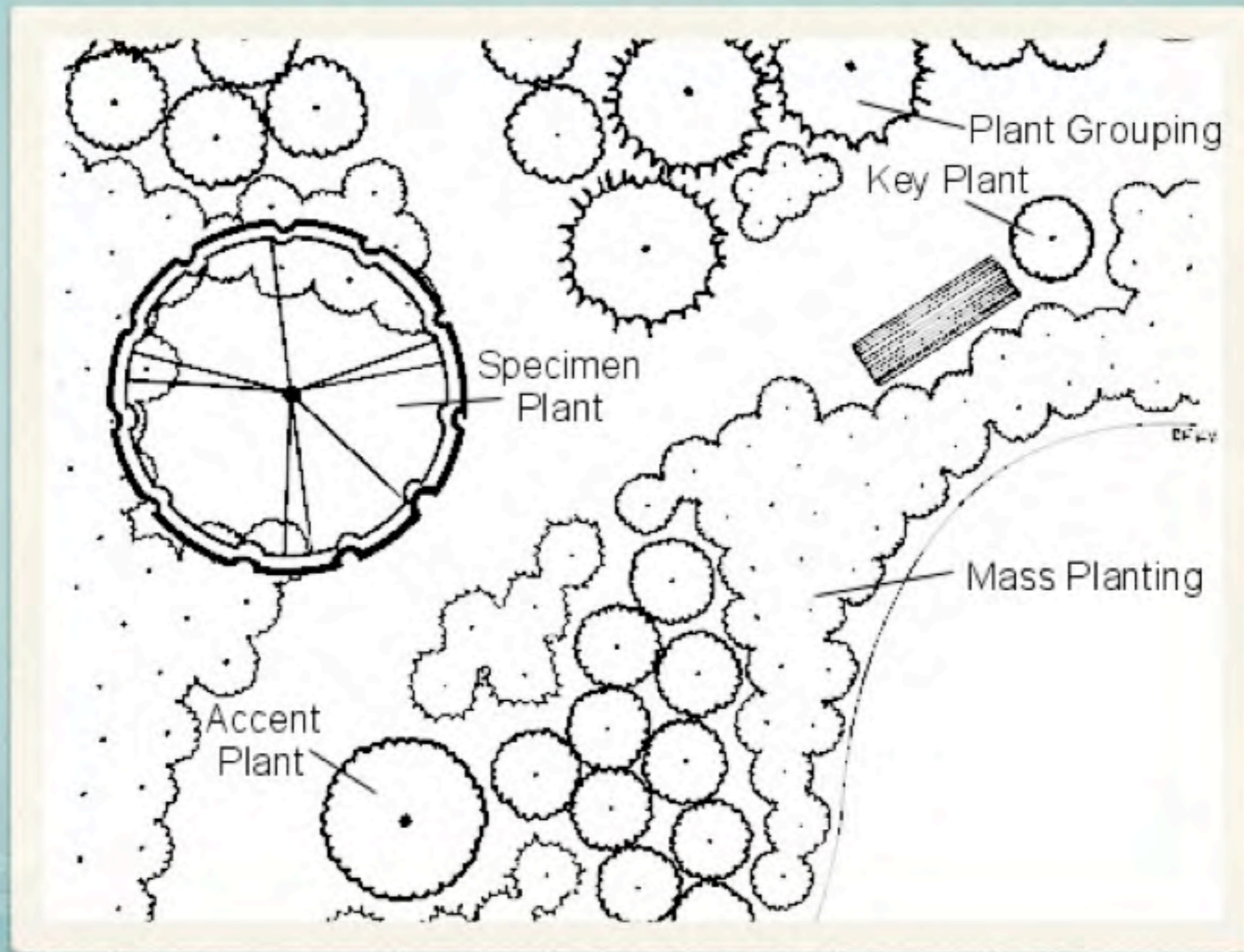


Balance

- * A relationship between elements of the landscape
- * balance can be both informal and formal

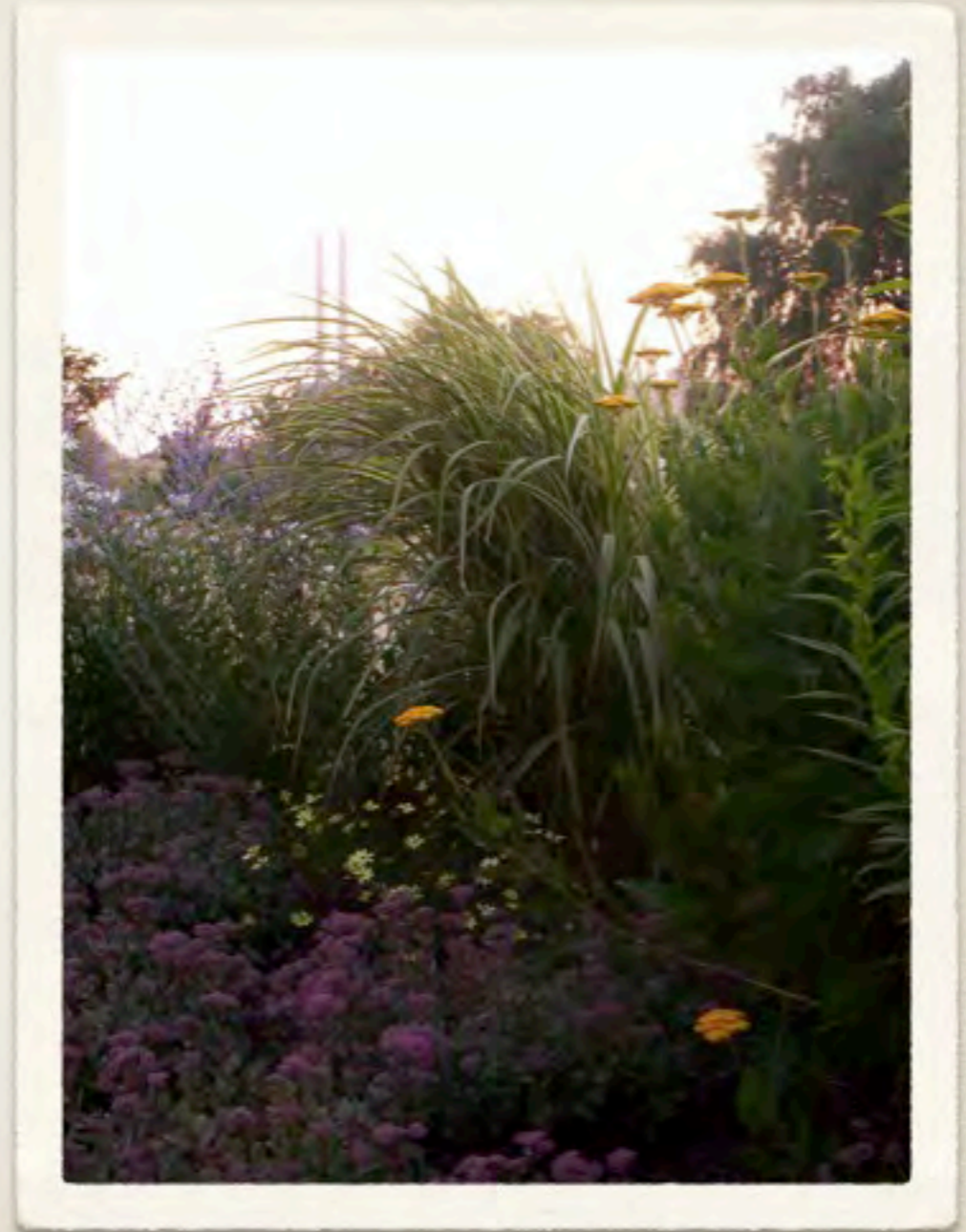


Emphasis



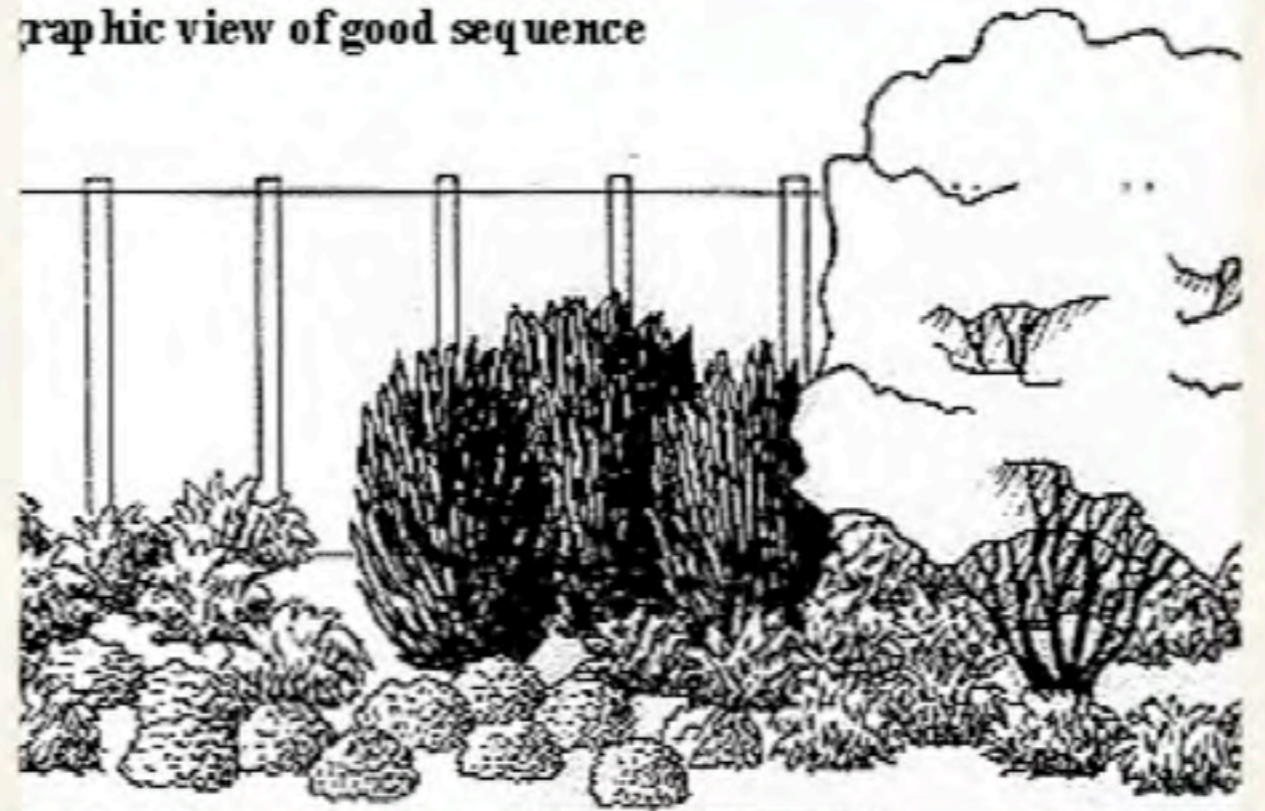
Emphasis

- * A relationship between plants and plant groupings
- * specimen, accent, key, plant groups and massed plants

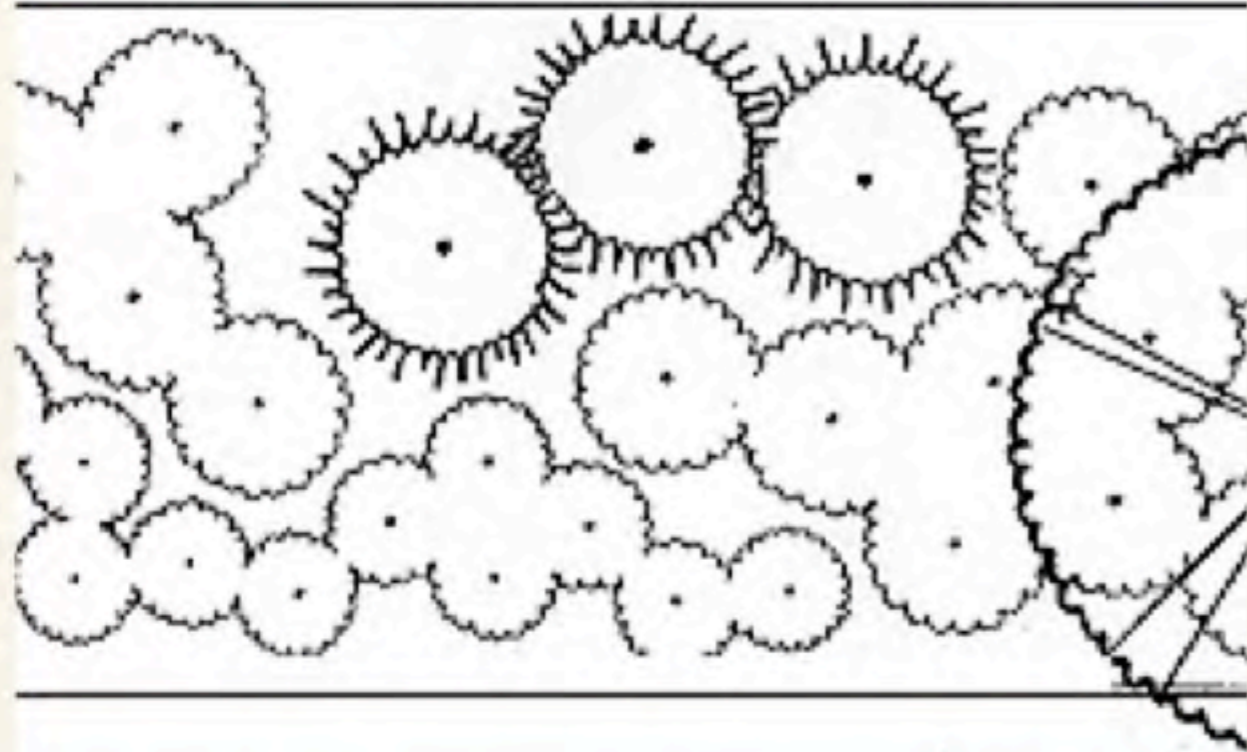


Sequence

Graphic view of good sequence

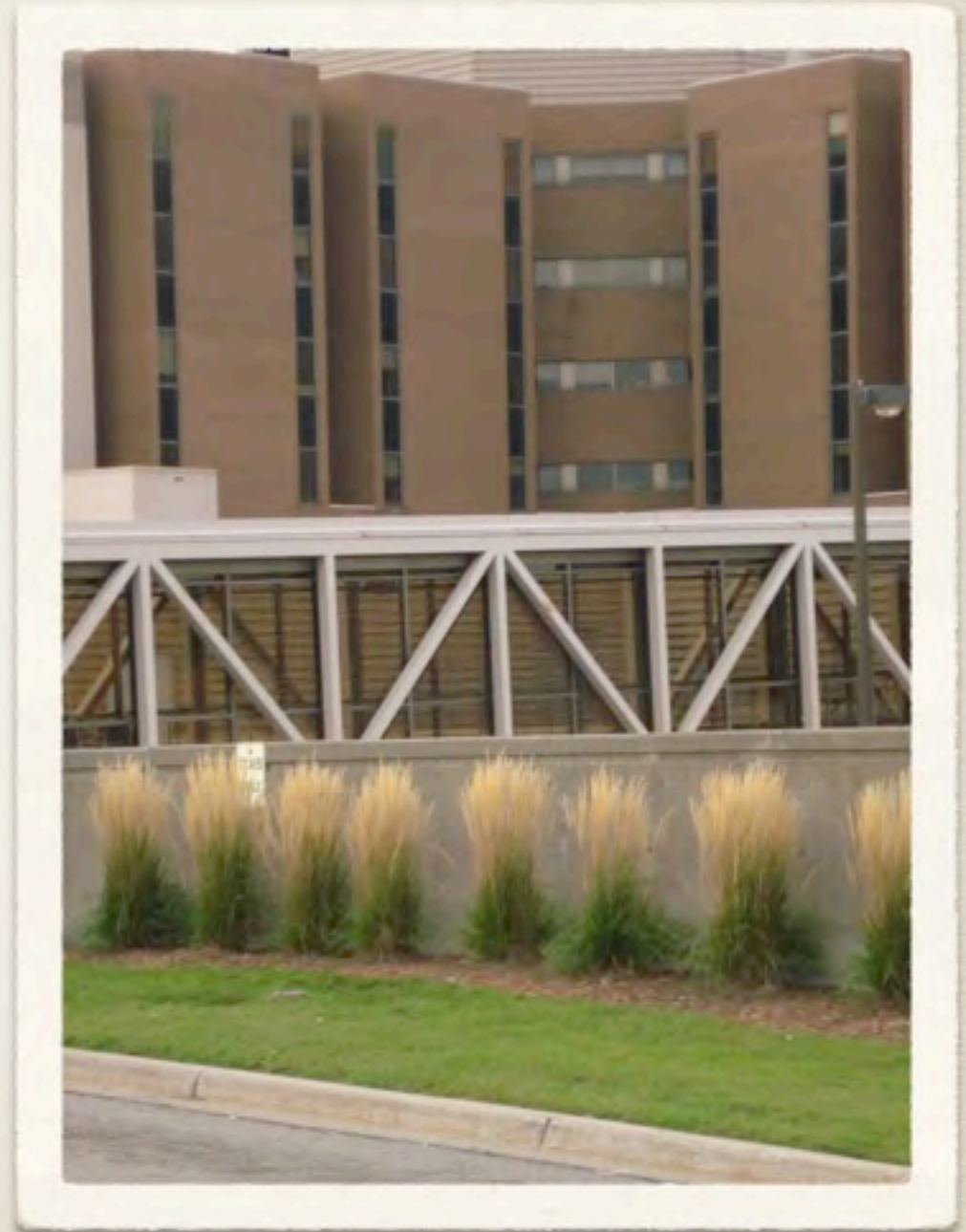


Plan view of good sequence



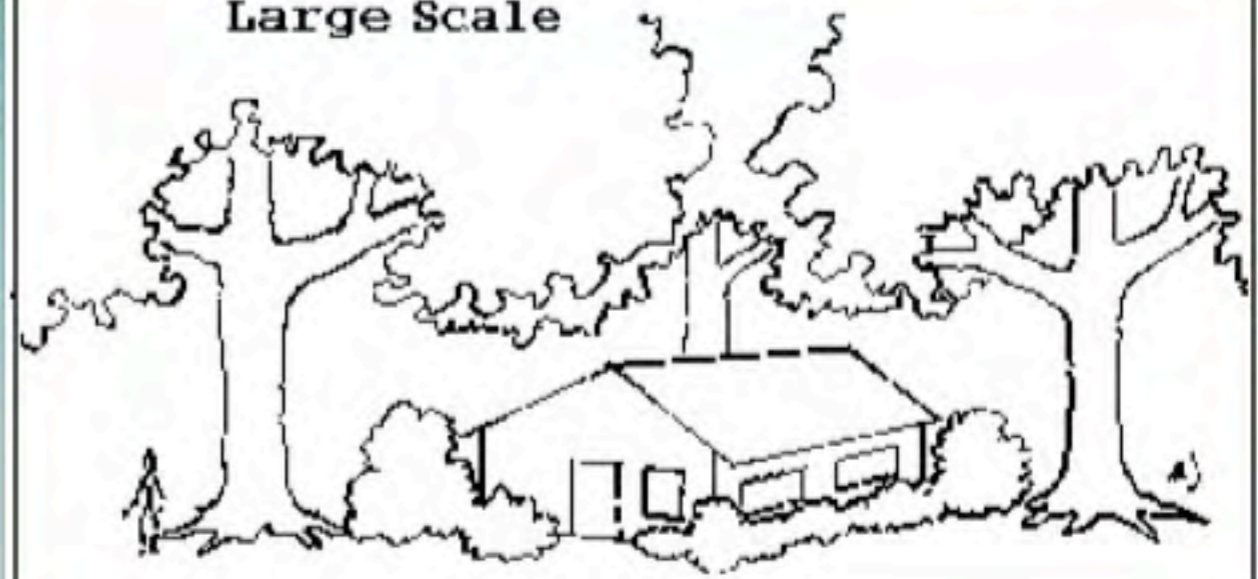
Sequence

- * A gradual transition from one area to another

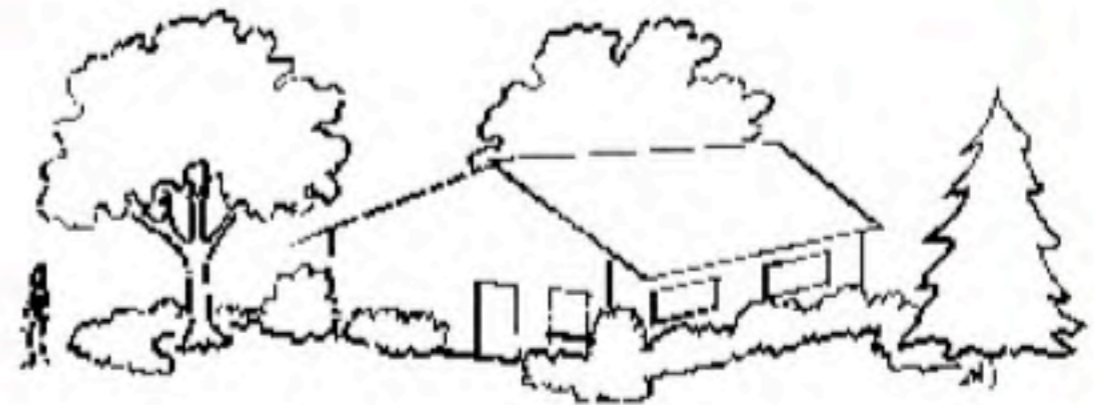


Scale

Large Scale



Normal Scale

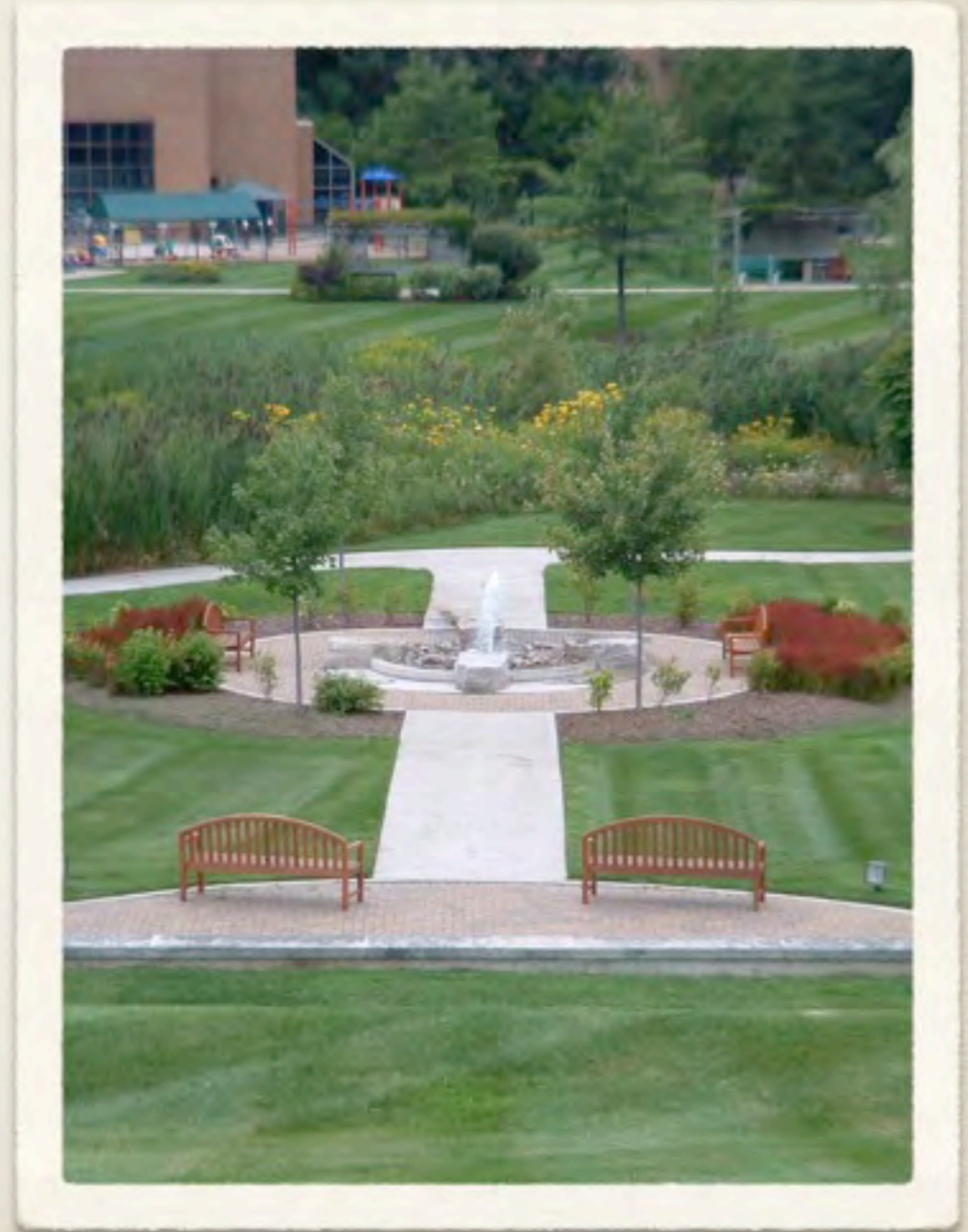


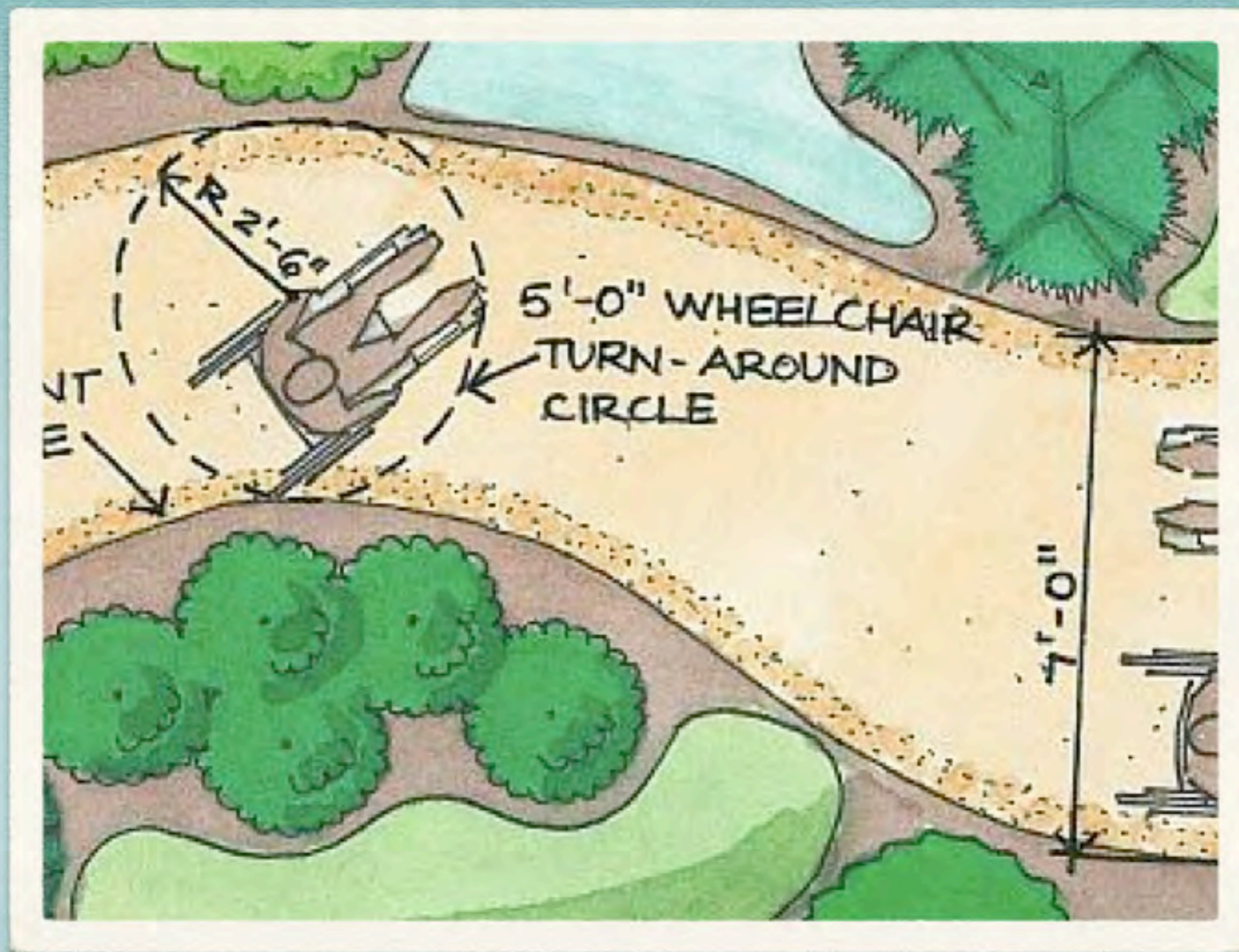
Small Scale



Scale

- * The relationship of one area of the landscape to another
- * proportion or ratio





Accessibility

