

DESIGNING TIPS

- Sketch in your house and other structure that will be staying i.e. driveway, hydro box, and telephone poles

CONSIDER YOUR NEEDS

- ◆ How will the garden be used?
- ◆ How much time do you have for maintenance?
- ◆ What kinds of plants do you like?
- ◆ What style do you like?
- ◆ Creating a focal point?
- ◆ What colors do you like?
- ◆ The effects of sun and shade on your property?
- ◆ Do you need to hide a view?
- ◆ Seasons – color all the time?
- ◆ How long do you plan to live there?

WHEN DESIGNING DON'T FORGET:

- ◆ LIGHT
- ◆ SLOPE
- ◆ SOIL
- ◆ SIZE AND SHAPE OF PROPERTY
- ◆ SCALE AND PROPORTION
- ◆ VIEWS
- ◆ STORAGE
- ◆ STYLE
- ◆ FOCAL POINTS
- ◆ COLOR

- Plants give us lots of options they have FORM. This means the shape or structure of a plant. The more different form you use in a garden the more interest you provide.

- TEXTURE is also important large or small, broad or sword- like, grassy, soft and hairy or rough. This applies to the foliage, bark and buds of a plant.

- COLOR adds interest and creates an illusion. Red, orange and yellow are hot colors they appear to advance making the bed seem closer and larger spaces appear smaller. Blue, indigo and violet are cool colors and they retreat making a small space appear larger and shallow areas deeper. Flowers are not the only way to get color. More and more attention is being given to the foliage and if you look they are not all green. Red, bronzes, purple, blue, gray, blue-gray and even green-yellow. And then there are the variegated variations. By giving this some thought you could have double the color out of each plant. The secret is in plant combinations.

- Designers will repeat the same color or texture at least 3 times in a design

- The size on the plant tag is roughly what size the plant will reach in five years. Just like us, plants do not reach the final height and stop growing they are a living thing and will keep growing as long as they are alive.

- Plants are forgiving so if something is not working move it and try something else.