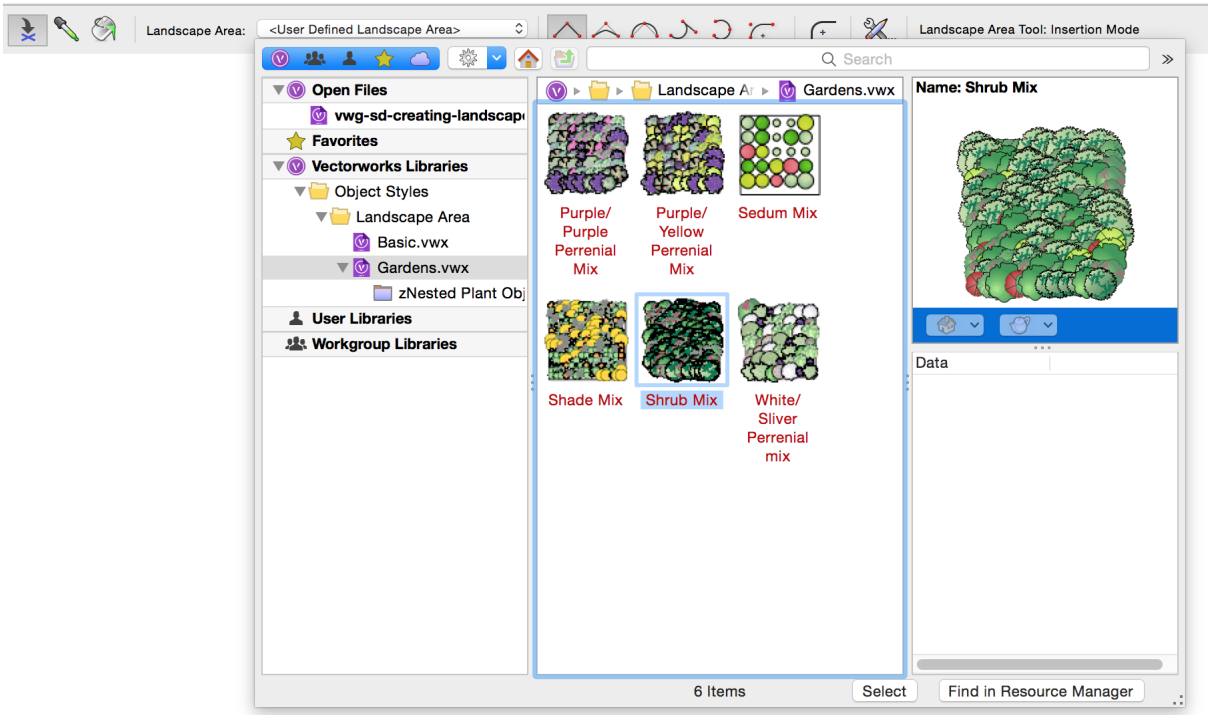
SITE DESIGN

CREATING LANDSCAPE AREAS

In this chapter, we will walk through the creation of a Landscape Area. Utilizing both the Landscape Tool as well as converting existing objects into Landscape Area, we will explore creation methods for this tool.

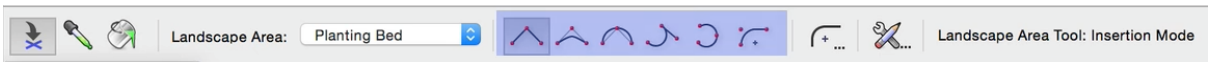
Lets start by creating a Landscape Area using the tool itself. The Landscape Area Tool is located in the Site Planning Tool Set

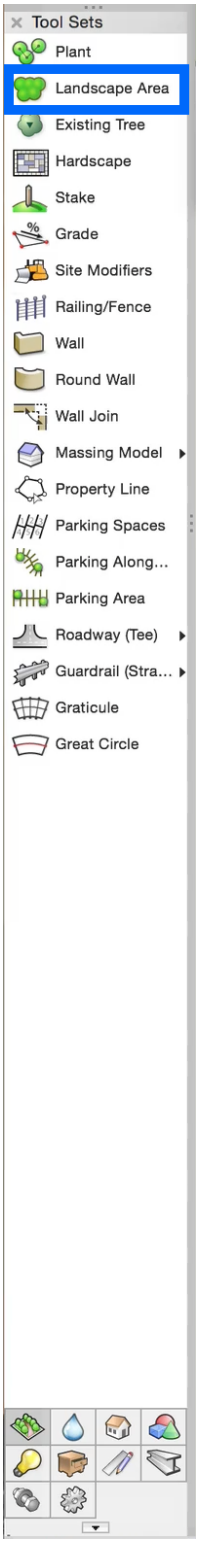
Before we look at each of the modes, notice the Landscape Area Resource Selector in the Tool Bar. Similar to Hardscapes, predefined Landscape Area Styles can be saved and applied to new Landscape Areas. Using the Resource Selector, a Landscape Area style resource can be selected from either one of the Vectorworks Libraries or a custom library file. We'll cover this option in more detail in another chapter.



The first modes we see in the Tool Bar are similar to the Plant Tool. We have three initial modes: Insertion, Pickup, and Bucket mode. The Pickup and Bucket modes are used to pickup settings from other Landscape Areas and apply those settings to a new Landscape Area. We will cover the Landscape Area Settings and the use of these modes in more detail in a later chapter.

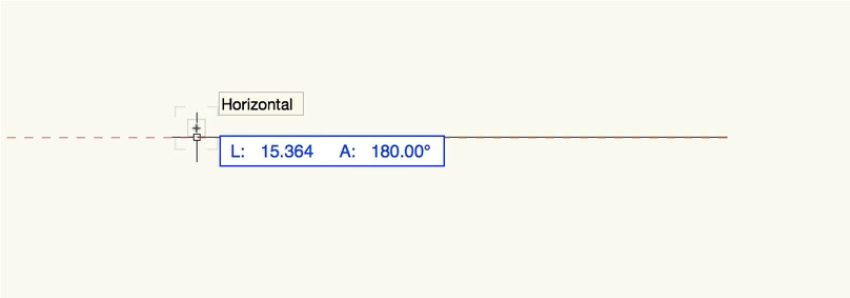
The first mode, Insertion, uses a second set of standard poly modes, similar to the Hardscape tool.





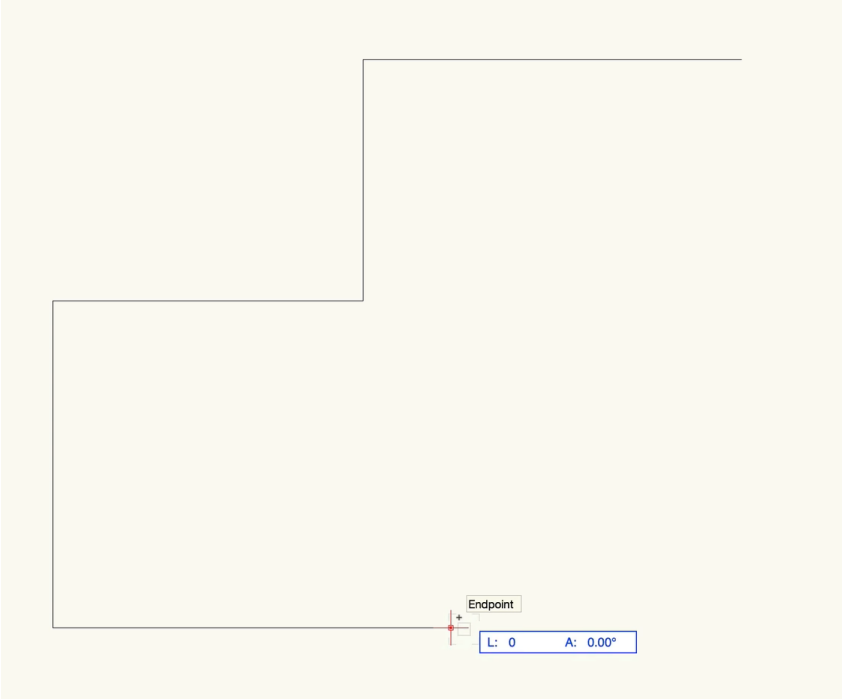
Lets quickly review these modes. These modes use a continuous clicking behavior.

Click once to start the first segment.

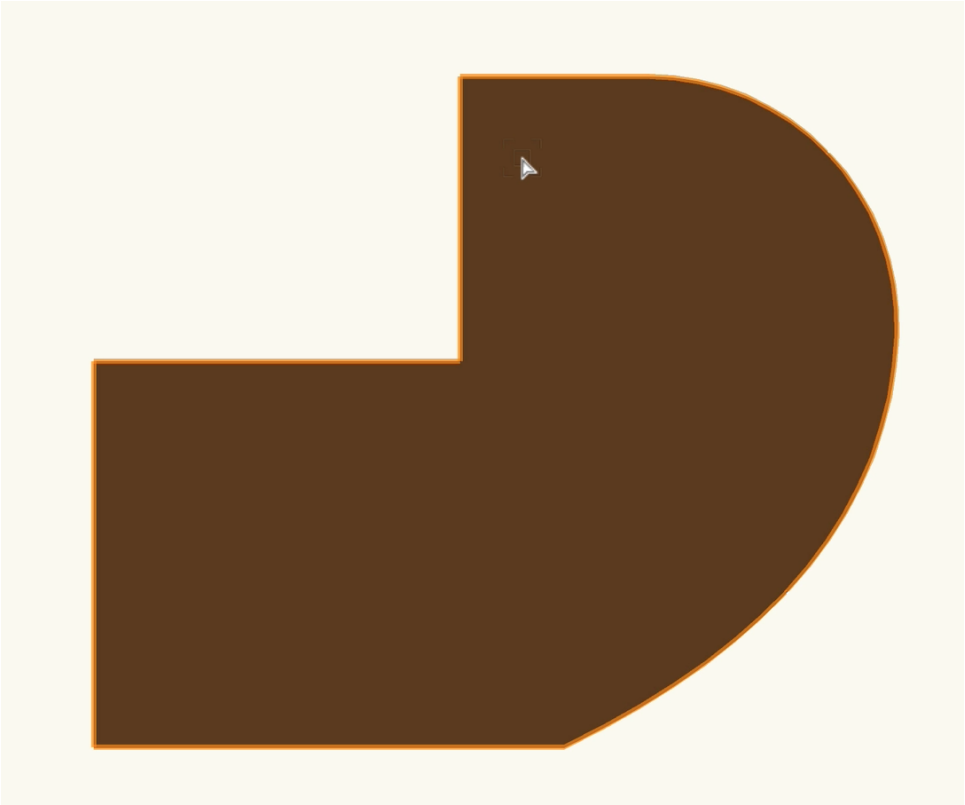


Click again to end the segment and begin the next.

Continue creating segments as needed.



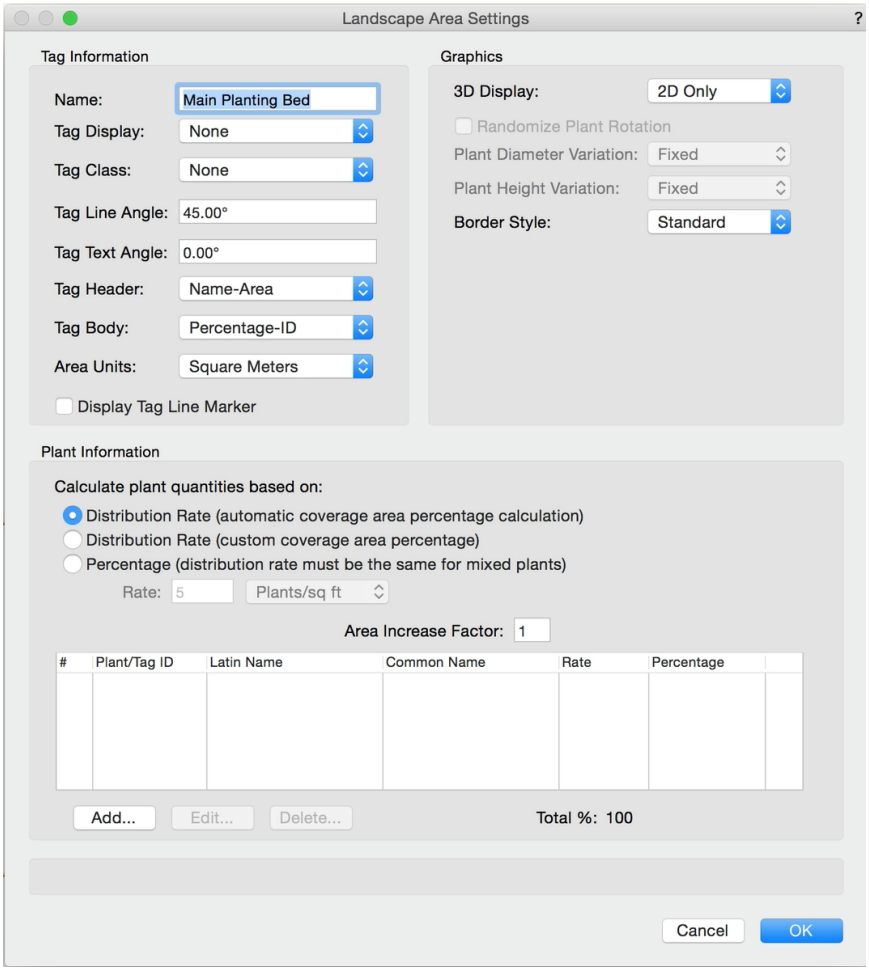
We can change the vertex modes in the Tool Bar to create different curve vertices. We can also use the "O" key on the keyboard to quickly switch between vertex modes. When using the Arc Vertex mode, we can set the Fillet Radius using the Arc Preferences button in the Tool Bar. This can be accessed quickly by using the "P" key. By setting the radius to 0, it will give the largest possible radius.



To complete the shape, either click once back at the starting point to create a closed shape or double click in another location and the area will automatically close.

If an edge needs to be hidden, use the Reshape Tool in the Basic Palette with the Hide/Show Edges mode enabled to hide or show an edge. If you are not familiar with these polymodes or would like more practice, stop here and go through the Freeform Modeling guide.

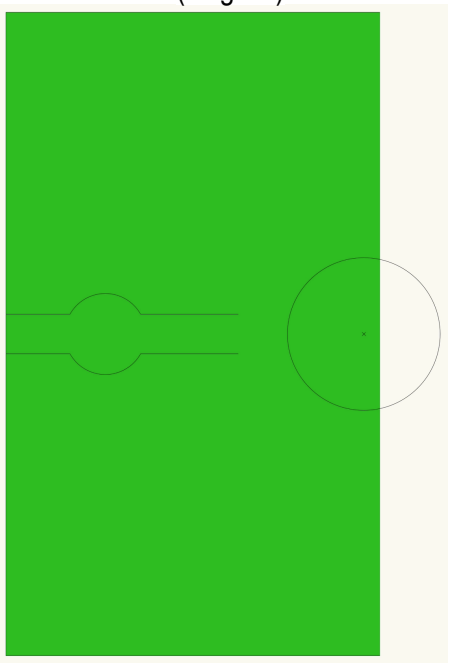
The last button in the tool bar is the Landscape Area Preferences button. This button will bring up the Landscape Area Settings directly. We will go over this dialog in more detail in another chapter.



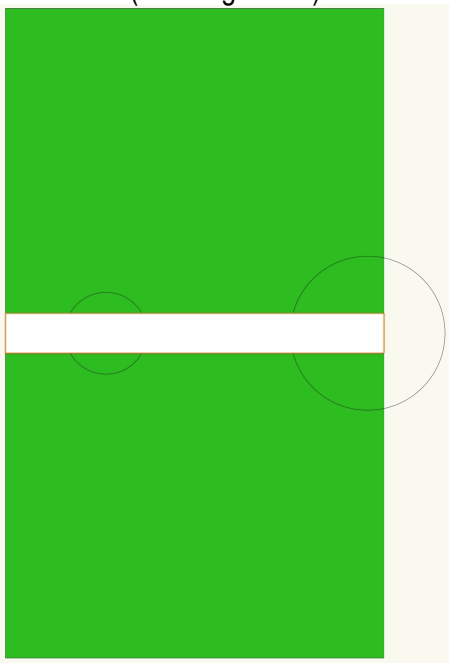
In addition to drawing the Landscape Area directly using the tool, we can also convert existing objects into Landscape Areas. Similar to Hardscapes, the Create Objects from Shapes command may be used to convert a shape into a Landscape Area. This allows shapes to be drawn more quickly using a combination of tools and commands.

For example, we can quickly trace this area using a combination of the Rectangle and Circle tools.

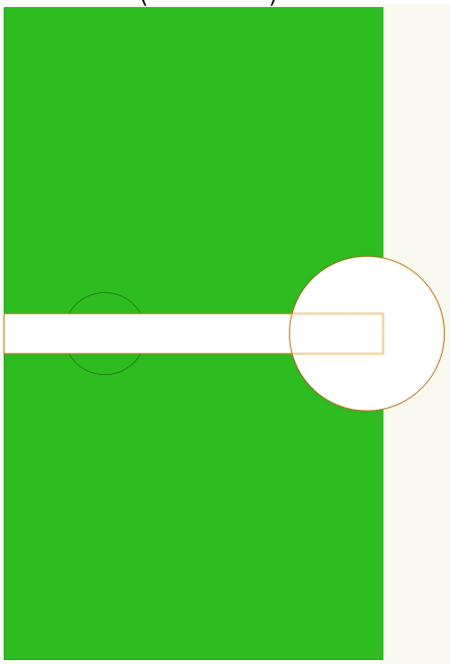
(Original)



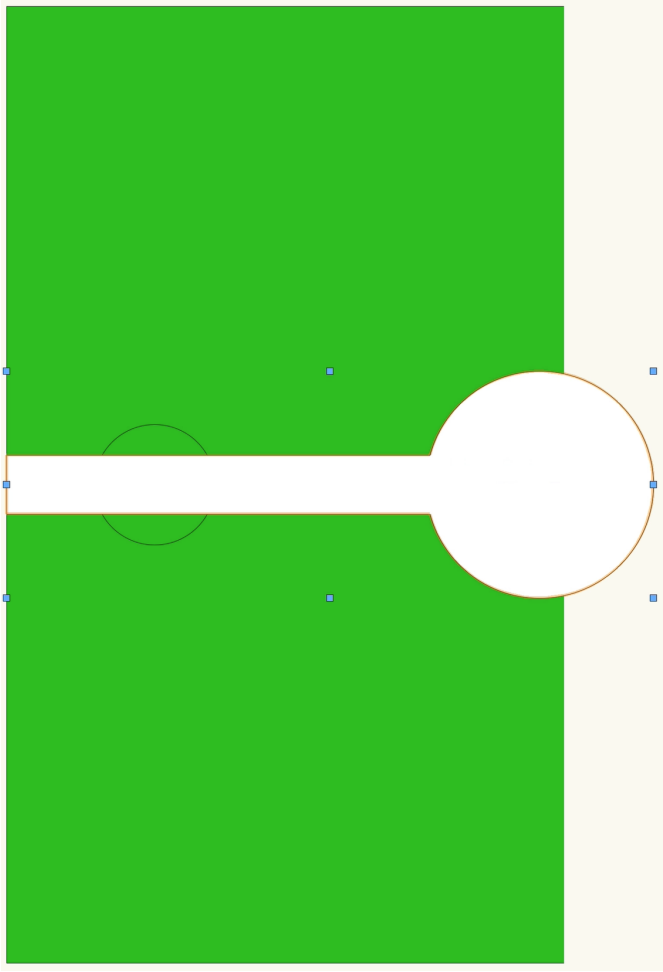
(Rectangle Tool)



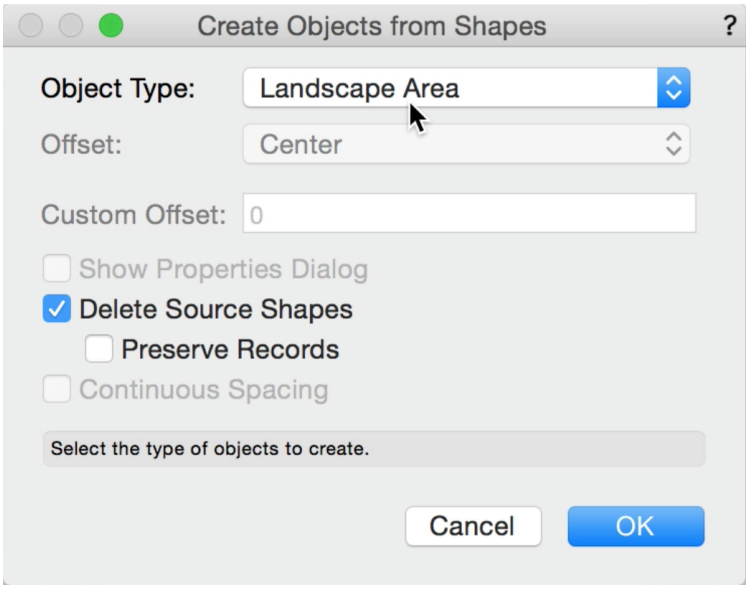
(Circle Tool)



Next, we can use the Add Surface Command found in the Modify Menu to combine the two shapes into a single object.

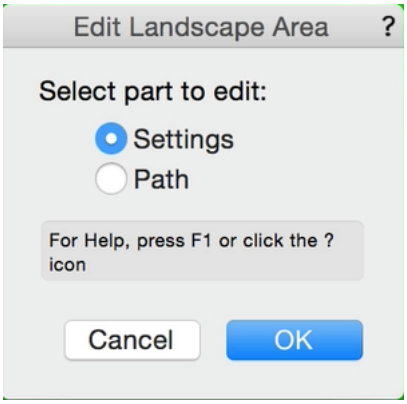


We can use this polyline to create our Landscape Area. Right click on the object and choose Create Objects from Shapes. From the Object Type drop-down, we see there are several options including Landscape Area. Before clicking OK, we'll leave the Delete Source Shapes option checked to remove the original object after we create the Landscape Area.



We now have a Landscape Area created from the polyline object. Any combination of surface objects can be added together and used to create a Landscape Area in this way.

After drawing or converting an object to a Landscape Area, we still have the ability to edit the shape of the area. Double clicking on the Landscape Area will open the Edit Landscape Area dialog.

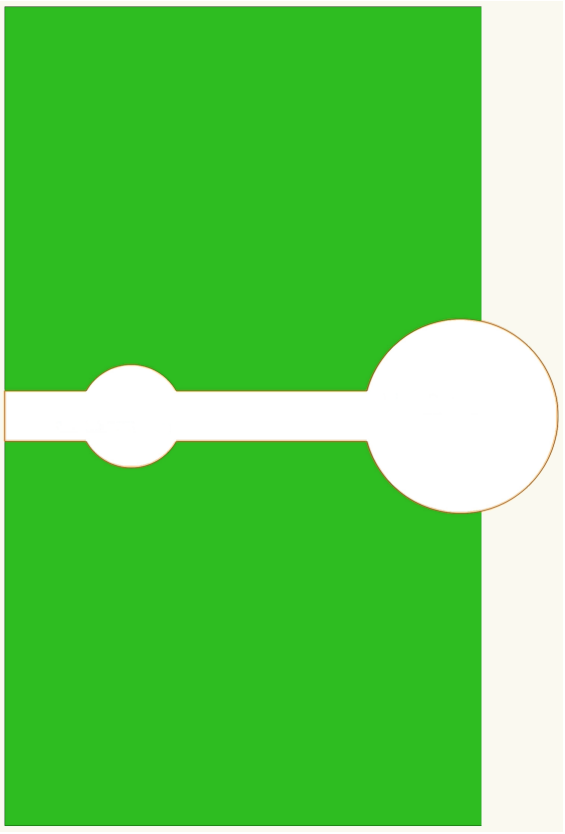


Here we can choose to edit the Settings or the Path. Choosing path will activate the Reshape Tool allowing for direct editing of the object's shape.

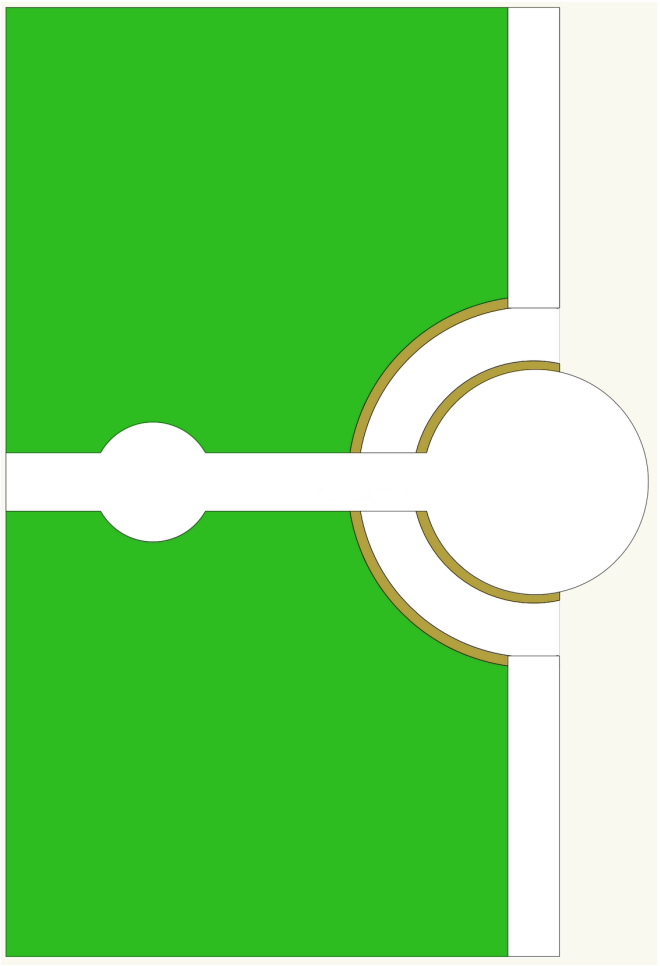
In addition to reshaping the Landscape Area, the Add and Clip Surface commands can also be used to change the shape of an area.

For example, we can quickly add a curved addition to this Landscape Area, then select both objects, and run the Add Surface command found in the modify menu.

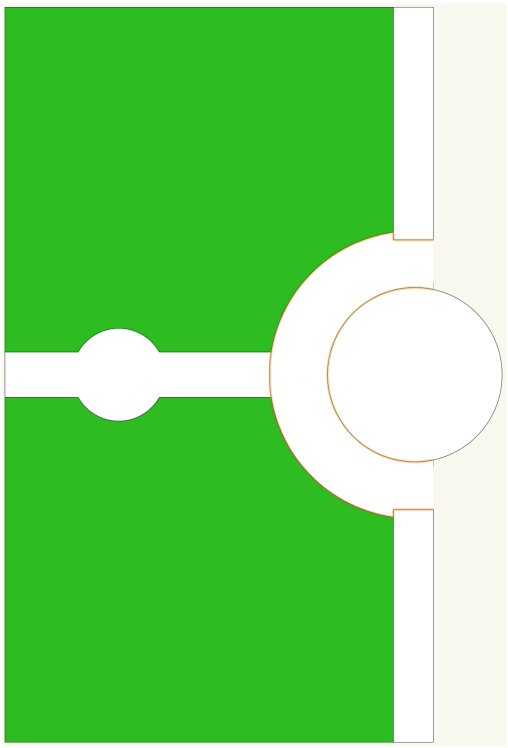
(Image on next page)



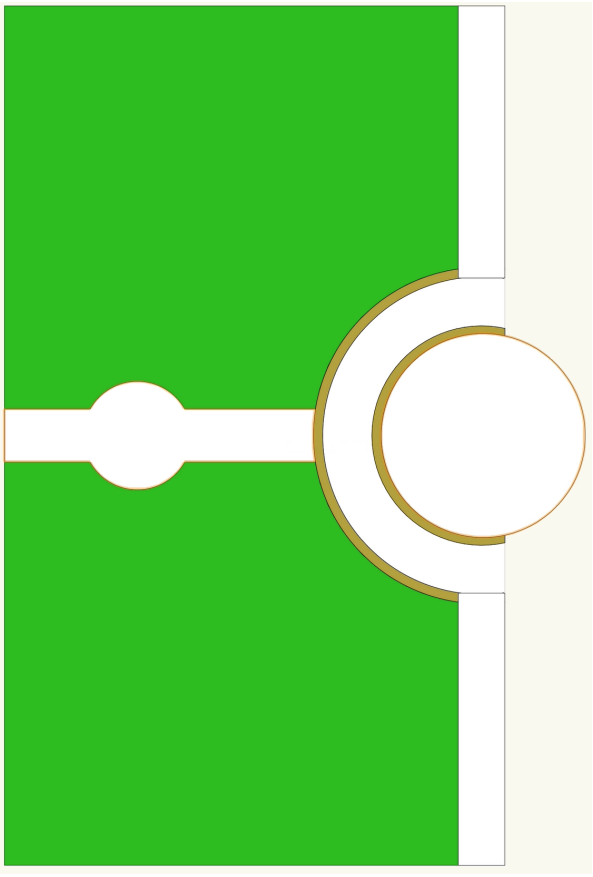
We can also split this Landscape Area to make a cutout of this pathway Hardscape using the Clip Surface Command.



In this case, we need to create a Polyline that matches the shape of the Hardscape. We can quickly create this shape using the Inner Boundary Mode of the Polygon Tool.



Then select the created polyline and run a Clip Surface command through the Modify Menu and then delete the original polylne.



We now have two Landscape Areas split by the Hardscape. This will now report the correct area and plant count information for this area.

Using these different creation methods, we can create any Landscape Area we may need. In the next chapter, we will take a closer look at the Landscape Area settings.