

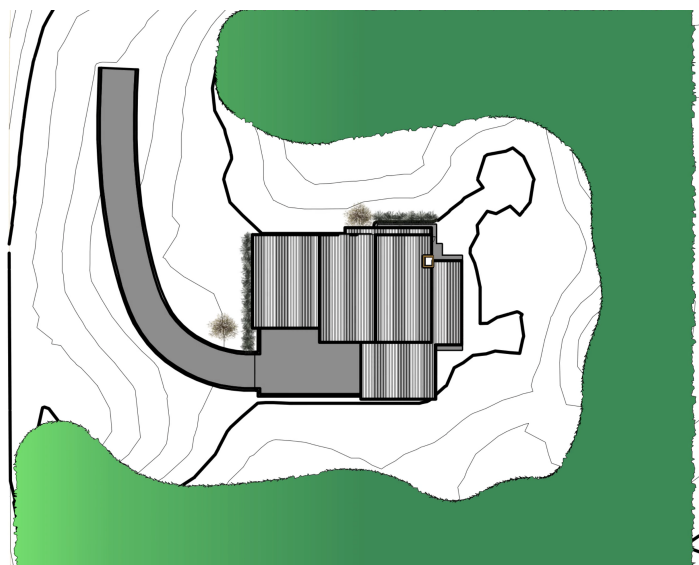
SITE DESIGN

INTRODUCTION TO LANDSCAPE AREAS

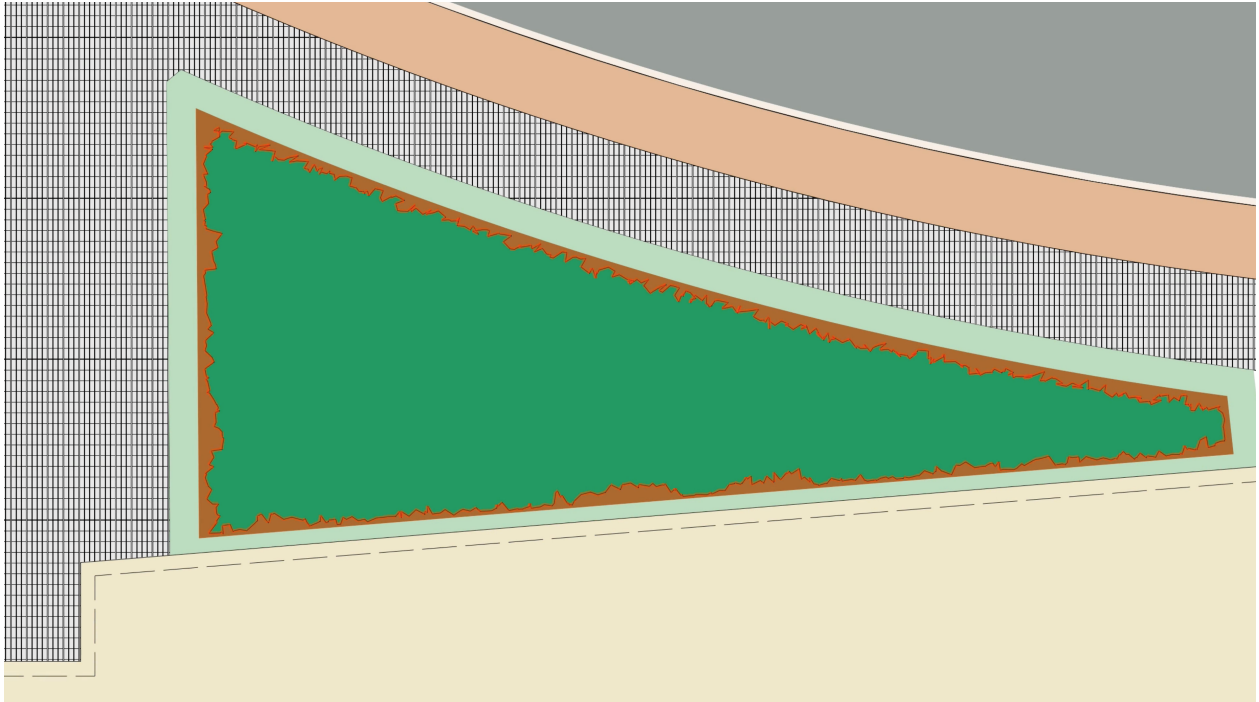
Landscape Areas allow you to create large regions filled with various plants. This is useful for conceptual planning and specifying large planting or reforestation areas. Plant information of plants included in a landscape area are pulled directly from the plant objects themselves and will be included in any plant lists automatically.



These areas are great for defining large planting areas, when there is not a need to draw every plant individually. For example, if a specified seed or planting mix is used, a Landscape Area can be created instead of placing individual plants.



They can also be useful during the conceptual design phase. Allowing planting areas to be designed quickly with initial combinations of plants.



In addition to creating areas with different plant combinations, Landscape Areas are also used to represent general ground cover, mulch, grass, or existing planting areas that will remain.

Landscape Areas have various 2D and 3D display settings; from a simple 2D only representation to 3D Plants or even a Texture Bed on a Site Model.



The Landscape Area tool is located in the Site Planning Tool Set. The Tool Sets Palette is located on the bottom left of the screen. If the Tool Sets Palette is not visible, go to Window > Palettes > Tool Sets to turn the palette on.

Remember, the Tool Sets Palette is a Palette of Palettes. Each of the icons at the bottom will display a different set of tools. Clicking on the Site Planning Tool Set will reveal all of the Site Planning tools, including the Landscape Area tool.

Landscape Areas can be generated directly using the Landscape Area Tool or quickly created from existing 2D objects using the Create Objects from Shapes command.

Similar to Hardscape objects, once a Landscape Area is configured, it can be saved for later use. The saved Landscape Area can be added to a Favorite file in the Resource Manager for quick access when working in other projects.

In the next chapter, we will go over the creation of a Landscape Area.

