STUDENT ASLA NEWSLETTER

"We keep moving forward, opening new doors, and doing new things, because we're curious and curiosity keeps leading us down new paths." –Walt Disney

UPCOMING EVENTS

MENTORS MEET MENTEES
4.30pm on Wed, November 6th

The senior students will join the sophmore studio to begin the mentorship program. Some pearls of wisdom are to be accompanied with coffee and cake.

ASLA ANNUAL CONFERENCE | SAN DIEGO

Fri-Mon, November 15-18th
Don't miss out on a good networking opportunity, while finding out the latest ideas circulating in landscape architecture

Tickets are still available on asla.org

THANKSGIVING POTLUCK & BAKE-OF | CRITIQUE HALL
5.30 pm on Mon, November 25th

Instead of the traditional thanksgiving meal, students and faculty will compete with sweet and savory dishes. Watch out for the sign up sheets this month to get involved!

By Rachel Greenhawk

By Zaria Stebbins

By Ryan Young

CARVING UP A STORM

Our students don't seem to *fall* short of seasonal celebrations, and where best to start but with some pumpkin carving. On Monday September 28th, studio ended for the day and visions of new and classic pumpkin designs were born. With the movie Coraline and pizza around, everyone absorbed the Halloween spirit with much enthusiasm. Being in the critique hall meant that the horror of 'critique' could not be escaped, so voting commenced in three categories.

Well done to all, and congratulations to this year's winners...

Prettiest: Rachel Greenhawk
Most creative: Zaria Stebbins
Spookiest: Ryan Young

Senior students in Paley Park, NYC (Image by author)

NEW YORK, NEW YORK

Start spreading the news, because some of the senior students packed their bags and left for New York (for a few days) at the start of this month. Seven budding landscape architects were guided around by professor Jack Sullivan to learn of various design approaches in such a dense urban environment. This trip was an opportunity to better understand the processes of urban design, which is a major aspect of their syllabus for the semester. Some of the parks they ventured to include Central Park, Byrant Park, the Highline, Brooklyn Bridge Park, Governors Island, along with several others.

Additionally to experiencing much of the out-doors, the students saw the indoors of some leading firms; Snøhetta and Michael Van Valkenburg Associates. Here they were able to view the journey involved in transforming sites to a useable and lasting space. Seeing the offices gave a preview of the interactive working environments they could be part of. In both these companies, students were reminded of the importance of model-making, which can help consolidate their concepts and present final ideas.

Brooklyn Bridge Park (Image by author)

Battery Park (Image by author)

TERPS LOVE TECH

The beauty of the Landscape Architecture program here at the University of Maryland, is the freedom and opportunity to try different ways of presenting designs. Just as new programs have been welcomed into the professional practice, students have too shown the same interest.

This year we have acquired the software Lumion, due to popular demand. Many of the students have been utilizing this as a tool to bring their visions to life. The application can be used after making a 3D model in Sketchup, AutoCAD, Revit and Rhino. Not only can realistic perspectives be made, but there's options for creating video run-throughs and virtual reality simulations of a site design.

Another tried and true software, is the adobe suite. Programs like photoshop, can enhance hand-drawings, whether it be by adding color, incorporating shade or simply cleaning up lines. If used in combination with Sketchup, there is potential to make realistic and accurate perspectives. InDesign and Illustrator are both handy for the final stages of composing clear board layouts.

Vectorworks Landmark, combining GIS and rendering (from Vectorworks.net 2019)

A useful program for both planning and presentation is Vectorworks. The Landmark program combines many of the design stages to speed up your workflow. Applications like GIS, 3D modelling and Revit can be coordinated in the one plan, making your concept more adaptable.

It is important to trial a range of software and rendering techniques to find what suits you best. Learning different methods whilst developing your design process will allow more versatility, which appeals to many employers looking to up their firm's game.

While the current and emerging technologies are elevating how we conceptualize our visions in landscape architecture, it's still just as important to go back and hand draw. Whether this be in the planning stages, halfway through or to represent your park design, it encourages creative thinking. Drawing is a skill which is well respected in this profession, and its expressive nature can translate to clients or those not trained in reading design imagery.

Using Photoshop to render an illustrative section

Join our mailing list! Be the first to know about the latest events and receive the student ASLA news on the first Wedneday of every month.

Keep an eye out for studio highlights on instagram, where we show off the talent of out students!