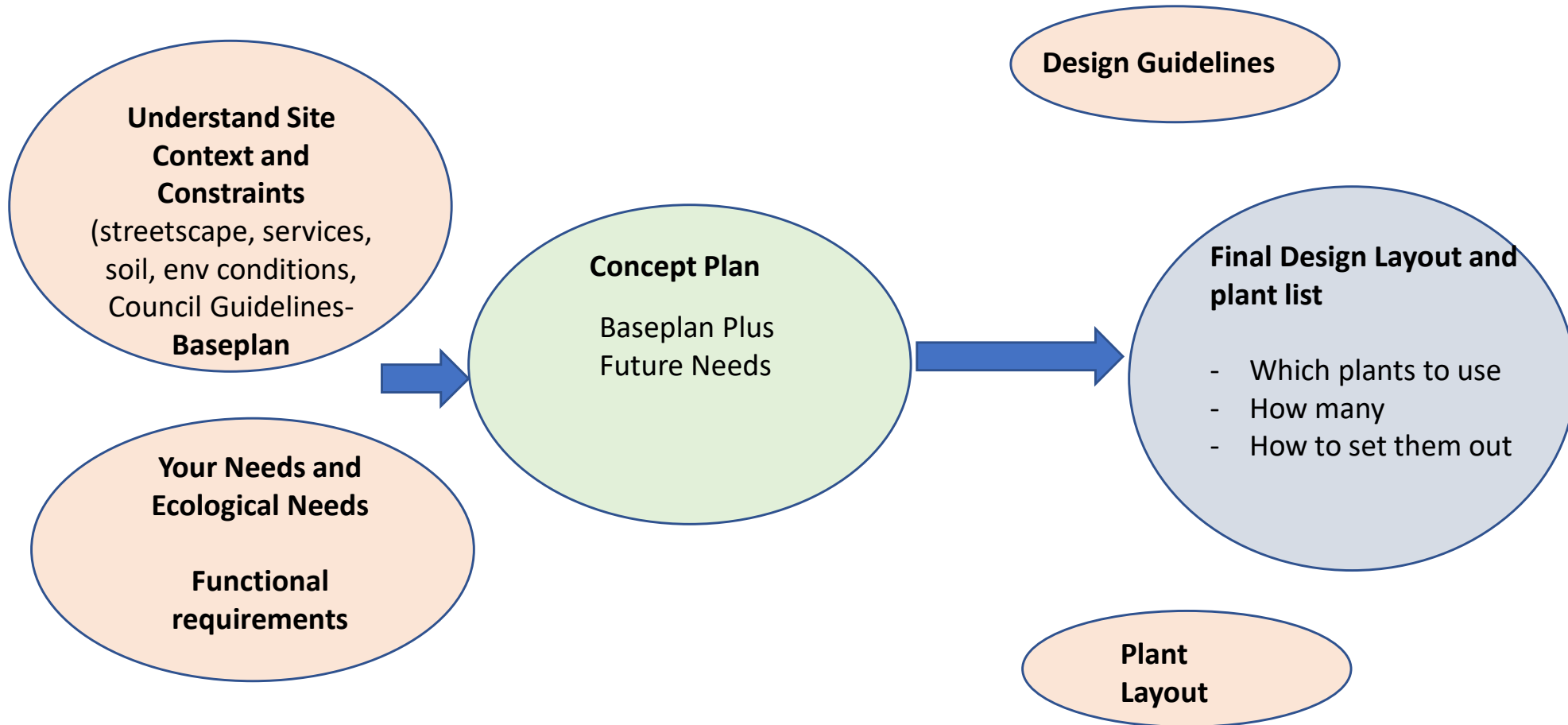


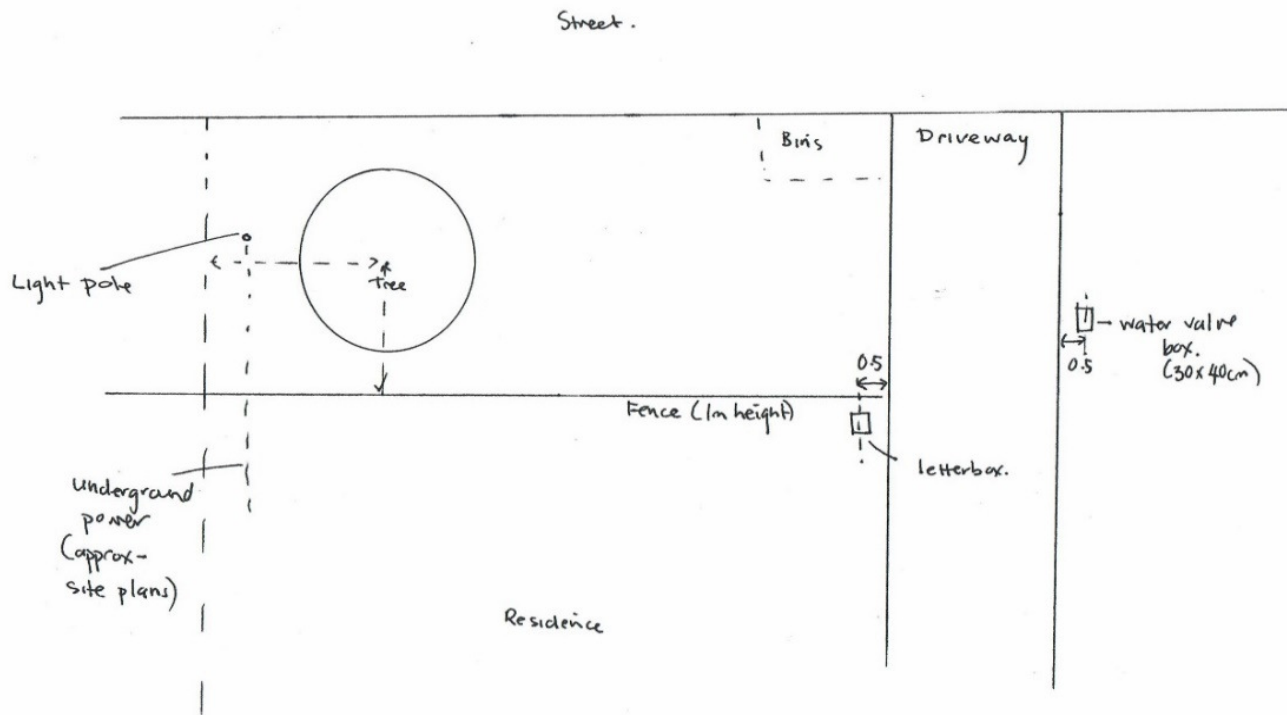
Designing your verge – process

These notes are to help you think about your verge design, however you may need to get the help of a qualified designer in some situations – and Local Council may require a plan by a landscape designer for approval (but they are provided for useful background).



First step – create a baseplan

Example - Baseplan



Using your verge plan, check you have shown

1) functional requirements – pathway location, bin location

2) any constraints caused by services, views, environmental factors (e.g wind/soil/rocks, slopes etc) – Dial Before you Dig



s/fences future

4) Check Local Council Requirements on website

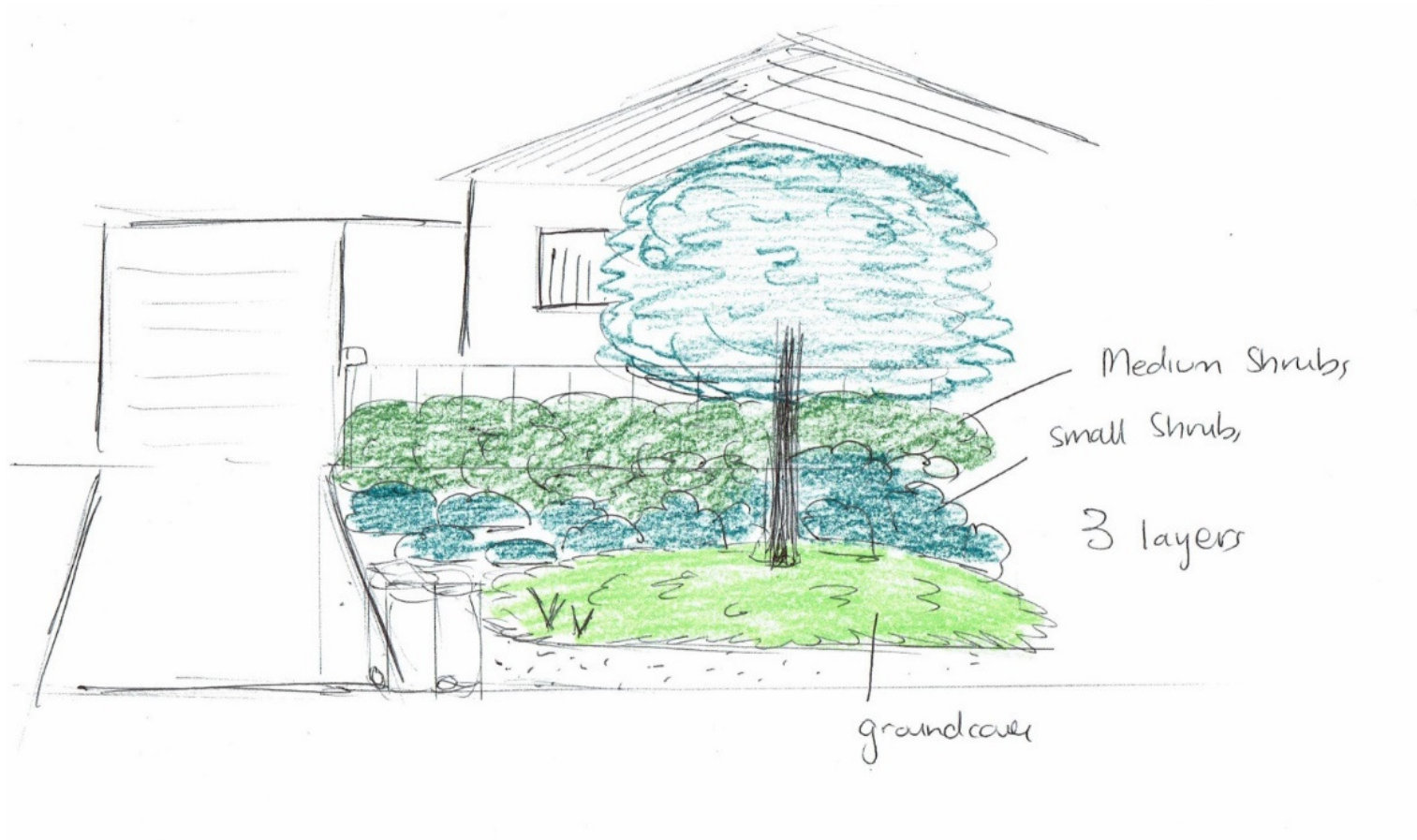
Developing a Concept Plan

Think about your future verge and out of the following list, list the 3 most important things to you about your future garden:

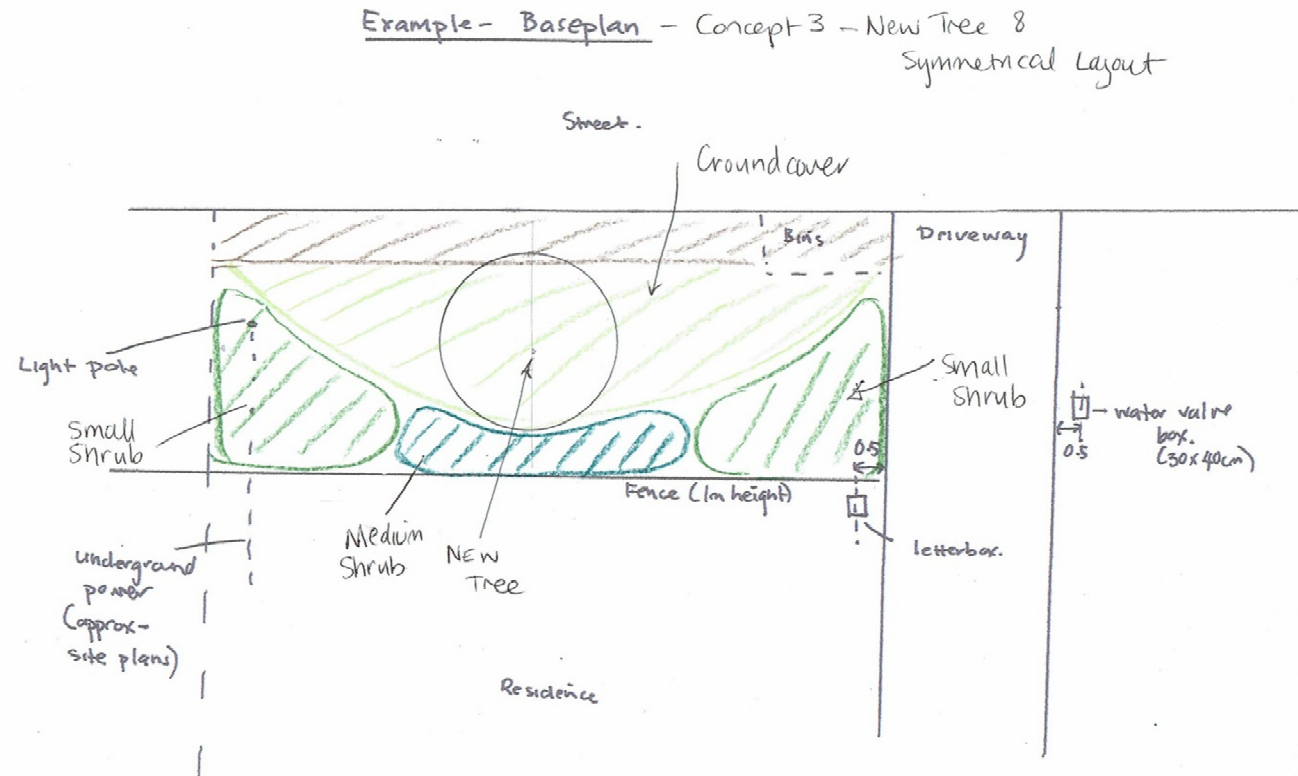
- Maintenance (low or like to garden 1/wk)?
- Aesthetics - look of the garden (organised, natural, variety vs same plants)?
- Match in with the existing streetscape?
- How much like to increase biodiversity/habitat potential
- Need for an additional or new street tree?

3 Layers

Verge design – there are 3 main layers to consider– groundcover, small shrubs and medium shrubs (with without a tree)



On a piece of tracing paper placed over baseplan - sketch some ideas of where you might put groundcovers, shrubs and trees.

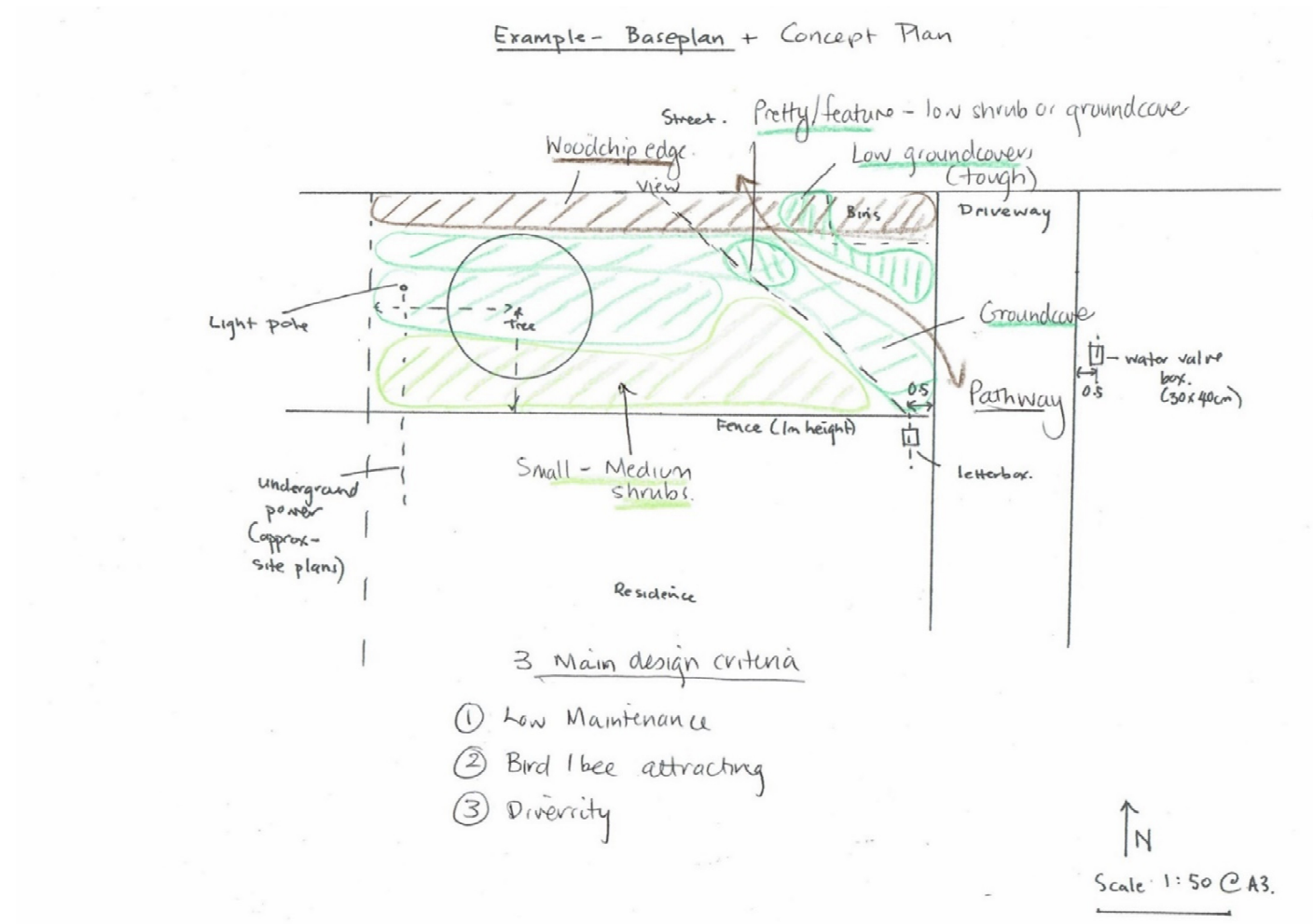


3 main design criteria

- ① Symmetrical layout
- ② Diversity / ecology.
- ③ Pretty / flower colour / foliage colour.

↑ N
Scale: 1:50 @ A3.

Consider constraints, does it alter your plan in any way? E.g Access for the postie?



Design Elements and Principles

Design Principles are used to assist in creating an aesthetically pleasing design. These are:

proportion/scale, balance, repetition and unity

Design Elements:

Line – paths/building shapes/kerb

Colour – usually foliage in WA local plants

Form- overall shape of the planting

Texture – big vs small leaf plants

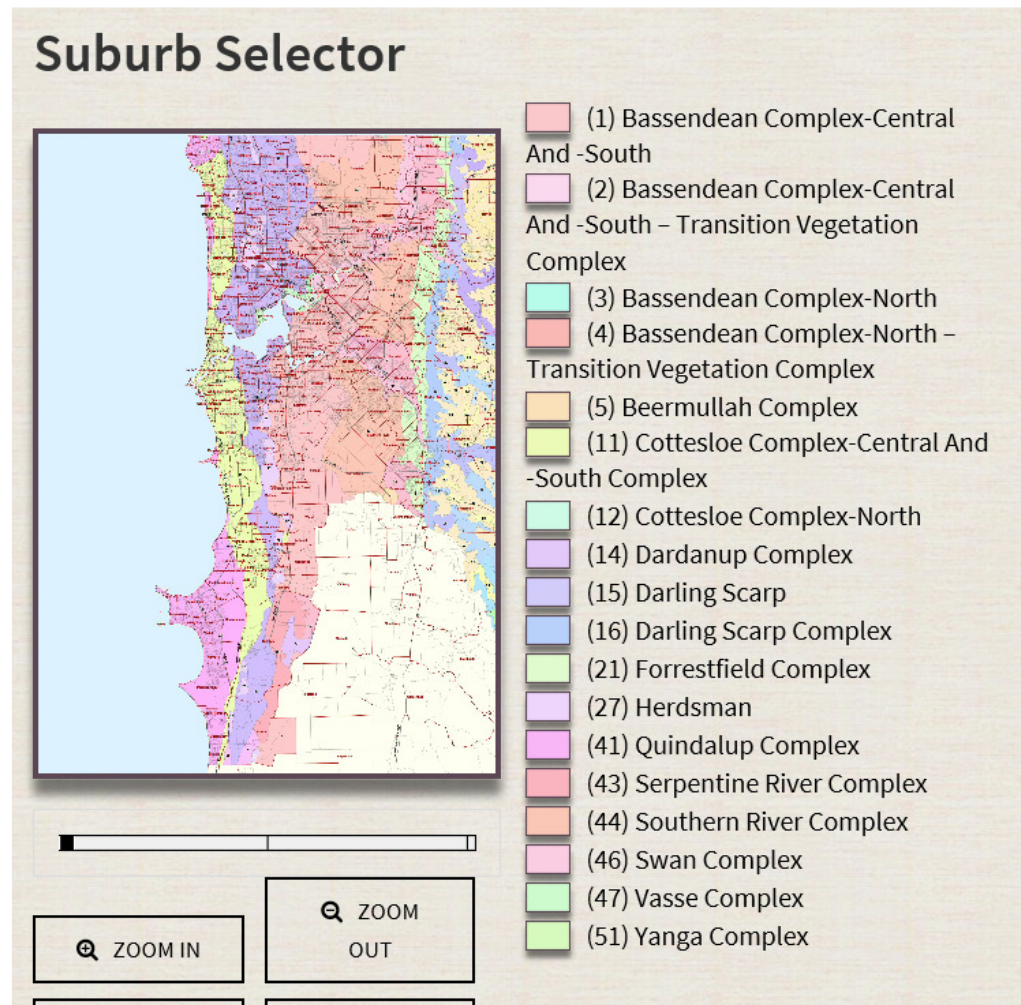
Focal Point e.g feature plant

Plant Selection

- Decide on feature or dominant plants first,
- then plants for sun/shade,
- edge plants (annual vs thick edge)
- and finally fillers/groundcovers



Soil Type impacts plant selection



APACE plant selection starts with identifying soil type.

Plants do best in native soil type.

See APACE Suburb Selector on website

Using Plants in Design:

1) Mass planting for border effect



<http://www.lulfitz.com.au/olearia-ax>



Grevillea preisii 'gilt dragon'

2) Colour – both Foliage and Flower

Silver foliage, cushion shape



Silver leaved, pretty flowers



3) Mass planting vs Natural/Biodiverse Plant Mix



4) Groundcovers



Impressive features – can be a ‘floor’ or a feature

Carpet Like – ‘floor’

5) Shrubs with reliable form



Pimelea ferruginea

Westringia dampieri

6) Features and Fillers – feature plant becomes the focal point, filler as a backdrop



<http://www.gardeningwithangus.com.au>



<http://anpsa.org.au/a-hum.html>

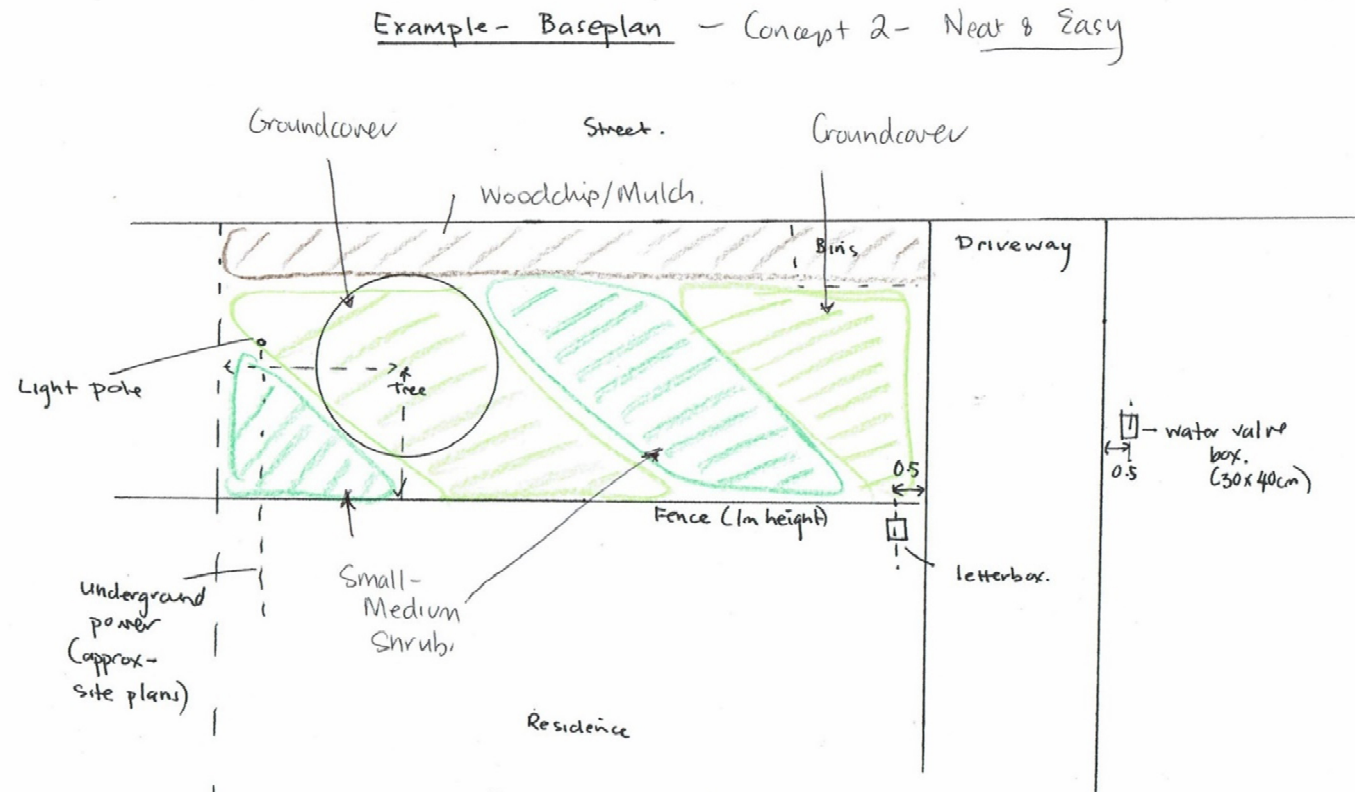


<http://www.lullfitz.com.au/grevillea-crithmifolia-prostrate/>

Plant Spacing

- If you want to be able to see the whole plant once it has reached full size,
 - the plant spacing = plant width
- For a dense border or coverage, suggest planting at 50-75% of the plant spacing.

Example verge designs

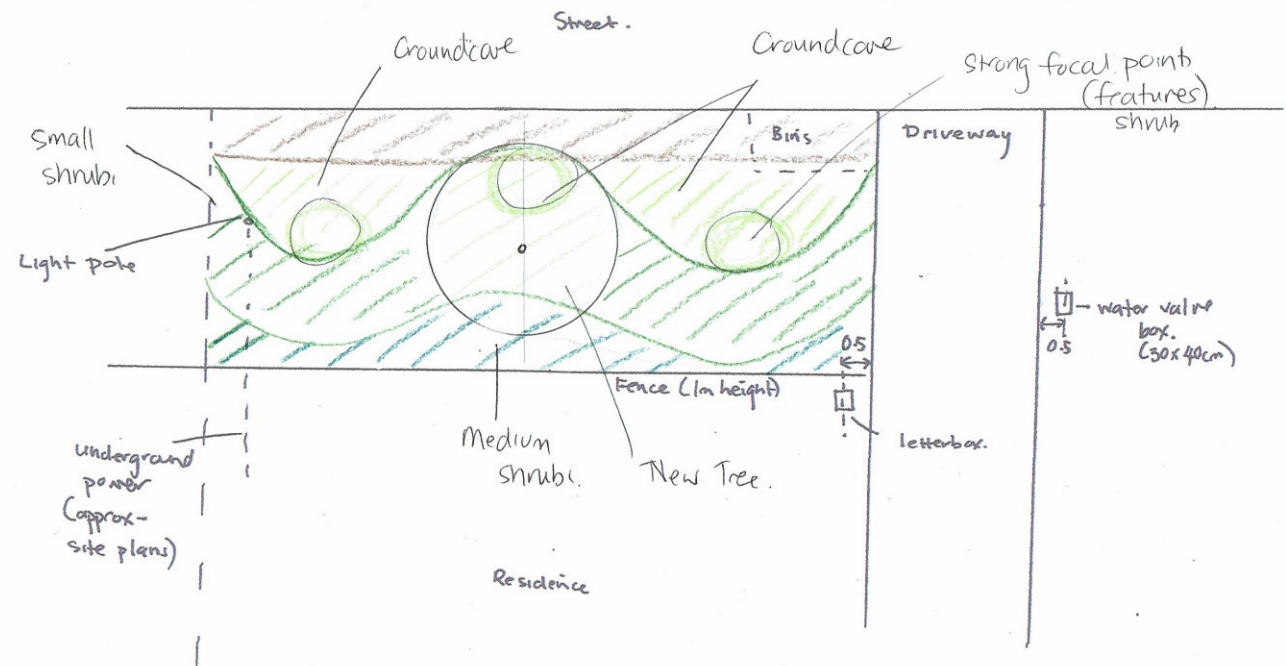


3 top design criteria

- ① Neat & Tidy - edges
- ② Low Maintenance
- ③ Few plants / uniformity



Example - Baseplan - Concept 4

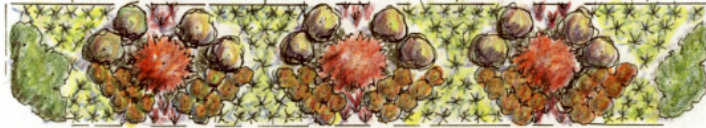


3 main design criteria

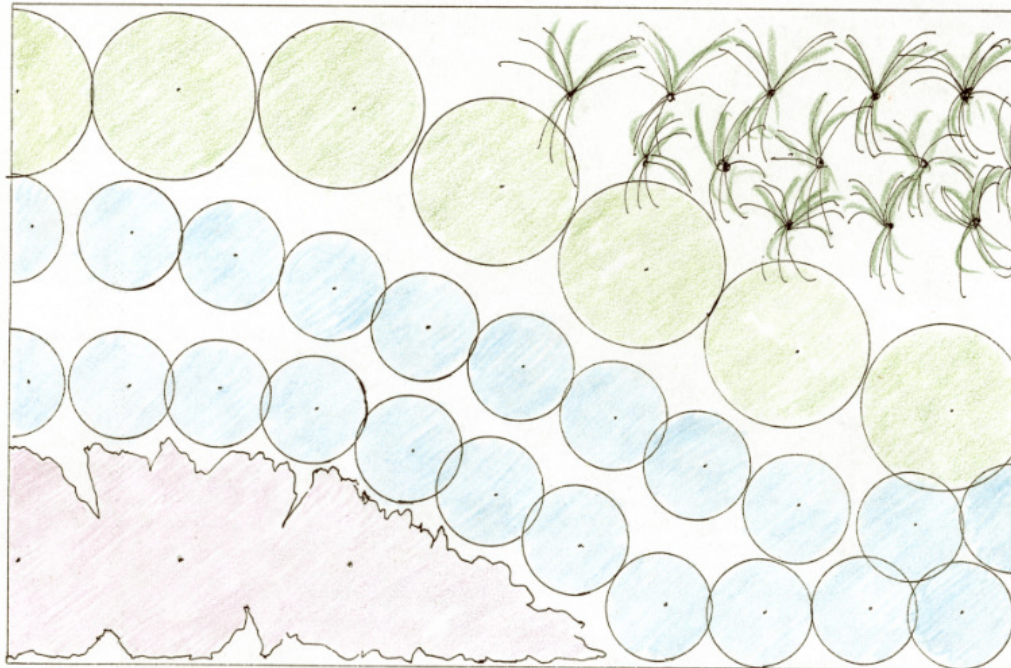
- ① Unity and regularity of species - a pattern
- ② Neat & tidy
- ③ Pretty feature plants / colour contrast.

↑ N
Scale: 1:50 @ A3.

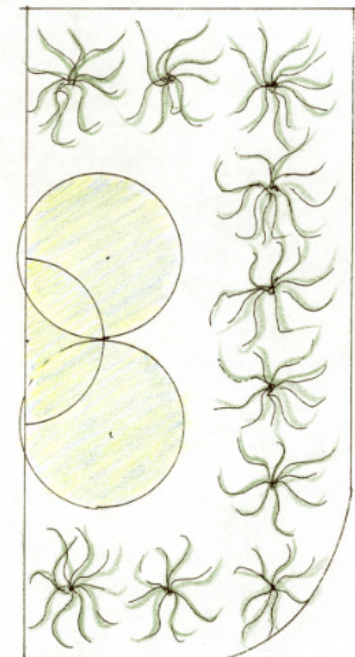
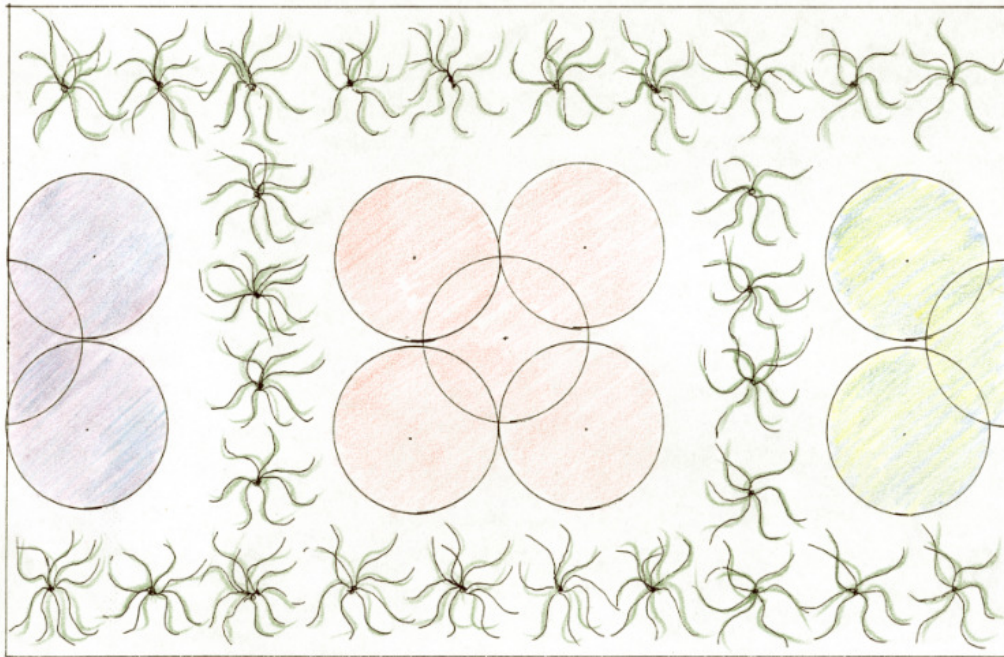
Butterflies



Coastal curve



Foothills frame



Darling scarp

