





### Biography

Nikki is enthusiastic and passionate. Sometimes maybe too much... She thrives in creativity, and is an avid fiber artist and DIYer. All the colors are her favorite, but green IS the center of the rainbow, so anything in that genre will suffice. Nikki is especially keen on texture, which is apparent from her textile and design choices, to her computer rendering. She and her husband (pictured throughout the booklet, along with their fur baby) make a great team in realizing Nikki's ideas into life. Every experience is an adventure to Nikki, and the UCLA Extension Landscape Architecture program has been just that!

Nikki is obsessed with California native plants and the ecosystems they build. She has a fledgling California native plant habitat in her backyard, which quadruples as a classroom, nursery, wellness area, and micro farm. These elements comprise Nikki's Big Idea.

### **Table of Contents**

Design Graphics 1-The Basics.. Design Graphics 2-Developing a Graphics Library......5 Design Graphics 3-Enhancements and *AllIIII* the Colors....17 Site Plan Illustrative Plan Enlargement Section-Elevation Perspective Sketches



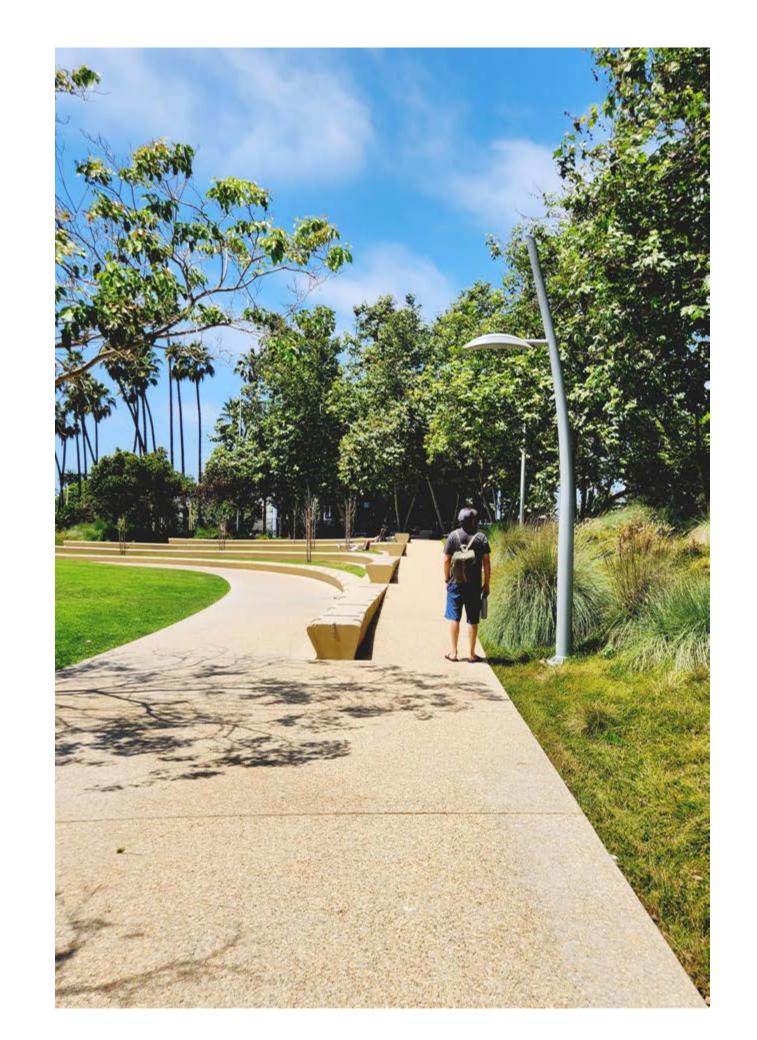


### Introduction

Tongva Park is a wholly unremarkable park. The plant material is reminiscent of a strip mall parking lot, and everything else is fairly generic as well. However, there is one attribute that is noticeable right from the start, and that is the circulation. I believe that this is why the park was chosen for our first foray into design graphics. The most important aspect of any site is the circulation, and the groundwork needs to be laid down for that before anything else. With the different kinds of trees, shrubs, concepts, etc, it was a good park to develop a graphics library and learn the ways to communicate in a construction drawing or illustrative site plan.

The design graphics series of classes has been an exceptional journey. Each step as been concise and full of importance. I have learned a lot, not only about graphics and plan construction, but also about myself and my abilities. I have grown a lot as a student and creator. The take aways from the classes are the importance of graphics and linework as a means of communication. The similarities and differences have resonated throughout the courses. With each class I dove further down the rabbit hole of creativity and understanding.

"Being Process oriented, and not product-driven, is the most important and difficult skill for a designer to develop." (Frederick, Matthew. 2007)



### DG1-Design Graphics 1-The Basics David squires Summer 2023

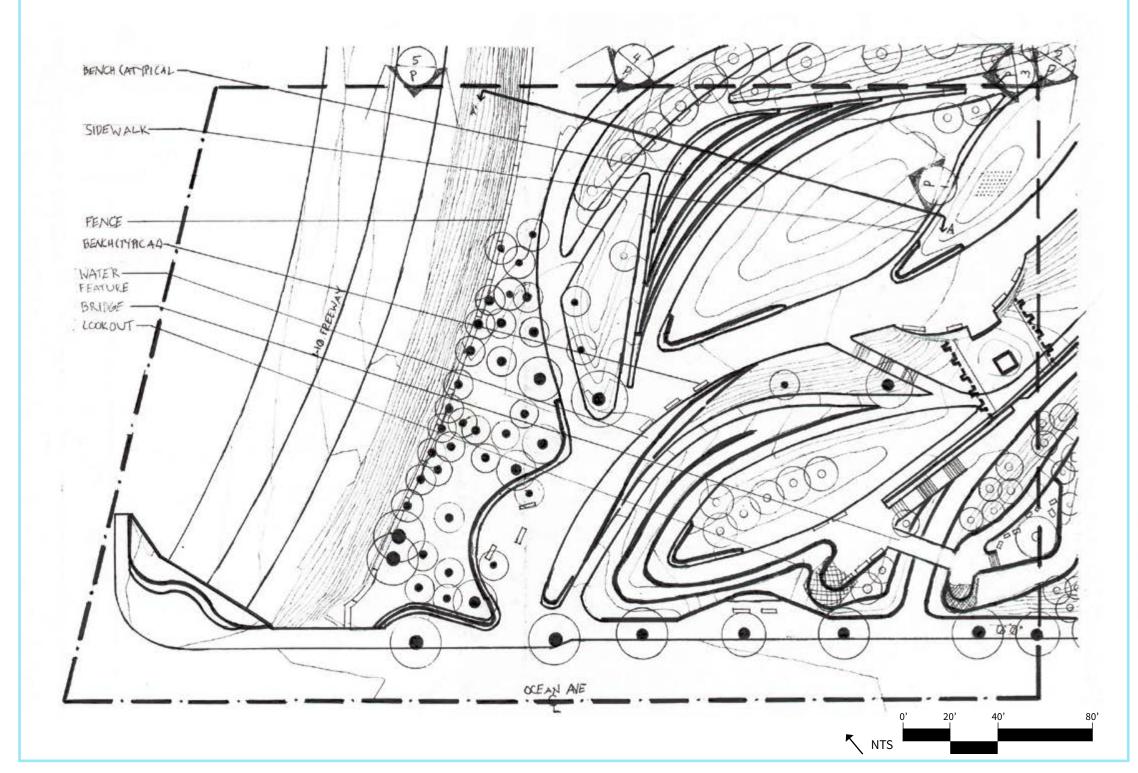
Design Graphics 1 was focused on strict construction.

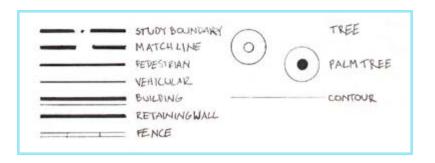
Tools were required, and I thoroughly enjoyed my lessons in drafting. Hand lettering was difficult, but it was apparent how necessary it is for communication. I learned how line weight is just as much, if not more, about communication as the words we use. An important lesson was also the importance of vocabulary, which is something that has resonated in other classes as well.

"There is no such thing as "**too bold**."
-David Squires, June 2024



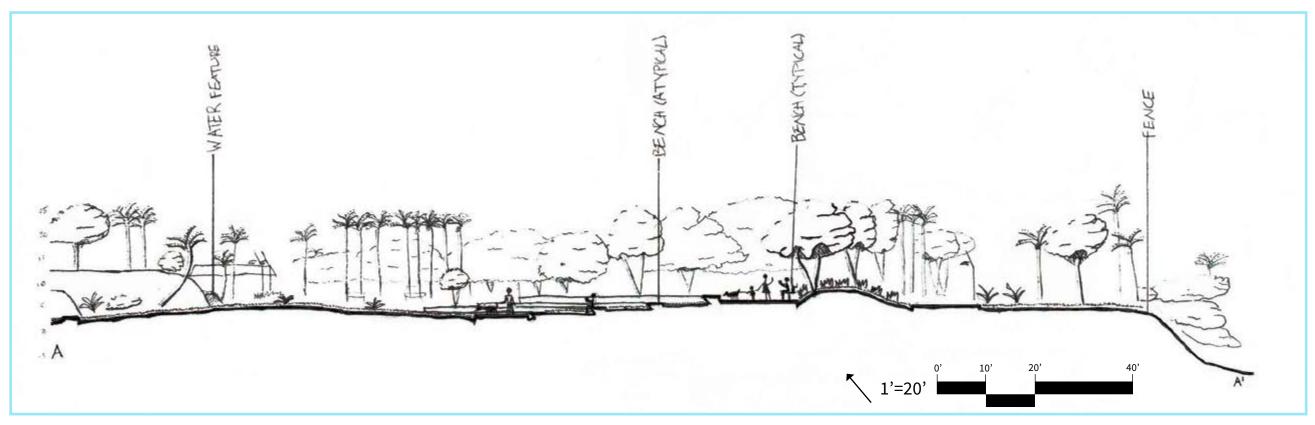
### **Layout Plan**



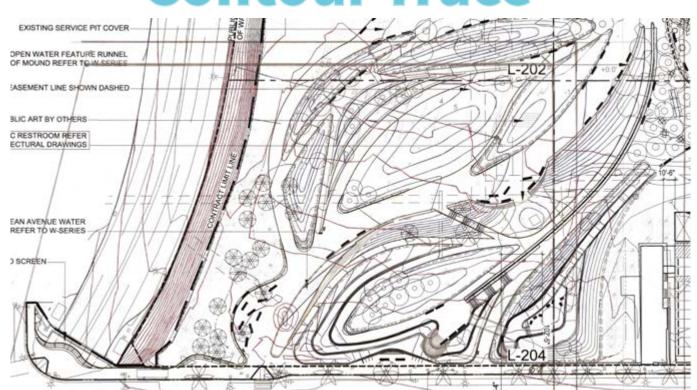




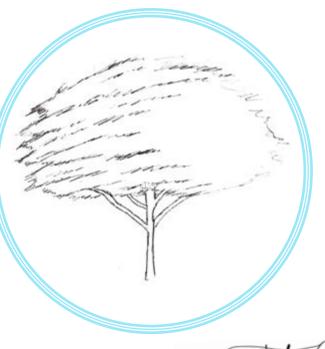
### **Section-elevation**



### **Contour Trace**



### In DG1 we were introduced to contrours and the idea of a "graphic library." Both are essential in idea development, as I have learned not only in the DG courses, but in others as well.



First practice tree

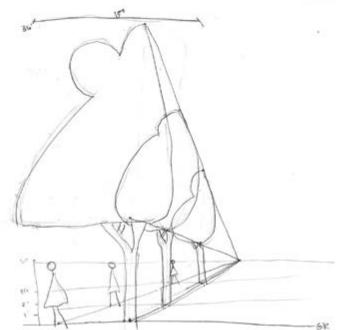




### **Evolution of Sketches**

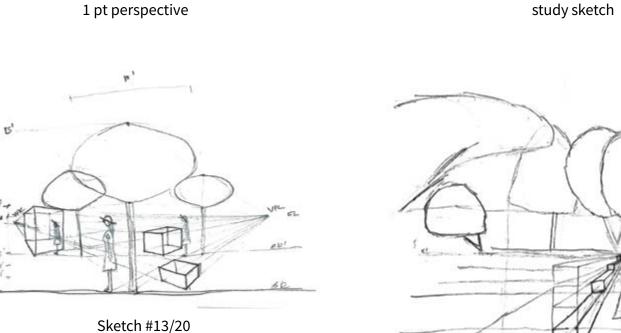
2 point perspective

Perspective sketch

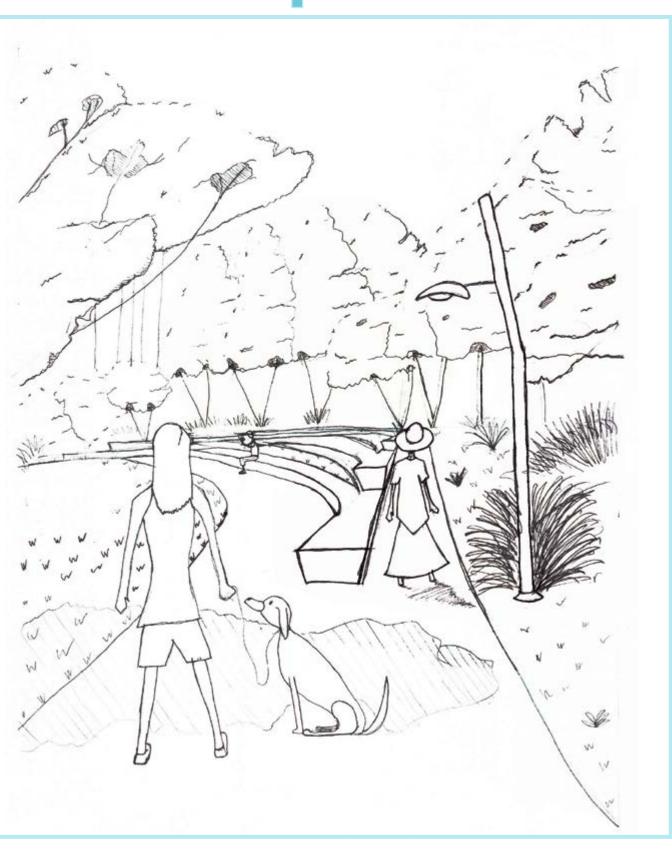


Sketch #2/20 1 pt perspective

2 point perspective with boxes



Perspective





Design graphics 2 was more expressive and "loose." I enjoyed developing my graphic library and expanding on the knowledge I gained in DG1. This class challenged me more in trying to not make things perfect, as well as time management. "Done is better than perfect" became my mantra. I learned a lot about how to properly take inventory and complete a detailed analysis.

Design Graphics 2-Developing a Graphis Library Rebecca Schwaner Fall 2023

"Work *deeper*, not *faster*."
-Rebecca Schwaner





### **Plant Material**

### **Site Materials**



California Bay Laurel



European Olive



Island Oak



Western Sycamore



Ficus



Corten Steele



Generic pavement



Large to small aggregate



Large aggregate



Small aggregateus





Bougainvillea



Fan Palm



Foxtail Agave



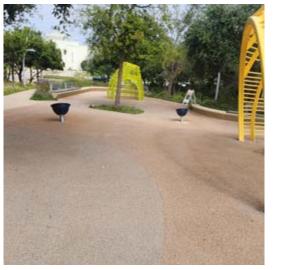
Naked Coral Tree



Tall light



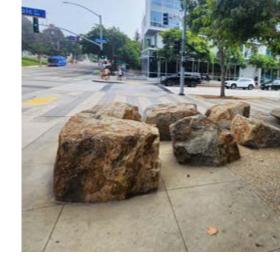
Short light



Rubberized safety flooring



"Finger catcher"



Burried "finger safe" rock



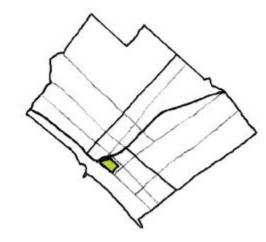


# California

LA County

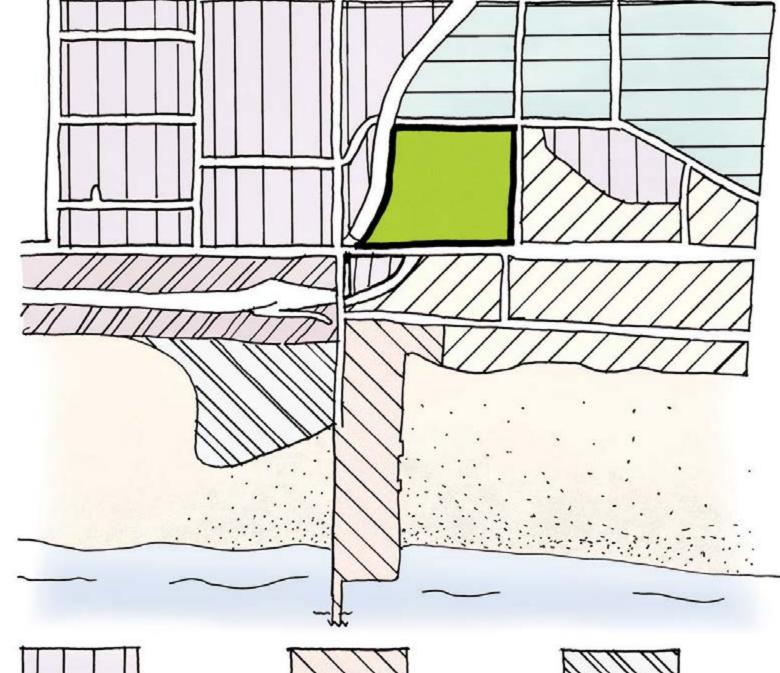


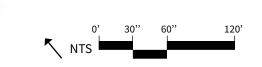
Santa Monica



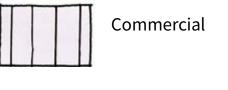


### Context





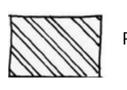








Access to...









One of the biggest take aways from DG2 was the importance of *context*. Context plays an enormous role in the Big Idea and function of the design. Tongva Park has lots of context, residential being key. The only residential buildings in the area are multi-family housing, which means no yards to walk around or let your dog out. It also means no small, quiet streets in order to safely walk around. This is why having so many paths at Tongva Park is so important, and why it is the Big Idea.





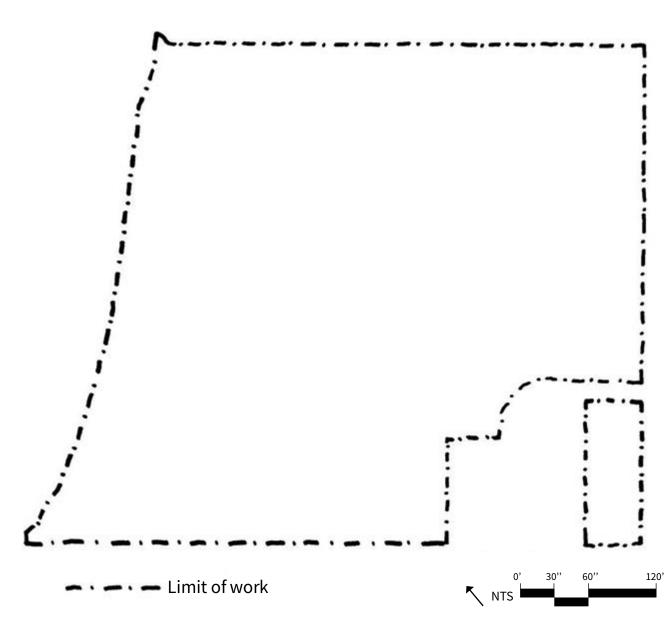








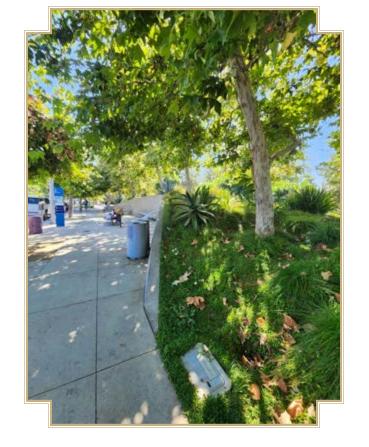
### **Limit of Work**



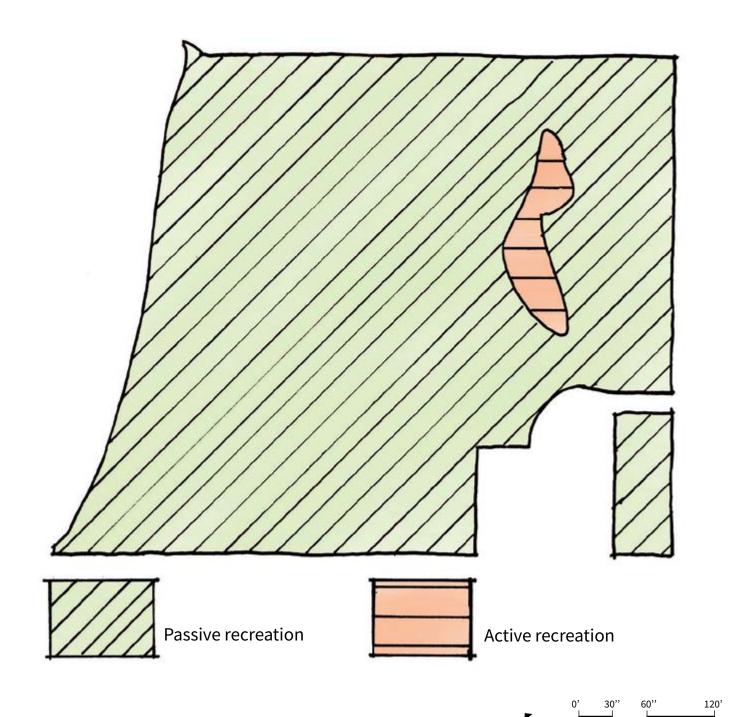


Tongva Park has very distinct edges. in some areas, the planting beds create the edges.





### **Active vs Passive Recreation**



**Active Recreation** 



Tongva Park isnt your typical park. Most parks have a lot of active recreation with playgrounds, basketball courts, and fields. Tongva Park is largely passive recreation with lots of seating and paths, and only one small active playground area.

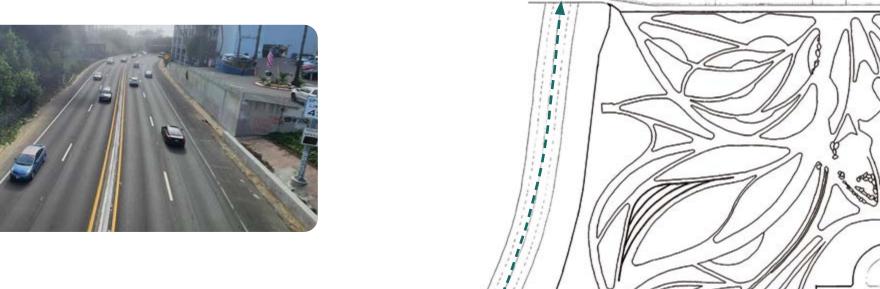




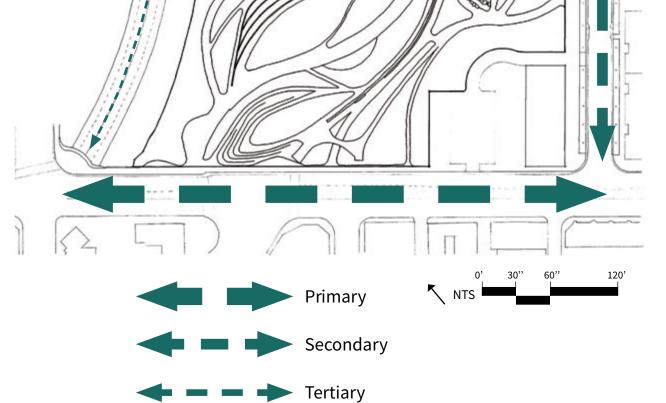


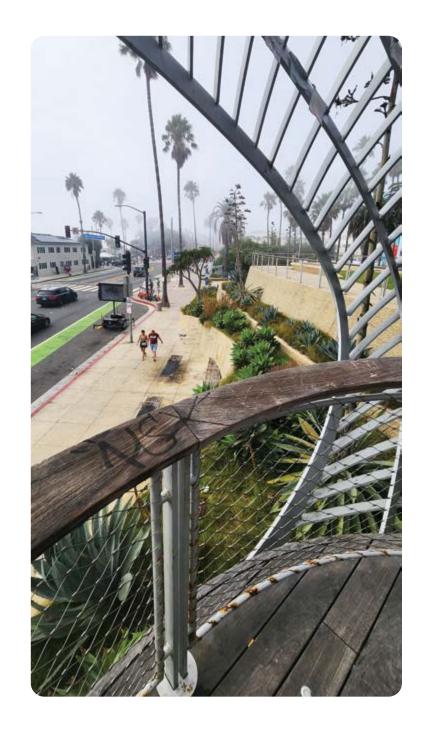


# **Vehicular Circulation**



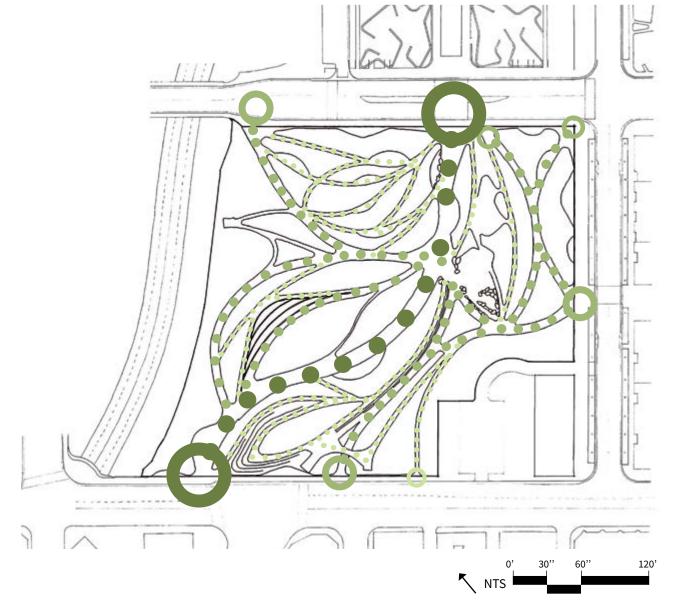
Tongva park is surrounded by vehicular circulation





### **Pedestrian Circulation**











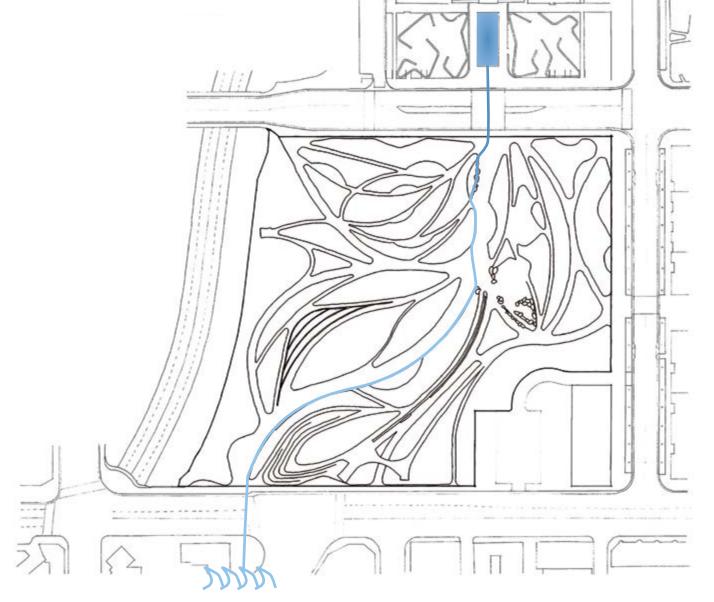






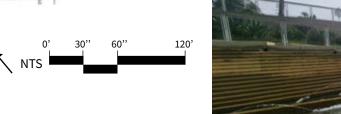
### **Water Flow**





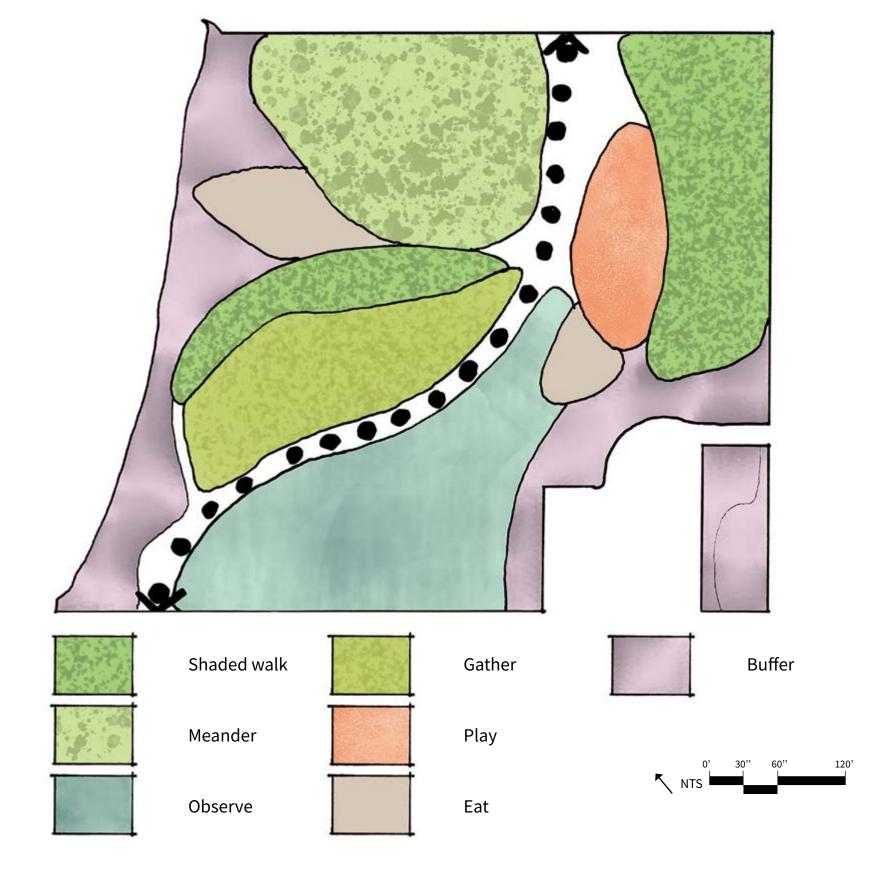








# **Bubble Diagram**

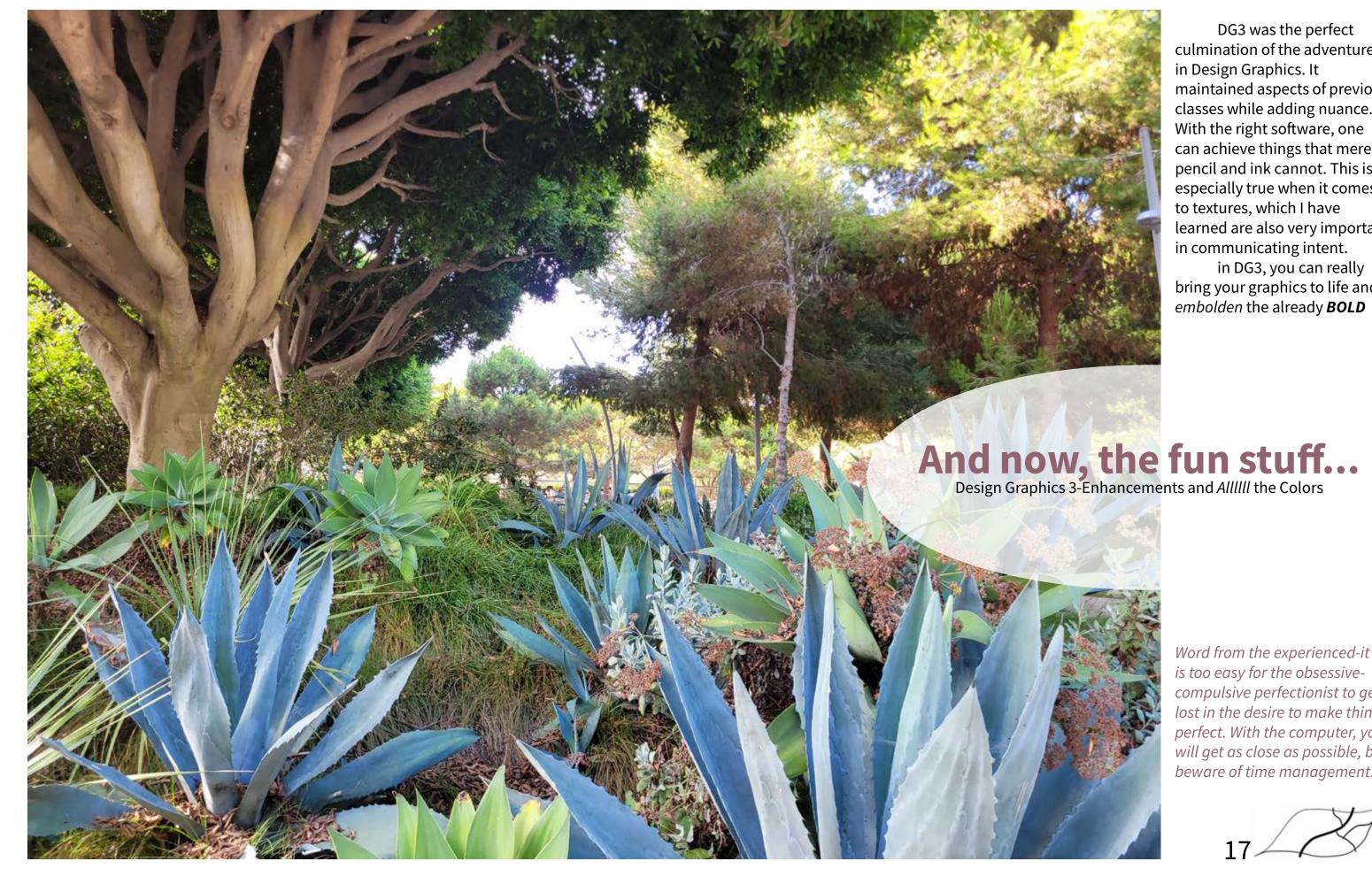












DG3 was the perfect culmination of the adventure in Design Graphics. It maintained aspects of previous classes while adding nuance. With the right software, one can achieve things that mere pencil and ink cannot. This is especially true when it comes to textures, which I have learned are also very important in communicating intent.

in DG3, you can really bring your graphics to life and embolden the already **BOLD** 

Word from the experienced-it is too easy for the obsessivecompulsive perfectionist to get lost in the desire to make things perfect. With the computer, you will get as close as possible, but beware of time management.



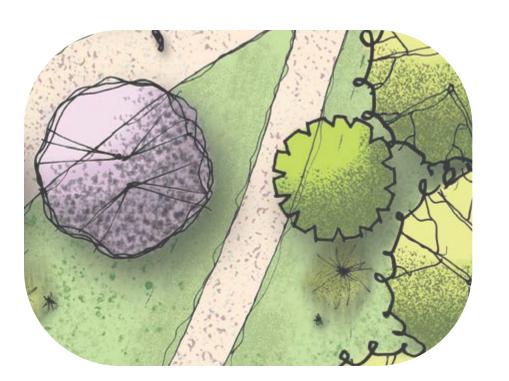
## Site Plan



### Illustrative



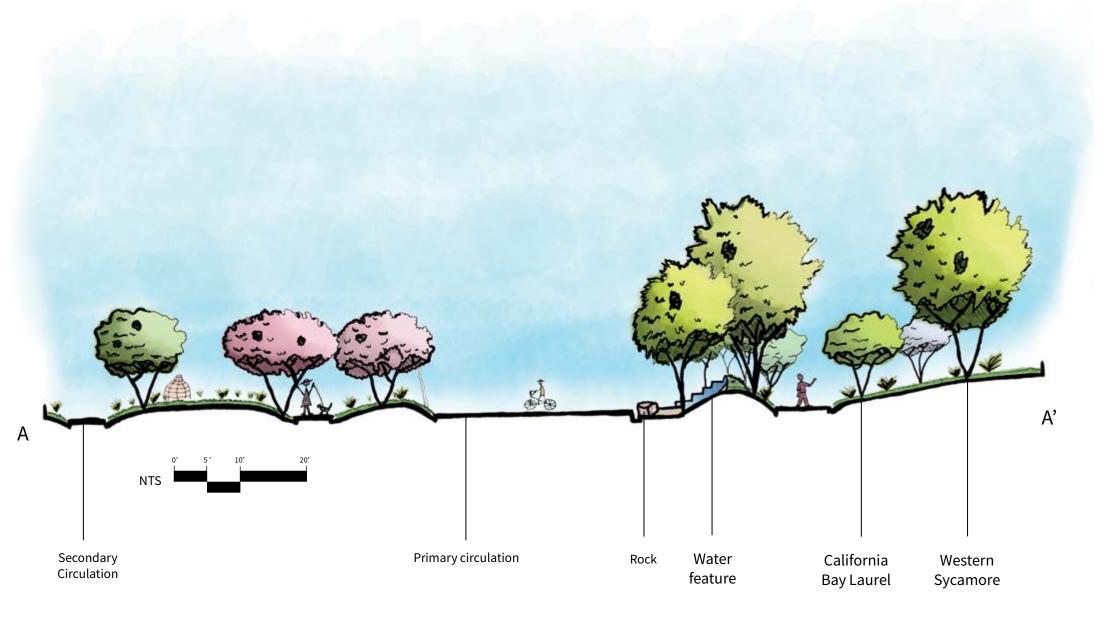




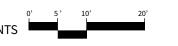
# Enlargement

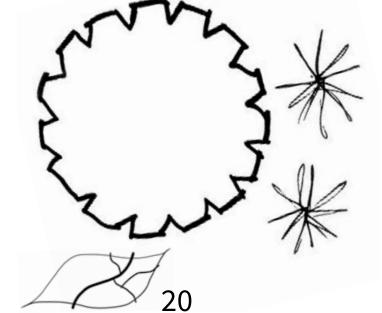


### Section-Elevation









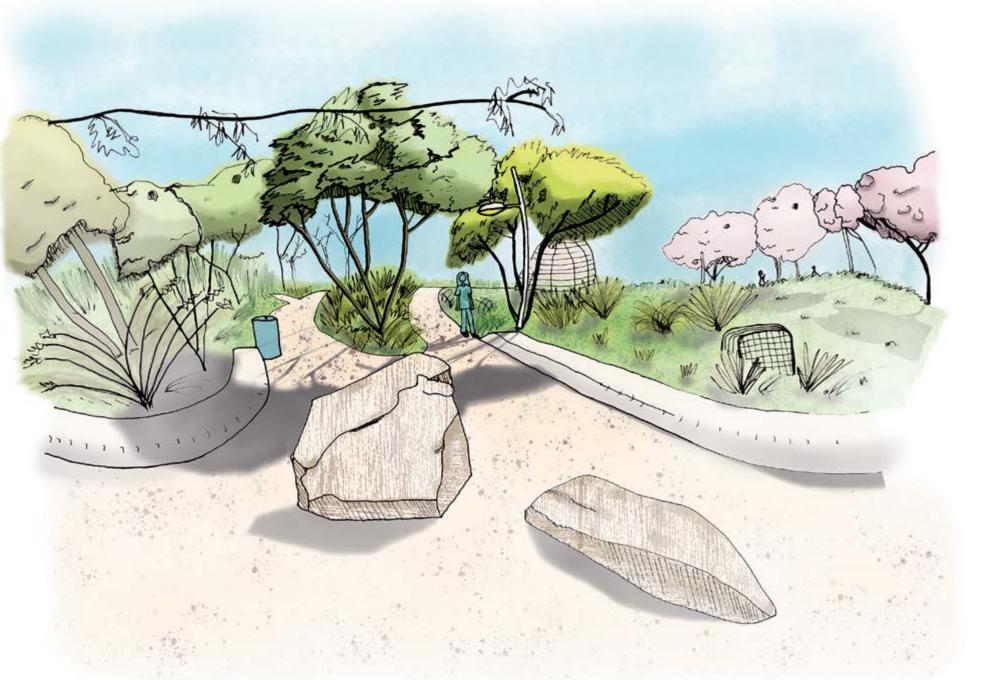


# **Perspective Sketches**

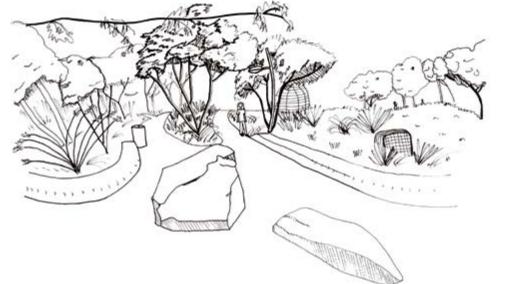






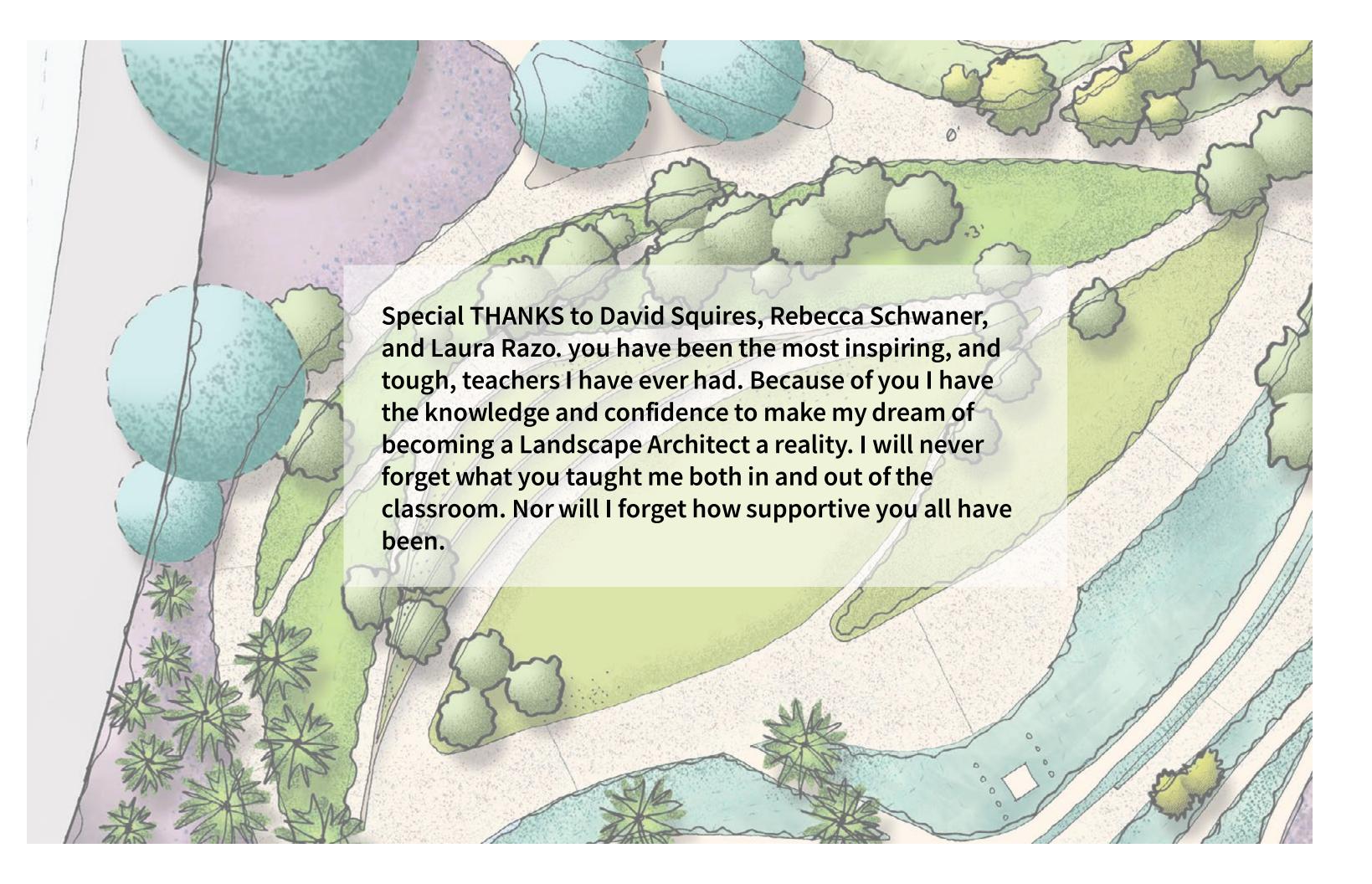












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