



Ephemera

landscape archeologies

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Landscape Archeologies

RMIT Lower Pool Design Studio

Alistair Kirkpatrick + Anthony Sharples

Site: Yarra Bend Park

Method / Approach

This studio looks at the multitude of layers within landscape as a way to approach the act of design. Layers such as geology, history, vegetation, current uses, maintenance and water (fresh water / salt water / river) and how these layers interact, boarder and blend into one another. There will be a key focus on vegetation that acknowledges re-vegetated zones, remnant vegetation, self sown and weed ecology and will challenge students to be critical in their analysis and use of these vegetation types. This studio introduces the ideology of terrain vague but frames it through remnant signs of history on the site and asks students to activate space within the framework of temporality. Precedent is also an important aspect to the studio, understanding how to use precedent to design allows students to place their work within the greater discourse of Landscape architecture, this is particularly evident when a specific lens is chosen which allows new ways of seeing and new design ideas/outcomes.

The techniques which will engender new ways of seeing / designing are;

1. Perceptive analysis which will be investigated through the use photo mapping (Anuradha Mathur and Dilip da Cunha).
2. Sectional studies, we will employ the section to help the students understand / map the layers(ecological, physical, historical and ephemeral) within Yarra Bend Park.
3. The Plan – How can you use plan to represent time and temporality?
4. Rapid Drawing – A fast brain storming design technique to allow for multiple iterations in a non precious manner.
5. Sectional studies and photo analysis of precedent (Ballast park)

The students will be taught various ways of seeing through the afore mentioned techniques on Yarra Bend Park to help them view the landscape through an alternative lens which will allow time to be understood in a non linear fashion. The studio will include in class workshops which will unpack the theoretical framework and design exploration/ techniques simultaneously, These include digital presentations, drawing / throw away drawing workshops,

1:1 desk critiques, vegetation workshops and weekly student presentations. This will be evaluated through Assignment 1 which contains three separate tasks and Assignment 2 which applies the task work to various design interventions through the lens of temporality. An in depth description of the assignments and a weekly break down are included in this document.

Broader Issue

Landscape as other (separate from us) and the physicalized effects that ideology can have on Landscape.

Theoretical Position

In Australia there is a preservationist attitude towards native vegetation, there is a desire to freeze these landscapes and try to prevent any sign of human interference. The landscape is seen as a static museum piece and any changes that have occurred need to be erased. Echo's of these past iterations are to be found everywhere once a new lens is applied. In this case the lens will be layers in the landscape. A way of designing through layers and revealing/revitalizing history can be seen at Ballast park designed by an assemblage of Landscape architects including; Anton James, Craig Burton, Context Landscape Design and McGregor Coxall. We are approaching the studio through the lens of Landscape archeology.

Key readings

1. Envisioning Landscapes, Dan Hicks.
2. Subnature. David Gissen.

Assignments

Assignment 1: (Task 1, 2, 3)

Task 1:

Analysis of Ballast park, Balmain, Sydney.

- a) Broad investigation of spatial qualities / functions.
- b) Sectional Study of site
- c) How does this site function?
- d) How do the layers of history reveal themselves?
- e) What type of vegetation communities are growing within the site?
Are they planted or self sown?
What plants are looking healthy and why?

1 x A1 Panel

Task 2:

Analysis of a key site in Yarra Bend which has traces of history.

- a) Historical analysis
- b) Perceptive Analysis and Photowalk
- c) How does this site function?
- d) Specific investigation of spatial qualities/ functions
- e) What type of vegetation communities are growing within the site?
Are they planted or self sown?
What plants are looking healthy and why?
- f) What temporal/ephemeral qualities are there in the landscape

1 x A1 Panel

Task 3:

Design a temporary pavilion/folly that engages with the site.

- a) How is the pavilion/ folly going to sit within the landscape?
- b) What is the materiality of the pavilion/ folly?
- c) How does your intervention change with time?
- d) Does your intervention impact or enhance planted or existing vegetation?
- e) How does the pavilion/folly reveal the layers of the past?

Assignment 1 = 3 x A1 Panels (task 1, 2, 3) Presented at MID - SEM

Assignment 2

Using your pavilion/folly design expand to at least 5 sites within the park which you find significant in expressing landscape layers. Work out design pathways how to link these potentially disparate sites.

- a) Introduction of 'throw away drawing' technique to help with design process.
- b) The design transects which can be thought of as non linear, non literal pathways
- c) Use the analysis and design techniques (from task 1 , 2 , 3) this will be shown directly in your representation
- d) Develop the design through your precedent studies undertaken throughout the semester
- e) Include planting plans and vegetation chosen
- f) Think about your design through the lens of temporality, and how it can express multitudes of layers

Assignment 2 = 2 x A0 Panels minimum Presented at week 12 + A5 Portfolio

Tools

1. Hand Drawing merged with digital as a drawing method.
2. Emphasis and interrogation of the section
3. (Perceptive Analysis) through Photo Mapping
4. 'Throw away drawing'

Outcomes

1. 3 x A1 Panels (Mid Sem) Assignment 1 (Task 1, 2, 3)
2. 2 x A0 Panels minimum (End Sem) Assignment 2
3. A5 Portfolio which includes an 800 word written citation which clarifies the students position which also emphasizes their precedent research.

Week by Week Breakdown

(Please note this is a working draft, the purpose of this is to show you the structure)

WEEK 1

- .Introduction to theoretical framework (Landscape archeology and landscape layers)
- .Handing out readings
- .Digital Presentation of selected precedent projects to open a conversation about what these spaces are / what the students can see.
- .Introduction to landscape archeology and landscape layers within Yarra bend park
- .Task 1 + 2 Given (refer to techniques)

WEEK 2

- .Excursion to Yarra bend+ Surrounding Context
- .Testing of techniques discussed in week one (photo walks and perceptive analysis)

WEEK 3

- .Presentation of work completed
- .Landscape archeology through the lens of Landscape architecture.
- .How to investigate a site through section
- .How to produce and re-work photomaps using perceptive analysis

WEEK 4

- .Presentation of work completed
- .Introduction of Task 3
- .Vegetation through time workshop + presentation
(Introduction to the work of David Gissen, Giles Clement)

WEEK 5

- .Red Line Presentation of work completed
- .Desk Crit 1-1

WEEK 6

MID – SEM Presentation

WEEK 7:

- .Introduction of assignment 2 and
- .Throw away drawing workshop

WEEK 8

- .Digital Presentation of Designing through time (temporality)
- .Student Presentations + 1-1 Desk Crit

WEEK 9

- .Presentation of designing with the dynamic elements of vegetation
- .Student Presentations + 1-1 Desk Crit

WEEK 10

- .Portfolio workshop / Layout workshop

WEEK 11

- .Red line Presentations 1-1 Desk Crit

WEEK 12

- .Presentations