

DREAMS HAVE PLAYED AN **INSTRUMENTAL** ROLE IN THE **ARTISTIC PROCESS** & HAVE INFLUENCED **LANDSCAPE DESIGN**. THIS IS EVIDENT IN THE ENIGMATIC **HYPNEROTOMACHIA POLIPHILI** WRITTEN IN 1499. THE TEXT DESCRIBES POLIPHILLO'S DREAM LANDSCAPES, WHICH ACCORDING TO GEORGINA MASSON "Exercised profound influence on **GARDEN DESIGN**." **DREAMS** HAVE THE POTENTIAL TO HELP US TAP INTO A WELLSPRING OF CREATIVITY. WE CAN BROADEN OUR RANGE OF INSPIRATION BY SEEKING DESIGN SOLUTIONS THROUGH...

DREAMING

The LANDSCAPE



THE BIBLIOTECA LAURENZIANA IN FLORENCE IS A **HAUNTING, SURREAL SPACE**. THIS ACHIEVEMENT IS EVEN MORE REMARKABLE WHEN WE REALIZE THAT THE **FLUID, ETHEREAL FORMS** OF THE STAIRCASE CAME TO MICHELANGELO IN A **DREAM!**

MICHELANGELO MODELED HIS IDEA IN CLAY AND PRESENTED HIS DRAWINGS TO POPE LEO & CARDINAL GIULIO DE MEDICI. THE PROJECT WAS APPROVED & COMPLETED IN 1559.

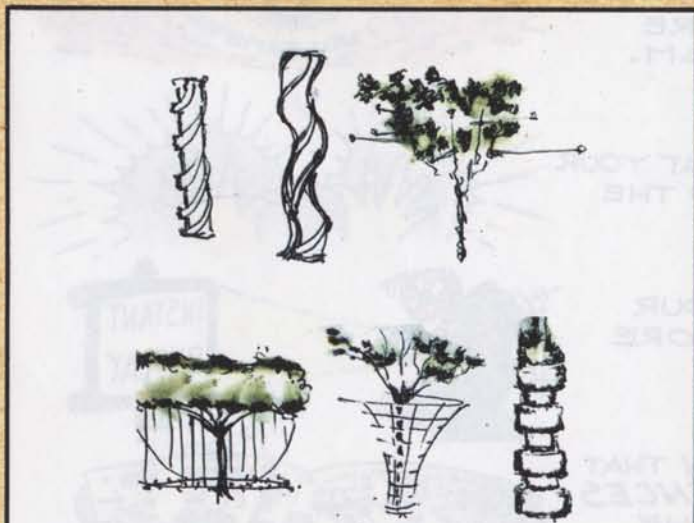


SURREALISM WAS PROBABLY THE FIRST ART MOVEMENT TO **EMBRACE DREAMING** AS A KEY SOURCE OF CONTENT FOR PAINTING. ANDRÉ BRETON WROTE IN AN EARLY MANIFESTO THAT SURREALISM WAS BASED ON "THE SUPREME AUTHORITY OF THE DREAM." SALVADOR DALI WAS KNOWN TO FALL ASLEEP IN HIS STUDIO THEN **JUMP UP & IMMEDIATELY PAINT WHAT HE HAD DREAMT.**



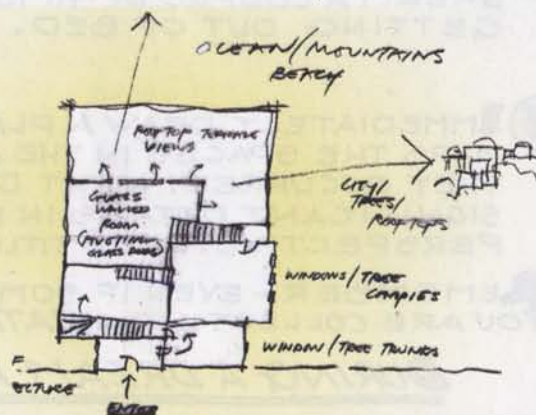
MANY CONTEMPORARY LANDSCAPE ARCHITECTS & PLANNERS HAVE BEEN ABLE TO REGULATE THEIR **CREATIVE DREAMING** TO THE NIGHTTIME & TO USE THEIR **DREAMSCAPES** TO INSPIRE THEIR WORK.

MARCIA McNALLY HAD A DREAM WHERE SHE ENCOUNTERED AN OLD MAN WHO SHOWED HER A ROOM OF WALL-TO-WALL LICENSE PLATES. SHE SAW A WYOMING LICENSE PLATE WITH RED PAINTED BRONCOS. SHE TOLD RANDY HESTER HER DREAM, & HE STARTED COLLECTING WY. LICENSE PLATES. HE PAINTED THE FIGURES RED & CONSTRUCTED A **GARDEN WALL WITH THEM.**



ROBERT HEWITT BEGAN STUDYING DREAM THEORY & DESIGN AS A GRADUATE STUDENT. ABOVE ARE HIS **DREAM DRAWINGS** OF TREE & TOPIARY FORMS THAT INFLUENCED HIS PROPOSED DESIGN OF A LIVING HIEROGLYPHIC WALL IN LUXOR, EGYPT.

CHERYL BARTON HAS KEPT A **DREAM JOURNAL** FOR OVER 20 YEARS. AT THE ONSET OF A PROJECT CHERYL OFTEN HAS A **REPEATING DREAM** OF FINDING HER WAY THROUGH A SERIES OF **ESCHERLIKE SPACES**. THESE ENCLOSURES BECOME PROGRESSIVELY BIGGER AS SHE MAKES HER WAY UPWARD ALONG TRICKY STAIRS. THE SMOOTHER HER **CREATIVE PROCESS** THE FASTER SHE ARRIVES AT THE SUMMIT & ITS PANORAMA.



DAVID MEYER OFTEN INCORPORATES ELEMENTS FROM HIS DREAMS INTO HIS *LANDSCAPE DESIGNS*. BELOW IS ONE OF DAVID'S *DREAM LANDSCAPES* THAT HAS INSPIRED HIS WORK.



HOW TO INTEGRATE YOUR DREAMS INTO THE - DESIGN PROCESS -

THERE ARE MANY DIFFERENT TYPES OF DREAMS, BUT WITH PRACTICE & A FEW SIMPLE PROCEDURES *DREAMING* CAN BECOME A USEFUL *TOOL* FOR INSPIRING DESIGN.

1 MAKE SURE YOU HAVE A *SKETCHBOOK* & *PEN* NEXT TO YOUR BED.



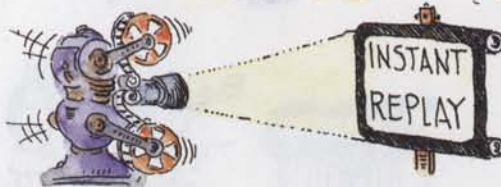
2 BEFORE FALLING ASLEEP *FOCUS* ON THE DESIGN PROBLEM YOU ARE WORKING ON. SAY TO YOURSELF THAT YOU ARE GOING TO *REMEMBER* YOUR DREAM.



3 WAKE UP IN YOUR DREAM & LOOK AT YOUR *HANDS*. PROJECT YOURSELF INTO THE *DREAM LANDSCAPE*.



4 UPON WAKING, TRY & *REPLAY* YOUR DREAM A COUPLE OF TIMES BEFORE GETTING OUT OF BED.



5 IMMEDIATELY DRAW A PLAN VIEW THAT MAPS THE SPACES IN THE *SEQUENCES* THEY OCCURRED. NEXT DRAW THE SIGNIFICANT DETAILS IN ELEVATION or PERSPECTIVE. DATE & TITLE YOUR DREAM.



REMEMBER—EVEN IF SOME IDEAS MIGHT SEEM IRRELEVANT, YOU ARE COLLECTING A *CATALOG* of *IDEAS* FOR FUTURE USE.

DURING A DREAM ANYTHING IS POSSIBLE.