This thesis attempts to explore the relationship between the landscape, the designer, and the public. In particular, it focuses on the representational methods that designers utilize to create landscape complexity and to engage the public in viewing the complexity. To this end, the thesis proposes a mobile application prototype to explore new possibilities of landscape representation and communication, using Augmented Reality (AR) to create new landscape experience for the landscape visitors.

The methods of landscape representation throughout time are part of the larger cultural, historical, artistic, and social context in which humans have documented their living experiences. Landscape representation is thus transformed by contemporary representational techniques and styles. Some of them still to be invented. Contemporary representational media like Augmented Reality (AR) and Virtual Reality (VR) alter the viewer’s perception by adding new layers of visual and written information to the landscape experience. Through using AR and VR in the landscape, the senses of the landscape visitors are immersed in a way that the landscape can be experienced as four-dimensional. These two tools provide new solutions to express the design ideas and the transformation of the landscape over time, as well as being part of the historical progression of landscape representation.

The thesis uses Branch Brook Park in Newark, NJ, as the study site, looking at its social, cultural, and design history, which all entail the complexity of the landscape of the park. Then the thesis uses the historical components to recreate the complexity of the landscape of the park in a mobile application prototype, providing an AR tour for the park visitors.
THE HISTORY AND FUTURE OF LANDSCAPE REPRESENTATION
An Augmented Reality Tour Bridging the History and Future of Branch Brook Park

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