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PROJECT STATUS
Ongoing

VIEWING BRANCH BROOK PARK:
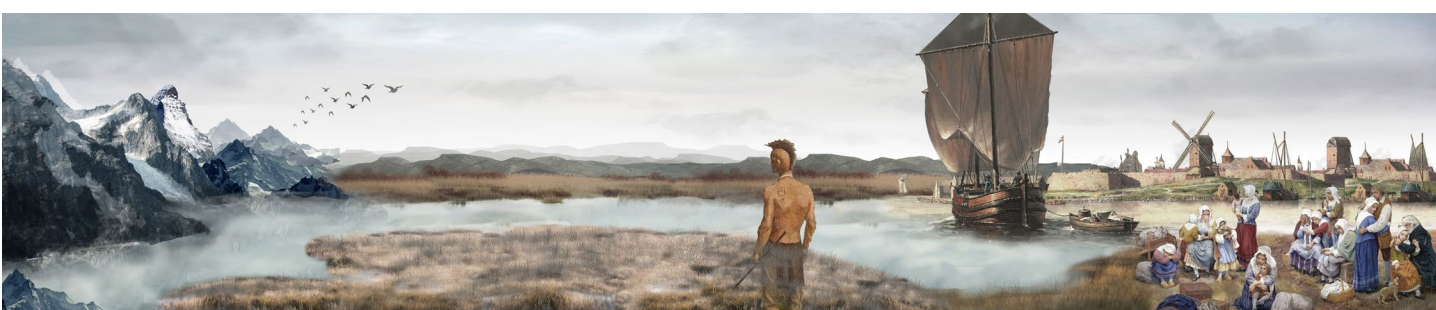# THE HISTORY AND FUTURE OF LANDSCAPE REPRESENTATION

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 be 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.
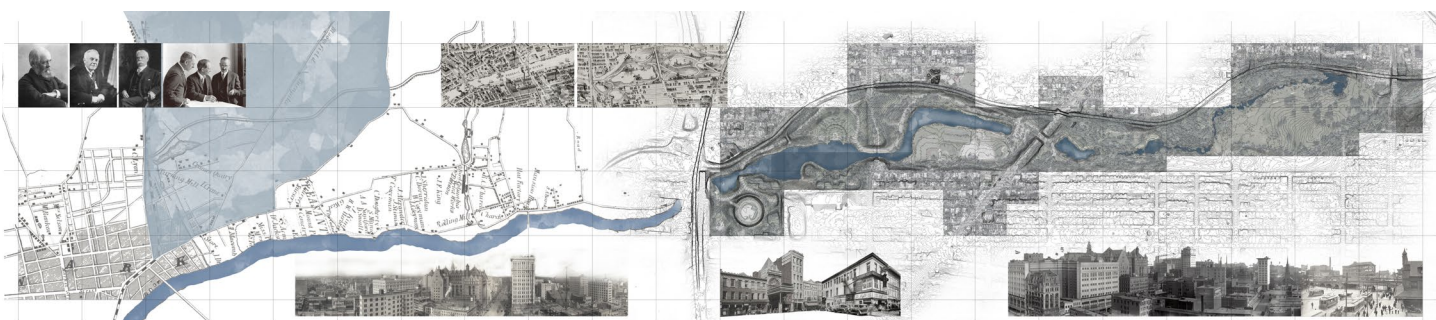
Through using AR and VR in the landscape, the senses of the landscape visitors are immersed in a way that the landscape can be experienced as four-dimensional. These two tools provide new solutions to express the design ideas and the transformation of the landscape over time, as well as being part of 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.

Branch Brook Park History - from the pre-history to the colonial time

Branch Brook Park History - the design history

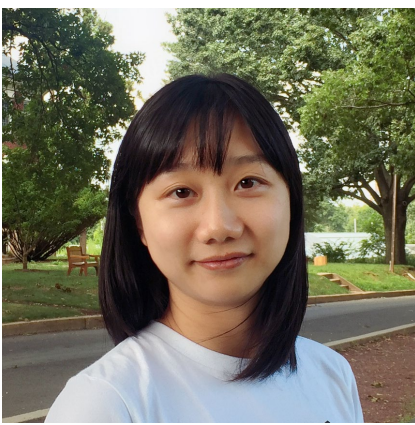Branch Brook Park History - post-construction maintenance until present day

Screenshots of the Proposed Mobile Application Prototype

THE HISTORY AND FUTURE OF LANDSCAPE REPRESENTATION

An Augmented Reality Tour Bridging the History and Future of Branch Brook Park

Mouli Luo is a third-year graduate student in the Landscape Architecture Program at Rutgers University. She earned her Bachelor of Urban Planning (2014) from Hunan University of Science and Technology in China, and a Master of City and Regional Plan from the Edward J. Bloustein School of Planning & Public Policy at Rutgers (2016). Before joining the MLA program, she worked as a planner at Ferrandino & Associates, a planning consulting firm based in Westchester County, NY. Her academic interests include social and cultural aspects of landscape design, graphic representation, public space design, and urban design.