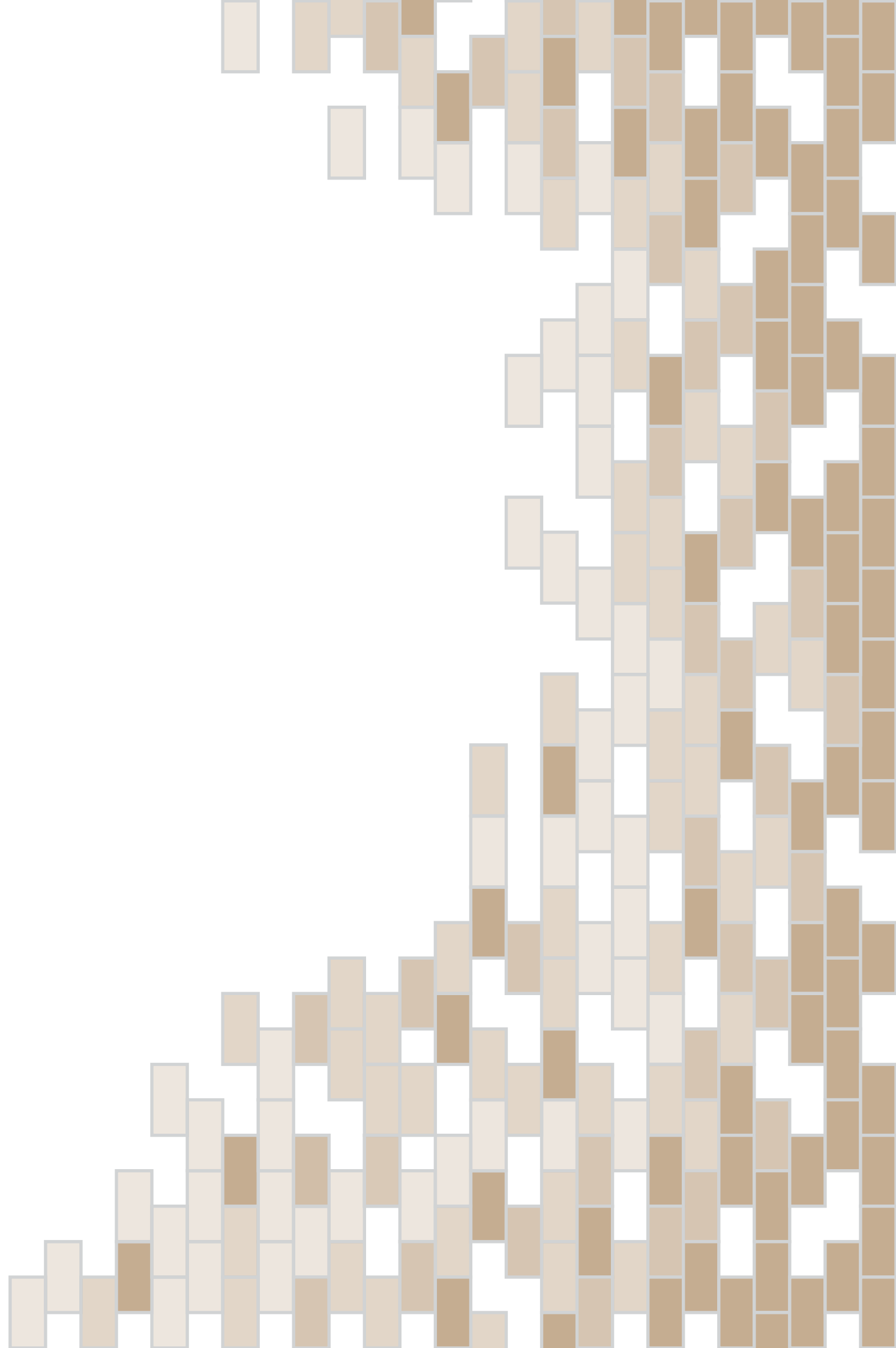


Elysium Green

Lot 7820 Gardens Hill Crescent, Darwin

STATEMENT OF LANDSCAPE DESIGN INTENT
MARCH 2021



Issue	Date	Description	Checked
01	25 / 08 / 2020	Preliminary Issue	AB
02	29 / 09 / 2020	General Revisions	AB
03	19 / 01 / 2021	DA Issue	AB
04	28 / 01 / 2021	DA Issue	AB
05	12 / 02 / 2021	DA Update	AB
06	26 / 02 / 2021	DA Update	AB
07	12 / 03 / 2021	DA Update	AB

Form Landscape Architects

900 Ann Street
Trinity Lane via Church Street
Fortitude Valley QLD 4006

PO Box 393
Fortitude Valley QLD 4006

T +617 3216 0606
info@formla.com.au

formla.com.au



Landscape Architects Statement

DISTINCTIVE STREETScape

The Elysium Green development will become an iconic vertical architectural garden, influenced by its connection to the nearby George Brown Botanic Gardens, past and present, and will provide a unique experience for the community, that is unprecedented.

Elysium Green has been integrated in the local pedestrian system, designed to link and provide a connection with the existing neighbourhood and surrounding areas. The project includes over 2400m² of publicly accessible spaces at ground level, with over 800m² of these publically accessible spaces “open to the sky”, contributing positively to the architectural richness of the buildings setting, by creating important public realms that enhance people’s lives and bring them together.

The extensive “green” spaces incorporated at ground level, will activate the Blake Street Precinct, inviting residents and the public, to enjoy, connect and participate in the streetscape – the extent to which a development of this nature encourages community interaction, has never been seen before in Darwin.

Elements of public realm at ground level include a children’s playground, café, park, piazza, artwork peacock coup, as well as a community vegetable/herb garden. These public areas allow for active, undisturbed, calm, social, reflection, health, imaginative and natural play, encouraging the integration of families with children and the elderly.

Over 725m² (12% of the site) includes “deep soil planting zones”, which will include large shade trees that will provide shade over the public footpath, significantly improving the urban experience for the broader public at street level.

The boundary edge treatments will provide a dense landscape buffer planted in deep ground zones within the site, softening and integrating the built form of the podium into a green vertical curtain, while maintaining solar access and the functional operational constraints of adjacent land uses. In particular, the impacts and views into the site from the norther residences will be softer and mitigated by the deep and dense landscape buffers proposed.

The development has also been designed to showcase of a number of popular tropical plant species found within the nearby Botanical Gardens. A cycad garden, boab tree, a sensory garden with wind chimes, and indigenous artwork located at ground level, inclusive of interpretative signage, will create a public realm space that can be accessed by residents and the public, providing a connection to the George Brown Botanical Gardens.

The Elysium Green development is celebrated at the corner of Blake Street and Gardens Hill Crescent of the development, with the inclusion of a “landmark” public piazza in honour of Jack Agostini. This public realm space, will become a focal point of the Elysium Green development, providing a historical connection to the George Brown Botanical Gardens, and significantly contributing to the public pedestrian environment in the Gardens suburb. The “Tropical Bothy” lighting artwork proposed in this space has been designed by world-renowned, award winning artist Bruce Munro, to promote a “place for all peoples to meet and connect with others”. The piazza will become a distinctive focal point, and local meeting places for residents, neighbours and the wider community.

Elysium Green will include the first ever “sky garden” seen in a residential development in Darwin, providing a space for residents to rest and reflect, as well as helping cool down the building.

Trees and tropical plants on the façade of the building, create deep sun-shading and help cool the buildings, and give residents an immediate connection to birdlife and greenery.

The podium level includes a “communal composting hub”, which allows residents to compost their food scraps on site.

The lobby corridors have been articulated using spaces for seating and green spaces that include trees and tropical planting, to provide high levels of amenity, help cool the building, provide shade and encourage interaction amongst residents. Each building lobby-level has been designed as an open atrium, with openings, to allow natural ventilation and light to penetrate deep into the common areas, and cross-breezes to flow through the common areas into the apartments.

Within the Elysium Green development, the green roof, green walls, sky garden, green vertical blades, landscaped recreational and podium spaces, and individually designed lobby green spaces have all been designed to reduce the buildings temperature, offer acoustic insulation and bring greenery, biodiversity, oxygen and mental health benefits back to apartment living, and create harmony and connection to the surrounding neighbourhood.

The public spaces proposed by Elysium Green are “distinctive” in the area, help foster socialising amongst residents and the public, support well-being, positively affect quality of life, are inclusive and accessible by the public, welcoming different users. These spaces will promote better public health and more frequent and meaningful interactions, thus providing a high-quality sustainable public realm.

The extent in which the public realm spaces have been integrated in a residential high rise development, is beyond compare in Darwin. The Elysium Green building architecture and public realm spaces will provide a distinctive experience for the neighbouring residents, building residents and wider community.

Part One

Site Understanding



1.1 Location & Context

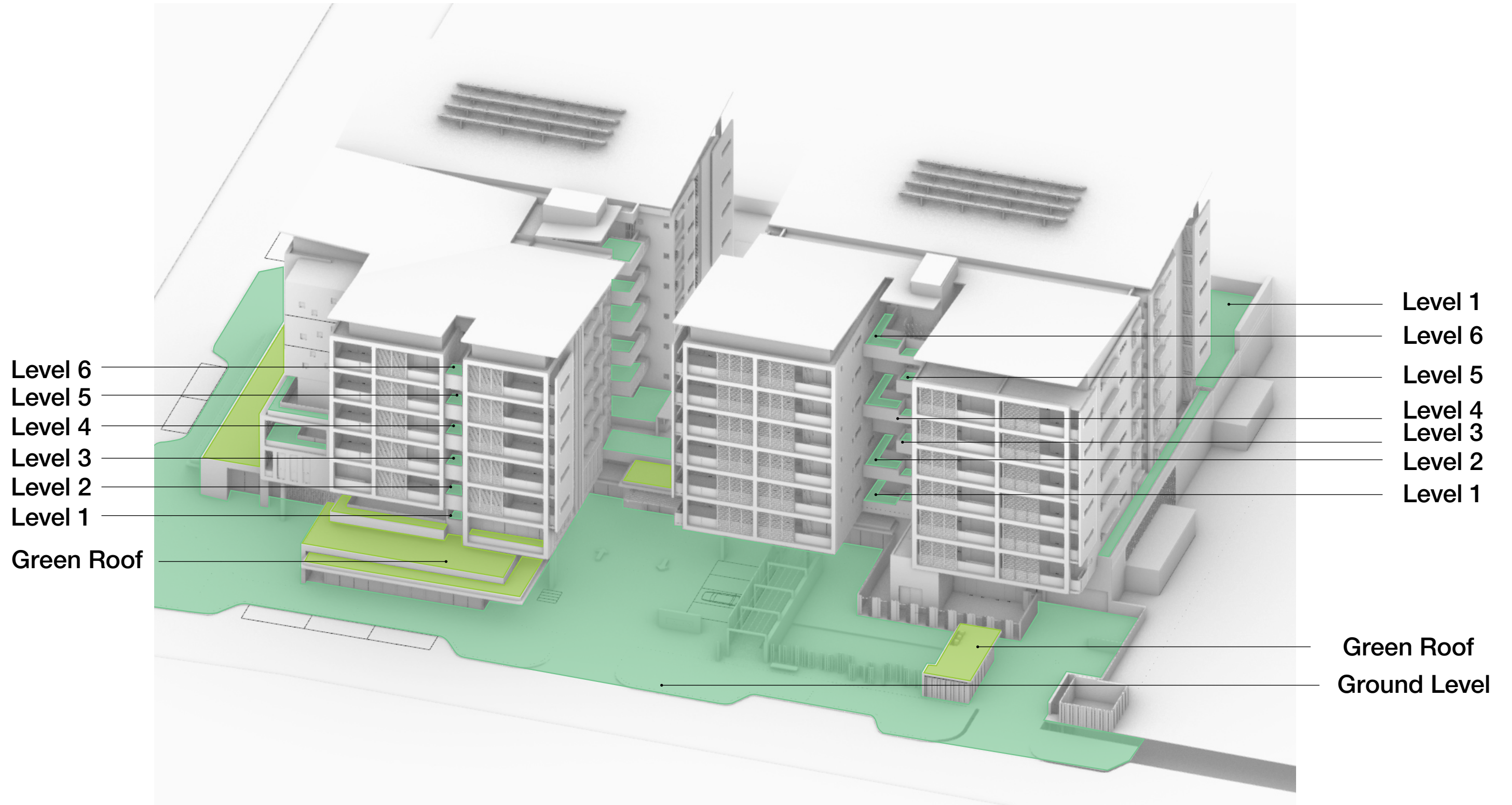


1.2 Site Photographs

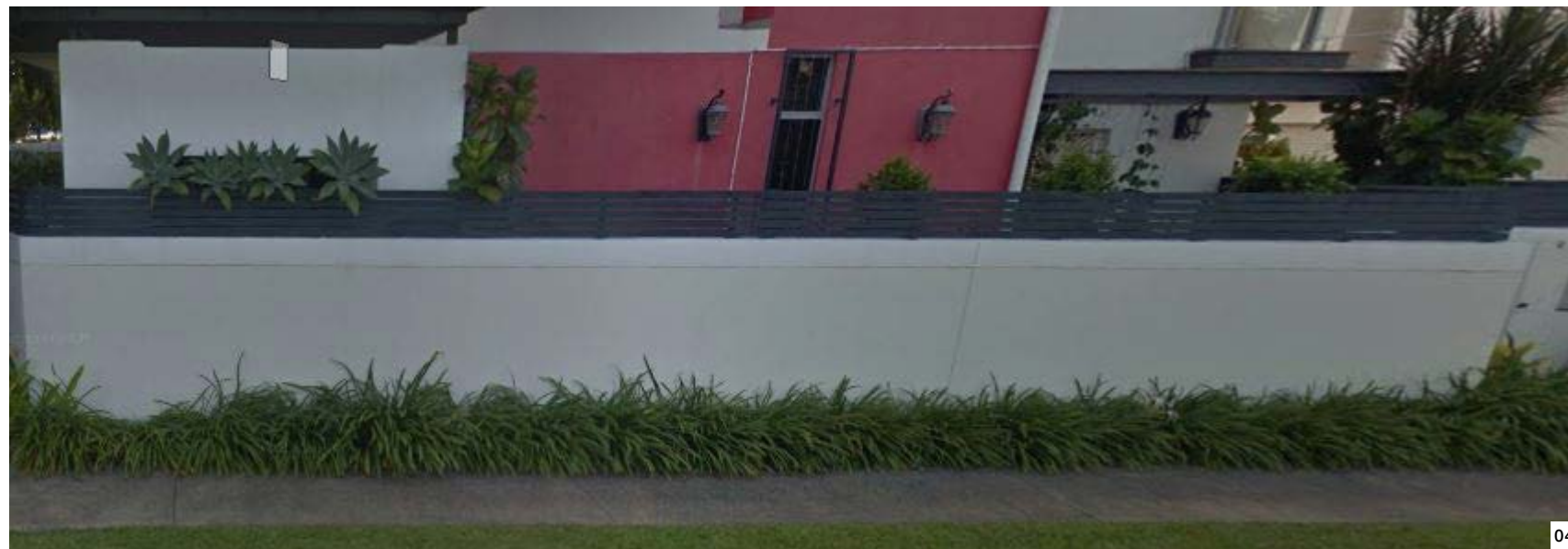


- 01 View Looking north from Blake Street
- 02 View Looking north west from Gardens Hill Cres
- 03 View Looking west from Gardens Hill Cres
- 04 View Looking south west from Gardens Hill Cres

1.3 Landscape Levels



1.4 Surrounding Built Landscape Character



- 01 Concrete wall, *Blake Street*
- 02 Brick wall, *Blake Street*
- 03 Fence, *Gardens Hill Cres*
- 04 Fence wall, *Gardens Hill Cres*
- 05 Fence, *Gardens Hill Cres*

1.5 Surrounding Soft Landscape Character



01



02



03



04



05

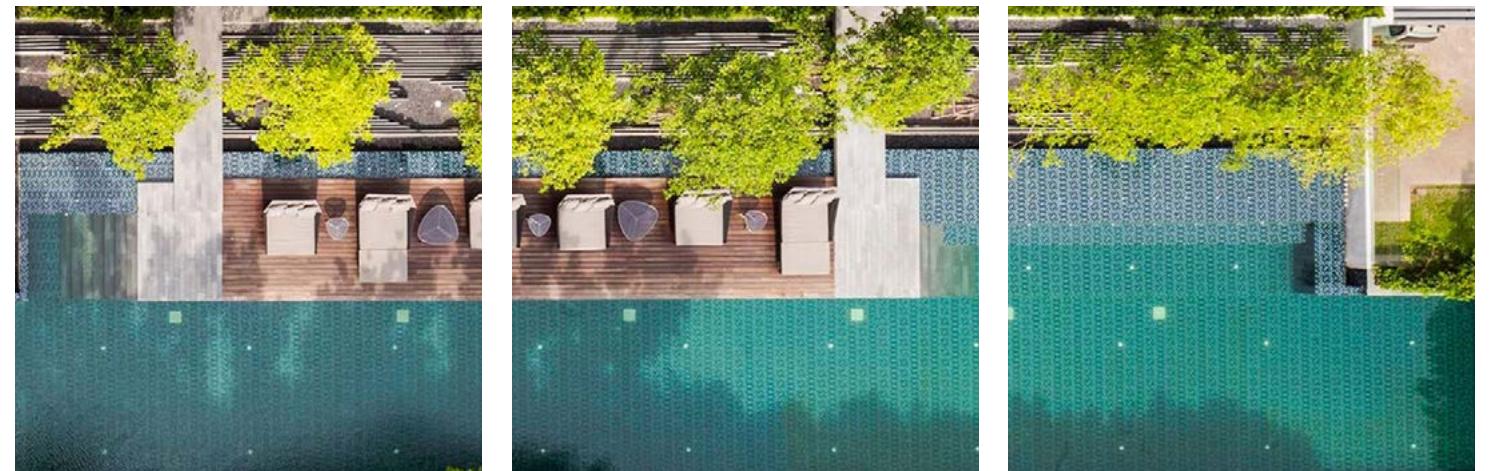


06

- 01 Palm planting, *Gardens Hill Cres*
- 02 Palm planting, *Gardens Hill Cres*
- 03 Hedge, *Gardens Hill Cres*
- 04 Frangipani, *Gardens Hill Cres*
- 05 Palm planting, *Blake Street*
- 06 Existing tree on site, *Blake Street*

Part Two

Design Approach



Design Approach
2.1 Landscape Vision



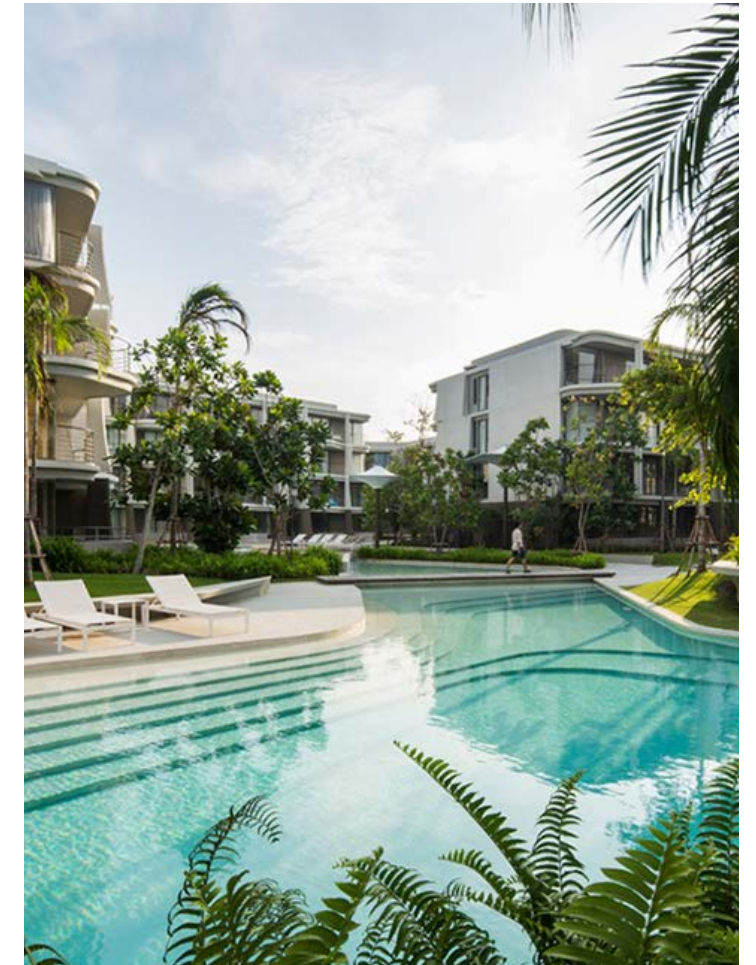
Green core



Generous recreation facilities



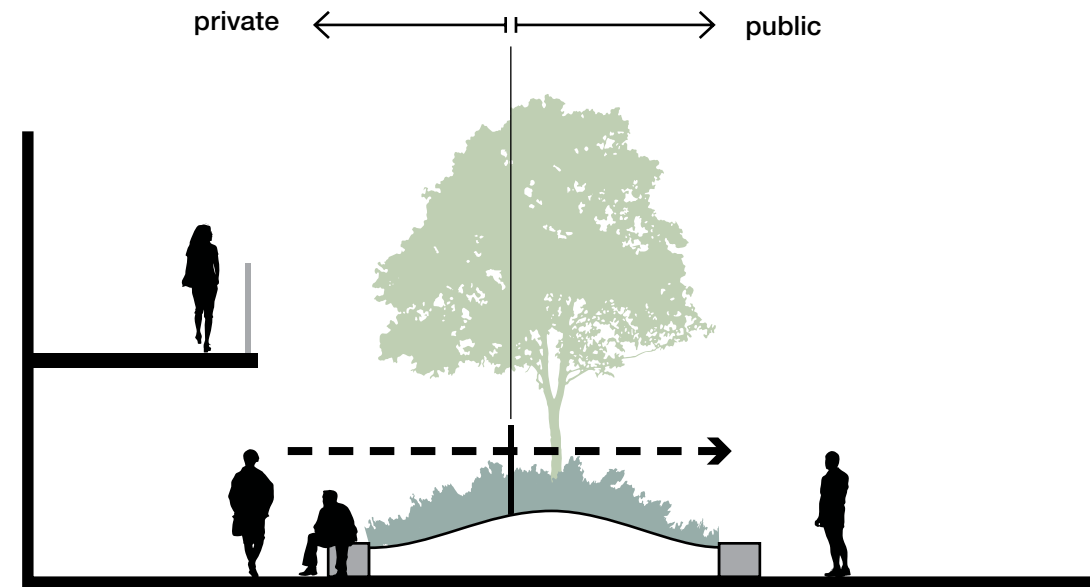
To create layered planting that occupies multiple levels and softens architectural edges.



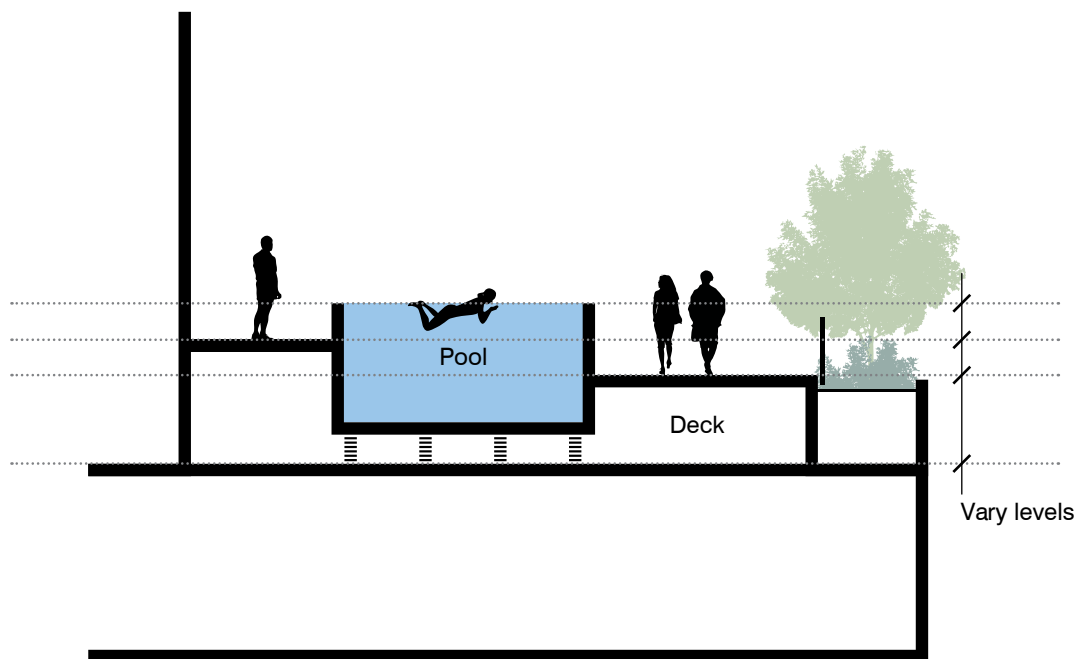
Provide a classic poolside experience



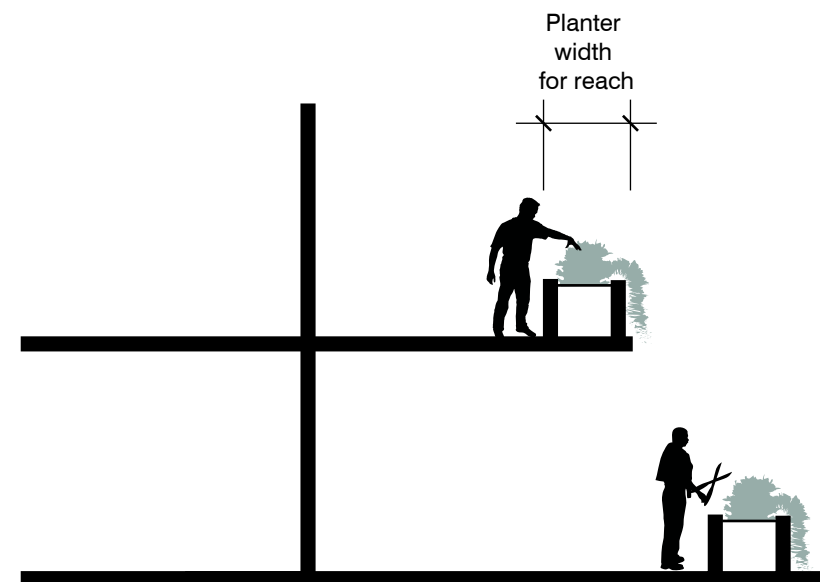
Genuine Street tree environment



Distinction between public and private



Articulate levels for interest



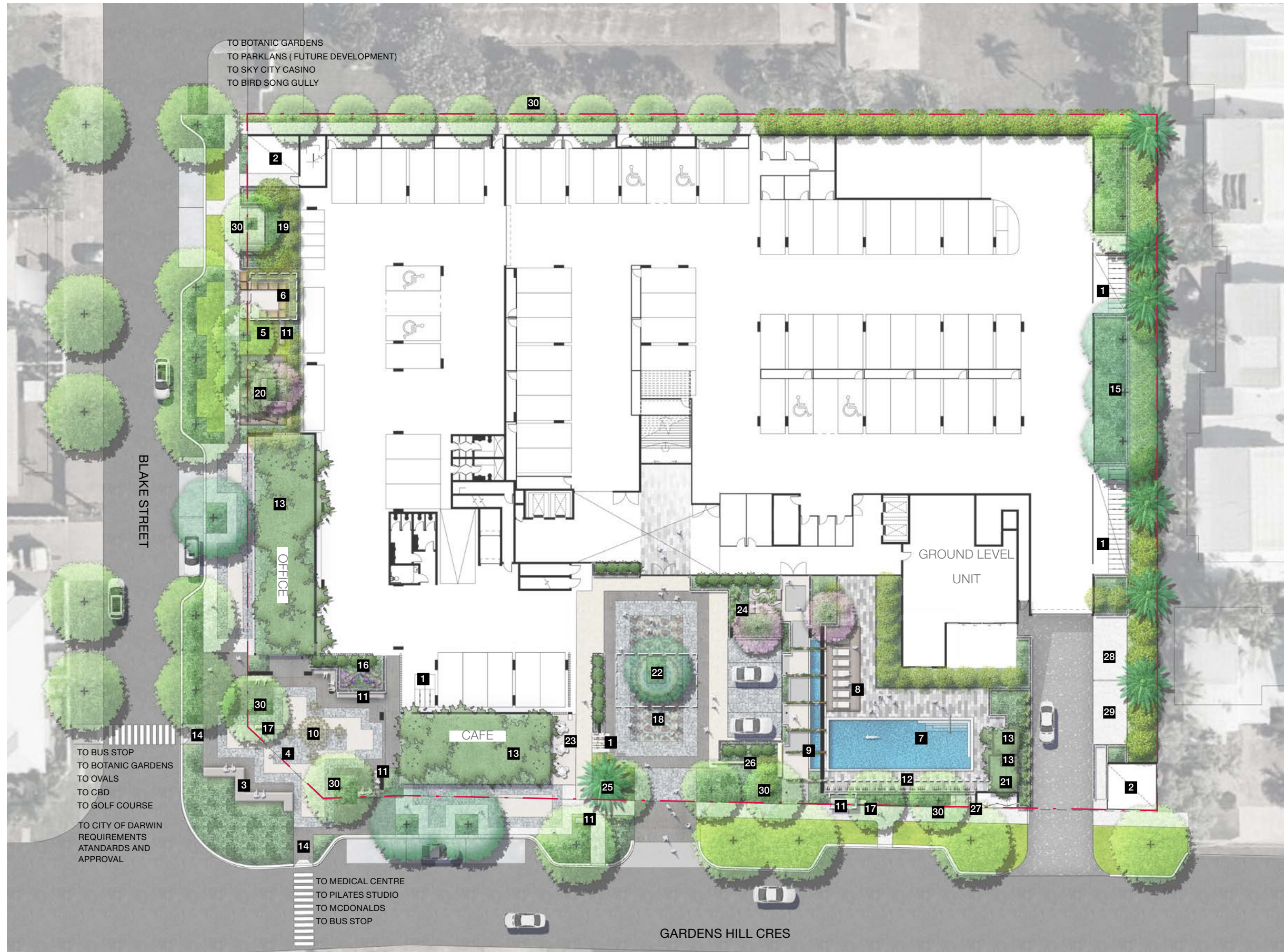
Accomodate maintenance

Part Three

Landscape Design



Landscape Design
3.1 Ground Floor Plan

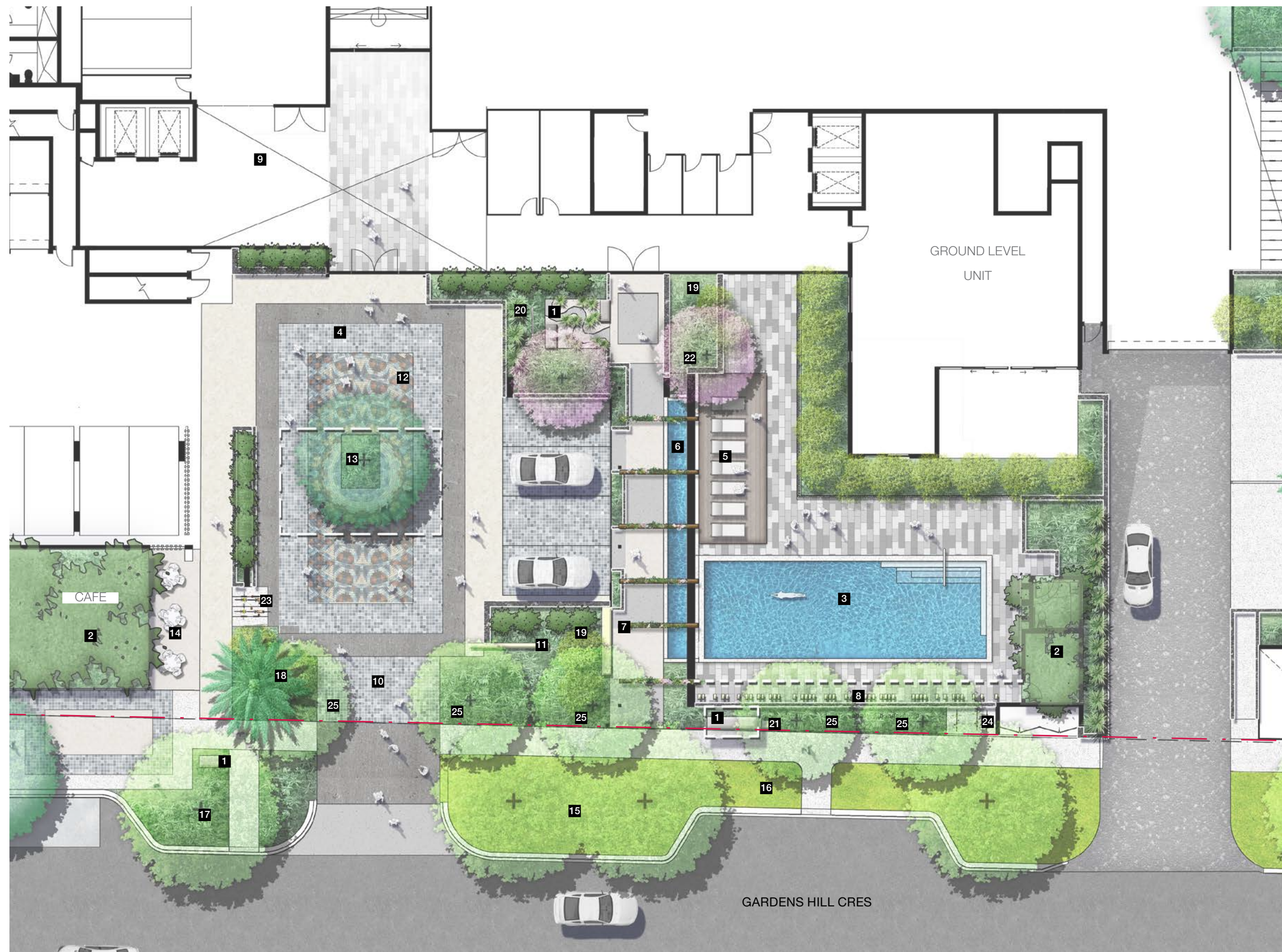


Legend

- 1** Bicycle storage
- 2** Substation
- 3** Seating to public plaza
- 4** Agostini place public plaza
- 5** Lawn area
- 6** Peacock covered coup structure
- 7** Swimming pool
- 8** Pool deck & sun lounges
- 9** Entry arbour with water feature
- 10** Bruce Munro artwork
- 11** Seating areas
- 12** Feature fence/sticks to be painted by local indigenous artist
- 13** Green roof
- 14** Pedestrian crossing
- 15** Dense screen planting
- 16** Rockery garden with plaque honouring Jack Agostini
- 17** Drinking / water filling station
- 18** Indigenous mosaic pattern by local artist
- 19** Herb / Vegetable garden
- 20** Nature playground
- 21** Pool pump room
- 22** Boab tree
- 23** Outdoor dining
- 24** Sensory garden
- 25** Cycad garden
- 26** Signage green wall
- 27** E-Bike station
- 28** General refuse
- 29** Recycle refuse
- 30** Large shade tree (located in deep soil planting zones)



3.2 Detailed Ground Floor Plan



Legend

- 1** Seating
- 2** Green roof
- 3** Pool
- 4** Feature pavement
- 5** Day bed area
- 6** Pond with water feature
- 7** Entry arbour with climbing planting
- 8** Feature sticks painted by local artist
- 9** Lounge area (internal)
- 10** Feature pavement 'doormat'
- 11** Signage green wall
- 12** Indigenous mosaic pattern by local artist
- 13** Boab tree
- 14** Dining precinct
- 15** Street tree planting
- 16** Turf to street verge
- 17** Low level streetscape planting
- 18** Cycad garden
- 19** Tropical planting
- 20** Sensory garden
- 21** Drinking / water filling station
- 22** Shade tree
- 23** Public bike station
- 24** E-Bike station
- 25** Large shade trees in deep soil planting zones



3.3 Detailed Ground Floor Plan



Legend

- 1** Covered peacock coup
- 2** Lawn area
- 3** Herb / Vegetable garden
- 4** Feature pavement
- 5** Water filling station
- 6** Agostini place public plaza area with Bruce Munro artwork
- 7** Dining precinct
- 8** Nature playground
- 9** Rockery garden with Jack Agostini memorial plaque
- 10** Seating area
- 11** Pedestrian crossing
- 12** Street tree
- 13** Parking area
- 14** Green roof
- 15** Shade tree



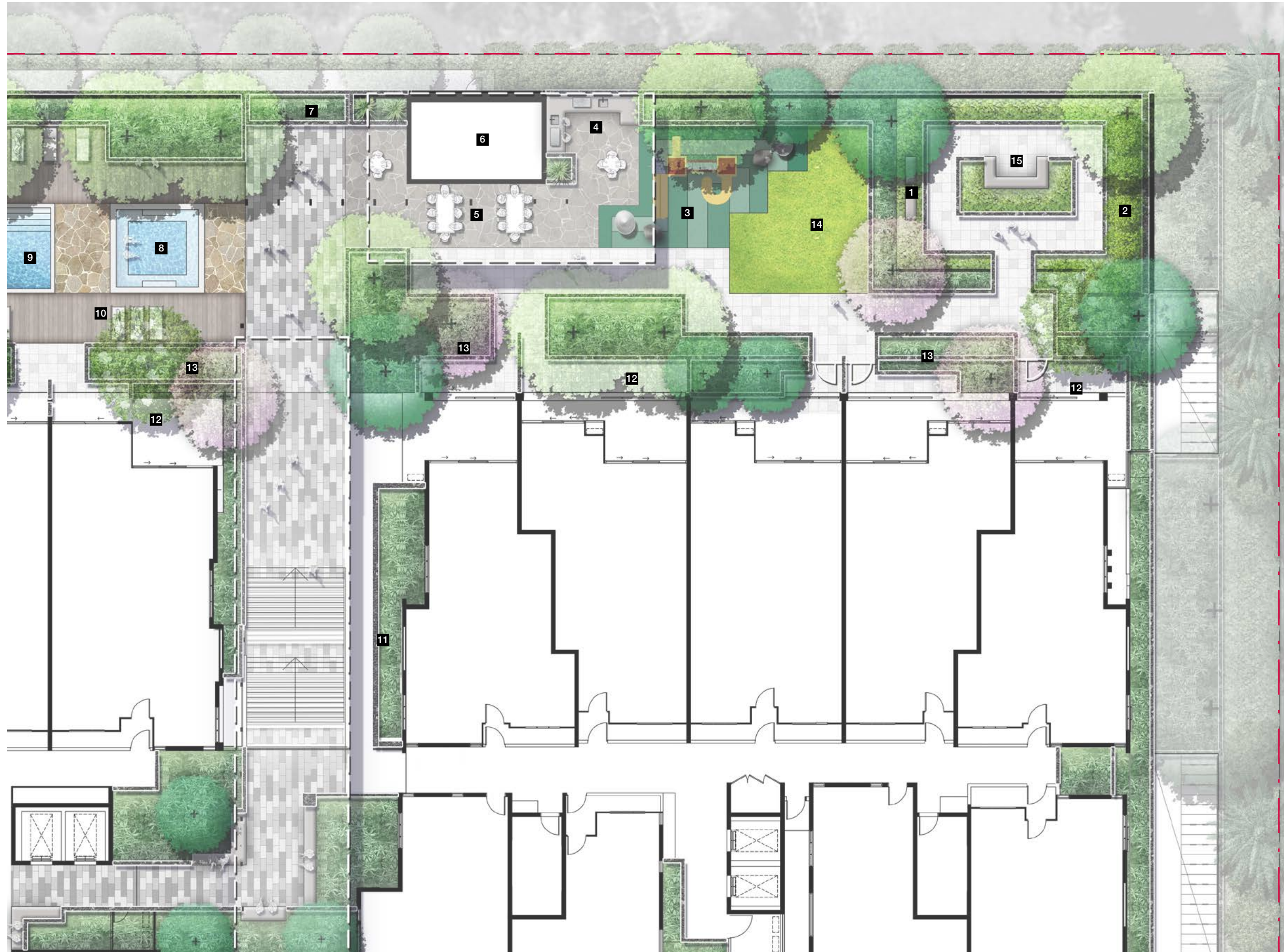
Landscape Design
3.4 Level 1 Plan



Legend

- 1** Compost tumblers
- 2** Reading terrace
- 3** Vegetable / herb community garden
- 4** Children's playground
- 5** BBQ, outdoor kitchen & pizza oven
- 6** Outdoor door dining
- 7** Pool amenities storeroom
- 8** Cycad garden
- 9** Spa
- 10** Swimming pool
- 11** Yoga lawn
- 12** Timber deck & sun lounges
- 13** Internal green roof
- 14** Residents Lounge Balcony

3.5 Level 1 Detailed Plan

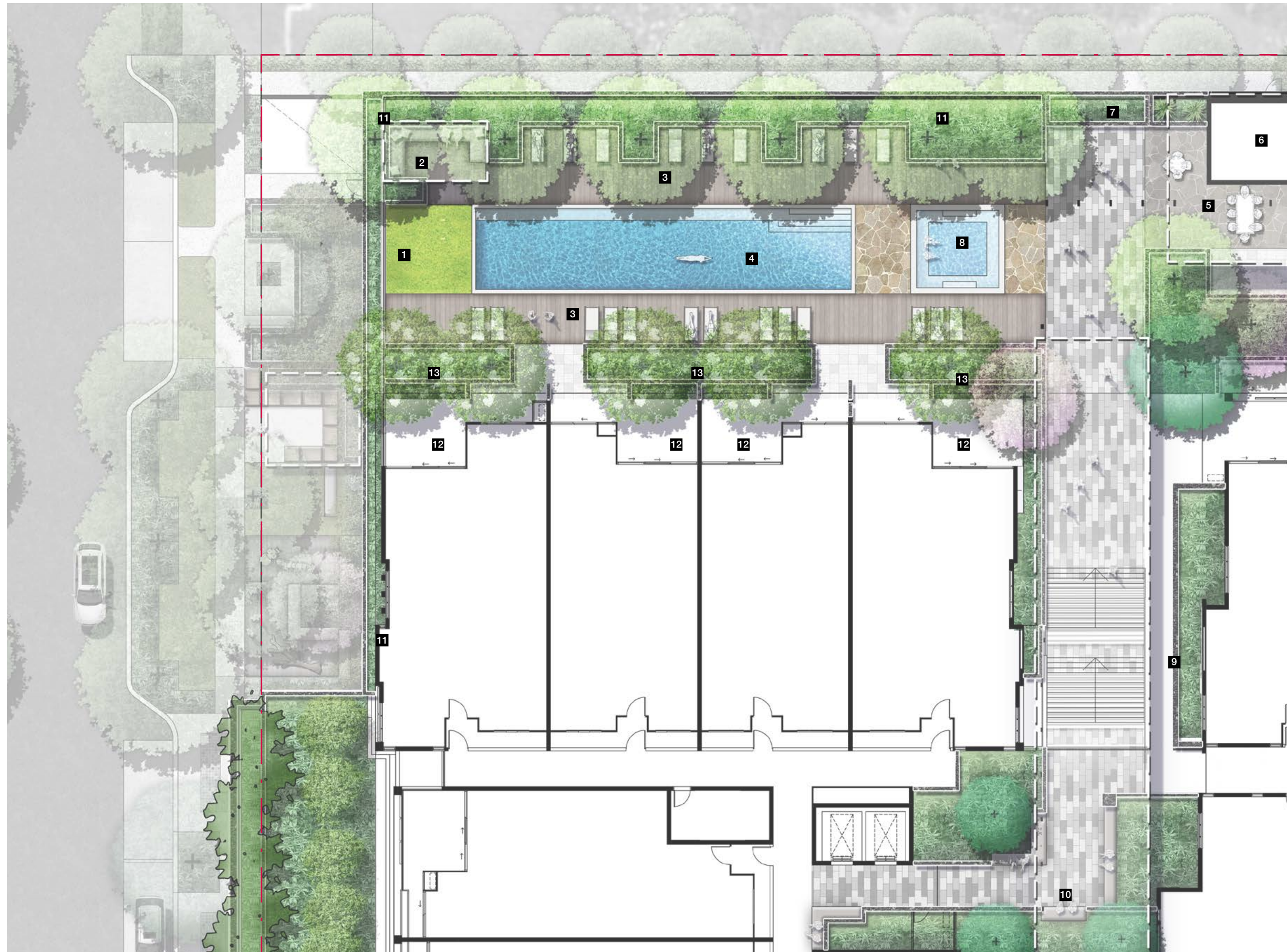


Legend

- 1 Compost tumblers
- 2 Vegetable / herb community garden
- 3 Children's playground
- 4 BBQ, outdoor kitchen & pizza oven
- 5 Outdoor door dining
- 6 Pool amenities Storeroom
- 7 Cycad garden
- 8 Spa
- 9 Swimming pool
- 10 Timber deck & sun lounges
- 11 Internal green roof
- 12 Private courtyard
- 13 Raised podium planting
- 14 Raised turf terrace
- 15 Seating area



3.6 Level 1 Detailed Plan



Legend

- 1** Yoga lawn
- 2** Reading terrace
- 3** Timber deck & sun lounges
- 4** Swimming pool
- 5** Outdoor door dining
- 6** Pool amenities storeroom
- 7** Cycad garden
- 8** Spa
- 9** Internal green roof
- 10** Seating area
- 11** Shade tree planting
- 12** Private courtyard
- 13** Raised podium planting



Landscape Design
3.7 Level 2 Plan



Legend

- 1** Raised planting to balcony
- 2** Cascading planting to balcony

Landscape Design
3.8 Level 3 Plan



Legend

- 1** Raised planting to balcony
- 2** Cascading planting to balcony

Landscape Design
3.9 Level 4 Plan

Legend

- 1** Raised planting to balcony
- 2** Cascading planting to balcony



Landscape Design
3.10 Level 5 Plan

Legend

- 1** Raised planting to balcony
- 2** Cascading planting to balcony



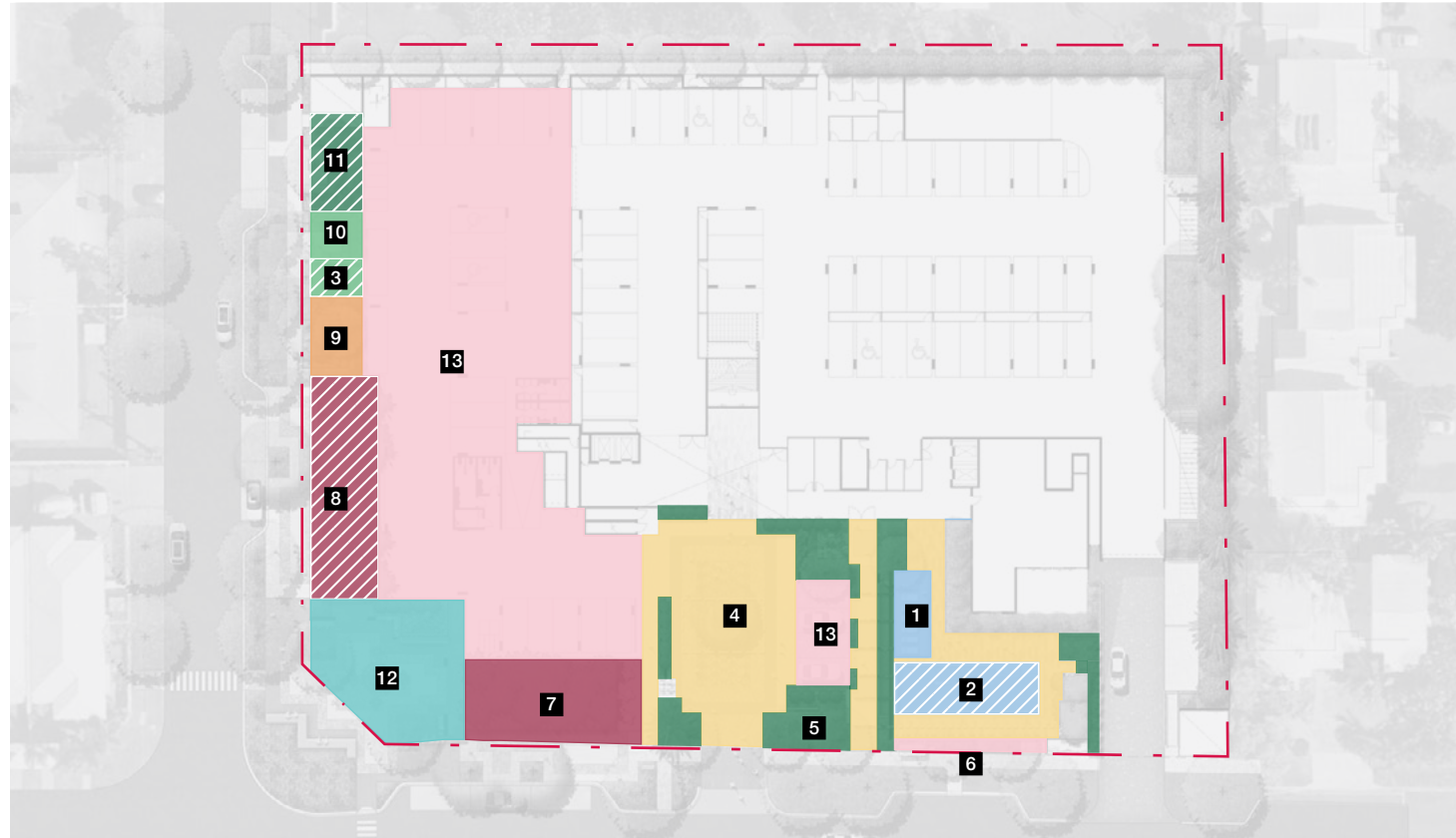
Landscape Design
3.11 Level 6 Plan

Legend

- 1** Raised planting to balcony
- 2** Cascading planting to balcony



3.12 Recreation Capacity Plans



GROUND FLOOR

Building Residents Communal Spaces Ground Floor

	Area(m ²)
1 Pool Terrace	32m ²
2 Pool	75m ²
3 Lawn Terrace	20.4m ²
4 Circulation Space	469m ²
5 Garden Areas	202m ²
6 Public Art, Seating & E-Bikes	24m ²
7 Cafe & Surrounds	146m ²
8 Office & Surrounds	148m ²
9 Children's Playground & Seating	40.8m ²
10 Peacock Coup	25.5m ²
11 Vegetable & Herb Garden	51m ²
12 Agostini Place Public Plaza	194m ²
13 Public Car Park & Toilet Facilities	1190m ²
Subtotal	2,617.7m²



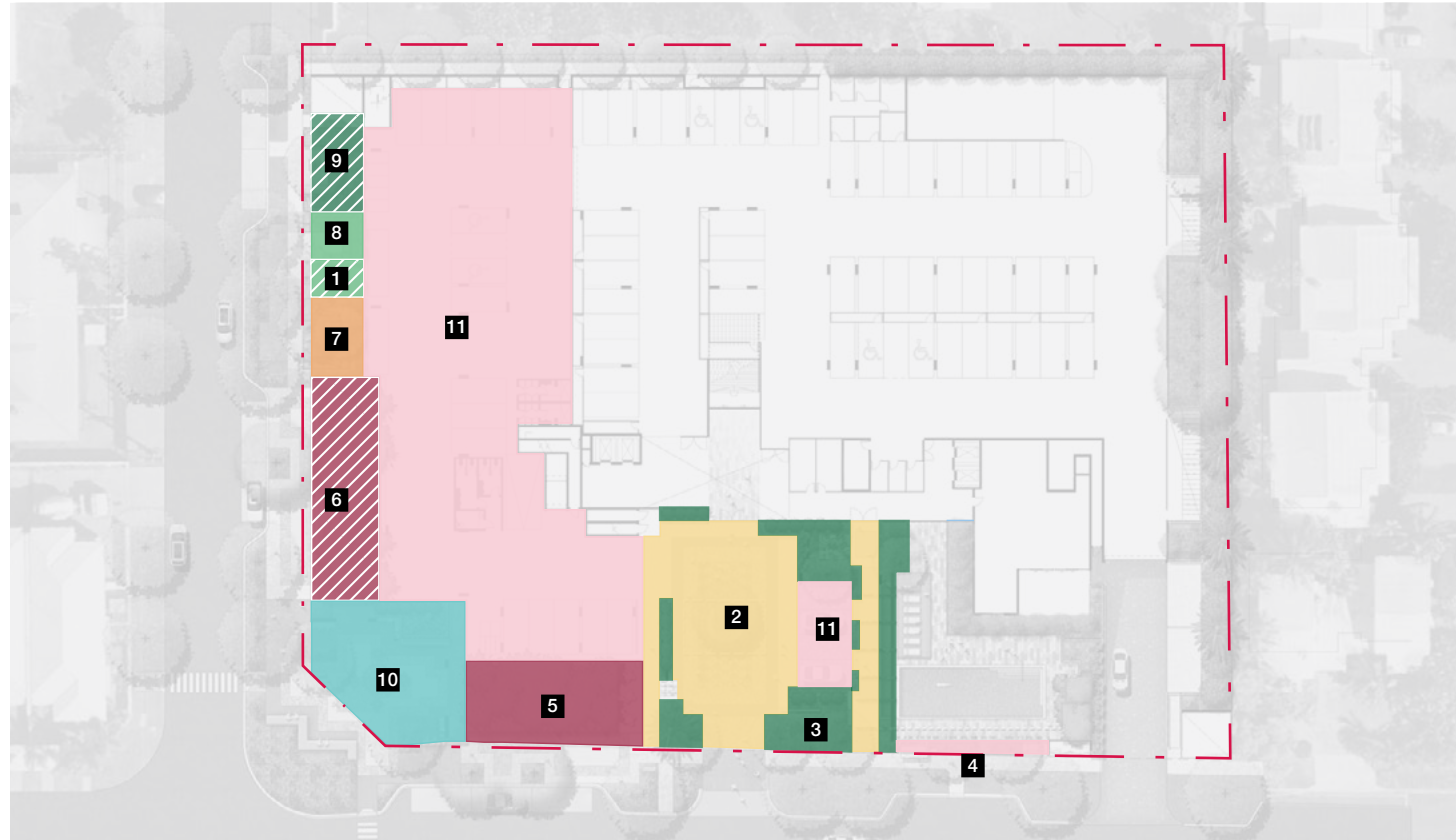
LEVEL 1

Building Residents Communal Spaces Level 1

	Area(m ²)
1 Pool Terrace	180m ²
2 Pool	108m ²
3 Lawn Terrace	47m ²
4 Yoga Lawn	20m ²
5 BBQ Facilities	65m ²
6 Paved Areas	115m ²
7 Circulation Space	136m ²
8 Gym	125m ²
9 Residents Lounge & Open Sky Garden	289m ²
10 Children's Playground	47m ²
11 Garden Areas	256m ²
12 Reading Terrace	18m ²
13 Vegetable / Herb Garden & Compost Tumblers	68m ²
Subtotal	1,474m²
Total Residents Communal Recreation	4,091.7m²



3.13 Recreation Capacity Plan



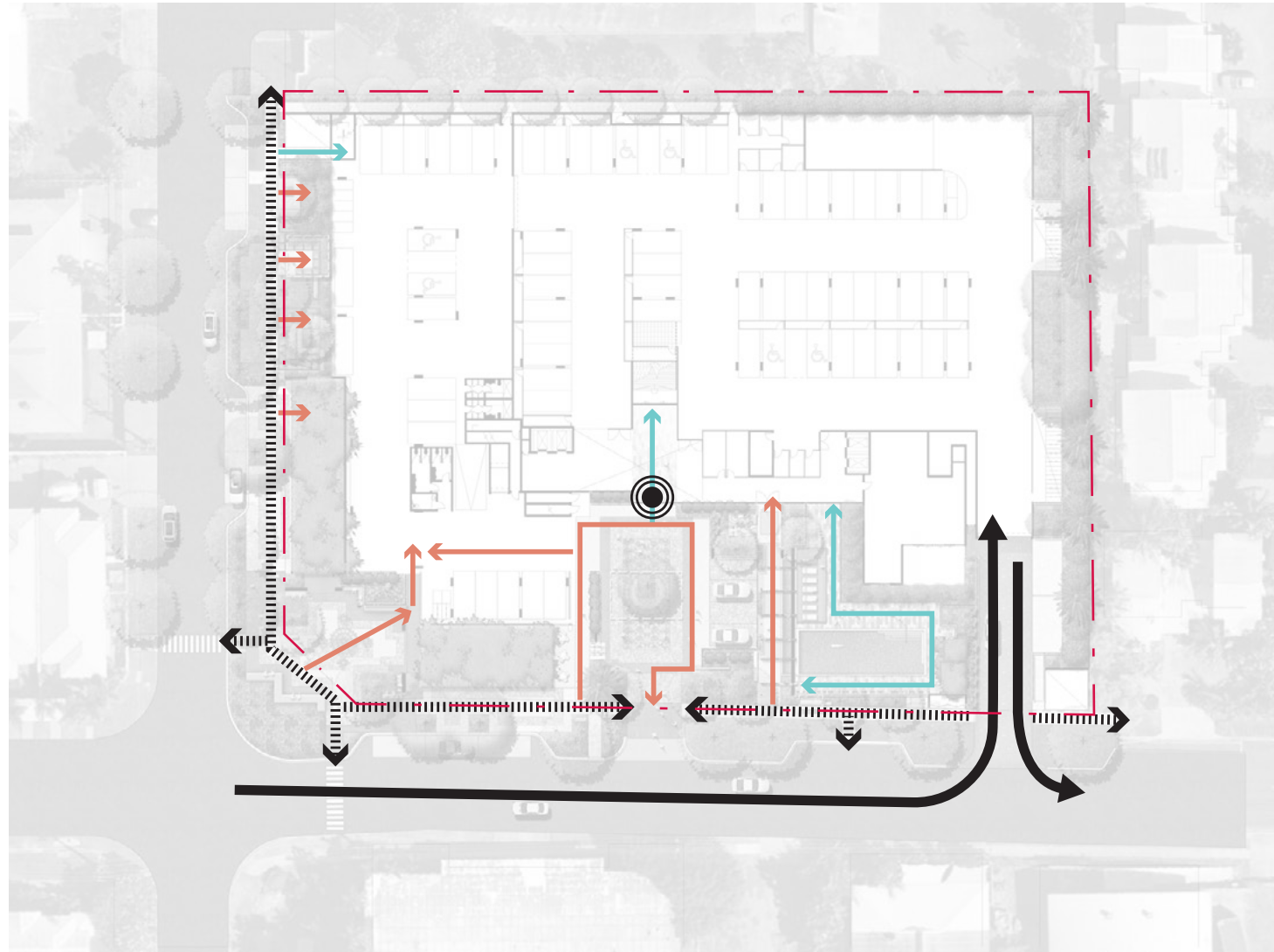
GROUND FLOOR - PUBLIC ACCESS

**Public Access Communal Spaces
Ground Floor**

	Area(m²)
1 Lawn Terrace	20.4m ²
2 Circulation Space	368.7m ²
3 Garden Areas, Cycad Garden, Sensory Garden, Boab Tree, Seating, Green Wall	179m ²
4 Public Art, Seating & E-Bikes	24m ²
5 Cafe & Surrounds	162.1m ²
6 Office & Surrounds	171.5m ²
7 Children's Playground & Seating	40.8m ²
8 Peacock Coup	25.5m ²
9 Vegetable & Herb Garden	51m ²
10 Agostini Place Public Plaza	167m ²
11 Public Car Park & Toilet Facilities	1190m ²
Subtotal	2,400m²








3.14 Structure Diagrams - Ground Floor



CIRCULATION

Legend

-  Pedestrian entry / exit
-  Streetscape footpath
-  Vehicular
-  Private access
-  Public access



PLANTING

Legend

-  Deep planting on natural ground with large shade trees — 725m² (12% approx of total site area)
-  5m x 5m deep planting zone
-  Podium planting — 400mm depth
-  Podium planting — 600mm depth
-  Podium planting — 1000mm depth

Structure Diagrams - Ground Floor



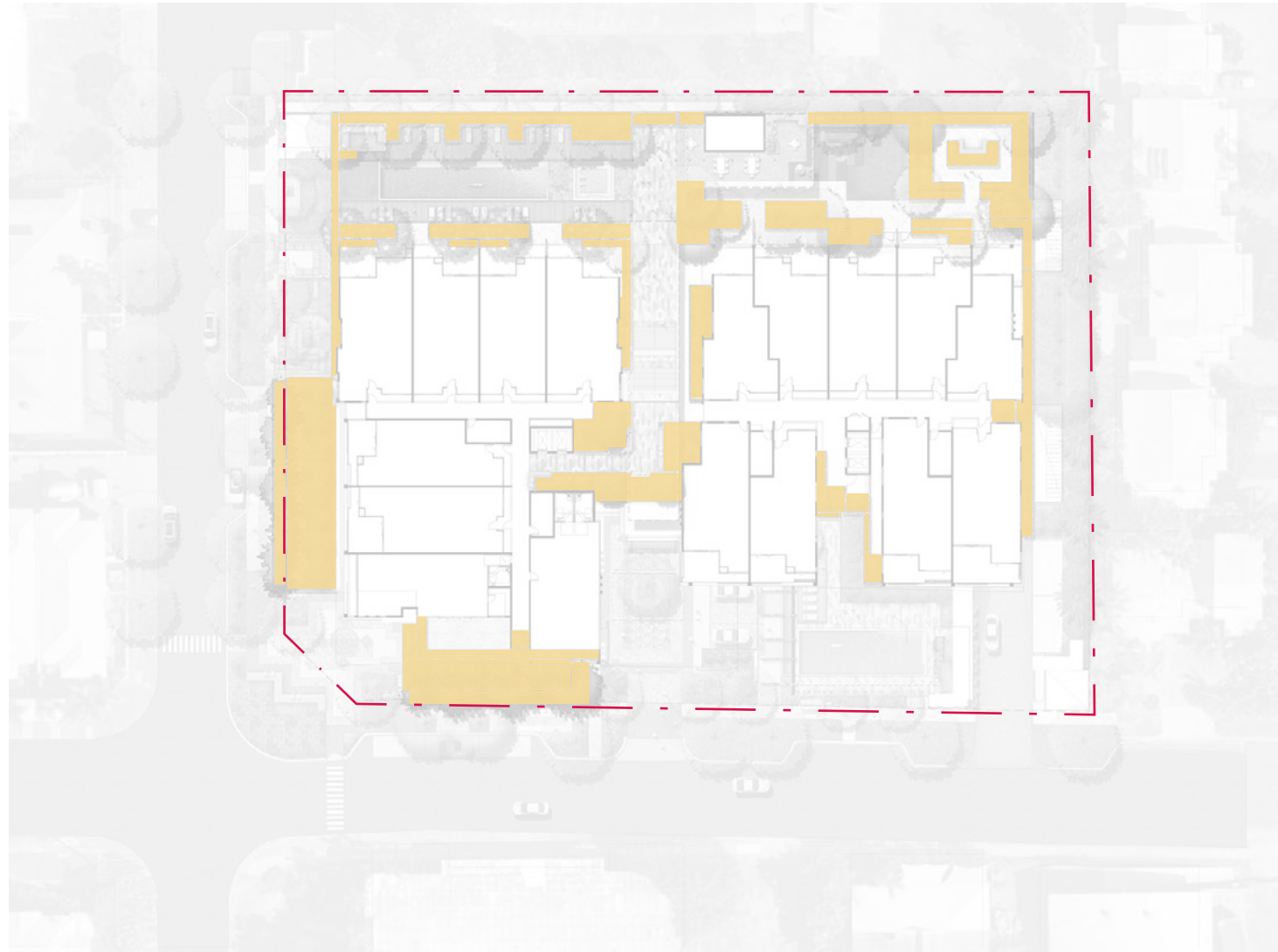
WALLS

Legend

- Type 1 — 400 mm high planting wall
- Type 2 — 600 mm high planting wall
- Type 3 — 400 mm high seating wall
- Type 4 — Arbour
- Type 5 — 2 m high green wall



3.15 Structure Diagrams - Level 1



PLANTING

Legend

- Podium planting — 600mm depth

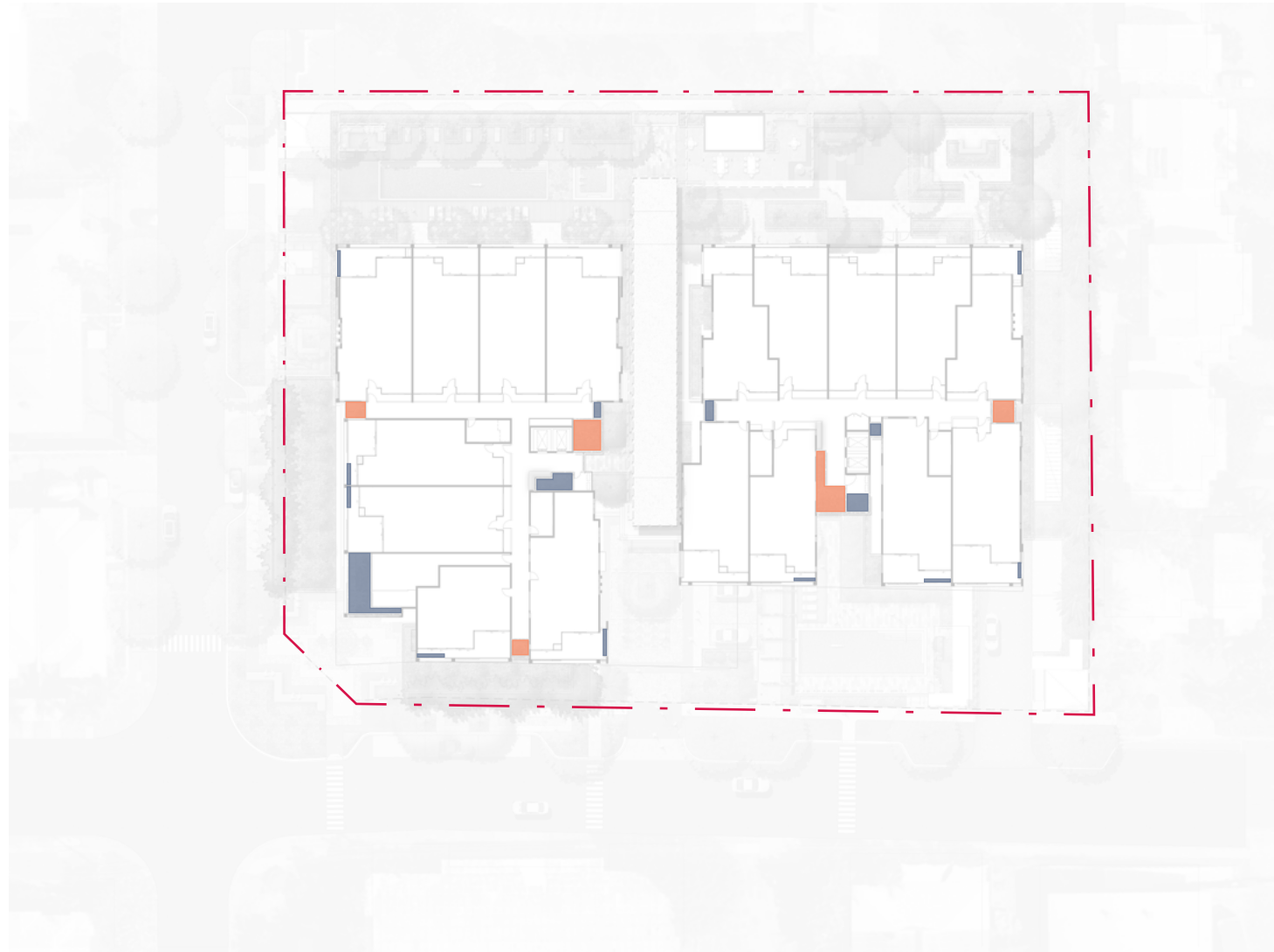


WALLS

Legend

- Type 1 — 600 mm high planting wall
- Type 2 — 400 mm high seating wall
- Type 3 — 1000 mm high feature wall

3.16 Structure Diagrams - Level 2



PLANTING

Legend

- Podium planting — 400mm depth
- Podium planting — 1100mm depth

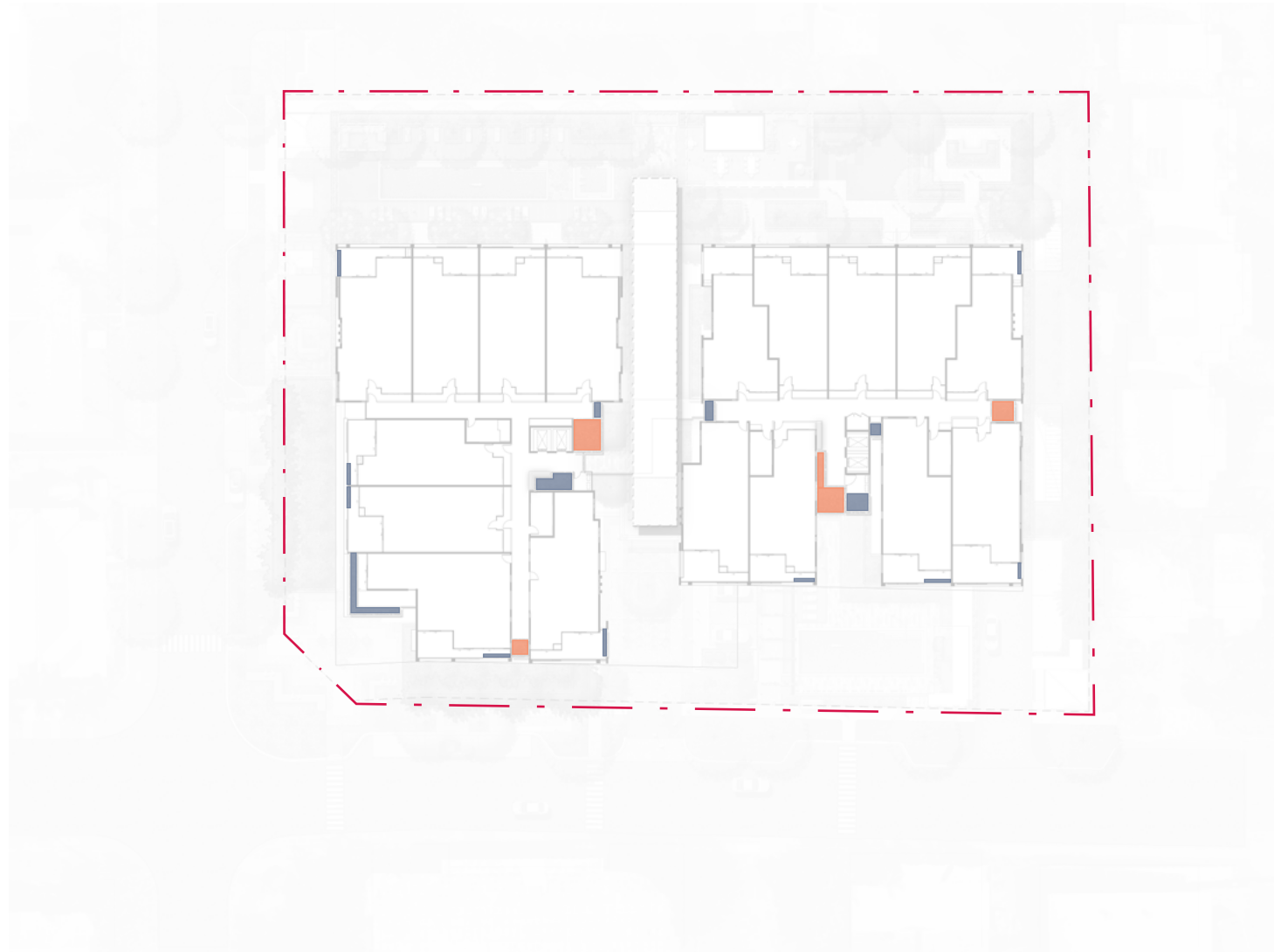


WALLS

Legend

- Type 1 — 400 mm high planting wall
- Type 2 — 1100 mm high planting wall
- Type 3 — 400 mm high seating wall

3.17 Structure Diagrams - Level 3



PLANTING

Legend

- Podium planting — 400mm depth

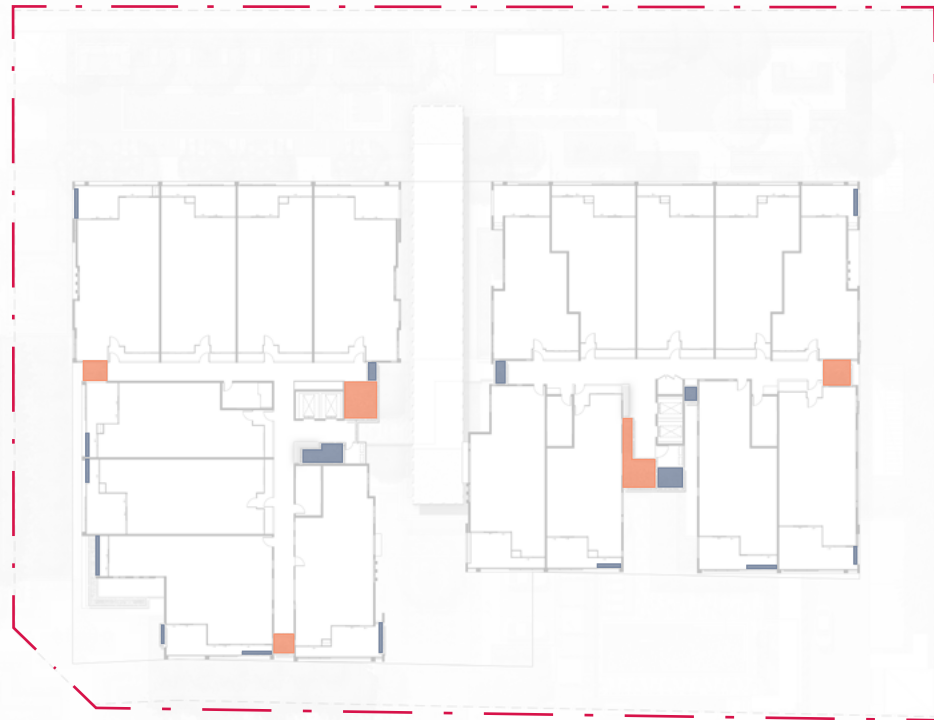


WALLS

Legend

- Type 1 — 400 mm high planting wall
- Type 2 — 400 mm high seating wall

3.18 Structure Diagrams - Level 4



PLANTING

Legend

- Podium planting — 400mm depth
- Podium planting — 1100mm depth

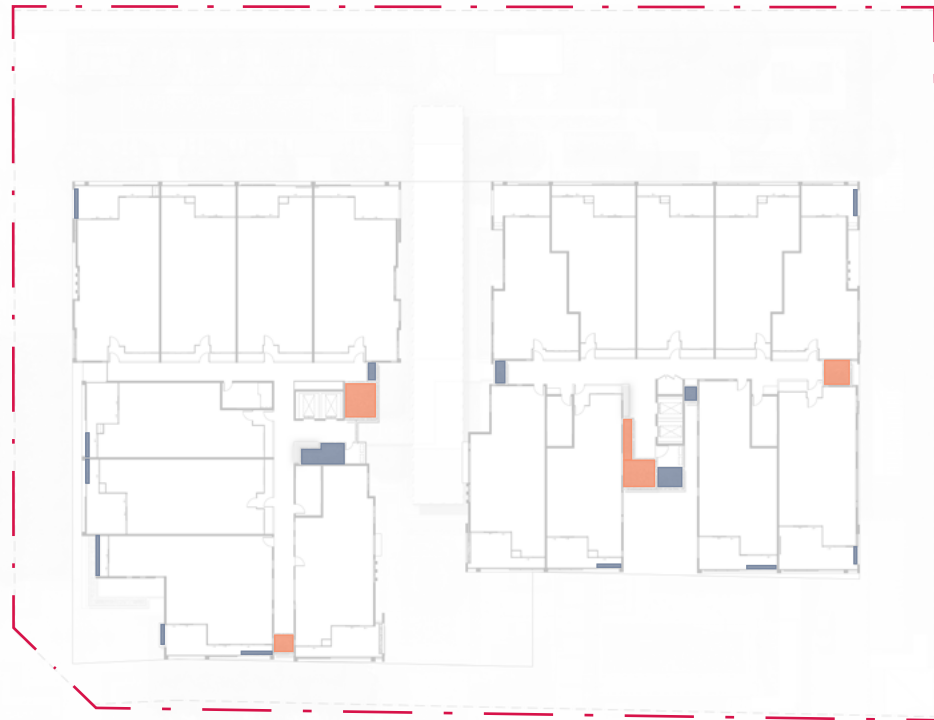


WALLS

Legend

- Type 1 — 400 mm high planting wall
- Type 2 — 1100 mm high planting wall
- Type 3 — 400 mm high seating wall

3.19 Structure Diagrams - Level 5



PLANTING

Legend

■ Podium planting — 400mm depth



WALLS

Legend

— Type 1 — 400 mm high planting wall
— Type 2 — 400 mm high seating wall

3.20 Structure Diagrams - Level 6



PLANTING

Legend

- Podium planting — 400mm depth
- Podium planting — 1100mm depth



WALLS

Legend

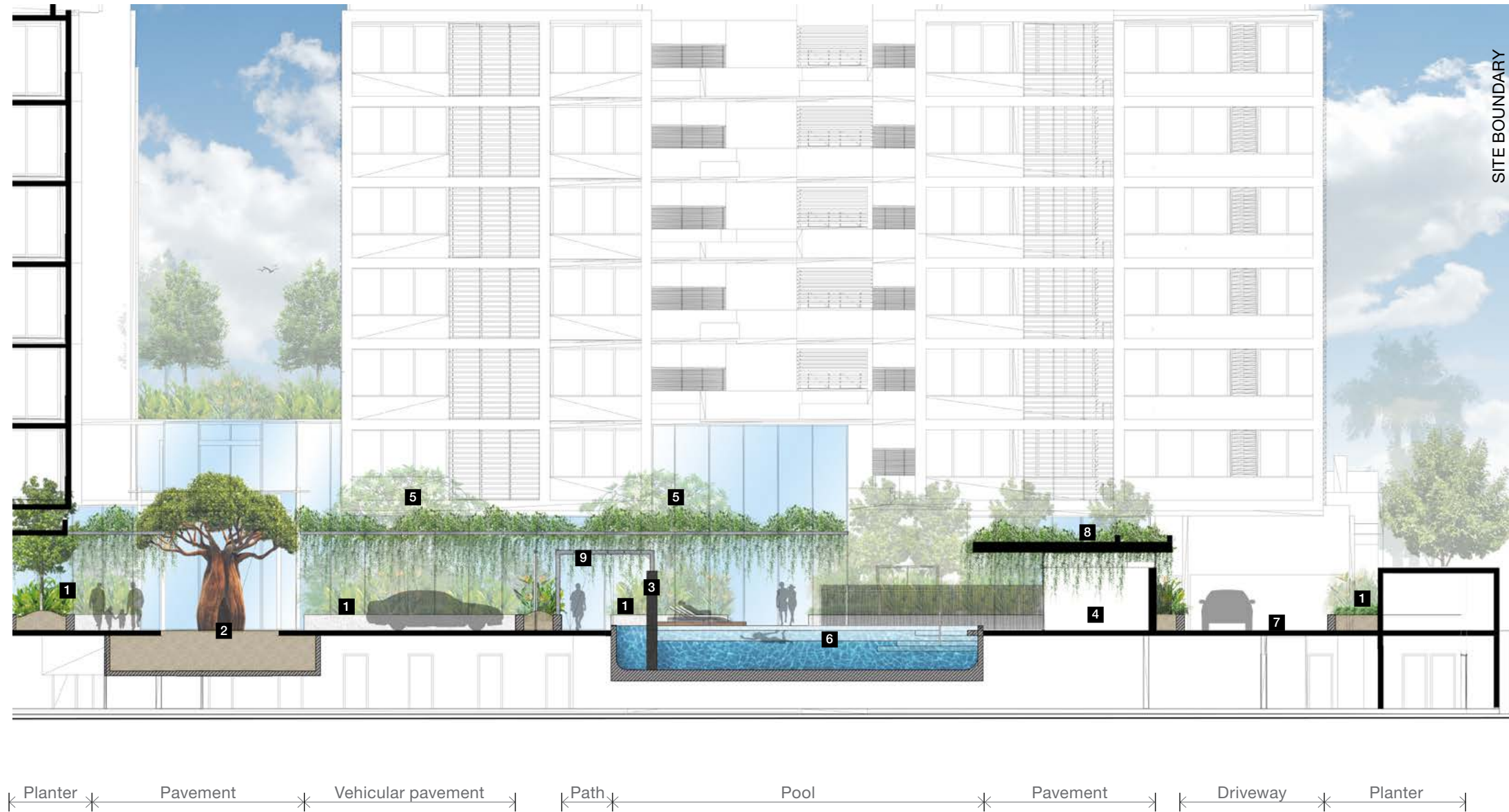
- Type 1 — 400 mm high planting wall
- Type 2 — 1100 mm high planting wall
- Type 3 — 400 mm high seating wall

Part Four

Sections & Elevations



4.1 Section A

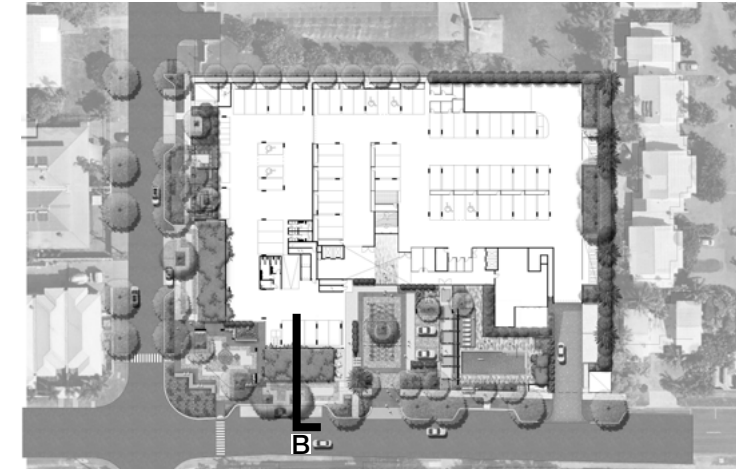


Key Plan | Ground Level

Legend

- 1** Layered tropical planting
- 2** Boab tree
- 3** Wall with water feature
- 4** Pool pump room
- 5** Shade tree
- 6** Swimming pool
- 7** Driveway
- 8** Green roof
- 9** Entry arbour

Sections and Elevations
4.2 Section B



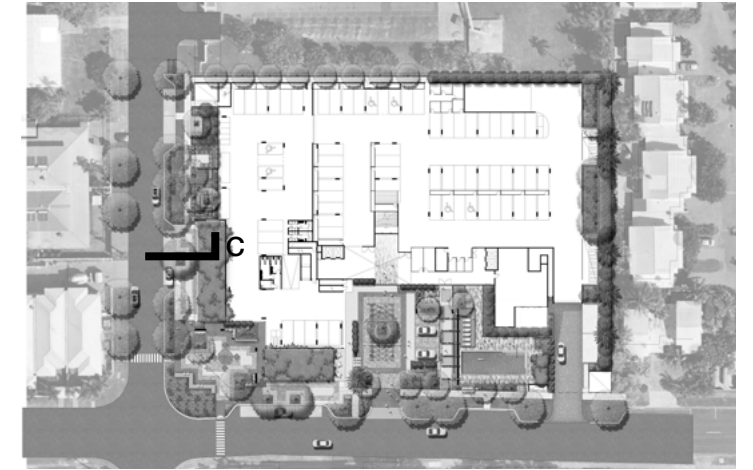
Key Plan | Ground Level

Legend

- 1** Shade tree
- 2** Street tree
- 3** Raised planting to balcony
- 4** Tropical low planting
- 5** On street parking area
- 6** Cascading planting
- 7** Cafe
- 8** Awning



Sections and Elevations
4.3 Section C



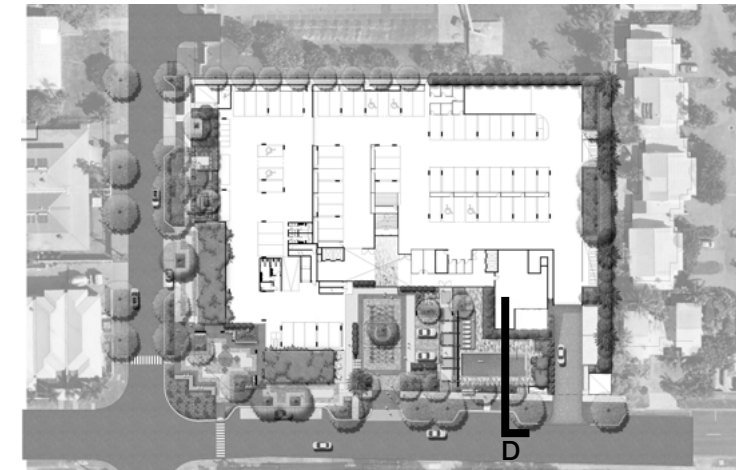
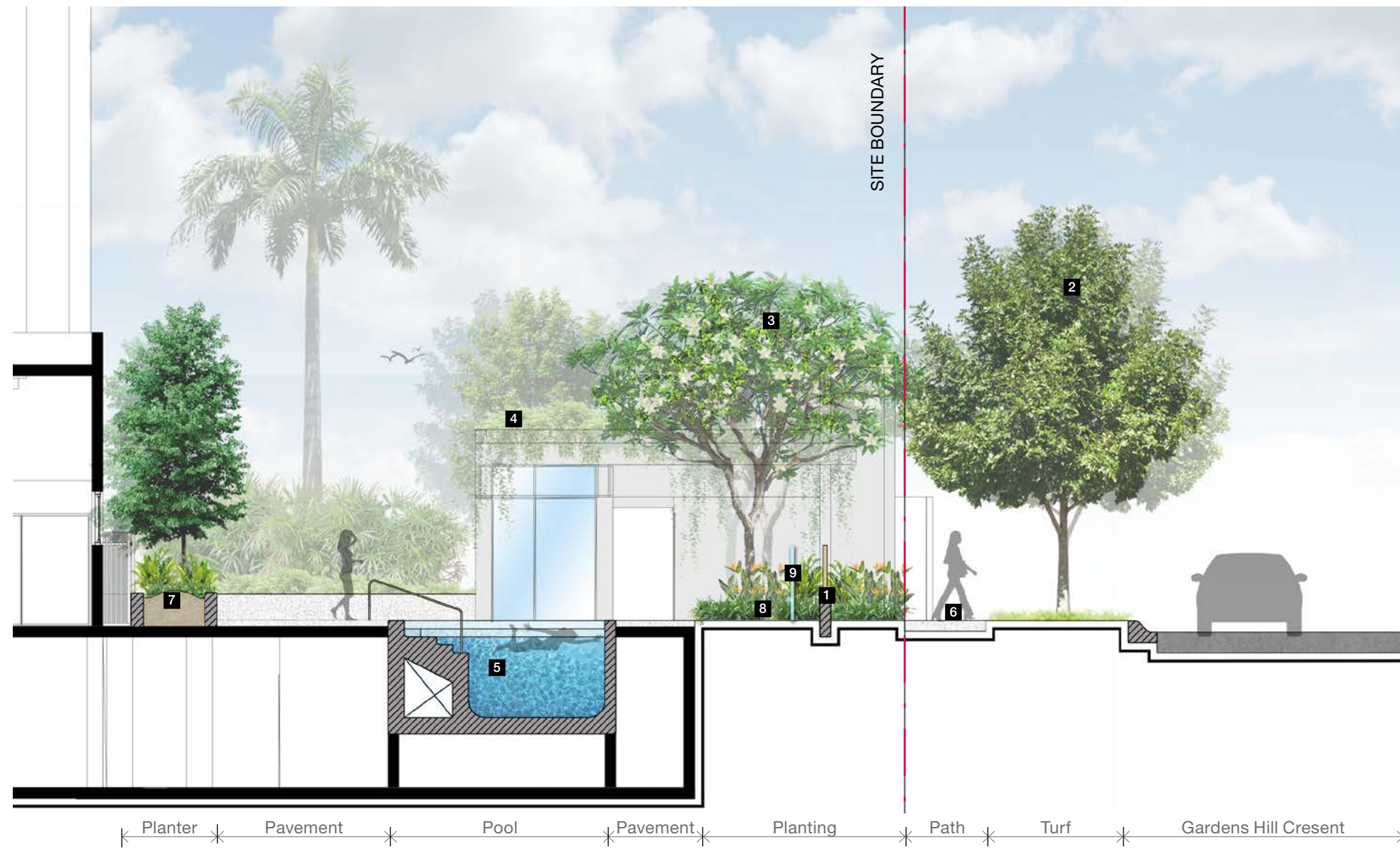
Key Plan | Ground Level

Legend

- 1** Shade tree
- 2** Street tree
- 3** Raised planting to balcony
- 4** Office
- 5** Off street parking area
- 6** Pedestrian pathway
- 7** Cascading planting
- 8** Tropical low planting
- 9** Awning



4.4 Section D



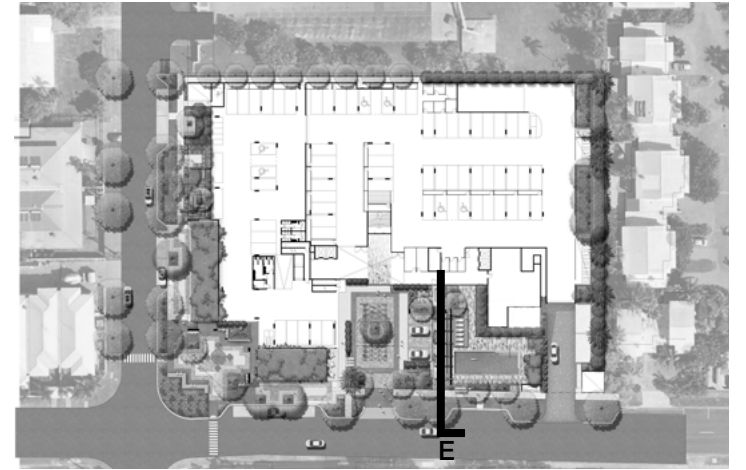
Key Plan | Ground Level

Legend

- 1** Feature indigenous artwork
- 2** Street tree
- 3** Shade tree
- 4** Planting to roof of pump room
- 5** Swimming pool
- 6** Pedestrian pathway
- 7** Raised planter
- 8** Planting on natural ground
- 9** Glass pool fencing



4.5 Section E



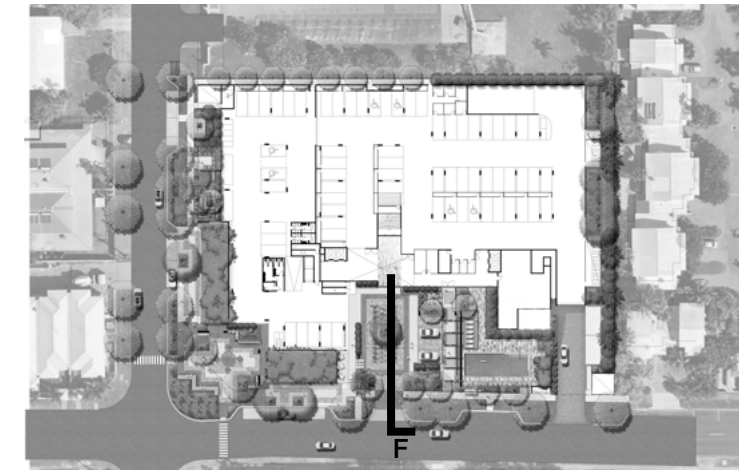
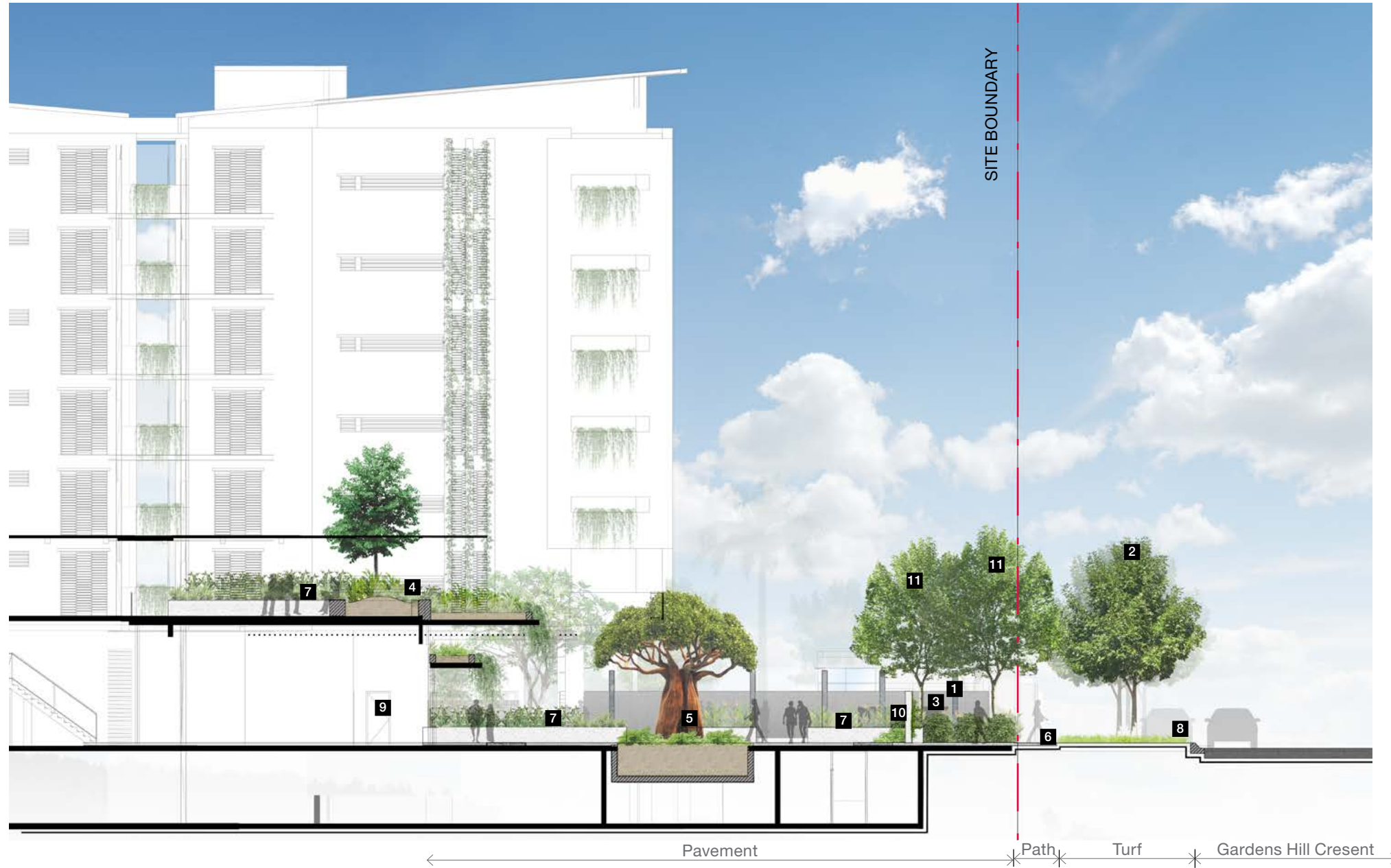
Key Plan | Ground Level

Legend

- 1** Lobby
- 2** Street tree
- 3** Water feature
- 4** Feature wall
- 5** Off street parking
- 6** Pedestrian pathway
- 7** Raised planter
- 8** Pool pump room
- 9** Green entrance arbour
- 10** Shade tree



4.6 Section F



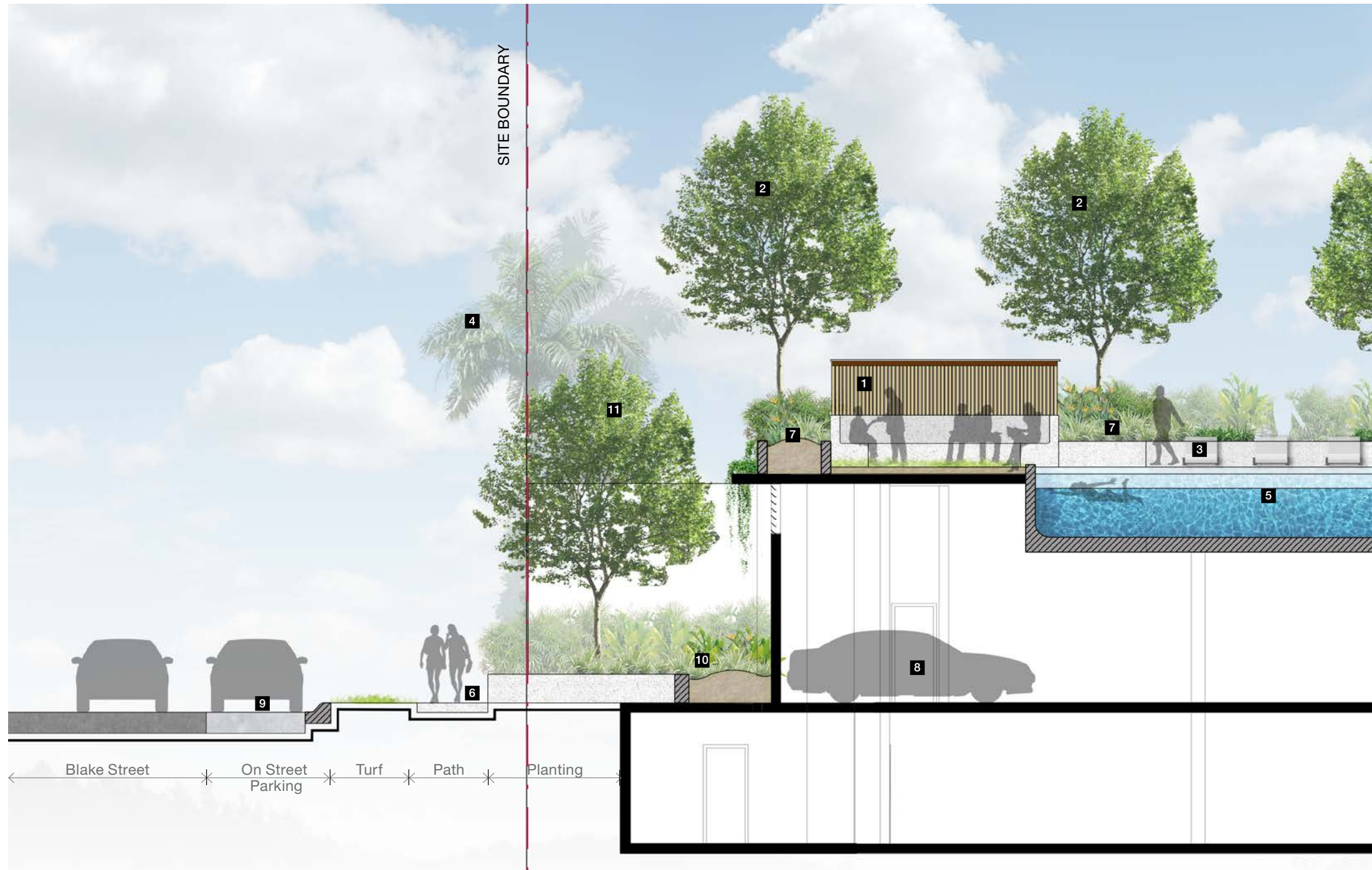
Key Plan | Ground Level

Legend

- 1** Entry arbours
- 2** Street tree
- 3** Mail box
- 4** Green roof
- 5** Boab tree
- 6** Pedestrian pathway
- 7** Raised planter
- 8** Off street parking
- 9** Lobby
- 10** 2m green wall
- 11** Shade tree



Sections and Elevations
4.7 Section G



Key Plan | Level 1

Legend

- 1** Covered reading area
- 2** Shade tree
- 3** Sun lounge
- 4** Palm tree
- 5** Swimming pool
- 6** Pedestrian pathway
- 7** Raised planter
- 8** Carpark
- 9** Off street parking
- 10** Herb / vegetable garden
- 11** Shade tree



4.8 Section H



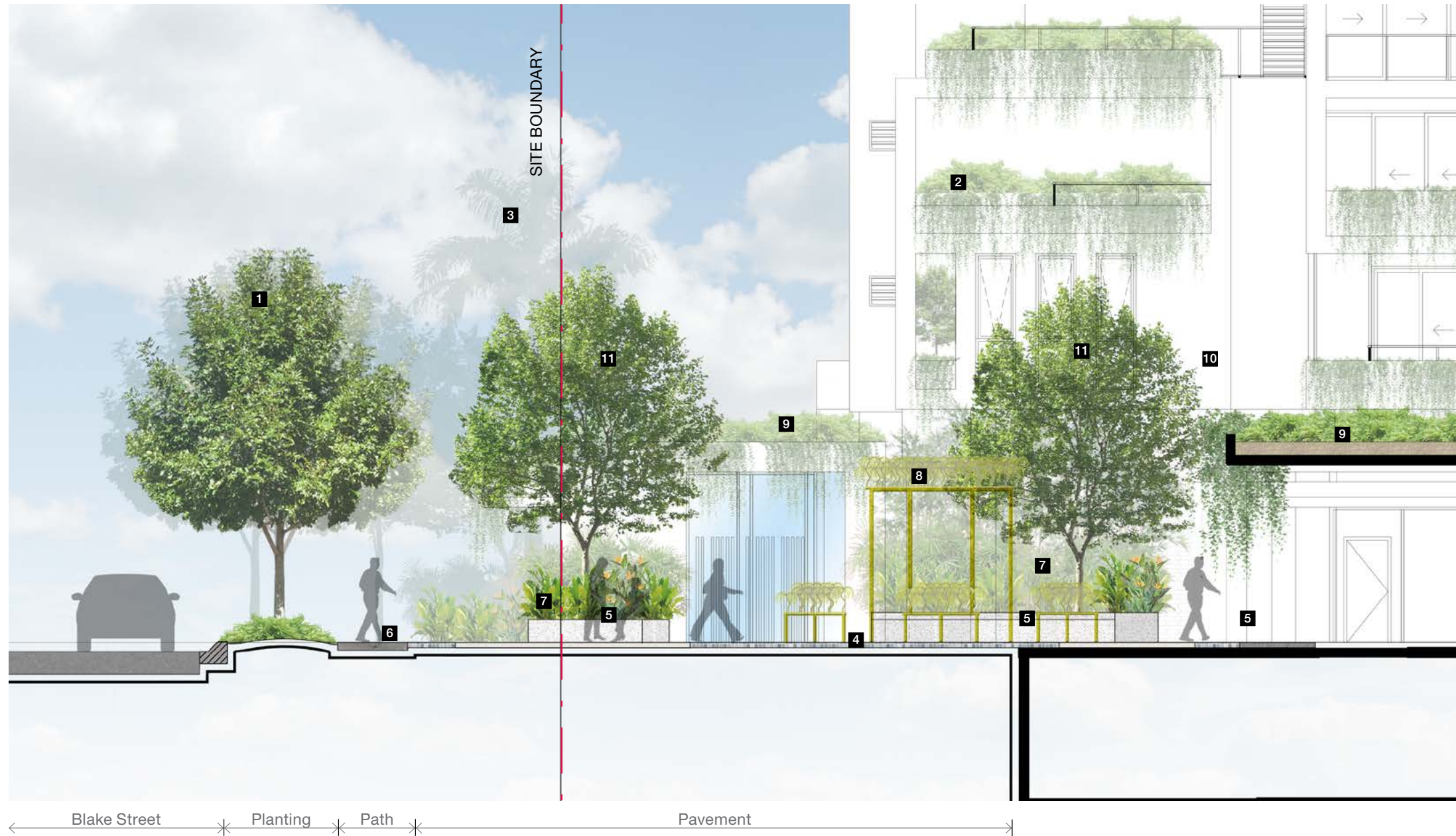
Key Plan | Ground Level

Legend

- 1** Street tree
- 2** Shade tree
- 3** Feature tree
- 4** Lawn area
- 5** Peacock covered coup structure
- 6** Pedestrian pathway
- 7** Raised planter
- 8** Off street parking



4.9 Section I



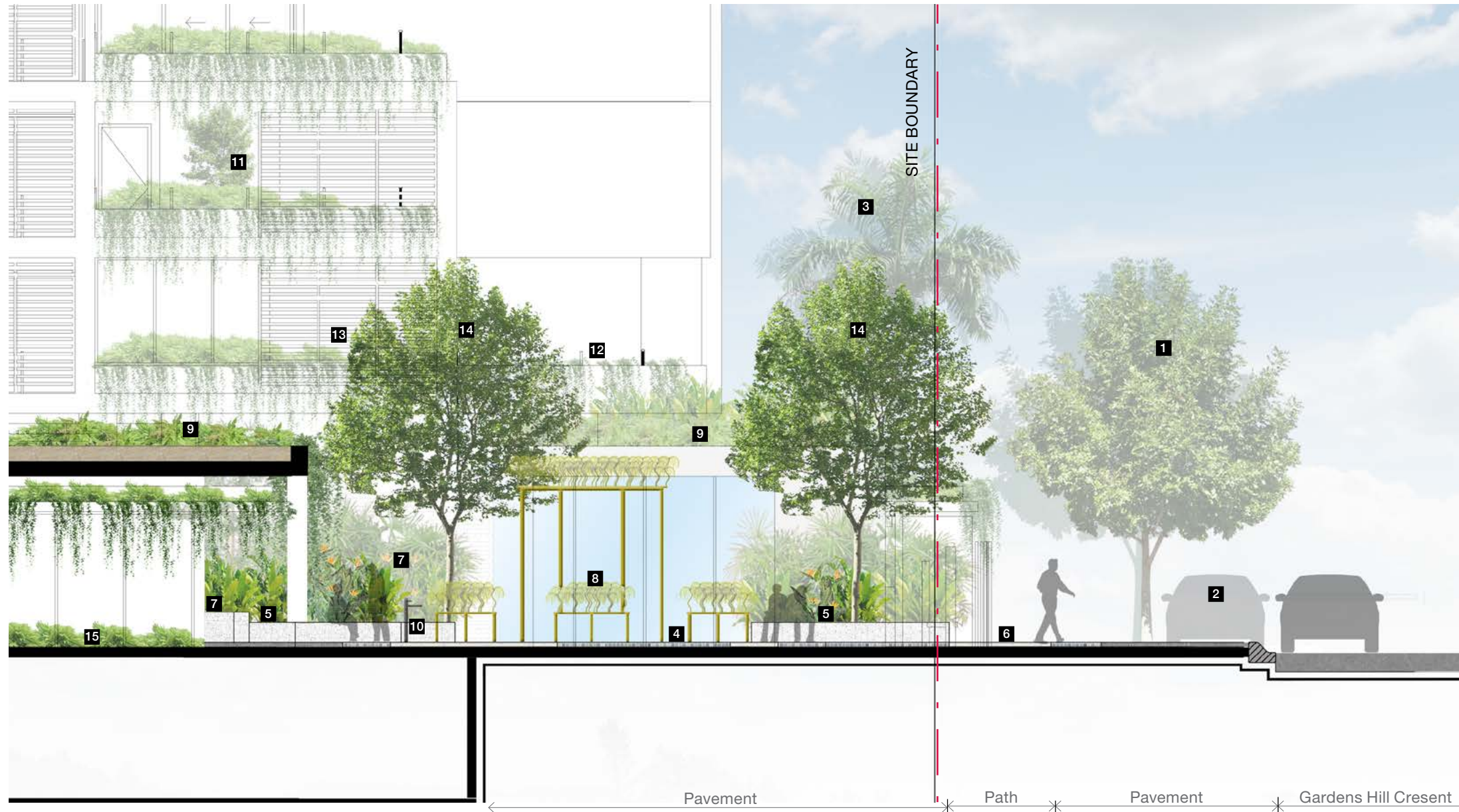
Key Plan | Ground Level

Legend

- 1** Street tree
- 2** Sky garden
- 3** Palm tree
- 4** Feature pavement
- 5** Seating wall
- 6** Pedestrian pathway
- 7** Rockery garden with Jack Agostini memorial plaque
- 8** Bruce Munro artwork
- 9** Green roof with cascading planting
- 10** Resident's lounge
- 11** Shade tree



Sections and Elevations
4.10 Section J

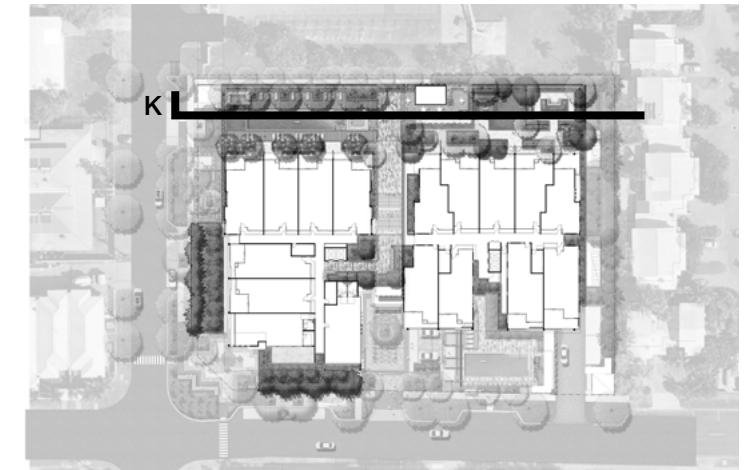
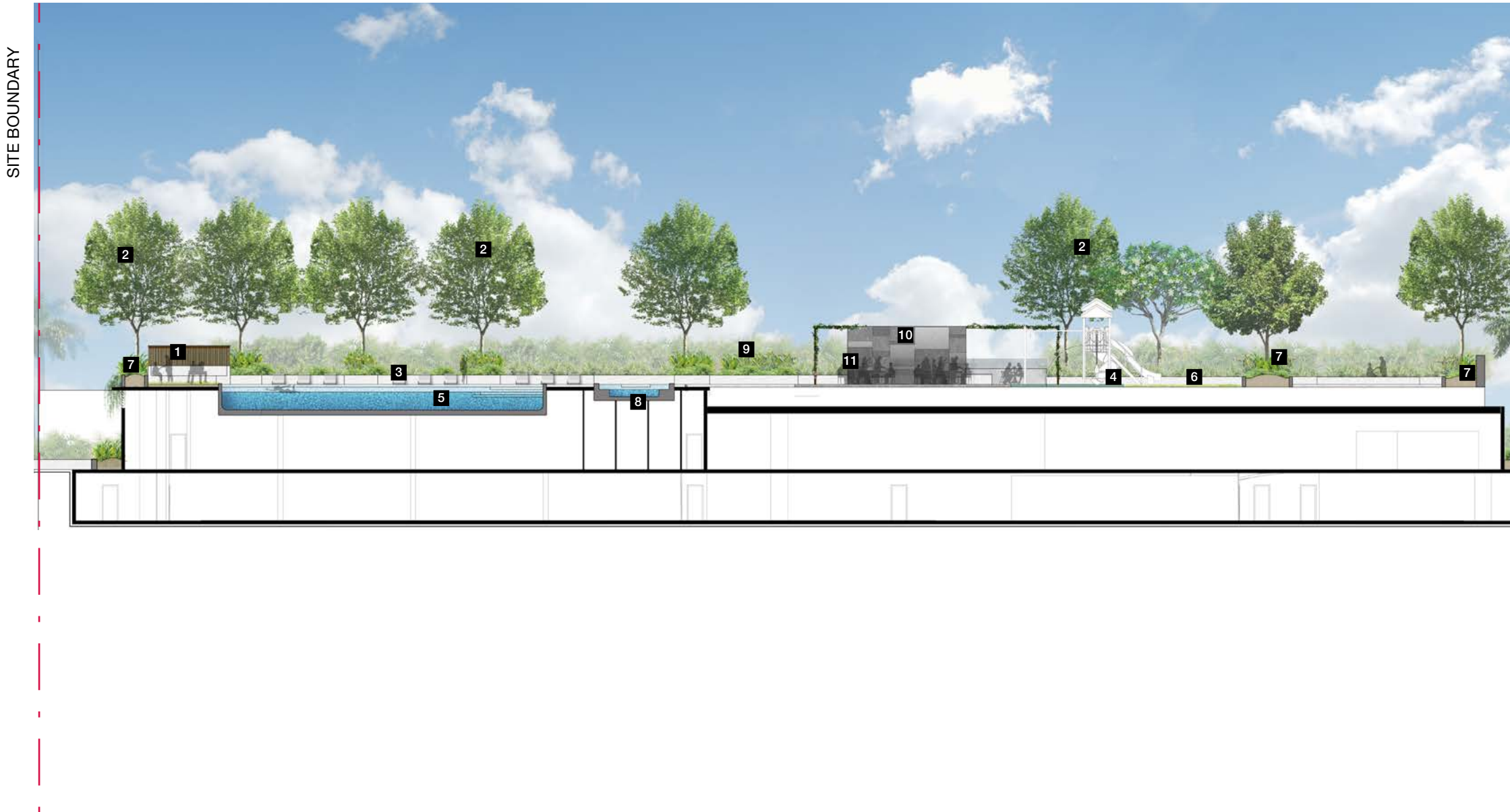


Key Plan | Ground Level

Legend

- 1** Street tree
- 2** Off street parking
- 3** Palm tree
- 4** Feature pavement
- 5** Seating wall
- 6** Pedestrian pathway
- 7** Rockery garden with Jack Agostini memorial plaque
- 8** Bruce Munro artwork
- 9** Green roof with cascading planting
- 10** Water drinking / filling station
- 11** Open sky garden
- 12** Gymnasium
- 13** Resident's lounge
- 14** Shade tree
- 15** Planting on natural ground

4.11 Section K



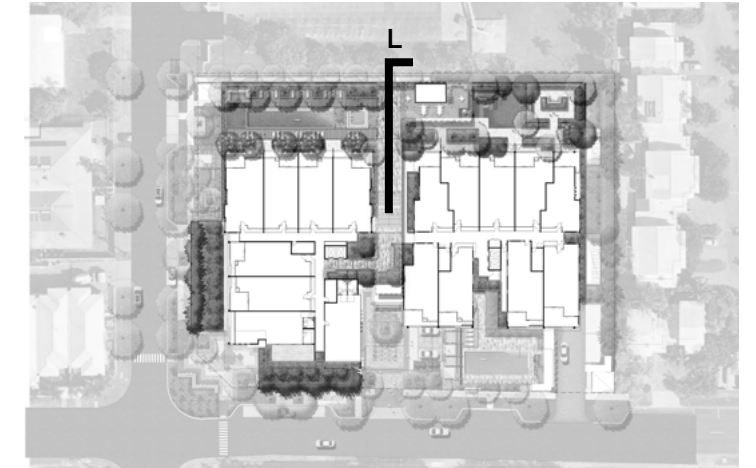
Key Plan | Level 1

Legend

- 1** Covered reading area
- 2** Shade tree
- 3** Sun lounge
- 4** Children playground
- 5** Swimming pool
- 6** Raised turf terrace
- 7** Raised planter
- 8** Spa
- 9** Cycad garden
- 10** Pool amenities building
- 11** Outdoor dining



Sections and Elevations
4.12 Section L

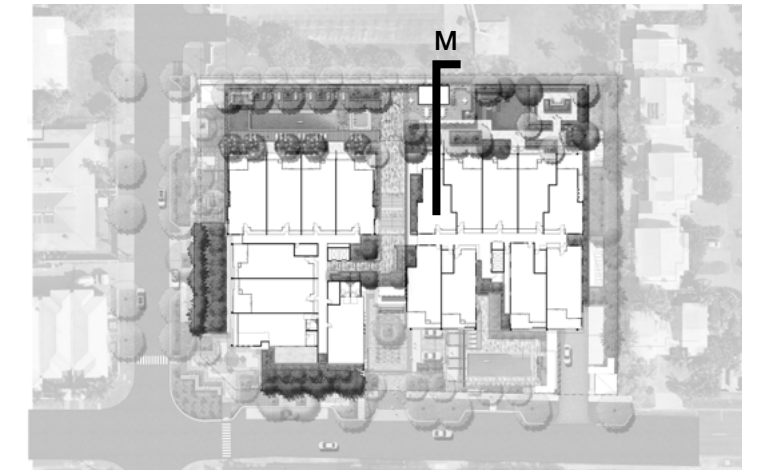
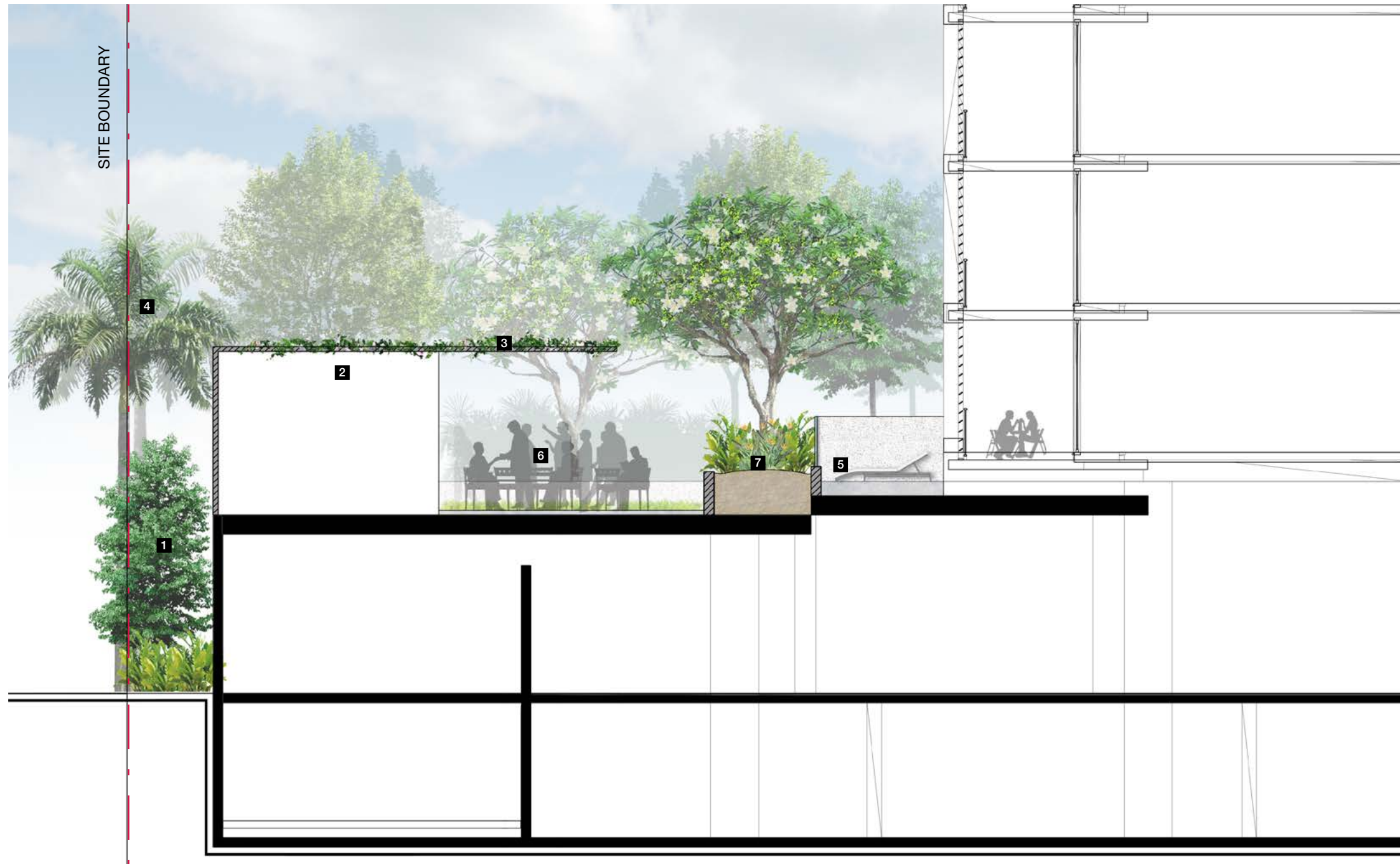


Key Plan | Level 1

Legend

- 1** Buffer planting
- 2** Pool amenities building
- 3** Arbour with climbers
- 4** Palm tree
- 5** Cycad garden
- 6** Outdoor dining
- 7** Raised planter

4.13 Section M



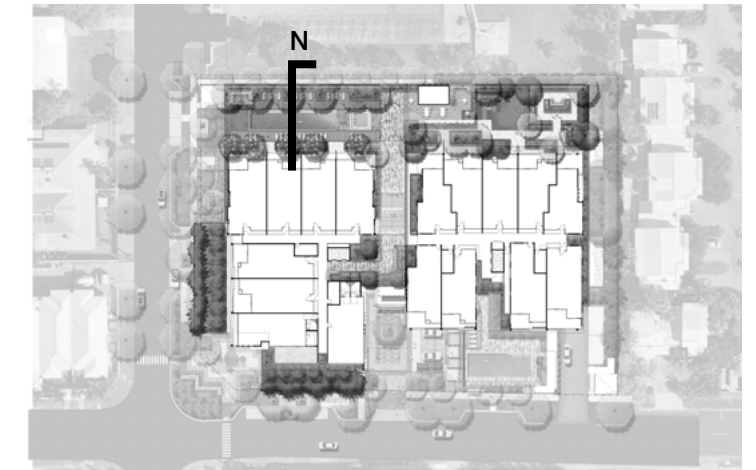
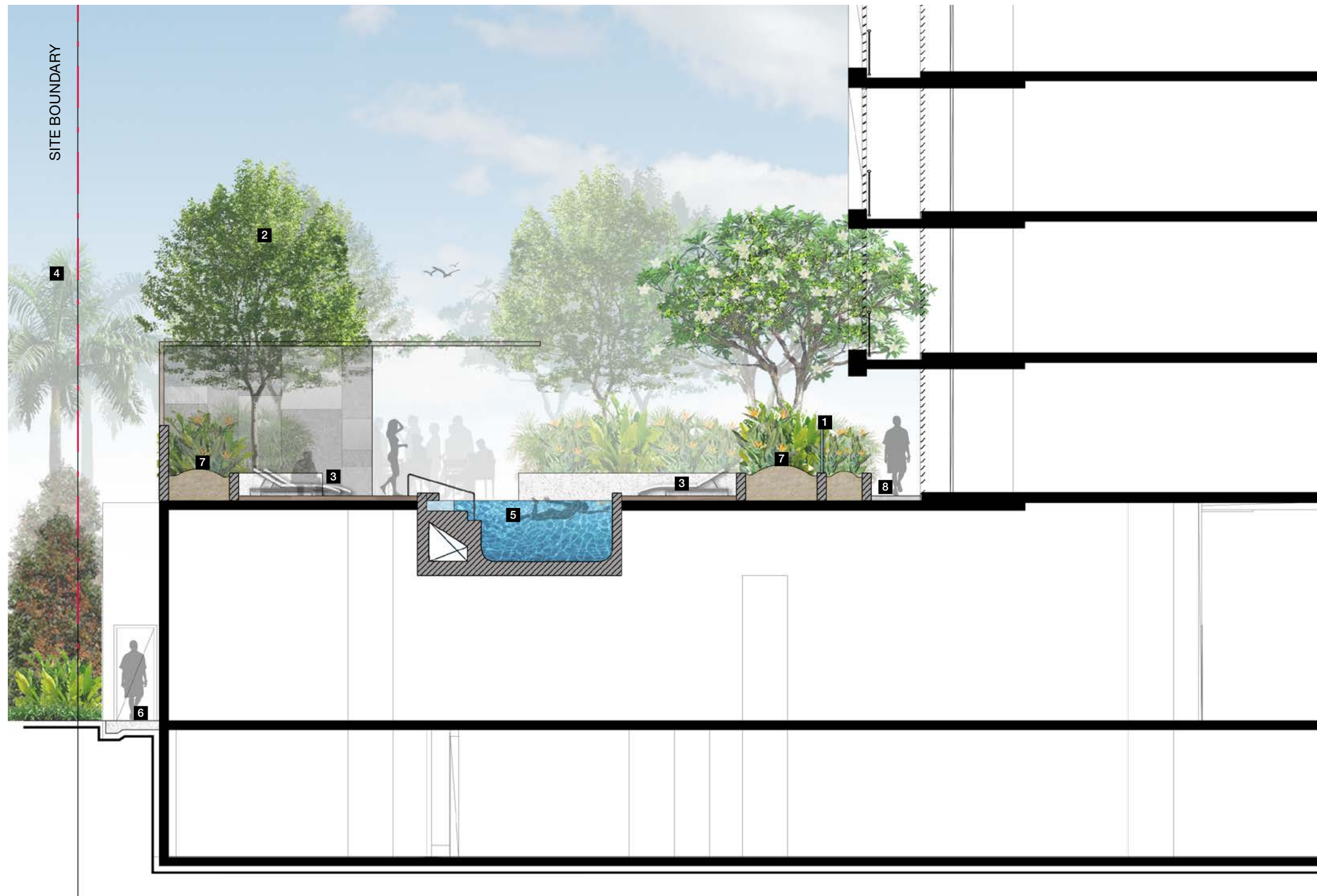
Key Plan | Level 1

Legend

- 1** Buffer planting
- 2** Amenities
- 3** Arbour with climbers
- 4** Palm tree
- 5** Private courtyard
- 6** Outdoor dining
- 7** Raised planter



Sections and Elevations
4.14 Section N



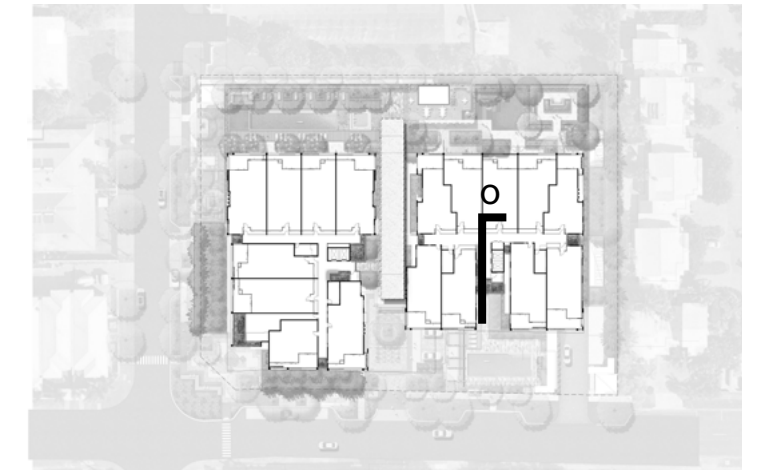
Key Plan | Level 1

Legend

- 1** Glass balustrade
- 2** Shade tree
- 3** Sun lounge
- 4** Palm tree
- 5** Swimming pool
- 6** Pedestrian access
- 7** Raised planter
- 8** Private courtyard



Sections and Elevations
4.15 Section O



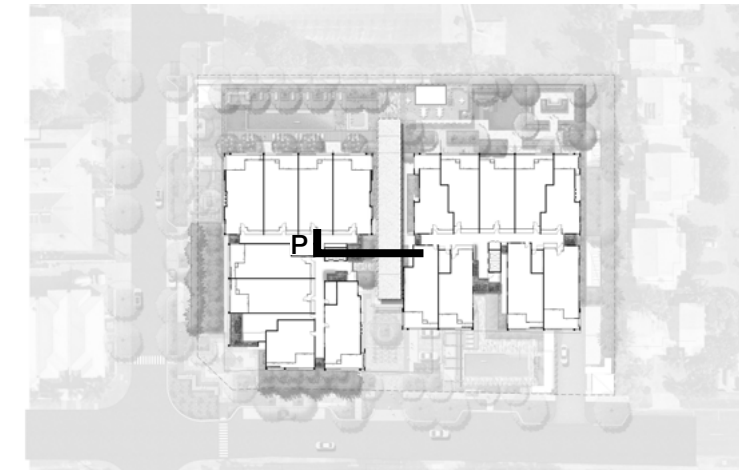
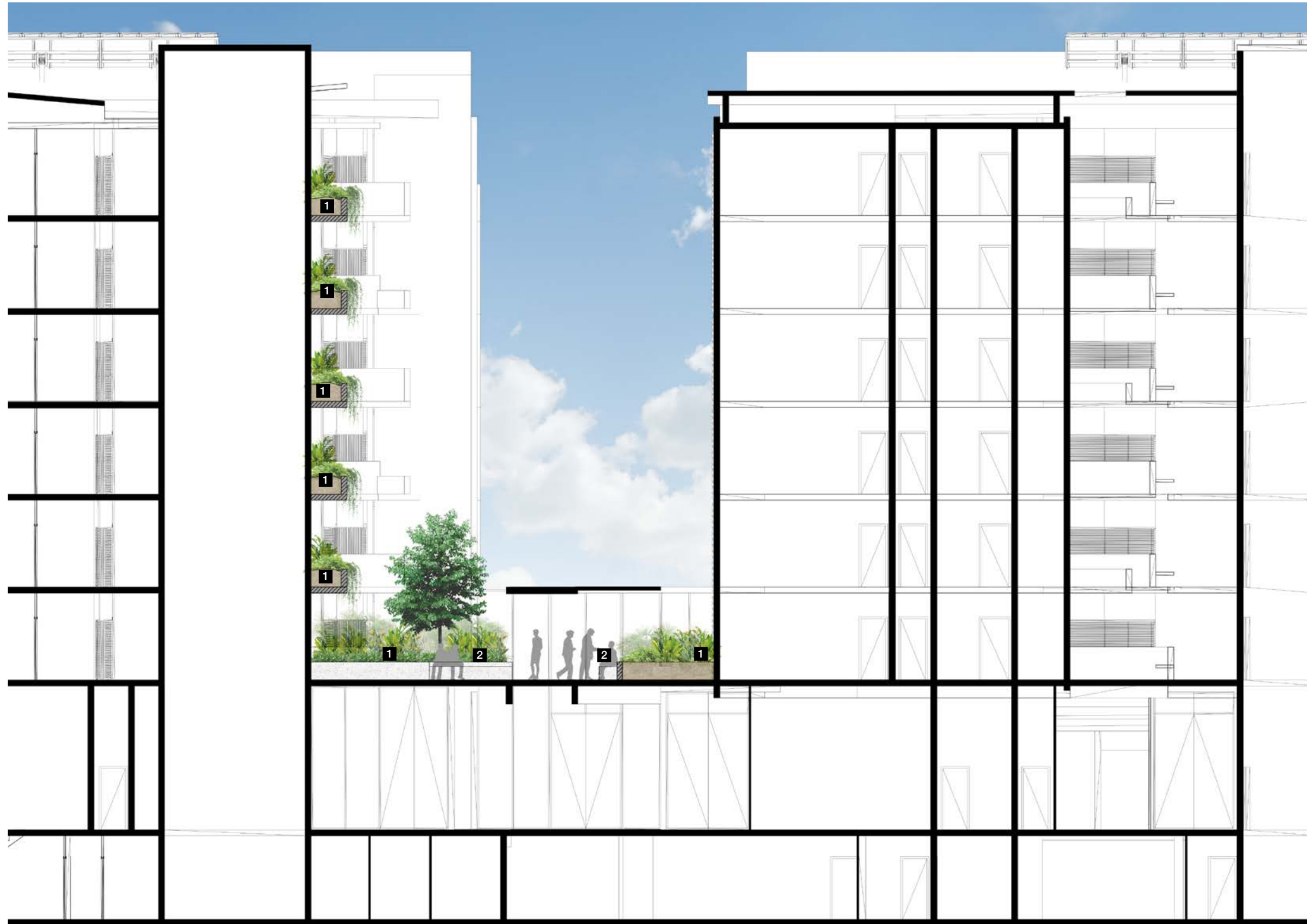
Key Plan | Level 2

Legend

- 1** Raised planter with cascading planting
- 2** Raised planter



Sections and Elevations
4.16 Section P



Key Plan | Level 2

Legend

- 1 Raised planter
- 2 Seating wall



4.17 Elevation A – North Elevation



Key Plan | Ground Level

Legend

- 1** Kerb buildout planting
- 2** Street tree
- 3** Substation
- 4** Refuse collection
- 5** Dense planting to provide screening to neighbours
- 6** Gardens Hill crescent



4.18 Elevation B – East Elevation

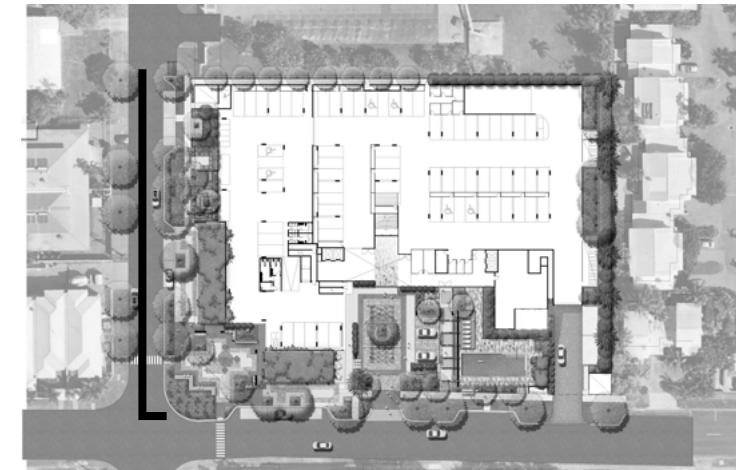


Key Plan | Ground Level

Legend

- 1** Blake street
- 2** Seating walls in retail dining precinct
- 3** Parking to Gardens Hill Crescent
- 4** Main vehicular entry
- 5** Visitor main pedestrian entry
- 6** Resident vehicular access to basement parking
- 7** Shade trees planted in deep soil zone

4.19 Elevation C – South Elevation



Key Plan | Ground Level

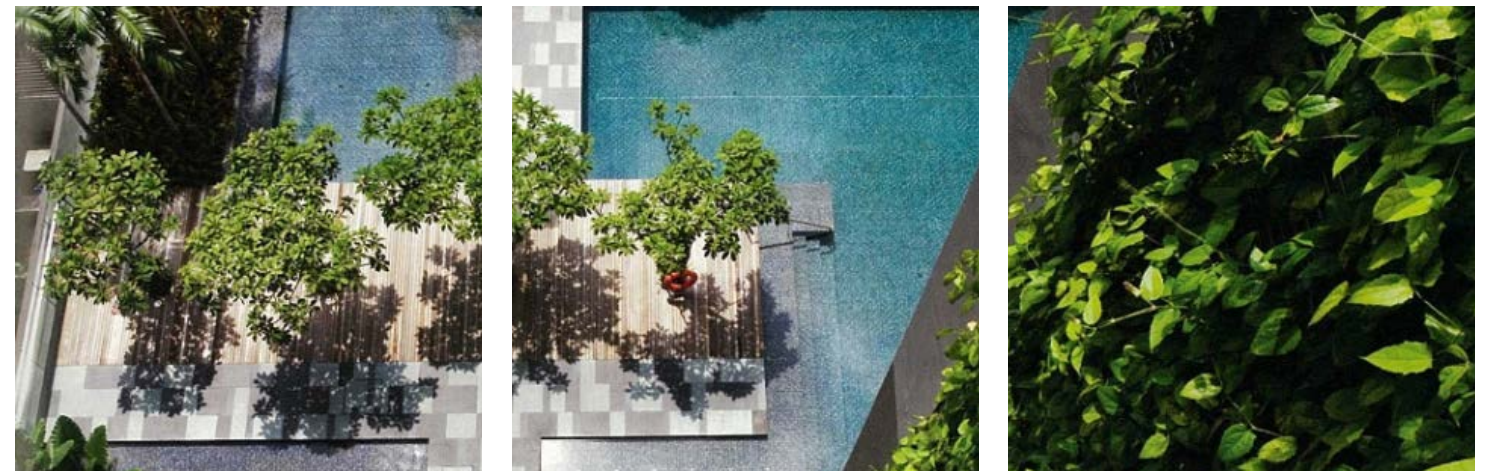
Legend

- 1** Kerb buildout planting
- 2** Street trees
- 3** Nature playground
- 4** Dining precinct
- 5** Agostini place public plaza area with Bruce Munro artwork
- 6** Pocket park with open lawn area, seating and peacock coup
- 7** Herb / Vegetable garden
- 8** Shade trees planted in deep soil zone

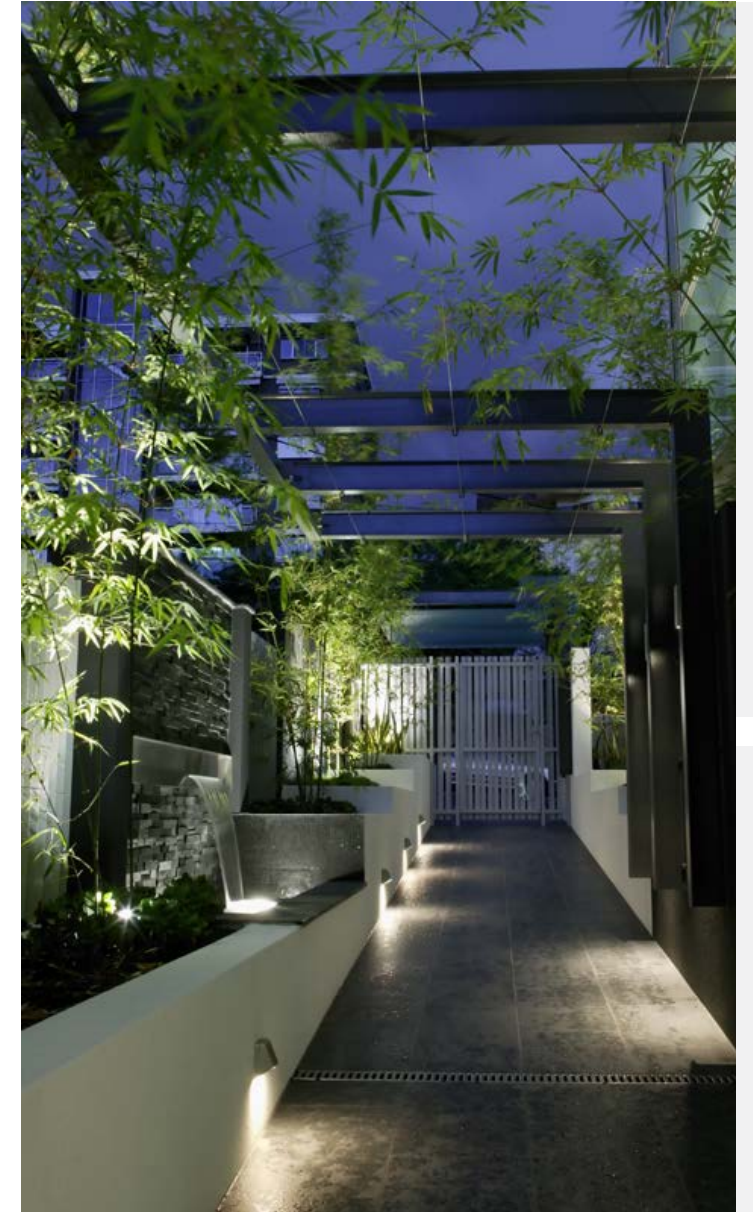


Part Five

Design Details



5.1 Landscape Character Images



Landscape Character Images

Cascading Plants



Landscape Character Images

Balcony Tree



Indigenous Artwork



Boab Tree

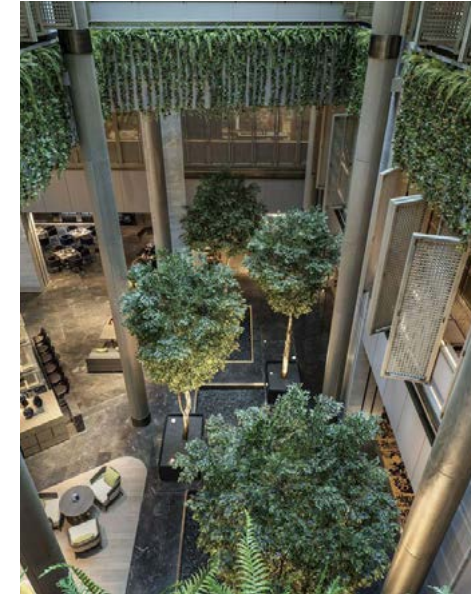
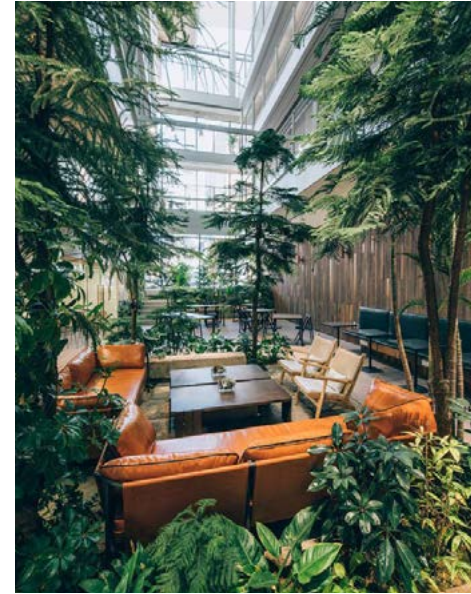


Peacock Coup



Landscape Character Images

Sky Garden



Sensory Garden



Landscape Character Images

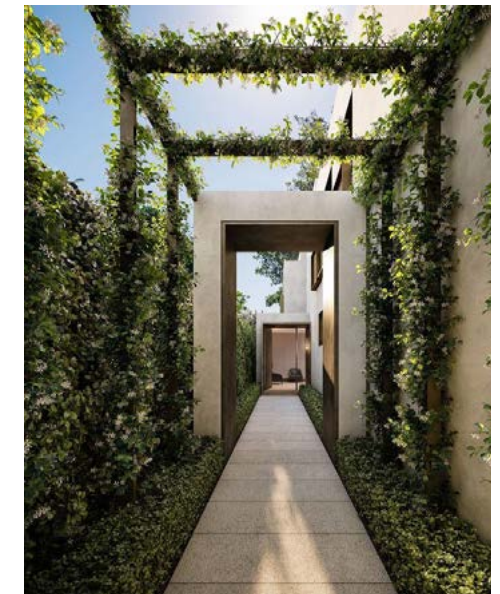
Natural Playground



Community Garden



Green Landscape Arbour

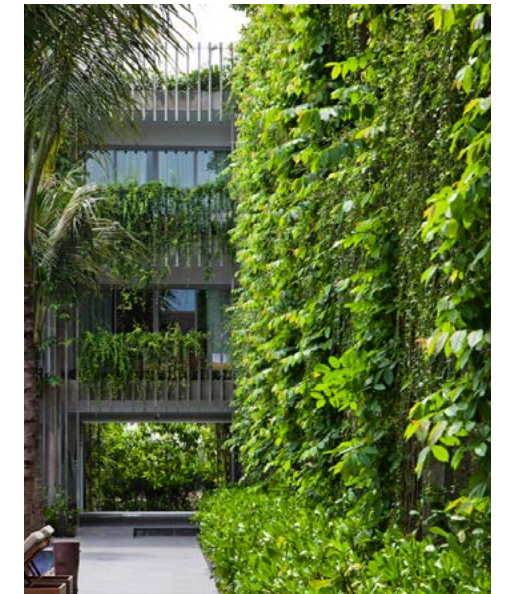


Landscape Character Images

Cycad Garden



Green Walls



Design Details
5.2 Planting Palette



TREES

	<i>Adansonia gregorii</i>	Boab Tree
	<i>Calophyllum inophyllum</i>	Alexandrian Laurel
	<i>Delonix regia</i>	Poinciana
	<i>Dillenia indica</i>	Elephant Apple
	<i>Elaeocarpus eumundii</i>	Smooth-leaved Quandong
	<i>Mimusops elengi</i>	Spanish Cherry
	<i>Mimusops elengi</i>	Street Elegance PBR
	<i>Peltophorum pterocarpum</i>	Yellow Flame Tree
	<i>Plumeria obtusa</i>	Frangipani
	<i>Radermachera gigantea</i>	Summerscent TM
01	<i>Randia fitzalani</i>	Native Gardenia
	<i>Tipuana tipu</i>	Rosewood
	<i>Xanthestemon chrysanthus</i>	Golden Penda

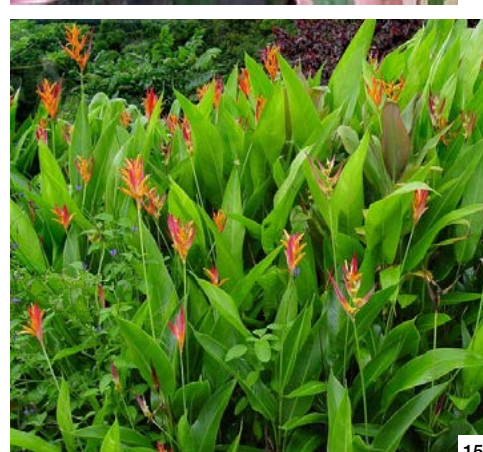
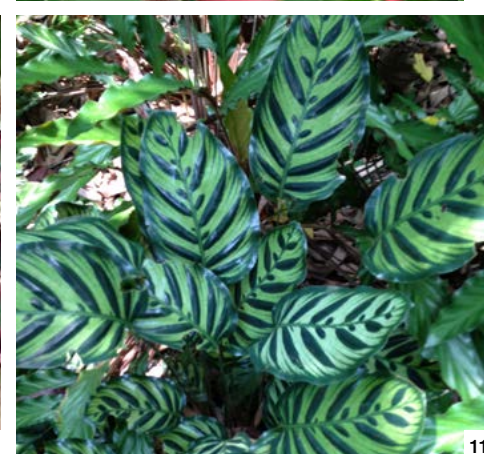
SHRUBS

	<i>Allamanda cathartica</i>	Sunnee
	<i>Codiaeum variegatum</i>	Garden Croton
	<i>Codiaeum variegatum</i>	Bangkok Flame
	<i>Codiaeum variegatum</i>	Norma
	<i>Hibiscus rosa sinensis</i>	Assorted
02	<i>Ixora chinensis</i>	Pygmy Pink
03	<i>Ixora chinensis</i>	Sunkist
04	<i>Murraya paniculata</i>	Orange Jessamine
	<i>Neoregelia carolinae</i>	Blushing Bromeliad
	<i>Schefflera arboricola</i>	Umbrella Plant
	<i>Strelitzia nicolai</i>	Giant White Bird of Paradise
	<i>Strelitzia reginae</i>	Bird of Paradise

PALM

05	<i>Chamaedorea atrovirens</i>	Cat Palm
	<i>Livistonia decipiens</i>	Ribbon Fan Palm
06	<i>Ptychosperma macarthurii</i>	Macarthur Palm
07	<i>Rhapis excelsa</i>	Broadleaf Lady Palm
	<i>Roystonea regia</i>	Cuban Royal Palm
08	<i>Wodyetia bifurcata</i>	Foxtail Palm

Planting Palette



GROUNDCOVERS

09	<i>Ajuga reptans</i>	Blue Bugle
	<i>Crinum pedunculatum</i>	Swamp Lily
	<i>Hymenocallis speciosa</i>	Green Tinge Spiderlily
	<i>Liriope muscari</i>	Evergreen Giant
	<i>Ophiopogon japonicus</i>	Comp
	<i>Phyllanthus multiflorus</i>	Waterfall Plant

FOLIAGE

	<i>Alocasia amazonica</i>	Elephant's ear
	<i>Alpinia purpurata</i>	Red Ginger
	<i>Aspidistra elatior</i>	Cast - Iron Plant
10	<i>Caladium bicolor</i>	Freida Hemple
11	<i>Calathea makoyana</i>	Peacock Plant
	<i>Cordyline terminalis</i>	Majestic Blossom
12	<i>Cordyline terminalis</i>	Multi
	<i>Ctenanthe oppenheimiana</i>	Ariegated
	<i>Dieffenbachia seguine</i>	Camille
13	<i>Hedychium coronarium</i>	White Ginger Lily
14	<i>Heliconia bihai</i>	Eden Pink
15	<i>Heliconia psittacorum</i>	Parrot's Beak
	<i>Philodendron bipinnatifida</i>	Xanadu
	<i>Philodendron leyvae</i>	Congo
16	<i>Philodendron selloum</i>	Sarahs Way PBR

BAMBOO & CREEPER

17	<i>Bambusa multiplex</i>	Gold Goddess
	<i>Mandevilla boliviensis</i>	Crimson King PBR
	<i>Mandevilla boliviensis</i>	White Fantasy PBR

CYCAS & FERN

18	<i>Cycas revoluta</i>	King Sago
19	<i>Macrozamia moorei</i>	Moore's Cycad
	<i>Zamia furfuracea</i>	Cardboard Palm
	<i>Cyathea cooperi</i>	Australian Tree Fern

FORM