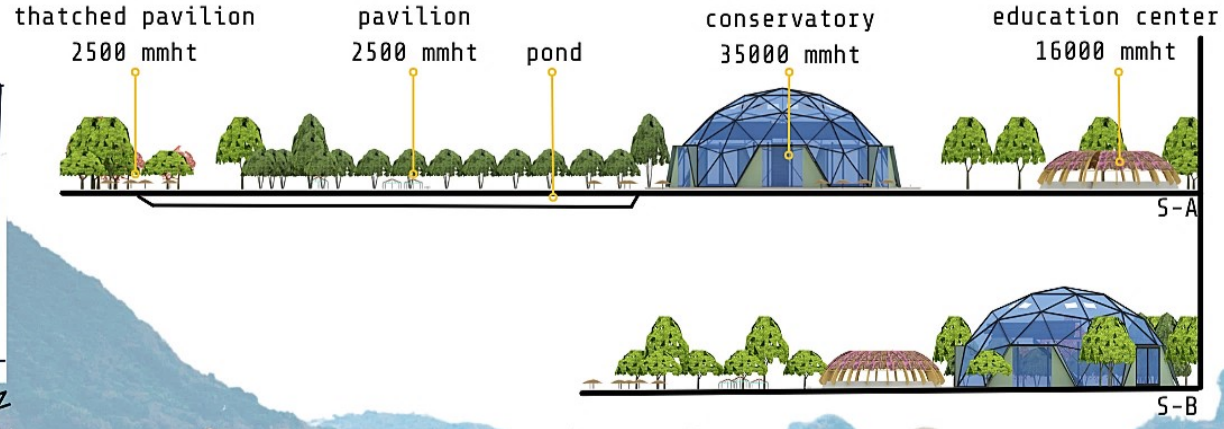
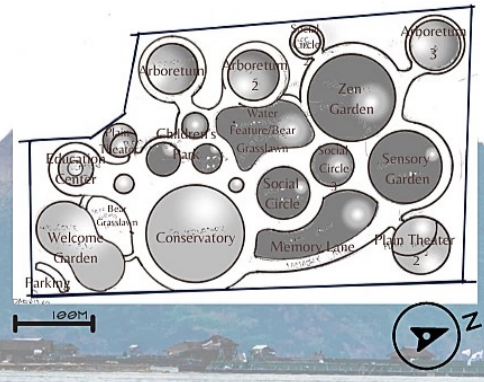
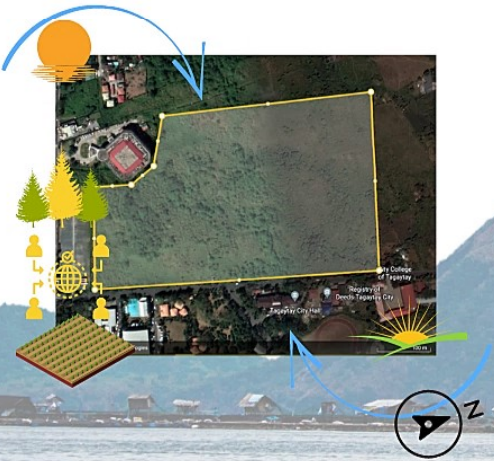


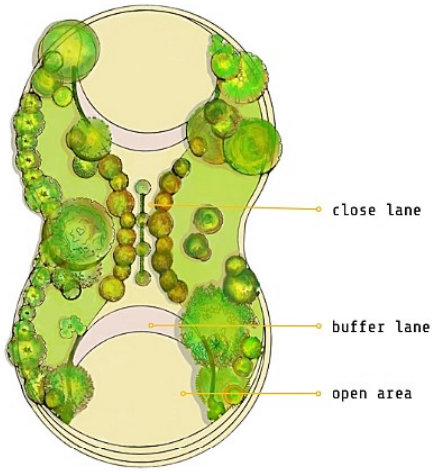
Crater
 A crater is a bowl-shaped depression on the surface produced by volcanic activity. These are formed by the outward explosion of rocks and other materials from a volcano. Craters may create an unsightly appearance on the earth's topography but with this design, people will see the beauty in disaster. The design aims to imitate a crater of different sizes to categorize families of floras for the botanical/arboretum garden. This garden will feature an explosion of plants, from groundcovers to mature trees. From the entrance, the visitors will be guided by the "lava walk" or the pathway, leading them to the different circles/craters of plants. In these craters, there are many activities that will be catered in accordance with the 4 healing constructs: Psychological, Self-efficacy, Social, and Functional.

Healing
 To create a space that is healing and will represent its natural and environmental context. The environment cannot cause healing to occur but can facilitate engagement in behaviors and emotions that support healing; the environment can induce physical and emotional responses such as happiness, joy, and relaxation; and the built environment can enhance individual control and functionality—all of which are antecedents to healing.—DuBose et al, 2018
 Four healing constructs by Medical Subject Headings (MeSH): Psychological, Self-efficacy, Social, Functional

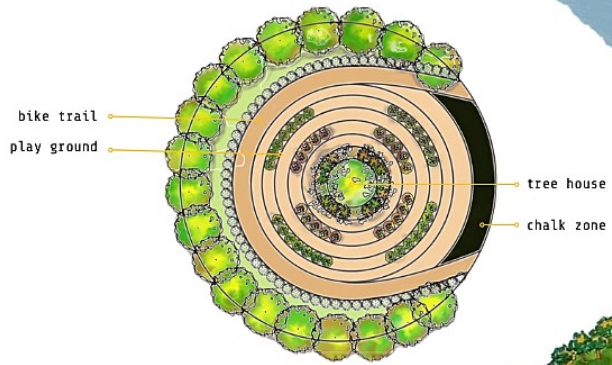
Kin-Taal Garden

A Proposed Botanical/Arboretum Garden for Taal Volcano Protected Landscape

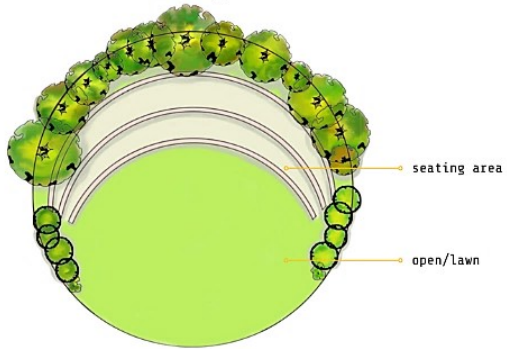




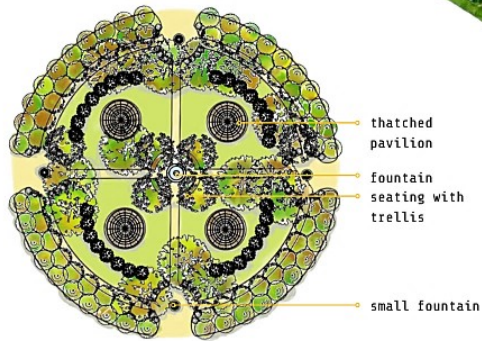
welcome garden



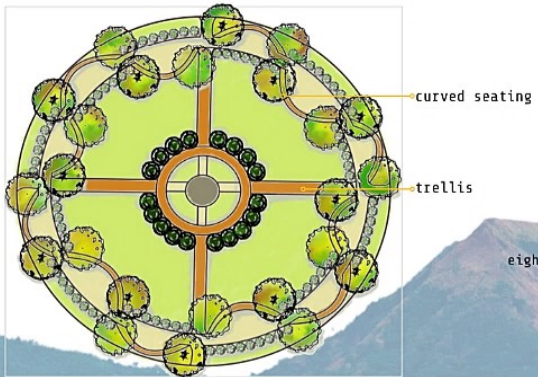
children's garden



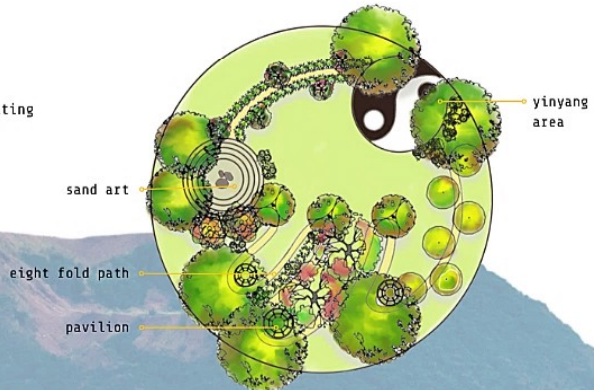
plain theater



arboretum



social circle



zen garden



sensory garden

