

## **Appendix B-6 Visual Resources Appendices**

## **Vendor Resources Appendix A Energy Commission Visual Resource Analysis Evaluation Criteria**

Energy Commission staff conducts a visual resource analysis according to Appendix G, “Environmental Checklist Form—Aesthetics,” California Environmental Quality Act (CEQA). The CEQA analysis requires that commission staff make a determination of impact ranging from “Adverse and Significant” to “Not Significant.”

Staff’s analysis is based on Key Observation Points or KOPs. KOPs are photographs of locations within the project area that are highly visible to the public — for example, travel routes; recreational and residential areas; and bodies of water as well as other scenic and historic resources.

Those photographs are taken to indicate existing conditions without the project and then modified to include a simulation of the project. Consequently, staff has a visual representation of the viewshed before and after a project is introduced and makes its analysis accordingly. Information about that analytical process follows.

### **Visual Resource Analysis Without Project**

When analyzing KOPs of existing conditions without the project, staff considers the following conditions: visual quality, viewer concern, visibility, number of viewers, duration of view. Those conditions are then factored into an overall rating of viewer exposure and viewer sensitivity. Information about each condition and rating follows.

#### ***Visual Quality***

An expression of the visual impression or appeal of a given landscape and the associated public value attributed to the resource. Visual quality is rated from *high* to *low*. A high rating is generally reserved for landscapes viewers might describe as picture-perfect.

Landscapes rated high generally are memorable because of the way the components combine in a visual pattern. In addition, those landscapes are free from encroaching elements, thus retaining their visual integrity. Finally, landscapes with high visual quality are visually coherent and harmonious when each element is considered as part of the whole. On the contrary, landscapes rated *low* are often dominated by visually discordant human alterations.

#### ***Viewer Concern***

Viewer concern represents the reaction of a viewer to visible changes in the viewshed — an area of land visible from a fixed vantage point. For example, viewers have a high expectation for views formally designated as a scenic area or travel corridor as well as for recreational and residential areas. Viewers generally expect that those views will be preserved. Travelers on highways and roads, including those in agricultural areas, are generally considered to have moderate viewer concerns and expectations.

However, viewers tend to have low-to-moderate viewer concern when viewing commercial buildings. And industrial uses typically have the lowest viewer concern. Regardless, the level of concern could be lower if the existing landscape contains

discordant elements. In addition, some areas of lower visual quality and degraded visual character may contain particular views of substantially higher visual quality or interest to the public.

### ***Visibility***

Visibility is a measure of how well an object can be seen. Visibility depends on the angle or direction of views; extent of visual screening; and topographical relationships between the object and existing homes, streets, or parks. In that sense, visibility is determined by considering any and all obstructions that may be in the sightline—trees and other vegetation; buildings; transmission poles or towers; general air quality conditions such as haze; and general weather conditions such as fog.

### ***Number of Viewers***

*Number of viewers* is a measure of the number of viewers per day who would have a view of the proposed project. *Number of viewers* is organized into the following categories: residential according to the number of residences; motorist according to the number of vehicles; and recreationists.

### ***Duration of View***

Duration of view is the amount of time to view the site. For example, a high or extended view of a project site is one reached across a distance in two minutes or longer. In contrast, a low or brief duration of view is reached in a short amount of time—generally less than ten seconds.

### ***Viewer Exposure***

Viewer exposure is a function of three elements previously listed, *visibility*, *number of viewers*, and *duration of view*. Viewer exposure can range from a *low* to *high*. A partially obscured and brief background view for a few motorists represents a low value; and unobstructed foreground view from a large number of residences represents a high value.

### ***Visual Sensitivity***

Visual sensitivity is comprised of three elements previously listed, *visual quality*, *viewer concern*, and *viewer exposure*. Viewer sensitivity tends to be higher for homeowners or people driving for pleasure or engaged in recreational activities and lower for people driving to and from work or as part of their work.

## **Visual Resource Analysis with Project**

Visual resource analyses with photographic simulations of the project involve the elements of contrast, dominance, view blockage, and visual change. Information about each element follows.

### ***Contrast***

Contrast concerns the degree to which a project's visual characteristics or elements — form, line, color, and texture — differ from the same visual elements in the existing

landscape. The degree of contrast can range from *low* to *high*. A landscape with forms, lines, colors, and textures similar to those of a proposed energy facility is more visually absorbent; that is, more capable of accepting those characteristics than a landscape in which those elements are absent.<sup>1</sup> Generally, visual absorption is inversely proportional to visual contrast.

### ***Dominance***

*Dominance* is a measure of (a) the proportion of the total field of view occupied by the field; (b) a feature's apparent size relative to other visible landscape features; and (c) the conspicuousness of the feature due to its location in the view.

A feature's level of dominance is lower in a panoramic setting than in an enclosed setting with a focus on the feature itself. A feature's level of dominance is higher if it is (1) near the center of the view; (2) elevated relative to the viewer; or (3) has the sky as a backdrop. As the distance between a viewer and a feature increases, its apparent size decreases; and consequently, its dominance decreases. The level of dominance ranges from *low* to *high*.

### ***View Blockage***

The extent to which any previously visible landscape features are blocked from view constitutes view disruption. The view is also disrupted when the continuity of the view is interrupted. When considering a project's features, higher quality landscape features can be disrupted by lower quality project features, thus resulting in adverse visual impacts. The degree of view disruption can range from *none* to *high*.

### ***Visual Change***

Visual change is a function of *contrast*, *dominance*, and *view disruption*. Generally, *contrast* and *dominance* contribute more to the degree of visual change than does *view disruption*.

---

<sup>1</sup> Typically, the Energy Commission does not consider texture in its visual analyses.