

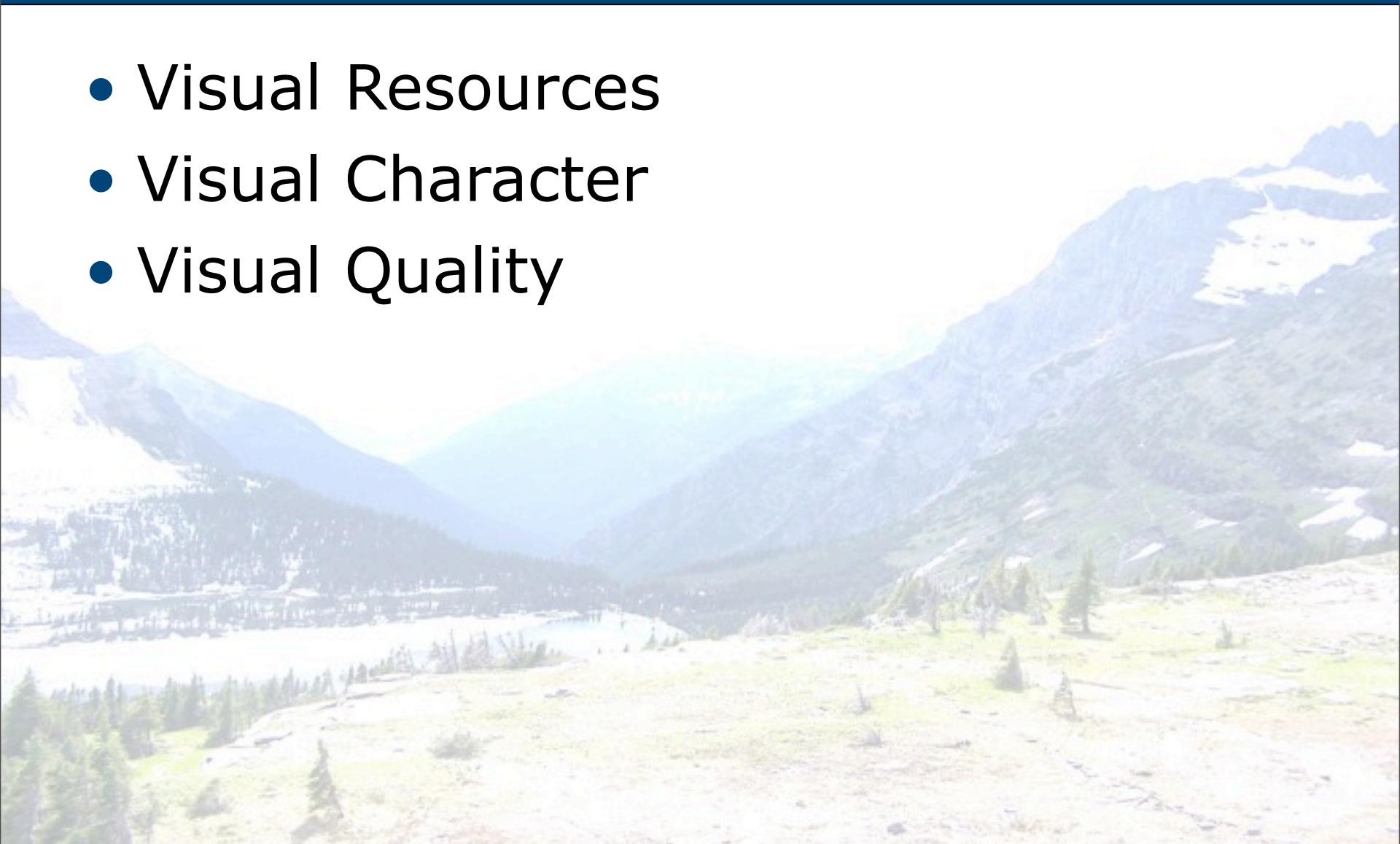


# Looks Count!

Thursday, December 10, 2009

# Key Terms

- Visual Resources
- Visual Character
- Visual Quality



# Visual Resources

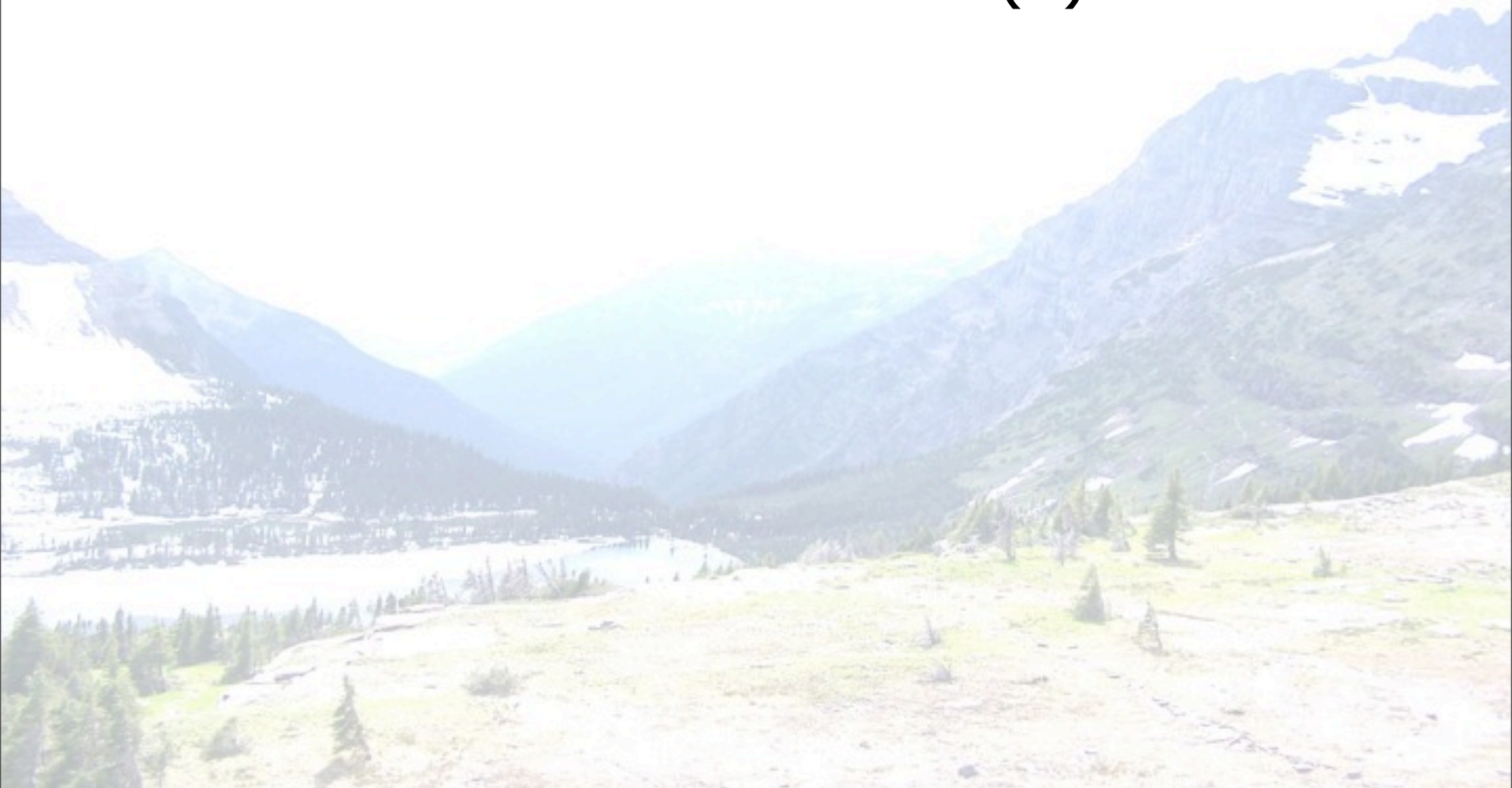


Thursday, December 10, 2009



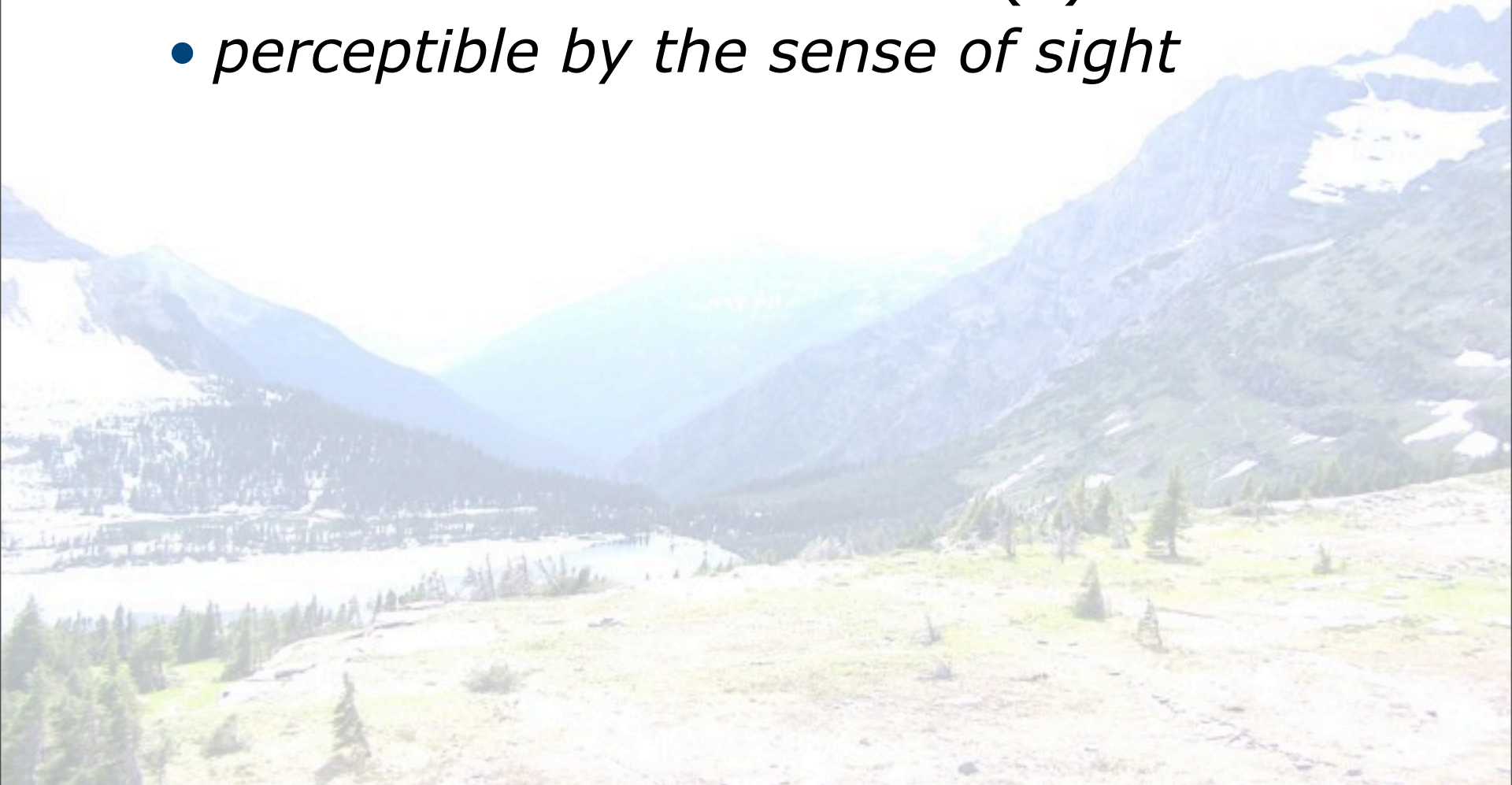
# Visual Resources

- Individual visual element(s)



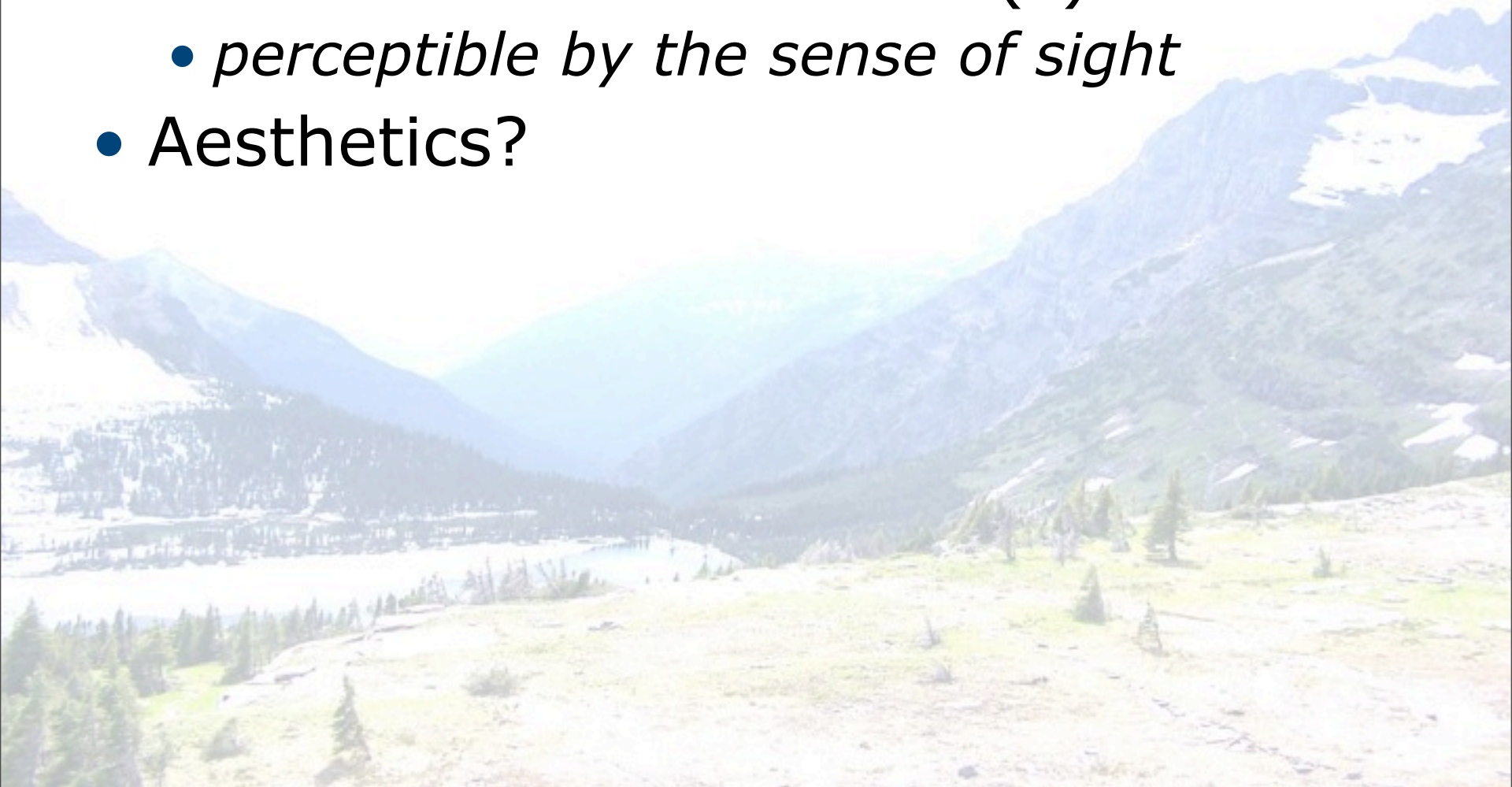
# Visual Resources

- Individual visual element(s)
  - *perceptible by the sense of sight*



# Visual Resources

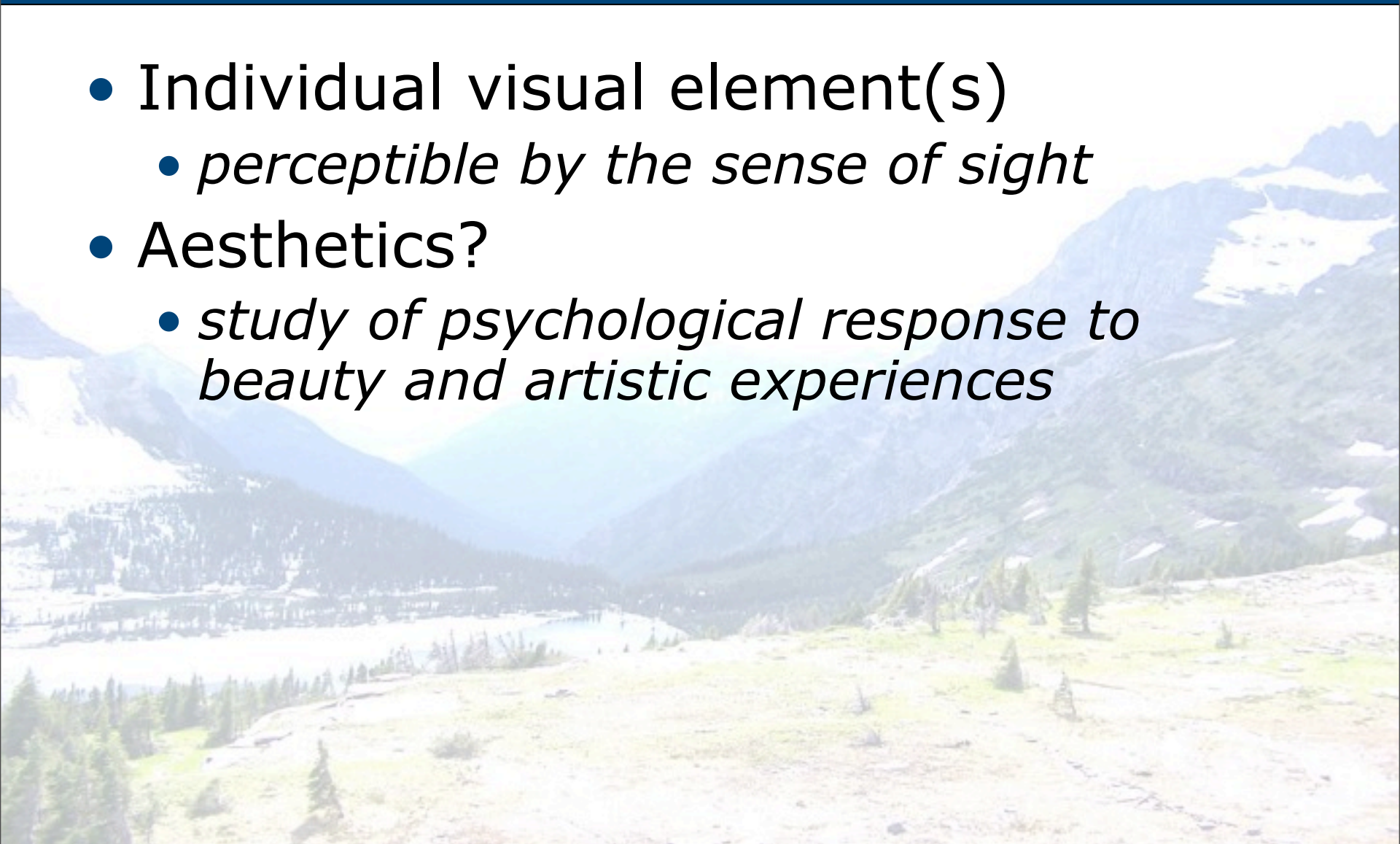
- Individual visual element(s)
  - *perceptible by the sense of sight*
- Aesthetics?





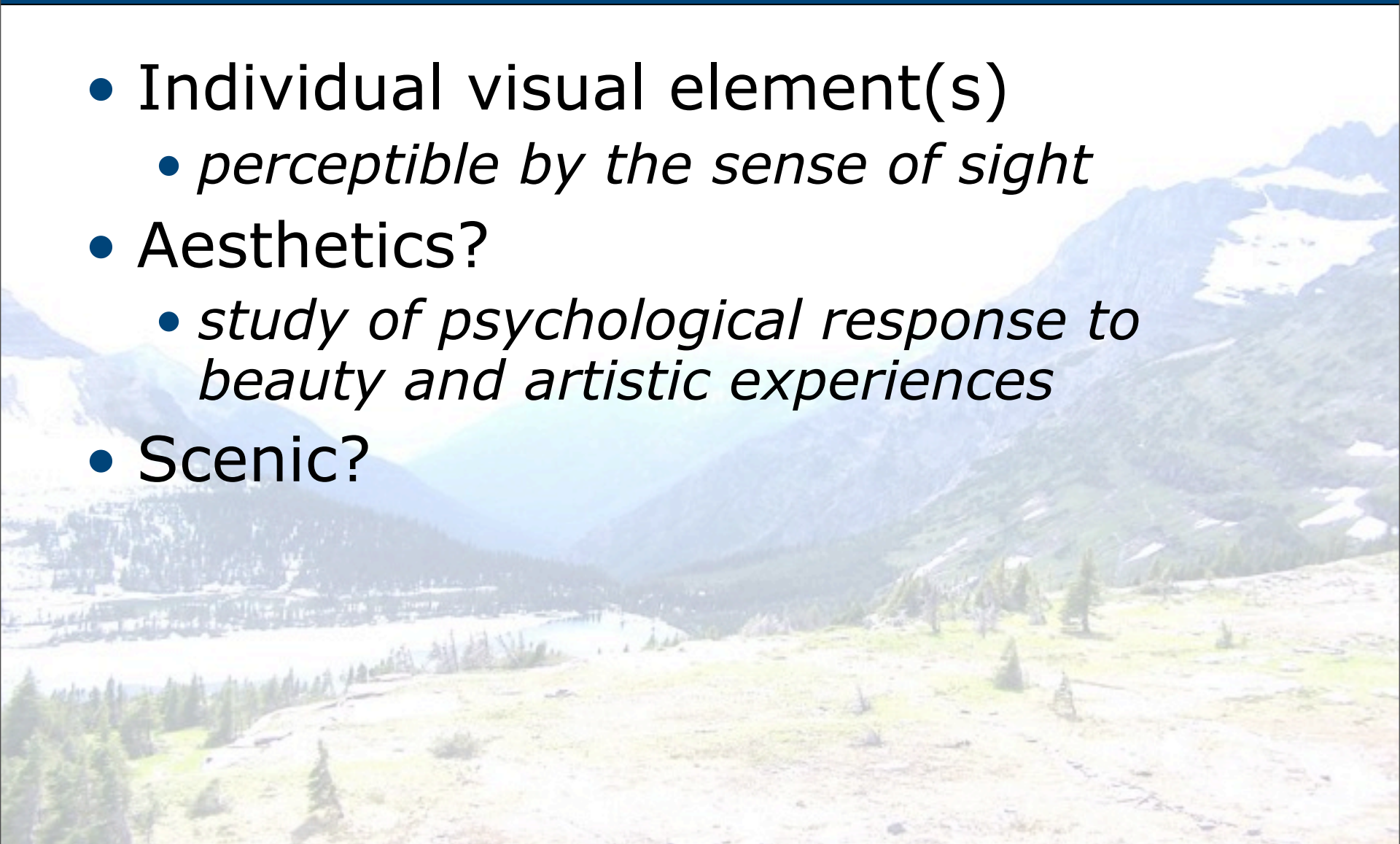
# Visual Resources

- Individual visual element(s)
  - *perceptible by the sense of sight*
- Aesthetics?
  - *study of psychological response to beauty and artistic experiences*



# Visual Resources

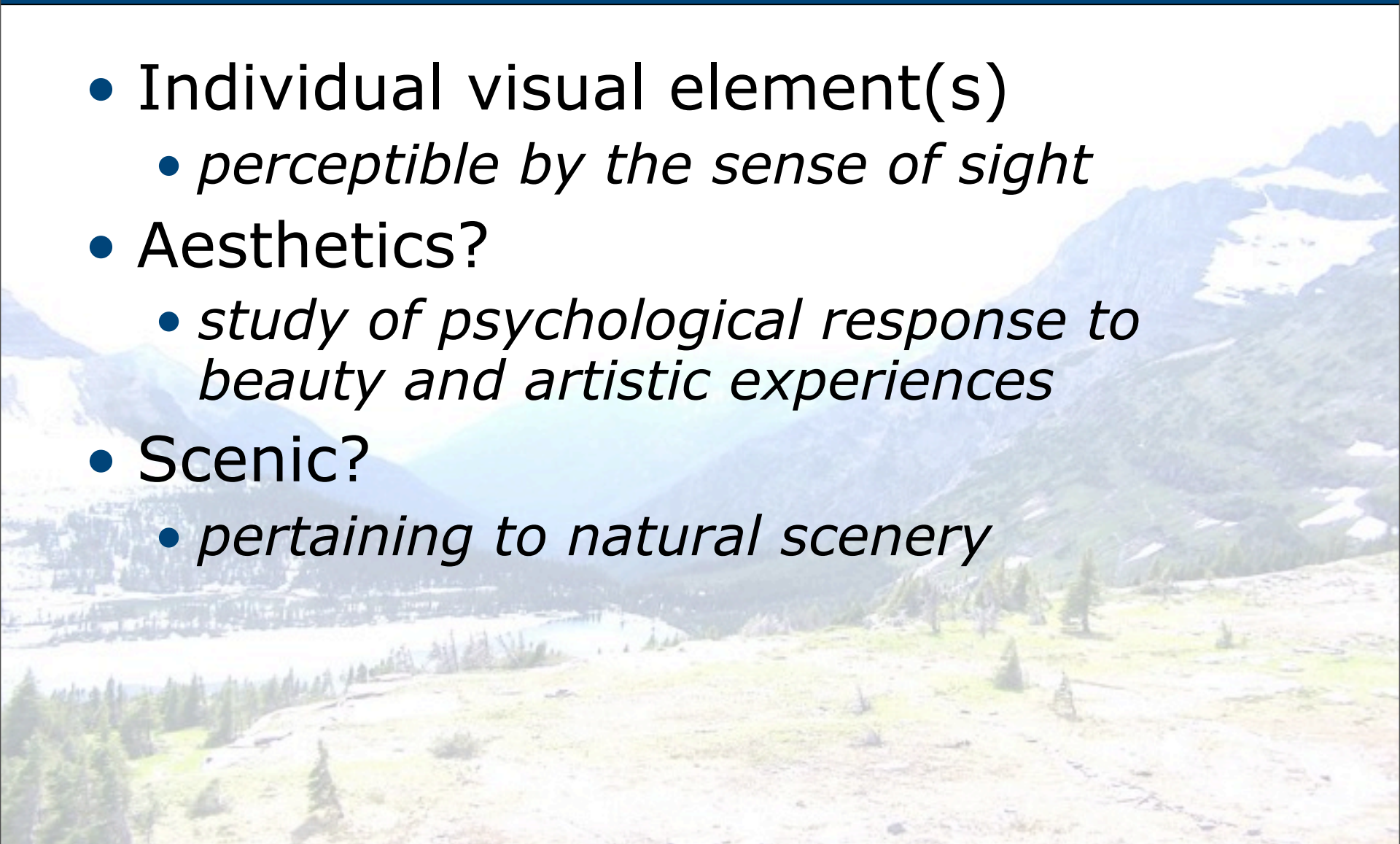
- Individual visual element(s)
  - *perceptible by the sense of sight*
- Aesthetics?
  - *study of psychological response to beauty and artistic experiences*
- Scenic?





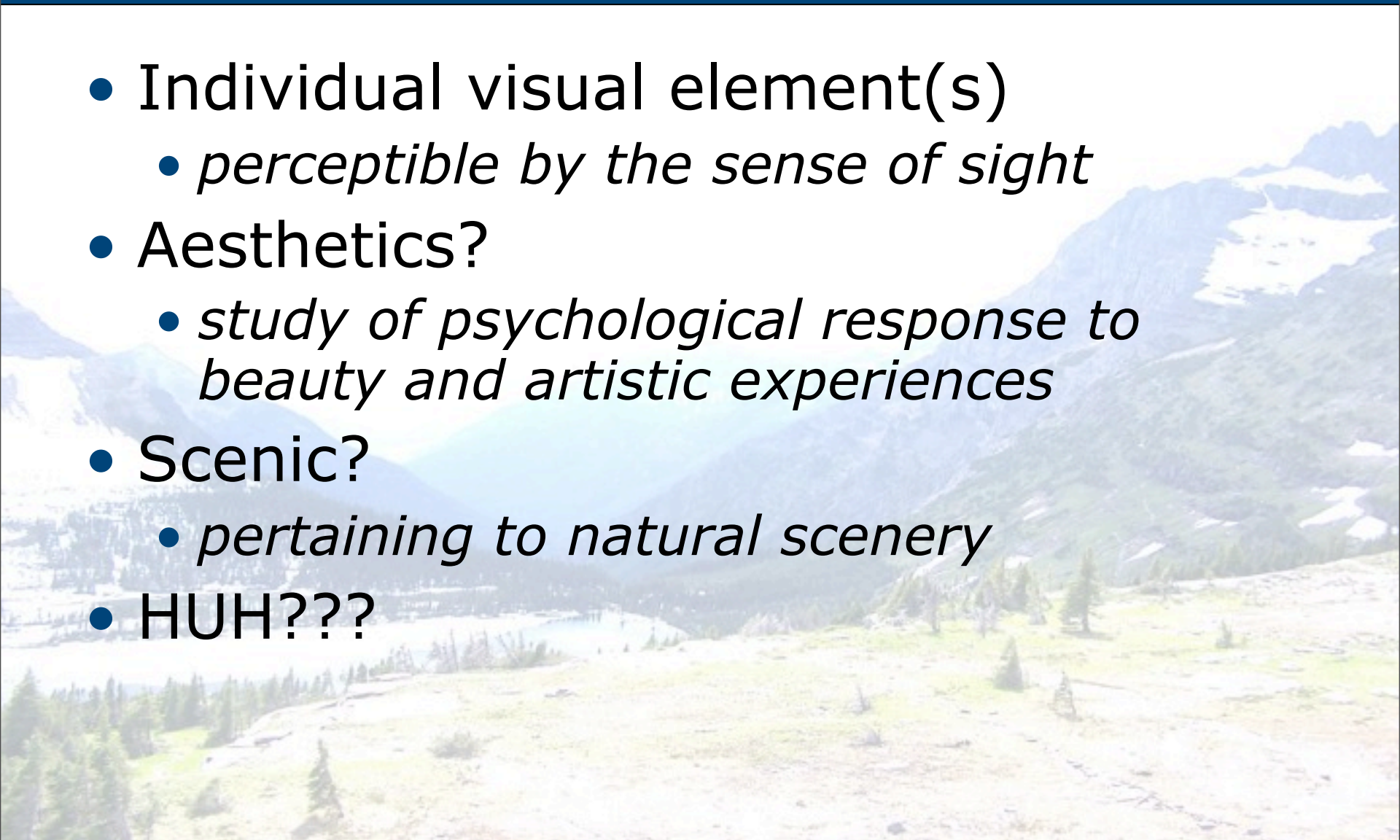
# Visual Resources

- Individual visual element(s)
  - *perceptible by the sense of sight*
- Aesthetics?
  - *study of psychological response to beauty and artistic experiences*
- Scenic?
  - *pertaining to natural scenery*



# Visual Resources

- Individual visual element(s)
  - *perceptible by the sense of sight*
- Aesthetics?
  - *study of psychological response to beauty and artistic experiences*
- Scenic?
  - *pertaining to natural scenery*
- HUH???



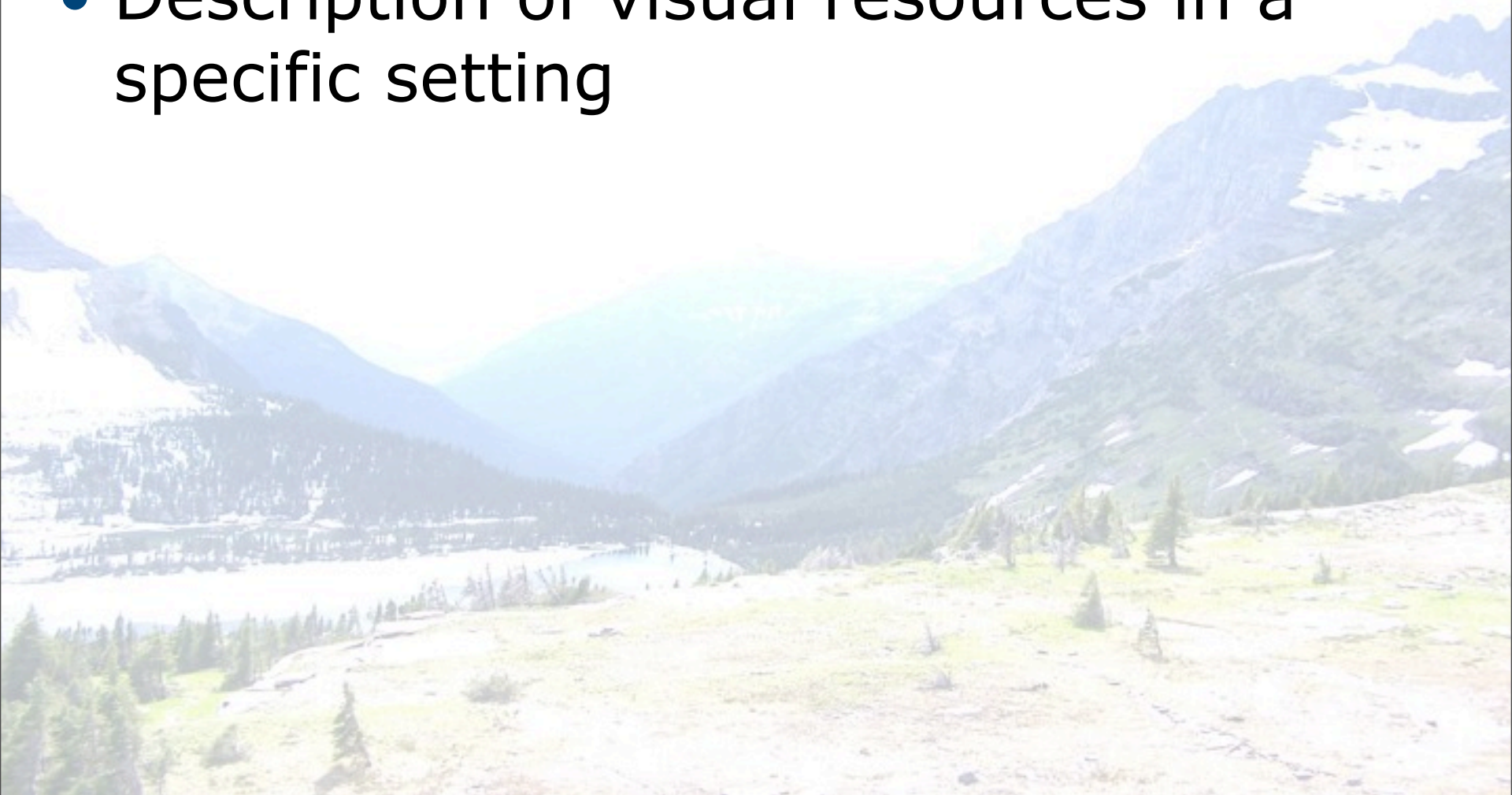
# Visual Resources

- Individual visual element(s)
  - *perceptible by the sense of sight*
- Aesthetics?
  - *study of psychological response to beauty and artistic experiences*
- Scenic?
  - *pertaining to natural scenery*
- HUH???
  - *basically the same thing*



# Visual Character

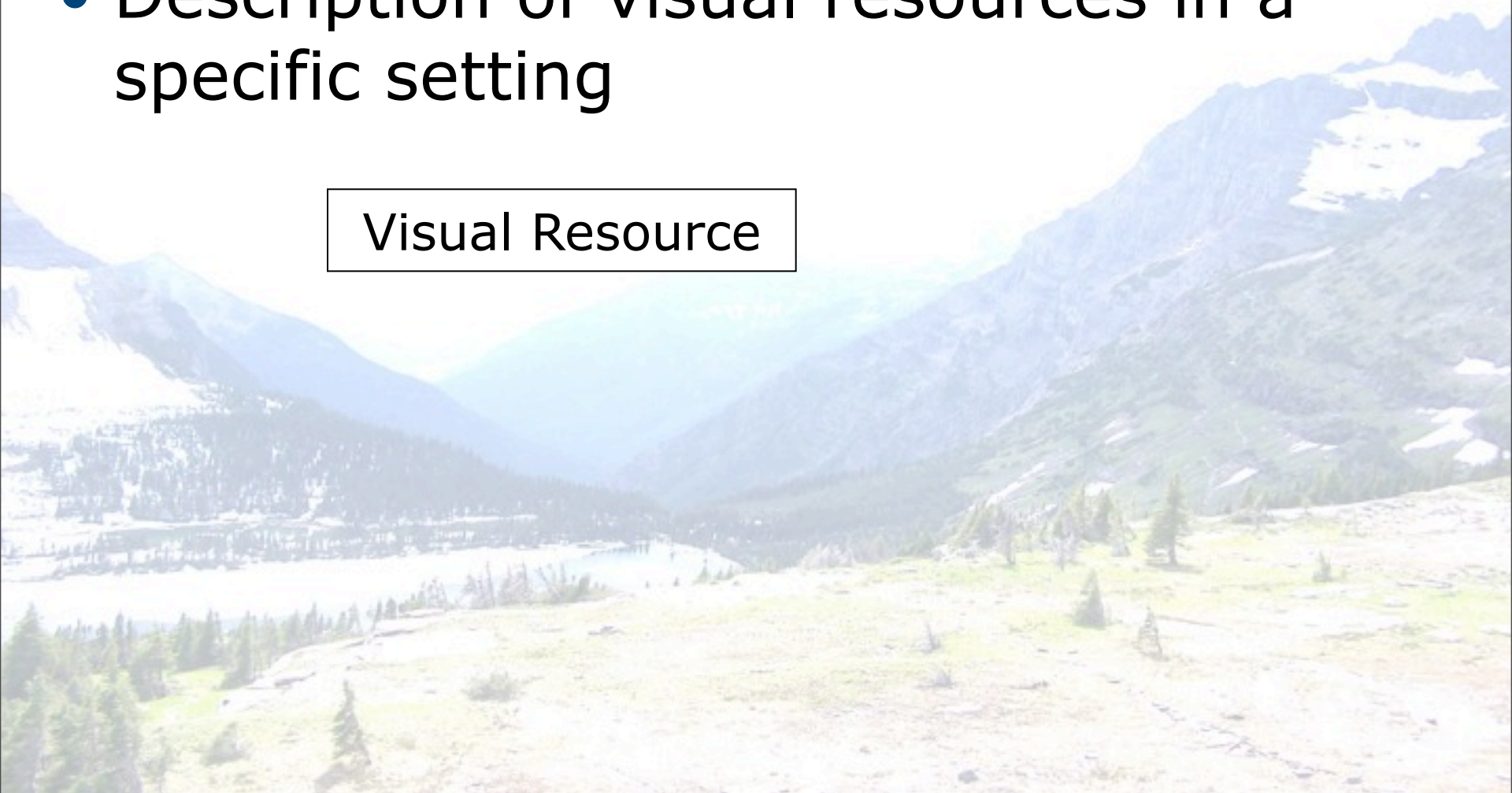
- Description of visual resources in a specific setting



# Visual Character

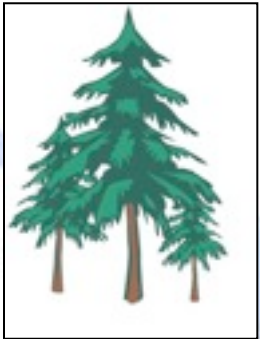
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Visual Resource

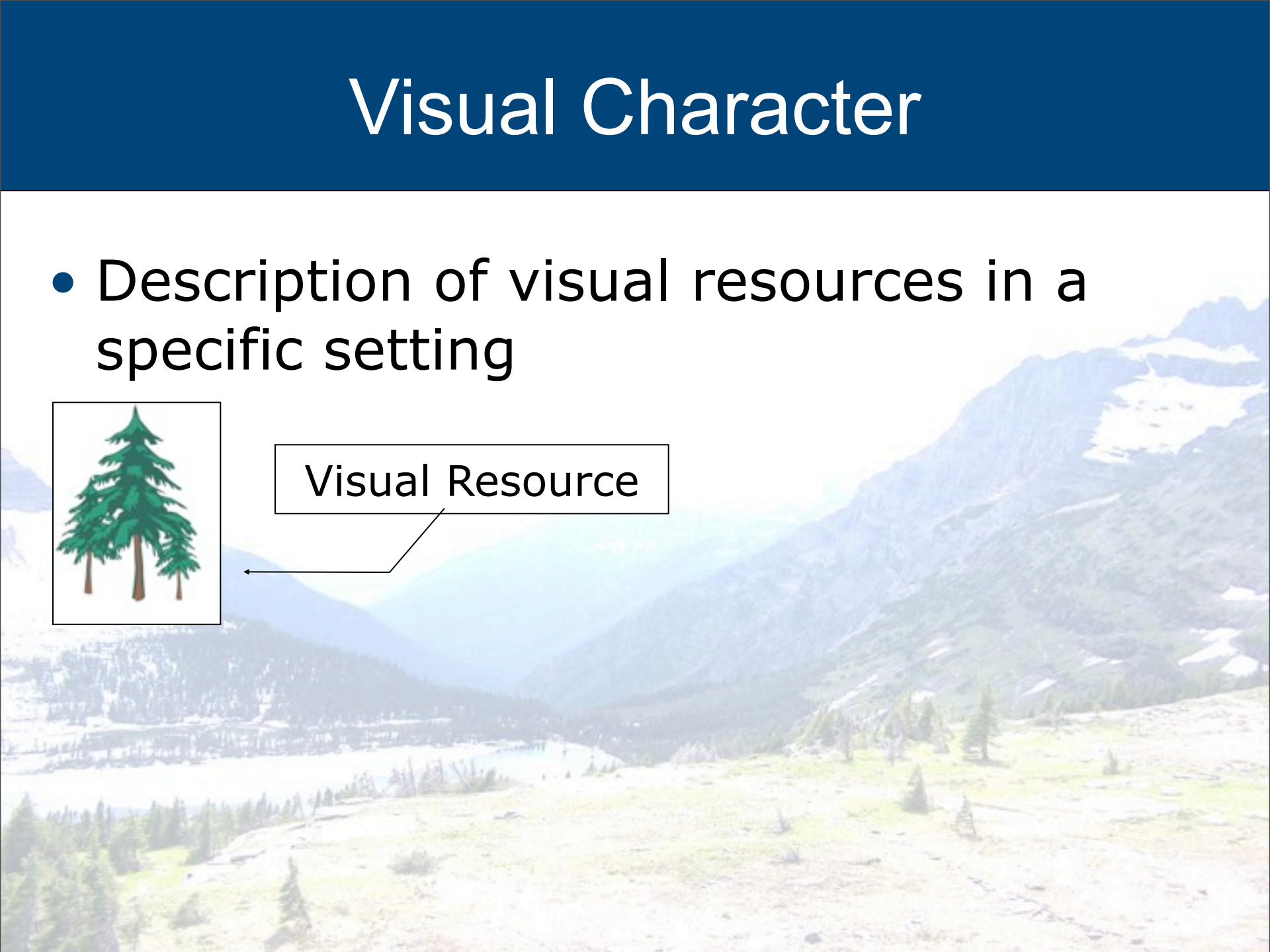


# Visual Character

- Description of visual resources in a specific setting



Visual Resource



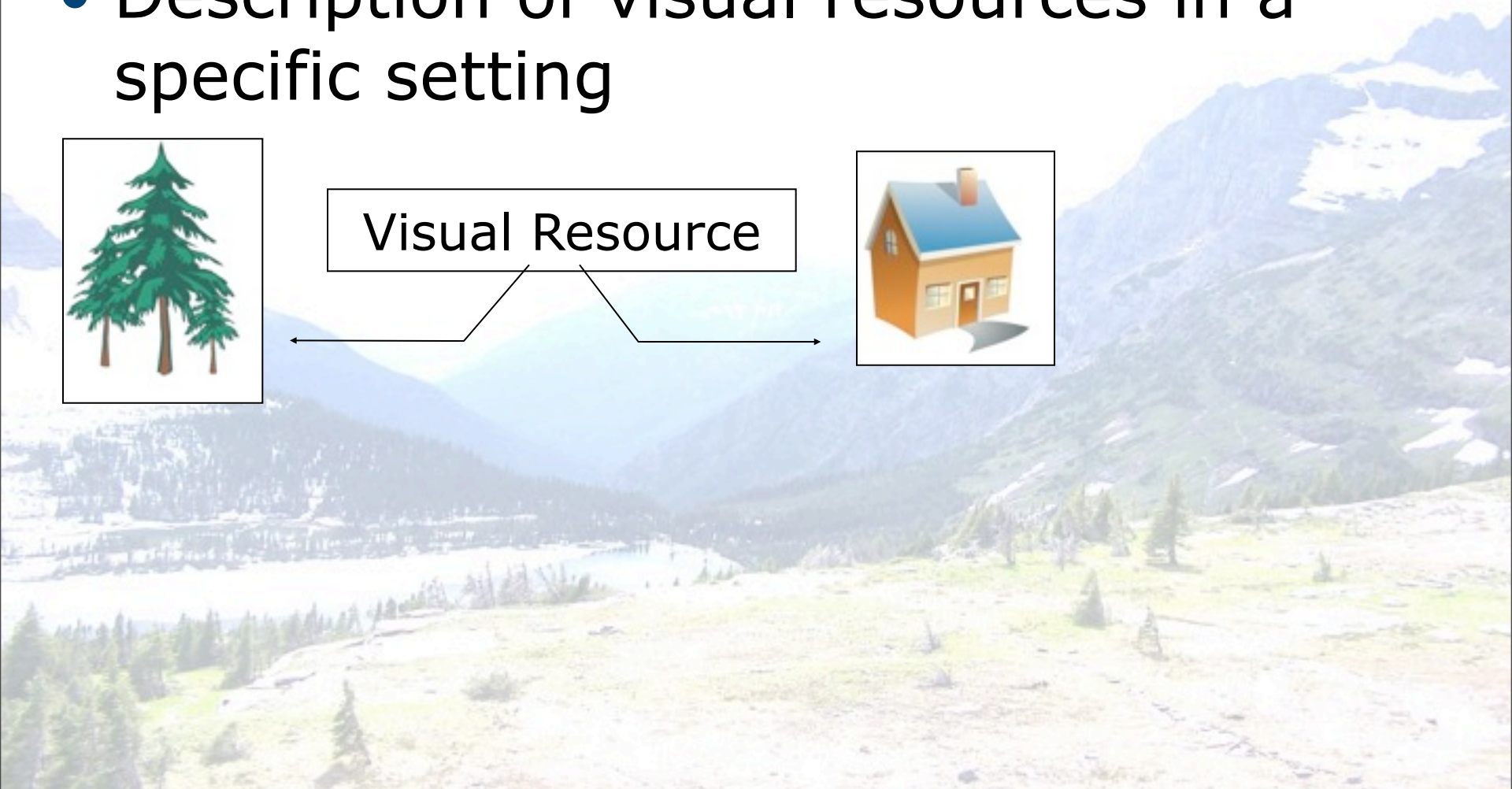


# Visual Character

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Visual Resource



# Visual Character

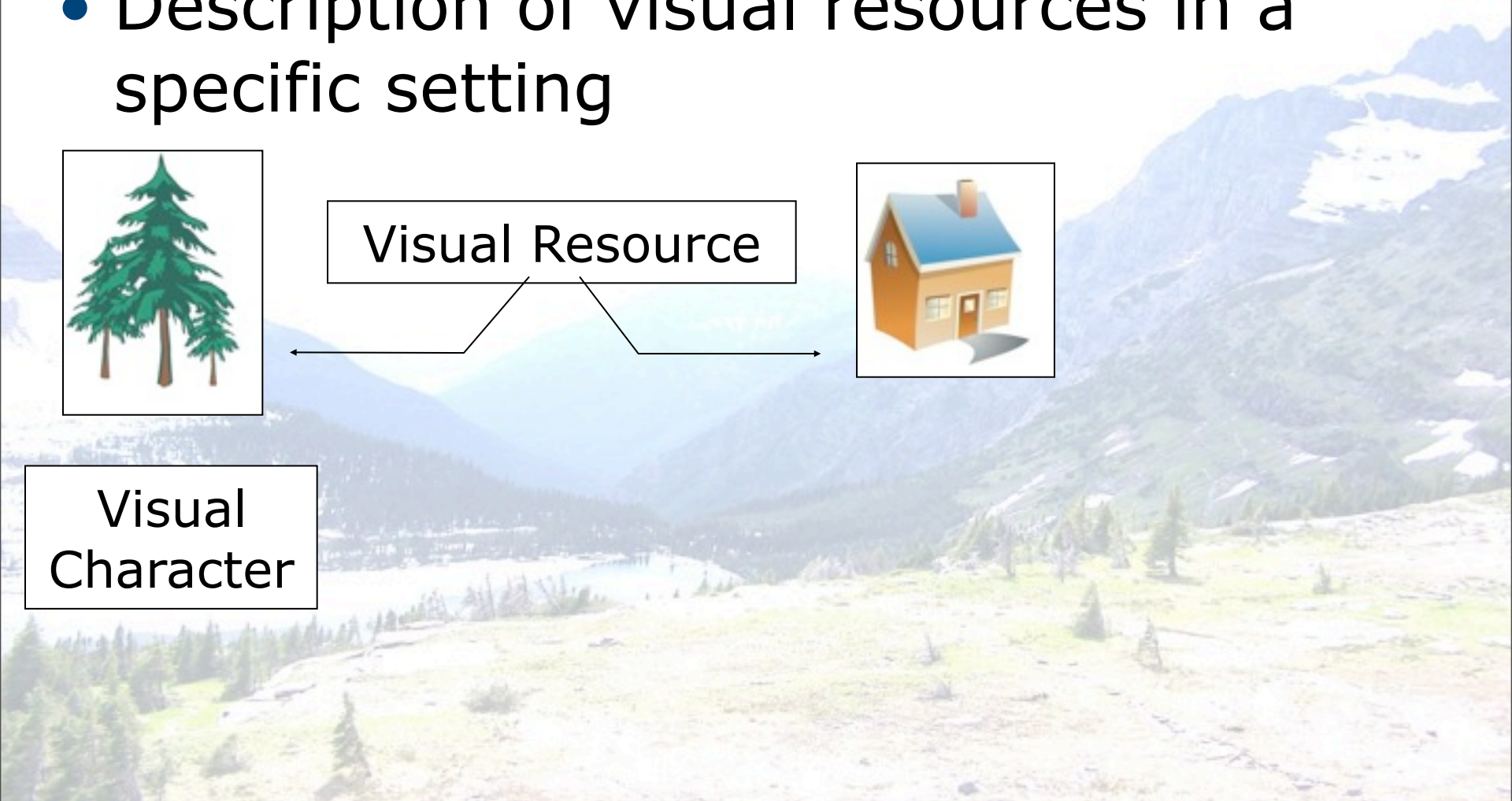
- Description of visual resources in a specific setting



Visual Resource

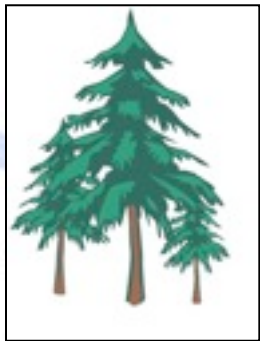


Visual  
Character



# Visual Character

- Description of visual resources in a specific setting



Visual Resource



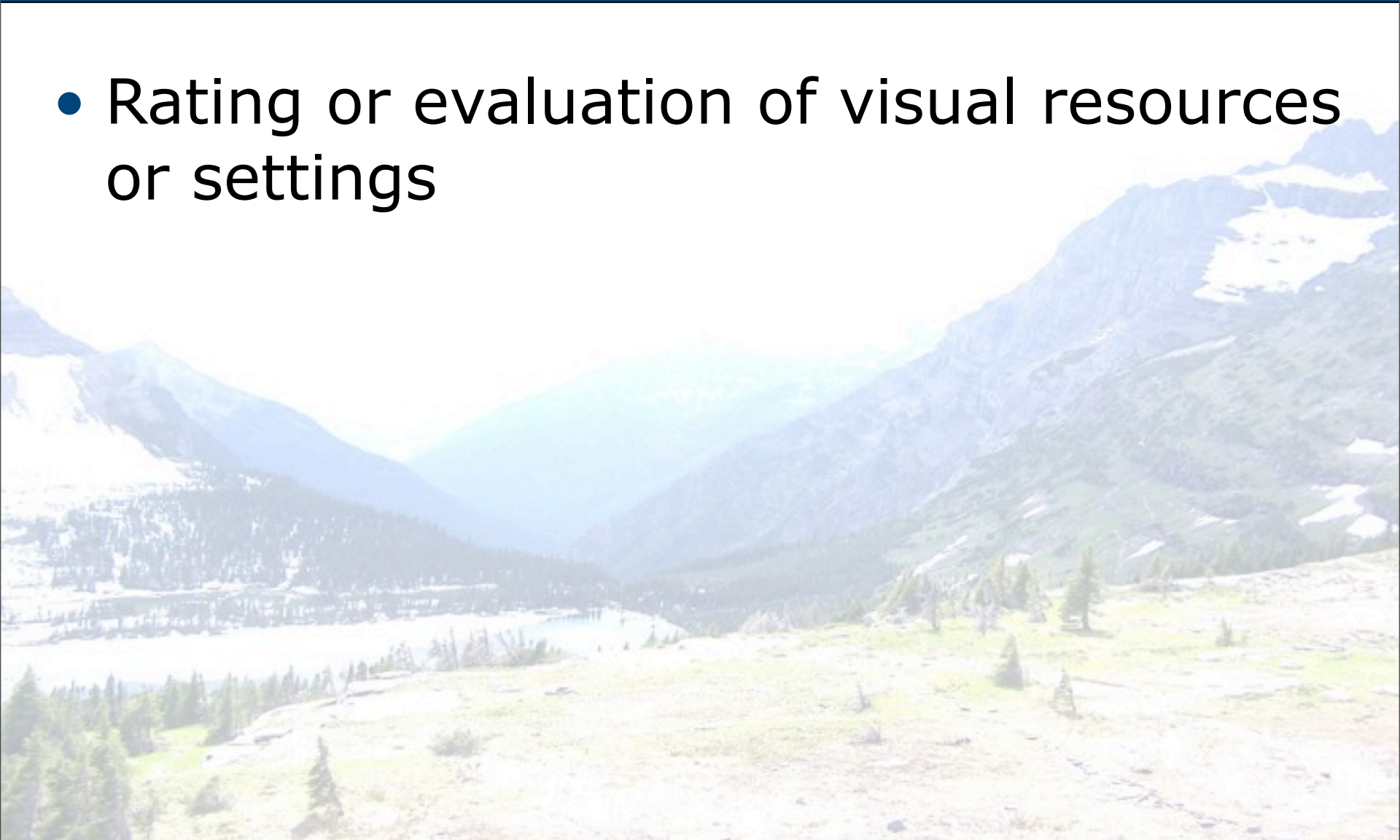
Visual  
Character





# Visual Quality

- Rating or evaluation of visual resources or settings



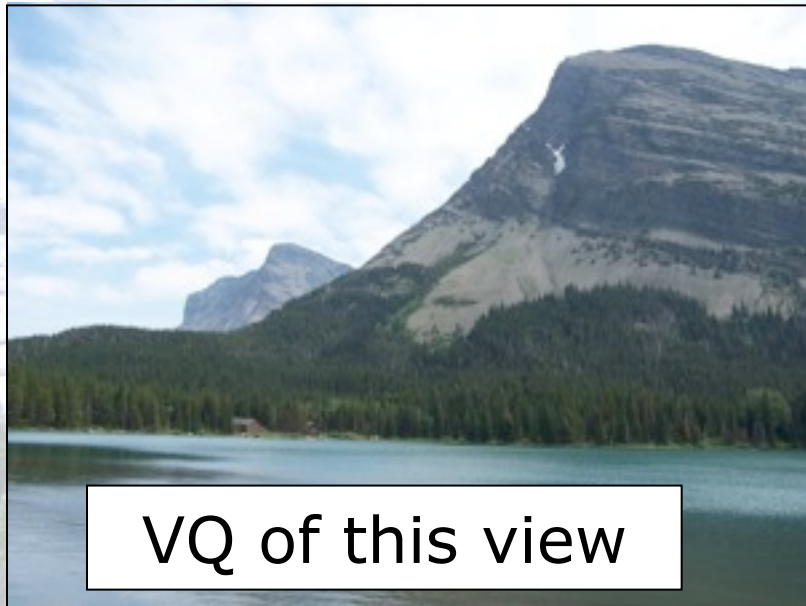
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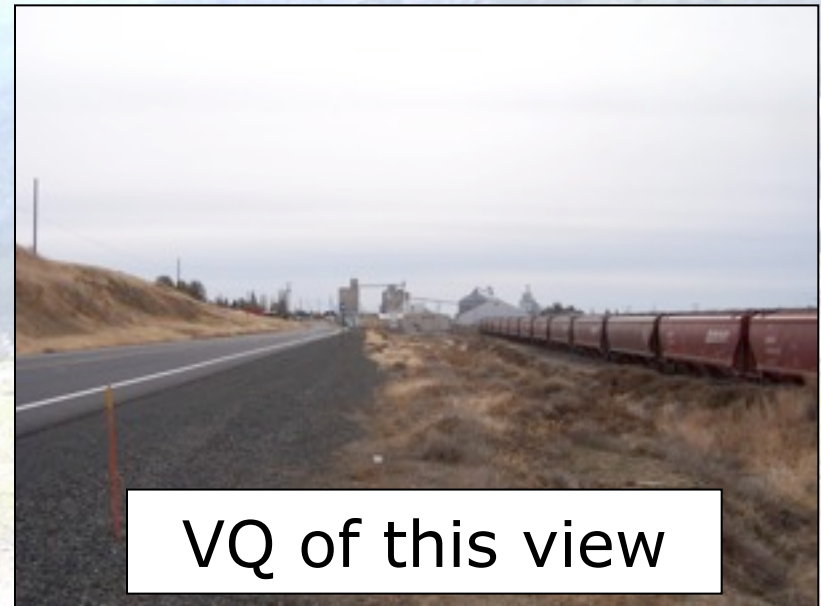


# Visual Quality

- Rating or evaluation of visual resources or settings



>



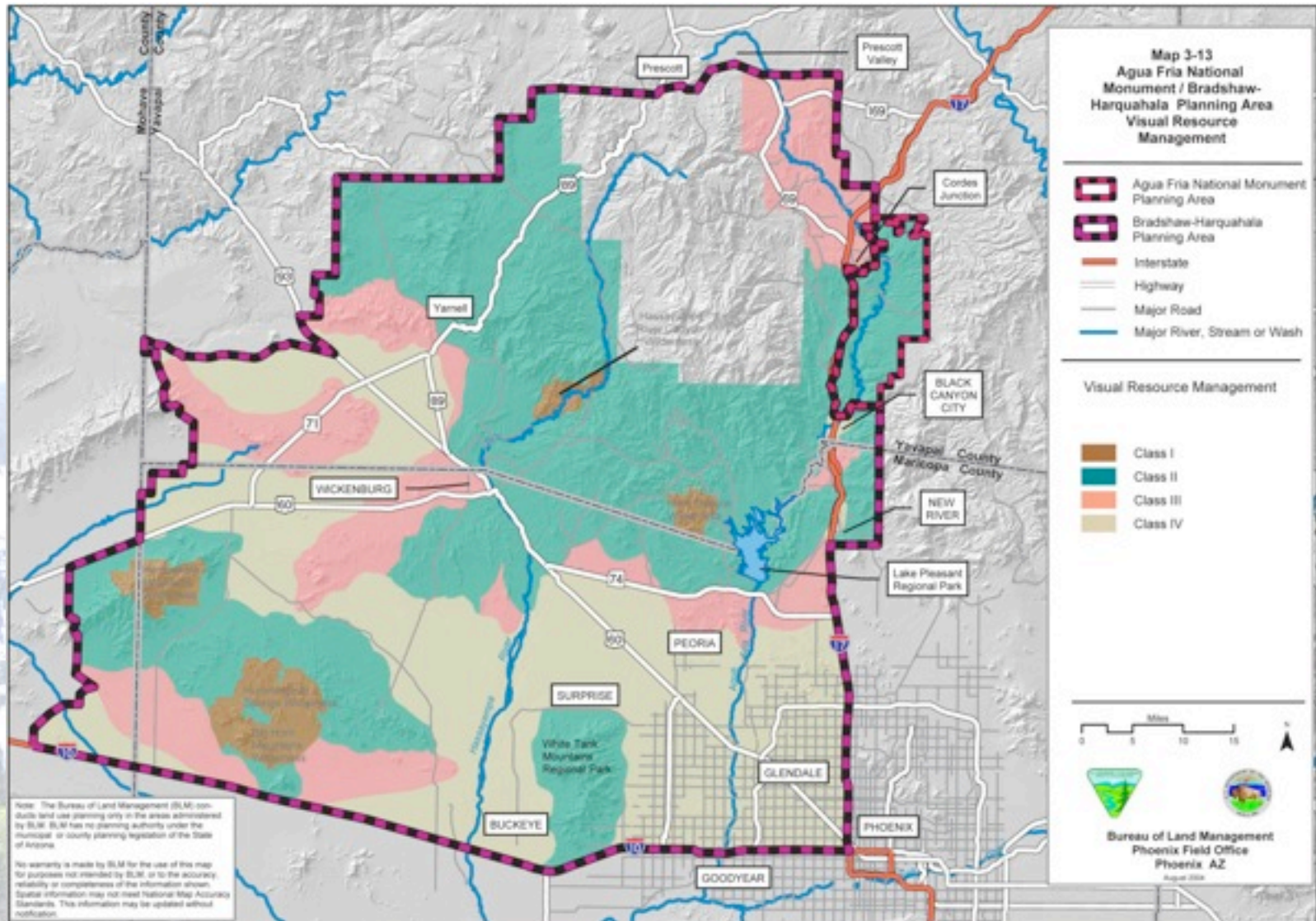


# “Big Picture” analysis

- Classification Systems
- Scenic Corridors/Overlays



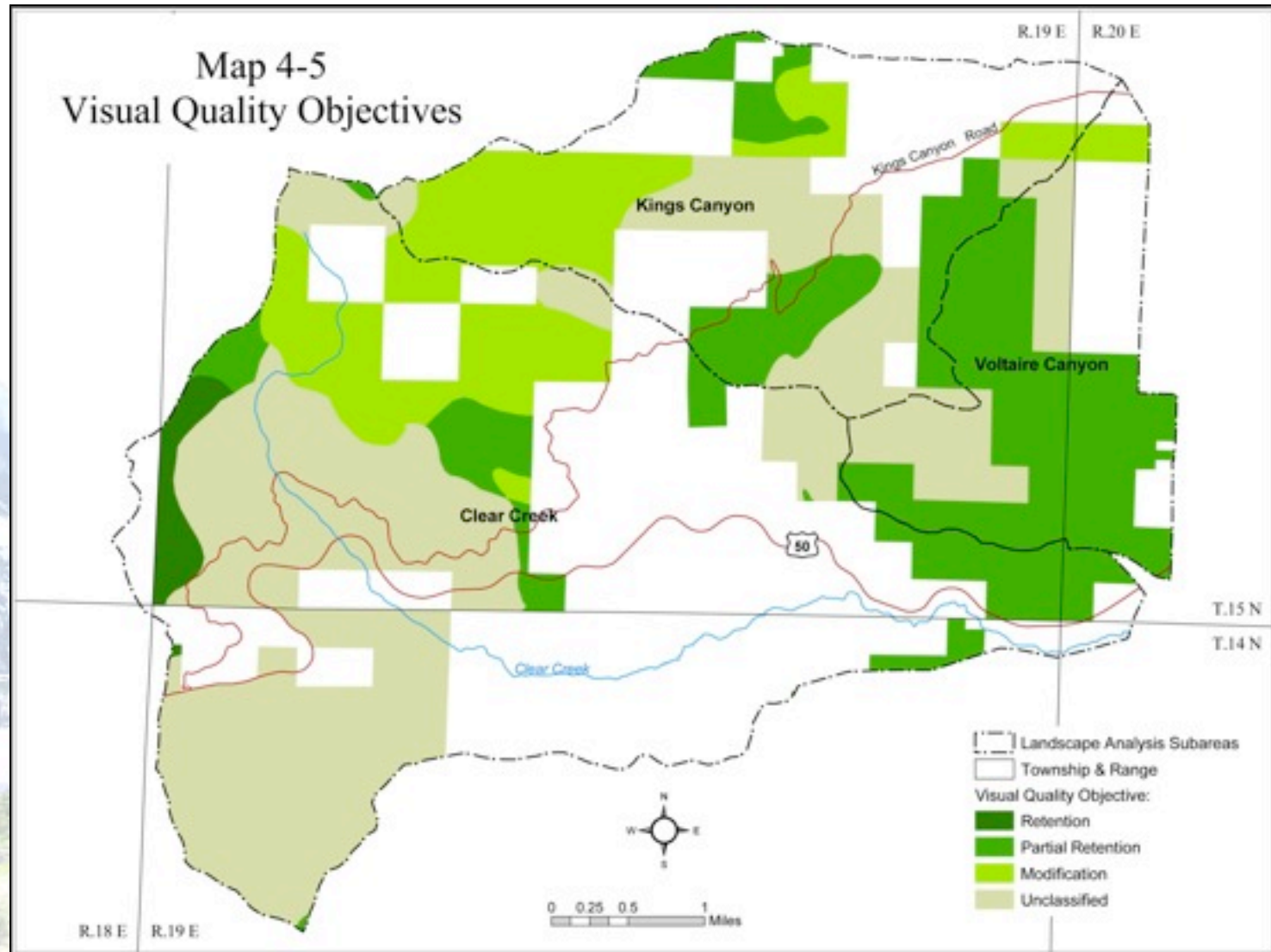
# Visual Resource Management classes (BLM – Arizona)





# Visual Quality Objectives

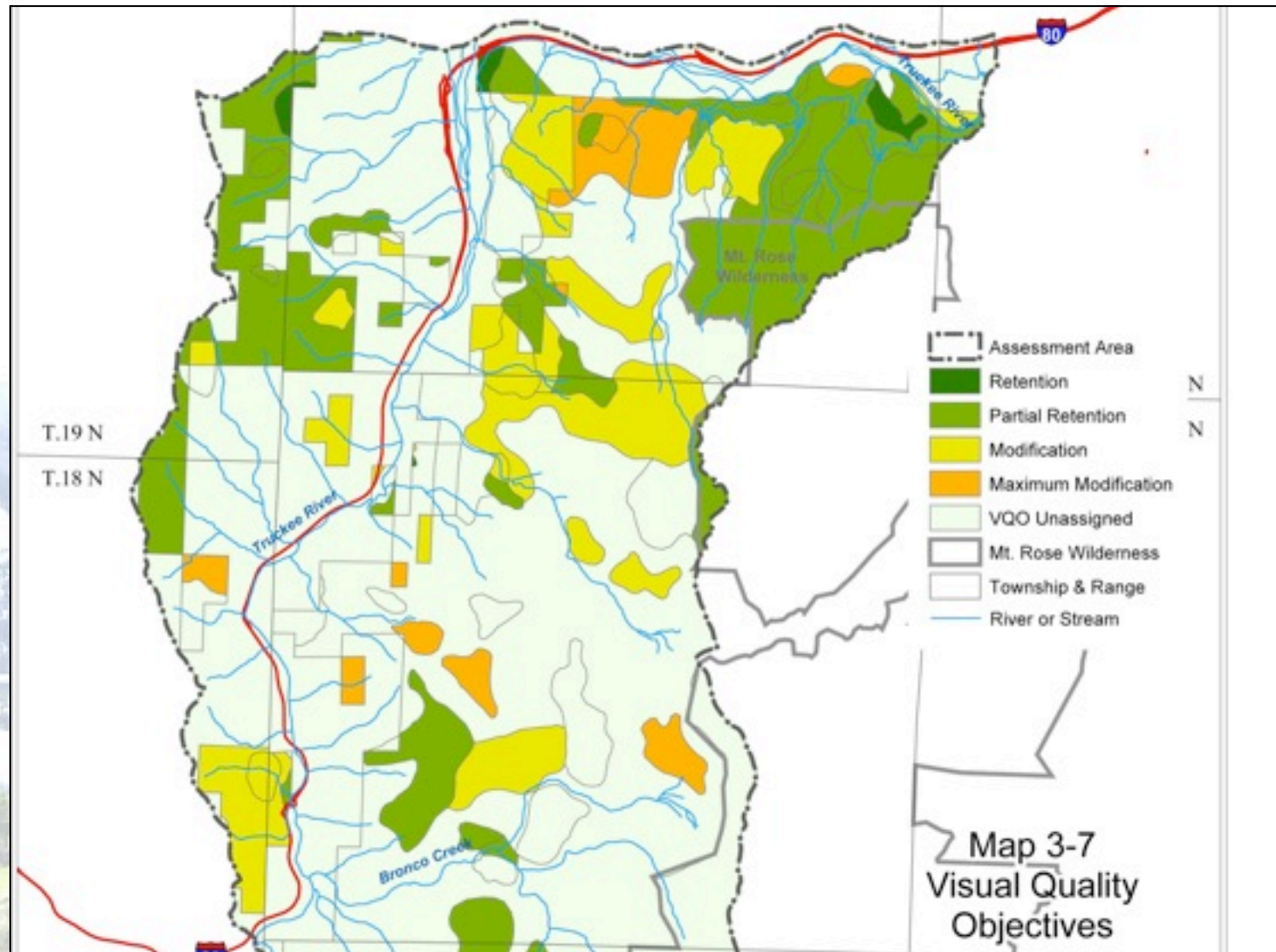
(Forest Service – Humboldt-Toiyabe NF, Nevada)



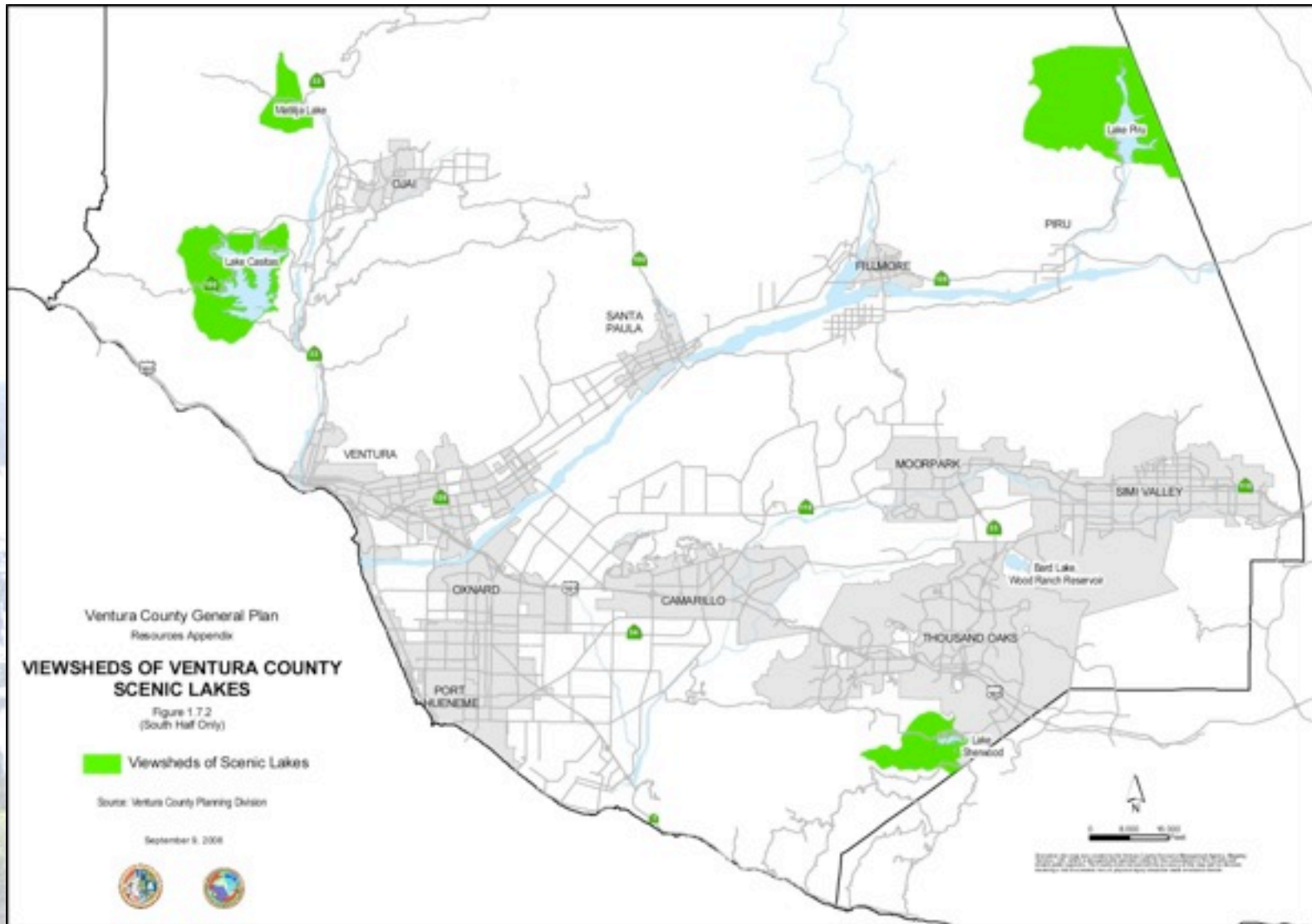


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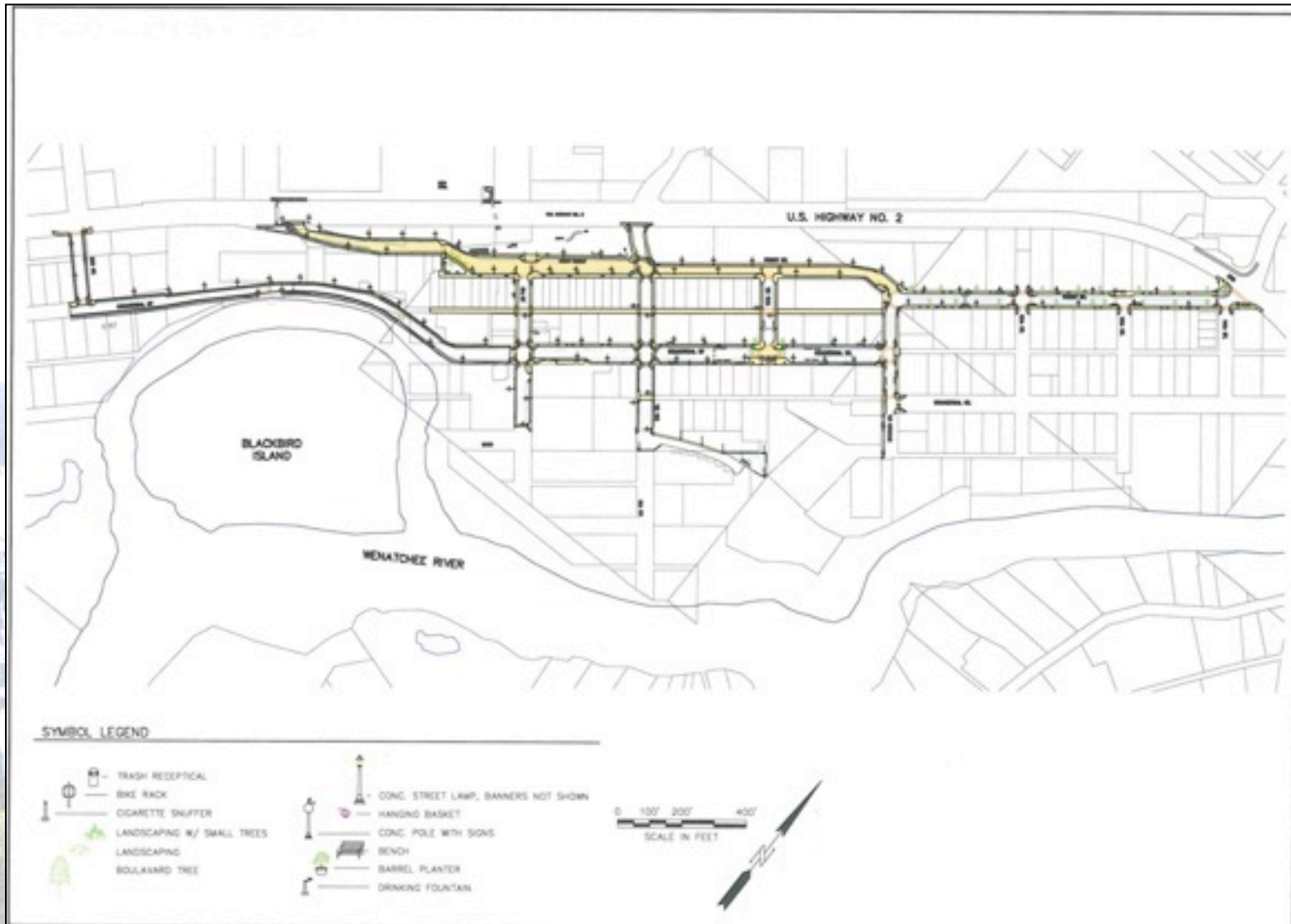
(Forest Service – Humboldt-Toiyabe NF, Nevada)



# Scenic Overlay Ventura County (CA)

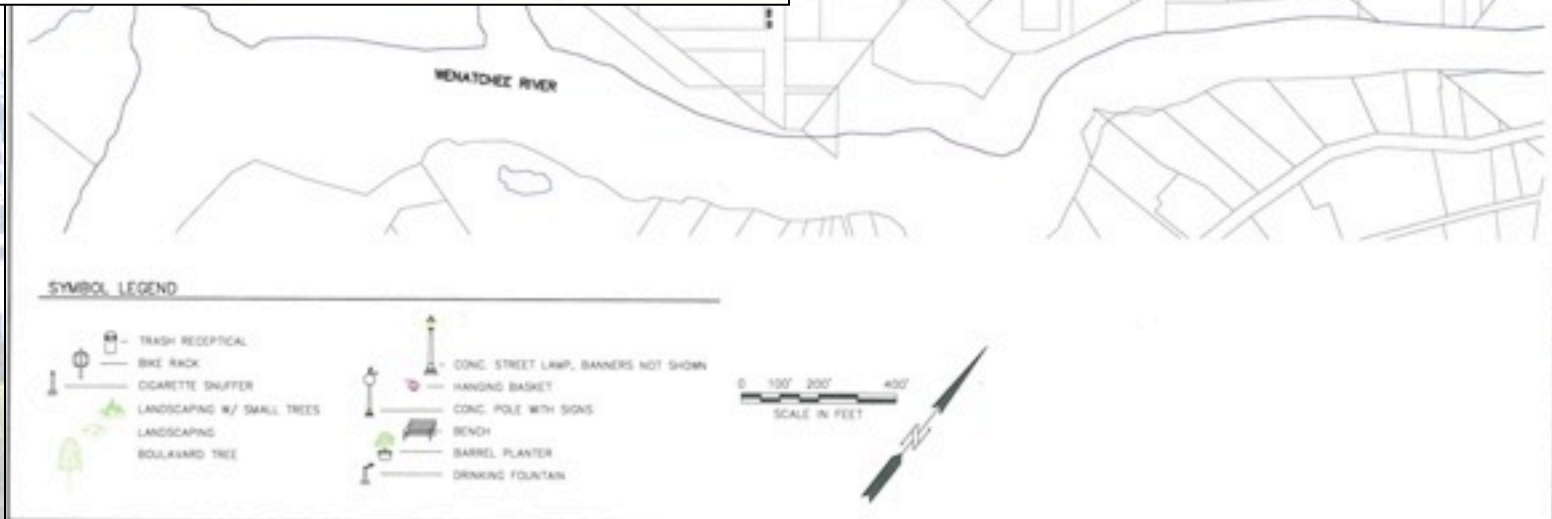


# Community Plans – Leavenworth

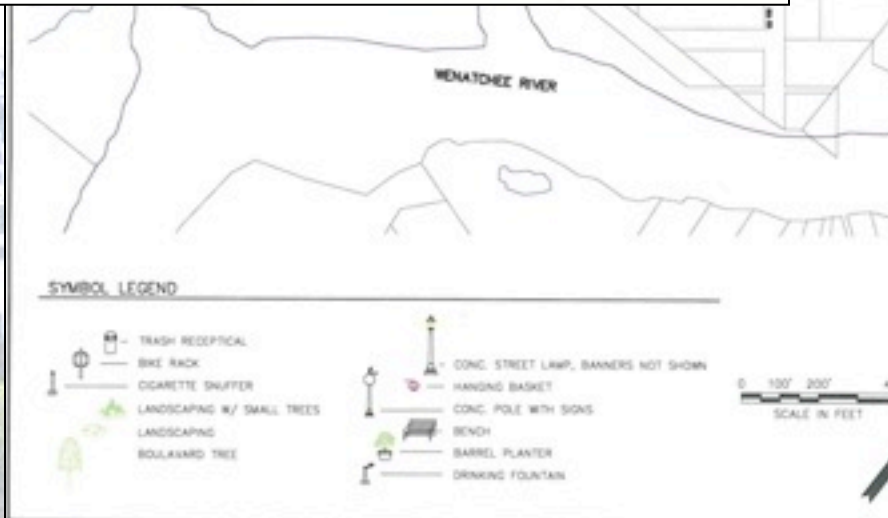




# Community Plans – Leavenworth



# Community Plans – Leavenworth





# Assessment Methods

## **“Visual Impact Assessment for Highway Projects.” FHWA-HI-88-054.**

- Determine viewpoints and viewshed
- Complete FHWA assessments for each viewpoint
- Determine viewpoints with high, medium, and low degrees of change
- Review for consistency with draft design guidelines



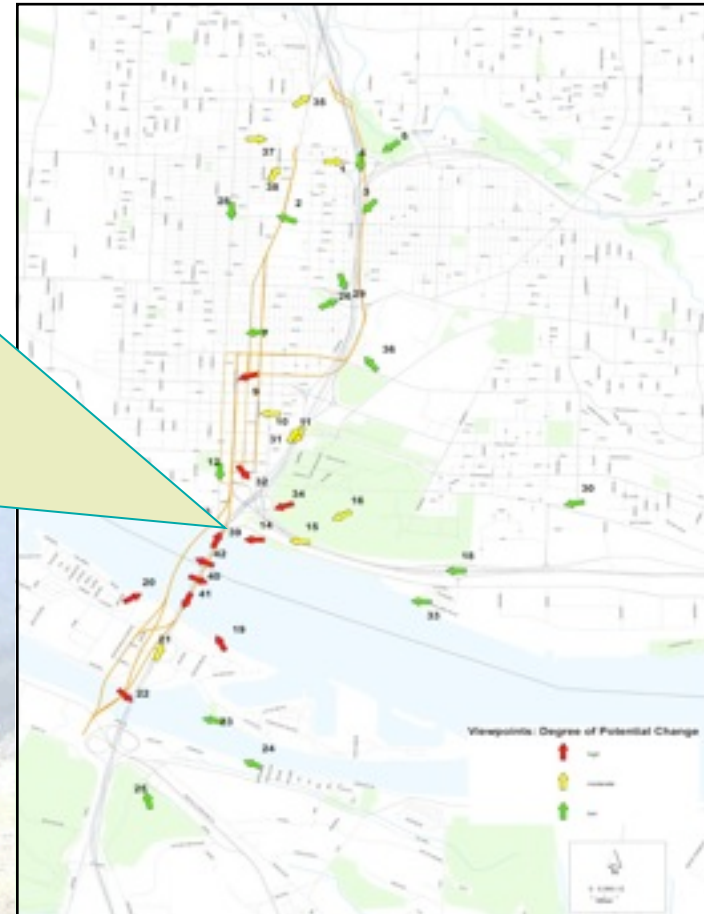
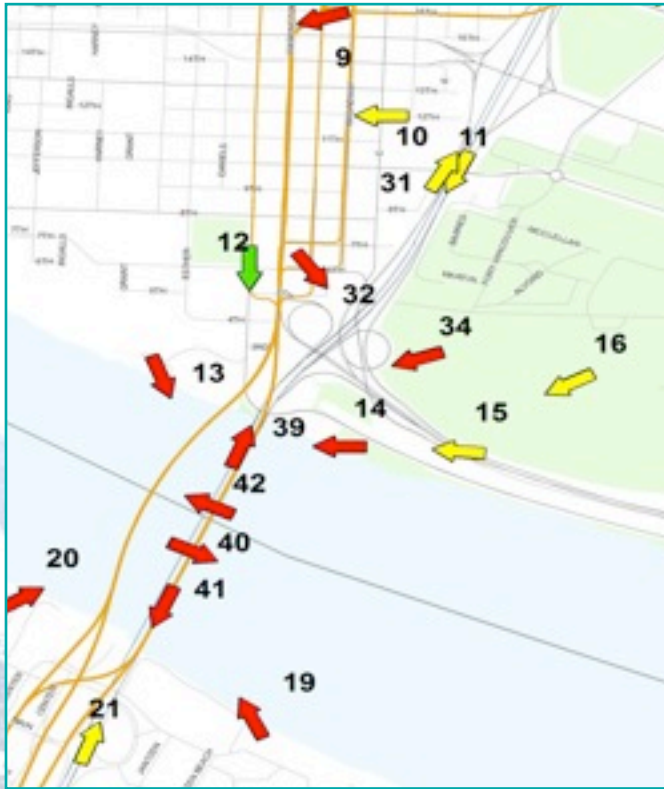
# Affected Environment

## Potentially affected Views



# Affected Environment

## Potentially affected Views





(19) New Condos (Hayden Island): View of Bridge





(19) New Condos (Hayden Island): View of Bridge



(34) Fort (Kanaka) Village: View of Bridge and Hwy 14 interchange





(34) Fort (Kanaka) Village: View of Bridge and Hwy 14 interchange



# Methods

Visual Character:

Assess prominence of following:

- Landform, Land Cover (Water), Land Cover (Vegetation), Land Cover (Manmade Development)

Visual Quality:

- Assess Vividness, Intactness, Unity

# Example view, Montlake (14)

Option	Vividness	Interactiveness	Unity
K: Tunnel			
L: Bascul e			
Score	1- 7	1- 7	1- 7





# Example view, Montlake (14)

Option	Vi vi dn es	Int act ne ss	Un ity
K: Tunnel	4.25	4.34	5.67
L: Bascul e	4.0	3.0	4.17
Score	1- 7	1- 7	1- 7





# Parametrix 3D Scanning

- Capabilities

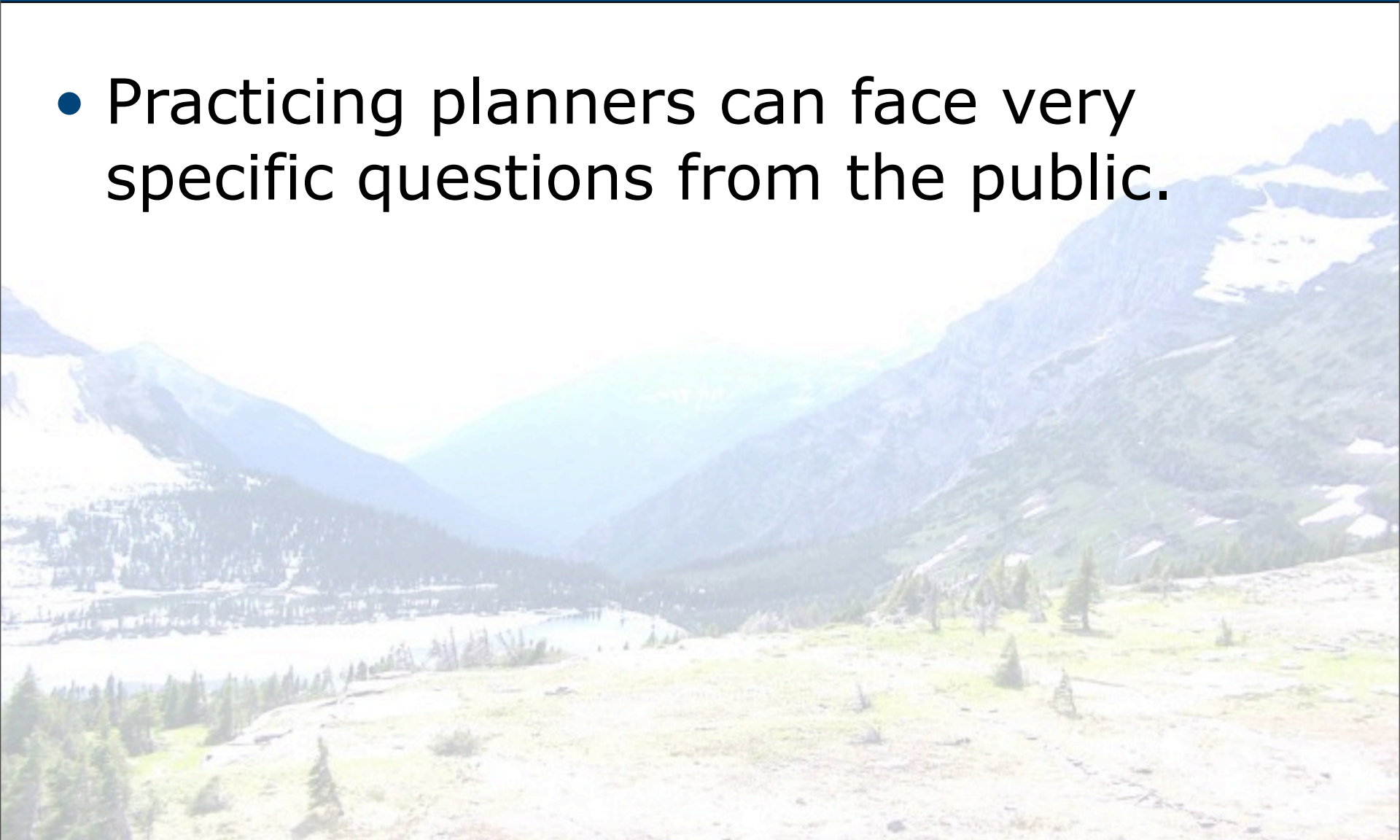
- Leica 3D laser scanner
- Collects 50,000 survey grade data points (accurate x, y, z coordinates) per second.
- Generates data collection files in upwards of 64,000,000 points in one single 8-hour day

- Parametrix applications

- Hood Canal Bridge
- UW Medical Center Expansion
- Redmond Trail
- Wawona wooden schooner
- Honolulu Federal Building and US Courthouse

# Methods and Tech

- Practicing planners can face very specific questions from the public.



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Will it be compatible with existing development?





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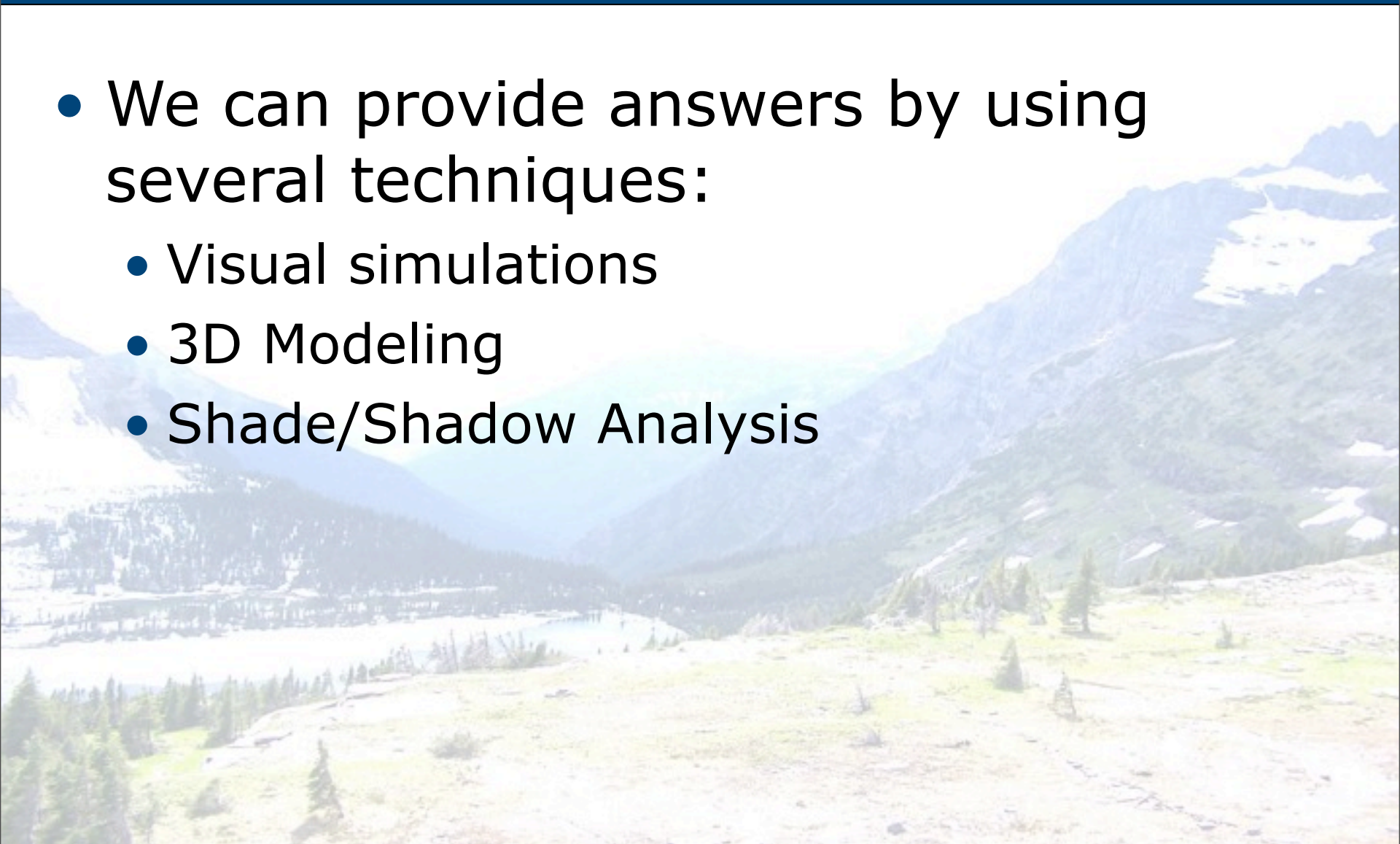
***What will it look like?***

Will access to sunlight be preserved?



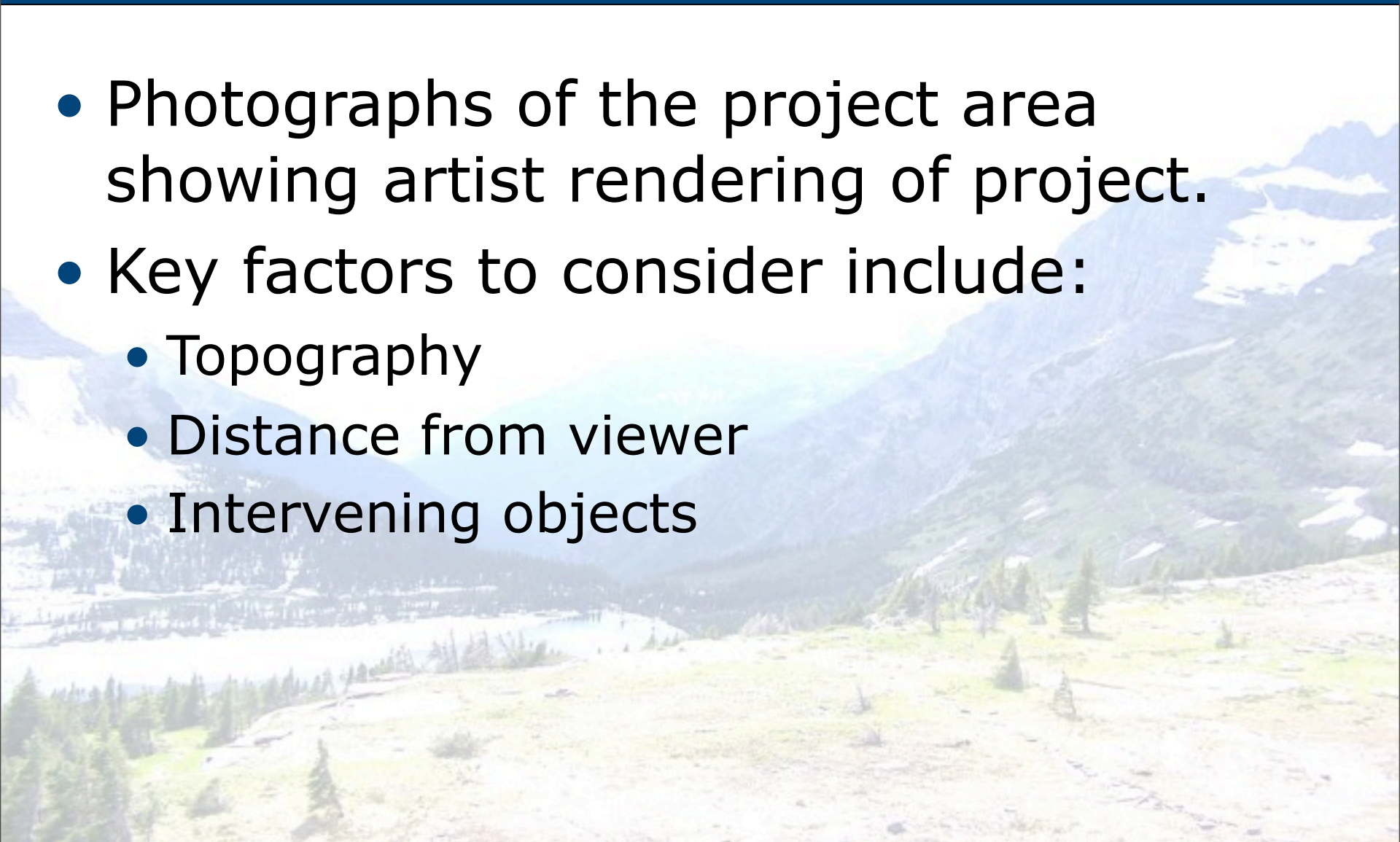
# Methods and Tech

- We can provide answers by using several techniques:
  - Visual simulations
  - 3D Modeling
  - Shade/Shadow Analysis



# Visual Simulations

- Photographs of the project area showing artist rendering of project.
- Key factors to consider include:
  - Topography
  - Distance from viewer
  - Intervening objects



# Visual Simulations



Source: EDAW, 1986





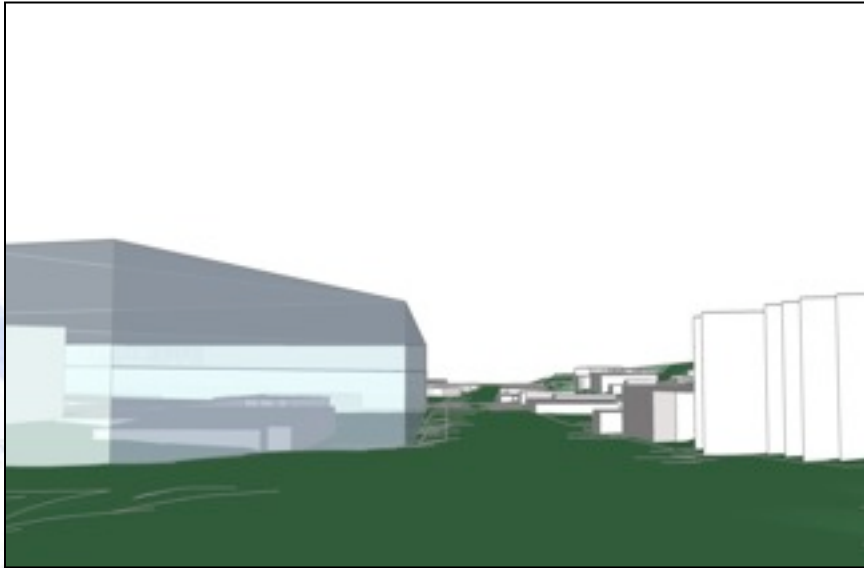
# Visual Simulations



# Mass Modeling

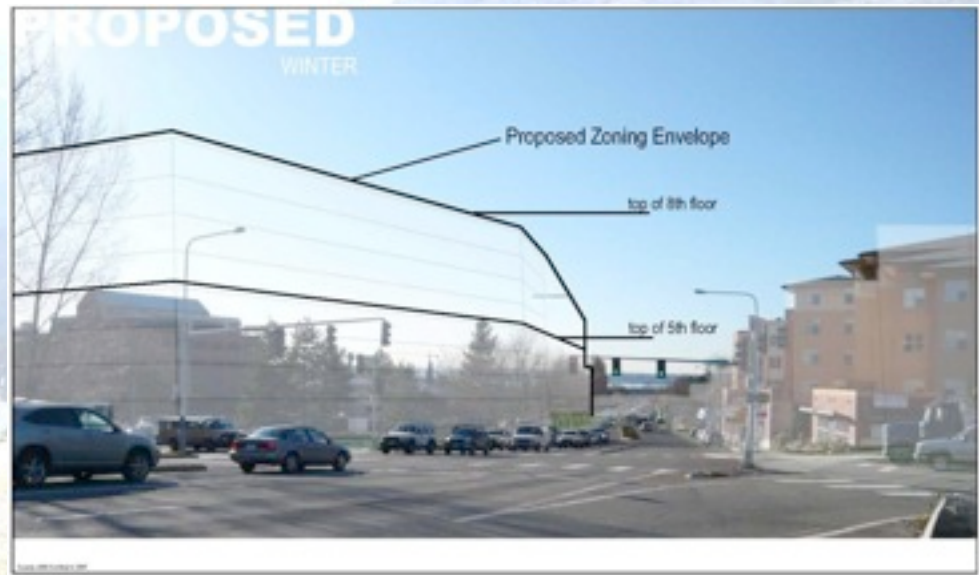
- Height and bulk can greatly affect surrounding development.
- Digital modeling allows accurate comparisons to nearby structures.
- A variety of software is available:
  - Google SketchUp
  - AutoCAD
  - Autodesk 3ds Max

# Mass Modeling



Terrain and building models  
created with ArcGIS and  
Sketchup

Photo simulation with model  
inserted





# Mass Modeling

- Also useful for illustrating the effects of proposed development regulations or design guidelines.



# Shade and Shadow

- Access to sunlight is an important factor in evaluating visual impacts.

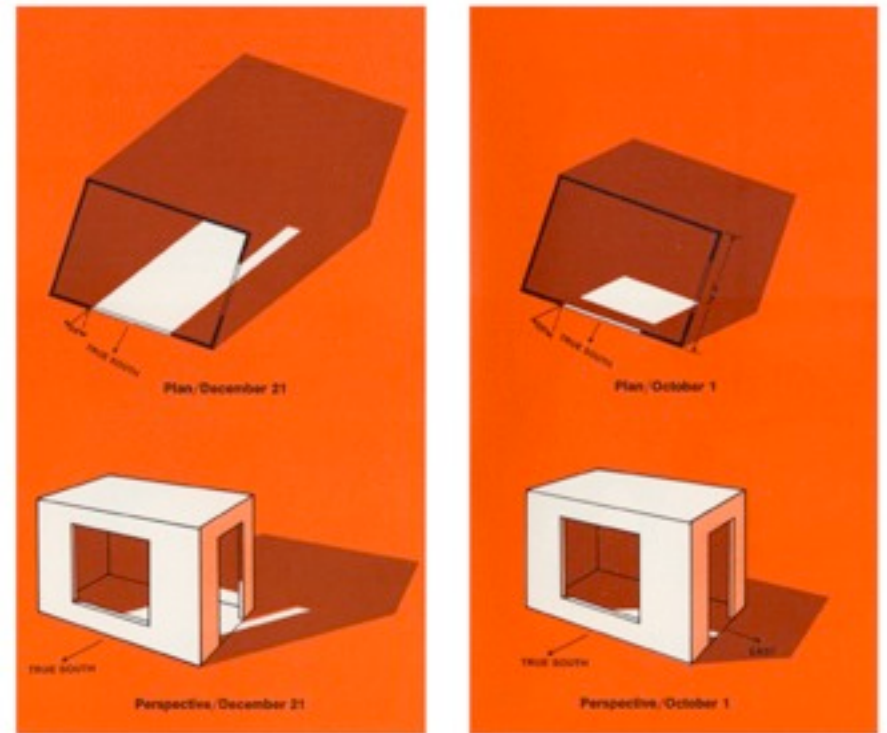
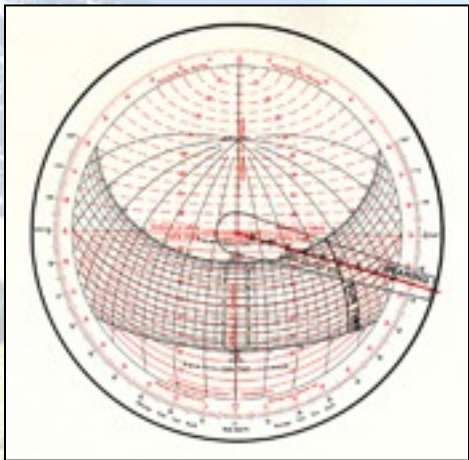


Source: The Seattle Times, 2009

No one wants to live in a “bowl.”

# Shade and Shadow

- Shading diagrams once drawn by hand.
- Required sun angle calculators.





# Shade and Shadow

- Currently, a variety of software is available to model shading conditions.
  - Building models can be imported from AutoCAD and other modeling programs.
  - Allows easy modeling at various times of the year.
- Aesthetic analysis usually evaluates summer and winter conditions.

# Shade and Shadow



Shading conditions:  
June 21





# Shade and Shadow



Shading conditions:  
December 21





# Shade and Shadow



Thursday, December 10, 2009

# Shade and Shadow

