



Looks Count!

Key Terms

- Visual Resources
- Visual Character
- Visual Quality

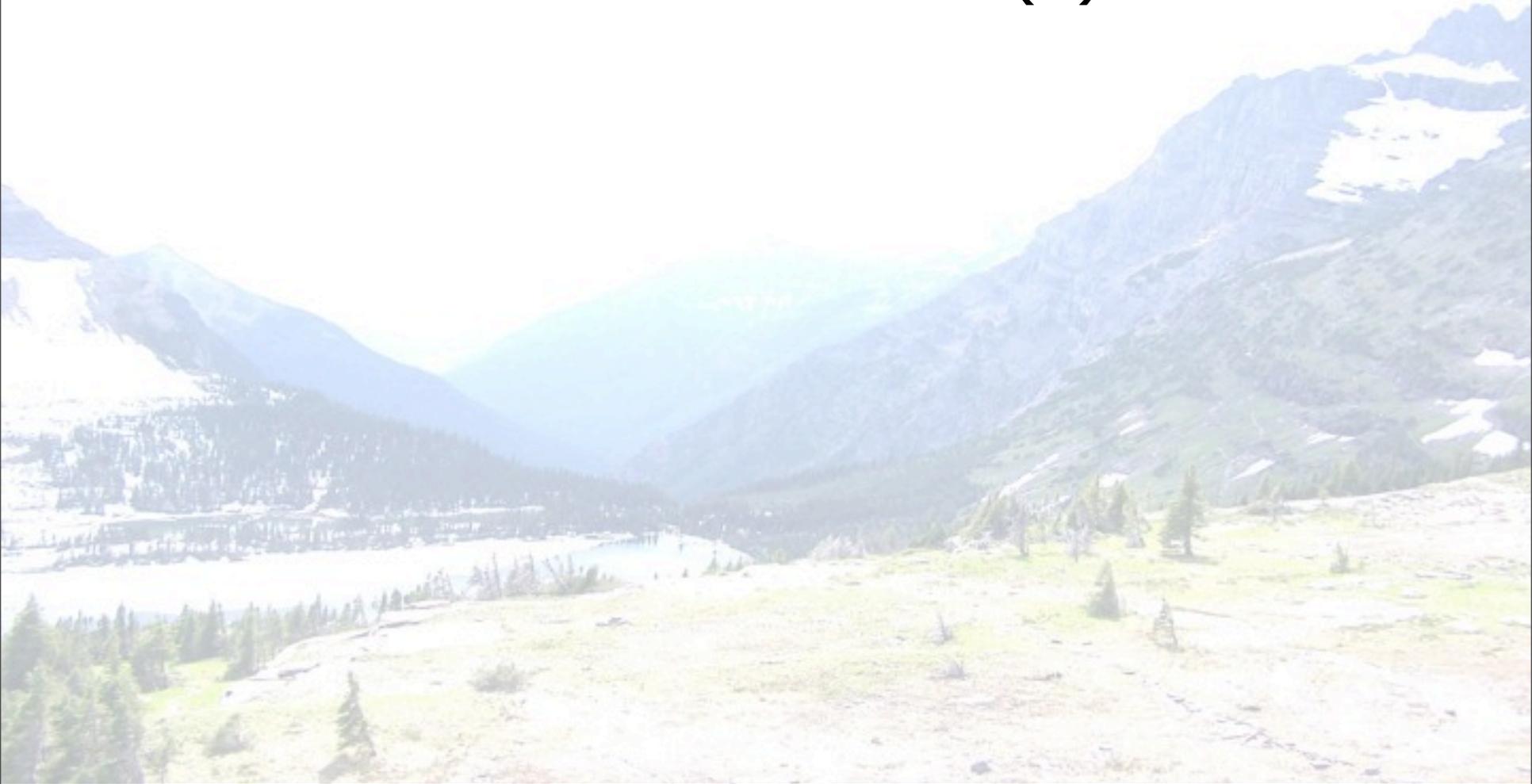


Visual Resources



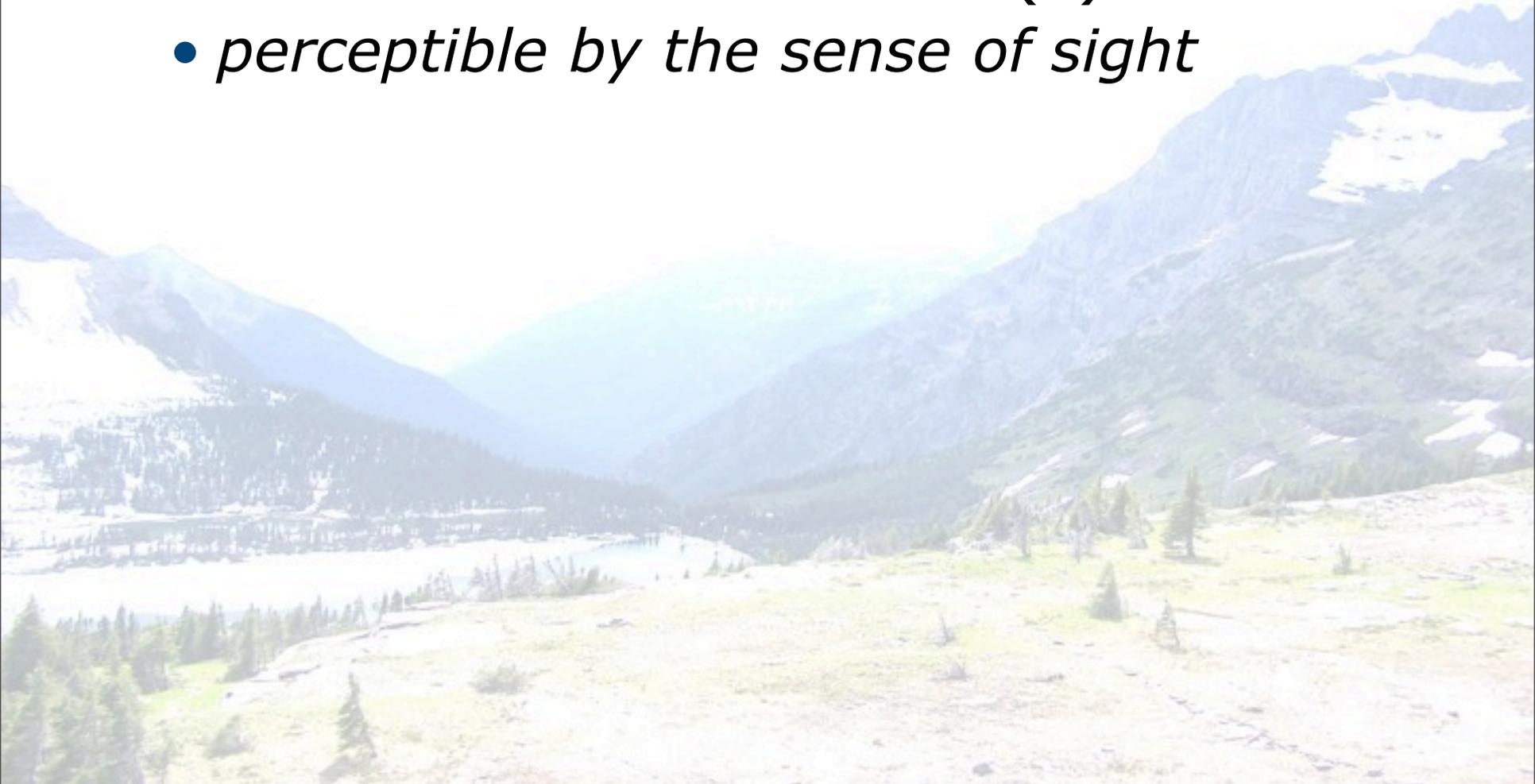
Visual Resources

- Individual visual element(s)



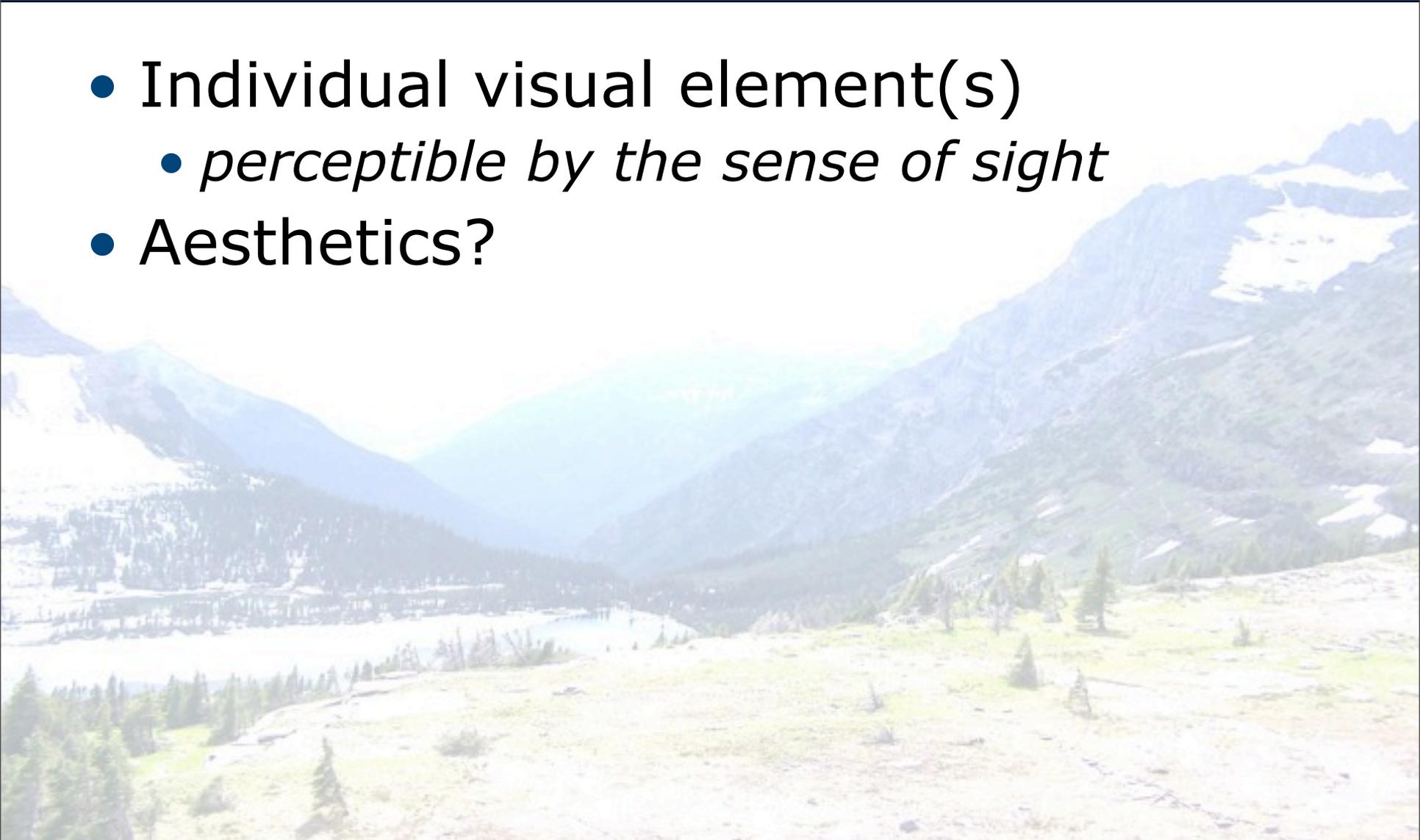
Visual Resources

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



Visual Resources

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

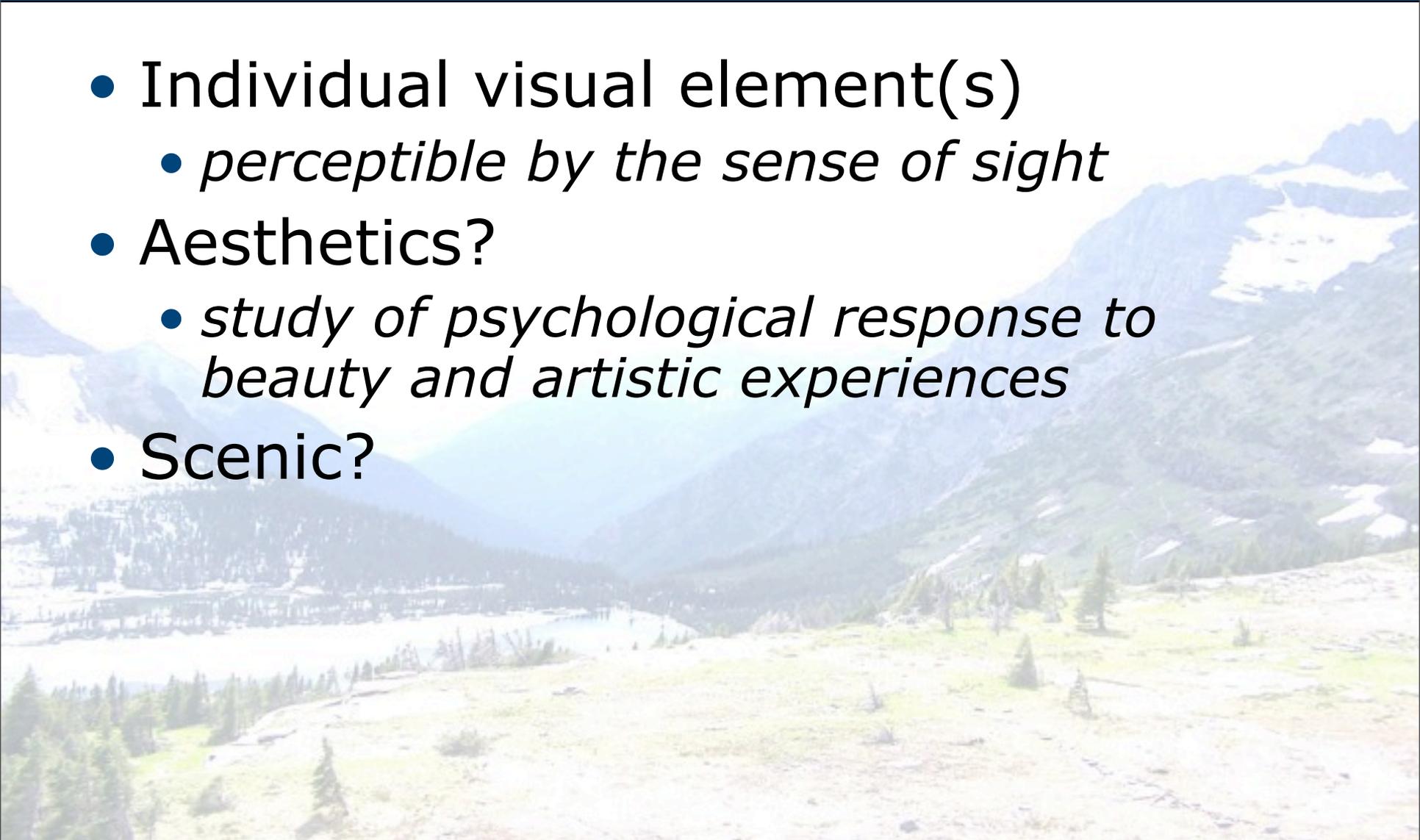


Visual Resources

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

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- Scenic?
 - *pertaining to natural scenery*

Visual Resources

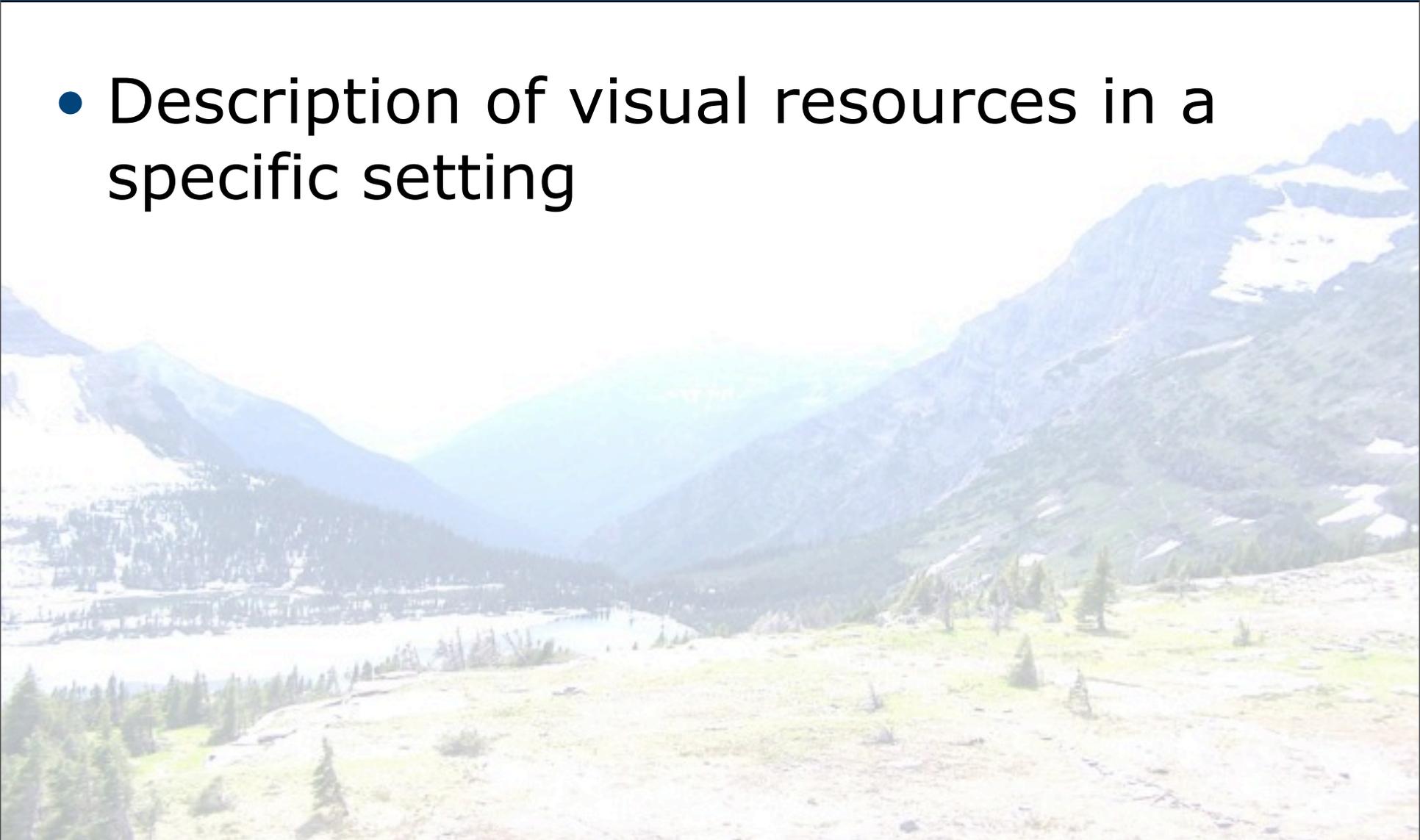
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- HUH???

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

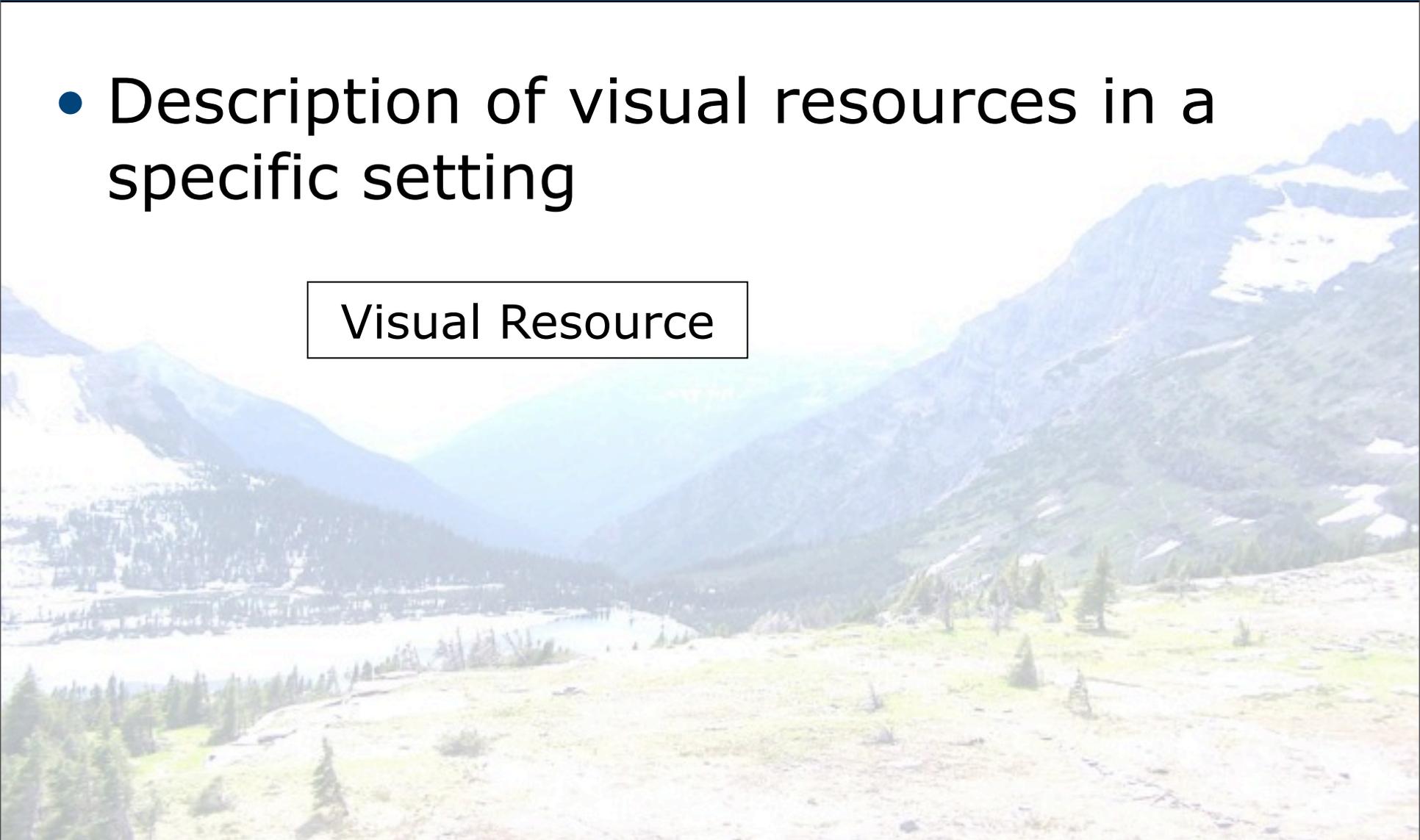
- Description of visual resources in a specific setting



Visual Character

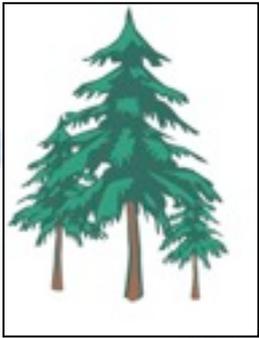
- Description of visual resources in a specific setting

Visual Resource



Visual Character

- Description of visual resources in a specific setting

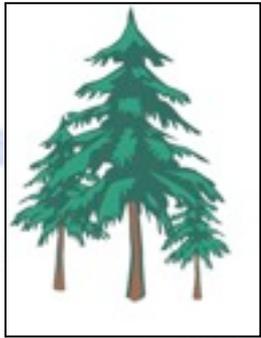


Visual Resource



Visual Character

- Description of visual resources in a specific setting

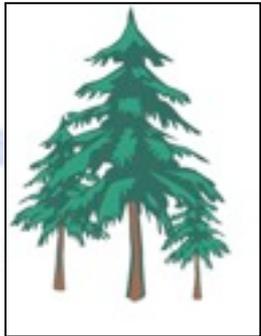


Visual Resource



Visual Character

- Description of visual resources in a specific setting



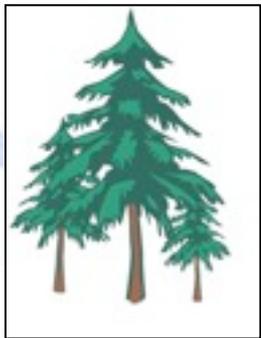
Visual Resource



Visual Character

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Visual Resource

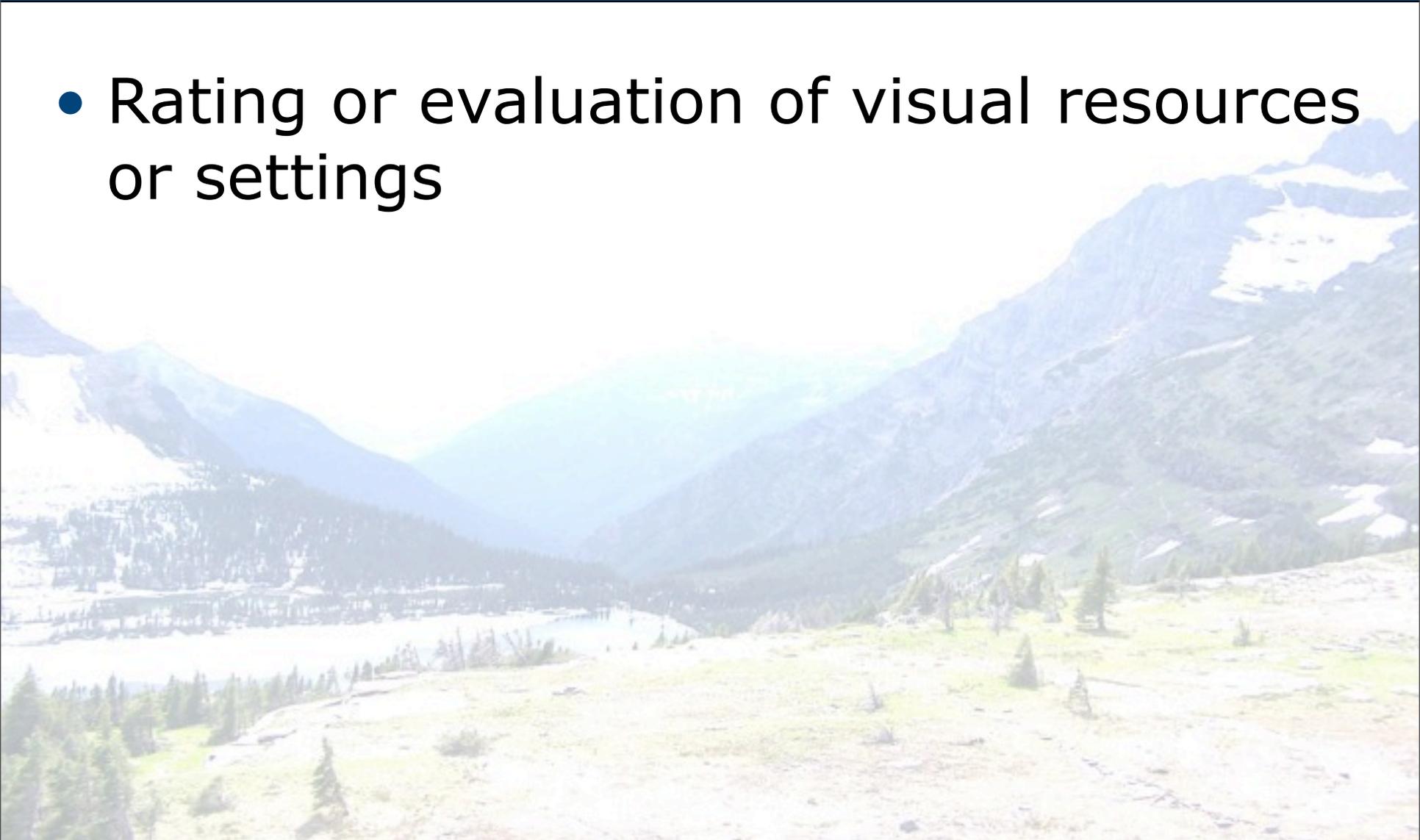


Visual Character



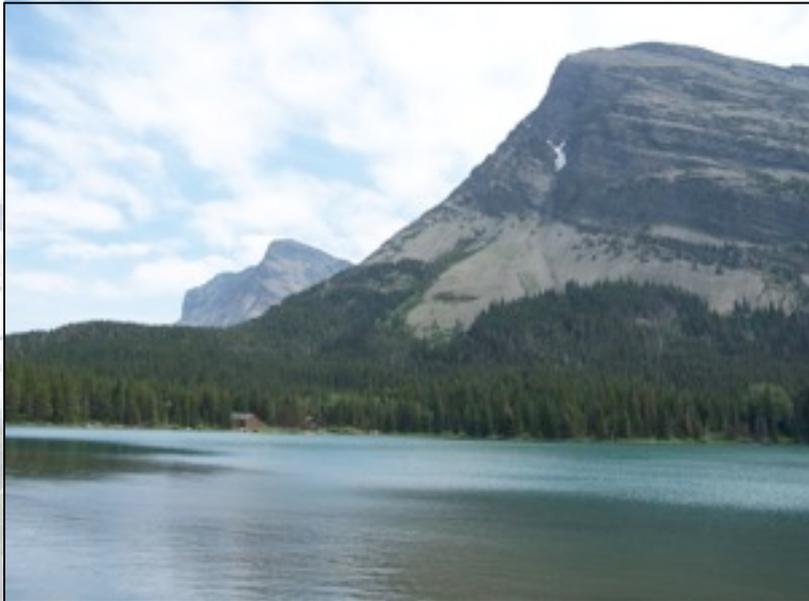
Visual Quality

- Rating or evaluation of visual resources or settings



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Visual Quality

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>

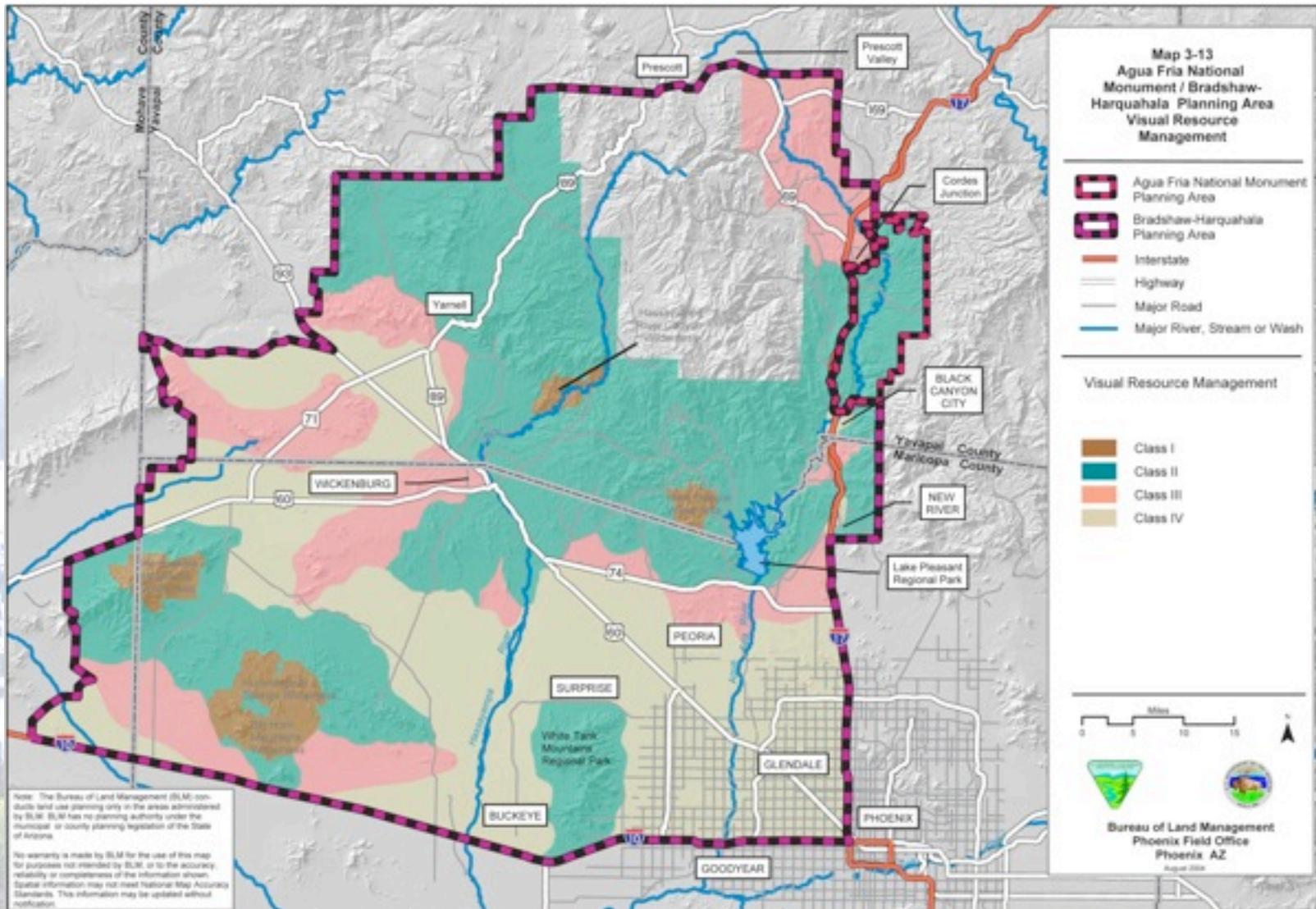


“Big Picture” analysis

- Classification Systems
- Scenic Corridors/Overlays

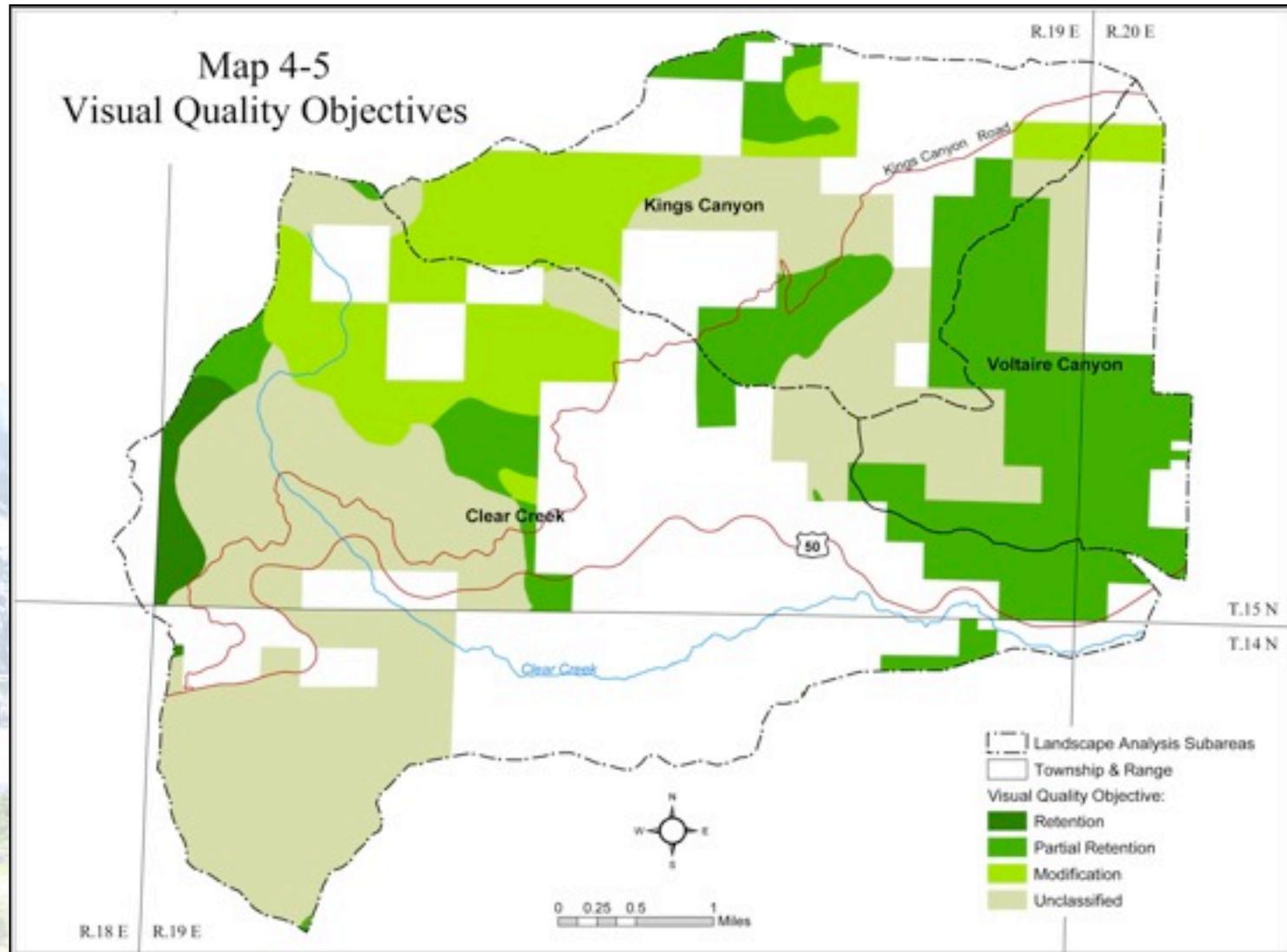


Visual Resource Management classes (BLM – Arizona)



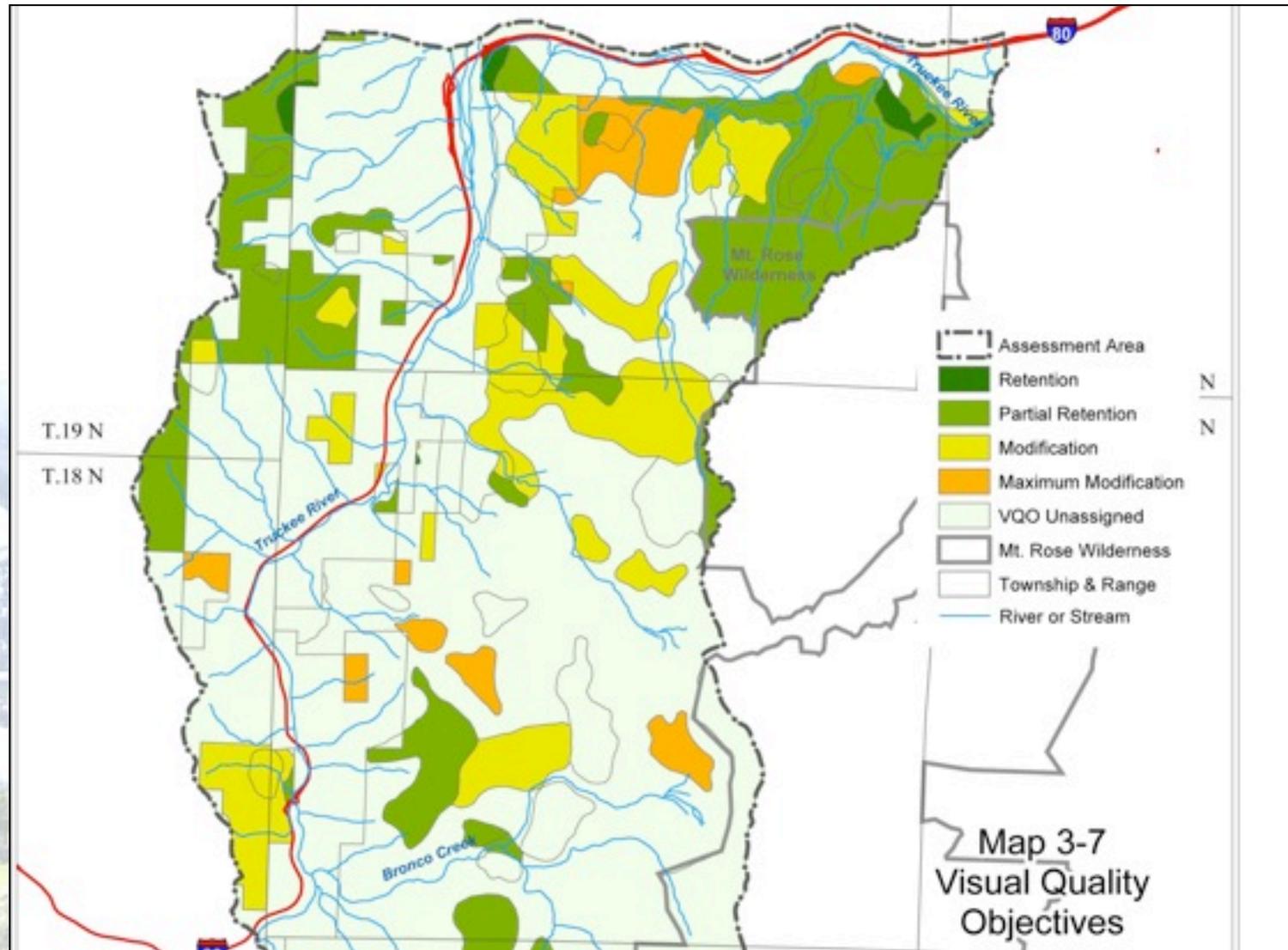
Visual Quality Objectives

(Forest Service – Humboldt-Toiyabe NF, Nevada)

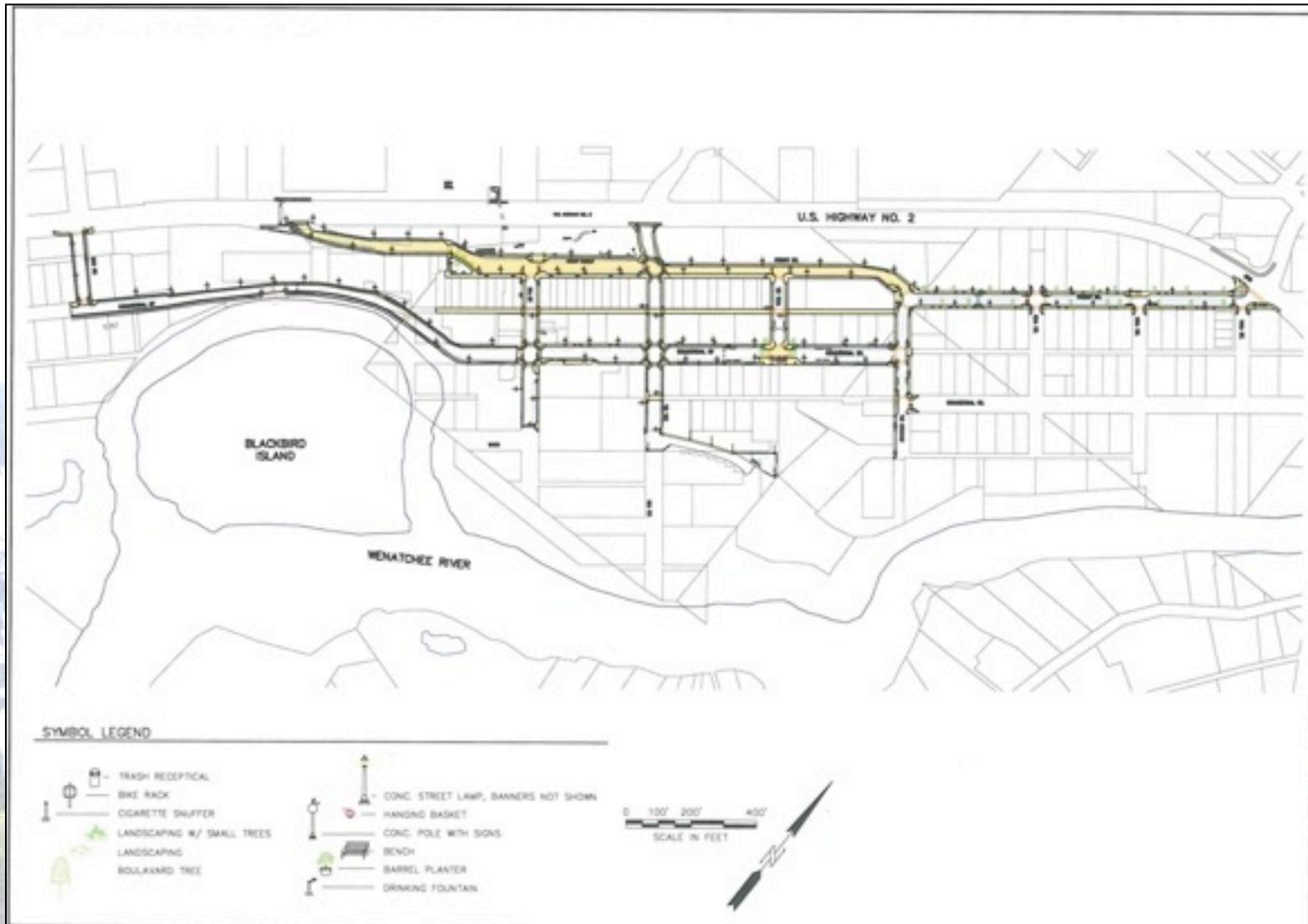


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(Forest Service – Humboldt-Toiyabe NF, Nevada)



Community Plans – Leavenworth



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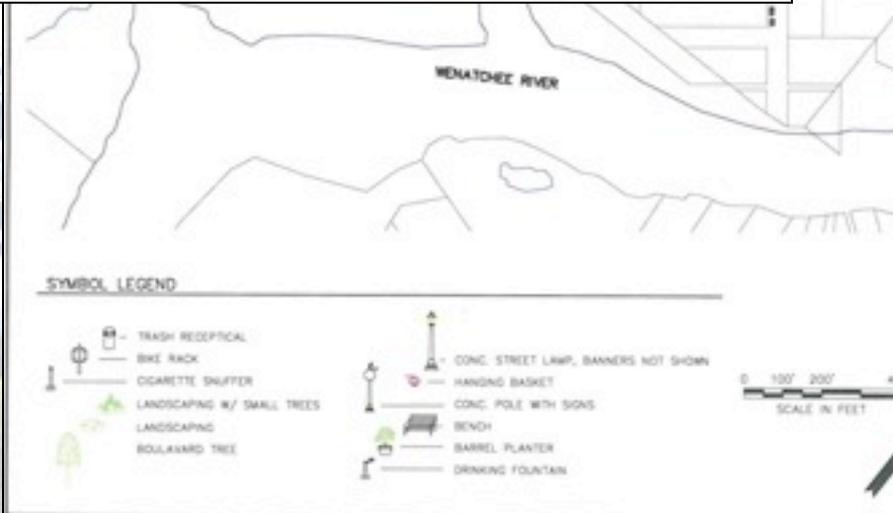
SYMBOL LEGEND

- | | |
|--|--|
|  TRASH RECEPTACLE |  CONIC STREET LAMP, BANNERS NOT SHOWN |
|  BIKE RACK |  HANGING BASKET |
|  CIGARETTE SNUFFER |  CONIC POLE WITH SIGNS |
|  LANDSCAPING W/ SMALL TREES |  BENCH |
|  LANDSCAPING |  BARREL PLANTER |
|  BOULEVARD TREE |  DRINKING FOUNTAIN |

0 100' 200' 400'
SCALE IN FEET



Community Plans – Leavenworth

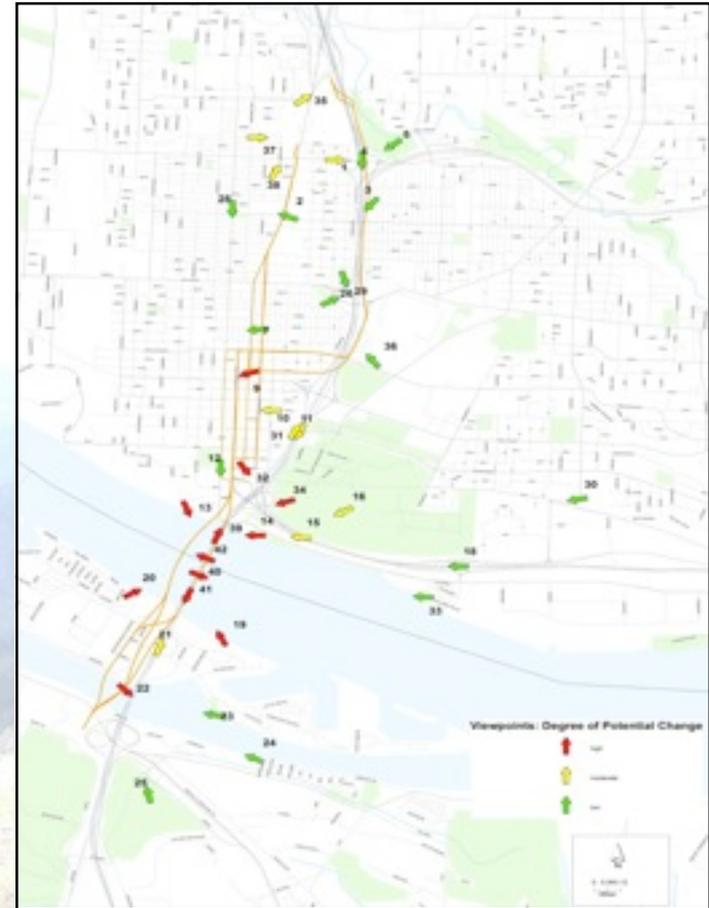


Assessment Methods

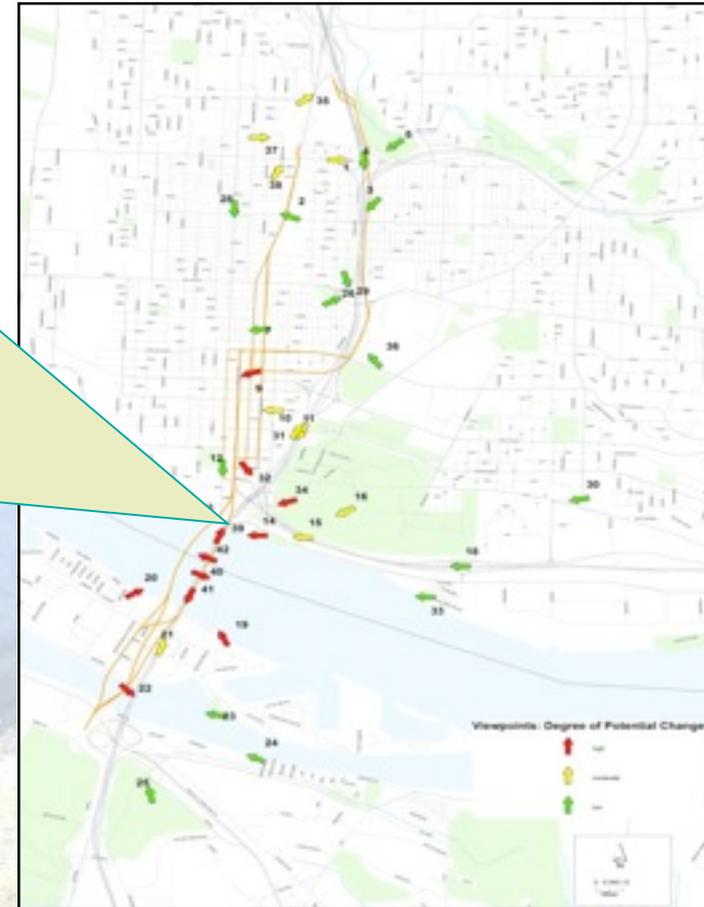
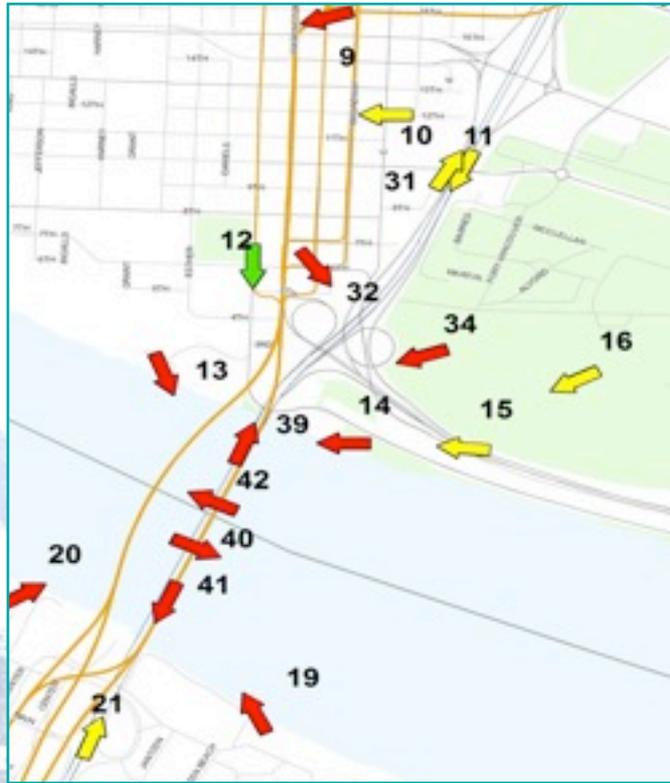
“Visual Impact Assessment for Highway Projects.” FHWA-HI-88-054.

- 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

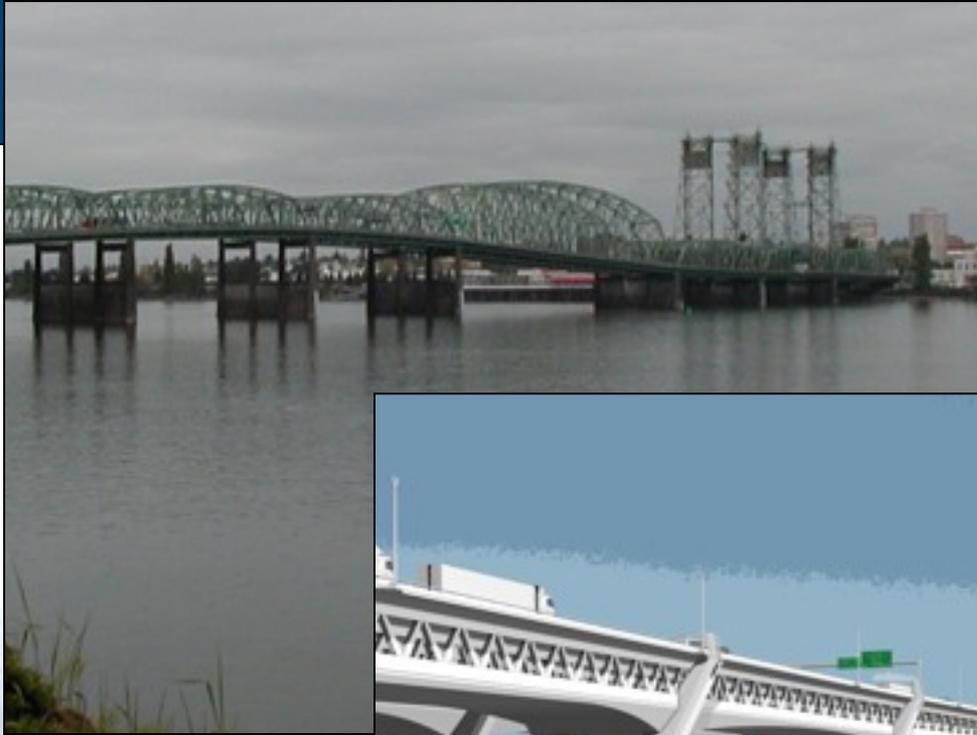


Affected Environment Potentially affected Views





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



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



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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	Vi vi dn es	Int act ne ss	Un ity
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**

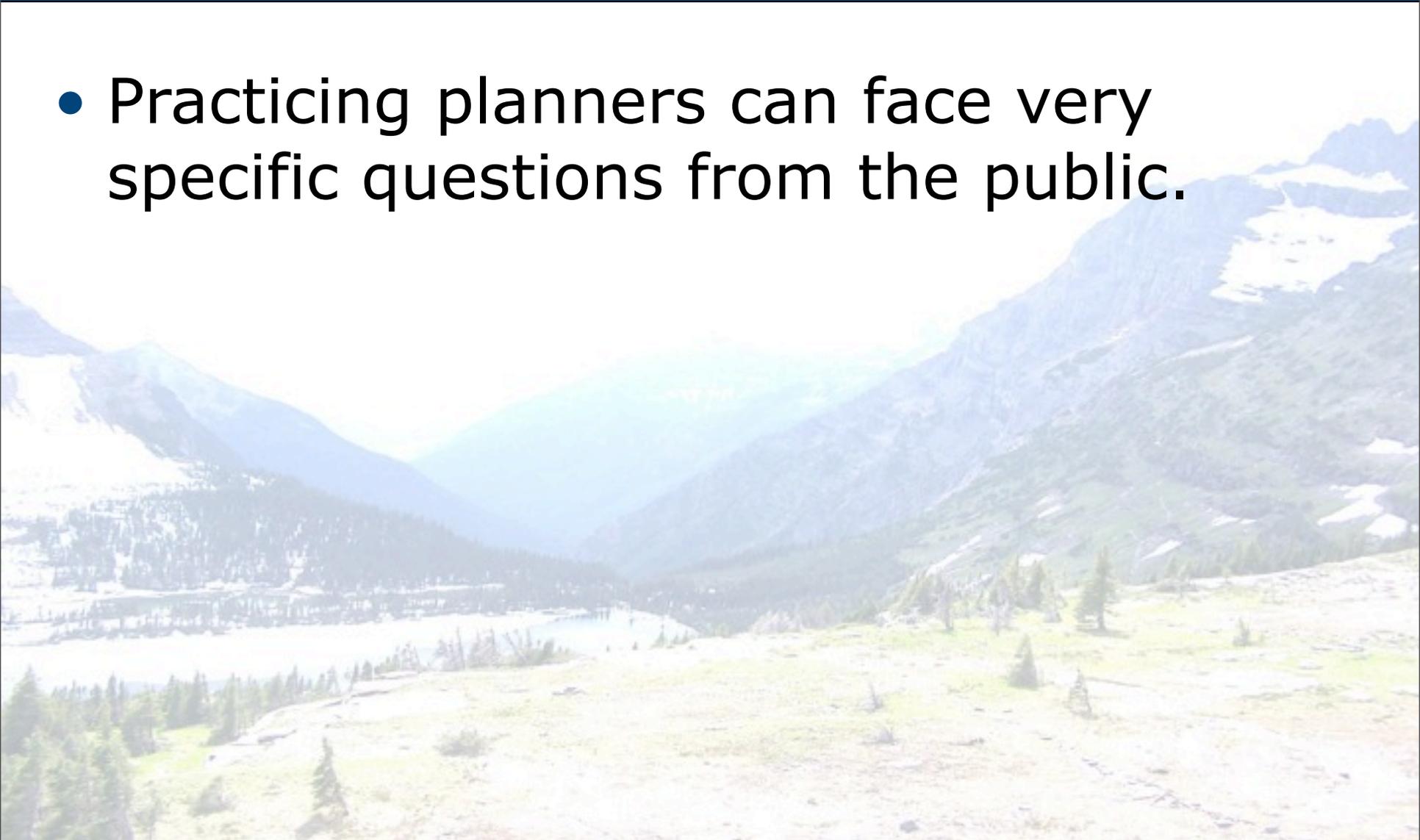
- Leica 3D laser scanner
- Collects 50,000 survey grade data points (accurate x, y, z coordinates) per second.
- Generates data collection files in upwards of 64,000,000 points in one single 8-hour day

- **Parametrix applications**

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

Methods and Tech

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Will it be compatible with existing development?

How will views be affected?

Will access to sunlight be preserved?

Methods and Tech

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Will it be compatible with existing development?

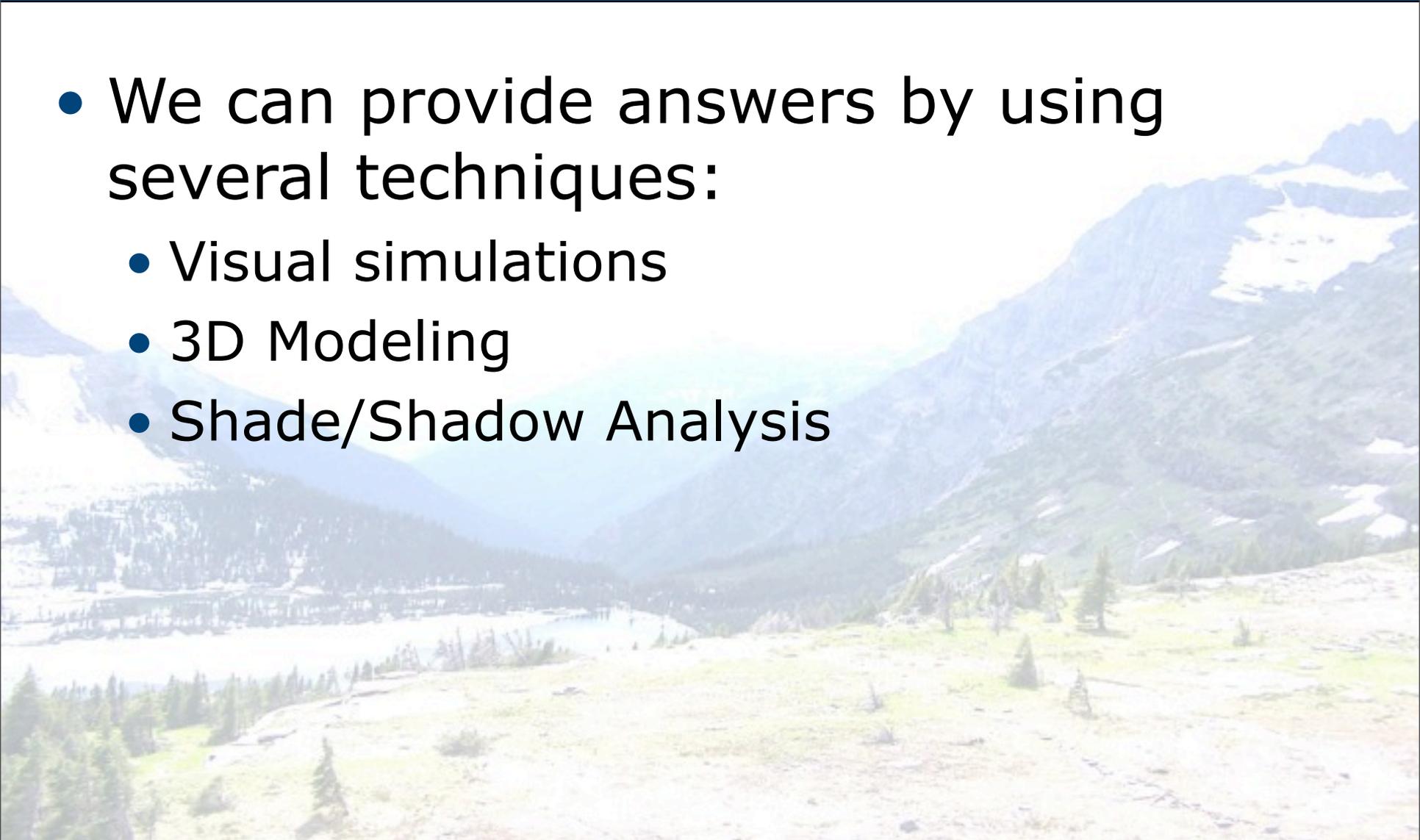
How will views be affected?

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



Thursday, December 10, 2009

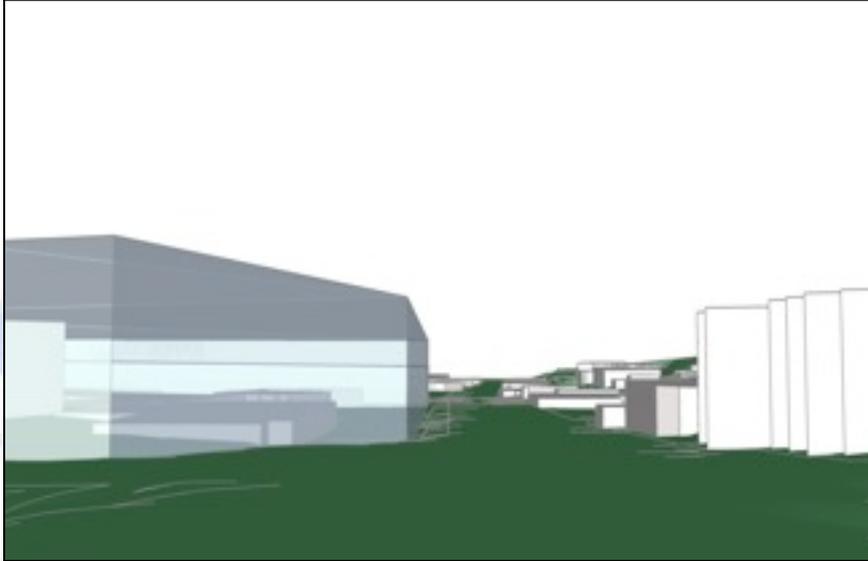
Visual Simulations



Mass Modeling

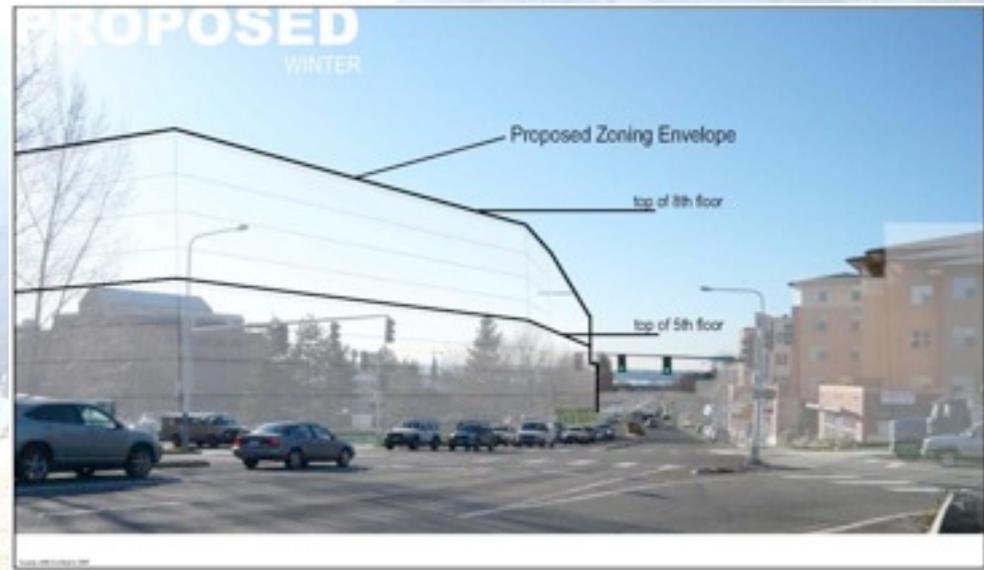
- Height and bulk can greatly affect surrounding development.
- Digital modeling allows accurate comparisons to nearby structures.
- A variety of software is available:
 - Google SketchUp
 - AutoCAD
 - Autodesk 3ds Max

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

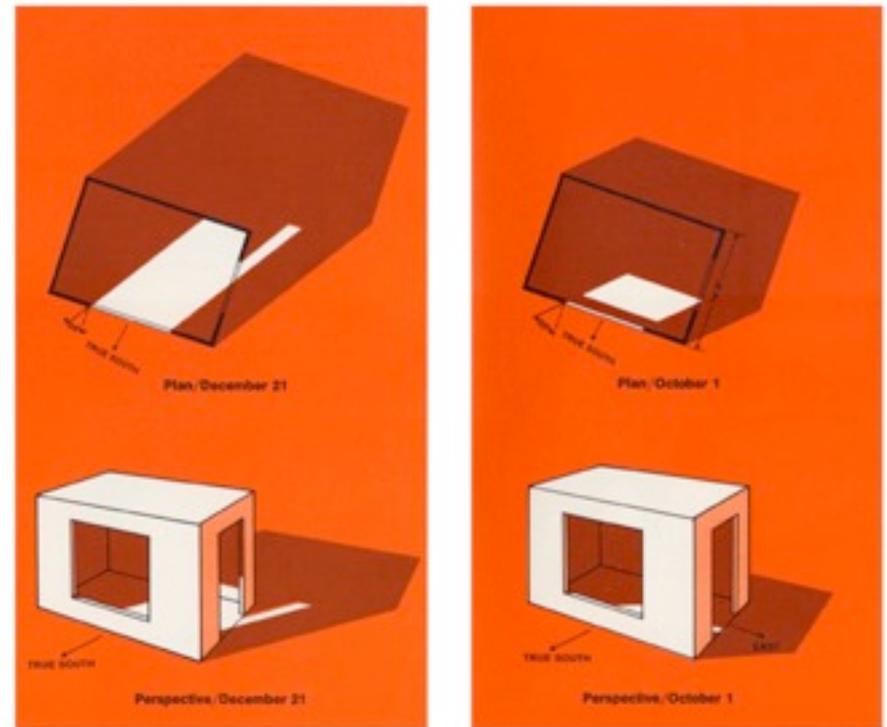
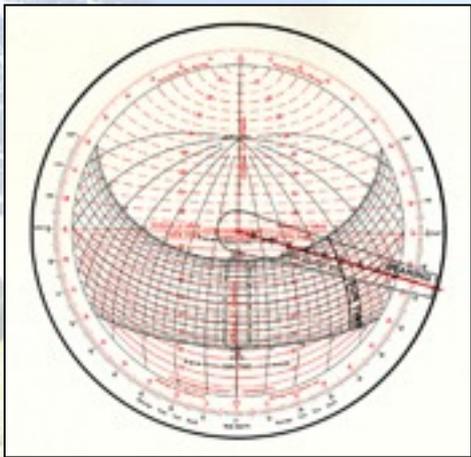
- Access to sunlight is an important factor in evaluating visual impacts.



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

