

Visualization to meet Visual Quality Effectiveness Obligations in British Columbia

for

Visualization Tools Forum

Portland Oregon, April 19, 2017

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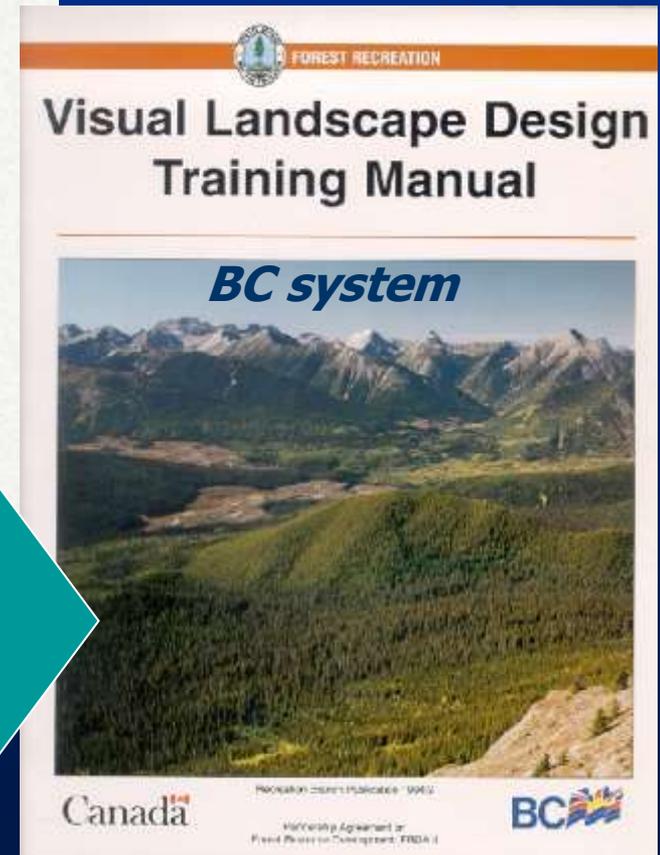
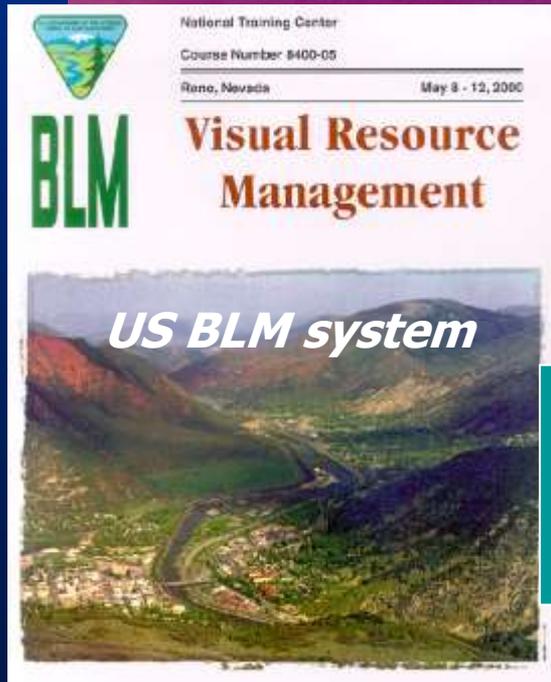
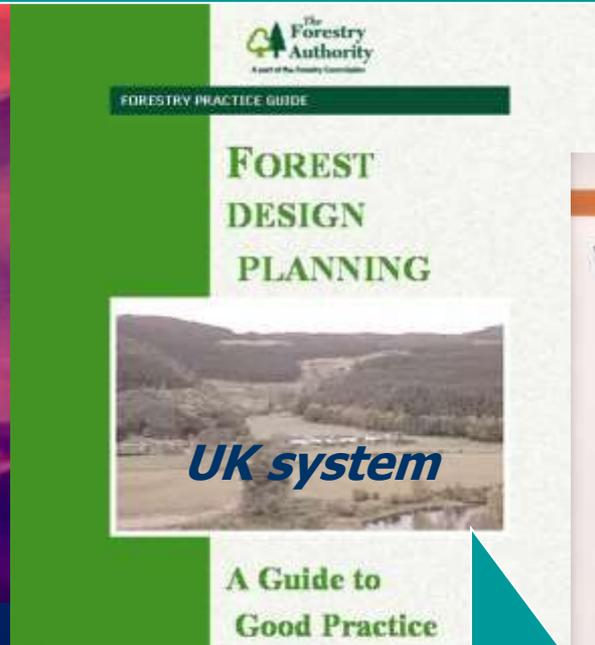
and

Adjunct Professor, Forest Resources Management

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Linkages between VRM Systems

Visual risk assessment and planning procedures are important components of major expert visual assessment processes in British Columbia and other jurisdictions:



1. Visual Landscape Inventory and recommended VQOs
2. Legally Established Visual Quality Objectives
3. Visual Impact Assessment – using visuals to meet VQOs
4. Visual Quality Effectiveness Evaluation – preharvest using visuals
5. Integrated Visual Design – long term plan using visuals to meet VQOs (full rotation)
6. Research Studies – using visuals

Visual Landscape Processes in BC

- 
- A 3D rendered landscape showing a road winding through a forested valley with hills in the background. The road is paved and has a white line on the left and a dashed yellow line on the right. The surrounding area is filled with various types of trees and vegetation, including tall evergreens and shorter, spiky plants in the foreground. The sky is overcast with grey clouds.
1. **Visual Landscape Inventory and recommended VQOs**
 2. **Legally Established Visual Quality Objectives**
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1. Visual Landscape Inventory

Established Visual Quality Objectives for British Columbia



- (1) Visual Landscape Inventory
and
- (2) Established Visual Quality Objectives

British Columbia Land Mass:
950,000 sq. km / 360,000 sq. mi.
(Alaska only US state larger)

Provincial Forest: 94%

Arable Land: 5%

Parks and other Protected Areas: 12%

Area with VQO's: 12,800 sq. km. (14% of land mass) from highways, waterways

Allowable Annual Cut:
71.6 million cubic metres (30 mfbm)

Conversions:
1 sq. km. = 0.4 sq. mi.
1 sq. km. – 100 hectares
1 ha = 2.5 ac.
1 ac = 0.4 ha

1 mfbm = 2.36 cubic metres

(Values rounded)

Green and orange areas
have VLI with VQOs

Legend

EVQO Code

EVQO Code	Total Area (hectares)
Preservation (0%)	Preservation - 222,895 ha
Retention (0-1.5%)	Retention - 1,780,098 ha
Partial Retention (1.6-7%)	Partial Retention - 6,572,048 ha
Modification (7.1-18%)	Modification - 3,696,414 ha
Maximum Modification (18.1-30+%)	Maximum Modification - 475,009 ha

0 75 150 225 300
Kilometres

1:2,00,000¹
Projection: BC Albers NAD 83

Data Sources
- Ministry of Forests and Range
- ESRI base data



Prepared by

January 17, 2011

1:2,00,000¹

Projection: BC Albers NAD 83

1:



Visual Sensitivity Unit Classification Form

- Forest District Code: _____
- Rated by: _____
- Date: _____
- Project: _____
- VSA #: _____
- VSU #: _____
- VRU #: _____
- Cross Mapsheet VSU # (optional): _____
- BCGS Map #: _____
- VSU Rating Point #: _____

VSU # _____			
VAC	BR	VC	VR
VSC _____			

Existing Visual Condition (EVC)						EVC Rationale:	
11. Scale of Existing Alteration	0% P	0-13 R	13-20 PR	20-50 M	>50 MM	>70 EM	
12. Influence of Visual Landscape Design	H	M	L	N/A			TR: 1 2 3 4 5 6 7 8 9 10
13. Influence of Site Disturbance	H	M	L	N/A			A B C D
14. Influence of Veg. Color & Texture	H	M	L	N/A			
15. EVC Final Value	P	R	PR	M	MM	EM	

EVC

Visual Absorption Capability (VAC)						VAC Rationale:	
16. Slope	H	(H)	M	(M)	L	(L)	
17. Aspect	H	(H)	M	(M)	L	(L)	
18. Surface Variation	H	(H)	M	(M)	L	(L)	
19. Rock/Soil/Vegetative Variety	H	(H)	M	(M)	L	(L)	A B C D E
20. VAC Initial Value	H	(H)	M	(M)	L	(L)	
20. VAC Final Value	H	M	L				

VAC

Biophysical Rating (BR)						BR Rationale:	
21. Slope	H	(H)	M	(M)	L	(L)	
22. Aspect	H	(H)	M	(M)	L	(L)	
23. Edge	H	(H)	M	(M)	L	(L)	TR: A B C D E F G H I J
24. Topographic Variety	H	(H)	M	(M)	L	(L)	A B C
25. Vertical Relief	H	(H)	M	(M)	L	(L)	
26. Vegetative Variety	H	(H)	M	(M)	L	(L)	A B
27. BR Initial Value	H	(H)	M	(M)	L	(L)	
27. Influence of Rock/Soil	H	M	L	N/A (H)			A B
28. Influence of Water	H	M	L	N/A (H)			A B C
29. Influence of Adjacent Scenery	H	M	L	N/A (H)			
30. BR Final Value	H	M	L				

BR

Viewing Condition (VC)						VC Rationale:	
31. Viewing Distance	H	(H)	M	(M)	L	(L)	
32. Viewing Frequency	H	(H)	M	(M)	L	(L)	VPT: S _____
33. Viewing Duration	H	(H)	M	(M)	L	(L)	A B
34. Viewing Angle	H	(H)	M	(M)	L	(L)	
35. VC Initial Value	H	(H)	M	(M)	L	(L)	
35. VC Final Value	H	M	L				

VC

Viewer Rating (VR)						VR Rationale:	
36. Number of Viewers	H	(H)	M	(M)	L	(L)	A B C D E
37. Viewer Expectations	H	(H)	M	(M)	L	(L)	A B
38. VR Initial Value	H	(H)	M	(M)	L	(L)	
38. VR Final Value	H	M	L				

VR

Visual Sensitivity Class (VSC)						VSC Rationale (reverse page)	
39. VSC Initial Value	score	VSC 1 (1)	VSC 2 (1-7)	VSC 3 (7-11)	VSC 4 (11-21)	VSC 5 (21)	
39. VSC Final Value	score	VSC 1	VSC 2	VSC 3	VSC 4	VSC 5	

VSC

Other (Optional)						Other Rationale:	
40. Years to VEG		< 5 years	5-10 years	> 10 years	N/A		
41. Visual Recovery	H	M	L	N/A			A B
42. Rehabilitation/Enhancement	RE	EH	N/A				

See other calls for VSU Rating Point Data & Factor descriptions.

10. VSU Rating Point Data:	Print:	Slide:	Digital Image	Videocassette
VSU Rating Point Number				
10.1 Viewpoint Type: rating point (V0), major (V1); minor (V2); potential (V3)				
10.2 Elevation of the VSU Rating Point (meters)				
10.3 Latitude and Longitude (UTM) Coordinates (optional)				
10.4 BCGS Map Number of VSU Rating Point				
10.5 Compass Bearing (0-360 degrees)				
10.6 Vertical Viewing Angle (0-90 degrees ±)				
10.7 Roll Number (start-end frame number)	/ /	/ /	/ /	/ /
10.8 Focal Length of Lens (mm)				

EVC			
11. Scale of Existing Alteration			
12. Influence of Vis. Landscape Design	(H/none)	(M/moderate)	(L/low)
13. Influence of Site Disturbance	(H/dominant)	(M/moderate)	(L/dominant)
14. Influence of Veg. Color & Texture	(H/strong)	(M/moderate)	(L/weak)
15. Existing Visual Condition	P - R - PR - M - MM		
VAC			
16. Slope	(H) - (H)	(M) - (M)	(L) - (L)
17. Aspect	(H) - (H) - (H)	(M) - (M)	(L) - (L) - (L)
18. Surface Variation	(H) - (H)	(M) - (M)	(L) - (L)
19. Rock/Soil/Vegetative Variety	(H) - (H)	(M) - (M)	(L) - (L)
20. Visual Absorption Capability	(H) - (H)	(M) - (M)	(L) - (L)
BR			
21. Slope	(H) - (H)	(M) - (M)	(L) - (L)
22. Aspect	(H) - (H) - (H)	(M) - (M)	(L) - (L) - (L)
23. Edge	(H) - (H)	(M) - (M)	(L) - (L)
24. Topographic Variety	(H) - (H)	(M) - (M)	(L) - (L)
25. Vertical Relief	(H) - (H)	(M) - (M)	(L) - (L)
26. Vegetative Variety	(H) - (H)	(M) - (M)	(L) - (L)
27. Influence of Rock/Soil	(H) - (H)	(M) - (M)	(L) - (L)
28. Influence of Water	(H) - (H)	(M) - (M)	(L) - (L)
29. Influence of Adjacent Scenery	(H) - (H)	(M) - (M)	(L) - (L)
30. Biophysical Rating	(H) - (H)	(M) - (M)	(L) - (L)
VR			
36. Number of Viewers	(H) - (H)	(M) - (M)	(L) - (L)
37. Viewer Expectations	(H) - (H)	(M) - (M)	(L) - (L)
38. Viewer Rating	(H) - (H)	(M) - (M)	(L) - (L)
VSC			
VSC Initial Rating	VAC, BR, VC, VR, H - M - L - I		
39. Visual Sensitivity	1 2 3 4 5		
Other (Optional)			
40. Years to VEG	< 5 yr	5-10 yr	> 10 yr
41. Visual Recovery	(H) - (H)	(M) - (M)	(L) - (L)
42. RE/EH/NA	Rehabilitation	Enhancement	NA

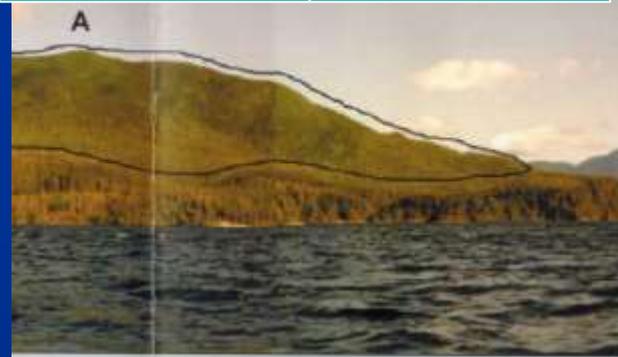
Farther Notes

1. Visual Landscape Inventory

Landform in Perspective View

Interpreting Inventory symbols

The notation or code on the map contains abbreviated information describing each unit. Units are delineated based on landforms and what is visible from different viewpoints. Each letter describes a characteristic of the unit and the final number ranks the sensitivity of the unit to alteration.



Existing visual condition (EVC):

identifies the existing level of human-made alteration on the landscapes at the time the inventory is conducted. The scale is preservation, retention, partial retention, modification, maximum modification and excessive modification. Unaltered landscapes are rated as preserved.

Visual absorption capability (VAC):

rates the relative capacity of a landscape to absorb human-made alterations and still maintain its visual integrity. The scale is high, medium and low. The higher the rating the greater the ability to absorb alteration.

Biophysical rating (BR):

identifies the degree of visual interest in the landscape and rates the level that it would attract viewer attention. The scale is high, medium and low. The higher the attraction, the more sensitive the landscape.

Viewing condition (VC):

records the conditions under which the landscape is viewed such as viewing duration and number of viewpoints. The scale is high, medium and low. The higher the rating the more you see the landscape and the more sensitive it is.

Viewer rating (VR):

measures the number of people and their expectations for visual quality. Ratings are high, medium and low. The higher the rating, the more people view the landscape and/or are more concerned.

Visual sensitivity class (VSC):

rates the sensitivity of the landscape to visual alteration based on biophysical and viewing characteristics listed above. The rating scale is 1 to 5. Class 1 is extremely sensitive to alteration and class 5 has low sensitivity to alteration.

The photographs to the right show representative landscapes and their corresponding VSC.

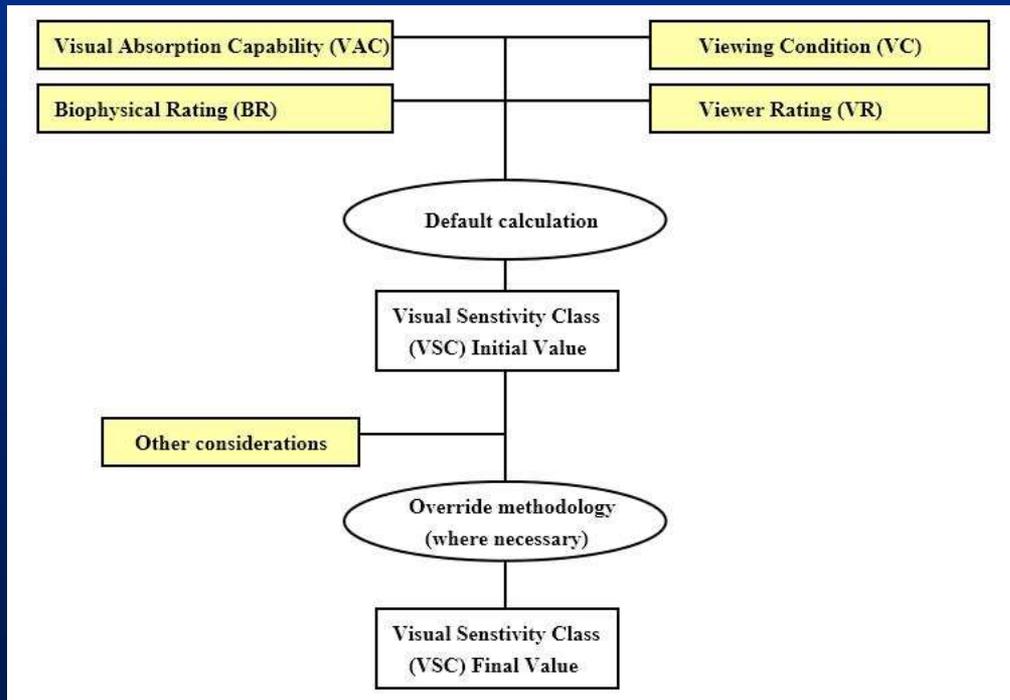
Extremely important to viewers
Very sensitive to alterations



Somewhat important to viewers
Low sensitivity to alterations

Visual Landscape Inventory Terminology Review

BR = Biophysical Rating
EVC = Existing Visual Condition
VAC = Visual Absorption Capability
VC = Viewing Condition
VQO = Visual Quality Objective
VR = Viewing Rating
VSC = Visual Sensitivity Class
VSR = Visual Sensitivity Rating



Visual Absorption Capability (VAC)

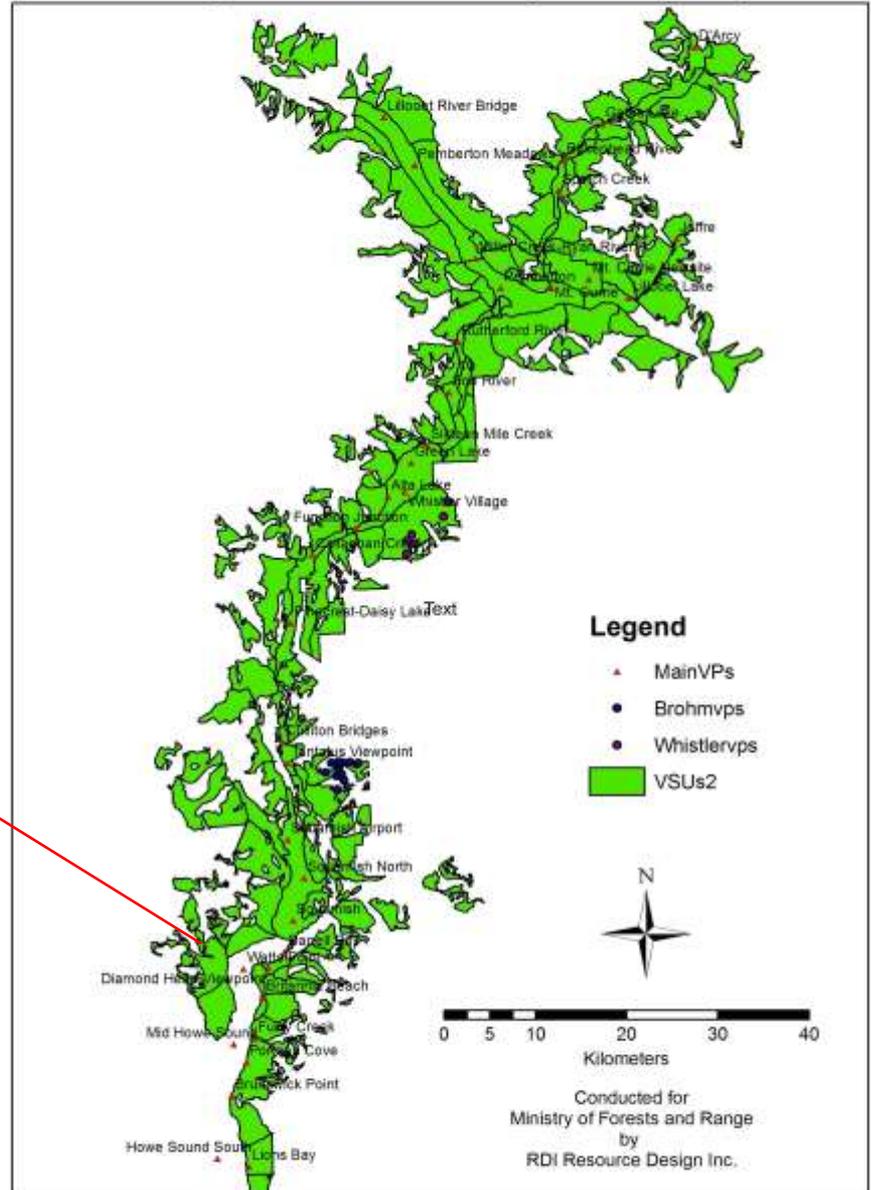


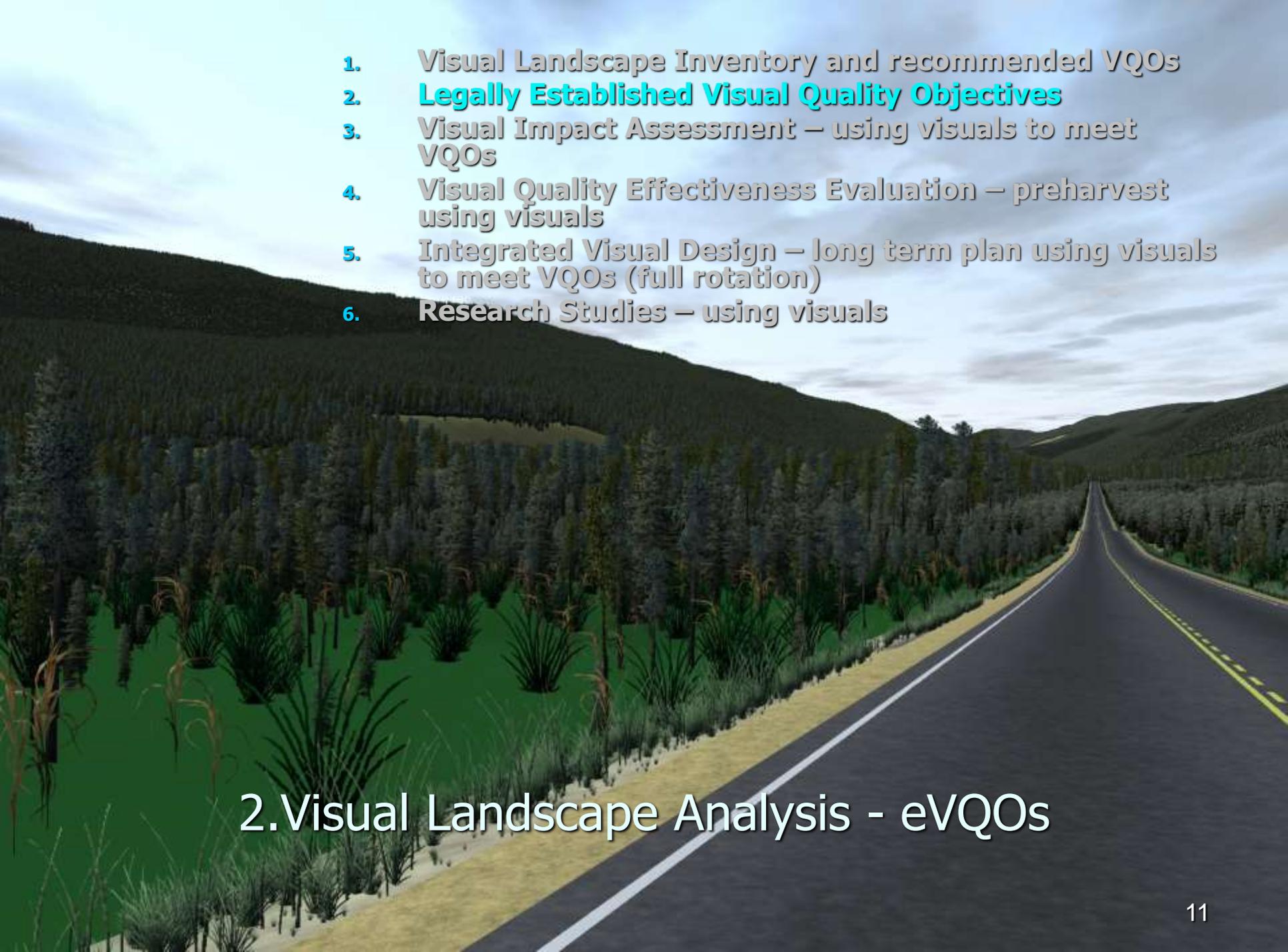
VAC is the ability of a particular landscape unit to accept visual alteration or resist visual impacts, the opposite of visual vulnerability

Sea-To-Sky Visual Landscape Inventory 2006



VAC is determined during BCMOFR's visual landscape inventory process, applied to **large** Visual Sensitivity Units as a 3-class rating: (High-Moderate-Low).



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2. Visual Landscape Analysis - eVQOs

Visual Quality - Categories of Alteration

Visual Quality Objectives are defined in Section 1.1 of the Forest Planning and Practices Regulation. Visual Quality research shows that percent alteration for clear cuts and volume/stems per hectare for partial cuts are also good predictors of visual quality if applied correctly.

Clear Cuts

Retention Harvest

Partial Cuts

Preservation: very small in scale, and not easily distinguishable from the pre-harvest landscape.

0% ground may be visible.



Retention: is difficult to see, small in scale, and natural in appearance

0 -1.5% ground may be visible.



Partial Retention: easy to see, small to medium in scale, and natural and not rectilinear or geometric in shape.

1.6 – 7% ground may be visible.



Modification: is very easy to see, and is A) large in scale and natural in its appearance, or B) small to medium in scale but with some angular characteristics.

7.1-18% ground may be visible.



Maximum Modification: is very easy to see, and is (A) very large in scale, (B) rectilinear and geometric in shape, or (C) both

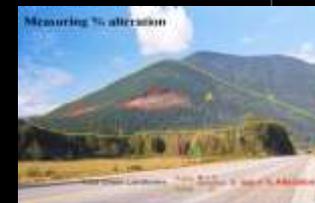
18.1-30% ground may be visible.



Percent Alteration Per VQO

Preservation	0
Retention	0 - 1.5
Partial Retention	1.6 - 7.0
Modification	7.1 - 18.0
Max Modification	18.1 - 30.0

Note: % Alteration numbers must be applied to a readily distinguishable landform. They were not derived for application against entire landscapes.



Note: The Partial Cutting table may be applied across the landscape as this measure is landform Independent.

Categories of Alteration Review

Percent Alteration of Landform (not in Act or Regulations)

Preservation: very small in scale, and not easily distinguishable from the pre-harvest landscape.

0% ground may be visible.

Retention: is difficult to see, small in scale, and natural in appearance

0 -1.5% ground may be visible.

Partial Retention: easy to see, small to medium in scale, and natural and not rectilinear or geometric in shape.

1.6 – 7% ground may be visible.

Modification: is very easy to see, and is A) large in scale and natural in its appearance, or B) small to medium in scale but with some angular characteristics.

7.1-18% ground may be visible.

Maximum Modification: is very easy to see, and is (A) very large in scale, (B) rectilinear and geometric in shape, or (C) both

18.1-30% ground may be visible.

Quite similar to BLM VRM Classes 1-5 and USDA Forest Service VMS VQOs
Except the BC method provides the numerical measure of percent alteration of the landform)

Some Legalise requiring the setting and meeting of Visual Quality Objectives (Categories of Altered Forest):

- A. Forest and Range Practices Act (FRPA) - Scenic Areas and VQOs
- B. Government Action Regulation (GAR) - Scenic Areas, and VQOs consistent with:
- C. Categories of Altered Forest prescribed in the Forest Planning and Practices Regulation (FPPR).

(See next 2 slides)

Legal Establishment and Obligations

Scenic Areas and Visual Quality Objectives are Authorized under Sec. 150.3 (1) of the Forest and Range Practices Act (FRPA) and Sec. 7 (1) and (2) of the Government Actions Regulation (GAR)

FRPA

Scenic areas and visual quality objectives

150.3 (1) The Lieutenant Governor in Council may make regulations

- (a) authorizing the minister responsible for the [Land Act](#) to designate an area of land as a scenic area,
- (b) authorizing the minister to establish visual quality objectives in relation to a scenic area,
- (c) prescribing the circumstances in which the discretion conferred in the authorization may be exercised, and
- (d) respecting scenic areas.

(2) The minister may not specify an objective referred to in subsection (1) (b) for an area unless the objective is consistent with the objectives set by government that pertain to the area.

GAR

Scenic areas and visual quality objectives

7 (1) The minister responsible for the [Land Act](#) by order may establish an area as a scenic area if satisfied that the area

- (a) is visually important based on its physical characteristics and public use, and

- (b) requires special management that has not otherwise been provided for by this regulation or another enactment.

(2) The minister responsible for the [Forest Act](#) by order may establish for a scenic area visual quality objectives that are consistent with subsection (1) and are within the categories of altered forest landscape prescribed under section 1.1 of the Forest Planning and Practices Regulation.

http://www.bclaws.ca/civix/document/id/complete/statreg/582_2004#section7

Forest Planning and Practices Regulation (FPPR)

Objectives set by government for visual quality

9.2 (1) In this section:

"**scenic area**" means an area of land established as a scenic area under the [Forest Practices Code of British Columbia Act](#) on or before October 24, 2002 and continued as a scenic area under section 180 (c) of the Act;

"**visual sensitivity class**" means a visual sensitivity class established on or before October 24, 2002, particulars of which are publicly available in the Land and Resource Data Warehouse maintained by the minister responsible for the [Land Act](#).

(2) The objective set by government in relation to visual quality for a scenic area, that

(a) was established on or before October 24, 2002, and

(b) for which there is no visual quality objective

is to ensure that the altered forest landscape for the scenic area

(c) in visual sensitivity class 1 is in either the preservation or retention category,

(d) in visual sensitivity class 2 is in either the retention or partial retention category,

(e) in visual sensitivity class 3 is in either the partial retention or modification category,

(f) in visual sensitivity class 4 is in either the partial retention or modification category, and

(g) in visual sensitivity class 5 is in either the modification or maximum modification category.

[en. B.C. Reg. 580/2004, s. 9.]

http://www.bclaws.ca/EPLibraries/bclaws_new/document/ID/freeside/14_2004#section9.2

2. Visual Landscape Analysis

Following the inventory, Visual Sensitivity Class is used to derive a recommended Visual Quality Class (rVQC)

VSC1: preservation or retention

VSC2: retention or partial retention

VSC3: partial retention or modification

VSC4: partial retention or modification

VSC5: modification or maximum modification.

Note:

The final Established VQO (eVQO) is derived in a higher level planning process or by the FLNRO District Manager

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3. Visual Impact Assessment

3. Visual Impact Assessment (VIA) Considerations:

Landform Determination
Existing Visual Condition
Visually Effective Green-up
Visual Design



Existing Alteration that exhibits Visually Effective Green-up (VEG) is exempt.

Visual Force Lines
Natural Character
Edge Treatment
Avoid Straight Lines
In-block Tree Retention
Visible Roads

VEG is the condition of reforestation and regrowth when bare ground and stumps are no longer visible and the **average viewer** can see a regenerating forest.

Existing Alteration with Poor Design
Design Techniques / Simulation
Percent Alteration Calculation
Usually Requires **3-d Visualization**



1. ASSESSING BASIC VQO DEFINITION

Describe the level of impact that the proposed alteration, in combination with any existing non-VEG alterations, will have on the landscape from each viewpoint, using one of the following terms: <i>Not visible, Not visually evident, Subordinate, Dominant, Out of scale</i>	VPT #	VPT #	VPT #	VPT #
Which basic VQO definition would the proposed alteration, in combination with any existing non-VEG alterations, meet from all the selected viewpoints and taking into account viewpoint importance, viewing distance and viewing duration? P R PR M MM				
If applicable, state reasons why the proposed alteration(s) does not achieve the basic definition of the established VQO from any of the selected viewpoints.				

2. ASSESSING VISUAL DESIGN

Have major lines of force been identified and used to develop the size and shape of the proposed operation? (If Yes, attach visual force analysis to this form.)	Yes ___ No ___
Has the proposed operation borrowed from the natural character of the landscape?	Yes ___ No ___
Have edge treatments been incorporated into the design of the proposed operation (feathered edges, irregular cutblock design, etc.)?	Yes ___ No ___
Have "islands," or patches of trees, been maintained to mitigate visual impacts and other resource management objectives?	Yes ___ No ___
Are there any existing human-made alterations visible in the unit that exhibit poor design? If Yes, describe design deficiencies below:	Yes ___ No ___
If applicable, list any additional design techniques used and/or state reasons why certain design techniques could not be employed.	

3. ASSESSING NUMERICAL DATA

Complete either the clearcut or partial-cutting section below depending on the silviculture system used.

Percent Alteration Worksheet for Clearcutting

Use photograph or computer simulation output from each viewpoint for calculations. See Appendix 8 for example of calculation.	VPT #	VPT #	VPT #	VPT #
1. Total area of landform/VSU in perspective view as seen from each viewpoint (measured in cm ²)				
2. Visible ground area of proposed alteration(s) in perspective view as seen from each viewpoint (measured in cm ²)				
3. Visible ground area of all existing alterations in non-VEG state in perspective view as seen from each viewpoint (measured in cm ²)				
4. Total % alteration of the viewshed in perspective view as seen from each viewpoint $[(\#2+\#3)/\#1] \times 100 = \#4$				
Identify for each viewpoint which VQO will be achieved based on % alteration. See Table 3 in VIA Guidebook for % alteration guidelines.				
Which VQO would the proposed alteration, in combination with any existing non-VEG alterations, meet from all the selected viewpoints based on percent alteration only? P R PR M MM or Other				

Partial-cutting Evaluation

What percent volume or stems retention is proposed?	%Volume Remaining	% Stems Remaining
Which VQO would the proposed alteration, in combination with any existing non-VEG alterations, meet from all the selected viewpoints based on volume or stems remaining? See Table 4 in VIA Guidebook for partial-cutting guidelines.		
P R PR M MM		

VIA SUMMARY

Does the proposal, in combination with any existing non-VEG alterations, achieve the basic definition for the established VQO?	Yes ___ No ___
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FLNRO Working Definition of Landform: a distinct topographic feature that is 3-dimensional in form and is generally defined by ridges, drainage channels, valleys, shorelines and skylines.

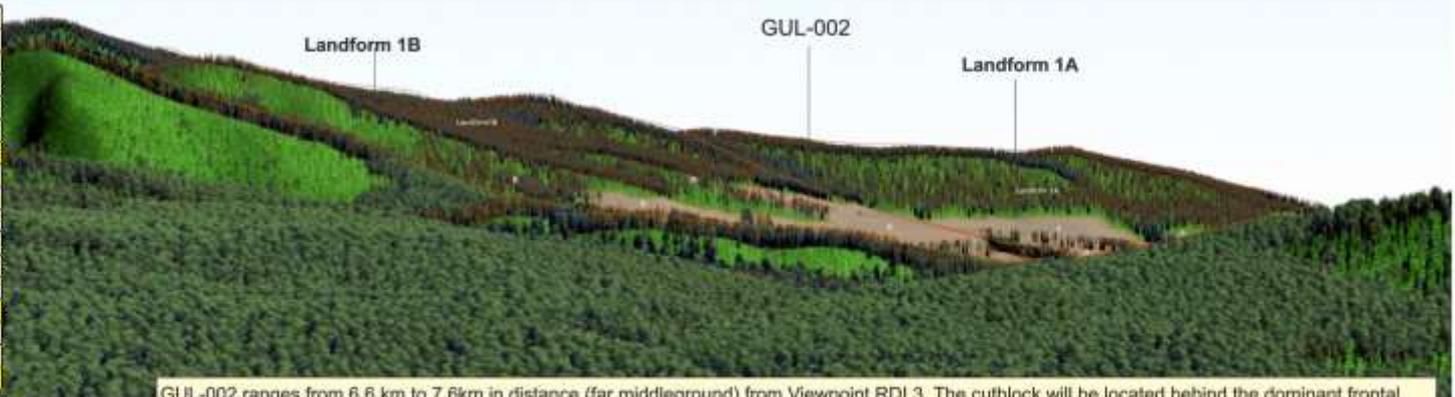
RDI interpretation: a piece of 3-dimensional terrain distinguished from its neighbours by major draws, major skyline breaks and intervening non-visible land (if any).



Prepared by Interfor, Sept. 15, 2017

Sample VIA prepared for Interfor Corp. 2017

Percent Alteration Viewpoint RDI 3		
Name_1	AREA	% Alt
Landform 1A	75959.85	
A	6286.19	8.28%
A	465.40	0.61%
A	113.45	0.15%
Sum Alt 1A	6865.03	9.04%
Landform1B	146429.92	
B	3717.16	2.54%
B	9099.19	6.21%
B	81.84	0.06%
B	22.74	0.02%
Sum Alt 1B	12920.92	8.82%
Total Combined	222389.77	
	19785.95	8.90%



Original Percent Alteration

GUL-002 ranges from 6.6 km to 7.6km in distance (far middleground) from Viewpoint RDI 3. The cutblock will be located behind the dominant frontal landforms along the lakeshore which are designated as Sutherland River Provincial Park.

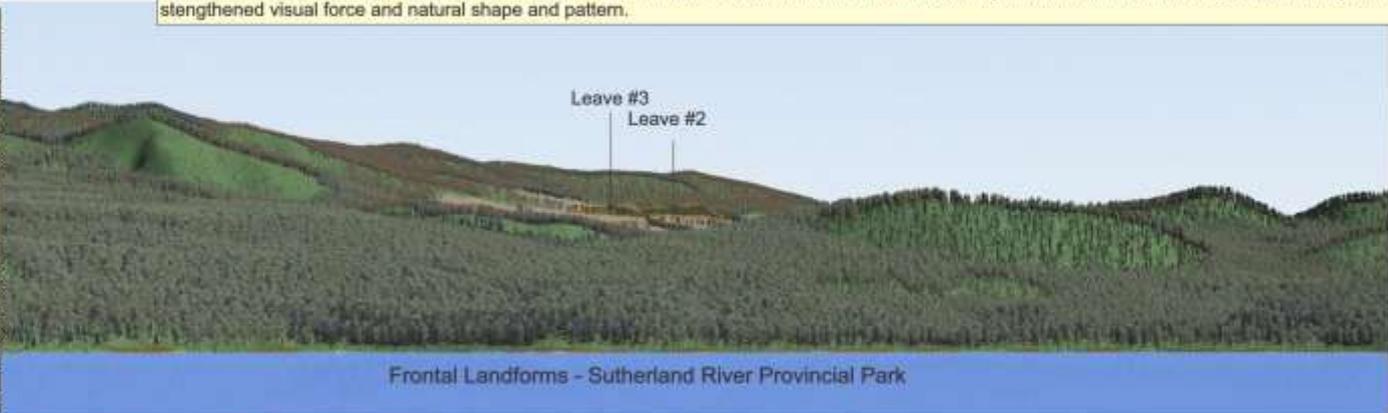
This view offers a glimpse of both Landform 1A and Landform 1B. Together, their viewing width is 20 degrees, with GUL-002 a width of 6 1/2 degrees.

The original Percent alteration was 9.04% for Landform 1A and 8.82% for Landform 1B. The combined effect was 8.9%. The layout has a good location away from the skyline, and has good compatibility with the visual forces in the landforms.

This viewpoint offers a view of Landform 1B and a portion of Landform 1A together and the combined coverage is broader (20 degrees) than from 4-Mile Shore Viewpoint (11 degrees).

RDI designed extra leave patches - Leave #2 in 1A and #3 in 1B are visible, as shown below. Leave #2 is an upper corner of the block, reducing Landform 1A 2.80%. Leave 3 in Landform 1B follows below the mid road, reducing Landform 1B to 7.06%. The patch in Landform 1B may require a road extension below the patch. The combined effect is to reduce Percent Alteration to 5.6%, easily within Partial Retention VQC, particularly with strengthened visual force and natural shape and pattern.

Percent Alteration Viewpoint RDI3		
Name_1	AREA	% Alt
Landform1B	146429.92	
B4	3717.16	2.54%
B1	6510.52	4.45%
B2	81.84	0.06%
B3	22.74	0.02%
Sum Alt 1B	10332.26	7.06%
Landform 1A	75959.85	
A2	465.40	0.61%
A3	113.45	0.15%
A1	1475.86	1.94%
A4	75.01	0.10%
Sum Alt 1A	2129.72	2.80%
Landform 1A+1B	222389.77	
Sum Alt 1A+1B	12461.98	5.60%



Frontal Landforms - Sutherland River Provincial Park

RDI3 Final Percent Alteration with RDI Leave

Viewpoint RDI 3 Percent Alteration Original Layout and with Final RDI Leave

Analysis by Landform

3.82% alteration in Landform 1 (meets Partial Retention)

A landform is defined as

Sample VIA prepared by RDI for Interfor Corp. 2017



Photo by RDI 2016 slightly to left of Vb1, obscuring L2 and L3.

This "worst-case / best-opportunity" viewpoint is located on the southeast side of Van Bay near the log-dump operation (not a travel route). The locations of VAN53 and VAN52A are seen together, medium in size, and are low and to one side of the central bold landform. The small pockets of VAN86 are strung along the bottom of the dominant, highly complex and scenic landform. VAN57, VAN 63 and VAN83A are located on the side-slopes behind Landform 1 on Landform 2 which extends back to the knoll of Landform 3. The key focal point is beyond Landform 3 towards Mount Churchill. The percent alteration in both landforms 1 and 2 is within the VQC of Partial Retention.

The array of irregular-shaped openings are small to medium in themselves and overall in each landform, responding well to lines of force and to the strongly angular peaks. As well, the larger (medium-sized) openings respond to the large rock faces in shape and scale (obscured in the photo). Roads are very subordinate where seen at all. The general visual condition in the bay is that of "active" forest management. No design intervention was considered necessary by RDI in order to meet the VQC, but look for opportunities for retention of residuals in VAN52 if any. Additional cutblocks VAN22, VAN22A, VAN 22B and VAN C1B are seen in the distance as very small, well-shaped openings.

NAME	AREA2	%AR
31	1213605.48	
VAN86-2	8188.36	0.32%
VAN86-2	846.11	0.07%
VAN86-3	3350.65	0.28%
VAN86-4	696.66	0.06%
VAN86-5	2601.00	0.21%
VAN86-6	1742.34	0.14%
VAN86-7	1189.90	0.10%
VAN86-8	36.95	0.00%
VAN86-9	59.67	0.00%
VAN86-10	181.80	0.02%
VAN22	23028.14	0.21%
VAN22A	7034.57	0.58%
Sum ALL	44484.62	0.43%
32	89586.35	
VAN83A	174.61	0.00%
VAN61	1851.78	0.07%
VAN67	1054.15	0.27%
Sum ALL	4296.87	0.31%

Full forest simulation identifies shapes, roads, old harvesting and existing forest with heights and other data derived from ArcMap shape files

Bare-ground simulation exposes landform structure

New alteration simulation outlined using ArcMap for Percent Alteration calculation

Photo verifies simulation and existing conditions

Examples of Simulations



Interfor Corp. Data and Simulation revealing age classes,
roads, nonVEG, VEG, proposed alteration.



Powerhouse – 3-D model imported into VNS by RDI for Run-of-River Power Project

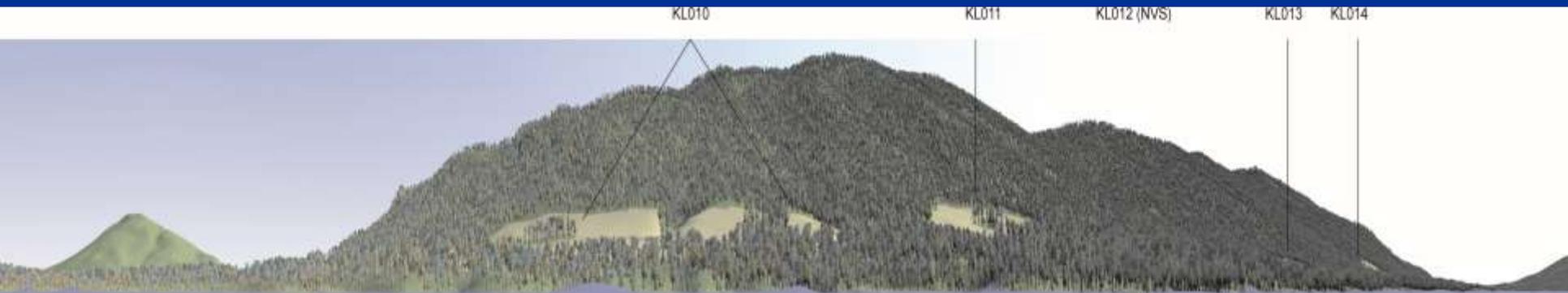
LiDAR in ArcScene:
Light Detection And Ranging (sometimes Light Imaging, Detection, And Ranging)
For comparison with VNS (next slide)

PR
6701



Lidar Tree Heights Precise but no “see-through”

Visual Nature Studio Rendering – RDI
with some “see-through” – to compare with LiDAR (previous slide)



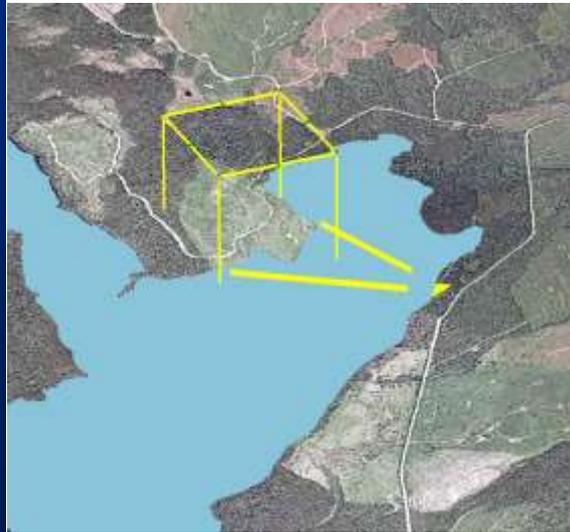
VP5 - 40 DEG FOV- 48 mm lens Simulation (c)



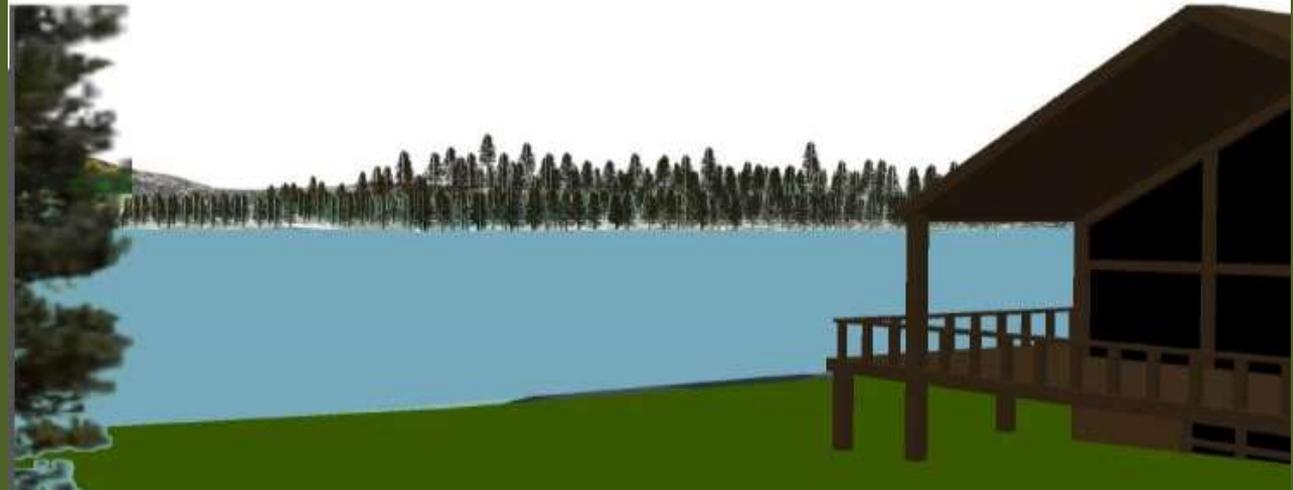
Almanac Consulting

A student initiative

Visual Quality Assessment of
Kloch
Lake Recreation Site and Cabin



Current cabin view facing cut block

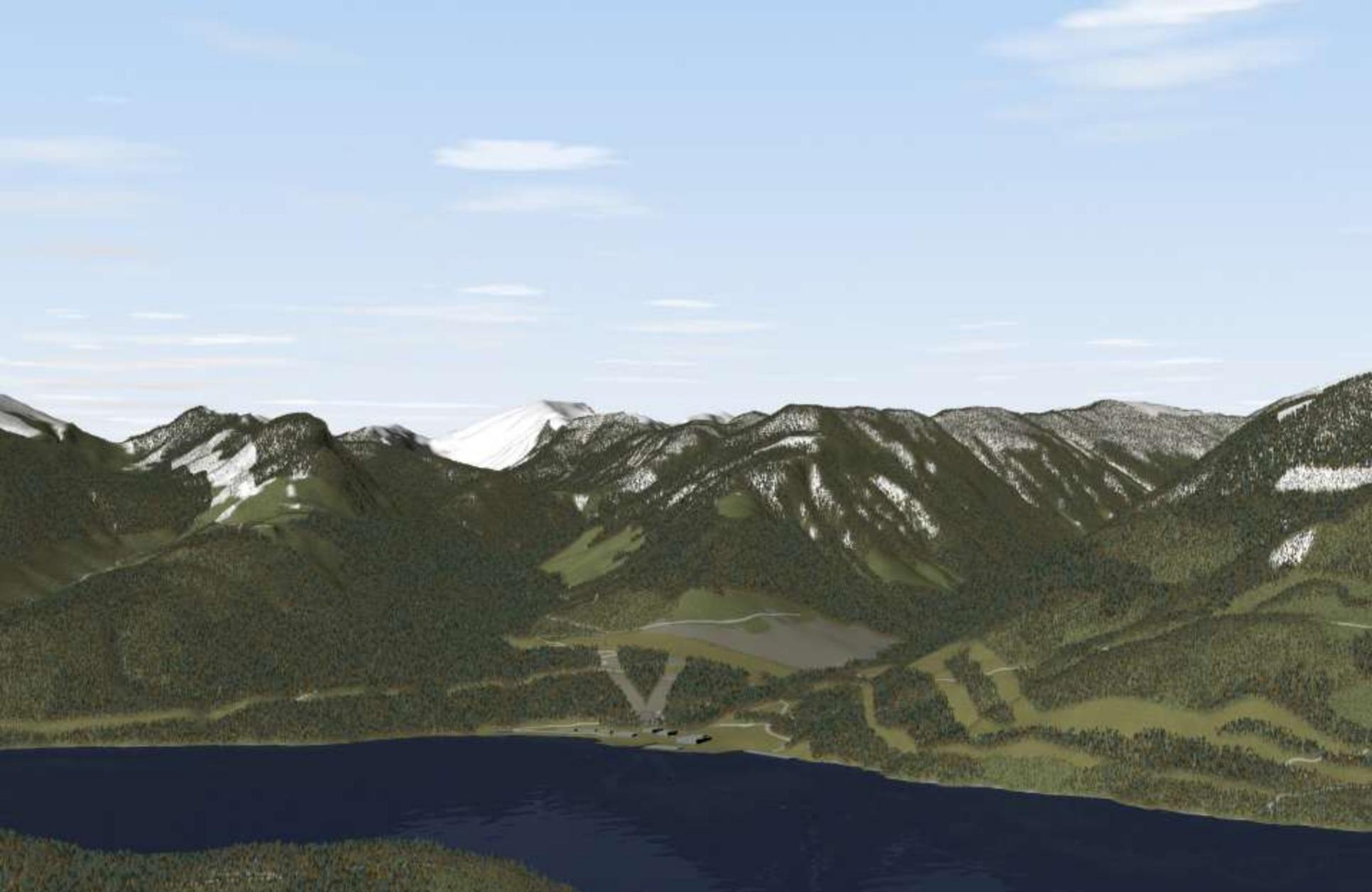


Potential future view in a no harvest/retention scenario

Example of Application of ArcScene with Tree Cover over Draped Ortho-photo
(FRST 424 Student Project)



Simulation of Proposed Woodfibre LNG Facility single full 3-D Model
in Photo to compare with VNS next slide – alternate viewpoint
assessment difficult and expensive
Source: AMEC 2016



Simulation of Proposed Woodfibre LNG Facility Using VNS by RDI for AMEC 2016 – simple buildings assigned to design footprints. Multiple viewpoints quick and easy compared to single fixed model (previous page).



Transmission line model .dxf in ortho imagery. Produced for Northwest Cascade Power by RDI



Transmission line model .dxf in VNS.
Produced for Northwest Cascade Power by BDI

- 
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 6. Research Studies – using visuals

4. Visual Quality Effectiveness – Pre-Post Harvest



4. Forest and Range Evaluation Program – Visual Quality Monitoring

Have objectives been met?

How are views in scenic areas being effectively managed?

How are visual quality objectives being effectively managed?

Can raise or lower adjusted percent alteration to determine if Effectiveness is met, partly met, or not met (see form on next slide).

A similar form is used by Natural Resource Officers of the Compliance and Enforcement Branch to investigate possible failures to meet the prescribed Visual Quality Objectives. The Officers have the authority to enforce a broad range of environmental and natural resource laws and administer administrative remedies.

Used also to inform pre-harvest assessment by RDI (a level playing field).

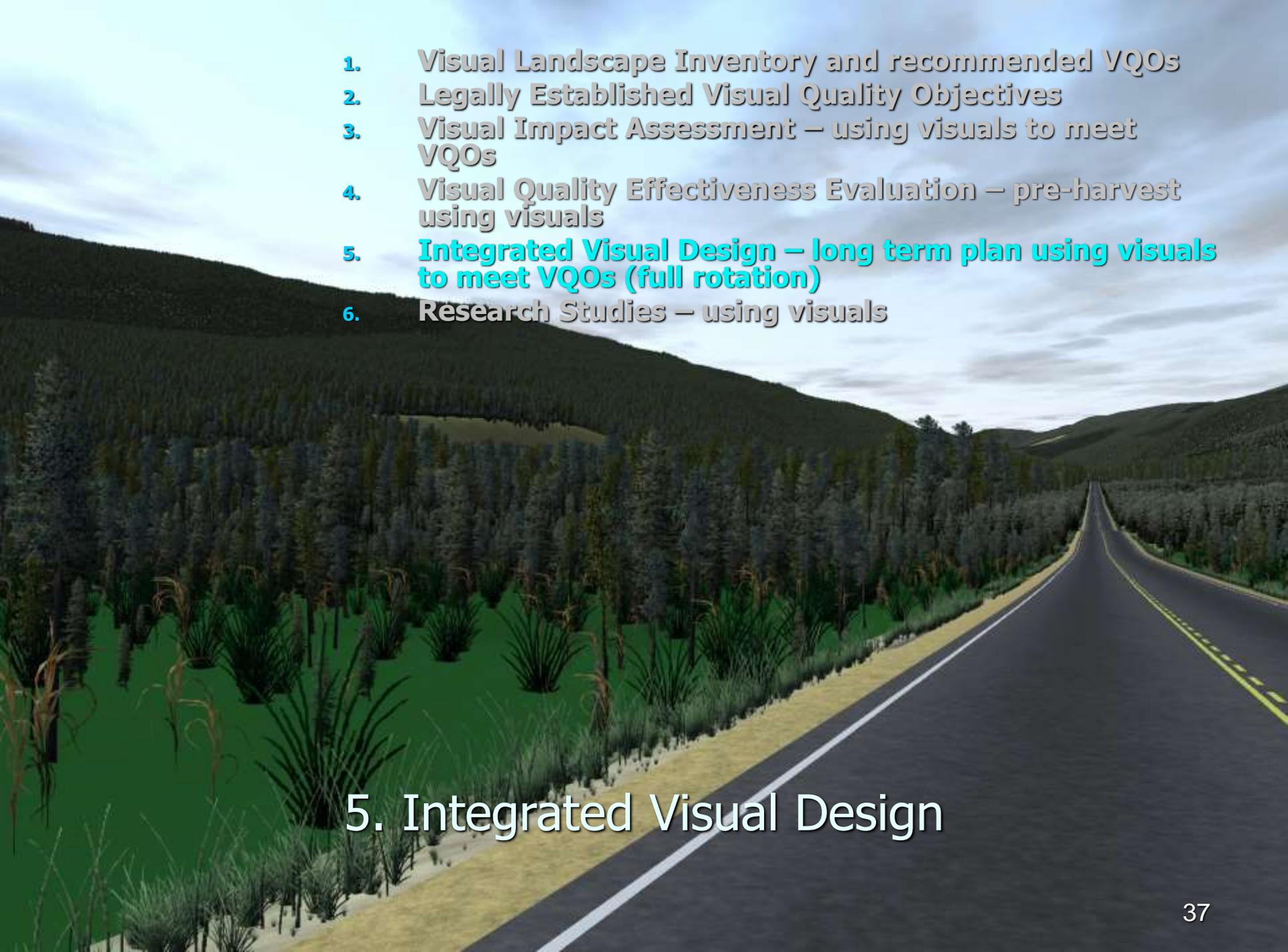
<http://www2.gov.bc.ca/gov/content/industry/forestry/managing-our-forest-resources/integrated-resource-monitoring/forest-range-evaluation-program/frep-monitoring-protocols/visual-quality>

2.1.2 Site Information (Office)		
Forest District _____	Sample Code _____	
Licence _____	Date of Field Evaluation <u>MON 2008/04/15</u>	
Licence No. _____ CP No. _____	Block _____	
General Location _____	Results Opening ID _____	
2.1.3 VUJ Information (Office)		
Date of Update <u>10/03/08</u> VQC _____	Established VQC _____	
Playgon No. _____ VSC _____	Date of Establishment <u>15/04/01</u>	
EVC _____	Recommended VQC _____	
Source Document _____		
2.2.1 Viewpoint (Field)		
Viewpoint No. _____	GPS Latitude _____	Viewing Direction _____
GPS Longitude _____	Elevation (m) _____	Viewing Distance _____
2.2.2 Photography (Field)		
Roll No. _____ ID No. _____	Viewpoint Importance (1-5) _____	Field of View Width (degrees) _____
Digital Photo ID No. _____	Viewpoint Description _____	Field of View Height (degrees) _____
2.2.3 Assess Basic VQC (Field)		
Alterations meet with Basic VQC definition? Circle where in the range for that VQC. Notes: _____		
Basic VQC: <u>P</u> <u>R</u> <u>M</u> <u>MM</u>		
2.2.4 Design Observations (Field)		
Design Elements: <u>G (-1)</u> <u>M (2)</u> <u>P (+1)</u>	Partial cutting: _____	
Response to visual fence lines _____	% removed _____	
Borrow from natural character _____	Average tree height (m): _____	
Edge treatments incorporated _____	Clearcut equivalent: _____ % alteration as read from Table 4.	
Distance from the viewpoint _____	Record this value on line 2.3.2 a.	
Position on the landform _____		
Total Design: _____		
2.3.2 Assess Initial VQC (Office)		
a) % of landform altered by recent openings _____	1 <input type="checkbox"/> Clearly not met (Neither method indicates VQC achievement, both are far from class boundary)	
b) % of landform with site disturbance outside openings _____	2 <input type="checkbox"/> Not met (Neither method indicates VQC achievement, but both are close to class boundary)	
c) % non neg contribution of old openings _____	3 <input type="checkbox"/> Borderline (One method indicates VQC achievement, one does not)	
X = (a+b+c) = _____ % alteration. Initial VQC _____	4 <input type="checkbox"/> Met (Both methods indicate VQC achievement, but one or both are close to the high end "maximum" % alteration limit.)	
2.3.3 Assess Adjusted VQC (Office)		
i) Impact of roads, side cast, etc. (within openings) _____	5 <input type="checkbox"/> Well met (Both methods indicate VQC achievement and are on the lower % alteration limit or in-range for the class)	
<input type="checkbox"/> None <input type="checkbox"/> Subordinate <input type="checkbox"/> Significant <input type="checkbox"/> Dominant (Adj. Factor)		
ii) Tree retention: _____		
<input type="checkbox"/> Good <input type="checkbox"/> Moderate <input type="checkbox"/> Poor (Adj. Factor)		
f) Design (enter total from 2.2.4 above) _____		
Total adjustment: Y = (i+j+k) _____		
Calculate adjusted % alteration: $X' = (X+Y) \times 1.1$		
Adjusted VQC: <u>P</u> <u>R</u> <u>M</u> <u>MM</u>		
Adjusted % alt: <u>0</u> <u>1.5</u> <u>4</u> <u>7</u> <u>12</u> <u>18</u> <u>24</u> <u>31</u> <u>39</u>		
Evaluated by: _____		
Signature: _____		

FS1252 2008/04

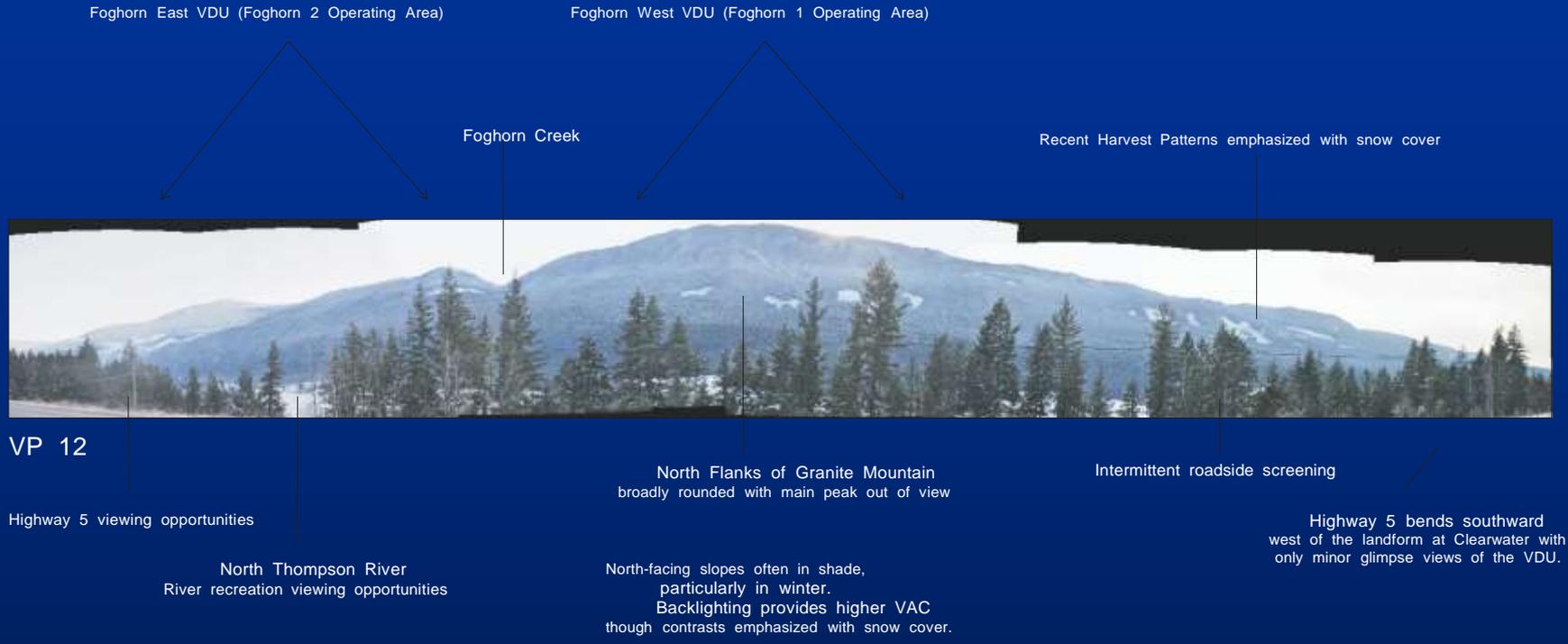
2.2.2 Viewpoint importance											
(1) glimpse view, less than 10 seconds											
(2) sustained side view											
(3) sustained focal view, travelling toward the alteration for more than one minute											
(4) viewpoint is at a rest stop, campsite, or other static short-term view location											
(5) viewpoint is the location of a community, commercial/business-related enterprise, or other static long-term view location											
2.2.3 Table 1 – Definitions of Visual Quality Classes											
Visual Quality Class Symbol	Basic Definition										
Preservation (P)	"preservation" means an alteration of a forest landscape resulting from the presence of cutblocks or roads, such that when assessed from a viewpoint that is representative of significant public viewing opportunities, the alteration: (a) is very small in scale, and (b) is designed to be indistinguishable from the pre-altered landscape.										
Retention (R)	"retention" means an alteration of a forest landscape resulting from the presence of cutblocks or roads, such that when assessed from a viewpoint that is representative of significant public viewing opportunities, the alteration: (a) is difficult to see, (b) is small in scale, and (c) has a design that mimics natural occurrences.										
Partial Retention (PR)	"partial retention" means an alteration of a forest landscape resulting from the presence of cutblocks or roads, such that, when assessed from a viewpoint that is representative of significant public viewing opportunities, the alteration: (a) is easy to see, (b) is small to moderate in scale, and (c) has a design that appears natural and is not angular or geometric.										
Modification (M)	"modification" means an alteration of a forest landscape resulting from the presence of cutblocks or roads, such that, when assessed from a viewpoint that is representative of significant public viewing opportunities, the alteration is very easy to see and is either: (a) large in scale with a design that is natural in its appearance, or (b) small to moderate in scale but with a design that has some angular characteristics.										
Maximum Modification (MM)	"maximum modification" means an alteration of a forest landscape resulting from the presence of cutblocks or roads, such that, when assessed from a viewpoint that is representative of significant public viewing opportunities, the alteration is extremely easy to see and one or both of the following apply: (a) the alteration is very large in scale, or (b) the alteration is angular and geometric.										
2.2.4 Table 2 – Design Observations (Field)											
Design Elements	Good (-1)	Moderate (0)	Poor (+1)								
1. Response to Major Lines of Form	Strong	Faint (see Note)	Weak or No Response								
2. Borrowing from Natural Character	Fully	Partially	Isolated or Not at All								
3. Incorporating Edge Treatment	Feathering and Irregular	Other Feathering or Irregular	Stair-Step Pattern								
4. Distance between Alteration and Viewpoint	> 50m	> 15m < 50m	< 15m								
5. Position of Opening on the Landform	Upper Slope & % (incl. Side)	Good Opening over Crown	High on the Landform or Large over Crown								
2.3.2 Table 3 – Percent Alteration Ranges for Visual Quality Classes											
Visual Quality Class	Alteration percent of landform in perspective view										
P – Preservation	0										
R – Retention	0 – 1.5										
PR – Partial Retention	1.6 – 7.0										
M – Modification	7.1 – 18.0										
MM – Maximum Modification	18.1 – 30.0										
2.3.4 Table 4 – Visual Equivalent to Clearcut Percent Alteration Factors for Partial Cut Alterations											
Volume removed (%)	Mean height (m) of residual trees										
		5	10	15	20	25	30	35	40	45	50
	10	0.1	0.2	0.4	0.6	0.7	0.8	1.0	1.2	1.6	2.2
	20	0.3	0.4	0.7	1.0	1.2	1.4	1.8	2.2	3.0	4.4
	30	0.7	0.9	1.2	1.4	2.0	2.4	3.3	4.2	5.5	8.5
	40	1.2	1.4	2.0	2.4	3.4	4.3	5.2	6.1	8.7	12.6
	50	1.8	2.3	3.4	4.3	5.2	6.3	8.8	7.7	9.4	13.2
	60	3.5	4.4	5.9	6.7	7.7	8.4	9.2	10.0	11.6	15.5
	70	4.9	5.9	8.5	7.7	8.4	9.2	10.0	11.4	12.7	14.9
	80	6.0	6.0	8.9	9.2	10.0	11.3	12.0	13.2	14.4	16.5
90	8.8	6.0	10.0	11.6	12.0	13.0	14.0	16.0	16.0	17.0	
Legend: Retention Partial Retention Modification											
2.3.3 Adjustment Factors											
c) Roads:	0 = None 1 = Subordinate 2 = Significant 3 = Dominant										
d) Tree Retention:	-2 = Good = 33% 0 = Poor = 15%										
e) Design:	Record Total from 2.2.4										

FS1252 2008/04

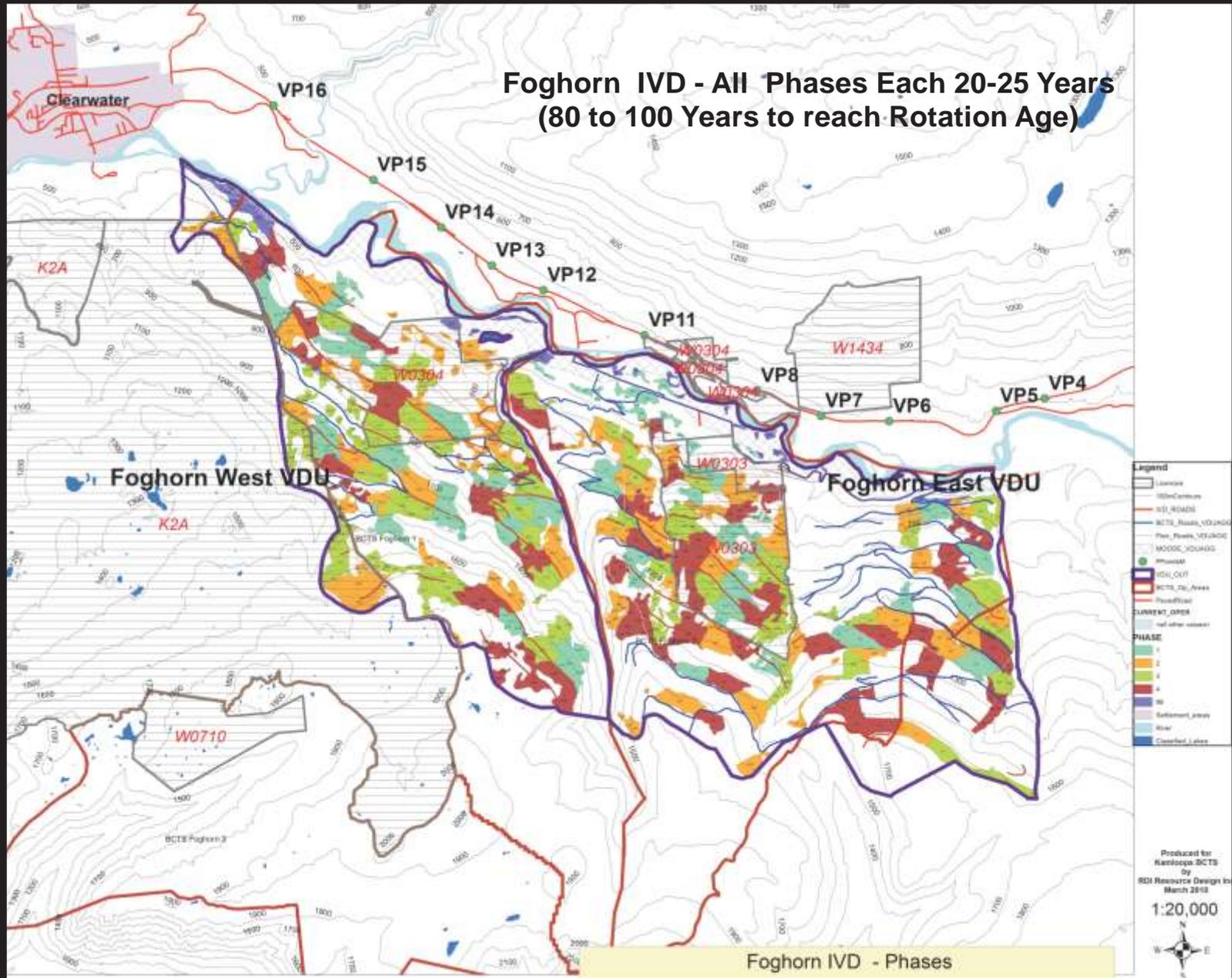
- 
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 6. Research Studies – using visuals

5. Integrated Visual Design

4. Integrated Visual Design – Full Rotation Planning

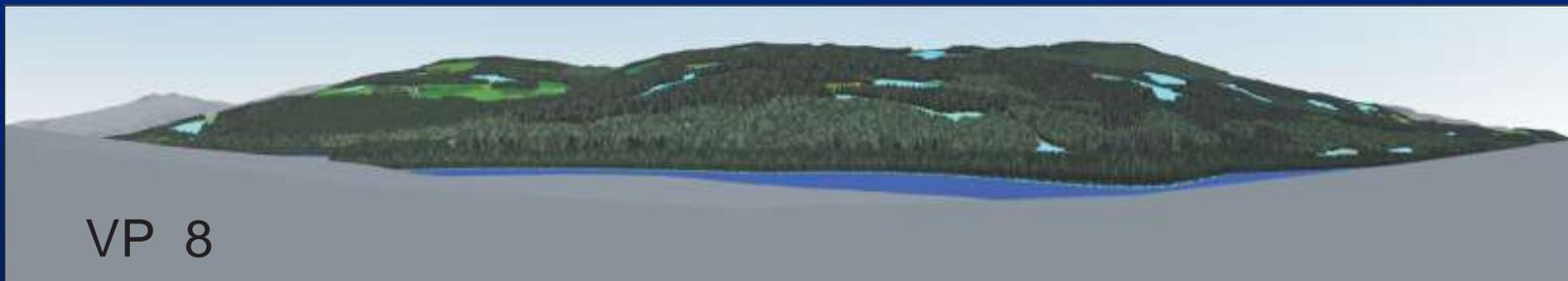
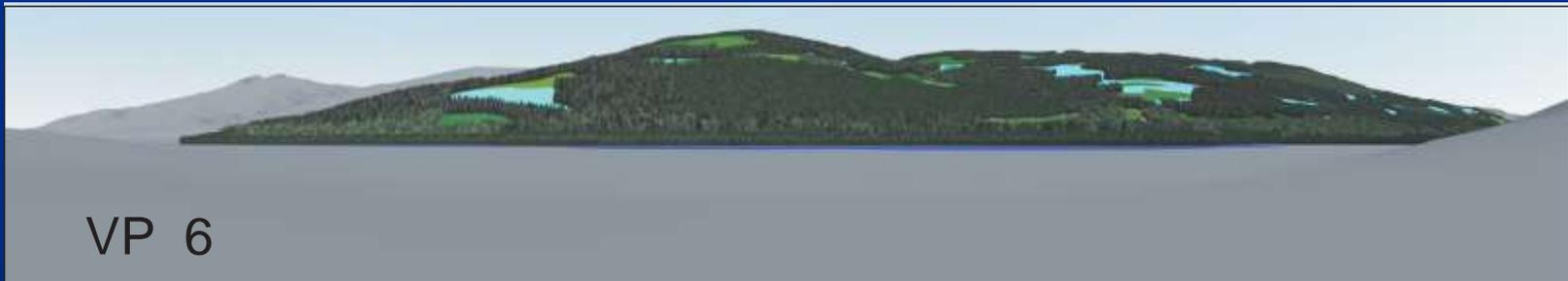


Foghorn IVD - All Phases Each 20-25 Years (80 to 100 Years to reach Rotation Age)

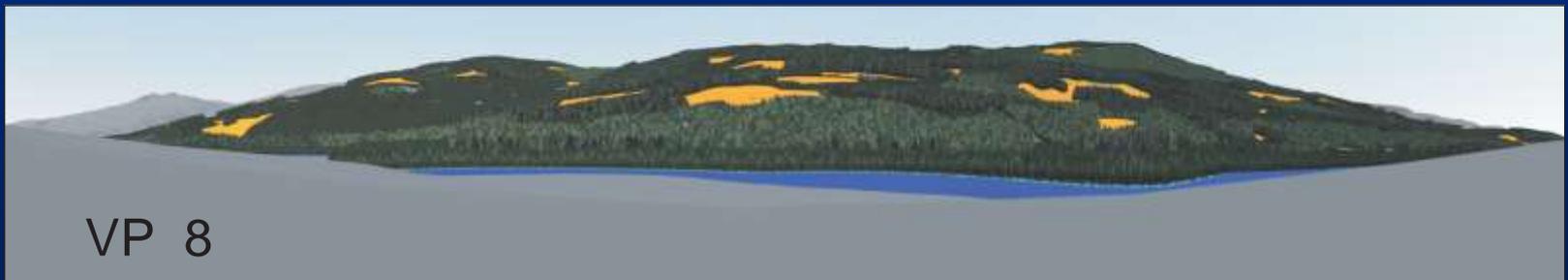




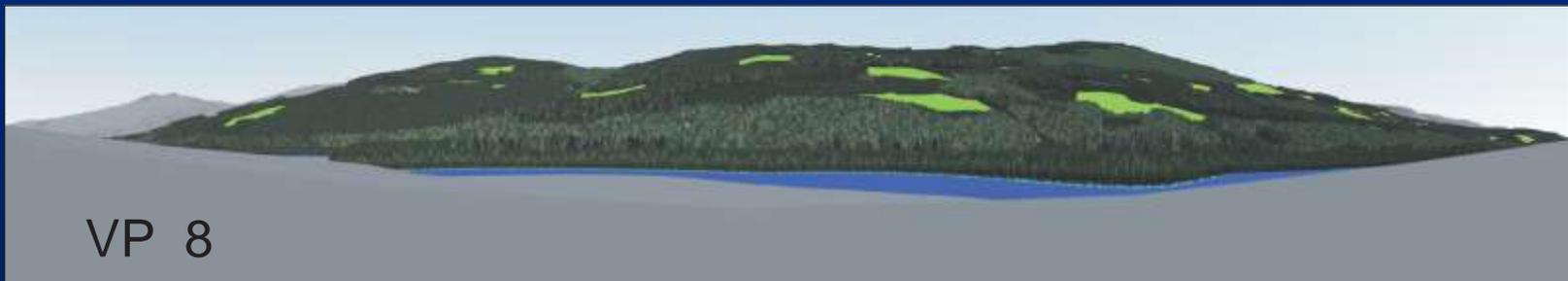
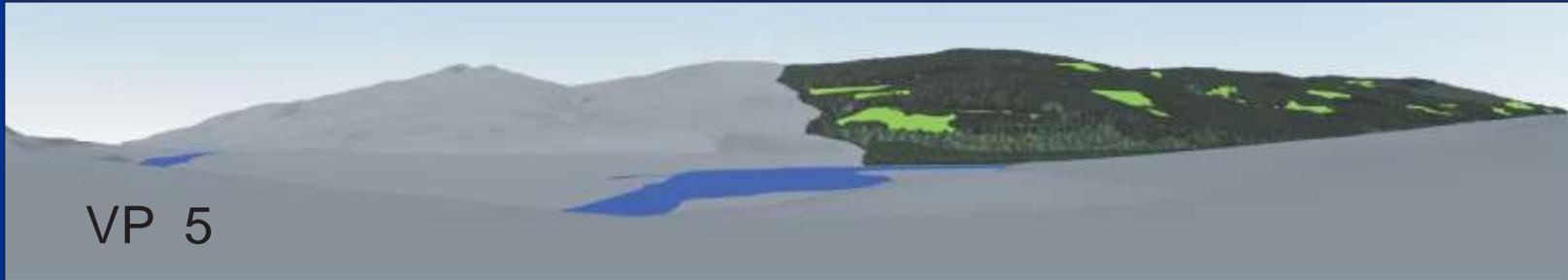
Foghorn IVD Phase 1



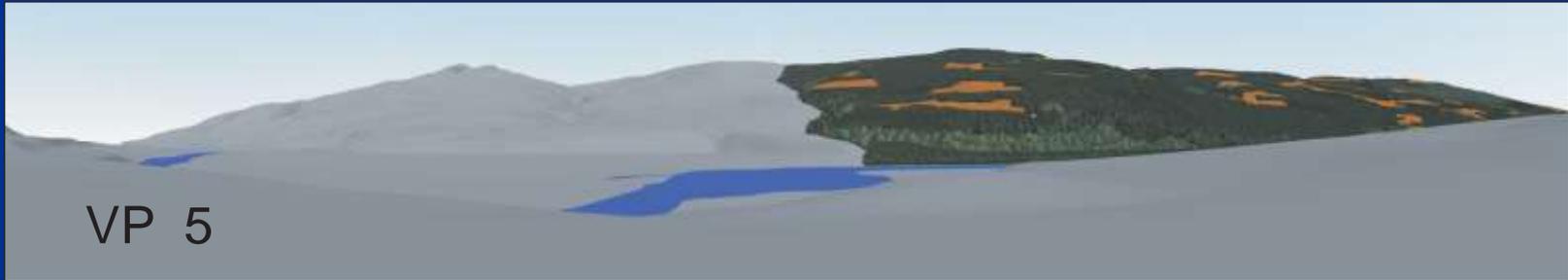
Foghorn IVD Phase 1 – 222,561 m³



Foghorn IVD Phase 2 – 298,011 m³

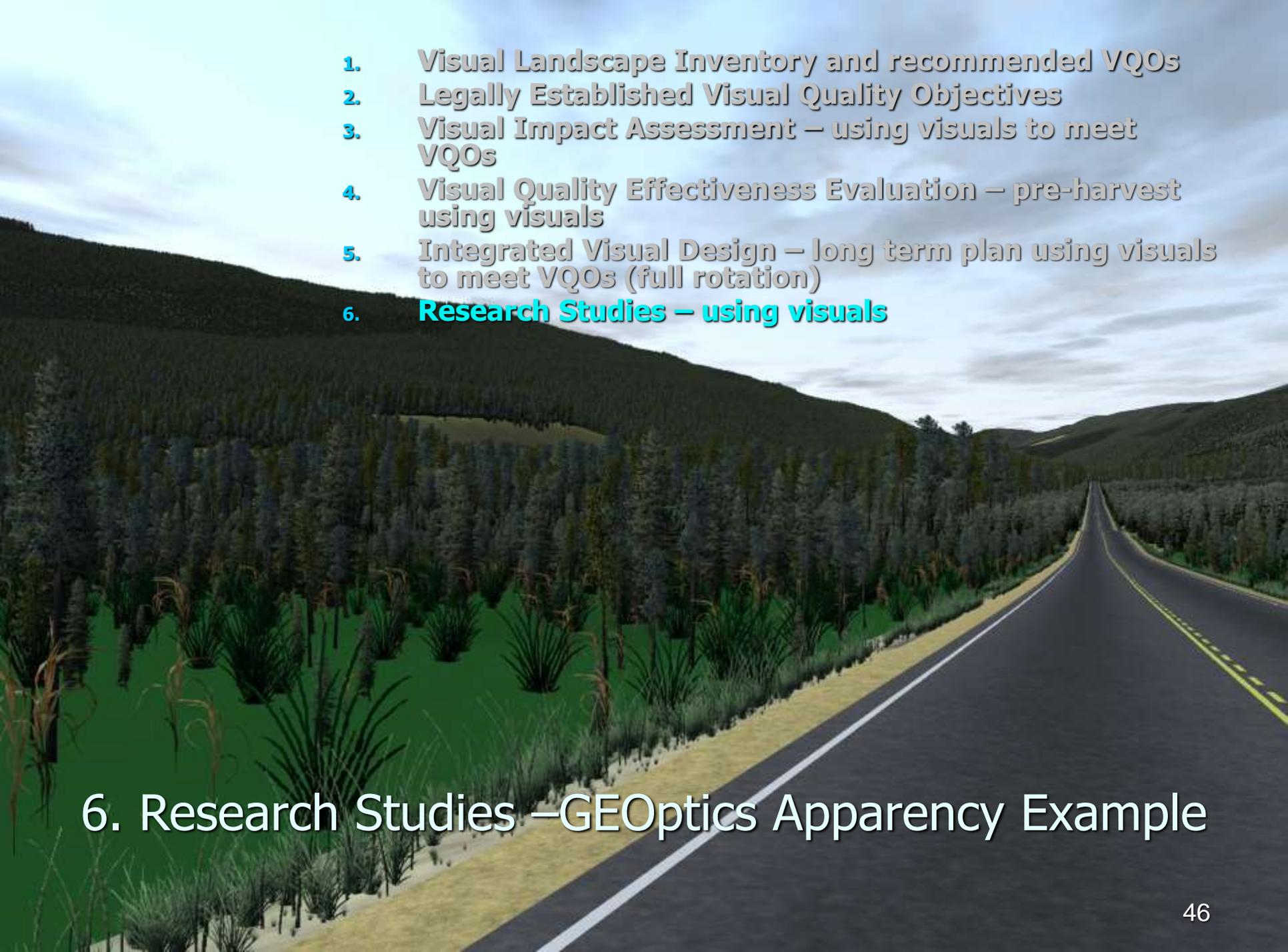


Foghorn IVD Phase 3 – 316,514 m3



Cumulative Total over 80 Years – 1,135,353 m³

Foghorn IVD Phase 4 – 298, 267 m³

- 
- A 3D rendered landscape showing a road winding through a forested valley with hills in the background. The road is paved and has a white line on the left and a yellow dashed line on the right. The vegetation includes tall grasses in the foreground, dense evergreen forests on the hills, and some deciduous trees in the distance. The sky is overcast with grey clouds.
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6. Research Studies –GEOptics Apparency Example

Fairhurst, K.B, 2010. PhD Dissertation.
Geoptics Landscape Apparency: a
dynamic visual resource indicator and tool
for multi-functional landscape planning.
<https://open.library.ubc.ca/cIRcle/collection/s/ubctheses/24/items/1.0071267>

Issues

- The visual landscape is a **public good**
- **Visual impacts** affect public opinion of forestry
- **Poor design** has enduring effect on next passes

Problems

- **Coarse inventory** delineation and categorization
- **VQO's** may be overly or inadequately constraining
- Forest operations **"can't find the wood"**
- Visual design in only **42%** of harvested openings
- **Design skills** lacking or not being utilized



2. Overall Research Question

Could a new approach **improve the worth*** of one or more key components of an expert visual assessment system, i.e., the FLNRO Visual Landscape Management System:

- Visual Resource **Allocation and Protection**
- Integrated Resource **Planning**
- Visual Landscape **Design**

** "Expert visual assessment systems must be assessed for their **worth** in a variety of measures – **sensitivity, reliability, validity and utility**....unless an assessment method is **sensitive and reliable**, it can not achieve an acceptable level of **validity**" (Daniel and Vining '83).*

3. Possible Solution

GEOptics Landscape Apparency:

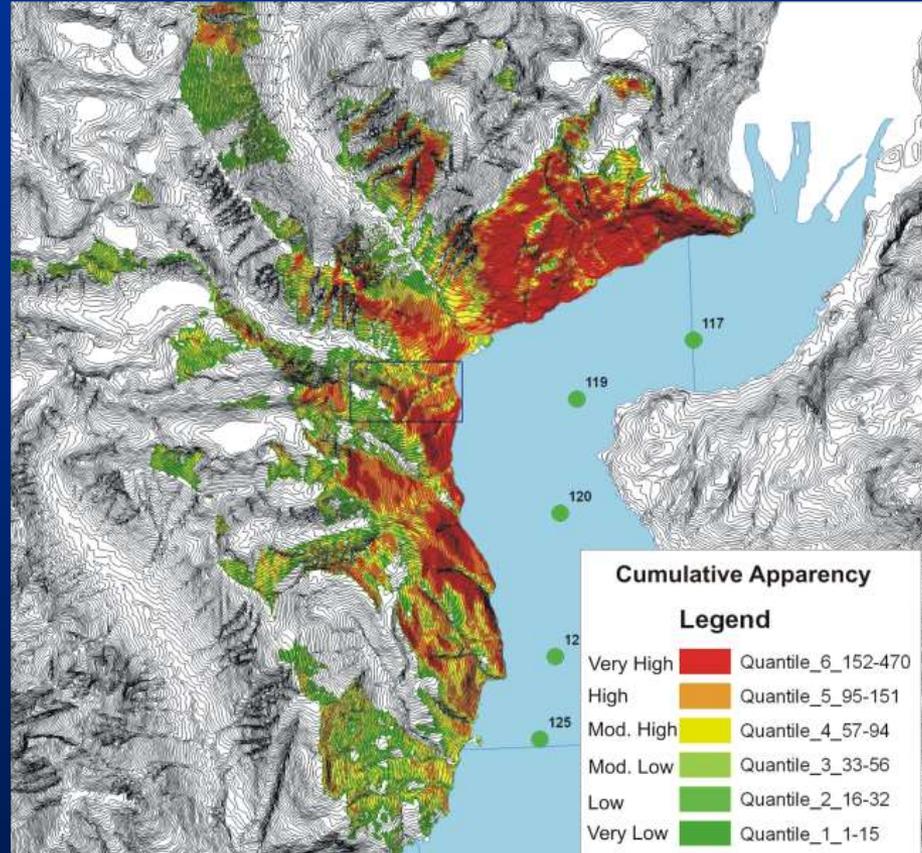
*A quantified visual risk
indicator and tool...*

*capturing the dynamic
interaction...*

*between the viewer and
the landscape...*

*as determined from an
array of viewpoints...*

*within a digital 3-D terrain
environment.*



Cumulative Apparency Map Example

4. Research Tasks

1. Examine **expert visual assessment** (EVA)
2. **Develop** a refined vulnerability/risk assessment tool and evaluation criteria
3. Conduct internal **pre-testing**
4. Evaluate by **internal** tests
5. Evaluate by **external** tests (focus groups)
6. **Findings**, conclusions, further research and applications

5. Evaluation Criteria

"Improving the worth of one or more key components of an EVA"

■ Internally:

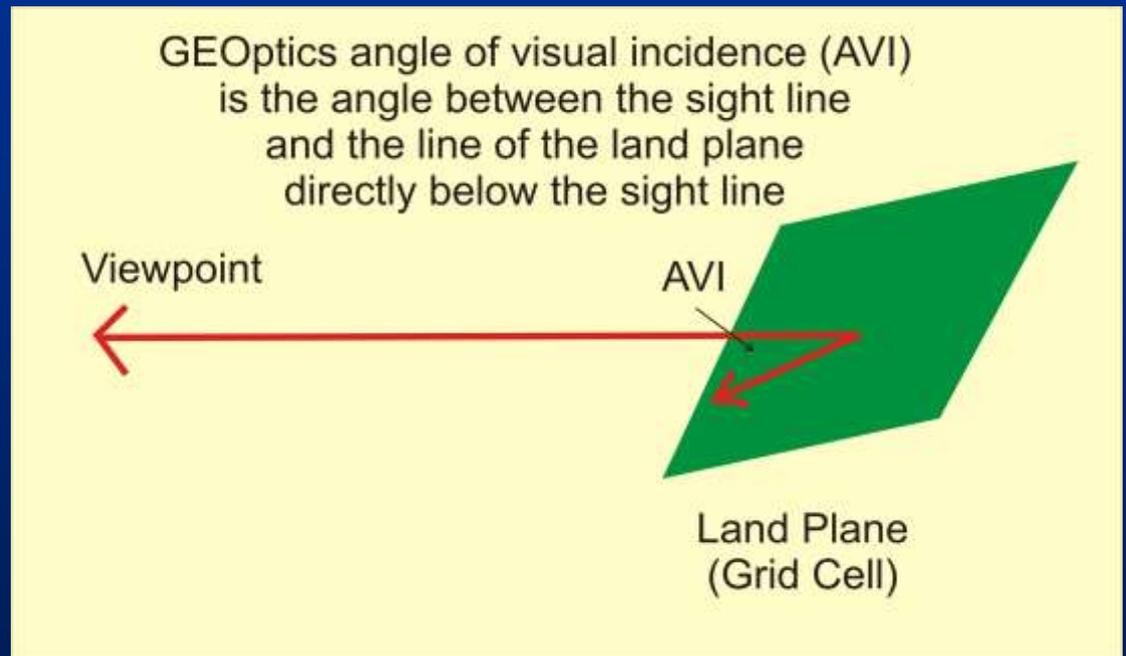
- **Reliability** – agreement or consistency (precision/accuracy)
- **Sensitivity** – method is sensitive to changes
- **Validity** – measures what the system purports to measure
- **Utility** – efficiency and generality

■ Externally:

- **Advancement** – inventory, planning and design
- **Utility** – familiar programs, quick, easy, interest to do so
- **Adaptability** – programs, systems
- **Compatibility** – existing systems - ArcGIS
- **Generality** – jurisdictions, applications

7. Concepts Related to Apparency

- Visual Contrast
- Visual Vulnerability
- Visual Absorption
- Visual Magnitude
- Visual Threshold
- Viewed Land Plane
- Visual Incidence
- Plan-to-Perspective Ratio

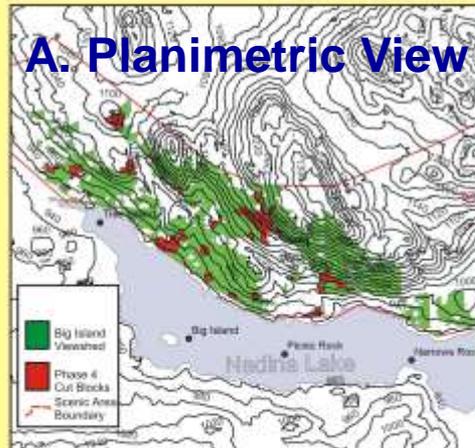


Plan-to-Perspective (P2P) Ratio



B. Perspective View

B) Nadina Lake - Big Island Perspective Viewshed
Phase 4 Cut Blocks outlined in yellow - 3% alteration



A. Planimetric View

A) Nadina Lake Big Island Viewshed Plan View
Phase 4 Cut Blocks in Red
15% Planimetric Percent Alteration

Percent Alteration Calculation

A) Plan View: 15%

Big Island viewshed plan area = 495.6 ha.
Big Island viewshed Phase 4 alteration = 73.8 ha
Planimetric percent alteration: $73.8/495.6 = 15\%$.

B) Perspective View: 3%

Big Island viewshed perspective area = 3,621,481 units²
Phase 4 perspective alteration in viewshed = 118,195 units²
Perspective percent alteration: $118195/3621481 = 3.3\%$.

C) Plan-to-Perspective Ratio: 5:1

Big Island Viewshed plan to perspective area = 495.6 ha.
Big Island Viewshed Phase 4 alteration
Plan-to-Perspective Ratio = $15\%/3\% = 5:1$

(Numbers rounded for demonstration purposes)

P2P ratio = A/B (in percent)

Predicted P2P ratios for slopes 0% - 70% for all visual designs (BCMoF 2003).

Slope	0%	10%	20%	30%	40%	50%	60%	70%+
P2P	4.68	3.77	3.04	2.45	1.98	1.60	1.29	1.04

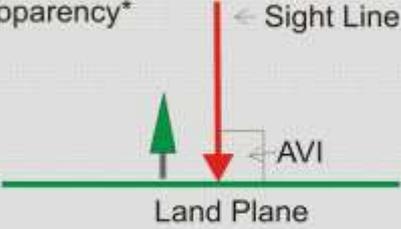
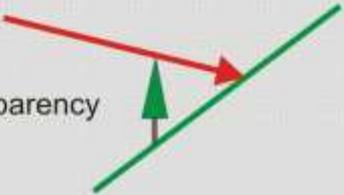
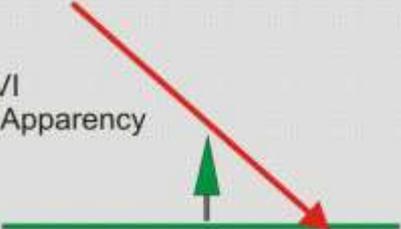
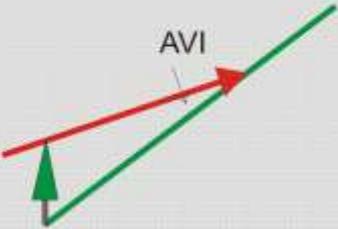
The results subsequently were used to adjust the P2Ps used in timber supply review (BCMoF 2003). The standard is 2:1.

The findings indicated P2P could rise to as high as 14:1 for good design at 0% slope.

Multiple/Moving Viewpoints – Changing Perspectives

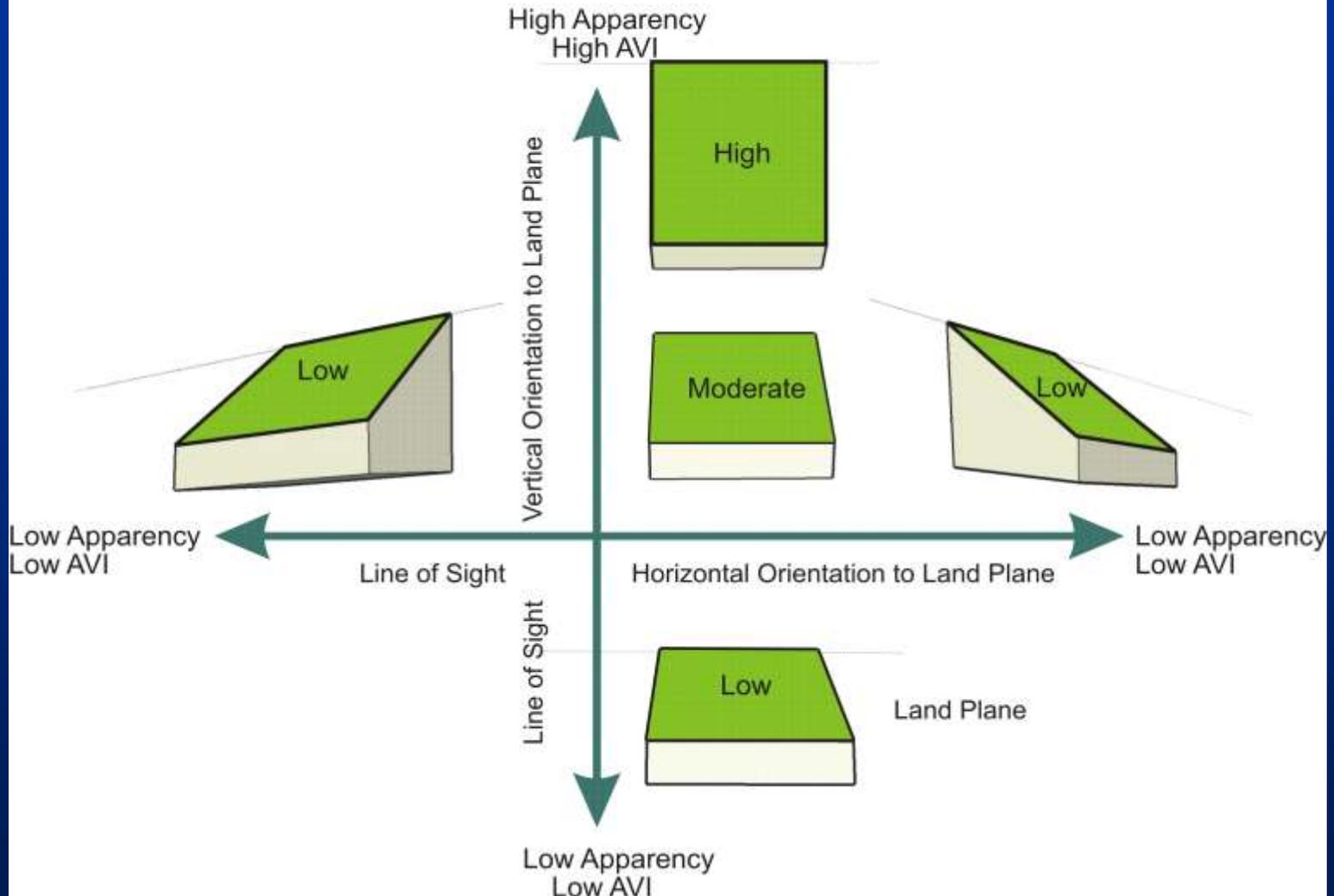


Pryce Channel - Left to Right Views

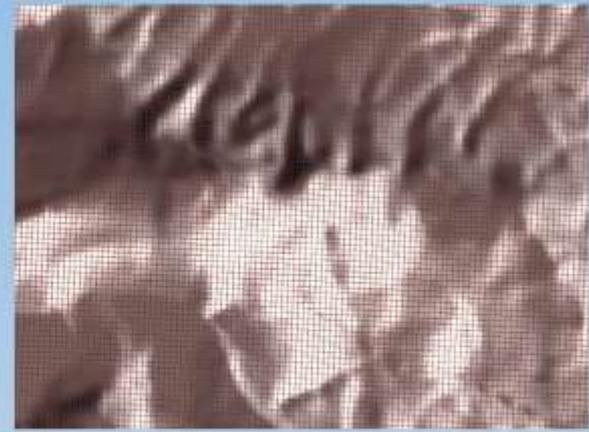
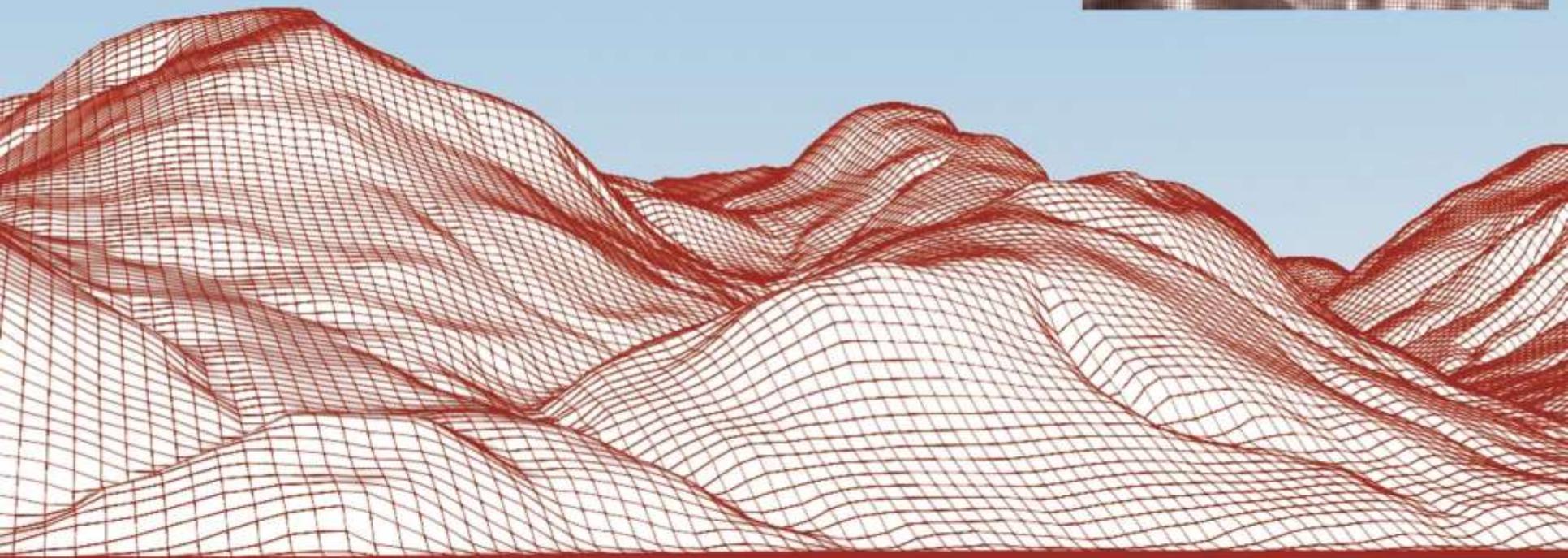
Steep Terrain	Flat Terrain
<p>90 deg. AVI Highest Apparency*</p> 	<p>90 deg. AVI Highest Apparency*</p> <p>← Sight Line</p> <p>← AVI</p> <p>Land Plane</p> 
<p>45 deg. AVI Moderate Apparency</p> 	<p>45 deg. AVI Moderate Apparency</p> 
<p>22 deg. AVI Low Apparency</p> <p>AVI</p> 	<p>22 deg. AVI Low Apparency</p> <p>0 deg. Topographic Slope</p> 
<p>Influence of viewer position on AVI and Apparency in Steep and Flat Terrain * screening effect will vary due to the normally vertical growth habit of trees</p>	

Viewer Position Affects AVI and Apparency in Steep and Flat Terrain.

Apparency is Influenced by AVI



Angle of Visual Incidence (AVI) is *the angle between the sight line and the land plane at the point of incidence.*



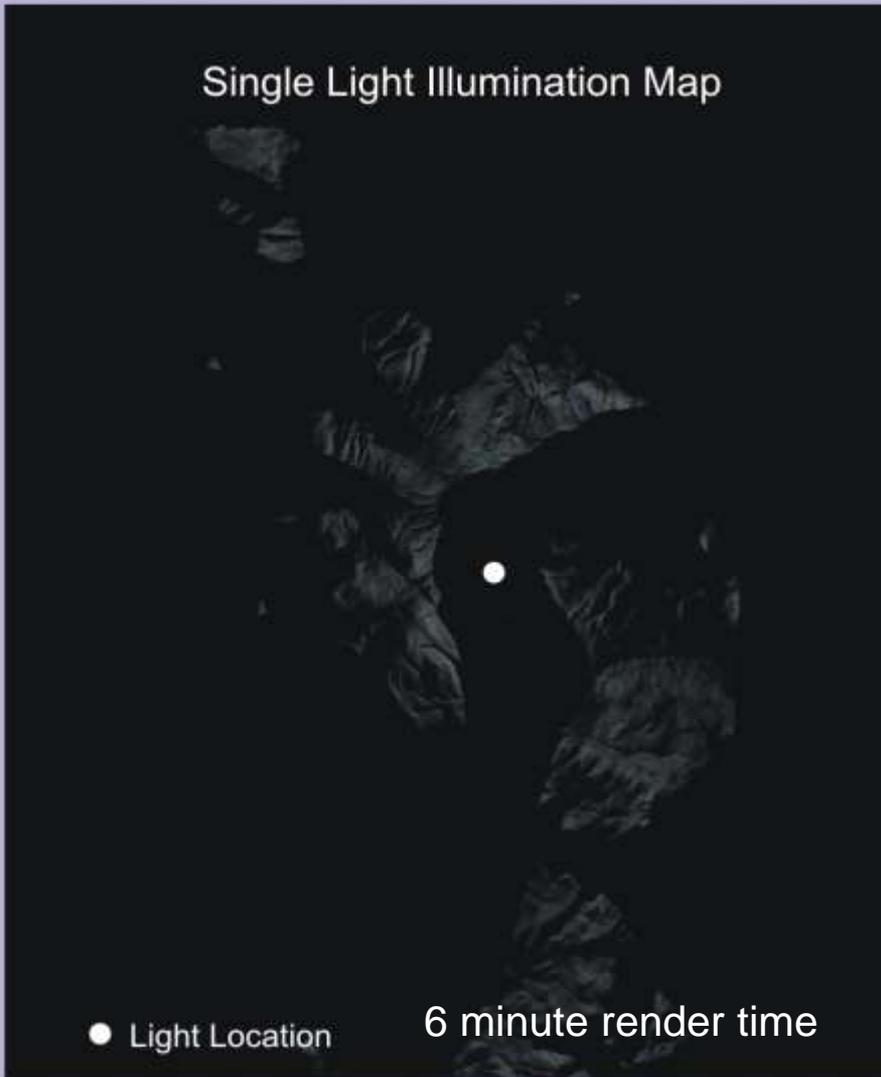
Angle of visual incidence and apparency affect the scale and shape of individual land planes relative to the viewpoint. Inset shows the planimetric pattern of 25 metre grid cells.

8. Building an Apparency Model:

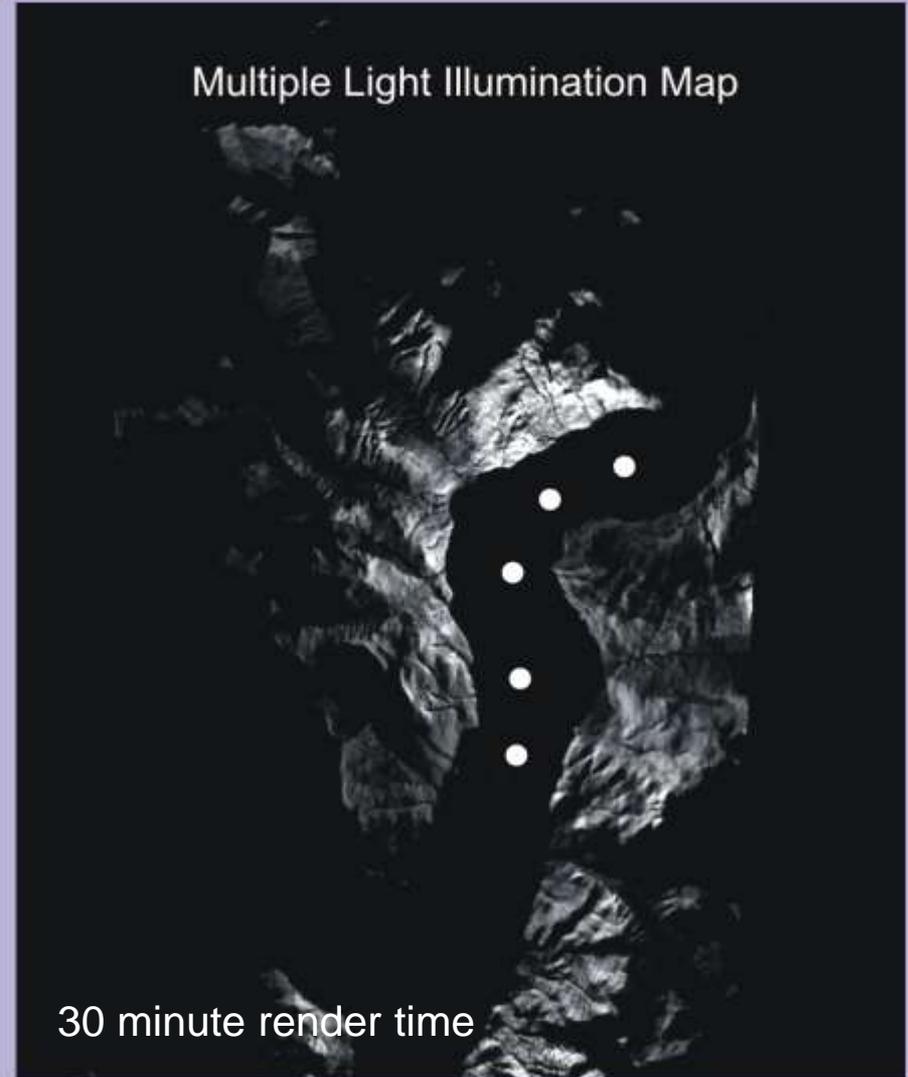
- ❑ ArcGIS and Visual Nature Studio (VNS)
- ❑ **Illumination analog** of cumulative “viewing” intensity
- ❑ Visual representation of angle of incidence
- ❑ Models what is seen and **how** it is seen (light intensity)
- ❑ Model ready for 3-D perspective visualization; design
- ❑ Map Classification; Multiple Attribute Analyses in ArcGIS
- ❑ Integrated Planning
- ❑ Automation (FPS-Atlas)

Howe Sound VNS Model

Single Light Illumination Map

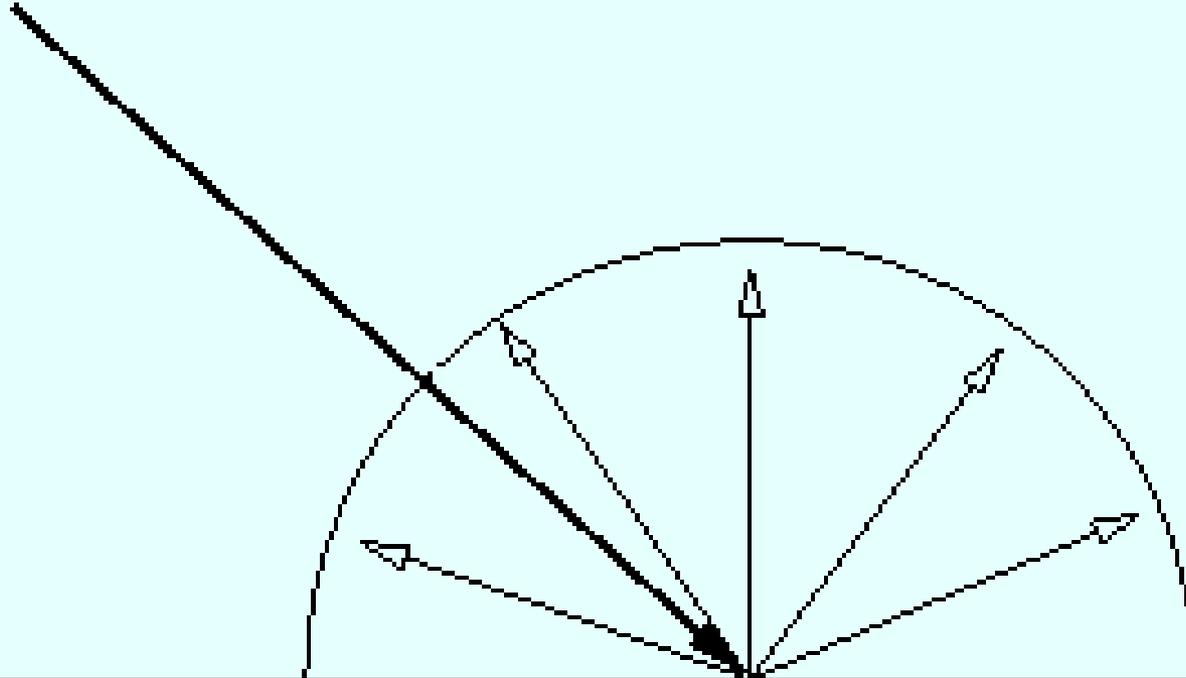


Multiple Light Illumination Map



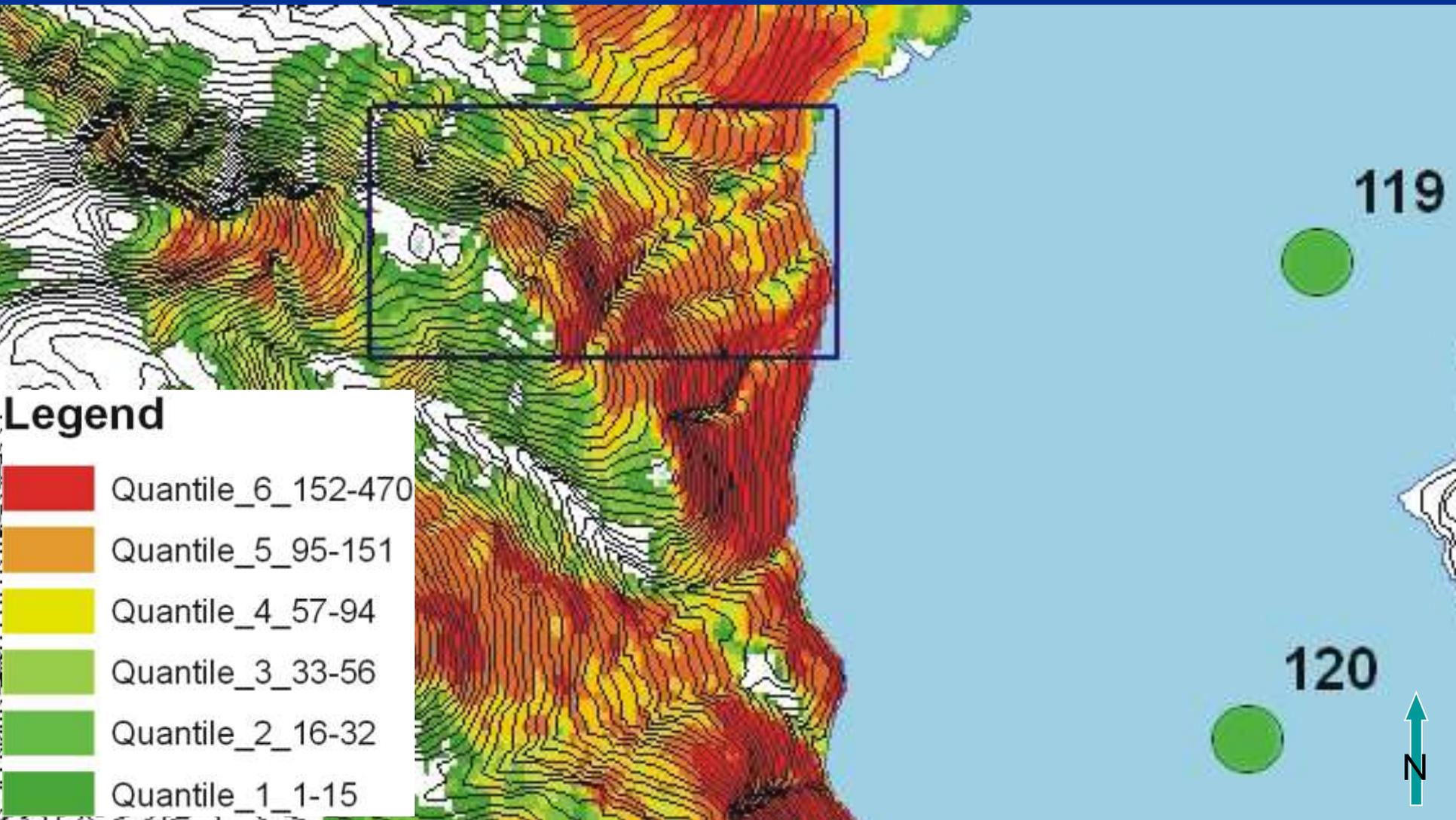
Apparency is determined from the intensity of illumination (reflected light) from each land plane in a digital terrain model. Render time varies with model size, lights, and number of shadow maps.

Light



Light is reflected with equal intensity in **all** directions allowing measurement in **planimetric** (map) view

Five Viewpoint Cumulative Apparency Map Close-up



Scale Box 1km x 2km

9. Apparency Model

Internal Tests and Results

Landscape Apparency Internal Tests and Applications

Test Environment	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6
Internal Trials, Tests, and Applications Results	Terrain	Illumination	Classification	Integration	Applications A Strategic Planning	Applications B Tactical and Operational
	Terrain model construction Other GIS	Light Placement Intensity, Reflectance Illumination / Shadow Maps Single and Cumulative Illumination maps	Classify into “equal area” quantiles Single light, cumulative lights Comparison with viewshed, times-seen, and slope mapping	GEOTIFFs to vector polygons Integration with other attributes	Percent alteration P2P tests	Integrated visual design Automated design (Atlas) Cutblock location Multiple attribute application
Projects	Howe Sound project; Nadina IVDP.	Pre-tests: Stella Lake; Dishtin.	Howe Sound project; Nadina IVDP.	Howe Sound; Nadina IVDP.	Howe Sound; Nadina.	Nadina IVDP; Atlas-Nadina; Howe Sound.

Apparency Results
Comparisons with Conventional Methods
(Highlights from Dissertation)

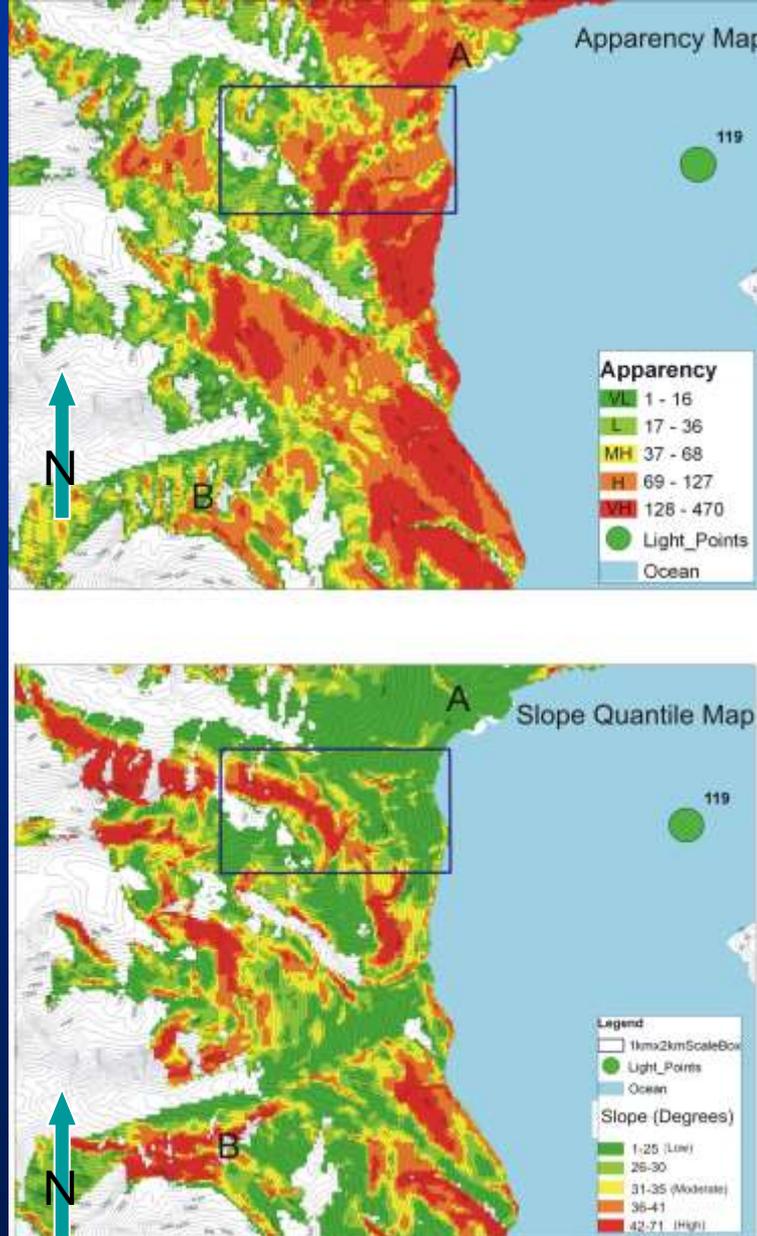
Test Area 1 – Howe Sound

Slope is a coarsely-rated (3-class) BCMOFR VAC factor and a moderator of VQO percent alteration in Timber Supply

“a crude axiom may be suggested:

the steeper the slope, the greater the potential for visual vulnerability.”

Litton '73



Apparency Map

5 equal area quantiles

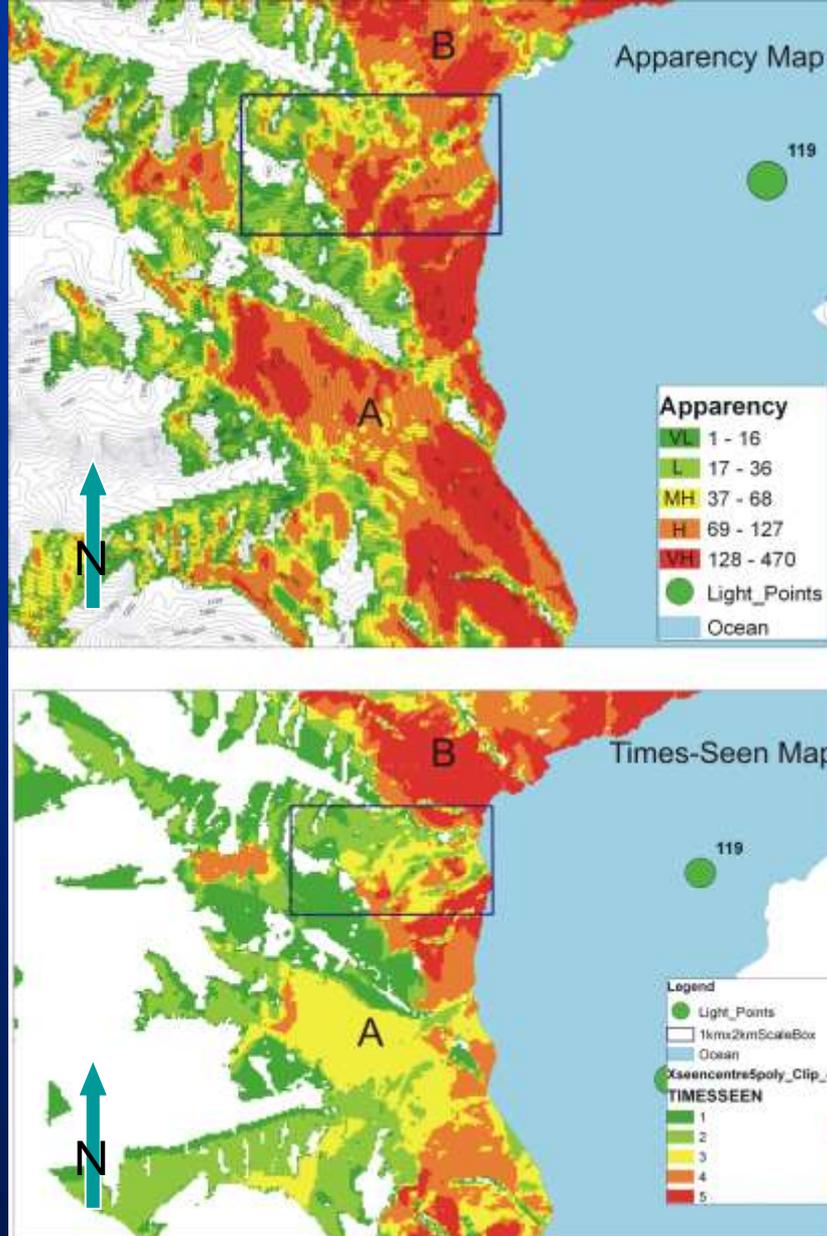
Compare areas marked “A” in each and “B” in each

Slope Map

5 equal area quantiles

Comparison of cumulative apparency and topographic slope analysis

Times-seen is a conventional GIS measure emphasising areas of greater or lesser visibility by number of viewpoints observing a piece of land (visible or not visible only).
Not used in VLI.

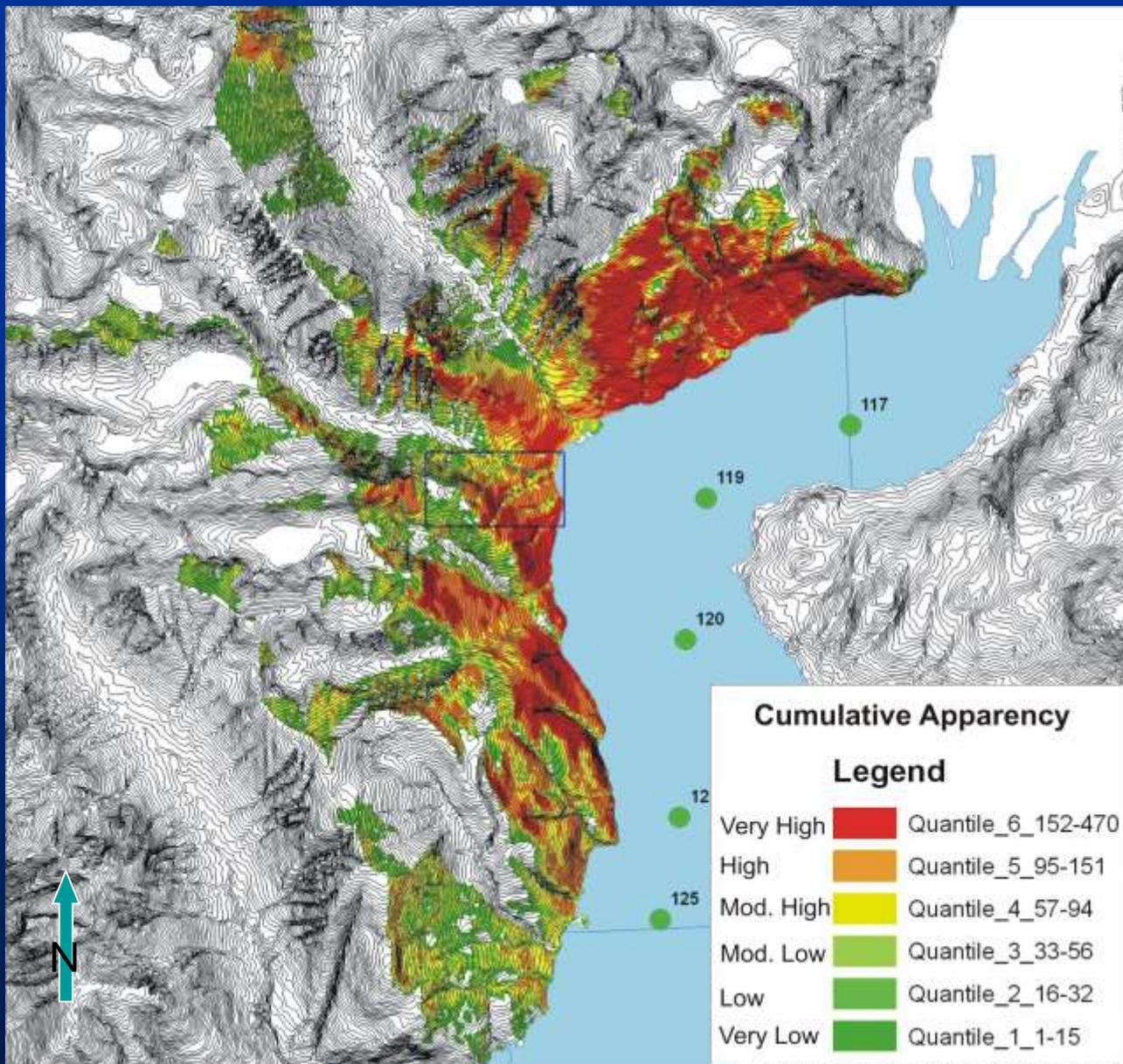


Apperency Map

Compare areas marked "A" in each and "B" in each

Times-seen Map (produced from 5 viewpoints)

Comparison of Howe Sound project cumulative apperency and times-seen



**Cumulative apperancy raster map with six classes of apperancy
Howe Sound west side model.**

Howe Sound Apparency Quantile (equal area) Projections LCP117

(identifying visual risk and appearance if logged)

Quantile 1 – Very Low Risk (VL)

Quantile 2 – Low Risk (L)

Quantile 3 – Moderately Low Risk (ML)

Quantile 4 – Moderately High Risk (MH)

Quantile 5 –High Risk (H)

Quantile 6 – Very High Risk (VH)

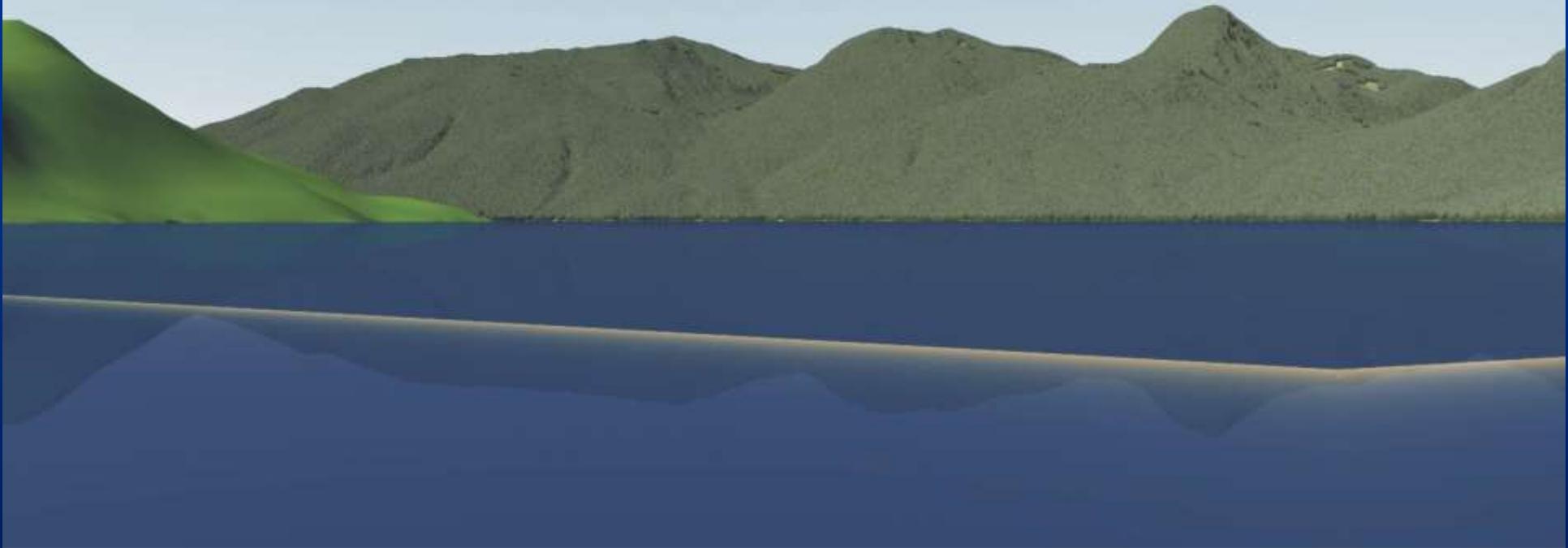
Default Forest Cover 25-30m Height

Howe Sound Apparency Quantile (equal area) Projections LCP117



Quantile / Risk	Plan (%)	Pers. (%)	P2P
1 / VL	11	0.05	218:1

Howe Sound Apparency Quantile (equal area) Projections LCP117



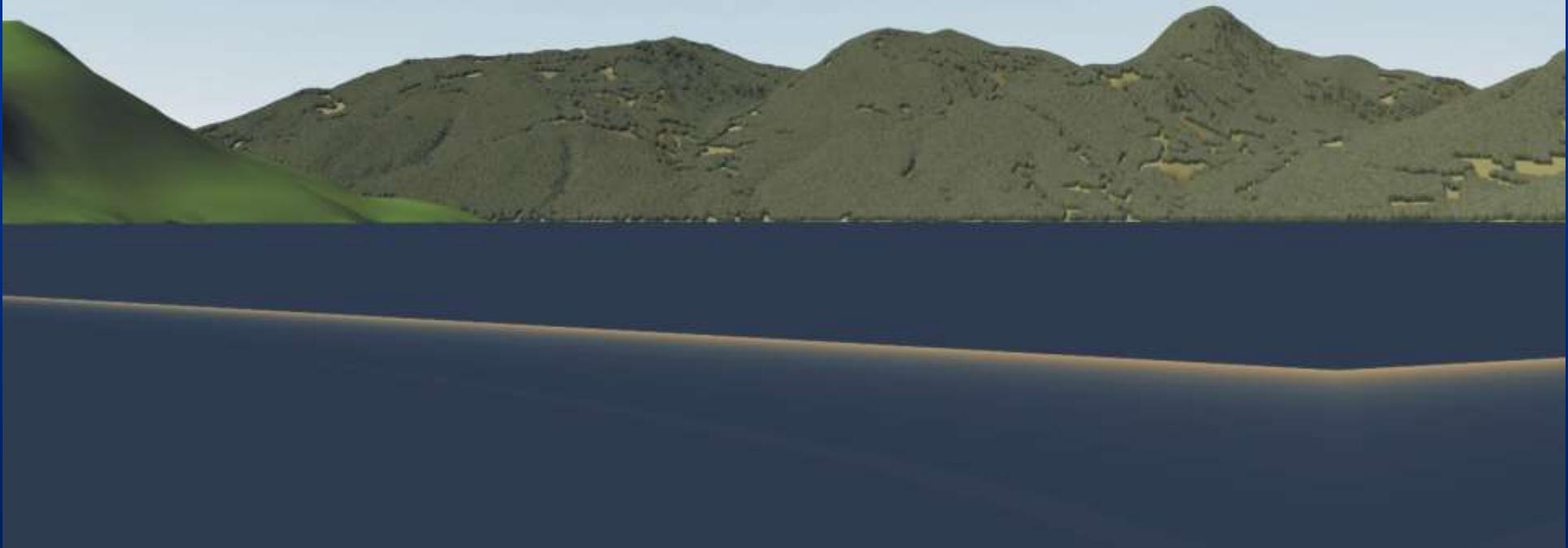
Quantile / Risk	Plan (%)	Pers. (%)	P2P
2 / L	12	0.2	89:1

Howe Sound Apparency Quantile (equal area) Projections LCP117



Quantile / Risk	Plan (%)	Pers. (%)	P2P
3 / ML	13	1	13:1

Howe Sound Apparency Quantile (equal area) Projections LCP117



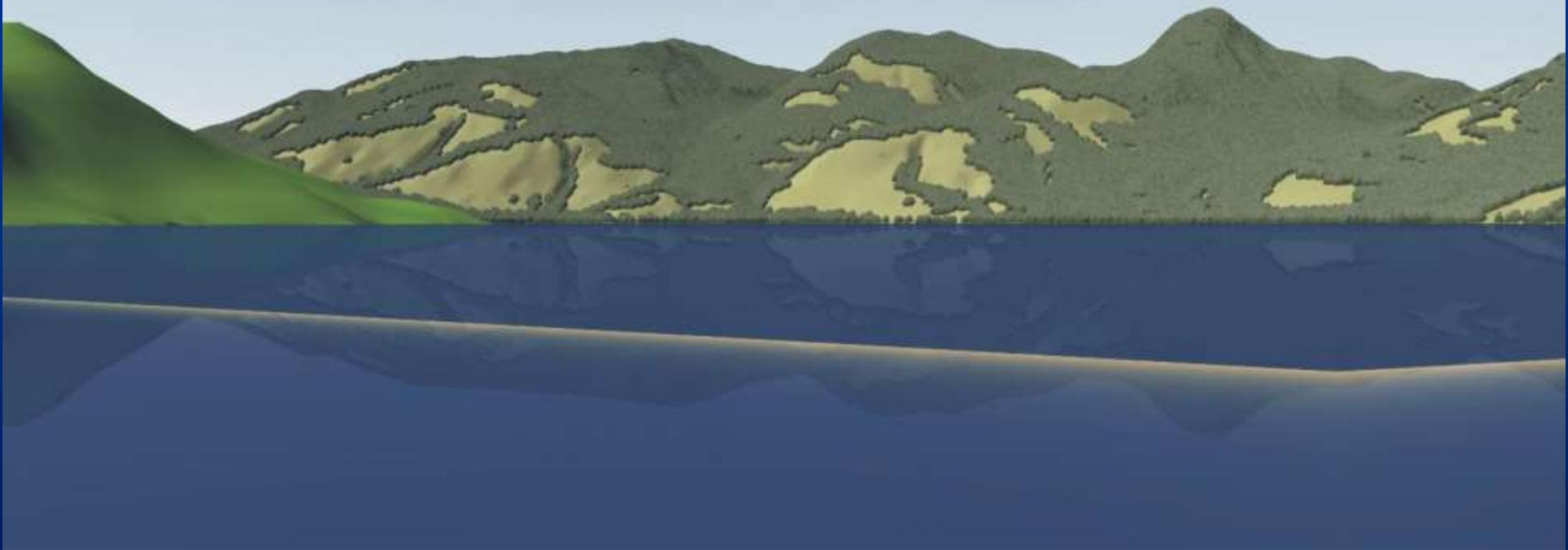
Quantile / Risk	Plan (%)	Pers. (%)	P2P
4 / MH	17	2.2	8:1

Howe Sound Apparency Quantile (equal area) Projections LCP117



Quantile / Risk	Plan (%)	Pers. (%)	P2P
5 / H	21	6.1	3.4:1

Howe Sound Apparency Quantile (equal area) Projections LCP117



Quantile / Risk	Plan (%)	Pers. (%)	P2P
6 / VH	26	50	0.5:1

Howe Sound Aggregated Apparency Quantile Projections LCP117

Aggregating Quantiles

1

1+2

1+2+3

1+2+3+4

1+2+3+4+5

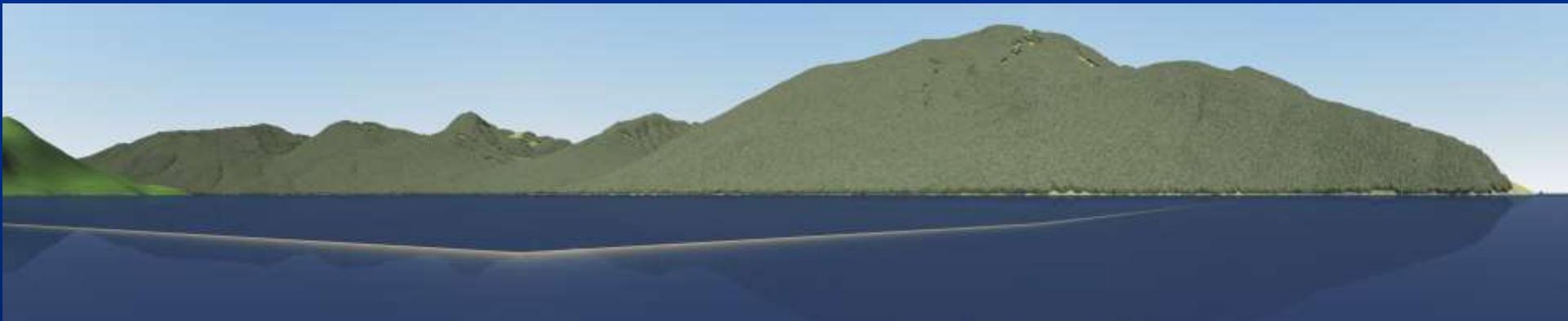
ALL

Howe Sound Aggregated Apparency Quantile Projections LCP117



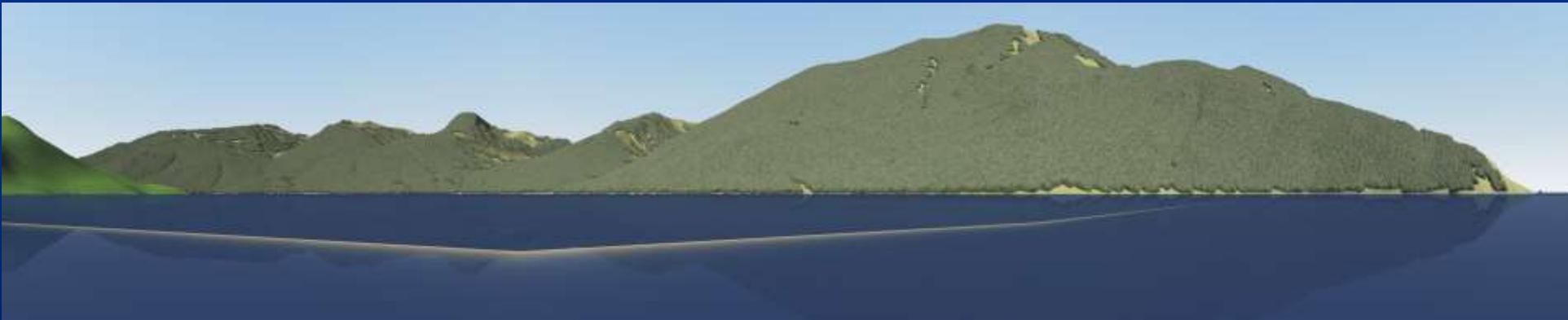
Quantile / Risk	Plan (%)	Pers. (%)	P2P
1 / VL	11	0.05	218:1

Howe Sound Aggregated Apparency Quantile Projections LCP117



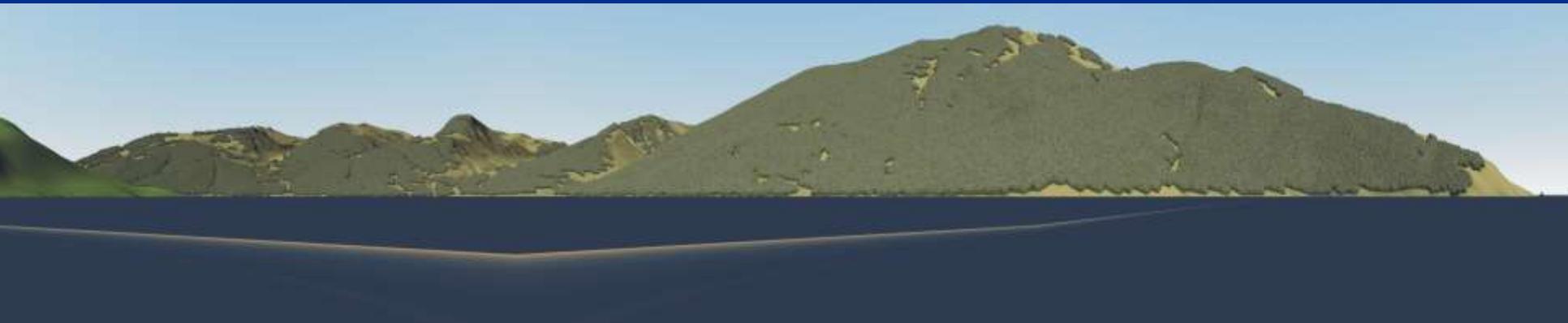
Quantiles / Risk	Plan (%)	Pers. (%)	P2P
1-2 / VL-L	23	1	23:1

Howe Sound Aggregated Apparency Quantile Projections LCP117



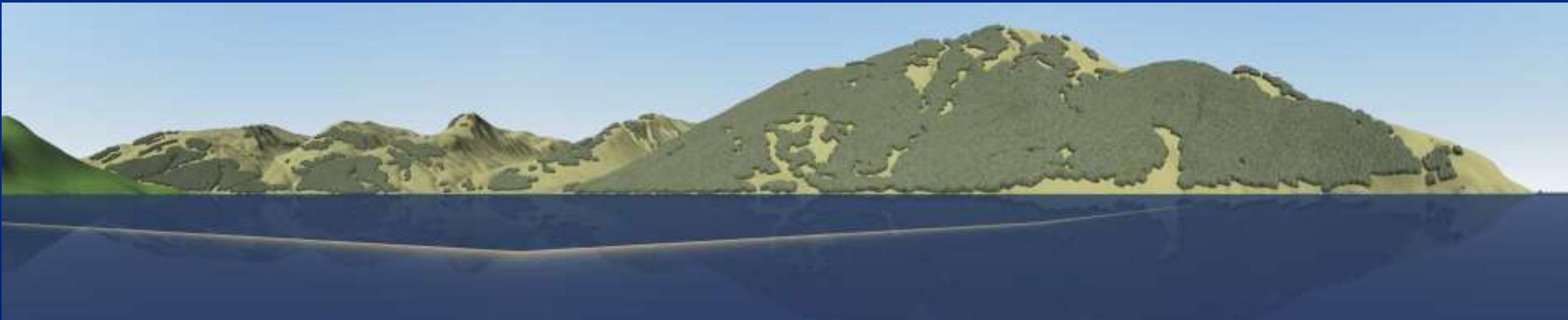
Quantiles / Risk	Plan (%)	Pers. (%)	P2P
1-3 / VL-L-ML	36	4.3	8:1

Howe Sound Aggregated Apparency Quantile Projections LCP117



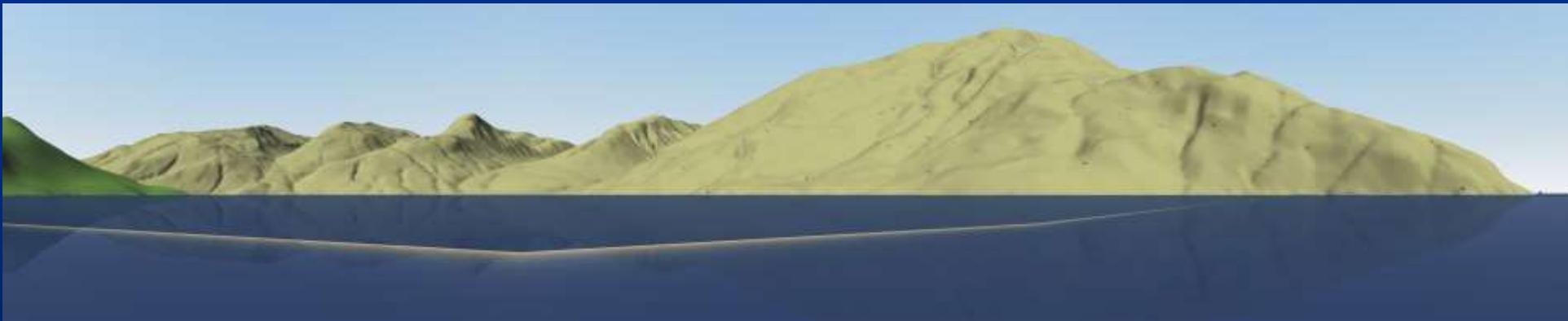
Quantiles / Risk	Plan (%)	Pers. (%)	P2P
1-4/ VL-L-ML-MH	53	12	4:1

Howe Sound Aggregated Apparency Quantile Projections LCP117



Quantiles / Risk	Plan (%)	Pers. (%)	P2P
1-5 / VL-L-ML-MH-H	74	28	2.6:1

Howe Sound Aggregated Apparency Quantile Projections LCP117



Model Validated – all trees taken

Quantiles / Risk	Plan (%)	Pers. (%)	P2P
1-6 / All	100	100	1:1

Howe Sound Apparency Quantile (equal area) Projections LCP117



Conclusions of Howe Sound Test

Consequences of apparency
Learning opportunity with landbase
Detailed P2P with tree screening
inherent design; lines of force, etc.

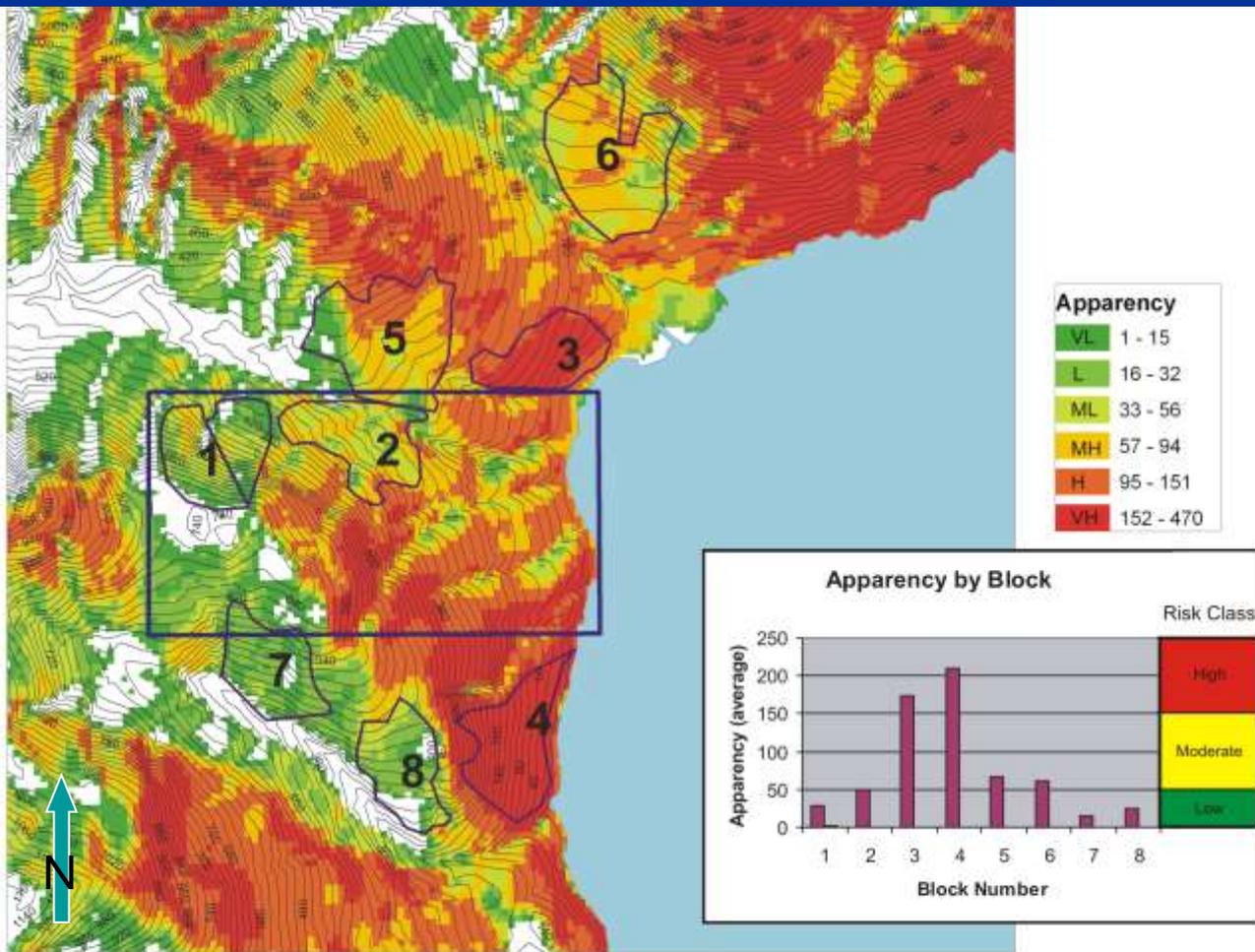
Limitations

Not a plan; no design
No other constraints at this point
Generic forest
DEM limitation – accuracy/resolution

Test Area 1 – Howe Sound

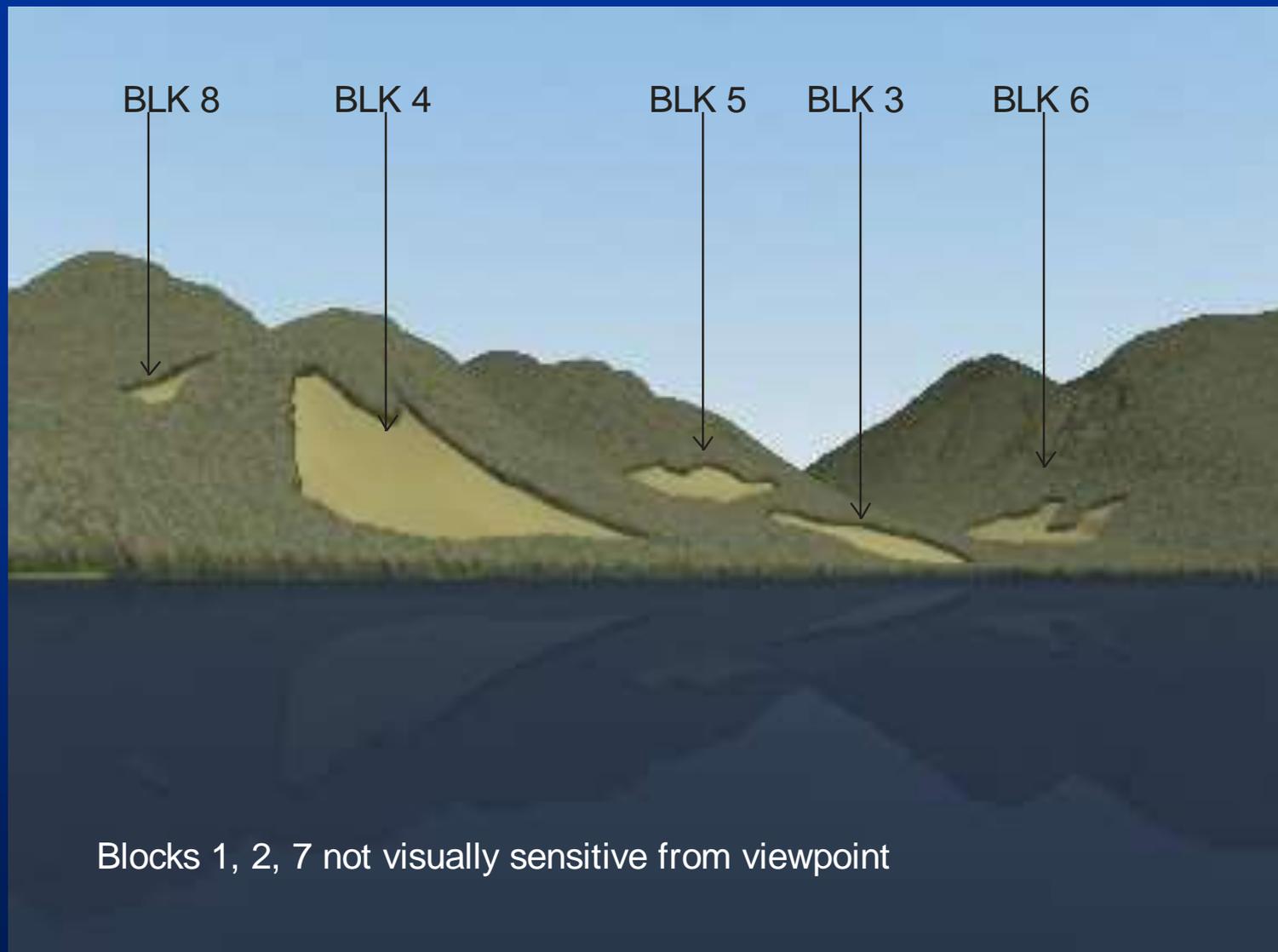
B. Harvest Layout Trial –

Using Apparency as a Test,
Assisting Manual Design



Howe Sound Harvest Cutblock Location Test

Figure 101 Howe Sound harvest cutblock location test in higher and lower cumulative apparency areas, with average apparency calculated per cutblock, and coded by risk class (high, medium, low).



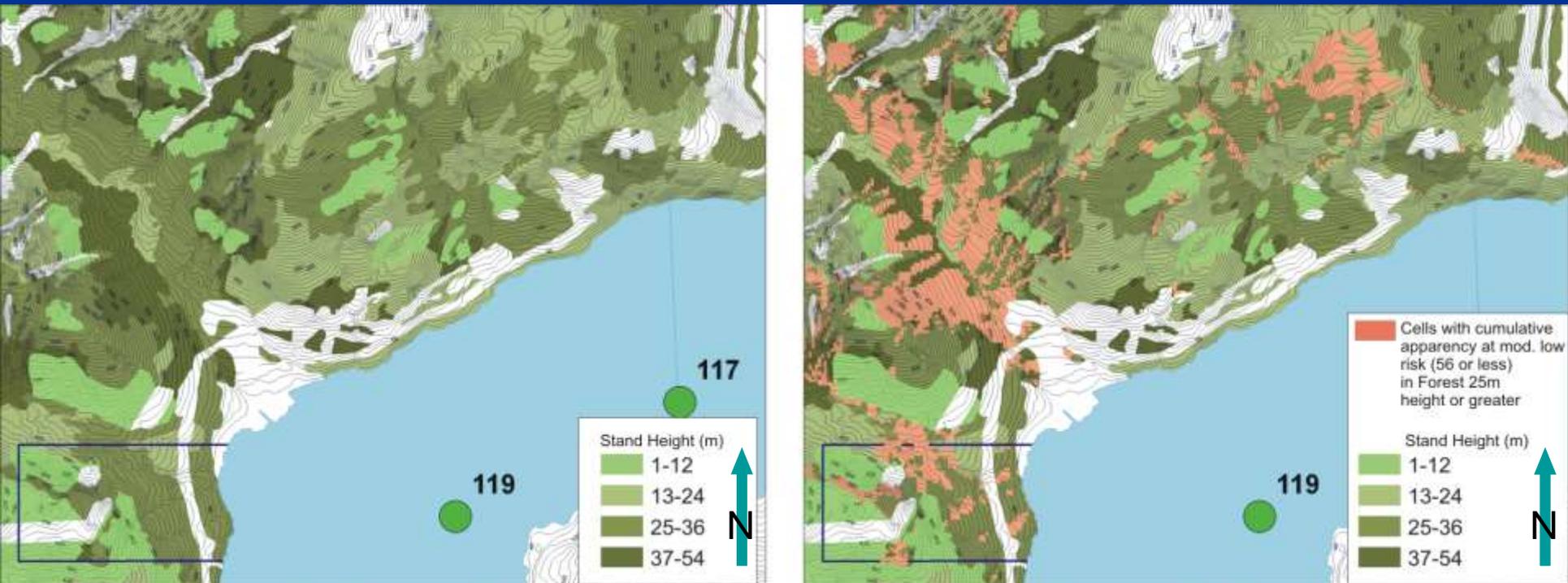
Howe Sound Harvest Cutblock Location Test

Figure 104 Trial cutblock locations selected by levels of apparency; appearance from LCP 119.

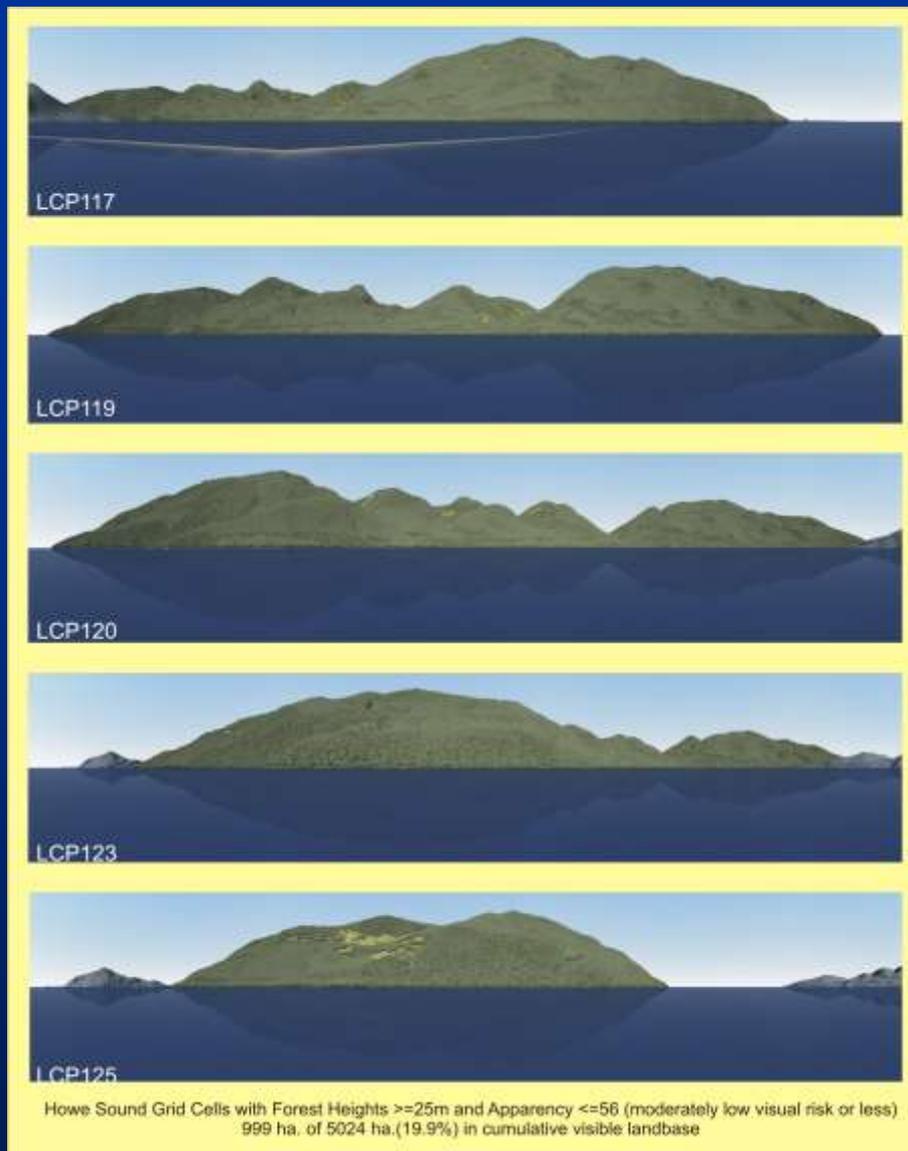
Test Area 1 – Howe Sound

C. Apparency-Forest Cover Selection Trial to Test Integration with Other Resources

- Finding Low Visual Risk Mature Timber as Provided from Vegetation Resources Inventory



Cell selection by tree height attribute (25m or greater) and moderately low or low apperancy (visual risk) in ArcMap (right image: selected cells in pink).



**Cell selection by tree height attribute, Howe Sound model, all viewpoints
Visual results, if selected cells were harvested,
grid cells selected by forest height from VRI, 25m height or greater,
and cumulative appearance, moderately low to very low visual risk).**

Conclusions of Howe Sound Tests

Selecting by apparency and forest height

Consequences of apparency

Learning opportunity with landbase

Correct P2P with tree screening using **actual** forest cover

inherent design; lines of force, etc.

Limitations

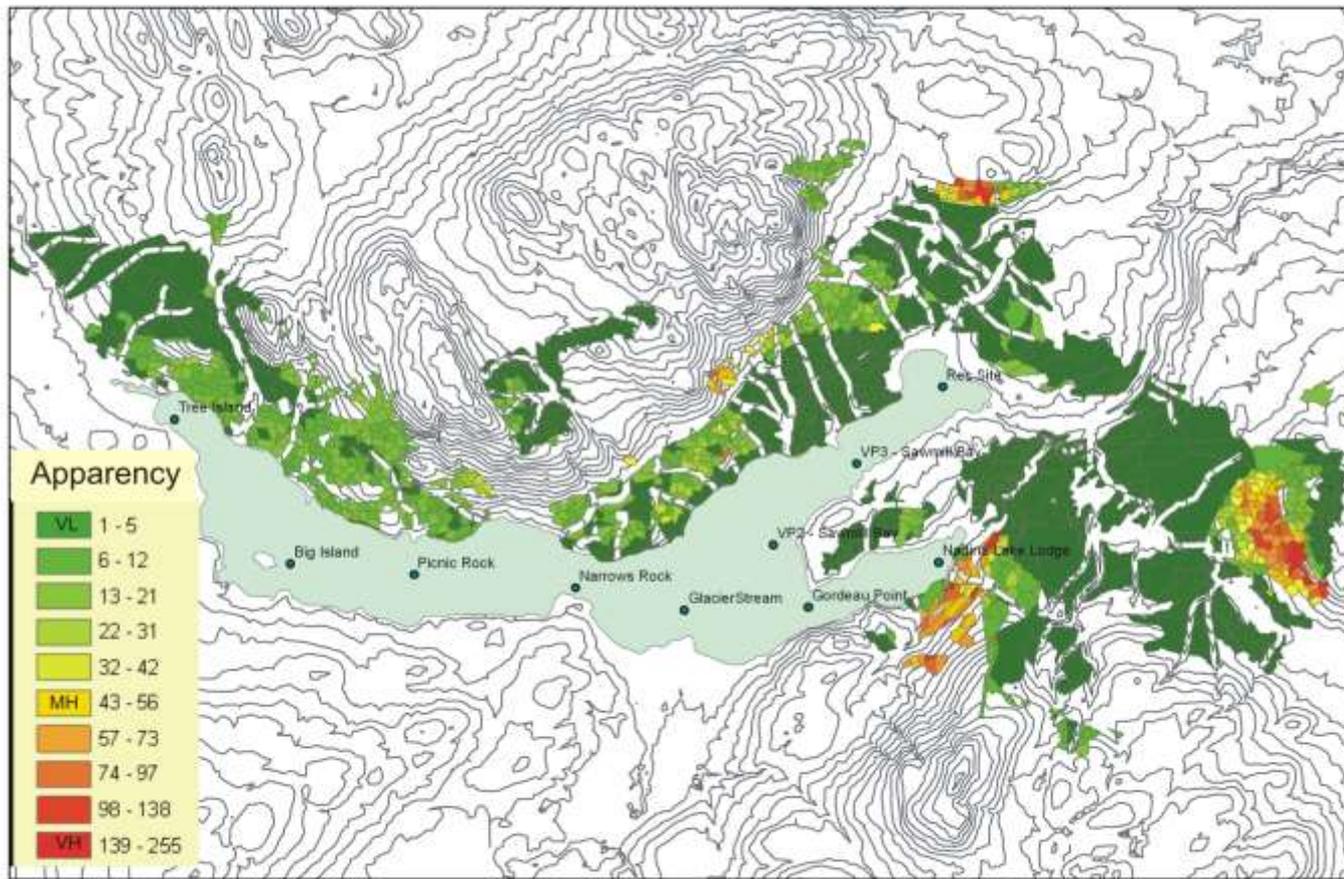
Not a plan; no design

No other constraints at this point

Test Area 2 – Nadina Lake

A. **Integrated Visual Design Plan** to provide full rotation harvest plan of beetle infested timber, using apparency to guide scheduling and design
Four 20-year passes

(RDI Commercial Application)

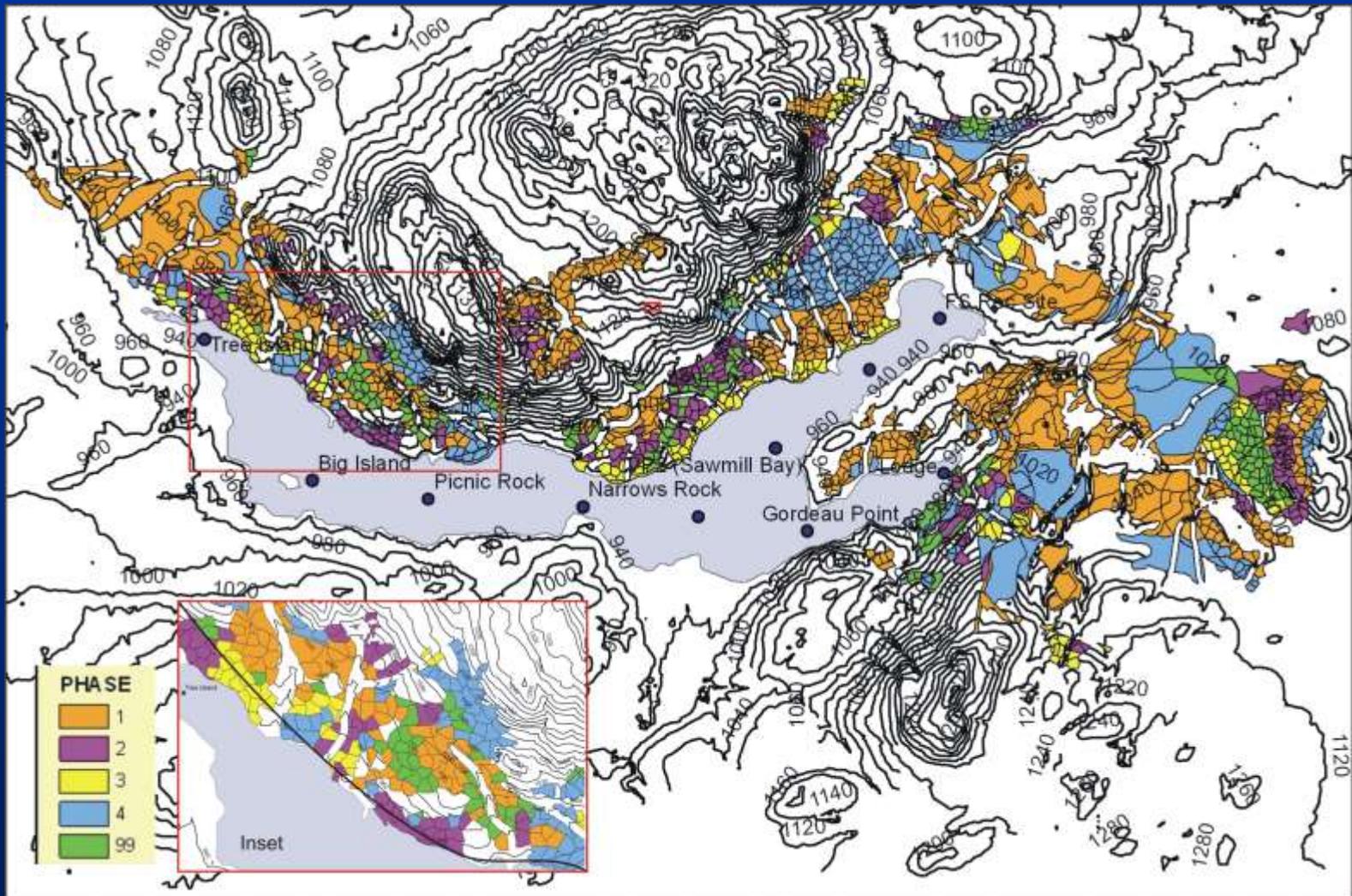


West Fraser Mills Ltd.
 Nadina Integrated Visual Design - GEOptics Apparency by Planning Cell

Produced by:
 RDI Resource Design Inc
 February 5, 2007

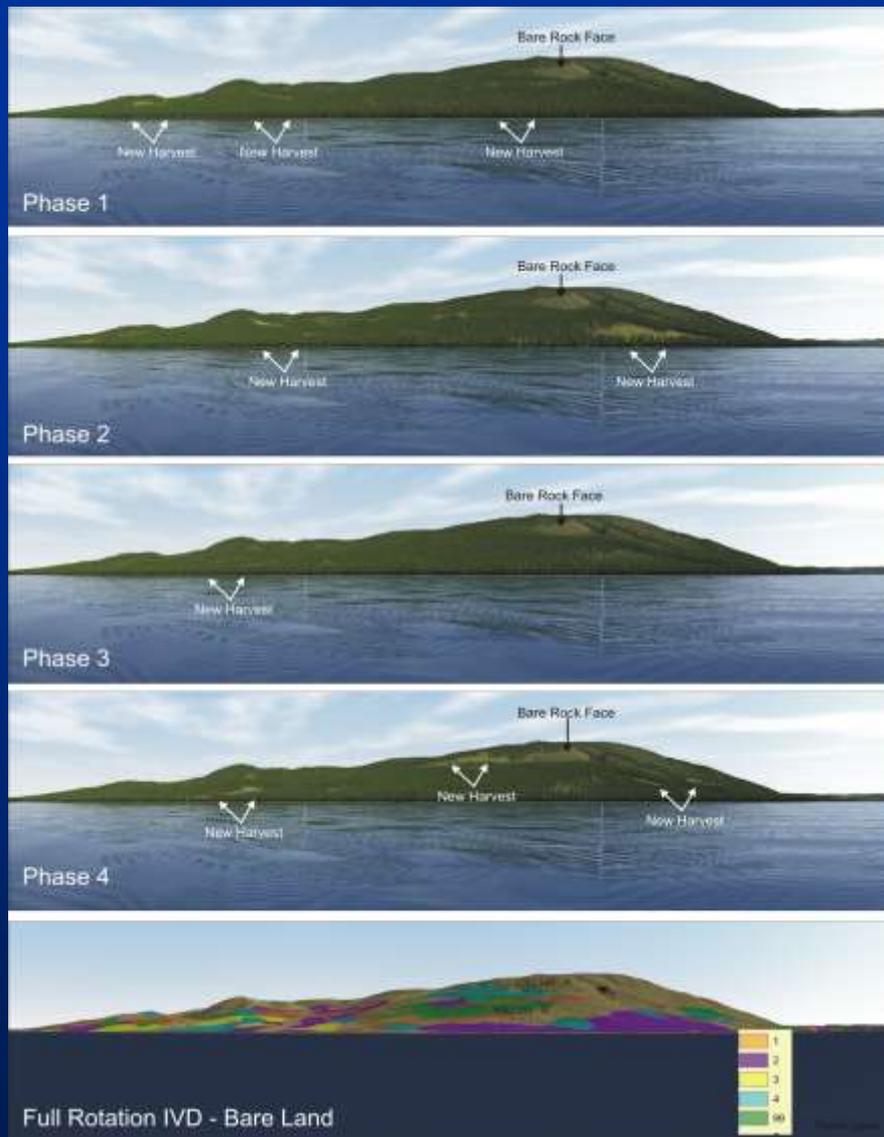
Nadina Lake Integrated Visual Design Plan

Figure 83 Apparency value is assigned to each potential harvest unit to provide guidance when scheduling the units for harvest phase.



Nadina Lake Integrated Visual Design Plan

Figure 84 Four pass scheduling to meet VQOs applied to treatment units based on cumulative apparency and iterative testing with perspective visualizations, with inset showing closer view of treatment units; Class 99 units were not set to a schedule.



Nadina Lake Integrated Visual Design Plan

Figure 85 Four-pass schedule projected from the Big Island viewpoint, with all phases shown in bare land image at bottom, with legend. Phase 99 (not scheduled for harvest) is evident in the bottom image, classified by phase.

Conclusions of Nadina Tests

Actual plan with all constraints

Apparency informed scheduling and design

Learning opportunity with landbase

Detailed P2P with tree screening

Limitations

Requires expert design intervention

DEM resolution

Viewpoint selection

Test Area 2 – Nadina Lake

B. Atlas-GEOptics Automated Landscape Design Plan

to determine efficacy of a harvest scheduler program (Atlas) using apparency

12 – 20 year Periods – 150,000 m³ each
Forest Cover Attributes from
Vegetation Resource Inventory



Atlas-Nadina Period 4



Automated Design using Forest Planning Studio (ATLAS)

Figure 92 Atlas-Nadina automated harvest schedule - Period 4.

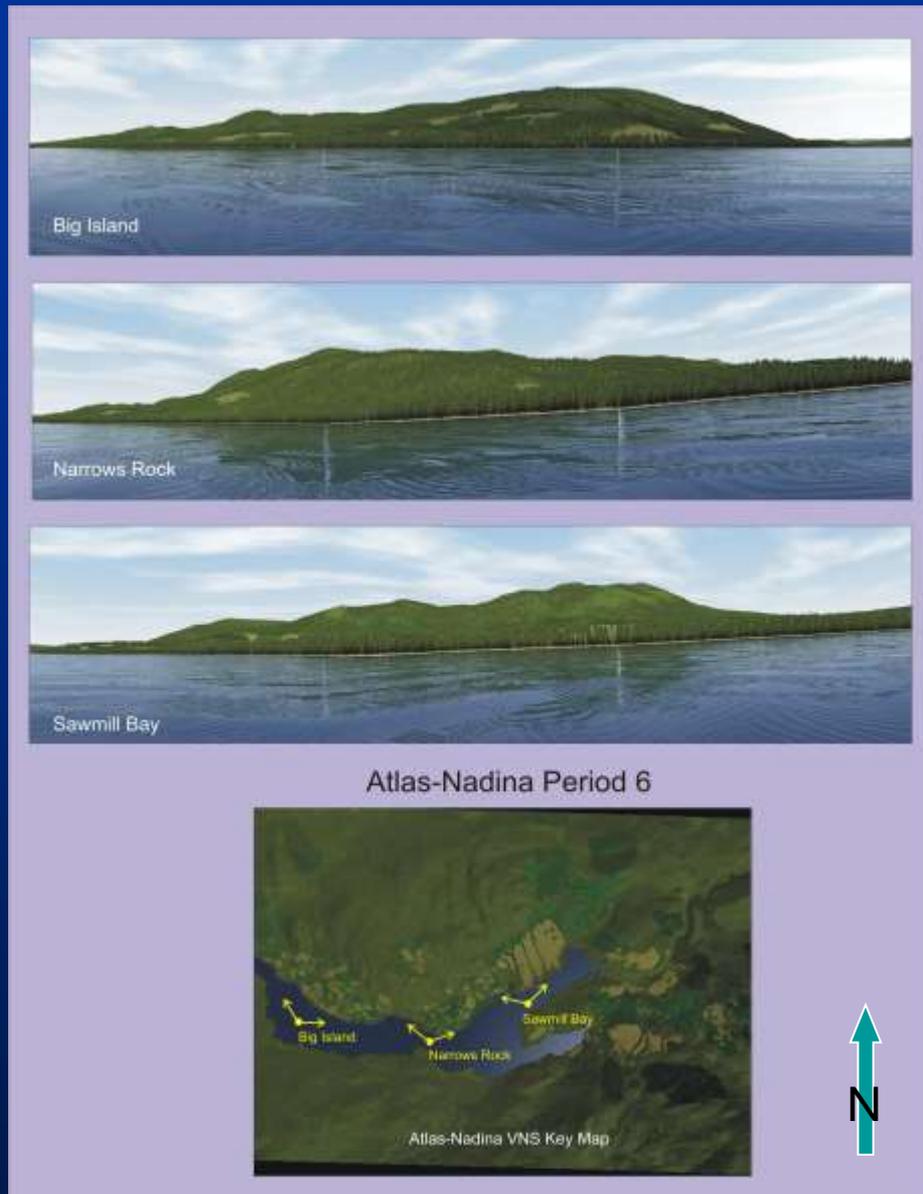


Atlas-Nadina Period 5



Automated Design using Forest Planning Studio (ATLAS)

Figure 92 Atlas-Nadina automated harvest schedule - Period 5.



Automated Design using Forest Planning Studio (ATLAS)
Figure 92 Atlas-Nadina automated harvest schedule - Period 6. 100

Conclusions of Nadina Automation

Tests

Actual plan with all constraints
Apparency informed scheduling and design
Learning opportunity with landbase
Detailed P2P with tree screening
Replaced trial and error
Supplemented expert design

Limitations

DEM resolution
Constraint data

9.2 External Testing - Focus Groups

9.2 External Testing - Focus Groups Questionnaire and Discussions

Three Sessions

- Richmond (7): **All 5** BCMOFR VRM Practitioners
- UBC (5): Academics, Students, Managers
- Nanaimo (4): MOFR and Industry Managers

Three Part Questionnaire

- Opinion survey (19 Questions)
- Written Discussion (6 topics provided)
- Verbal Discussion (recorded)

Questionnaire Components

1. Opinion Survey Question Groups:

Part A. Presentation Effectiveness (6)- how presented

Part B. Mapping Effectiveness (4) – product perception

Part C. Applications; Advantages; Disadvantages (9)

Questionnaire rating scale

-2	-1	0	+1	+2
Strongly disagree	Somewhat disagree	Neutral	Somewhat agree	Strongly agree

Questionnaire

A
V
G

A. Effectiveness of the Presentation (examples)

5. The possible **benefits** of the GEOptics landscape apparency method were clearly outlined.

6. The possible **limitations** of the GEOptics landscape apparency method were clearly outlined.

Questionnaire

B. Effectiveness of the Landscape Apparency Mapping (examples)

9. The GEOptics output appeared to be **compatible** with conventional GIS resource analysis.

10. The GEOptics output appeared capable of providing the degree of **detail and accuracy** necessary for consideration in resource planning and decision-making.

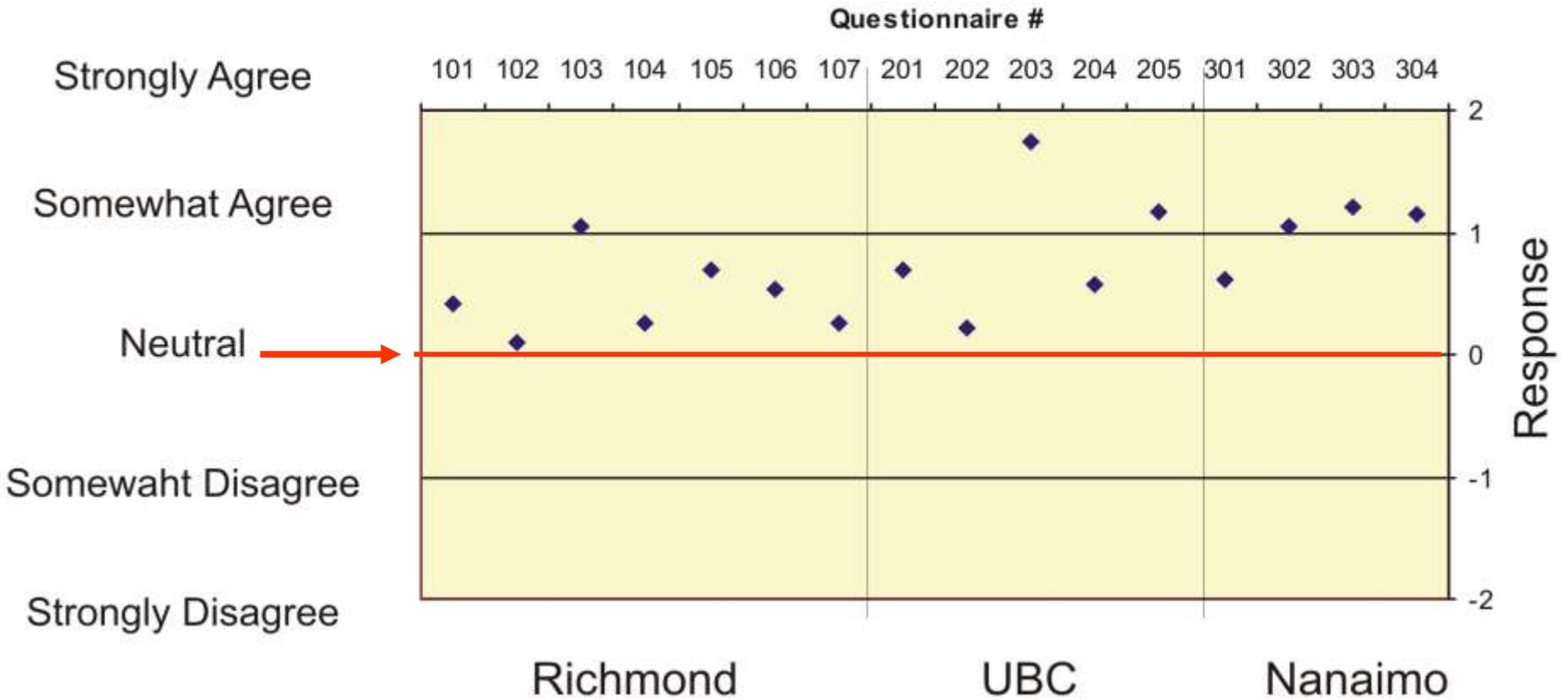
Questionnaire

C. Potential Applications, Benefits or Disadvantages of Methods (examples)

17. GEOptics output could be well suited for **total chance** integrated visual design over the long-term.

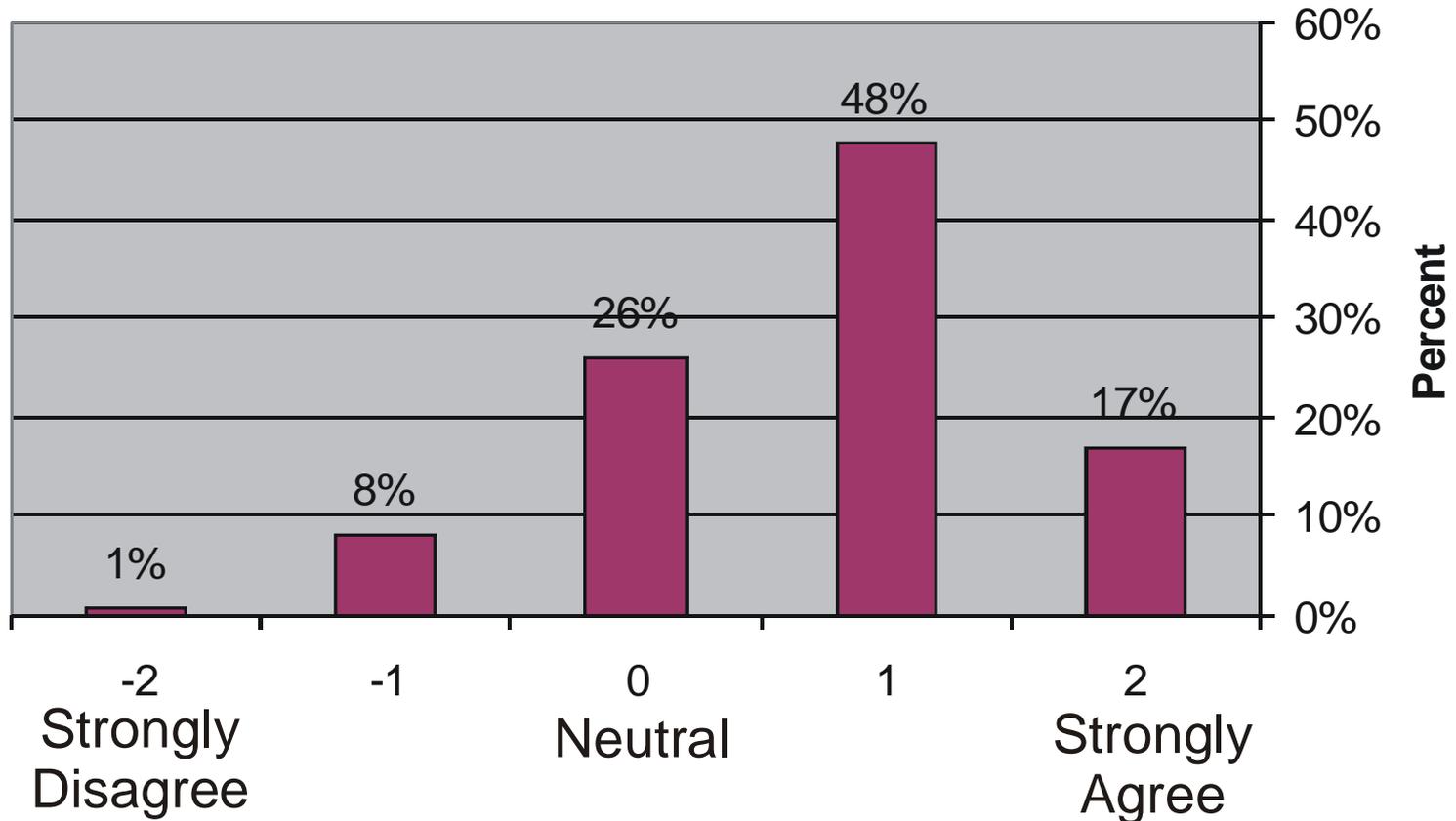
19. The GEOptics method could provide **greater flexibility** for managing visually constrained areas relative to conventional VLM.

Average Reponse by Respondent



Overall Average Response to All Questions by each Respondent was Positive

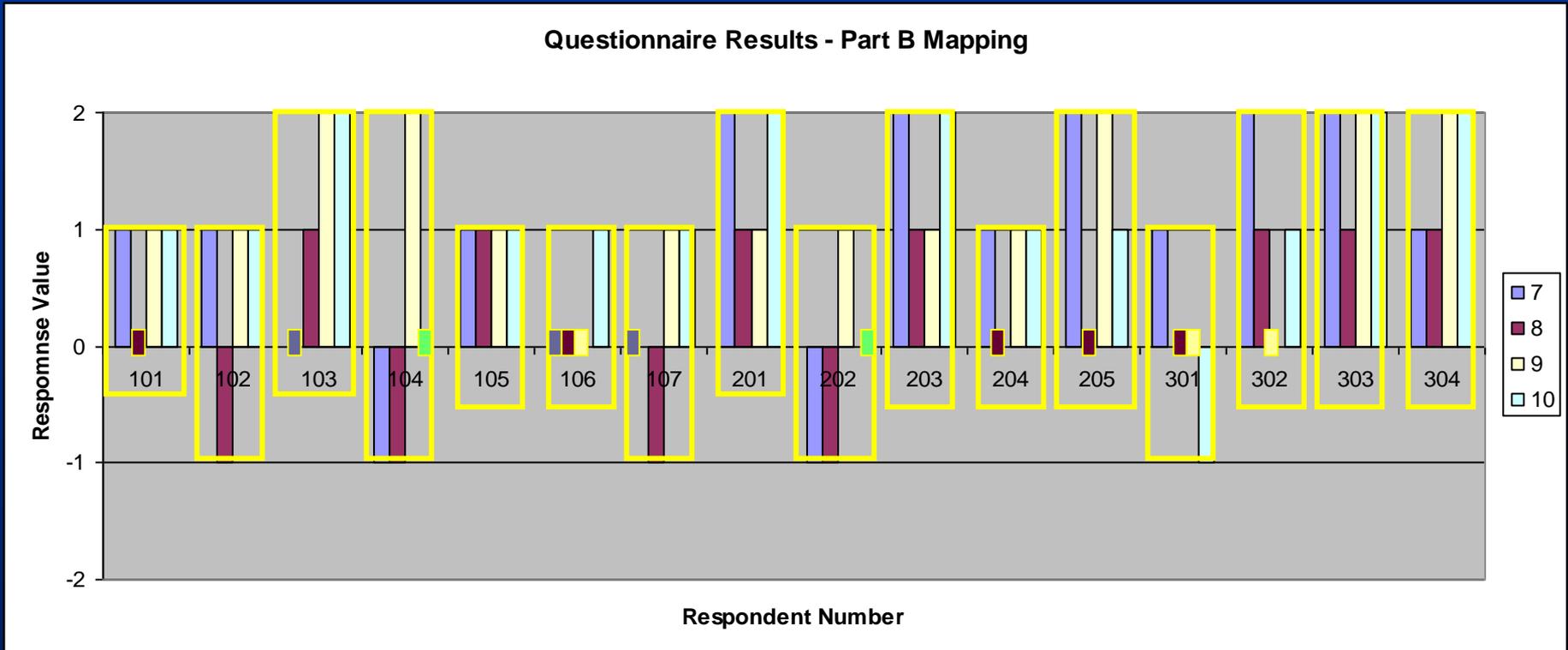
Question Response Rating



**65% of Responses to all Questions Agreed (1,2)
26% were Neutral*; 9% Disagreed (-1, -2)**

**Includes four "no answers" taken as Neutral)*

Response rating results: Questionnaire Part B Mapping



Question 7: Easy to Understand (pale blue)

Question 8: Easy to Apply (pale purple)

Question 9: Compatible with GIS (pale yellow)

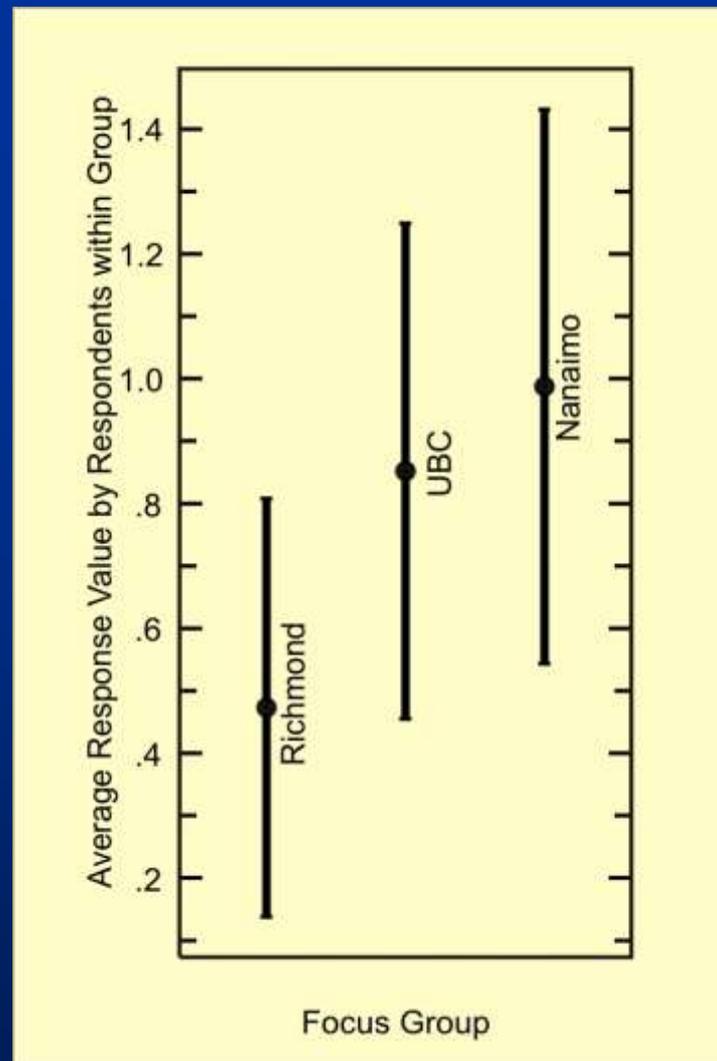
Question 10: Detail for decision-making (pale green)

Full set by individual outlines in yellow

Zero ratings indicated with small boxes (on "0" line)

Questionnaire Results

Averages by Question Group	
Part A. Presentation	0.71
Part B. Mapping	0.85
Part C. Applications	0.69
Averages by Focus Group	
Group 1. Richmond (n=7)	0.47
Group 2. UBC (n=5)	0.88
Group 3. Nanaimo (n=4)	1.01
Overall (n=16)	0.73



Plot of focus group means with 95% confidence intervals, respondent's averages for all questions, and with centre dot the average per group, non-significant differences (null hypothesis = 0.13).

Focus Group Discussion

The 6 discussion topics were:

1. Possible **advantages** relative to conventional VLM methods?
2. Possible **disadvantages** relative to conventional VLM methods?
3. How could apparency mapping be used by resource managers to **enhance conventional** visual landscape planning and design?
4. How could apparency be used by resource managers as a **component of Timber Supply Planning**?
5. How might the apparency method be **improved or made more useful**?
6. Any other **issues or concerns** raised in the session?

Focus Group Discussion Results (sample)

103 (+) *“Tells licencees where they can clearcut without affecting VQO, e.g. quantile 1-3 (lowest out of 6 apparency classes).”*

205 (+) *“Greater precision, refinement, resolution. Move away from binary outputs*

305 (-) *“Complexity; planning time; increased operational costs.”*

102 (-) *“Need some special tools to do this work, i.e., VNS.”*

203 (+) *“Seems very useful in planning sequence of passes.”*

304 (+) *“Seems to easily dovetail into other strategic land management resource layers used at a landscape level planning process.”*

105 (-) *“Needs to be proven that results generated from GEOptics outperforms conventional existing methods. We have a VIA (visual impact assessment) process in place used by many consultants.”*

107 (+/-) *“GEOptics is a good model for showing what might be possible. TSR (timber supply review) must model what is current practice. The two might not be the same.”*

Improving the Worth of EVA

✓ Utility:

- ✓ Quick to prepare the illumination map
- ✓ Industry commonly has access to VNS/ArcGIS
- ✓ Single/Cumulative apparency options – build as you go
- ✓ Generalizable and compatible with other systems

✓ Sensitivity

- ✓ Very sensitive to viewing angle changes
- ✓ Very sensitive to number of viewpoints (light)

✓ Accuracy

- ✓ TRIM common digital terrain map base
- ✓ Can use refined topography as available

✓ Precision

- ✓ All users will obtain same results if correctly set up
- ✓ Validated by ArcGIS viewshed

Potential improvement to the BCMoFR VLM system using GEOptics apparency

▪

VLM Phase 1 VLI	VLM Phases 2-3 Analysis	VLM Phase 4 Design
<p>VAC rating and map factor</p>	<p>VQO Apparency Class P2P weighting factor within VSU</p> <p>Entered in TSR for each VSU (bottom-up)</p>	<p>Apparency map values separates challenging from easy areas within VSUs and guide design and operations</p> <p>Guide to visual impact assessment in advance</p> <p>Hierarchical integrated planning element</p>

Achievements of the Apparency Model

- ✓ More precise understanding of visual risk within VSU
- ✓ Integrated tool linking viewer and landscape
- ✓ Inherent understanding of landscape
- ✓ Informs users' understanding of visual impact potential
- ✓ Visual Design “guide”
- ✓ Efficient “automation”
- ✓ Precise P2P factors may improve available wood supply
- ✓ Adaptable to other GIS tools
- ✓ Adaptable to other jurisdictions
- ✓ Helpful, compatible with conventional mapping
- ✓ Well-suited to integrated planning



Limitations of GEOptics apparency

- ✓ **New tool – requires learning**
- ✓ **Shadow map/viewshed validation**
- ✓ **Possibly new computer program(s)**
- ✓ **DEM resolution; accuracy**
- ✓ **Not replacement for design expertise**
- ✓ **More trials required in more landscape types**
- ✓ **Perceived as too complex - streamline**
- ✓ **Caution with timber supply analysis – coarse by intent**
- ✓ **Resistance to change; new concepts**



Helpful Links to References relating to this presentation:

MFLNRO Forest Practices Branch Visual Resource Management Publications:

Inventory

Monitoring

Research into public responses to
clearcutting,
partial cutting,
retention cutting,
visually effective green-up,
roadside management,
wind energy,
tourism,
mountain pine beetle

All available at:

<http://www2.gov.bc.ca/gov/content/industry/forestry/managing-our-forest-resources/visual-resource-management>

VQO Guide Poster <https://www.for.gov.bc.ca/hfd/pubs/Docs/Mr/Rec/Rec044.pdf>

Fairhurst, K.B, 2010. PhD Dissertation. Geoptics Landscape Apparency: a dynamic visual resource indicator and tool for multi-functional landscape planning.

<https://open.library.ubc.ca/cIRcle/collections/ubctheses/24/items/1.0071267>

Collaborative for Advanced Landscape Planning – UBC: www.calp.forestry.ubc.ca

General Information about RDI Resource Design Inc can be found at: www.rdi3d.com

Ken Fairhurst can be reached by e-mail at ken.fairhurst@rdi3d.com

This presentation can be down-loaded from:

<http://rdi3d.com/Powerhouse.pptx>

Quick Background of KBF:

- 15 years Ministry of Forests – Regional Visual Management Specialist
- 2 years Alberta Forest Service Preliminary Visual Landscape Program Set-up
- 21 years co-founder/head of RDI Resource Design Inc
- GIS and 3D Visualization Planning and Design
- University of British Columbia Doctoral Degree 2010
- UBC Forestry 491 – Co-teach Visualization and Design
- UBC Forestry 424 – Visualization Component
- Adjunct Professor – UBC Forest Resources Management
- Member - Collaborative for Advance Landscape Planning - UBC

Discussion and Conclusions



My Appreciation!

to

Rob Ribe - for recommending that I share the BC perspective

and to

Cheryl Friesen - for arranging this Forum

End

