



KEY

- Application Area
- Viewpoint
- Residential Landuse Area
- Screened ZTV & Bare Earth - 10m
- Screened ZTV & Bare Earth - 15m
- Bare Earth ZTV - 15m

ZTV Production Information -
 - DTM data used in calculations is OS Terrain 5
 - Calculations based on a bare earth survey
 - Viewer height set at 1.7m
 - Calculations include earth curvature and light refraction

N.B. This Zone of Theoretical Visibility (ZTV) image illustrates the theoretical extent of where the development will be visible from, assuming 100% visibility. **It is generated using terrain data only and does not account for any screening that vegetation or the built environment may provide.** It is, as such, 'a worst case' ZTV and the actual extents of visibility are likely to be less extensive.

Screened ZTV Production Information -
 - DTM data used in calculations is OS Terrain 5 that has been combined with OS Vectormap data for woodland and buildings to create a Digital Surface Model (DSM).

- Indicative Woodland and Building heights are modelled at 15m and 8m respectively.
 - Viewer height set at 1.7m
 - Calculations include earth curvature and light refraction

N.B. This Zone of Theoretical Visibility (ZTV) image illustrates the theoretical extent of where the development will be visible from, assuming 100% visibility, and includes the screening effect from vegetation and buildings, based on the assumptions stated above.



Information based on all known constraints.
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11.2
Zone of Theoretical Visibility & Screened Zone of Theoretical Visibility with Viewpoint Locations

FIGURE

TITLE

1:45,000 @ A3

SCALE

D.0358_05-D

DWG. NO.