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Docket Number:	13-AFC-01
Project Title:	Alamitos Energy Center
TN #:	213943
Document Title:	Visual Resources Final Staff Assessment Appendices
Description:	This document includes Visual Resources Appendices VR-1 and VR-2. Appendix VR-1 provides Visual Resources terms, definitions and analysis method. Appendix VR-2 provides the Key Observation Point Evaluation Matrix and Visual Impact Determination Conclusions in a table format. These appendices were inadvertently omitted from the Final Staff Assessment for the Alamitos Energy Center Project When docketed on September 23, 2016.
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Submitter Role:	Commission Staff
Submission Date:	10/10/2016 3:04:02 PM
Docketed Date:	10/10/2016

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October 10, 2016

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Sincerely,

Date: October 10, 2016

Signature on file

KEITH WINSTEAD

Planner III

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VISUAL RESOURCES APPENDIX-1

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VISUAL RESOURCES TERMS, DEFINITIONS, AND ANALYSIS METHOD

This appendix is divided into two main sections. The first section defines key terms and describes the method used by Energy Commission staff (staff) to evaluate effects of a project on visual resources. The second section describes the process to evaluate effects of publicly visible water vapor plumes on visual resources.

Staff conducted a preliminary analysis of the proposed project's exhaust gas characteristics and ambient air conditions and determined that conditions would be unlikely to cause formation of visible plumes above the project's exhaust stacks. Therefore, the section of this appendix pertaining to visible plumes is not applicable to the proposed project.

KEY TERMS AND ANALYSIS METHOD

VISUAL SPHERE OF INFLUENCE AND DISTANCE ZONES

The *visual sphere of influence* (VSOI) depicts the area within which the proposed project could cause significant impacts on visual resources. The extent of the VSOI will vary depending on the project setting, topography, and the presence or absence of natural or built screening, and it must be determined on a case-by-case basis. For projects in urban settings, visibility of a project site may be limited to specific vantage points in the VSOI. For projects in relatively open areas, a project site may be visible throughout most of the VSOI.

A VSOI boundary may be refined to account for local viewing conditions and topographic screening based on computer *viewshed* analysis and mapping, which is a useful way to determine project visibility and to communicate that information to others. A viewshed is the surface area visible from a given viewpoint or series of viewpoints. It is also the area from which that viewpoint or series of viewpoints may be seen. At a basic level, a viewshed is a plan view or map of areas with an unobstructed sightline to a single observer viewpoint (Federal Highway Administration 1990).

The VSOI may be mapped up to a distance of approximately five miles from a project site. At the limits of the VSOI, distant background features may blend together such that they would not be especially discernible to the viewer.

Visual resource management guidelines and methods established by federal agencies are often adapted and used by staff to evaluate the impacts of a project on visual resources. The visual management system of the U.S. Forest Service uses distance zones to describe parts of a characteristic landscape that is subject to inventory and evaluation (Bacon 1979). The Federal Highway Administration (FHWA) uses similar descriptions for distance zones (FHWA 1990). Staff includes a discussion of distance zones to describe views of the project site from parts of the VSOI, which are described as follows:

- **Foreground.** This zone will usually be limited to areas within one-quarter to one-half mile of the observer, but must be determined on a case-by-case basis as should any distance zoning. The limit of this zone is based on distances at which details can be perceived. For example, the viewer may see the texture and form of individual plants or tree boughs. Intensity of color and its value will be at a maximum level.
- **Middleground.** This zone may extend from the foreground zone to three to five miles from the observer. Texture is generally characterized by masses of trees in stands of uniform tree cover. Parts of the landscape may be seen to join together; hills become a range or trees appear as a forest. Individual tree forms are usually only discernible in very open or sparse stands.
- **Background.** This zone may extend from the middleground zone to infinity. The surfaces of land forms lose detail distinctions, and the emphasis is on the outline or edge of the land forms. The texture in stands of uniform tree cover is generally very weak or nonexistent. In open or sparse timber stands, texture is seen as groups or patterns of trees. Atmospheric haze may diminish colors, soften features, and reduce contrast in background views.

Visual elements closer to the viewer will be in the foreground or middleground. Visual elements at the limits of the project VSOI will generally be those that appear in the background.

VISUAL ABSORPTION CAPABILITY

Visual absorption capability (VAC) provides an additional perspective on the landscape and its capacity to visually withstand or absorb changes from a project. VAC is an estimate or measure of the capacity of a landscape to absorb visual alterations without significantly affecting visual character (Bacon 1979). High VAC may be associated with varied, undulating landforms and varied vegetation canopy. Low VAC may be associated with a uniform landscape, an even tree canopy, and steep slopes. (As the upward slope increases, a greater area of land becomes directly visible and any intervening vegetation loses the potential to screen the activity.)

SELECTION OF KEY OBSERVATION POINTS

Sensitive viewing areas are identified and inventoried in the VSOI for a project where project structures and facilities could be visible to the public. A list of sensitive viewing areas could include several types of uses:

- residential;
- recreational, including wildlife areas, parks, visitor centers, hiking trails, and other recreation areas;
- travel routes, including major roads or highways and designated scenic roads; and
- tourist destinations, including historic landmarks and other protected natural and built features in the landscape.

Refinement of the visual analysis for a project involves identifying critical viewpoints, or key observation points (KOPs). KOPs are selected to represent the most critical viewpoints from off-site locations where a project would be visible to the public.

Because it is infeasible to analyze all viewpoints, KOPs are selected that would most clearly display the visual effects of the proposed project. A KOP may also represent a primary viewer group(s) (e.g., motorists on a highway in the project area) that could potentially be affected by a project.

Following selection of the KOPs, photographs are taken of the project site to show existing conditions from the KOPs. The existing condition (baseline) photographs taken from the selected KOPs are used to prepare representative visual simulations of the proposed project or specific project feature. The simulations portray the relative scale and extent of the project. The photograph of the existing condition and the visual simulation (proposed condition) are reviewed for each KOP to determine the potential effects of a project on visual resources.

PROCESS TO EVALUATE KEY OBSERVATION POINTS

VISUAL SENSITIVITY (EXISTING CONDITION)

Steps to evaluate the overall visual sensitivity for each KOP involve consideration of several key factors: *visual quality*, *viewer concern*, *visibility*, *number of viewers*, and *duration of view*. In a project analysis, the rating scale ranges from low to high for each factor. These factors are also used to convey the overall scenic value of the view from each representative KOP. The five factors are described below. (Diagram 1 [below] illustrates the process to evaluate the KOPs and determine impact significance.)

Visual Quality

Visual quality is an expression of the visual impression or appeal of a given landscape and the associated public value attributed to the visual resource. The visual quality of an area is composed of visual or scenic resources, which are those physical features that make up the visible landscape, including land, water, vegetation, and the built environment (e.g., buildings, roadways, irrigation canals, and other structures). Scenic resources that compose scenic views and sites are generally valued for their aesthetic appearance. Using staff's visual resources analysis method, visual quality is generally rated from low to high.

Memorable or visually powerful landscapes are generally rated high when the landscape components combine in striking or distinctive visual patterns. Landscapes with high visual quality are visually coherent and harmonious when each element is considered as part of the whole. The landscapes are free from encroaching elements and thus retain their visual integrity. Landscapes rated low are often dominated by visually discordant built elements. **Table 1** describes a set of ratings associated with an assessment of visual quality.

Table 1
Landscape Scenic Quality Scale

Rating	Description
Outstanding Visual Quality	This rating describes landscapes with exceptionally high visual quality. These landscapes are often significant regionally and/or nationally, and they usually contain exceptional natural or cultural features that contribute to this rating. They might be described as “picture-postcard” landscapes. People are attracted to these landscapes to view them. These landscapes are often managed in a manner to ensure preservation of the inherent qualities of the landscape.
High Visual Quality	Landscapes with high visual quality may contain cultural or natural features in the landscape that attest to their value. These landscapes often contain visually interesting spaces and elements that are arranged in ways that make them particularly pleasant places to be. Areas with high visual quality often provide recreational opportunities where the visual experience is important. These landscapes are often managed to emphasize preservation of the inherent qualities of the landscape.
Moderately High Visual Quality	These landscapes have above average scenic value but do not possess all of the qualities associated with places that are rated high. The scenic value of these landscapes may be lower due to the less interesting arrangement of landscape elements. These landscapes may have recreational potential, and visual quality is an important management concern.
Moderate Visual Quality	These landscapes have average scenic value and are not especially memorable. They usually lack noteworthy cultural or natural features. These landscapes may have considerable recreational potential and visual quality is a management consideration.
Moderately Low Visual Quality	These landscapes have below average scenic value. They may contain visually discordant built elements, but the landscape is not dominated by these features. They often provide little visual interest and lack spaces that people will perceive as inviting. Recreational activities may occur in areas with below average scenic value, but the visual experience for recreationists is less important in these areas. Management concerns for visual quality may be limited to minimizing the adverse visual impacts of resource management activities or projects.
Low Visual Quality	Landscapes with low scenic value may be dominated by visually discordant built elements. They do not include places that people will find inviting, and lack attributes that make areas with higher quality views memorable and visually interesting. These landscapes often have little recreational potential. Management concerns for visual quality may either address rehabilitation of visually discordant built elements or are limited to minimizing the adverse visual impacts of resource management activities or projects.
Source: Adapted from Buhyoff et al., 1994	

Viewer Concern

Viewer concern represents the estimated reaction of a viewer or viewer group to visible changes in the view. Viewer concern will vary depending on the characteristics and preferences of the viewer group. An assessment of viewer concern can be made based on the extent of the public’s concern for a particular landscape or for scenic quality in general. Existing discordant elements in the landscape may temper viewer concern.

Viewer concern for homeowners or other local residents is expected to be high for views near their homes. Viewers engaging in recreational activities and enjoying scenic surroundings are generally expected to be highly concerned about potential degradation of the existing visual quality and character of their views.

Viewer activity is an identifying characteristic of viewer groups (FHWA 1990). Commuting in heavy traffic can distract an observer from many aspects of the visual environment; therefore, viewer concern tends to be lower for views seen by people driving to and from work or as part of their work. Employees, managers, and patrons of businesses may have extended and repeated views of their surroundings on a daily basis. This viewer group may have lower expectations for visual elements in the VSOI than residents and recreationists.

The viewer concern of motorists generally depends on when and where travel occurs, the angle of view, the view distance, and the frequency of travel of the motorist in a particular area. As the observer's speed increases, the sharpness of lateral vision declines, and the observer tends to focus along the line of travel. It is assumed that motorists on freeway systems during periods of free flow travel have a low to moderate viewer concern. Daily commuters using inner city freeways in heavy traffic are primarily focused on traffic and roadway conditions along the travel corridor. Commuters traveling at normal freeway speeds are generally more aware of views from the freeway. Motorists driving for pleasure are expected to have a higher concern for view. Motorists who are local residents and/or business owners may have a higher viewer concern due to their personal investment in the area and greater familiarity with the local environment.

In urban and semi-rural settings, individual viewers are likely to include employees and managers working in offices and commercial and industrial businesses. In rural and semi-rural areas, individual viewers may include people employed in agricultural, industrial, and commercial businesses. For viewers whose focus is on their work and daily pursuits, viewer concern is generally expected to be low to moderate. However, this rating will vary depending on the existing visual quality of the landscape and built environment.

Scenic roadways, cultural features, or other areas identified in adopted land use planning documents are subject to protection. The scenic qualities of protected resources are recognized for their value to the public, and the expectation of viewers is that views of protected resources will be preserved.

Visibility

An assessment of visibility addresses how well the project site or feature can be seen from a particular location. The degree of visibility generally depends on the angle or direction of view; extent of visual screening provided by built and/or natural elements; topography; and the distance between the object (i.e., the project site) and existing homes, streets, or parks. In this sense, visibility is determined by considering any and all obstructions that may be in the sightline, including trees and other vegetation, buildings, hills, and transmission poles or towers.

Number of Viewers

This is an estimate of the number of viewers who may see the project site or feature. The estimate is based on the number of residences, the average traffic volume on local roads and highways, and the number of recreational users per day (e.g., the number of people participating in any recreational activity during a 24-hour period). Traffic volume is based on data such as average daily vehicle trips (ADT) or annual average daily vehicle trips (AADT).

For recreational users, the number of viewers is closely tied to visual quality and viewer concern. For recreationists engaged in activities where visual quality is on the higher end of the scale, the number of viewers is carefully considered in the visual assessment. For example, a recreational area in an area with a high visual quality rating may receive a higher rating overall regardless of the number of viewers. For example, a visual change at a national park is generally more important than a visual change near a large sports stadium.

Table 2 shows ratings based on estimated numbers of viewers. Variations in viewer preferences and existing visual quality will influence these ratings.

Table 2
Approximate Number of Viewers By Viewer Category and Corresponding Rating

Residential (number of residences)	Recreationists (number of people per day)	Motorists (number of motor vehicles per day)	Rating
Over 100	Over 200	Over 10,000	High
50–100	100–200	5,000–10,000	Moderate to High
20–50	50–100	2,500–5,000	Moderate
5–20	25–50	500–2,500	Low to Moderate
2–5	10–25	125–500	Low

Source: Energy Commission staff

Duration of View

Duration of view is the estimated length of time a project site is viewed by a person or group of people. The importance of view duration varies depending on the activities of the viewers. Duration of view is generally less of a concern when the viewer only briefly glimpses the visible feature or site. However, if the site is subject to viewing for a longer period, as from a scenic overlook, then duration of view is a factor of greater importance. Residential viewers typically have the longest duration of view. A resident with a direct view of a project site might have views lasting for extended periods depending on the orientation of the residence and the extent of visual screening.

For motorists, the duration of view depends on the speed of travel, view distance, and angle of observation. For a motorist traveling at 60 miles per hour on a highway with a direct view of a project site, and where the initial point of visibility is approximately one mile away, the viewer might see the site for a continuous 60-second period.

The duration of view for recreationists will vary depending on whether the recreational activity is *active* or *passive*. Active recreation involves direct participation in a sport or play activity, which typically requires the use of an organized space (e.g., off-road bike trails or a team sports field). A view of a proposed project by people observing or engaging in active recreation is estimated to be of short duration. People engaging in recreational activities under these conditions are likely to be focused on the sport rather than the aesthetics of the environment.

Passive recreation often involves low impact activities or observation and does not require use of an organized play or sports area. Viewers are more closely associated with the surrounding physical environment where the activity takes place. Typical activities include climbing, hiking, wildlife observation, fishing, and picnicking. A view of a proposed project by an individual engaged in passive recreation is estimated to be of longer duration than for someone participating in active recreation.

Table 3 provides a baseline to determine the ratings associated with view duration. As with number of viewers, variations in viewer preferences and existing visual quality will influence the relative importance of the ratings for duration of view.

Table 3
Approximate Duration of View and Corresponding Rating

Approximate Duration of View	Rating
Longer than 2 minutes	High (extended period of time)
1–2 minutes	Moderate to High
20–60 seconds	Moderate (mid-length period of time)
10–20 seconds	Low to Moderate
Less than 10 seconds	Low (brief period of time)

Source: Energy Commission staff

Overall Viewer Exposure

Overall viewer exposure is based on *visibility*, *number of viewers*, and *duration of view*. These three factors are generally given equal weight in determining overall viewer exposure. However, additional weight is given to any factor with an extreme value. For example, if a project’s visibility is very limited because it would be almost entirely screened from public view, staff gives a lower value to overall viewer exposure.

Overall Visual Sensitivity

Overall visual sensitivity is based on *visual quality*, *viewer concern*, and *overall viewer exposure*. These three factors are generally given equal weight in determining the level of overall visual sensitivity.

VISUAL CHANGE (PROPOSED CONDITION)

The visual change for each KOP is described using the terms *contrast*, *dominance*, and *view blockage*. The scale for rating the visual change ranges from low to high for each factor. The three factors used to evaluate visual change are described below.

Contrast

The degree to which a project could affect the visual quality of a landscape generally depends on the visual contrast created between a project and the existing landscape (U.S. Bureau of Land Management 1986 and 2012). The basic design elements of form, line, color, and texture are used for this comparison and to describe the visual contrast created by a project:

- **Form.** Contrast in form results from changes in the shape and mass of landforms or structures. The degree of change depends on how dissimilar the introduced forms are to those that exist in the landscape.
- **Line.** Contrasts in line results from changes in edge types and interruption or introduction of edges, bands, and silhouette lines. New lines may differ in their sub-elements (e.g., boldness, complexity, and orientation) from existing lines.
- **Color.** Changes in value, or a gradation or variety of a color (hue) tend to create the greatest contrast. Other factors such as saturation of a color, reflectivity, color temperature, may also increase the contrast.
- **Texture.** Noticeable contrast in texture usually stems from differences in the grain, density, and internal contrast. Other factors such as irregularity and directional patterns of texture may affect the rating.

Projects designed to repeat forms, lines, colors, and textures as those present in the existing landscape will generally be less noticeable. (See also the discussion above under “Visual Absorption Capability.”) **Table 4** provides a baseline for the degree of contrast rating.

Table 4
Degree of Contrast and Corresponding Rating

Criteria	Rating
The element contrast demands attention, will not be overlooked, and is dominant in the landscape.	High (strong)
	Moderate to High
The element contrast begins to attract attention and begins to dominate the characteristic landscape.	Moderate
The element contrast can be seen but does not attract attention.	Low to Moderate (weak)
	Low
The element contrast is not visible or perceived.	None
Source: Adapted from U.S. Bureau of Land Management 1986	

Dominance

Dominance is a measure of (a) the proportion of the total field of view that the proposed feature occupies, (b) a proposed feature's apparent size relative to other visible landscape features, and (c) the conspicuousness of the proposed feature due to its location in the view. Also, forms that are bold, regular, solid, or vertical will tend to dominate the landscape.

A proposed feature's level of dominance may be lower in a panoramic setting than in an enclosed setting with a focus on the feature itself. A feature's level of dominance is higher if it is (a) near the center of the view, (b) elevated relative to the viewer, or (c) has the sky as a backdrop. As the distance between a viewer and a feature increases, the feature's apparent size decreases and its dominance decreases as a consequence. The level of dominance is rated from low (subordinate) to high (dominant).

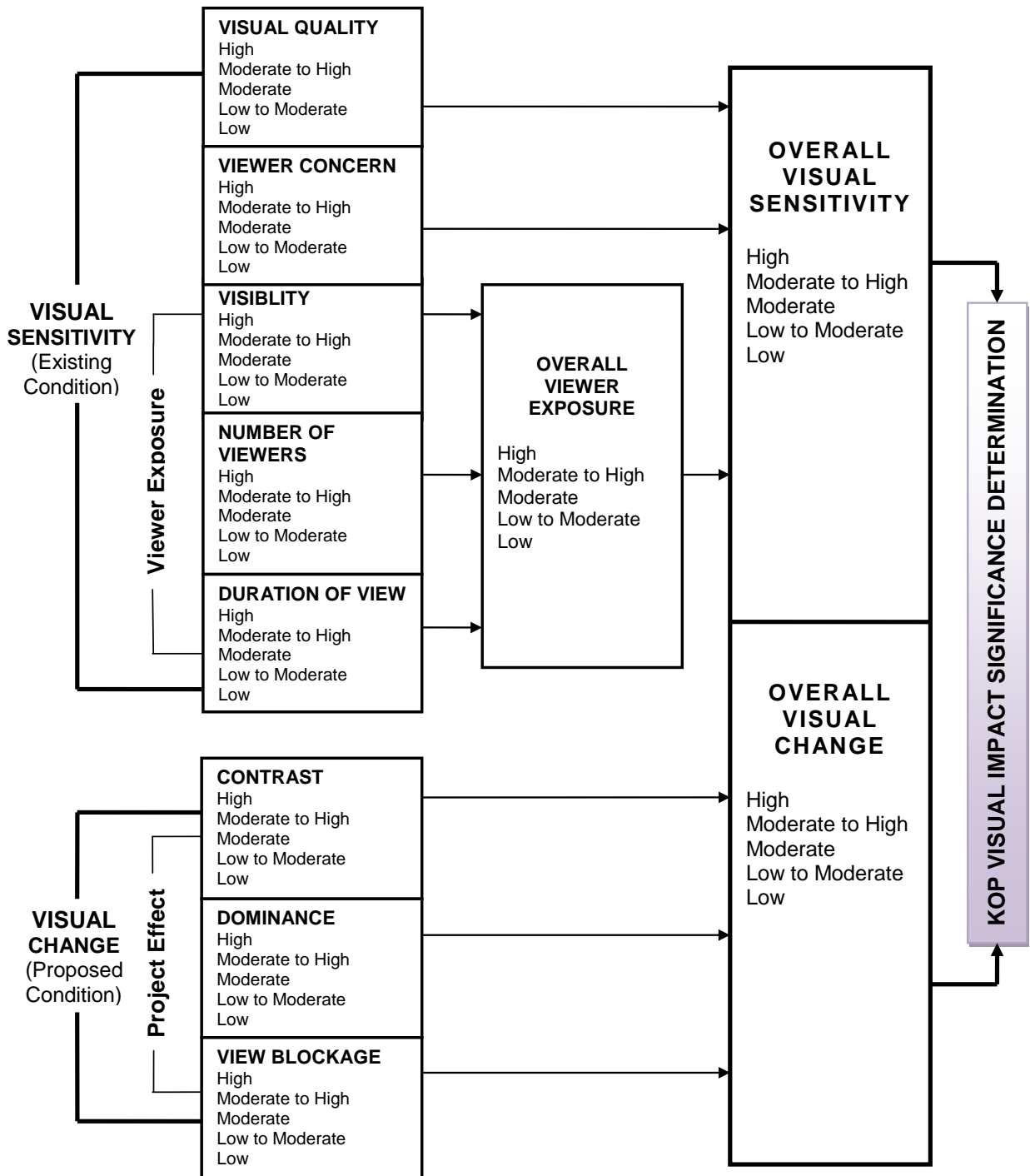
View Blockage

View blockage is the extent to which an existing publicly visible landscape feature (built or natural elements) would be blocked from view by the proposed project. The view is also disrupted when the continuity of the view is interrupted. Higher quality landscape features can be disrupted by the introduction of lower quality features into the view. The degree of view blockage is rated from low to high.

Overall Visual Change

Overall visual change is based on *contrast*, *dominance*, and *view blockage*. These factors are given equal weight in an assessment of overall visual change. Overall visual change is rated from low to high.

VISUAL RESOURCES Diagram 1- Key Observation Point Evaluation



VISUAL IMPACT SIGNIFICANCE DETERMINATION

Visual impact significance is based on the ratings for *overall visual sensitivity* and *overall visual change*. The ratings for overall visual sensitivity and overall visual change are combined to determine significance of the visual impact for each KOP (**Table 5**).

Table 5
KOP Visual Impact Significance Determination

Overall Visual Sensitivity	Overall Visual Change				
	High	Moderate to High	Moderate	Low to Moderate	Low
High	Significant	Significant	Significant	Less Than Significant	Less Than Significant
Moderate to High	Significant	Significant	Potentially Significant	Less Than Significant	Less Than Significant
Moderate	Significant	Potentially Significant	Less Than Significant	Less Than Significant	Less Than Significant
Low to Moderate	Less Than Significant	Less Than Significant	Less Than Significant	Less Than Significant	No Impact
Low	Less Than Significant	Less Than Significant	Less Than Significant	No Impact	No Impact

Notes:
 "Significant effect on the environment" means a substantial, or potentially substantial, adverse change in any of the physical conditions within the area affected by the project, including land, air, water, minerals, flora, fauna, ambient noise, and objects of historic or aesthetic significance (Cal. Code Regs., tit. 14, § 15382). Implementation of mitigation measures may or may not avoid the impact or reduce it to a less-than-significant level.
 CEQA does not require mitigation for less-than-significant impacts.

PUBLICLY VISIBLE WATER VAPOR PLUMES

When a thermal power generation facility with a cooling tower¹ is operated at times when the ambient temperature is low and relative humidity is high, the warm moisture (water vapor) that is discharged from the cooling tower condenses as it mixes with cooler ambient air, resulting in creation of a visible plume. The publicly visible plume could substantially degrade the existing visual character or quality of the project site and its surroundings, potentially causing a significant impact to visual resources.

Computer modeling is used to estimate the frequency and size of the vapor plume(s) for a power plant project. If the plume modeling analysis results in a conclusion that plume frequency is greater than 20 percent, staff prepares an analysis of the vapor plume's potential effects on visual resources in the VSOI for the project.

¹ Other types of thermal power generation facilities are also sources of visible water vapor plumes, including combined cycle gas turbine exhausts and geothermal steam exhausts. These facilities are evaluated in the same manner as cooling tower plumes.

Staff established a 20th percentile plume frequency during *seasonal* (November through April) *daylight clear* hours (i.e., no rain/fog high visual contrast hours) as a reasonable worst-case scenario. It is during high visual contrast viewing hours (“clear sky”) conditions that water vapor plumes show the greatest contrast with the sky. Water vapor plumes emitted during rain and fog conditions and under some cloud conditions (e.g., marine layer) or at nighttime would not introduce substantial visual contrast into the environment. Staff has included in the *clear* category:

- a) all hours with sky cover equal to or less than 10 percent, and
- b) half of the hours with total sky cover of 20–90 percent.

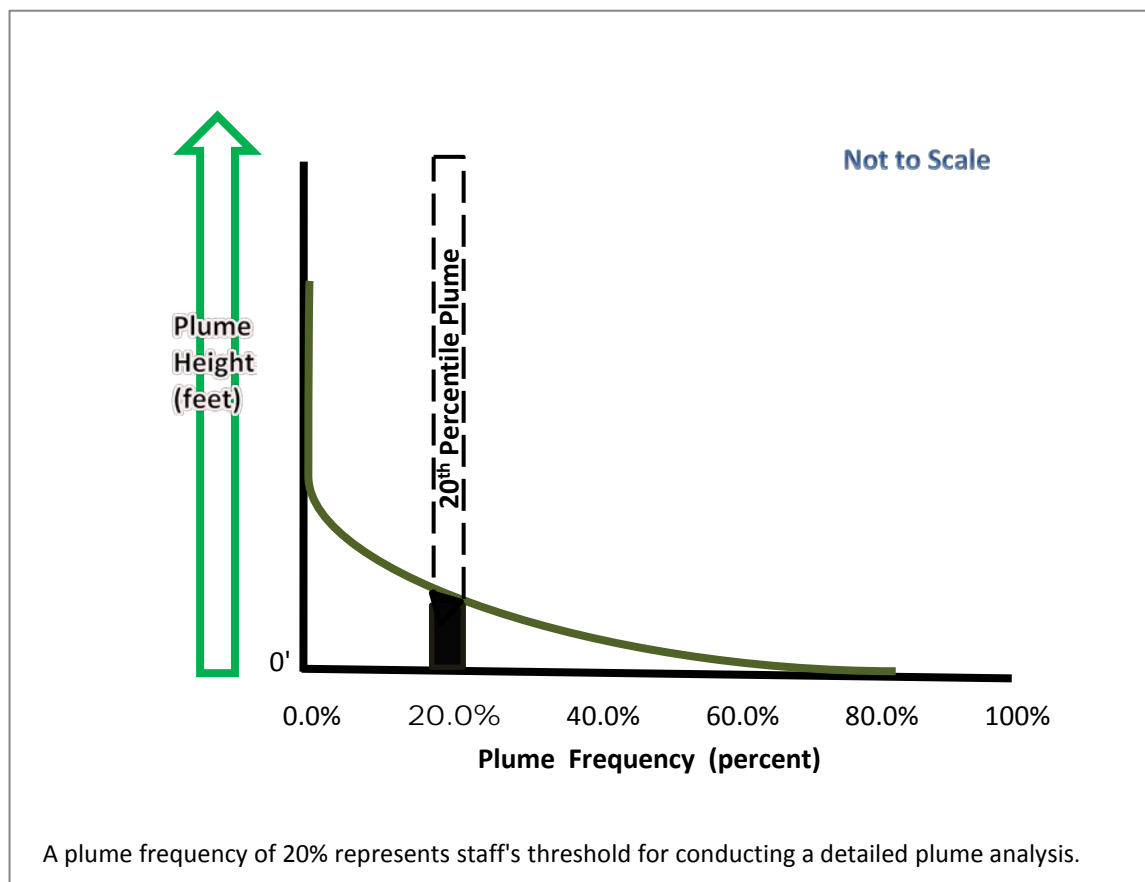
The rationale for including these two components in this category is as follows:

- a) Visible plumes typically contrast most with sky under clear conditions, and when total sky cover is equal to or less than 10 percent, clouds either do not exist or they make up such a small proportion of the sky that conditions appear to be virtually clear.
- b) For a substantial portion of the time when total sky cover is 20–90 percent, the opacity of sky cover is relatively low (equal to or less than 50 percent), so this sky cover does not always substantially reduce contrast with visible plumes; staff has estimated that approximately half of the hours meeting the latter sky cover criteria can be considered high visual contrast hours and are included in the “clear sky” definition.

Plume frequency is calculated on the six-month portion of the year when the ambient conditions are such that visible water vapor plumes are most likely to occur. This maximum six-month “seasonal” period for plume formation generally occurs between November and April when temperatures are cool or cold, and relative humidity is high.

Staff uses the Combustion Stack Visible Plume (CSVP) model to estimate plume frequency and plume size. If the CSVP modeling conducted for the proposed project’s cooling tower predicts a *seasonal daylight clear* hour plume frequency of 20 percent or greater, staff evaluates the 20th percentile plume in the visual resources analysis. (Discussions of visible water vapor plumes are presented in the Visual Resources section of staff assessments.) Staff considers the 20th percentile plume to be the reasonable worst-case plume dimension for the purpose of analysis. Publicly visible plumes that occur more than 20 percent of the time would be more frequent but smaller in size than those that occur less than 20 percent of the time. This approach recognizes that the largest plumes would occur very rarely, while the most frequent plumes and even the average plumes would be much smaller in size. For example, using a scale of 0 to 100, a one percentile plume would be extremely large, very noticeable to a wide area, but would occur very infrequently. A 100th percentile plume would be nonexistent (see Diagram 2 below). If the modeled publicly visible plume is predicted to occur less than 20 percent of seasonal daylight clear hours, the impact to the existing visual character or quality of the project site and its surroundings is generally considered less than significant, and it is not considered further in the visual resources analysis.

Visual Resources Diagram 2 – Visible Plume Height/Frequency Curve



In the evaluation of the visual effects of the modeled 20th percentile plume, staff addresses the *overall visual sensitivity* for the existing condition and the potential *overall visual change* created by the plume's degree of contrast, level of dominance, and view blockage from the selected KOPs (see Visual Resources Diagram 1).

PUBLICLY VISIBLE WATER VAPOR PLUME ABATEMENT METHODS

Staff has identified four methods to lower a plume's frequency or eliminate the plume completely.

Increase Cooling Tower Air Flow

Increasing the cooling tower air flow will lower the exhaust temperature and reduce plume frequency but would not eliminate the potential for visible water vapor plumes under all conditions. This method focuses on the design of the cooling tower fan flow capacity versus the amount of heat rejected in the cooling tower. Any specific cooling tower design needs to be fully modeled to determine the effective final plume frequency reductions.

Wet/Dry Cooling Tower

This type of cooling tower reduces plume formation by adding heat or heated ambient air to the saturated wet cooling section exhaust to reduce its saturation level. The saturated exhaust can be heated using a separate dry module above the wet cooling

tower. Alternatively, outside air can be pulled into separate areas where a dry section heats the air to reduce humidity and a wet section creates warm, humid exhaust. The heated ambient air and humid exhaust are mixed to reduce the humidity of the combined exhaust steam to avoid creating a plume when meeting ambient air.

The amount of plume reduction that can be accomplished by this type of system can vary from a relatively moderate reduction to a significant reduction in visible plume frequency. The specific wet/dry design would be based on the desired degree of plume reduction.

Wet Surface Air Cooler

The basic operating principle of a wet surface air cooler (WSAC) is rejection of heat by evaporation. The WSAC technology is similar to a wet/dry cooling tower. Where this system is different is that it could eliminate the need for a heat exchanger. The cooling fluid(s) used for the intercooler and any auxiliary cooling systems could be piped directly into the WSAC, which can operate as a non-contact heat rejection system with the use of water sprayed over the cooling pipes to increase the heat rejection when necessary. The expected hot temperature of the cooling fluid would increase the efficiency of this type of system. There may still be the potential for plumes to form under high cooling load periods during certain ambient conditions, but the WSAC could be designed, such as for wet/dry operation depending on cooling load, to maintain a minimal plume frequency well below 20 percent during “clear hours.”

Air Cooled Condenser (Dry Cooling)

The use of an air cooled condenser (ACC) would eliminate the formation of a publicly visible water vapor plume. Air cooled condensers condense exhaust steam from the steam turbine and return condensate to the boiler to perform this function. Steam enters the air cooled condenser above the heat exchangers, flows downward through the heat exchanger tubes, where it condenses and is captured in pipes at the base of the heat exchangers. The condensate is then returned to the boiler water system. Mechanical fans force air over the heat exchangers.

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VISUAL RESOURCES APPENDIX-2

Visual Resources Appendix-2 – Key Observation Point Evaluation Matrix and Visual Impact Determination Conclusions

KOP	Visual Sensitivity (Existing Condition)						Visual Change (Proposed Condition)				Visual Impact Determination	
	Visual Quality	Viewer Concern	Viewer Exposure			Overall Visual Sensitivity ²	Contrast	Dominance	View Blockage	Overall Visual Change ³	Overall Visual Sensitivity + Overall Visual Change ⁴	
			Visibility	Number of Viewers	Duration of View							Overall Viewer Exposure ¹
1 – View from Channel View Park / Long Beach Bikeway Route 10	Low	High	Low	High	Moderate to High	Moderate	Moderate	Low	Low	Low	Low (None)	Less Than Significant
2 – View from University Park Estates	Low	High	Low	High	Moderate to High	Moderate	Moderate	Low	Low	Low	Low	Less Than Significant
3 – View from Marine Stadium Park	Moderate	High	Low	High	Moderate	Moderate	Moderate to High	Low	Low	Low	Low	Less Than Significant
4 – View from Loynes Drive	Low	Low	High	Low	Low	Low to Moderate	Low	Moderate	High	High	Moderate to High	Less Than Significant

Notes: High = 5 Moderate to High = 4 Moderate = 3 Low to Moderate = 2 Low = 1

¹ Visibility + Number of Viewers + Duration of View ÷ 3 = Overall Viewer Exposure

² Visual Quality + Viewer Concern + Overall Viewer Exposure ÷ 3 = Overall Visual Sensitivity

³ Contrast + Dominance + View Blockage ÷ 3 = Overall Visual Change

⁴ Overall Visual Sensitivity + Overall Visual Change = Visual Impact Determination (see Table 5 in Appendix VR-1)