

# **Visual Impact Assessment**

Date: July 8, 2021 Project: 1183-50

**Licensee Name:** 

Logan Lake Community Forest Corporation

**Licensee No:** 

K2E

Blocks: FP1, FP2, FP3, FP4

General	Location:
Face / Pa	aska Lake
Cutting	Permit:

20

**Proposed Silvicultural System:** 

Partial Cut (salvage)

Block	Gross (ha)	Leave (ha)	Net (ha)
FP1	3.7	0.3	3.4
FP2	3.7	0.5	3.2
FP3	11.8*	0.5	11.0
FP4	16.7	1.3	15.4
Total	35.9	2.6	33.0

<sup>\*0.3</sup>ha existing road

# **Visual Landscape Inventory:**

Polygon	VAC	EVC	VSC	VQO
1529	М	R	3	PR
1533	Н	R	3	PR
1566	М	PR	3	PR

# **Inventory Date: 2003**

### Current (non-inventory) Existing Visual Condition1:



Does the current, non-inventory EVC meet or exceed the	V [	N SZ
established VQO <sup>2</sup> ?	Yes □	No ⊠

**Comments**: Viewpoints within Paska Lake were considered for assessment of blocks FP 1 and FP2 but not included in this assessment because the proposed blocks are not visually sensitive.

<sup>&</sup>lt;sup>1</sup> Current EVC does not include proposed alteration. It provides an assessment of the **actual** EVC determined by the site photography and simulations completed as part of this assessment.

<sup>&</sup>lt;sup>2</sup> If No, opportunity may exist to add alteration. If Yes, then detailed assessment by a qualified forest professional and visual specialist is required to determine next steps. Provide comment:



# 1. Viewpoint and Site Photography Information

Viewpoint Information	VP 1: Mile High Resort	VP 5: Island	VP 10: Cabin	VP 11: Rock
Viewpoint coordinates	50.534802°	50.546282°	50.540453°	50.538435°
	120.63805°	120.63771°	120.63697°	120.63475°
Viewpoint elevation (m)	1462	1462	1462	1463
Focal length of camera lens	50mm	50mm	50mm	50mm
Direction of view (degrees)	315°-70°	140°- 190°	90°- 190°	205°- 345°
Viewing Distance (km)	0.085	0.940	0.350	0.290
Viewing Angle (focal, oblique, peripheral)	focal	focal	focal	focal

# 2. Assessing Basic VQO Definition

FPPR Criteria	VP 1: Mile High Resort	VP 5: Island	VP 10: Cabin	VP 11: Rock
Blocks & Roads Visible	Block FP3 and FP4	Block FP4	Block FP4	Block FP3
Ease of Seeing or Visibility: Not visible, difficult to see, easy to see, very easy to see	Difficult to see	Difficult to see	Difficult to see	Difficult to see
Scale of Alteration: very small, small, small to moderate, moderate, moderate to large, large, very large	Small	Small	Small	Small
Existing Human-made present?  Angular & Geometric (Poor), Small to Moderate but Angular (Moderate), Natural Appearing (Good)	Good	Moderate	Moderate	Good
Proposal Design Natural, Rectilinear, Geometric, Angular	Natural	Natural	Natural	Natural
Viewpoint importance and duration*: Low 1 2 3 4 5 High	5	4	4	4
Distance from viewpoint? Poor (<1km) Moderate (1 to 8km) Good (>8km)	Poor	Poor	Poor	Poor
Category of Visually Altered Landform Preservation, Retention, Partial Retention, Modification, Maximum Modification	Retention	Retention	Retention	Retention

<sup>\*</sup> Viewpoint importance and duration is defined as:

- (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 tourist-related enterprise, or other static long-term view location

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 duration?.





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:

Not applicable.

#### 3. Assessing Visual Design

Visual Design Factors	VP 1: Mile High Resort	VP 5: Island	VP 10: Cabin	VP 11: Rock
Response to Visual Force Lines? Strong (Good), Not Apparent (Moderate), Weak or No Response (Poor)	Good	Good	Good	Good
Borrows from Natural Character? Fully (Good), Partially (Moderate), Isolated or not at all (Poor)	Good	Good	Good	Good
Incorporates Edge Treatments? Feathering AND irregular boundaries (Good), Either feathering OR irregular boundaries (Moderate), Neither aspect present (Poor)	Good	Good	Good	Good
Tree Retention, "Islands," or patches of trees? <15% (Poor), 15 to 22% (Moderate), >22% (Good)	Good	Good	Good	Good
Position on the Landform?  Lower down and to one side (Good), Small opening near center (Moderate), High on the landform or large near center (Poor)	Poor	Poor	Poor	Poor
Category of Visually Altered Landform Preservation, Retention, Partial Retention, Modification, Maximum Modification	Retention	Retention	Retention	Retention

If applicable, list any additional design techniques used and/or state reasons why certain design techniques could not be employed:

A high level of retention was the primary design tool used in this situation. The proposal is for salvage harvest with the intent to retain 95% or greater of all live trees.

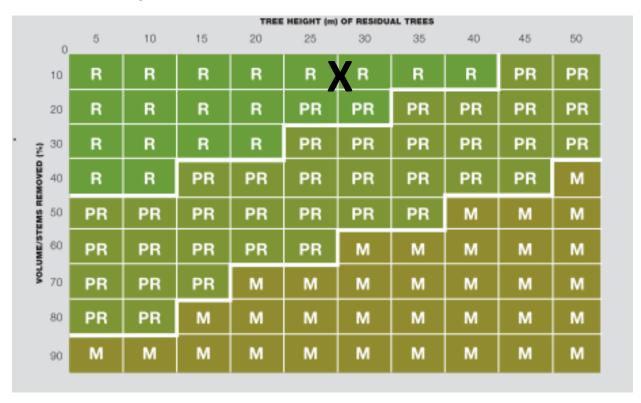
Which VQO definition would the proposed alteration meet from all the selected viewpoints and taking into account visual design strategies and tactics?





# 4. Assessing Numerical Data

# **Partial Cut Harvesting Alteration Guide**



#### 5. VIA Summary

Does the proposal, in combination with any existing non-VEG alterations, achieve the basic definition for the established VQO?	Yes ⊠	No 🗆
Have visual design concepts and principles been incorporated into block/road design?	Yes ⊠	No 🗆
Does the proposal, in combination with any existing non-VEG alterations, fall within the numerical ranges for the established VQO?	Yes ⊠	No □
Given the three criteria listed above, does the proposal meet the established VQO from all the selected viewpoint(s)?	Yes ⊠	No □
Has this visual impact assessment incorporated all known alterations proposed in the scenic area for the next 5 years (i.e., all operations proposed by the same or different licensees)?	Yes ⊠	No □





#### **Attachments**

VIA Overview Map Overhead Model Inputs Site photography by Viewpoint Harvest Simulations by Viewpoint



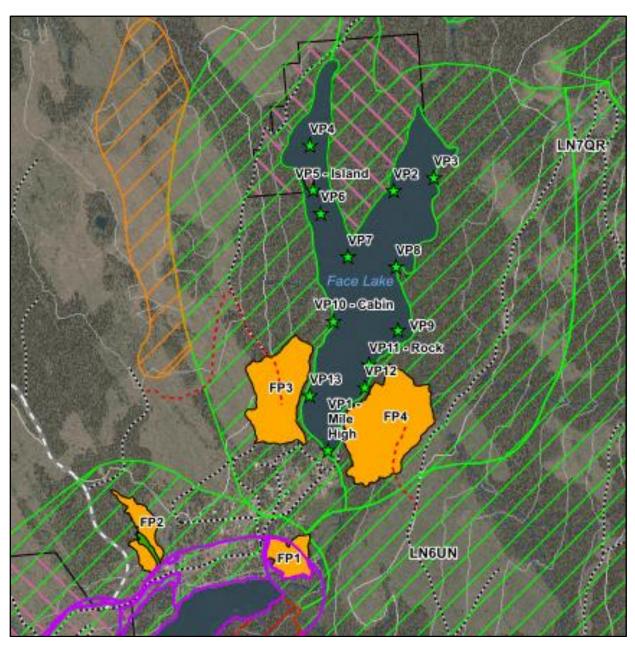


Figure 1: VLI Map with Proposed Harvest



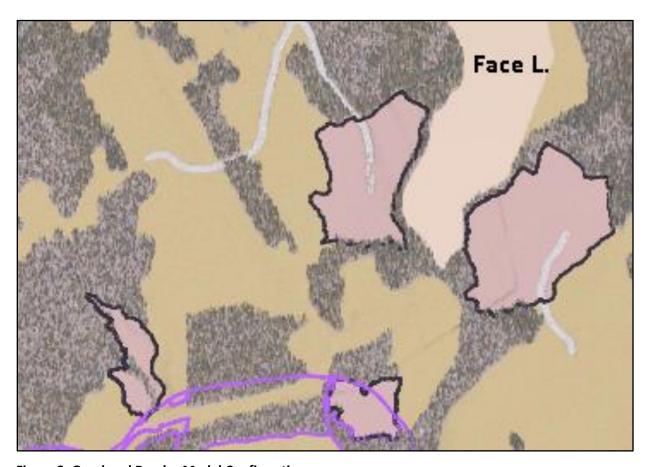


Figure 2: Overhead Render Model Confirmation

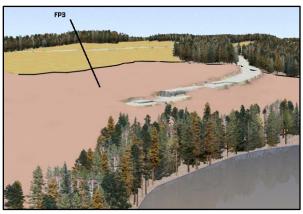
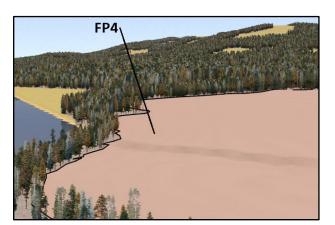


Figure 3: Overhead Oblique Render Confirmation

– Blocks FP3 and 4







Photograph 1: VP1 – Mile High Resort (May 27, 2020)

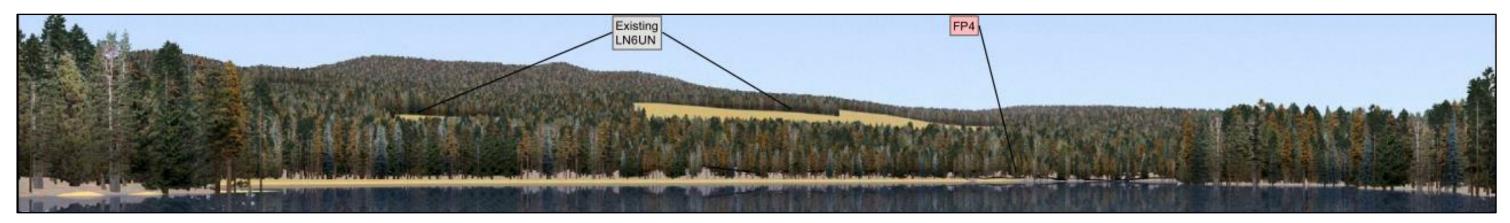


Simulation 1: VP1 – Mile High Resort





Photograph 2: VP5 – Island (June 25, 2020)

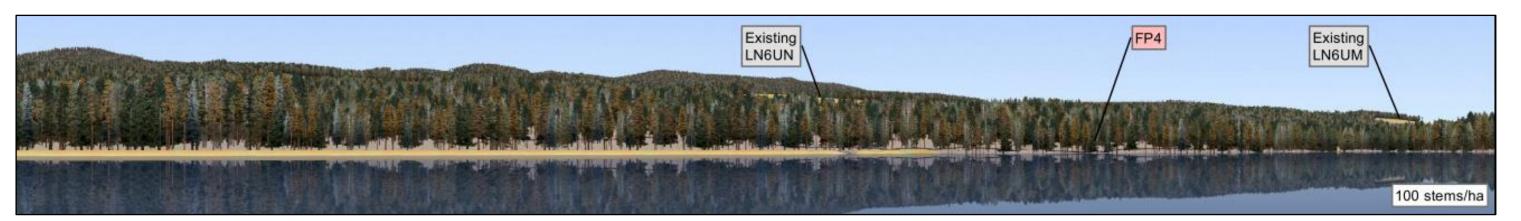


Simulation 2: VP5 – Island





**Photograph 3: VP10 – Cabin** (June 25, 2020)



Simulation 3: VP10 - Cabin





Photograph 4: VP11 –Rock (June 25, 2020)



Simulation 4: VP11 –Rock