

Step 2

Evaluate the Landscape Use (LU)

Landscape use is closely aligned with, but is separate from, visual resource quality. Simply stated, how people use the landscape affects their perception and evaluation of it. Use of the landscape can be either direct (benefits by moving through or being on) or indirect (benefits without actually occupying). Parking lots are landscape of direct use; people must occupy these landscapes in order to use them. Shelterbelts are indirect use landscapes, people can benefit or use the wind control without occupying the immediate shelterbelt area. In some cases, a community's indirect use of the landscape affects their perception of it more than a direct use. For example, indirect use of an open space sometimes makes it more valuable than the amount of direct use it may receive as a picnic area. It is impossible to list all the uses for landscapes. The following list includes some of the uses that have affected the public's perception of SCS work.

Direct Uses

- Paths and trails
- Ad hoc recreation areas (hunting, fishing, informal play areas)
- Bikeways
- Neighborhood play areas
- Horse trails
- Parking lots

Indirect Uses

- Landform and/or vegetation areas providing environmental and energy conservation controls (erosion, noise, wind, sun, and temperature)
- Visual screens between incompatible land uses
- Privacy screens between similar land uses
- Landform and/or vegetation areas providing pedestrian traffic control and a safety barrier.

Combinations of Direct and Indirect Uses

- Community open space
- Cultural, scientific, or educational use (geologic features such as glacial grooves and fossils)
- Agricultural activity

Step 3

Evaluate Visibility (V)

Visibility evaluation is an estimate of the number of viewers, their probable expectations and their relative ability to see from their location. High visibility rat-

tions. Low visibility ratings should be given to non-urban areas where viewers are few, if any. Figure 3 is a matrix in which viewer factors have been rated

ings should be given to areas where the viewers are numerous, have the greatest opportunity to see, and can logically be expected to have high visual expect-

as to visibility. The landscape within the planning unit should be rated according to viewer factors and mapped to indicate visibility.

Figure 3 **Visibility**

rating viewer factor	High Visibility V ³	Average Visibility V ²	Low Visibility V ¹
Number, Frequency and Duration	<ul style="list-style-type: none"> • Large number of viewers. • Very frequently (daily) • Long viewing time, i.e. canoeing, pedestrian. 	<ul style="list-style-type: none"> • Frequent (occasionally) • Intermediate viewing time (normal traffic) 	<ul style="list-style-type: none"> • Few viewers. • Infrequent viewing (rarely) • Very short viewing time.
Expectations	<ul style="list-style-type: none"> • Homeowner or tourist. 	<ul style="list-style-type: none"> • General public. 	<ul style="list-style-type: none"> • Transient, nontourist.
Location and Viewers Position	<ul style="list-style-type: none"> • Elevated in landscape >20 feet. • View from home, school, hospital, recreation area, major highways, and scenic areas. 	<ul style="list-style-type: none"> • Elevated < 20 feet. • View from general community areas and roads. 	<ul style="list-style-type: none"> • Ground level. • View from cropland, industrial areas, minor roads or from within dense forests.

Step 4

Assign Landscape Architecture Priorities

The numerical ratings given to VRQ, LU and V should be added to determine a combined rating for each area. For example, $VRQ^2 + LU^2 + V^3 = M^7$, a planning area of medium priority that may need professional landscape architectural input in later planning or design phases. Figure 4 is a matrix illustrating all possible combinations. The combined rating is a screening system to determine the need for further professional landscape architectural input.

Generally:

High Priority Areas (8-9)—require professional landscape architectural planning and design.

Medium Priority Areas (5-7)—may need professional landscape architectural input for planning and/or design. Special planning attention will be given to medium priority areas that include a VRQ.³

Low Priority Areas (3-4)—generally do not need professional landscape architectural input.

Figure 4 Landscape Architecture Priority Matrix

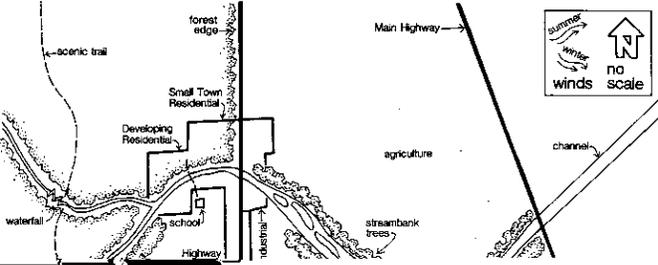
	V ³			V ²			V ¹		
VRQ ³	H ⁹	H ⁸	M ⁷	H ⁸	M ⁷	M ⁶	M ⁷	M ⁶	M ⁵
VRQ ²	H ⁸	M ⁷	M ⁶	M ⁷	M ⁶	M ⁵	M ⁶	M ⁵	L ⁴
VRQ ¹	M ⁷	M ⁶	M ⁵	M ⁶	M ⁵	L ⁴	M ⁵	L ⁴	L ³
	LU ³	LU ²	LU ¹	LU ³	LU ²	LU ¹	LU ³	LU ²	LU ¹

Mapping Alternatives

The type of maps needed for this procedure will vary considerably according to the scale and complexity of the planning area. In rare instances no maps will be necessary because the entire planning area will fall into one priority. The maps can range from USGS quads, with colored or toned areas, to computer-generated graphics. It is important to remember that

this procedure is designed both to sort out priorities and *document* existing conditions. The report and maps should be dependable, accurate assessments that will be useful to the planning staff and the public in the decisionmaking process. Figures 5-9 illustrate one type of overlay mapping and Figure 10 illustrates a composite map of the overlay data.

FIGURE 5 Record on the base map features that affect the landscape architectural factors.



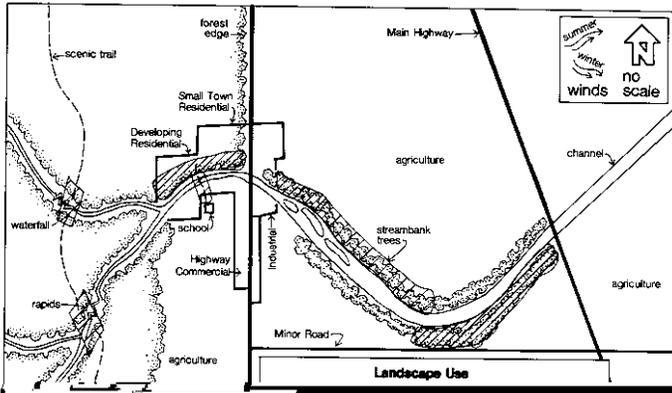


FIGURE 7 Record landscape use values on the base map or on a transparency.

The final composite map is superimposed on the base data to document priority areas. In the example, the red areas are high priority and the yellow areas indicate medium priority.

9-8 High Landscape Architecture Priorities

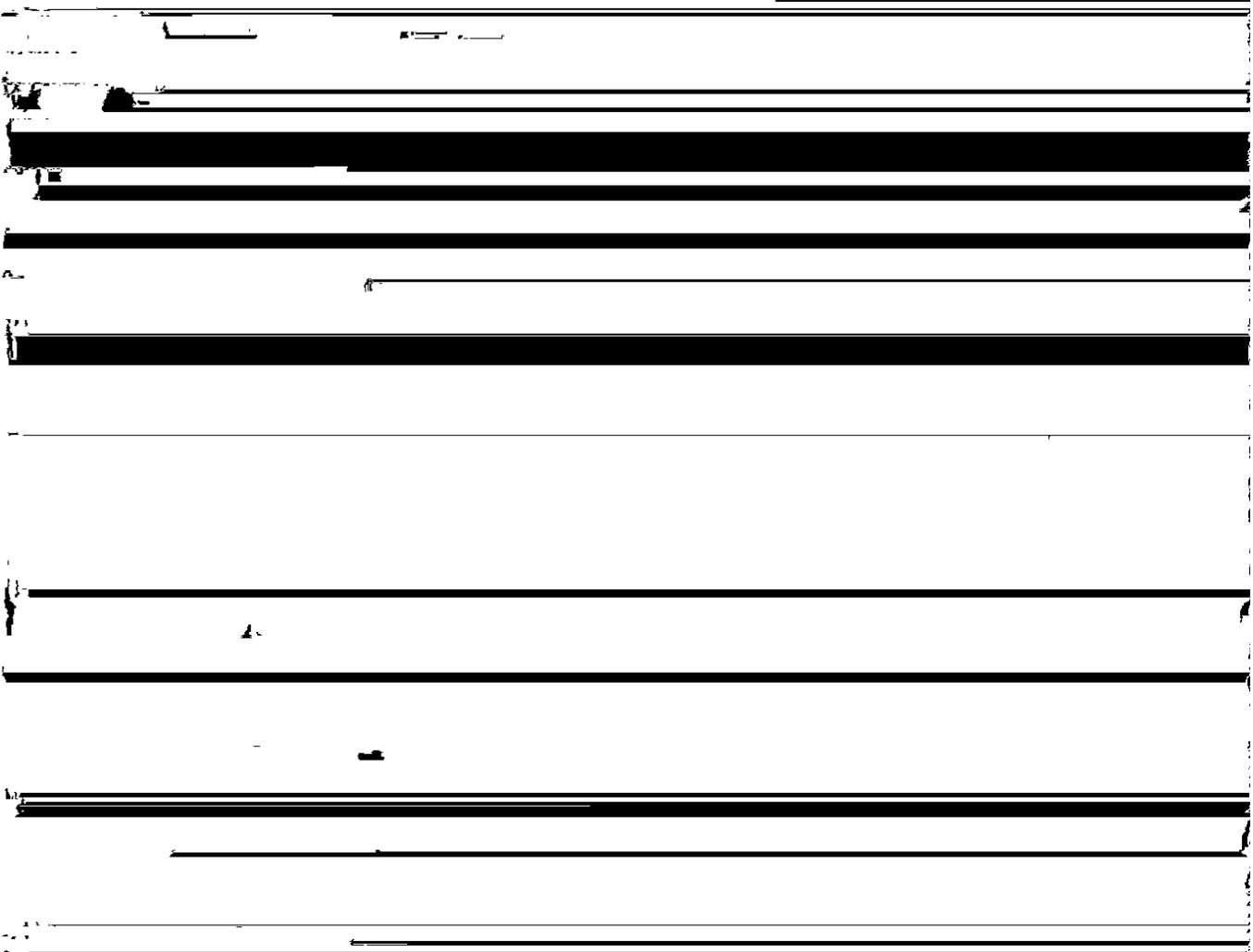
Features whose various combinations contribute to the high priority in this planning unit are:

7-5 Medium Landscape Architecture Priority

Features whose various combinations contribute to the medium priority in this planning unit are:

VRQ³ Unique stream clarity with diversity

VRQ² Stream with limited visual interest
Vegetative patterns providing limited diversity



material and side slopes with vegetative patterns that provide visual diversity

VRQ² Typical combination of visual elements
Stream with limited diversity

LU³ Highly valuable environmental controls
• privacy screen between residential

LU³ Highly valuable environmental controls
• windbreaks

LU² Valuable environmental controls

LU¹ Common landscape use of limited value

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