

## Abbreviations and Glossary

**Please Note:**

Those descriptions marked with an asterisk are identical to the terminology provided in the GLVIA3 glossary.

Highlighted sections may need some further review/consideration of alternative definitions.

AOD	Above Ordnance Datum
CLVIA	Cumulative Landscape and Visual Impact Assessment
Cumulative effects	<i>'Additional changes caused by a proposed development in conjunction with other similar developments or as a combined effect of a set of developments, taken together'</i> (SNH, 2012)
Cumulative landscape effects:	Effects that <i>'can impact on either the physical fabric or character of the landscape, or any special values attached to it'</i> (SNH, 2012).
Cumulative visual effects	<p>Effects that can be caused by combined visibility, which 'occurs where the observer is able to see two or more developments from one viewpoint and/or sequential effects which 'occur when the observer has to move to another viewpoint to see different developments' (SNH 2012).</p> <p>Coincident cumulative effect</p> <p>Occurs where the observer is able to see two or more developments from one viewpoint (i.e. locations where the visibility of two developments coincide):</p> <ul style="list-style-type: none"> <li>- Simultaneous: Where two or more developments are or would be within the observer's arc of vision at the same time without moving his/her head.</li> <li>- In succession: Where the observer has to turn his/her head to see the various developments - actual and visualised.</li> </ul>
	<p>Sequential cumulative effect</p> <p>Occurs where the observer has to move to another viewpoint to see the same or different developments. Sequential effects may be assessed for travel along regularly used routes such as major roads or popular paths.</p> <ul style="list-style-type: none"> <li>- Frequently sequential: Where the features appear regularly and with short time lapses between instances depending on the speed of travel and distance between viewpoints.</li> <li>- Occasionally sequential: Where longer time lapses between appearances would occur because the observer is moving slowly and/or there are larger distances between the viewpoints.</li> </ul> <p style="text-align: right;">(GLVIA3, 2013 Table 7.1)</p>

	[Note: GLVIA3 uses the terms “Combined” rather than “Coincident” and “In combination” rather than “Simultaneous”. These have been changed to avoid confusion with the assessment of In Combination (e.g. visual, noise and air quality) effects undertaken in relation to the Moorside Project.
<b>Designated Landscape</b>	Areas of landscape identified as being of importance at international, national or local levels, either defined by statute or identified in development plans or other documents.
<b>Elements*</b>	Individual parts which make up the landscape, such as, for example, trees, hedges and buildings.
<b>Enhancement*</b>	Proposals that seek to improve the landscape resource of the site and its wider setting beyond its baseline condition.
<b>Feature*</b>	Particularly prominent or eye-catching elements in the landscape such as tree clumps, church towers or wooded skylines OR a particular aspect of the project proposal.
<b>FOV</b>	Field of View
<b>GLVIA 3</b>	Guidelines for Landscape and Visual Impact Assessment, Third Edition, published jointly by the Landscape Institute and Institute of Environmental Management and Assessment, 2013.
<b>Heritage (Note: not cultural heritage)</b>	The historic environment and especially valued assets and qualities such as historic buildings and cultural traditions.
<b>Indirect effects*</b>	Effects that result indirectly from the proposed project as a consequence of the direct effects, often occurring away from the site, or as a result of a sequence of interrelationships or a complex pathway. They may be separated by distance or in time from the source of the effects.  Also used to describe indirect landscape effects concerning perceptual characteristics and qualities of the landscape and indirect visual effects in relation to issues such as ‘setting’.
<b>Inherent Value</b>	TBC.
<b>Iterative design process</b>	The process by which project design is amended and improved by successive stages of refinement which respond to growing understanding of environmental issues.
<b>Key characteristics</b>	Those combinations of elements which are particularly important to the current character of the landscape and help to give an area its particularly distinctive sense of place.

<b>Lof CI</b>	Landscape of County Importance
<b>Land cover</b>	The surface cover of the land, usually expressed in terms of vegetation cover or lack of it. Related to but not the same as land use.
<b>Landscape and Visual Impact Assessment (LVIA)</b>	A tool used to identify and assess the likely significance of the effects of change resulting from development both on the landscape as an environmental resource in its own right and on people's views and visual amenity.
<b>LIA</b>	Landscape Impact Assessment - part of the LVIA (Landscape and Visual Impact Assessment).
<b>Landscape Character Area (LCA) *</b>	These are single unique areas which are the discrete geographical areas of a particular landscape type. (need to update to 2014)
<b>Landscape Character Assessment</b>	The process of identifying and describing variation in the character of the landscape, and using this information to assist in managing change in the landscape. It seeks to identify and explain the unique combination of elements and features that make landscapes distinctive. The process results in the production of a Landscape Character Assessment.
<b>Landscape Character Type (LCT) *</b>	These are distinct types of landscapes that are usually homogenous in character. They are generic in nature in that they may occur in different areas in different parts of the country, but wherever they occur they share broadly similar combinations of geology, topography, drainage patterns, vegetation and historical land use and settlement pattern, and perceptual and aesthetic attributes. (Topic Paper 6, Countryside Agency and SNH 2004) - (need to update to 2014)
<b>Landscape capacity</b>	The ability of a landscape to accommodate different amounts of change or development of a specific type. Capacity reflects the landscape's sensitivity to the type of change, and the value attached to the landscape, and is therefore dependent on judgements about the desirability of retaining landscape characteristics and the acceptability of their loss. ( <a href="http://www.snh.gov.uk/protecting-scotlands-nature/looking-after-landscapes/landscape-resource-library/glossary-of-terms/">http://www.snh.gov.uk/protecting-scotlands-nature/looking-after-landscapes/landscape-resource-library/glossary-of-terms/</a> ). There are other more common definitions.
<b>Landscape character*</b>	A distinct, recognisable and consistent pattern of elements in the landscape that makes one landscape different from another, rather than better or worse. (update to 2014)
<b>Landscape character unit</b>	A small area of distinctive or recognisable character within a wider LCA.

<b>Landscape classification</b>	A process of sorting the landscape into different types using selected criteria but without attaching relative values to different sorts of landscape.
<b>Landscape constraints</b>	Components of the landscape resource such as views or mature trees recognised as constraints to development. Often associated with landscape opportunities.
<b>Landscape effects*</b>	Effects on the landscape as a resource in its own right. An assessment of landscape effects deals with the effects of change and development on landscape as a resource. The concern here is with how the proposal will affect the elements that make up the landscape, the aesthetic and perceptual aspects of the landscape and its distinctive character. (GLVIA3 2013, Para 5.1).
<b>Landscape fit</b>	The relationship of a development to identified landscape opportunities and constraints in its setting.
<b>Landscape patterns</b>	Spatial distributions of landscape elements combining to form patterns, which may be distinctive, recognisable and describable e.g. hedgerows and stream patterns.
<b>Landscape quality (condition) *</b>	A measure of the physical state of the landscape. It may include the extent to which typical character is represented in individual areas, the intactness of the landscape and the condition of individual elements.
<b>Landscape qualities</b>	A term used to describe the aesthetic or perceptual and intangible characteristics of the landscape such as scenic quality, tranquillity, sense of wildness or remoteness. Cultural and artistic references may also be described here.
<b>Landscape receptors*</b>	Defined aspects of the landscape resource that have the potential to be affected by a proposal
<b>Landscape resource</b>	The combination of elements that contribute to landscape context, character, and value.
<b>Landscape sensitivity</b>	The sensitivity of a landscape is defined by consideration of factors such as value, quality/condition importance, resilience, susceptibility and capacity of the landscape relative to a particular type of proposed development.
<b>Landscape strategy</b>	The overall vision and objectives for what the landscape should be like in the future, and what is thought to be desirable for a particular landscape type or area as a whole, usually expressed in formally adopted plans and programmes or related documents.

<b>Landscape units</b>	Areas of landscape character which could be either Landscape Character Types (LCT) or Landscape Character Areas (LCA).
<b>Landscape value*</b>	The relative value that is attached to different landscapes by society. A landscape may be valued by different stakeholders for a whole variety of reasons.
<b>Level of effect</b>	Determined through the combination of sensitivity of the receptor and the proposed magnitude of change brought about by the development.
<b>Magnitude (of effect) *</b>	A term that combines judgements about the size and scale of the effect, the extent of the area over which it occurs, whether it is reversible or irreversible and whether it is short term or long term in duration’.
<b>Mitigation</b>	Measures which are proposed to prevent, reduce and where possible offset any significant adverse effects (or to avoid, reduce and if possible remedy identified effects. (GLVIA3, 2013 Para 3.37).
<b>NCR</b>	National Cycle Route as defined by Sustrans or other organisation at a national level.
<b>Perception</b>	Combines the sensory (that we receive through our senses) with the cognitive (our knowledge and understanding gained from many sources and experiences).
<b>Perceptual Qualities or Characteristics</b>	A landscape may be valued for its perceptual qualities, notably wildness and/or tranquillity. (GLVIA3, 2013 Box 5.1). Also described as ‘experiential’ characteristics or qualities.
<b>Photomontage*</b>	A visualisation which superimposes an image of the proposed development upon a photograph or series of photographs.
<b>Positive or Negative Types of Landscape Effect</b>	The landscape effects may be positive, neutral, or negative. In landscape terms - a positive effect would require development to add to the landscape quality and character of an area. Neutral landscape effects would include low or negligible changes that may be considered as part of the ‘normal’ landscape processes such as maintenance or harvesting activities. A negative effect may include the loss of landscape elements such as mature trees and hedgerows as part of construction leading to a reduction in the landscape quality and character of an area.
<b>Positive or Negative Types of Visual Effect</b>	The visual effects may be positive, neutral, or negative. In visual terms - positive or negative effects are less easy to define or quantify and require a subjective consideration of a

	<p>number of factors affecting the view, which may be positive, neutral, or negative. Opinions as to the visual effects of energy developments vary widely, however it is not the assumption of this assessment that all change, including substantial levels of change is a negative experience. Rather this assessment has considered factors such as the visual composition of the landscape in the view together with the design and composition, which may or may not be reasonably, accommodated within the scale and character of the landscape as perceived from the receptor location.</p>
<b>Primary Effect</b>	<p>The effects resulting from the proposed Development alone as a result of the LVIA. Usually followed by the cumulative effects of other existing, consented and proposed development.</p>
<b>Probability of Effect</b>	<p>The probability of a landscape and visual effect occurring as a result of this Development should be regarded as certain, subject to the stated project design and the continuance of the existing, baseline landscape resource, including known changes such as other permitted development.</p> <p>The probability of cumulative effects however is variable. Whereas those effects related to existing development and those under construction are considered as certain, effects related to development with planning consent is only considered as likely. Development sites for which there is a submitted planning application are considered as uncertain and other development for which no planning application has been made are considered as uncertain/unknown, as the level of uncertainty would be greater.</p>
<b>Rarity</b>	<p>The presence of rare elements or features in the landscape or the presence of a rare Landscape Character Type. (GLVIA3 2013, Box 5.1)</p>
<b>Receptor</b>	<p>Physical landscape resource, special interest, or viewer group that will experience an effect.</p>
<b>Recreation Value</b>	<p>Evidence that the landscape is valued for recreational activity where experience of the landscape is important. (GLVIA3 2013, Box 5.1)</p>
<b>Representativeness*</b>	<p>Whether the landscape contains a particular character and/or features or elements which are considered particularly important examples.</p>
<b>Residual effects</b>	<p>Potential environmental effects, remaining after mitigation.</p>
<b>Scale Indicators</b>	<p>Landscape elements and features of a known or recognisable scale such as houses, trees, and vehicles that may be</p>

	<p>compared to other objects, where the scale of height is less familiar, to indicate their true scale.</p>
<b>Scenic quality</b>	<p>Depends upon perception and reflects the particular combination and pattern of elements in the landscape, its aesthetic qualities, its more intangible sense of place or 'genius loci' and other more intangible qualities. (GLVIA3 2013, Box 5.1)</p>
<b>Sense of Place (genius loci)</b>	<p>The essential character and spirit of an area: 'genius loci' literally means 'spirit of the place'.</p>
<b>Sensitivity*</b>	<p>A term applied to specific receptors, combining judgements of the susceptibility of the receptor to the specific type of change or development proposed and the value associated to that receptor.</p>
<b>Significance</b>	<p>A measure of the importance or gravity of the environmental effect, defined by significance criteria specific to the environmental topic.</p>
<b>Significant Effects</b>	<p>It is a requirement of the EIA Regulations to determine the likely significant effects of the development on the environment which should relate to the level of an effect and the type of effect. Where possible significant effects should be mitigated.</p> <p>The significance of an effect gives an indication as to the degree of importance (based on the magnitude of the effect and the sensitivity of the receptor) that should be attached to the impact described.</p> <p>Whether or not an effect should be considered significant is not absolute and requires the application of professional judgement.</p> <p>Significant - 'noteworthy, of considerable amount or effect or importance, not insignificant or negligible'. The Concise Oxford Dictionary.</p> <p>Those levels and types of landscape and visual effect likely to have a major or important/noteworthy or special effect of which a decision maker should take particular note.</p>
<b>Susceptibility*</b>	<p>The ability of a defined landscape or visual receptor to accommodate the specific proposed development without undue negative consequences.</p>
<b>Sustainability*</b>	<p>The principle that the environment should be protected in such a condition and to such a degree that ensures new development meets the needs of the present without compromising the ability of future generations to meet their own needs.</p>

<b>Temporary or permanent effects</b>	Effects may be considered as temporary or permanent.
<b>Time depth</b>	Historical layering - the idea of landscape as a 'palimpsest', a much written-over asset of landscape.
<b>Townscape (TCA)</b>	The character and composition of the built environment including the buildings and the relationships between them, the different types of urban open space, including green spaces, and the relationship between buildings and open spaces.
<b>Type or Nature of effect</b>	Whether an effect is direct or indirect, temporary or permanent, positive (beneficial), neutral or negative (adverse) or cumulative.
<b>VIA</b>	Visual Impact Assessment - part of the LVIA (Landscape and Visual Impact Assessment).
<b>Viewpoints</b>	<p>Selected for illustration of the visual effects fall broadly into three groups:</p> <ol style="list-style-type: none"> <li>1. Representative Viewpoints: selected to represent the experience of different types of visual receptor, where larger numbers of viewpoints cannot all be included individually and where the significant effects are unlikely to differ - for example certain points may be chosen to represent the view of users of particular public footpaths and bridleways;</li> <li>2. Specific Viewpoints: chosen because they are key and sometimes promoted viewpoints within the landscape, including for example specific local visitor attractions, such as landscapes with statutory landscape designations or viewpoints with particular cultural landscape associations.</li> <li>3. Illustrative Viewpoints: chosen specifically to demonstrate a particular effect or specific issues, which might, for example, be the restricted visibility at certain locations. (GLVIA3 2013, Para 6.19)</li> </ol>
<b>Visual amenity*</b>	The overall pleasantness of the views people enjoy of their surroundings, which provide an attractive visual setting or backdrop for the enjoyment of activities of the people living, working, recreating, visiting or travelling through an area.
<b>Visual dominance</b>	A visual effect often referred to in respect of residential properties that in relation to development would be subject to blocking of views, or reduction of light/shadowing, and high levels of visual intrusion.

<b>Visual effect*</b>	Effects on specific views and on the general visual amenity experienced by people.
<b>Visual receptors*</b>	Individuals and/or defined groups of people who have the potential to be affected by a proposal.
<b>Visual sensitivity</b>	The sensitivity of visual receptors such as residents, relative to their location and context, to visual change proposed by development.
<b>Visualisation</b>	Computer visualisation, photomontage, or other technique to illustrate the appearance of the development from a known location.
<b>Wildness</b>	A perceptual characteristic used to describe apparently remote and natural areas of the landscape.
<b>Wireline or Wireframe</b>	A computer generated line drawing of the DTM (digital terrain model) and the proposed development from a known location.
<b>Zone of Theoretical Visibility (ZTV) *</b>	A map, usually digitally produced, showing areas of land within which a development is theoretical visible.