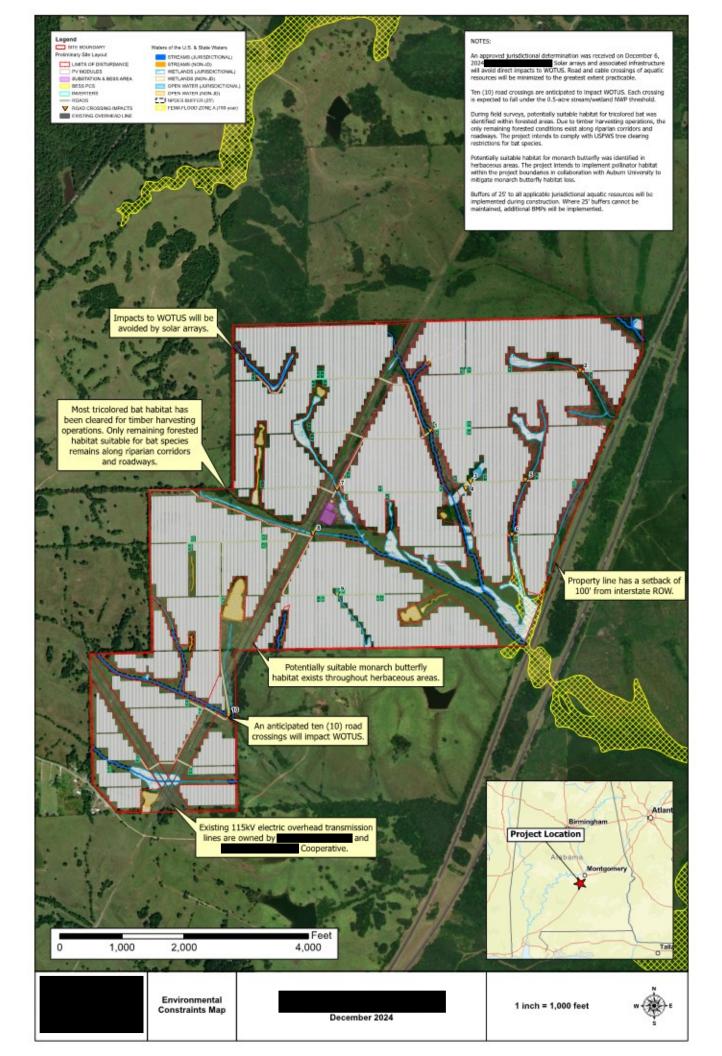
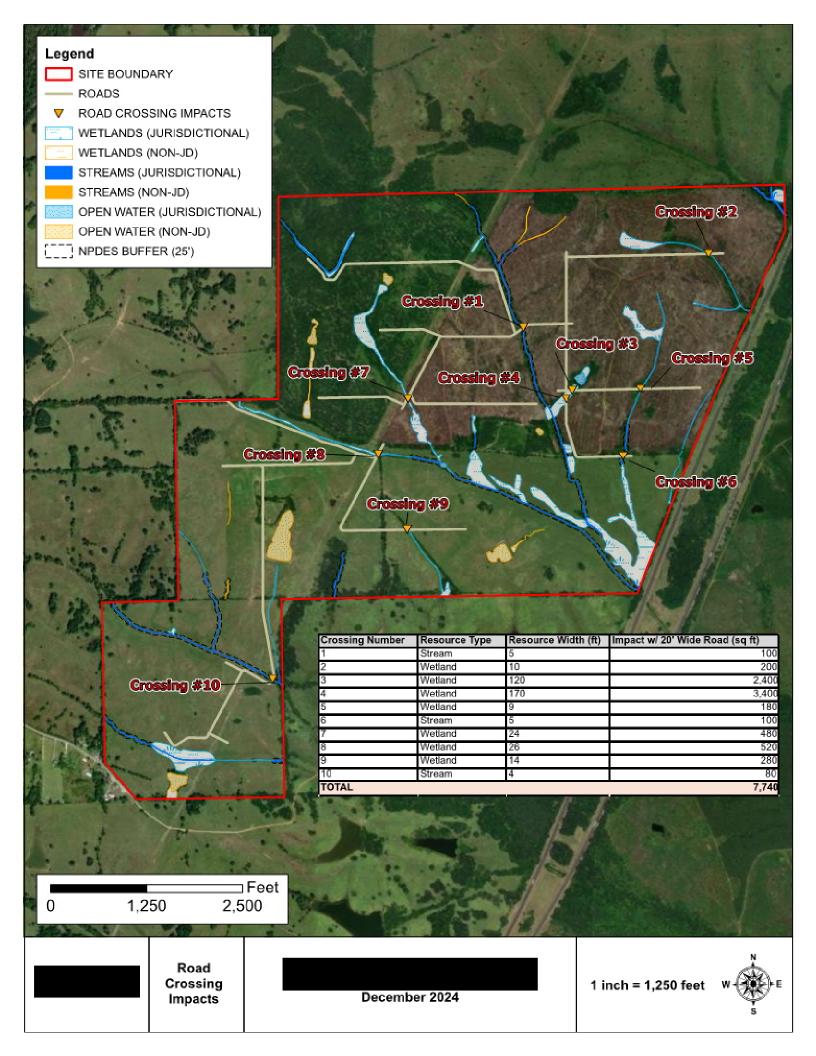
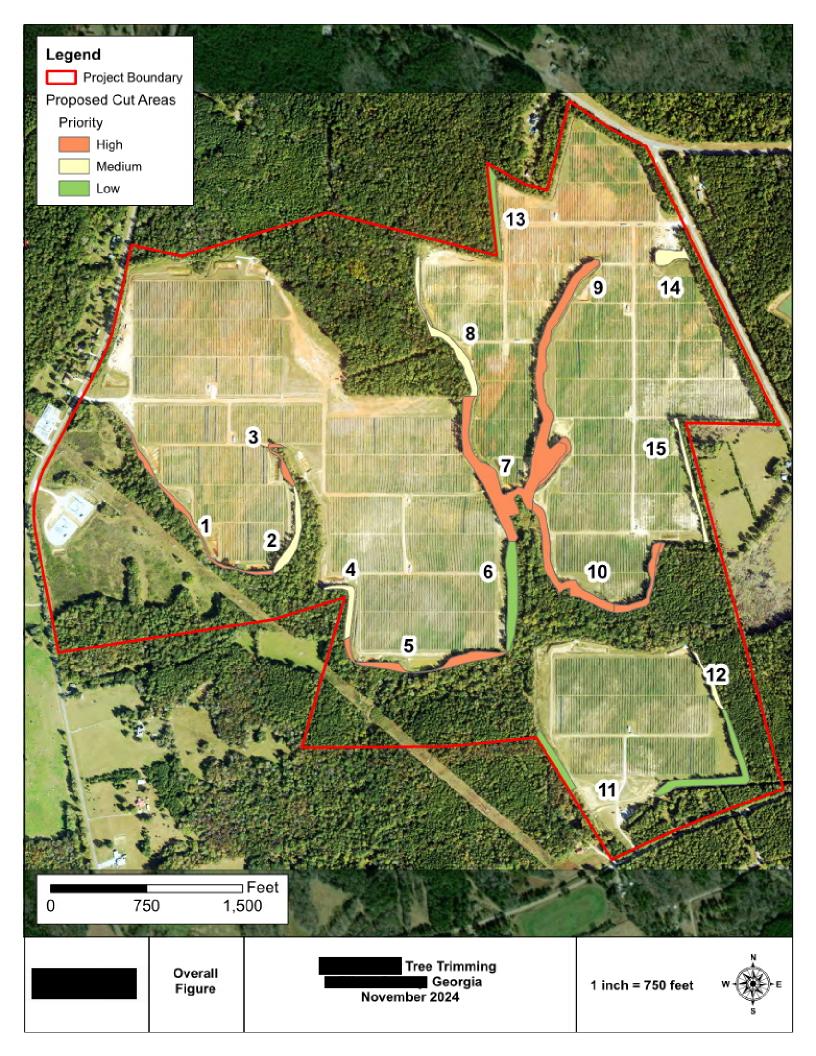
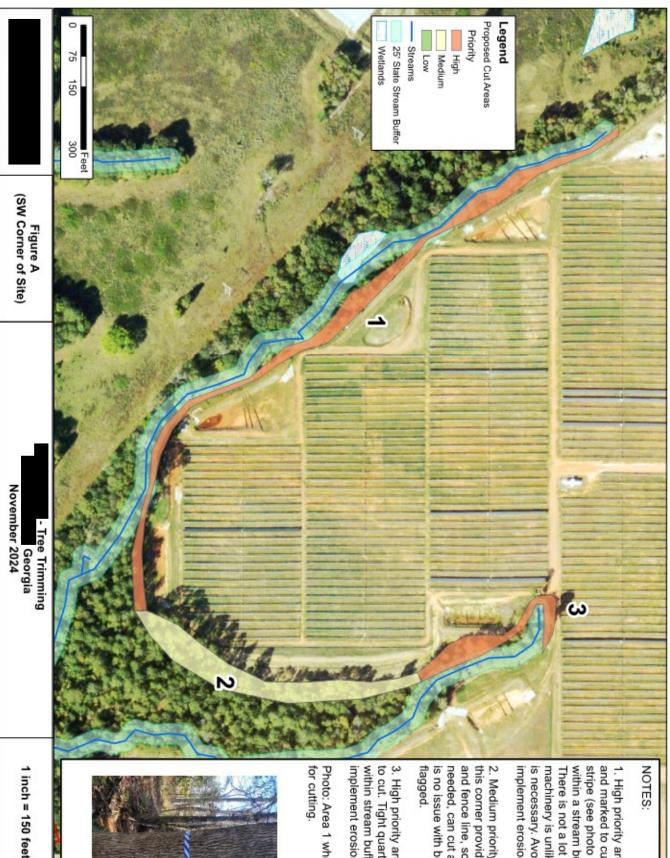
Environmental Constraints Mapping - Renewable Energy Development





3D Shading Impacts

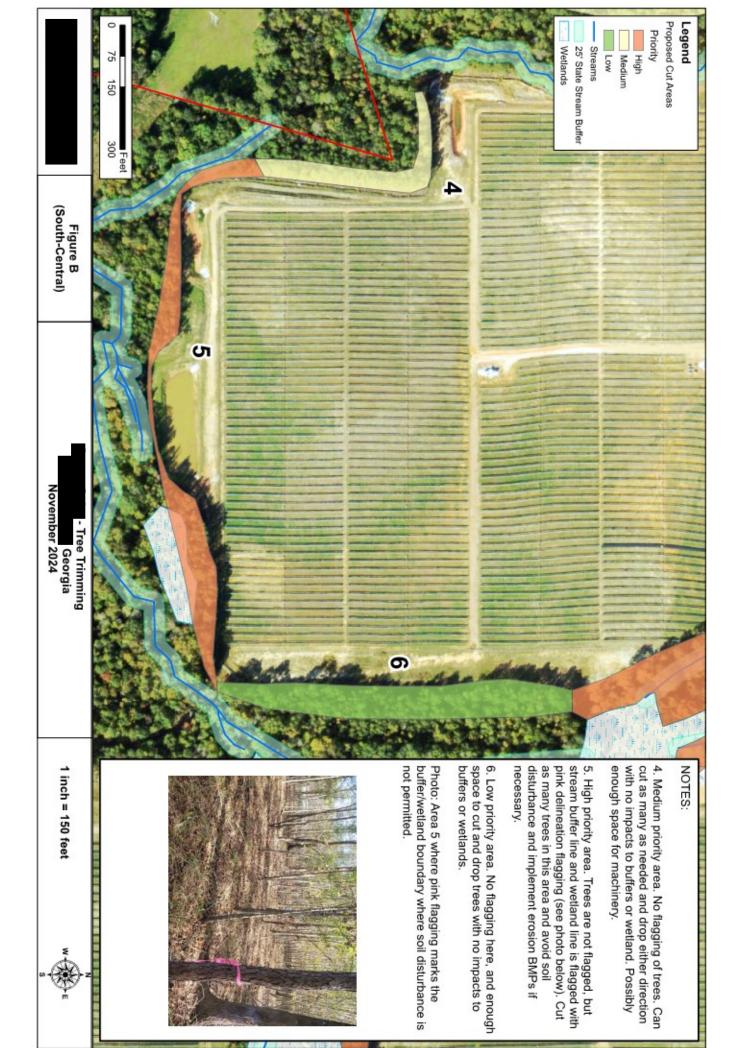


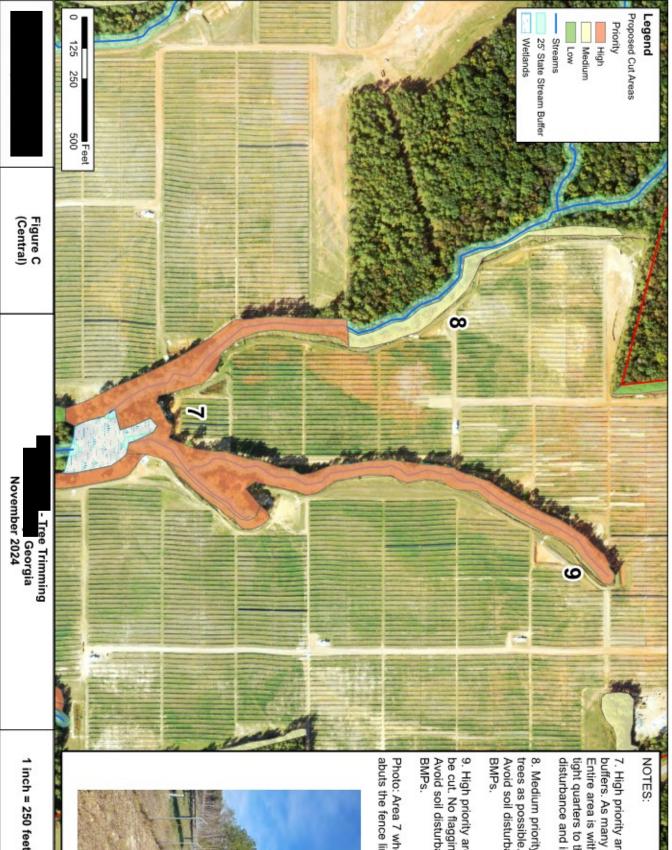


- is necessary. Avoid soil disturbance and implement erosion BMPs. High priority area. Individual trees are flagged and marked to cut. Flagging is blue and white There is not a lot of room to operate and machinery is unlikely. Controlled dropping of limbs within a stream buffer and close to fence line. stripe (see photo below). This stretch is entirely
- is no issue with buffers here. Trees are not needed, can cut as many trees as possible. There this corner provides some space between trees and fence line, so shading is not a big issue. If Medium priority area. A storm water basin in
- implement erosion BMPs. within stream buffer. Avoid soil disturbance and to cut. Tight quarters to fence line and entirely High priority area. Individual trees are flagged

Photo: Area 1 where individual trees are flagged



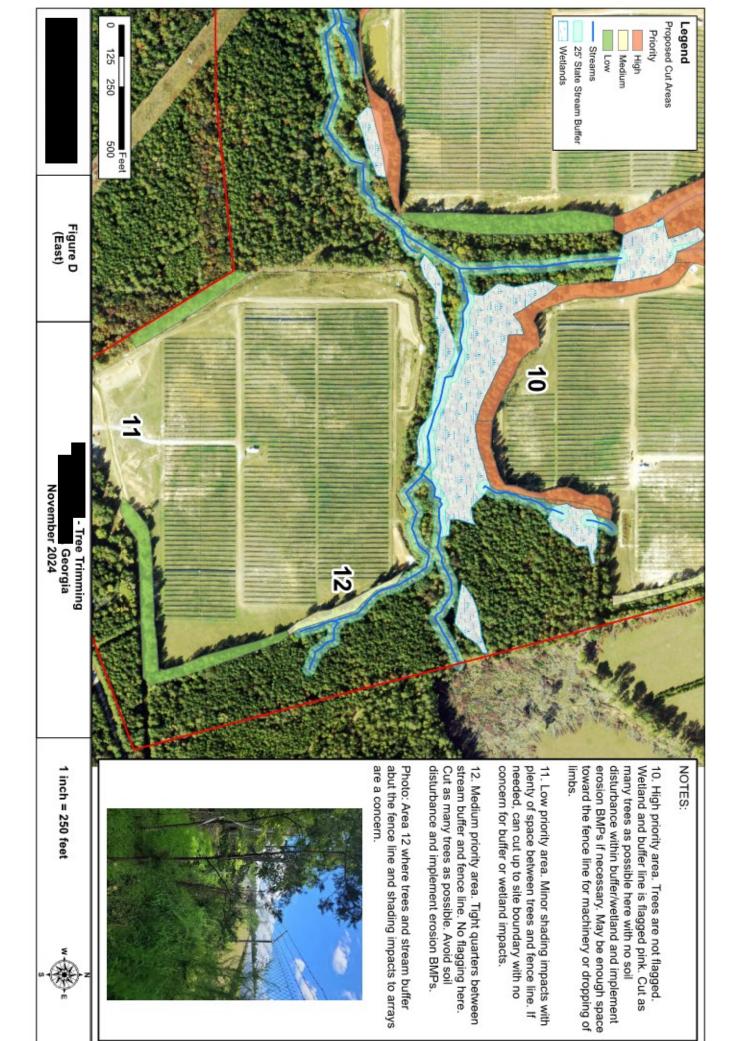


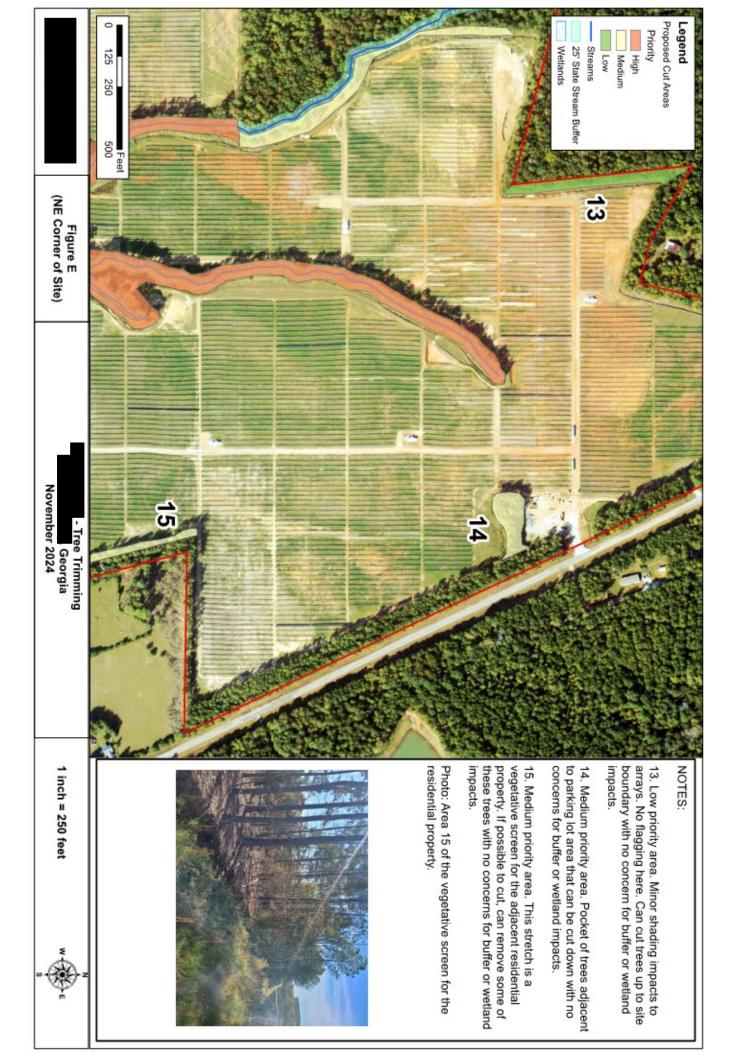


- 7. High priority area. No flagging of trees or buffers. As many trees need to be cut as possible. Entire area is within stream buffer/wetland with tight quarters to the fence line. Avoid soil disturbance and implement erosion BMPs.
- Medium priority area. No flagging. Cut as many trees as possible. Area is within stream buffer. Avoid soil disturbance and implement erosion BMPs.
- High priority area. Entire stream reach needs to be cut. No flagging and all within stream buffer. Avoid soil disturbance and implement erosion BMPs.

Photo: Area 7 where tree line and stream buffer abuts the fence line.







Shading Analysis Existing Conditions



Digital Elevation Models

