

12. Aesthetics

Overview

This section provides guidelines for evaluating a project's potential aesthetic impacts, including effects on scenic resources and glare. The impact analysis may include evaluating a project's visibility from public viewing points, its alignment with scenic resource protection policies, and its potential to generate glare for motorists traveling along roadways in the Regional Road Network.

This topic section is updated from the following section(s) from the existing ISAGs:

6. Scenic Resources

22. Daytime Glare

Thresholds of Significance

Impact analysis guidelines (formerly referred to as "Methodology") are provided accordingly for the following updated thresholds.

A project may have a significant impact if it would:

- AES-1**
- a. Have a substantial adverse effect on a scenic vista;
 - b. Substantially damage scenic resources; or
 - c. Substantially degrade the existing visual character or quality of a public viewing location of the site and its surroundings.

- AES-2**
- Include materials that would produce disability glare or discomfort glare for motorists traveling along one or more roadways within the Regional Road Network, which exceeds the glare source to the median of the background ratio of 3:1 in a luminance histogram.

Legend:

 Derived from a combination of specific County standards and Appendix G of CEQA

Related Technical Terms

The following technical terms related to this topic section have been updated or incorporated:

- Disability glare
- Discomfort glare
- Luminance histogram
- Public viewing location
- Regional Road Network
- Scenic vista
- Viewshed