

**LEGEND**

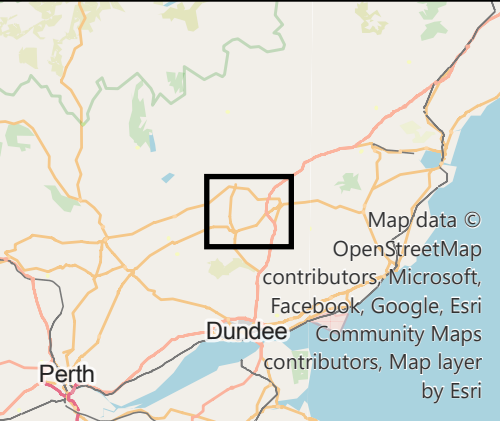
- Site boundary
- Distance from Proposed Development (1, 2, 3, 4, 5km)
- Viewpoints
- Core Paths
- Existing Buildings (modelled at 7.5m)
- Existing Woodland (modelled at 15m)

**Zone of Theoretical Visibility (ZTV) to proposed development**

- 0-10% of development may be visible
- 11-30% of development may be visible
- 31-60% of development may be visible
- 61-90% of development may be visible
- 91-100% of development may be visible

**FIGURE DATA:**  
This figure has been based on the following data:  
Layout file: D005-obvns-panels-T5-5km.shp  
Terrain data: T5-DSM.asc  
Viewer's eye height: 2m above ground level  
Calculation grid size: 5m

**NOTES:**  
This drawing is based upon computer generated Zone of Theoretical Visibility (ZTV) studies produced using the Viewshed routine in the Visibility Analysis plugin for QGIS.  
The areas shown are the maximum theoretical visibility, taking into account topography, principal woodlands and buildings.  
A digital surface model (DSM) has been derived from OS Terrain 5 height data with the locations of woodland and buildings taken from the OS Open Map Local dataset. Buildings have been modelled with an assumed height of 7.5m and woodland an assumed height of 15m, representing a conservative estimate of average heights within the study area.  
The model does not take into account some localised features such as small copses, hedgerows or individual trees and therefore still gives an exaggerated impression of the extent of visibility. The actual extent of visibility on the ground will be less than that suggested by this plan.  
The ZTV includes an adjustment that allows for Earth's curvature and light refraction. It is based on a derived DSM and has a 5m<sup>2</sup> resolution.



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SCREENING ZTV

FIGURE 5.3

Scale 1:40,000 @ A3 Date MAY 2025