

Table 7.3. Landscape classification percentages.

<i>COMPOSITIONAL TYPES</i>	<i>TOTAL</i>		<i>SIMULATION</i>	
	N	%	N	%
PANORAMA	86	28.9	1	10
FEATURE	60	20.1	5	50
ENCLOSED	112	37.6	6	60
FOCAL	55	18.4	3	30
CANOPIED	22	8.4	1	10
EPHEMERAL	136	46.3	4	40
DETAILED	7	2.3	—	—
OTHER	16	5.4	—	—
<i>DISTANCE ZONES</i>				
INFERIOR	46	15.4	2	20
NORMAL	180	43.6	5	50
SUPERIOR	118	39.6	3	30
<i>LAND USE</i>				
SYMBOLS TO INTERPRET LAND USE:				
F = FOREGROUND, M = MIDGROUND, B = BACKGROUND				
1 = LINEAR, 2 = ORGANIC, 3 = GEOMETRIC, 4 = DIGITATE, 5 = DOMINANT				
<i>GREEN OPEN SPACE</i>				
FG01	10	3.4	2	20
FG02	5	1.7	2	20
FG05	9	3.0	1	10
MG03	9	3.0	1	10
BG02	26	8.7	1	10
MG01	10	3.4	—	—
MG02	37	12.4	—	—
MG04	16	5.4	—	—
MG05	1	0.3	—	—
BG01	9	3.0	—	—
MG03	4	1.3	—	—
<i>FARM</i>				
FFA2	1	0.3	1	10
MFA2	13	4.4	2	20
BFA2	2	0.7	1	10
MFA3	8	2.7	—	—
<i>SPARSE RESIDENTIAL</i>				
MRE1	14	4.7	2	20
MRE2	9	3.0	1	10
<i>RES. TOWN</i>				
MRT3	1	0.3	1	10
<i>URBAN</i>				
BUR3	1	0.3	1	10
<i>TRANSMISSION</i>				
MTR1	8	2.4	1	10

Table 7.3 (cont'd).

COMPOSITIONAL TYPES	TOTAL		SIMULATION	
	N	%	N	%
<i>DECIDUOUS FOREST</i>				
FFD1	82	27.5	5	50
FFD5	32	10.7	2	20
MFD5	159	53.4	12	120
BFD5	196	65.8	19	190
MFD1	14	4.7	5	50
FFD2	36	12.0	—	—
<i>MIXED FOREST</i>				
FFM2	11	3.7	1	10
FFM5	15	5.0	3	30
MFM5	69	23.2	7	70
FFM3	1	0.3	1	10
MFM2	5	1.7	2	20
BFM2	1	0.3	1	10
FFM1	15	5.0	—	—
BFM5	14	4.7	—	—
<i>CLEAR CUT</i>				
MCC3	3	1.0	1	10
BCC2	12	4.0	—	—
BCC4	2	0.7	—	—
<i>STREAM/RIVER</i>				
FSR1	6	2.0	—	—
<i>ESCARP/MINING</i>				
MEM2	12	4.0	1	10
MEM4	10	3.4	1	10
<i>INFO/RECREATION</i>				
FIR1	1	0.3	1	10
FIR3	1	0.3	—	—
FIR5	5	1.7	—	—
<i>PARKWAY/R.O.W.</i>				
FBR1	6	2.0	2	20
FBR3	1	0.3	—	—
FBR5	1	0.3	—	—
<i>LANDSCAPE SERIES</i>				
F = FOREGROUND, M = MIDGROUND, B = BACKGROUND				
1 = PERPENDICULAR, 2 = OBLIQUE HORZ., 3 = OBLIQUE DECEND.,				
4 = DECEND, 5 = PARALLEL				
<i>BROAD ROLLING VALLEY</i>				
FVR1	2	0.7	—	—
FVR3	1	0.3	—	—
MVR1	30	10.0	—	—
MVR3	6	2.0	—	—
<i>FLAT BROAD VALLEY</i>				
BVF1	12	4.0	1	10
FVF1	2	0.7	—	—
MVF3	2	0.7	—	—

Table 7.3 (cont'd).

COMPOSITIONAL TYPES	TOTAL		SIMULATION	
	N	%	N	%
<i>DETAILED</i>				
FDE1	8	2.7	1	10
FDE3	1	0.3	—	—
FDE5	7	2.3	—	—
MDE3	1	0.3	—	—
<i>ISOLATED CONICAL PEAKS</i>				
BCP1	21	7.0	2	20
BCP1	10	3.4	—	—
<i>LOW HILLS LINKED</i>				
MCH1	9	3.0	—	—
<i>LINEAR SERRATED</i>				
BLS1	69	23.2	—	—
MLS4	5	1.7	—	—
<i>ISOLATED LOW HILLS</i>				
MHI1	15	5.0	1	10
BHI1	5	1.7	—	—
<i>SIDESLOPE</i>				
MSS1	9	3.0	1	10
FSS3	2	0.7	—	—
FSS5	1	0.3	—	—
MSS2	10	3.4	—	—
MSS4	6	2.0	—	—
<i>UNDULAT. RIDGE</i>				
MDR1	41	13.8	4	40
BDR1	107	35.9	4	40
MDR2	7	2.3	—	—
MDR3	12	4.0	—	—
MDR5	11	3.7	—	—
BDR3	10	3.4	—	—
<i>UNDULAT. RIDGE/VALLEY</i>				
MER1	16	5.4	—	—
BER1	3	1.0	—	—
MER3	13	4.4	—	—
MER4	12	4.0	—	—
MER5	16	5.4	—	—
<i>LINEAR HILLS</i>				
MLH3	5	1.7	1	10
MLH4	3	1.0	1	10
BLH1	4	1.3	—	—
MLH1	12	4.0	—	—
<i>UNIFORM RIDGES</i>				
BFR1	23	7.7	1	10
MFR2	4	1.3	1	10
MFR1	9	3.0	—	—
BFR4	1	0.3	—	—