

Notes:

1. This is a conceptual simulation of perceptual qualities of view toward a hypothetical project.
2. The rating threshold percentages are calculated based on the angle of view encompassing visible turbine hubs divided by the total possible view angle from a given resource (e.g. for a lake 360 degree views would be possible, while a scenic pull-off with a fixed view would potentially have a total possible view of 180 degrees or less, depending on site conditions).
3. This conceptual simulation represents a fixed 180° view in one direction. As noted in Foundations for Visual Project Analysis, "Of course, eyes, head, and body can all move. Under normal conditions, a viewer is continuously sampling a much broader portion of the environment even though at any one instant the new stimuli are limited to the angles described above (see pp. 40 - 41). This sampling, which constructs a stable image of the immediate context in short-term memory, is the primary rationale for the use of panoramic views in much current simulation work."

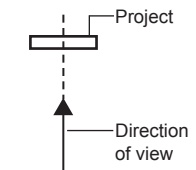


Exhibit 15: Angle of View Thresholds: 360° Total Possible View
Bingham Wind Project

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