

SITE INFORMATION

	Morning	Mid-Day	Late Afternoon
Site Name: Ocean City Boardwalk			
Location: Ocean City, MD			
Date:	3/22/2016	3/22/2023	3/22/2023
Time:	8:21 AM	12:45 PM	4:30 PM
Coordinates (Lat/Lon WGS84): 38.328, -75.085			
Landscape Zone: Barren Land (Rock/Sand/Clay) - Beach			

VIEW AND CAMERA DETAILS

	Morning	Mid-Day	Late Afternoon
Direction of View:	85.7°	85.7°	85.7°
Ground Elevation (ft msl):	14.6	14.6	14.6
Camera/Viewing Elevation (ft msl):	19.6	19.6	19.6
Camera Used for Simulation Photography:	Nikon D810	Nikon D850	Nikon D750
Camera Lens Focal Length:	50 mm	50 mm	50 mm
Photo Resolution:	1200	1200	1200
Horizontal Field of View (Panoramas):	124°		
Horizontal Field of View (Single Frame 50 mm Lens):		39.6°	39.6°

ENVIRONMENT

	Morning	Mid-Day	Late Afternoon
Weather Conditions:	Partly cloudy	Mostly cloudy, rain	Partly sunny
Temperature:	53° F	61° F	55° F
Humidity:	92%	74%	80%
Lighting Conditions:	Clear from SE	Overcast	Clear, strong light SW
Visibility:	10 Miles	10 Miles	10 Miles

US WIND DEVELOPMENT DETAILS

Total Number of Turbines: 121
 Total Number of Offshore Substations: 4
 Number of Turbines Visible: 121
 Number of Offshore Substations Visible: 3
 Turbine Output: Approximately 18MW
 Turbine Maximum Blade Height: 938 ft
 Turbine Rotor Diameter: 820 ft
 Distance to Nearest Turbine (Statute Miles)*: 12.5
 Distance to Farthest Visible Turbine (Statute Miles)*: 26.6
 Nearest Turbine Visible Height (ft, %): 909.9 ft, 97%
 Farthest Turbine Visible Height (ft, %): 683.4 ft, 73%

SHEET INDEX AND VIEWING INSTRUCTIONS

- Sheet 1 – Simulation Context Information
- Sheet 2 – Context Photography
- Sheet 3 – Existing Conditions Panorama View, Morning (8:21 AM)
- Sheet 4 – Panorama View With Simulation, Morning (8:21 AM)
- Sheet 5 – Single Frame (50-mm Lens) Simulation, Mid-Day (12:45 PM)
- Sheet 6 – Single Frame (50-mm Lens) Simulation, Late Afternoon (4:30 PM)

Panorama Viewing Instructions:

To approximate the field of view represented by a 14.5" panorama it should be printed on an 11" x 17" sheet of paper and viewed from 7 inches away¹. If viewed in a digital format (i.e. on screen) then similar size and distance should be used.

Single Frame Viewing Instructions:

The viewing distance for a 14.5" single frame simulation captured with a 50-mm lens is 21 inches.

In all cases care must be taken to not over or underrepresent the visual contrasts². Typical binocular human field of view is assumed to be 124-degrees horizontal and 55-degrees vertical.

¹ "The Best Paper Format and Viewing Distance to Represent the Scope and Scale of Visual Impacts", Journal of Landscape Architecture, 4-2019, pp. 142-151, J. Palmer

² Sheppard, S. 1989. Visual Simulation: A User's Guide for Architects, Engineers, and Planners. New York: Van Nostrand Reinhold.

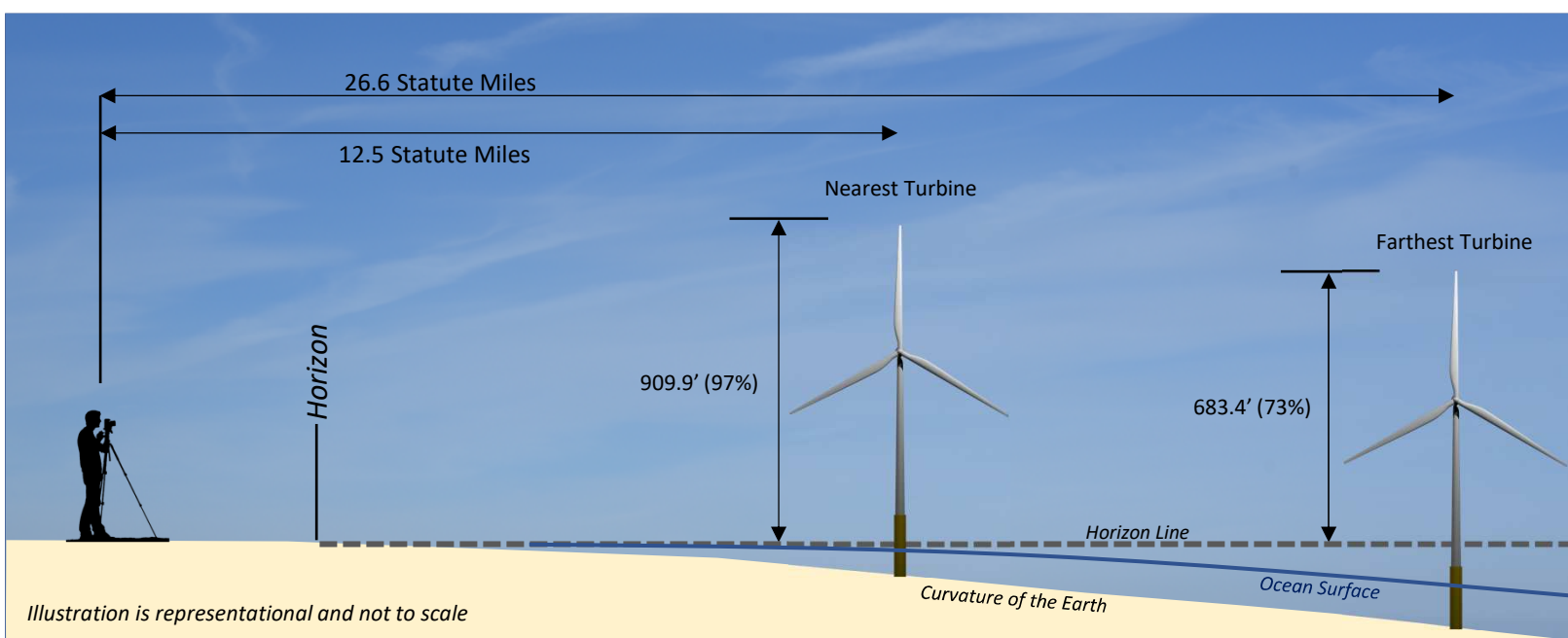
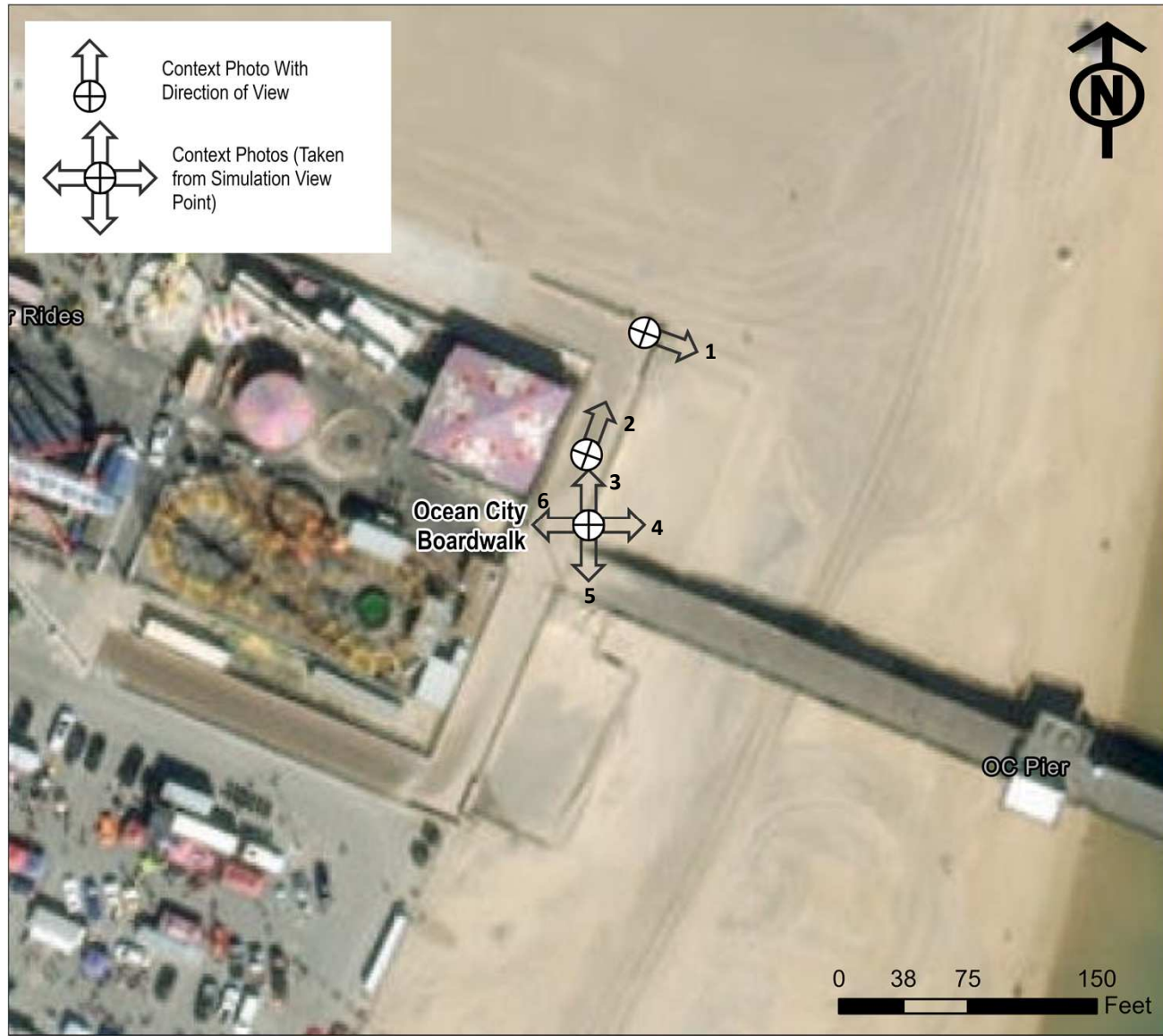


Illustration is representational and not to scale

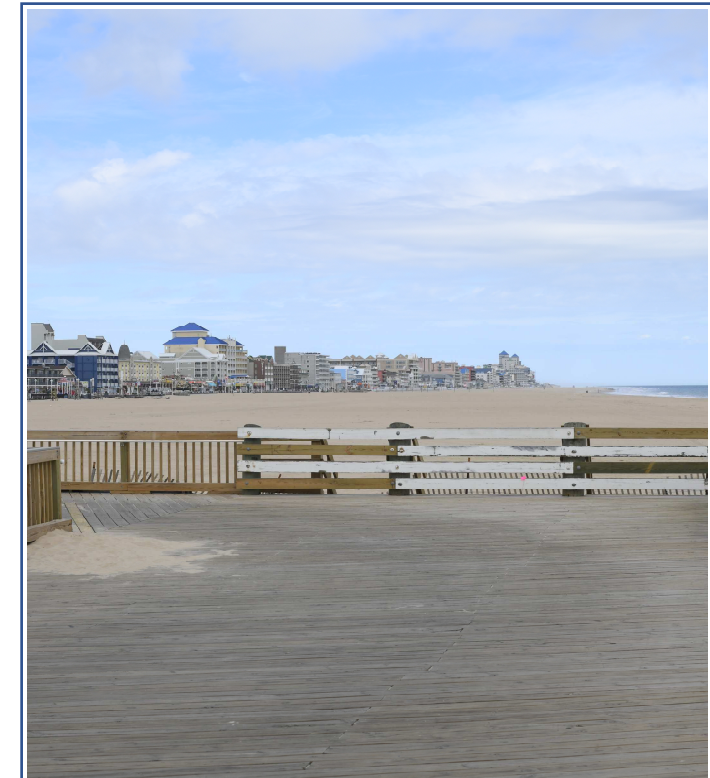


Ocean City Boardwalk

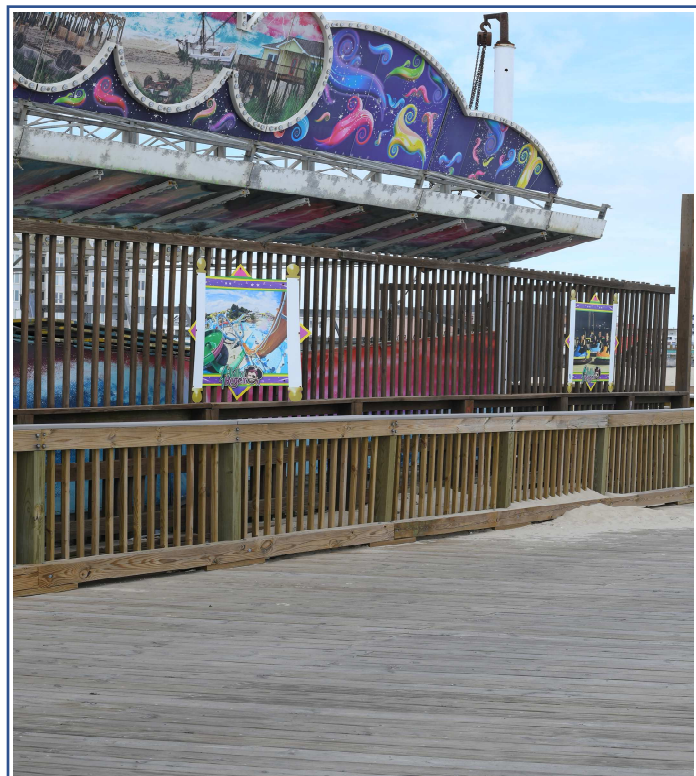
Tourism and summertime recreational area with an amusement park with stands and rides along the boardwalk to the west (landward) of the beach. A long pier extends approximately 550 feet into the surf.



#1 Context Photo, 03/22/2023 12:45 PM
Taken from the amusement park boardwalk, viewing roughly south-east.



#2 Context Photo, 03/22/2023 12:45 PM
Taken from the amusement park boardwalk, viewing roughly north.



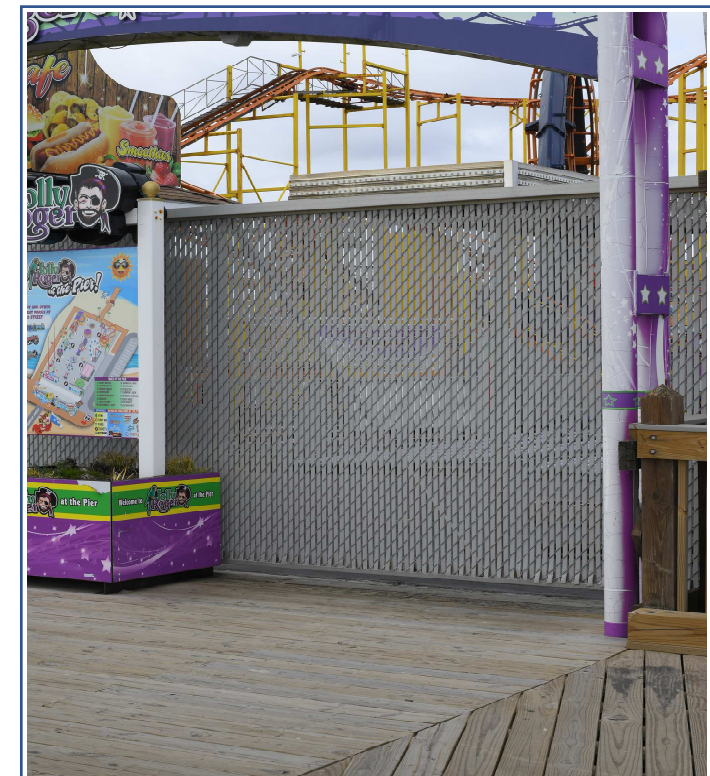
#3 Viewing North, 03/22/2023 12:45 PM



#4 Viewing East, 03/22/2023 12:45 PM



#5 Viewing South, 03/22/2023 12:45 PM



#6 Viewing West, 03/22/2023 12:45 PM



**18. OCEAN CITY BOARDWALK, MARYLAND
EXISTING CONDITIONS PANORAMA VIEW, MORNING (8:21 AM)**

Maryland Offshore Wind Project Visual Impact Assessment Simulations

Sheet 3

VIEWING INSTRUCTIONS: To approximate the field of view represented by a 14.5" panorama it should be printed on an 11" x 17" sheet of paper and viewed from 7 inches away¹. If viewed in a digital format (i.e. on screen) then similar size and distance should be used. In all cases care must be taken to not over or underrepresent the visual contrasts². Typical binocular human field of view is assumed to be 124-degrees horizontal and 55-degrees vertical. See Sheet 1 for citations.



Detail



See Detail

**18. OCEAN CITY BOARDWALK, MARYLAND
PANORAMA VIEW WITH SIMULATION, MORNING (8:21 AM)**

Maryland Offshore Wind Project Visual Impact Assessment Simulations

Sheet 4



VIEWING INSTRUCTIONS: To approximate the field of view represented by a 14.5" panorama it should be printed on an 11" x 17" sheet of paper and viewed from 7 inches away¹. If viewed in a digital format (i.e. on screen) then similar size and distance should be used. In all cases care must be taken to not over or underrepresent the visual contrasts². Typical binocular human field of view is assumed to be 124-degrees horizontal and 55-degrees vertical. See Sheet 1 for citations.



VIEWING INSTRUCTIONS: To approximate the field of view represented by a 14.5" single frame simulation captured with a 50-mm lens it should be printed on an 11" x 17" sheet of paper and viewed from 21 inches away¹. If viewed in a digital format (i.e. on screen) then similar size and distance should be used. In all cases care must be taken to not over or underrepresent the visual contrasts². See Sheet 1 for citations.

**18. OCEAN CITY BOARDWALK, MARYLAND
SINGLE FRAME (50-mm LENS) SIMULATION, MID-DAY (12:45 PM)**

Maryland Offshore Wind Project Visual Impact Assessment Simulations

Sheet 5





**18. OCEAN CITY BOARDWALK, MARYLAND
SINGLE FRAME (50-mm LENS) SIMULATION, LATE AFTERNOON (4:30 PM)**

Maryland Offshore Wind Project Visual Impact Assessment Simulations

Sheet 6



VIEWING INSTRUCTIONS: To approximate the field of view represented by a 14.5" single frame simulation captured with a 50-mm lens it should be printed on an 11" x 17" sheet of paper and viewed from 21 inches away¹. If viewed in a digital format (i.e. on screen) then similar size and distance should be used. In all cases care must be taken to not over or underrepresent the visual contrasts². See Sheet 1 for citations.