



Visibility Analysis

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Demo Theater

Geoprocessing tools that we can use:

- **Raster**
 - **Visibility**
 - **Viewshed**
- **Feature**
 - **Skyline Suite**
 - **Sun Shadow Volume**
 - **Observer Points**
 - **Line of Sight**
 - **Intervisibility**
 - **Construct Sight Lines**
- **Auxilliary Tools:**
 - **3D Features Toolset**

Typical Operations

- **Examine the physical context**
- **Deciding visibility orientations**
 - **Sight lines, Skylines**
- **Creating auxiliary geometries**
 - **Domes, Cylinders, Cones...**
- **Performing visibility analysis**
 - **Construct Sightlines, LOS, Skylines, Shadows**
- **Adding animations, if necessary**
 - **Camera, Layer, Scene, Time**

Visual or not?

- **Visual feedback**
- **Numbers with data**
- **Both**