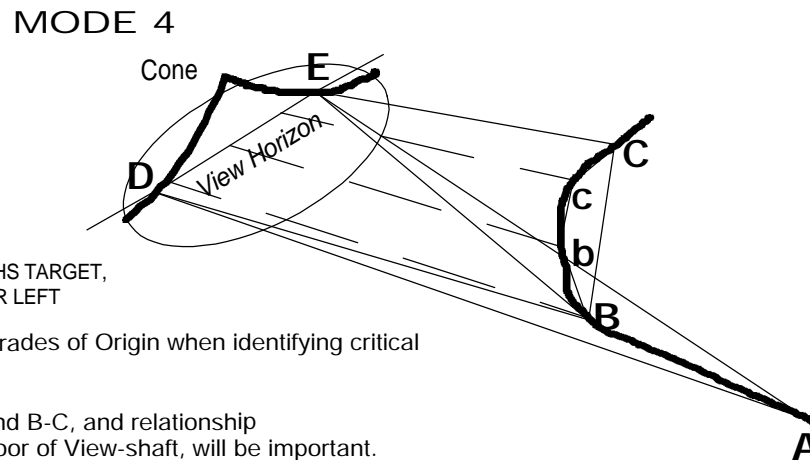
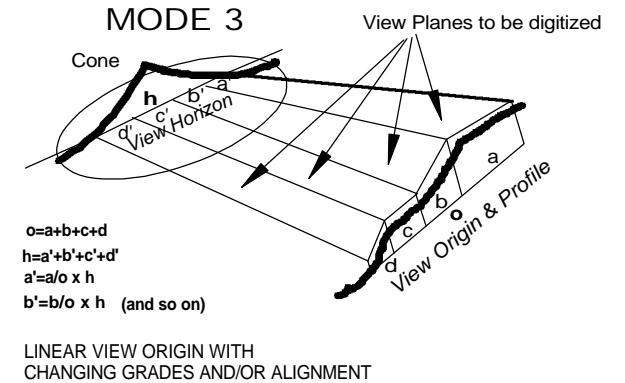
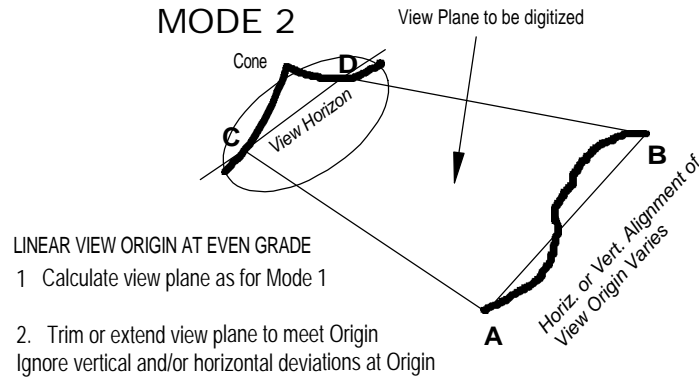
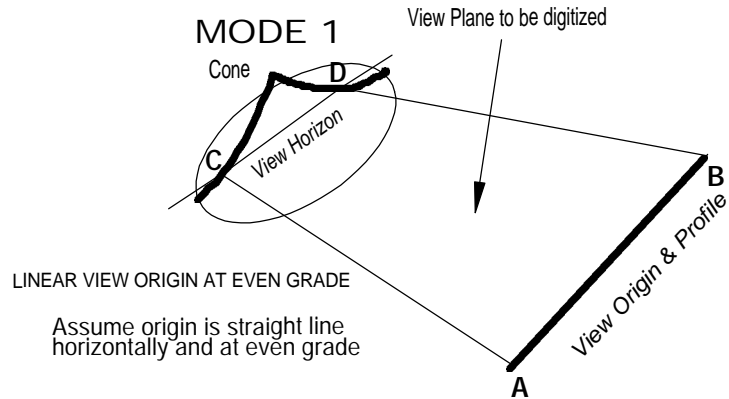


# VOLCANIC CONES VIEW PROTECTION

## DEFINING VIEWS WITH LINEAR ORIGINS



### RULES:

1. Commonsense is to prevail.
2. Variations in the Horizontal or Vertical alignment of the View Origin will have most effect on the floor of the View-shaft near the Origin.
3. If the foreground land is well below the floor of the View-shaft and the critical effects are near the View object, then discrepancies arising from simplified definition of the view Origin will be unimportant.
4. If the foreground land rises to near the floor of the View-shaft, then accurate definition of the Vertical and/or Horizontal alignment of the View Origin is likely to be important.

#### Example:

Treat A, B, C, E, D as View-shaft Floor;  
but if foreground approaches Floor it may be necessary to define Chords B-b, b-c, c-C and apply Mode 3