

3.0 Existing Visual Character (contd.)

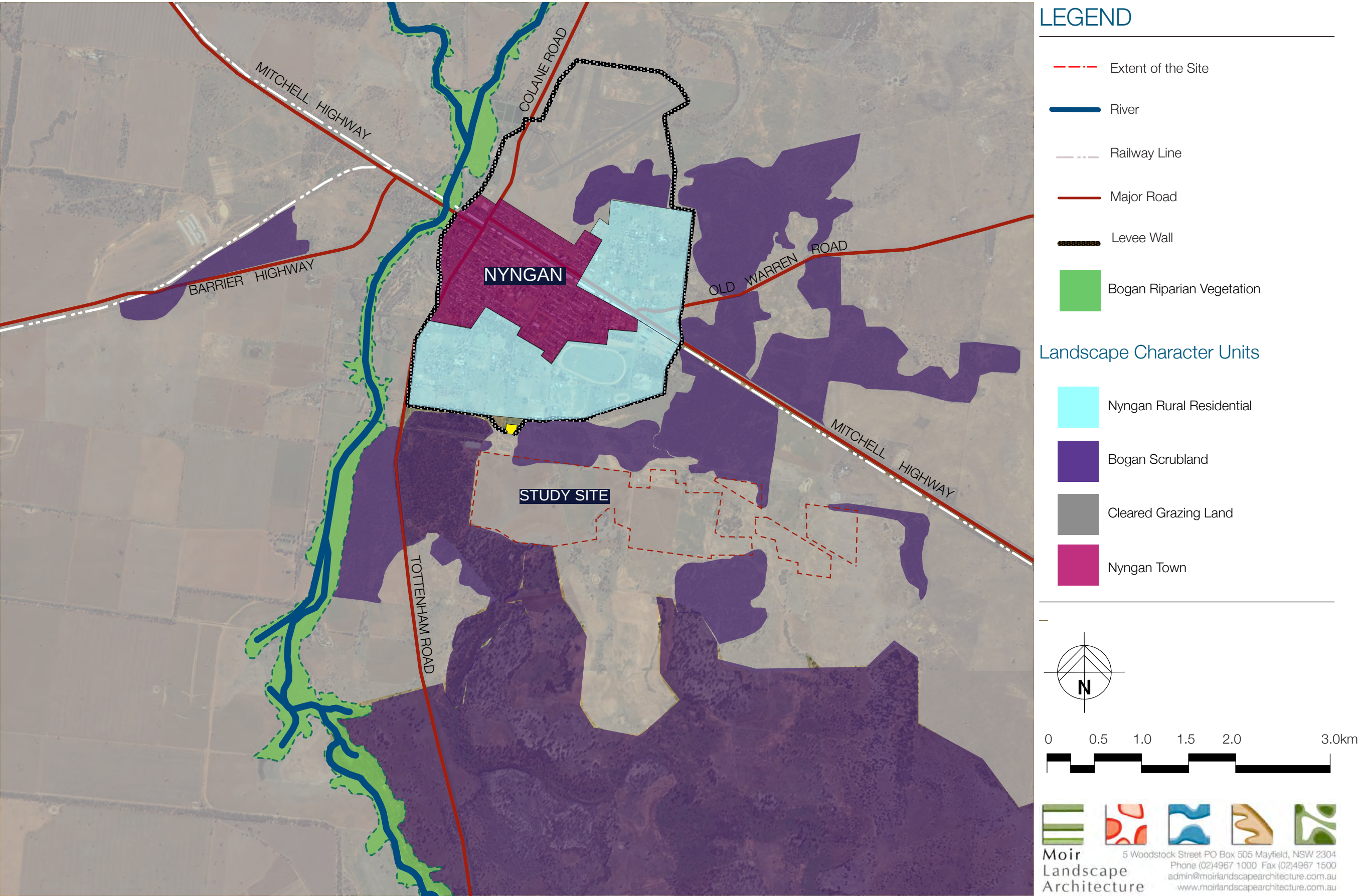


Figure 3: Landscape Character Units