

**LANDSCAPE/SEASCAPE ASSESSMENT OF THE FIRTH OF CLYDE
SECTION 17 – REFERENCES AND GLOSSARY**

17 REFERENCES AND GLOSSARY

17.1 References

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17.2 Glossary

Coastal Character Area

For the purposes of this study, each Seascape Area was subdivided into smaller units of coast, defined by coastal character. Coastal character is the distinct, recognizable and consistent pattern of physical elements, related to topography, land use and settlement pattern as well as the experience of the coast.

Esplanade

Wide hard surfaced areas allowing access along the sea front, often located on top of the sea walls. Esplanades are generally used to describe areas where motorised traffic is permitted.

Isolated coast

Coast which meets with the Scottish planning policy definition of 'isolated' coast. It is a stretch of coast which is 'distant from centres of population and lacks obvious signs of development and is of very significant environmental, cultural and economic value.' By their nature these areas also tend to be relatively long, more than 1.5km in length, as well as being difficult to access other than by sea or, on land, by foot, bicycle or other non-vehicular mode of transport. They are also likely to be subject to designation or some other measure of significant environmental value.

Kyle (*Scottish term*)

A narrow stretch of sea water linking two larger areas of navigable sea. 'Strait' is the English term for 'kyle'.

Policies (*Scottish term*)

The woodlands associated with a designed or planned landscape, including shelterbelts, woods, 'roundels' (small round copses), avenues and parkland. These are often mixed species woods, with broadleaves and conifers in the species mix, sometimes also called 'mixed policies'.

Promenade

Hard surfaced areas allowing access along the sea front, often located on top of the sea walls. Promenades are generally used to describe areas where pedestrian access and possibly other non-motorised access is permitted, but cars and other motorised vehicles are not permitted.

Remote coast

Stretches of coast which lack obvious signs of development and have semi-natural qualities, in terms of vegetation pattern or the dominant experience of the natural processes of the sea and lack of built development. They are likely to be relatively long, more than 1.5km in length, as well as being difficult to access other than by sea or, on land, by foot, bicycle or other non-vehicular mode of transport.

Seascapes

'an area of sea, coastline and land, as perceived by people, whose character results from the actions and interactions of land with sea, by natural and/or human factors.'

The term is increasing in usage and is included within the definition of landscape

contained within the European Landscape Convention (See European Landscape Convention, Florence, 20.X.2000 [The European Landscape Convention](#))

Seascape Area

For the purposes of this study, the Firth of Clyde was divided into thirteen seascape areas, each of which was identified by its unique relationship to the sea and the influence of maritime qualities on the experience of the coast. More information can be found in Section 1.5 'Study Method'

Secluded coast

Stretches of coast of any length, and which may be close to centres of population and /or human activity where there are few signs of built development. On the coast, the dominant experience is likely to be of the natural processes of the sea and lack of built development. These may be areas dominated by agriculture, policy of other woodland. They will not be areas immediately over looked by significant built development.

Settlement

The word 'settlement' as used in this study refers to all types of settlement which contribute to a recognisable settlement pattern. This term therefore covers single houses and farms as well as towns and villages. The words village, town and farms and single houses have also been used for individual places. This is not the same as the word 'settlement' used in planning terms to denote areas identified and allocated as 'settlement' in Local Plans.

Visual clutter

The word 'visual clutter' is used to describe the visual confusion created by bringing together a number of disparate and unrelated elements and structures in one place. It is often used to describe a location where there is no design unity, usually because there so many different styles of structures and materials – such as seats, signs, paving styles and other street furniture – have been congregated in one place.