

# Urban Tree Shade Analysis: City of Austin, Texas

Prepared by:

**Sustainable Solutions of Central Texas©**



**and Austin Urban Trails©**



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# 1. Introduction

## ***1.1. Purpose and Objective:***

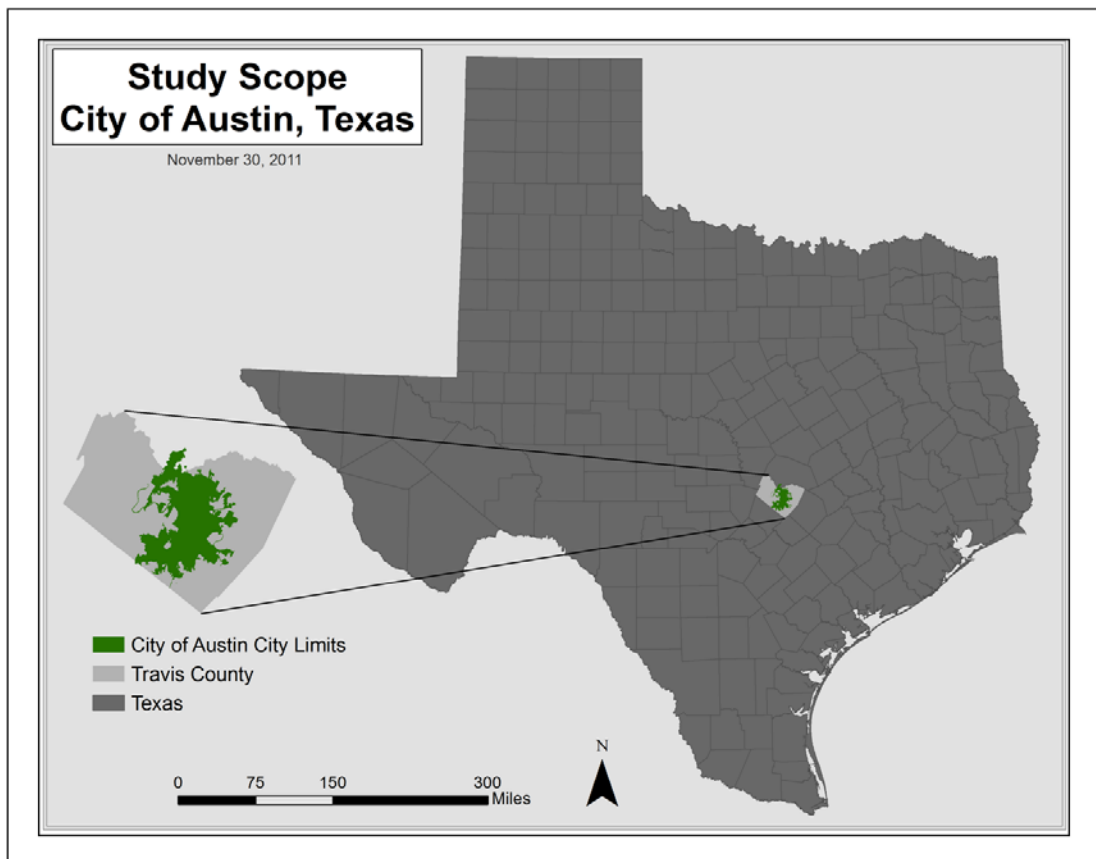
The overall value of shade provided by a continuous tree canopy in a growing urban area is often undervalued and underappreciated by those who benefit from it. In the city of Austin, Texas however, the Urban Forestry Program and Board (UFP) is the driving force behind the maintenance and protection of the city's urban tree canopy. Continuous shade from a tree canopy in an urban area is an easily identifiable amenity and an important environmental feature that can have a great impact on the overall quality of life in a city. The purpose of this project is to utilize the analysis capabilities of Geographic Information Systems (GIS) to help identify the canopy coverage of the streets and trails of Austin and provide the UFP with a usable shade index for the city's street blocks and trail segments, as well as several averaged shade indices for the street blocks and trail segments that lie within the city's neighborhoods and watersheds. The UFP will take our results and use them to plan for future planting as well as apply them to related studies that are unique to the city's urban forest.

The objective of this project is to provide the UFP with efficient and effective tree shade indices that can be used to help determine the future location of trees and allow the UFP to focus the future planting of those trees in the areas of the city that have the least canopy coverage according to our findings. A joint study between members of the two consulting firms of Austin Urban Trails© (AUT) and Sustainable Solutions of Central Texas© (SSOCT) resulted in an extensive and collaborative research effort that provided the indices. The UFP will be able to use these indices to help them determine the density and distribution of the city's urban canopy.

They will also be able to conduct other side projects that will utilize the information we provide and relate it to the numerous impacts that trees have on an urban environment such as Austin.

### **1.2. Scope:**

The scope of this project is limited to the streets and trails that fall within the city limits of Austin, Texas. While analysis was only conducted on the streets and trails of the city, the maps that display the average shade per watershed contain watershed boundaries that fall outside of the city limits. This was done intentionally to avoid any distortion in the maps of the watersheds as several of them extend beyond the city limits, but contain streets blocks and trail segments within the City of Austin.



**Figure 1:** Study area of the project

### ***1.3. Background and Literature Review:***

Before analysis even began, the two groups expected to produce indices that would support widespread tree planting throughout the city, especially in the newer outlying parts of Austin. We also expected to produce results that support existing scientific literature that exemplifies the numerous benefits that trees can provide to a city, or anywhere for that matter. Relevant literature on the subject of tree benefits was compiled and examined by the groups.

When assessing the benefits that trees produce for an urban area, science shows that these benefits are both tangible and numerous. One very important benefit would be that urban trees help to maintain the air quality of a city by removing gaseous pollutants from the air by absorbing them. They absorb lingering CO<sub>2</sub> and other greenhouse gasses and in turn, replenish the atmosphere with oxygen (Bay Area Green 2009). In fact, planted Evergreen trees in rows can capture up to 85 percent of the particulate air pollution that blows through their branches by trapping the particulates and filtering them through the leaves, stems, and twigs of the tree (Bay Area Green 2009). The particulate pollution in a dense urban area can cause serious respiratory problems for humans, especially children.

Trees also help prevent global climate change. They act as a “carbon sink” by removing carbon from the CO<sub>2</sub> and then store it as cellulose, all while releasing carbon back into the air. A healthy green tree can absorb up to 40 pounds of CO<sub>2</sub> per year, which helps maintain a constant climate and improve air quality (Bay Area Green 2009). Also, in terms of maintaining a constant climate, trees help reduce the urban heat island effect, especially in places like Austin. The trees in a city can prevent heat islands from forming with their shade and can reduce the air temperature by as much as four degrees in these areas through transpiring (City of Austin, 1995).

In fact, by covering just 40 percent of our study area with trees, the shade provided would lower the peak summer temperatures by as much as two degrees (City of Austin, 1995).

Trees also help reduce household energy consumption, which saves money for anyone who pays the electric bill for a home or business. According to Dr. E. Greg McPherson, if you planted a tree today on the west side of your home, in five years your energy bill should cost three percent less than it currently does, and in 15 years the savings will equal nearly 12 percent of your current energy bill (Center for Forest Research, 2001). It is also stated that properly placing trees around a building can reduce air conditioning needs by 30 percent and can cut energy costs by 20 to 50 percent, in terms of the heating of a building (Center for Urban Forest Research, 2001). The more trees you have planted on the eastern and western sides of your home, especially if they are large and healthy, the more you will save in terms of money spent on your electric bill (Center for Urban Forest Research, 2001). These trees will help mitigate the amount of heat that enters a home through the walls and windows on eastern and western sides of a building, saving you the electric used for cooling and ultimately the money spent on it.

The urban forest in a city can also save the city money in terms of infrastructure repair. The more shade you have on a city street from a tree can mean more time between repaving sessions. With just 20 percent of a street under tree shade, the pavement condition of that street is improved by 11 percent which equals a 60 percent cut in repaving costs over a 30 year period (Bay Area Green, 2009). The money saved on repaving can be collected and spent on more trees to line city streets and save even more money on infrastructure repair.

Maybe the most important benefit that trees provide in terms of environmental assistance is the impact they have on local water quality by slowing storm water runoff. Trees can slow and even absorb storm water runoff, decreasing the amount of storm water storage needed and

decreasing the amount of runoff that ends up in our streams and creeks. According to the experts at the USDA Forest Service, the planting of trees results in less runoff as well as less erosion found in local water bodies. This allows for better and more frequent recharging of groundwater. They also state that wooded areas help prevent the transport of sediment and chemicals into streams (USDA Forest Service, 2001). A study over tree benefits in the Greater San Antonio area showed that the existing tree canopy there reduces the need for storm water management and retention by 678 million cubic feet (American Forests, 2002). By using a \$2 per cubic of foot storm water management cost system, trees currently save the San Antonio area \$1.5 billion in one time construction costs (American Forests, 2002).

Other than the improvements to air quality, climate control, energy costs, infrastructure savings, and water quality, trees also provide aesthetic value to an urban area and allow for urban wildlife to prosper. The aesthetic quality that trees provide can improve home and building property values, as well as provide a much more pleasant atmosphere for those who frequent the area. In some cases, healthy trees can add up to a 15 percent increase in residential property value alone (Bay Area Green, 2009). They also block sound and noise from cars and pesky neighbors, reducing noise pollution by as much as 40 percent (Canopy, 2011). Also, having trees planted along the city streets and trails will increase the overall shade and thus invite more people to utilize the sidewalks and trails that cities provide. The members of the two groups of AUT and SSOCT are hoping that the scientific research, as well as the indices, will establish enough evidence to allow for the UFP to start planning for future tree planting in Austin.

## **2. Data**

Between the two groups there were seven original sets of data used for the project. Each data set was provided by The City of Austin through the UFP for our use. These seven original

data sets include: a City of Austin city limits polygon layer; a block-by-block streets line layer which extended beyond the city limits; a city parks polygon layer; a city trails line layer that extended beyond the city limits; a city watershed polygon layer which also extended beyond the city limits, a polygon layer of the neighborhood planning areas in the city; and a Lidar based tree canopy polygon layer from 2006. The seven layers we acquired already came projected in the Lambert Conformal Conic projection and used the NAD 1983 State Plane Texas Central FIPS 4203ft. coordinate system. Because they all came in the same projection and used the same coordinate system, there was no need to change projections or coordinate systems to match. They also all came in the form of vector data with every layer representing a polygon file. The only exceptions to this were the streets and trails layers, which were originally line files. In terms of usefulness for the tree shade analysis, the data was exactly what we needed to provide our shade indices. The combination of all these layers gave a geographic representation of the problem the UFP wanted us to help them solve with our shade indices. The trails layer had to be segmented using X-Tools, which is a free extension for ESRI's ArcMap. This allowed the trails to be divided into smaller, equal sections for a more accurate representation of the tree shade within the desired trail segments the UFP wanted to see. The streets and trails layers, along with the overlay of the 2006 tree canopy, were the primary layers used in our analysis. The city limits layer was used as the general scope of the project, meaning the streets and trails that extended outside of the city limits were subsequently eliminated. The watershed and neighborhood layers were instrumental in the establishment of the averaged shade indices for the streets and trails of each individual watershed and neighborhood. The seven layers provided, allowed the teams to establish tree shade indices to be shown either as an average by the individual watersheds and neighborhoods, or by the overall shade percent for street blocks and trail segments.



Layer	Source
Streets	COA*
Tree Canopy (Lidar)	COA*
Watersheds	COA*
Planning Neighborhoods	COA*
Parks	COA*
Trails	COA*
City Limits	COA*

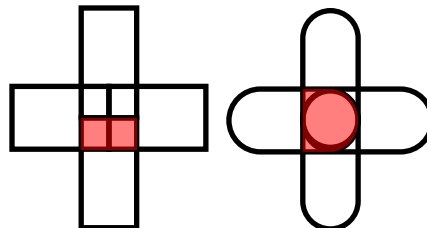
\*Abbreviations: City of Austin (COA)

**Figure 2:** Original data sets used for the project

### 3. Analysis Methodologies

#### 3.1. *Shade Index of the Overall Street Blocks*

The layers used to produce the shade index for the overall street blocks in Austin were the canopy and city limits polygons, as well as the street blocks line file. The first step in this analysis was buffering. We applied a 20ft. flat buffer to the street blocks layer. We used 20ft. as the width so that the canopy coverage could later be displayed throughout different times of the day, and we used the flat buffers because they create segments that have less overlap at intersections, as opposed to the rounded buffers. These flat 20ft. buffers are used in all the analysis methods for this project. A comparison between the two buffer types is displayed below.



**Figure 3:** The flat buffer (left) and rounded buffer (right) intersection comparison

After the buffer was applied, we clipped the canopy layer to the newly buffered streets layer which provided us with a canopy layer that only fell within the city streets. Then we calculated the area of each street segment by square feet. To do this we created a new “double-type” field in our attribute table for the buffered streets layer and used the calculate geometry function to populate the new field. This gave us the area in square feet of each street segment in the city. This step was crucial in the eventual calculation of the shade indices. The next step taken was dissolving the previously clipped canopy layer into one multi-part polygon file and also calculating its geometry. We used the same calculate geometry method as earlier where we created a new double-type field and calculated the area in square feet. This step gave us a unique field that was used to identify polygons in the next step. After this dissolve, we performed a union using the buffered streets layer and the dissolved canopy layer. We needed to show the area without shade in this new layer to continue the analysis process, so (in the attribute table) we deleted the polygon features that contained the same values as the dissolved polygon “area” field created earlier. This eliminated the canopy polygons, leaving only the un-shaded areas of the street blocks as we intended. We then calculated the area for this un-shaded layer using the same calculate geometry method used earlier. After this, we performed a spatial join between the un-shaded layer and the original buffered streets layer that we first created. During the join process we were careful to choose “within” under the match option category, and set the original buffered streets layer as the target feature and the union layer as the join feature. After the join was complete, we were then able to subtract the un-shaded areas of streets from the buffered street layer by creating a new field and using the field calculator. This step resulted in a field in the attribute table that had the shaded area for each street segment in square feet. After this step was complete, we created a “percentage” field in the joined layer for the analysis to provide us

with a shade index. After the percentage field was created, we used the field calculator to divide the shaded area of each street segment by the overall buffered area of each street segment. We took that output and multiplied it by 100 to populate the “percentage” field we had already created in the joined layer. We now had our shade percentages. For visual purposes, we performed one last spatial join between the original line streets layer we started with (the target feature) and the buffer layer (the join feature) which would take the attributes of the buffered layer and essentially convert them back to a line file. The line file allowed us to adjust the thickness of the streets on the maps. After these steps, we were finally able to create a shade index by assigning the line file to a graduated color scheme with four equal intervals. This gave us a clearly defined shade index of the overall street blocks, ranging from 0% shaded to 100% shaded.

### ***3.2. Shade Index of Neighborhood and Watershed Street Blocks***

The following analysis method was used for the creation of the shade indices of the street blocks on both the neighborhood and watershed levels. We did not want to repeat the same analysis method later on in this document, so it is described below as the neighborhood analysis only, but was also used to establish the watershed index by simply using the watershed layer instead of the neighborhood layer.

The layers used to create the averaged shade index for the street blocks in each neighborhood were the canopy, city limits, and neighborhood polygons as well as the street block line file. First we buffered the streets layer using 20ft. flat buffers (just as we did in the last analysis). We then performed a series of three clips. We clipped the neighborhoods to the city limits, then the buffered streets to the new neighborhoods, then the canopy to the new buffered streets. These clips gave us two new layers that represented the street buffers within

neighborhoods within city limits, and the canopy within street buffers within neighborhoods within city limits. In order for the analysis to properly function, we then had to dissolve our two new layers we just created. After the dissolve, we performed a union on each of these two newly dissolved layers. We union both layers with the neighborhoods within city limits polygon (created in the beginning by the first clip). We made sure to uncheck the “gaps” box during the unions, and after they were complete we opened the attribute tables for both new union layers and deleted the “-1s” in the field titled “FID.” This step was needed in order for us to carry out the next step of obtaining the area in each of these layers. To do this we added a field in the attribute table of both layers and used the calculate geometry function to get the area of the layers in square feet. Now that we had the area for each layer, we needed to perform a regular join which would take the attributes of the two layers and convert them to the already existing neighborhoods within city limits polygon that we started with. We joined both layers to the neighborhoods within city limits polygon based on a unique id we created in their attribute tables. We now had the data from both layers (the buffered streets union layer and the canopy in the buffered streets union layer) in the attribute table of the neighborhoods within city limits polygon. The final step we performed to get our index was the calculation of the percent of street shade in the neighborhoods within city limits polygon. To do this we created a new field and then populated the field by using the field calculator to divide the canopy area by the street area, and multiply the outcome by 100. This left us with the average shade percent of street blocks for each individual neighborhood in Austin.

### ***3.3. Shade Index of the Overall Trail Segments***

The layers used to produce the shade index of the overall trail segments were the canopy and city limits polygon files, as well as the city trails line file. The first thing we did was

clip the trails layer by the city limits, which provided us with trails only in the city limits of Austin. We then dissolved this trails layer to create one entire continuous trail that was not split up into multi-parts. This was done because the UFP wanted to see the trails split into segments by  $1/8^{\text{th}}$  of a mile (660 ft.), which the dissolve function was not able to do. To successfully split the dissolved trail line, we downloaded a free extension toolkit for ESRI's ArcMap called X-Tools. We used the X-Tools extension to split the dissolved trail line by  $1/8^{\text{th}}$  of a mile (660ft.) by means of its "Feature Conversion" tool. After the split, we then created a new field in the trails layer and used the calculate geometry function to display the length of each trail segment. It is important to note that while the trails were split into 660ft. segments, not every entire trail was equally divisible by  $1/8^{\text{th}}$  of a mile, which gave us a remainder segment at the ends of some trails that are not to  $1/8^{\text{th}}$  of a mile. The next step was to buffer the newly segmented trails. We used a 20ft. flat buffer, just like the analysis for the street blocks. Then we calculated the area of these buffered segments in square feet by using the calculate geometry tool. This gave us the area of buffered trail segments (the non-shaded areas). We then took the canopy layer and clipped it by the buffered trails layer, which resulted in a new layer that contained the canopy within the buffered trails (the shaded areas). The next step we took was a union between the canopy within the trails layer and the buffered trails layer. We did this so we would have a new canopy layer within the buffered trails that was also split into  $1/8^{\text{th}}$  of a mile segments. We then used the calculate geometry function to obtain the area in square feet of the canopy segments in each trail segment. After the area was calculated, we opened the attribute table of this new layer and deleted the "-1s" in the field we just created for the area of the canopy segments. Now the union layer only had the area for the canopy within the buffered trails (the shaded areas). Now that we only had the area of the shaded parts of trail segments, we need to use the dissolve tool

again to merge the separate shaded segments within each trail segment. This would give us the total area of shade per trail segment (instead of the area of each individual canopy per trail segment). We then performed the dissolve to add the individual canopies per trail segment together. After the dissolve was complete, we calculated the area of the total shade per trail segment. After we had the total shaded area per trail segment, we needed to perform a regular join to combine the attribute data of the dissolved canopy layer to that of the previously unioned canopy layer we had prior to the dissolve. The join was performed based on a unique identifier in the attribute table and we ended up with a canopy within the segmented trails layer that also represented the area of total canopy coverage for each different trail segment. After this step, we were ready to create a new field for the shade percent. After the percentage field was created, we used the field calculator to divide the total shaded area of each trail segment by the overall buffered area of each trail segment. We took that output and multiplied it by 100 to populate the “percentage” field we had already created in the joined layer. We now had our shade percentages. We then established our shade index by assigning the joined canopy within the segmented trails layer to a graduated color scheme with four equal intervals. This gave us a clearly defined shade index of the overall trail segments, ranging from 0% shaded to 100% shaded.

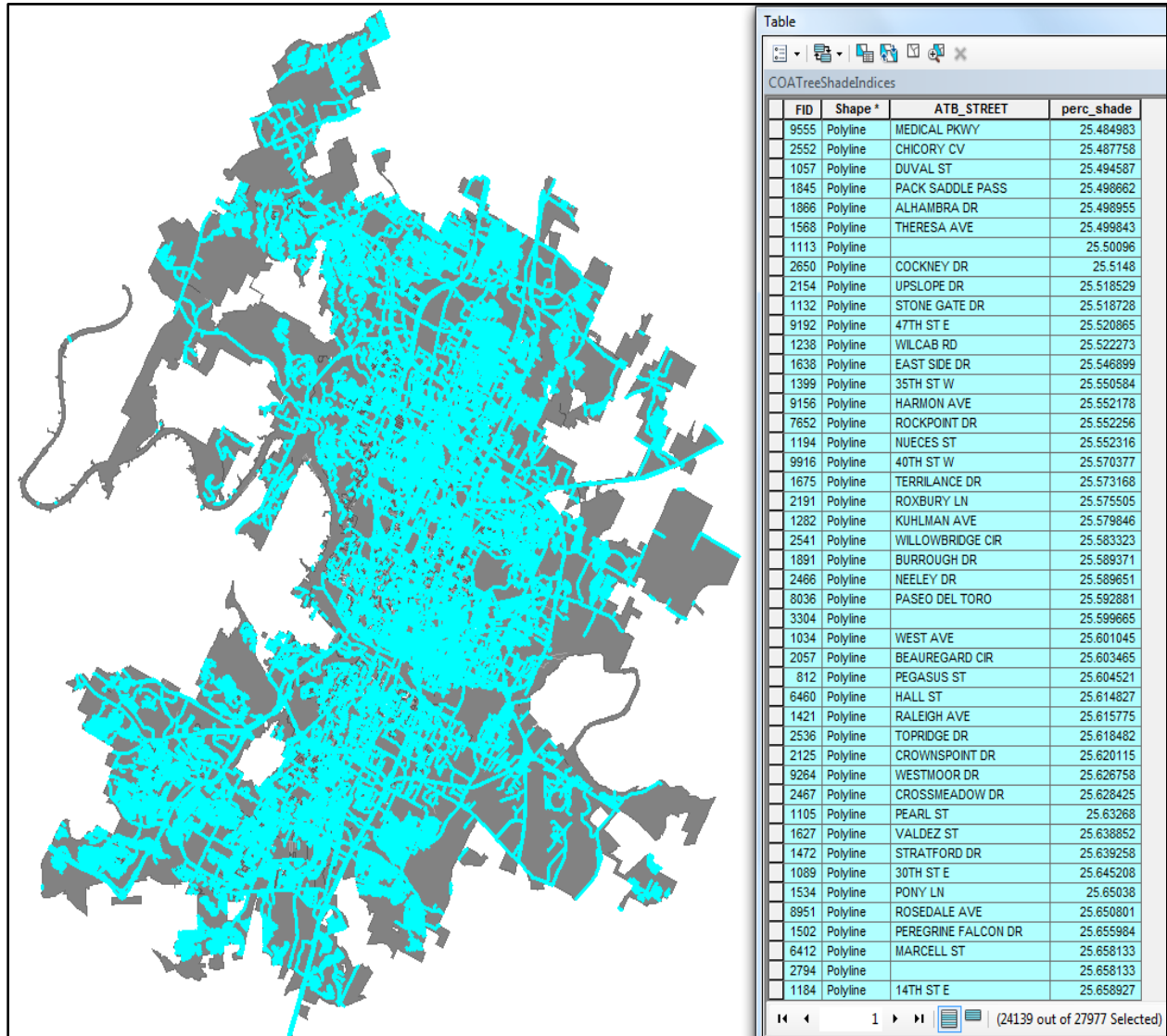
### ***3.4. Shade Index of Neighborhood and Watershed Trail Segments***

The following analysis method was used for the creation of the shade indices of the trail segments on both the neighborhood and watershed levels. We did not want to repeat the same analysis method later on in this document, so it is described below as the neighborhood analysis only, but was also used to establish the watershed index by simply using the watershed layer instead of the neighborhood layer.

The layers used to create the averaged shade index for the trail segments in each neighborhood were the canopy, city limits, and neighborhood polygons as well as the trail line file. First we clipped the trails by the neighborhood layer to give us only the trails within the neighborhoods. Then we dissolved the newly clipped trails and the neighborhoods layers to create one long continuous trail that is contained by the neighborhoods. Then we buffered the streets layer using 20ft. flat buffers (just as we did in the last analysis), and clipped out the tree canopy areas that were contained within that buffer. Then we dissolved the resulting canopy to the neighborhoods; this gave us one single canopy layer over the trails within the neighborhoods as a multi-layer file. We then performed two unions, one between the continuous trail layer and the neighborhoods, and the other between the canopy and neighborhoods. This resulted in two new layers of the trails within individual neighborhoods, and the canopy coverage within individual neighborhoods. We then took the attribute table of the union trail layer and added two new fields (one for the trail area or non-shaded area, and one for the canopy or shaded area). We used the calculate geometry function to calculate the area in square feet for the amount of shaded and non-shaded areas in each individual neighborhood. Then we needed to get these area calculations over to the neighborhood layer so we performed two joins based on unique identifiers. We join the trails to neighborhoods and also the canopy to neighborhoods. We now had the calculated area information displayed for both layers in the neighborhood attribute table. To create our percentages we had to create a new field in the neighborhood's attribute table and divide the area of the canopy coverage by the entire area of the trails, then multiply the outcome by 100 and populate the new field with that outcome. This left us with the average shade percent of trail segments for each individual neighborhood in Austin.

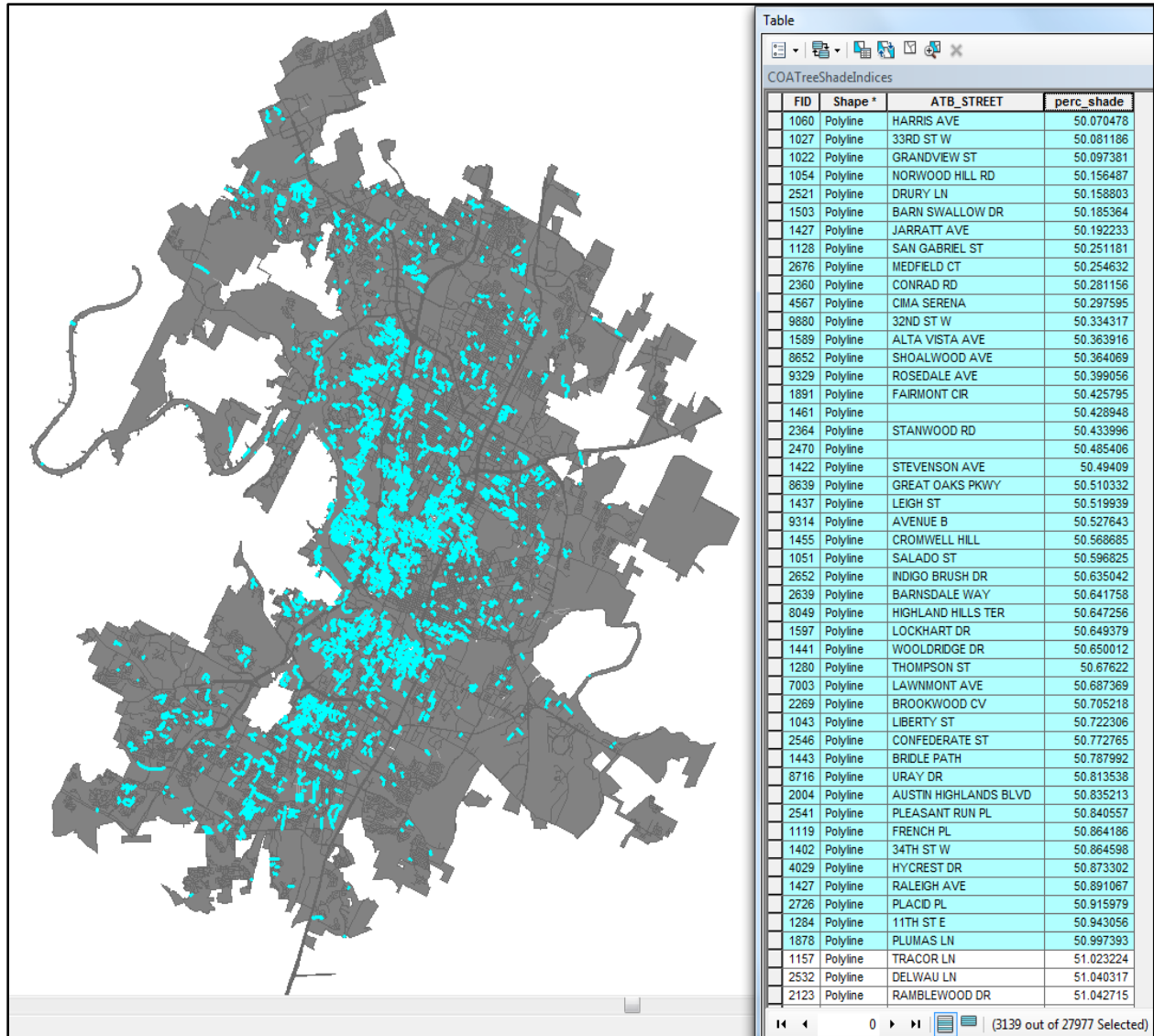
## 4. Results

### 4.1. Overall Street Block Shade Results

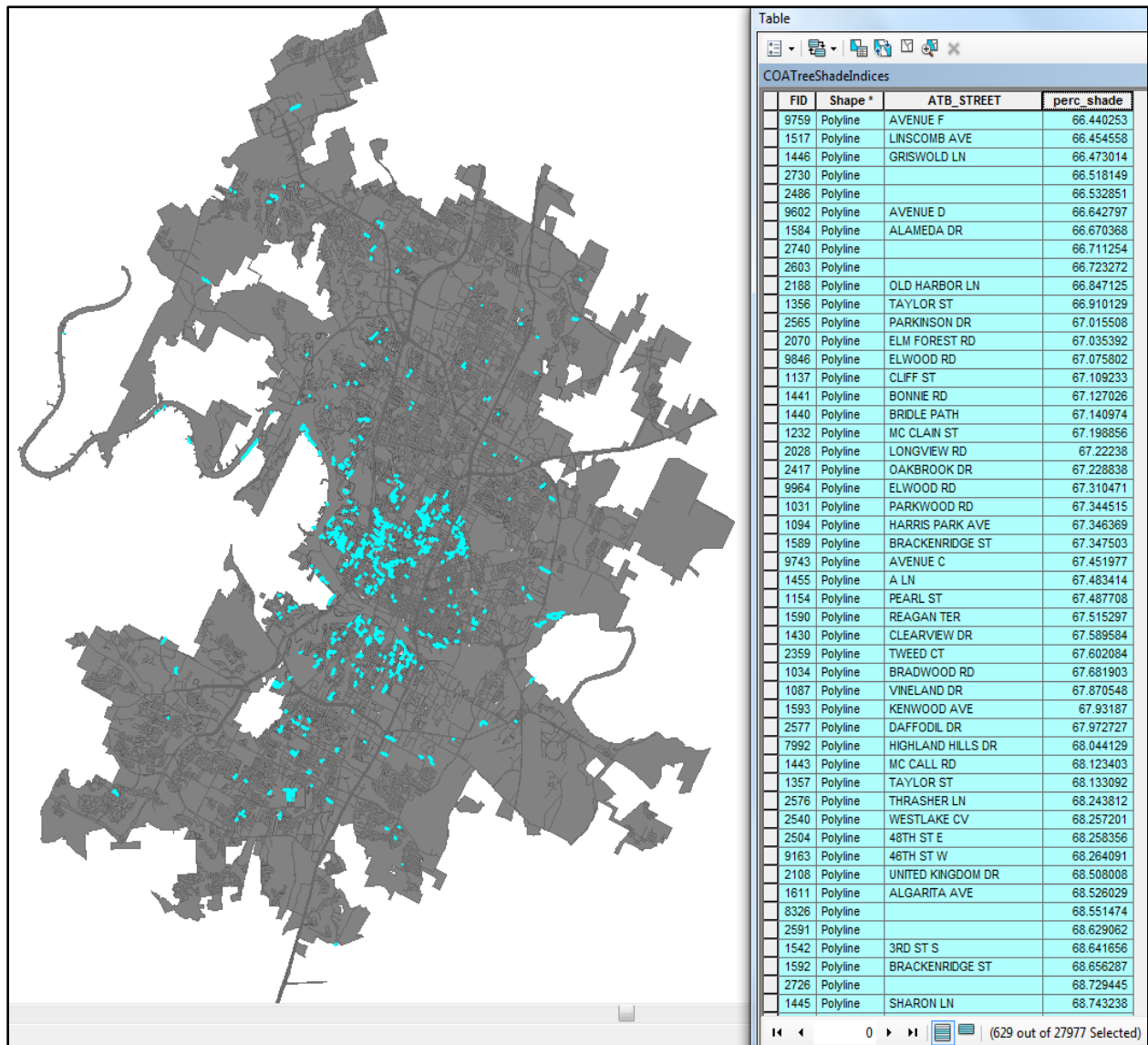


**Figure 4:** 86.3% (2,4138 of 27,977) of Austin street blocks are in the 0-25% shade range of the total street block shade index

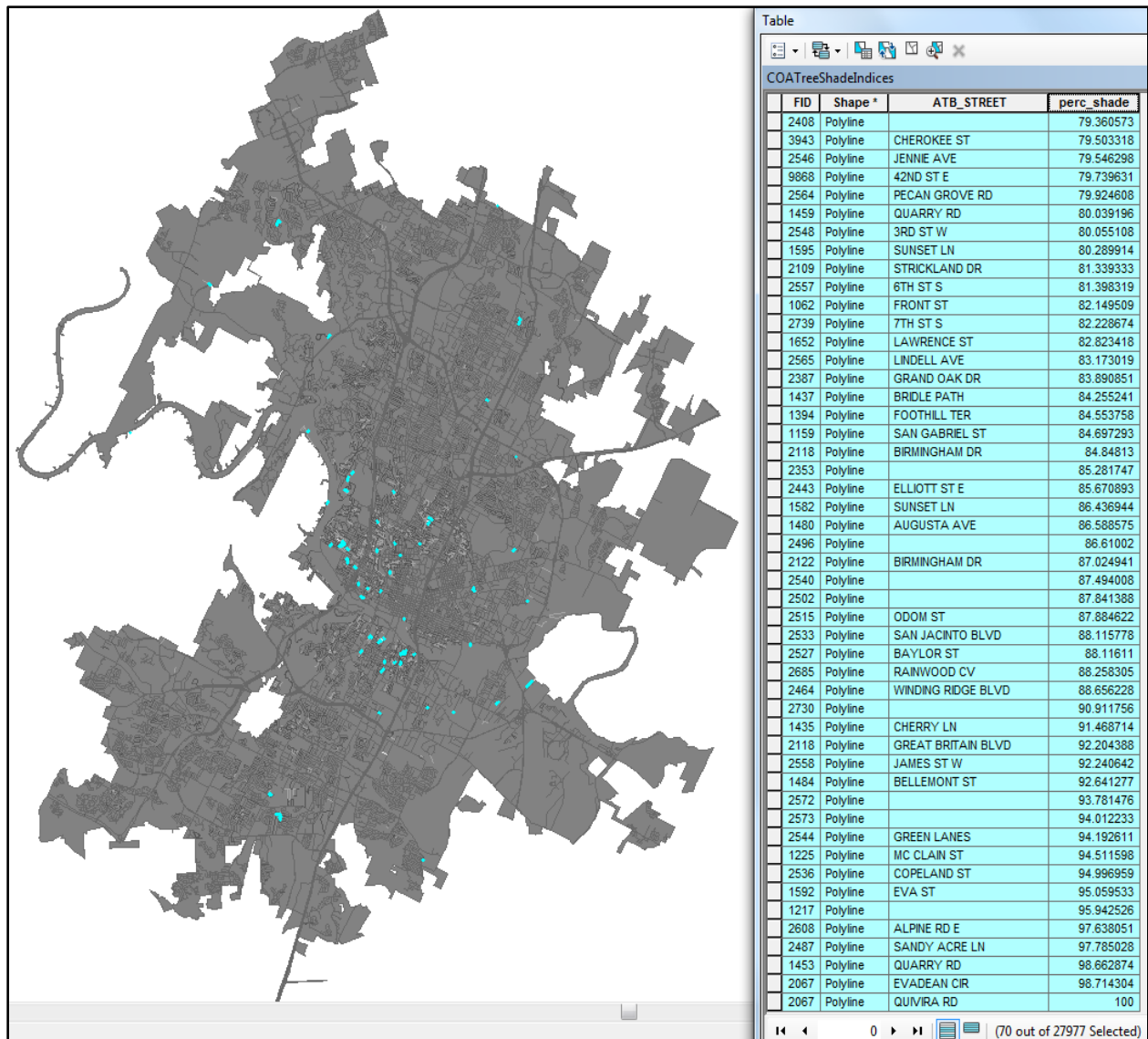




**Figure 5:** 11.2% (3,139 out of 27,977) of Austin street blocks are in the 26-50% shade range of the total street block shade index



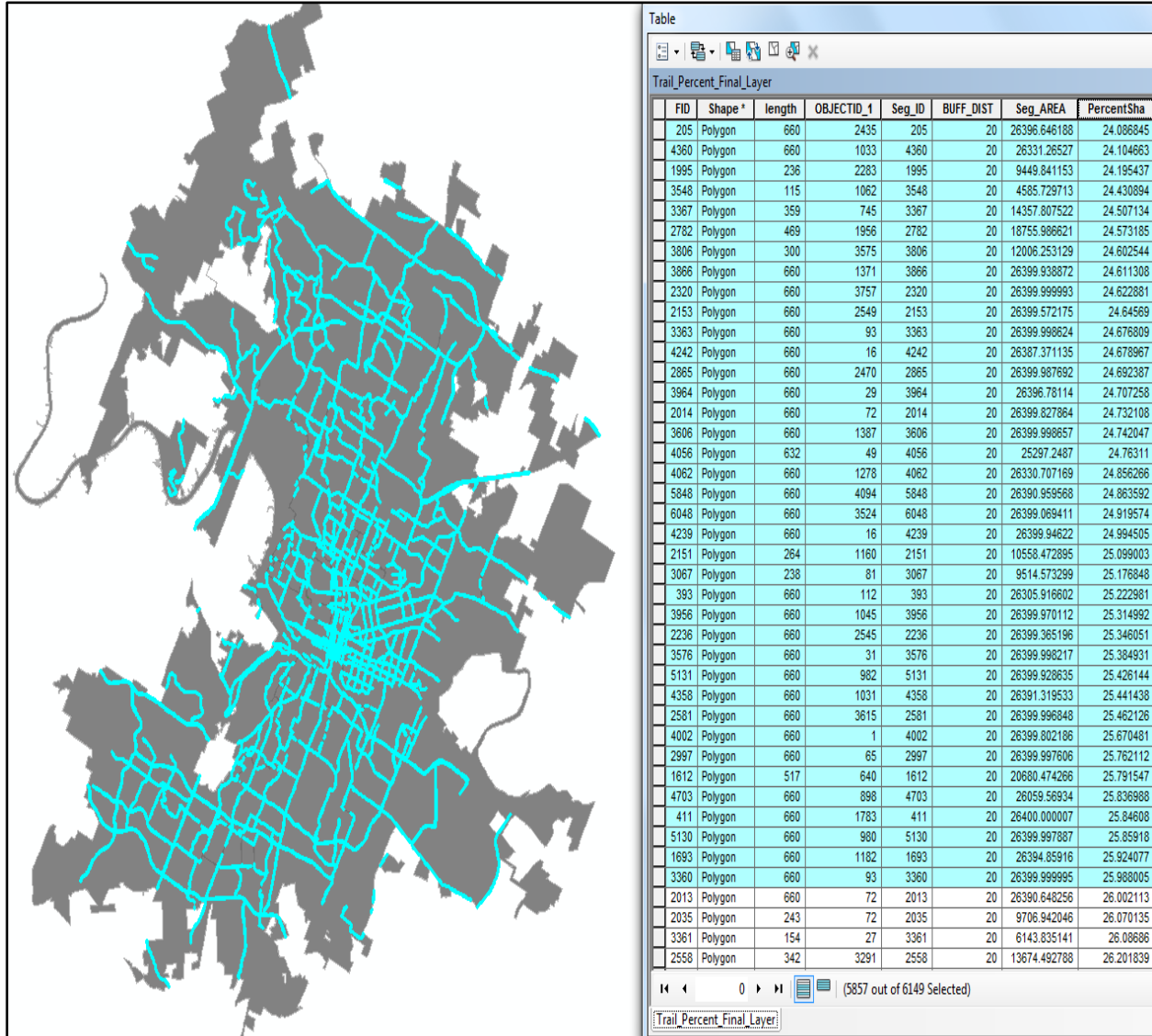
**Figure 6:** 2.2% (629 out of 27,977) of Austin street blocks are in the 51-75% shade range of the total street block shade index



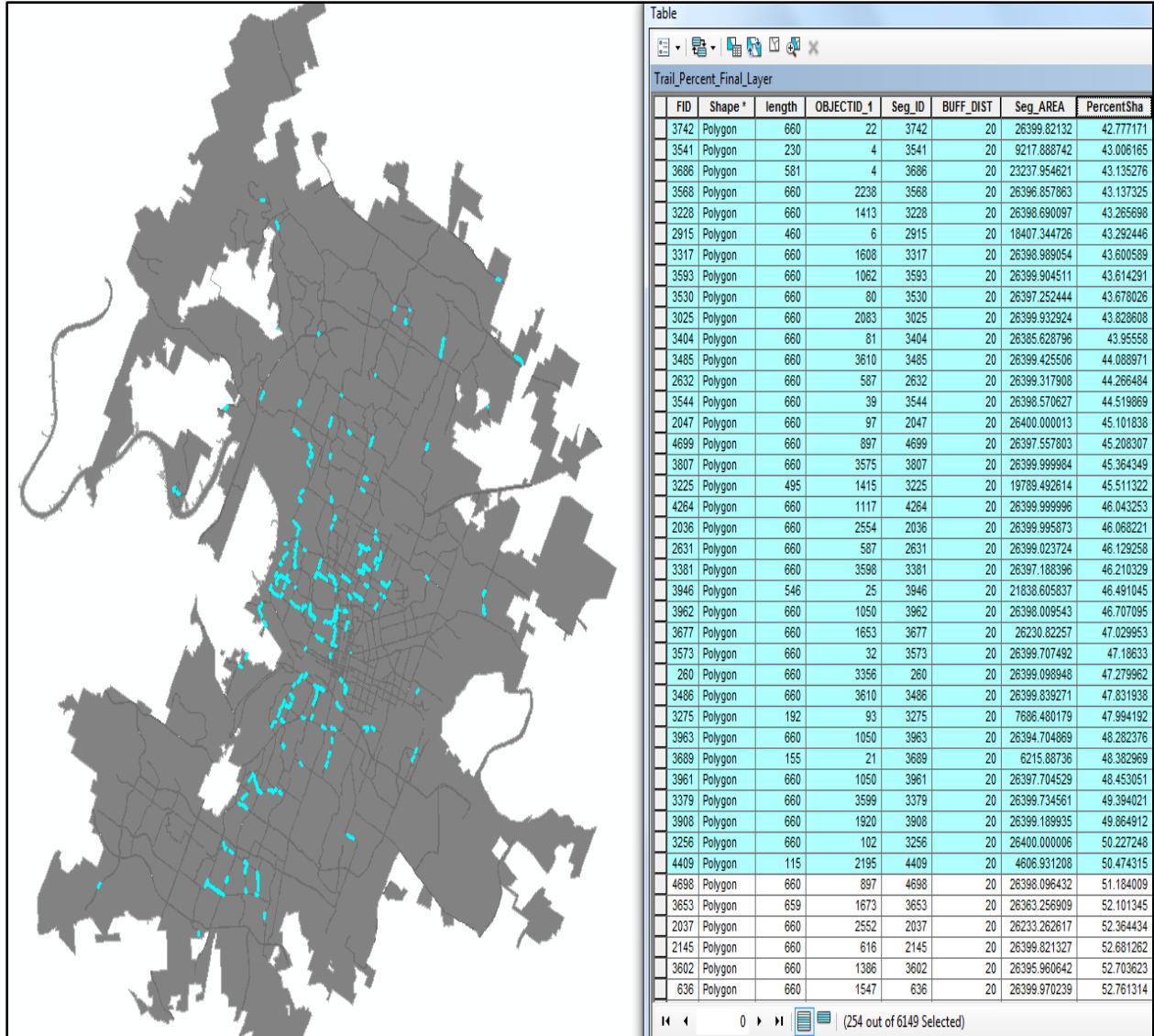
**Figure 7:** 0.25% (70 out of 27,977) of Austin street blocks are in the 76-100% shade range of the total street block shade index

## 4.2. Overall Trail Segment Shade Results

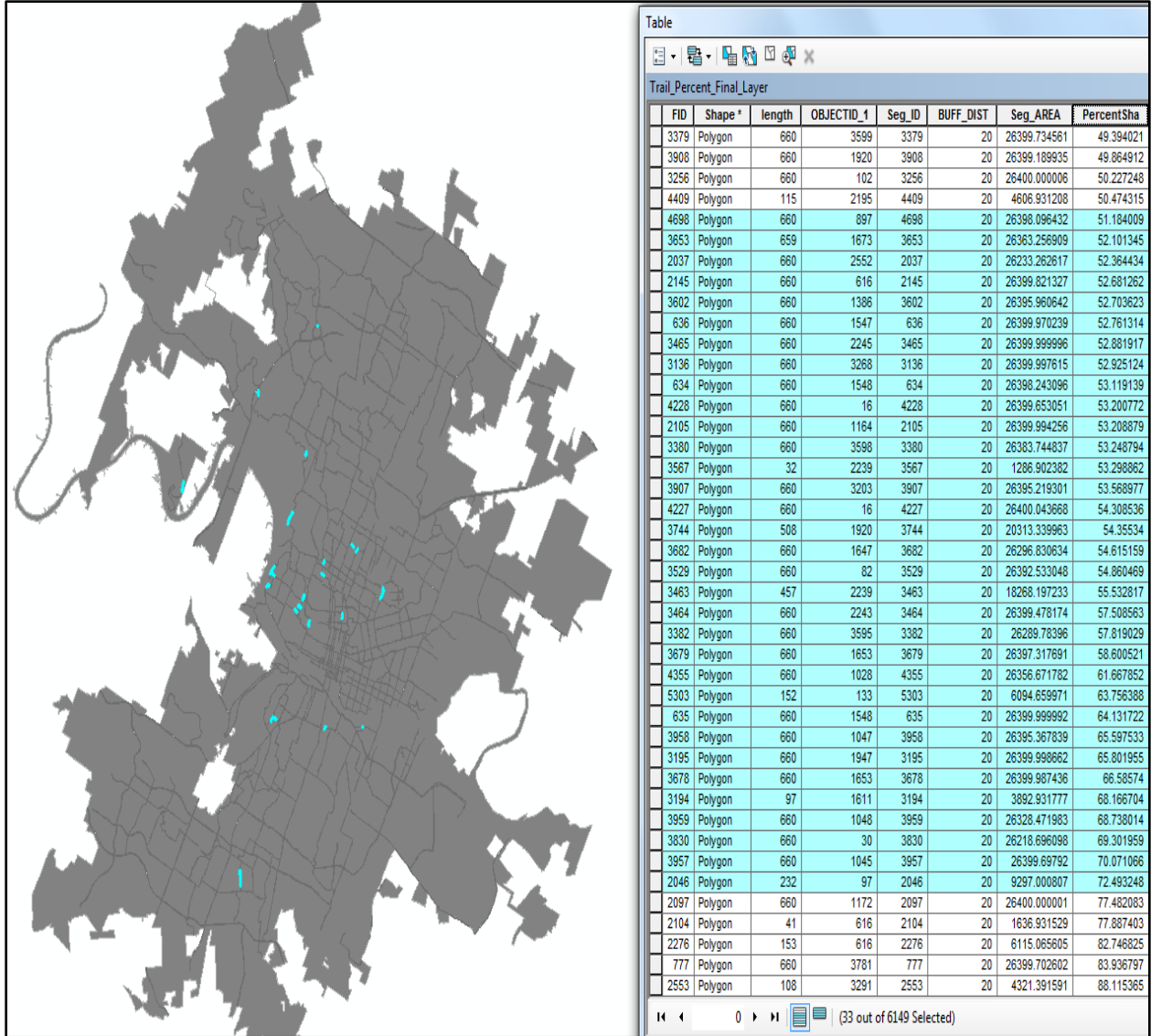
**Figure 8 (below):** 95.2% (5,857 of 6,149) of Austin trail segments are in the 0-25% shade range of the total trail segment shade index



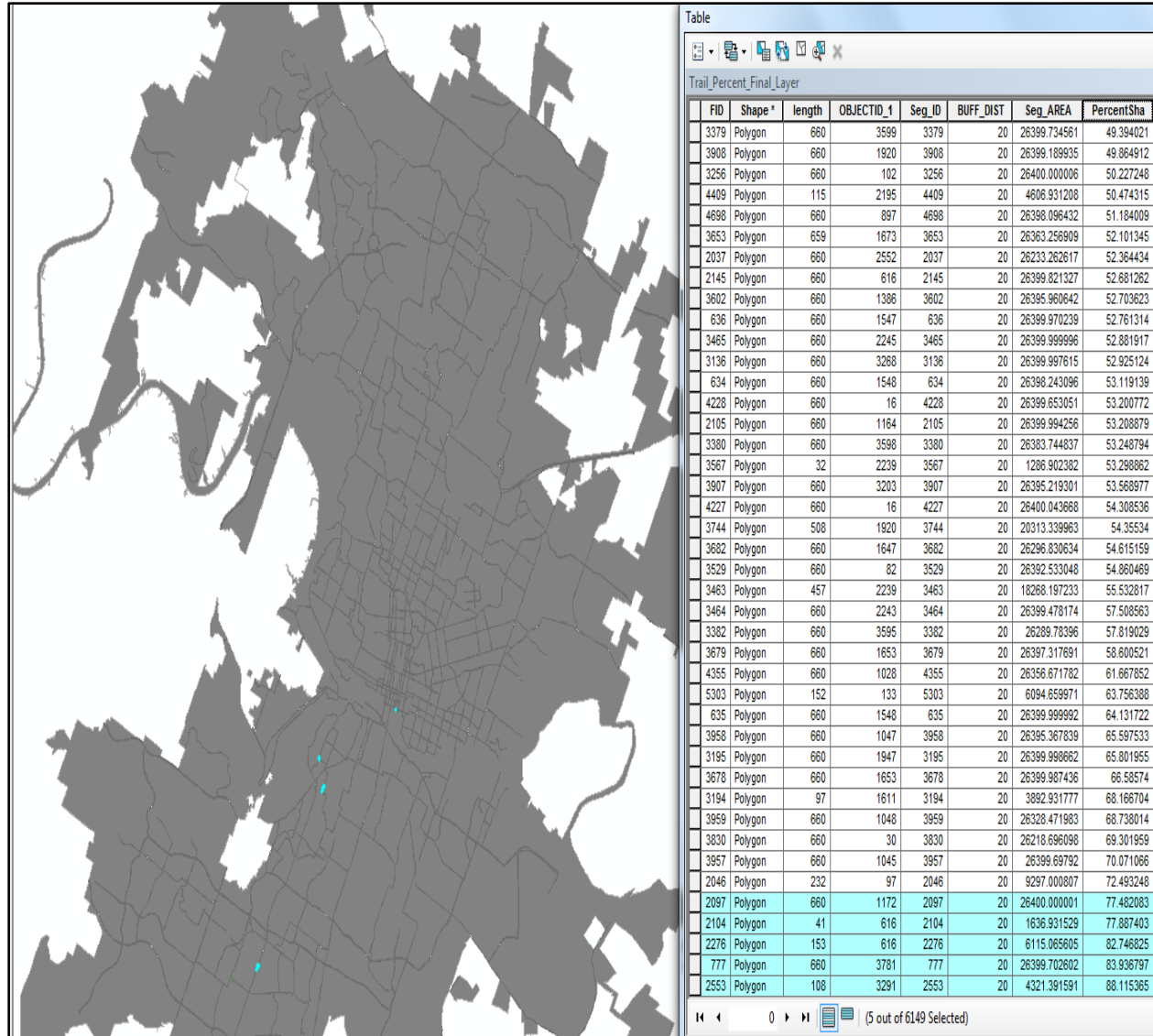
**Figure 9 (below):** 4.1% (254 of 6,149) of Austin trail segments are in the 26-50% shade range of the total trail segment shade index



**Figure 10 (below):** 0.54% (33 of 6,149) of Austin trail segments are in the 51-75% shade range of the total trail segment shade index



**Figure 11 (below):** 0.08% (5 of 6,149) of Austin trail segments are in the 76-100% shade range of the total trail segment shade index



## 5. Discussion and Considerations

In general, the members of both groups are very satisfied with the various shade indices and overall results of our tree shade analysis. There is a unanimous feeling among the group members that we now have more knowledge and a better understanding of spatial analysis techniques and GIS management skills used by current GIS professionals, than we did prior to the start of the project.

While both of the groups feel confident and comfortable with our output, we also feel that our analysis results should only be taken for what they represent. This is not a ground breaking study, nor is it a funded one, nevertheless our GIS analysis yielded high quality results that describe the density and distribution of Austin's urban forest. The UFP will be able to take our results and use them however they see fit.

During the course of the project, we did encounter some analysis limitations that would affect our results and therefore should be mentioned. One of those limitations we encountered was that our canopy layer of over one million polygons dated back to 2006, creating a five year gap in the canopy coverage of Austin. While five years is not an overly extensive amount of time, the canopy of the city will almost certainly have some differences between now and 2006. Another limitation we encountered was the buffering issue. Using the flat buffers for all the analysis study methods certainly reduced the overlap of street blocks and trail segments at intersections, but it did not completely eliminate them, creating room for a small amount of distortion in the canopy coverage at intersections. Finally, when observing the averaged shade indices for the street blocks and trail segments of the watersheds, you will notice that some of the watershed boundaries stretch well beyond the city limits. While this is true, the shade analysis



was only conducted for the street blocks and trail segments that fall within the city limits even though the corresponding watershed might only have a few blocks or segments that fall within the city. This creates maps that might lead the person interpreting them to think that the indices represent the entire watershed, when it only includes the city's portion of street block and trail segment shade within those watersheds.

The results (and maps later in the document) of the analysis clearly show a direct correlation between the lack of tree cover of the streets and trails, and the outlying areas of Austin. Before the start of the analysis, both teams predicted that this might be the case. We noticed that the majority of the 75-100% shaded blocks and segments are all located within miles of the central business district (CBA) of Austin. Considering that only 0.08% of the trail segments and 0.25% of the street blocks are in the 75-100% shade range, it is extremely tough to have a street block or trail segment shaded at least three quarters of the way. Even so, it was hard to come by a street block or trail segment that was far away from the CBD and shaded in this range or the 50-75% shade range. The UFP can use the map outputs and table results to locate the heavily shaded blocks and segments to plan for future trees to be placed either: near or around the already heavily shaded areas to create corridors of streets and trails with heavy tree shade; or do just the opposite and plan for more trees to be placed in locations that have a higher percentage of very low shaded street blocks and trail segments. The results of the analysis can also be used in future studies to display a direct relationship with urban tree coverage and: energy consumption; crime rate; walk-ability and bike-ability; air quality; water quality; climate control; aesthetics and property value; and a number of other benefits that urban trees can provide. Whatever the case, we are confident that our results will be able to help the UFP make decisions on where to locate future trees to strengthen the urban canopy of Austin.

## **6. Conclusion**

The urban tree canopy of a city like Austin may be considered by many to be one of the most important features of the city in terms of the aesthetic and environmental qualities that it provides. The shade indices provided by the two groups not only show a breakdown of the number of streets and trails that are heavily shaded, somewhat shaded, and poorly shaded, but they also show the average percent of shade of the streets and trails by the individual neighborhoods and watersheds of the city. These indices will be of great use to any group or individual interested in the shade distribution of Austin, as well the numerous benefits an urban tree canopy can provide. The members of both groups enjoyed working on such a neat project and truly worked as a team to accomplish our goals that we set at the beginning of the project. While our results may not be extensive enough to convince political leaders to provide funding for future tree planting in Austin, they will at least provide some groundwork for future studies on tree benefits that have more research behind them. The group members of both AUT and SSOCT are proud of the work we've accomplished and we wish the UFP and the City of Austin well on any future research conducted with our findings.

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## **Appendix I: Participation**

### **Sustainable Solutions of Central Texas team members:**

#### **Brooks Andrews: Project Manager**

As the project the main project manager, Brooks made sure all five combined group members were contributing to the project. He assigned deadlines, scheduled all group meetings, and delegated equal amounts of work to all group members. He was also responsible for the writing and formatting of all three word documents, various portions of GIS analysis and resulting maps, and the professional poster.

#### **Chaz Armijo: Assistant Manager and Webmaster**

Chaz contributed more to the project than any other member. He served as an assistant manager and also made sure the analysis methodologies were correct. He designed and constructed the team logo and website, assembled two of the three power point presentations, and was the lead contributor of the GIS analysis and map design portions of the project.

#### **Lori Beabout: GIS Analyst and Data Technician**

Lori worked as the data technician and contributed to the GIS analysis as well. She helped with the creation of the data dictionary and the compilation of metadata for the final layers, and also wrote sections and provided sources for the literature review in two of the three documents.

### **Austin Urban Trails team members:**

#### **Jason Hinojosa: Project Manager**

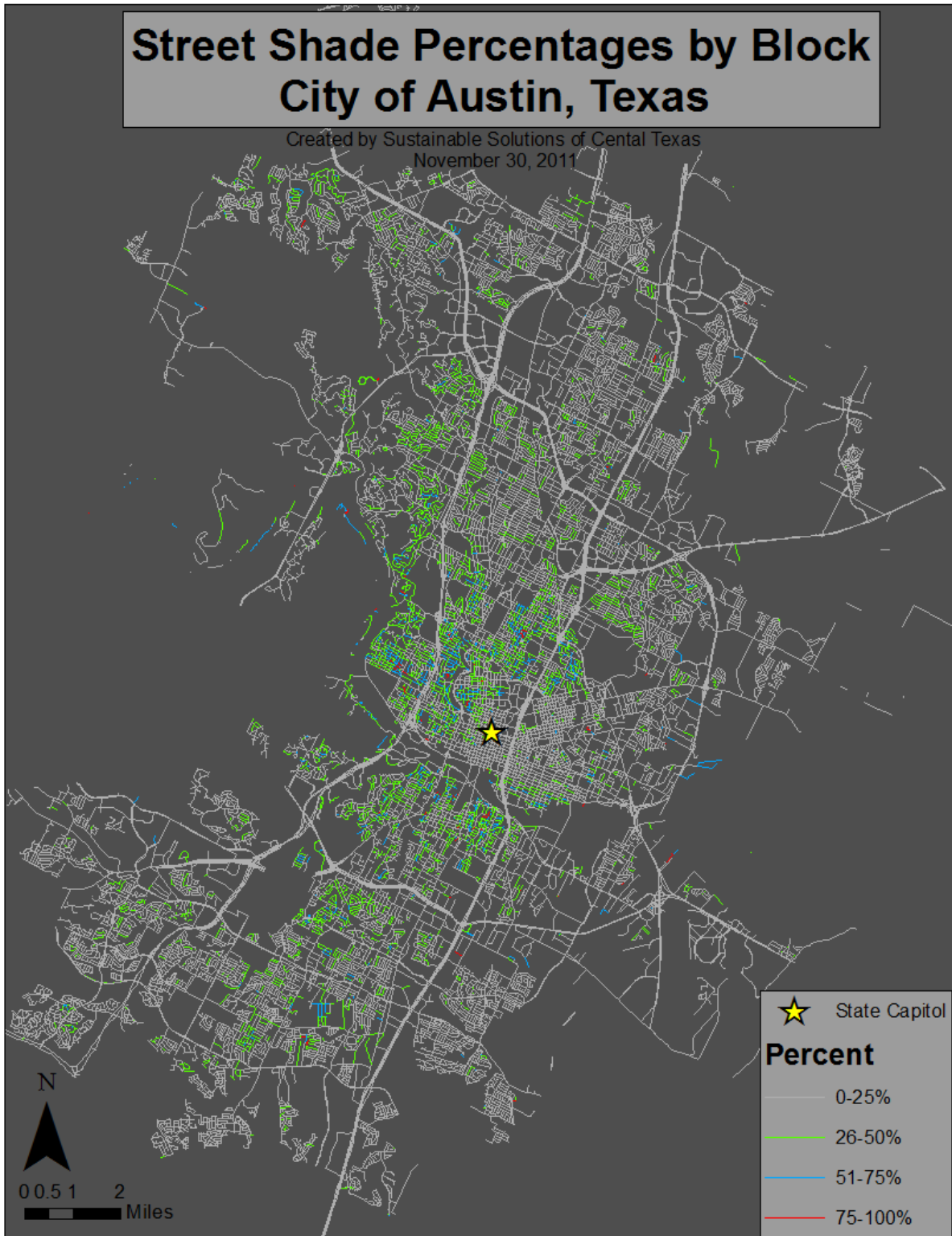
Jason served as the replacement project manager for the trails group. He made sure the analysis methodology for all trails layers were correct. He delegated work among the trails team until the time of the final report. He also helped write the AUT proposal, designed the power point presentation for the final report, and was responsible for half of the GIS analysis for the trail layers and the production of the professional poster.

#### **Neliralda de Silva: GIS Analyst and Cartographer**

Neliralda served as the lead map maker as well as a skilled GIS analyst. She designed most of the maps for the trails layers and helped with the writing of the metadata for all final layers. She also was responsible for the team logo and power point presentations for the AUT proposal and progress reports.

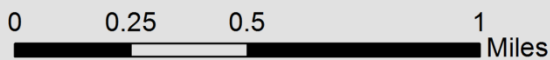
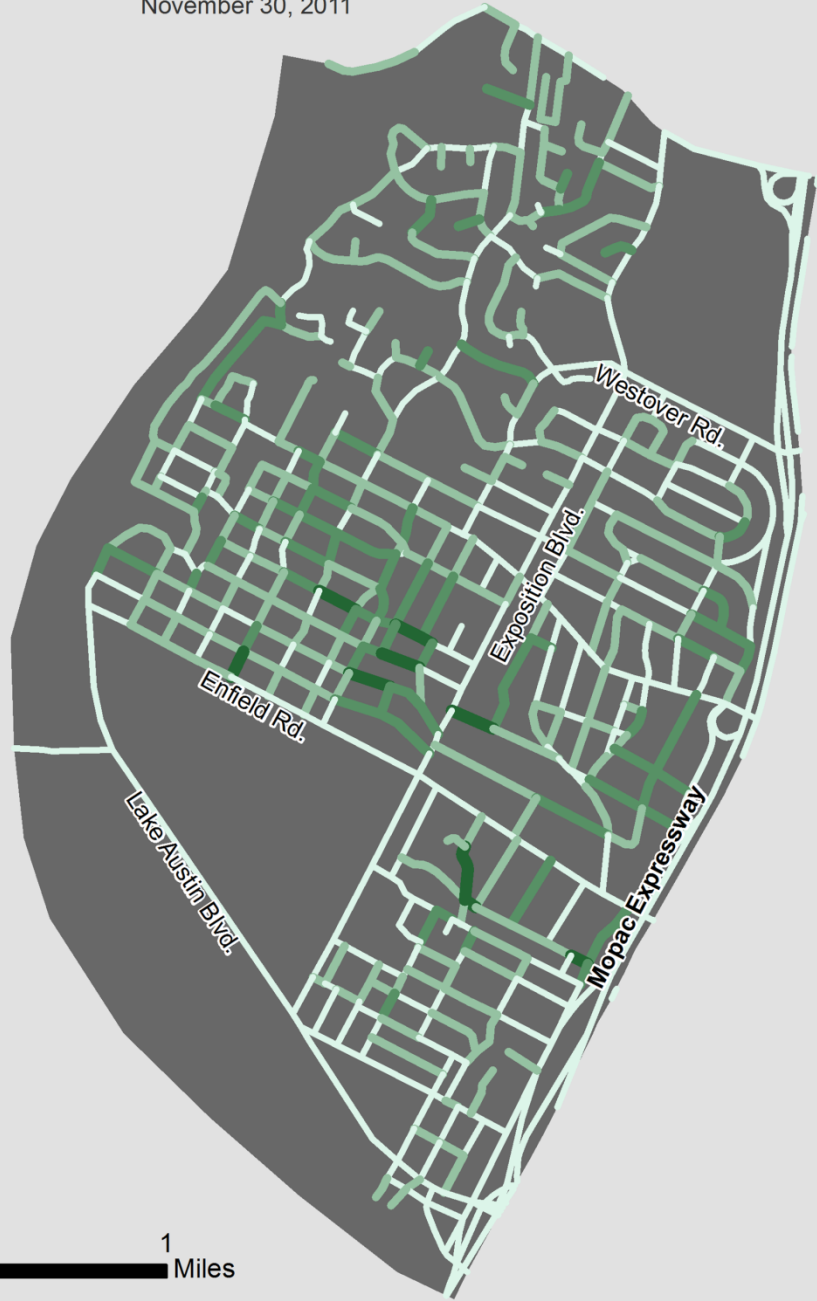
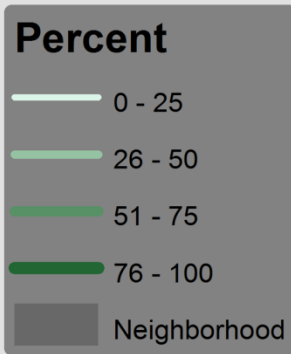
## Appendix II: Maps

### Sustainable Solutions of Central Texas maps:



# Street Shade West Austin Neighborhood Group City of Austin, Texas

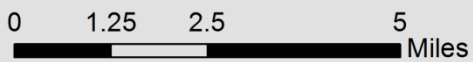
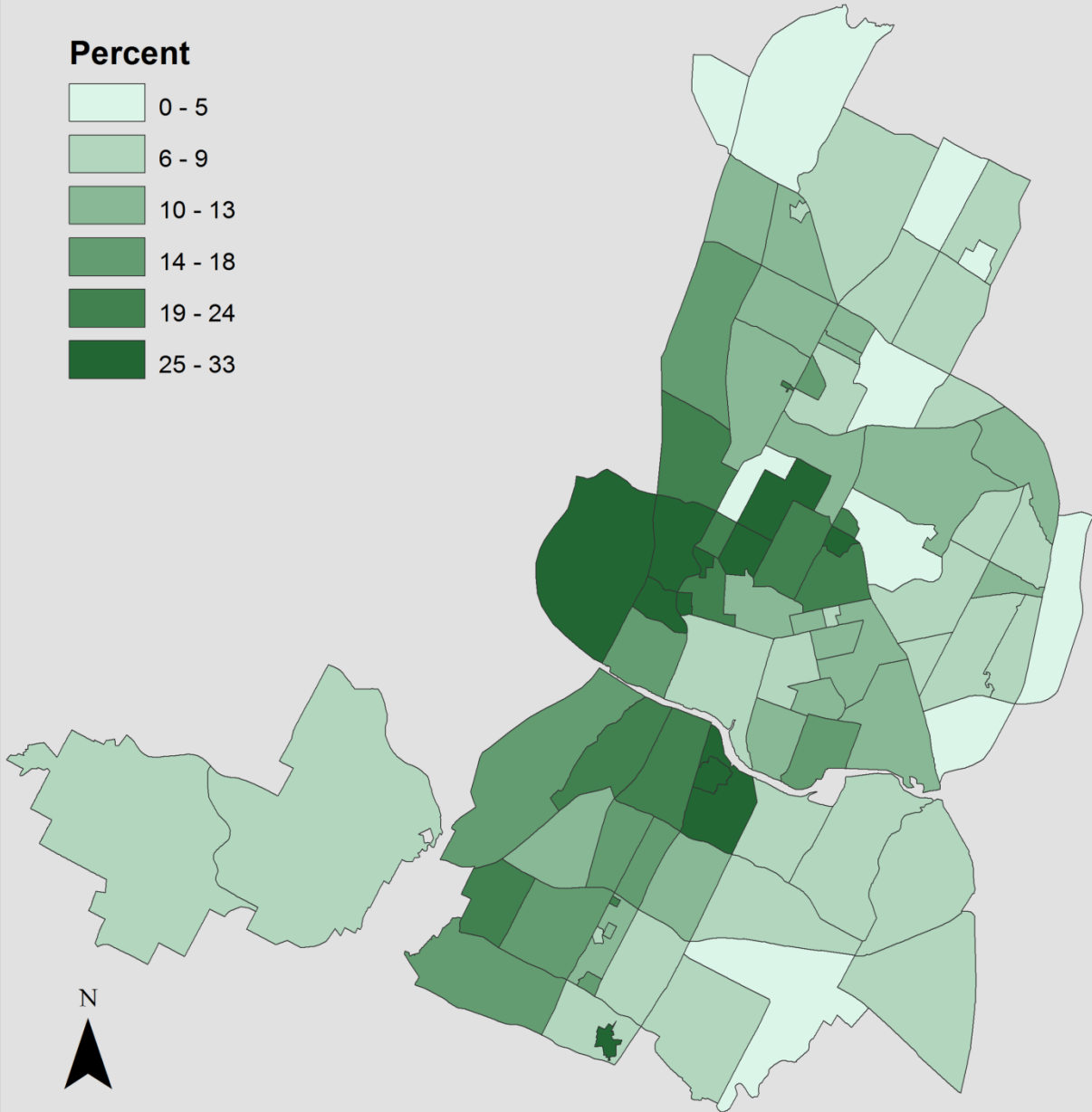
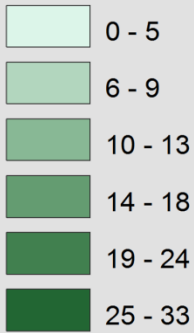
Created by Sustainable Solutions of Central Texas  
November 30, 2011



# Street Shade Percent by Neighborhood City of Austin, Texas

Created by Sustainable Solutions of Central Texas  
November 30, 2011

## Percent

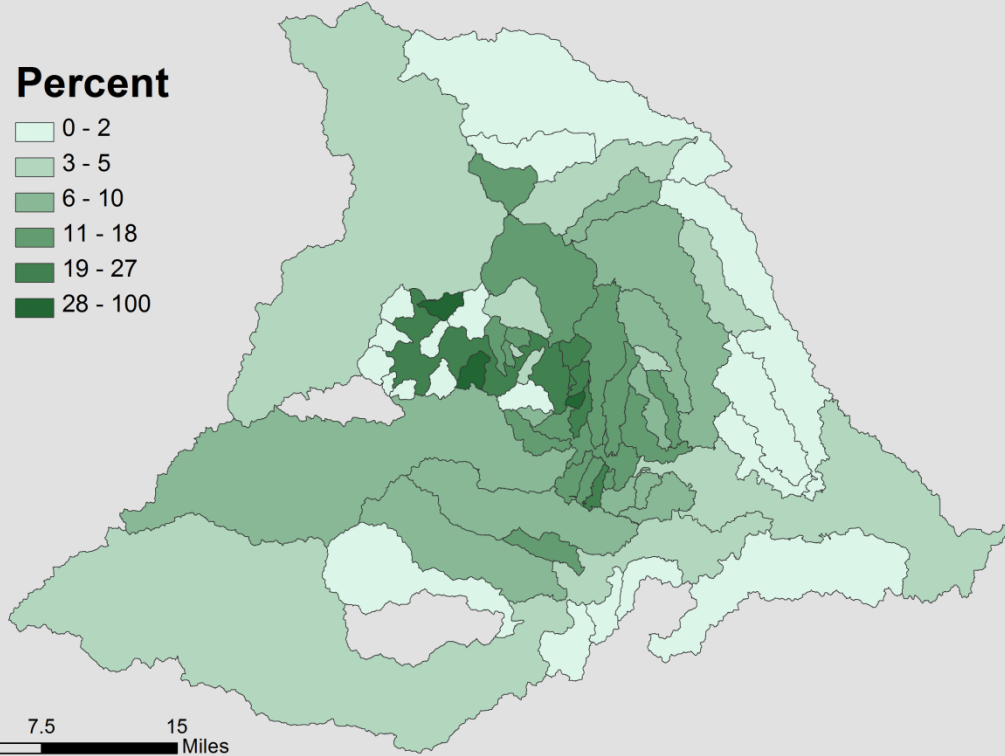


# Street Shade Percent by Watershed City of Austin, Texas

Created by Sustainable Solutions of Central Texas  
November 30, 2011

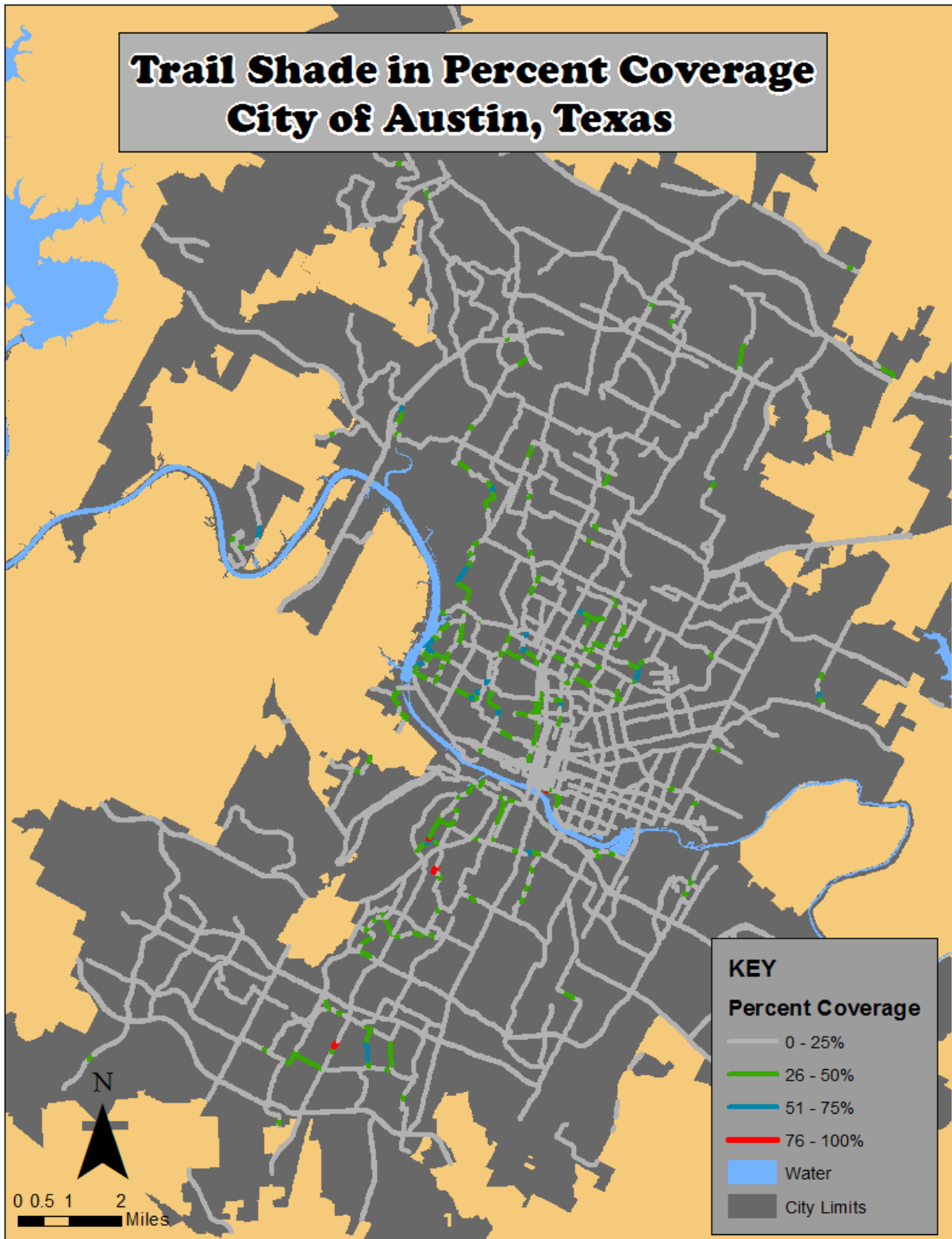
## Percent

- 0 - 2
- 3 - 5
- 6 - 10
- 11 - 18
- 19 - 27
- 28 - 100



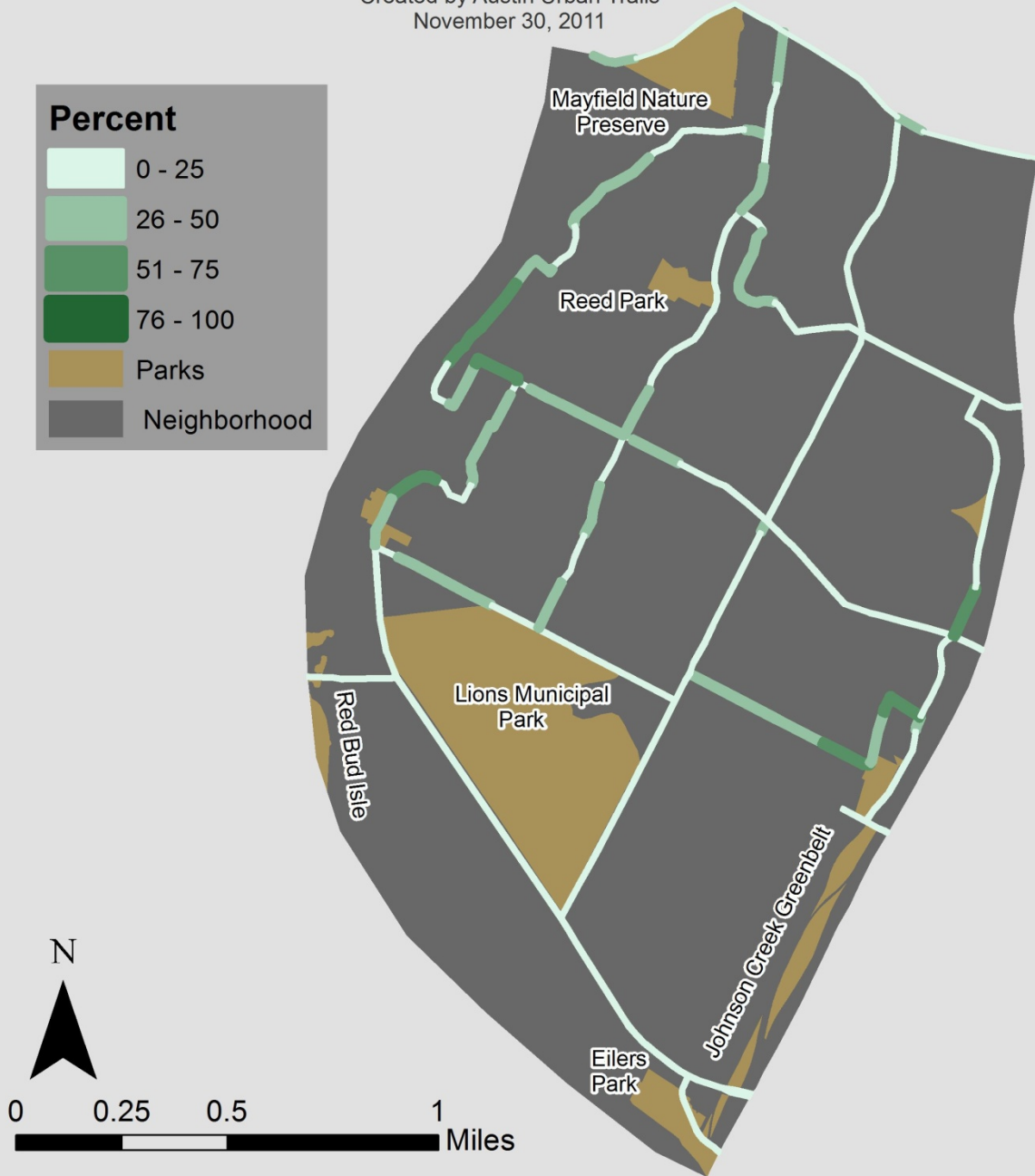
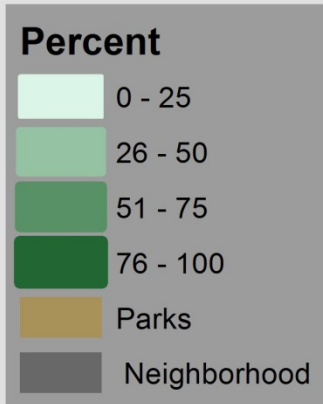


Austin Urban Trails maps:



# Trails Shade West Austin Neighborhood Group City of Austin, Texas

Created by Austin Urban Trails  
November 30, 2011

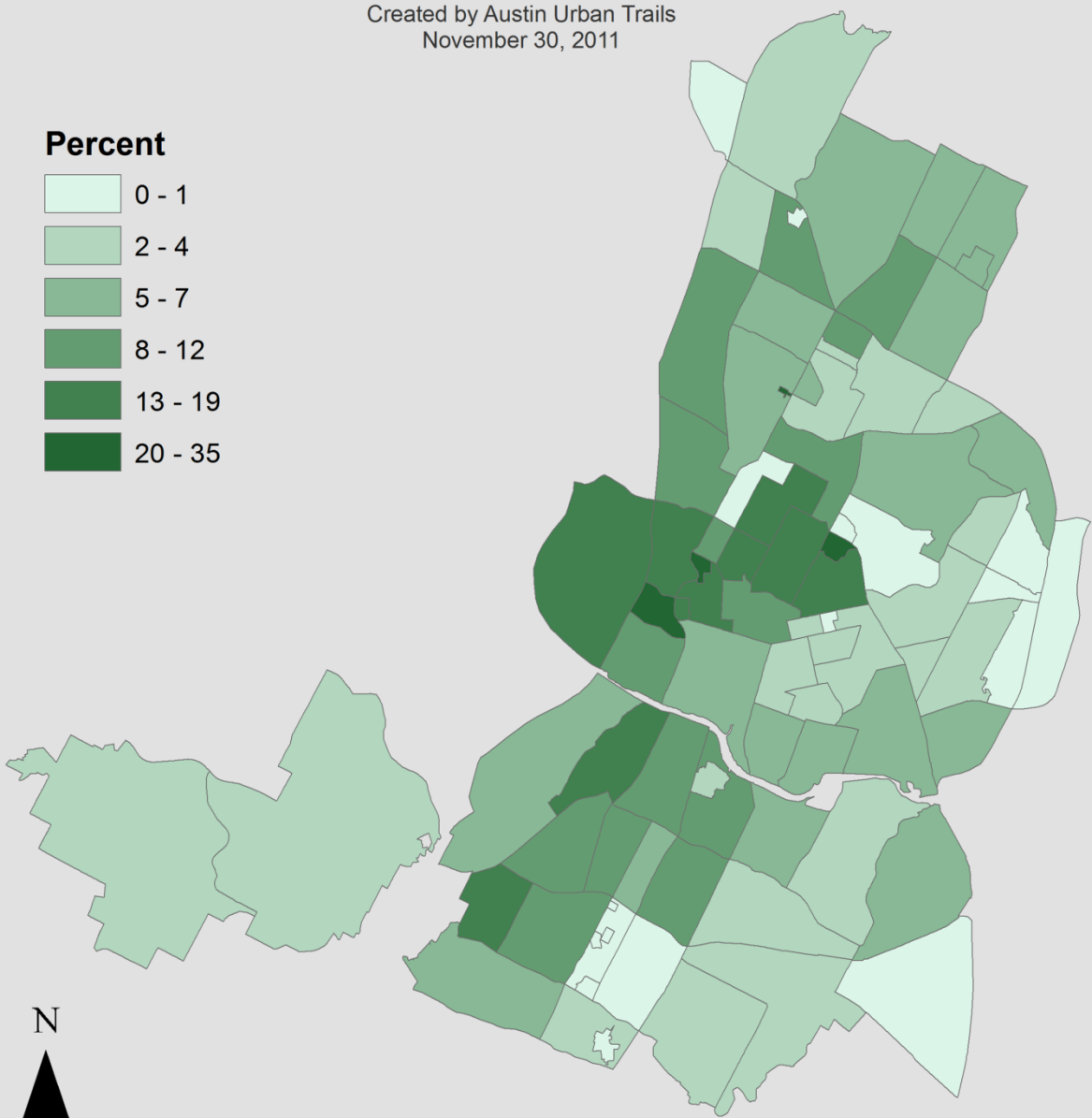


# Trails Shade Percent by Neighborhood City of Austin, Texas

Created by Austin Urban Trails  
November 30, 2011

## Percent

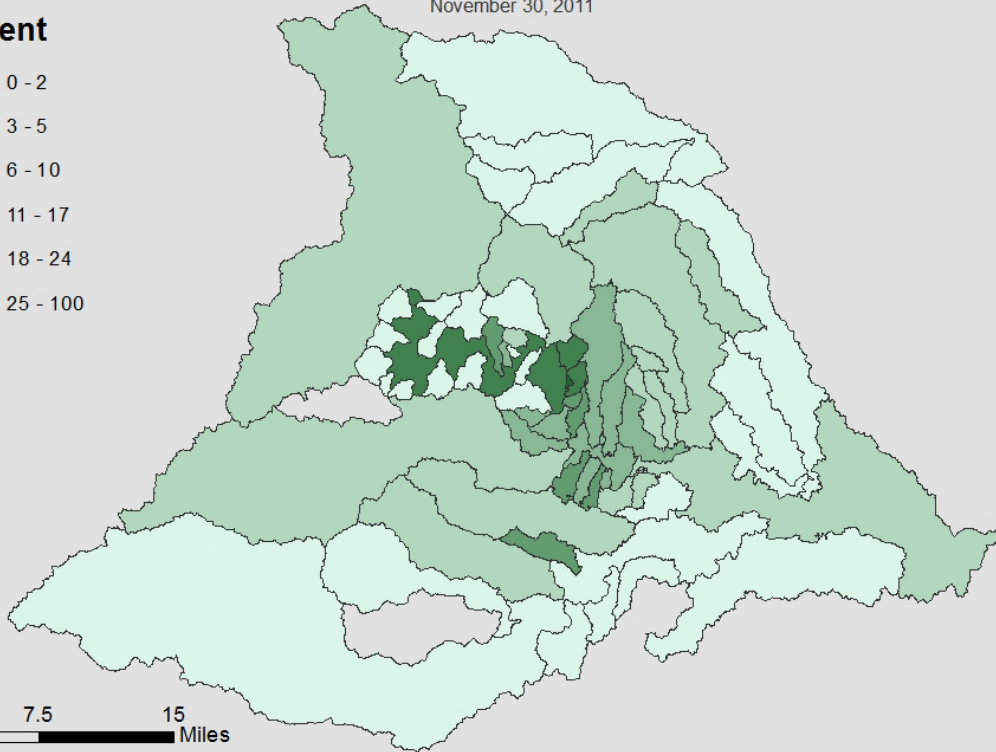
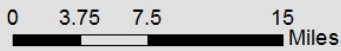
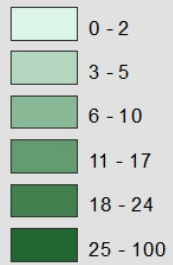
- 0 - 1
- 2 - 4
- 5 - 7
- 8 - 12
- 13 - 19
- 20 - 35



# Trails Shade Percent by Watershed City of Austin, Texas

Created by Austin Urban Trails  
November 30, 2011

## Percent



## **Appendix II: Metadata**

**(all metadata is located on the disk)**