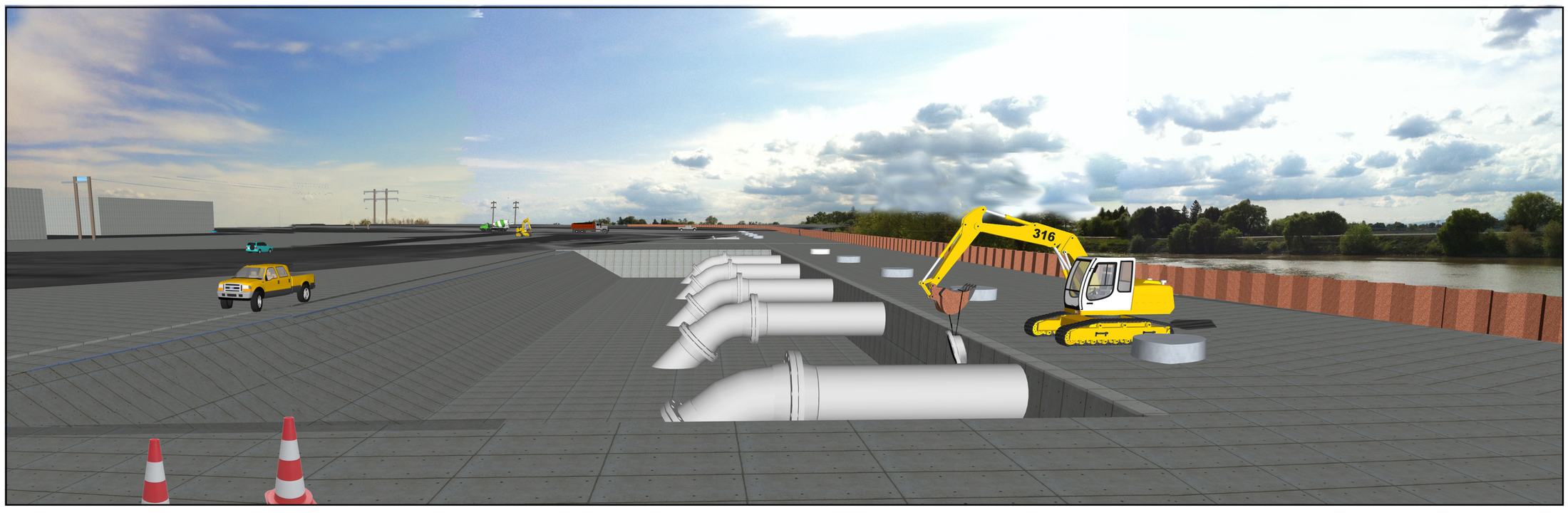
Simulations of BDCP Impact on Delta Communities

Simulation of the Proposed BDCP Intake 3 under construction as seen from the levee road (State Highway 160) looking south toward Hood.

Existing Conditions



During Construction

The Delta Protection Commission (DPC) commissioned these visual simulations to better understand the impacts of BDCP tunnel construction on Delta communities and to communicate these impacts to the public. These simulations have been produced using information and data presented in the BDCP and DEIR/EIS and are an attempt to be as accurate as possible based on the information provided in these documents. Since DPC is not the project proponent, the project proponent is in the best position to produce the most concise simulations.

About the Production Method: DPC staff provided information to the project visualization specialist on site footprints, construction footprints, and cofferdam extension into the river from the BDCP and DEIR/EIS. The project visualization specialist also utilized site photographs in the simulations and superimposed computer models over the photographs. Photographs of the Freeport Water In-take construction process were also used to inform the computer models. Specific BDCP documents were reviewed in developing these simulations, including the Delta Habitat Conservation and Conveyance Program, Final Draft Version of the Conceptual Engineering Report, Modified Pipeline / Tunnel Option, Volume 1- Conceptual Engineering Report.

About the Artist: David Vasquez Ed.D., is a project-visualization specialist with extensive experience working with engineering firms and public planning agencies to create 3-D computer modeling, photo simulations, and animations of proposed infrastructure projects.