7. SHADOWS

7.1. INTRODUCTION

This chapter assesses the potential for the Proposed Actions to result in incremental shadows long enough to reach any nearby publicly accessible open spaces or other sunlight-sensitive resources. The CEQR Technical Manual defines a shadow as the condition that results when a building or other built structure blocks the sunlight that would otherwise directly reach a certain area, space or feature. An incremental shadow is an additional or new shadow that a building or other built structure resulting from a proposed project would cast on a sunlight-sensitive resource during the year. Sunlight-sensitive resources of concern are those resources that depend on sunlight or for which direct sunlight is necessary to maintain the resource's usability or architectural integrity. Such resources generally include: (a) publicly accessible open spaces, (b) architectural resources with shadow-sensitive features such as stained glass windows and façade elements that depend on direct sunlight for visual character, and (c) natural resources such as wetland and surface water bodies that are the habitat of vegetation or animals that depend on direct sunlight to live and/or grow.

According to the CEQR Technical Manual, the following features are not considered to be sunlight-sensitive resources: (a) city streets and sidewalks, except when improved as part of the New York City's Greenstreets program, (b) architectural resources that do not have sunlight-sensitive features, and (c) private open spaces such as front and back yards, stoops, and other open spaces that are not accessible to the general public. Additionally, paved areas on public open spaces, such as handball and basketball courts with no seating areas and no vegetation, are not considered sunlight-sensitive.

A significant adverse shadow impact occurs when the incremental shadow added by a proposed project falls on a sunlight-sensitive resource and substantially reduces or completely eliminates direct sunlight exposure, thereby significantly altering the public's use of the resource or threatening the viability of vegetation or other resources.

7.2. SCREENING THRESHOLD

A shadow assessment considers projects that result in new shadows long enough to reach a sunlight-sensitive resource. A shadow assessment is required only if the project would: (a) result in new structures (or additions to existing structures including the addition of rooftop mechanical equipment) of 50 feet or more, or (b) be located adjacent to, or across the street from, a sunlight-sensitive resource. However, where a project's height increase is ten feet or less and it is located adjacent to, or across the street from, a sunlight-sensitive open space resource, which is not a designated New York City Landmark or listed on the State/National Registers of Historic Places or eligible for these programs, the lead agency may determine, in consultation with NYC Department of Parks and Recreation, whether a shadow assessment is required.

7.3. SCREENING ANALYSIS

Tables 7-1 Building Height

Prototype	No Action	With Action
P1	20	40
P2	88	88
P3	30	52
P4	50	50

As shown in Table 7-1, none of the prototypes would result in an increment of 50 feet or more between No-Action and With-Action Conditions. In P2 and P4, no difference in the height of the structures is anticipated. In P1 and P3, a slight difference in height is anticipated; enough to exceed the ten foot threshold if adjacent to, or across the street from, a sunlight-sensitive resource. However, while it is not possible to rule out the potential for adverse impacts, the potential for such impacts is unlikely. The Proposed Action would result in only four more self-storage facilities in M and C8 districts outside of the Designated Areas. In order for there to be an adverse impact, one of these four facilities would need to locate adjacent to, or across the street from, a sunlight-sensitive resources, and the facility would need to be situated in such a way as to cause impacts on this sunlight-sensitive resource. The potential for this, while possible, is unlikely.