

**TABLE AND FISHES OF THE MAIN LAND COVER CLASSES FOR URBANISED
AREAS, BASED ON LCCS**
**ТАБЛИЦА И КЛАСИФИКАЦИОННИ ФИШОВЕ/ПАСПОРТИ НА ОСНОВНИТЕ
КЛАСОВЕ ЗЕМНО ПОКРИТИЕ ЗА УРБАНИЗИРАНИ ТЕРИТОРИИр ОСНОВАНИ
НА КЛАСИФИКАЦИОННАТА СИСТЕМА LCCS**

No	Class EN	Map Code
1	Arable land	A
2	Managed Grassland	G
3	Paddy Rice Field	R
4	Natural Grassland	N
5	Tree Crop	T
6	Tree Plantation	P
7	Broadleaf Deciduous Forest	BDF
8	Broadleaf Evergreen Forest	BEF
9	Coniferous Forest	CF
10	Mixed Broadleaf and Coniferous Forest	BCF
11	Woodland	WD
12	Waterlogged Forest	WLF
13	Urban Vegetated Areas	UV
14	Association of herbaceous and woody crops	AHT
15	Association of crops and natural trees	ACT
16	Shrub Crop	S
17	Scrubland	SL
18	Waterlogged Vegetation	WV
19	Artificial non-build up surface	UN
20	Continuous urban fabric	UBC
21	Discontinuous urban fabric	UBD
22	Fragmentary urban fabric	FUF
23	Artificial build up surface	UBS
24	Artificial build up network	UBN
25	Consolidated bare surface	BSC
26	Unconsolidated bare surface	BSN
27	Rivers	RVR
28	Channels	CHN
29	Lakes and impoundments	WL
30	Reservoirs	WR
31	Covered Agriculture land (Greenhouse)	CAG

1. CONTINUOUS MOSAIC URBAN FABRIC – ПЛЪТНА МОЗАЕЧНА УРБАНИЗИРАНА СТРУКТУРА			
Description		Functional mix of two artificial build-up linear and non-linear components (of hard material). Linear build-up elements could have vegetation (ex. trees) on top.	
Map Code		UBC	
Horizontal Pattern 1		Artificial abiotic linear elements (occasionally with vegetation on top)	
Cover %		Strata 1	Vegetation
20.0	80.0	Presence	Optional
Occurance %		On Top	1
100.0	100.0	Element 1	Vegetation
		<i>Cultivated and Managed Vegetation</i>	
		Strata 2	Abiotic surface
		Presence	Mandatory
		On Top	0
		Element 1	Artificial Surface
		<i>Artificial Linear Surface</i>	
Horizontal Pattern 2		Artificial abiotic non-linear elements	
Cover %		Strata 1	Abiotic surface
20.0	80.0	Presence	Mandatory
Occurance %		On Top	0
100.0	100.0	Element 1	Artificial Surface
		<i>Artificial Non- Linear Surface</i>	
		Construction	Hard Material

INTERPRETATION KEYS (FOLLOW THE SEQUENCE)	
Key 1	Located inside the boundary of the administrative unit
Key 2	Intrinsic non-interrupted mix of streets network and clusters of low or tall buildings
Key 3	Sparse vegetation along the streets and the inner yards might occur
Key 4	Usually the center part of the city

ILLUSTRATIONS

1



2

2. DISCONTINUOUS URBAN FABRIC - НЕЦЪЛЪТНА УРБАНИЗИРАНА СТРУКТУРА			
Description		Functional mix of artificial build-up component and biotic (vegetated) component. The Vegetated component interrupts the artificial surface.	
<pre> graph LR DUF[Discontinuous urban fabric] --> HP1[Horizontal Pattern 1] DUF --> HP2[Horizontal Pattern 2] HP1 --> S1_1[Stratum 1] S1_1 --> BUS[Built-Up Surface] HP2 --> S1_2[Stratum 1] S1_2 --> V[Vegetation] S1_2 --> BS[Bare Soil] V --> CMV[Cultivated And Managed Vegetation] </pre>			
Map Code		UBD	
Horizontal Pattern 1		Artificial build-up elements	
Cover %		Strata 1	Abiotic surface
30.0	80.0	Presence	Mandatory
Occurance %		On Top	0
100.0	100.0	Element 1	Build-up surface
Horizontal Pattern 2		One Stratum with two mutually exclusive components – vegetation and bare soil	
Cover %		Strata 1	
30.0	80.0	Presence	Mandatory
Occurance %		On Top	0
100.0	100.0	Element 1	Vegetation
		Presence	Exclusive
		<i>Cultivated and Managed Vegetation</i>	
		Element 2	Bare Soil
		Presence	Exclusive

INTERPRETATION KEYS (FOLLOW THE SEQUENCE)	
Key 1	Located inside the boundary of the administrative unit
Key 2	Intrinsic interrupted mix of build-up area (having less aparent differentiation between street network and buldings)
Key 3	Significant cultivated vegetation present that interrupt and divide the build-up area into more isolated clusters.
Key 4	Usually the outer, resudential part of he city and typical land cover texture for villages

ILLUSTATIONS

1



2

3. ARTIFICIAL BUILD UP SURFACE – ИЗКУСТВЕНИ/АНТРОПОГЕННИ ЗАСТРОЕНИ ПЛОЩИ

Description		Functional mix of two components. The first component can be artificial surface (other surface) or vegetation - both element are mutually exclusive. The second component is artificial build-up surface (building), which can be optional.	
Map Code		UBS	
Horizontal Pattern 1		One Stratum with two mutually exclusive components - artificial surface and vegetation	
Cover %		Strata 1	
		Presence	Mandatory
Occurance %		On Top	
100.0	100.0	Element 1	Other Artificial Surface
		Presence	Exclusive
		Element 2	Vegetation
		Presence	Exclusive
Horizontal Pattern 2		Optional artificial build-up component (type: Building)	
Cover %		Strata 1	
		Presence	Optional
Occurance %		On Top	
100.0	100.0	Element 1	Building

INTERPRETATION KEYS (FOLLOW THE SEQUENCE)	
Key 1	Located inside OR outside the boundary of the administrative unit
Key 2	Well identified and isolated build-up structure with its associated vegetated or non-vegetated area
Key 3	Present of buildings is optional
Key 4	Usually related to industrial, commencial, sport, transport facilities (stations, airports, ports)

ILLUSTRATIONS

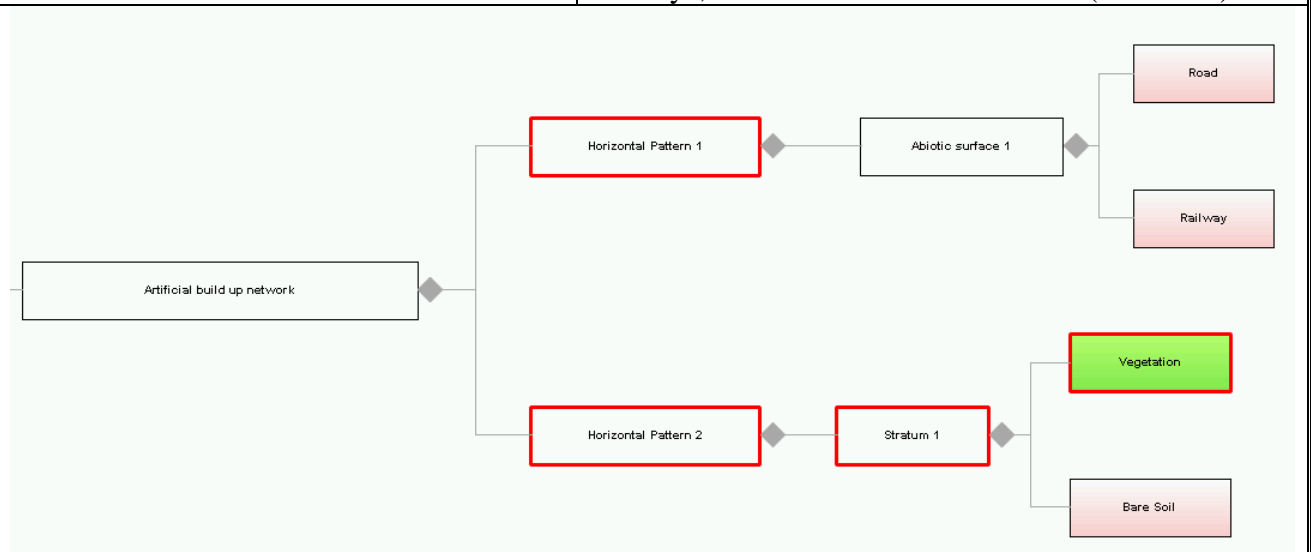
1



2

4. ARTIFICIAL BUILD UP NETWORK – ИЗКУСТВЕНИ/АНТРОПОГЕННИ ЗАСТРОЕНИ ЛИНЕЙНИ ОБЕКТИ

Description Artificial linear build-up elements, such as roads and railways, with their associated surface (servitutes).



Map Code	UBN		
Horizontal Pattern 1	Artificial build-up elements, that are either roads or railways		
Cover %		Strata 1	Abiotic Surface 1
100.0	100.0	Presence	Mandatory
Occurance %		On Top	0
100.0	100.0	Element 1	Road
		Presence	Exclusive
		Element 2	Railway
		Presence	Exclusive
Horizontal Pattern 2	Natural abiotic or biotic surface that is associated with the linear element		
Cover %		Strata 1	
		Presence	Optional
Occurance %		On Top	0
0	100.0	Element 2	Vegetation
		Presence	Exclusive
		Element 2	Bare Soil
		Presence	Exclusive

INTERPRETATION KEYS (FOLLOW THE SEQUENCE)

Key 1	Located inside OR outside the boundary of the administrative unit
Key 2	Well identified artificial linear element, with its associated vegetated or non-vegetated area, acting as its servitude (bridges included)
Key 3	Usually part of the road and railway networks
Key 4	Roads are variable in width depending on their class

ILLUSTATIONS

1




2

5. URBAN VEGETATED AREAS - ГРАДСКА РАСТИТЕЛНОСТ

Description		Managed Permanent Vegetation, that is an integral part of the green infrastructure of the urban area (cemeteries included).	
<pre> graph LR A[Urban Vegetated Area] --> B[Horizontal Pattern 1] B --> C[Vegetation 1] C --> D1[Vegetation] C --> D2[Non Linear Surface] C --> D3[Linear Surface] D1 --> E[Cultivated And Managed Vegetation] D2 --> E D3 --> E E --> F[Urban Park] </pre>			
Map Code		UV	
Horizontal Pattern 1		Managed Permanent Vegetation, in urban area (cemeteries included). Artificial linear or non-linear structures might be present in the same strata.	
Cover %		Strata 1	
100.0	100.0	Presence	Mandatory
Occurance %		On Top	
100.0	100.0	Element 1	Vegetation
		<i>Cultivated and Managed Vegetation</i>	
		<i>Urban Park</i>	
		Presence	Mandatory
		Element 2	Non Linear Surface
		Presence	Optional
		Element 2	Linear Surface
		Presence	Optional

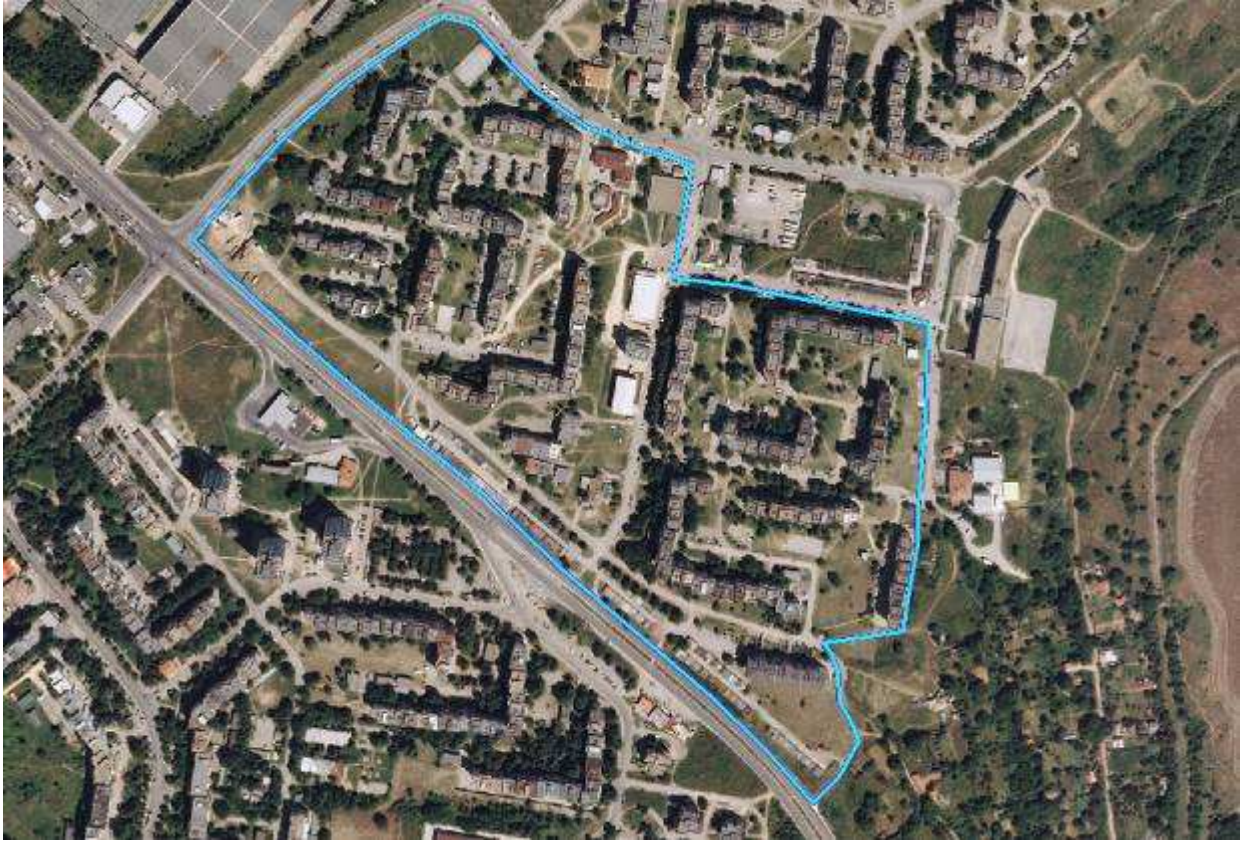
INTERPRETATION KEYS (FOLLOW THE SEQUENCE)	
Key 1	Located inside OR outside BUT adjacent to the boundary of the administrative unit
Key 2	Well identified and isolated patch of managed vegetation, which is often a mix of grass, shrubs and trees
Key 3	Might have artificial linear or non-linear structures (alleys, playing grounds)
Key 4	Related to urban park and recreation area (cemeteries included)

ILLUSTATIONS

1	
2	

FRAGMENTARY URBAN FABRIC – ФРАГМЕНТАРНА УРБАНИЗИРАНА СТРУКТУРА			
Description		Functional mix of high rise (residential) buildings and the associated vegetated/bare artificial component. This associated surface consisting of biotic and abiotic elements in the same strata has a specific role of urban playground.	
Map Code		FUF	
Horizontal Pattern 1		Build-up area consisting mainly of high-rise buildings (used for residential/office purposes) organized in well-defined clusters separate one from another.	
Cover %		Strata 1	Abiotic surface
30.0	60.0	Presence	Mandatory
Occurance %		On Top	0
100.0	100.0	Element 1	Building
		Height	10 – 60 meters
		<i>Residential area</i>	
		Construction	Hard Material
		Element 2	Linear surface
		<i>Roads</i>	
		Presence	Optional
Horizontal Pattern 2		Intrinsic mix of vegetation and artificial surface	
Cover %		Strata 1	Vegetation
40.0	70.0	Presence	Mandatory
Occurance %		On Top	0
100.0	100.0	Element 1	Vegetation
		<i>Cultivated and Managed Vegetation</i>	
		Presence	Optional
		Element 2	Other Artificial Surface
		<i>Urban Playground</i>	
		Presence	Mandatory
		Element 3	Other Constructions
		<i>Transportation Facilities – Car Park</i>	
		Presence	Mandatory

INTERPRETATION KEYS (FOLLOW THE SEQUENCE)	
Key 1	Located inside the boundary of the administrative unit
Key 2	Intrinsic interrupted mix of tall residential buildings separated from vegetated and bare areas having a role of urban playground
Key 3	Limited street network providing access to the buildings might be present
Key 4	Usually in the outer part of the city

ILLUSTRATIONS	
1	
2	

