

Visual intrusion from PRT systems

The visual intrusion is usually regarded as one of the largest drawbacks of PRT systems. Beamways has designed its PRT system to minimize this intrusion. This has been done in three ways.

Firstly Beamways is a suspended system, which means that the beams are 7 m above ground compared to 5 meters for a supported system. When you are standing right below the beam is about 5,5 m from the eye, while a supported system's beam is only 3,5 m from the eye. This distance difference means that the supported system's beam obstructs 60% more of the visible sky.

Secondly the cross section of the Beamways beam is very small, smaller than for most other systems. This obviously affects the visual intrusion as seen from below. The cross section also affects the size of the shadow cast on the ground. This is also a relatively important aspect of the visual intrusion.

Finally the Beamways system is designed for double direction lines, which means that fewer streets will be affected when the Beamways system in a city, compared to a system based on single direction lines.

In the following pages we have drawn Beamways, Vectus and ULTra systems in city environment in Linköping. The illustrations were made by Hans Kylberg, who also made "Bubbles and Beams" animation for SIKA. Note that the dimensions of the Vectus beams could be slightly off due to lack of information, but these errors should be small. The vehicles of Vectus and ULTra are of an older design, we apologize for not being able to update these according to later imagery.



Beamways on Vasavägen, Linköping



ULTra on Vasavägen, Linköping



Vectus on Vasavägen, Linköping



Beamways at closer range



ULTra at closer range



Vectus at closer range



Beamways in a contemporary setting



ULTra in a contemporary setting



Vectus in a contemporary setting