

Cities affect the night up to 300 km distance

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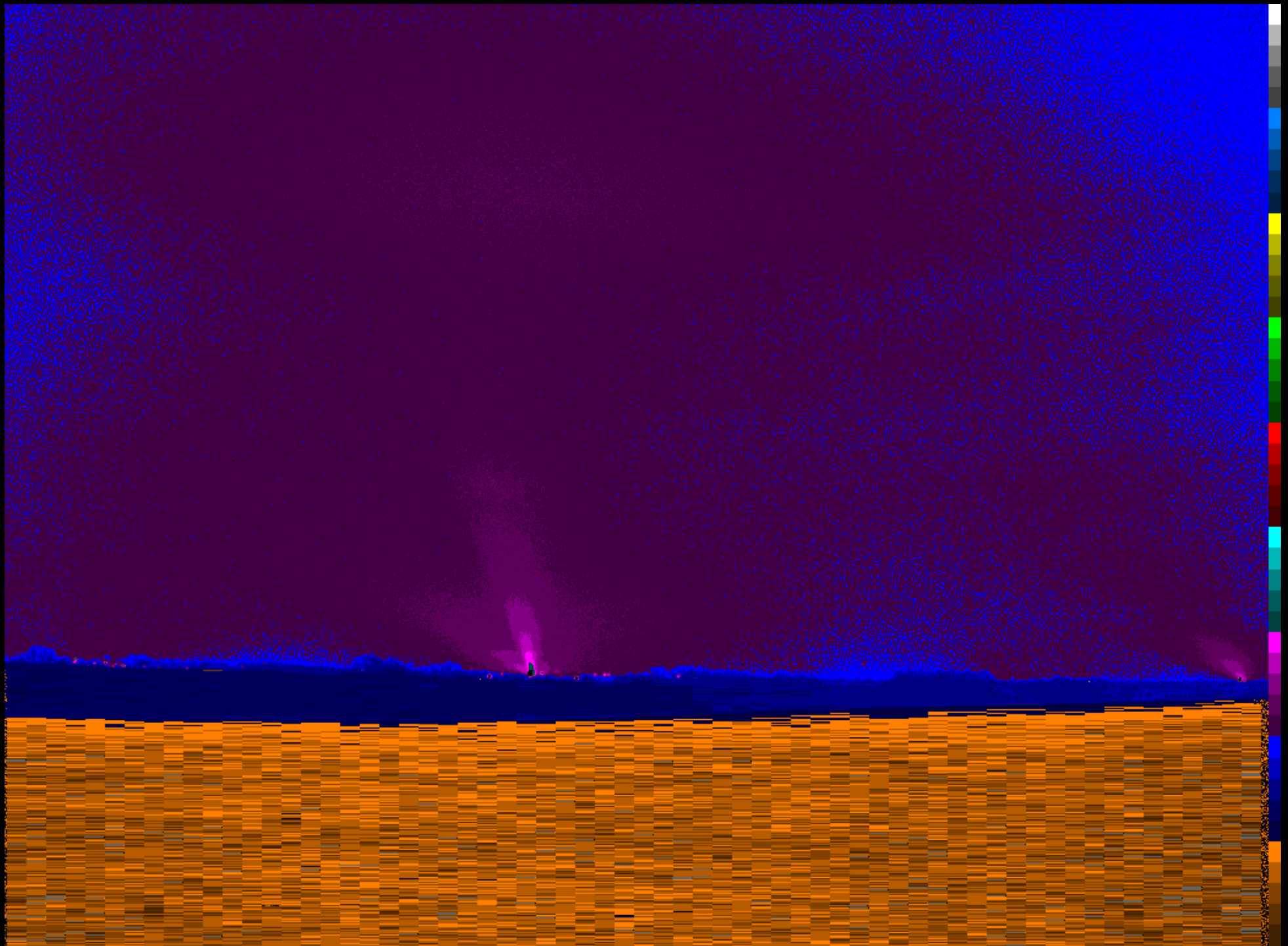
Symposium for the Protection of the Night Sky, Bled, Oct 2007

Light spreads quickly and far...

... and some disperses as it travels through the air

Anonymous Czech (celestial) churches:

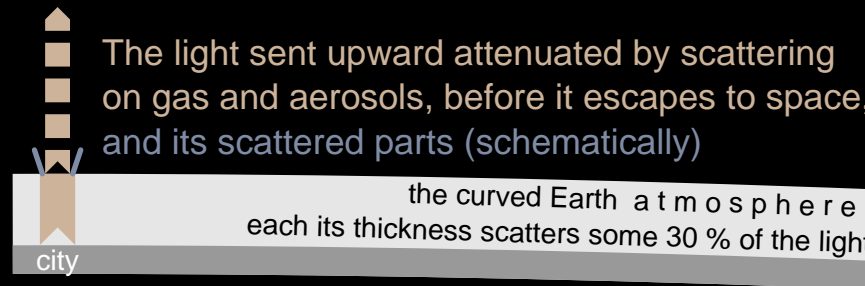




Why the sky over your town and even far from it glows so much?

When the light from lamps or illuminated surfaces goes:

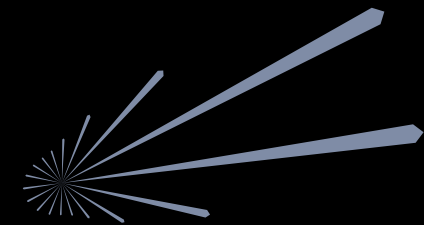
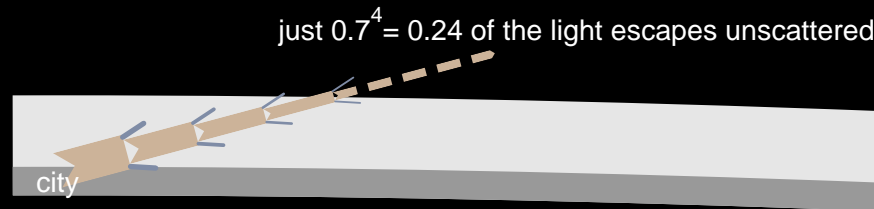
@ 90 degrees upwards:
30 % scatters,
from 28 % downwards,
altogether it returns down just
8 % of such light,



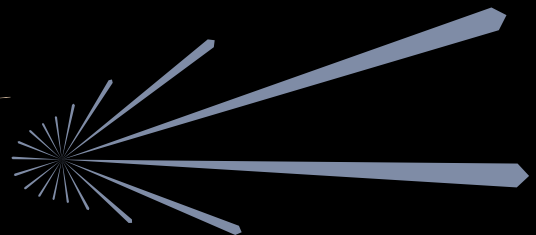
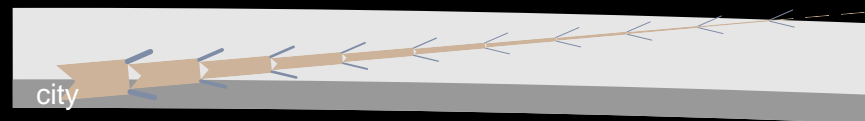
Sum of the light scattered by the air and its true directions – mostly similar to the original direction

This diagram shows a central point from which multiple light rays emanate in various directions, representing the sum of scattered light. The rays are mostly clustered around the original upward direction, illustrating that most scattered light remains in the general upward path.

@ 15 degrees upwards:
76 % scatters,
from 40 % downwards,
altogether it returns down **31 %** of such light,



@ 5 degrees upwards:
97 % scatters,
from 45 % downwards,
altogether it returns down **45 %** of such light.



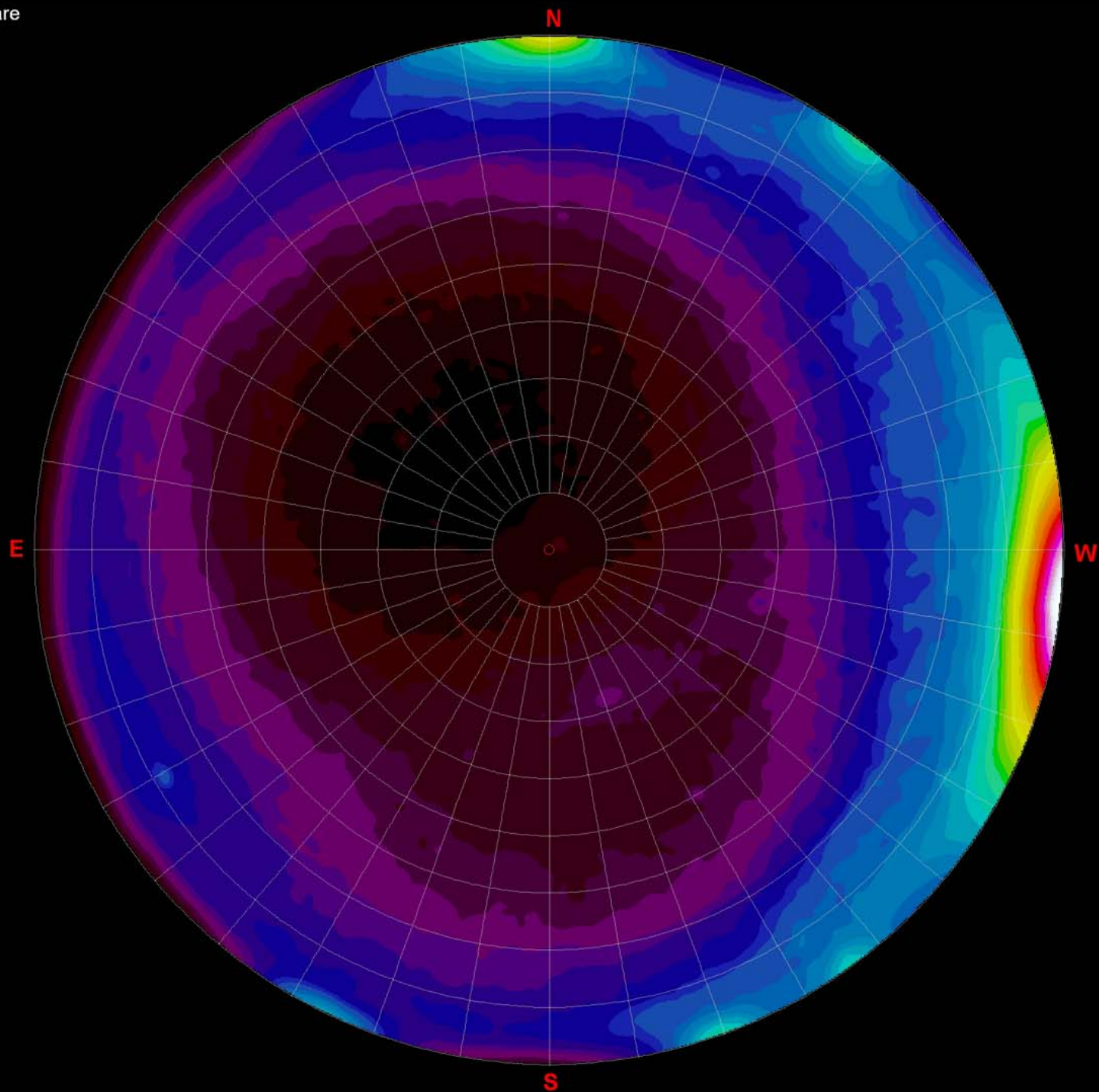
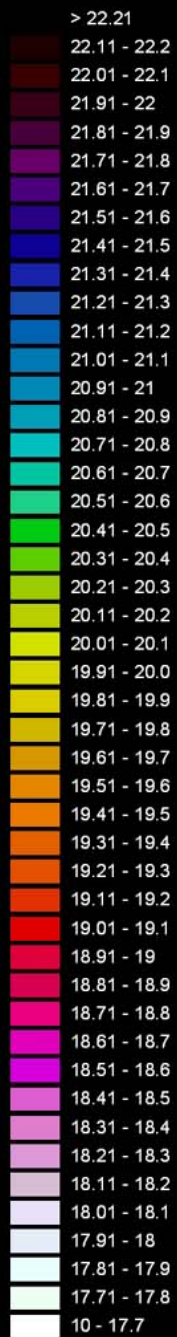
Which of the cases given above contributes most to the skyglow, in your opinion?

National Park Service Night Sky Team (USA)

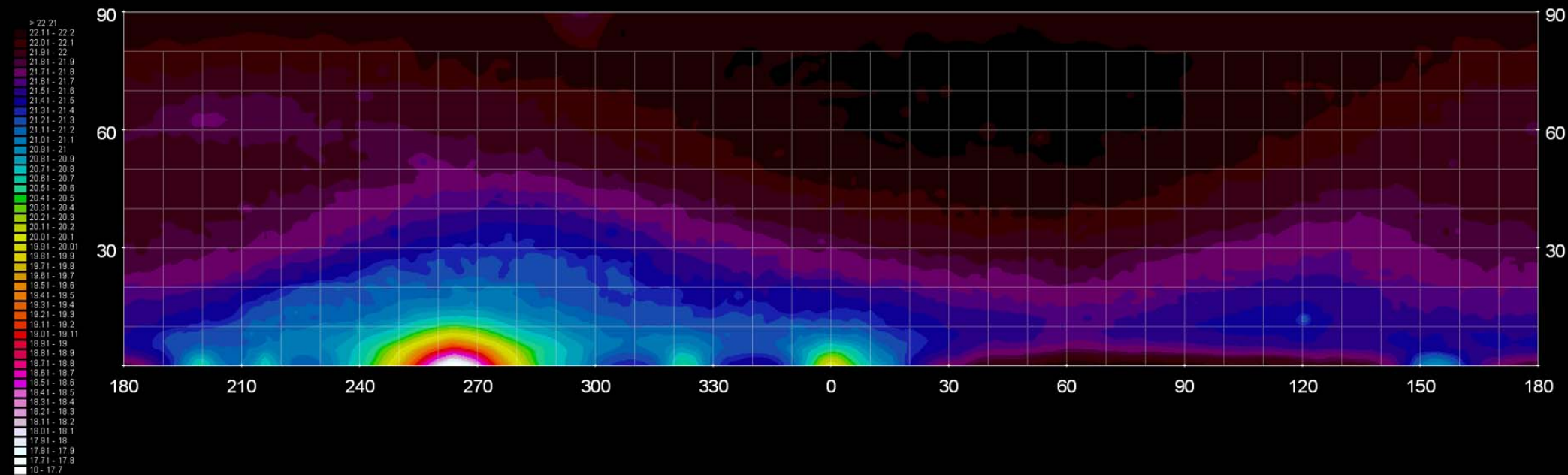
documents the views from most abandoned sites since 2002

Mc Donald Flat, Parashant Nat. Monument, Arizona
is 150 km from Las Vegas:

Magnitudes / square
Arc Second

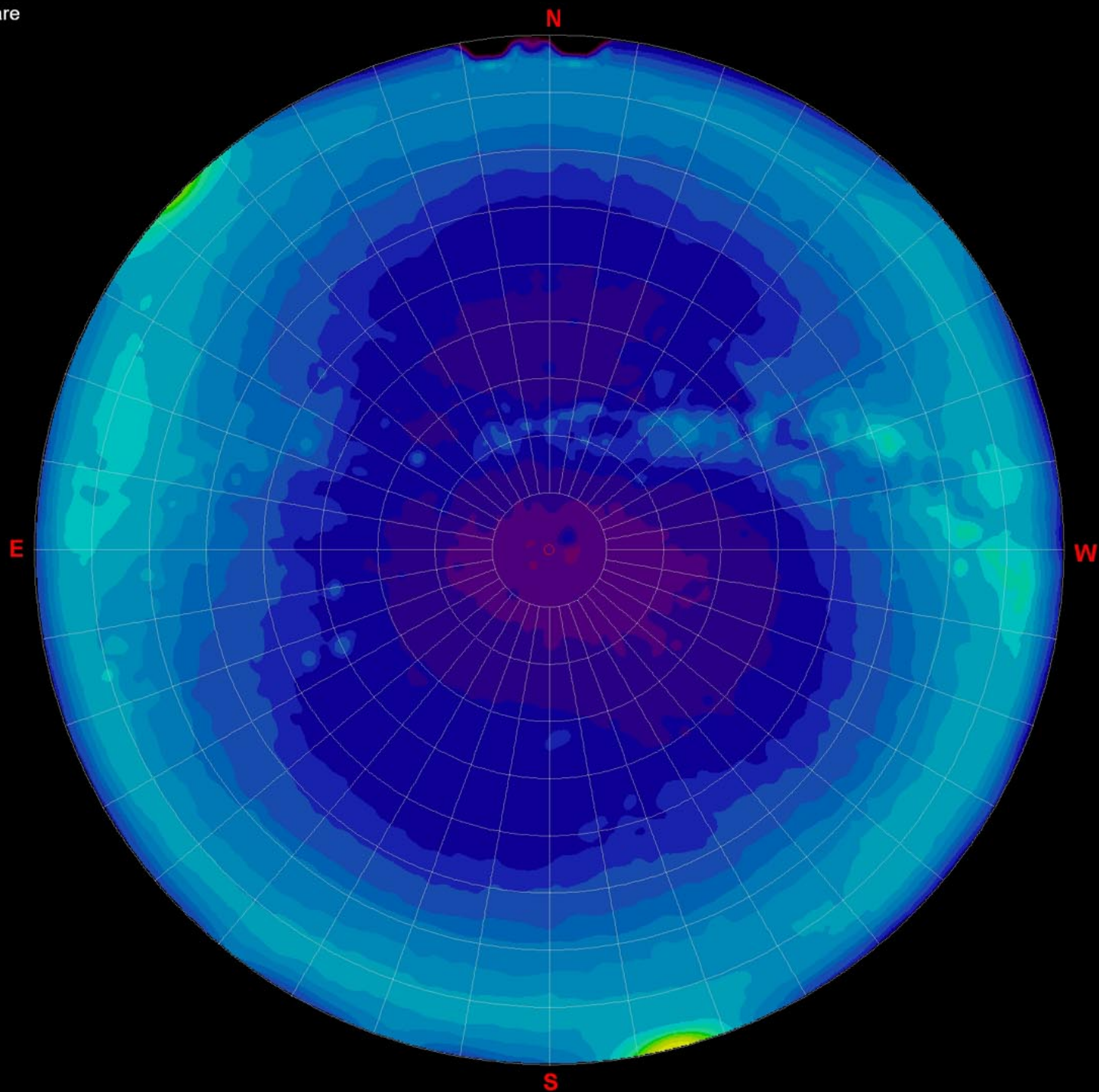
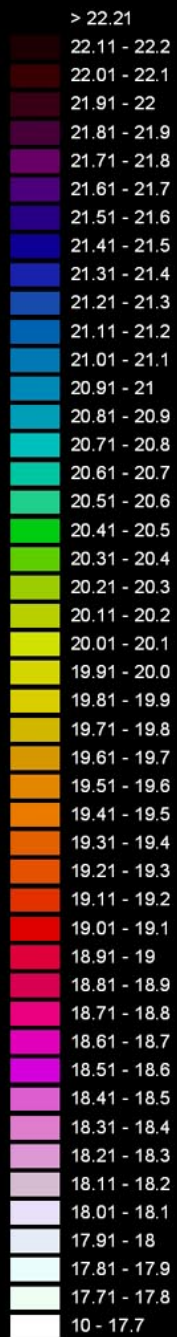


Magnitudes/ square
arc second

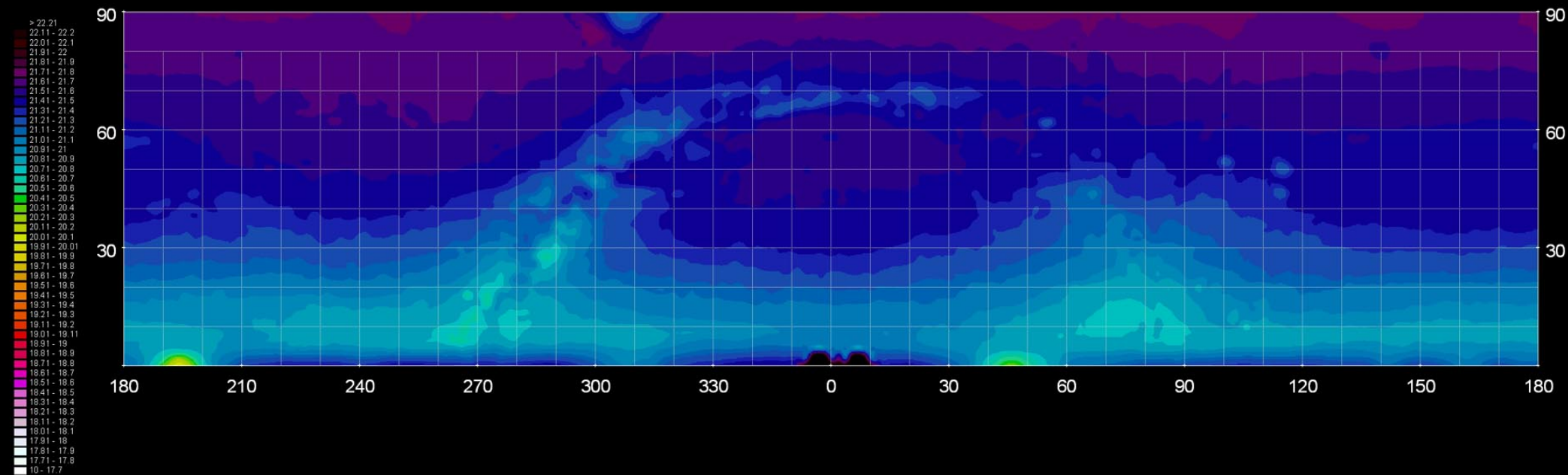


Mt Washington, Great Basins NP, Nevada
is 300 km from Las Vegas:

Magnitudes / square
Arc Second



Magnitudes/ square
arc second



To make even remote sites natural again
near-horizontal emissions from cities should become zero
and intensities of illumination reduced.