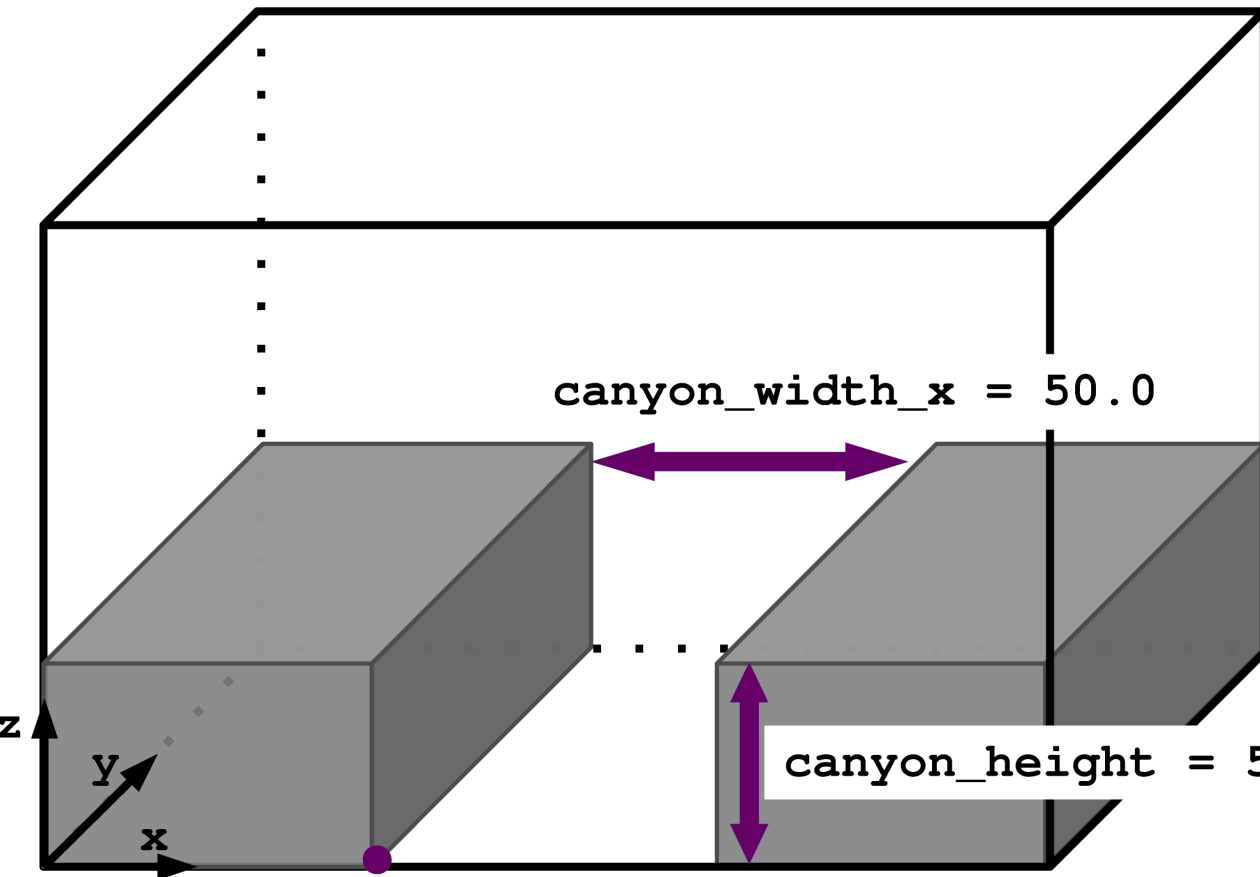


`topography = 'single_street_canyon'`



(default; use if canyon axis oriented in y-direction; if canyon axis in x-direction, use `canyon_width_y`)

`canyon_height = 50.0 (default)`

● `canyon_wall_left` (if canyon axis oriented in y-direction, otherwise use `canyon_wall_south`)