

Recent Practical Applications Using *Radiance*

- 2003 *Radiance* Workshop
 - Matt Franks, Arup Lighting
 - Andrew McNeil, Arup Lighting

Overview

- **California Academy of Science – San Francisco, CA**
 - Skylight geometry optimization
 - Historical weather data
- **Battersea Power Station Residential Development – London, UK**
 - Code compliance analysis
 - “Modular” modeling process
- **Acoustical Reflector Analysis**
 - Using *Radiance* for geometrical studies of reflector coverage

The California Academy of Sciences

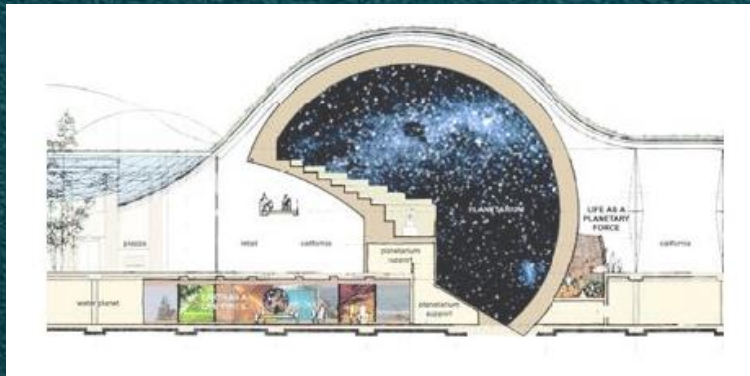
Coral Reef Studies



Project Overview



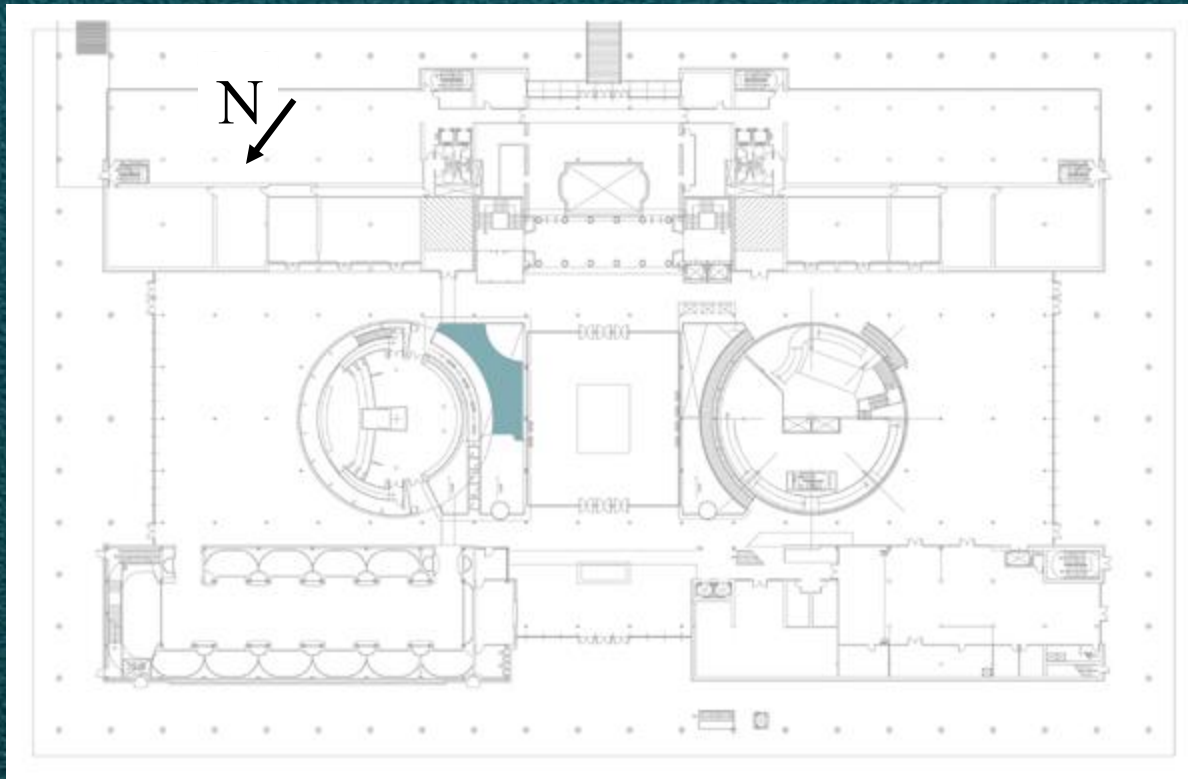
- **Rain Forest**



- Planetarium

Project Overview

- Coral Reef



Objectives

- **Objectives**
 - Maximize direct sun on the coral reef.
 - Minimize solar heat gain (reduce skylight glazing)
- **Tasks**
 - Identify where skylights should be located to maximize direct solar radiation.
 - Quantify hours of direct solar radiation on the coral reef.

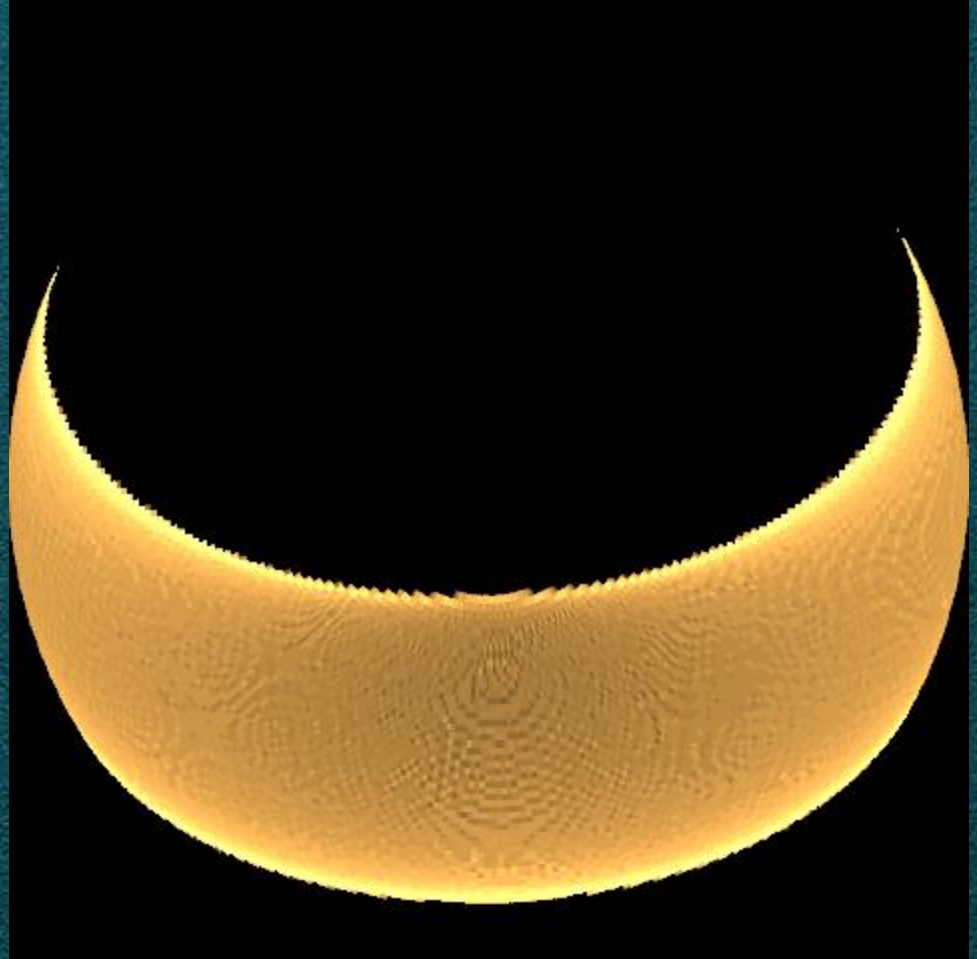
Determining “Effective” Skylight Placement.

- Method #1 – Assign luminance values to sky based on probability of sun. **FAILED**
- Method #2 – Trace rays in direction of sun for a Yes/No response. **SUCCESS**

Method #1

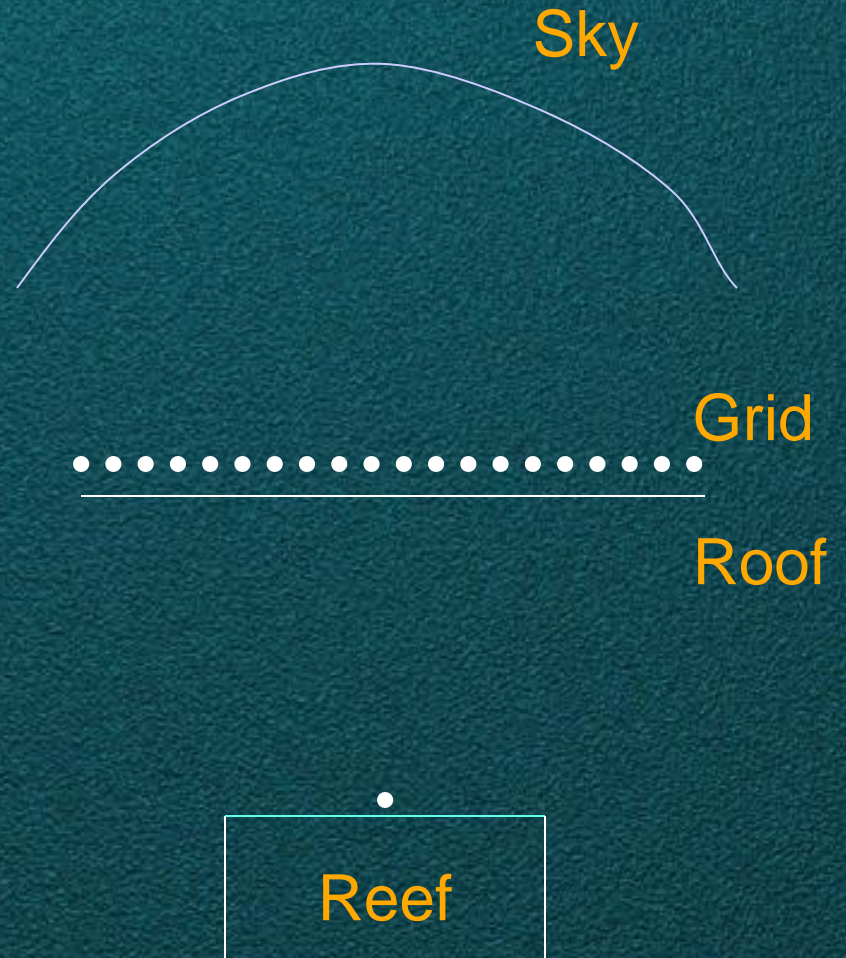
- Step 1

Luminance values were assigned to the sky based on the number of hours the sky was in each segment (we used 360 x 180 segments).



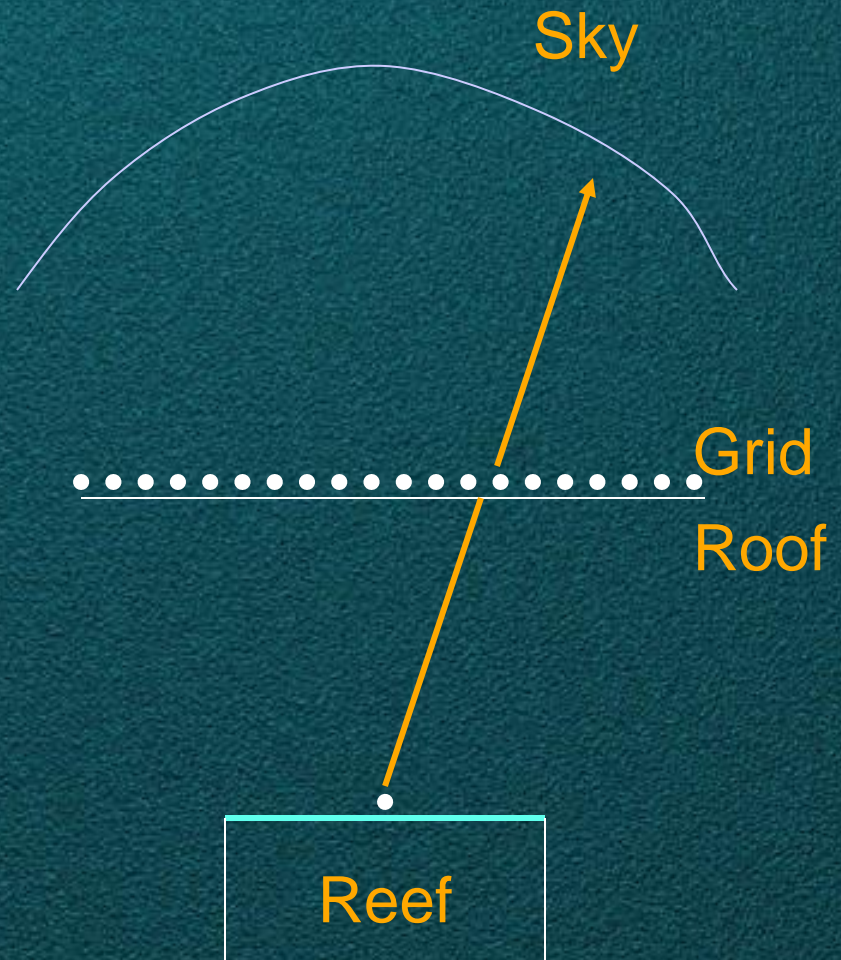
Method #1

- Step 2
 - A grid was defined on the roof.
 - A point in the center of the coral reef was designated as the origin point.



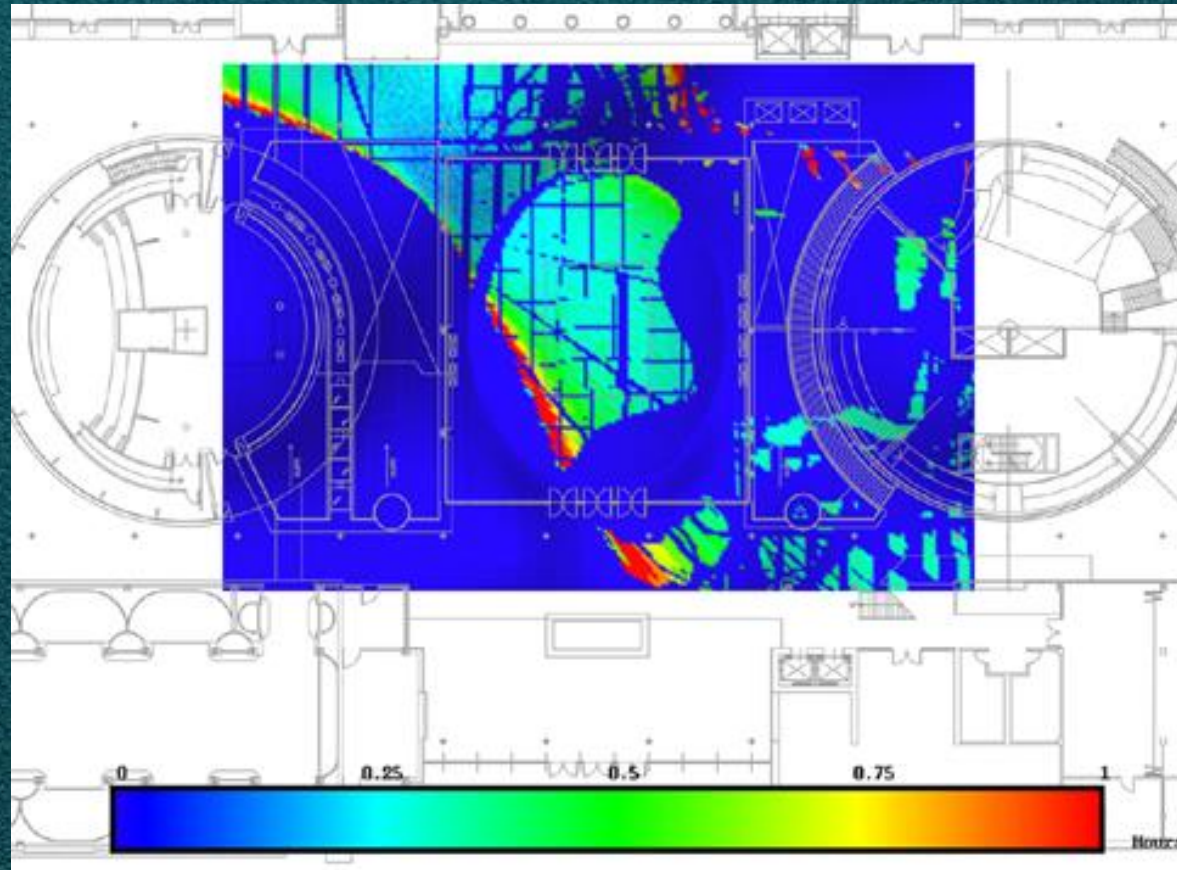
Method #1

- **Step 3**
 - A direction is calculated for each grid point using the point and the reef “origin.”
 - That direction is used to test the sky. A value equal to the number of hours the sun spends in that portion of the sky is returned.



Method #1

- Result



Amount of sun (in hours) that from a given point on the roof that lands on the coral reef “origin” per year.

Method #1

Method #1 failed because:

- It only accounted for sun landing on one point of the coral reef.
- The generated sky seemed to be skewed towards the solstices.

These problems might have been overcome, but a better method came to us.

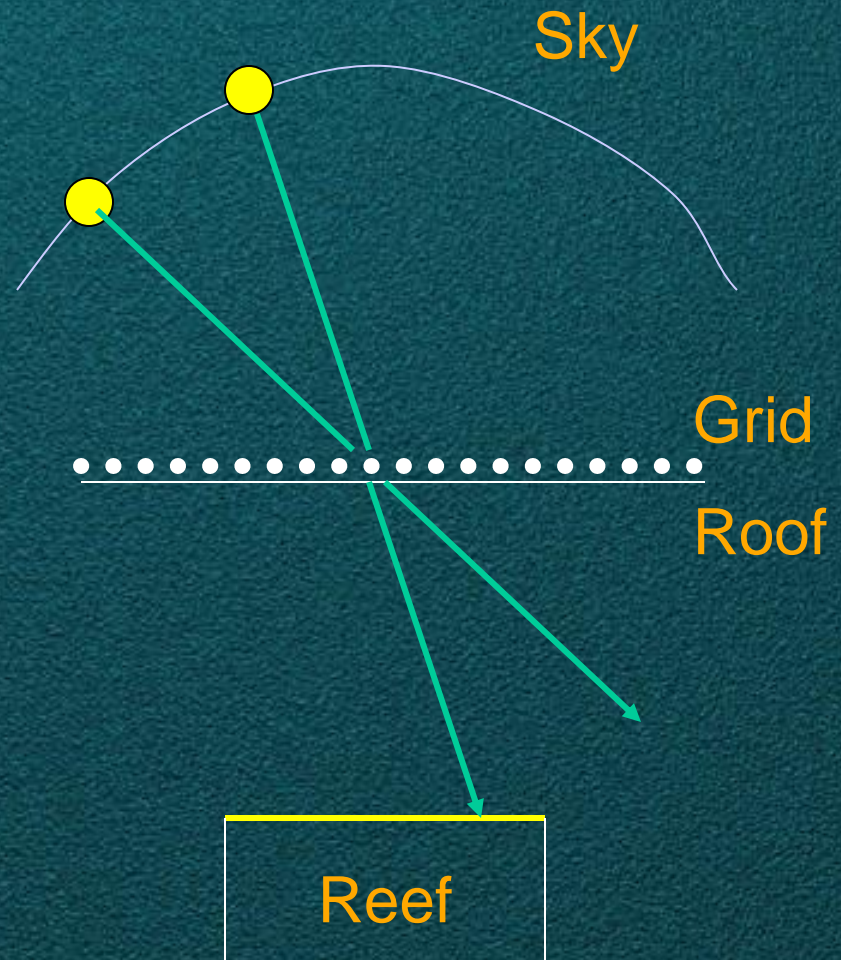
Method #2

- Step 1

Assign a glow material to the surface of the coral reef.

- Step 2

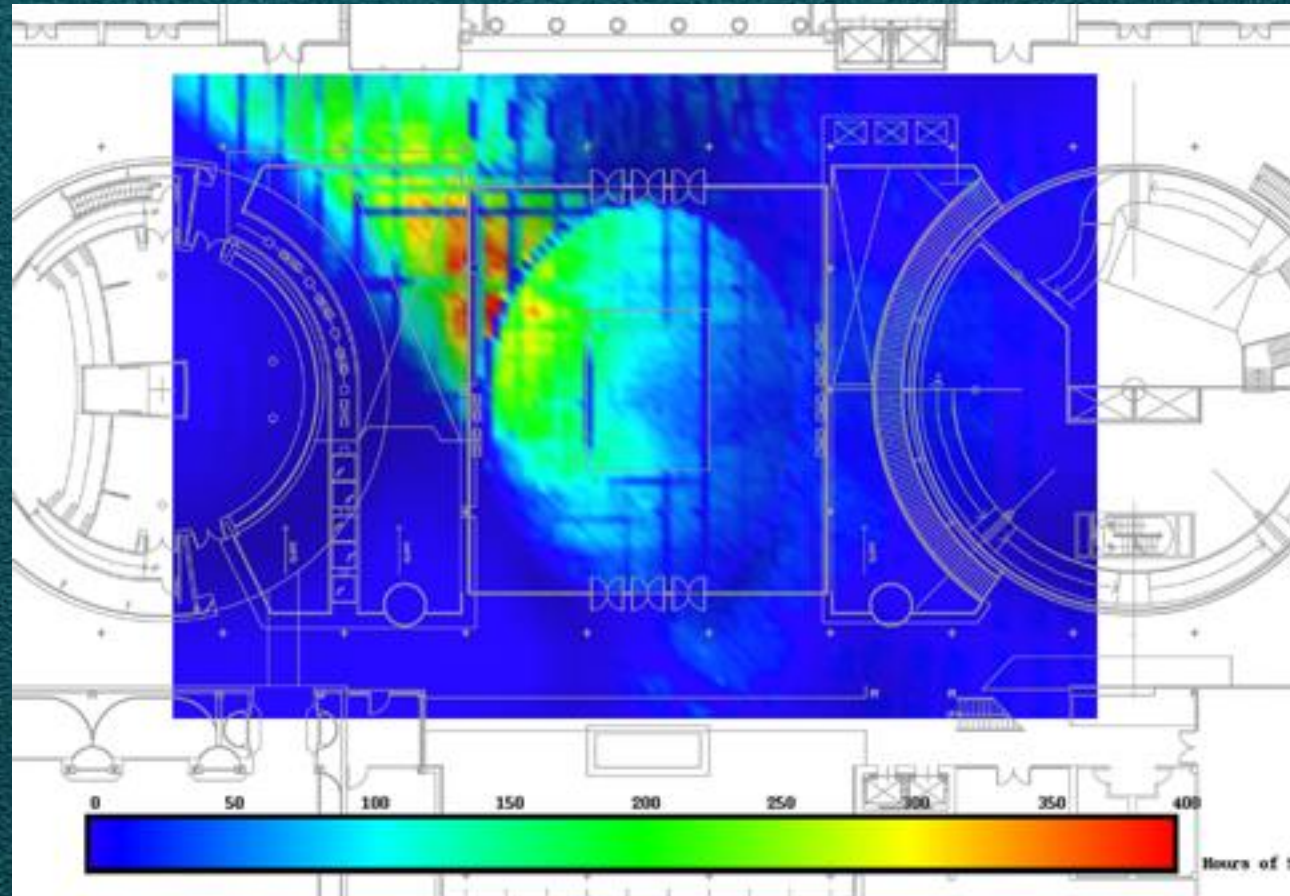
Trace a ray from the roof grid downwards in the direction of the sun for every hour of the year.



Method #2

- Result

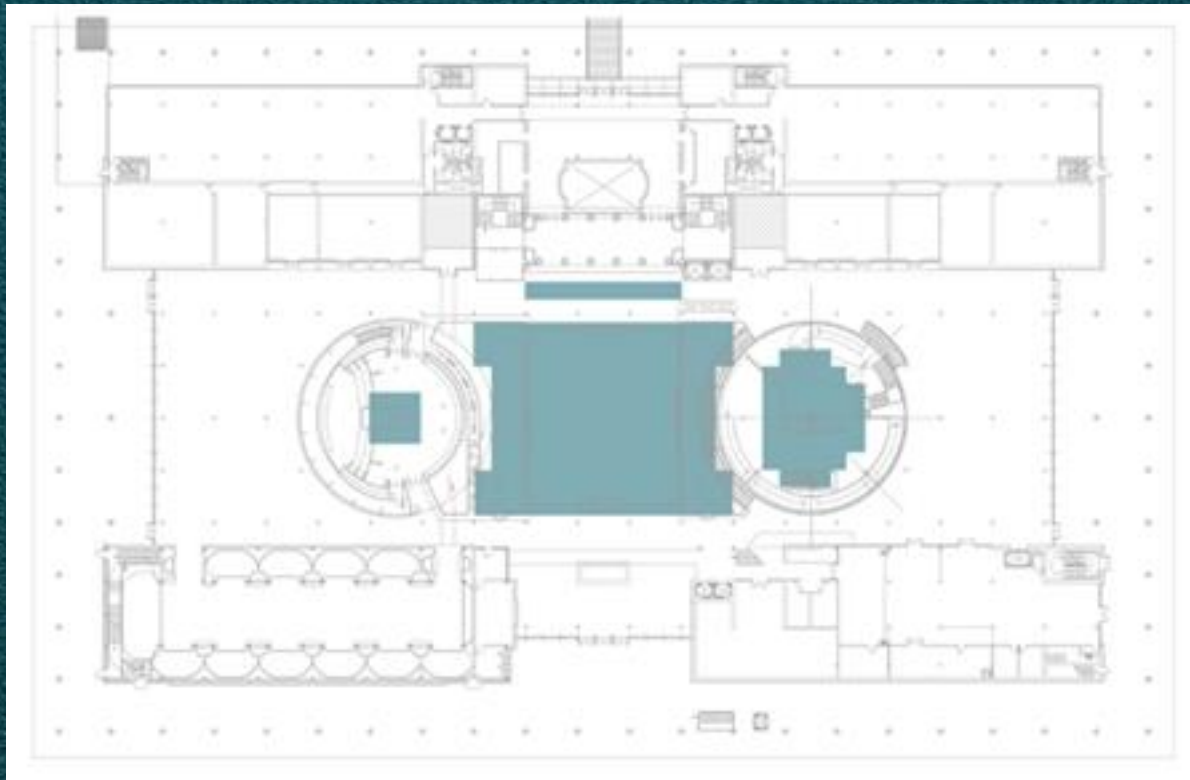
The entire reef is considered instead of just one point.



Amount of sun (in hours) that from a given point on the roof that lands on the coral reef per year.

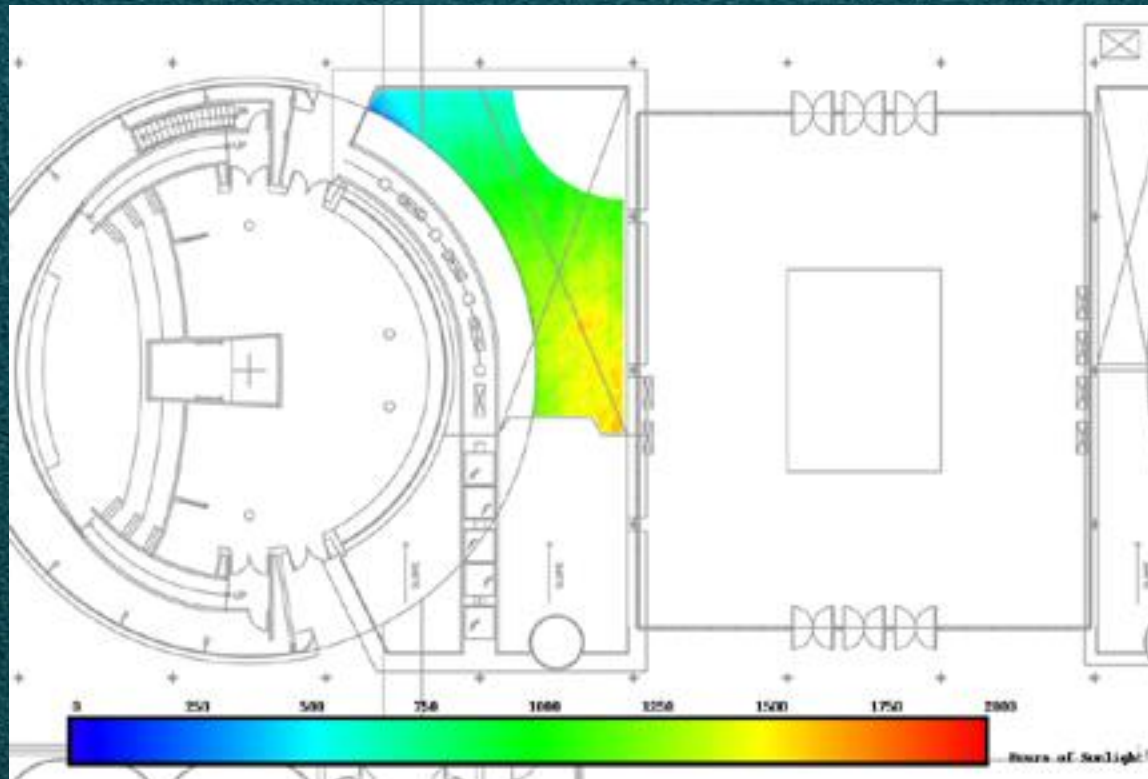
Initial Skylight Configuration

- Original skylight configuration (shaded areas are skylights).



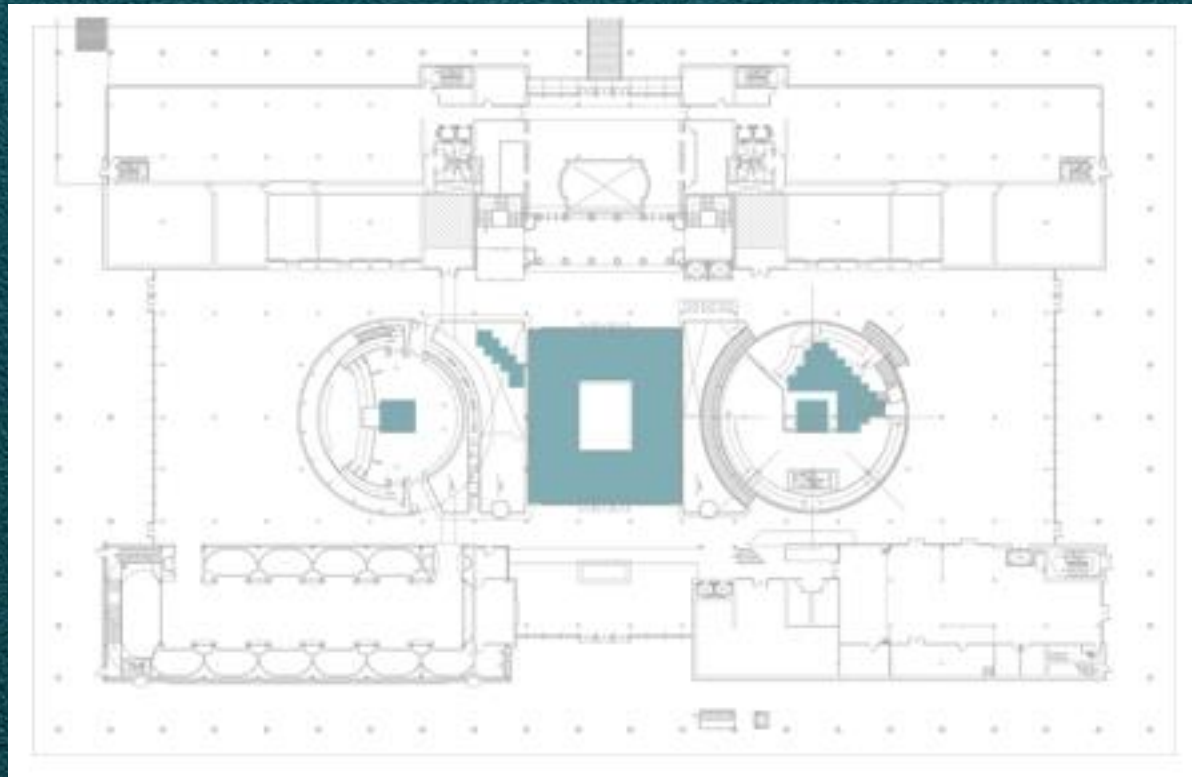
Initial Skylight Configuration

- Hours of direct sun on coral reef per year (during a completely sunny year).



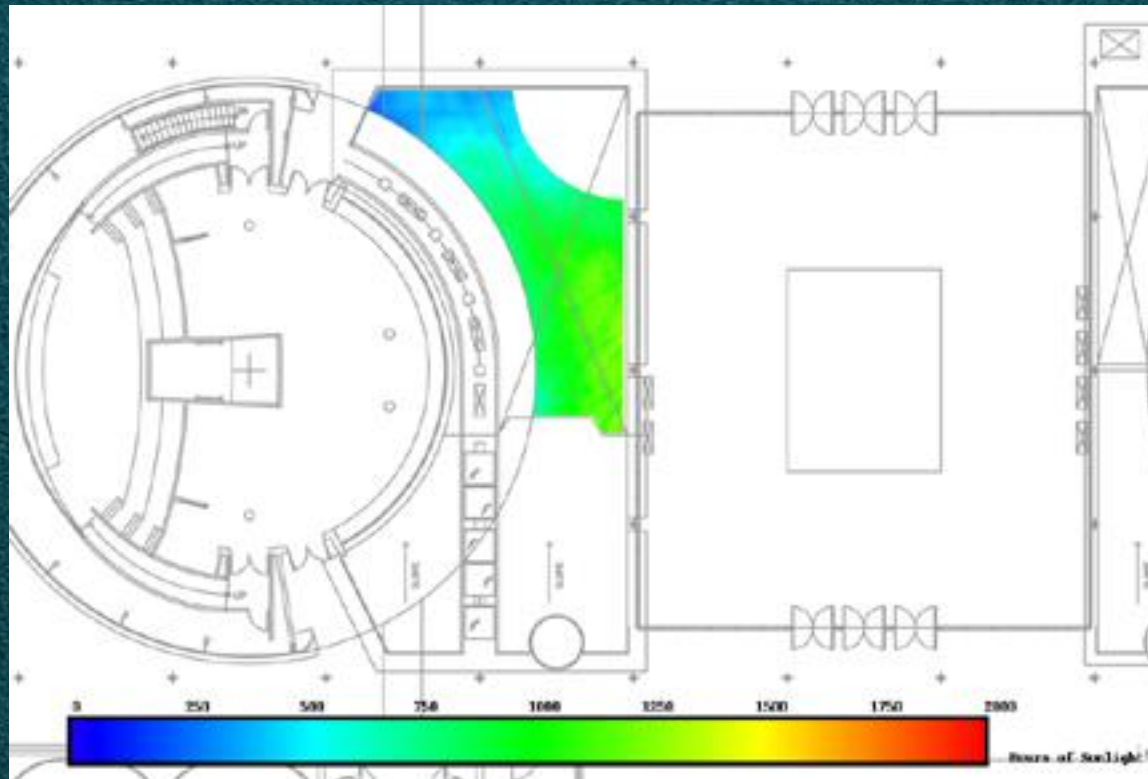
Revised Skylight Configuration

- Revised skylight configuration (shaded areas are skylights).



Revised Skylight Configuration

- Hours of direct sun on coral reef per year (during a completely sunny year).



Revised Skylight Configuration

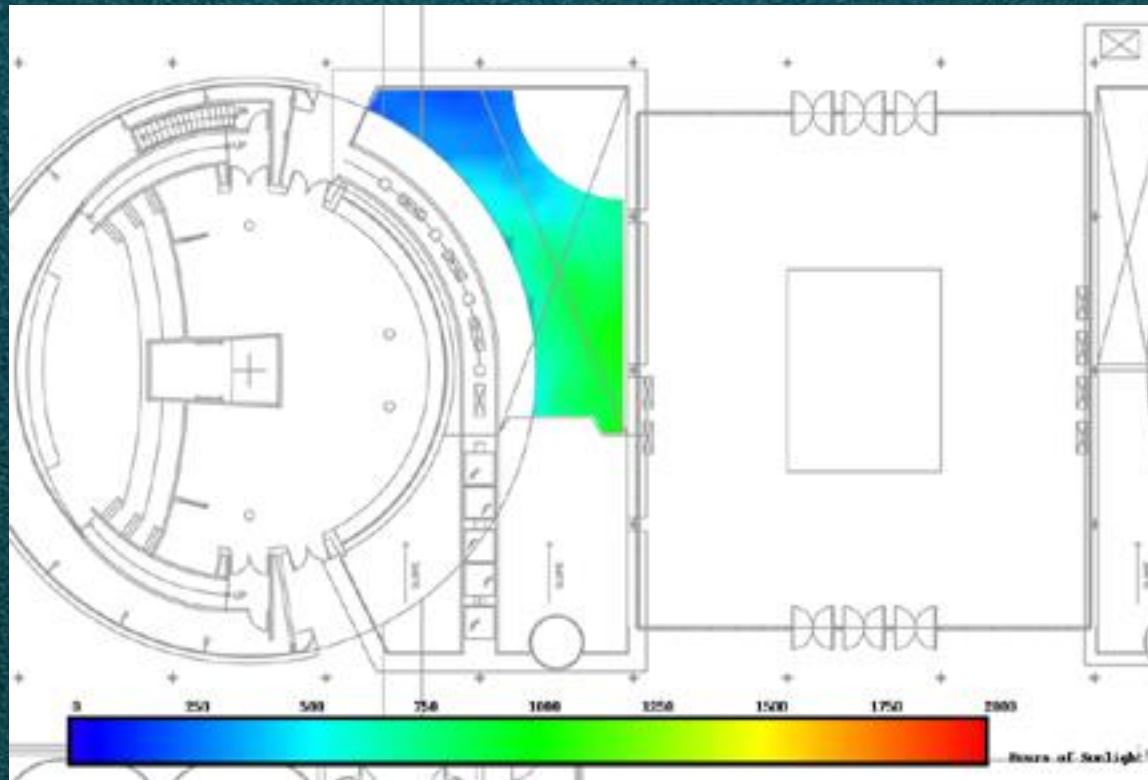
- **Solar Gain Reduced by more than 70%**
(considering skylights associated with coral reef)
- **Hours of direct sunlight reduced by only 33%**

Incorporating Weather Data

- What good is data from a “completely sunny year?”
 - It provides a basis for comparison
 - Doesn't help to understand actual performance.
- SAMSON Data (has solar and sky radiation data)
 - Hourly data integrates well with hourly analysis!

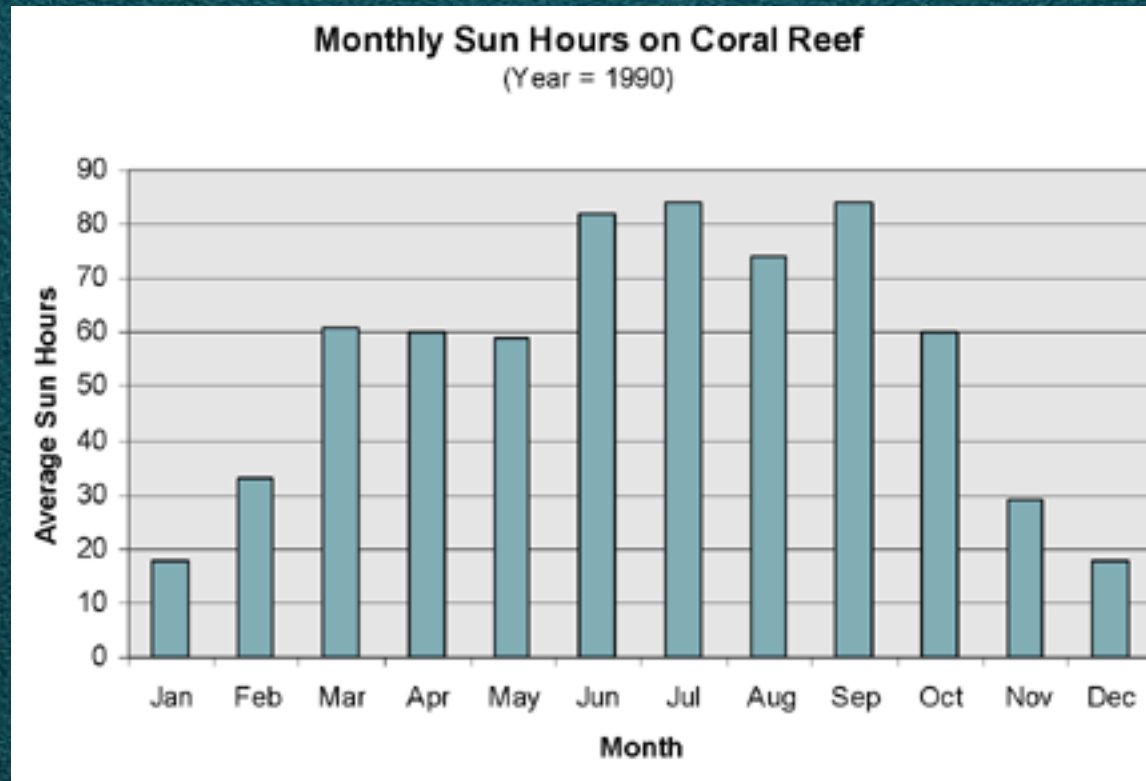
Incorporating Weather Data

- Hours of direct sun on coral reef during 1990.



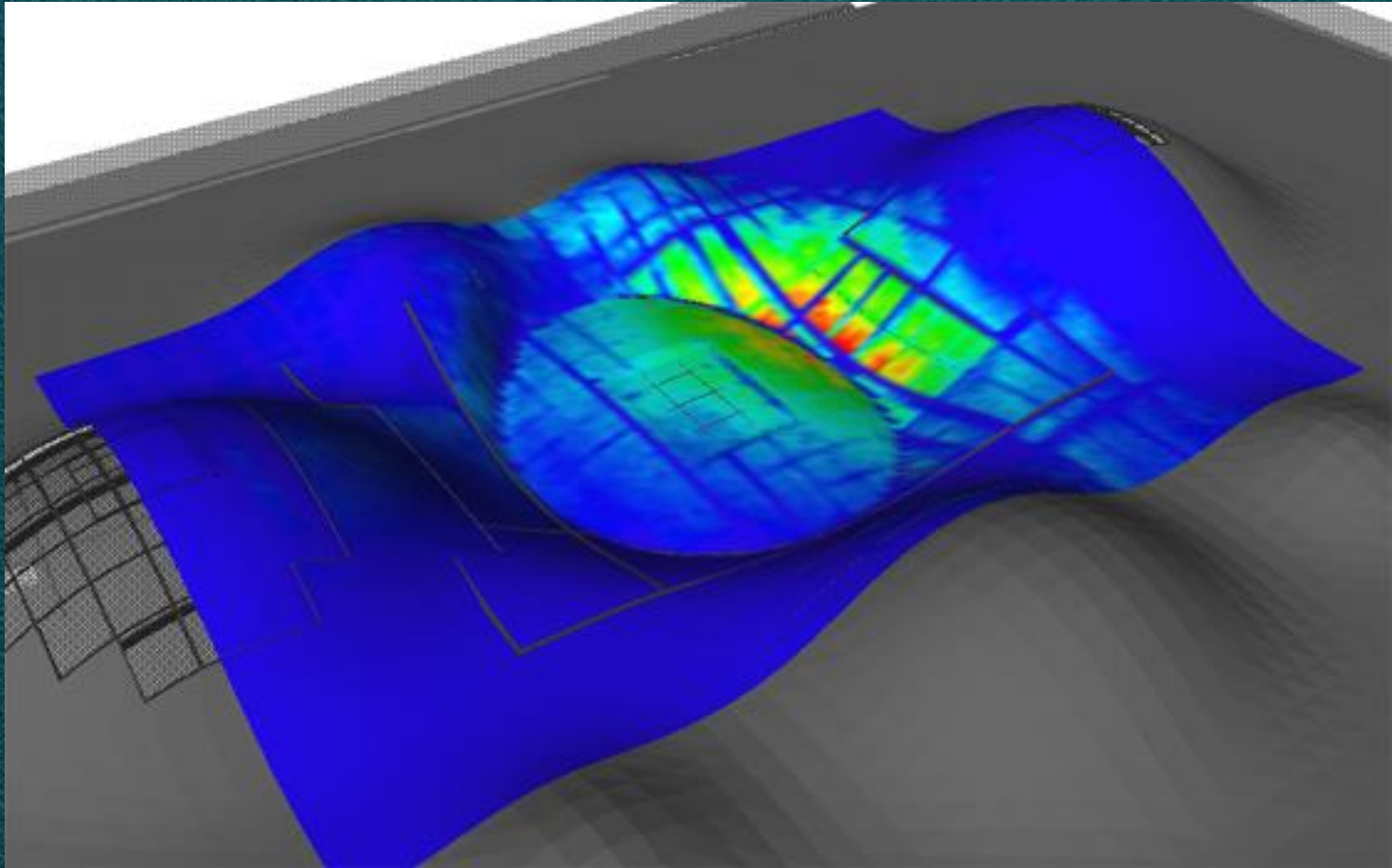
Incorporating Weather Data

- Average hours of direct sun on coral reef by month during 1990.



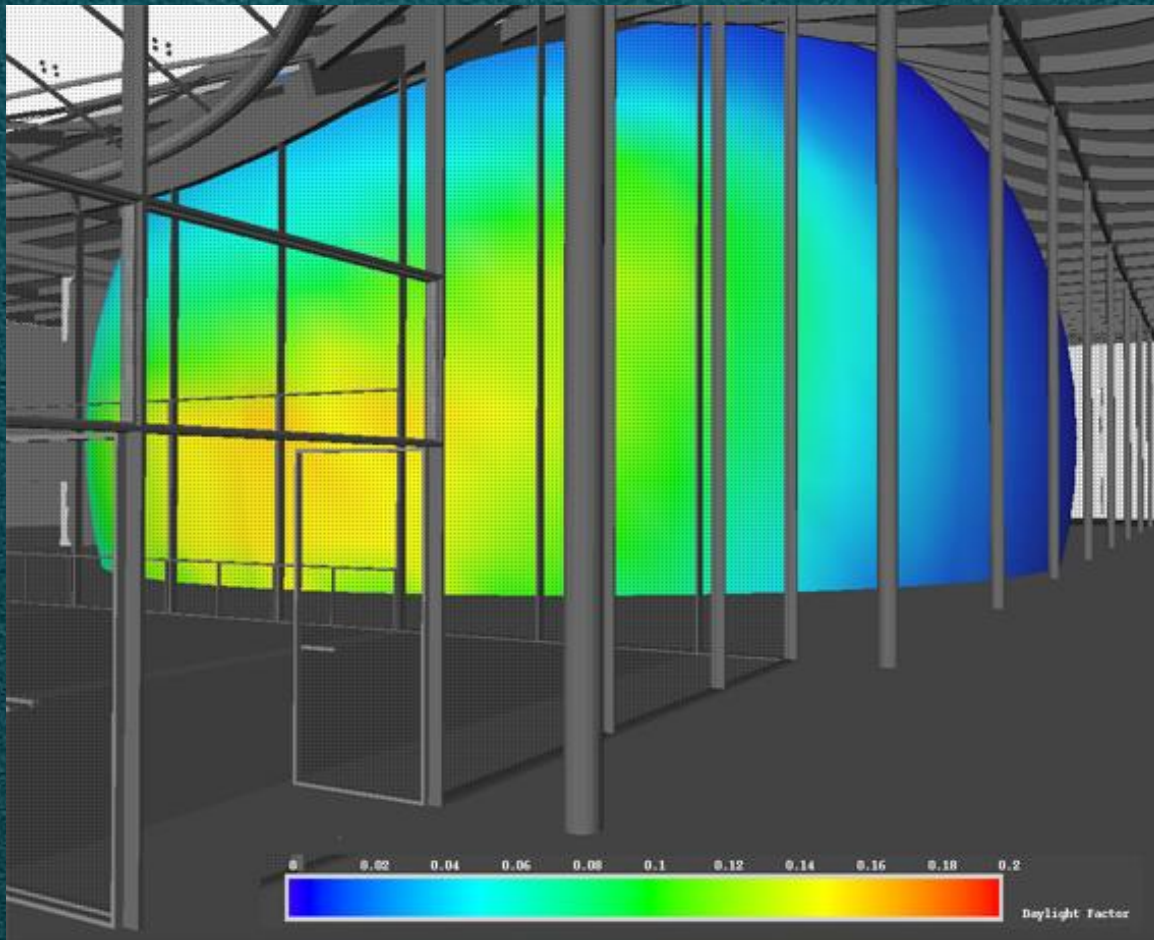
Pictures

- Perspective image of grid & roof.



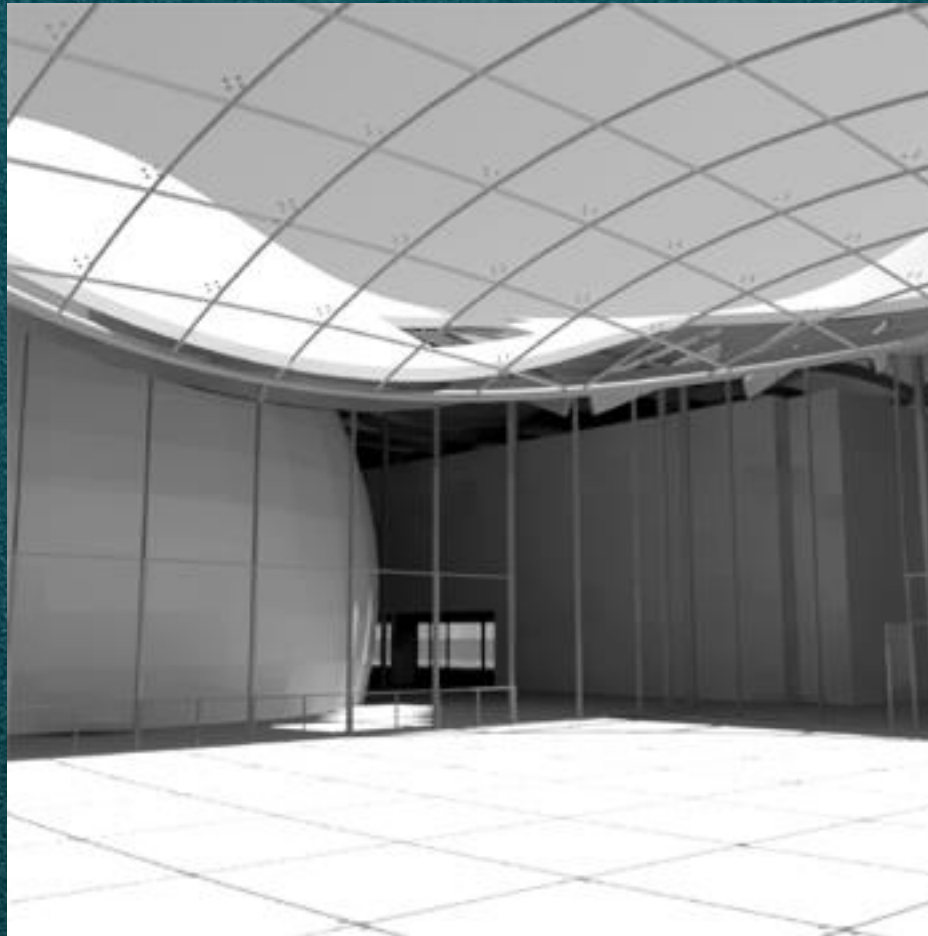
Pictures

- Daylight factor on planetarium dome.



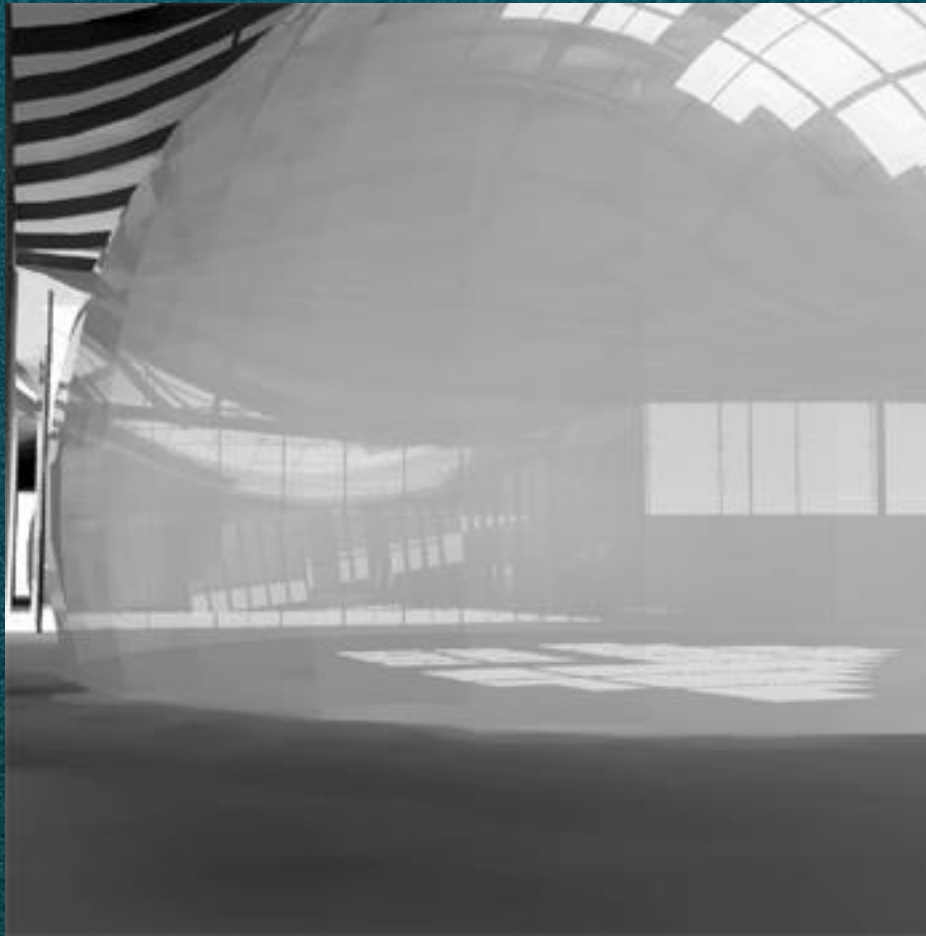
Pictures

- Rendering of coral reef area from piazza.



Pictures

- Rendering through rainforest (translucent dome).



Pictures

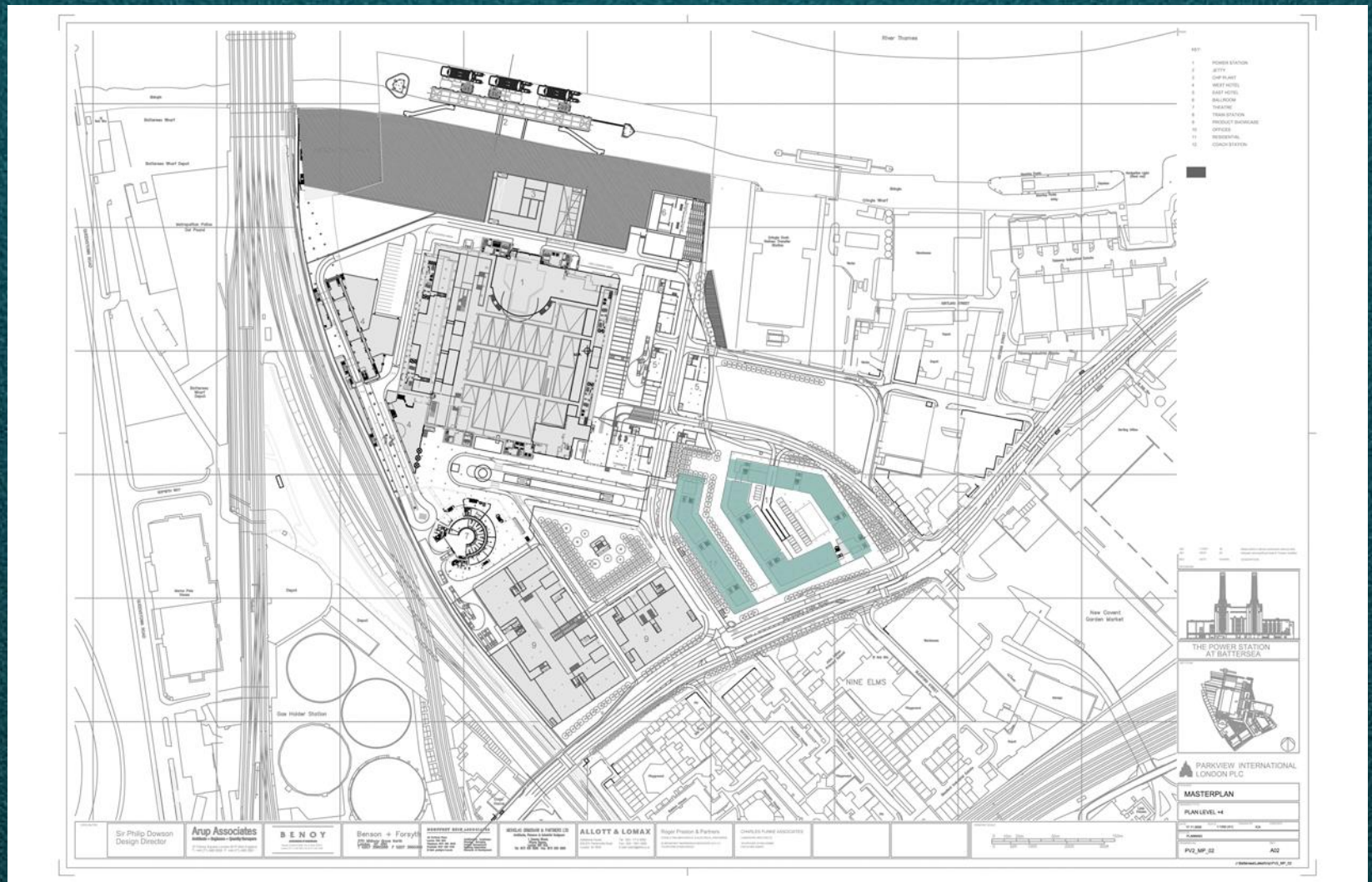
- Rendering of building entrance.



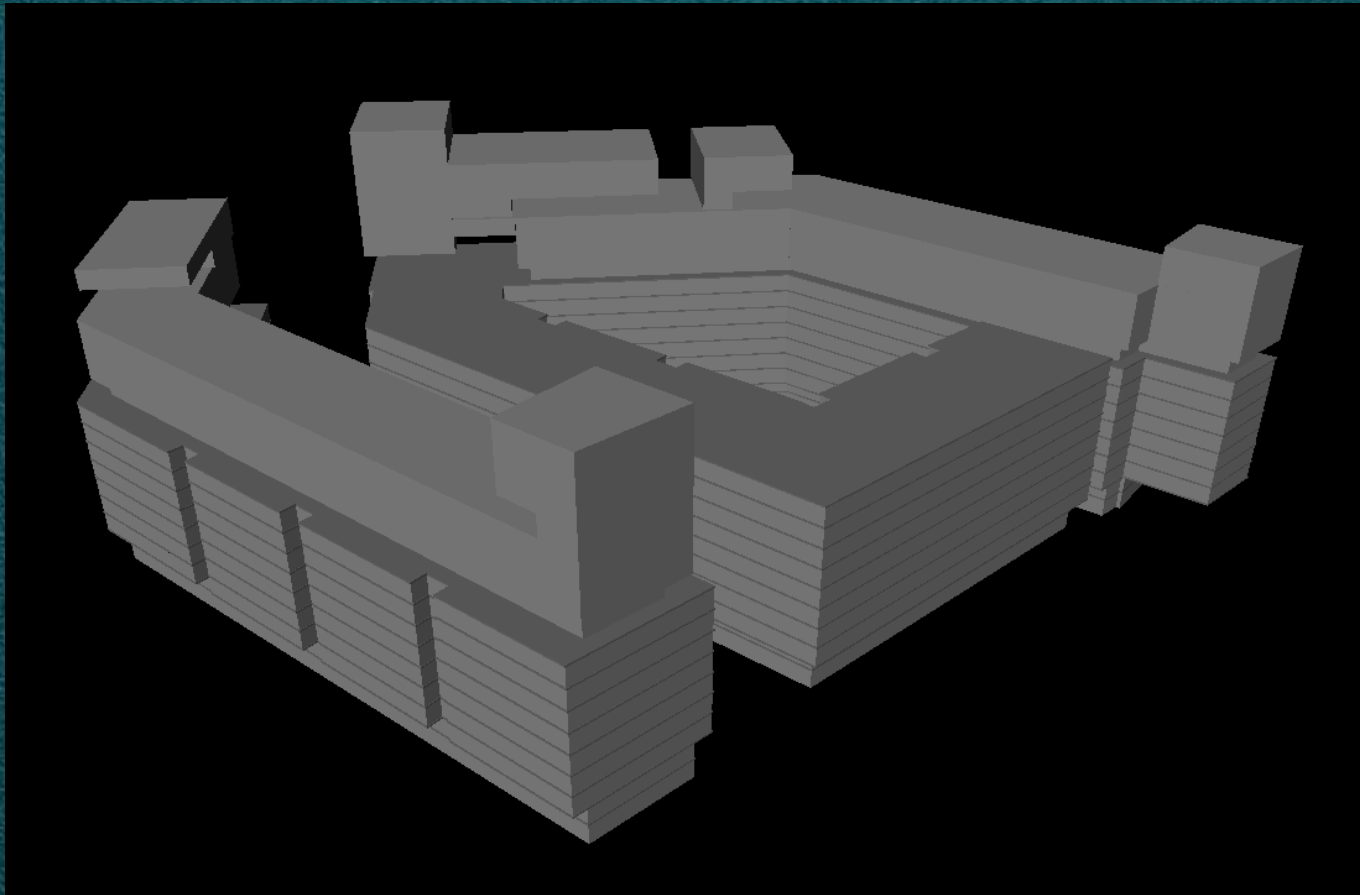
Battersea Power Station Residential Development

- Three apartment blocks as part of a larger redevelopment
- London, UK
- British Standard - BS 8206-2
 - Lighting For Buildings – Part 2: Code of Practice for Daylighting
- Goal: Determine compliance with the standard

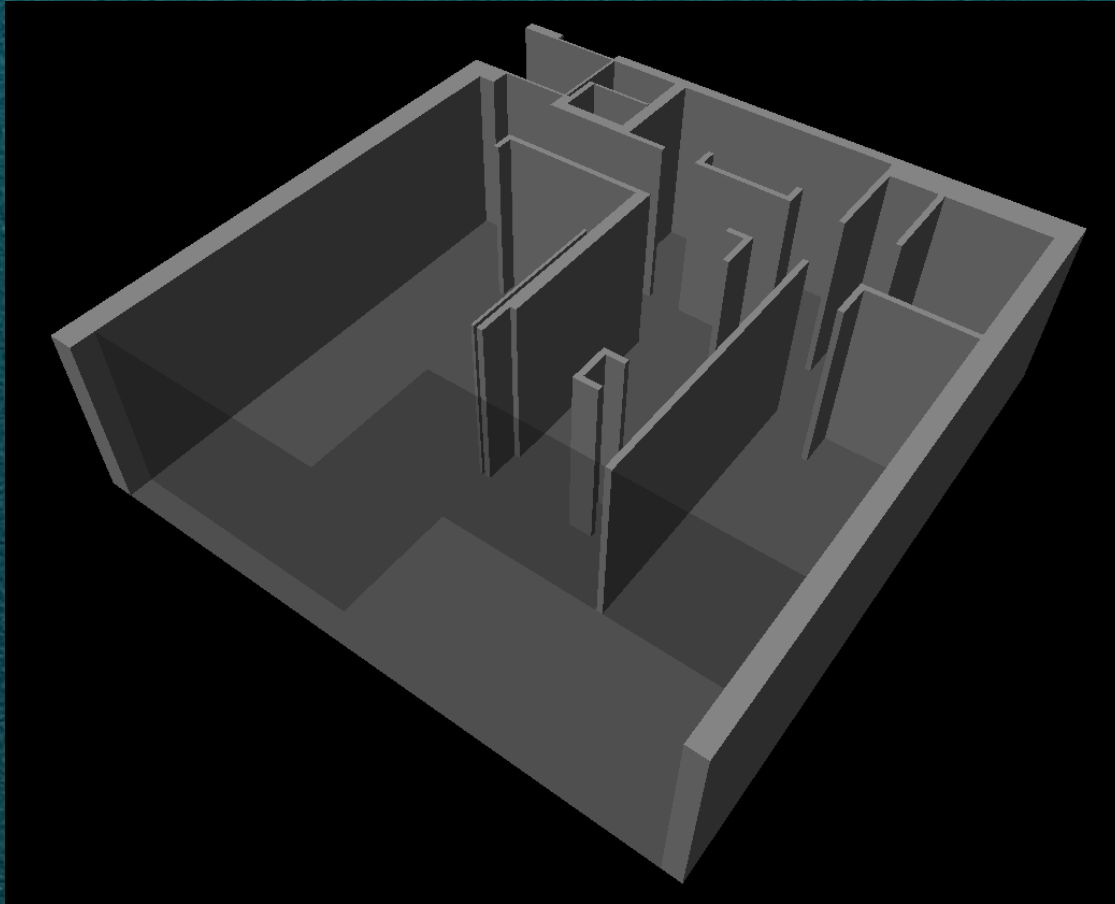
Site Plan



Apartment Blocks



Individual Apartments



Model Detail

- Early study
- Very simplified model
- Assumptions for materials
- Not included:
 - Façade screen
 - Surrounding buildings

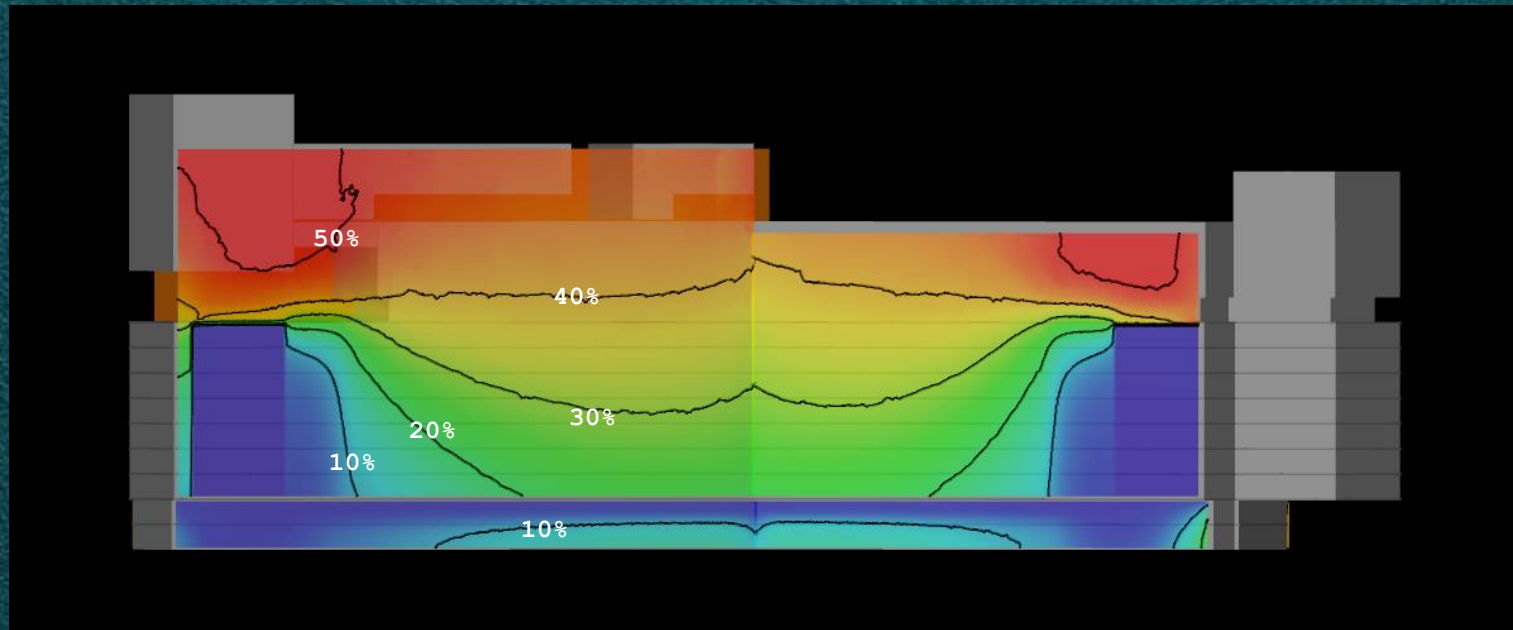


Goals

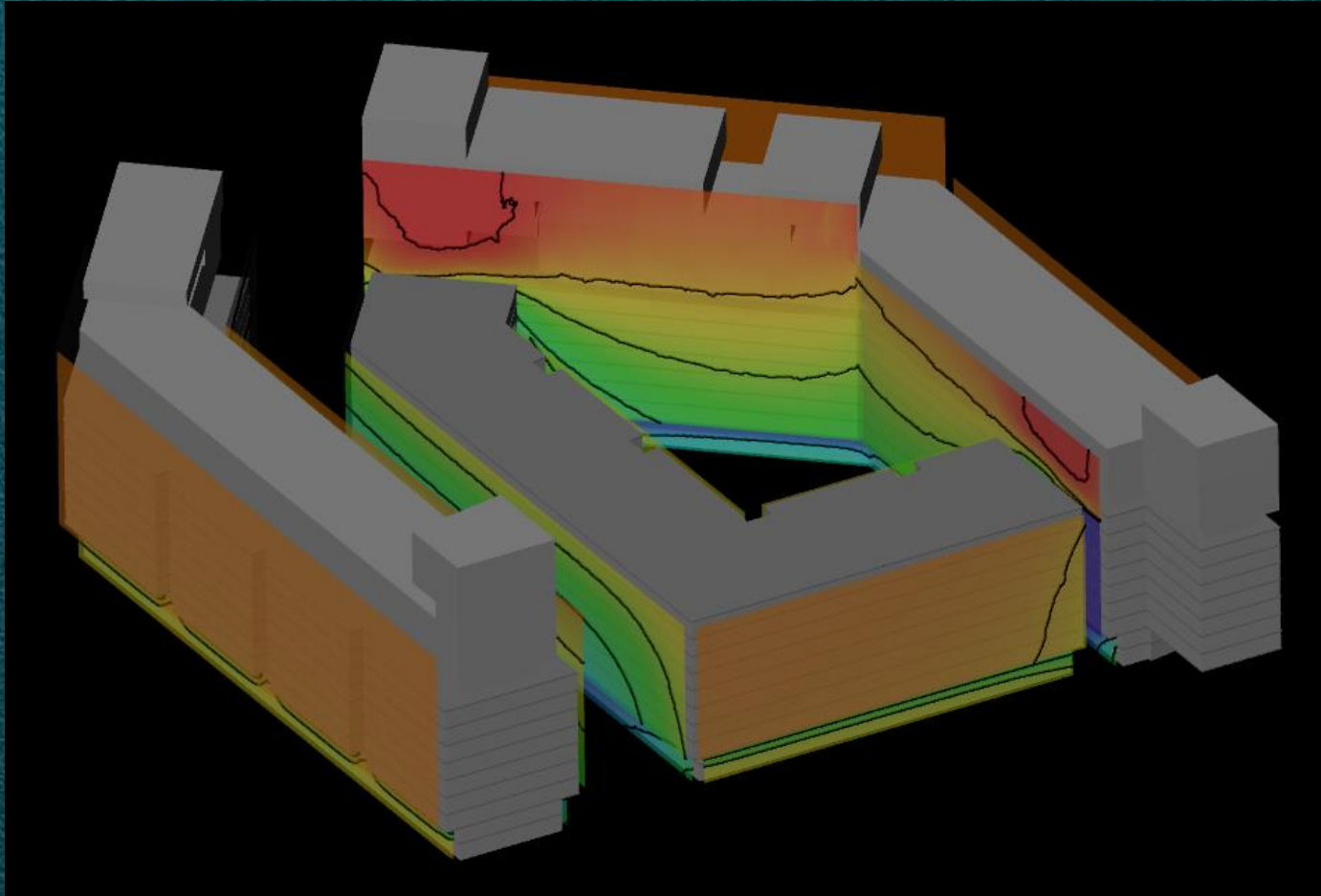
- **Determine compliance with British Standard for Daylighting**
 - Step 1 – Determine “worst case” apartments
 - Step 2 – Calculate daylight factor in “worst case” apartments
 - Step 3 – Produce “Compliance Contours”
 - Step 4 – Determine percentage possible sunlight in “worst case” apartments

Step 1 – Determine “Worst Case” Apartments

- **Daylight factor distribution on each façade**
- **Overcast sky model**

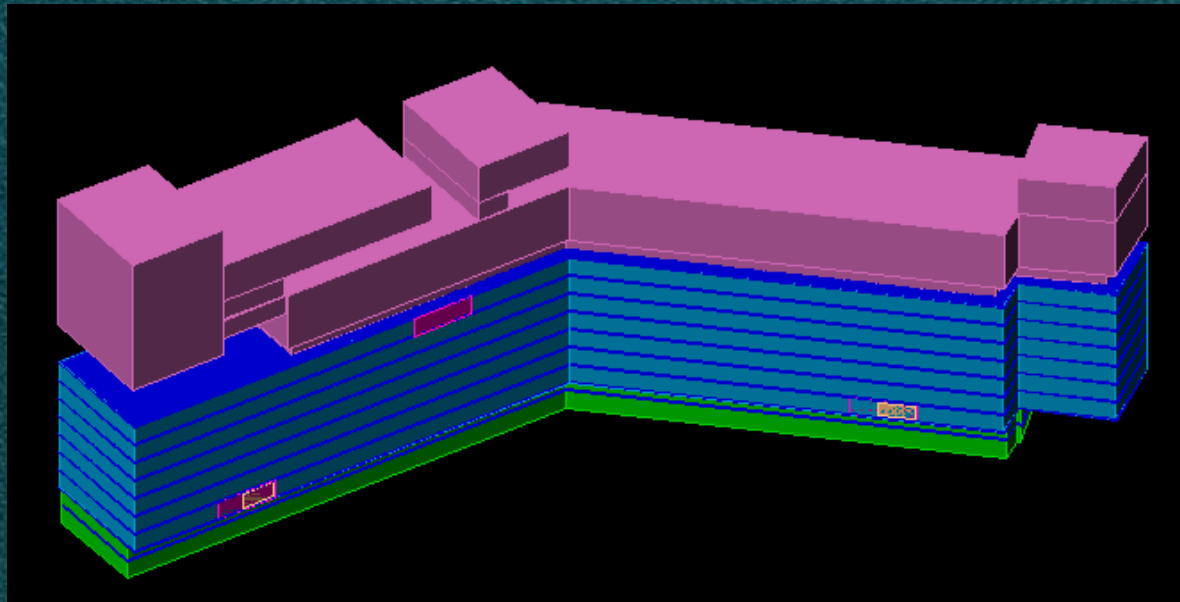


Step 1 – Determine “Worst Case Apartments”



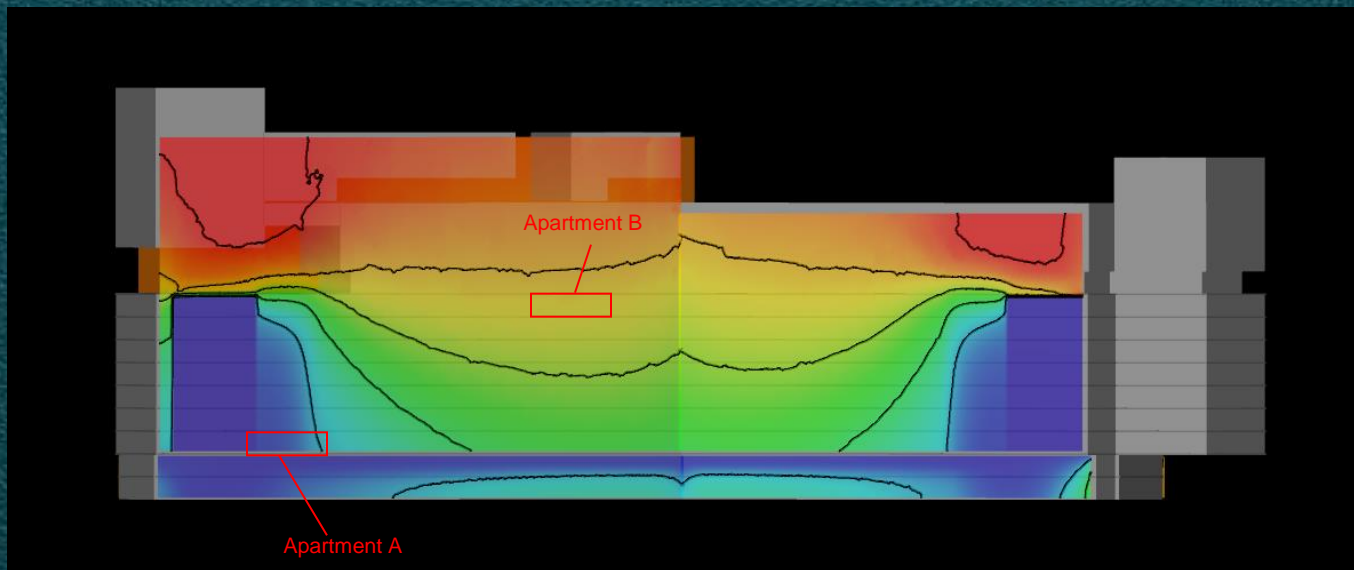
Step 2 – Calculate D. F. in “Worst Case” Apartments

- Model built as simple blocks (no interior)
- Use `mkillum` to “capture” daylight distribution landing on façade



Step 2 – Calculate D. F. in “Worst Case” Apartments

- Apply `mkillum` distribution to individual apartment model
 - 1 model – many possible distributions
 - Hand edited `mkillum` output

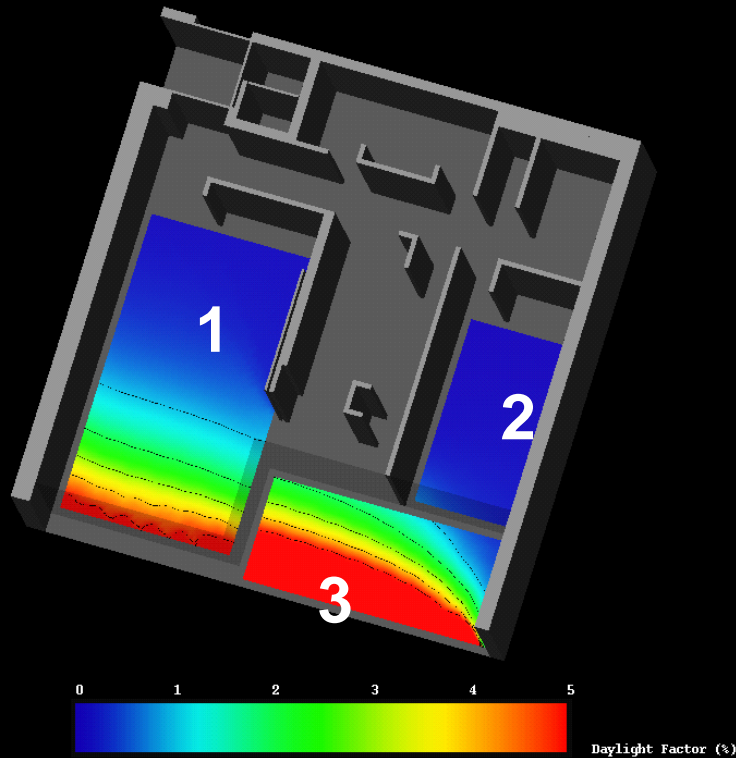


Step 2 – Calculate D. F. in “Worst Case” Apartments

Grid 1: Max=6.31; Min=0.10; Avg=1.36

Grid 2: Max=0.76; Min=0.04; Avg=0.14

Grid 3: Max=20.93; Min=0.32; Avg=4.83

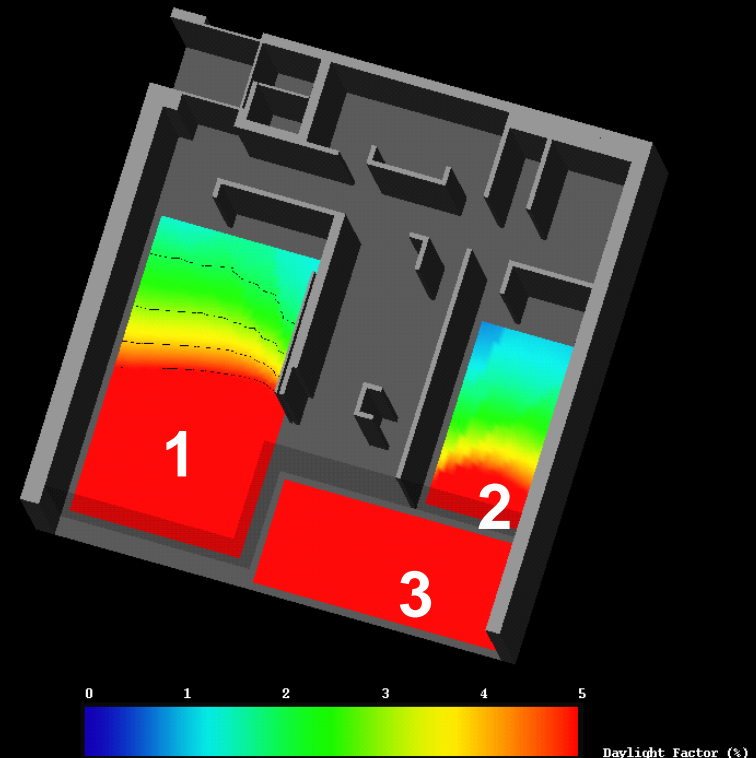


Apartment A

Grid 1: Max=31.59; Min=1.17; Avg=8.51

Grid 2: Max=9.96; Min=0.76; Avg=3.31

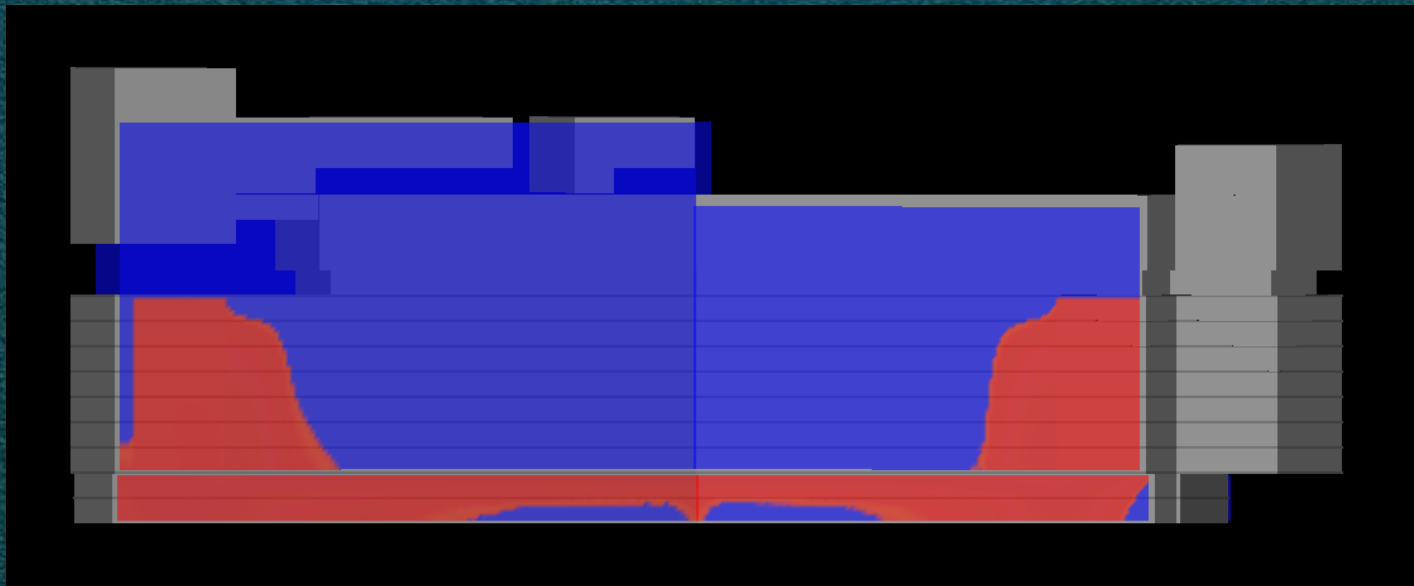
Grid 3: Max=65.78; Min=10.22; Avg=29.32



Apartment B

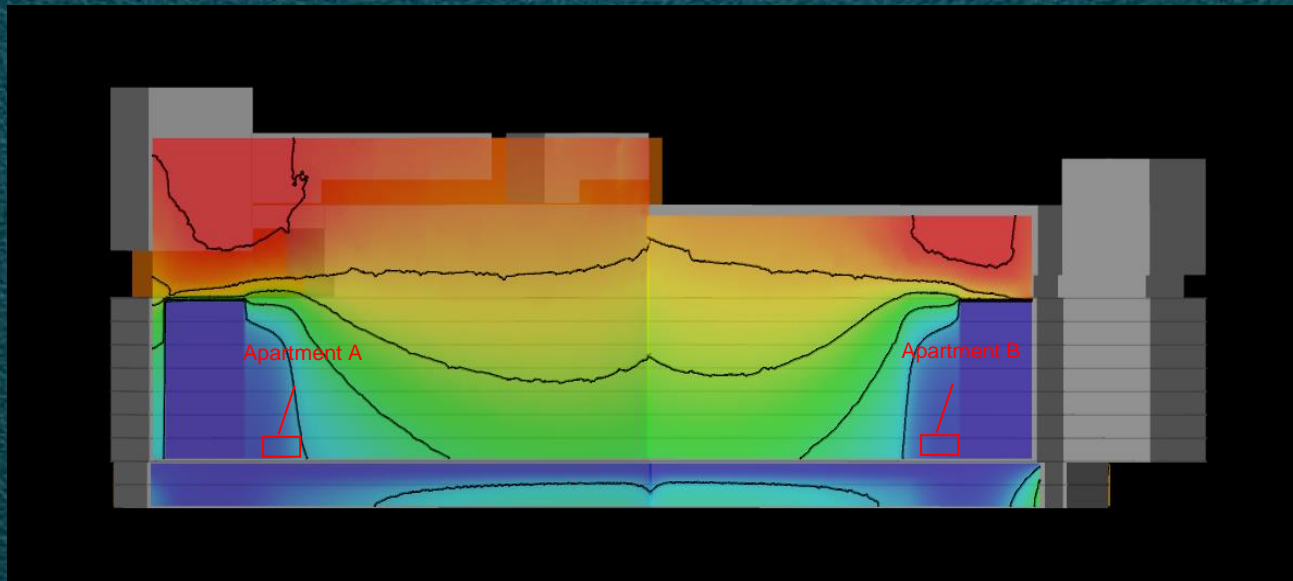
Step 3 – Produce “Compliance Contours”

- Determine relationship between daylight factor on façade and daylight factor in apartment
 - Bedroom: 1% minimum average d.f.
 - Living Room: 1.5% minimum average d.f.



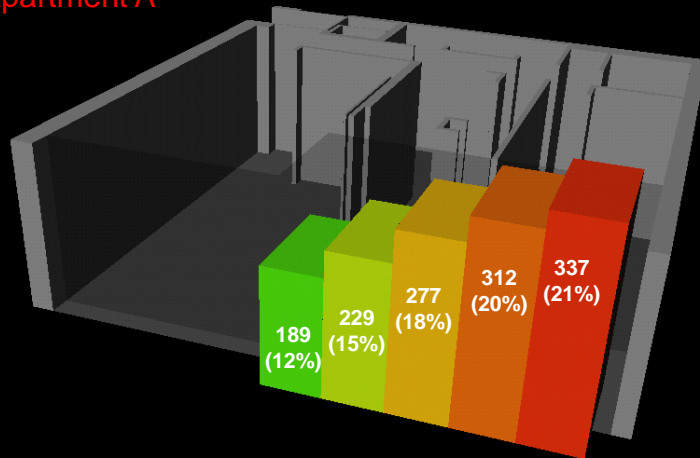
Step 4 – Percentage possible sunlight

- Calculated for balcony area only
- Simplified model using monthly probabilities
- Minimum 25% possible hours

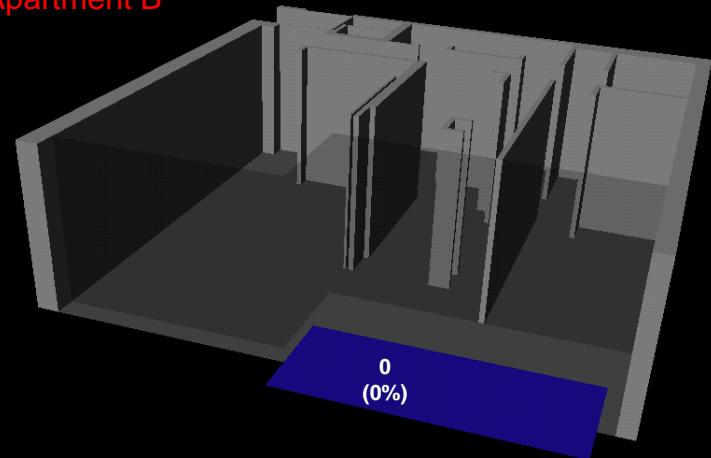


Step 4 – Percentage possible sunlight

Apartment A



Apartment B



Acoustical Reflector Analysis

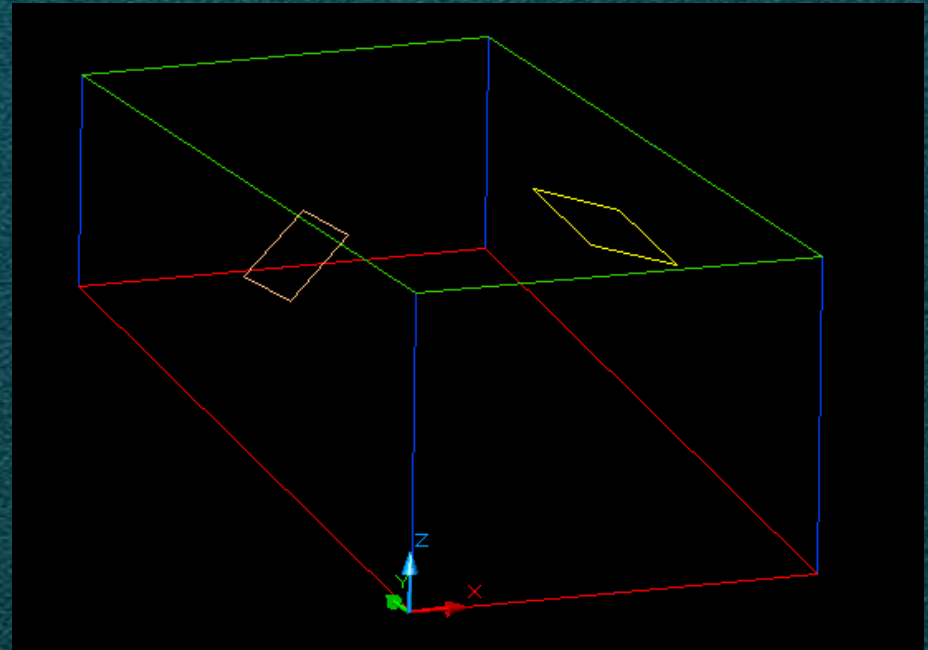
- **Problem**
 - Need method to show patterns of acoustical reflector coverage in a 3D model
 - Apparently no available acoustical software to do this
- **Why use *Radiance*?**
 - Easy to model complex spaces
 - Acoustical reflections similar to light reflections
 - Ability to change image generating parameters
 - Material properties
 - Exposure
 - Combining images

Early development of process

- **First try – not very successful**
 - Acoustical source modeled as light source
 - Acoustical reflectors modeled as mirrors (colored)
 - Single model, single rendering
 - Visibility of reflected patches was a problem
- **Second try – split renderings and combine later**
 - More control over exposure
 - More post-processing options
 - More flexible

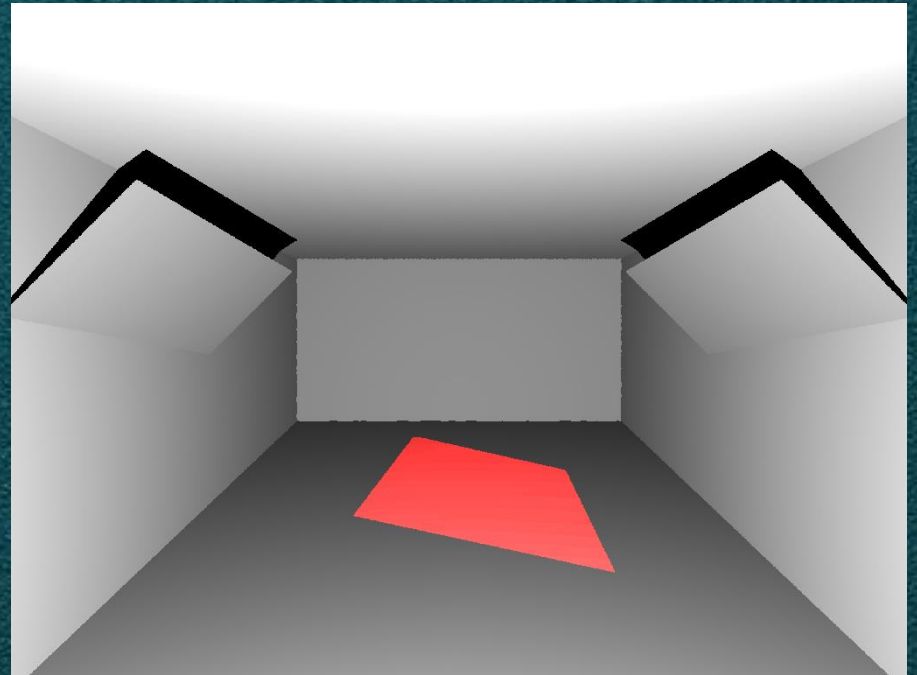
Simple test room

- Acoustical source – small “light” sphere
- Acoustical reflector – colored “mirror” with substituted plastic
- Floor, walls, ceiling – plastic



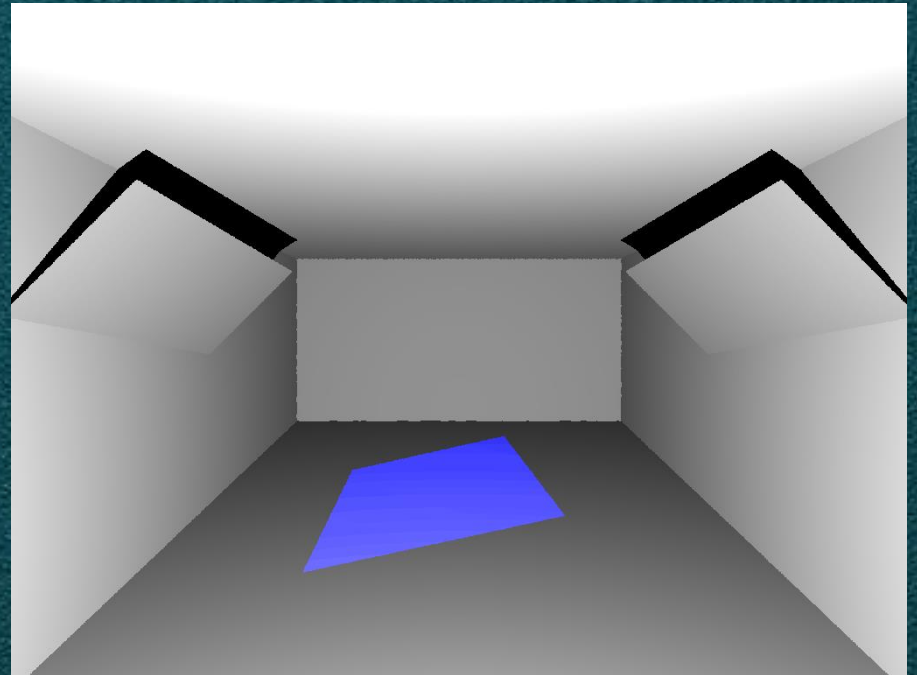
Red Reflector Image

- Right reflector as red mirror
- Left reflector as grey plastic
- Viewpoint just in front of source



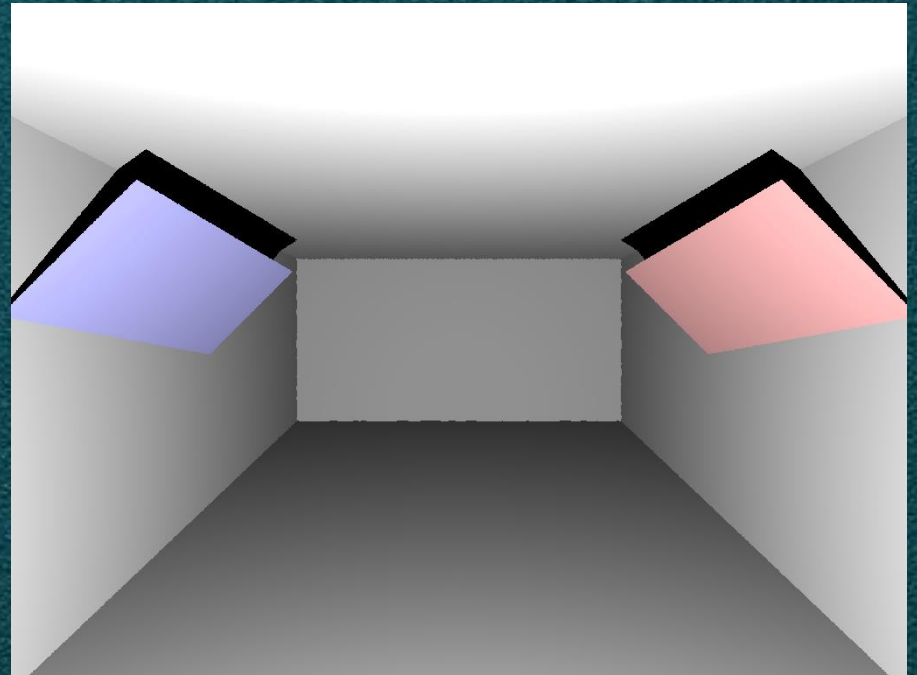
Blue Reflector Image

- Right reflector as grey plastic
- Left reflector as blue mirror
- Viewpoint just in front of source



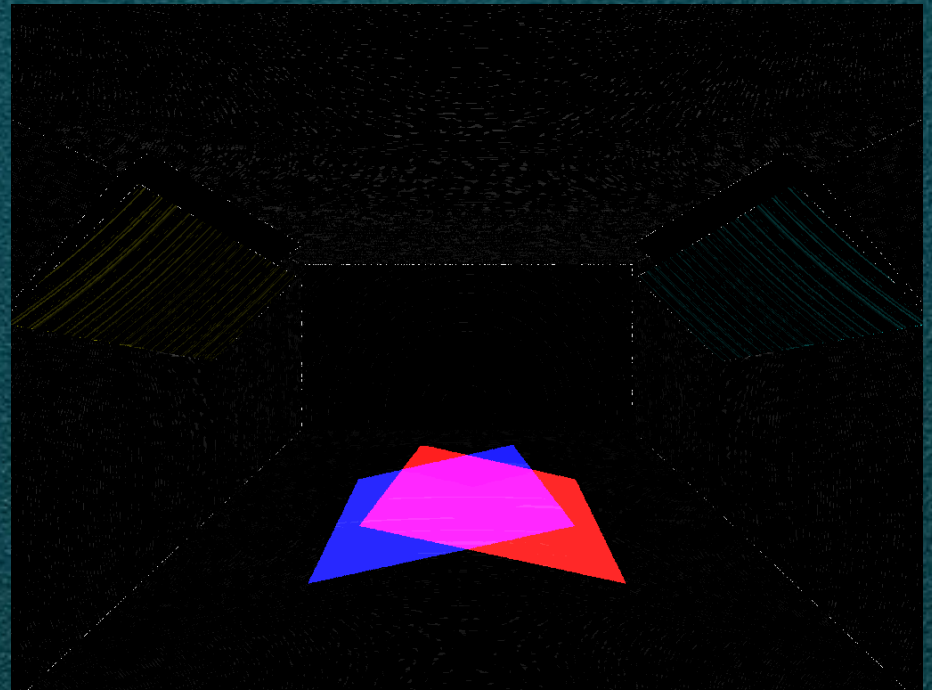
Diffuse Image

- Right reflector as red plastic
- Left reflector as blue plastic
- Viewpoint just in front of source
- Same light source



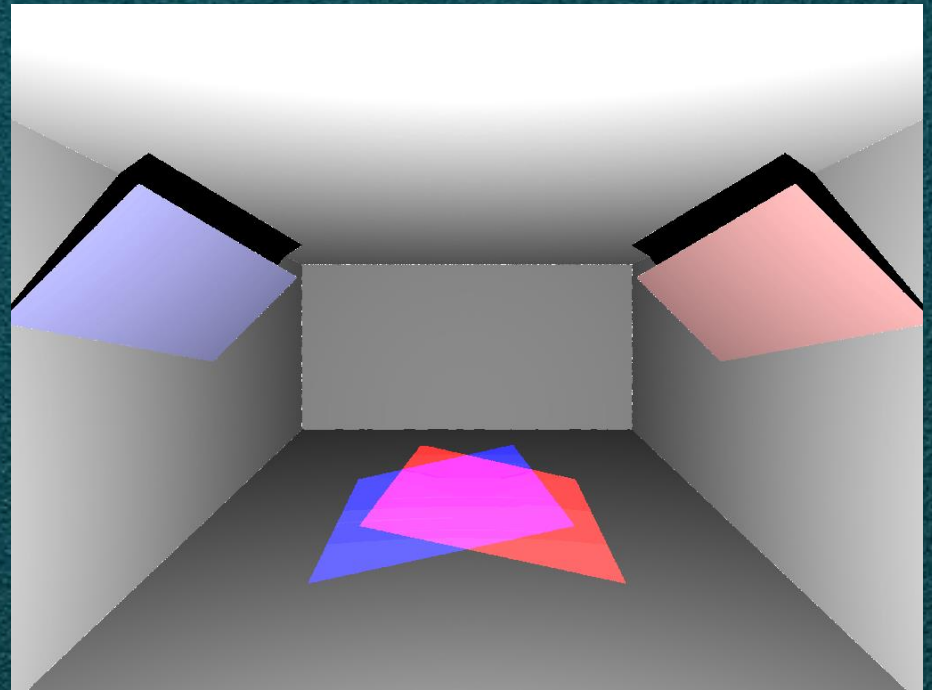
Subtract Ambient Light

- Leaves only reflected patches



Add Patches to Diffuse Image

- Visualization of reflector coverage in 3D space

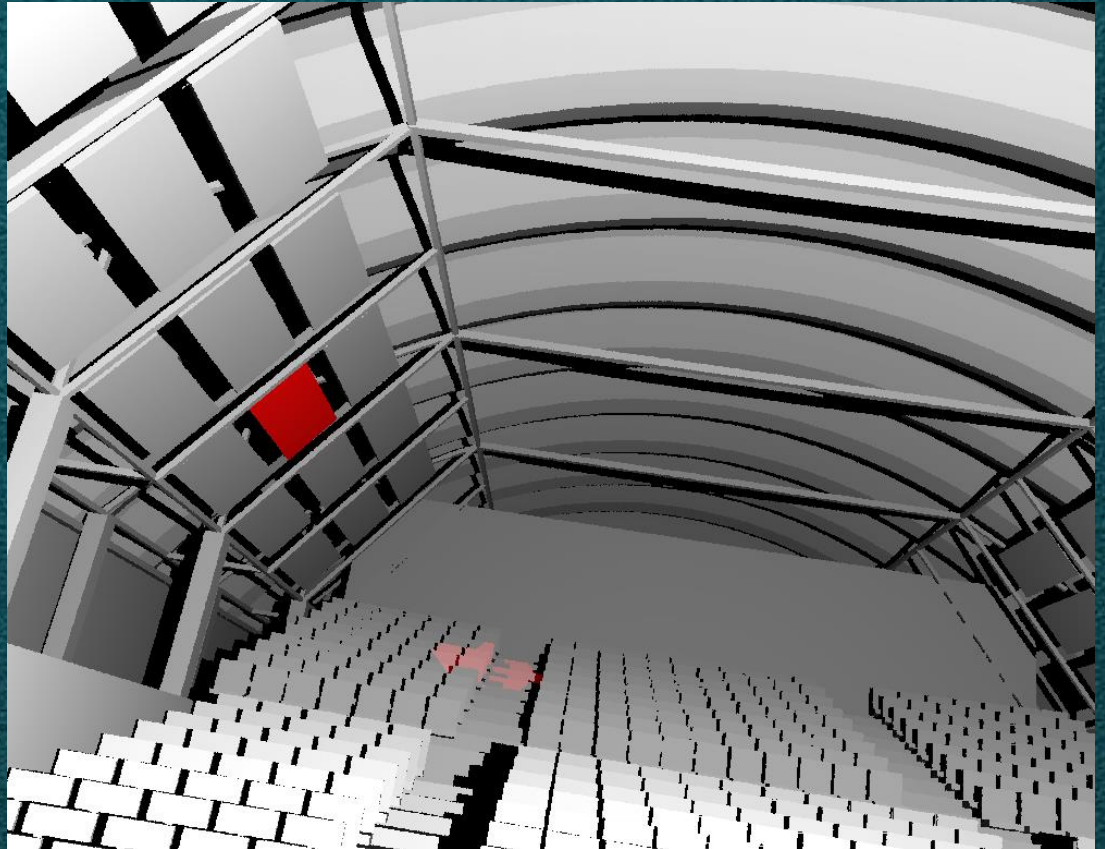


Next Steps

- **More complex model**
 - More reflectors
 - More colors
- **Limitations**
 - Reflectors should be smooth, not faceted
 - Limited number of colors
 - More colors makes a more complicated process for adding/subtracting images

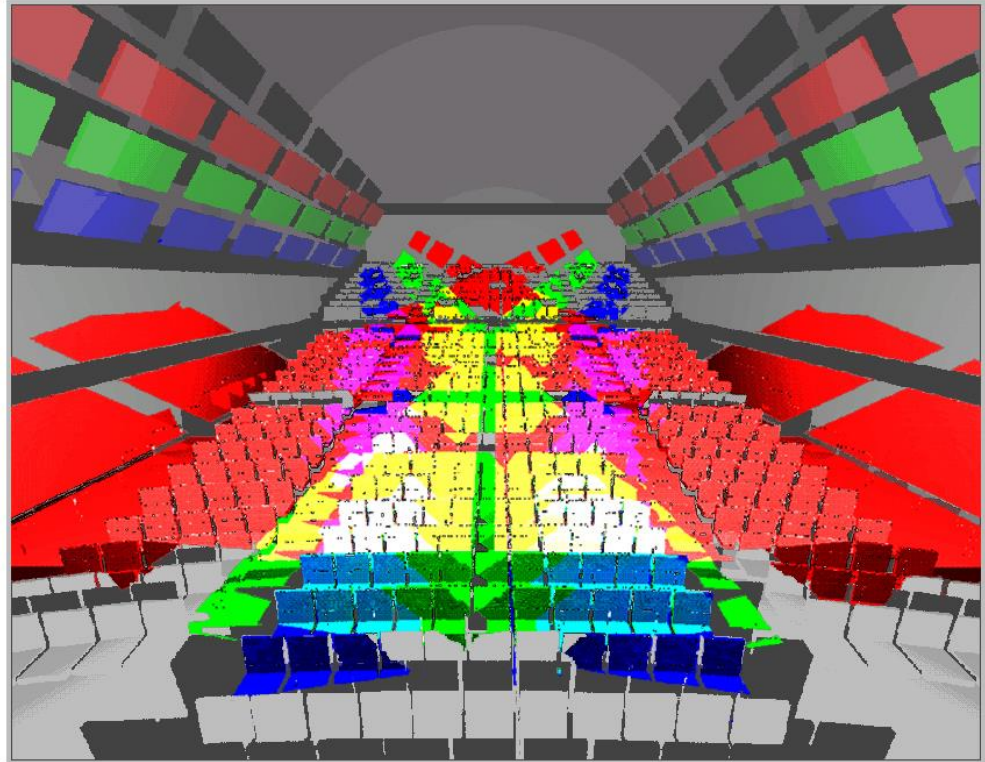
Project Example

- Queen's Hall, Trinidad



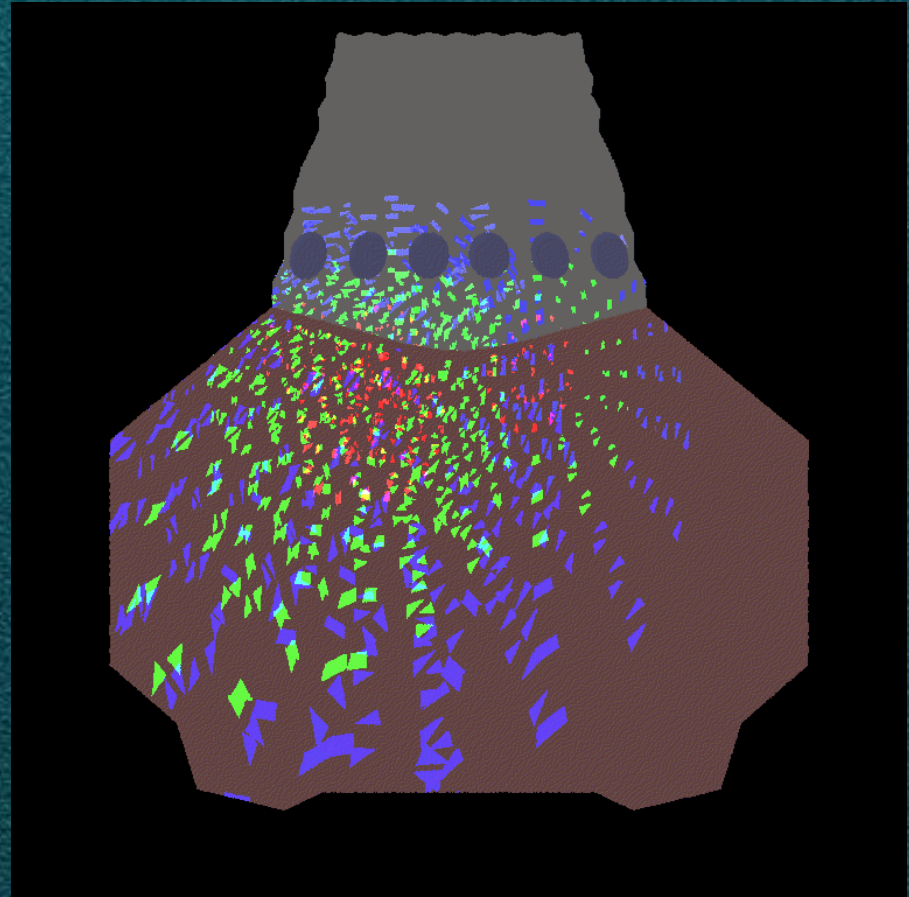
Project Example

- Queen's Hall, Trinidad



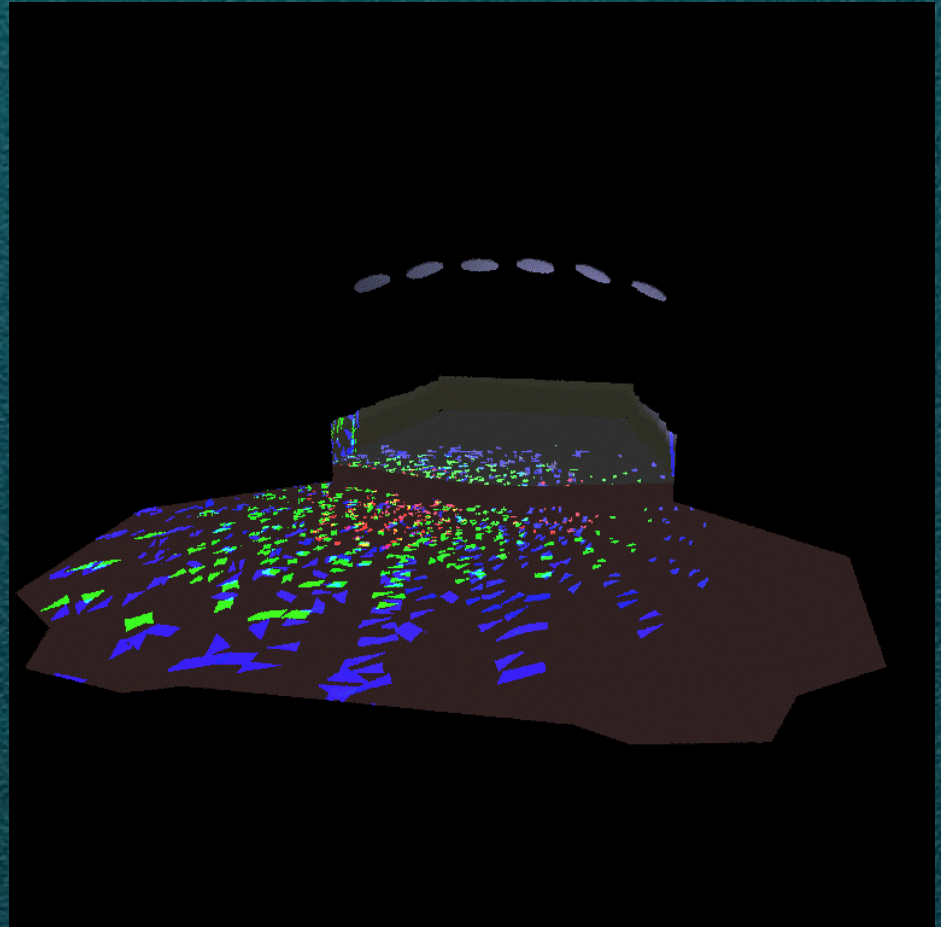
Project Example

- Sydney Opera House



Project Example

- Sydney Opera House



Thank You, any Questions?