

# Detailed characterisation of daylighting under a roof, a dormer and a vertical window:

## Final results of an exhaustive simulation project using Radiance



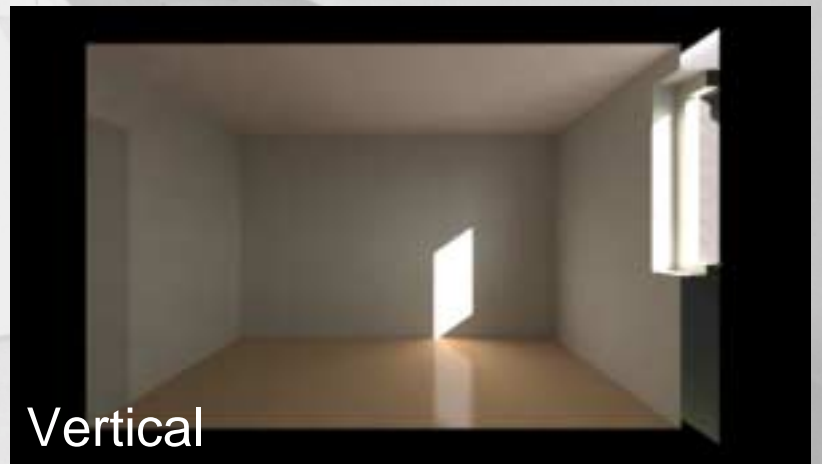
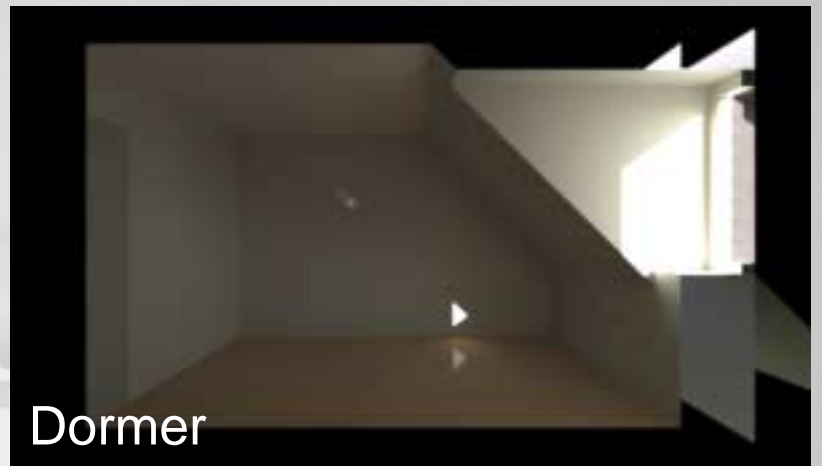
**Marie-Claude Dubois (ass. professor)**  
François Cantin, Nicolas Roy (students)



**Kjeld Johnsen, Karl Grau (senior researchers)**

# Question

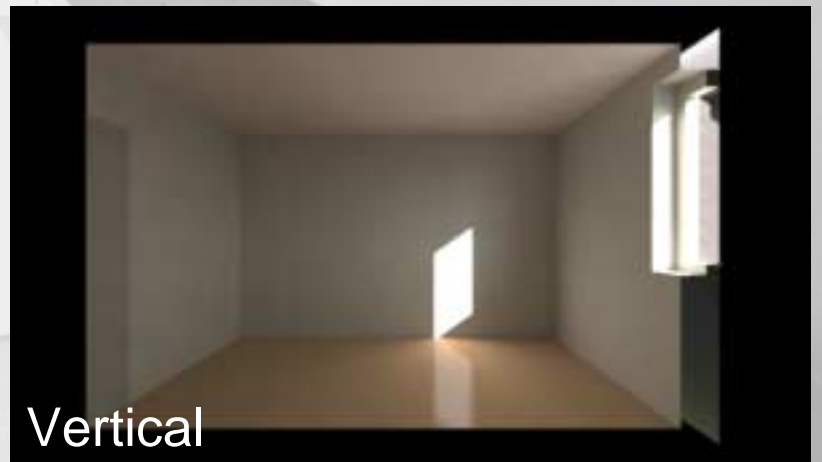
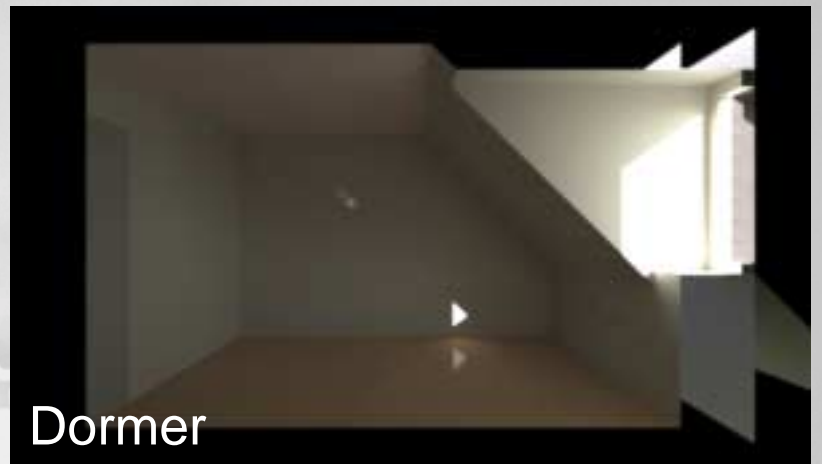
Which design gives good daylight?



# Question

Which design gives good daylight?

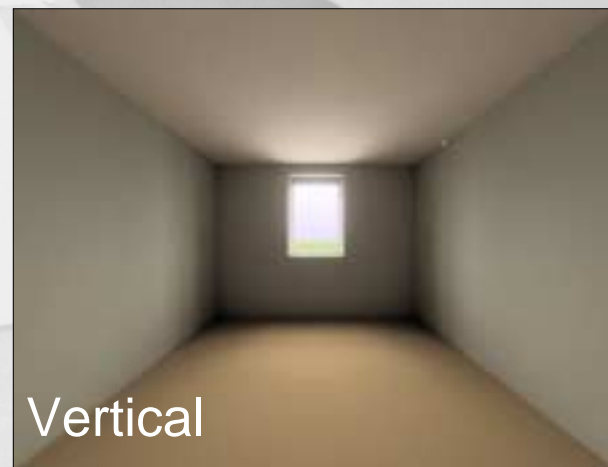
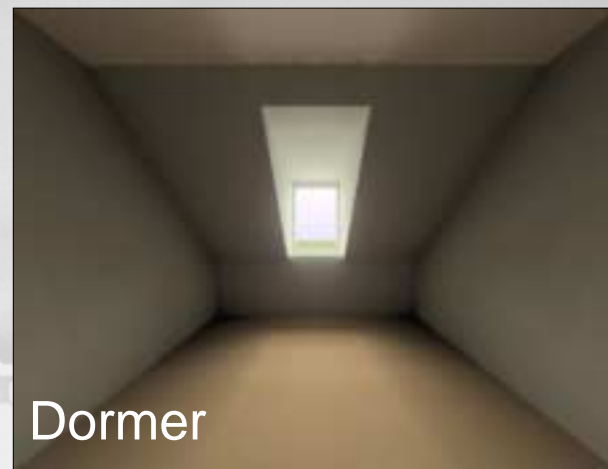
**What is daylight quality?**



# Method

## Performance indicators

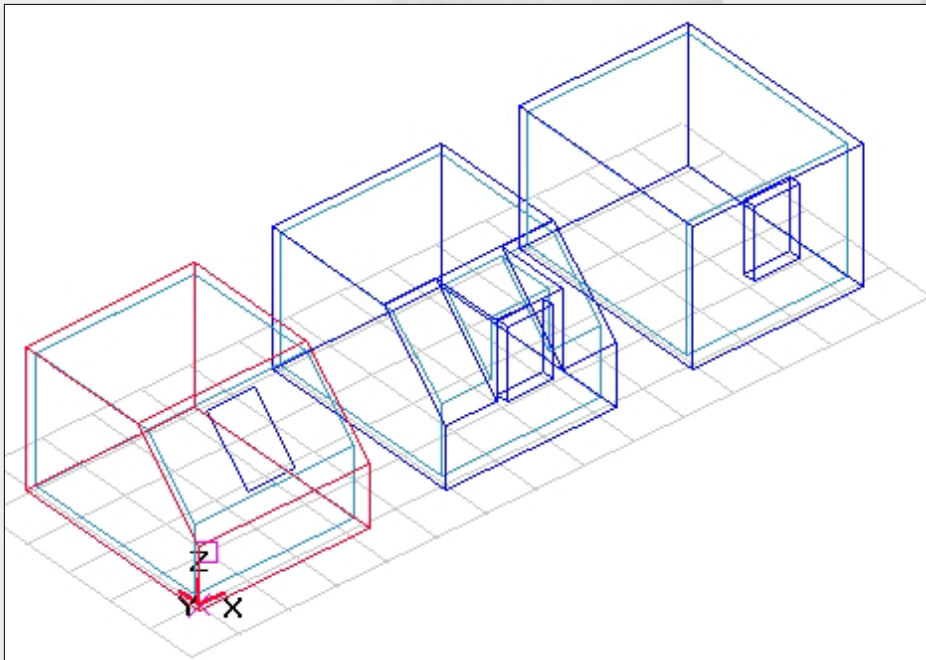
1. Horizontal illuminance
2. Cylindrical illuminance
3. Daylight factor (overcast)
4. Cubic illuminance
5. Vertical-to-horizontal illuminance
6. Daylight glare index
7. Sunlight patch (position, size, lum)
8. Luminance difference (LD) index
9. Luminance ratios
10. Scale of shadow
11. Average luminance 40° band



# Method

## Latitude, skies, orientations

Climate (DRY file) of Copenhagen (latitude  $55.4^{\circ}\text{N}$ )



### Skies:

Overcast  
Intermediate  
Sunny

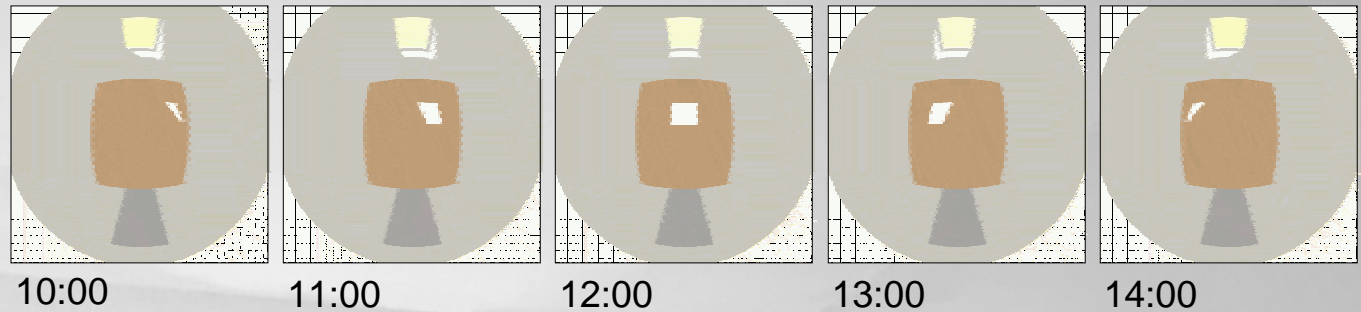
### Orientations:

South  
West (East symmetrical)  
North



# Method

## Sunny skies



South

	Jan	Feb	Mar	Apr	May	Jun	Dec	Total
Vertical	10, 12	10, 12	8, 10, 12	8, 10, 12	8, 10, 12	8, 10, 12	10, 12	18
Dormer	10, 12	10, 12	8, 10, 12	8, 10, 12	8, 10, 12	8, 10, 12	10, 12	18
Roof	10, 12	10, 12	8, 10, 12	8, 10, 12	8, 10, 12	8, 10, 12	10, 12	18
								54

West (East symmetrical)

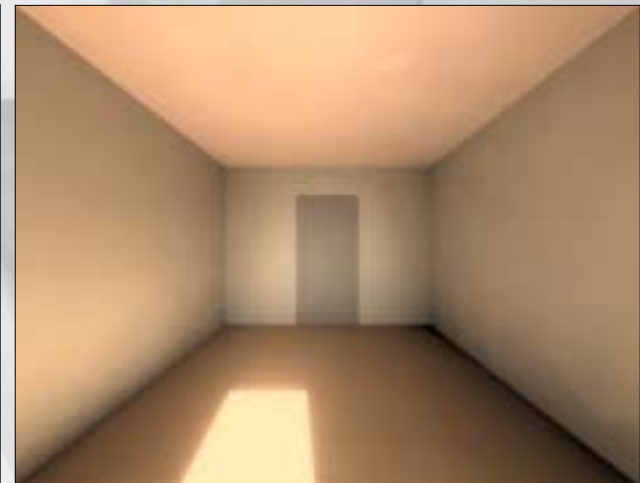
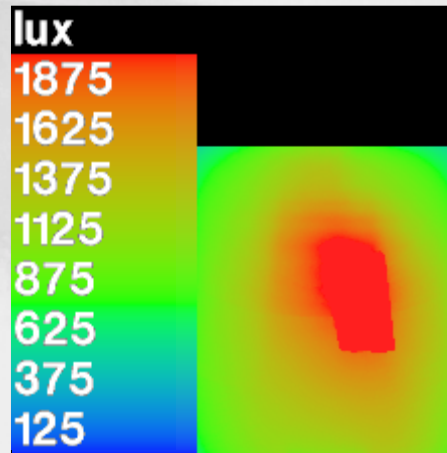
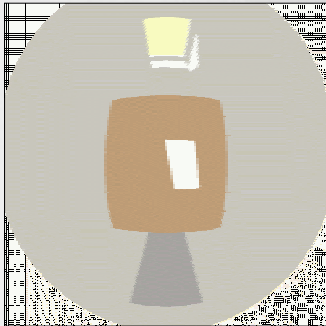
	Jan	Feb	Mar	Apr	May	Jun	Dec	Total
Vertical	14	14, 16	14, 16	14, 16, 18	14, 16, 18, 20	14, 16, 18, 20	14	17
Dormer	14	14, 16	14, 16	14, 16, 18	14, 16, 18, 20	14, 16, 18, 20	14	17
Roof	12, 14	12, 14, 16	12, 14, 16	10, 12, 14, 16, 18	10, 12, 14, 16, 18, 20	10, 12, 14, 16, 18, 20	12, 14	27
								51

North

	Apr	May	Jun	Total
Vertical		6, 18, 20	6, 18, 20	6
Dormer	6	6, 18, 20	6, 20	6
Roof	6, 8, 18	6, 8, 10, 12, 14, 16, 18, 20	6, 8, 10, 12, 14, 16, 18, 20	19
				31

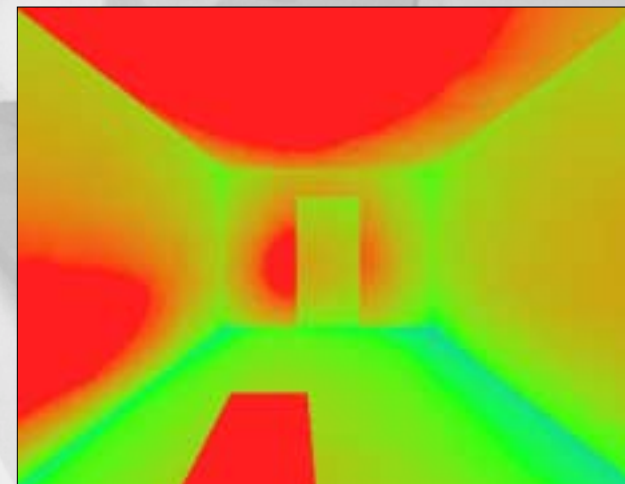
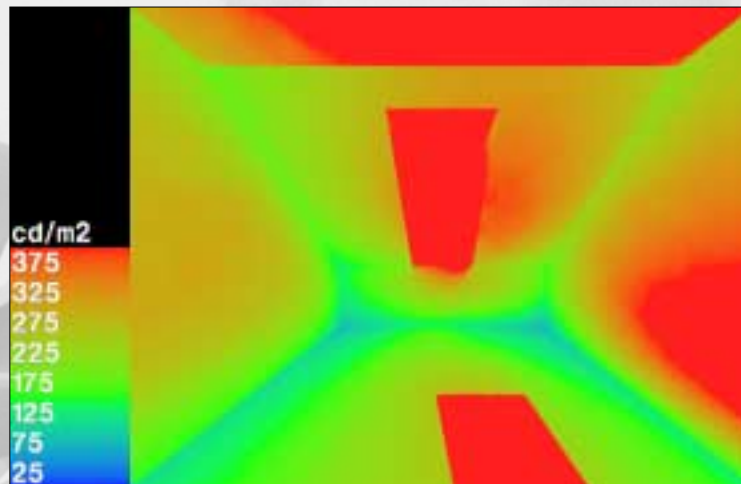
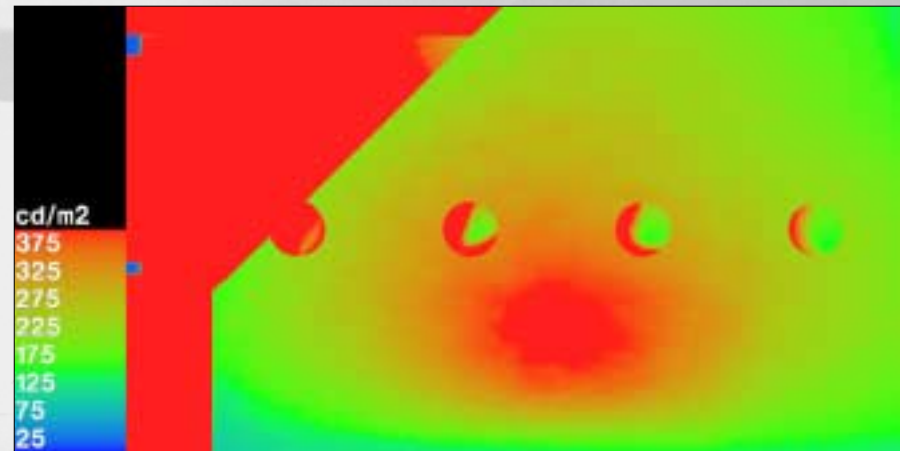
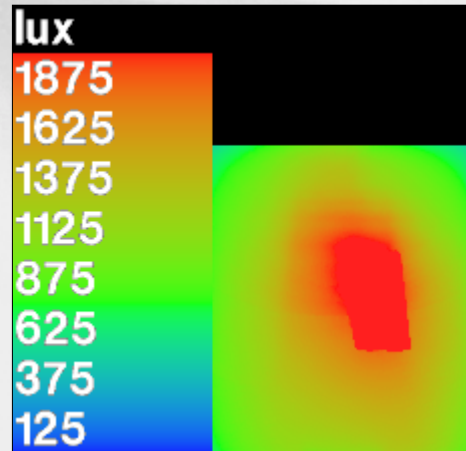
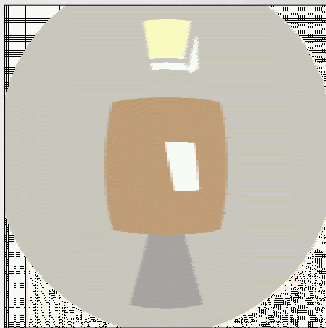
# Method

Renderings, dormer, June 21, 16:00, west



# Method

Renderings, dormer, June 21, 16:00, west

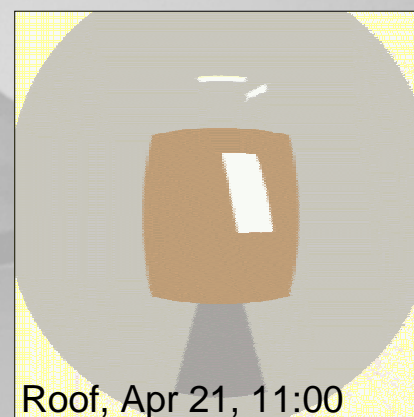
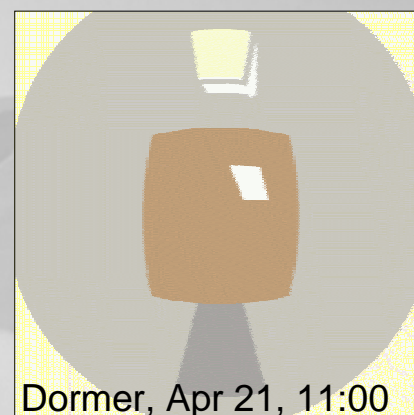
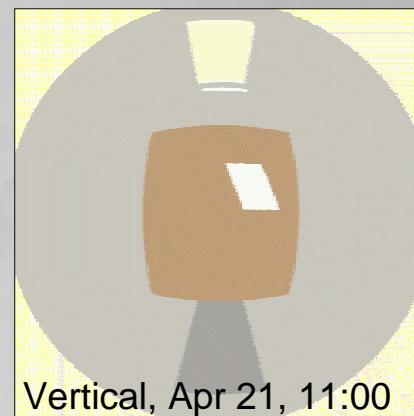
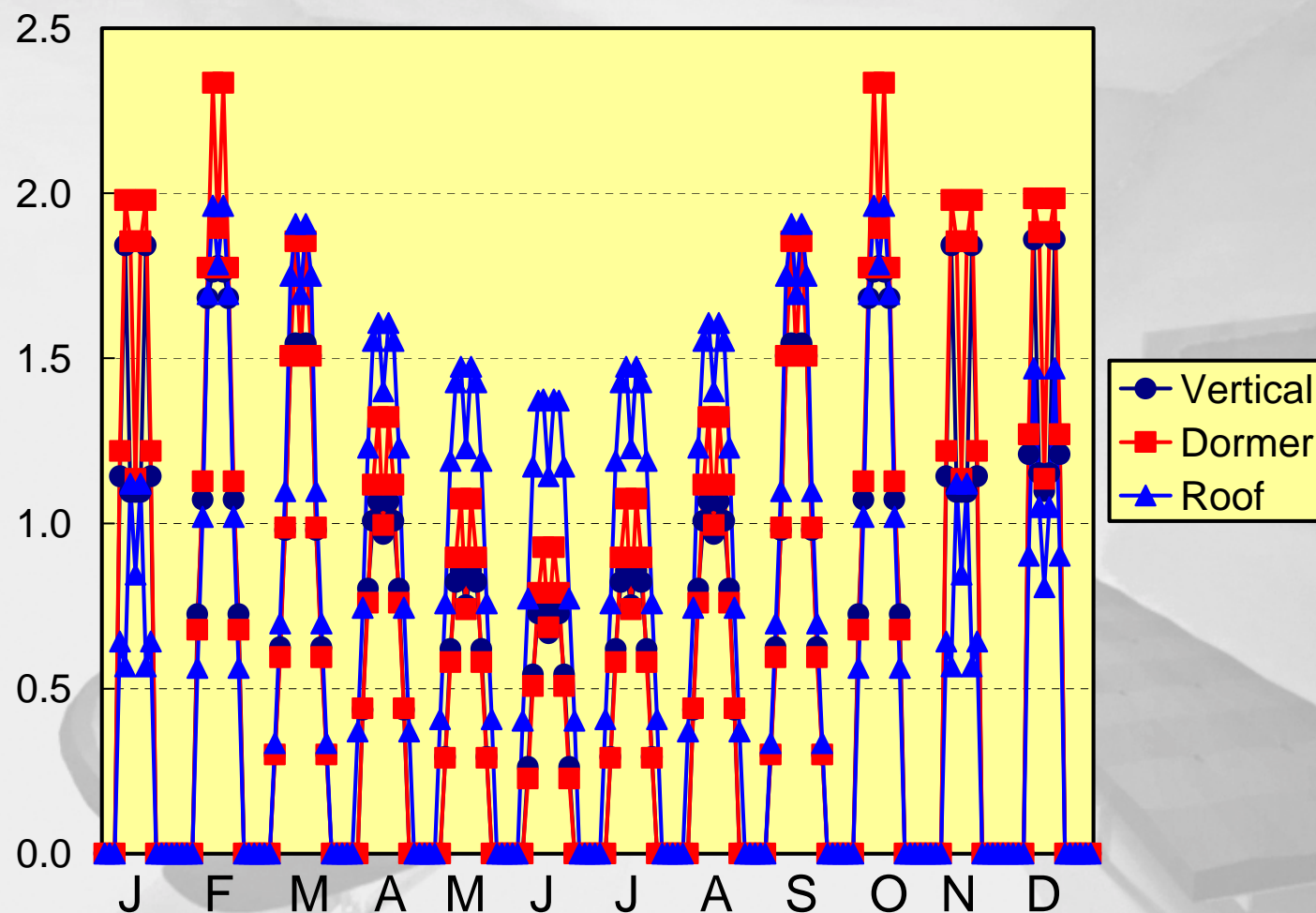


(146 + 2) skies x 3 orientations x 3 models x 4  
renderings = 5328 renderings



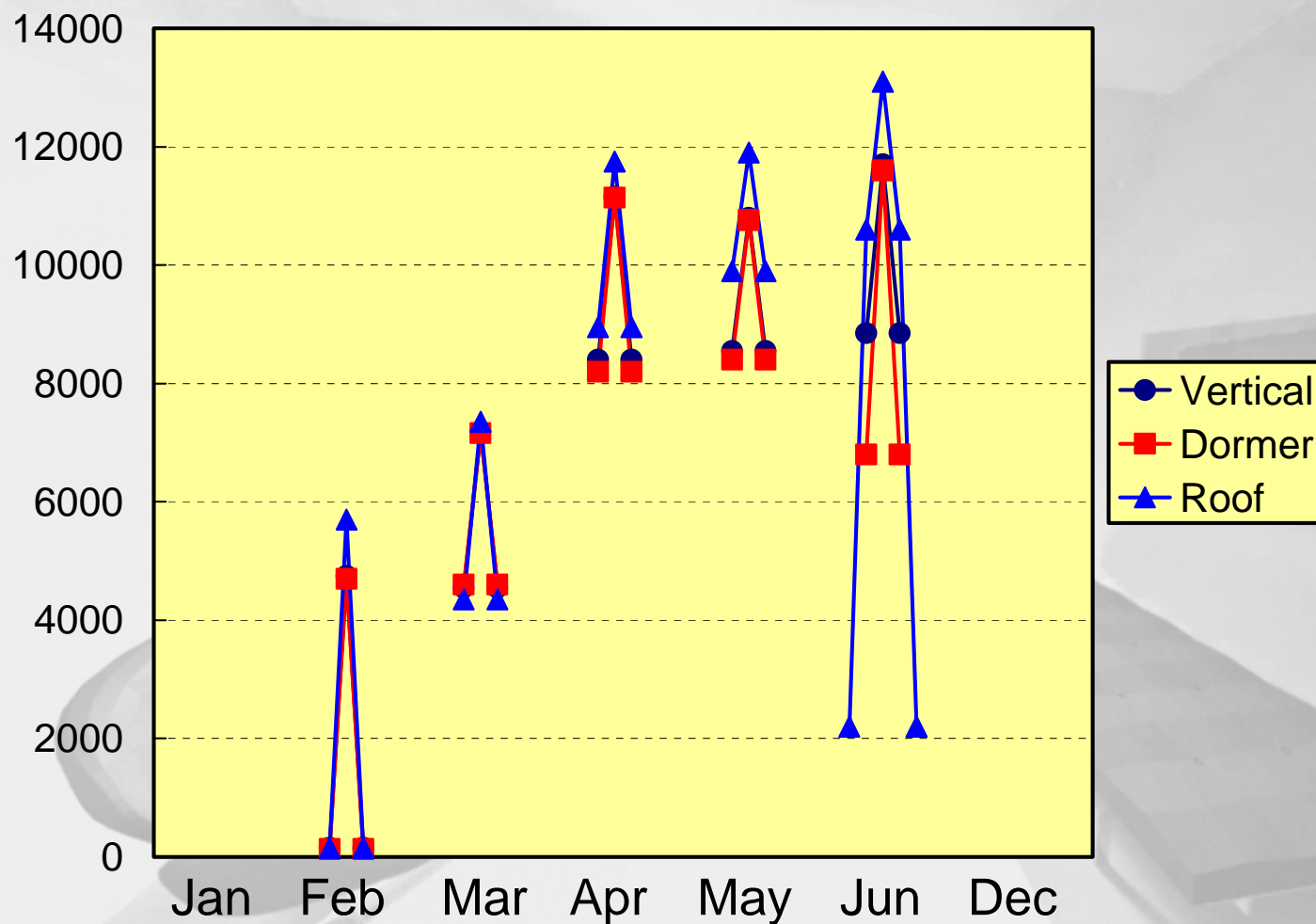
# Results

## Size (m<sup>2</sup>) of sunlight patch, south



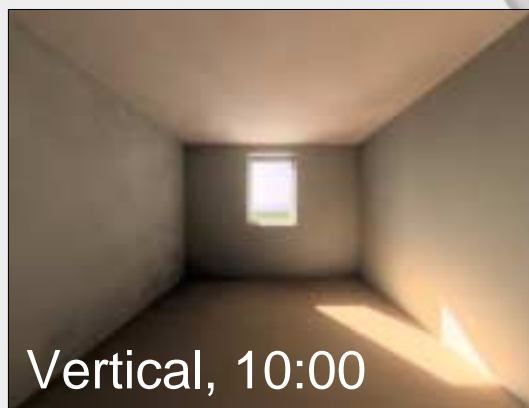
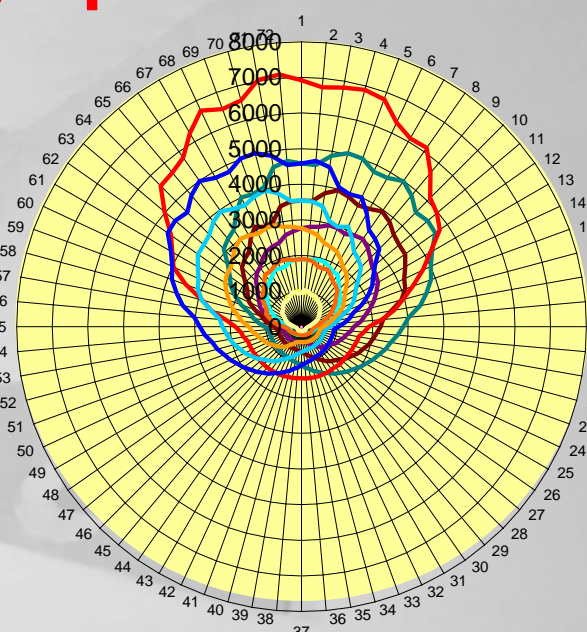
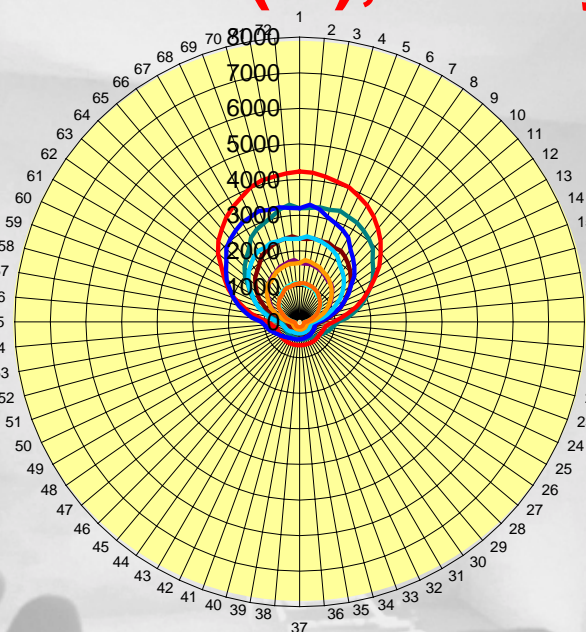
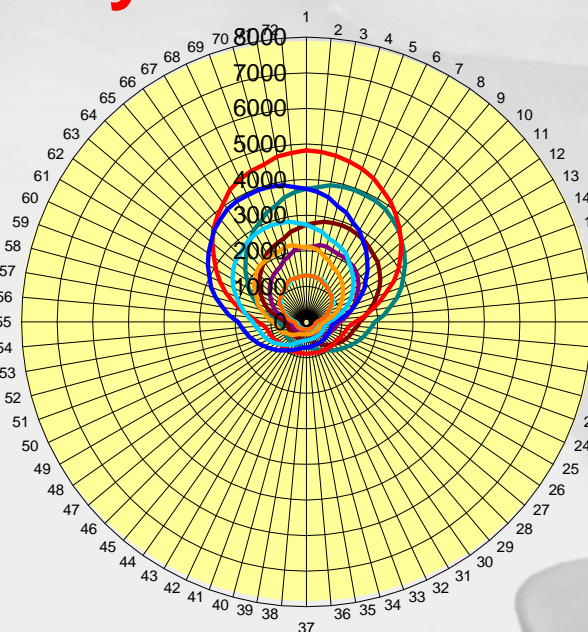
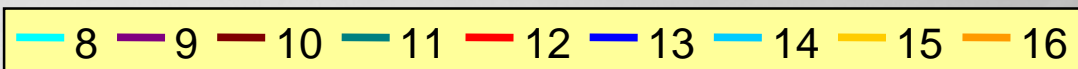
# Results

## Luminance ( $\text{cdm}^{-2}$ ) of sunlight patch, floor, south

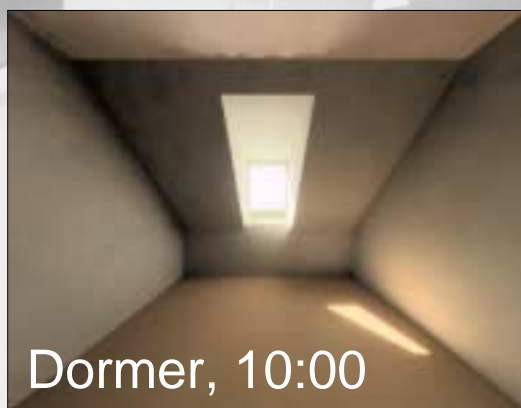


# Results

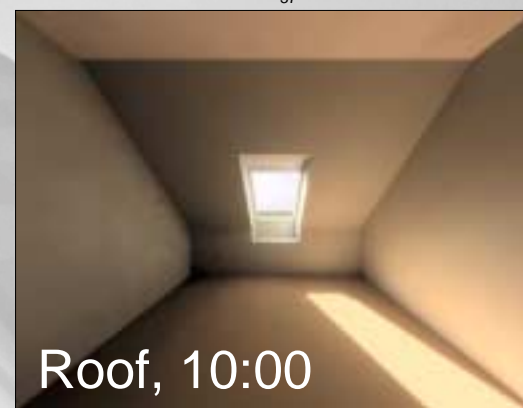
## Cylindrical illuminance (lx), sunny, April 21



Vertical, 10:00



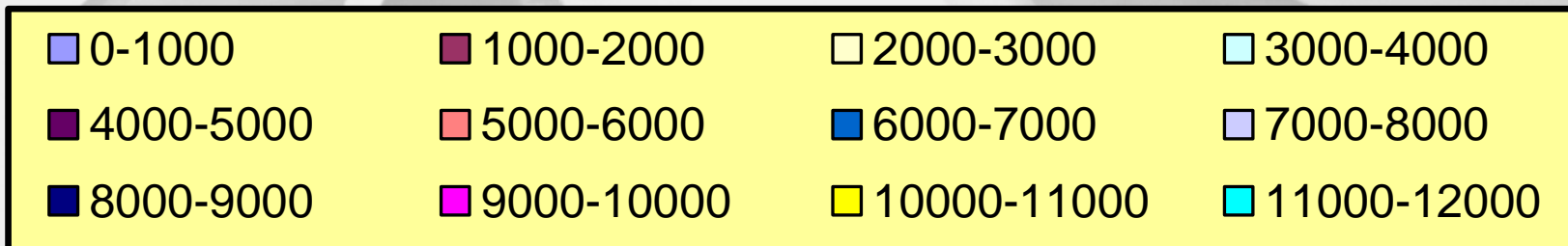
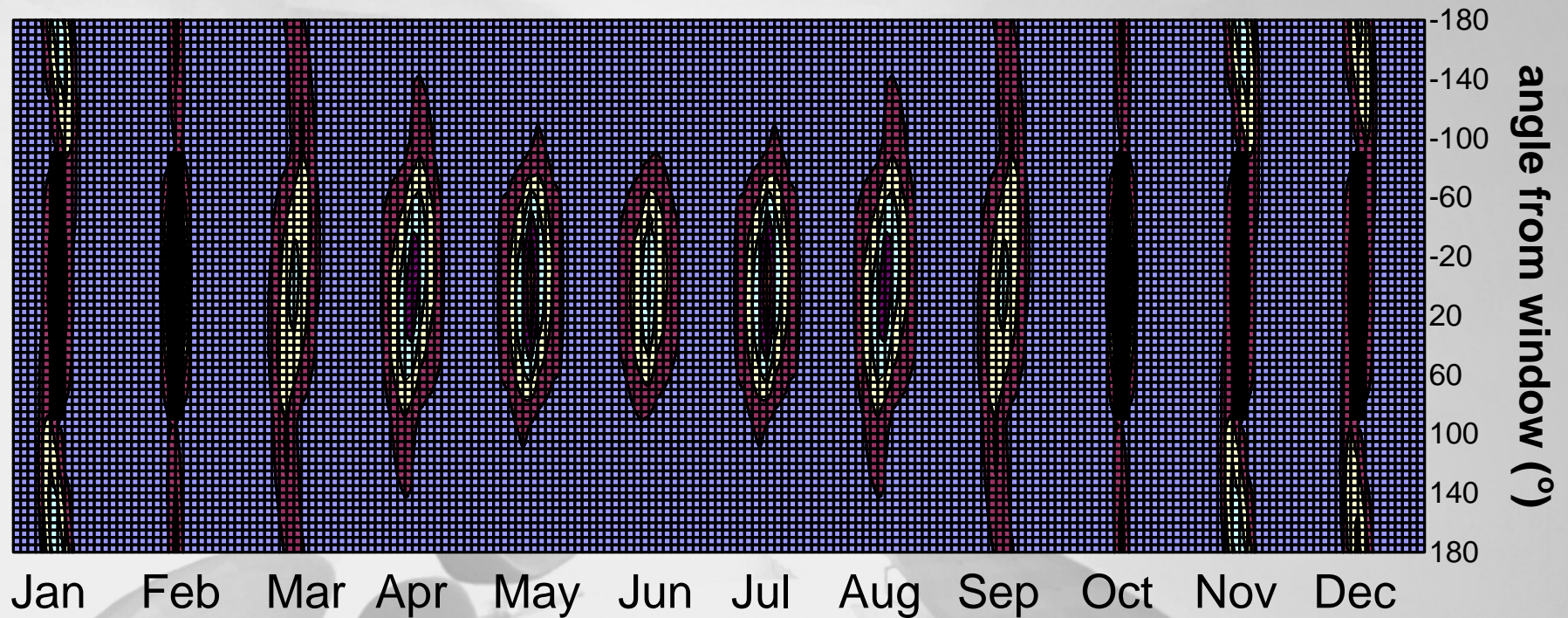
Dormer, 10:00



Roof, 10:00

# Results

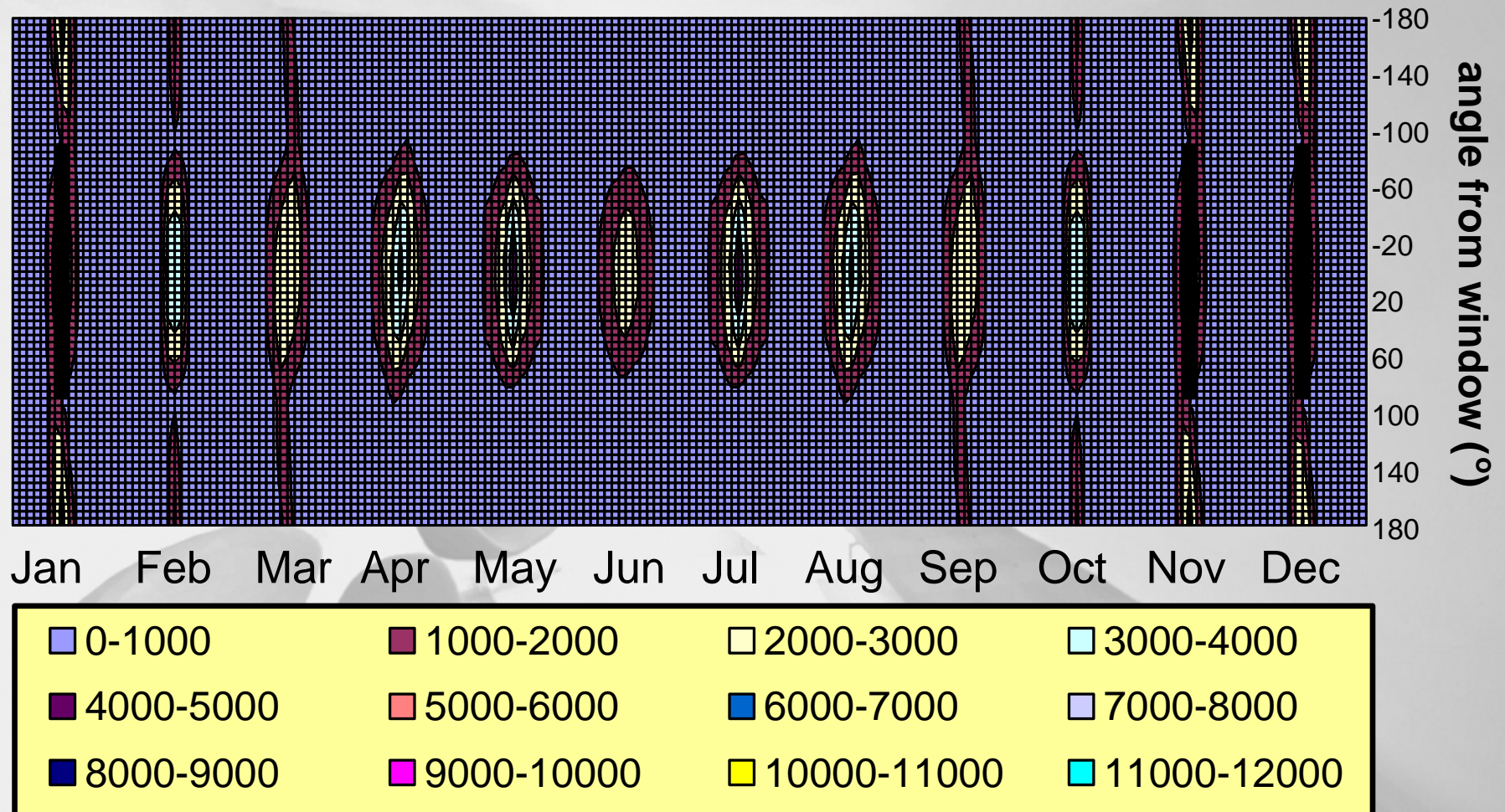
## Cylindrical illuminance (lx), sunny, vertical





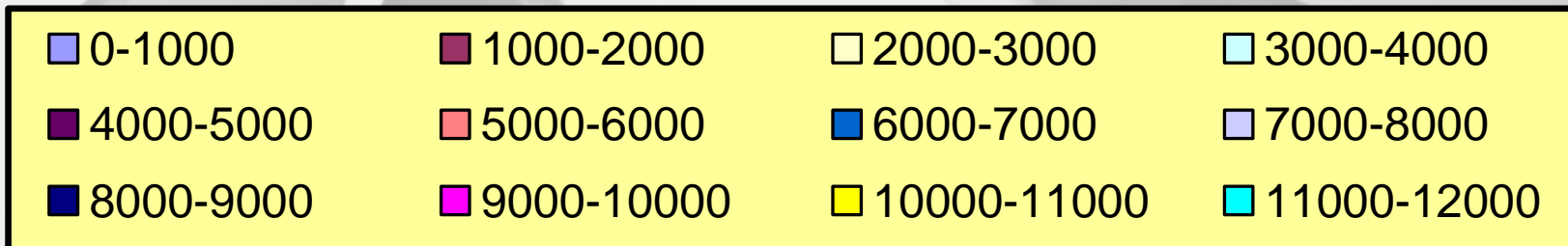
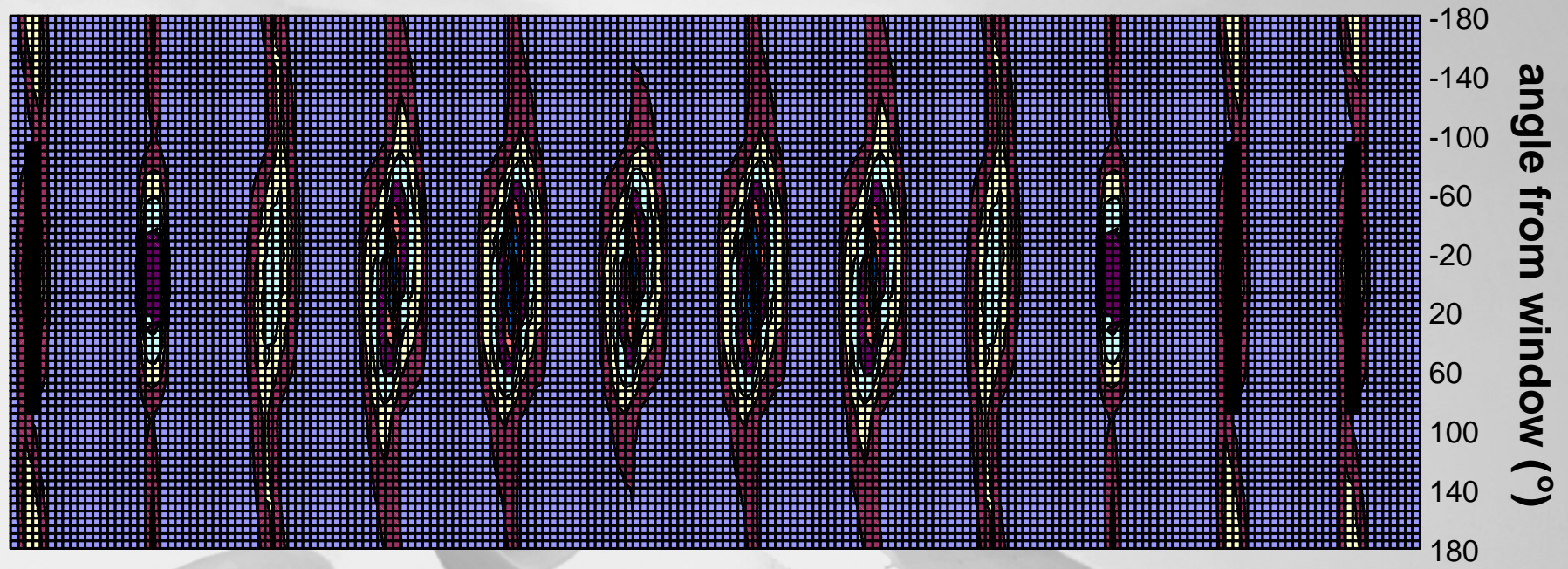
# Results

## Cylindrical illuminance (lx), sunny, dormer



# Results

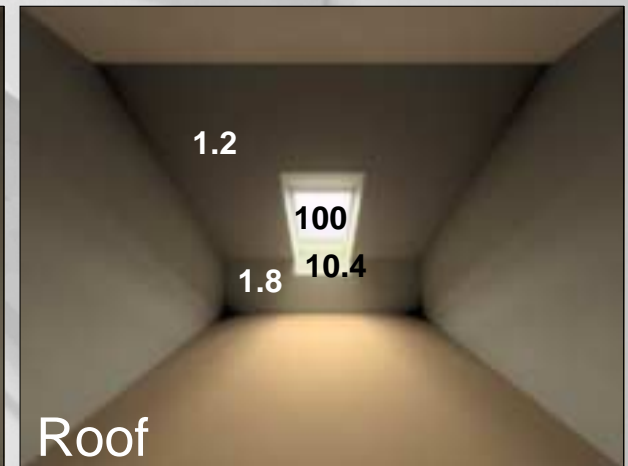
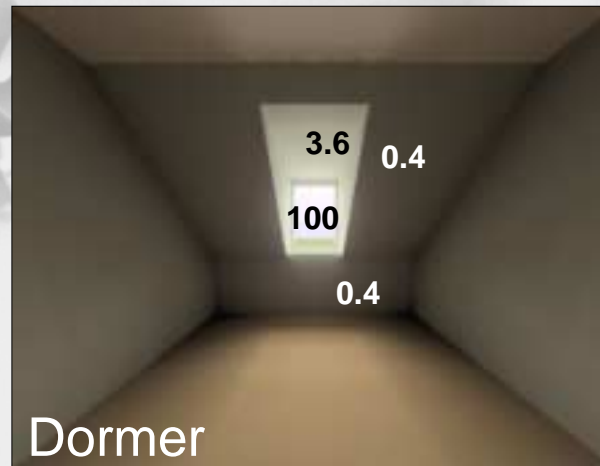
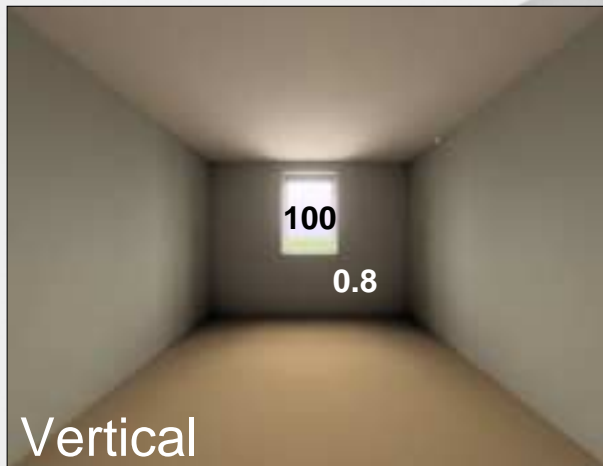
## Cylindrical illuminance (lx), sunny, roof



# Results

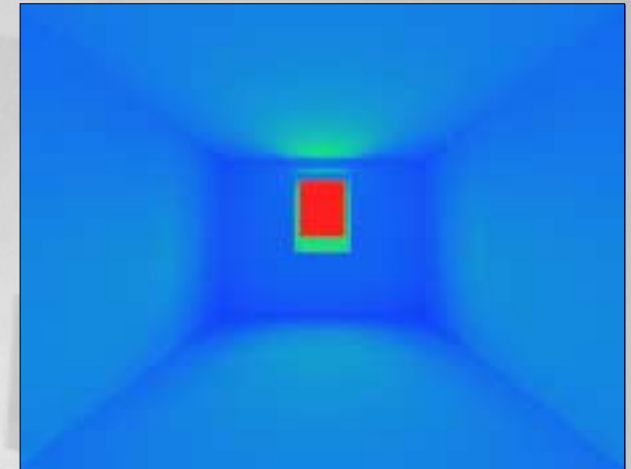
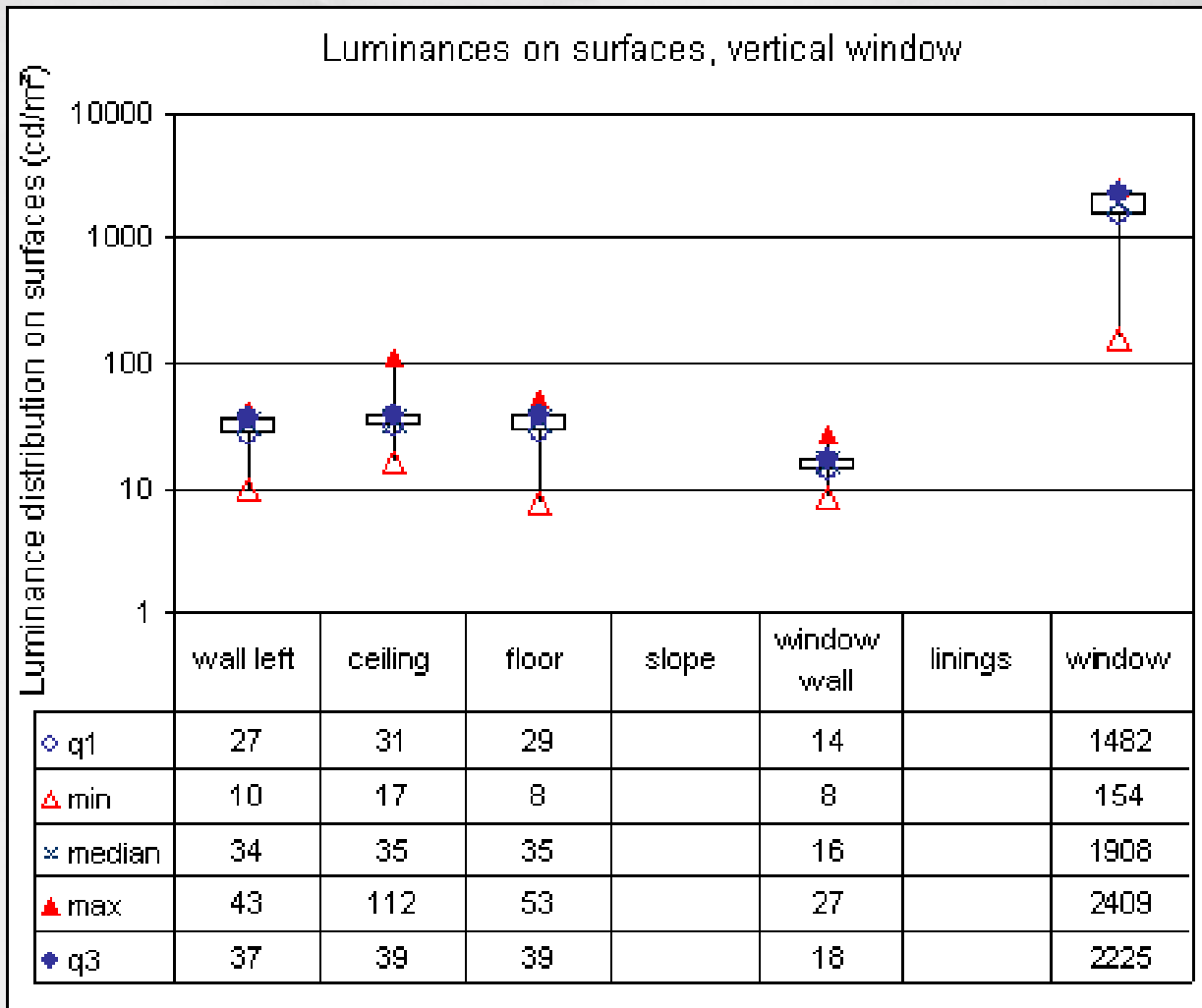
## Luminance ratios, overcast

	Window (sky) original data (cd/m <sup>2</sup> )	Window (sky)	Window (whole)	Window (ground)	Linings	Floor (front)	Floor (back)	Ceiling (front)	Ceiling (back)	West wall (front)	West wall (back)	East wall (front)	East wall (back)	North (back) wall	South wall	Slope south
Overcast																
Vertical	1944	100.0	92.3	7.3	-	1.9	1.3	1.7	1.3	1.6	1.4	1.6	1.4	1.3	0.8	-
Dormer	1891	100.0	90.9	7.5	3.6	1.2	0.9	0.7	0.8	0.6	0.6	0.6	0.6	0.9	0.4	0.4
Roof	1828	100.0	94.0	10.2	10.4	3.8	1.9	2.0	1.8	1.9	1.6	1.9	1.6	1.5	1.8	1.2



# Results

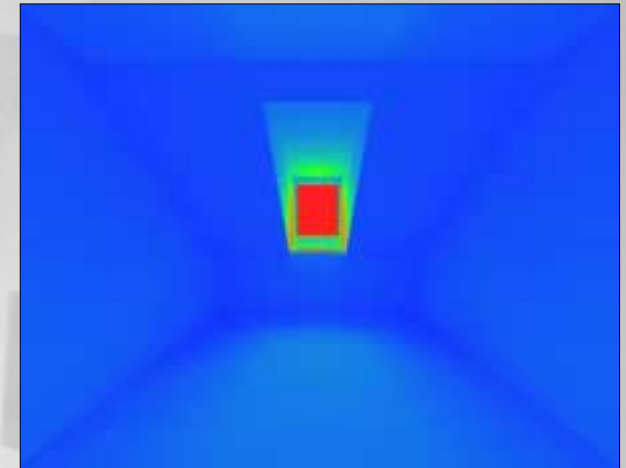
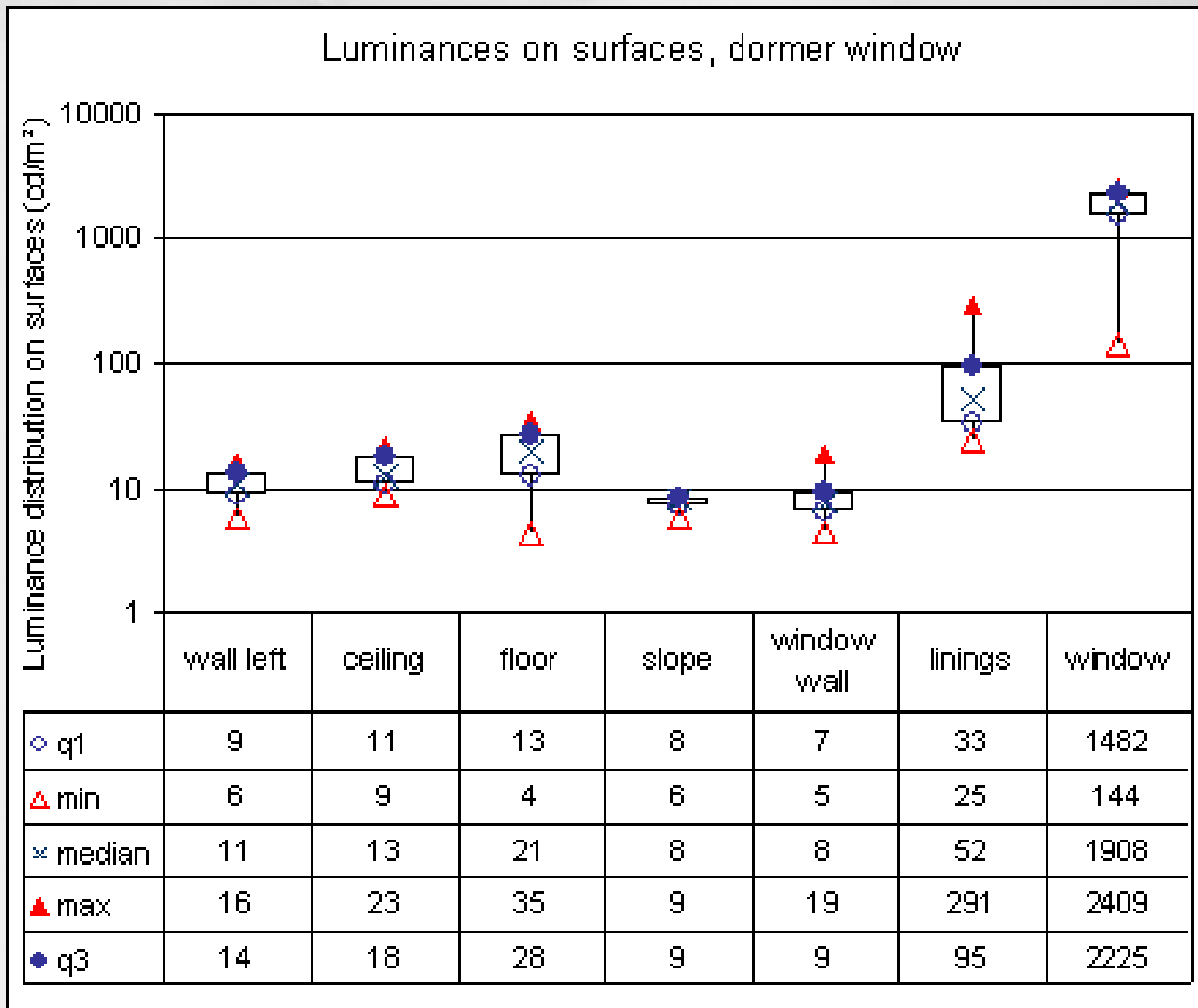
## Luminance ratios, overcast, vertical





# Results

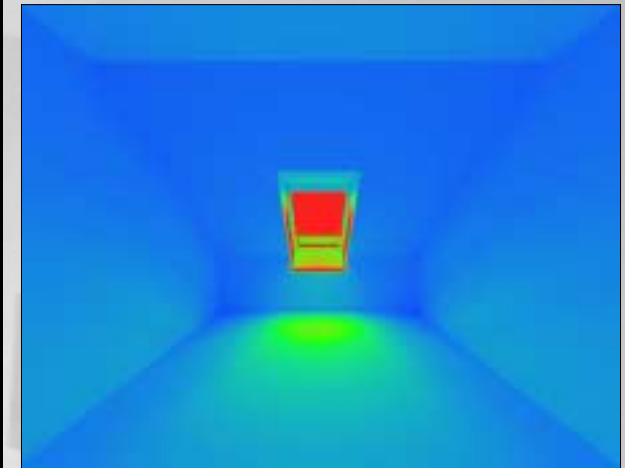
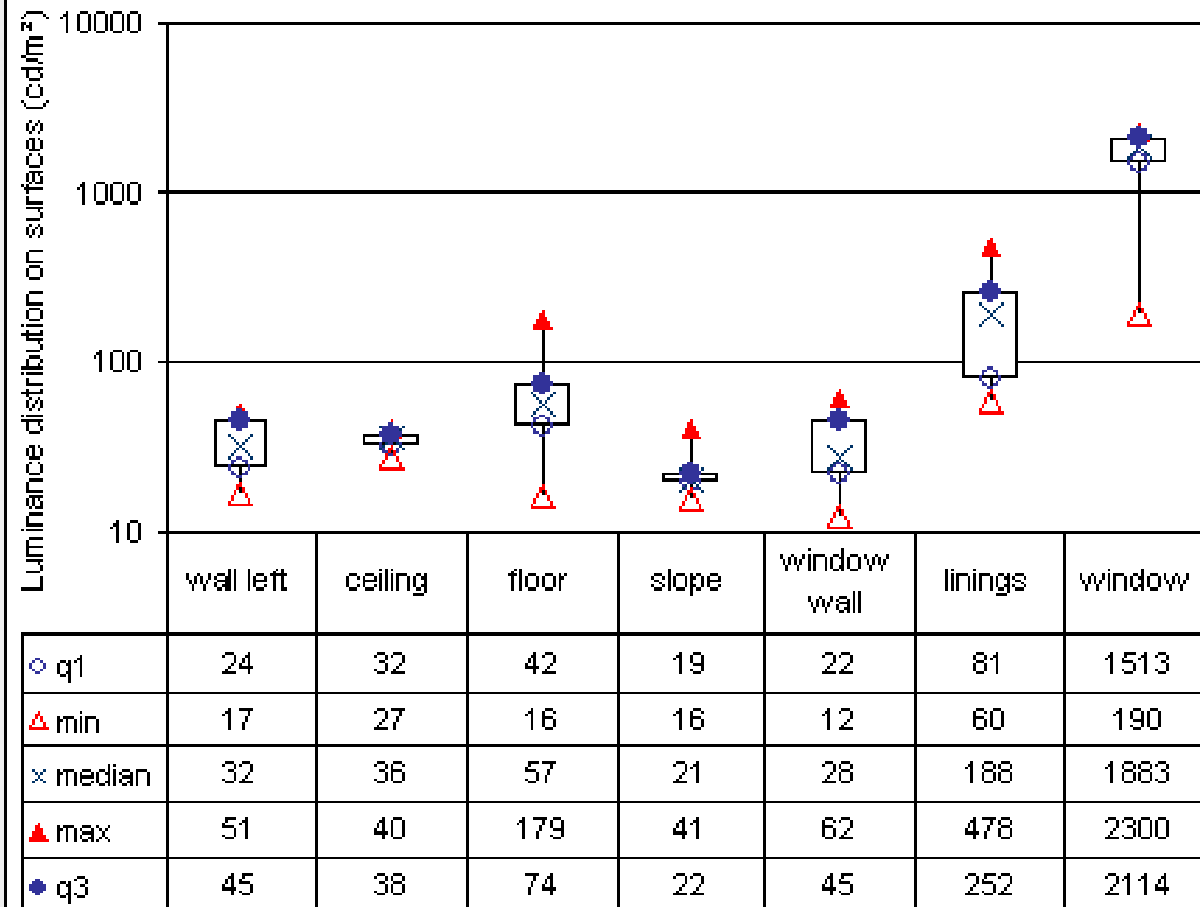
## Luminance ratios, overcast, dormer



# Results

## Luminance ratios, overcast, roof

Luminances on surfaces, roof window



# Results

Scale of shadow, overcast

cd/m<sup>2</sup>

375

325

275

225

175

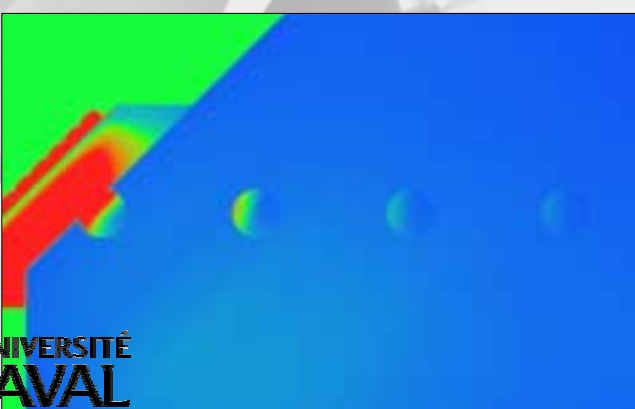
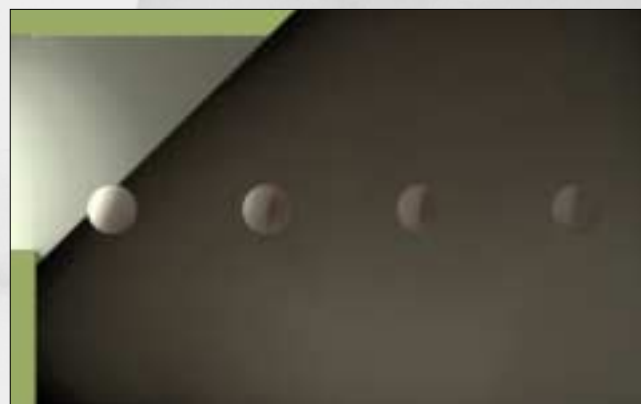
125

75

25



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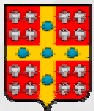


# Results

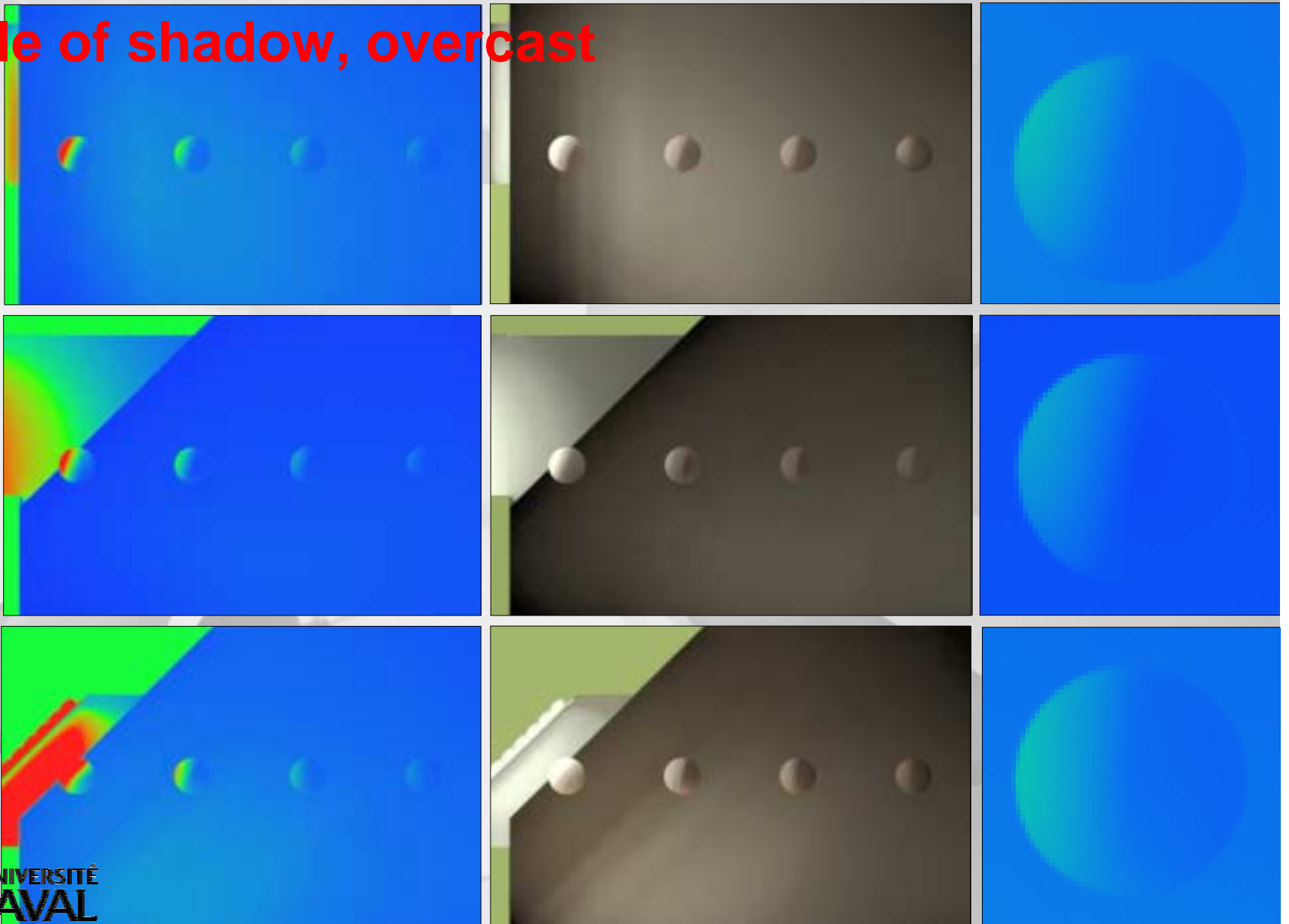
## Scale of shadow, overcast

cd/m<sup>2</sup>

375  
325  
275  
225  
175  
125  
75  
25



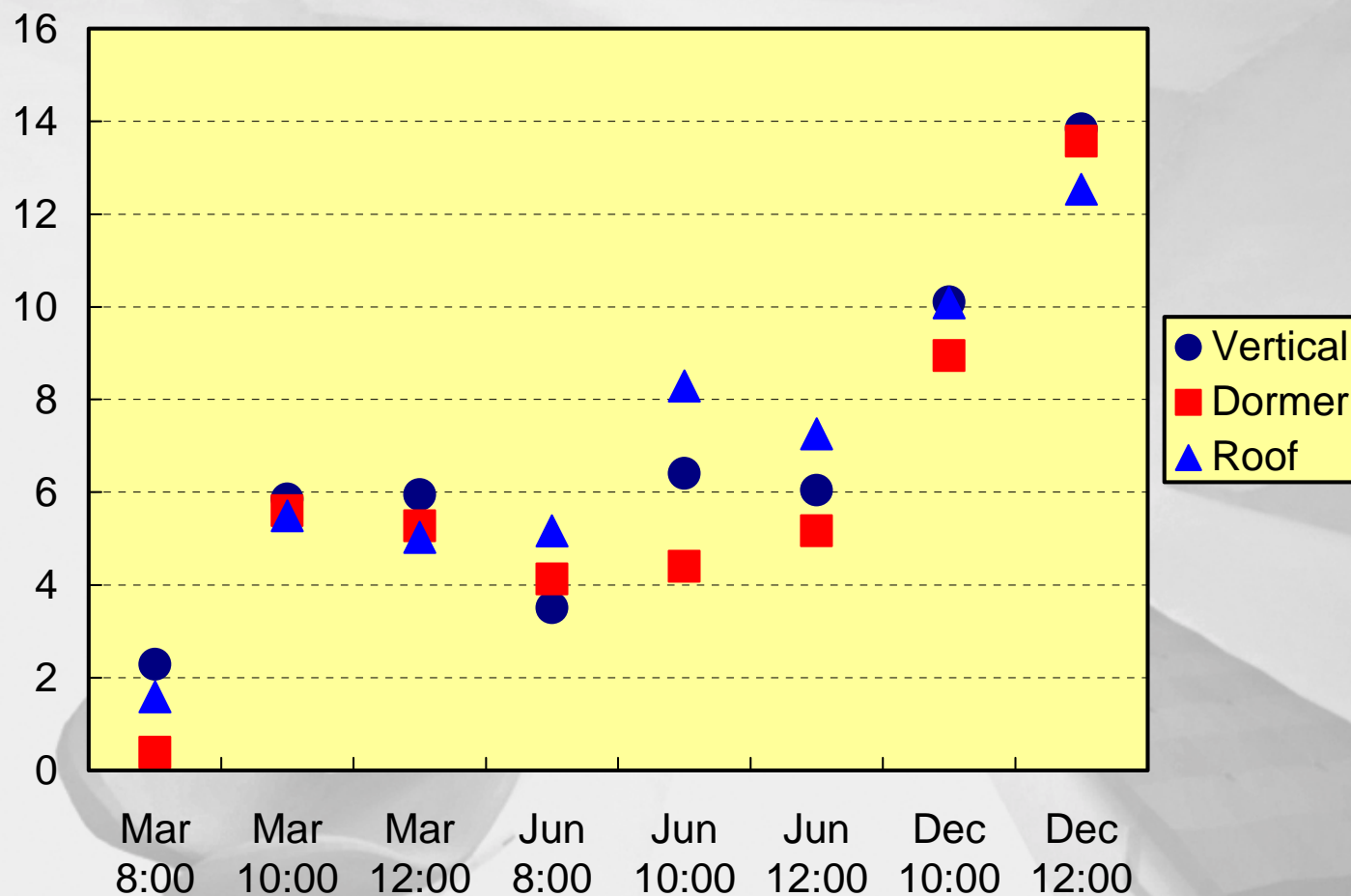
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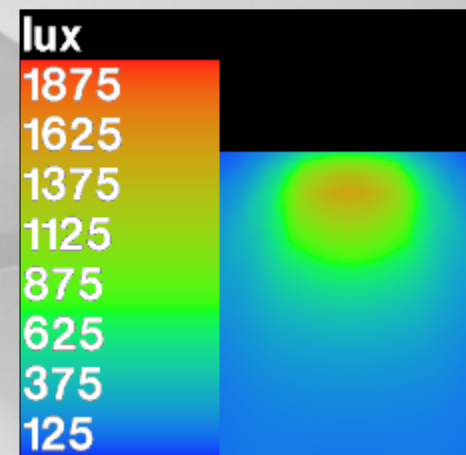
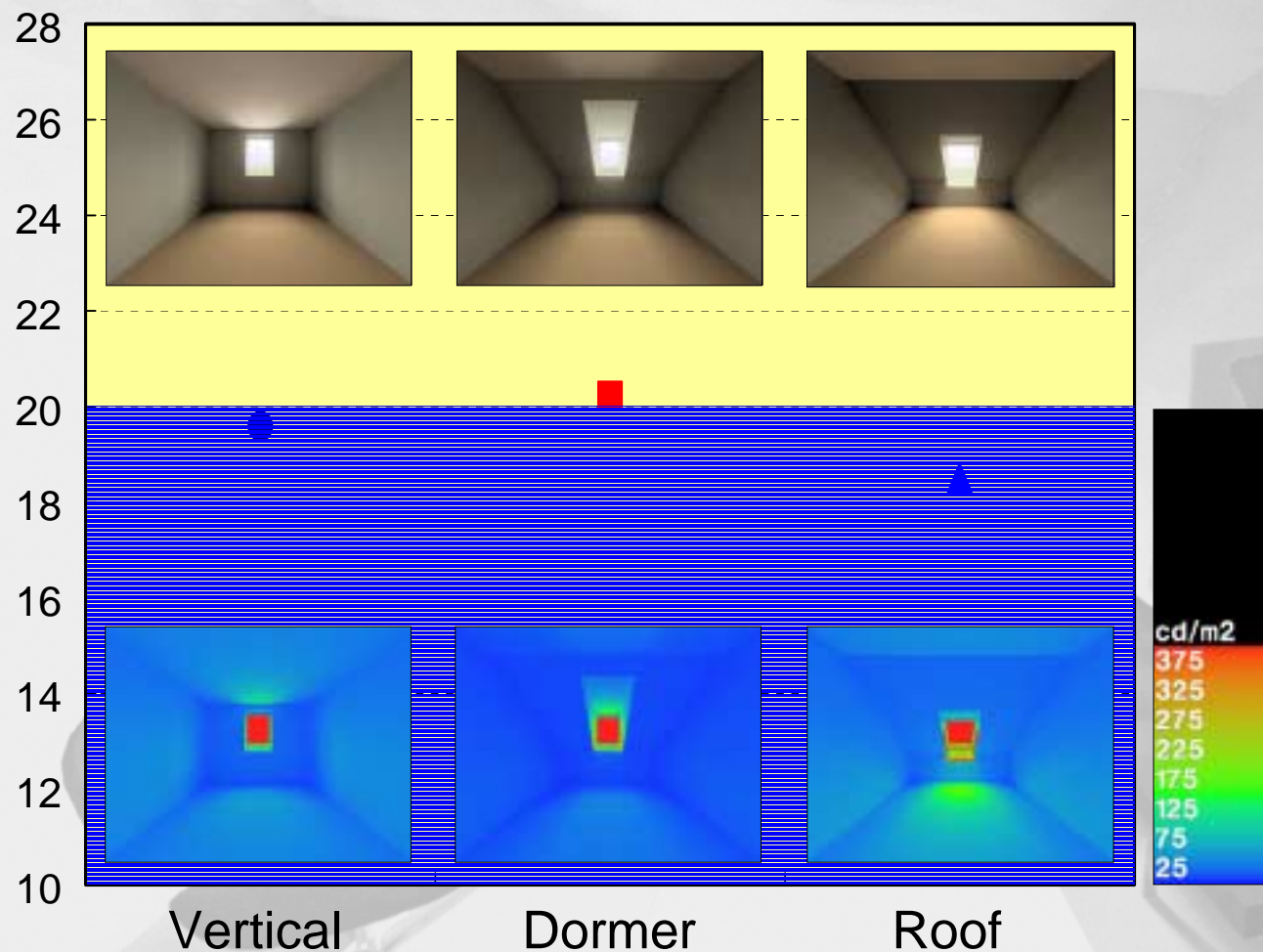
# Results

## Luminance difference index LD45, south



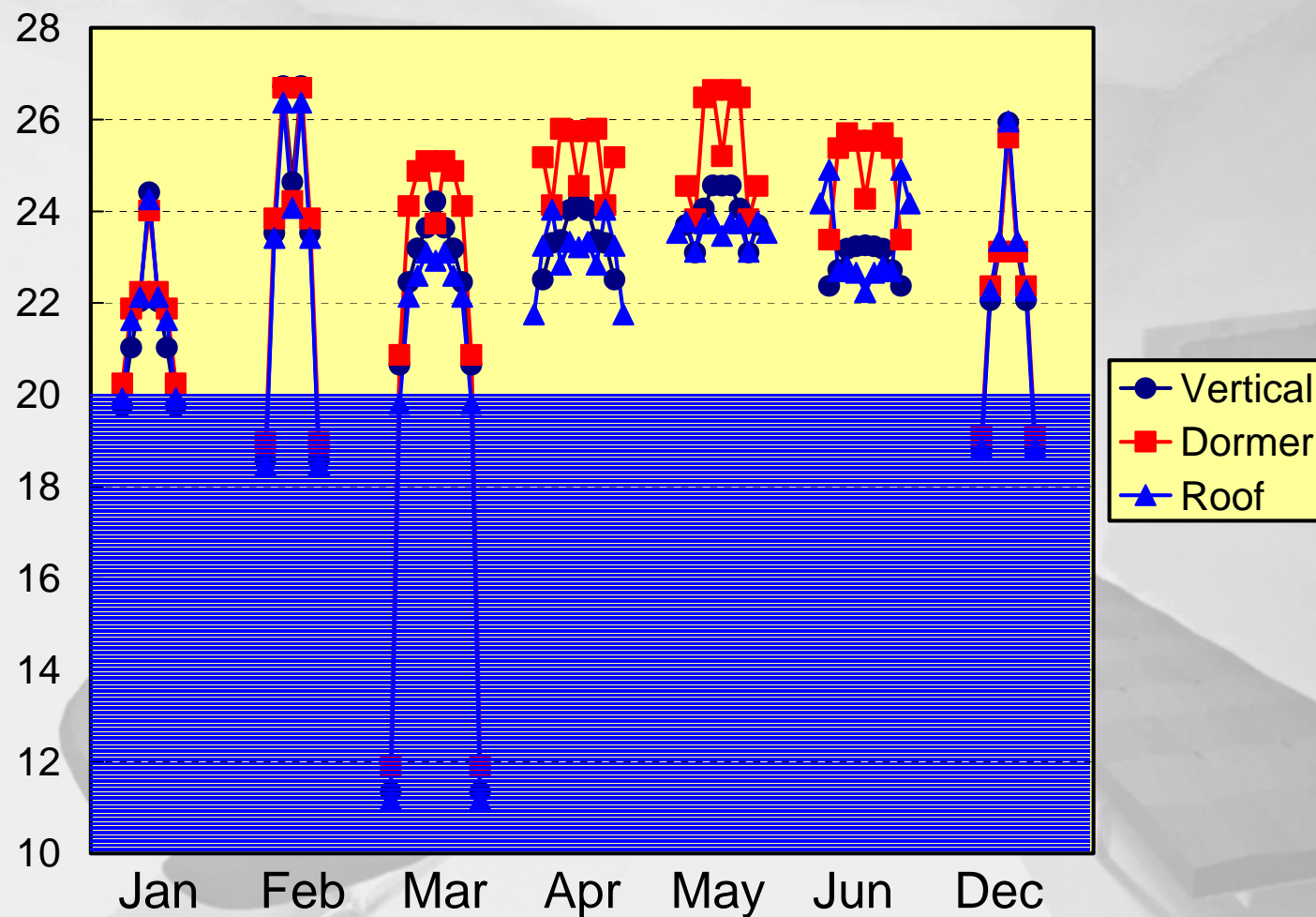
# Results

## Daylight glare index (DGI), overcast



# Results

## Daylight glare index (DGI), sunny skies, south



# Conclusions

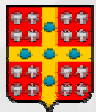
Please visit :

## Phase 1

Dubois, M.-C., Grau, K., Traberg-Borup, S., & Johnsen, K. (2003). [Impact of three window configurations on daylight conditions: Simulations with Radiance](#) (By og Byg Documentation 047). Hørsholm: Statens Byggeforskningsinstitut.

## Phase 2

[www.sbi.dk](http://www.sbi.dk)



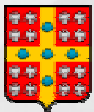
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# Experience gained from this study

- Real challenge : lighting quality + whole year + orientations = huge number of data : **How do you general draw conclusions?**
- Need for a (simple) **protocole** for light quality
  - depending on the action taking place
  - giving specific tips on minimum amount of times that should be looked at

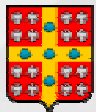


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# Future work and questions

- Find a way to numerically analyse the scale of shadow
- Use daylight coefficients to study light quality over a year?
- Use of rtcontrib to get an understanding of the meaning of interior reflectors (walls, partitions)

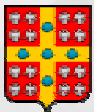


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# Problems and challenges

- My time is limited
- No place for lighting within architecture curriculum
- Radiance not encouraged in our school (it's not architecture...)



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