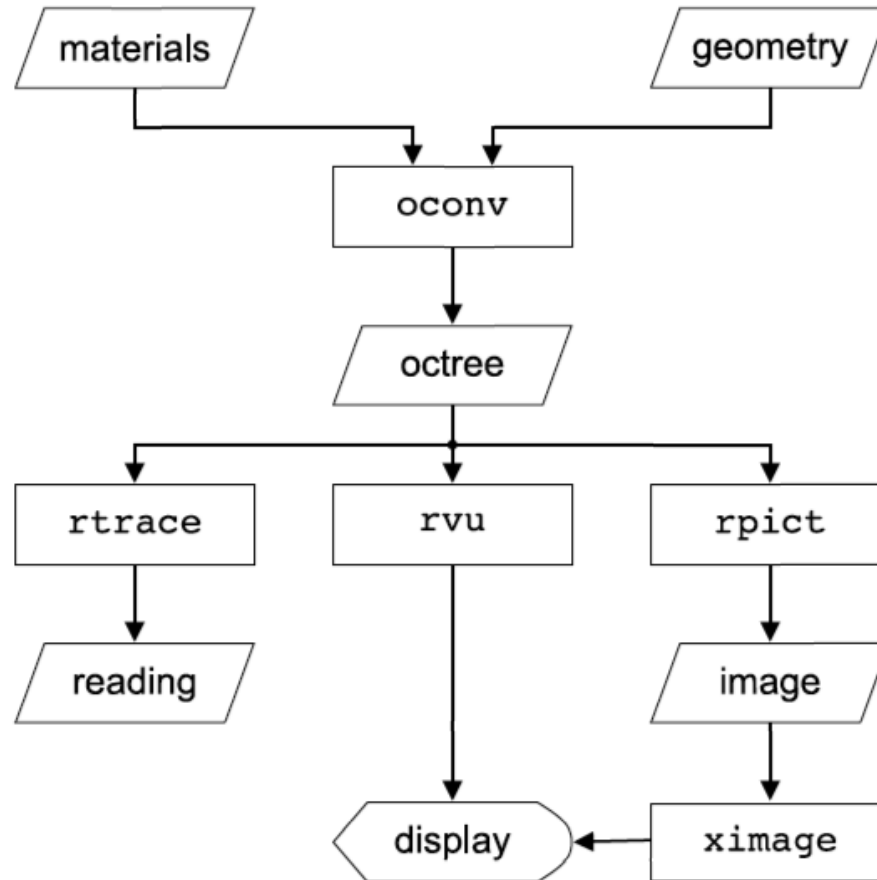


Radiance Scripting Toolkits

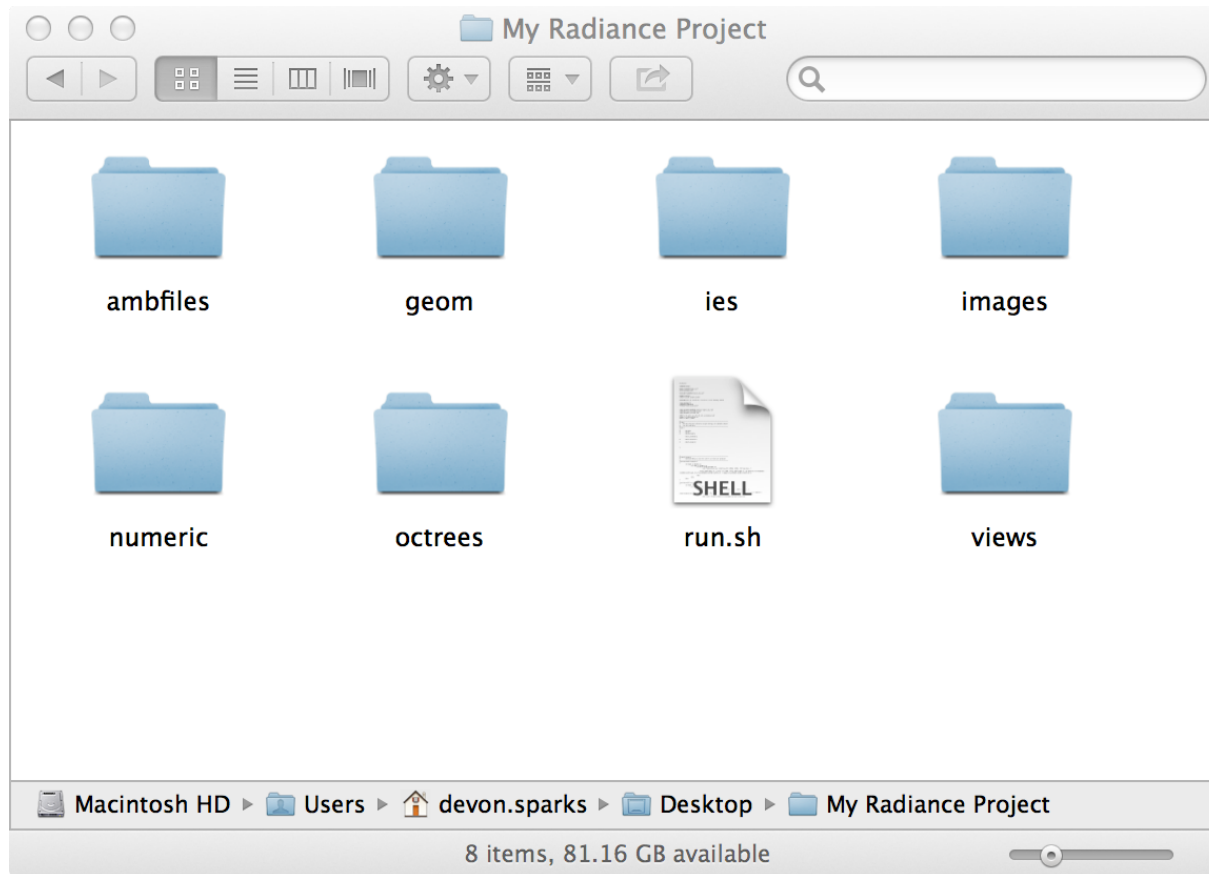
Workflows, Experiments, Opportunities

Devon Sparks | Arup Lighting

The Radiance Worldview



My Workflow | File Structure



My Workflow | Script Structure

```
#-----  
# main  
#   The main function called on script startup; all subtasks should  
#   be run from here.  
#-----  
main()  
{  
    mkclean;  
    mkrads;  
    mkroom_lights;  
  
    mkall_roommodels;  
  
    mkall_roomcalcs;  
  
    mkall_roompics;  
}
```

My Workflow | Utilities

```
#-----  
# mkrads  
#   Creates all the rad files we need give a directory of obj files  
#-----  
function mkrads()  
{  
    echo "(Re)generating .rad files...\n"  
    for f in $GEOMDIR/*.obj; do  
        obj2rad -f $f > $f.rad  
    done  
}
```

My Workflow | Utilities

```
#-----  
# mclean  
#   Remove all the files created by this script  
#-----  
function mclean()  
{  
    echo "Removing old working files...\n"  
    rm ambfiles/*.*  
    rm model/*.rad  
    rm octs/*.oct  
    rm images/*.hdr  
}
```

My Workflow | Basic Parametrics

```
#-----  
# mkall_roompics  
#   Generate HDR pics once the room-* octtrees are produced  
#-----  
function mkall_roompics()  
{  
    for FLOOR in $FLOORS; do  
        for WALL in $WALLS; do  
            for SP in $SPACING; do  
                echo "Generating room rendering with ($FLOOR, $WALL, '$SP spacing)..."  
  
                vwrays $VIEW $RES -ff | rtrace -ffc $AMB `vwrays $RES $VIEW -d` -af  
                    ambfiles/room-R${FLOOR}-C${WALL}-S${SP}.amb octs/room-R${FLOOR}-C${  
                    {WALL}-S${SP}.oct > images/room-${FLOOR}-${WALL}-S${SP}.hdr &  
  
                done; done; done  
            }  
        }  
    }  
}
```

My Workflow | Some Shell Frustrations

Abstraction **Functions can't easily return values**

Composition **Data structures are weak**

Computation **Math is outsourced (*expr*, *bc*, *rcalc*, etc.)**

Control Flow **N-ary cartesian products aren't easy;
Higher-order functions aren't friendly.**

Experiment #1 | Stronger Shells

<ESDemo>
Local Variables
Higher order functions
Sane Parametrics

Experiment #2 | Other Worldviews

[Radiance-general] Leveraging the Python language in Building Performance Simulation

Thomas Bleicher tbleicher@googlemail.com
Mon Dec 3 17:41:31 PST 2012

- Previous message: [\[Radiance-general\] Leveraging the Python language in Building Performance Simulation](#)
- Next message: [\[Radiance-general\] Leveraging the Python language in Building Performance Simulation](#)
- Messages sorted by: [\[date \]](#) [\[thread \]](#) [\[subject \]](#) [\[author \]](#)

Marcus

You can find some advanced scripts on Francesco's web site:

<http://www.bozzograo.net/radiance/index.php?module=Downloads&func=view&cid=2&start=0>

These are complete scripts that create new features on top of the Radiance tool set. If you don't mind digging a bit you can look for the b/rad script on his web site. It is a Radiance exporter for the 3D modeller Blender (outdated though, won't work with the current Blender version). This exporter has also a lot of import features and so the scripts modules show how to read Radiance files.

As far as an "official" Radiance Python module goes there was some discussion about it quite a while ago but that pretty much was it. I wrote (or re-wrote) the base image class for wxfalsecolor specifically to allow a reuse in other scripts but I don't think anyone has ever used it. I think one of the reasons is that with Radiance even trivial scripting can go a long way in terms of automation. Most scripts will be written quick and dirty and don't need big complicated wrappers to serve their purpose. Radiance encourages this because it's composed of numerous command line tools, each with a simple task.

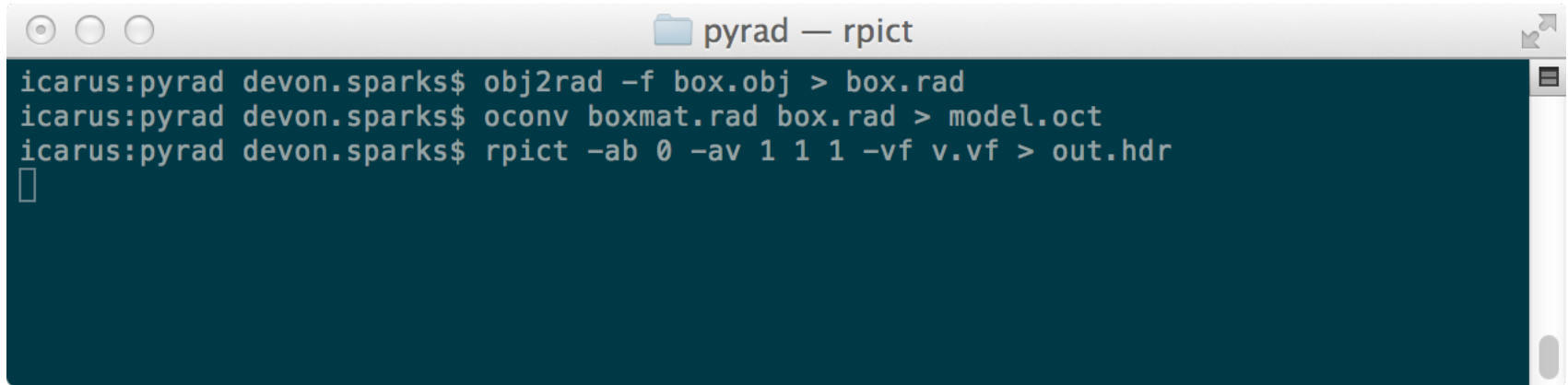
I don't know too much about EnergyPlus and the options to use it on the command line. Perhaps there is not much to do about the actual calculation part of the process and the automation comes in when the input is created or the output is processed. In both cases a parser library for the file formats used by EP would come in quite handy.

Regards,
Thomas

Experiment #2 | Other Worldviews

<PyDemoProject>

Experiment #2 | Other Worldviews

A terminal window titled "pyrad — rpict" with standard macOS window controls. The terminal shows three commands being executed in a shell. The first command converts a box object to a radiance file. The second command converts a material file to a radiance file. The third command renders the scene using the rpict ray tracer, specifying various options like ambient light, view frustum, and output file.

```
icarus:pyrad devon.sparks$ obj2rad -f box.obj > box.rad
icarus:pyrad devon.sparks$ oconv boxmat.rad box.rad > model.oct
icarus:pyrad devon.sparks$ rpict -ab 0 -av 1 1 1 -vf v.vf > out.hdr
█
```

Experiment #3 | Empowered Environments

<EnvDemos>

Script Templates as Services

Folder Actions

Experiment #4 | Graphical Pipes



Opportunities | A Wishlist

- Strong abstraction and composition facilities (i.e. grouping related operations, storing compound data)
- Inherit the best of shells (directory traversal, integration with existing Radiance worldview)
- Language independence; text as a universal interface
- Sugar for bitter pills (Automating Revit model processing)

Questions?
Ideas?