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# EARLY PHASE SIMULATIONS

Radiance International Workshops 2013 National Renewable Energy Lab Golden, CO

#### Oh, were it that easy...

DAYLIGHT BUILDING

# The Importance of Observation



#### Where can daylighting metrics be introduced during the design process?



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# Definition of SKETCH

1

- **a** : a rough drawing representing the chief features of an object or scene and often made as a preliminary study
- **b** : a tentative draft (as for a literary work)

#### 2

- : a brief description (as of a person) or outline
- 3
- a : a short literary composition somewhat resembling the short story and the essay but intentionally slight in treatment, discursive in style, and familiar in tone
- **b** : a short instrumental composition usually for piano
- **c** : a slight theatrical piece having a single scene; *especially* :a comic variety act

"Sketch." Merriam-Webster.com. Merriam-Webster, n.d. Web. 1 Aug. 2013. < http://www.merriam-webster.com/dictionary/sketch>.

#### Sketching



# **Sketching and Digital Integration**



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#### Can we use performance metrics in the earliest phases of design?

#### The Generic Codes Rules of Thumb

The Conceptual Pre-Design SD Phase Design The Specific DD Phase Designs CD Phase Designs Buildings

#### Can we use performance metrics in the earliest phases of design?

How do simulations, assumptions, expectations change as we move through the phases of design?

When during the design process are simulations the most valuable? Which simulations should be used when?

# **Challenges to Early Phase Simulations**

- Level of detail
- Determining acceptable assumptions
- Time constraints

# Atrium Reflector Design



### **Atrium Plan**



# Initial Results (Static Model)



# Initial Results (Static Model)



# Dynamic Reflector Model



Using Grasshopper to analyze the IgCC daylighting requirements.

Note to viewers: The IgCC information found in this presentation is for demonstration purposes only and should not be used to design from. . For the current version of the IgCC, please go to : <u>http://www.iccsafe.org/Pages/default.aspx</u>

Daylighting Requirement for 1 or 2 storey buildings

808.3 Daylit area of building spaces. In *buildings* not greater than two stories above grade, not less than 50 percent of the *net floor area* shall be located within a *daylit area*.

#### **Effective Aperture**

<u>Sky Type</u>	Minimum Effective Aperture		
	(percentage)		
	Sidelighting from	Sidelighting from	Toplighting
	fenestration in a wall	rooftop monitor	(see figure 808.3.1.2)
	(see figure 808.3.1.1(1))	(see figures 808.3.1.1(2) and 808.3.1.1(3))	
<u>A</u> a	<u>10.0</u>	<u>5.0</u>	<u>1.0</u>
Bb	<u>12.0</u>	<u>6.0</u>	1.2
<u>C</u> °	<u>16.0</u>	<u>8.0</u>	2.2



FIGURE 808.3.1.1(4)

# **Calculating Effective Aperture**

- $EA = (AF \times VT)/DA$
- EA = effective aperture
- AF = area of *fenestration*
- VT = visible transmittance of the fenestration
- DA = daylit area

#### Prescriptive

Where *fenestration* is located in a wall, the *daylit area* shall extend laterally to the nearest 56 inch high partition, or up to 1.0 times the height from the floor to the top of *fenestration* facing within 45 degrees of east or west or up to 1.5 times the height from the floor to the top of all other *fenestration*, whichever is less, and longitudinally from the edge of the *fenestration* to the nearest 56 inch high partition, or up to 2 feet, whichever is less, as indicated in Figure 808.3.1.1(1)



## IgCC Initial Results Animations



# Thank you