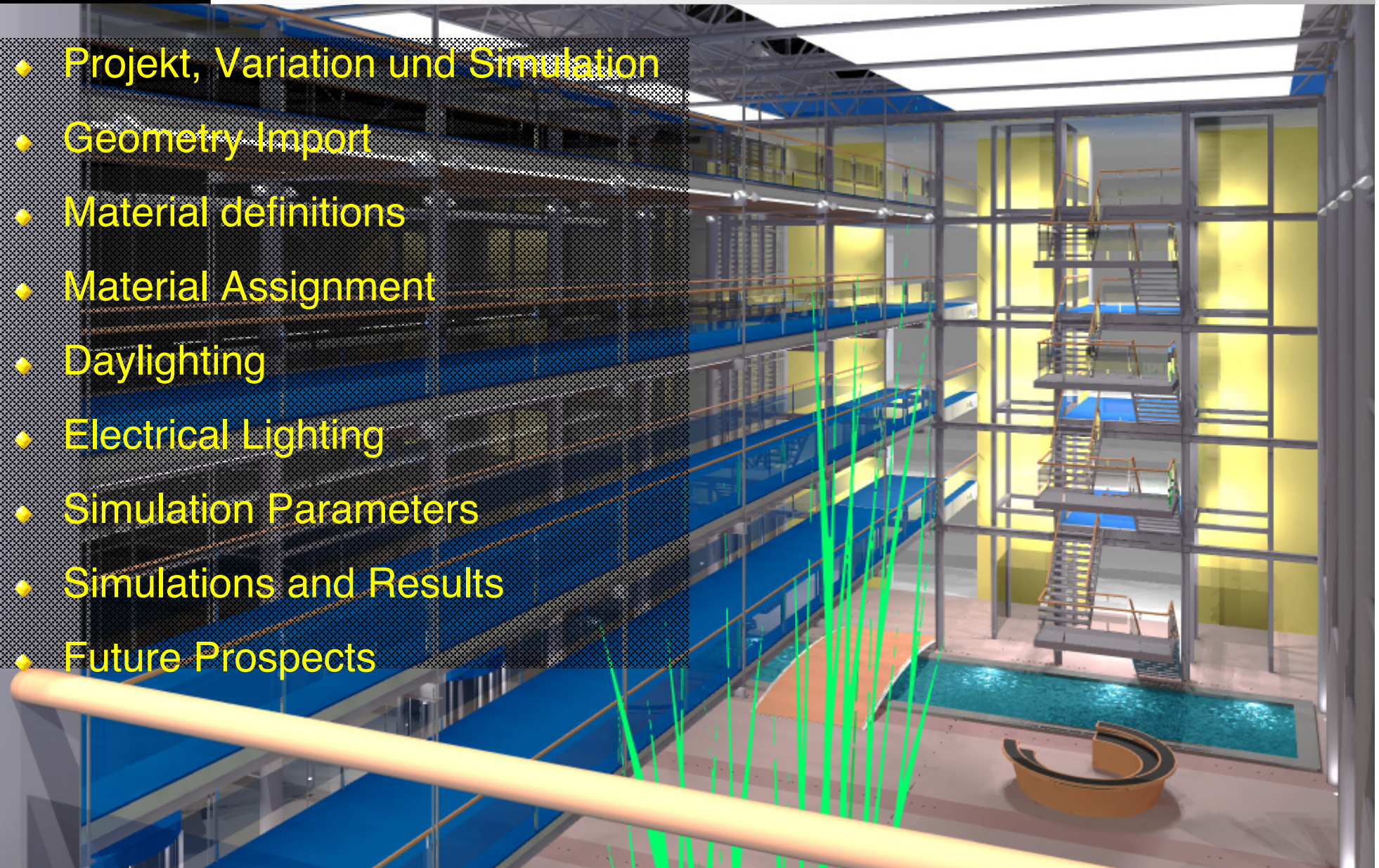
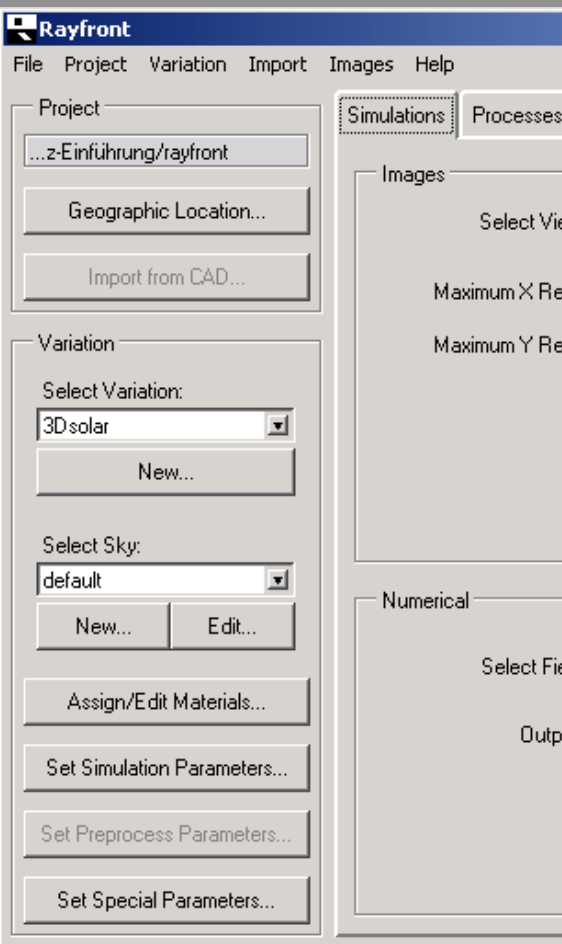


Lighting Simulation with Rayfront

- ◆ Projekt, Variation und Simulation
- ◆ Geometry Import
- ◆ Material definitions
- ◆ Material Assignment
- ◆ Daylighting
- ◆ Electrical Lighting
- ◆ Simulation Parameters
- ◆ Simulations and Results
- ◆ Future Prospects



Projekt, Variation and Simulation



◆ Projekt

- ◆ Geometrie-Objects
- ◆ Material Definitions
- ◆ Skies
- ◆ Electrical Lighting

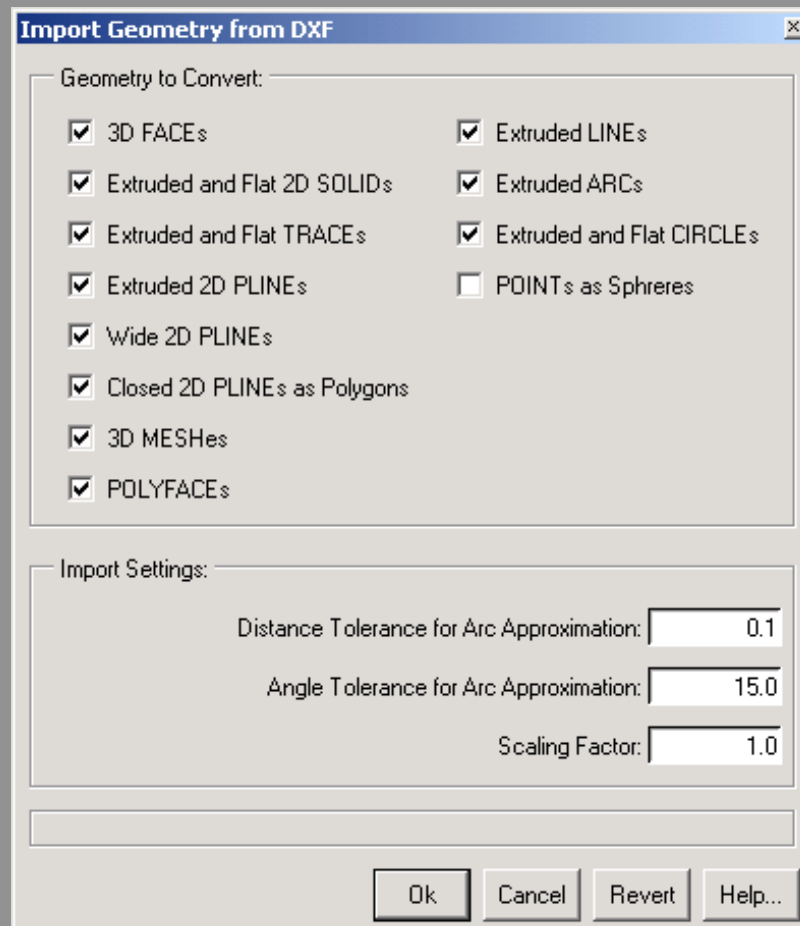
◆ Variation

- ◆ Specific Combination of above Elements

◆ Simulation

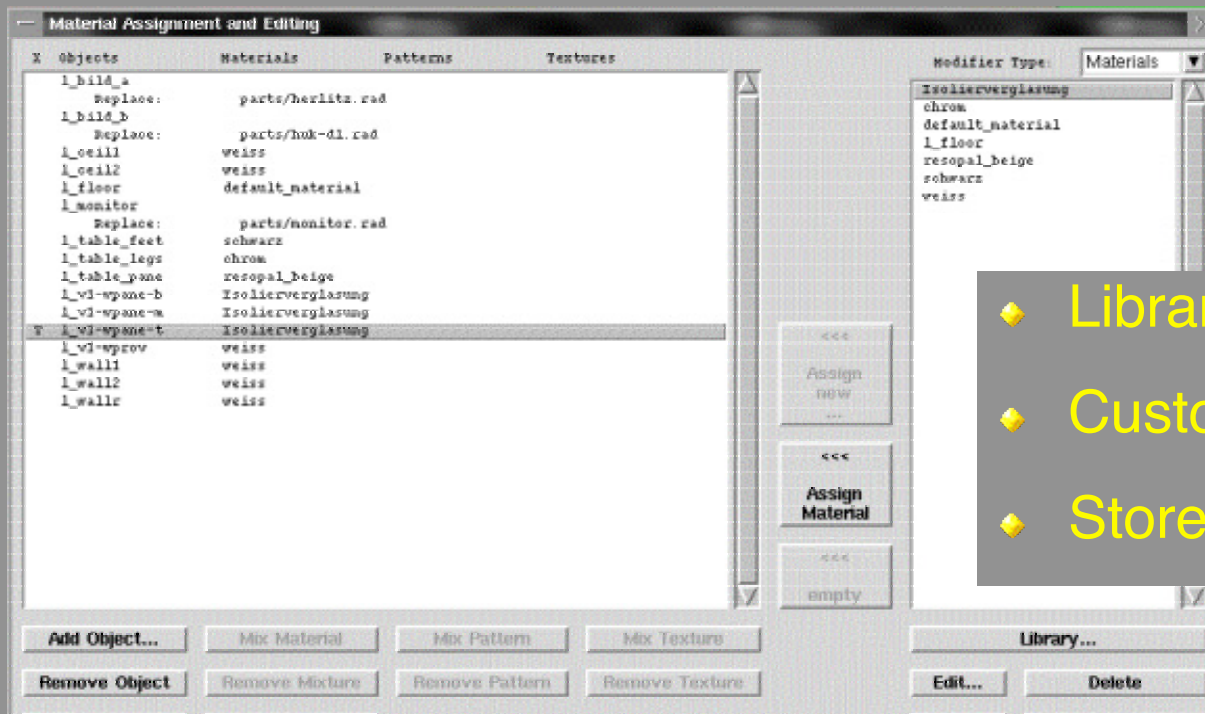
- ◆ Individual Computation for a View or Measuring Grid

Geometry-Import

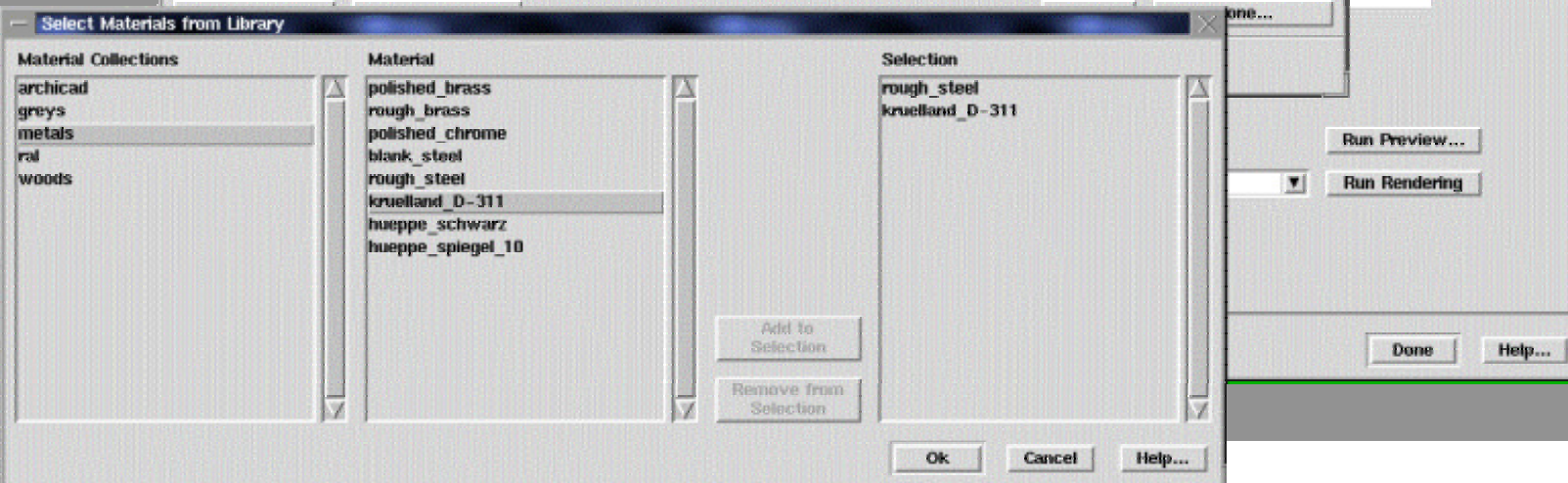


- ◆ 3Dsolar/3Dlighting
- ◆ Autocad
- ◆ DXF

Material definitions



- ◆ Library
- ◆ Custom definitions
- ◆ Store back into library





Material Assignment

- ◆ “Normal” Materials
- ◆ Precalculation
- ◆ Daylight Redirection
- ◆ Objekt-Substitution
- ◆ Luminaires

Daylighting

♦ Sky definitions (CIE)

✕ Sky Setup - himmel_4.sky ✕

♦ Solar Position

Solar Azimuth: ° (+W, -E)

Solar Height: °

♦ Date and Time

Month:

Day:

Hour:

☐ Local time:

General Sky Setup

Gensky Parameters

♦ Sunny Sky ♦ Intermediate Sky with Sun

♦ Sunny Sky without Sun ♦ Intermediate Sky without Sun

♦ Cloudy Sky ♦ Uniform Cloudy Sky

Average Ground Reflectance:

Sky Turbidity (≥ 1.0):

♦ Default Zenith Brightness

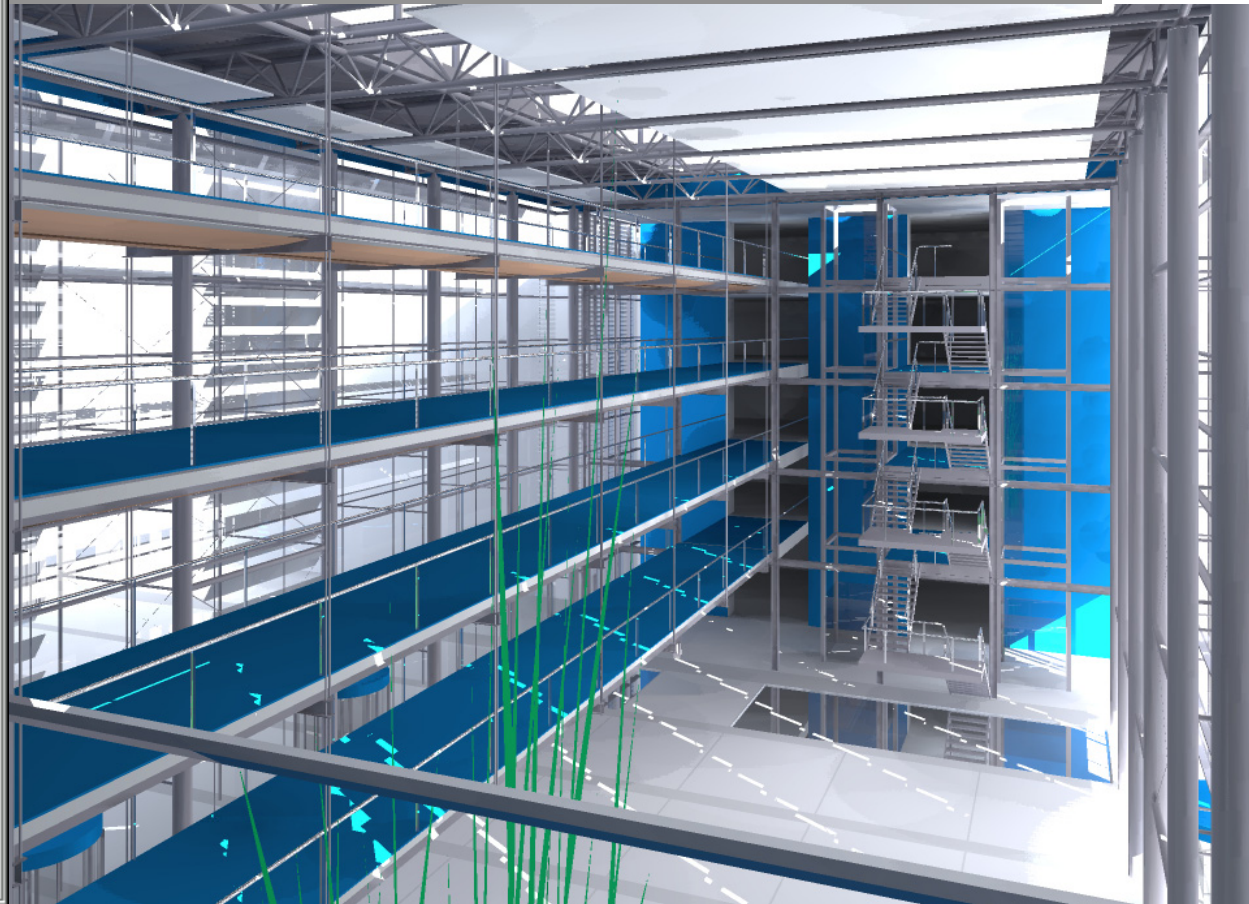
♦ Diffuse Zenith Radiance (W/sr/m²):

♦ Horizontal Diffuse Irradiance (W/m²):

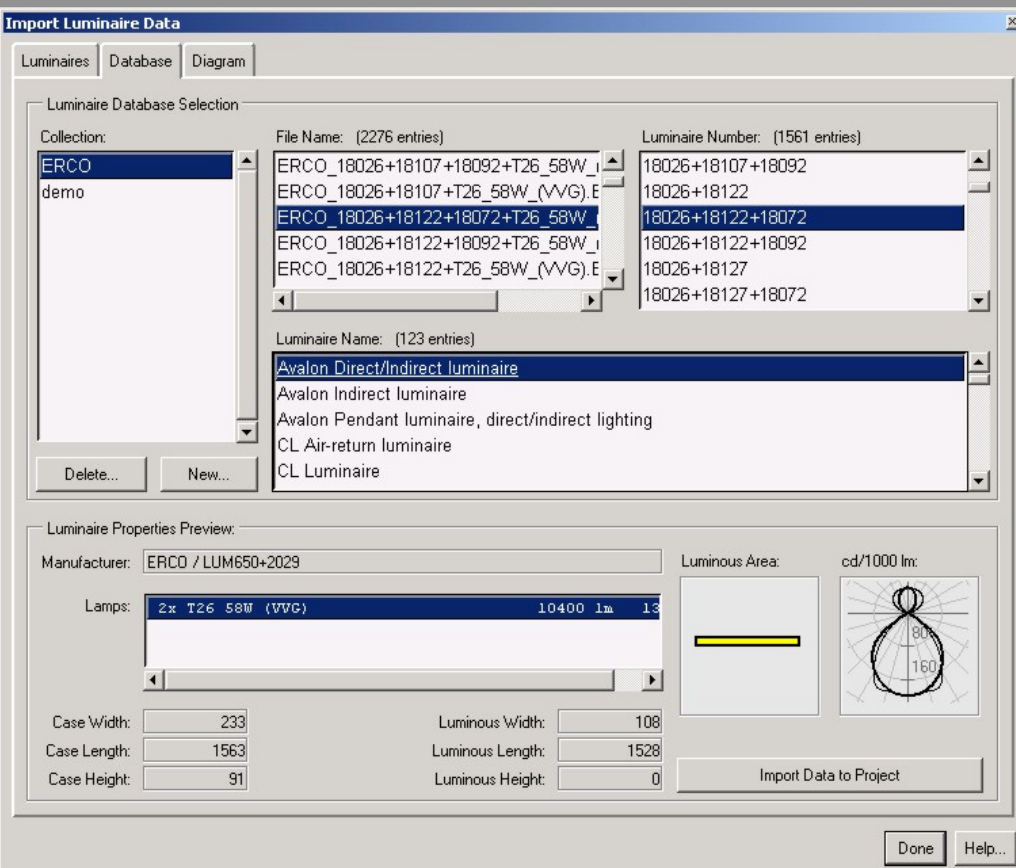
♦ Default Solar Radiance

♦ Direct Solar Radiance (W/sr/m²):

♦ Horizontal Direct Irradiance (W/m²):



Kunstlicht

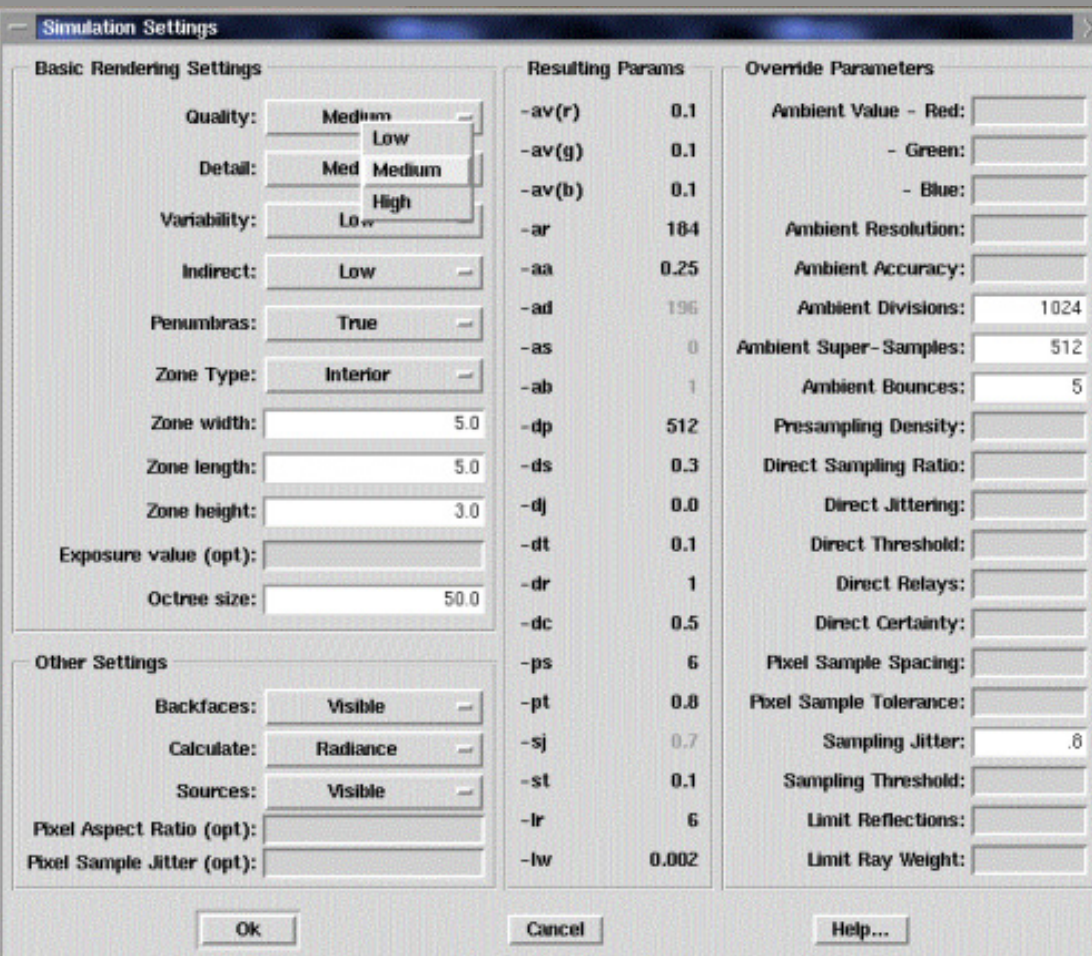


◆ Import of Luminaire Data

- ◆ Eulumdat
- ◆ IESNA
- ◆ CIBSE TM-14



Simulation Parameters



Simple

Qualitative

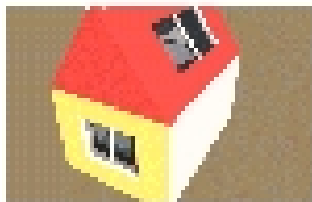
Automatic Details

Expert Mode

Display of Parameters

Manual Correction

Simulations and Results



pic

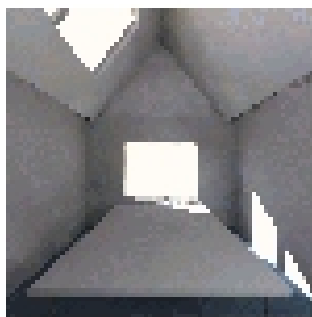


pic

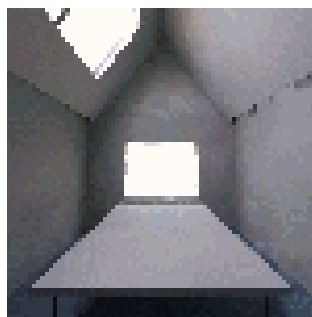


pic

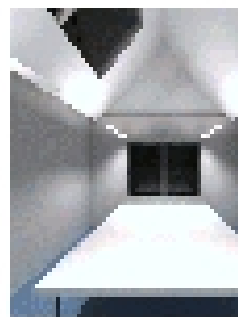
h-vorne



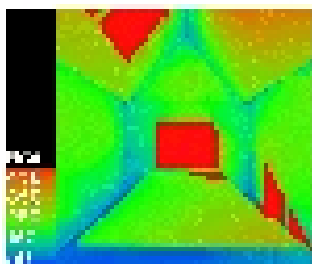
pic



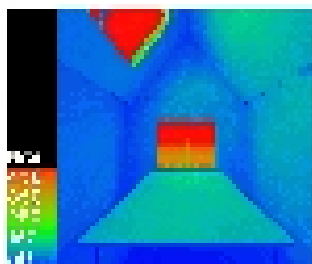
pic



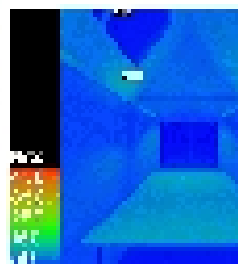
pic



fls



fls

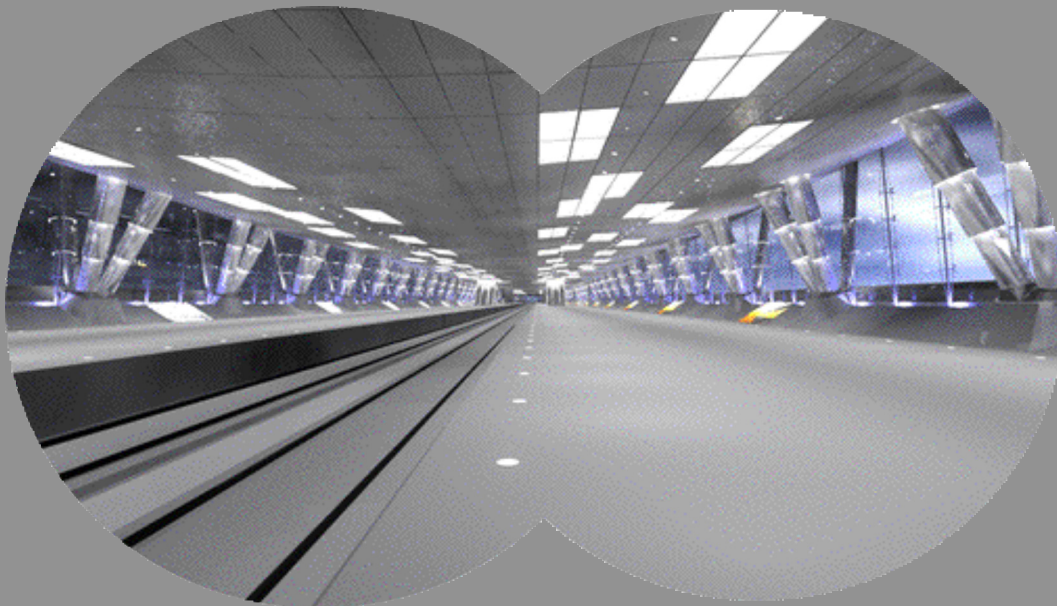


fls

- ◆ “Click”
- ◆ Results
 - ◆ Illuminance
 - ◆ Luminance
 - ◆ Daylight Factor
 - ◆ Images
 - ◆ Numerical Data
- ◆ Networking
- ◆ 3DLighting-Batch
- ◆ Process Management

Future Prospects

- ◆ Current Radiance Version
- ◆ Improved Integration
- ◆ Graphical Material Assignment
- ◆ Suggestions?



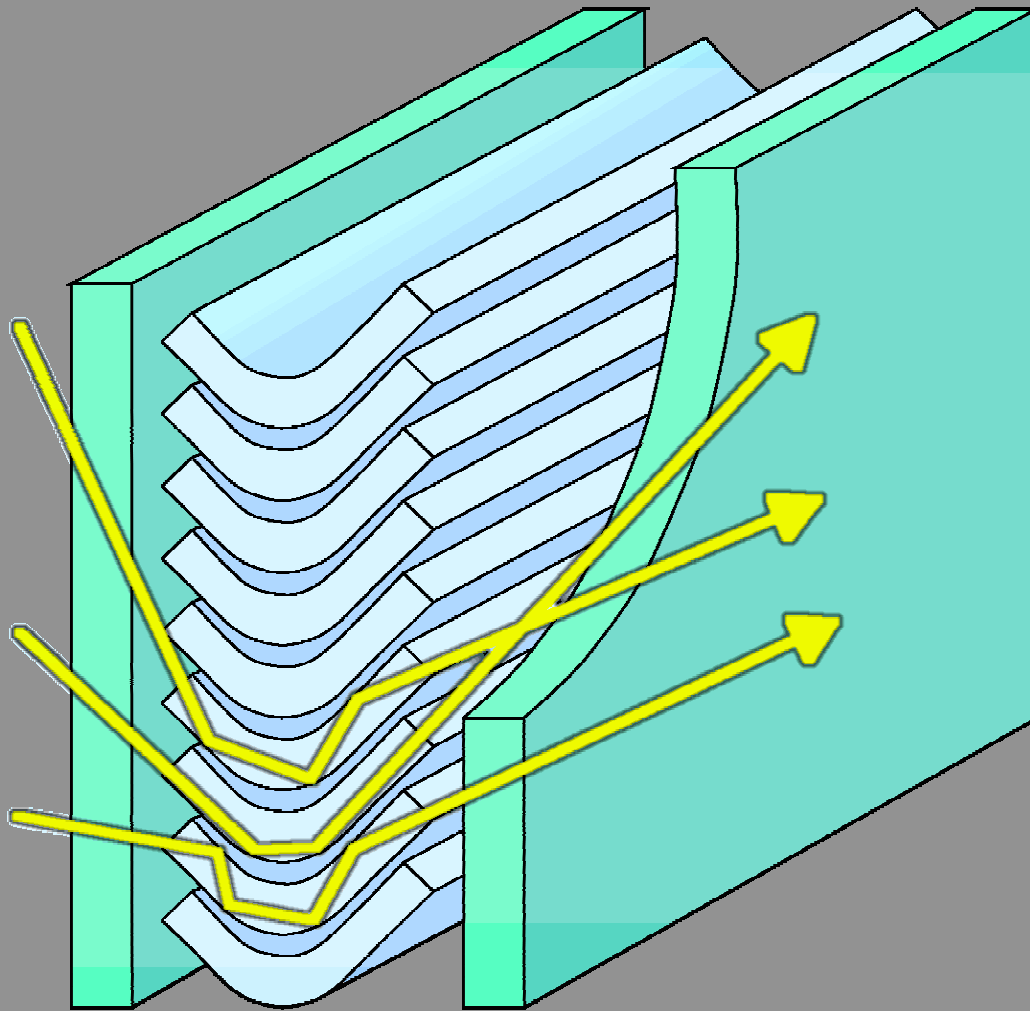


Simulating Daylight Redirection Systems





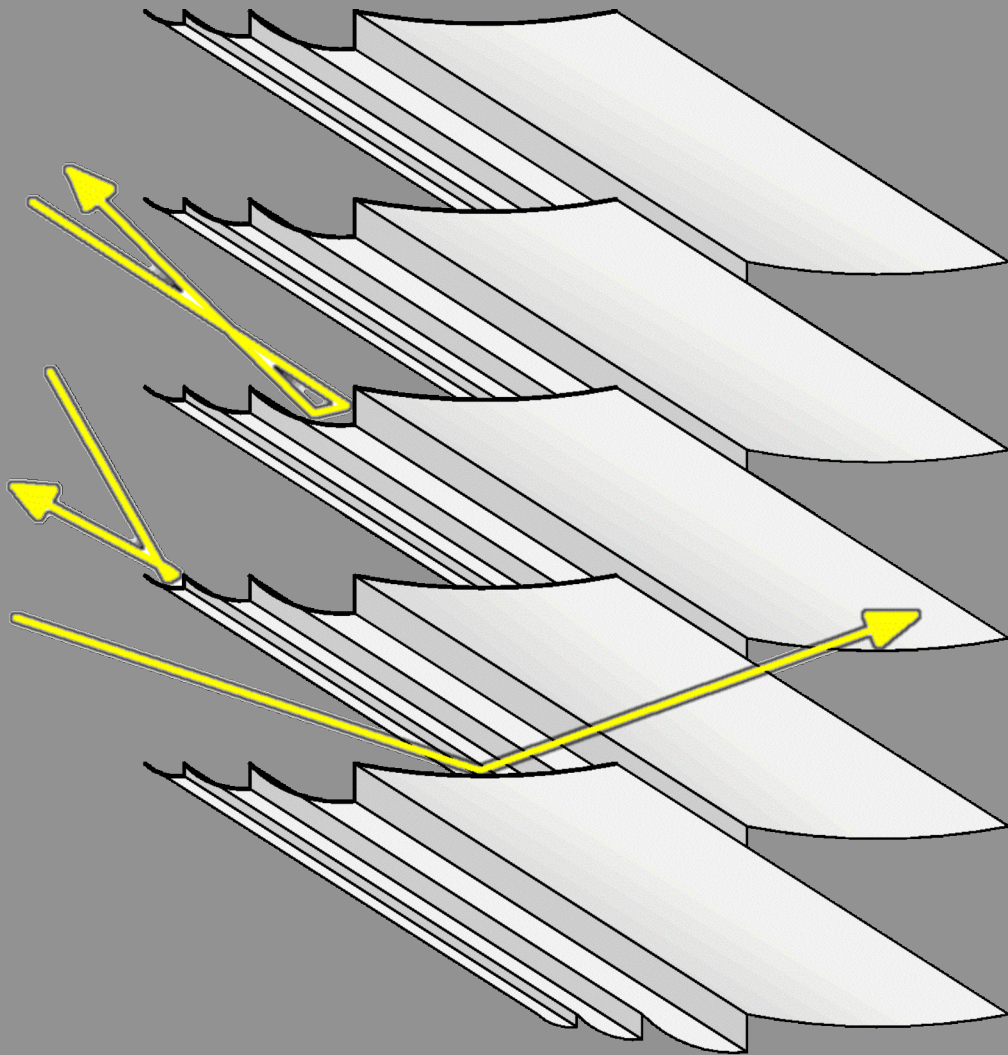
Daylight Redirection Systems



- ◆ Profile Based Systems
 - ◆ Mirror Reflection
 - ◆ Refractive
- ◆ Between Glazing
- ◆ Interior Systems



Simulation Problems with Radiance



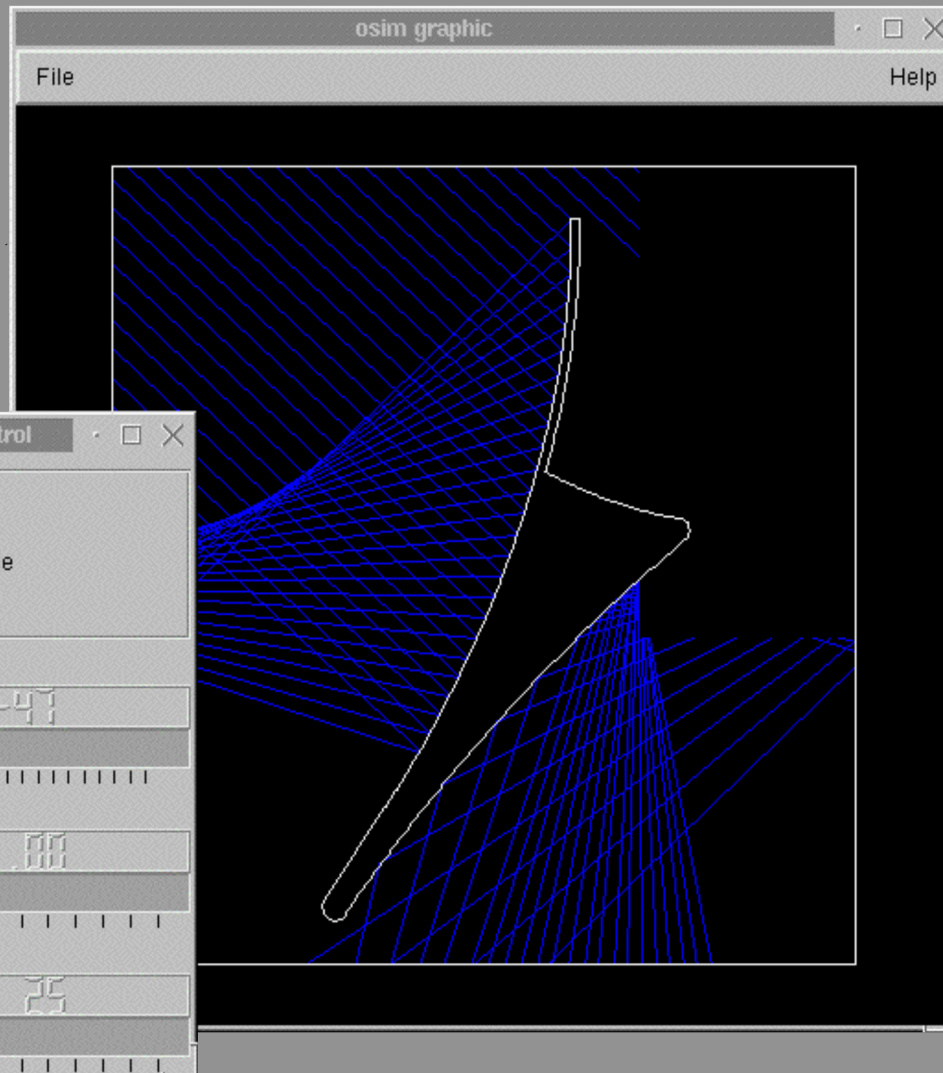
- ◆ Complicated Light Path
- ◆ Multiple Reflections/Refractions
- ◆ Jagged Output Distribution
- ◆ Sun Aiming Failures



- ◆ Precalculation like Mkillum
 - ◆ Scan outer Hemisphere
 - ◆ Shoot for the Sun
 - ◆ Generate Output Distribution
- ◆ Takes Obstruction Into Account
- ◆ One-Time Computation



Preprocessing with Forward Raytracer

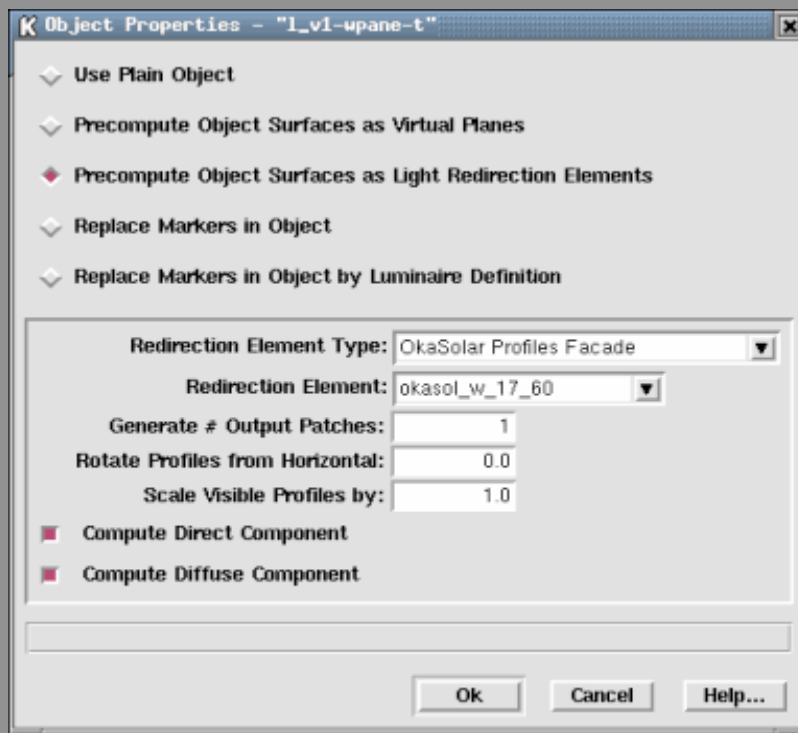


- ◆ Specify Profile Geometry
- ◆ Run Forward Raytracer
- ◆ Generate Output Distribution



Application of Data to Polygons

- ◆ Select Profile Type
- ◆ Select Profile Element (Angle)
- ◆ Set Parameters
 - ◆ Patches
 - ◆ Rotation from Horizontal
 - ◆ Geometry Scale
 - ◆ Direct Component
 - ◆ Diffuse Component





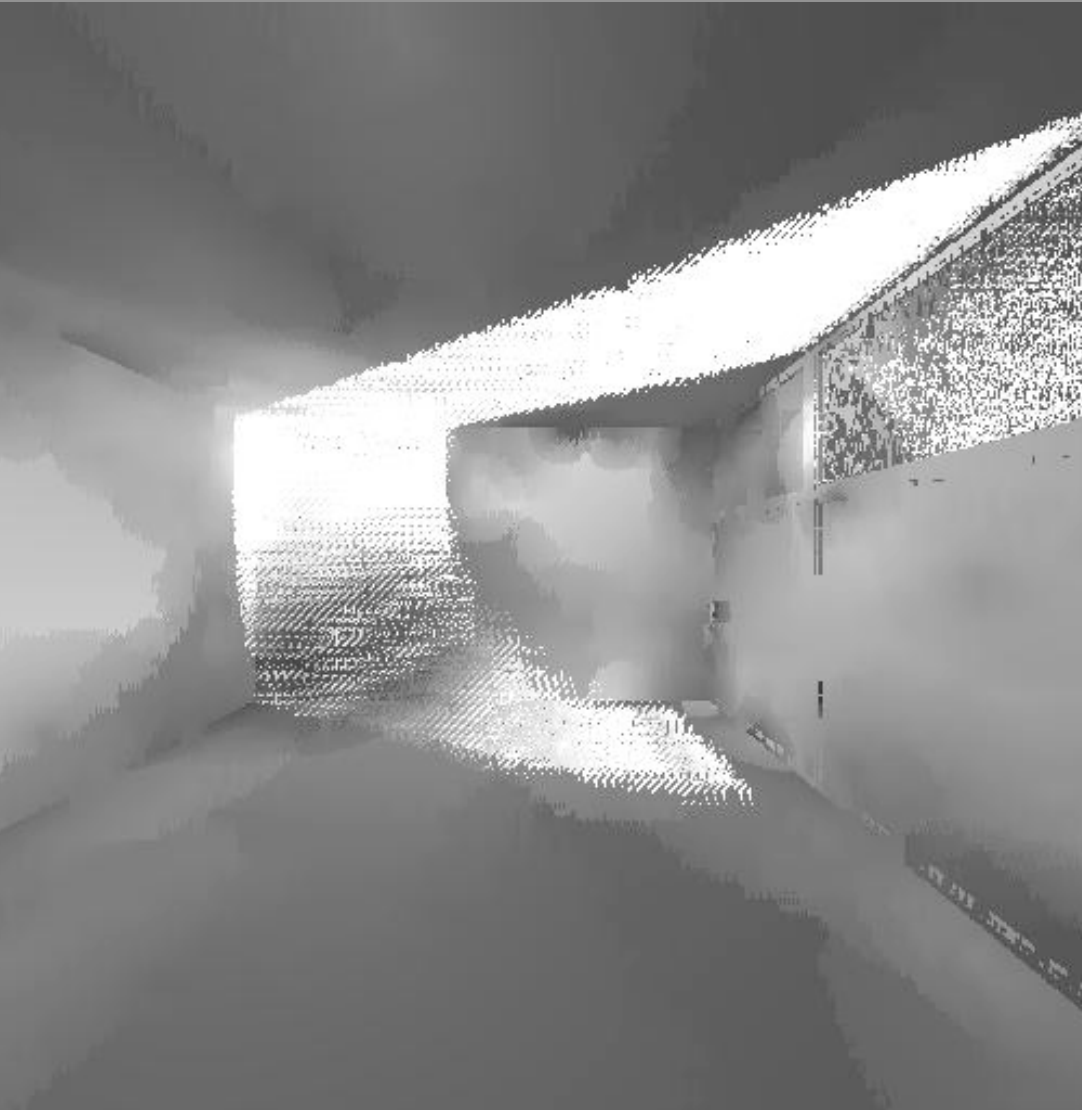
Running the Simulation

- ◆ Integrates as Easily as Mktis





Limitations of this Approach



- ◆ Averaging Over Window
- ◆ Requires -dj and -ds
- ◆ Disallows -ps
- ◆ Direct Luminance Inaccurate
- ◆ New Set of Artifacts
- ◆ Only Profile-Based Systems