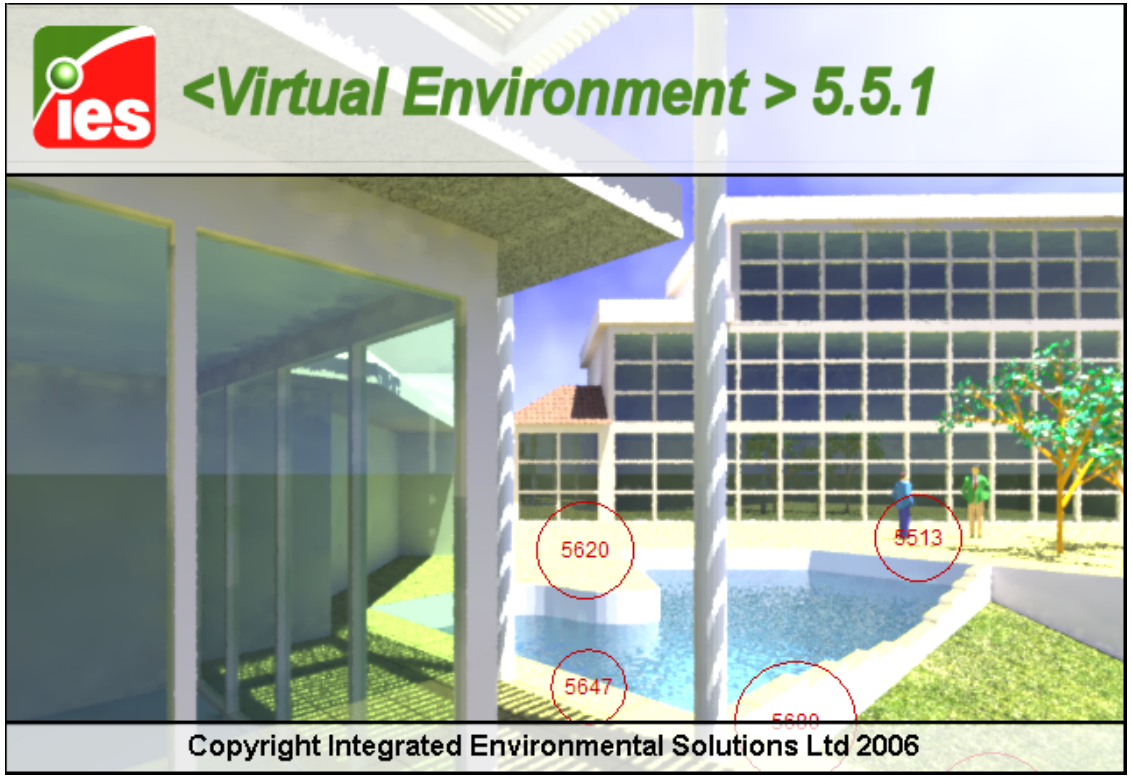
Demo of IES Radiance



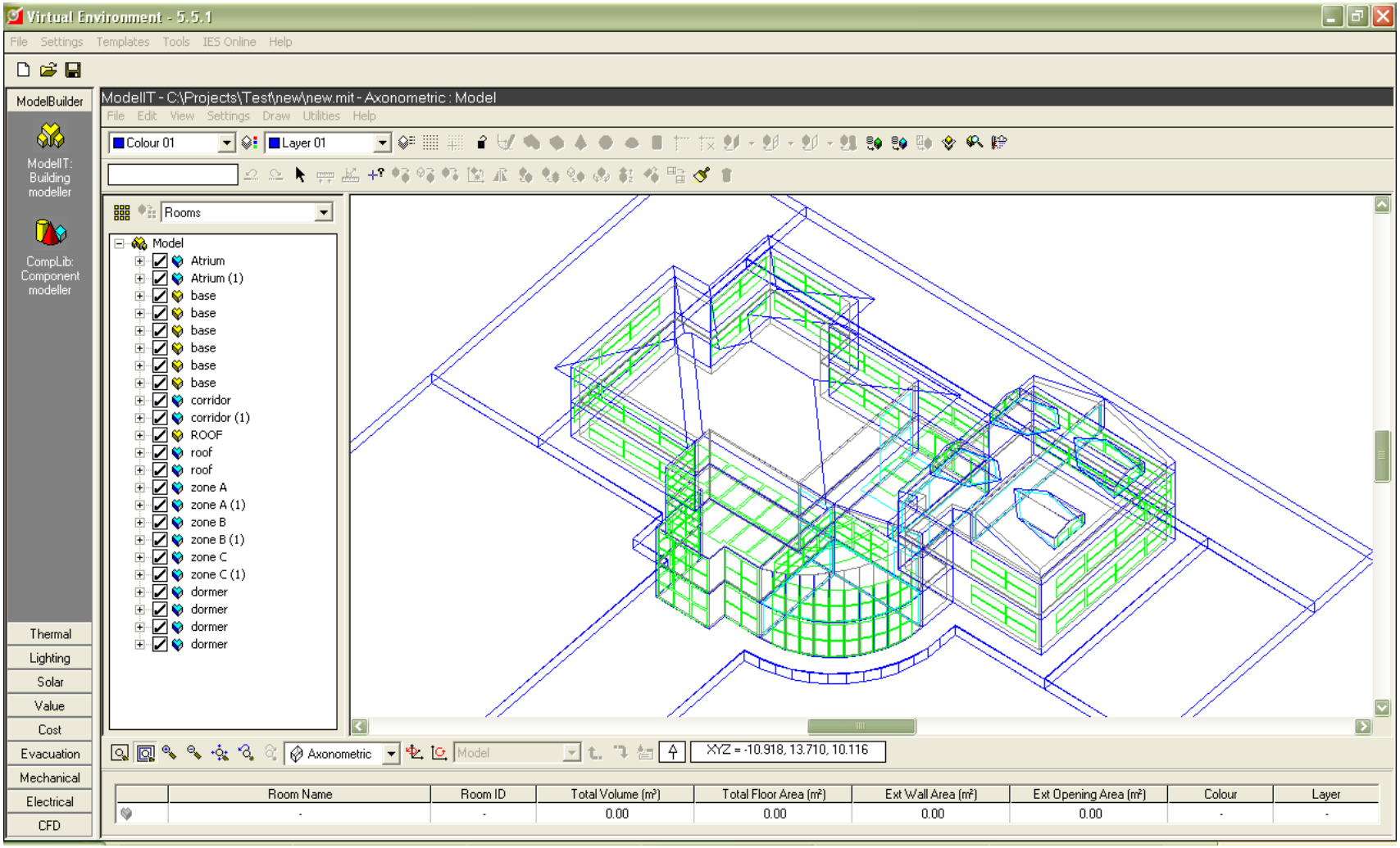
The VE is a collection of applications (thermal / cfd / evacuation / lighting ....)

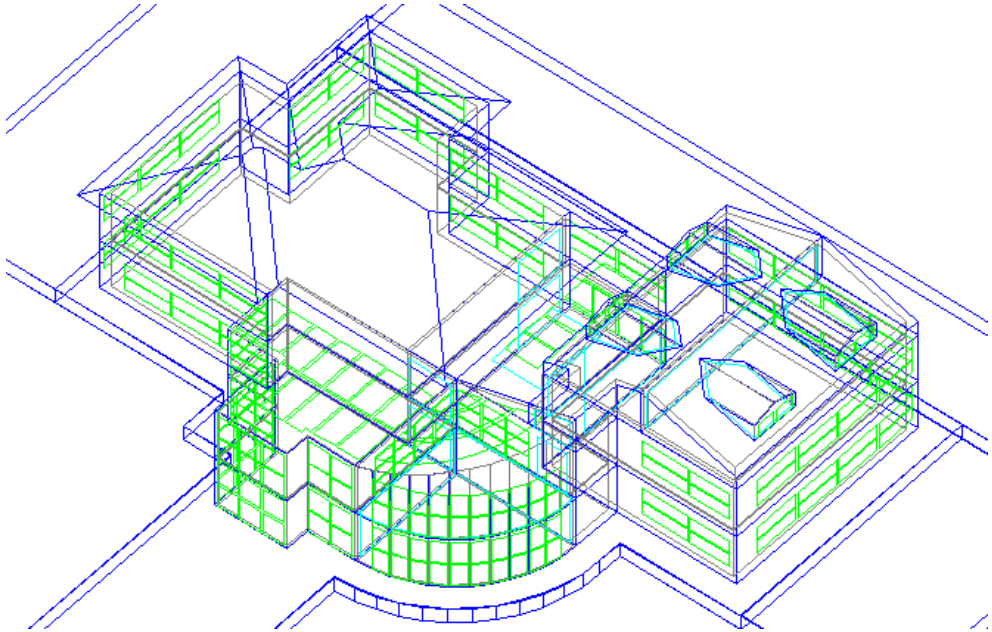
Single Integrated model - common to all applications

VE Radiance - interface easy to use, exposing users to sub-set of full capability

Target Audience - inexperienced or first-time introduction to lighting (from Thermal background)

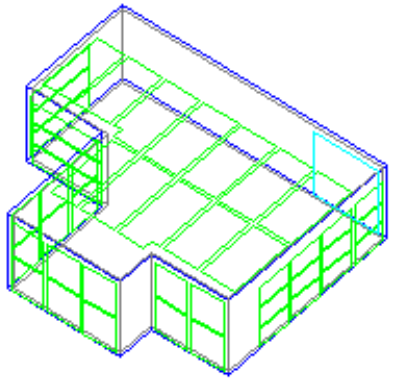
<Virtual Environment> Framework

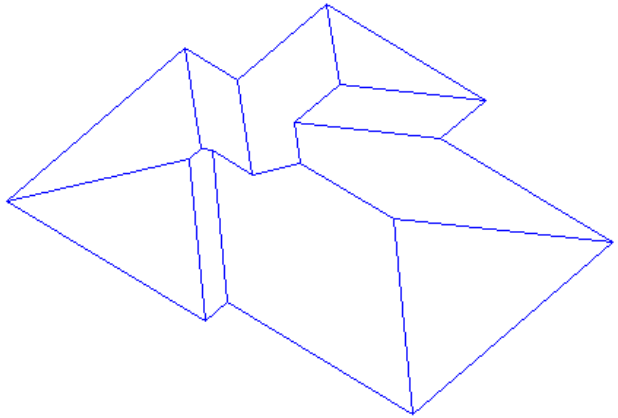


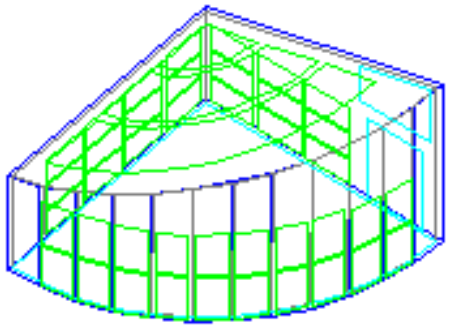


Model is created by assembling shapes

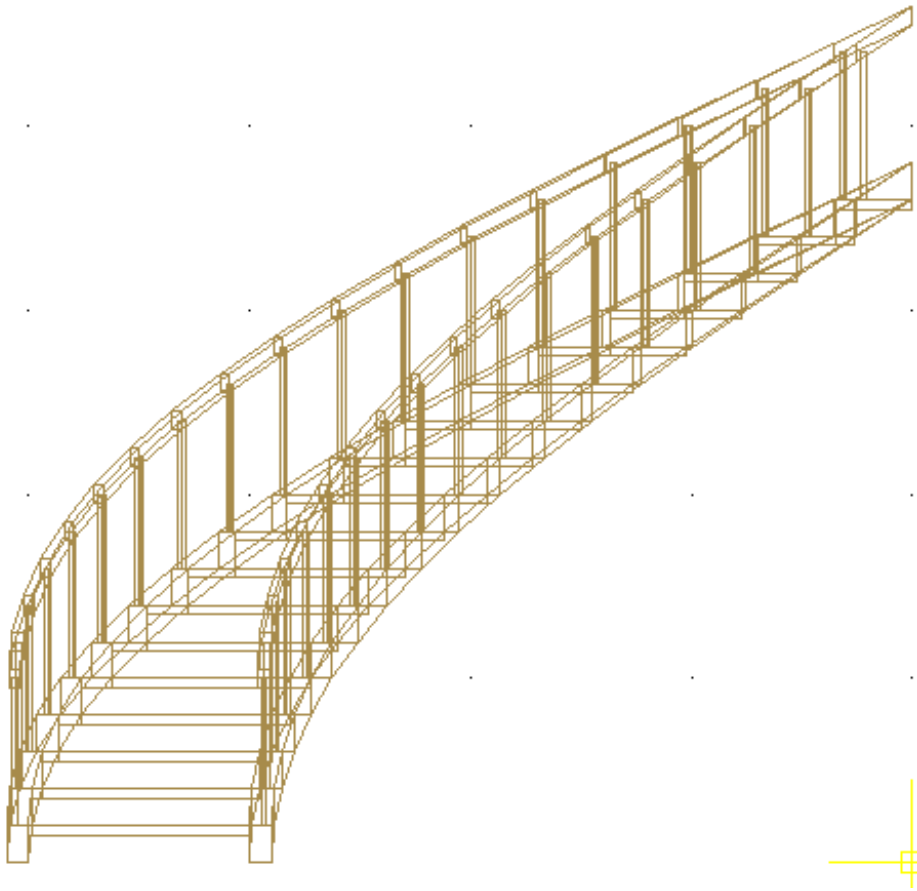
(or import from gbXML or attach 2D DXF)

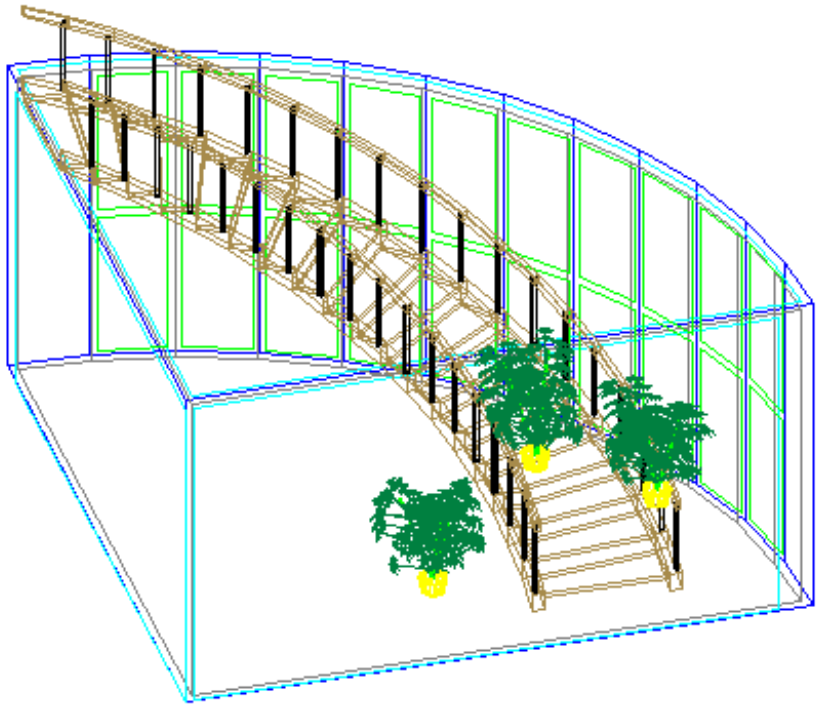






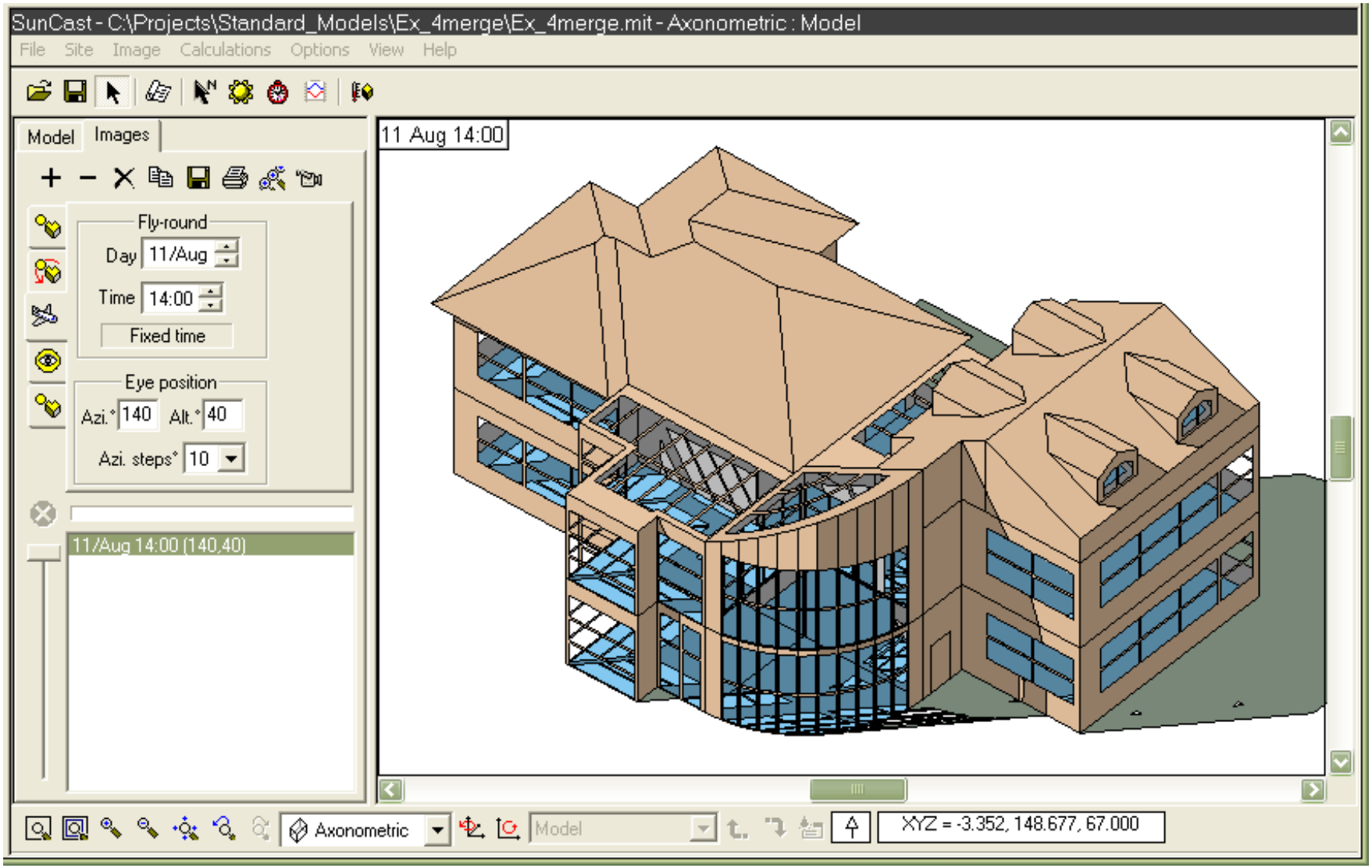
Components can be assembled and attached to Model





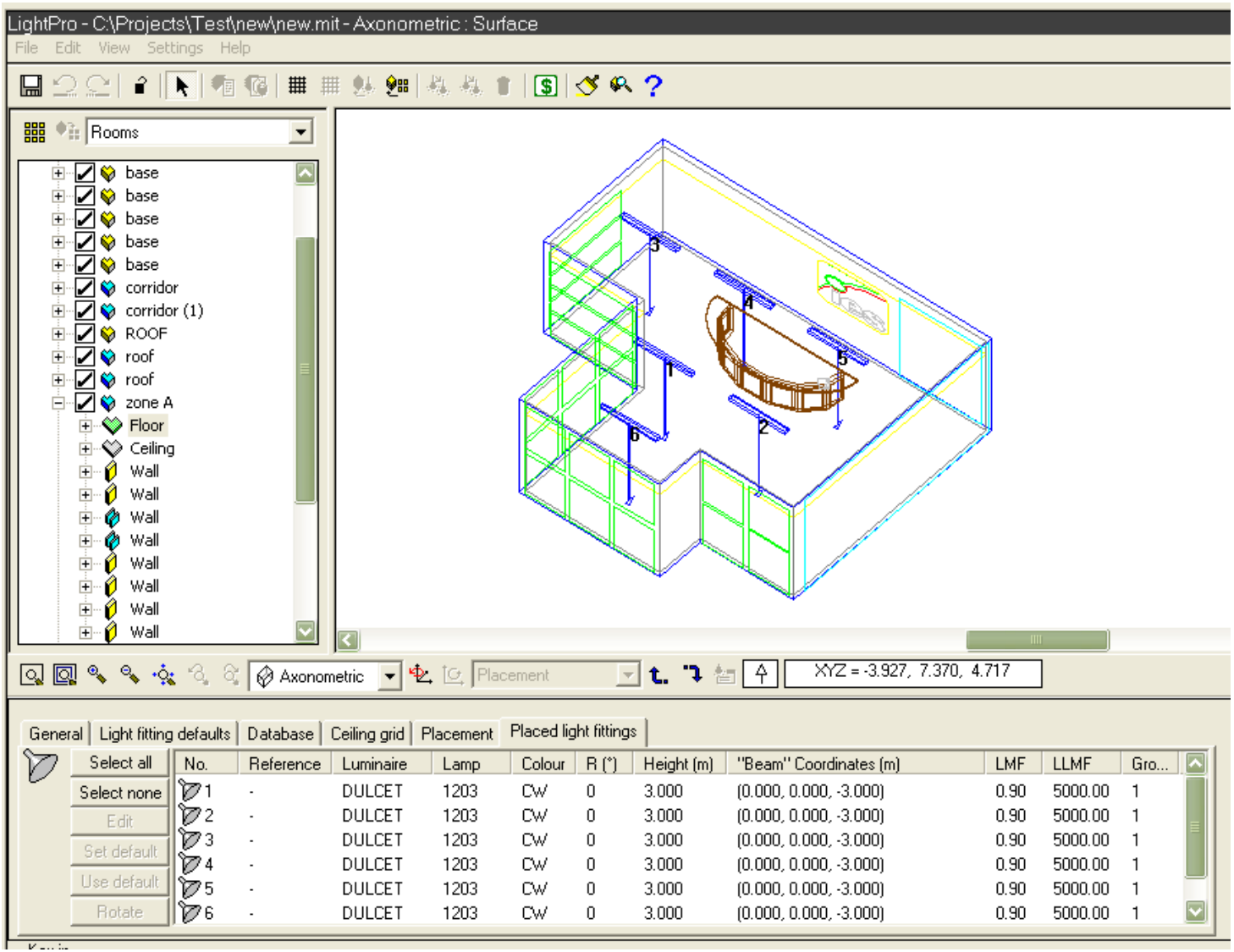
Components can be imported from other models. Libraries of desks, chairs, etc. available.

SunCast - Solar Shading



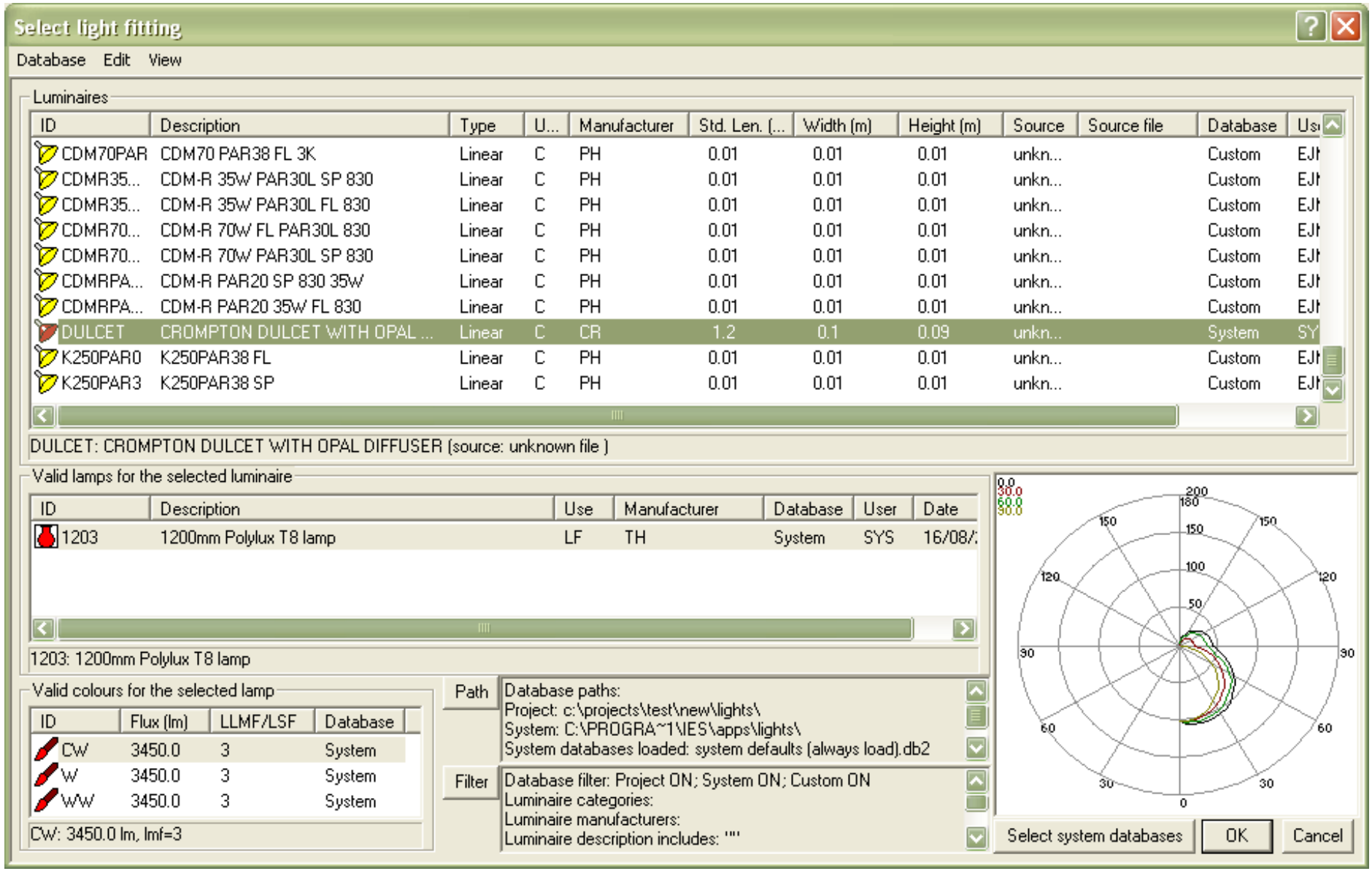
Single images, daily sequences, fly round - zoom in/out - shading file for Thermal simulations

FlucsPro/LightPro - select and place Luminaires



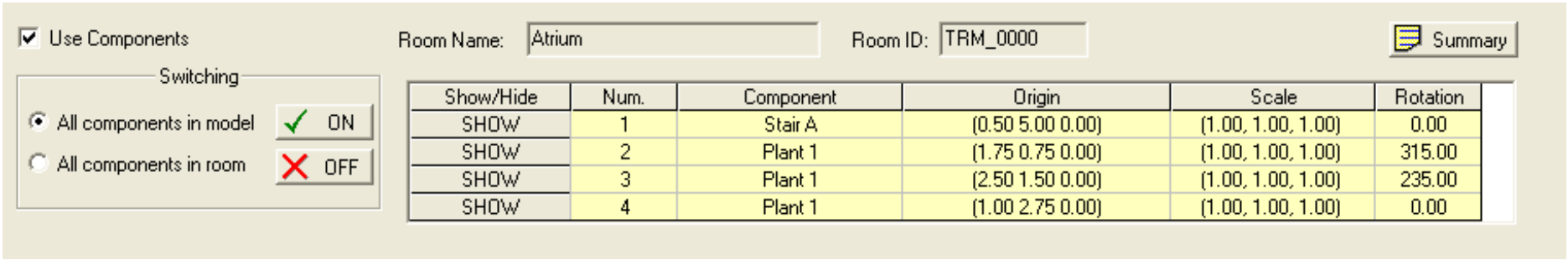
Luminaires can be moved, rotated, oriented individually or by selected groupings

Luminaires can be selected from extensive range of manufacturers databases (imported from IESNA and other sources)



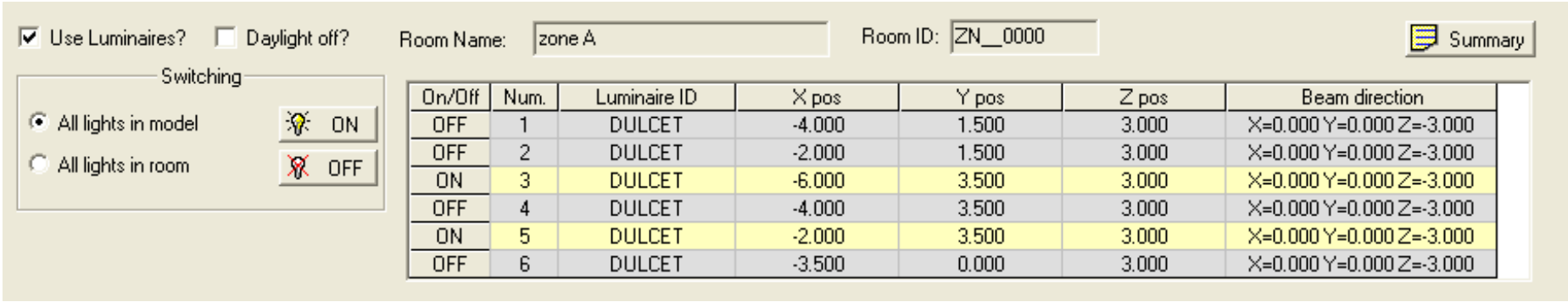
Radiance

Components can be switched on/off -



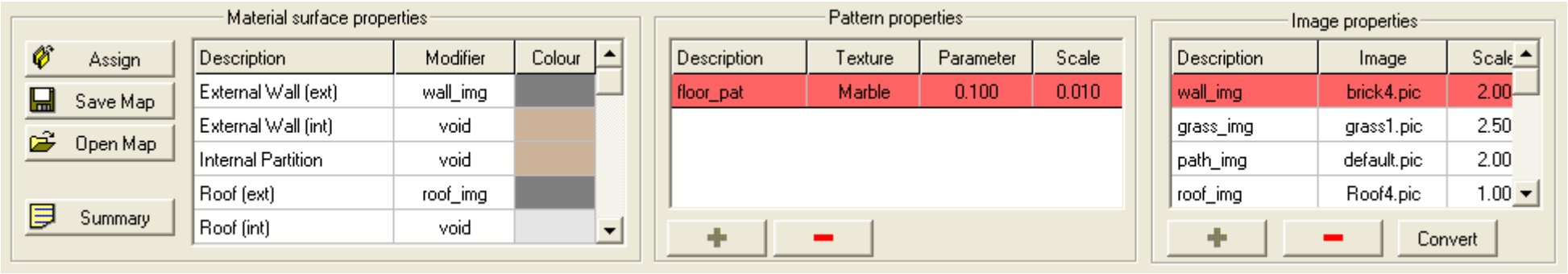
Show/Hide	Num.	Component	Origin	Scale	Rotation
SHOW	1	Stair A	(0.50 5.00 0.00)	(1.00, 1.00, 1.00)	0.00
SHOW	2	Plant 1	(1.75 0.75 0.00)	(1.00, 1.00, 1.00)	315.00
SHOW	3	Plant 1	(2.50 1.50 0.00)	(1.00, 1.00, 1.00)	235.00
SHOW	4	Plant 1	(1.00 2.75 0.00)	(1.00, 1.00, 1.00)	0.00

Luminaires can be switched on/off -

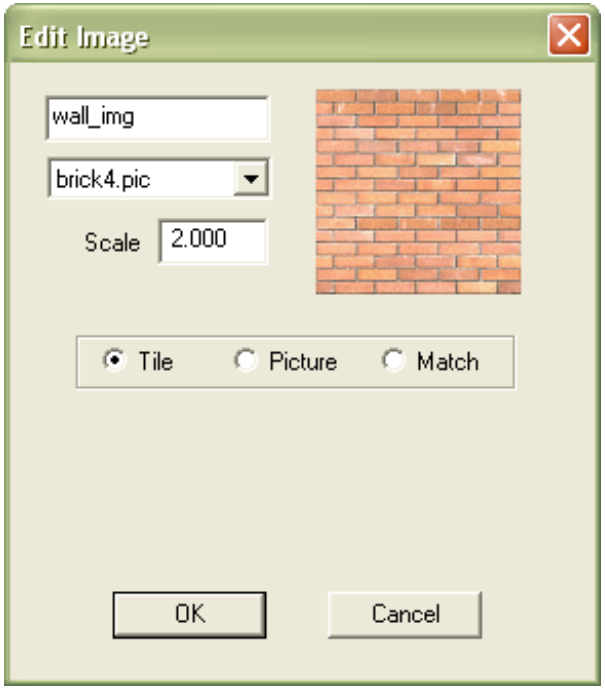


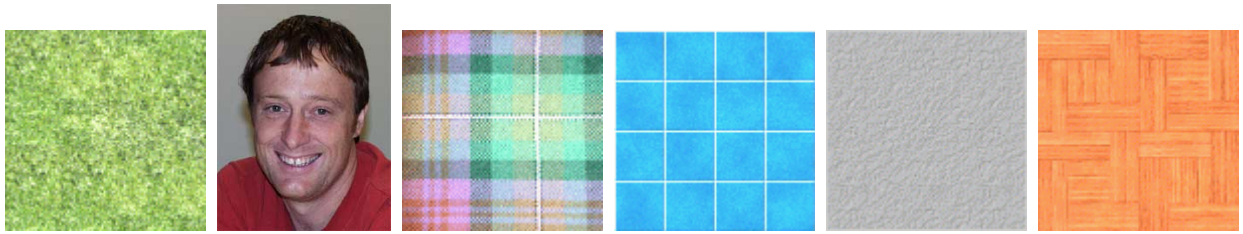
On/Off	Num.	Luminaire ID	X pos	Y pos	Z pos	Beam direction
OFF	1	DULCET	-4.000	1.500	3.000	X=0.000 Y=0.000 Z=-3.000
OFF	2	DULCET	-2.000	1.500	3.000	X=0.000 Y=0.000 Z=-3.000
ON	3	DULCET	-6.000	3.500	3.000	X=0.000 Y=0.000 Z=-3.000
OFF	4	DULCET	-4.000	3.500	3.000	X=0.000 Y=0.000 Z=-3.000
ON	5	DULCET	-2.000	3.500	3.000	X=0.000 Y=0.000 Z=-3.000
OFF	6	DULCET	-3.500	0.000	3.000	X=0.000 Y=0.000 Z=-3.000

Material properties can be assigned (saved in Map file) -



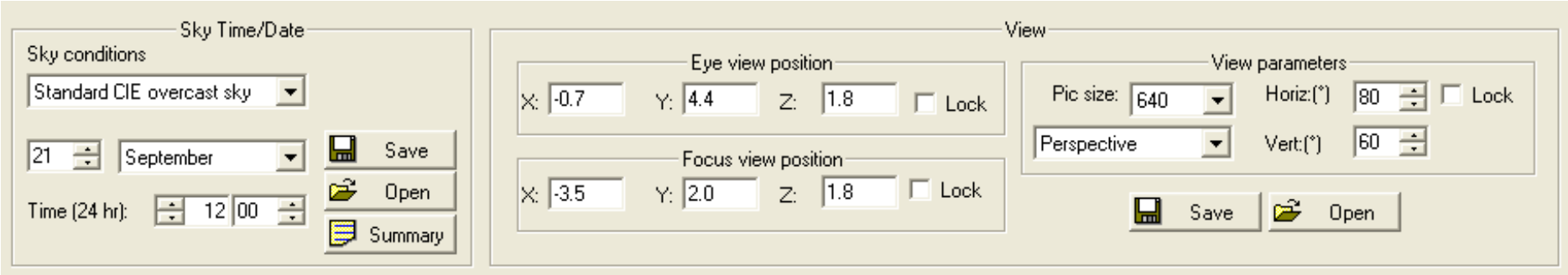
Patterns (procedural textures) and Images (pic file from various sources) can be attached to Materials -





The "**Convert**" button will convert a Tiff file into a Radiance "**pic**" and add to list of images

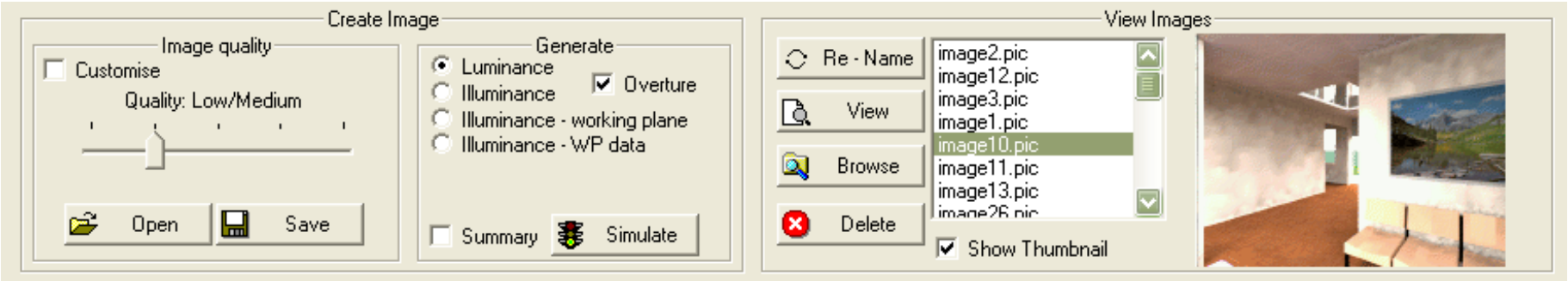
Sky conditions and View settings -



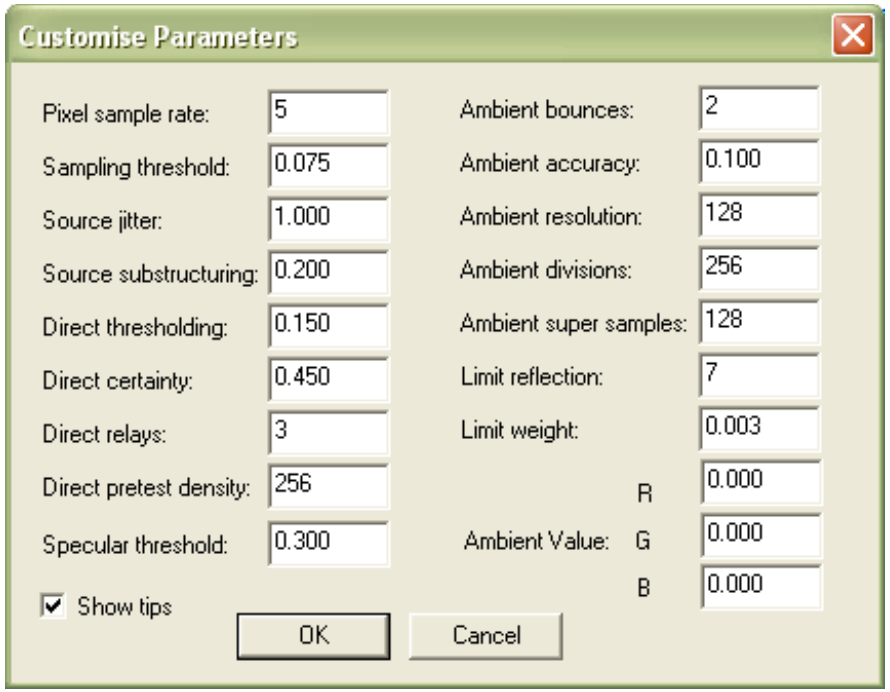
All the usual Skies can be selected along with date and time.

Eye and **Focus** positions can be selected graphically from the Viewport, by selecting a zone or by keying in the required values.

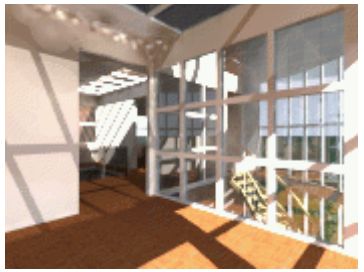
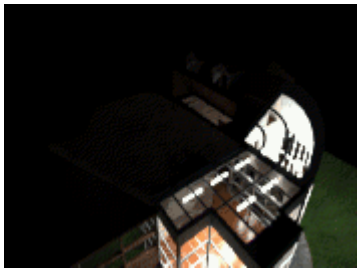
Images

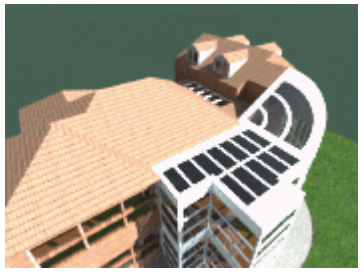


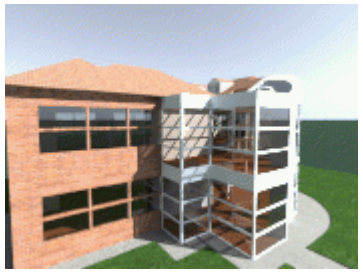
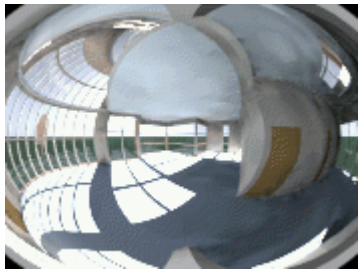
Simulation parameters can be customised -

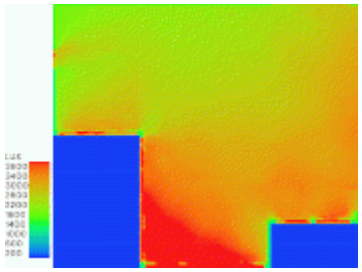
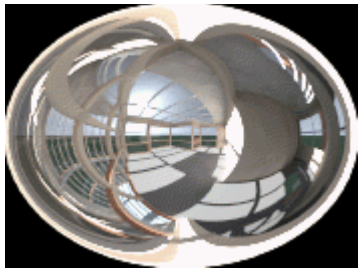
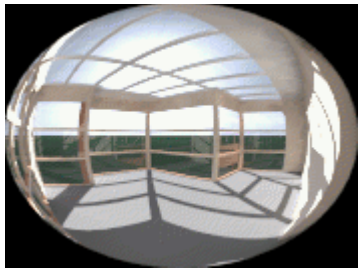


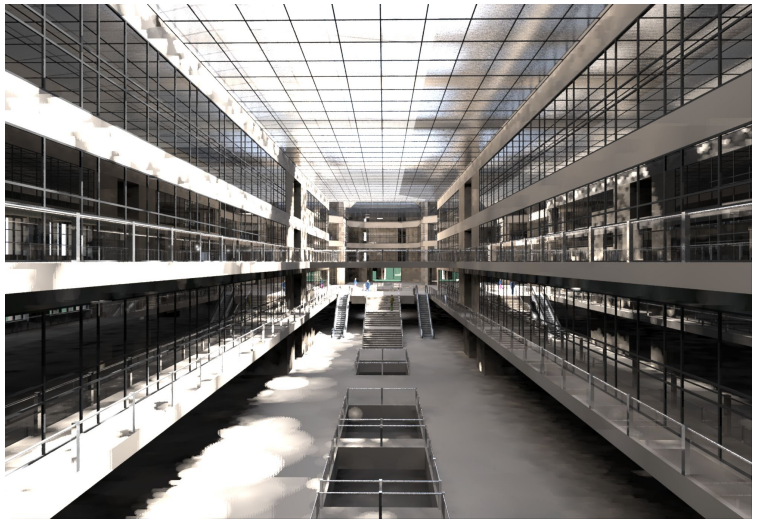


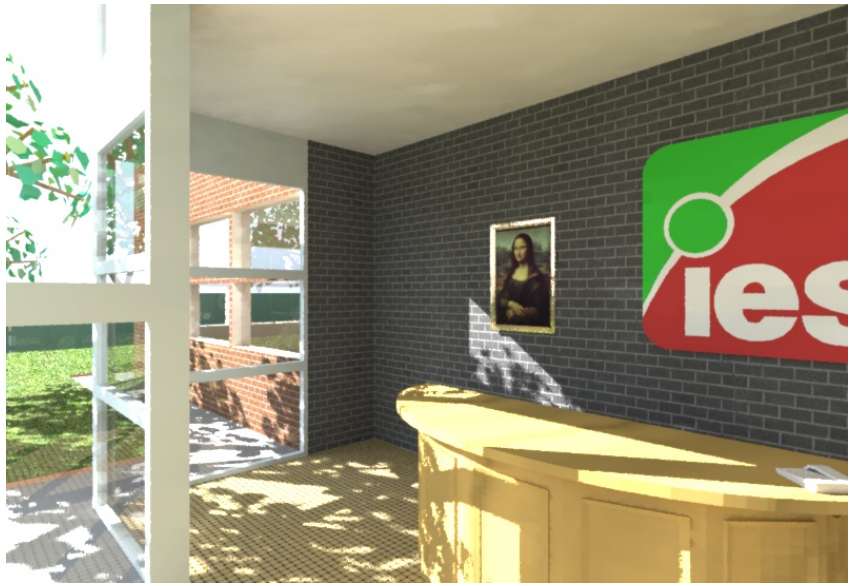




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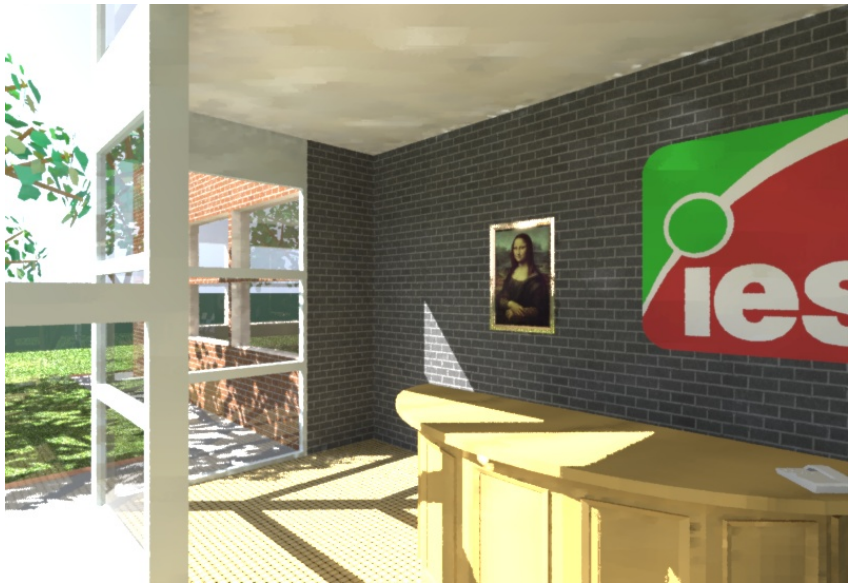
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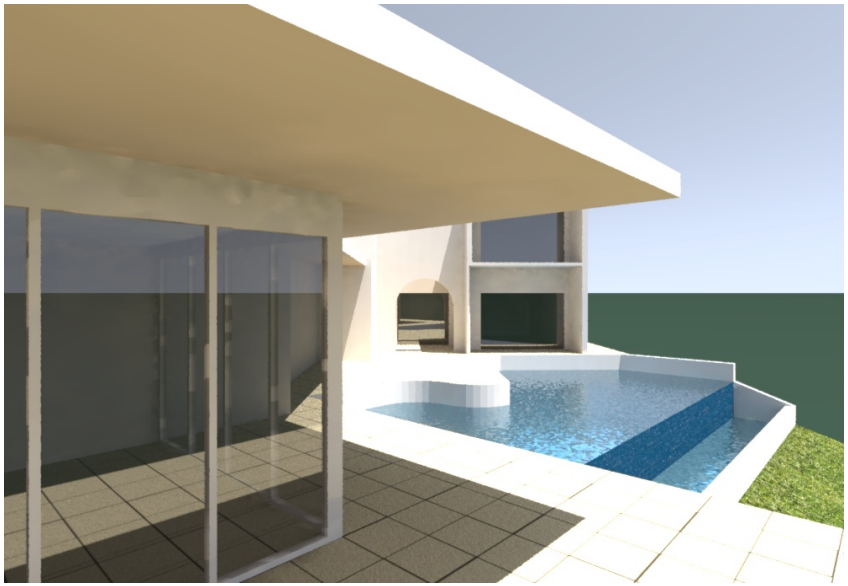

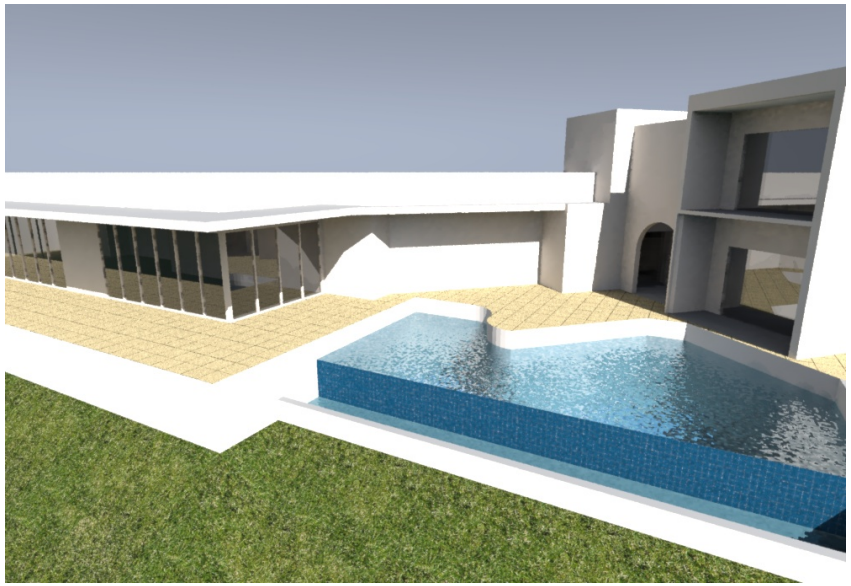

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