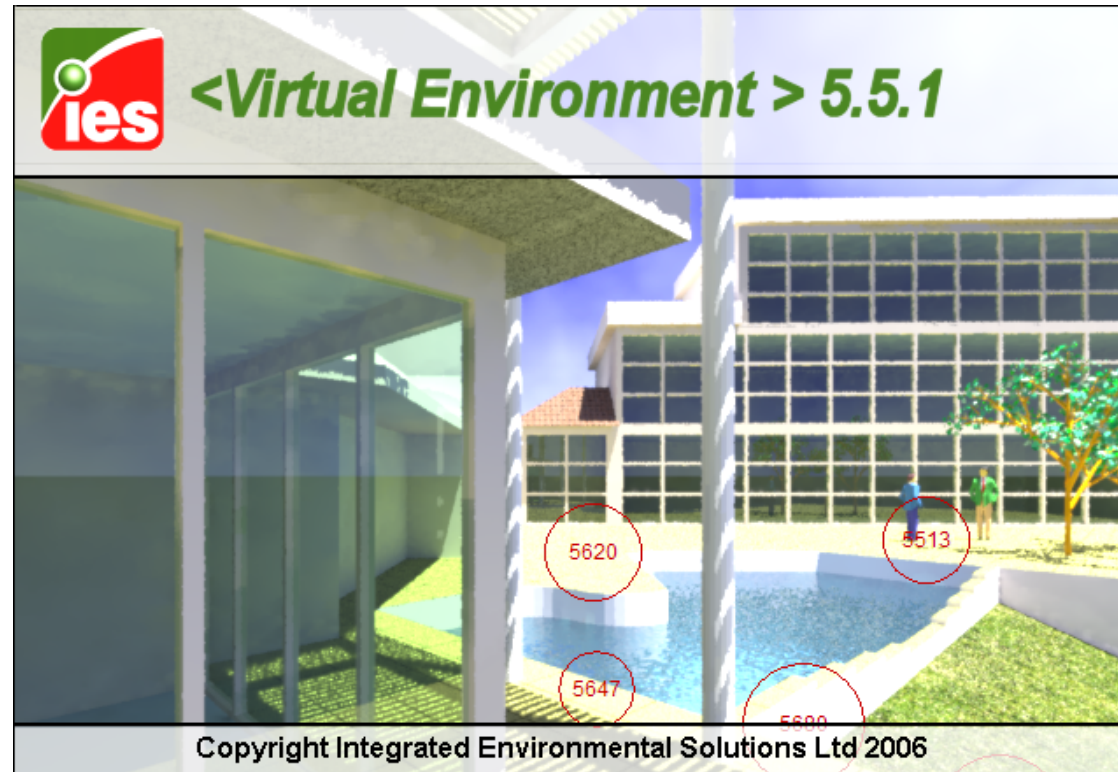


Demo of IES Radiance



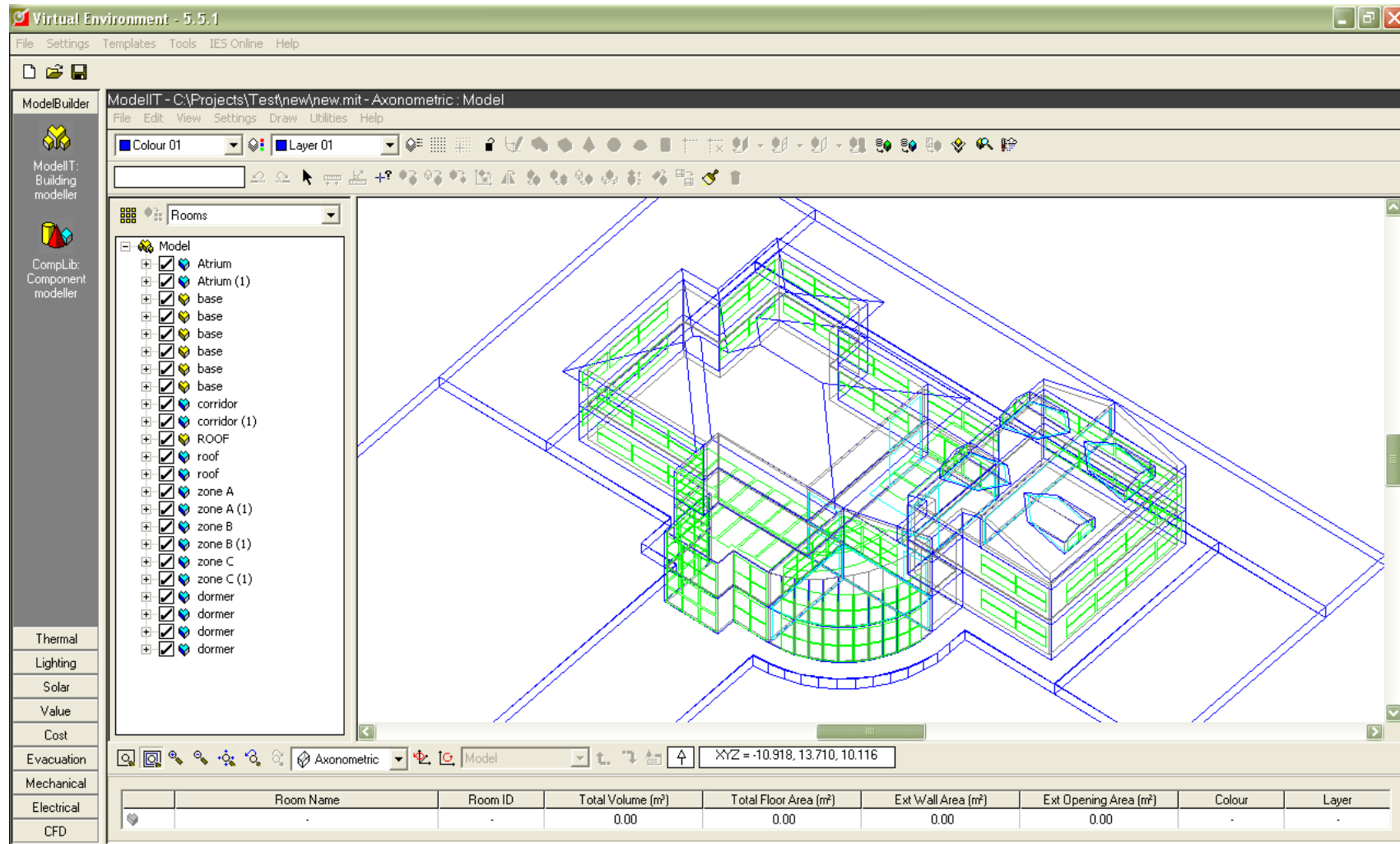
The VE is a collection of applications (thermal / cfd / evacuation / lighting)

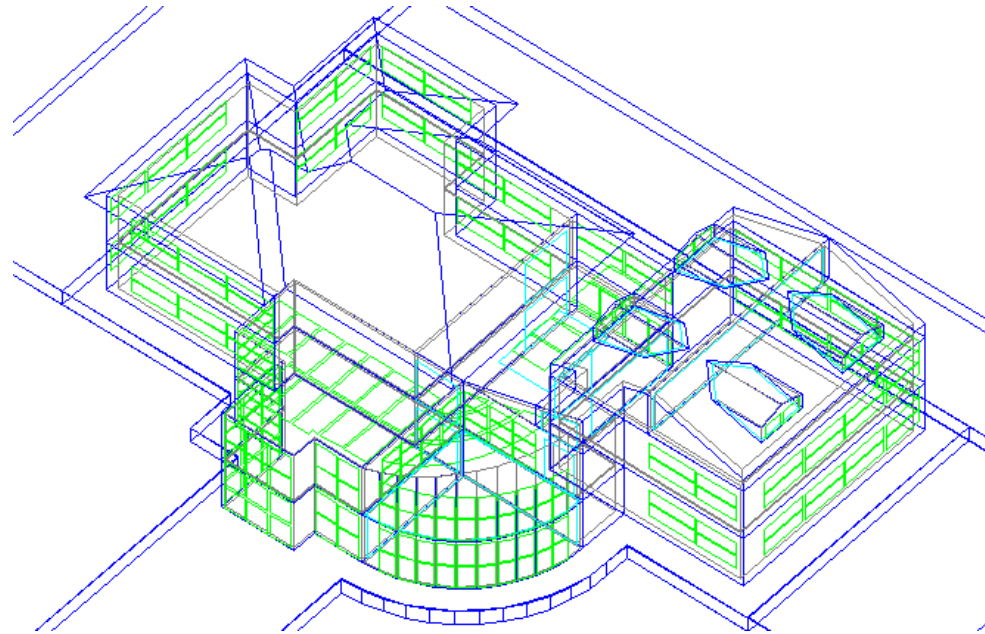
Single Integrated model - common to all applications

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

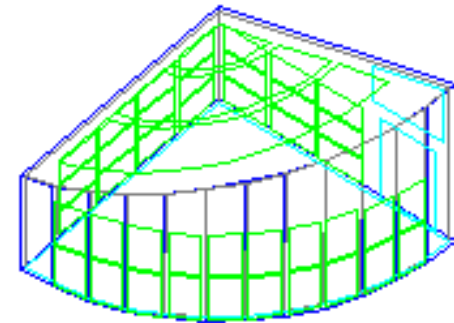
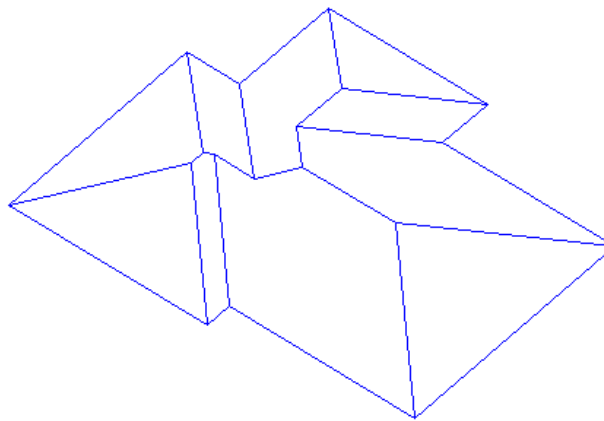
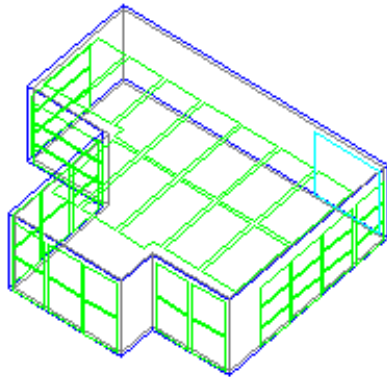
Target Audience - inexperienced or first-time introduction to lighting (from Thermal background)

<Virtual Environment> Framework

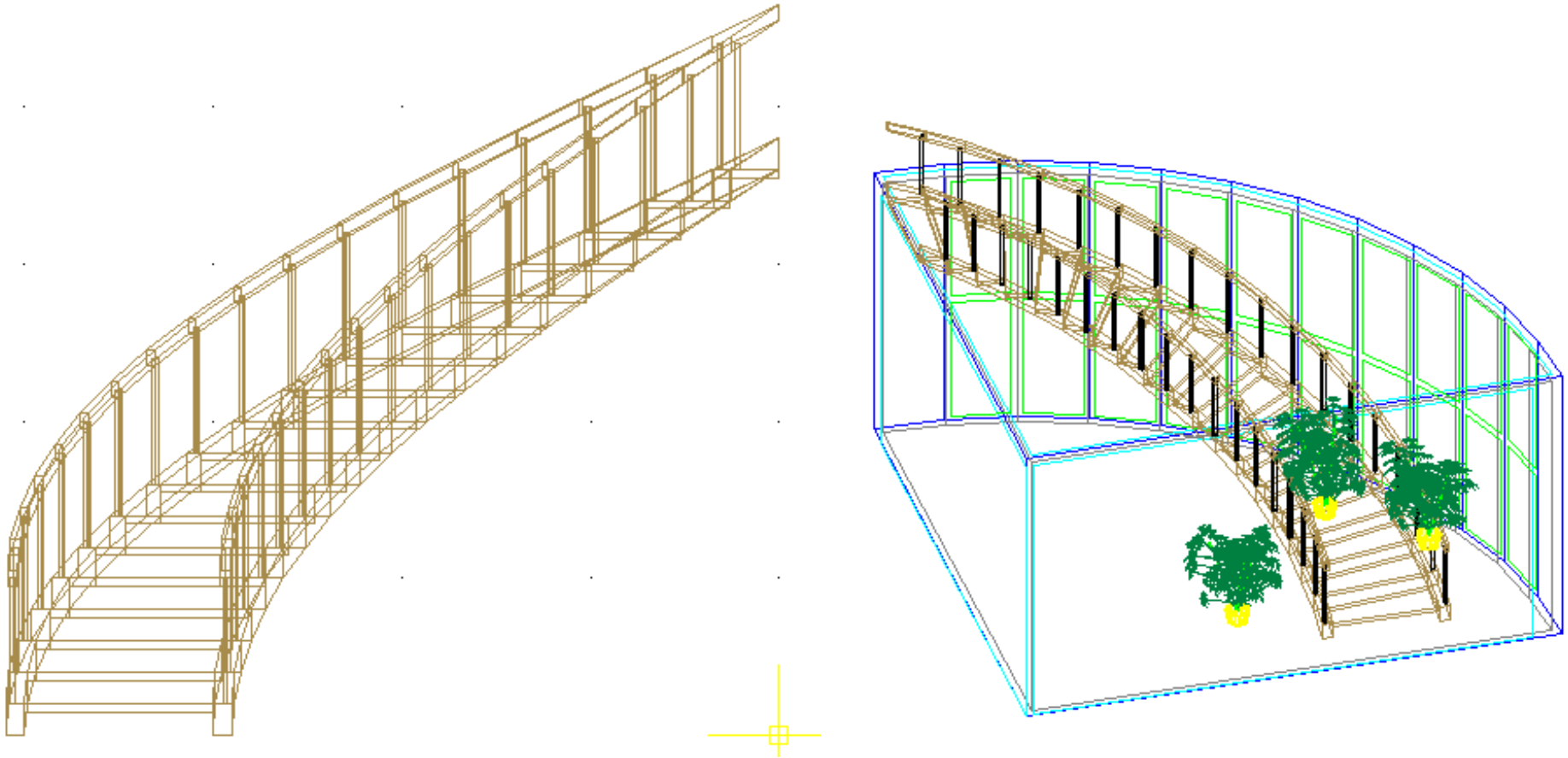




Model is created by assembling shapes
(or import from gbXML or attach 2D DXF)

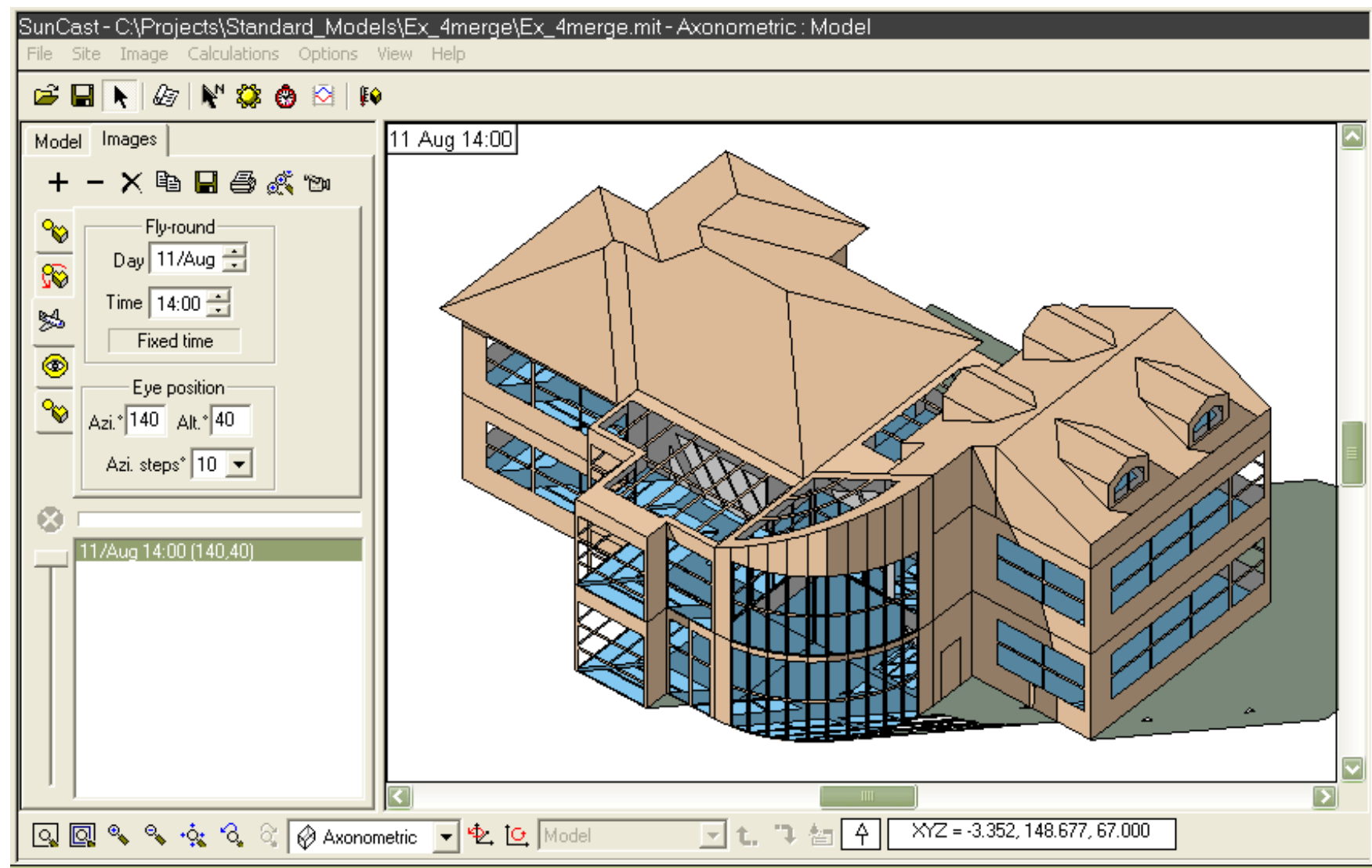


Components can be assembled and attached to Model



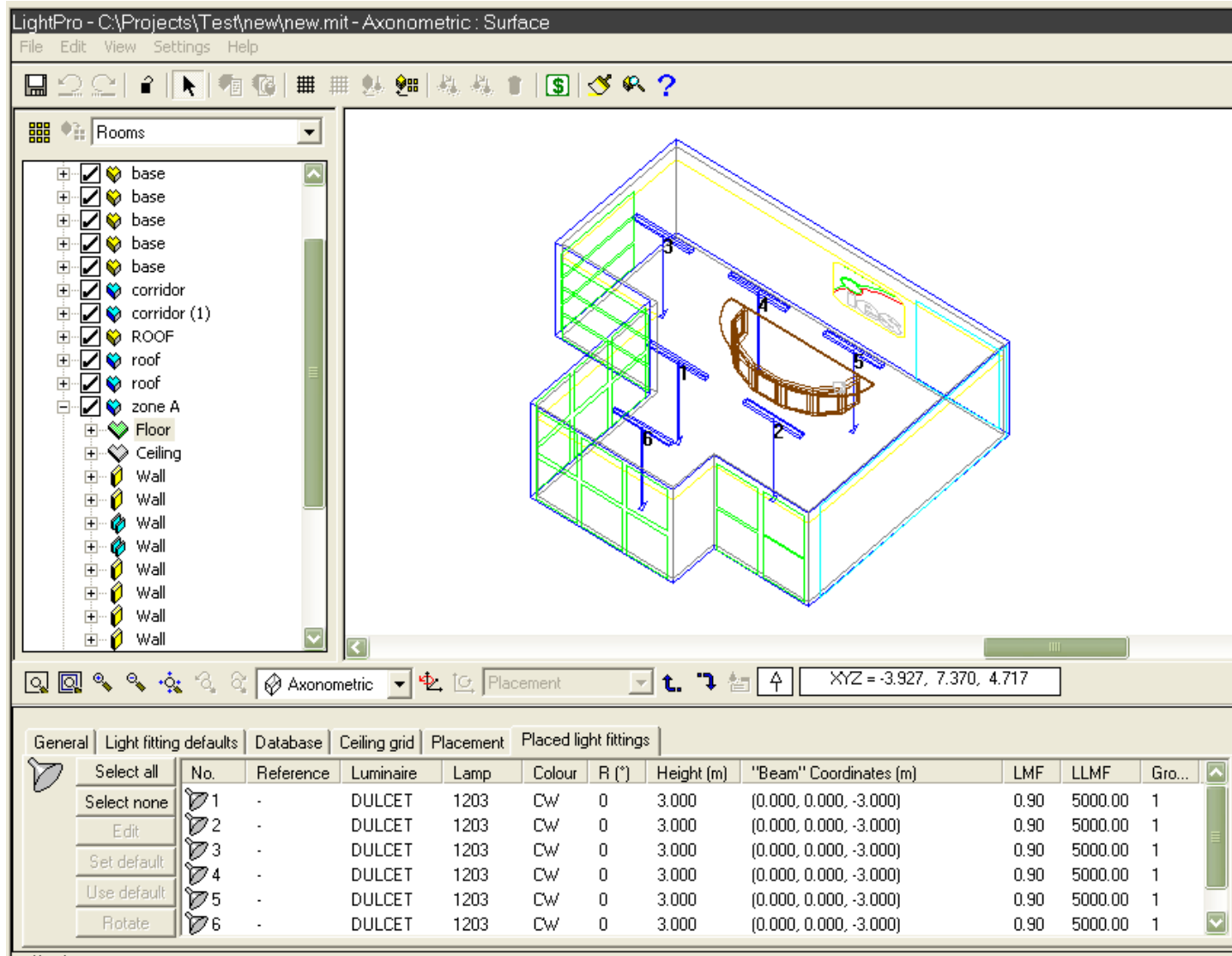
Components can be imported from other models. Libraries of desks, chairs, etc. available.

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)

Select light fitting [?] [X]

Database Edit View

Luminaires

ID	Description	Type	U...	Manufacturer	Std. Len. (...)	Width (m)	Height (m)	Source	Source file	Database	Us...
CDM70PAR	CDM70 PAR38 FL 3K	Linear	C	PH	0.01	0.01	0.01	unkn...		Custom	EJt
CDMR35...	CDM-R 35W PAR30L SP 830	Linear	C	PH	0.01	0.01	0.01	unkn...		Custom	EJt
CDMR35...	CDM-R 35W PAR30L FL 830	Linear	C	PH	0.01	0.01	0.01	unkn...		Custom	EJt
CDMR70...	CDM-R 70W FL PAR30L 830	Linear	C	PH	0.01	0.01	0.01	unkn...		Custom	EJt
CDMR70...	CDM-R 70W PAR30L SP 830	Linear	C	PH	0.01	0.01	0.01	unkn...		Custom	EJt
CDMRPA...	CDM-R PAR20 SP 830 35W	Linear	C	PH	0.01	0.01	0.01	unkn...		Custom	EJt
CDMRPA...	CDM-R PAR20 35W FL 830	Linear	C	PH	0.01	0.01	0.01	unkn...		Custom	EJt
DULCET	CROMPTON DULCET WITH OPAL ...	Linear	C	CR	1.2	0.1	0.09	unkn...		System	SY
K250PAR0	K250PAR38 FL	Linear	C	PH	0.01	0.01	0.01	unkn...		Custom	EJt
K250PAR3	K250PAR38 SP	Linear	C	PH	0.01	0.01	0.01	unkn...		Custom	EJt

DULCET: CROMPTON DULCET WITH OPAL DIFFUSER (source: unknown file)

Valid lamps for the selected luminaire

ID	Description	Use	Manufacturer	Database	User	Date
1203	1200mm Polylux T8 lamp	LF	TH	System	SYS	16/08/...

1203: 1200mm Polylux T8 lamp

Valid colours for the selected lamp

ID	Flux (lm)	LLMF/LSF	Database
CW	3450.0	3	System
W	3450.0	3	System
WW	3450.0	3	System

CW: 3450.0 lm, lmf=3

Path Database paths:
Project: c:\projects\test\new\lights\
System: C:\PROGRA~1\IES\apps\lights\
System databases loaded: system defaults (always load).db2

Filter Database filter: Project ON; System ON; Custom ON
Luminaire categories:
Luminaire manufacturers:
Luminaire description includes: ""

Select system databases OK Cancel


Radiance

Components can be switched on/off -

☒ Use Components

Room Name:


Room ID:


 Summary

Switching

☒ All components in model

☐ All components in room

 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 -

☒ Use Luminaires? ☐ Daylight off?

Room Name:


Room ID:


 Summary

Switching

☒ All lights in model

☐ All lights in room

 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) -

Material surface properties				Pattern properties				Image properties		
	Description	Modifier	Colour	Description	Texture	Parameter	Scale	Description	Image	Scale
Assign	External Wall (ext)	wall_img		floor_pat	Marble	0.100	0.010	wall_img	brick4.pic	2.00
Save Map	External Wall (int)	void						grass_img	grass1.pic	2.50
Open Map	Internal Partition	void						path_img	default.pic	2.00
Summary	Roof (ext)	roof_img						roof_img	Roof4.pic	1.00
	Roof (int)	void								

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

Edit Image

wall_img

brick4.pic

Scale 2.000


☒ Tile

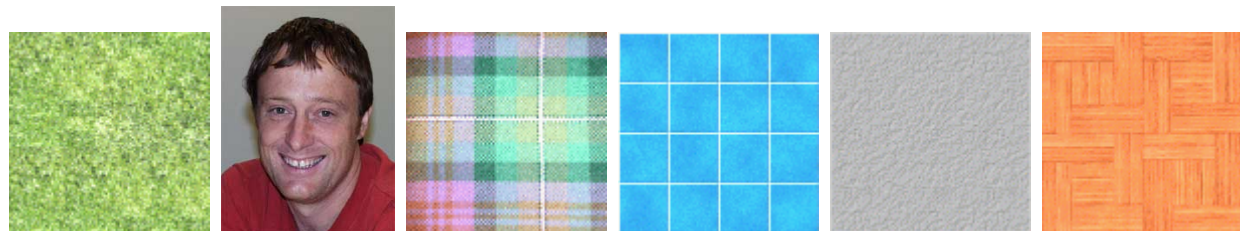
☐ Picture

☐ Match

OK

Cancel





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

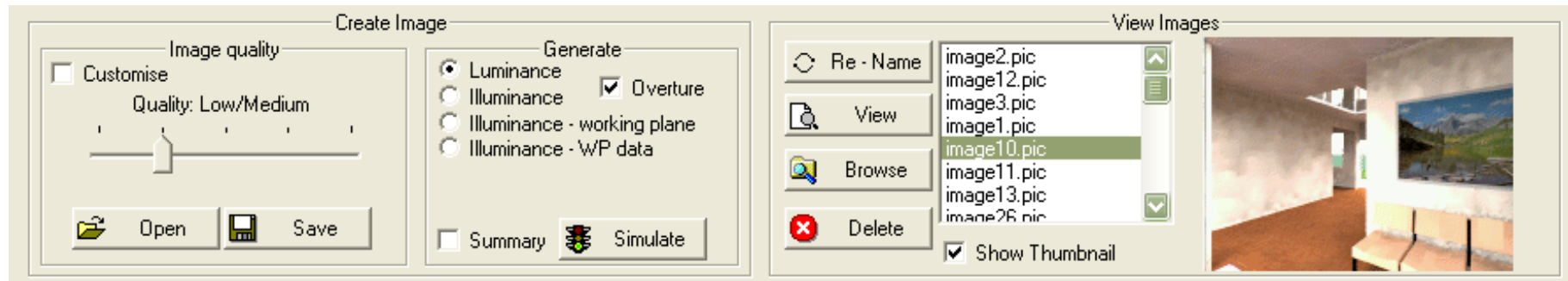
Sky conditions and View settings -

Sky Time/Date		View	
Sky conditions		Eye view position	
Standard CIE overcast sky		X: -0.7	Y: 4.4 Z: 1.8 <input type="checkbox"/> Lock
21 September		Focus view position	
Time (24 hr): 12:00		X: -3.5	Y: 2.0 Z: 1.8 <input type="checkbox"/> Lock
Save		View parameters	
Open		Pic size: 640 Horiz.(°) 80 <input type="checkbox"/> Lock	
Summary		Perspective Vert.(°) 60	
		Save Open	

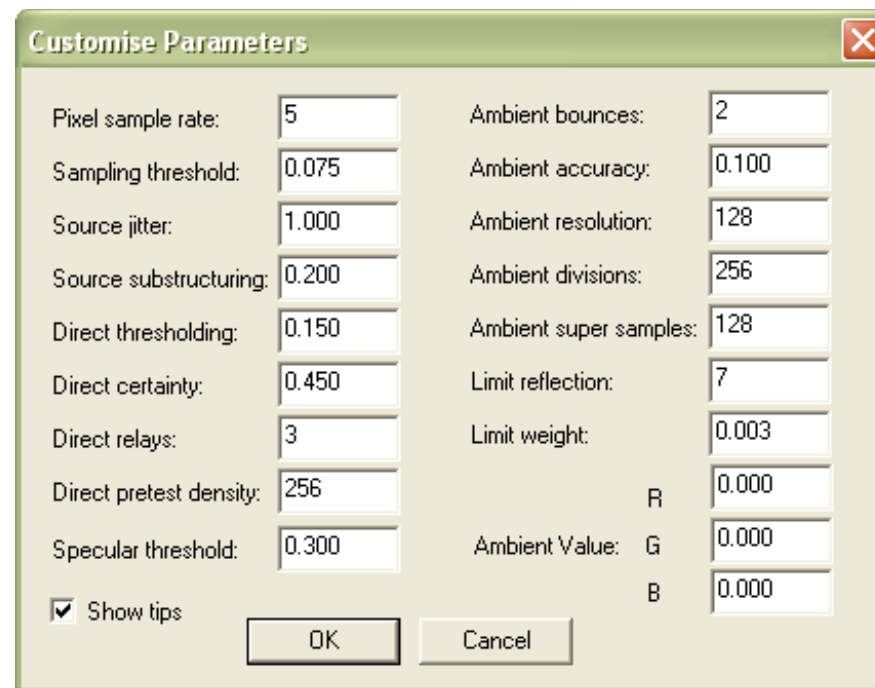
All the usual Skies can be selected along with date and time.

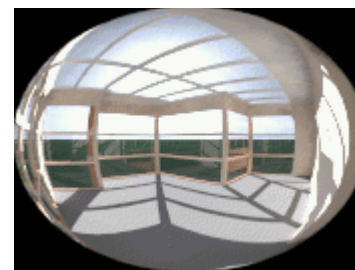
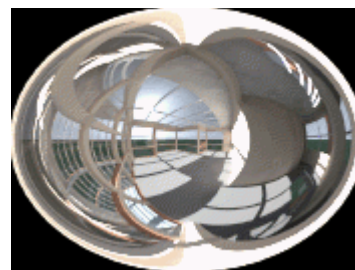
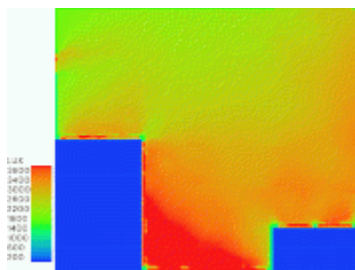
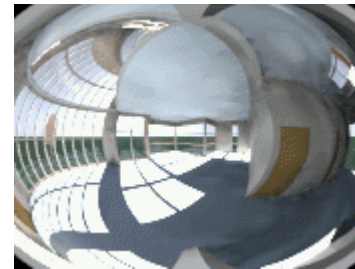
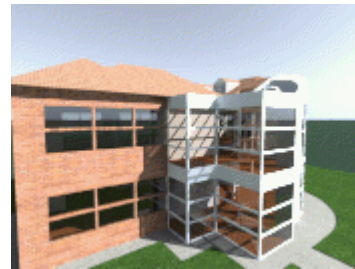
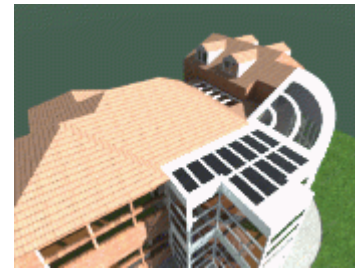
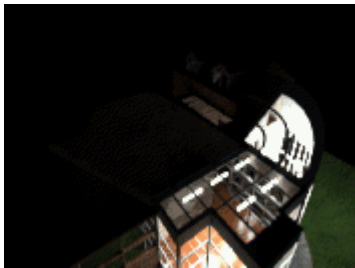
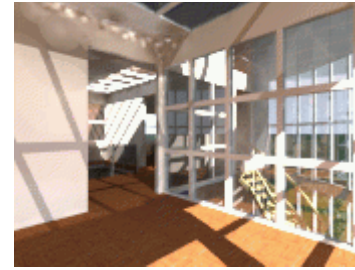
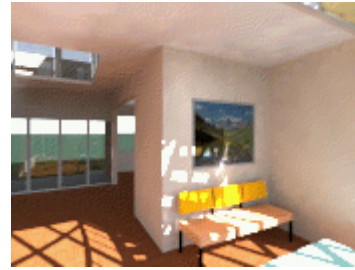
Eye and **Focus** positions can be selected graphically from the Viewport, by selecting a zone or by keying in the required values.

Images



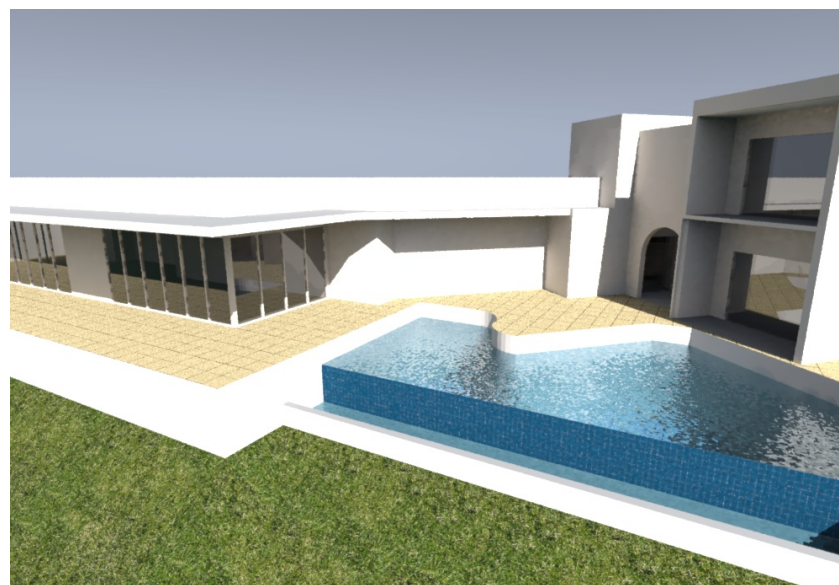
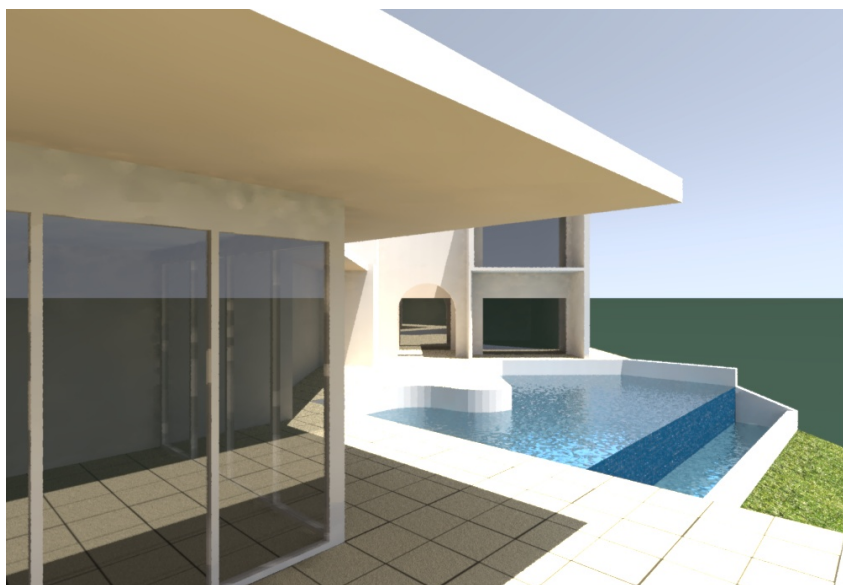
Simulation parameters can be customised -











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