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# Measurement and modeling of a daylight redirecting component

#### Lars O. Grobe<sup>1</sup>, Katrin Müllner<sup>2</sup>, Stephen Wittkopf<sup>1</sup>

<sup>1</sup> Competence Centre Envelopes and Solar Energy (CC-EASE)

<sup>2</sup> Transsolar Energietechnik GmbH

 $13^{\rm th}$  International RADIANCE Workshop 2014 London, UK



#### Outline

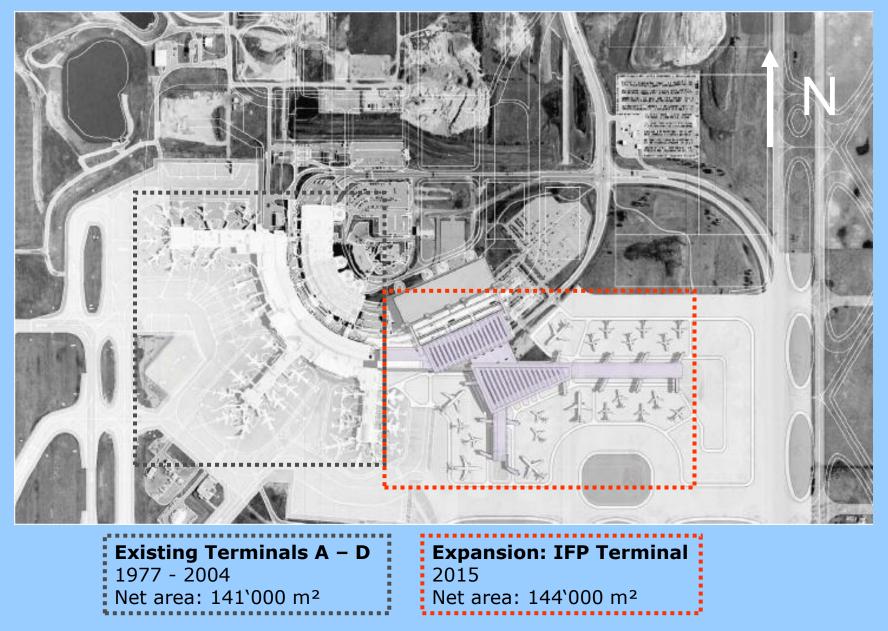
- Application: airport design
  - Role of daylight in the design
  - Controlling irradiance and daylight with glazing
- Sample: a light redirecting mirror array
- Characteristics: available data and measurements
- Modeling: modeling strategies with Radiance
  - Measured data and the data-driven BSDF modifier
  - Geometric model and genBSDF
  - Geometric model and the Radiance Photon Map extension
- Comparison
- Conclusion



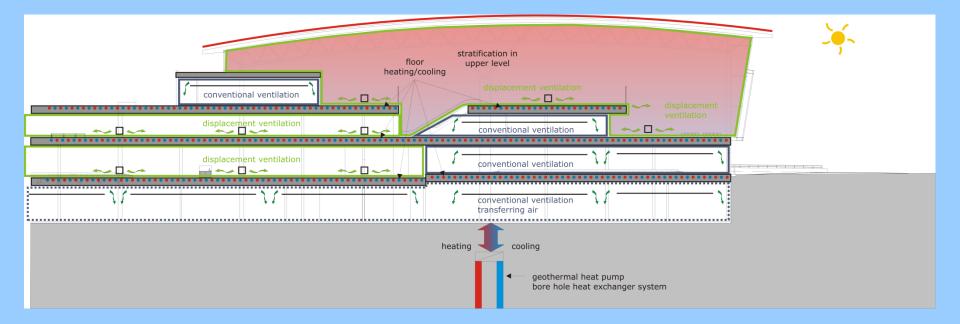
#### Application: Calgary Airport Expansion

### **IFP, International Facilities Project**

Architects: DIALOG, Calgary Structure: RJC, Calgary Climate/Energy: Transsolar, Munich Mechanical / Electrical: AECOM, Calgary Opening: fall 2015

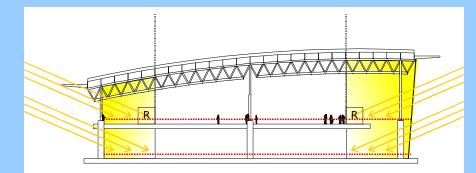


#### **Climate- and Energy Concept**

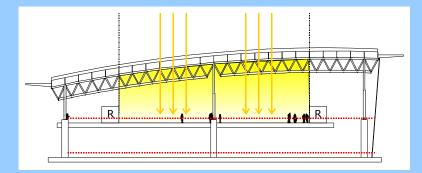


### **Daylight Concept: Optimize natural daylighting**

#### reduce Energy Consumption



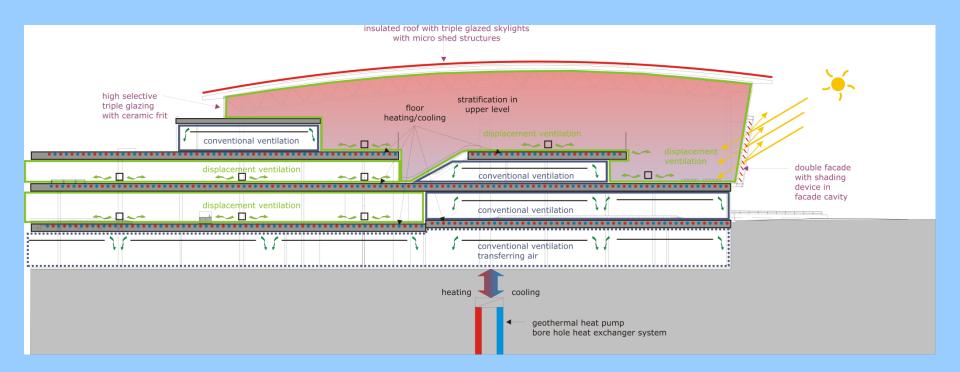
Daylight for perimeter zones via facades



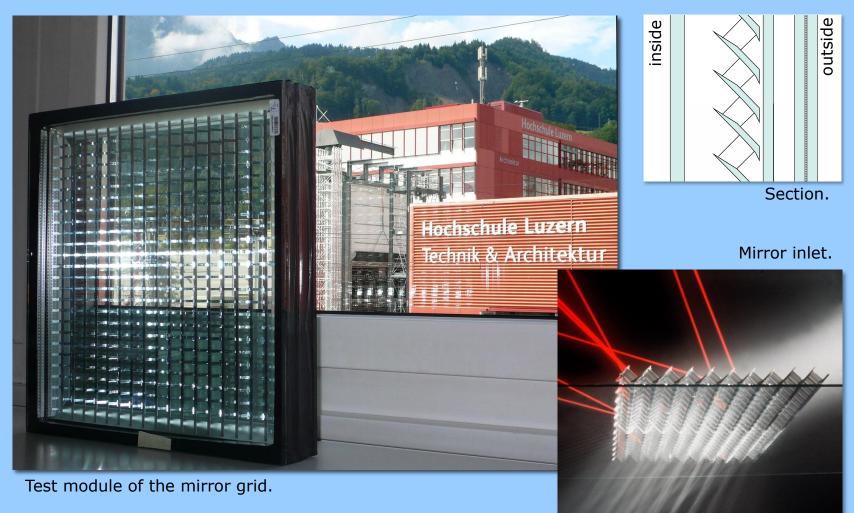
Daylight for central areas via skylights



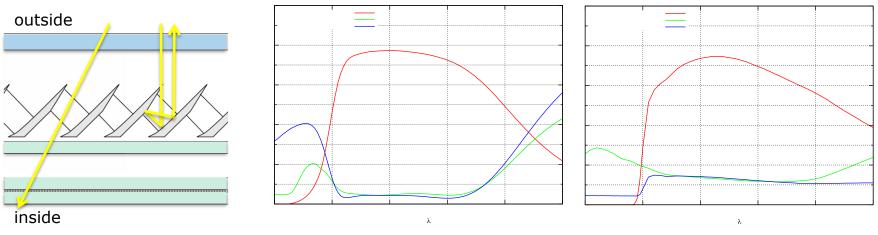
#### **Climate- and Energy Concept**



#### Sample: a light redirecting mirror array



#### **Characteristics: available data**



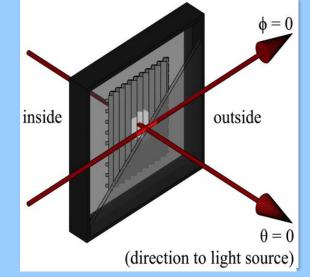
Available properties of the module: Glazing composition and transmission / reflection spectra of glass layers.

- Composed of three glass layers (one being laminate) and mirror inlet
- Mirror inlet geometry provided by manufacturer
- Glass properties from International Glazing Database (IGDB), Optics6

#### **Characteristics: measurements**

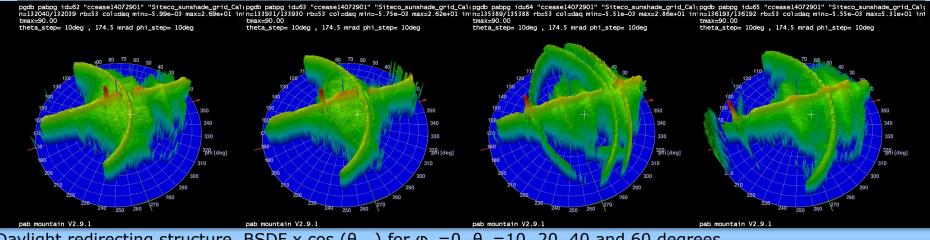


- Bidirectional Scatter Distribution Function BSDF( $\theta_{in}, \phi_{in}, \theta_{out}, \phi_{out}$ )
- Scanning Goniophotometer by PAB at Lucerne University of Applied Sciences & Arts





#### **Outgoing distributions of the mirror grid**



Daylight redirecting structure. BSDF x cos ( $\theta_{out}$ ) for  $\phi_{in}=0$ ,  $\theta_{in}=10$ , 20, 40 and 60 degrees.

- Visualizations of the outgoing distribution for each incident direction, interpolation by Delauny triangulation
- Projection of the transmission / reflection hemisphere of outgoing directions:  $\phi_{out}$  as azimuth angle,  $\theta_{out}$  as radius

#### Modeling: modeling strategies with Radiance

- The distribution does not follow assumptions by any analytical model
- Radiance offers three modeling approaches:
  - Interpolation of measured data, variable-resolution BSDF *pabopto2bsdf* 
    - + Data-driven BSDF includes any information in the measurement
    - High number of measurements of varying incident direction needed
  - Computation of BSDF from geometric model of the structure *genBSDF* 
    - + Replaces geometric detail in the scene by its resulting BSDF
    - Any mistakes in generating the BSDF lead to entirely wrong result
  - Direct use of geometric model with added forward pass mkpmap
    - + No preprocessing, no risk of applying BSDF with wrong orientation
    - Keeps all geometric detail in the scene

#### Measured data and the data-driven BSDF modifier

- Measured distributions (one for each incident direction to interpolant SIR

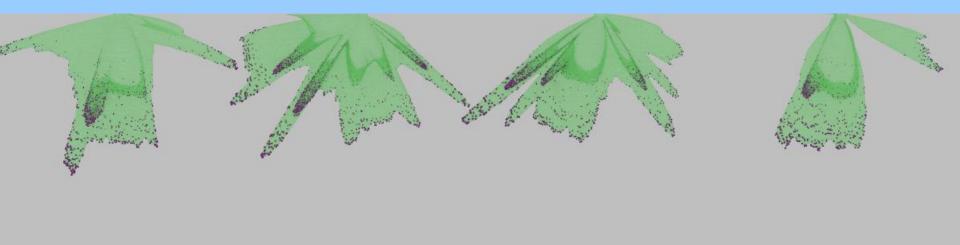
pabopto2bsdf -n 4 0\*\_\*\_r.dat > 000\_070\_r.sir pabopto2bsdf -n 4 0\*\_\*\_t.dat > 000\_070\_t.sir pabopto2bsdf -n 4 1\*\_\*\_r.dat > 110\_180\_r.sir pabopto2bsdf -n 4 1\* \* t.dat > 110\_180\_r.sir

- -n <N>: number of processes
  <.dat>: distribution in pab-format
- Interpolation and data-reduction to BSDF in XML-format

bsdf2ttree -g 7 -t 85 000\_070\_r.sir 000\_070\_t.sir \ 110\_180\_r.sir 110\_180\_t.sir > g7\_t85.xml

-g <N>: initial tensor tree resolution  $2^N$ -t <N>: remove N % of data from tensor tree when adapting resolution

#### Measured data and the data-driven BSDF modifier

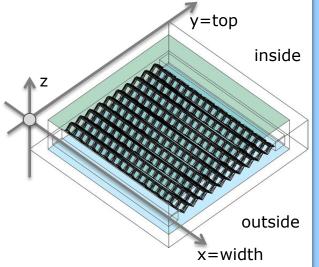


#### Geometric model and genBSDF

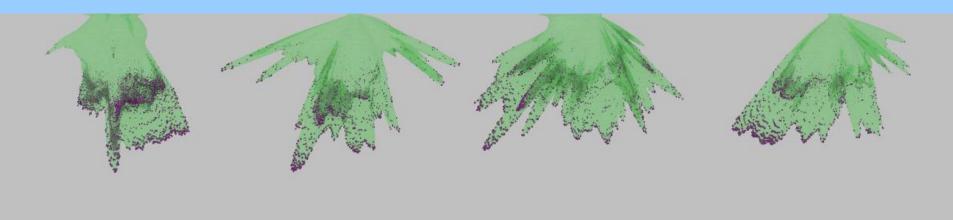
- genBSDF can compile BSDF of either variable resolution or based on Klems

genBSDF -c 10240 -n 12 -t4 6 +f +b +geom meter \ -dim -.1 .1 -.1 .1 -.063 0 module genBSDF.rad > c 10240 t4 6.xml

- -c <N>: number of samples -t4 <N>: anistropic 4D BSDF, 2<sup>N</sup> incident x 2<sup>N</sup> outgoing directions -f+: front side BSDF -b+: back side BSDF -geom <unit>: units -dim <xmin> <xmax> <ymin> <ymax> <zmin> <zmax>: bounding box computation of BSDF
- Beware.... genBSDF expects specific orientation:



### Geometric model and genBSDF



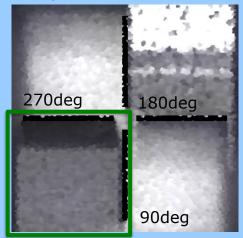
#### **Geometric model and the Radiance Photon Map extension**

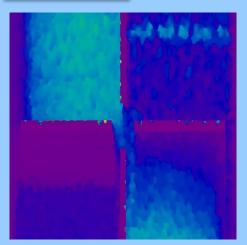
- Most transparent approach just model the fenestration as anything else
- Use of photon ports to "guide" photons into the space of interest
- Example: 1M global, 8M caustic photons:

```
mkpmap -apo photonPortMat \
-apg pmap/global.pmap 1M -apc pmap/caustic.pmap 8M \
oct/module_pmap.oct
```

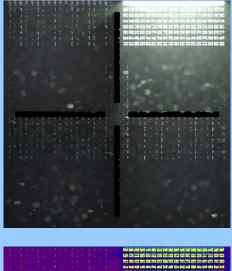
### Comparison

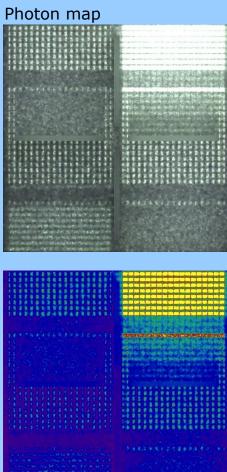
#### Interpolated measurement





#### genBSDF





#### Conclusion

- Recent developments in Radiance provide us with working methods to model daylight redirecting components
- genBSDF, photon map and interpolated measured BSDF lead to qualitatively comparable results even for more complex systems
- Geometry will still be required to consider detail of glazing systems, as Radiance does not support spatially resolved BSDF
- Measurements are required to make data-driven BSDF models available and to evaluate computation-based models (genBSDF)

## Thank you for your attention!

larsoliver.grobe@hslu.ch, +41 41 349 36 32 muellner@transsolar.com, +49 89 590 688 49

Supported by the Swiss National Science Foundation