



More light, fewer emissions:

Daylight and Carbon Savings, from room to masterplan
Reinier Zeldenrust

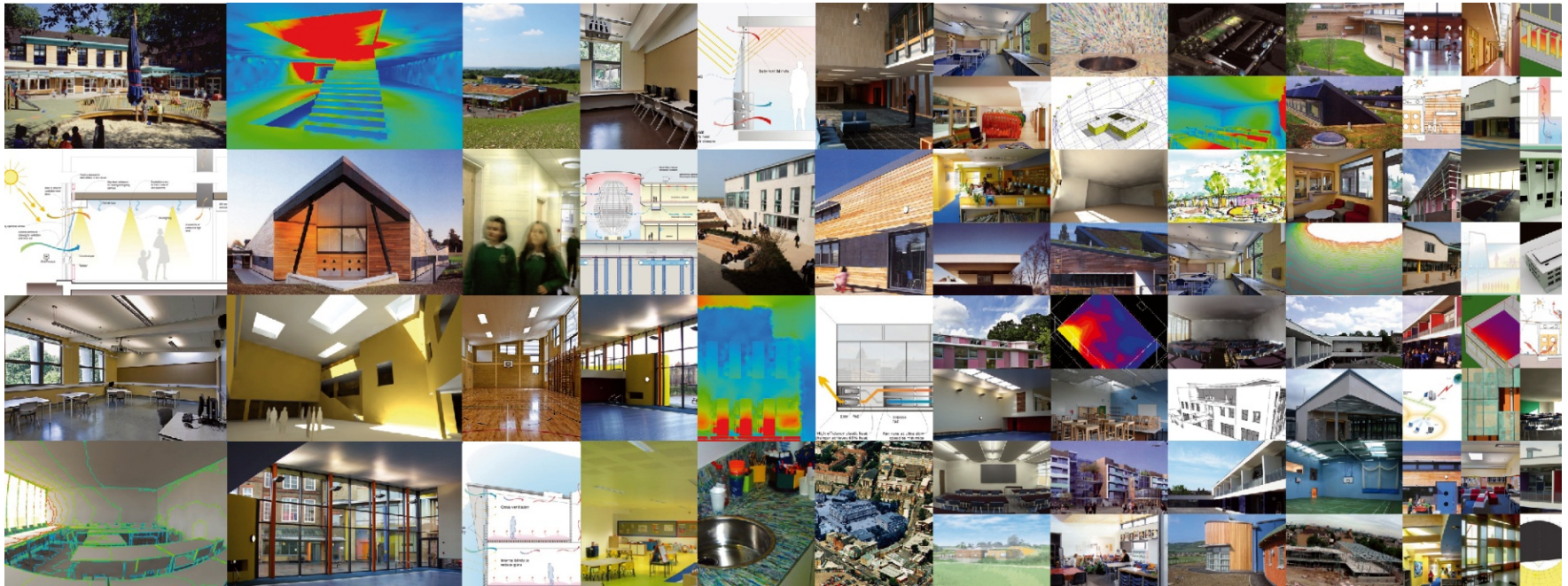
Radiance Conference,
3rd September 2014

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Environmental Design Consultants + Lighting Designers

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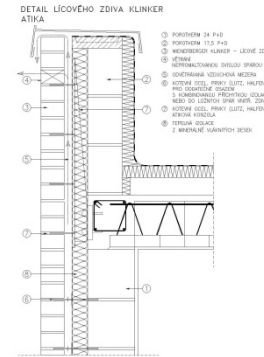
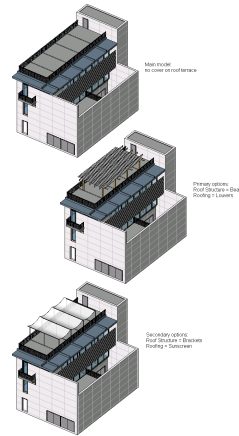
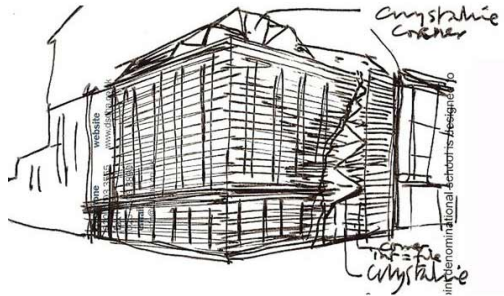
International Building Services and Environmental Engineers

We are an international team of building services engineers, environmental designers and lighting designers focused on delivering sustainability in the built environment.

We have been designing “green” buildings for 20 years and have evolved a team with the broad range of complementary skills that are essential to the design of high performance buildings of the future.

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The building design process



Daylit + sustainable

Brief

Concept

- Massing (depth, height)
- Floor-to-ceiling height
- Geometry (shape)

Great! But how to get here?

Scheme

- Window size
- Internal walls
- Shading

Better

Detail

- VLT
- Fritting
- Interior layout

Sometimes poor starting point

→ Building

What are the obstacles to working on the conceptual level?

Obstacles

- Getting a seat at the table as a daylight expert
- Ignorance in rest of design team
- Energy performance primary (DL only one credit)
- Cost / space planning / compliance more important
- No 3D model available – only sketches
- Too many parameters

Educating architects and engineers

Communicating visually
(sketches + renders)

Using experience and rules of
thumbs

What if there are no rules of
thumb or you don't have much
experience?

Factory Design in South Asia

Cotton



Humidity
Services
Lighting
Fluff

Factory

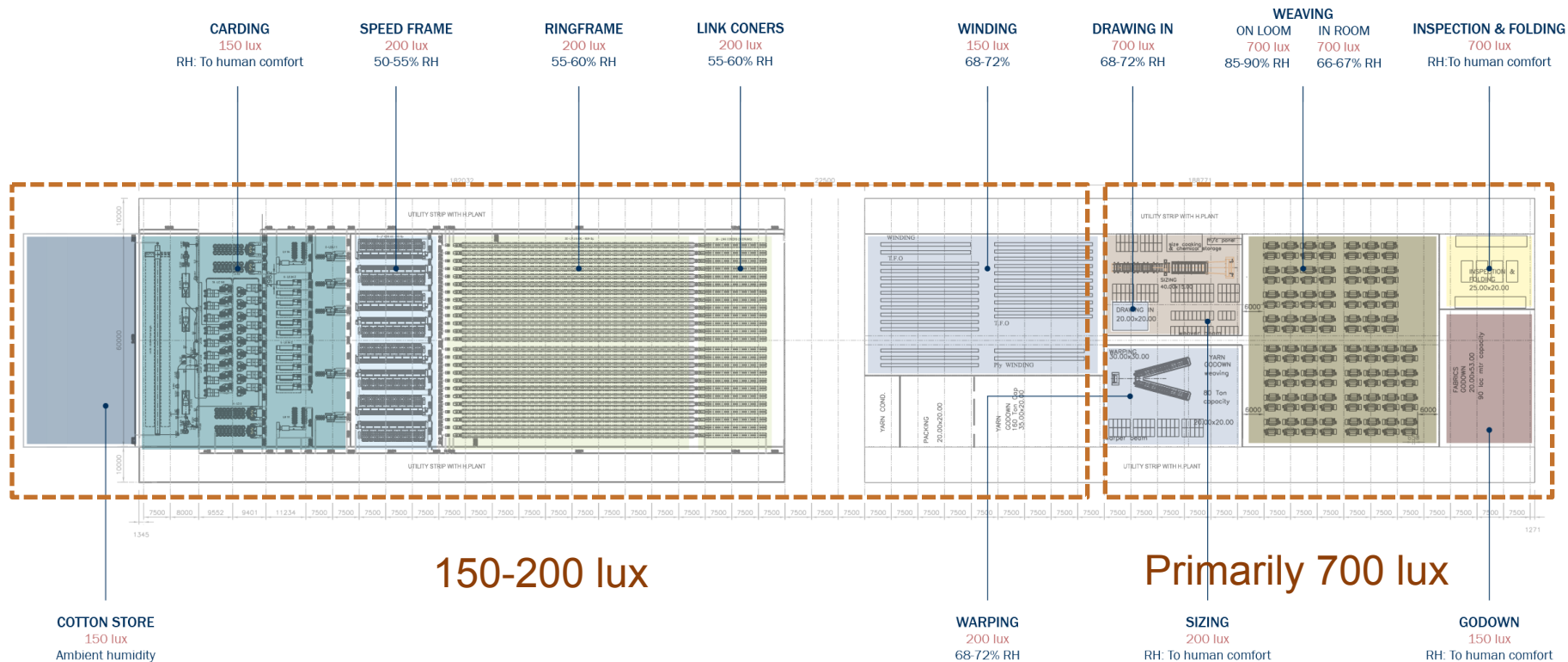


€\$£
important
24 hour
operation

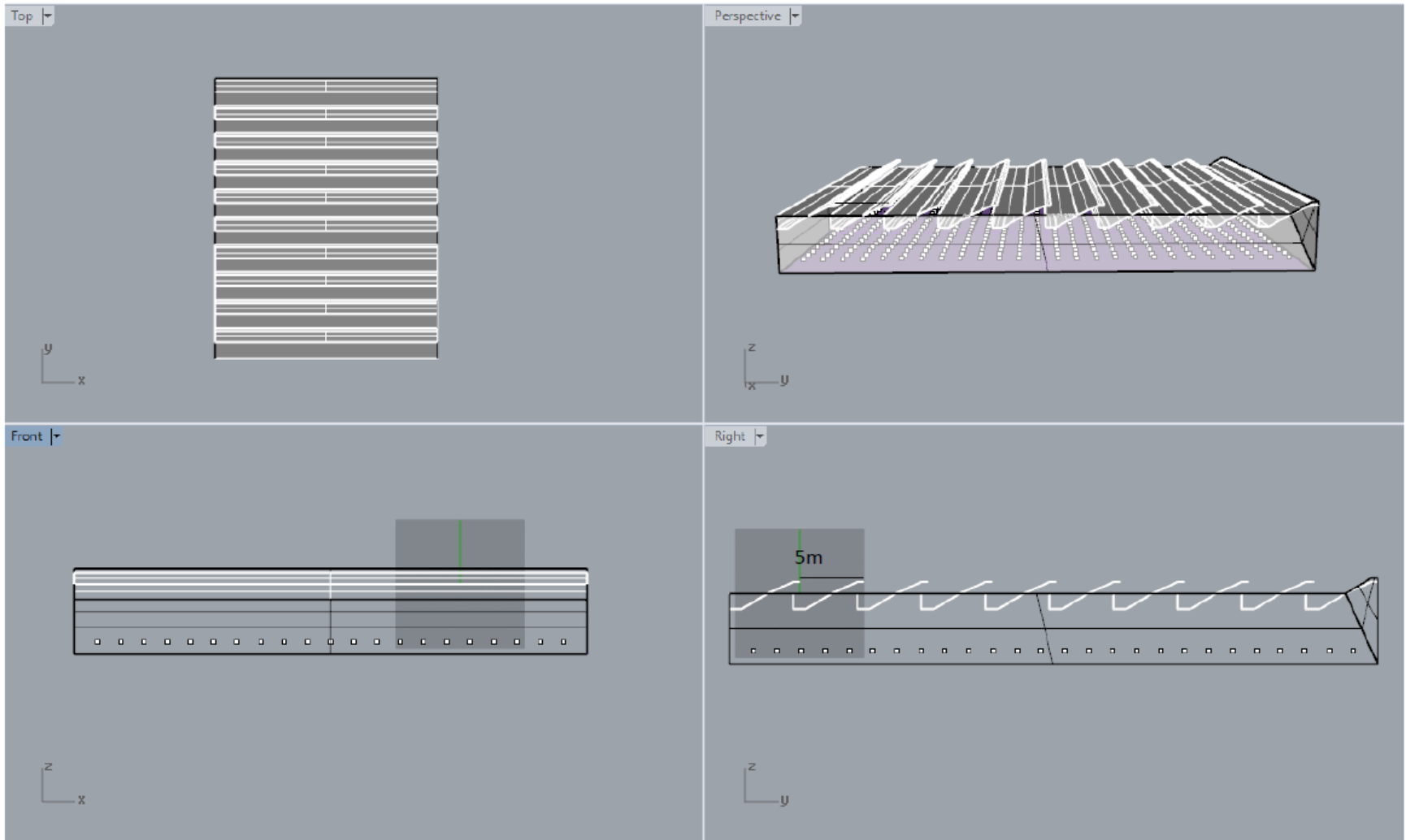


north facing roof lights

- No easy rule of thumb for different lighting levels
- No design / 3d model from architect
- Many different parameters



Building simple parametric model to estimate order of magnitude



Daylight levels throughout the year

Annual illuminance levels

Lux	Description
4000	BRIGHT LIGHT
3000	
2000	
1000	
<900	INSUFFICIENT LIGHT

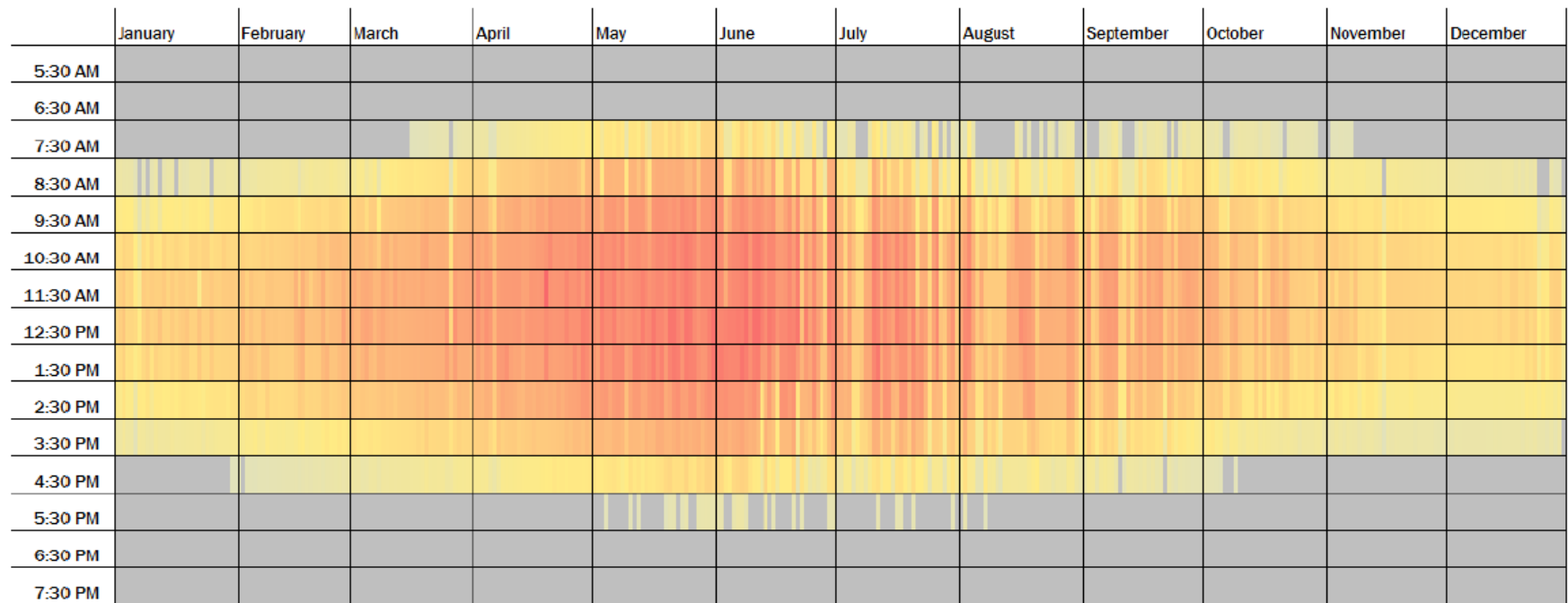
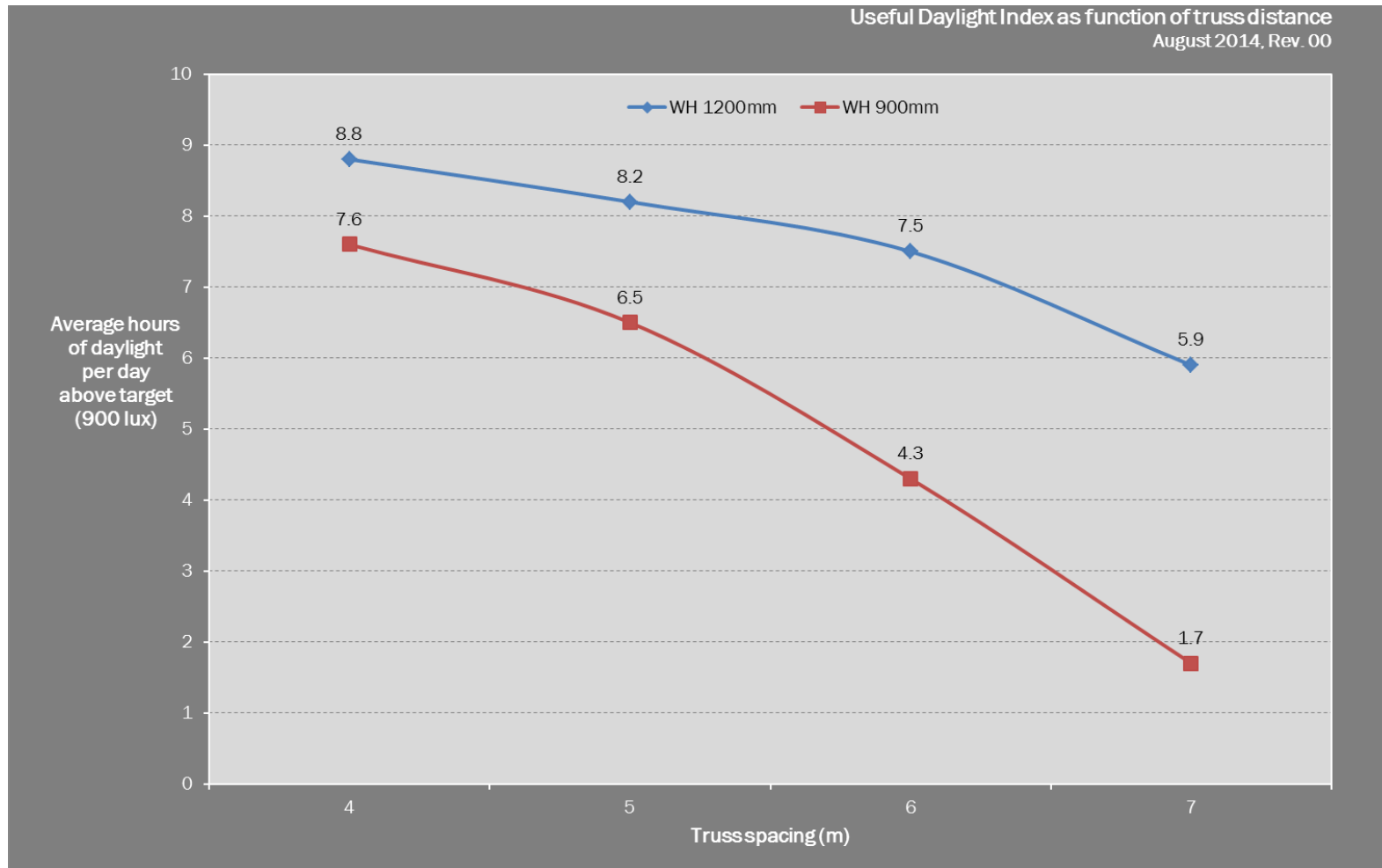


Figure 4: Daylight levels throughout the year for a representative point in the middle of the factory floor. Window height: 1,200mm, Spacing: 5m. Useful Daylight Index: 84%

Deriving some rough rules of thumb

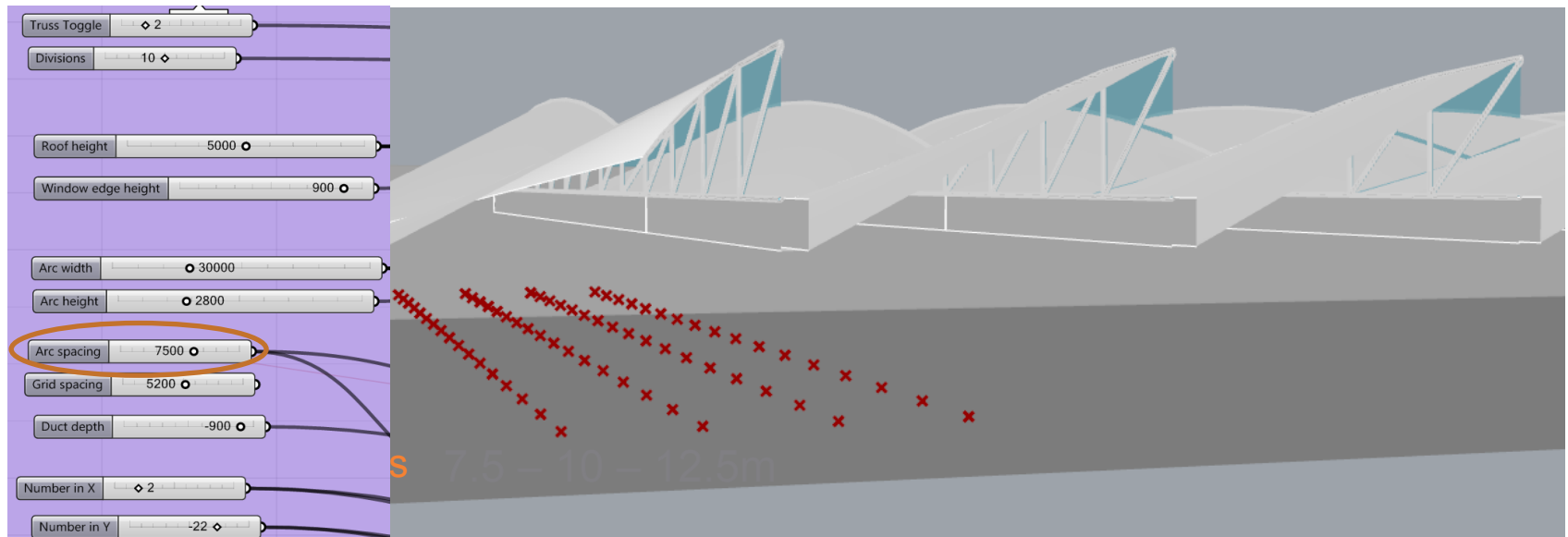


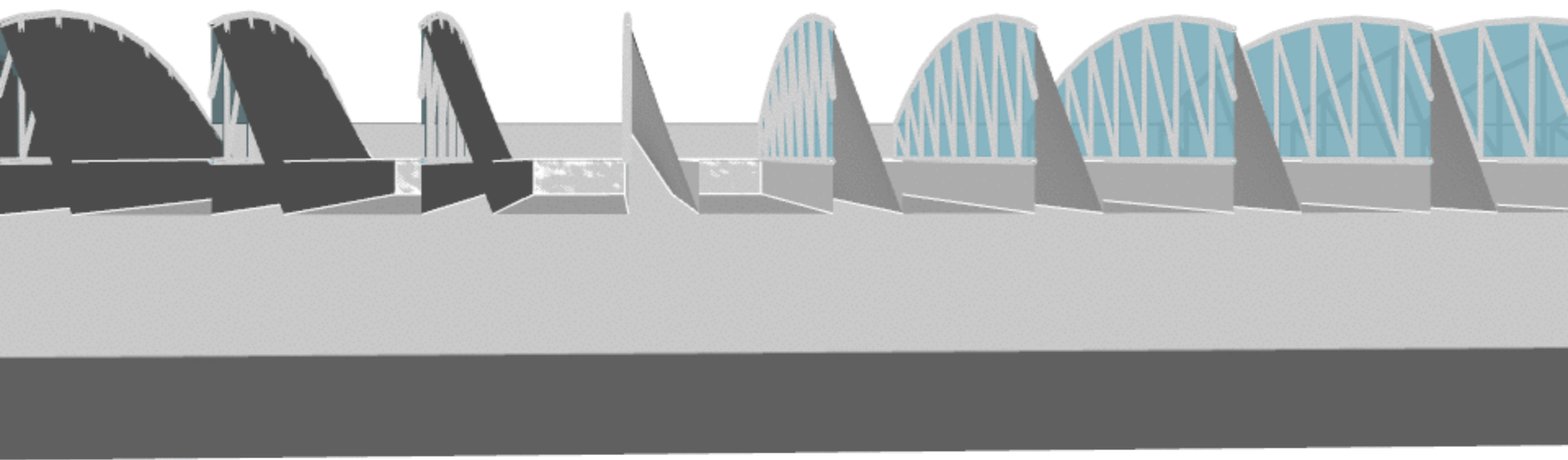
- Independent of window height – approx 30% of floor area needed to achieve ~8 hours per day at 900 lux

Testing range of options automatically

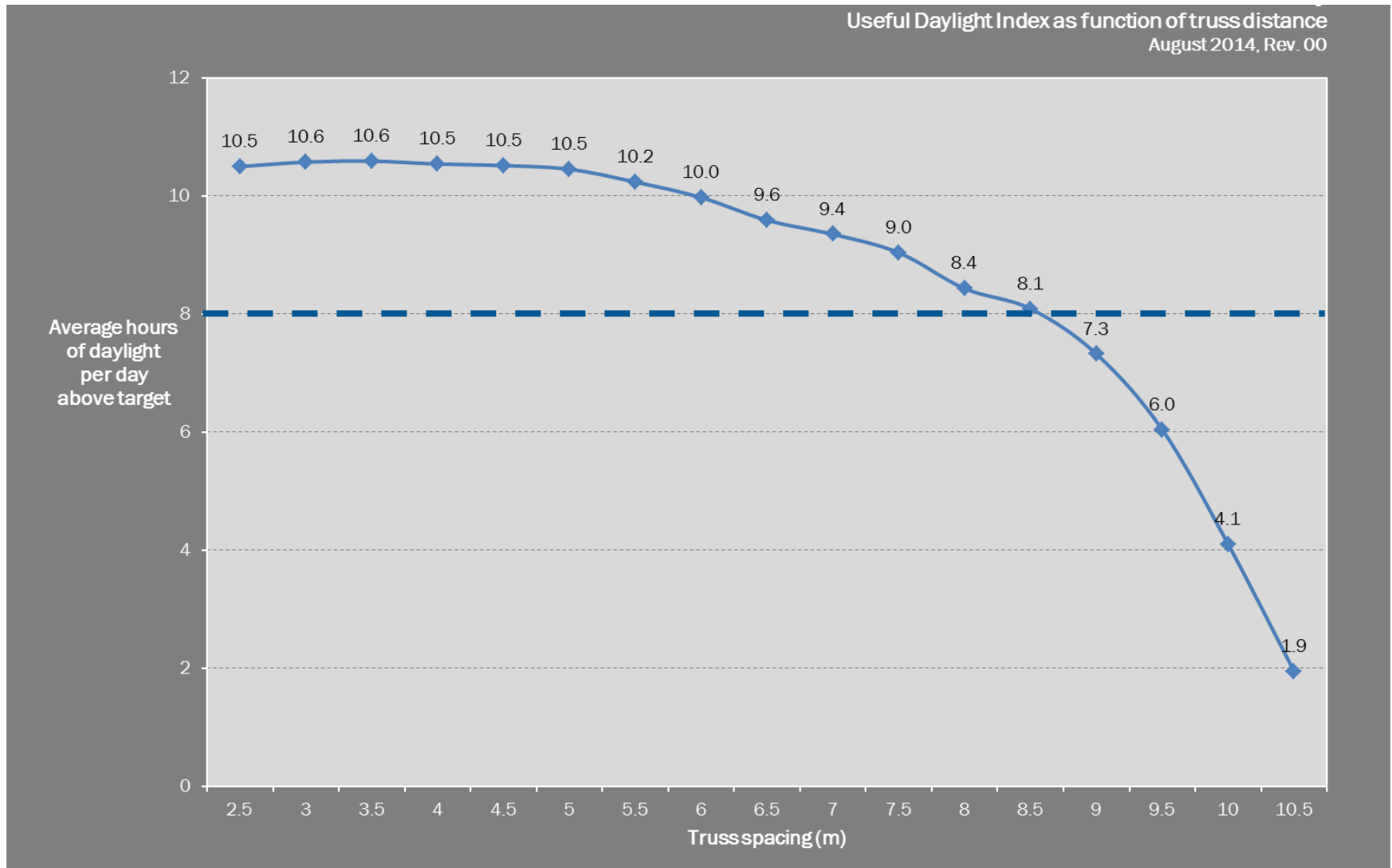


- Rhino
- Grasshopper
- Ladybug + Honeybee for Radiance
- Anemone to loop through series of options

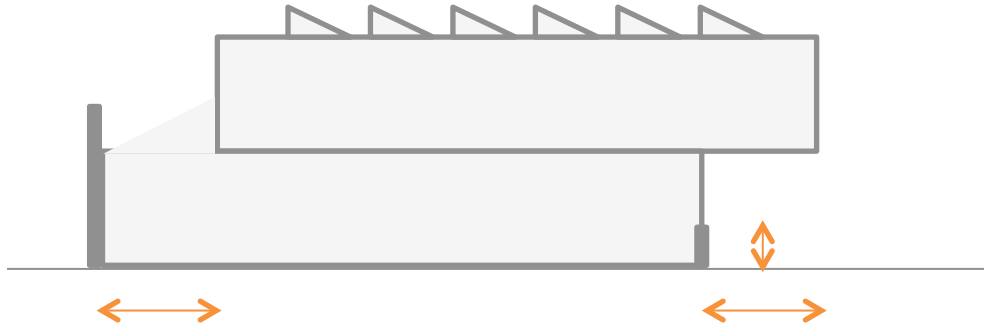




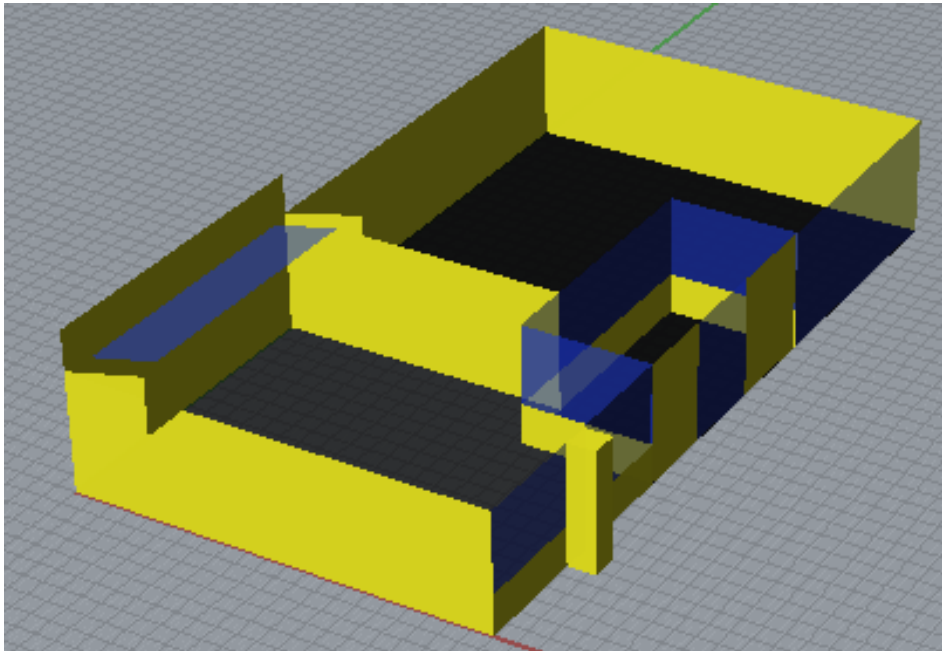
Useful Daylight Index as function of truss spacing



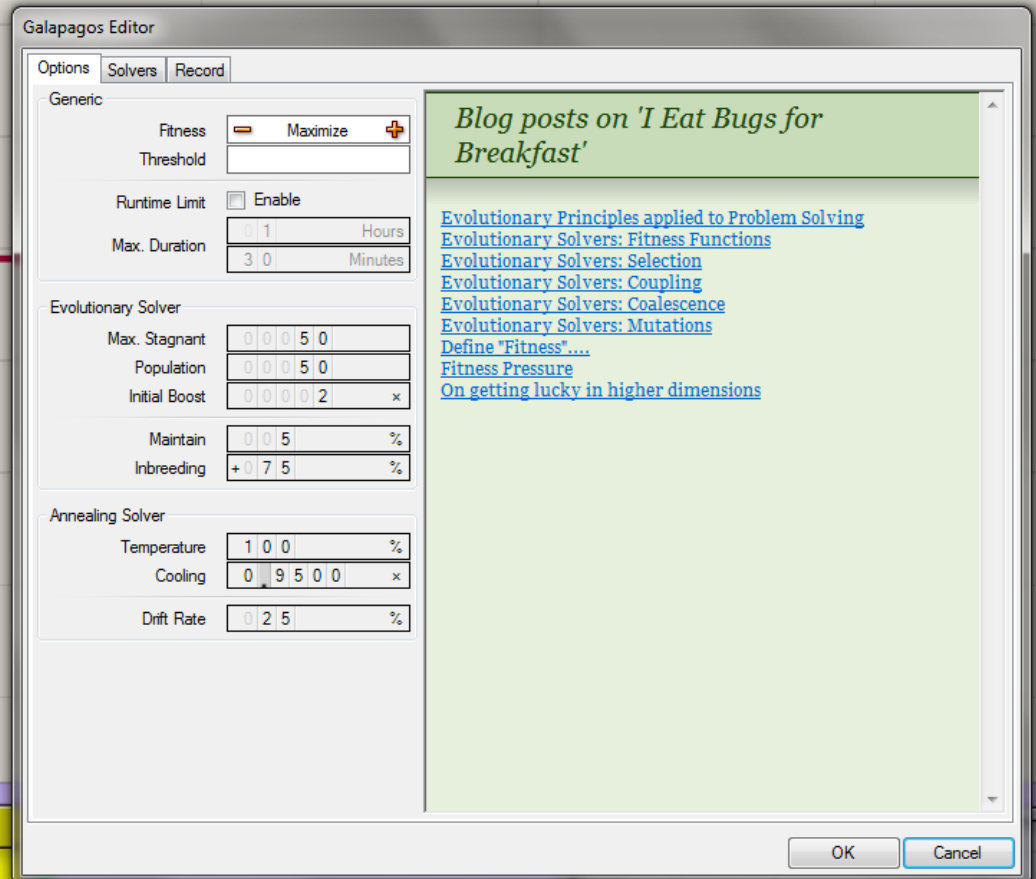
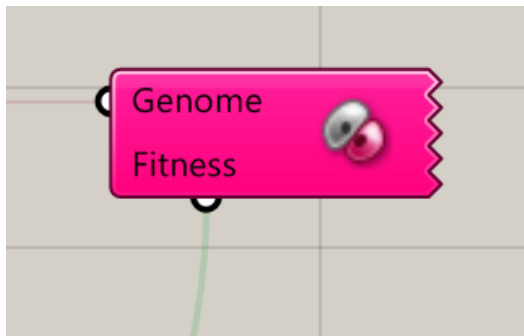
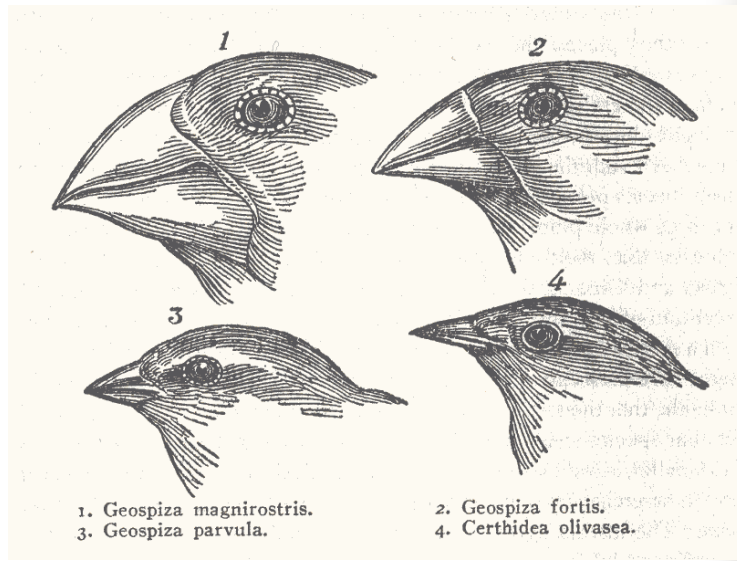
Primary School in the UK



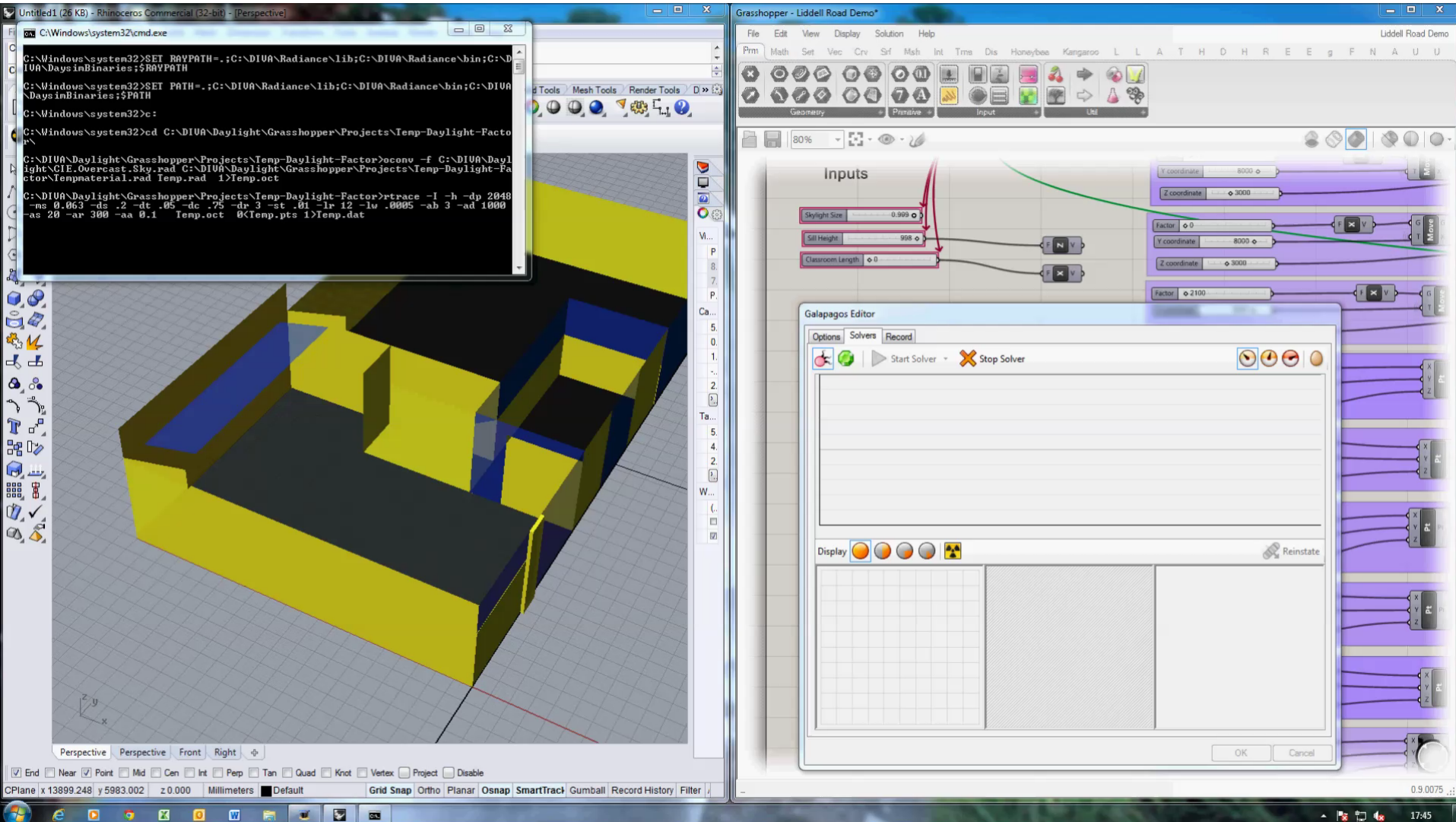
- BREEAM
- UK (Cloudy)
- No direct sunlight
- DF as initial metric



Use of Galapagos as evolutionary solver



Optimisation process sped up



Masterplan in the UK

Competition

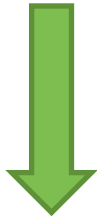
Many architects

Cost & space very important for bid

Residential

Energy performance and benchmarking targets very high

Many parameters still open



Let designers make their own trade-offs!

A whole zoo of workflow used



- Rhino
- Grasshopper
- Ladybug + Honeybee for Radiance
- Diva VIPER for EnergyPlus
- Anemone to loop through series of options
- Custom FEE component
- D3 for visualisation

Obstacles & solutions

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Educating architects and engineers

Communicating with images

Using experience and rules of thumbs

+

Range testing

Evolutionary algorithm

Creating a database to set the boundaries / give freedom



Thank you!

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