



# Pattern Optimization of a CFS made from recycled plastic using the five phase method





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#### CONTENTS

Introduction

Recycled plastic panels

Optimizing the pattern

Five Phase method steps

Results

**Future Work** 

#### INTRODUCTION

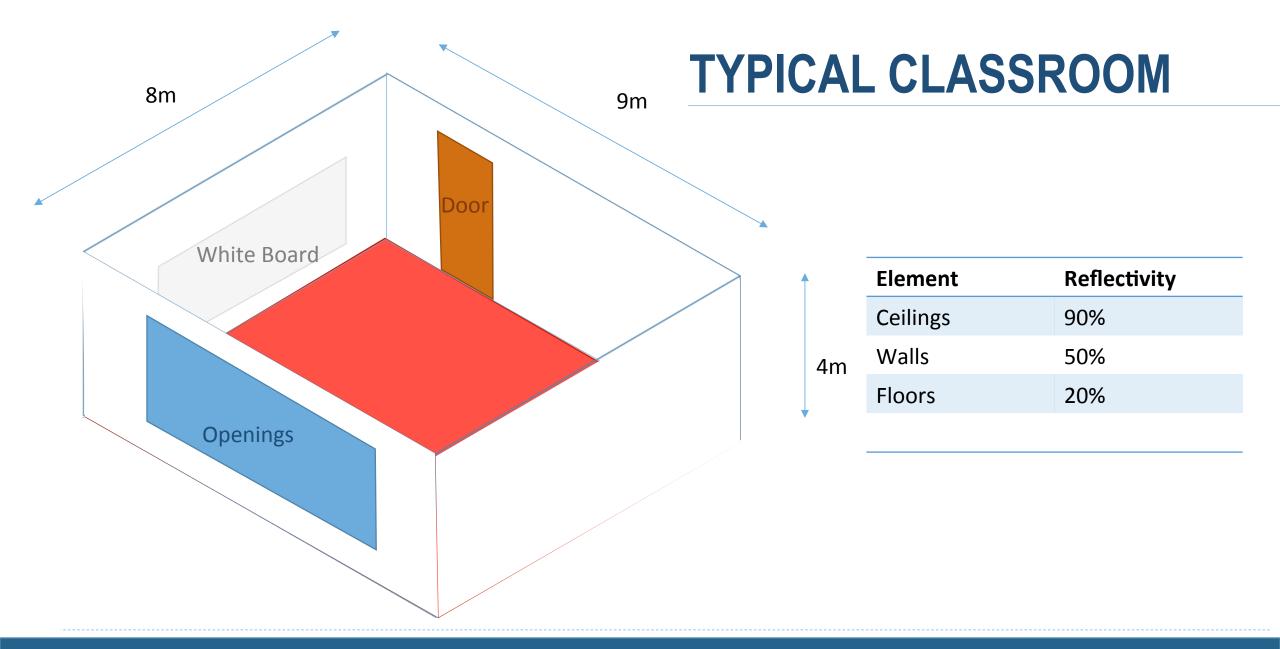
We needed a cost effective way to get the LEED credits for classrooms in a low-cost rural school project in Cairo sDA > 50% and ASE < 10%

Classrooms are facing south!

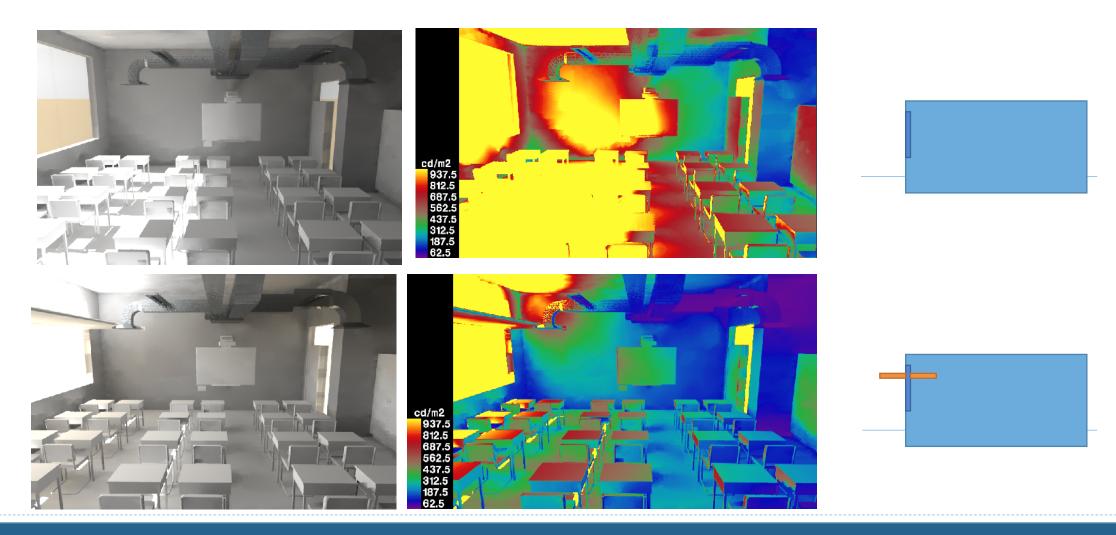
Often an overlit problem

Different solutions exist such as shading devices (which have been proven not functional, light-shelves which are costly, etc...

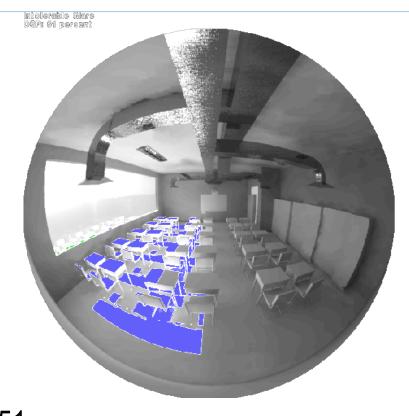
We needed a very cheap window panel



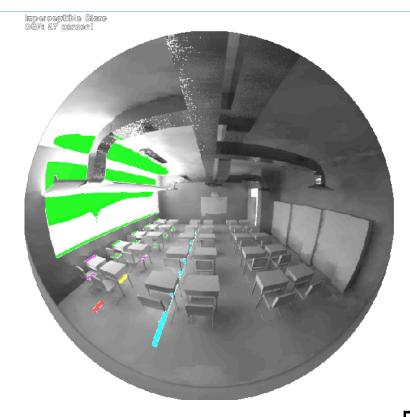
# LIGHT SHELF SOLUTION

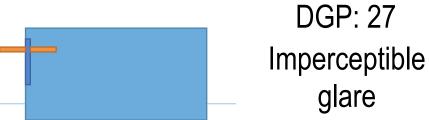


## **GLARE ANALYSIS**

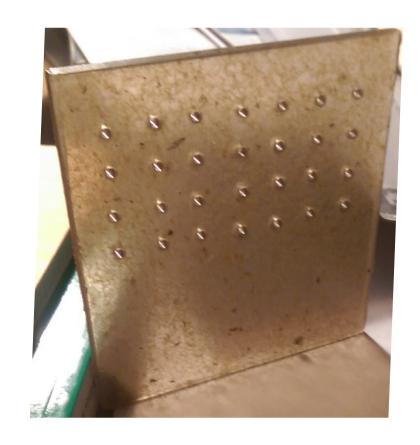


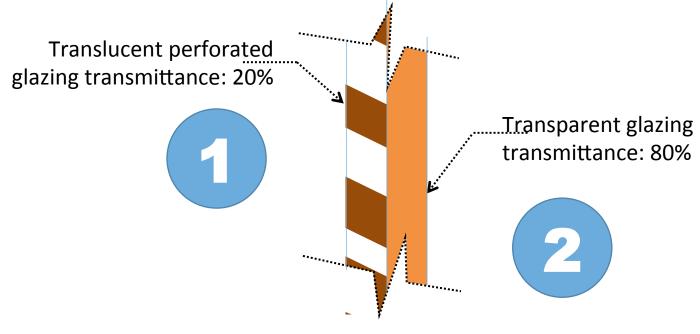
DGP: 51 Intolerable glare





# **RECYCLED PLASTIC PANELS**



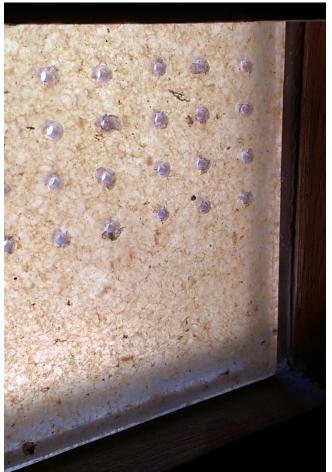


# **CONTENTS**

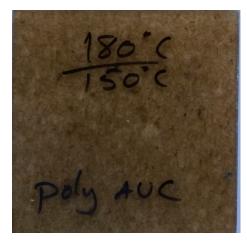
This is a small sample of the recycled plastic panel for an initial visual comparison.
Actually this is the solution that is adopted by the







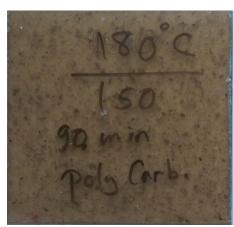
#### TYPES OF RECYCLED PLASTIC PANELS





These are different options for the recycled plastic panel options made from different recycled content at different temperatures and times







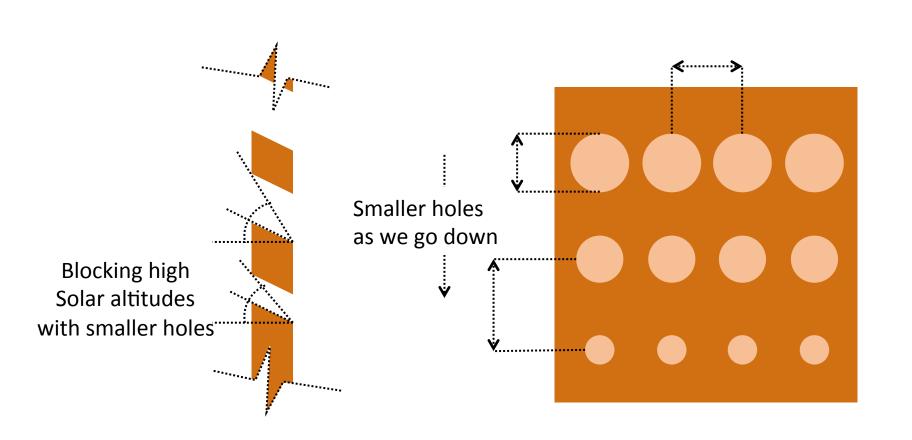
#### TYPES OF RECYCLED PLASTIC PANELS

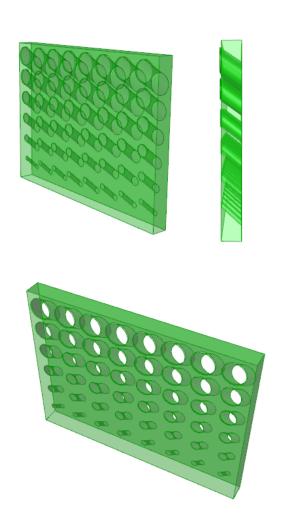
The interesting thing about this problem is you can control the design as well as the material.

Both the material and the design are parameters

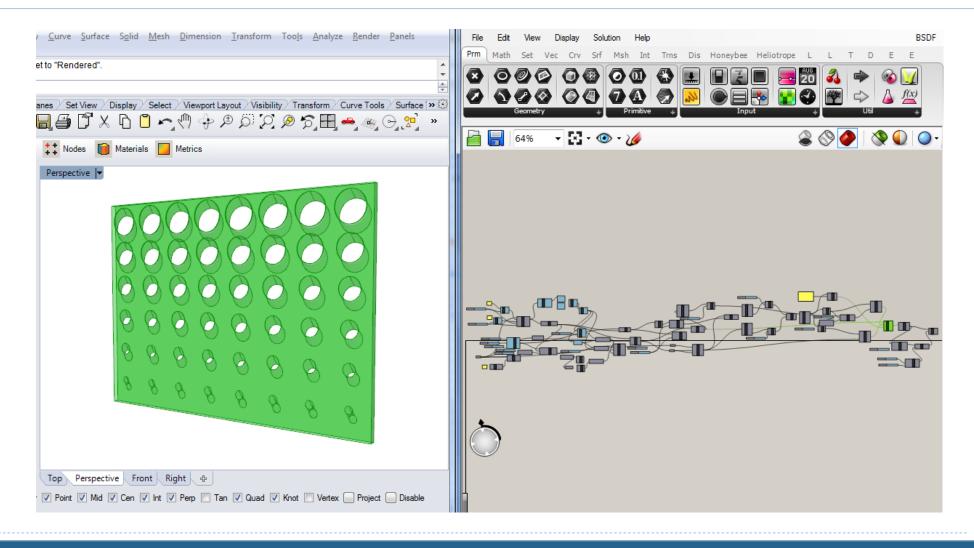
You can go back and make the material that fits your design!

## PARAMETRIC VARIATIONS

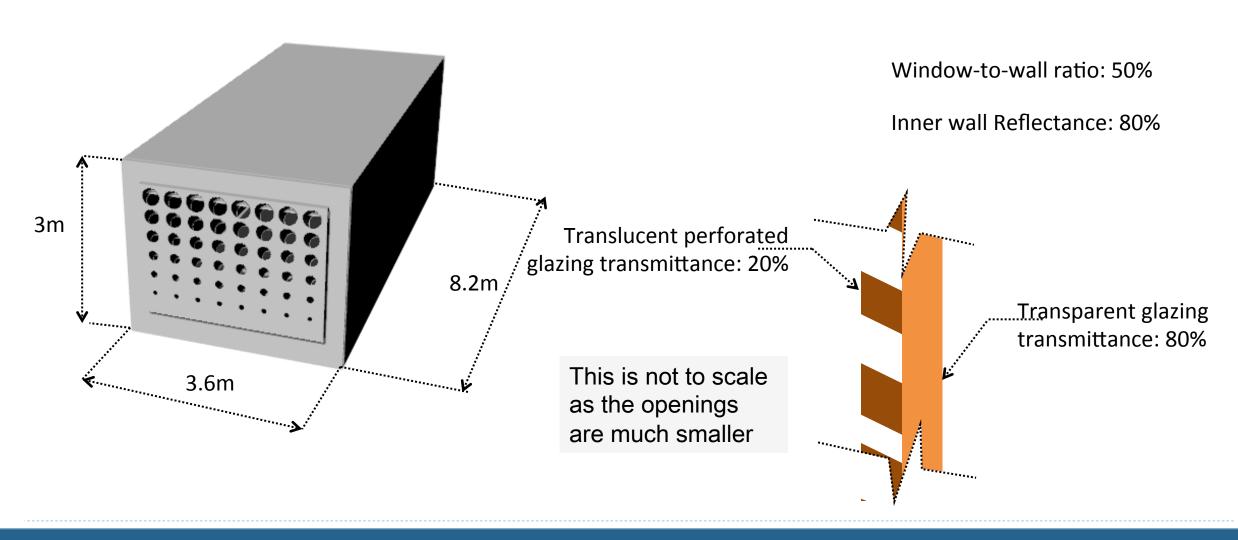




### PARAMETRIC VARIATIONS

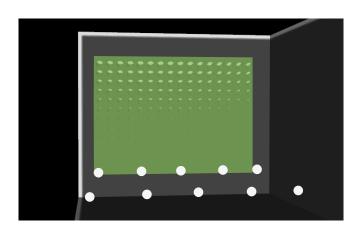


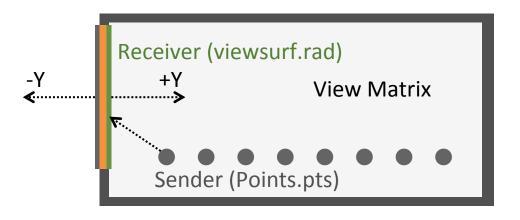
#### **BASIC SETUP**



#### **VIEW MATRIX**

rfluxmtx.exe -faa -I+ -ab 6 -ad 20000 -lw 1.52e-5 -y 45 points.pts - viewsurf.rad materials.rad room.rad >

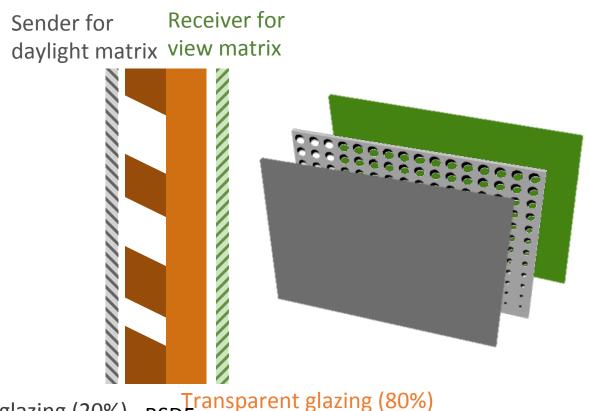




**View Matrix** 

#### **BSDF TRANSMITTER**

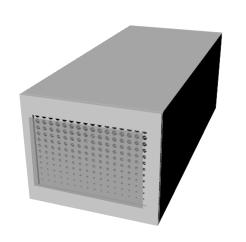
 C:\Radiance\bin\genbsdf.exe materialbsdf.rad bsdf.rad > bsdf.xml



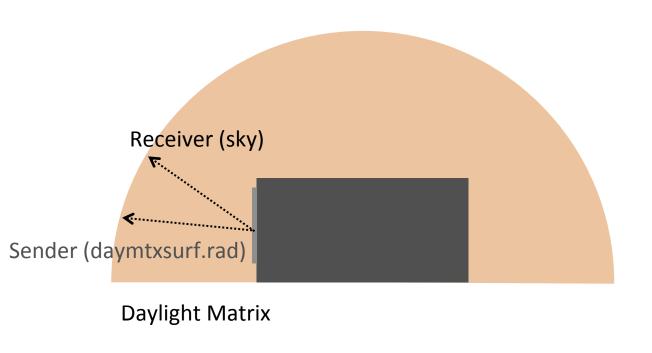
translucent glazing (20%) BSDF Transparent glazing (80%)

#### **DAYLIGHT MATRIX**

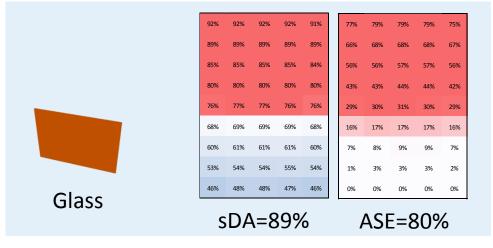
 rfluxmtx.exe -faa -c 10000 -ab 2 -ad 5000 -lw 1e-4 daymtxsurf.rad sky.rad materials.rad room.rad > daylight2.dmx



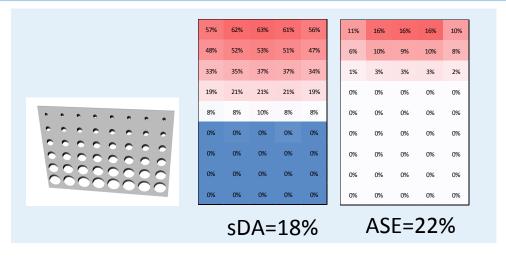
Daylight Matrix

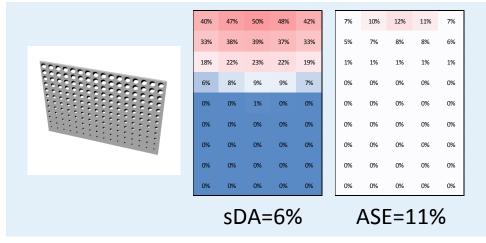


#### DIFFERENT DESIGN OPTIONS

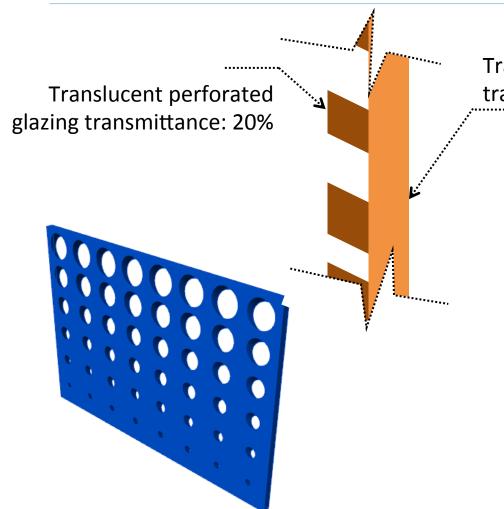








#### **BEST DESIGN**

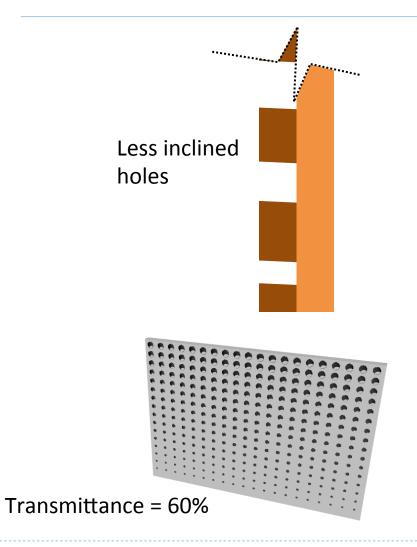


Transparent glazing transmittance: 80%

67%	71%	71%	71%	68%
61%	63%	64%	63%	61%
55%	58%	57%	57%	53%
49%	49%	51%	50%	46%
45%	48%	49%	46%	46%
33%	31%	29%	31%	28%
20%	21%	19%	18%	17%
9%	9%	9%	8%	0%
0%	1%	0%	0%	0%

16%	22%	22%	21%	15%
9%	12%	13%	13%	9%
2%	3%	4%	4%	3%
0%	0%	0%	0%	0%
0%	0%	0%	0%	0%
0%	0%	0%	0%	0%
0%	0%	0%	0%	0%
0%	0%	0%	0%	0%
0%	0%	0%	0%	0%

# **BEST DESIGN**



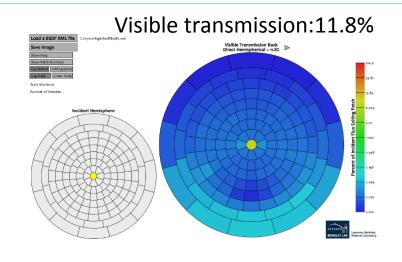
72%	75%	76%	76%	73%
65%	67%	68%	67%	67%
58%	58%	59%	58%	57%
52%	55%	56%	54%	52%
49%	50%	44%	48%	40%
39%	38%	41%	38%	40%
29%	32%	30%	20%	27%
15%	16%	15%	14%	14%
10%	9%	11%	11%	7%

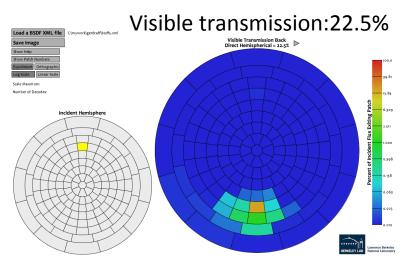
15%	18%	18%	17%	14%
10%	11%	13%	12%	10%
3%	5%	6%	5%	3%
0%	0%	0%	0%	0%
0%	0%	0%	0%	0%
0%	0%	0%	0%	0%
0%	0%	0%	0%	0%
0%	0%	0%	0%	0%
0%	0%	0%	0%	0%

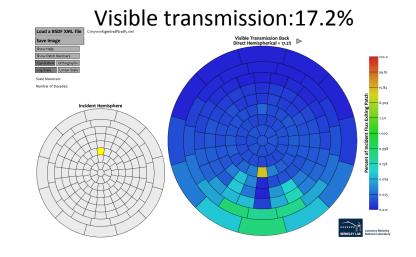
sDA=50%

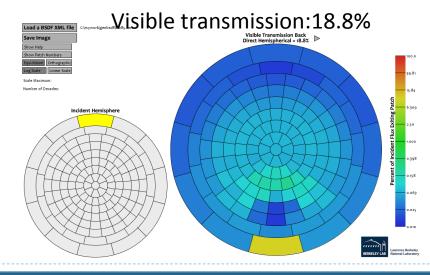
**ASE=7%** 

#### BEST CASE KLEMS PATCHS FOR BSDF









# **SO WHAT's NEXT**

So now we have to go back and make a recycled plastic panel that meets our requirements.

Verify and test!

# THE END