

LIGHTING CONDITIONS IN BUILDINGS

Lund University

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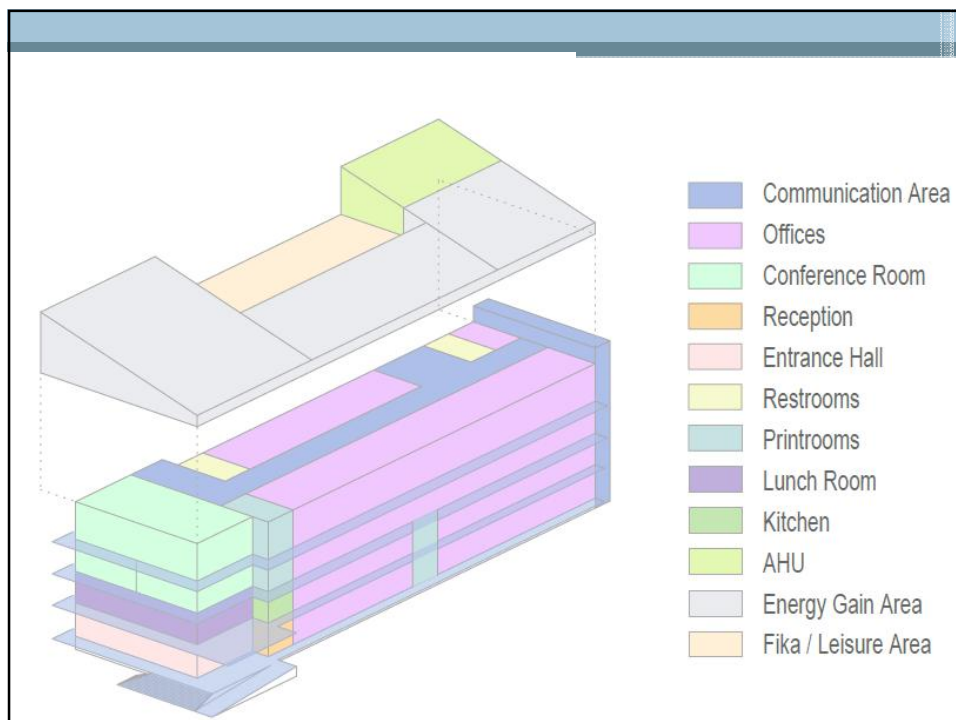
Thorunn Arnardottir

Improved Design



Parameters Improved

- Building envelope
- Windows
- Accessibility
- Interior layout
- PV's added
- Shading device
- Glare issues
- Daylight harvesting

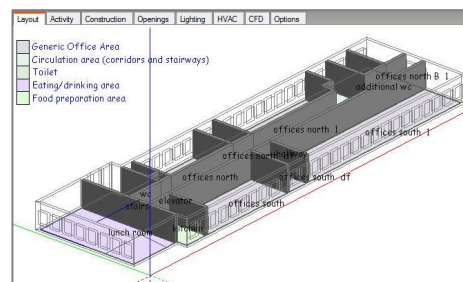


Design Builder

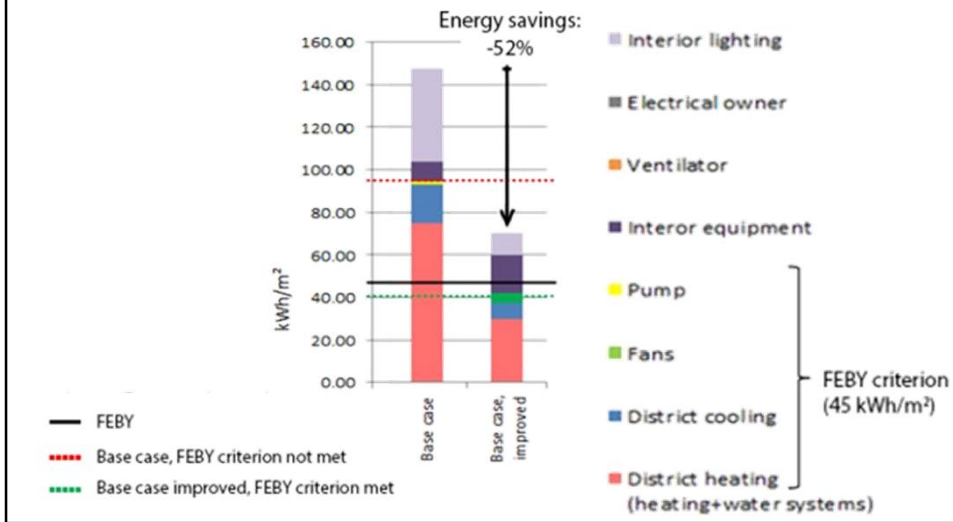
Energy consumption

Design Builder

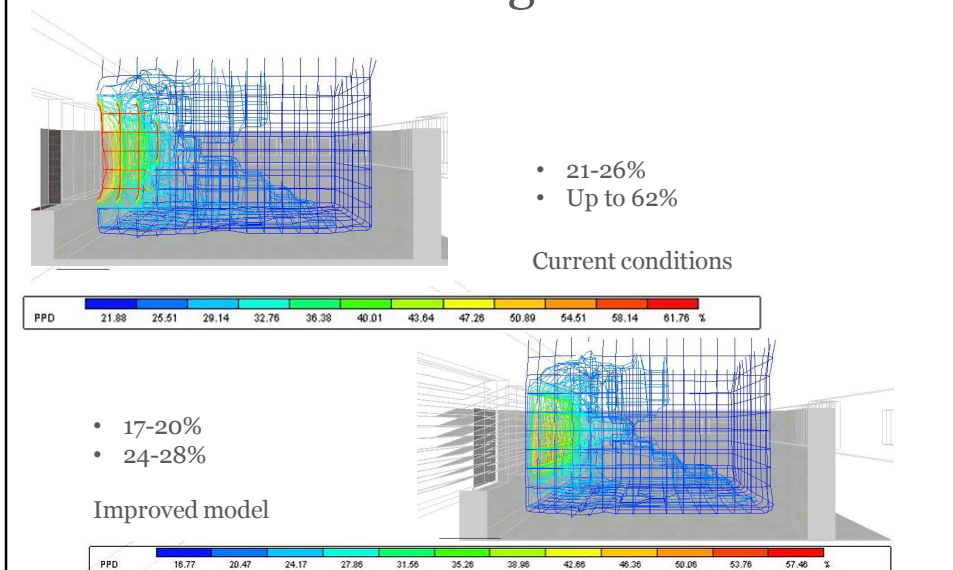
- Dynamic energy simulation program
- Detailed building model
- Facade options /Building materials
- Renderings
- Energy use
- Daylight
- HVAC system
- Building regulations
- BREEAM



Energy Consumption



Predicted Percentage Dissatisfied

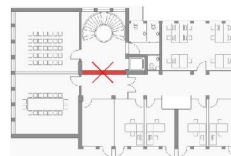
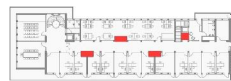
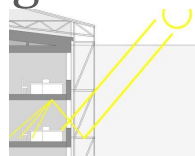


Daysim – Radiance – Ecotect

Daylight

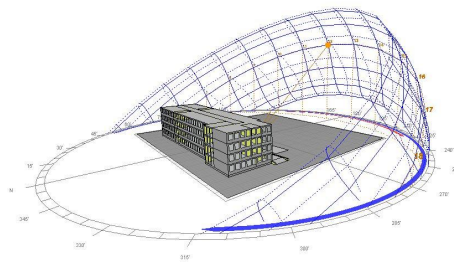
Daylight Harvesting

- Increased reflectances of interior surfaces
- Increased reflectances of balconies' surfaces
- Placing of light shafts
- Removing of wall between staircase and hallway
- Placing of difussive glass partition walls



Ecotect

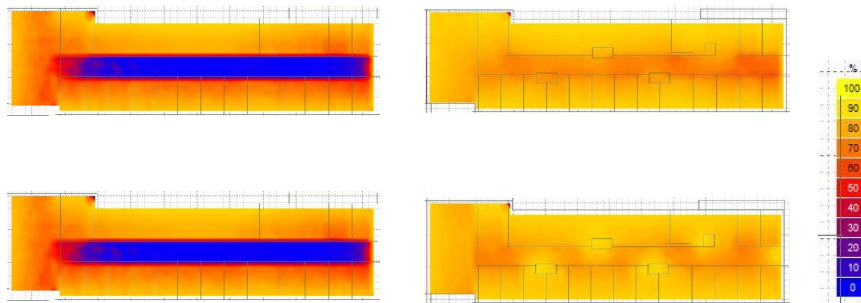
- Variety of building modeling options
- Analyse electrical lighting conditions
- Daylighting
- Solar irradiation
- Shading
- Reflections
- Sun path diagram
- Used for Daysim/Radiance



Continuous Daylight Autonomy

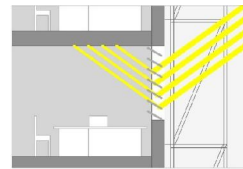
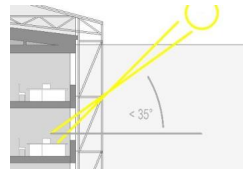
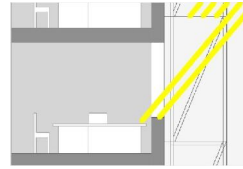
Current case

Improved model



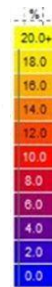
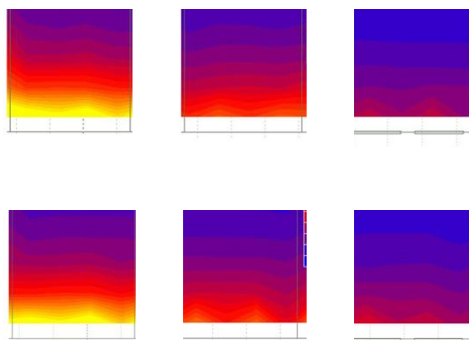
Shading Devices

- Placing a static shading device: balconies
- Adjusting the depth of the static shading device
- Placing a dynamic shading device: venetian blinds



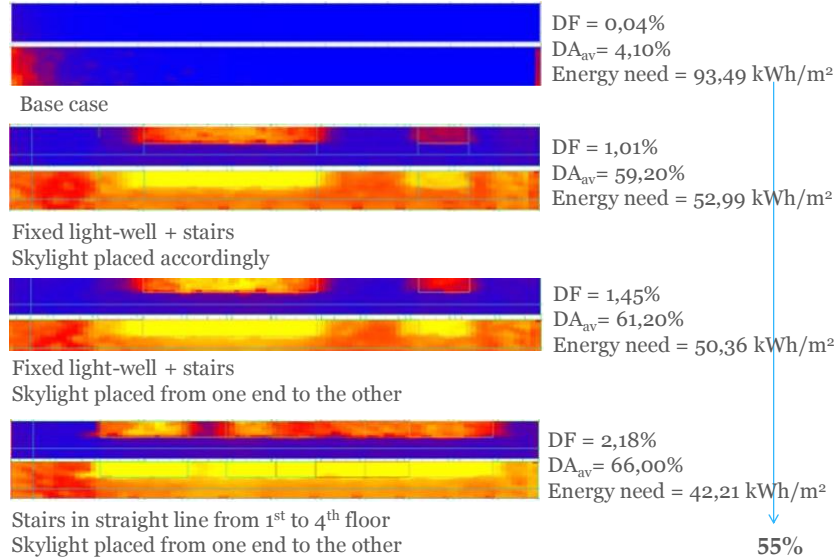
Solar Shading

No Sun Shading Device + Static Sun Shading (Balcony Construction) + Adjustable Sun Shading (Venetian Blinds)



- Effects of different sunshading devices analysed
- Without shading device: $DF > 20\%$
- With static shading device: $DF > 10\%$
- With static + dynamic device: $DF < 10\%$

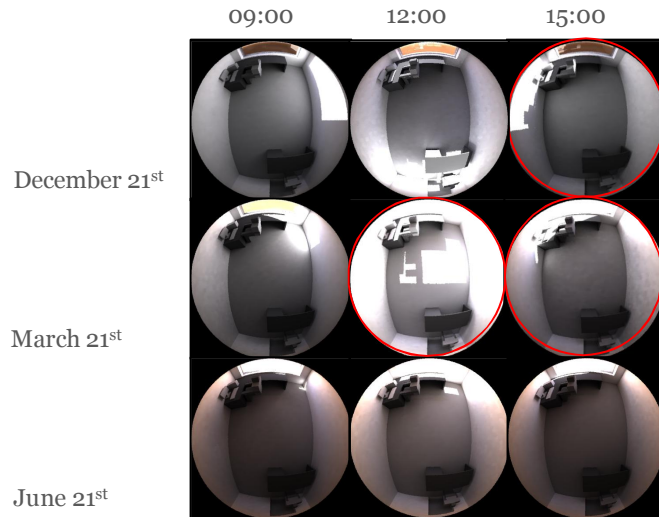
Parametric Study – Hallway



Design Builder – Radiance

Glare Assessment

Light Patches



Glare Assessment – Critical Cases

December 21st - 15:00

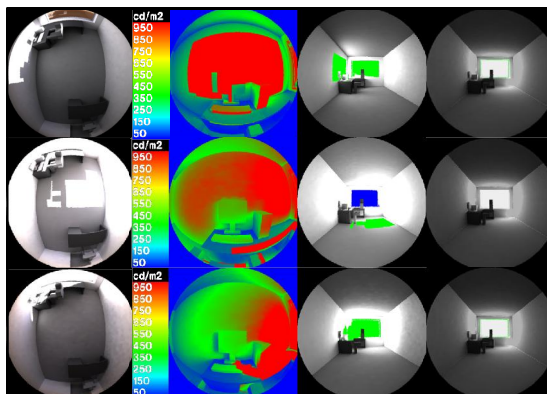
- 1. 4:1
 - 2. 2:1
 - 3. 19:1
- DGP: 25%
DGP: 0,61%

March 21st - 12:00

- 1. 2:1
 - 2. 2:1
 - 3. 14:1
- DGP: 33%
DGP: 0,61%

March 21st - 15:00

- 1. 3:1
 - 2. 3:1
 - 3. 6:1
- DGP: 26%
DGP: 0,63%



20:1 Window – adjacent walls

5:1 Computer screen – general surroundings

3:1 Computer screen –desk

THANK YOU
QUESTIONS?

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