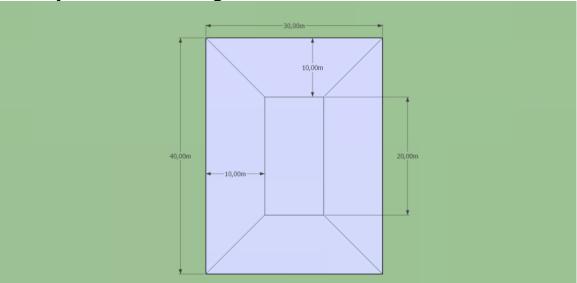
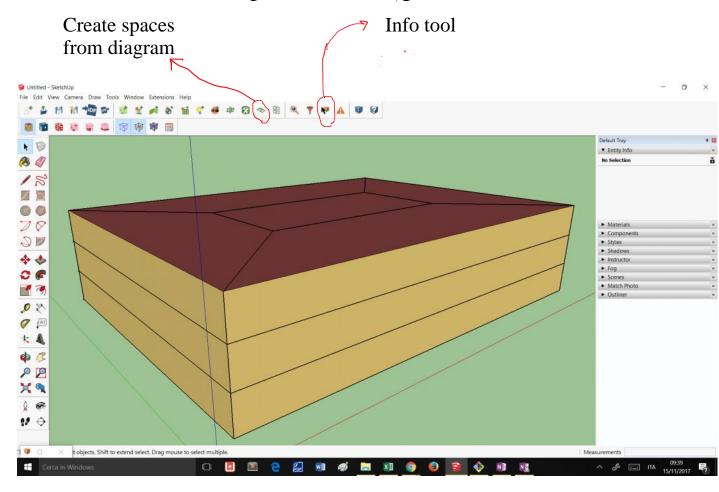
What do we do first:

We just draw the diagram by creating a 40×30 rectangle Then create another rectangle inside it (with the offset of 10 m)

Finally connect the edges with 4 lines!!

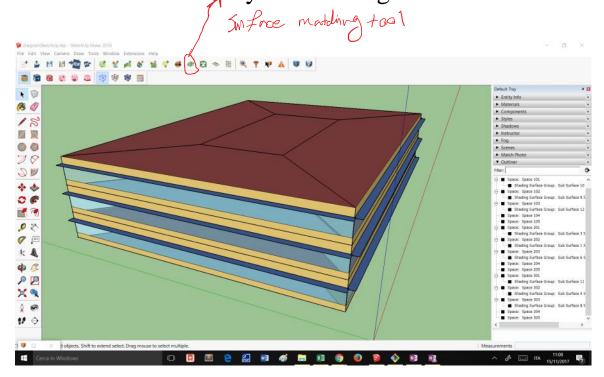


Once you made the diagram, you should choose it and then click on: "create spaces from diagram"

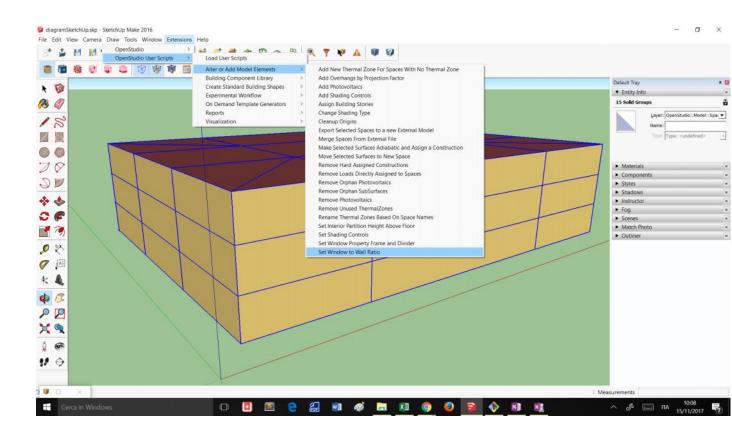


Once you created the building you can use info tool to see the properties of each surface, and you will see that the boundary conditions have been automatically assigned.

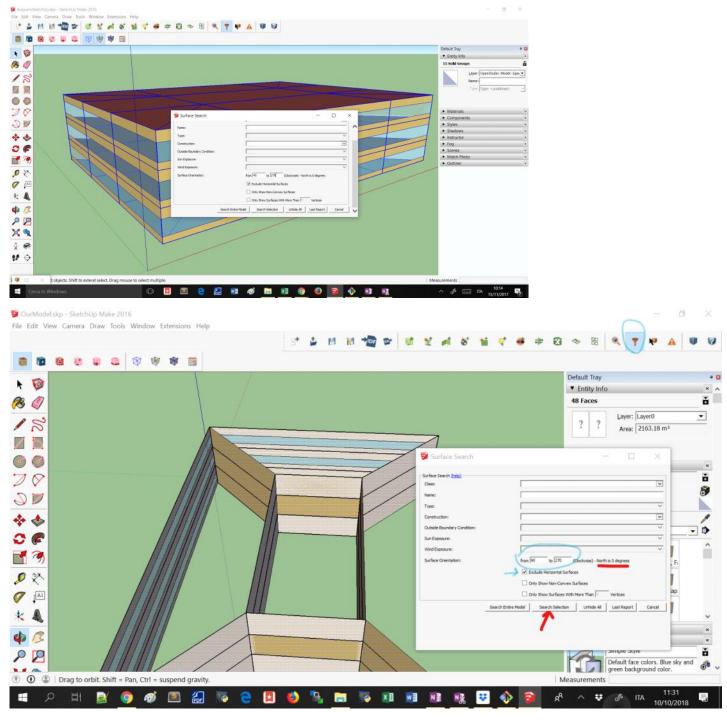
You need to carry out this step since if not you might have windows inside your building !!!!



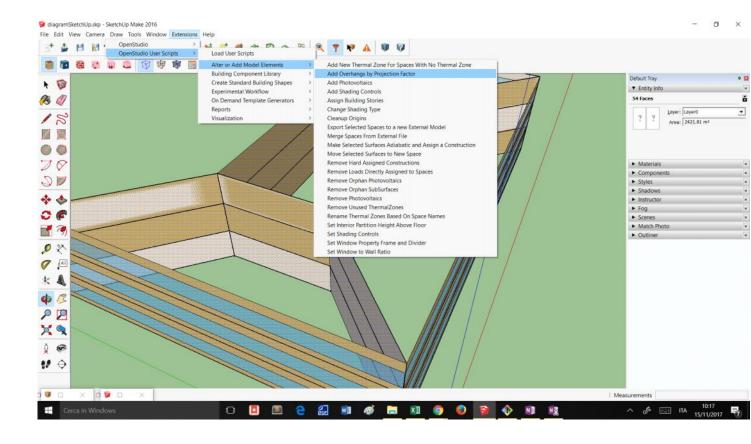
This is what you should do to add windows:



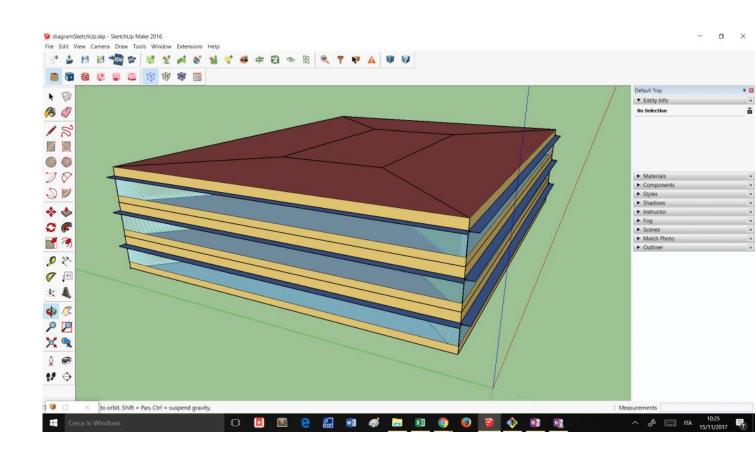
First you need to choose all of the surfaces except the north!! Like this:



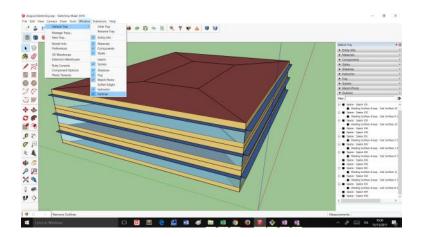
Now that we have selected our desired surfaces, we can add overhang (external shading)!!
Like this:



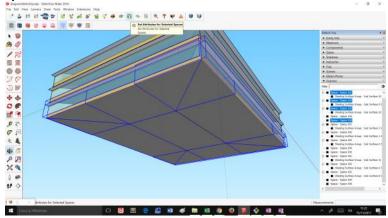
Then you should choose 0-360 surfaces so that you would go back to the previous selection

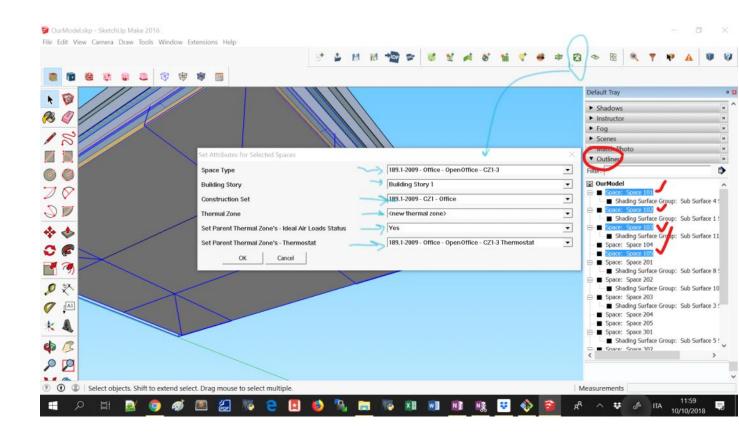


To perform this step you will need to have outliner in your tray: if you don't have it you should go through this procedure

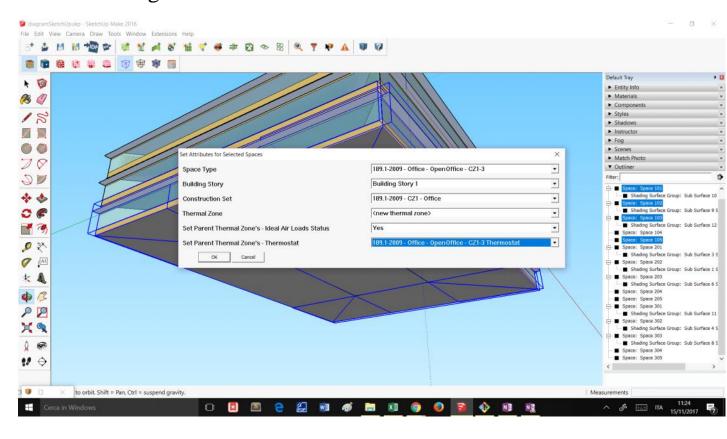


Now we choose the spaces of each thermal zone and we add specifications:

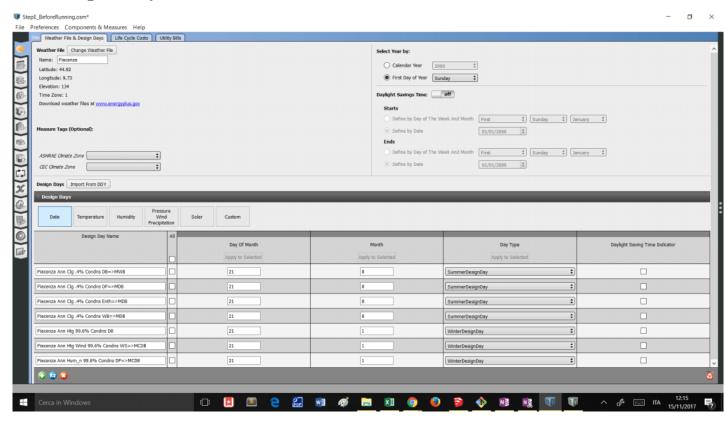




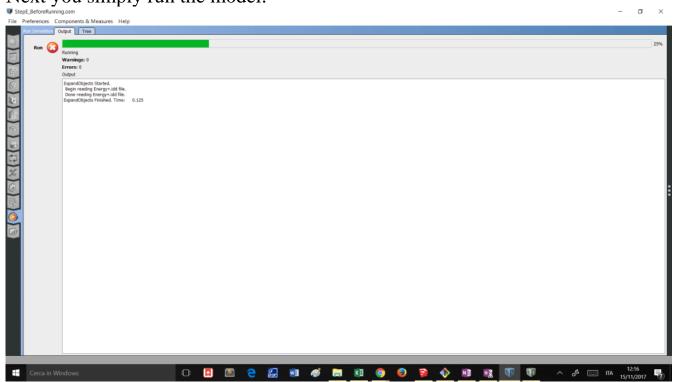
After choosing the mentioned button:



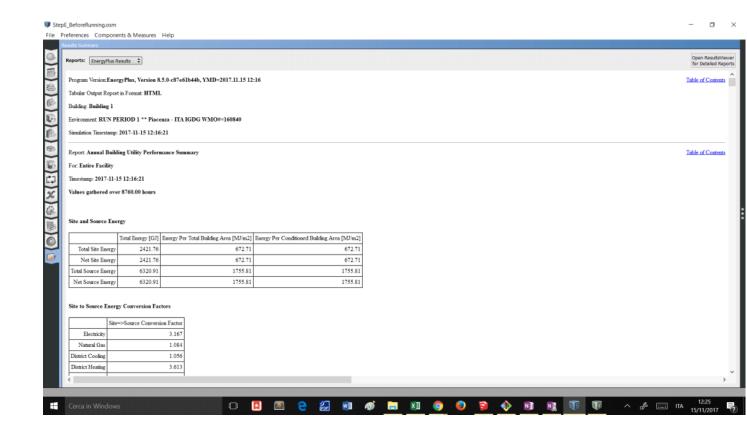
First you will need to launch Openstudio using sketchUpNext you will need to add the weather Data

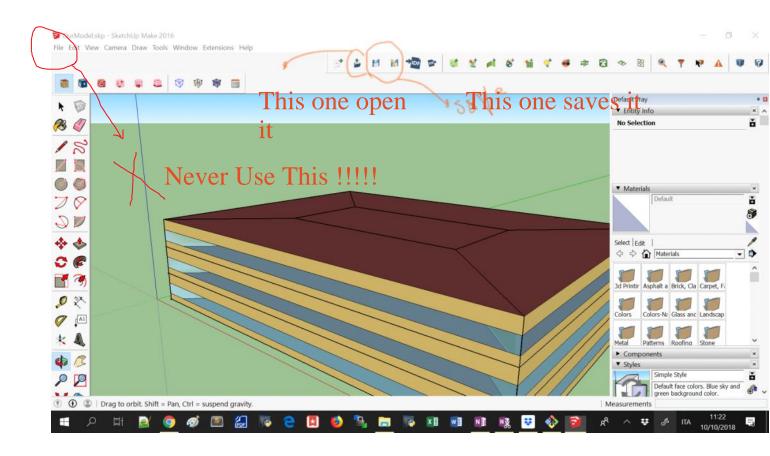


Next you simply run the model:



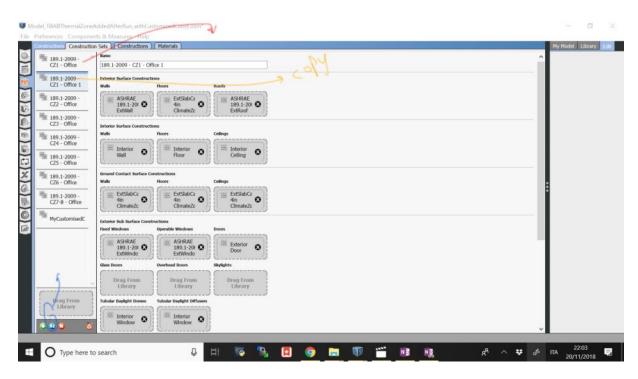
Finally you can review your results in the last tab



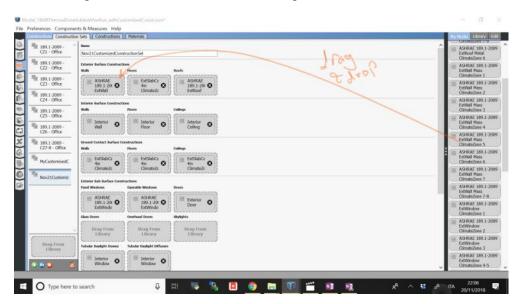


Modifying Construction!

martedì 20 novembre 2018 22:00



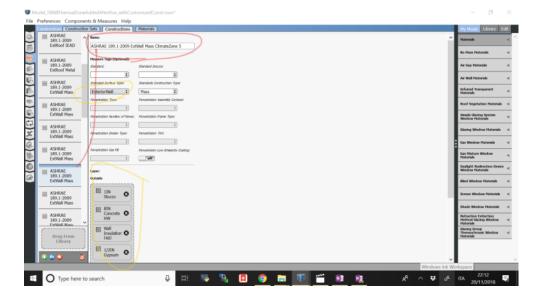
How to change some of the construction (for example external walls) in our customized construction set:



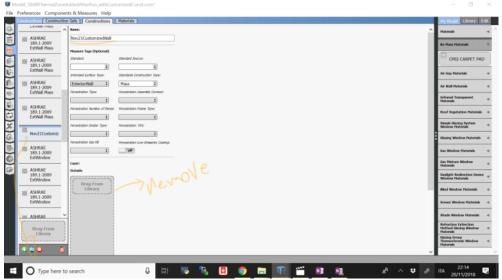
Till here we are just using existing construction!

What if we would like to define a new construction or to check the properties of the existing ones! You need to go to the constructions tab:

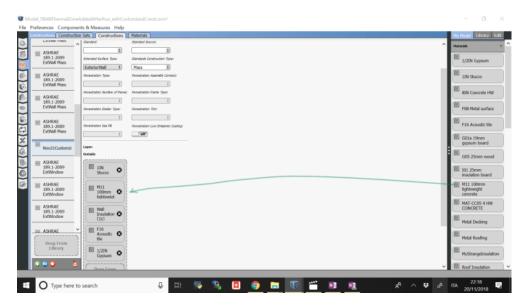
To check existing constructions' properties:



To create a custom one, use duplicate button and then just remove existing layers

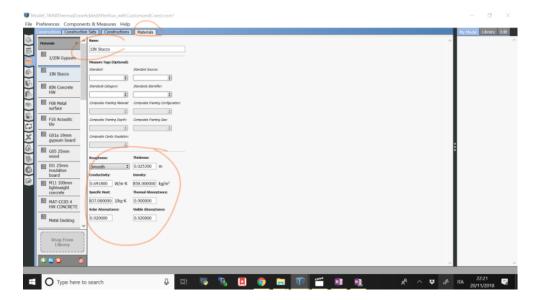


You just drag and drop from the material library

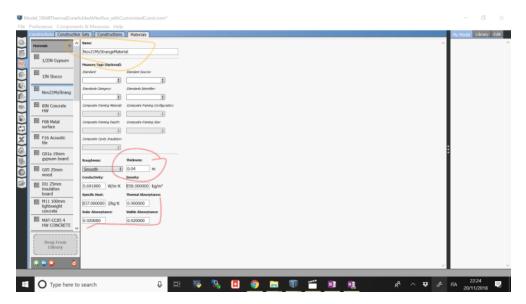


Pay attention that you should add the layers from outside to the inside

Till here we have been using existing materials, how can we check their properties and how can we define new materias, of couse you will need to go to materials tab!!



How to define a new one! Use duplicate again !! And change the thickness or properties!



You can next use your customized materails to modify you customized constructions, and you can use your customized constructions to modify your customized construction set!!!

