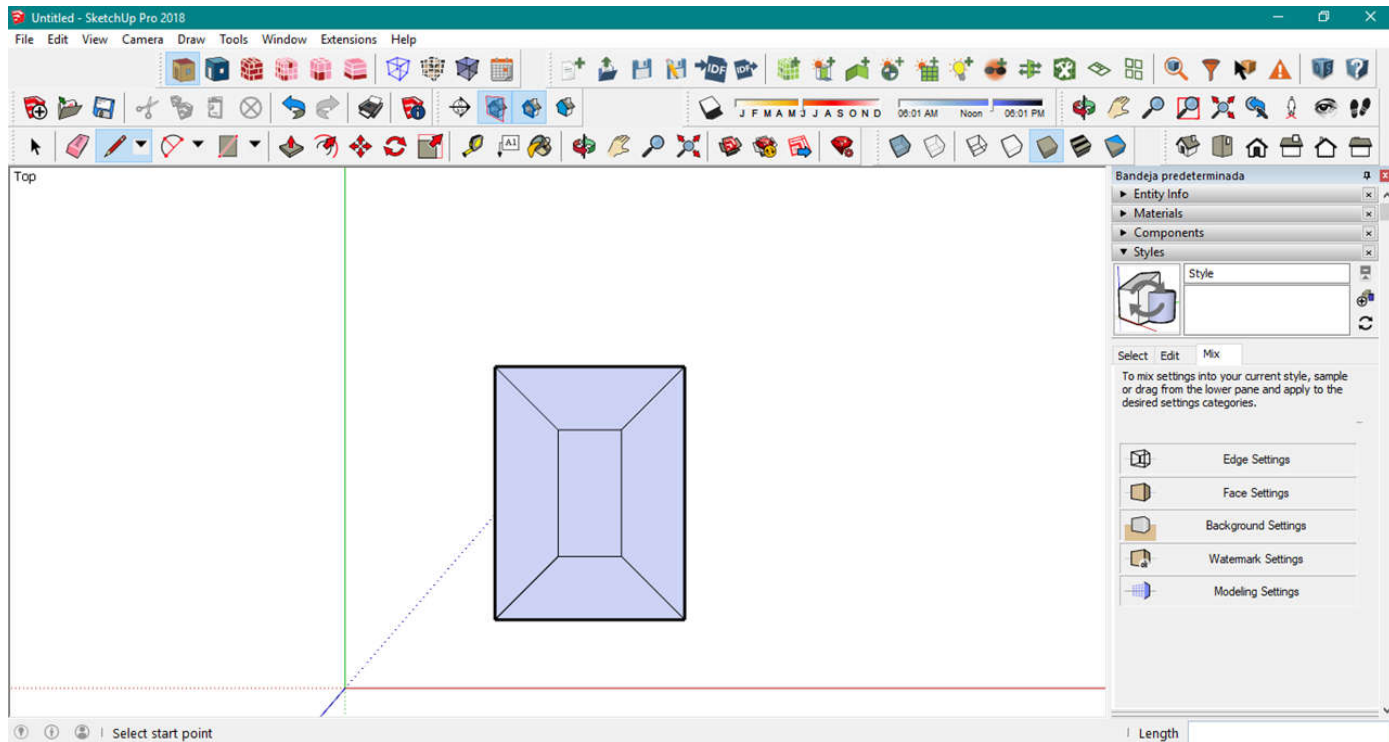
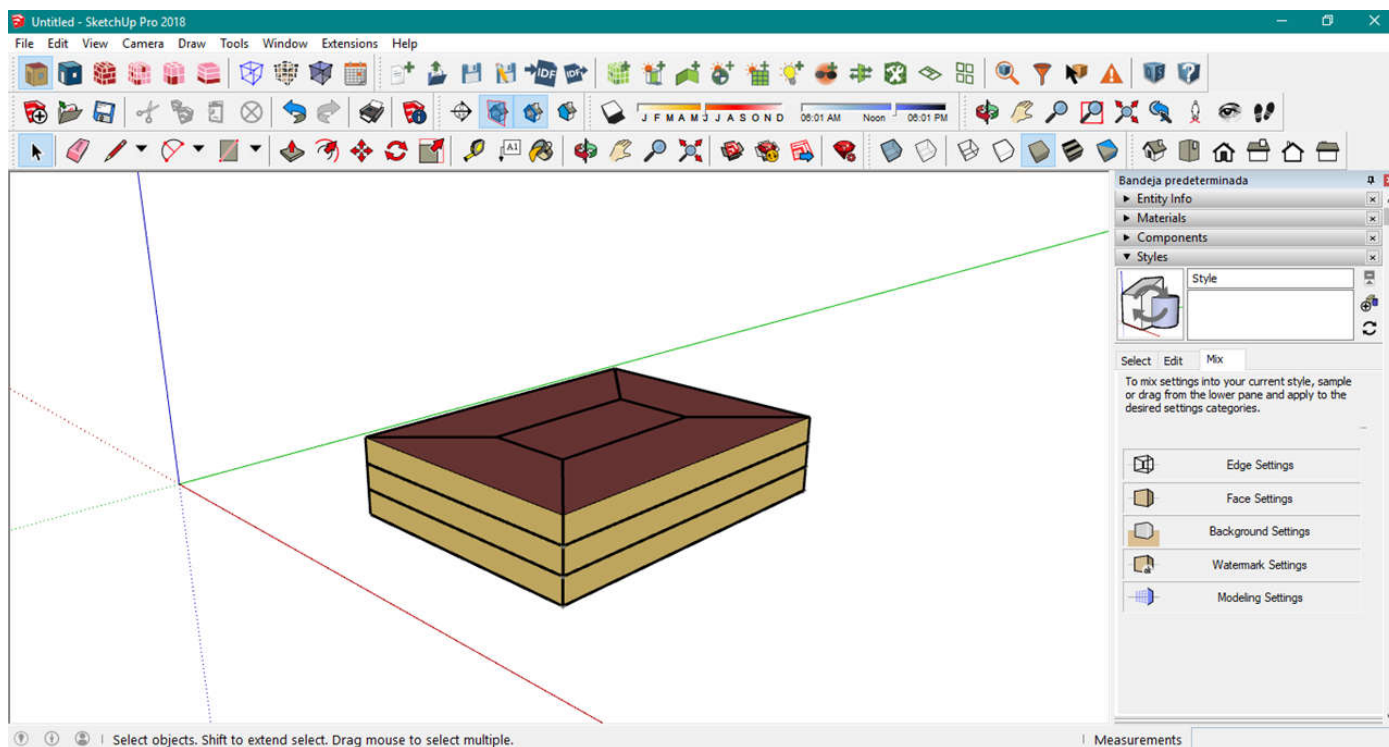


Open Studio

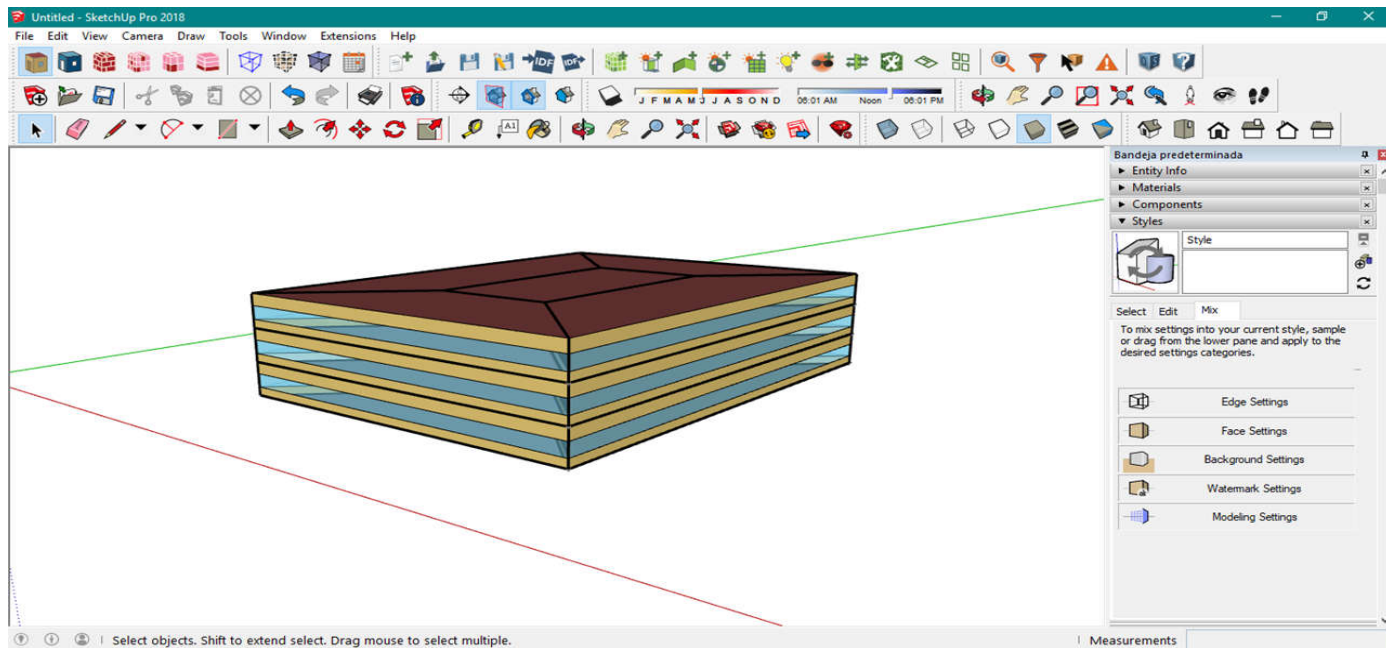
1. First, we create the dimension of the floor plan



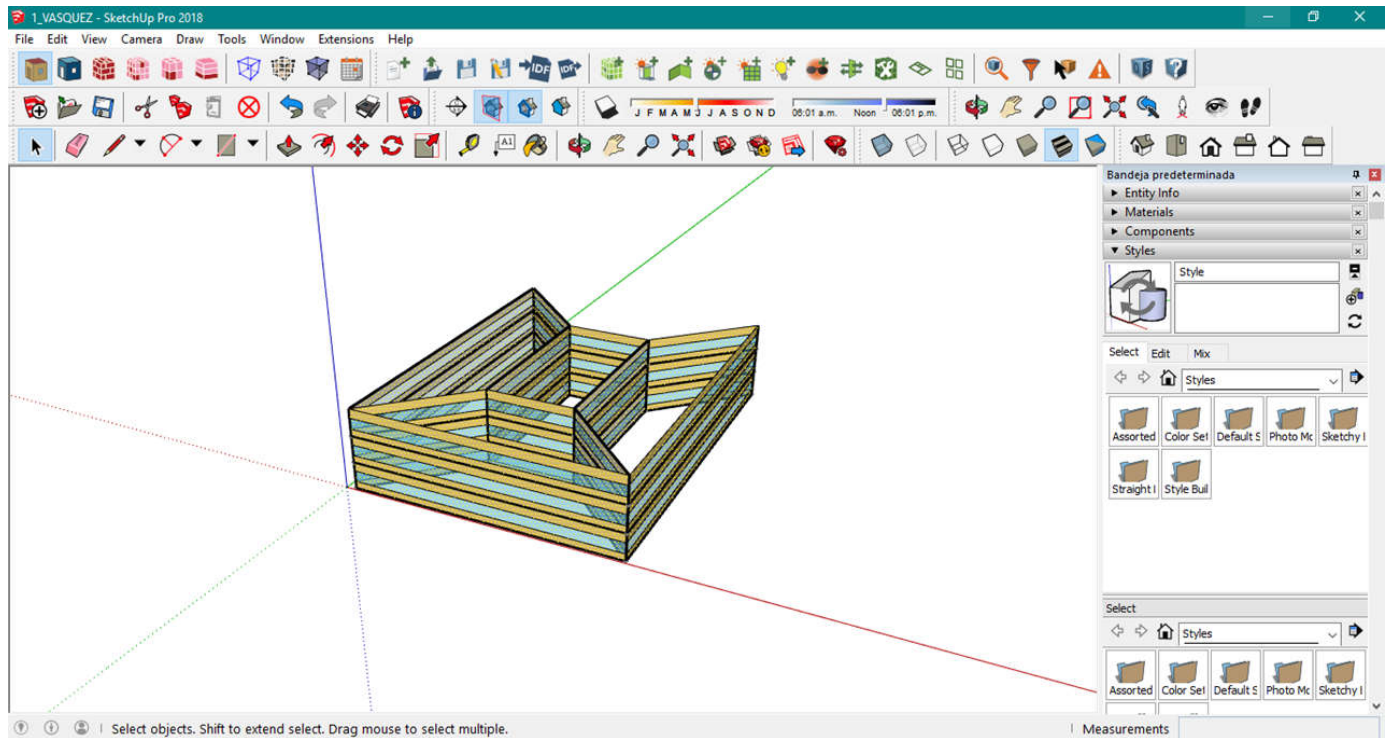
2. Using the icon "create spaces from diagram" we make the volume, and define how many floor, and the height the building will have.



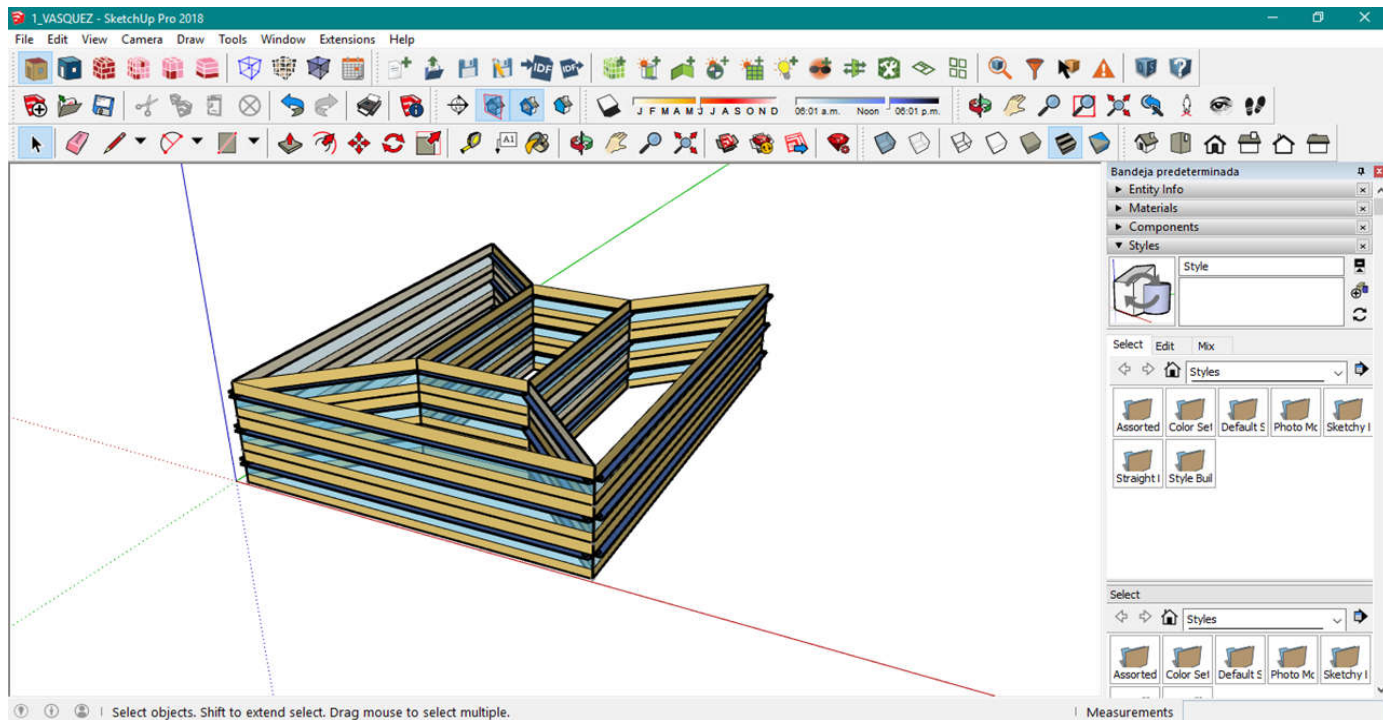
3. Now that we have the volume, we need to add the windows. For that, we go to :
Extensions- Alter or add model- set window to wall ratio



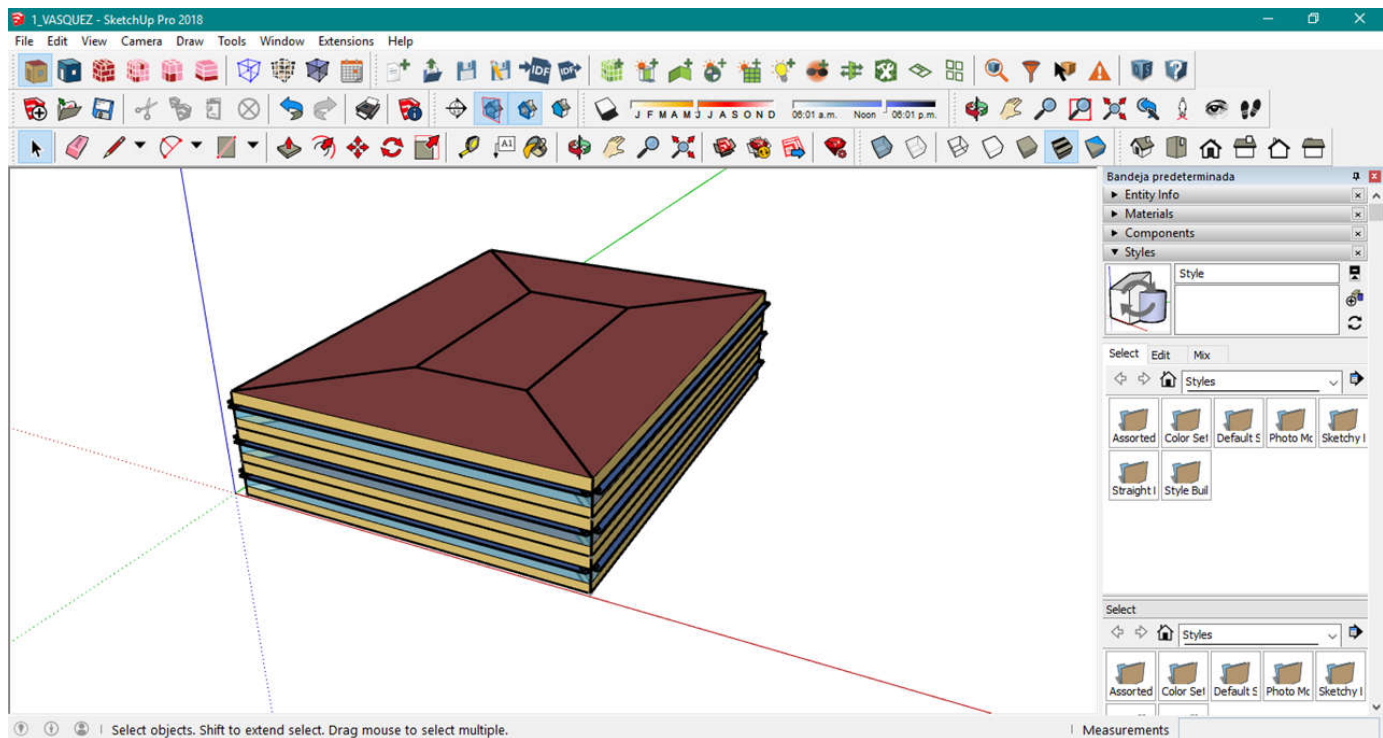
4. Now, to put the shading in all the faces except in the north one, we need to filter the surfaces. For that, we use the icon: seaching surface



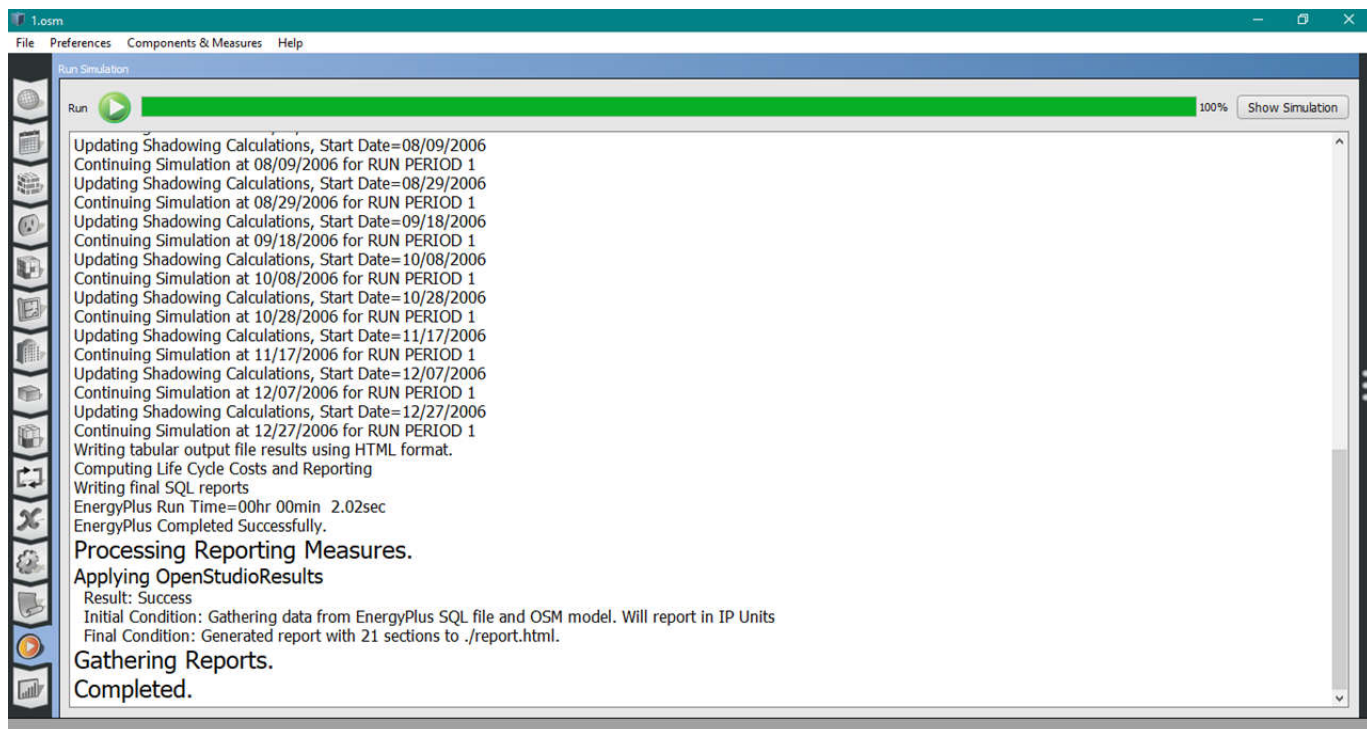
5. Then we add the overhang using: Extensions- open studio- alter or add odel- add overhangs by projection



6. Then we change again the filter icon to go back and see the whole volume.



7. Then we need to activate the outliner, and it will appear all the spaces listed. From there, we can specify the function of the room, in which floor it is, and the thermal zone



10. And we can get to see the reports

