This approach can be effectively applied for hand-calculations. However, greater accuracy, design efficiency, speed and flexibility can be achieved through computer modelling.

ADF is a single average value and does not assess whether the daylight is evenly distributed throughout the room. As the distance from the window increases the Daylight Factors decrease. Consequently, the back of deep narrow rooms would be darker than at the perimeter, even if the Average Daylight Factor meets the required level. This can be addressed through the Brightness Contrast or the Uniformity Ratio. Uniformity Ratio (U_o) is defined as the ratio of the minimal illuminance over the area weighted average illuminance and is calculated as follows:

$$U_o = \frac{E_{min}}{E_{avg}}$$

where,

E_{min} is the minimal illuminance in an area

E_{avg} is the area weighted average illuminance

In tandem with daylight strategy, glare control strategy should also be considered. This is to ensure the glare levels are minimised. Commonly used glare reduction strategies include exterior shading devices, light shelves, interior blinds and louvres and fritted glazing.

COMPLIANCE DOCUMENTATION

Table 405.01(1): Documents Required

Project Stages	Submittal Documents
Design Permit Application	1. Architectural floor plan showing the window location. 2. Elevation drawing showing the vision and spandrel glass.
Construction Completion Application	1. Final approved architectural drawing and elevation.
After Completion	Not applicable.

REFERENCES AND ADDITIONAL INFORMATION

The Chartered Institution of Building Services Engineers (CIBSE). (2014). LG10/14 Lighting Guide 10: Daylighting - a Guide for Designers - LG10.

British Standards Institution. (2008). BS 8206-2: Lighting for buildings. Code of practice for daylighting,

Building Research Establishment. (2011). Site layout planning for daylight and sunlight: a guide to good practice (BR 209).

European Standard. (2011). DIN EN 12464-1 Light and lighting - Lighting of work places - Part 1: Indoor work places.