Example Pocket Map

What "pockets" look like in a real canopy geometry

Make localized risk visible.

Prepared for	*[Client / Site / Facility]*
Prepared by	*[HermodLabs / Author Name]*
Document ID	HL-EXAMPLE-POCKET-MAP
Version	v1.0.0
Date	January 19, 2026

1. Purpose

What this example shows

An **example pocket map** demonstrates how localized canopy zones ("pockets") appear when you measure at the canopy rather than relying on wall sensors or room averages. This document provides a reference visualization and a consistent legend for interpreting pocket outputs.

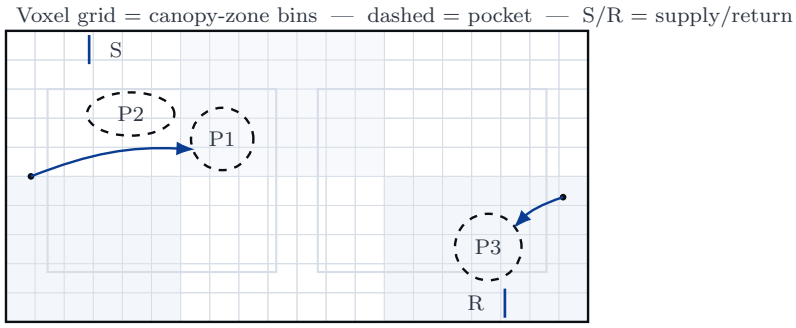
2. Pocket Concept (in one paragraph)

A **pocket** is a localized region where RH/Temp/VPD deviates in a persistent, repeatable way relative to reference measurements. Pockets often appear near airflow shadows, obstructions, canopy density gradients, and supply/return geometry. A room can be "in spec" on the wall while pockets remain out of spec at the canopy.

3. Illustration: Canopy Geometry + Pockets

Diagram

The following schematic is *not to scale*. It illustrates typical pocket locations and the difference between wall sensors and canopy truth.



4. Example Pocket Table (How to Read Outputs)

Pocket ID	Where (example)	Signature (example)	Interpretation
P-01	Inner canopy corner / airflow shadow	RH spike + slow recovery; VPD dip	Localized accumulation; mixing or supply redirection likely
P-02	Under supply plume / stratification zone	Temp gradient; VPD swing	Distribution + stratification; tune airflow, diffuser direction, staging
P-03	Near return / under-canopy zone	Persistently high RH vs wall	"Invisible" risk pocket; validate recovery time and local extraction

5. What to Attach in a Real Pocket Map Deliverable

Minimum contents

A production pocket map deliverable should include:

- A coordinate system (origin, axes, and reference markers)
- Pocket IDs with consistent naming (P-01, P-02, ...)
- The measured variable(s): RH / Temp / VPD (and units)
- A legend and a stated slice height (e.g., canopy height)
- Trigger window(s) used (lights ramp, post-irrigation, dehu recovery)
- A "delta view" versus reference (pocket minus reference)

6. What "Fixed" Looks Like (Pocket Perspective)

Rule of thumb
A pocket is "fixed" when the signature **does not recur** in the trigger window(s) under comparable conditions, and before/after deltas show the pocket is removed or reduced below threshold across *[N]* cycles.

7. Appendix (Optional)

7.1 Change log

Version	Date	Notes
v1.0.0	January 19, 2026	Initial example template (aligned styling; TikZ schematic included)

