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Summary

This article introduces an approach for simulating indoor scenes with daylight illumination from astronomical calculations. In other words, the authors look to model what a room's lighting and features would be throughout a day with the Sun shining through its windows. Through calculating the number of hours the room receives sunlight and establishing architectural models for simulating these scenes in different times, the created radiosity algorithm provides its desired outcome. The authors note that their simulation essentially only scratches the surface of the complicated process of accurately providing sunlight analysis and daylight simulation, for which they denote are extensively important for processes such as architectural design and lighting control. They also look to provide more user interaction with their model, allowing their audience to be able to rearrange the room's furniture, doors, and windows to their liking.