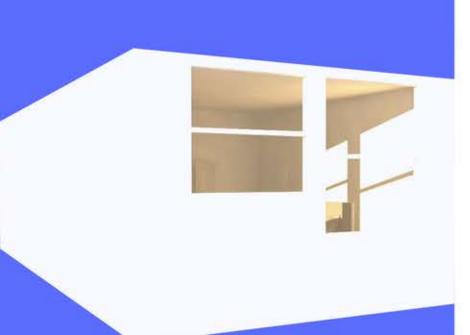
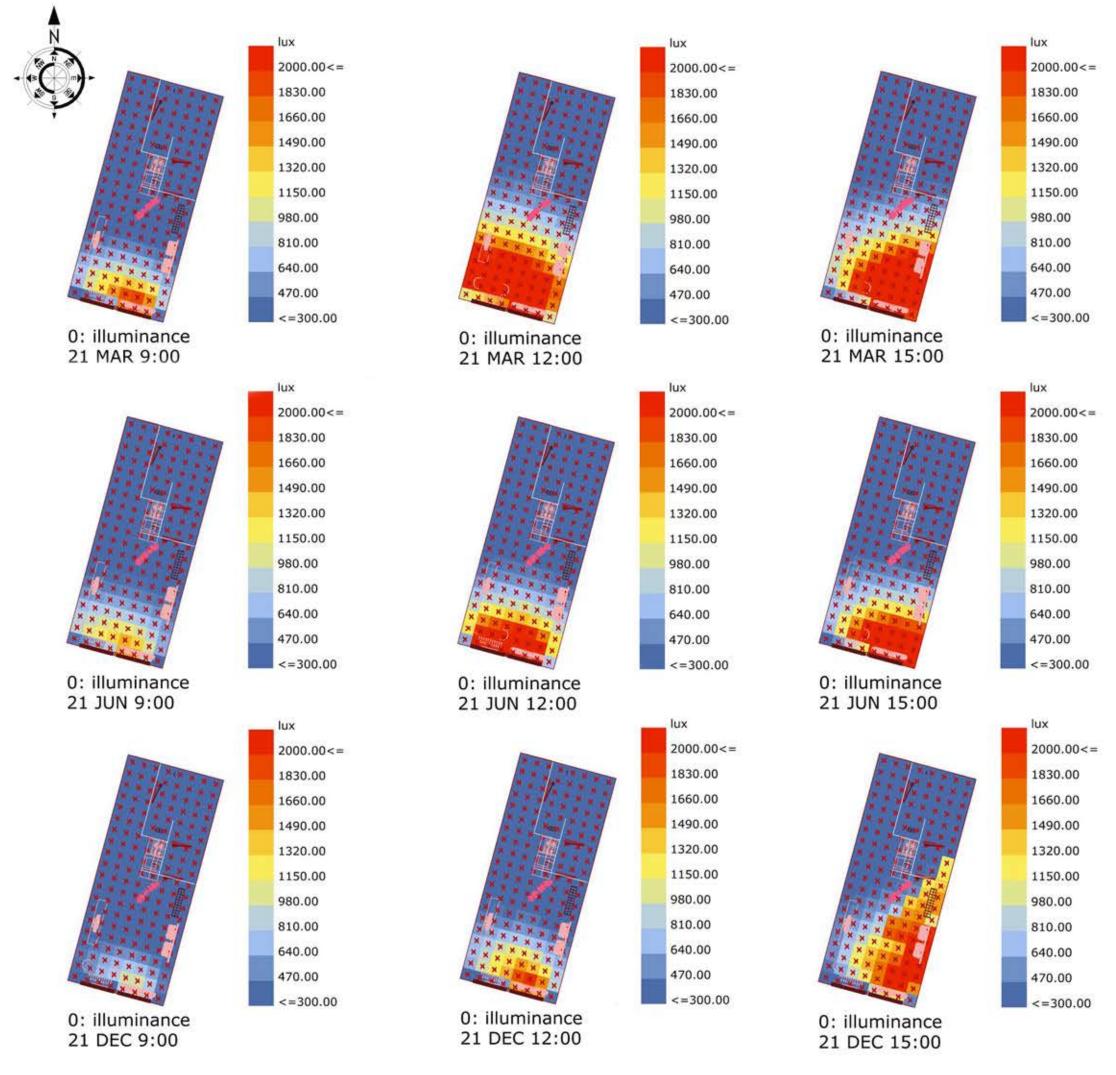
Building Performance Simulation

Analysis of Daylighting for our Apartment & Design a Shading for Glare Points

Existing Model

According to the illuminance levels Much of the glare is for afternoon, and then noon. Also, the most problamatic month is March. In the morning there is not much glare in all three month.



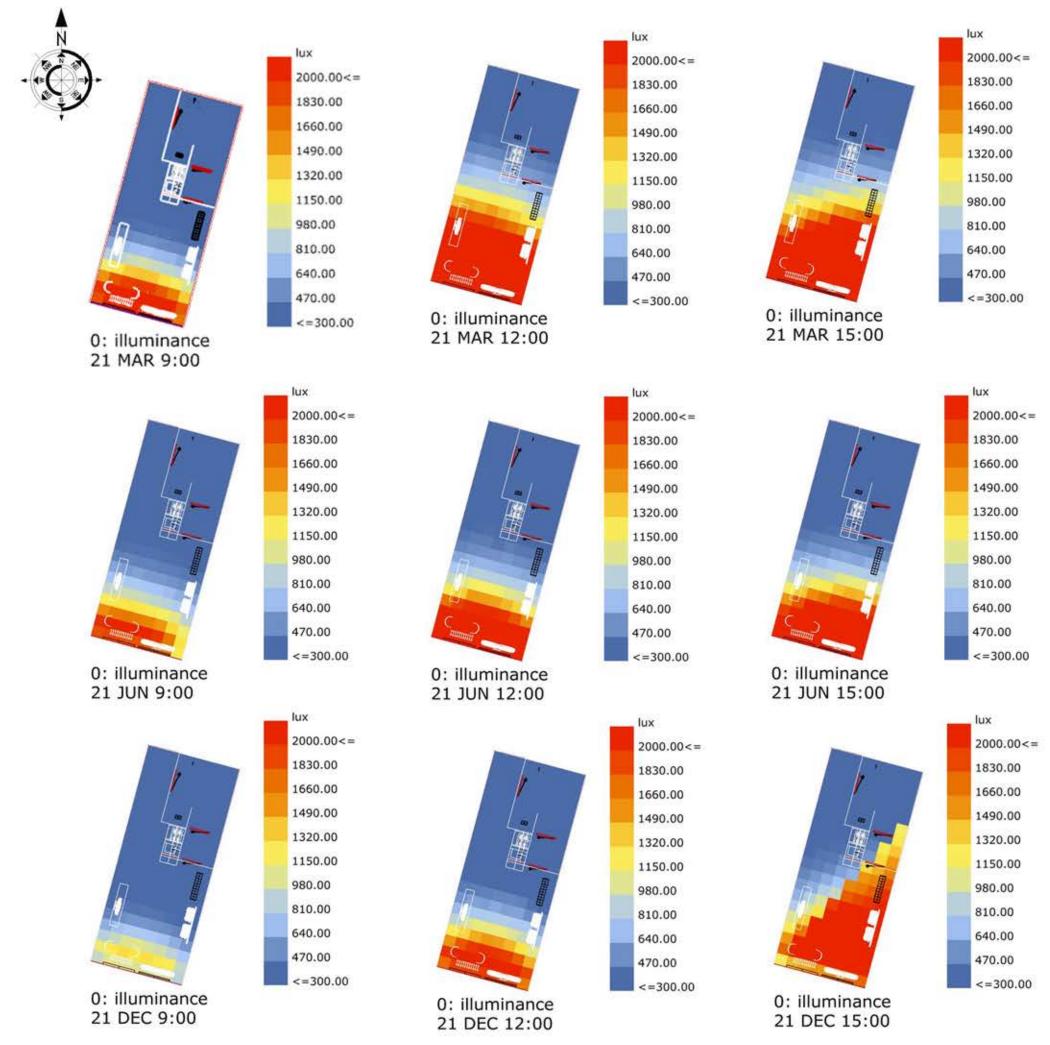


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Widening the Window Horizontally

The first try was to make the window fully extended to see if we can make the light to penetrate more deep into the room and then think about shading the glare. The approach is that the light is coming deeper into the room but definitely the glare has became more.



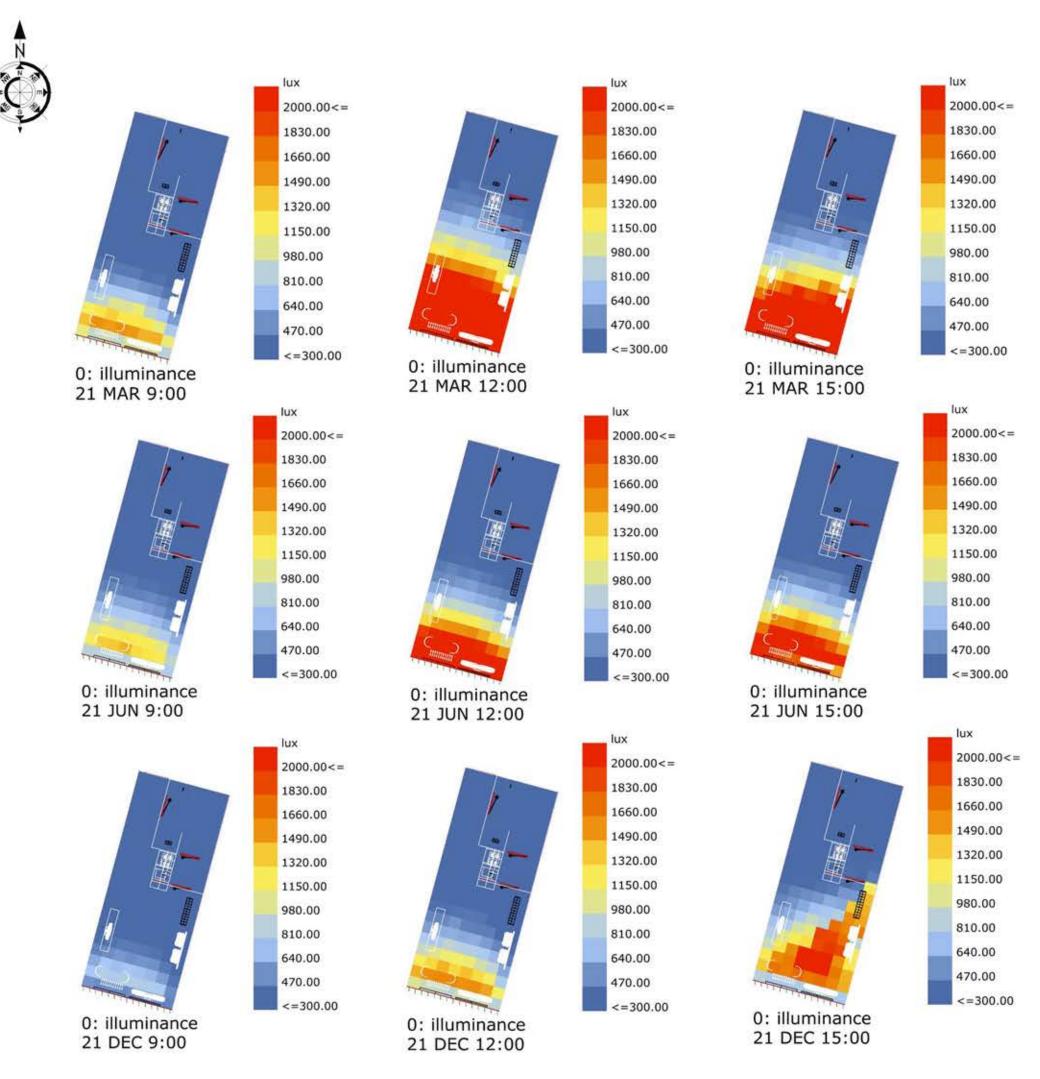


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Vertical Shading

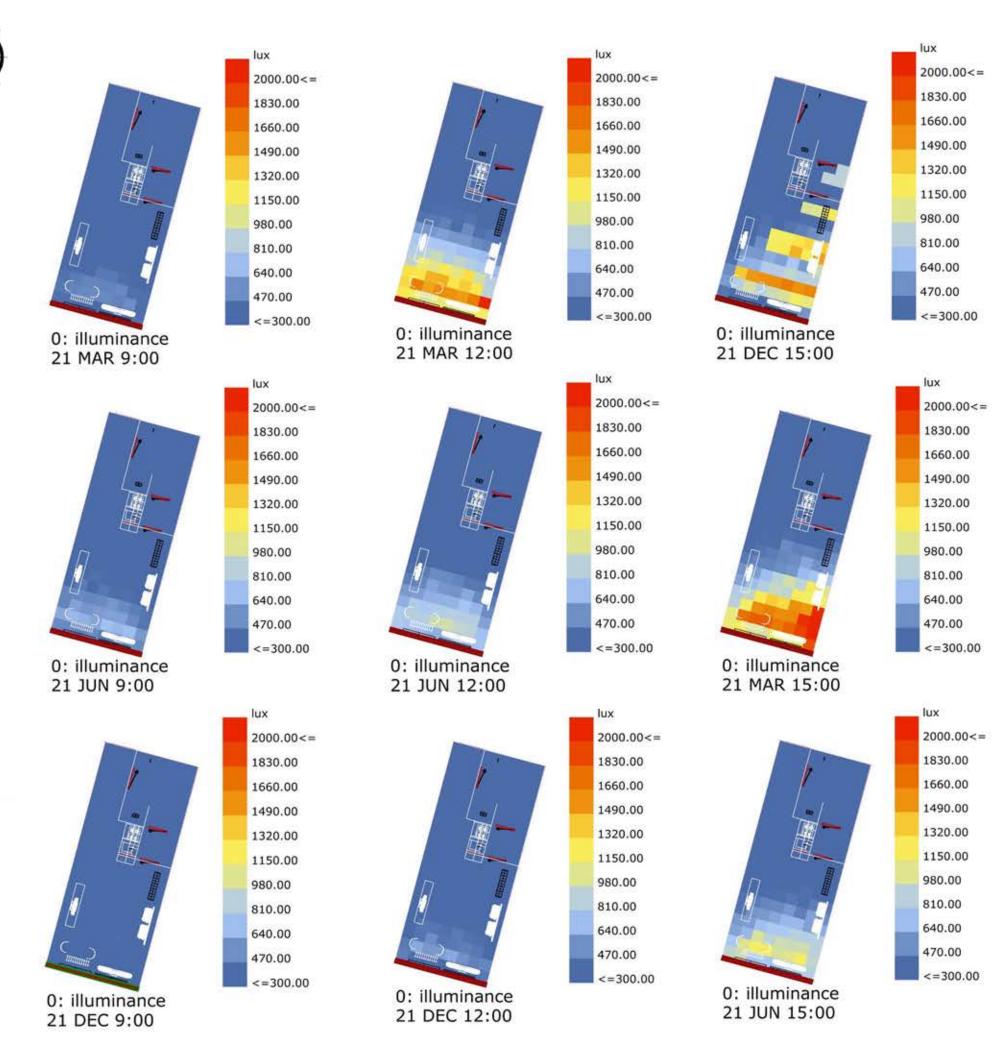
Then the second try was to add some shading to see the effect of that on the glare. Some progress is happened but there are still so much glare in noon and afternoon overally. So an alternative shading should be considered.





Horizontal Shading

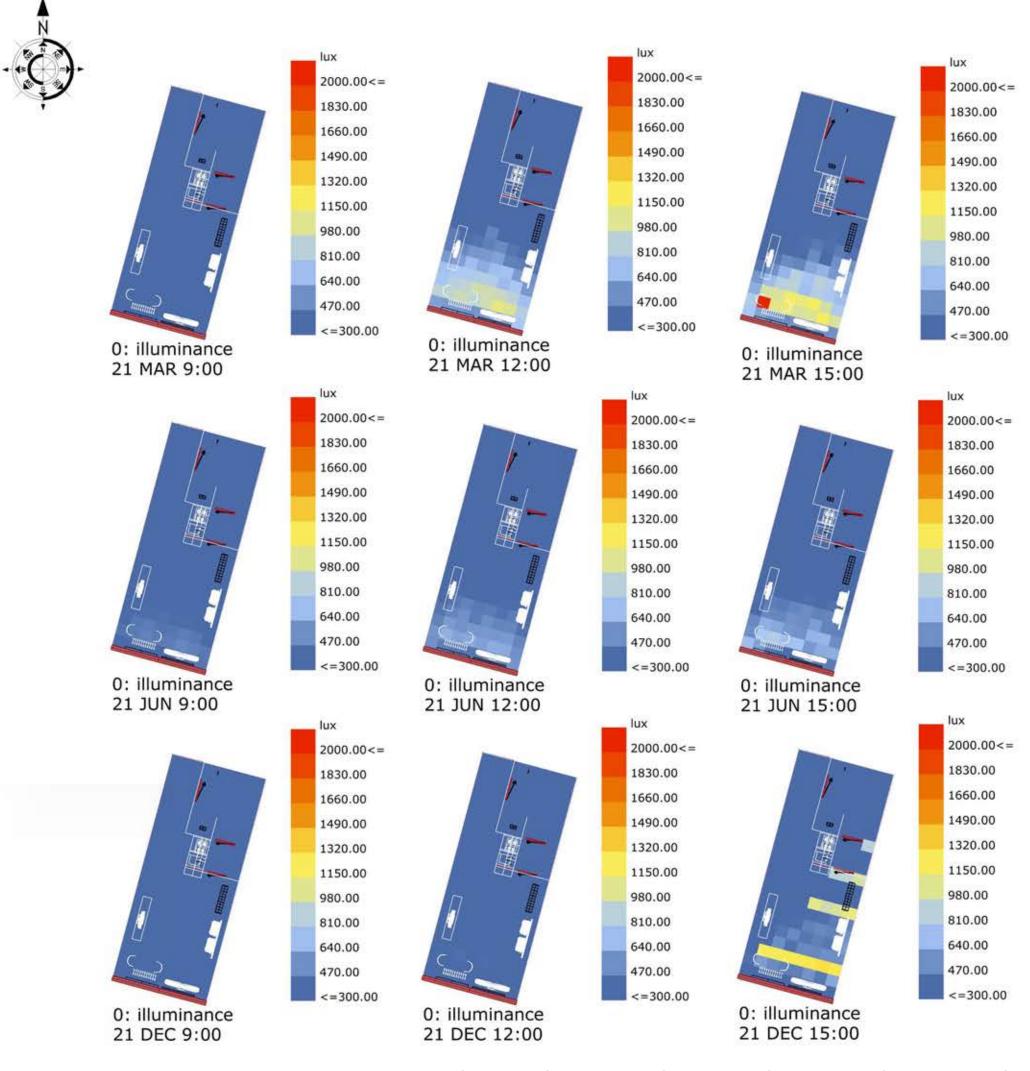
In the next approach, I changed the vertical shading to horizontal shading, and the result is much more better and it can be seen that horizontal shading is more effective than vertical shading. But there is still glare in one time March 15:00.





Revised Horizontal Shading

Making the horizontal shading a little denser was the final approach that in the given analyzed graphs it is shown that it has eliminated all of the glare. Ofcourse the light levels has become lowe but the level of light is still acceptable.



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