Visible Light

Building Performance Simulation
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TRANSMITION

DIFFUSION

REFLECTION

- Luminous Flux (the rate at which light source emits light)
- Luminous Intensity (spot or flood light)

ABSORBTION
Reflect the light with the same color (wavelength) and absorb with others.
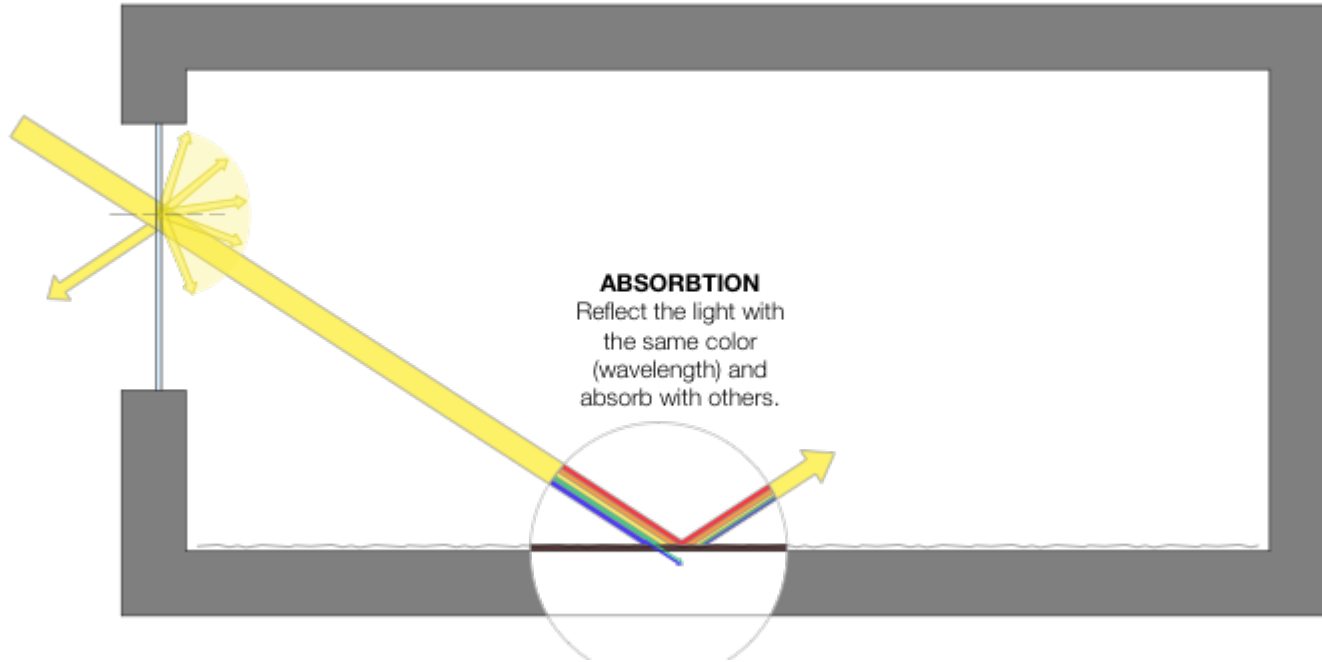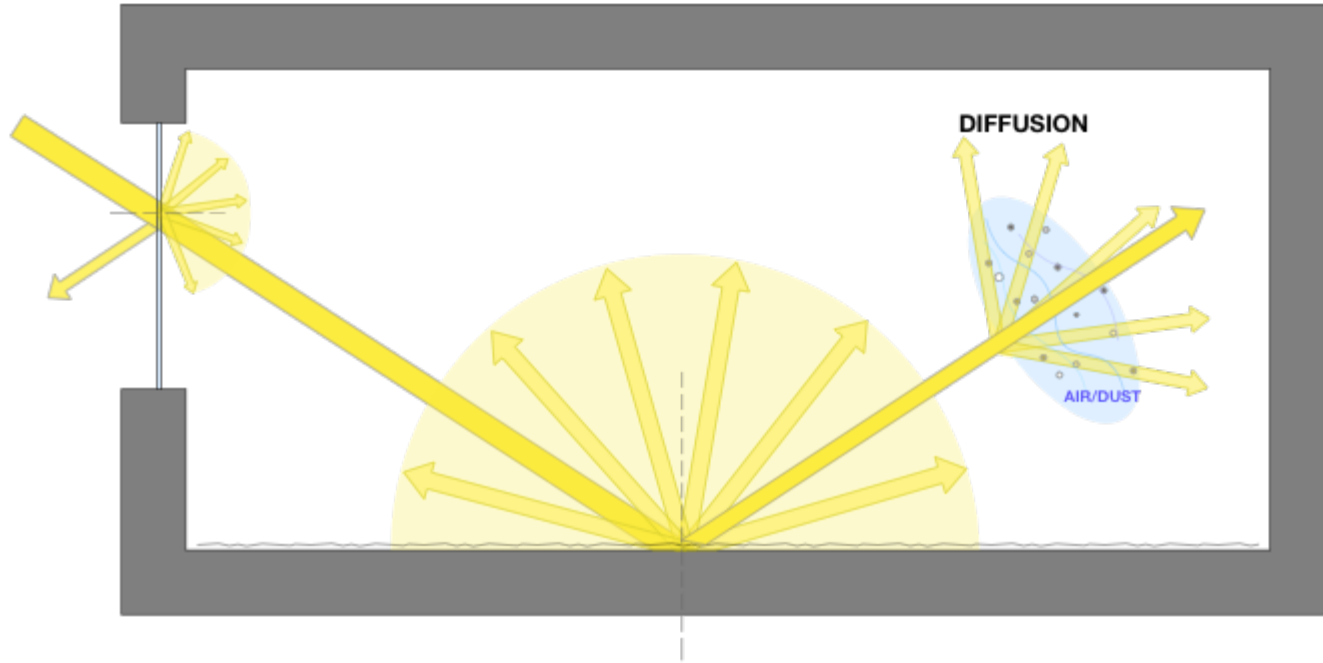
- Color of surface

- Wavelength of light : (for example, north light has more light at blue end of spectrum)

DIFFUSION
Vary according to the roughness of material, or when light interact with materieal with different refractive index

REFLECTION
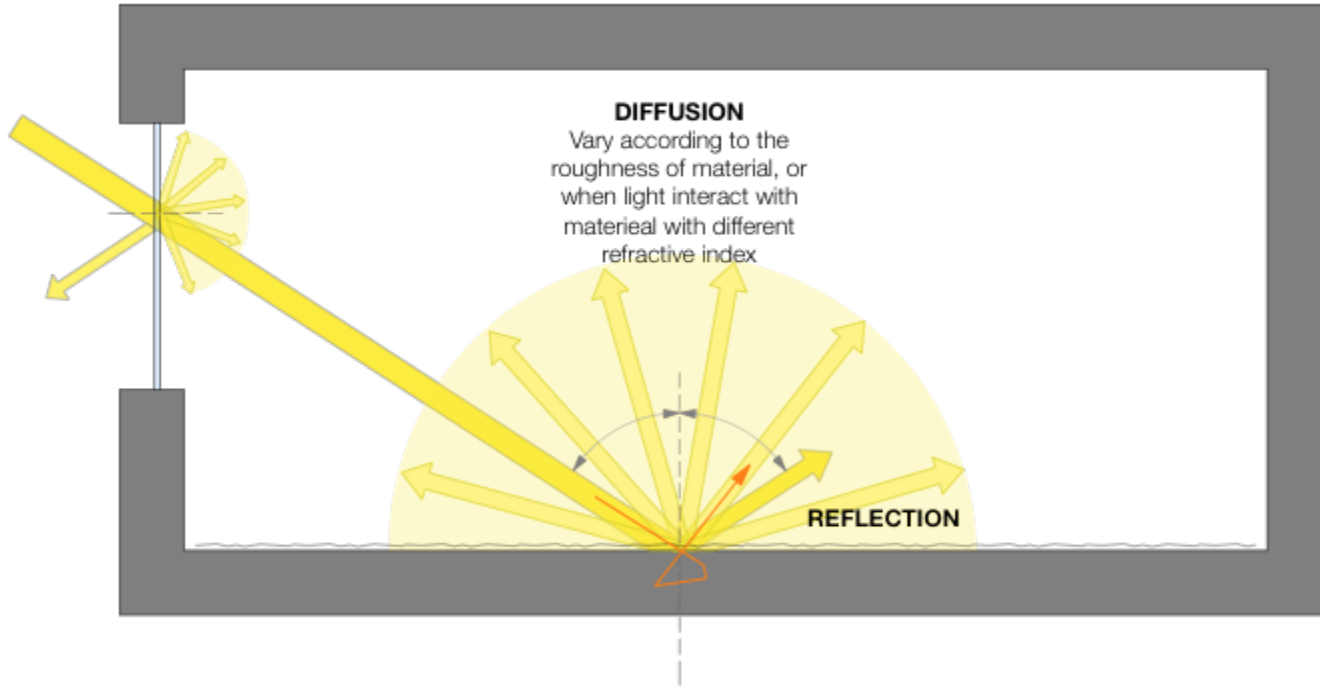
- Properties of surface of the material (smooth or irregular)
- Luminance (object's brightness)

DIFFUSION

AIR/DUST

- Air quality (clear, dust, humidity…)

Reflection&Diffusion
until the direct light
turns into indirect light