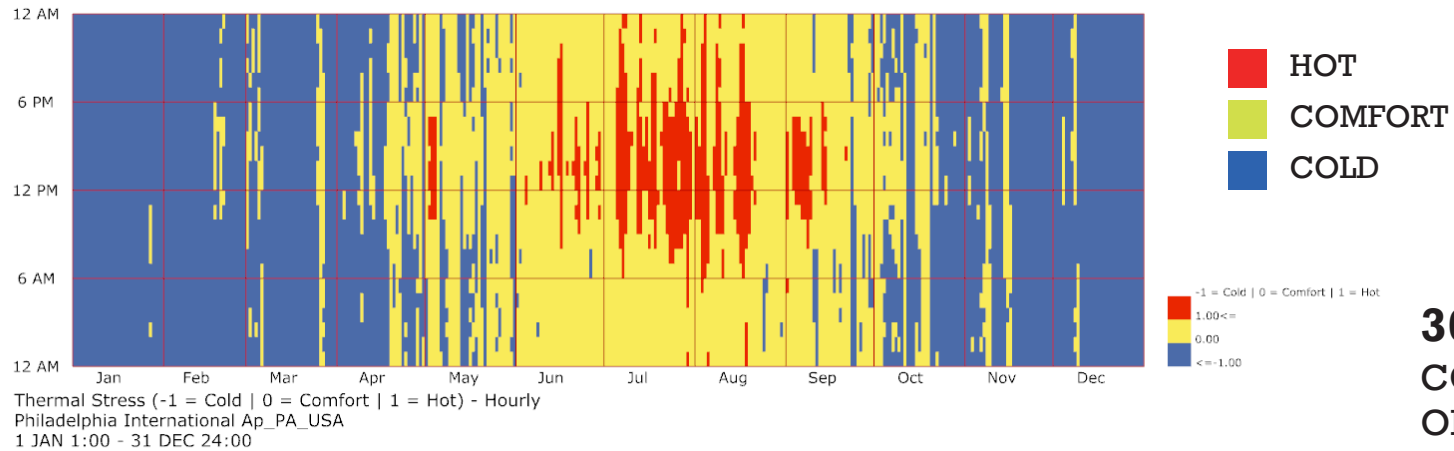


SHADING SYSTEM

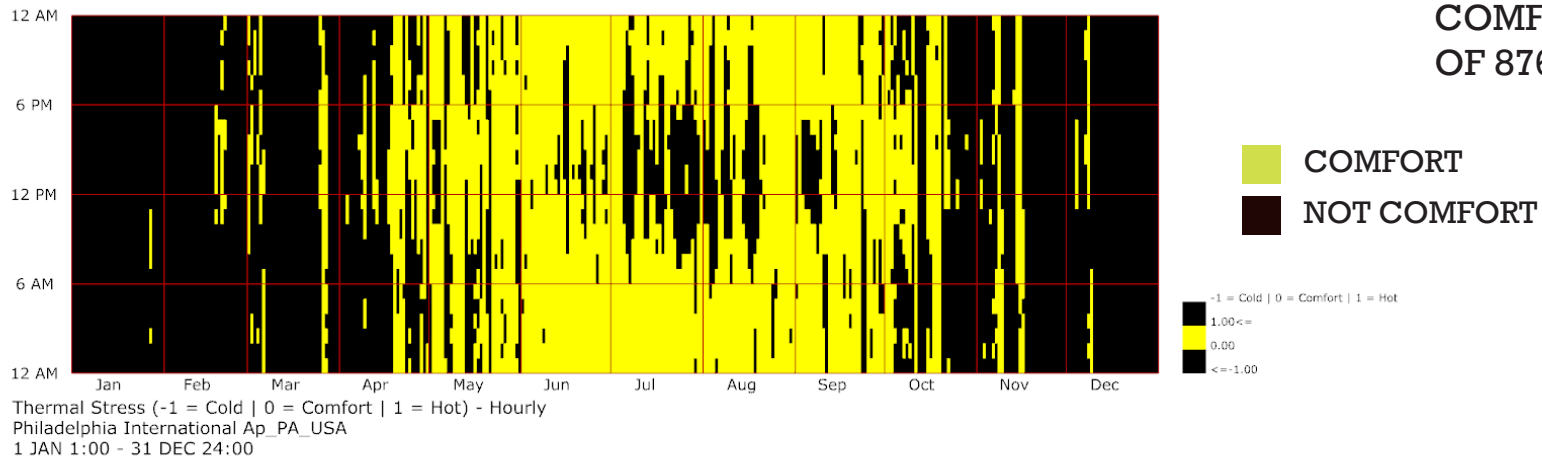
Outdoor Comfort Assignment & Shading System Design

Jieming Jin | M.Arch 2015 Candidate
Arch 753 Building Performance Simulation
Instructor: Mostapha S. Roudsari
University of Pennsylvania
School of Design

FULLY SHADED

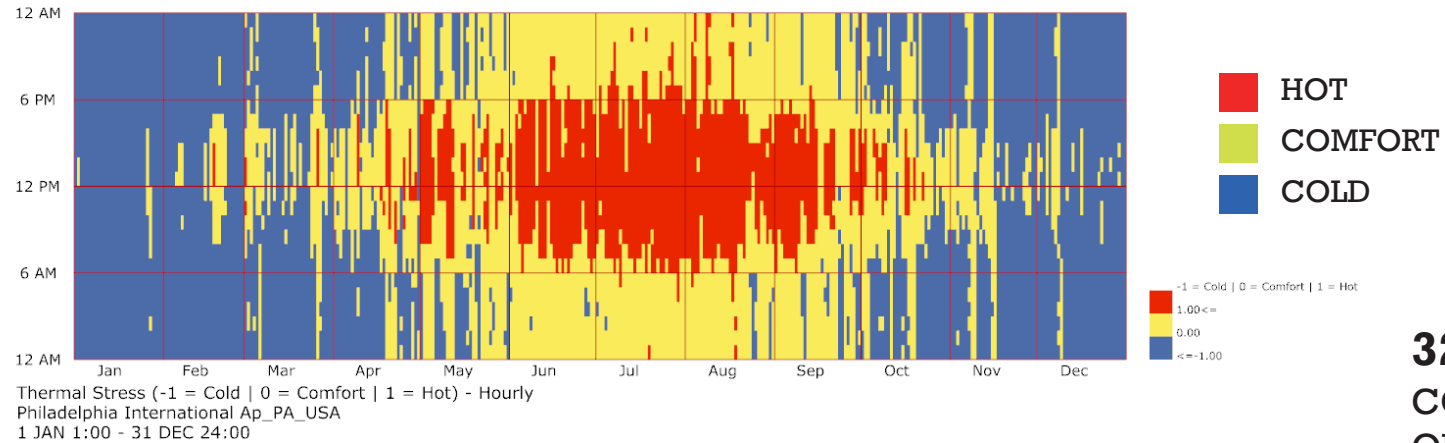


3616 HRS
COMFORTABLE
OF 8760 HOURS



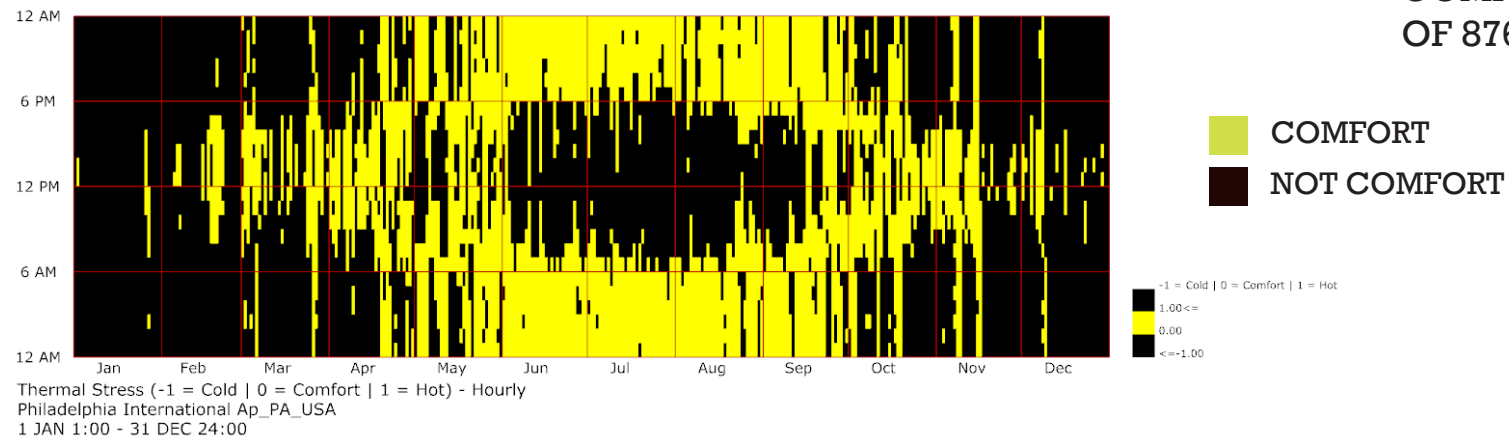
41.28%
COMFORTABLE
OF 8760 HOURS

WITH SOLAR RADIATION EFFECT

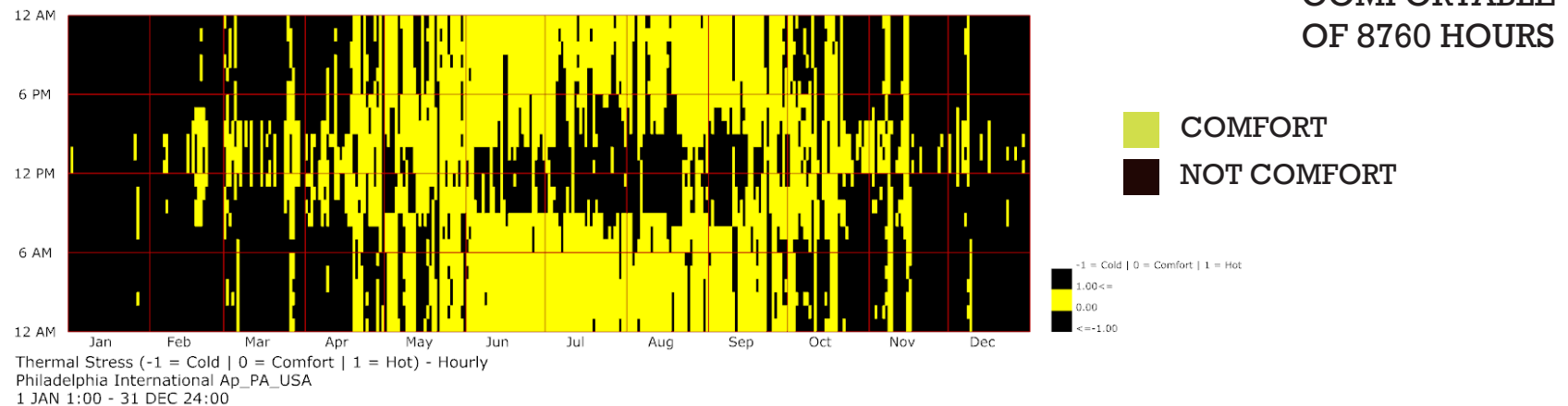
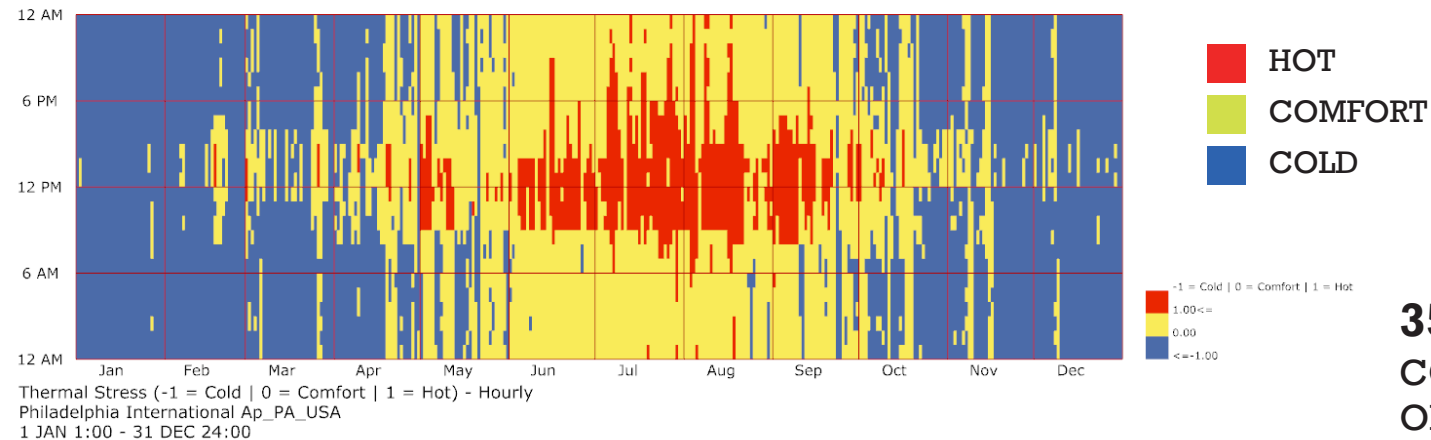


3271 HRS
COMFORTABLE
OF 8760 HOURS

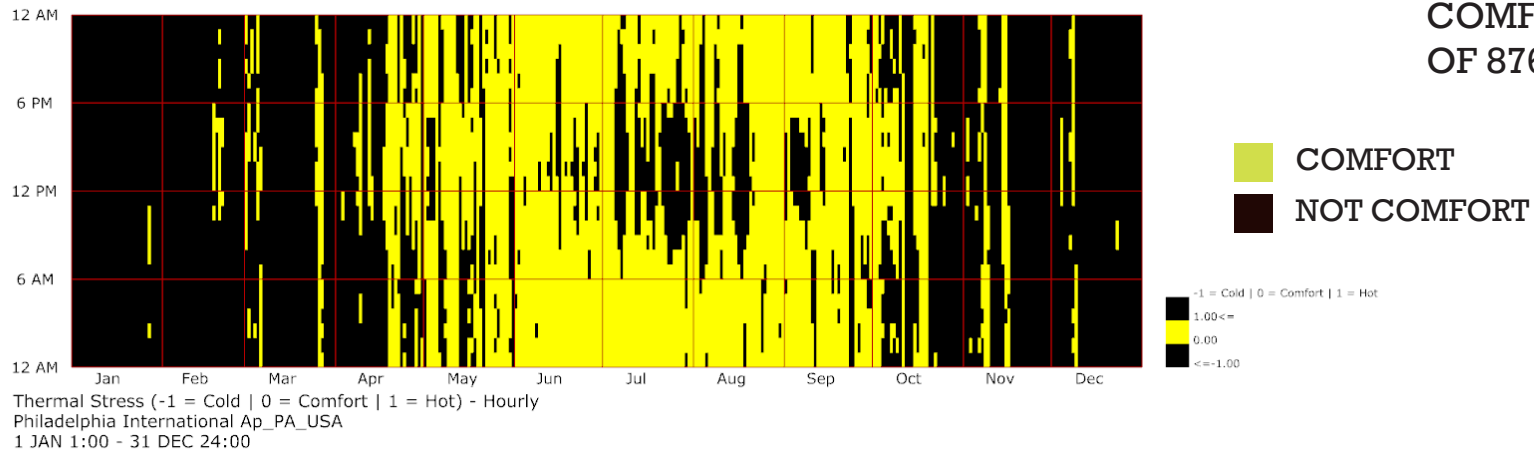
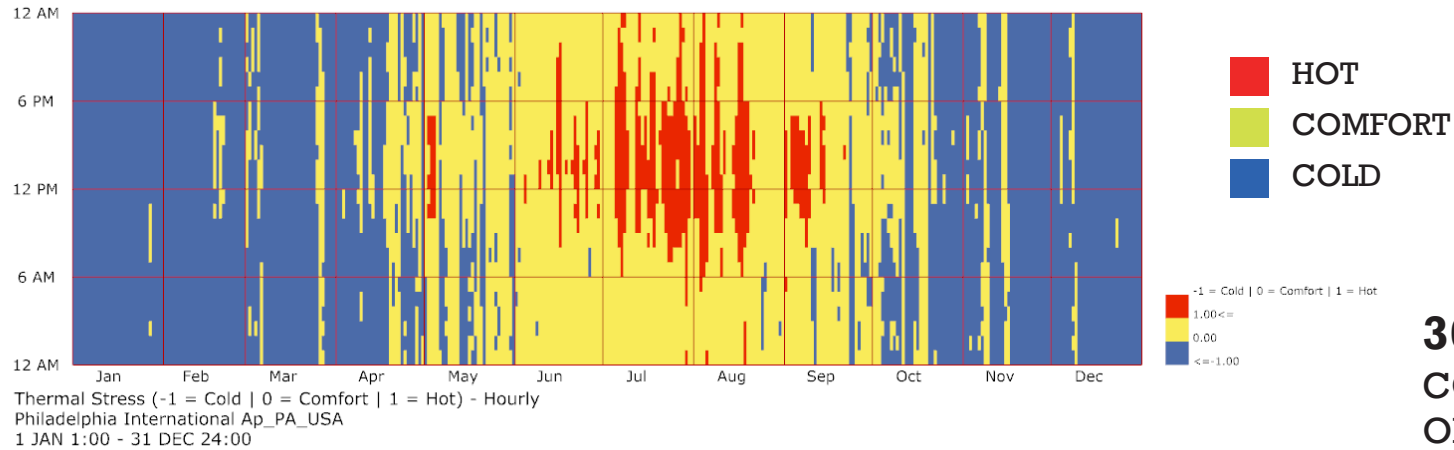
37.34%
COMFORTABLE
OF 8760 HOURS



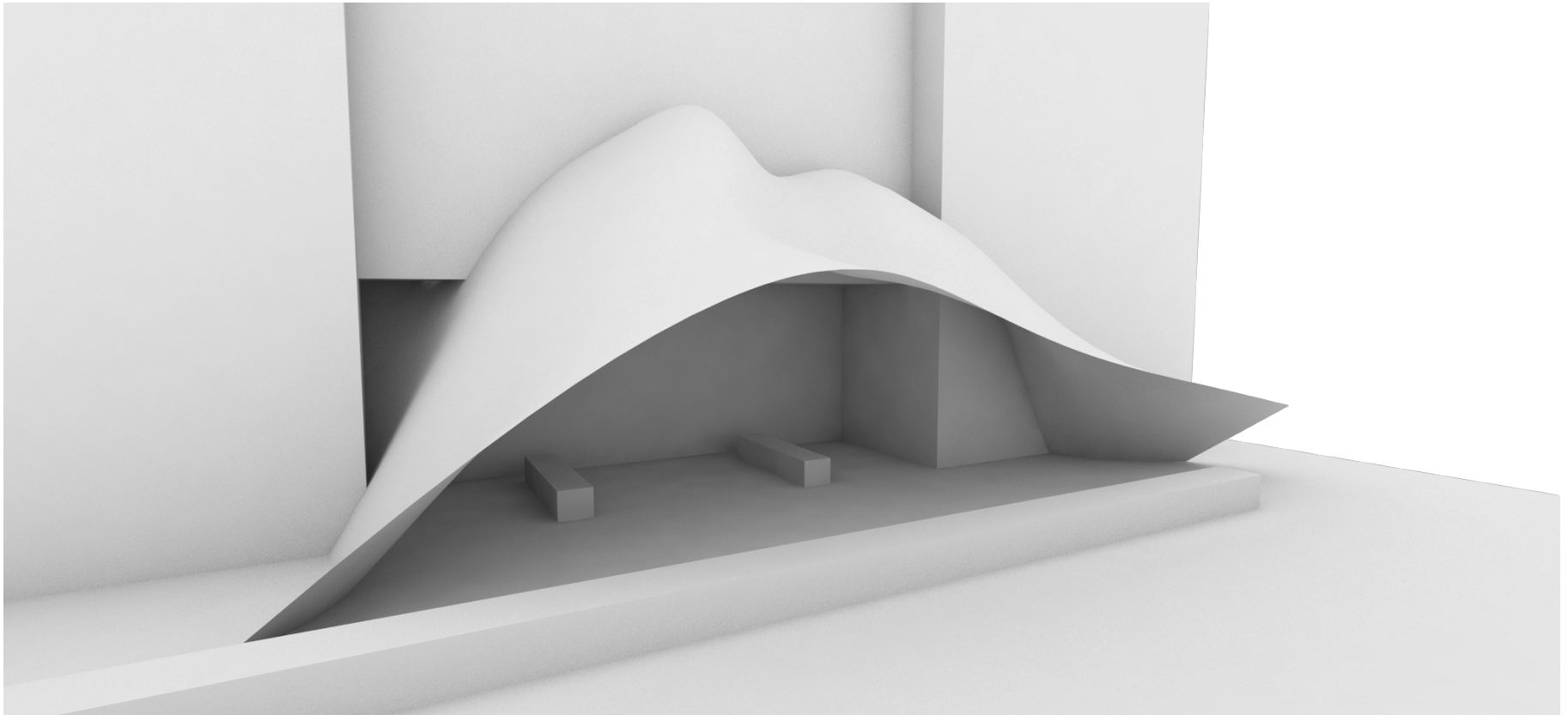
WITH SOLAR RADIATION EFFECT + MEYERSON HALL BUILDING



RADIATION + MEYERSON BUILDINGS + SHADING SYSTEM

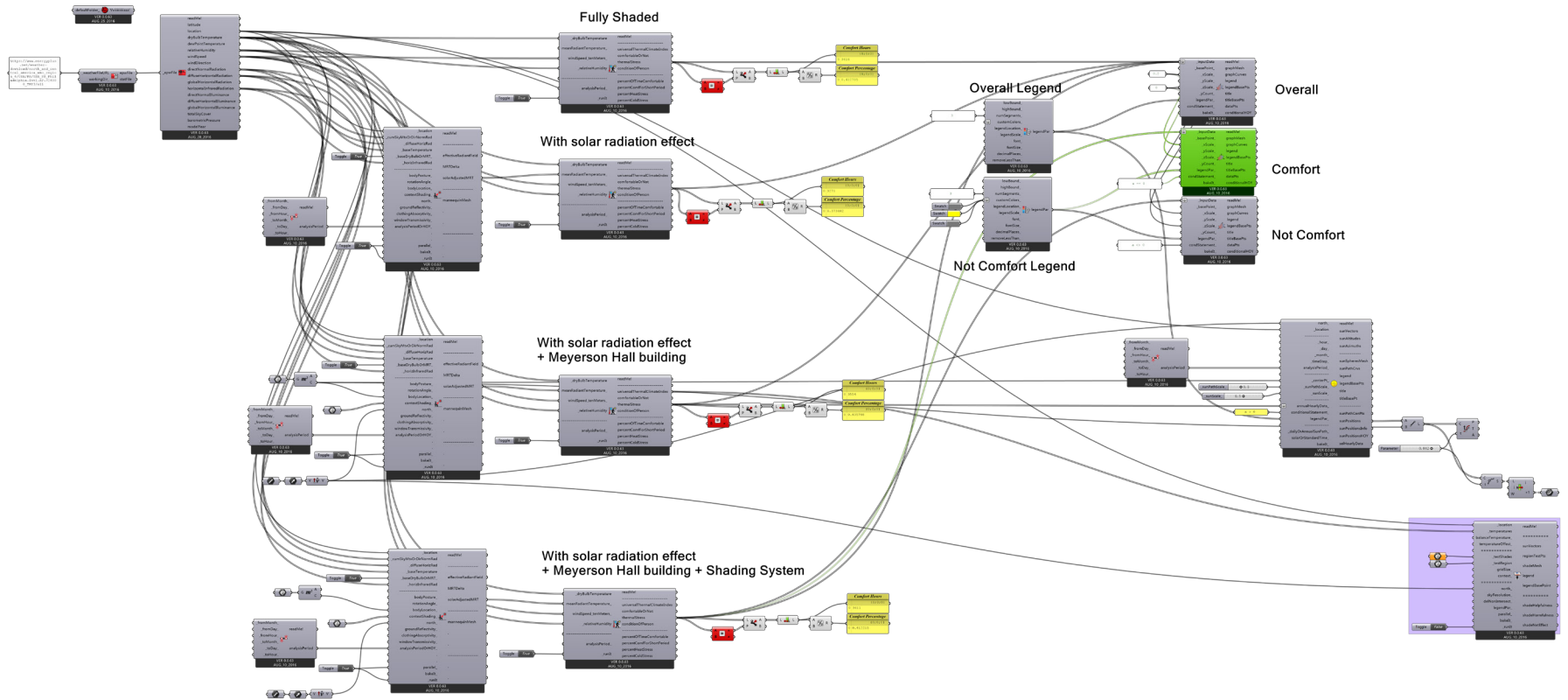


SHADING SYSTEM



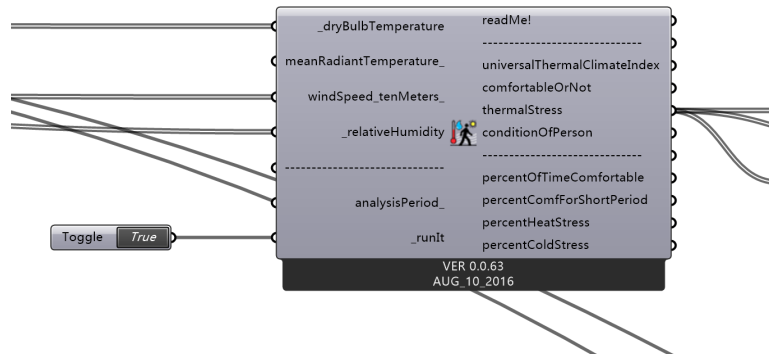
The maximum possible comfortable hours should be 3616 hours. Because we don't have a heating system, means we cannot make "cold" condition be comfortable. So the maximum comfort scenario should be we change all "hot" into "comfort" by using the shading system.

WORKFLOW

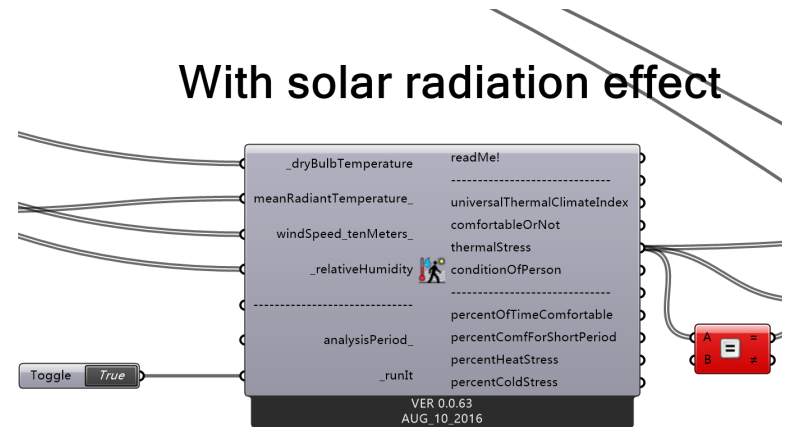


WORKFLOW - STEP 1

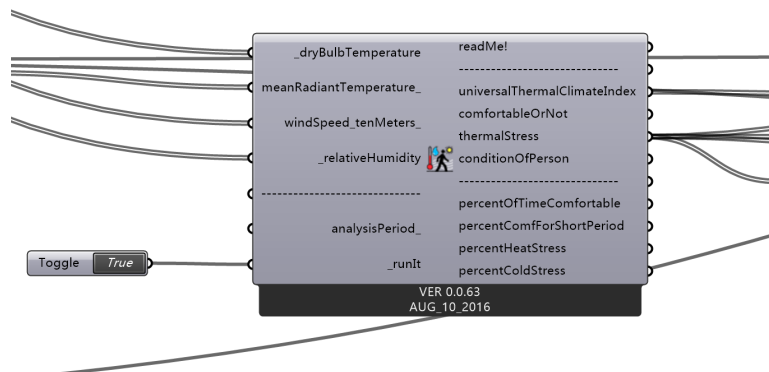
Fully Shaded



With solar radiation effect



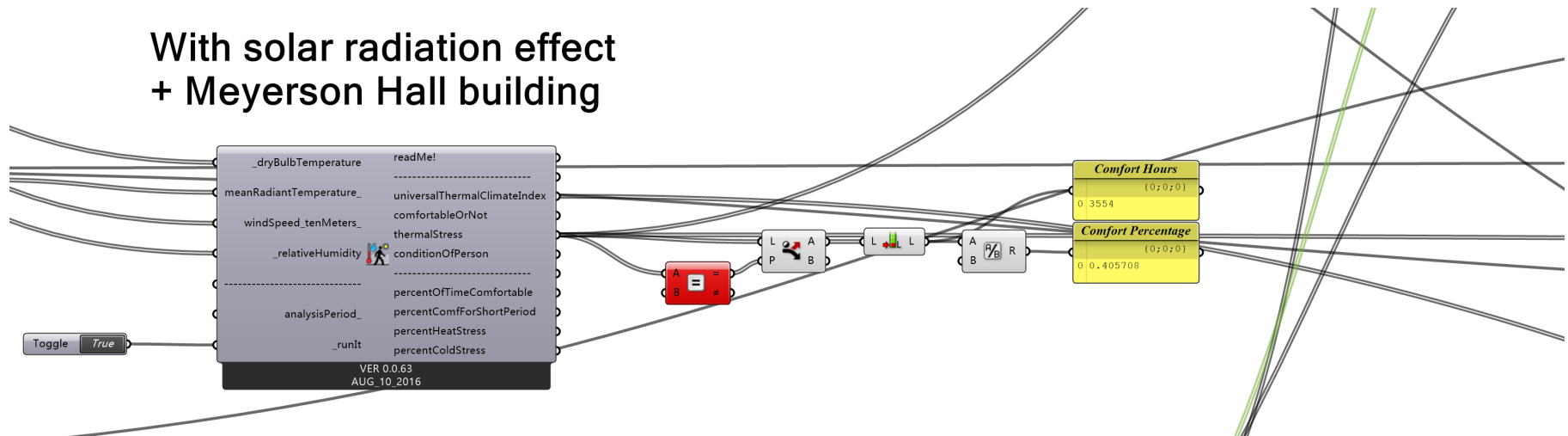
With solar radiation effect + Meyerson Hall building



The first step is what we did in the class. We generate 3 charts according to the climate data, radiation, shading buildings and comfort situation.

WORKFLOW - STEP 2

With solar radiation effect
+ Meyerson Hall building

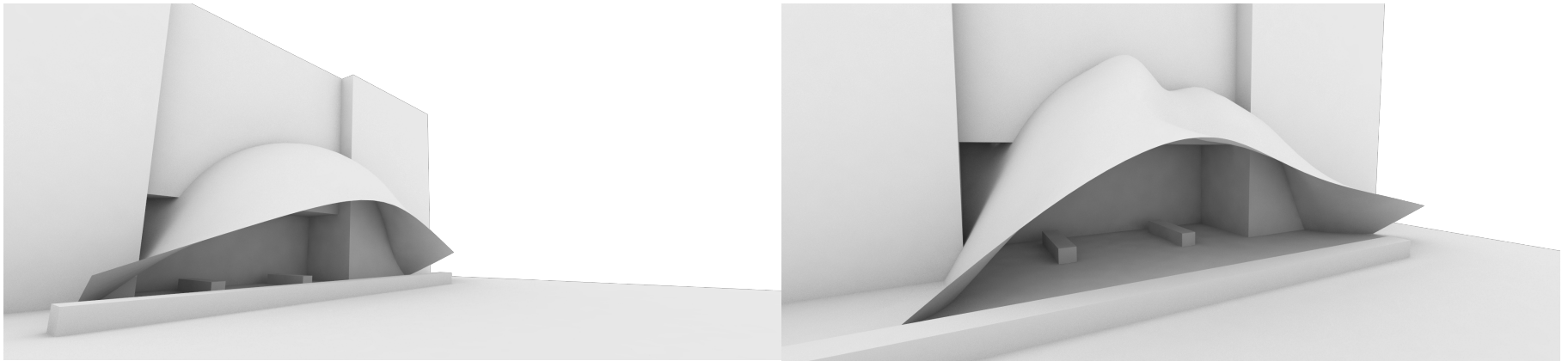


The second step is to calculate the percentage of the comfortable hours.

The screenshot shows a Grasshopper script for generating a sun path diagram. The main component is a 'SunPath' component (VER 0.0.63, AUG 10 2016) which takes various inputs and outputs a sun path. The inputs include date information (fromMonth, fromDay, fromHour, toMonth, toDay, toHour), analysis period, sun path scale, sun scale, and a conditional statement. The outputs include sun vectors, altitudes, azimuths, spheres mesh, path curves, legend, title, and sun positions. The script also includes a 'Parameter' component (0.842) and a 'L' component (L, i, W) which is connected to a 't' component (t, S, i, W) and a 'W' component (W, i, +1).

Shading System Design | Jieming Jin

WORKFLOW - STEP 4



The fourth step is to design the shading system according to the points. For different t value, I can get different points on the curve(direct sunshine). Then I use patch command to generate the surface.