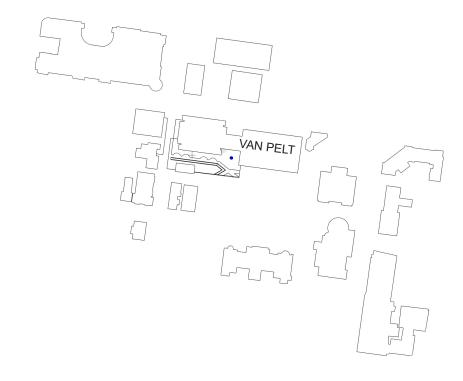
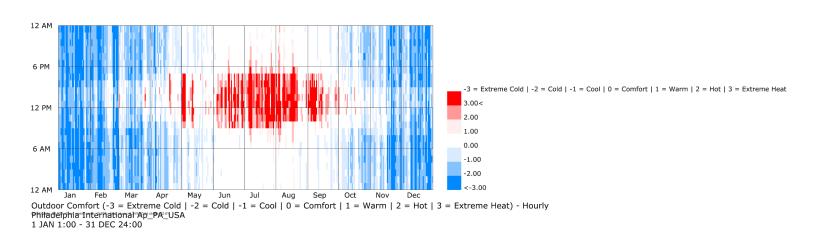
PICK A LOCATION IN YOUR MEASUREMENT FIELD

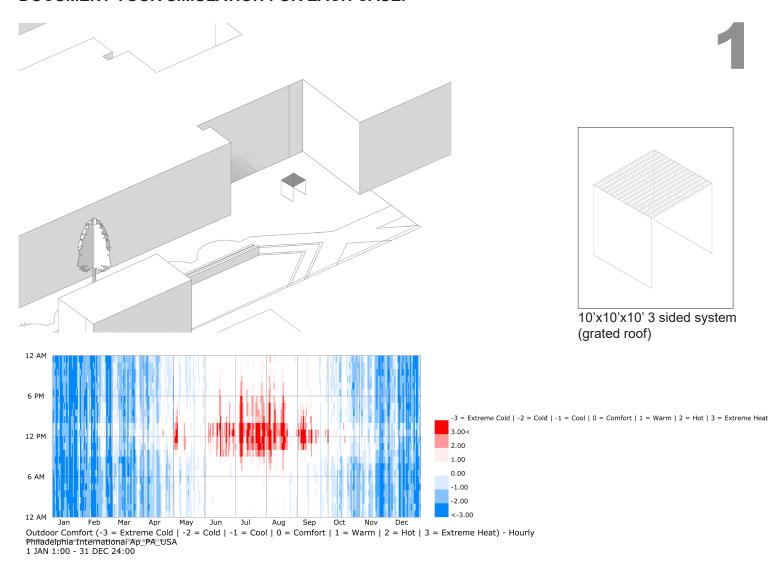


CALCULATE PERCENTAGE COMFORTABLE HOURS DURING THE YEAR

Comfortable: 39.33%; Short period comf.: 19.73%; Heat stress: 8.34%; Cold stress: 32.6%

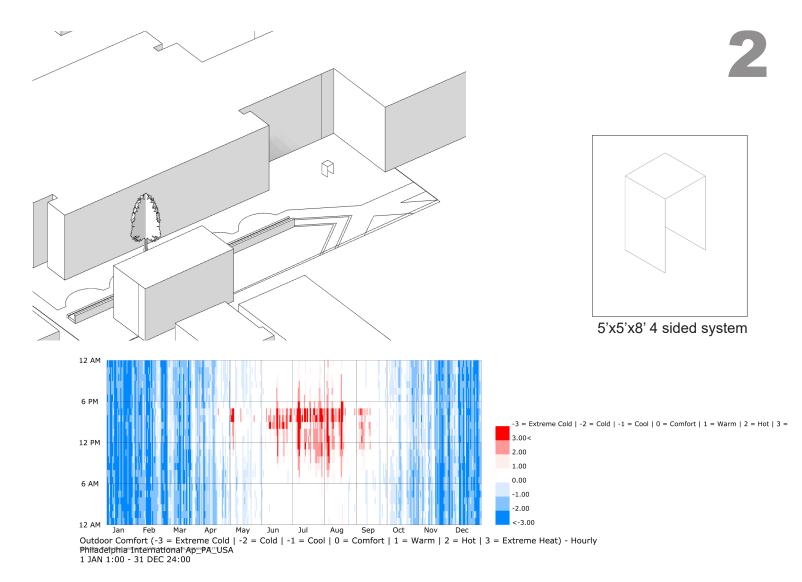


TEST 3 DIFFERENT DESIGN IDEAS AND TRY TO MAXIMIZE THE ANNALY OUTDOOR COMFORT. DOCUMENT YOUR SIMULATION FOR EACH CASE.

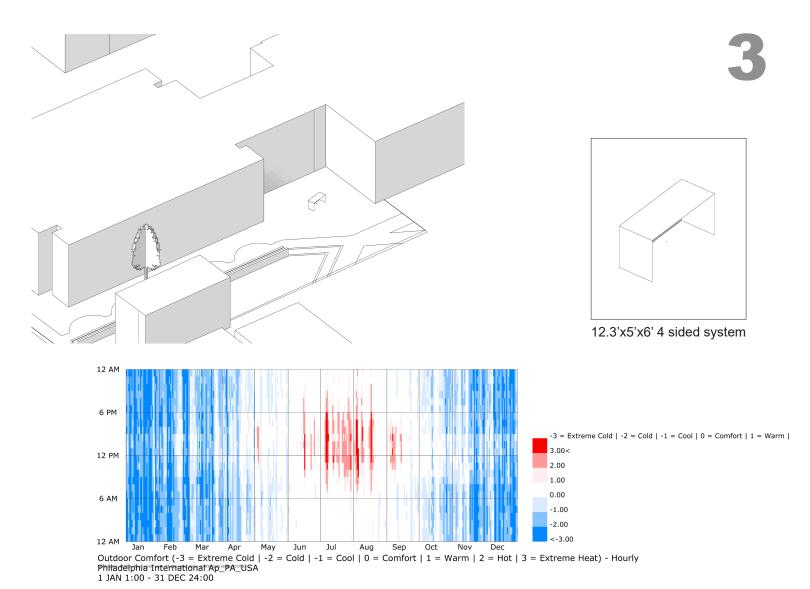


Comfortable: 40.07%; Short period comf: 20.76%; Heat stress: 5.13%; Cold stress 33.14%

TEST 3 DIFFERENT DESIGN IDEAS AND TRY TO MAXIMIZE THE ANNALY OUTDOOR COMFORT. DOCUMENT YOUR SIMULATION FOR EACH CASE.



Comfortable: 40.34%; Short period comf: 21.04%; Heat stress: 3.9%; Cold stress 34.71%



Comfortable: 42.55%; Short period comf: 21.36%; Heat stress: 3.08%; Cold stress 33.01%

CAN YOU ACHIEVE COMFORT FOR 100% OF THE TIME?

No, you cannot.

IF NOT, WHAT IS THE HIGHEST POSSIBLE PERCENTAGE OF COMFORTABLE HOURS THAT YOU CAN ACHIEVE WITH PASSIVE DESIGN STRATEGIES?

The highest possible percentage I could achieve was 42.55% comfort. This design was a 4 sided rectangular space that was longer in width than height. I also angled the shading slightly as when i ran the shading parallel to Van pelt, it was 1% lower in comfort. I do think, however, that the influence is more so of how deep into the space the individual is, and perhaps not at what angle the shading is oriented.

I speculate that by creating a shading system, we are only able to impact the heat stress percentage. There was less difference in the cold stress percentages. Morever, the heat stress is only a part of the overall comfort of the individual. That is why I beleive it is impossible to achieve 100%.