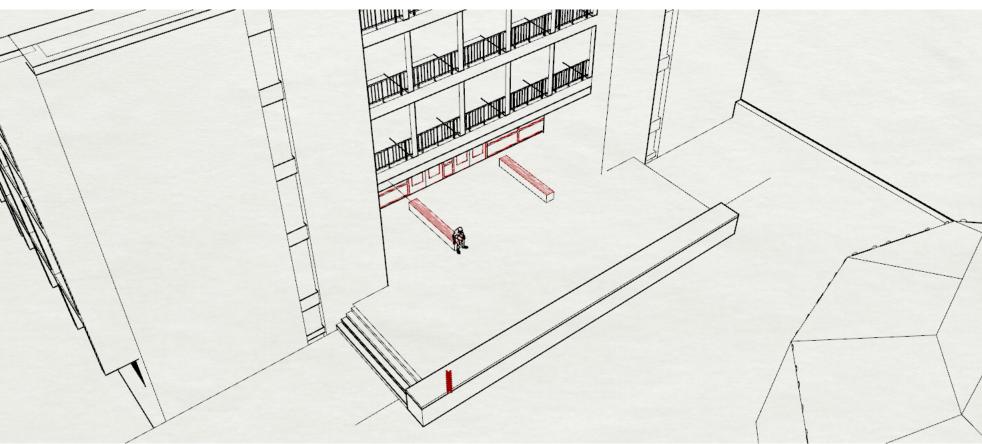
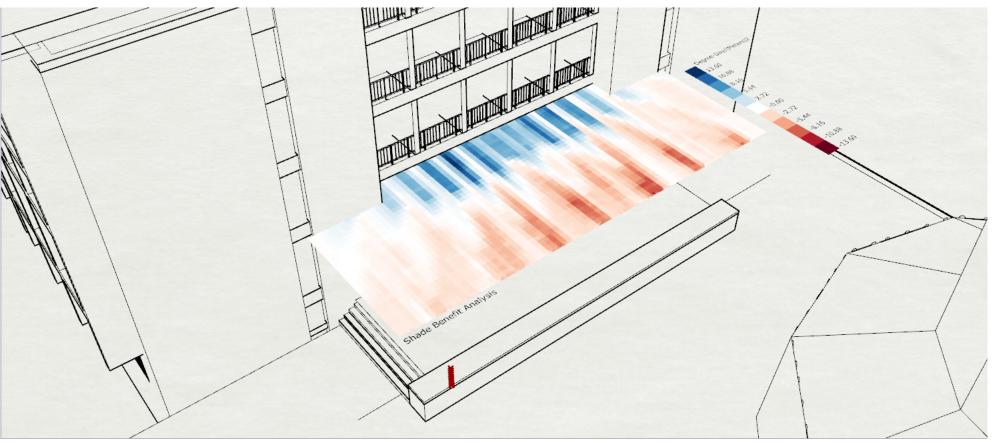
Meyerson Hall bench shading design

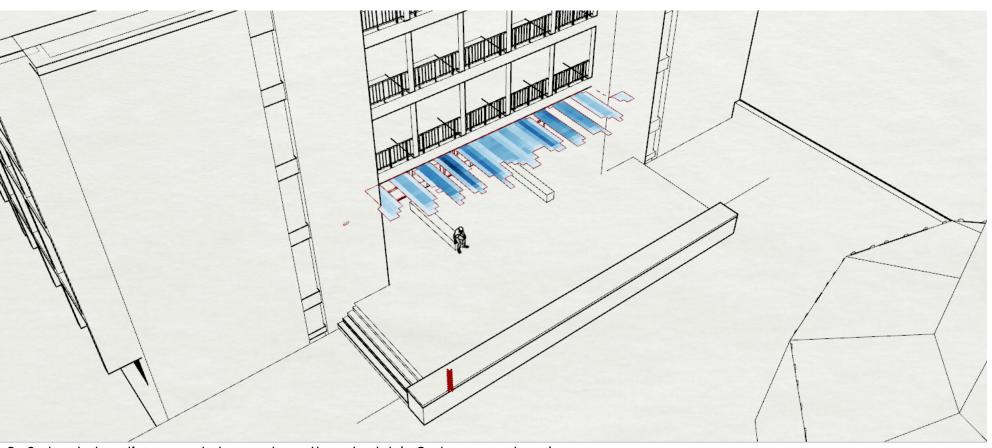


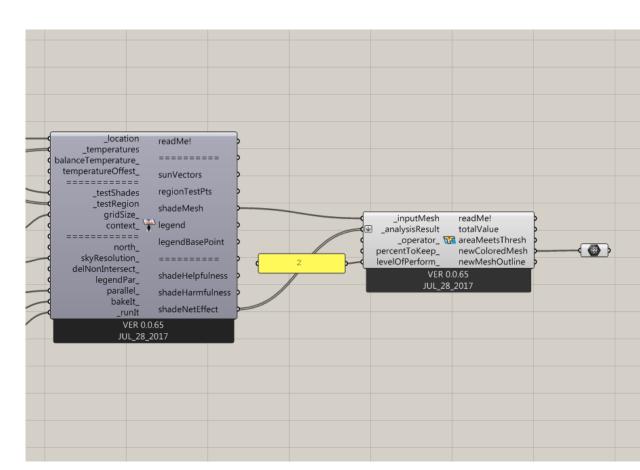
1. Benches to be analyzed for shading benefit



temperatures balanceTemperature temperatureOffest_ _dryBulbTemperature _testShades universalThermalClimateIndex _testRegion shadeMesh gridSize_ context_ 🔭 legend relativeHumidity 🏋 conditionOfPerson 0.25 ========= skyResolution_ delNonIntersect_ legendPar_ parallel_ Toggle True bakeIt_ shadeNetEffect

2. Shading benefit analysis





3. Select shading mesh based on threshold (>2 degree-days)



4. Final shading design