

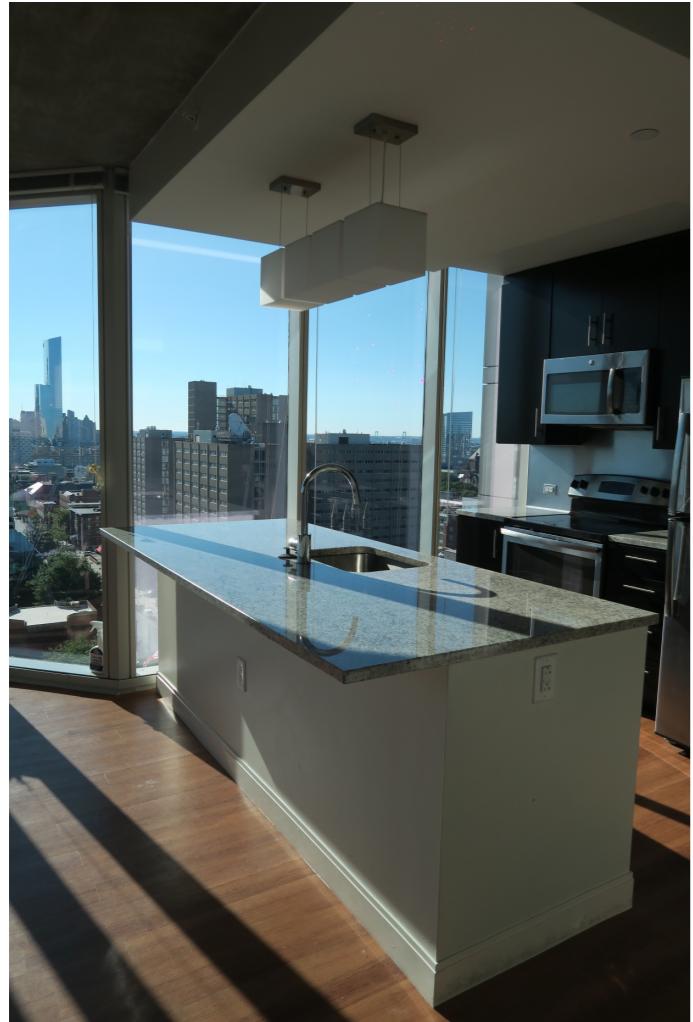
SHADING DESIGN

WESTON HUANG

WITHOUT SHADING

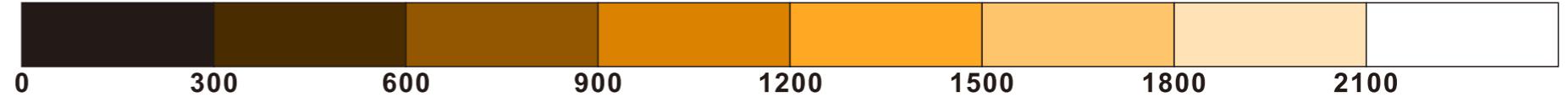
The apartment has a issue of glare. Since there is no shading when surrounding with glass window, it is illuminated by sunlight in the morning too much.

It is uncomfortable to stay in the living space that faces East. From the simulation, almost everyday in a year is too bright. Even though the apartment adopts LOW-E glass in reality, the daylighting quality is not reasonable.

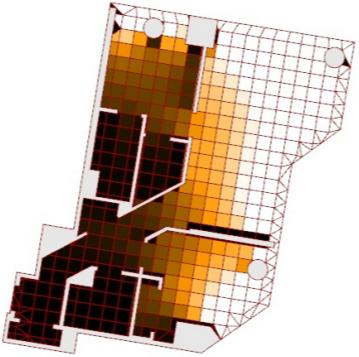


ORIGINAL RADIANCE IN THE APARTMENT

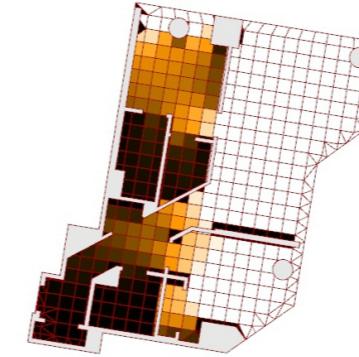
LUX



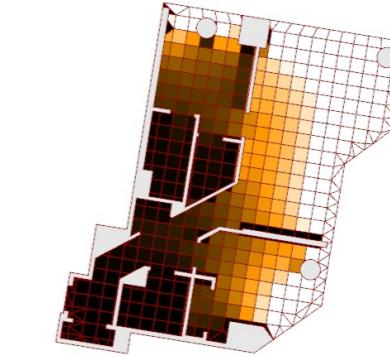
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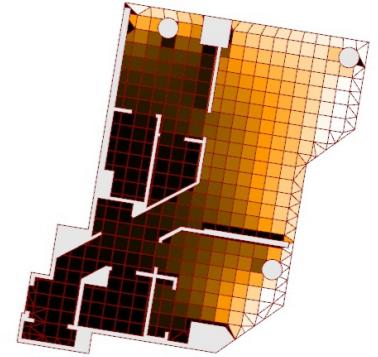
06/21



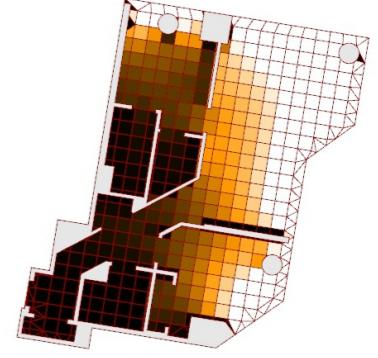
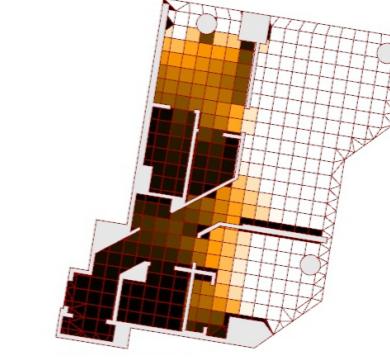
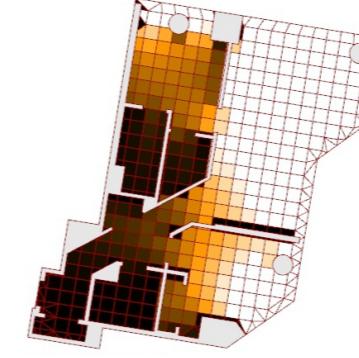
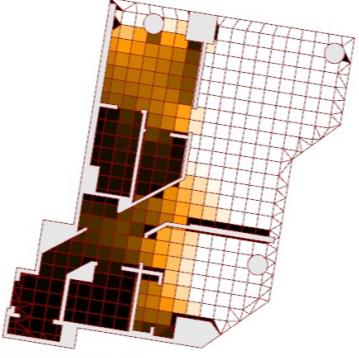
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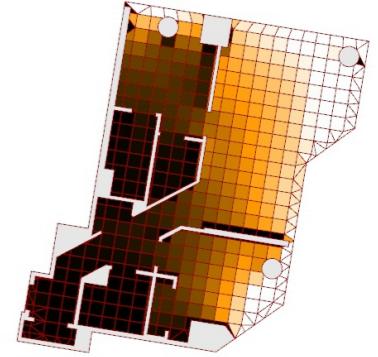
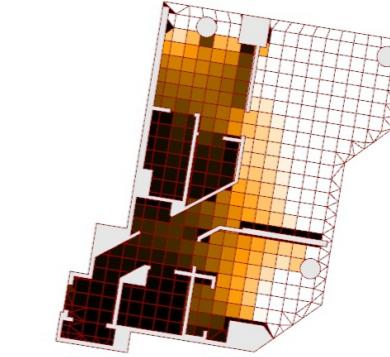
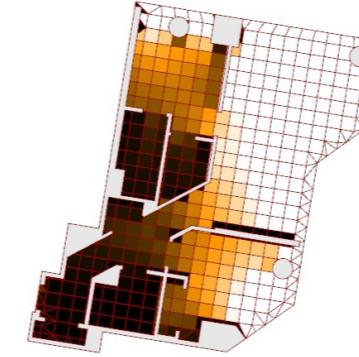
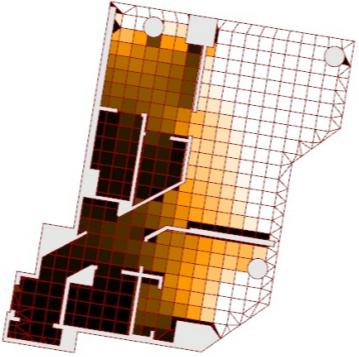
12/21



12:00



15:00



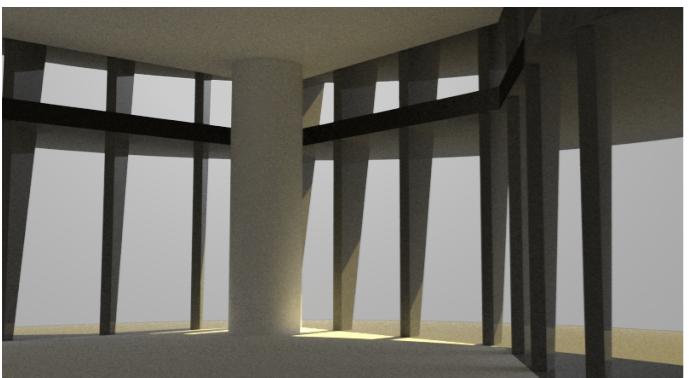
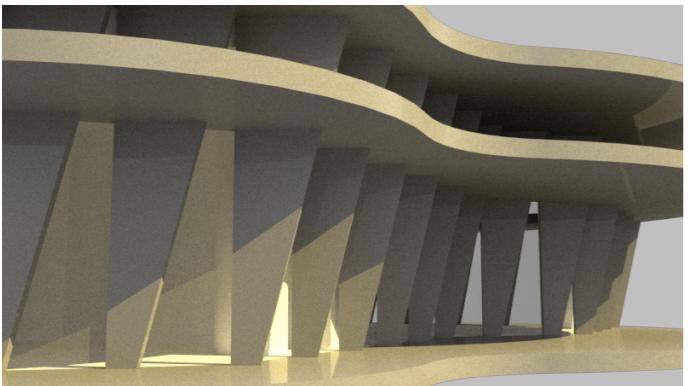
SHADING DESIGN

WESTON HUANG

WITH SHADING

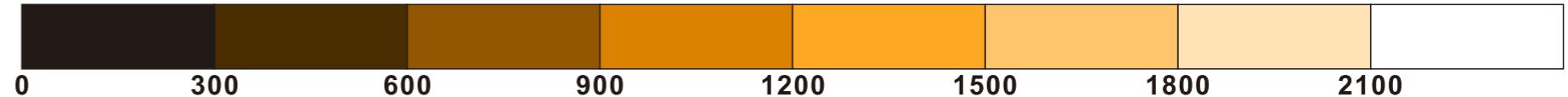
The target illuminance range is from 300 lux to 2000 lux. The goal is blocking some solar radiation but retaining the ability of daylighting from natural sun light.

In order to maintain the condition that the place originally illuminated by sun will still get natural light, and block the light that has the illuminance bigger than 2000, Both vertical and horizontal shading devices are applied here.

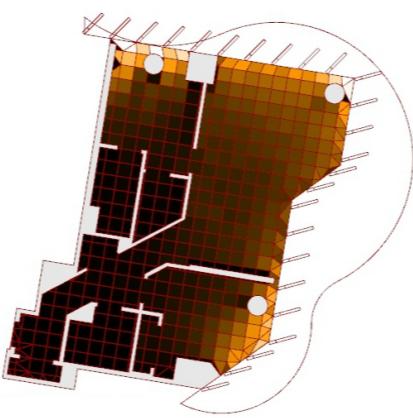


IMPROVED RADIANCE IN THE APARTMENT

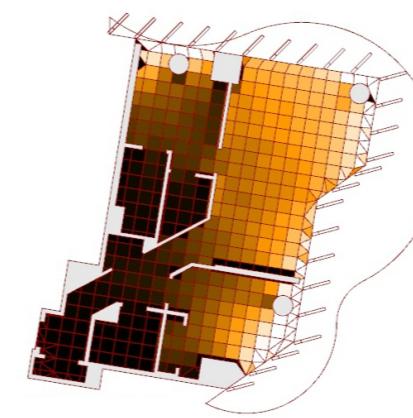
LUX



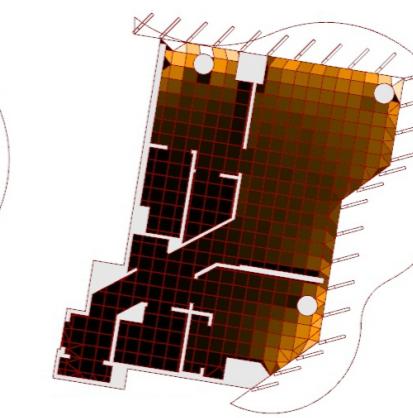
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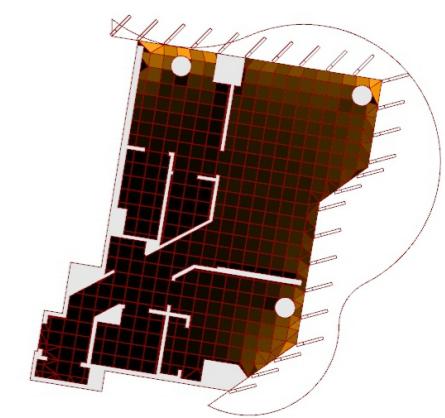
06/21



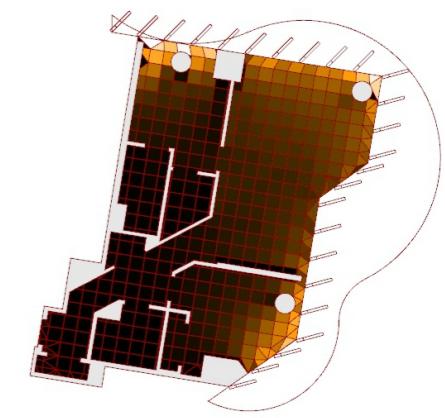
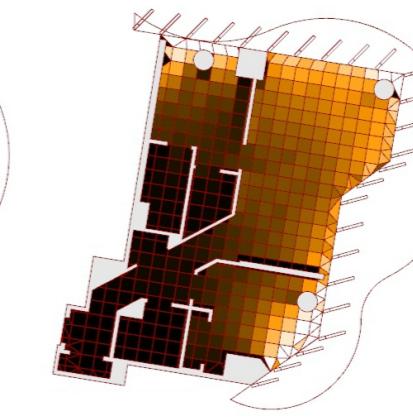
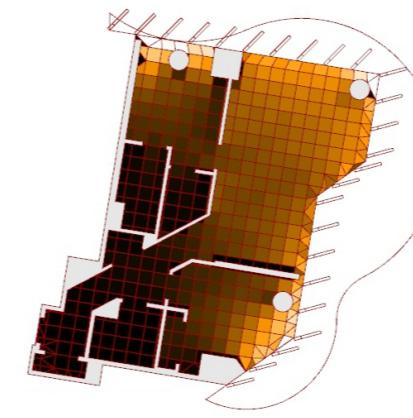
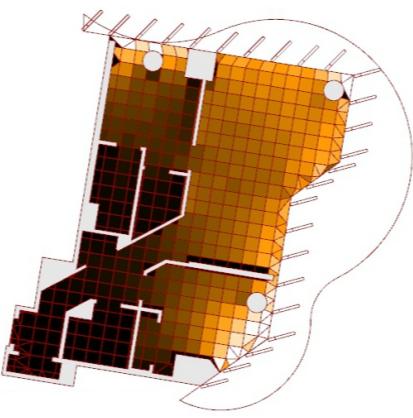
09/21



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12:00



15:00

