

# **POINT IN TIME DAYLIGHT ANALYSIS**

USING ANNUAL DAYLIGHT ANALYSIS

**Yunzhongda Peng | MSD 2017 Candidate**

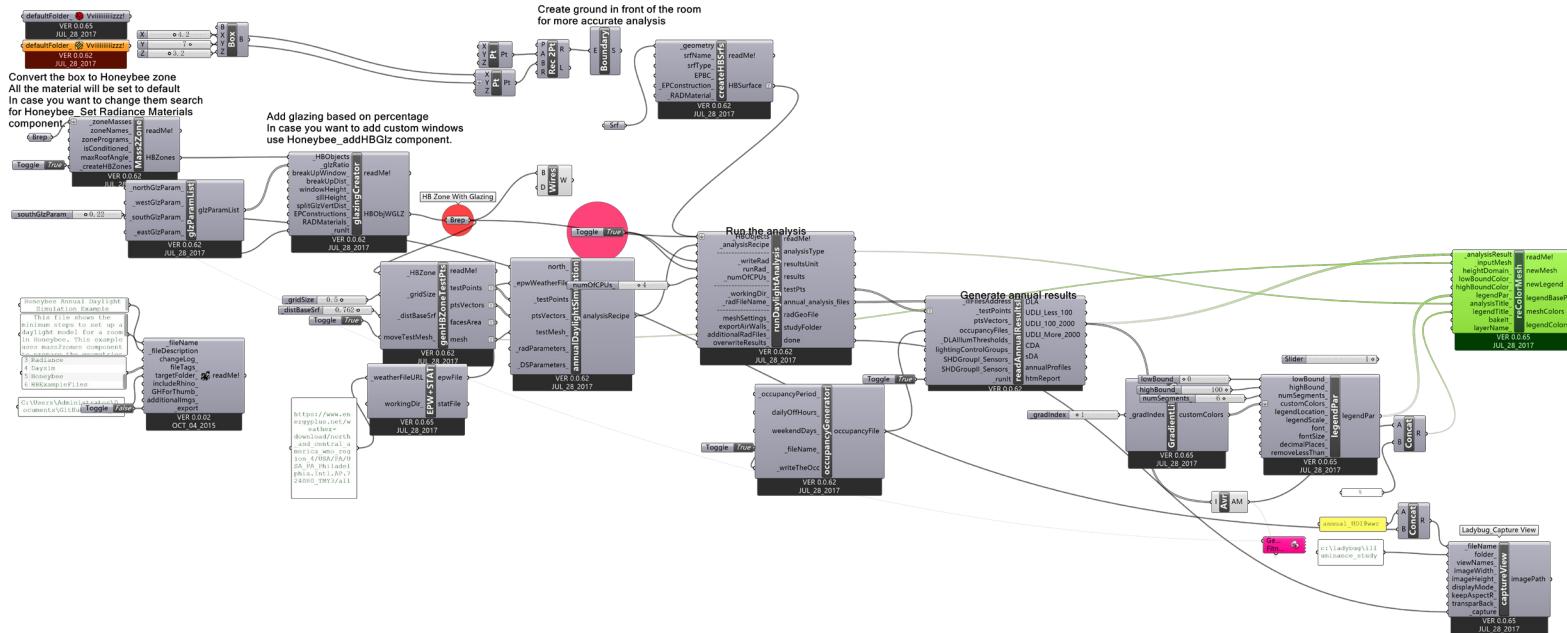
Arch 753 Building Performance Simulation

Instructor: Mostapha S. Roudsari

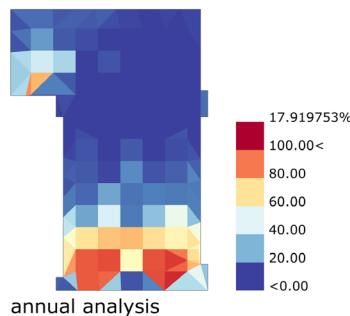
University of Pennsylvania

School of Design

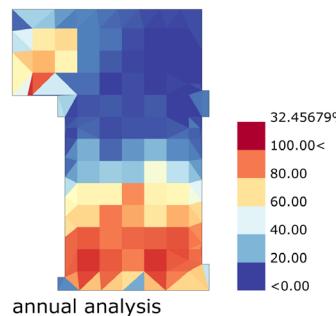
# Useful Daylight Illuminance (UDI) Evaluation



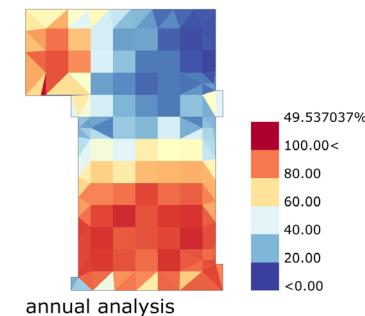
Potential case scenario for the design: to get as much UDI as possible for the living space in which reading or studying activities might take place.  
In this scenario the Window to Wall Ratio to expect best UDI is 0.22.



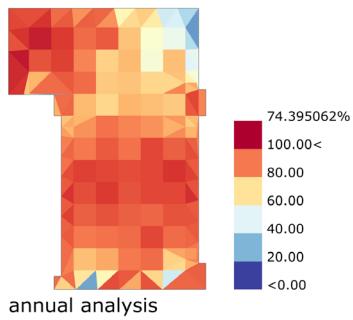
WWR=0.03



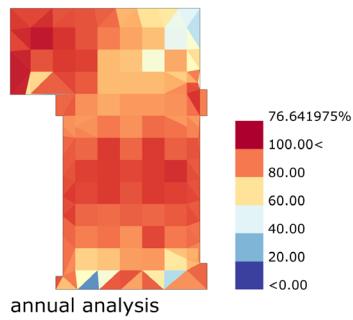
WWR=0.05



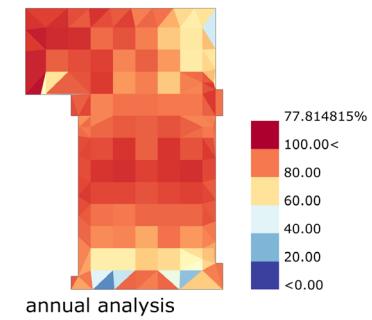
WWR=0.08



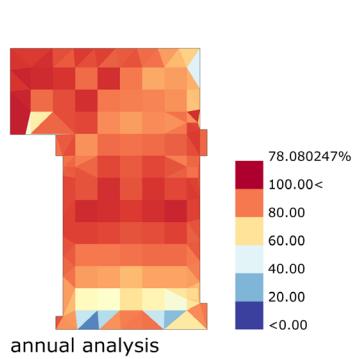
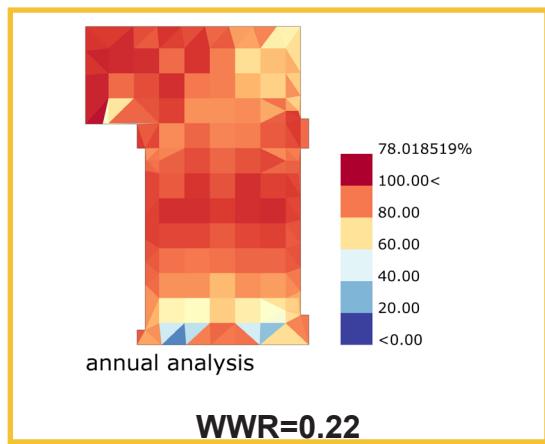
**WWR=0.16**



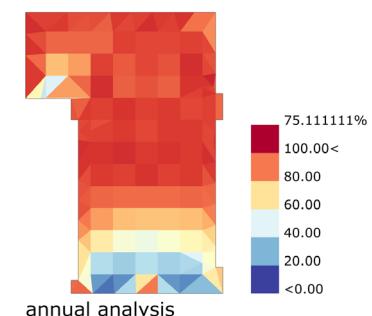
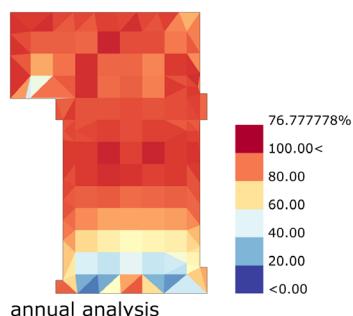
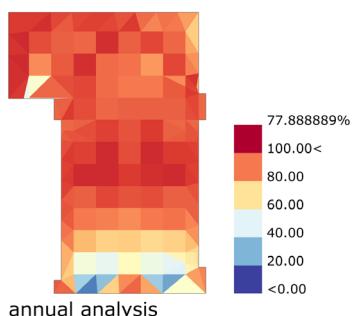
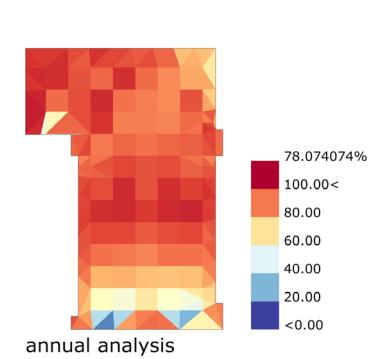
**WWR=0.18**

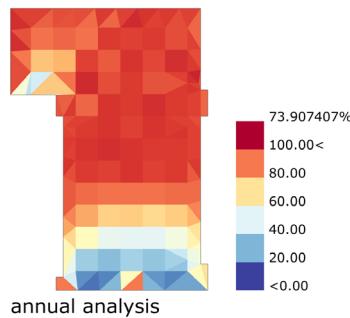


**WWR=0.21**

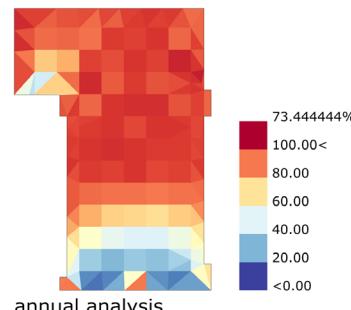


**WWR=0.23**

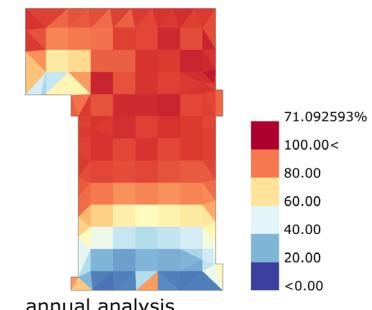




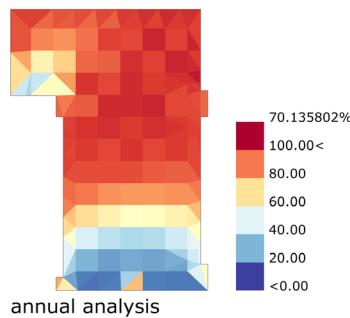
**WWR=0.38**



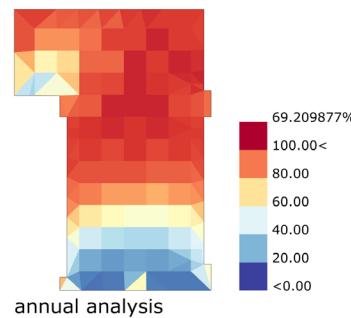
**WWR=0.39**



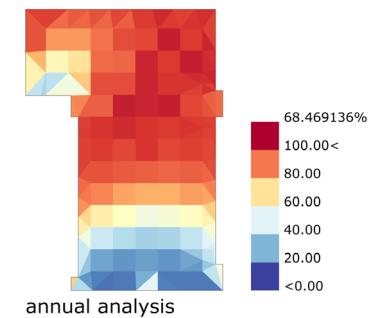
**WWR=0.45**



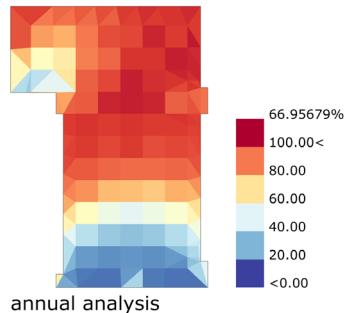
**WWR=0.47**



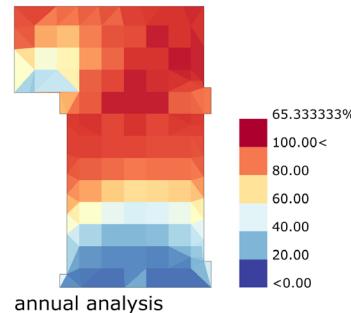
**WWR=0.49**



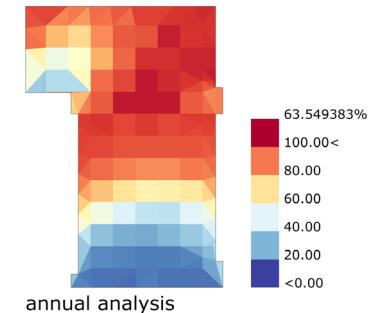
**WWR=0.51**



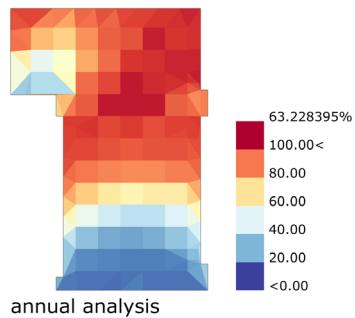
**WWR=0.54**



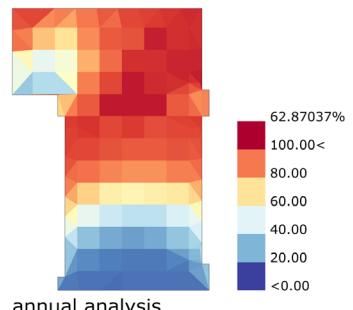
**WWR=0.58**



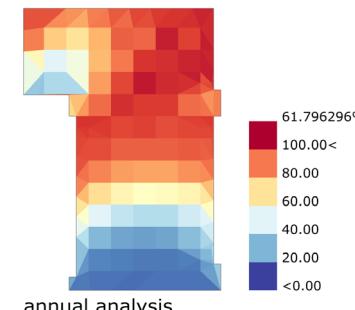
**WWR=0.63**



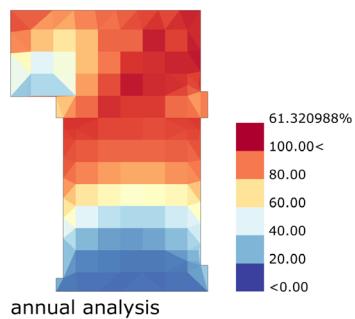
**WWR=0.64**



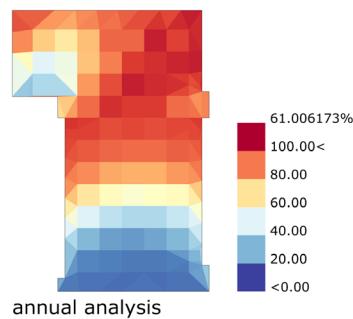
**WWR=0.65**



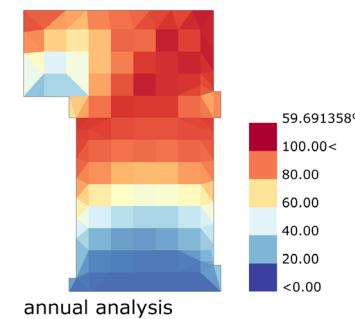
**WWR=0.68**



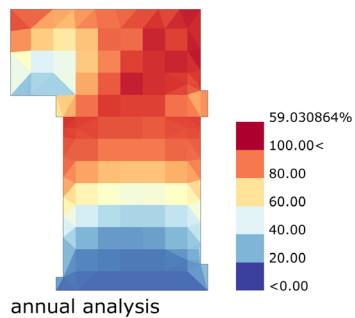
**WWR=0.69**



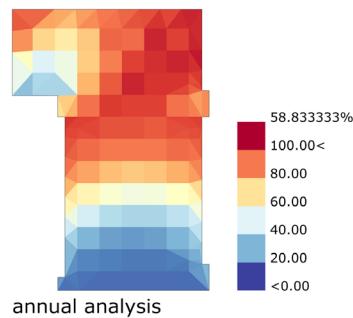
**WWR=0.70**



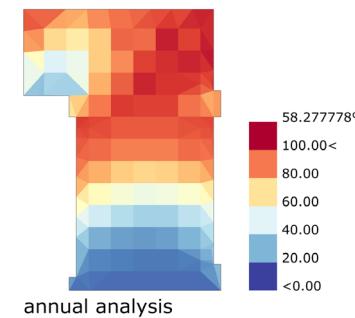
**WWR=0.75**



**WWR=0.83**

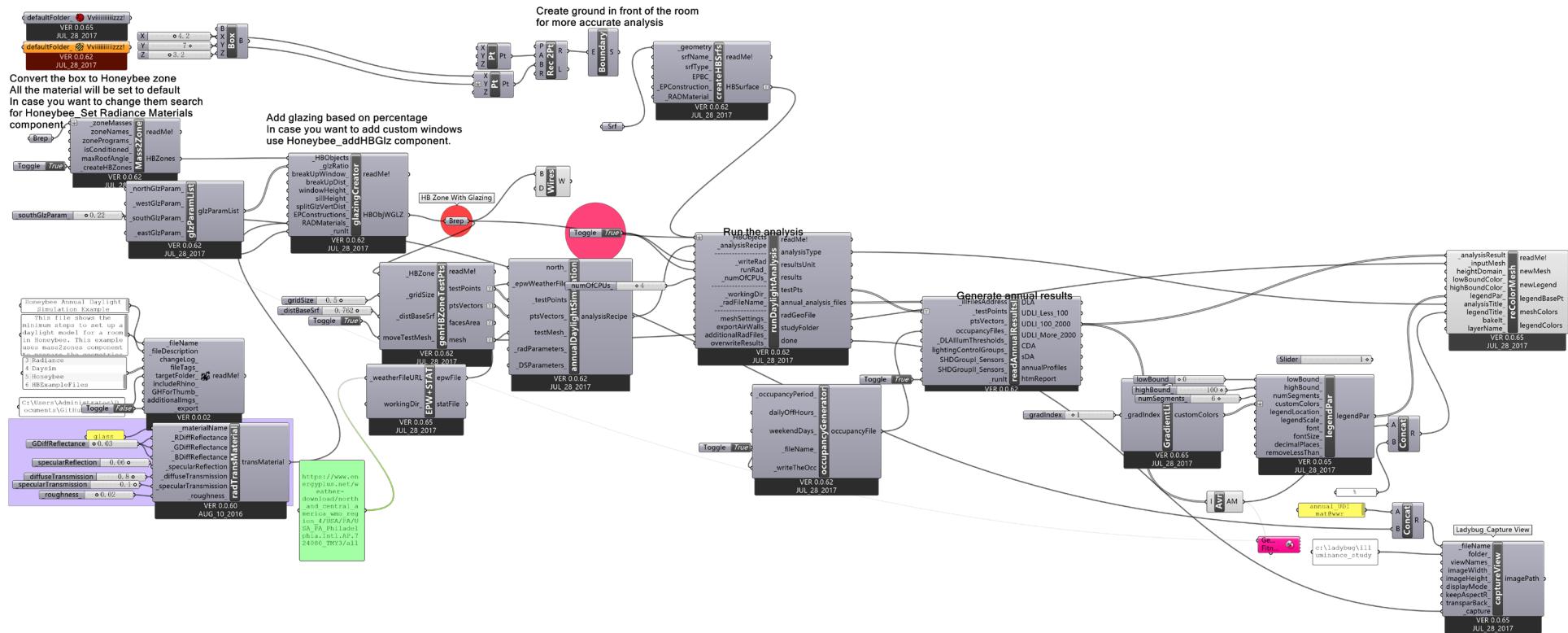


**WWR=0.85**

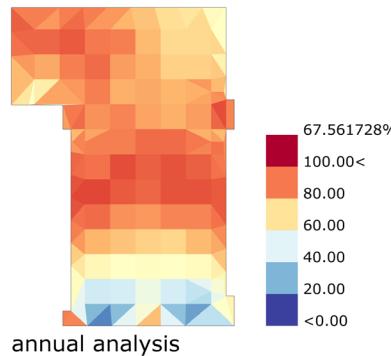


**WWR=0.89**

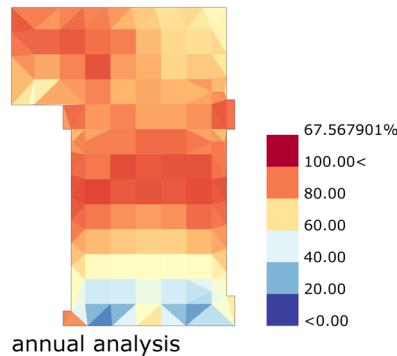
# Material Variations



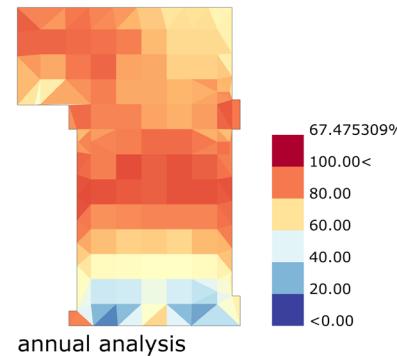
**RGBDRF(WWR=0.22)**



**RGBDiffReflectance=0.01**



**RGBDiffReflectance=0.02**



**RGBDiffReflectance=0.03**

#RGBDRF has little impact on the UDI distribution

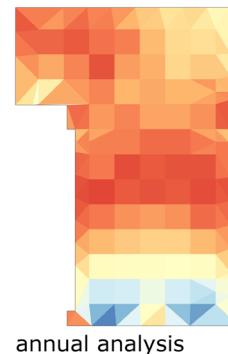
### SpecularReflectance(RGBDRF=0.02)



67.524691%  
100.00<  
80.00  
60.00  
40.00  
20.00  
<0.00



67.524691%  
100.00<  
80.00  
60.00  
40.00  
20.00  
<0.00



67.567901%  
100.00<  
80.00  
60.00  
40.00  
20.00  
<0.00

#Specular Reflectance has little impact on the UDI distribution

SpecularReflectance=0.01

SpecularReflectance=0.03

SpecularReflectance=0.06

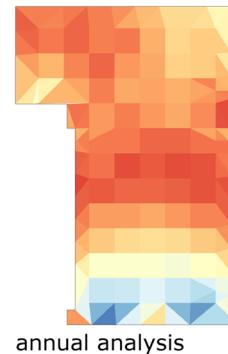
### Diffuse Transmission(SpecularReflectance=0.06)



67.524691%  
100.00<  
80.00  
60.00  
40.00  
20.00  
<0.00



67.308642%  
100.00<  
80.00  
60.00  
40.00  
20.00  
<0.00

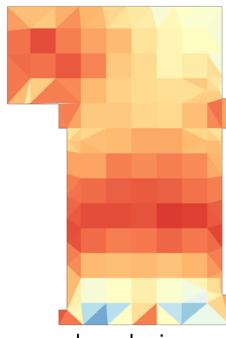


67.117284%  
100.00<  
80.00  
60.00  
40.00  
20.00  
<0.00

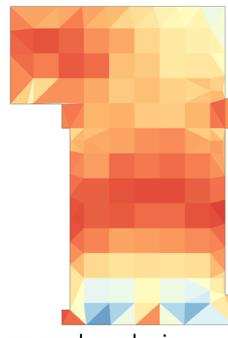
Diffuse Transmission=0.80

Diffuse Transmission=0.83

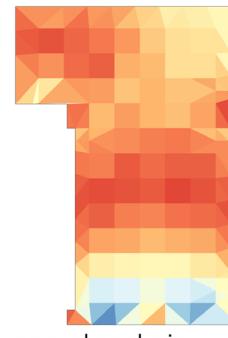
Diffuse Transmission=0.86



67.41358%  
100.00<  
80.00  
60.00  
40.00  
20.00  
<0.00



67.555556%  
100.00<  
80.00  
60.00  
40.00  
20.00  
<0.00



67.796296%  
100.00<  
80.00  
60.00  
40.00  
20.00  
<0.00

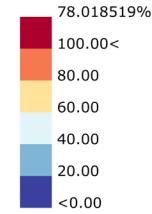
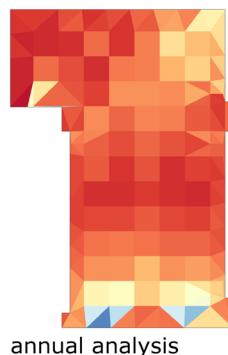
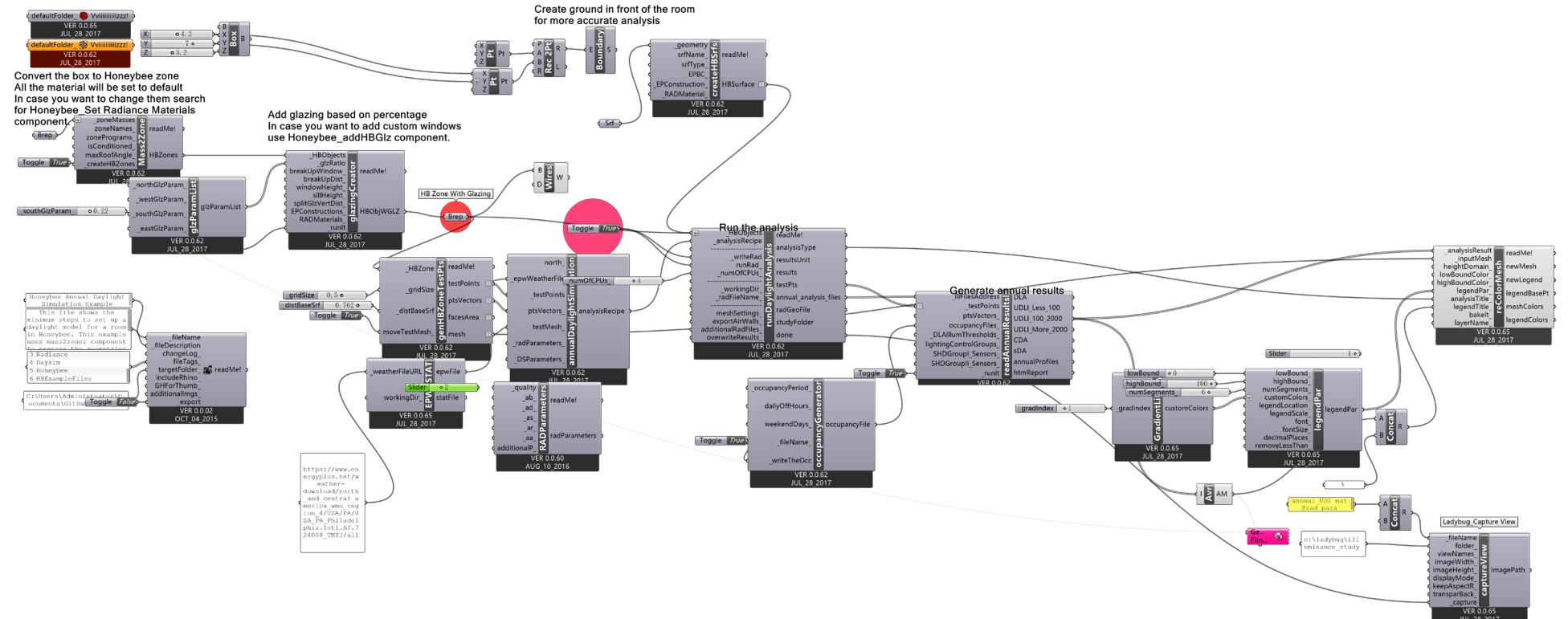
# Diffuse Transmission has little impact on the UDI distribution

Diffuse Transmission=0.50

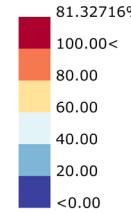
Diffuse Transmission=0.60

Diffuse Transmission=0.70

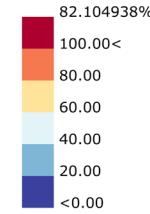
# Radiance Parameter Variations



Quality=0



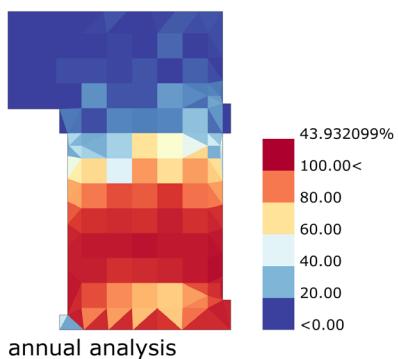
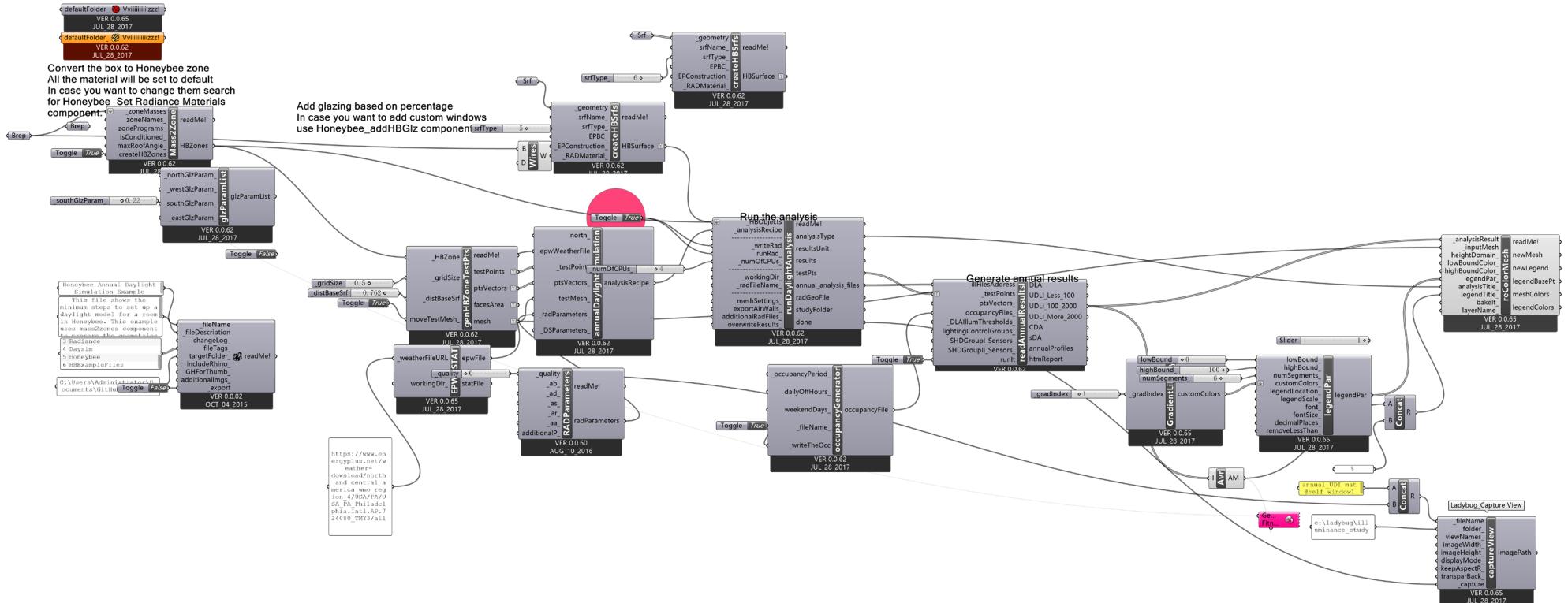
Quality=1



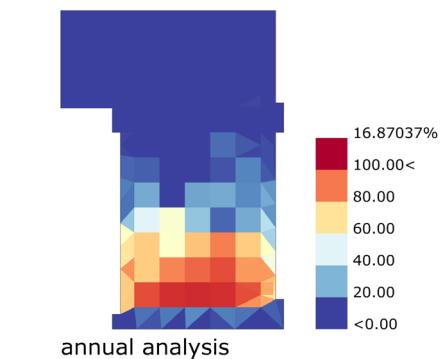
Quality=2

Increasing the quality in radiance parameters will help increase the average UDI.

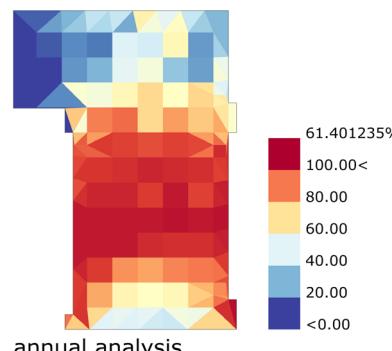
# Design Proposal Evaluation



## Base Case



## With Shading



## Window Enlarged Without Shading

While shading decreases the UDI of the whole room, enlarging the window will greatly increase the UDI in the room.

The top left area is the restroom, the UDI of which could not be increased because there will not be windows available for it.