Modeling and Lighting Interior Spaces using Reflected Natural Light

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1 Introduction

1.1 Premise

- Study aims to find optimal mirror placement for minimum decrease in intensity as light travels throughout the cave

1.2 Assumptions

In Order for a solution to be formed, a set of constants must be assumed.

- The mirrors and walls of the cave are perfectly parallel to the floor of the cave and extend upwards with an undefined height. This simplifies modeling and can easily be altered to fit revised specifications, such as only needing to light the floor of the cave.

- Either light does not decrease in intensity or increase in area according to the inverse square law, or the change is negligible. The suns rays have traveled so far that they can be considered effectively parallel and therefore will not diverge. **find a source for this**

- Light will enter the cave parallel to the ground and of equal intensity from floor to ceiling.

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1.3 Observations

- Vectors can be modeled on the Cartesian plane as

- Light can be modeled as a relative position vector with origin at a mirror surface

- Light will reflect so that angle of incidence = angle of refraction. This relationship can be modeled as the vectors i co-ordinate being scaled by a factor of -1 when it reflects. i.e. a reflection on the x-axis.

- Mirrors will decrease the area in the cave available for people to occupy. Avoid turning the cave into a mirror maze

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1.4 Translation

- Vector addition can be used to join each given vector and form the walls of the cave and the obstacles

- Used Excel to do vector addition

- Took points from excel and inserted them as separate x and y list in desmos

- Graphed each point on list and joined points with lines.

2 Solve

3 Evaluate

3.1 Reasonableness

3.2 Strengths and Limitations of Solution

4 Conclusion