

---

# Light & Architecture



Christian Fournier

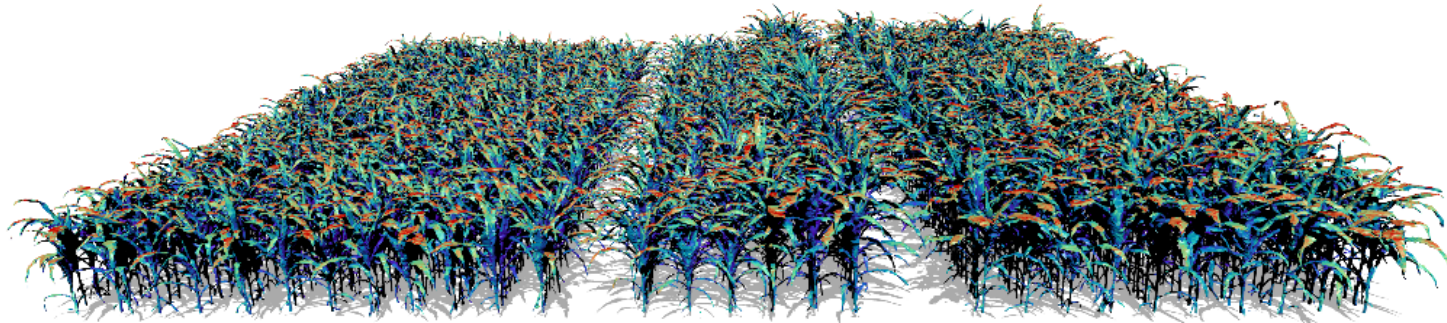


INRAE

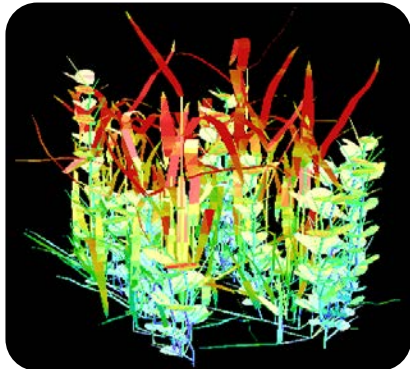


**M3P**   
Montpellier Plant  
Phenotyping Platforms

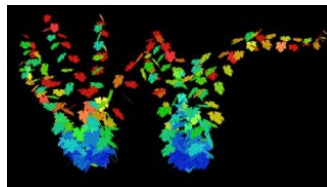
# Why ?



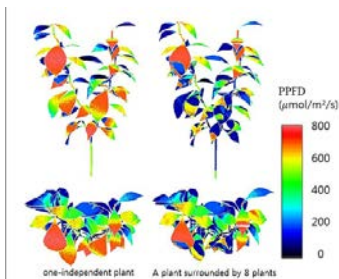
Artzet et al., 2020



Barillot et al., 2012



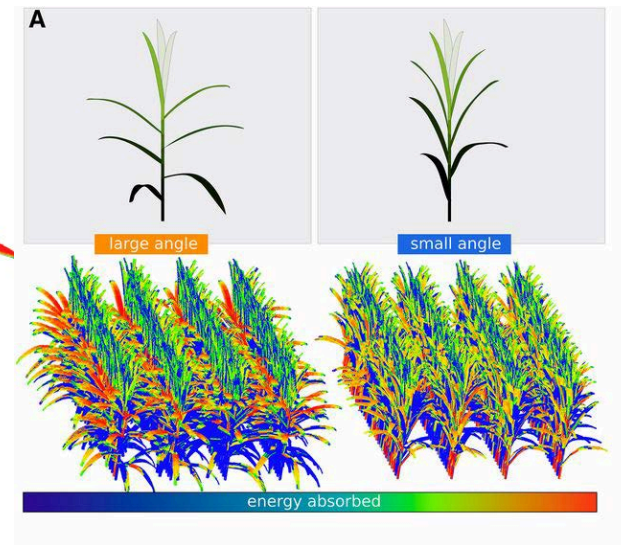
Albasha et al., 2019



Chen et al., 2014

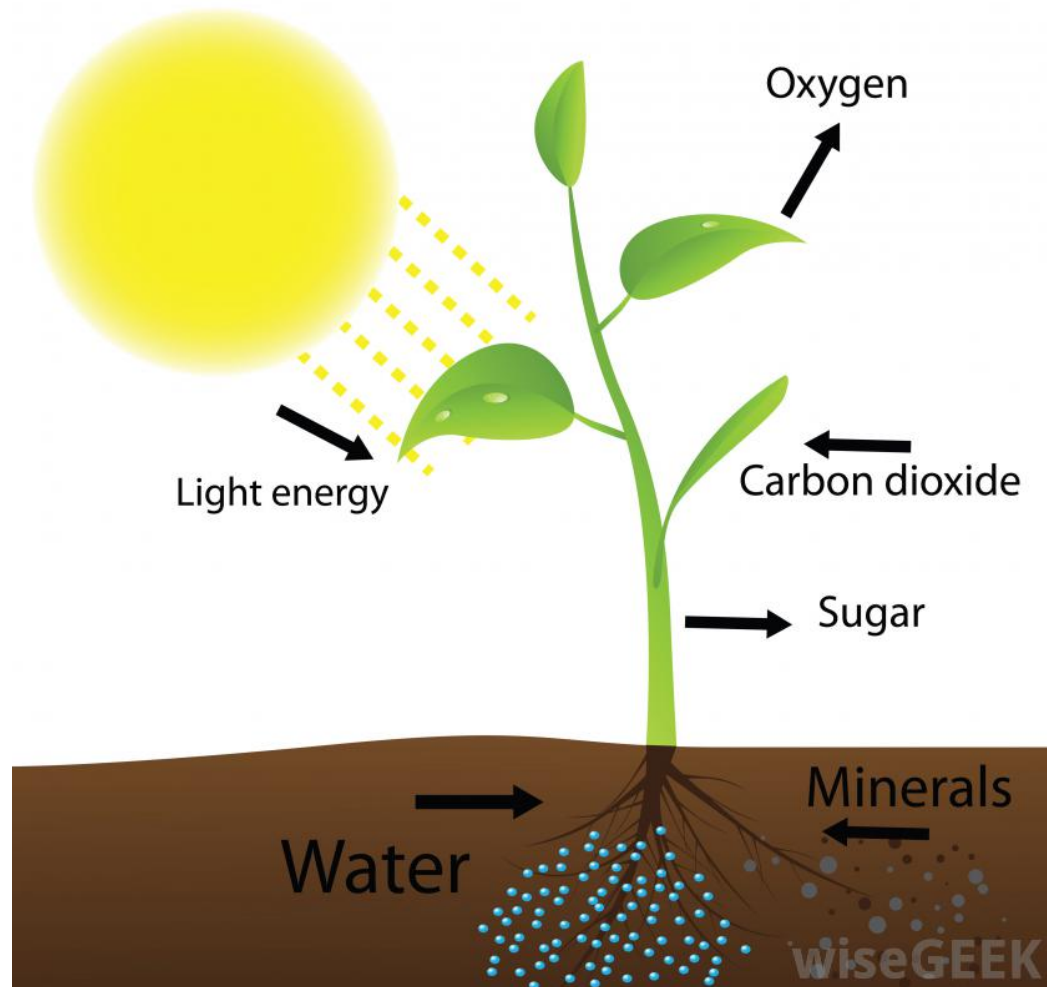


Fournier et al.



Truong et al., 2015

# Photosynthesis



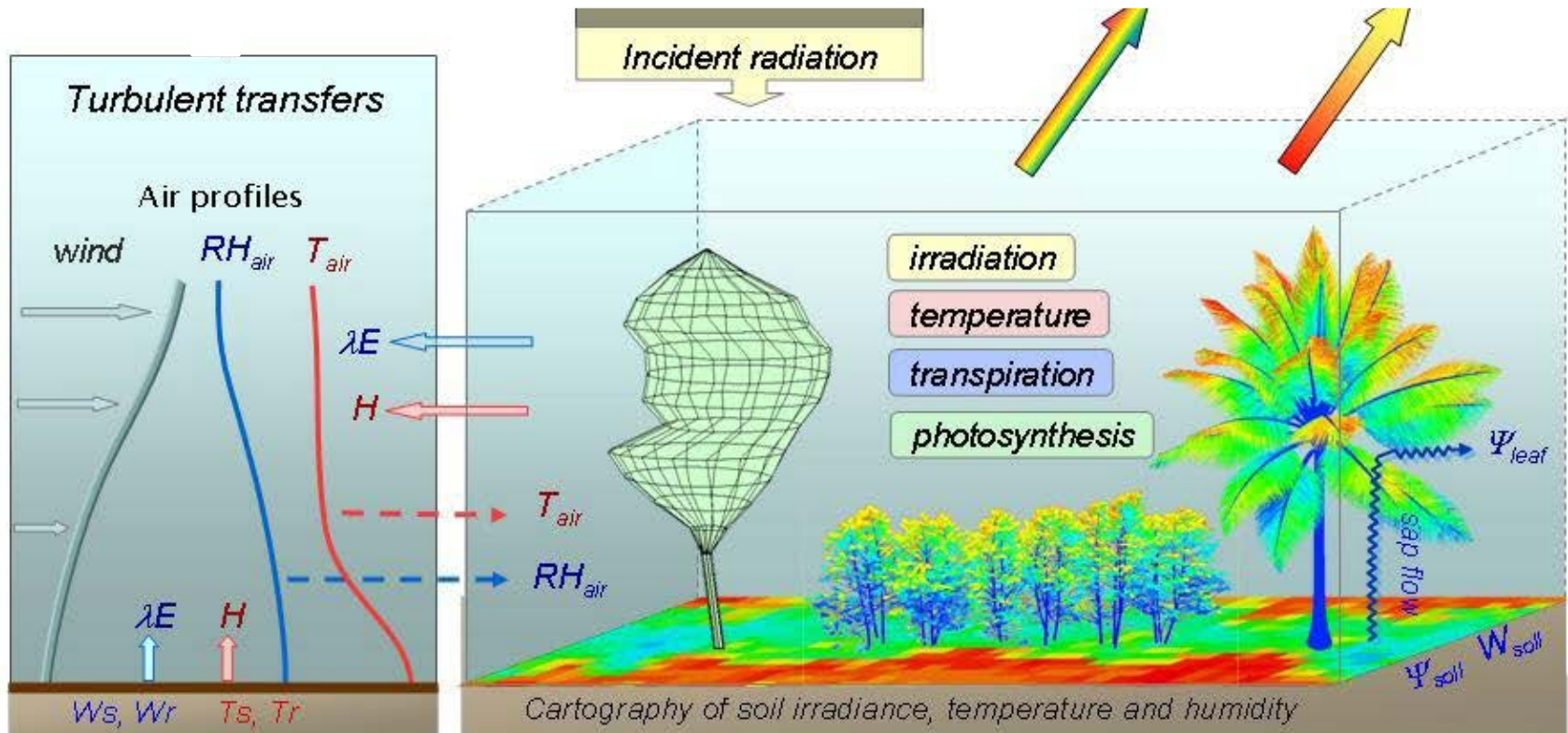
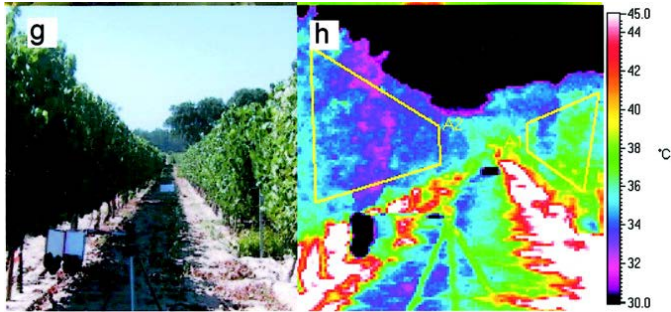


# Competition within canopy



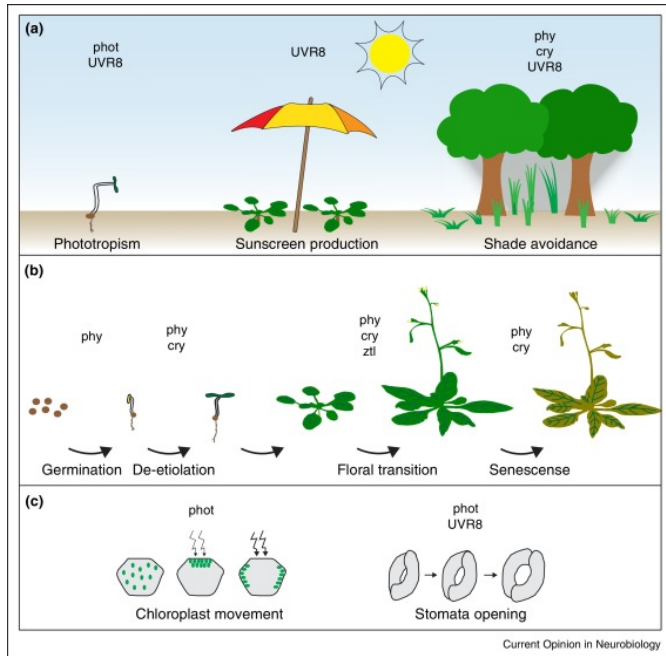


# Microclimate





# Light perception

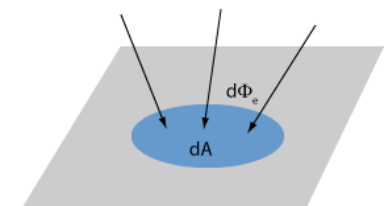
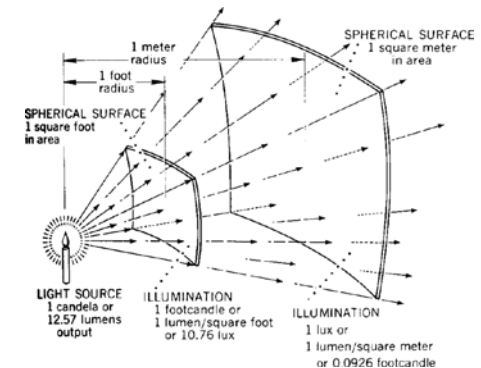
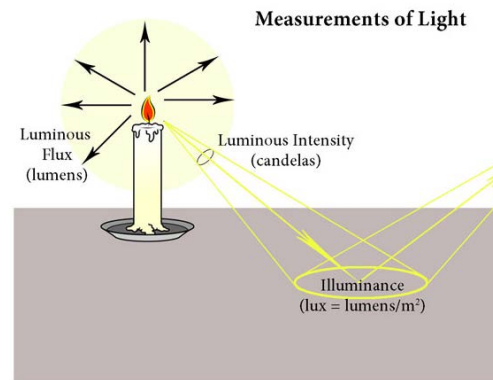
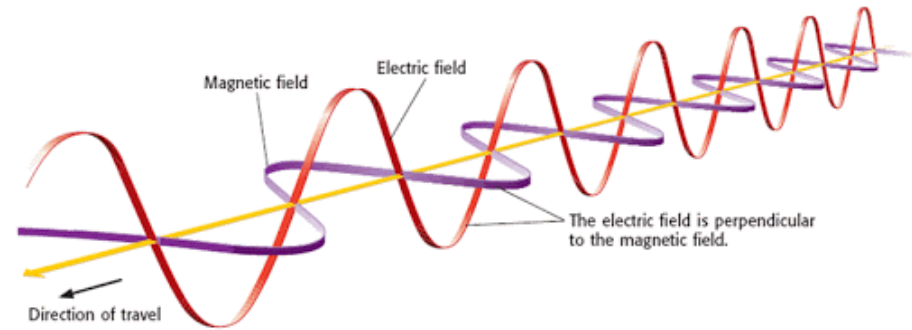


# What is Light?



# Light & Light Quantity

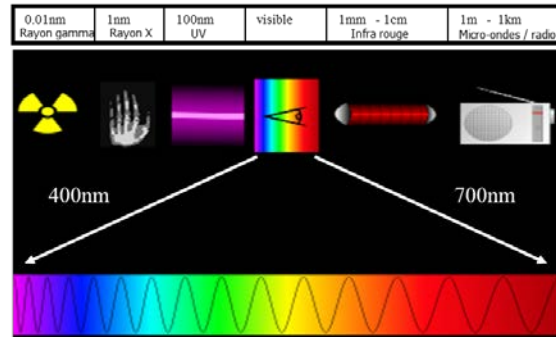
- Light : a form of energy carried through perturbation of the electro-magnetic field
- Modelled as flux of waves and/or a flux of particles propagating straight forward
- Radiance (luminance): emitted flux of energy per unit surface per second ( $\text{J.m}^{-2}.\text{s}^{-1}$  or  $\text{W.m}^{-2}$ )
- Irradiance (illuminance): Incoming flux of energy per unit surface per second ( $\text{J.m}^{-2}.\text{s}^{-1}$  or  $\text{W.m}^{-2}$ )





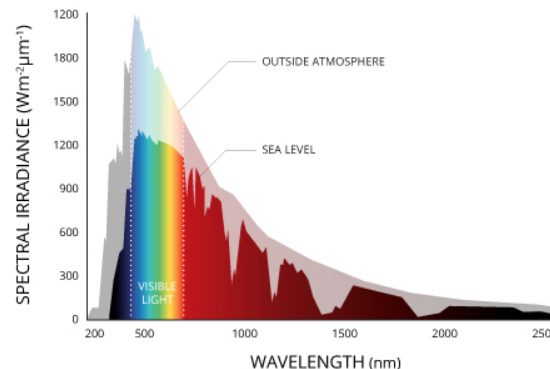
# Light Quality

- Radiations have an intrinsic energy expressed by the wavelength of the light wave
- Monochromatic sources (laser) emit radiations with same wavelength
- Polychromatic sources (sun...) emit a bunch of radiations in a range of wave lengths
- Photosynthesis occurs in visible light range (400-700 nm) => PAR domain
- Light perception occur in PAR (Blue, red) + Far red range => MAR domain
- Micrometeorological process occur in PAR (shortwave) + Infrared (longwave) range

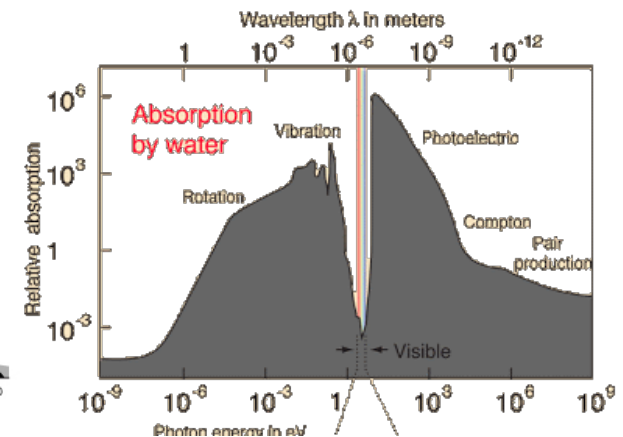


Longueur d'onde	Domaine
>10cm	Radio (150 kHz - 3 GHz)
3mm - 10cm	Micro-onde et radar (10cm±1cm, 3-100GHz)
300μm - 3mm	Terahertz (100GHz-10THz)
1μm - 300μm	Infrarouge
400nm - 700nm	Lumière visible: Rouge/Orange/Jaune/Vert/Bleu/Violet
10nm - 400nm	Ultraviolet
10 <sup>-11</sup> m - 10 <sup>-8</sup> m	Rayon X
10 <sup>-14</sup> m - 10 <sup>-11</sup> m	Rayon γ

## Sun emission

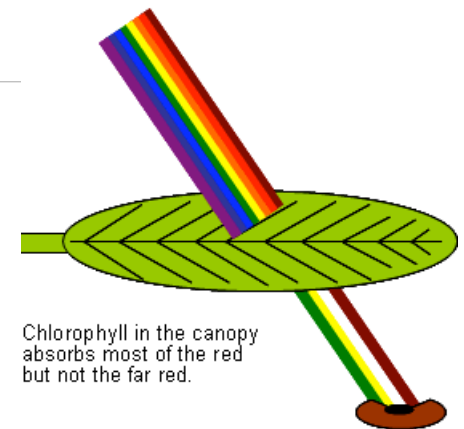
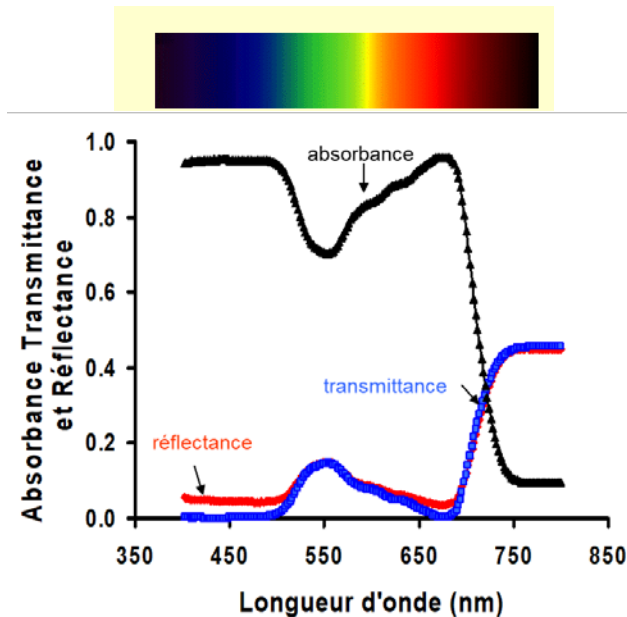
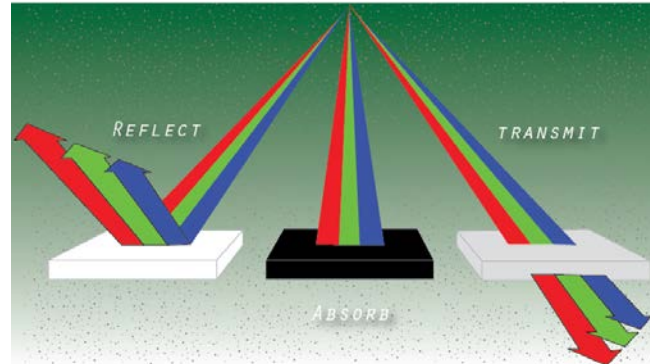


## Water transparency

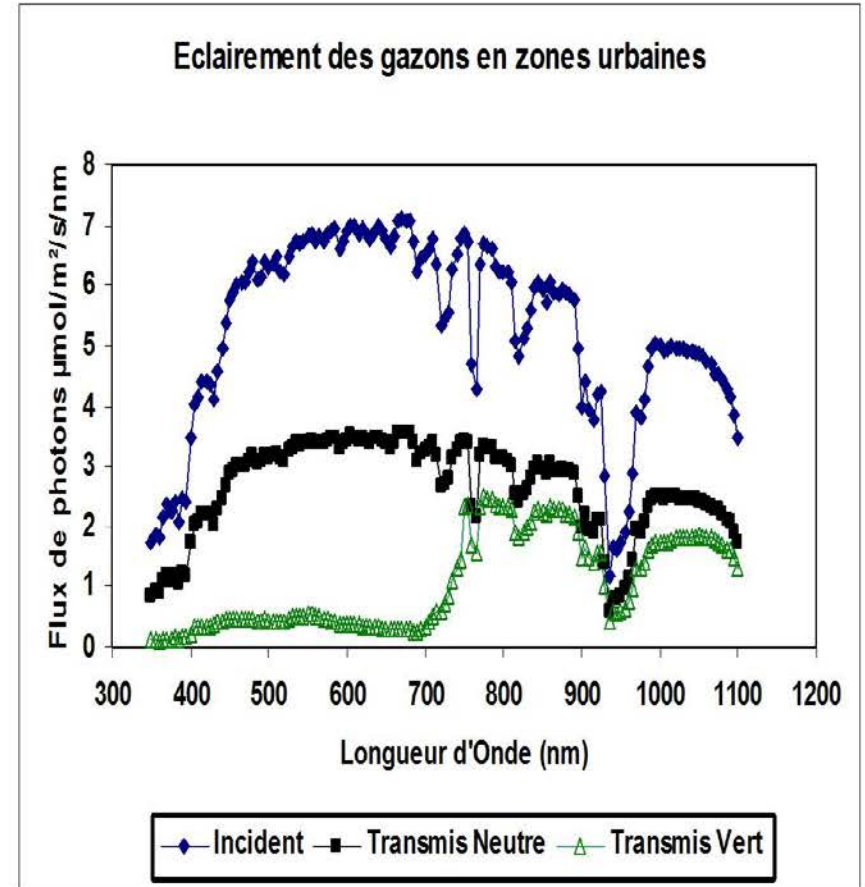
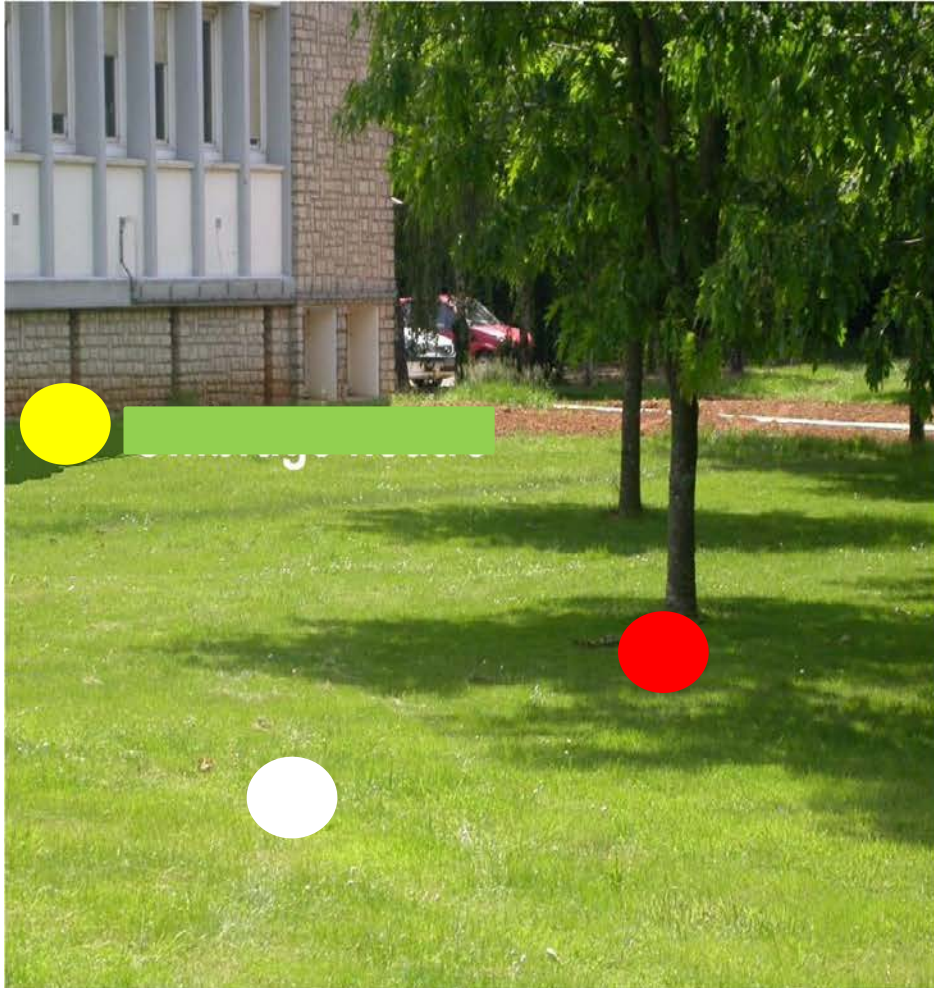


# Interactions with objects

- Reflect (specular or scattered)
- Absorb (and partly re-emit)
- Transmit (with or without deviations)
- Interaction depends on wavelength
- Leaves Absorb high percentage of PAR (although a little less green and yellow)
- Leaves do not absorb far red / infrared



# Find which curve correspond to which zone





# What next ?

