

How to use LEED v4 EQ7 successfully to both get more points and better daylight design outcomes

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To achieve maximum credit, LEED v4 EQ7 uses a new scoring system reliant on complex metrics and calculation tables. These new metrics are highly processed and its total score difficult is difficult to deconstruct Hence, very few design teams even consider going through this option. This talk will not only demystify this process, but illustrate how design teams can productively use these scorecards to both advance their daylight design as well as obtain EQ7 credits. The first speaker will provide insight on how they progressed using the LEED EQ7 scorecards and how they were able to score better as they gained more experience and integrate into their long established daylight practices. To better understand and critique the process, the second speaker will engage you with instructions on how to calculate a small portion of the LEED scorecard. You will share your results with neighboring groups who together will form a larger report card. In doing these exercises you will get a practical understanding of the borders of the credit, where there is flexibility, and what additional calculations may be necessary outside LEED. The 3rd and 4th speakers will also provide both background as well as detailed case studies.

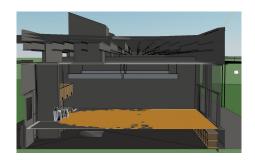


Today, you will learn...

- 1. Different options for calculating the Daylight Credit in LEED v4 BD+C:
 - Option 1 (Simulation: Spatial Daylight Autonomy)
 - Option 2 (Simulation: Illuminance Calculations)
- 2. How to calculate the following requirements for LEED v4 BD+C Daylight:
 - Spatial Daylight Autonomy (sDA)
 - Annual Sunlight Exposure (ASE)
- 3. How robust LEED v4 simulation tools are successfully applied to design projects through case studies
 - Menlo Park Office Building
 - Albuquerque, New Mexico
 - San Francisco Airport



Course Outline



Introduction and LEED v4 EQ7 Metrics
 Explanation



2. <u>Case Study:</u> Menlo Park Office Building



3. <u>Activity:</u> Calculating LEED v4 Daylight Requirements on Your Own

EXCERPT:

Daylight Design as a Service Model (Kris Callori, Verdacity) How robust LEED v4 simulation tools are successfully applied to design projects through

case studies



4. <u>Case Studies:</u> Albuquerque, New Mexico

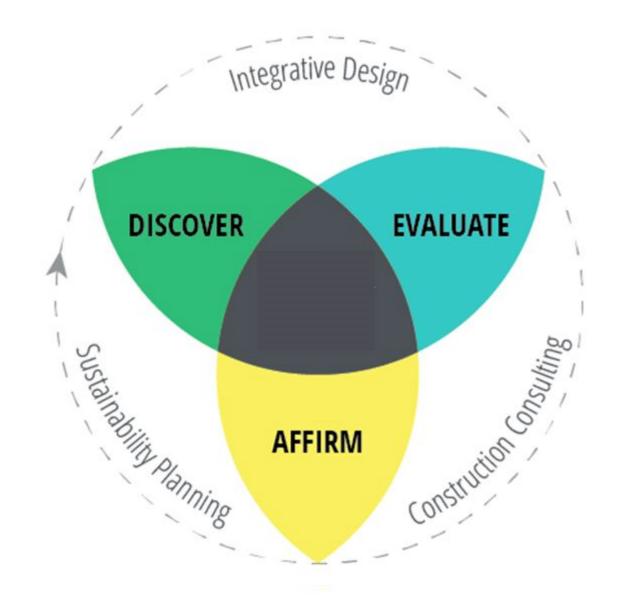


5. <u>Case Study:</u> San Francisco Airport

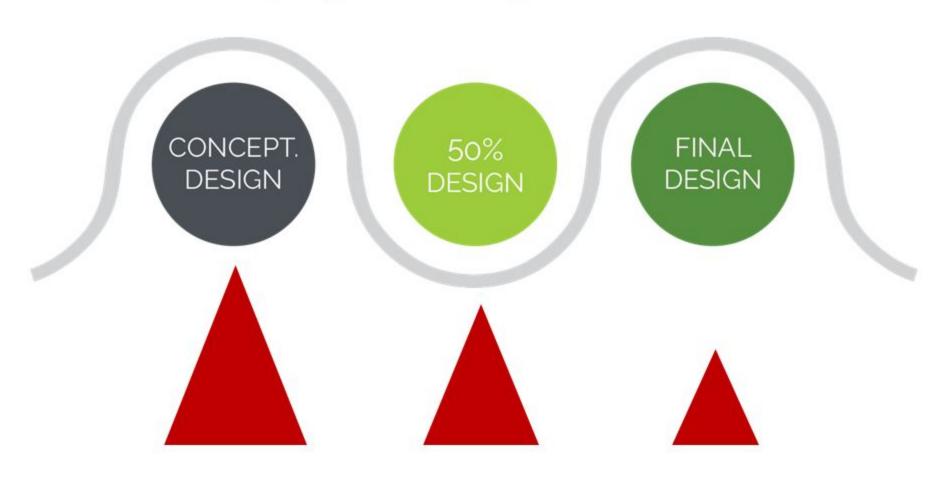
Daylight Design as a Service Model

Presented by: Kris Callori | Verdacity

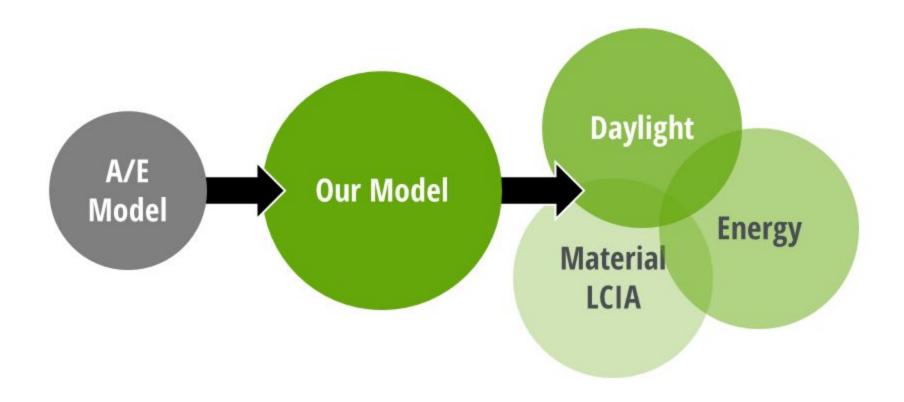




Daylight Design Process



Methodology



Conceptual Design







Primary Goal: Assure enough daylight is available
Secondary Goal: Determine general glare conditions





Process:

- Evaluate context
- Determine general daylight availability
- 3. Determine general glare conditions
- 4. Establish preliminary recommendations



50% Design







Primary Goal: Refine glare control strategies Secondary Goal: Assure daylight availability





Process:

- Identify design updates and incorporate new information into our model
- Conduct iterations for glare control strategies and refine recommendations
- 3. Verify daylight availability



Final Design







Primary Goal: Final alignment and verification ASE SDA





Process:

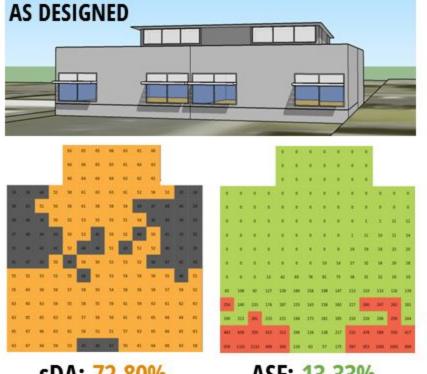
- Incorporate final design parameters, including finish selections
- Verify proper space type allocations
- Run final analysis to determine that ASE and sDA values are within the proper range
- 4. Execute the LEED report verifying the total number of points



Daylight Optimizations



Glazing + Horizontal Shading



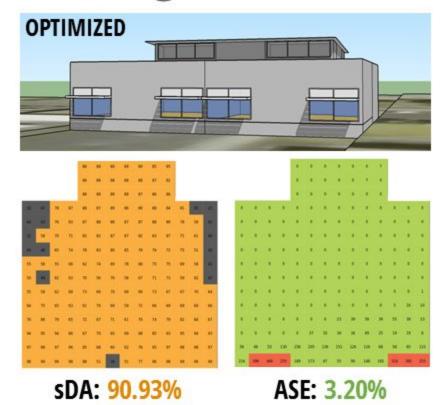
ASE: 13.33% sDA: 72.80%

EXT. SHADE: 2'-6" Horiz. Louvered @ 7'-0"

GLAZING: Vision 70% VLT

> 20% Translucent Daylight

> Clerestory 20% Translucent



EXT. SHADE: 3'-0" Horiz. Louvered @ 7'-0"

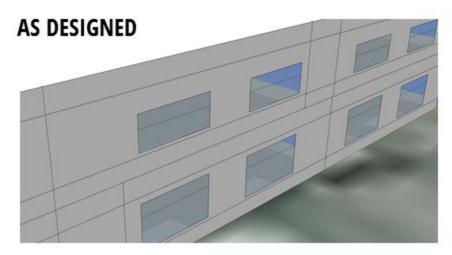
GLAZING: Vision 64% VLT

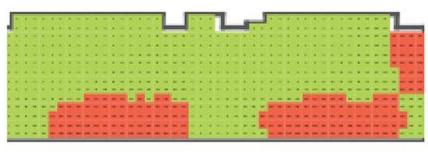
> Daylight 20% Translucent

Clerestory 70% VLT



Translucent Panel + Horizontal Shading

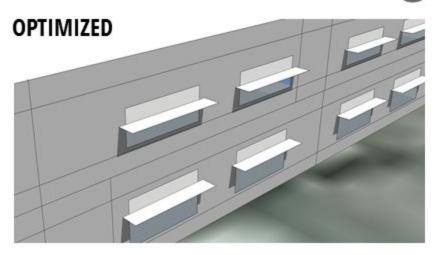


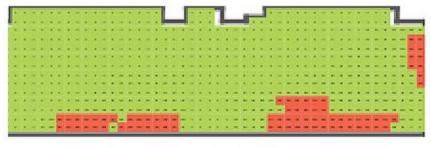


ASE: 16.05%

EXT. SHADE: None

GLAZING: Vision 70% VLT





ASE: 6.50%

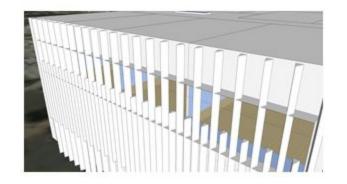
EXT. SHADE: 2'6" Horiz. Shade @ 6'-0"

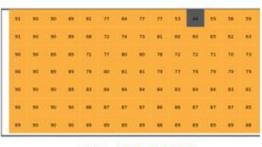
GLAZING: Vision 70% VLT

Clerestory 20% Translucent

Light Shelves + Vertical Fins

AS DESIGNED: Exterior Fins





810 289 170 341 0 0 29 27 38 0 13 30 31 0

723 512 260 161 0 0 0 0 28 0 0 0 0 0 0

282 529 214 183 0 0 0 0 0 0 0 0 0 0 0 0 0

282 283 361 180 0 0 0 0 0 0 0 0 0 0 0 0

282 283 161 180 0 0 0 0 0 0 0 0 0 0 0 0

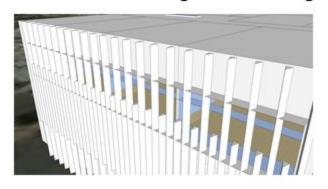
283 284 130 130 34 22 42 39 25 22 23 21 22 22

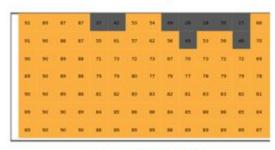
283 623 625 226 187 270 600 256 162 347 281 621 218 217

sDA: 99.21%

ASE: 30.95%

OPTIMIZED: 30" Light Shelf + High Reflectance Ceiling

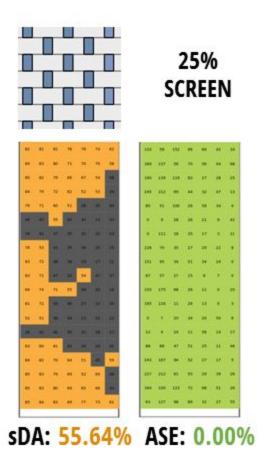


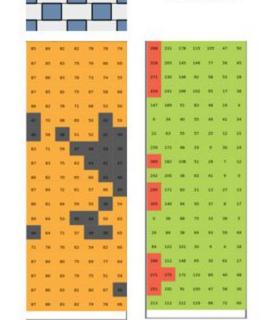


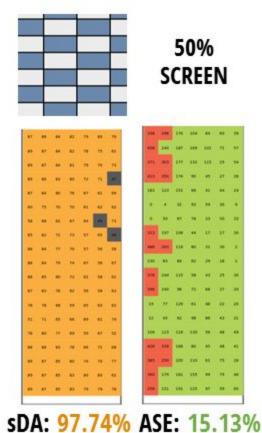
sDA: 92.86%

Perforated Screens







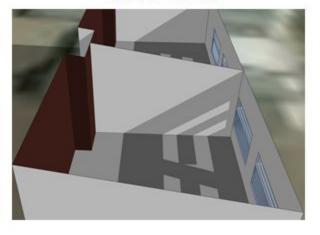


35%

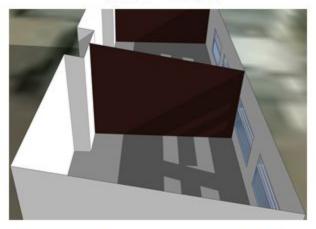
SCREEN

Paint Color Study

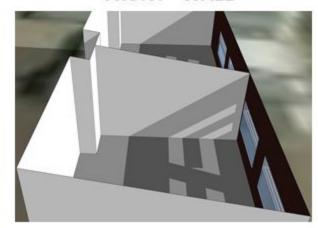
"REAR" WALL



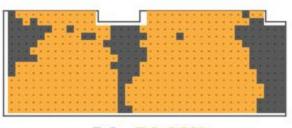
"SIDE" WALL



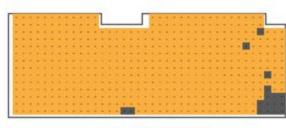
"FRONT" WALL



sDA: 59.96%



sDA: 74.80%



sDA: 96.68%

COMMON SPECIFICATIONS:

FIELD WALLS LRV: 83 ACCENT WALLS LRV:

FLOOR REFLECTANCE: 50%

CEILING REFLECTANCE: 80% GLAZING: 70% VLT

sDA SHADE: 5% Transmittance

Case Studies



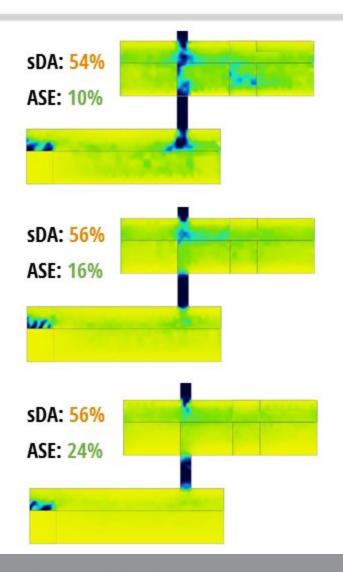




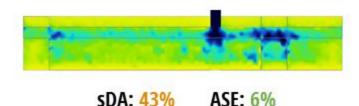




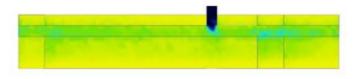








35% WINDOW/WALL RATIO



50% WINDOW/WALL RATIO





sDA: 49% ASE: 19%



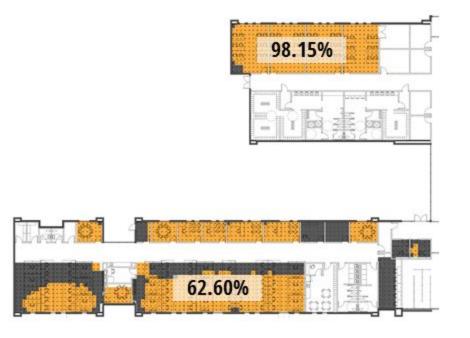


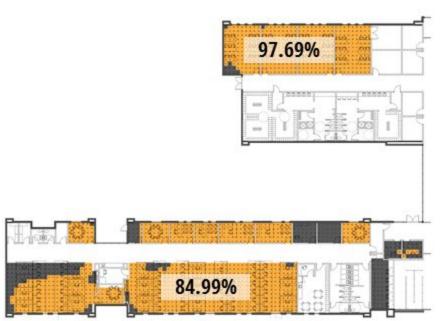


Baseline









Regularly Occupied Space Average sDA: 66.77% Regularly Occupied Space Average

sDA: 79.48%





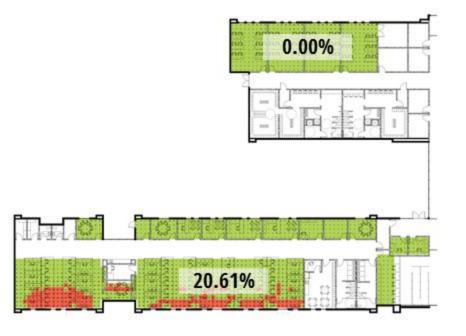


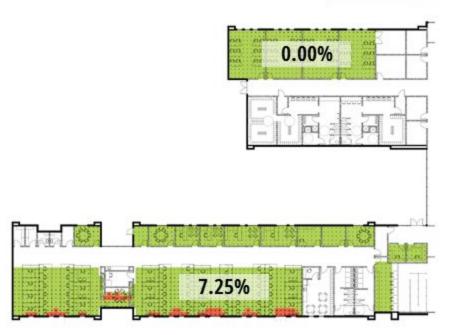


Baseline









Regularly Occupied Space Average ASE: 12.29% Regularly Occupied Space Average

ASE: 4.15%





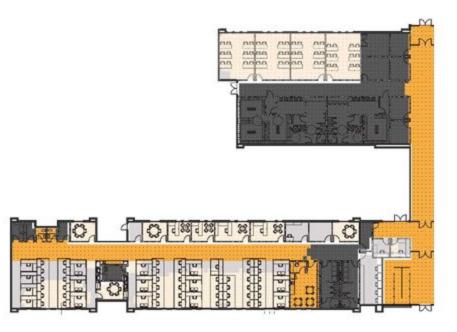




Pilot Credit









Occupiable Non-Regularly Occupied Space Average sDA: 57.37%

Occupiable Non- Regularly Occupied Space Average ASE: 5.89%









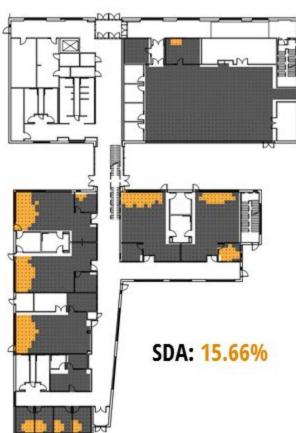




First Floor Baseline



CHALLENGE: Limited daylight availability on first floor











Second Floor Baseline



CHALLENGE: Exterior glazed corridors with interior rooms



SDA: 63.01%

ASE: 2.22%



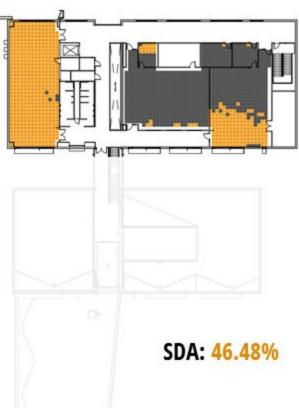


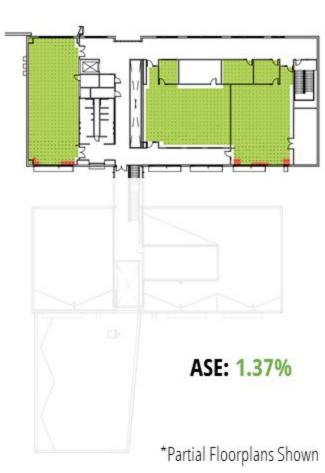


Third Floor Baseline



CHALLENGE: Exterior glazed corridors with interior rooms













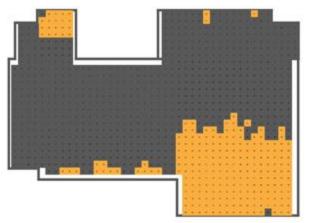
Floor Reflectivity Analysis





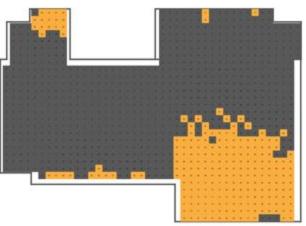
sDA: 19.14%

POLISHED CONCRETE Floor Reflectance: 40%



sDA: 24.58%





sDA: 24.90%

Sierra Vista Elementary School









Daylight

OPTION 2 - Courtyard Axis

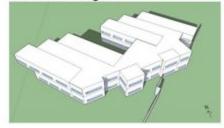


| Floor Area | = | 38,900 ft ² |
|-------------------------------|---|------------------------|
| Glazing Area | | 5,300 ft ² |
| Glazing/SF Floor Area | | 0.135 |
| Area Underlit | = | 39% |
| Area Underlit Area Overlit | = | 18% |

Classroom Area = 20,201 ft²

Area Underlit = 8% Area Overlit = 43%

OPTION 4 - Fingers



Floor Area = 40,300 ft²
Glazing Area = 7,200 ft²
Glazing/SF Floor Area = 0.178
Area Underlit = 29%
Area Overlit = 23%

Classroom Area = 21,307 ft²
Area Underlit = 9%
Area Overlit = 32%

Energy

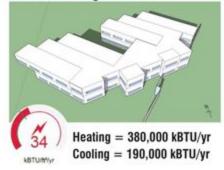
OPTION 2 - Courtyard Axis



Hours of Heat Gain/Year by Facade:

| South Iotal: | 108 nrs |
|--------------|----------------|
| East Total: | 302 hrs |
| North Total: | 164 110 hrs |
| 30 80 | |
| West Total: | 120 hrs |
| 21 120 | |

OPTION 4 - Fingers



Hours of Heat Gain/Year by Facade:

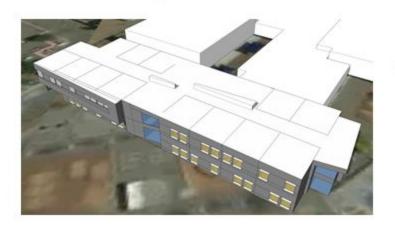
| South Total: | 401 hrs |
|--------------|---------|
| 161 | 240 |
| East Total: | 73 hrs |
| North Total: | 215 hrs |
| West Total: | 202 hrs |
| 42 160 | - Y |

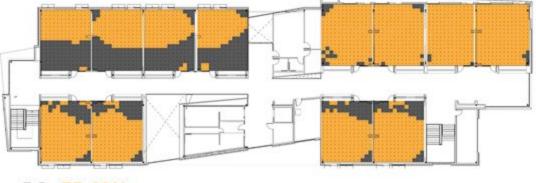






50% Design





sDA: 75.60%

CHALLENGE: Low daylight availability High glare

LEED Points: 0

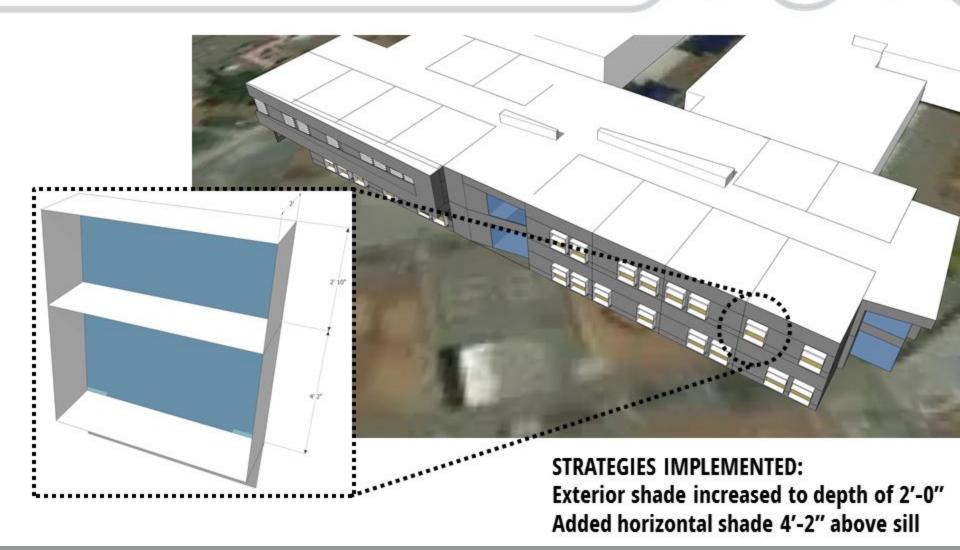


ASE: 11.45%







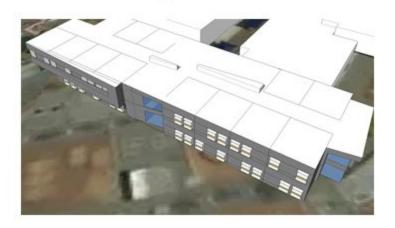


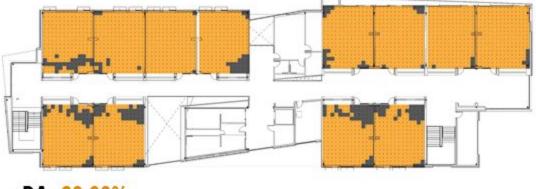






Final Design





sDA: 89.90%

LEED Points: 3



ASE: 9.48%

Summary



Strategies for Success

- Be proactive in communicating best practices to clients early, followed by refinement based upon trusted data gathered during design iterations
- 2. Account for all factors that influence design and present alternative options to maintain good daylight
- 3. Implement big moves early, followed by progressively smaller ones that cumulatively result in a cohesive, effective daylighting strategy





Contact Information

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