

LIGHTFAIR International 2019

Provider Number - Z136

Understanding Light Through Pictures: Visualizing
Innovations in Daylight Modeling (***EXCERPT - DANIEL &
MATTHEW'S SECTIONS***)

Course Number: L19SM01

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Kevin Van Den Wymelenberg, University of Oregon

Matthew Tanteri, HLB Lighting

May 21, 2019, 2PM



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Course Description

Learn about cutting-edge techniques in daylight modeling which provide designers with renderings/animations that help communicate the quality of light to clients and daylight strategies that would otherwise be technically challenging to visualize.



Learning Objectives

At the end of the this course, participants will be able to:

1. Learn how Big Data can create intuitive representations of daylight to help inform the electric light layout of a space
2. Learn how “manual” daylighting and solar analysis tools are used as part of an overall visually based methodology to guide the concept design process and design development
3. Understand the ROI of daylight modeling and how it can address human & wellness factors such as visual quality and entrainment of circadian rhythms
4. Understand how to apply innovative daylight strategies, such as dynamic glass, daylight redirecting film and dynamic blinds, with electrical lighting for a more holistic and healthy design





The Synergy of *Light in Life*



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2019

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LIGHTFAIR.COM

Philadelphia, PA USA
Pennsylvania Convention Center

Trade Show & Conference
May 19–23, 2019

Photography by Nacása & Partners



IALD

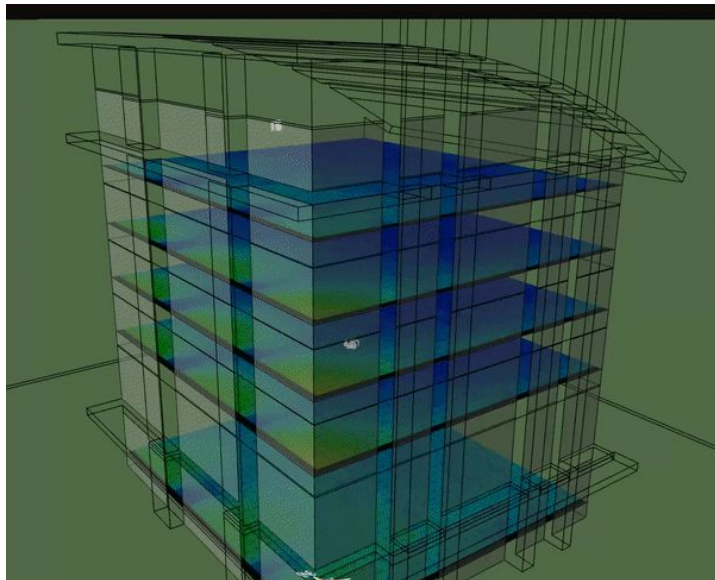


Big Data and Daylighting Analysis

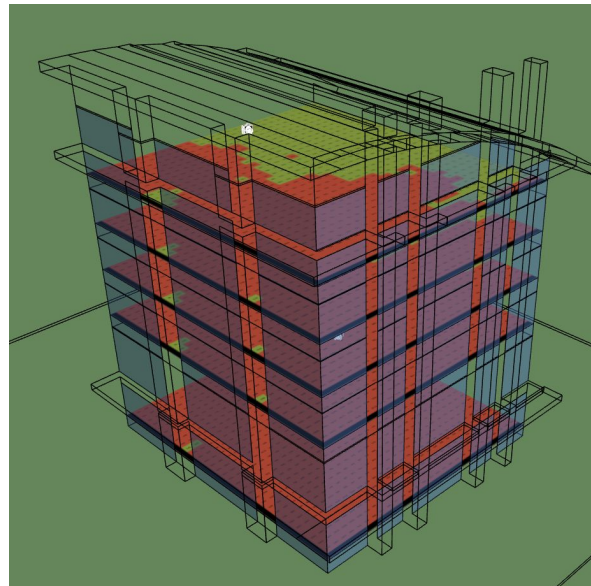
Daniel Glaser, PhD | Founder, LightStanza

Big Dimensions of Daylight

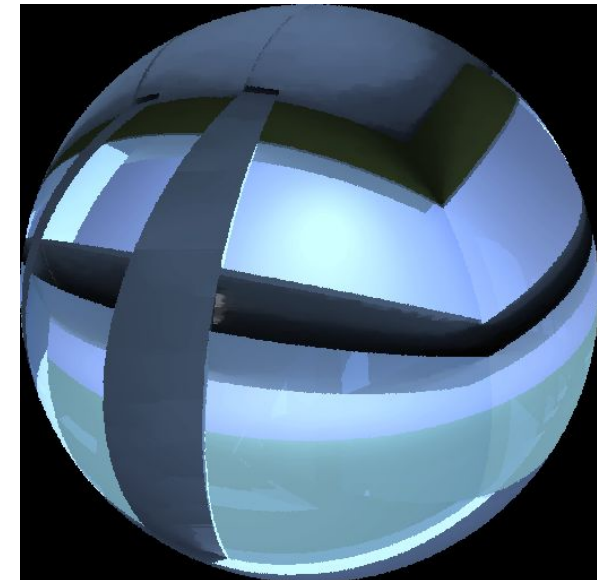
Spatial



Temporal *



Human-Centric



A Big Data Example







Ft. Collins Administration Building, Stantec
USGBC Mountain West Green Building of the Year (2018)



Human Dimension: Glare







12pm: DGP=32%

	Glare Type	DGP Range
	Imperceptible	0 - 35%
	Perceptible	35 - 40%
	Disturbing	40 - 45%
	Intolerable	45%+

Location Changes Experience







12pm: DGP=41%

	Glare Type	DGP Range
	Imperceptible	0 - 35%
	Perceptible	35 - 40%
	Disturbing	40 - 45%
	Intolerable	45%+

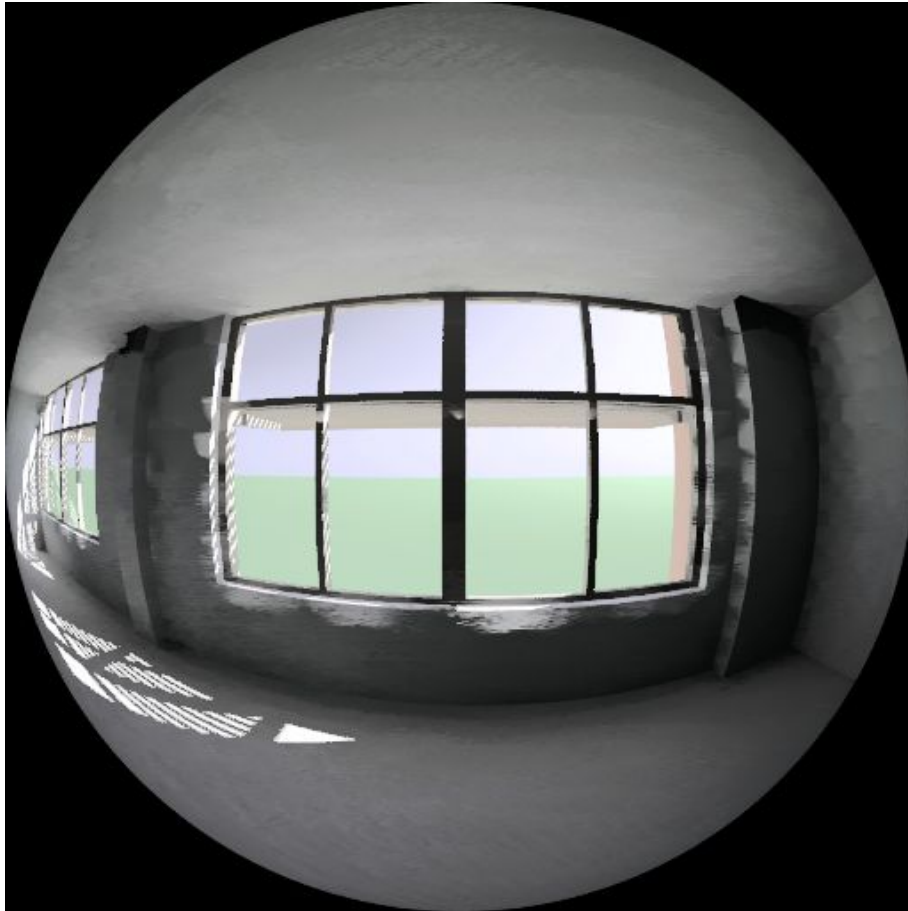
Occupants Change Experience







12pm: DGP=19%

	Glare Type	DGP Range
	Imperceptible	0 - 35%
	Perceptible	35 - 40%
	Disturbing	40 - 45%
	Intolerable	45%+

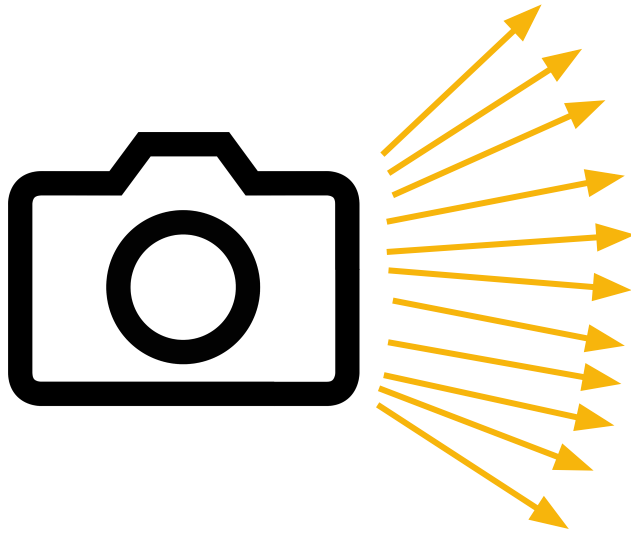
Time Changes Experience



3pm: DGP=28%

	Glare Type	DGP Range
	Imperceptible	0 - 35%
	Perceptible	35 - 40%
	Disturbing	40 - 45%
	Intolerable	45%+

How to Simulate for a Single Location?

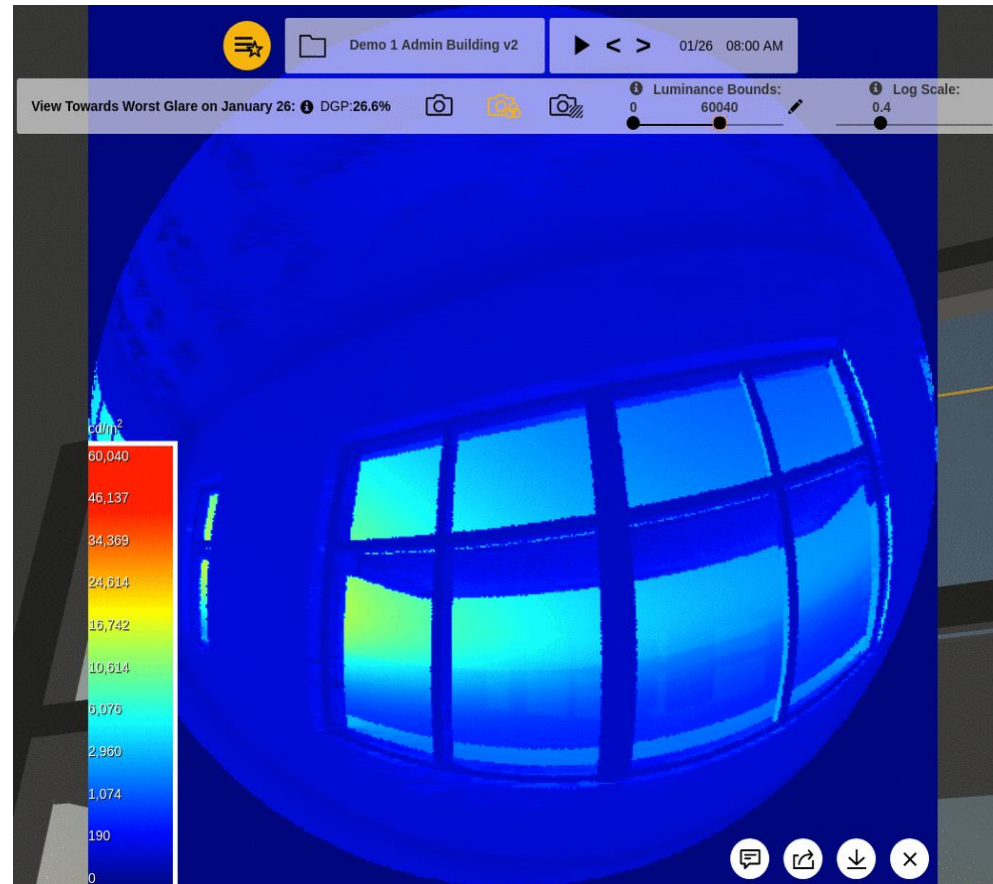


For every hour of the year at your location/climate, look in 26 directions:

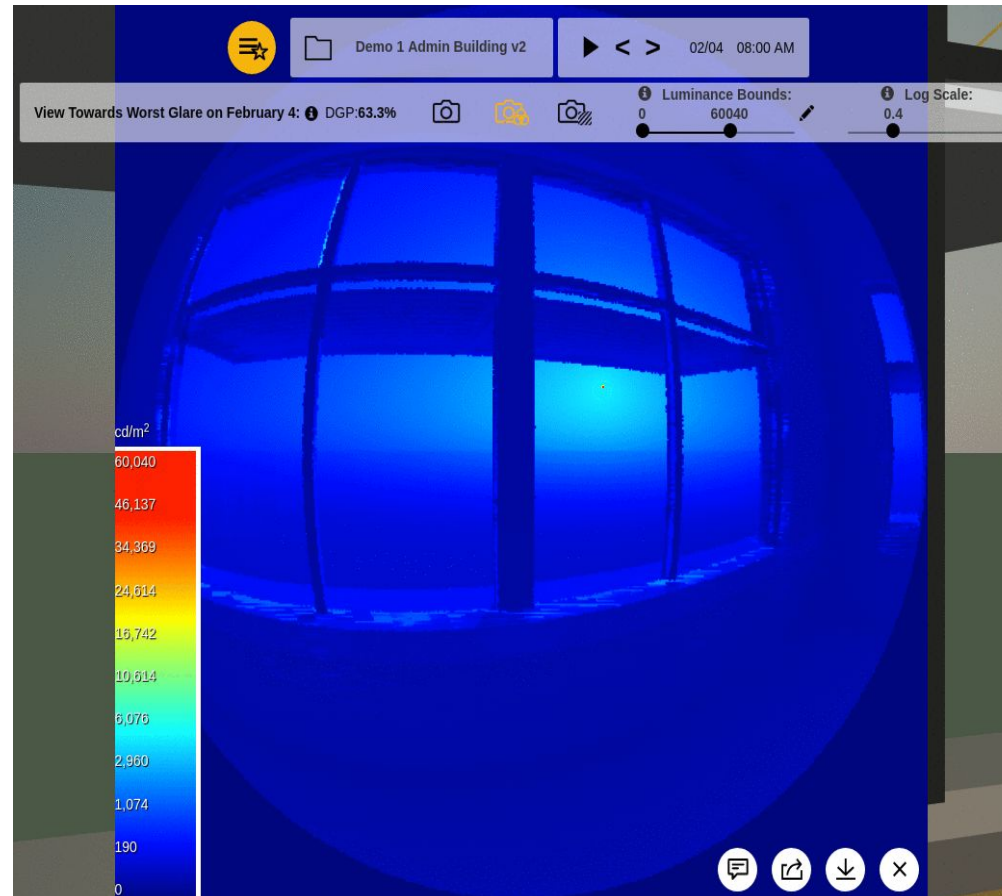
- Take a photograph
- Compute Daylight Glare Probability (DGP) for each direction
- Average DGP for the 26 directions

$26 * 4000 = \sim 100,000$ glare calculations per location checked!

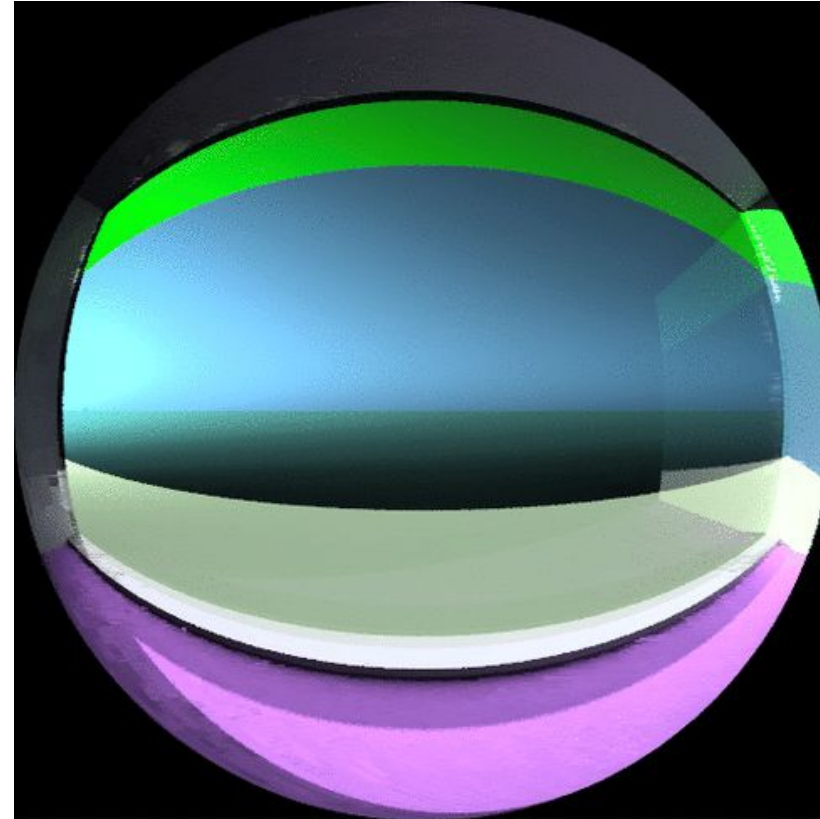
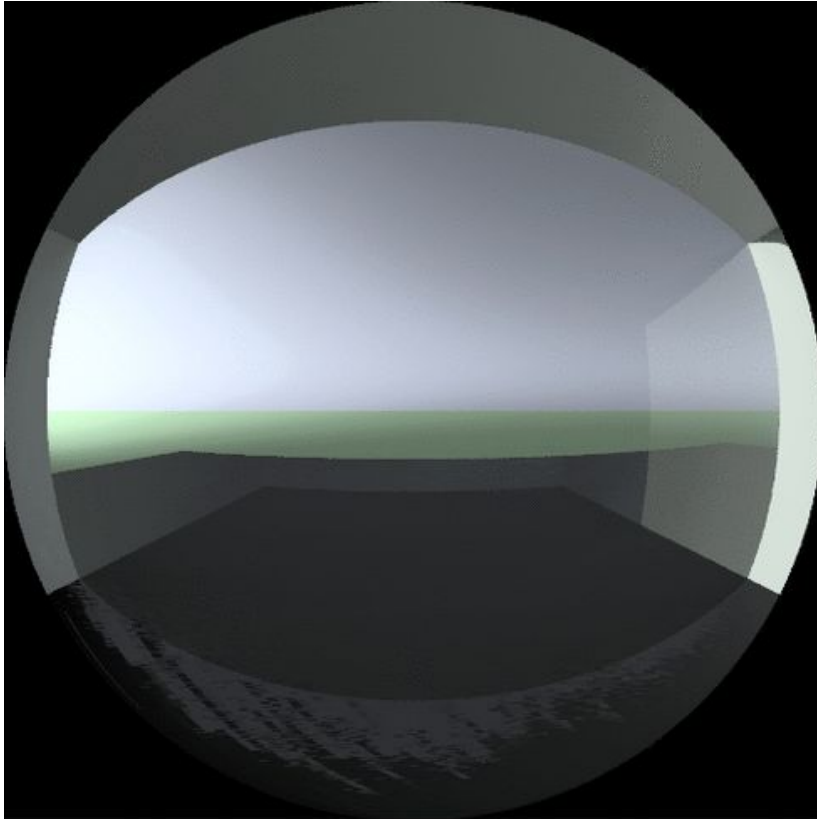
Glare at “Worst Location”



Mitigating Glare: Dynamic Glass

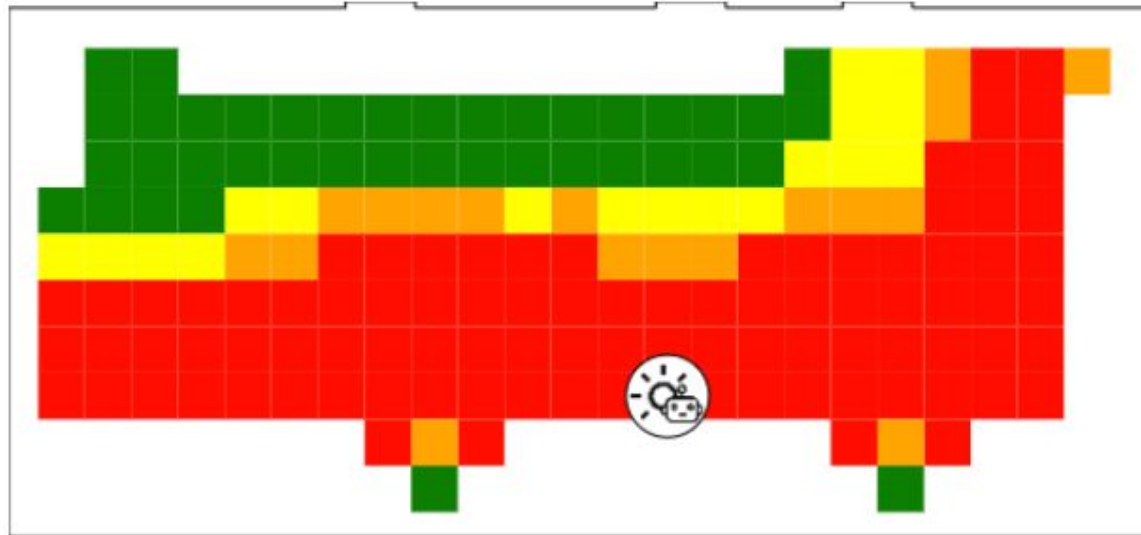






Another Human Dimension: Color Rendering



How to Simulate an Entire Building

N
↑

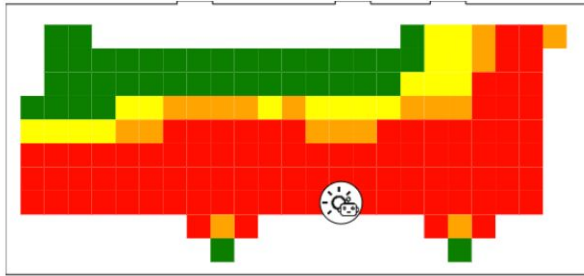


	Glare Type	DGP Range
	Imperceptible	0 - 35%
	Perceptible	35 - 40%
	Disturbing	40 - 45%
	Intolerable	45%+

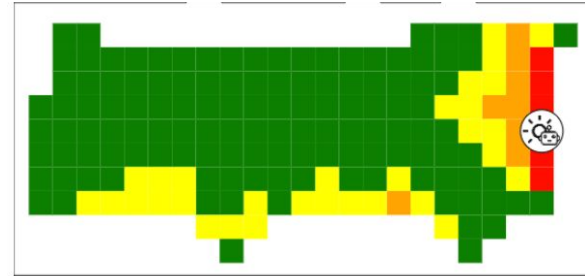
Checking 300 spots = 30 Million Glare Calculations!

Quickly Simulate Alternatives

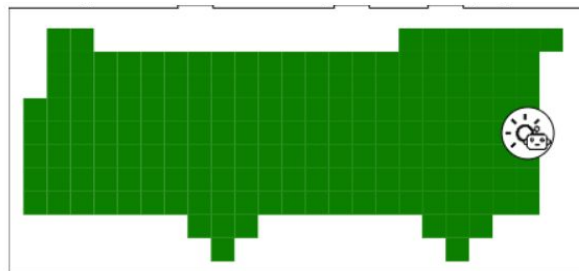
N
↑



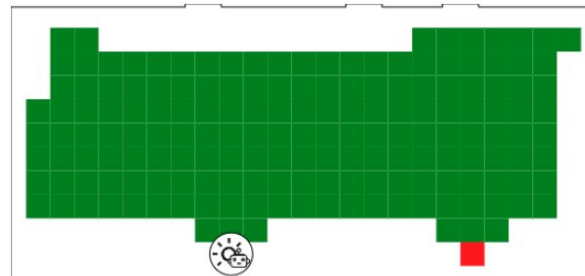
Overhang only



Overhang and Redirect
film



Dynamic Glass



Automated Shades

Glare Type



Imperceptible



Perceptible



Disturbing



Intolerable

Classroom Facade Design

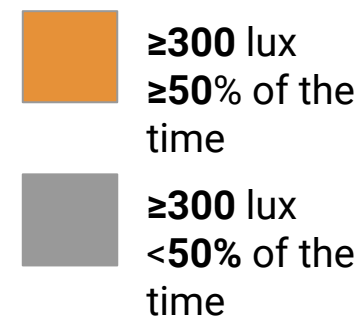


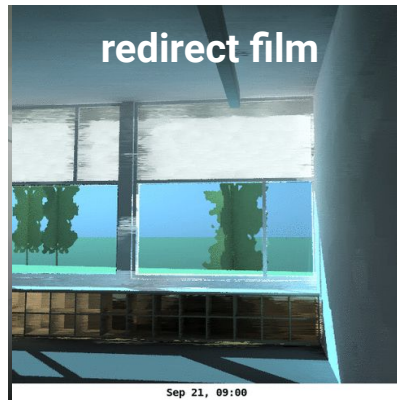
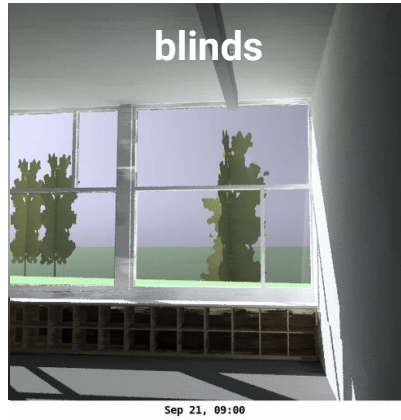
ASPEN COMMUNITY SCHOOL, WOODY CREEK, COLORADO, CUNINGHAM GROUP

Annual Metrics



Do we have
sufficient light in
the space?





How to Analyze Options in Detail

Annual Metrics for Different Options



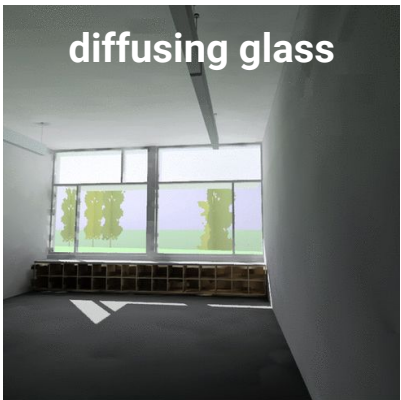
AVG=2147 lux
DA=93%
ASE=50%
GLARE=56%



AVG=2145 lux
DA=91%
ASE=14%
GLARE=14%



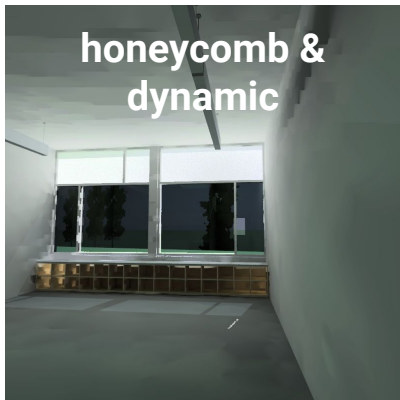
AVG=2156 lux
DA=73%
ASE=25%
GLARE=0%



AVG=2557 lux
DA=93%
ASE=27%
GLARE=41%

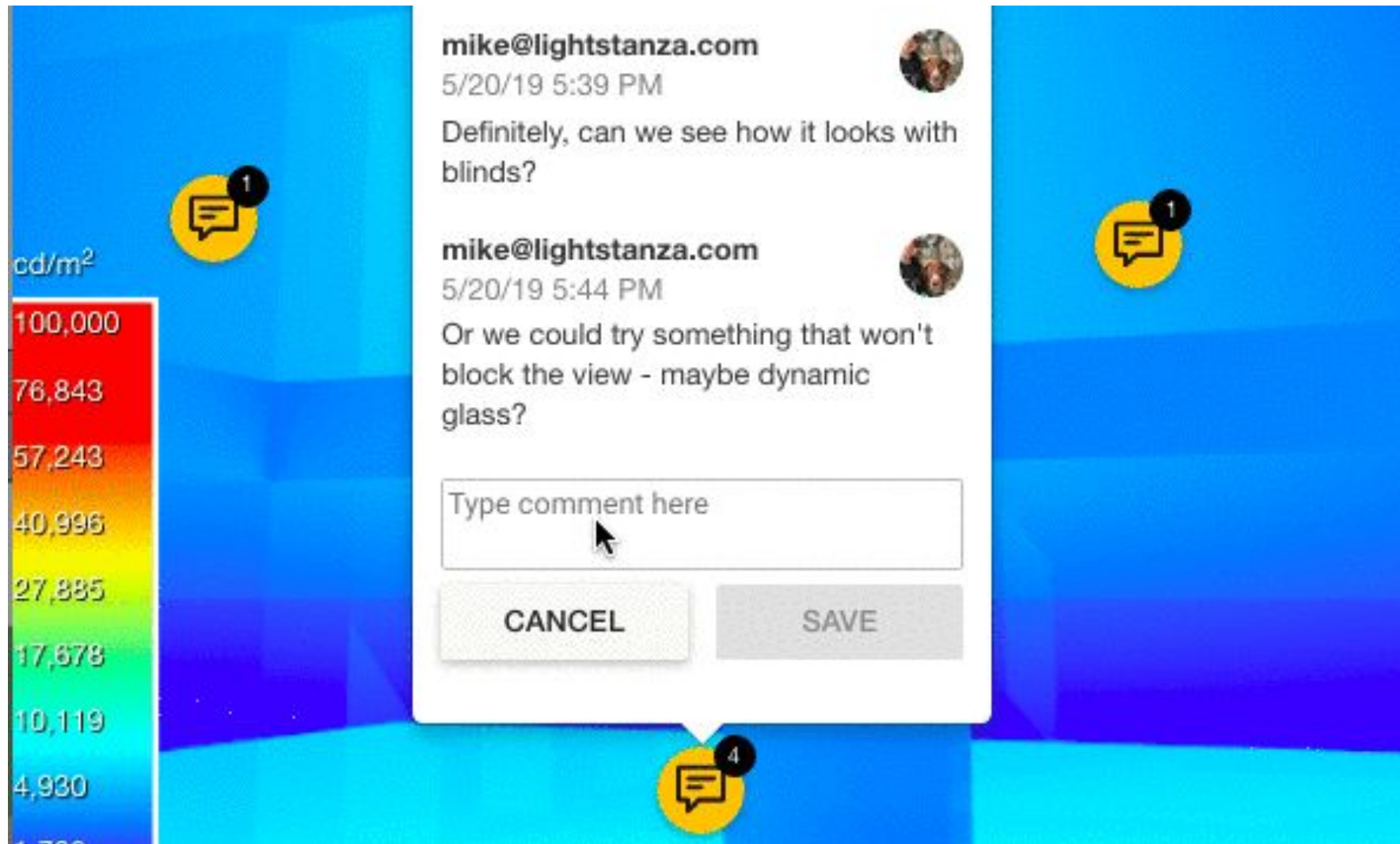


AVG=3079 lux
DA=94%
ASE=27%
GLARE=62%



AVG=2430 lux
DA=90%
ASE=17%
GLARE=30%

Teams Can Collaborate Together



Manual Daylighting Tools

The Evolution of Visual Methodologies in Daylighting Design

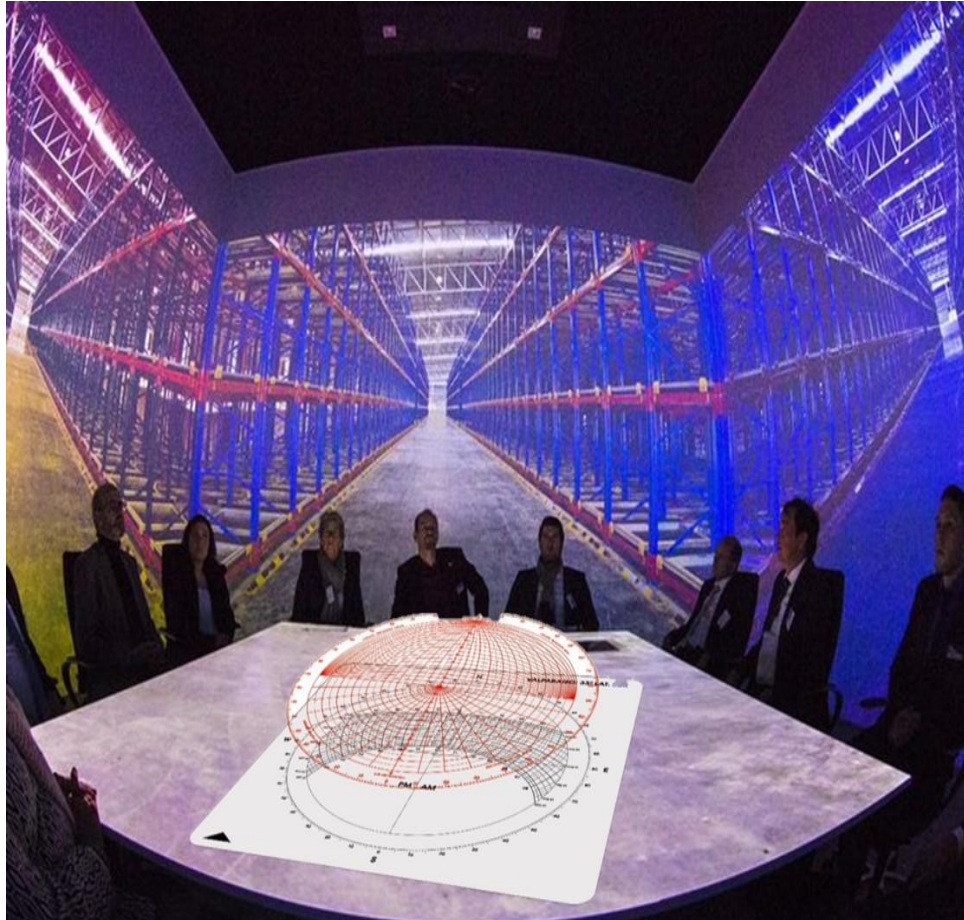
Matthew Tanteri | FIES, IALD, CPHC, Associate Principal, Daylighting and Sustainable Design Studio Leader, HLB LIGHTING DESIGN



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Learning Objectives

01

Uncover the vast array of ‘manual’ daylighting design tools

02

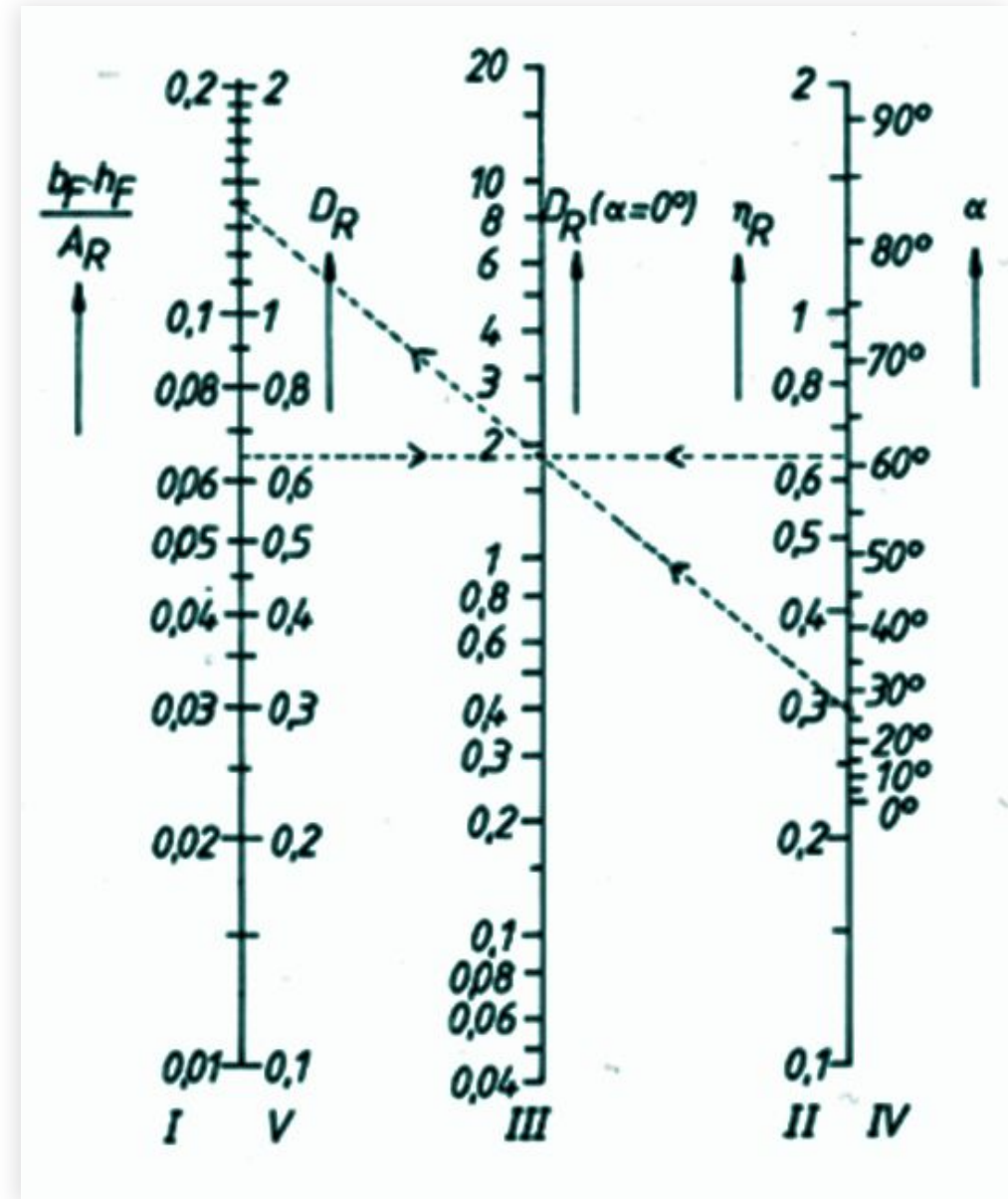
Remind us that what came before is as brilliant as what is to come

03

Learn how “manual” tools fit into current day digital visually-based simulation methodologies

01 Manual Tools

- IRC Nomogram



Source: IRC Nomogram, IEA SHC Task 21/ECBCS Annex 29, Survey Simple Design Tools

01 Manual Tools



01 Manual Tools

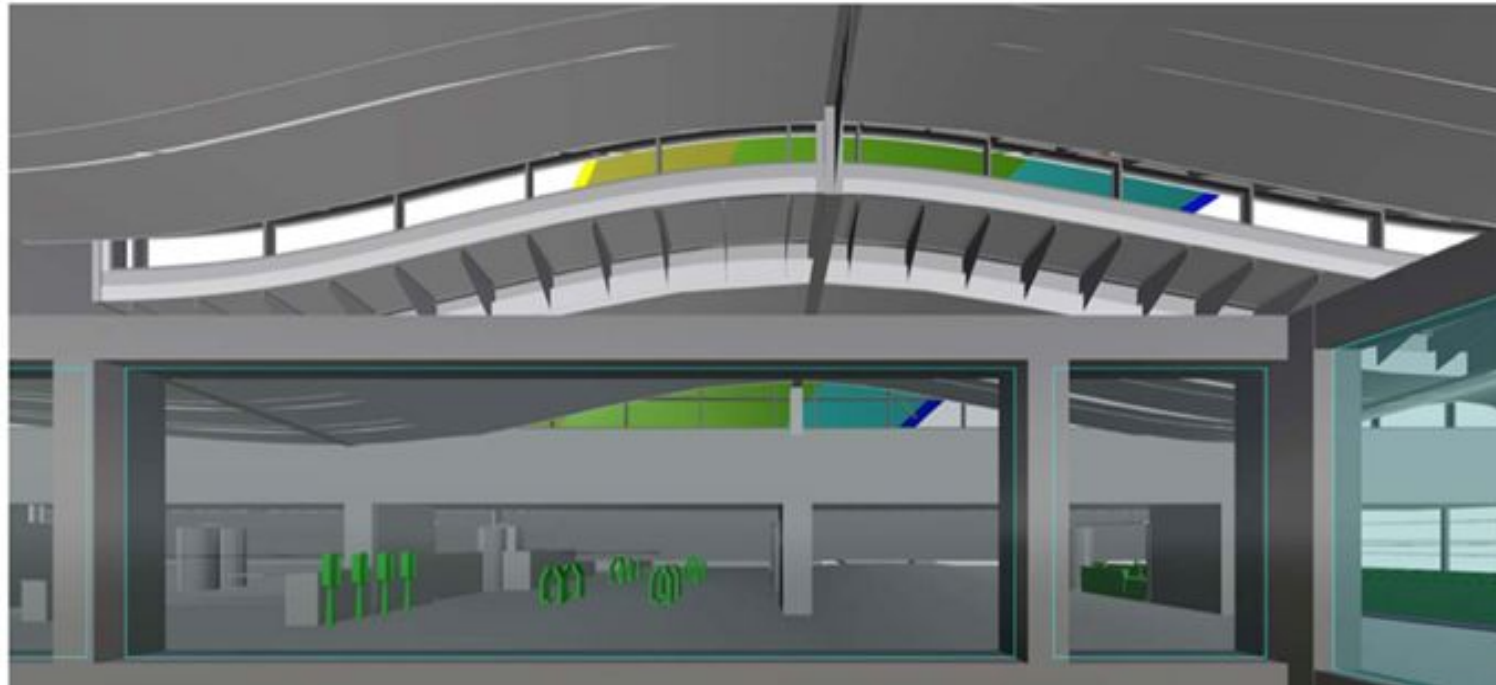
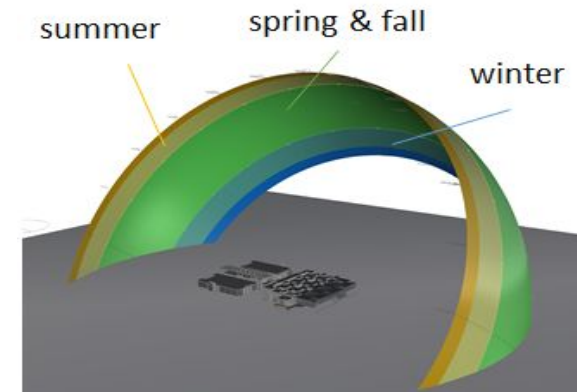
- Heliodon



Photo: Derek Porter

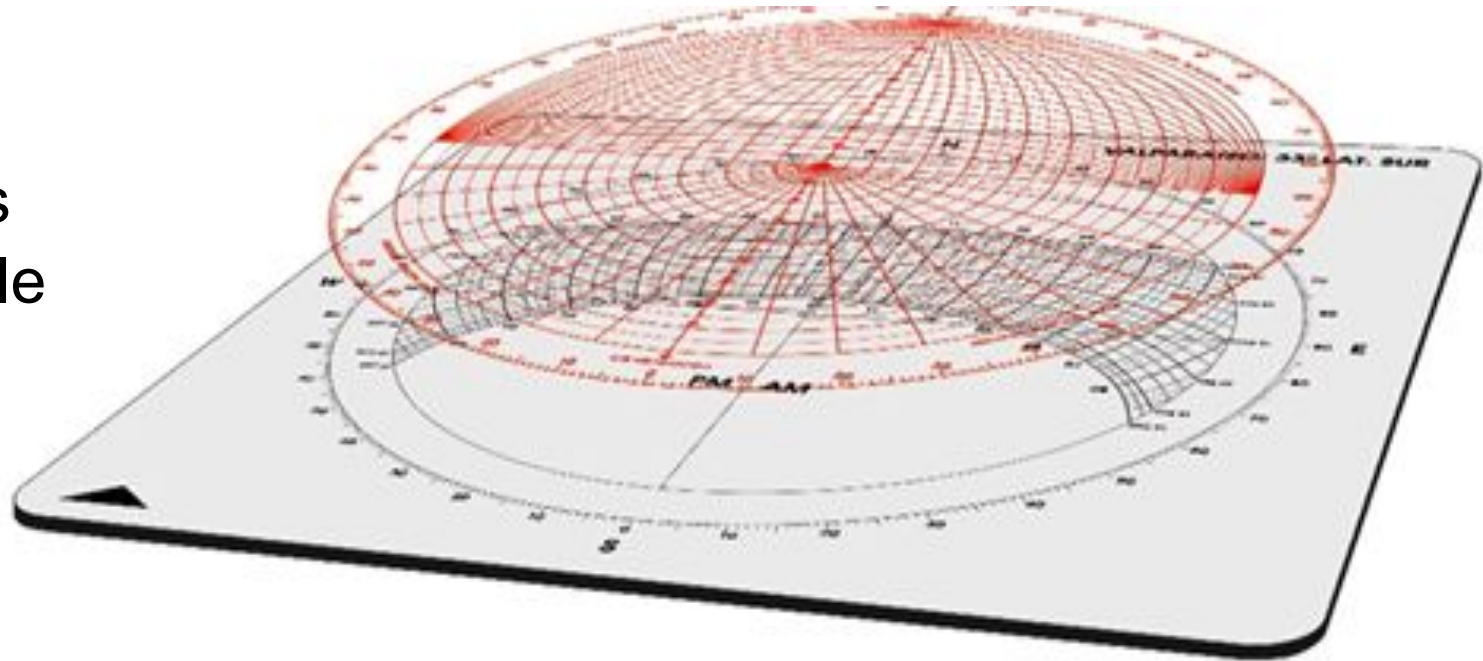
01 Manual Tools

- Simulated Physical Modeling

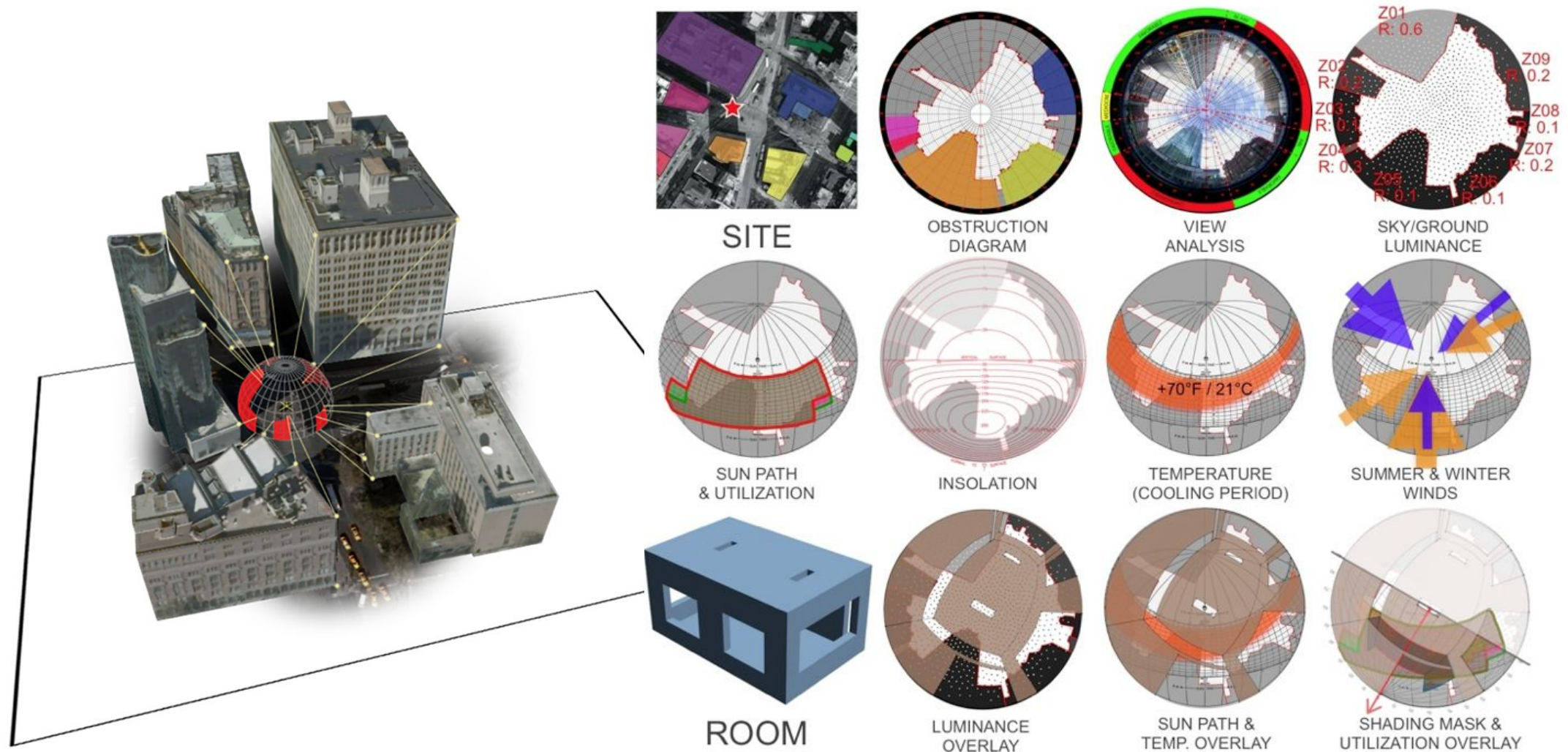


01 Manual Tools

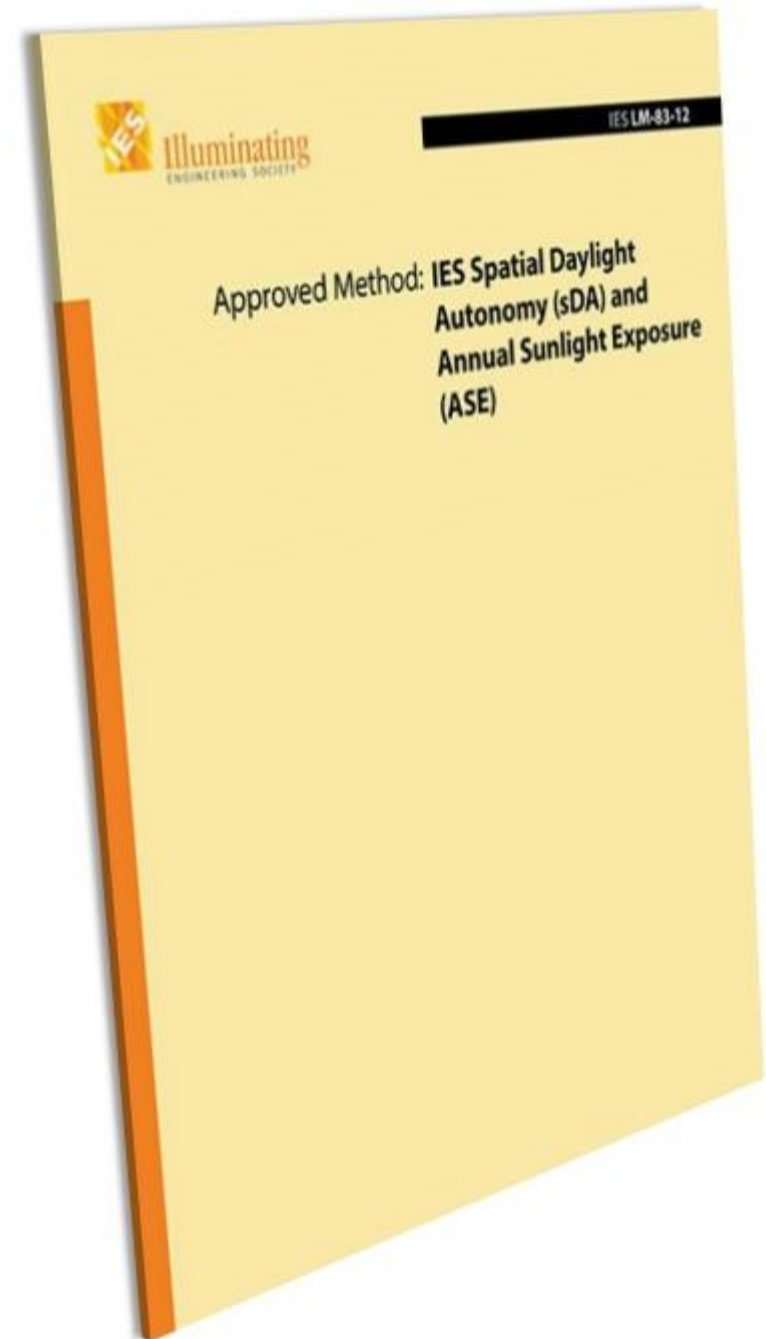
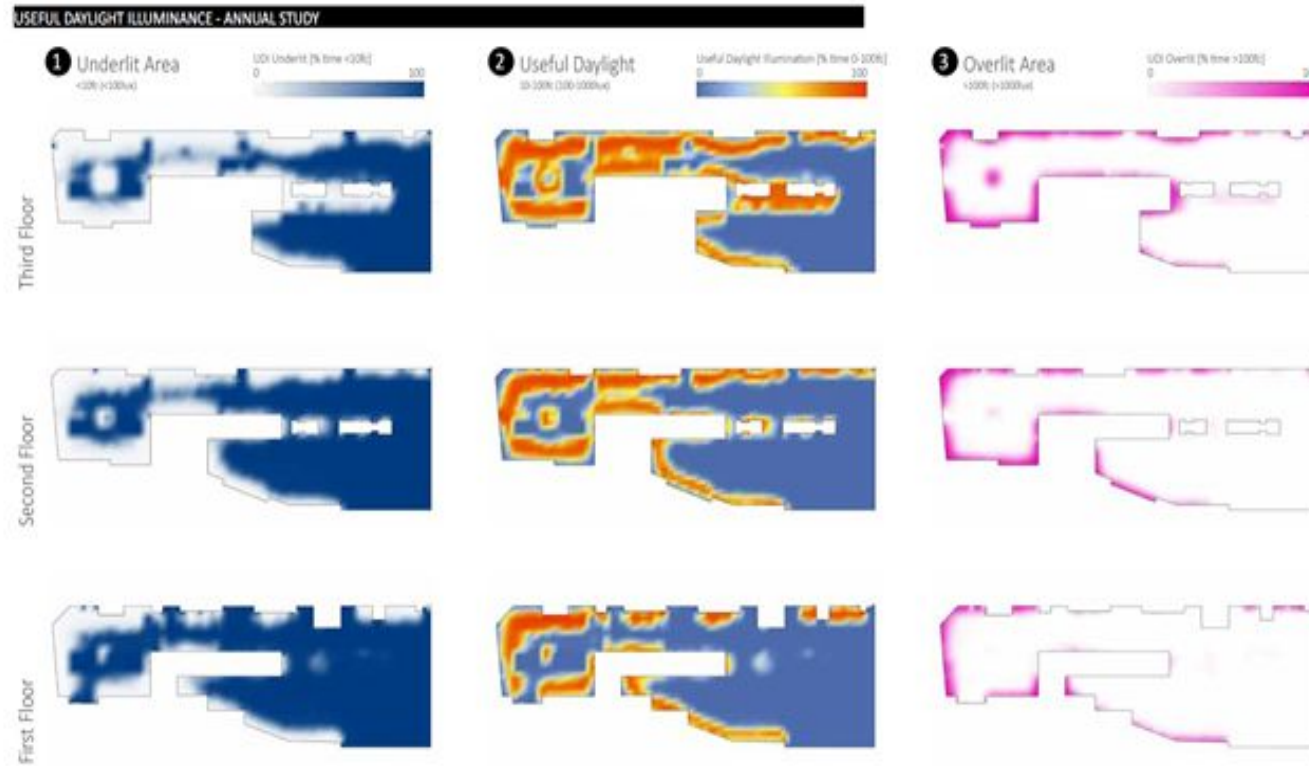
- Libbey Owens
Ford Sun Angle
Calculator
(1974)



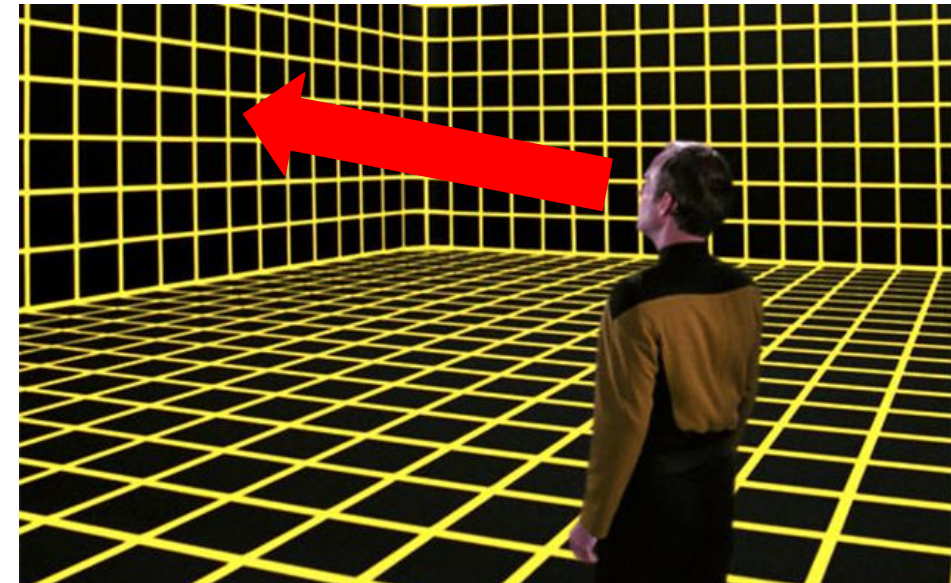
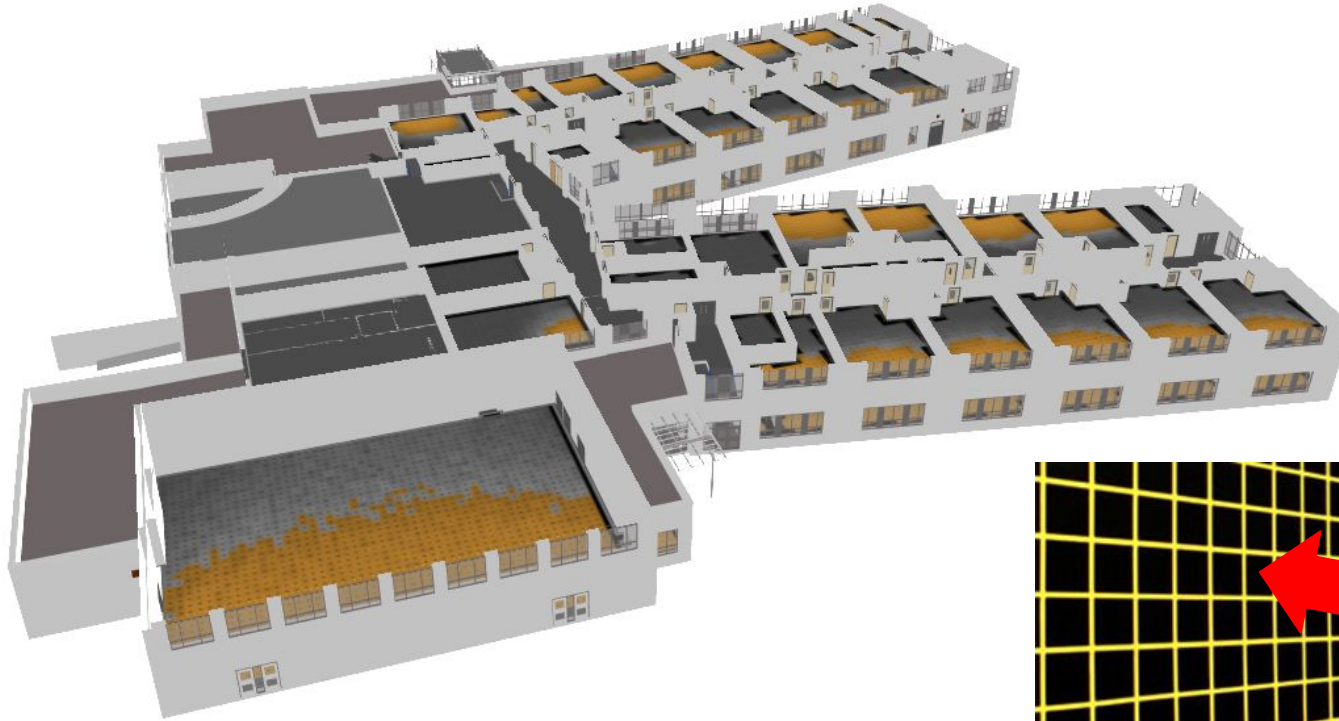
02 Methodologies



02 Methodologies



03 Immersion



03 Immersion



US 2015/0016777 A1

(10) **United States**
(12) **Patent Application Publication**
(13) **Pub. No.: US 2015/0016777 A1**
(14) **Pub. Date: Jan. 15, 2015**

(54) **PLANAR WAVEGUIDE APPARATUS WITH DIFFRACTION ELEMENT(S) AND SYSTEM EMPLOYING SAME**

(71) **Applicant: Magic Leap, Inc., Orlando, FL (US)**

Publication Classification
(51) **Int. Cl. G02B 6/34 (2006.01)**
(52) **U.S. Cl. CPC G02B 6/34 (2013.01)**
USPC 380/37

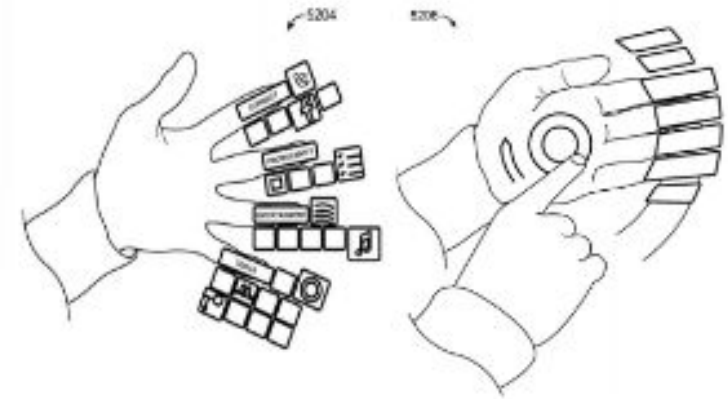
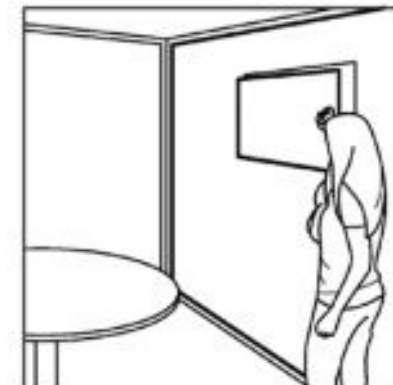
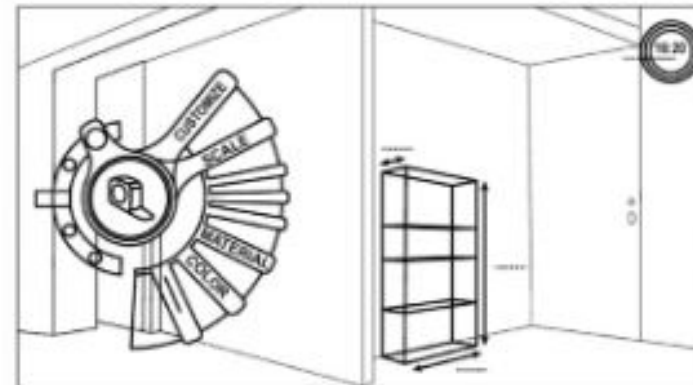
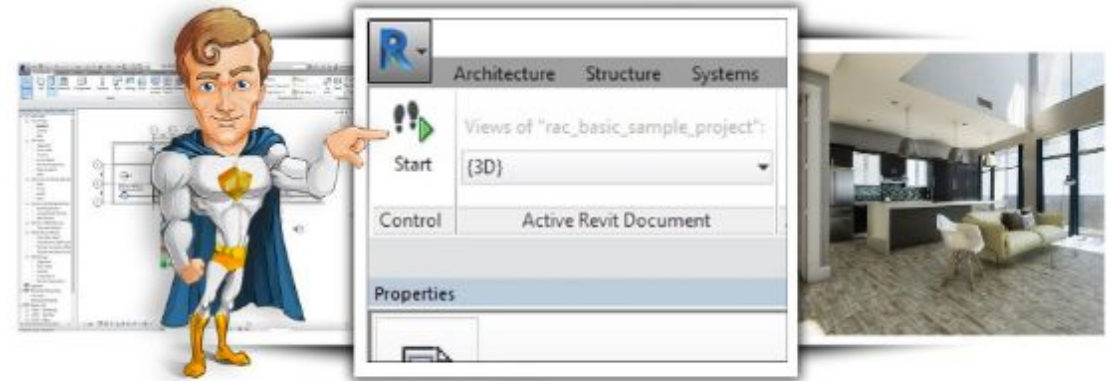


FIG. 50c



03 Immersion

ENSCAPE™

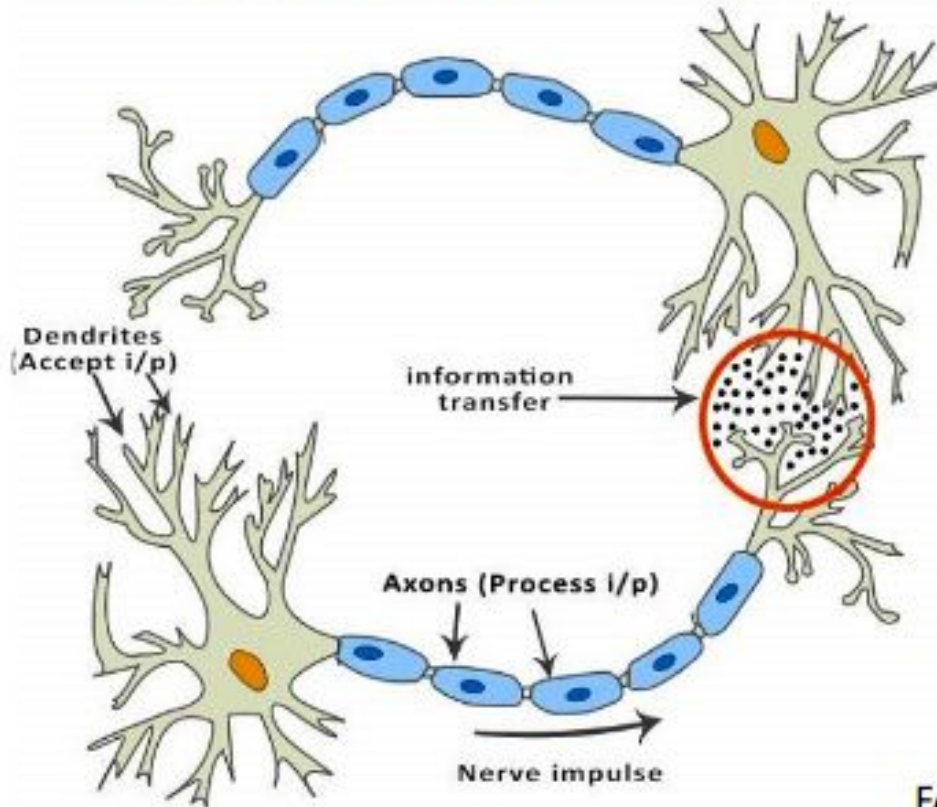


AcceleradRT



03 Immersion

GOING DEEP



kernel



"...technologies to radically improve and expand human cognition."



"...ultra high bandwidth brain-machine interfaces [neural lace] to connect humans and computers."



"...changing how we read and write our brains."



"...programs to solve any complex problem without needing to be taught how."

FACEBOOK Build 8 job posting

develop advanced brain-computer interface technologies



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Concluding Thoughts

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Please remember to
complete the
course evaluations.
Thank you