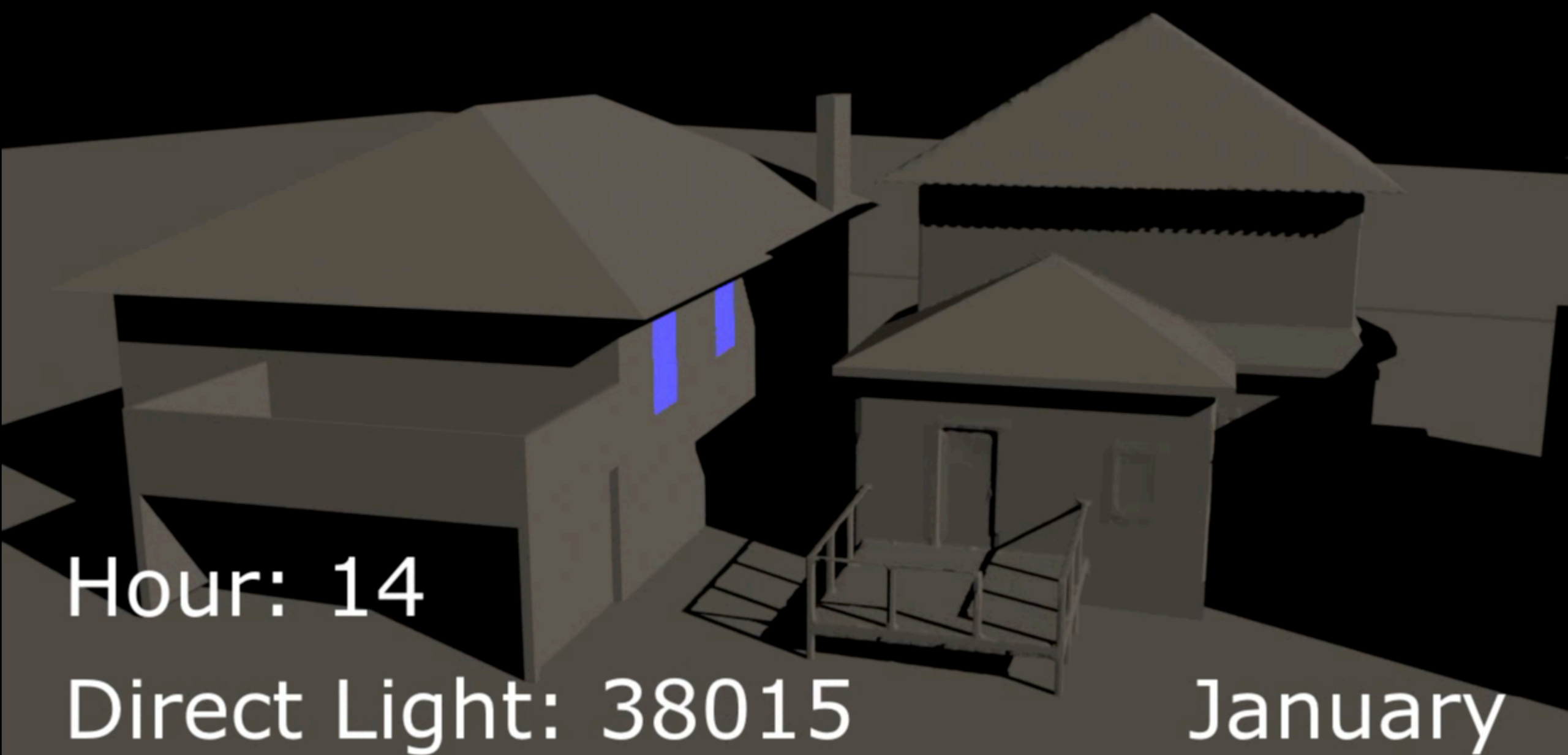


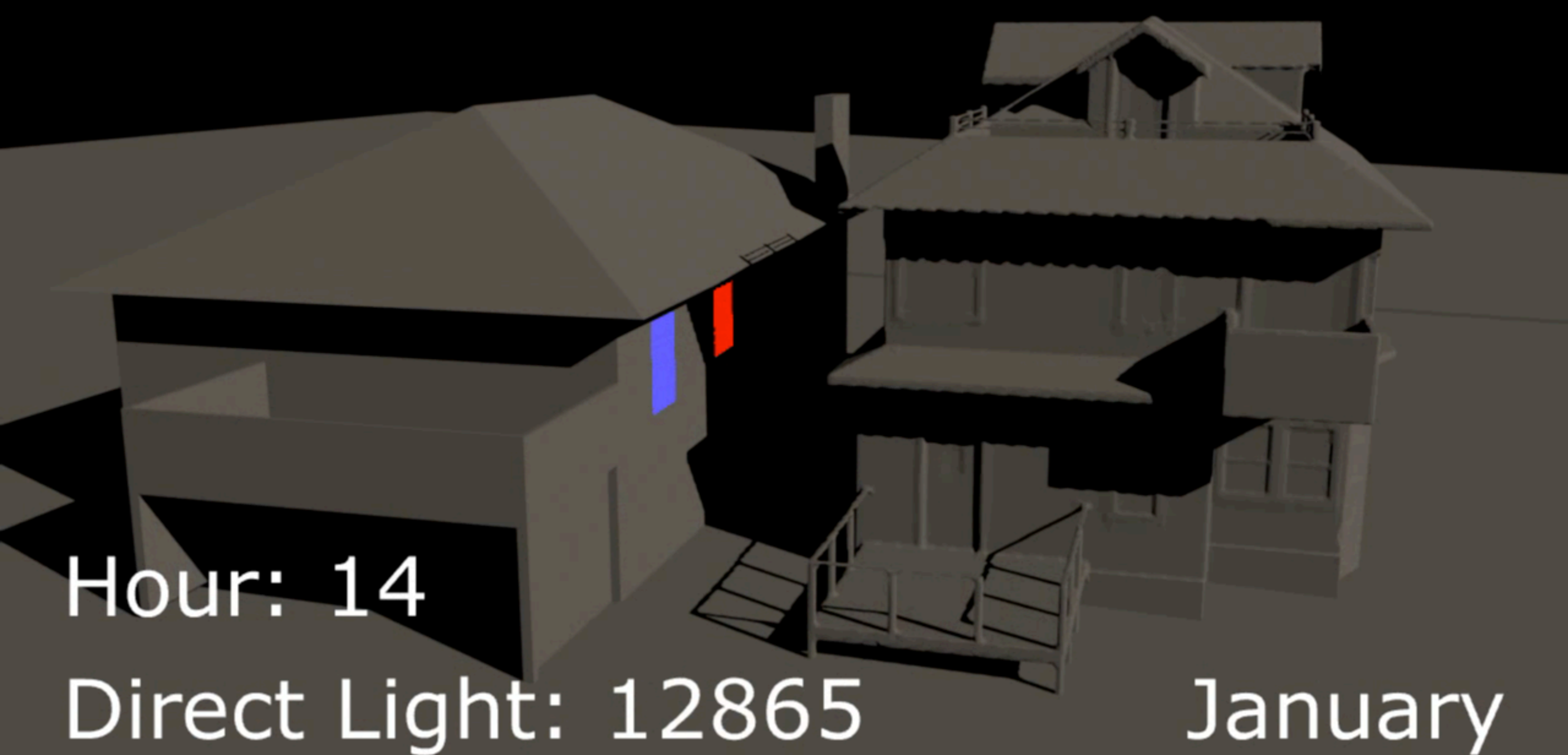
# Direct Lighting Comparison


18.6% difference over the course of the year

Current Layout



Proposed Design

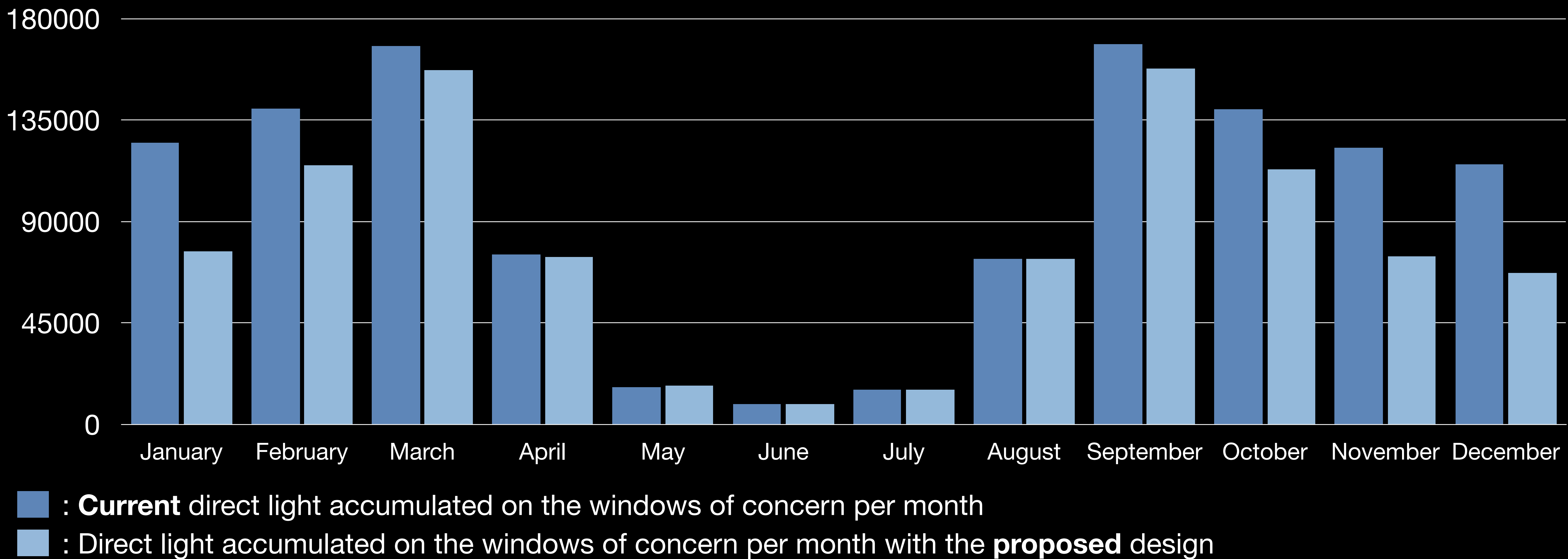


 : Indicates areas on windows of concern where light is **equal** in both layouts  
 : Indicates areas on windows of concern where light is **less** in the proposed design

No windows that received direct light during a day goes without receiving direct light in the proposed design

# Direct Lighting Comparison

## Month by Month



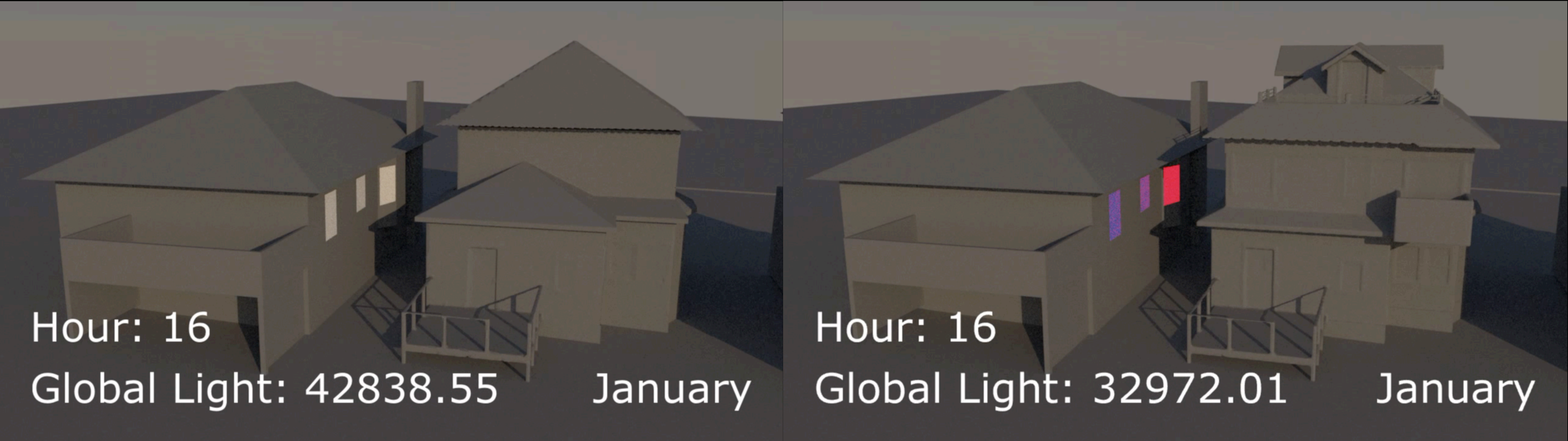


# Global Lighting Comparison

When accounting for indirect illumination, the difference in light is only 11.3%.

Current

Proposed



■ : Indicates areas on windows of concern where light is **less** in the proposed design

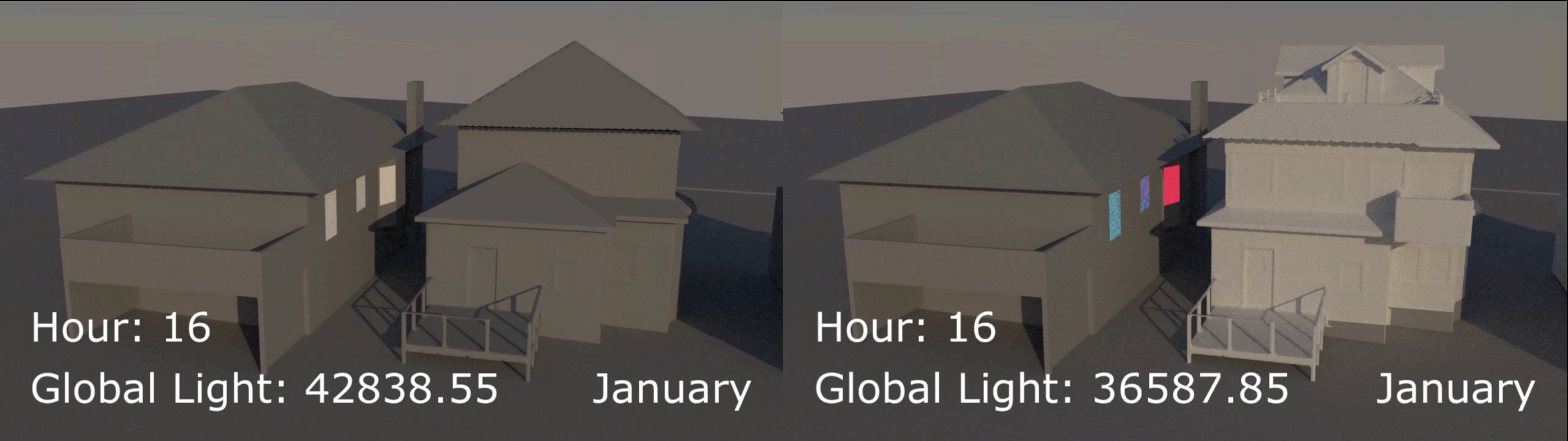


# Global Lighting Comparison

Brightening the paint color by .49 albedo equalizes the total light (~0.08% difference)

Current

Proposed



■ : Indicates areas on windows of concern where light is **less** in the proposed design

■ : Indicates areas on windows of concern where light is **more** in the proposed design

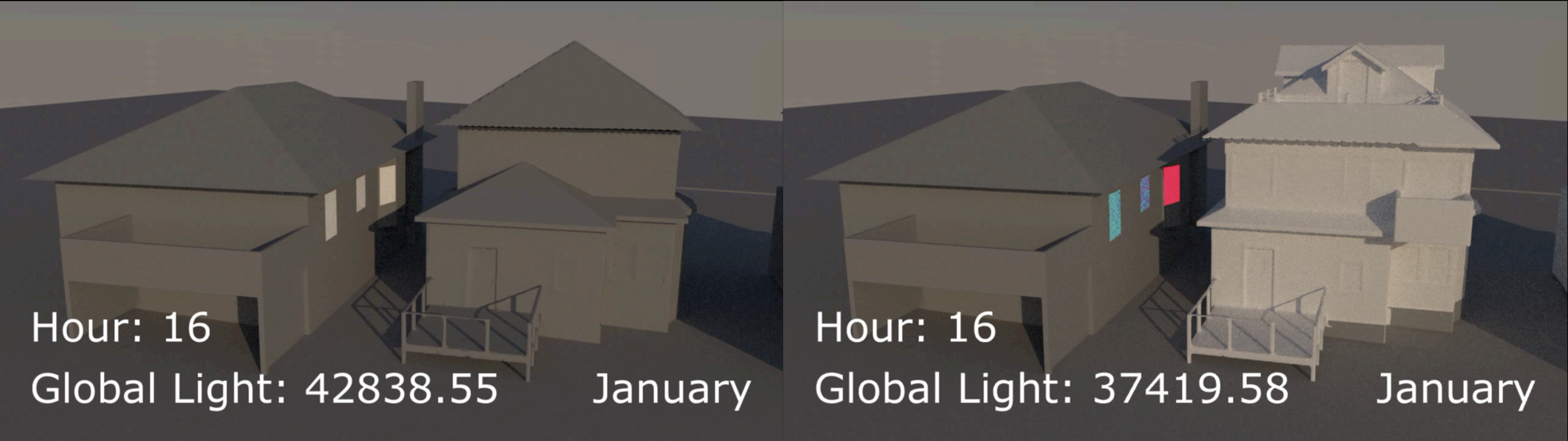


# Global Lighting Comparison

Brightening the paint color by .6 albedo increases light to 2.54% beyond current

Current

Proposed

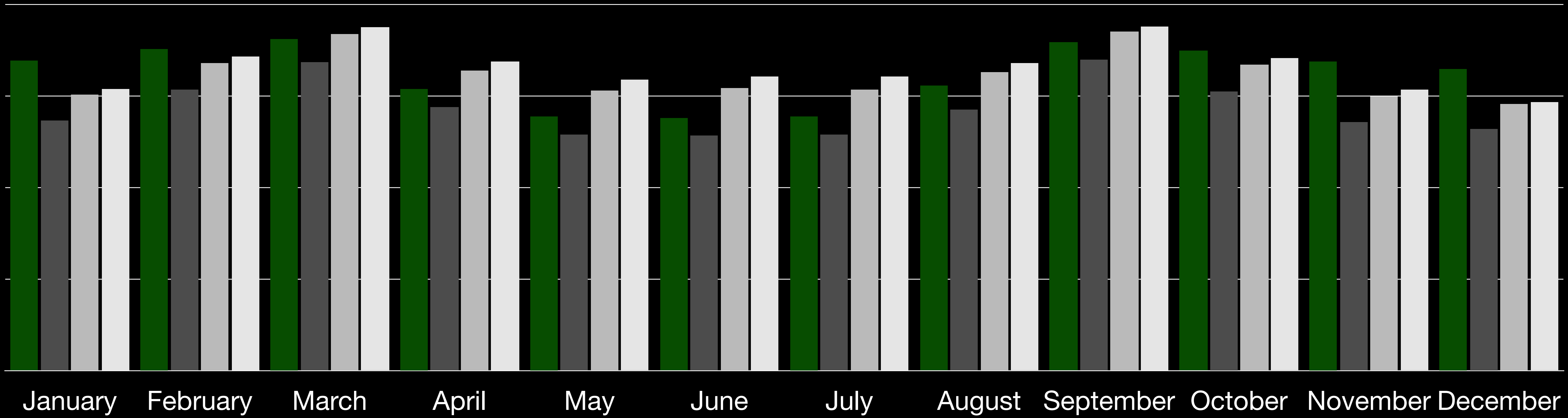


■ : Indicates areas on windows of concern where light is **less** in the proposed design

■ : Indicates areas on windows of concern where light is **more** in the proposed design

# Global Lighting Comparison

## Month by Month



- : **Current** global light accumulated on the windows of concern per month
- : Global light accumulated on the windows of concern per month with the **proposed** design
- : Global light accumulated on the windows of concern per month with the **proposed** design and .49 extra paint albedo
- : Global light accumulated on the windows of concern per month with the **proposed** design and .6 extra paint albedo

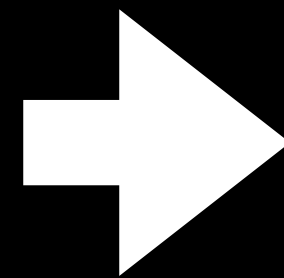


# Conclusions

- No window that receives direct light during a day goes without receiving direct light in the proposed design
- The windows of concern receive 18.6% less direct light with the proposed design, concentrated in the months of November-January
- When accounting for indirect light, the difference is closer to 11.3%.
- When accounting for indirect light, paint color is highly significant. Increasing the paint albedo by .49 would compensate for lost direct light caused by the proposed design.



*.2 albedo*



*.69 albedo*

# Methodology

- Architectural models were created in Trimble Sketchup, and imported into Autodesk Maya for visualization after having first been voxelized and remeshed in SideFX Houdini.
- Lighting was simulated using Pixar's RenderMan via the PxrEnvDayLight model (See citations for the papers the model was based on.)
- Lighting was simulated on the 20th of each month in 10 minute increments from 5:00 to 21:00\*.
- For direct lighting, only direct light from the sun was considered.
- For indirect lighting, the full sky and 8 bounces of diffuse inter-reflection were considered.
- Derivative's Touch Designer was used for both producing the information overlays and computing the lighting totals.
- For direct lighting, the totals were computed by counting pixels on the windows of concern that received direct light for each rendered image.
- For global lighting, the totals were computed by first averaging, then summing all the pixels on the windows of concern for each rendered image.
- A diffuse material with 0.3 albedo was used as a baseline and only changed for the global lighting tests that explicitly altered it.

\* For the direct lighting calculations, no direct light ever reaches the windows of concern after 19:00, so only 5:00 to 19:00 was simulated.



# Citations

- A. J. Preetham, Peter Shirley, and Brian Smits. 1999. A practical analytic model for daylight. In Proceedings of the 26th annual conference on Computer graphics and interactive techniques (SIGGRAPH '99). ACM Press/Addison-Wesley Publishing Co., USA, 91–100. DOI:<https://doi.org/10.1145/311535.311545>
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- <https://www.sidefx.com>
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