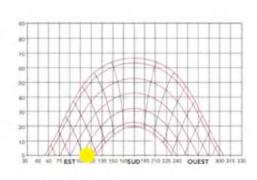
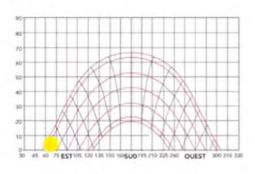
Using an artificial sun

shadow analysis with heliodons





winter



summer

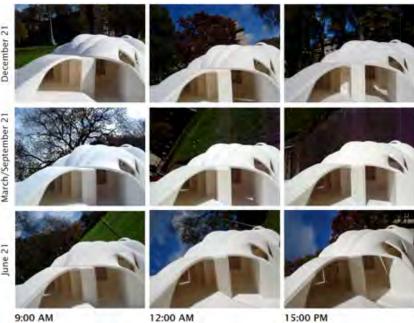


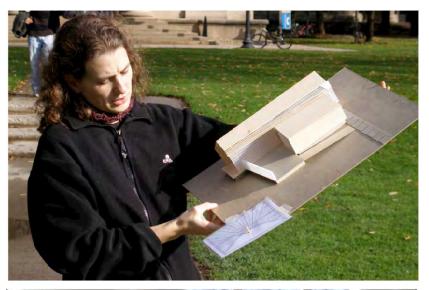


Using the real sun

shadow analysis with sun pegs (gnomons)









Designing with daylight (sun+sky)

basic principles

orientation as a driver for façade design



Designing with daylight (sun+sky)

basic principles

- orientation as a driver for façade design
- harvesting daylight (collect-transport-distribute) from access to sky









Designing with daylight (sun+sky)

basic principles

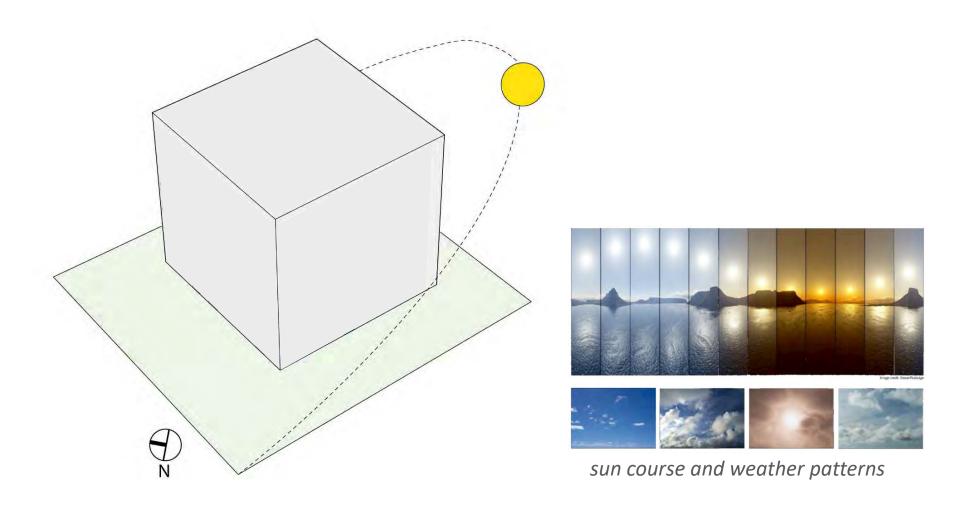
- orientation as a driver for façade design
- harvesting daylight (collect-transport-distribute) from access to sky
- ambient vs. task illumination (with glare control)

rule of thumb : **depth** of penetration = window **height x 2**

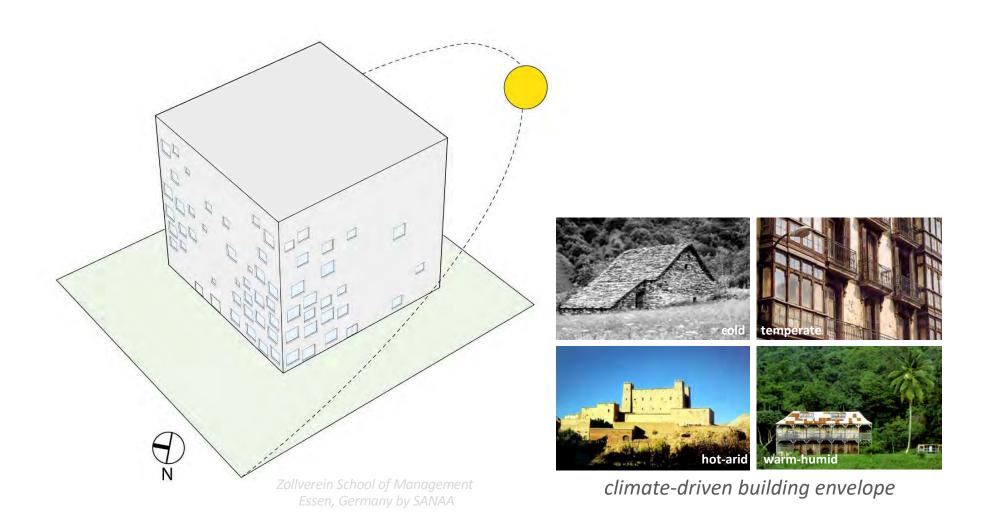




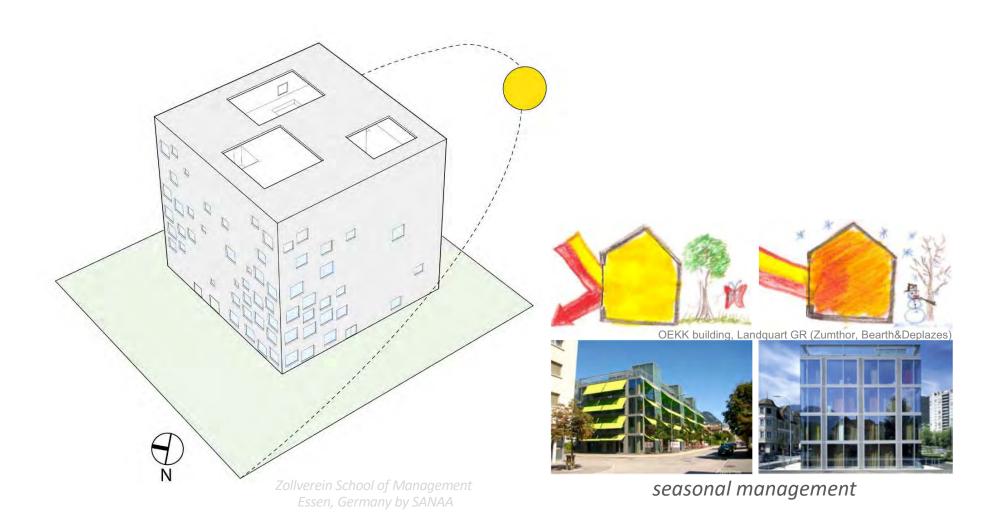
outside



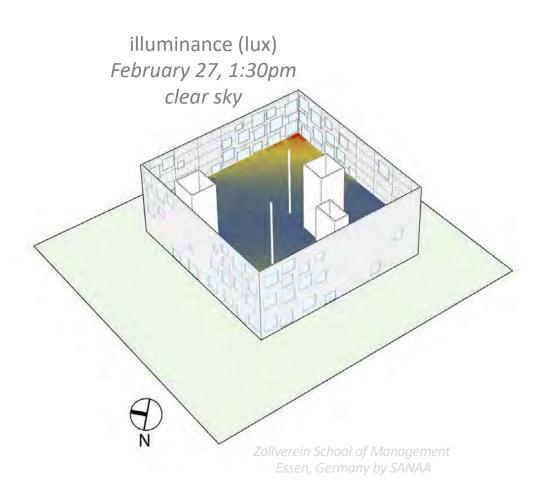
building permeability



building dynamics



«measuring» daylight

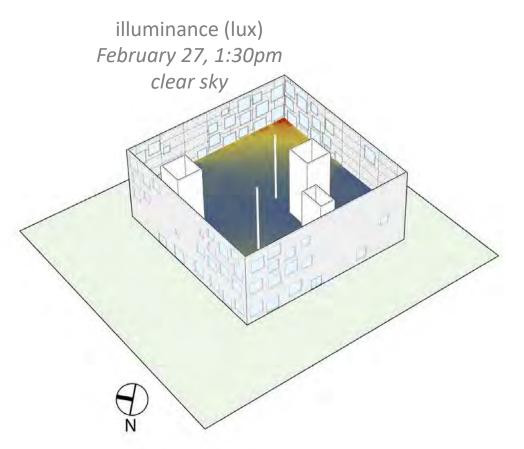


Task illumination metrics

instantaneous

• illuminance (lux)

«measuring» daylight



Task illumination metrics

instantaneous

• illuminance (lux)

