

2024



Master of Arts in  
Architecture

# Climate Design Tools

Seminar

MA SEMINAR

gt+ke

Lehrende  
LBA Daniel Lago  
Transsolar KlimaEngineering

Termine  
Thursdays 14-17 Uhr  
9 Sessions

Kick-off  
Thursday April 25<sup>th</sup>, 2pm  
ABK Plaza, Flag Pavillon

Sprache  
English

Anmeldung  
by e-mail Tuesday, 16.04.2024  
[climatedesigntools@transsolar.com](mailto:climatedesigntools@transsolar.com)

More Info  
[portal.abk-stuttgart.de](http://portal.abk-stuttgart.de)  
[gt.abk-stuttgart.de](http://gt.abk-stuttgart.de)

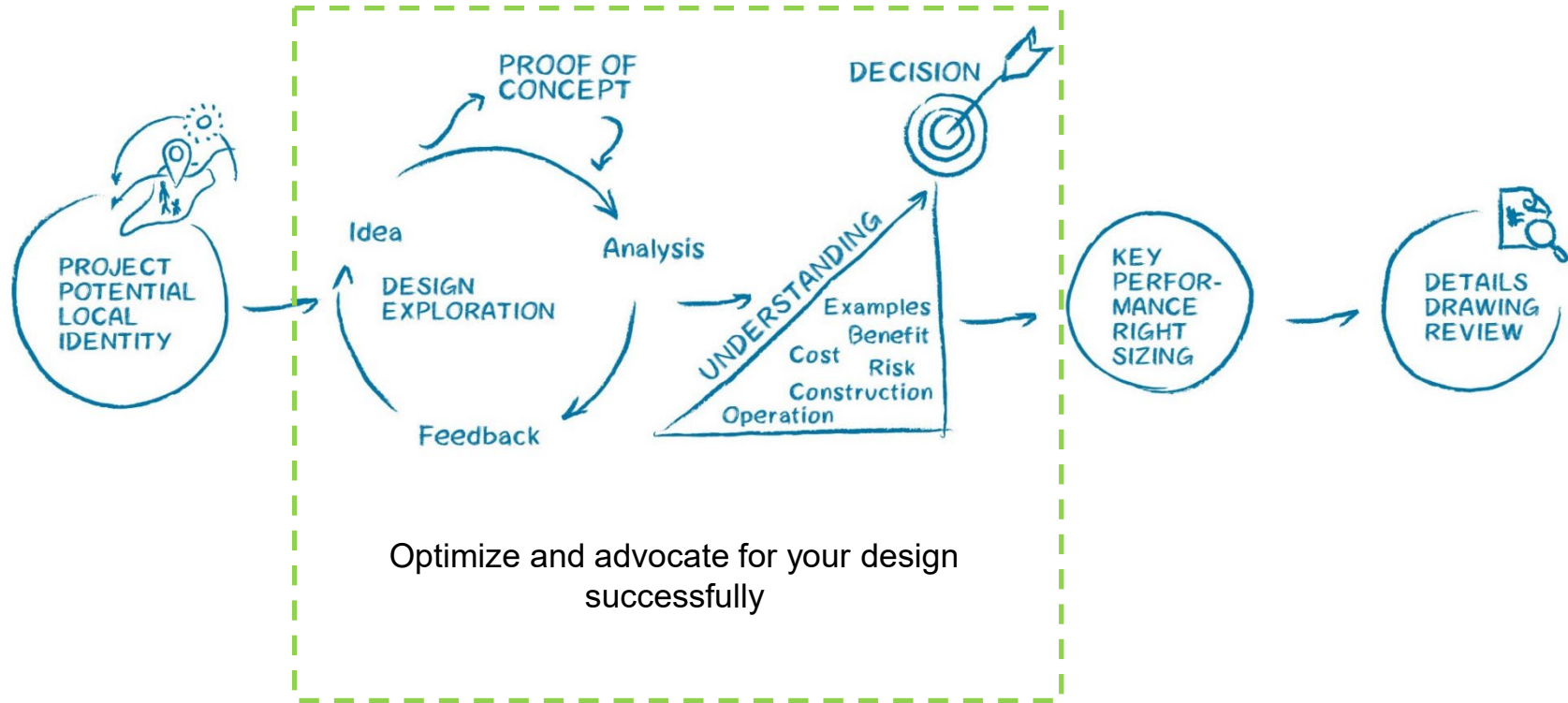
# MA-Seminar Climate Design Tools

## Course outline

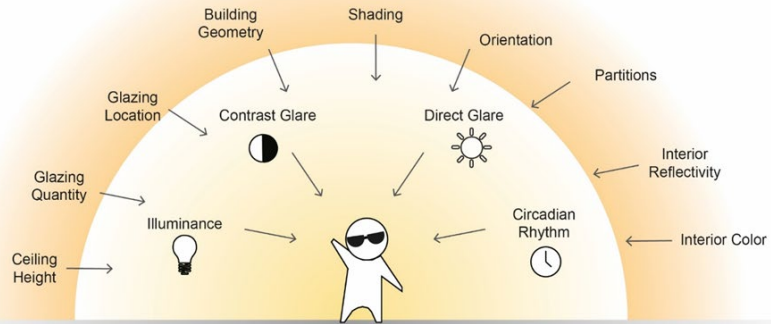
<b>Session</b>	<b>When?</b>	<b>What?</b>
Session 01	25/04 (14:00 to 17:00)	Introduction Daylight and Radiation
Session 02	02/05 (14:00 to 17:00)	Software Setup & Troubleshooting
Session 03	16/05 (14:00 to 17:00)	Introduction to Rhino and Grasshopper
Session 04	06/06 (14:00 to 17:00)	Computational Design Tutorials & Hands-on
Session 05	13/06 (14:00 to 17:00)	Computational Design Tutorials & Hands-on
Session 06	20/06 (14:00 to 17:00)	Computational Design Tutorials & Hands-on
Session 07	27/06 (14:00 to 17:00)	Capstone Project - Introduction
Session 08	04/07 (14:00 to 17:00)	Capstone Project – Mid review
Session 09	11/07 (14:00 to 17:00)	Capstone Project – Final review

# MA-Seminar Climate Design Tools

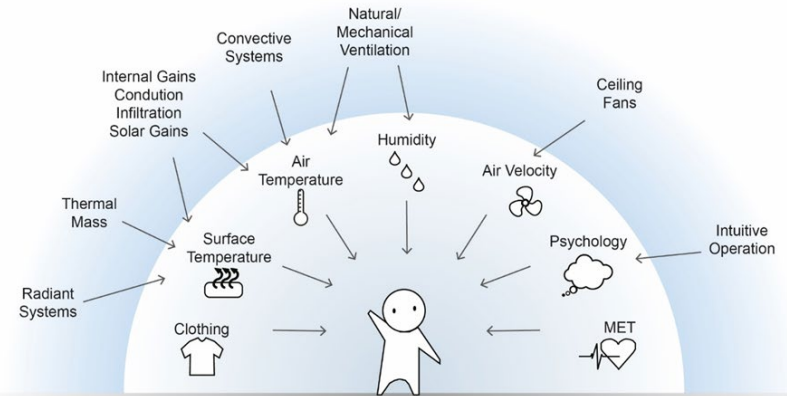
## Performance Driven Design



### VISUAL COMFORT



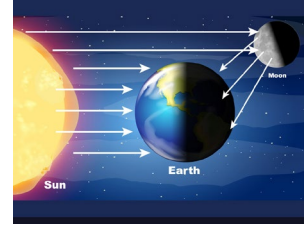
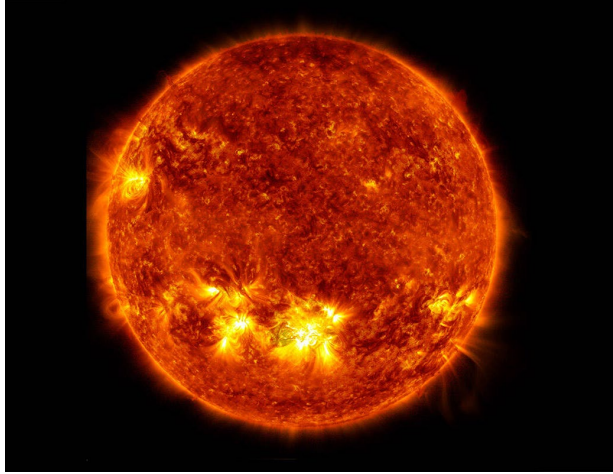
### THERMAL COMFORT



Subjective and objective influencing factors

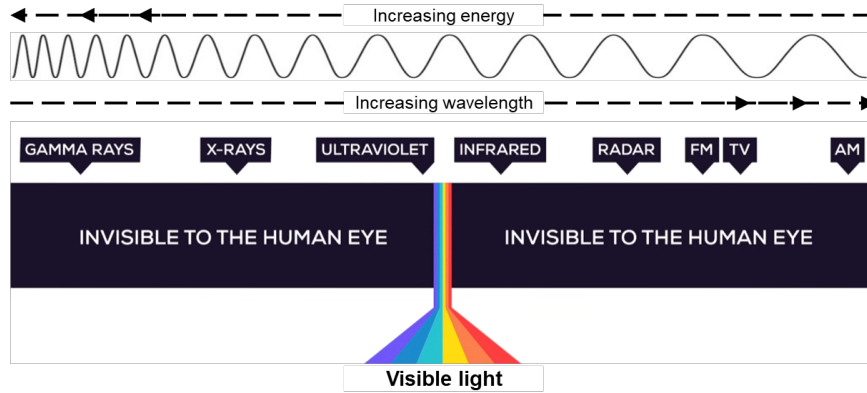
# Introduction to Daylight

## Light sources

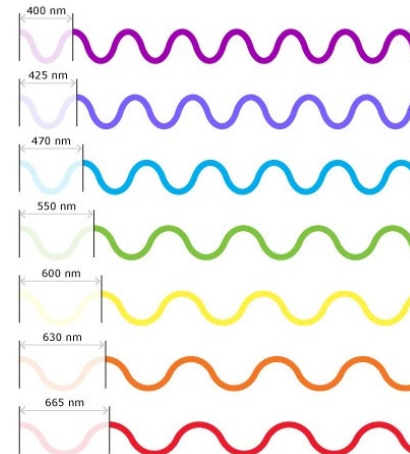
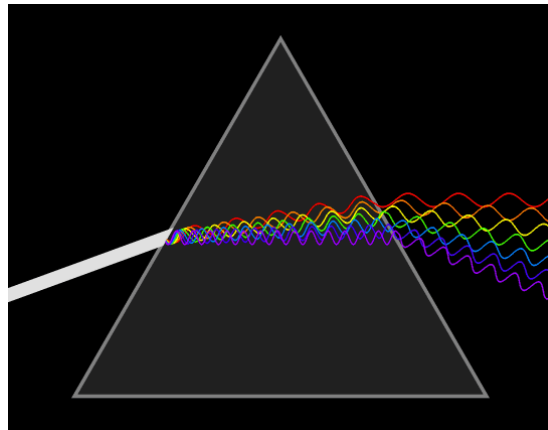
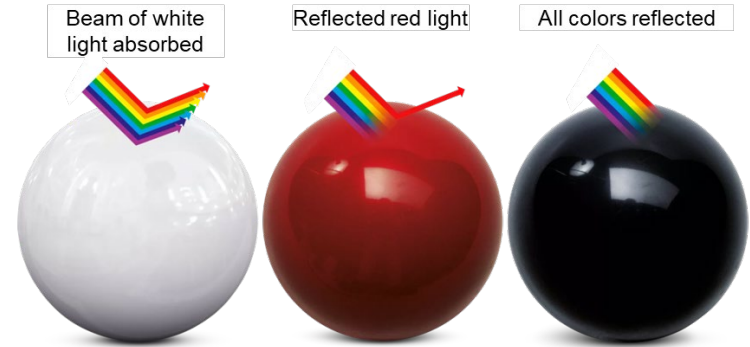


# Introduction to Daylight

## Physics of light

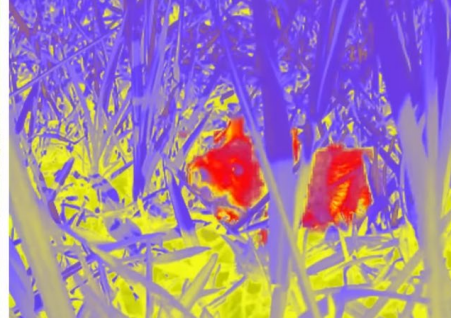


Only Wavelength between 380 -780 nm are visible to humans

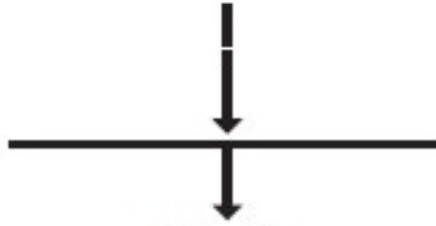


# Introduction to Daylight

## Physics of light



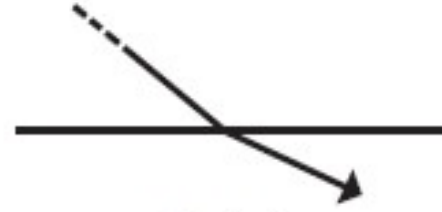
### Transmission



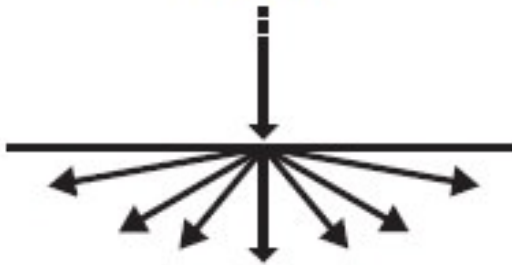
### Reflection



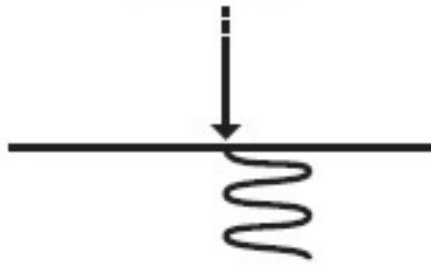
### Refraction



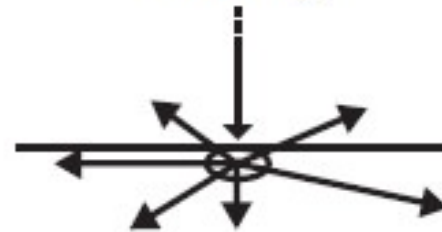
### Diffraction



### Absorption



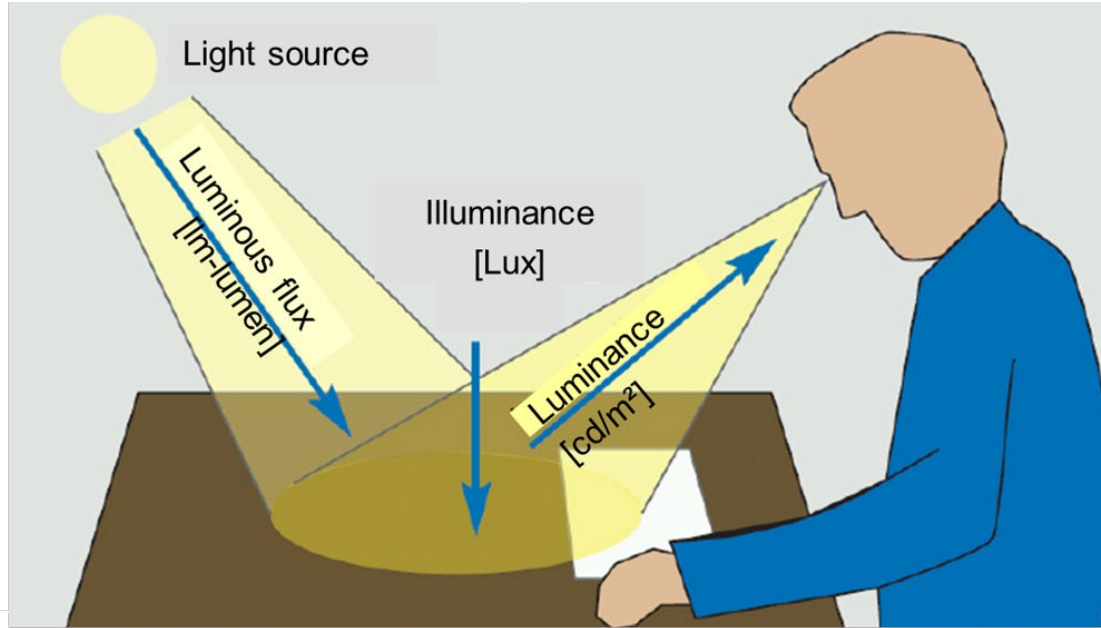
### Scattering





# How to measure light?

Definitions, metrics and tools



**IL-LUMINANCE**  
WHAT THE OBJECT  
RECEIVES

**LUMINANCE**  
WHAT THE EYE  
RECEIVES



# How to measure light?

Digital tools and workflows



## User interface

Rhinoceros 3D  
Grasshopper  
Ladybug & Honeybee

## Validated engine

Radiance  
Daylight simulation engine for static daylight analysis

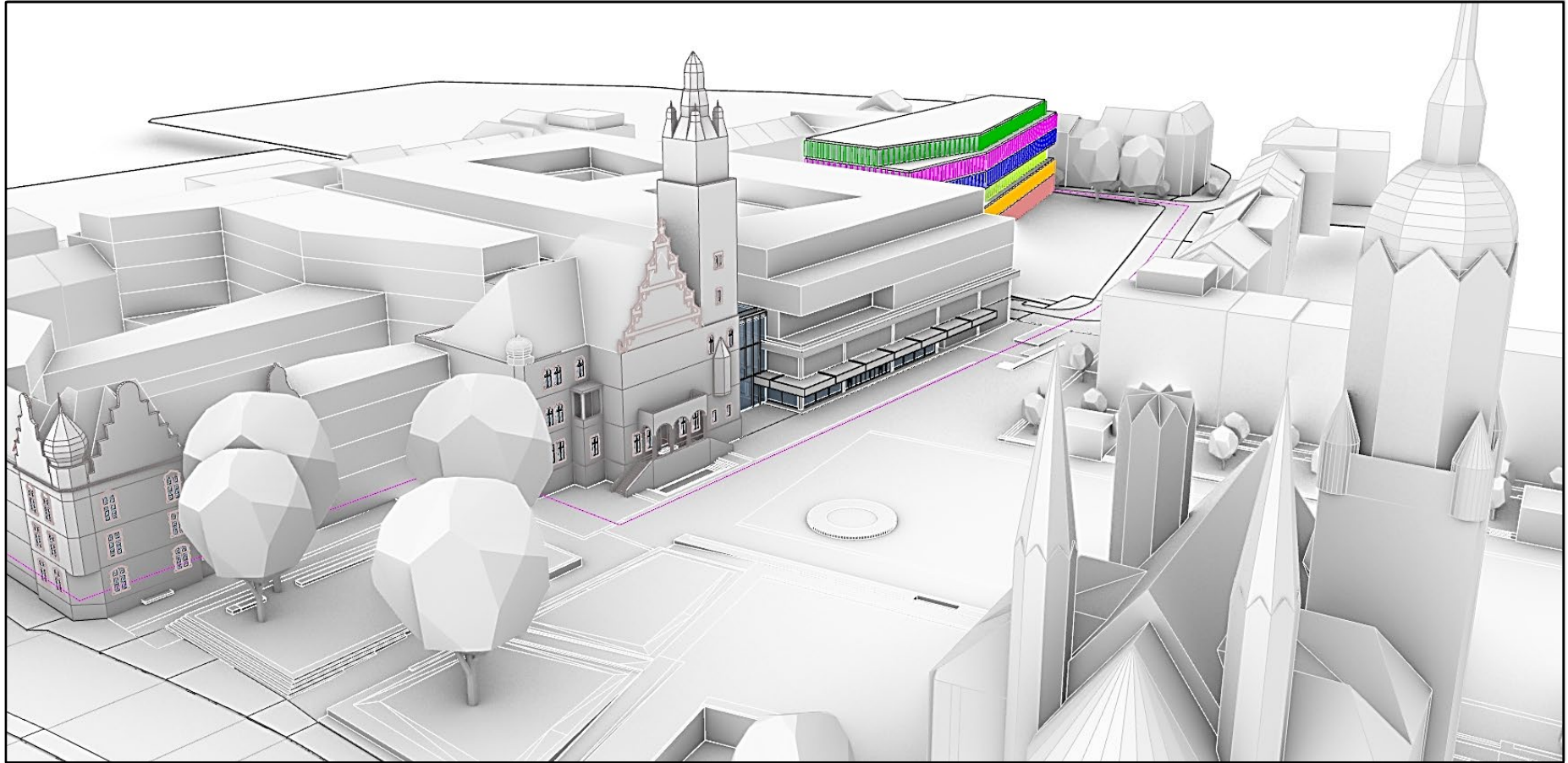
# Daylight-Radiation 3D-model with R

Preparation, simplification, materials



RhinoCeros®

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gebäudetechnologie +  
klimagerechtes entwerfen



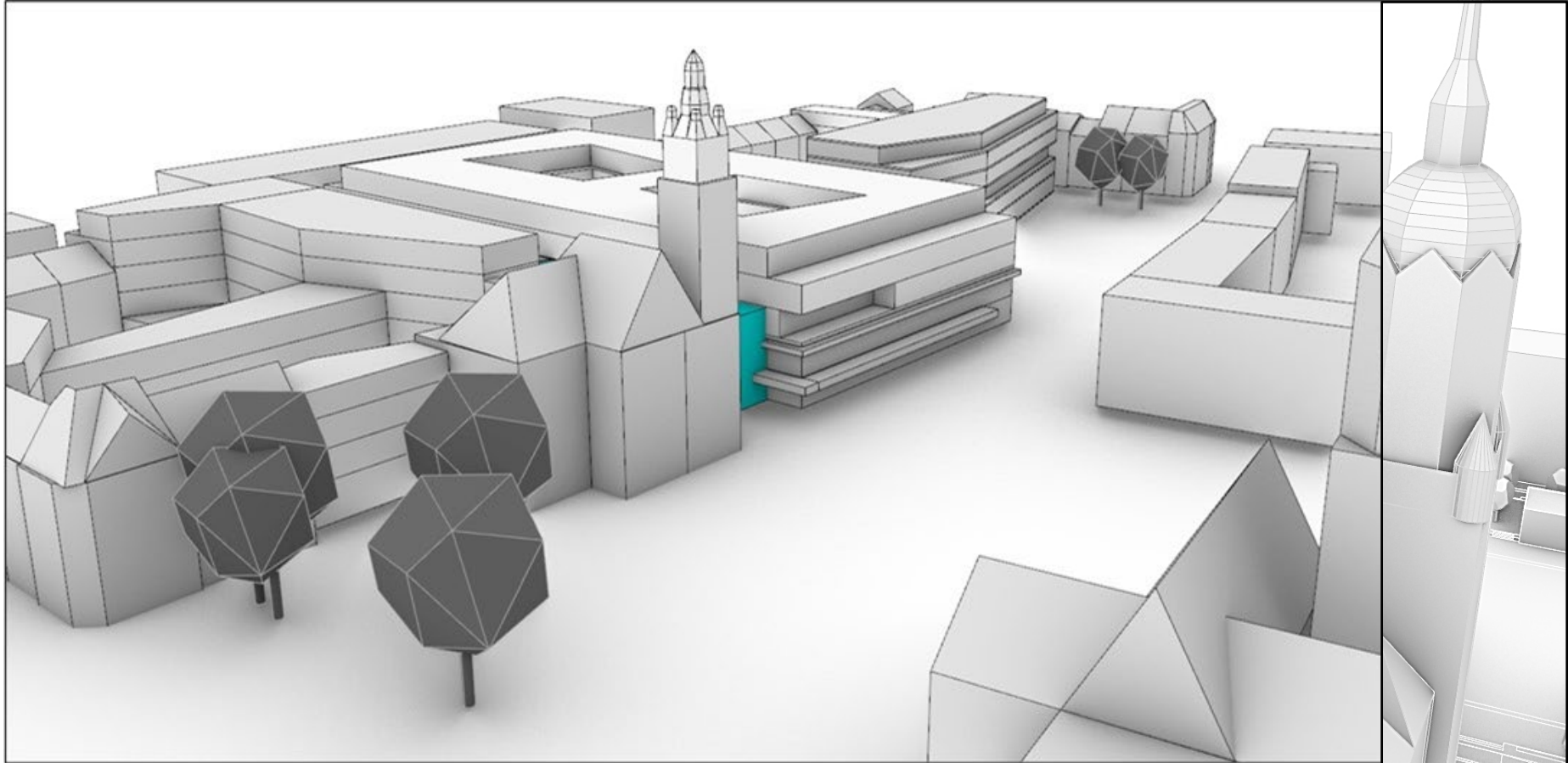
# Daylight-Radiation 3D-model with R

Preparation, simplification, materials



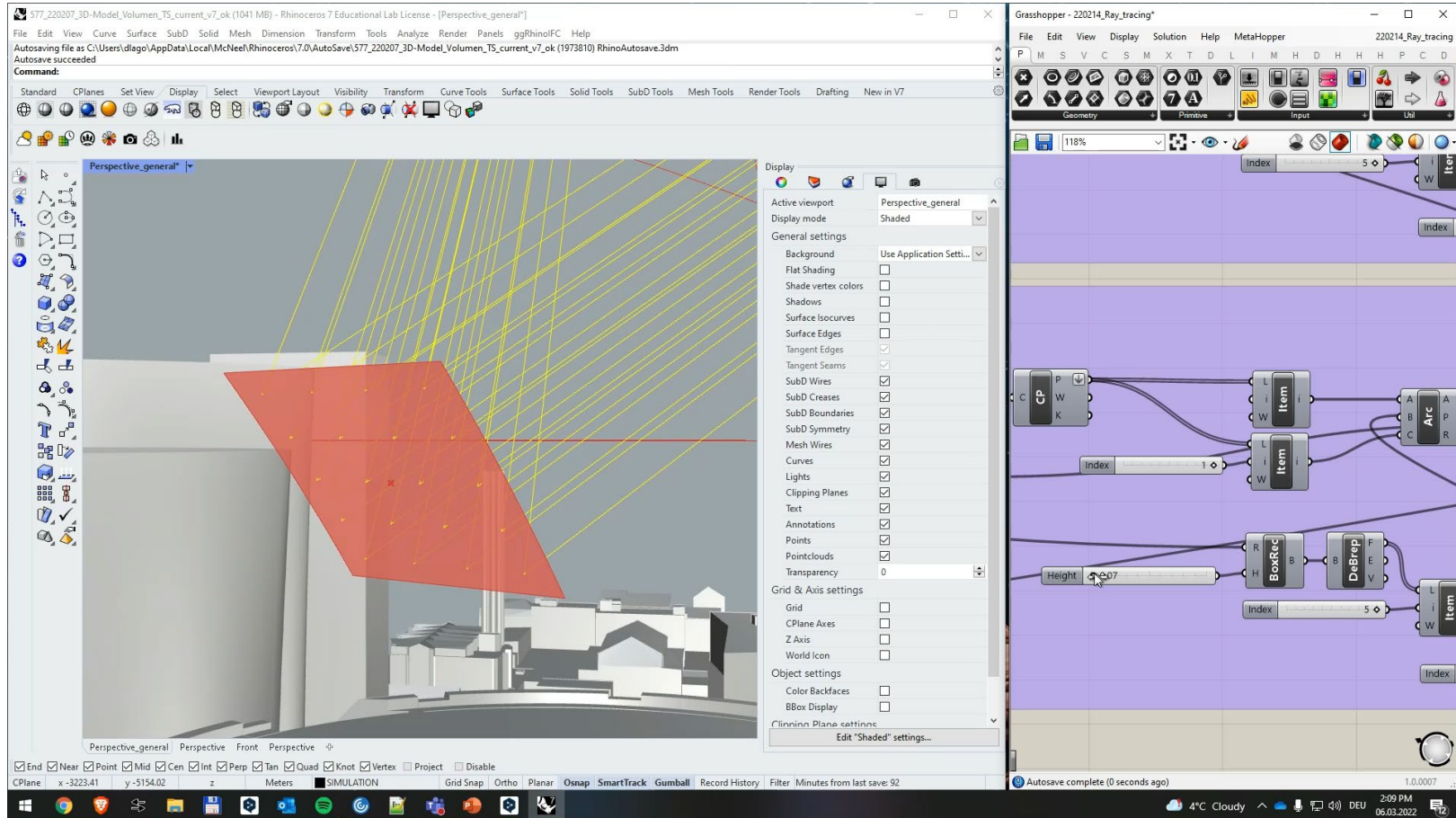
RhinoCeros®

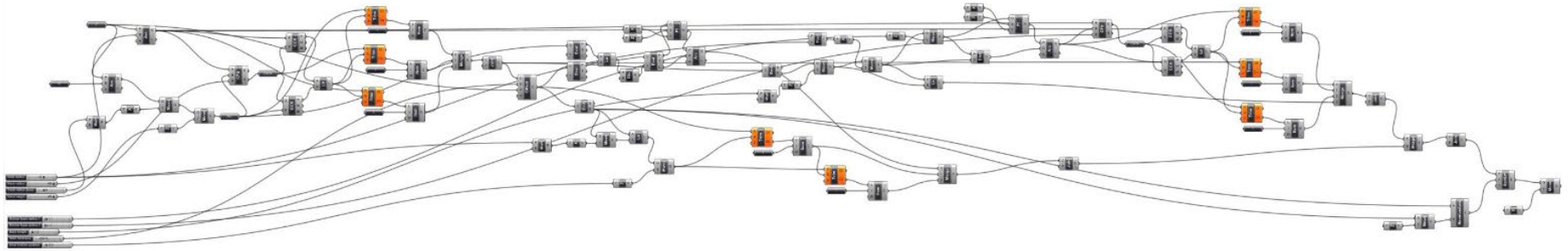
**gt+ke**  
gebüde**te**chnologie +  
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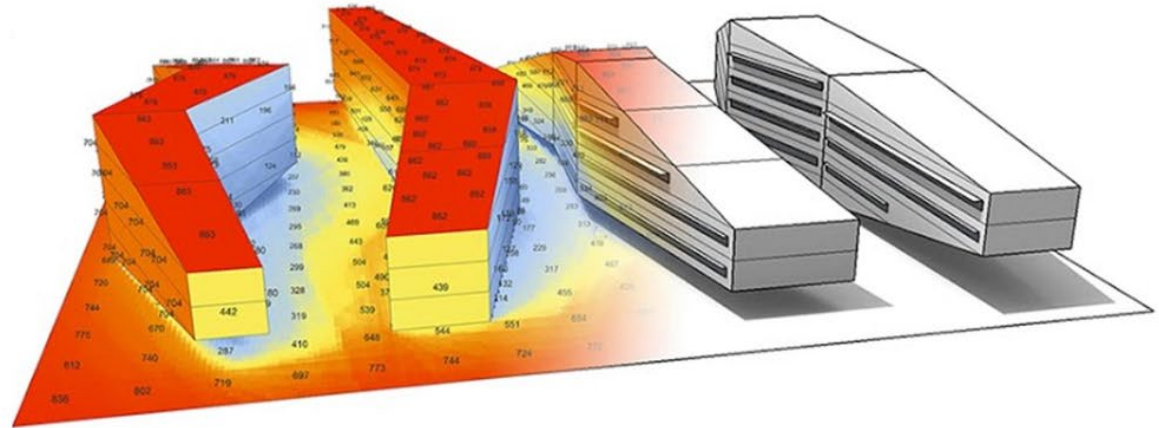
# Rhino + Grasshopper

## Parametrization, visual programming



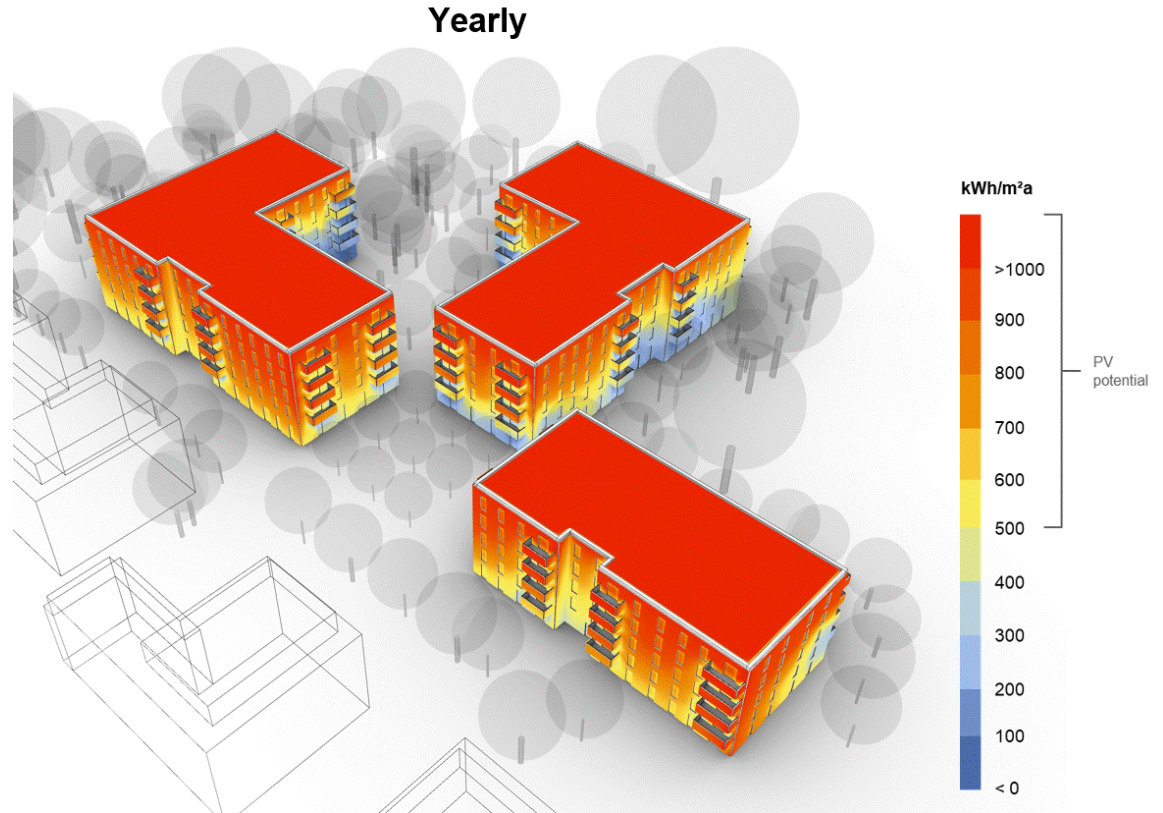
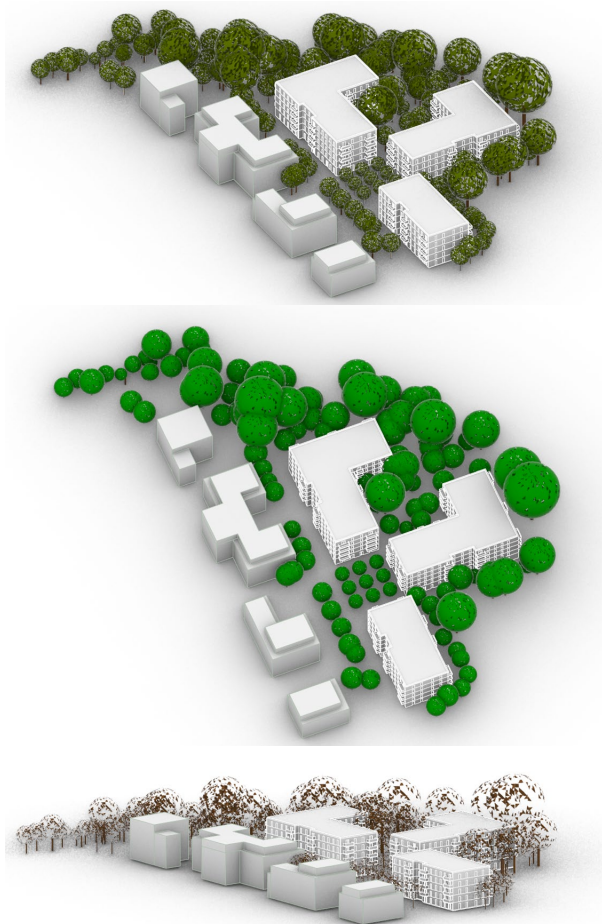


### Façade Radiation Analysis



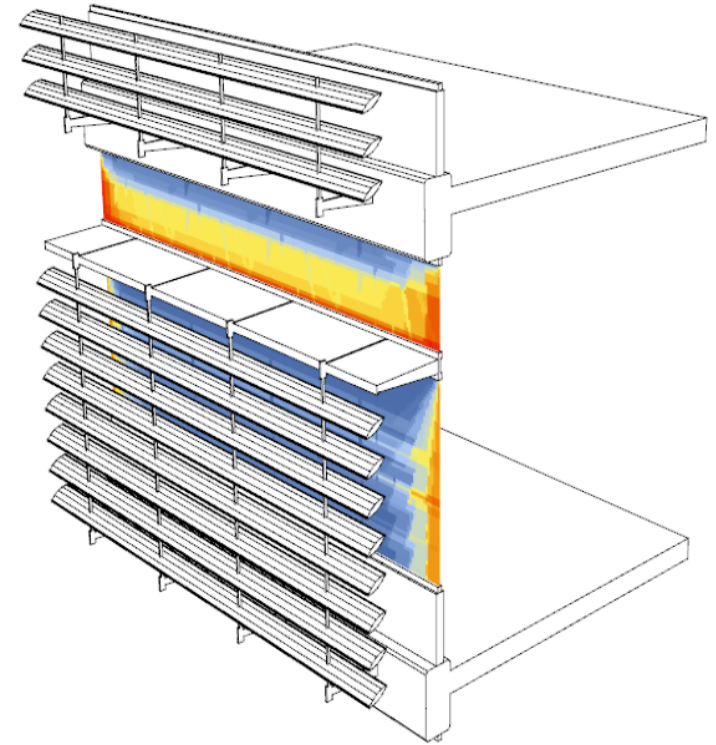
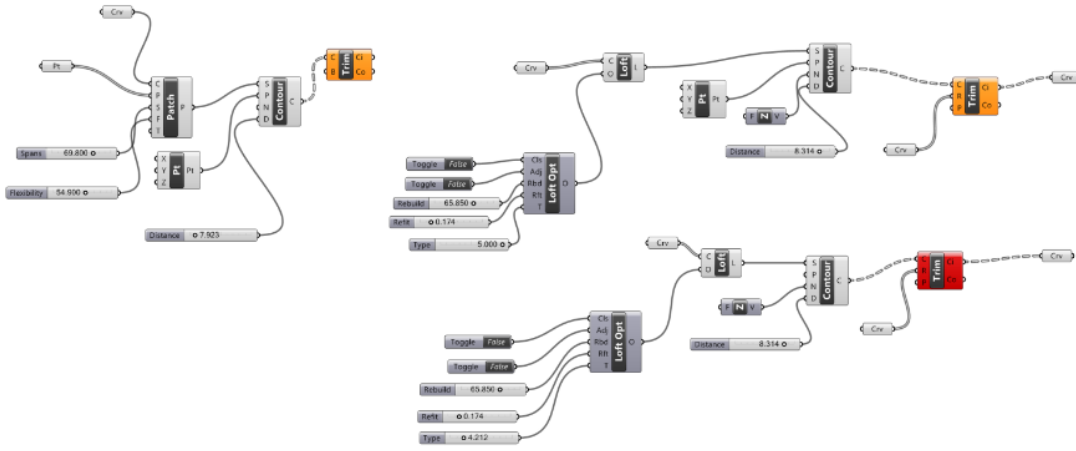
# Digital Workflows and Computer simulations

## Solar Radiation studies and View from the Sun



# Digital Workflows and Computer simulations

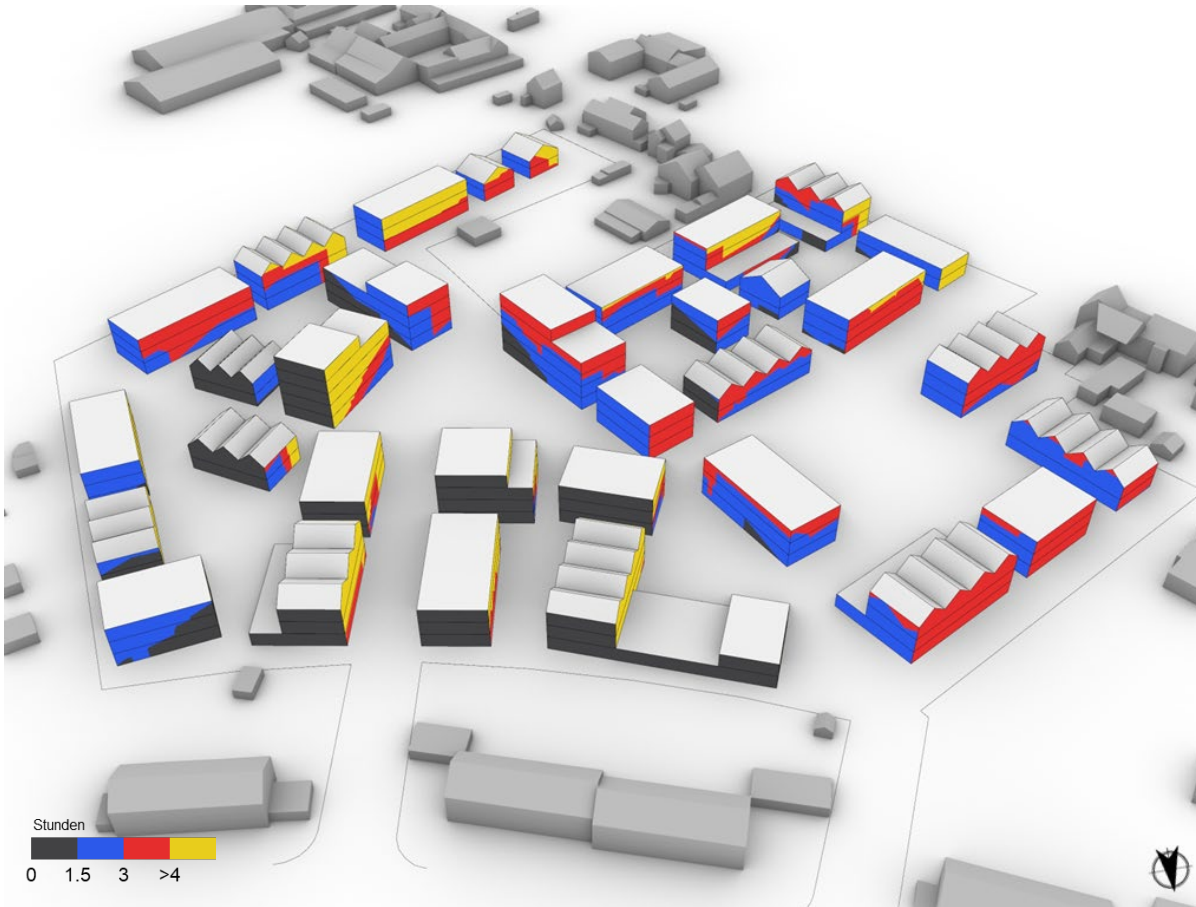
## Design and optimization of external shading devices



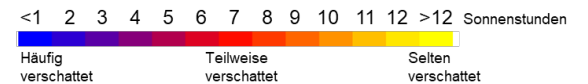
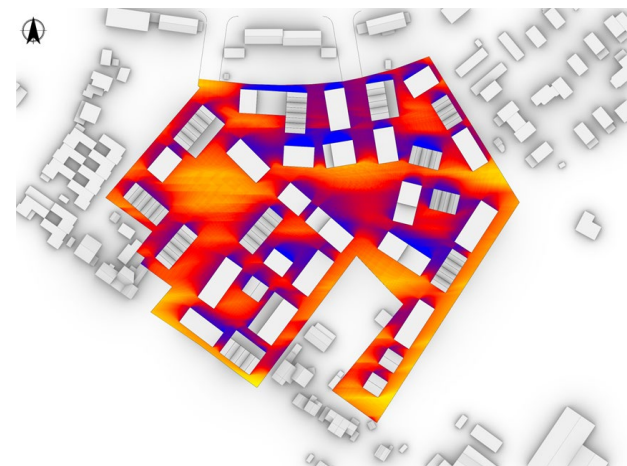
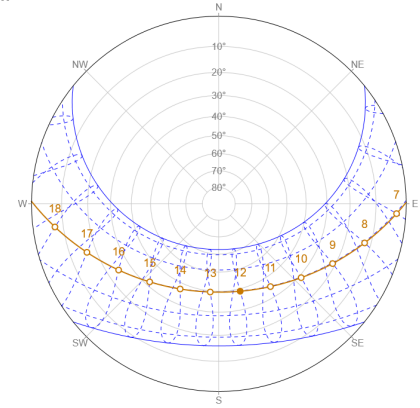


# Digital Workflows and Computer simulations

## Sunlight hours (Facades and Outdoor spaces)

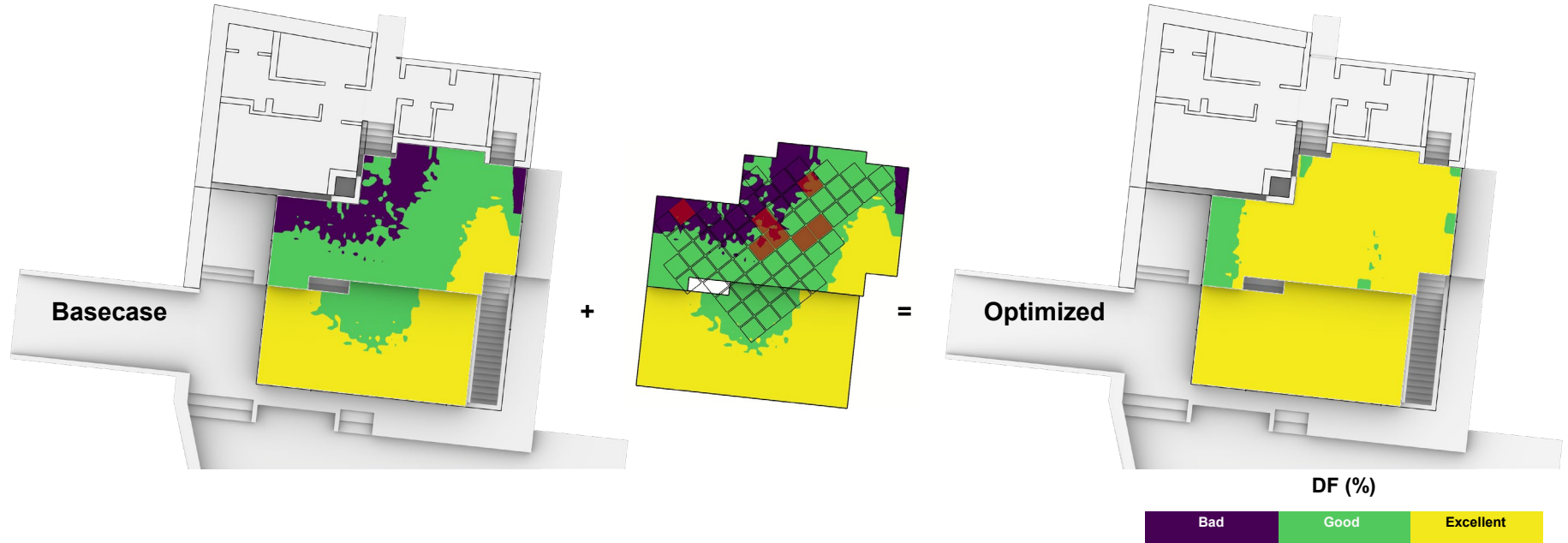


Mar 21 | 12:00  
Aachen



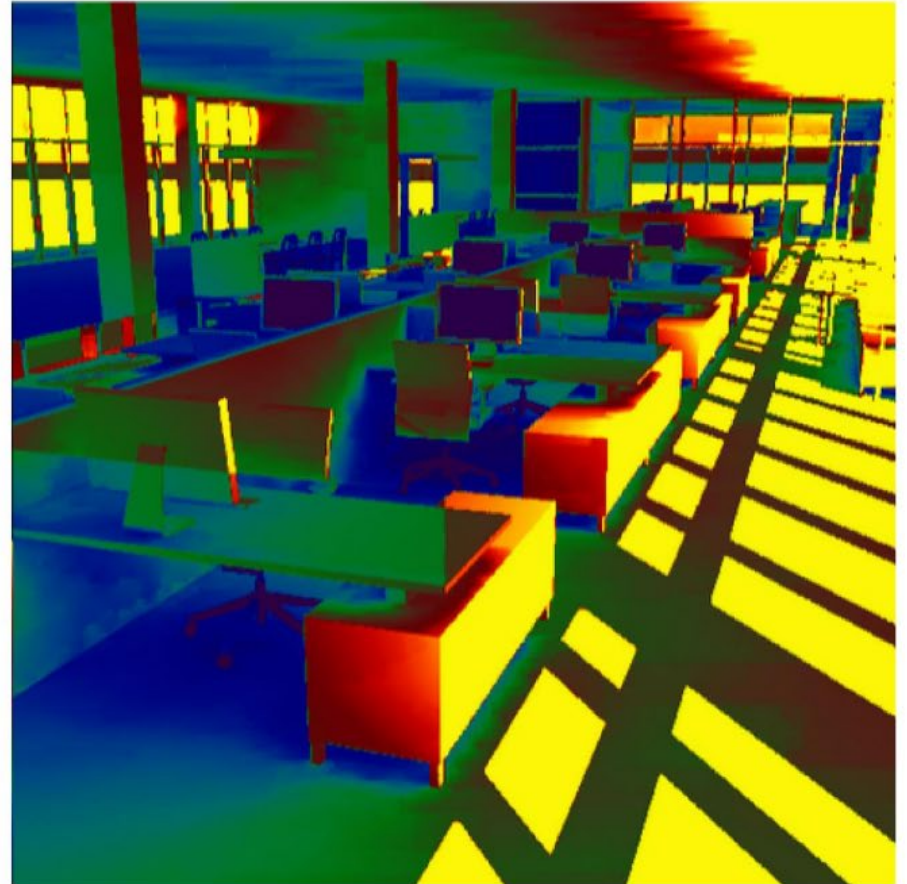
# Digital Workflows and Computer simulations

## Daylight Evaluations



# Digital Workflows and Computer simulations

## Daylight Performance and Luminance Visualization



# Digital Workflows and Computer simulations

## Designing with light

