

2026

abk-  
Architektur-  
Bauwesen-  
Kommunikation  
Stuttgart

Master of Architecture

## Climate Design

Digital Design Workflows for  
Performance Driven Architecture

Seminar  
LBA Daniel Lago

gt+ke  
gebäudetechnologie +  
interieurarchitektur

### Lecturer

**LBA Daniel Lago, BA. Arch.**  
Project Engineer at  
Transsolar KlimaEngineering

### Dates

**Thursdays, 14:00-17:00**

### Kick-off

**Thursday – 23.04.2026 – 14:00**  
KWR Pavillon, Campus Center

**Main Language**  
English

### Registration

**by e-mail until Monday, 19.04.2026**  
[climatedesigntools@transsolar.com](mailto:climatedesigntools@transsolar.com)

### More Info

portal.abk-stuttgart.de, gt.abk-stuttgart.de

**gt+ke**

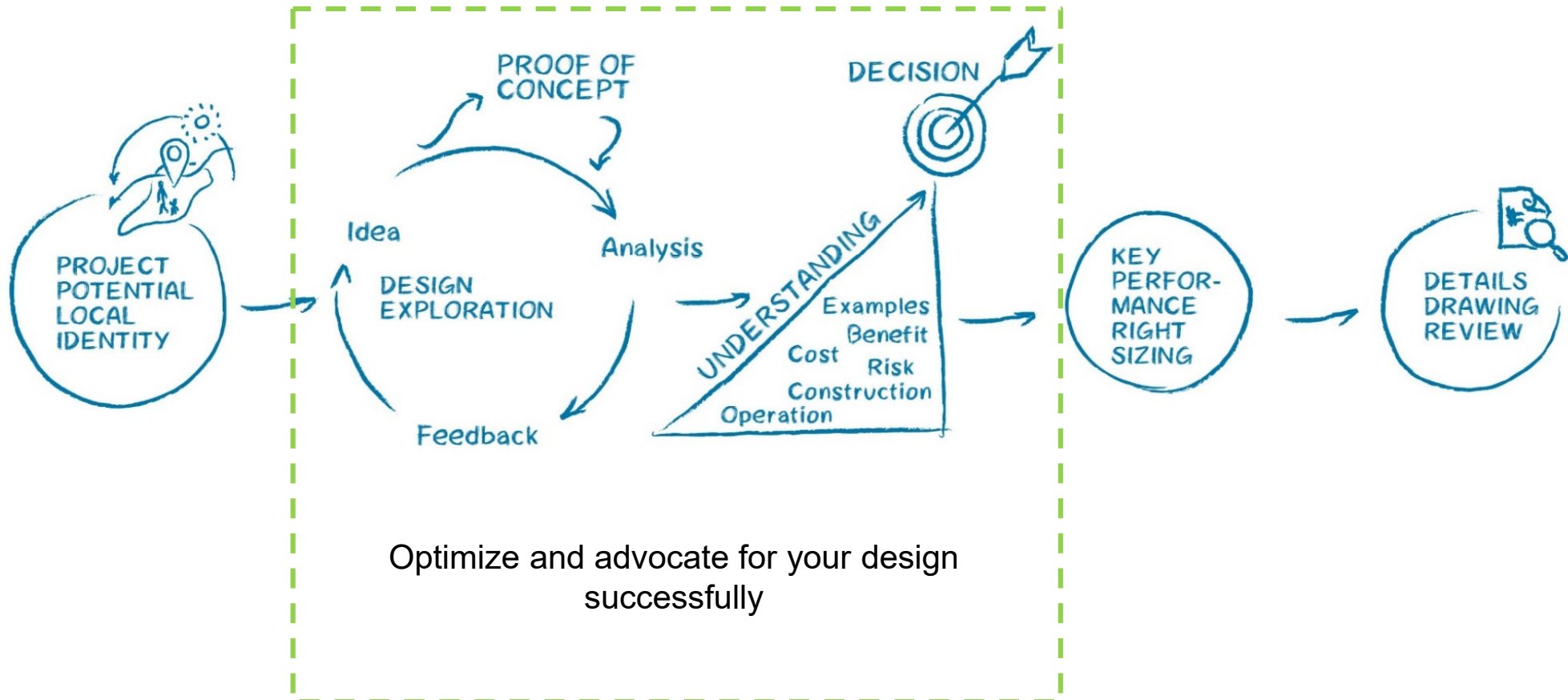
# Climate Design Tools

## Course outline

<b>Session</b>	<b>When</b>	<b>What</b>
Session 01	23/04 (14:00 to 17:00)	Introduction Daylight and Radiation
Session 02	30/04 (14:00 to 17:00)	Introduction to Rhino / Software Setup & Troubleshooting
Session 03	21/05 (14:00 to 17:00)	Climate Studio Tutorials & Hands-on
Session 04	18/06 (14:00 to 17:00)	Climate Studio Tutorials & Hands-on
Session 05	25/06 (14:00 to 17:00)	Capstone Project - Introduction
Session 06	02/07 (14:00 to 17:00)	Capstone Project – Mid review
Session 07	09/07 (14:00 to 17:00)	Capstone Project – Final review

# Performance driven design

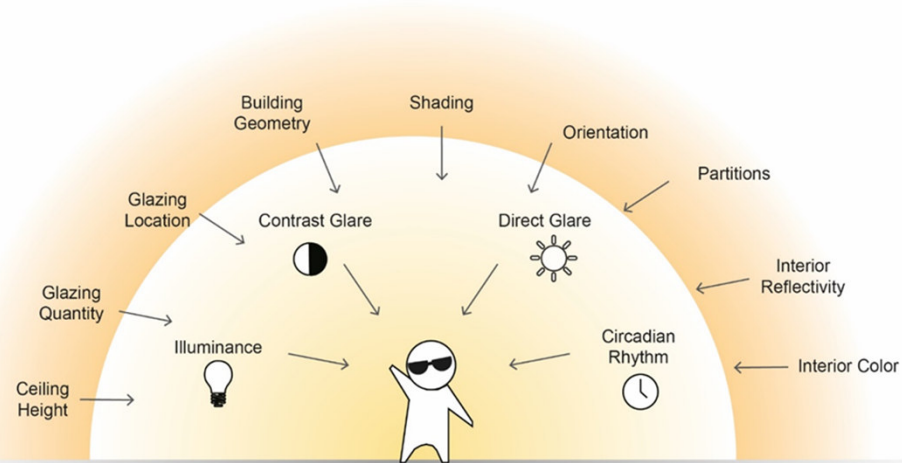
## Timeline



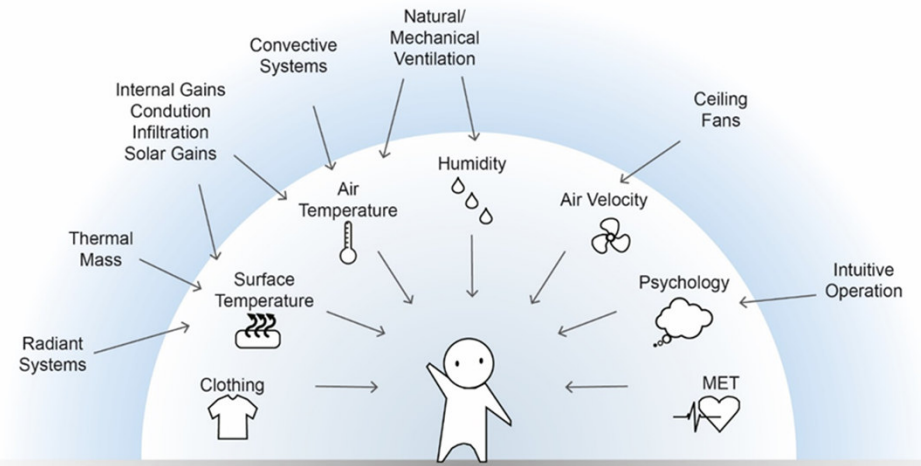
# What do we ask of buildings?

## Comfort

### VISUAL COMFORT



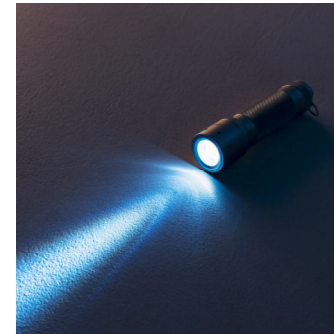
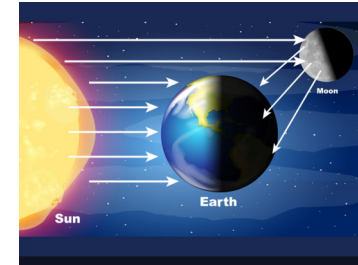
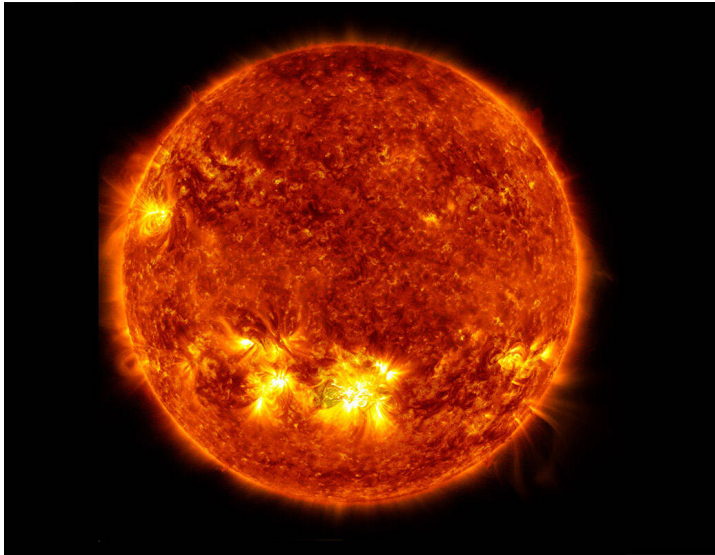
### THERMAL COMFORT



Subjective and objective influencing factors

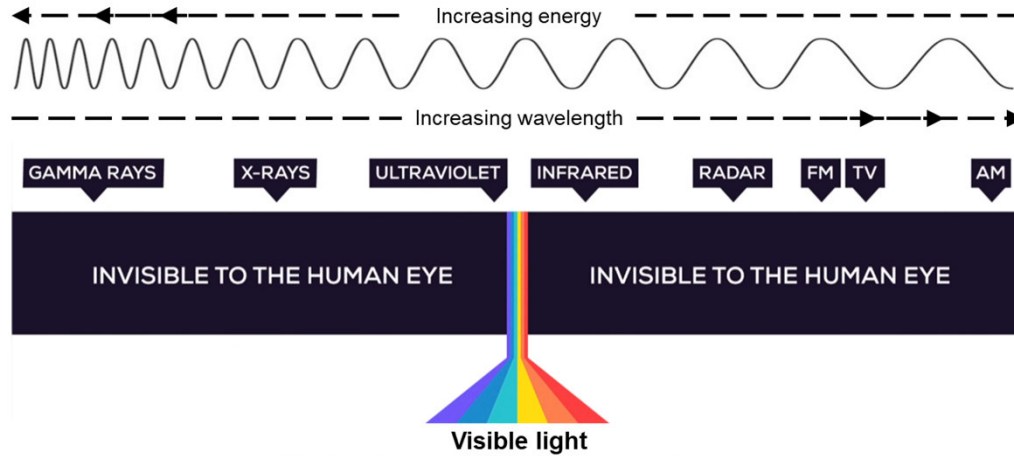
# Introduction to Daylight

## Light sources

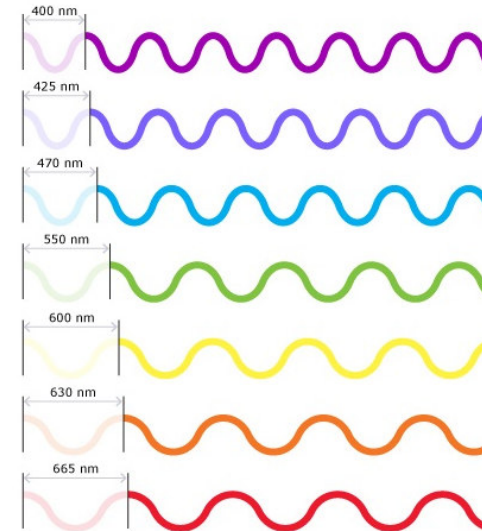
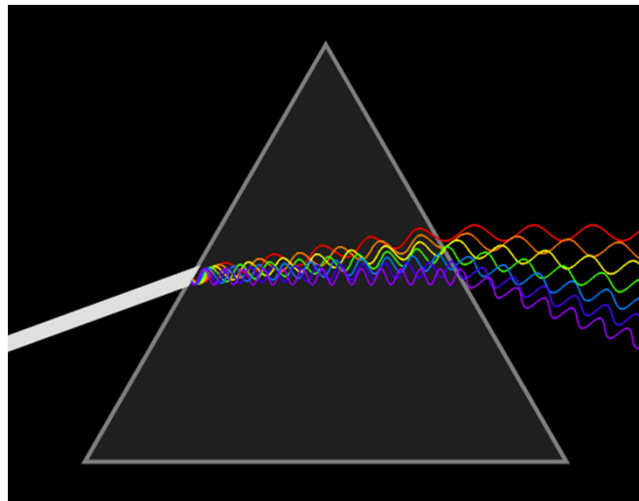
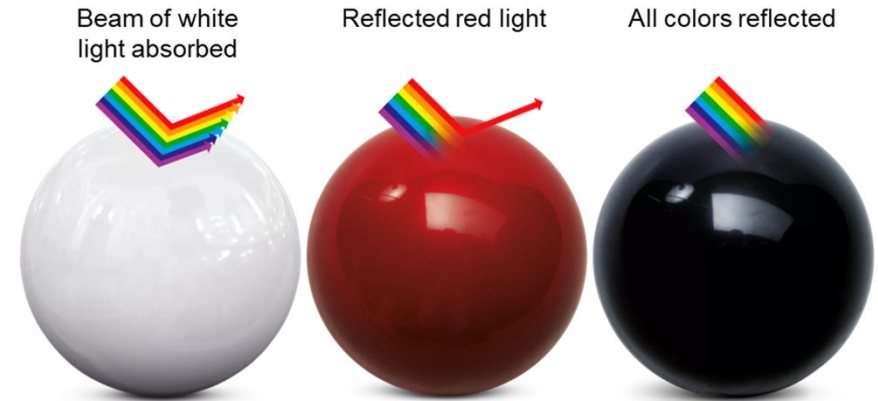


# Introduction to Daylight

## Physics of light

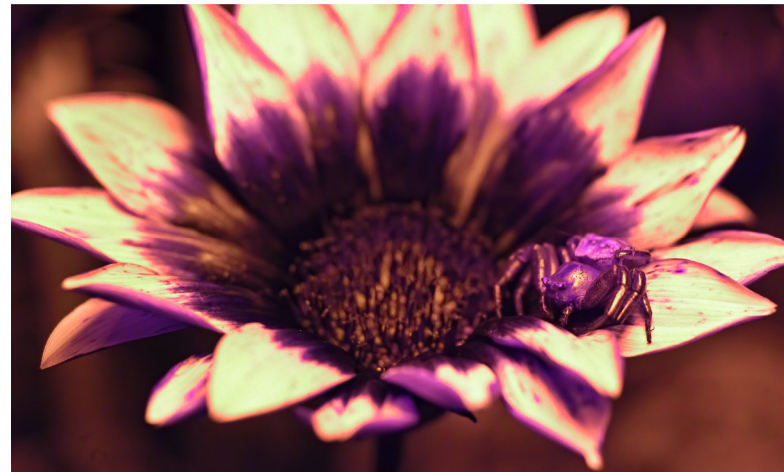
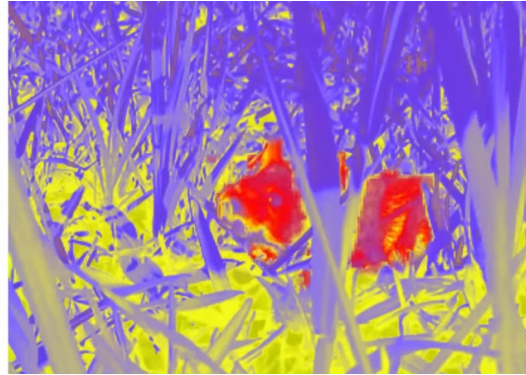


Only Wavelength between 380 -780 nm are visible to humans



# Introduction to Daylight

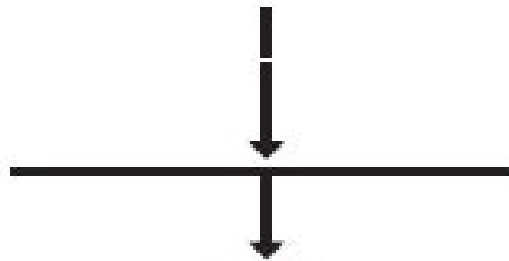
## Physics of light



# Introduction to Daylight

## Light behaviors

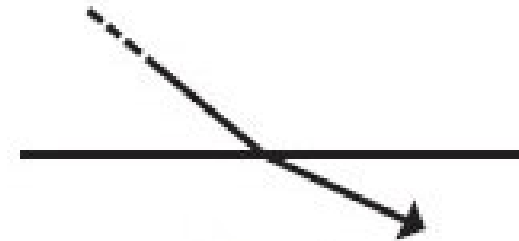
### Transmission



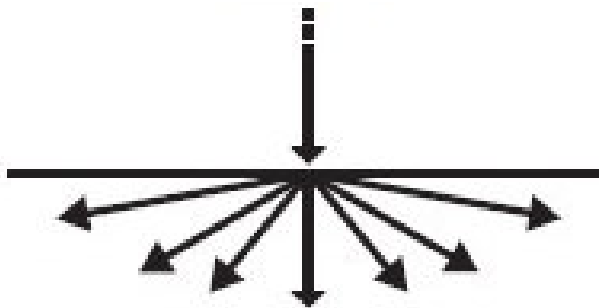
### Reflection



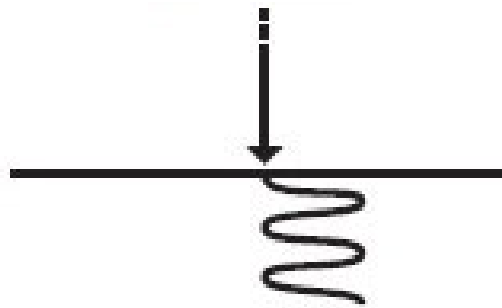
### Refraction



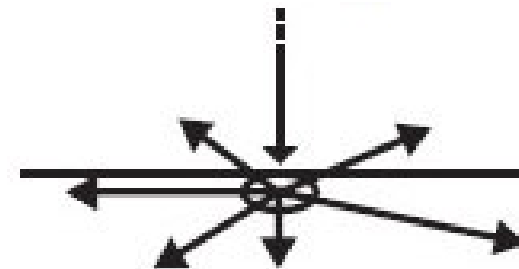
### Diffraction



### Absorption

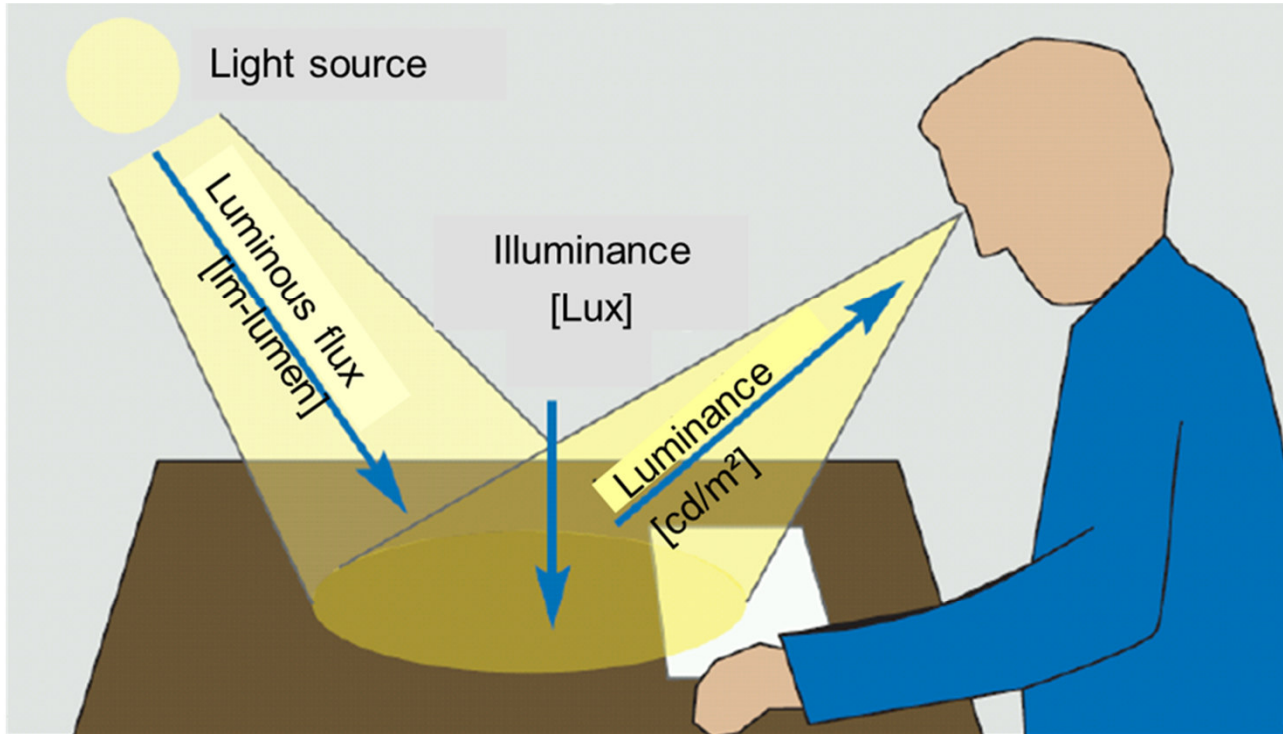


### Scattering



# 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

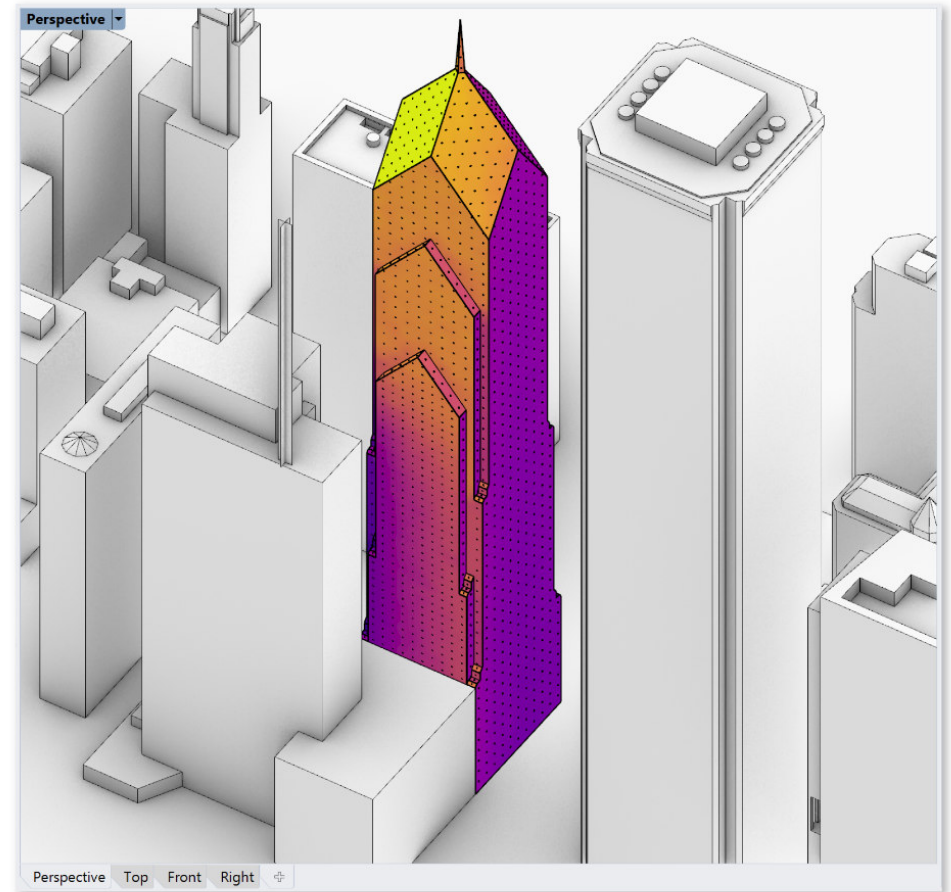
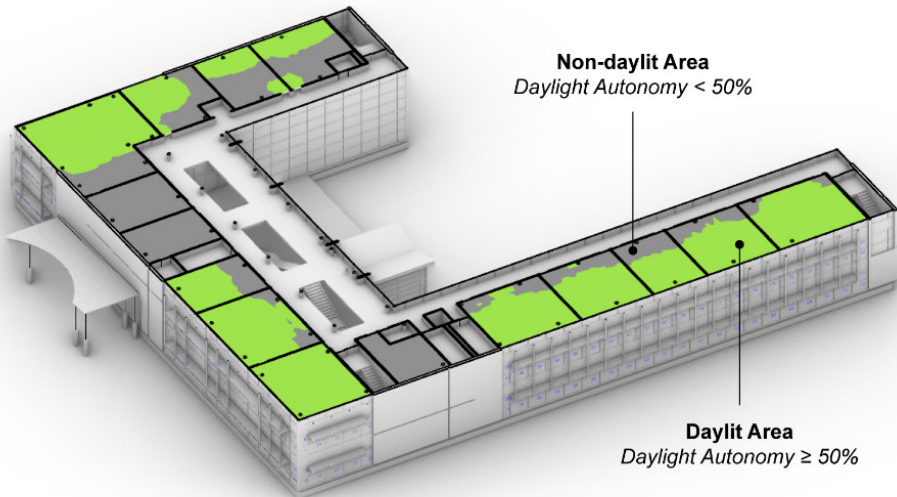
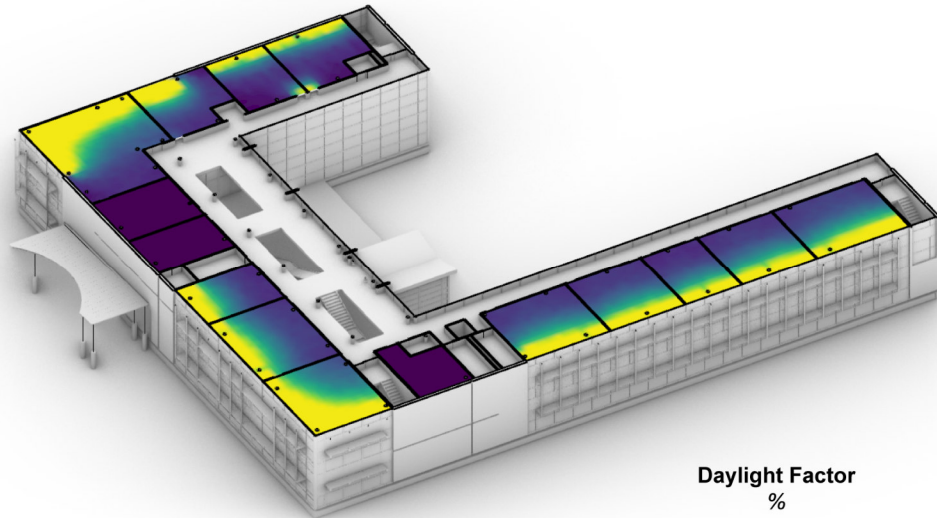
Rhinceros 3D  
Grasshopper

## Validated engine

Radiance  
Daylight simulation engine for static daylight analysis

# How to measure light?

## Digital tools and workflows



**Climate Studio**

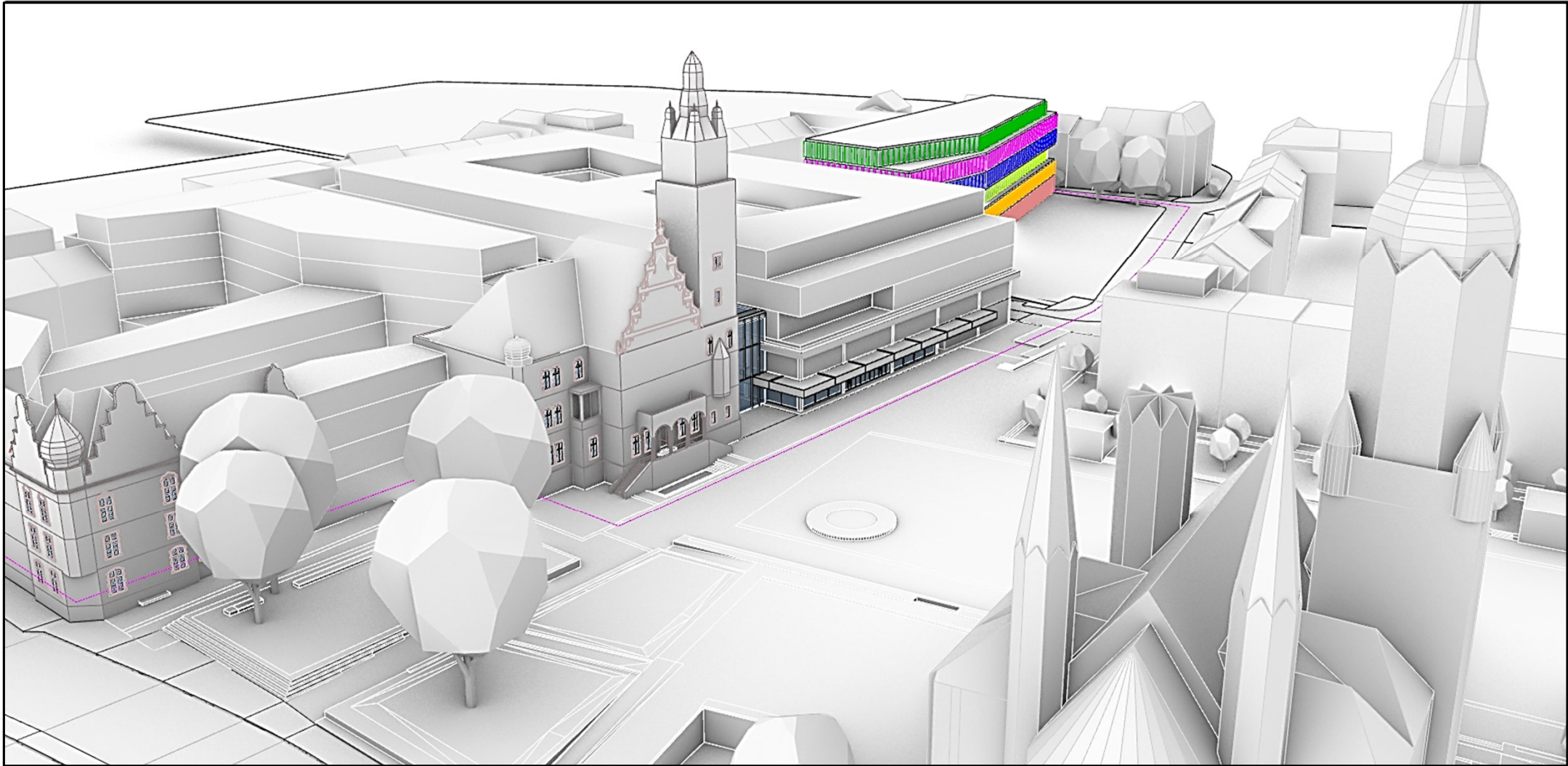
# Daylight-Radiation 3D-model with Rh

Preparation, simplification, materials



Rhino**ceros**<sup>®</sup>

**gt+ke**  
gebäudetechnologie +  
klimagerechtes entwerfen



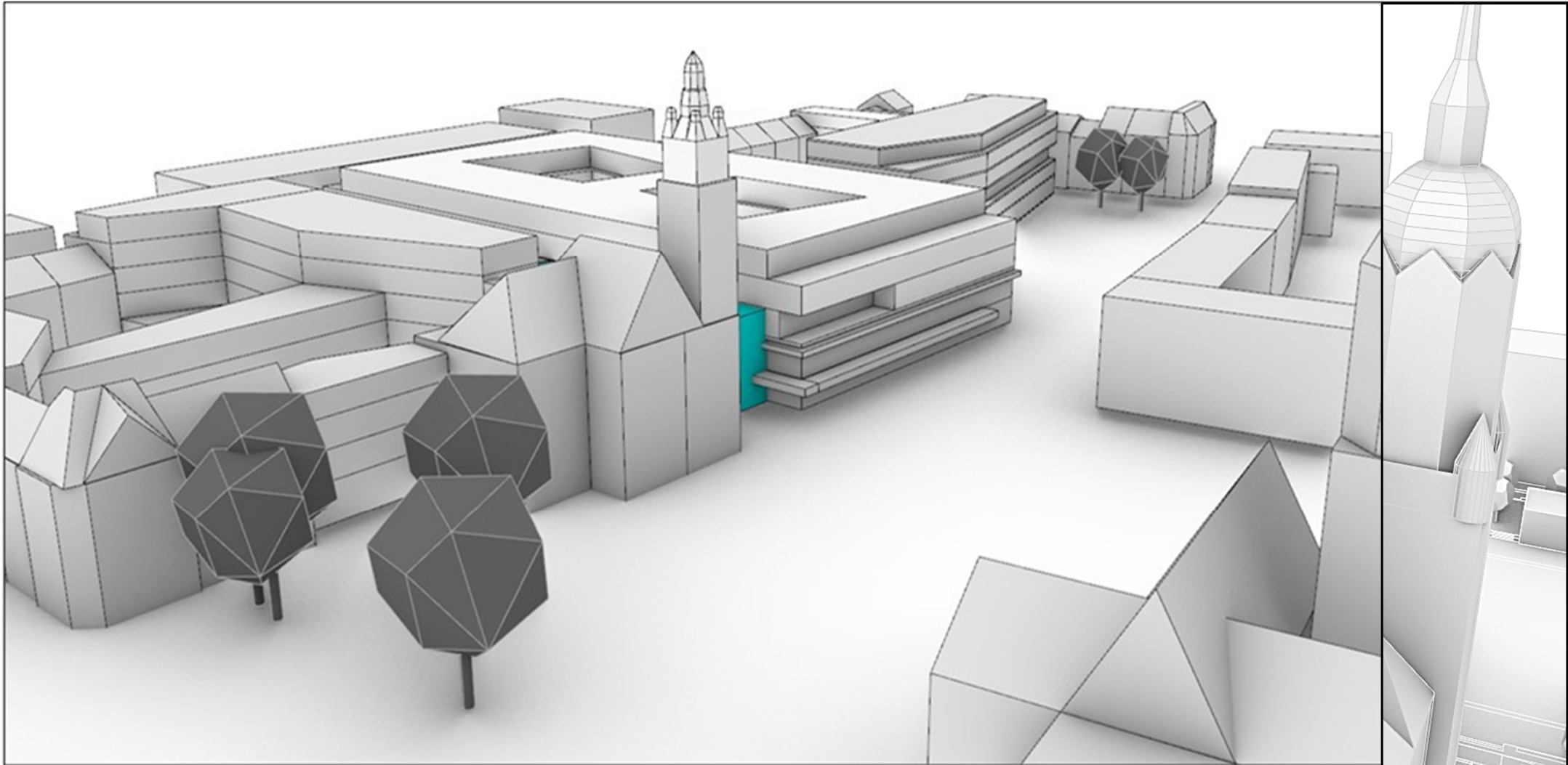
# Daylight-Radiation 3D-model with Rh

Preparation, simplification, materials



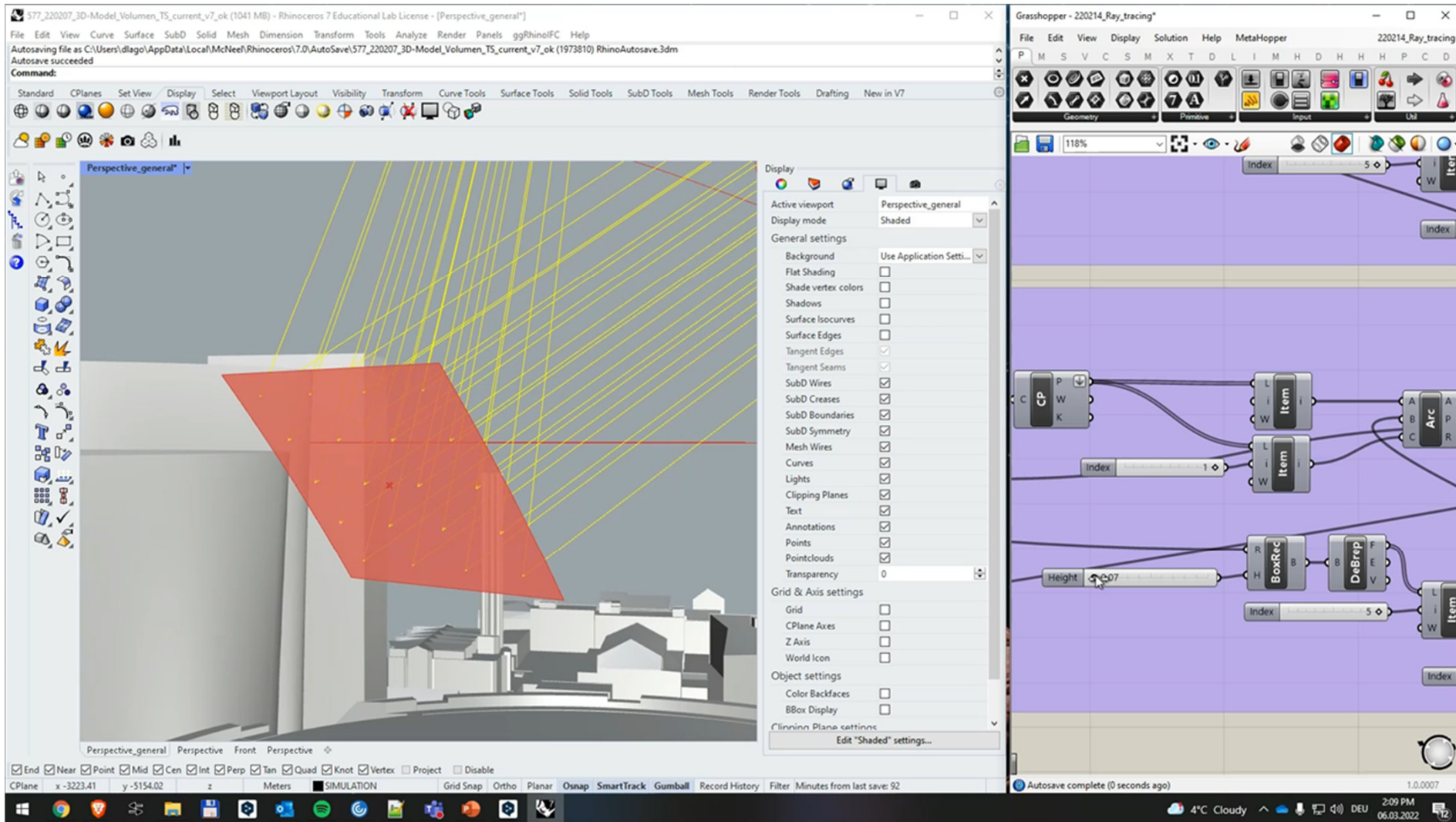
Rhino**ceros**<sup>®</sup>

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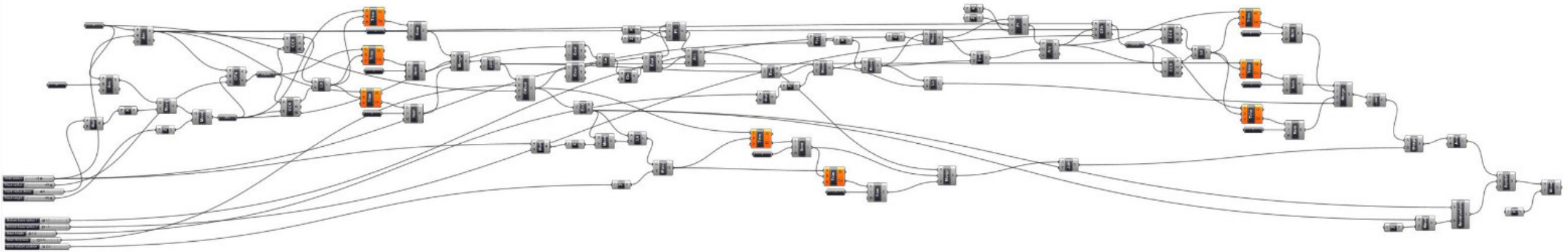
# Rhino + Grasshopper

## Parametrization, visual programming

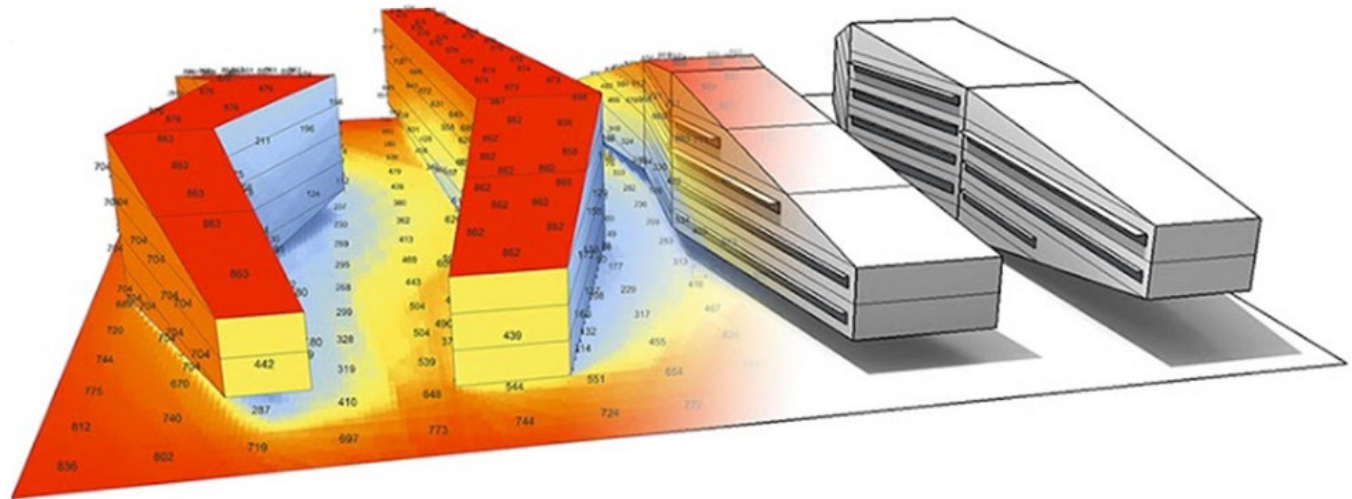


# Digital Workflows and Computer simulations

## Solar Radiation studies

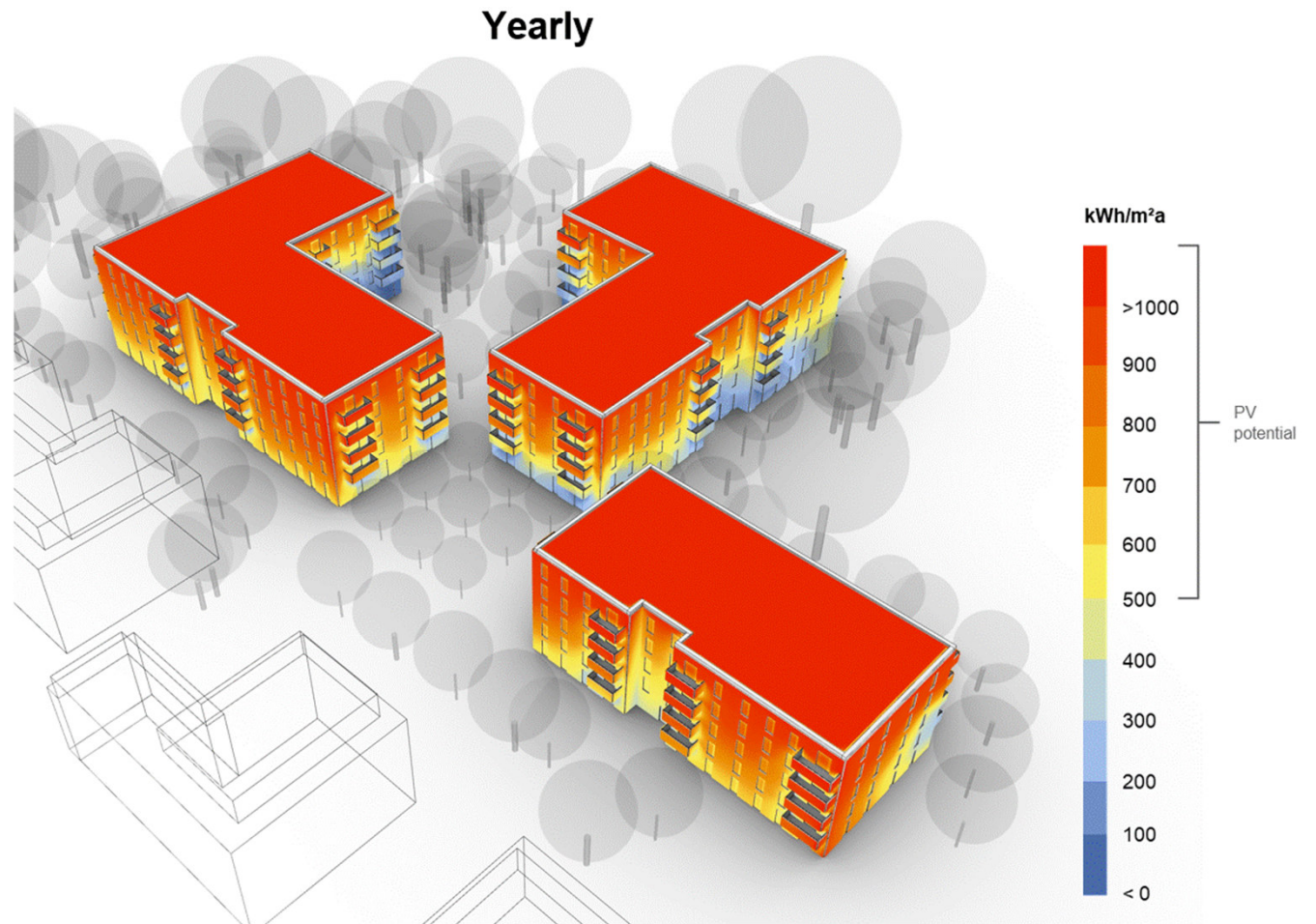
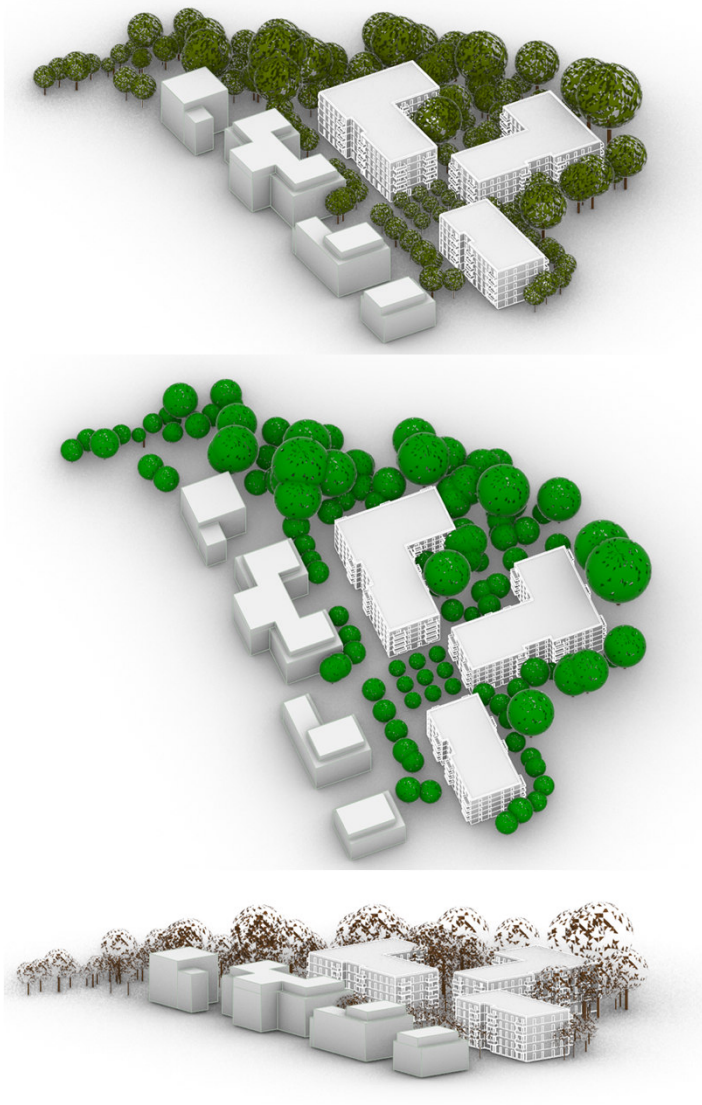


## Façade Radiation Analysis



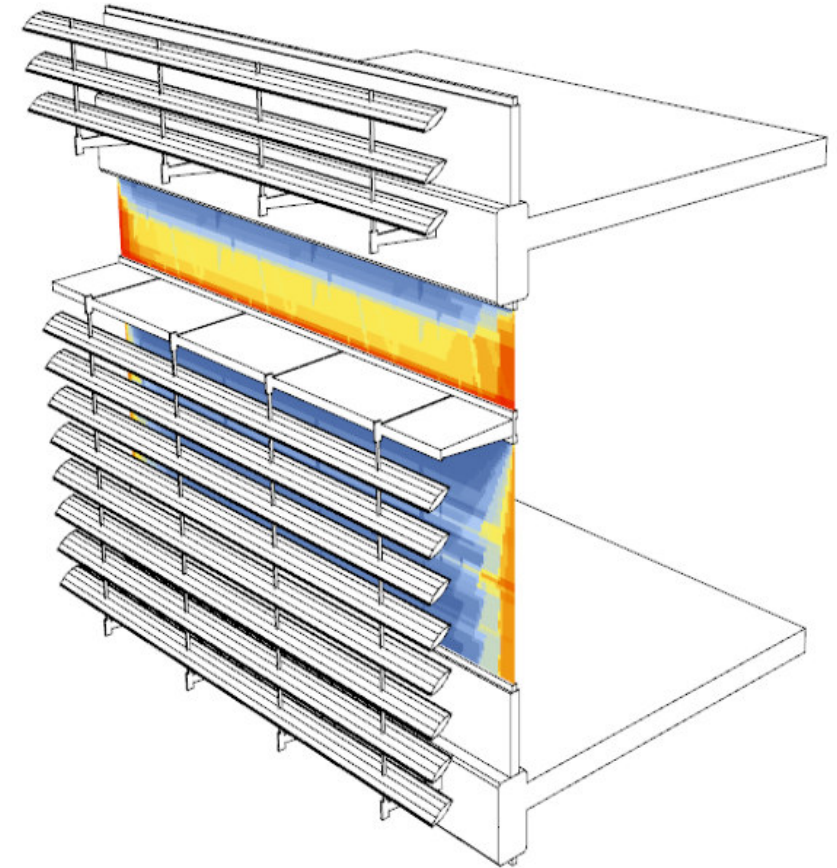
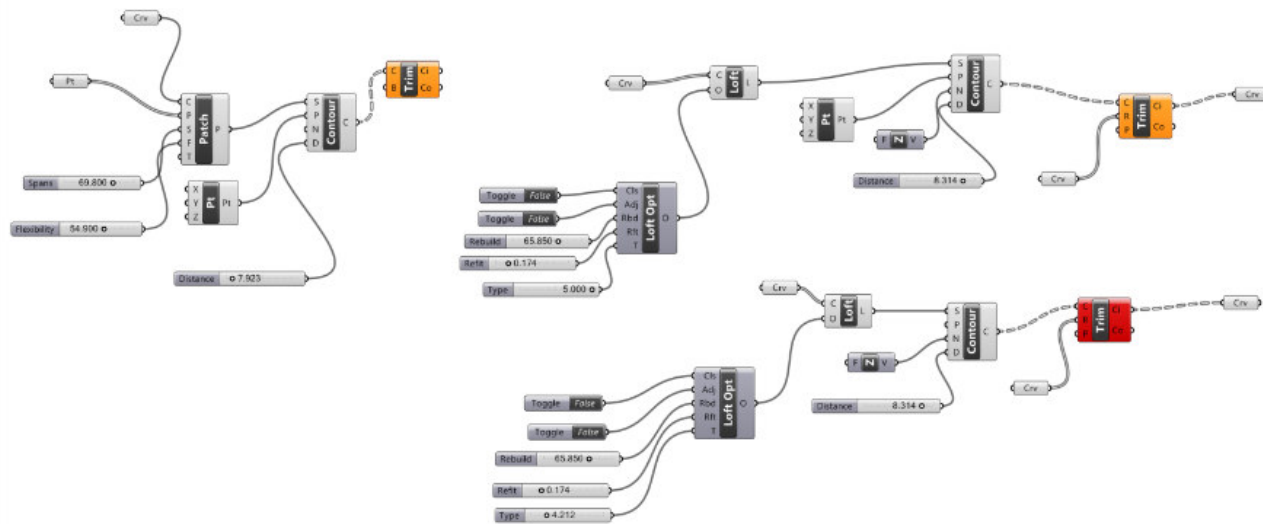
# Digital Workflows and Computer simulations

## Solar Radiation studies and View from the Sun



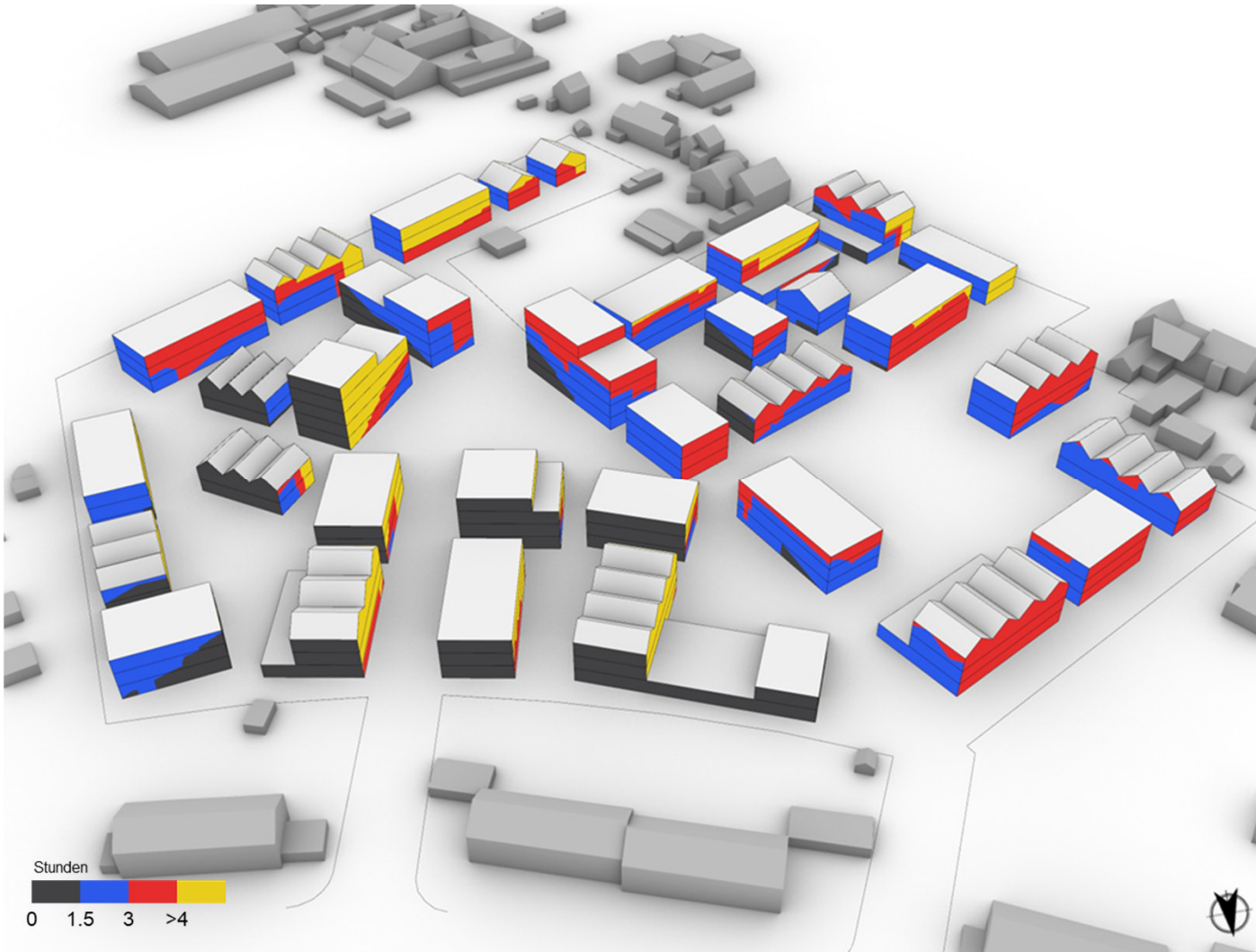
# Digital Workflows and Computer simulations

## Design and optimization of external shading devices

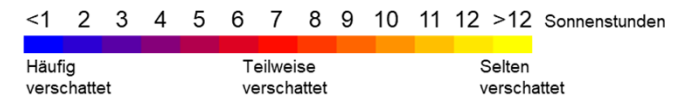
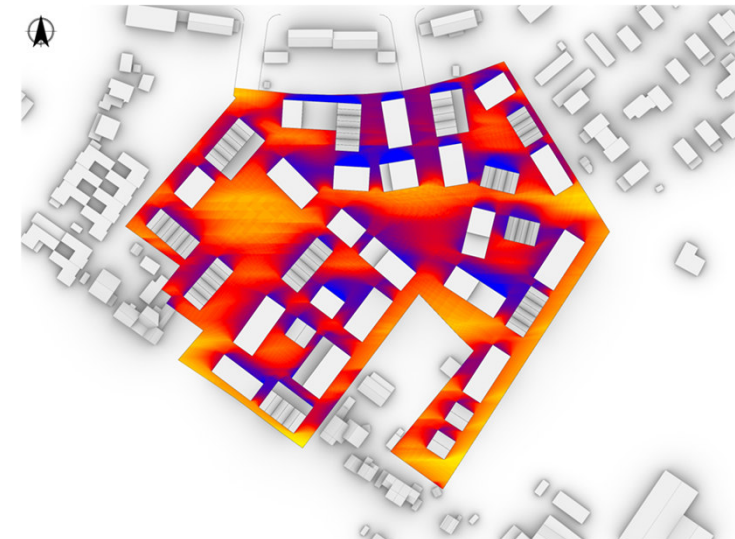
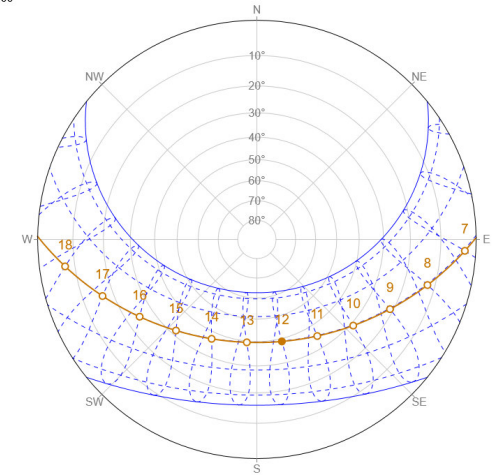


# Digital Workflows and Computer simulations

## Sunlight hours (Facades and Outdoor spaces)

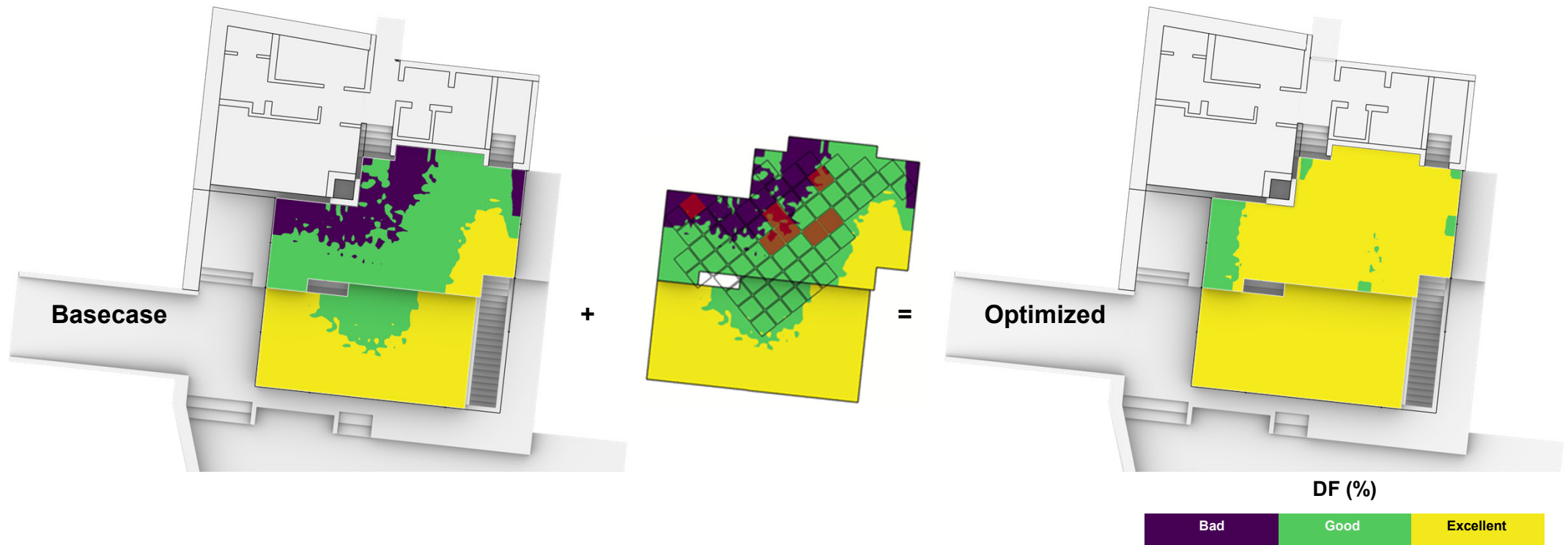


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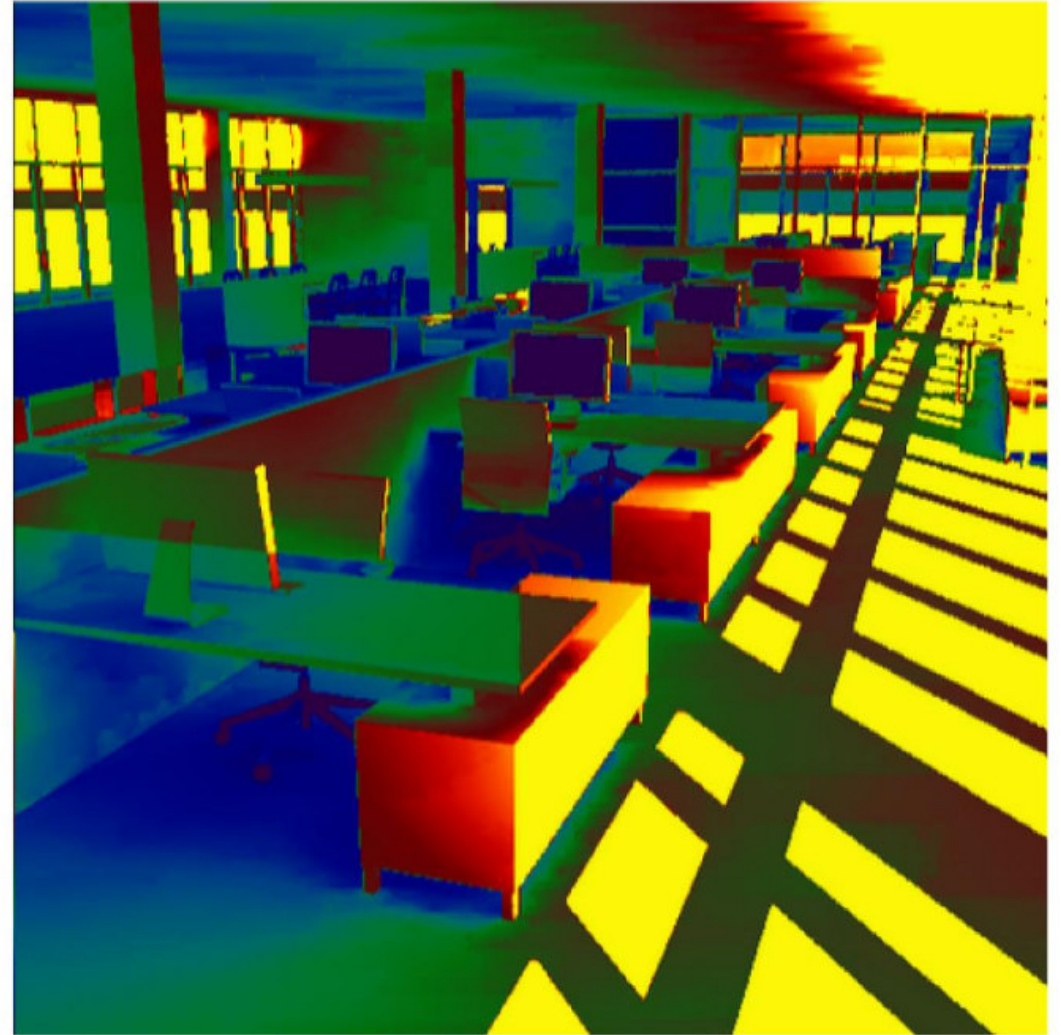
# Digital Workflows and Computer simulations

## Daylight Evaluations



# Digital Workflows and Computer simulations

## Daylight Performance and Luminance Visualization



# Digital Workflows and Computer simulations

Designing with light

