

CIBSE Application Manual AMI I 'Building Performance Modelling'

Chapter 7: Lighting Modelling

Contents

- Daylight / electric lighting
- Daylight basics
- Daylight factor
- Reliability / accuracy of simulation
- Daylighting strategies / glazing systems
- Climate-based daylight modelling
- Electric lighting
- Case studies



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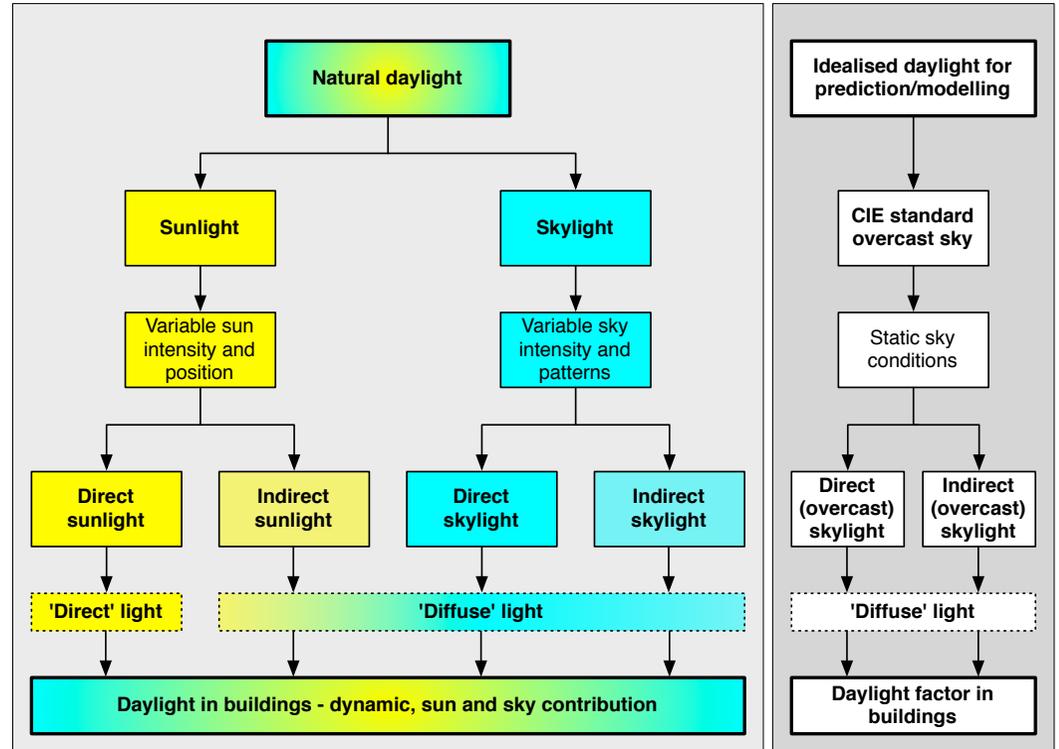
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Section 7.1

Daylight Basics

- Actual and modelled daylight
- Daylight and building occupants
- Daylight and sky conditions
- Daylight factor definition
- DF and guidelines



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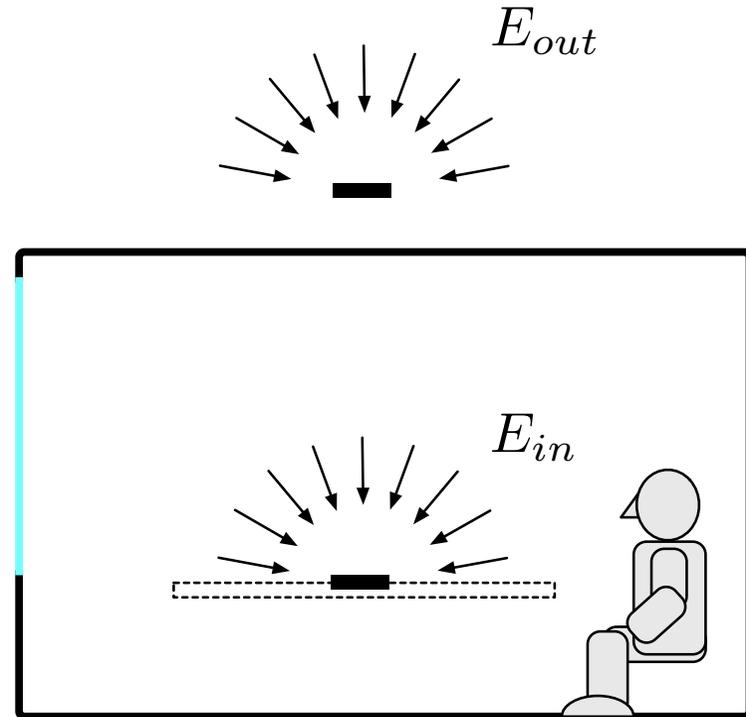
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Section 7.1

Daylight factor definition

$$L_{\zeta} = \frac{L_z (1 + 2 \cos \zeta)}{3}$$

$$DF = \frac{E_{in}}{E_{out}} 100\%$$



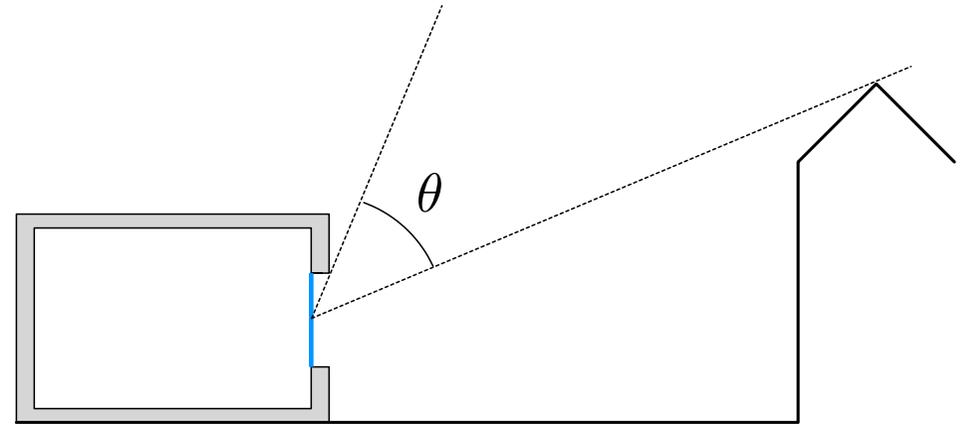
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Section 7.2

Methods to predict the daylight factor

- 'Historical'
- Rules of thumb
- Average daylight factor equation
- Computer simulation



$$\overline{DF} = \frac{TW\theta M}{A(1 - R^2)}$$



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Section 7.2

Computer simulation



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Section 7.3

Factors affecting the accuracy and reliability of computer predictions

- Model geometry
- Physical properties
- Luminous environment
- Sensor grid/points
- Simulation parameters
- Data output / presentation

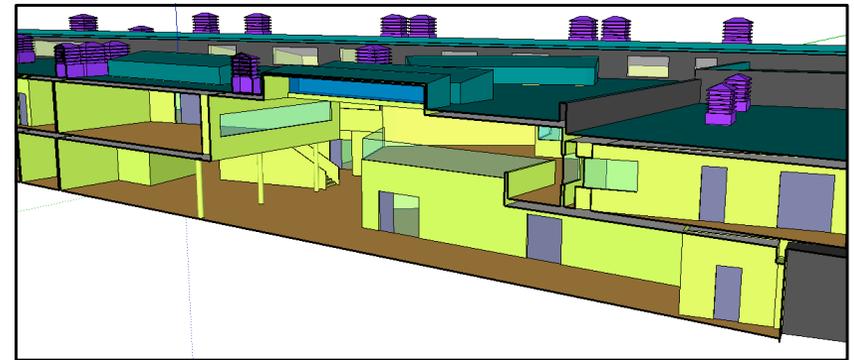
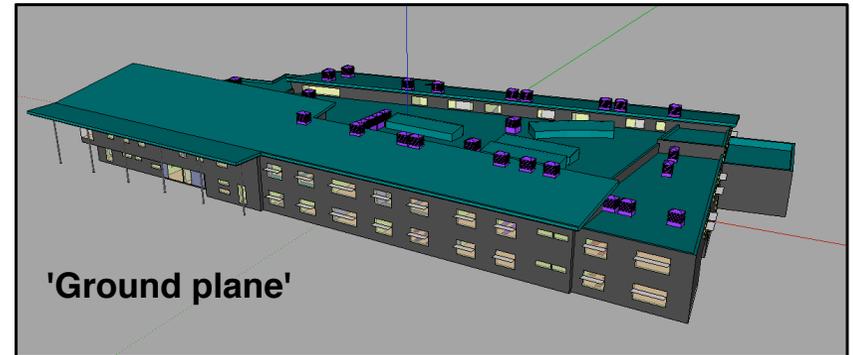
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Section 7.3.1

Model geometry

- Construction
- Complexity
- Good practice
- Walls - thick!



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Section 7.3.2

Physical properties

- Diffuse / specular
- Typical values
- Glazing standard
- Advanced / complex fenestration

Table 7.1 Typical reflection and transmittance values for common building surfaces

Opaque surfaces	Typical reflectance range (%)
Ceiling	70–85
Walls	40–70
Floors	5–30
Ground	5–30
External facade	20–40
Glazing	Typical light transmittance value(s)
Clear single glazing	0.88
Clear double glazing	0.79
Low-e double glazing	0.69
Solar control glazing	0.20–0.50



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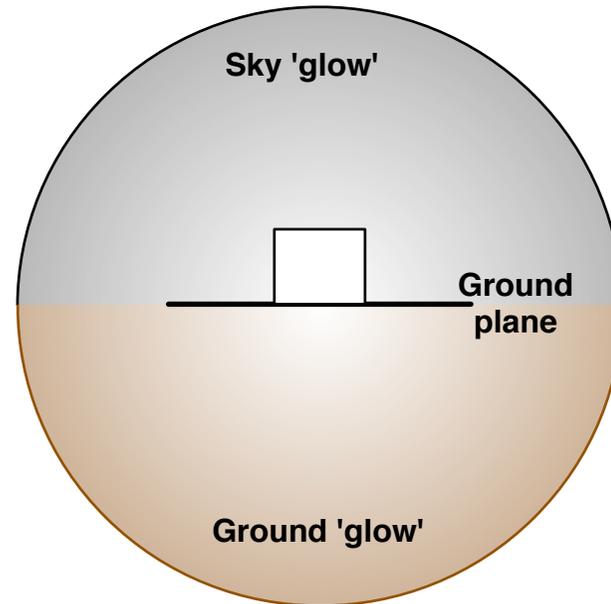
Section 7.3.3 / 7.3.4

Luminous environment

- Enclosing
- Sky models
- Ground plane
- LEED Clear sky options

Sensor grid/points

- 0.5m perimeter



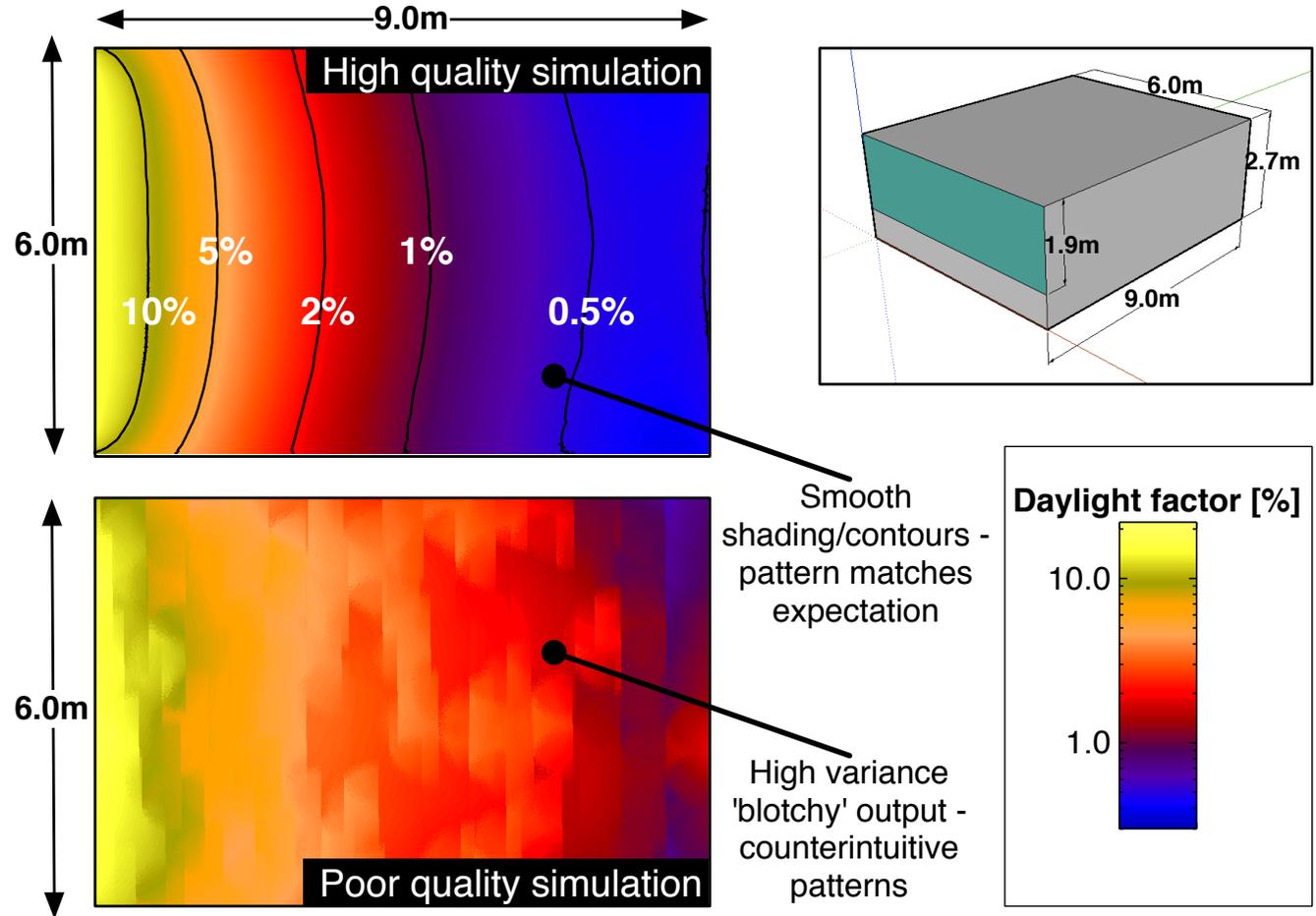
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Section 7.3.5

Simulation parameters

- Quality settings



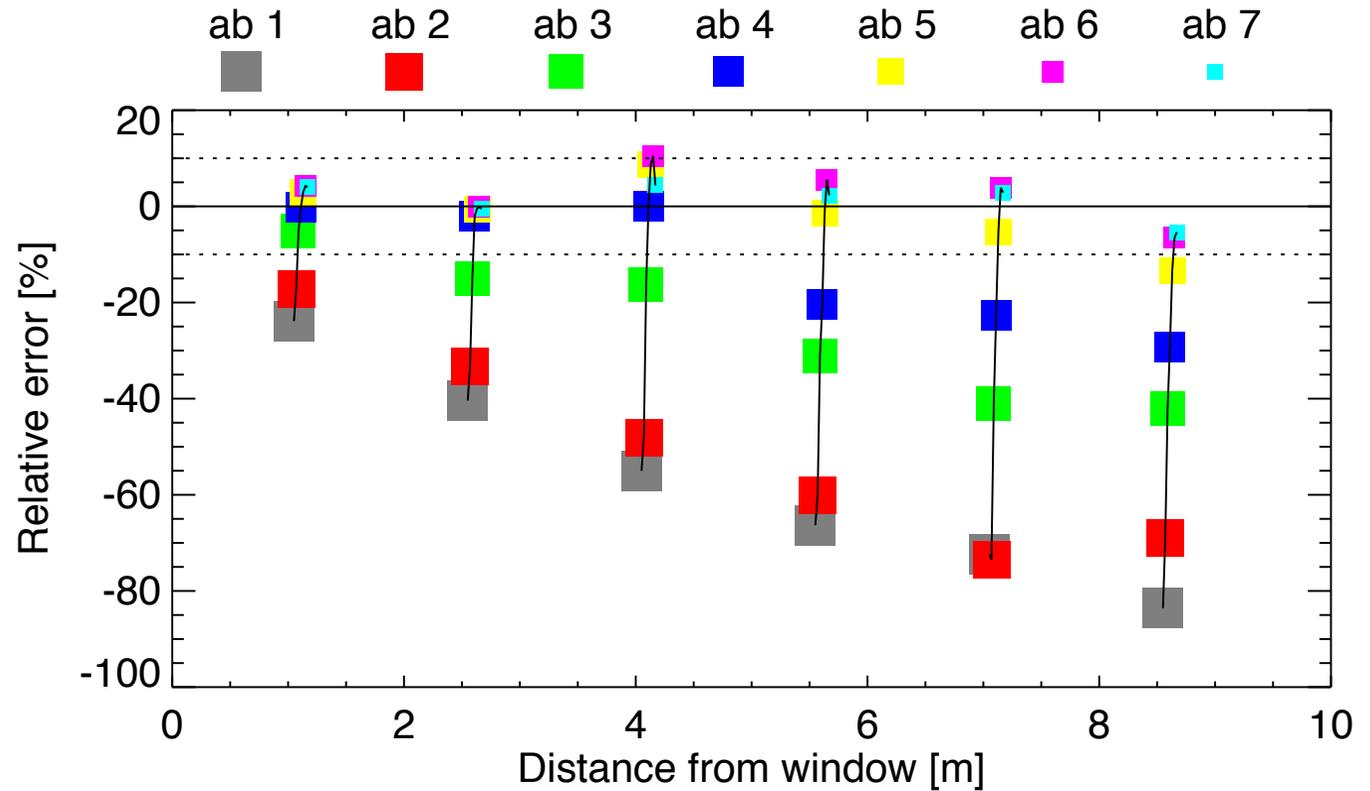
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Section 7.3.5

Simulation parameters

- Convergence testing



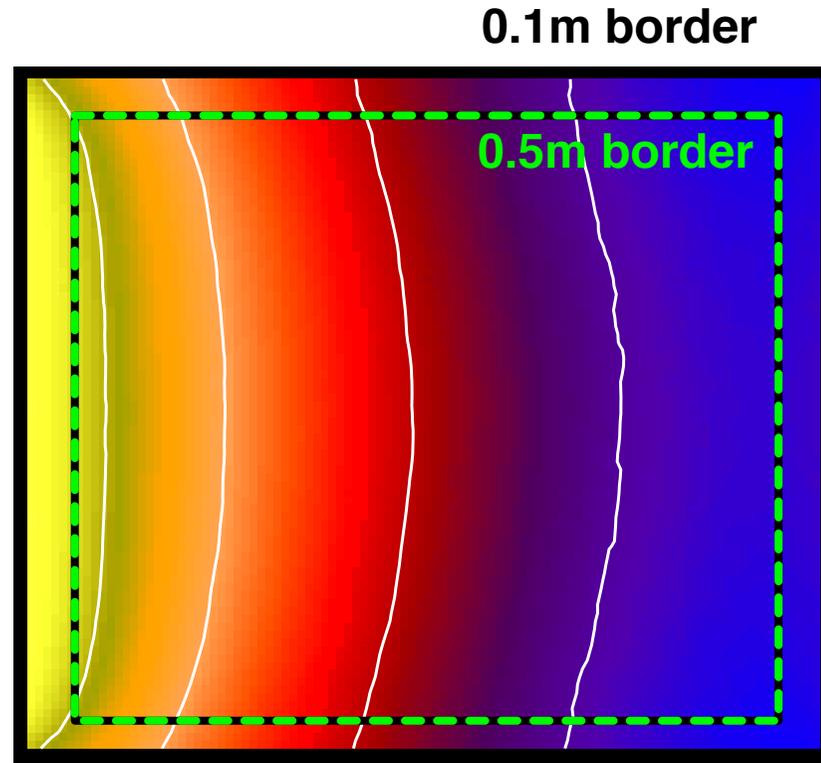
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Section 7.3.6

Data output / presentation

- Perimeters
- Average vs. median



Border	Mean	Median	Uniformity
0.1m	3.4%	1.7%	0.20
0.5m	2.9%	1.7%	0.23

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Sections 7.4, 7.5 & 7.6

Modelling sunlight non-standard materials / structures & glare / discomfort

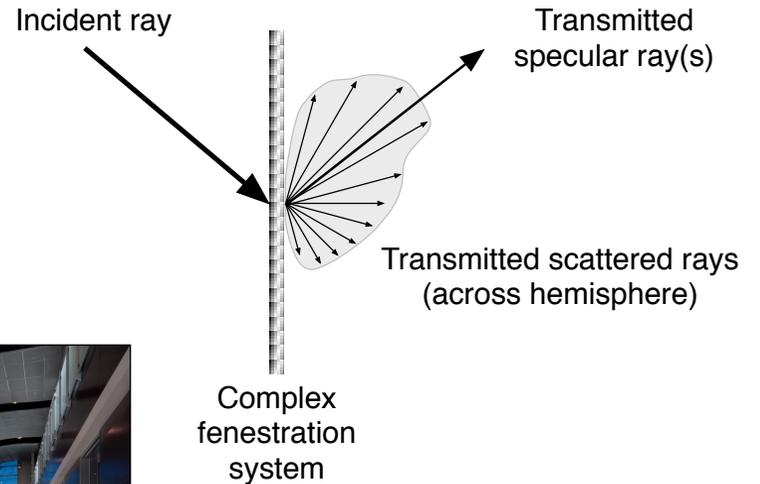
- Sunlight - largely qualitative (see CBDM)

Daylighting strategies

- Materials / structures: basic vs. advanced / complex

Visual discomfort / glare

- DGI, DGP



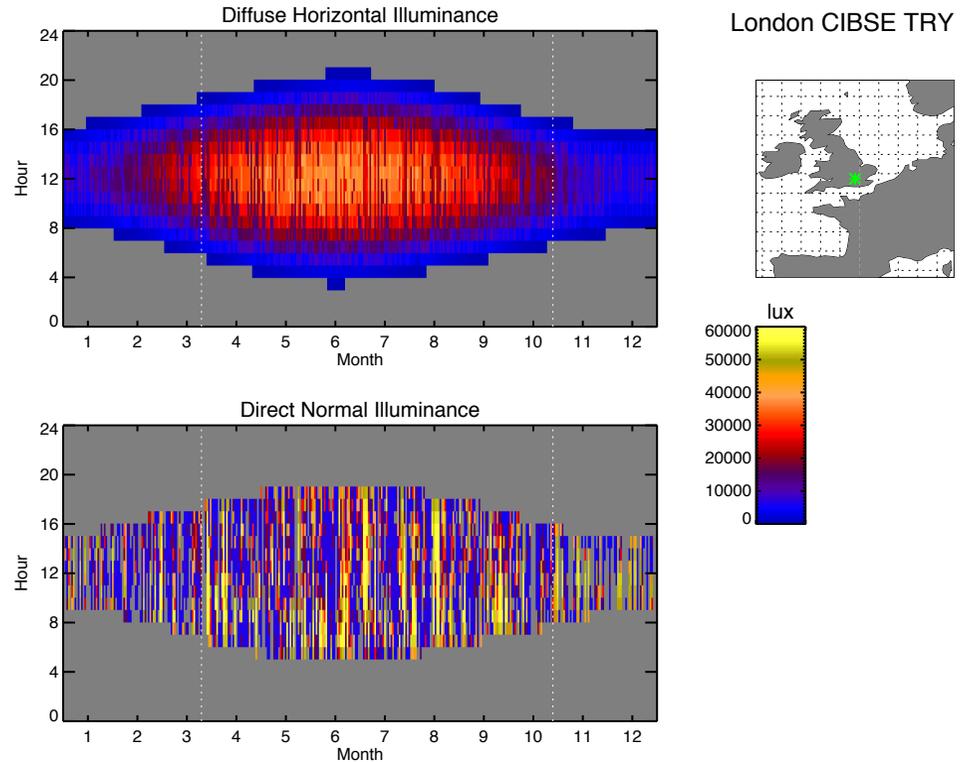
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Section 7.7

Climate-based daylight modelling (CBDM)

- Climate data
- CBDM metrics
- Irradiation modelling / mapping
- CBDM simulation of glare (DGP)



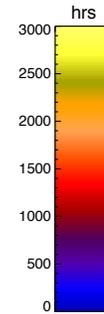
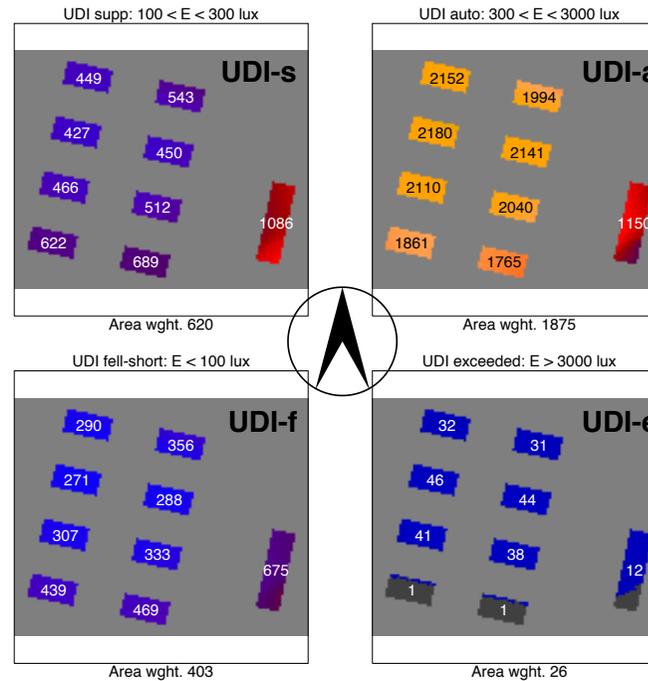
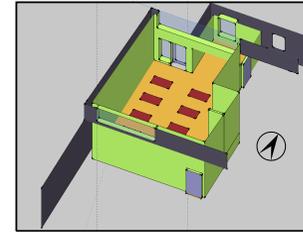
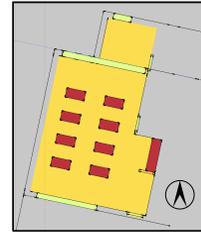
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Section 7.7.1

CBDM metrics

- Daylight autonomy (DA)
- Useful daylight illuminance
- Spatial DA IES-LM-83
- EFA PSBP



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Sections 7.7.2, 7.7.3 & 7.7.4

Irradiation / illumination modelling / mapping

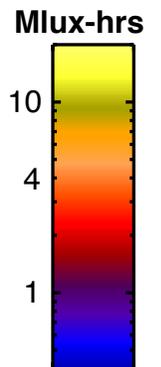
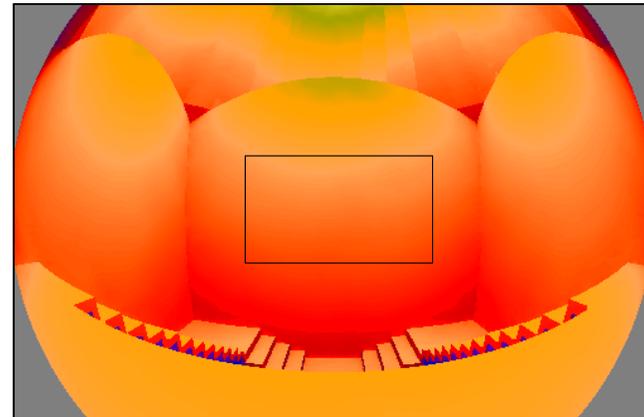
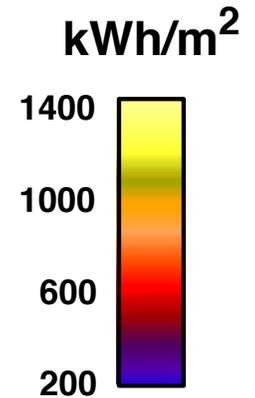
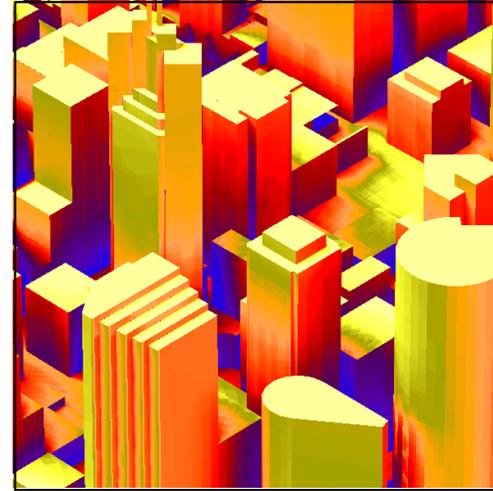
- Urban
- Inside buildings (case study 7.10.2)

Simulation of daylight glare probability

- Adaptive zone

User operation of blinds / shades

- Models
- Confounding factors



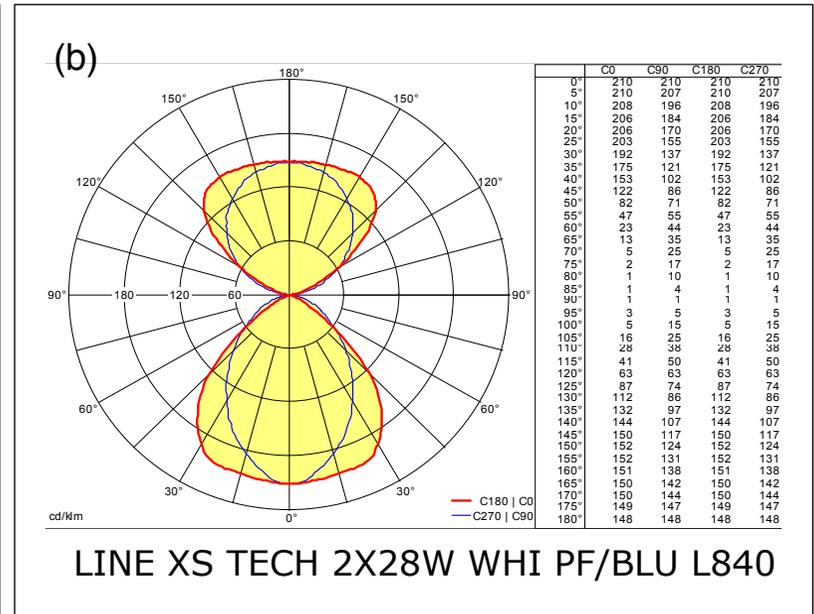
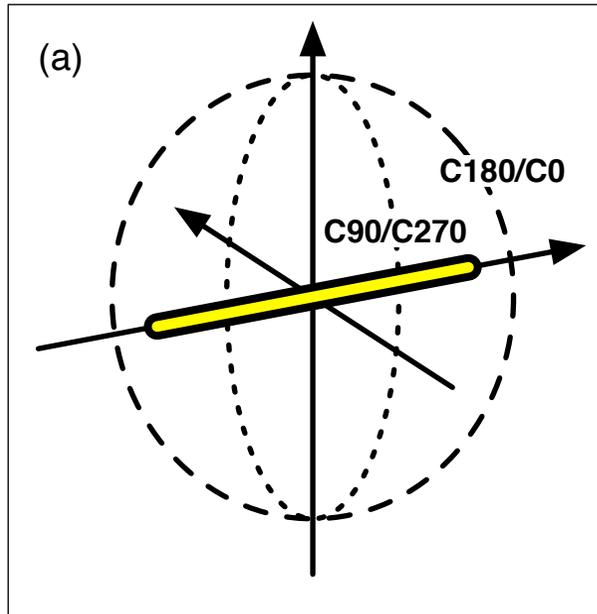
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Section 7.8

Modelling artificial lighting

- Luminaire data
- Choosing a software package
- Creating the model



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Section 7.9

Lighting environmental and energy modelling

- Lighting control system modelling
- Lighting energy compliance modelling
- Lighting energy numeric indicator (LENI)

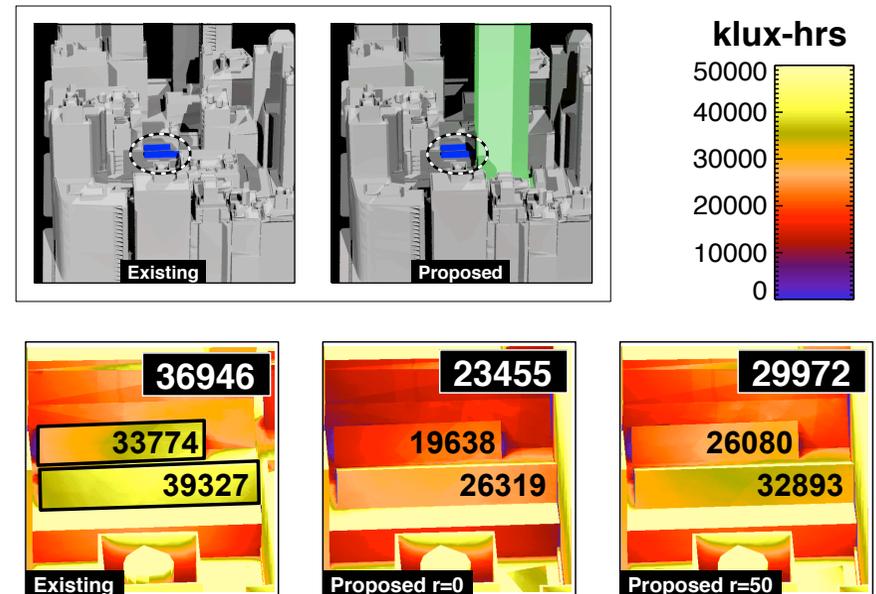
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Section 7.10

Case studies

- Evaluation of a classroom using UDI
- Daylight exposure study for conservation
- Urban daylight injury study



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Summary and conclusions

- Major revision compared to 1998 AMI I
- CBDM still evolving - new tools
- Compliance driven