

# "Visual Comfort"

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### VISUAL COMFORT:

### DAYLIGHT FACTOR:

Daylight is the light originating from the whole of the overcast sky hemisphere, which acts as a diffuser of the light reaching it from the sun.

For examination of the flow of light into buildings and the development of prediction techniques, we going to use the Split flux method, it consists in consider the room as a closed box into which light is admitted through an aperture. We can distinguish the various paths along which light can reach a point inside the room:

(SC): light from the patch of sky visible at the point considered, expressed as the sky component.

(ERC): light reflected from opposing surfaces, expressed as the externally reflected component.

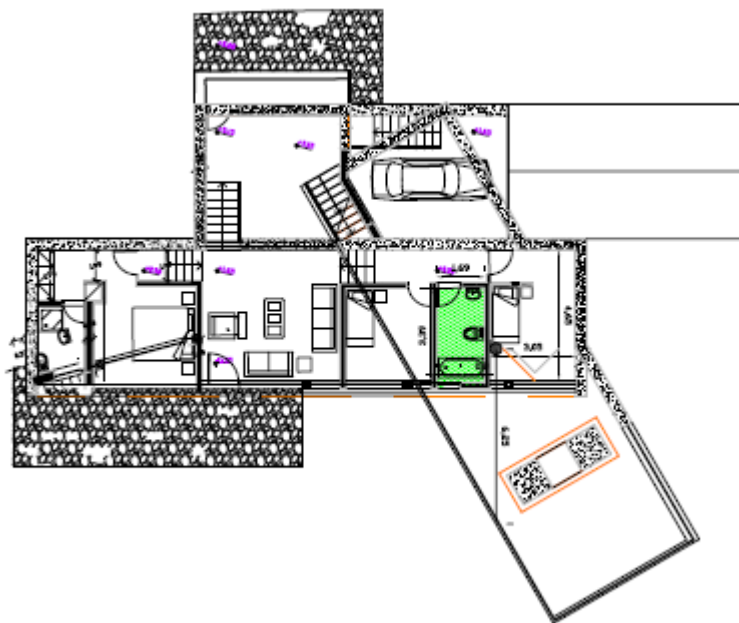
(IRC): light arriving at the point through an infinite number of possible paths, entering through the window, but reaching the point only after reflection from internal surfaces, expressed as the internally reflected component.

The Daylight Factor can be calculated applying the next formula:

$$DF = (SC + ERC + IRC) \times M \times G \times B$$

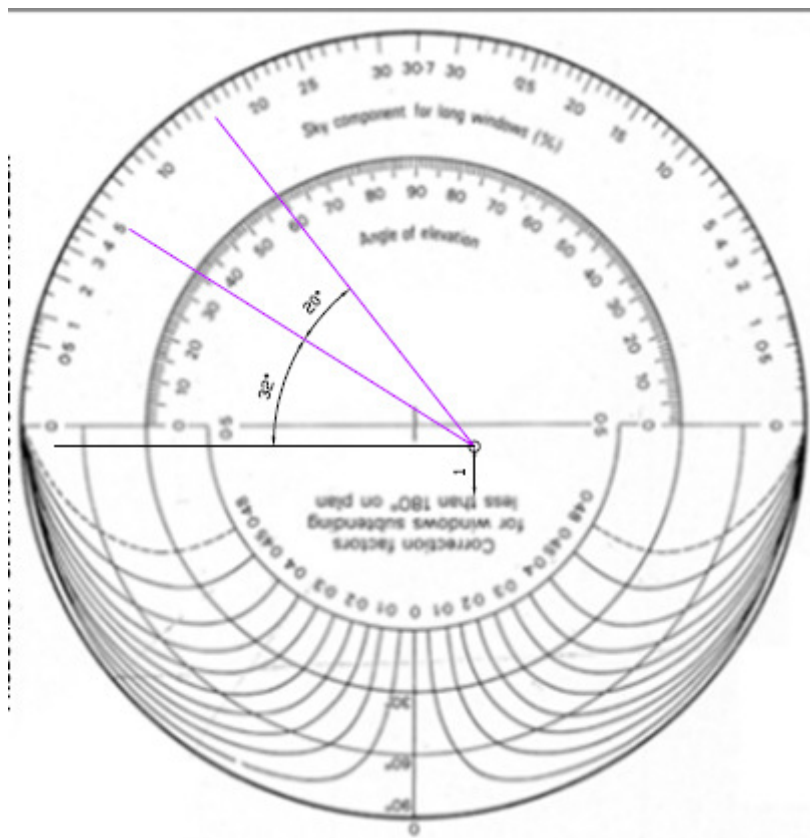
Where the corrector factors are:

- M: maintenance factor.
- G: glass factor.
- B: bars or framing factor.



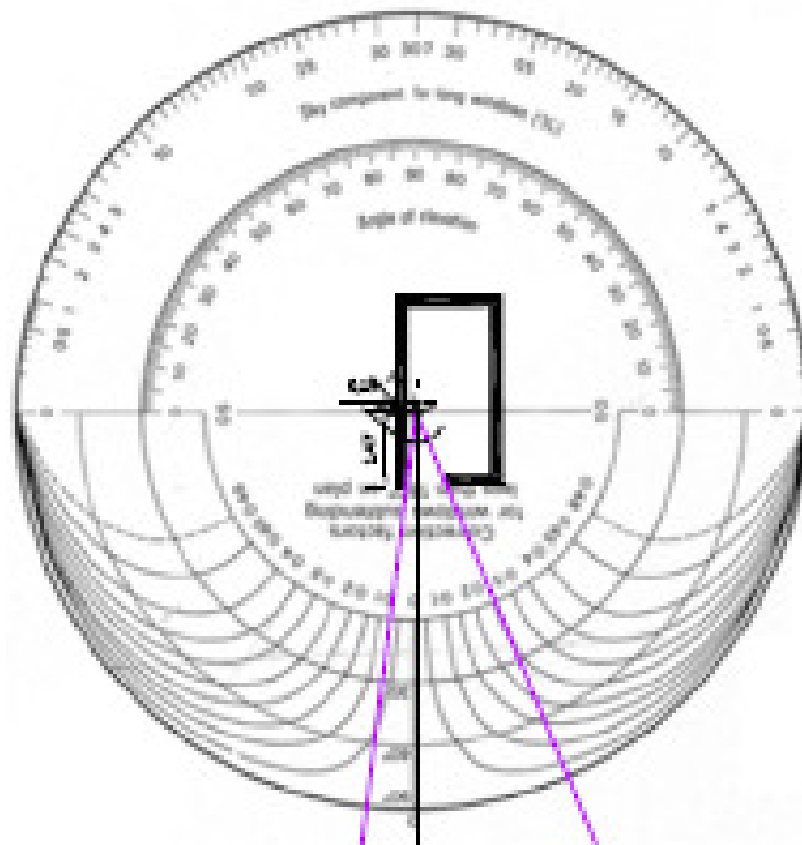
## SKY COMPONENT (SC):

1° Vertical Section:



1. 32° ---- 4.5%
2. 20° ---- + 13 %  
12° ----- 17.5%

2° Horizontal Section:



$$\begin{array}{r} 1. \quad 0,09 \\ 2. \quad + 0,25 \\ \hline 0,29 \end{array}$$

$$SC = 17.5 \times 0,29 = 5.075\%$$

### EXTERNALLY REFLECTED COMPONENT (ERC):

In this room there aren't some obstructions opposite the window, then the ERC value is "0".

$$\text{ERC} = 0$$

### INTERNALLY REFLECTED COMPONENT (IRC):

1° Find the ratio of window area to total surface area:

CELLING and FLOOR

$$3.39 \times 1.69 \times 2 = 11.46 \text{ m}^2$$

WALL

$$1.69 \times 3 = 5.07 \text{ m}^2$$

$$3.39 \times 3 \times 2 = 20.34 \text{ m}^2$$

$$0.89 \times 1.80 = 1.60 \text{ m}^2$$

$$\text{Total Surface (100\%)} = 38.47 \text{ m}^2$$

$$\text{Window area} = 1.07 \times 0.8 = 0.86 \text{ m}^2$$

$$\text{Ratio of window area} = 0.86 / 38.47 = 0.03 \rightarrow 3\%$$

This value must be located on the A Scale.

2° Find the average reflectance:

1. Find the ratio of wall area (including the window) to the total surface area and locate this value in the first column.

CELLING and FLOOR

$$3.39 \times 1.69 \times 2 = 11.46 \text{ m}^2$$

WALL

$$1.69 \times 3 = 5.07 \text{ m}^2$$

$$3.39 \times 3 \times 2 = 20.34 \text{ m}^2$$

$$0.89 \times 1.80 = 1.60 \text{ m}^2$$

$$\text{Total Surface (100\%)} = 38.47 \text{ m}^2$$

$$\text{Wall area} = 5.07 + 20.34 + 1.60 = 27.01 \text{ m}^2$$

$$\text{Ratio of wall area} = 27.01 / 38.47 = 0.7 \rightarrow 70\%$$

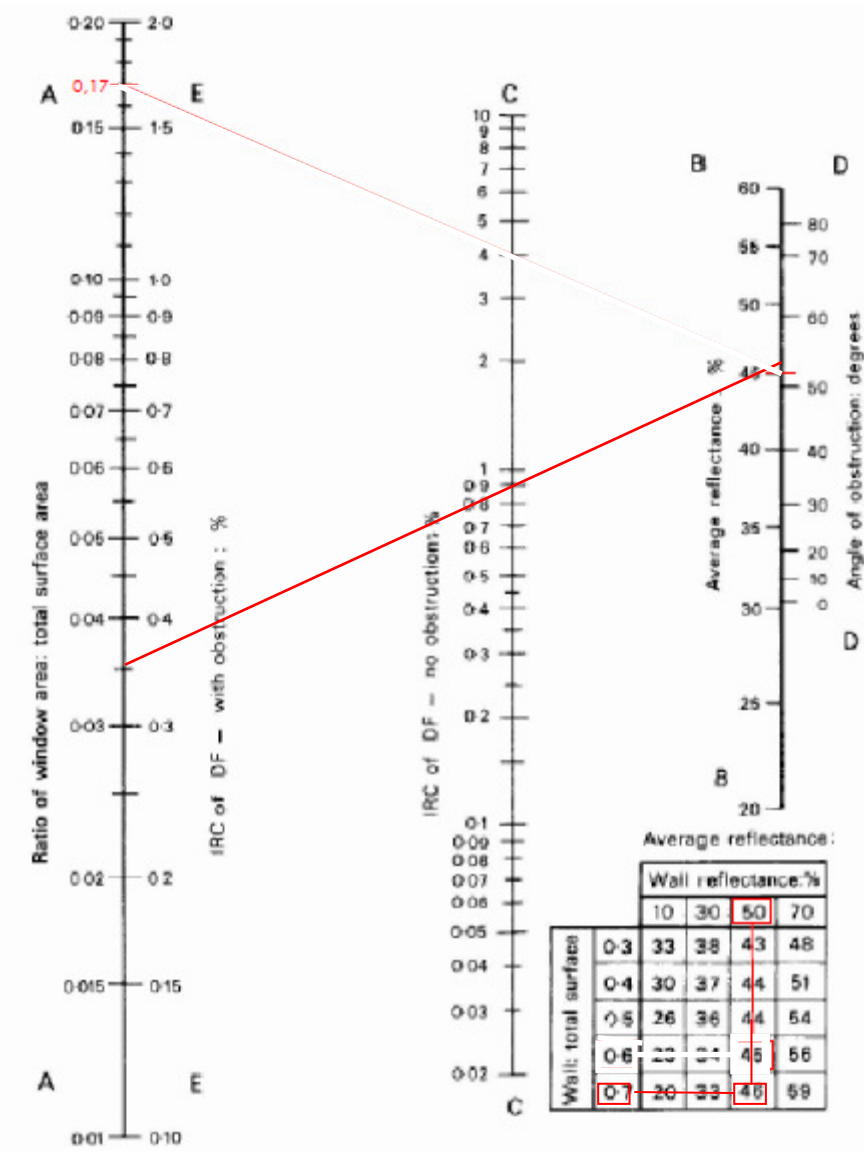
2. Find the wall reflectance.

The wall reflectance is 50% because the walls are light-colored finished.

3. Locate the value on the B Scale

Value = 45 %

3° Lay a straight edge across these two points. Its intersection with scale C gives the IRC.



IRC = 0.9 %

### CORRECTOR FACTORS:

**M:**

<i>Location</i>	<i>Slope</i>	<i>Room use</i>	
		<i>Non-industrial or clean industrial</i>	<i>Dirty industrial</i>
Non-industrial area	Vertical	0.9	0.8
	Sloping	0.8	0.7
	Horizontal	0.7	0.6
Dirty industrial area	Vertical	0.8	0.7
	Sloping	0.7	0.6
	Horizontal	0.6	0.5

$$M = 0,7$$

$$G = 0,36$$

**B = Nett glass area / Overall window area :**

$$\text{Overall window area} = 0.86 \text{ m}^2$$

$$\text{Frames surface} = (0,05 \times 0.8) = 0.04 \text{ m}^2$$

$$\text{Nett glass area} = 0.86 - 0.04 = 0.82 \text{ m}^2$$

$$B = \text{Nett glass area} / \text{overall window area} = 0.82 / 0.86 = 0,95.$$

### DAYLAIGHT FACTOR:

$$DF = (SC + ERC + IRC) \times M \times G \times B = (5.075 + 0 + 0.9) \times 0,7 \times 0,36 \times 0,95 = 1.43\%$$

$$DF = 1.43\%$$