

# Daylighting



October 1, 2 pm



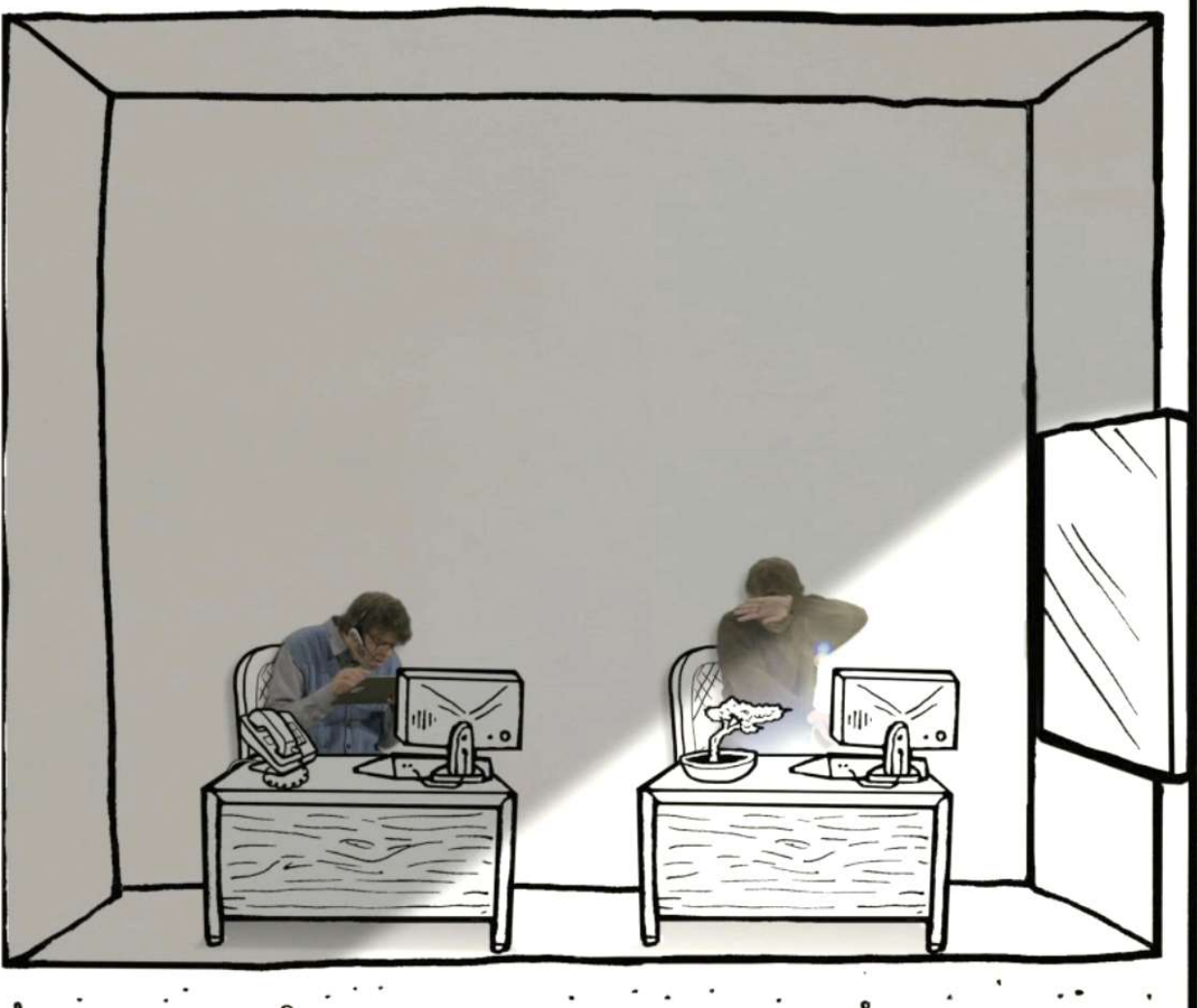
October 1, 6 pm



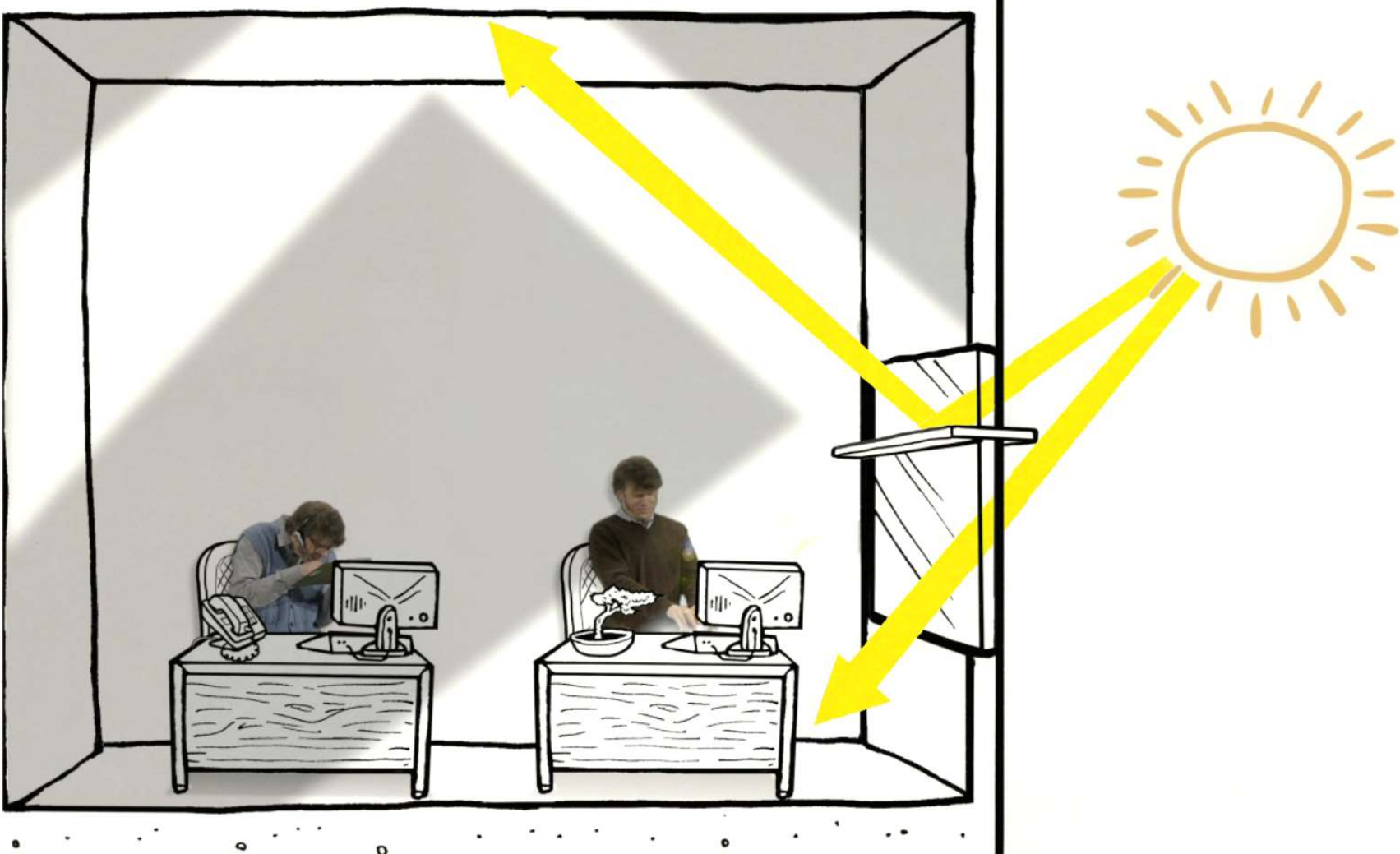
# Simulating Illuminance Levels



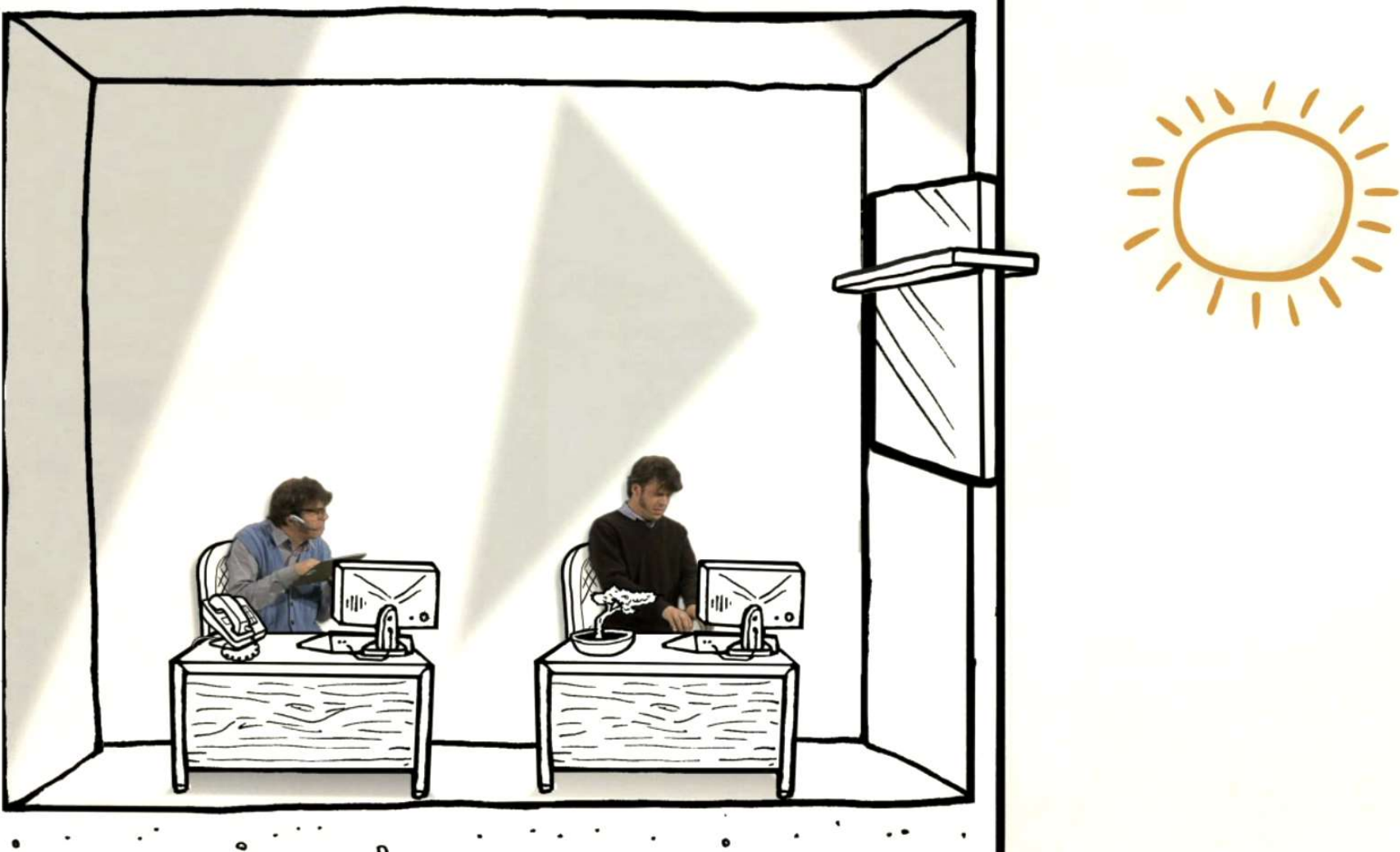
# Glare From Daylighting



# Light Shelves



# Clerestories / High Windows



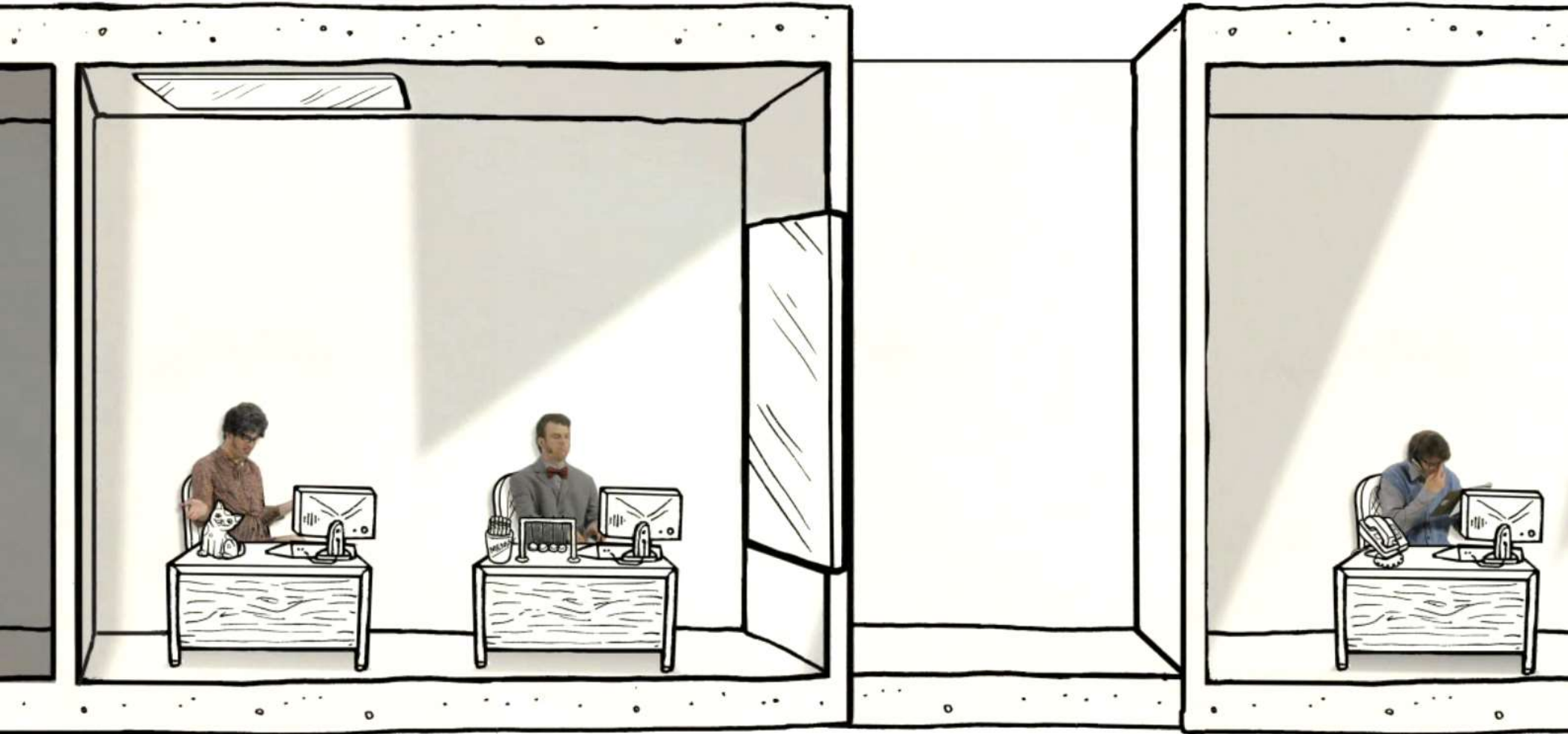


# Skylights





# Light Wells



# Artificial Lighting

# Glare From Lighting





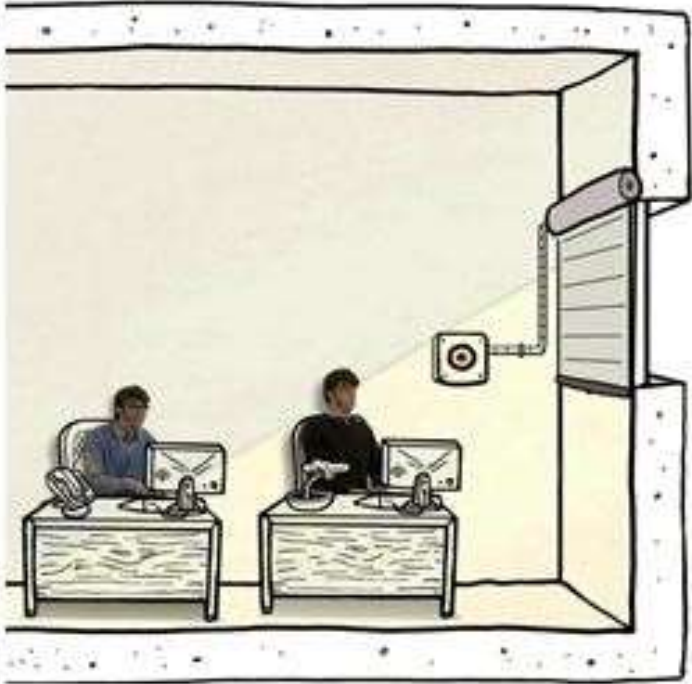
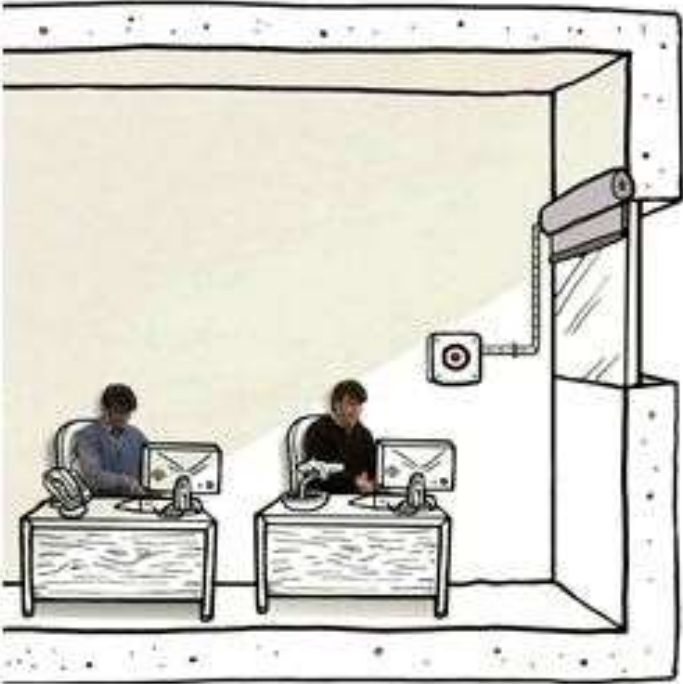
# Task Lighting



# Separating Task and Ambient Lighting

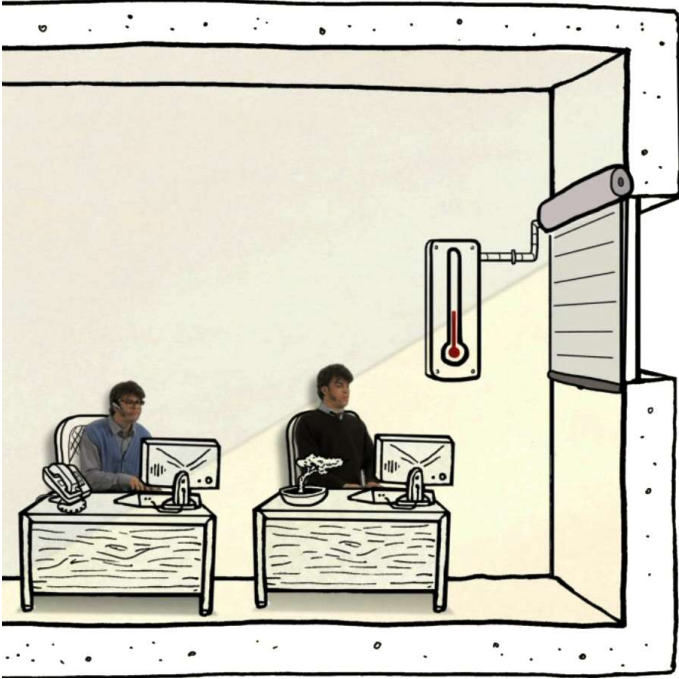
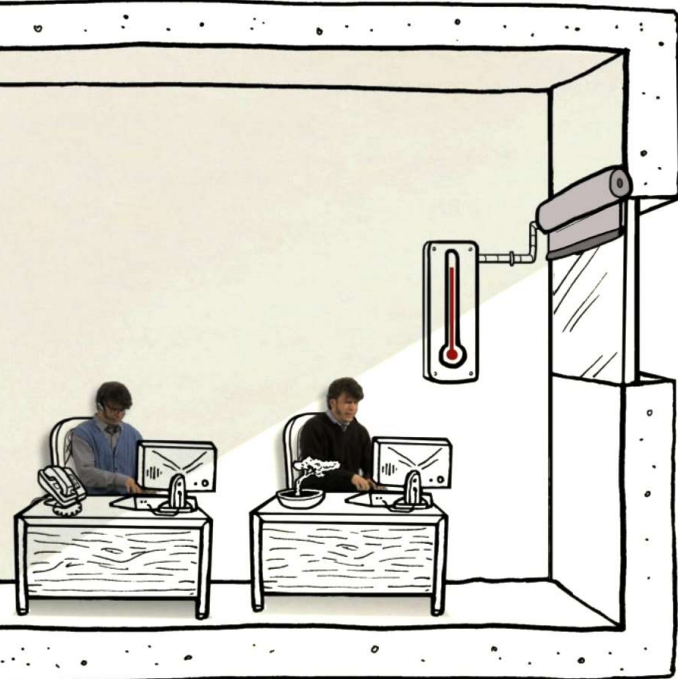


# Controls for Visual Comfort



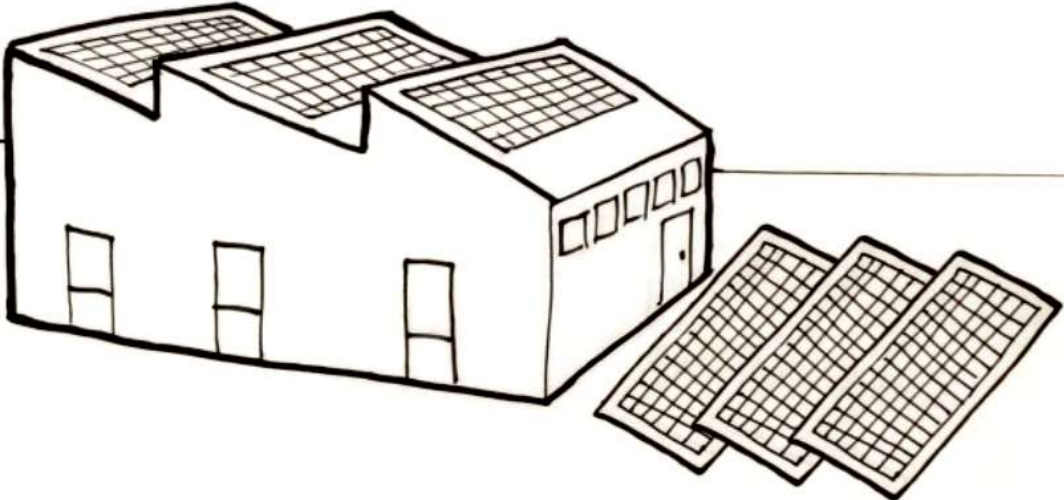
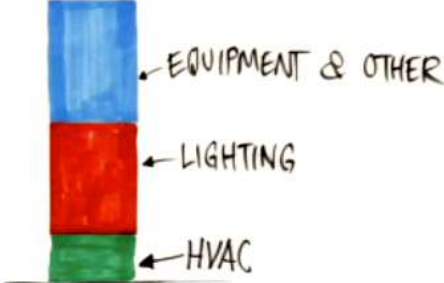


# Controls for Thermal Comfort



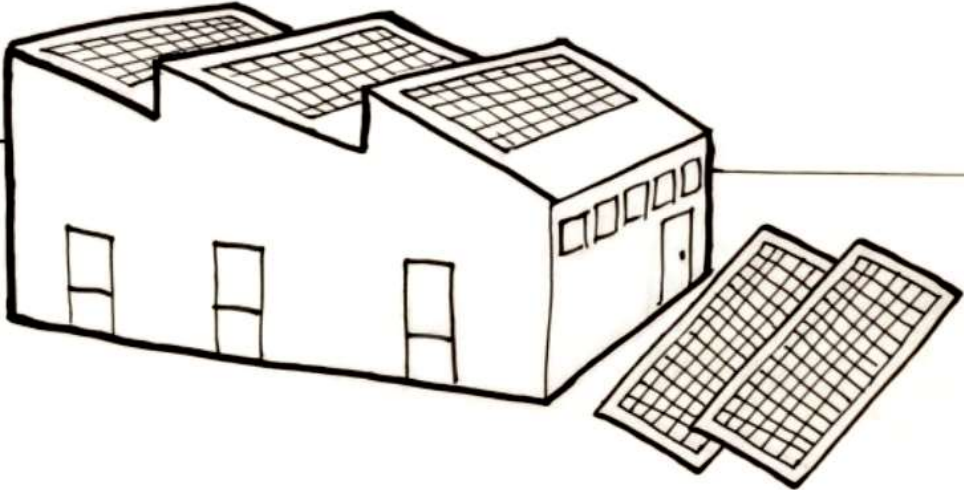
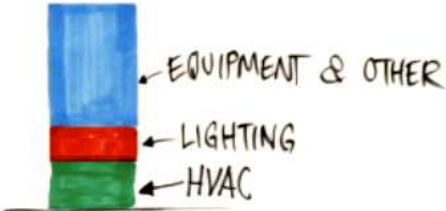
# Saving Lighting Energy

----- AVERAGE ENERGY USE



# Saving Lighting Energy

----- AVERAGE ENERGY USE





# Saving Cooling Energy

----- AVERAGE ENERGY USE

