

**PROJECT 12***looking for***DAYLIGHTING****PROJECT:**

A team (3 max) or individual project to identify and locate clear examples of different lighting situations and then to prepare a report and tour guide for the examples.

**COMMENTS:**

Ideally a school of architecture should have a laboratory space where full scale mock-ups of different kinds of lighting situations, principles and problems, can be demonstrated. Since this kind of facility is not available, local examples should be found that do the same thing. (The process of searching for, identifying and locating examples "in context" is probably a better educational method than the use of a lab.)

**ASSIGNMENT--PART I:**

Search for and identify at least one excellent example for each of the following daylighting situations.

1. solar discomfort--glare, reflected light
2. solar discomfort--glare, brightness contrast
3. solar discomfort--unintended heat gain
4. solar discomfort--deteriorization hastened by sunlight
5. daylighted room with high level of ambient light evenly dispersed
6. daylighted room with dysfunctional lighting caused by uneven dispersal (but not an example of glare)
7. brightness contrast as an asset
8. transparent glass acting as a mirror
9. overhead diffusing surfaces
10. wall washed surfaces
11. below diffusing surfaces (reflected ground light)
12. diffusing fabric, literal
13. diffusing fabric, architectural
14. clerestory windows
15. monitors
16. skylight--middle of a space
17. skylight next to a wall diffusing surface
18. thick window
19. window primarily for ventilation
20. window primarily for view
21. window primarily for movement
22. window primarily for light
23. window to see in
24. interior windows

**ASSIGNMENT--PART II:**

Organize your "best" examples into a tour. Walking tours, where everything is within walking distance of one another, are preferred. If things are dispersed, they should be in groups if possible--like Part I, downtown walking tours, Part II, campus walking tours.

**PRESENTATION FORMAT:**

1. One 8 1/2 x 11" sheet for each example. Each sheet should include:
  - a. a snapshot or a sketch of the example
  - b. a small neighborhood map showing location of example with a neighborhood or within a whole building
  - c. an "overall" map showing all the examples on one map and a schedule of timing that shows how long it takes to take the tour

**PROJECT TIME:**

4-6 weeks