

Façade study for a day lounge in a residential care home for dependent elderly and dementia patients.

Environmental Design Application

ART 032/132 DL

Erika Rees



Site Location and Climate.



- The care home is located in Cardiff, Wales in the UK.
- Wales receives more rainfall and is cloudier than UK average.
- At latitude 51.5°N , the winter and spring sun paths are low in sky increasing possibility of glare.
- Cardiff airport (Rhoose) is prone to morning sea fogs, at all times of the year, but especially in the summer months. (Wheeler 1997)

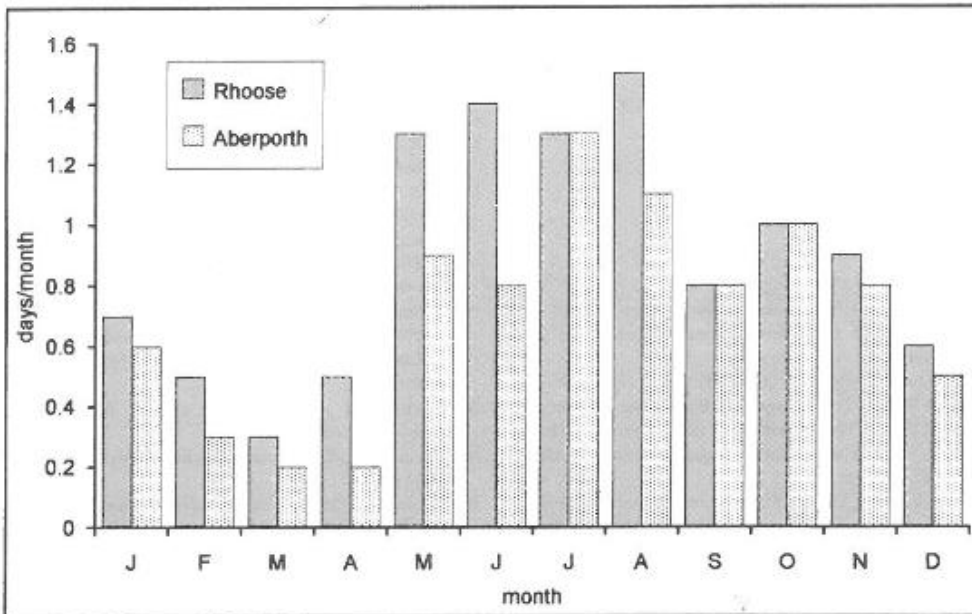
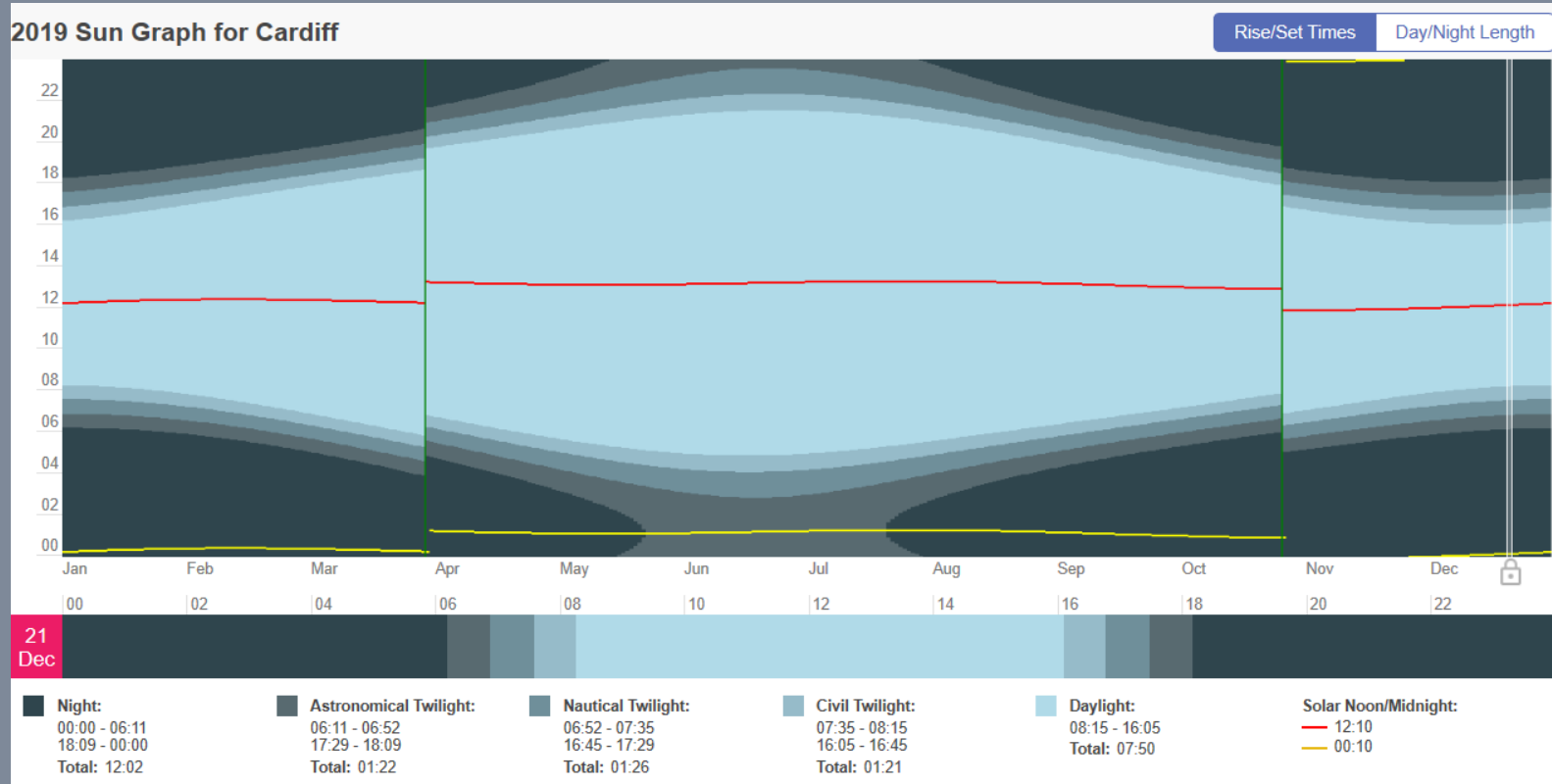


Figure 6.18 Mean monthly fog frequencies at 0900 GMT for the period 1961-90

(Wheeler 1997, p.155)



www.Timeanddate.com/sun/uk/cardiff

Daylight hours
for Cardiff.
(local time)

Winter solstice
08:15 – 16:05 GMT

Spring solstice
6:16 – 18:25 GMT

Summer solstice
4:55 – 21:33 BST

Care home locale

- Located in the outskirts of Cardiff city with own grounds and long rural views available.
- The day lounge is located on the ground floor with windows facing due south.
- Faces out into open garden space. No external obstructions have been factored into analysis.

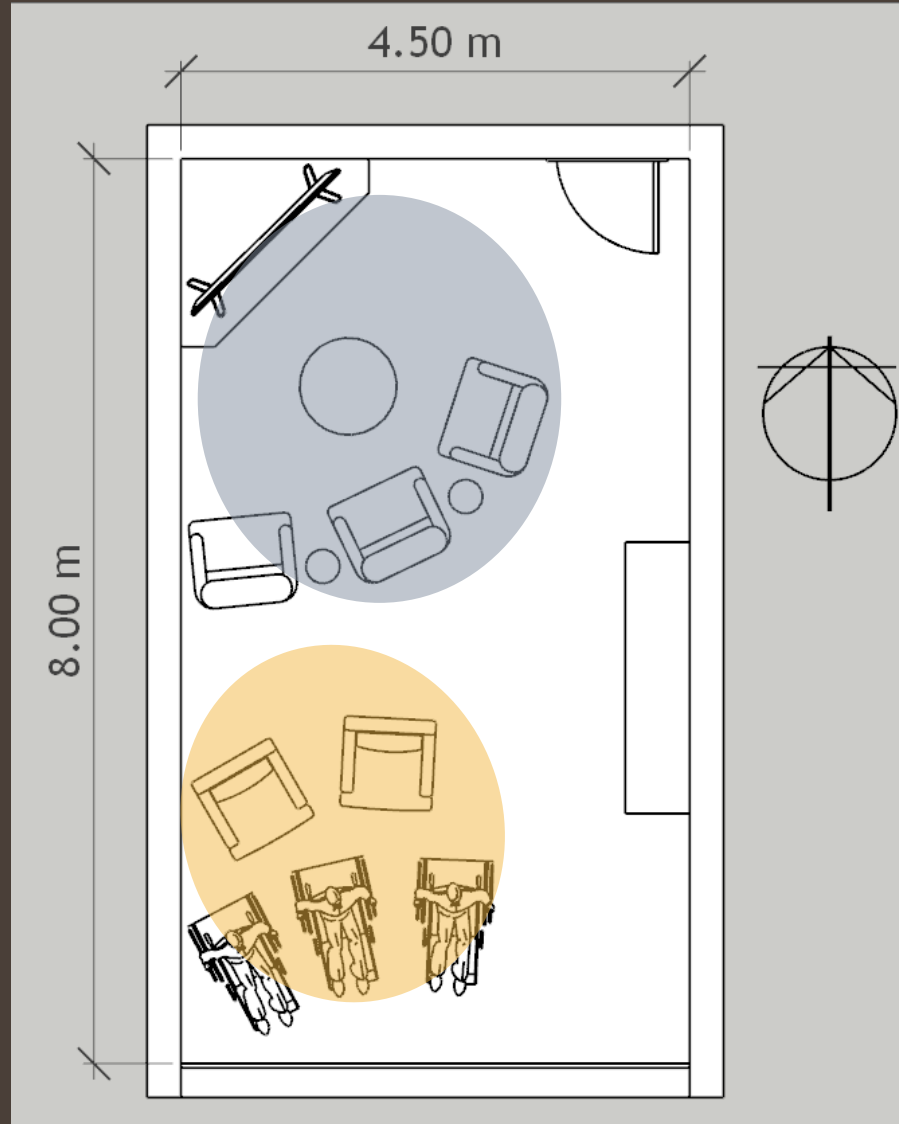


The Day Lounge Base Case

Surface Reflectances

- Wall 0.5
- Ceiling 0.8
- Floor 0.2
- External ground 0.2

Ceiling height 3m.



10:00 – 18:00 TV zone

08:00-10:00 Light therapy zone
10:00 – 18:00 Reading and craft
zone

Brief



Users:

3-4 no. elderly patients, some with dementia.

1-2 no. staff.

Hours of use:

08:00 – 12:00

13:30– 18:00

year round.

Activities:

8:00 – 10:00

Morning Circadian stimulus treatment

10:00 –12:00; 13:00 - 18:00

Watching TV, reading.

Enrichment activities e.g. craft work, games.



Considerations in development of the design objectives



1. Decline of visual function of the elderly.



2. Regulation of the Circadian rhythm.



3. General well-being.



- Increased illuminance.
- Glare reduction.
- Avoid abrupt changes to light levels. (CIE2011)
- Good contrast between wall and floor planes.

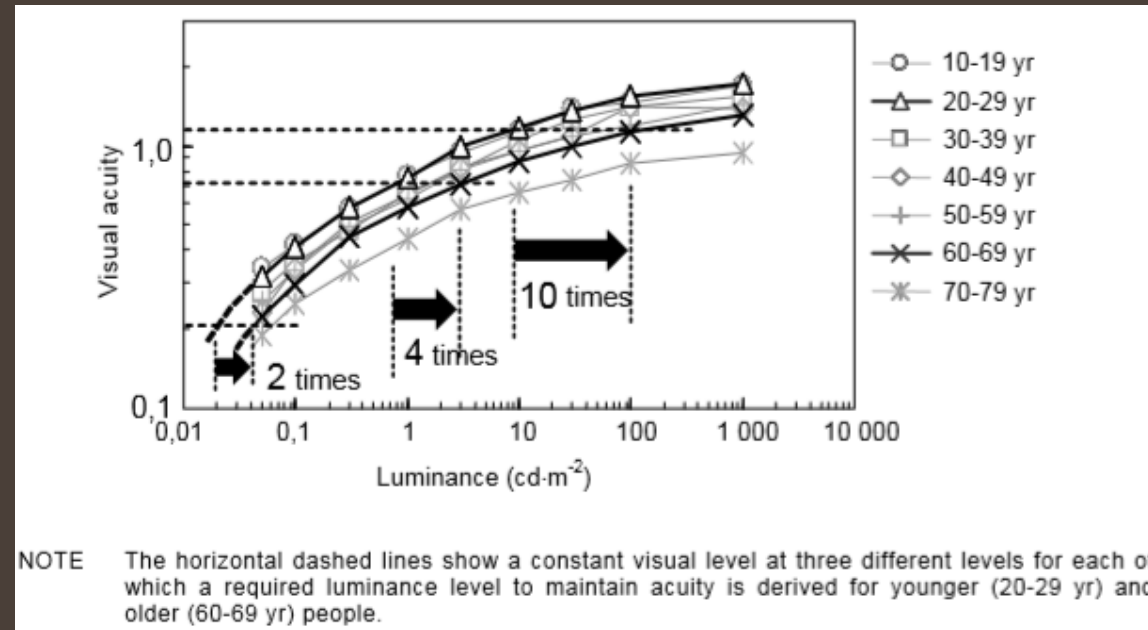


Fig.1 Visual acuity as a function of luminance level. (CIE 2011, p.)

- Due to the increase in light scattering in the ocular media of the eye, the effect of glare is exacerbated for older people and people with visual impairments. (CIE 2011, p.10)
- Elderly take longer to adapt to sudden changes in light level. (CIE 2011)



- Year round morning exposure to daylight spectral quality luminance.



- Recent and increasing research is highlighting role light has in regulating circadian rhythm.
- “Circadian disruption...is associated with depression, sleep disruption, agitated behaviour and cognitive decline.” (Konis 2018)
- Potential as nonpharmacological treatment for dementia. (Konis 2018)
- The spectral quality of light is critical for circadian stimulus so artificial light providing equivalent photopic illuminance as daylight, may not provide same circadian stimulus. (Konis 2018)
- A study by Konis (2018) suggest that regular access to daylight spaces **in the morning**, specifically within 3m from windows, can significantly ...aid in the maintenance of healthy circadian entrainment.



- Low cill height.
- Maintain views out during daylight hours.
- Limited sunlight penetration desirable.
- Create bright and homely environment.

- Views out can significant health and well-being benefits to building occupants. (SSL 2014)
- Views out can have a mitigating effect on perceived daylight glare. ((Tuaycharoen and Tregenza 2005) cited in SLL 2014)
- Some sunlight penetration can assist with perception of time of day.

Quantitative Guidance for development of design objectives



Visual Acuity
Decline in Elderly.



- Increase recommended ambient illuminance levels **by 50%** in designing for the elderly. (Pocklington cited in CIE 2011)
- Minimum task lighting of **300 lux** for elderly care homes. (Pocklington cited in CIE 2011)
- SSL recommend **200 lux** average illuminance at table level of homes for the elderly. (SLL 2013)
- Recommended UGR equal to or less than **19** (CIE 2011)
- Minimum illuminance uniformity **0.60** for health care day rooms. (SLL 2018)



- Useful Daylight Illuminance (UDI) classification system sets a useful range between **100 lux** (with supplementary lighting) and **3000 lux** (glare). (Mardaljevic 2011)
- For rooms with an average Daylight factor > 5% won't usually need electric lighting in the day. (BSI 2018)

Quantitative Guidance for development of design objectives



Regulation of Circadian Rhythms.

- New area of research.
- No minimum requirements yet available for light exposure as a nonpharmacological treatment option. (Konis, 2018)
- The Lighting Research Centre recommends exposure to a circadian stimulus of 0.3 or greater (equivalent to **180 lux** from daylight), at the eye, for at least 1h in the early part of the day. (Konis, 2018)
- ✓ • WELL building standard requires 250 EML (Equivalent Melanopic Lux) for break rooms (equivalent to **226 lux**.) for accreditation. (Konis, 2018)
- A study by Dowling (2018) provided exposure to a minimum of **2500 lux** for 1 hour a day for 10 weeks.
- ✓ • In a study by Konis (2018), patients located within **3 m** of a window from 08:00 to 10:00 daily displayed improvements.

Quantitative Guidance for development of design objectives



General Well being



- Lifetime Homes Standard require window cill levels below **800mm** to allow a seated person views out. (Goodman 2011)
- SLL Guidance for views out from single aspect room 8m deep _ min **25%** Wall to Window Ratio (WWR). (SLL 2018, p.35)
- **1 hour** of sunlight on East, West, and South facades on **1st March** recommended for residential buildings. (McMullan, 2012).
- Width of window **35%** of length of wall for single aspect rooms. (SLL 2018)

Quantitative Design Objectives



Visual Acuity Decline in Elderly.

Uniformity ratio: 0.6 (SSL, 2018)
Average Daylight factor 5 %
 $e < 150$ lux : Insufficient
 $150 < e < 450$: supplementary lighting.
 $450 < e < 2500$: autonomous daylight
 $e > 2500$ lux : glare
(adapted from Pocklington and Mardaljevic)



Regulation of Circadian Rhythms.

0800 -1000 local time minimum
threshold within 3 m of window =
226 lux.
(adapted from WELL and Konis)



General Well being

Maximum cill height 800mm
Min 25% WWR
Allow min 1 hr sunlight penetration
in March.

Base Case Selection

Design Objective 1. Maximise morning illuminance.

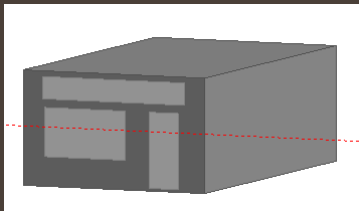
Group A options approx. 15% Window Wall Ratio

Group B options approx. 30% WWR

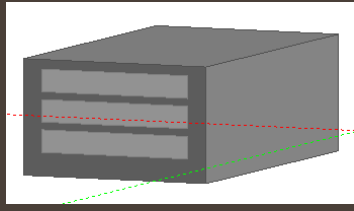
Group C options approx. 44% WWR ✓

Shortlist : Group C façade options

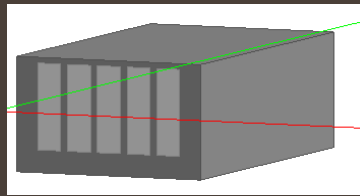
C-F1



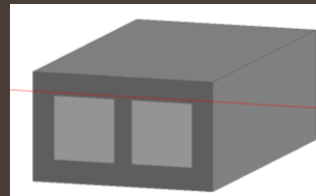
C-F2



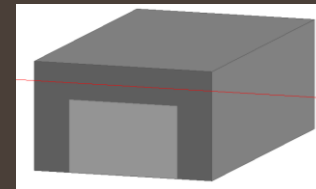
C-F3



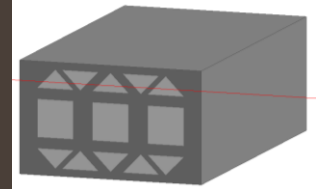
C-F4



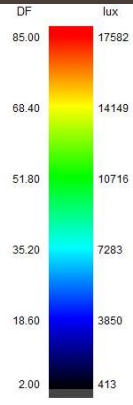
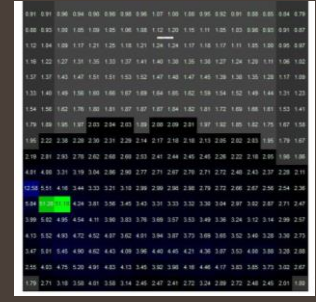
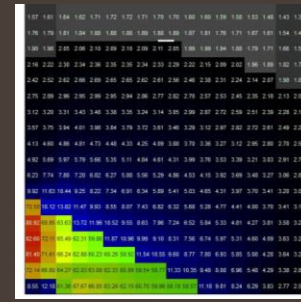
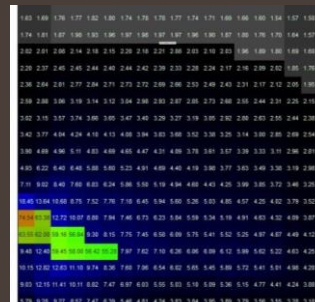
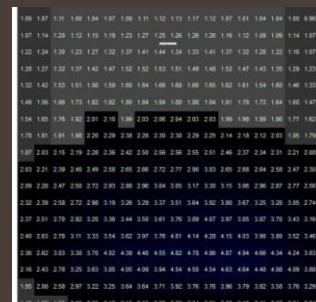
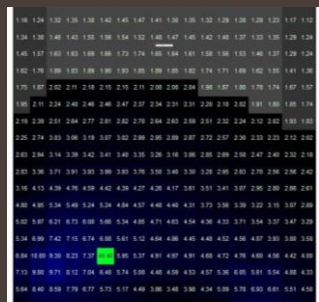
C-F5



C-F6



Spring Solstice
8 am illuminance maps



Score: 2
(6-high 1-low)

4

1

5

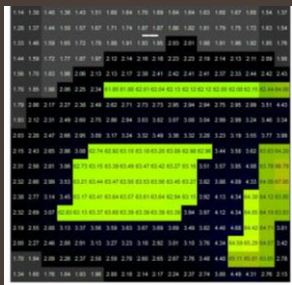
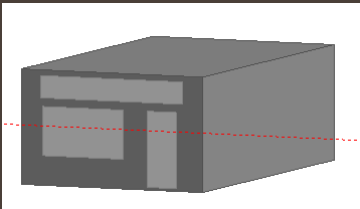
6

3

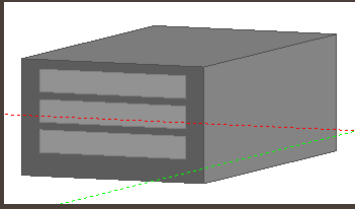
Observations: Vertical divisions reduce morning direct sunlight. The window vertical blinds.

Design Objective: Minimise midday and afternoon glare.

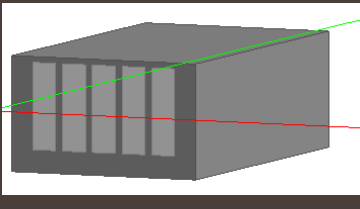
C-F1



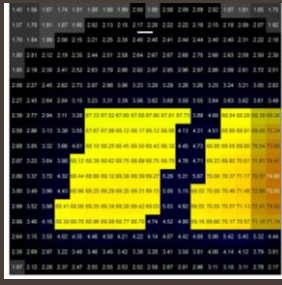
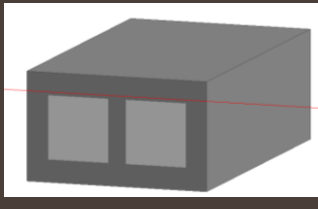
C-F2



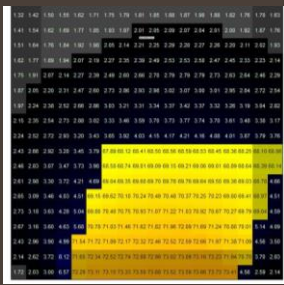
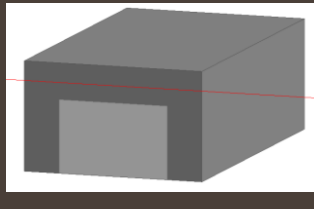
C-F3



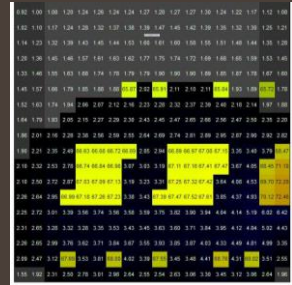
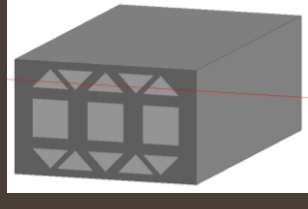
C-F4



C-F5



C-F6



Spring Solstice
13:00

Score: 6

4

6

4

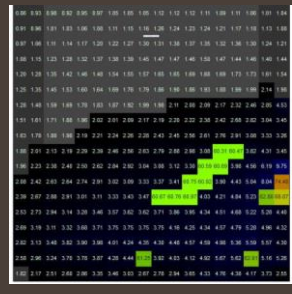
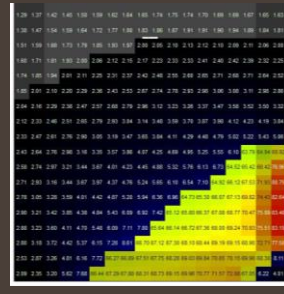
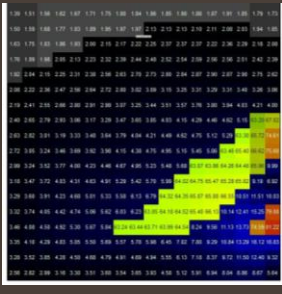
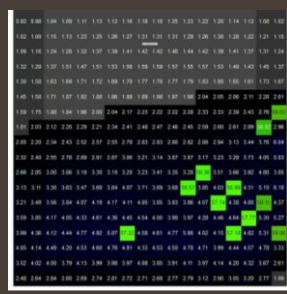
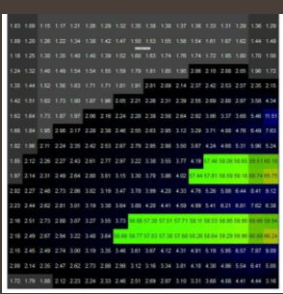
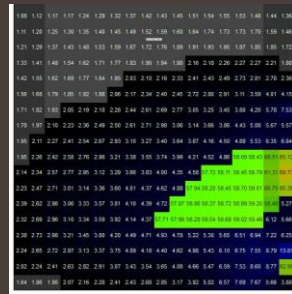
2

1

3

Observation: Horizontal divisions reduce midday direct sunshine. Higher window head increase sunlight penetration.

Spring Solstice
15:00



Score: 3

3

4

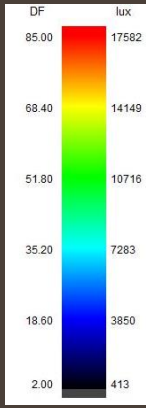
6

2

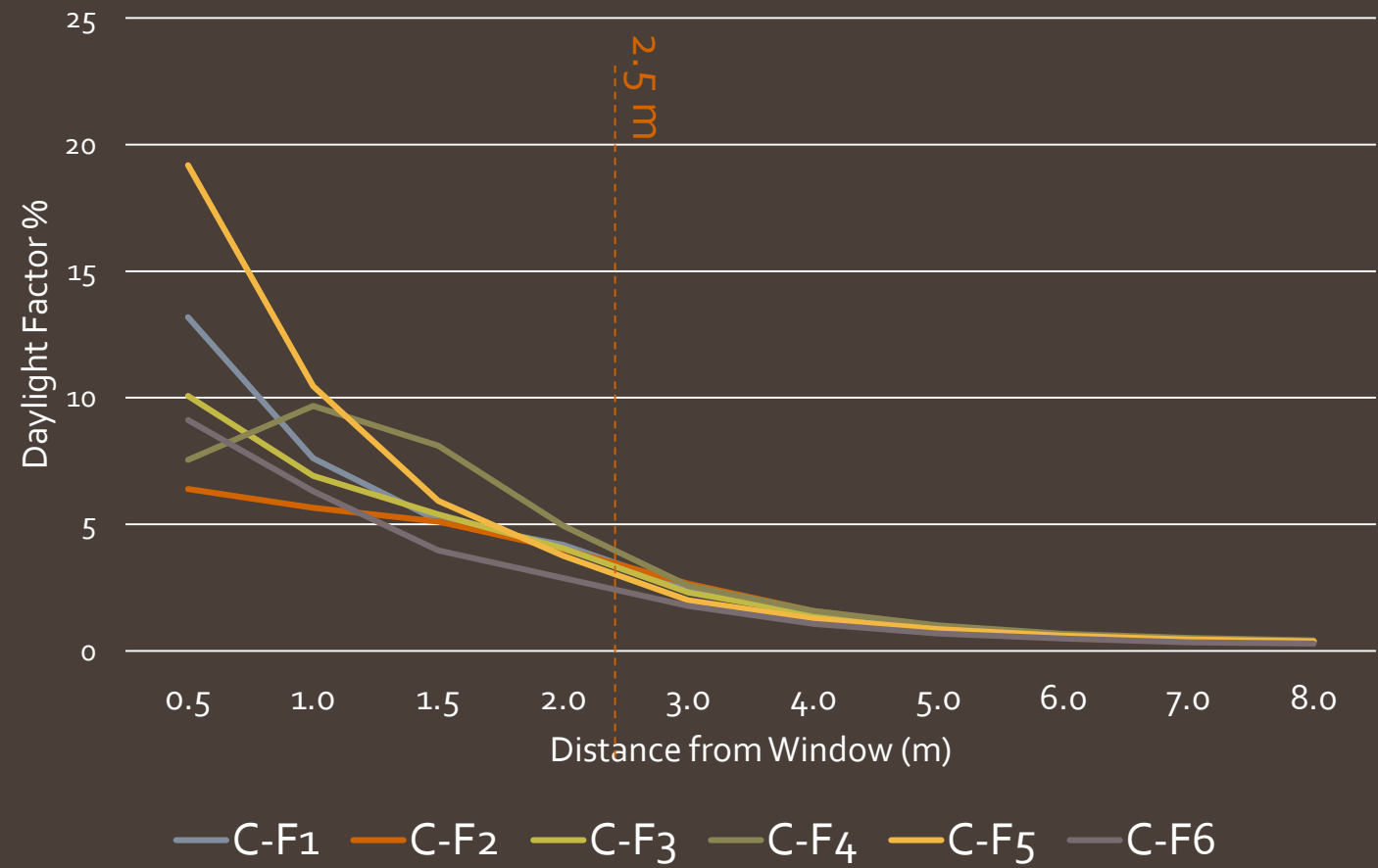
1

5

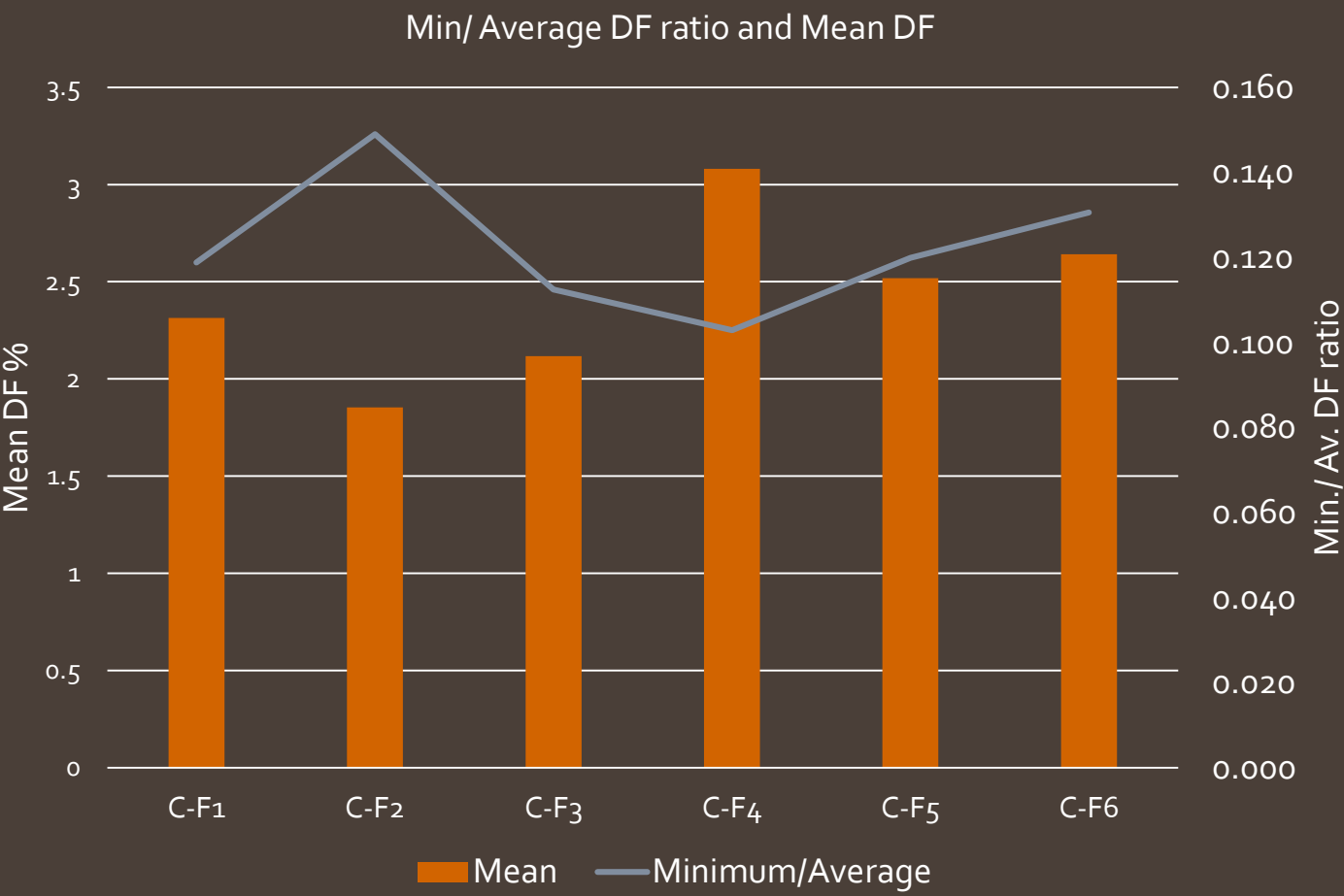
Observation: Vertical divisions reduce afternoon glare.



Group C - facades
Daylight Factor at distance from window

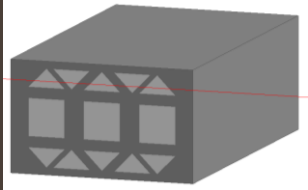
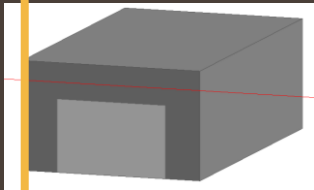
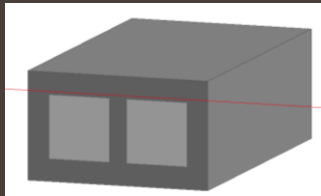
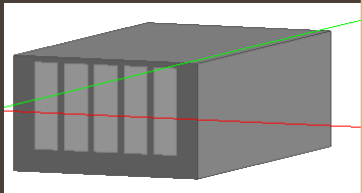
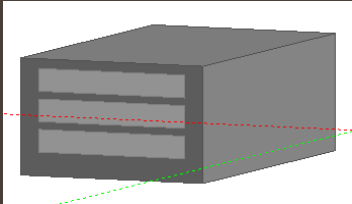
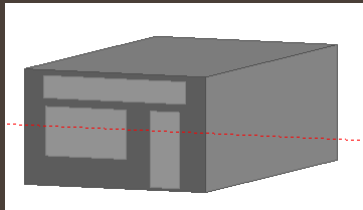


	DF% at 2.5m ranking
C-F1	4
CF2	4
C-F3	3
C-F4	6
C-F5	2
C-F6	1



	Mean DF%	Uniformity Ratio
C-F1	4	3
CF2	4	6
C-F3	3	2
C-F4	6	1
C-F5	2	3
C-F6	1	5

Base Case Selection Results Table

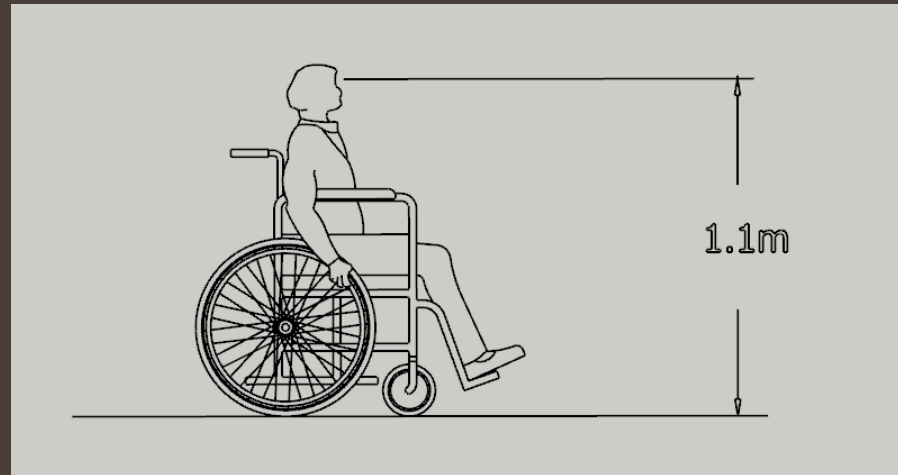


Priority Weighting		C-F1	C-F2	C-F3	C-F4	C-F5	C-F6
Higher morning Illumination	2	4(2)	8(4)	2(4)	10(5)	12(6)	6(3)
Lower midday glare	1	4	6	4	2	1	3
Lower afternoon glare	1	3	4	6	2	1	5
Greater DF at depth of 2.5m	1	4	4	3	6	2	1
Greater uniformity	1	3	6	2	1	3	5
Higher mean DF	2	6(3)	2(1)	4(2)	12(6)	8(4)	10(5)
TOTAL		24	30	21	33	27	30

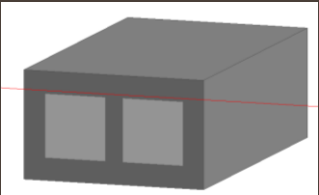
Selected Base Case (BC)

Study Parameters

- Working plane height set at 1.1m
- (Note: Design Builder does not provide vertical working plane).
- Daylight Factor Thresholds: Low 3% - High 10%
- Luminance Thresholds:
 - Morning Low 226 lux – high 2500 lux
 - Afternoon Low 450 lux – high 2500 lux
- CIE overcast skies for daylight simulations. No margins.
- CIE sunny clear day for illuminance simulations. No margins.
- Glazing: Double low e 6mm/13mm clear: Visible transmission 0.745
- Reflectances unchanged unless specified.

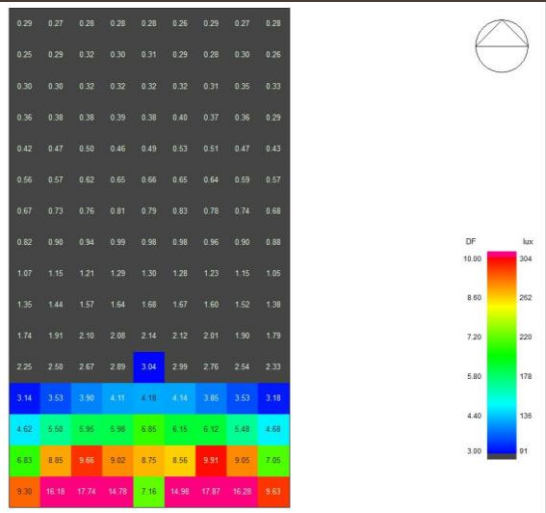


Base Case



	Average Daylight Factor (%)	Uniformity ratio (Min / Avg)
BC	2.702	0.093
Objectives	5.000	0.600

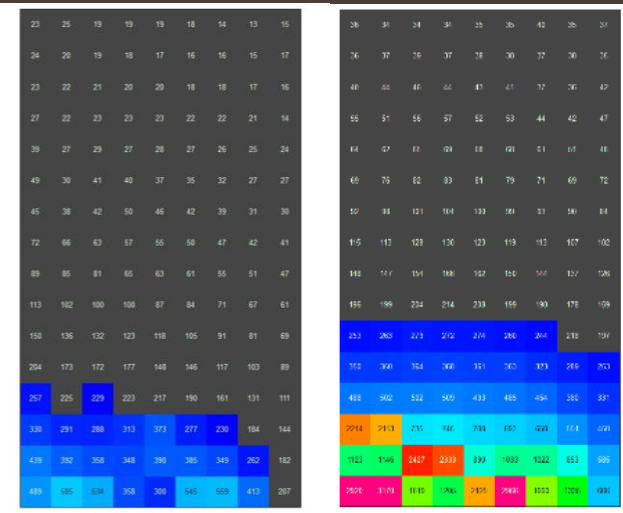
Daylight Factor Map



Low threshold = 3%

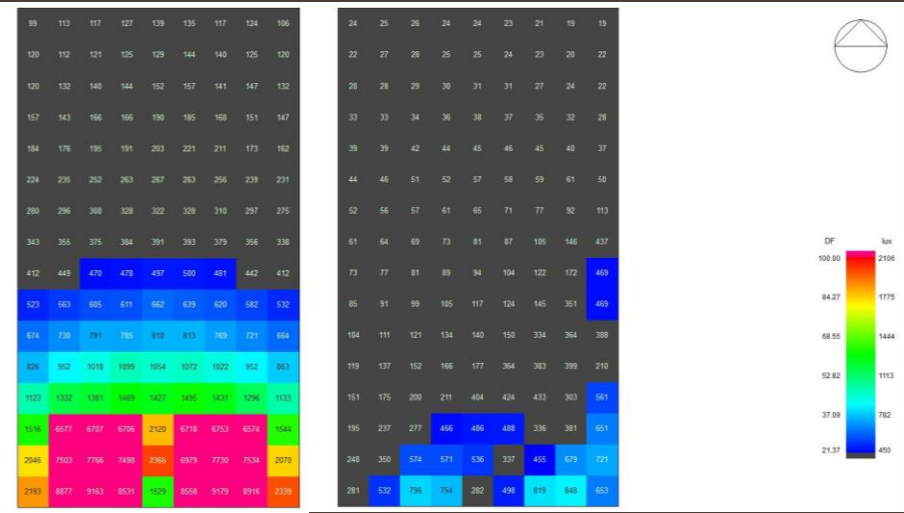
Illuminance Maps

Dec 21 0800 Mar 20 0800



Low threshold = 226 lux
High Threshold = 2500 lux

Mar 20 1200 1500



Low threshold = 450 lux
High = 2500 lux

Base Case
variation from
design objective

Objectives
Prioritisation

Variance

- Insufficient morning illuminance in winter
- Midday glare
- Some afternoon glare
- Poor daylight penetration
- Insufficient uniformity.

Design Objectives Priorities

1. Maintain views out.
2. Increase morning daylight and sunlight.
3. Increase daylight penetration into room.
4. Reduce afternoon glare.
(Midday glare less problematic as room is unused over lunch hour.)
5. Improve uniformity ratio.

Road map of studies

Study 1

- Relocation of windows flush with internal surfaces.
- Objectives: Increase morning luminance and overall uniformity by increasing internal reflectance component.



Study 2

- Introduction of light shelves
- Objectives: Improve daylight penetration and uniformity by horizontal reflectance off light shelf or ground plane.



Study 3

- Introduce vertical plane external shaders/ reflectors.
- Objectives: Reflect in more morning East light. Block afternoon solar glare

Study 1 _ Repositioning of window adjacent to internal surfaces.

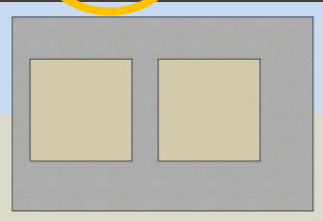
Objective: Increase morning light penetration by internal reflection.

BC

West



A



B

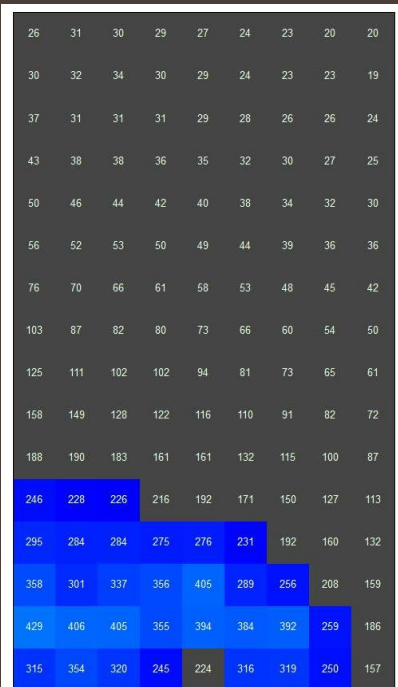
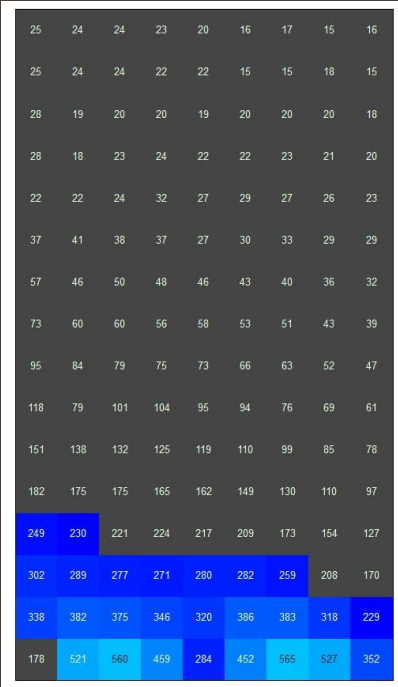
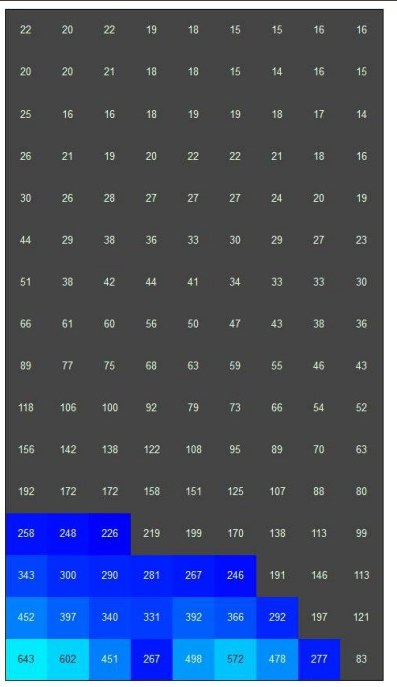
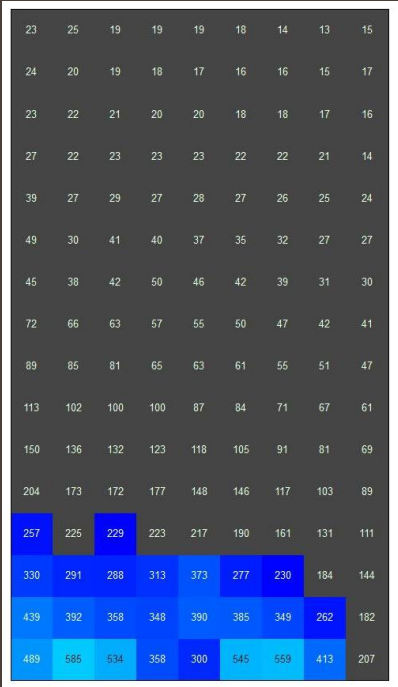


C



East

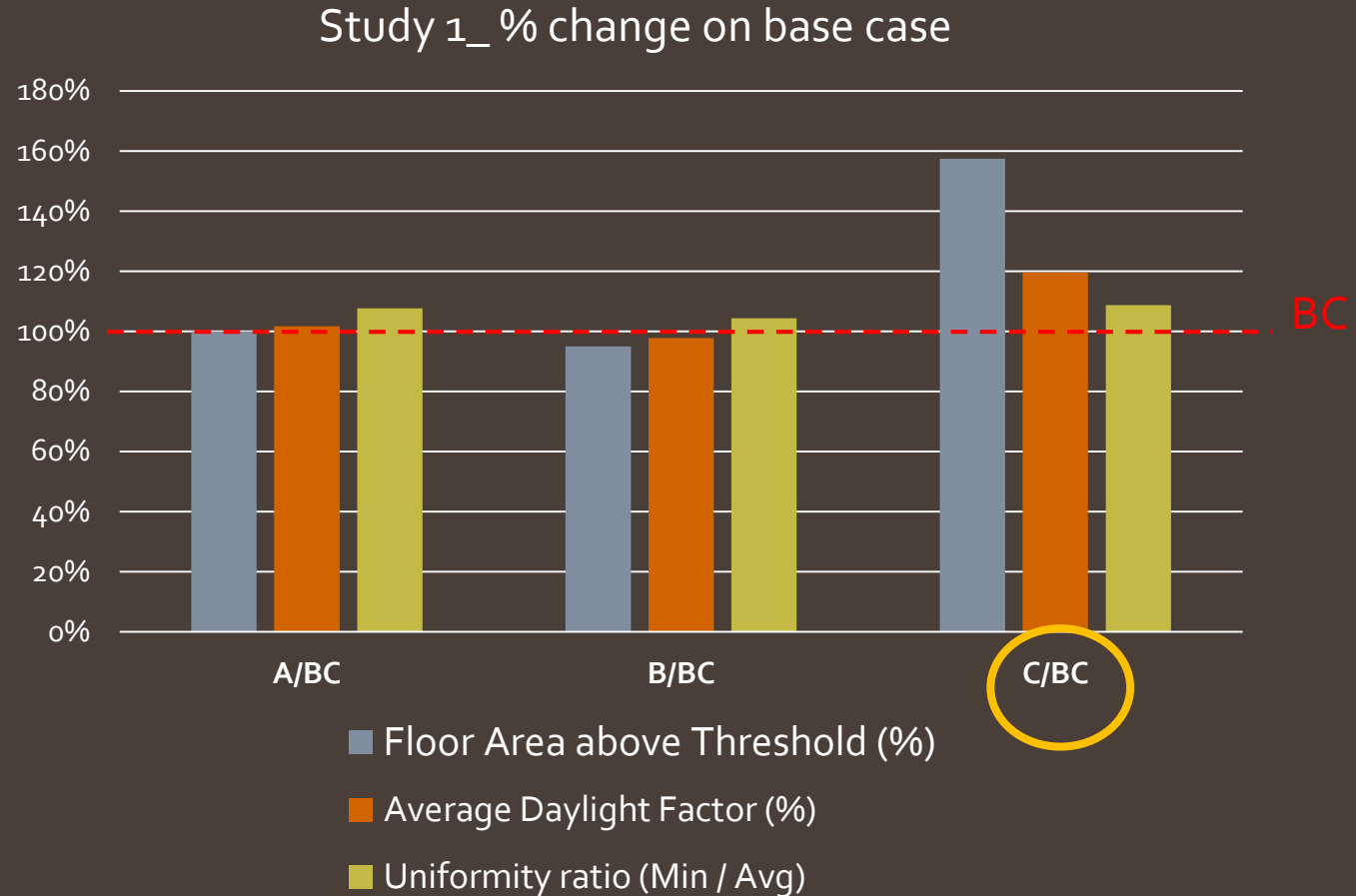
Illuminance Dec 21 08:00



Study 1

Remarks:

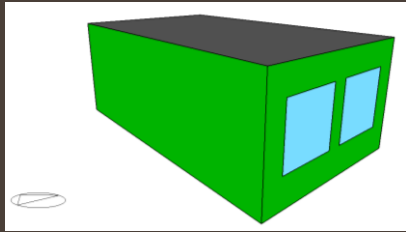
- Options A and C increased area of morning threshold illuminance.
- Option C increased area more but with more lower levels of illuminance.
- C performs best in distributing daylight and increasing average daylight factor.



Study 2 _ Introduction of Light Shelves

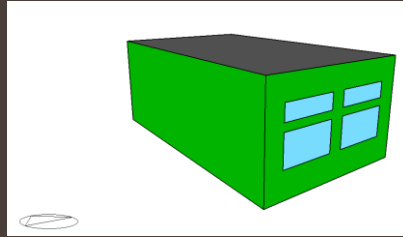
Objective: Improve daylight penetration and uniformity by horizontal reflectance off light shelf or ground plane.

BC



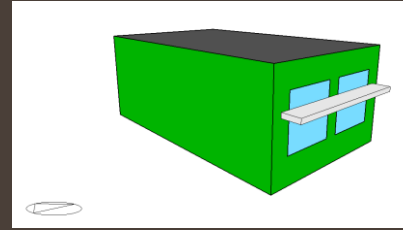
Base Case
Ground Reflectance
0.2

A



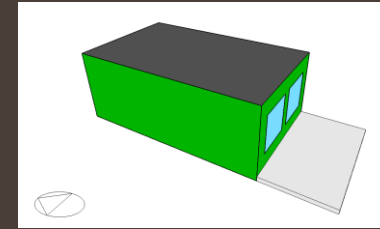
Internal Light Shelf
Cill reveal depth 0.6m
Reflectance 0.7

B

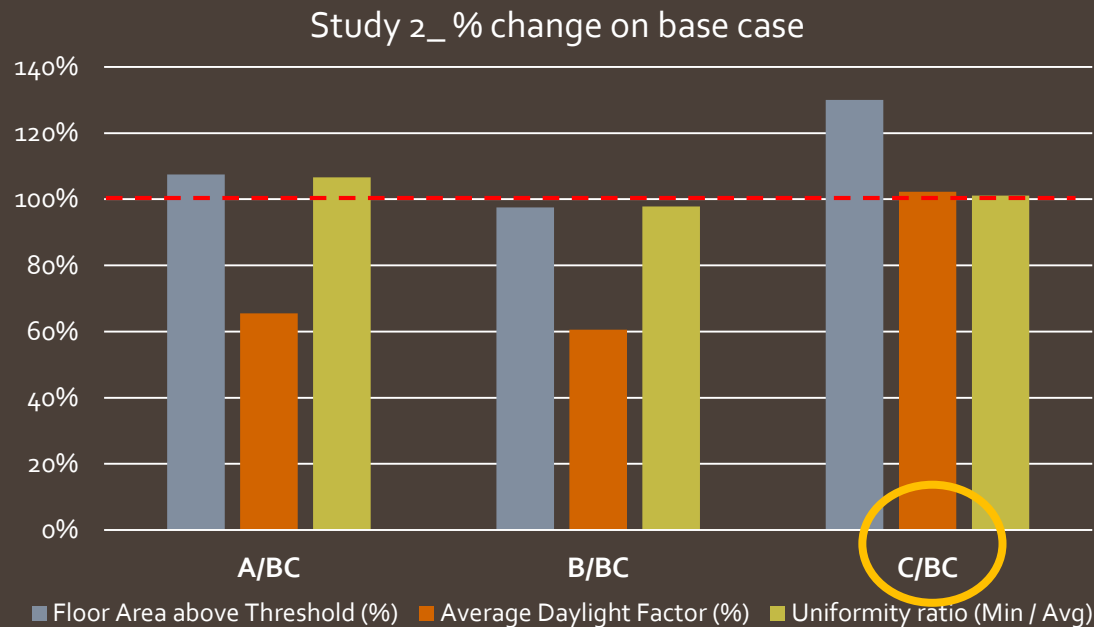


External Light Shelf
Shelf depth 0.6m
Reflectance 0.7

C



External patio
Patio depth 3m
Reflectance 0.6

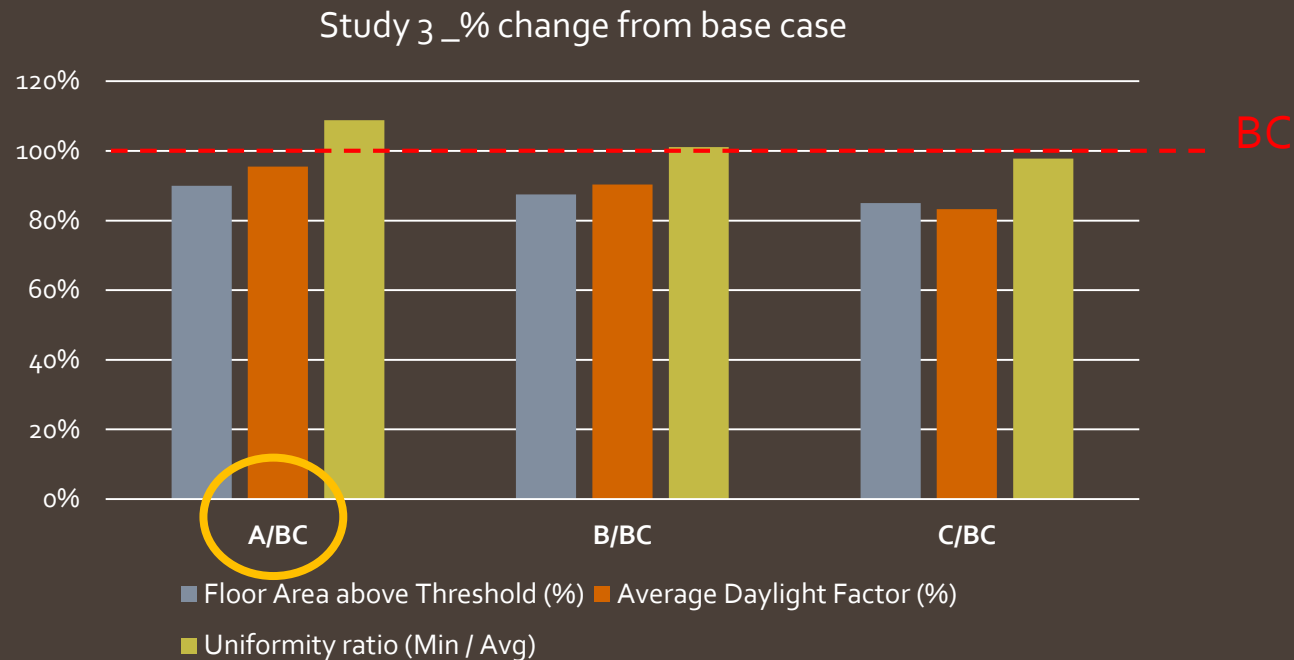
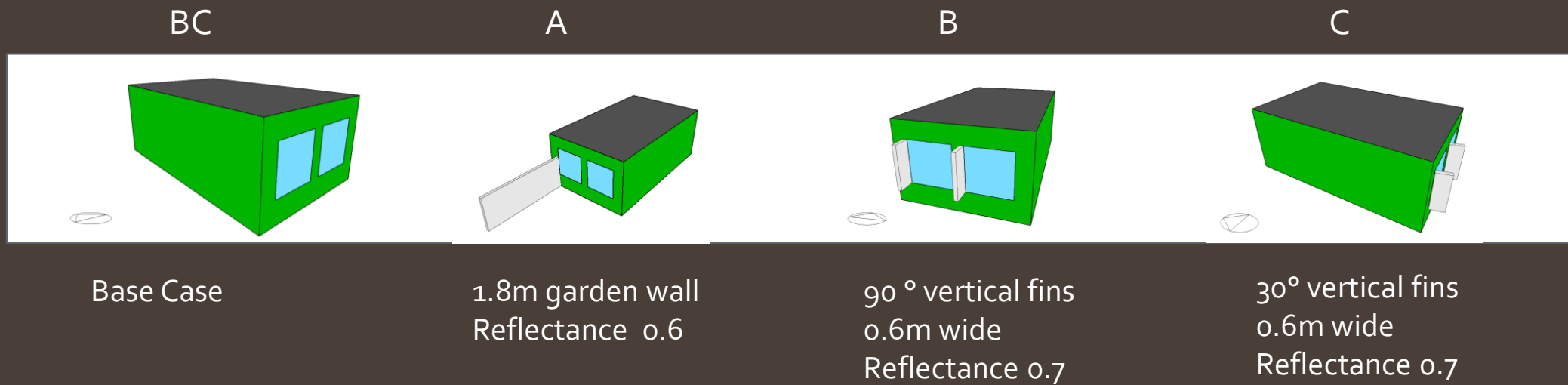


BC

Remarks:
A and C improve daylight spread, but the introduction of light shelves do reduce the mean daylight factor.

Study 3 _ Introduce vertical plane reflectors/ shade

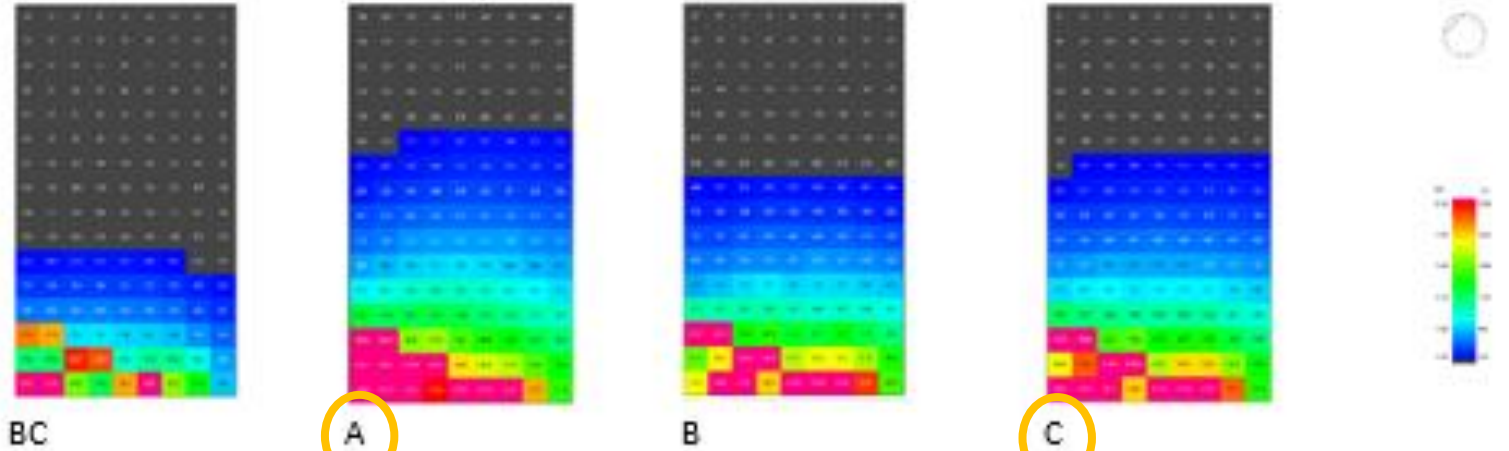
Objective: Direct morning light internally and shade afternoon glare.



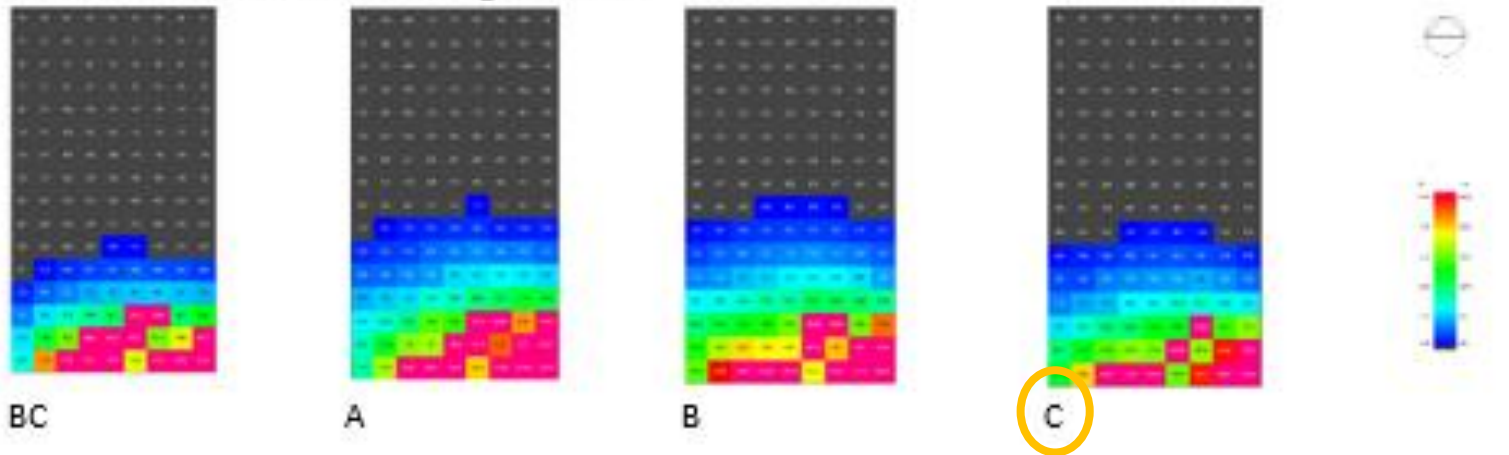
Study 3 Morning and Afternoon Illuminance

- All cases succeed in increasing morning sunlight penetration, A by the greatest. A has most morning glare.
- A slightly increases afternoon glare. B and C slightly reduce afternoon glare, C by the greatest.

20 March 08:00 Illuminance maps
Scale calibration: Low 226 lux High 2500 lux



20 March 15:00 Illuminance maps
Scale calibration: Low 450 lux High 2500 lux



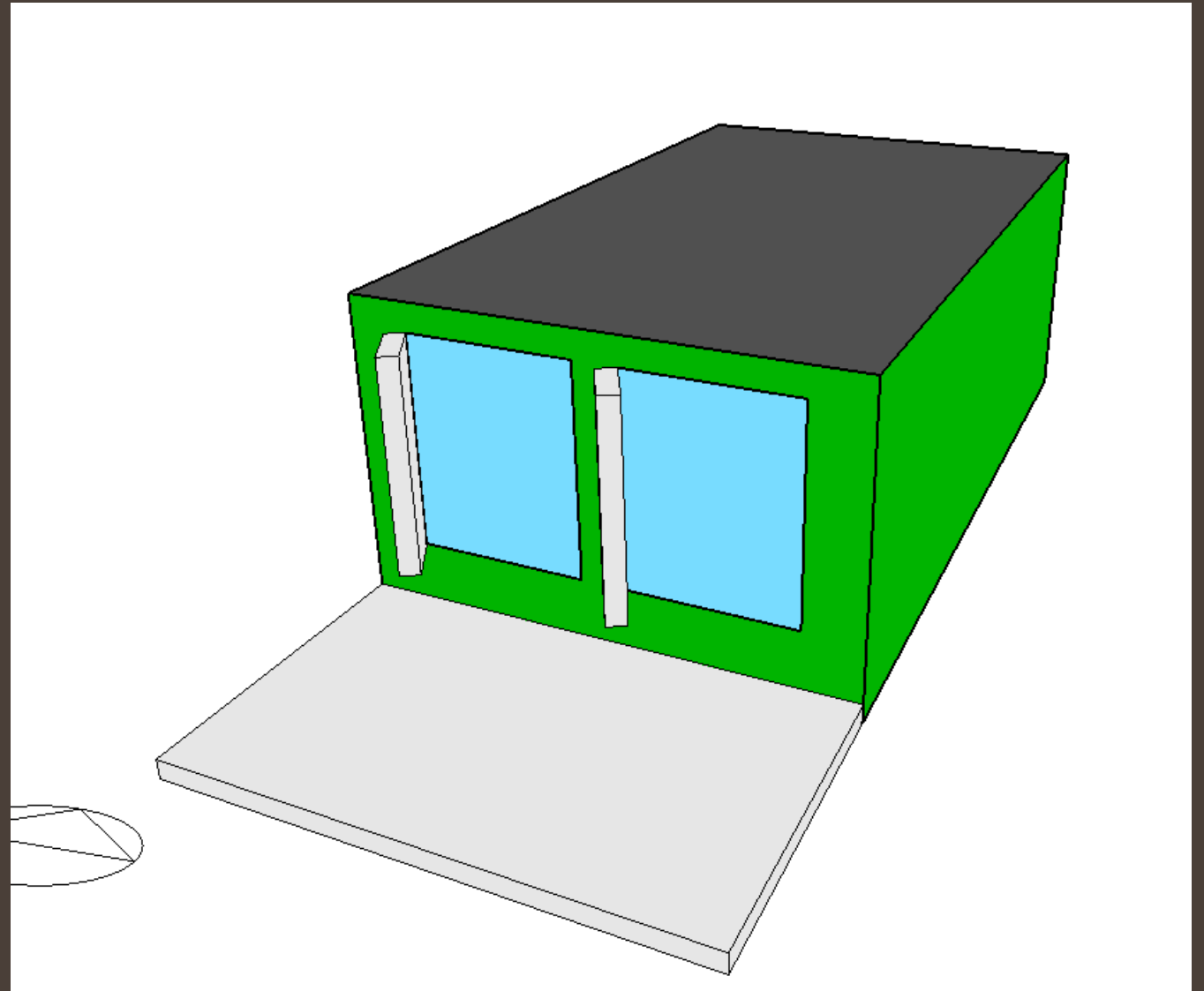
Final Façade

Study 1_opt C

Study 2_opt C

Study 3_opt B

Additionally,
Cill level dropped to 800 to
maintain views.

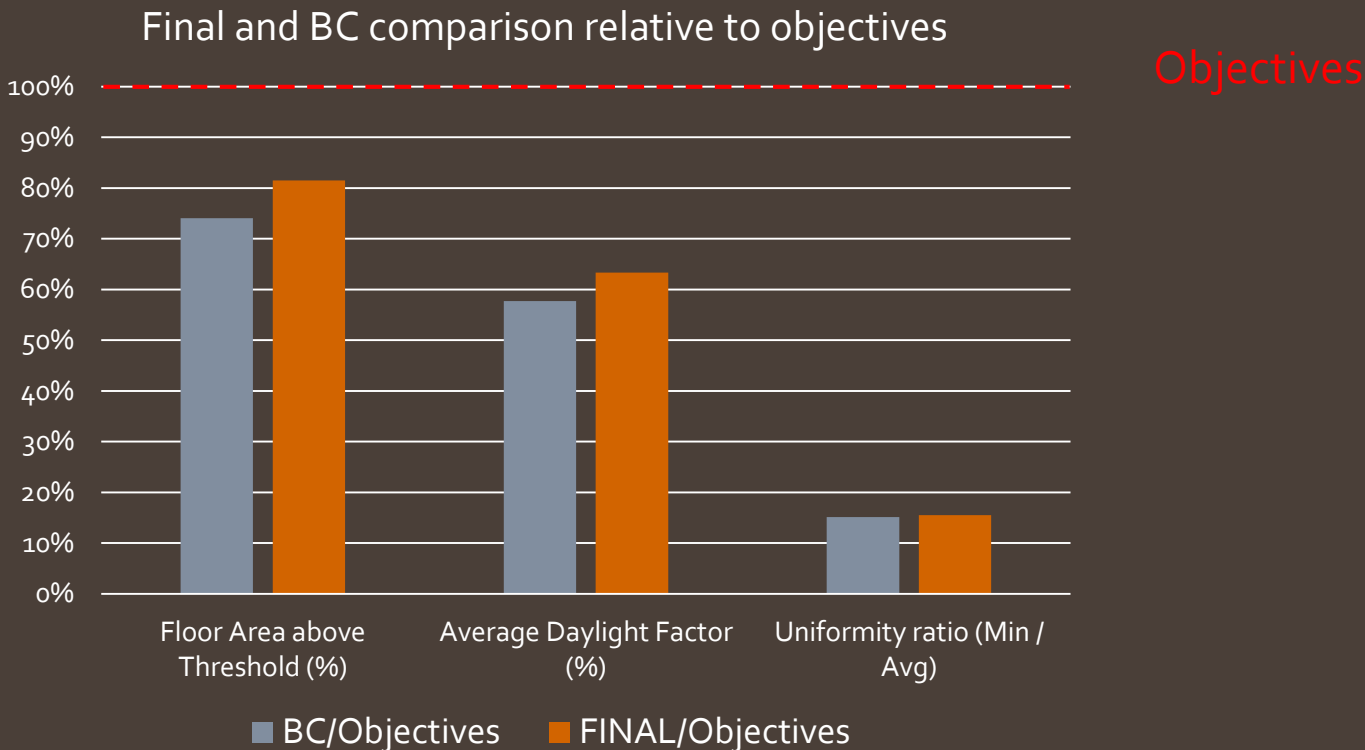


Final, Base Case and Objectives comparison

Remarks:

- Final proposal does improve on the base case in the 3 measures.
- Uniformity improvement is only slight.
- Final proposal is still far short of achieving the objective measures.
- A deep plan single aspect room would be expected to have daylighting supplemented by artificial lighting.

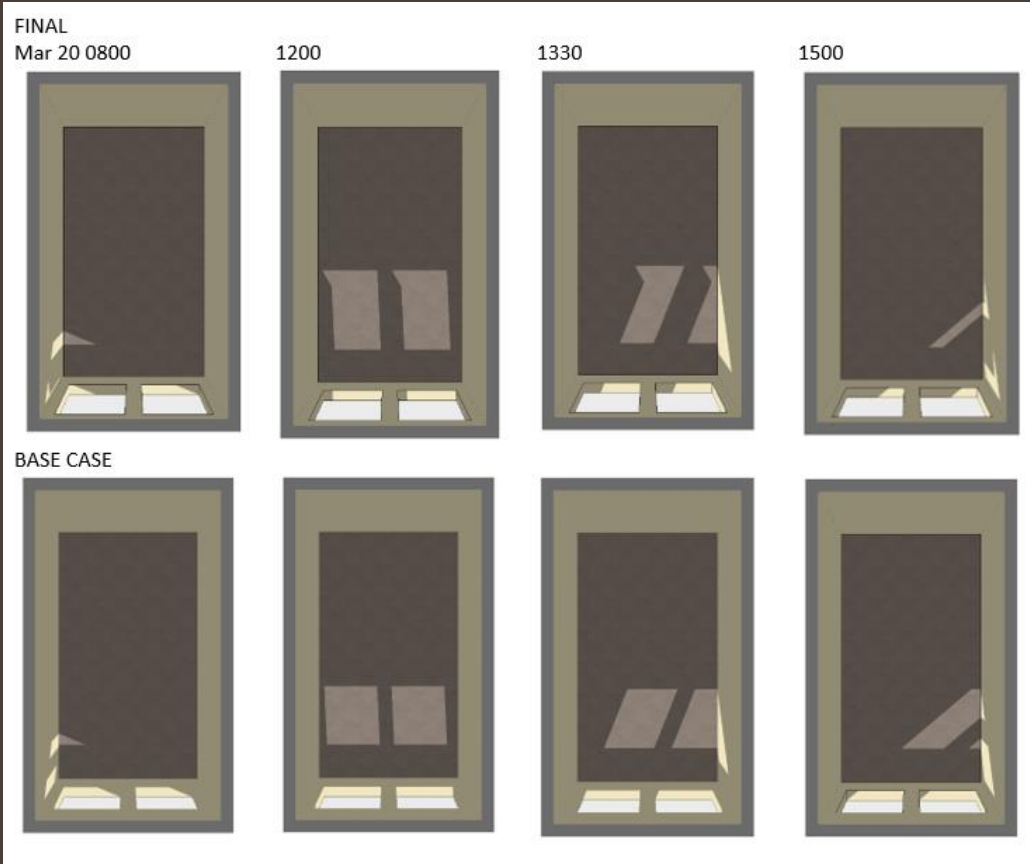
	Average Daylight Factor (%)	Uniformity ratio (Min / Avg)	Floor Area above Threshold (%)
BC	2.702	0.093	27.778
Objectives	5.000	0.600	37.500
Final	3.168	0.093	30.556



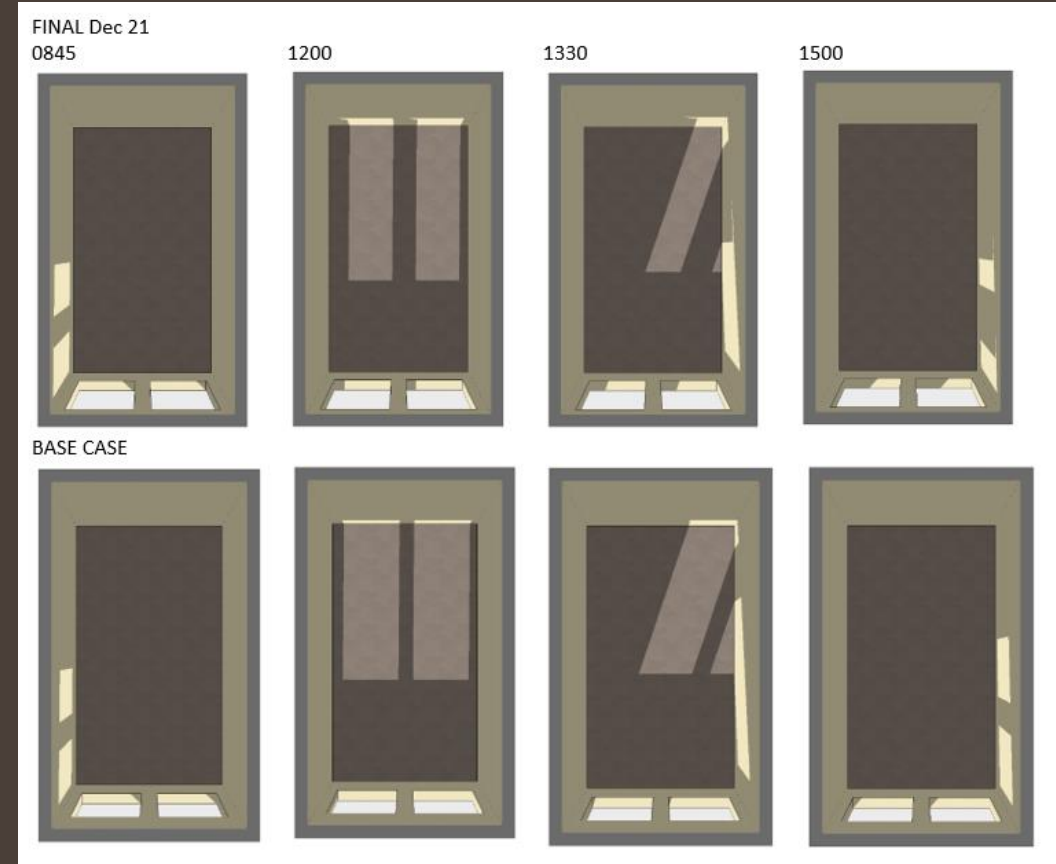
FINAL AND BASE CASE COMPARISON

Sunlight studies

Spring Solstice
FINAL



BASE CASE



Remarks:

- Increased sunlight penetration into depth of room.
- Some blocking of afternoon glare.
- Midday glare still problematic, extending into TV zone in spring but can possibly be managed with internal blinds.

Further investigations

- Increasing height of vertical fins to block spring summer higher altitude afternoon sunlight.
- Increasing reflectance of lounge floor, but mindful of the need to retain clear contrast between vertical and horizontal planes. (CIE 2017)
- Selection of internal transparent blinds to mitigate midday and mid afternoon glare. Consideration of blind control mechanism; staff operated manual or automated to sensor or schedule.
- Supplementing with artificial lighting to both achieve luminance levels desired and to create homely feel.
- Optimisation of solar gain and heat loss through glazing.
- Optimisation of energy use for electrical lighting and for heating/ cooling to balance heat loss/ gain through glazing.
- Detailed investigation of glazing specification.

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