

PV . AS . ART

PRESENTATION CONTENT

1

INTRODUCTION

- *Problem Statement*
- *Objective*

2

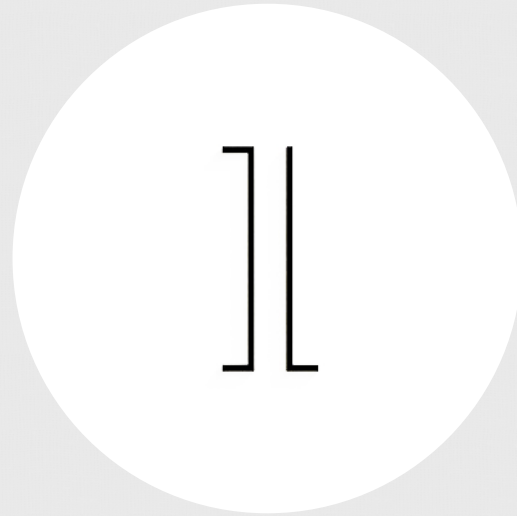
RESEARCH

- *Daylight*
- *Solar Energy*

3

DESIGN

- *Marineterrein*
- *Heros Daylight School*

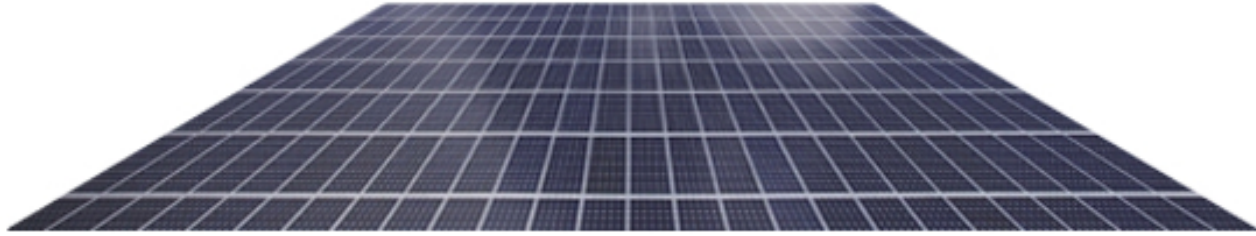


INTRODUCTION



PROBLEM STATEMENT 1

Current way of mounting solar panels on roofs is a good development, but **not fed by an architectural approach;**

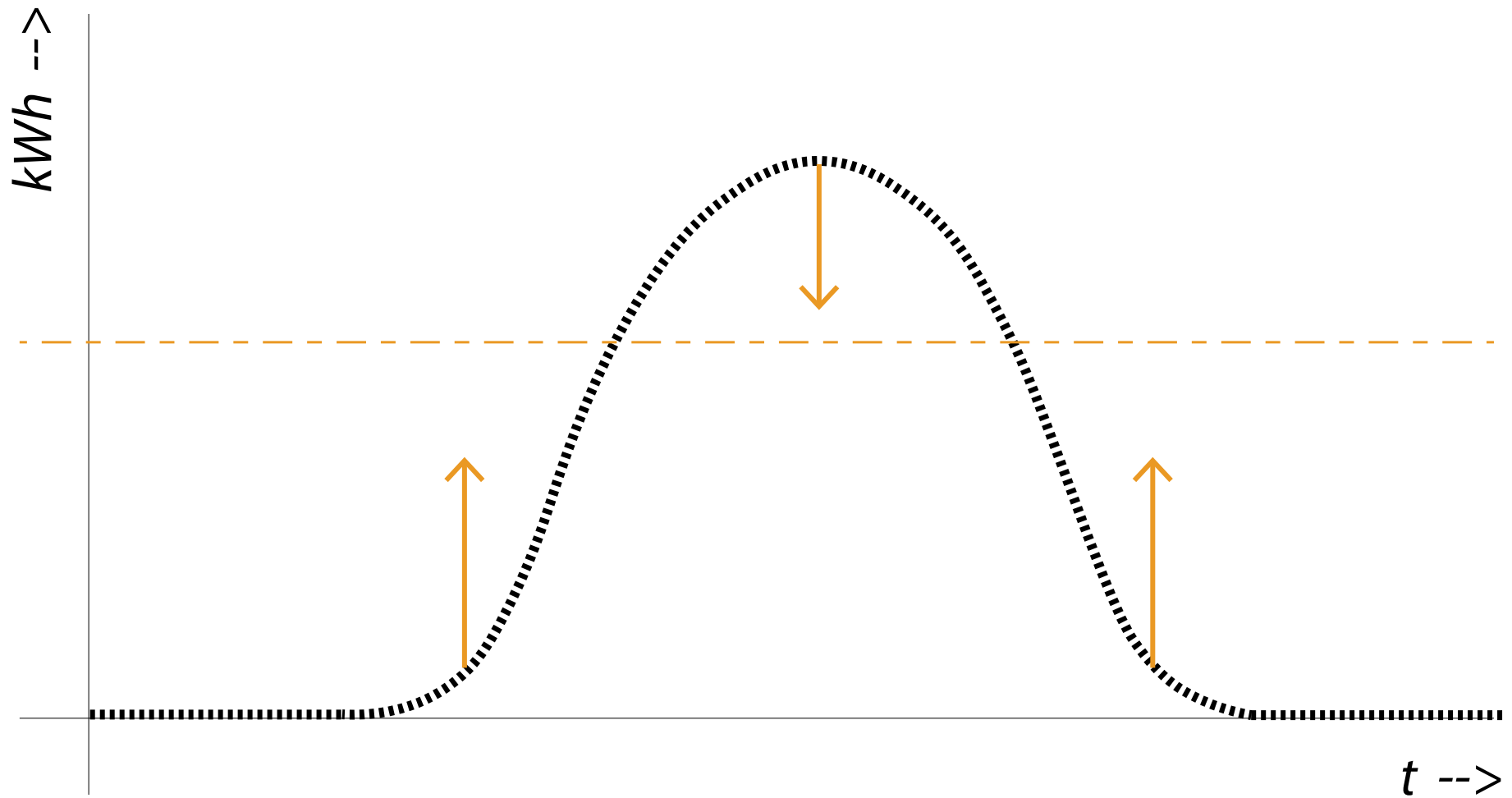


+



PROBLEM STATEMENT 2

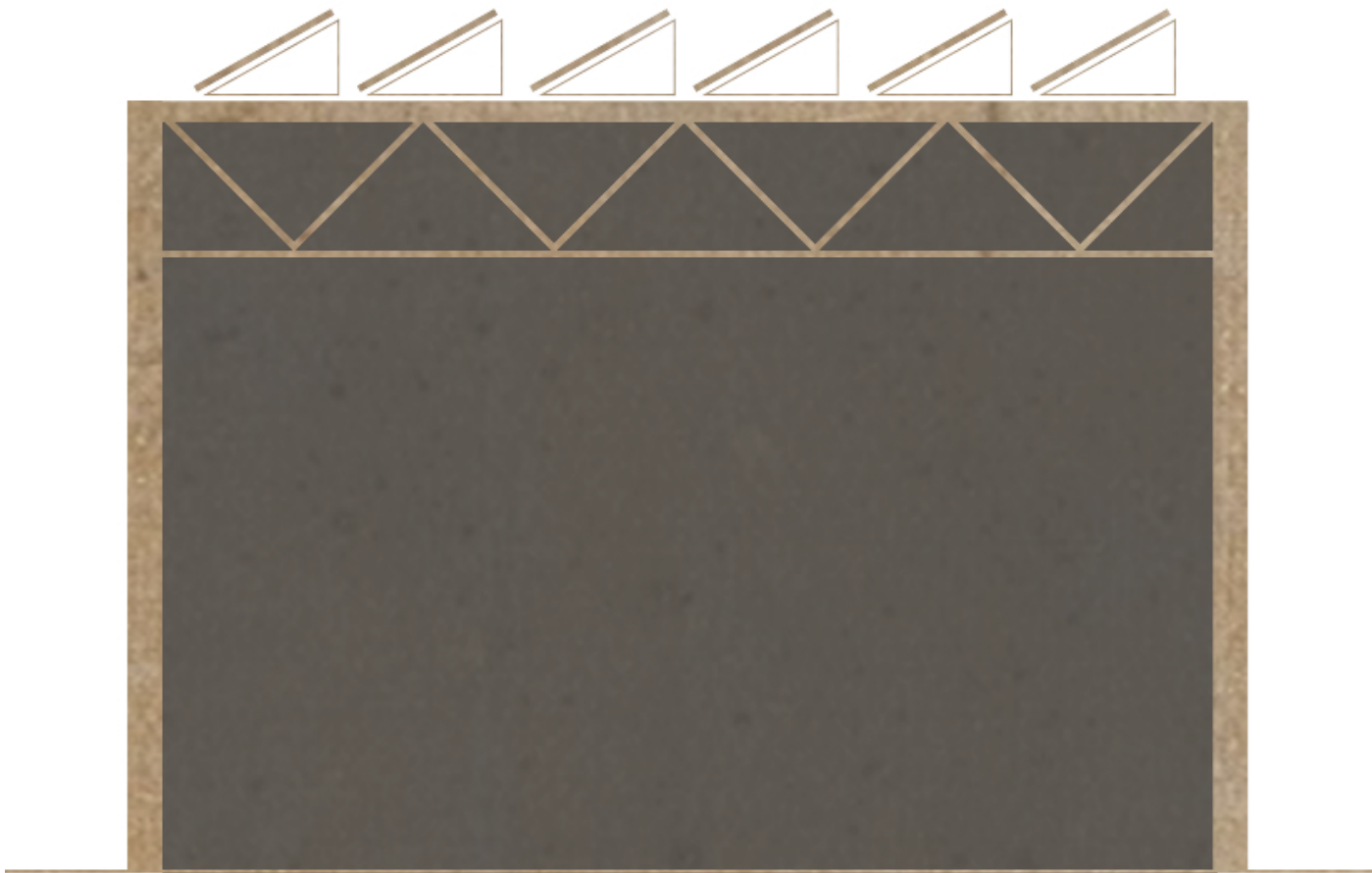
Instead of focusing on producing energy, the first steps should be to **reduce and reuse** existing energy (i.a. artificial lighting);



noon: high peak

PROBLEM STATEMENT 3

Instead of absorb the produced energy peaks (otherwise the power grid get overloaded), **prevent** them.



current situation
=
adding solar panels



++ **constant energy**

++ **diffuse daylight**

++ **architectural interest**

OVERALL DESIGN QUESTION

In which **aesthetic and eco-efficient** way,
solar energy and daylight can be integrated in a **roof-mounted system**,
using an existing building on the Marineterrein in Amsterdam as a test subject?



RESEARCH

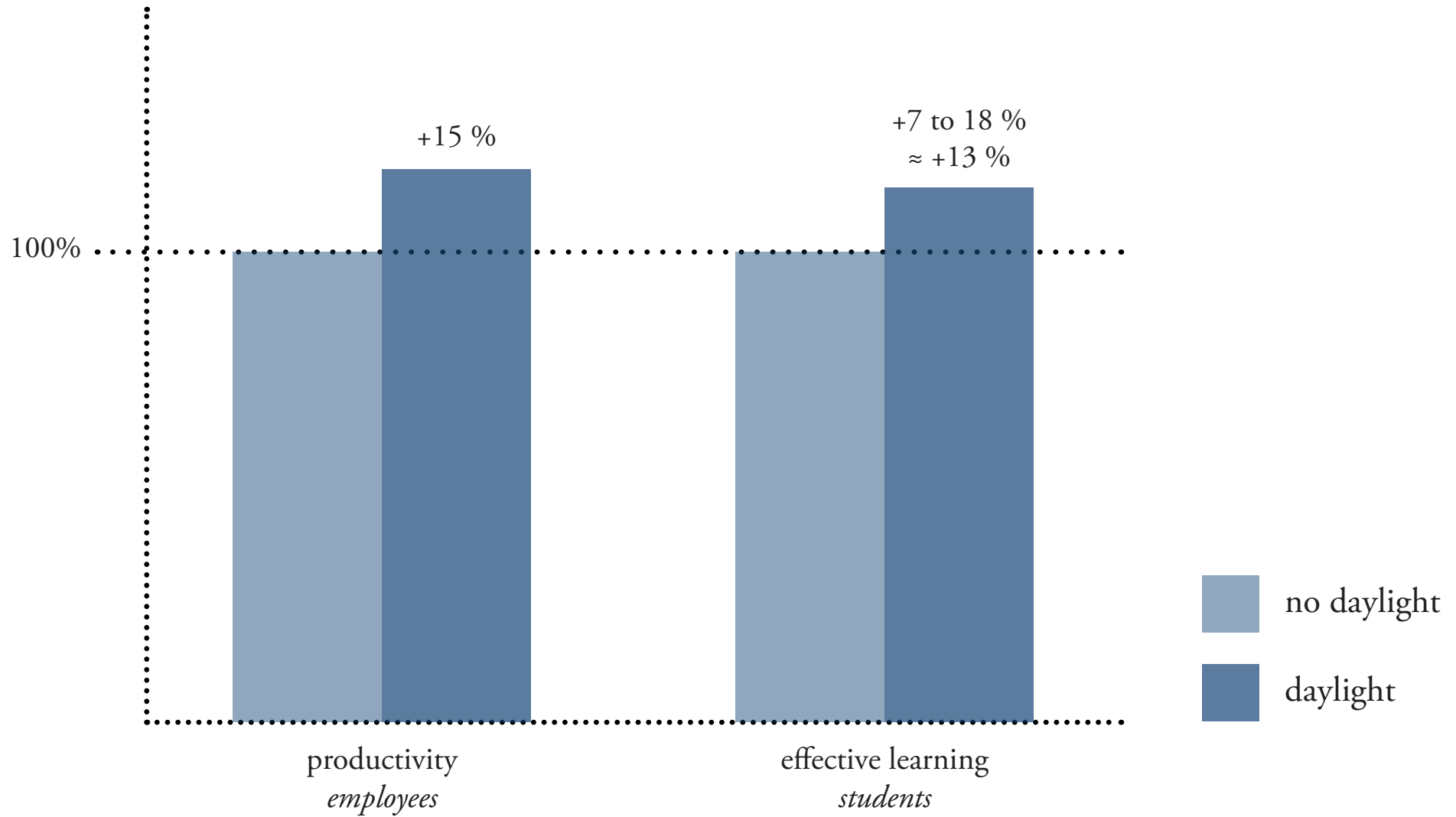
DAYLIGHT



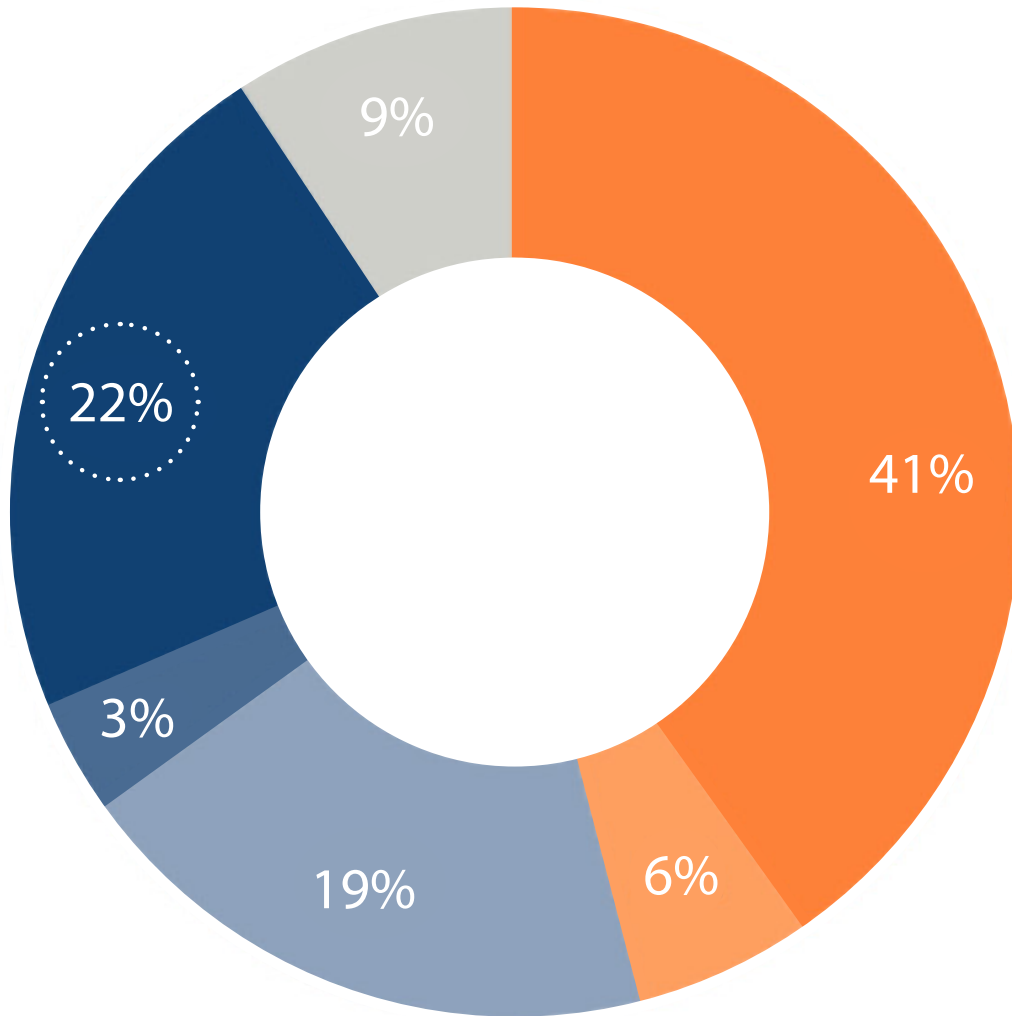
The Weather Project

Artist: Olafur Eliasson
Tate Modern, London - 2003

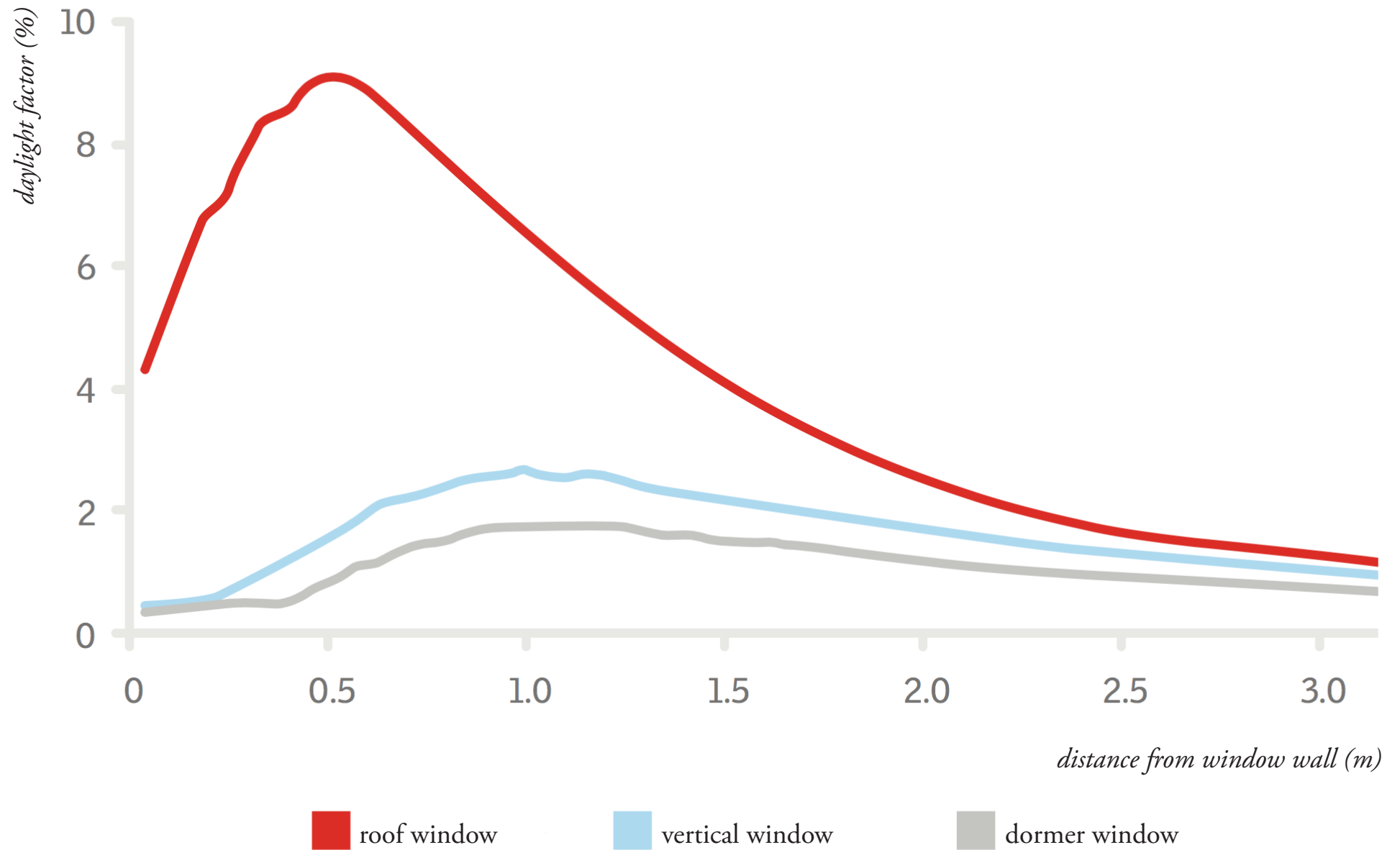
HUMAN BENEFITS



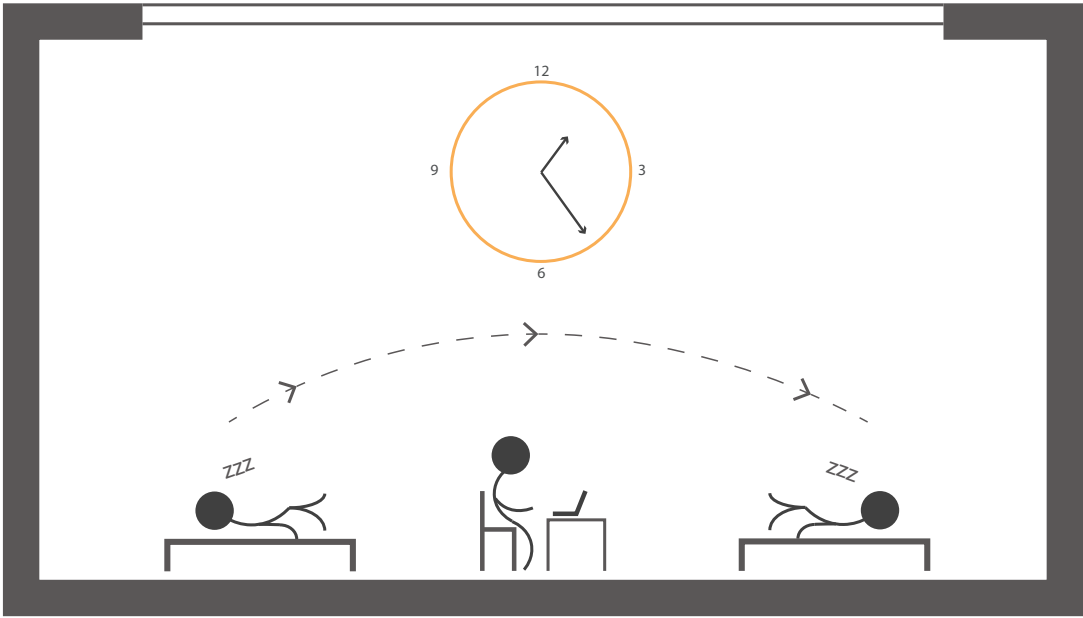
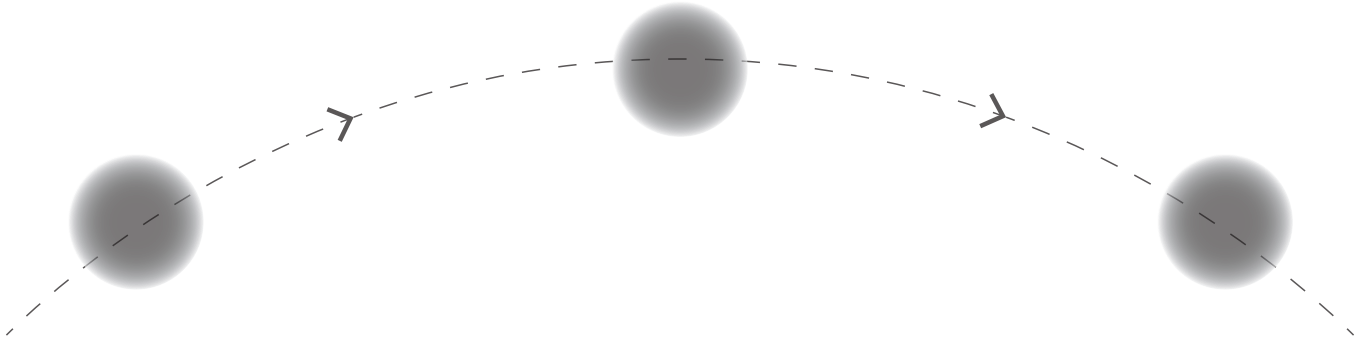
AVERAGE ENERGY USE - OFFICE BUILDING



ROOF DAYLIGHT

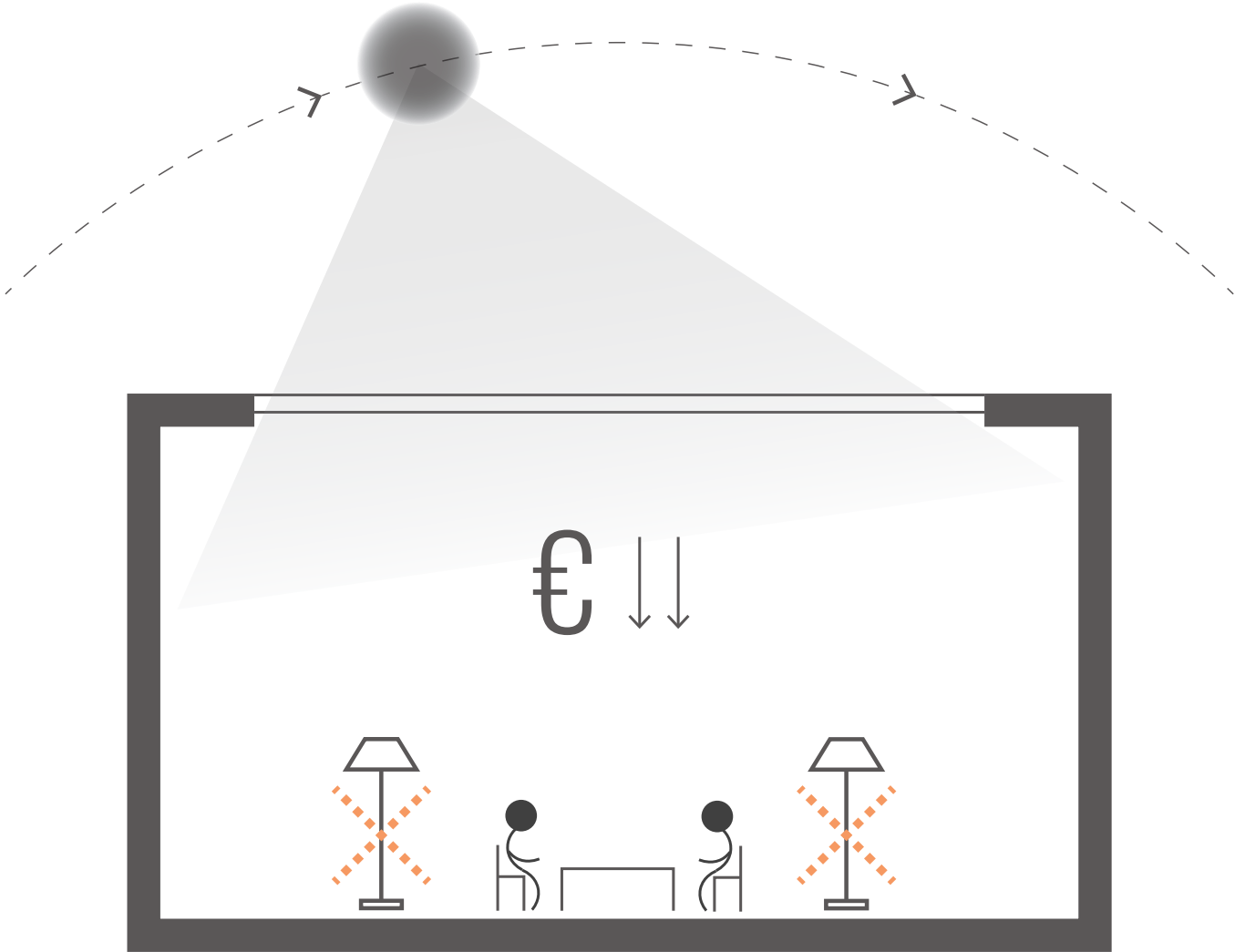


ADVANTAGES



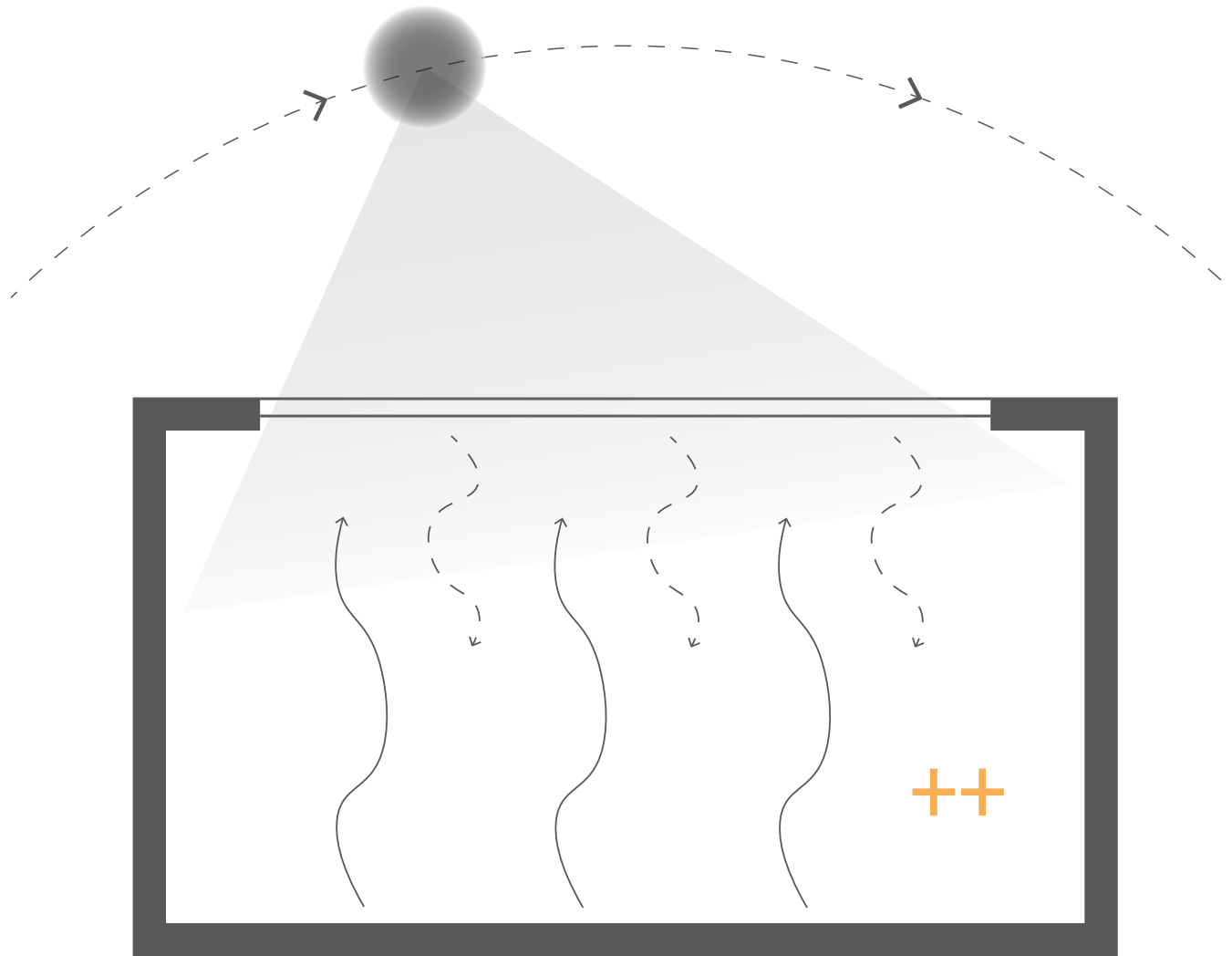
stimulate biorhythm of users

ADVANTAGES



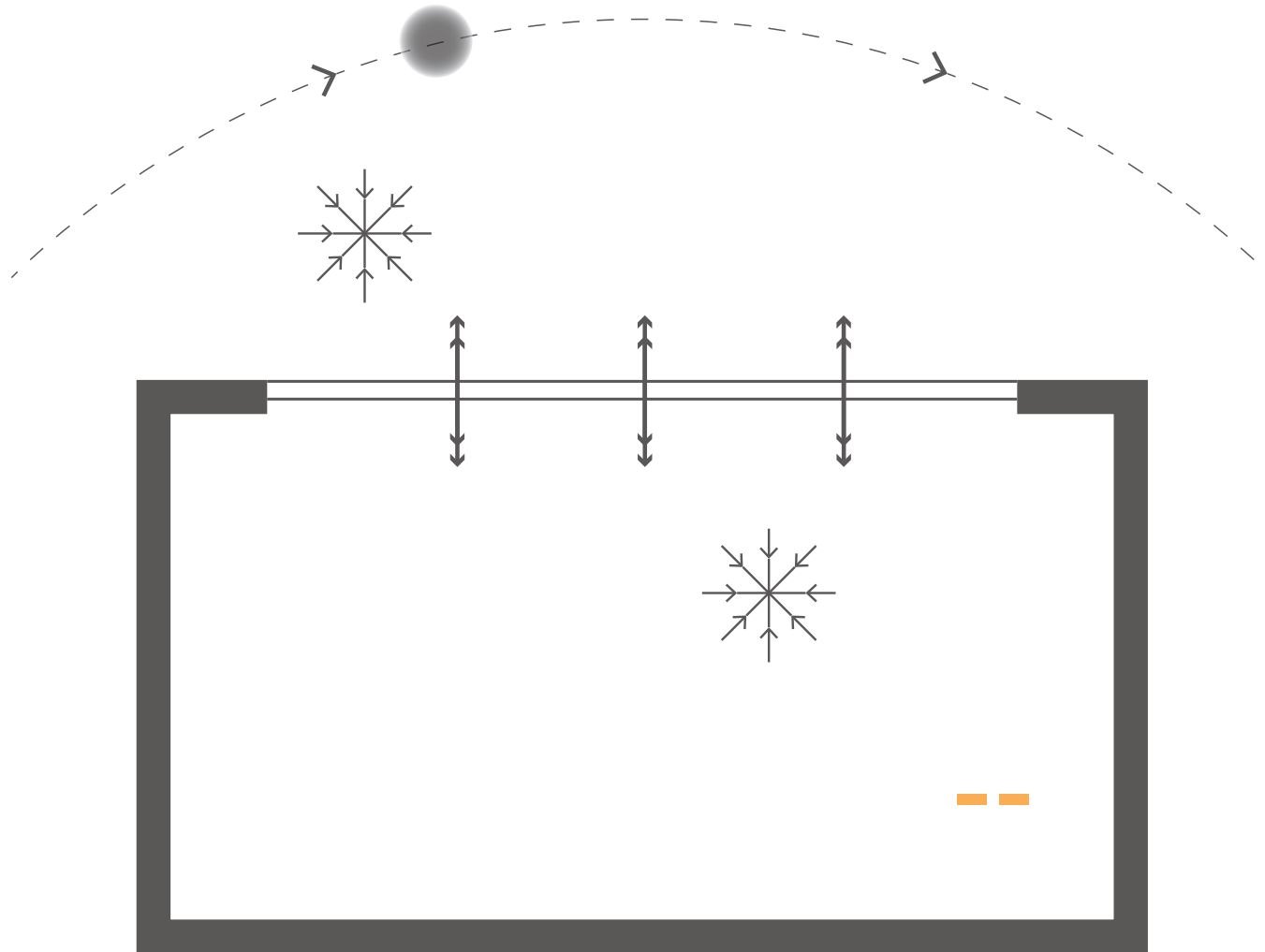
decrease in lighting / electricity costs

DISADVANTAGES



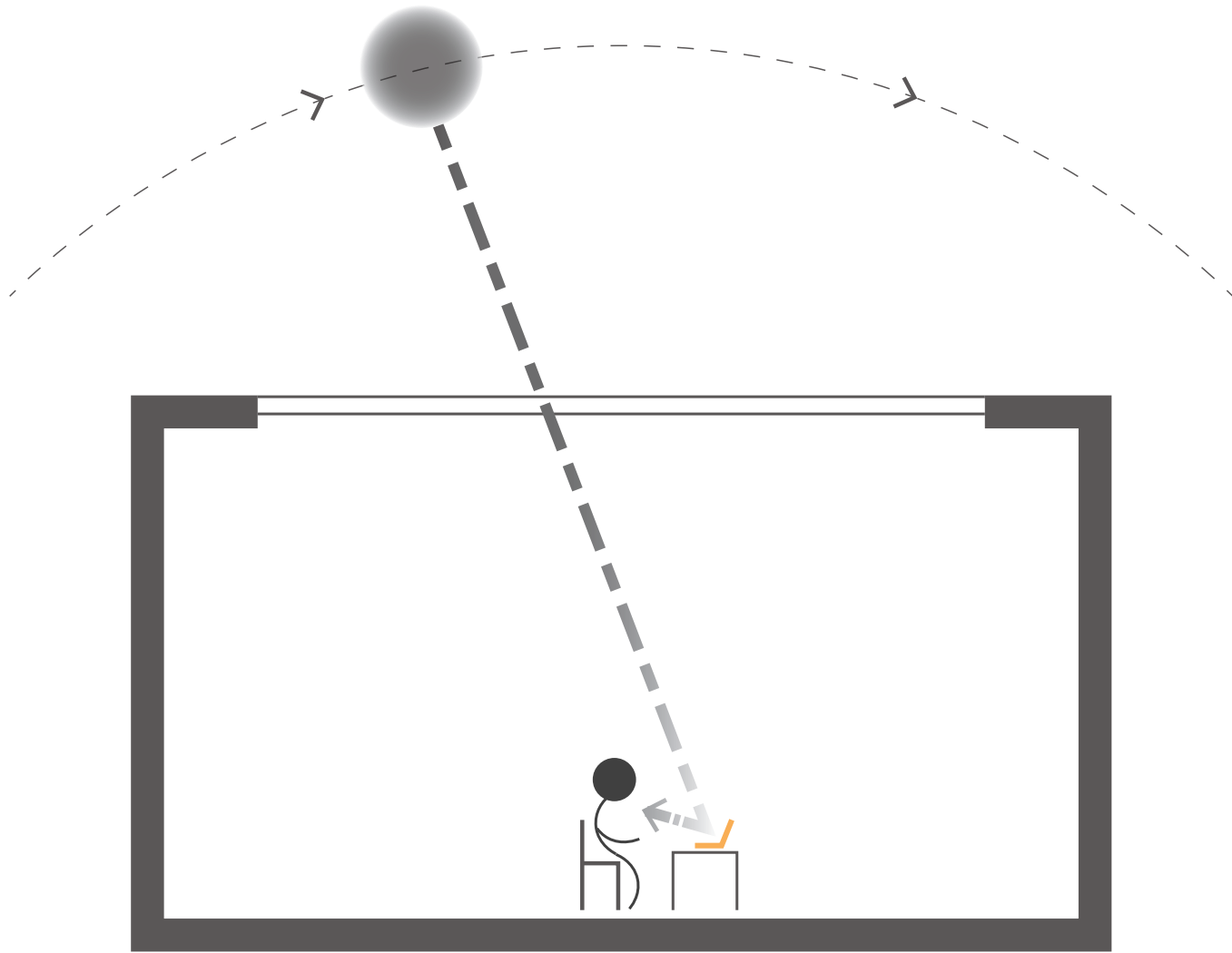
summer: overheated by greenhouse effect

DISADVANTAGES



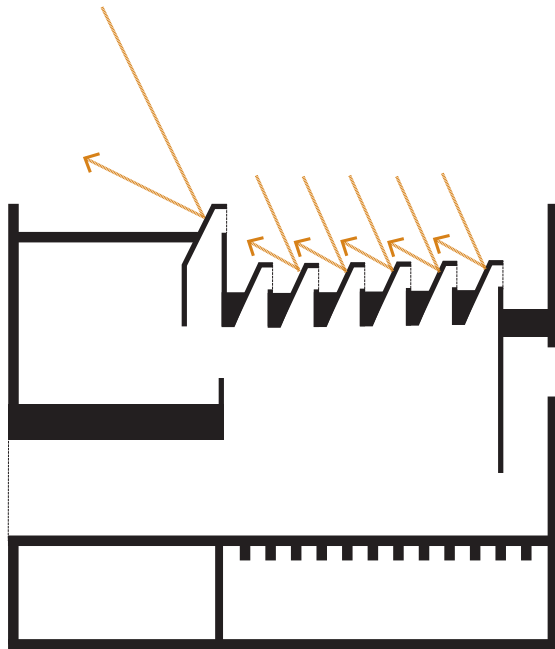
winter: high heat losses through glass

DISADVANTAGES

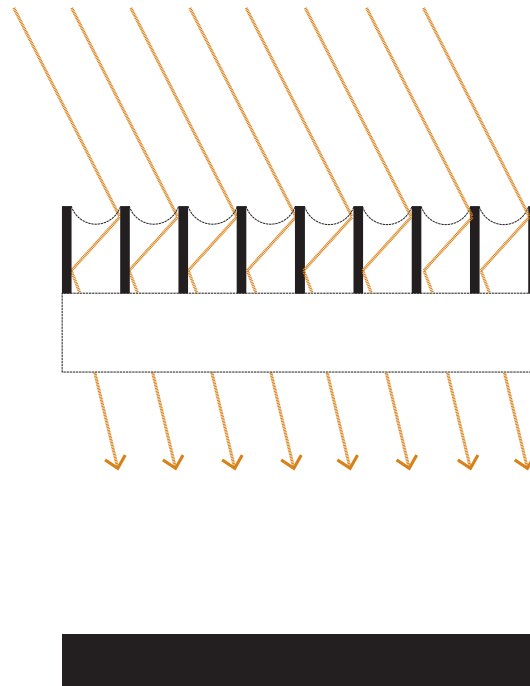


sun glare on screens

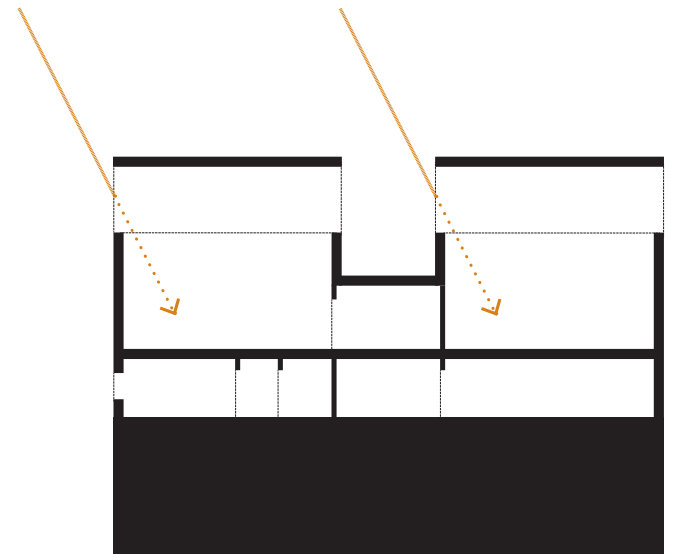
DIFFUSE RADIATION



rebound



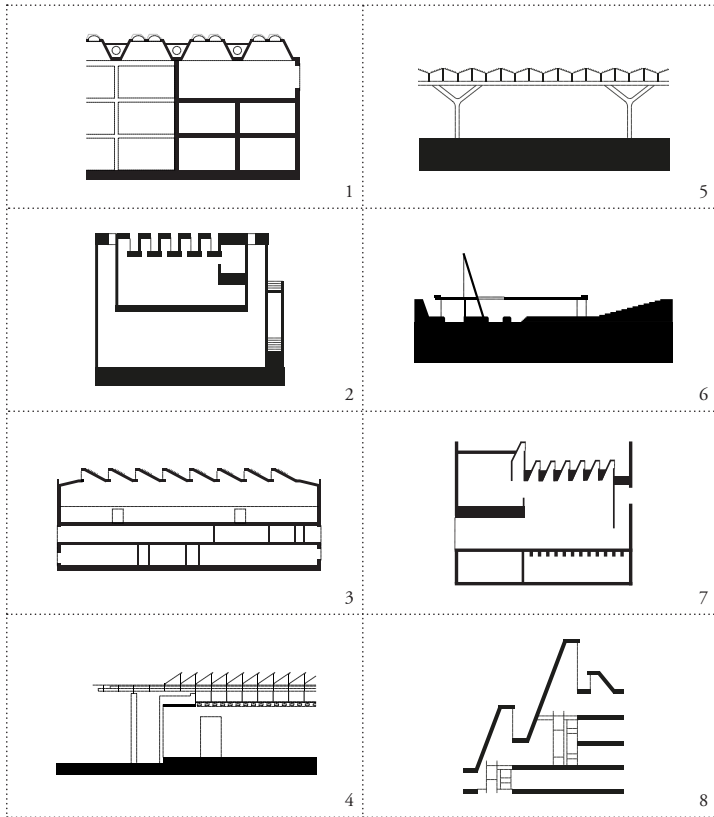
reflection



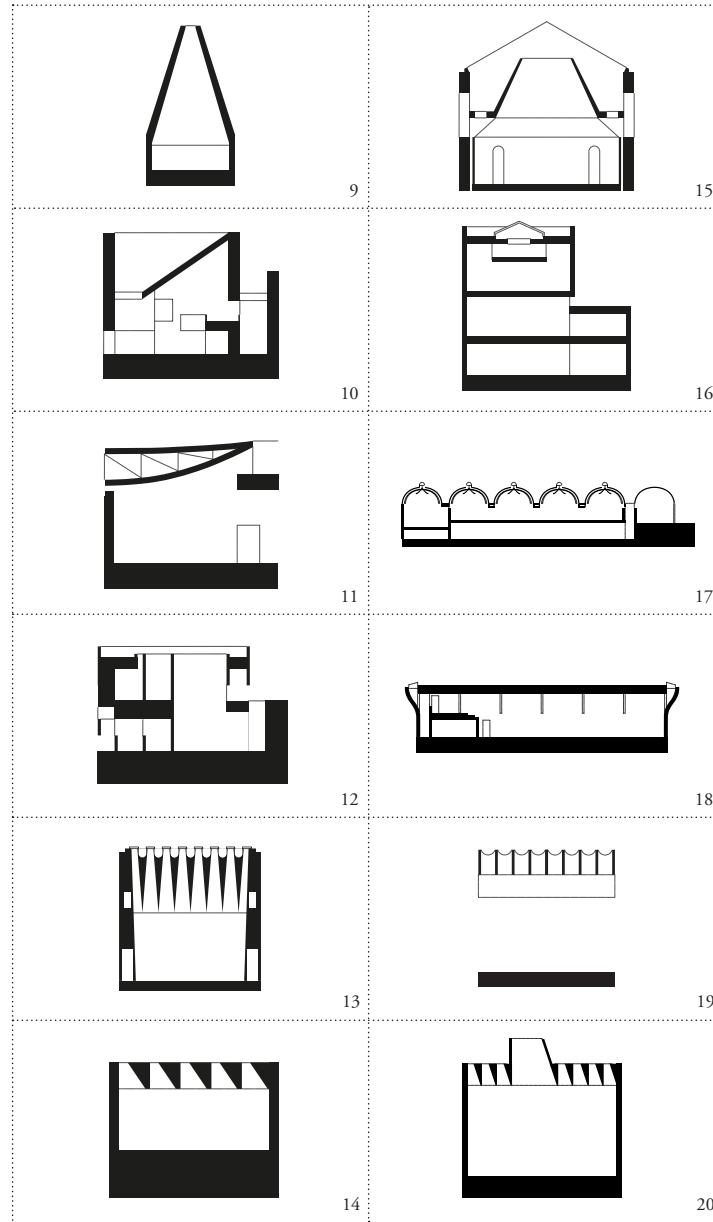
filtration

DATABASE ROOF DAYLIGHT SYSTEMS

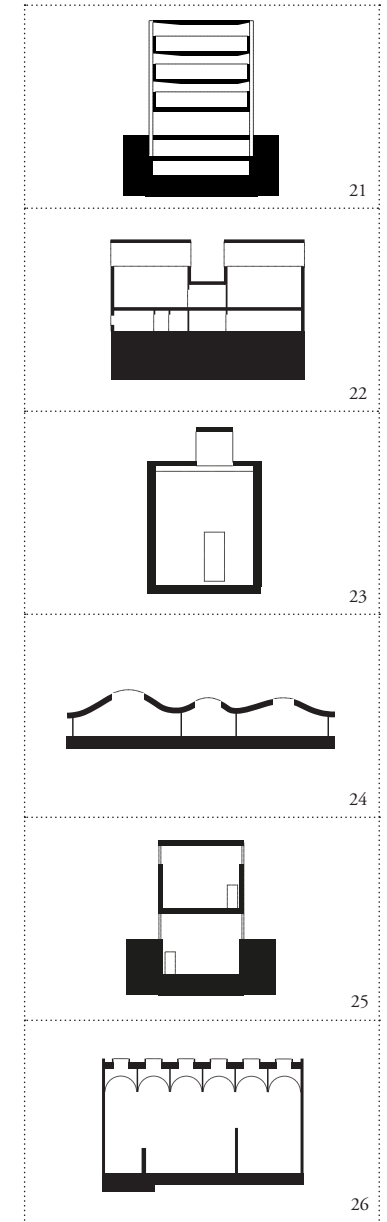
REBOUND



REFLECTION



FILTRATION



ANALYSIS METHOD

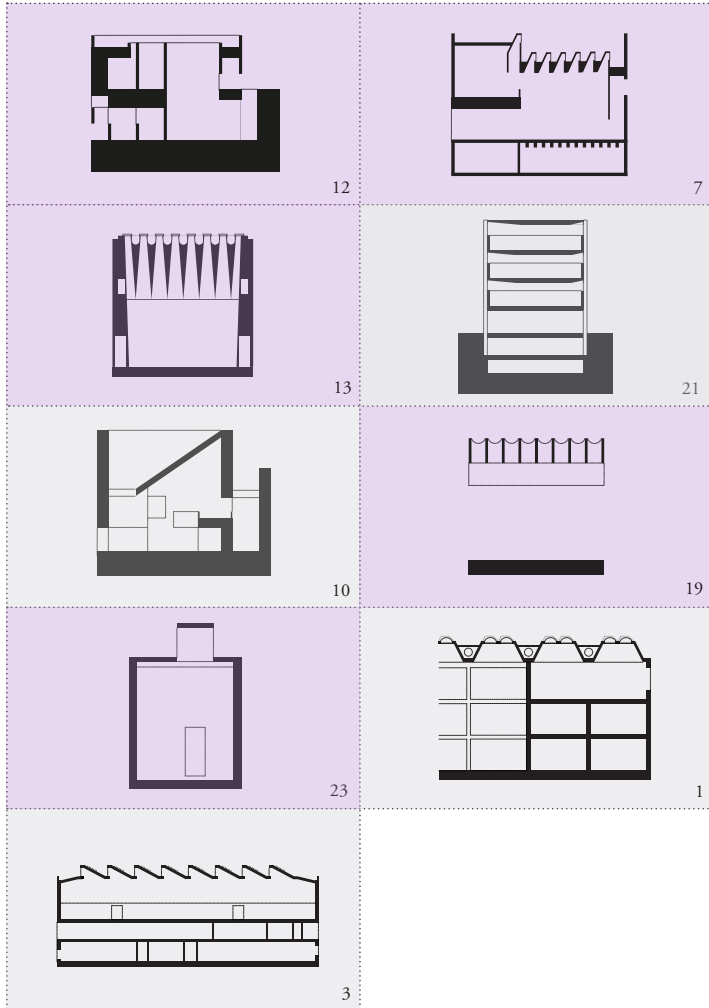
The screenshot displays the VVVV software interface with several key components:

- PREVIEW Renderer:** Shows a 3D scene of a textured surface.
- EXPORT:** Includes a PRESET dropdown (PRESET_000), a text box for preset name, and buttons for Write PLY, Write OBJ, Write SVG, and Write Image.
- PREVIEW WINDOW:** A node graph showing a hierarchy of nodes including R < DisplayLayer, R < Fullscreen, R < WindowReso, and R < Camera.
- DEBUG WINDOW:** Contains a Texture node with Source, Control Map, and Color Map settings. It also features a DisplayModule node with Edge Color (H:0.25 S:1.00 V:1.00 A:1.00) and Point Color (H:0.02 S:1.00 V:1.00 A:1.00) settings.
- TRIANGULATION:** A node graph showing a PointGen node with Density Multiplier (10.0000), Min Density (0.0000), and Max Points (4096) settings.

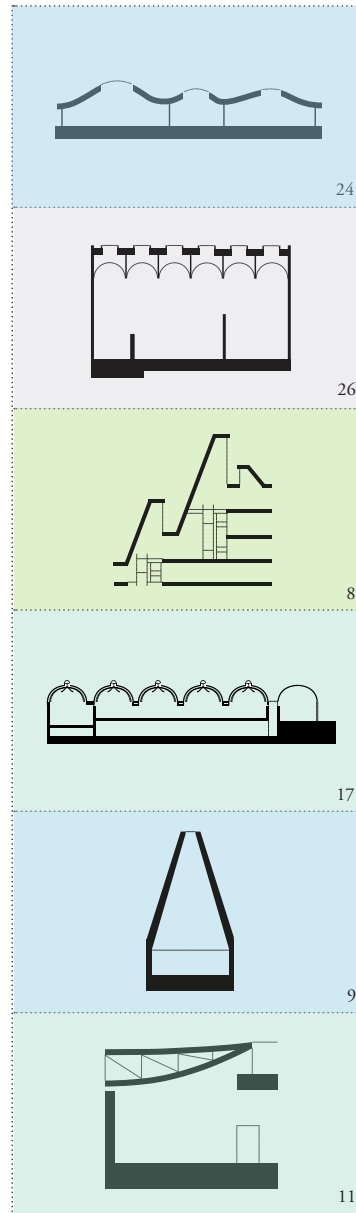
VVVV-1 software analyzes points of lightness

CONCLUSION DATABASE

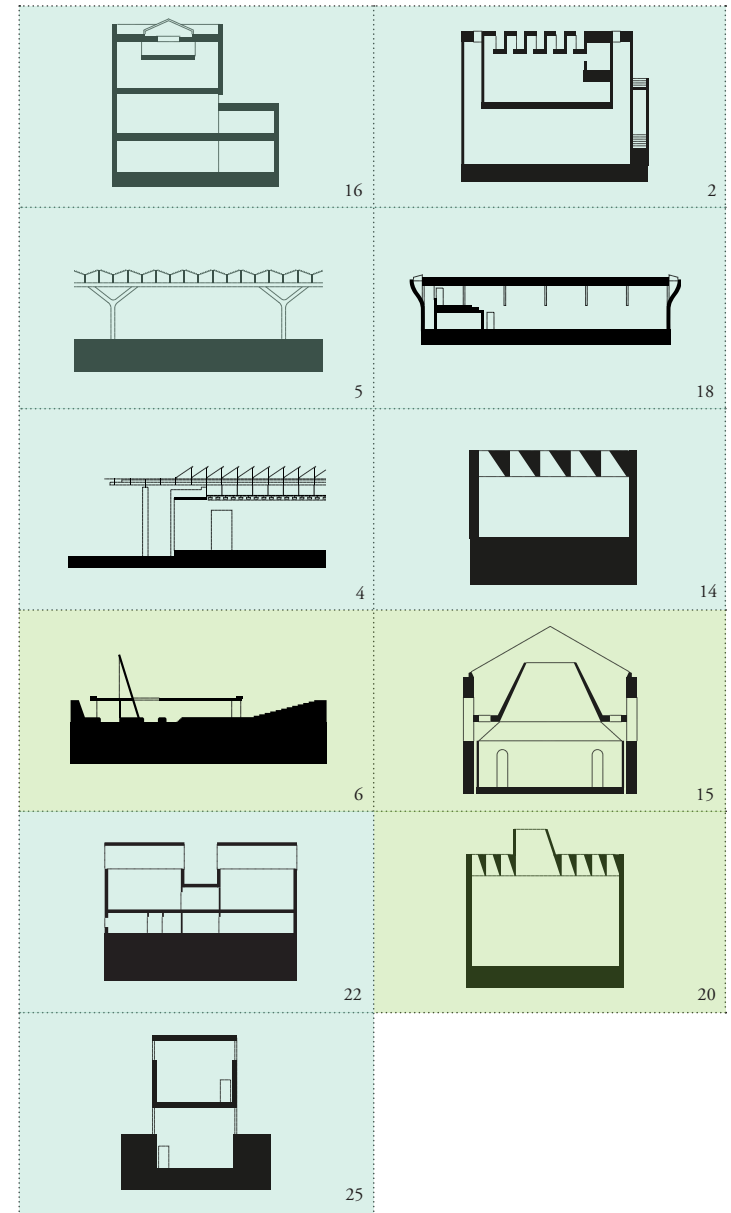
TH LOW [0.60-0.75] : TO HIGH [HIGH-LOW]



TH MEDIUM [0.76-0.86] : TO MEDIUM [HIGH-LOW]



TH HIGH [0.87-1.00] : TO LOW [HIGH-LOW]



- REFLECTIVE CEILING
- REFLECTIVE CEILING + WALLS
- REFLECTIVE FLOOR
- REFLECTIVE CEILING + WALLS + FLOOR
- REFLECTIVE WALLS

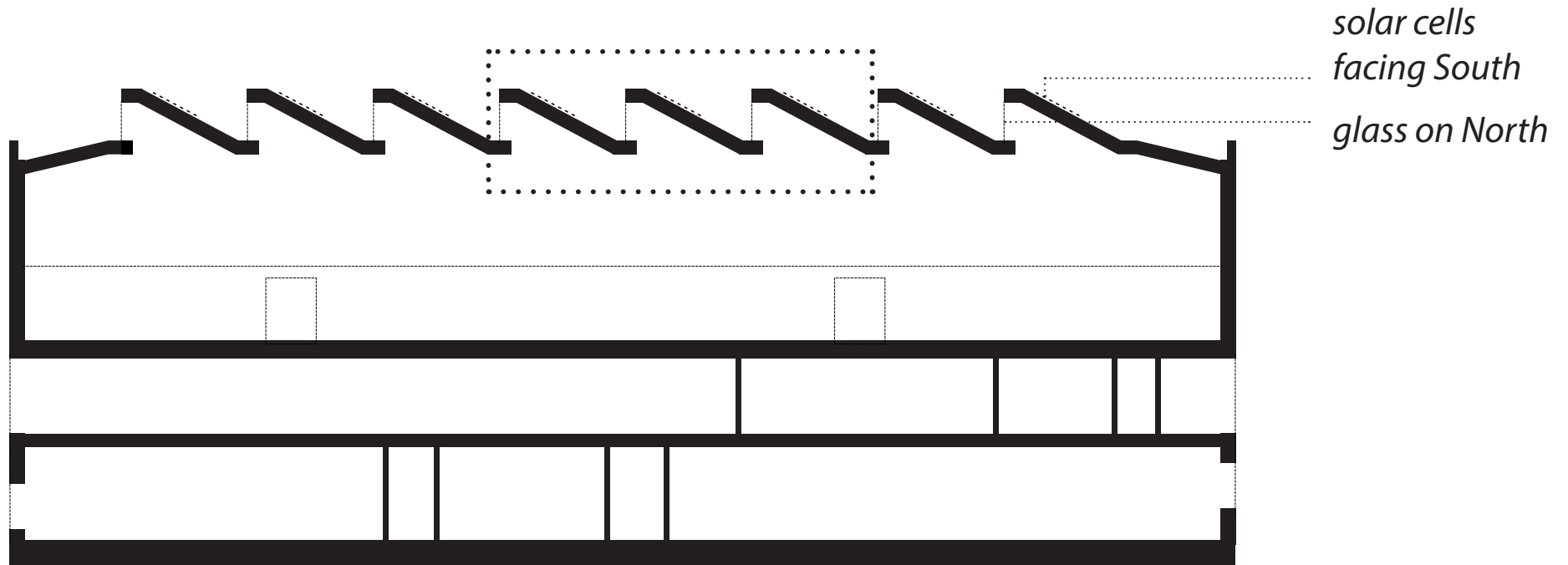
SOLAR ENERGY

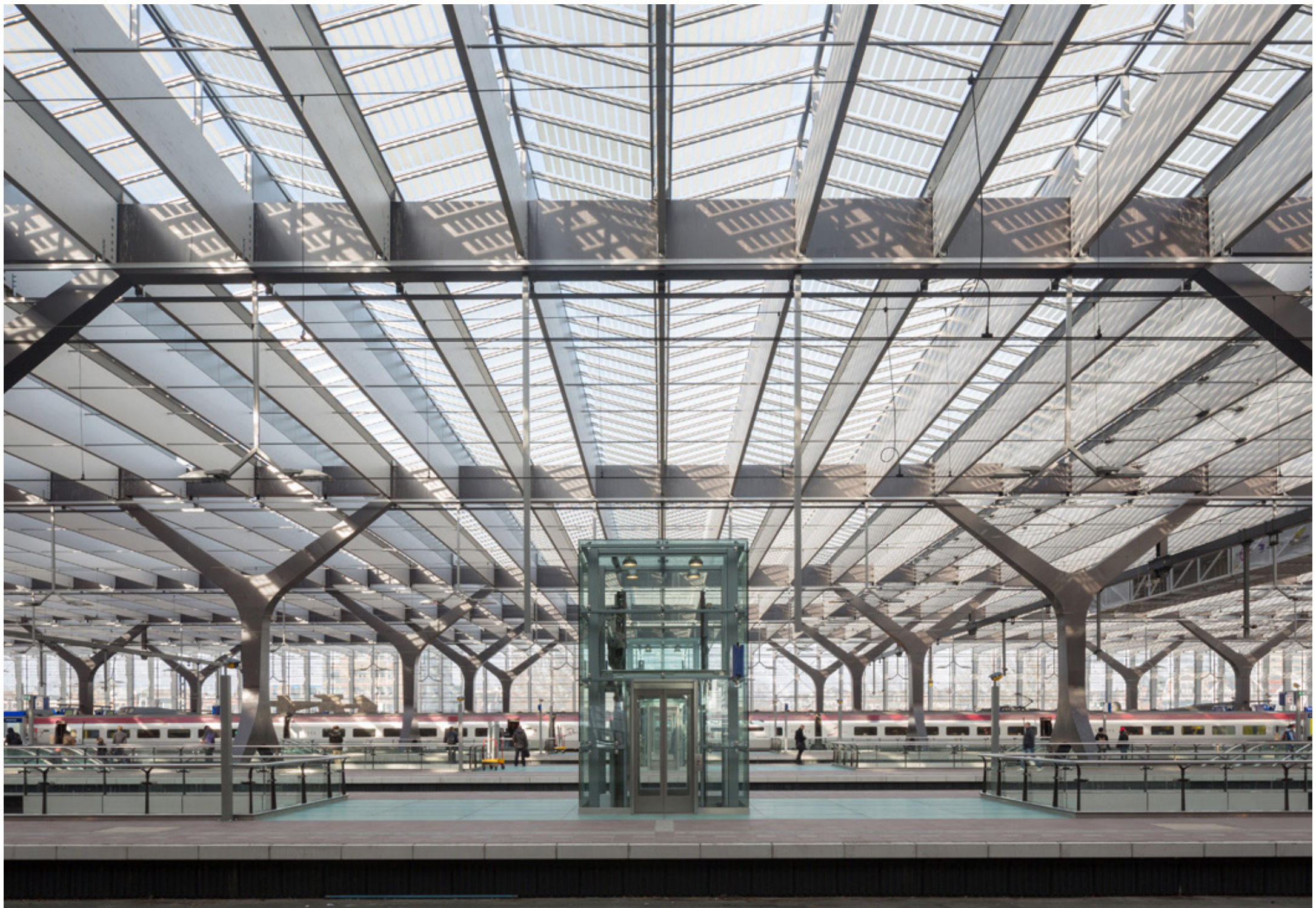


Pajol Sports Centre

Architect: Brisac Gonzalez

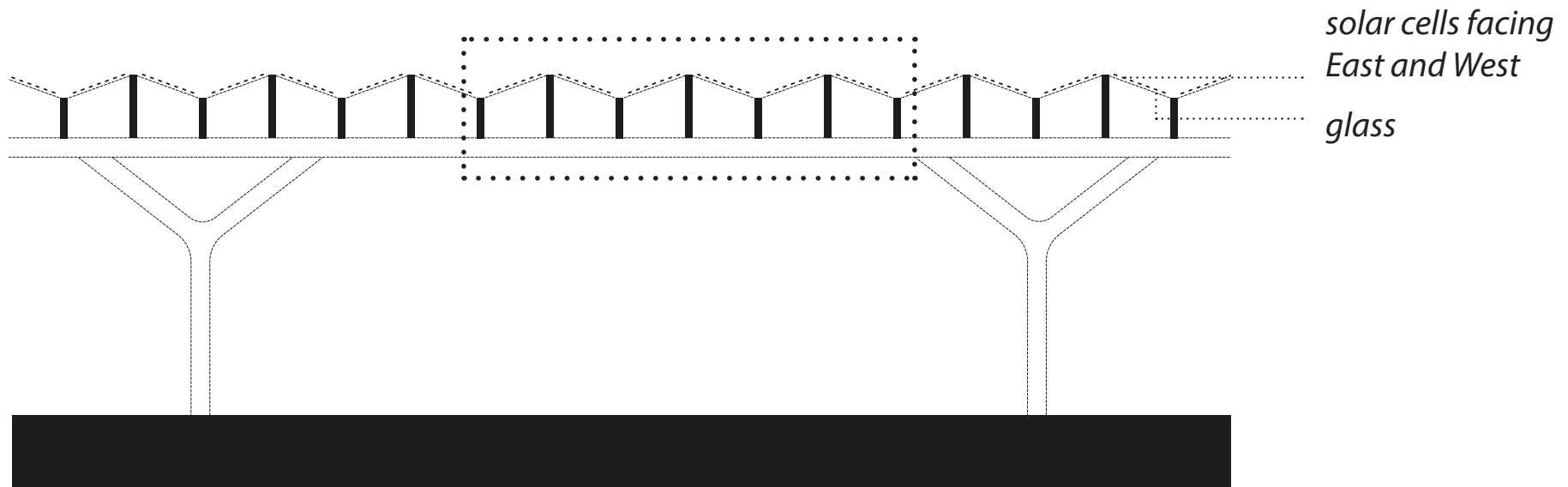
Paris, France - 2012



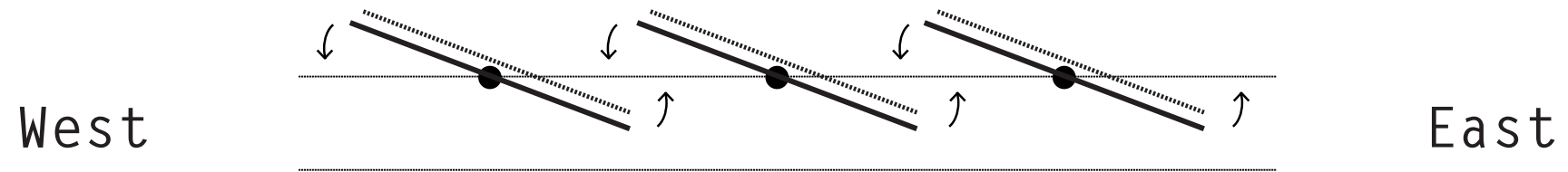


Rotterdam Central Station

Architect: Team CS
Rotterdam, The Netherlands - 2014



SOLAR TRACKING SYSTEM



++ Constant energy production

++ Allows comfortable, diffuse light

integrate solar energy and daylight system

“ 1 + 1 = 3 ”

more value with less impact

MODEL RESEARCH



SUNFLOWER MOTION
horizontal grid



SUNFLOWER MOTION
diagonal grid



LOTUS MOTION
diagonal grid



DESIGN

HEROS DAYLIGHT SCHOOL

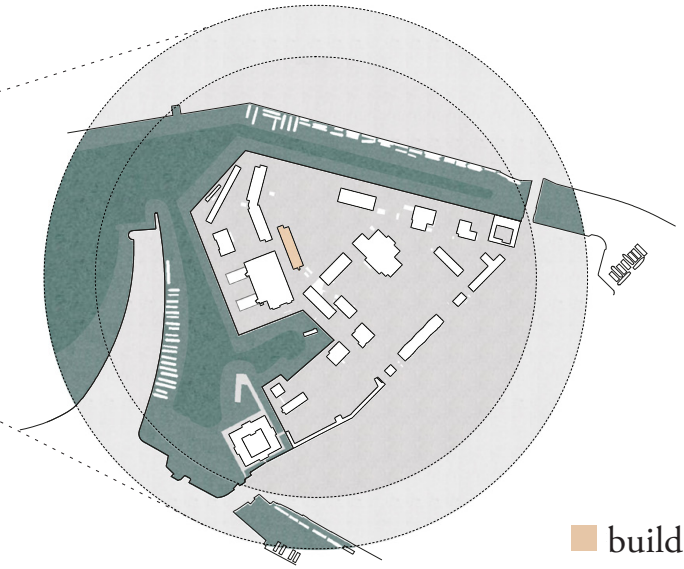
TEST LOCATION



The Netherlands



Amsterdam



■ building #39

Marineterrein





BUILDING #39
office / education Marine



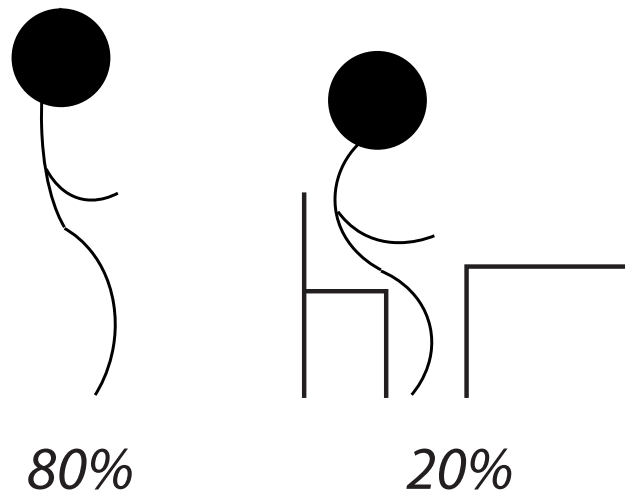
BUILDING #34
sportschool and -fields Marine



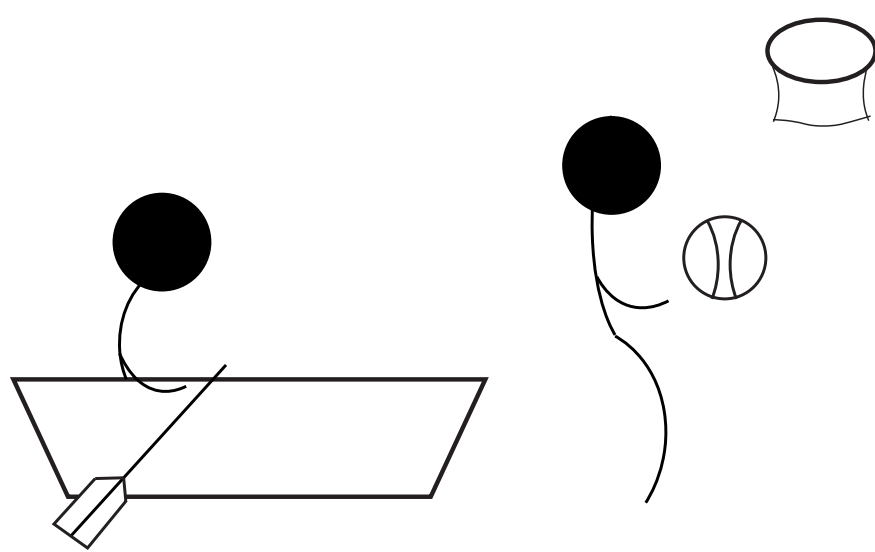
HEROS

hoofd handen hart

- *VMBO-t*
- *active education*
- *eye for 'boy talents'*



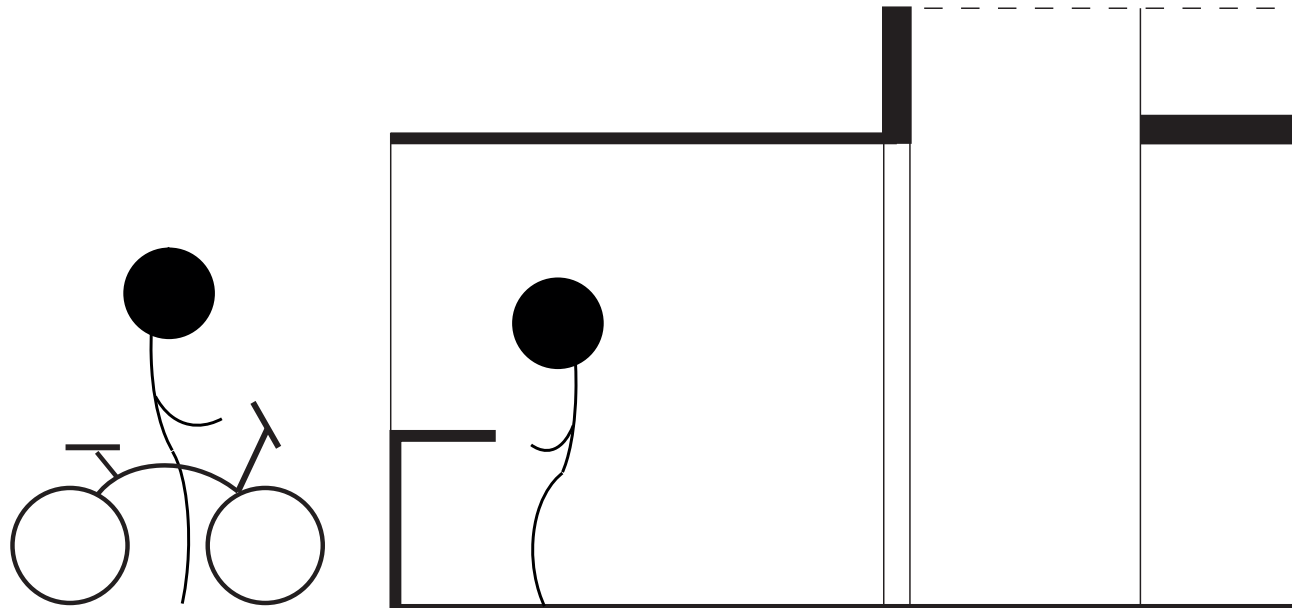
80% doing and 20% sitting/listening



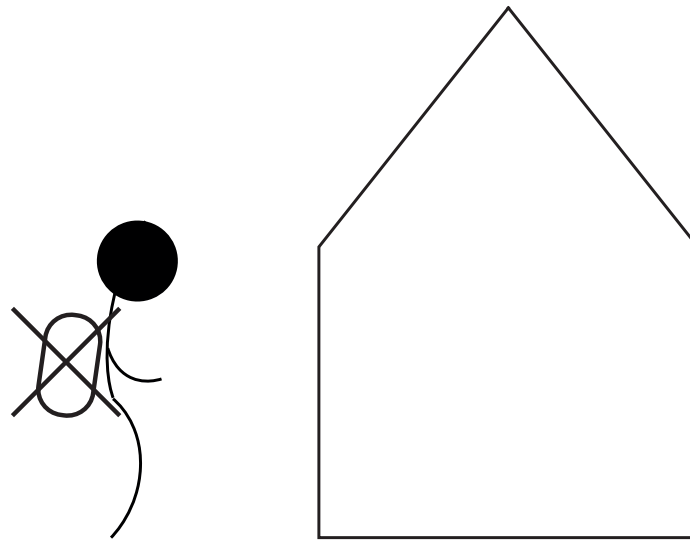
*every morning sports outside school (no gym) ;
related to mental strength and discipline*

HEROS

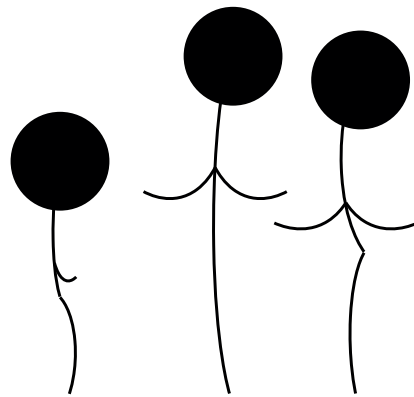
hoofd handen hart



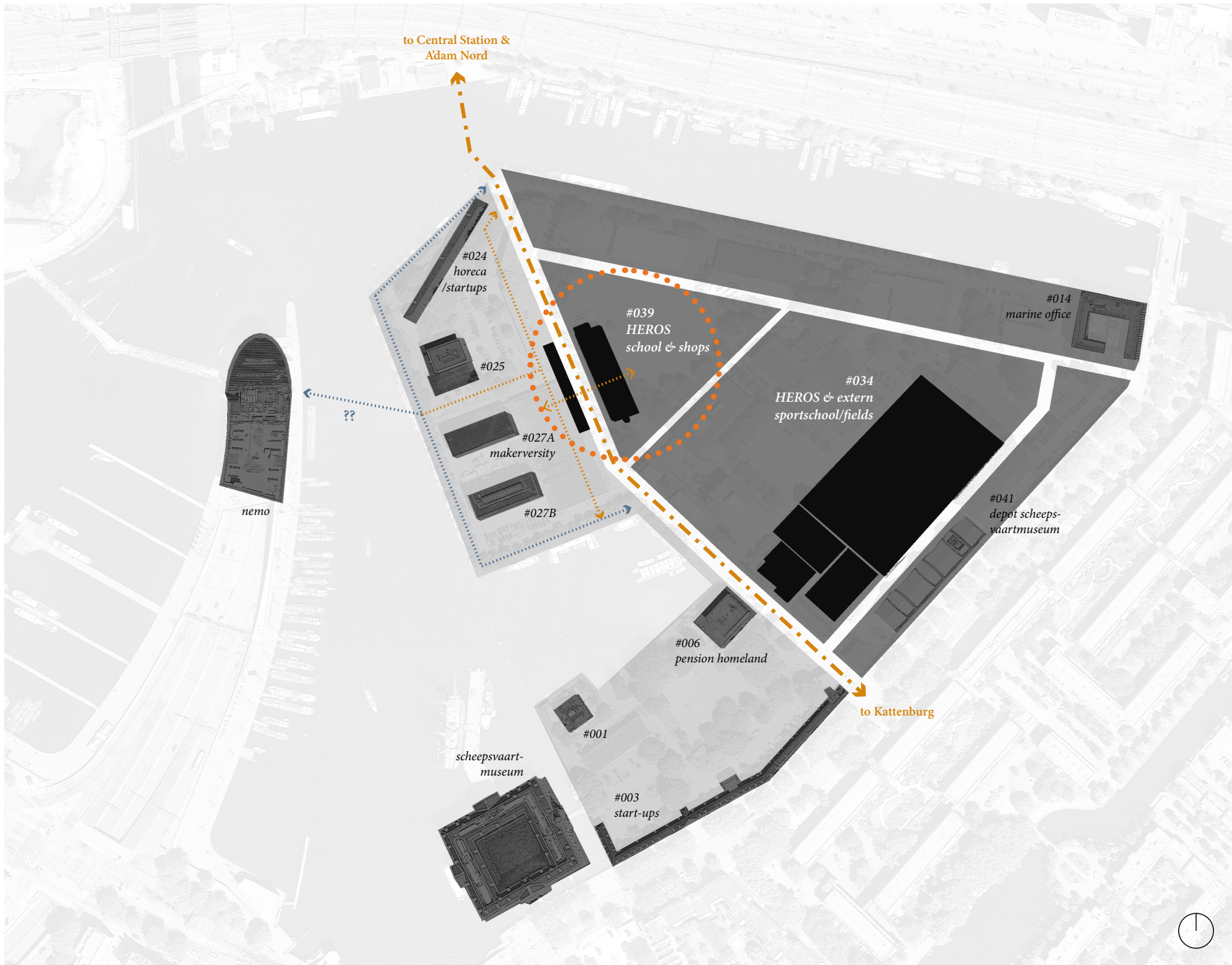
*shops runned by the students ;
provide engagement with society
and skills in entrepreneurship*



*school is school and home is home ;
no homework (books stay in school)*



parents highly involved in student progress



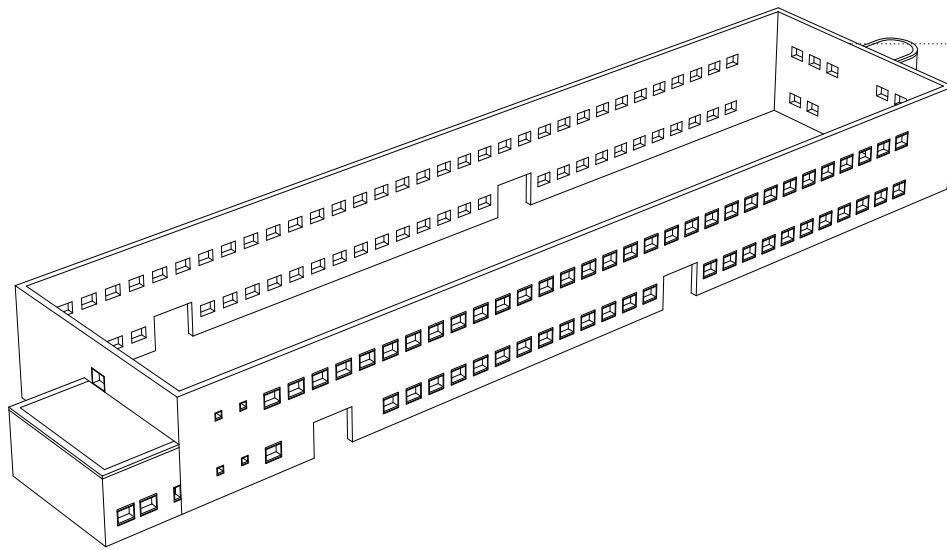
**STRATEGIENOTA MARINETERREIN
50/50 PLAN**

- DWELLING
- PARK
- IMPORTANT CYCLING ROUTE



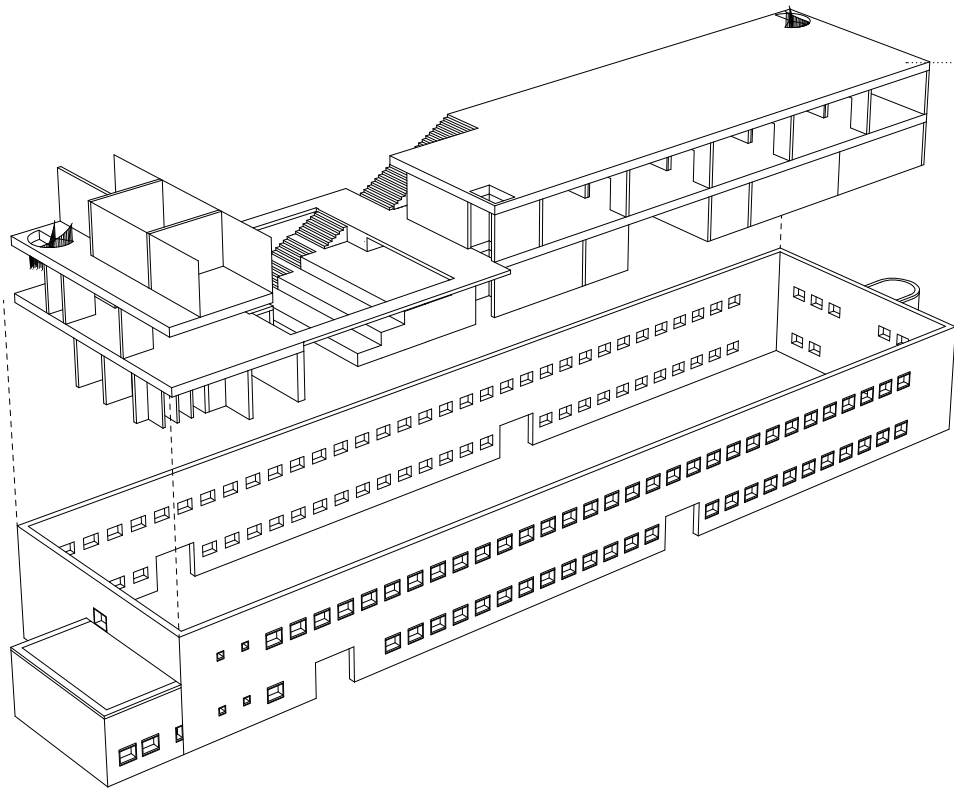


TRANSFORMATION **BUILDING #39**



REUSE EXISTING

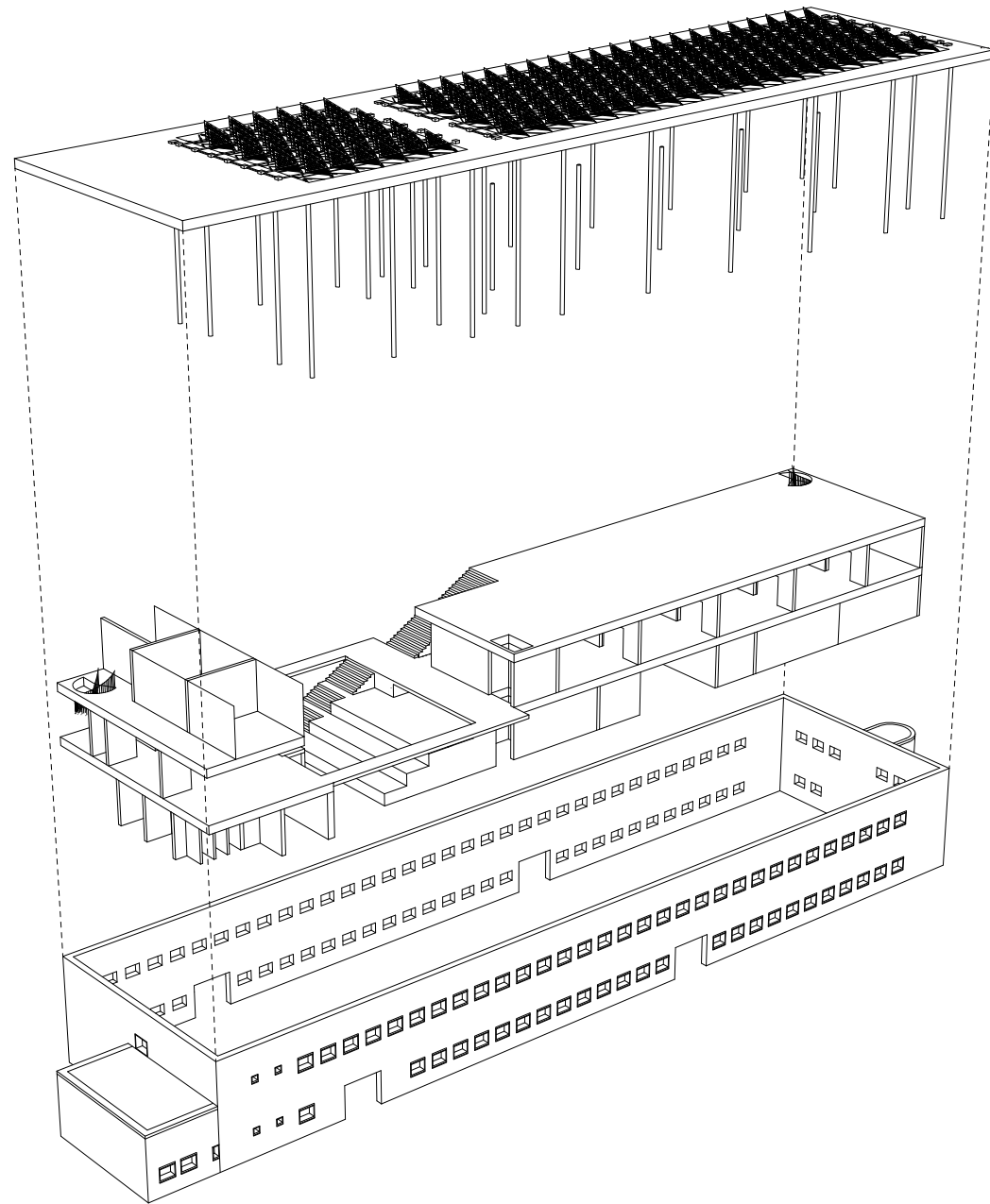
- *façades*
- *foundation*
- *ducting systems*



NEW INTERIOR

- columns & beams
- flexible system

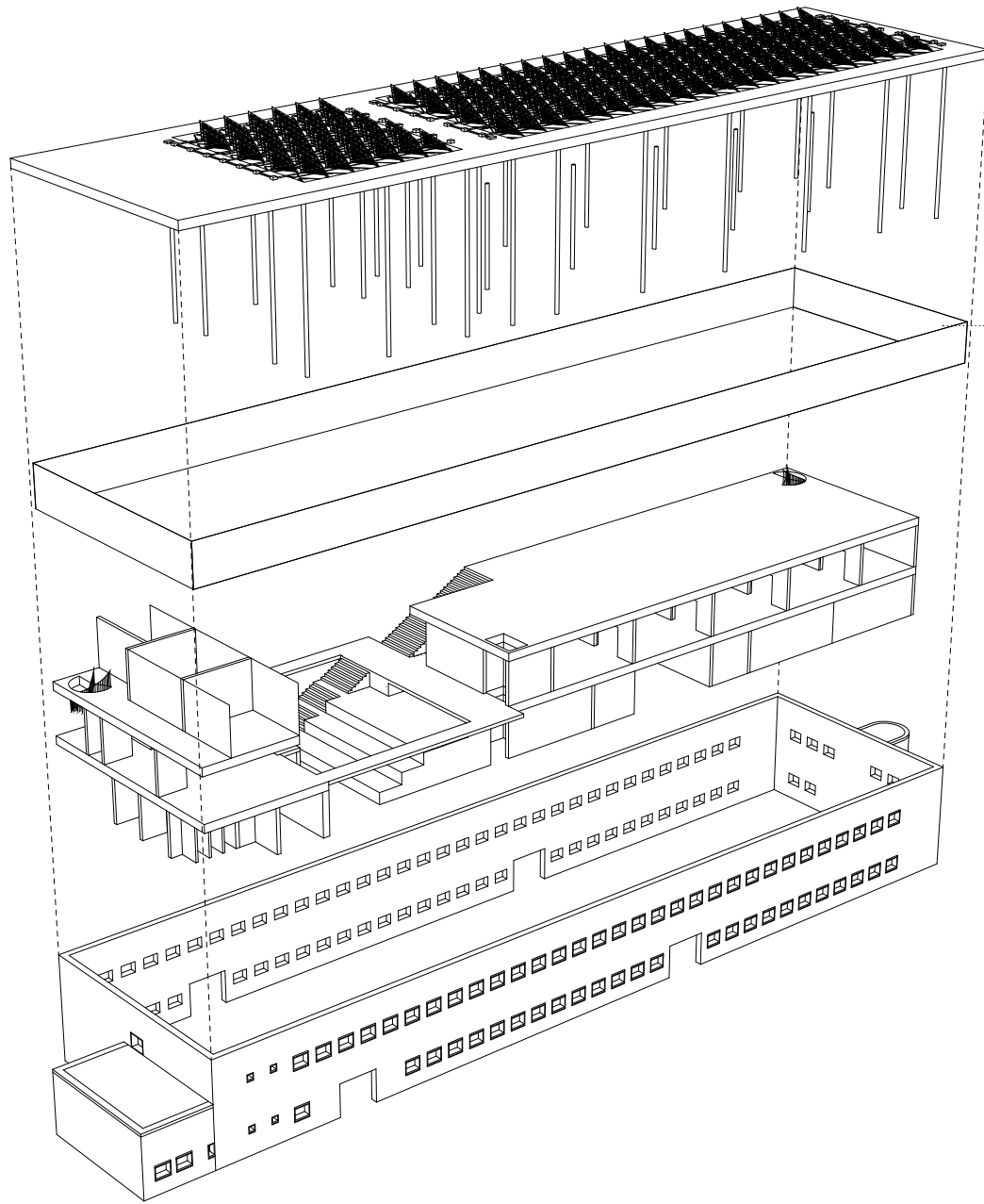




SOLAR / DAYLIGHT ROOF SYSTEM

- monocrystalline solar cells
- total output: 140.000 kWh/year
(including output roof pavilion)
- equal to 40 average households

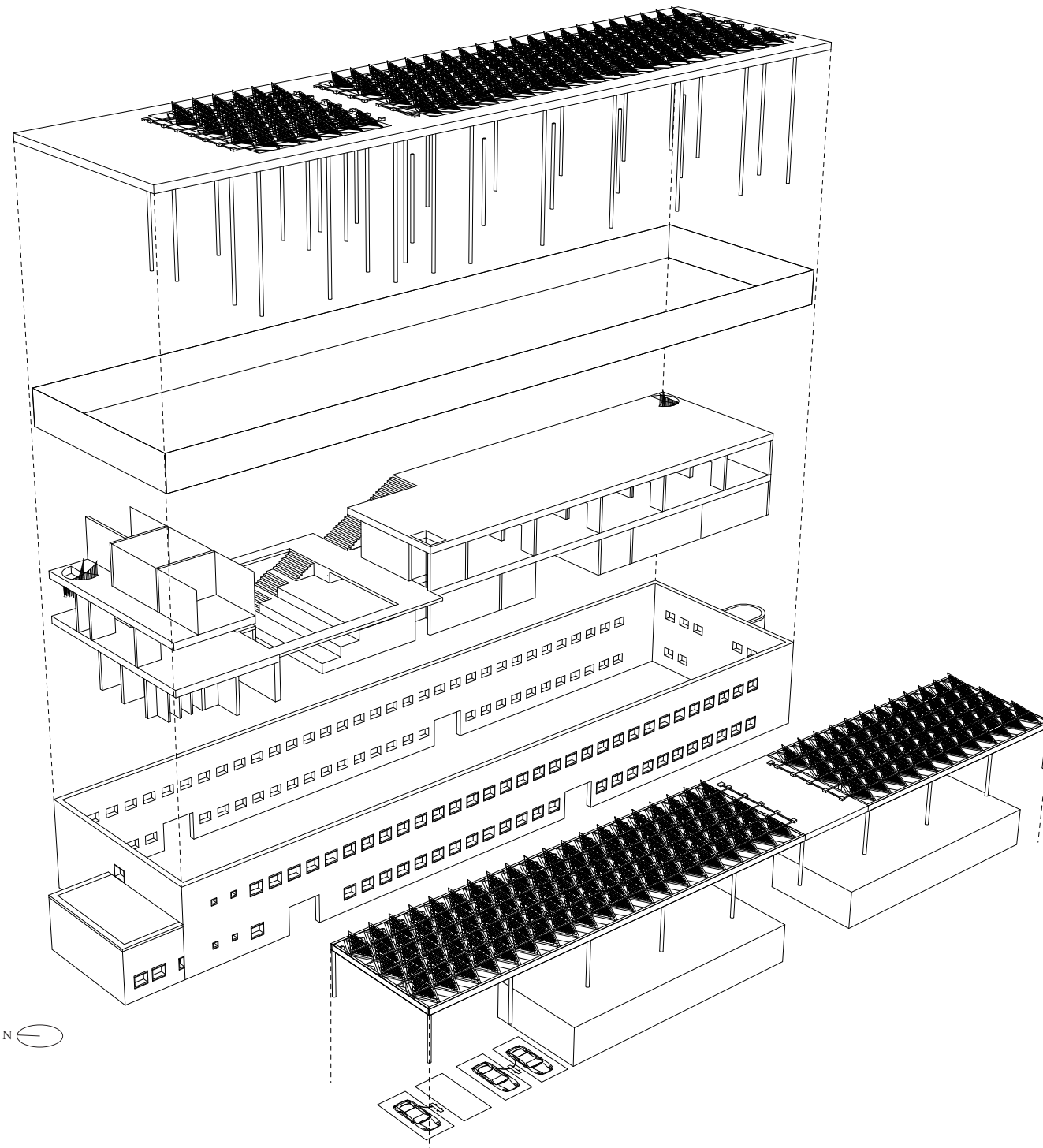




MILKGLASS

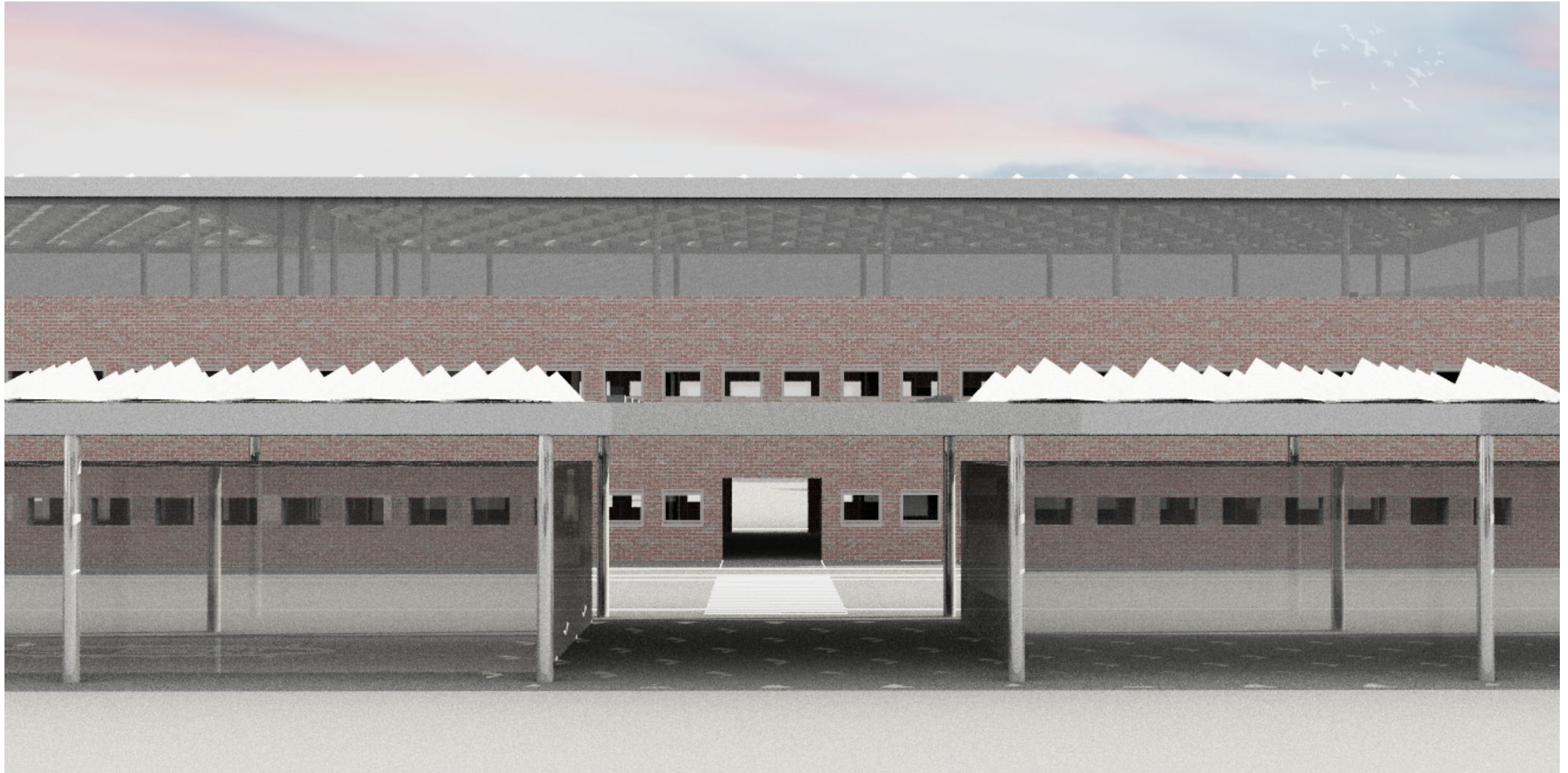
- 70% transparent glass





SOLAR PAVILION
- *student shops*
- *electric car charging point*



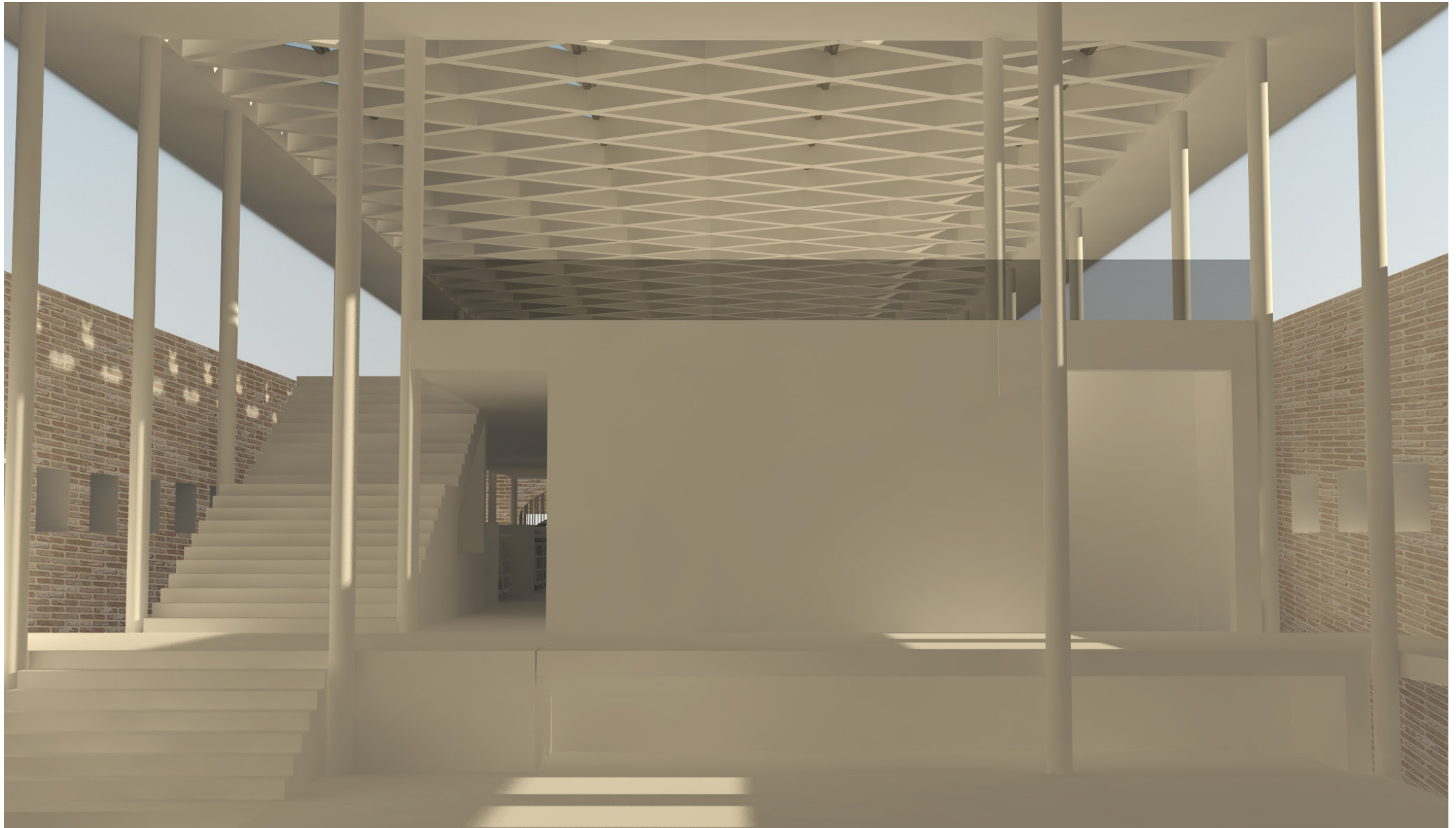


Heros Daylight School

Entrance



Heros Daylight School
Entrance

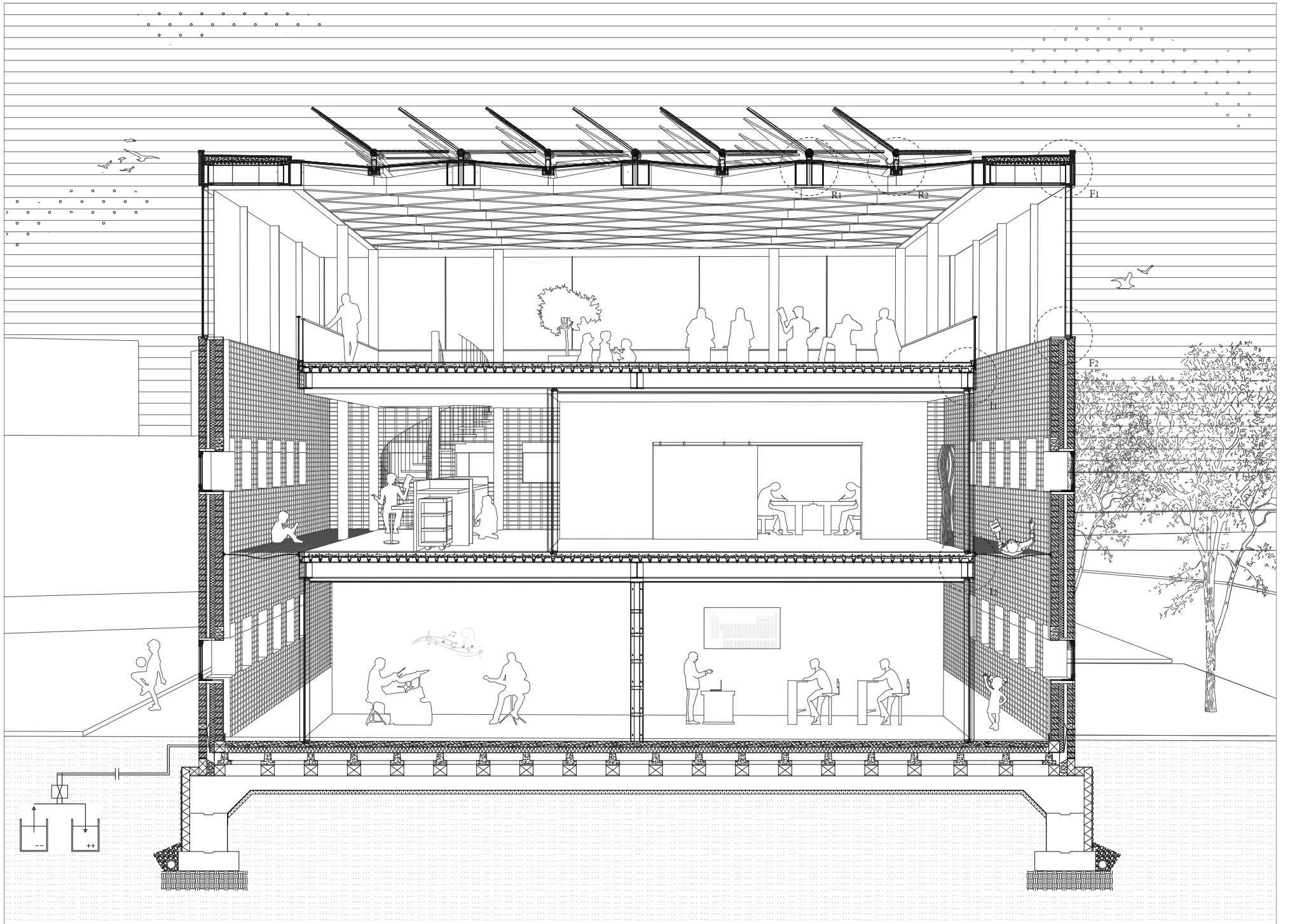


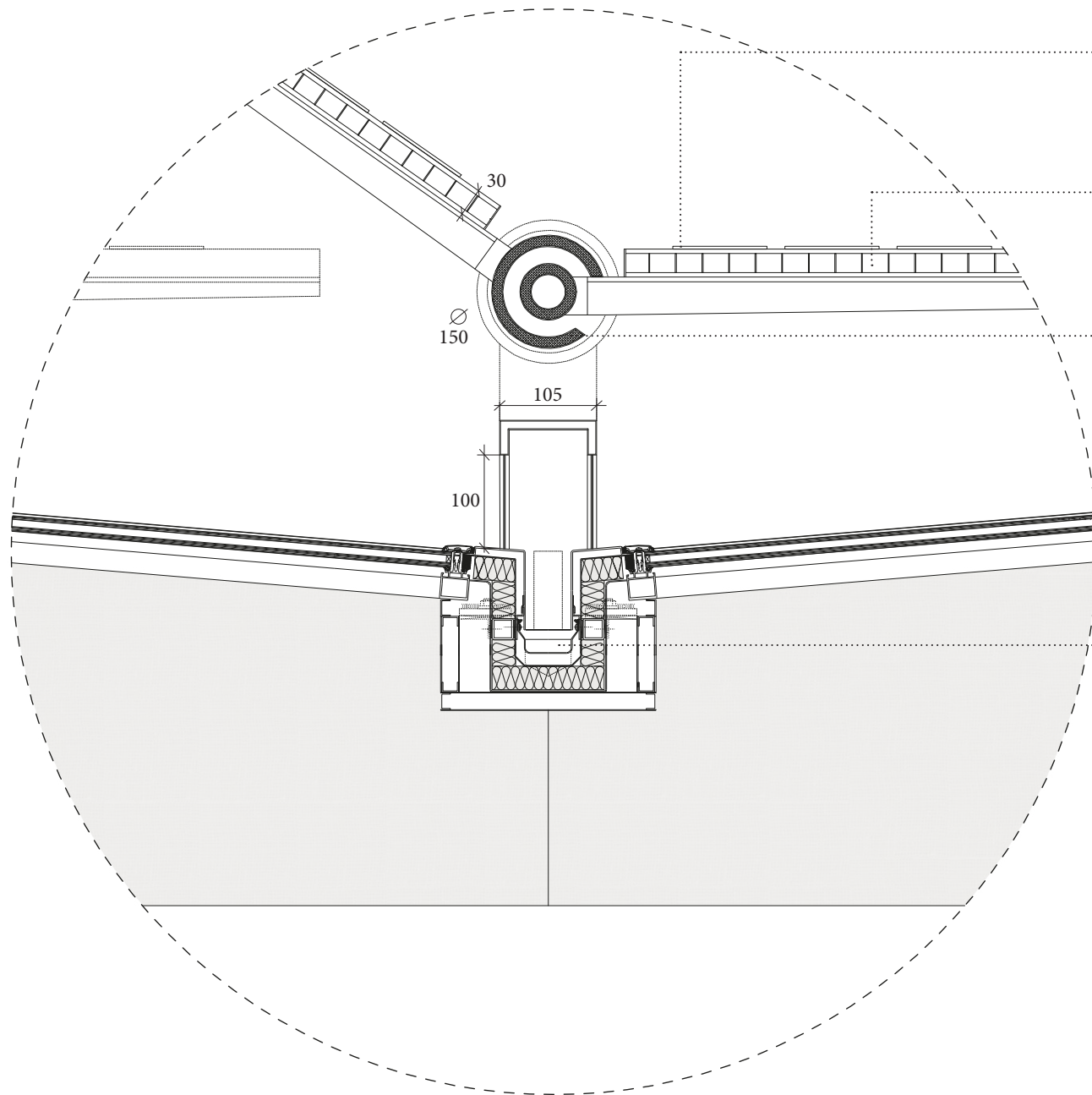
Heros Daylight School
Aula / sporttribune



Heros Daylight School
Aula / sporttribune

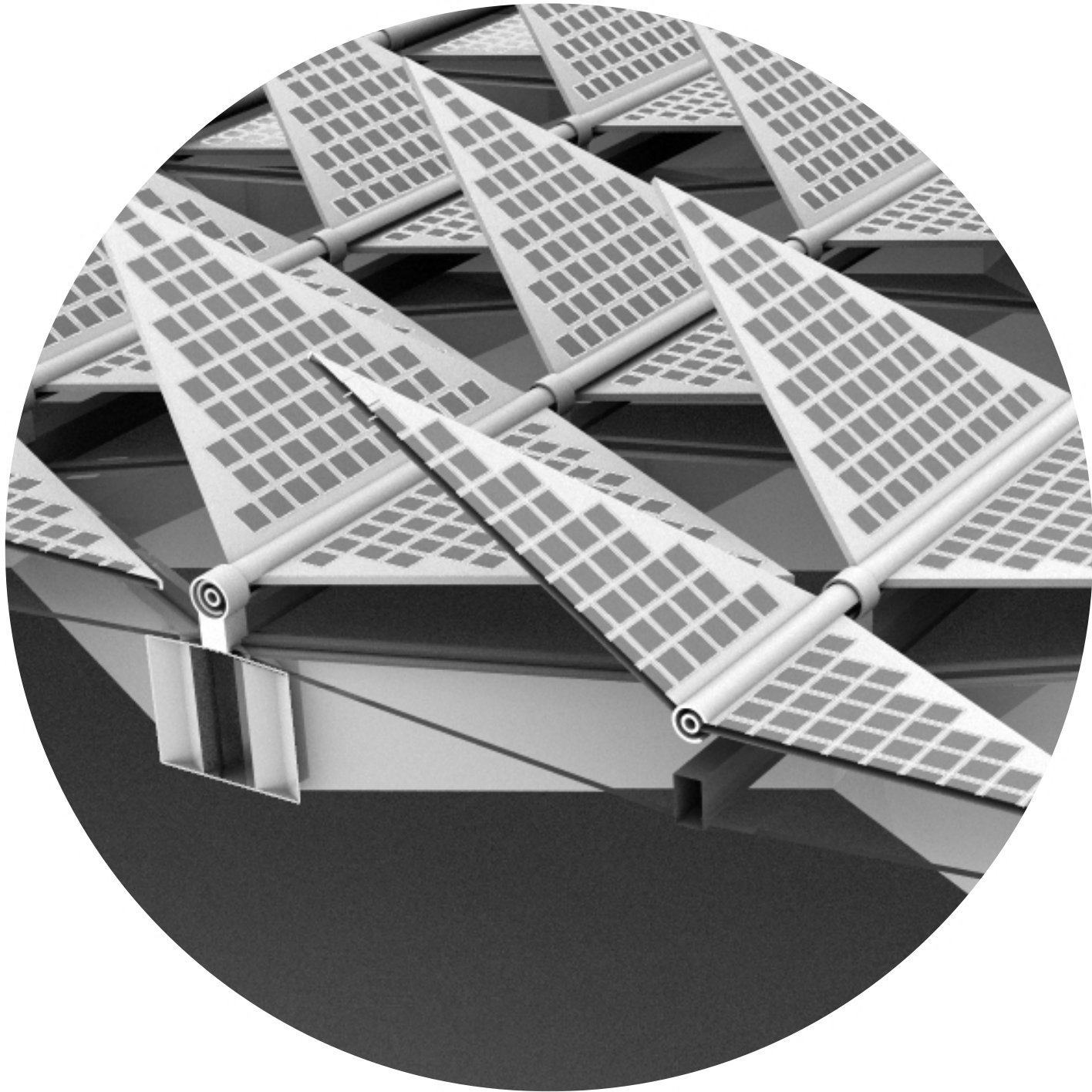


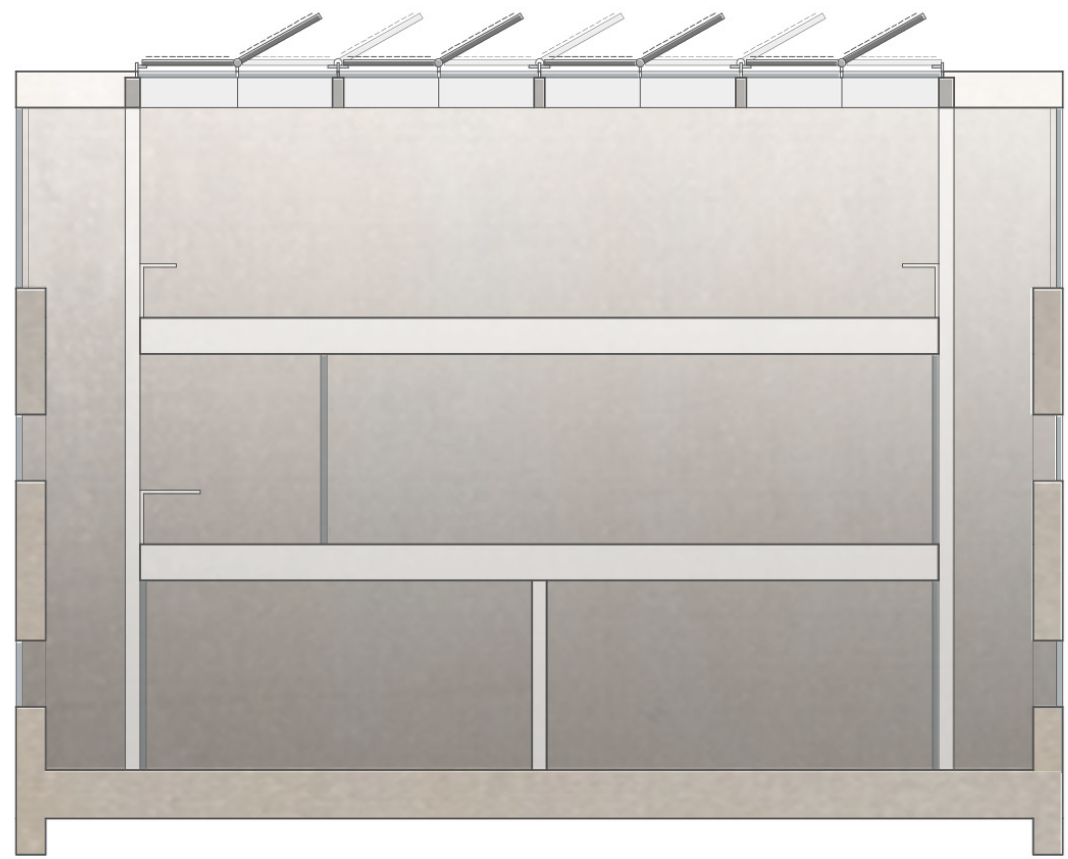
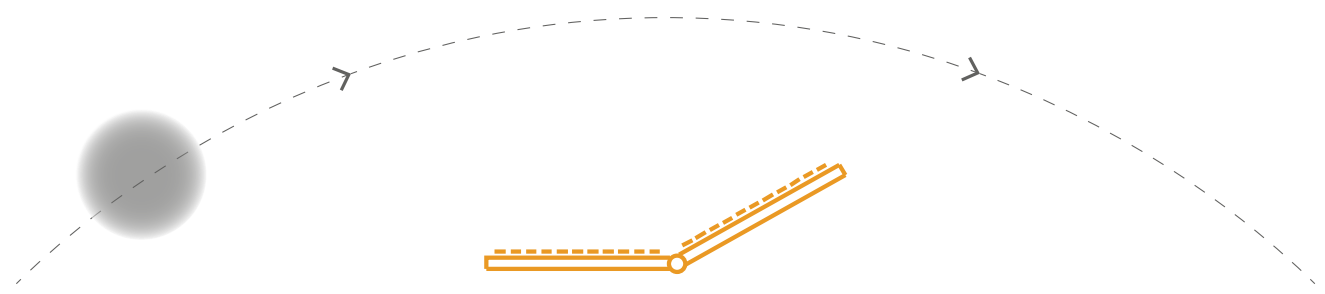




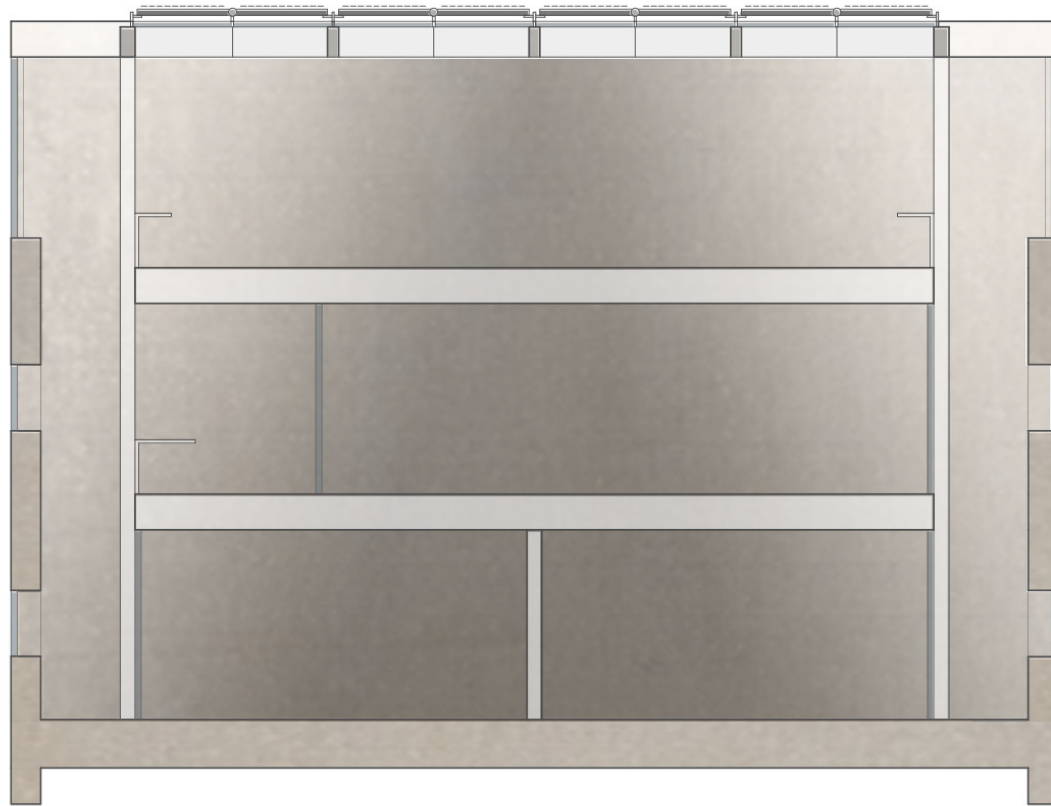
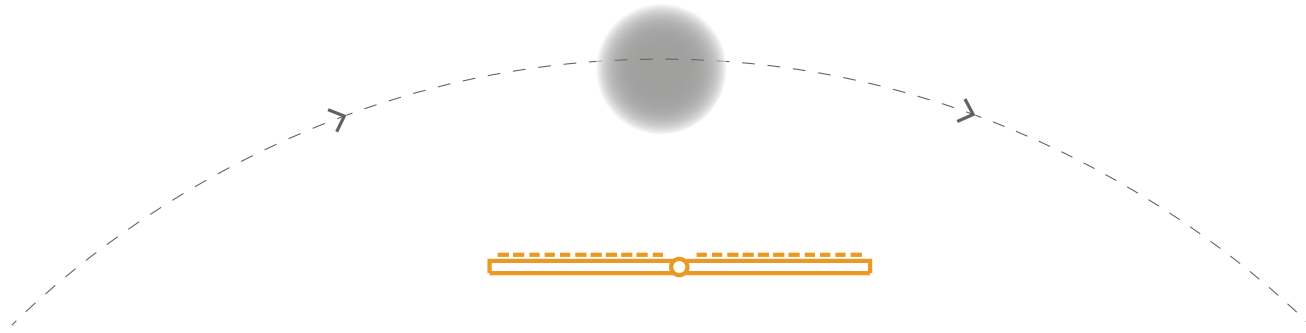
- monocrystalline solar cell;
*61 cells/panel;
output 210 kWh/year / panel*
- rigid, triangular panel;
*aluminum honeycomb, white coated;
placed on aluminum profile*
- rotation axis solar panels;
double shaft
- glass;
double, insulating HR++
- rainwater drainage;
protected with filter

Roof detail 2

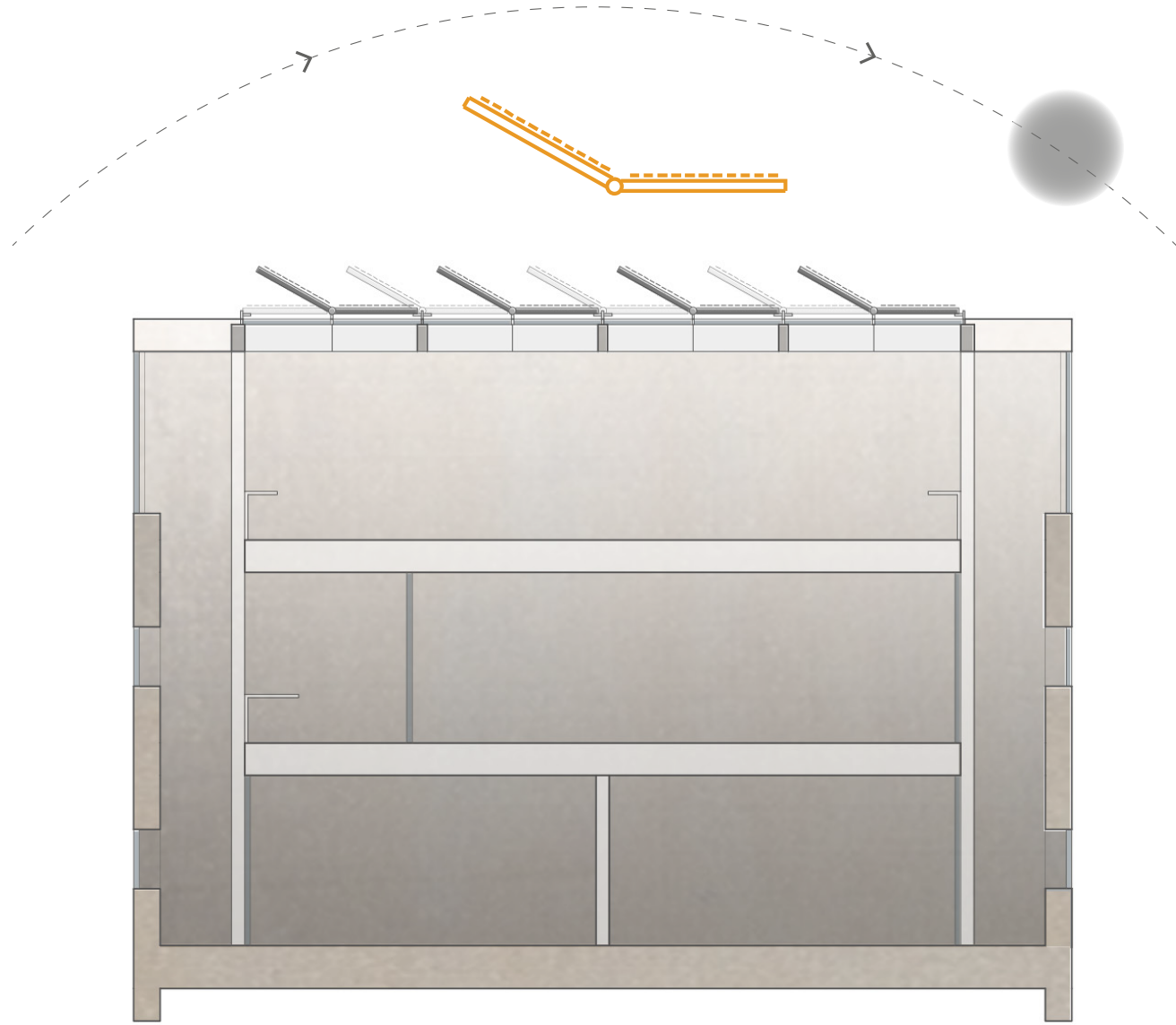




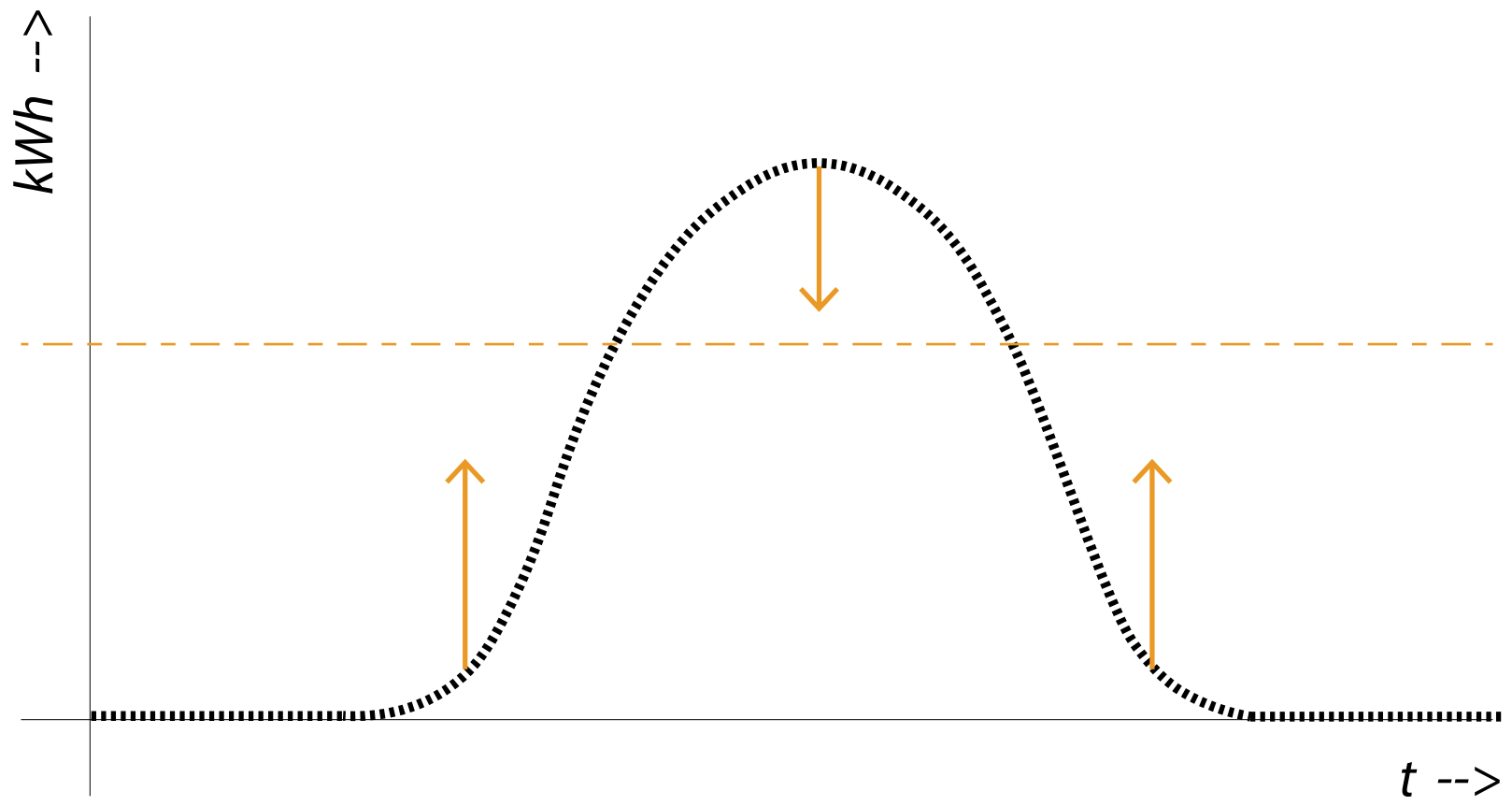
morning



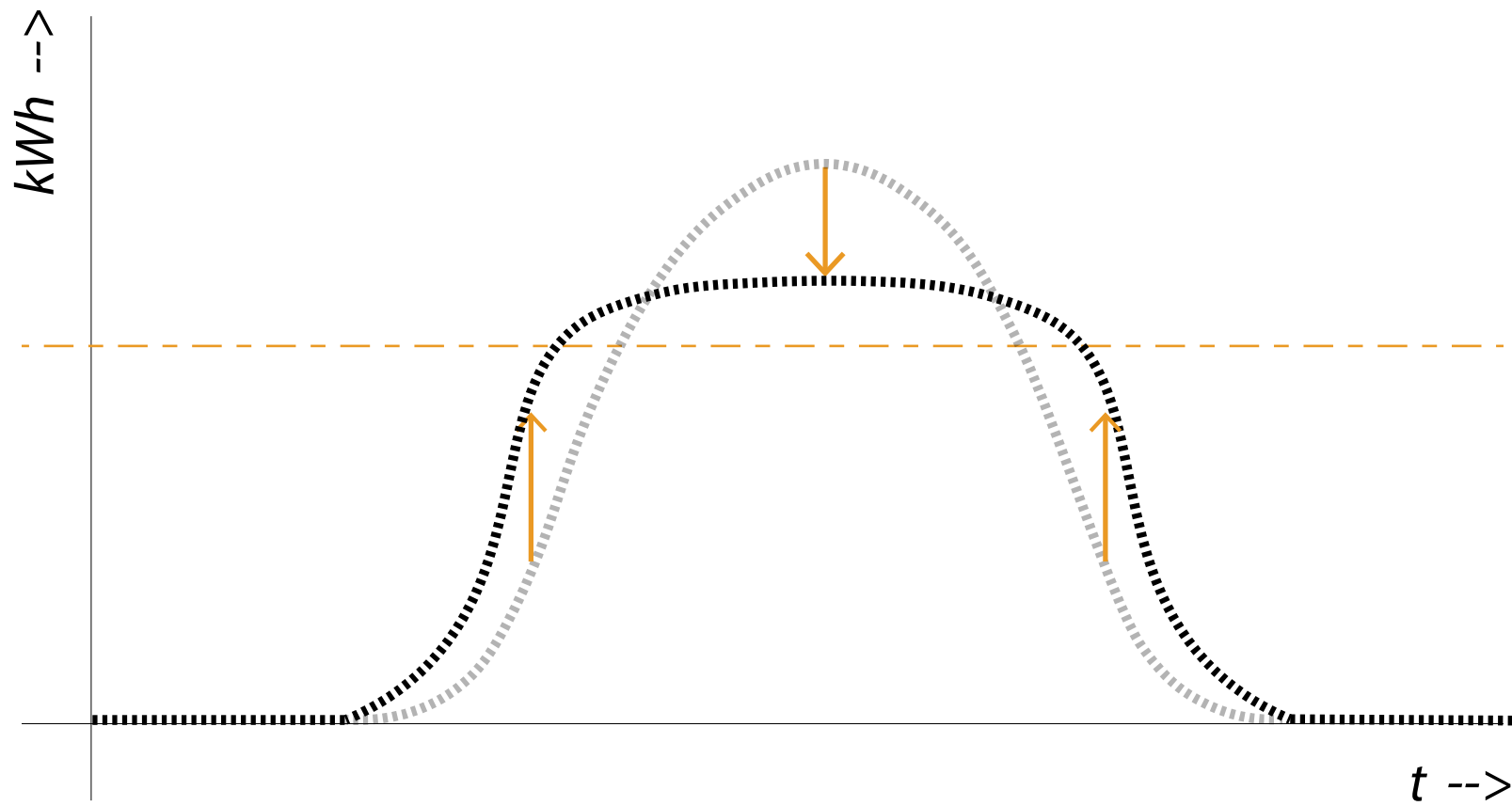
noon



afternoon

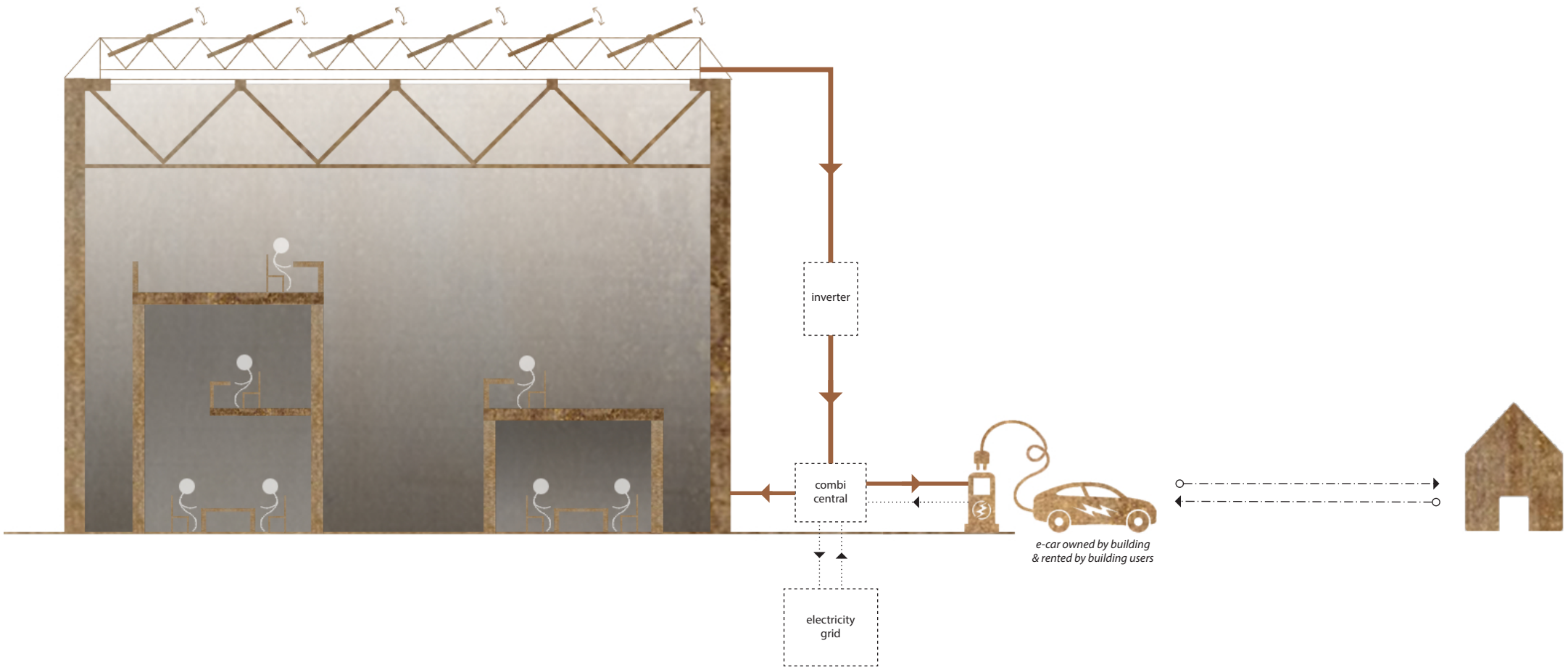


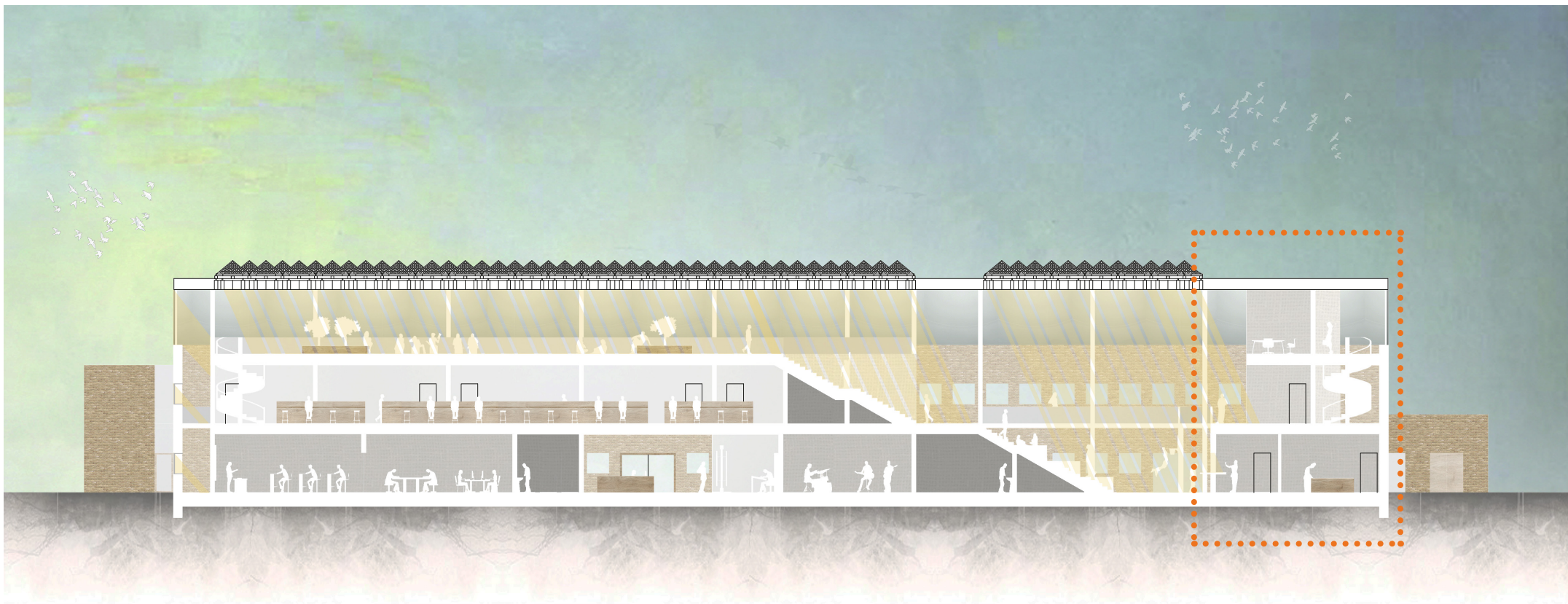
noon: high peak



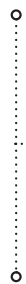
*noon: less high peak
morning/afternoon: higher efficiency*

DECENTRAL/AUTONOMOUS ENERGY SYSTEM





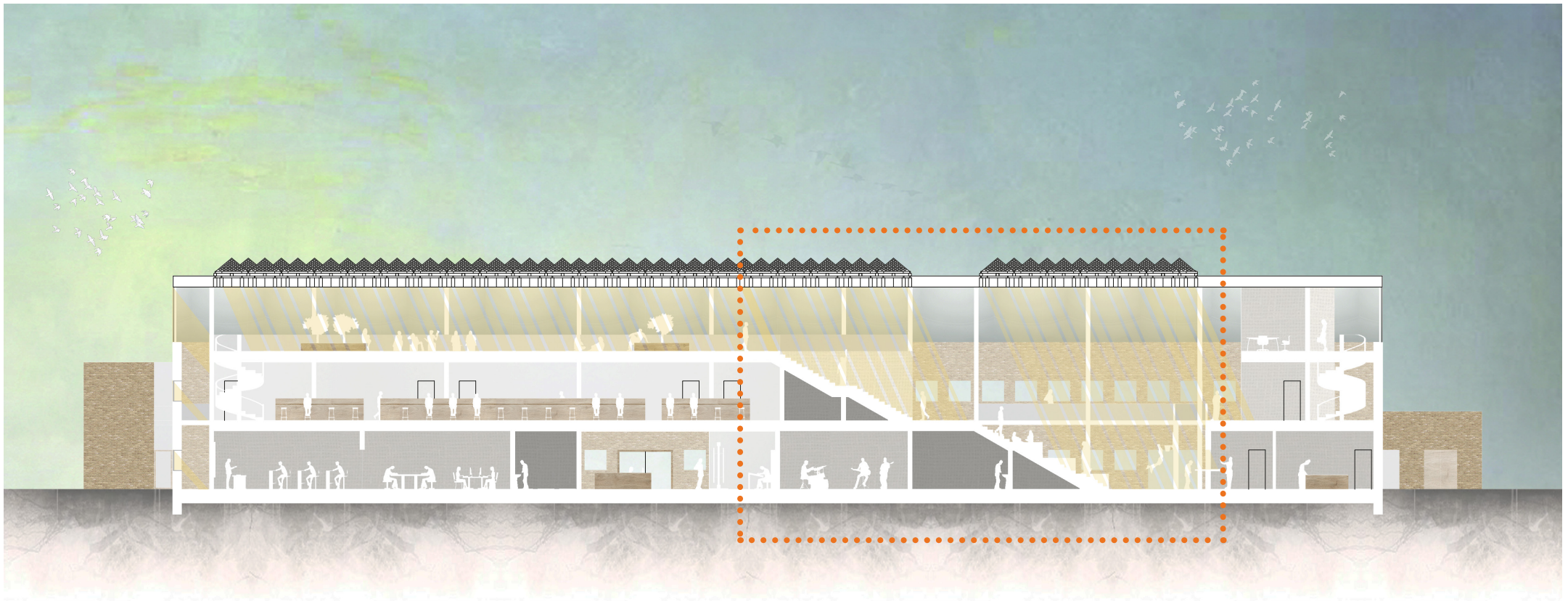
+2 STUDY GARDEN
+1 LIBRARY / LANGUAGE LABS
0 COURSE SPECIFIC CLASSROOMS



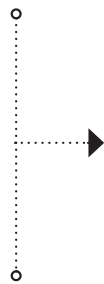
AULA / SPORTTRIBUNE



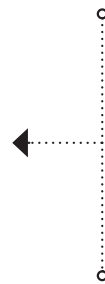
+1/2 **TEACHER / STAFF AREA**
0 **FACILITIES**



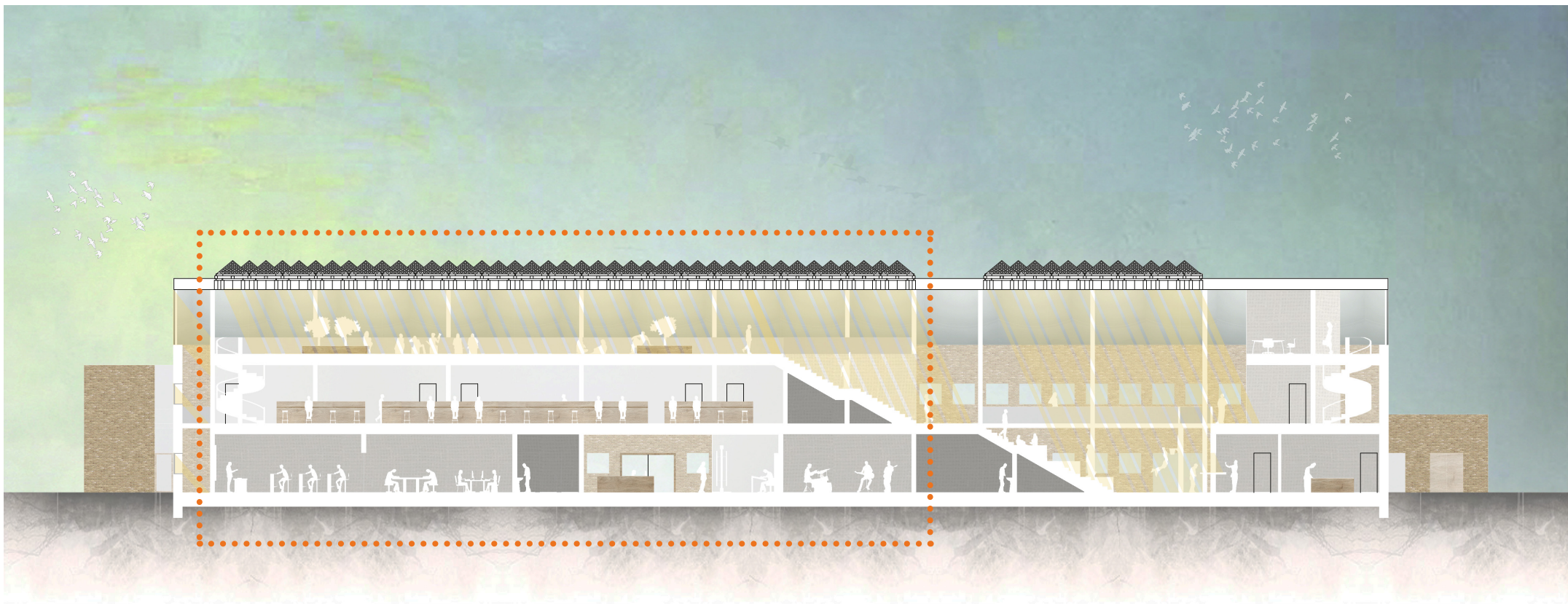
+2 STUDY GARDEN
+1 LIBRARY / LANGUAGE LABS
0 COURSE SPECIFIC CLASSROOMS



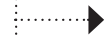
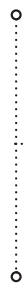
AULA / SPORTTRIBUNE



+1/2 TEACHER / STAFF AREA
0 FACILITIES



+2 STUDY GARDEN
+1 LIBRARY / LANGUAGE LABS
0 COURSE SPECIFIC CLASSROOMS



AULA / SPORTTRIBUNE



+1/2 TEACHER / STAFF AREA
0 FACILITIES





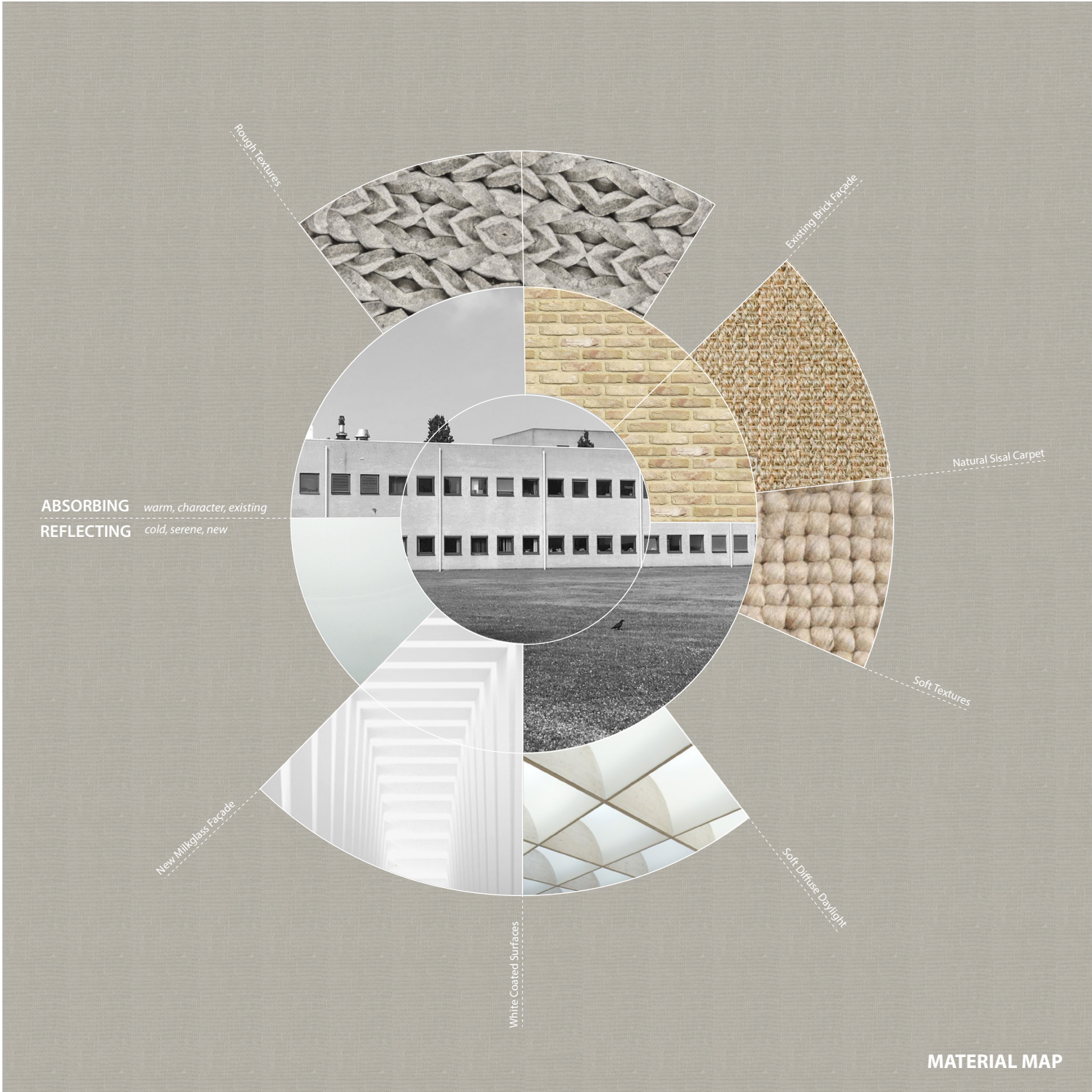
Heros Daylight School
Study garden



Heros Daylight School
Hammocks



Heros Daylight School
Library



ABSORBING *warm, character, existing*
REFLECTING *cold, serene, new*

Rough Textures

Existing Brick Façade

Natural Sisal Carpet

Soft Textures

Soft Diffuse Daylight

White Coated Surfaces

New Millglass Façade

MATERIAL MAP

TIMELAPSE

Sun-motion during a day



TIMELAPSE

Sun-motion during a day



Roof system adapts constantly



TIMELAPSE

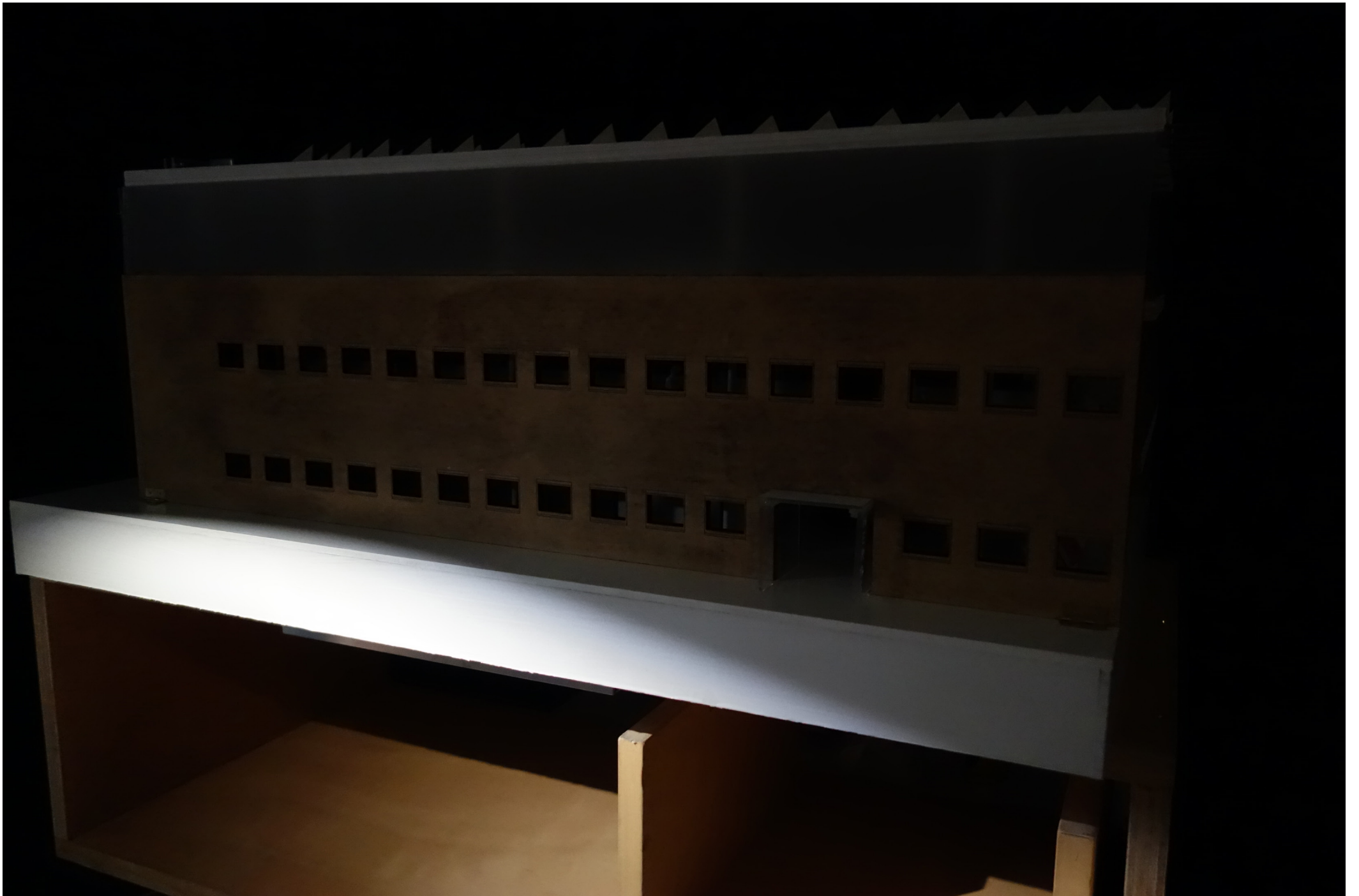
Sun-motion during a day

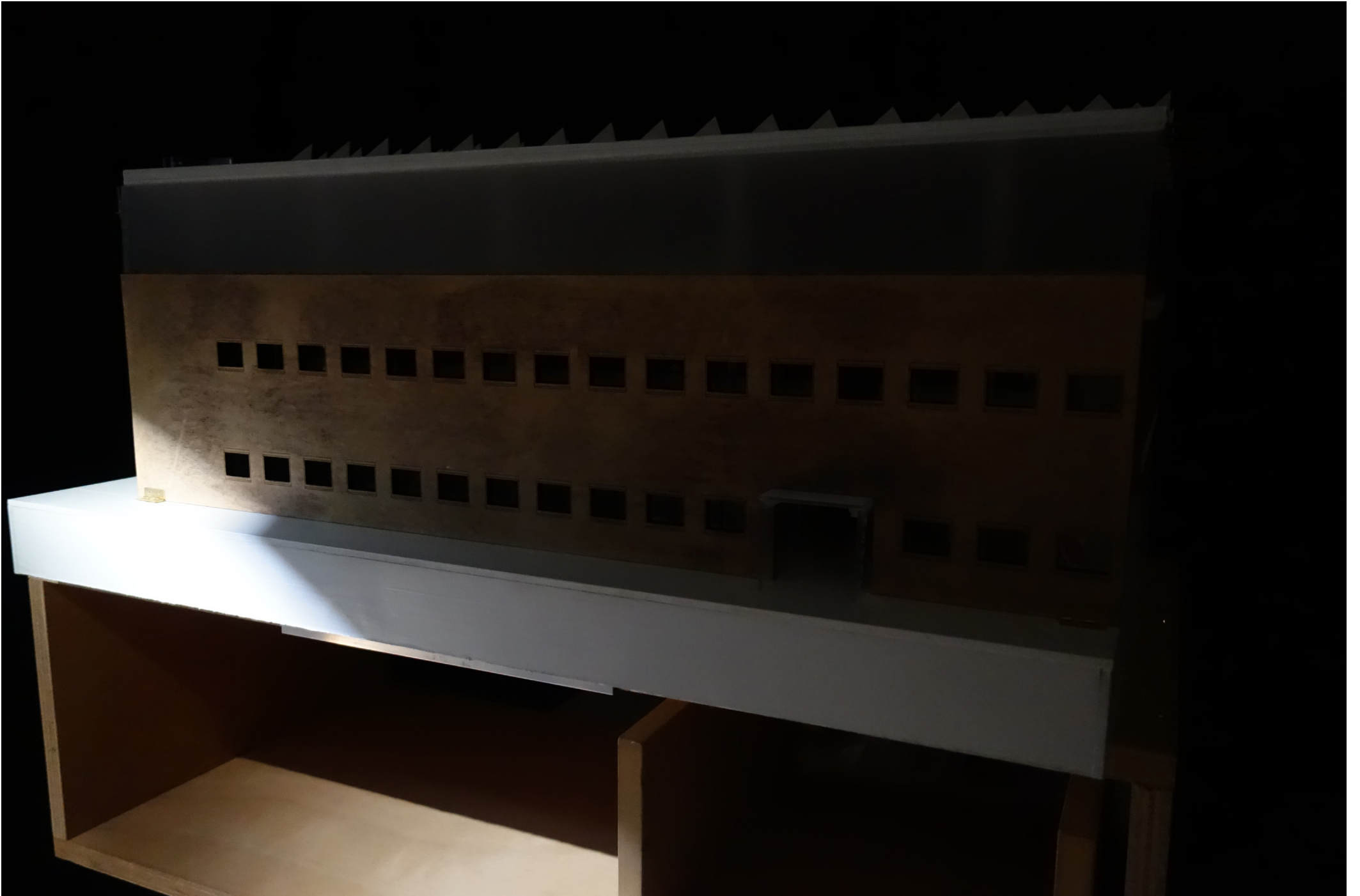


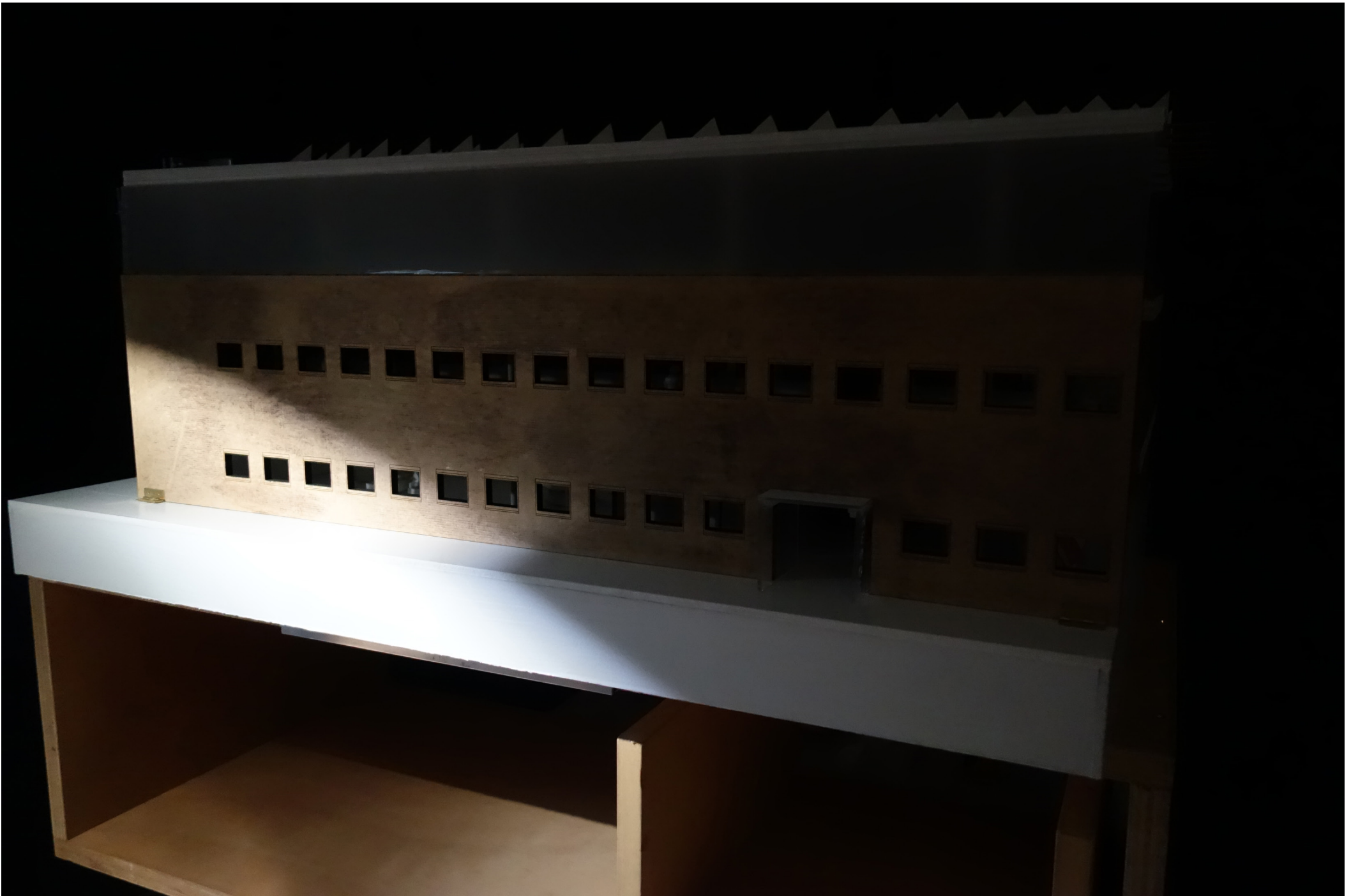
Roof system adapts constantly



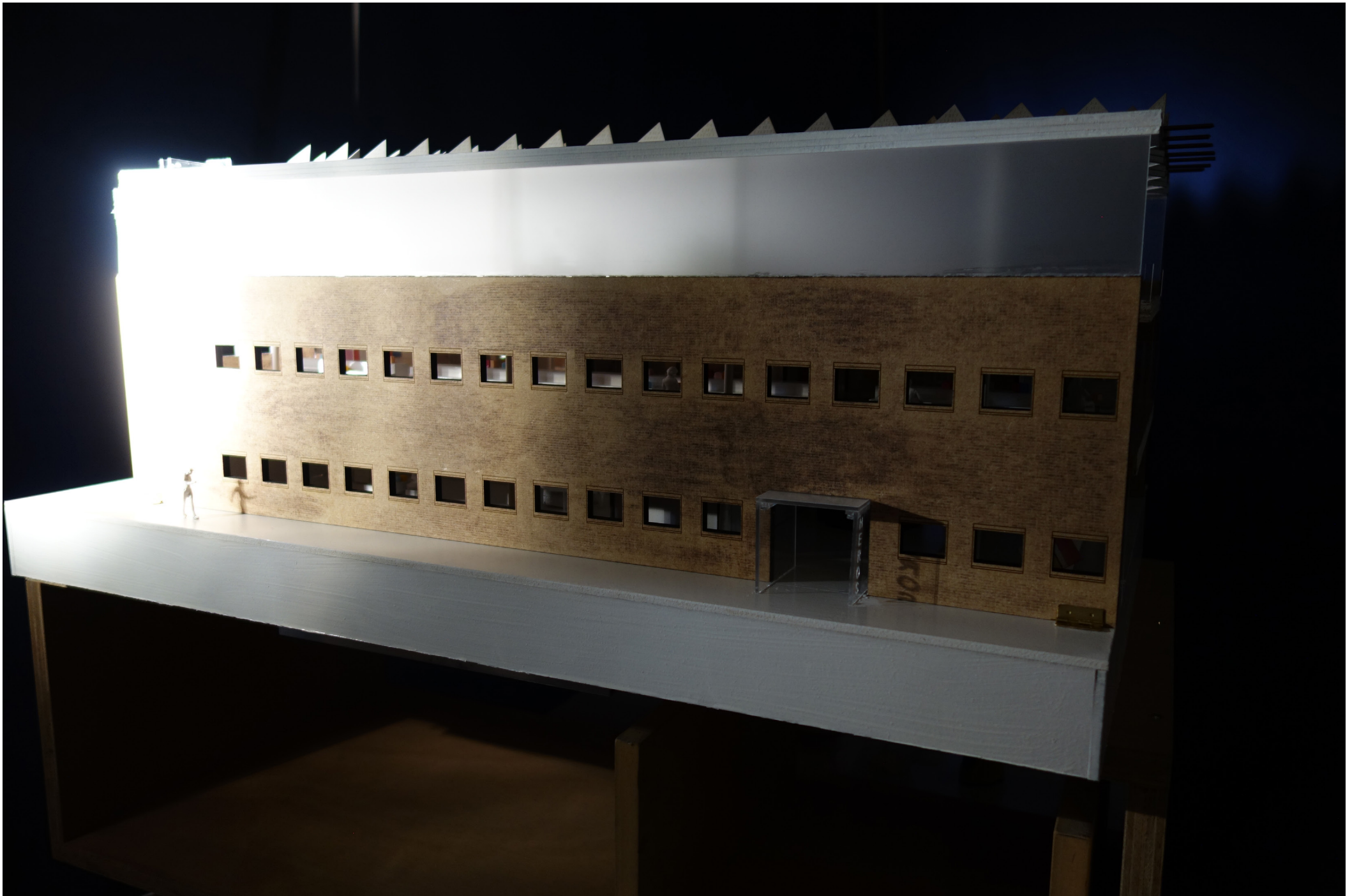
Stimulating biorhythm of the school life

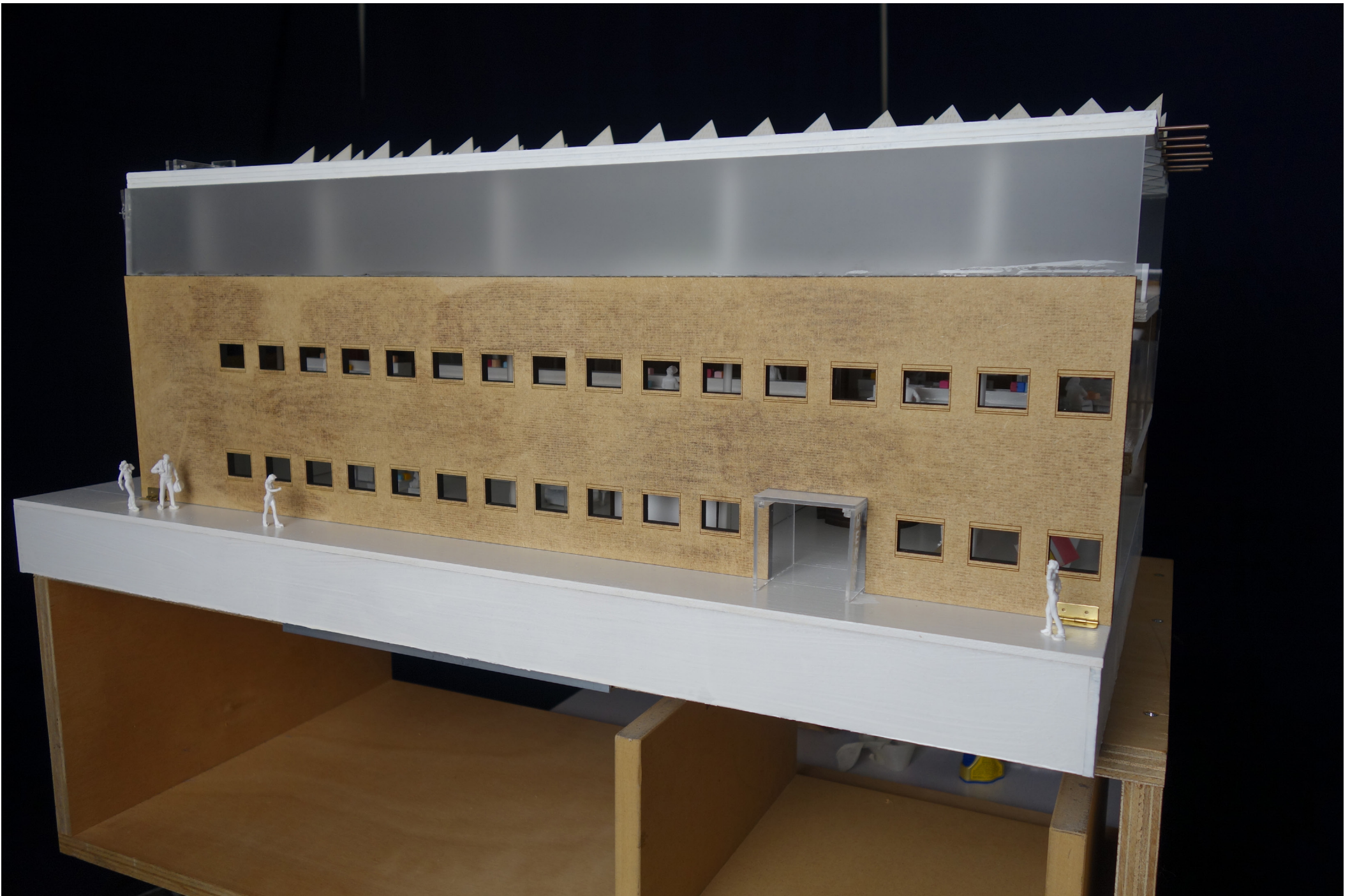


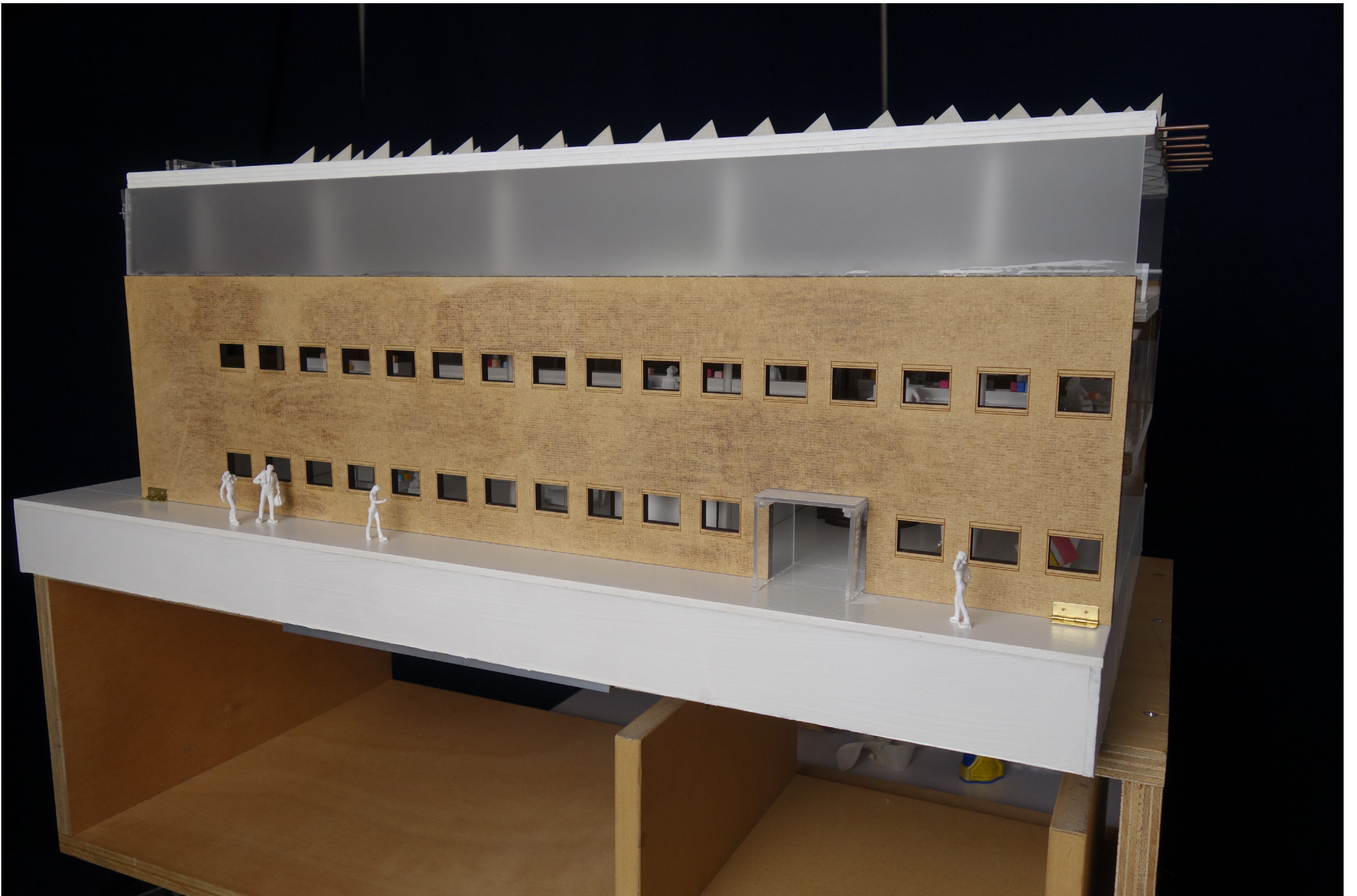


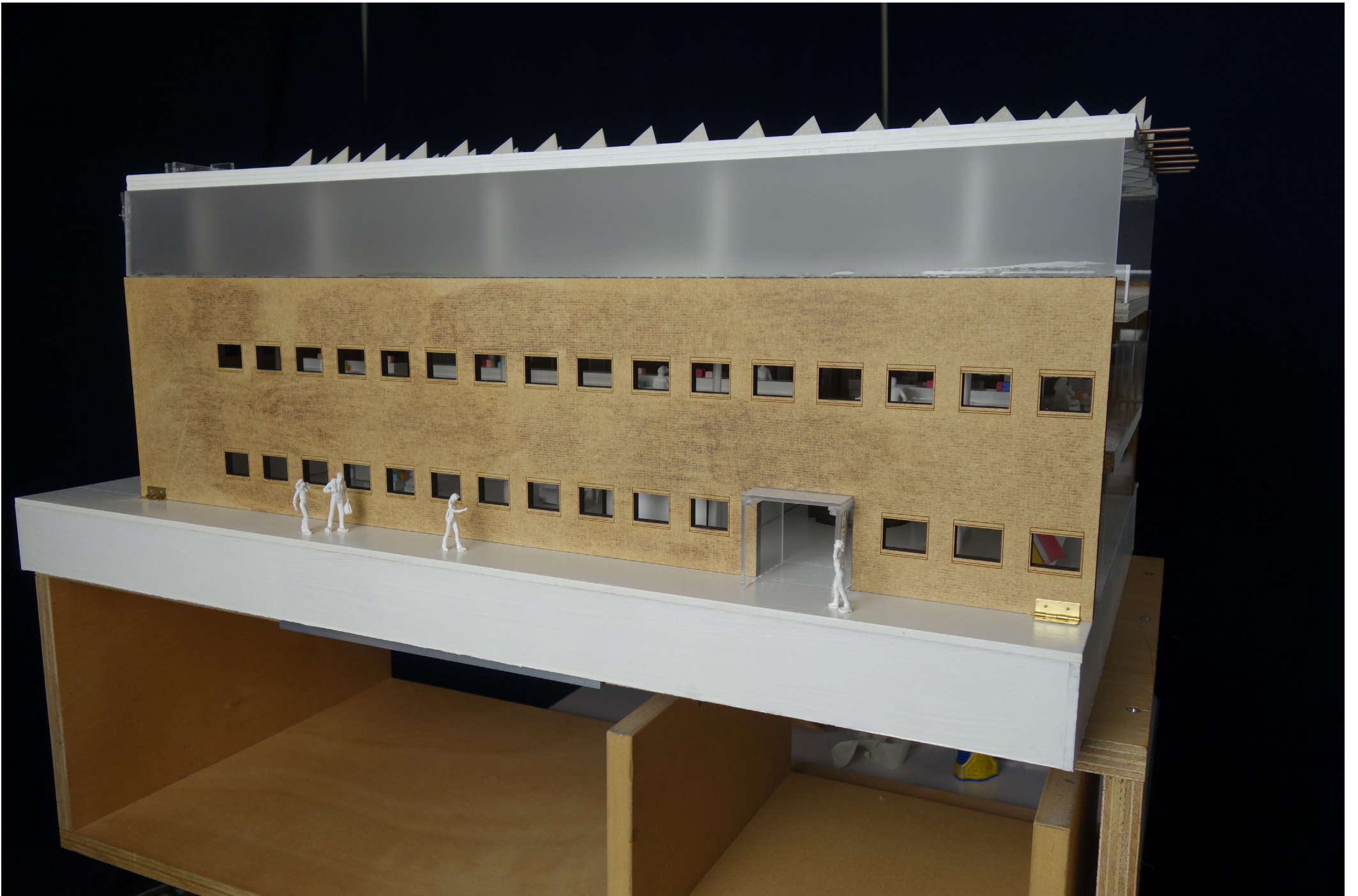


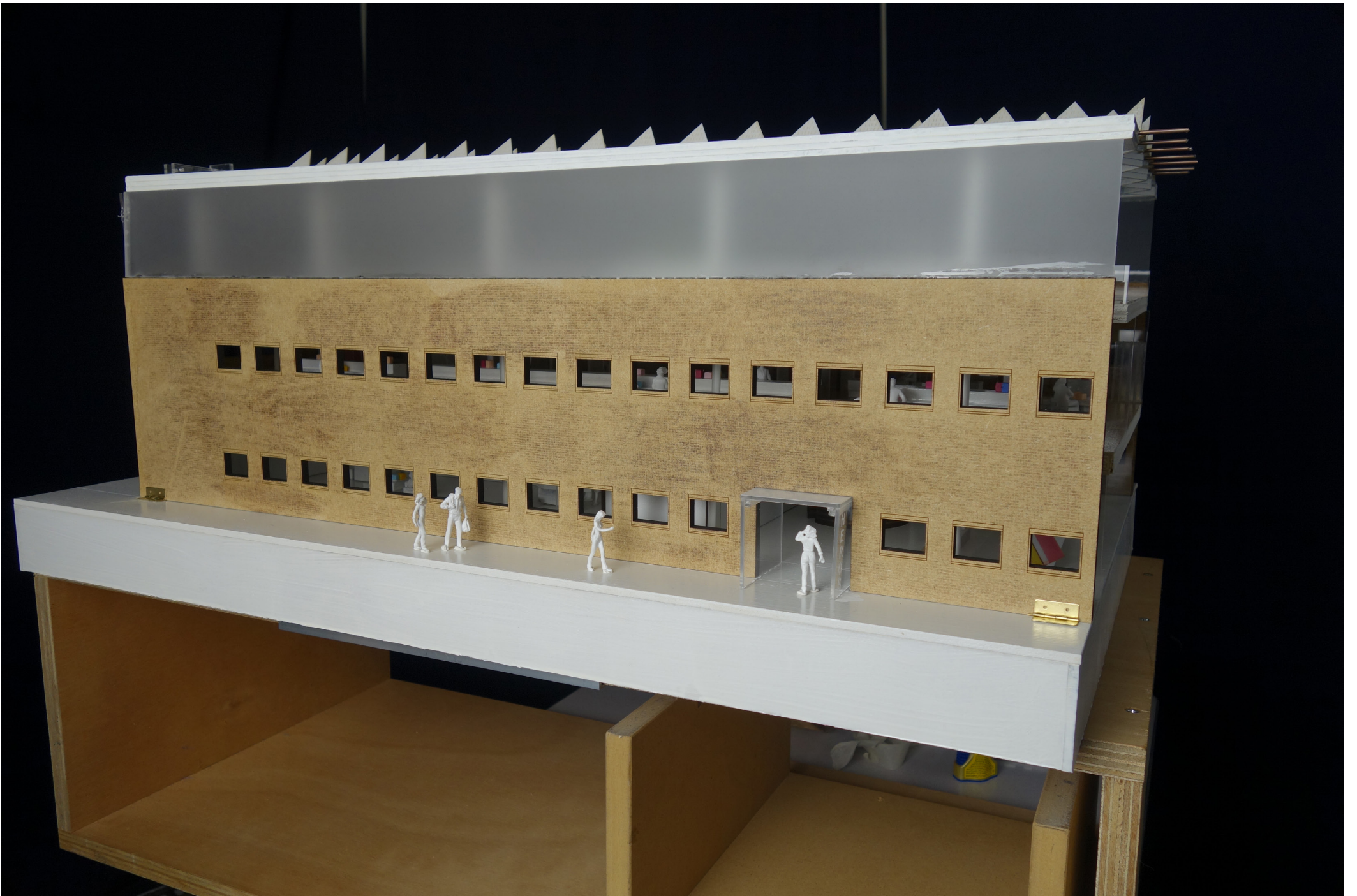




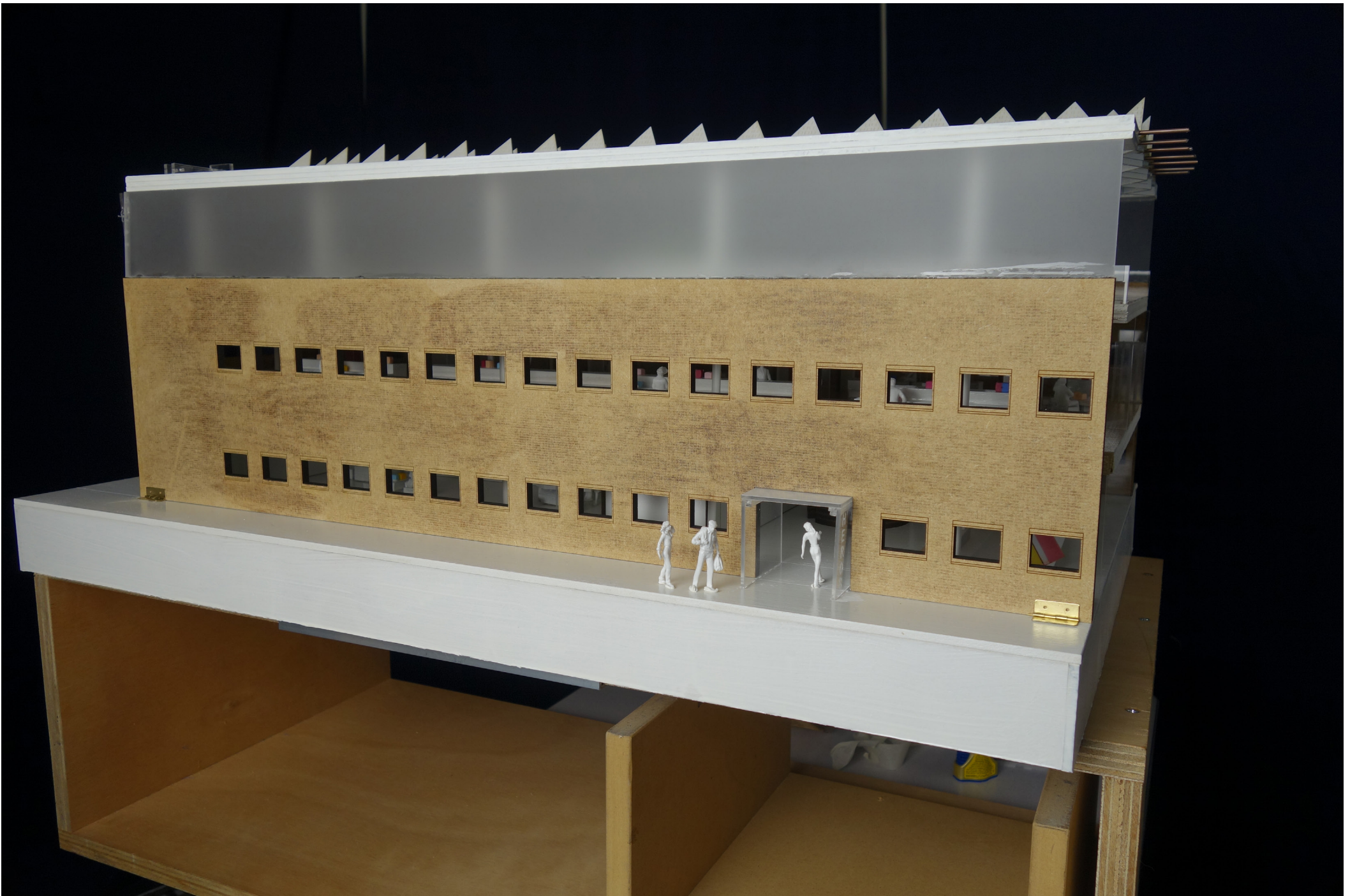








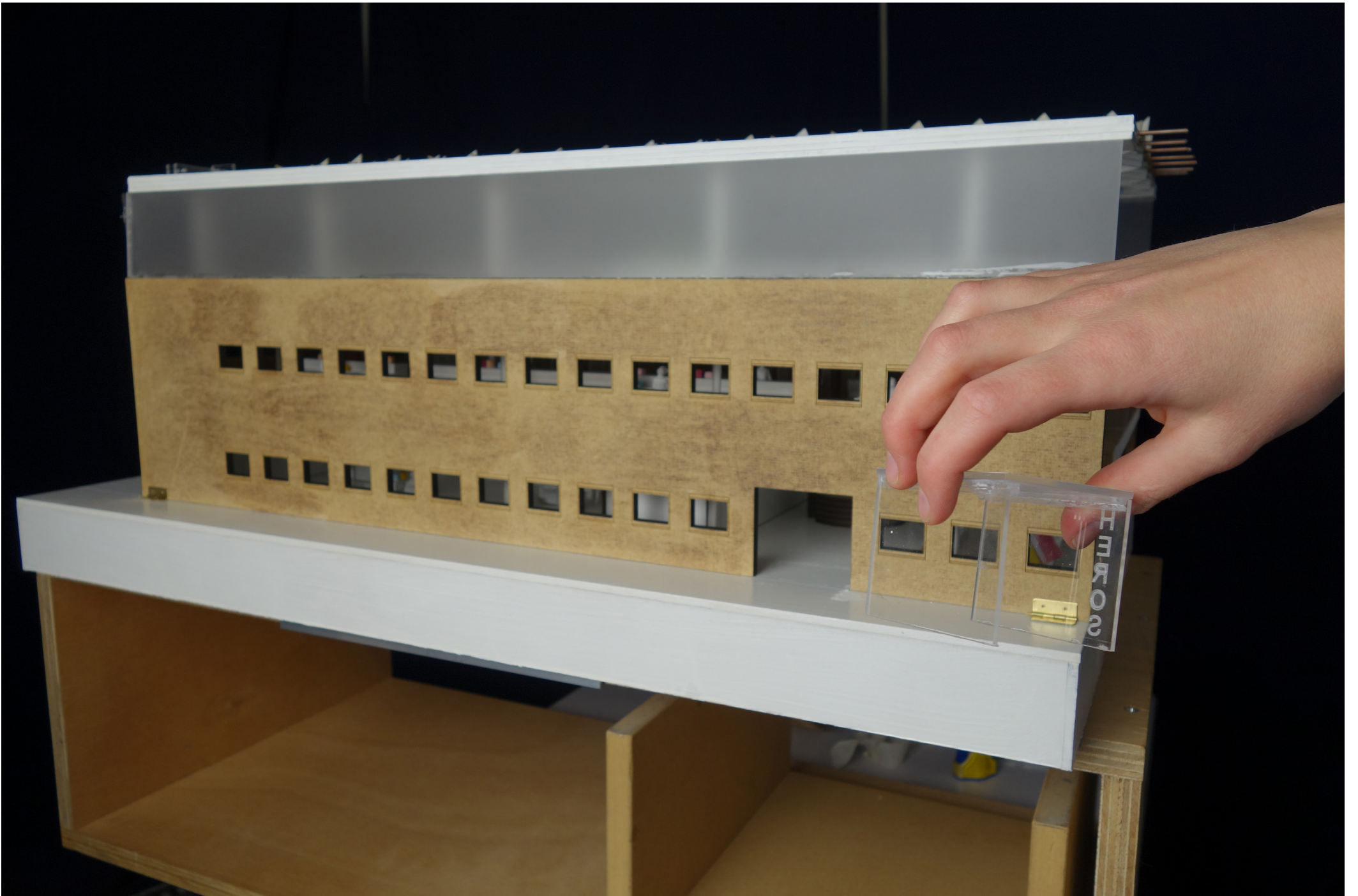




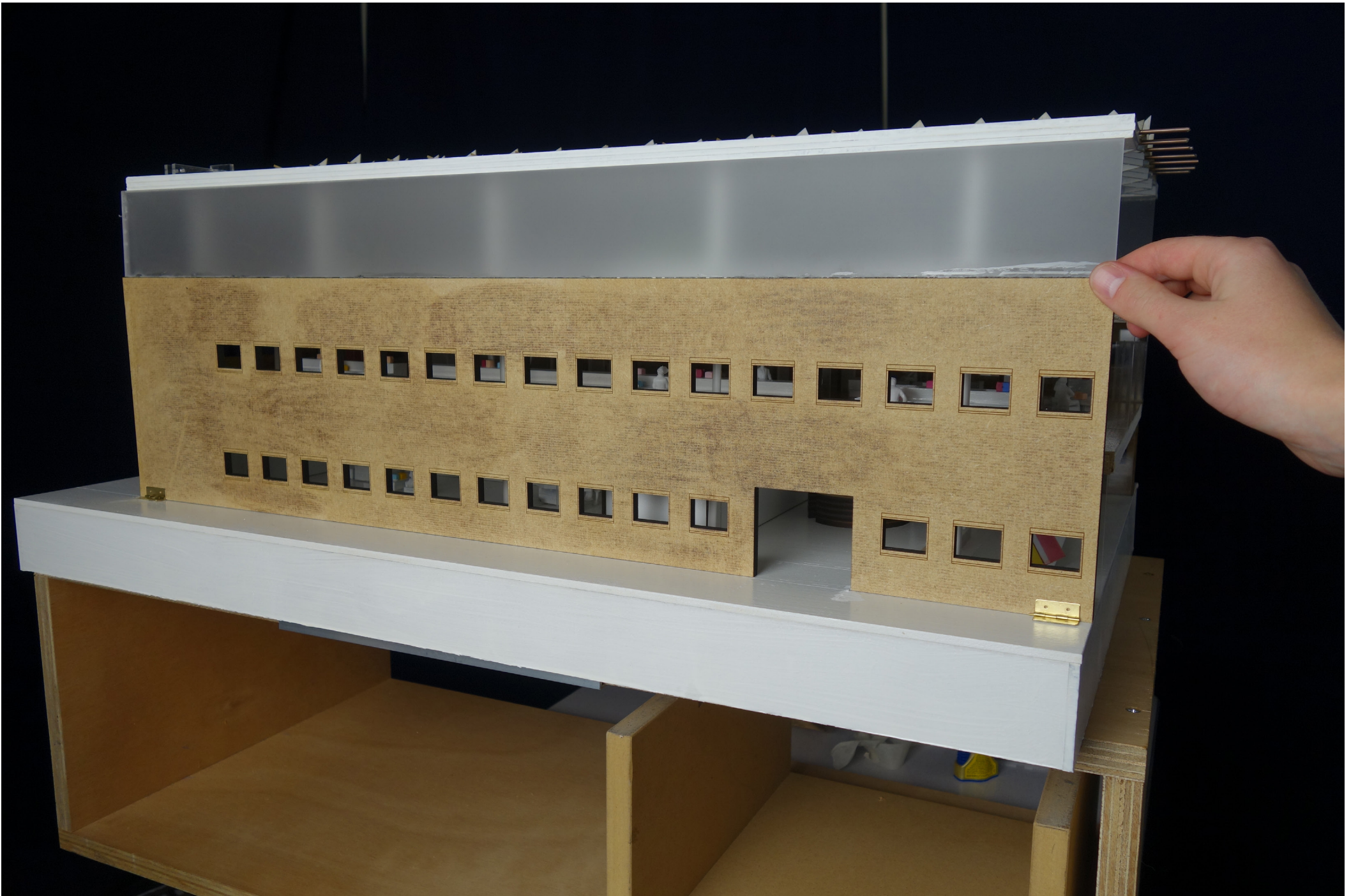




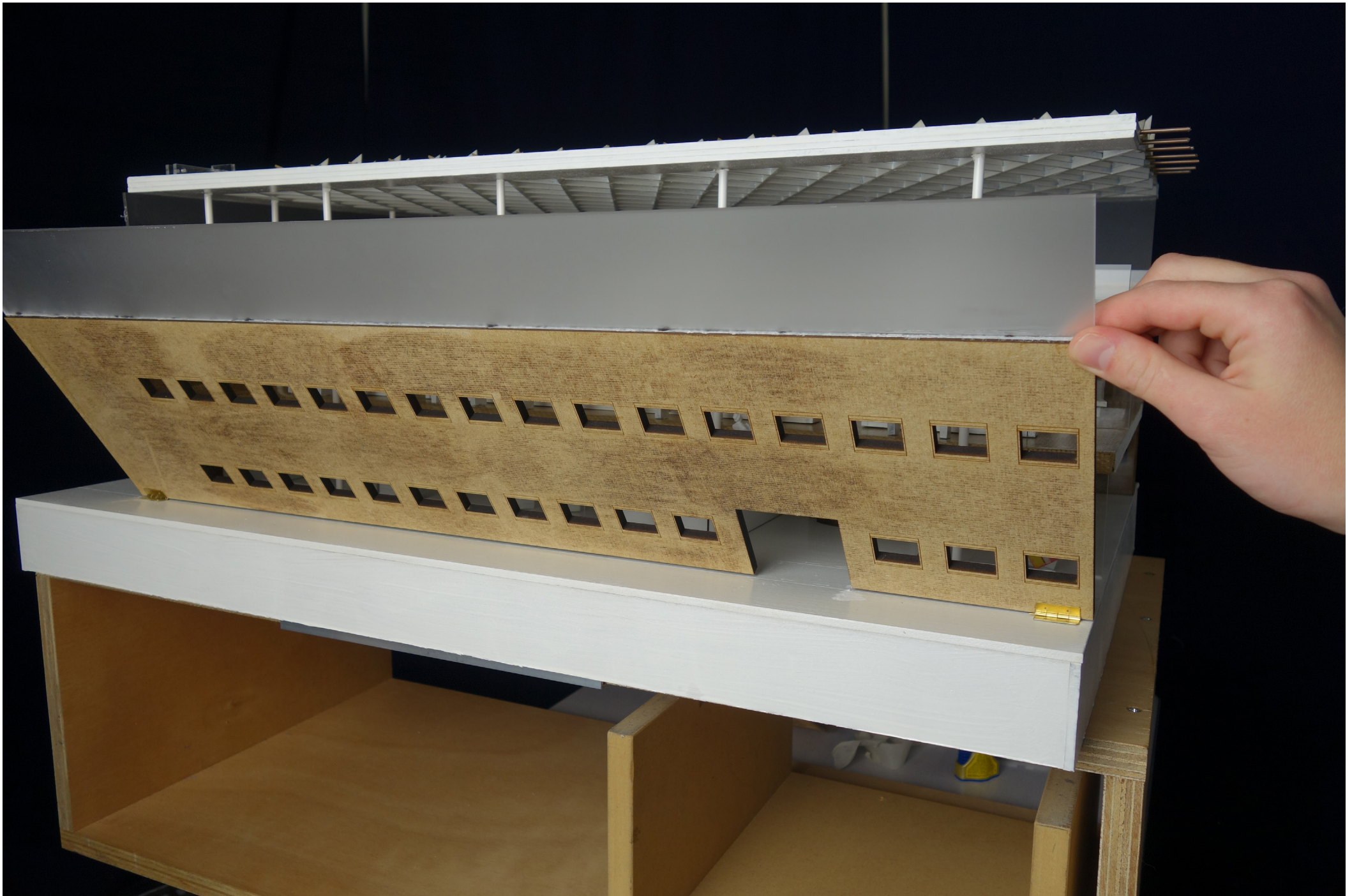


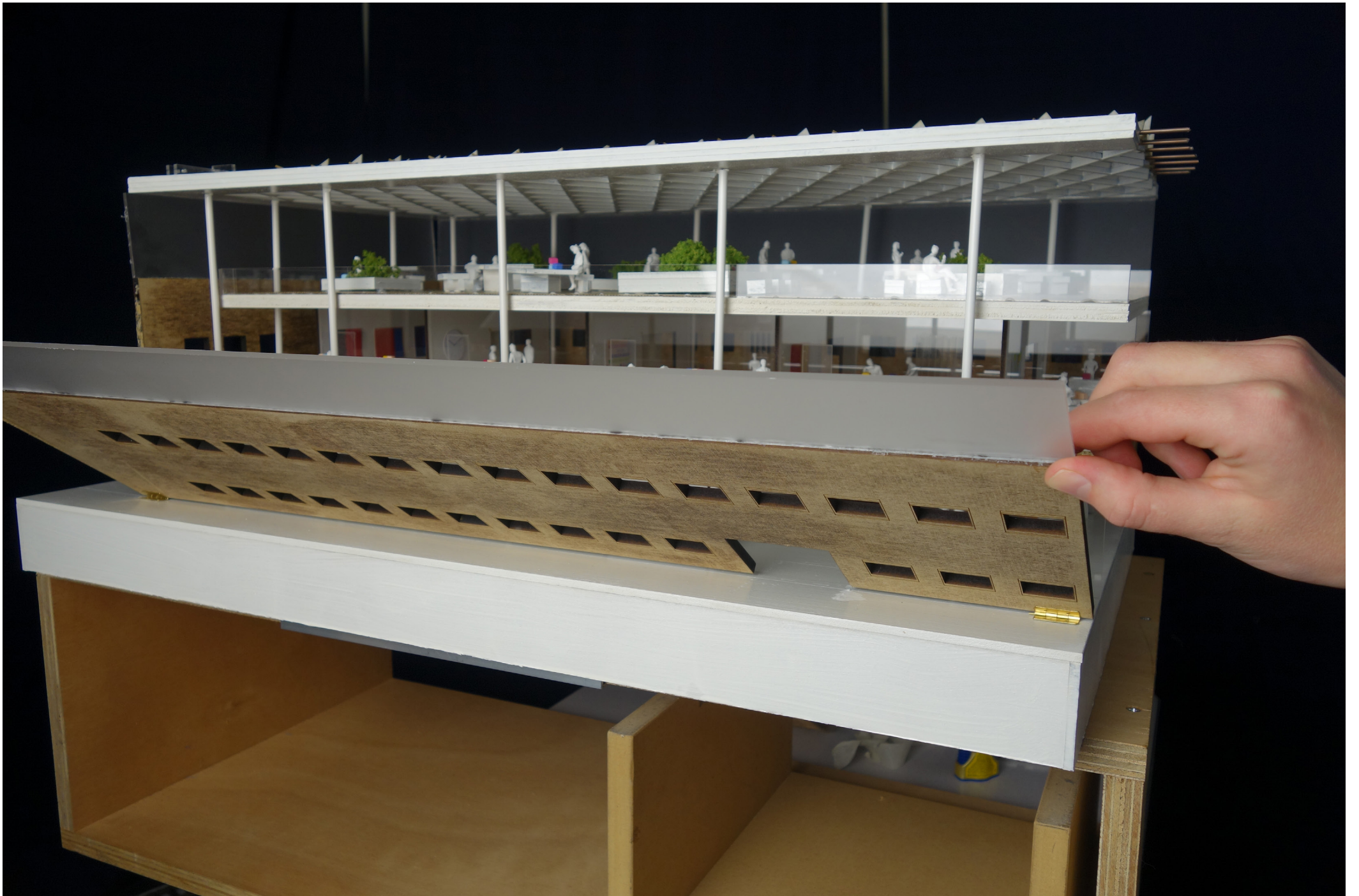


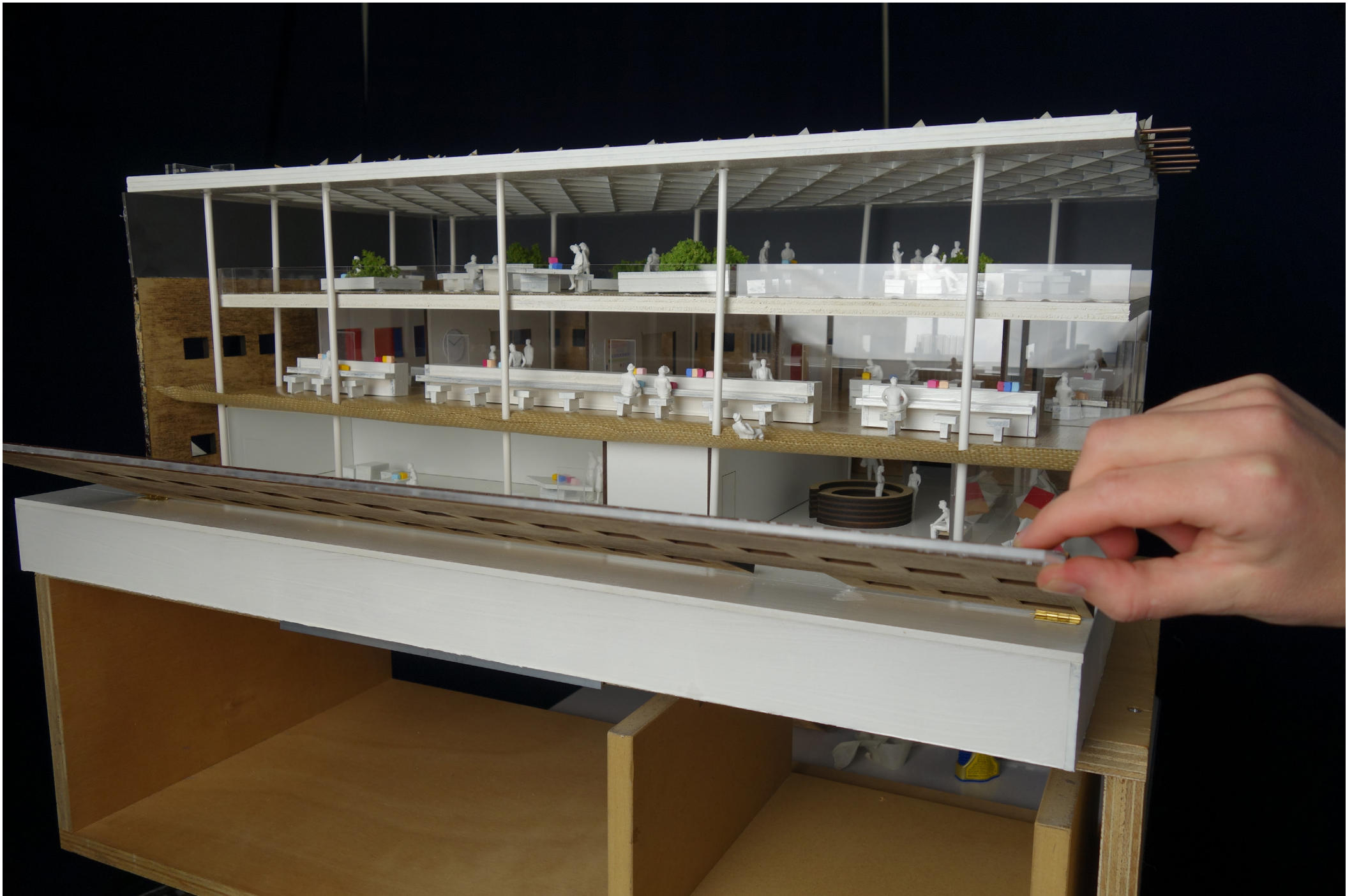


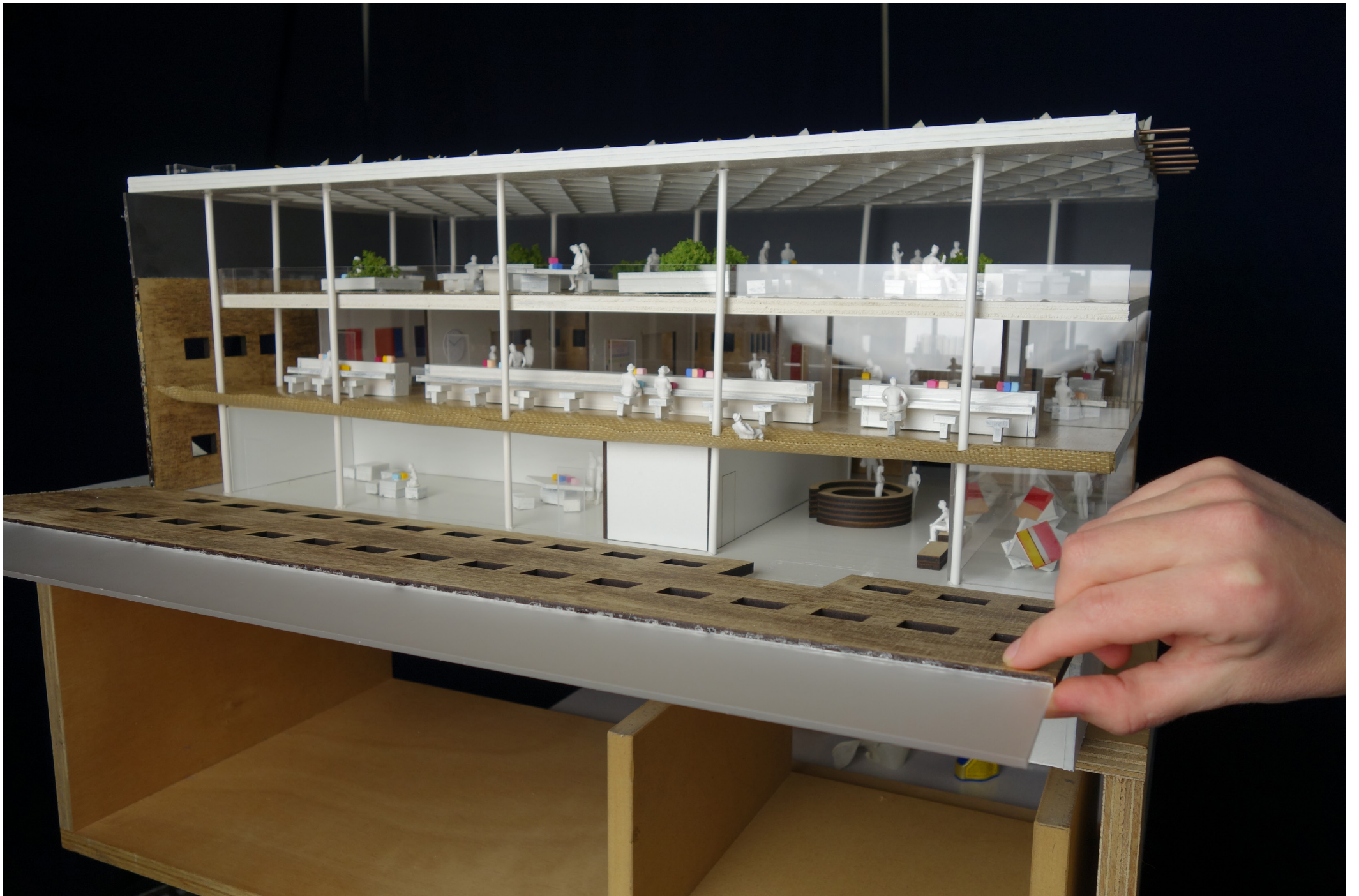


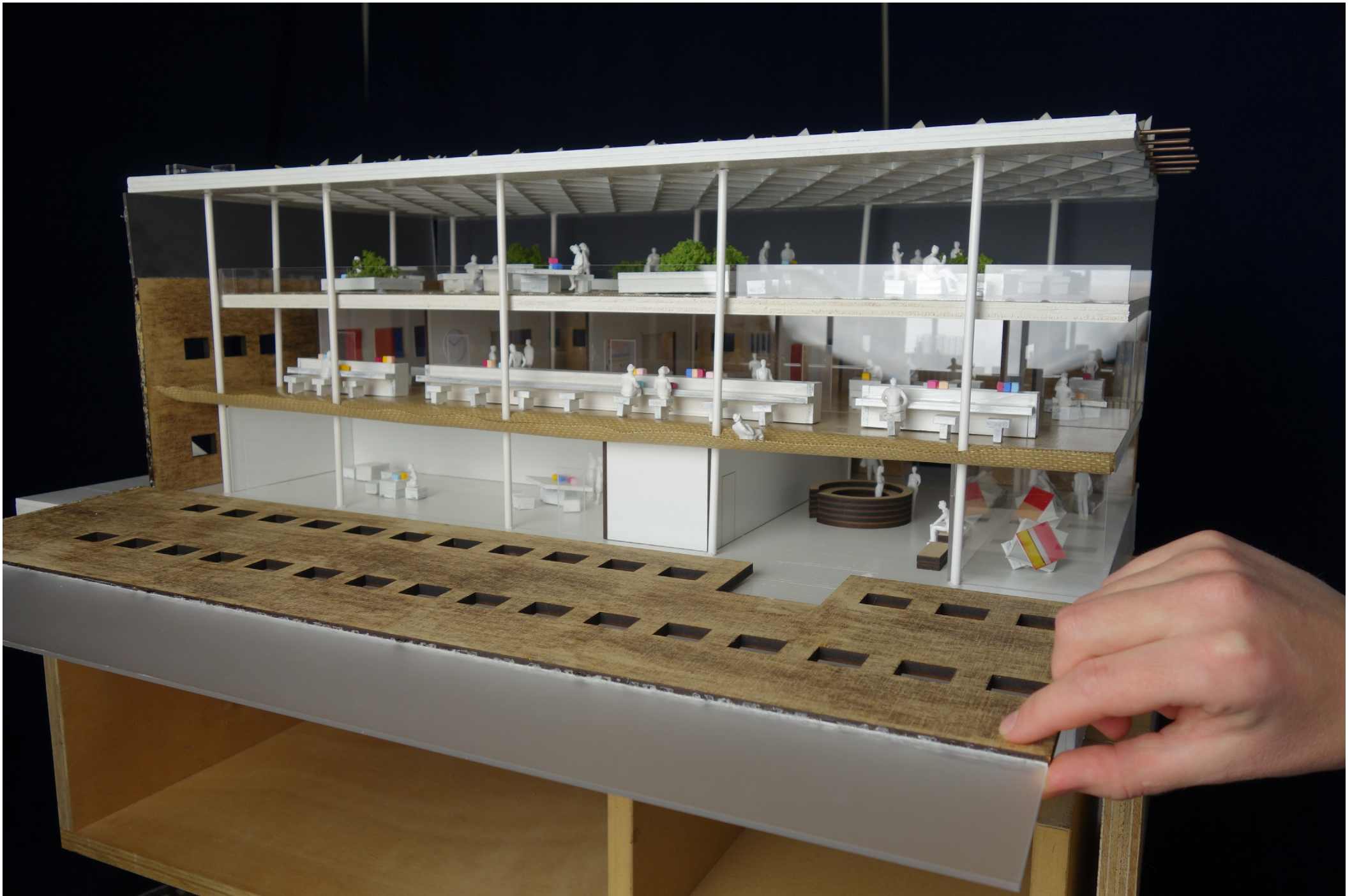




































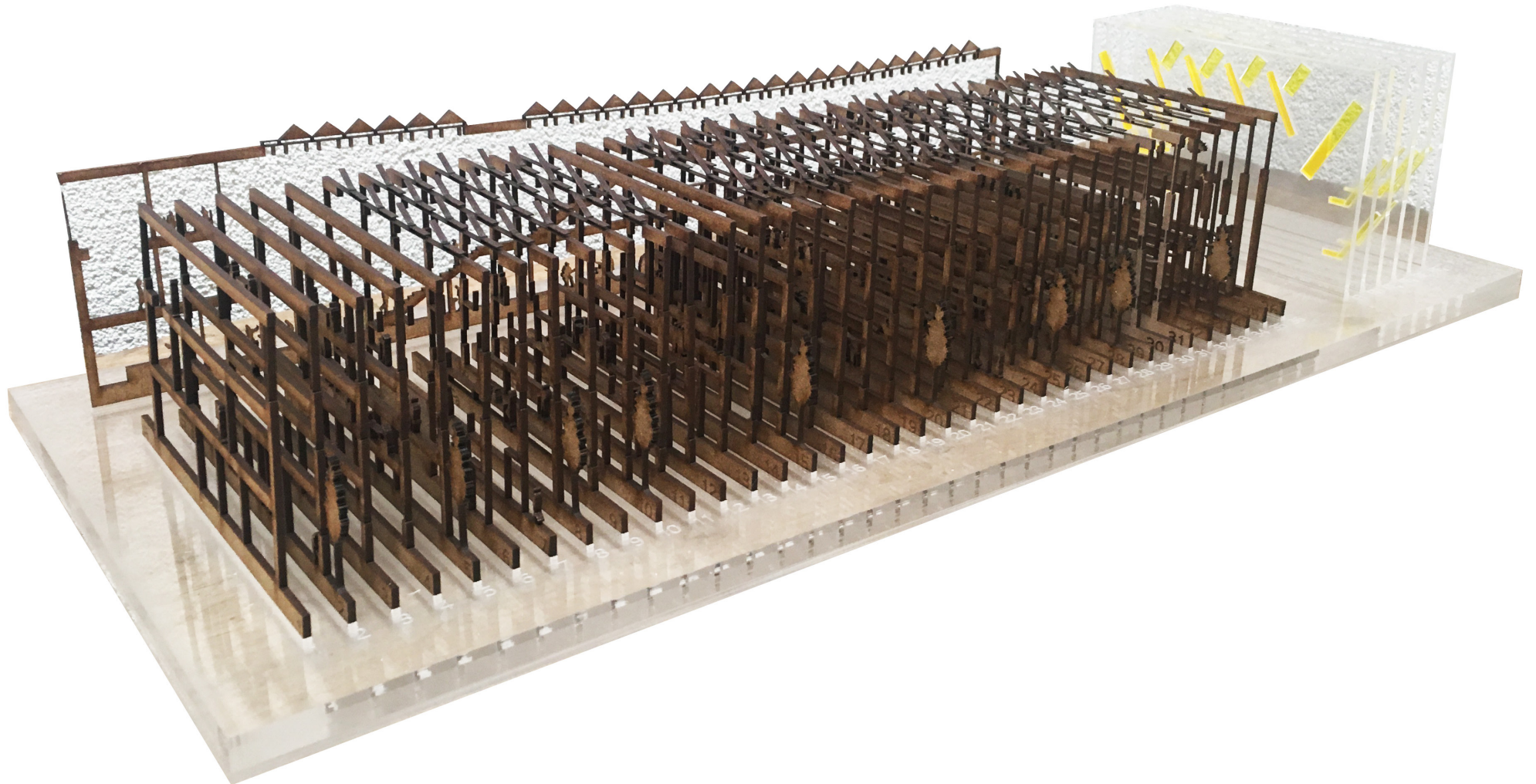


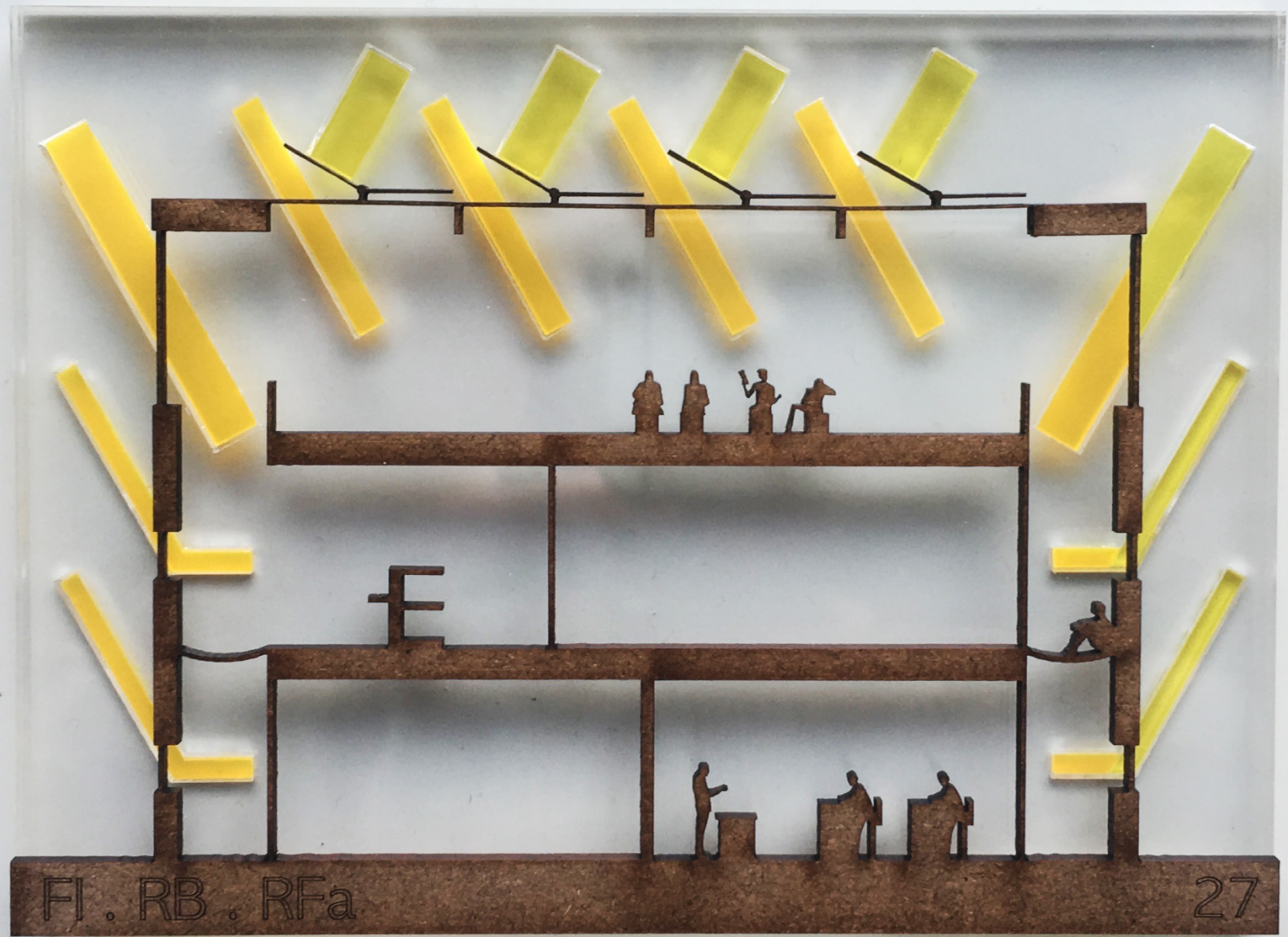


ARCHITECTURAL GOAL

The visitor experiences a constantly ***changing architecture*** that has the ability to alter our understanding of space and place, as well as ***calling attention*** to the enduring relationship between architecture and the environment.

SECTION MODEL





FI . RB . RFa

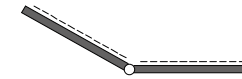
27



QUESTIONS

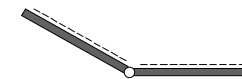
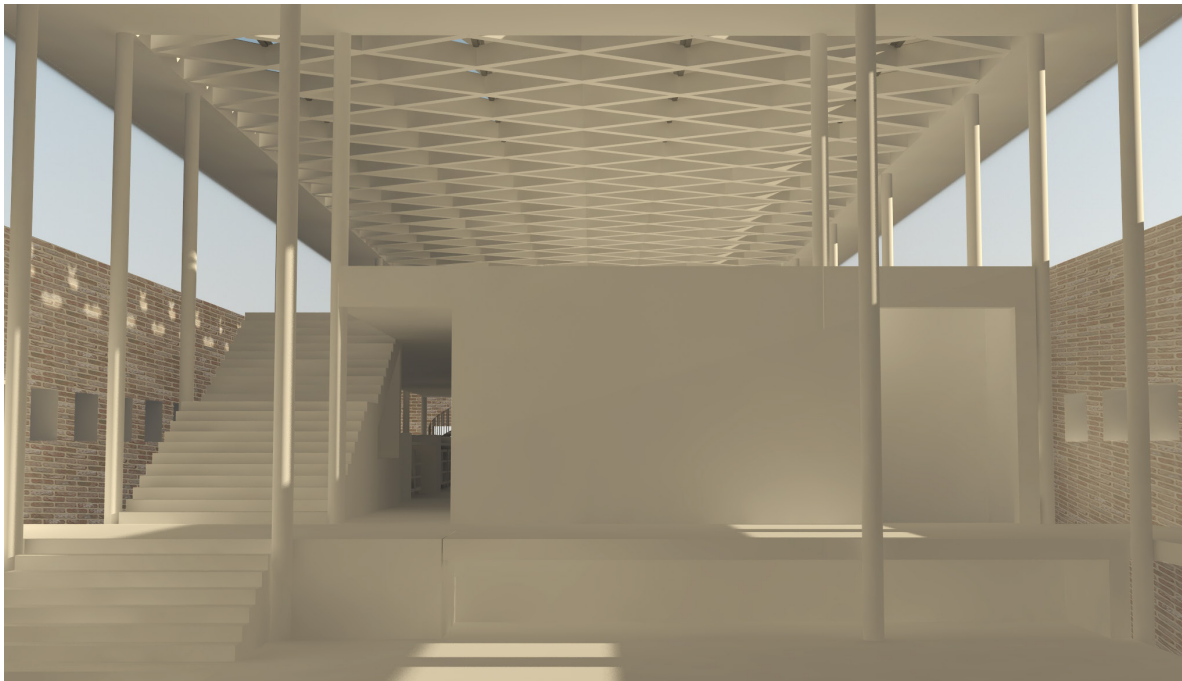






DAYLIGHT SCENE 1

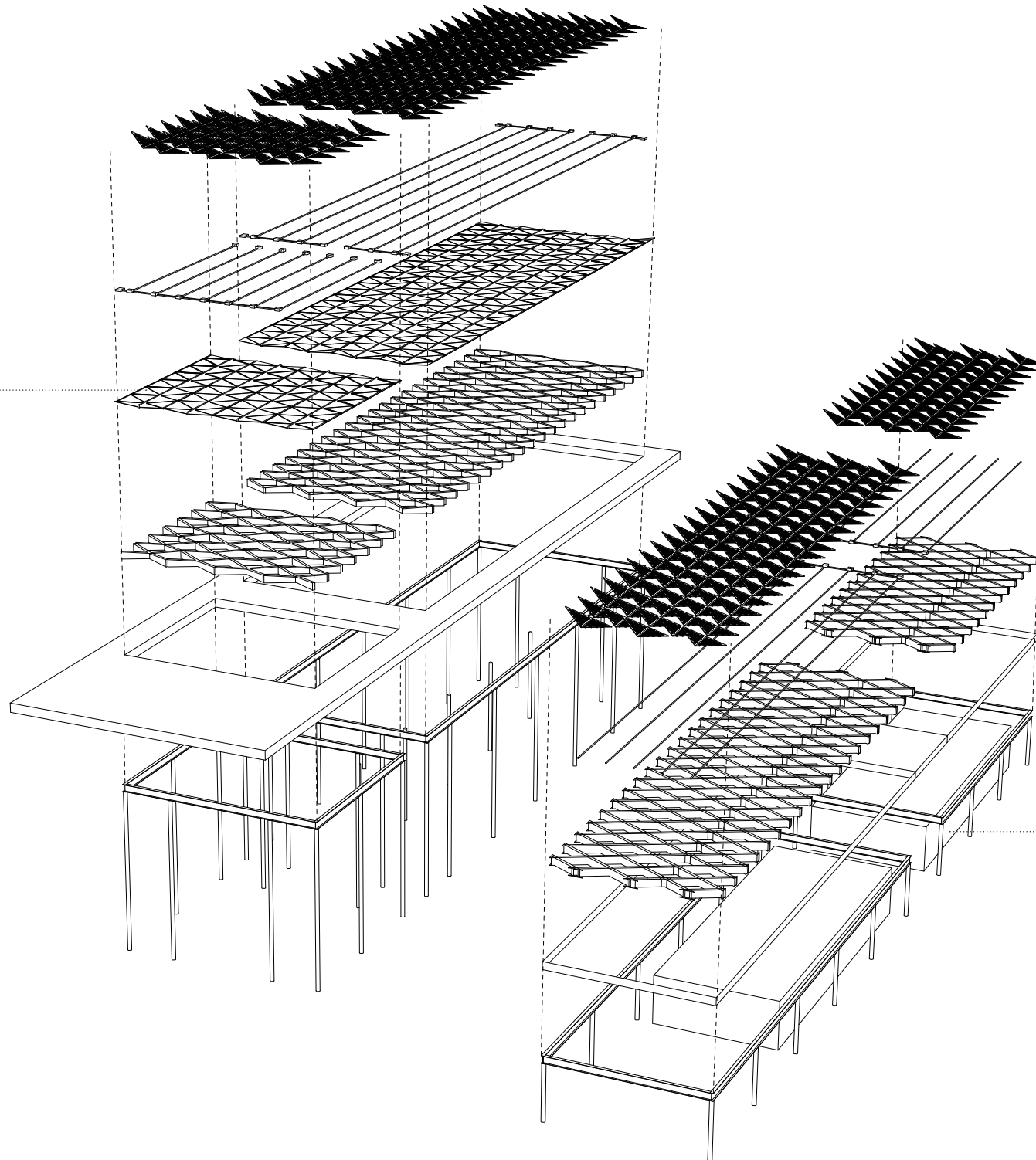
- equinox 21 march/sept.
- 17.00 h / afternoon
- second floor



DAYLIGHT SCENE 2

- equinox 21 march/sept.
- 17.00 h / afternoon
- first floor

HEROS SCHOOL
glass triangles



HEROS PAVILION
glass structure

CONCLUSION DATABASE

1.

The difference in reflective surfaces has more influence on the light intensity in the building, than the difference in type of sunshading system (rebound, reflection or filtration);

CONCLUSION DATABASE

2.

Reflective walls have more effect
on the light intensity than a reflective floor.

This indicates to the designer: keep the walls as light in color as possible and use the floor surface for deep colors or character-giving patterns;

CONCLUSION DATABASE

3.

To create an interesting interior with a pleasant light intensity, the sunhading system has to be **composed of several different layers.**