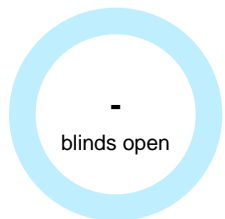
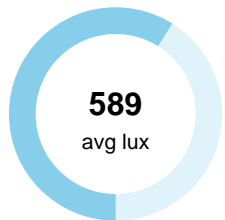
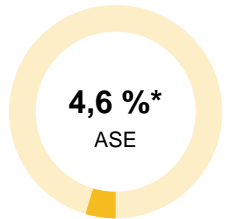
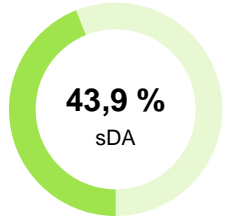
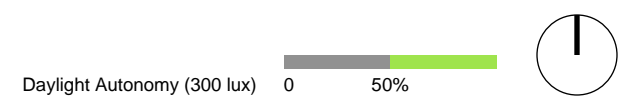
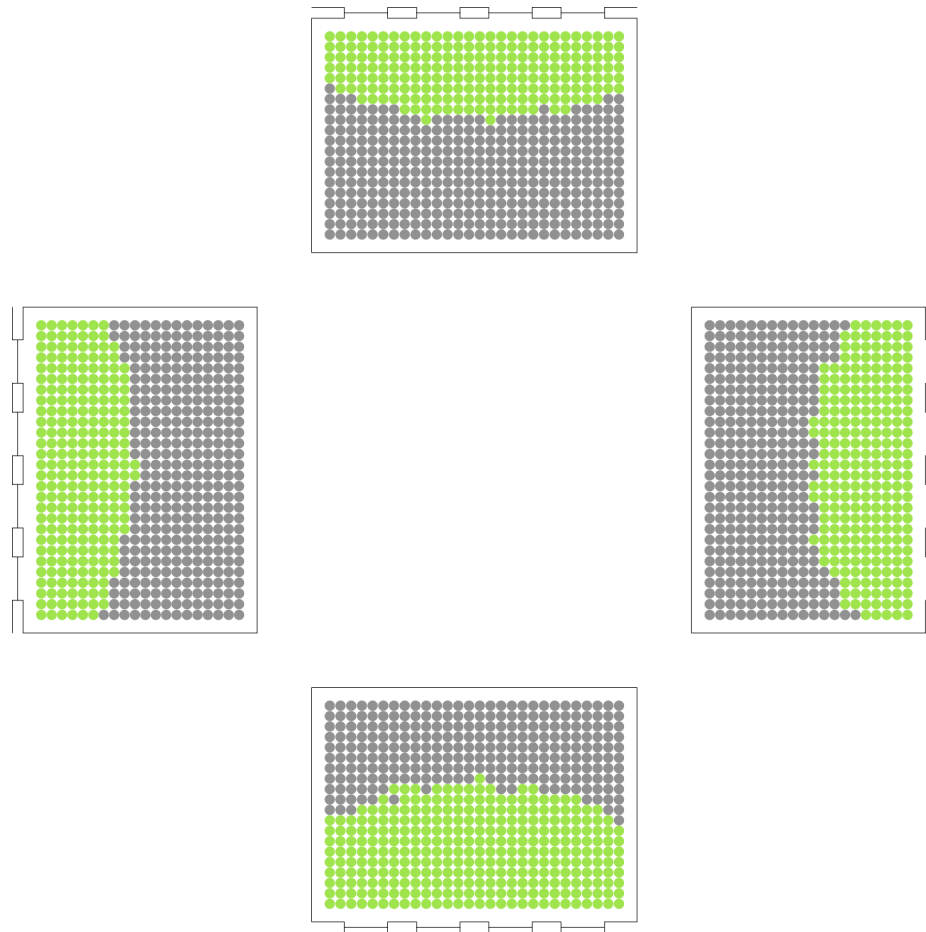


LEED v4.1 Oslo uten solskjerming



* No dynamic shading has been modeled, and ASE > 10% in one or more spaces. The design addresses glare as follows:
Oslo uten solskjerming.



Space ID & Description	Area	Spacing	Shading	0 50%		sDA	0 250 hrs		ASE
Oslo East	626 ft ²	1,0 ft	N			42,50 %			3,04 %
Oslo South	626 ft ²	1,0 ft	N			54,29 %			13,57 %
Oslo West	626 ft ²	1,0 ft	N			41,96 %			1,61 %
Oslo North	626 ft ²	1,0 ft	N			36,96 %			0,00 %
Totals	2504 ft ²					43,93 %			4,55 %

Software:	ClimateStudio v1.9.8389.21977
Engine:	Radiance 5.3
Weather:	NOR_OS_Oslo-Fornebu.AP.014881_TMYx.2004-2018.epw
North Offset:	0°
Ambient Bounces:	7
Passes Completed:	100
Primary Ambient Samples:	6500

Layer Materials

Layer	Objects	Material	Rvis	Tvis
External wall	4	● Grey Exterior Facade Panels	46,2 %	0,0 %
External wall::Windowsill	64	● Grey Aluminium Window Frame	43,3 %	0,0 %
Internal wall	16	● Wall LM83	50,0 %	0,0 %
Internal wall::Windowsill	64	● Wall LM83	50,0 %	0,0 %
Ceiling	4	● Ceiling LM83	70,0 %	0,0 %
Floor	4	● Dark Grey Floor Tiles	20,1 %	0,0 %
Ground	1	● Bark 3	20,6 %	0,0 %
Glazing	16	● Starphire - Sungate 400 (3) on Starphire - Sungate 400 (5)	18,8 %	71,3 %

Occupancy

Space ID	Occupancy Schedule
Oslo	8am-6pm with DST
Oslo	8am-6pm with DST
Oslo	8am-6pm with DST
Oslo	8am-6pm with DST

Glossary

- sDA:** Spatial Daylight Autonomy: Percent of space receiving at least 300 lux for at least 50% of occupied hours. Calculation includes dynamic shading if modeled.
- ASE:** Annual Sunlight Exposure: Percent of space receiving at least 1000 lux direct sun for at least 250 occupied hours. Calculation excludes dynamic shading.
- Avg Lux:** Mean workplane illuminance during occupied hours. Calculation includes dynamic shading if modeled.
- Blinds open:** Percent of occupied hours blinds are open (or dynamic glass is in clearest state). Building total is window-area weighted.
- Shading:** (Y/N) Does the space have dynamic blinds or dynamic glazing? If yes, shading operation affects sDA but not ASE. The value must be yes for all perimeter spaces -- otherwise an explanation must be supplied via written addendum.