## SUNLIGHT

Task 3 – Big window small window, deep room shallow room

Having understood how to predict sunlight availability in a specific geographical location, we can now start looking at manipulating sunlight access in a room through design.

Pick a location (can be that of the project you are working on) and input its latitude, and input the following room and window dimensions as the base case design.



The window is relatively small, with a window-to-wall ratio equal to 10%.



Review the sunlight access in the room over the day and over the year in the same way as you did in the previous task. Again, taking screenshots can help you see the variations and note how deep the sun patch reaches on the floor.

Now let's see how the sunlight access changes as we enlarge and move up/down the window, following the steps:



Next, change the depth of room (measured from the facade with window) as follows:

Enlarge window



We have covered by far the main design parameters you can play with to manipulate the sunlight access in a room. Changing sunlight access by design often also influences the indoor daylight distribution. You can check how one is associated with another using both this tab and the daylight factor tab.