

An Integrated Development Environment for Radiance (for Windows)

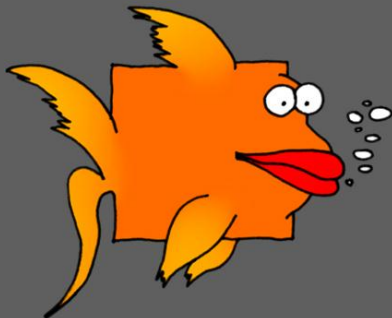
4th Annual Radiance Workshop
Montreal, 2005

Dr. Andrew Marsh

Research Fellow : Welsh School of Architecture

Director : Square One *research* PTY LTD

www.squ1.com www.ecotect.com

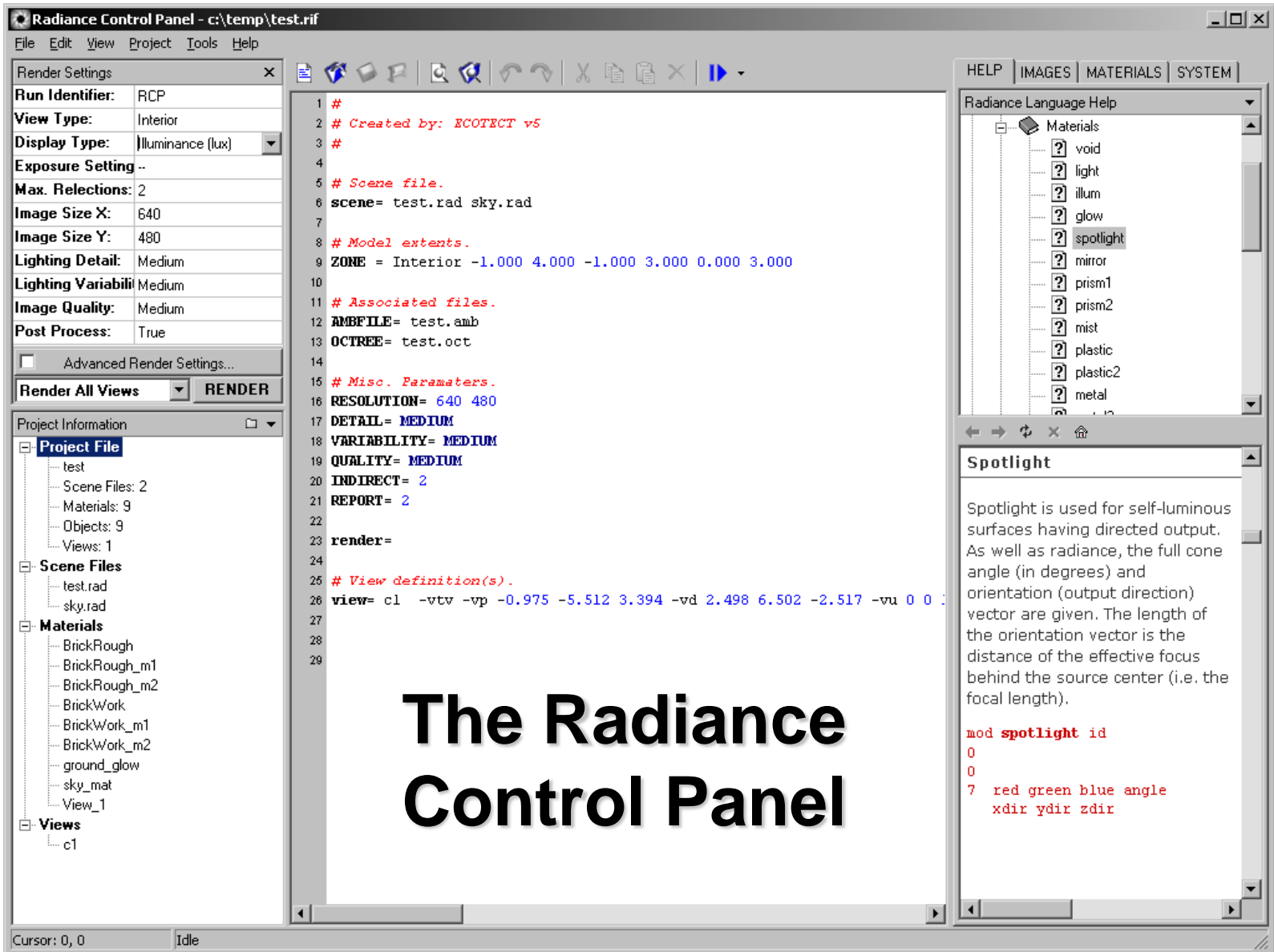


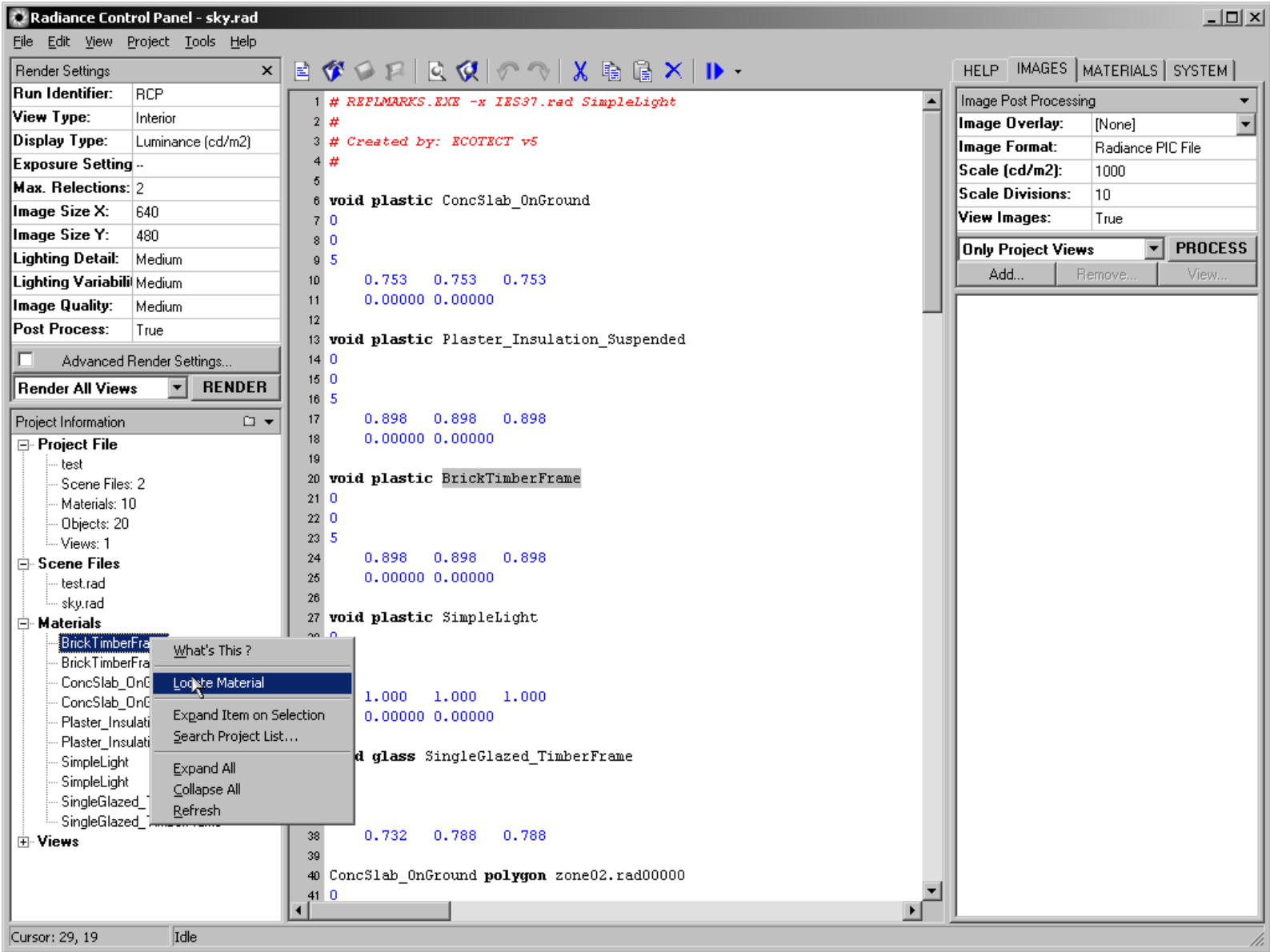
The aim in this work was to update the Radiance Control Panel into a kind of development environment to allow users relatively new to Radiance to access some of its more advanced features.

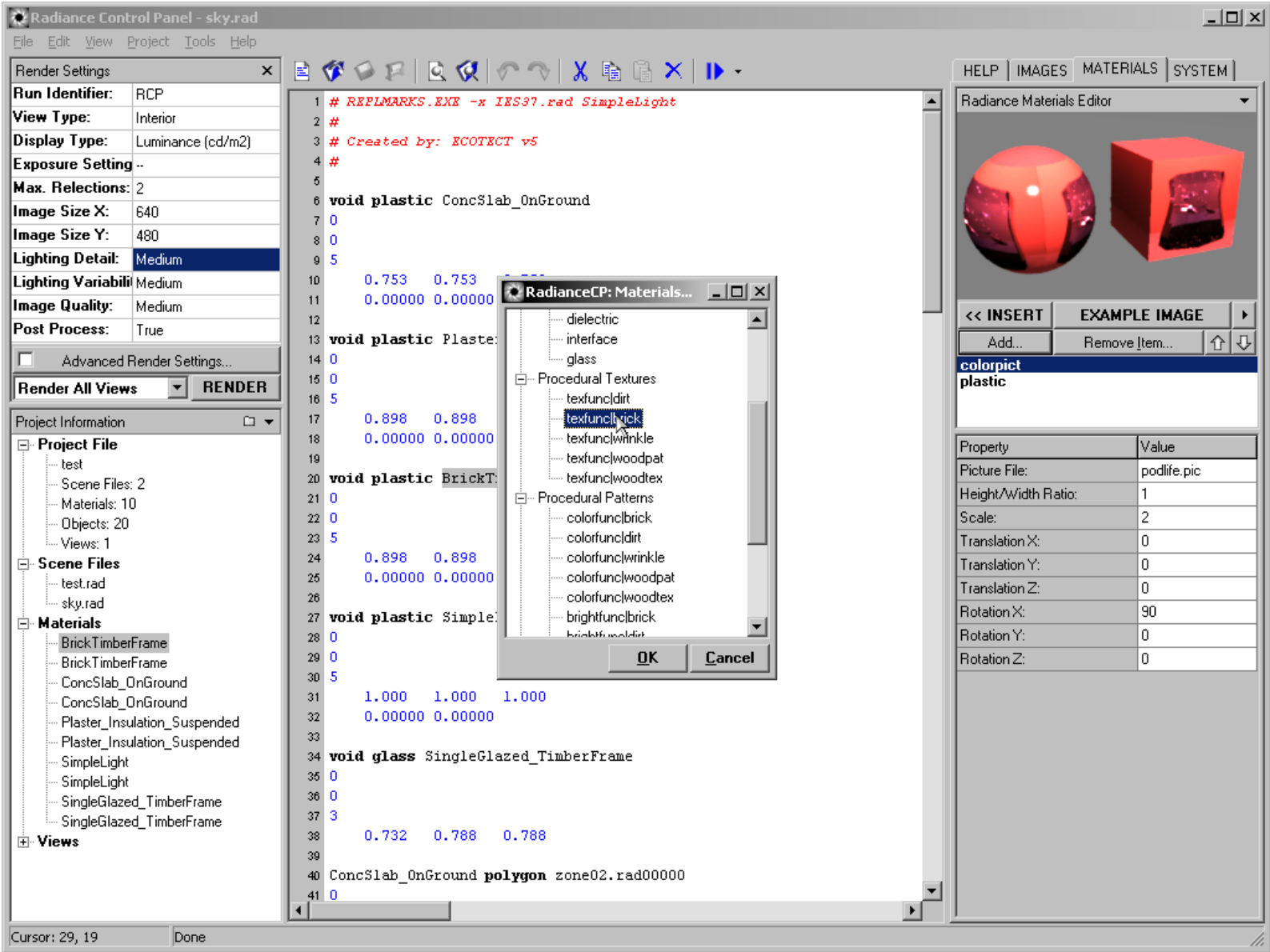
The main focus was parsing input files to extract the location of scene files, materials, views and light markers in order to overlay some basic project management functions and interactive help functions.

The presentation was given as an interactive demonstration, so this static presentation is simple a series of screenshots. However, the new Radiance Control Panel is completely free and will be available for download after 1st September 2005 from:

<http://www.squ1.com/downloads/>







Radiance Control Panel - sky.rad

File Edit View Project Tools Help

Render Settings

Run Identifier: RCP
 View Type: Interior
 Display Type: Luminance (cd/m2)
 Exposure Setting --
 Max. Releactions: 2
 Image Size X: 640
 Image Size Y: 480
 Lighting Detail: Medium
 Lighting Variabili: Medium
 Image Quality: Medium
 Post Process: True

Advanced Render Settings...
 Render All Views RENDER

Project Information

Project File
 test
 Scene Files: 2
 Materials: 10
 Objects: 20
 Views: 1
 Scene Files
 test.rad
 sky.rad
 Materials
 BrickTimberFrame
 BrickTimberFrame
 ConcSlab_OnGround
 ConcSlab_OnGround
 Plaster_Insulation_Suspended
 Plaster_Insulation_Suspended
 SimpleLight
 SimpleLight
 SingleGlazed_TimberFrame
 SingleGlazed_TimberFrame
 Views

```

1 # REFLMARKS.EXE -x IES97.rad SimpleLight
2 #
3 # Created by: ECOTECT v5
4 #
5
6 void plastic ConcSlab_OnGround
7 0
8 0
9 5
10 0.753 0.753
11 0.00000 0.00000
12
13 void plastic Plaste:
14 0
15 0
16 5
17 0.898 0.898
18 0.00000 0.00000
19
20 void plastic BrickT:
21 0
22 0
23 5
24 0.898 0.898
25 0.00000 0.00000
26
27 void plastic Simple:
28 0
29 0
30 5
31 1.000 1.000 1.000
32 0.00000 0.00000
33
34 void glass SingleGlazed_TimberFrame
35 0
36 0
37 3
38 0.732 0.788 0.788
39
40 ConcSlab_OnGround polygon zone02.rad00000
41 0
  
```

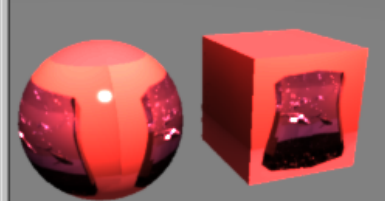
RadianceCP: Materials...

- dielectric
- interface
- glass
- Procedural Textures
 - textfuncldirt
 - textfuncbrick**
 - textfuncwinkle
 - textfuncwoodpat
 - textfuncwoodtex
- Procedural Patterns
 - colorfuncbrick
 - colorfuncldirt
 - colorfuncwinkle
 - colorfuncwoodpat
 - colorfuncwoodtex
 - brightfuncbrick
 - brightfuncldirt

OK Cancel

HELP IMAGES MATERIALS SYSTEM

Radiance Materials Editor

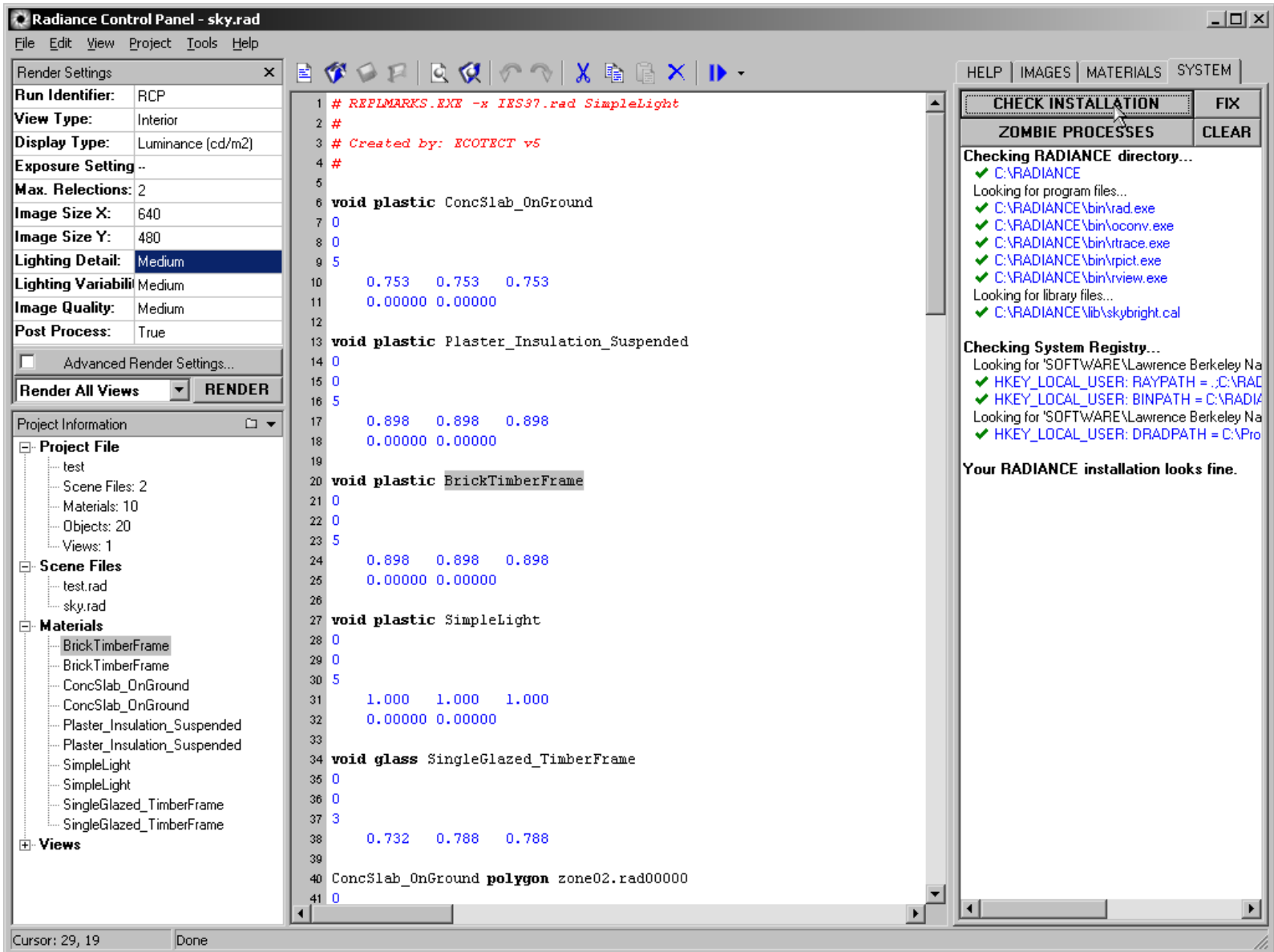


<< INSERT EXAMPLE IMAGE >>
 Add... Remove Item... ↑ ↓

colorpic
 plastic

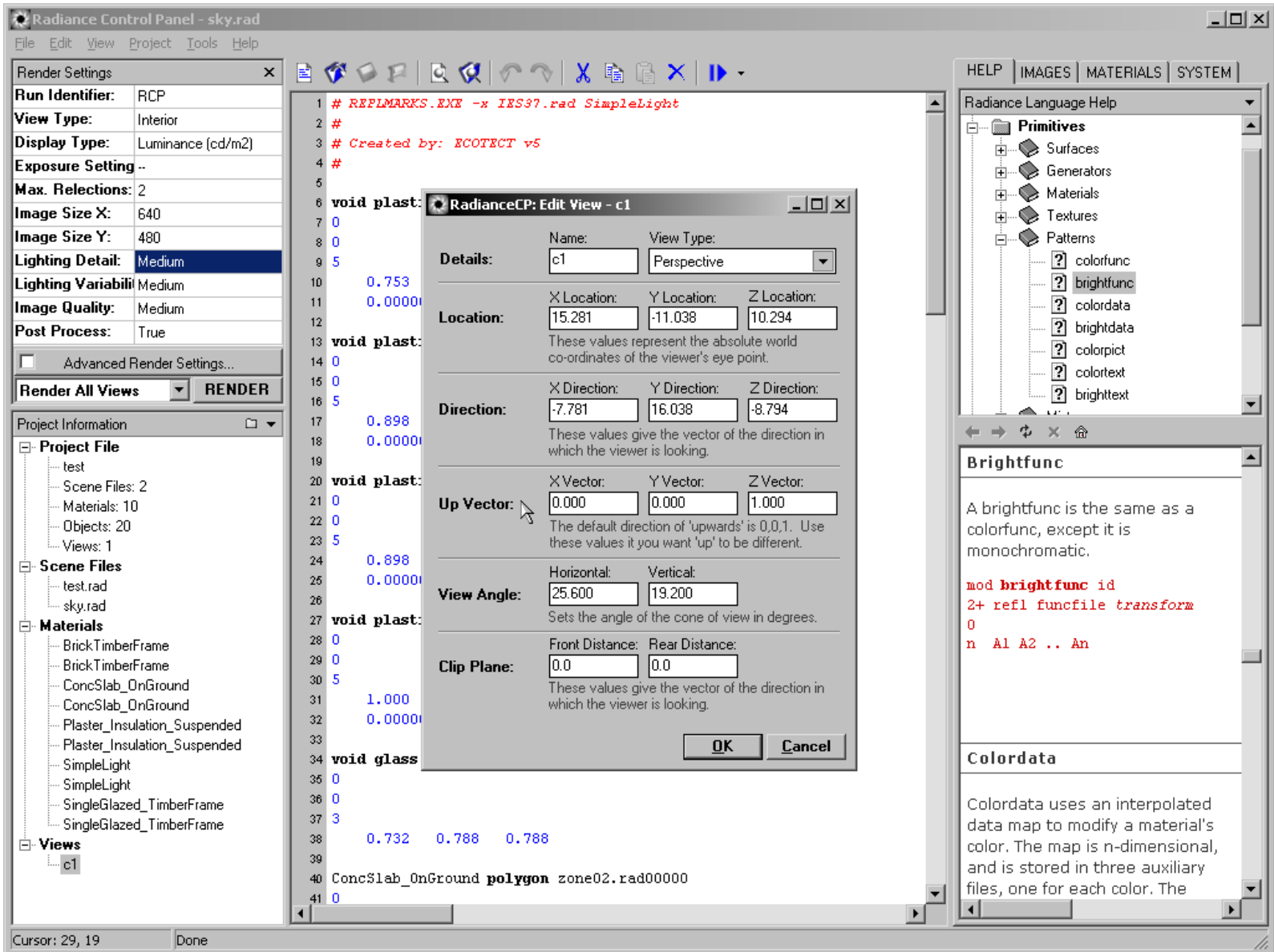
Property	Value
Picture File:	podlife.pic
Height/Width Ratio:	1
Scale:	2
Translation X:	0
Translation Y:	0
Translation Z:	0
Rotation X:	90
Rotation Y:	0
Rotation Z:	0

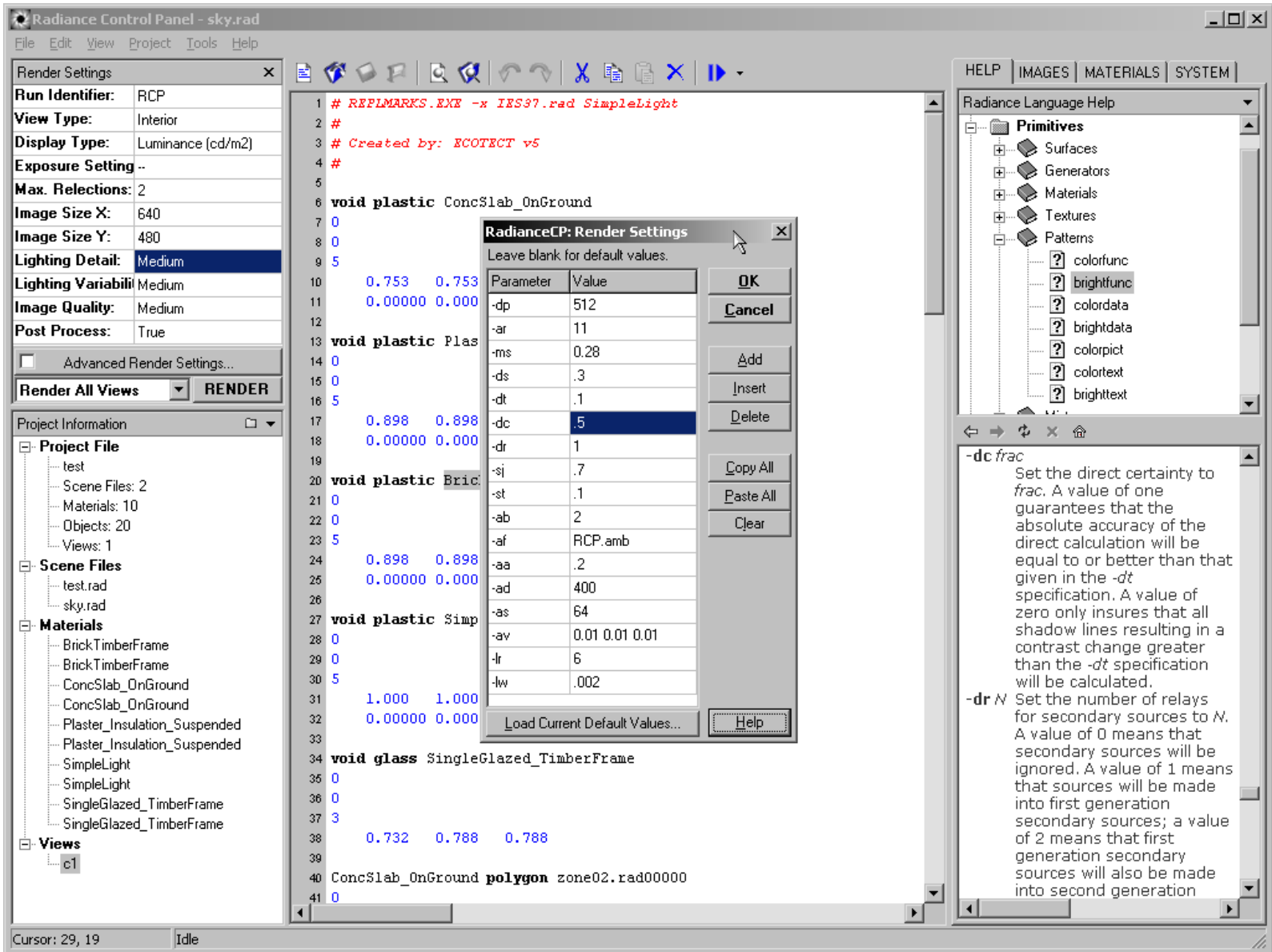
Cursor: 29, 19 Done

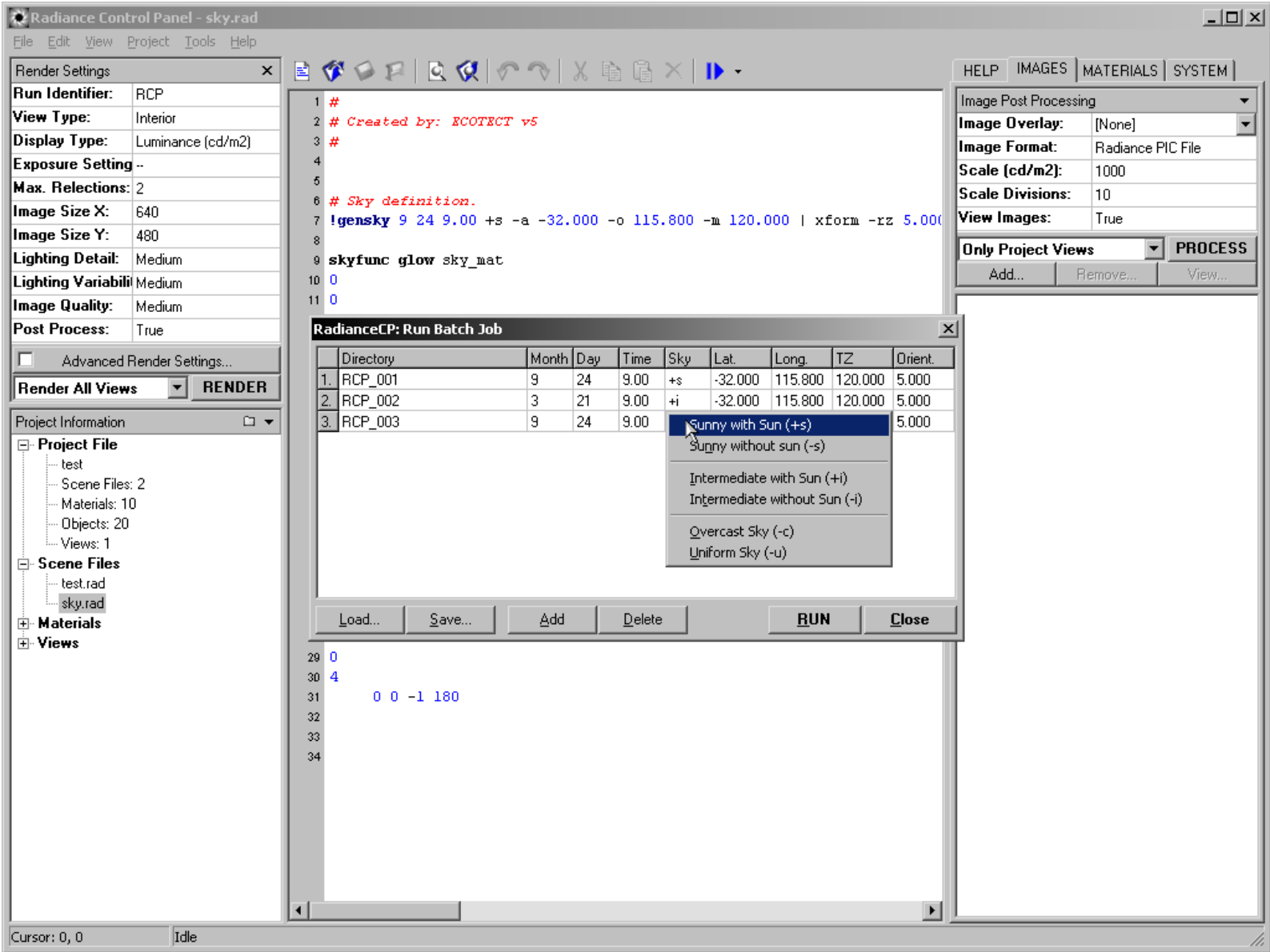


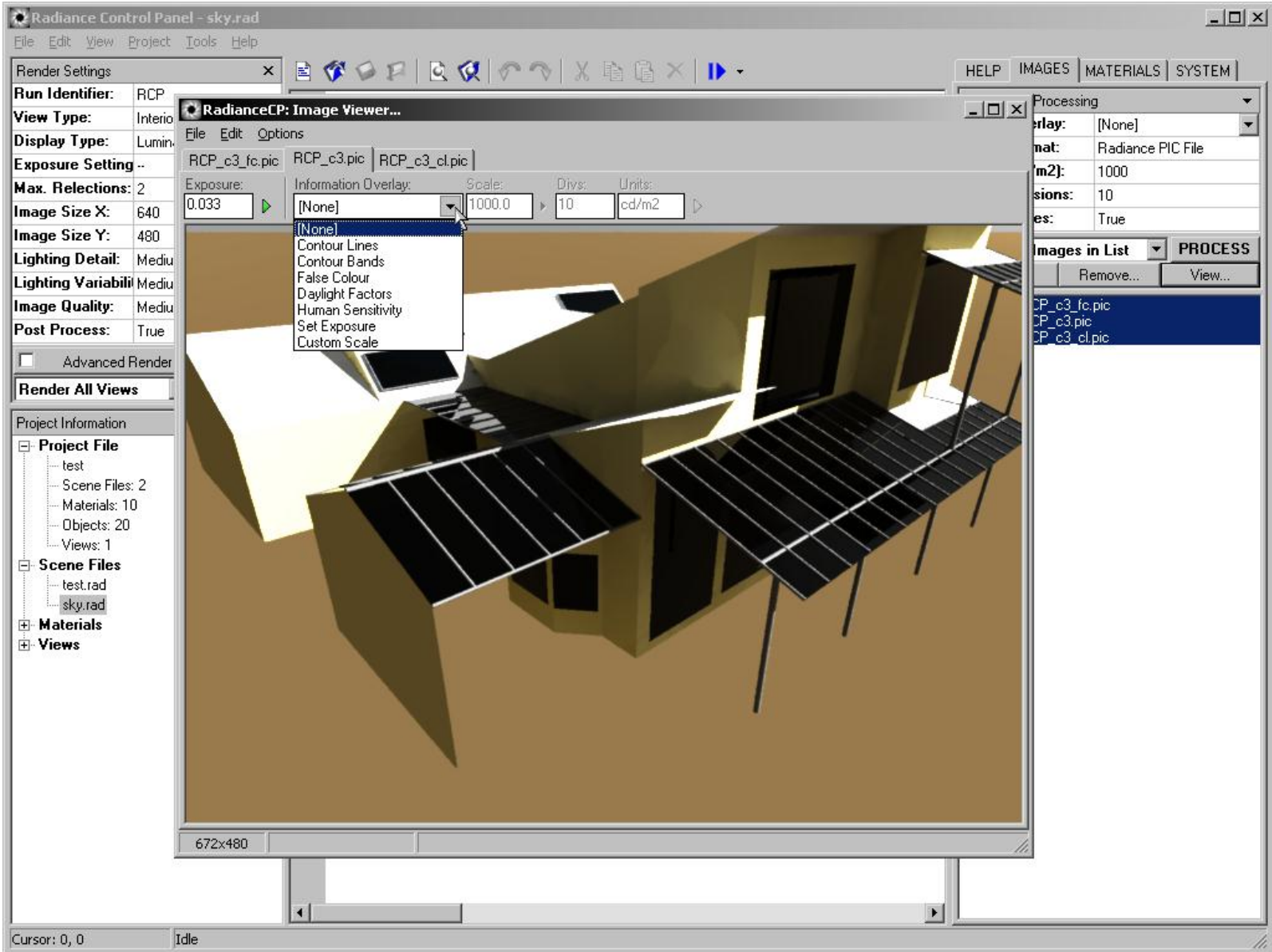
Cursor: 29, 19

Done









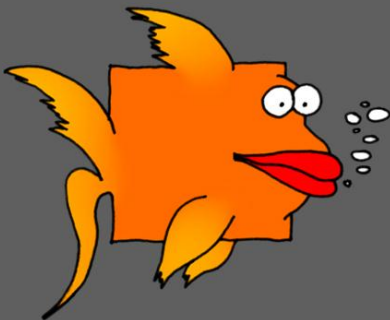
Summary

The aim of this presentation was to demonstrate the new version of the Radiance Control Panel.

It is hoped that the project management and interactive help functions will assist new Radiance users better understand what they are doing and more quickly generate the information they need.

The primitive material editor is a start, however any suggestions or comments would be greatly appreciated.

For more information on ECOTECT, as well as free environmental design notes and RIBA CPD certified on-line courses, visit the Square One website at:



www.squ1.com

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