

eLAD Variable List for Phase 1 & 2 (06/11/12)

Building System (top menu)	Variable (sub menu)	Variable Options (sub-sub menu)		
		Phase 1 (current set of options that radiance vision renderings & false color images are available for)	Phase 1 (current complete set of options)	Phase 2 (proposed)
Scenario	Simulation Period	<ul style="list-style-type: none"> • June 21, 2pm • Dec 21, 10am 	<ul style="list-style-type: none"> • June 21, 2pm • Dec 21, 10am 	<ul style="list-style-type: none"> • Diurnal • Annual • Quarterly • Monthly • Weekly
Site	Location	<ul style="list-style-type: none"> • Palm Springs, CA • Pittsburgh, PA 	<ul style="list-style-type: none"> • Palm Springs, CA • Pittsburgh, PA 	<ul style="list-style-type: none"> • Palm Springs, CA • Pittsburgh, PA
	Site Context	<ul style="list-style-type: none"> • High urban (20 stories) • Low suburban (1 story) 	<ul style="list-style-type: none"> • High urban (20 stories) • Low suburban (1 story) 	<ul style="list-style-type: none"> • Urban Density • High (20 stories) • Medium (12 stories) • Low (4 stories) • Suburban Density • High (3 stories) • Medium (2 stories) • Low (1 story) • Rural Density • High • Medium • Low
	Sky Condition	<ul style="list-style-type: none"> • Clear sky • Cloudy 	<ul style="list-style-type: none"> • Clear sky • Cloudy 	<ul style="list-style-type: none"> • Clear sky • Partly clear • Cloudy
Building	Building Orientation		<ul style="list-style-type: none"> • Azimuth = 0 	<ul style="list-style-type: none"> • Azimuth = 0 • other orientations
	Office Orientation		<ul style="list-style-type: none"> • South 	<ul style="list-style-type: none"> • North • East • South • West
	Number of Floors		<ul style="list-style-type: none"> • 5 	<ul style="list-style-type: none"> • 3 • 5 • 7
	Floor location in Building		<ul style="list-style-type: none"> • 3rd 	<ul style="list-style-type: none"> • 3rd
Space Use	Space Type		<ul style="list-style-type: none"> • Open office 	<ul style="list-style-type: none"> • Open office • Closed office • Conference room
	Use Schedule			<ul style="list-style-type: none"> • 9am-5pm
	Occupancy			<ul style="list-style-type: none"> • Medium
Envelope	Skin Type		<ul style="list-style-type: none"> • Single skin 	<ul style="list-style-type: none"> • Single skin • Double skin
	Wall Type		<ul style="list-style-type: none"> • Curtain wall 	<ul style="list-style-type: none"> • Curtain wall • Opaque w/punched windows • Window wall
	Window Type			<ul style="list-style-type: none"> • Punched • Strip • Vision (below 7 ft) • Daylight (above 7 ft) • Sun directing glass
	Glass Type		<ul style="list-style-type: none"> • Single pane 	<ul style="list-style-type: none"> • Single pane • Double pane
	Glass Transmittance	<ul style="list-style-type: none"> • 0.4 	<ul style="list-style-type: none"> • 0.4 • 0.6 	<ul style="list-style-type: none"> • 0.4 • 0.6
	Internal Shading	<ul style="list-style-type: none"> • View window - blinds (closed) • View window - blinds (horizontal) • View window - none (up) 	<ul style="list-style-type: none"> • View window - blinds (closed) • View window - blinds (horizontal) • View window - none (up) 	<ul style="list-style-type: none"> • View window - blinds (closed) • View window - blinds (horizontal) • View window - none (up) • Clearstory - none (up) • Light shelves
	External Shading	<ul style="list-style-type: none"> • None 	<ul style="list-style-type: none"> • Fixed overhang/shelf • None 	<ul style="list-style-type: none"> • Fixed overhang/shelf • Fixed fins • None
	Shading Controls			
	Window-Wall Ratio	<ul style="list-style-type: none"> • 0.4 	<ul style="list-style-type: none"> • 0.4 • 0.6 	<ul style="list-style-type: none"> • 0.4 • 0.6
Interior	Surface Reflectance	<ul style="list-style-type: none"> • High (wall 0.8, ceiling 0.9, floor 0.3, work surface 0.6, partition 0.7) 	<ul style="list-style-type: none"> • High (wall 0.8, ceiling 0.9, floor 0.3, work surface 0.6, partition 0.7) • Low (wall 0.4, ceiling 0.7, floor 0.1, work surface 0.4, partition 0.5) 	<ul style="list-style-type: none"> • High (wall 0.8, ceiling 0.9, floor 0.3, work surface 0.6, partition 0.7) • Medium (wall 0.6, ceiling 0.8, floor 0.2, work surface 0.5, partition 0.6) • Low (wall 0.4, ceiling 0.7, floor 0.1, work surface 0.4, partition 0.5)
	Ceiling Height	<ul style="list-style-type: none"> • 9' • 11' 	<ul style="list-style-type: none"> • 9' • 11' 	<ul style="list-style-type: none"> • 9' • 11' • 13'
	Partition Height	<ul style="list-style-type: none"> • 42" 	<ul style="list-style-type: none"> • 42" • 54" 	<ul style="list-style-type: none"> • 32" • 42" • 54" • 60"
	Furniture Layout	<ul style="list-style-type: none"> • Rectilinear #1 • Rectilinear #2 	<ul style="list-style-type: none"> • Rectilinear #1 • Rectilinear #2 	<ul style="list-style-type: none"> • Rectilinear #1 • Rectilinear #2 • Free-form
Lighting	Lighting Vintage	<ul style="list-style-type: none"> • 2000 Ceiling mounted 	<ul style="list-style-type: none"> • 2000 Ceiling mounted • 2010 Task ambient 	<ul style="list-style-type: none"> • 1990 Ceiling mounted • 2000 Ceiling mounted • 2010 Task ambient • 2020 Task ambient
	Lighting Layout		<ul style="list-style-type: none"> • Parallel 	<ul style="list-style-type: none"> • Parallel • Perpendicular
	Controls	<ul style="list-style-type: none"> • Ceiling mounted (on/off) 	<ul style="list-style-type: none"> • Ceiling mounted (on/off) • Ceiling mounted (daylight dimming) • Task (on/off) ; ambient (on/off) • Task (on/off) ; ambient (daylight dimming) 	<ul style="list-style-type: none"> • Ceiling mounted • on/off • daylight dimming <ul style="list-style-type: none"> • Task • Timer • Occupancy Sensor <ul style="list-style-type: none"> • Ambient • Open loop • Closed loop • Stepwise dimming