

EDSL Tas working in partnership with Cadline & Autodesk

Bringing Green BIM and Sustainable Design to the construction industry



Revit Architecture 3D Model

Use REVIT 3D geometry data using *smart gbXML import*



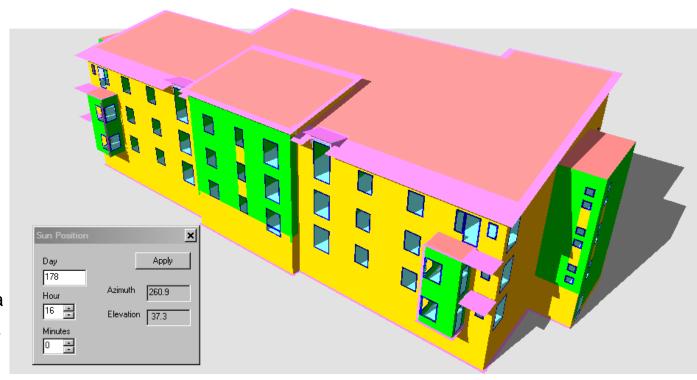


Architectural 3D CAD import

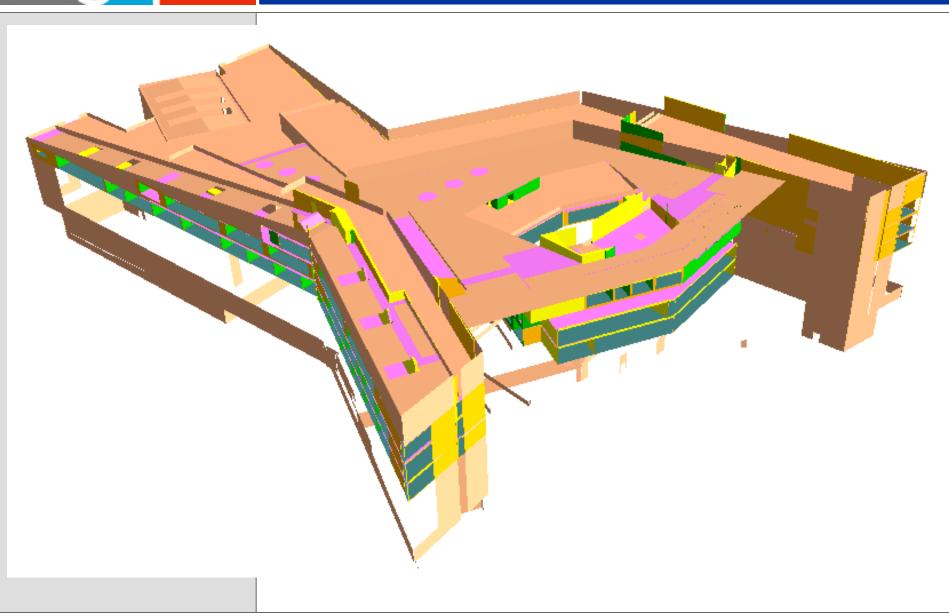
Geometry model with full solar analysis

Tas 3D Model Imported from Revit

Use REVIT 3D geometry data using *smart gbXML import*



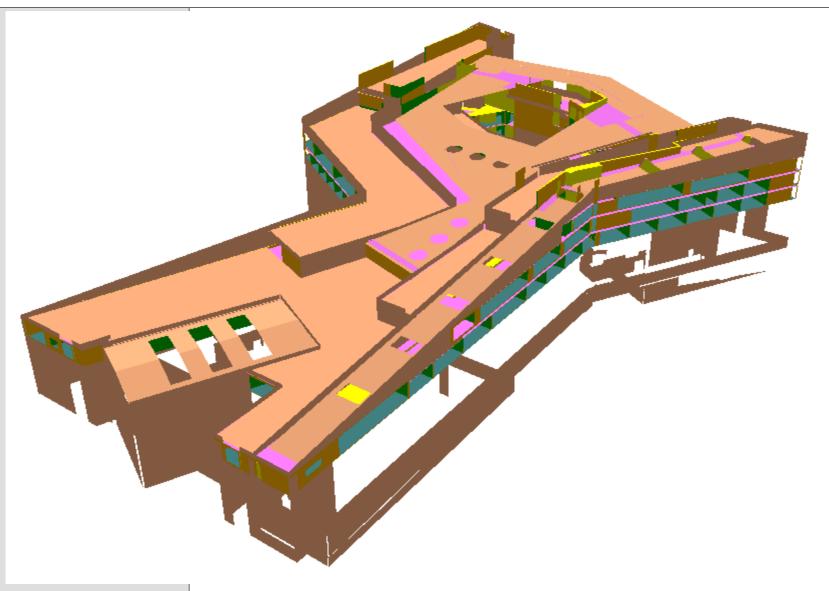










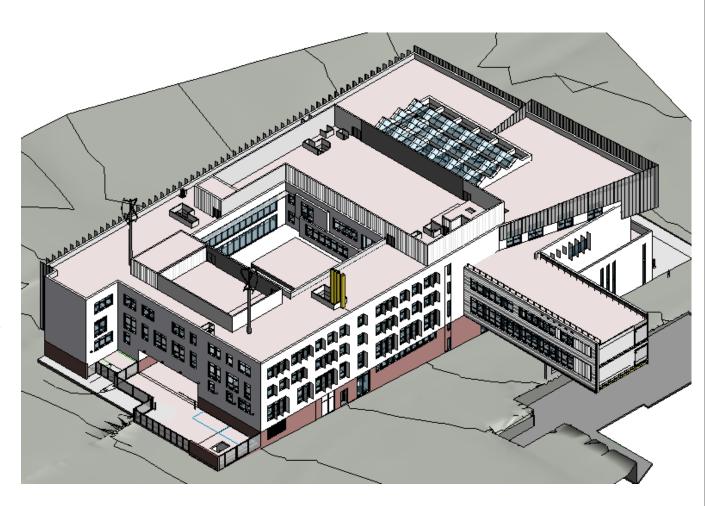




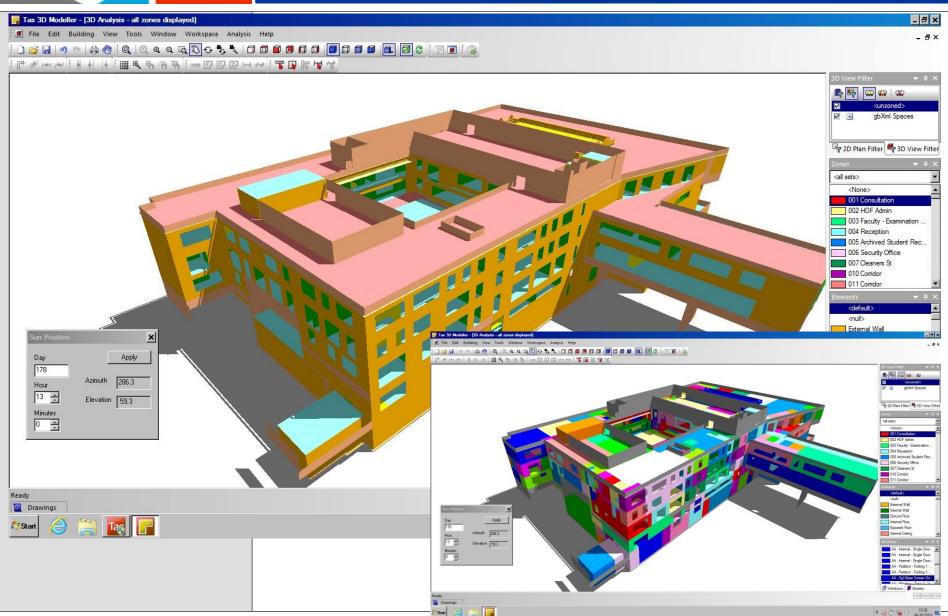
Architectural 3D CAD import

Revit Architecture 3D Model

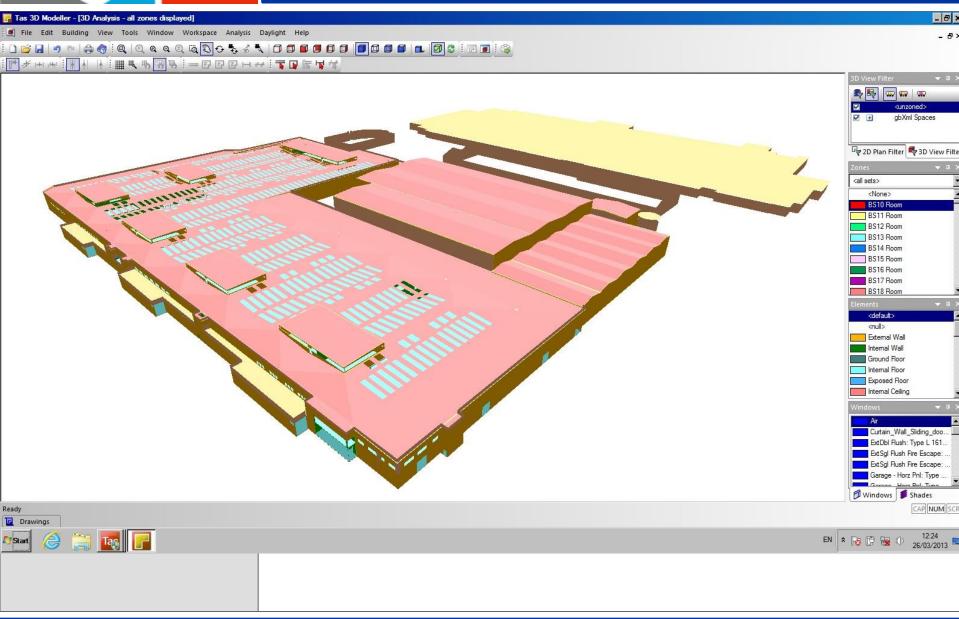
Use REVIT 3D geometry data using *smart gbXML import*













Key development features

The New Generation Tas has been developed with an Automation Interface

This means that 'Apps' can be developed to drive the software to perform specific tasks and procedures

These 'Apps' are called Studios. Here are a few examples...



Tas Engineering Part L2 2010 & EPC Studio

This Studio automatically takes the designer through the stages of performing compliant energy simulations for Part L2 2010 & EPCs





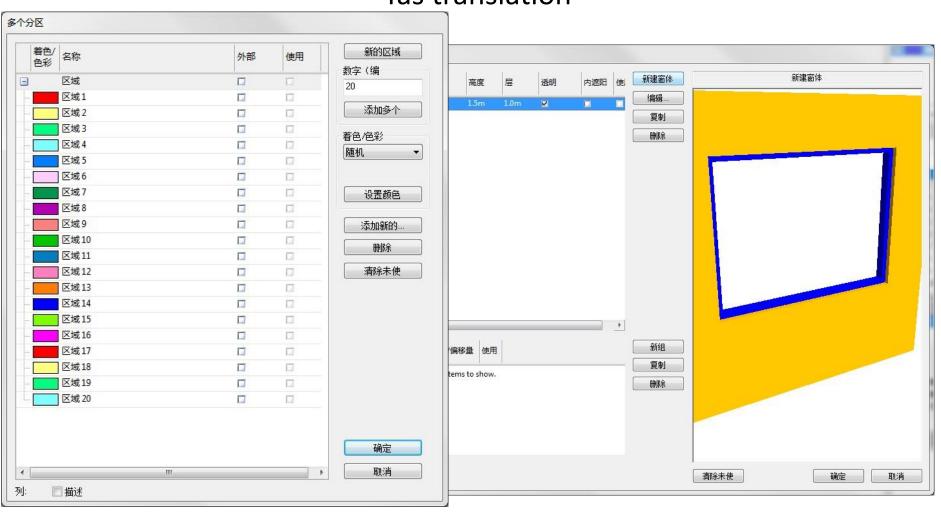
Tas ASHRAE 90.1 Studio for LEED

This Studio automatically takes the designer through the stages of performing a compliant ASHRAE 90.1 energy simulation for LEED credits



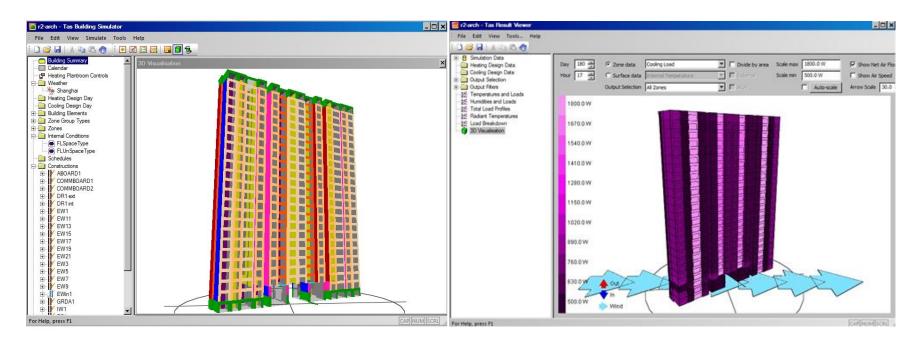


CABR Tas China Academy of Building Research Tas translation





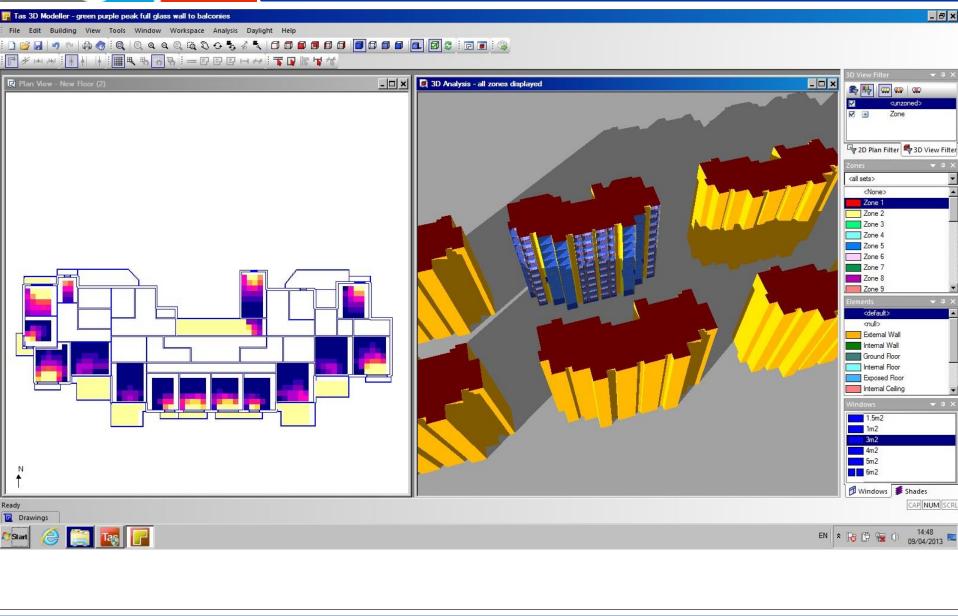
PKPM PBECA Model data import



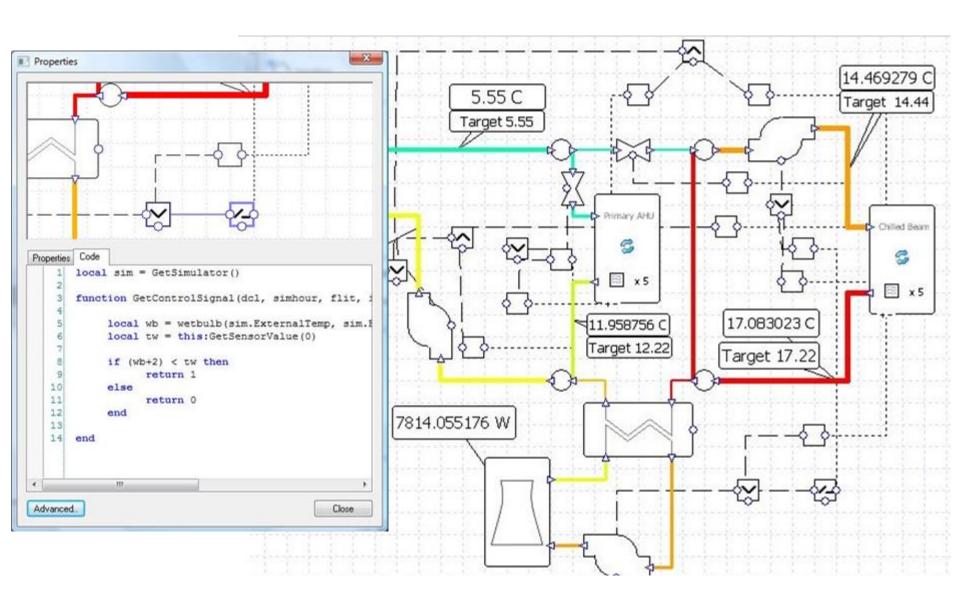
Display of imported PKPM PBECA building data

3D graphical display of cooling loads





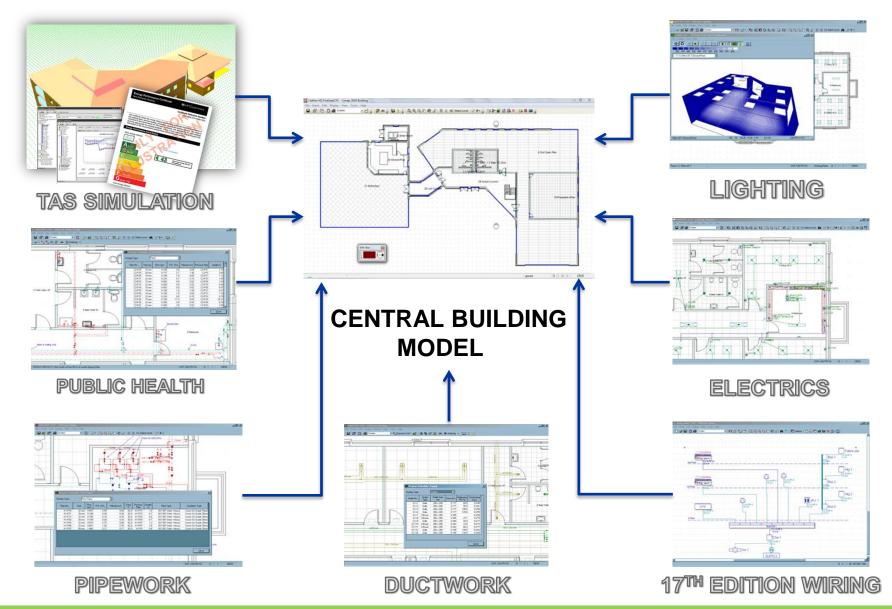
Innovative Plant and Controls Design with manufacturers performance data





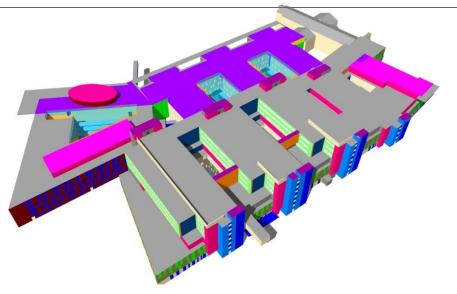
INTEGRATED SERVICES DESIGN





www.edsl.net www.Cadline.co.uk











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State of the art building simulation software...

Manchester Joint Hospital Simulated Energy Use					
		kWh/m2/Year	kWh	GJ/yr	GJ/100m3
	Heating	129.82	12,769,429.05	45969.94	9.228
	DHW	49.69	4,887,957.47	17596.65	3.532
	Cooling	32.75	3,221,054.39	11595.80	2.328
	Fans	78.00	7,672,788.00	27,622.04	5.545
	Pumps	27.83	2,737,780.78	9856.01	1.978
	Lighting	59.83	5,884,837.60	21185.42	4.253
	Small Power	80.76	7,943,954.10	28598.23	5.741
	Catering	1.22	120,000.00	432.00	0.087
	IT Equip	16.01	1,575,048.00	5670.17	1.138
	Humidification	10.55	1,037,554.44	3735.20	0.750
	Theatre Canopies	8.32	818,384.00	2946.18	0.591
	Med Plant	1.83	180,000.00	648.00	0.130
	Lift & Entrance Doors	7.22	710,155.31	2,556.56	0.513
	Refrigeration	0.34	33,408.00	120.27	0.024
	Total (excluding CSSD)	504.17	49,592,351.14	178,532.46	35.837
	CSSD (electrical)	6.60	649,284.00	2,337.42	0.469
	CSSD (gas)	20.24	1,990,476.00	7,165.71	1.438
	Total (including CSSD)	531.00	52,232,111.14	188,035.60	37.745

Monitored energy use ~39GJ/100m3



Lightworks in Tas

Radiosity and Ray Tracing

Radiosity is computed in object-space, diffuse light

View independent-whole space analysis allows camera to move

Ray tracing is an image-space algorithm, specular light

If the camera is moved, we have to start again

Tested against CIE 171:2006 test cases to assess the accuracy of lighting computer programs

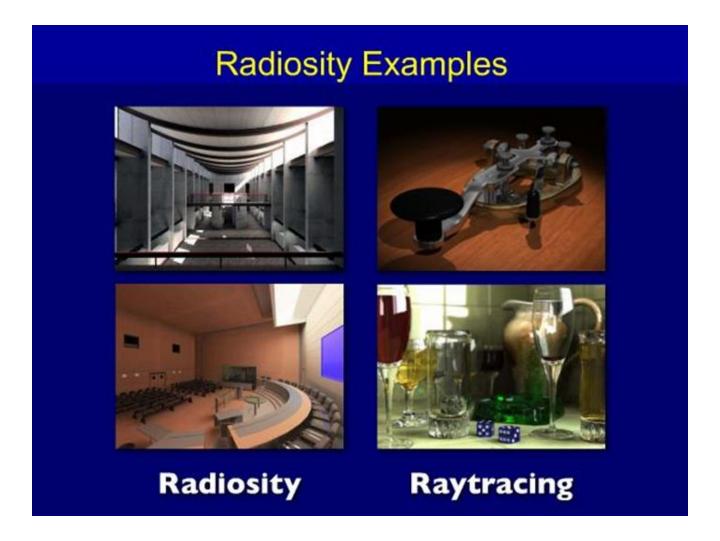
Tas daylight (radioioty and Ray trace) Daylight only imbedded with building simulation

Radiance (Ray trace only) Daylight with some artificial lighting coupled to building simulation

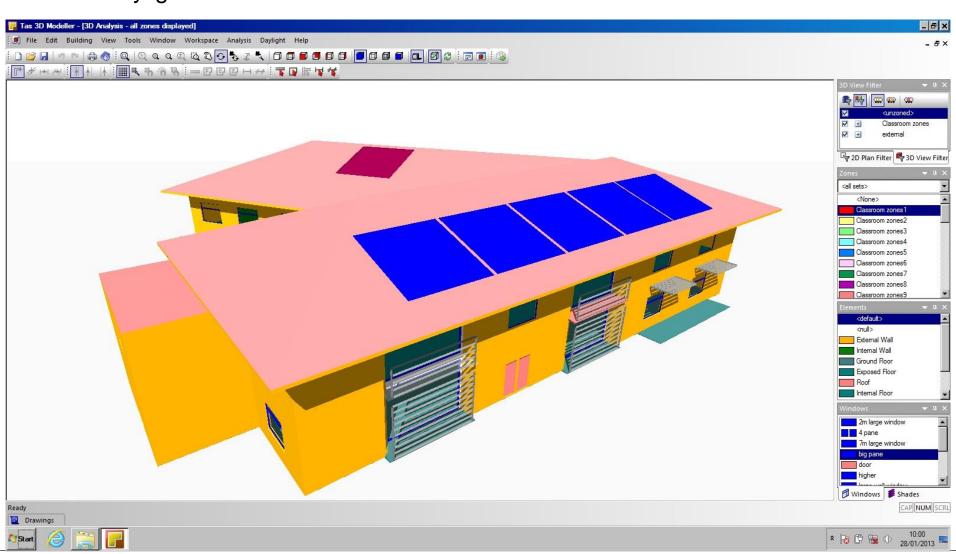
Agi32 (Radiosity and Ray trace) Mainly artificial lighting but can do daylight

Dialux (Radiosity and Ray trace) Mainly artificial lighting but can do daylight





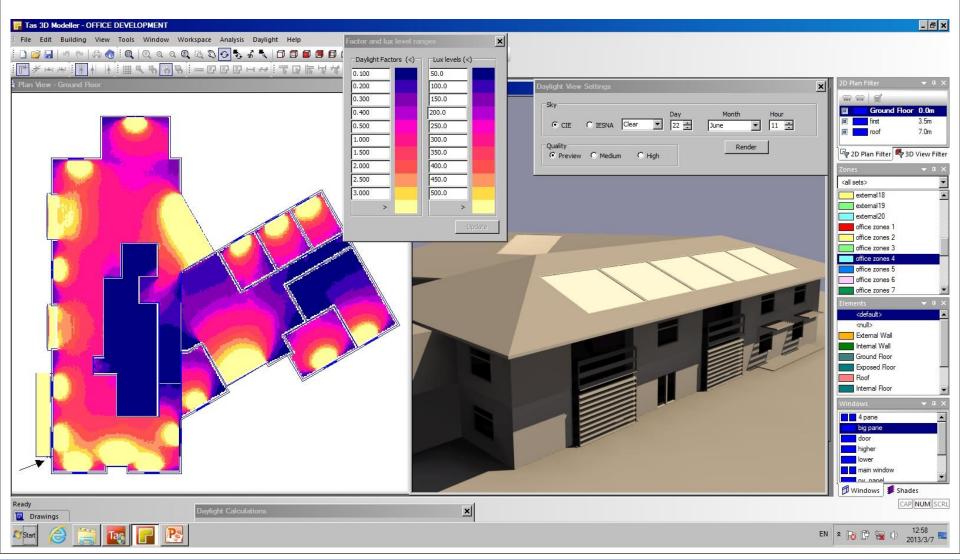




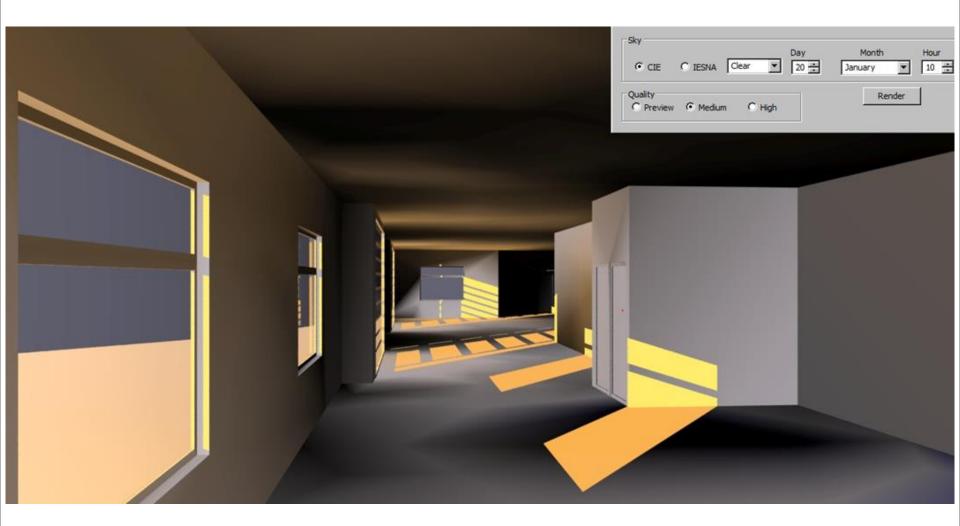


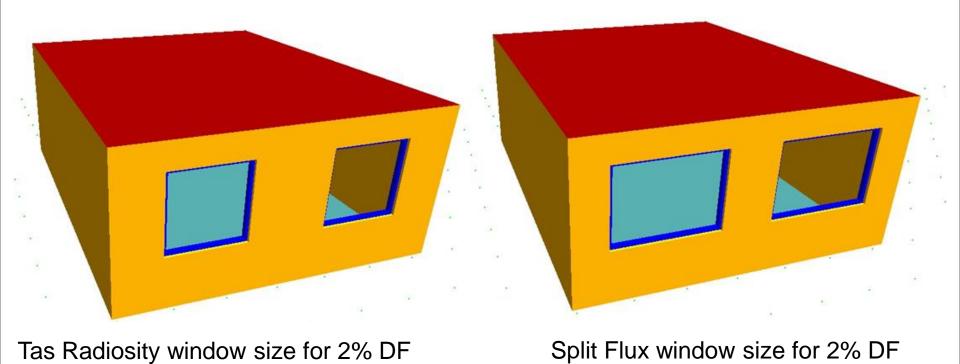








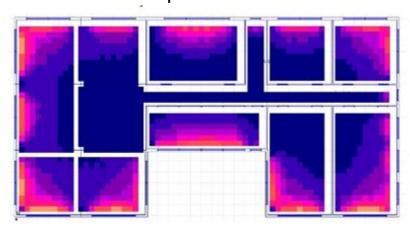


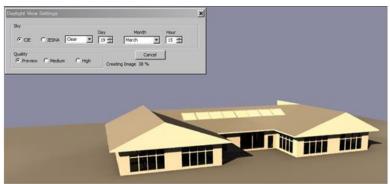


30% more window area is required with the Split Flux method to achieve the same daylight factor, which means 30% more solar gain!

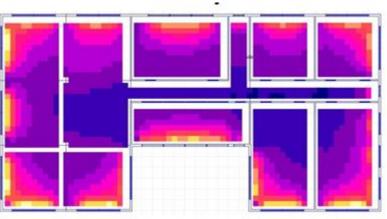


Split Flux





Radiosity

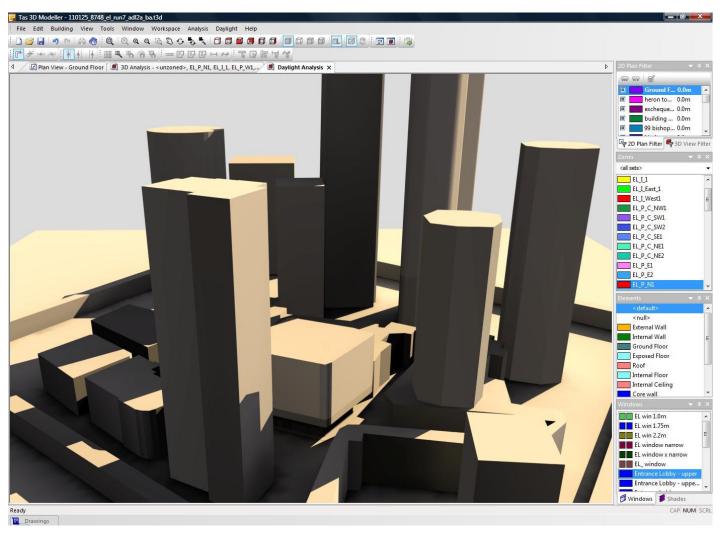


Radiosity average DF ~4 % 85% of area >2%

Split Flux average DF ~2 % 45% of area >2%



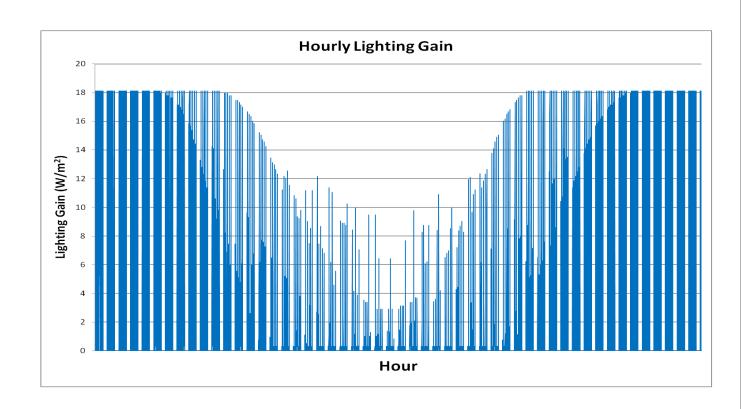
Cityscape Daylight Simulation





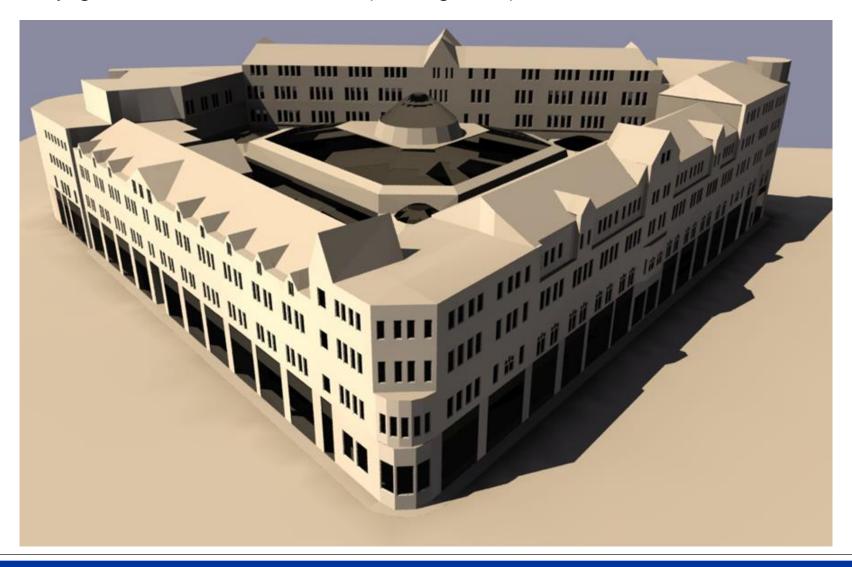
Climate based modelling of hourly daylight based saving on artificial lighting energy use.

Uses Luminous
Efficacy to
convert sky
solar data to sky
lux through the
year.

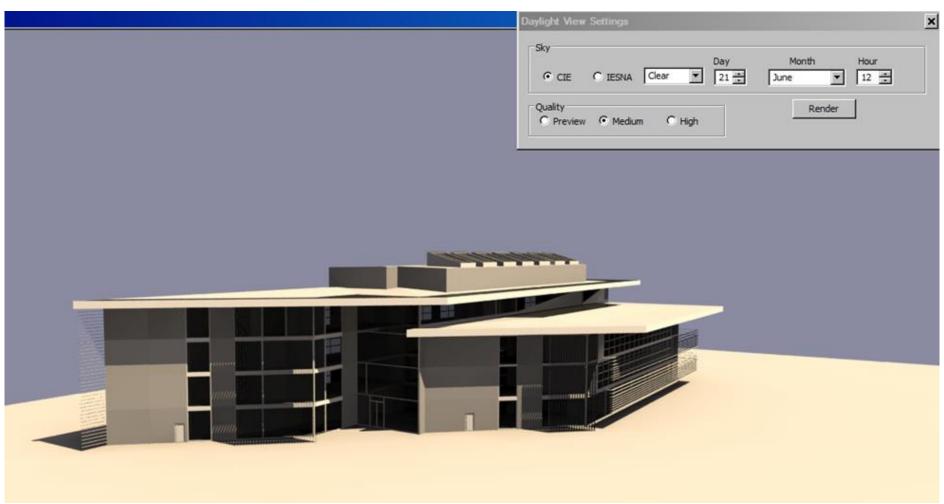




Tas Daylight solar irradiance render (coming soon)



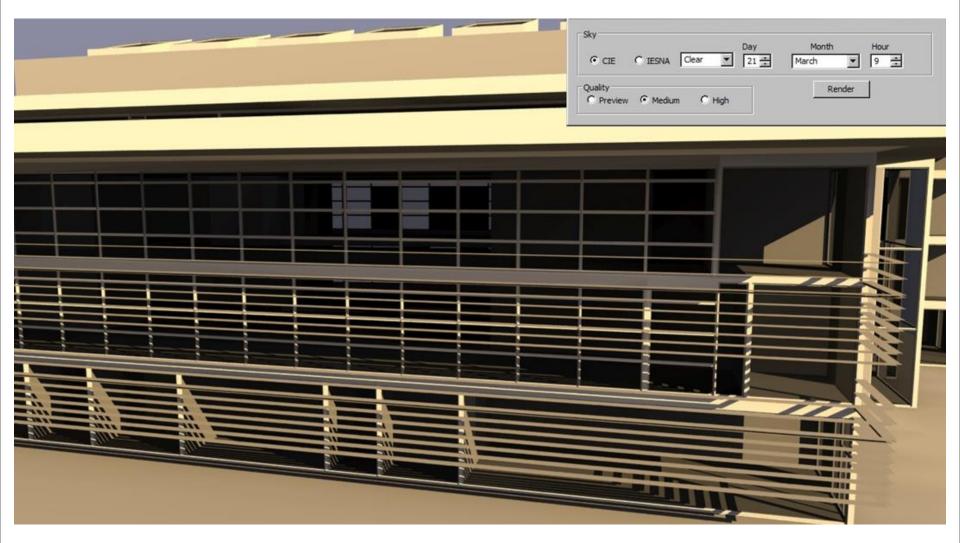
Tas Daylight



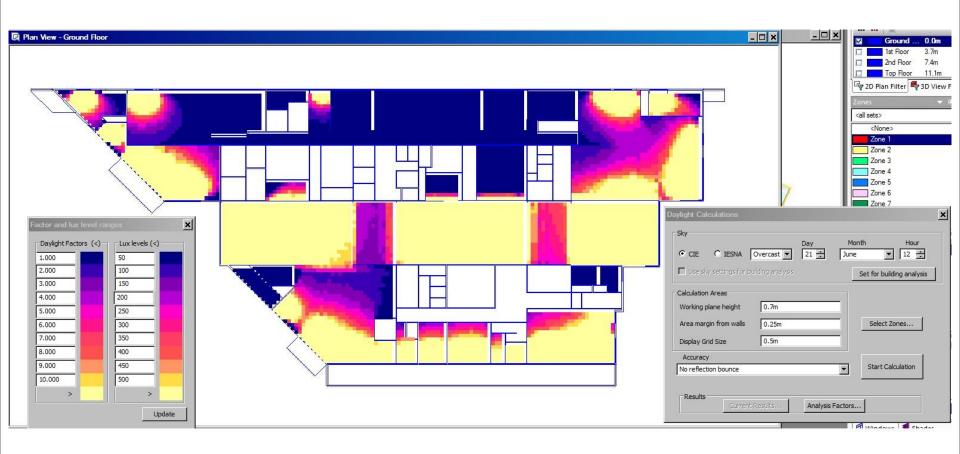




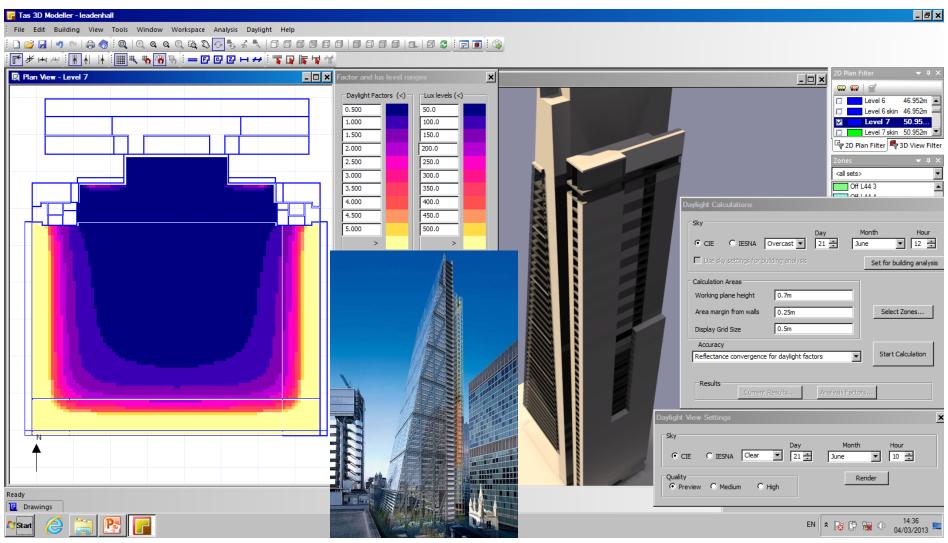














Tas Daylight material render (coming soon)

