
Table of Contents

Introduction	1.1
About Insight Lighting Analysis	1.2
Requirements	1.3
Workflows	1.4
Overview	1.4.1
LEED Studies (Single point in time)	1.4.2
LEED sDA & ASE Studies (Annual simulation)	1.4.3
Solar Access	1.4.4
Custom Illuminance Studies (Single point in time)	1.4.5
Including Electric Lighting	1.4.6
Perspective Illuminance Renderings	1.4.7
Managing Results	1.5
Accessing & Saving Results	1.5.1
Analysis Display Settings	1.5.2
Customizing Analysis Visual Styles	1.5.2.1
Room Parameters	1.5.3
Best Practices	1.6
Additional Settings & Considerations	1.7
Model Requirements	1.7.1
Views & Schedules	1.7.2
Design Options	1.7.2.1
Material Settings	1.7.3
Transparent Materials	1.7.3.1
Opaque Materials	1.7.3.2
Light Analysis Settings	1.7.4
Sky Models	1.7.5
Analysis Costs	1.7.6
Cloud Credit Pricing	1.7.6.1
Manage Cloud Credit Costs	1.7.6.2
Validation	1.8

Support & FAQ	1.9
Troubleshooting	1.9.1

Insight Lighting Analysis Help

This guide covers the Insight Lighting Analysis with Revit 2017 workflows available with Insight plugin v3.0.0.

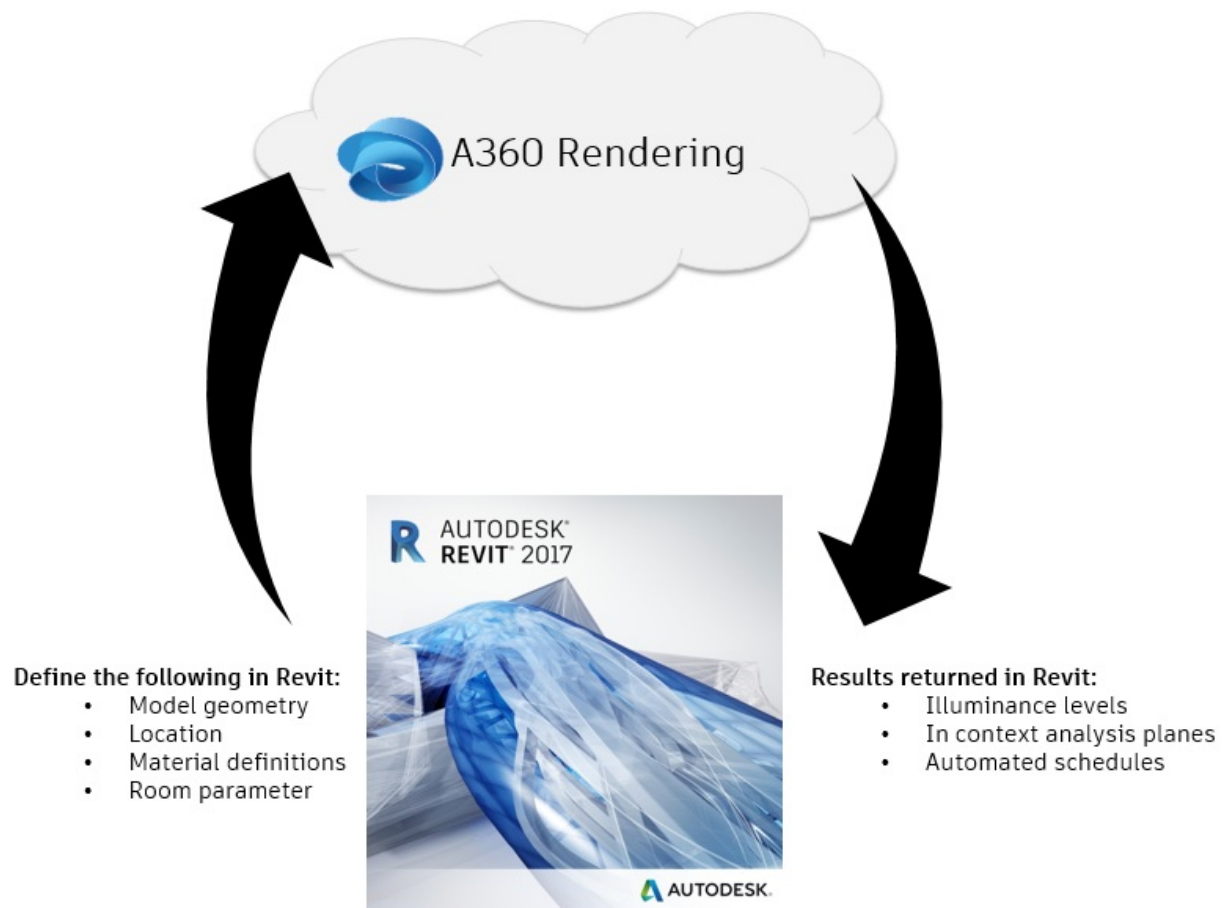
[Additional Revit support.](#)

About Insight Lighting Analysis

Insight Lighting Analysis with Revit provides in context daylighting and lighting analysis results and automated scheduling to help you document light levels throughout your design. The plugin provides automated settings for specific study types, as well as customizable options. The following analysis types are currently available:

Analysis Type	Description
<i>Illuminance Analysis</i>	Full custom control over date, time, threshold, and analysis plane height
<i>Daylight Autonomy (sDA preview)</i>	Sample calculation for LEED v4 EQc7 opt1 (sDA & ASE) Reduced cost & calculation time
<i>LEED 2009 IEQc8 opt1</i>	Automated settings for LEED 2009 IEQc8 opt1 settings
<i>LEED v4 EQc7 opt1</i>	Automated settings for LEED v4 EQc7 opt1 (sDA & ASE) settings
<i>LEED v4 EQc7 opt2</i>	Automated settings for LEED v4 EQc7 opt2 settings
<i>Solar Access</i>	Customizable hours of sun study

Insight Lighting Analysis with Revit leverages the [A360 Rendering service](#), a cloud based rendering service, to provide quick and accurate lighting analysis results. The diagram below represents how Insight Lighting Analysis with Revit works.



Requirements

Insight Lighting Analysis is supported for Revit 2016 and above. More recent versions of Revit will often feature more functionality. Refer to the [Insight Lighting & Solar Analysis Forum](#) for available versions and functionalities.

Access requirements for using Insight Lighting Analysis with Revit:

- Autodesk Revit 2016 or above
- [Most recent Insight plugin](#)
- Access to a Revit, Building Design Suite, or AEC Collections subscription
- [Cloud Credits](#) if conducting larger analyses
- Proxy Settings: Here is the list of proxies and ports that should be opened to allow unhindered use of Rendering and Lighting Analysis
 - *.akamaiedge.net
 - *.amazonaws.com
 - *.autodesk.com
 - *.google-analytics.com
 - *.cloudfront.net
 - *.getsatisfaction.com
- Firewalls should allow ports 80 and 443 to everything if possible.
- Domains
 - api.autodesk.com
 - metering.autodesk.com
 - raas2.autodesk.com
 - rendering.cloud.autodesk.com
 - rendering.360.autodesk.com

Learn about [model requirements here](#).

Workflows

Regardless of the type of analysis you wish to do, to get started with Insight Lighting Analysis with Revit, you should:

1. Install the most recent version of the [Insight plugin](#). Find out which versions are available [here](#).
2. Prepare your model: [Set the project location](#) and select a weather station. [Define surface reflectivity and glazing material properties](#).

From there you will be prepared to complete any of the workflows outlined.

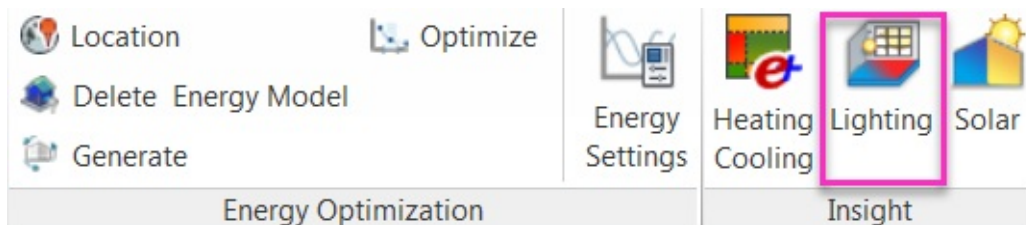
Overview

This video shows a quick overview of Insight Lighting Analysis: [Autodesk Insight Lighting Analysis](#).

Open a building element model in Revit. Note that for lighting analysis studies you must use a building element Revit model. A conceptual mass model will not work. Also be sure to login to your A360 account. Lighting analysis consumes [Cloud Credits](#), so Revit will need to be able to access your A360 account to complete the analysis.

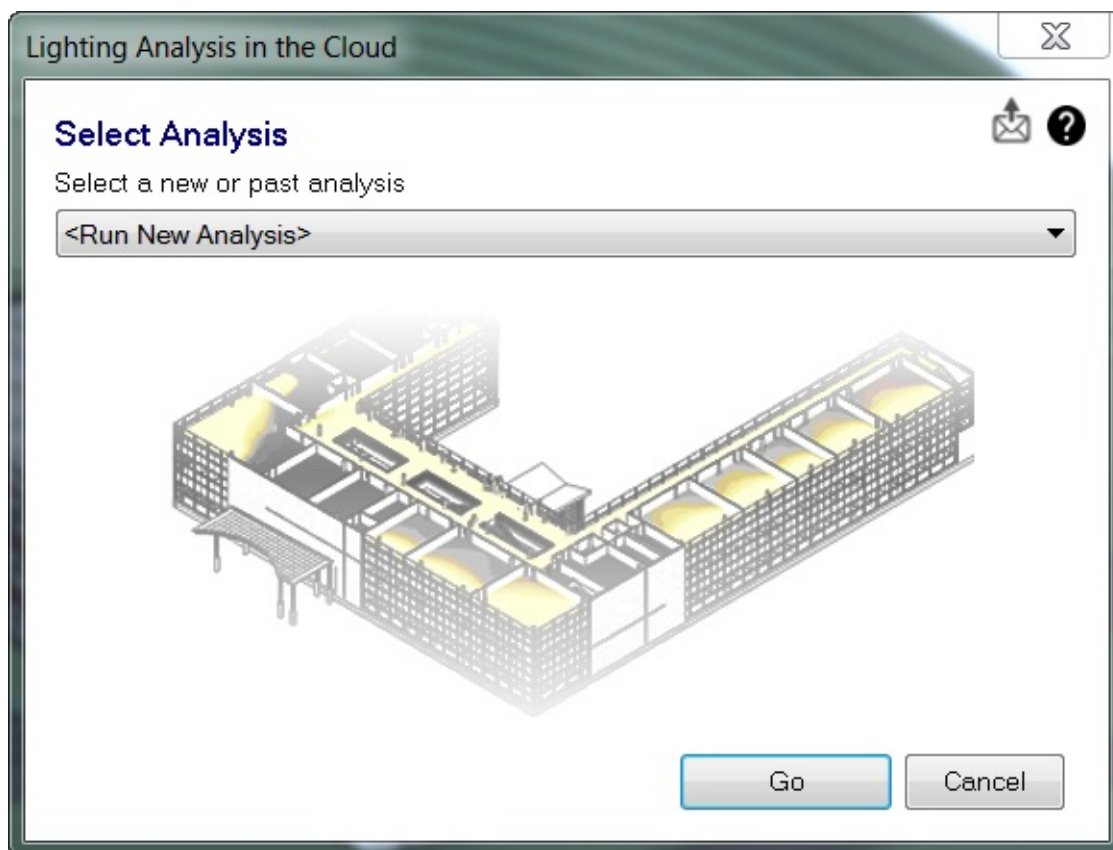
For new projects, make sure that your [location is set](#) and a weather station is selected.

From the **Analyze** tab, select **Lighting** from within the Insight panel. The Lighting command is a separate plugin you can download from [here](#).



The first dialog that appears provides resources and best practices for conducting a lighting analysis study. These best practices are not required, but will help you achieve more accurate results. Select **Continue**.

Next, you will have the option to run a new analysis type or recall previously saved results. Select **Run New Analysis** and then **Go**.



The *Lighting Analysis in the Cloud* dialog box will allow you to control your study settings.

Lighting Analysis in the Cloud

Select Analysis Type

For best results, follow the best practices checklist in Help

Analysis: **Illuminance Analysis** (A)

Levels: **All** (B)

Environment

Location: Manchester, NH

Date/Time: ... Define Environments in Analysis Settings (C)

The following environments are defined

9-21 9pm - GHI: 0, DNI: 0, DHI: 0

9-21 3pm - GHI: 192, DNI: 308, DHI: 47

Illuminance Settings

Threshold: Lower: 300 Upper: 3000 Lux (D)

Analysis Plane Height: 30 inches above floor

Thresholds are used for results in Room and Floor Schedules

Cloud Credits

Resolution: 12 inch grid (E)

Required: 18 Credits

Available: Unlimited

☐ Email: when complete

v3.0.0.0 (F)

Start Analysis Cancel

A. *Analysis* allows you to select between different study types including:

Analysis Type	Description
<i>Illuminance Analysis</i>	Full custom control over date, time, threshold, and analysis plane height
<i>Daylight Autonomy (sDA preview)</i>	Sample calculation for LEED v4 EQc7 opt1 (sDA & ASE), Reduced cost & calculation time
<i>LEED 2009 IEQc8 opt1</i>	Automated settings for LEED 2009 IEQc8 opt1 settings
<i>LEED v4 EQc7 opt1</i>	Automated settings for LEED v4 EQc7 opt1 (sDA & ASE) settings
<i>LEED v4 EQc7 opt2</i>	Automated settings for LEED v4 EQc7 opt2 settings
<i>Solar Access</i>	Customizable hours of sun study

B. Select which *Levels* you would like to visualize results for. Drop down the menu, and double click on your selection. To select multiple levels, hold down SHIFT, select the levels, then click outside of the drop down menu.

Note that Cloud Credit costs are tied to floor area included in the analysis. Learn more about [Cloud Credit costs](#).

C. The *Environment* settings include Location and analysis time or range. The *Location* specified for the Revit project is what will be used for the analysis. The date and time settings are automatically populated for LEED analysis types, however if you select *Illuminance Analysis* or *Solar Access*, you have the ability control your settings.

D. *Illuminance Settings* are also automatically populated based on LEED criteria, but can be manually controlled for *Illuminance Analysis* and *Solar Access* studies.

E. *Resolution* includes two analysis grid sizes; a 72 inch grid and 12 inch grid and also drives cloud credit costs. For some analysis types, these grid sizes are preset and cannot be edited.

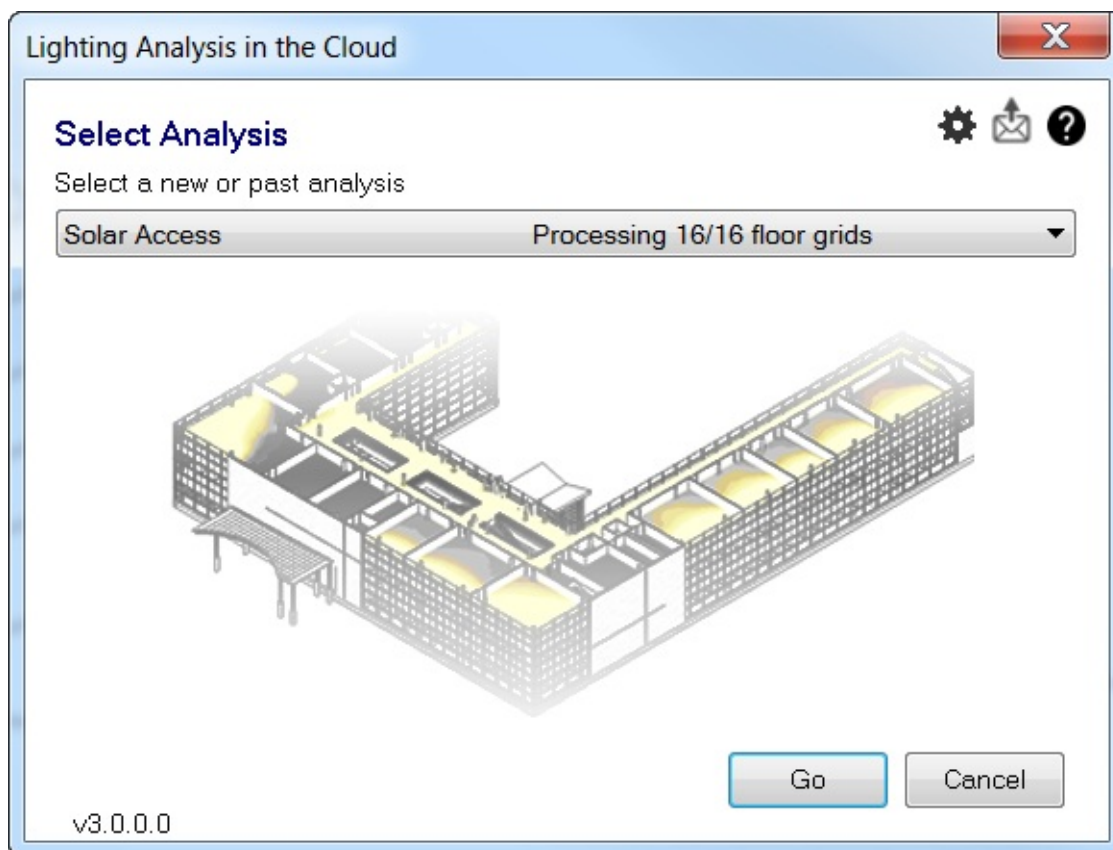
Note that Cloud Credit costs are tied to analysis resolution. Learn more about [Cloud Credit costs](#).

F. Select **Start Analysis** to begin the simulation. Cloud credits will not be charged until the analysis is complete.

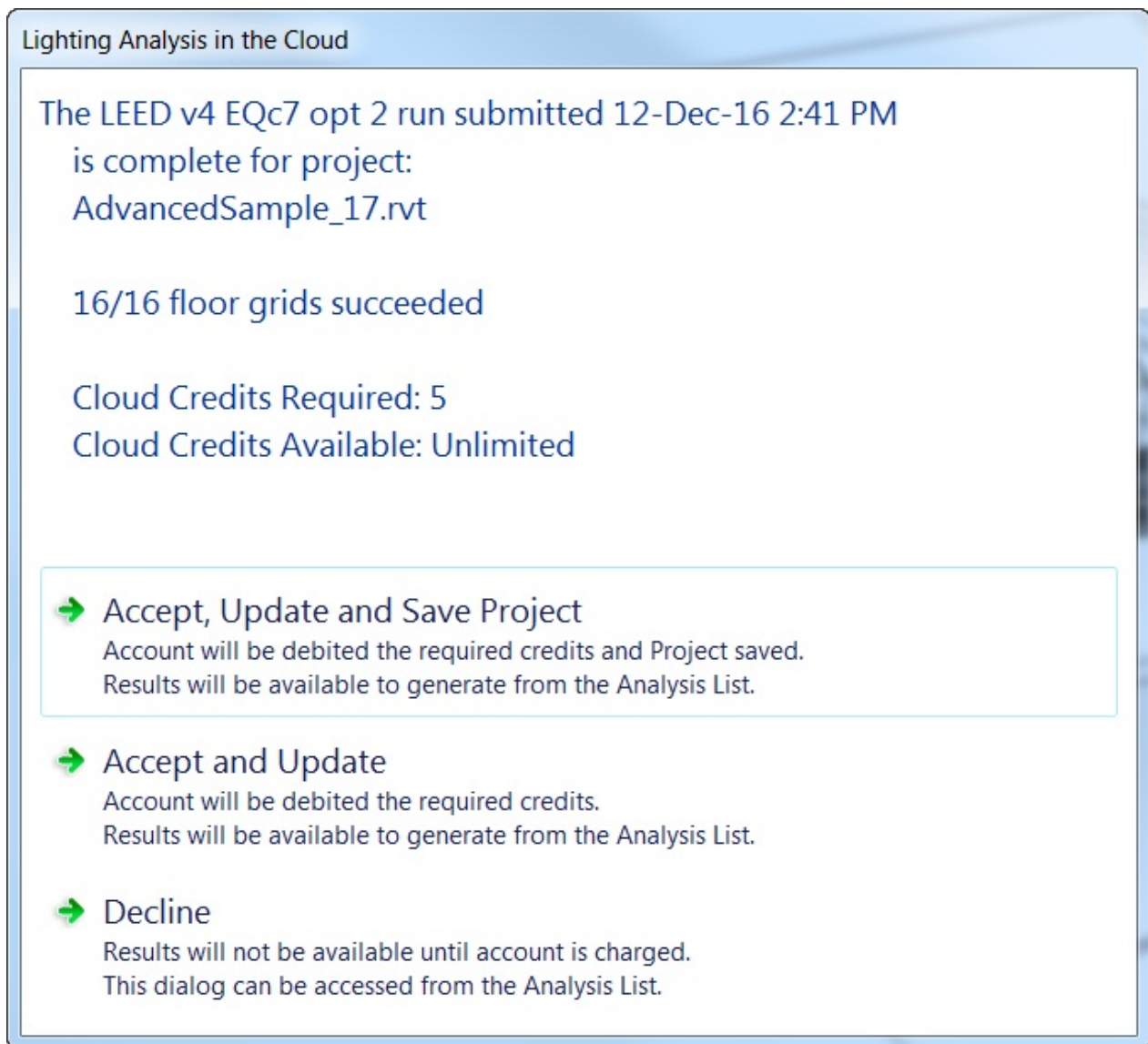
After selecting **Start Analysis**, the model geometry will be uploaded to the cloud rendering engine. Do not close the project or Revit during this process.

Once the model is successfully uploaded to the cloud and the project is saved, it is okay to close the project or continue working in Revit. Note that any changes you make to the model geometry or material settings will not be reflected in your analysis results, as the model has already been uploaded for analysis.

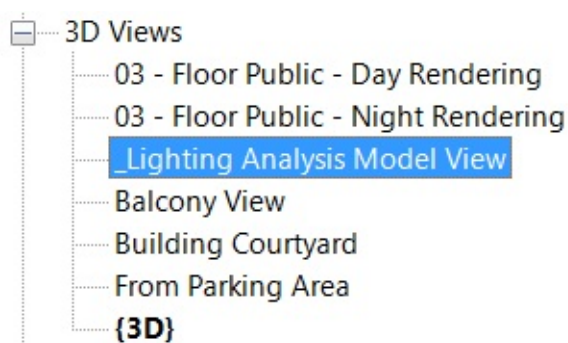
You can check the progress of the analysis by initiating the plugin again, and using the drop down menu to find in progress analyses.



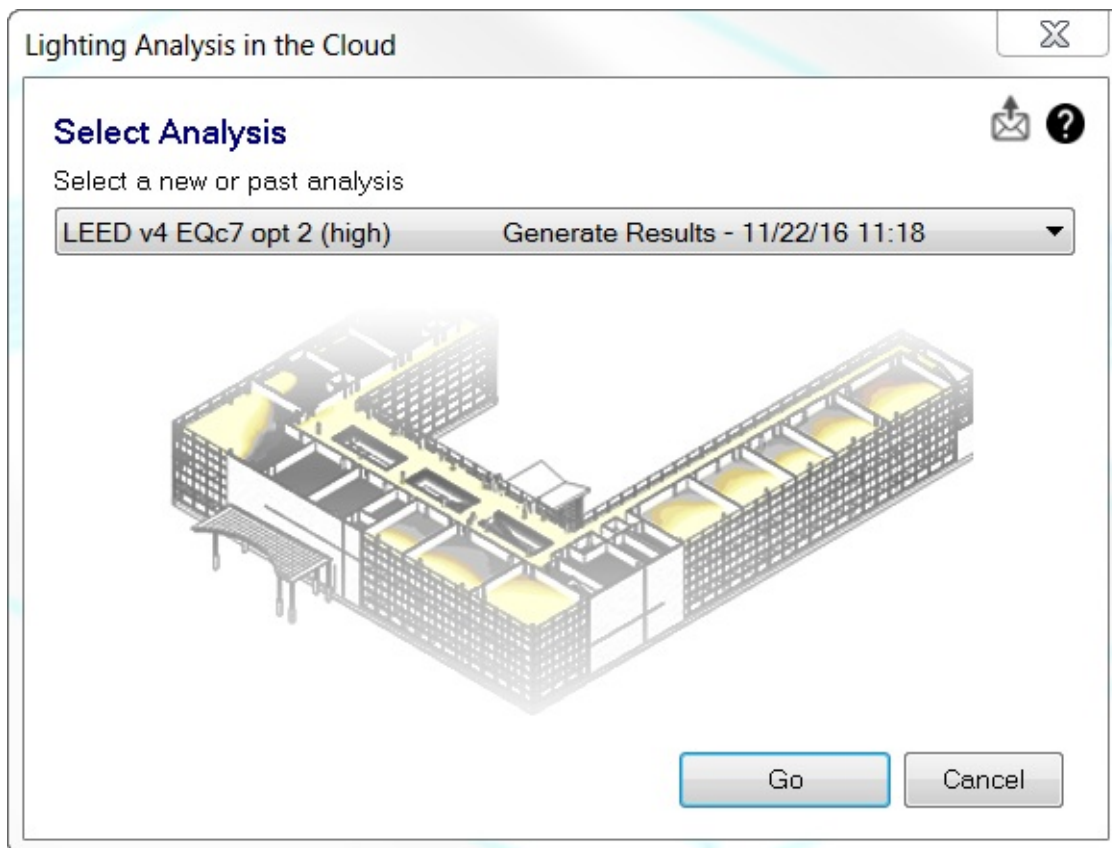
Revit will notify you once the results are ready. **Accept** or **Decline** the cloud credit charges at this point. It is recommended you also save the project after accepting the charges, so you will be able to recall the lighting analysis results after exiting Revit.



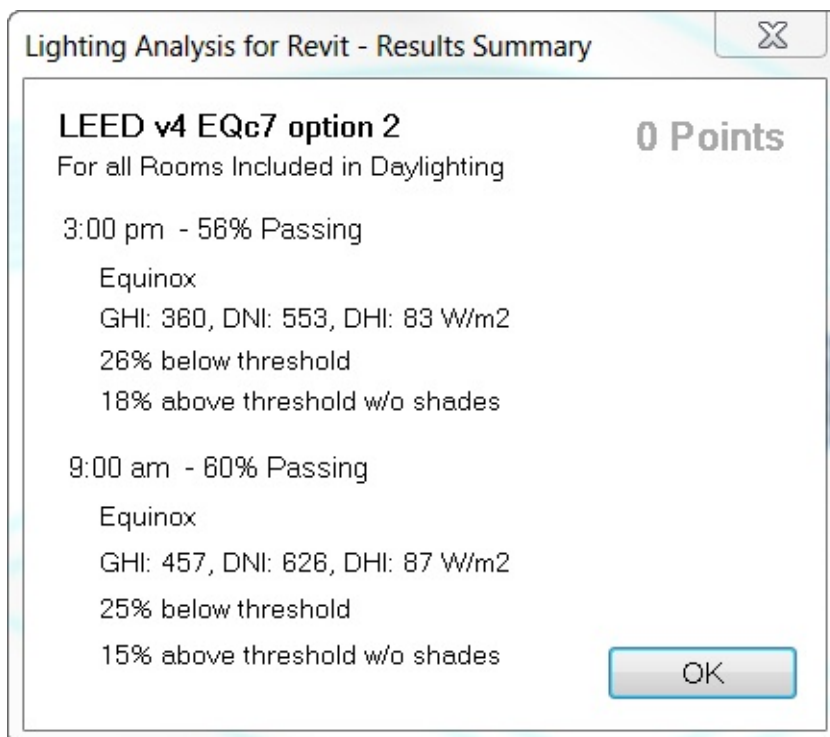
Open the **_Lighting Analysis Model View** under 3D Views (or any other 3D view). Note that any “_Lighting...” views are automatically created to easily access results in plan, 3D, and as a schedule. Analysis results will populate in whatever 3D view is currently active.



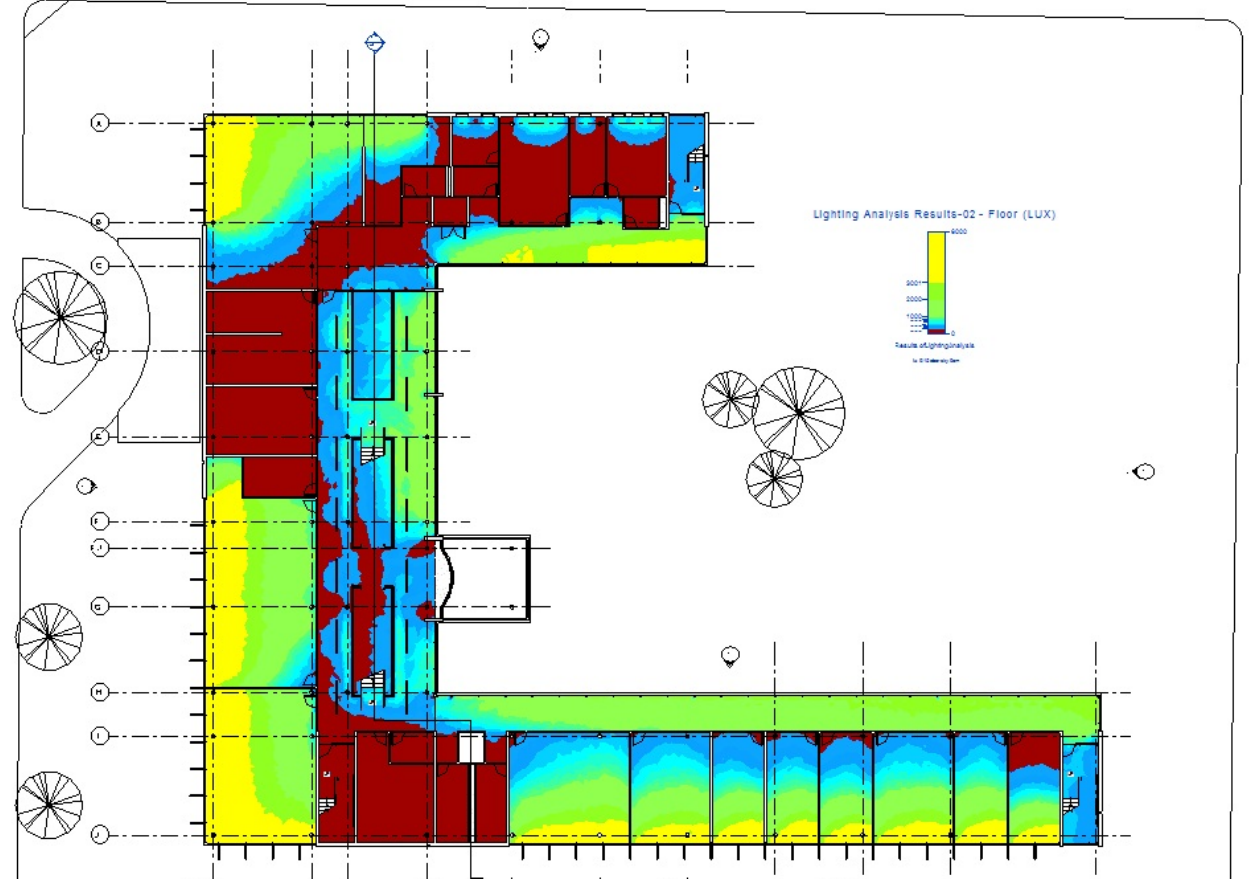
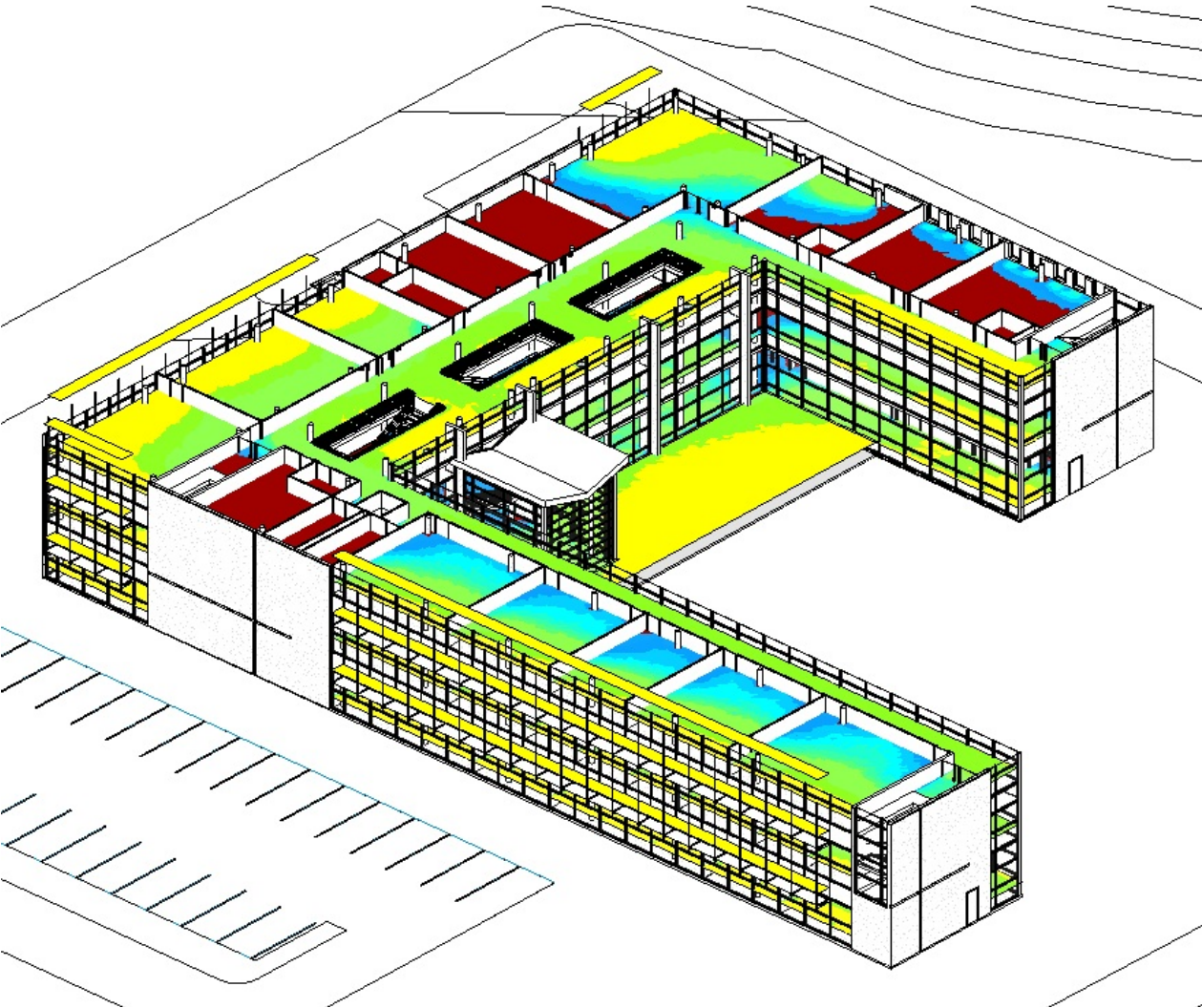
From the Insight 360 panel select **Lighting** to access your analysis results. This time, select the results for the analysis that has been completed and select **Go**.

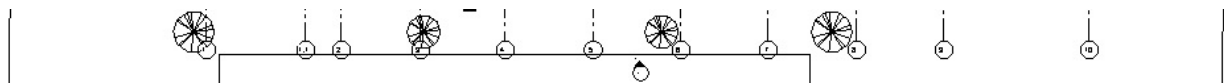


You'll be prompted with a dialog box with a summary of your results. If you are doing a LEED type analysis, then the amount of achievable points will also be included.



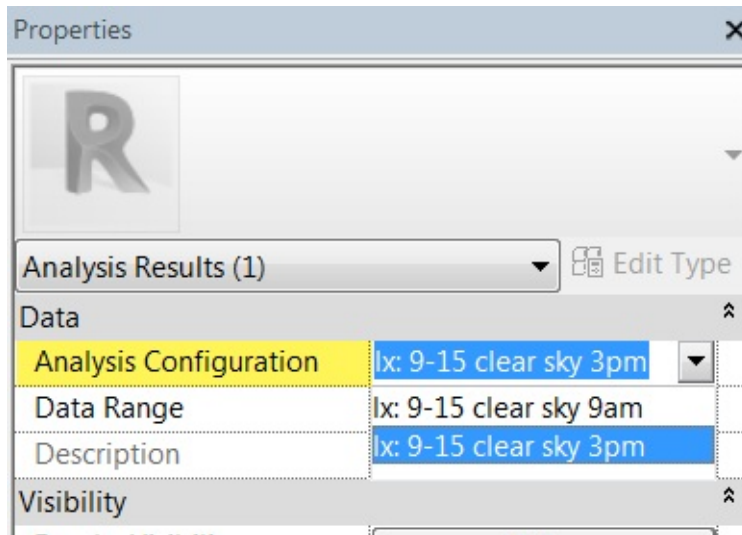
Use the *Section Box* to view the results in 3D or open the corresponding “_Lighting” floor plan.





Note that “_Lighting” floor plans are only produced if rooms are placed for the levels.

For analysis types that represent a single point in time, you can toggle between the two dates and times that were simulated by selecting the analysis plane, and changing the **Analysis Configuration** in the *Properties* panel.



Open **_Lighting Analysis Room Schedule**. If you define rooms, those rooms and corresponding analysis values will be populated here.

<_Lighting Analysis Room Schedule>

LEED v4 EQc7 opt2Whole Building Results - 9am: 56% within, 3pm: 60% within

9/15 3pm GHI: 360, DNI: 553, DHI: 83 W/m2

9/15 9am GHI: 457, DNI: 626, DHI: 87 W/m2

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
Level	Name	Number	Area	Include In Daylighting	Automated Shades	9am threshold results						3pm threshold results					
						within threshold %	above threshold Area	within threshold %	above threshold Area	below threshold %	below threshold Area	within threshold %	above threshold Area	below threshold %	below threshold Area		
01 - Entry Level	Vest.	101	41 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	99	40 m²	0	0 m²	1	1 m²	98	40 m²	0	0 m²	2	1 m²
01 - Entry Level	Lobby	102	327 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	70	231 m²	23	74 m²	7	22 m²	80	261 m²	0	0 m²	20	66 m²
01 - Entry Level	Cafeteria	121	147 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	98	144 m²	0	0 m²	2	3 m²	72	106 m²	20	30 m²	8	11 m²
01 - Entry Level	Prep/Dish	122	22 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	17	4 m²	0	0 m²	83	18 m²	22	5 m²	0	0 m²	78	17 m²
01 - Entry Level	Dry Storage	124	8 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	0 m²	0	0 m²	100	8 m²	0	0 m²	0	0 m²	100	8 m²
01 - Entry Level	Electrical	125	6 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	0 m²	0	0 m²	100	6 m²	0	0 m²	0	0 m²	100	6 m²
01 - Entry Level	Conference	123	42 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	19	8 m²	0	0 m²	81	34 m²	23	10 m²	0	0 m²	77	32 m²
01 - Entry Level	Office	127	15 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	0 m²	0	0 m²	100	15 m²	0	0 m²	0	0 m²	100	15 m²
01 - Entry Level	Admin	126	16 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	0 m²	0	0 m²	100	16 m²	0	0 m²	0	0 m²	100	16 m²
01 - Entry Level	Storage	128	10 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	0 m²	0	0 m²	100	10 m²	0	0 m²	0	0 m²	100	10 m²
01 - Entry Level	Toilet	129	6 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	0 m²	0	0 m²	100	6 m²	0	0 m²	0	0 m²	100	6 m²
01 - Entry Level	Stair	130	19 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	48	9 m²	2	0 m²	50	9 m²	23	4 m²	0	0 m²	77	15 m²
01 - Entry Level	Corridor	131	55 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	1	1 m²	98	54 m²	0	0 m²	80	44 m²	19	11 m²	0	0 m²
01 - Entry Level	Sprinkler	119	9 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	0 m²	0	0 m²	100	9 m²	0	0 m²	0	0 m²	100	9 m²
01 - Entry Level	Electrical	118	17 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	0 m²	0	0 m²	100	17 m²	0	0 m²	0	0 m²	100	17 m²
01 - Entry Level	Instruction	117	49 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	48	23 m²	0	0 m²	52	25 m²	42	20 m²	58	28 m²	0	0 m²
01 - Entry Level	Lounge	120	41 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	70	29 m²	30	12 m²	0	0 m²	100	41 m²	0	0 m²	0	0 m²

Any changes made in the schedule do not require you re-run the analysis. Simply select **Lighting** and access the study results to regenerate results considering the information updated in the schedule.

LEED Studies (Single point in time)

You can use Insight Lighting Analysis to determine your design's progress towards achieving LEED daylighting criteria, specifically [LEED 2009 IEQc8 opt1](#) and [LEED v4 EQc7 opt2](#). Both of these credits require specific illuminance levels at the equinoxes.

To conduct either of these studies, follow the steps outlined in the **Overview** and take note of the following.

When selecting either LEED analysis type, note that the majority of the analysis settings are preset according to the LEED specifications.

Lighting Analysis in the Cloud

Select Analysis Type

For best results, follow the best practices checklist in Help

Analysis: **LEED v4 EQc7 opt2**

Levels: **All**

Environment

Location: Manchester, NH

Equinox averages, 9am and 3pm, clear sky

The following weather values will be used:

Average weather file data of 2 clear sky days within 15 days of 9/21 3/21 at 9am and 3pm

Illuminance Settings

Threshold: 300 to 3000 lux

LEED v4 EQc7 opt2 threshold will be used

Thresholds are used for results in Room and Floor Schedules

Cloud Credits

Resolution: **12 inch grid**

Required: Check Price

Available: Unlimited

☐ Email: when complete

v3.0.0.0

Check Price Cancel

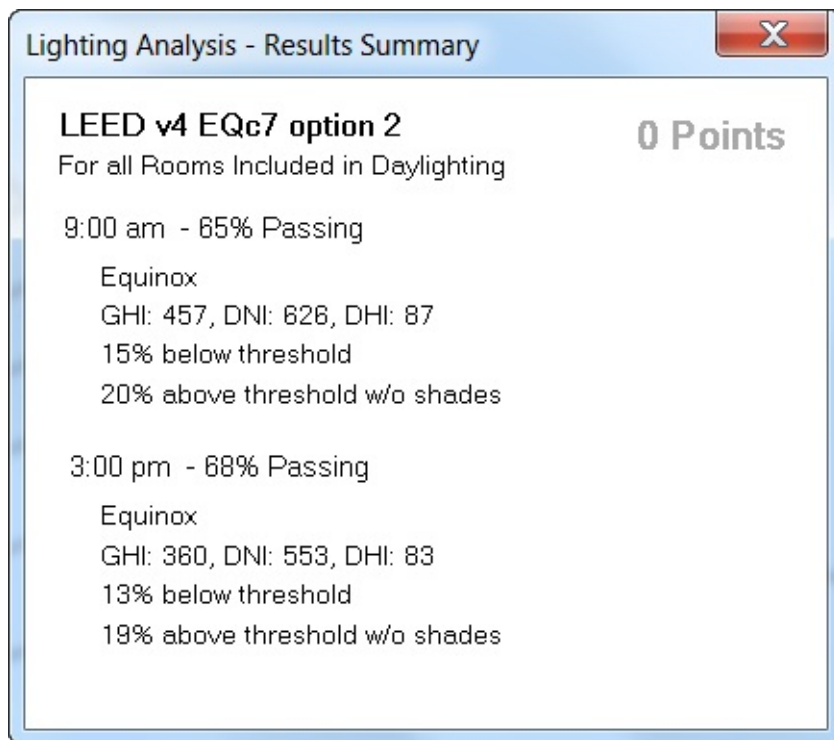
A. The *Location* is set based on the [Revit project location](#).

Analysis Type	Description
<i>LEED 2009 IEQc8 opt1</i>	As defined by USGBC, this simulation requires a clear sky condition within 15 days of September 21 at 9am and 3pm.
<i>LEED v4 EQc7 opt2</i>	As defined by USGBC, this simulation requires a clear sky condition and uses average weather data within 15 days of September 21 and March 21.

LEED single point in time analysis times automatically use the Perez Sky model.

B. LEED 2009 and v4 specify different thresholds, so you will see these values change depending on which version of LEED you choose for the analysis type. Additionally, LEED requires the analysis occur at 30 inches above the finished floor. The analysis plane automatically is generated at this height for LEED studies.

When you generate the results in your Revit model, you will also get a summary of percentage of rooms passing and estimated LEED credit points the project is eligible for.



It is often the case that you will want to exclude rooms that are not [regularly occupied](#) from the analysis so not to skew your results. You can control this through the schedule.

Automated Shades are also available to include and will extend the acceptance threshold.

Level	Name	Number	Area	Include In Daylighting	Automated Shades
01 - Entry Level	Vest.	101	41 m ²	<input checked="" type="checkbox"/>	<input type="checkbox"/>
01 - Entry Level	Lobby	102	327 m ²	<input type="checkbox"/>	<input type="checkbox"/>
01 - Entry Level	Cafeteria	121	147 m ²	<input checked="" type="checkbox"/>	<input type="checkbox"/>
01 - Entry Level	Prep/Dish	122	22 m ²	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Any changes made in the schedule do not require you re-run the analysis. Simply select **Lighting** and access the study results to regenerate results considering the information updated in the schedule.

LEED sDA & ASE Studies (Annual simulation)

You can use Insight Lighting Analysis to produce sDA and ASE results according to [LEED v4 EQc7 opt1](#). This credit requires annual simulation at an hourly time step.

To conduct this studies, follow the steps outlined in the **Overview** and take note of the following.

Similar to the LEED studies for a single point in time, many of the settings for this analysis type are automatically predefined.

Lighting Analysis in the Cloud

Select Analysis Type

For best results, follow the best practices checklist in Help

Analysis: **LEED v4 EQc7 opt1 (sDA+ASE)**

Levels: **All**

Environment

Location: **Manchester, NH**

Time Range: From: **January 1** To: **December 31**

From: **8:00 AM** To: **6:00 PM**

3650 hours

Illuminance Settings

Thresholds sDA: **>55%/75% of Room area must exceed sDA(300/50)**

Thresholds ASE: **<10% of Room area may exceed ASE(1000/250)**

Thresholds are used for aggregate results from all Date/Times

Cloud Credits

Resolution: **24 inch grid**

Required: **Check Price**

Available: **Unlimited**

☐ Email: **when complete**

v3.0.0.0

Check Price **Cancel**

A. The time range will be automatically set to a full annual simulation, from 8am to 6pm. LEED sDA and ASE studies automatically use the Perez Sky model.

B. Per the LEED requirements, sDA300/50 for at least 55% or 75% regularly occupied floor area is achieved. Additionally, ASE1000/250 of no more than 10% for the occupied floor area that is daylit per sDA300/50. LEED requires the analysis occur at 30 inches above the finished floor. The analysis plane automatically is generated at this height for LEED studies.

C. sDA and ASE calculations require at 24 inch analysis grid, which is automatically set.

Since the sDA and ASE simulation is more intensive than a single point in time, the analysis will cost more Cloud Credits and take more time than a single point in time analysis. Select **Check Price** before submitting the model for analysis to see the required number of cloud credits for the analysis.

Results summaries will provide guidance on how to improve design to achieve LEED requirements as well as more information about the metrics.

Lighting Analysis - Results Summary

LEED v4 EQc7 opt1 sDA/ASE
For all Rooms Included in Daylighting
Jan 1 to Dec 31, 8:00 am to 6:00 pm
(Both sDA and ASE must be met for Room area to qualify)

sDA_{300/50} + ASE_{1000/250} * 0 Points

3% of Building area meets sDA % hours
in Rooms with <10% area above ASE

Detailed Summary:

- 77% of Building area meets sDA % hours
- 74% of sDA Building area fails for Rooms >ASE
- 23% of Building area >ASE hours threshold
- 89% of Rooms meet sDA >55% Room area
- 72% of Rooms meet sDA >75% Room area
- 89% of Rooms >ASE hours >10% Room area

Design Tips

Thresholds Information

sDA: sDA_{300/50} (>300 lux, > 50% of year)
The percentage of floor area that receives over
300 lux for at least **50%** of 3650 annual hours.
LEED points are earned for 55% & 75% of Building area

ASE: ASE_{1000/250} (>1000 lux, < 250/3650 of year)
The percentage of floor area that receives over
1000 lux for more than **250/3650** annual hours.
Only areas in Rooms with ASE < 10% Room area can qualify

A Revit model must have Rooms defined, and both metrics
must be met for a Room area to contribute to building totals.
Rooms may be defined after an analysis is run.

Daylight Autonomy Tips

Included rooms are illuminated by natural daylight most hours of the year, but too many hours of direct sun may inhibit overall occupant comfort. Consider the following design changes, then run another analysis to review the effects.

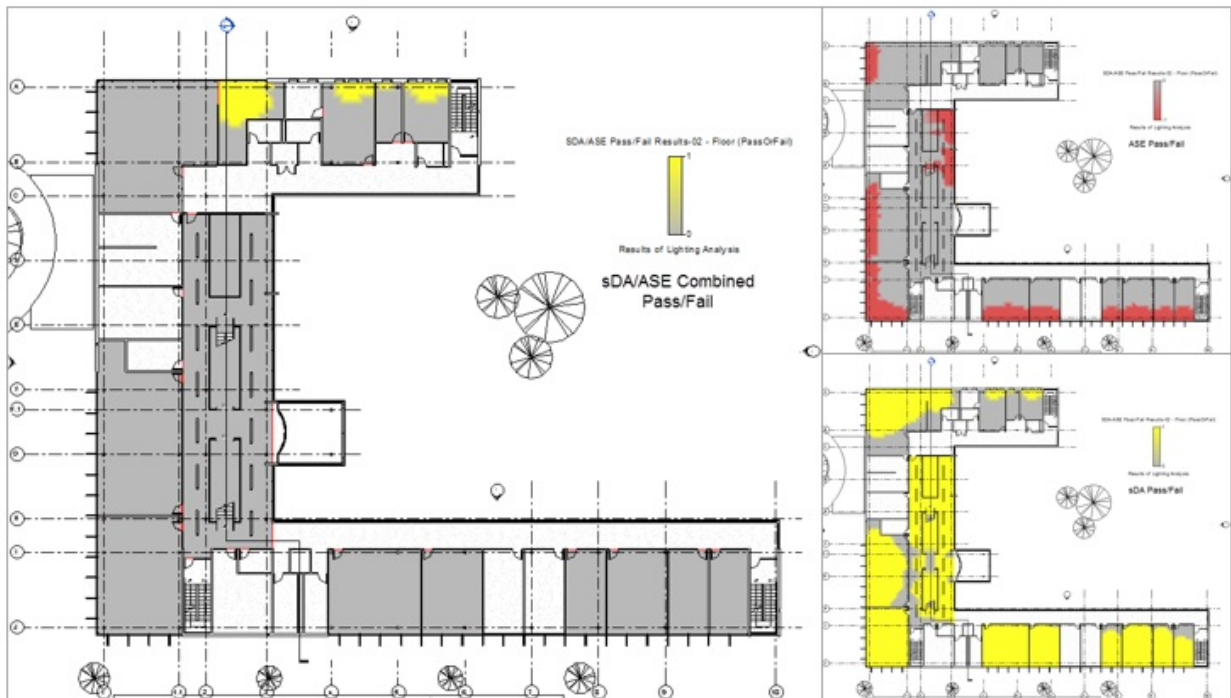
Building geometry
Design changes should maintain or increase ceiling and window head heights, and/or decrease room depth from glazed walls.

Glazing specification
Glazing transparency is good for overall daylight levels, but may be decreased to reduce the negative impact of direct sun on occupant comfort.

Shading
Exterior shading devices and/or deeper window insets are the easiest way to reduce direct sun penetration while maintaining good daylighting levels. Light shelves can shade while enhancing daylight penetration.

[Daylighting Pattern Guide](#)

Visual results and schedule results will present sDA300/50 and ASE1000/250 results, sDA and ASE Annual Hours, as well as combined metric results.



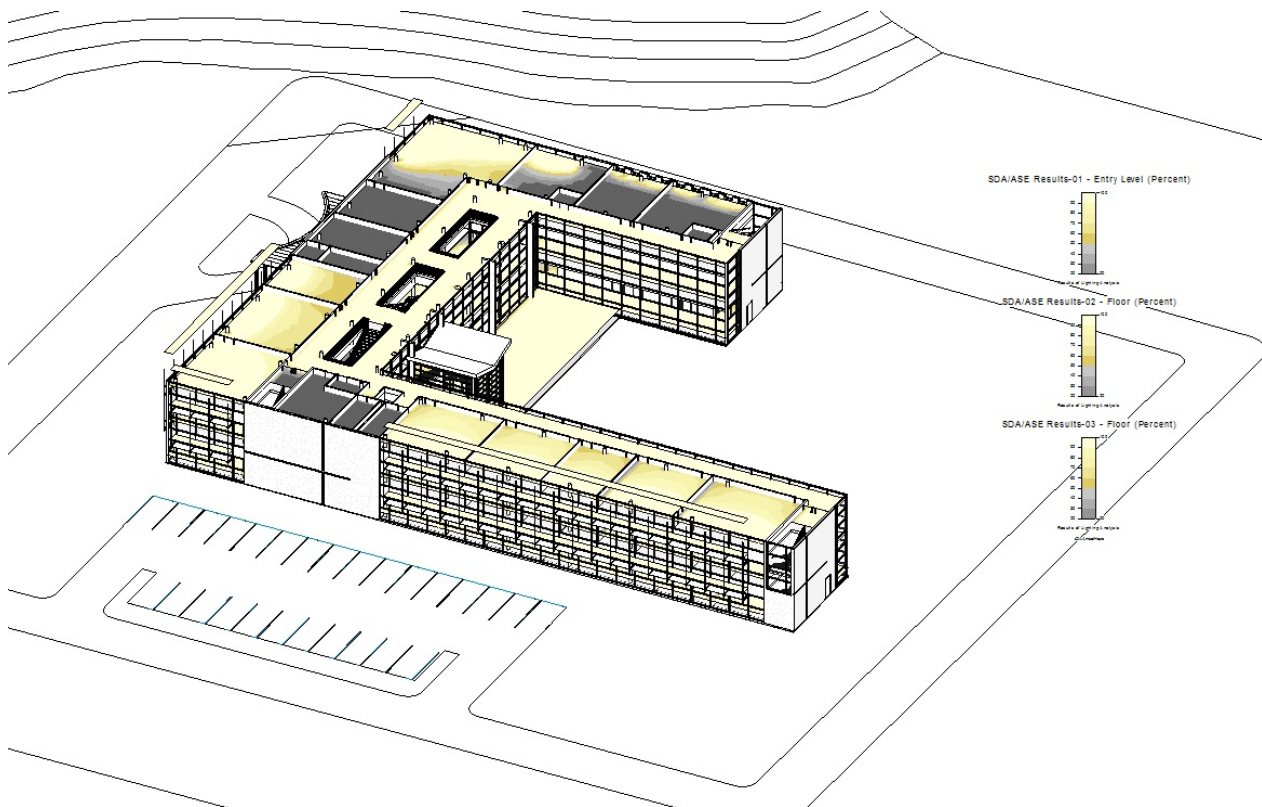
<_Lighting Analysis Room Schedule>

LEED Daylight Autonomy Results Summary: Manchester, NH

3% of Building Area meets sDA & ASE for 8:00am - 6:00pm, January 1 - December 31

LEED points for % Building Area >sDA300/50 in Rooms with ASE1000/250 < 10% of Room area - 55% (2 pts) or 75% (3 pts)

A	B	C	D	E	F		G		H	I	J	K
Level	Name	Number	Area	Include in Daylighting	sDA 300/50		ASE 1000/250		sDA/ASE			
					%	Points	%	Pass	%	Points		
02 - Floor	Stair	201	19 m ²	<input type="checkbox"/>								
02 - Floor	Instruction	202	31 m ²	<input checked="" type="checkbox"/>	68	2 pt	33	No	0	none		
02 - Floor	Computer Lab	203	32 m ²	<input checked="" type="checkbox"/>	88	3 pt	32	No	0	none		
02 - Floor	Instruction	204	48 m ²	<input checked="" type="checkbox"/>	97	3 pt	34	No	0	none		
02 - Floor	Instruction	205	32 m ²	<input checked="" type="checkbox"/>	82	3 pt	32	No	0	none		
02 - Floor	Corridor	206	138 m ²	<input type="checkbox"/>								



Note that since the sDA and ASE simulations much more computationally intensive than a single point in time analysis, the Cloud Credit costs and time will likely be greater than for other analysis types. The **Daylight Autonomy (sDA Preview)** study type will analyze a sampling of the 3650 hours used in the full *LEED v4 EQc7 opt1 (sDA+ASE)* analysis. The **sDA Preview** study type will run faster, and cost less Cloud Credits. Results will be in line with those from the full *LEED v4 EQc7 opt1 (sDA+ASE)* analysis.

Solar Access

You can use Insight Lighting Analysis to study solar access, or hours of direct sun over a given day by selecting the **Solar Access** study type. Requirements like [SEPP 65](#) can be tested and validated using the Solar Access workflow.

To conduct this studies, follow the steps outlined in the **Overview** and take note of the following.

Solar Access studies are conducted for a day and selected time range, with several customizable settings.

Lighting Analysis in the Cloud

Select Analysis Type

For best results, follow the best practices checklist in Help

Analysis: **Solar Access**

Levels: **All**

Environment

Location: Manchester, NH

Date: September 21

Time Range: From: 09:00 AM To: 03:00 PM
7 hours

Illuminance Settings

Threshold: Minimum: 3 hours

Analysis Plane Height: 30 inches above floor

Thresholds are used for results in Room and Floor Schedules

Cloud Credits

Resolution: 12 inch grid

Required: Check Price

Available: Unlimited

☐ Email: when complete

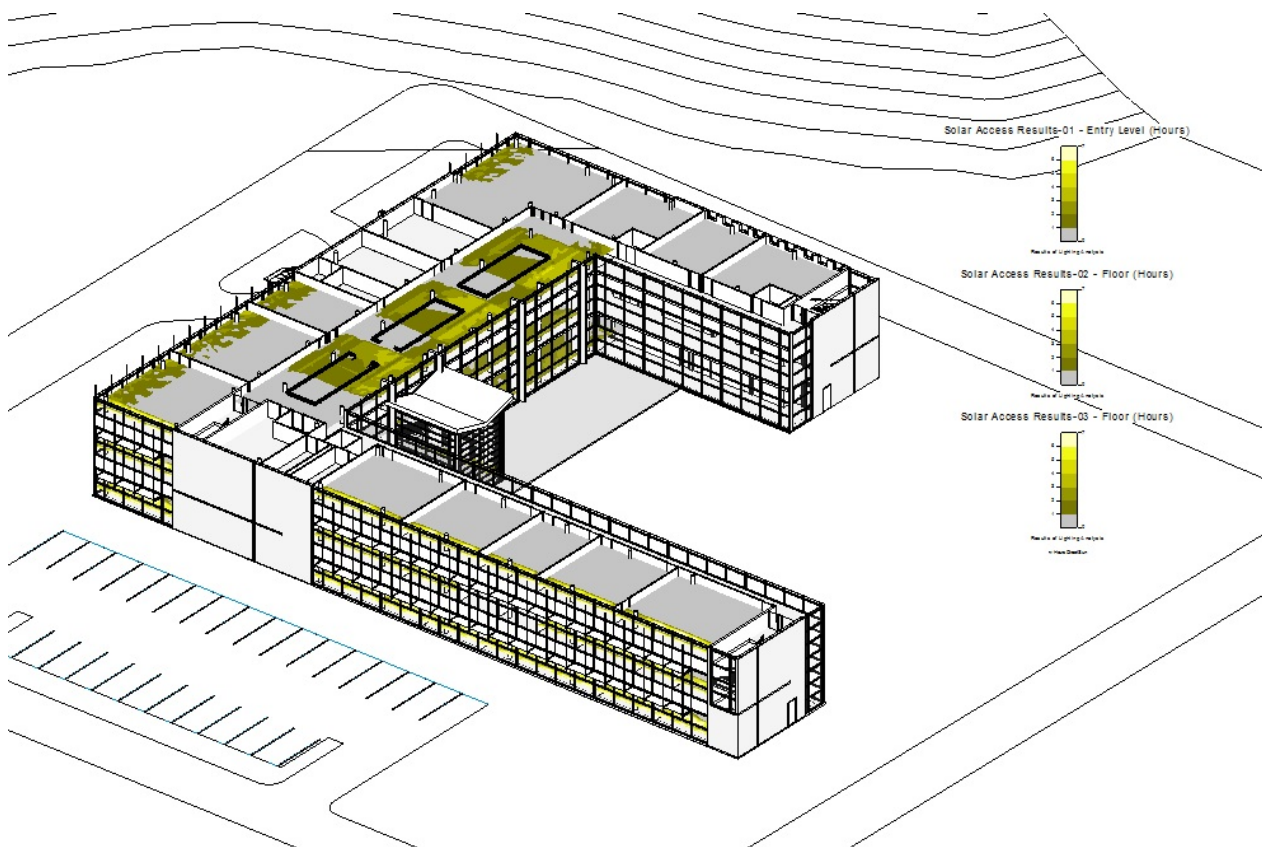
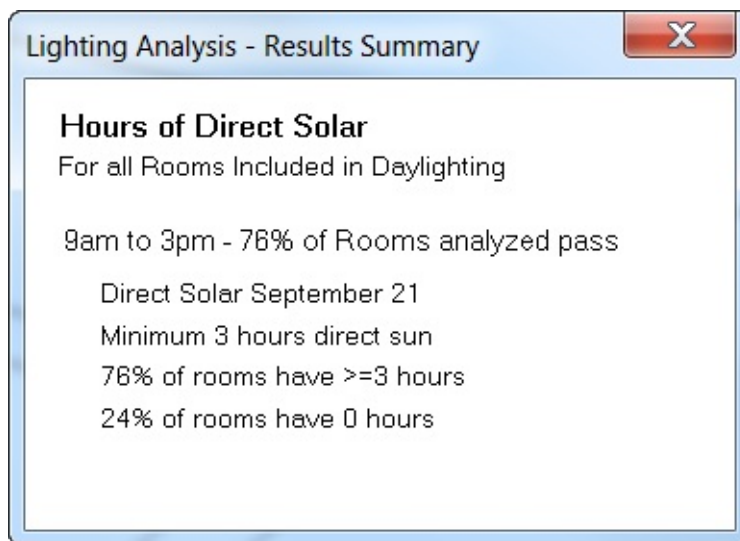
v3.0.0.0

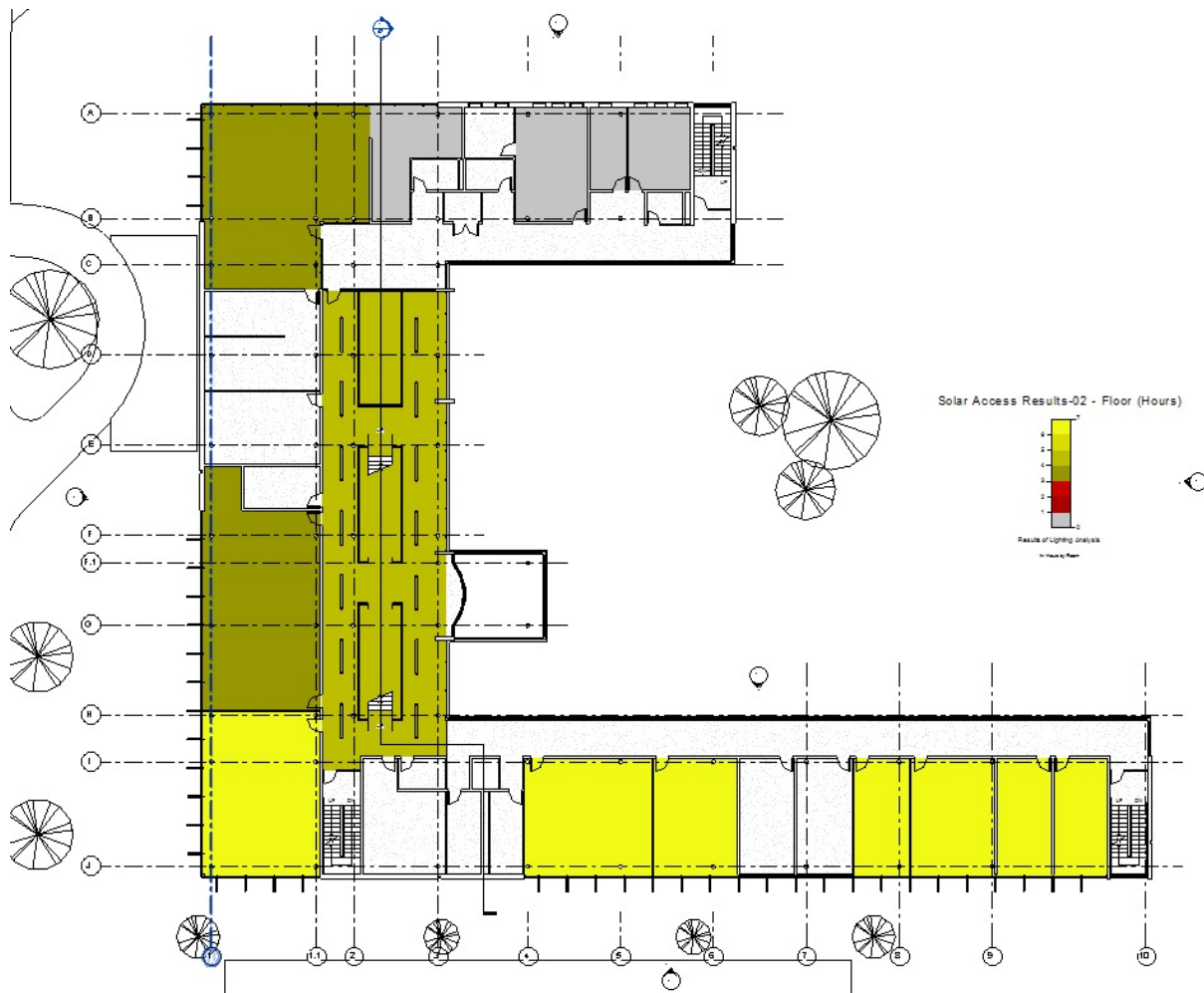
Check Price Cancel

A. Select the date and time range for the study. For all hours selected, the Direct Normal Irradiance (DNI) and Global Horizontal Irradiance (GHI) will be set to 1000 W/m², and the Diffuse Horizontal Irradiance (DHI) will be set to 1 W/m². **Solar Access** automatically uses the CIE Clear Sky model.

B. Set the minimum number of hours that will be required to have direct solar access and analysis plane height. In order to meet the minimum threshold, any point in the room must exceed 4000 lux.

The results summary will use the threshold you specified to calculate the percentage of passing rooms and produce in context results and a corresponding schedule.





<_Lighting Analysis Room Schedule>

Direct Solar Access Results Summary: Manchester, NH

76% of Rooms Analyzed meet minimum number of hours of Direct Solar

Direct Solar - 9-21 9am to 3pm - minimum 3 hours

A	B	C	D	E	F	G
Level	Name	Number	Area	Include In Daylighting	Hours Direct Solar Hours	Pass
01 - Entry Level	Vest.	101	41 m ²	<input checked="" type="checkbox"/>	0	No
01 - Entry Level	Lobby	102	327 m ²	<input checked="" type="checkbox"/>	4	Yes
01 - Entry Level	Cafeteria	121	147 m ²	<input checked="" type="checkbox"/>	3	Yes
01 - Entry Level	Prep/Dish	122	22 m ²	<input checked="" type="checkbox"/>	0	No
01 - Entry Level	Dry Storage	124	8 m ²	<input type="checkbox"/>		
01 - Entry Level	Electrical	125	6 m ²	<input type="checkbox"/>		
01 - Entry Level	Conference	123	42 m ²	<input checked="" type="checkbox"/>	0	No
01 - Entry Level	Office	127	15 m ²	<input type="checkbox"/>		
01 - Entry Level	Admin	126	16 m ²	<input type="checkbox"/>		
01 - Entry Level	Storage	128	10 m ²	<input type="checkbox"/>		
01 - Entry Level	Toilet	129	6 m ²	<input type="checkbox"/>		
01 - Entry Level	Stair	130	19 m ²	<input type="checkbox"/>		

Custom Illuminance Studies (Single point in time)

Selecting **Illuminance Analysis** as the study type will allow you to create a customized single point in time analysis.

To conduct this studies, follow the steps outlined in the **Overview** and take note of the following.

Illuminance Analysis study type will allow you to select a date, time, acceptance threshold, and analysis plane height.

Lighting Analysis in the Cloud

Select Analysis Type

For best results, follow the best practices checklist in Help

Analysis: **Illuminance Analysis**

Levels: **All**

Environment

Location: Manchester, NH

Date/Time: ... Define Environments in Analysis Settings

The following environments are defined

6-15 12pm - GHI: 843, DNI: 799, DHI: 92

6-15 5pm - GHI: 252, DNI: 439, DHI: 74

Illuminance Settings

Threshold: Lower: 300 Upper: 3000 Lux

Analysis Plane Height: 30 inches above floor

Thresholds are used for results in Room and Floor Schedules

Cloud Credits

Resolution: 12 inch grid

Required: 18 Credits

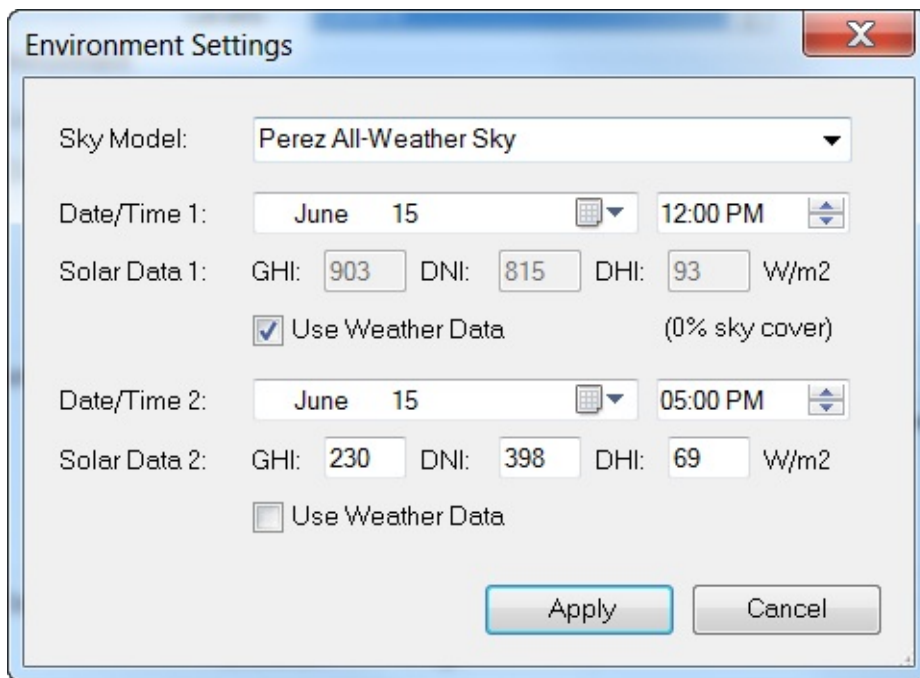
Available: Unlimited

☐ Email: when complete

v3.0.0.0

Start Analysis Cancel

A. Select two different date and times for the analysis. Custom illuminance analysis study types will let you analyze two different scenarios for the cost of one analysis.

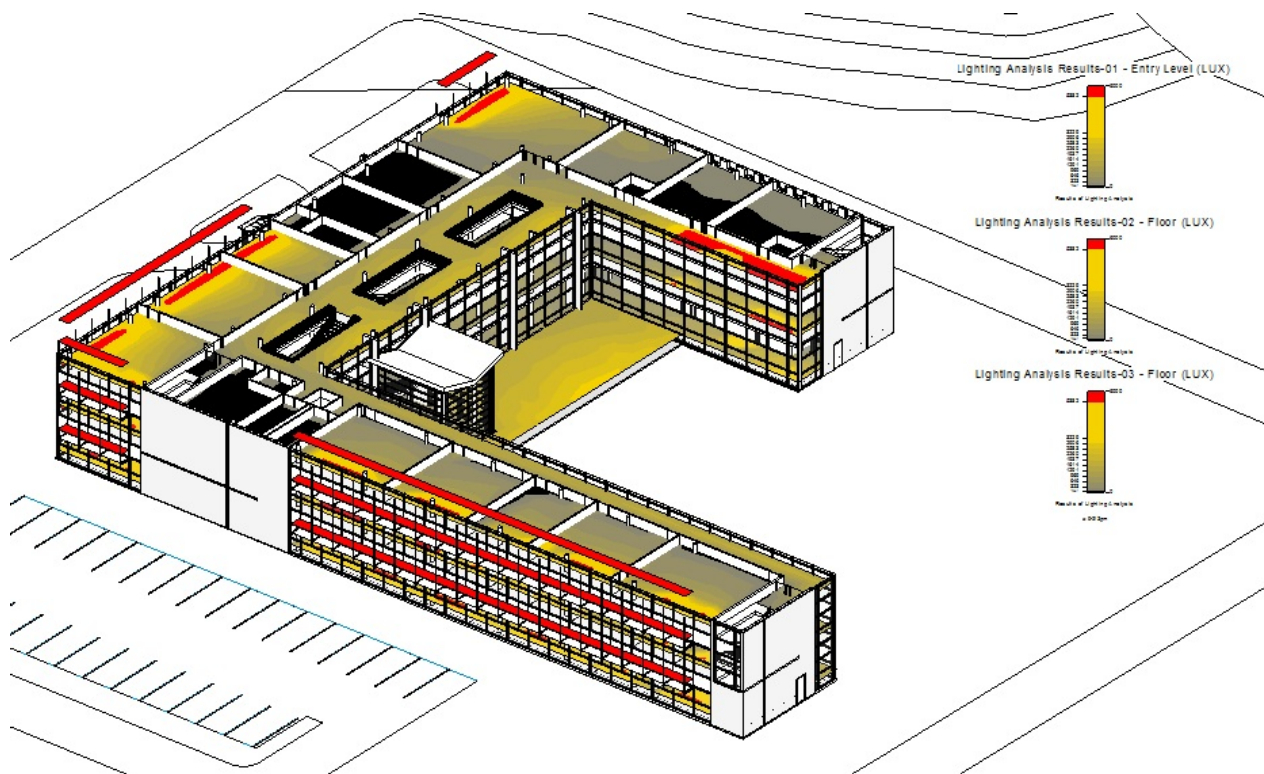
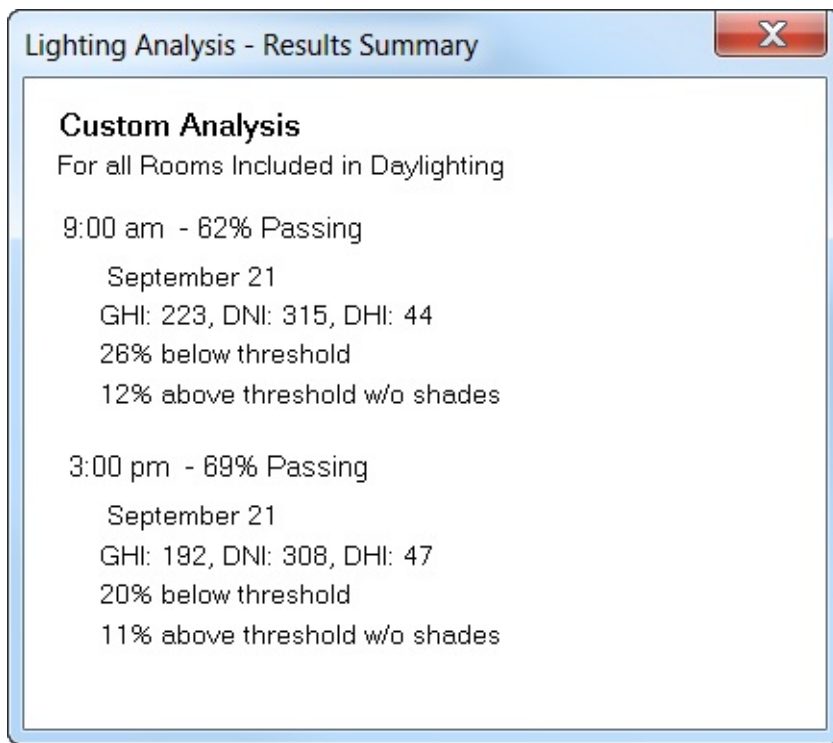
The image shows a software dialog box titled "Environment Settings". It contains two sets of input fields for "Date/Time 1" and "Date/Time 2". For "Date/Time 1", the date is "June 15" and the time is "12:00 PM". Below this, "Solar Data 1" is shown with "GHI: 903", "DNI: 815", and "DHI: 93 W/m2". A checkbox labeled "Use Weather Data" is checked, with "(0% sky cover)" noted next to it. For "Date/Time 2", the date is "June 15" and the time is "05:00 PM". Below this, "Solar Data 2" is shown with "GHI: 230", "DNI: 398", and "DHI: 69 W/m2". A checkbox labeled "Use Weather Data" is unchecked. At the bottom of the dialog are "Apply" and "Cancel" buttons. The "Sky Model" is set to "Perez All-Weather Sky".

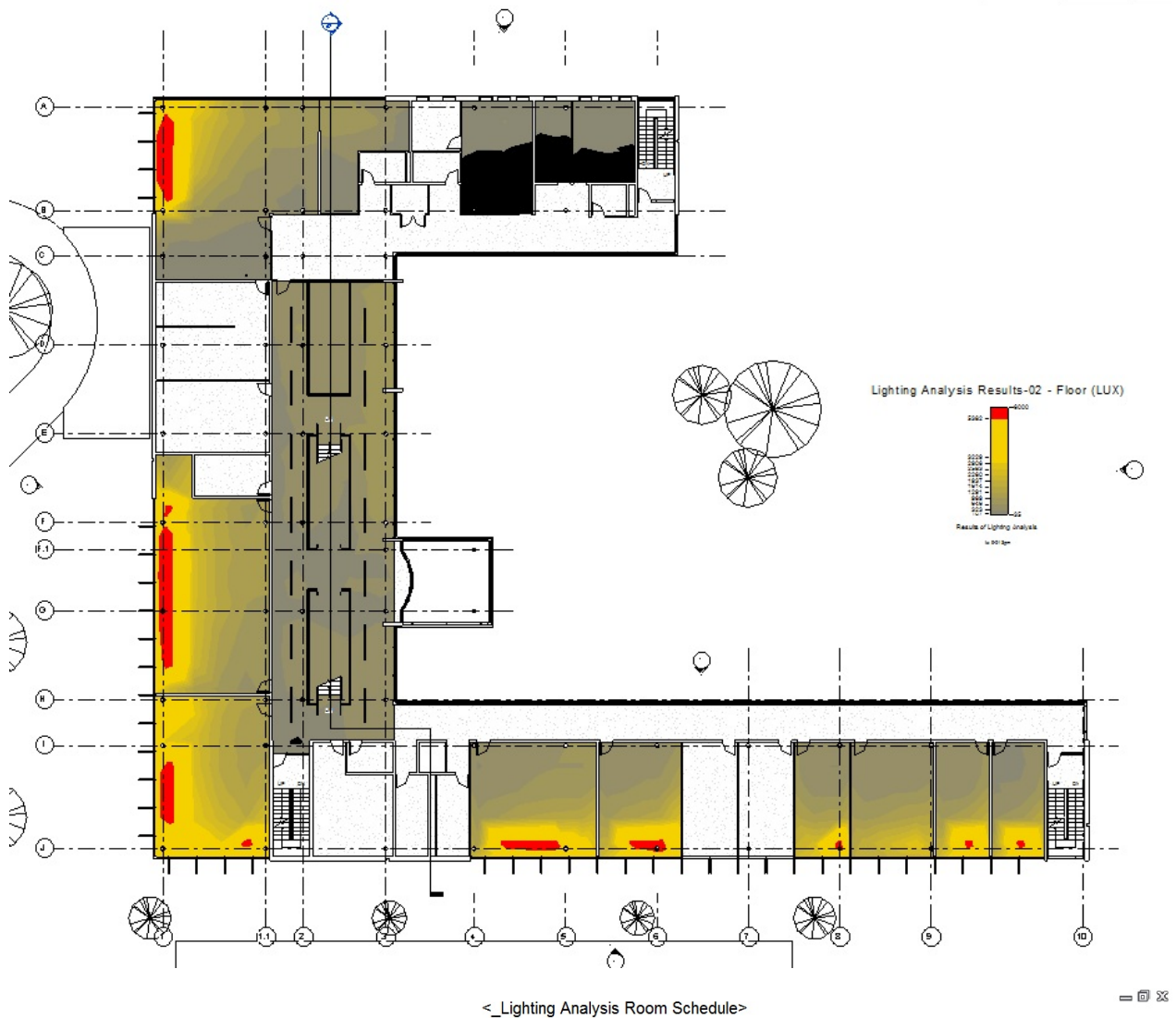
Select a *Sky model*, *Date*, and *Time*. The weather data for the selected date and time will automatically be filled in based on what is available in the corresponding weather file. If you wish to override these values, uncheck *Use Weather Data*, and enter your own data for Global Horizontal Irradiance (*GHI*), Direct Normal Irradiance (*DNI*), and Diffuse Horizontal Irradiance (*DHI*). When using the weather data values, the sky cover percentage will be shown for the selected date/time. 0% indicates a clear sky.

B. Specify lower and upper *Threshold* values and units. These values will be used to calculate pass/fail results and populate the schedule.

The *Analysis Plane Height* dictates where the analysis plane will be in inches above the Revit floor element.

The results summary will use the threshold you specified to calculate the percentage of passing rooms and produce in context results and a corresponding schedule.





Custom Analysis Whole Building Results: Manchester, NH

9-21 9am: 63% & 9-21 3pm: 69% of points are between 300-3000 lux

Solar Values (W/m2): 9-21 9am GHI: 223, DNI: 315, DHI: 44 & 9-21 3pm GHI: 192, DNI: 308, DHI: 47

A	B	C	D	E	F	9am threshold results						3pm threshold results					
						within threshold	above threshold	below threshold	within threshold	above threshold	below threshold	within threshold	above threshold	below threshold	within threshold	above threshold	below threshold
Level	Name	Number	Area	Include In Daylighting	Automated Shades	%	Area	%	Area	%	Area	%	Area	%	Area	%	Area
01 - Entry Level	Vest.	101	41 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	83	34 m²	0	0 m²	17	7 m²	94	39 m²	0	0 m²	6	2 m²
01 - Entry Level	Lobby	102	327 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	76	247 m²	10	32 m²	15	48 m²	66	215 m²	0	0 m²	34	11 m²
01 - Entry Level	Cafeteria	121	147 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	88	129 m²	0	0 m²	13	18 m²	70	103 m²	10	15 m²	20	7 m²
01 - Entry Level	Prep/Dish	122	22 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	0 m²	0	0 m²	100	22 m²	0	0 m²	0	0 m²	100	22 m²
01 - Entry Level	Dry Storage	124	8 m²	<input type="checkbox"/>	<input type="checkbox"/>	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²
01 - Entry Level	Electrical	125	6 m²	<input type="checkbox"/>	<input type="checkbox"/>	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²
01 - Entry Level	Conference	123	42 m²	<input checked="" type="checkbox"/>	<input type="checkbox"/>	0	0 m²	0	0 m²	100	42 m²	10	4 m²	0	0 m²	90	38 m²
01 - Entry Level	Office	127	15 m²	<input type="checkbox"/>	<input type="checkbox"/>	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²
01 - Entry Level	Admin	126	16 m²	<input type="checkbox"/>	<input type="checkbox"/>	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²
01 - Entry Level	Storage	128	10 m²	<input type="checkbox"/>	<input type="checkbox"/>	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²
01 - Entry Level	Toilet	129	6 m²	<input type="checkbox"/>	<input type="checkbox"/>	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²
01 - Entry Level	Stair	130	19 m²	<input type="checkbox"/>	<input type="checkbox"/>	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²	-1	0 m²

To switch between the two dates and times that were simulated, select the analysis plane, and change the **Analysis Configuration** in the *Properties* panel.

Data

Analysis Configuration

lx: 9-21 3pm

Data Range

lx: 9-21 9am

Description

lx: 9-21 3pm

Visibility

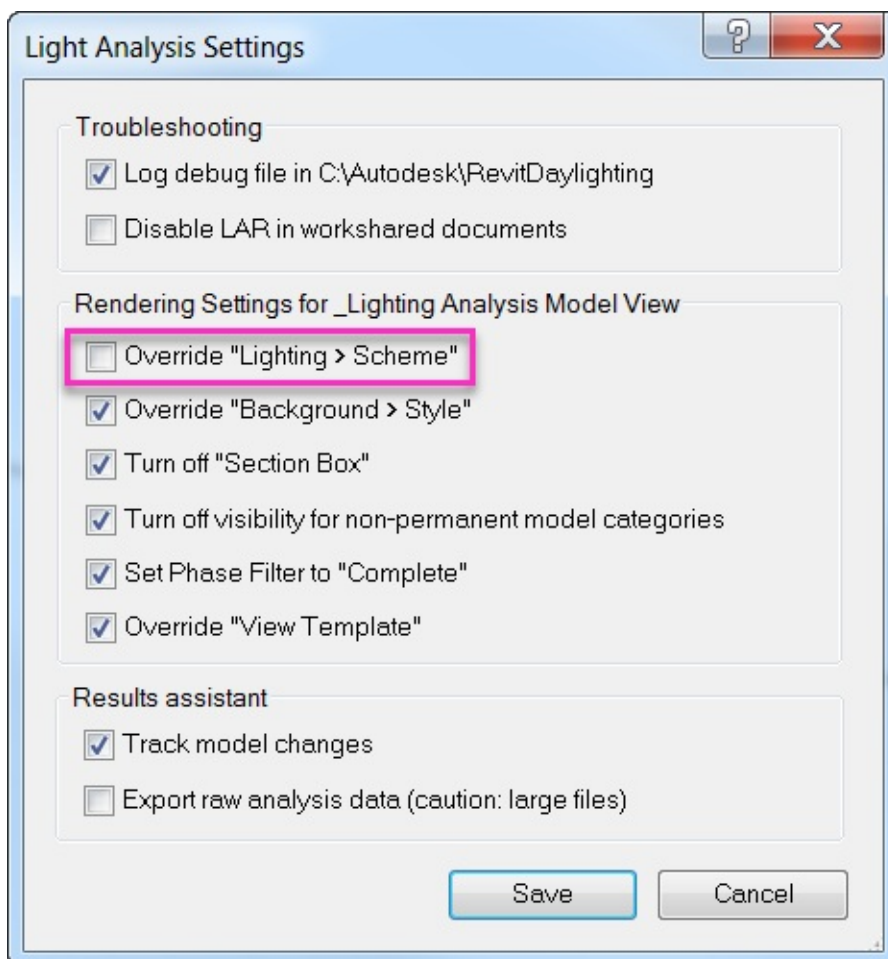
Including Electric Lights

By default, all analysis types consider natural daylight from the sun only. However, if you would like to understand light level conditions when electric lights are considered, you have the option to include them as part of the custom illuminance analysis study type.

If you are new to using lights in Revit, review the [resources available here](#).

To include electric lights in your simulations, you'll need to make sure your model has lighting fixture families, and specifically, [associated IES files](#).

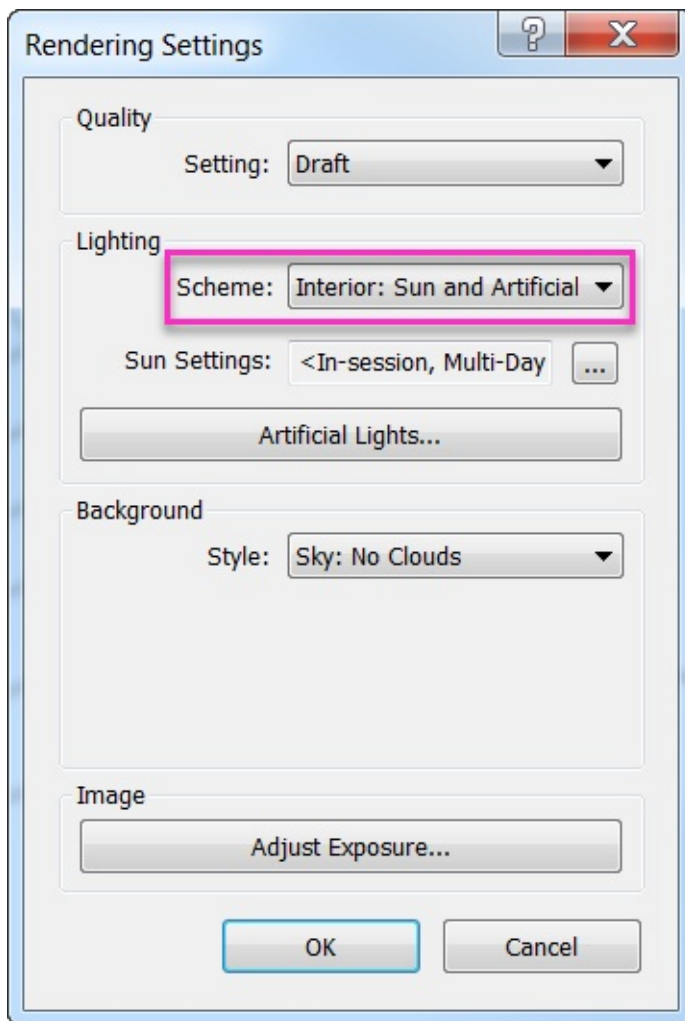
Initiate the Lighting Analysis plugin, and select **Run New Analysis**. Click on the settings icon in the top right to access the [Light Analysis Settings](#).



Uncheck **Override "Lighting > Scheme"** and press **Save**. When this setting is checked, Revit will override any *Rendering Settings* and include only daylighting from the sun. Unchecked, this setting allows you to change the *Rendering Settings* to include electric lights.

Close the *Lighting Analysis in the Cloud* dialog box.

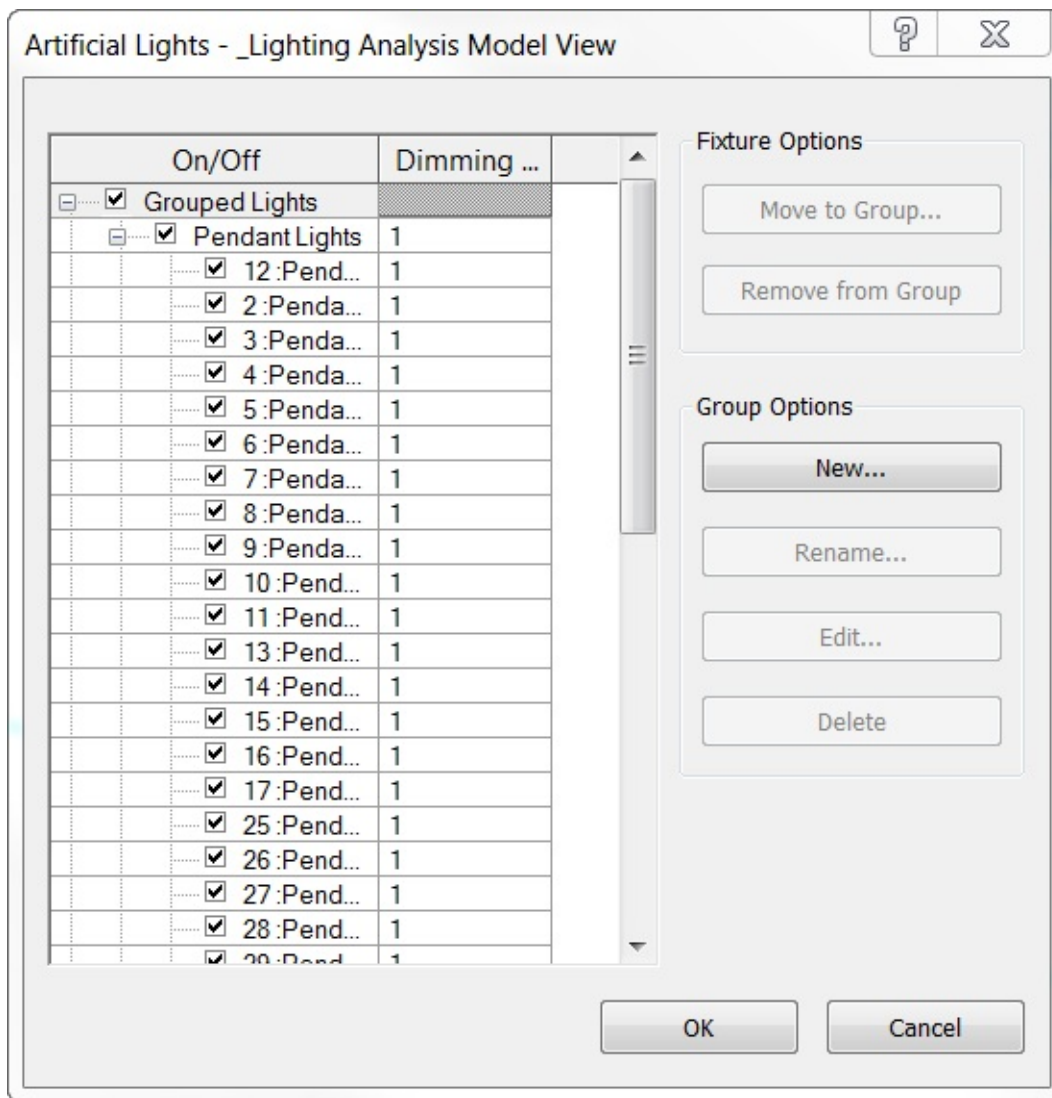
Open the “**_Lighting Analysis Model View**” 3D view and select **Rendering Settings** from the *Properties* panel.



Change the *Scheme* to include “*Artificial*” or electric lights.

<i>Scheme setting</i>	<i>Outcome</i>
<i>Interior: Sun only</i>	Only daylight from the sun considered (default for all lighting analysis types)
<i>Interior: Sun and Artificial</i>	Daylight from the sun and electric lights included
<i>Interior: Artificial only</i>	Only electric lights included

Once you have selected an option that includes electric lights, you can select **Artificial Lights...** and control which lights will be on (*Dimming* = 1) and which lights will be off (*Dimming* = 0) for the analysis.



After you have included electric lights, and controlled which ones will be on or off, initiate the Lighting Analysis plugin again, and this time set the date, time and other settings and start the analysis.

After receiving your results, save the project. You also might want to open the **Light Analysis Settings** and check **Override "Lighting > Scheme"** again. This will make sure that all future analyses only include daylight from the sun. (Electric lights will be included for future analyses for all projects until the **Override "Lighting > Scheme"** is checked again—this setting persists with Revit, not the project.)

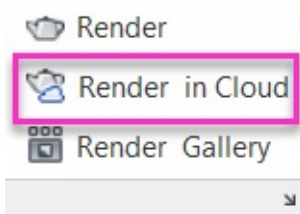
Perspective Illuminance Renderings

In addition to in context analysis planes, you can also render illuminance levels in 3D perspective views from Revit. The steps outlined below follow a different process from the standard Insight Lighting Analysis workflow, however they use the same settings and A360 Rendering engine.

Open a building element model in Revit. Also be sure to login to your A360 account. Lighting analysis consumes [Cloud Credits](#), so Revit will need to be able to access your A360 account to complete the analysis.

For new projects, make sure that your location is set and a weather file is selected.

From the *View* tab, select **Render in Cloud**.



The *Render in Cloud* dialog will appear where you can control your settings and configurations.

A. Perspective illuminance renderings require a *3D View*. All 3D views available in your project will be populated in the dropdown. Select one, or multiple, 3D views that you wish to render results for. Note that the date and time settings used will be applied to all 3D views selected.

B. Set the *Output Type* to **Illuminance**.

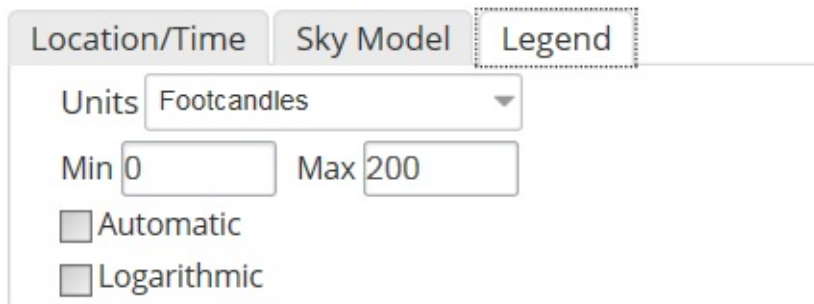
C. Set the *Image Size* and resolution of the output image. This will impact Cloud Credit costs.

D. Select any *Date* and *Time*, or alternatively select to use settings from the 3D view selected.

Select a [Sky Model](#) for the analysis. Options include:

- Perez All-Weather Sky
- CIE Overcast Sky
- CIE Intermediate Sky
- CIE Clear Sky
- CIE Uniform Sky
- Daylight Factor Sky

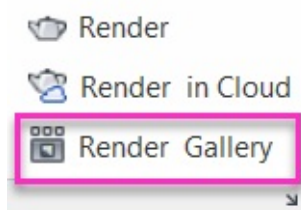
Enter the appropriate *DNI* and *DHI* values for the analysis. **These values do not update with your location and date and time settings.** It is necessary you manually enter these values in order to get accurate sky conditions.



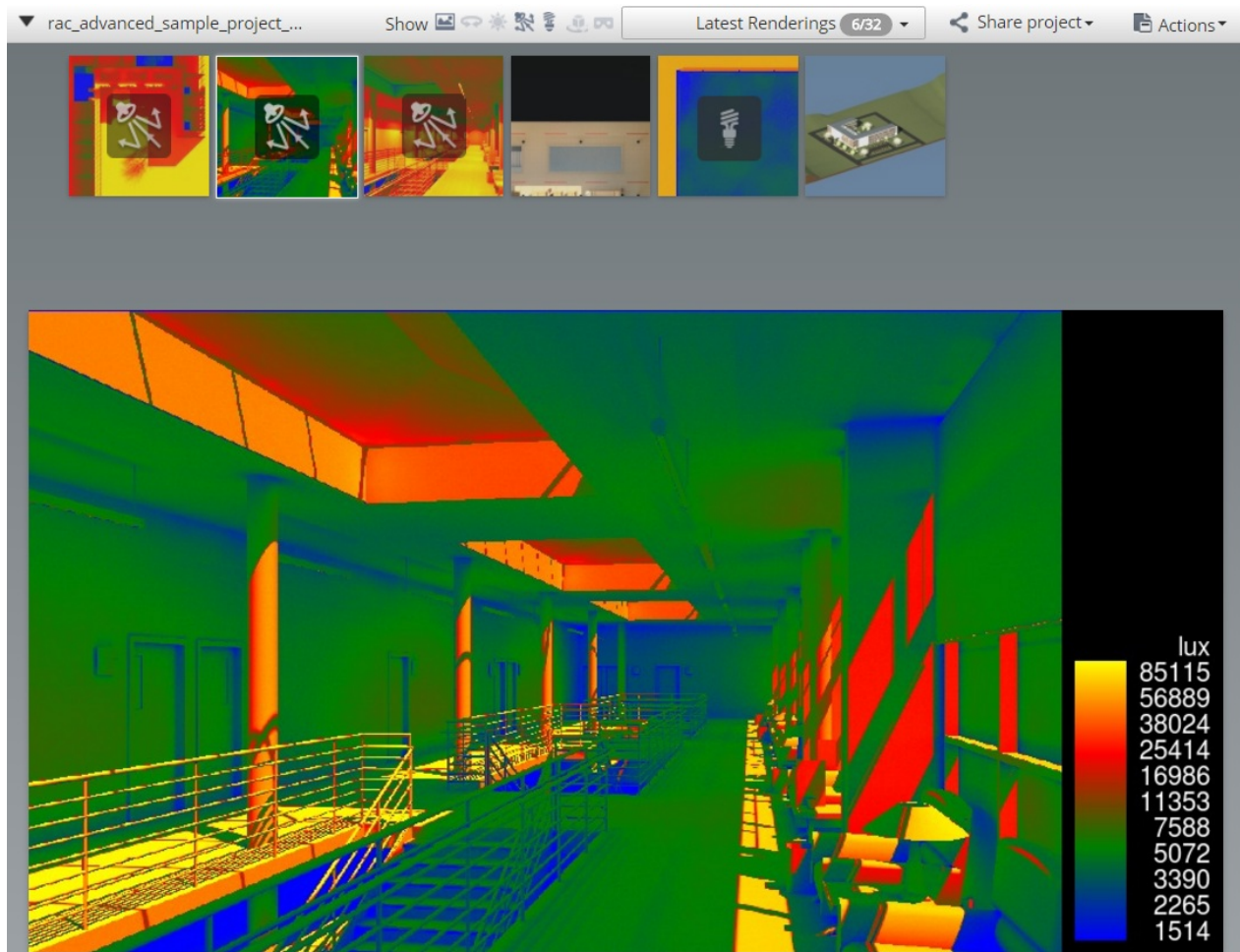
Set the *Units* and *Legend* preferences. By default, a linear scale is used with 10 proportional subdivisions based on the range chosen.

E. Predicted Cloud Credit usage will update as the settings are modified. Select **Start Rendering** to begin the simulation. Cloud Credits will be charged once this command is selected.

When the renderings are complete, you will receive a notification in Revit as well as an email if you selected to receive one. From the *View* tab, select **Render Gallery** to access renderings.

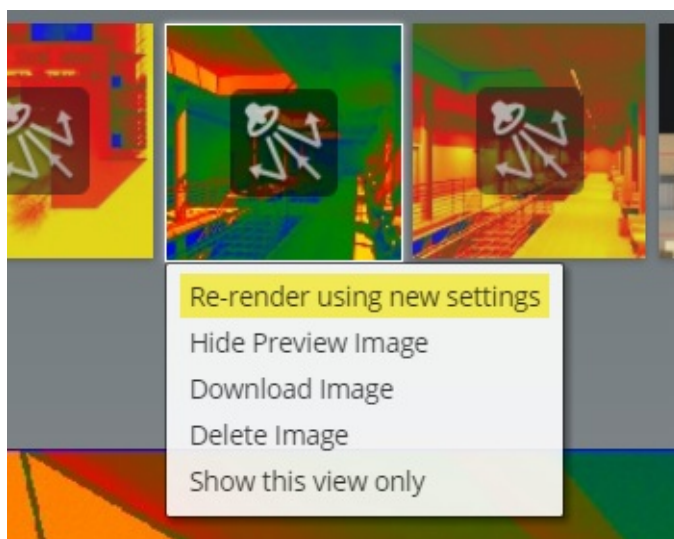


Renderings in the *Render Gallery* are sorted by project name and date submitted. Locate your project, and click on the rendering thumbnails to enlarge the images.



Renderings can be downloaded as JPG by selecting the drop down menu of the thumbnails or selecting **Actions** in the top right.

To change any of the rendering settings for a particular view, select **Re-render using new settings**.



You will not be able to change the 3D view itself, but you can re-render an existing view and modify dates and times, sky models, or legend scales. To change a 3D view or any of the material properties, you will need to initiate the rendering from Revit.

Render Settings

Location/Time

Analysis will use model's location

Date
2017-02-15
Time
13:35:06

☐ Use date from view

Legend

Units
Footcandles

Min
0
Max
200

☐ Automatic

☐ Logarithmic

Sky Model

Sky Model
Perez All-Weather Sky

DNI
825
W/m²
DHI
125
W/m²

Image Size

Medium (1 Mega Pixel)

Aspect Ratio
Custom Aspect Ratio

Width
1000
px

Height
622
px

Cloud Credits

Required

1

Max per request

16

Available

Unlimited*

Estimated wait time

<10 minutes

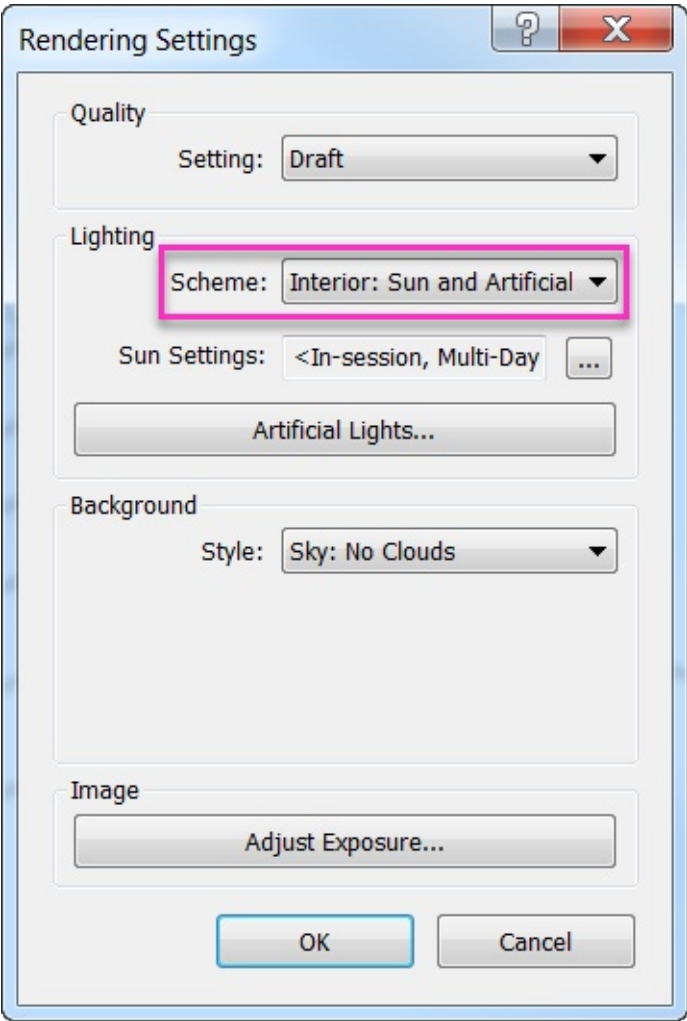
☐ Email me when complete

Start Rendering

Change any of the settings and select **Start Rendering**. The new rendering will automatically appear in your *Render Gallery*.

The *Rendering Settings* for each 3D view analyzed control if electric lights are included in the analysis. To include electric lights, open the 3D view you will be submitting and access *Rendering Settings*. Set the **Scheme** according to the desired outcome.

40



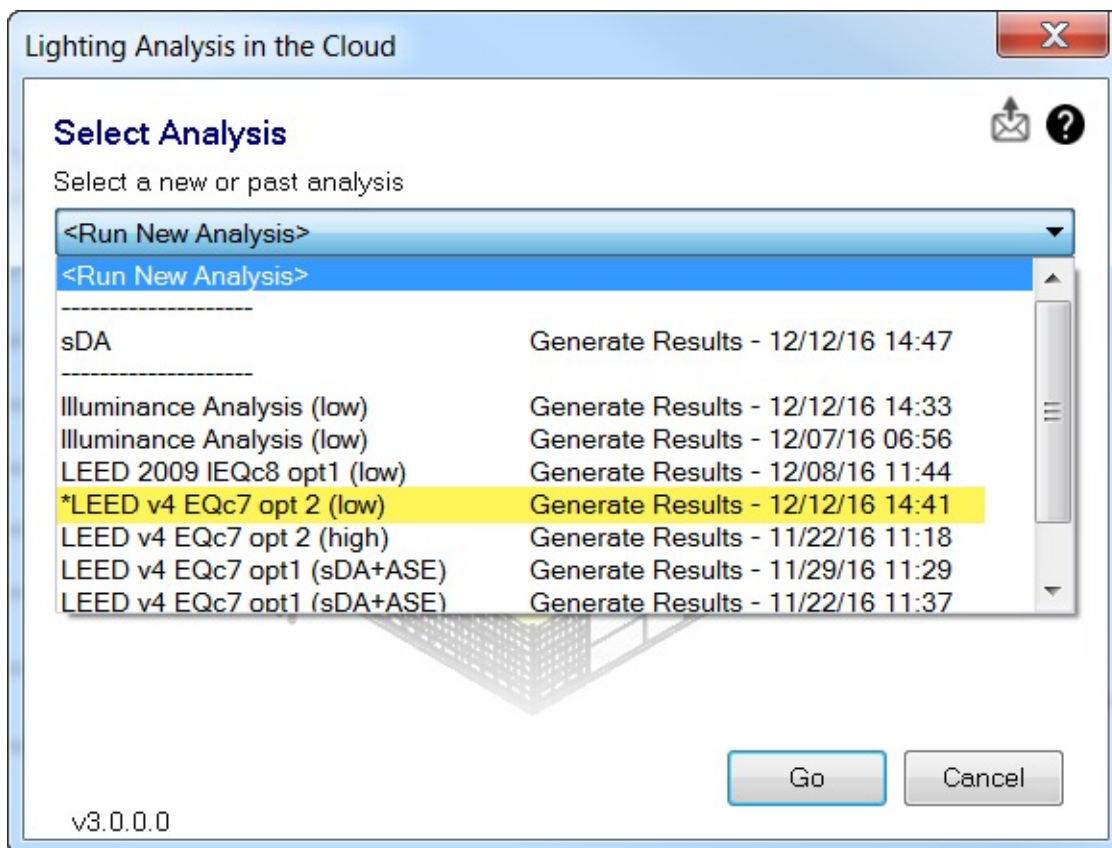
Managing Results

Results are accessed by selecting a completed analysis, and populating results in Revit. From there, views, corresponding 2D floor plans, and schedules will be updated with results.

Accessing & Saving Results

When analysis results are complete, you will be prompted to accept the Cloud Credit charges and save the project. The results will then be added to the drop down list for selection.

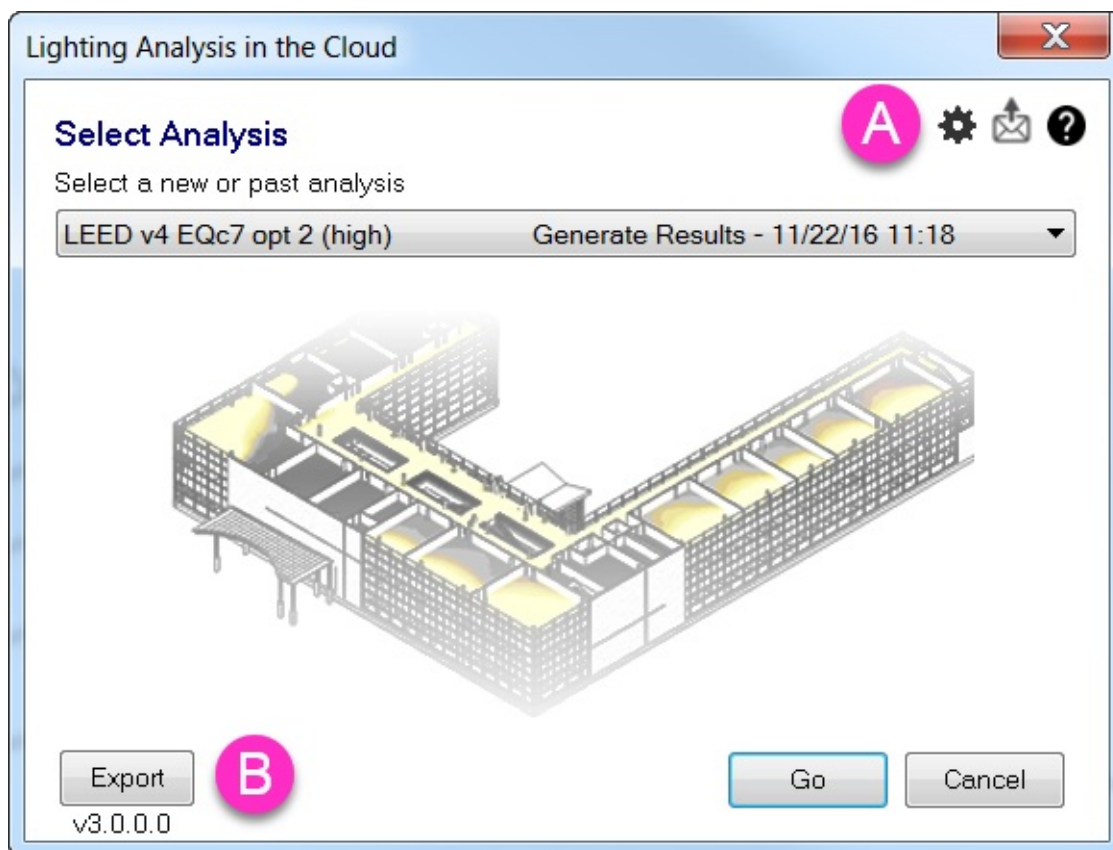
The drop down menu will list all available analysis results. The analysis denoted with a “*” identifies the most recent set of results that were populated in the Revit model. This is important to indicate, because it means these are the results that are stored with the Revit model.



When you save and close the Revit model, the results with the “*” will be accessible by the next user who opens the model; regardless of their user account ID. All other results will only be accessible by the user account ID that originally submitted them.

You can change which set of results is accessible by selecting a different set of results to generate in the model, then saving the Revit model. You will see the “*” move to the latest set of results accessed.

In addition to accessing analysis results, you can also manage and export analysis results.



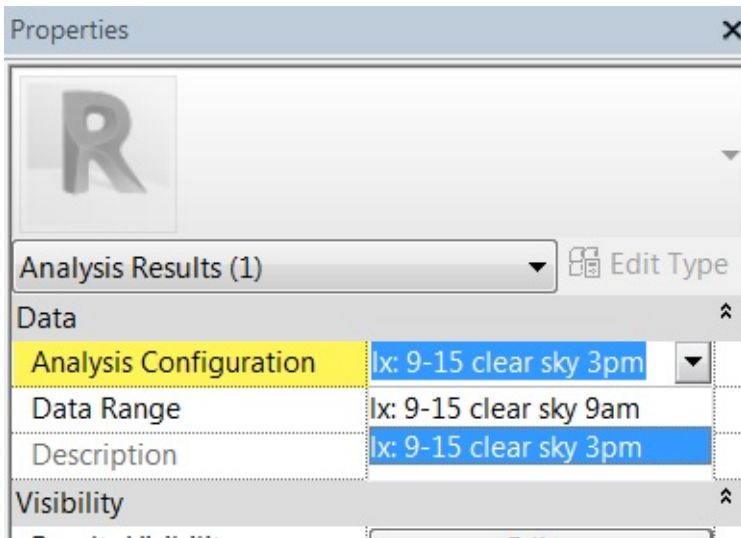
A. The **Analysis List Manager** allows you to **Delete** or **Rename** the selected analysis. Renaming can be helpful when you have multiple analysis types you are trying to organize. Analyses you have renamed will appear above the break in the drop down list.

B. Export will export all the settings associated with the selected analysis. It produces an XML file that includes information such as date and time settings, sky conditions, and location.

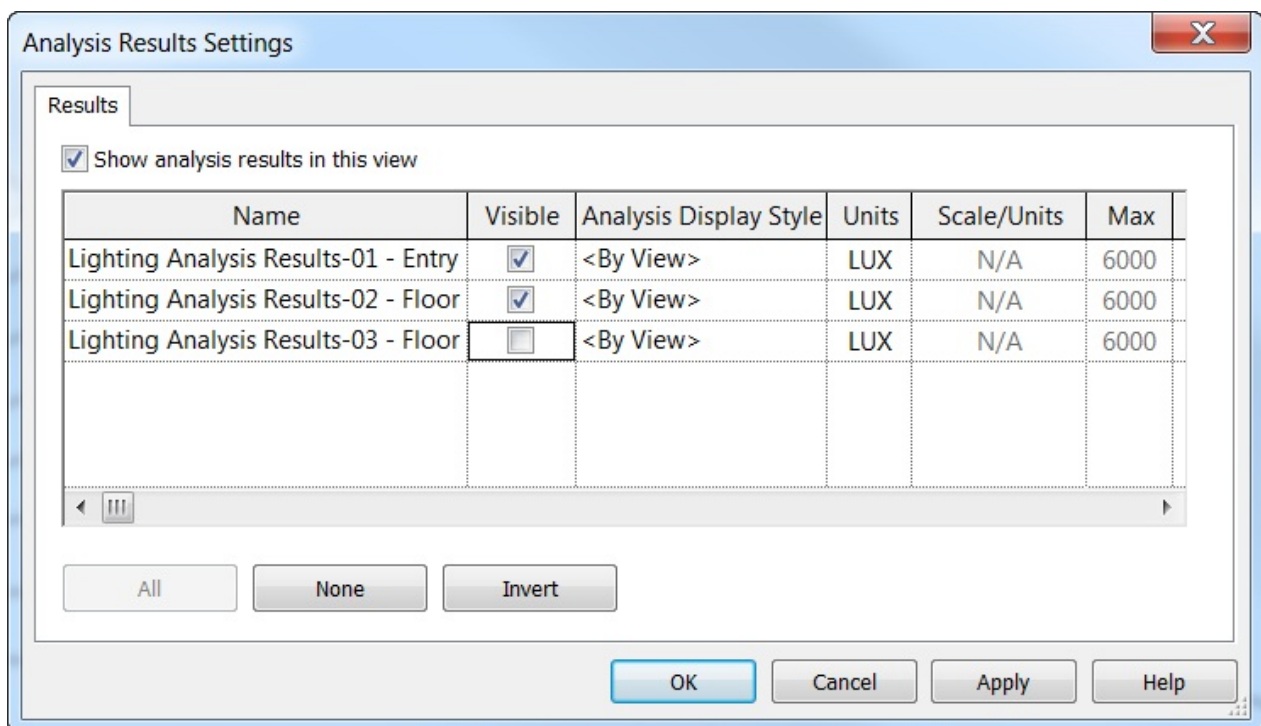
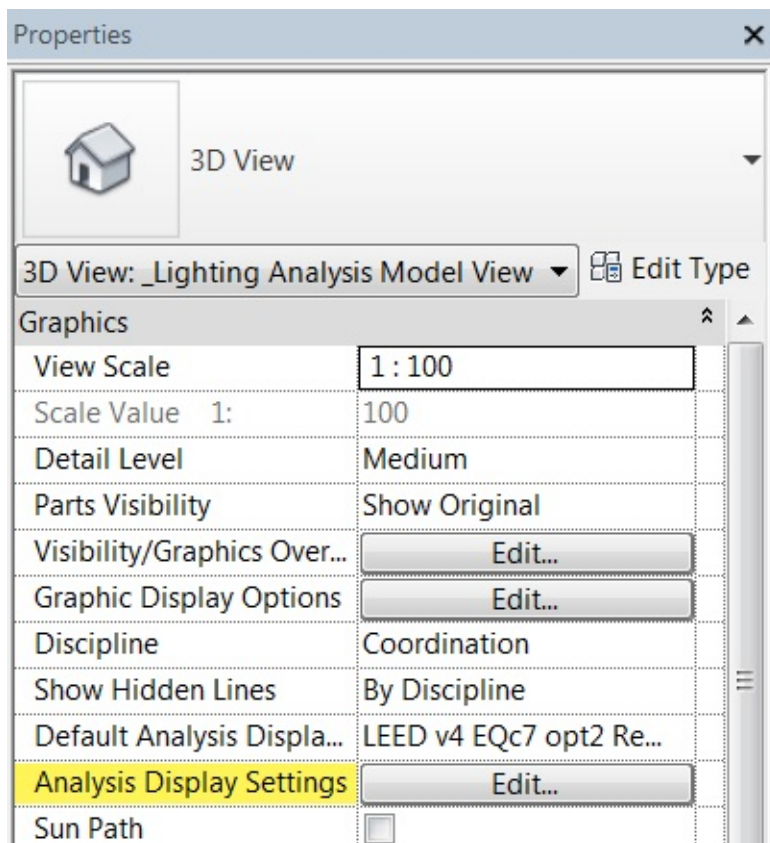
Analysis Display Settings

Insight Lighting Analysis with Revit uses Revit **Floor** elements to produce analysis planes.

For most study types, multiple results are available. To change between results, select the analysis plane and change the **Analysis Configuration** in the *Properties* panel.



You can also turn analysis planes on and off by level in 3D views. Open a 3D view and select **Analysis Display Settings** from the *Properties* panel to select which analysis planes are visible in the view.

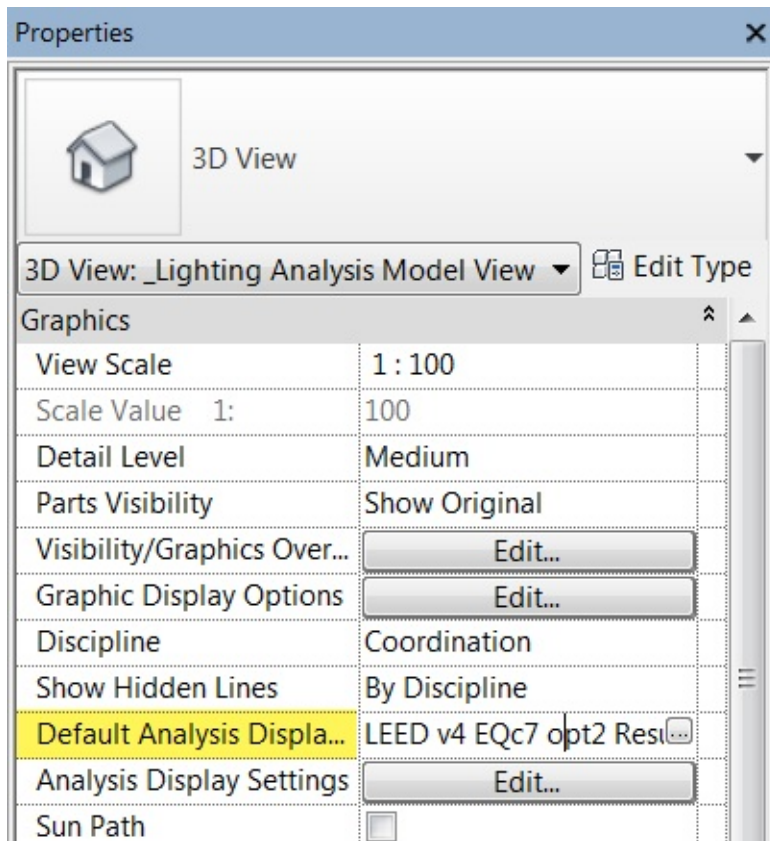


You can also change result *Units* through this dialog.

Customizing Analysis Visual Styles

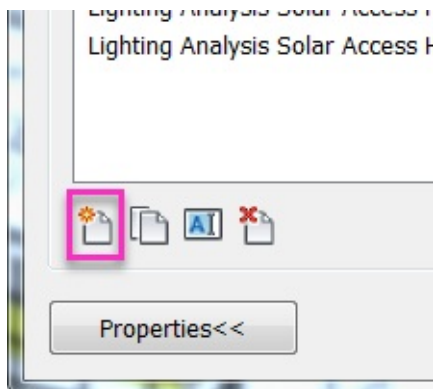
For all analysis types, default analysis display styles are used to visualize results. The steps below will allow you to modify these or create your own.

Open any view that has visible analysis results. In the *Properties* panel, select the [...] for **Default Analysis Display Style**.

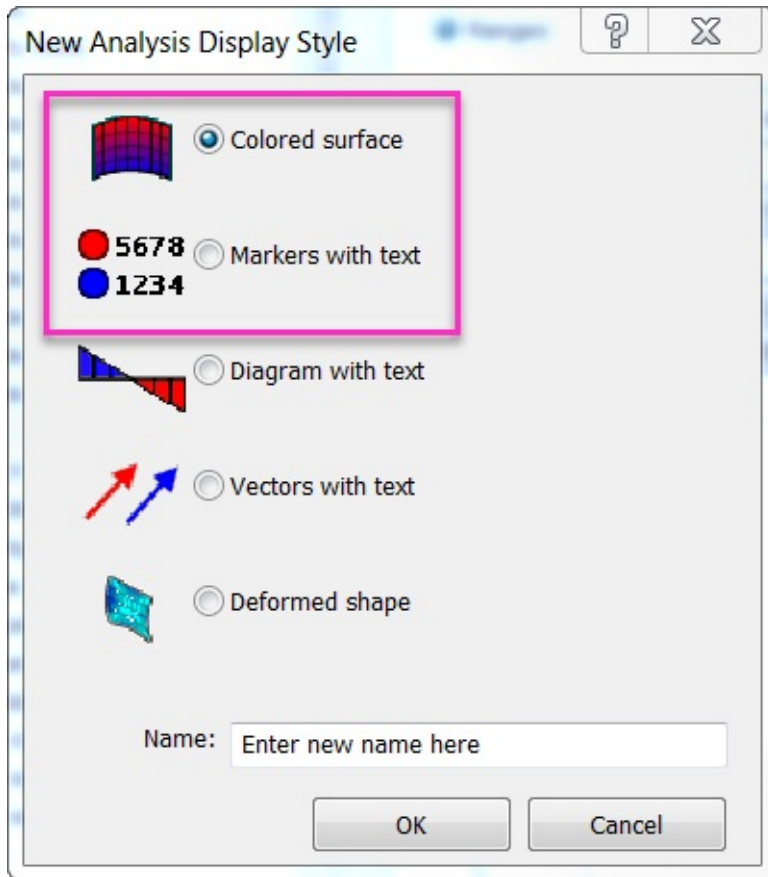


The **Analysis Display Styles** dialog will appear. The styles on the left are all default styles. Select any one of these to see change the visualization style in the current view.

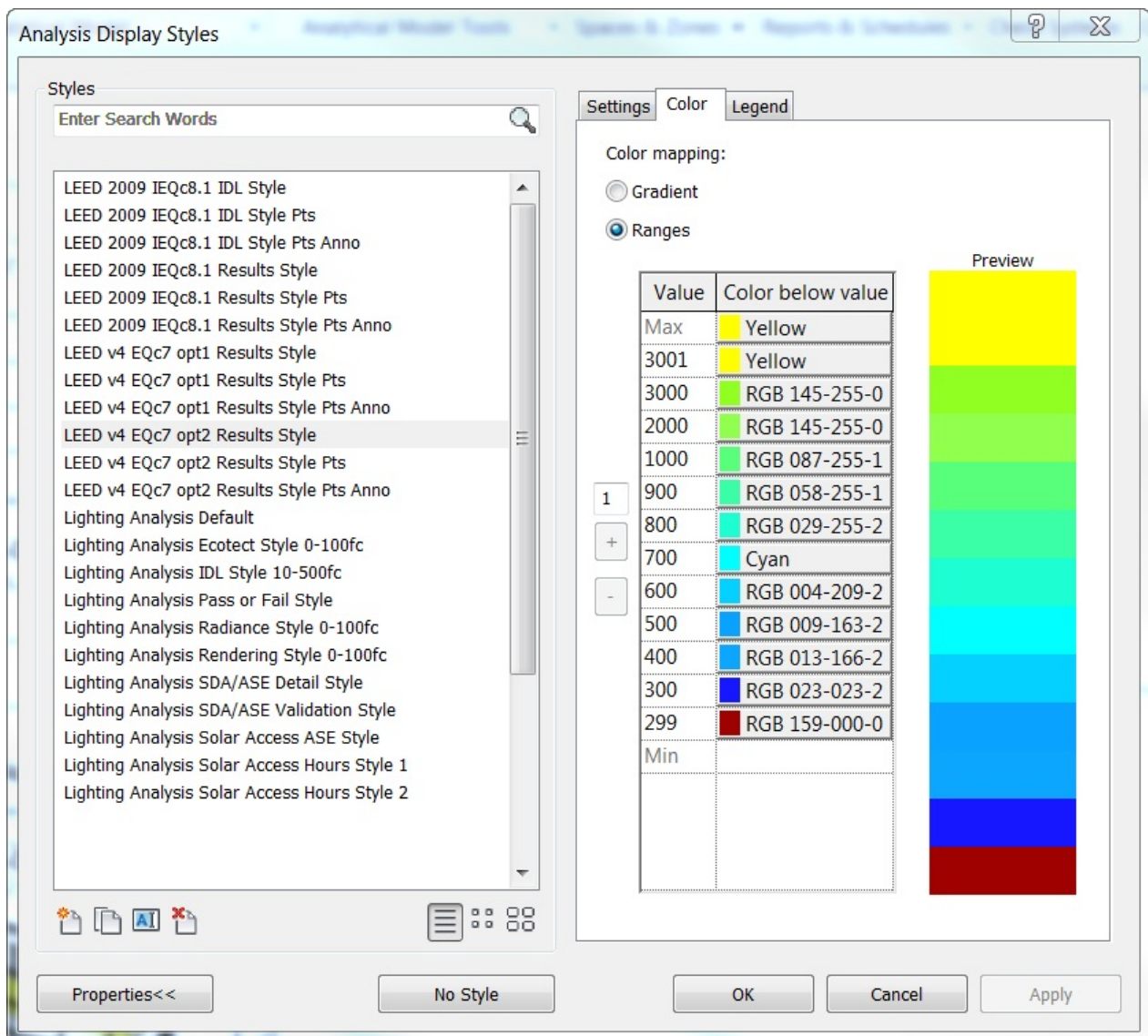
To create your own style, select **New**.



For lighting analysis results, **Colored surface** and **Markers with text** are the styles that should be used.



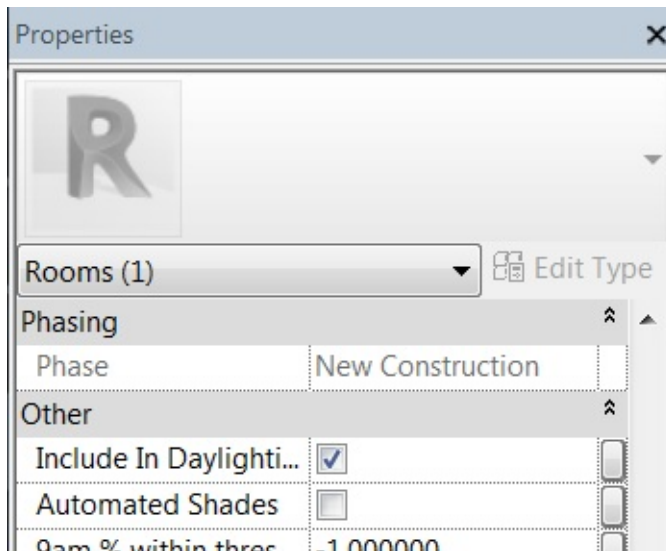
Control the **Settings**, **Color**, and **Legend** in the respective tabs.



Adding values associated with specific colors will allow you to highlight specific thresholds.

Room Parameters

When Rooms are specified in the model, and a lighting analysis is run, Room parameters get automatically created. These parameters are used for the schedule calculations. These parameters are editable in the “**_Lighting Analysis Room Schedule**” as well as when a room is selected and the *Properties* are edited.



Best Practices

1. Generally we always suggest running an analysis on a single Level with a coarse resolution (72-inch grid) to make sure everything looks right before doing the whole building.
2. Remember that you can always change Rooms settings after an analysis is complete, without the need to rerun the analysis. If you change Room properties (eg Include In Daylighting, Automated Shades), or add or remove Rooms, just regenerate the results to update the schedules and plan views. Refer to the Managing Results section of this guide.
3. The '_Lighting Analysis Model View' is the view that is exported for analysis. Check to be sure that everything you want included or not is in that view. You can 'Hide In View' any Elements that you don't want to include.
4. If you have any Worksets that are not visible in the view, these elements may still be included. If you have that situation, remove the workset from the model if you don't want to include the elements.
5. All Floor elements visible in the '_Lighting Analysis Model View' will be used to generate analysis points (and therefore cloud credits). If you are using Floor objects for things that are not actual Floors (eg shading devices), or if there are Floor objects outside the building, put these on a separate Layer so you can exclude those layers from the analysis run and reduce credit costs.
6. Since Floors are used to generate analysis points, check that your model does not have un-joined layered floors. This is sometimes done to have a structural slab 'floor' with different finish 'floor' elements on top. In those cases you will get two sets of points, and the cost will be higher. For these conditions, either Hide the finish Floor or the structural Floor, Join all the associated Floor layers, if possible, so they are recognized as a single element by the Lighting Analysis, or put the structural Floor on a separate Layer to be excluded from the analysis run.
7. Check the Materials that are In Use in the model for the following conditions (also refer to the Material Settings section of this guide):
8.
 - Appearance Properties are used for Render In Cloud and LAR, but the Graphics Properties are what you see in most Revit Visual Styles. Review the appearance of the materials in the '_Lighting Analysis' Model View by either selecting the 'Realistic' visual style, or select the checkbox for 'Use Render Appearance' for all materials on the Graphics tab of the Material editor. The latter method is best, as sometimes people use a Transparency property in the Graphics tab that doesn't match the one in the Appearance tab.

- Check that no materials are using 'Self Illumination' in the Appearance properties. This will add artificial light to those areas of the model. Check with your rendering team when doing that, as it's usually used as a workaround to make renderings look better.
- Check that no significant materials (eg walls, windows, etc) are using a Generic Appearance property with 'Transparency'. This will indeed make the object transparent, but not in a physically accurate way. It's fine to use for minor materials like furniture, but not for windows and other primary elements. Instead, for transparent elements, always use a Glass or Glazing material with RGB values corresponding to the transparency for the thickness of the element the material is applied to. You can download and use the Excel tool, "[glass-Tvis-settings-in Revit_worksheet](#)," to help calculate that. (FYI, you can add things like frit patterns using an overlay material with a Cutout pattern).
- If modifying Appearance properties, remember that any Material that uses the same 'Appearance Asset' will also inherit those changes. Best practice is to Copy the Appearance Asset ('Duplicate this Asset' button in the upper right of the Appearance tab), so it is unique before modifying it for an individual Material.

Additional Settings & Considerations

- Model Requirements
- Views & Schedules
- Material Settings
- Light Analysis Settings
- Sky Models
- Analysis Costs

Model Requirements

Insight Lighting Analysis with Revit requires a model composed of building elements (walls, floors, roofs, windows, curtain walls, etc). *A conceptual mass model will not work.*

Floors Floor elements are required to produce analysis planes. Therefore, in order for analysis planes to be produced in a model, floors must be present, and visible in the “**_Lighting Analysis Model View**” 3D view.

Rooms Rooms are not required for all study types, however they can make parsing through results easier and produce detailed schedules. This information can be accessed in the “**_Lighting Analysis Room Schedule.**”

Additionally, Rooms are required for the 2D floor plan “**_Lighting Analysis**” views to be created when results are generated.

The following analysis types require rooms to be placed in a model to get summary results and schedules. This is because the calculations are based on room area.

- LEED v4 EQc7 opt1
- Daylight Autonomy (sDA preview)
- Solar Access

All other analysis types do not require Rooms, but can prove helpful when working with results and schedules. When trying to run one of these analysis types without Rooms, you will receive a warning, but can proceed with the workflow.

Linked models When working with linked models, Floors and Rooms must be part of the main model. All other elements can be linked in. The analysis will not run if Floors and Rooms are linked in.

View & Schedules

The Insight Lighting Analysis plugin automatically creates several views and schedules when an analysis is run. All of these are prefaced with “**_Lighting Analysis.**”

Title	Description
<i>_Lighting Analysis Model View</i>	3D view; This is the view that dictates what is included (or not included) in the lighting analysis rendering; Can be overridden using Light Analysis Settings
<i>_Lighting Analysis – XX Floor Plan</i>	2D floor plan view created for every level that is included in the analysis, and has Rooms specified; If a level has no Rooms, a floor plan view will not be created for it; Can visualize which Rooms are included or not included in this view
<i>_Lighting Analysis Floor Schedule</i>	Schedule created showing percentage of area within results thresholds, by level included in analysis
<i>_Lighting Analysis Room Schedule</i>	Schedule created showing percentage of area within results thresholds, by level included in analysis

The “**_Lighting Analysis Model View**” 3D view is used to define the geometry and settings for the lighting analysis. You can create special settings for the analysis by making the necessary changes in this 3D view properties before clicking **Run Analysis**. For instance, you can hide or turn off objects in this view if you wish not include them in the lighting analysis.

Each time a lighting analysis is run, it will automatically change some of the settings for the “**_Lighting Analysis Model View**” 3D view unless you change the settings defined in the [Light Analysis Settings](#) dialog.

Design Options

When analyzing and comparing **Design Options** make sure whatever option you want to analyze is active in the "**_Lighting Analysis Model View**" 3D view. Whatever geometry is enabled in this view will be used for the lighting analysis.

Material Settings

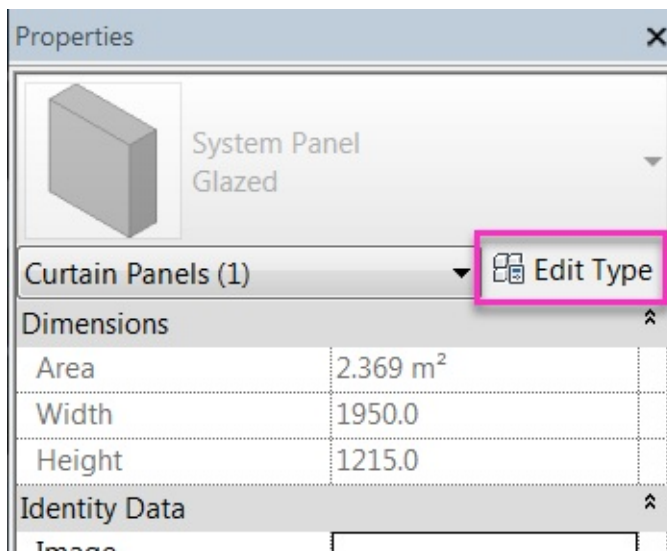
To make your results more accurate, you'll want to assign the appropriate material properties to your window glass and interior surfaces. If you find that you often use similar material finishes or glazing properties in your projects, it might be worth add materials with proper illuminance rendering settings to your **Material Browser**.

Transparent Materials

Visible transmittance (T_{vis}) for transparent materials is an important consideration for lighting analysis. It will dictate how much light is able of entering the building through glazing. Visible transmittance is controlled by the **RGB** values in the *Revit Material Browser*. Follow the steps below to set visible transmittance for transparent surfaces.

The default visible transmittance settings for most glazing used in Revit window families are generally much higher than glazing values typically used in buildings today. Setting valid glazing T_{vis} is important for getting valid illuminance simulation results.

Select the glass pane that you want to edit. Select **Edit Type** from the *Properties* panel.



For Window elements, this can be done by editing the family. For Curtain Panels, this can be done by selecting the glazing element.

Glass panes that have a thickness of ½" to 1" (12.7mm to 25.4mm) will provide the most accuracy and flexibility in range of transparency.

To change the visible transmittance for the glass pane, edit the **Material**. This will open the **Material Browser**.

Type Properties

Family: System Panel Load...
 Type: Glazed Duplicate...
 Rename...

Type Parameters

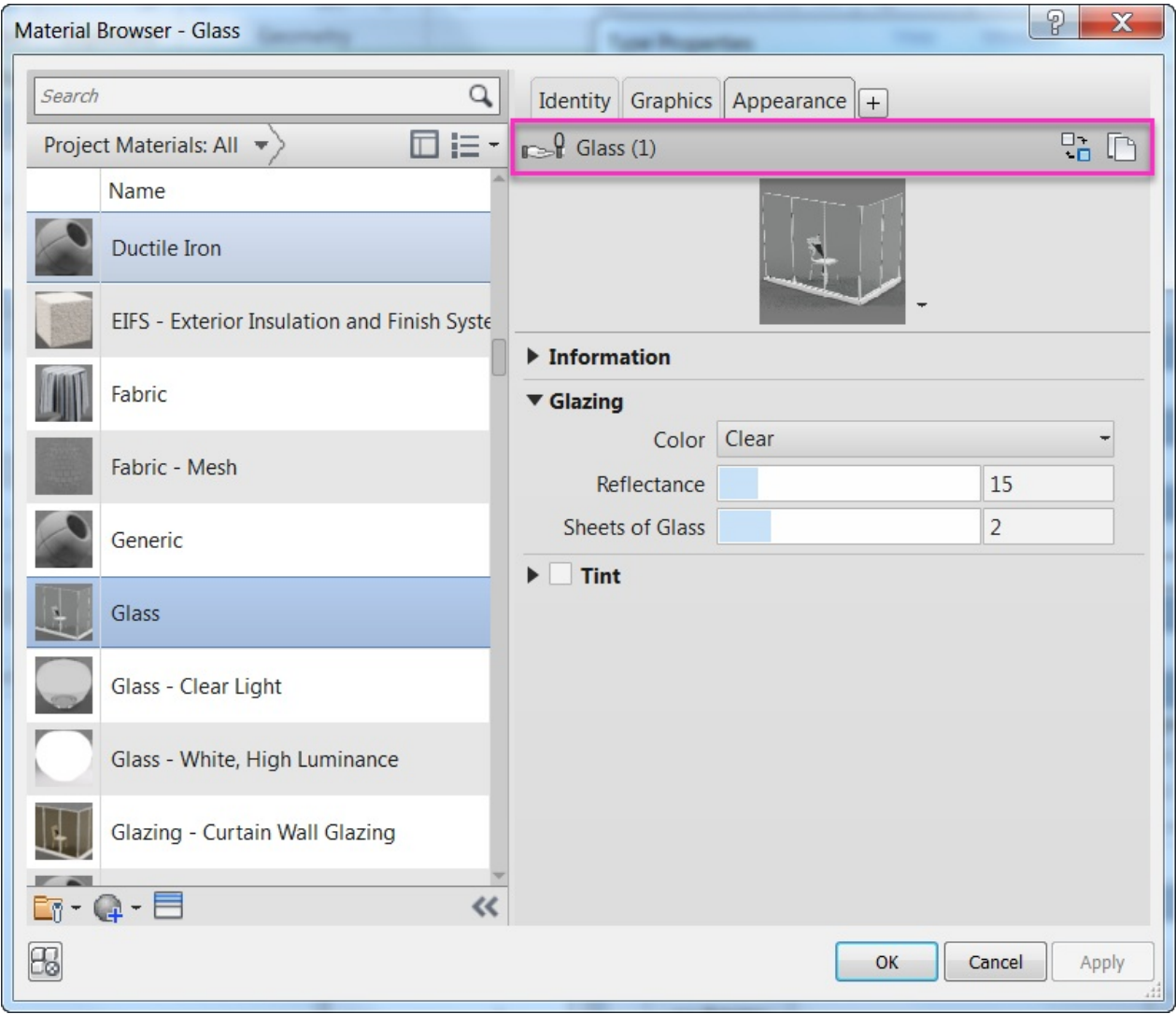
Parameter	Value
Constraints	
Offset	37.0
Construction	
Construction Type	
Materials and Finishes	
Finish	
Material	Glass
Dimensions	
Thickness	25.0
Analytical Properties	
Analytic Construction	Single glazing SC=0.7
Visual Light Transmittance	0.620000
Solar Heat Gain Coefficient	0.700000
Thermal Resistance (R)	0.1492 (m ² ·K)/W
Heat Transfer Coefficient (U)	6.7018
Identity Data	
Type Image	

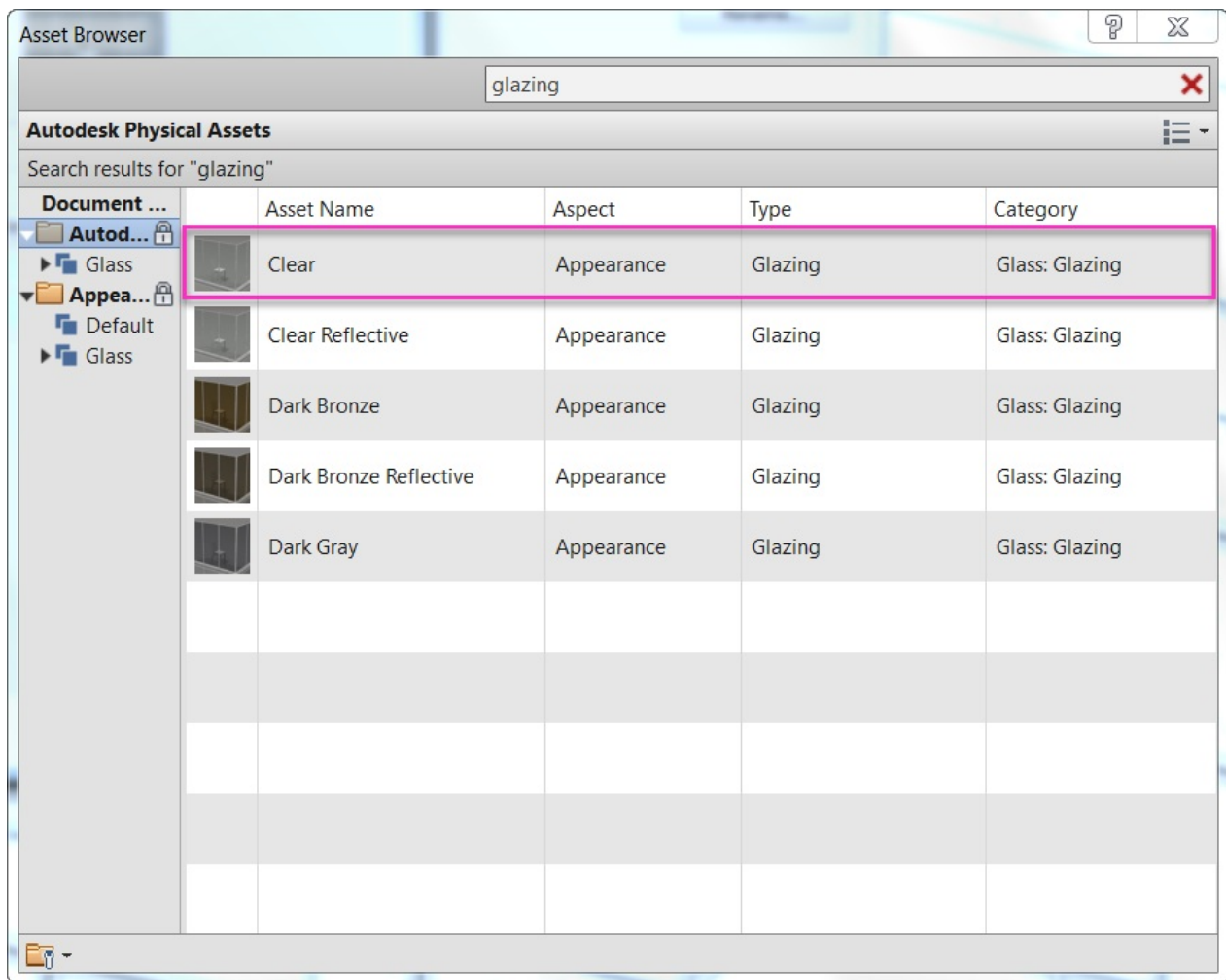
<< Preview OK Cancel Apply

Note that the *Analytical Properties* of the glass will not affect lighting analysis results. These settings are for energy analysis only.

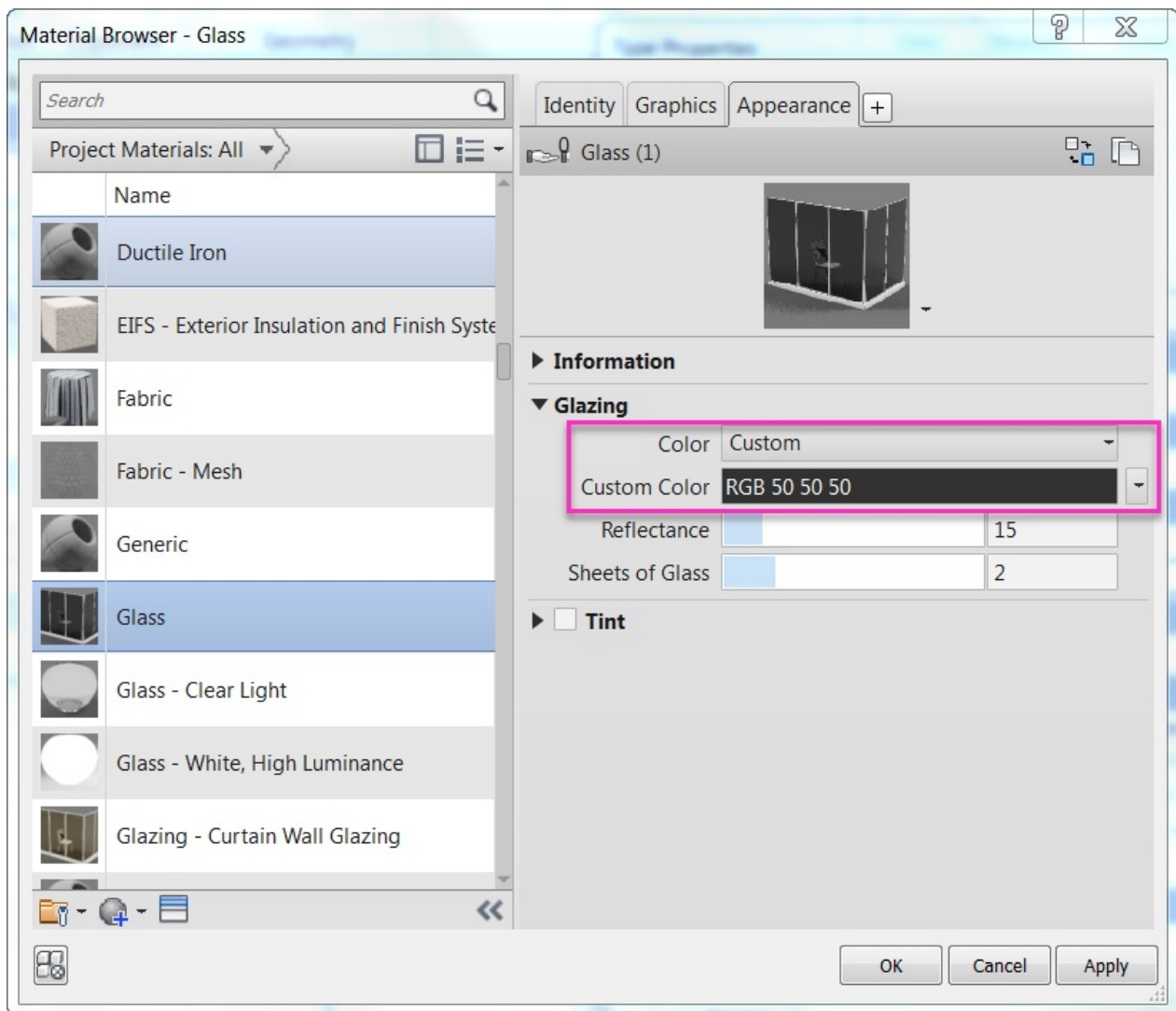
In the *Material Browser*, open the **Appearance** tab. The **Appearance** tab is the **only** tab that affects the results for illuminance analyses.

Make sure that the asset assigned to the material is an actual transparent material. If not, replace the asset using the **Asset Browser** and assign a transparent material, such as **Glazing** or **Glass**.





Once a transparent asset has been assigned to the material, under the *Glazing* section, change the **Color** to **Custom**. Then, enter the **RGB** values corresponding to pane thickness and desired Tvis.



The **Reflectance** setting is *not* used for illuminance renderings. The A360 Rendering engine uses a predefined reflectance of ~4%.

The **Sheets of Glass** is also *not* used for illuminance renderings. The A360 Rendering engine uses the actual modeled Revit geometry. For example, if a Revit window family includes two panes of glass, the illuminance rendering will consider the combined effect of both panels.

Diffuse glazing and the effect of light passing through frosted or fritted glass is not supported by Revit's material and asset definitions.

To determine what **RGB** values to use to represent the desired Tvis for your glazing, use the table below, or download this worksheet. Defining the visible transmittance depends not only on the RGB values used, but also the thickness of the glass and how many panes are modeled in Revit.

It is recommended to always use RGB values that are equal to each other. This is for simplicity's sake and should not affect analytical results since illuminance renderings are measuring the quantity of light, not the quality or color of that light.

			Visible Transmittance								
			90%	80%	70%	60%	50%	40%	30%	20%	10%
Revit (modeled) pane thickness	single	3.0 mm	171	24	2	0	0	0	0	0	0
		4.0 mm	189	43	8	1	0	0	0	0	0
		5.0 mm	201	61	16	3	0	0	0	0	0
		6.0 mm	209	78	25	7	1	0	0	0	0
		8.0 mm	219	105	45	17	5	1	0	0	0
		10.0 mm	226	125	64	29	11	3	0	0	0
		12.7 mm	232	146	86	47	22	9	3	0	0
		25.4 mm	243	193	148	109	76	49	27	12	3
		28.6 mm	244	199	157	120	87	59	35	17	5
	double	3.0 mm	-	154	50	14	3	0	0	0	0
		4.0 mm	-	175	76	29	9	2	0	0	0
		5.0 mm	-	189	96	44	18	5	1	0	0
		6.0 mm	-	198	113	59	28	11	3	0	0
		8.0 mm	-	211	139	86	48	24	9	2	0
	triple	3.0 mm	-	-	137	58	21	6	1	0	0
		4.0 mm	-	-	160	84	39	15	4	0	0
		5.0 mm	-	-	175	105	57	27	10	2	0
		6.0 mm	-	-	186	121	73	39	17	5	0
	quad	3.0 mm	-	-	224	118	55	21	6	1	0
		4.0 mm	-	-	232	143	81	40	16	4	0
		5.0 mm	-	-	236	160	101	58	28	10	1
		6.0 mm	-	-	239	173	118	74	40	17	4

To use this chart:

- Determine the modeled thickness of the glazing pane geometry in your Revit model and the number of panes modeled. For multiple panes, the thickness applies to each pane. These values are the rows.
- Determine the overall desired Tvis. This value is the column.

For example, for a double pane window where each pane is 3.0 mm thick, and a desired Tvis of 70%, the RGB values would be 50-50-50, and you would enter **R50-G50-B50** into the Material Browser. Note that a “perfectly clear” piece of glass would have a Tvis of about 92%.

The actual Tvis derivation for a single pane of glass is calculated as:

$$T_{vis} = 0.9216 * 10^{(thickness_in * \log_{10}((color/255)^2))}$$

Where *thickness_in* = thickness of the pane in inches *color* = value in the Revit dialog [0-255]

The table above calculates the inverse of this function. The equation is derived from the physics of light transport in glass. It combines the [Beer-Lambert](#) law of transmission and the [Fresnel equations](#) (which are used to calculate the leading constant: [1-R](#)). The renderer implements these physical equations because they automatically account for things like directional variation in reflectivity and transmissivity and greater absorption in thicker panes of glass. Further it ensures that glass is always handled in a physically correct and consistent manner.

Opaque Materials

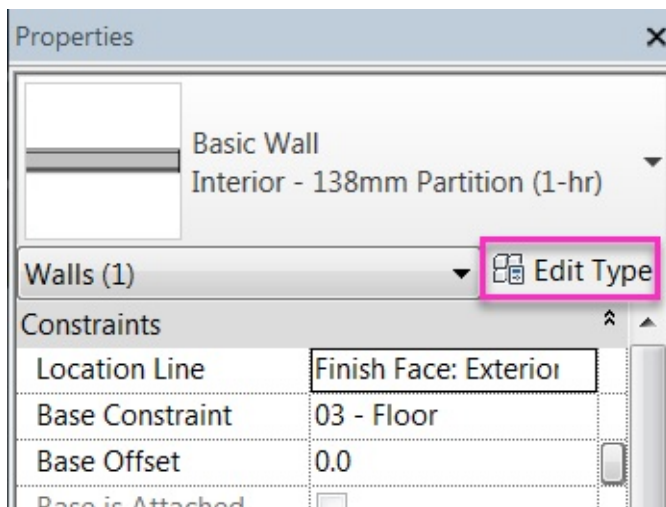
Material reflectivity is an important consideration for lighting analysis. It will dictate how much light bounces off the interior surfaces and further into the building. Material reflectivity is controlled by the **RGB** values in the *Revit Material Browser*. Follow the steps below to set material reflectivity for opaque surfaces.

Standard values for material reflectivity are listed below.

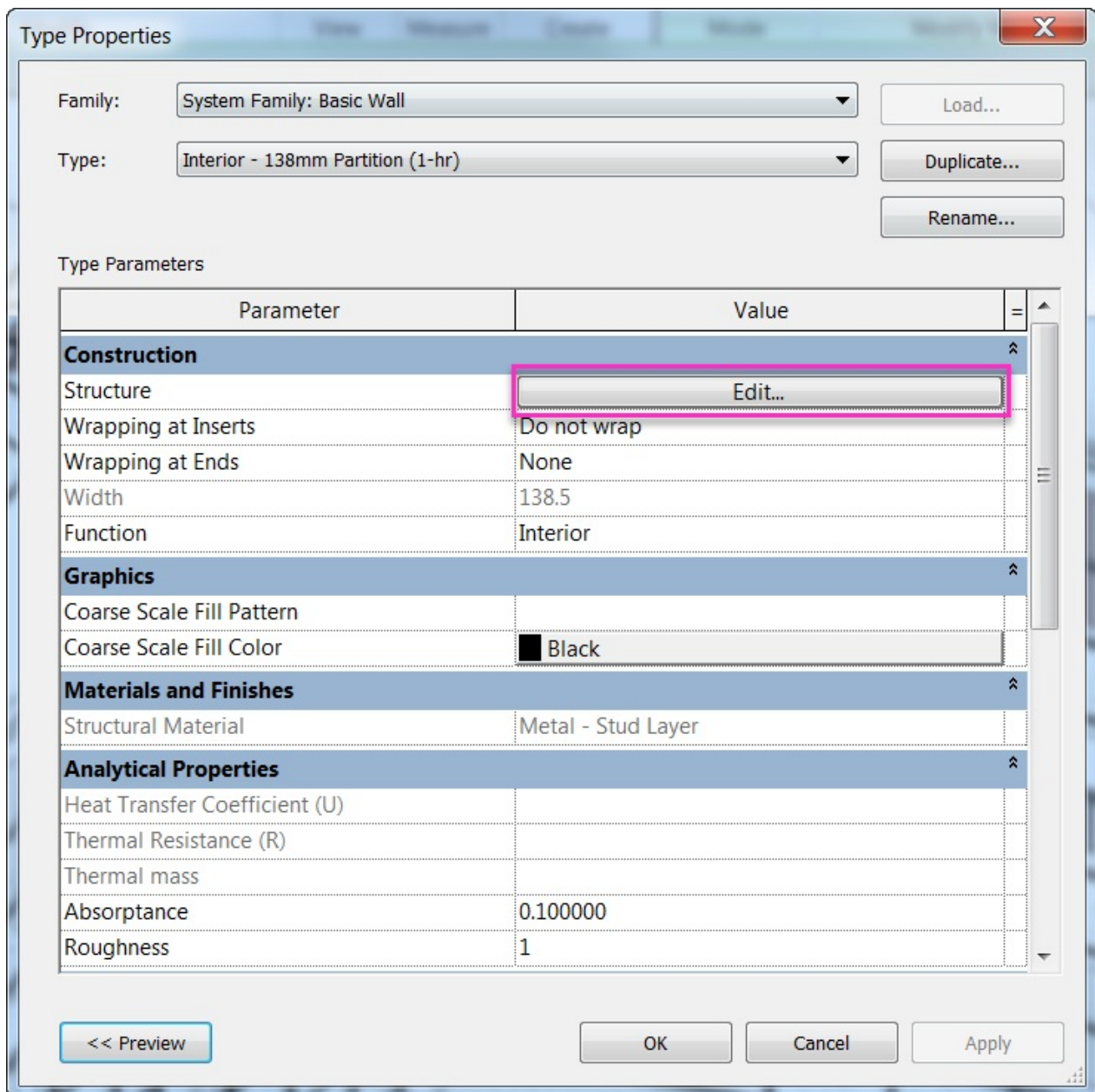
Element	Reflectivity
<i>Ceilings</i>	85%
<i>Walls</i>	60%
<i>Floors</i>	25%

Download this worksheet to help quickly define RGB values for different reflectivity values.

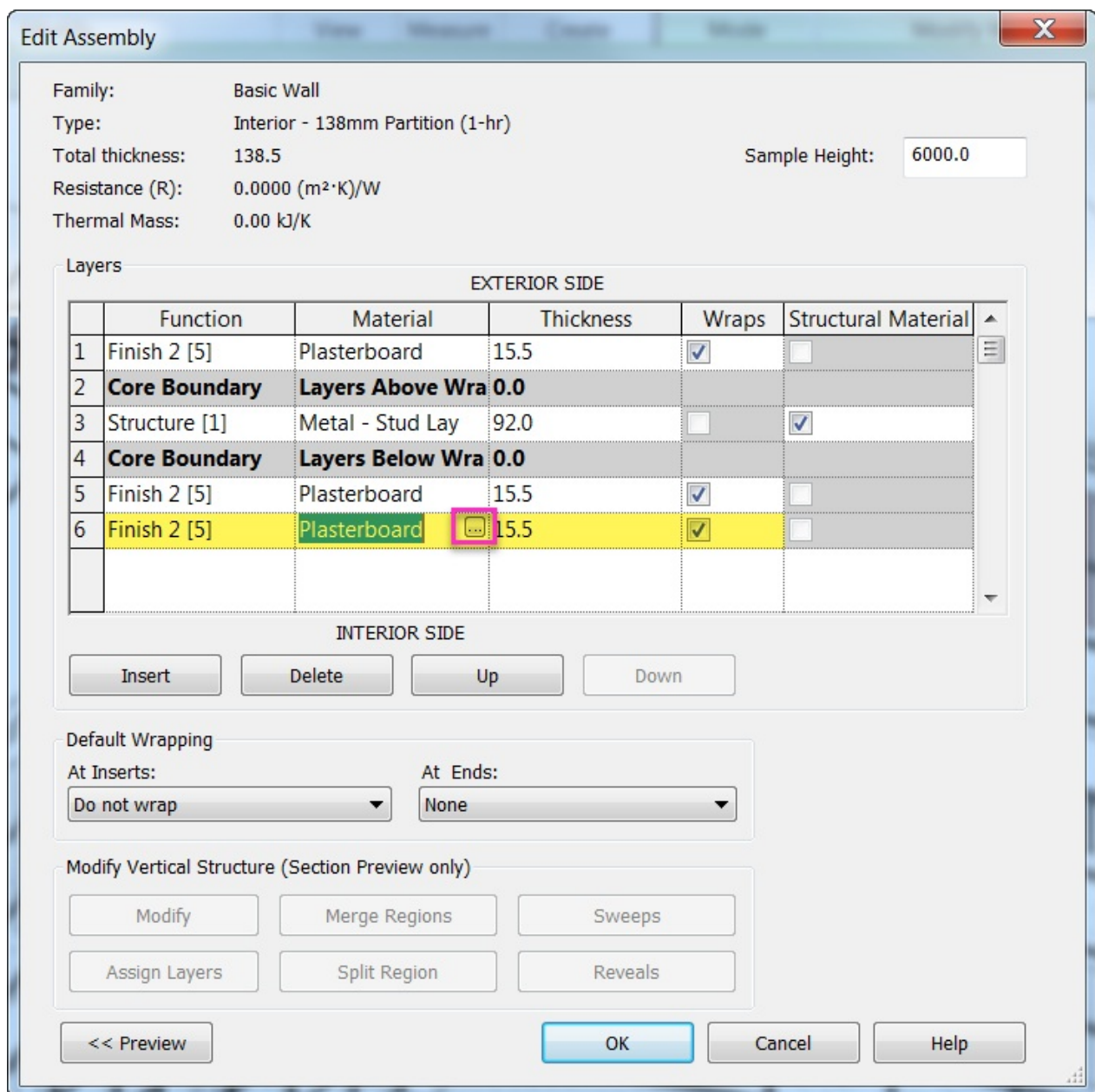
Select the Revit element that you want to edit. Select **Edit Type** from the *Properties* panel.



To change the properties associated with the materials that make up the element, **Edit the Structure**.

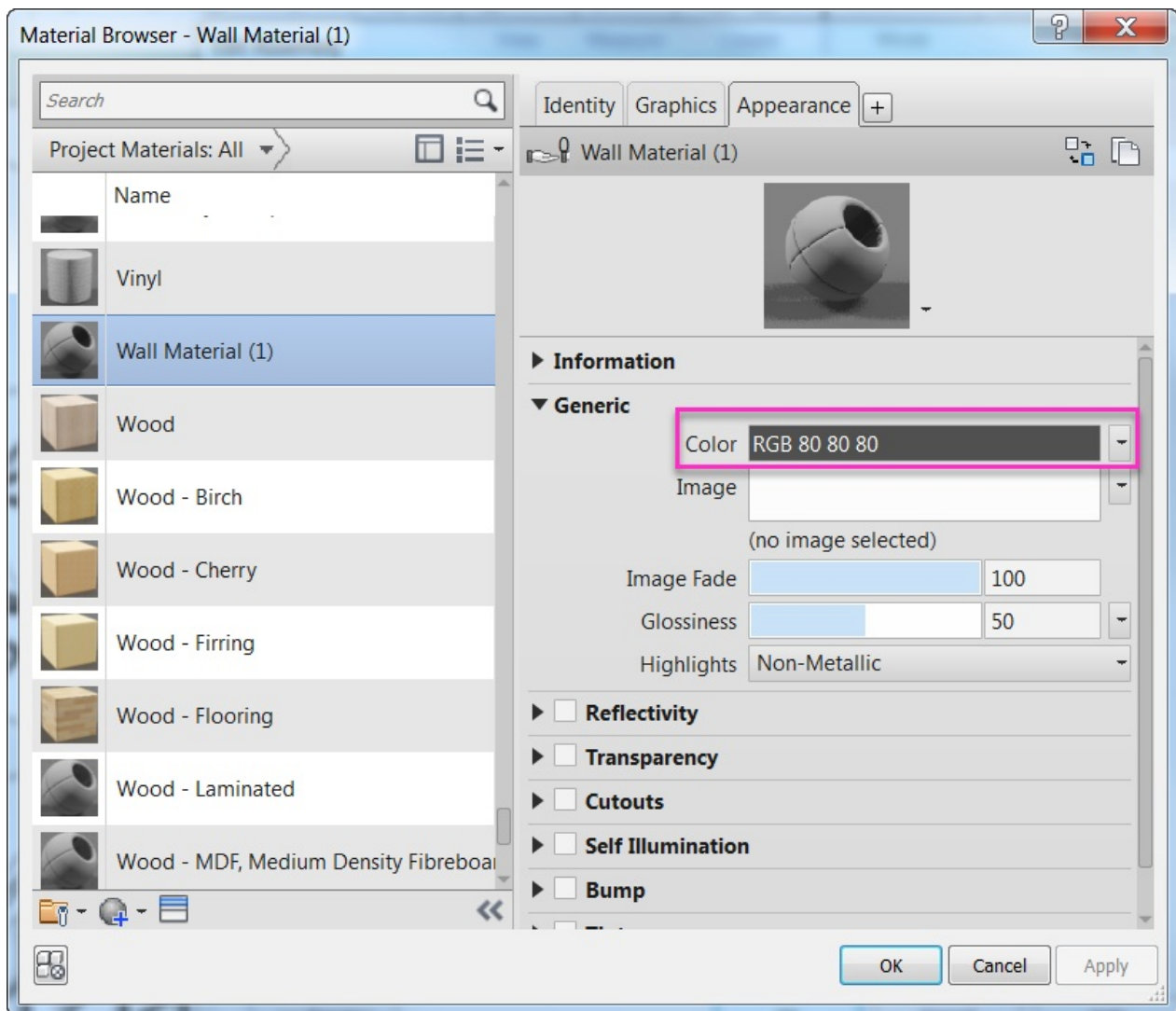


Select the interior face of the element. This will open the *Material Browser*.



In the *Material Browser*, open the **Appearance** tab. The **Appearance** tab is the **only** tab that affects the results for illuminance analyses.

In the **Generic** panel, editing the **RGB** values will control reflectivity for opaque finishes. If an image is selected for the **Appearance**, the average colors of the picture will determine the basic material reflectivity.



RGB values are based on the following formula:

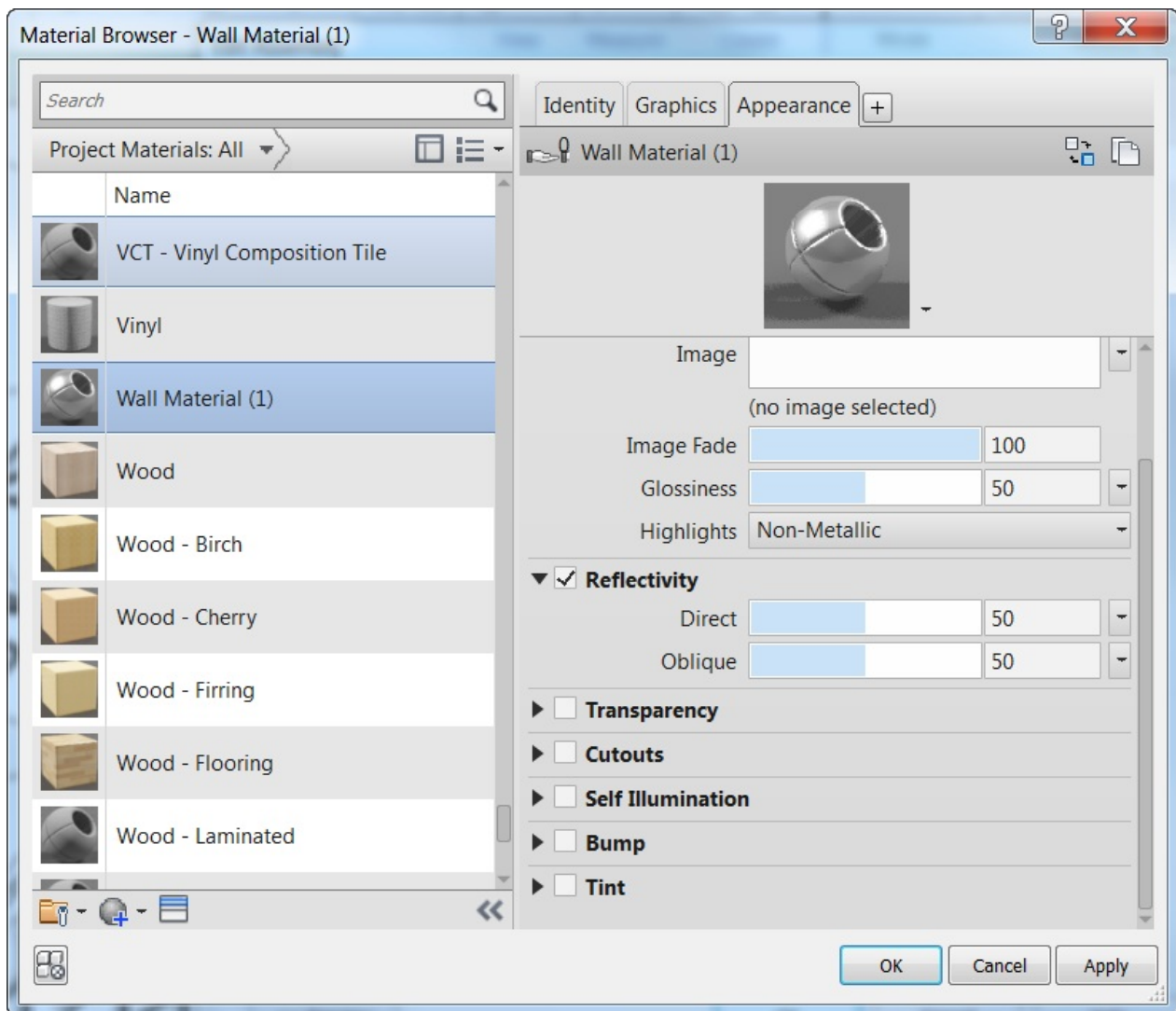
$$((0.2126R + 0.7152G + 0.0722B) / 255)$$

\$\$

You can use the table below, or the worksheet available [here](#) to define RGB values for specific reflectivity values.

Reflectivity	R	G	B
100%	255	255	255
98%	250	250	250
94%	240	240	240
90%	230	230	230
86%	220	220	220
82%	210	210	210
78%	200	200	200
75%	190	190	190
71%	180	180	180
67%	170	170	170
63%	160	160	160
59%	150	150	150
55%	140	140	140
51%	130	130	130
47%	120	120	120
43%	110	110	110
39%	100	100	100
35%	90	90	90
31%	80	80	80
27%	70	70	70
24%	60	60	60
20%	50	50	50
16%	40	40	40
12%	30	30	30
8%	20	20	20
4%	10	10	10
0%	0	0	0

When all other attributes in the **Appearance** tab are unchecked, the material will have a matte finish and only diffuse reflectivity (it will not be “shiny”). You can simulate shiny, or specular, materials by checking **Reflectivity** and changing the settings.

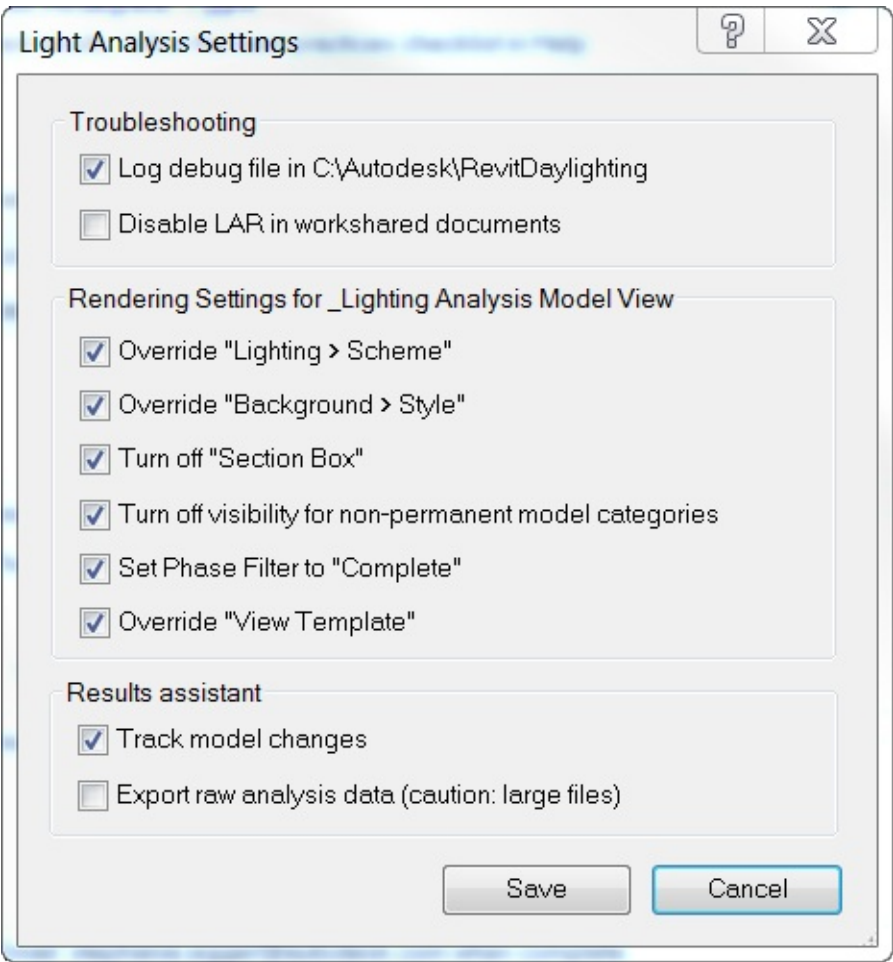


All other categories in the **Appearance** tab (*Transparency*, *Cutouts*, *Self Illumination*, *Bump*, and *Tint*) define surface appearance properties. These will affect overall light reflectivity.

Light Analysis Settings

For most analysis types, it is not necessary to change any of the default light analysis settings, however some of them can help you work more efficiently. The image below depicts the default settings.

These settings persist with Revit, not the project, so be aware that any changes that you make to the settings will keep for all other projects until you change the settings.



Troubleshooting

<i>Log debug file in C:\Autodesk\RevitDaylighting</i>	This option automatically creates a log file in the listed structure. This can be helpful when troubleshooting.
<i>Disable LAR in workshared documents</i>	Lighting Analysis saves data from the last analysis generated with the Revit document. Select this option to prevent running a lighting analysis on a workshared model.

Rendering Settings for _Lighting Analysis Model View

The "**_Lighting Analysis Model View**" 3D view is used to define the geometry and settings for the lighting analysis. Any changes you make to this view before selecting **Run Analysis** will be represented in your analysis results. For instance, you can hide or turn off objects in this view to not include them in the lighting analysis.

Each time a lighting analysis is run, it will automatically change some of the settings for the "**_Lighting Analysis Model View**" 3D view, unless you change the settings defined in the **Light Analysis Settings** menu.

Override "Lighting > Scheme"	If checked, the Lighting Scheme for the Rendering Settings for the " _Lighting Analysis Model View " 3D view is set to " Interior: Sun only ". Unchecked, this setting allows you to change the Rendering Settings to include electric lights.
Override "Background > Style"	If checked, the Background Style for the Rendering Settings for the " _Lighting Analysis Model View " 3D view is set to " Sky: No clouds ".
Turn off "Section Box"	If checked, the section box for the " _Lighting Analysis Model View " 3D view is turned off. Unchecked this setting allows you to exclude parts of the model using the section box, but be aware any open areas or floors will be subjected to "full sun."
Turn off visibility for non- permanent model categories	This option hides the following categories of elements in the " _Lighting Analysis Model View " 3D view: <i>Furniture, Furniture Systems, Entourage, _and Planting_</i> . Unchecking this setting allows you to include these elements and their impact will be represented in the lighting analysis results.
Set Phase Filter to "Complete"	If checked, the Phase Filter for the " _Lighting Analysis Model View " 3D view will be set to " Show Complete for Lighting ". This Phase Filter will display elements in New and Existing phases " By Category " and elements in Temporary and Demolished phases will not be displayed.
Override "View Template"	If checked, the View Template for the " _Lighting Analysis Model View " 3D view will be set to " None ."

Results assistant

Track model changes	Check this option to be warned when a change is made to the model that invalidates the lighting analysis results.
Export raw analysis data (caution: large files)	Use this option opens an Excel window with analysis points and illuminance values when results are generated. This export option is only available for the following study types: <i>Illuminance Analysis, LEED 2009 IEQc8 opt1, LEED v4 EQc7 opt2</i>

Sky models

Customized *Illuminance Analysis* and *Perspective Illuminance Renderings* allow you to specify **Sky Models** and irradiance data.

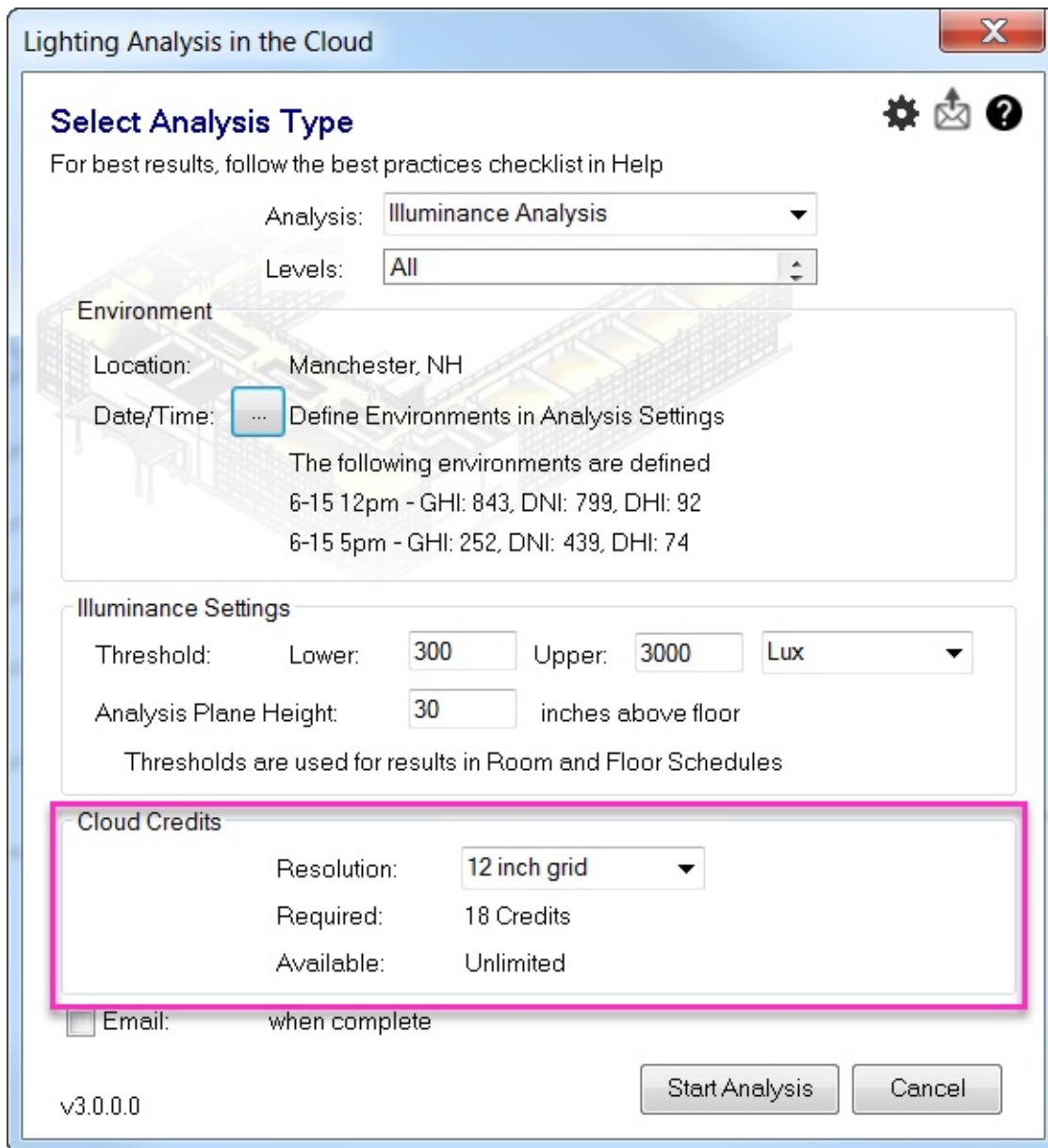
Perez All-Weather Sky	<i>The most commonly used model in daylighting simulation applications and the model most analysts use in Radiance. The Perez model yields accurate results for all sky types from clear to fully overcast. It is also the model LEED requires be used for daylighting predictions.</i>
CIE: Overcast Sky, Intermediate Sky, Clear Sky, Uniform Sky	<i>Simplified and standardized instances of the Perez model. They provide standard conditions for daylighting applications. If you know what kind of sky you will have, or you're trying to get values for a particular situation (clear or overcast) then it is a good idea to use a CIE model.</i>
Daylight Factor Sky	<i>Percentage of natural light falling on surfaces compared to that which would have fallen on a completely unobstructed horizontal surface under same sky conditions. The location or time of day does not matter if you are using a Daylight Factor Sky. Results will be expressed as a percentage.</i>

If you are unsure of which sky model to use, a good place to start is with the *CIE Overcast Sky* model. This model will not have the unique characteristics of direct sun, and represents an overcast condition that could happen at any time of day and is a good way to put your design to the test. It is often standard practice to also render using the Perez model at an equinox and the solstices to visualize a range of standard conditions.

Analysis Costs

Insight Lighting Analysis with Revit analysis uses Cloud Credits associated with your A360 account. [Learn more about Cloud Credits.](#)

You will be notified how many Cloud Credits are required and how many you have available with each analysis. When changing study type, levels included in the analysis, or resolution settings, selecting **Check Price** will recalculate your Cloud Credit costs. You will not be charged any Cloud Credits until the analysis successfully completes and you generate analysis results in your model. You will have the option to accept or decline the transaction at this point.



The image shows a software dialog box titled "Lighting Analysis in the Cloud". It contains several sections for configuring an analysis. The "Select Analysis Type" section has dropdowns for "Analysis" (set to "Illuminance Analysis") and "Levels" (set to "All"). The "Environment" section shows "Location" as "Manchester, NH" and "Date/Time" with a button to "Define Environments in Analysis Settings". Below this, it lists two defined environments with their respective GHI, DNI, and DHI values. The "Illuminance Settings" section includes input fields for "Threshold" (Lower: 300, Upper: 3000) and "Analysis Plane Height" (30 inches), with a unit dropdown set to "Lux". The "Cloud Credits" section, highlighted with a pink border, shows "Resolution" as "12 inch grid", "Required" as "18 Credits", and "Available" as "Unlimited". At the bottom, there is a checkbox for "Email" (set to "when complete"), a version number "v3.0.0.0", and "Start Analysis" and "Cancel" buttons.

Lighting Analysis in the Cloud

Select Analysis Type

For best results, follow the best practices checklist in Help

Analysis: **Illuminance Analysis**

Levels: **All**

Environment

Location: Manchester, NH

Date/Time: ... Define Environments in Analysis Settings

The following environments are defined

6-15 12pm - GHI: 843, DNI: 799, DHI: 92

6-15 5pm - GHI: 252, DNI: 439, DHI: 74

Illuminance Settings

Threshold: Lower: **300** Upper: **3000** **Lux**

Analysis Plane Height: **30** inches above floor

Thresholds are used for results in Room and Floor Schedules

Cloud Credits

Resolution: **12 inch grid**

Required: **18 Credits**

Available: **Unlimited**

☐ Email: when complete

v3.0.0.0

Start Analysis **Cancel**

Cloud Credit Pricing

Illuminance Analysis LEED 2009 IEQc8 opt1 LEED v4 EQc7 opt2	<i>72 inch grid</i>	<ul style="list-style-type: none"> Free for up to 25,000 sf (2,300 sqm) ~1 Cloud Credit per 12,500 sf (1,100 sqm) after
	<i>12 inch grid</i>	<ul style="list-style-type: none"> Free for up to 6,000 sf (550 sqm) ~1 Cloud Credit per 3,000 sf (270 sqm) after
LEED v4 EQc7 opt1	<i>24 inch grid</i>	<ul style="list-style-type: none"> Free for up to 1,300 sf (120 sqm) ~1 Cloud Credit per 1,200 sf (110 sqm) after
Daylight Autonomy (sDA preview)	<i>24 inch grid</i>	<ul style="list-style-type: none"> Free for up to 6,000 sf (550 sqm) ~1 Cloud Credit per 2,500 sf (230 sqm) after
Solar Access	<i>12 inch grid</i>	<ul style="list-style-type: none"> Free for up to 6,000 sf (550 sqm) ~1 Cloud Credit per 2,500 sf (230 sqm) after

Manage Cloud Credit Costs

The area of floor objects included in the analysis determines Cloud Credit costs. Keep Cloud Credit costs down by considering the following:

- ***Choose only the floors you are interested in.***

Sometimes floor objects can be used to build exterior surfaces, shading devices, etc.

Analyze only specific levels or remove unwanted floor area from the 3D “_Lighting Analysis Model View.” Also, make sure there are not duplicate floors overlapping on the same level.

- ***Choose one level at a time to confirm model settings before running a full analysis.***

If your level's floor area is within the free pricing threshold, you can often run these setup analyses for free. Use these free analyses to get familiar with how the tool works and test different settings before running an analysis for the full model.

- ***Choose low resolution (72 inch) to confirm model settings before running a high resolution (12 inch) analysis.***

Use a low resolution analysis to check your settings and materials and get familiar with the tool. Low resolution analyses are available for some study types, and require less Cloud Credits. When ready for final analysis, you can use a high resolution.

- ***Only run a new analysis when you make an invalidating change.***

Once you populate analysis results in your model, you can do a lot without having to run a new analysis. If you modify Rooms, Room Parameter settings, analysis display styles, schedule layout and column contents, or modify or create new 3D views, just select the run to repopulate and update results. When you change the model geometry, materials, or light fixtures, then you should run a new analysis, as the lighting conditions are changed.

- ***Join finish floors to underlying floor layers on the same level so only one layer is analyzed.***

Many Revit models include layers of floors to indicate different finish surfaces in different areas of the building. This results in increased floor area, and increased Cloud Credit costs. Best practice is to use *Modify > Geometry > Join* to join the layers. You will still be able to show or hide finish floors in different views, but if floors are joined, only the top level will be used for the analysis.

Validation

Insight Lighting Analysis with Revit leverages the [A360 Rendering service](#).

A360 Rendering uses bidirectional ray tracing but with an additional intelligent algorithm to determine the ray order such that the most important rays are generated first. The result is a much faster convergence to final results. The engine calculates all the bounces that are important for making conclusions. The algorithm is called [Multidimensional Lightcuts \(Siggraph 2006\)](#), with trade secret/patented extensions. This approach differs from other tools that follow the bounces of a photon even past the point where it practically affects the rendering.

The engine has been validated with the help of one of the top daylighting firms in the country. They used a consistent model to compare A360 Rendering illuminance outputs to both Radiance and to actual light level measurements of the space.

Support & FAQ

Get support for Insight Lighting Analysis with Revit on the [Insight Lighting & Solar Analysis Forums](#).

Be sure to visit the [A360 Rendering Forum](#) if you have specific questions about A360 Rendering.

Troubleshooting

All my results are zero (red)—this can't be right.

This is often the case when transparent assets aren't actually assigned to glazing materials. The glass in your model may look transparent, but you need to make sure the material asset assigned to it is transparent as well. Follow the steps for defining [Transparent Materials](#), and pay special attention to assigning a transparent Asset. Using clear glazing is a good option.

If you're confident that materials are properly set up, make sure there are no opaque elements blocking your windows. For example, sometimes when using layered wall constructions, a window element won't create a void for all wall layers. If there is a wall layer, or any other element, blocking the windows, make sure to hide it in the “*_Lighting Analysis Model View*.”

Check the [Rendering Settings](#) for your view and make sure they are including the daylight or electric light inputs. Also check your [Light Analysis Settings](#) to make sure they support your input conditions.

Finally, check to make sure that your simulation date and time is occurring at an appropriate time. If you are analyzing daylight values at 12AM (midnight), there won't be any daylight to simulate (unless of course you are in an extreme northern or southern latitude!).

I don't think my results make sense.

If your results don't seem right, be sure to check the suggestions listed above for material settings, glazing obstructions, settings, and simulation time. Additionally, you might want to check the following.

Opaque materials (walls, floors, ceilings, etc) may have a "self-illuminance" modifier defined in the **Appearance** tab of the *Material Browser*. This can happen artificial characteristics are used to enhance visual renderings.

In the “*_Lighting Analysis Model View*,” make sure there is not Section Box cutting a wall open, or any other part of your model. The Section Box is usually automatically ignored for analysis, but the [Light Analysis Settings](#) option may have been changed.

I'm seeing conflicting results planes between my 2D and 3D views.

It might be possible that there are two different [Floor elements sandwiched together in your model](#). Since the lighting analysis planes are created from Floor elements if there are multiple Floor elements on top of each other or assigned to the same Level, there will likely

be multiple analysis planes on top of each other, creating conflicting views or double markers. Try removing or hiding the unnecessary floors in the "*_Lighting Analysis Model View*." Bonus, doing so will probably lower your Cloud Credit costs as well.

Can I exclude Rooms from the calculation before I submit the analysis?

Rooms that are checked in checked or unchecked in the "*_Lighting Analysis Room Schedule*" will only impact results visualizations and threshold calculations. It will not impact futures analyses.

To exclude areas or elements from future lighting analyses, you will want to [control the "*_Lighting Analysis Model View*."](#)

How do I include the impacts of Sola-tubes in my analysis results?

Tubular skylights (SolaTube, Velux Sun Tunnel, ODL, etc) can be modeled as Light Fixtures associated with an IES lighting distribution profile. The IES files should be specific to location and time of your analysis and are available from most skylight manufacturers. Most manufacturers also have Revit families that can be used to host the IES file, or you can use any generic fixture to create a tubular skylight fixture.

After creating the fixture, follow the workflow to [include electric lights](#), where the skylight fixtures are acting as electric lights.

Why aren't Automated Shades available for sDA/ASE study types?

One of the differences between *LEED v4 EQc7 opt1* (sDA/ASE) calculations and *LEED v4 EQc7 opt2* (single point in time) calculations, is that for sDA/ASE analysis types, shades need to physically modeled, versus just expanding the threshold limits. Currently, Revit doesn't include shades for sDA/ASE analysis types. However, it's worth noting that including shades should change the results by a great amount. In fact, including automated shades won't reduce the direct sun (ASE) liability, as ASE has to be calculated with shades open.

My available Cloud Credits aren't right.

If your available Cloud Credits don't match up with what is listed as available in manage.autodesk.com, you may need to contact your Autodesk reseller or [submit a support request](#).

What information gets sent to the A360 Rendering engine from my Revit model?

Revit creates an SPD file that gets sent to the A360 Rendering engine. The SPD contains:

- Model geometry (as triangle meshes)
- Project location (represented by the associated weather file)
- Material definitions and texture images (if included)

- Light fixture definitions and associated IES files
- Date and time set for the analysis
- Names and positions of selected 3D view cameras