

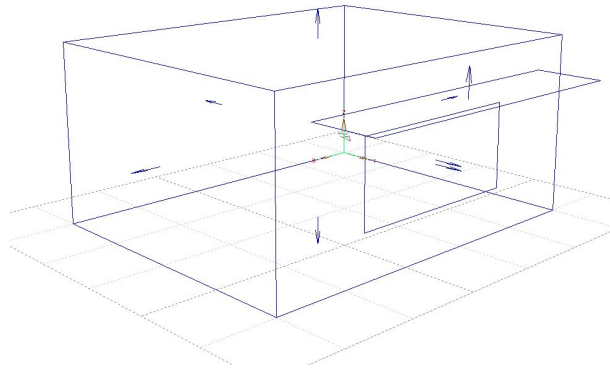
Creating Shading Device via Ecotect Wizard

- 1.) Create a window within the geometry or import the window in via separate .3ds layers. Make sure the window is separate from the wall.

To build in Ecotect:

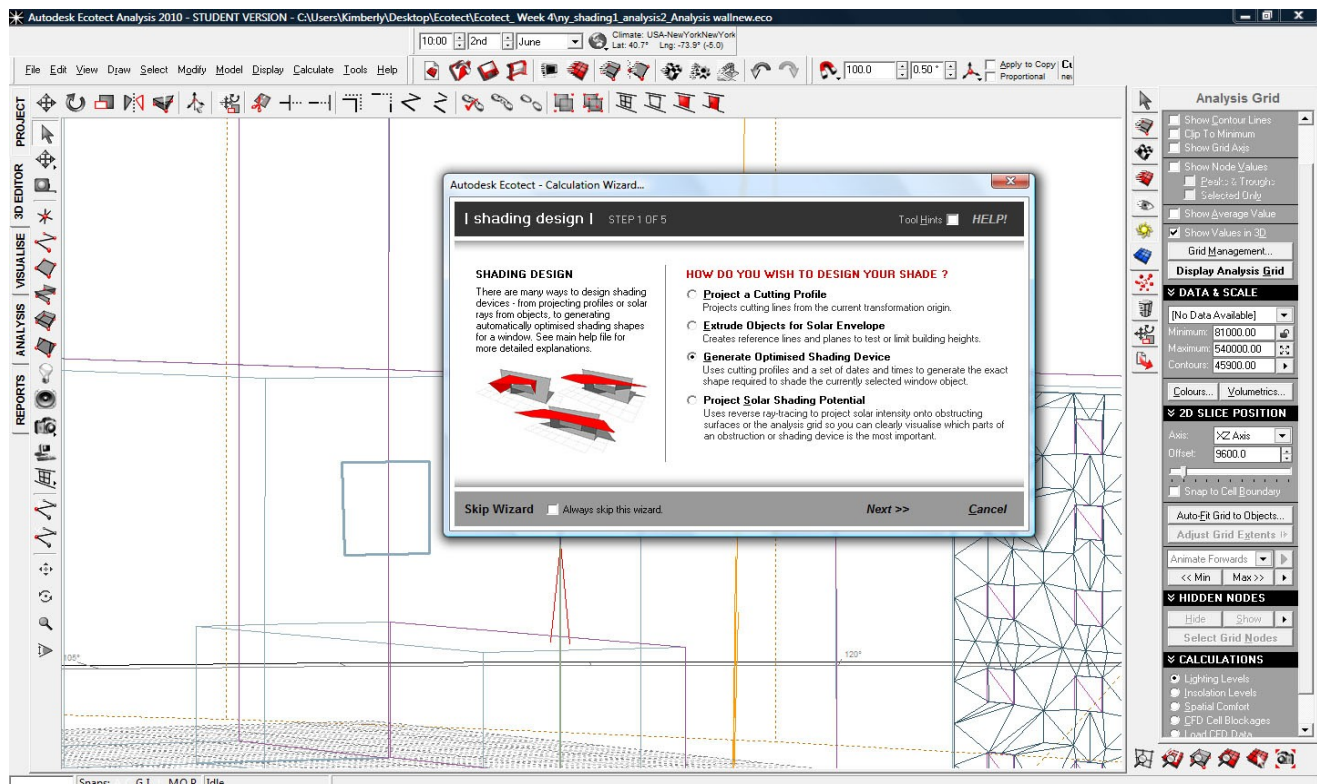
To create a window, use the child object within the toolbar(see image) or select the wall and right click mouse → Insert → Window

- 2.) View the **Surface normals** . Go to Display(top bar) → Surface Normals (or click Ctrl +F9)

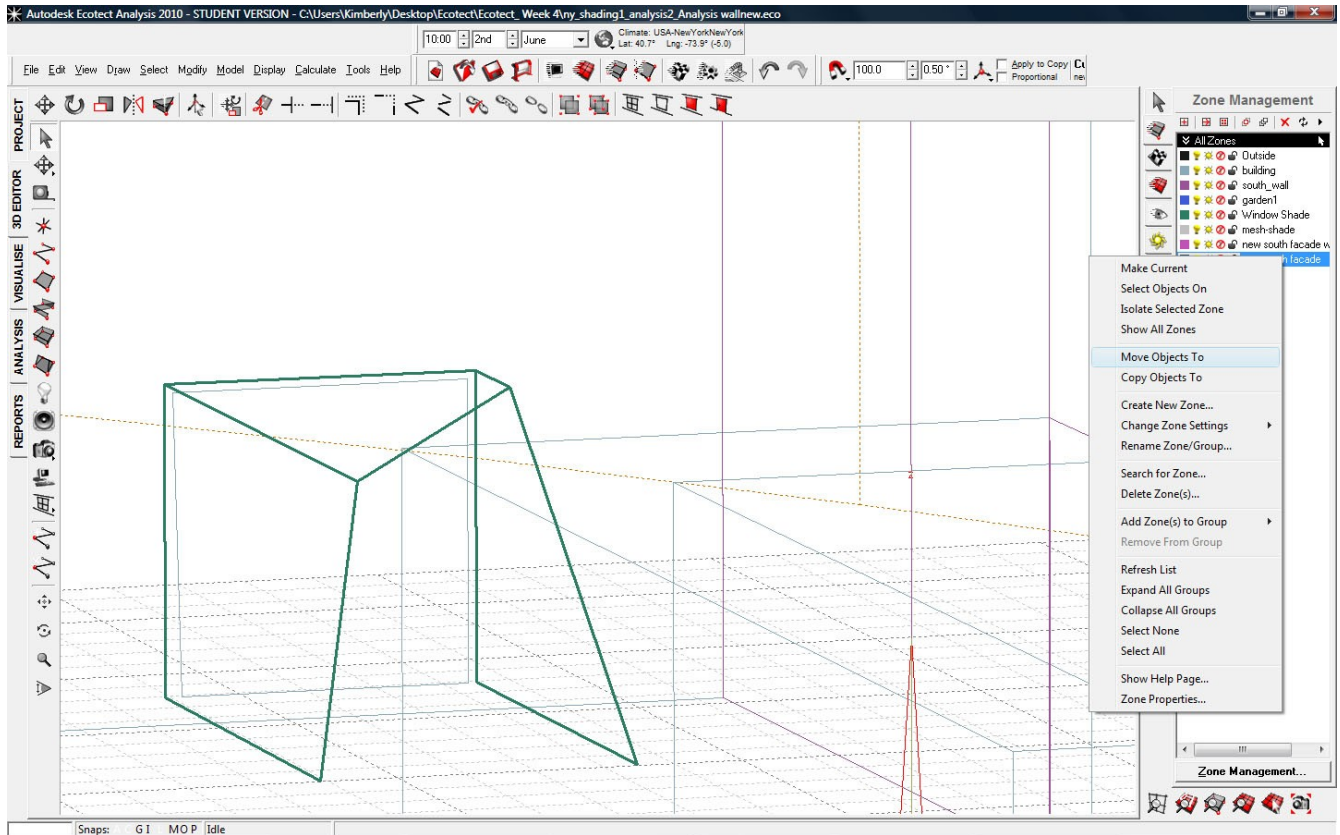


Follow the example above for surface normal direction when viewing your Ecotect model.

- 3.) View the material of the window. Select the window and Go to Material Assignments (Right tab-checked grid)
- 4.) Now you can perform the test. Select the window Go to Calculate (top bar) → Shading Calculation Wizard



5.) Select the calculation period. Shading device types. OK. Repeat the tests with different device types and calculation periods to better understand the results.



6.) Make new zone. Go to Zone Management(Right tab) → Right click mouse → Create new zone → Rename Zone. Select newly created window shade → Go to Zone management (Right tab) → Select appropriate zone → Right click mouse → Move Objects to