

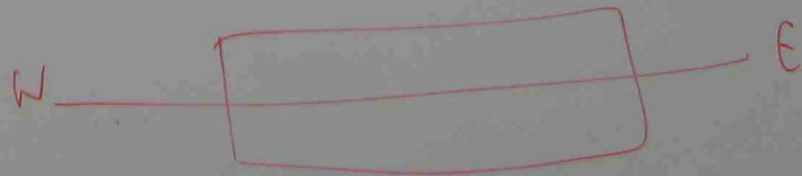
NORTH FACING WINDOW = 20% OF TOTAL FLOOR AREA

AIR MOVEMENT = 1.5 m/s

DIRECTIVE EVAPORATIVE COOLING.

TEMPERATE CLIMATE

- DIRECT SOLAR GAIN FOR MID AUTUMN TO SPRING
- COMPLETE SUMMER SHADING FOR ALL WINDOWS
- MAXIMIZE GLAZING ON NORTH SIDE
- ADEQUATE THERMAL MASS SHOULD BE PROVIDED IN ACCORDANCE TO THE AMOUNT OF NORTH FACING GLAZING.
- ORIENT THE BUILDING SO THAT THE LONG AXIS LIES ALONG THE EAST-WEST AXIS
- PROVIDE ACCESS TO COOL SUMMER BREEZES
- LOCATE LIVING AREA ON NORTH SIDE OF BUILDING
- PROVIDE SEALED UNITS.



CITY	NORTH FACING GLASS	FLOOR	INSULATION	CEILING INSULATION
HOBART	20 → 39% FLOOR AREA	TIMBER	R 1.0	R 3.5
SYDNEY	20 → 30%		EXTERNAL WALL R 1.0	R 1.5 → 2
MELBOURNE	25 → 40%	R1.0	R1.0	R 2.5

HOT ARID CLIMATE

(TYPICAL CITY - ALICE SPRING)

VERY HIGH DAY TIME TEMPERATURE IN SUMMER WITH HOT NIGHTS
 WINTER DAY WARM → HOT, NIGHT COOL → COLD

LOW RELATIVE HUMIDITY, IRREGULAR RAIN FALL.

- HEATING → SOLAR GAIN IS ONLY NECESSARY IN MIDDLE OF WINTER
- PROVIDE COMPLETE SHADING FOR WINDOWS AT ALL TIMES.
- MINIMIZE TOTAL GLAZING.
- PLACE GLAZING ON NORTH AND SOUTH SIDE ONLY
- USE HIGH THERMAL MASS CONSTRUCTION TYPE
- ORIENT BUILDING EAST-WEST
- WELL VENTILATED ROOF | PROTECT HOT SUMMER WINDS

HOT HUMID CLIMATE

TYPICAL CITY - DARWIN

SUMMER CYCLONES,

AIR MOVEMENT IS THE MOST IMPORTANT

CEILING FAN

LOUVRE WINDOWS

LIGHT COLOUR EXTERIOR & SHADING WALL

REFLECTIVE INSULATION FOR WALL.

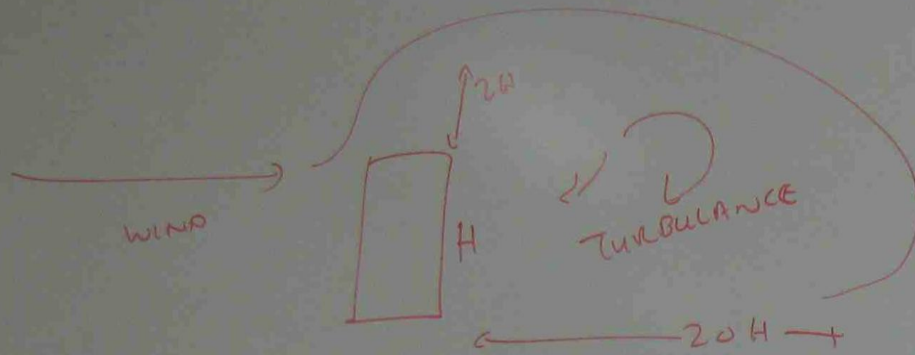
GLASS AREA \rightarrow 15 \rightarrow 20%

EAST - WEST ORIENTATION

BULKED INSULATION AT CEILING

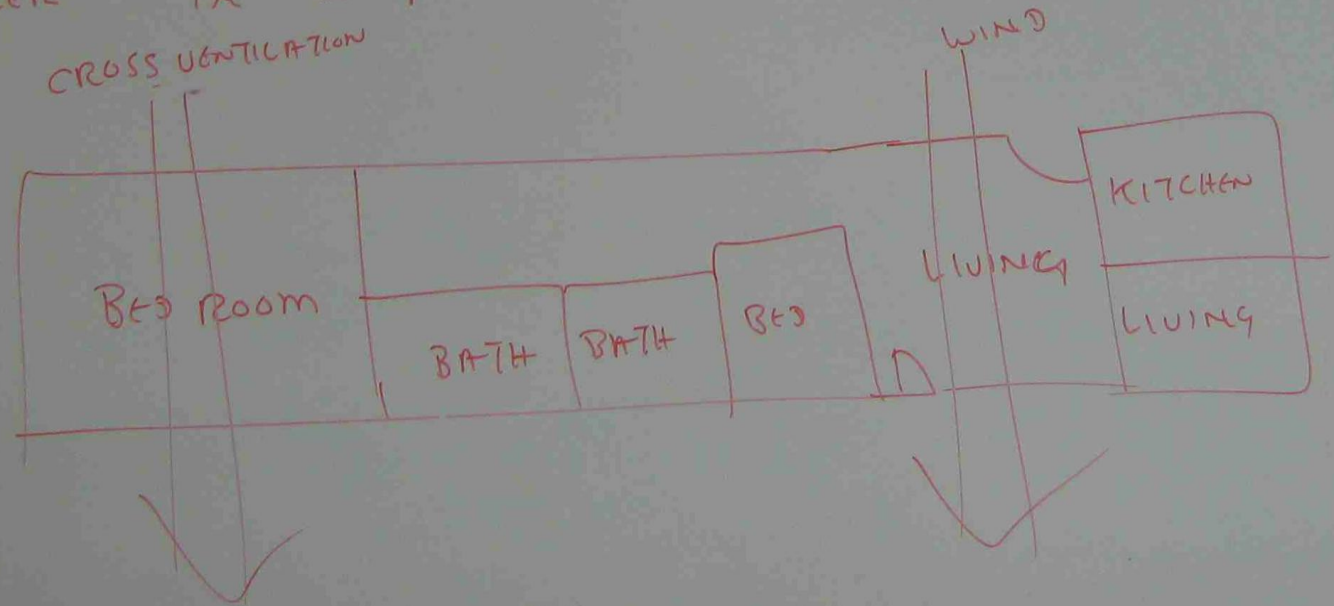
- TRUE NORTH DIRECTION

- PROVIDE SLOPES / DRAINAGE



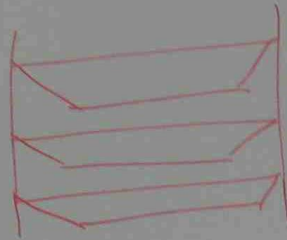
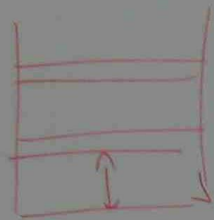
SOLAR ACCESS

IT IS DESIRABLE TO HAVE AT LEAST 6 HR OF SUN LIGHT
IN WINTER IN TEMPERATE CLIMATE.



WINDOW

VERTICAL SLIDING WINDOW



LOUVER

VENTILATION

$$V = 0.117 A h \Delta t \quad \left(\frac{\text{m}^3}{\text{sec} \cdot \text{m}^2} \right)$$

V = VENTILATION RATE

A = AREA OF INLET

h = HEIGHT OF STACK

Δt = TEMPERATURE DIFFERENCE

CELLING FAN - 2.2 m ABOVE FLOOR

DAY LIGHTING

SHADING / COVER TO REDUCE GLARE