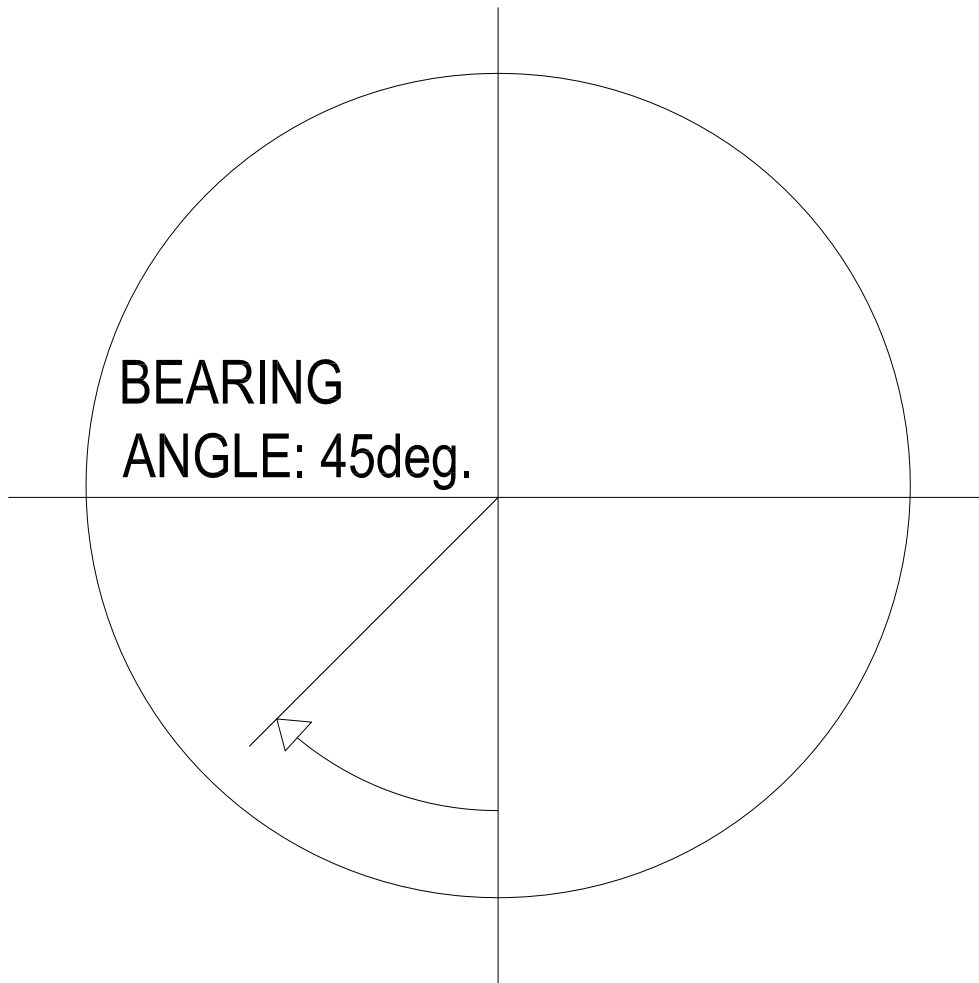
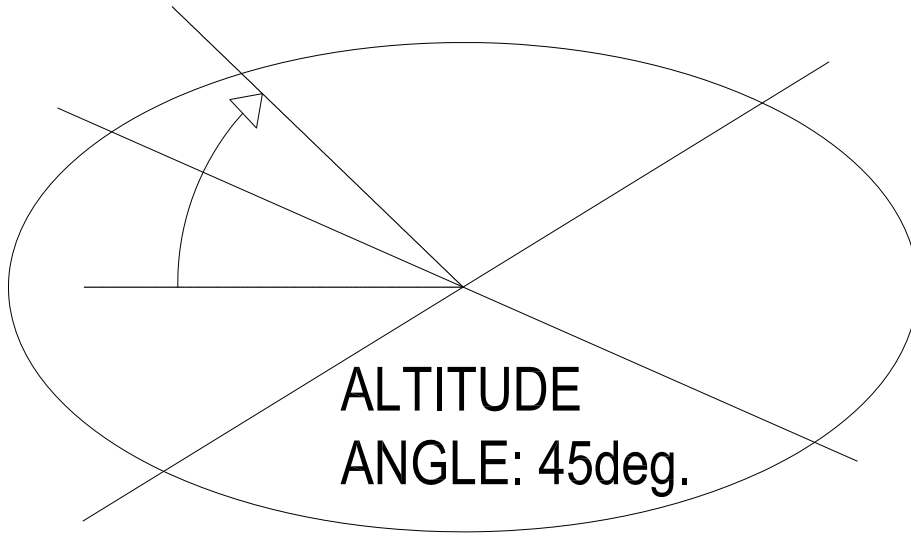


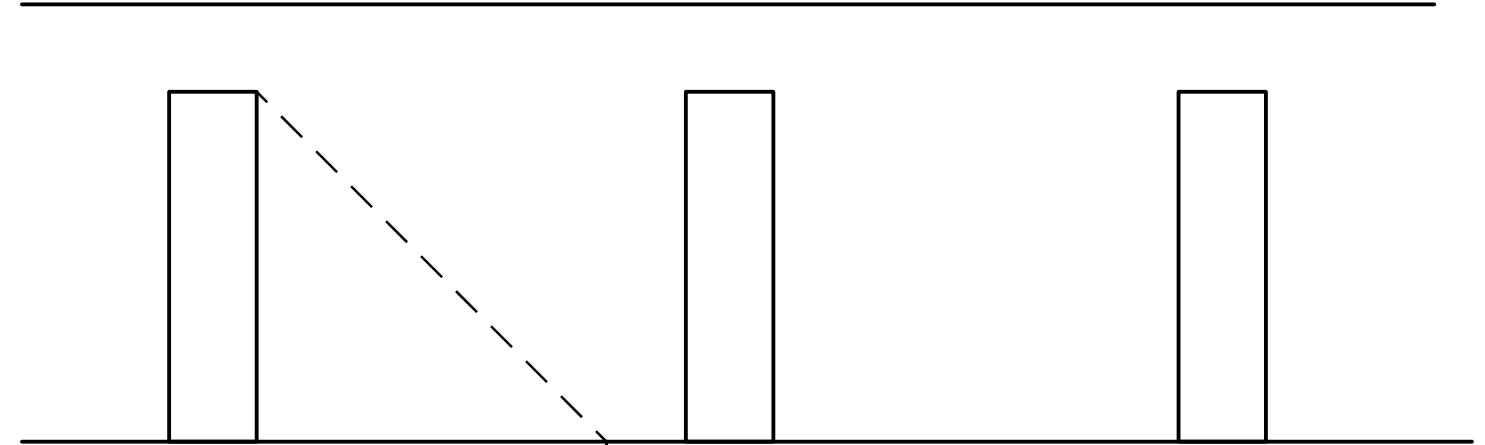
DETERMINE SOLAR EFFECTS





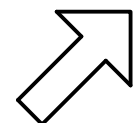
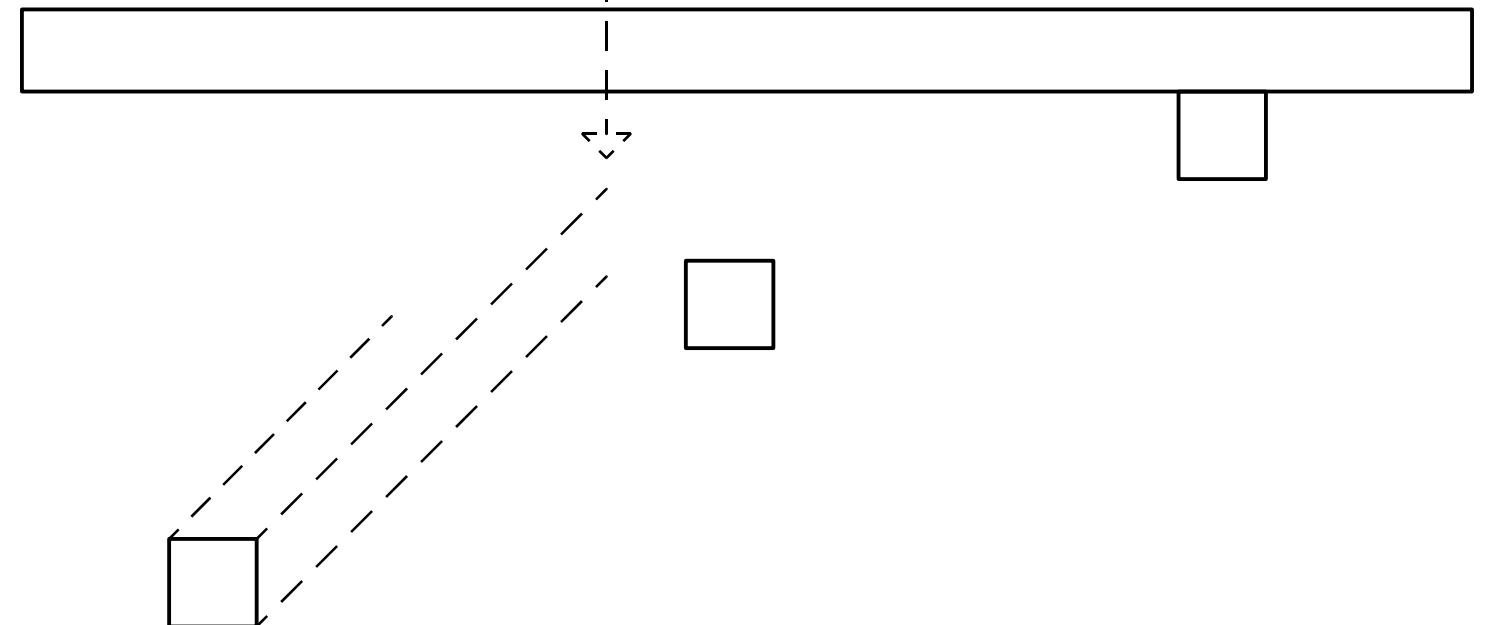
1

extend shadow in elevation to
determine where it meets the
ground plane



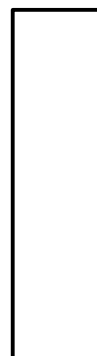
ELEVATION VIEW

PLAN VIEW



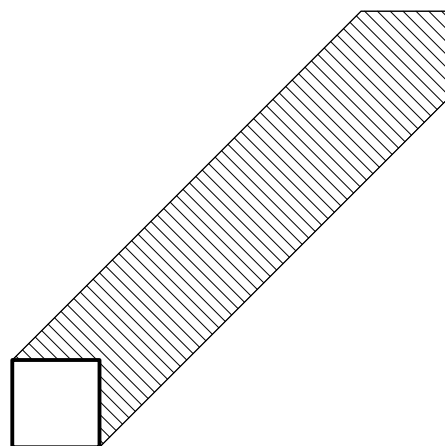
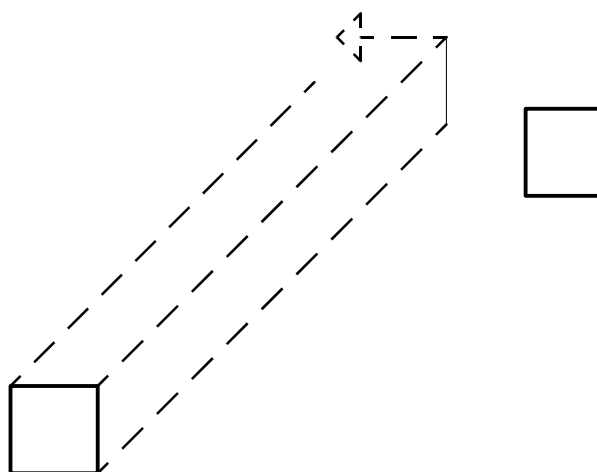
2

extend shadow lines in plan to
determine angle of shadow on
the ground plane



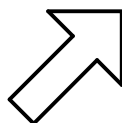
ELEVATION VIEW

PLAN VIEW



1

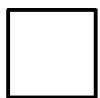
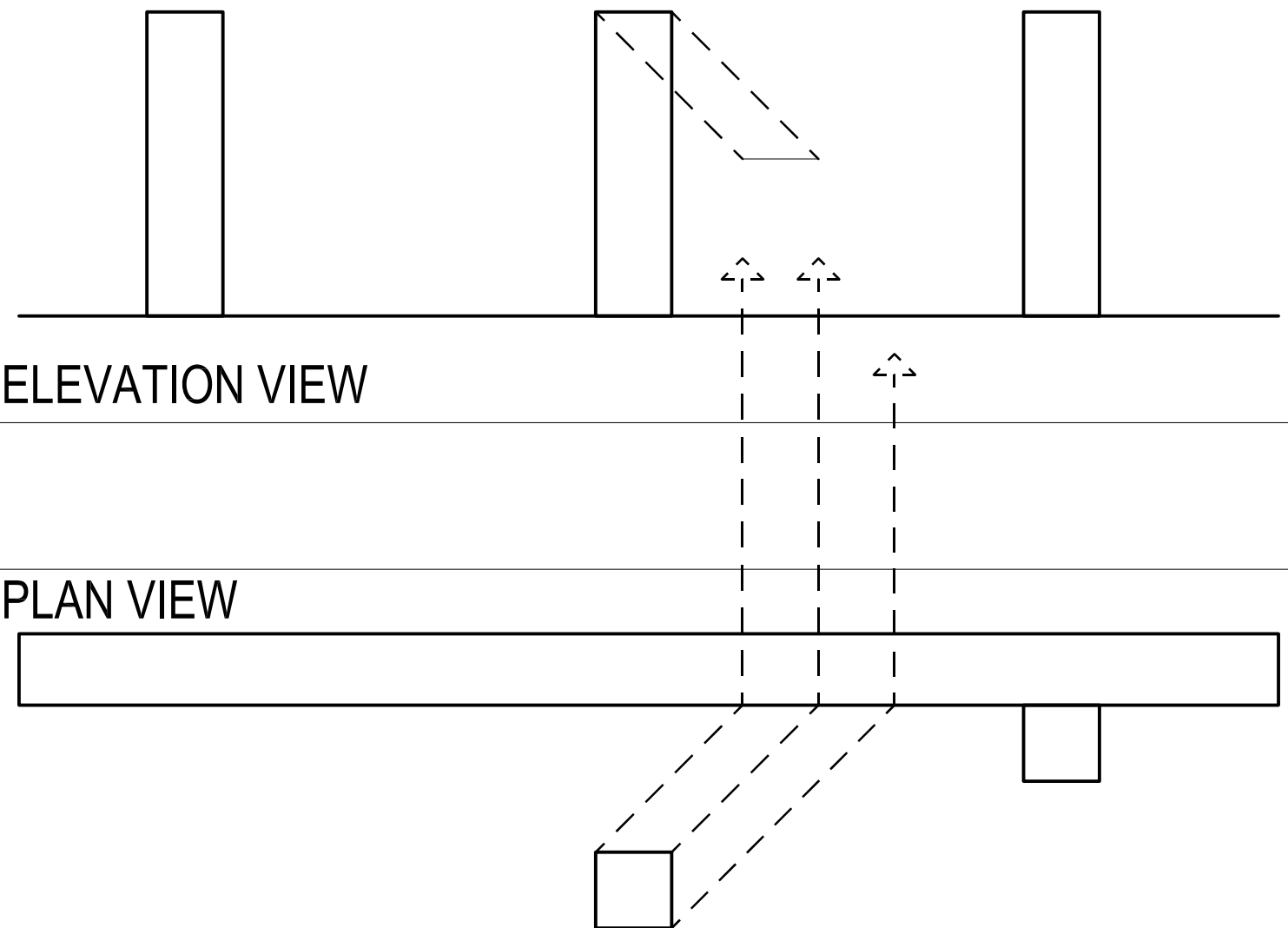
complete shadow
construction





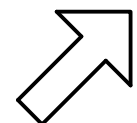
2

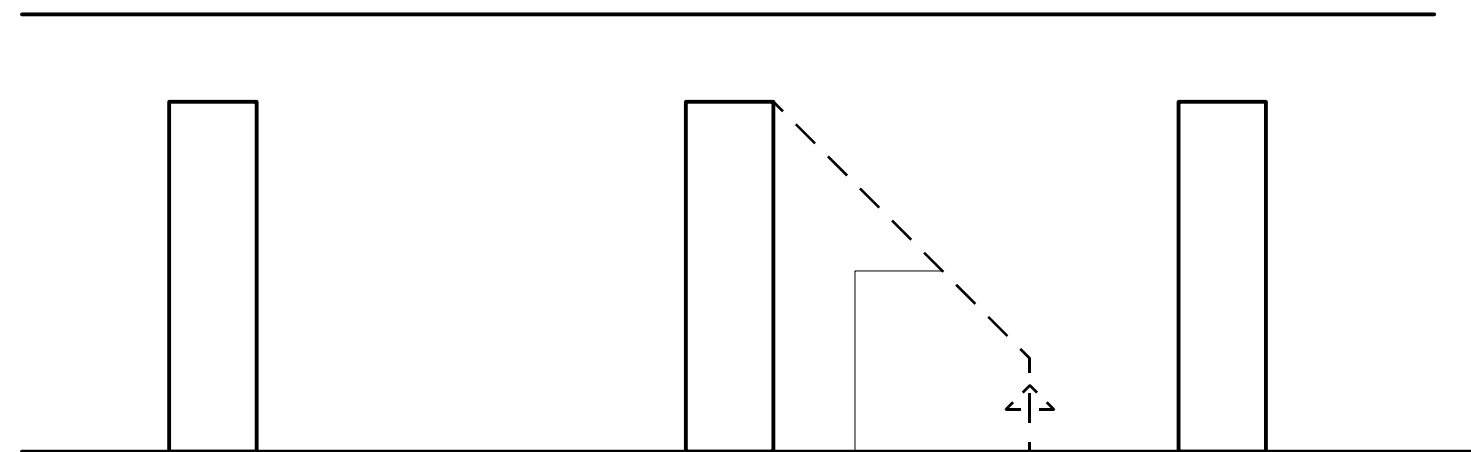
extend shadow in elevation to
determine the shape and
extent of the shadow



1

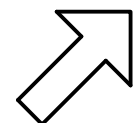
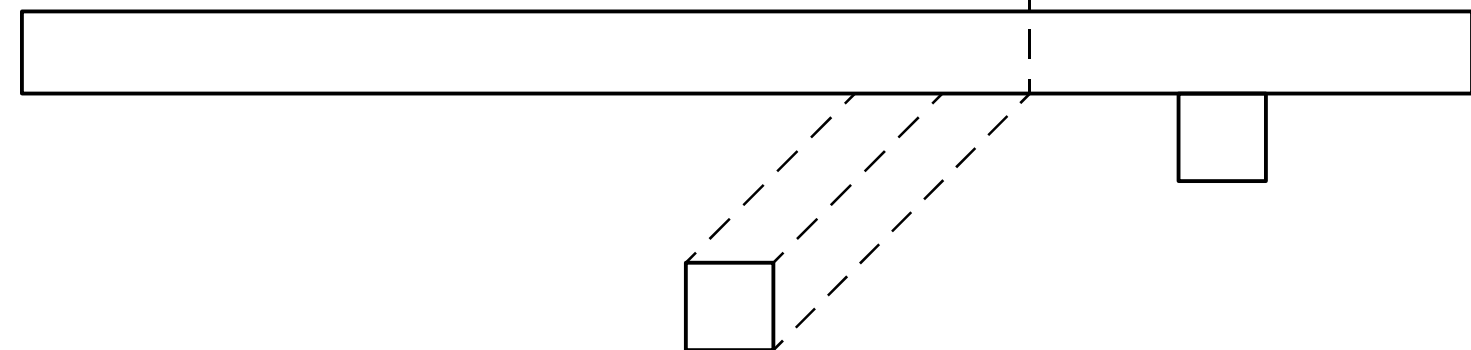
extend shadow lines in plan to
determine angle of shadow and
where they will hit the wall





ELEVATION VIEW

PLAN VIEW



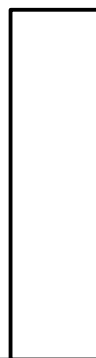
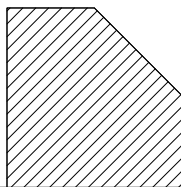
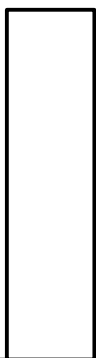
1

extend shadow lines in plan to
determine angle of shadow and
where they will hit the wall



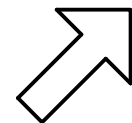
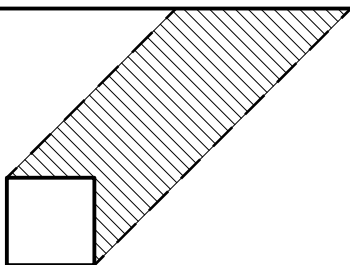
1

complete shadow construction



ELEVATION VIEW

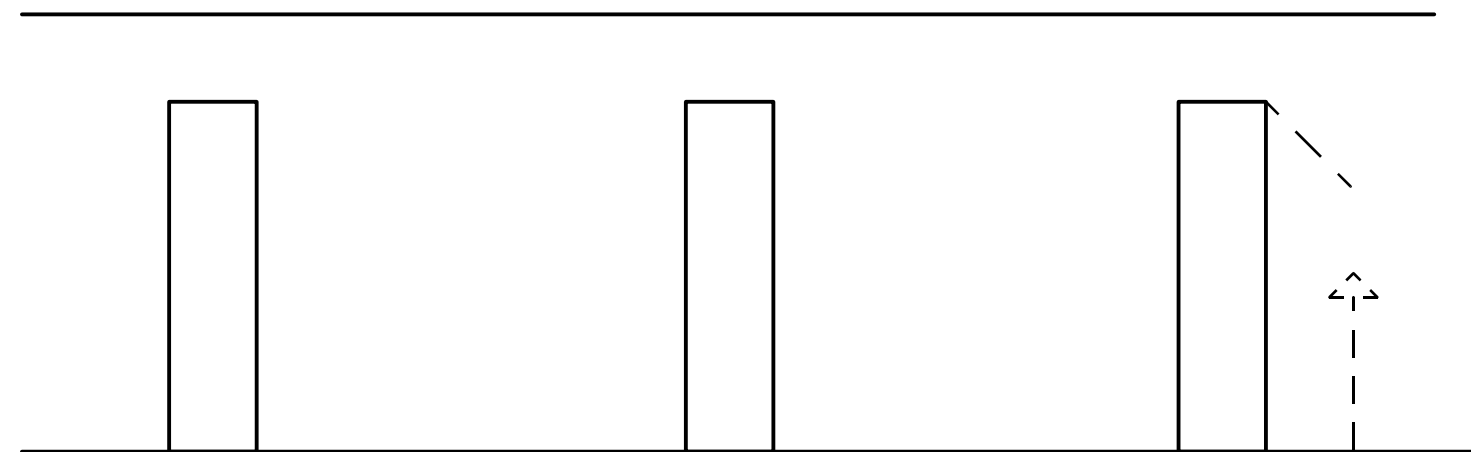
PLAN VIEW





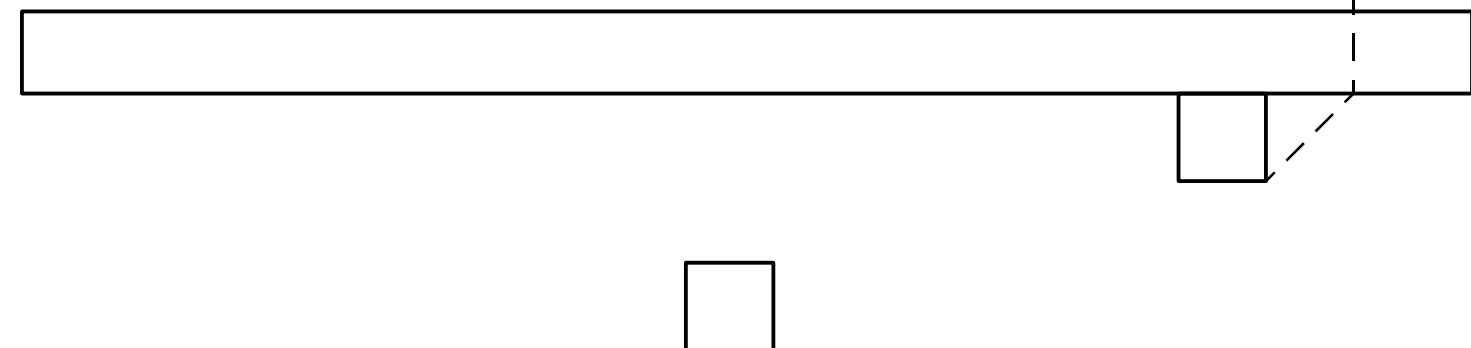
2

extend shadow in elevation to
determine the shape and
extent of the shadow



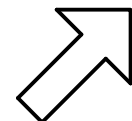
ELEVATION VIEW

PLAN VIEW



1

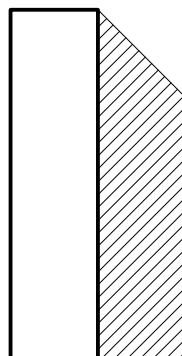
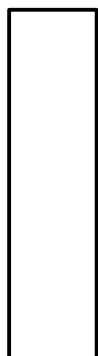
extend shadow lines in plan to
determine angle of shadow and
where they will hit the wall





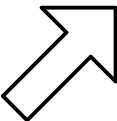
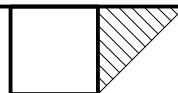
1

complete shadow construction



ELEVATION VIEW

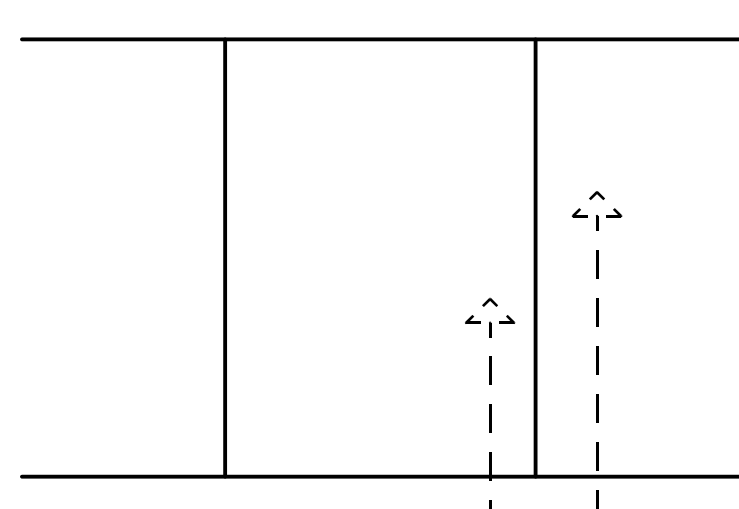
PLAN VIEW



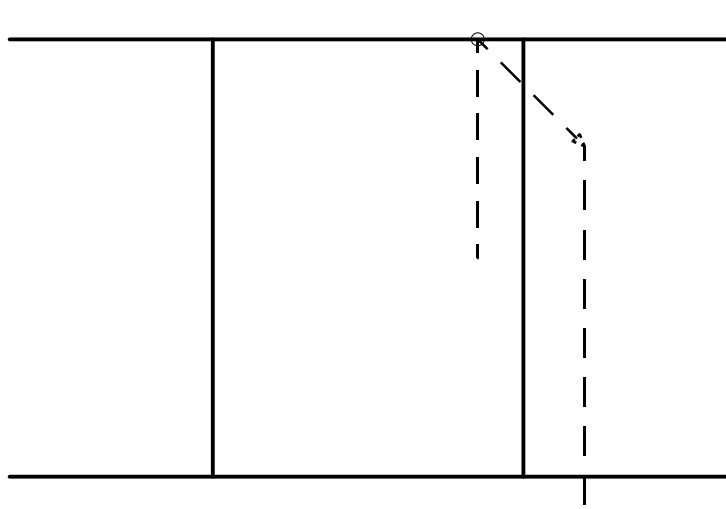


2

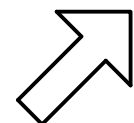
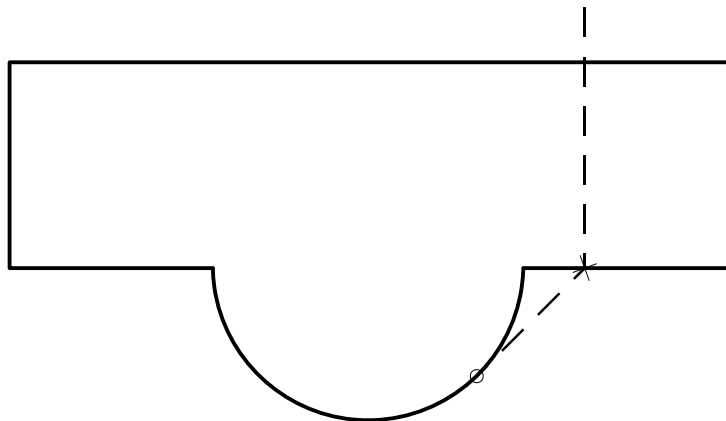
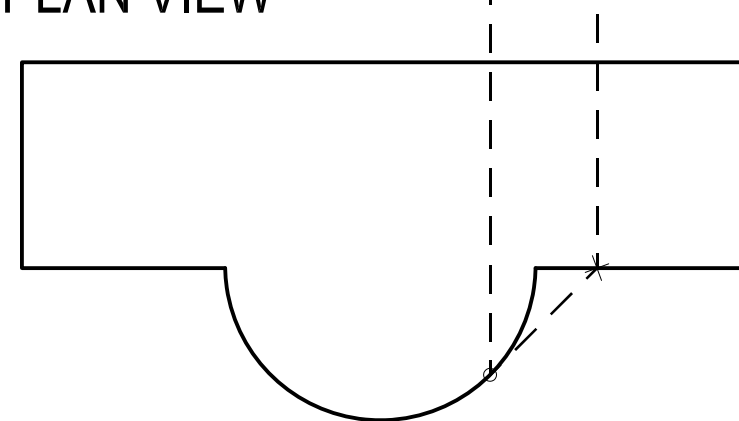
this point determines the extreme edge of the shadow.



ELEVATION VIEW



PLAN VIEW



1

determine the farthest tangent point that will catch the light and cast a shadow - transfer those points to the elevation drawing

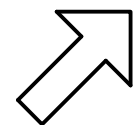


1

transfer a few other points to establish the general form of the shadow.

ELEVATION VIEW

PLAN VIEW



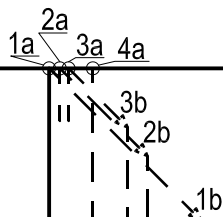
2

complete shadow construction



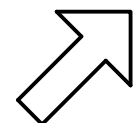
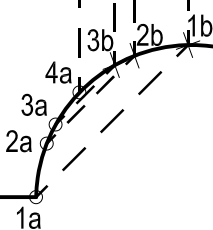
2

point 4a represents the point at which the curve of the shadow will begin



ELEVATION VIEW

PLAN VIEW



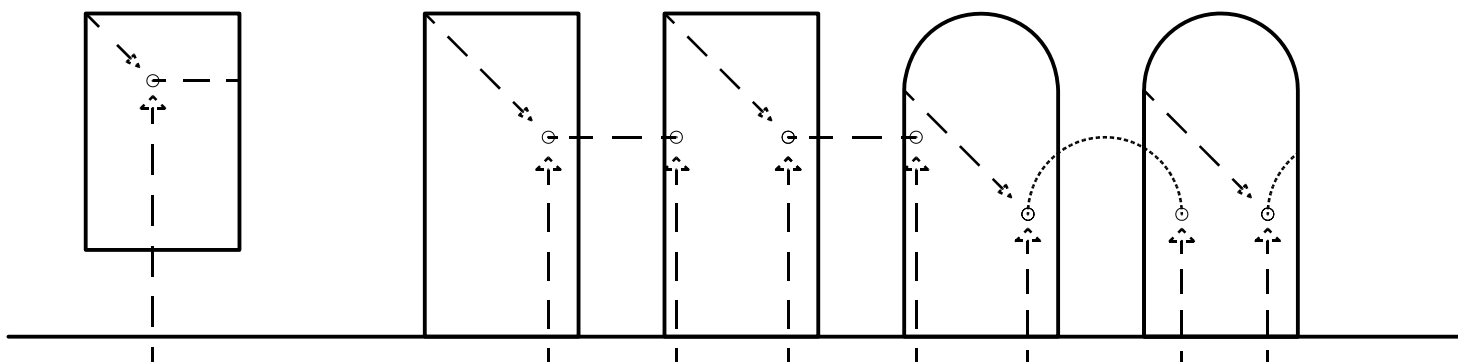
1

determine the outermost edge of the shadow and find additional points to map out its form



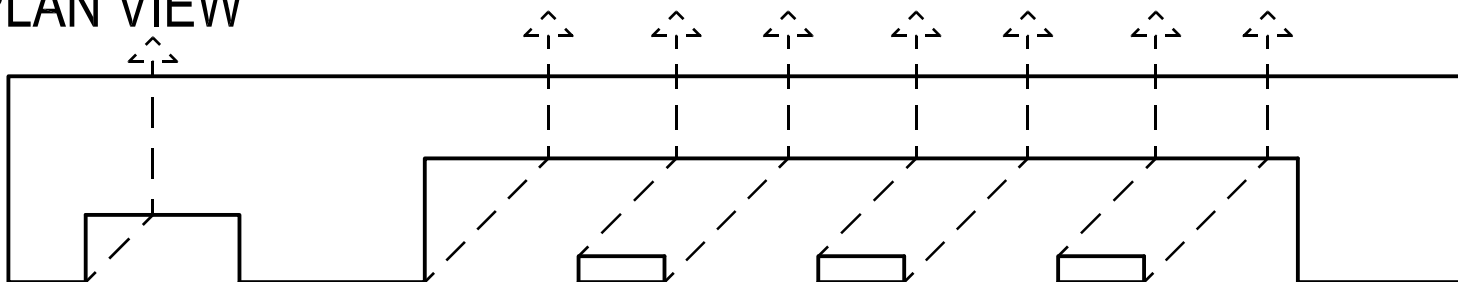
1

note that the shadow of a shape on a parallel plane is identical in size and shape to the original object (eg, curves).

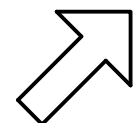


ELEVATION VIEW

PLAN VIEW



transfer shadow directions from plan to elevation drawing - note that shadows are cast from the most extreme edges of an object (ie, every part of an object in light must cast a shadow)

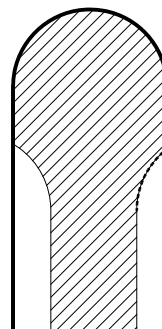
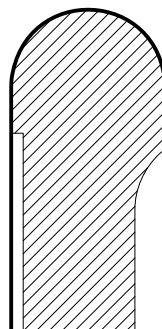
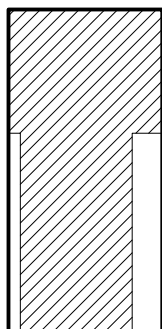
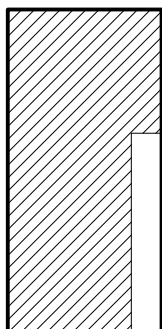
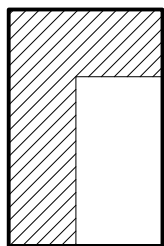


1



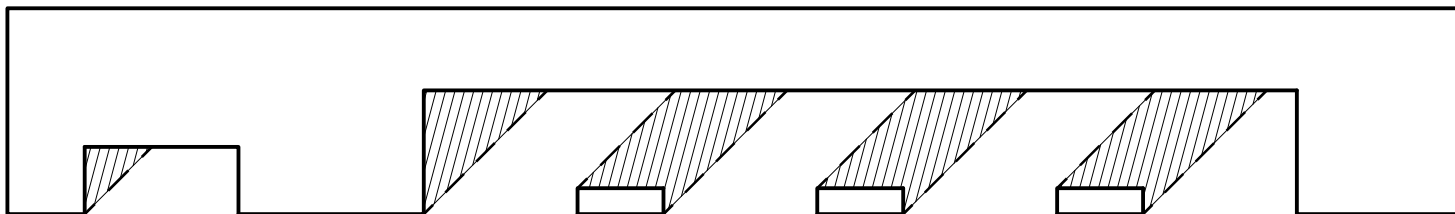
1

complete shadow construction

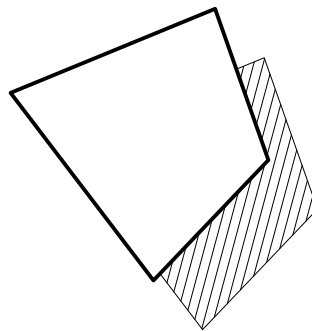
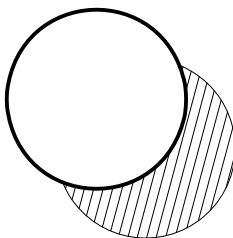
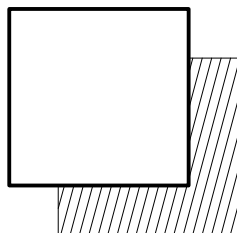


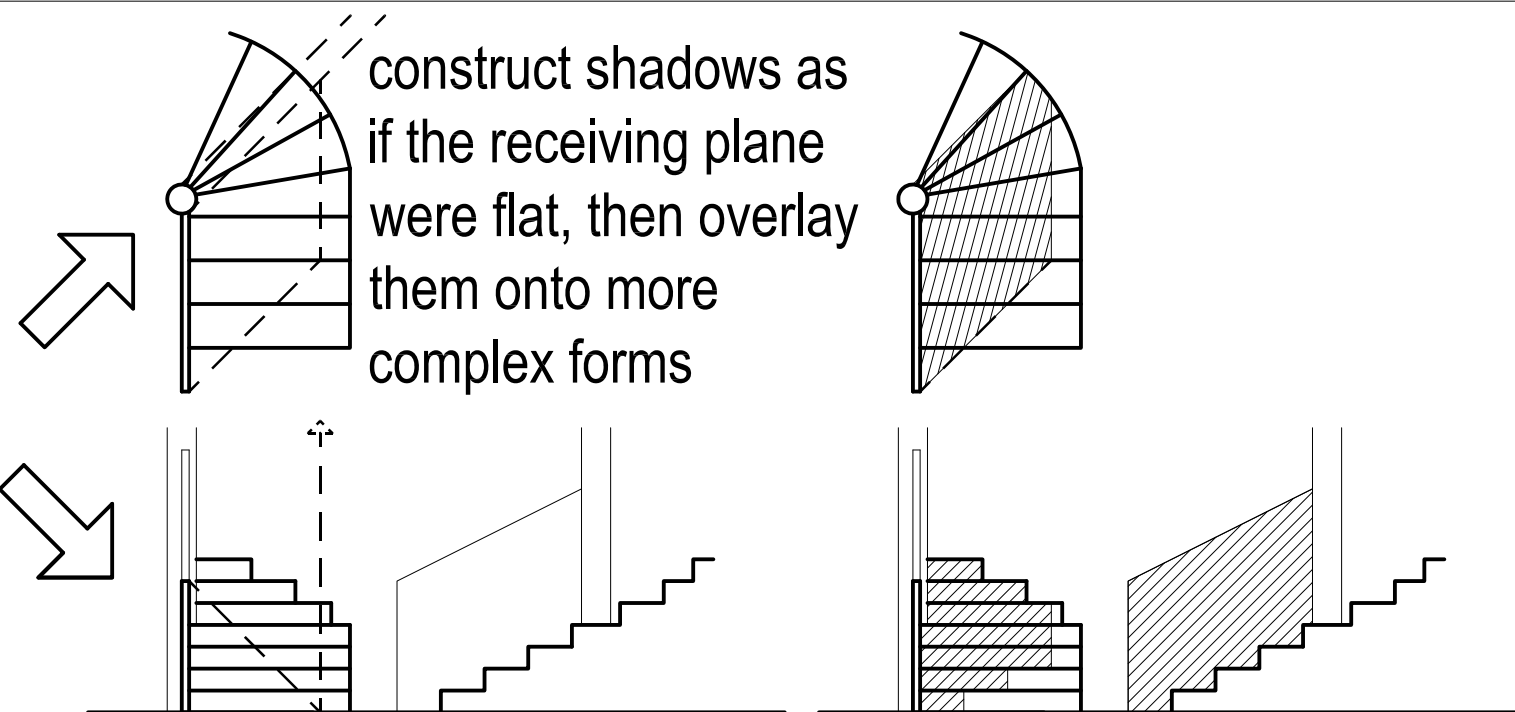
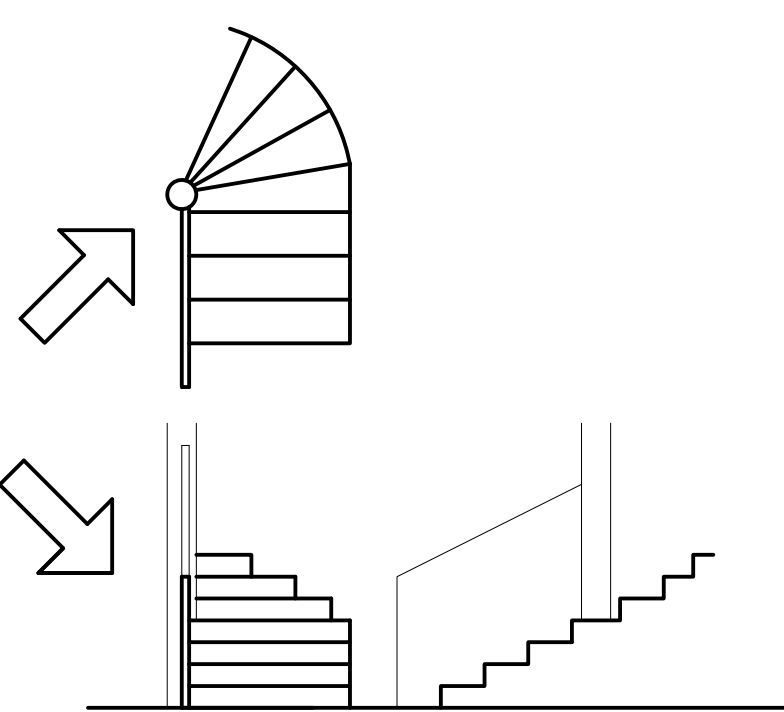
ELEVATION VIEW

PLAN VIEW

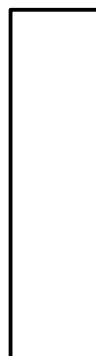
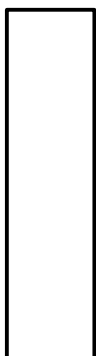


shape of
object and
shadow are
the same



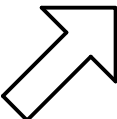


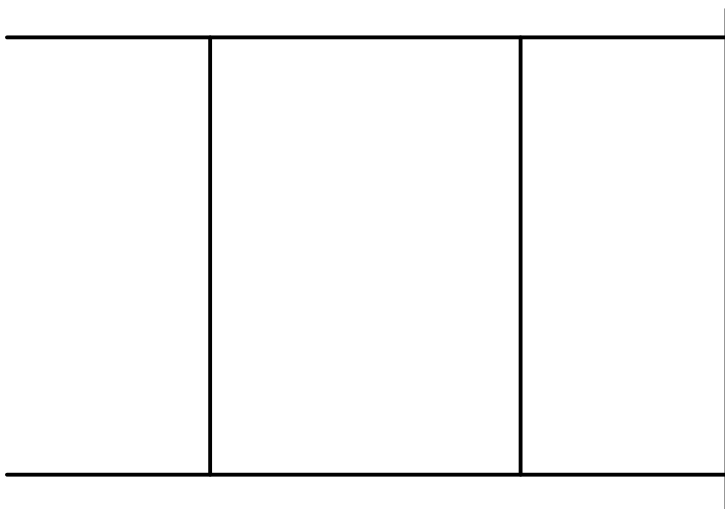
for complex objects such as stairs, use a combination of drawings to determine the shadows



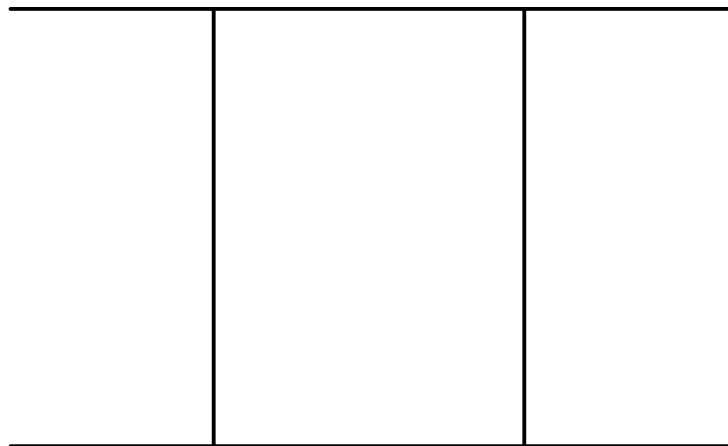
ELEVATION VIEW

PLAN VIEW



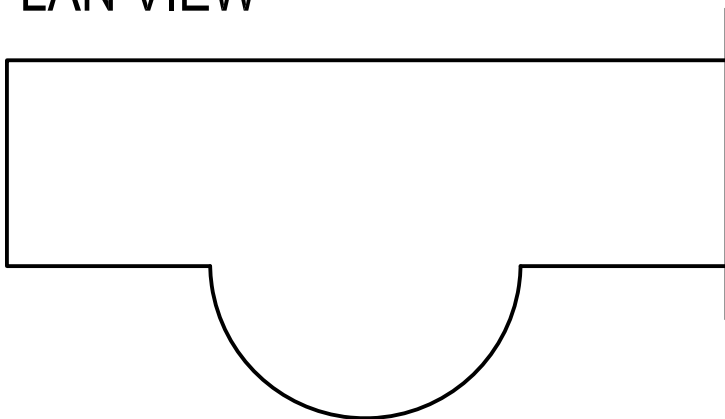


ELEVATION VIEW

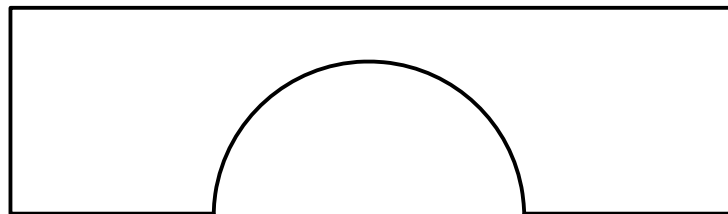


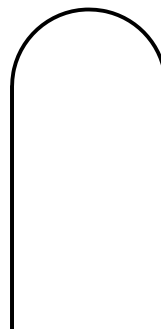
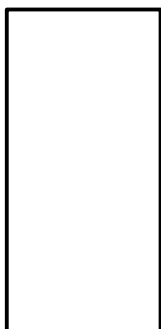
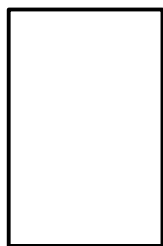
ELEVATION VIEW

PLAN VIEW



PLAN VIEW





ELEVATION VIEW

PLAN VIEW

