

## Explanation of technical terms

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### **g-value**

The g-value is normally quoted for the perpendicular solar irradiation on the window pane (g<sub>0</sub>-value). MicroShade® is a progressive solar protection product in which the angle of the solar irradiation determines the shading effect. Thus the g-value of MicroShade® varies according to the altitude and position of the sun and cannot be described with just a single number (g<sub>0</sub>-value). Instead, the effective g-value, which reflects the actual solar irradiation through the window pane, is measured. The effective g-value depends on the angle of the solar irradiation, i.e. the position of the sun and is calculated on the basis of weather data.

### **Beam shading**

The ability to shade the direct solar irradiation. The beam shading has a large impact on the occupants close to the façade. If no beam shading is provided the occupants will most likely feel too hot and experiences a large temperature asymmetry between the window side and room side. This causes in a decrease in productivity.

### **Daylight through the facade**

The amount of daylight through the façade is calculated as the yearly average of luminous flux through the facade. The luminous flux depends on the position of the sun and is calculated on the basis of weather data.

### **Colour rendering**

Daylight has a colour rendering index of 100 %. A normal low energy glazing has a colour rendering index of 95-97. Colour rendering below 95 will be perceived as a colouring of the daylight entering the building.

### **View out**

The view out can be clear, tinted or obstructed by the solar shading. The view out is the number of working hours per year, when the view is not obstructed. The remaining time the solar shading is in use.

### **Wind stability**

The wind stability is of great importance in high rise buildings and other buildings exposed to wind. Usually external shadings can withstand a wind speed of 10 m/s.

### **Control and predictability**

The control of solar shadings can be either manual or automatic. In case of manual control the predictability is only 50%, while automatic control has a predictability of 80%. If the shading is permanent and there is no control the predictability is 100%.