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Trial Support  
Material

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**RadianceIES**  
**Right to Light Studies**

# RadianceIES Right to Light Studies

The Vertical Sky Component (VSC) is a measure of the amount of sky visible from a centre point of a window.

- This is used for “Right to Light” Planning applications as defined in the BRE Report “Site layout planning for daylight and sunlight, a guide to good practice”, which provides rules to define pass/fail conditions.

**Note:** VSC is NOT a time-based dynamic calculation

## Vertical Sky Component (VSC)

One of the advanced simulation options on the Simulation tab is for the VSC.

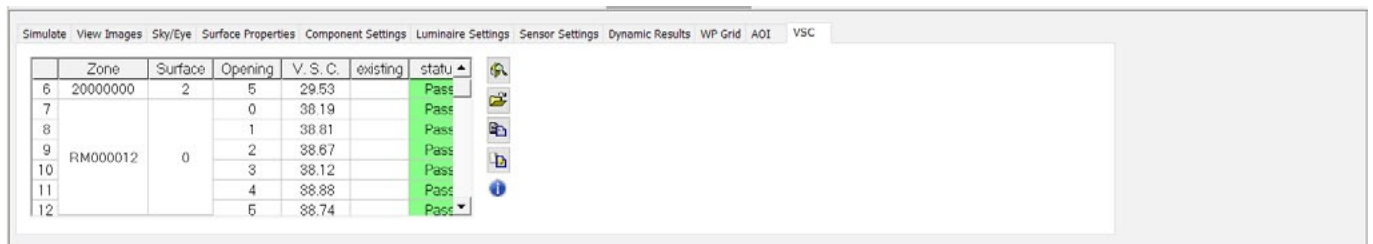
The VSC is the ratio of the illuminance at a point on a given plane within an interior due to the light received directly from a sky of assumed or known luminance distribution, to that on a horizontal plane due to an unobstructed hemisphere of this sky.

Direct sunlight is excluded from both values of illuminance (i.e. must use CIE Overcast Sky).

**Note:** this is the same as the Daylight Factor except the indirect component has been removed.

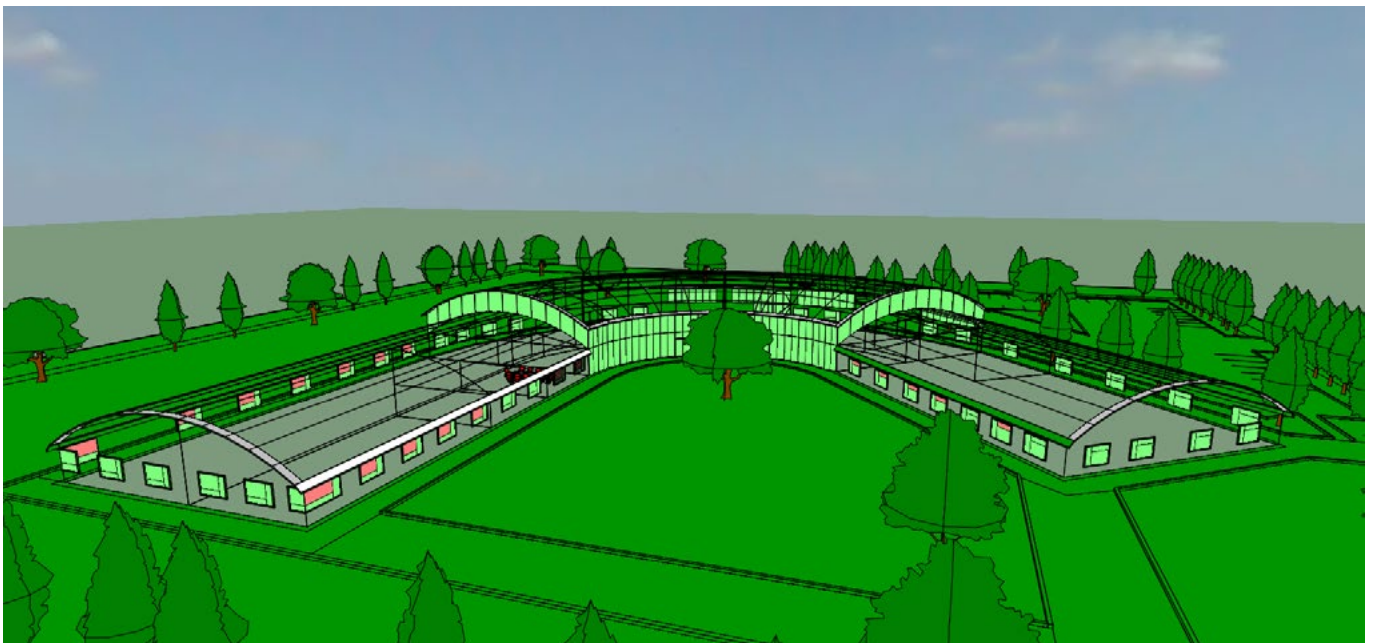
From the Simulations tab, set the quality option to VSC and click on **Simulate**.

Once you have run this simulation, you will get a notification to go to the VSC tab to view the results.



Zone	Surface	Opening	V.S.C.	existing	status
6	20000000	2	5	29.53	Pass
7			0	38.19	Pass
8			1	38.81	Pass
9	RM000012	0	2	38.87	Pass
10			3	38.12	Pass
11			4	38.88	Pass
12			5	38.74	Pass

You will see a table which lists pass/fail results window by window, but you can also view the results in ModelViewer, where you will see all windows coloured in 3D as a visual indicator of which windows pass and fail across the whole model.



For more information, go to [https://help.iesve.com/ve2019/sky\\_component\\_vertical\\_sky\\_component.htm#](https://help.iesve.com/ve2019/sky_component_vertical_sky_component.htm#)