

BACKGROUND

it has been assumed that urban water bodies necessarily have a cooling effect but, during warm summer periods, this cooling effect is limited over day and actually often originates night time warming

(Huang et al, 2006, Hathway and Sharples, 2012; Steeneveld et al., 2014; Heusinkveld et al., 2014, Theeuwes et al., 2013; van Hove et al., 2015)

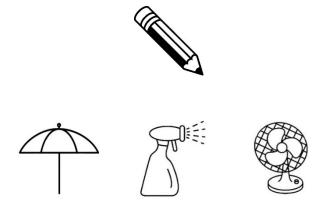






OBJECTIVE

to create design prototypes of the most cooling combinations of shading, water vaporisation and ventilation around urban water bodies



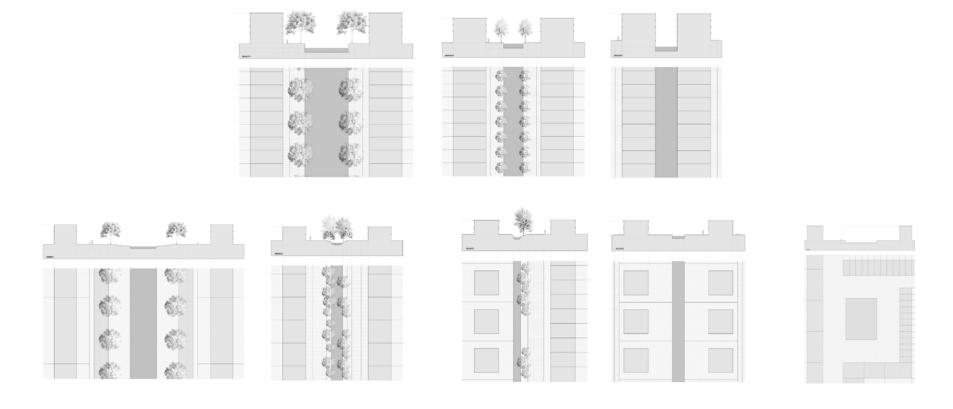
PROTOTYPES

animated 3D scenes depicting layout and biometeorological effects / conceptual frameworks, not prescriptive tools

- observe the animated scenes
- select the design principles suitable to your project
- combine the principles with the assignment and your design 'signature'

DESIGN

experimenting with different combinations of shading, vaporisation and ventilation strategies around water



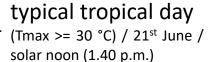
DESIGN



to reduce the thermal load placed upon people by increasing shading



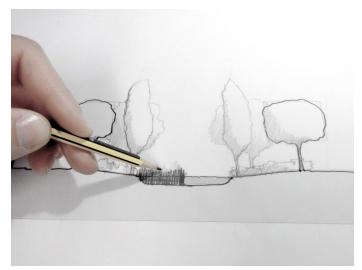
to cool the air through water vaporisation

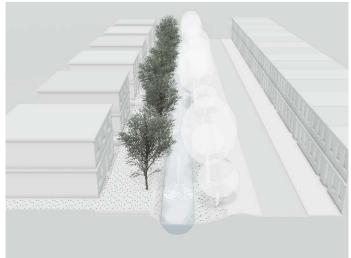


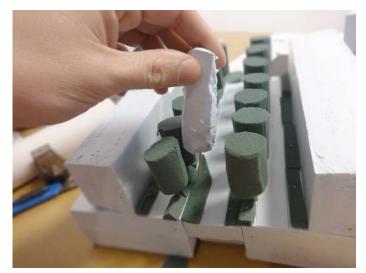


to stimulate cooling by wind

DESIGN





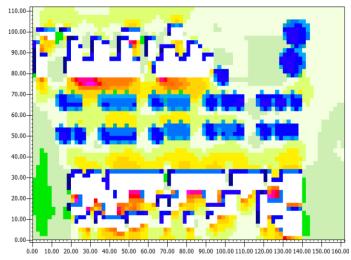




TEST

testing the design experiments on cooling effects and common practice criteria

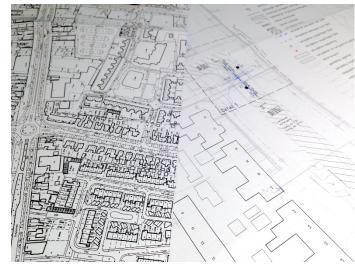




TEST







CONCLUSIONS

- 1. little can be done through design to achieve cool small urban water bodies
- 2. urban design can create cooler urban water environments: lower PET (1-7 °C at 15h) or redistribute heat
 - shading is the most important factor (tree heights above 10 m)
 - openness allows cooling by wind
 - evaporating water through fountains (4 m high) and sprays has a maximum local cooling effect of 0.5 °C



the prototypes in practice

aesthetics functionality costs maintenance health effects

