

Zones – Energy efficient planning

- ▶ What area's in your design will you visit the most, forget the most but should visit, need access to regularly etc...
- ▶ **Time** will be measured by the
- ▶ **Frequency** you visit and the
- ▶ **Duration** you stay there

Zone #	Basic Parameters: Time (T)= frequency (f) * duration (d)
0	Nexus of human activity, typically a dwelling
1	As close to 0 as possible, T input is characterized by high f and d
2	The next distance out, T input is characterized by moderate f and d
3	Distance from 0 is major factor, though T input can vary. E.g.: high f but low d
4	Distance from 0 <i>may</i> be a major factor. E.g.: very low f but high d
5	A wild zone where human intervention is ideally zero. T input varies widely.