



Immersive views outdoors to assess the mediating effect of time in view preference

Francisca Rodriguez, Veronica Garcia-Hansen, Alicia Allan & Gillian Isoardi

QUT | The Luminous Environments Lab, Queensland University of Technology, Australia



90%

average time spent indoors
(Andersen, 2015)

Outdoor Views

Stimulates positive psychological
and health responses

(Veitch & Galasiu, 2012)

Sources of involuntary attention
Fascination

(Berto, Baroni, Zainaghi & Bettella, 2010)





Dynamic exploration of the recovery process

(Sonnentag, Venz & Casper, 2017)



Current view assessment



001



002



003



004



005



006



007



008



009



010



011



012

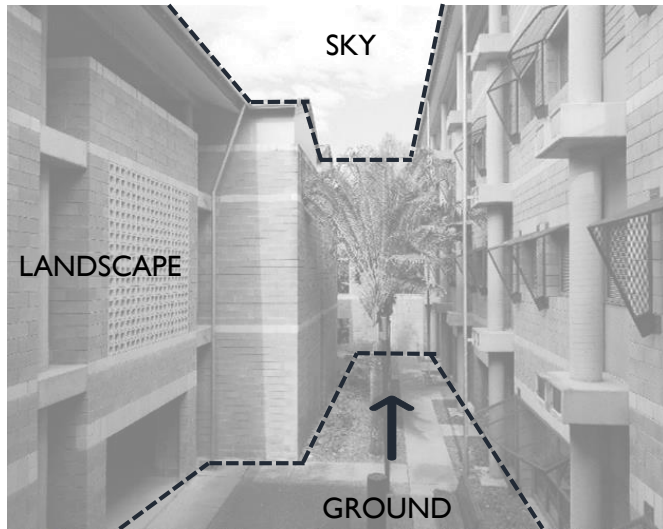
To try to predict and comprehend

(Kaplan & Kaplan, 1989)

H: Intuitive responses are motivated by trying to process changes in the outdoor luminous environment

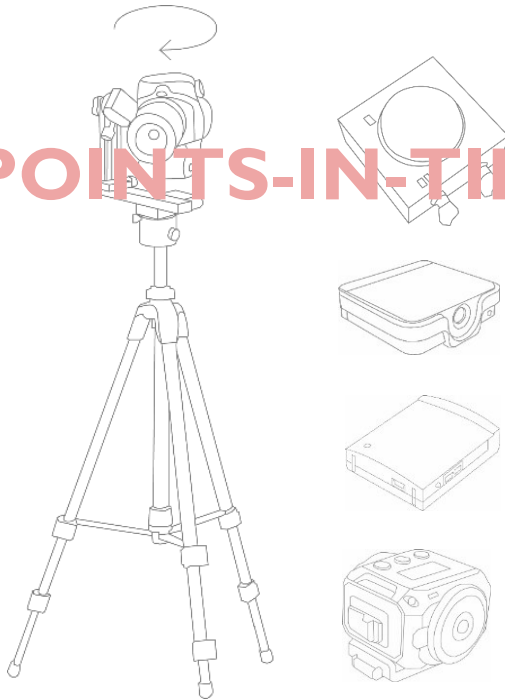
Aim: to understand the mediating effect of luminous variation in individuals' response to views

View preference > Restoration (van den Berg, Sander, Koole & van der Wulp, 2002)



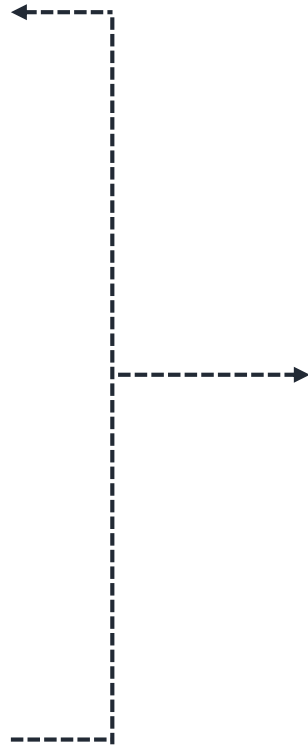
Based on prEN 17037:2018 European Standard Annex C, View out

POINTS-IN-TIME



CATEGORIZATION

COLLECTION



EVALUATION

Part 1:

A standardized procedure for examining the dynamic character of view under daylight

Part 2:








An experimental approach to examine how luminous changes in views mediate individuals' responses to views

Part I: Procedures

a. CATEGORIZATION

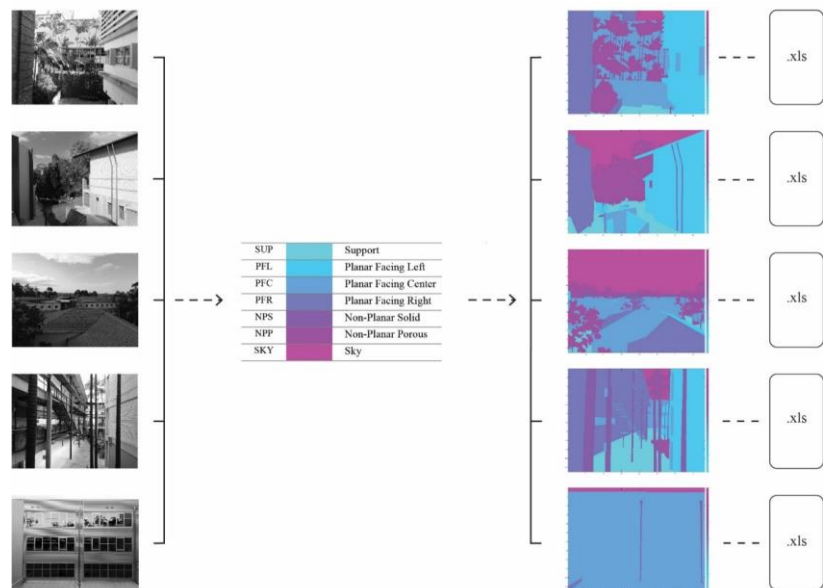


Surface labeling approach - Seven geometric classes
(Hoiem, Efros & Herbert, 2007)

- | | |
|--|---|
|  Support |  Non-planar porous |
|  Planar facing right |  Non-planar solid |
|  Planar facing center |  Sky |
|  Planar facing left | |

Part I: Procedures

a. CATEGORIZATION



n = 160

ROI
Matlab

Per-pixel information
Label distribution



(a) Wall

(b) Patio

(c) Corridor

(d) Roof

Part I: Procedures

b. COLLECTION



Wall



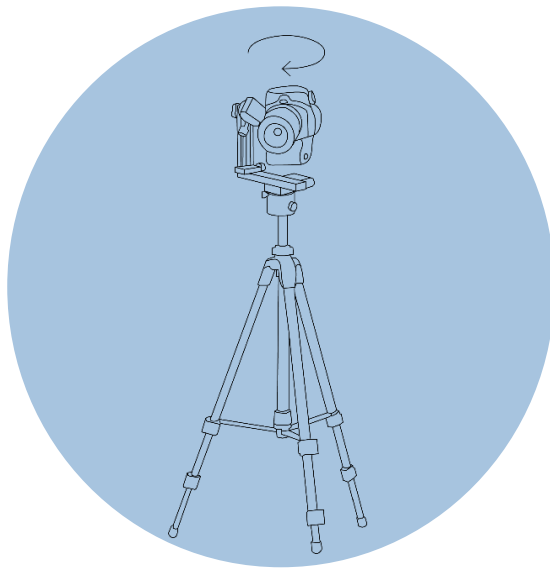
Patio



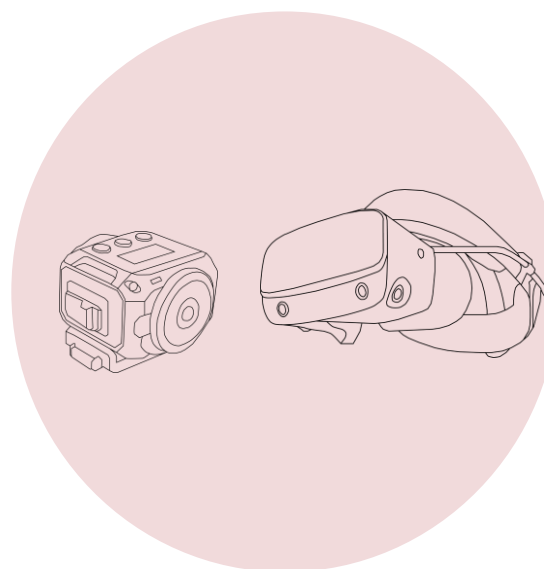
Corridor



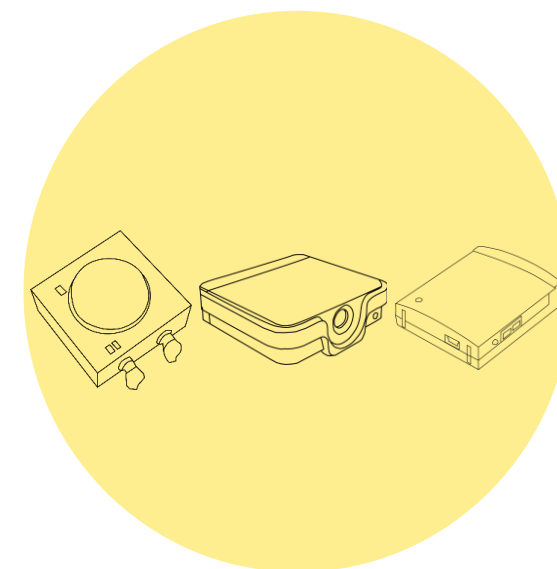
Roof



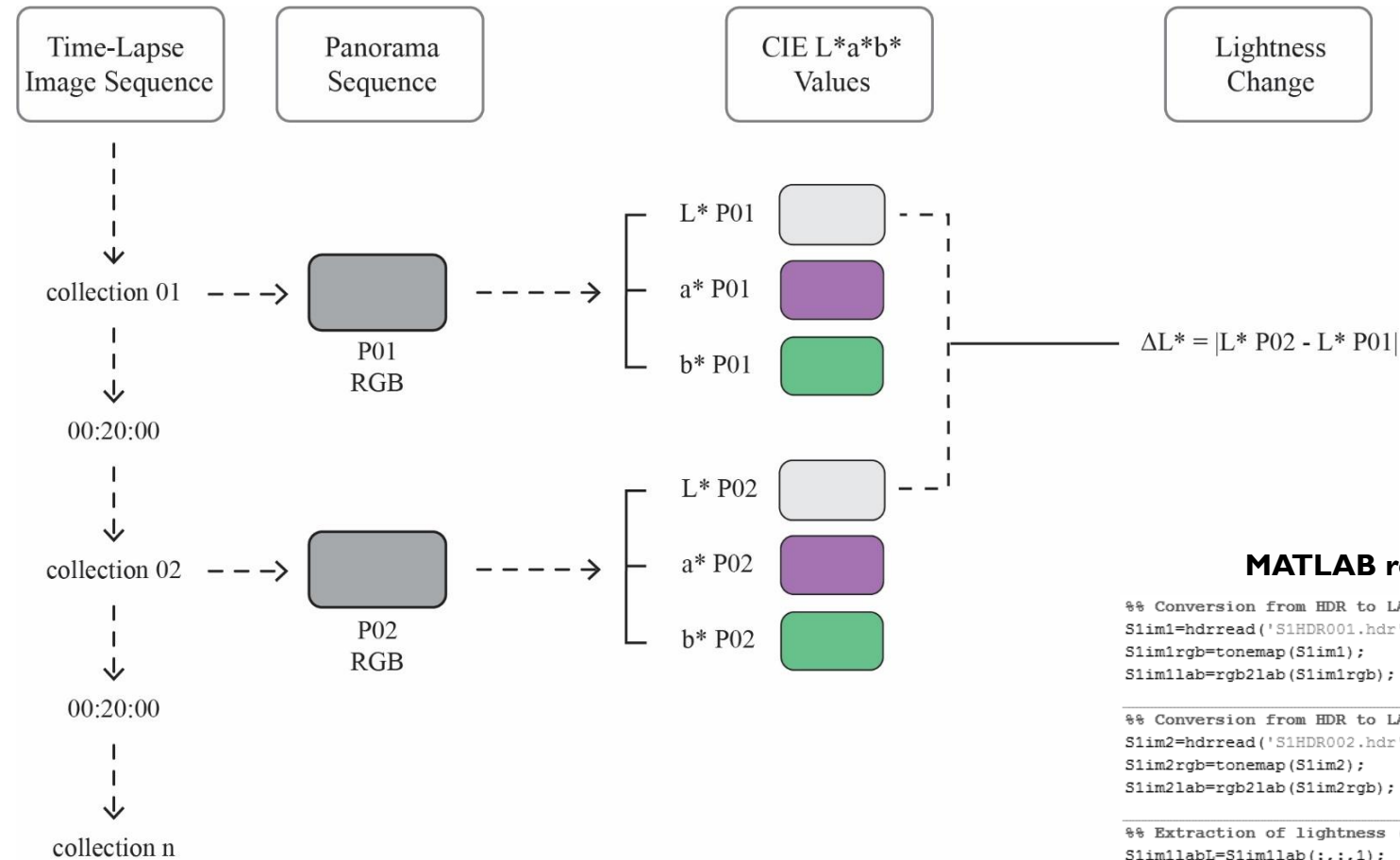
Panorama time-lapse sequences



360° time-lapse videos



Environmental measures



MATLAB routine CIE 2004

```

%% Conversion from HDR to LAB (Series 1 Image 1)
S1im1=hdrread('S1HDR001.hdr');
S1im1rgb=tonemap(S1im1);
S1im1lab=rgb2lab(S1im1rgb);

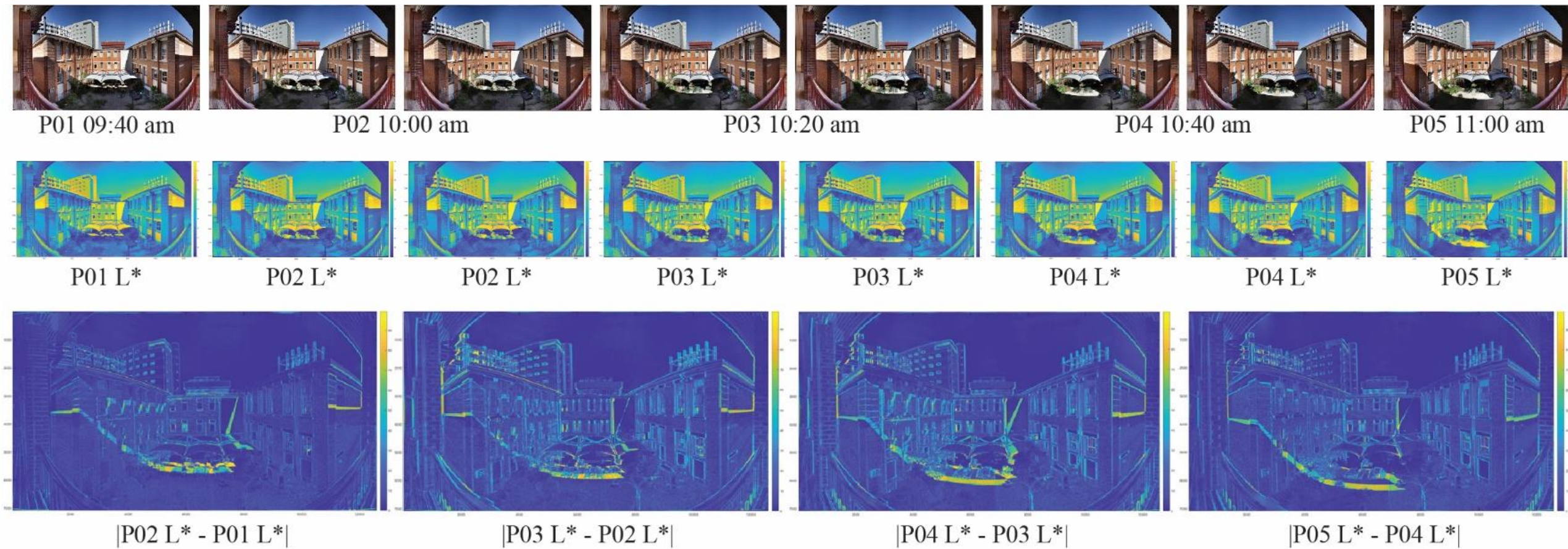
%% Conversion from HDR to LAB (Series 1 Image 2)
S1im2=hdrread('S1HDR002.hdr');
S1im2rgb=tonemap(S1im2);
S1im2lab=rgb2lab(S1im2rgb);

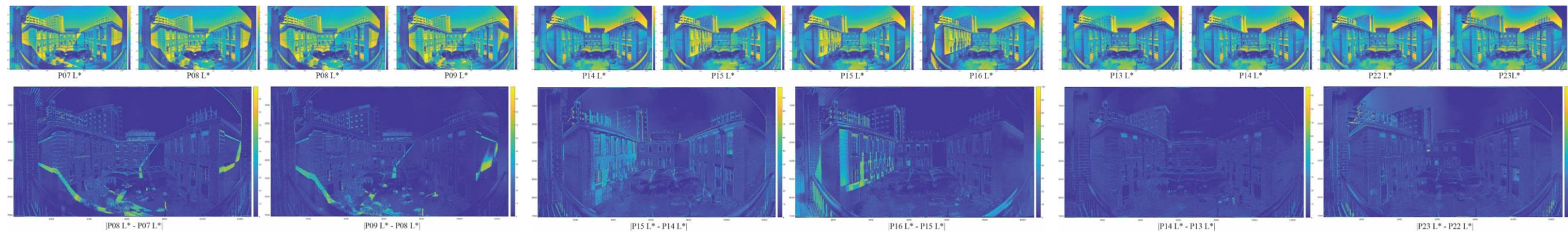
%% Extraction of lightness (L*) information (Series 1 Image 1)
S1im1labL=S1im1lab(:, :, 1);
imagesc(S1im1labL)

%% Extraction of lightness (L*) information (Series 1 Image 2)
S1im2labL=S1im2lab(:, :, 1);
imagesc(S1im2labL)

%% Absolute difference L* (Series 1 Image 2 and 1)
S1im2_1labL = abs(S1im2labL-S1im1labL);
imagesc(S1im2_1labL)
    
```

Canon EOS 5D Mark III on a panoramic head mount; Canon 50 mm f1.4 lens





Global Variation

Local Variation

No Variation

360° time-lapse videos

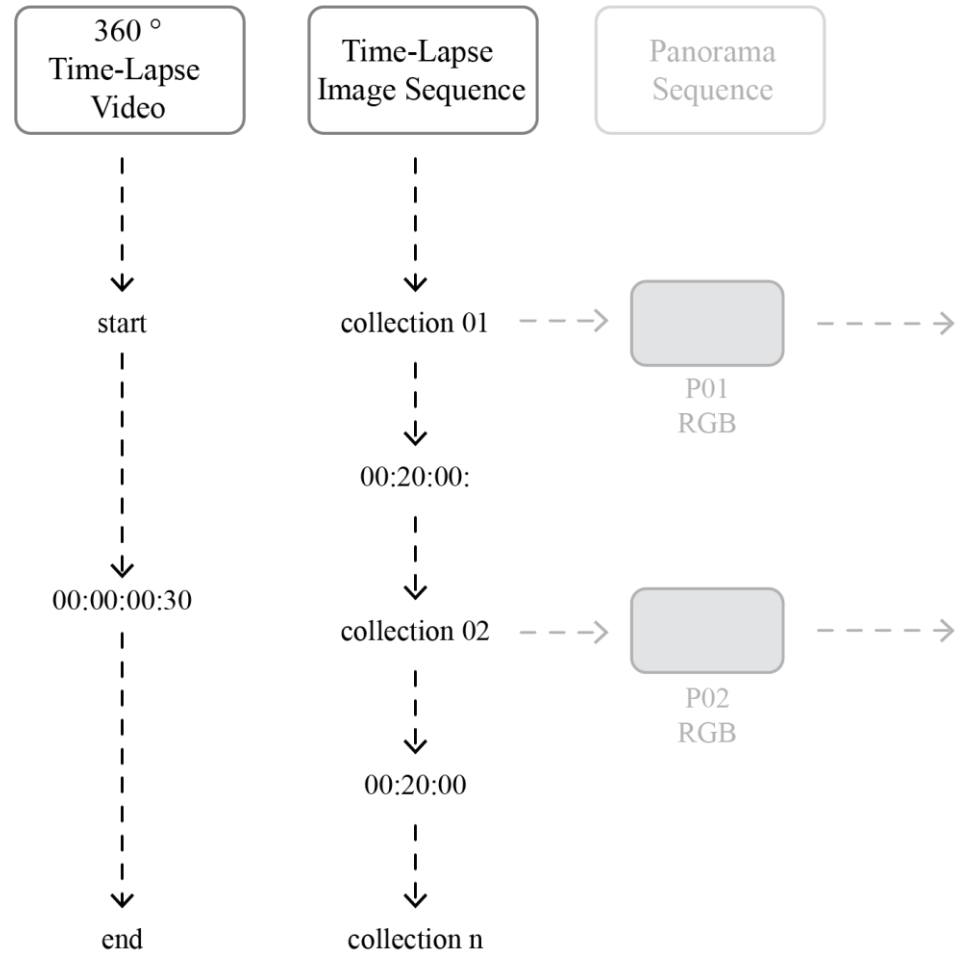
Approach

Part I: Procedures

b. COLLECTION



GARMIN Virb 360 Action camera
4K Video recording over a tripod



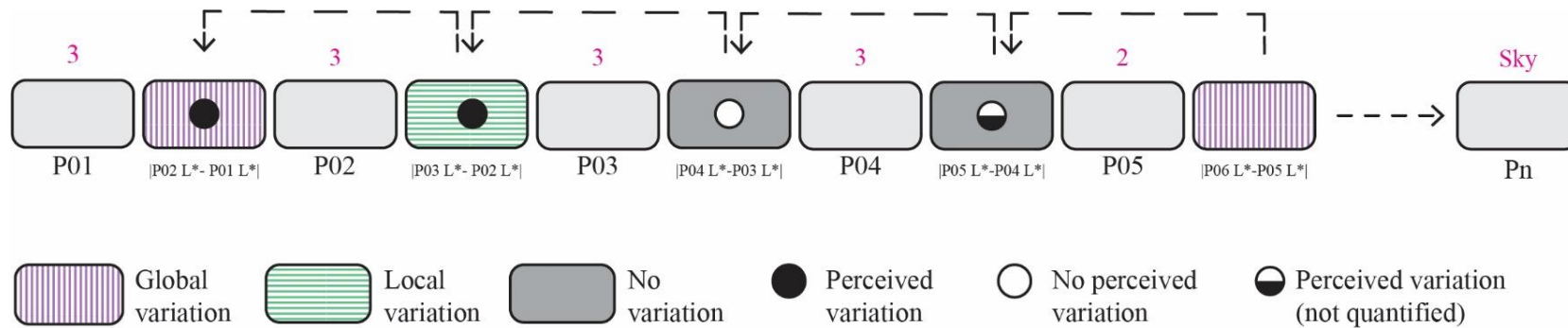
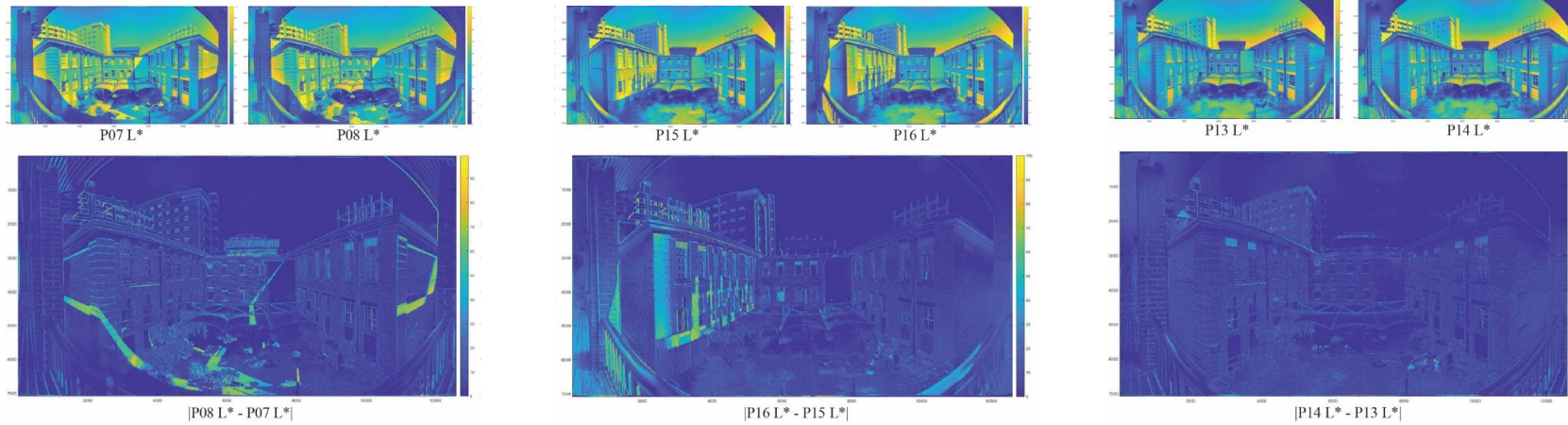
Environmental measures

Instruments and control variables



Category	Date	Hour	Sun sensor			Lighting Passport		Data Logger		
			Total W.m- 2	Diffuse W.m-2	Sky classification	CCT K	V Illuminance Lux	Temperature C	RH %	
VS1: Wall	20190514	9:40:00 AM	596.17	160.82	6	Clear Turbid	6183	3513	21.47	68.70
		10:00:00 AM	321.99	158.14	5	Intermediate	6390	3037	22.06	69.54
		10:20:00 AM	556.77	198.49	6	Clear Turbid	5343	8927	25.98	60.20
		10:40:00 AM	380.01	341.82	2	Overcast	5215	46125	29.34	50.23
		11:00:00 AM	309.78	286.65	2	Overcast	5644	5613	26.06	55.20
		11:20:00 AM	333.59	334.37	1	Overcast	5394	11939	24.16	60.81
		11:40:00 AM	487.4	384.6	3	Intermediate	5373	6795	24.62	59.80
		12:00:00 PM	481.25	382	3	Intermediate	5439	6406	26.26	55.54
		12:20:00 PM	323.37	270.72	2	Overcast	5341	7791	24.30	60.34
		12:40:00 PM	402.53	323.2	3	Intermediate	5494	6202	24.56	59.98
		1:00:00 PM	452.33	315.93	3	Intermediate	5137	2999	24.63	58.97
		1:20:00 PM	106.78	104.44	1	Overcast	5844	3279	24.13	58.51
		1:40:00 PM	114.92	109.29	1	Overcast	4810	1925	23.98	58.38
		2:00:00 PM	46.16	44.95	1	Overcast	5271	754	23.57	59.21
		2:20:00 PM	73.96	74.22	1	Overcast	5411	1571	23.35	58.84
		2:40:00 PM	108.77	109.29	1	Overcast	5320	1868	23.34	59.05
		3:00:00 PM	107.21	107.65	1	Overcast	5290	1679	23.38	59.27
		3:20:00 PM	107.47	107.91	1	Overcast	5372	1746	23.28	58.39
		3:40:00 PM	69.8	69.89	1	Overcast	5348	1282	23.23	59.19
		4:00:00 PM	63.13	63.39	1	Overcast	5600	1196	23.04	60.90
4:20:00 PM	49.71	49.71	1	Overcast	5720	897	22.85	62.32		
4:40:00 PM	28.41	28.23	1	Overcast	6379	499	22.70	62.65		
5:00:00 PM	8.49	8.05	1	Overcast	6906	175	22.42	63.45		

- BF5 Sunshine Sensor
- Lighting Passport Pro AsenseTek ALP-01
- Hobo UI2-012
- Canon EOS 5D Mark III camera fixed on a tripod, and a Sigma 8mm f3.5 EX DG
- Sky classification as control variable (Perez, Ineichen, Seals, Michalsky, & Stewart, 1990)
- Photometric measures to examine predictors to luminous variation



Lightness change as a function of different view types, view orientations, and heights.

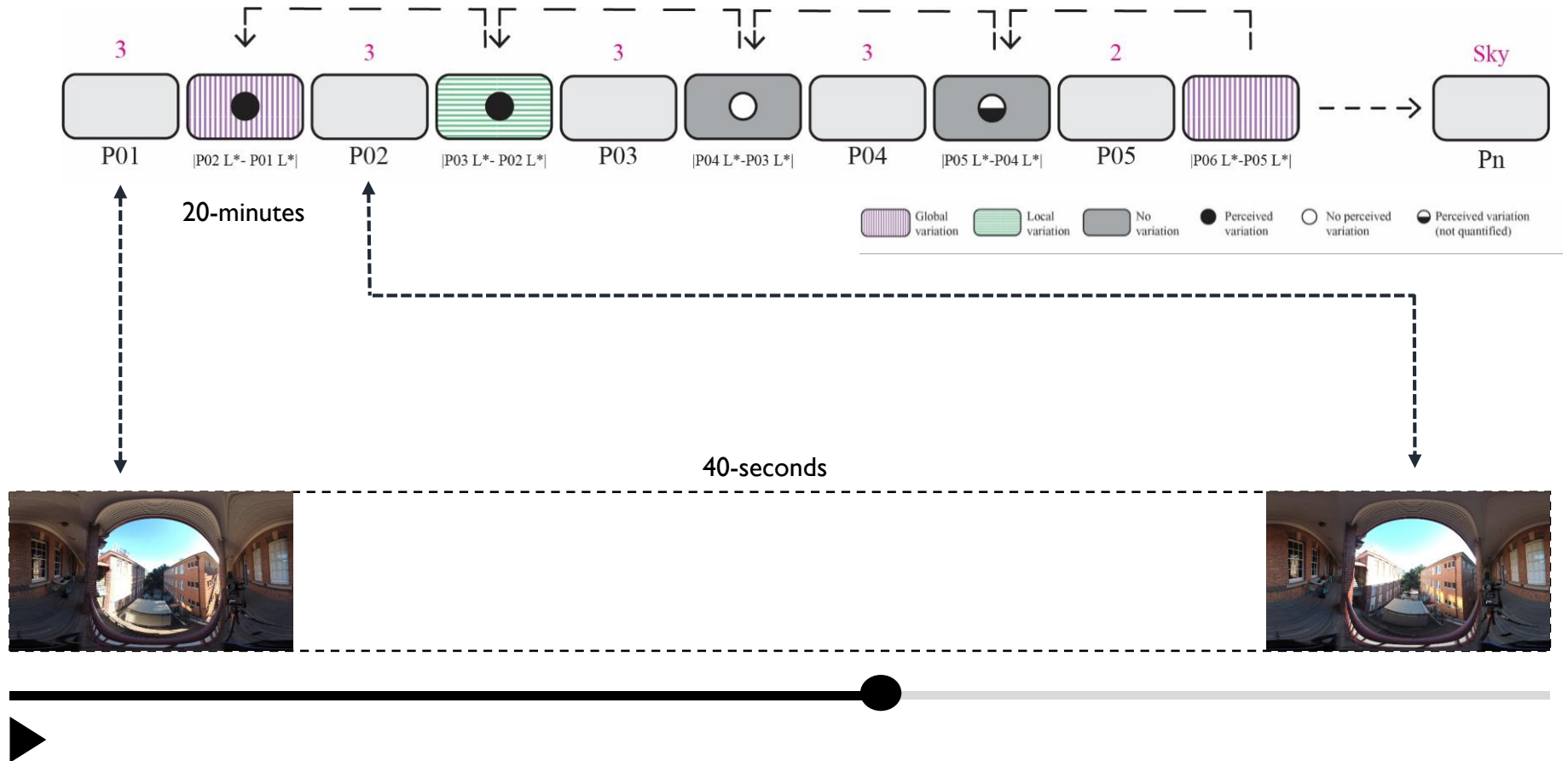
- View types: better depiction of luminous changes outdoors (in comparison to orientation or height of the vantage point).
- Vertical illuminance is a good predictor for luminous changes over time.

		P02 L*-P01 L*	P03 L*-P02 L*	P04 L*-P03 L*	P05 L*-P04 L*	P06 L*-P05 L*	P07 L*-P06 L*	P08 L*-P07 L*	P09 L*-P08 L*	P10 L*-P09 L*	P11 L*-P10 L*	P12 L*-P11 L*	P13 L*-P12 L*	P14 L*-P13 L*	P15 L*-P14 L*	P16 L*-P15 L*	P17 L*-P16 L*	P18 L*-P17 L*	P19 L*-P18 L*	P20 L*-P19 L*	P21 L*-P20 L*	P22 L*-P21 L*	P23 L*-P22 L*	Global Variation	Local Variation No Variation	Total classified	% Global Variation	% Local Variation	% No Variation	
Wall	VS 1				G			N		G		L	N	N	N	N	N	N	N	N	N	N	N		2	1	11			
	VS 2	G	G	G	G	G	G	L	G	G	G	G	G	G	G	G		G	L			G			16	2	0	32	56	9
Patio	VS 1	G	G	L	G	G	G	G	L	L	L	L	L	L	L	N		N		N					6	8	3			
	VS 2	G	G	G	G	G	G	G	G	G	G	G	L	N	L	L	G		G		G				14	3	1	35	57	31
Corridor	VS 1									G	G	N	N	L							N	N	N		2	1	5			
	VS 2		N	N	N	L	N	N	N			N	G	N	N	G	N	N	N	N	G	L	N		3	2	13	26	19	12
Roof	VS 1	G	G	N	G			G	G	L	G	G	L	G	G	G	G	G	G	N	N	N			13	2	4			
	VS 2	G		G				G	G			L							L						4	2	0	25	68	16
North	NE109				G			N		G		L	N	N	N	N	N	N	N	N	N	N	N		2	1	11			
	N351	G	G	N	G			G	G	L	G	G	L	G	G	G	G	G	G	N	N	N			13	2	4	33	46	9
South	S167	G	G	G	G	G	G	G	G	G	G	G	L	N	L	L	G		G						14	3	1			
	SW289		N	N	N	L	N	N	N			N	G	N	N	G	N	N	N	G	L	N			3	2	13	36	47	14
West	W289	G		G				G	G			L							L						3	2	13			
	W290	G	G	L	G	G	G	G	L	L	L	L	L	L	L	L	N		N		N				6	9	3	36	25	31
4 m	4.30 m				G			N		G		L	N	N	N	N	N	N	N	N	N	N	N		2	1	11			
	4.90 m	G	G	L	G	G	G	G	L	L	L	L	L	L	L	N		N							6	9	3	32	25	31
6 m	6.20 m	G	G	G	G	G	G	G	G	G	G	G	L	N	L	L	G		G						14	3	1			
	6.40 m		N	N	N	L	N	N	N			N	G	N	N	G	N	N	N	G	L	N			3	2	13	36	47	14
9 m	9.10 m									G	G	N	N	L							N	N	N		2	1	5			
	9.50 m	G	G	G	G	G	G	L	G	G	G	G	G	G	G	G		G	L			G			16	2	0	26	69	12
12 m	12.20 m	G	G	N	G			G	G	L	G	G	L	G	G	G	G	G	G	N	N	N			13	2	4			
	12.80 m	G		G				G	G			L							L						4	2	0	25	68	16

Part 2: Evaluation

Experimental design: Subjective assessment of views

Part 1. Quantitative assessment

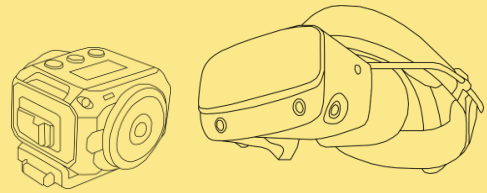


Part 2. Subjective assessment

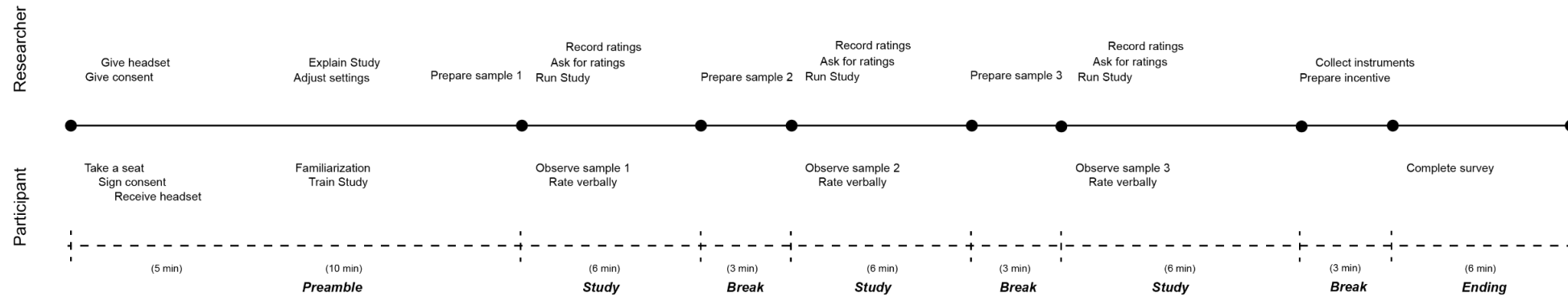


Part 2: Evaluation

Experimental design: Instruments and Protocol



360 Videos
Oculus Rift S



Immersive instruments

- ecological validity
(de Kort, Meijnders, Sponselee & Ijsselsteijn, 2006)
- subjective assessment of light indoors
(Chamilothori, Wienold, Andersen, 2017)

3 Randomized samples of 40 sec videos

Part 2: Evaluation

Experimental design – Testing – Next steps

Testers (n=9)

- Test Video speed (FPS) Ecological validity
- Exploration vs Forced perspective
- Randomization



Thank you!

Francisca Rodriguez

francisca.rodriguez@hdr.qut.edu.au

www.lumielab.com



REFERENCES

- Andersen, M. (2015). Unweaving the human response in daylighting design. *Building and Environment*, 91, 101-117.
- Berto, R., Baroni, M. R., Zainaghi, A., & Bettella, S. (2010). An exploratory study of the effect of high and low fascination environments on attentional fatigue. *Journal of Environmental Psychology*, 30(4), 494-500.
- Chamilothori, K., Wienold, J., & Andersen, M. (2019). Adequacy of immersive virtual reality for the perception of daylit spaces: Comparison of real and virtual environments. *Leukos*, 15(2-3), 203-226.
- de Kort, Y. A., Meijnders, A. L., Sponselee, A. A., & IJsselsteijn, W. A. (2006). What's wrong with virtual trees? Restoring from stress in a mediated environment. *Journal of environmental psychology*, 26(4), 309-320.
- Hoiem, D., Efros, A. A., & Hebert, M. (2007). Recovering surface layout from an image. *International Journal of Computer Vision*, 75(1), 151-172.
- Kaplan, R., & Kaplan, S. (1989). *The experience of nature: A psychological perspective*. CUP Archive.
- Sonnentag, S., Venz, L., & Casper, A. (2017). Advances in recovery research: What have we learned? What should be done next?. *Journal of Occupational Health Psychology*, 22(3), 365.
- van den Berg, A. E., Koole, S. L., & Van der Wulp, N. Y. (2003). Environmental preference and restoration:(How) are they related?. *Journal of environmental psychology*, 23(2), 135-146.
- Veitch, J. A., & Galasiu, A. D. (2012). The physiological and psychological effects of windows, daylight, and view at home: review and research agenda.
- World Health Organization. (2016). *Global report on urban health: equitable healthier cities for sustainable development*. World Health Organization.