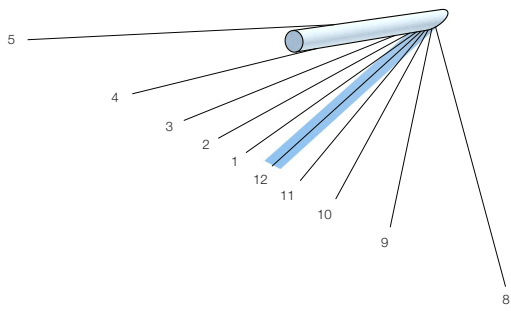
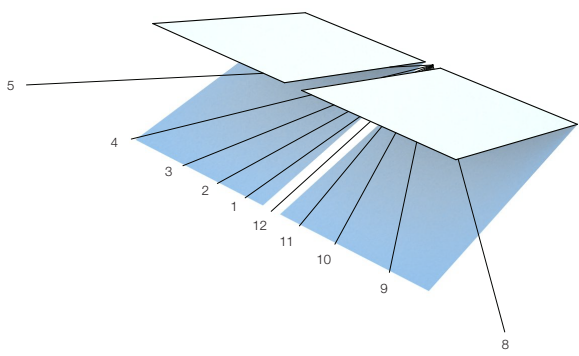


Diurnal shadow

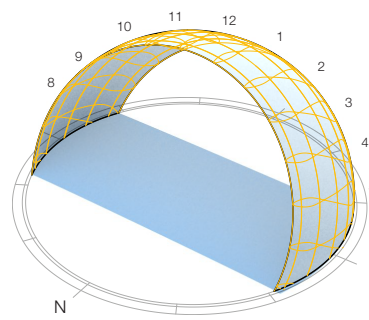
Shape development sequence diagram



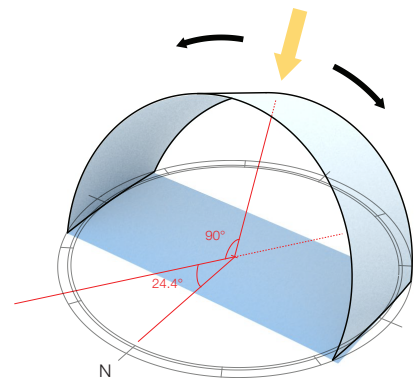
1) Common sundial design: gnomon casting shadow and indicating the time of the day



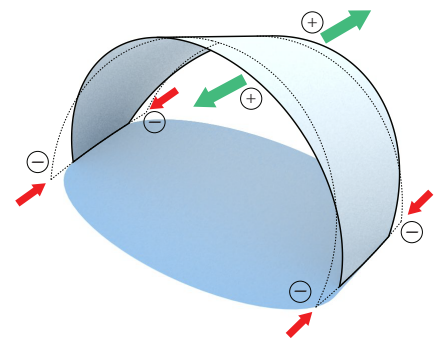
2) Reversed concept: the time is indicated by a gap in the surface casting shadows and generating renewable energy



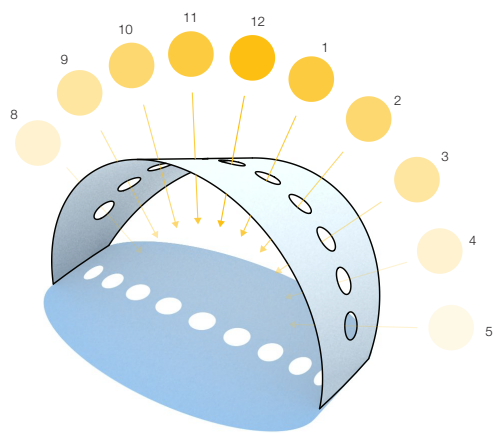
3) Sun's apparent path in the sky of Masdar during different seasons and times of the day



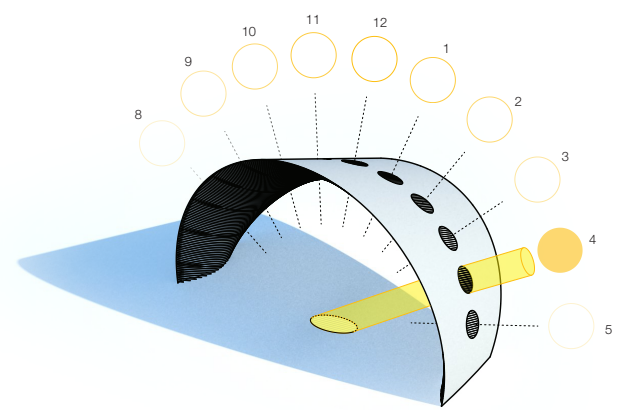
4) The shape of the sunpath is simplified into a cylindrical section with the surface perpendicular to the diurnal motion at the equinoxes



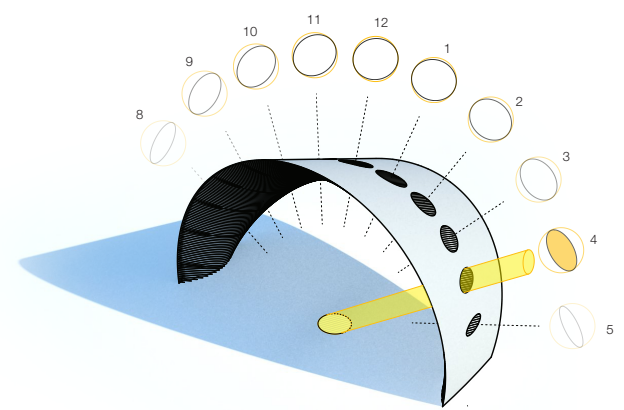
5) The surface is enlarged in correspondence with the sun peak hours and tapered towards the ground



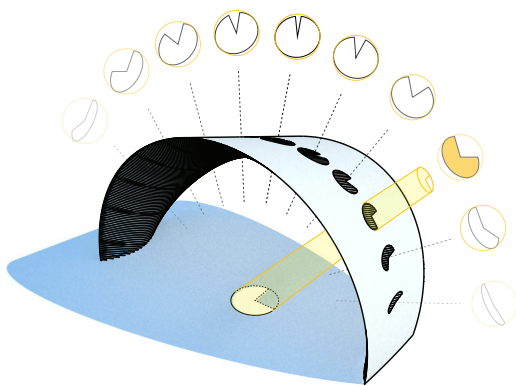
6) An opening oriented in the direction of every sunshine hour of a day is cut into the surface



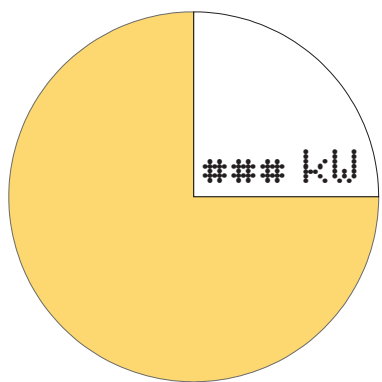
7) A system of louvers oriented to let the sun light reach the ground only at one hour of the day per time while shade other hours is introduced



8) The circular shapes of the openings are adjusted into elliptical shapes in order to render a circular image on the ground.



9) The different hours are displayed by the sunlight casted in the shape of symbols reminiscent of the face of a clock



10) The hour hand is represented by the average amount of kW being produced as measured in the hour displayed