

Computer simulated persons are often applied when the indoor environment is modeled by computational fluid dynamics. The computer simulated persons differ in size, shape, and level of geometrical complexity, ranging from simple box or cylinder shaped heat sources to more humanlike models. Little effort, however, has been focused on the influence of the geometry. This work provides an investigation of geometrically different computer simulated persons with respect to both local and global airflow distribution.

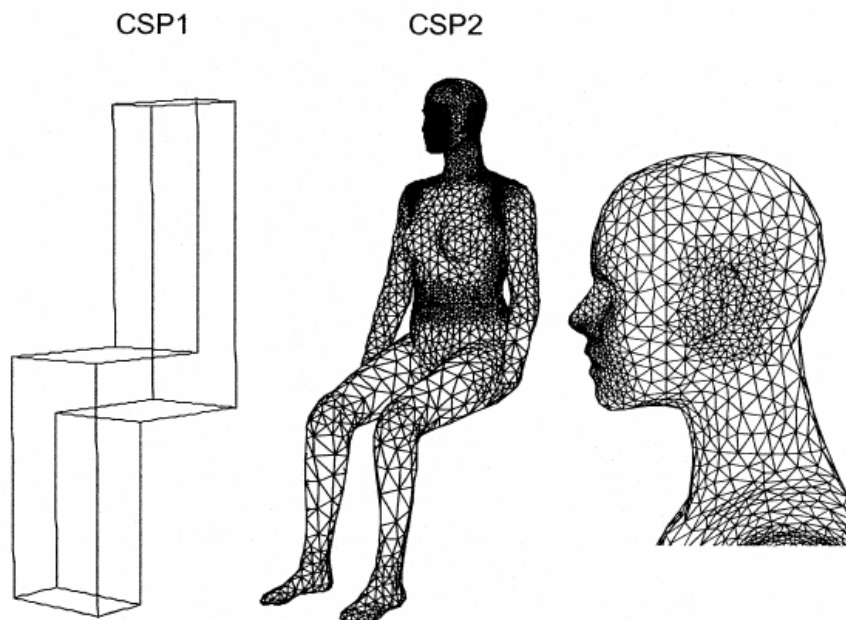


Figure 3 *Geometry of CSP1 and CSP2. CSP1 is a simple rectangular geometry, while CSP2 is an accurate geometrical representation of a human body, although without hands.*