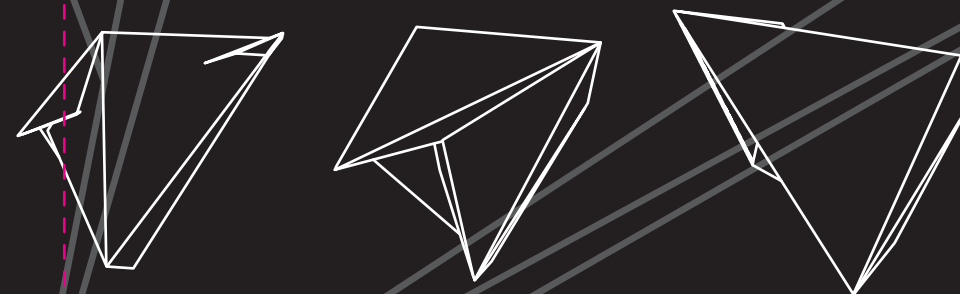
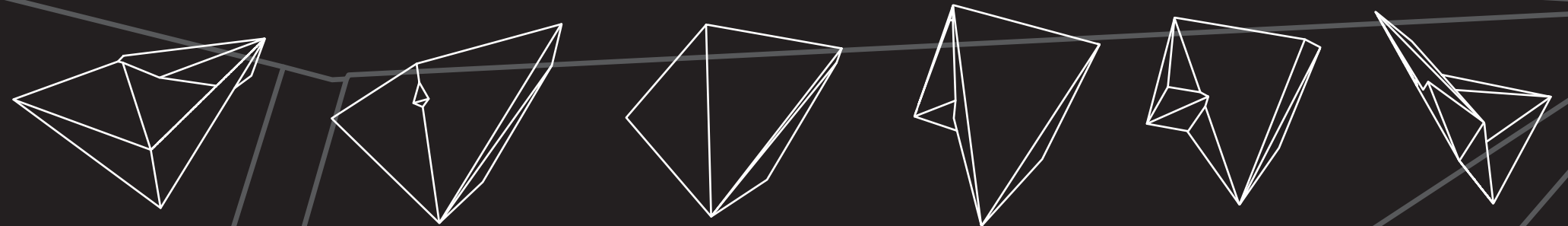
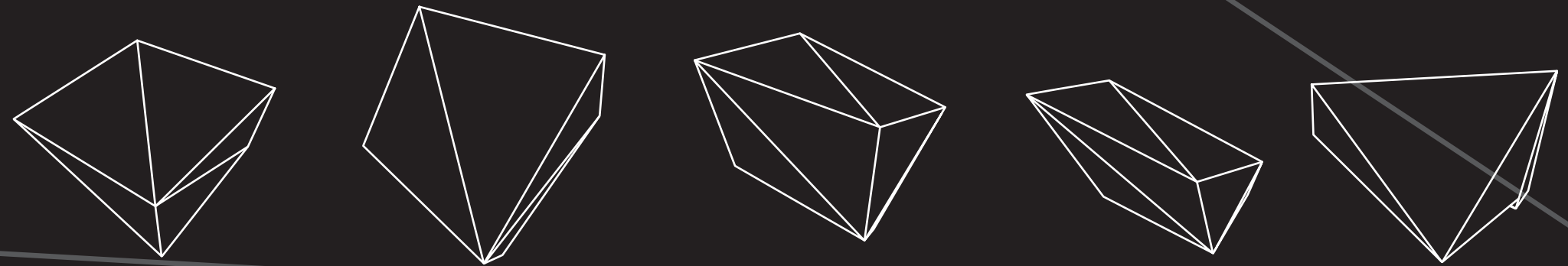


STAZIETI GEOMETRIY



```
//angle of rotation depending on existing deviation (rotation deminish as found angle is increases)
float $angle = rad_to_deg(angle $panelAngle $Light);
print ($angle + "\n");
if ($angle < 180 && $angle >= 170) {rotate -r -xyz 5;}
else if ($angle < 170 && $angle >= 160) {rotate -r -xyz 2;}
else if ($angle < 160 && $angle >= 150) {rotate -r -xyz 4;}
else if ($angle < 150 && $angle >= 140) {rotate -r -xyz 6;}
else if ($angle < 140 && $angle >= 130) {rotate -r -xyz 8;}
else if ($angle < 130 && $angle >= 120) {rotate -r -xyz 10;}
else if ($angle < 120 && $angle >= 110) {rotate -r -xyz 12;}
else if ($angle < 110 && $angle >= 100) {rotate -r -xyz 14;}
else if ($angle < 100 && $angle >= 90) {rotate -r -xyz 16;}
else if ($angle < 90 && $angle >= 80) {rotate -r -xyz 18;}
else if ($angle < 70 && $angle >= 60) {rotate -r -xyz 20;}
else if ($angle < 50 && $angle >= 40) {rotate -r -xyz 22;}
else if ($angle < 40 && $angle >= 35) {rotate -r -xyz 24;}
else if ($angle < 35 && $angle >= 30) {rotate -r -xyz 26;}
else if ($angle < 30 && $angle >= 20) {rotate -r -xyz 28;}
else if ($angle < 20 && $angle >= 10) {rotate -r -xyz 30;}
```

Using found angle of face normal against the sun angle, script adjusts each faces of the geometry to increase the angle between the sun's ray and the face normal. based on the law of optics known as 'Lambert's cosine Law' adjusted face is now less susceptible solar radiation absorpbsion.