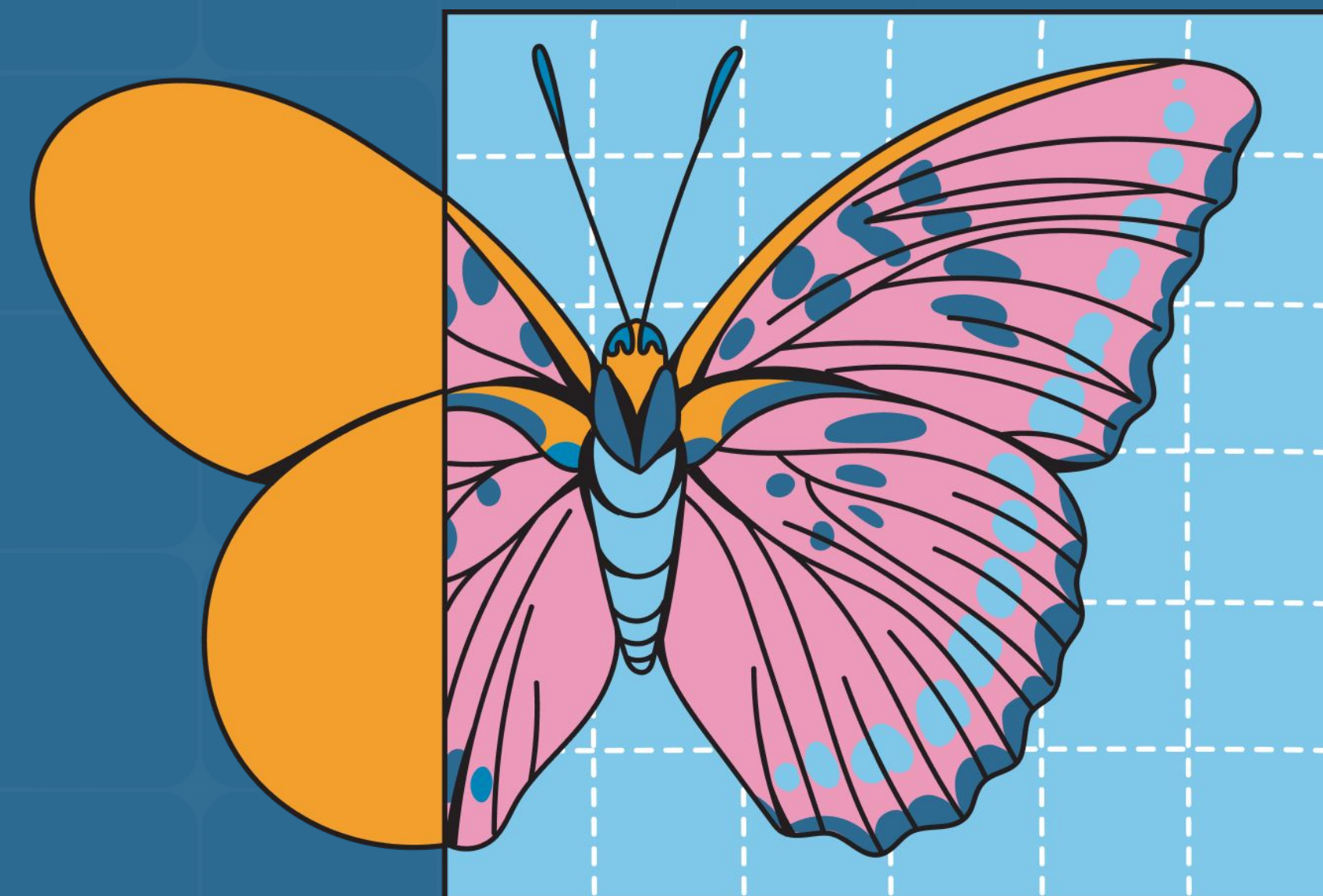


Quick & Dirty *vs. Built to Last:* **Solar Layouts** **Done Right**



Solar Layouts: Beyond the Drawing

*Seems simple at first, but there's
more to it than meets the eye*



What people typically think when
they hear *“Solar Layout”* ...

Site area

Location	31° 47' 6" -106° 29' 42"	Meteodata ✓
Buildable area	1180.98 ac	
Footprint	1017.12 ac	

Equipment

PV modules	372070.80 kW	527760
CSI Solar CS7N-705TB-AG 705.0 W	372070.80 kW	527760
GCR	0.43	
Any trackers	372070.80 kW	8796
DuraTrack HZ v3 CS7N-705TB-AG...	372070.80 kW	8796
Row to row	18.00-30.00 ft	

Combiner boxes

DC Combiner Box 1500V 405.0 A	1525
-------------------------------	------

Inverters

Generic Central 3605 3605.0 kW 1MOD	80
-------------------------------------	----

Transformers

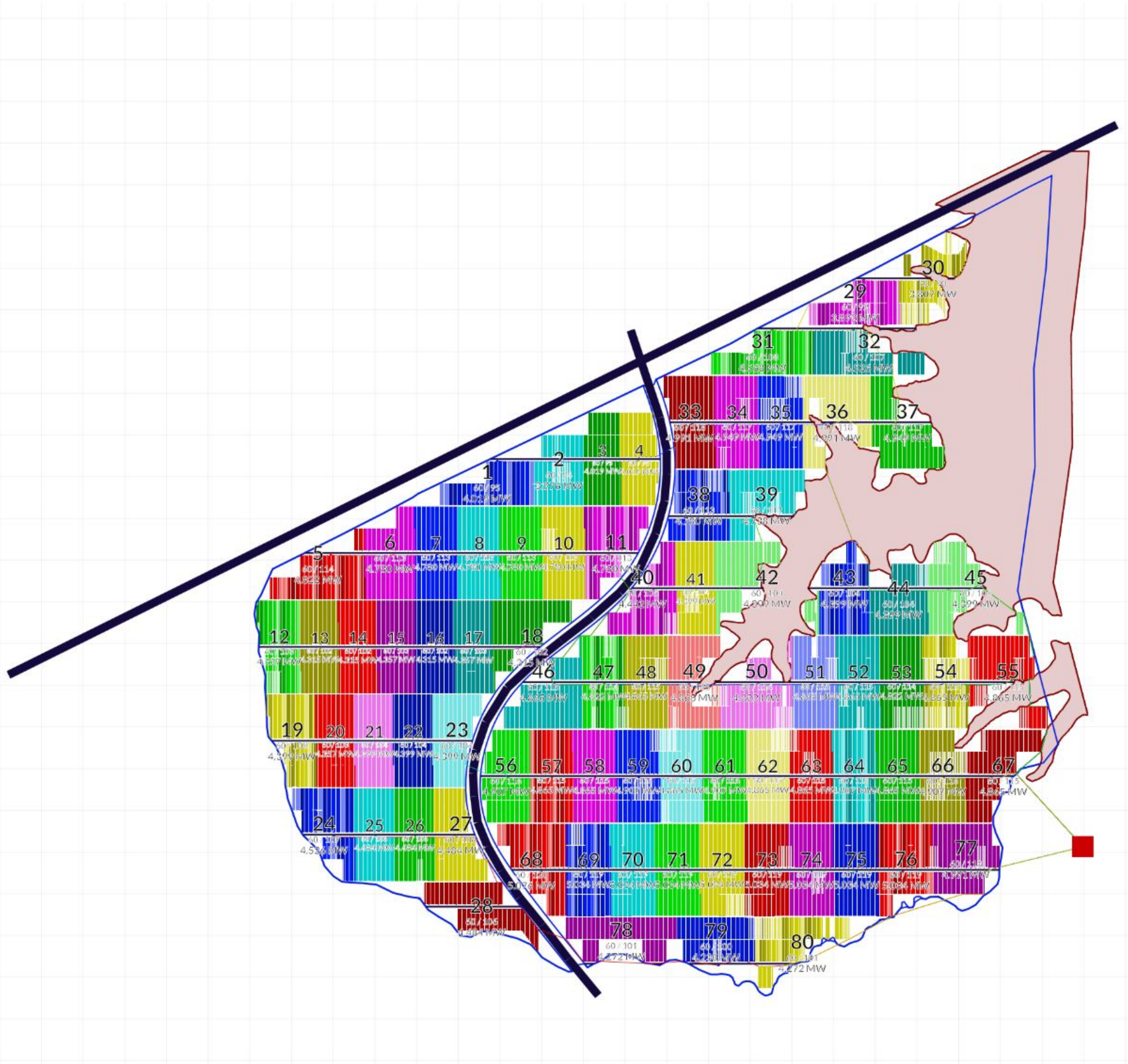
Generic Transformer 8800.0 kW 35500.0 V	80
---	----

Energy

DC total	372070.80 kW	
AC total	288400.00 kW	
DC/AC ratio	1.29	
LV voltage drop	5453.87 kW	1.47 %
MV voltage drop	2323.69 kW	0.81 %
Year 1 energy yield and performance	917407.71 MWh	84.59 %
Specific annual yield	2465.68 Wh/W	

Civil

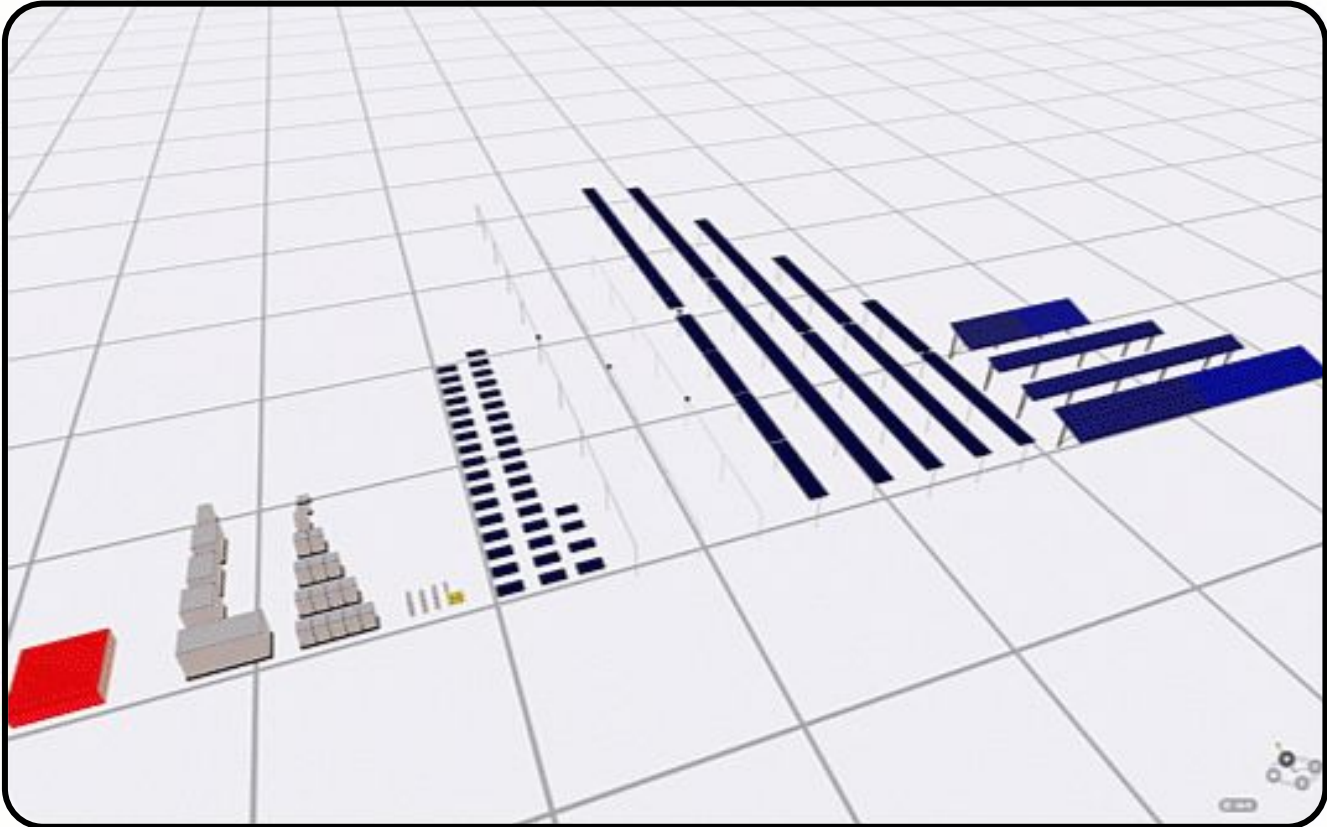
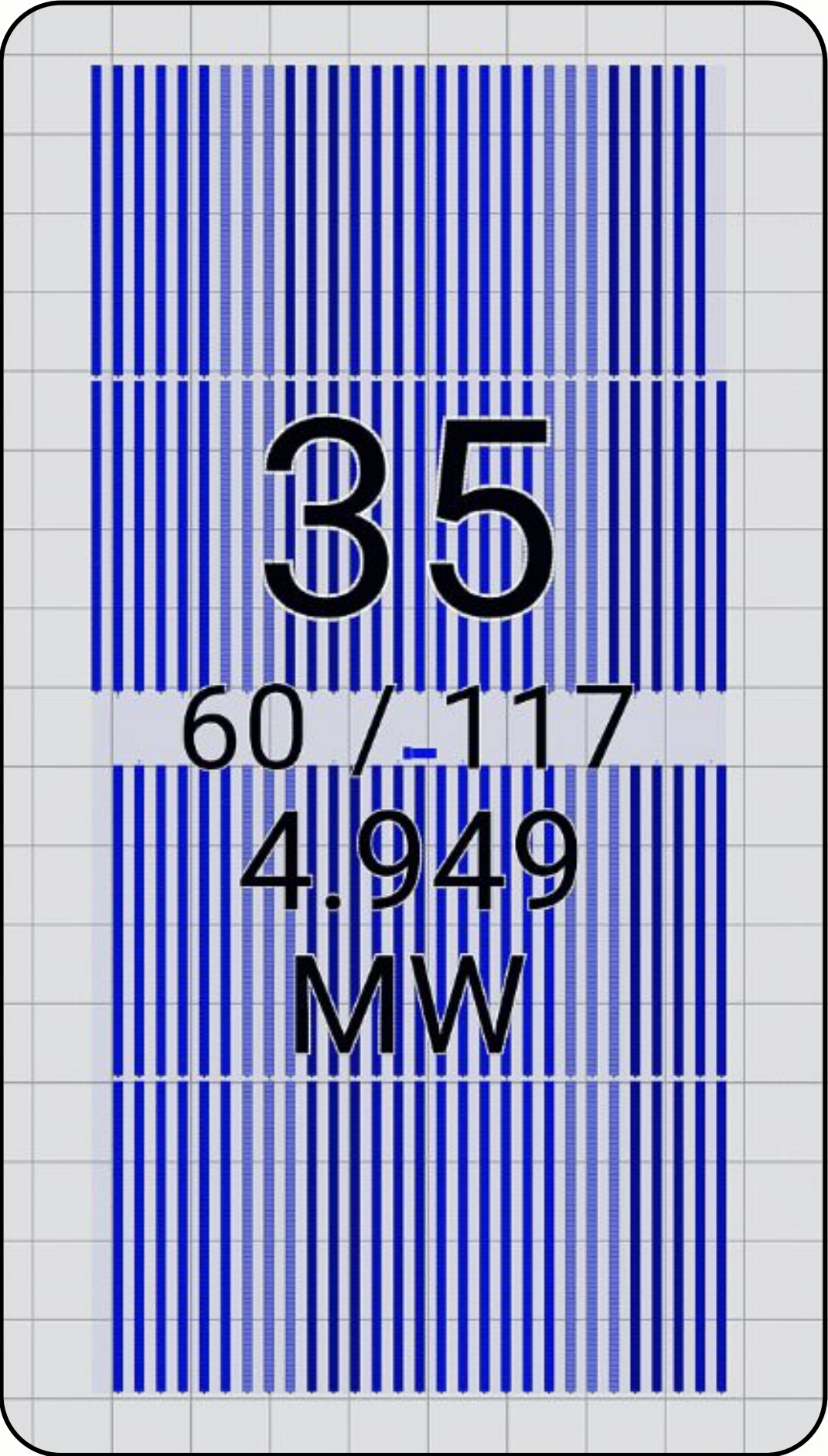
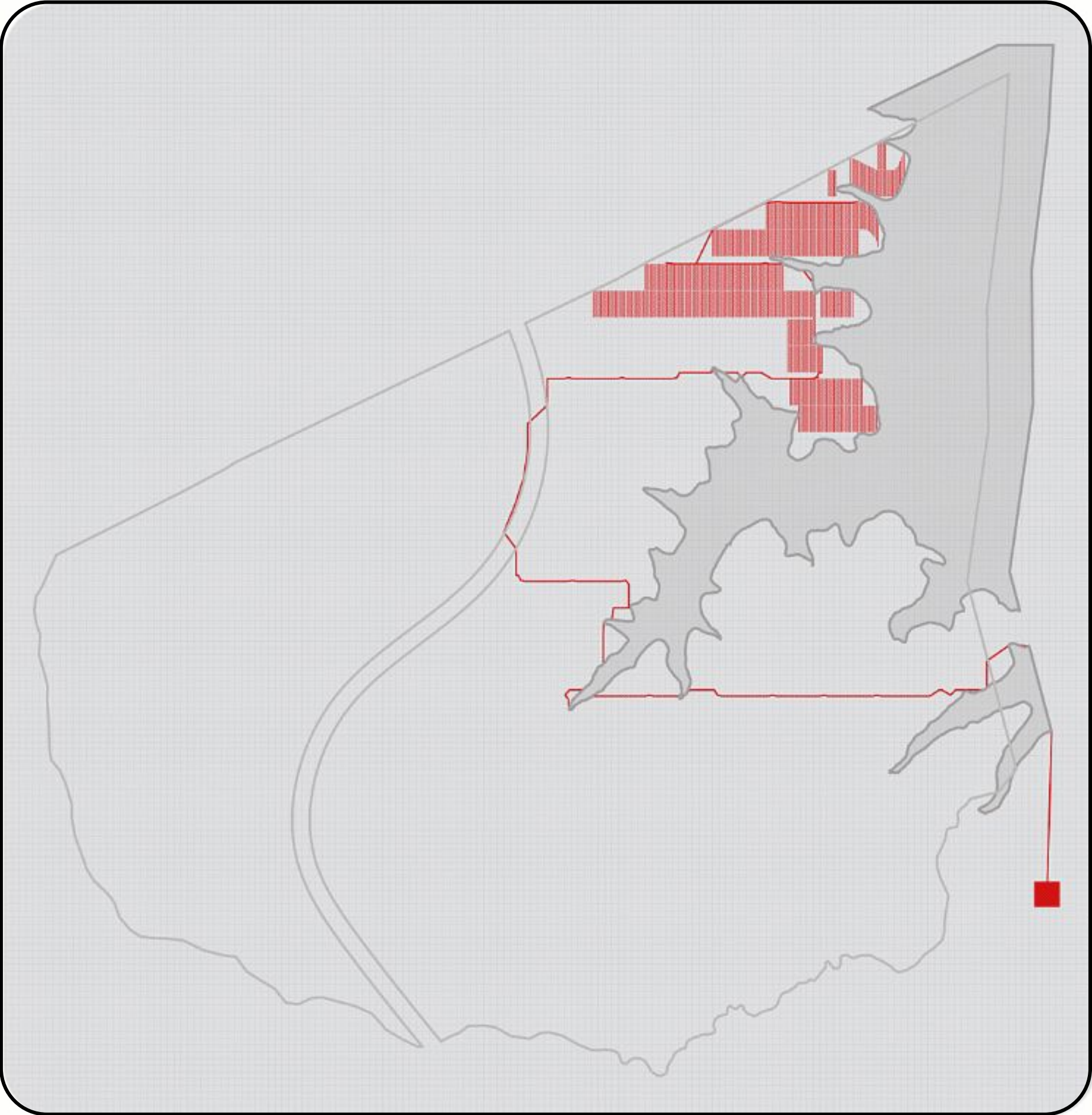
Trenches	78668 yd3	297542 ft
Cut fill total	3288112.88 yd3	
Cut fill net balance	613116.09 yd3	



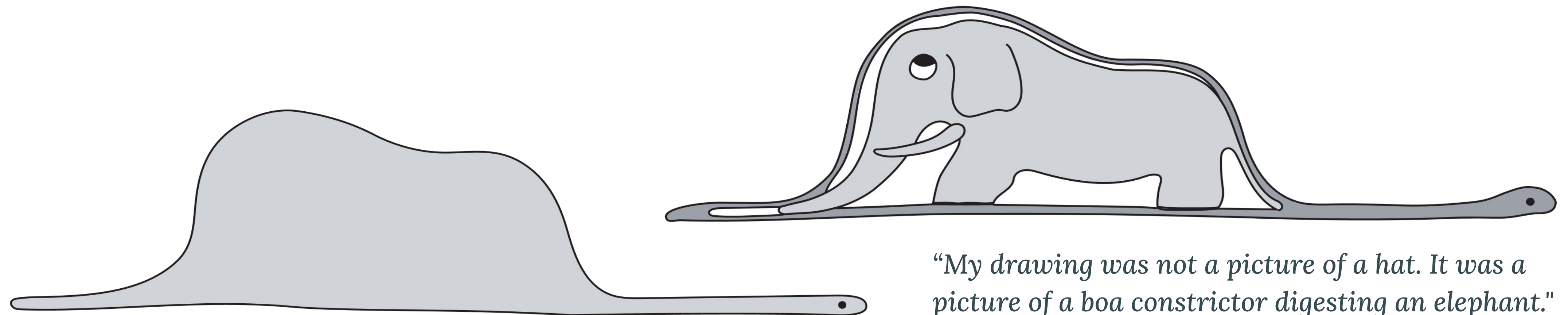
What a “*Solar Layout*” actually is?

Multidisciplinary Harmony

*Everything runs in sync, seamlessly
connected to generate energy*



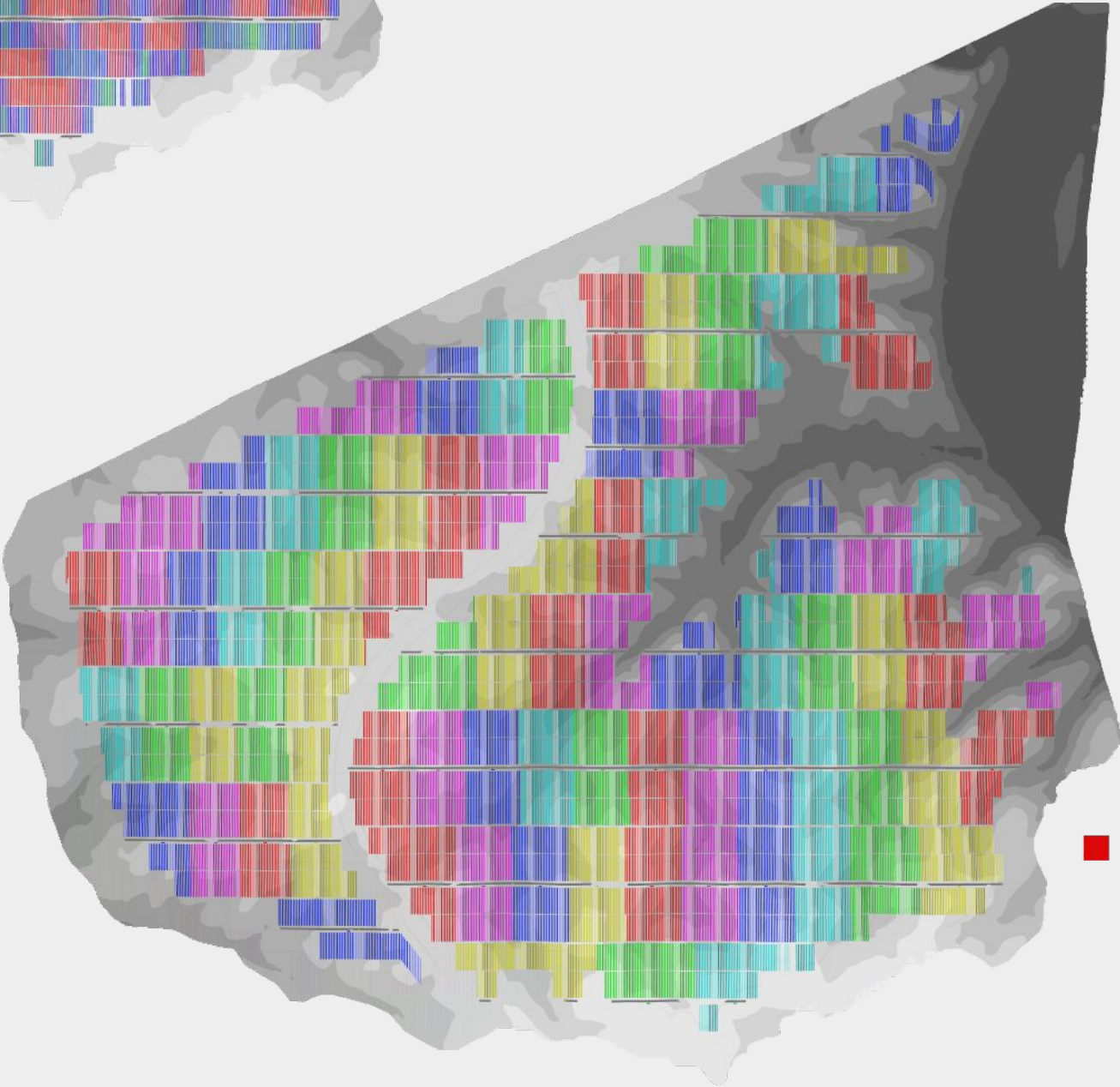
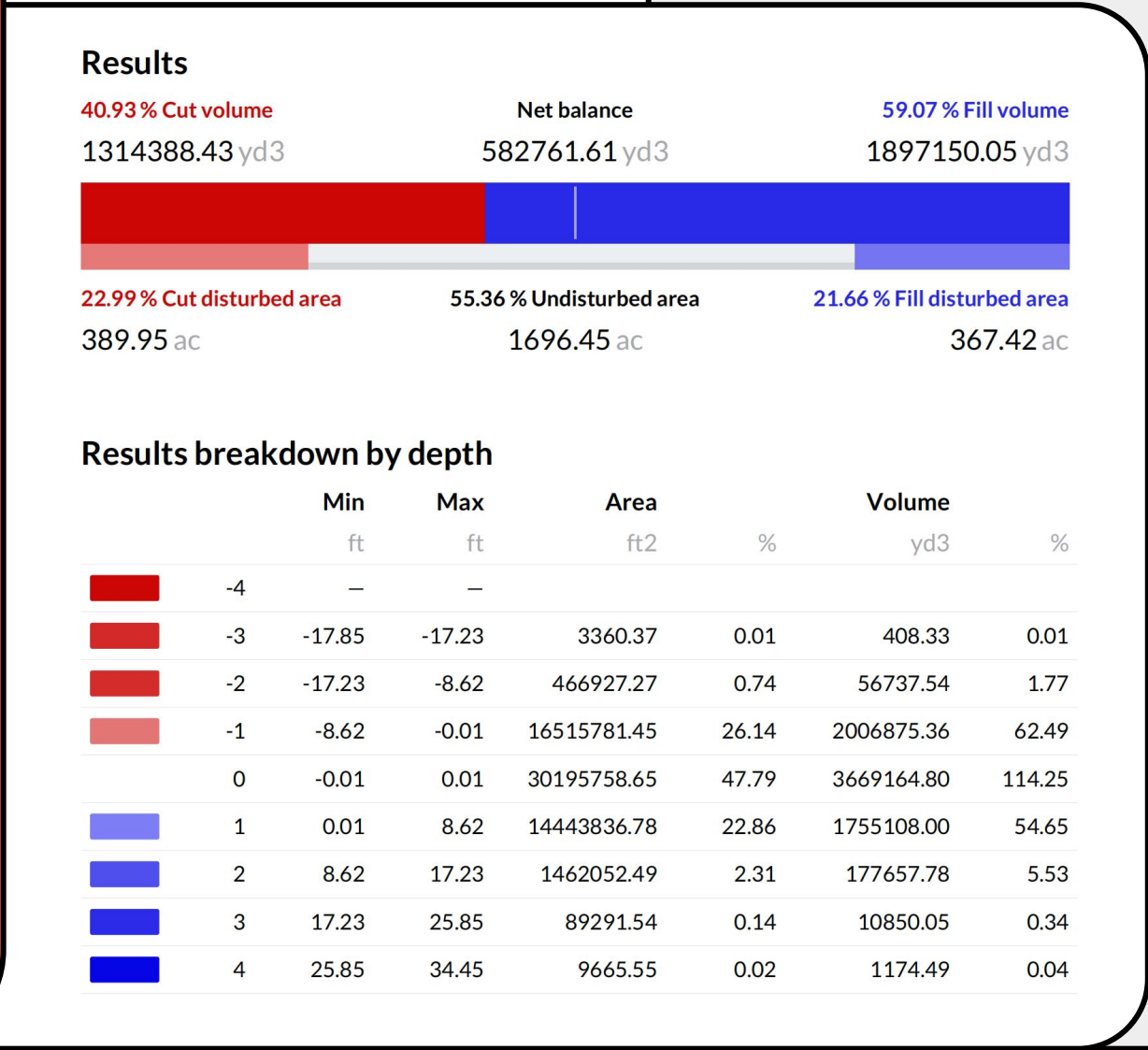
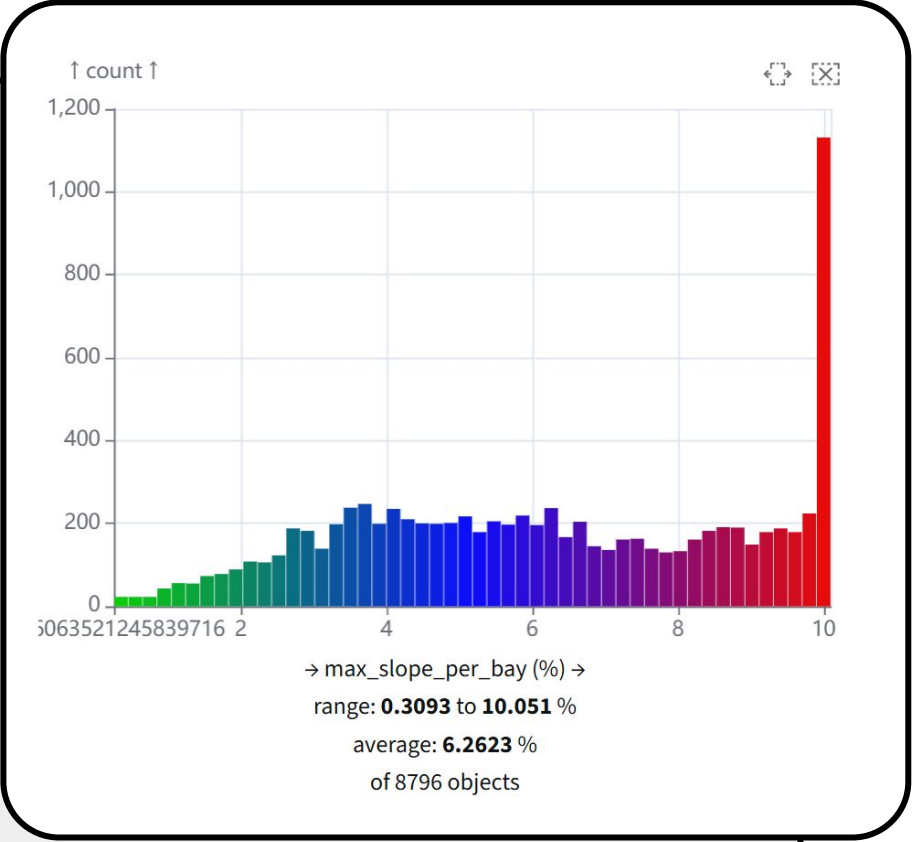
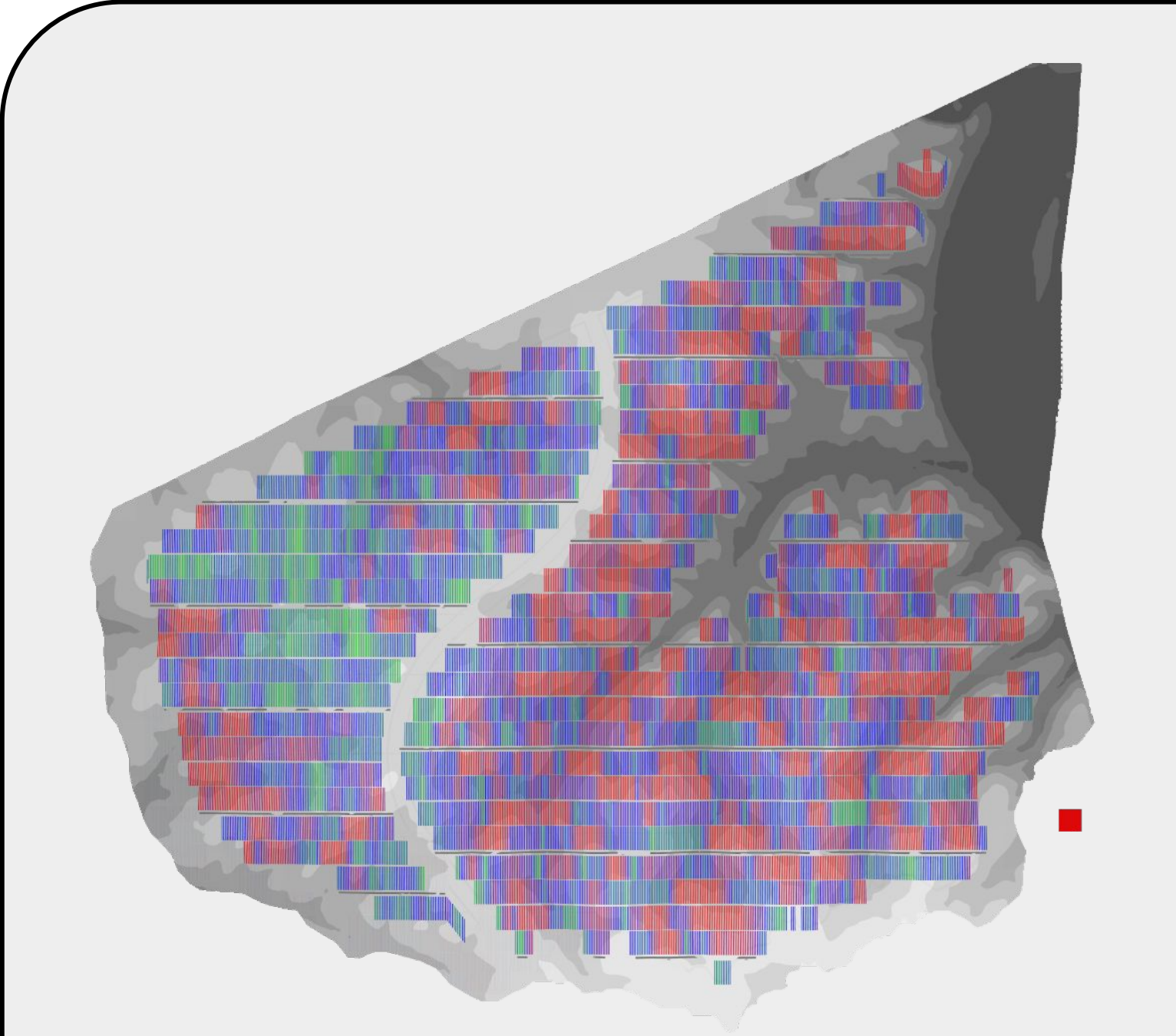
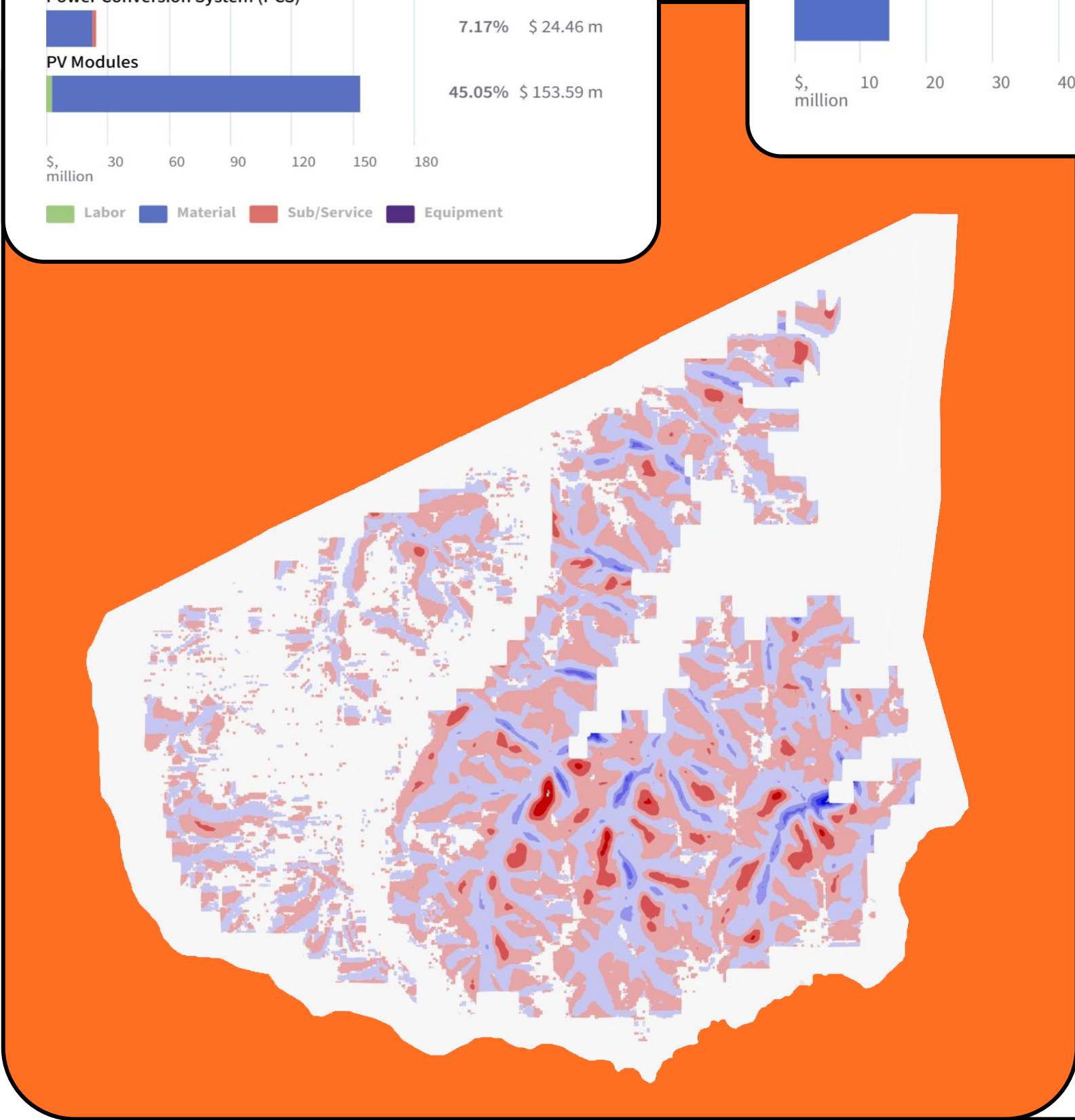
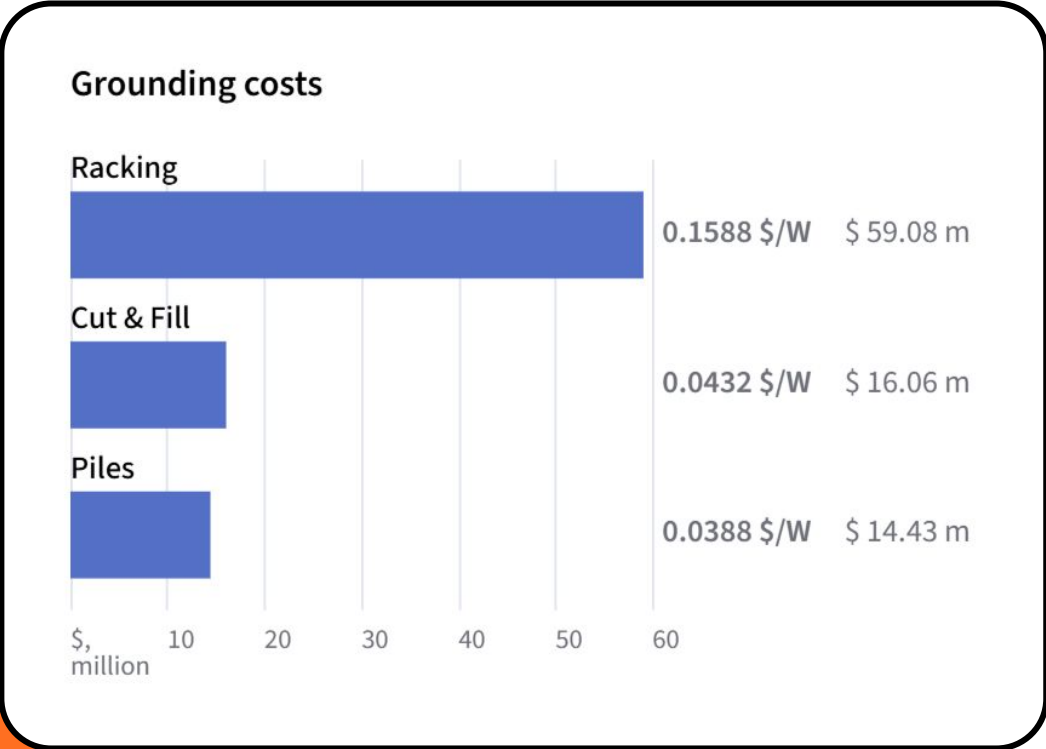
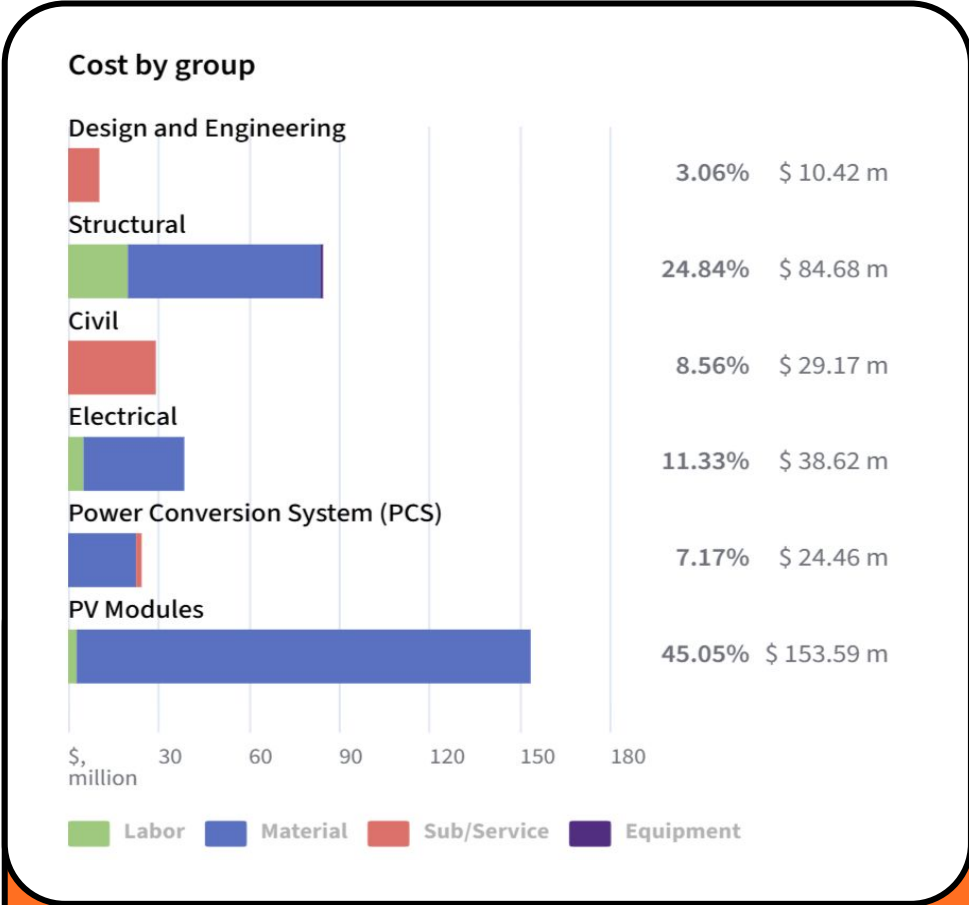
There are countless hidden considerations,
making solar PV layouts **deceptively simple**
at first glance but **remarkably complex**
upon closer inspection

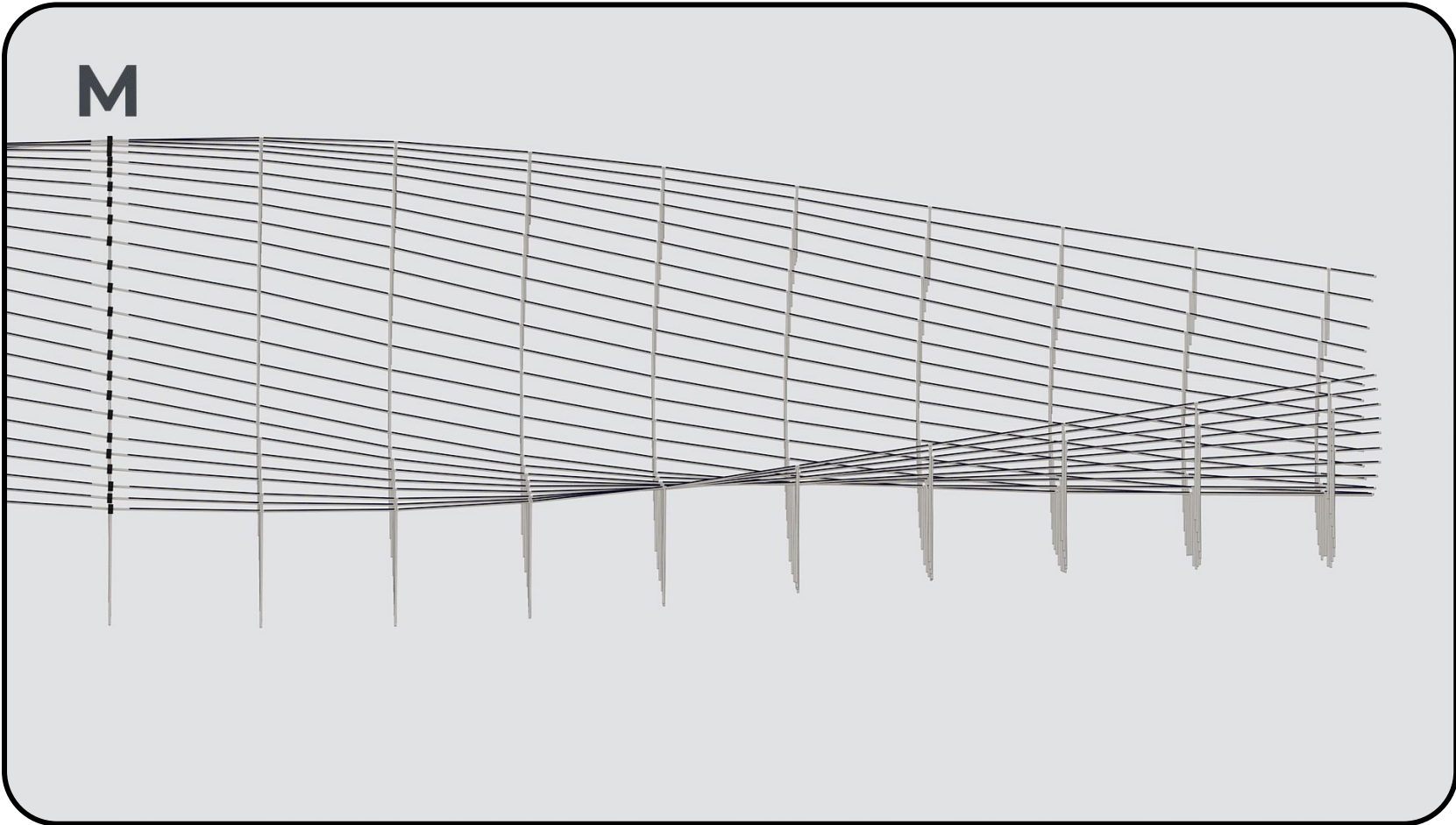
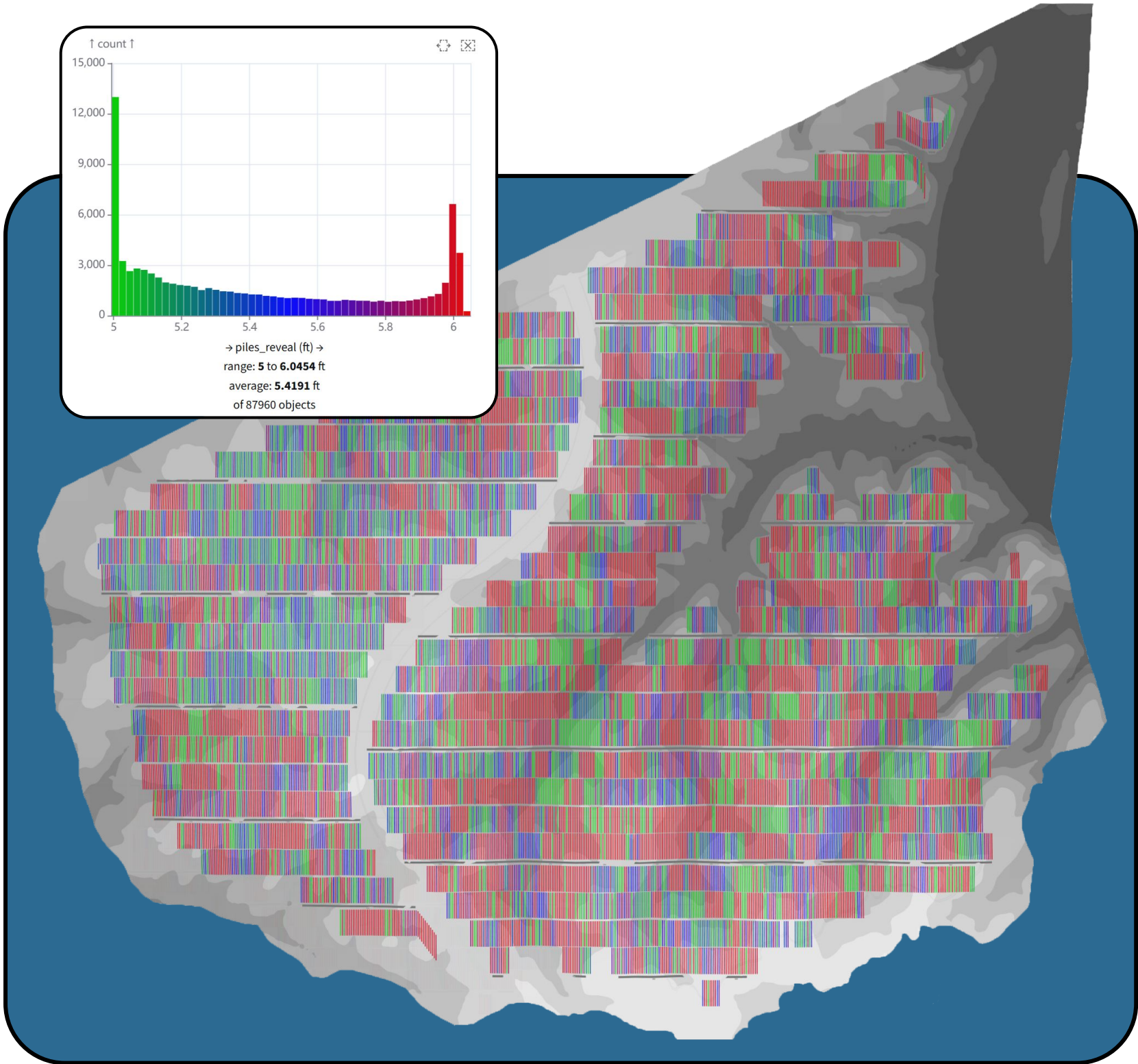


"My drawing was not a picture of a hat. It was a picture of a boa constrictor digesting an elephant."

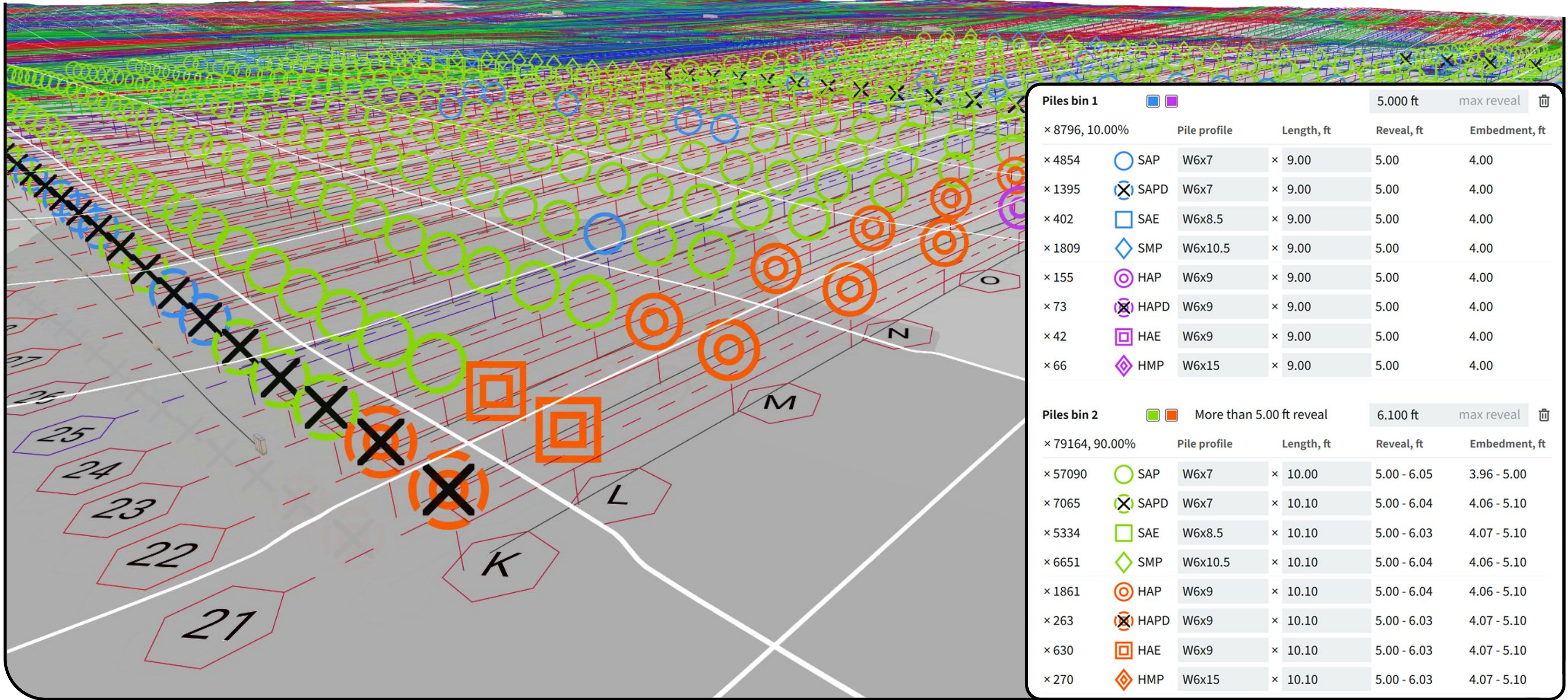


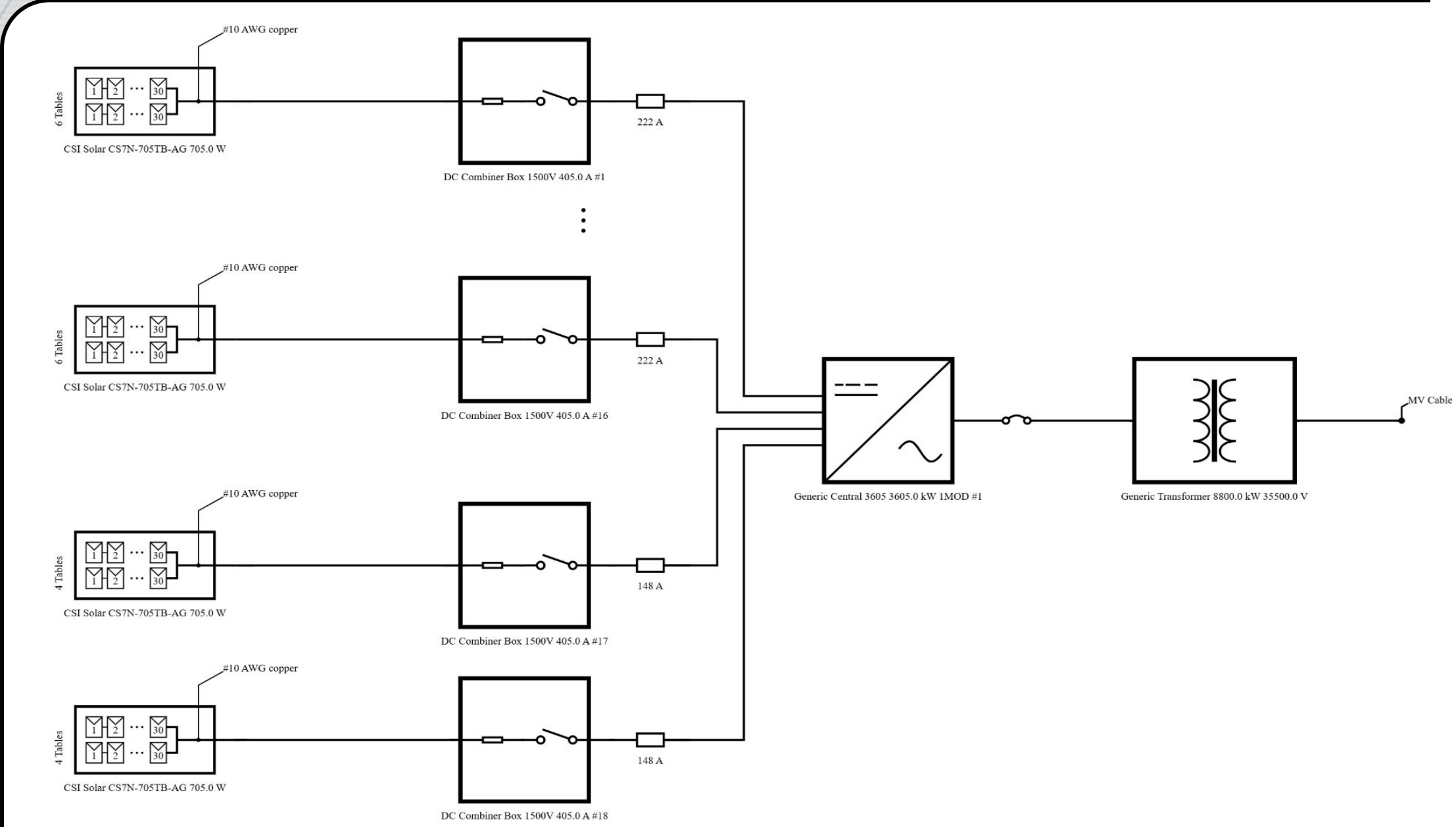
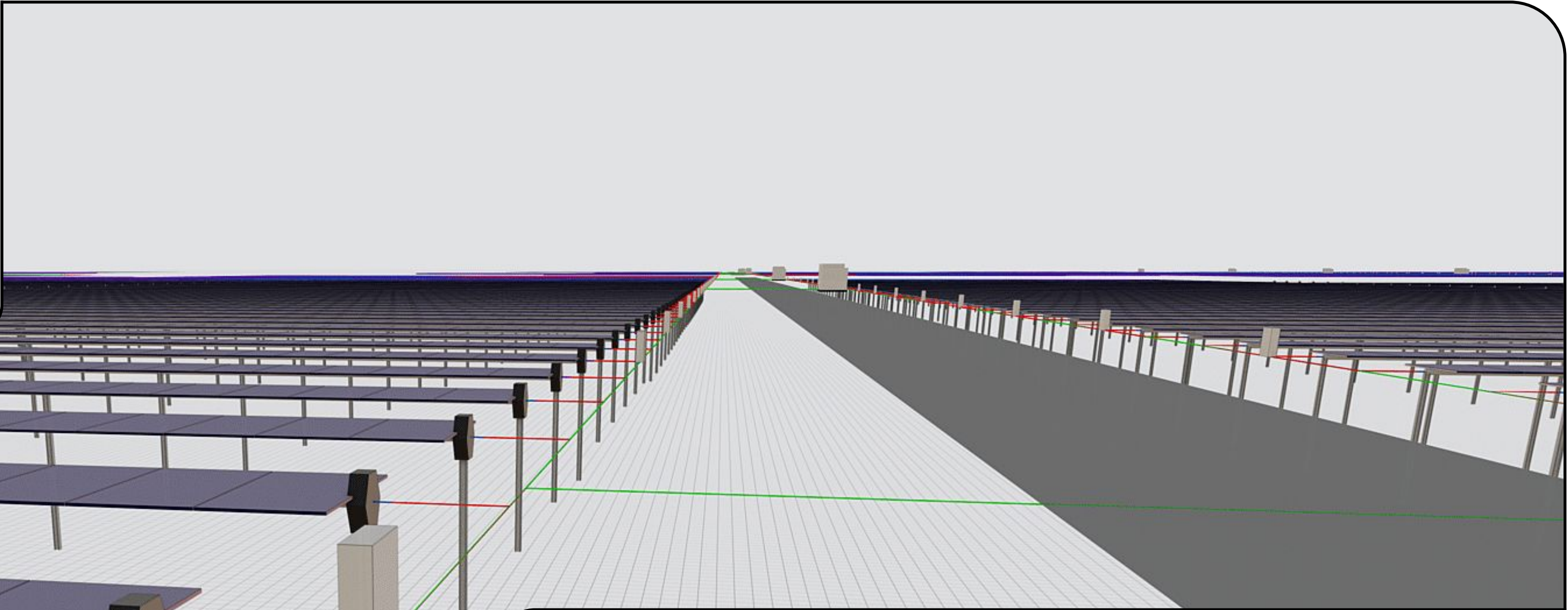
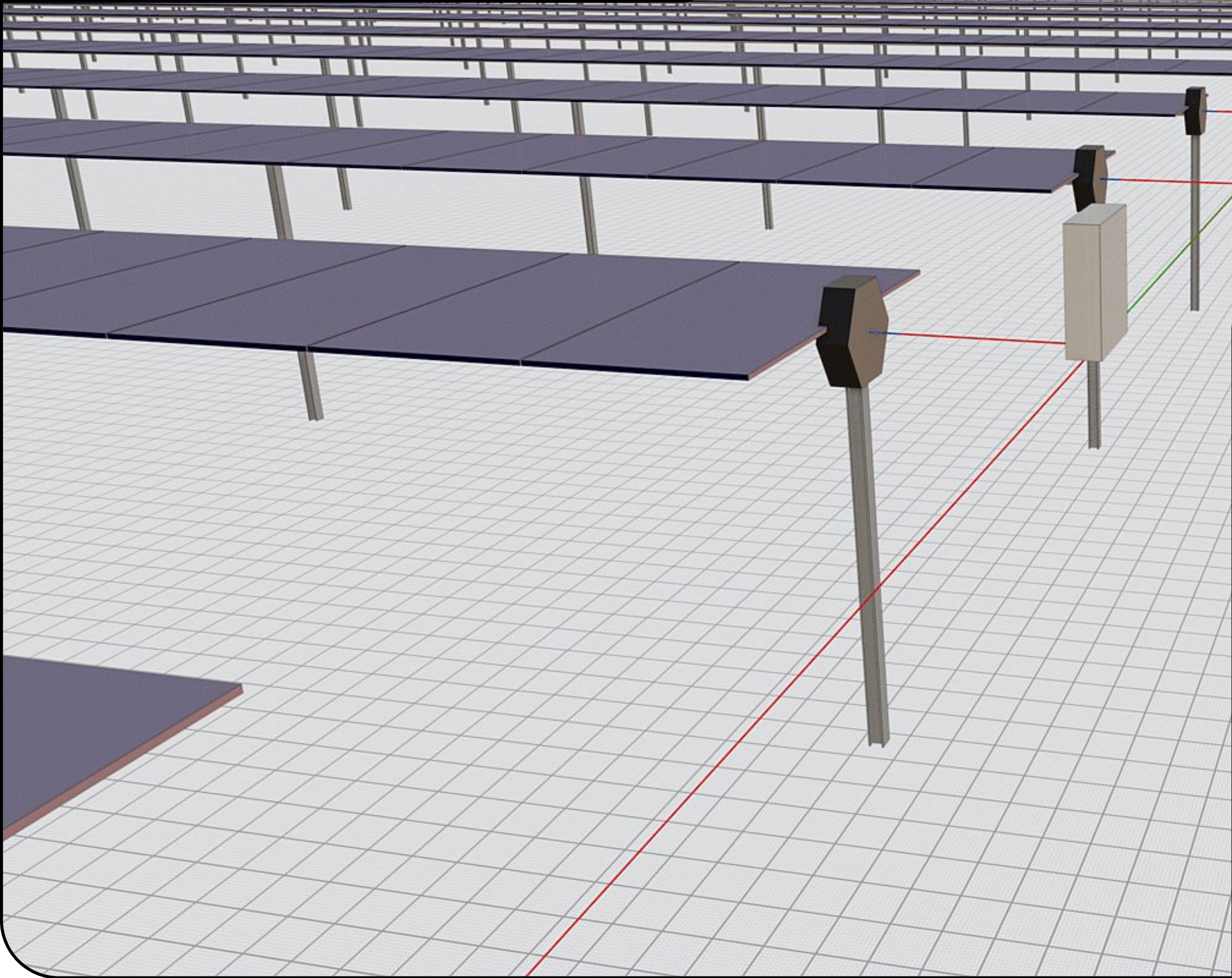
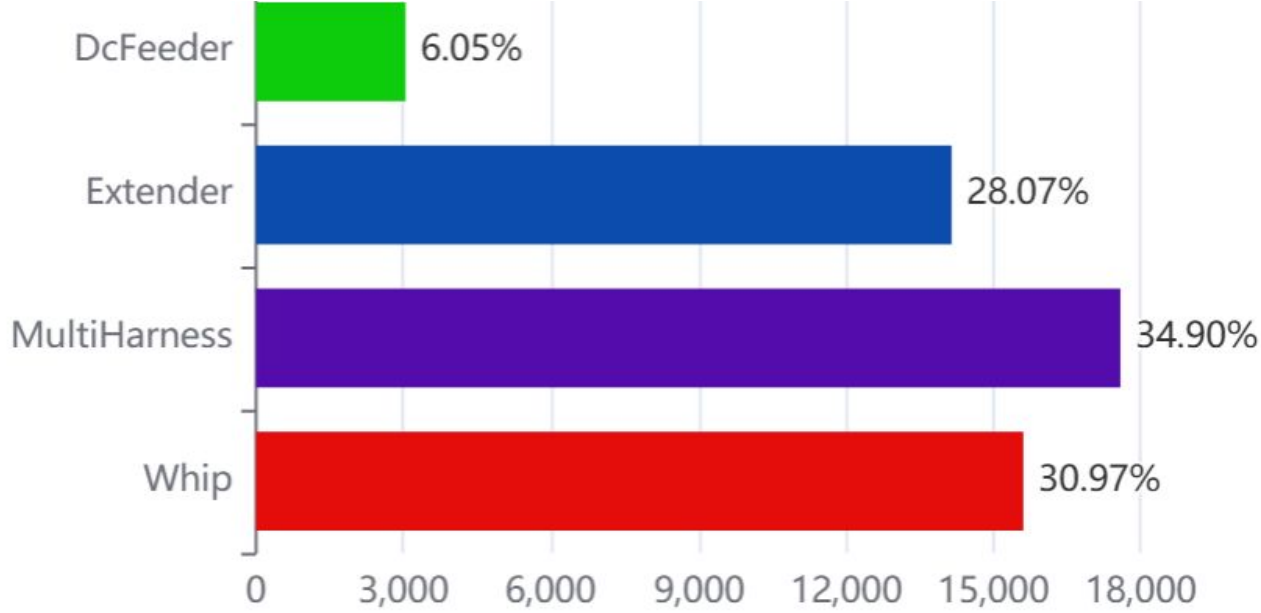
Civil Engineering





Structural Engineering





Presenting “*Solar Layout*” in PVFARM?

Making layout is like cooking a dish...

Layout Conditions:

Context: meteo, terrain model, hydrology...

Requirements & Restrictions: DC capacity, energy

Layout Ingredients:

Spatial objects: roads, fence, boundaries...

Equipment: modules, combiner boxes, inverters, transformers...

Electrical Groups: strings, combiner box groups, blocks, MV groups...

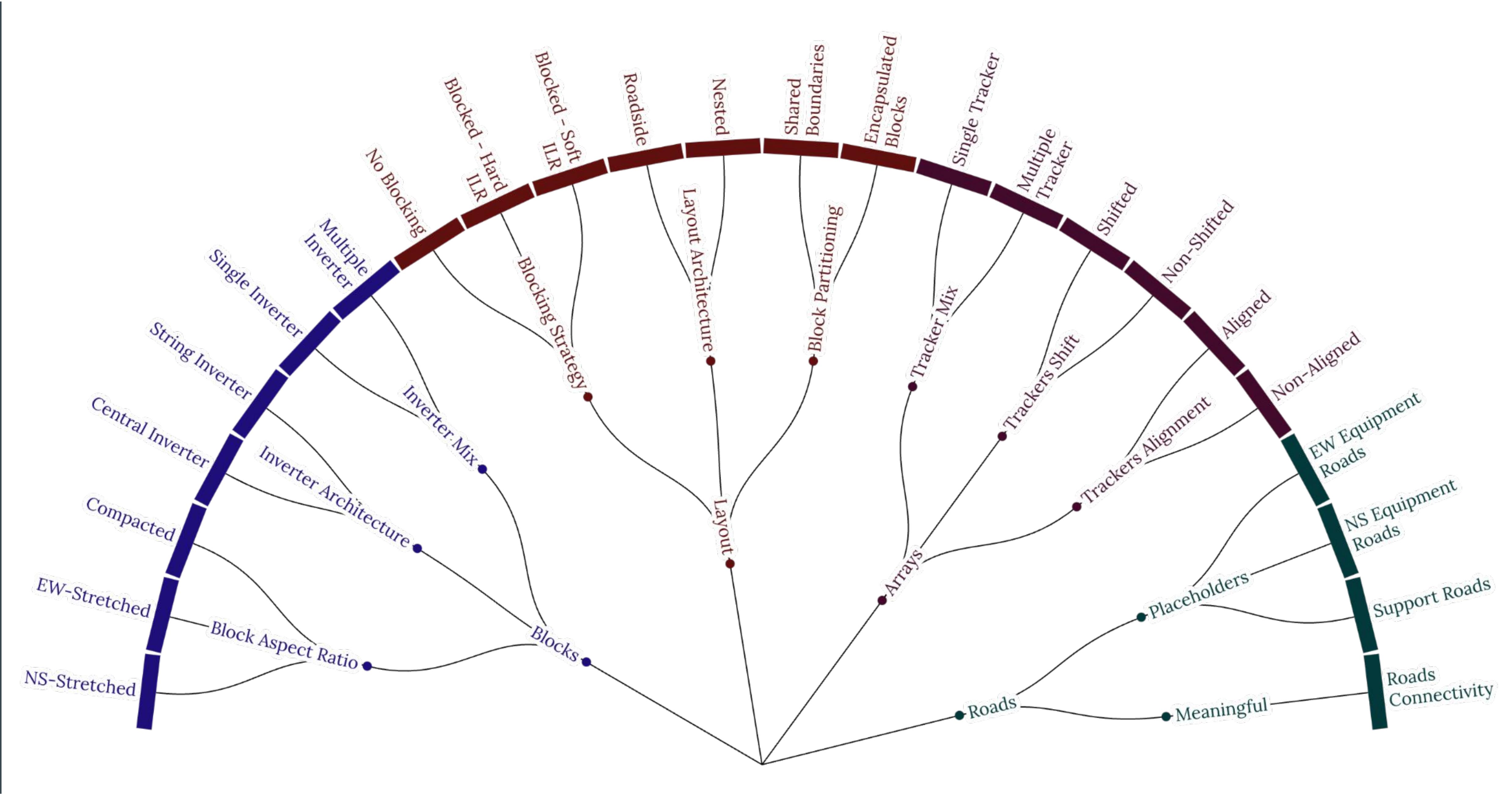
Structural Racking: SAT, FT...

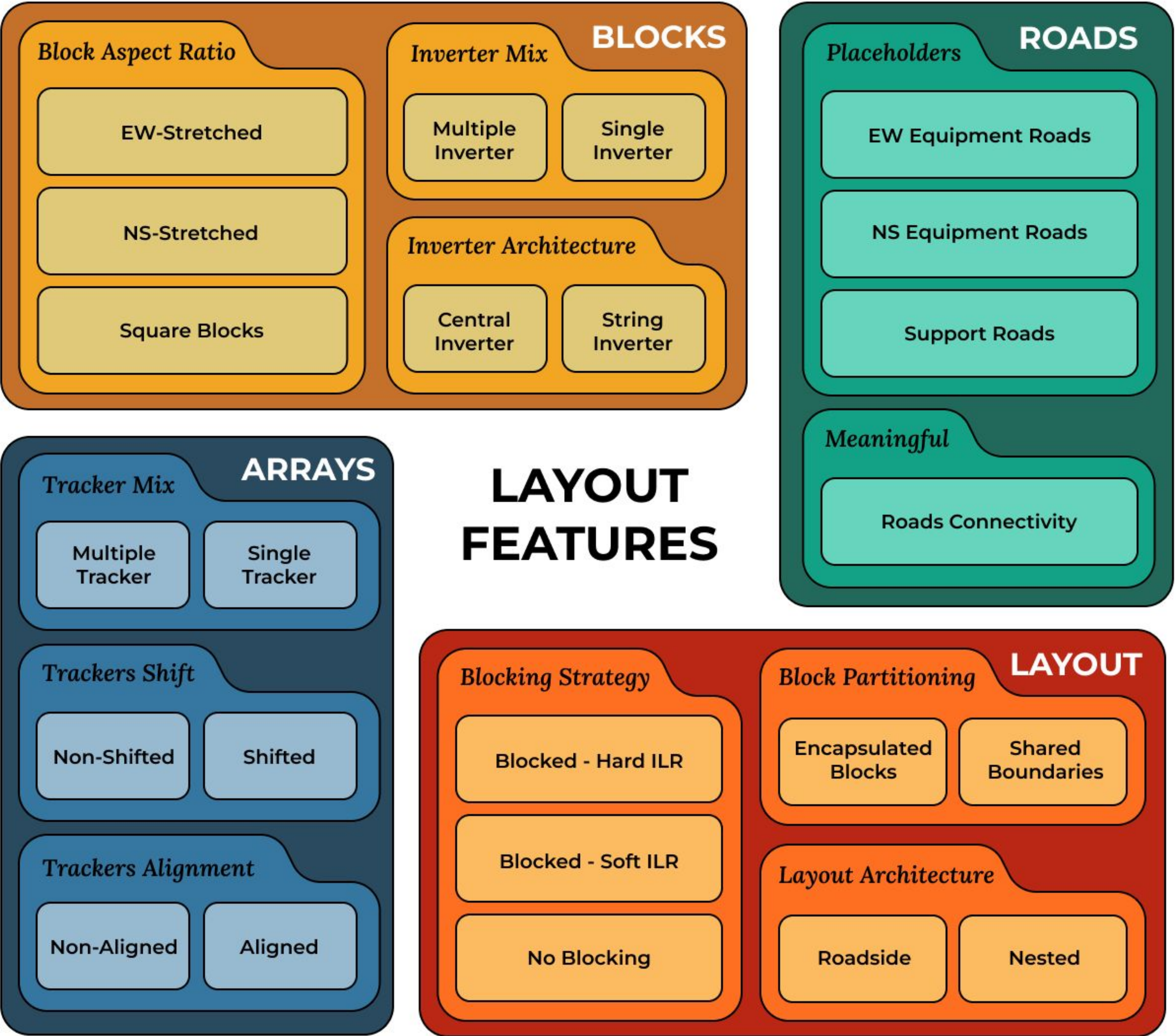
Layout Conditions + Layout Ingredients => Recipe => **Layout**

Solar Layouts: Key Features

A solar layout is a carefully crafted blend of design choices, each one shaping how it all fits, functions, and flows



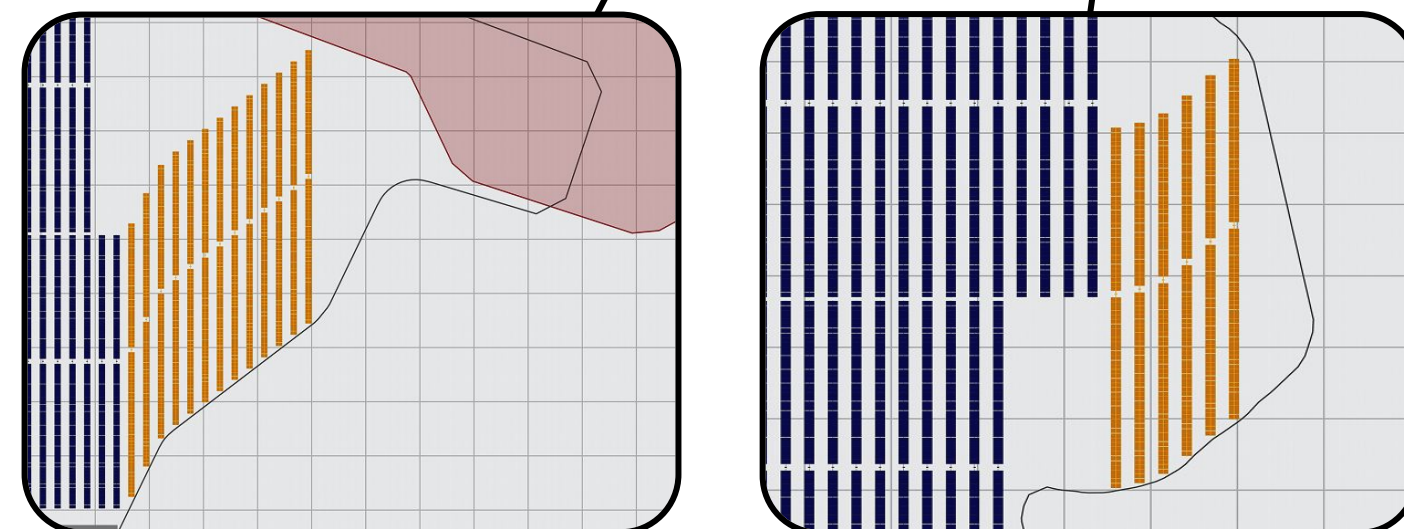




Arrays: Trackers Alignment

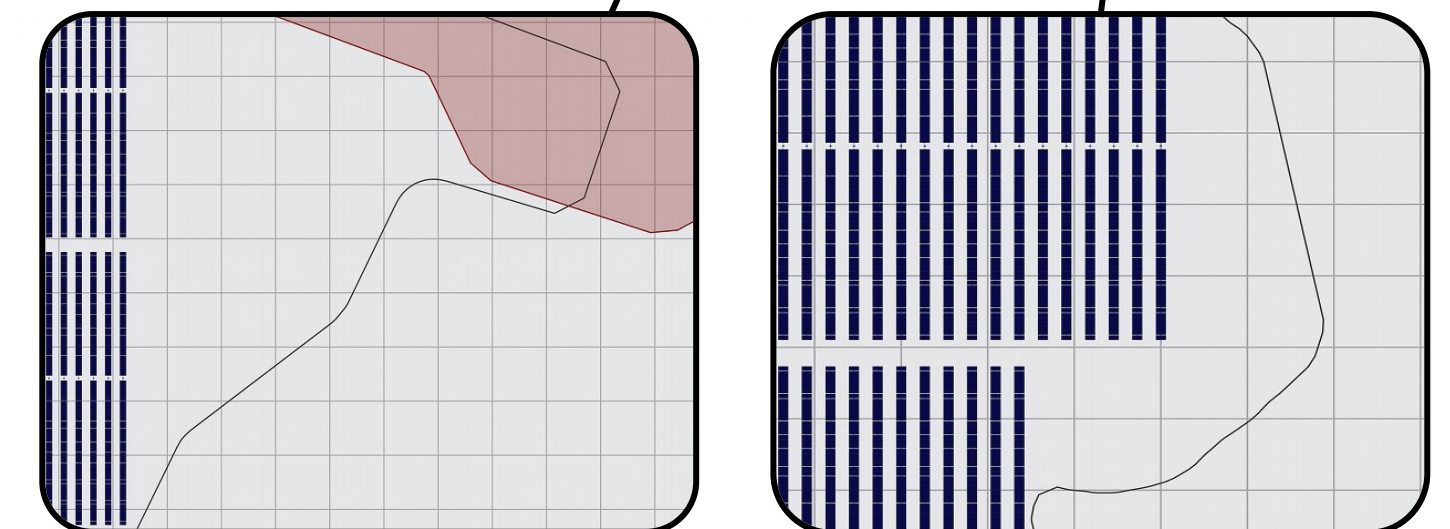
82.8 MW DC

Non-Aligned



82.2 MW DC

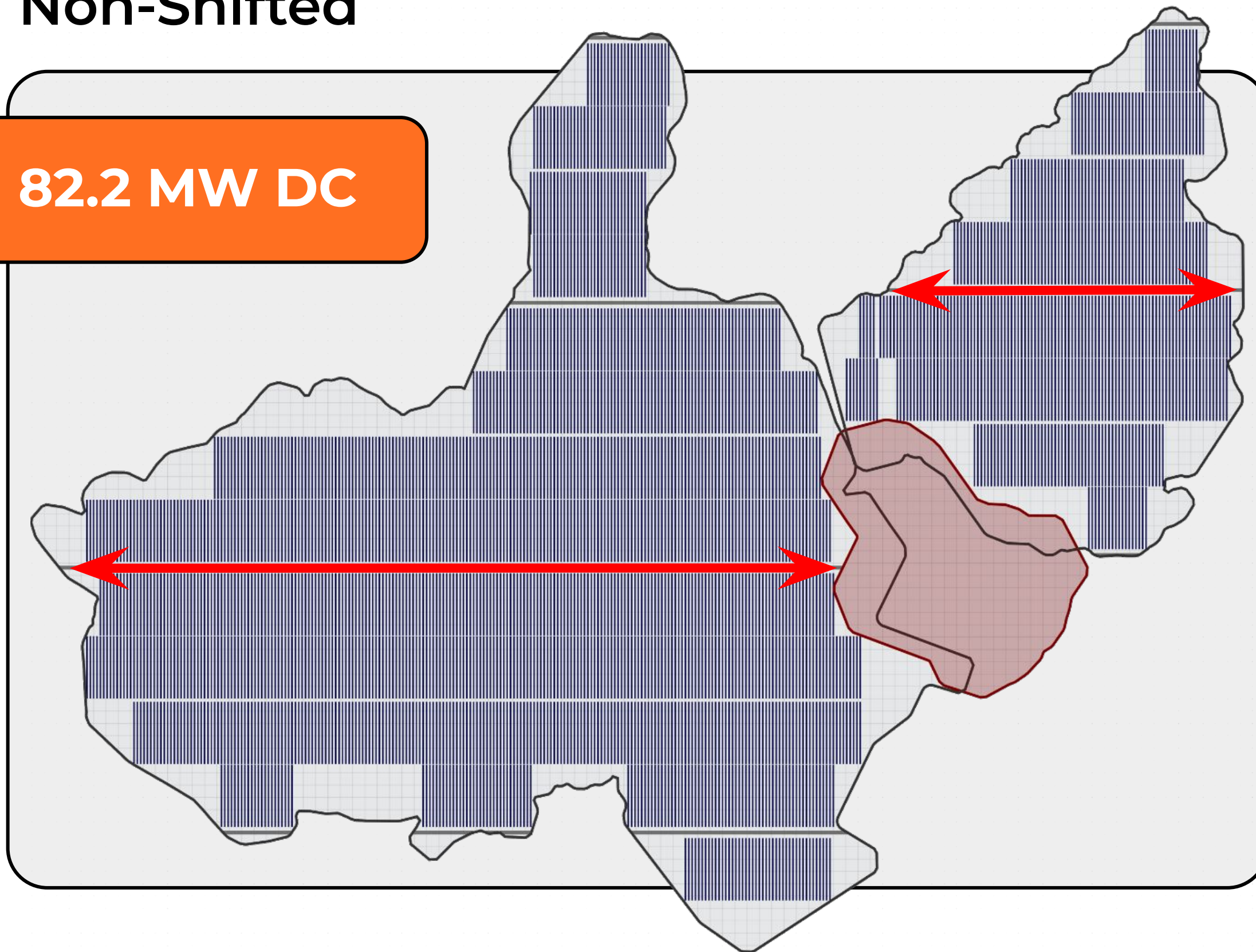
Aligned



Arrays: Trackers Shift

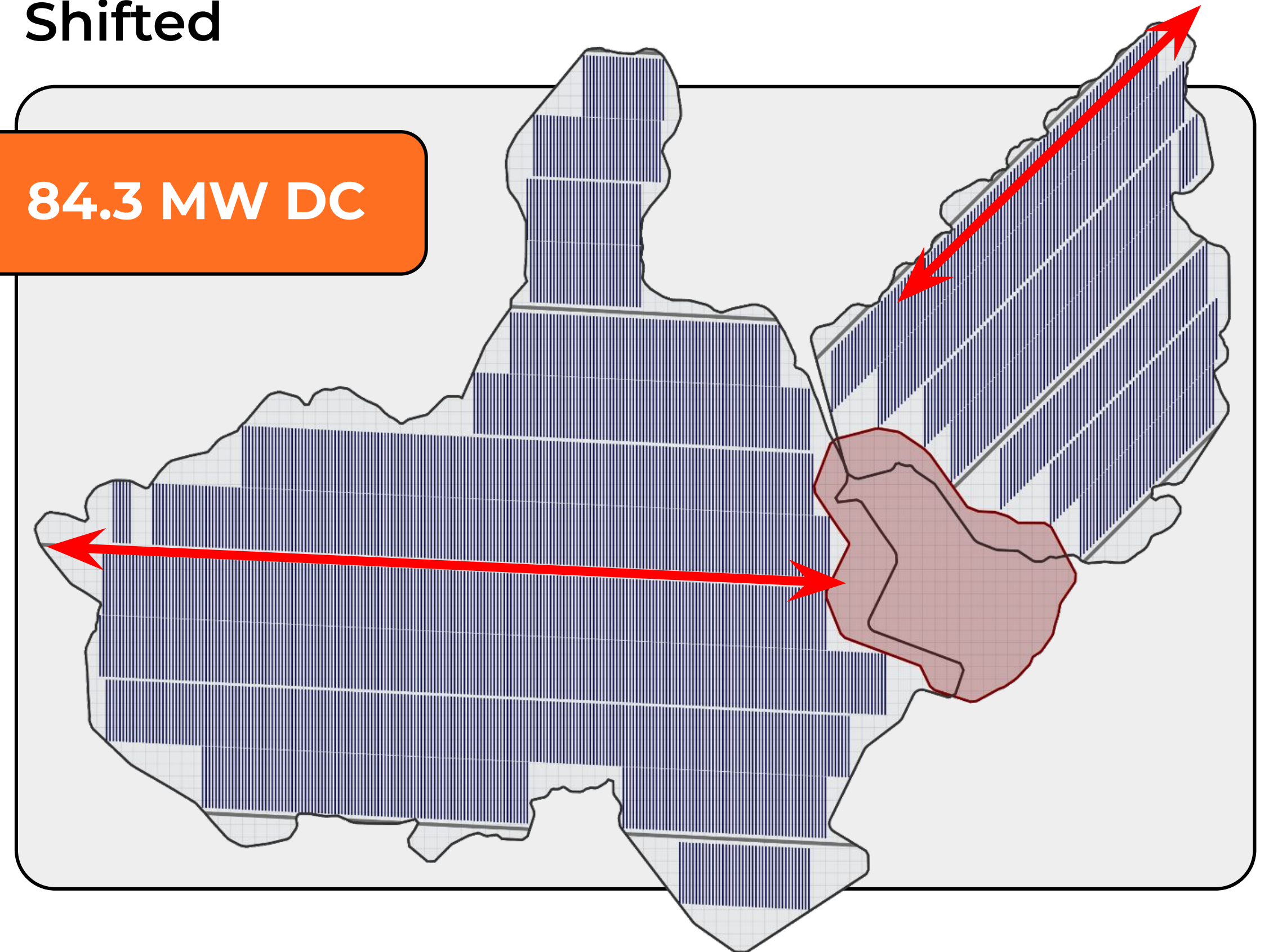
Non-Shifted

82.2 MW DC



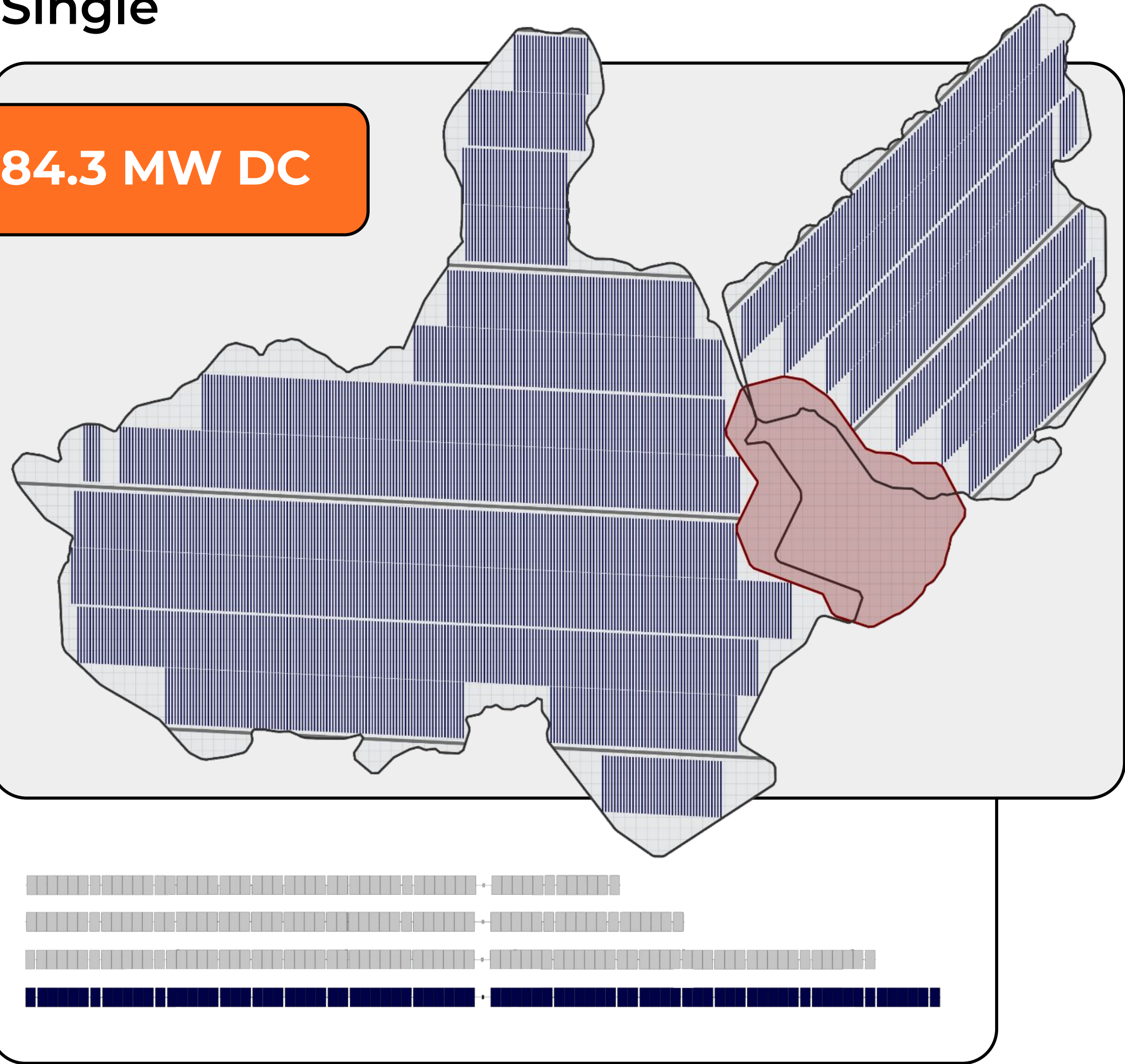
Shifted

84.3 MW DC

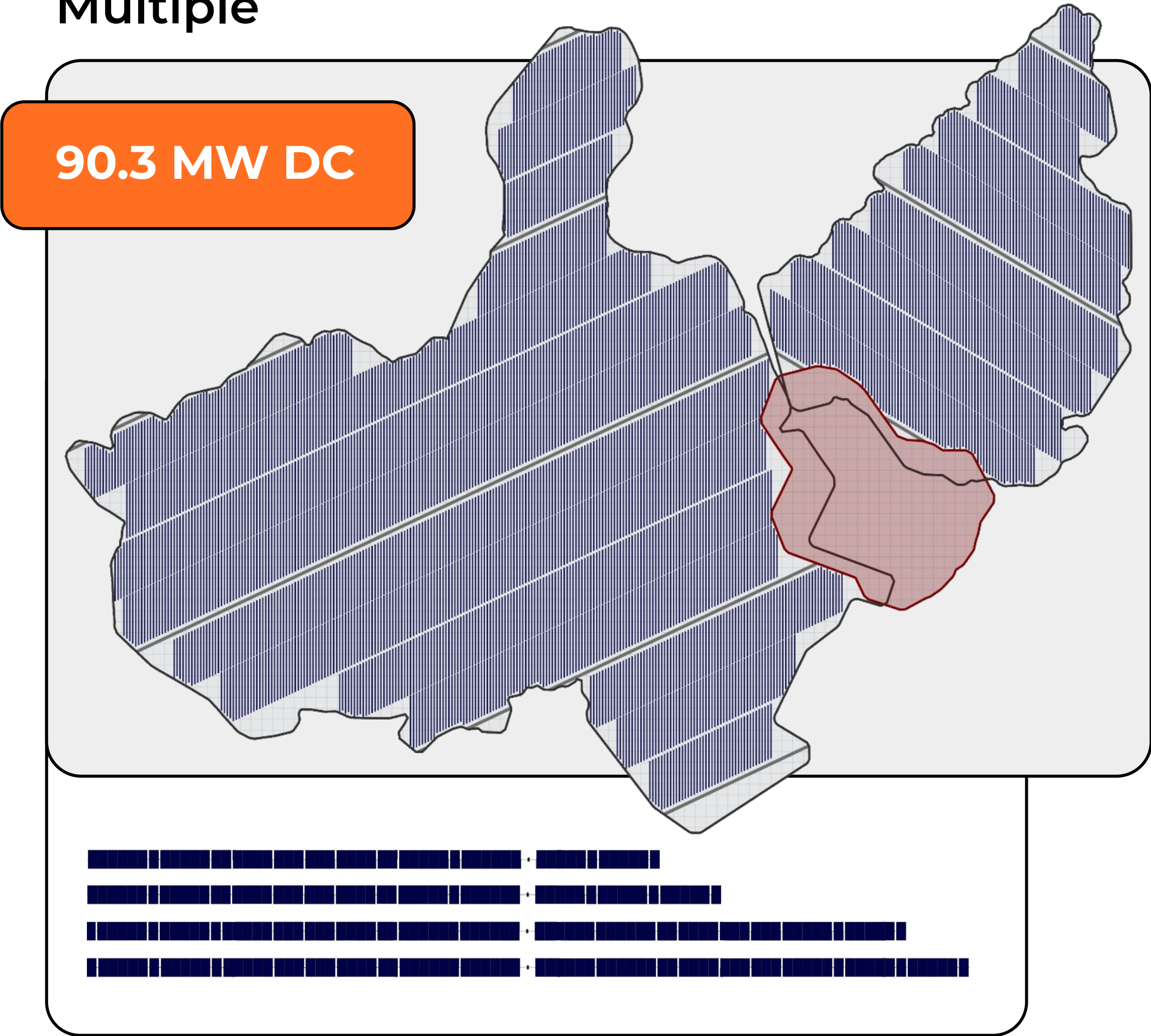


Arrays: Tracker Mix

Single

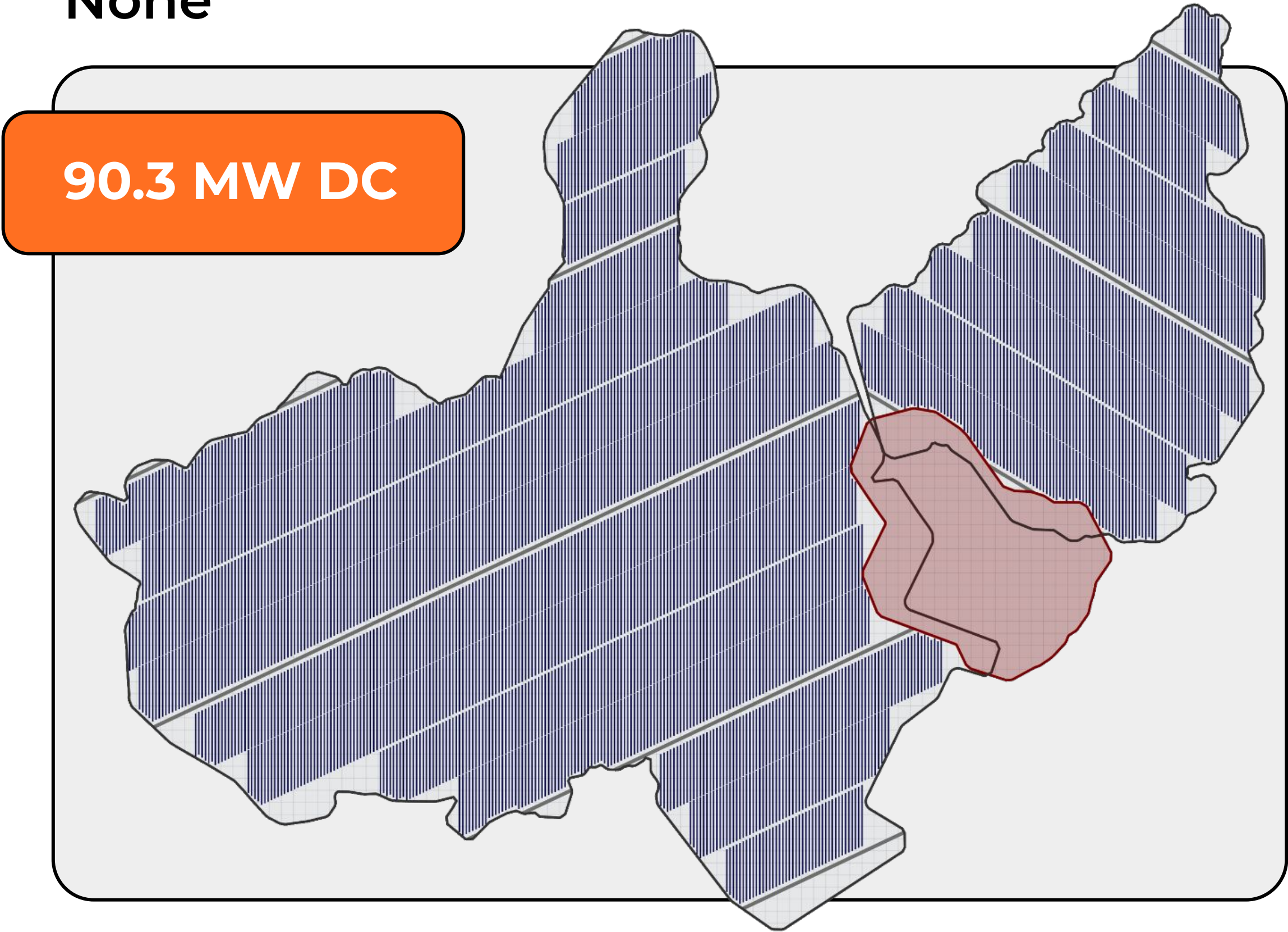


Multiple

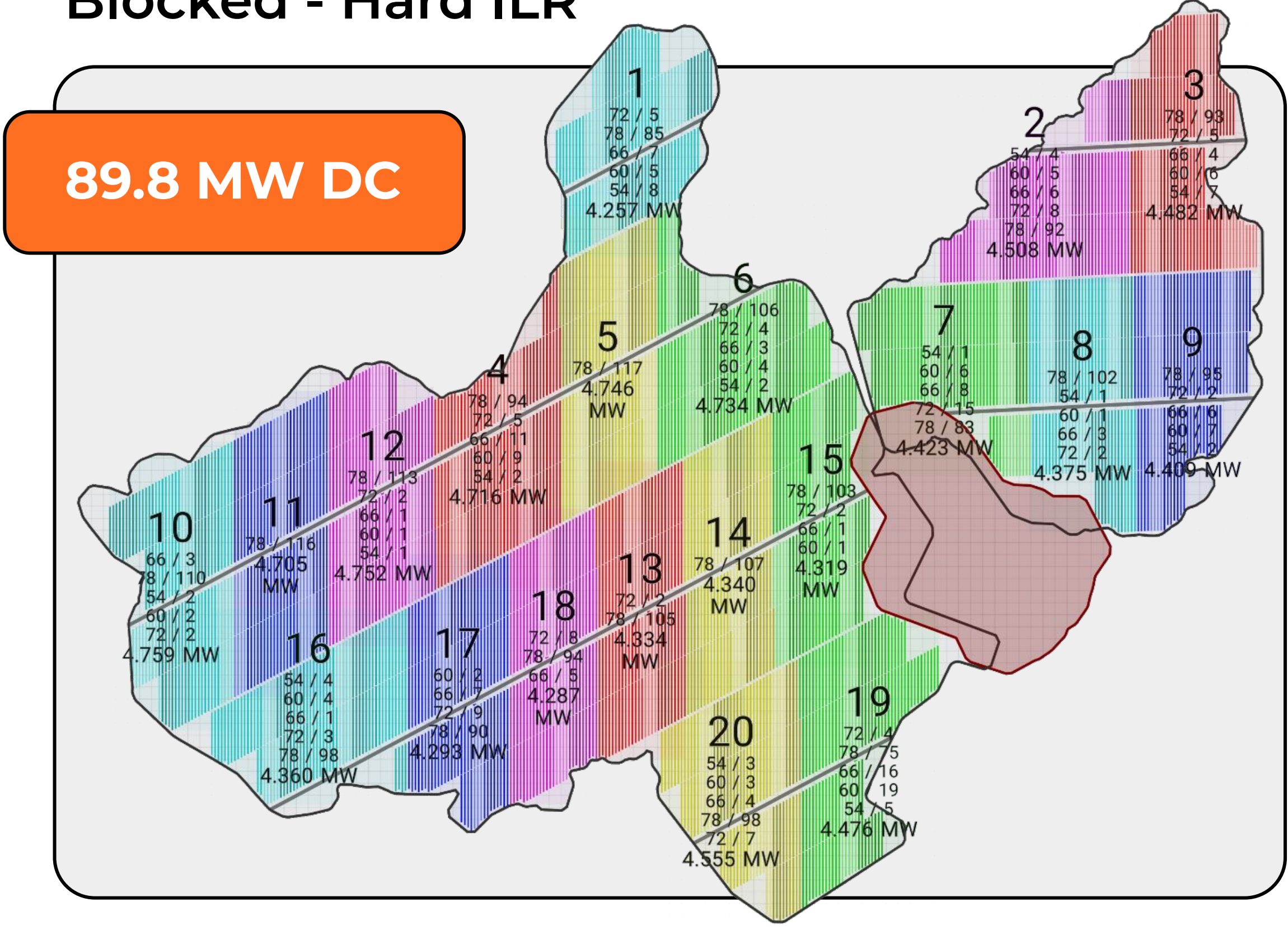


Layout: Blocking Strategy

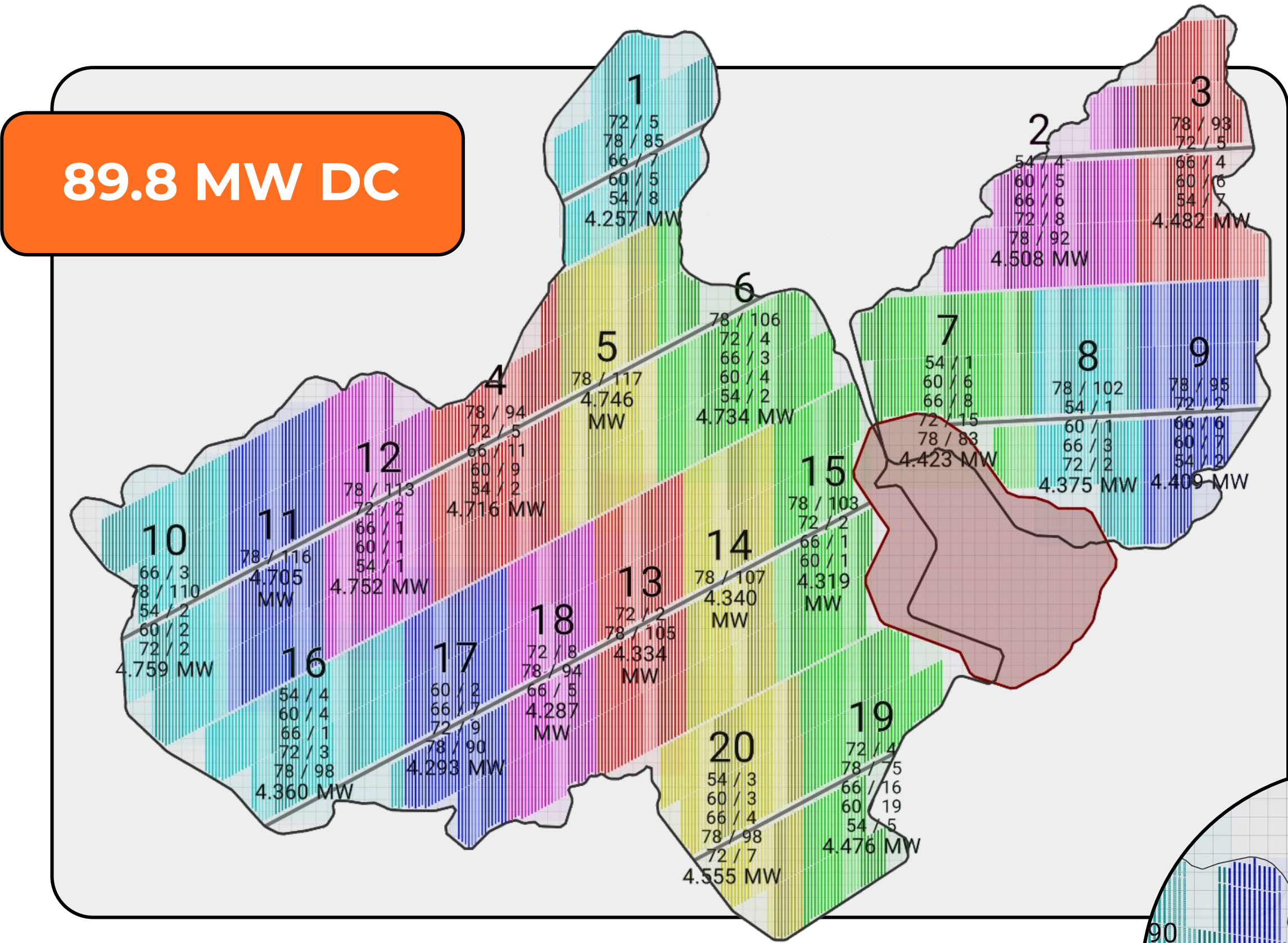
None



Blocked - Hard ILR

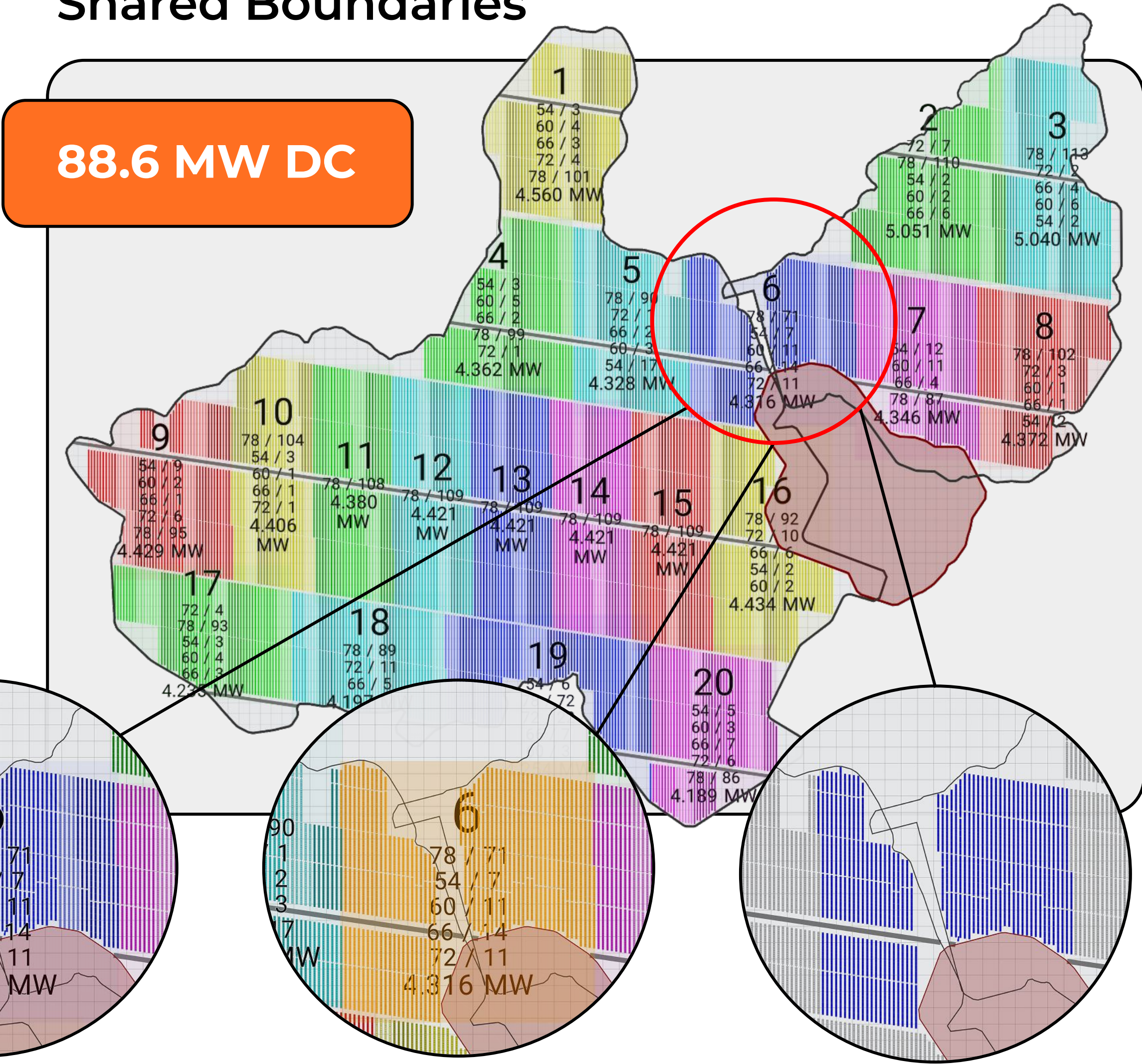


Layout: Block Partitioning



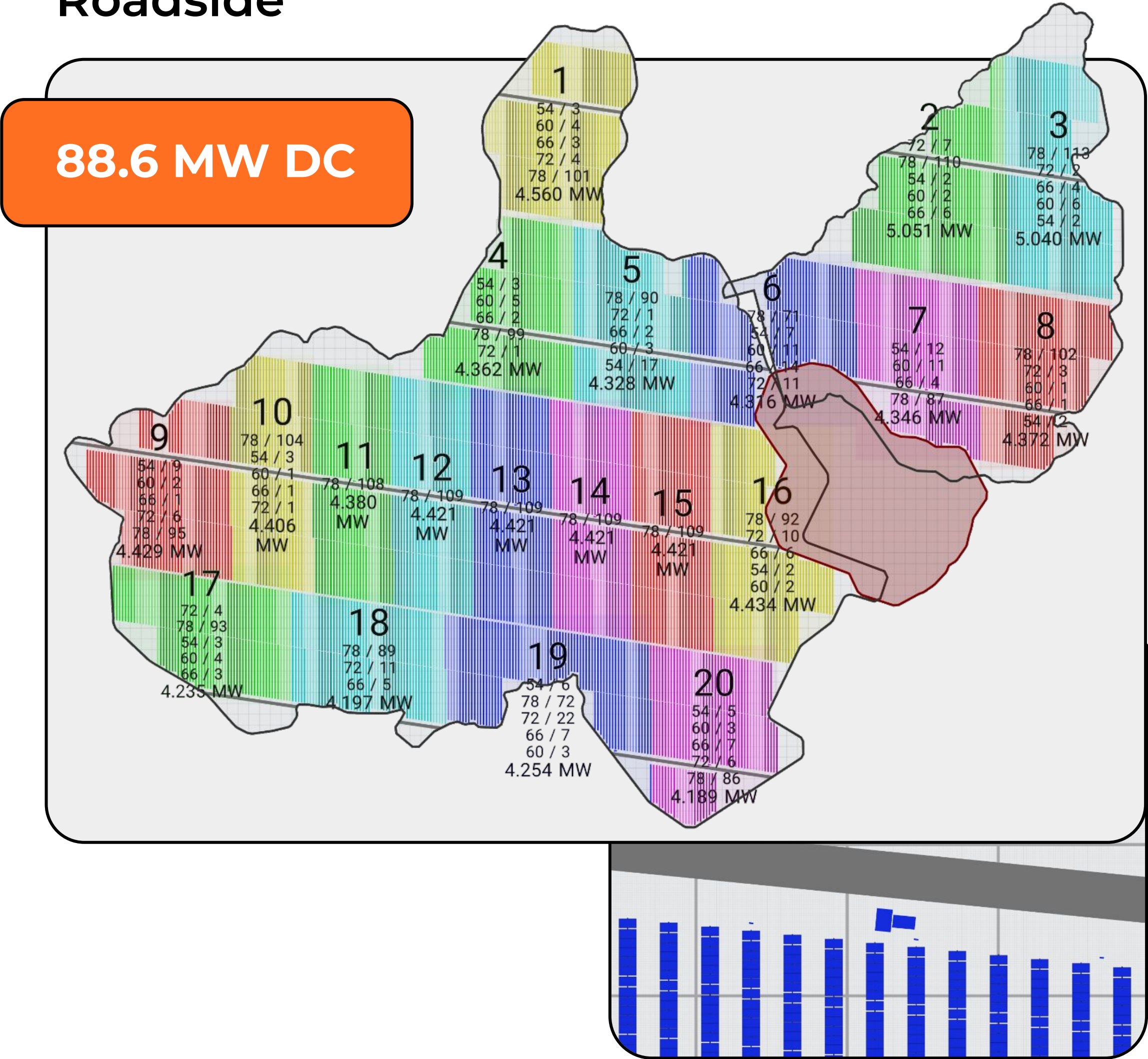
Encapsulated Blocks

Shared Boundaries

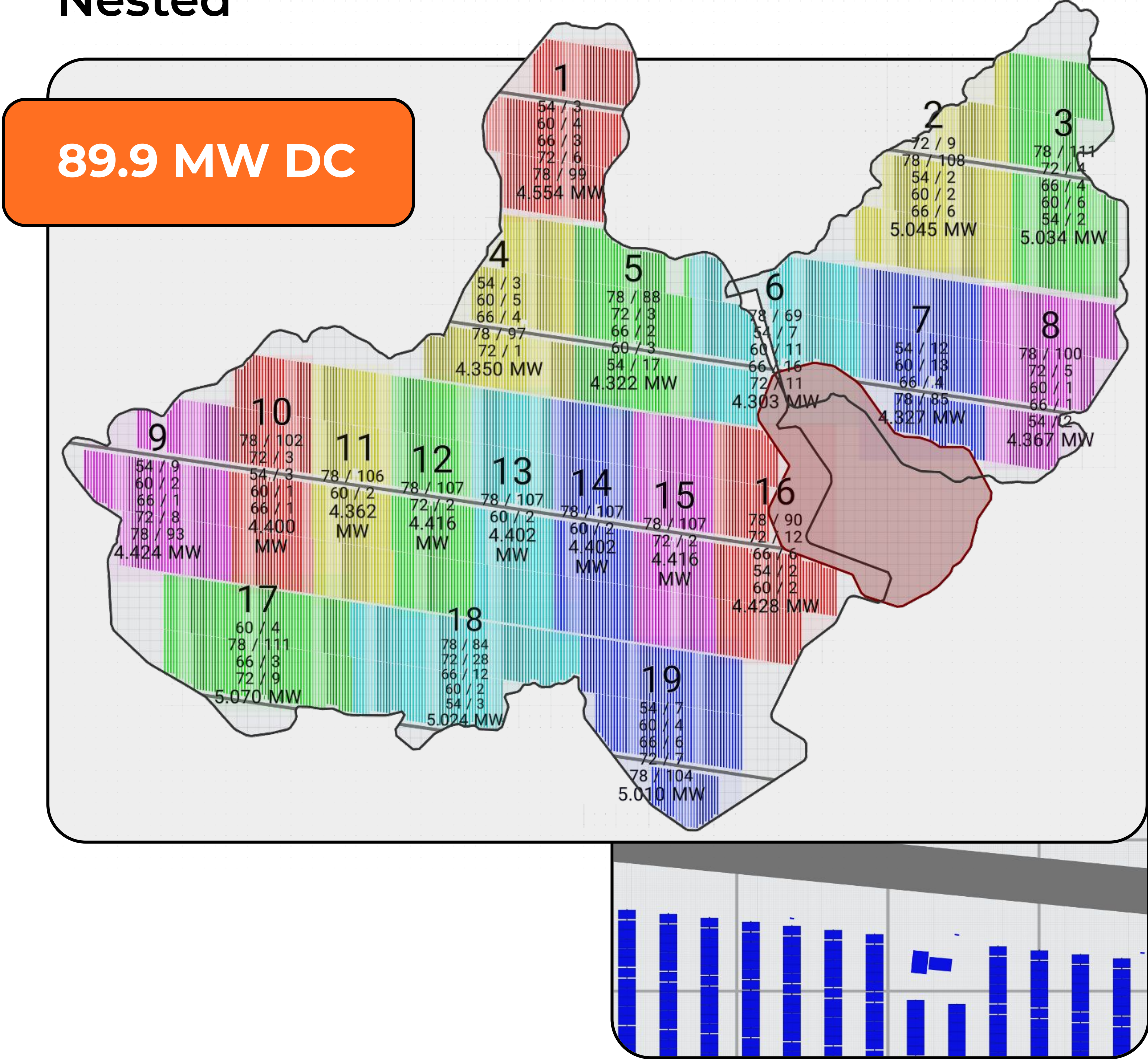


Layout: Architecture

Roadside

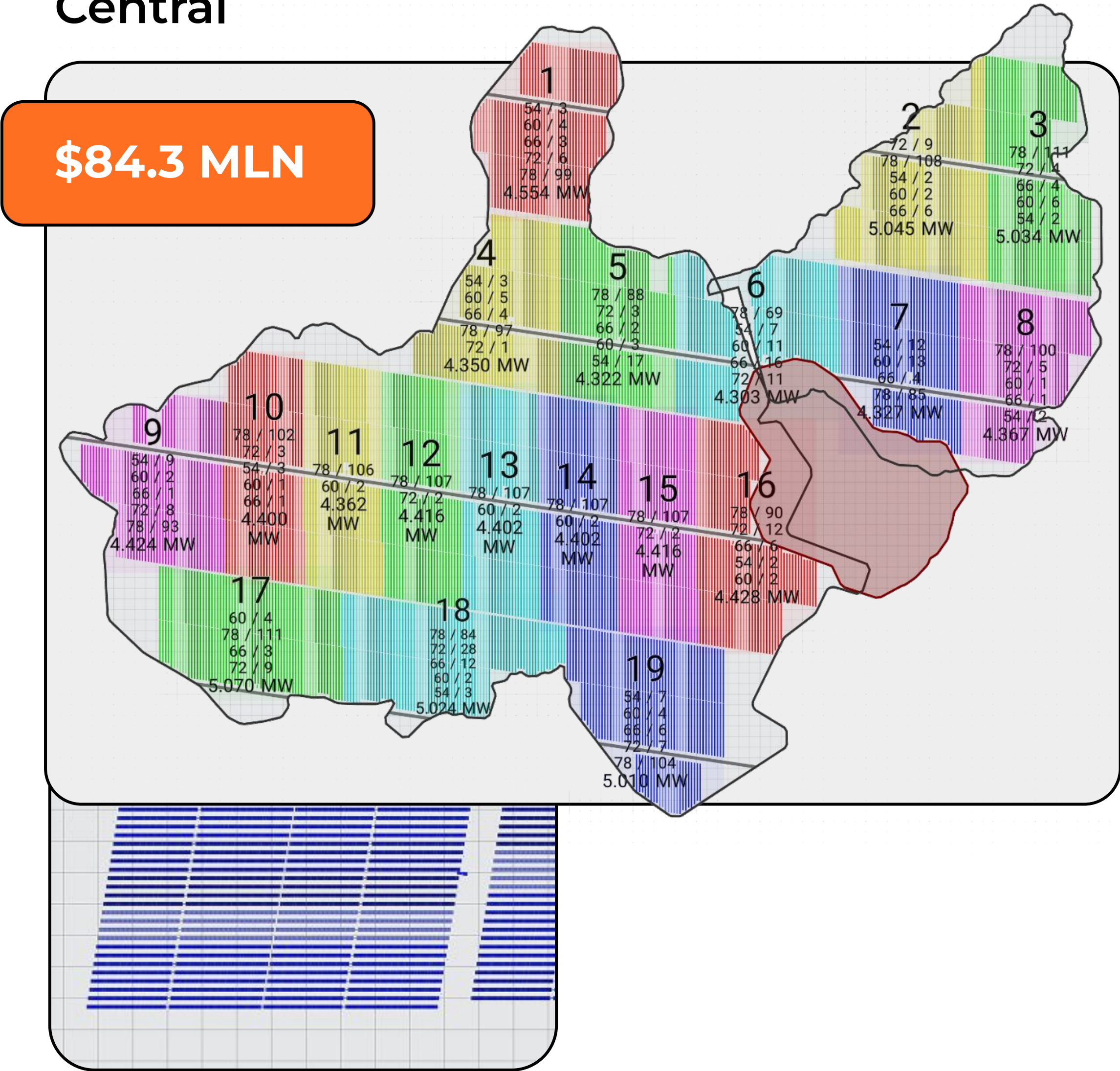


Nested

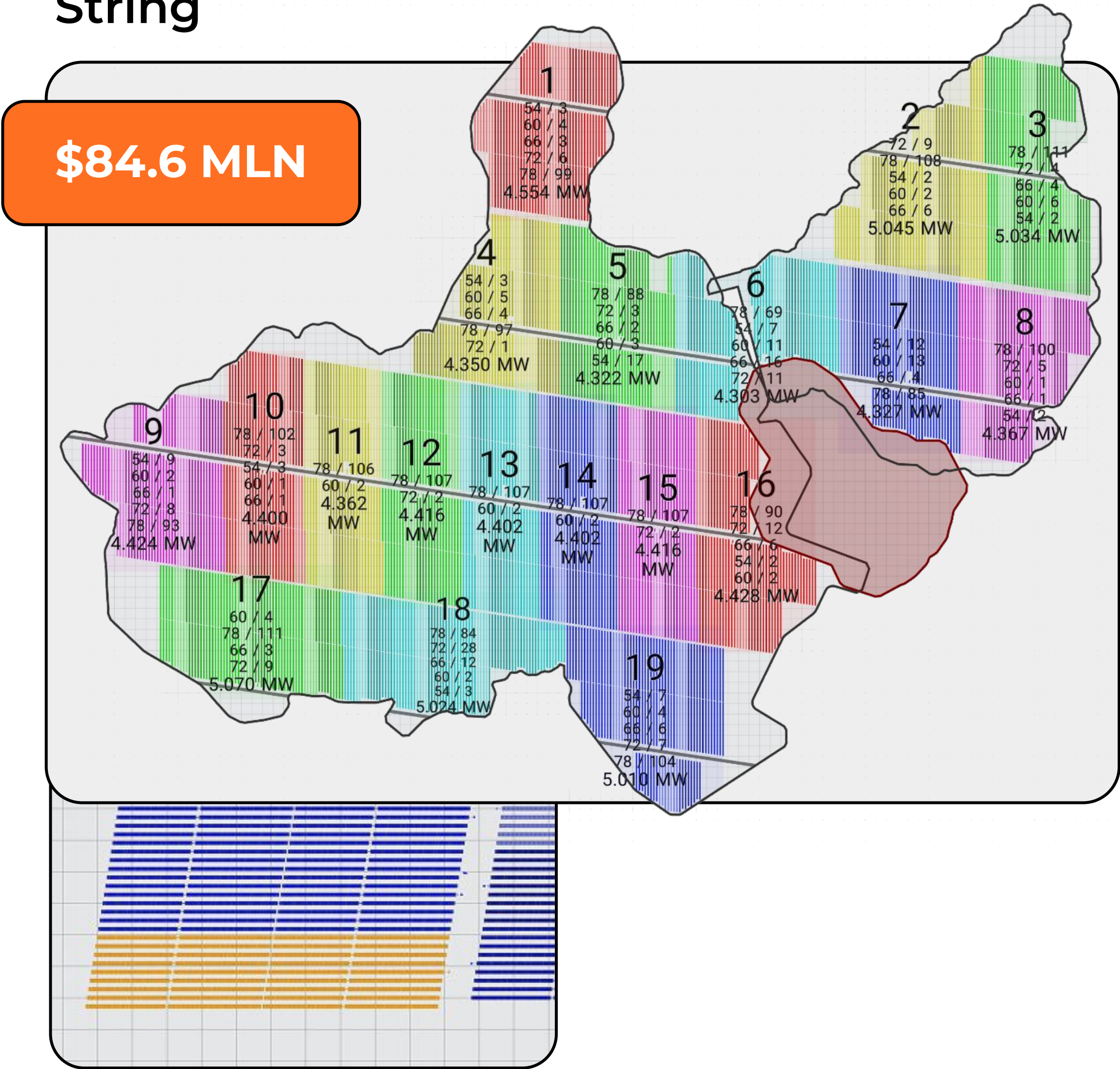


Blocks: Inverter Architecture

Central

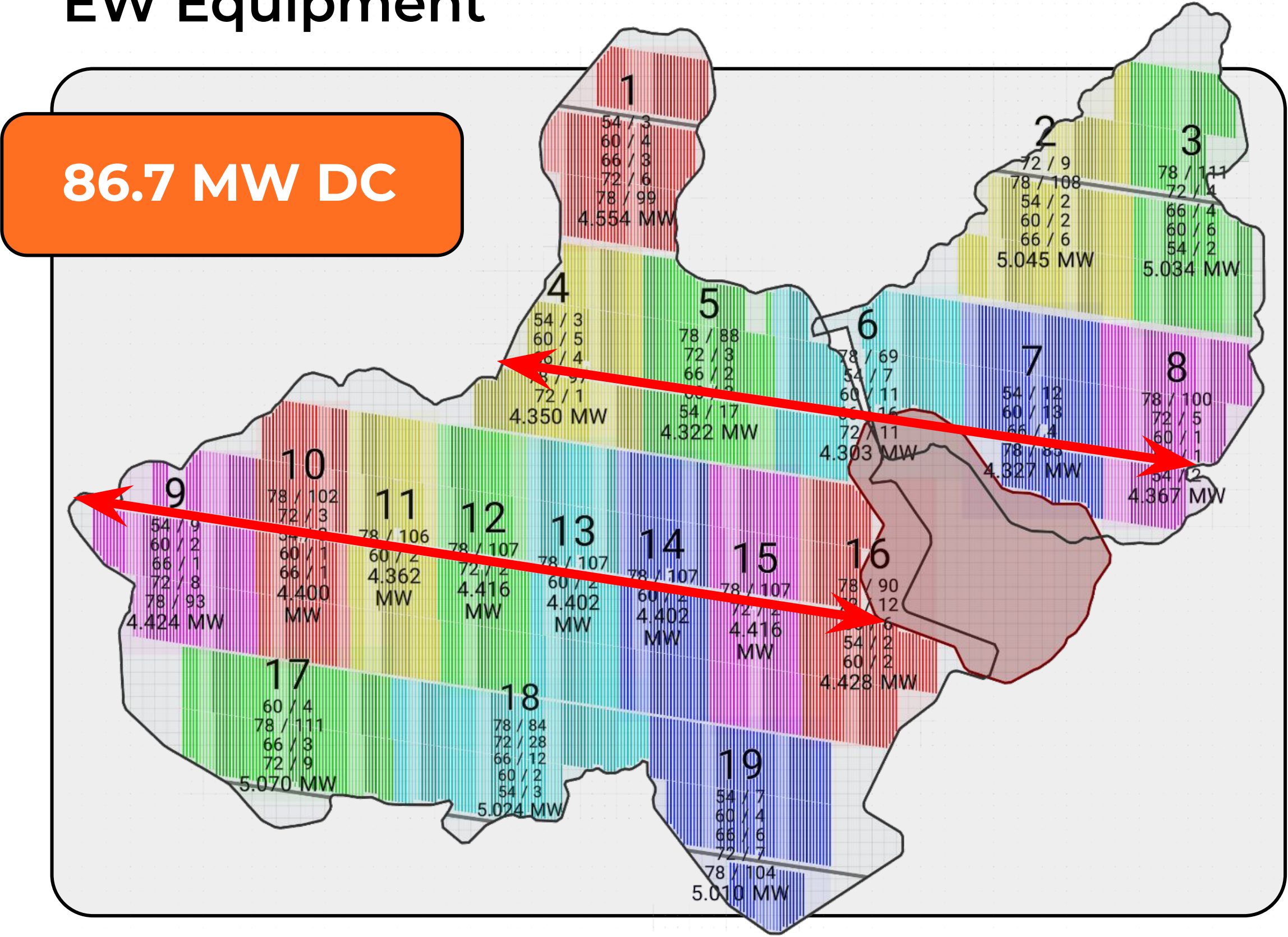


String

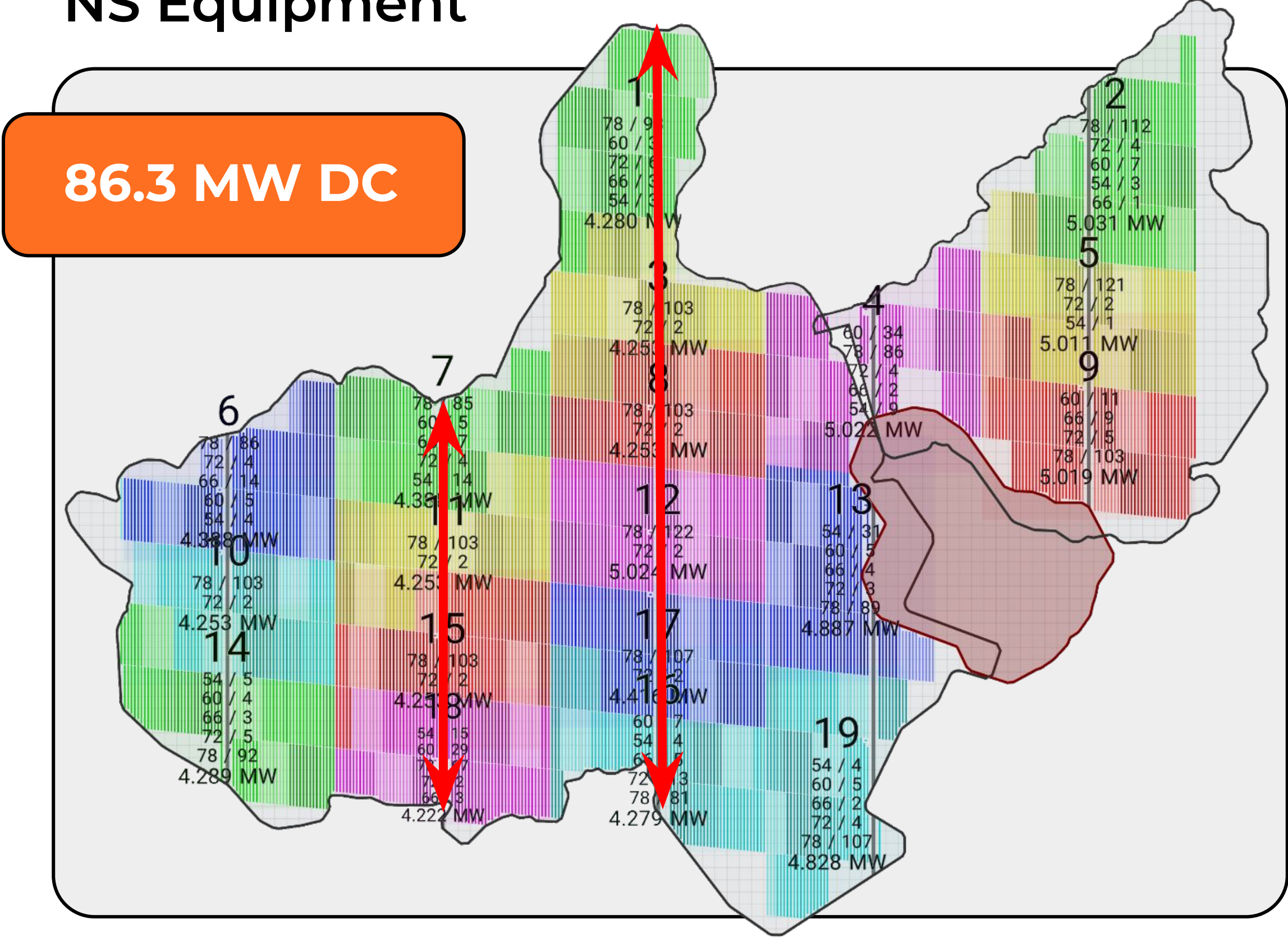


Roads: Placeholders

EW Equipment

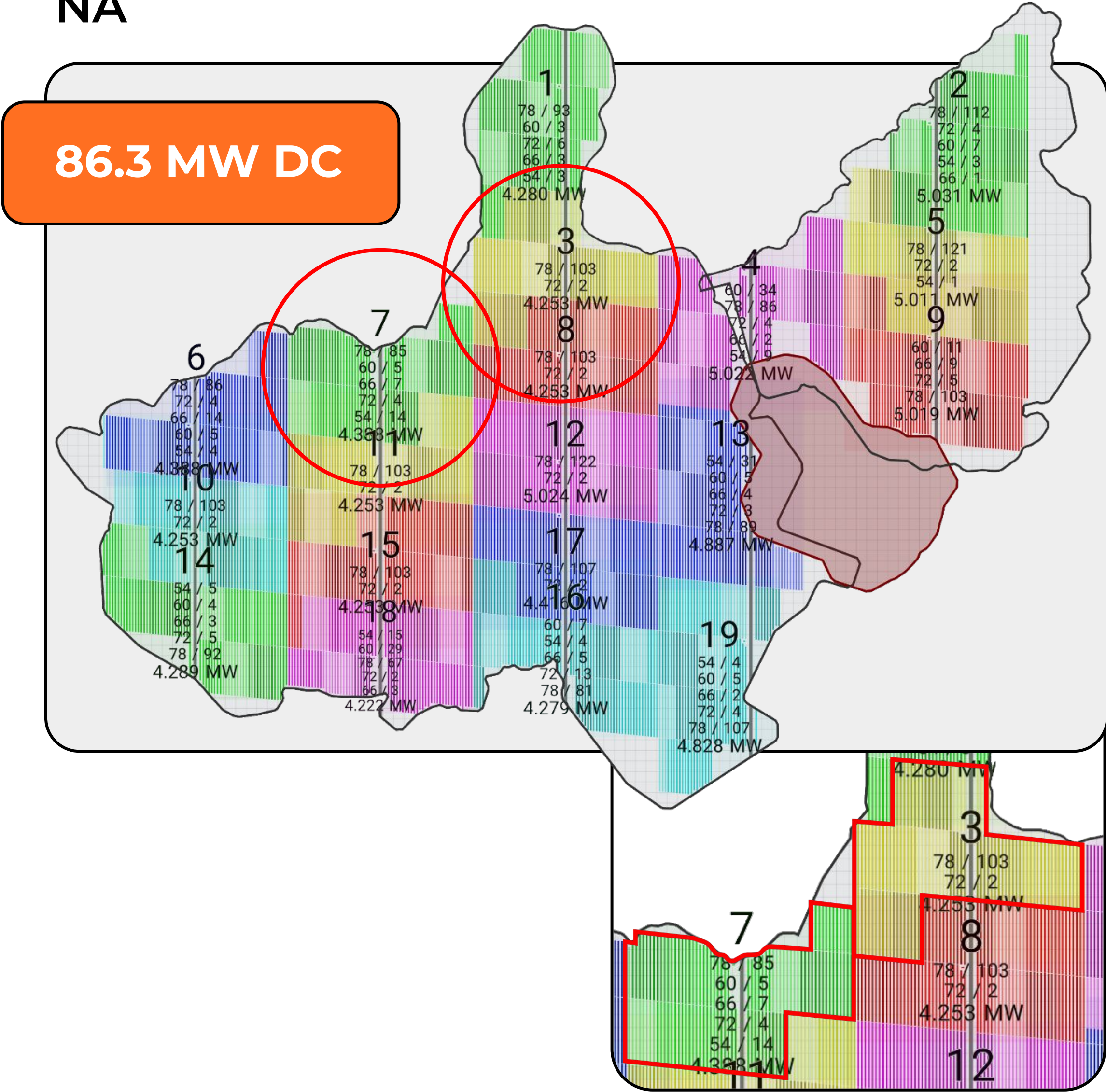


NS Equipment

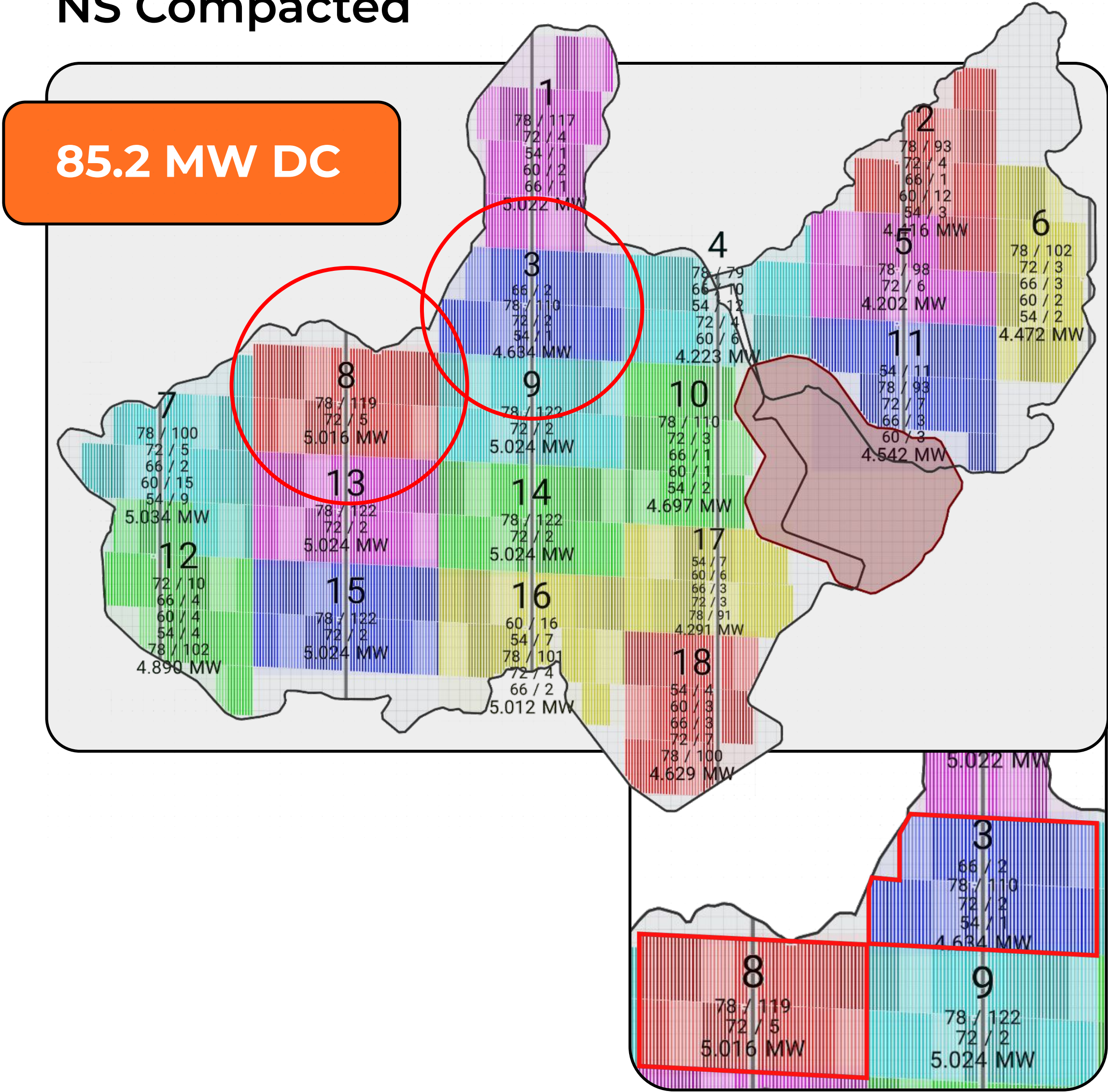


Blocks: Block Aspect Ratio

NA

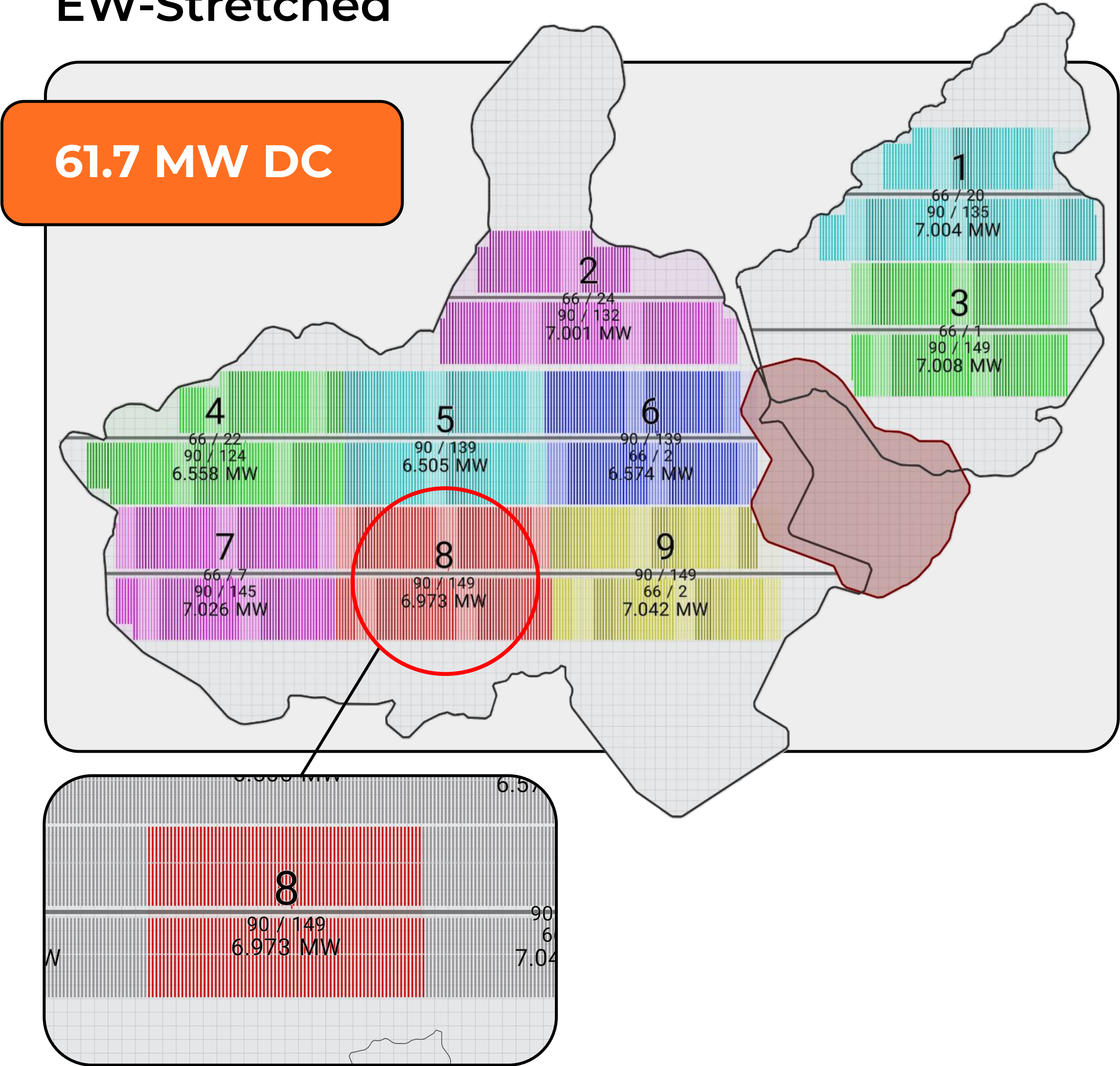


NS Compacted

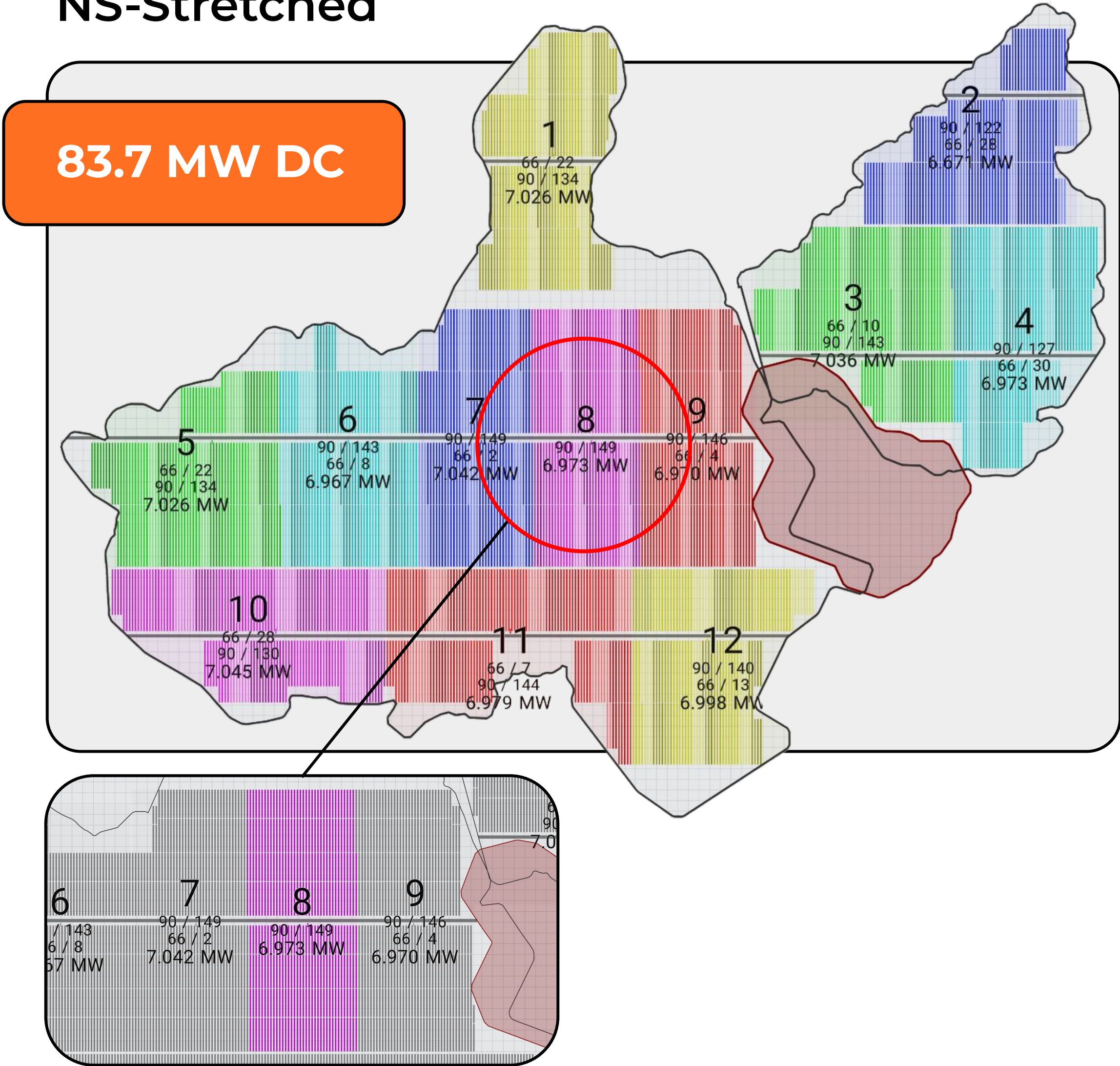


Roads: Placeholders

EW-Stretched

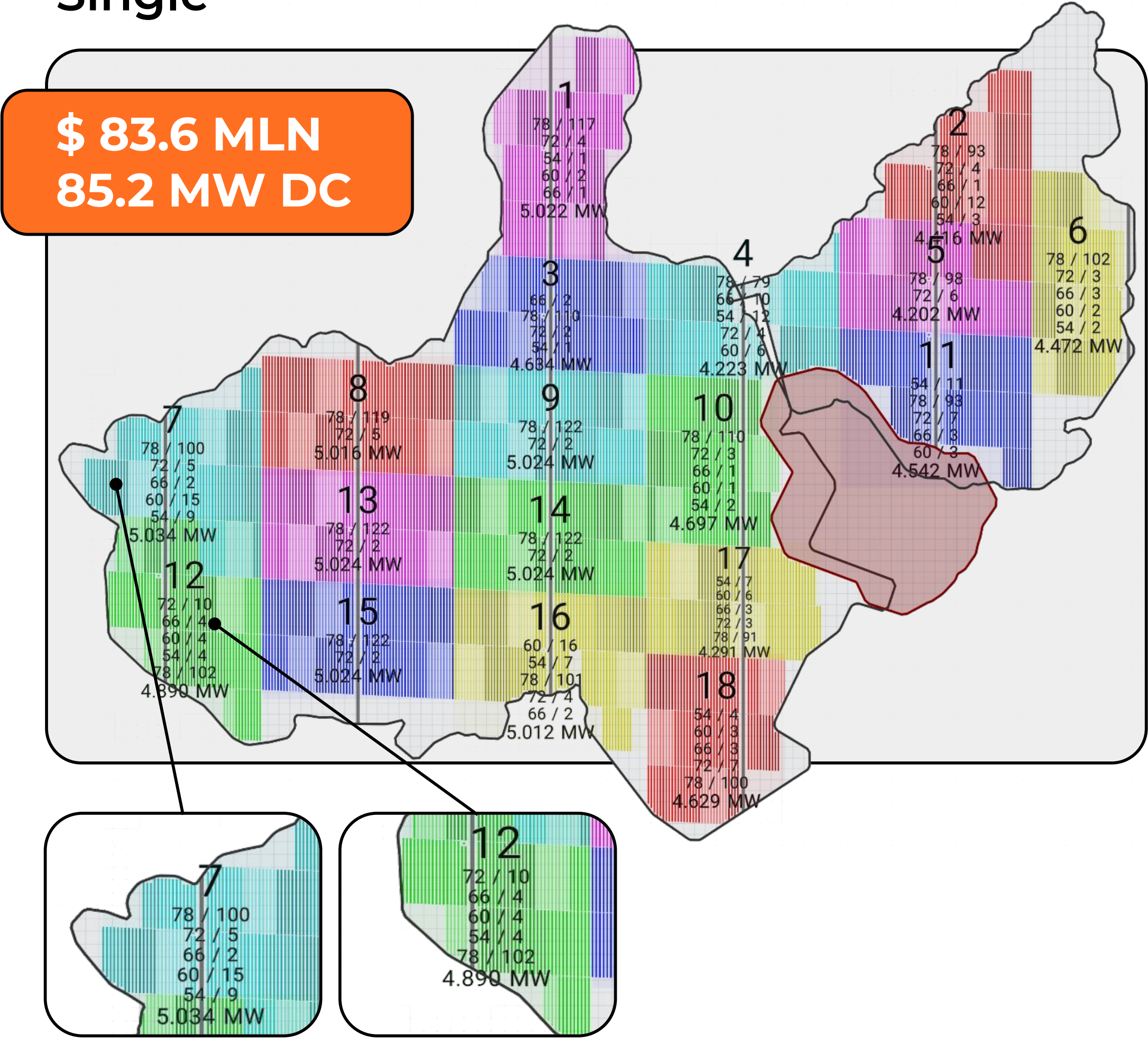


NS-Stretched

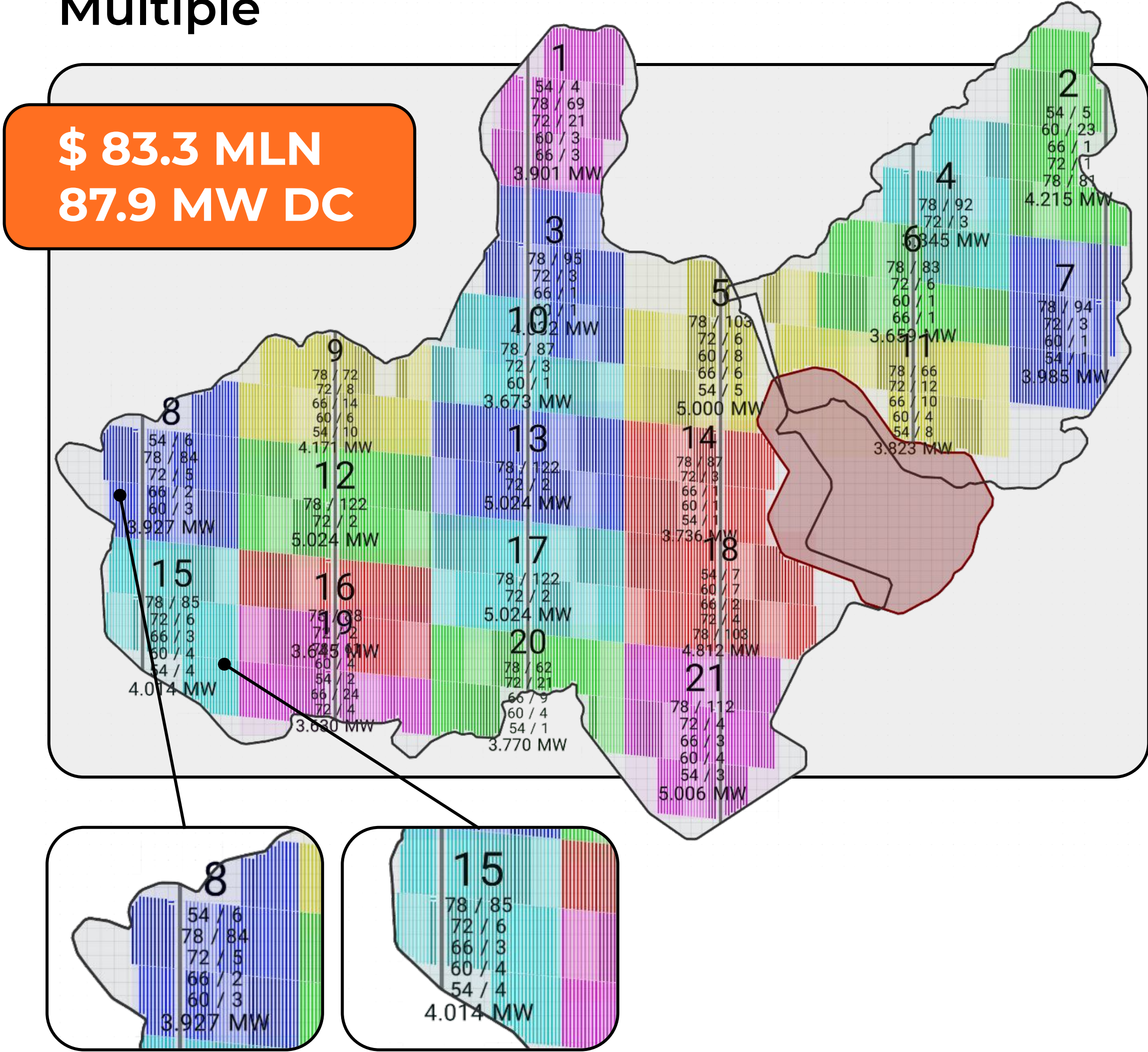


Blocks: Inverter Mix

Single

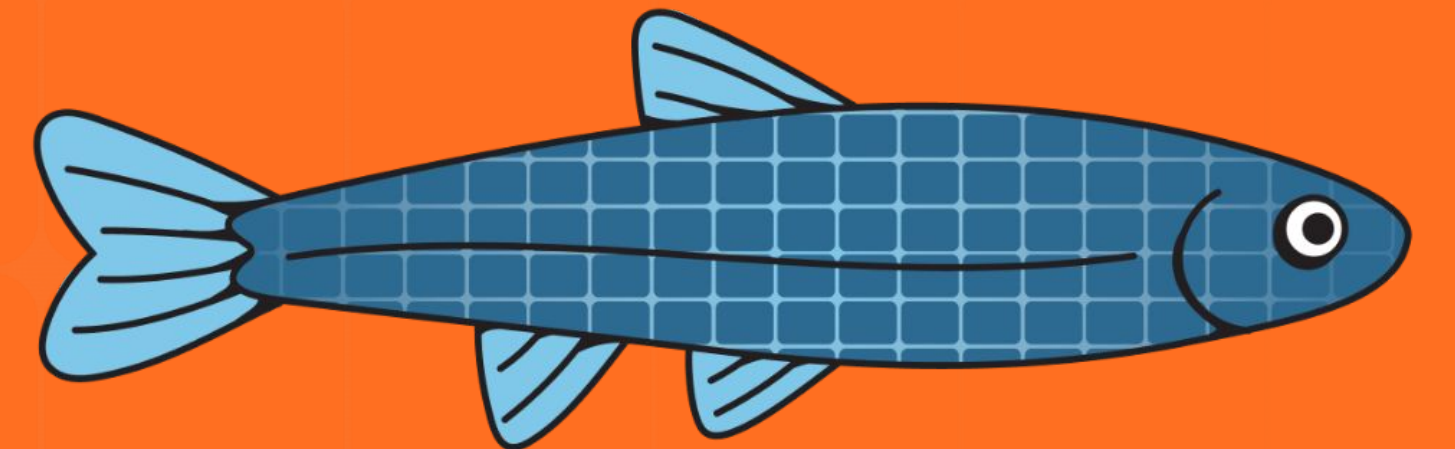
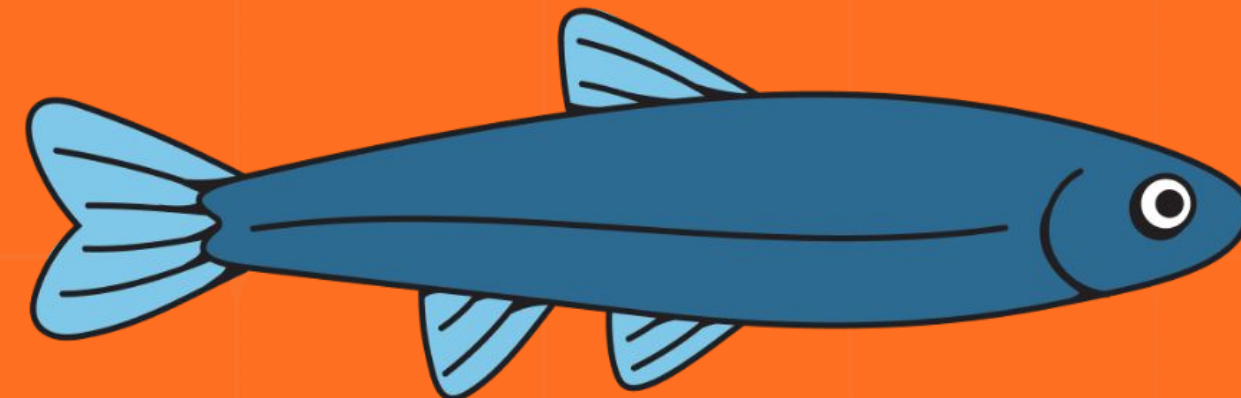
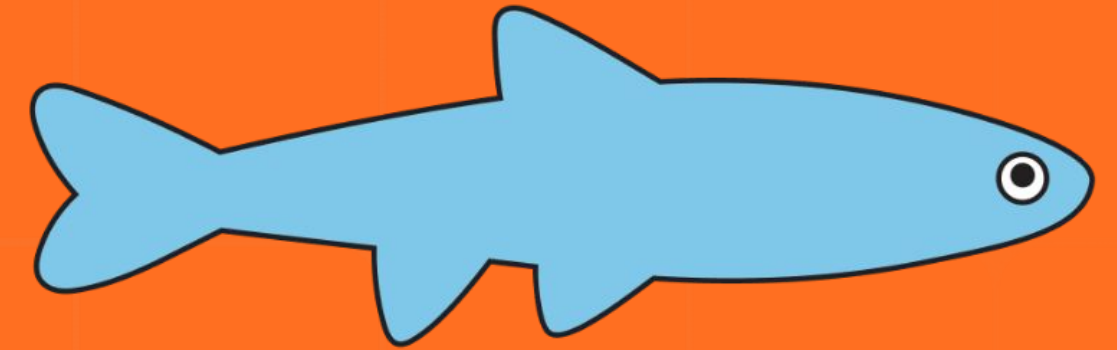


Multiple



Layouts Evolution

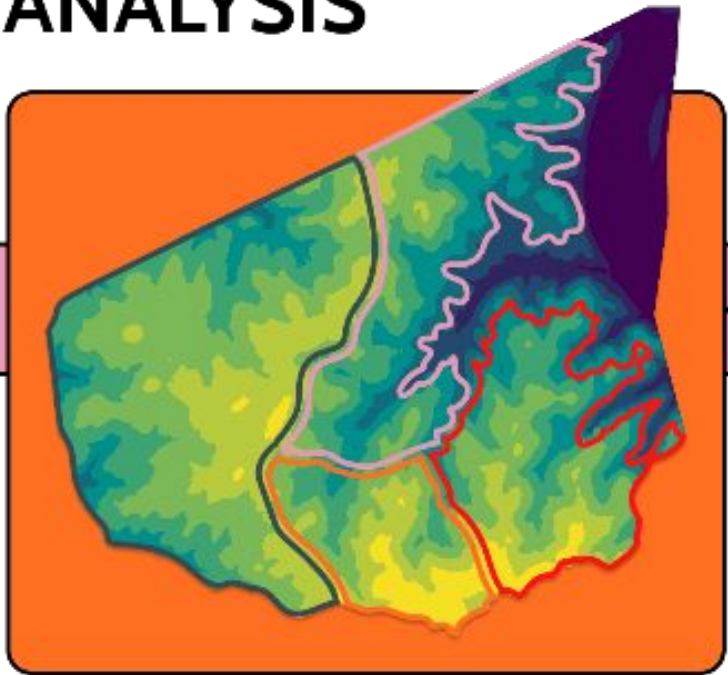
*Layouts evolve naturally,
guided by the available data*



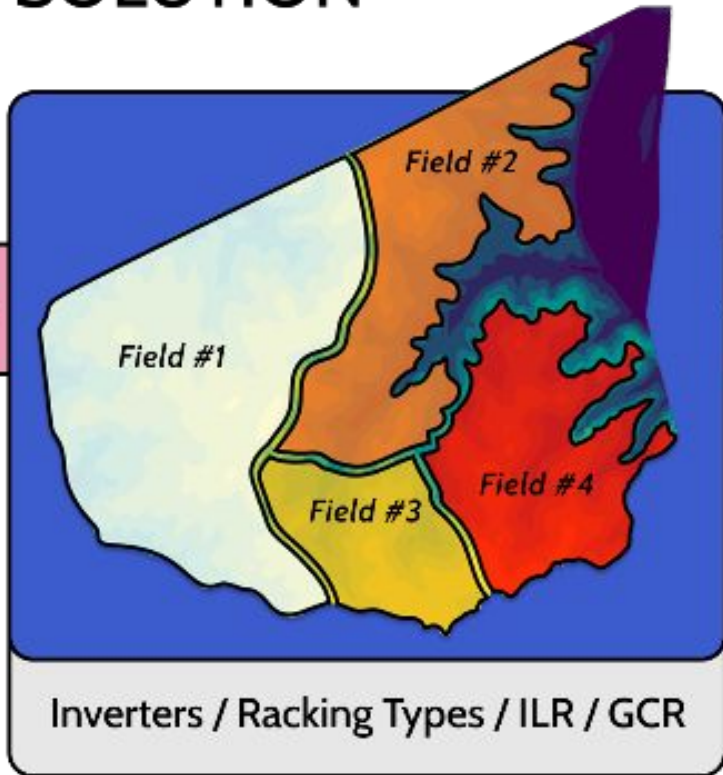
GOAL SETTING & REQUIREMENTS GATHERING



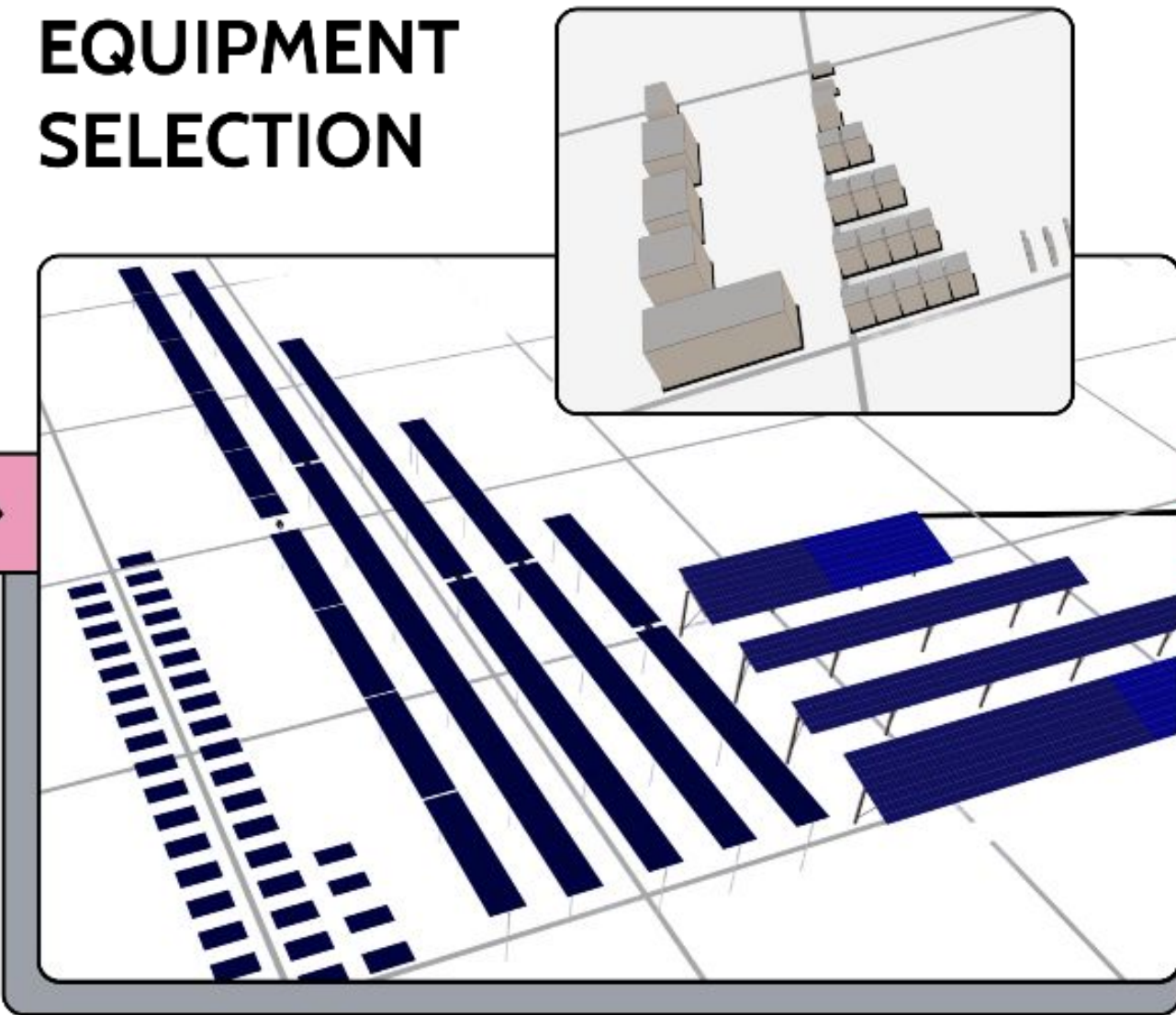
CONTEXT & RESTRICTIONS ANALYSIS



EXPLORATION FINDING A FEASIBLE SOLUTION



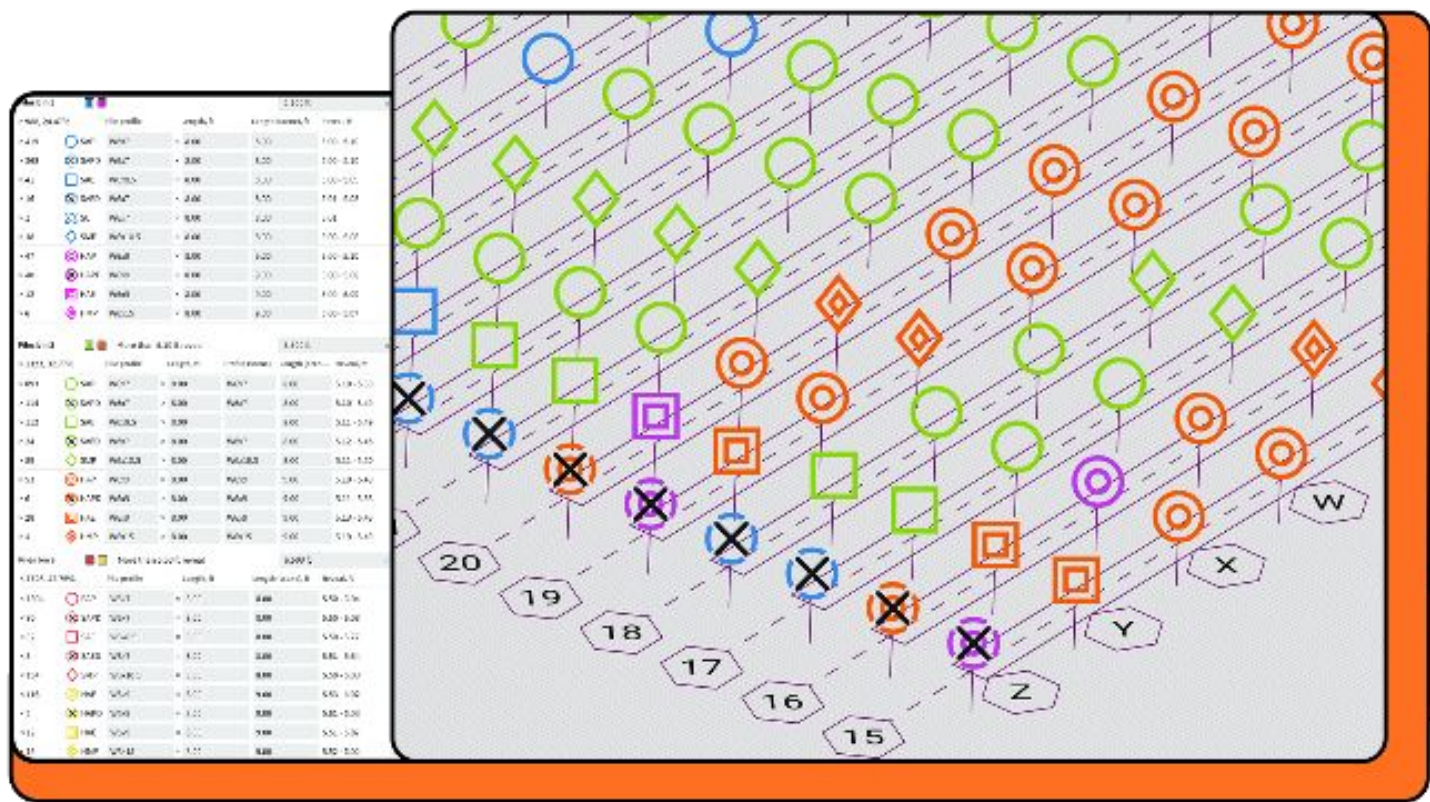
EQUIPMENT SELECTION



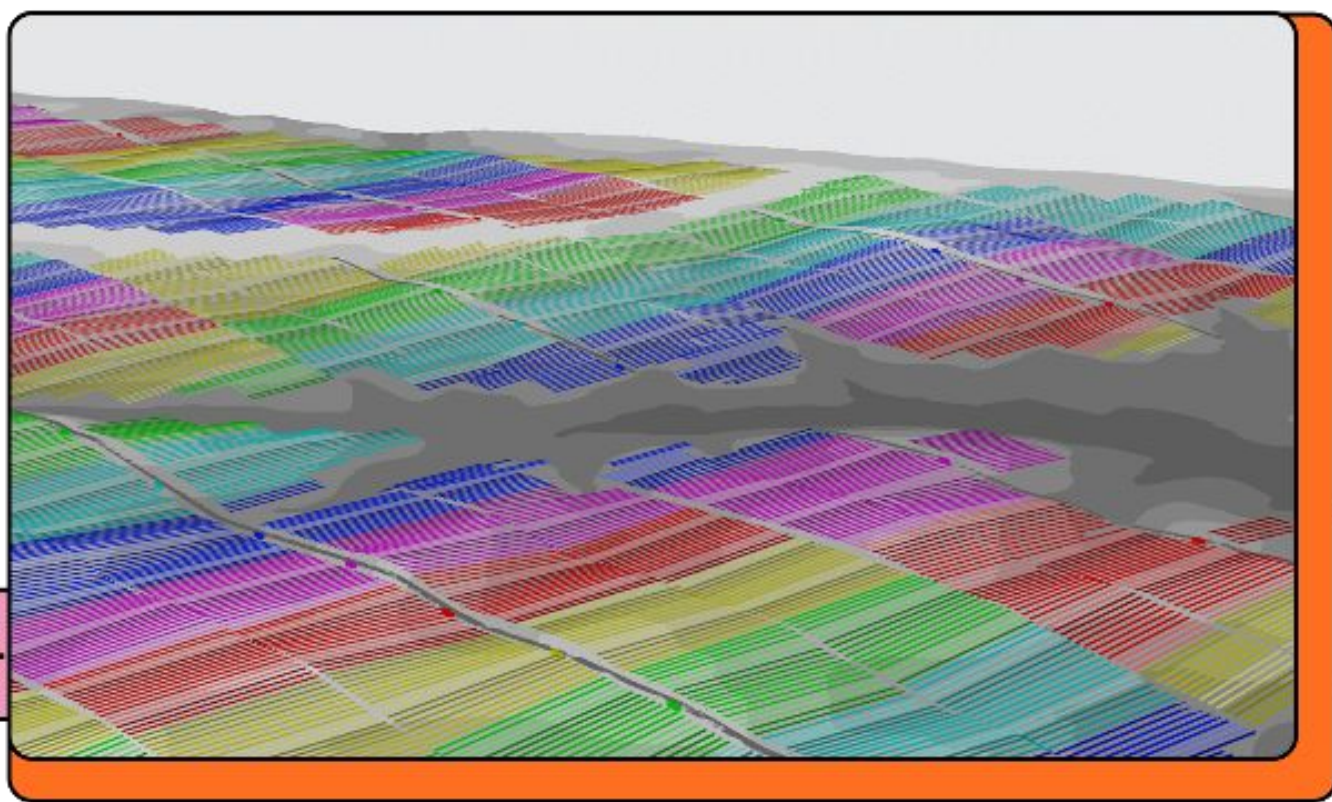
STAY IN SYNC!

- Rapid Iterations
- Precision
- Trade-offs
- Pivots

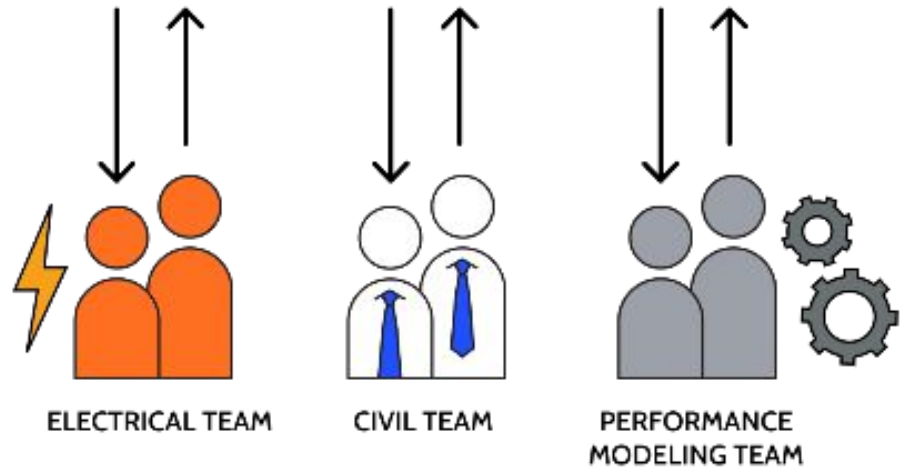
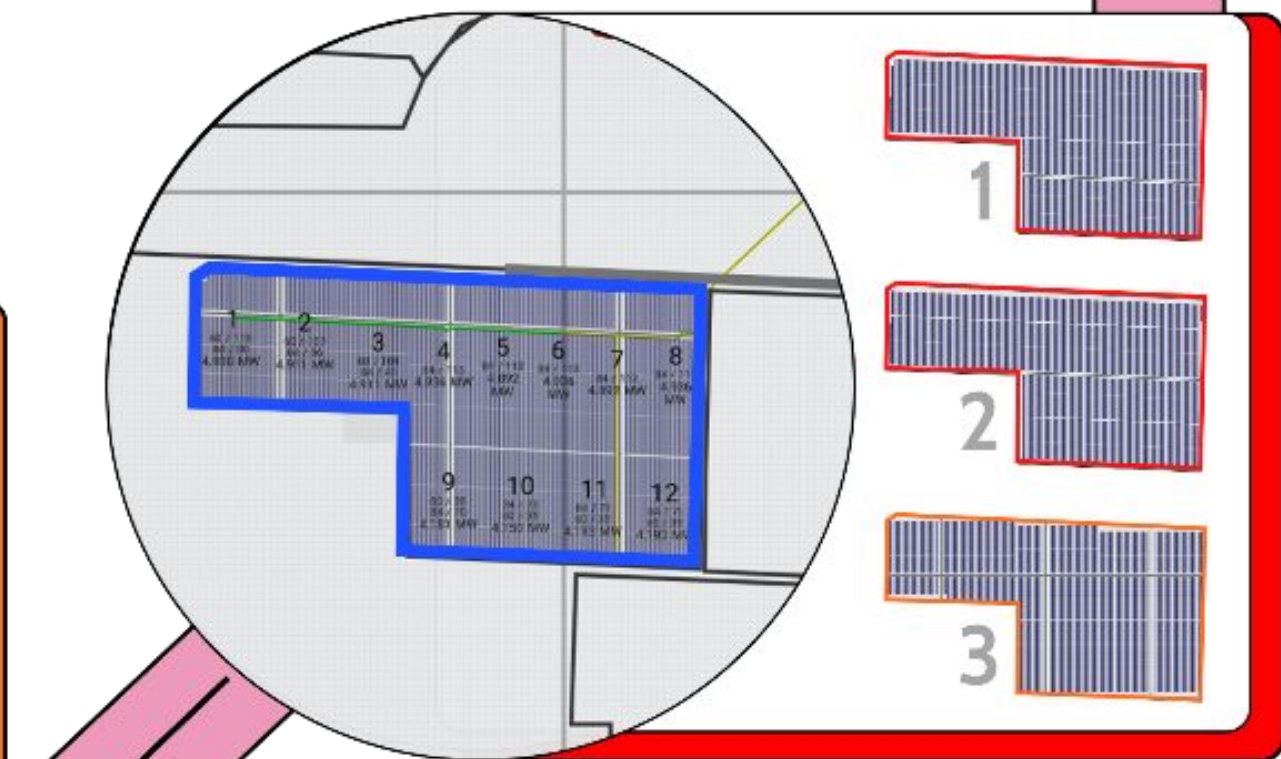
OPTIMISATION



PRE-CONSTRUCTION
ENSURING CONSTRUCTABILITY

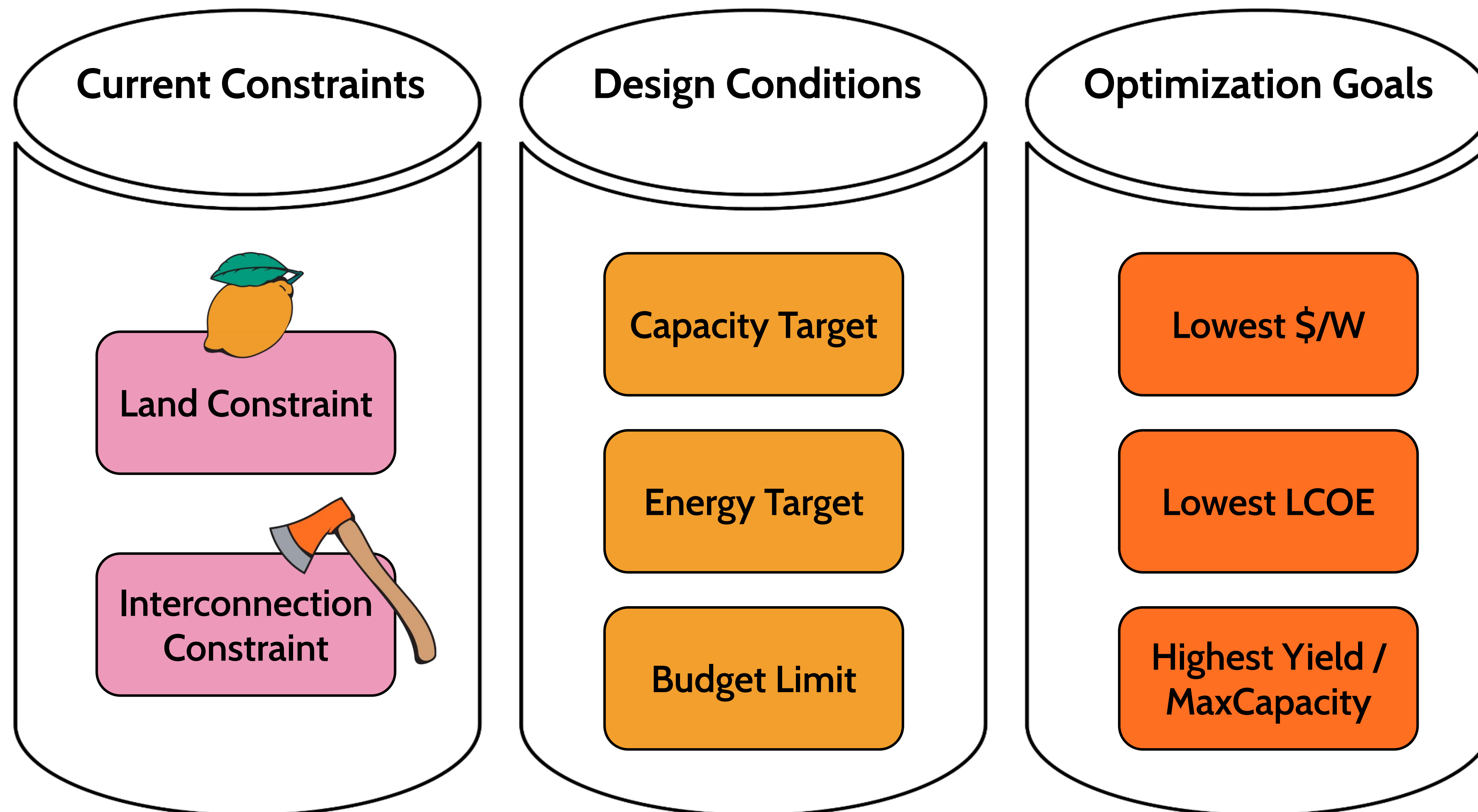


DESIGN
POLISHING & REFINING



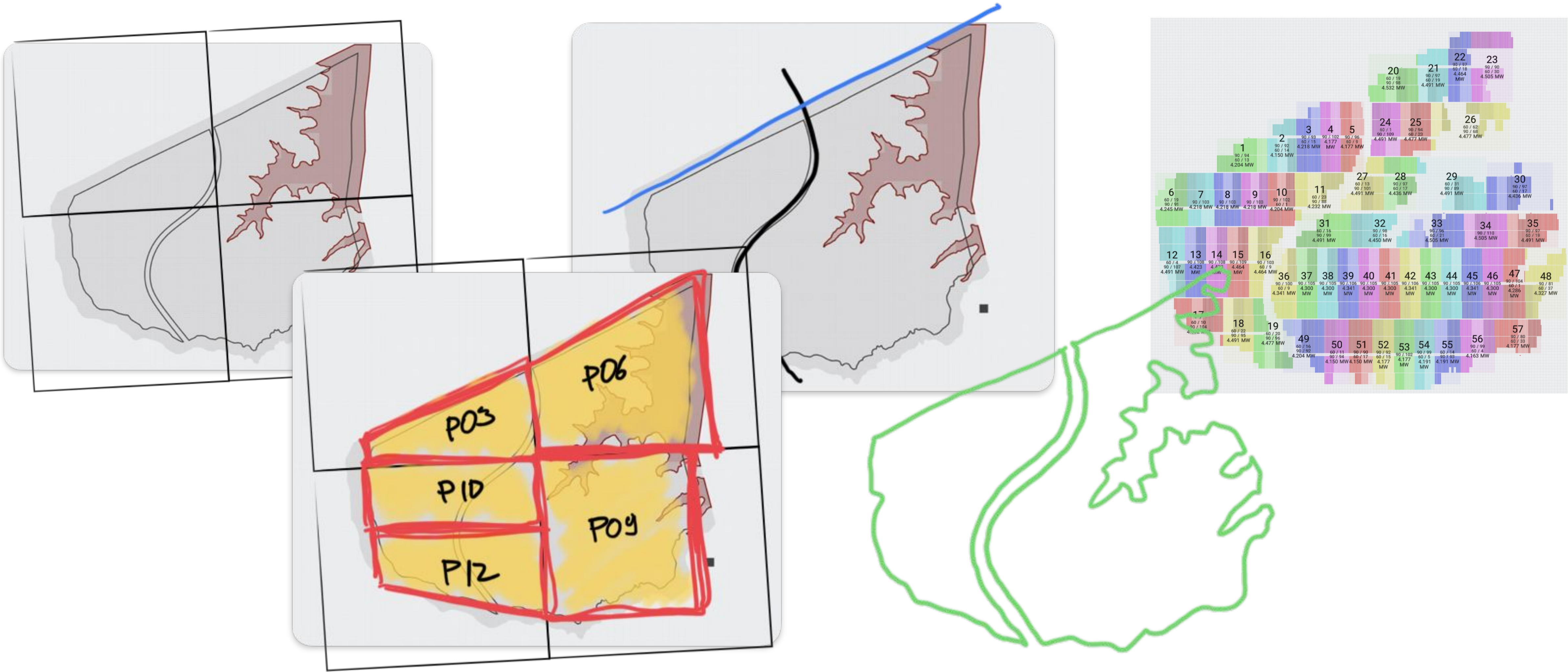
Goal Setting & Requirements Gathering

The essence of strategy is choosing what not to do



Context Analysis

Section → Parcel → Site Area → Buildable Area → Solar Layout

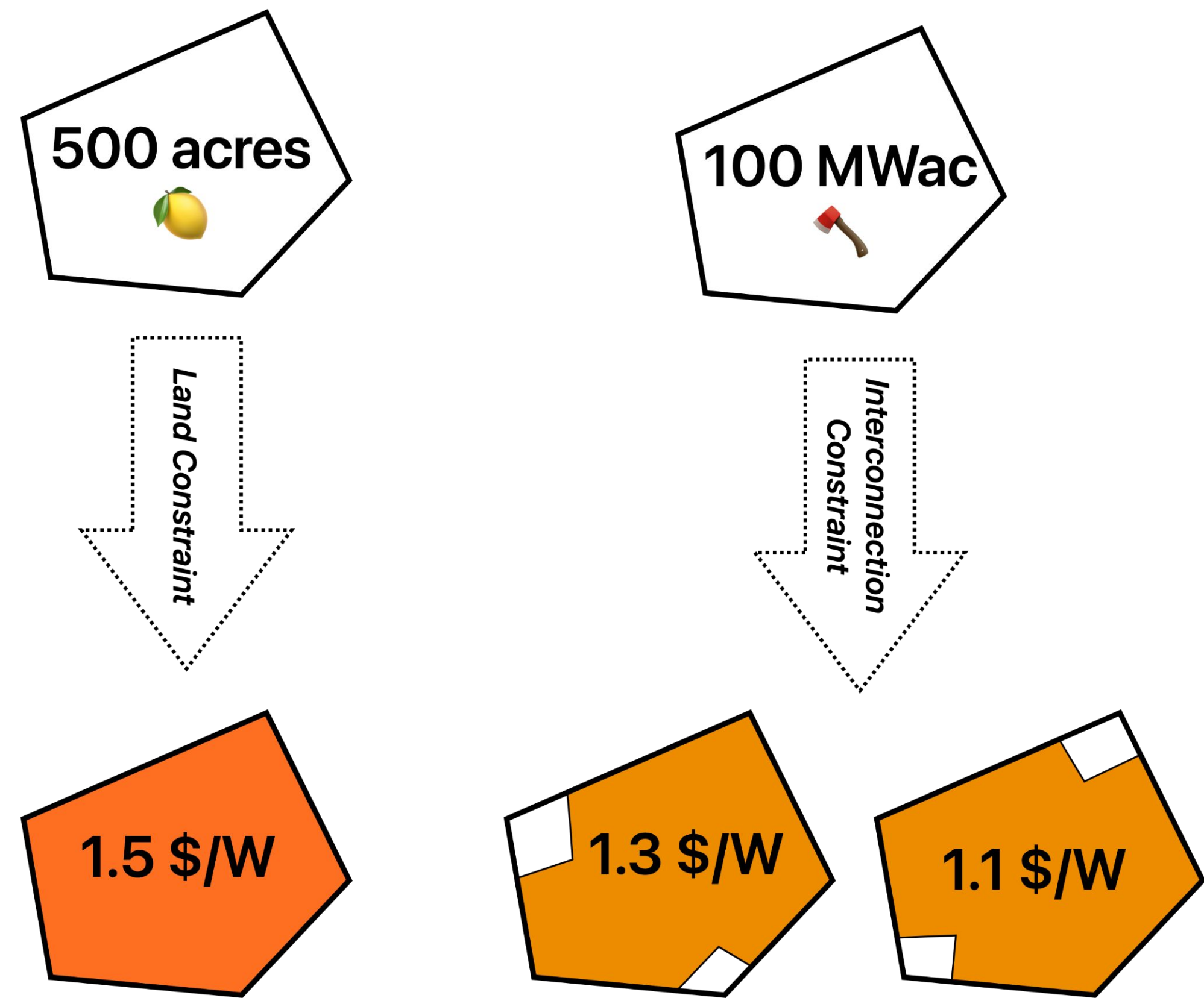


Restrictions Analysis

Optimization uncovers opportunities
by eliminating what doesn't work

Squeezing Max

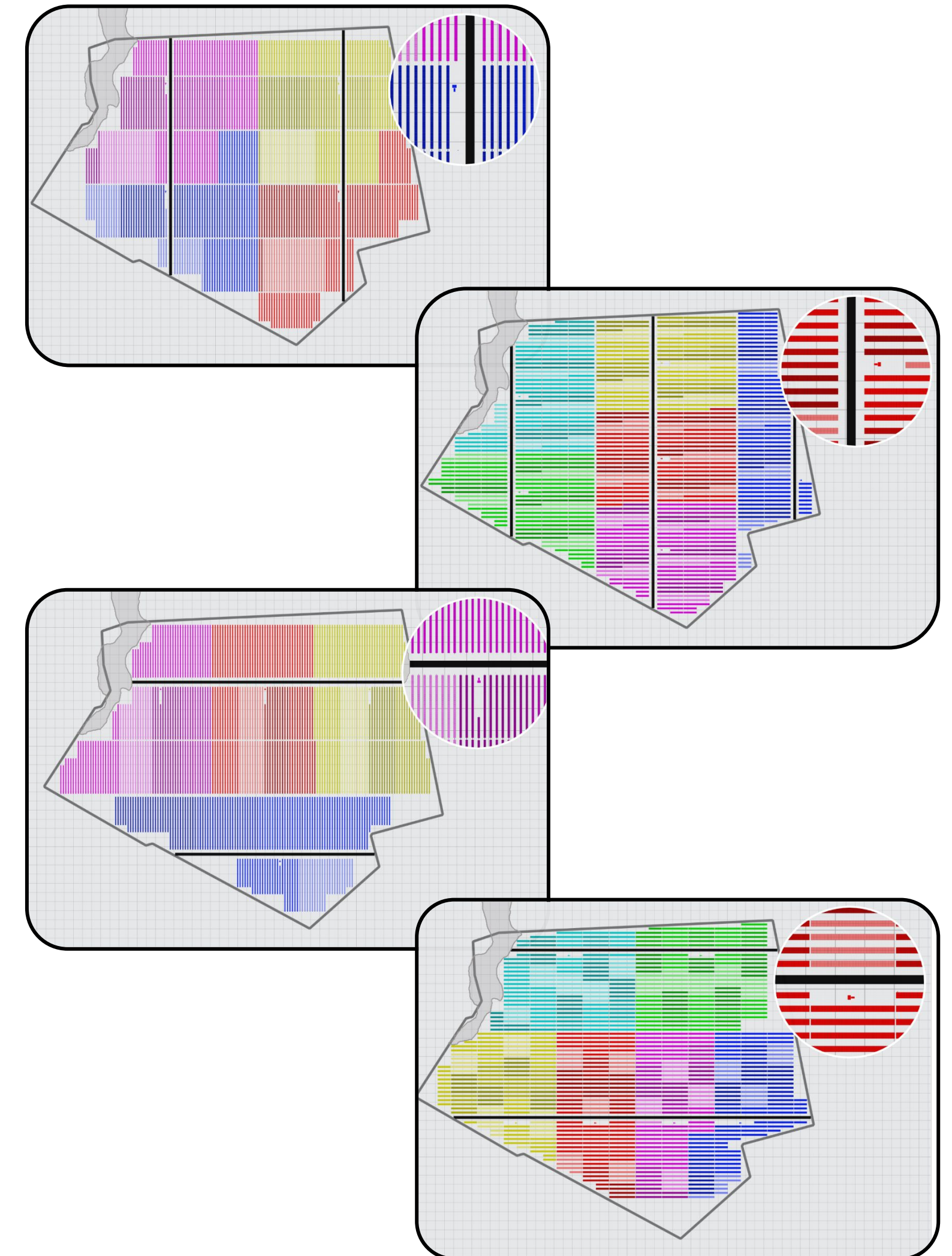
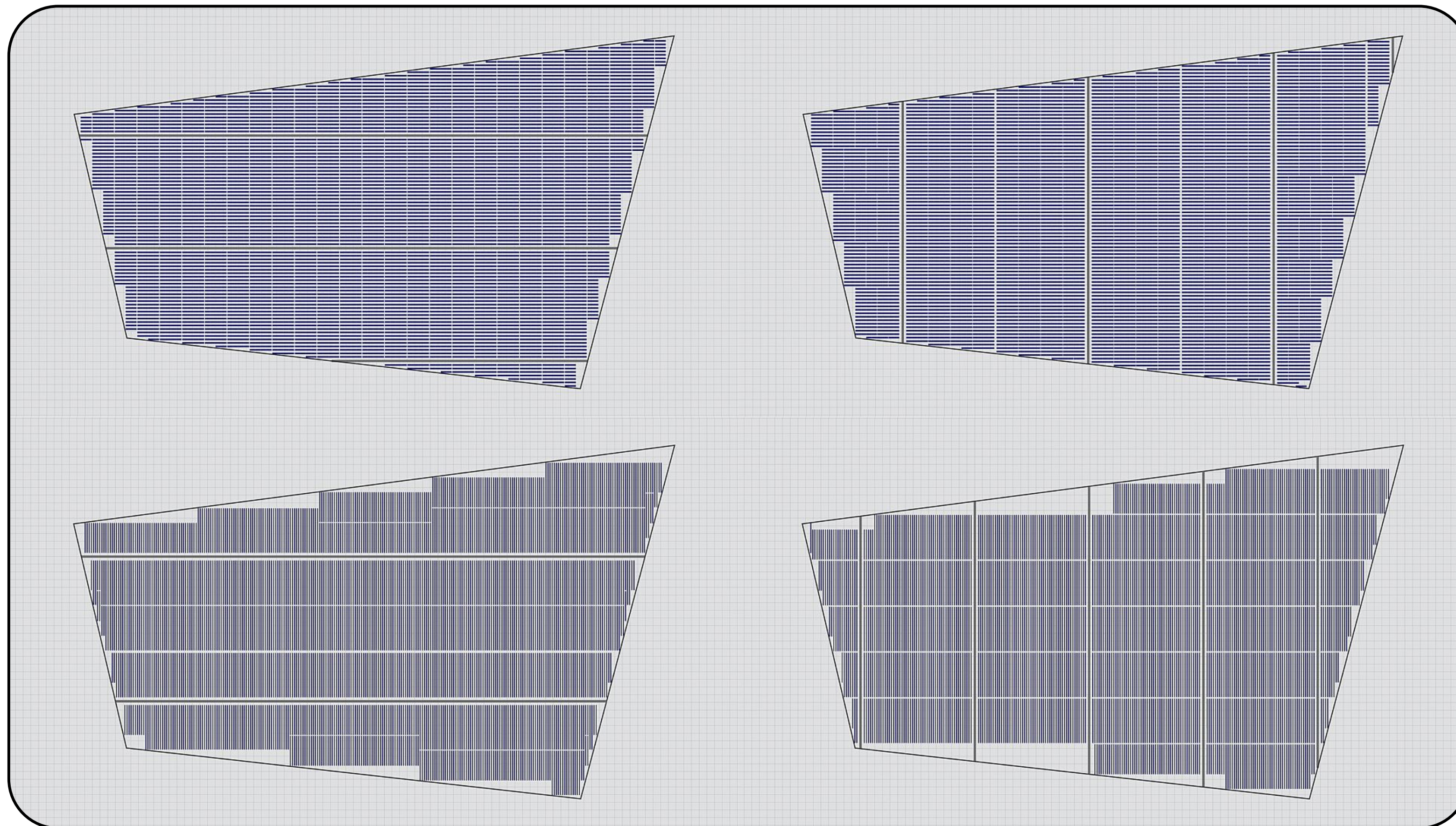
Chipping Away



	Capacity Target	Energy Target	Budget Limit
Lowest \$/W			
Lowest LCOE			
Highest Yield / Max Capacity			

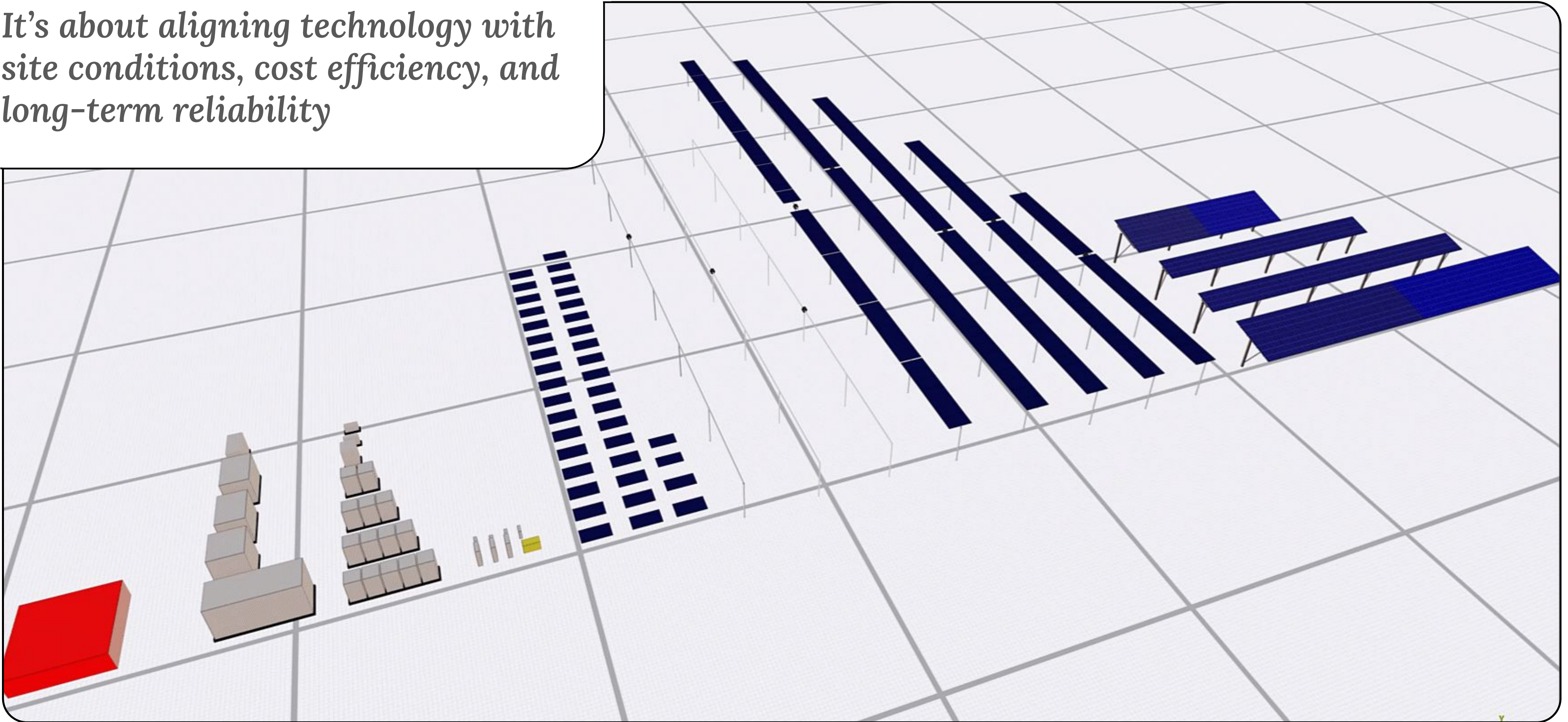
Exploration: Finding a Feasible Solution

It's about uncovering possibilities, testing boundaries, and refining what works within constraints



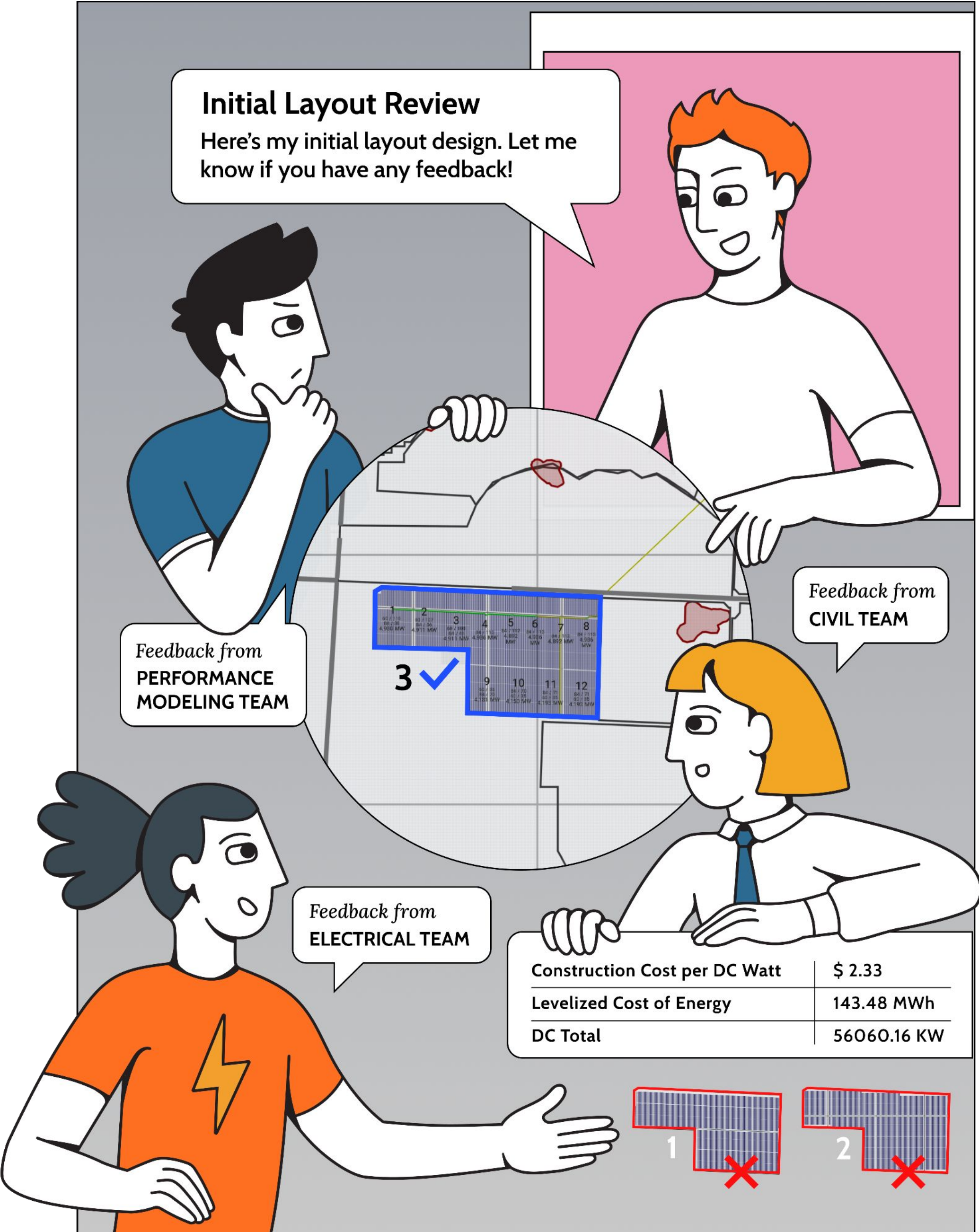
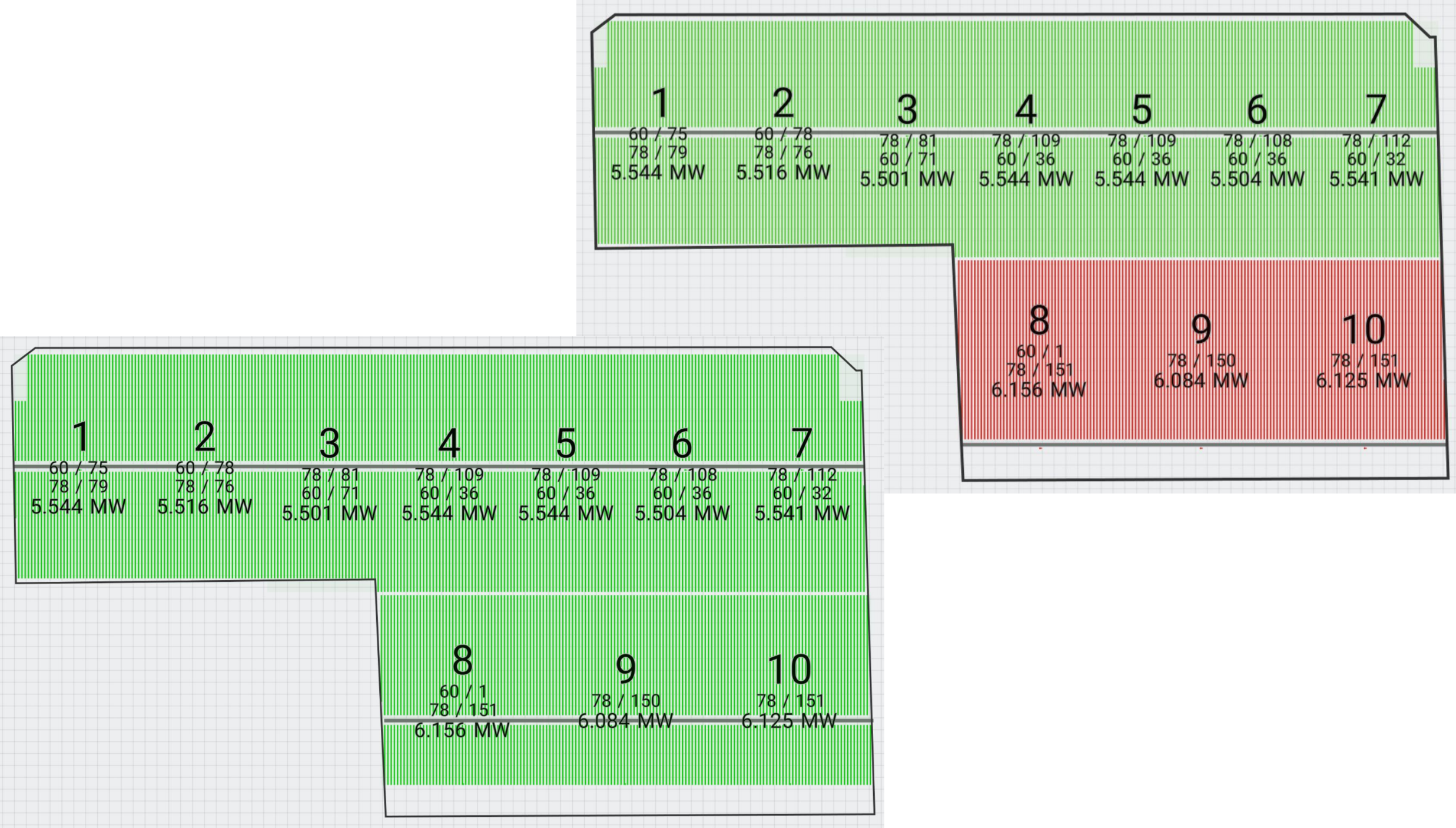
Equipment Selection

It's about aligning technology with site conditions, cost efficiency, and long-term reliability

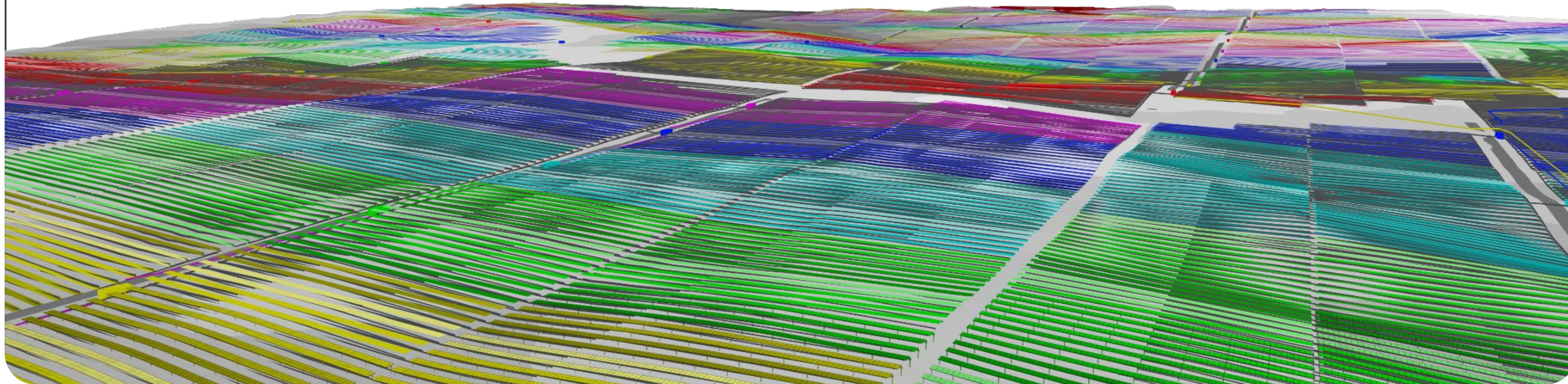
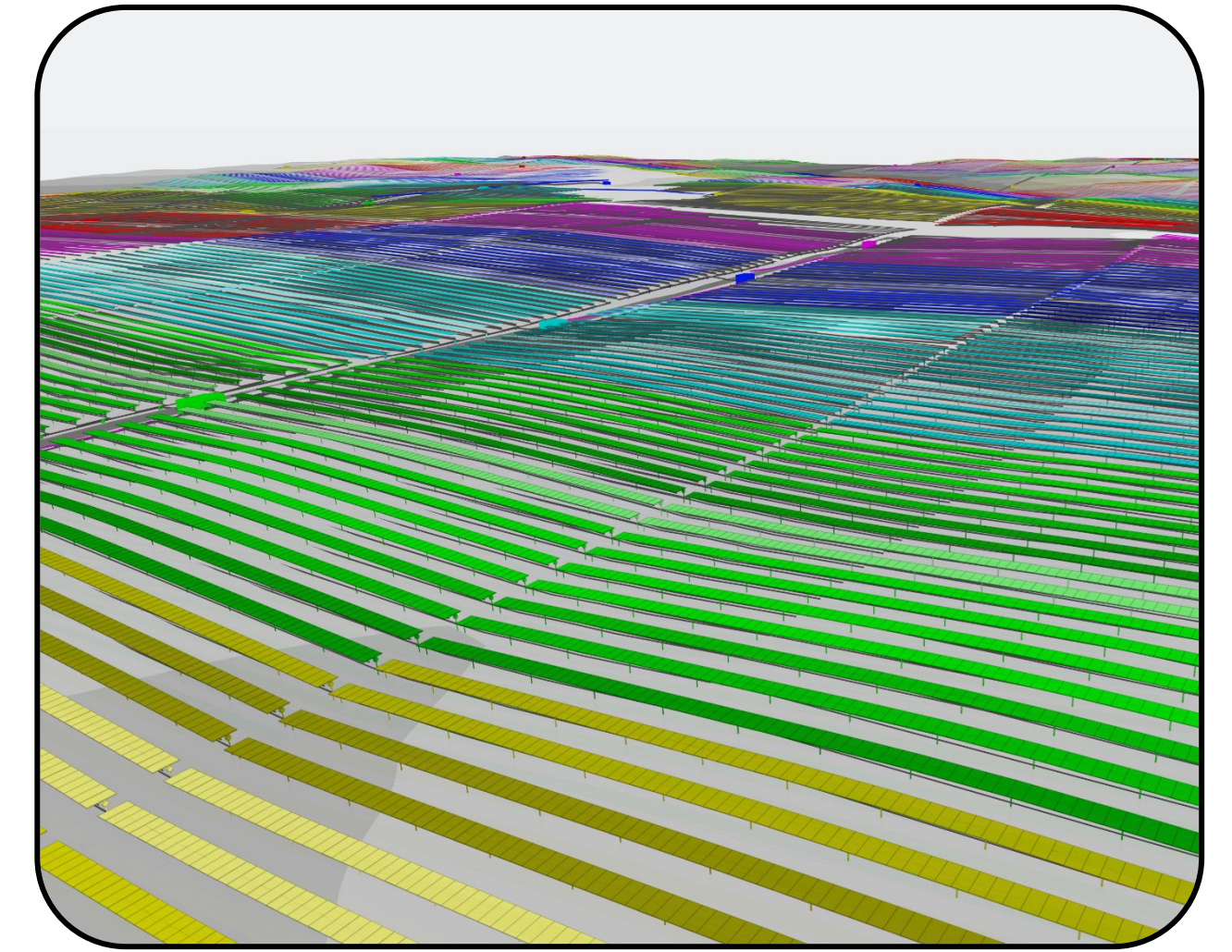
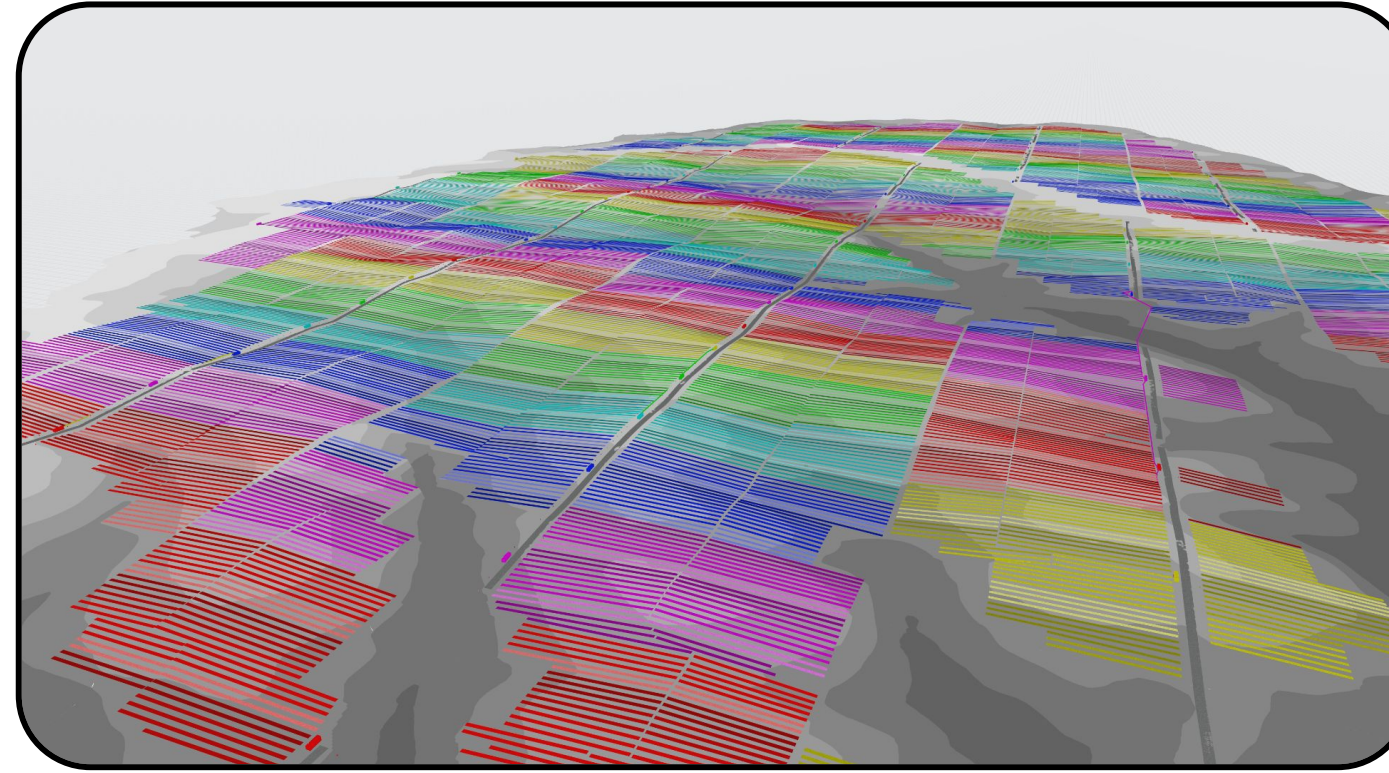
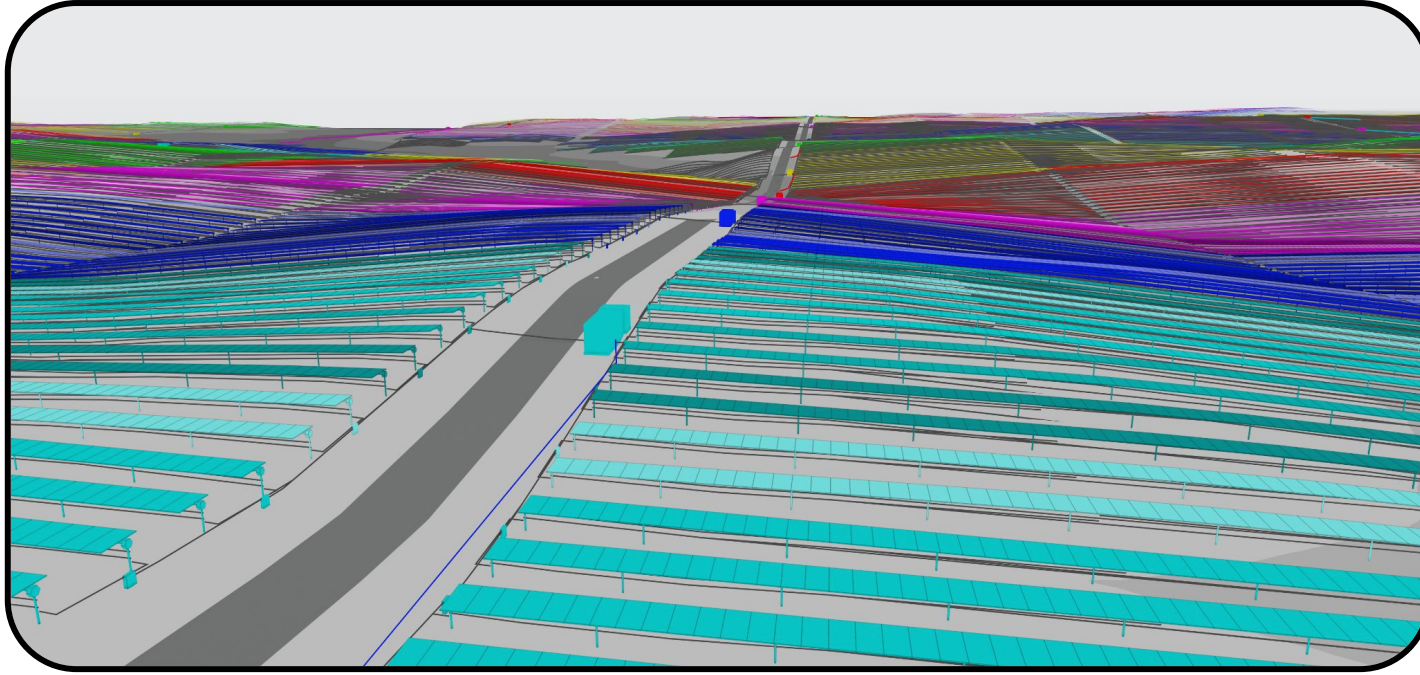


Optimisation: Iterating Trade-Offs

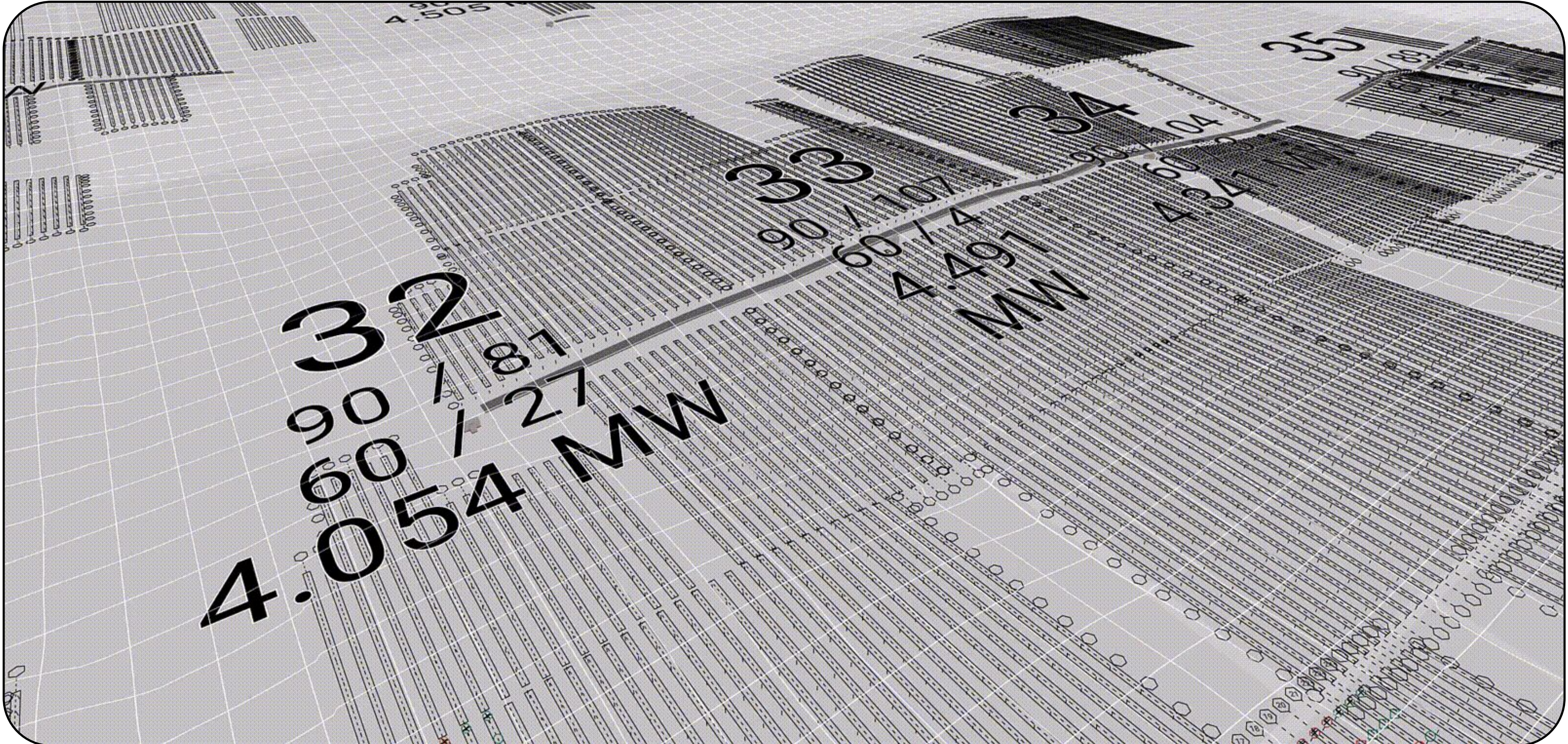
*Feedback loops drive smarter trade-offs,
refining efficiency with every iteration*

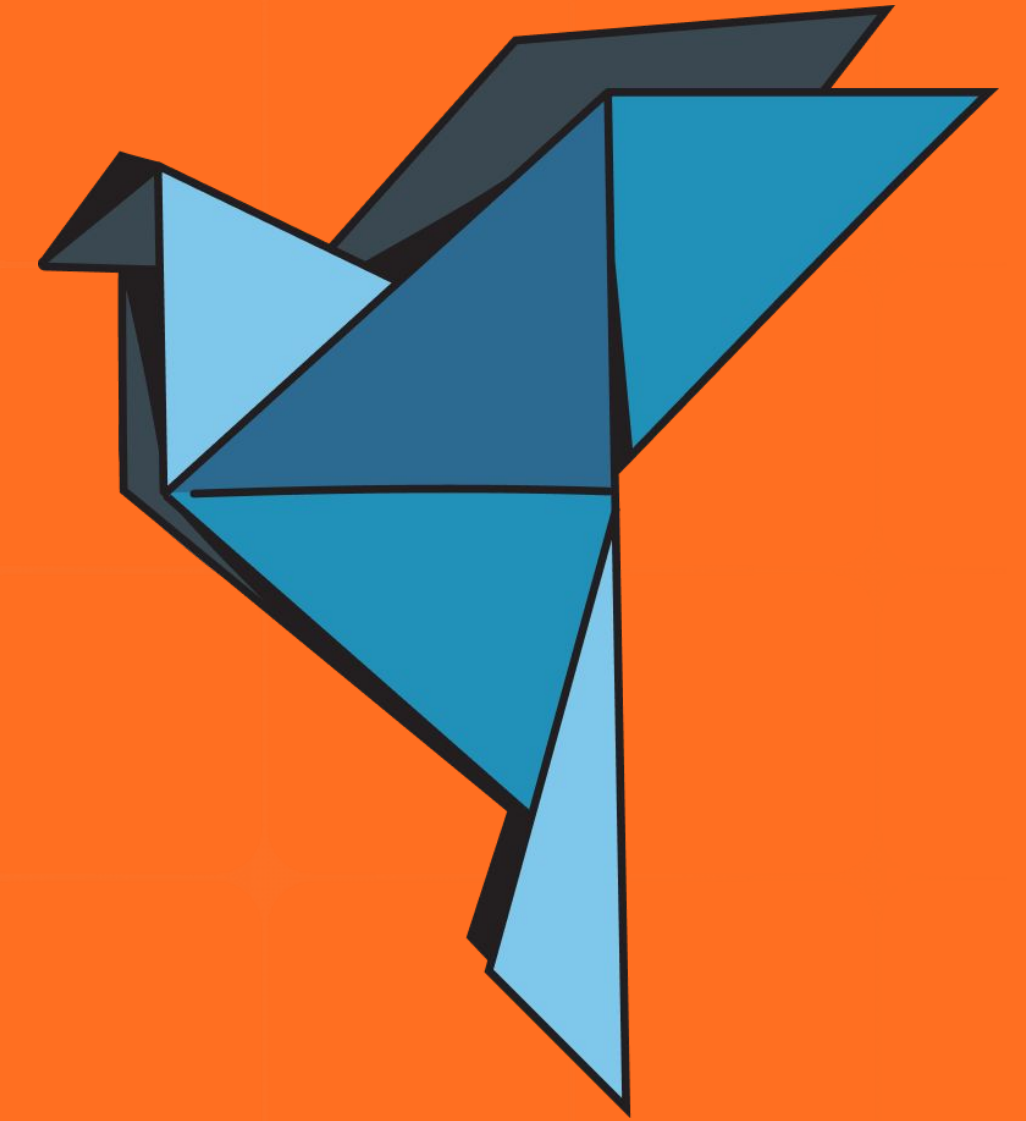


Design: Polishing & Refining



Pre-Construction: Ensuring Constructability



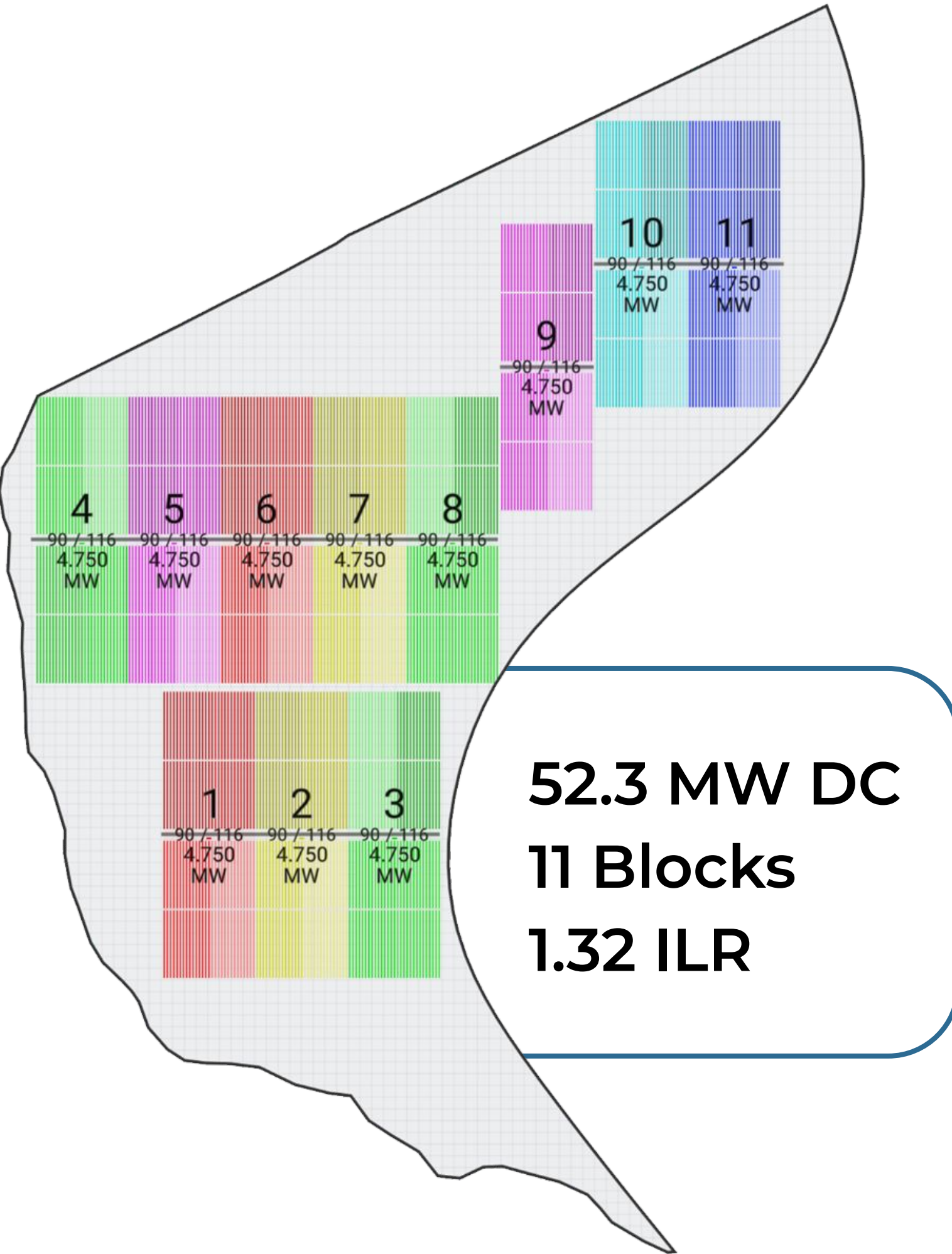
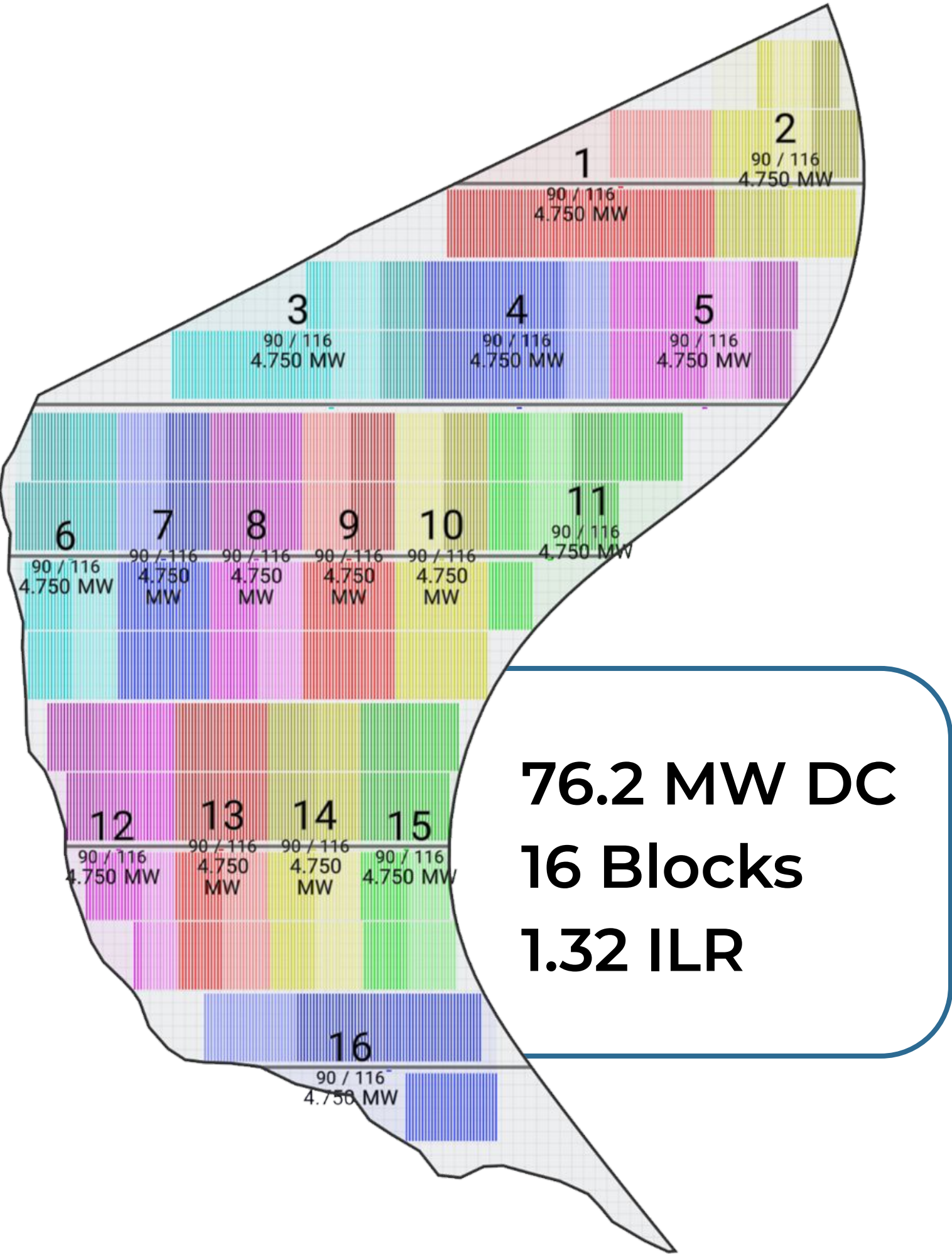
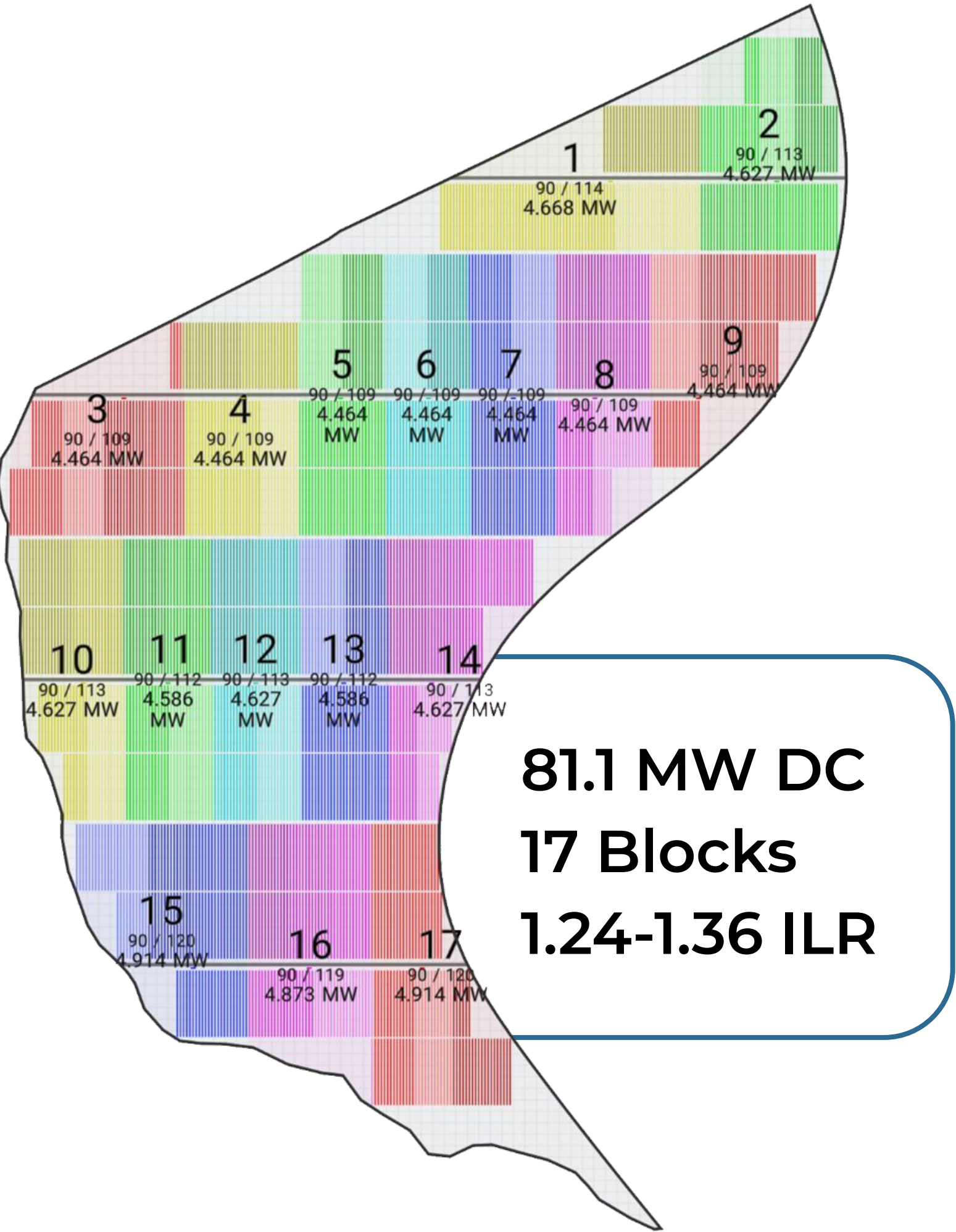


A 'Good Enough' Layout

A good enough layout isn't about chasing perfection but about making the right decisions at the right time — practical, well-informed, and adaptable for future evolution

Which one is good enough?

Every layout is a negotiation between competing priorities



The Contradictions of 'Good Enough'

Great design is about embracing contradictions

A layout needs to be consistent...

unless we need more DC capacity!

We aim for rectangular, unified blocks...

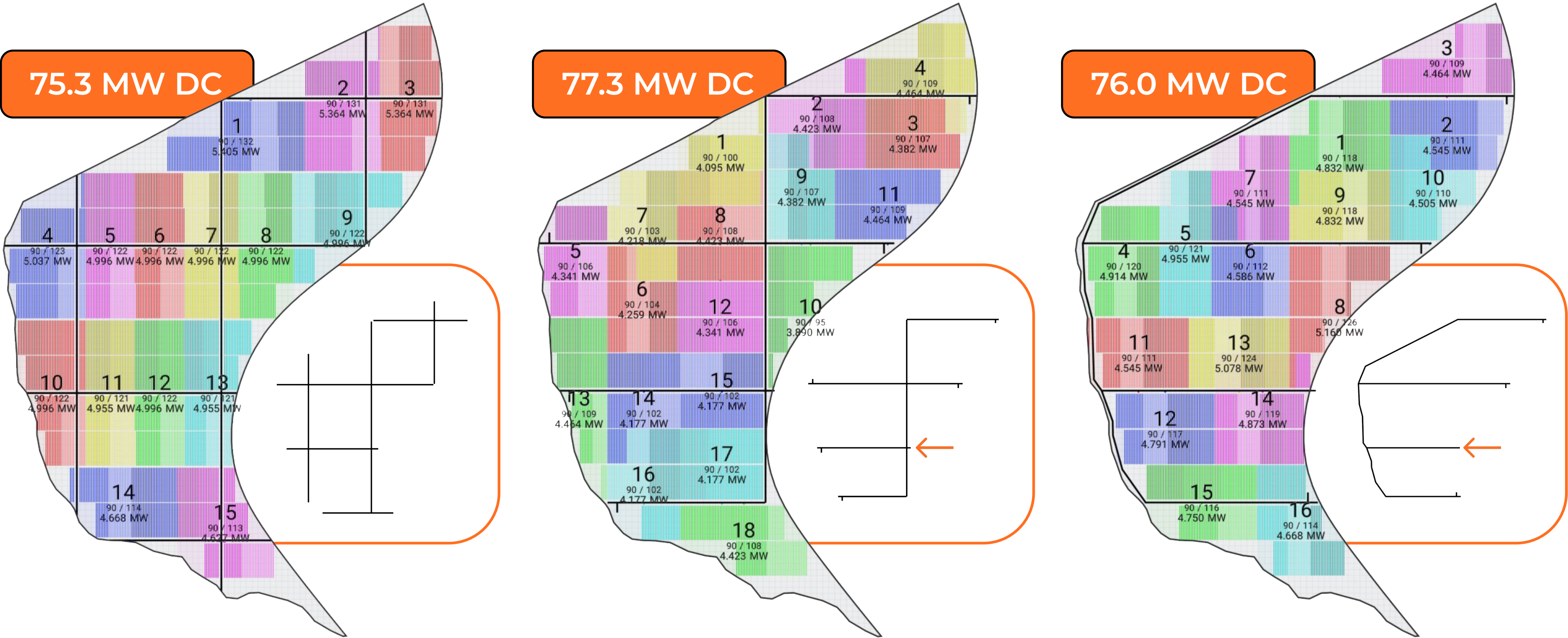
unless the site constraints force adjustments!

Blocks should remain compact

unless grading makes it too costly!

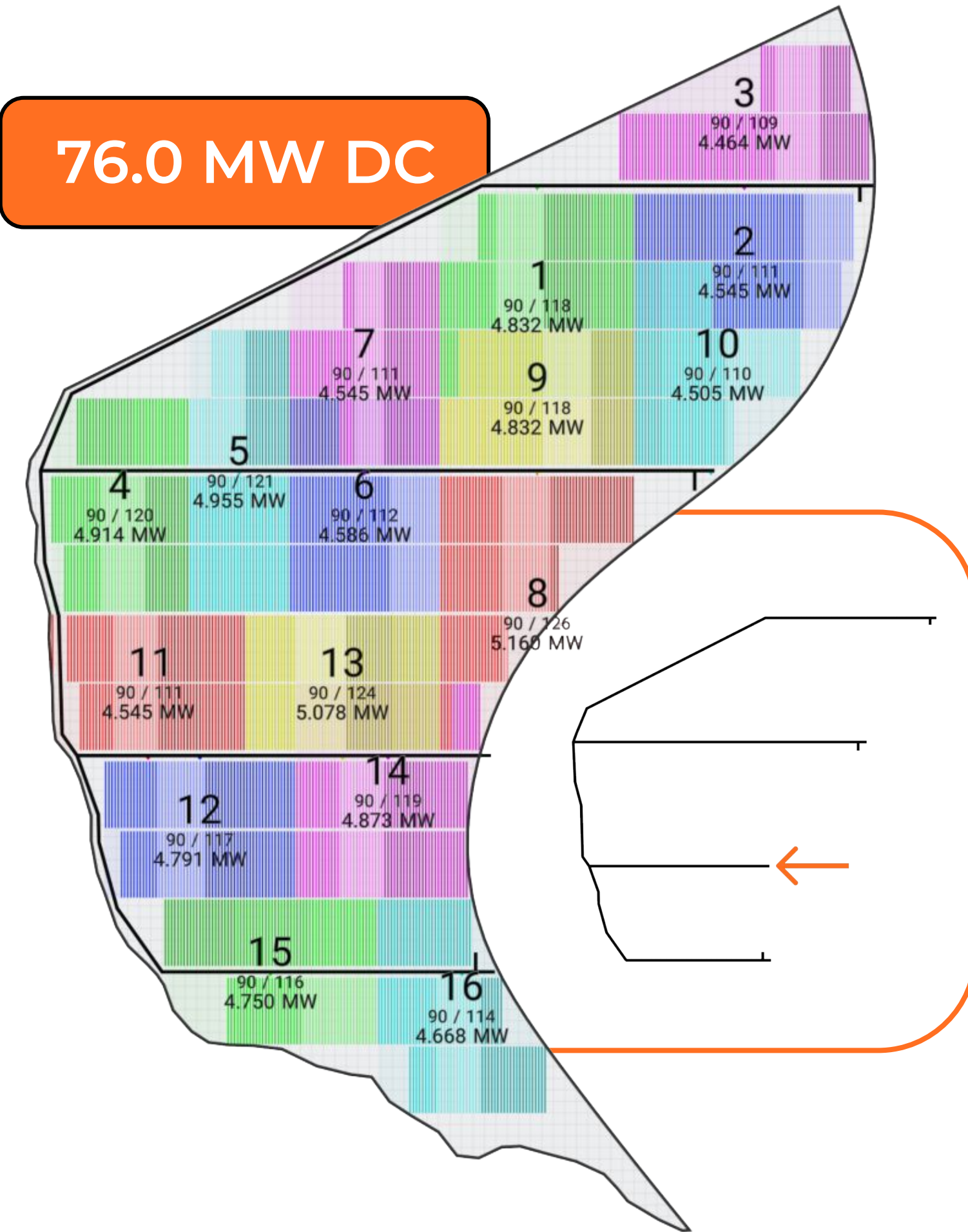
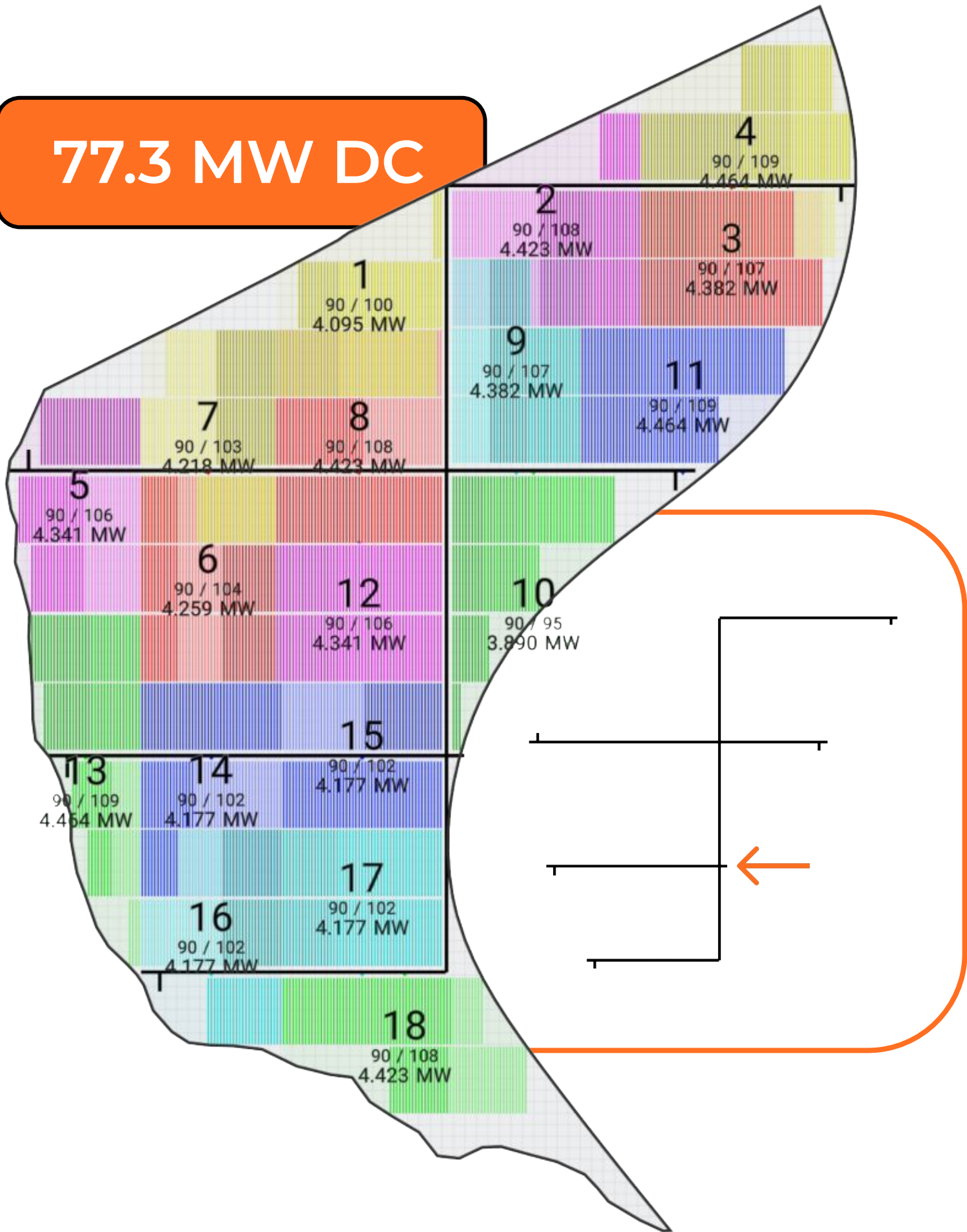
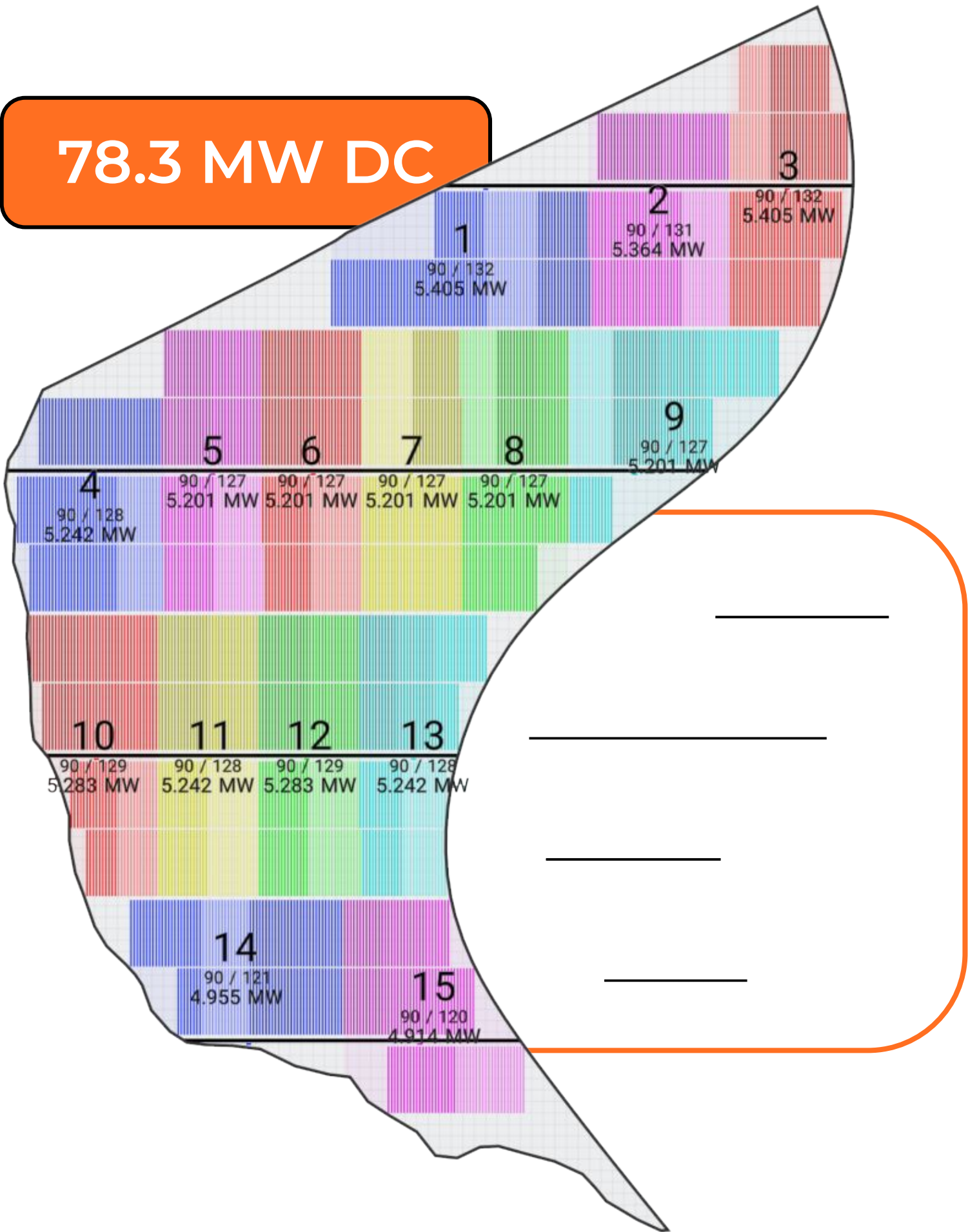
‘Good Enough’ is a Snapshot in Time

A ‘good enough’ layout today is just a step toward a better layout tomorrow



‘Good Enough’ is a Snapshot in Time

A ‘good enough’ layout today is just a step toward a better layout tomorrow



Takeaway: 'Good Enough' is Not One Answer

- ✓ It depends on project goals or what matters most at a given moment
- ✓ It's about balancing trade-offs, not perfection
- ✓ It's a moving target, shifting with new data, constraints and optimisation goals

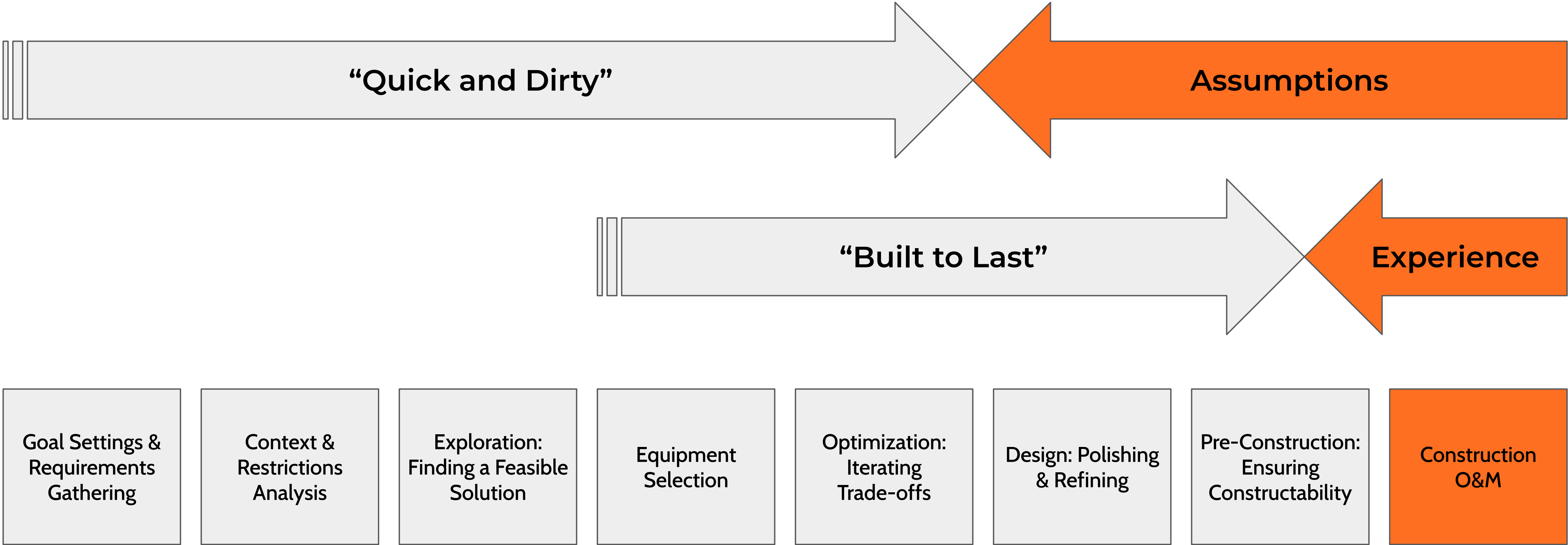
Quick & Dirty vs. Built to Last

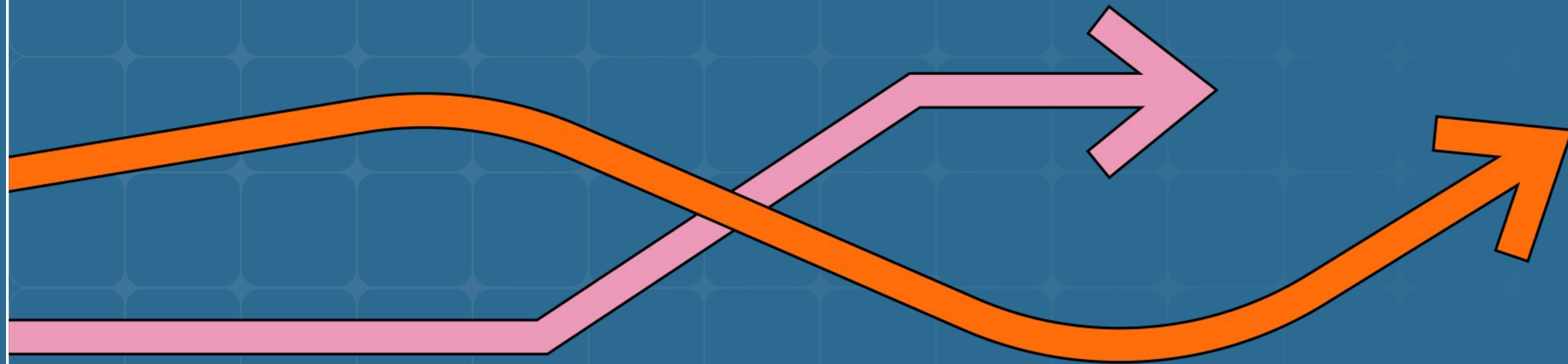
Driven by the data available at each stage, a layout evolves from quick and dirty to buildable, while long-term efficiency considerations transform it into something built to last.



Balancing Insights, Available Data, and Timing

Making “Quick and Dirty” good enough is about assumptions and risk management. Making “Built to Last” good enough is about polishing and ensuring buildability and lifecycle optimisation





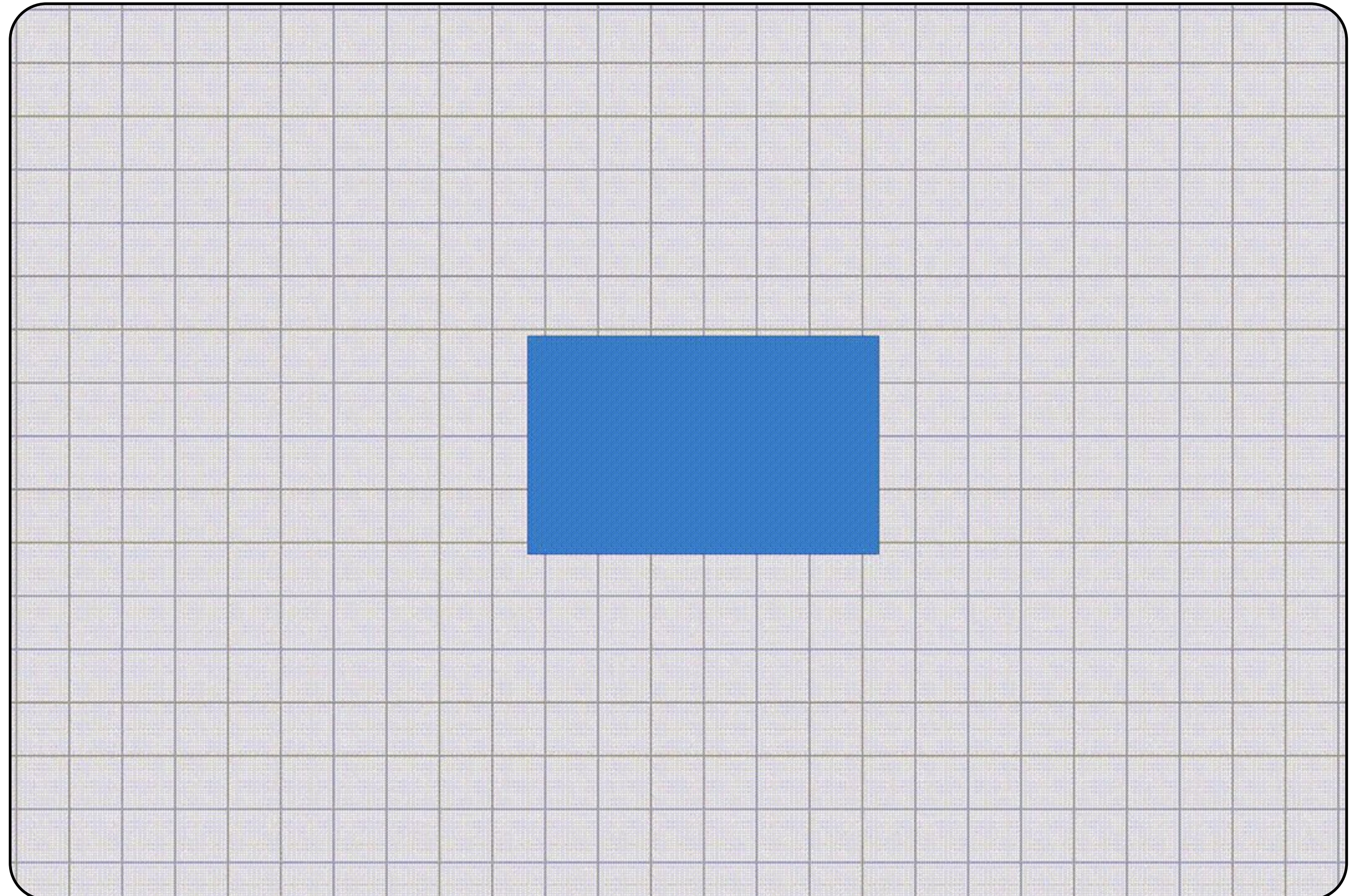
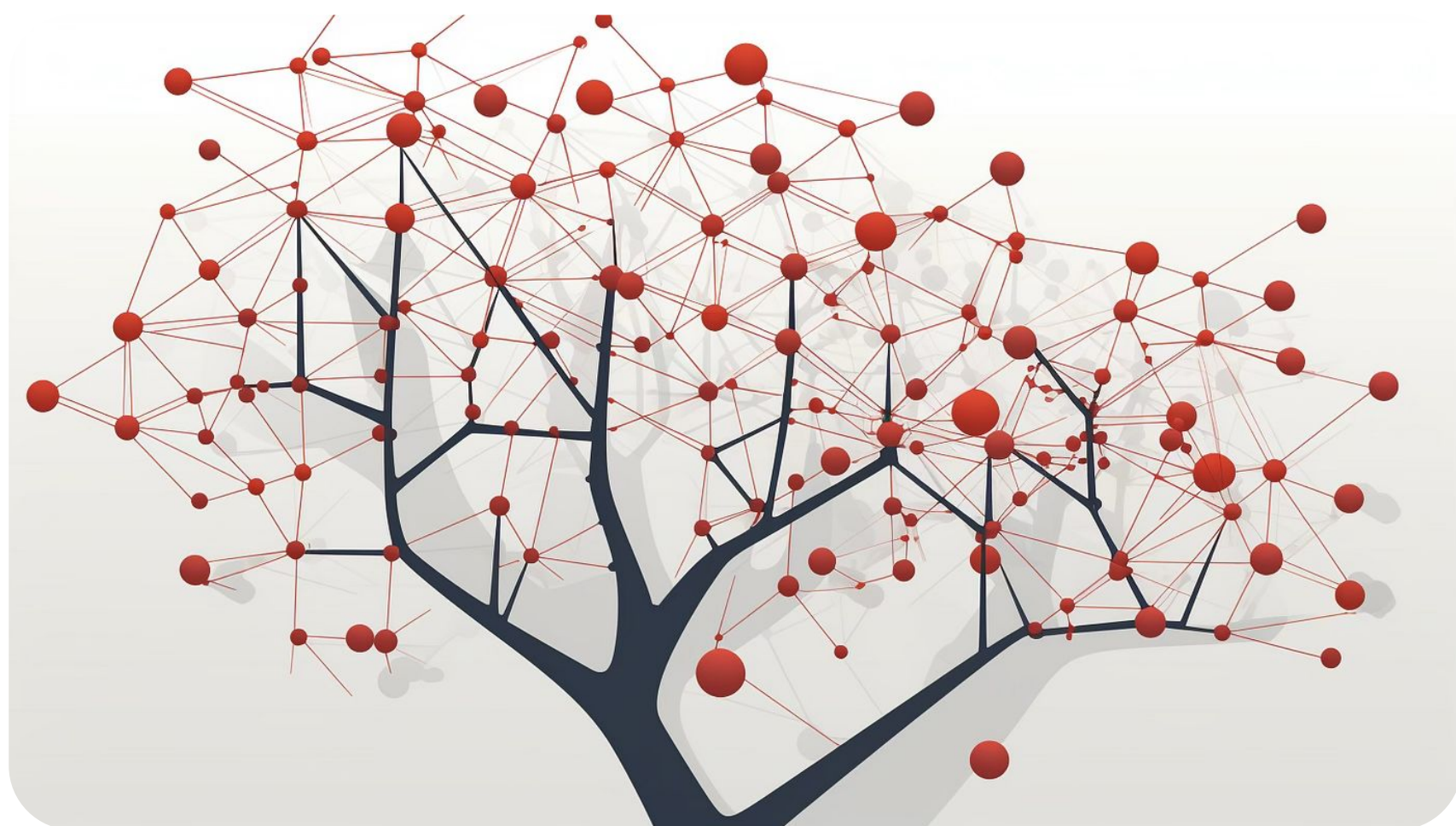
Ways to Design Layout

*There's more than one way to do it right –
it all depends on the context, including
inputs, goals, and constraints*

Layout Hierarchy

Everything runs in sync, seamlessly connected to generate energy

- String
 - Table group
 - Combiner group
 - Block
 - Medium voltage group
 - Layout



Different Paths to a Layout

The order in which you build defines what you optimize for

**Fitting layout
with tables**

**Grouping tables
into blocks**

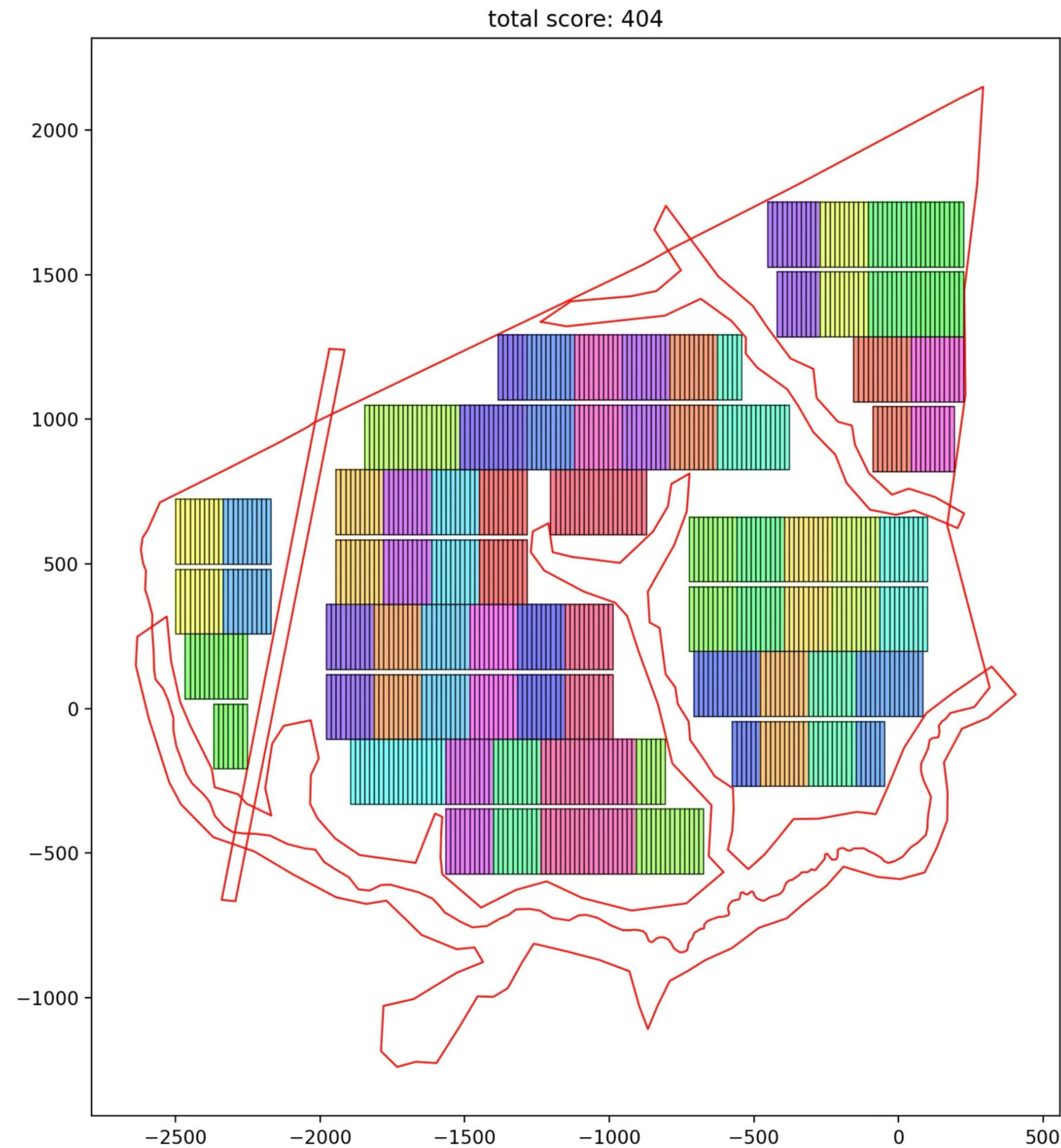
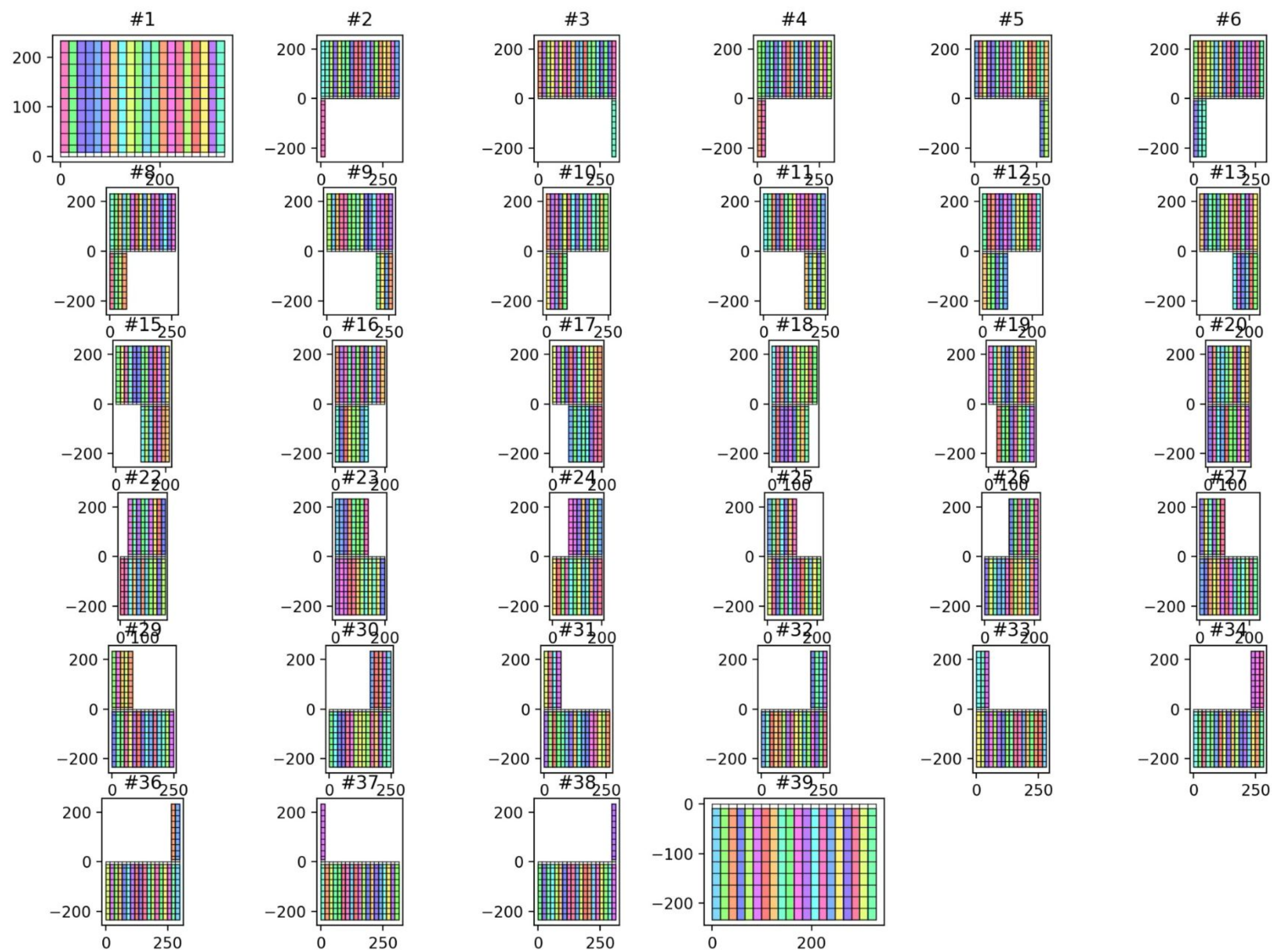
**Splitting blocks into
combiner groups**

**Fitting layout with
premade combiner
groups**

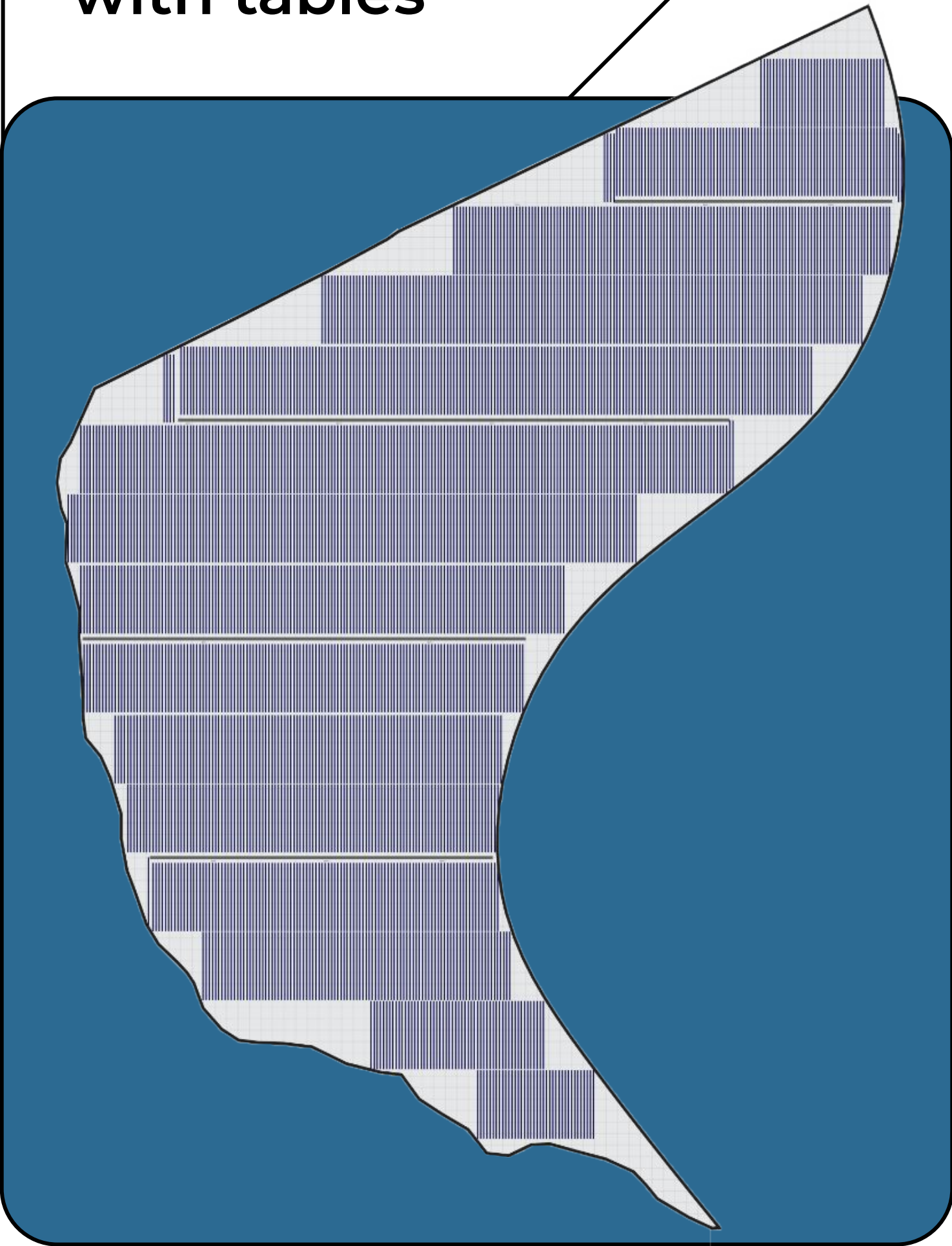
**Grouping
combiner groups
into blocks**

**Fitting layout with
premade blocks**

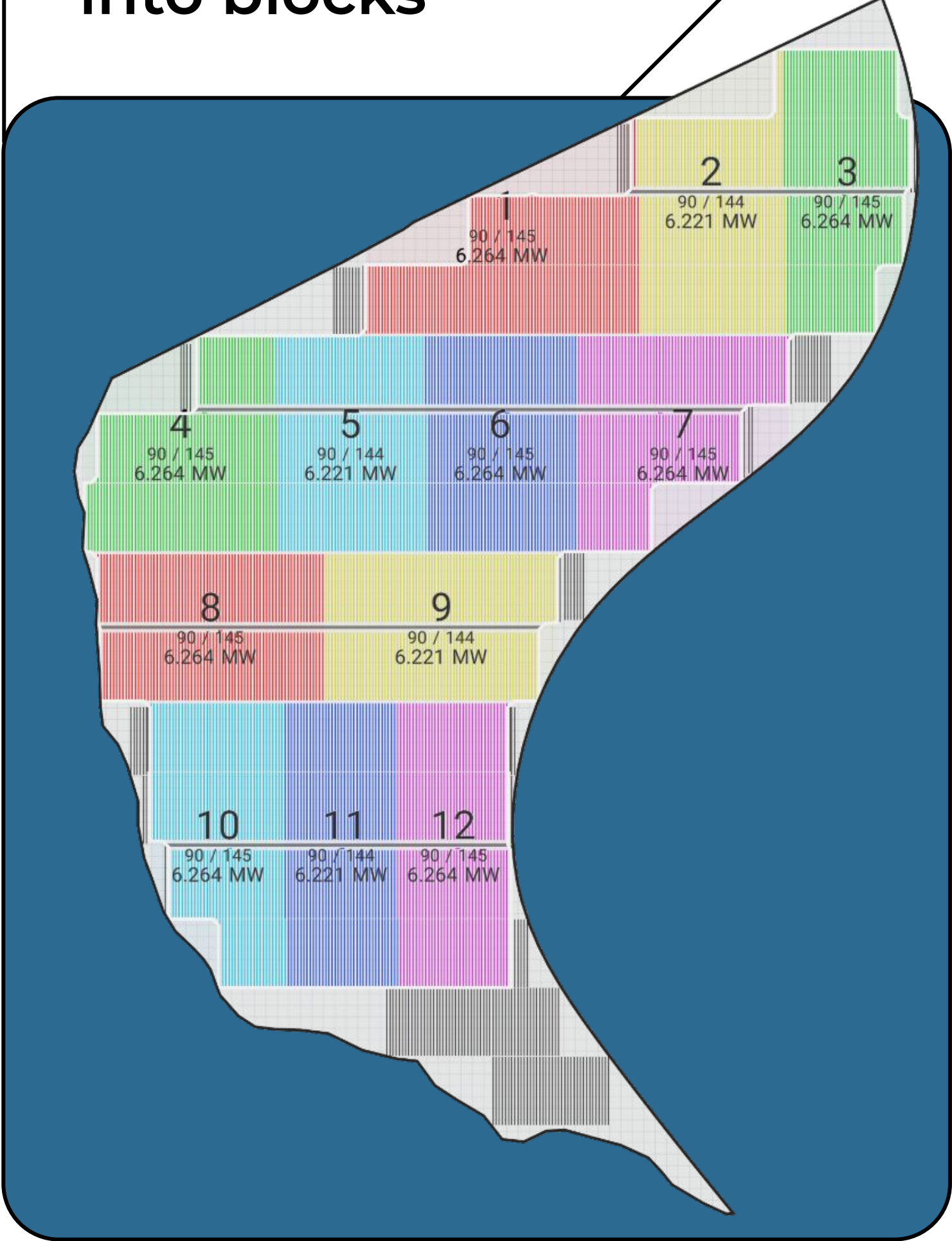
Fitting layout with premade blocks



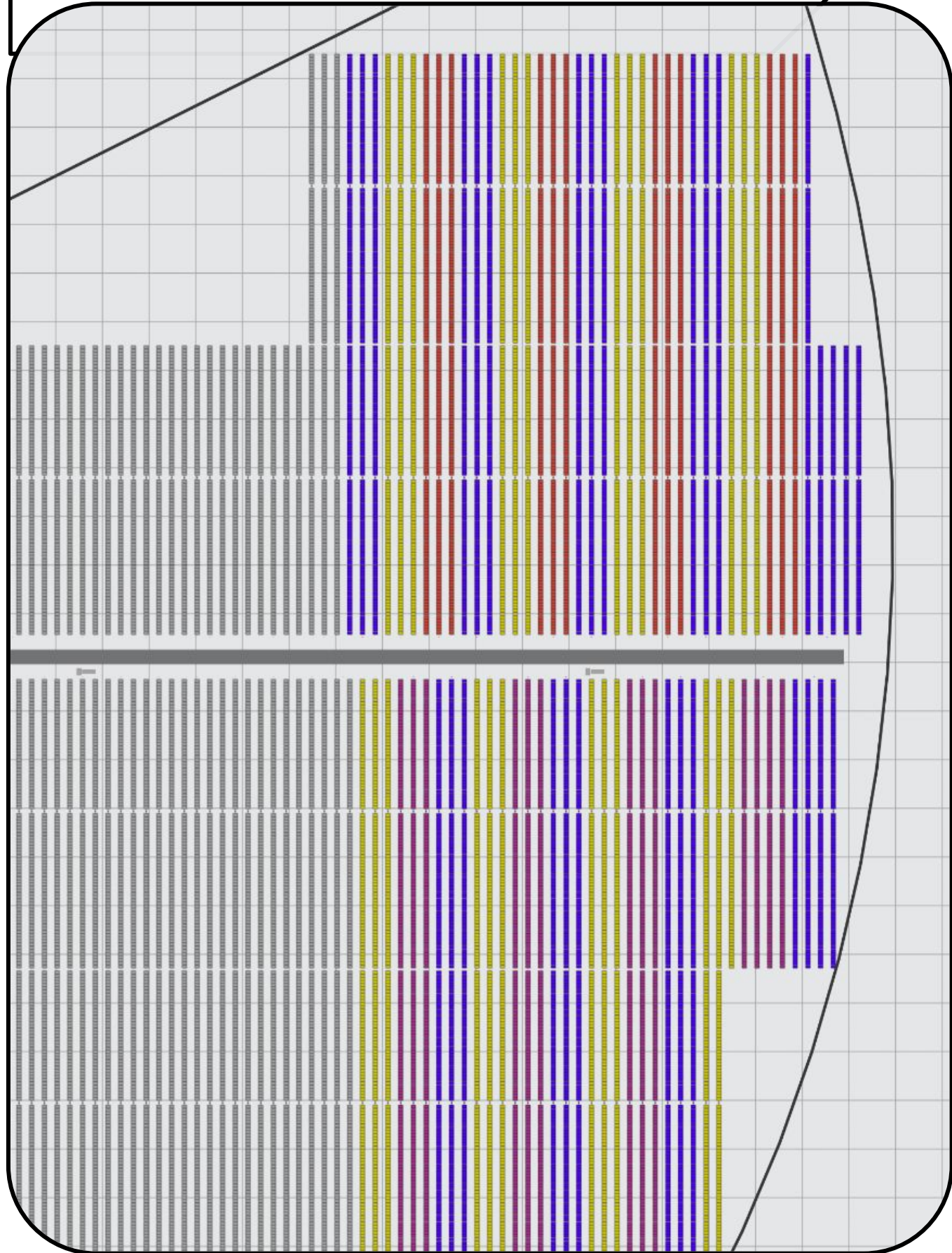
Fitting layout
with tables



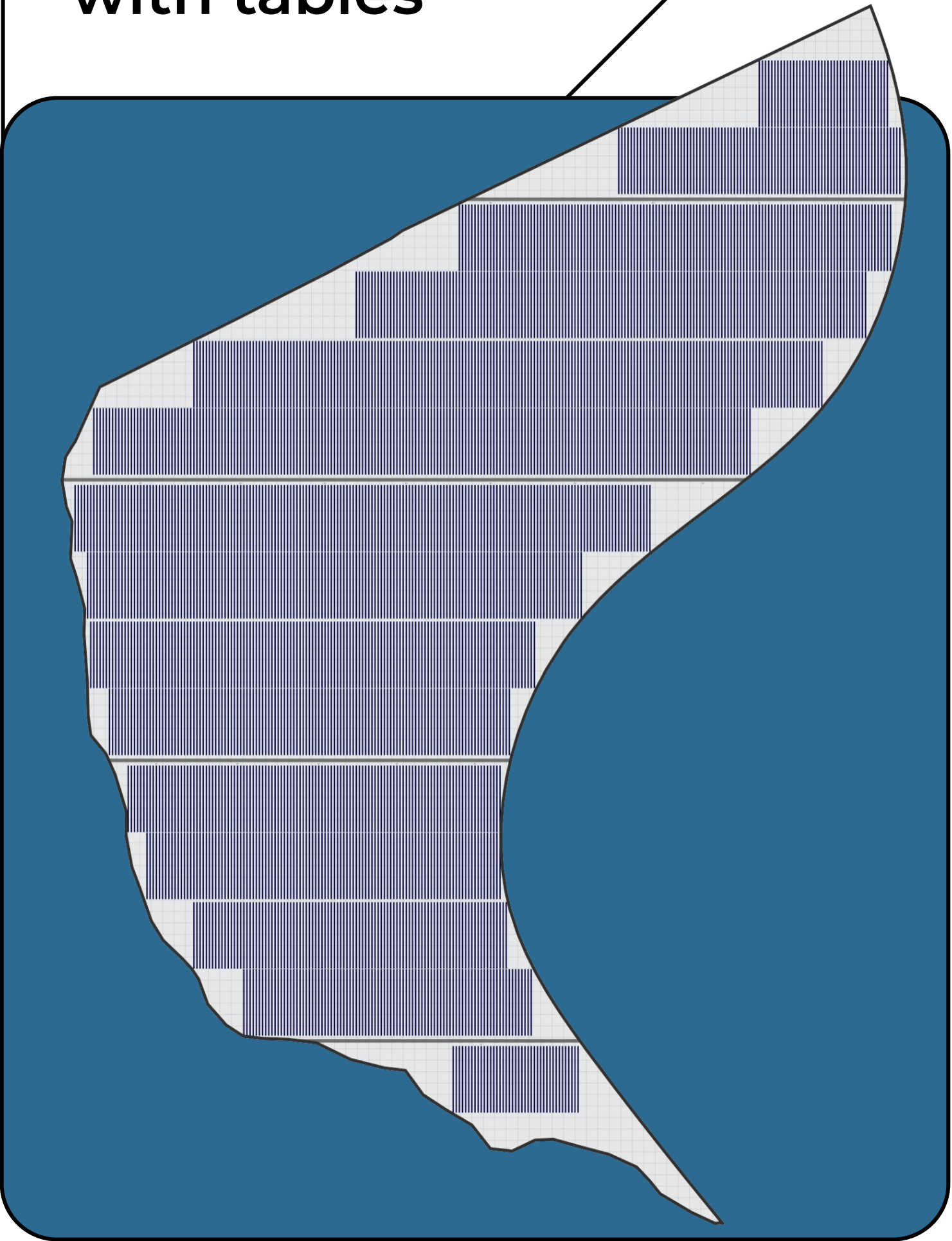
Grouping tables
into blocks



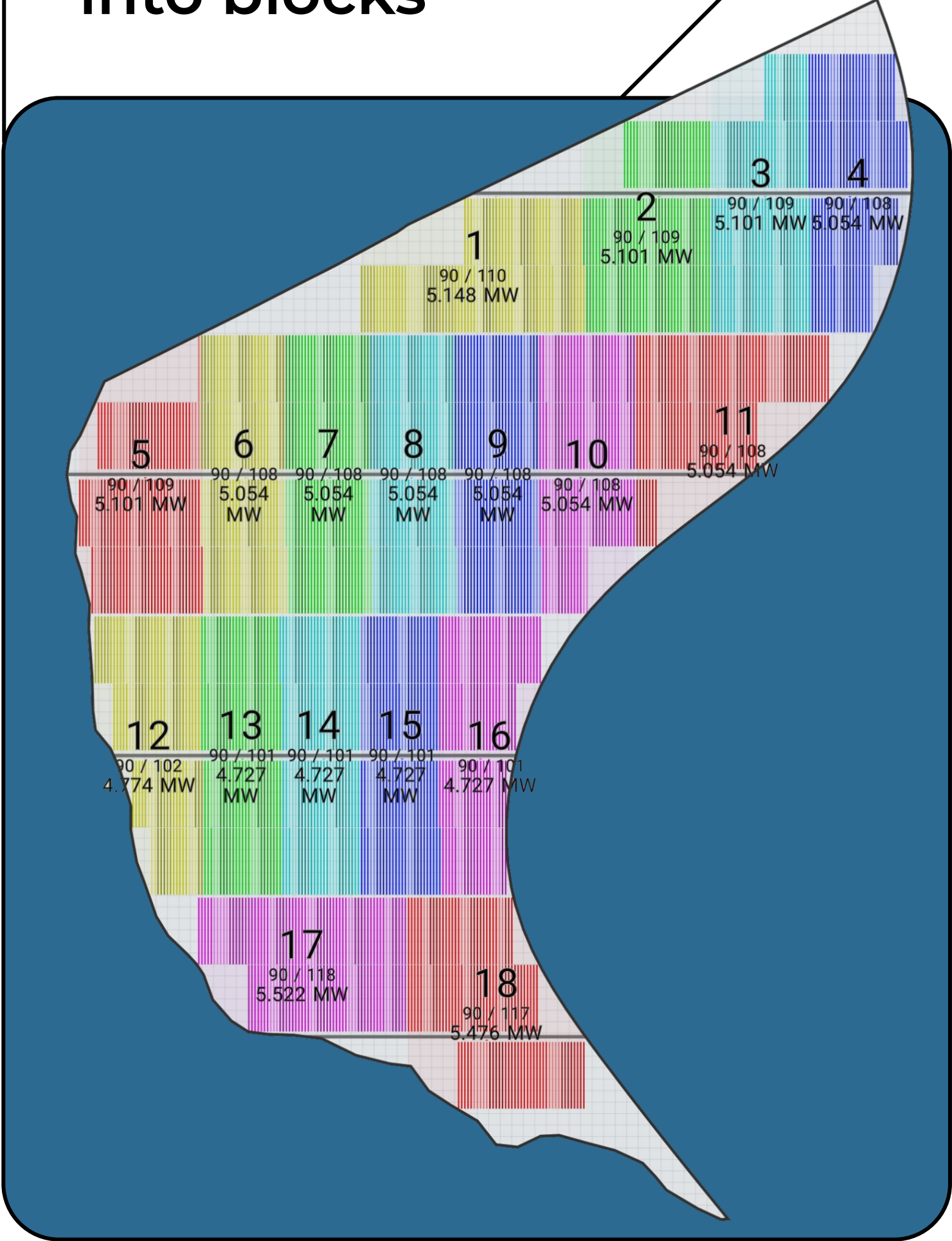
Splitting blocks into
combiner groups



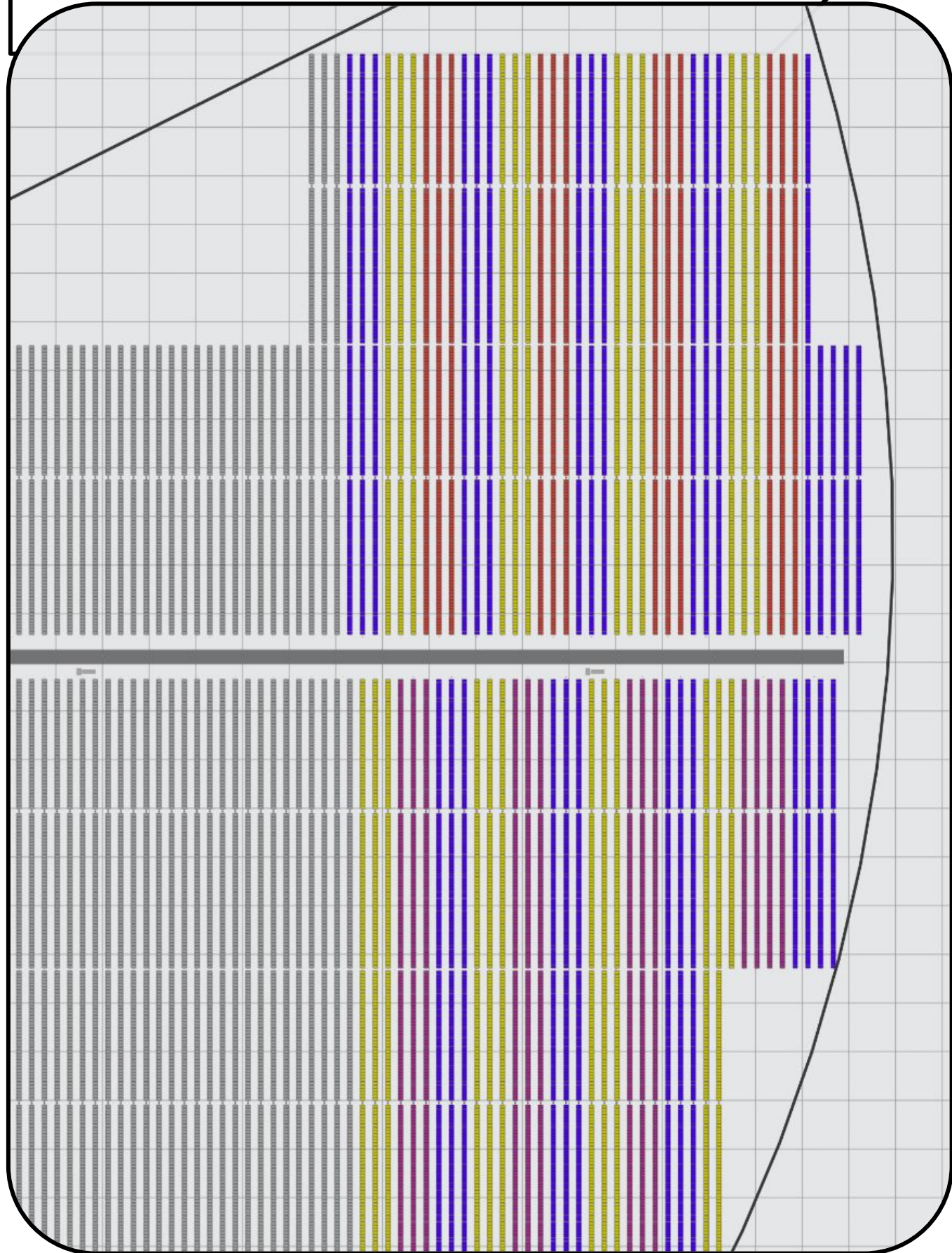
Fitting layout
with tables



Grouping tables
into blocks



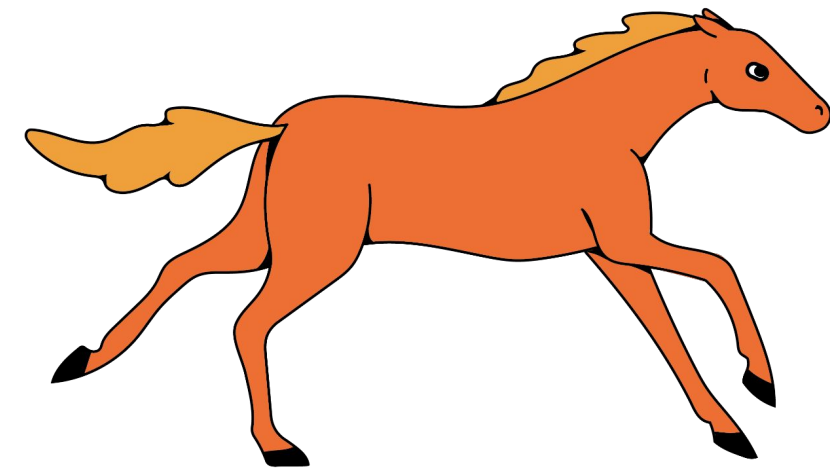
Splitting blocks into
combiner groups



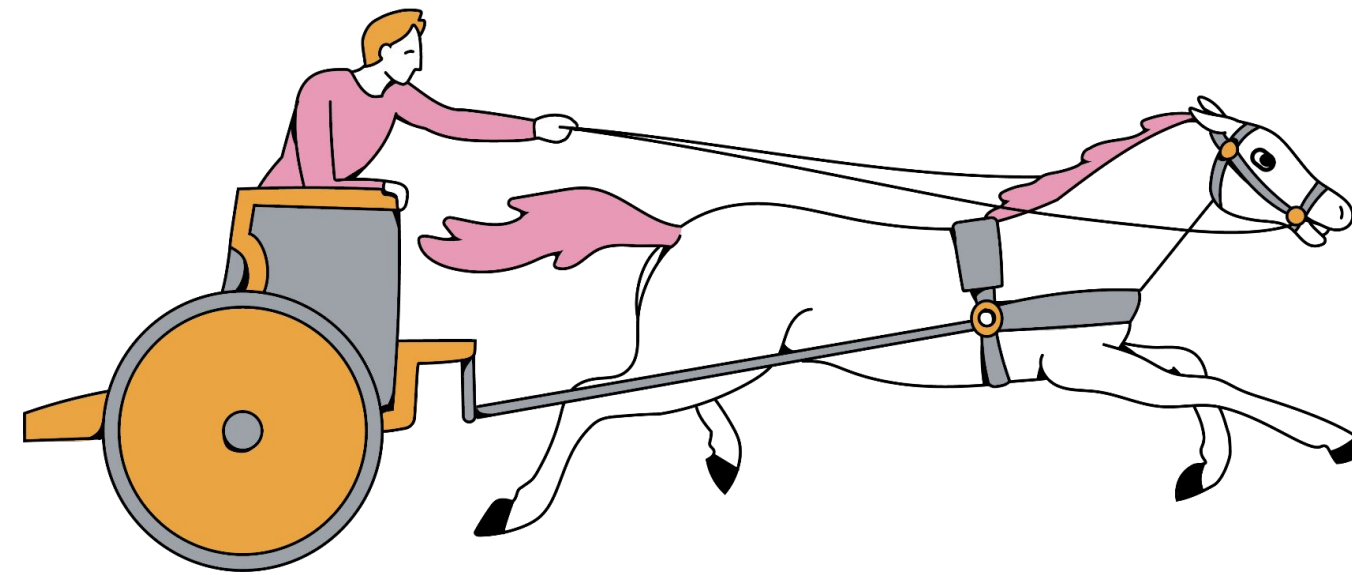
Layout Design Workflows

Ranging from fully automated solutions to expert-driven refinement

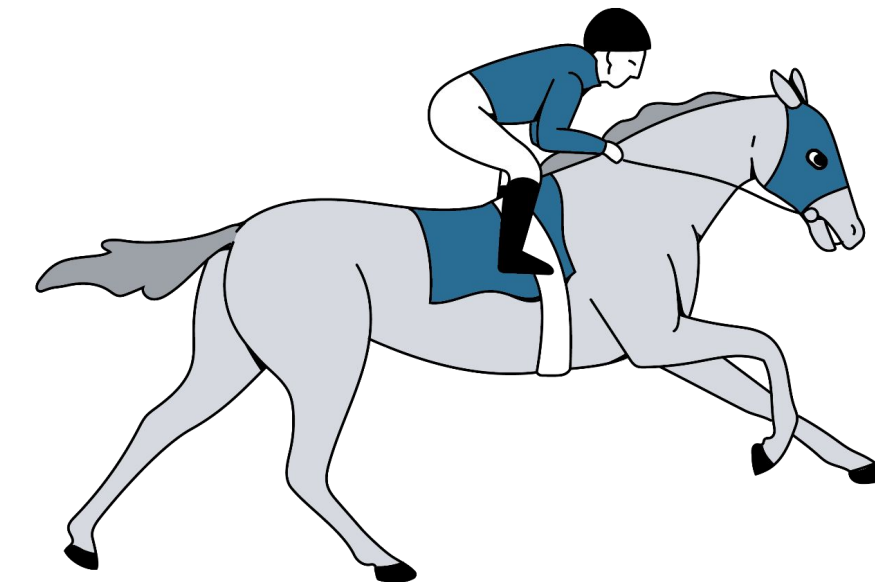
Advanced Automation



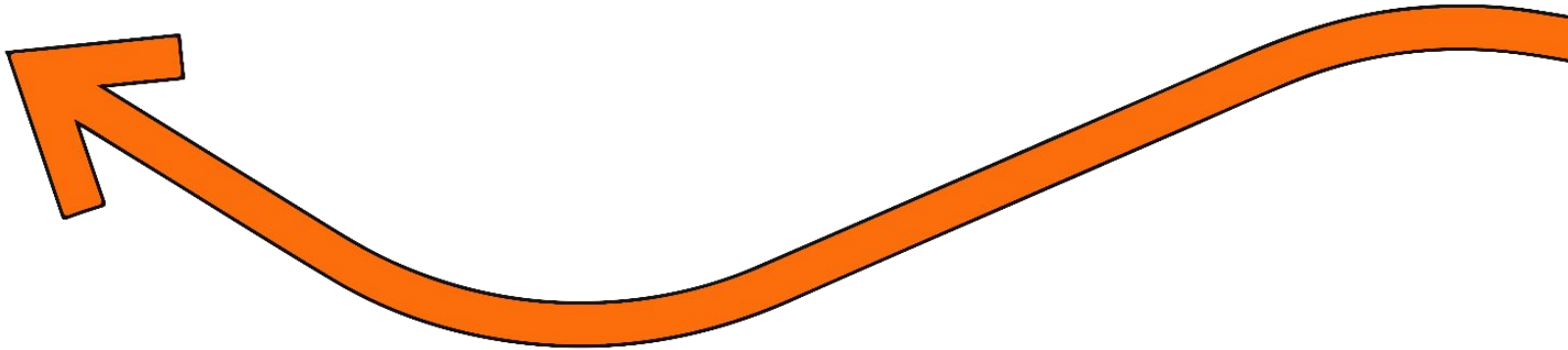
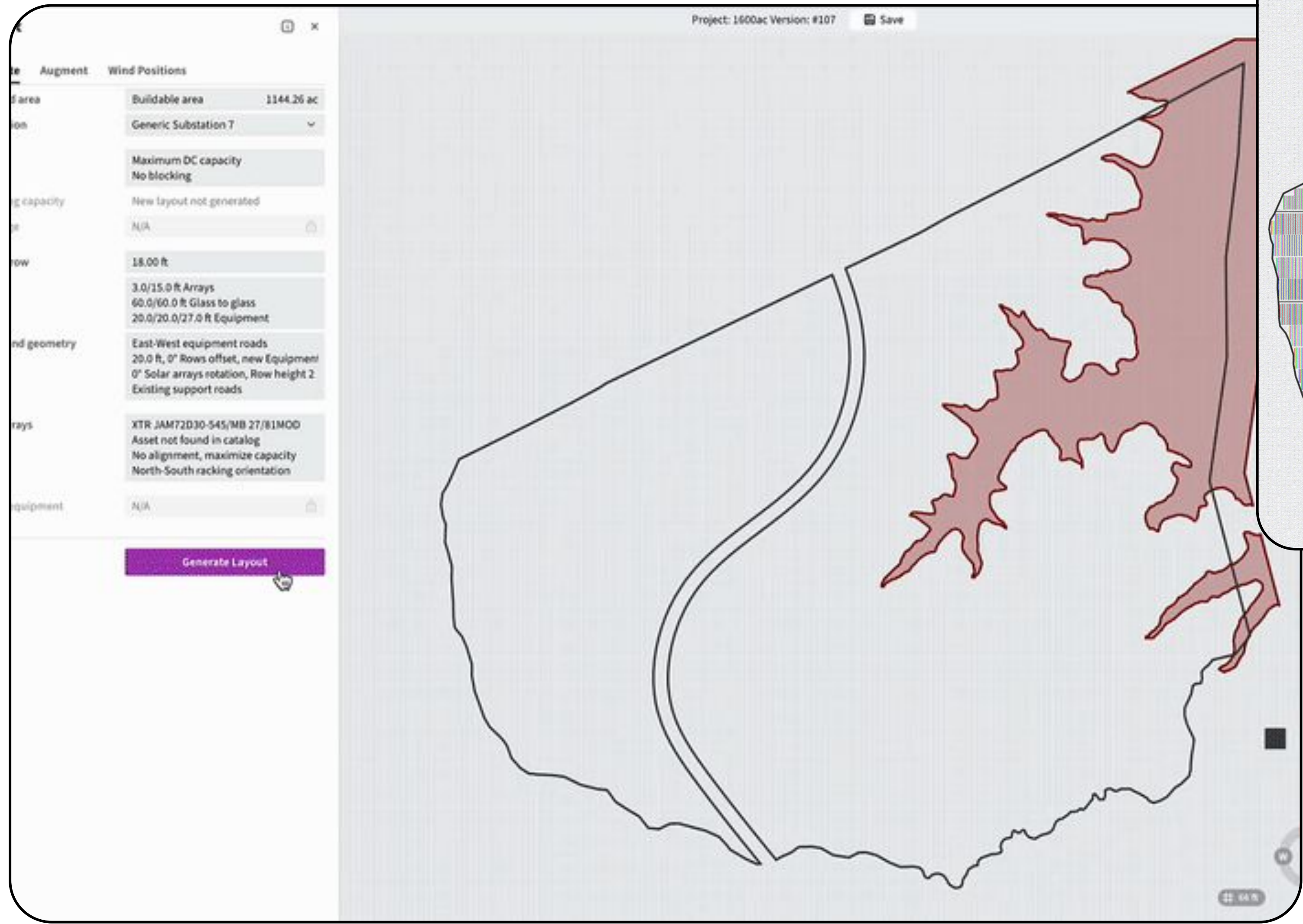
Fancy Expert Workflows



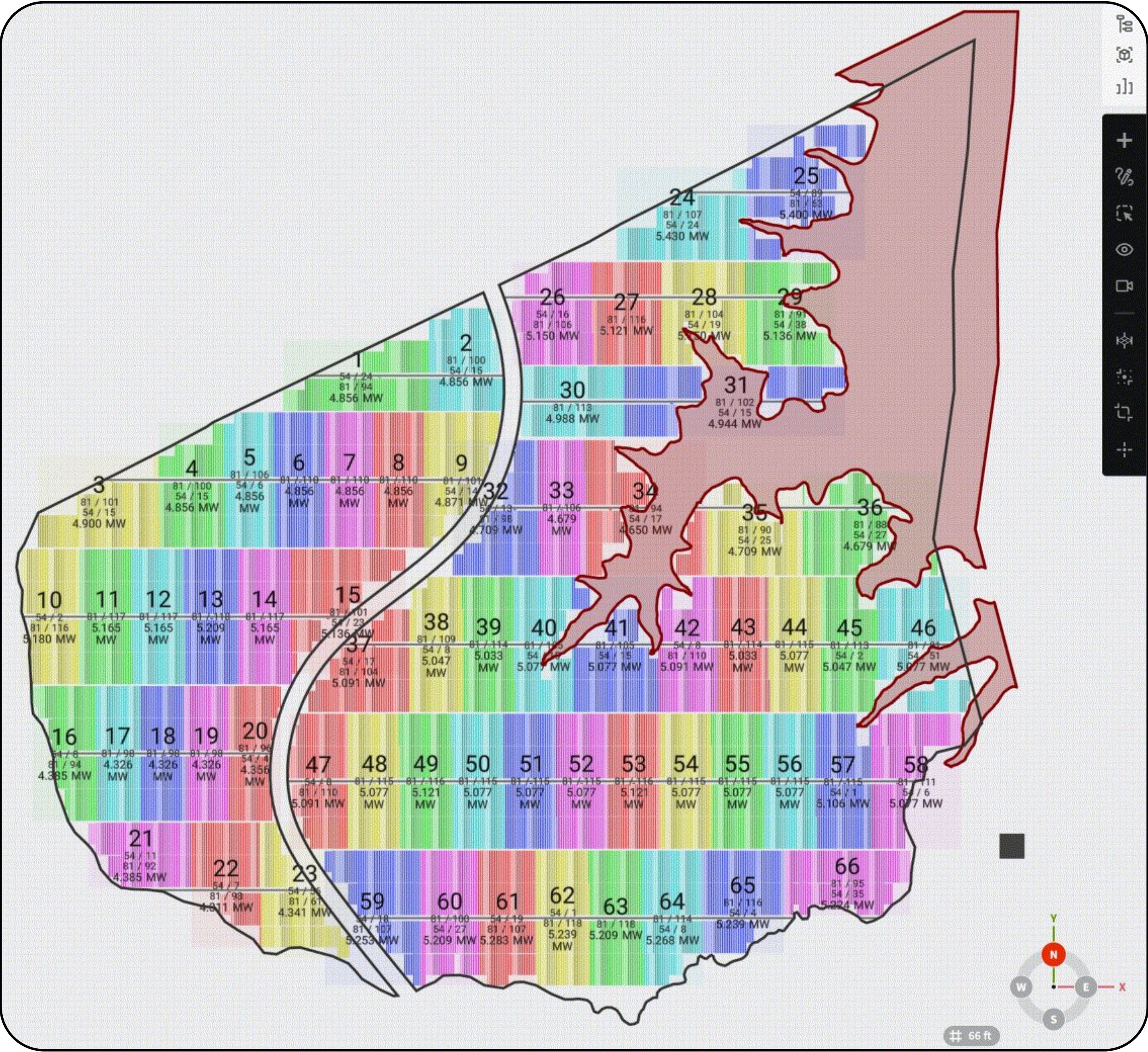
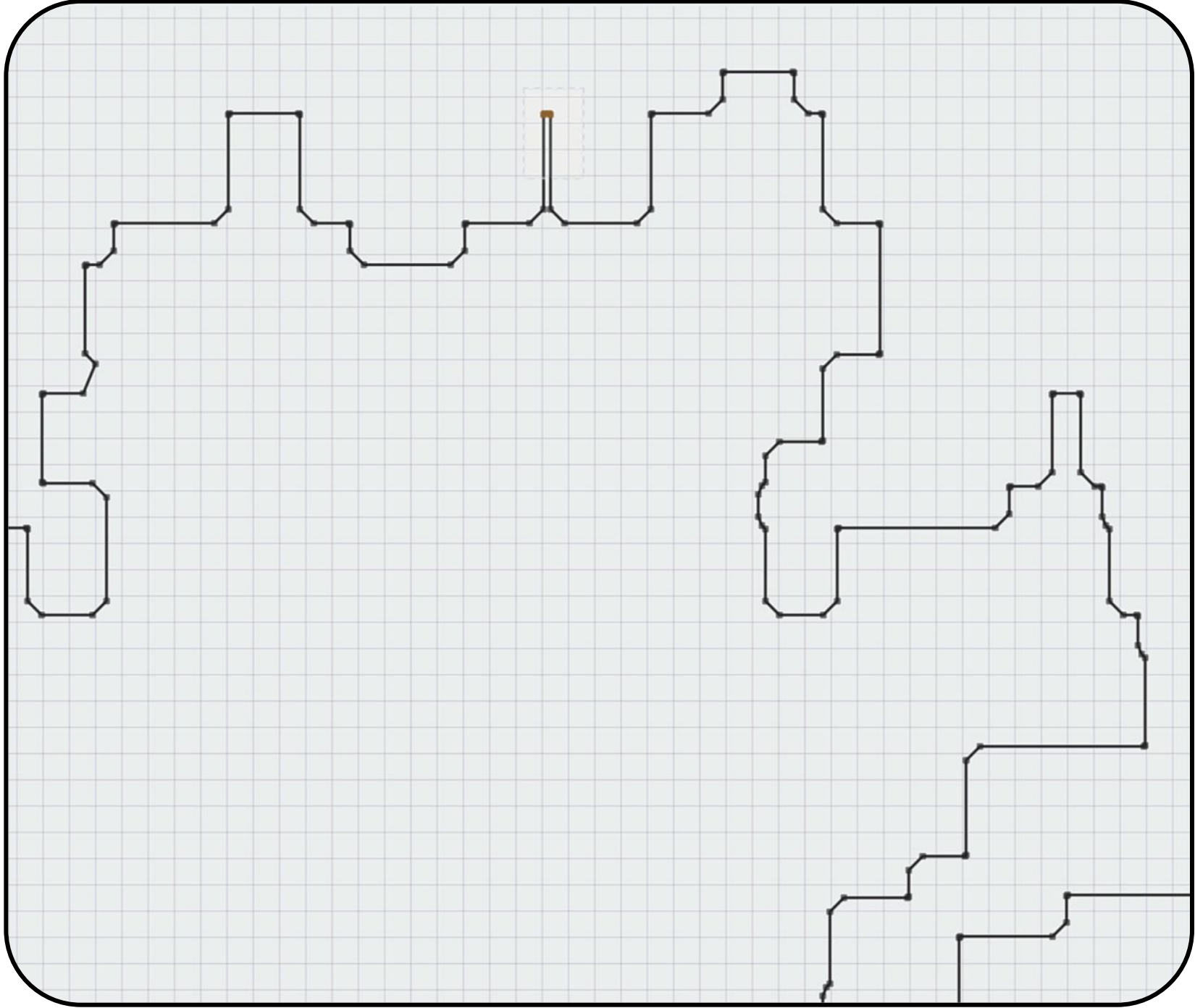
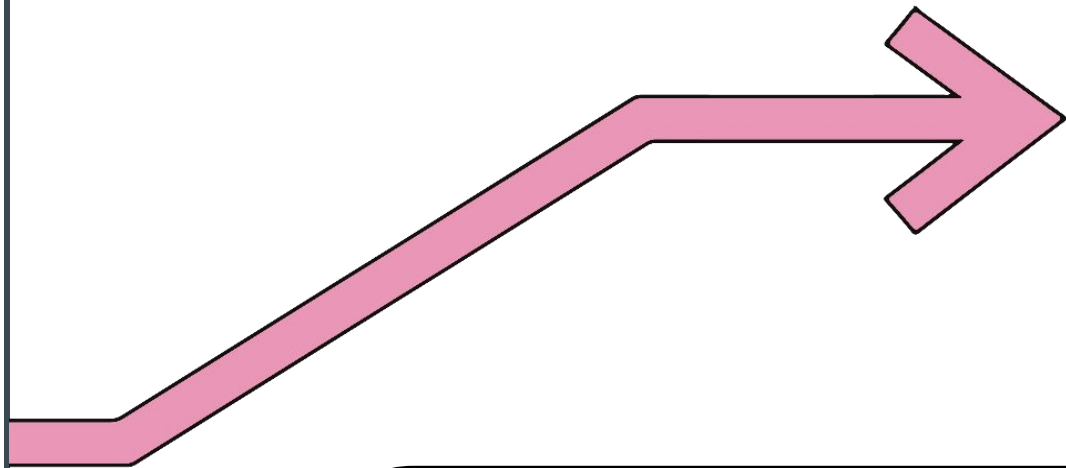
Human Craftsmanship



Advanced Automation

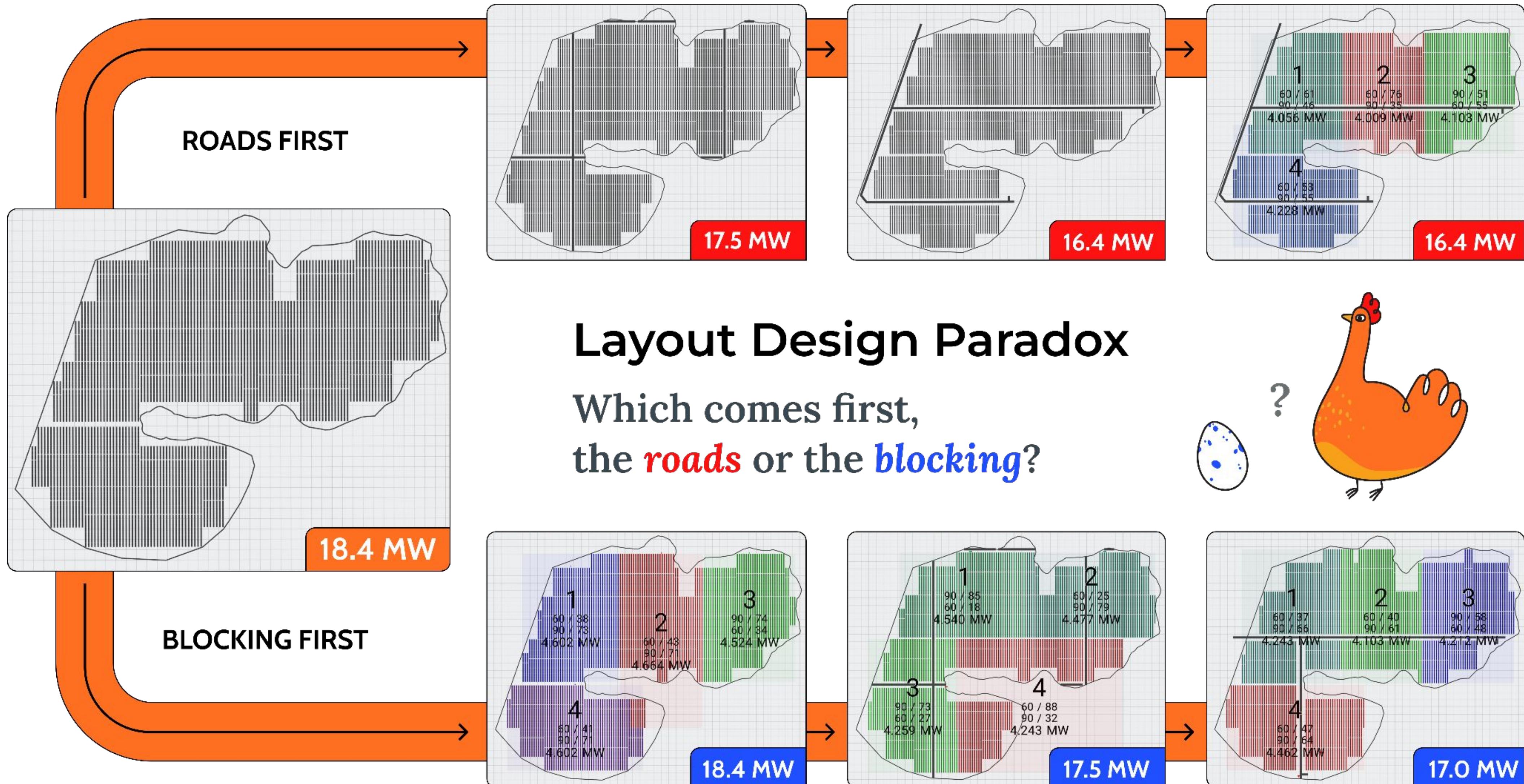


Fancy Expert Workflows

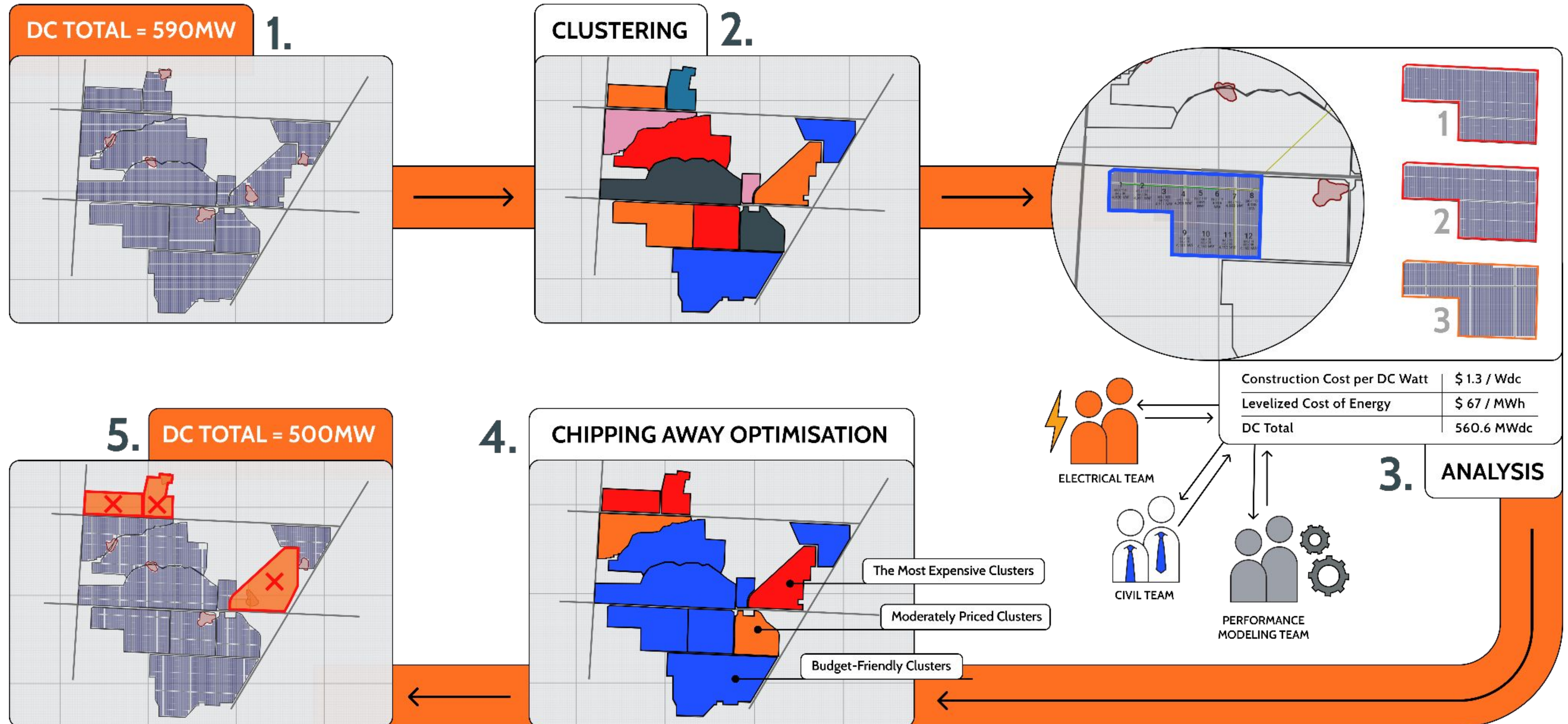


Fancy Expert Workflows

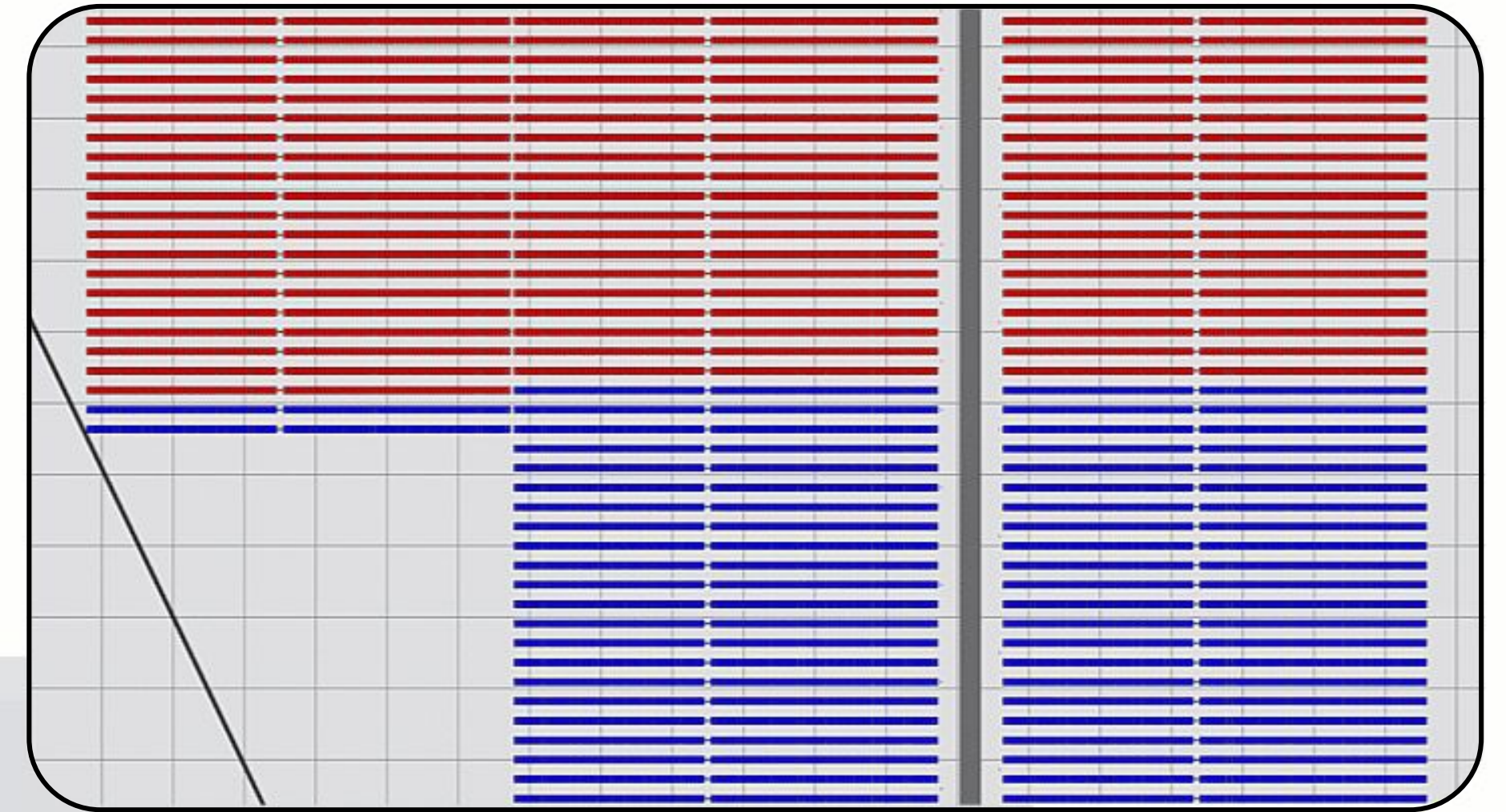
(Roads vs Blocking)



Fancy Expert Workflows *(Chipping Away Optimisation)*



Human Craftsmanship



Thank you!

Any questions?

