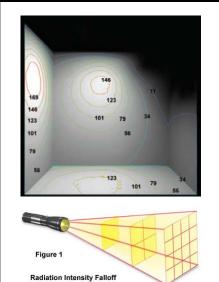


Calculating Light

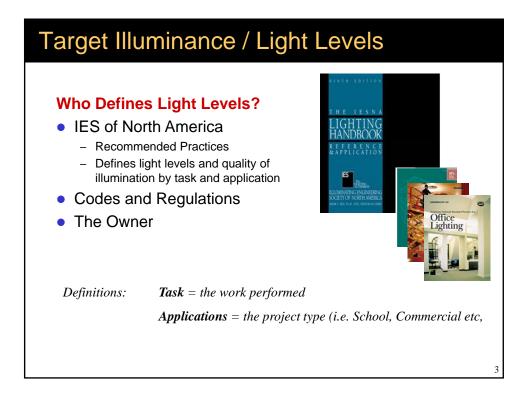


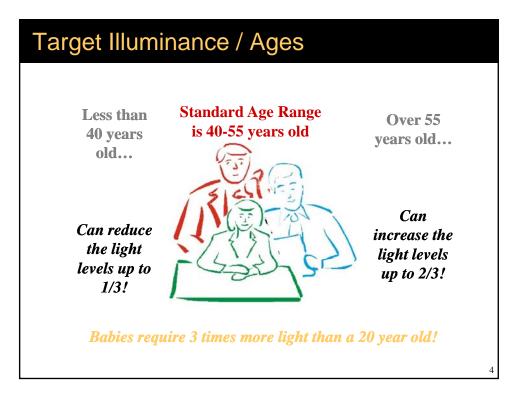
The importance of Lighting Math:

- Calculations can determine the light levels
- Calculations can determine the required quantity of fixtures
- Calculations can verify uniformity

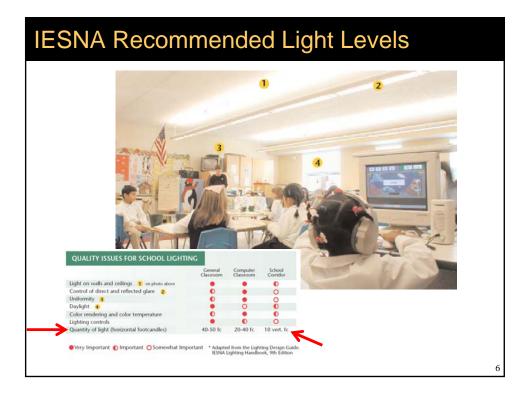
Methods to perform Lighting Math:

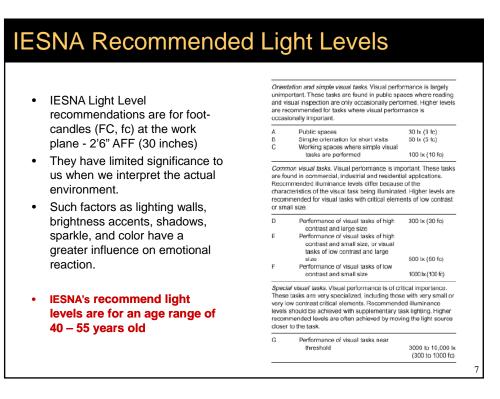
- By Hand calculates a "quick" estimate of light levels, and verifies qty of fixtures
- By Computer calculates a "detailed" estimate of light levels, and verifies qty of fixtures











ESNA Recomm	ו	e	n			Ð	d			İ	g	h	It			e	Э,	/ E		S				
			1	ESI	A	Ligl	htin	g C	Des	ign	Gu	ide	,											Inte
I. INTERIOR LOCATIONS AND TASKS		Ver	y Im	port	ant		Imp	orta	ant		Son	hew	hat i	imp	ortai	nt		Blank	= No	ni tr	port	ant o	or not a	pplicable
A= 3 fc B = 5 fc C = 10 fc D = 30 fc E = 50 fc F = 100 fc G = 300-1000 fc	Appearance of Space and Luminaires	Color Appearance (and Color Contrast)	Daylighting Integration and Control	Direct Glare	Flicker (and Strobe)	Light Distribution on Surfaces	Light Distribution on Task Plane (Unfformity)	Luminances of Room Surfaces	Modeling of Faces or Objects	Point(s) of Interest	Reflected Glare	Shadows	Source/Task/Eye Geometry	Sparkie/Desirable Reflected Highlights	Surface Characteristics	System Control and Flexibility	Special Considerations	Notes on Special Considerations	Illuminance (Horizontal)	Category or Value (lux)	Illuminance (Vertical)	Category or Value (lux)	Notes on Illuminance - see end of section	Reference Chapter(s)
Accounting (see Offices)	\square						_	+	_	_	-	+	+	+	-	_	_		_	_				Ch. 11
Air Terminals								+	-	-	+	+	+	+	+	+								Ch. 23
(see Transportation Terminals in Section V, Transportation)																								
								T			1	T	1	1		1						_		
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Art Galleries (see Museums)	H			\vdash			+	+	-	+	+	+	╈	┽	+	┥	-		-	-	⊢	-		Ch. 14
	\vdash			\square			+	+	-	+	+	+	+	+	+	+	-							
Auditoriums																								
Assembly												T	1	1						С				
Social activity							—			_	_	+	+	+	_		_			В		Α	—	
Banks (see Reading)	\vdash			\vdash			\vdash	+	\rightarrow	+	+	+	+	+	+	4	-		-	-	⊢	-	—	Ch. 11
Lobby	\vdash			\vdash			+	+	+	+	+	+	+	+	+	+	-		-		\vdash	-	-	on. 11
General	1								-	+	-	1	-	+	-		-	(1)		С	1	A		<u> </u>
Writing area	1									-				+				(1)		C D E	1	Â		1
Tellers' stations										_				+	_			(1)		F	1	Α		

Summary Horiz	zonta	al Li	aht	Le	vel	(tab	ole 15)	
	RECOMMEN	TABLE 1	.5					
		eneral Lighti			Task Lightin		:	
	Public Spaces	Simple Orien- tation	Occa- sional Visual Task	Large Visual Task	Small Visual Task	S Very Small Visual Task	1	
Activity	3 fc	5 fc	10 fc	30 fc	50 fc	100 fc		
GENERAL		1						
Circulation								
Corridors	Í	•						
Elevators	J	•			1			
Lobbies			· ·			i I		
Stairs		•						
Service								
Toilets and washrooms		j •	i					
Storage					1			
Active			į .					
Inactive		•	1					
HOSPITALITY FACILITIES								
Bathrourns, for grooming								
Bedrooms, for reading		l						
Cteaning								
Dining								
Kitchen, critical seeing								
Laundry	Í		1					
Cathrony	J			•				

Hand Methods to Calculate Light

Mnfrs Guides

- Direct or Average Illumination from a Fixture or Lamp
- Recommended spacing or layout

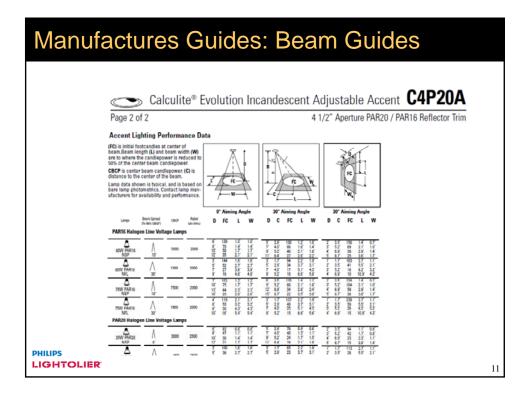
Point-by-Point

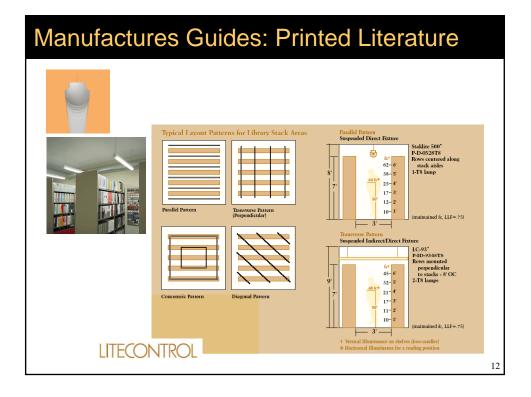
- Direct light level from a Fixture or Lamp reaching a specific point
- Candlepower info needed.

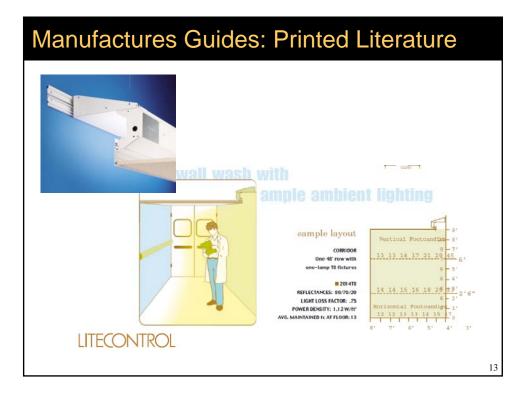
Lumen Method

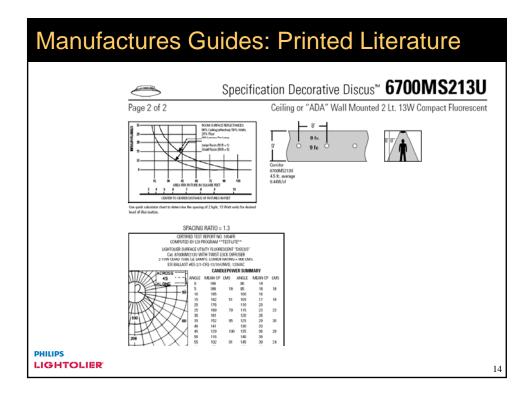
- Average Light Level in a Room from a Fixture
- Lumen info needed (Can be used to determine
- quantity needed)

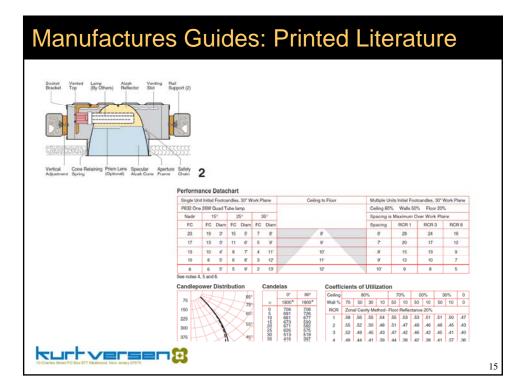
10

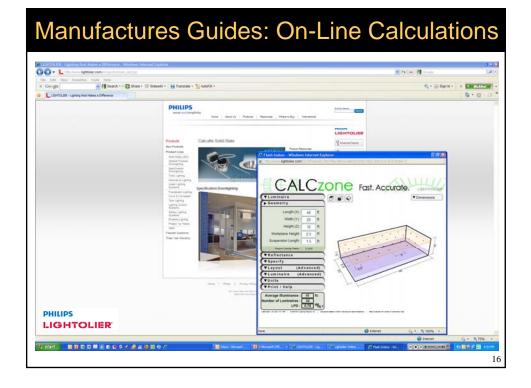


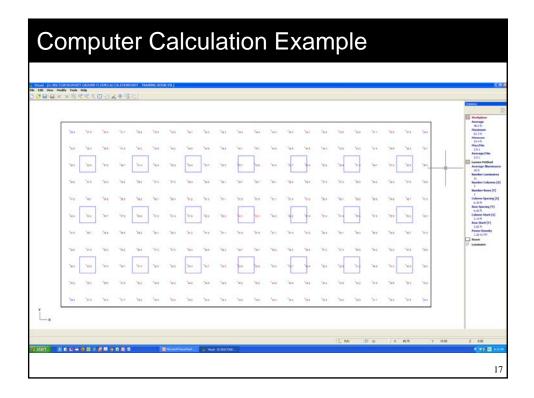


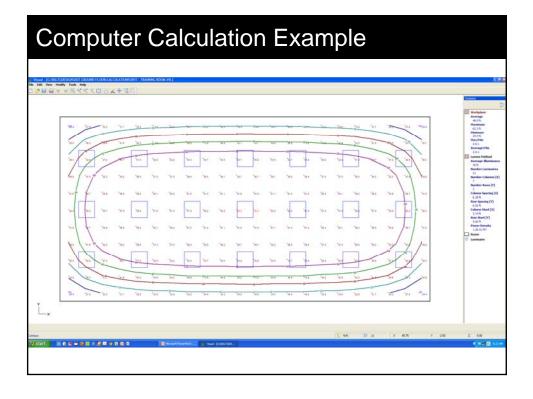


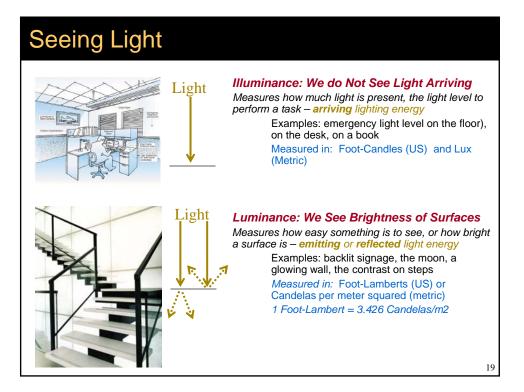


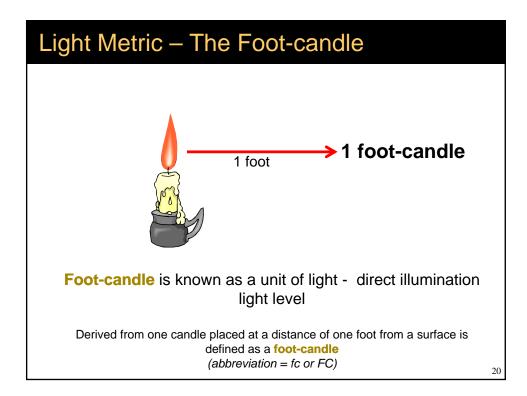


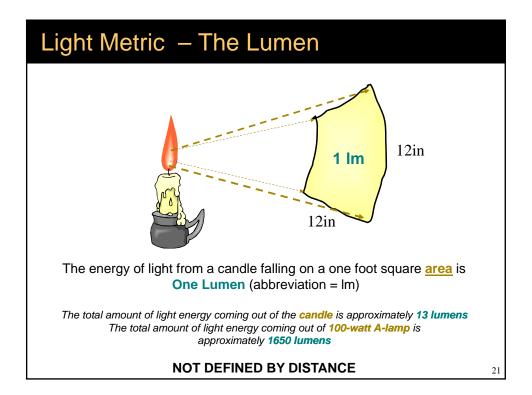


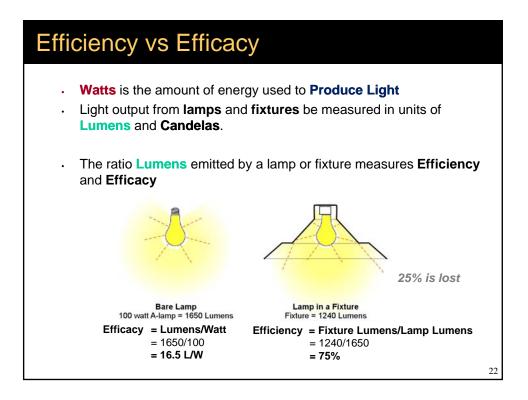


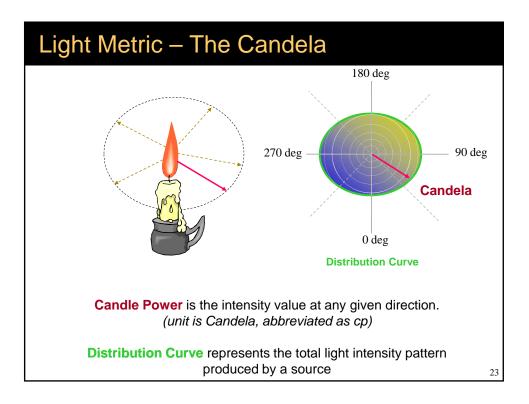


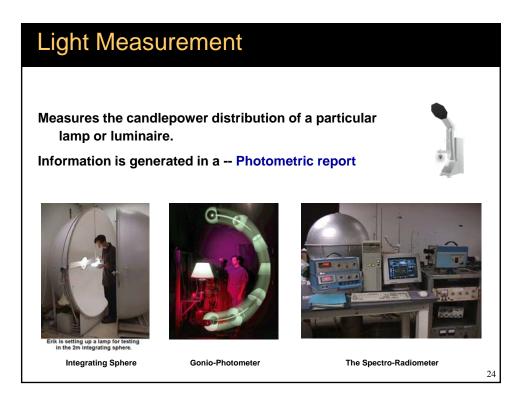


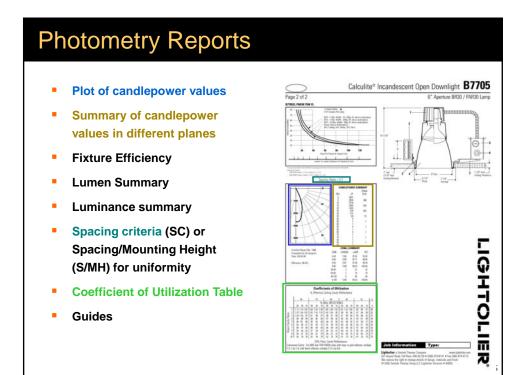












Hand Methods to Calculate Light

Units Guides

Direct or Average Illumination from a Fixture or Lamp

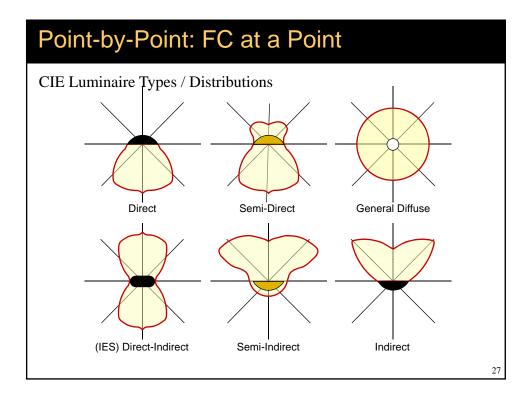
Point-by-Point

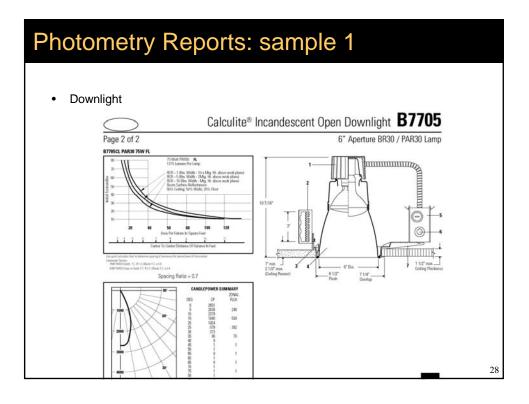
- Direct light level from a Fixture or Lamp reaching a specific point
- Candlepower info needed

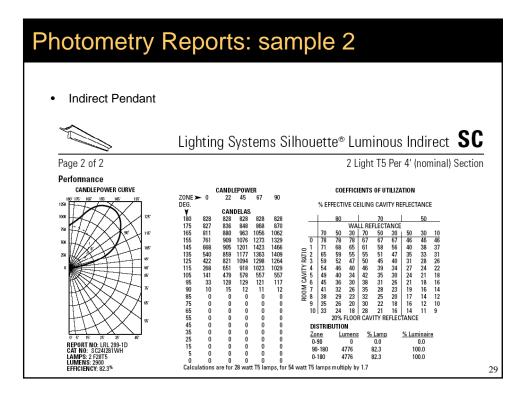
Lumen Method

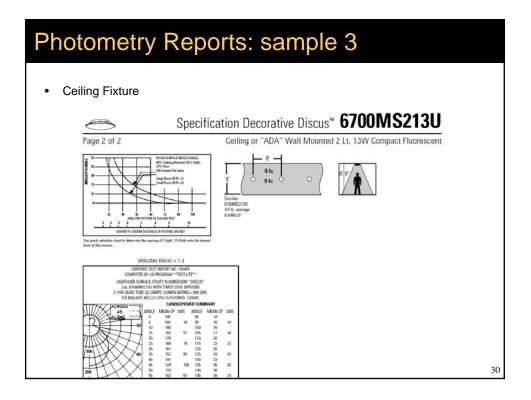
Average Light Level in a Room from a Fixture Lumen info needed (Can be used to determine

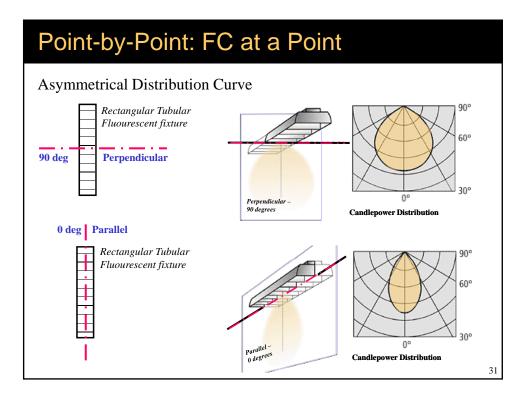
26

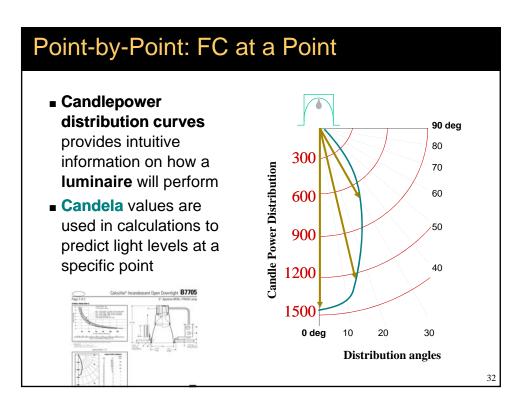


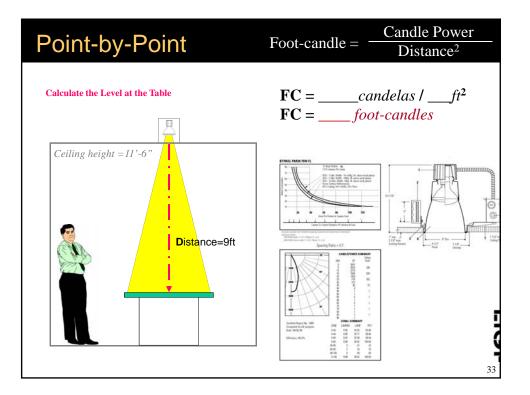


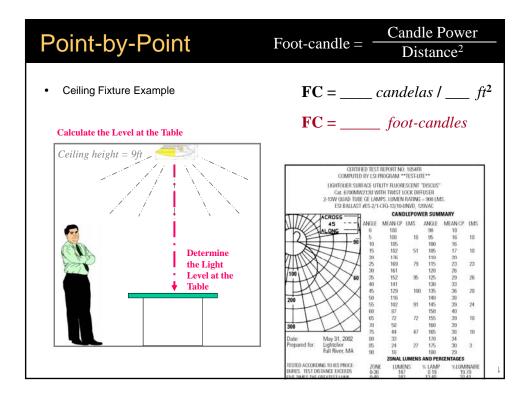


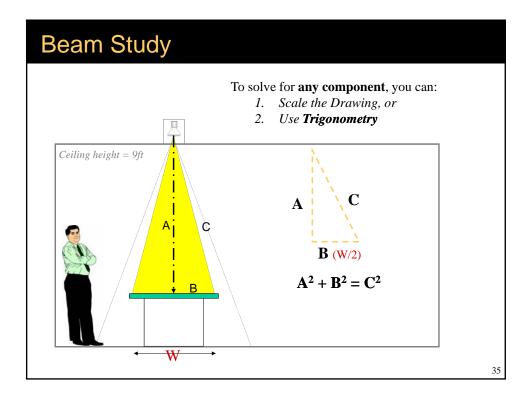


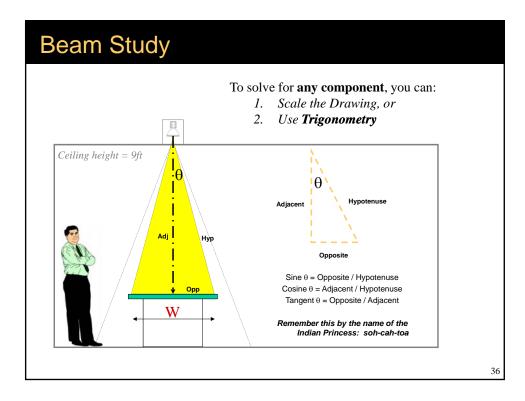


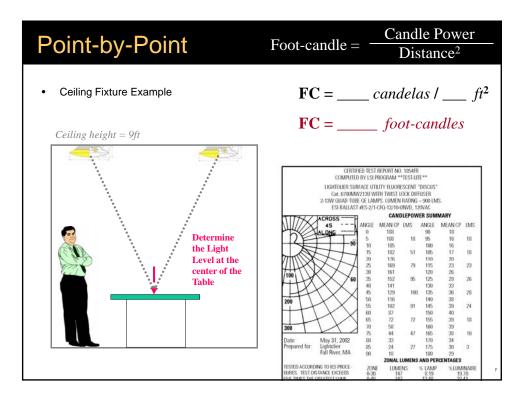












Hand Methods to Calculate Light

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Direct or Average Illumination from a Fixture or Lam

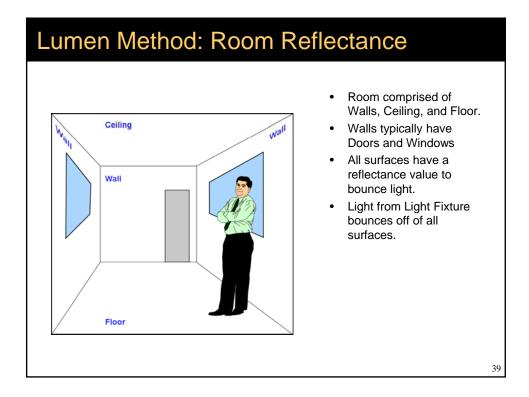
Point-by-Point

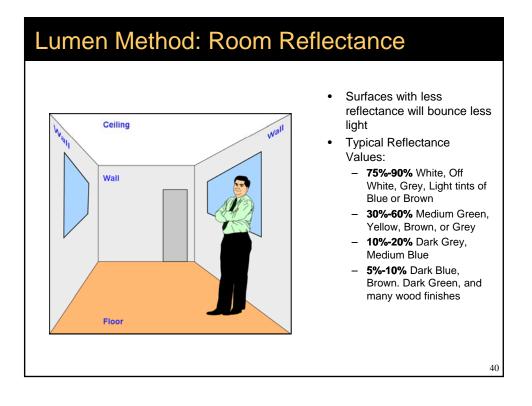
- Direct light level from a Fixture or Lamp reaching a specific point
- Candlepower into needed

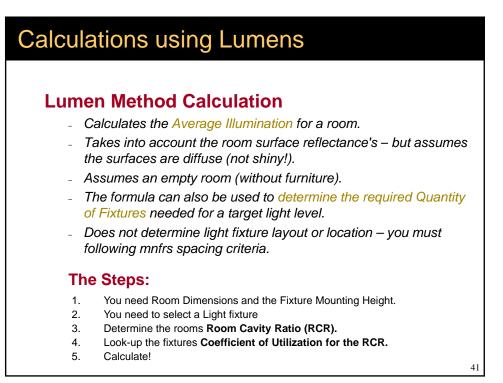
Lumen Method

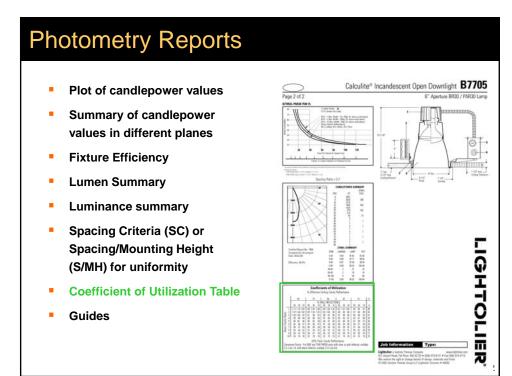
- Average Light Level in a Room from a Fixture
- Lumen info needed (Can be used to determine quantity needed)

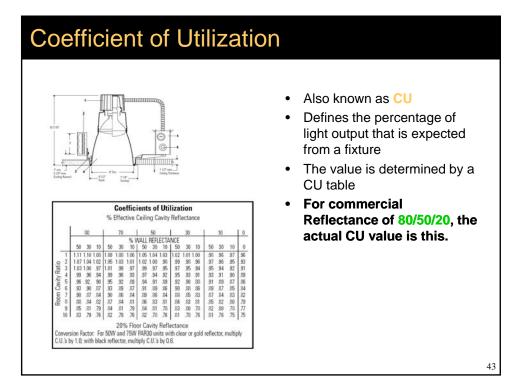
38



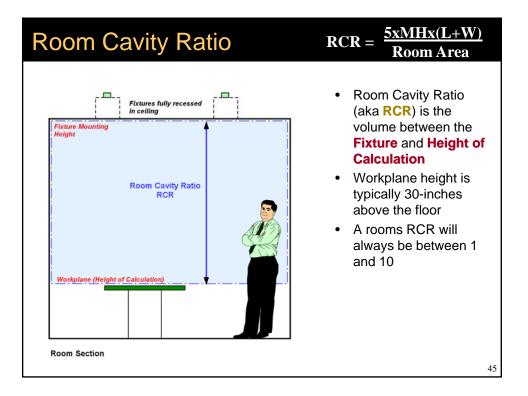


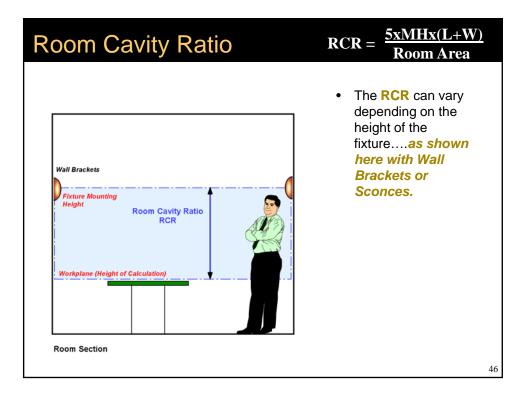


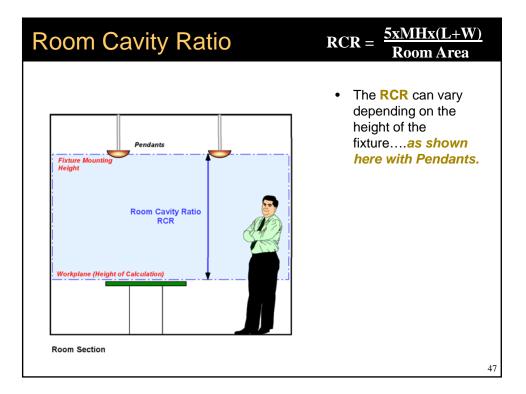


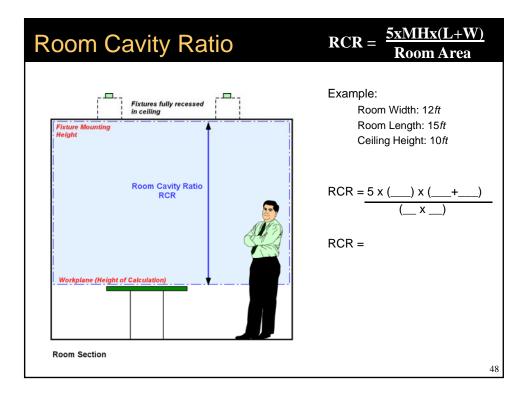


Step Room Cavity Ratio	$RCR = \frac{5xMHx(L+W)}{Room Area}$
Fixtures fully recessed In ceiling Fixture Mounting Height Room Cavity Ratio RCR Workplane (Height of Calculation)	• The RCR can vary depending on the height you want to calculate as shown here with the calculation height at the floor.
	44









Lumen Method Formula
To Calculate Foot-candle level:
FC = <u>Oty of Fixtures x Number of Lamps per Fixture x Lumens per Lamp x CU</u> Area of the Room
To Calculate number of Fixtures:
FC = <u>Total Lumens in the Room x CU</u> Area of the Room
Qty of Fixtures = <u>FC x Area of the Room</u> Number of Lamps per Fixture x Lumens per Lamp x CU
Qty of Fixtures = FC x Area of the Room Total Lumens in the Room x CU
49

