

# Your Lighting Vocabulary



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## Luminous Intensity



Based on the intensity of an ordinary wax candle

1 candlepower or candela (cd)

*Candlepower*

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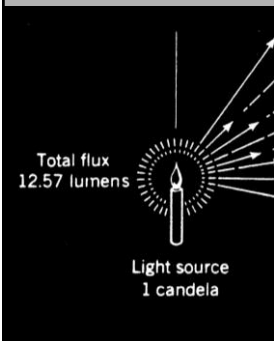
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## Luminous Flux



Quantity of light measured in Lumens

Definition:  
1 lumen falls on 1 square foot of a 1 foot radius sphere with a 1 candela source at its center

Since the surface area of a 1 foot radius sphere is 12.57 sqft, a 1 candela source creates 12.57 lumens

Formula:  $S = 4\pi r^2$

*Lumens*

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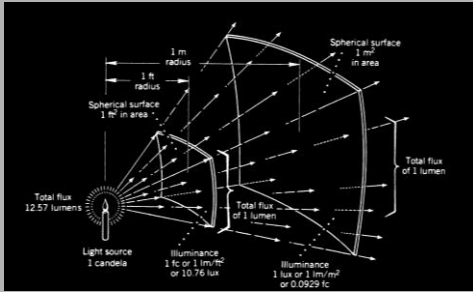
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## Density of Luminous Flux



1 footcandle = 1 lumen/ sq. foot

1 lux = 1 lumen/ sq. meter

(International)

*Footcandles (Lux)*

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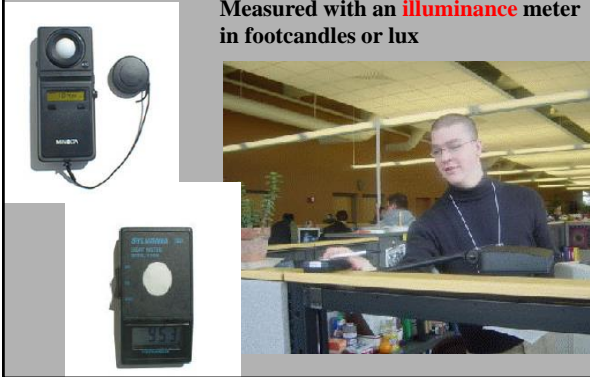
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## Illumination

Measured with an **illuminance** meter in footcandles or lux



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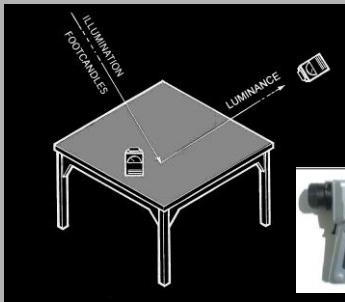
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## Luminance (surface brightness)



Measured with a **luminance** meter in footlamberts or  $cd/m^2$ .



Illuminance is light striking a surface  
Luminance is light reflecting off a surface

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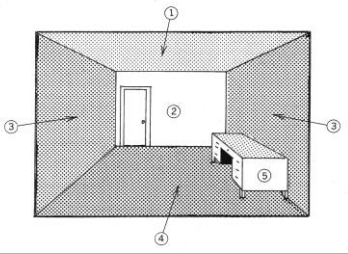
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## Reflectance ( $\rho$ ) & Transmittance ( $t$ )



For a reflector:  
 $f.l. = f.c. \times \text{reflectance}$   
 Or  
 For a transmitter:  
 $f.l. = f.c. \times \text{transmittance}$

### Reflectors vs. Transmitters

White Reflects ~ 90%; Clear Transmits ~90%  
 Black Reflects ~4%; Tinted Transmits ~4%

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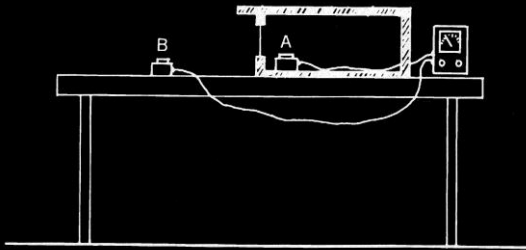
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## Daylight Factor (DF)...

Here  $A/B \times 100 = DF$



- Percentage of Interior Light vs. Exterior Light
- $DF = \text{Interior f.c./Exterior f.c.} \times 100$

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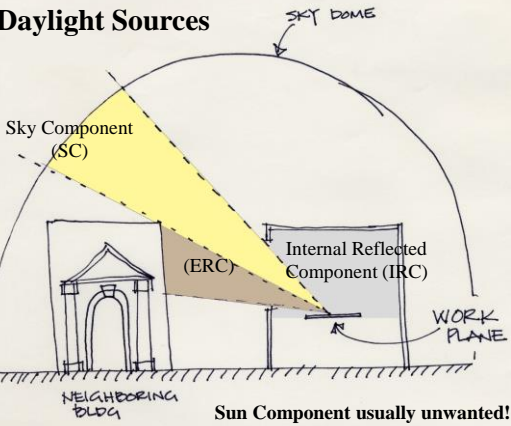
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## Daylight Sources



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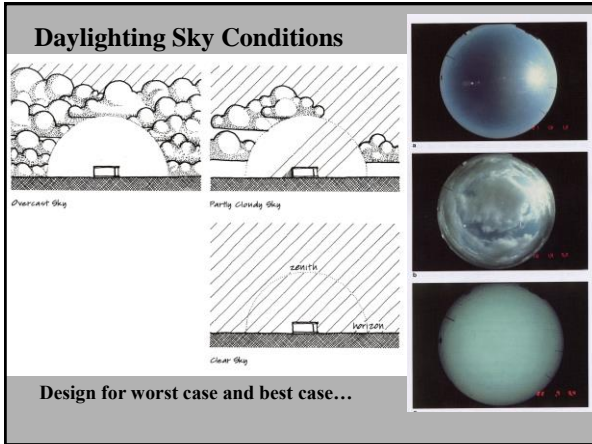
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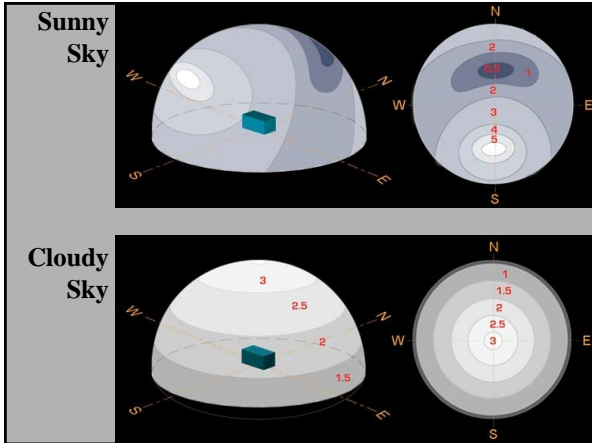
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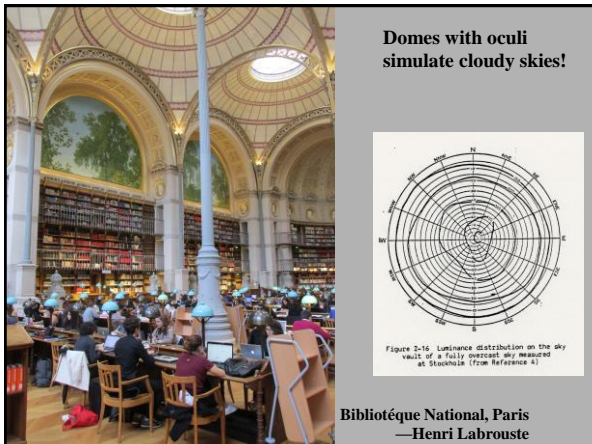
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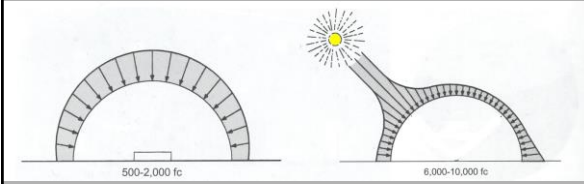
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### Design Guidelines—Sky Component

1. Exclude Sun or use for drama
2. Skylight in cloudy climates
3. Sidelight in clear climates



#### Cloudy Day

- Less Light
- Most Light From Above

#### Clear Day

- More Light
- Most Light from...
  - Horizon
  - Sun

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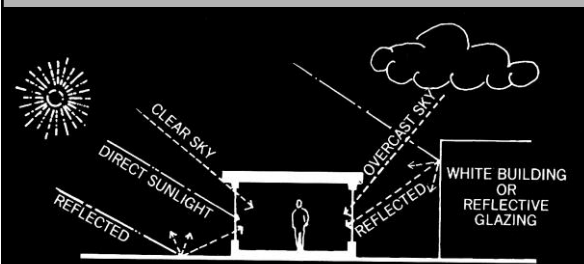
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### Design Guidelines—ERC



1. Natural, dark, and textured materials absorb light
2. Neighboring buildings can be significant

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### Design Guidelines—IRC

1. Walls and ceiling most important
2. Use surfaces to distribute light



David Lawrence  
Convention Center,  
Pittsburgh  
—Rafael Viñoly  
Architects

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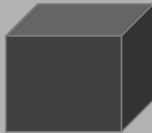
## The Importance of Reflected Light

Imagine a 5,000 lumen source in two rooms with 1,000 sqft of surface area.

Room 1 has 80% reflective surfaces.

Room 2 has 20% reflective surfaces.

How much brighter is room 1? (4x?)



*"Ambient Illumination: A Thought Experiment" by Kit Cuttle.*

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We don't see incident light, we see **reflected light**.

So, in Room 1  $5,000 \text{ lumens} \times 0.8 = 4,000 \text{ lumens}$

In Room 2  $5,000 \text{ lumens} \times 0.2 = 1,000 \text{ lumens}$

But that's only the effect of direct light on the surfaces, the surfaces reflect light to each other, increasing the luminous flux.

	Room 1	Room 2
Initial Flux (F)	5,000 lumens	5,000 lumens
1 <sup>st</sup> Reflection	4,000	1,000
2 <sup>nd</sup> Reflection	3,200	200
3 <sup>rd</sup> Reflection	2,650	40
... Total [F/(1-p)]	25,000 lumens	6,250 lumens

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## Surface Illuminance

Now we can determine the average surface illuminance of the two rooms by dividing the total flux (lumens) by the surface area of the room.

Room 1  $25,000 \text{ lumens} / 1,000 \text{ sqft} = 25 \text{ f.c.}$

Room 2  $6,250 \text{ lumens} / 1,000 \text{ sqft} = 6.25 \text{ f.c.}$

## Surface Luminance

But that's the light that strikes the surfaces, we see the reflected light as surface brightness:

Room 1  $25 \text{ f.c.} \times 0.8 = 20 \text{ f.l.}$

Room 2  $6.25 \text{ f.c.} \times 0.2 = 1.25 \text{ f.l.}$

**So, Room 1 appears 16 times brighter!**

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### The Bright Room!



One Lux Studio, Bernhardt Design

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### The Dark Façade! (99% black)



Hyundai Pavilion, 2018 Winter Olympics, Seoul, Korea

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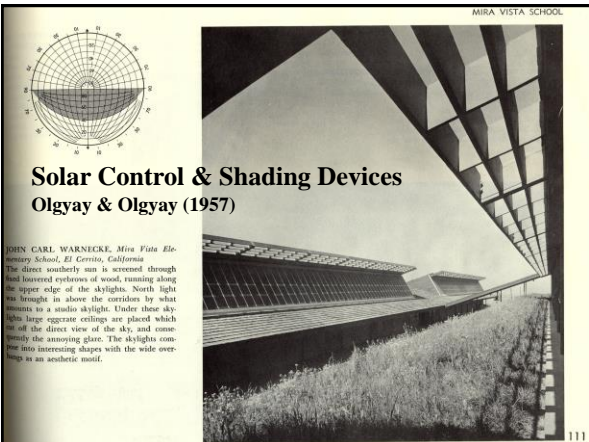
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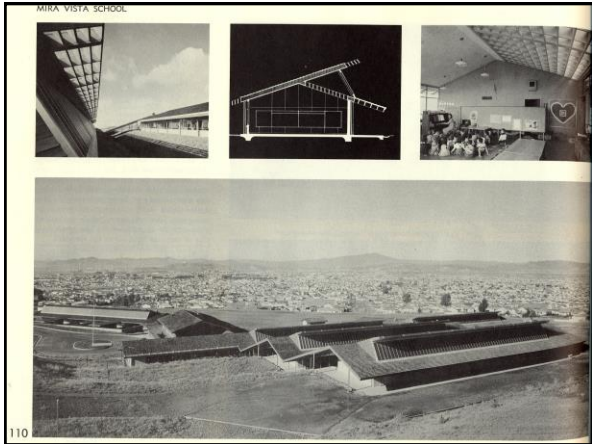
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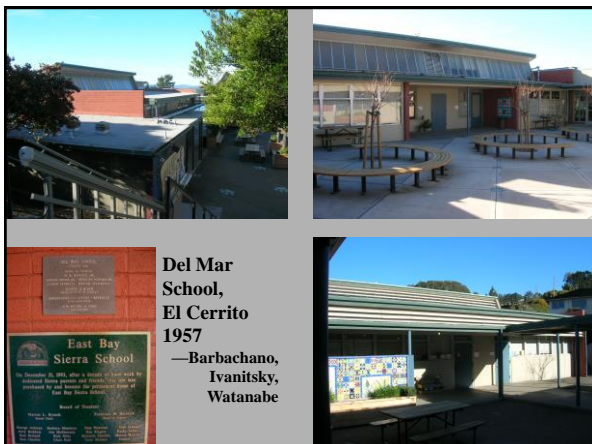
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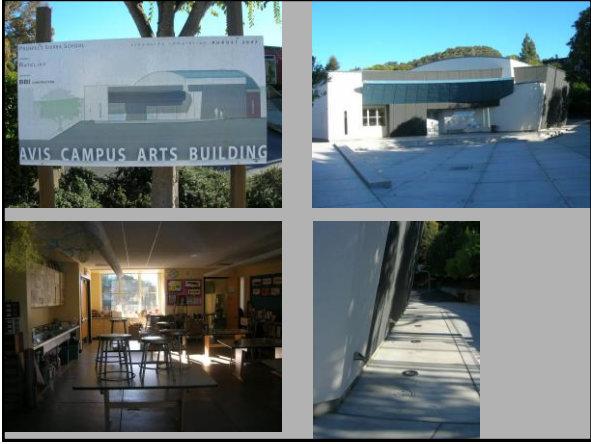
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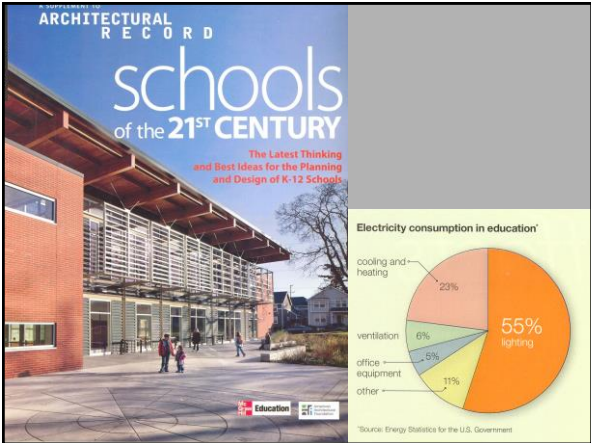
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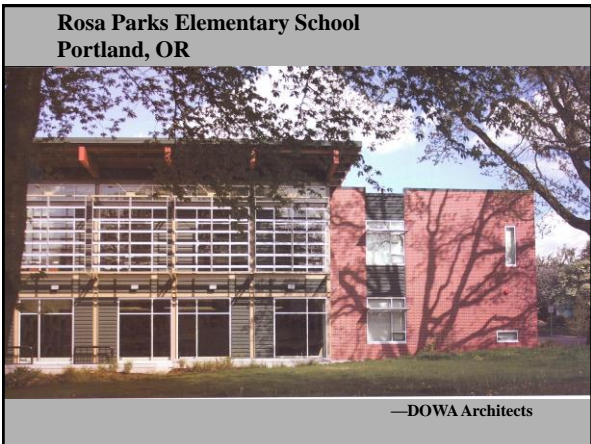
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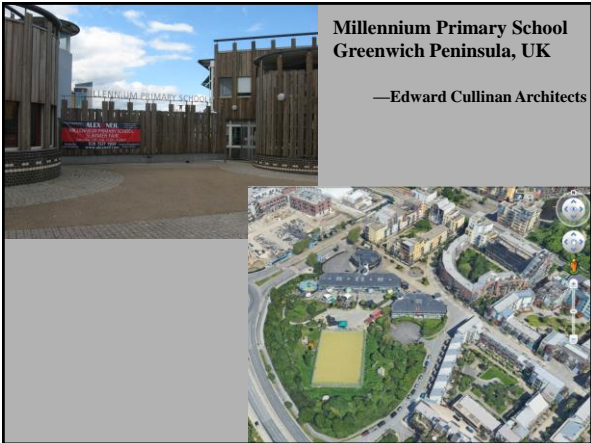
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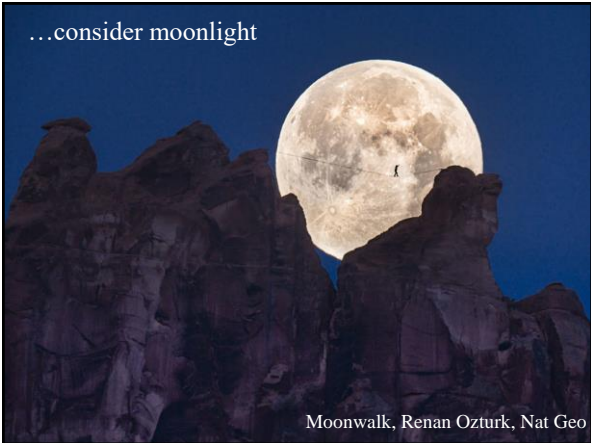
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