

# **Kidderpore Avenue, Phase 2**

# **External Lighting Report**

Prepared for Barratt London

9596-REP-002 Revision I1

04 October 2016



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Revisions:

Rev No.:	Date:	Status/Comments:	Prepared by:	Checked by:
1	04/10/2016	Issue for information.	JM	RS





This report has been prepared to provide commentary on the design philosophy behind the external lighting scheme at the Kidderpore Avenue Phase 2 site.

The report focuses on the imposed planning conditions and aims to demonstrate that these conditions will be met and what measures have been taken to ensure the lighting design is within the constraints of the conditions.

The scheme has been designed to comply with the recommendations of BS 5489 Code of Practice for the Design of Road Lighting, Secured by Design New Homes 2010, CIBSE Lighting Guide 6: The exterior environment, Institute of Lighting Professional's (ILP) Lighting against crime guide and the ILP guidance notes for the reduction of obtrusive light.

This document details the obtrusive light limitations for exterior lighting installations.

The report also details the relevant Secure by Design requirements, which the external lighting has been designed in accordance with, as far as reasonably practicable.

Appendix A comprises the external lighting calculation results produced using Dialux lighting calculation software to demonstrate compliance with the above.

Appendix B comprises of the external lighting drawings.



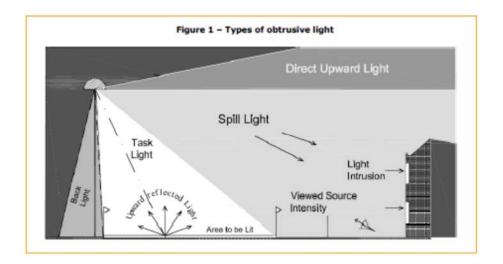


## 2.1 Compliance with ILP Guidance Notes for Reduction of Obstructive Light (GNO1:2011

The external lighting scheme has been designed to minimise glare into surrounding houses while illuminating the external areas for security and safety purposes, as economically possible.

This will be achieved by using luminaires with directional beams illuminating the communal walkways and access routes, either column mounted at a height of 4 metres, wall-mounted at a height to reduce light spill into resident's windows or recessed into the soffit above.

In all areas where there is a high risk of light intrusion into resident's windows, fittings with a main beam angle of less than 70° have been specified. This is to ensure they can be categorised as task lights as indicated by figure 1 below, from GN01:2011. This is appropriate to all fittings except any decorative up-lights, downlights and recessed strip lights that are at an irrelevant position from dwellings.

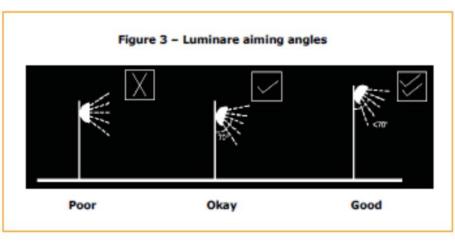


Full details of the luminaires are shown in the Dialux calculation results.

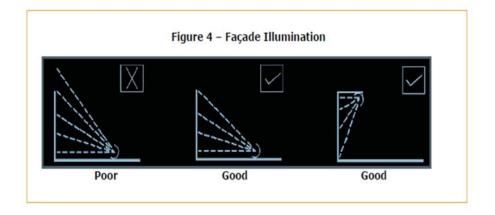
(Figure 1 extracted from Guidance Notes for the reduction of Obtrusive Light GN01:2011





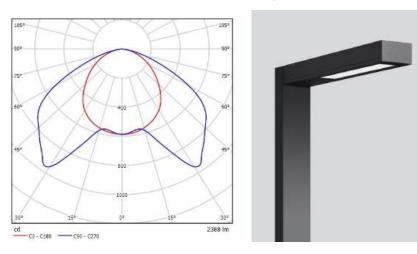


(Figure 3 extracted from Guidance Notes for the reduction of Obtrusive Light GN01:2011)



(Figure 4 extracted from Guidance Notes for the reduction of Obtrusive Light GN01:2011)

The images below provide an example of the details of the type of fittings specified on the site. The example is of a Bega column mounted luminaire, with a directional downwards facing beam of no more than 70°. This demonstrates the luminaire has been selected to reduce light spill and complies with ILP Guidance Notes for Reduction of Obtrusive Light GN01:2011.







#### Horizontal Illuminance on Surrounding Houses

According to the guidance notes for the reduction of obstructive light Kidderpore Avenue Phase 2 is deemed an E3 area, as indicated on extract below.

#### ENVIRONMENTAL ZONES

It is recommended that Local Planning Authorities specify the following environmental zones for exterior lighting control within their Development Plans.

Zone	Surrounding	Lighting Environment	Examples
E0	Protected	Dark	UNESCO Starlight Reserves, IDA Dark Sky Parks
E1	Natural	Intrinsically dark	National Parks, Areas of Outstanding Natural Beauty etc
E2	Rural	Low district brightness	Village or relatively dark outer suburban locations
E3	Suburban	Medium district brightness	Small town centres or suburban locations
E4	Urban	High district brightness	Town/city centres with high levels of night- time activity

(Table 1 extracted from Guidance Notes for the reduction of Obtrusive Light GN01:2011)

Table 1 indicates the type of scheme 'E3' designation covers.

Environment al Zone	Sky Glow ULR [Max %] <sup>(1)</sup>	Light Intrusion (into Windows) E <sub>v</sub> [lux] <sup>(2)</sup>		Luminaire Intensity I [candelas] <sup>(3)</sup>		Building Luminance Pre-curfew (4)	
		Pre- curfew	Post- curfew	Pre- curfew	Post- curfew	Average, L [cd/m <sup>2</sup> ]	
E0	0	0	0	0	0	0	
E1	0	2	0(1*)	2,500	0	0	
E2	2.5	5	1	7,500	500	5	
E3	5.0	10	2	10,000	1,000	10	
E4	15	25	5	25,000	2,500	25	

(Table 2 extracted from Guidance Notes for the reduction of Obtrusive Light GN01:2011)

According to table 2, a maximum illumination level of 2 lux is permissible into windows.

The following calculations show examples of where light intrusion into resident's windows is most likely. The first is plot 86 in block K and the second is plot 102 on block L. These areas have been chosen as they are situated on the lowest level on these blocks where there are dwellings and also facing areas where beams of fittings on opposing buildings could cause light intrusion. As





demonstrated in the below calculations, the illumination levels meet the criteria detailed in table 2 of

GN01:2011 which states that a post-curfew lux level of 2 is acceptable.

1.43	1.43	1.43	1.43	<u>1.43</u>	1.43	<u>1.43</u>	<u>1.43</u>	<u>1.43</u>	1.43
1.43	1.43	1.43	1.43	1,43	1.43	1,43	1.43	1.43	1.43
1.43	1.43	1.43	<u>1.43</u>	1.43	<u>1.43</u>	<u>1.43</u>	<u>1.43</u>	<u>1.43</u>	1.43
1.43	1.43	1.43	1.43	<u>1.43</u>	1.43	<u>1.43</u>	1.43	<u>1.43</u>	1.43
1.43	1.43	1.43	1.43	1.43	1.43	1.43	<u>1.43</u>	1.43	1.43
1.43	1.43	1.43	1.43	1.43	1.43	1.43	1.43	1.43	1.43
1.43	1.43	1.43	1.43	1.43	1.43	1.43	1.43	1.43	1.43
1.43	1.43	1.43	1.43	1.43	1.43	<u>1.43</u>	<u>1.43</u>	1.43	1.43
1.43	1.43	1.43	1.43	1.43	1.43	<u>1.43</u>	1.43	1.43	1.43
1.43	1.43	1.43	1.43	1.43	1.43	1.43	1.43	1.43	1.43

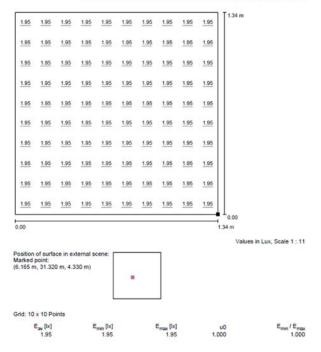
.

Values in Lux, Scale 1 : 11

Position of surface in external scene: Marked point: (4.761 m, 32.661 m, 0.830 m)

Grid: 10 x 10 Points

Exterior Scene / L-01 Plot 102 / Value Chart (E, Perpendicular)







The external lighting design has been developed to comply with Secured by Design New Homes 2010 to achieve the required illumination levels and uniformity values.

Lighting has been designed and modelled in order to assess the illumination levels likely to be achieved.

The illumination levels recommended for urban pathways and amenity areas are 5-10 lux and this has been met in all areas of the site with the addition of a good level of uniformity.

All luminaires have a minimum colour rendering index of 60Ra.





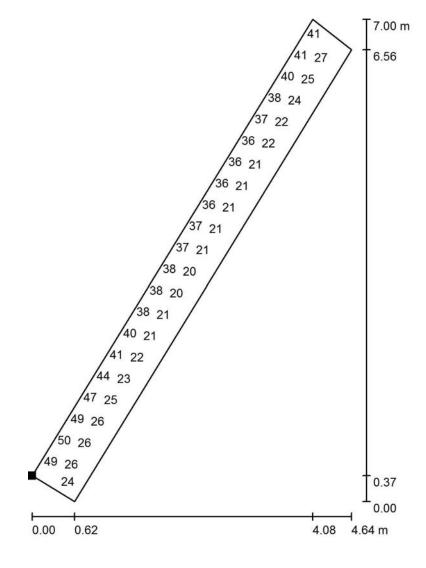
The calculations undertaken indicate that if the lighting is installed as indicated on the drawings, light spill will be minimised, whilst still providing the minimum amount of illumination to provide a safe environment for compliance with Secured by Design. The scheme proposed therefore meets the planning constraints and the relevant planning conditions should be discharged.







#### External lighting / 1 / Value Chart (E, Perpendicular)



Not all calculated values could be displayed.

Position of surface in external scene: Marked point: (1.019 m, 38.569 m, 0.000 m)



Grid: 64 x 8 Points

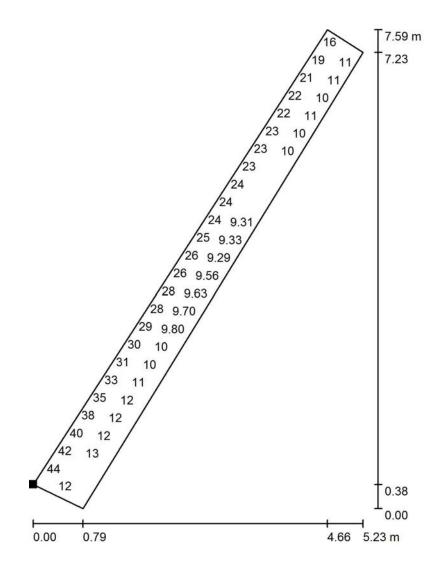
E <sub>av</sub> [lx]	E <sub>min</sub> [lx]	E <sub>max</sub> [lx]	u0	E <sub>min</sub> / E <sub>max</sub>
29	16	65	0.551	0.250

Values in Lux, Scale 1:55



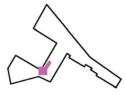


#### External lighting / 2 / Value Chart (E, Perpendicular)



Not all calculated values could be displayed.

Position of surface in external scene: Marked point: (-6.761 m, 25.714 m, 0.000 m)



Grid: 128 x 32 Points

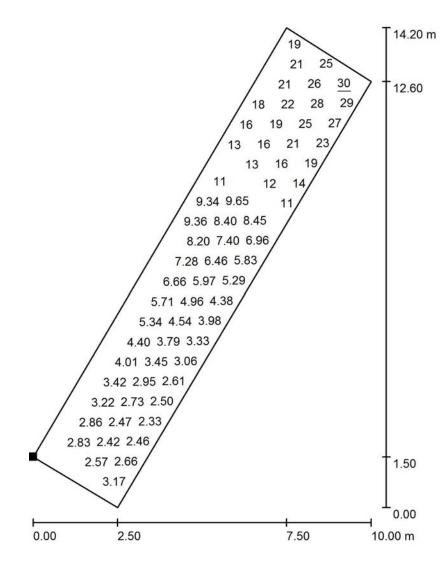
E <sub>av</sub> [lx]	E <sub>min</sub> [lx]	E <sub>max</sub> [lx]	u0	E <sub>min</sub> / E <sub>max</sub>
18	6.56	71	0.355	0.092

Values in Lux, Scale 1 : 60



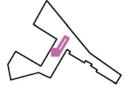


### External lighting / 3 / Value Chart (E, Perpendicular)



Not all calculated values could be displayed.

Position of surface in external scene: Marked point: (2.900 m, 37.300 m, 0.000 m)



Grid: 64 x 16 Points

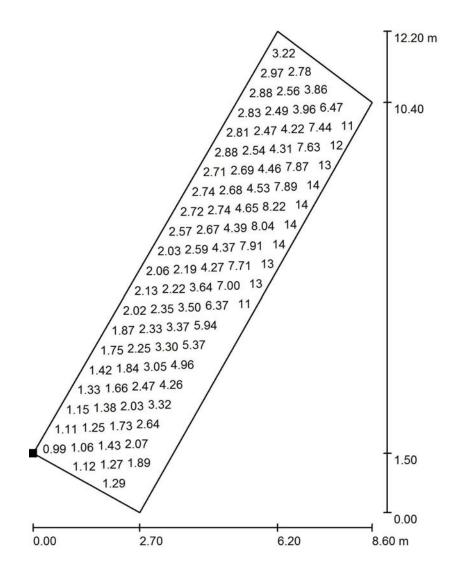
E <sub>av</sub> [lx]	E <sub>min</sub> [lx]	E <sub>max</sub> [lx]	u0	E <sub>min</sub> / E <sub>max</sub>
9.86	2.27	30	0.230	0.075

Values in Lux, Scale 1:112



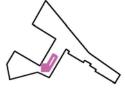


#### External lighting / 4 / Value Chart (E, Perpendicular)



Not all calculated values could be displayed.

Position of surface in external scene: Marked point: (-4.087 m, 24.850 m, 0.000 m)



Grid: 128 x 32 Points

E <sub>av</sub> [lx]	E <sub>min</sub> [lx]	E <sub>max</sub> [lx]	u0	E <sub>min</sub> / E <sub>max</sub>
4.33	0.95	18	0.219	0.052

Values in Lux, Scale 1:96



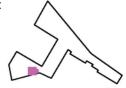


#### External lighting / 5 / Value Chart (E, Perpendicular)

	<b>T</b> ( )	
	12 6.61 5.17 5.89 11 4.40 m	
1	12 6.61 5.17 5.89 12	
	13 7.20 5.71 6.88 14	
27	14 7.60 6.16 7.74 15	
27	14 7.60 6.16 7.74 16	
27	14 7.74 6.32 8.30 17	
26	14 7.98 6.60 8.89 18	
25	13 7.98 6.60 8.89 18	
25	13 7.87 6.67 9.06 18	
24	13 7.87 6.67 9.06 19	
23	12 7.82 6.75 9.37 20	
22	12 7.82 6.83 9.29 20	
22	12 7.82 6.83 9.27 20	
22	11 8.00 7.18 9.36 21	
22	12 8.23 7.89 9.72 22	
23	12 8.23 7.89 9.93 23	
23	13 8.58 8.42 10 24	
23	12 8.58 8.42 11 25	
23	13 8.96 9.03 12 27	
24	13 9.22 9.50 12 27	
24	13 9.22 9.50 12 29	
24	13 9.55 10 13 30	
24	13 9.54 10 13 32	
23	13 9.54 10 14 33	
_	13 9.65 11 14 33	
	I	
H	++	
0.00	1.53 m	

Not all calculated values could be displayed.

Position of surface in external scene: Marked point: (-15.951 m, 22.679 m, 0.646 m)



Grid: 128 x 128 Points

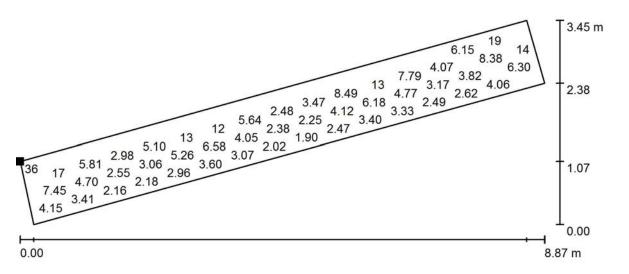
E <sub>av</sub> [lx]	E <sub>min</sub> [lx]	E <sub>max</sub> [lx]	u0	E <sub>min</sub> / E <sub>max</sub>
14	4.85	46	0.343	0.106

Values in Lux, Scale 1 : 35





#### External lighting / 6 / Value Chart (E, Perpendicular)



Values in Lux, Scale 1:64

Not all calculated values could be displayed.

Position of surface in external scene: Marked point: (-26.077 m, 19.457 m, 0.000 m)



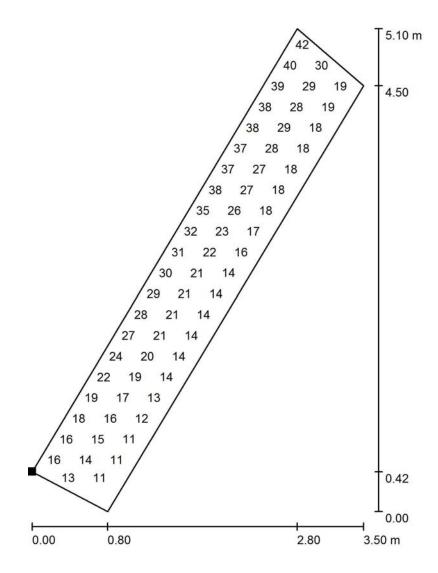
Grid: 64 x 128 Points

E <sub>av</sub> [lx]	E <sub>min</sub> [lx]	E <sub>max</sub> [lx]	u0	E <sub>min</sub> / E <sub>max</sub>
9.01	1.84	115	0.204	0.016





### External lighting / 7 / Value Chart (E, Perpendicular)



Values in Lux, Scale 1:40

Not all calculated values could be displayed.

Position of surface in external scene: Marked point: (-2.100 m, 33.520 m, 0.000 m)



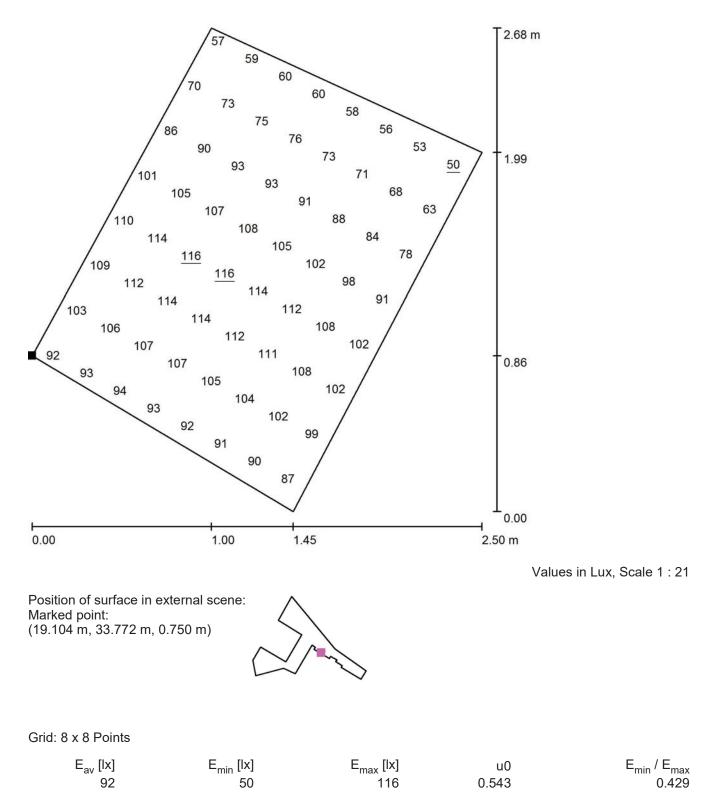
Grid: 64 x 16 Points

E <sub>av</sub> [lx]	E <sub>min</sub> [lx]	E <sub>max</sub> [lx]	u0	E <sub>min</sub> / E <sub>max</sub>
22	9.44	51	0.429	0.183





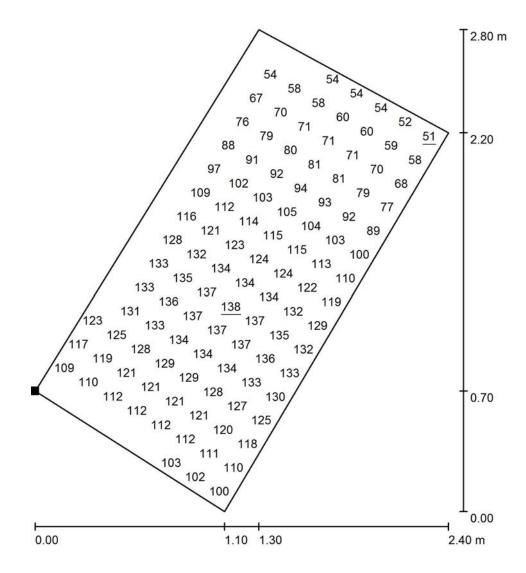
#### External lighting / 8 / Value Chart (E, Perpendicular)





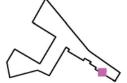


#### External lighting / 9 / Value Chart (E, Perpendicular)



Not all calculated values could be displayed.

Position of surface in external scene: Marked point: (40.500 m, 19.600 m, 0.750 m)



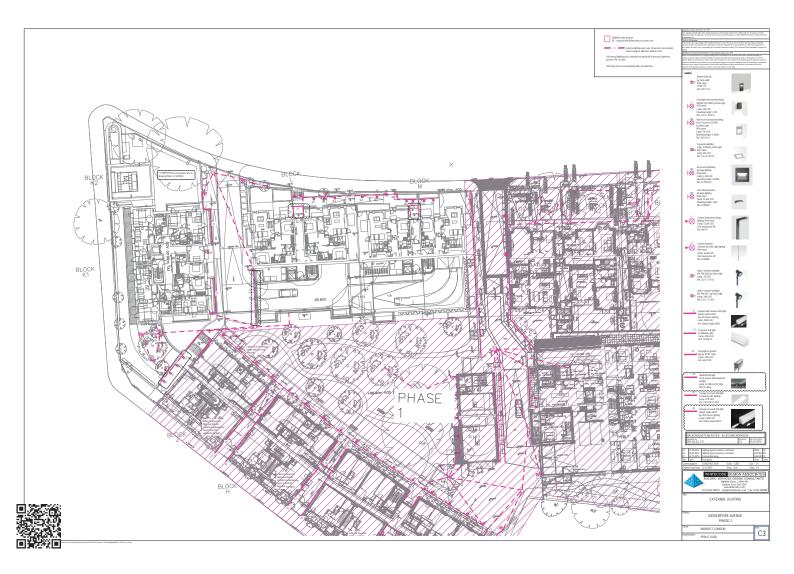
Grid: 16 x 8 Points

E <sub>av</sub> [lx]	E <sub>min</sub> [lx]	E <sub>max</sub> [lx]	u0	E <sub>min</sub> / E <sub>max</sub>
105	51	138	0.489	0.372

Values in Lux, Scale 1 : 22









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