18 Southampton Place Holborn

Installation :

Project number	:	
Customer	:	Spratley & Partners
Processed by	:	HSR
Date	:	13.04.2022

Project description:
Maintenance Factor 0.81
Spill light Maintenance Factor 1

The nominal values shown in this report are the result of precision calculations, based upon precisely positioned luminaires in a fixed relationship to each other and to the area under examination. In practice the values may vary due to tolerances on luminaires, luminaire positioning, reflection properties and electrical supply.

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1.1.1 Floor plan

1.1 Description, Exterior 1

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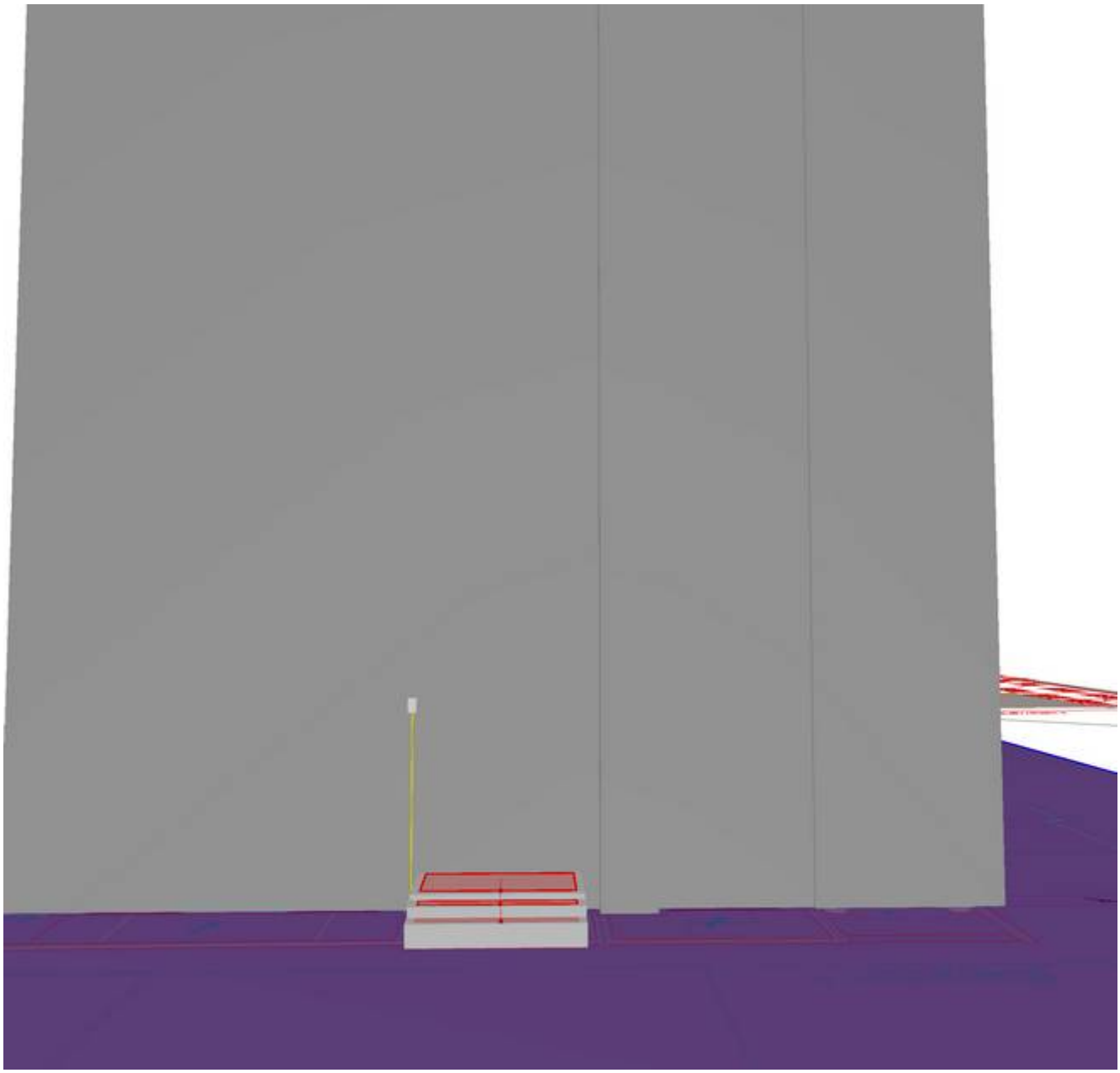
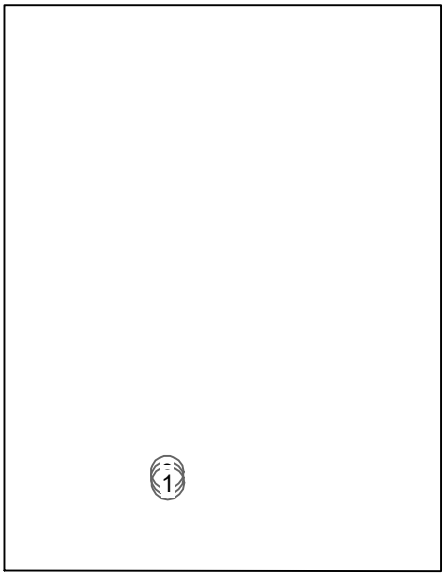


1 Exterior 1

1.2 Summary, Exterior 1

1.2.1 Result overview, Exterior 1



Horizontal illuminance

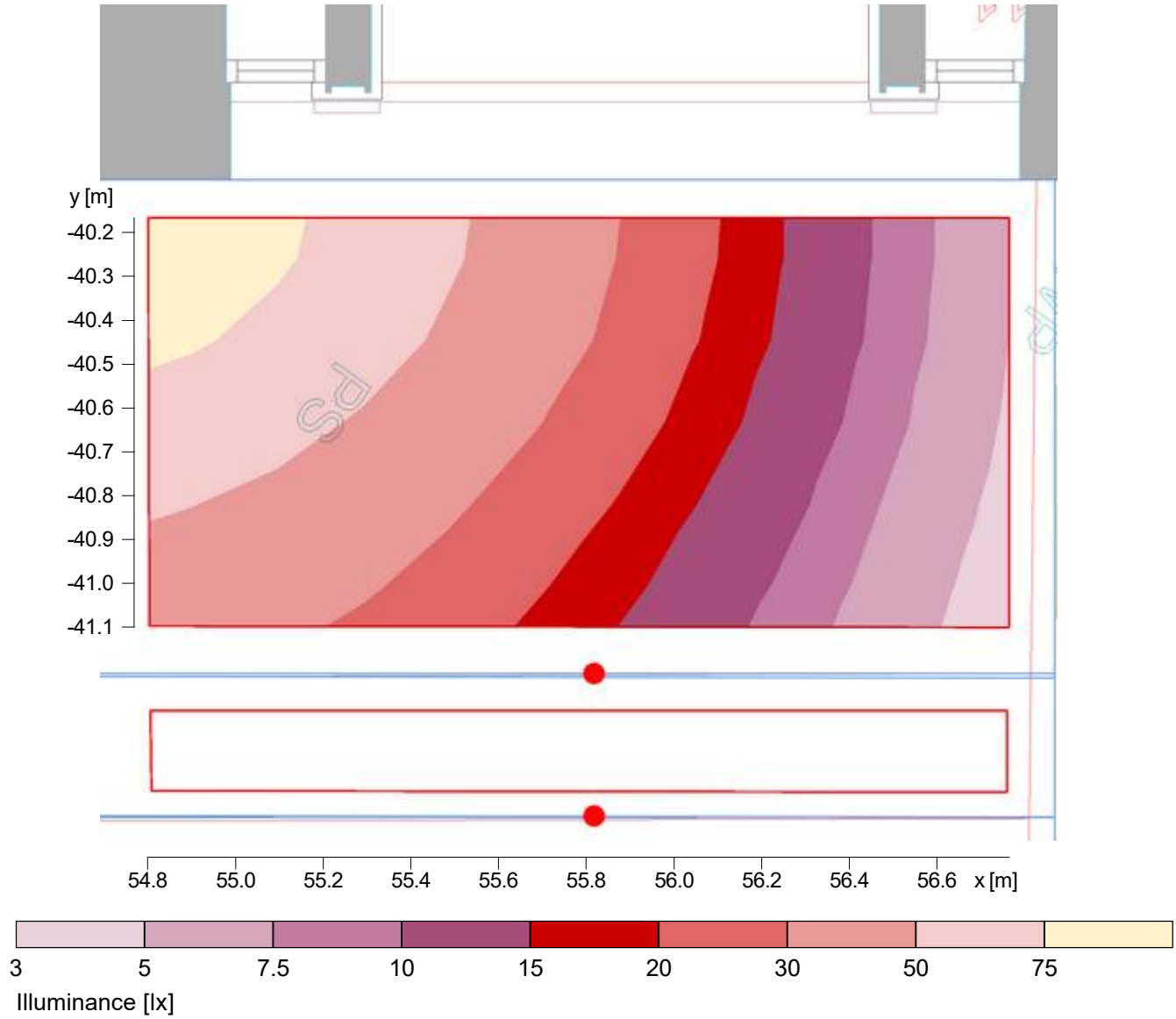
Measuring surface	X	Y	Z	E
Step 1	55.8 m	-41.8 m	0.32 m	6.95 lx
Step 2	55.8 m	-41.6 m	0.45 m	9.61 lx
Landing	55.8 m	-41.2 m	0.53 m	13.4 lx

Summary	Quantity	Em	Emin	Emax	Uo	Ud
Horizontal illuminance	3	10 lx	6.95 lx	13.4 lx	0.70	0.52

1 Exterior 1

1.3 Calculation results, Exterior 1

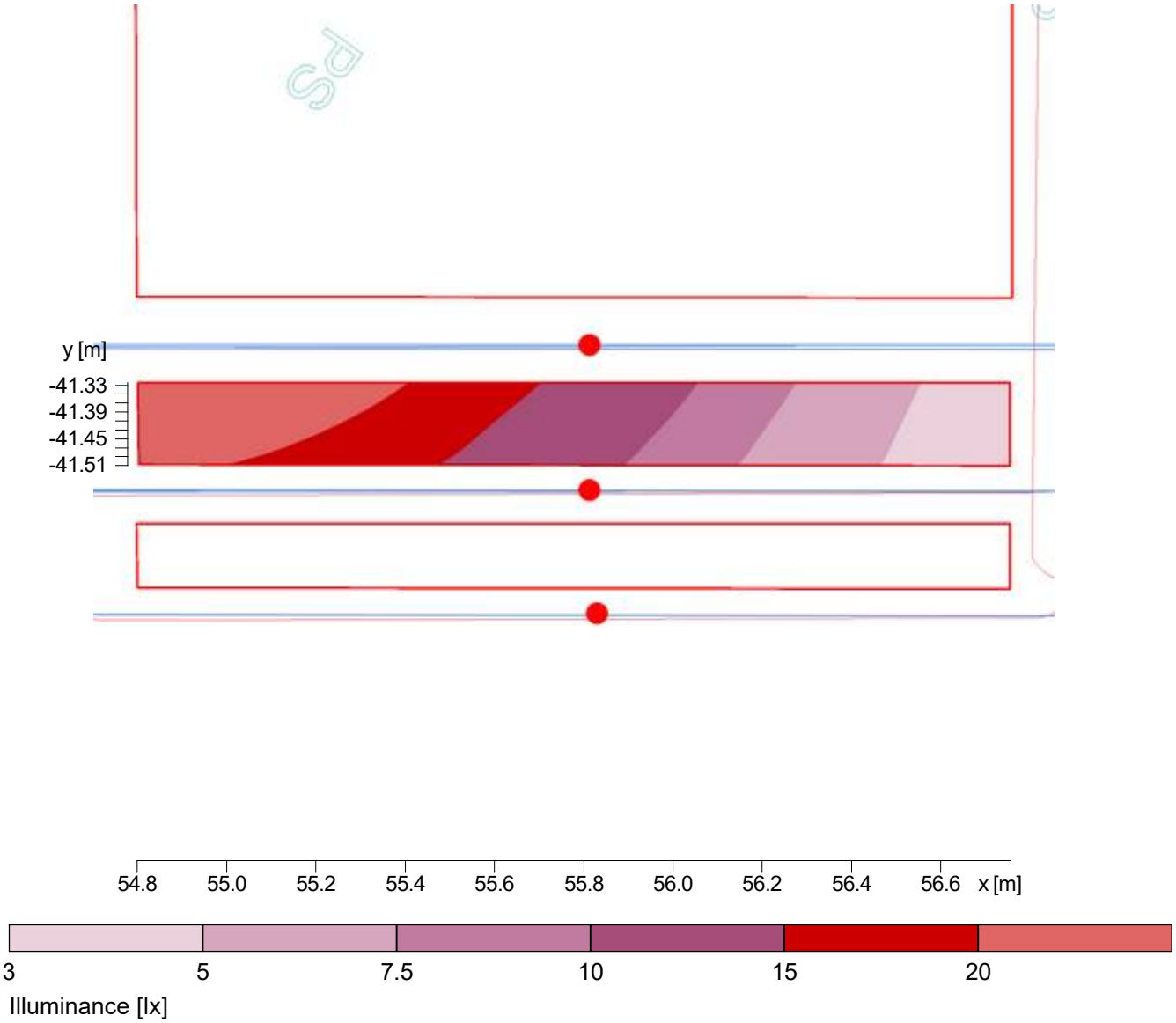
1.3.1 Pseudo colours, Landing (E)



Height reference plane		: 0.50 m
Average illuminance	Em	: 28.9 lx
Minimum illuminance	Emin	: 4.5 lx
Maximum illuminance	Emax	: 83.4 lx
Uniformity Uo	Emin/Em	: 1 : 6.40 (0.16)
Diversity Ud	Emin/Emax	: 1 : 18.48 (0.05)

1.3 Calculation results, Exterior 1

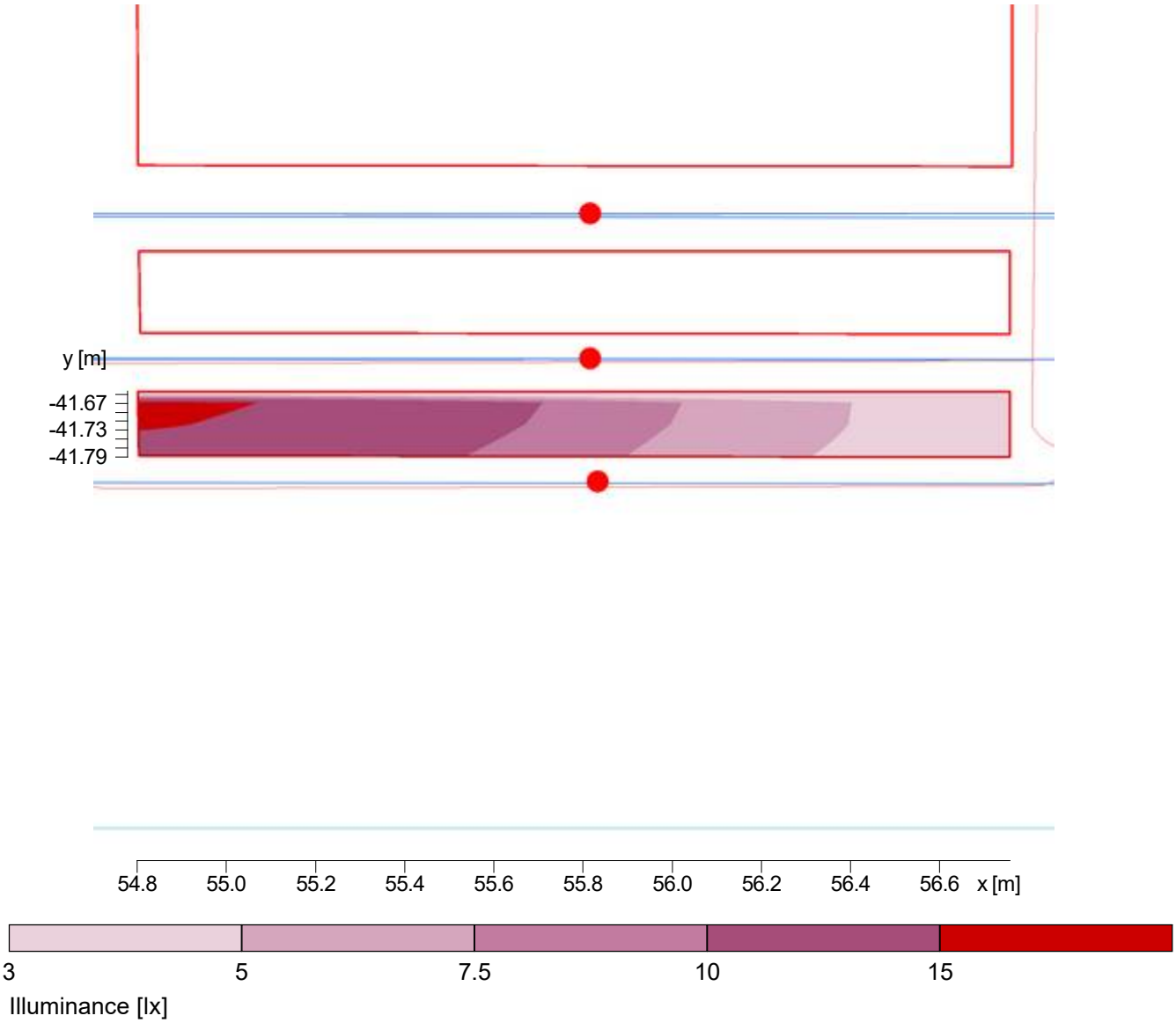
1.3.2 Pseudo colours, Step 2 (E)



Height reference plane		: 0.43 m
Average illuminance	Em	: 12.6 lx
Minimum illuminance	Emin	: 3.4 lx
Maximum illuminance	Emax	: 25.2 lx
Uniformity Uo	Emin/Em	: 1 : 3.75 (0.27)
Diversity Ud	Emin/Emax	: 1 : 7.50 (0.13)

1.3 Calculation results, Exterior 1

1.3.3 Pseudo colours, Step 1 (E)



Height reference plane		: 0.30 m
Average illuminance	Em	: 8.7 lx
Minimum illuminance	Emin	: 3 lx
Maximum illuminance	Emax	: 15.3 lx
Uniformity Uo	Emin/Em	: 1 : 2.90 (0.34)
Diversity Ud	Emin/Emax	: 1 : 5.09 (0.20)

2 Spill Light

2.1 Description, Spill Light

2.1.1 Luminaire data/Room elements

Product data:

Type No.\Make

BEGA

1 1 x Order No. : !BE_33814K3.LDT
Luminaire name : BEGA 33814K3 - KAZZAR LIGHTING
Equipment : 1 x LED 6W 7 W / 437 lm

No.	Centre point X [m]	Y [m]	Z [m]	Rotation angle Z [°]	C0 [°]	C90 [°]	Target coordinates Xa [m]	Ya [m]	Za [m]
BEGA BEGA 33814K3 - KAZZAR LIGHTING !BE_33814K3.LDT									
1	54.61	-40.18	2.63	270.00	0.00	0.00	54.61	-40.18	0.00

Structural elements

Measuring surface

No.	xm[m]	ym[m]	zm[m]	Length	Width	Rotation angle z axis	L axis	Q axis
Horizontal Spill Light								
	47.00	-50.00	0.00	23.58	34.00	0.00	0.00	0.00

Others

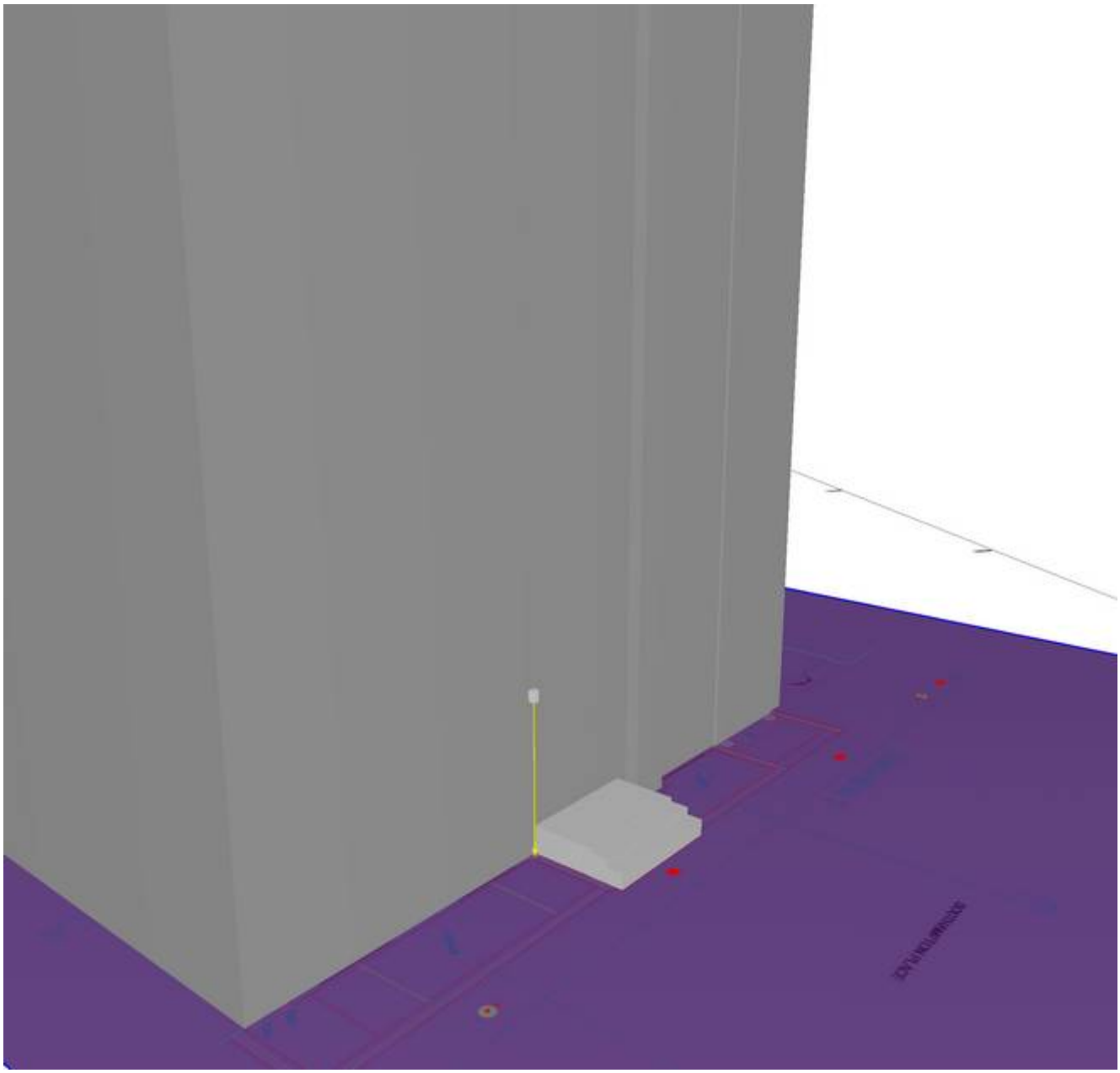
No.	xm[m]	ym[m]	zm[m]	Length	Width	Rotation angle z axis	L axis	Q axis	rho[%]
A 1	49.18	-40.11	0.00	13.88	23.55	89.12	0.00	0.00	30
A 2	54.69	-40.11	0.00	2.18	1.14	0.00	0.00	0.00	50
A 3	54.69	-41.24	0.00	2.18	0.33	0.00	0.00	0.00	50
A 4	54.69	-41.57	0.00	2.18	0.28	0.00	0.00	0.00	50

2.1 Description, Spill Light

2.1.2 Floor plan

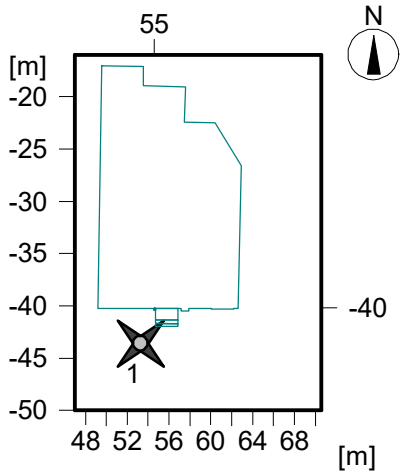
2.1 Description, Spill Light

2.1.3 3D view, View 1



2.1 Calculation results, Spill Light

2.1.4 Luminous intensity - I(p) 1

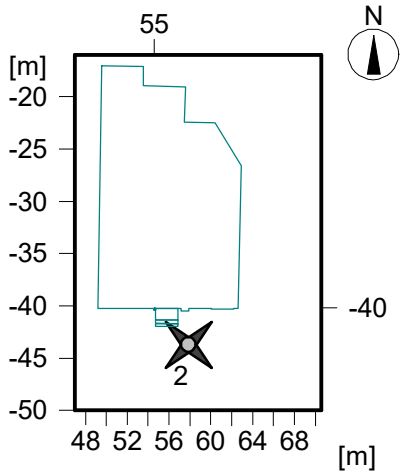


Measuring point for luminous intensity: I(p) 1
Position : x = 53.32 m, y = -43.65 m, z = 1.60 m

No luminaires with luminous intensities higher than 1 kcd found.

2.1 Calculation results, Spill Light

2.1.5 Luminous intensity - I(p) 2

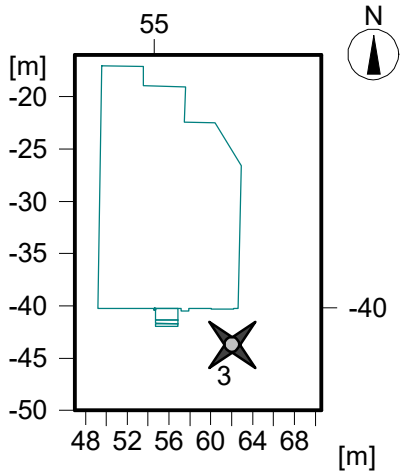


Measuring point for luminous intensity: I(p) 2
Position : x = 57.86 m, y = -43.74 m, z = 1.60 m

No luminaires with luminous intensities higher than 1 kcd found.

2.1 Calculation results, Spill Light

2.1.6 Luminous intensity - I(p) 3



Measuring point for luminous intensity: I(p) 3
Position : x = 62.03 m, y = -43.71 m, z = 1.60 m

No luminaires with luminous intensities higher than 1 kcd found.

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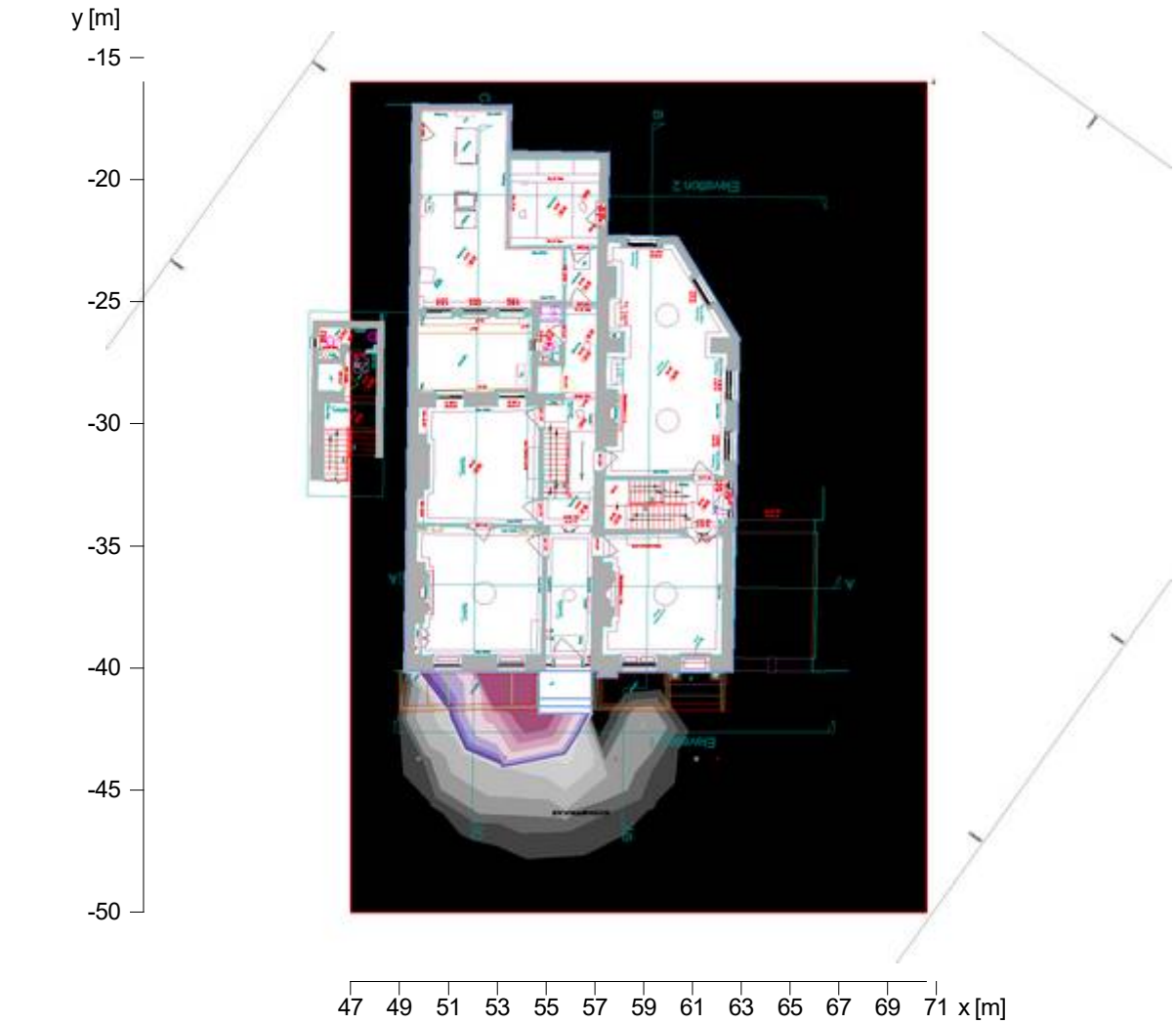
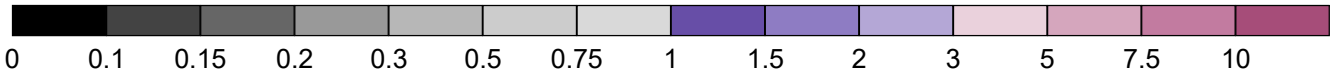
2 Spill Light

2.2 Calculation results, Spill Light

2.2.1 Pseudo colours, Horizontal Spill Light (E)

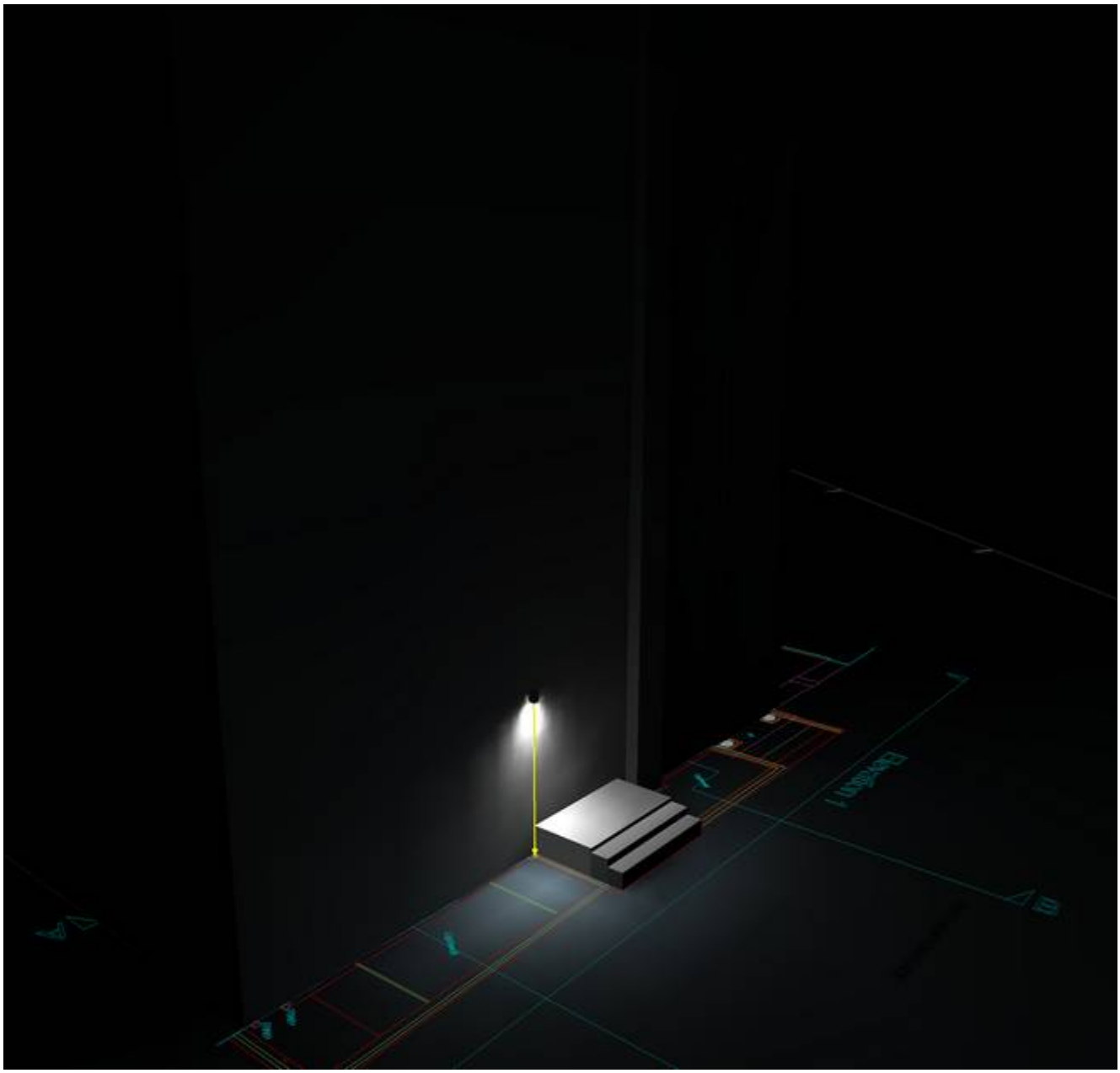




Height reference plane		: 0.00 m
Average illuminance	Em	: 0.2 lx
Minimum illuminance	Emin	: 0 lx
Maximum illuminance	Emax	: 12.9 lx
Uniformity Uo	Emin/Em	: ---
Diversity Ud	Emin/Emax	: ---

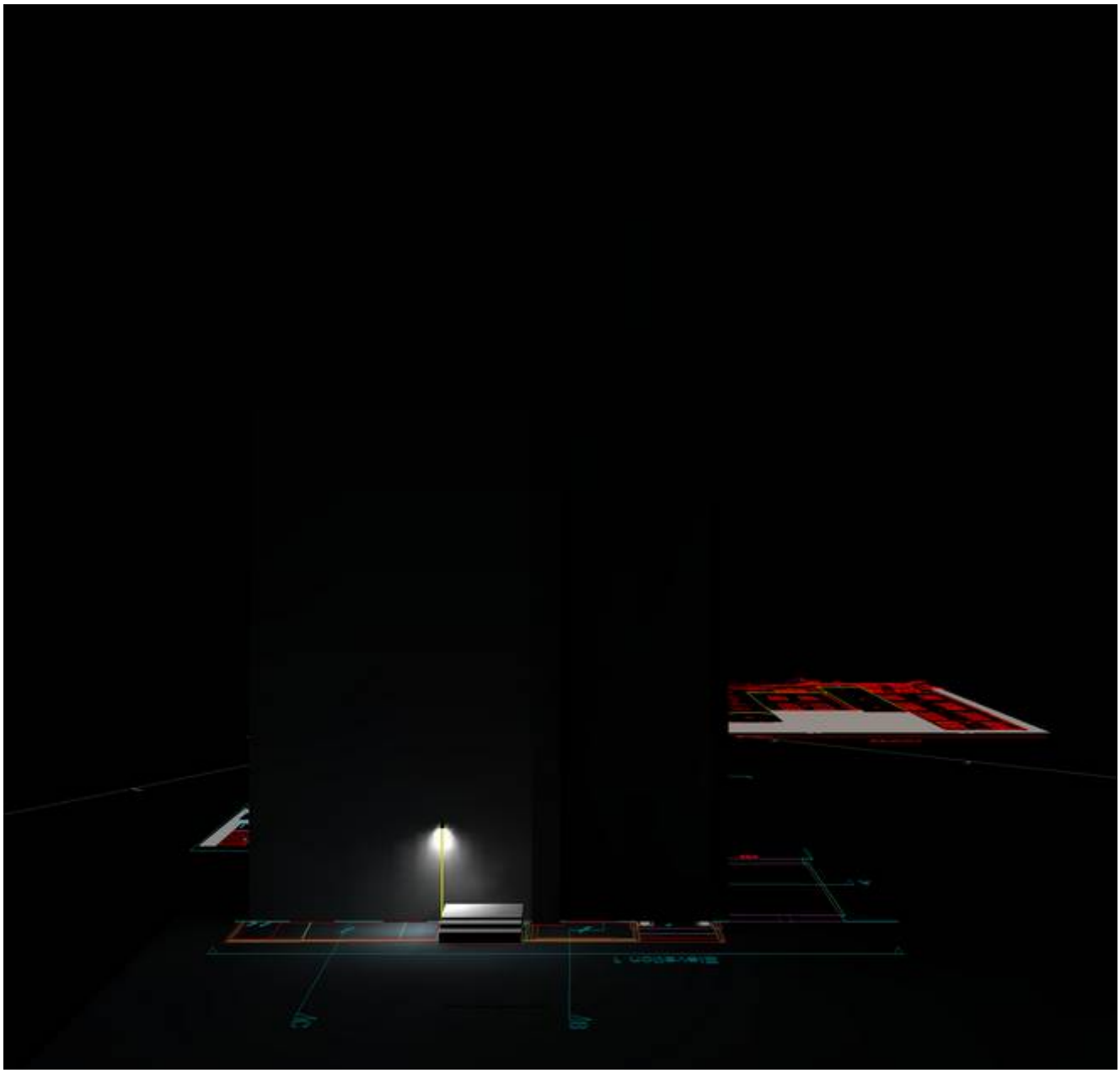
2.2 Calculation results, Spill Light

2.2.2 3D luminance, View 1



2.2 Calculation results, Spill Light

2.2.3 3D luminance, View from the front

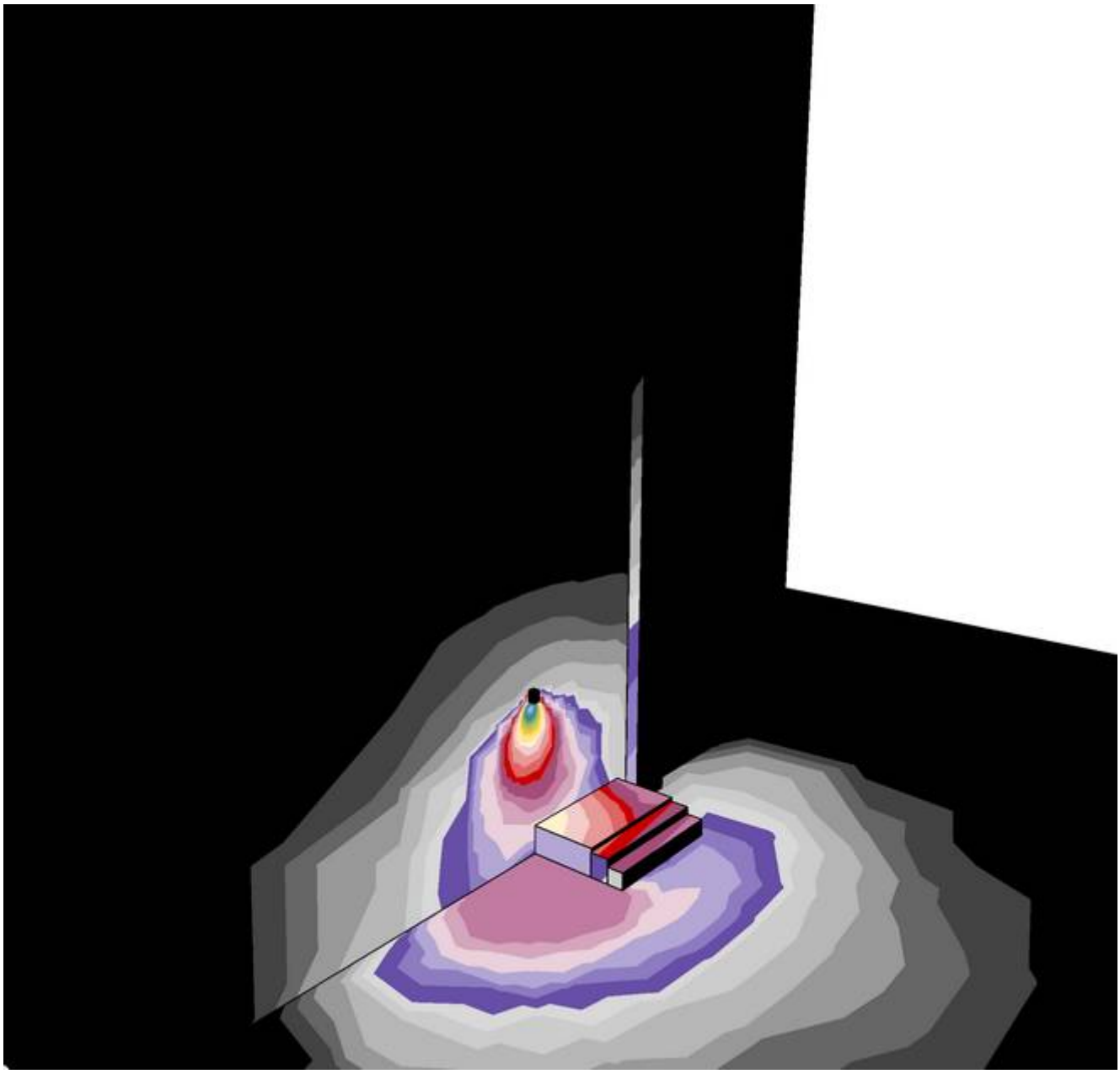


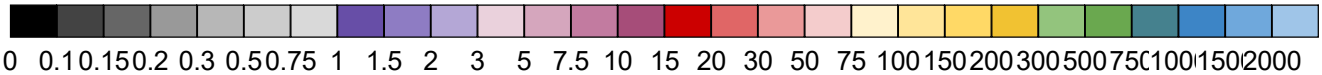
2.2 Calculation results, Spill Light

2.2.4 3D luminance, View 3

2.2 Calculation results, Spill Light

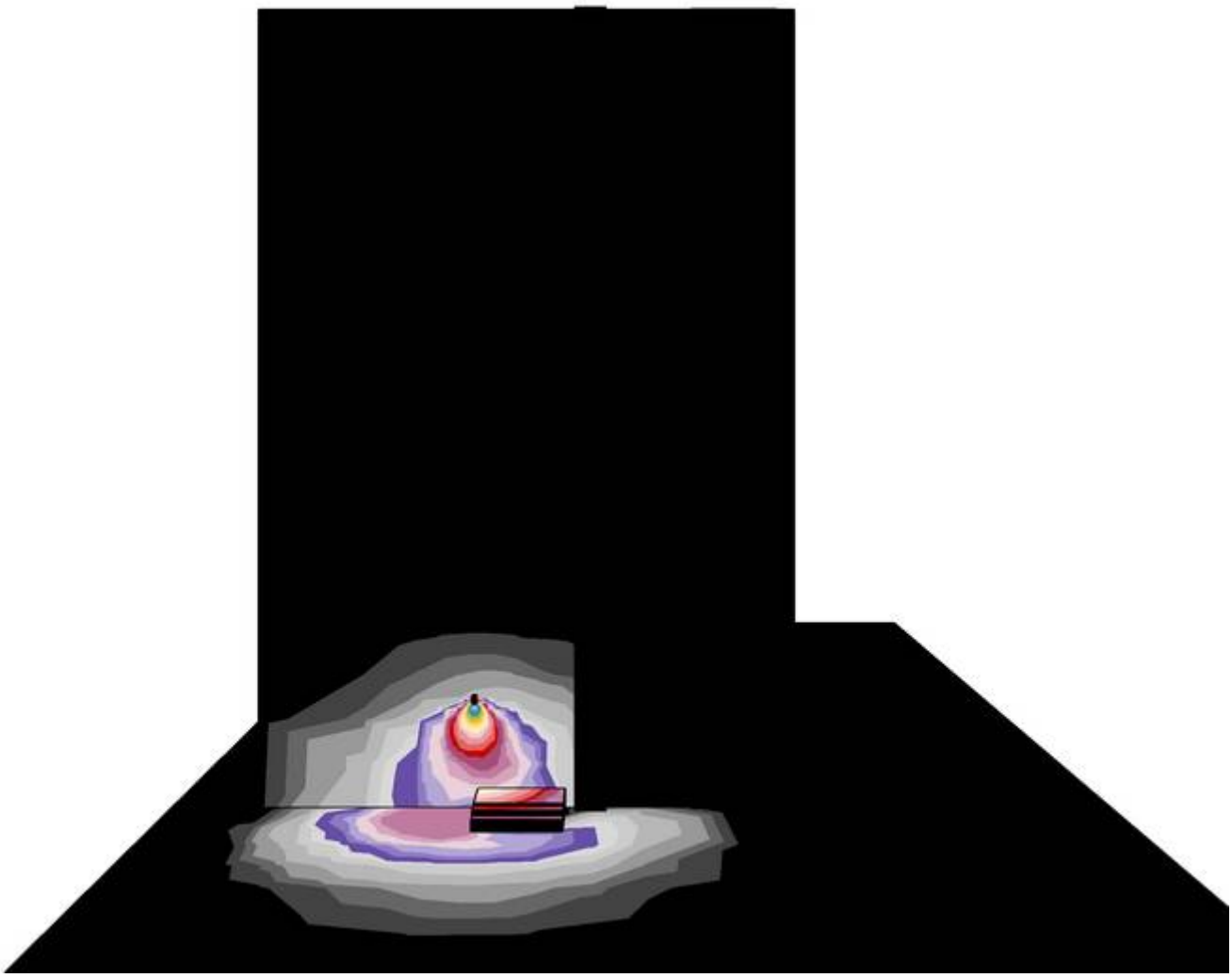
2.2.5 3D pseudo colours, View 1 (E)

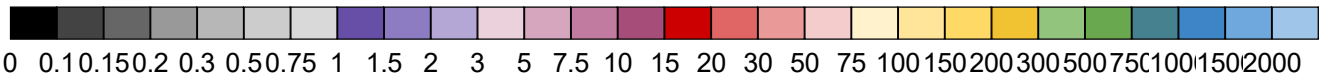




2.2 Calculation results, Spill Light

2.2.6 3D pseudo colours, View from the front (E)





2.2 Calculation results, Spill Light

2.2.7 3D pseudo colours, View 3 (E)