







Today's Learning Outcomes

- Describe fundamental light source metrics.
- Describe major physiological visual system elements and their function.
- Describe some basic non-visual circadian effects of light.
- Describe perception within the framework of source, modifier, encoder, and interpreter framework.
- Discuss practical application methods for targeted light delivery.



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Biological Needs

Bill Lam identified eight important needs for biological information.

Location – with regard to water, heat, food, sunlight, escape routes, destination, etc

Time – and environmental conditions which relate to our innate biological clocks

Weather – as it relates to the need for clothing and heating or cooling, the need for shelter, opportunities to bask in the beneficial rays of the sun, etc

Perception and Lighting as Formgivers for Architecture William M C Lam



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Other living things – the presence of plants, animals, and people

Territory – it's boundaries and the means available within a given environment for the personalization of space

Relaxation and stimulation – for the mind, body, and senses

Places of Refuge – shelter in times of perceived danger

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Quantity – how much light do we have?
Luminance : The quotient of the <u>luminous flux</u> at an element of the surface surrounding the point, and propagated in directions defined by an elementary cone containing the given direction, by the product of the <u>solid angle</u> of the cone and the area of the orthogonal projection of the element of the surface on a plane perpendicular to the given direction. The luminous flux may be leaving, passing through, and/or arriving at the surface. Formerly, <u>photometric brightness</u> .
Illuminance : The areal density of the <u>luminous flux</u> incident at a point on a surface.
IES RP-16-17 Nomenclature and Definitions for Illuminating Engineering: https://www.ies.org/standards/definitions/

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Color Rendering

Being able to perceive accurate colors is very important in certain settings

- Health care facilities
- Retail
- Industrial
- Scientific environments .
- Architectural design



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Color Rendering

0-100 scale denoting how well a light source will render colors in a way that we find "normal."

- Daylight: 100
- Halogen: 100
 LED: Varies Widely



















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Adaptation

The Iris opens and closes to adjust to light levels from bright sunlight to dim moonlight.

This process is called "adaptation" and takes time.

Several seconds for young eyes

· Up to a minute for older eyes

Much longer from bright to dark



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 Color and Perception

 Image: State of the sta



























Fidelity Halogen
 Neodymium Incandescent
 F40T12WW/R5/EW
 F32T8T18300
 CDM 830
 CDM 830
 Hybrid LED
 RAGB LED
 Phosphor LED 140 130 Fidelity Index (Rf) 120 **∝**[∞] 110 Similar to CRI • 100 6.0 Gamu 90 80 70 60 50 70 80 Fidelity Index, R_f 90 100 60 Glighting design lat











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Brightness Contrast

Results from variations in the amount of light reflected or emitted from a surface, such as due to shadow patterns, changes in dark against light colors or surface shape and texture.



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Light and Health

There is a huge amount of research going on today with respect to light and human physiology / non visual effects of light.

- Circadian systems
- Sleep impacts
- Aging Populations
- Dementia
- Behavior Modification
- Alerting Functions
- Blue Light Hazard
- Flicker



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