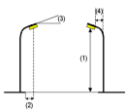
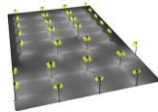

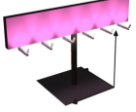



## New lighting simulation form

Date :

Client's name:		Country:			Project name:				
Conditions & Requirements									
<b>Road</b> 		<b>Parking lot</b> 		<b>Interior</b> 		<b>Billboard</b> 		<b>Tunnel Lighting</b> 	
Road width (m)		Area (LXI) (m <sup>2</sup> )		Interior space (LXI) (m <sup>2</sup> )		Dimensions (LXH) (m <sup>2</sup> )		Dimensions (LXH)	
Fixture height (m)		Fixture height (m)		Ceiling height (m)		Distance from board (m)		Fixture height (m)	
Boom length (m)		Boom length (m)		Spacing (X axis) (m)		Spacing between fixtures (m)		Angle ( ° )	
Spacing (m)		Spacing (m)		Spacing (Y axis) (m)		Installation (above, under, both)		Spacing between fixtures (m)	
Angle ( ° )		Angle ( ° )		Area to cover (LXW) (m <sup>2</sup> )					
Desired Lux level		Desired Lux level		Desired Lux level		Desired Lux level		Desired Lux level	
Desired uniformity ratio		Desired uniformity ratio		Desired uniformity ratio		Desired uniformity ratio		Desired uniformity ratio	
Voltage (110, 240, 347)		Voltage (110, 240, 347)		Voltage (110, 240, 347)		Voltage (110, 240, 347)		Voltage (110, 240, 347)	
Other norms to abide		Other norms to abide		Other norms to abide		Other norms to abide		Other norms to abide	

Project Deadline : \_\_\_\_\_

Authorised by : \_\_\_\_\_

Financing (federal, provincial): \_\_\_\_\_

Specific needs : \_\_\_\_\_

## **Definitions:**

**Uniformity ratio:** This indicates the degree of evenness of the light on the working surface and is shown as a ratio of the minimum to the mean lighting level on a surface. The most used ratios include average to minimum (Avg/min) and maximum to minimum (max/min). The average to minimum compares the average maintained lux or foot candle to minimum lux or foot candle in the lighted area. The requirement is 4:1 maximum allowed. A lower number such as 3:1 would provide a more smooth (better uniformity) and therefore automatically approved if 4:1 is the requirement.

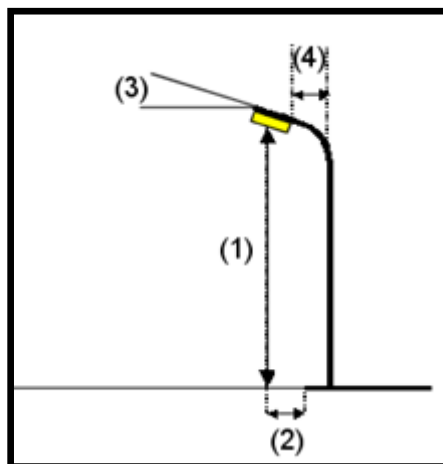
**Maximum lux or foot candle:** The maximum lux or foot candle point calculation or reading in a given area. The maximum is generally maintained lux or foot candle but could be initial.

**Minimum lux or foot candle:** The minimum lux or foot candle point calculation or reading in a given area. The minimum is generally maintained lux or foot candle but could be initial.

**Average lux:** It is generally referred to as 'E avg .' and measured in 'Lux' or 'foot candle', is the arithmetical average of individual illuminance values calculated at predetermined points within an area

*\*please convert your units to "m" and "lux"*

- 1) Fixture height
- 2) Over hang
- 3) Angle
- 4) Boom length



- D: Spacing
- S: road width

