

01- Typical Bedroom · Storey 1 (Light scene 1)

Calculation objects

Calculation surfaces

Properties		E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 1 Perpendicular illuminance Height: 0.000 m	167 lx	79.7 lx	314 lx	0.48	0.25	CG1

02-Entrance/ Reception · Storey 1 (Light scene 1)

Calculation objects

Calculation surfaces

Properties		E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 5 Perpendicular illuminance Height: 0.000 m	167 lx	155 lx	184 lx	0.93	0.84	CG3
Calculation surface 6 Perpendicular illuminance Height: 0.000 m	254 lx	177 lx	309 lx	0.70	0.57	CG4

03-Main Corridor · Storey 1 (Light scene 1)

Calculation objects

Calculation surfaces

Properties		E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Calculation surface 2 Perpendicular illuminance Height: 0.000 m	157 lx	55.3 lx	311 lx	0.35	0.18	CG2

04-Toilet Area 01 · Storey 1 (Light scene 1)

Calculation objects

Working planes

Properties		E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Working plane (Lockers) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	310 lx	163 lx	446 lx	0.53	0.37	WP2
Working plane (Shower) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.050 m	187 lx	60.5 lx	296 lx	0.32	0.20	WP1
Working plane (Toilet-POD) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.050 m	343 lx	184 lx	460 lx	0.54	0.40	WP4
Working plane (Toilets) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.050 m	216 lx	121 lx	326 lx	0.56	0.37	WP5
Working plane (Wash Area) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.050 m	253 lx	120 lx	373 lx	0.47	0.32	WP3

05-Toilet Area 2 · Storey 1 (Light scene 1)

Calculation objects

Working planes

Properties		E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Working plane (Lockers) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	293 lx	127 lx	460 lx	0.43	0.28	WP8
Working plane (Showers) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.010 m	195 lx	92.0 lx	263 lx	0.47	0.35	WP10
Working plane (Toilet-POD) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	238 lx	143 lx	331 lx	0.60	0.43	WP9
Working plane (Toilet) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	205 lx	94.2 lx	282 lx	0.46	0.33	WP9
Working plane (Wash Area) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	233 lx	97.4 lx	356 lx	0.42	0.27	WP7

06-Service Area 01 · Storey 1 (Light scene 1)

Calculation objects

Working planes

Properties		E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Working plane (BDT-V/D) Perpendicular illuminance (adaptive) Height: 0.800 m, Wall zone: 0.000 m	477 lx	279 lx	652 lx	0.58	0.43	WP11
Working plane (FTR-V/D) Perpendicular illuminance (adaptive) Height: 0.800 m, Wall zone: 0.000 m	501 lx	297 lx	662 lx	0.59	0.45	WP12
Working plane (Service Rooms Corridor) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	250 lx	162 lx	349 lx	0.65	0.46	WP13
Working plane (Store) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	370 lx	310 lx	435 lx	0.84	0.71	WP14

07- Service Area 02 · Storey 1 (Light scene 1)

Calculation objects

Working planes

Properties		E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Working plane (Dirty Laundry) Perpendicular illuminance (adaptive) Height: 1.000 m, Wall zone: 0.000 m	238 lx	79.0 lx	400 lx	0.33	0.20	WP16
Working plane (Linen Room) Perpendicular illuminance (adaptive) Height: 1.000 m, Wall zone: 0.000 m	334 lx	168 lx	446 lx	0.50	0.38	WP17
Working plane (Service Rooms Corridor) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	145 lx	58.1 lx	232 lx	0.40	0.25	WP15
Working plane (Waste Collection) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	183 lx	102 lx	241 lx	0.56	0.42	WP18

08-Service Area 03 · Storey 1 (Light scene 1)

Calculation objects

Calculation surfaces

Properties		E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
BDT- CCTV Perpendicular illuminance Height: 0.800 m	537 lx	411 lx	663 lx	0.77	0.62	CG5
ELV Perpendicular illuminance Height: 0.800 m	583 lx	523 lx	665 lx	0.90	0.79	CG11
FTR CCTV Perpendicular illuminance Height: 0.800 m	596 lx	514 lx	707 lx	0.86	0.73	CG7
General Store Perpendicular illuminance Height: 0.000 m	458 lx	390 lx	500 lx	0.85	0.78	CG10
Main Electric Room Perpendicular illuminance Height: 0.800 m	548 lx	430 lx	667 lx	0.78	0.64	CG8
Service Room Corridor Perpendicular illuminance Height: 0.000 m	130 lx	50.7 lx	170 lx	0.39	0.30	CG9
UPS Perpendicular illuminance Height: 0.000 m	493 lx	432 lx	549 lx	0.88	0.79	CG6

09-Security Contrl Room · Storey 1 (Light scene 1)

Calculation objects

Working planes

Properties		E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Working plane (BDT-CCTV) Perpendicular illuminance (adaptive) Height: 1.000 m, Wall zone: 0.200 m	528 lx	342 lx	675 lx	0.65	0.51	WP20
Working plane (Sub Security Control Room) Perpendicular illuminance (adaptive) Height: 1.000 m, Wall zone: 0.200 m	528 lx	293 lx	678 lx	0.55	0.43	WP19

Calculation surfaces

Properties		E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Passage Perpendicular illuminance Height: 0.000 m	256 lx	191 lx	303 lx	0.75	0.63	CG12

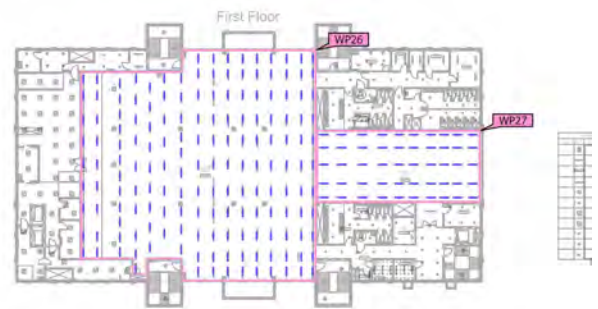
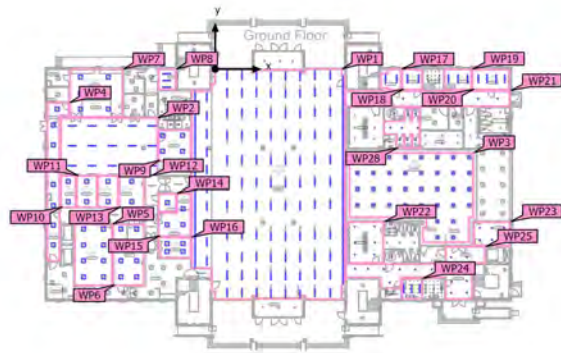
10- Supervisor Office (Light scene 1)

Calculation objects

Calculation surfaces

Properties		E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Passage Perpendicular illuminance Height: 0.000 m	182 lx	149 lx	214 lx	0.82	0.70	CG14
Supervisor Office Perpendicular illuminance Height: 1.000 m	367 lx	249 lx	464 lx	0.68	0.54	CG13

Building B03 · Storey 1 (Light scene 1)
Calculation objects



Building B03 · Storey 1 (Light scene 1)

Calculation objects

Working planes

Properties		E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
Working plane (Bakery & Pastry) Perpendicular illuminance (adaptive) Height: 0.800 m, Wall zone: 0.000 m	469 lx	272 lx	562 lx	0.58	0.48	WP6
Working plane (BDT-V/D Room) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	311 lx	240 lx	369 lx	0.77	0.65	WP19
Working plane (Beverage Store) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	226 lx	130 lx	296 lx	0.58	0.44	WP15
Working plane (Corridor) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	81.3 lx	28.2 lx	130 lx	0.35	0.22	WP21
Working plane (Cutlery & Equipement Storage) Perpendicular illuminance (adaptive) Height: 0.800 m, Wall zone: 0.000 m	520 lx	371 lx	620 lx	0.71	0.60	WP16
Working plane (Dining Area) Perpendicular illuminance (adaptive) Height: 0.800 m, Wall zone: 0.000 m	382 lx	131 lx	594 lx	0.34	0.22	WP1
Working plane (Dining Area) Perpendicular illuminance (adaptive) Height: 0.800 m, Wall zone: 0.000 m	320 lx	131 lx	412 lx	0.41	0.32	WP26
Working plane (Dirty Route) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	247 lx	117 lx	285 lx	0.47	0.41	WP4
Working plane (Dry Grain Store) Perpendicular illuminance (adaptive) Height: 0.800 m, Wall zone: 0.000 m	374 lx	237 lx	434 lx	0.63	0.55	WP9
Working plane (Electrical Room) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	374 lx	305 lx	425 lx	0.82	0.72	WP8
Working plane (F&V Preparation Area) Perpendicular illuminance (adaptive) Height: 0.800 m, Wall zone: 0.000 m	235 lx	163 lx	291 lx	0.69	0.56	WP13

Building B03 · Storey 1 (Light scene 1)

Calculation objects

Working plane (Fish Preparation Area) Perpendicular illuminance (adaptive) Height: 0.800 m, Wall zone: 0.000 m	292 lx	236 lx	331 lx	0.81	0.71	WP10
Working plane (FTR-CCTV) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	349 lx	278 lx	416 lx	0.80	0.67	WP24
Working plane (Hot Kitchen Bulk Cooking) Perpendicular illuminance (adaptive) Height: 0.800 m, Wall zone: 0.000 m	410 lx	234 lx	480 lx	0.57	0.49	WP5
Working plane (Ice Bank) Perpendicular illuminance (adaptive) Height: 0.800 m, Wall zone: 0.000 m	209 lx	162 lx	254 lx	0.78	0.64	WP14
Working plane (Main Electrical Room) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	350 lx	253 lx	421 lx	0.72	0.60	WP20
Working plane (Meat Preparation Area) Perpendicular illuminance (adaptive) Height: 0.800 m, Wall zone: 0.000 m	261 lx	200 lx	307 lx	0.77	0.65	WP11
Working plane (NCO Gym) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	340 lx	205 lx	427 lx	0.60	0.48	WP27
Working plane (NCO Lounge & Gym Entrance) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	143 lx	13.2 lx	219 lx	0.092	0.060	WP25
Working plane (NCO Lounge) Perpendicular illuminance (adaptive) Height: 0.800 m, Wall zone: 0.500 m	172 lx	59.5 lx	211 lx	0.35	0.28	WP3
Working plane (Poultry Preparation Area) Perpendicular illuminance (adaptive) Height: 0.800 m, Wall zone: 0.000 m	260 lx	197 lx	306 lx	0.76	0.64	WP12
Working plane (Preparation Room) Perpendicular illuminance (adaptive) Height: 0.800 m, Wall zone: 0.000 m	356 lx	184 lx	427 lx	0.52	0.43	WP2
Working plane (Receiving & De-Boxing Area) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	261 lx	155 lx	316 lx	0.59	0.49	WP7

Building B03 · Storey 1 (Light scene 1)

Calculation objects

Working plane (Security Control Room) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	237 lx	195 lx	276 lx	0.82	0.71	WP18
Working plane (Security Room) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	199 lx	96.4 lx	257 lx	0.48	0.38	WP23
Working plane (Toilet) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	153 lx	80.9 lx	229 lx	0.53	0.35	WP28
Working plane (UPS Room) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	239 lx	181 lx	280 lx	0.76	0.65	WP17
Working plane (Wash Area) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	127 lx	49.7 lx	180 lx	0.39	0.28	WP22