

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

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
Calculation surface 6 Perpendicular illuminance Height: 0.000 m	254 lx	177 lx	309 lx	0.70	0.57

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

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
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
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
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
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

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	WP6
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
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
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
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

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
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
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
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

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 Control 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
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

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

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
Supervisor Office Perpendicular illuminance Height: 1.000 m	367 lx	249 lx	464 lx	0.68	0.54