**Reflectance** ($\rho$): ratio of luminous flux reflected from a surface to the luminous flux incident on it.

**Note**: the reflectance generally depends on the spectral distribution and polarization of the incident light, the surface finish, and the geometry of the incident and reflected light relative to the surface.

**Reflectometer**: instrument for measuring quantities pertaining to reflection.

**Room surface maintenance factor**: ratio of room surface reflectance at a given time to the initial reflectance value.

**Semi-cylindrical illuminance** (at a point) ($E_{SZ}$): total luminous flux falling on the curved surface of a very small semi-cylinder located at the specified point, divided by the curved surface area of the semi-cylinder. The axis of the semi-cylinder is taken to be vertical unless stated otherwise. The direction of the curved surface should be specified. Unit: lux.

**Semi-direct lighting**: lighting by means of luminaires having a distribution of luminous intensity such that the fraction of the emitted luminous flux directly reaching the working plane, assumed to be unbounded, is 60–90 per cent.

**Semi-indirect lighting**: lighting by means of luminaires having a distribution of luminous intensity such that the fraction of the emitted luminous flux directly reaching the working plane, assumed to be unbounded, is 10–40 per cent.

**Solar radiation**: electromagnetic radiation from the sun.

**Spacing** (in an installation): distance between the light centres of adjacent luminaires of the installation.

**Spacing-to-height ratio**: ratio of spacing to the height of the geometric centres of the luminaires above the reference plane.

**Note**: for indoor lighting the reference plane is usually the horizontal working plane; for exterior lighting the reference plane is usually the ground.

**(Spatial) distribution of luminous intensity** (of a lamp or luminaire): display, by means of curves or tables, of the value of the luminous intensity of the source as a function of direction in space.

**Spherical illuminance** (at a point) ($E_o$): total luminous flux falling onto the whole surface of very small sphere located at the specified point divided by the total surface area of the sphere. Unit: lux.

**Technically defined** by the formula:

$$E_o = \int_{4\pi sr} L d\Omega$$

where $d\Omega$ is the solid angle of each elementary beam passing through the given point and $L$ is its luminance at that point.

**Spotlighting**: lighting designed to increase considerably the illuminance of a limited area or of an object relative to the surroundings, with minimum diffused lighting.