

**Diffused lighting:** lighting in which the light on the working plane or on an object is not incident predominantly from a particular direction.

**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 90–100 per cent.

**Direct solar radiation:** that part of the extraterrestrial solar radiation that as a collimated beam reaches the Earth's surface after selective attenuation by the atmosphere.

**Directional lighting:** lighting in which the light on the working plane or on an object is incident predominantly from a particular direction.

**Disability glare:** glare that impairs the vision of objects without necessarily causing discomfort.

**Note:** disability glare may be produced directly or by reflection.

**For specification,** disability glare may be expressed in a number of different ways. If threshold increment is used, the following values of TI should be used: 5%, 10%, 15%, 20%, 25%, 30%. If glare rating is used, then the following values of GR should be used: 10, 20, 30, 40, 45, 50, 55, 60, 70, 80, 90.

**Discomfort glare:** glare that causes discomfort without necessarily impairing the vision of objects.

**Note:** discomfort glare may be produced directly or by reflection.

**For specification,** if it is expressed using the unified glare rating the following values of UGR should be used: 10, 13, 16, 19, 21, 25, 28.

**Downward light output ratio** (of a luminaire): ratio of the downward flux of the luminaire, measured under specified practical conditions with its own lamps and equipment, to the sum of the individual luminous fluxes of the same lamps when operated outside the luminaire with the same equipment, under specified conditions.

**Note:** for luminaires using incandescent lamps only, the optical light output ratio and the light output ratio are the same in practice.

**Emergency lighting:** lighting provided for use when the supply to the normal lighting fails.

**Flicker:** impression of unsteadiness of visual sensation induced by a light stimulus whose luminance or spectral distribution fluctuates with time.

**Floodlighting:** lighting of a scene or object, usually by projectors, in order to increase considerably its illuminance relative to its surroundings.

**Fusion frequency/critical flicker frequency** (for a given set of conditions): frequency of alternation of stimuli above which flicker is not perceptible.

**General colour-rendering index** (of a light source) ( $R_a$ ): value intended to specify the degree to which objects illuminated by a