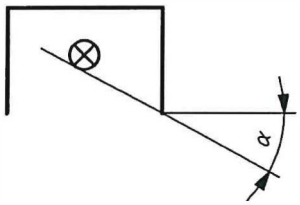

Figure 1 — Shielding angle α

4.5.4 Veiling reflections and reflected glare

High brightness reflections in the visual task can alter task visibility, usually detrimentally. Veiling reflections and reflected glare can be prevented or minimised by the following measures:

- arrangement of work stations with respect to luminaires, windows and roof lights;
- surface finish (matt surfaces);
- luminance restriction of luminaires, windows and roof lights;
- bright ceiling and bright walls.

4.6 Lighting in the interior space

4.6.1 General

In addition to task lighting the volume of space occupied by people should be lit. This light is required to highlight objects, reveal texture and improve the appearance of people within the space. The terms "mean cylindrical illuminance", "modelling" and "directional lighting" describe the lighting conditions.

4.6.2 Mean cylindrical illuminance requirement in the activity space

Good visual communication and recognition of objects within a space require that the volume of space in which people move or work shall be illuminated. This is satisfied by providing adequate mean cylindrical illuminance, $\bar{E}_z$, in the space.

The maintained mean cylindrical illuminance (average vertical plane illuminance) in the activity and interior areas shall be not less than 50 lx with $U_o \geq 0{,}10$, on a horizontal plane at a specified height, for example 1,2 m for sitting people and 1,6 m for standing people above the floor.

NOTE In areas, where good visual communication is important, especially in offices, meeting and teaching areas, $\bar{E}_z$ should be not less than 150 lx with $U_o \geq 0{,}10$.

4.6.3 Modelling

The general appearance of an interior is enhanced when its structural features, the people and objects within it are lit so that form and texture are revealed clearly and pleasingly.

The lighting should not be too directional or it will produce harsh shadows, neither should it be too diffuse or the modelling effect will be lost entirely, resulting in a very dull luminous environment. Multiple shadows caused by directional lighting from more then one position should be avoided as this can result in a confused visual effect.

Modelling describes the balance between diffuse and directed light and should be considered.