

ratios, especially when combined with unusual angles of directional light, will produce an increasingly dramatic and distorted effect on faces. However, this may prove appropriate for other circumstances, such as architectural detailing, sculpture, museum artefacts and some types of retail display (see section 2.3.8, *Modelling and emphasis*).

Since much electric lighting emanates from ceiling locations, it is important to consider the relationship between predominantly vertical downlighting and light reflected from the surrounding walls and floor. Insufficient reflected light will result in harsh facial shadowing. The lighting designer should consider the reflection factor of the walls and their illuminance to ensure a satisfactory balance.

1.6.2 Revealing texture

The revelation of the texture of a material can have both aesthetic and functional value. Figure 1.15 shows an example of lighting used to reveal surface texture. By lighting at oblique angles, the texture of the shuttered concrete is revealed as an architectural feature of the building. The deliberate use of a non-uniform luminance pattern provides greater visual impact without losing structural coherence. If the spotlights had been directed at near right angles to the surfaces, or diffused lighting had been used, the interior would have lost vitality and interest.

The texture can be suppressed or expressed by applying light at an appropriate angle (Figure 1.15). The decision to reveal the texture or not is one related to style and architectural expression. The functional revelation of texture is illustrated in Figure 1.16, which shows the effect of light at glancing angles over fabric in order to detect a pulled thread.

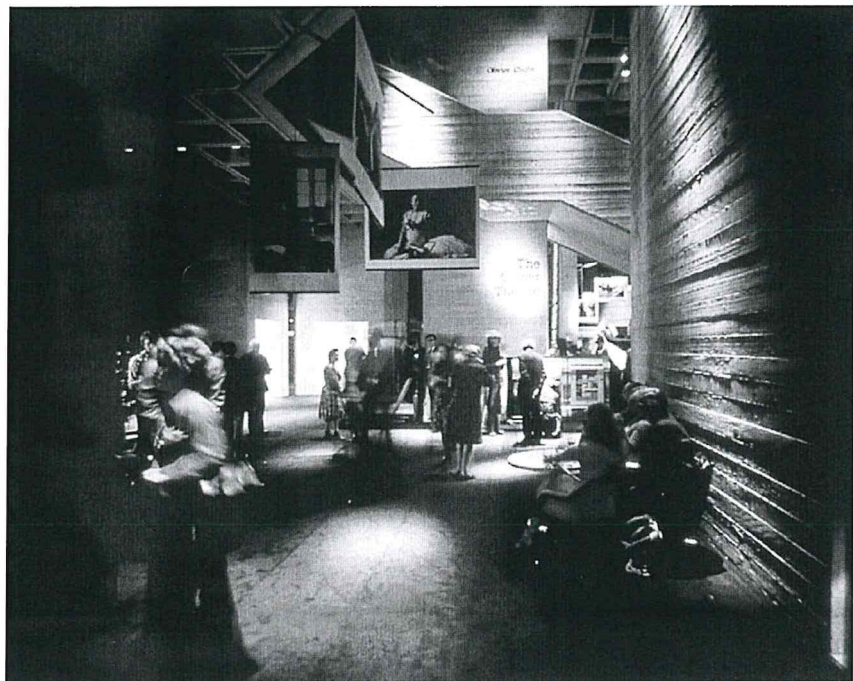


Figure 1.15 Revealing architectural texture