

### 2.10.5 Overhead Glare

A high luminance immediately overhead can also cause discomfort, even when though it cannot be seen when looking directly ahead. The cause of the discomfort is distraction, caused by high luminance reflections from eyebrows, glasses and facial features. The UGR system can be applied to overhead glare to predict the magnitude of discomfort.

### 2.11 Veiling Reflections

Veiling reflections are luminous reflections

from specular surfaces that physically change the contrast of the visual task and therefore change the stimulus presented to the visual system (Figure 26). The two factors that determine the nature and magnitude of veiling reflections are the specularity of the surface being viewed and the geometry between the observer, the surface, and any sources of high luminance. If the surface is a perfectly diffuse reflector, no veiling reflections can occur. If the surface has a specular reflection component, veiling reflections can occur.



Figure 26  
A glossy dry street, with veiling reflections, caused by floodlights.