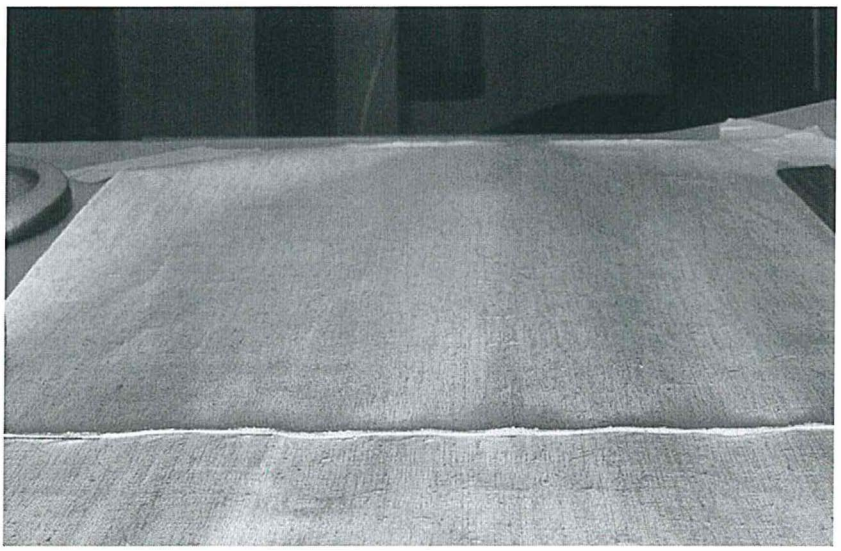

Figure 1.16 Revealing a pulled thread

Not all revelation of texture is desirable. A common problem arises with uplighting on badly finished ceiling surfaces, which reveals unwanted 'texture' or a degree of unevenness that other angles of light would not reveal. Shadows and highlights can reveal too much textural detail, which can result in a reduction of task visibility; the degree to which texture is revealed should therefore be related to the particular requirements of the task.

1.6.3 Display lighting

The preceding comments about the directional qualities of lighting are particularly relevant to display lighting techniques. Revelation of form, dimension and texture are objectives that are invariably encountered in retail and other forms of display work. Additionally, the question of colour appearance and colour rendering is critical. Figure 1.17(a)–(f) illustrate some of the basic techniques for revealing a three-dimensional model to best effect when viewed from one angle. The illustration shows six basic approaches and the associated optimum incident lighting angles. In practice, numerous combinations of these can be used to achieve the required balance of emphasis and revelation (see section 2.3.8, Modelling and emphasis).

1.7 Surfaces

The effect a lighting installation creates in an interior is strongly influenced by the properties of the major room surfaces. For this reason, if for no other, the lighting designer should always attempt to identify the proposed surface finishes early in the design process. The main properties of the room surfaces that are relevant to the appearance of the space are their reflectance and their colour.

1.7.1 Surface reflectances

For interiors lit from the ceiling, the significance of the ceiling reflectance increases as the room area increases. In a small room,