

RECOMMENDED LUX AREAS/ROOMS-AS/NZS 1680 STANDARDS		RECOMMENDED LUX LEVELS FOR VARIOUS TASKS & ACTIVITIES		
AREA/ROOM	LUX	The Following information is a summary of Table 3.1 in AS/NZS 1680.2.2 -Interior and workplace listing.		
		CHARACTERISTICS OF AREAS & ACTIVITIES	EXAMPLES	LUX
Auditorium - General Areas	240	Interiors rarely visited where lighting is only required to aid movement and orientation	Passing through corridors and walkways	40
Bar Area	160	Areas of intermittent use for tasks of coarse detail	Movement, orientation and tasks of coarse detail in areas such as change rooms, storage rooms, loading bays etc.	80
Board Room	240	Areas that are continually used for tasks of coarse detail	Simple tasks such as occasional reading of clearly printed documents for short periods or rough bench or machine work in areas- waiting rooms & entrance halls etc	160
Cafe Area	160	Continuously occupied interiors used for ordinary tasks with high contrasts or large detail	Food preparation areas; counters for transactions; school boards; medium wood working	240
Car Show Room	400	Areas where visual tasks are moderately difficult and include moderate detail or have lower contrasts	Routine office tasks such as reading, typing and writing in office spaces , paint retouching r enquiry desks	320
Carpark- Entrance Area	800	Areas where visual tasks are moderately difficult and include moderate detail and have lower contrasts	Medium level inspection work such as firewood work or car assembly	400
Carpark Exit Area	800	Areas where visual tasks are difficult, are detailed or of low contrast	Visually difficult tasks including most inspection tasks such as proof reading, fine machine work or fine painting	600
Carpark General Area	40	Area where visual tasks involve very small detail and very low contrast	Very difficult tasks such as fine inspection, paint retouching or fine manufacture	800
Change Room	80	Areas where visual tasks work is extremely difficult with extremely small detail or with very low contrasts	Extremely difficult tasks that may require visual aids such as graphic arts inspections, hand tailoring; inspection of dark goods; extra fine bench work etc	1200
Church- General Area	240	Areas where visual work is extremely difficult with exceptionally small detail and contrasts	Exceptionally difficult tasks where visual aids would be of advantage such as the assembly of minute mechanisms and jewellery and each making etc	1600
Control/Switch Room	320			
Corridor- Heavy Traffic Area	80			
Corridor- Light Traffic Area	40			
Court Room	320			
Factory - General Area	160			
Factory - Working Area	400			
Health Care- Childs Play Room	320			
Health Care- Examination Room	600			
Healthcare Patient Room	320			
Kitchen/Food Prep Area	240			
Laboratory Area	400			
Laboratory- Working Area	600			
Library- General Area	240			
Library- Reading Area	320			
Lobby Area	160			
Locker Area	80			
Meeting Room	320			
Museum & Gallery- Corridor Area	80			
Museum & Gallery- Display Area	160			
Office Room	320			
Public Hall- General Area	240			
Restaurant Area	160			
Retail- General Area	400			
School- General Area	240			
Stairs Area	40			
Storage Area	160			
Store Room	160			
Toilet Area	80			
Warehouse Area	160			