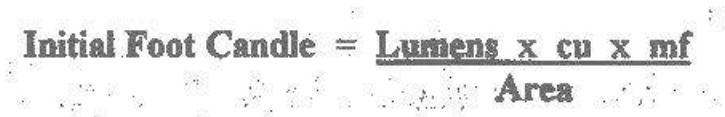
Metric: English:

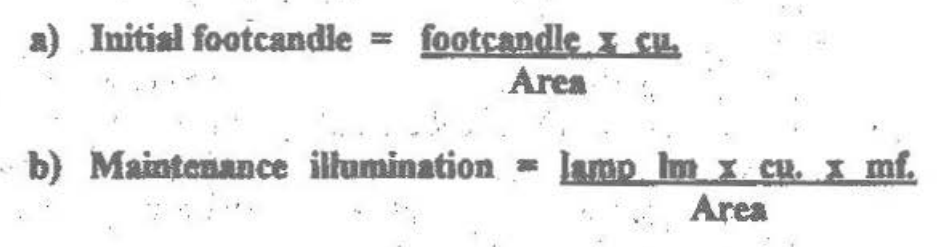
TAB: ILLUMINATION



INPUT: lumens [ illumLumens ]

Area [ illumArea ]

CU [ illumCU ]

OUTPUT: INITIAL ILLUMINATION [ illumInitial ]\*\*

INPUT: lumens [ illumLumens ]

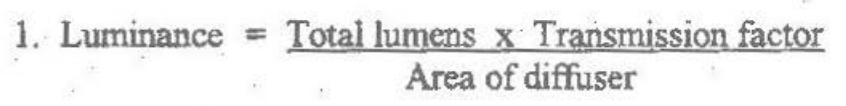
Area [ illumArea ]

CU [ illumCU ]

MF [ illumMF ]

OUTPUT: MAINTANANCE ILLUMINATION [ illumMaintained ]\*\*

TAB: LUMINANCE



INPUT: lumens [ luminLumens ]

Transmission factor [ luminTF ]

Area [ luminArea ]

Number of lamps [ luminNumber ]

( multiply lumens by number of lamps for total)

\*if luminNumber is not filled in, default=1

OUTPUT: footlambert [ luminOutput ]\*\*



Millilambert = metric ; footlambert = English

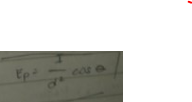
/\*

The output section on luminance has some contradictions…

Eto na lang muna ilagay mo kuya ^\_^

\*/

TAB: 2D POINT-BY-POINT

 \*d = sqrt( side2 + height2)

\*I = lumens / 4π

INPUT: lumens [ twodLumens ]

Length of room (2X) [ twodLength ]

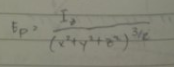
Width of room (2Y) [ twodWidth ]

Theta [twodAngle ]

\*theta = arctan ( side / height )

OUTPUT: lux/fc [ twodOutput ]

TAB: 3D POINT-BY-POINT

 \*that’s raised to 3/2

\*I = lumens / 4π

\*numerator is I \* z

INPUT: lumens [ threedLumens ]

Length of room (2X) [ threedLength ]

Width of room (2Y) [ threedWidth ]

Height ( Z ) [ threedHeight ]

OUTPUT: lux/fc [ threedOutput ]

/\* 2d and 3d are subject to change but that’s all I can do for now…

Will discuss with groupmates ^\_^ \*/