Date 9/25/2024

Don O'Malley & Partners
Consulting Engineers - Building Services

1819 Woodquay Park Enhancement

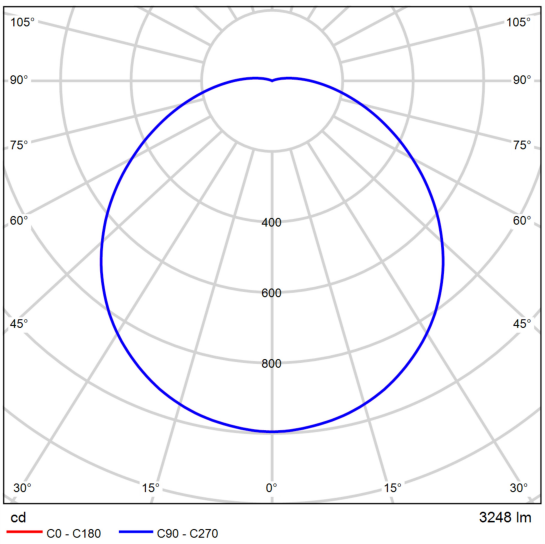
Planning Report Rev 02

Don O'Malley & Partners

Product data sheet

Current - PVNTR-17-30-27K9-UNV

Article No.	-
P	31.4 W
$\Phi_{Luminaire}$	3248 lm
Luminous efficacy	103.4 lm/W
CCT	2700 K
CRI	90



Polar LDC

The Prevent Round brings versatility, style, and durability to outdoor and complex environments. The Prevent Round is intentionally designed for canopy or wall sconce use in applications ranging from public outdoor spaces to patient care areas in behavioral health settings. 13" and 17" configurations provide scalability in each space, Precision designed LED placement provides a uniform low glare appearance, Decorative cover hides all external hardware while providing a clean contemporary finish, IK10 rated high impact, UV resistant polycarbonate lens withstands damage in high conflict areas, Lifeshield option offers solutions for healthcare, vandal resistant, and behavioral applications, Dedicated LED color options in green, blue, amber and red are available to meet specialty application requirements,

Glare evaluation according to UGR

ρ Ceiling		70	70	50	50	30	70	70	50	50	30
ρ Walls		50	30	50	30	30	50	30	50	30	30
ρ Floor		20	20	20	20	20	20	20	20	20	20
Room size X	Y	Viewing direction at right angles to lamp axis					Viewing direction parallel to lamp axis				
2H	2H	20.5	21.9	20.8	22.2	22.5	20.5	21.9	20.8	22.2	22.5
	3H	22.1	23.4	22.5	23.7	24.1	22.1	23.4	22.5	23.7	24.1
	4H	22.9	24.1	23.3	24.4	24.8	22.9	24.1	23.3	24.4	24.8
	6H	23.6	24.7	24.0	25.1	25.5	23.6	24.7	24.0	25.1	25.5
	8H	23.9	25.0	24.3	25.3	25.7	23.9	25.0	24.3	25.3	25.7
	12H	24.2	25.2	24.6	25.6	26.0	24.2	25.2	24.6	25.6	26.0
4H	2H	21.2	22.3	21.6	22.7	23.1	21.2	22.3	21.6	22.7	23.1
	3H	23.0	24.1	23.5	24.4	24.9	23.0	24.1	23.5	24.4	24.9
	4H	23.9	24.9	24.4	25.3	25.7	23.9	24.9	24.4	25.3	25.7
	6H	24.8	25.6	25.3	26.1	26.5	24.8	25.6	25.3	26.1	26.5
	8H	25.2	25.9	25.7	26.4	26.9	25.2	25.9	25.7	26.4	26.9
	12H	25.5	26.3	26.0	26.7	27.2	25.5	26.3	26.0	26.7	27.2
8H	4H	24.3	25.1	24.8	25.5	26.0	24.3	25.1	24.8	25.5	26.0
	6H	25.4	26.0	25.9	26.5	27.0	25.4	26.0	25.9	26.5	27.0
	8H	25.9	26.5	26.4	27.0	27.5	25.9	26.5	26.4	27.0	27.5
	12H	26.4	26.9	27.0	27.4	28.0	26.4	26.9	27.0	27.4	28.0
12H	4H	24.4	25.1	24.9	25.5	26.1	24.4	25.1	24.9	25.5	26.1
	6H	25.5	26.1	26.0	26.6	27.1	25.5	26.1	26.0	26.6	27.1
	8H	26.1	26.6	26.6	27.1	27.7	26.1	26.6	26.6	27.1	27.7
Variation of the observer position for the luminaire distances S											
S = 1.0H S = 1.5H S = 2.0H		+0.1 / -0.1 +0.2 / -0.3 +0.3 / -0.6					+0.1 / -0.1 +0.2 / -0.3 +0.3 / -0.6				
Standard table		BK07					BK07				
Correction summand		9.0					9.0				
Corrected glare indices referring to 3248lm Total luminous flux											

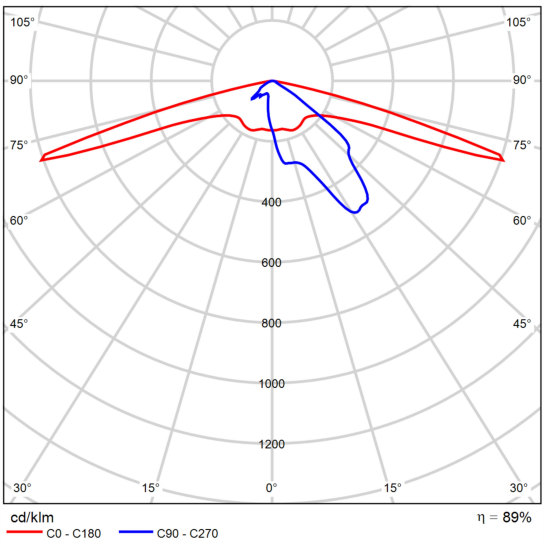
UGR diagram (SHR: 0.25)

Product data sheet

Schréder - AXIA 3.1 5266 Integrated lenses 16 OSLON SQUARE GIANT@870mA WW 727 230V 00-53-397 429092

Schréder
Experts in lightability™

Article No.	429092
P	44.0 W
Φ_{Lamp}	5622 lm
$\Phi_{Luminaire}$	5018 lm
η	89.25 %
Luminous efficacy	114.0 lm/W
CCT	2700 K
CRI	70



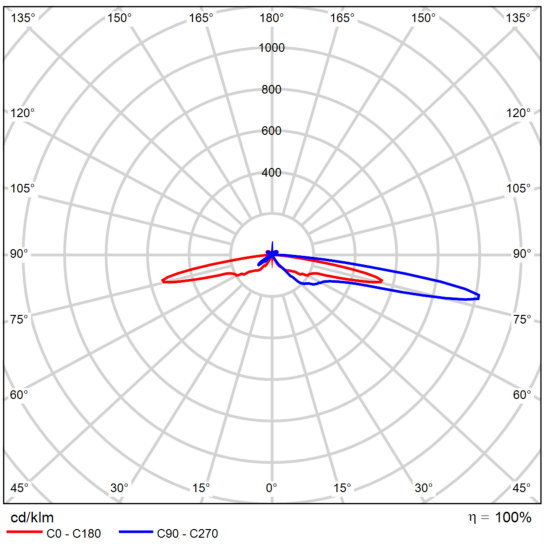
Polar LDC

Product data sheet

Schréder - PHAROS 5119 Asymmetrical 8 LEDs 350mA WW Cylindrical, PC, Smooth 356012

Schréder
Experts in lightability™

P	11.0 W
Φ_{Lamp}	704 lm
$\Phi_{Luminaire}$	704 lm
η	100.00 %
Luminous efficacy	64.0 lm/W
CCT	2700 K
CRI	70



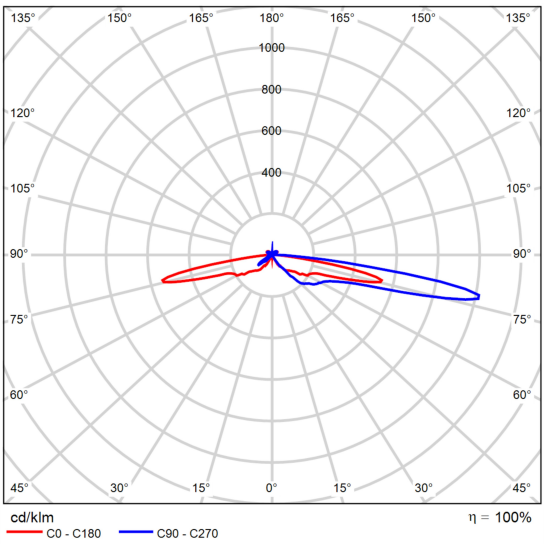
Polar LDC

Product data sheet

Schréder - PHAROS 5119 Asymmetrical 8 LEDs 350mA WW Cylindrical, PC, Smooth 356012

Schréder
Experts in lightability™

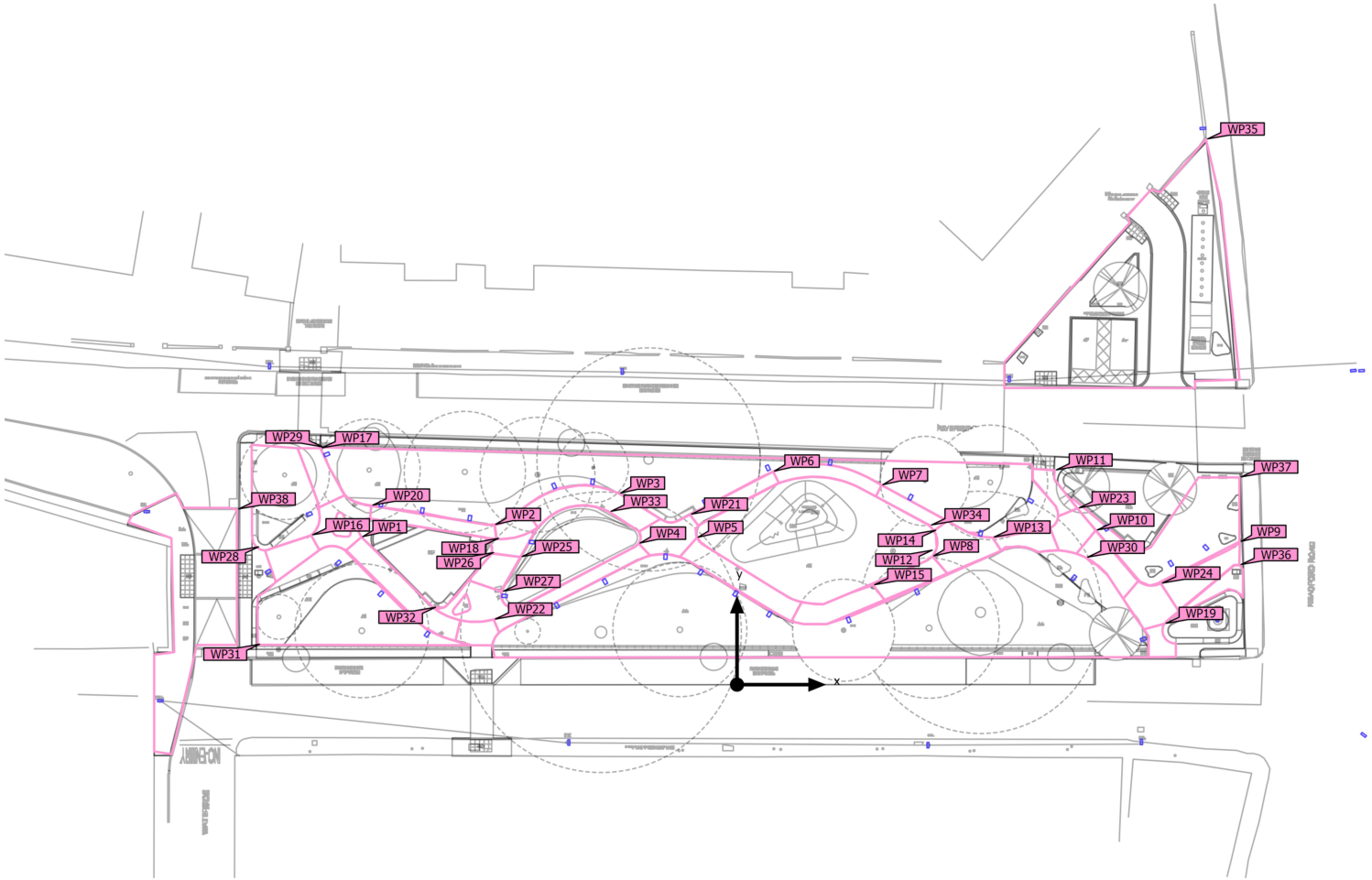
P	11.0 W
Φ_{Lamp}	704 lm
$\Phi_{Luminaire}$	704 lm
η	100.00 %
Luminous efficacy	64.0 lm/W
CCT	2700 K
CRI	70



Polar LDC

Site 1 (Light scene 1)

Calculation objects



Site 1 (Light scene 1)

Calculation objects

Working planes

Properties	$\bar{E}$	E_{min}	E_{max}	U_o (g_1)	g_2	Index
Working plane (Outdoor space 8) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	18.2 lx	8.86 lx	38.3 lx	0.49	0.23	WP1
Working plane (Outdoor space 9) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	24.2 lx	11.2 lx	41.6 lx	0.46	0.27	WP2
Working plane (Outdoor space 10) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	17.1 lx	5.46 lx	41.0 lx	0.32	0.13	WP3
Working plane (Outdoor space 11) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	16.1 lx	7.43 lx	36.8 lx	0.46	0.20	WP4
Working plane (Outdoor space 12) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	23.2 lx	10.7 lx	43.5 lx	0.46	0.25	WP5
Working plane (Outdoor space 13) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	20.3 lx	9.57 lx	40.1 lx	0.47	0.24	WP6
Working plane (Outdoor space 14) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	18.1 lx	8.40 lx	40.4 lx	0.46	0.21	WP7
Working plane (Outdoor space 15) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	14.1 lx	5.98 lx	35.4 lx	0.42	0.17	WP8
Working plane (public Area) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	15.9 lx	7.19 lx	35.6 lx	0.45	0.20	WP9
Working plane (Outdoor space 17) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	13.7 lx	6.39 lx	30.9 lx	0.47	0.21	WP10
Working plane (Outdoor space 18) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	11.9 lx	6.92 lx	20.2 lx	0.58	0.34	WP11

Site 1 (Light scene 1)

Calculation objects

Working plane (Outdoor space 19) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	8.36 lx	6.07 lx	18.3 lx	0.73	0.33	WP12
Working plane (Outdoor space 20) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	12.3 lx	3.87 lx	35.0 lx	0.31	0.11	WP13
Working plane (Outdoor space 21) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	16.0 lx	7.16 lx	36.9 lx	0.45	0.19	WP14
Working plane (Outdoor space 22) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	14.8 lx	7.32 lx	38.2 lx	0.49	0.19	WP15
Working plane (Outdoor space 23) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	17.9 lx	10.3 lx	36.7 lx	0.58	0.28	WP16
Working plane (Outdoor space 24) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	22.5 lx	12.3 lx	42.9 lx	0.55	0.29	WP17
Working plane (Outdoor space 25) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	17.1 lx	10.0 lx	34.2 lx	0.58	0.29	WP18
Working plane (Outdoor space 26) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	25.0 lx	14.7 lx	41.9 lx	0.59	0.35	WP19
Working plane (Outdoor space 27) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	19.0 lx	12.3 lx	42.0 lx	0.65	0.29	WP20
Working plane (Outdoor space 28) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	17.8 lx	7.70 lx	40.9 lx	0.43	0.19	WP21
Working plane (Outdoor space 29) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	8.48 lx	7.70 lx	10.7 lx	0.91	0.72	WP22
Working plane (Outdoor space 30) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	11.9 lx	6.70 lx	29.6 lx	0.56	0.23	WP23

Site 1 (Light scene 1)

Calculation objects

Working plane (Outdoor space 31) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	11.3 lx	7.75 lx	28.9 lx	0.69	0.27	WP24
Working plane (Outdoor space 32) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	14.6 lx	10.1 lx	30.9 lx	0.69	0.33	WP25
Working plane (Outdoor space 33) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	21.6 lx	7.29 lx	38.8 lx	0.34	0.19	WP26
Working plane (Outdoor space 34) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	16.0 lx	6.79 lx	36.6 lx	0.42	0.19	WP27
Spill Lighting Park Area 01 Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	13.1 lx	5.80 lx	38.9 lx	0.44	0.15	WP28
Spill Lighting Park Area 02 Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	11.5 lx	1.85 lx	36.8 lx	0.16	0.050	WP29
Spill Lighting Park Area 05 Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	8.69 lx	1.84 lx	37.1 lx	0.21	0.050	WP30
Spill Lighting Park Area 06 Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	9.15 lx	2.47 lx	40.7 lx	0.27	0.061	WP31
Spill Lighting Park Area 07 Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	13.3 lx	6.71 lx	29.2 lx	0.50	0.23	WP32
Spill Lighting Park Area 08 Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	13.0 lx	4.83 lx	31.7 lx	0.37	0.15	WP33
Spill Lighting Park Area 09 Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	8.84 lx	2.45 lx	29.3 lx	0.28	0.084	WP34
Working plane (Outdoor space 45) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	2.99 lx	0.97 lx	17.0 lx	0.32	0.057	WP35

Site 1 (Light scene 1)

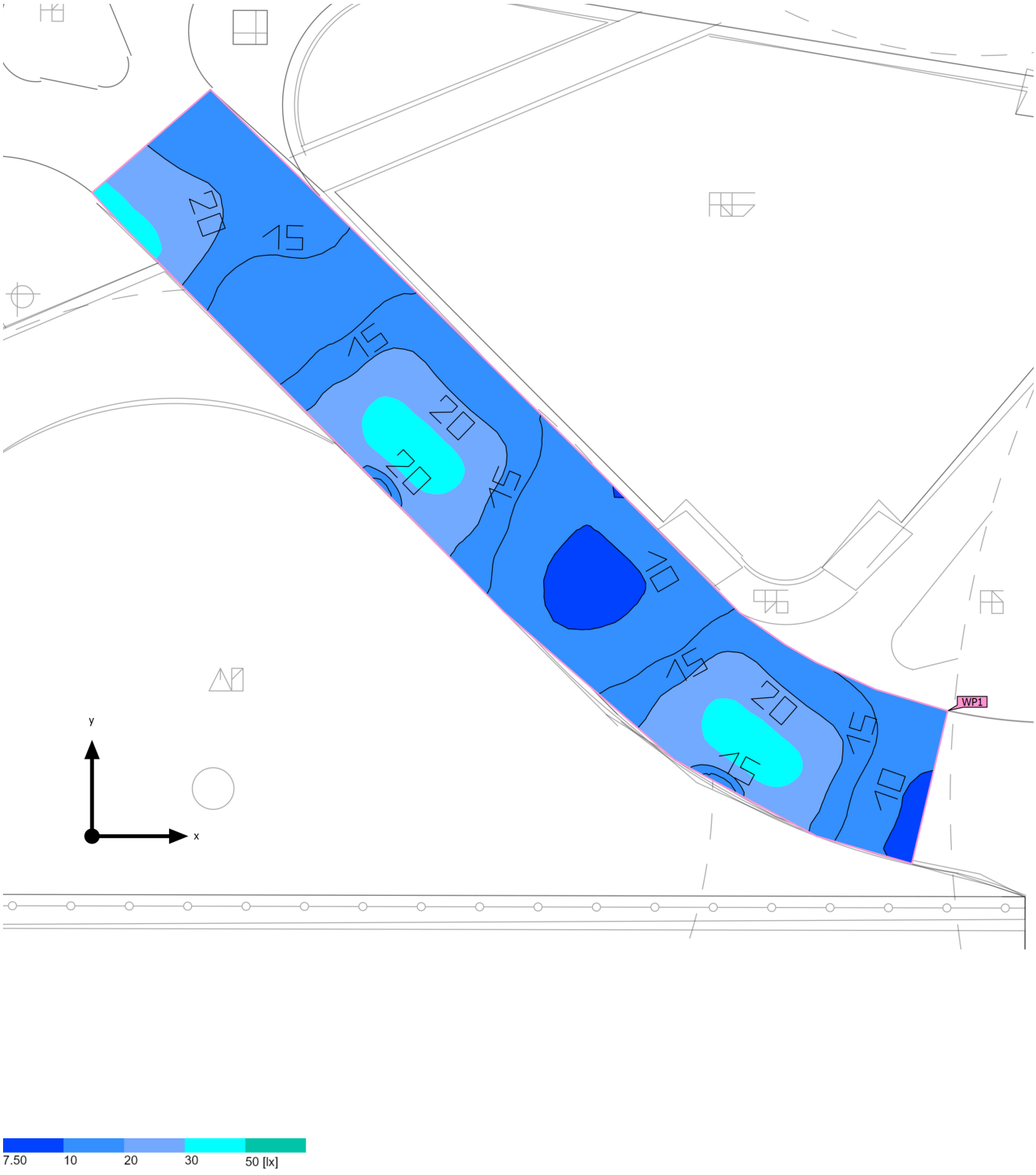
Calculation objects

Working plane (Public Area-2) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	9.63 lx	5.81 lx	12.4 lx	0.60	0.47	WP36
Working plane (public Area-1) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	10.9 lx	2.53 lx	41.3 lx	0.23	0.061	WP37
Working plane (water edge) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	14.5 lx	5.60 lx	25.9 lx	0.39	0.22	WP38

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Outdoor space 8 (Light scene 1)

Calculation objects



Outdoor space 8 (Light scene 1)

Calculation objects

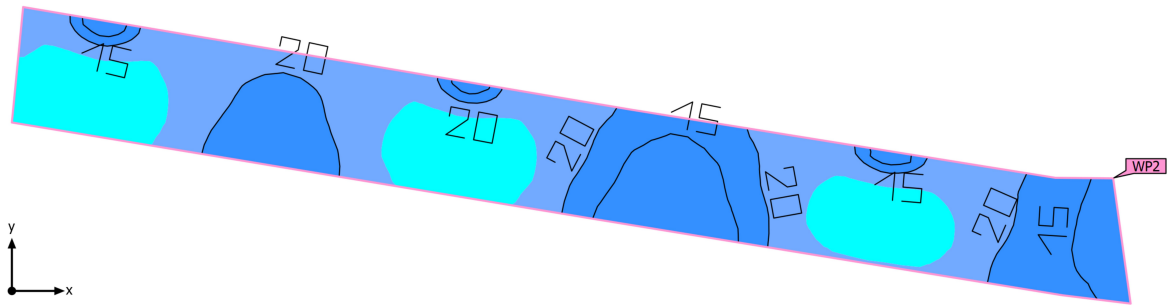
Working planes

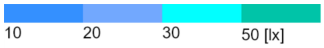
Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 8) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	18.2 lx (≥ 5.00 lx)	8.86 lx	38.3 lx	0.49 (≥ 0.25)	0.23	WP1

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Site 1 · Outdoor space 9 (Light scene 1)

Calculation objects





Site 1 · Outdoor space 9 (Light scene 1)

Calculation objects

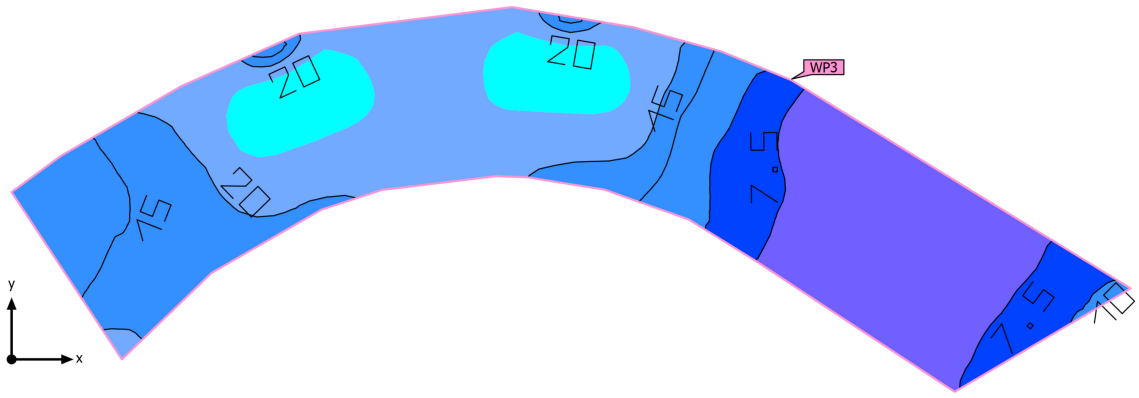
Working planes

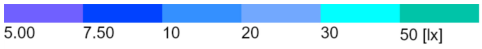
Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 9) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	24.2 lx (≥ 5.00 lx)	11.2 lx	41.6 lx	0.46 (≥ 0.25)	0.27	WP2

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 10 (Light scene 1)

Calculation objects





Outdoor space 10 (Light scene 1)

Calculation objects

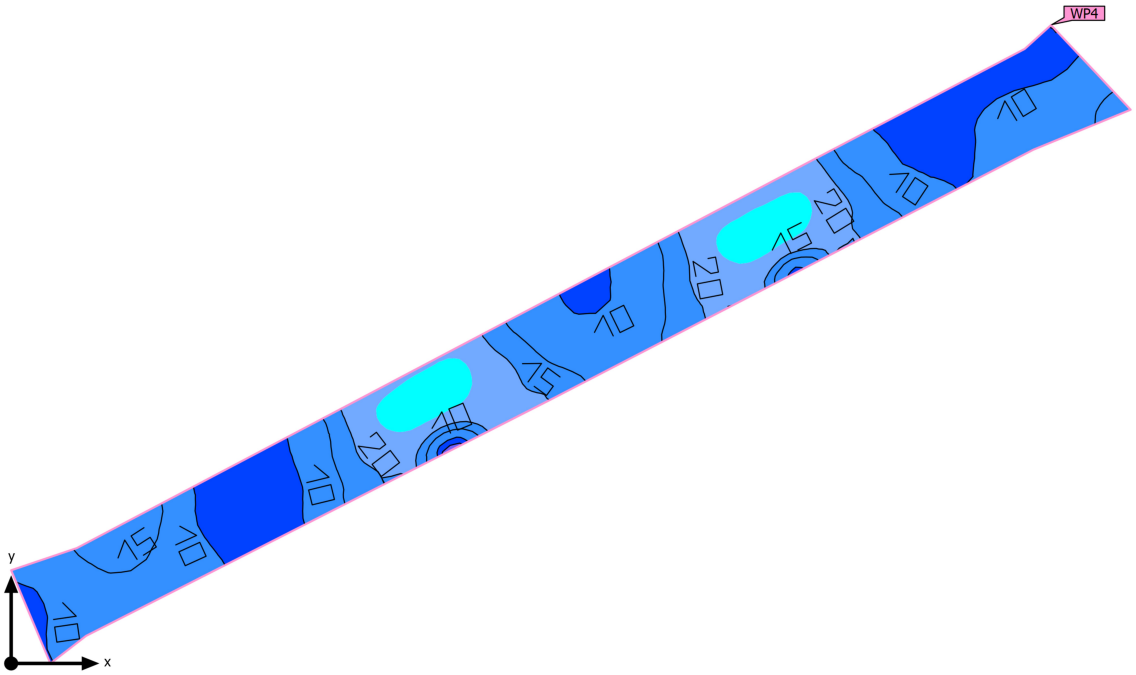
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 10) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	17.1 lx (≥ 5.00 lx)	5.46 lx	41.0 lx	0.32 (≥ 0.25)	0.13	WP3

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 11 (Light scene 1)

Calculation objects



Outdoor space 11 (Light scene 1)

Calculation objects

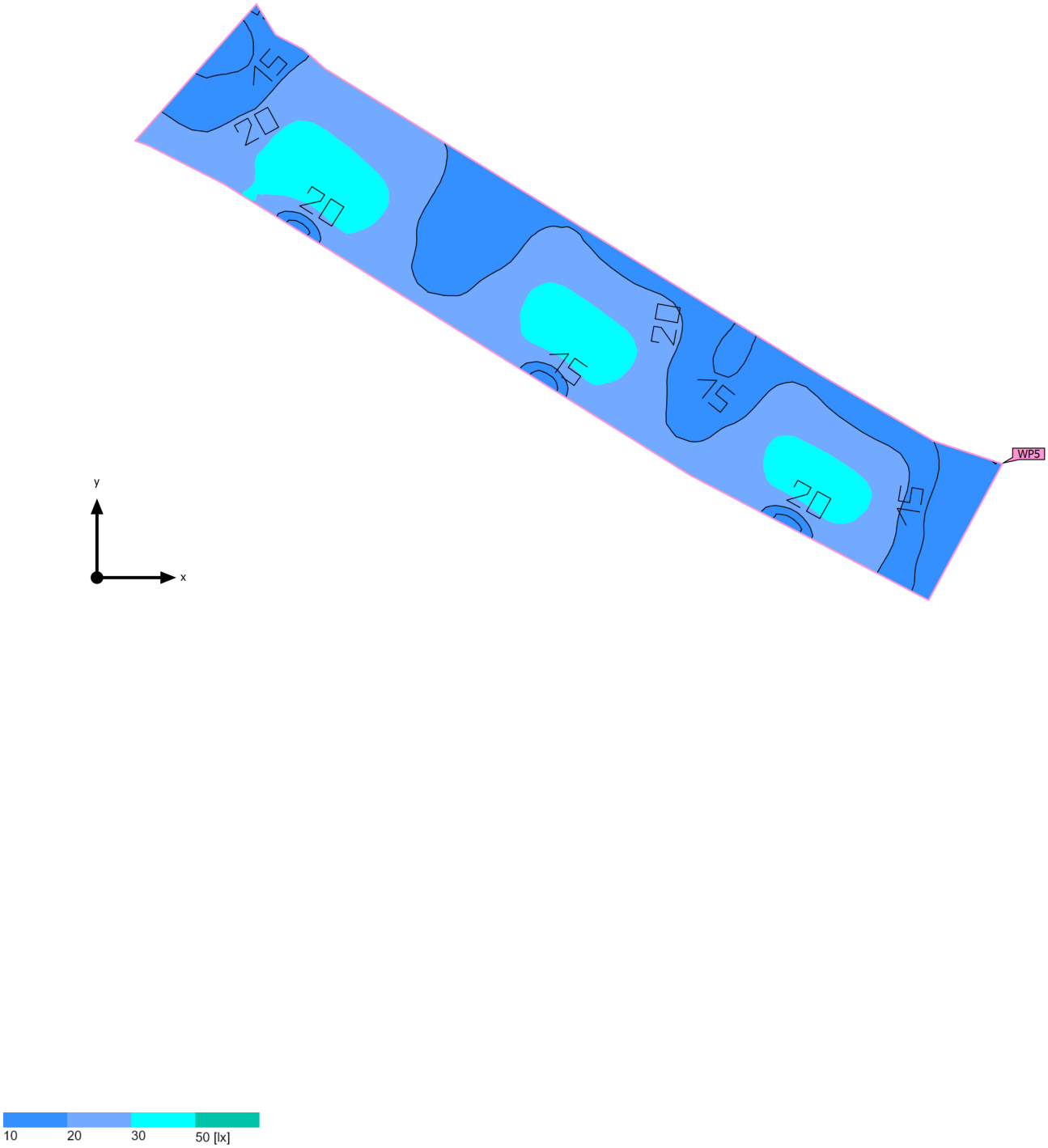
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 11) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	16.1 lx (≥ 5.00 lx)	7.43 lx	36.8 lx	0.46 (≥ 0.25)	0.20	WP4

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 12 (Light scene 1)

Calculation objects



Outdoor space 12 (Light scene 1)

Calculation objects

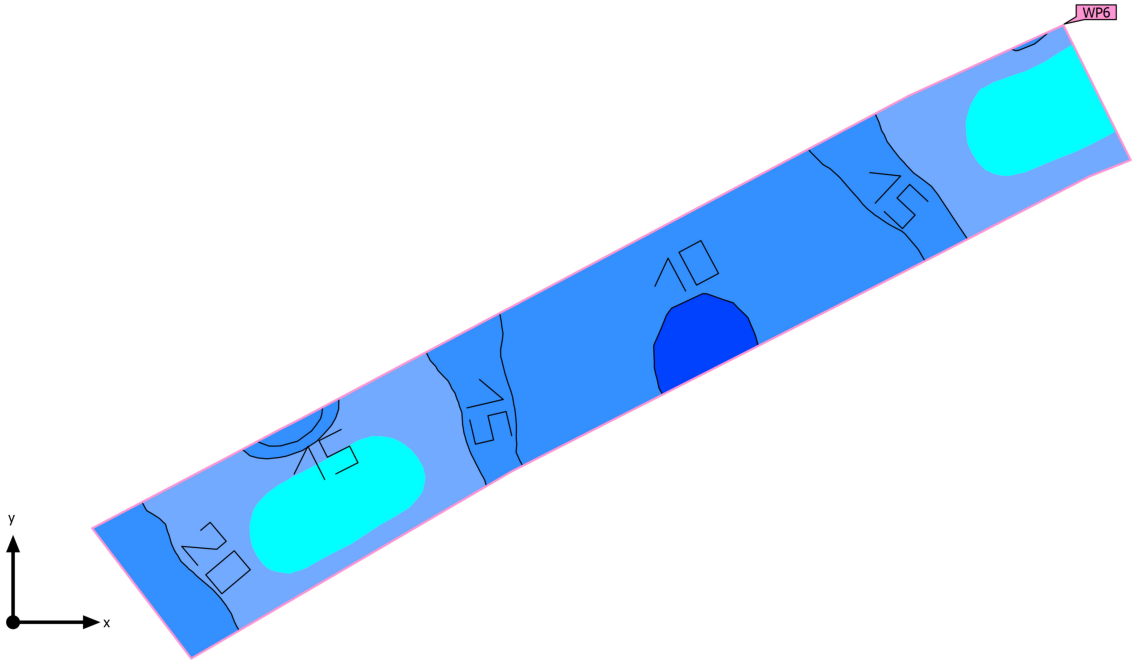
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 12) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	23.2 lx (≥ 5.00 lx)	10.7 lx	43.5 lx	0.46 (≥ 0.25)	0.25	WP5

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 13 (Light scene 1)

Calculation objects



Outdoor space 13 (Light scene 1)

Calculation objects

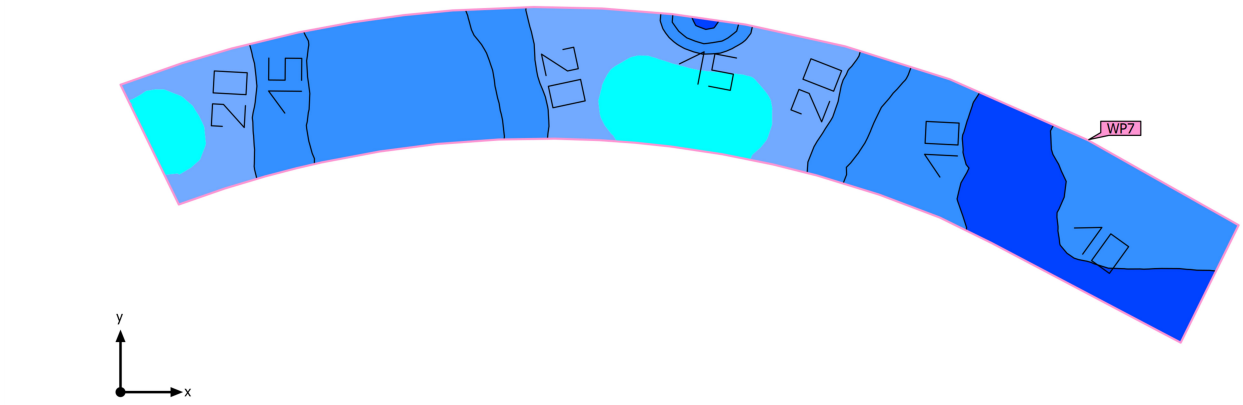
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 13) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	20.3 lx (≥ 5.00 lx)	9.57 lx	40.1 lx	0.47 (≥ 0.25)	0.24	WP6

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 14 (Light scene 1)

Calculation objects



Outdoor space 14 (Light scene 1)

Calculation objects

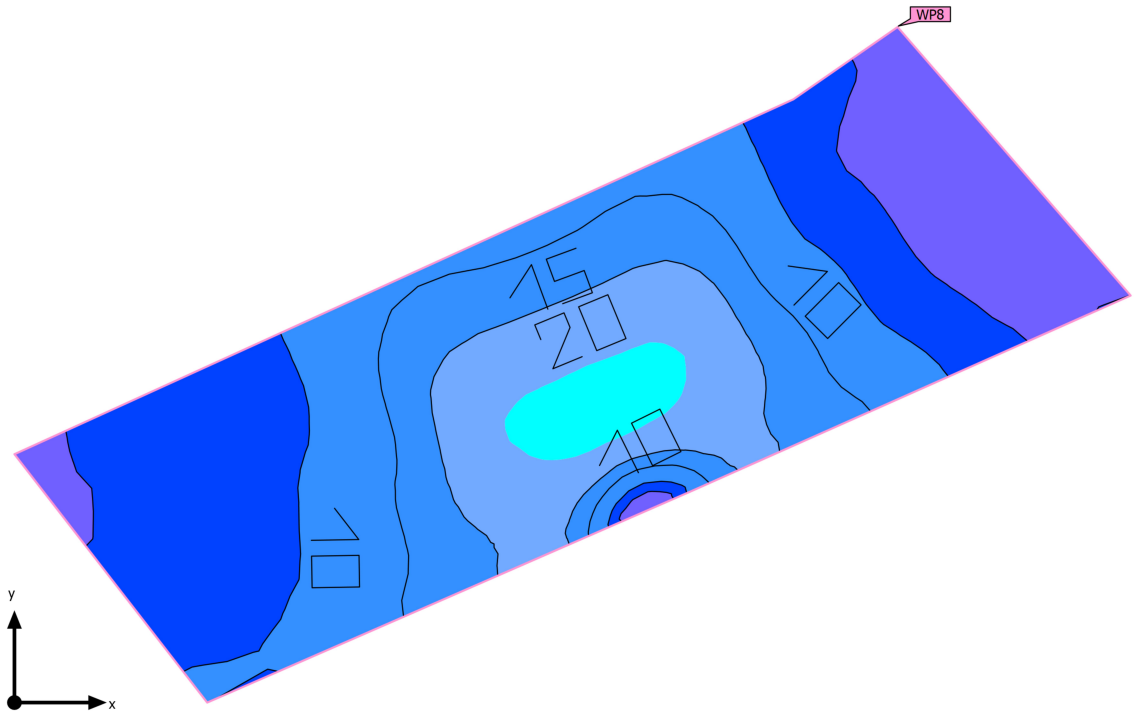
Working planes

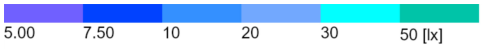
Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 14) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	18.1 lx (≥ 5.00 lx)	8.40 lx	40.4 lx	0.46 (≥ 0.25)	0.21	WP7

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 15 (Light scene 1)

Calculation objects





Outdoor space 15 (Light scene 1)

Calculation objects

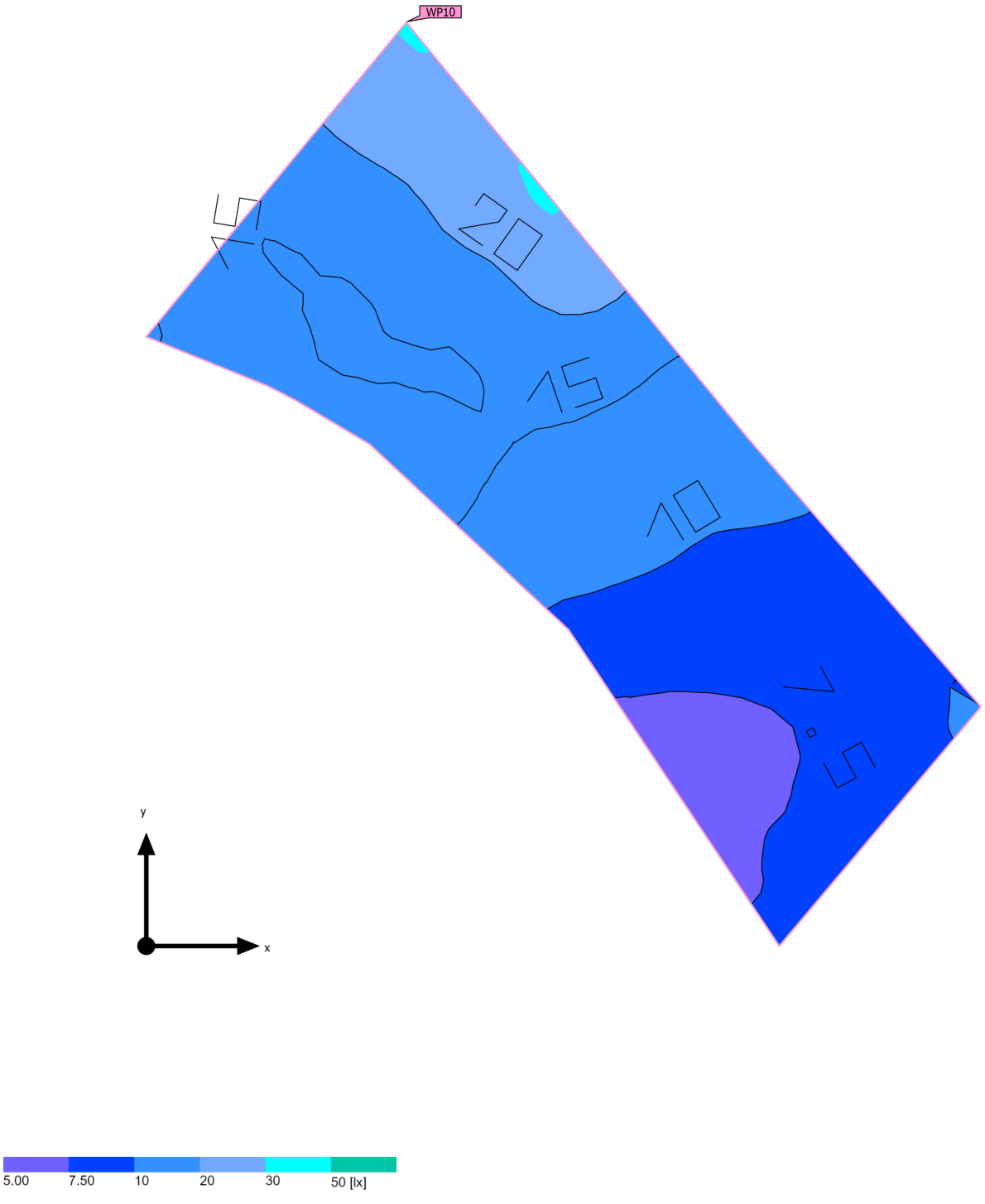
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 15) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	14.1 lx (≥ 5.00 lx)	5.98 lx	35.4 lx	0.42 (≥ 0.25)	0.17	WP8

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 17 (Light scene 1)

Calculation objects



Outdoor space 17 (Light scene 1)

Calculation objects

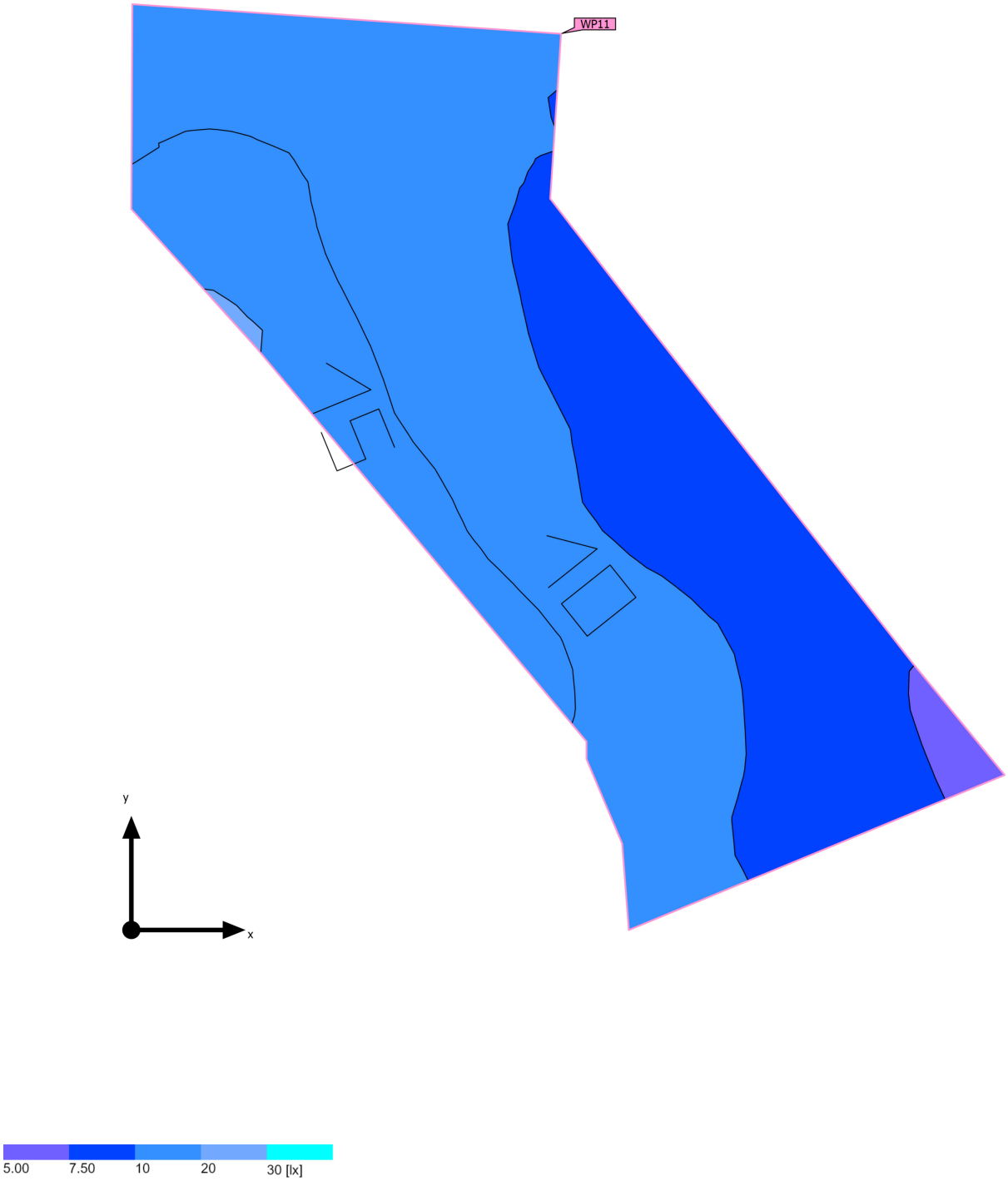
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 17) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	13.7 lx (≥ 5.00 lx)	6.39 lx	30.9 lx	0.47 (≥ 0.25)	0.21	WP10

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 18 (Light scene 1)

Calculation objects



Outdoor space 18 (Light scene 1)

Calculation objects

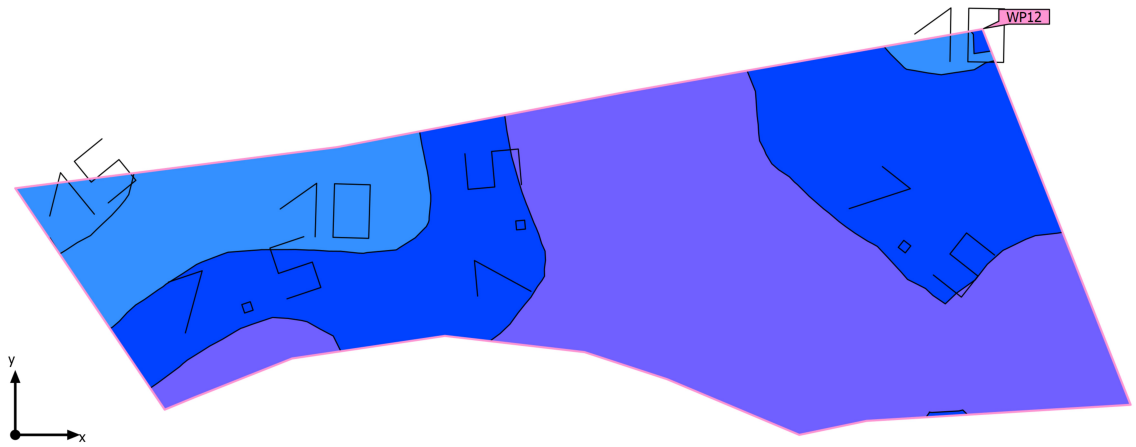
Working planes

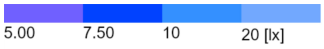
Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 18) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	11.9 lx (≥ 5.00 lx)	6.92 lx	20.2 lx	0.58 (≥ 0.25)	0.34	WP11

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 19 (Light scene 1)

Calculation objects





Outdoor space 19 (Light scene 1)

Calculation objects

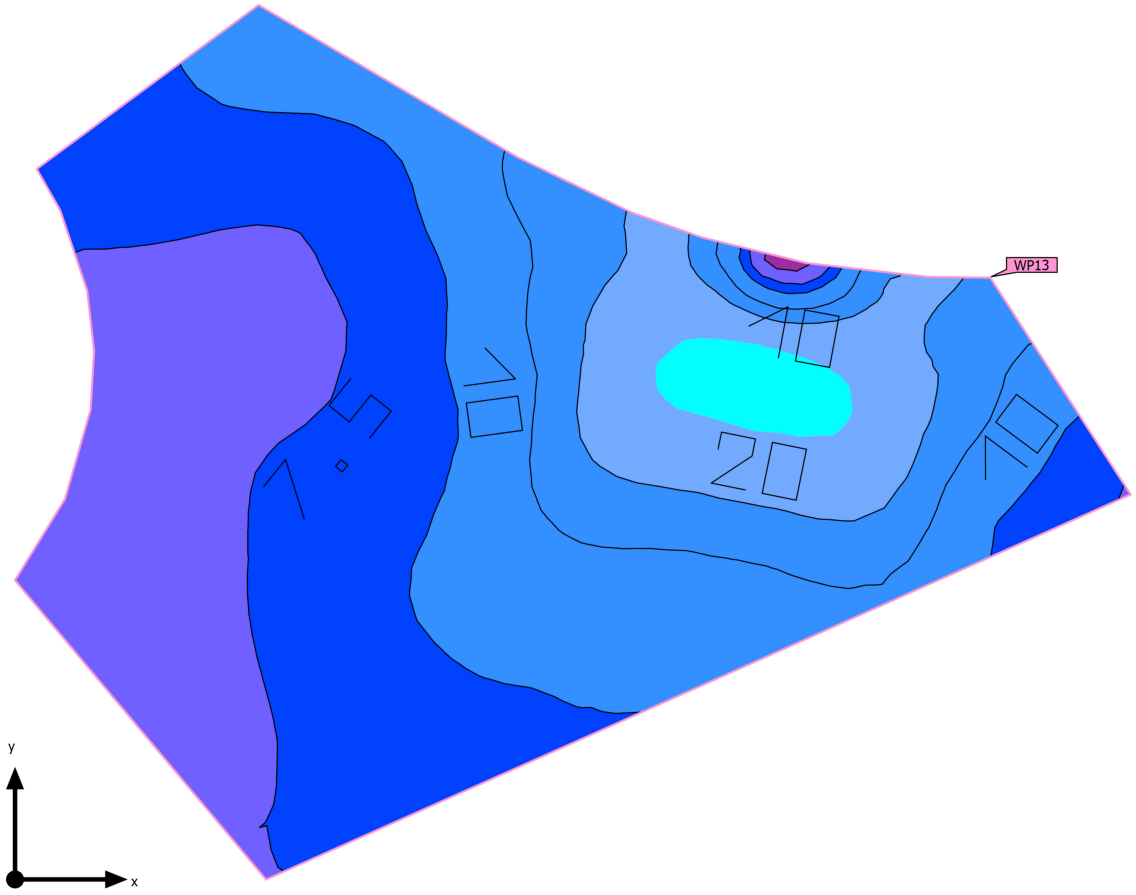
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 19) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	8.36 lx (≥ 5.00 lx)	6.07 lx	18.3 lx	0.73 (≥ 0.25)	0.33	WP12

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 20 (Light scene 1)

Calculation objects



Outdoor space 20 (Light scene 1)

Calculation objects

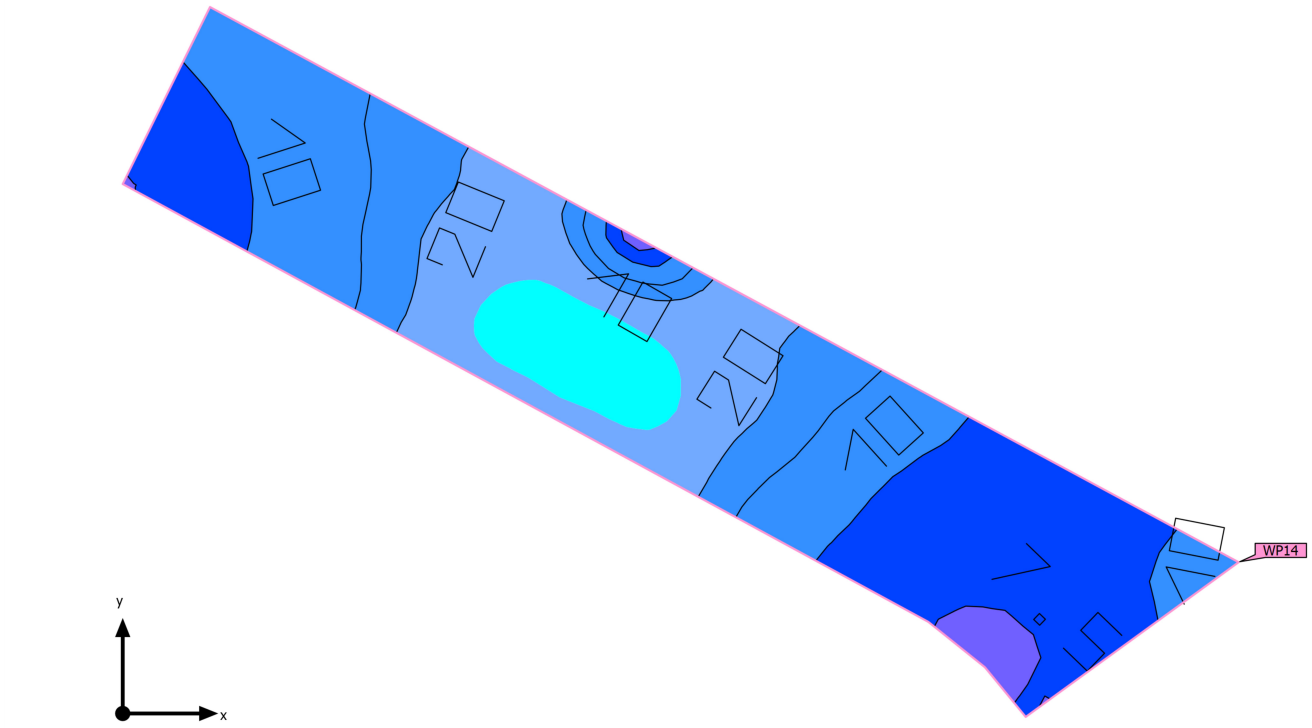
Working planes

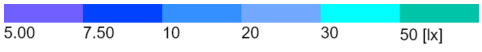
Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 20) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	12.3 lx (≥ 5.00 lx)	3.87 lx	35.0 lx	0.31 (≥ 0.25)	0.11	WP13

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 21 (Light scene 1)

Calculation objects





Outdoor space 21 (Light scene 1)

Calculation objects

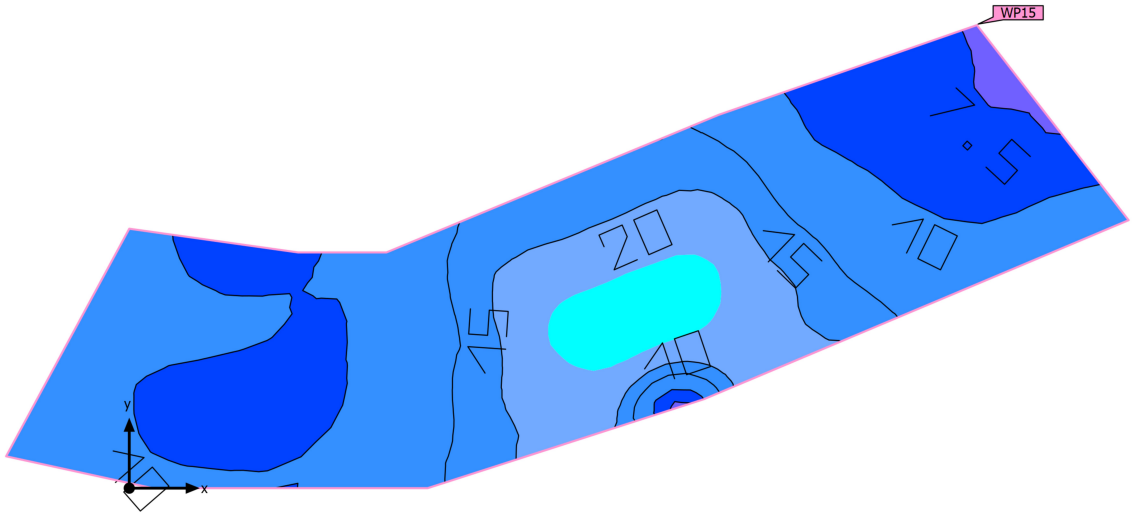
Working planes

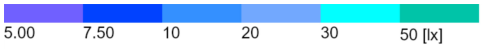
Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 21) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	16.0 lx (≥ 5.00 lx)	7.16 lx	36.9 lx	0.45 (≥ 0.25)	0.19	WP14

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 22 (Light scene 1)

Calculation objects





Outdoor space 22 (Light scene 1)

Calculation objects

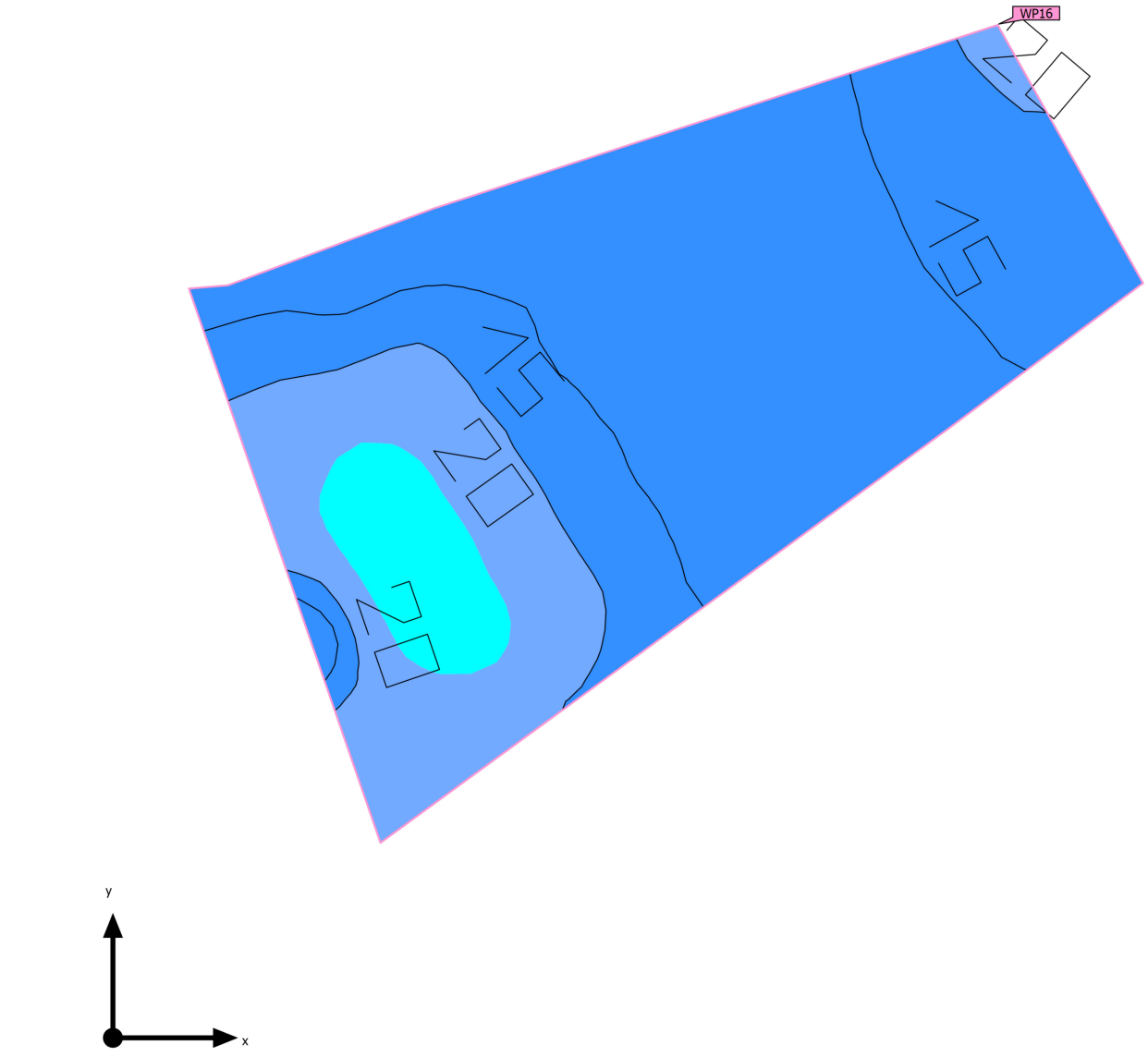
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 22) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	14.8 lx (≥ 5.00 lx)	7.32 lx	38.2 lx	0.49 (≥ 0.25)	0.19	WP15

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 23 (Light scene 1)

Calculation objects



Outdoor space 23 (Light scene 1)

Calculation objects

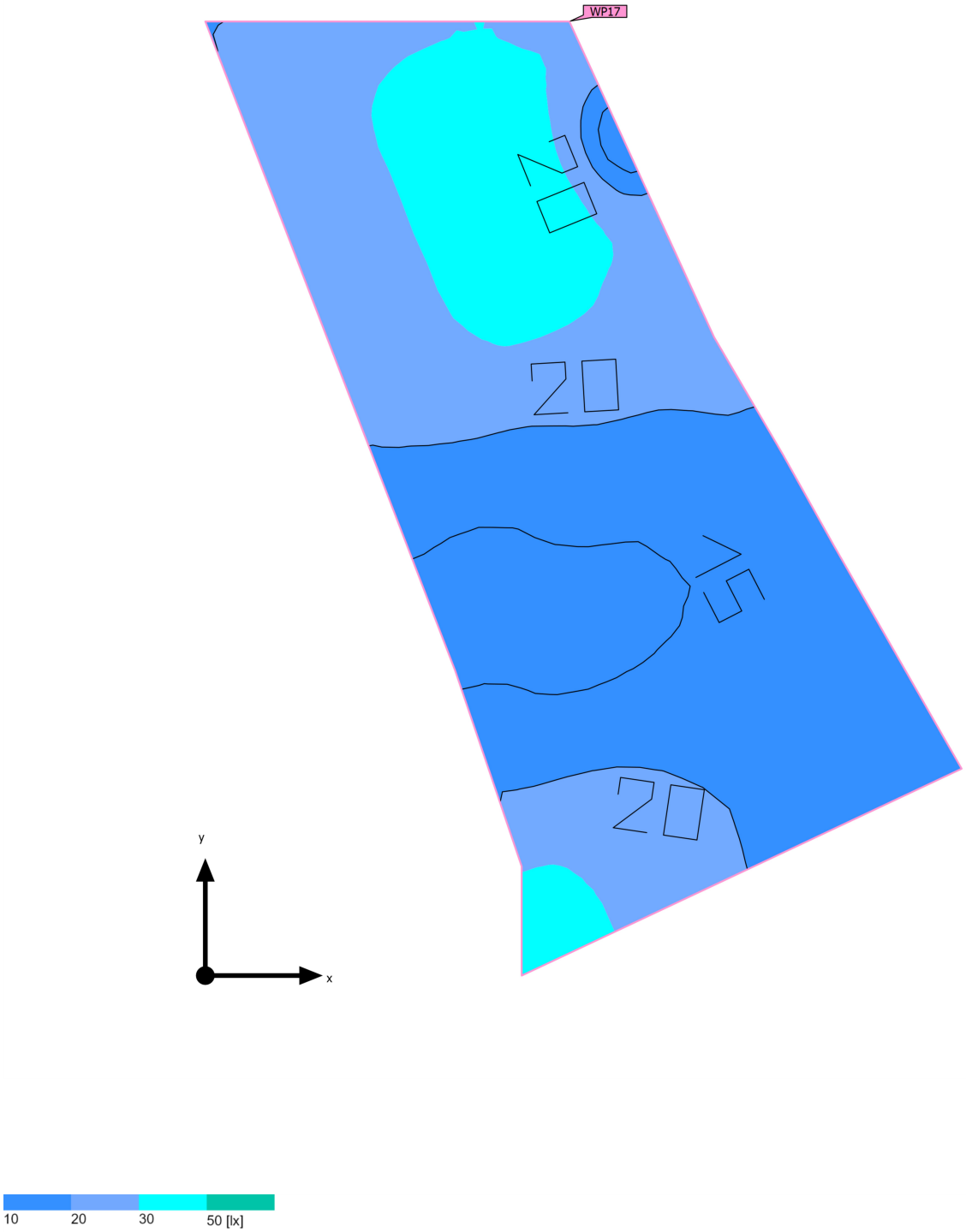
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 23) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	17.9 lx (≥ 5.00 lx)	10.3 lx	36.7 lx	0.58 (≥ 0.25)	0.28	WP16

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 24 (Light scene 1)

Calculation objects



Outdoor space 24 (Light scene 1)

Calculation objects

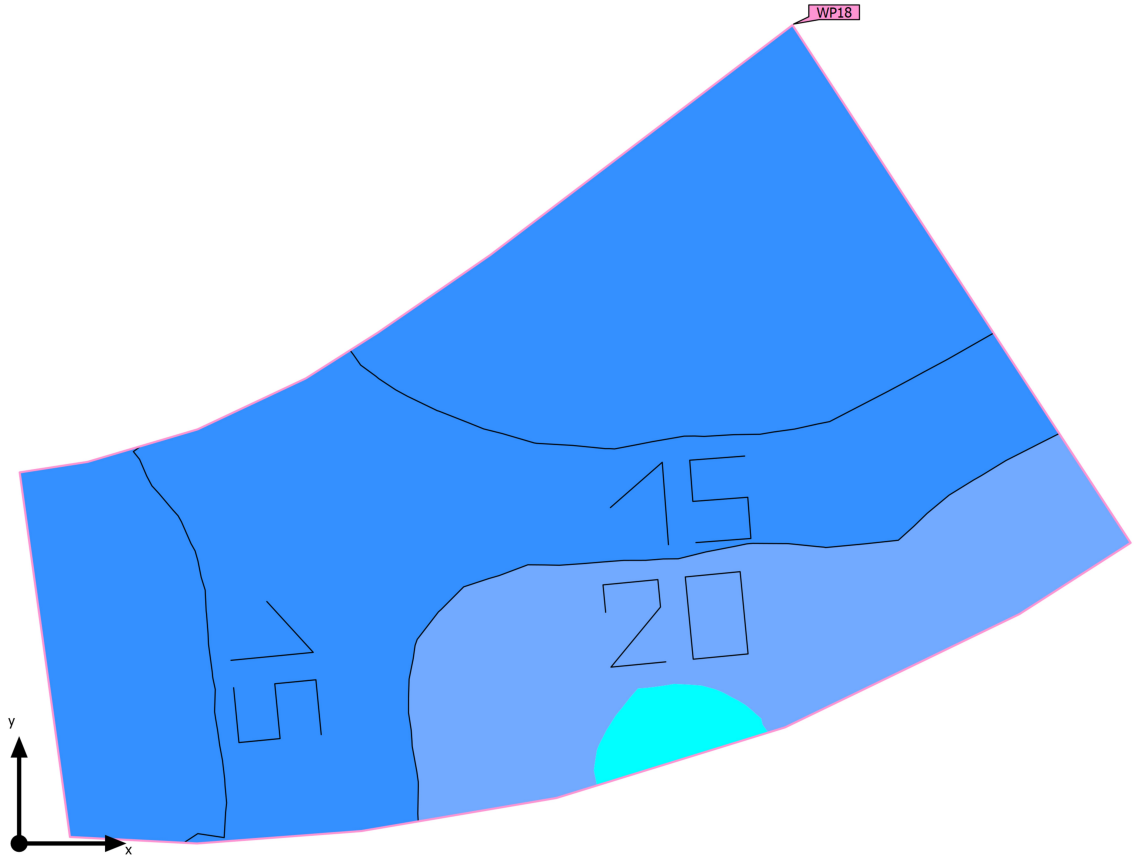
Working planes

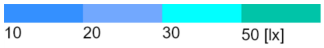
Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 24) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	22.5 lx (≥ 5.00 lx)	12.3 lx	42.9 lx	0.55 (≥ 0.25)	0.29	WP17

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 25 (Light scene 1)

Calculation objects





Outdoor space 25 (Light scene 1)

Calculation objects

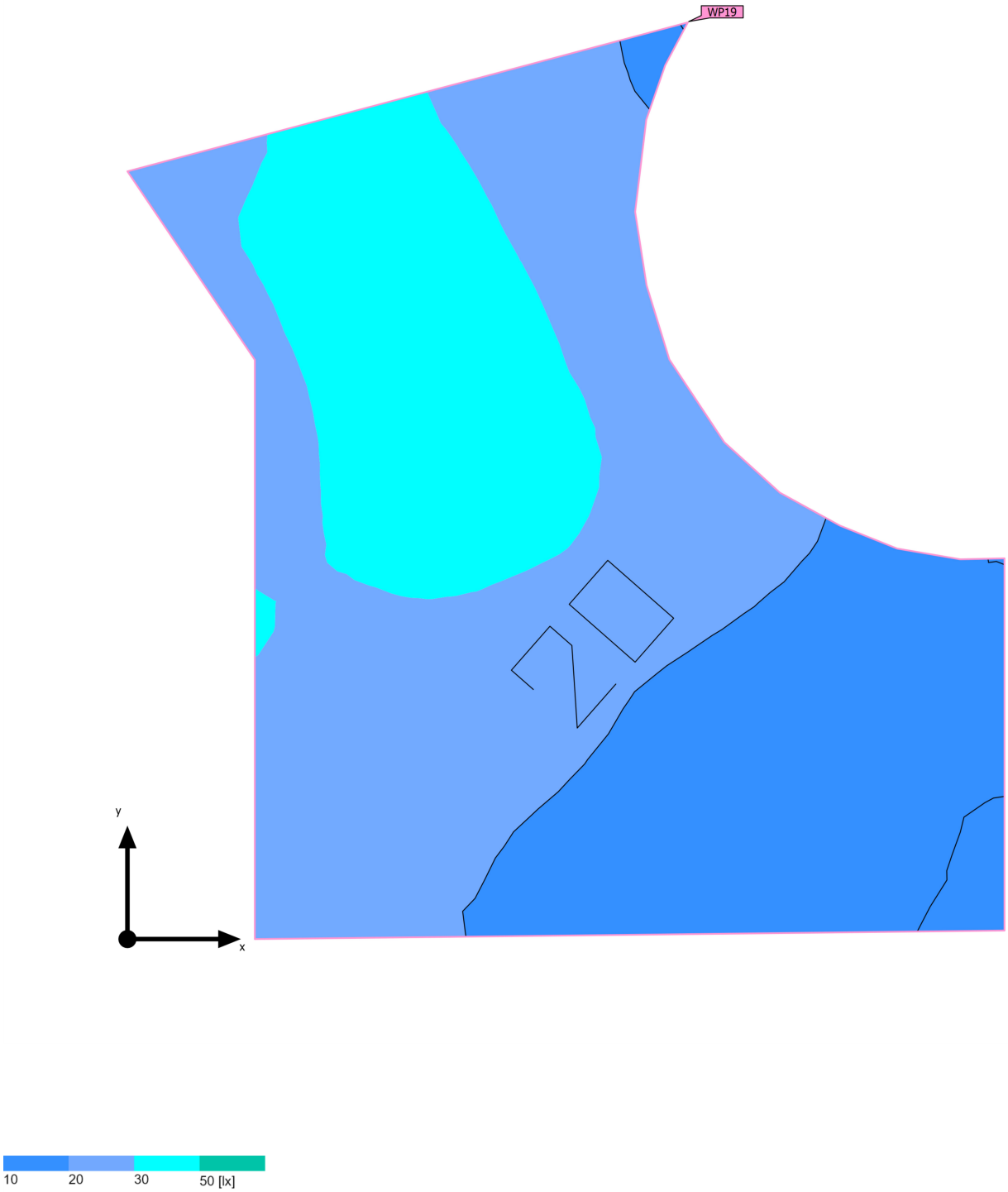
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 25) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	17.1 lx (≥ 5.00 lx)	10.0 lx	34.2 lx	0.58 (≥ 0.25)	0.29	WP18

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 26 (Light scene 1)

Calculation objects



Outdoor space 26 (Light scene 1)

Calculation objects

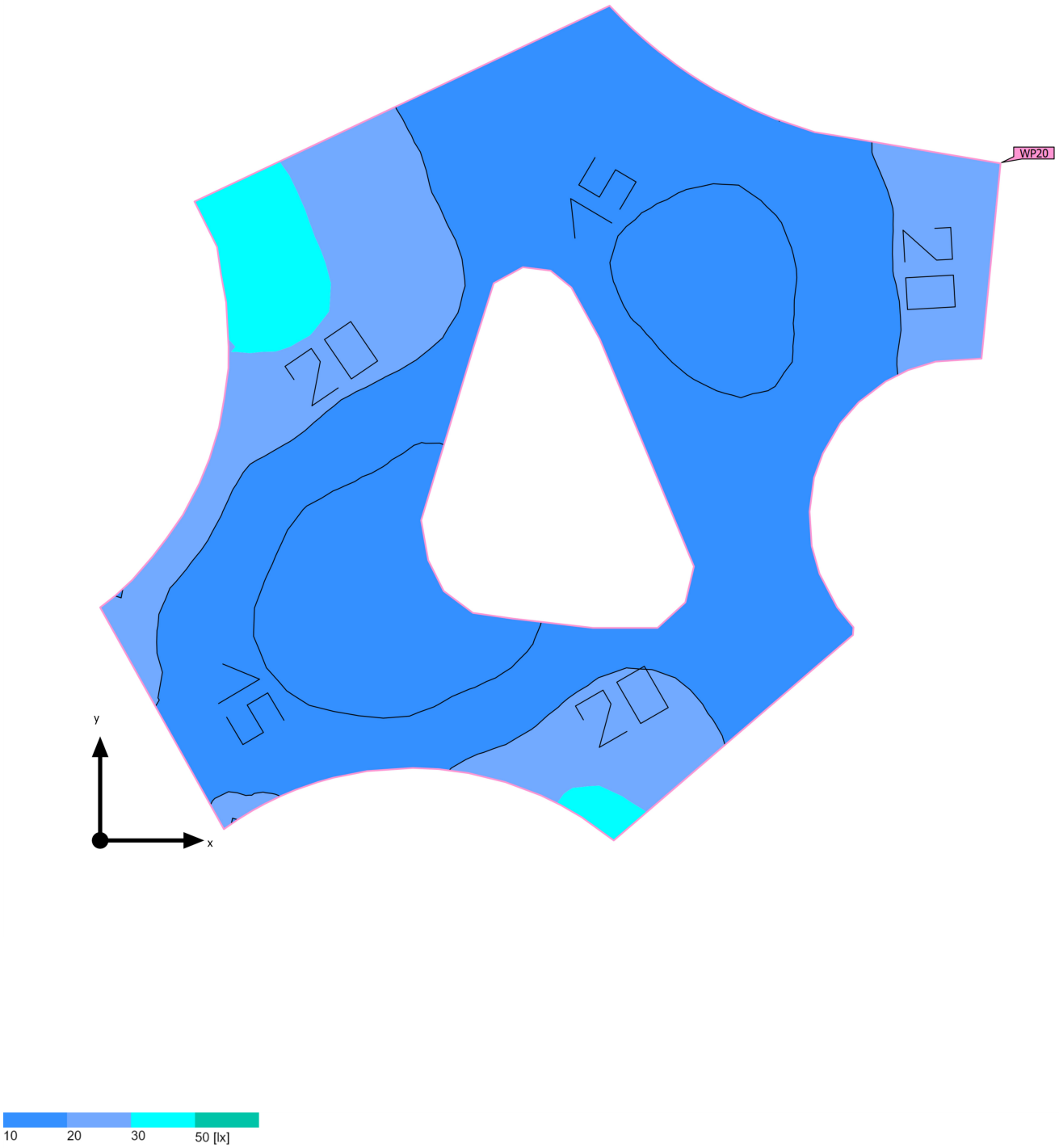
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 26) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	25.0 lx (≥ 5.00 lx)	14.7 lx	41.9 lx	0.59 (≥ 0.25)	0.35	WP19

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 27 (Light scene 1)

Calculation objects



Outdoor space 27 (Light scene 1)

Calculation objects

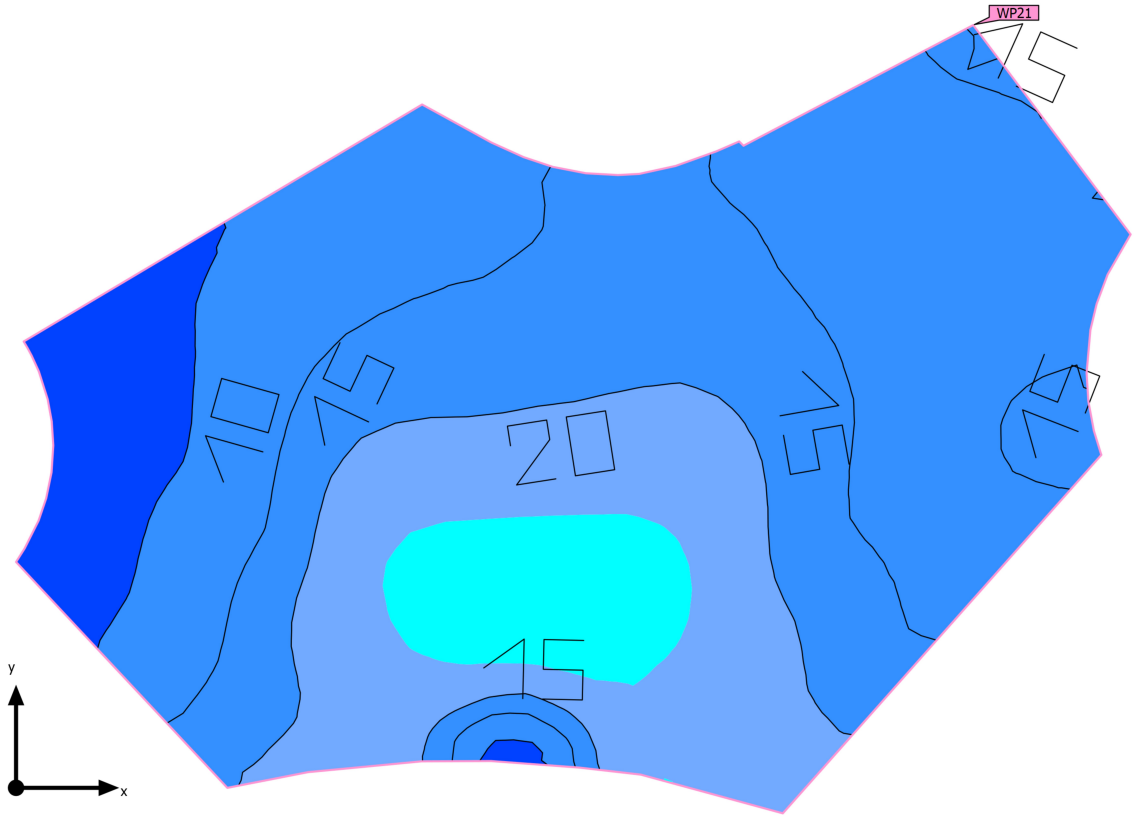
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 27) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	19.0 lx (≥ 5.00 lx)	12.3 lx	42.0 lx	0.65 (≥ 0.25)	0.29	WP20

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 28 (Light scene 1)

Calculation objects



Outdoor space 28 (Light scene 1)

Calculation objects

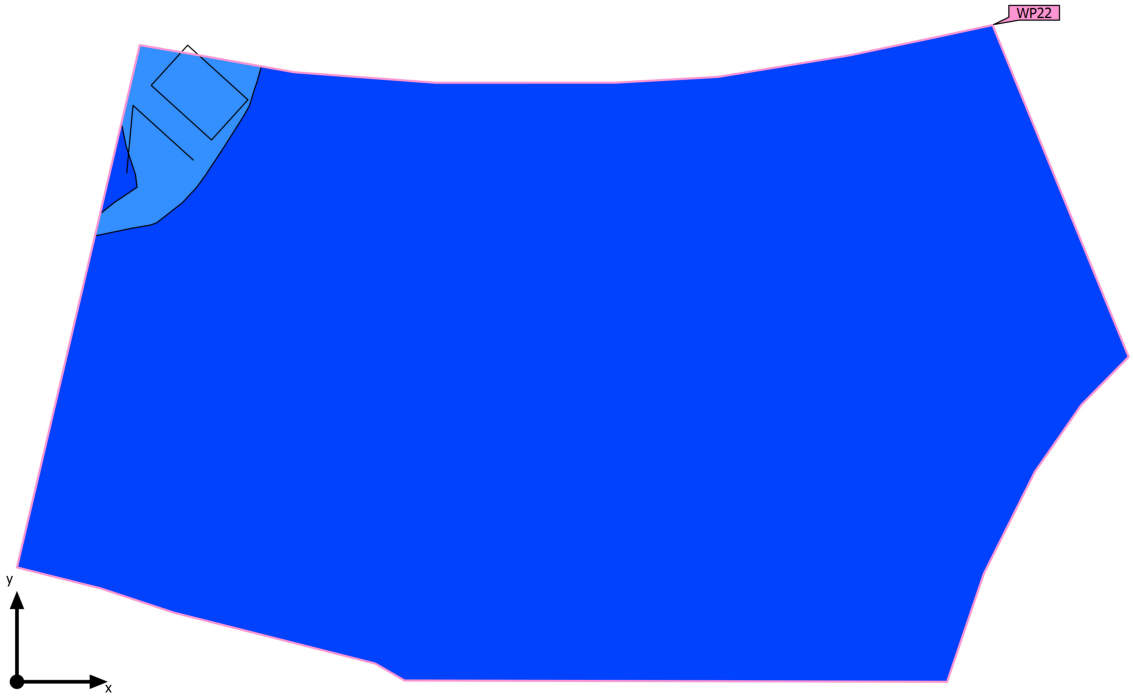
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 28) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	17.8 lx (≥ 5.00 lx)	7.70 lx	40.9 lx	0.43 (≥ 0.25)	0.19	WP21

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 29 (Light scene 1)

Calculation objects



Outdoor space 29 (Light scene 1)

Calculation objects

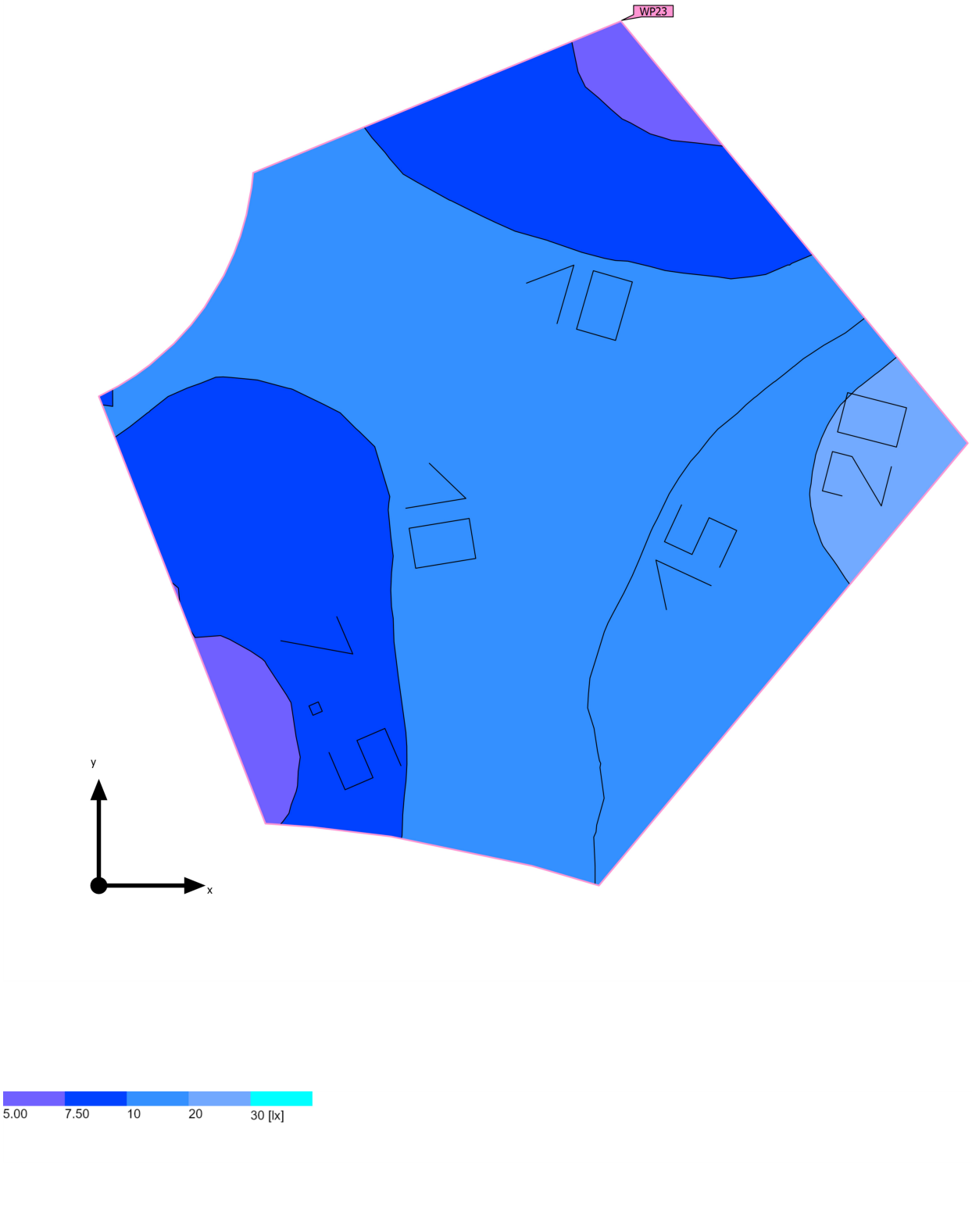
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 29) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	8.48 lx (≥ 5.00 lx)	7.70 lx	10.7 lx	0.91 (≥ 0.25)	0.72	WP22

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 30 (Light scene 1)

Calculation objects



Outdoor space 30 (Light scene 1)

Calculation objects

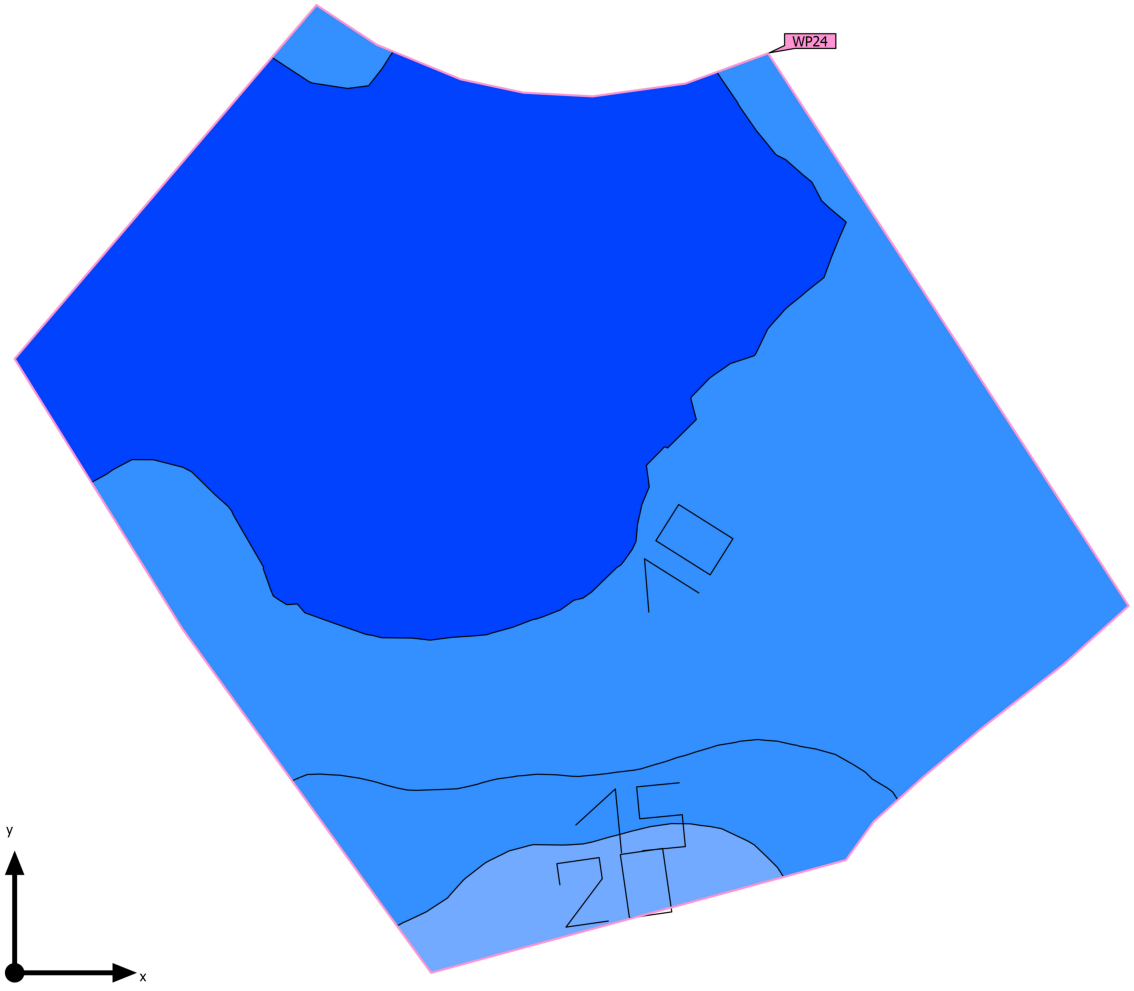
Working planes

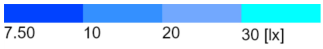
Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 30) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	11.9 lx (≥ 5.00 lx)	6.70 lx	29.6 lx	0.56 (≥ 0.25)	0.23	WP23

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 31 (Light scene 1)

Calculation objects





Outdoor space 31 (Light scene 1)

Calculation objects

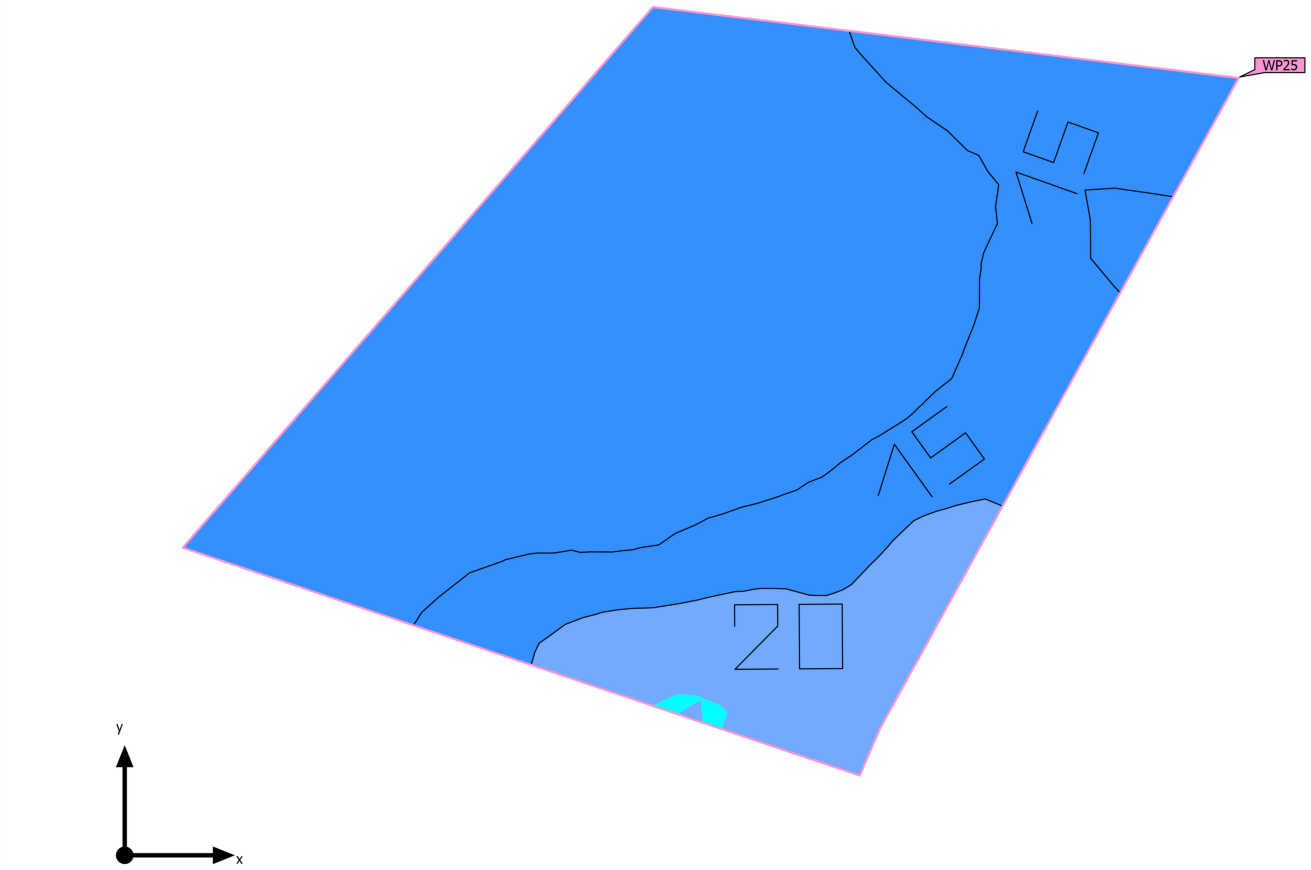
Working planes

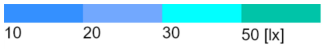
Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 31) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	11.3 lx (≥ 5.00 lx)	7.75 lx	28.9 lx	0.69 (≥ 0.25)	0.27	WP24

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 32 (Light scene 1)

Calculation objects





Outdoor space 32 (Light scene 1)

Calculation objects

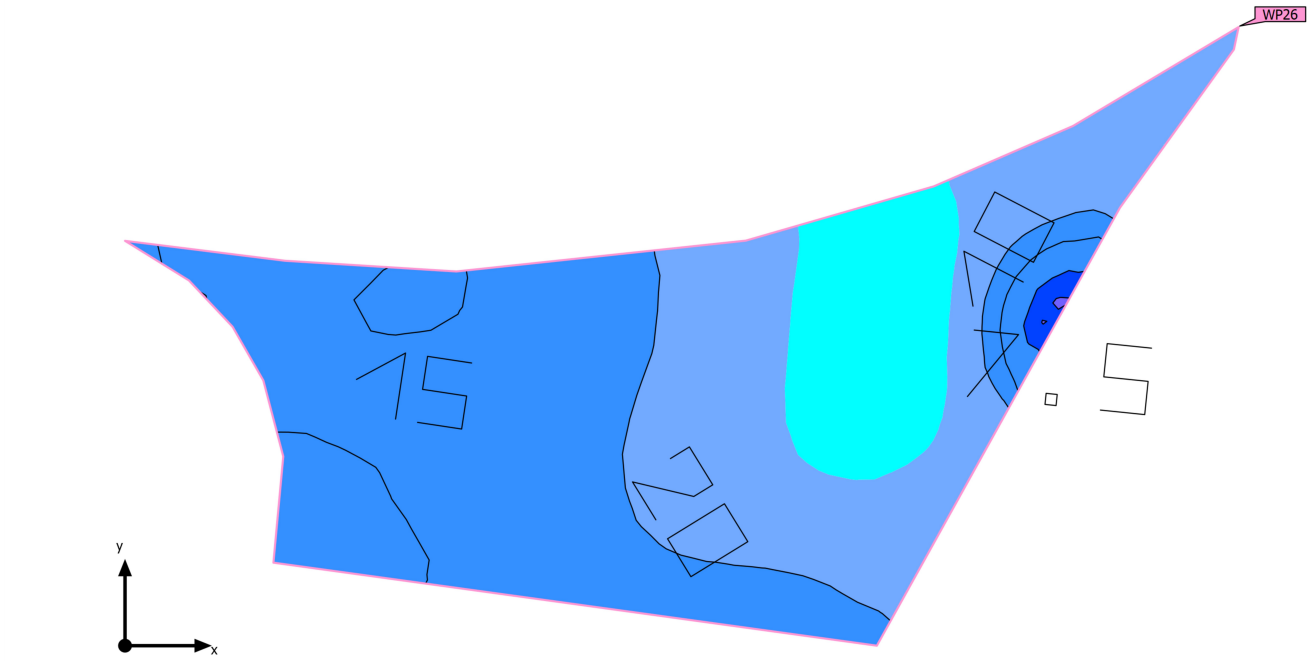
Working planes

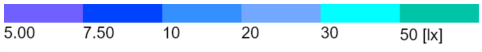
Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 32) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	14.6 lx (≥ 5.00 lx)	10.1 lx	30.9 lx	0.69 (≥ 0.25)	0.33	WP25

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 33 (Light scene 1)

Calculation objects





Outdoor space 33 (Light scene 1)

Calculation objects

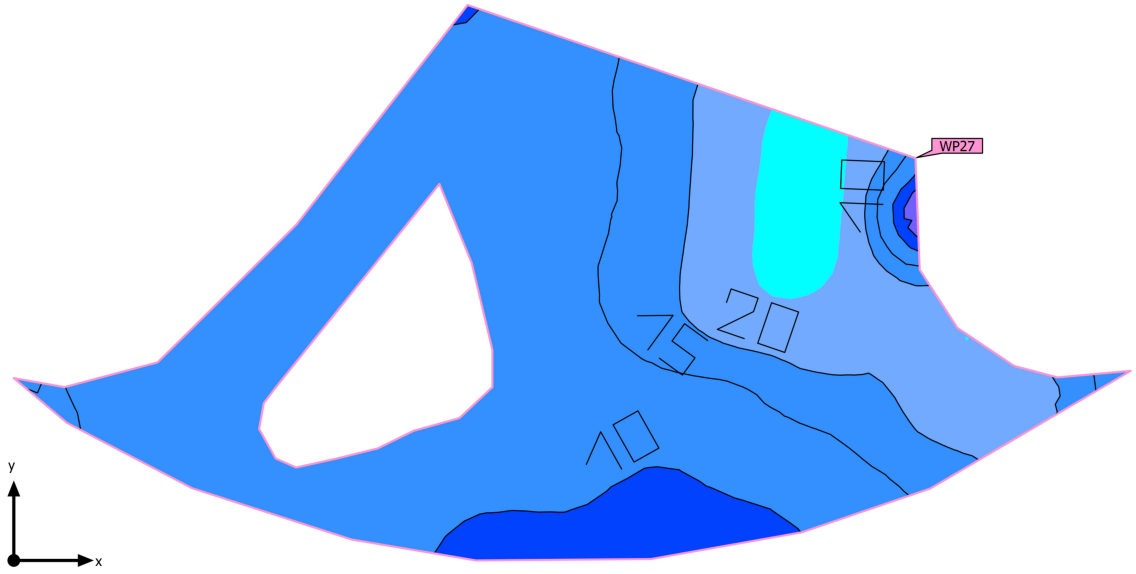
Working planes

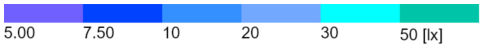
Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 33) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	21.6 lx (≥ 5.00 lx)	7.29 lx	38.8 lx	0.34 (≥ 0.25)	0.19	WP26

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 34 (Light scene 1)

Calculation objects





Outdoor space 34 (Light scene 1)

Calculation objects

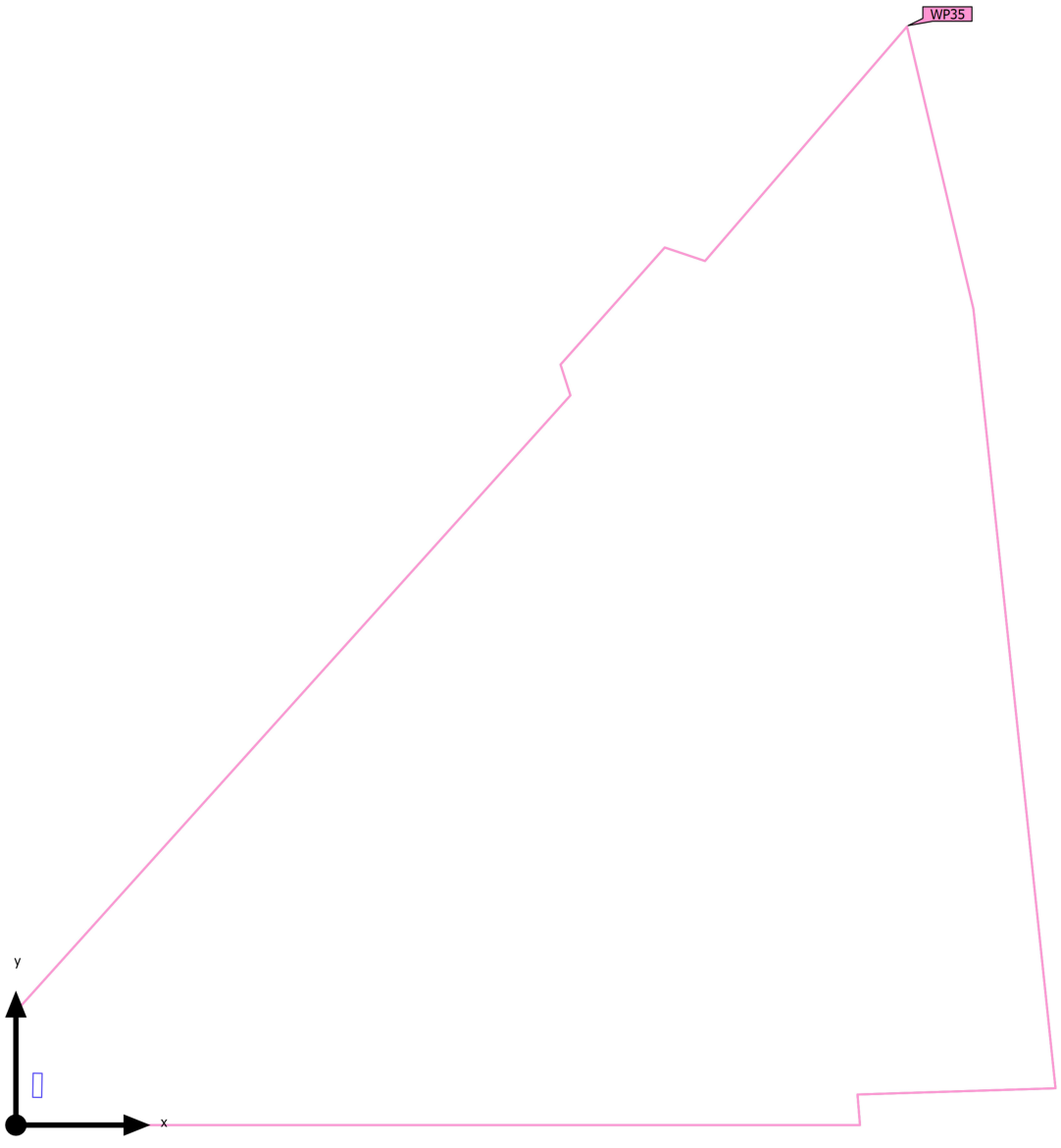
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 34) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	16.0 lx (≥ 5.00 lx)	6.79 lx	36.6 lx	0.42 (≥ 0.25)	0.19	WP27

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Outdoor space 45 (Light scene 1)

Calculation objects



Outdoor space 45 (Light scene 1)

Calculation objects

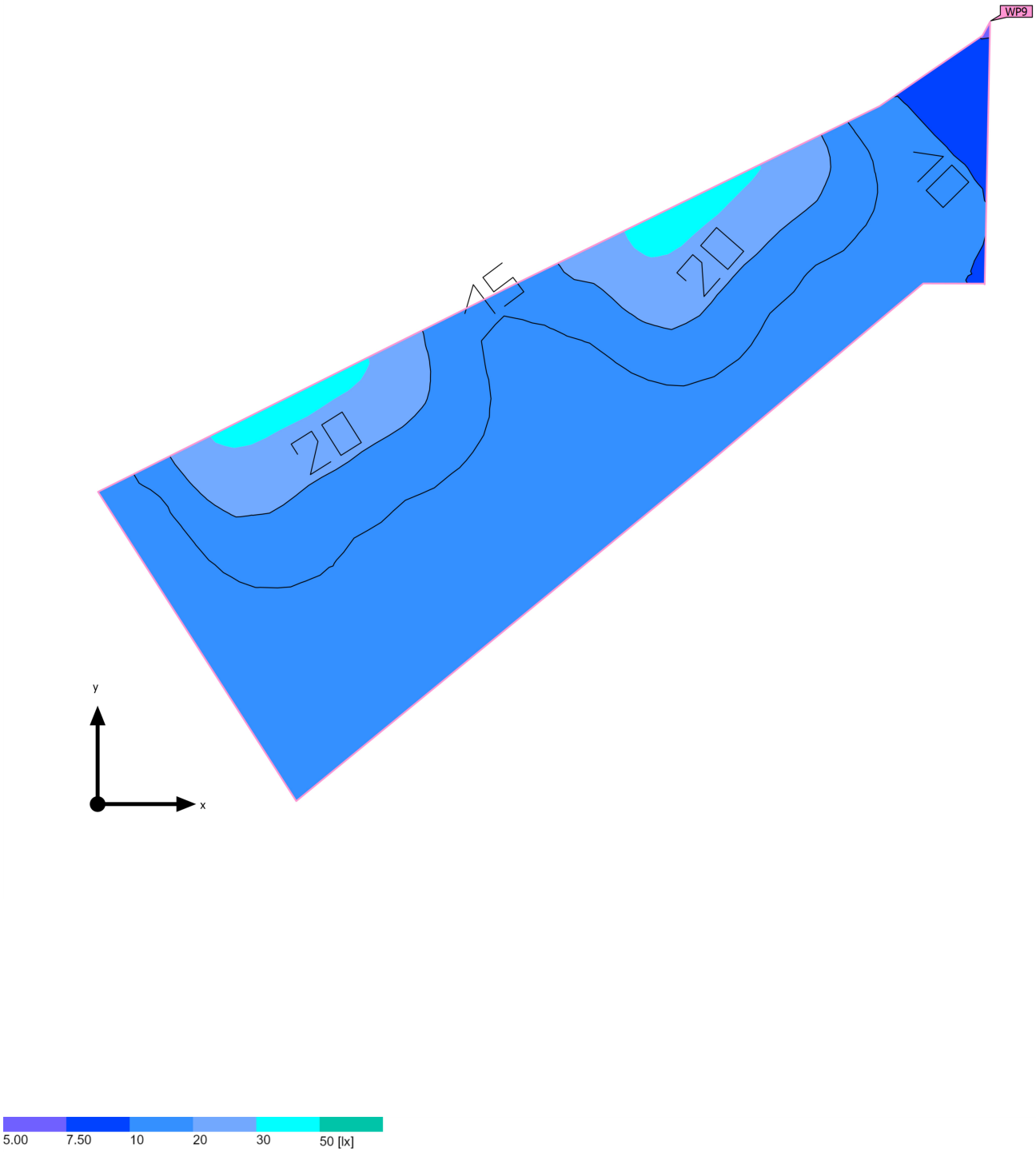
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Outdoor space 45) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	2.99 lx (≥ 50.0 lx) ✗	0.97 lx	17.0 lx	0.32 (≥ 0.40) ✗	0.057	WP35

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

public Area (Light scene 1)

Calculation objects



public Area (Light scene 1)

Calculation objects

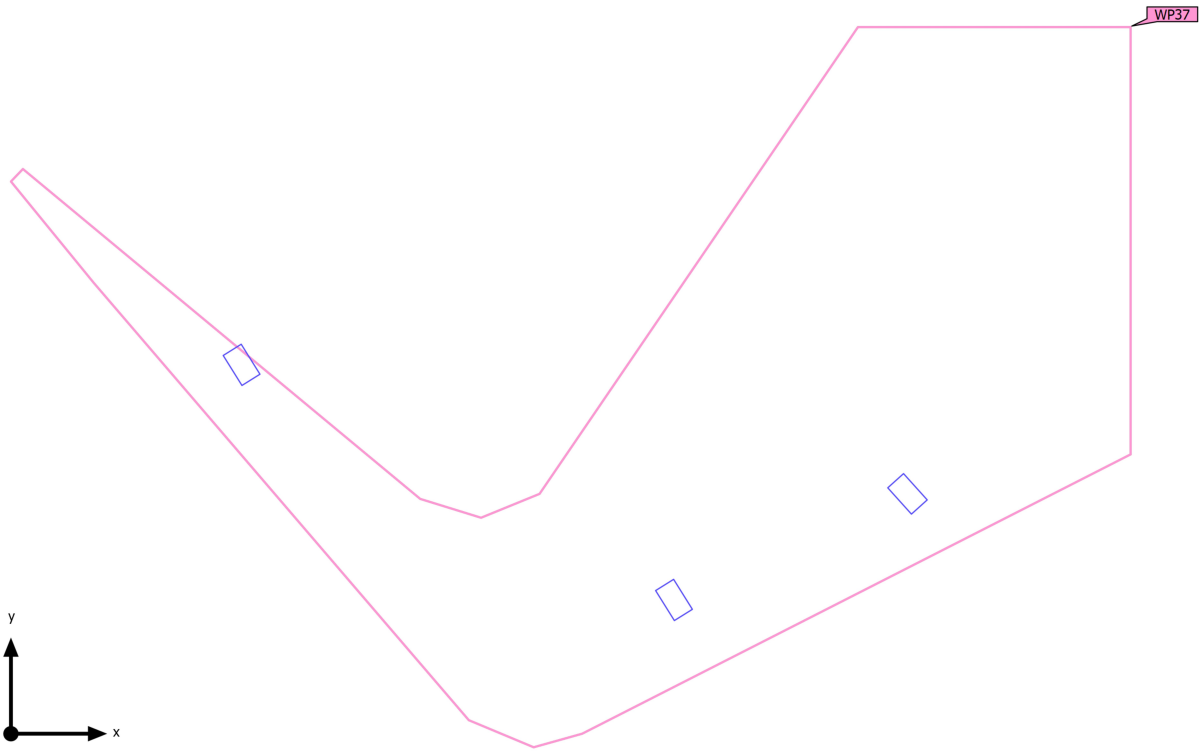
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (public Area) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	15.9 lx (≥ 5.00 lx)	7.19 lx	35.6 lx	0.45 (≥ 0.25)	0.20	WP9

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

public Area-1 (Light scene 1)

Calculation objects



public Area-1 (Light scene 1)

Calculation objects

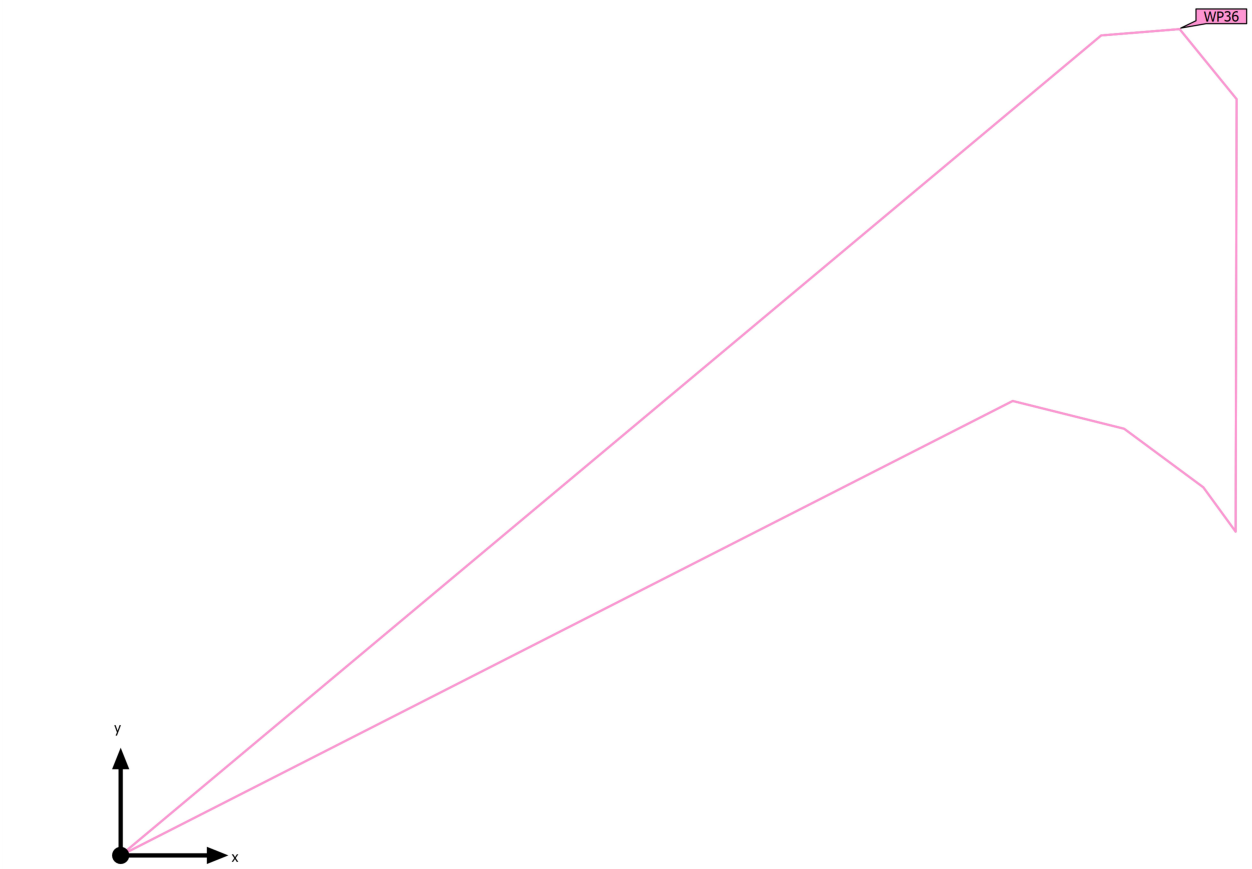
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (public Area-1) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	10.9 lx (≥ 5.00 lx) ✓	2.53 lx	41.3 lx	0.23 (≥ 0.25) ✗	0.061	WP37

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Public Area-2 (Light scene 1)

Calculation objects



Public Area-2 (Light scene 1)

Calculation objects

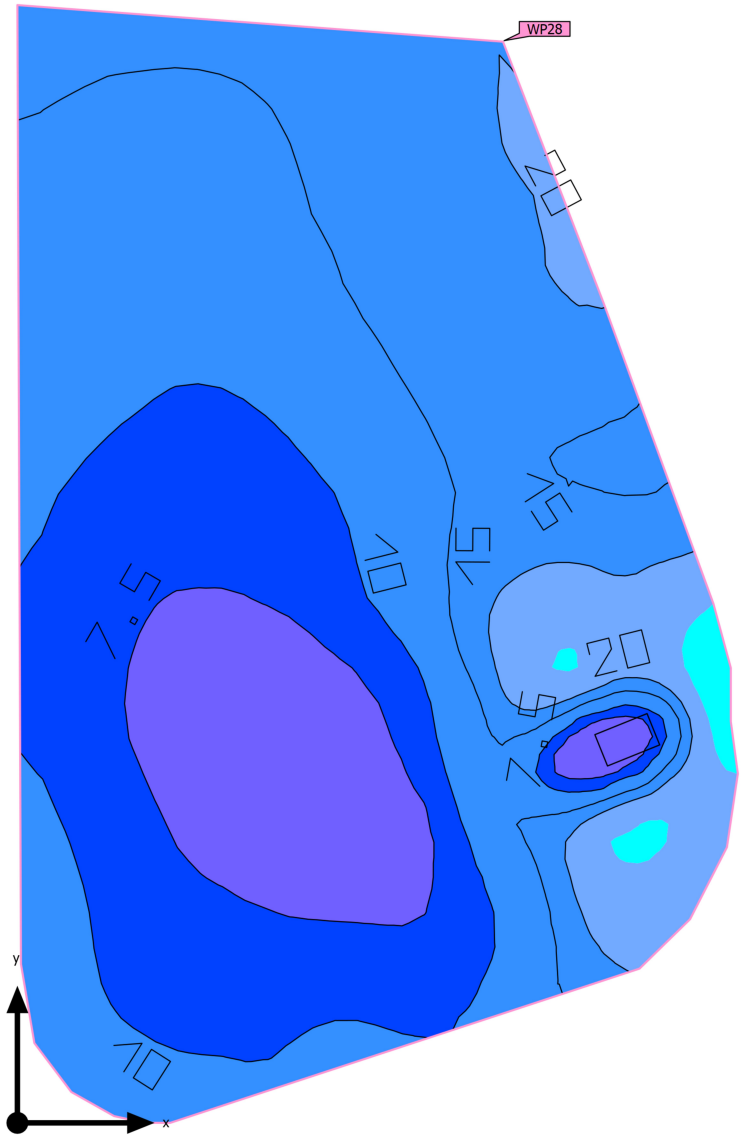
Working planes

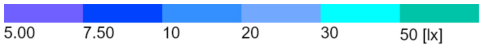
Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (Public Area-2) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	9.63 lx (≥ 5.00 lx) ✓	5.81 lx	12.4 lx	0.60 (≥ 0.25) ✓	0.47	WP36

Utilisation profile: General circulation areas at outdoor workplaces (5.1.1 Walkways exclusively for pedestrians)

Spill Lighting Park Area 01 (Light scene 1)

Calculation objects





Spill Lighting Park Area 01 (Light scene 1)

Calculation objects

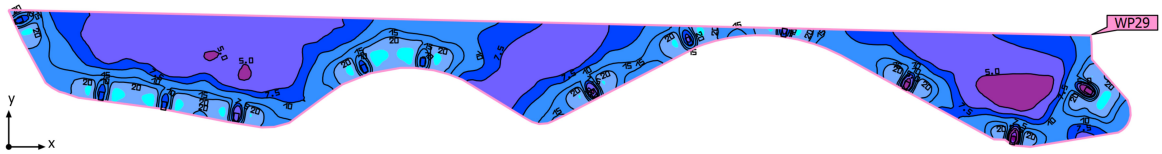
Working planes

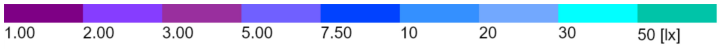
Properties	Ē (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Spill Lighting Park Area 01 Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	13.1 lx (≥ 50.0 lx)	5.80 lx	38.9 lx	0.44 (≥ 0.40)	0.15	WP28

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Spill Lighting Park Area 02 (Light scene 1)

Calculation objects





Spill Lighting Park Area 02 (Light scene 1)

Calculation objects

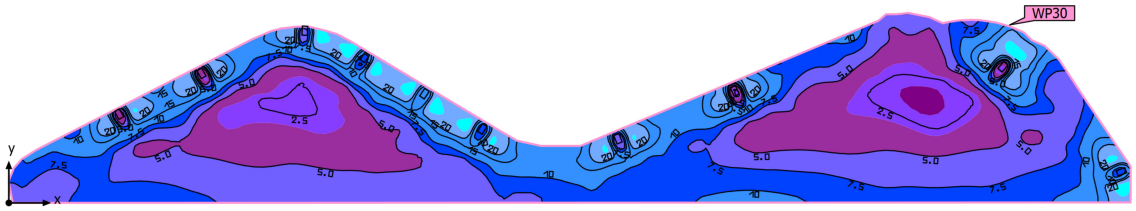
Working planes

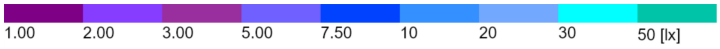
Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Spill Lighting Park Area 02 Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	11.5 lx (≥ 50.0 lx)	1.85 lx	36.8 lx	0.16 (≥ 0.40)	0.050	WP29

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Spill Lighting Park Area 05 (Light scene 1)

Calculation objects





Spill Lighting Park Area 05 (Light scene 1)

Calculation objects

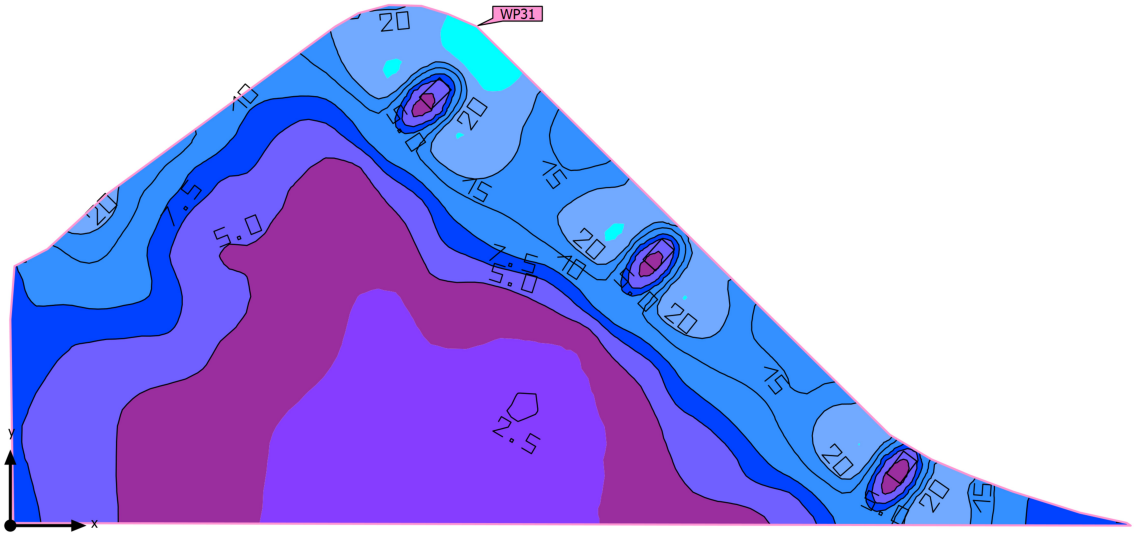
Working planes

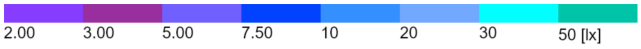
Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Spill Lighting Park Area 05 Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	8.69 lx (≥ 50.0 lx)	1.84 lx	37.1 lx	0.21 (≥ 0.40)	0.050	WP30

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Spill Lighting Park Area 06 (Light scene 1)

Calculation objects





Spill Lighting Park Area 06 (Light scene 1)

Calculation objects

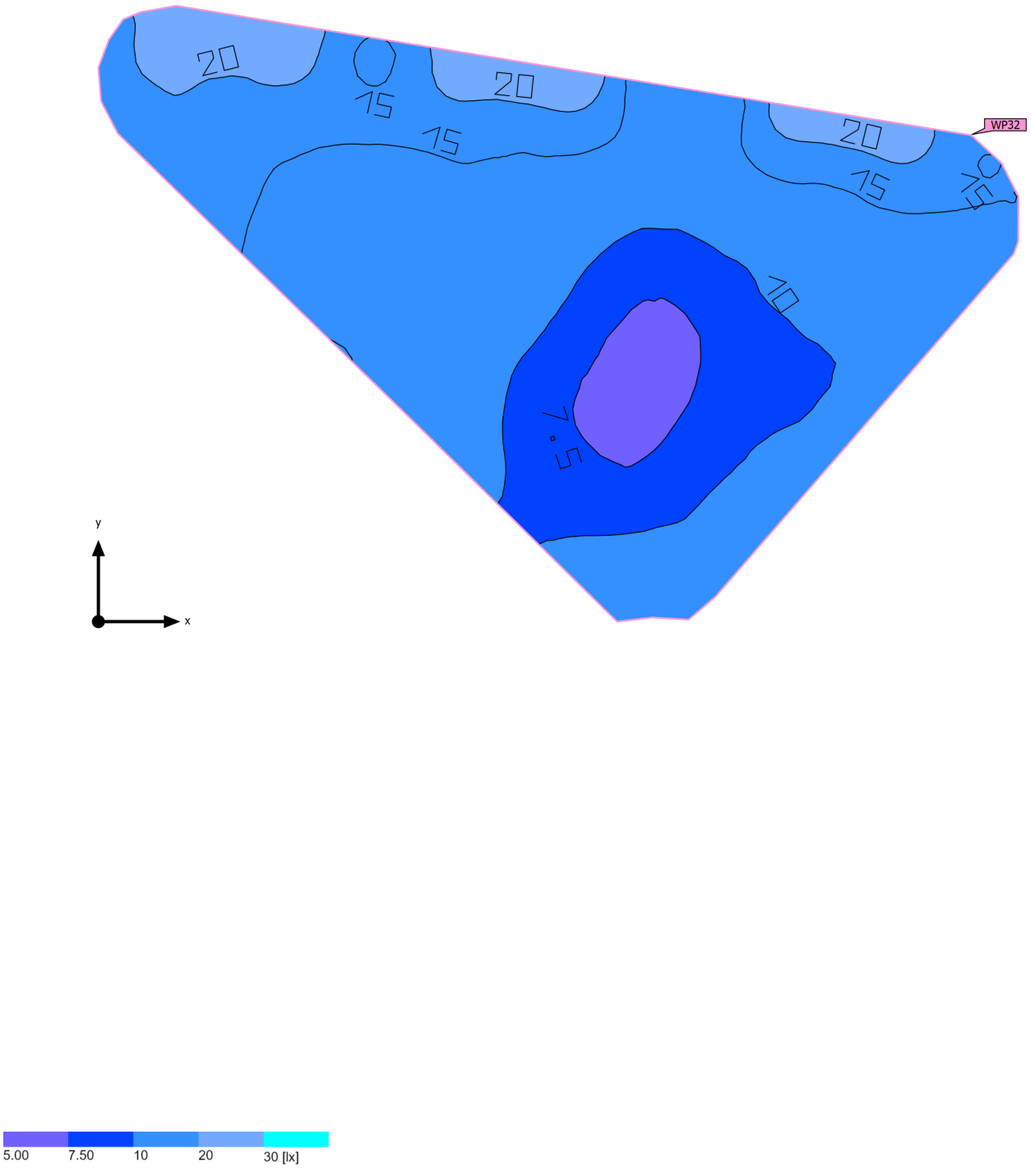
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Spill Lighting Park Area 06 Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	9.15 lx (≥ 50.0 lx)	2.47 lx	40.7 lx	0.27 (≥ 0.40)	0.061	WP31

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Spill Lighting Park Area 07 (Light scene 1)

Calculation objects



Spill Lighting Park Area 07 (Light scene 1)

Calculation objects

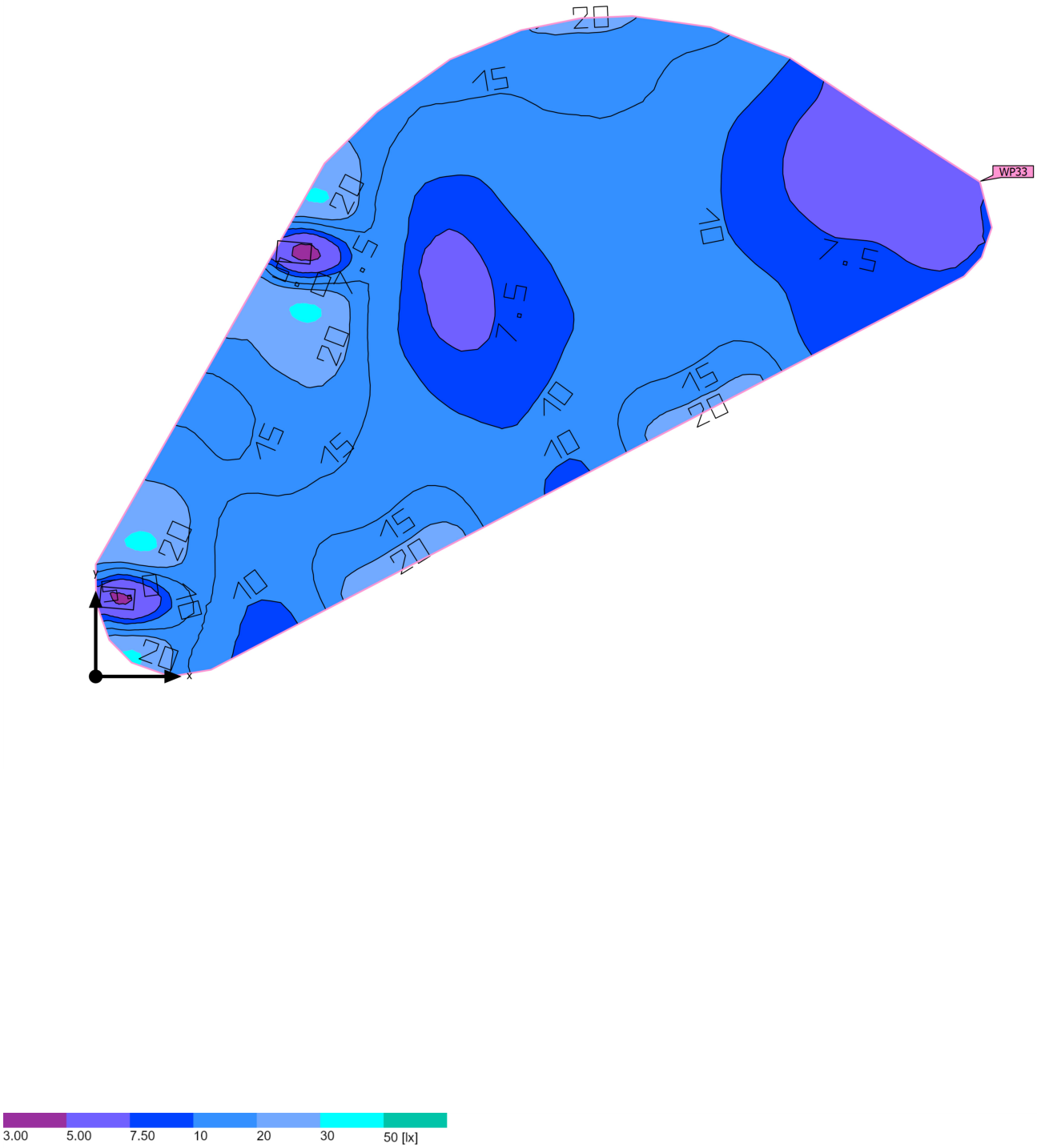
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Spill Lighting Park Area 07 Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	13.3 lx (≥ 50.0 lx)	6.71 lx	29.2 lx	0.50 (≥ 0.40)	0.23	WP32

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Spill Lighting Park Area 08 (Light scene 1)

Calculation objects



Spill Lighting Park Area 08 (Light scene 1)

Calculation objects

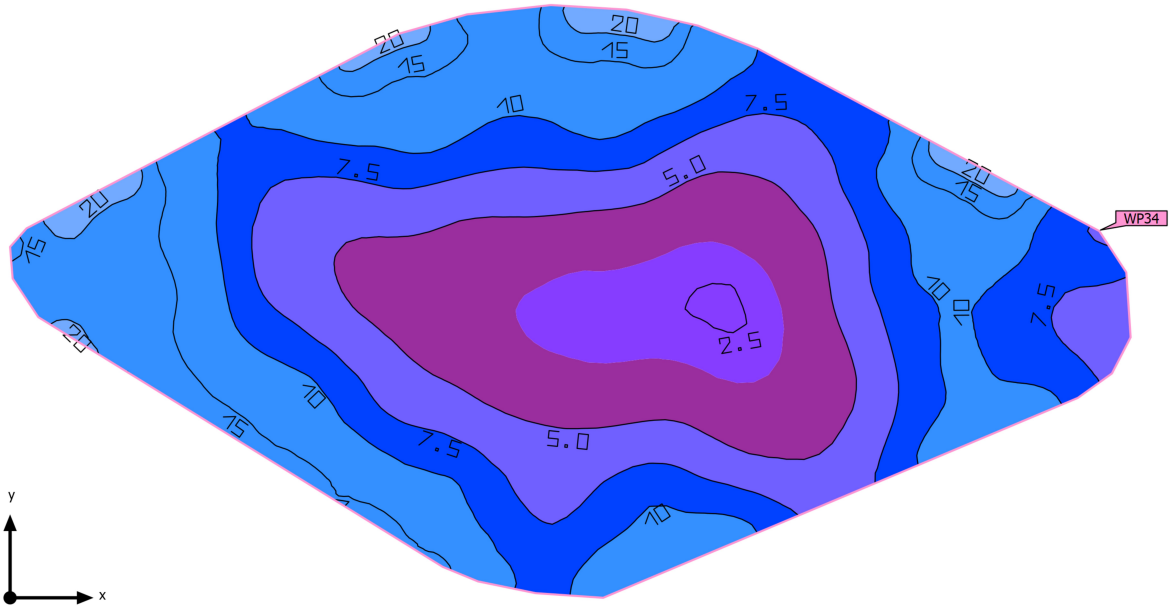
Working planes

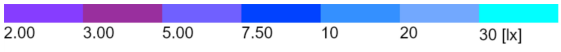
Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Spill Lighting Park Area 08 Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	13.0 lx (≥ 50.0 lx)	4.83 lx	31.7 lx	0.37 (≥ 0.40)	0.15	WP33

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

Spill Lighting Park Area 09 (Light scene 1)

Calculation objects





Spill Lighting Park Area 09 (Light scene 1)

Calculation objects

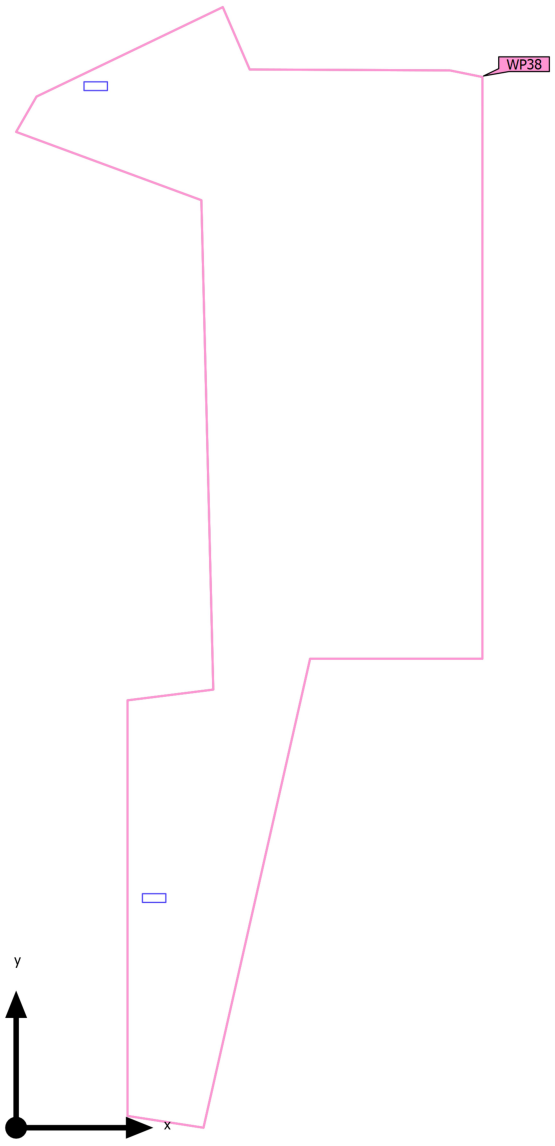
Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Spill Lighting Park Area 09 Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	8.84 lx (≥ 50.0 lx)	2.45 lx	29.3 lx	0.28 (≥ 0.40)	0.084	WP34

Utilisation profile: DIALux presetting (5.1.4 Standard (outdoor transportation area))

water edge (Light scene 1)

Calculation objects



water edge (Light scene 1)

Calculation objects

Working planes

Properties	$\bar{E}$ (Target)	E_{min}	E_{max}	U_o (g_1) (Target)	g_2	Index
Working plane (water edge) Perpendicular illuminance (adaptive) Height: 0.000 m, Wall zone: 0.000 m	14.5 lx (≥ 10.0 lx) ✓	5.60 lx	25.9 lx	0.39 (≥ 0.40) ✗	0.22	WP38

Utilisation profile: General circulation areas at outdoor workplaces (5.1.2 Traffic areas for slow-moving vehicles (max.10 km/h), e.g. bicycles, excavators)