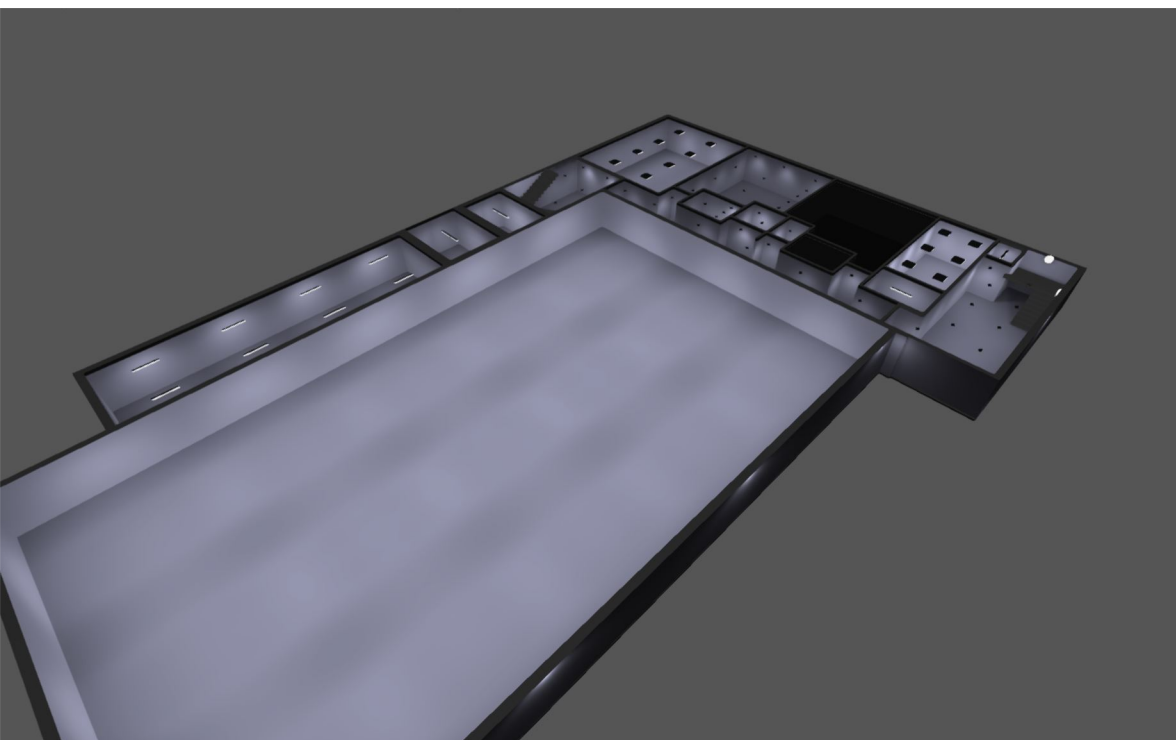
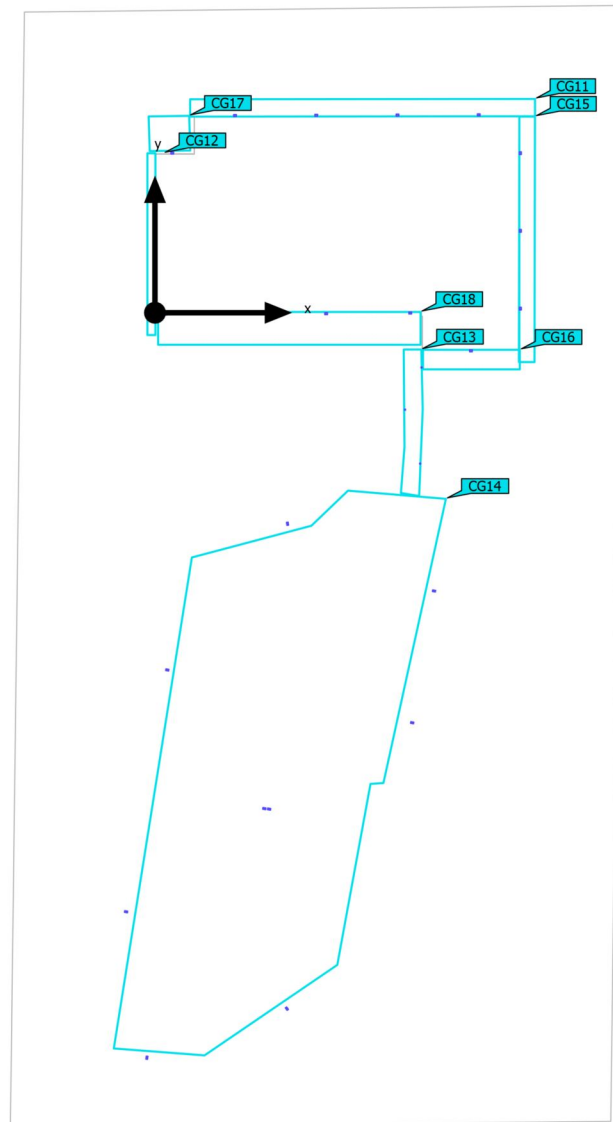




573500 - Redmoor Academy Sports Hall

Site 1 (Light scene 1)

Calculation objects



Site 1 (Light scene 1)

Calculation objects

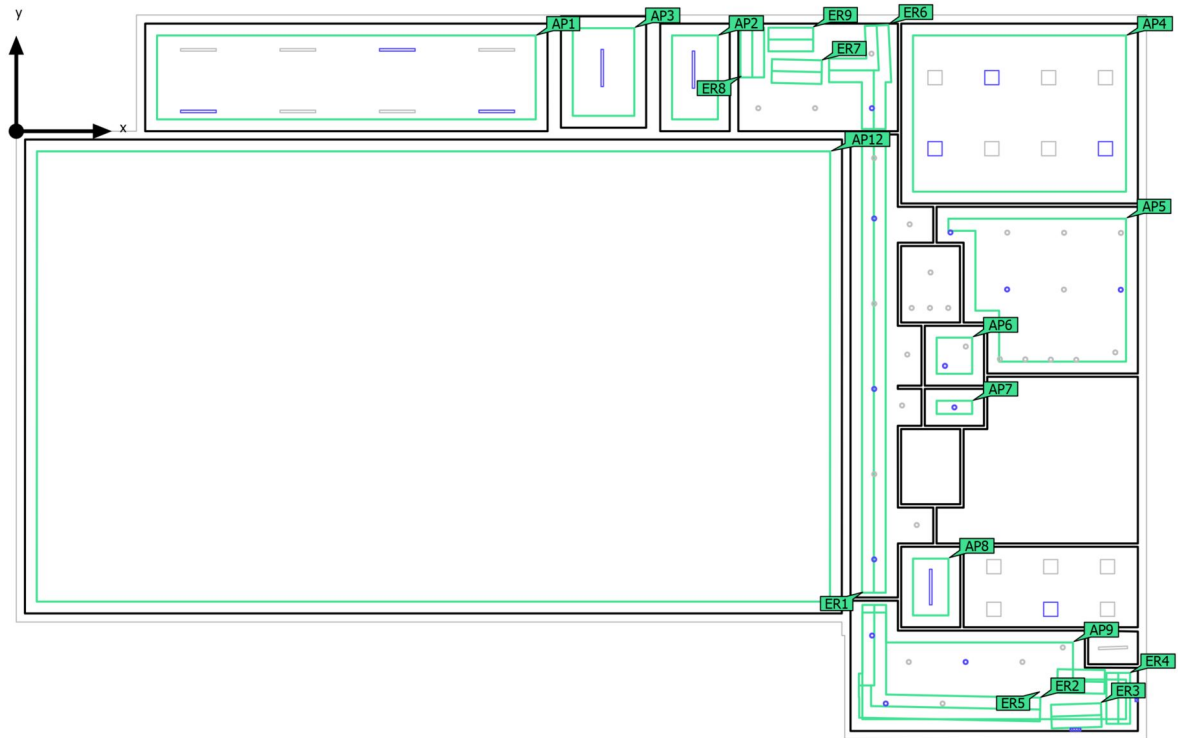
Calculation surfaces

Properties	$\bar{E}$	E_{min}	E_{max}	$U_o (g_1)$	g_2	Index
walkway Perpendicular illuminance Height: 0.000 m	14.7 lx	4.62 lx	27.7 lx	0.31	0.17	CG11
walkway Perpendicular illuminance Height: 0.000 m	16.5 lx	5.68 lx	27.4 lx	0.34	0.21	CG12
Walk way from parking to Main Entrance Perpendicular illuminance Height: 0.000 m	15.1 lx	5.87 lx	31.0 lx	0.39	0.19	CG13
Parking Area Perpendicular illuminance Height: 0.000 m	11.9 lx	4.75 lx	25.9 lx	0.40	0.18	CG14
walkway Perpendicular illuminance Height: 0.003 m	15.3 lx	4.02 lx	27.3 lx	0.26	0.15	CG15
walkway Perpendicular illuminance Height: 0.000 m	12.1 lx	3.03 lx	26.4 lx	0.25	0.11	CG16
Walkway Perpendicular illuminance Height: 0.000 m	11.7 lx	3.38 lx	27.8 lx	0.29	0.12	CG17
Walkway Perpendicular illuminance Height: 0.000 m	12.5 lx	4.10 lx	32.0 lx	0.33	0.13	CG18

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

Building 1 · Storey 1 (Emergency light scene)

Calculation objects



Building 1 · Storey 1 (Emergency light scene)

Calculation objects

Anti panic surfaces

Properties	E_{min}	E_{max}	U_d	Index
Anti panic surface (Equipment Store) Perpendicular illuminance (adaptive) Height: 0.000 m	1.09 lx	16.2 lx	0.067	AP1
Anti panic surface (Plant Room) Perpendicular illuminance (adaptive) Height: 0.000 m	4.72 lx	16.5 lx	0.29	AP2
Anti panic surface (ASHP) Perpendicular illuminance (adaptive) Height: 0.000 m	5.06 lx	16.6 lx	0.30	AP3
Anti panic surface (Fitness Suite) Perpendicular illuminance (adaptive) Height: 0.000 m	0.72 lx	26.7 lx	0.027	AP4
Anti panic surface (Changing Room A) Perpendicular illuminance (adaptive) Height: 0.000 m	1.21 lx	24.5 lx	0.049	AP5
Anti panic surface (Acc Shower) Perpendicular illuminance (adaptive) Height: 0.000 m	10.7 lx	23.8 lx	0.45	AP6
Anti panic surface (Acc WC) Perpendicular illuminance (adaptive) Height: 0.000 m	19.4 lx	23.6 lx	0.82	AP7
Anti panic surface (Store 1) Perpendicular illuminance (adaptive) Height: 0.000 m	85.3 lx	145 lx	0.59	AP8
Anti panic surface (Reception) Perpendicular illuminance (adaptive) Height: 0.000 m	2.68 lx	29.9 lx	0.090	AP9
Anti panic surface (Sports Hall) Perpendicular illuminance (adaptive) Height: 0.000 m	0.58 lx	13.6 lx	0.043	AP12

Building 1 · Storey 1 (Emergency light scene)

Calculation objects

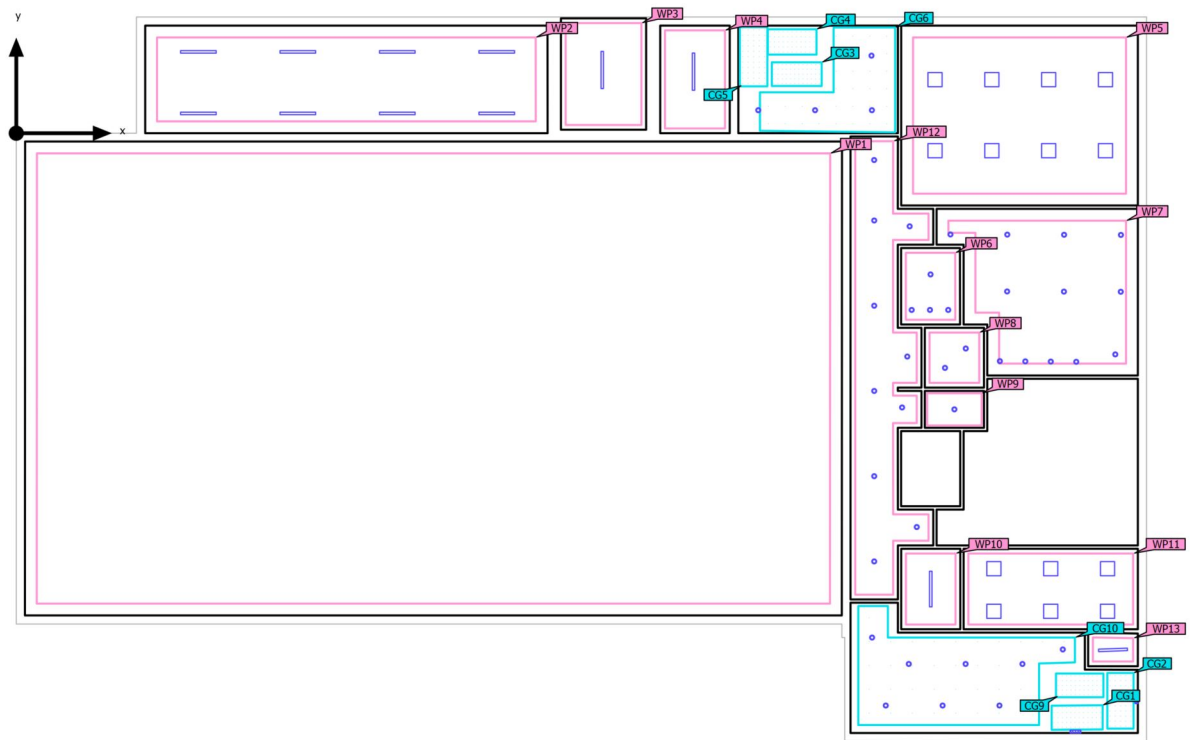
Escape routes

Properties	E_{min} Middle area	E_{max} Middle area	E_{min} Centerline	E_{max} Centerline	U_d	Index
Emergency route 1 (Corridor) Perpendicular illuminance (adaptive) Height: 0.000 m	1.47 lx	26.3 lx	1.54 lx	26.3 lx	0.059	ER1
Emergency route 2 (Reception) Perpendicular illuminance (adaptive) Height: 0.000 m	5.14 lx	29.9 lx	6.21 lx	29.6 lx	0.21	ER2
Emergency route 3 (Reception Stairs) Perpendicular illuminance (adaptive) Height: 0.227 m	3.74 lx	25.0 lx	4.85 lx	22.7 lx	0.21	ER3
Emergency route 4 (Reception Landing) Perpendicular illuminance (adaptive) Height: 1.476 m	7.97 lx	29.9 lx	12.9 lx	29.8 lx	0.43	ER4
Emergency route 5 (Reception Stairs) Perpendicular illuminance (adaptive) Height: 2.498 m	15.4 lx	31.3 lx	22.3 lx	29.1 lx	0.77	ER5
Emergency route 6 (Stairs 2 Lobby) Perpendicular illuminance (adaptive) Height: 0.000 m	2.50 lx	28.3 lx	3.47 lx	28.1 lx	0.12	ER6
Emergency route 7 (Stairs 2) Perpendicular illuminance (adaptive) Height: 1.243 m	4.21 lx	16.3 lx	4.30 lx	14.9 lx	0.29	ER7
Emergency route 8 (Stairs 2 Landing) Perpendicular illuminance (adaptive) Height: 1.459 m	5.72 lx	27.2 lx	8.96 lx	23.3 lx	0.39	ER8
Emergency route 9 (Stairs 2) Perpendicular illuminance (adaptive) Height: 1.617 m	12.1 lx	30.7 lx	16.4 lx	23.0 lx	0.71	ER9

Notes on planning:

The emergency lighting scene was calculated without reflection and without taking into account the placed furniture.

Building 1 · Storey 1 (Light scene 1)

Calculation objects

Building 1 · Storey 1 (Light scene 1)

Calculation objects

Working planes

Properties	$\bar{E}$	$E_{\min}$	$E_{\max}$	$U_o (g_1)$	g_2	Index
Working plane (Sports Hall) Perpendicular illuminance Height: 0.000 m, Wall zone: 0.500 m	557 lx	392 lx	677 lx	0.70	0.58	WP1
Working plane (Equipment Store) Perpendicular illuminance Height: 0.000 m, Wall zone: 0.500 m	214 lx	144 lx	264 lx	0.67	0.55	WP2
Working plane (ASHP) Perpendicular illuminance Height: 0.000 m, Wall zone: 0.200 m	215 lx	123 lx	304 lx	0.57	0.40	WP3
Working plane (Plant Room) Perpendicular illuminance Height: 0.000 m, Wall zone: 0.200 m	238 lx	121 lx	322 lx	0.51	0.38	WP4
Working plane (Fitness Suite) Perpendicular illuminance Height: 0.000 m, Wall zone: 0.500 m	330 lx	197 lx	406 lx	0.60	0.49	WP5
Working plane (WCs A) Perpendicular illuminance Height: 0.000 m, Wall zone: 0.200 m	244 lx	140 lx	321 lx	0.57	0.44	WP6
Working plane (Changing Room A) Perpendicular illuminance Height: 0.000 m, Wall zone: 0.500 m	164 lx	77.2 lx	265 lx	0.47	0.29	WP7
Working plane (Acc Shower) Perpendicular illuminance Height: 0.000 m, Wall zone: 0.200 m	211 lx	161 lx	250 lx	0.76	0.64	WP8
Working plane (Acc WC) Perpendicular illuminance Height: 0.000 m, Wall zone: 0.100 m	213 lx	180 lx	243 lx	0.85	0.74	WP9
Working plane (Store 1) Perpendicular illuminance Height: 0.000 m, Wall zone: 0.200 m	158 lx	122 lx	200 lx	0.77	0.61	WP10
Working plane (Office) Perpendicular illuminance Height: 0.750 m, Wall zone: 0.200 m	617 lx	421 lx	747 lx	0.68	0.56	WP11

Building 1 · Storey 1 (Light scene 1)

Calculation objects

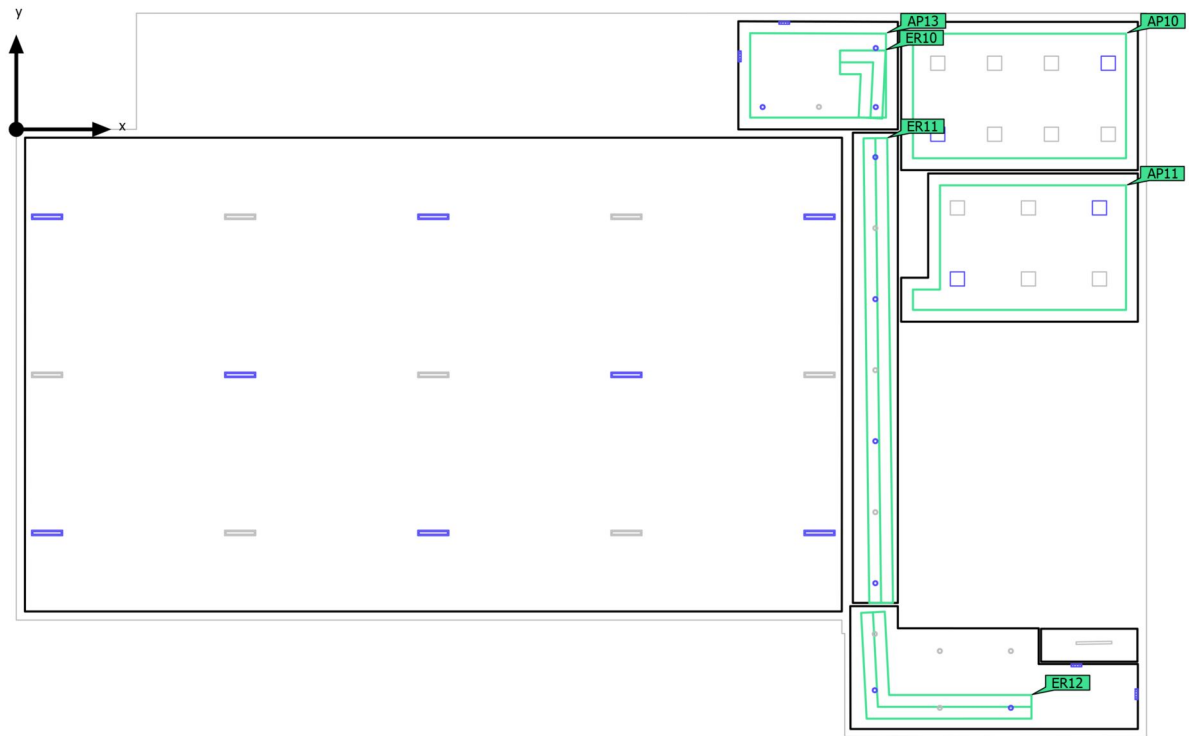
Working plane (Corridor) Perpendicular illuminance Height: 0.000 m, Wall zone: 0.200 m	133 lx	71.5 lx	216 lx	0.54	0.33	WP12
Working plane (Store 2) Perpendicular illuminance Height: 0.000 m, Wall zone: 0.200 m	153 lx	138 lx	166 lx	0.90	0.83	WP13

Calculation surfaces

Properties	$\bar{E}$	$E_{\min}$	$E_{\max}$	$U_o (g_1)$	g_2	Index
Reception Stairs Perpendicular illuminance Height: 0.778 m	165 lx	109 lx	220 lx	0.66	0.50	CG1
Reception Stairs landing Perpendicular illuminance Height: 1.443 m	203 lx	105 lx	280 lx	0.52	0.38	CG2
Stairs 2 Perpendicular illuminance Height: 0.812 m	132 lx	98.4 lx	185 lx	0.75	0.53	CG3
Stairs 2 Perpendicular illuminance Height: 2.108 m	229 lx	169 lx	294 lx	0.74	0.57	CG4
Stairs 2 landing Perpendicular illuminance Height: 1.475 m	192 lx	101 lx	270 lx	0.53	0.37	CG5
Stairs 2 lobby Perpendicular illuminance Height: 0.000 m	151 lx	82.8 lx	187 lx	0.55	0.44	CG6
Reception Stairs Perpendicular illuminance Height: 2.192 m	206 lx	148 lx	289 lx	0.72	0.51	CG9
Reception Perpendicular illuminance Height: 0.750 m	359 lx	218 lx	475 lx	0.61	0.46	CG10

Building 1 · Storey 2 (Emergency light scene)

Calculation objects



Building 1 · Storey 2 (Emergency light scene)

Calculation objects

Anti panic surfaces

Properties	E _{min}	E _{max}	U _d	Index
Anti panic surface (Classroom 1) Perpendicular illuminance (adaptive) Height: 0.000 m	0.73 lx	25.7 lx	0.028	AP10
Anti panic surface (Classroom 2) Perpendicular illuminance (adaptive) Height: 0.000 m	9.81 lx	338 lx	0.029	AP11
Anti panic surface (Stairs 2) Perpendicular illuminance (adaptive) Height: 0.000 m	8.53 lx	33.4 lx	0.26	AP13

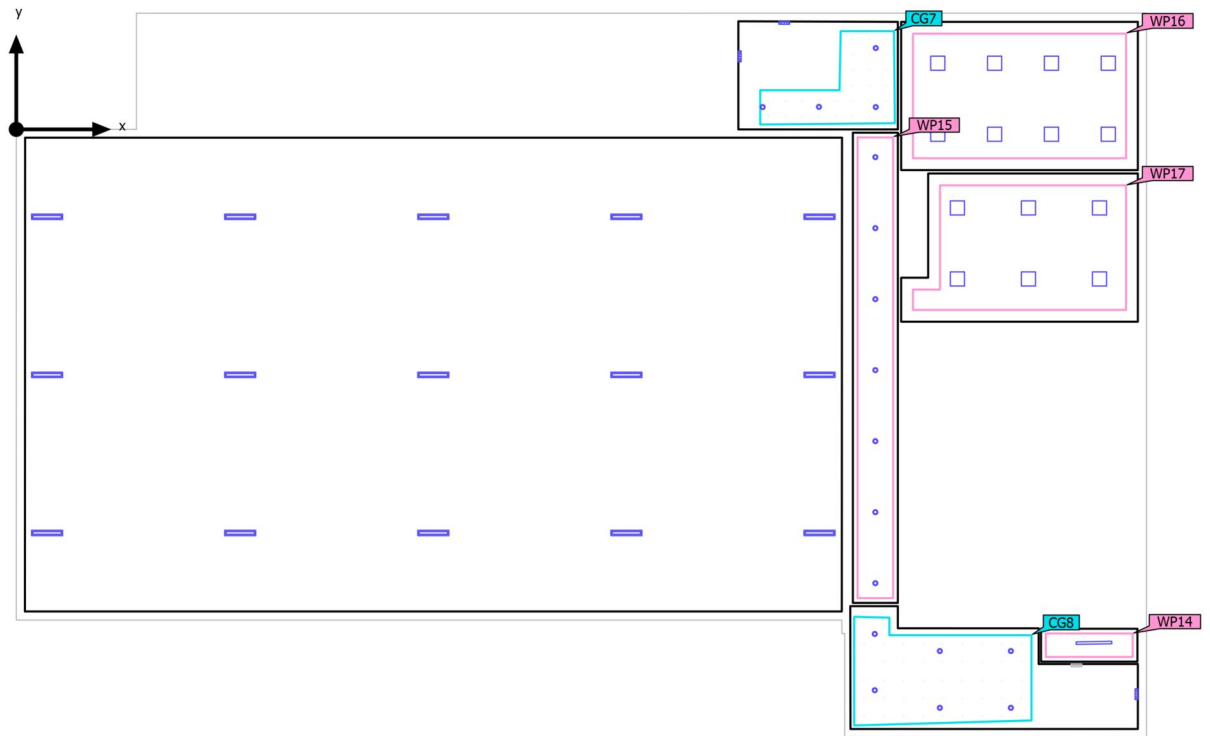
Escape routes

Properties	E _{min} Middle area	E _{max} Middle area	E _{min} Centerline	E _{max} Centerline	U _d	Index
Emergency route 10 (Stairs 2) Perpendicular illuminance (adaptive) Height: 0.000 m	19.3 lx	33.4 lx	20.2 lx	33.3 lx	0.61	ER10
Emergency route 11 (Corridor) Perpendicular illuminance (adaptive) Height: 0.000 m	3.61 lx	26.4 lx	3.93 lx	26.3 lx	0.15	ER11
Emergency route 12 (lobby) Perpendicular illuminance (adaptive) Height: 0.000 m	1.46 lx	28.2 lx	1.48 lx	28.1 lx	0.053	ER12

Notes on planning:

The emergency lighting scene was calculated without reflection and without taking into account the placed furniture.

Building 1 · Storey 2 (Light scene 1)

Calculation objects

Building 1 · Storey 2 (Light scene 1)

Calculation objects

Working planes

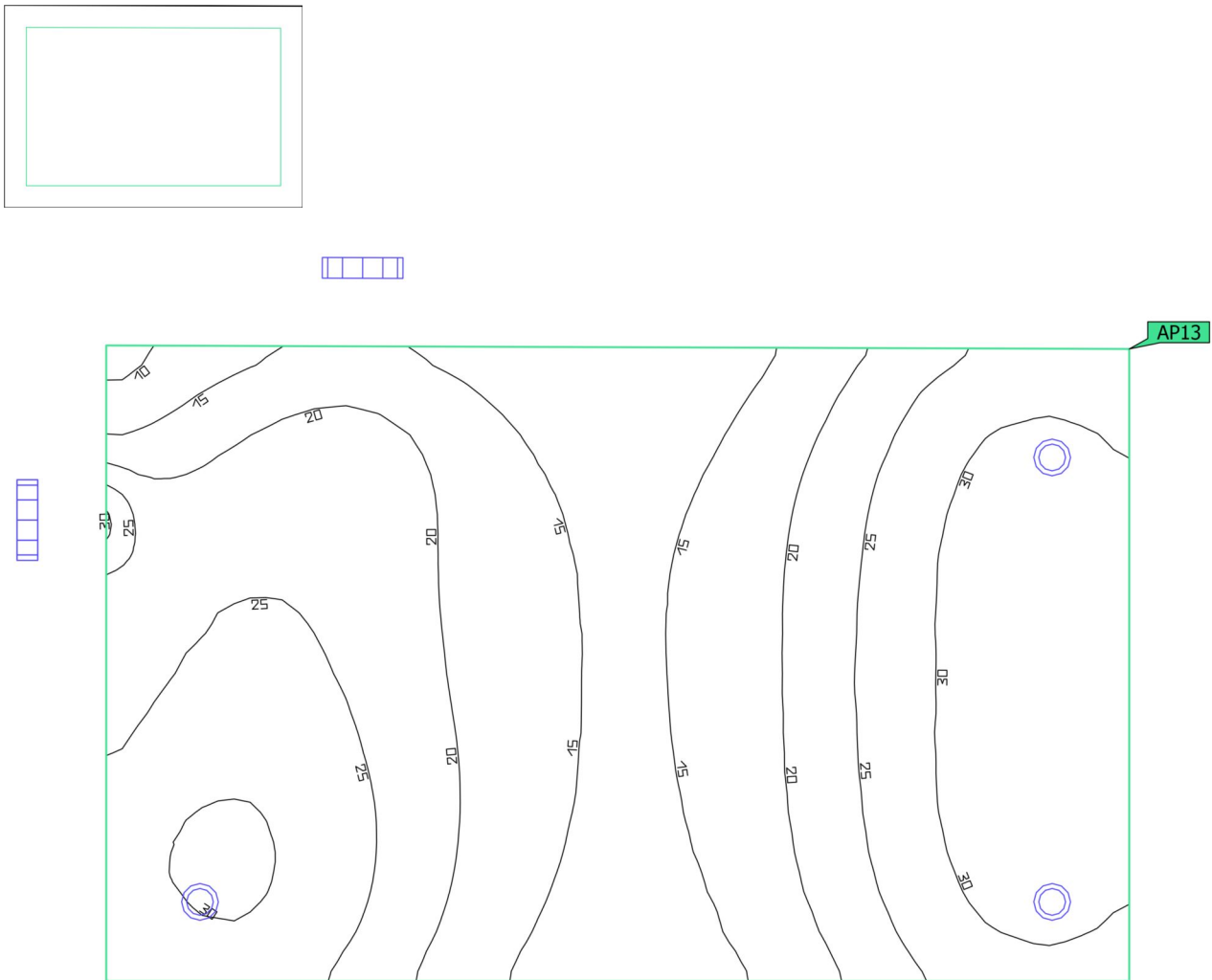
Properties	$\bar{E}$	$E_{\min}$	$E_{\max}$	$U_o (g_1)$	g_2	Index
Working plane (Cleaners) Perpendicular illuminance Height: 0.000 m, Wall zone: 0.200 m	151 lx	93.9 lx	191 lx	0.62	0.49	WP14
Working plane (Corridor) Perpendicular illuminance Height: 0.000 m, Wall zone: 0.200 m	114 lx	94.4 lx	128 lx	0.83	0.74	WP15
Working plane (Classroom 1) Perpendicular illuminance Height: 0.750 m, Wall zone: 0.500 m	505 lx	326 lx	734 lx	0.65	0.44	WP16
Working plane (Classroom 2) Perpendicular illuminance Height: 0.750 m, Wall zone: 0.500 m	489 lx	171 lx	801 lx	0.35	0.21	WP17

Calculation surfaces

Properties	$\bar{E}$	$E_{\min}$	$E_{\max}$	$U_o (g_1)$	g_2	Index
Stairs 2 Lobby Perpendicular illuminance Height: -0.000 m	187 lx	146 lx	231 lx	0.78	0.63	CG7
Reception Stairs Lobby Perpendicular illuminance Height: -0.000 m	144 lx	92.6 lx	165 lx	0.64	0.56	CG8

Building 1 · Storey 2 · Stairs 2 (Emergency light scene)

Anti panic surface (Stairs 2)



Properties	E _{min}	E _{max}	U _d	Index
Anti panic surface (Stairs 2)	8.53 lx	33.4 lx	0.26	AP13
Perpendicular illuminance (adaptive)				
Height: 0.000 m				

Notes on planning:
The emergency lighting scene was calculated without reflection and without taking into account the placed furniture.