

COURSE OUTLINE

LIGHTING SYSTEM DESIGN

1 PHOTOMETRY

- 1.1 Purpose of Illumination.
- 1.2 Intensity of Light.
- 1.3 Quantity of Light.
- 1.4 Level of Illumination.
- 1.5 Luminance.

2 MEANS OF LIGHT CONTROL.

- 2.1 Modification of Light.
- 2.2 Materials Providing Specular Reflection.
- 2.3 Materials Providing Non-specular Reflection.
- 2.4 Transmitting Materials.

3 QUALITY OF ILLUMINATION.

- 3.1 Light Distribution of Luminaires.
- 3.2 Luminance and Brightness Ratio.
- 3.3 Glare.
- 3.4 Uniformity of Illumination.
- 3.5 Colour in Lighting Design.

4. LIGHTING DESIGN.

- 4.1 Computations in General-Lighting Designs.
- 4.2 Design of Supplementary Lighting.