

## **Innovative Indoor Illumination Design**

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**Abstract:** -Indoor Illumination naturally attracts the attention of the persons working inside the building. The workplace whether it may be educational institute, industry or commercial complex plays vital role in efficiency of the persons working there. Illumination inside the building is the principal infrastructure. The paper covers the various aspects of Illumination Design. Standards applicable for required intensity of light for various purpose and its extracts are the primary topic. The paper deals with how to design the illumination level in a particular complex whether it may be indoor or outdoor may be for Industrial or commercial purpose. Selection of luminaries based on the end users specifications/requirements is the main function of illumination design. The paper also covers the sample design of a Seminar Hall as a case study with all calculations. To make it innovative various types of luminaries, control gears with automatic features are considered. The illumination design is done taking care of all the inputs like lumens output of particular luminary, dimensions of working area, working height, height of luminary, absorption/reflection capacity of the medium where light is to be thrown, maintenance factor, Related all topics are described in the project.

**Keywords:** -Indoor Illumination design, CG lux, Calculation of Illumination design, LED, Seminar Hall

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### **I. INTRODUCTION**

Use of Electricity is essential for day to day life. Growth of any society or nation is measured in terms of electricity consumed. Out of many uses, Lighting is the most common use of electricity. In other terminology the lighting is called as "Illumination". For various categories of works different intensity of light is required. The required intensity for each type of categories of use/work are setup by every national and commonly accepted international standards for guidelines and accordingly the luminaries are supposed to be fitted to cater that much intensity of light. The art and science of deciding various type of luminaries for required job is known as Illumination Design.

#### **A. WHAT IS ILLUMINATION DESIGN?**

Illumination design starts with developing the objectives and then qualifying these by specifying the criteria. When looking objectives, the lighting designer will consider day lighting and how it is used, types of artificial lighting to be considered, required light levels and uniformity, types and methods of lighting control, maintenance, the efficiency (efficacy) goals of the lighting system, etc.

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#### **B. FACTORS CONSIDERING FOR ILLUMINATION DESIGN**

Illumination design is considering the following factor into account.

### **1) Area of workplace**

There are two types of area concludes in the project:-

1. Indoor Area: -Indoor area like rooms, buildings, seminar halls, industries, offices, etc. For different places different lux level is required according to end user's specifications/requirements, atmospheric siltation, different-different work, etc.
2. Outdoor Area: - Outdoor area like roads, highways, markets, street area, lobby, etc. Similarly indoor area design in outdoor area, for different places different lux level is required according to end user's specifications/requirements, atmospheric siltation, different-different work, etc.

### **2) Lumens output of luminaries**

Luminous flux emitted within unit solid angle (one radian) by a point source having uniform luminous intensity of 1 candela. [1]

$$\text{a. Lumens} = \text{Candle power} \times \text{Solid angle}$$

$$\text{i. } = \text{C.P.} \times \theta \quad \dots(1)$$

### **3) Maintenance factor of luminary**

Maintenance factor is defined as the ratio of illumination under normal working conditions to the illumination when the things are perfectly clean. It is always less than unity.

### **4) Utilization factor**

Utilization factor or coefficient of utilization is defined as the ratio of total lumens reaching the working plane to the total lumens given out by the lamp.

### **5) Reflection factor (wall and ceiling)**

It is ratio of the reflected radiant or luminous flux to the incident flux. [1]

### **6) Beam efficiency**

The beam efficiency is known as light output ratio. It is defined as the ratio of the beam flux to the lamp flux. Light output ratio for the beam is calculated at 10% and 50% of the peak intensity. Beam flux is related to the luminary output flux whereas lamp flux means the luminous flux produced by the lamp in this luminary.

### **7) Light Loss Factor**

It is ratio of the average illuminance on the working plane after a specified period of use of a lighting installation to the average illuminance obtained under the same conditions for a new installation. [1]

## **C. CALCULATION OF SEMINAR HALL LIGHTING-A CASE STUDY.**

Calculation of Indoor Lighting Using Lumen Method:-

Design of indoor illumination of seminar hall

Design inputs:-Area of workplace=18 × 8m

Required level=300 lux

Luminaires to be used= T5 LFL

Lumens output=2700 lumens

Maintenance factor=0.7

Utilization factor=0.8

Beam Efficiency=0.4

Light Loss Factor=0.64

$$\text{No. of fittings} = \frac{\text{Average illuminance} * \text{Area for workplace}}{\text{Lumens per luminaire} * \text{Co-efficient of Utilization} * \text{Light Loss Factor} * \text{maintenance factor}}$$

$$= \frac{300*18*8}{2700*0.8*0.64*0.7}$$

= 44

## II. INDOOR ILLUMINATION DESIGN WITH SOFTWARE

Various luminaires manufacturer companies have their own software for lighting design.( like CG lux, Relux, etc). In this paper CG lux software is used. This software can be design for indoor area and outdoor area. Indoor area likes rooms, offices, seminar halls, etc. And Outdoor area like roads, highways, street, sports, etc.

### A. CG lux software

CG Lux is lighting software provided by “Crompton Greaves”. For lighting calculation simpler and quicker, CG Lux is lighting design software which is designed by “Optical and Photometric Technology Pvt. Ltd.”. This software can be used for indoor places like rooms, offices, sports, shopping centers, malls, etc and for outdoor places like gardens, street area, roads, highways, etc. CG lux have library of luminary where different types of luminaires available for different places and for different purposes manufactured by “Crompton Greeves”. There are two type of calculation in CG lux software for illumination design.

#### 1) Quick Estimation

Quick estimation method as a means of estimating illuminance based on typical spacing criteria for a concept. It can be used to Estimate average illuminance for small to large rooms and to Estimate illuminance at a point. Caution is necessary using quick estimation method when the spatial characteristics (room size and finish) or lamp selection varies from the manufacturer's basis for the actual method.

#### 2) Point By Point Method

In point by point method designer can decide to place luminary at a particular place according to lux requirement, end user's specification, type of luminary, situation, also consider daylight. In point by point method designer can change the placement of luminary and dimensions. This method is used for small and large rooms and estimates the average lux of a particular place.

### B. Results:-

#### 1) Illumination Tabulation

In illumination tabulation, which is simulated in CG Lux software seminar hall dimension are given. Each corner of seminar hall is described with their respective co-ordinates. The above table also shows the value of lux at each coordinate point. It also shows the value of average lux, minimum lux and maximum lux for the given area.

#### 2) Greyscale

Greyscale is a range of shades of gray without apparent colour. The darkest possible shade is black, which is the total absence of transmitted or reflected light. The lightest possible shade is white, the total transmission or reflection of light at all visible wavelengths. Intermediate sets of gray are represented by equal brightness levels of the primary colours (red, green, blue) for transmitted light.

#### 3) ISO Lux

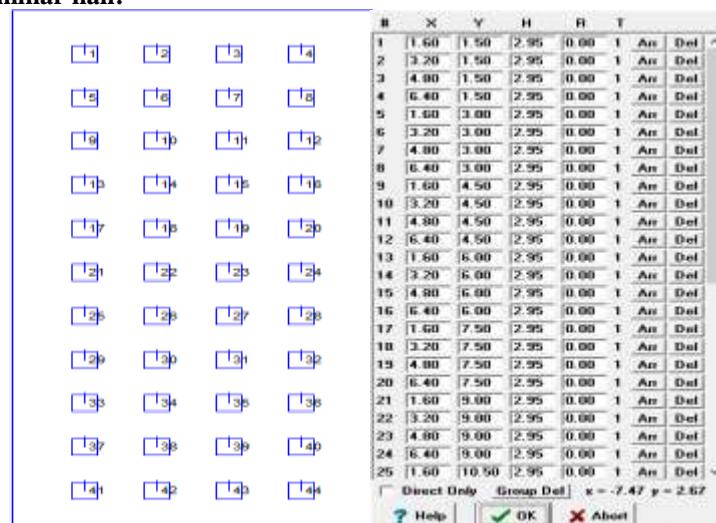
In ISO Lux, the contours provide the points of equal illuminance, in foot-candles or lux, on the floor or wall plane, from a specific stated mounting position. The diagram can be used to assess the distribution characteristics of luminary in addition to determining lighting level.

#### 4) 3D Lux web

The 3dimension view of flux distribution. The sheet like image shows Lux spreading in workplace. The maximum point in the 3D figure shows the value of maximum lux and minimum lux.

### **III. INNOVATIVE ILLUMINATION DESIGN**

#### **A. Design of seminar hall:**



**Fig.1: (a) Luminaries Position, (b) Co-ordinates of Luminaries**

### B. Luminary detail



**Fig.2: Luminary detail**

### C. Illuminance Tabulation

Tabulation									
Average: 256 ls					Maximum: 402 ls				
Max. / Min. 3.012		Avg. / Min. 2.227			Max. 160 ls		Min. 160 ls		
0.58	0.97	1.24	1.61	1.97	2.34	2.71	3.08	3.45	3.82
8.58	160	167	181	208	214	223	237	250	252
1.39	207	213	245	277	293	312	337	361	362
2.29	239	253	284	325	352	383	401	426	431
3.19	253	269	304	347	377	397	405	432	446
4.09	260	276	311	355	387	409	443	474	477
4.87	262	278	314	358	391	412	447	477	481
5.87	262	279	315	359	391	412	448	479	482
6.75	262	279	314	359	391	412	448	478	482
7.65	262	279	315	359	392	412	448	479	482
8.55	262	279	314	359	391	412	448	478	482
9.45	262	279	314	358	391	412	448	478	482
10.3	262	279	315	359	392	412	448	479	482
11.2	262	279	314	359	391	412	448	478	482
12.1	262	279	315	359	391	412	448	479	482
13.0	262	279	314	358	391	412	447	477	481
13.9	260	276	313	358	391	409	443	474	477
14.8	253	269	304	347	377	397	431	462	464
15.7	259	283	304	345	372	393	401	426	431
16.6	287	293	245	277	293	312	337	361	362
17.5	160	167	168	208	214	223	239	245	245

**Fig.3: Illuminance Tabulation**

#### D. Grayscale

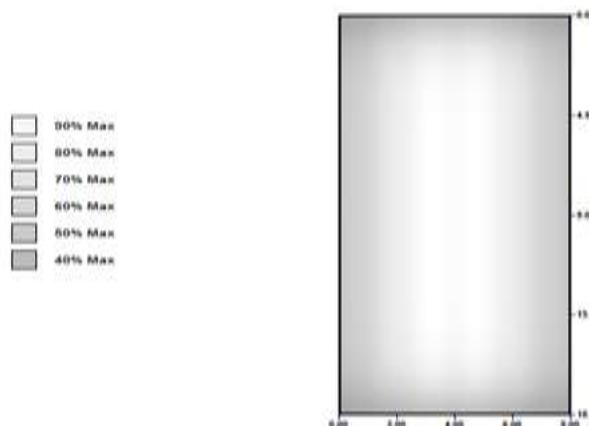


Fig.4: Grayscale

#### E. ISO lux

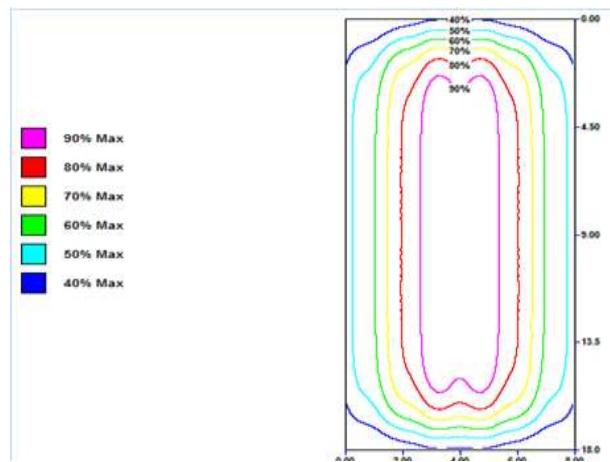


Fig.5: ISO lux

#### F. 3D lux web

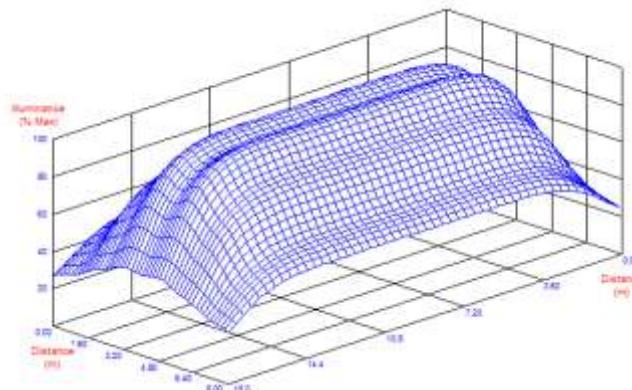
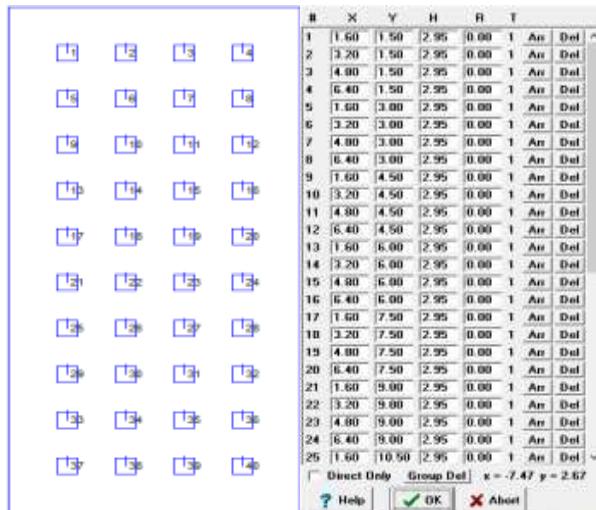


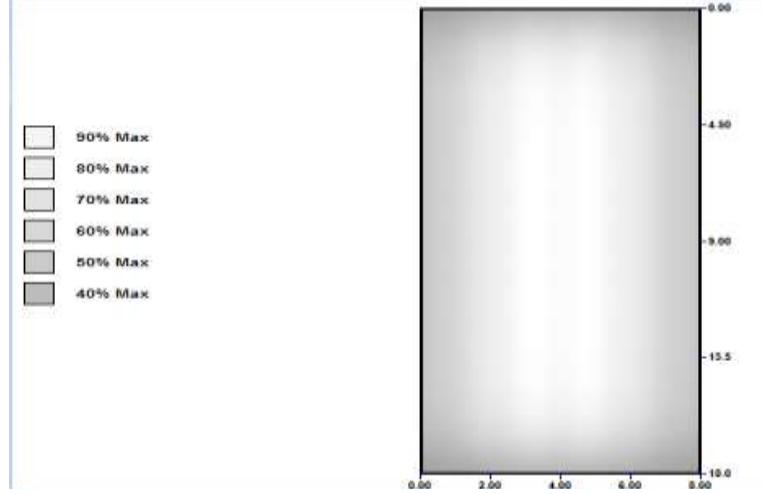
Fig.6: 3D lux web

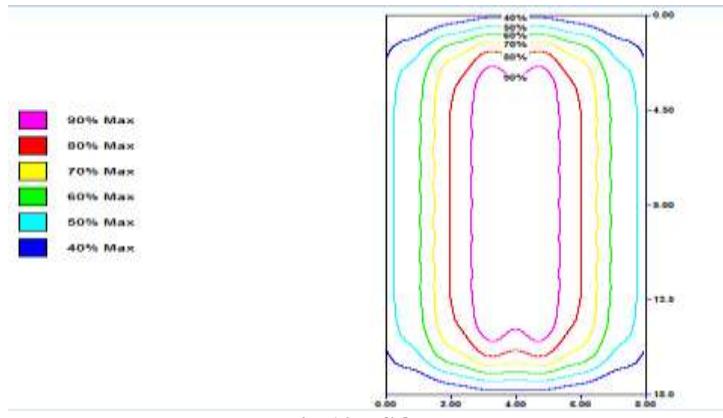
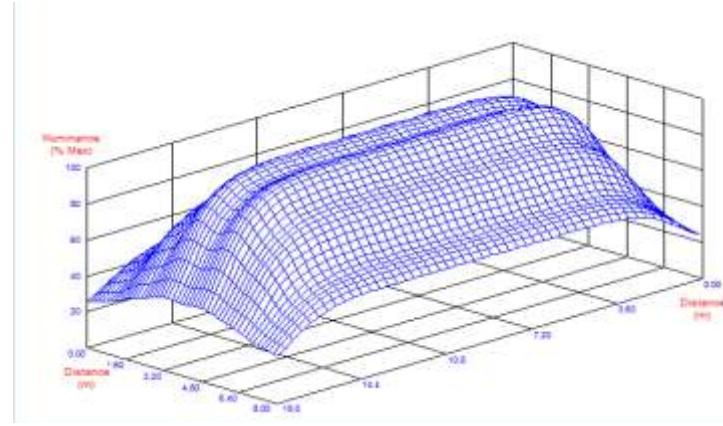
### IV. MODIFIED INNOVATIVE INDOOR ILLUMINATION DESIGN

In this innovative design using cg lux software the above system of seminar hall is simulated. By using this software we got 40 luminaires instead of 44 luminaires which we have observed by using lumen's method of lighting calculation. Also, we are getting average lux in seminar hall 325 lux which is optimum according to I.S. standards.

**A. Design of seminar hall**

**Fig.7: (a) Luminaries Position, (b) Co-ordinates of Luminaries**
**B. Illuminance Tabulation**

		Average: 325 lx Max / Min: 3.182																		
		Maximum: 443 lx Ave / Min: 2.334																		
		Minimum: 129 lx																		
0.50	0.87	1.24	1.61	1.97	2.34	2.71	3.08	3.45	3.82	4.18	4.55	4.92	5.29	5.66	6.03	6.39	6.76	7.13	7.50	
0.50	143	145	161	177	189	197	210	221	222	217	217	222	221	210	157	189	177	161	143	143
1.39	188	199	222	250	270	283	305	326	327	315	315	327	326	306	263	270	250	222	199	188
2.28	217	230	259	256	321	336	365	391	393	377	377	393	391	365	336	321	296	259	238	217
3.18	232	247	278	318	346	365	365	423	425	410	410	425	423	396	365	346	318	270	247	232
4.08	237	252	284	325	355	373	405	434	437	421	421	437	434	405	373	355	325	284	252	237
4.97	240	256	288	323	353	373	411	439	442	426	426	442	439	411	379	353	329	288	256	240
5.87	240	255	288	323	353	377	410	439	442	426	426	442	439	410	377	353	329	288	255	240
6.76	240	256	289	323	360	373	412	440	443	427	427	443	440	412	379	360	329	289	256	240
7.66	240	255	288	323	353	378	411	439	442	427	427	442	439	411	378	353	329	288	255	240
8.55	240	256	288	323	353	378	411	439	442	427	427	442	439	411	378	353	329	288	256	240
9.45	240	256	288	323	353	373	411	439	442	427	427	442	439	411	379	353	329	288	256	240
10.3	240	255	288	323	353	378	410	439	442	427	427	442	439	410	378	353	329	288	255	240
11.2	240	256	289	330	360	380	412	440	443	428	428	443	440	412	380	360	330	289	256	240
12.1	240	255	287	323	353	377	410	439	442	426	426	442	439	410	377	353	329	287	255	240
13.0	240	256	288	323	353	373	411	439	442	426	426	442	439	411	379	353	329	288	256	240
13.9	237	252	284	325	354	372	405	433	436	421	421	436	433	405	372	354	325	284	252	237
14.8	231	246	277	316	345	363	394	422	424	408	408	424	422	394	363	345	316	277	246	231
15.7	216	228	257	293	318	333	361	388	390	374	374	390	388	361	333	318	293	257	228	216
16.6	185	195	217	245	265	277	299	318	319	308	308	319	318	299	277	265	245	217	185	166
17.5	139	145	157	171	183	191	203	213	214	203	203	214	213	183	157	145	139	113	100	100

**Fig.8: Illuminance Tabulation**
**C. Grayscale**

**Fig.9: Greyscale**

**D. ISO lux****Fig.10: ISO lux****E. 3D lux web****Fig.11: 3D lux web****I. CONCLUSION**

By using manual Lumen's method it require 44 luminaries fittings with 356 average lux for area of 144m<sup>2</sup> seminar hall. But by using computer software –CG lux, innovative illumination design can be achieved with the use of 40 luminaires of same type for same area with the obtained average lux level of 325. We can choose the different types of decorative, high intensity, low intensity, costly/cheaperetc. as per overall requirements and thereby achieve many alternative with less efforts. Comparing all the alternatives and selecting the better one make the design innovative. By optimizing the number of luminaires required by studying the output of respective luminaires and real requirements of the average value of standard lux, illumination design ultimately increases efficiency of system and reduce the running and capital cost.

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