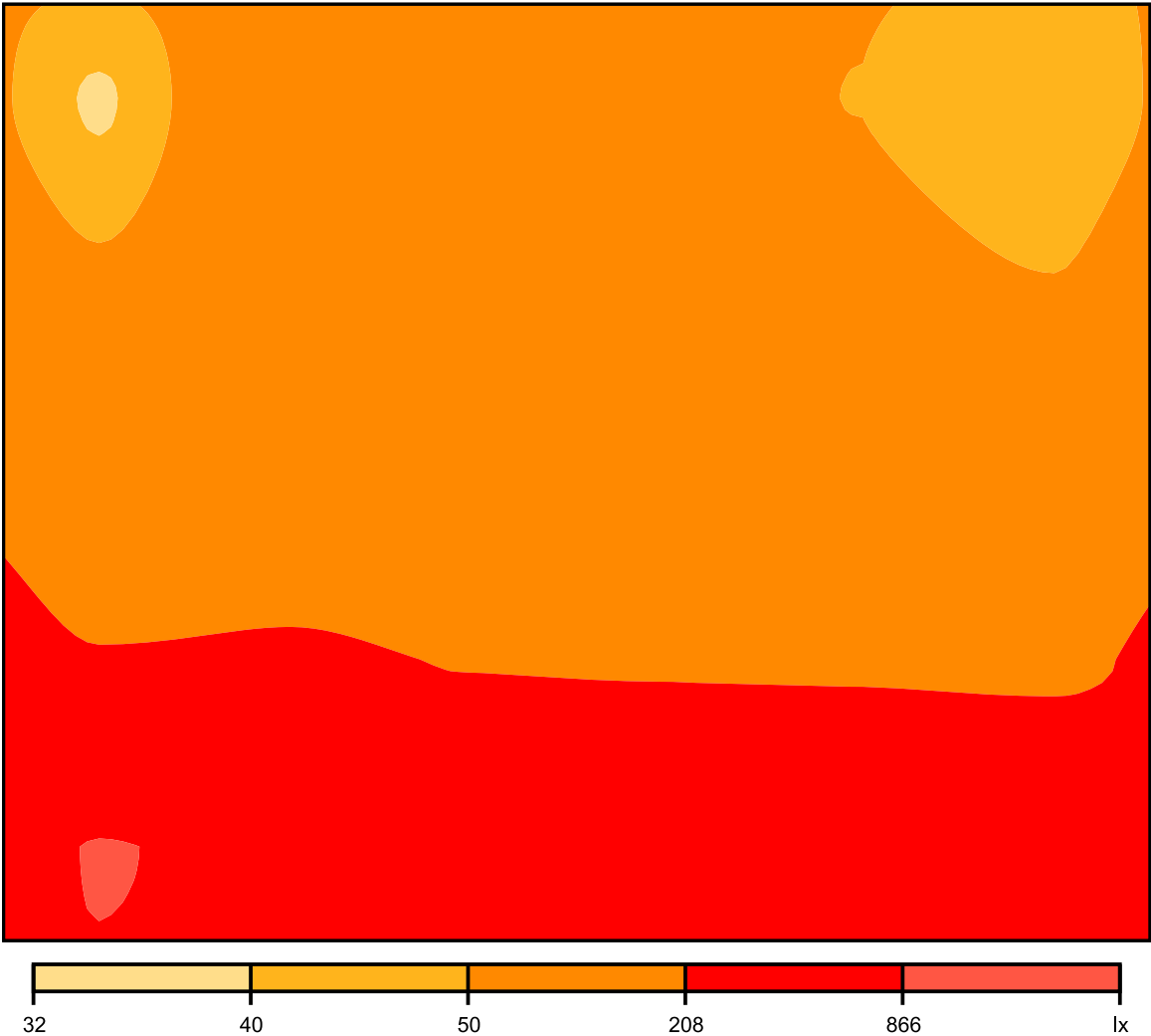


False colours [lx]

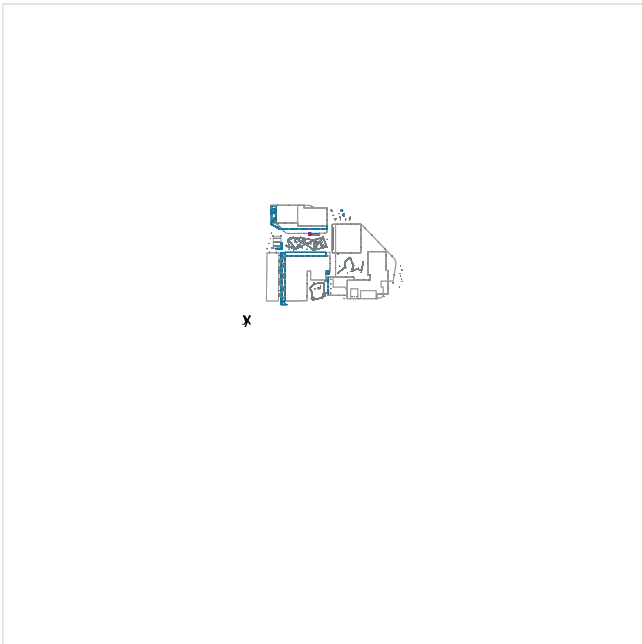


Scale: 1 : 10

Value chart [lx]

m	-0.636	-0.382	-0.127	0.127	0.382	0.636
0.498	38.7	73.6	63.5	55.8	49.8	42.9
0.249	55.3	95.7	78.2	67.6	59.0	50.7
0.000	95.6	133	110	95.1	83.9	71.9
-0.249	224	237	199	184	172	148
-0.498	871	828	789	781	775	744

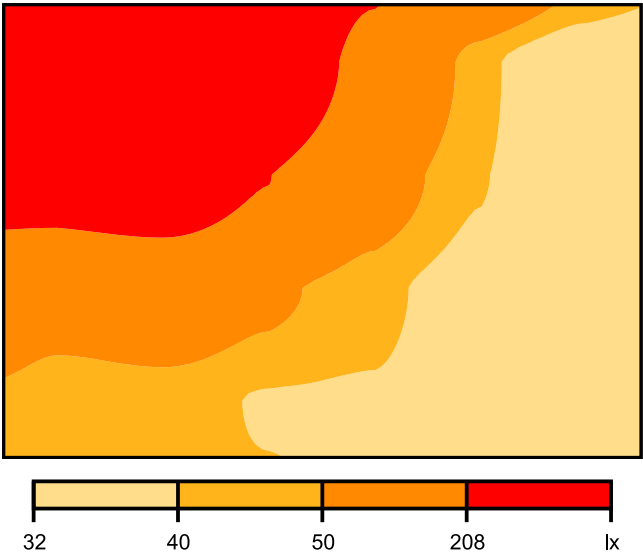
Half Landing / Horizontal illuminance



Maintenance factor: 0.80

Half Landing: Horizontal illuminance (Grid)
Light scene: Light scene 1
Average: 148 lx, Min: 33.1 lx, Max: 651 lx, Min/average: 0.22, Min/max: 0.051
Height: 2.132 m

False colours [lx]

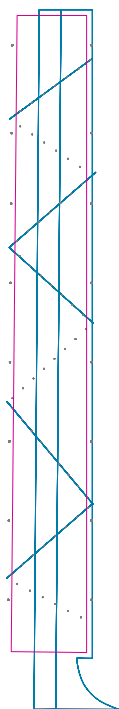


Scale: 1 : 25

Value chart [lx]

m	-0.880	-0.528	-0.176	0.176	0.528	0.880
0.562	617	651	474	132	42.8	33.1
0.187	318	377	212	69.9	40.4	35.1
-0.187	66.0	75.5	55.5	42.3	36.4	35.3
-0.562	41.2	42.6	39.1	39.0	35.5	34.0

Alleyway 1 / Perpendicular illuminance (adaptive)

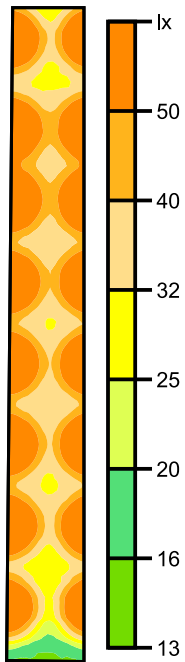


Alleyway 1: Perpendicular illuminance (adaptive) (Surface)

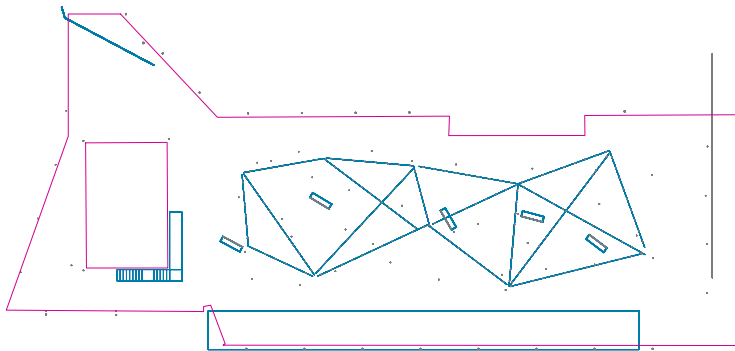
Light scene: Light scene 1

Average: 49.1 lx, Min: 15.3 lx, Max: 85.0 lx, Min/average: 0.31, Min/max: 0.18

Height: 0.000 m, Wall zone: 0.400 m

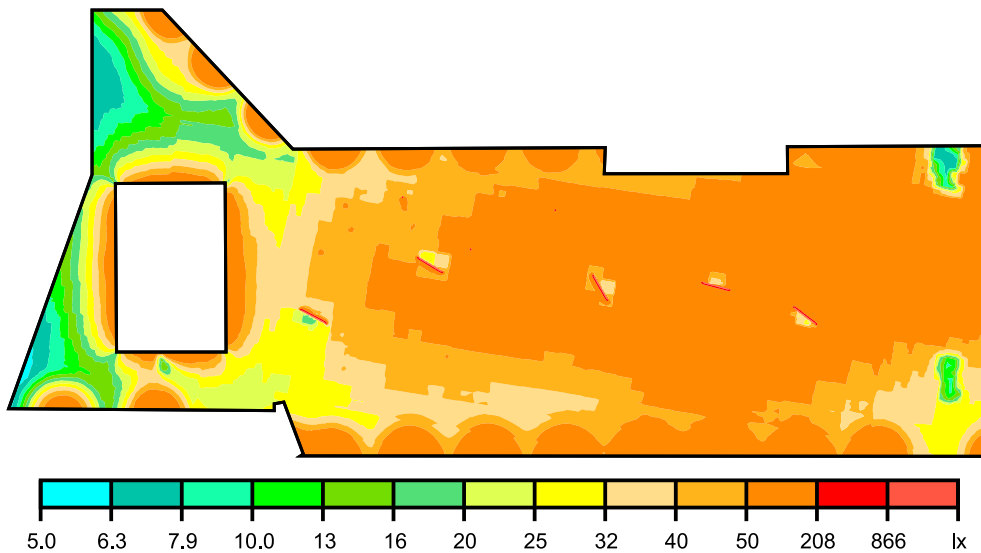
False colours [lx]

Scale: 1 : 500

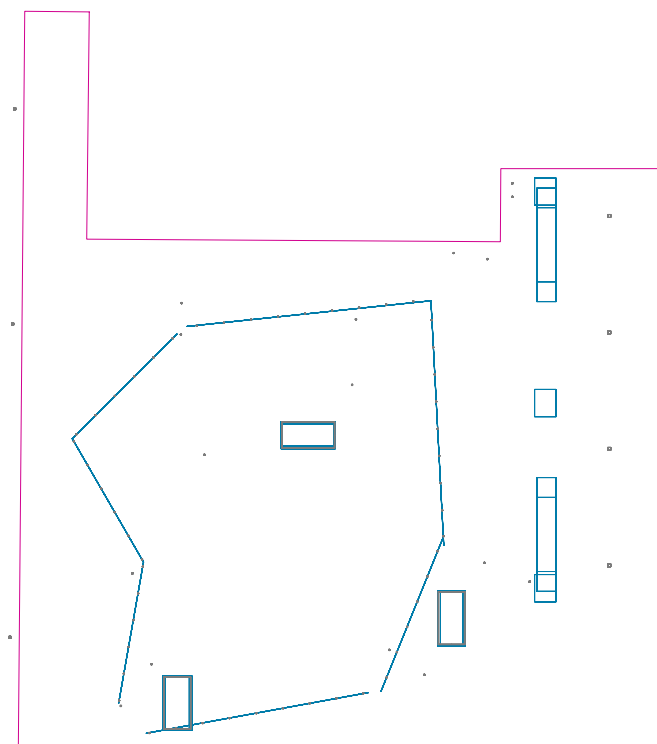
Central Circulation Area / Perpendicular illuminance (adaptive)**Central Circulation Area: Perpendicular illuminance (adaptive) (Surface)****Light scene: Light scene 1**

Average: 50.0 lx, Min: 5.79 lx, Max: 982 lx, Min/average: 0.12, Min/max: 0.006

Height: 0.000 m, Wall zone: 0.400 m

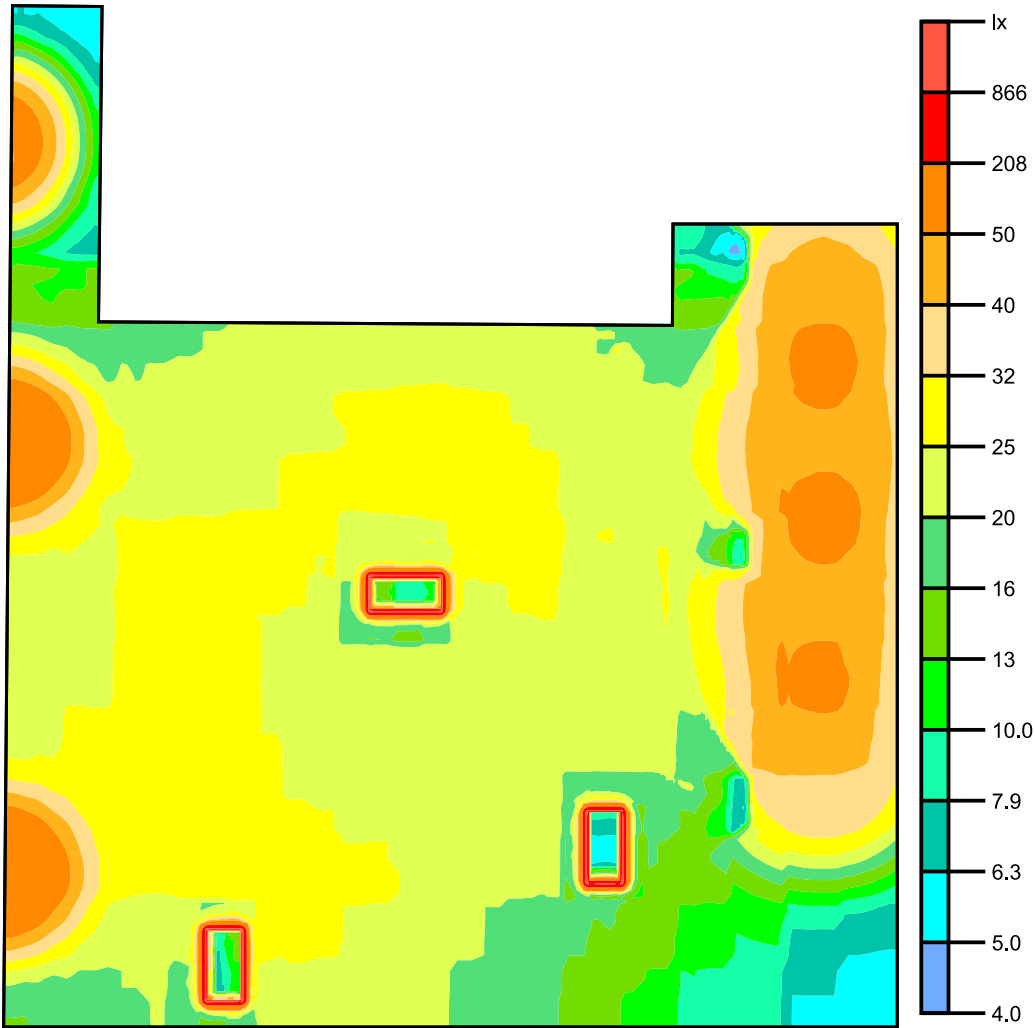
False colours [lx]

Scale: 1 : 500

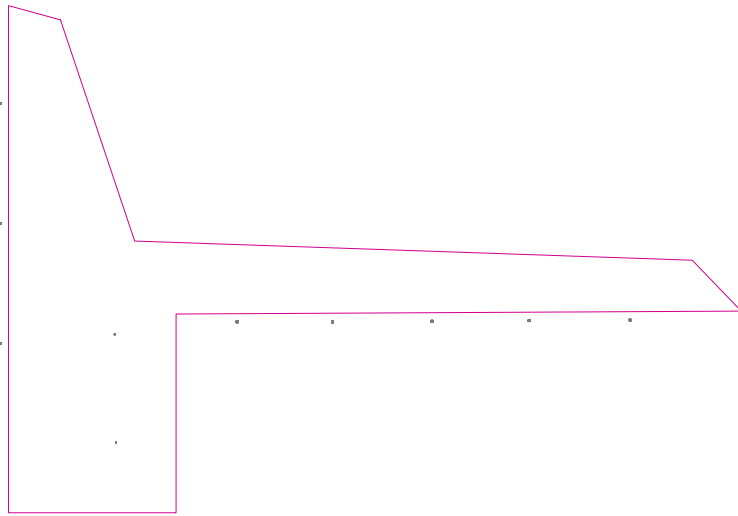
Bottom Circulation Area / Perpendicular illuminance (adaptive)**Bottom Circulation Area: Perpendicular illuminance (adaptive) (Surface)****Light scene: Light scene 1**

Average: 29.9 lx, Min: 4.65 lx, Max: 1116 lx, Min/average: 0.16, Min/max: 0.004
Height: 0.000 m, Wall zone: 0.400 m

False colours [lx]

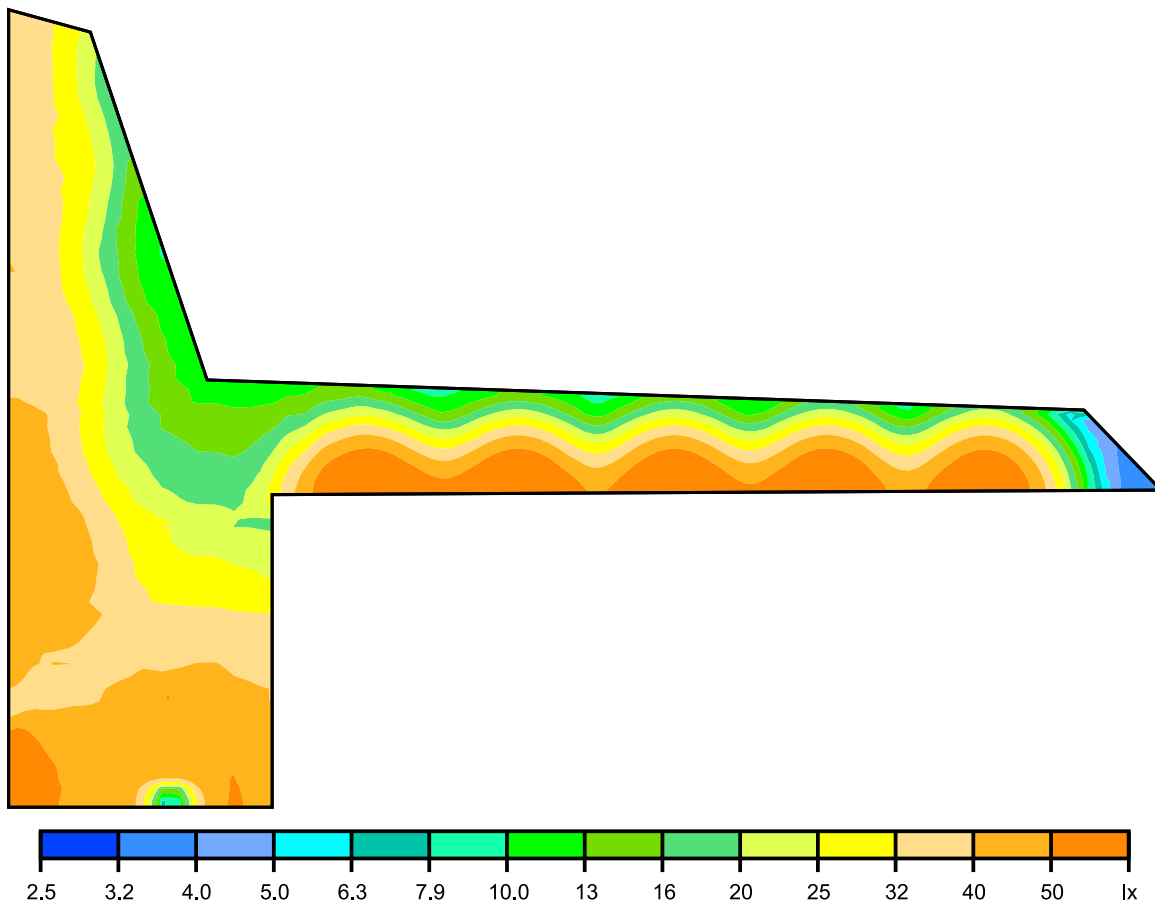


Scale: 1 : 200

Top Circulation Area / Perpendicular illuminance (adaptive)**Top Circulation Area: Perpendicular illuminance (adaptive) (Surface)****Light scene: Light scene 1**

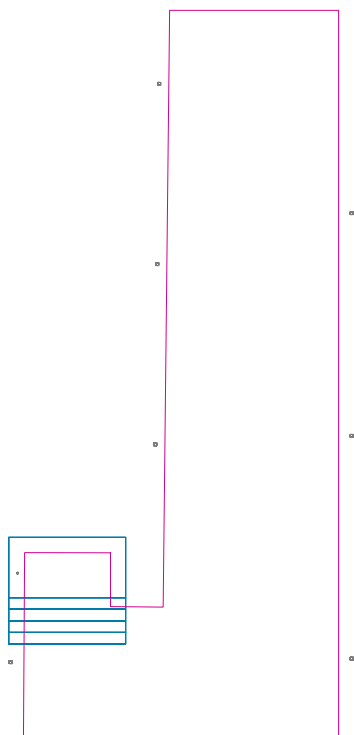
Average: 33.1 lx, Min: 3.08 lx, Max: 121 lx, Min/average: 0.093, Min/max: 0.025

Height: 0.000 m, Wall zone: 0.400 m

False colours [lx]

Scale: 1 : 200

Alleyway 2 / Perpendicular illuminance (adaptive)



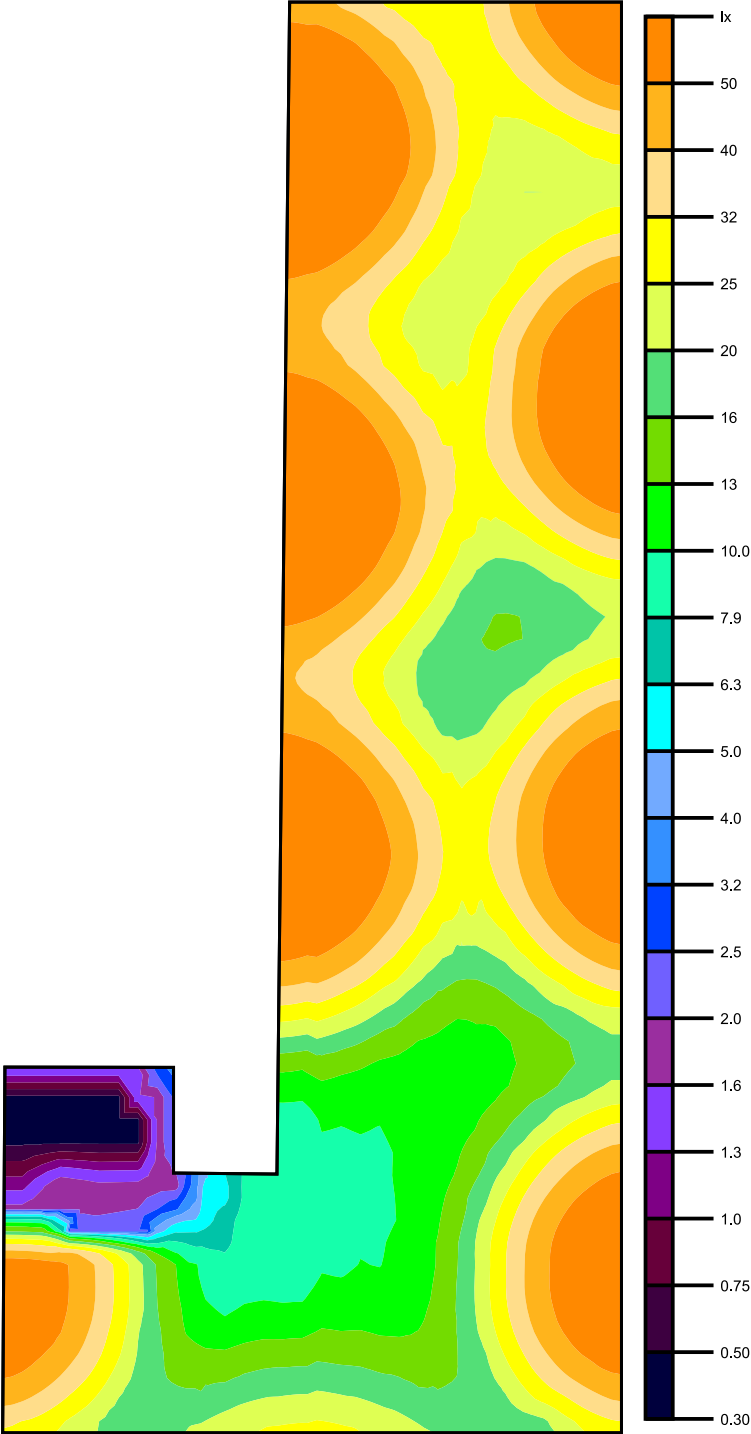
Alleyway 2: Perpendicular illuminance (adaptive) (Surface)

Light scene: Light scene 1

Average: 31.3 lx, Min: 0.46 lx, Max: 69.7 lx, Min/average: 0.015, Min/max: 0.007

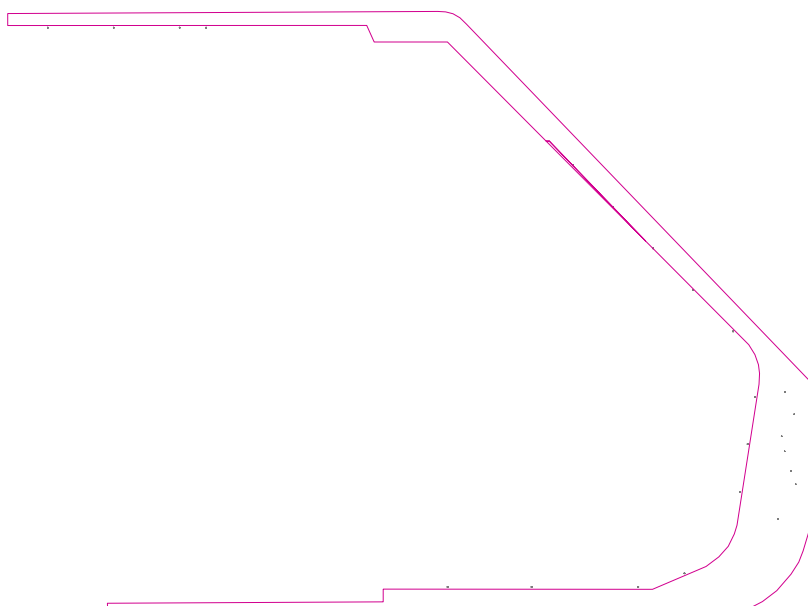
Height: 0.000 m, Wall zone: 0.400 m

False colours [lx]



Scale: 1 : 100

Perimeter / Perpendicular illuminance (adaptive)



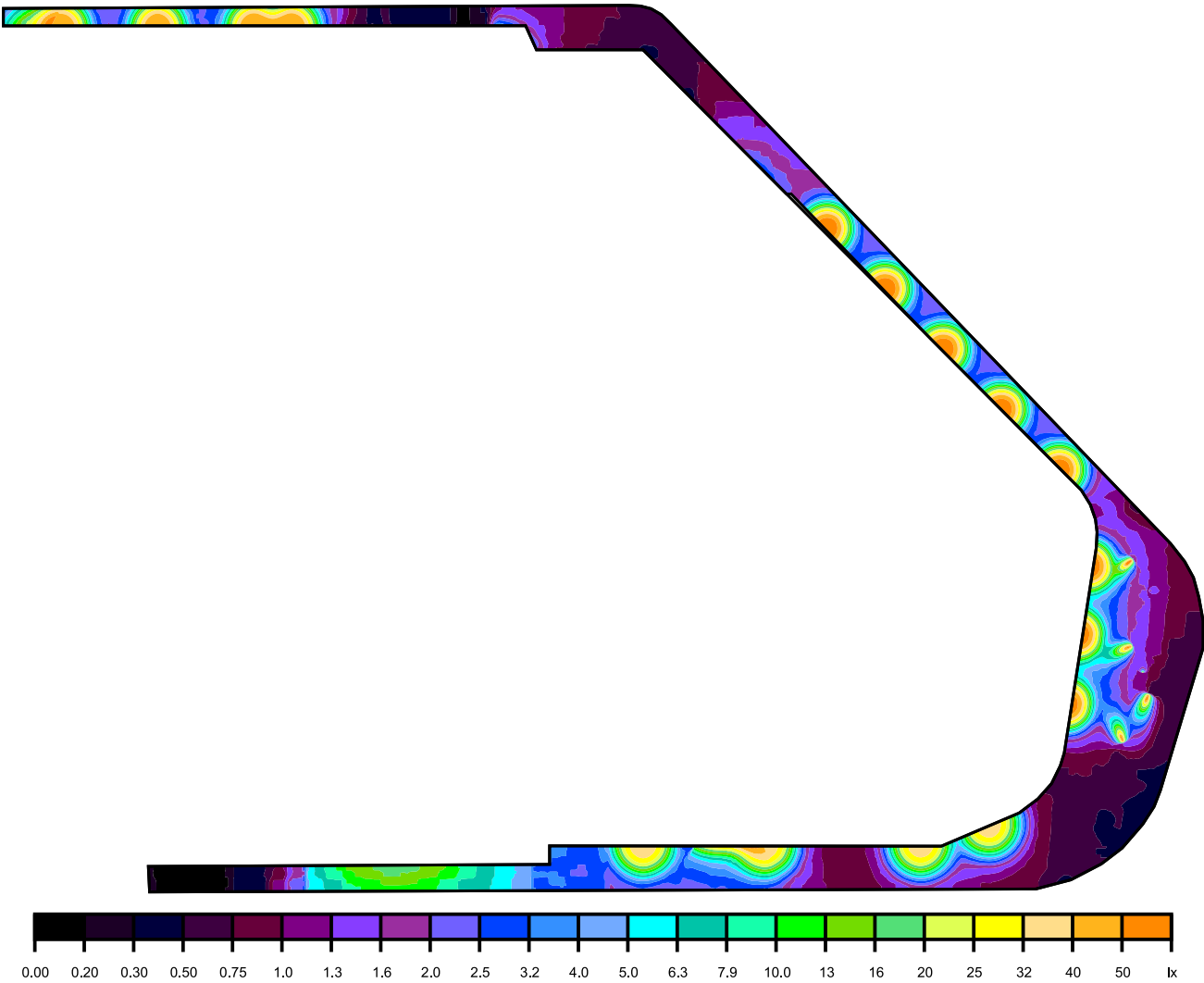
Perimeter: Perpendicular illuminance (adaptive) (Surface)

Light scene: Light scene 1

Average: 6.56 lx, Min: 0.14 lx, Max: 64.3 lx, Min/average: 0.021, Min/max: 0.002

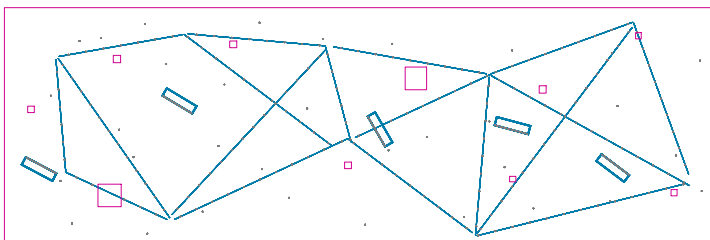
Height: 0.000 m, Wall zone: 0.400 m

False colours [lx]



Scale: 1 : 750

Workplane (Central Green Area) / Perpendicular illuminance (adaptive)



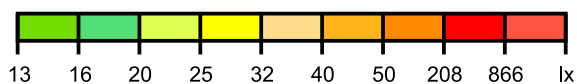
Workplane (Central Green Area): Perpendicular illuminance (adaptive) (Surface)

Light scene: Light scene 1

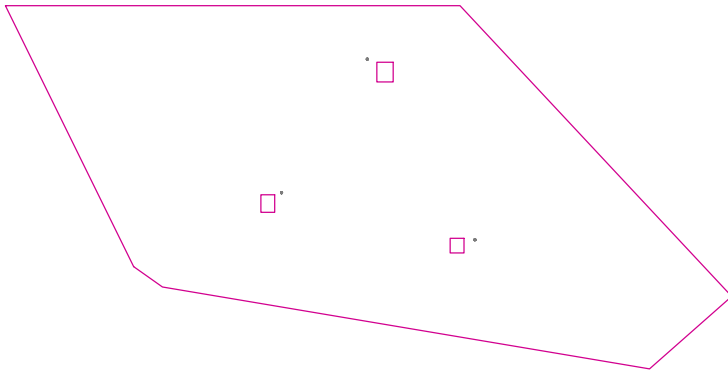
Average: 58.4 lx, Min: 15.3 lx, Max: 964 lx, Min/average: 0.26, Min/max: 0.016

Height: 0.000 m, Wall zone: 0.000 m

False colours [lx]

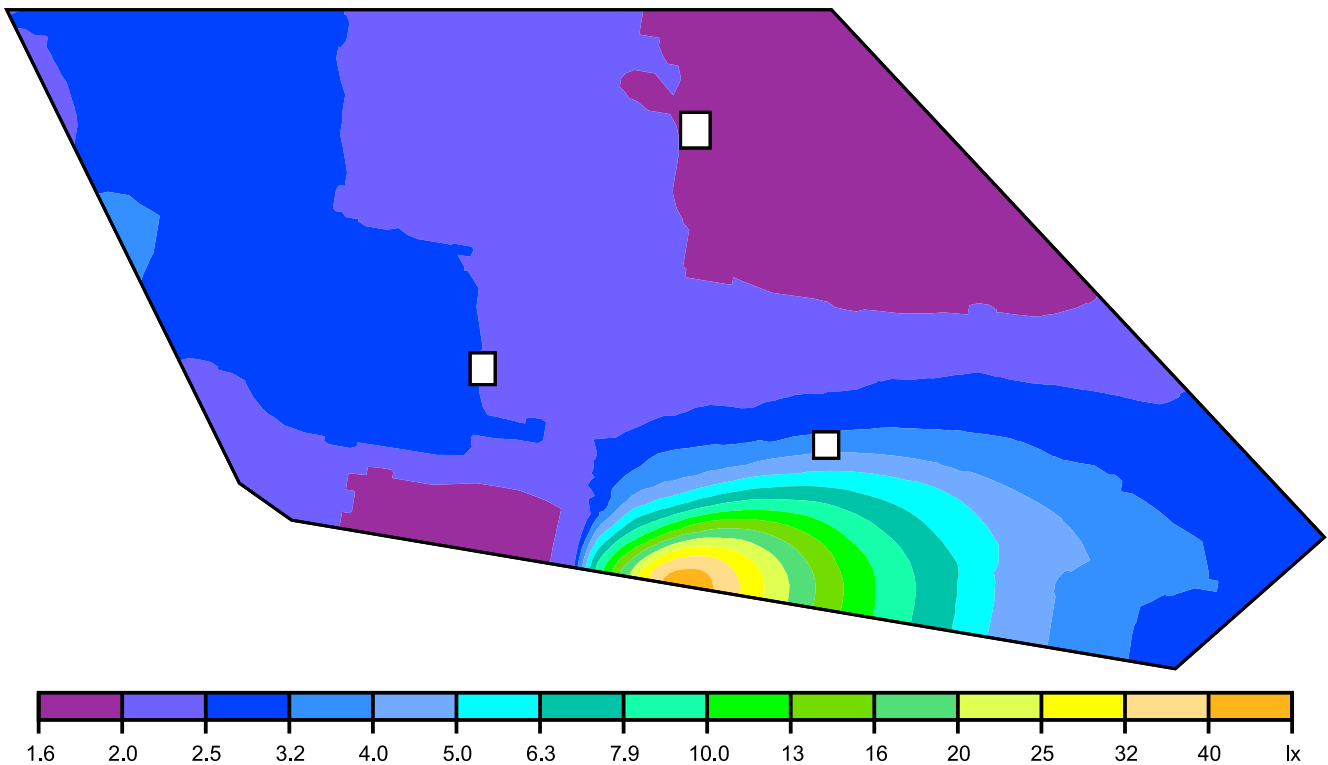


Scale: 1 : 500

Top Green Area / Perpendicular illuminance (adaptive)**Top Green Area: Perpendicular illuminance (adaptive) (Surface)****Light scene: Light scene 1**

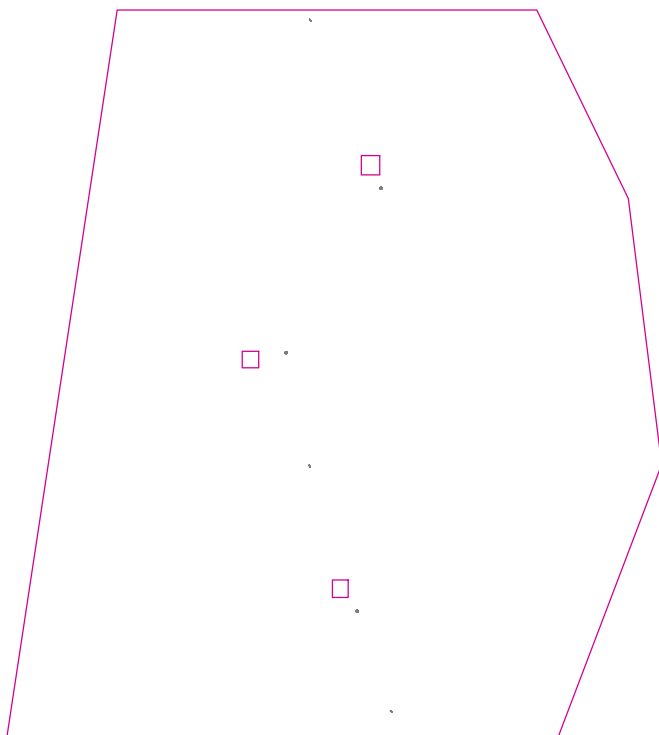
Average: 3.31 lx, Min: 1.75 lx, Max: 44.9 lx, Min/average: 0.53, Min/max: 0.039

Height: 0.000 m, Wall zone: 0.000 m

False colours [lx]

Scale: 1 : 100

Right Green Area / Perpendicular illuminance (adaptive)



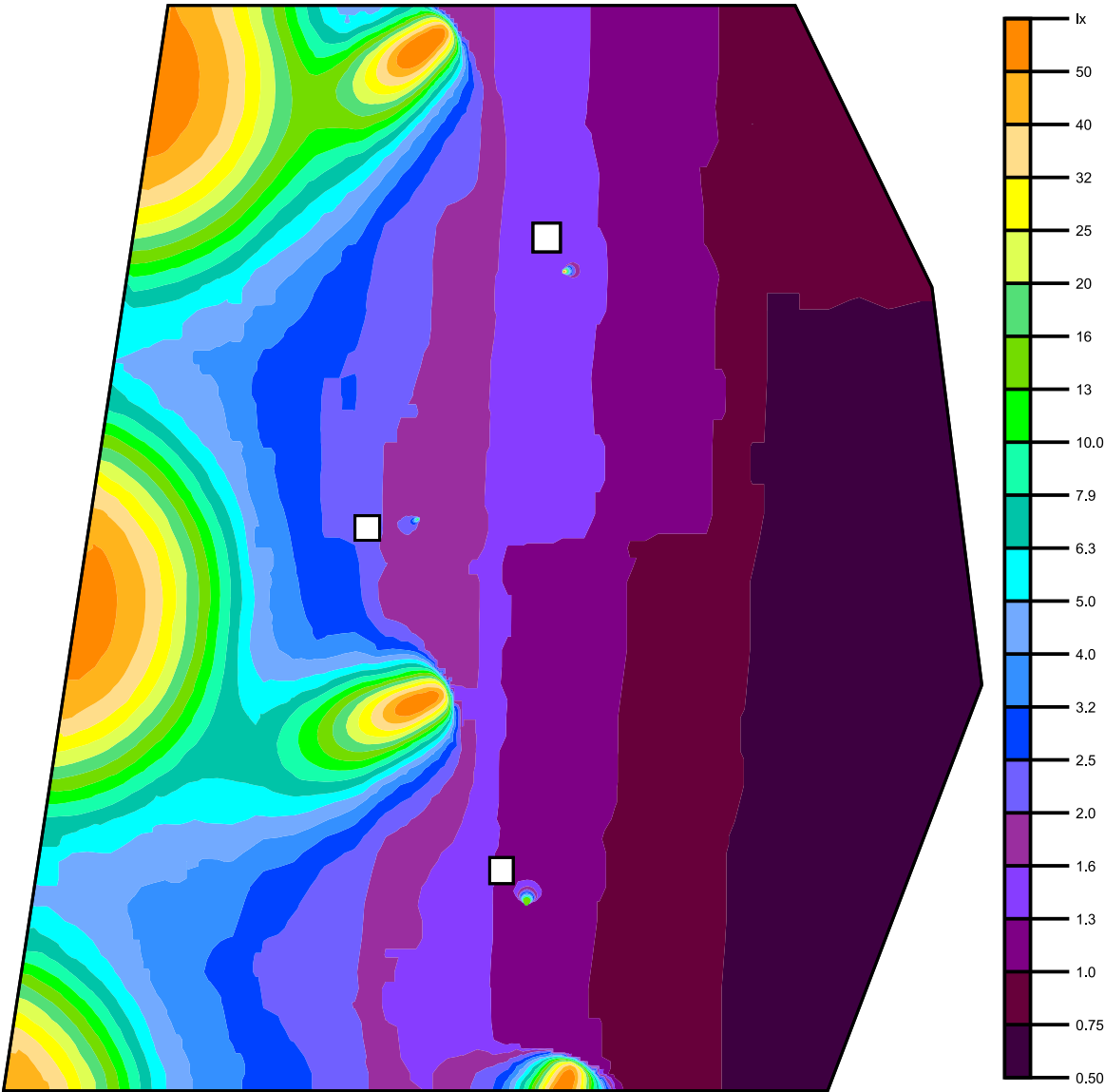
Right Green Area: Perpendicular illuminance (adaptive) (Surface)

Light scene: Light scene 1

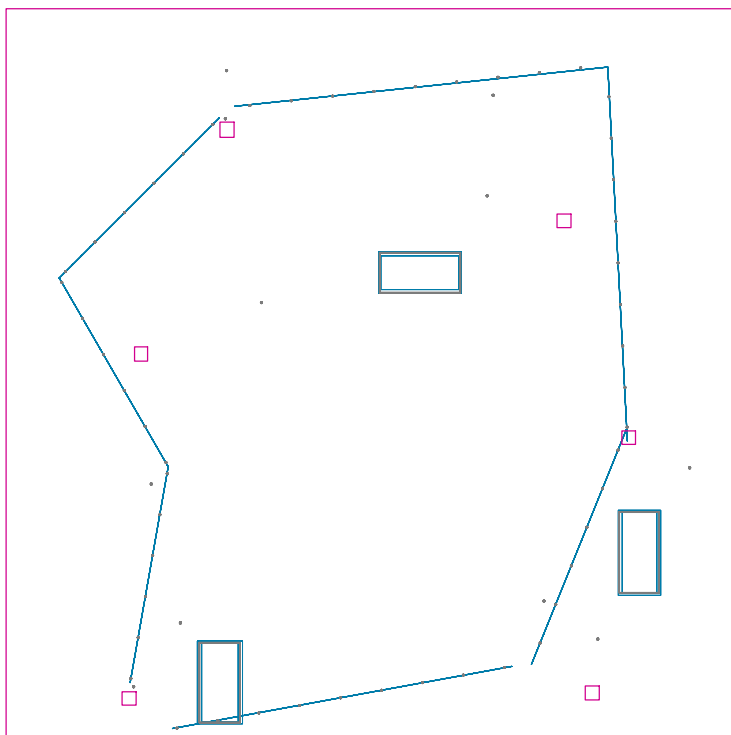
Average: 5.32 lx, Min: 0.58 lx, Max: 2176 lx, Min/average: 0.11, Min/max: 0.000

Height: 0.000 m, Wall zone: 0.000 m

False colours [lx]



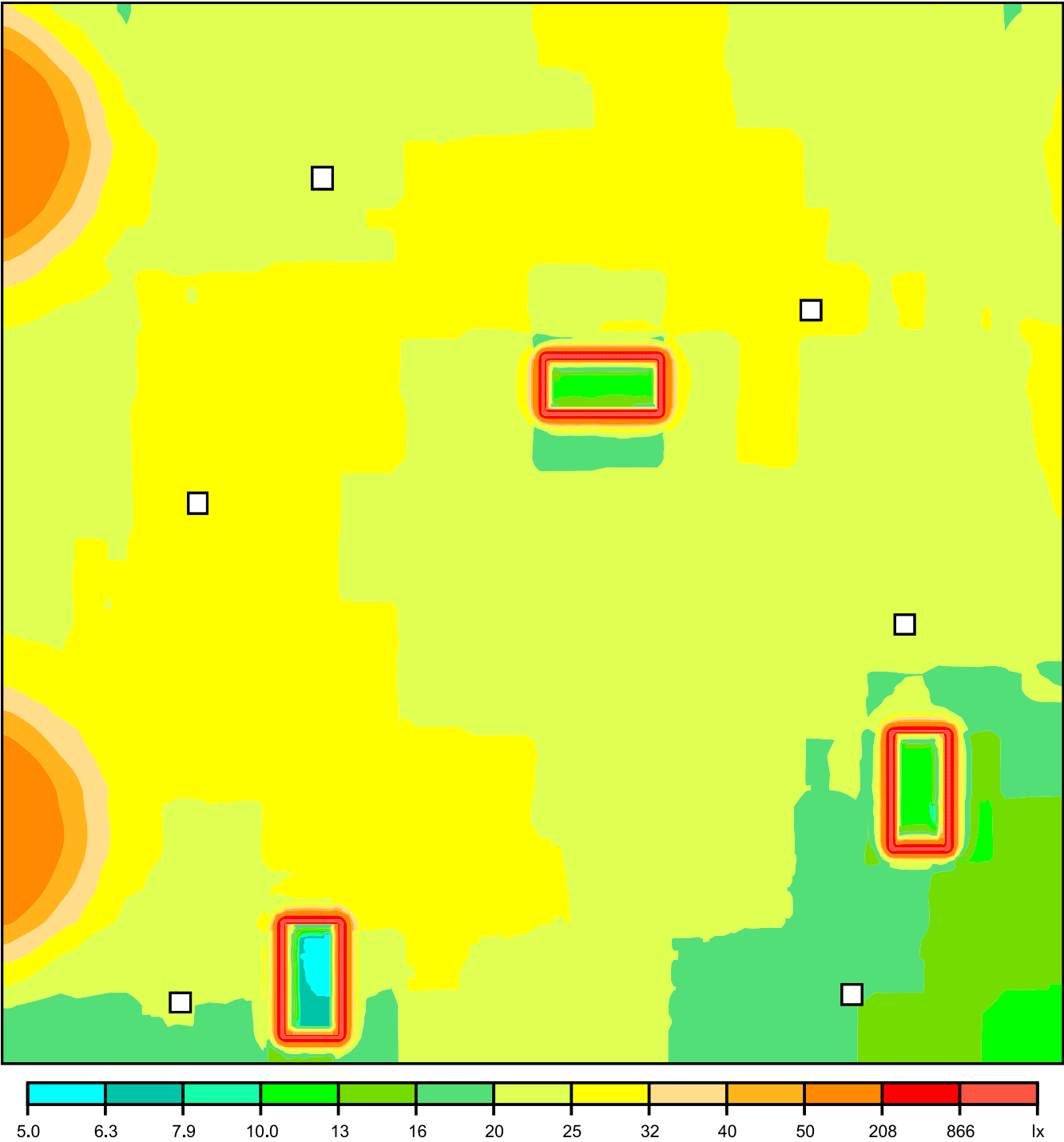
Scale: 1 : 100

Bottom Green Area / Perpendicular illuminance (adaptive)**Bottom Green Area: Perpendicular illuminance (adaptive) (Surface)****Light scene: Light scene 1**

Average: 30.4 lx, Min: 5.58 lx, Max: 1505 lx, Min/average: 0.18, Min/max: 0.004

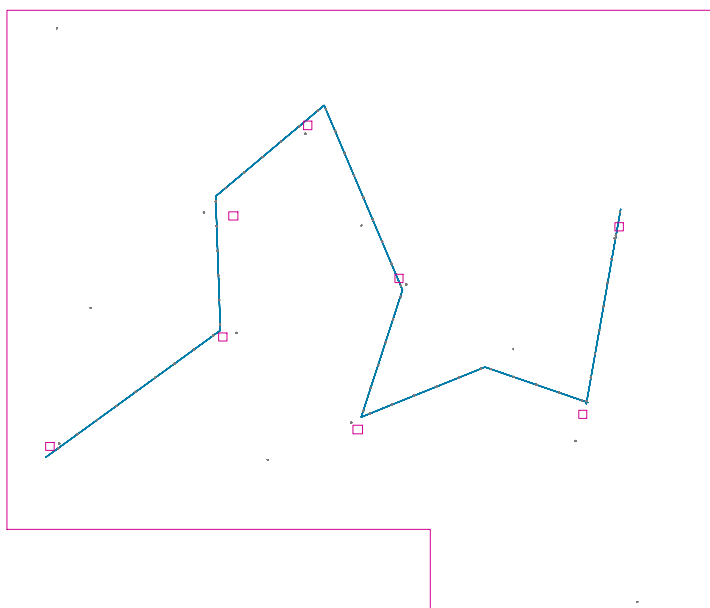
Height: 0.000 m, Wall zone: 0.000 m

False colours [lx]



Scale: 1 : 100

Podium / Perpendicular illuminance (adaptive)



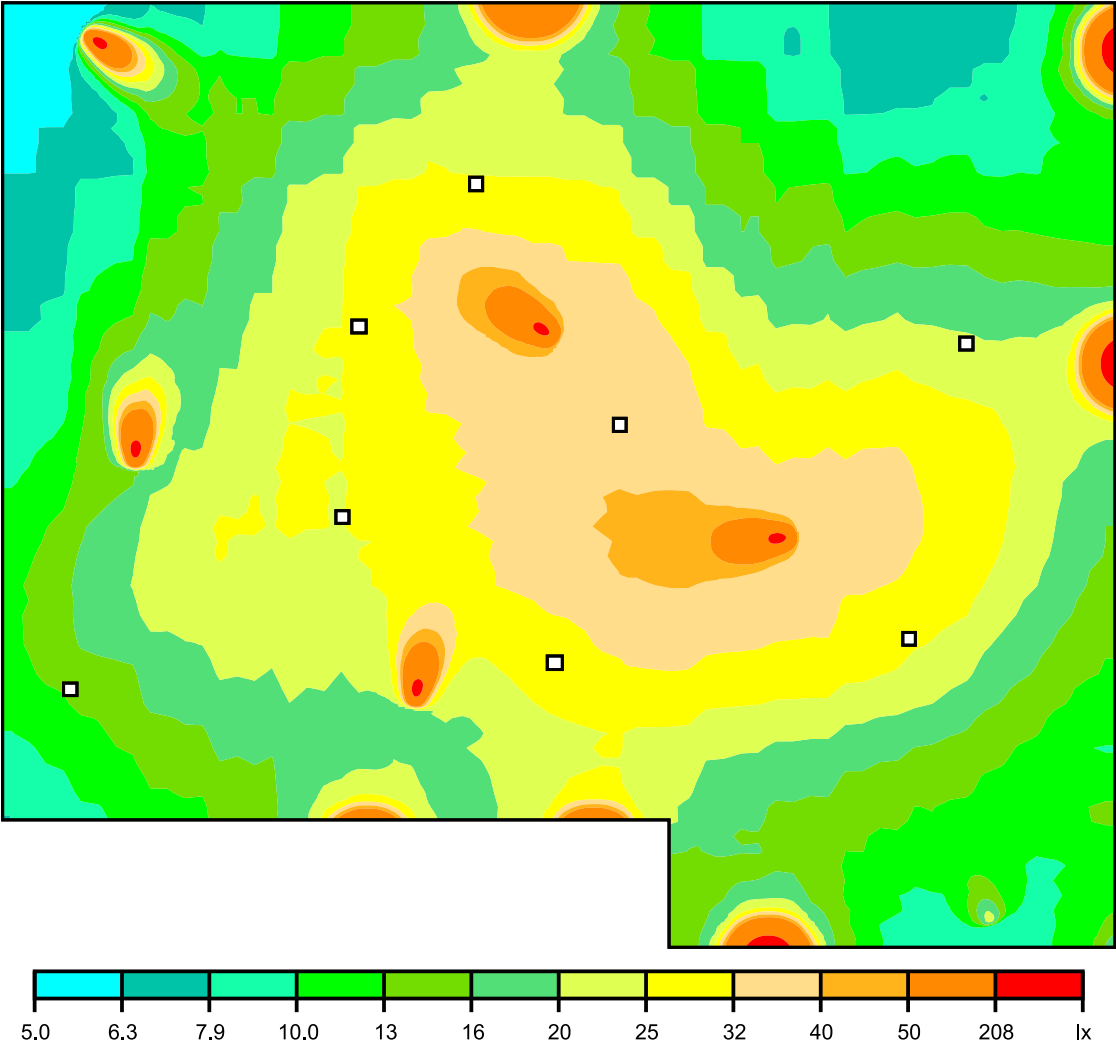
Podium: Perpendicular illuminance (adaptive) (Surface)

Light scene: Light scene 1

Average: 22.4 lx, Min: 5.35 lx, Max: 297 lx, Min/average: 0.24, Min/max: 0.018

Height: 0.000 m, Wall zone: 0.000 m

False colours [lx]



Scale: 1 : 200