

Factory Manchester

Lighting Criteria Table - External lighting

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Issue: Contract Issue
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Issue Status

Revision	Description	Issued by	Date	Checked
C01	Contract Issue - Public Realm lighting	NM	16/10/20	CL
C02	Contract Issue - Public Realm lighting	NM	18/10/21	CL

Building Location and lighting approach			Lighting Criteria							Emergency Lighting Criteria				Lighting Control		
Building	Area / level	Zone	Average Illuminance [lux]	Minimum Illuminance [lux]	Uniformity Uo	Min. Colour Rendering CRI	Glare UGR	Blues lighting Y/N	Additional Notes	High risk Y/N	Dimming Y/N	Minimum emergency lux level	Additional notes	Protocol	Control type	Control note
Public Realm		Public realm	10	4	0.4	80	50	-	Factory sq has capacity for 20lux for event enhancement	N	N	-	-	DALI	Photocell, timeclock, scene set override	
		Stairs and Ramp	30	15	0.5	80	-	-		N	N	-	-	DALI	Photocell, timeclock, scene set override	
		Undercroft (Day)	250	150	0.4	80	50	-		Y	Y	15	Building exits to place of safety. Management level of 1 lux minimum during performance.	DALI	Photocell, timeclock, scene set override	Photocell
		Undercroft (Building open at night)	30-50	12-20	0.2	80	50	-	Uniformity derogation approved by MCC highways.	Y	Y	15	Building exits to place of safety. Management level of 1 lux minimum during performance.	DALI	Photocell, timeclock, scene set override	Photocell
		Undercroft (Building closed at night)	15	3	0.2	80	50	-	Uniformity derogation approved by MCC highways.	N	N	-	-	DALI	Photocell, timeclock, scene set override	Photocell
		Truck lift external turning area (Factory Sq)	50	20	0.4	80	50	-	Pedestrian passages, vehicle turning, loading and unloading points	N	N	-	-	DALI	Scene set override to control additional output	
		Upper viaduct - loading area	50	20	0.4	80	50	-	Pedestrian passages, vehicle turning, loading and unloading points	Y	N	15	Building exits to place of safety	DALI	Scene set.	