

## 10. Electrical Services Part 3

### 10.1 Lighting design and equipment



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- Basic concepts 基本概念
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實踐
- Emergency lighting 應急照明
- Energy efficient lighting 節能照明



# An example of lighting design for a shopping mall in Hong Kong



MOKO, Grand Century Place  
Hong Kong, China

Architect: Aedas

Completed in December 2015, MOKO is a 7-storey shopping mall located in Mongkok, Hong Kong. A comprehensive lighting strategy was developed to match with the architectural design and to meet the client's marketing strategy for the fast-paced retail business. We worked closely with the architect and client to develop a scheme that defines the space with specialised lighting elements.

Photography © Arup

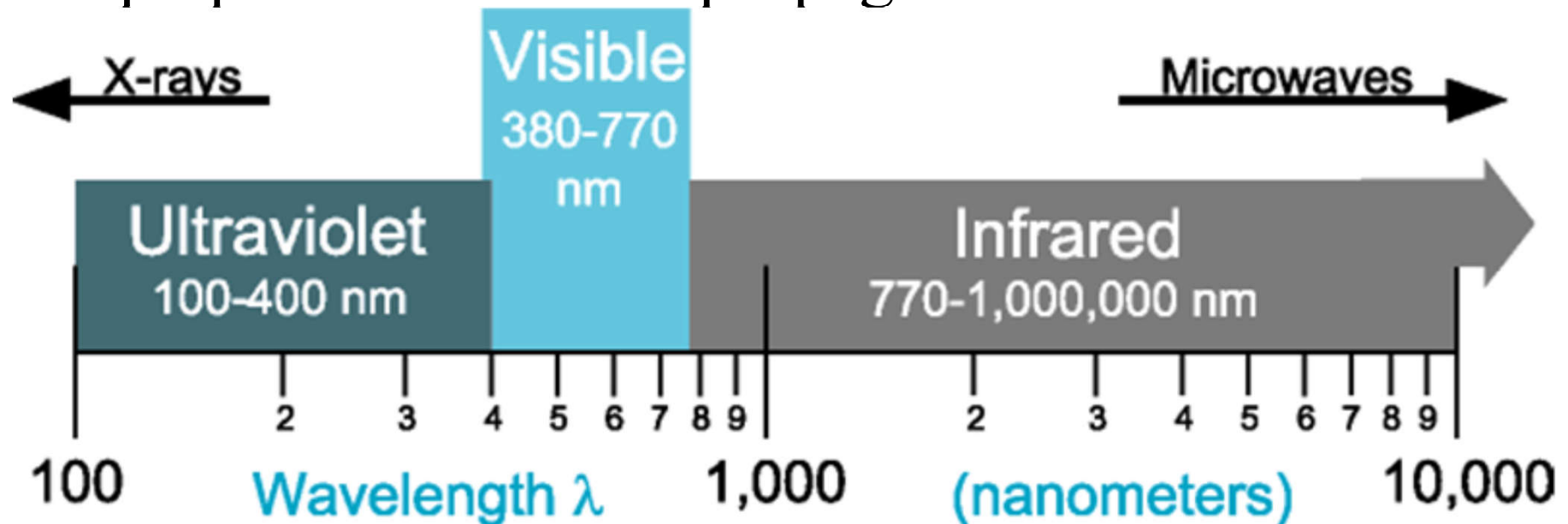


(Source: <https://www.arup.com/perspectives/publications/promotional-materials/section/lighting-design>)

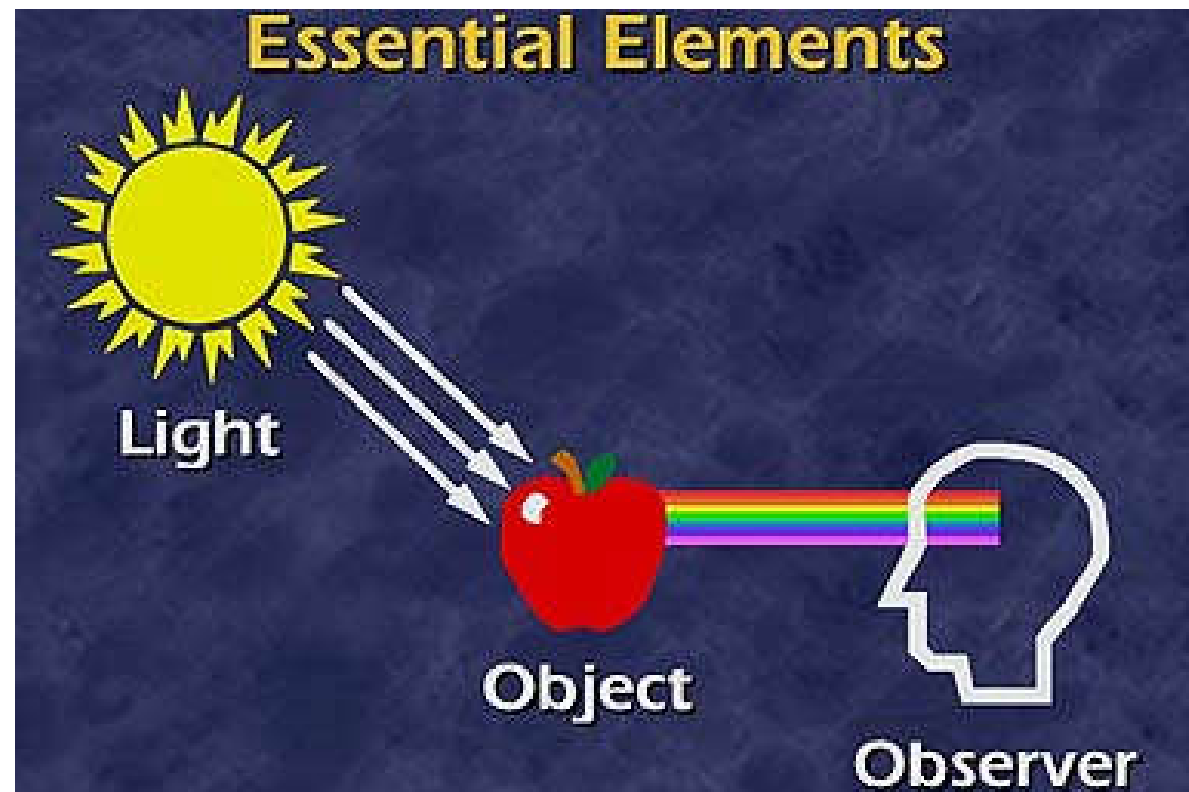
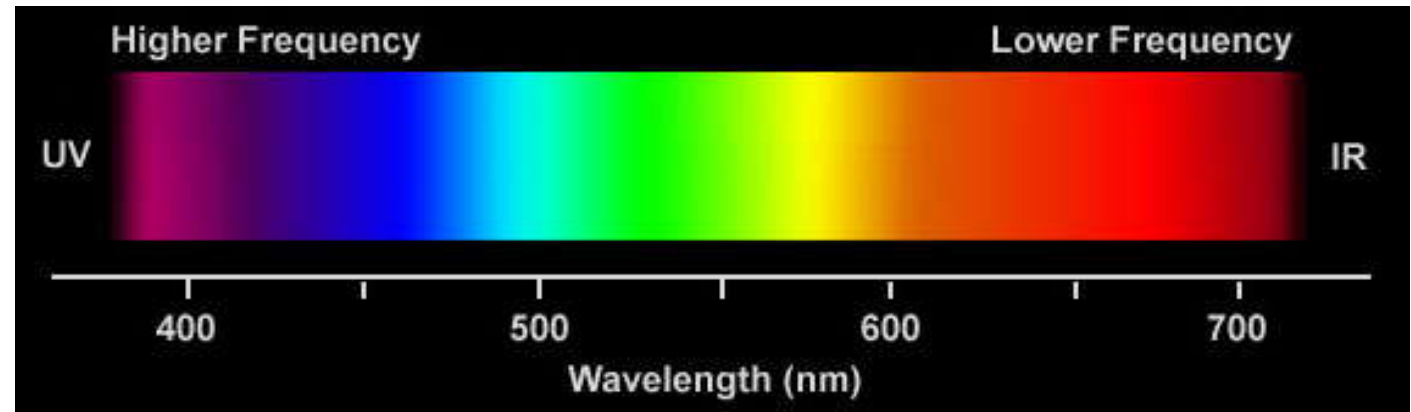
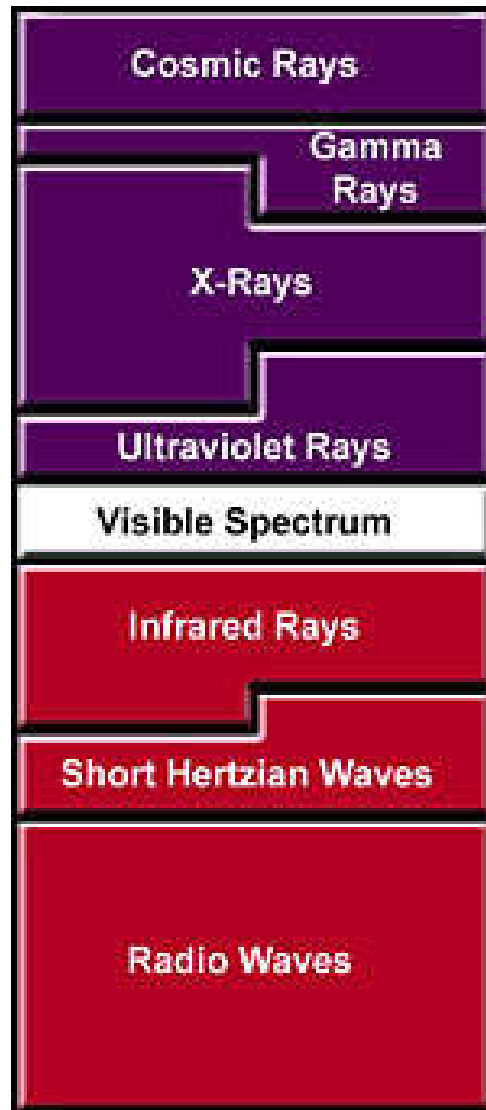


# Basic concepts

- What is *Light*? 光
  - Light is a form of electromagnetic radiation with an electric field & a magnetic field oriented at right angles and varies in magnitude in a direction perpendicular to the propagation direction



# Essential elements of light and human vision 光和人類視覺的基本要素





# Correlated colour temperature (CCT) of lamps 燈的相關色溫

Warm

Neutral

Cool

Cold

1800K

2800K

3500K

5000K

7500K

10000K

2200K

3000K

4100K

6500K

9000K



**Setting  
Sun**

Residential  
Interiors

Commercial  
Interiors

Hotel  
Interiors

**North  
Sky**





# Lighting terminology

- Important terms

- Luminous flux 光通量 (lumen, lm),  $\Phi$

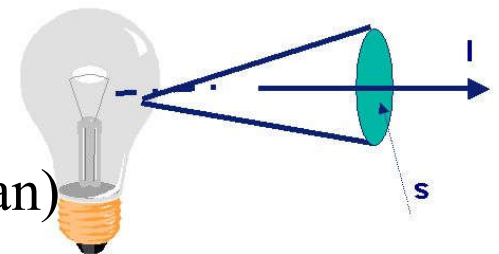
*Radiation  
value*

- Light power emitted by a source or received by a surface (radiant flux according to the spectral sensitivity of the human eye)
  - A candle flame generates about 12 lumens
  - Fluorescent lamp 32W = 3,300 lumens

- Luminous intensity 光強 (candela, cd),  $I$

*Sender-  
side value*

- Luminous flux per unit solid angle in the direction in question,  $I = d\Phi / d\omega$  ( $\omega$  = solid angle, in steradian)

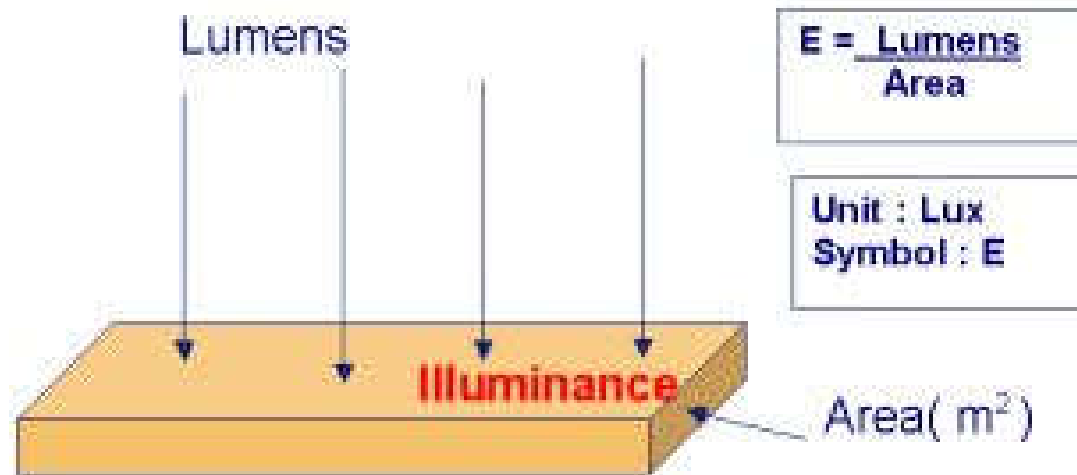


- Illuminance 照明度 ( $\text{lm}/\text{m}^2$ , or lux),  $E$

*Recipient  
-side  
value*

- Light energy arriving at a real surface,  $E = d\Phi / dA$  ( $A$  = receiving surface area) (“lumen per unit area”)

# Practical examples of illuminance 照明度



Summer, at noon, under a cloudiness sky	100 000 lux
Ditto, but in the shade	10 000 lux
In the open under a heavily-overcast sky	5000 lux
Artificial light, in a well-lit office	1000 lux
Artificial light, average living-room	100lux
Street lighting	5-30 lux
Full moon, on a clear night	0,25 lux





# Lighting terminology

- Important terms

- Luminance 亮度 ( $\text{cd/m}^2$ ),  $L$

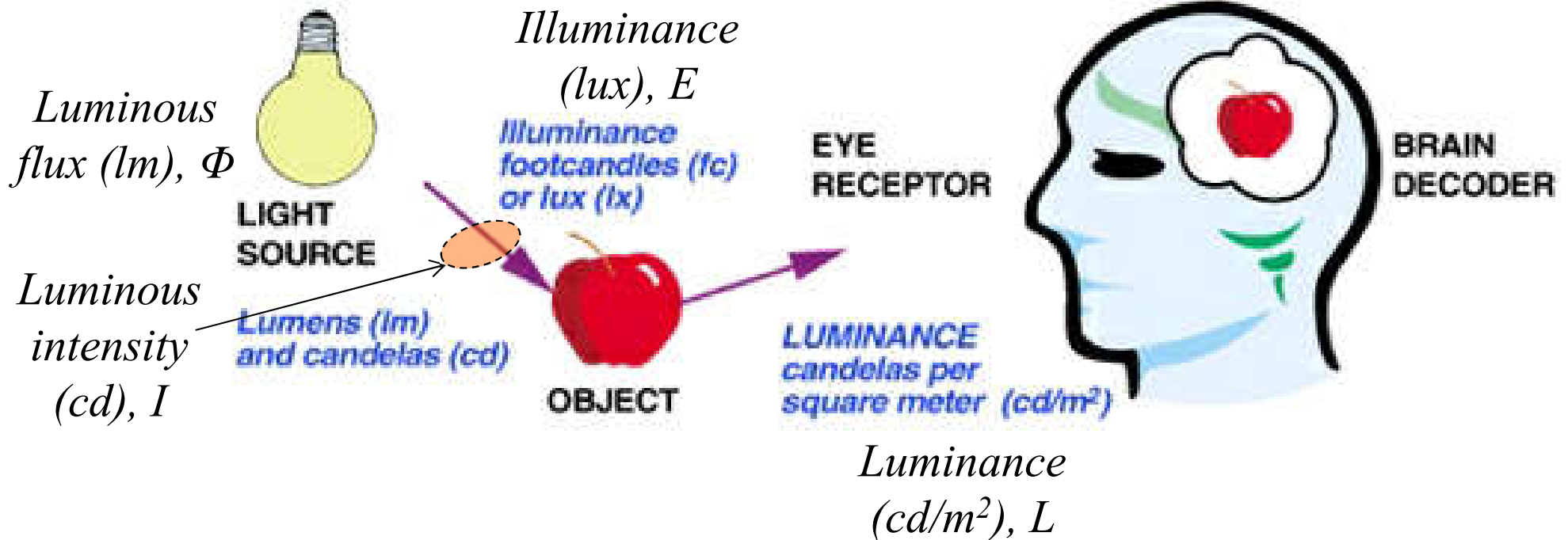
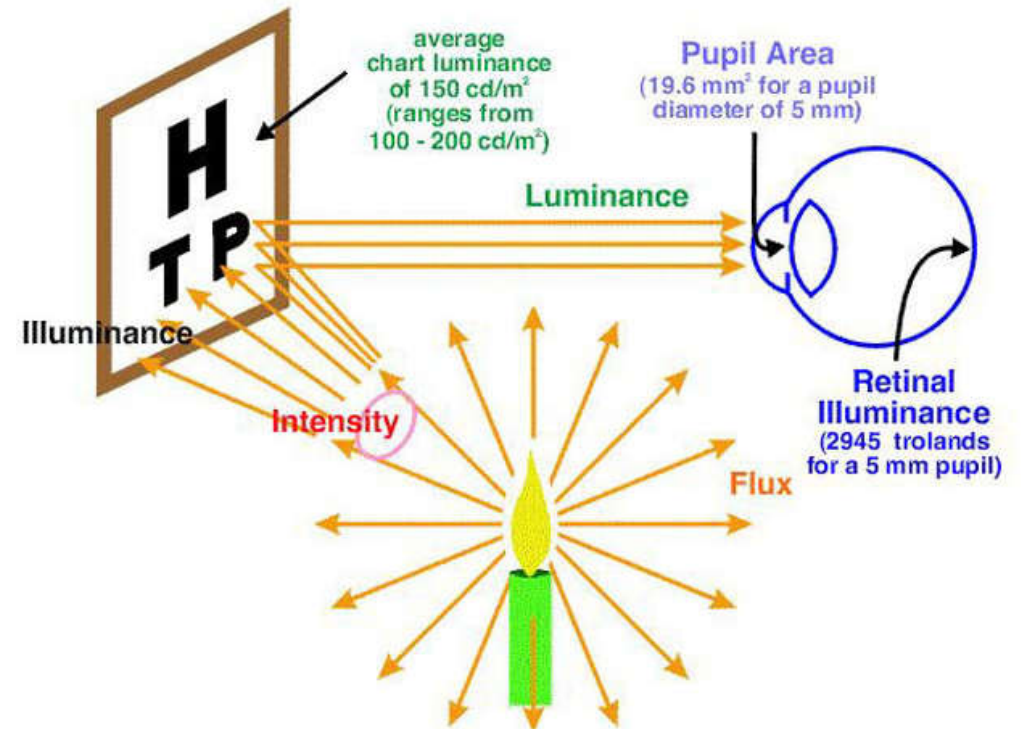
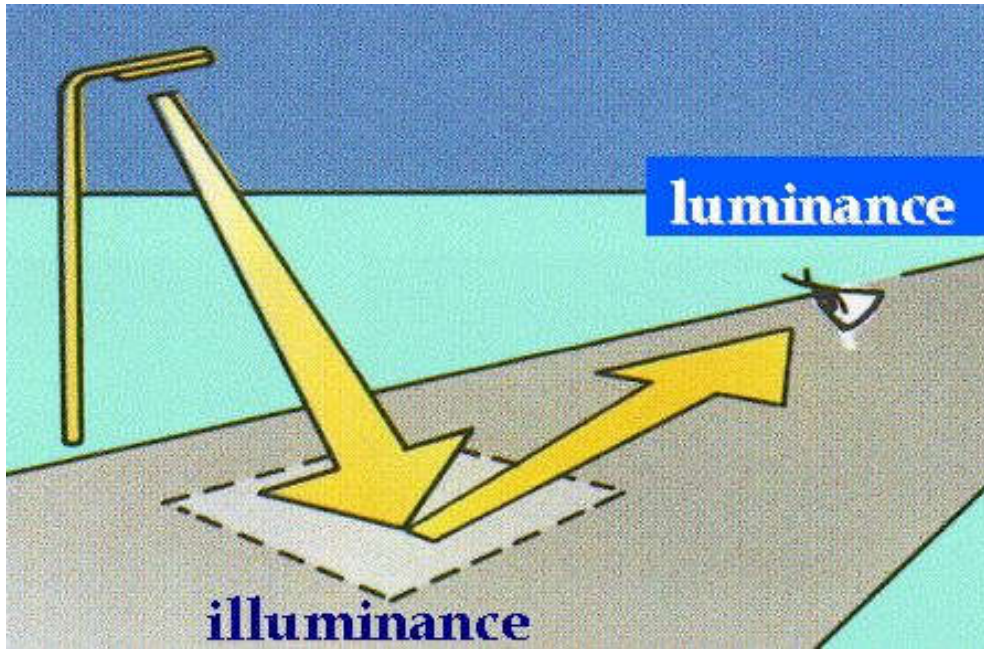
*Sender-side value*

- Luminous flux density ( $I$ ) leaving a projected surface in a particular direction (often called “brightness”)
    - $L = I / dA \cdot \cos\theta = (d\Phi/d\omega) / dA \cdot \cos\theta$ 
      - $d\omega$  = solid angle containing the given direction
      - $dA$  = area of a section of that beam (the source side) containing the given point
      - $\theta$  = the angle between the normal to that section and the direction of the beam

## Practical examples of luminance 亮度

Surface of the sun	1 650 000 000 cd/m <sup>2</sup>
Filament of a clear incandescent lamp	7 000 000 cd/m <sup>2</sup>
Bulb of an 'Argenta' incandescent lamp	200 000 cd/m <sup>2</sup>
Fluorescent lamp	5000 -15 000 cd/m <sup>2</sup>
Surface of the full moon	2500 cd/m <sup>2</sup>
Sun-lit beach	15 000 cd/m <sup>2</sup>
White paper (reflectance 0,8) under 400 lux	100 cd/m <sup>2</sup>
Grey paper (reflectance 0,4) under 400 lux	50 cd/m <sup>2</sup>
Black paper (reflectance 0,04) under 400 lux	5 cd/m <sup>2</sup>
Road surface under artificial lighting	0,5 - 2 cd/m <sup>2</sup>

# Illuminance and luminance (Source: Lessons in Lighting, <http://www.lightolier.com>)





# Lighting terminology

- Important terms

發  
光  
效  
能

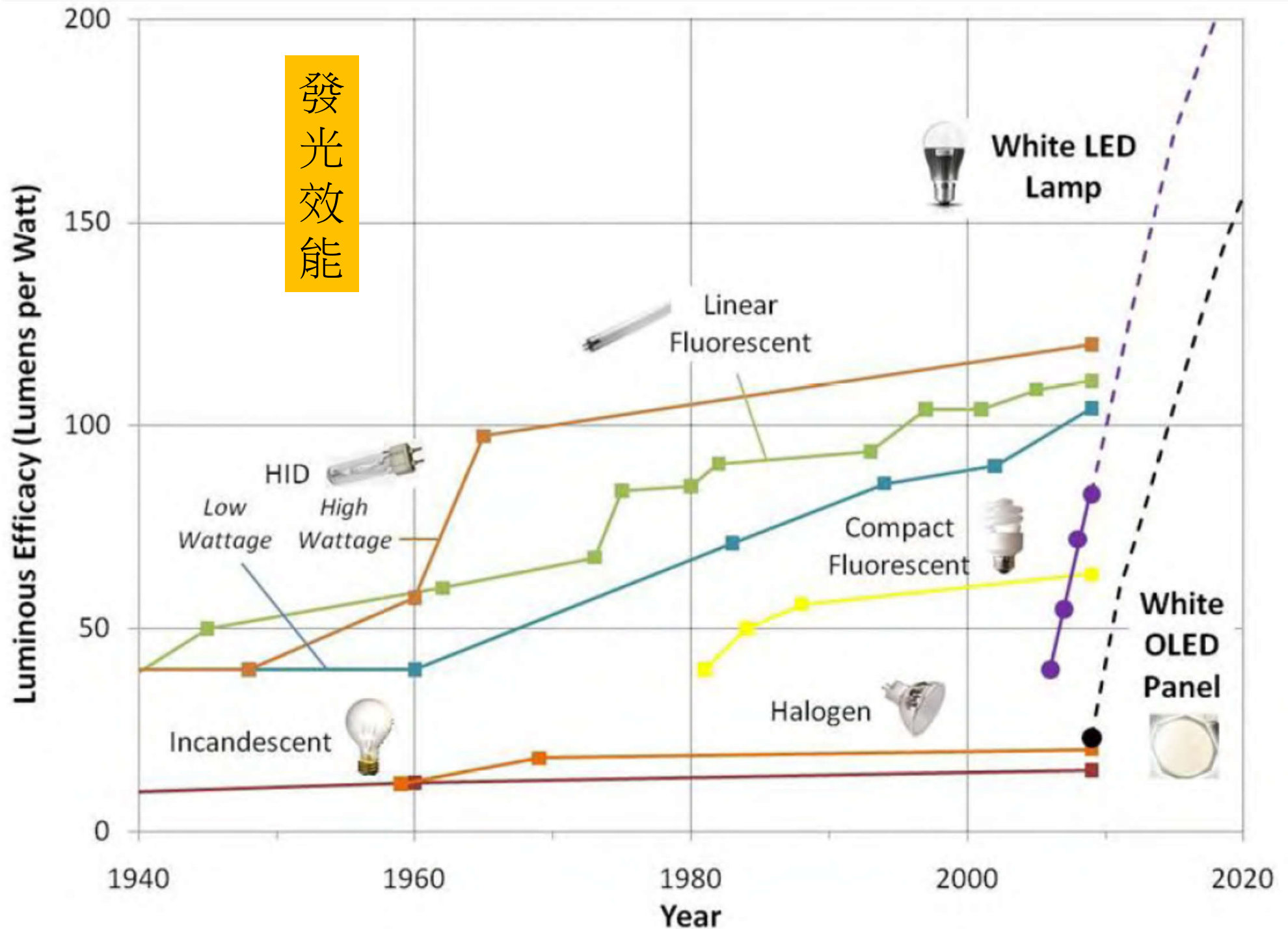
- Luminous efficacy of a source (lm/W),  $\eta$ 
  - Ratio between the luminous flux emitted and the power consumed by the source
  - How well a light source produces visible light
  - [http://en.wikipedia.org/wiki/Luminous\\_efficacy](http://en.wikipedia.org/wiki/Luminous_efficacy)

光  
譜  
功  
率  
分  
配

- Spectral power distribution (SPD) curves
  - Curves to show the visual profile and colour characteristics of a light source
  - Plot of relative power emitted in the different regions of the spectrum



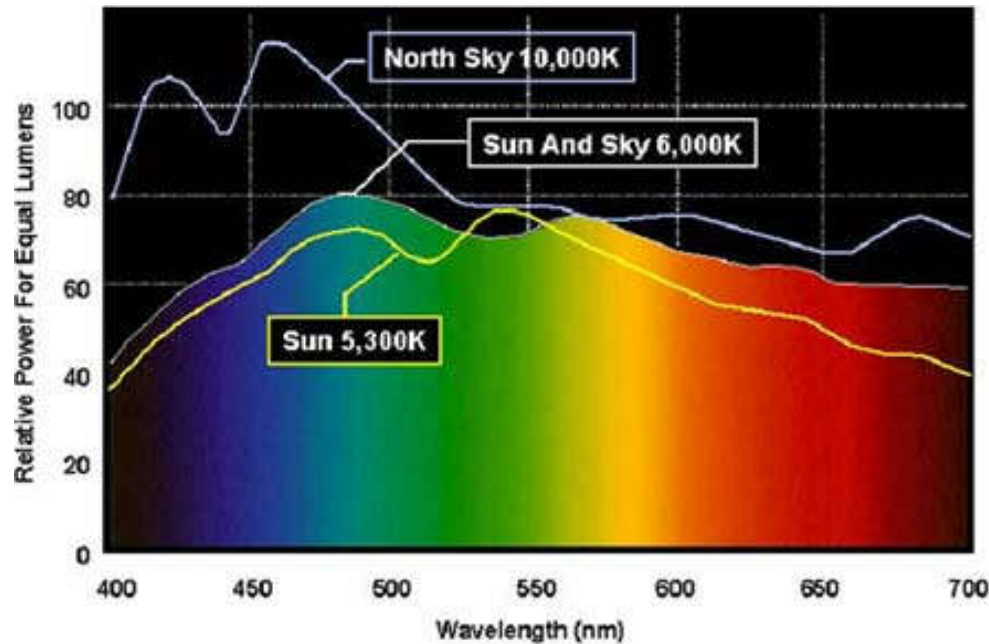
# Historical and predicted luminous efficacy of light sources



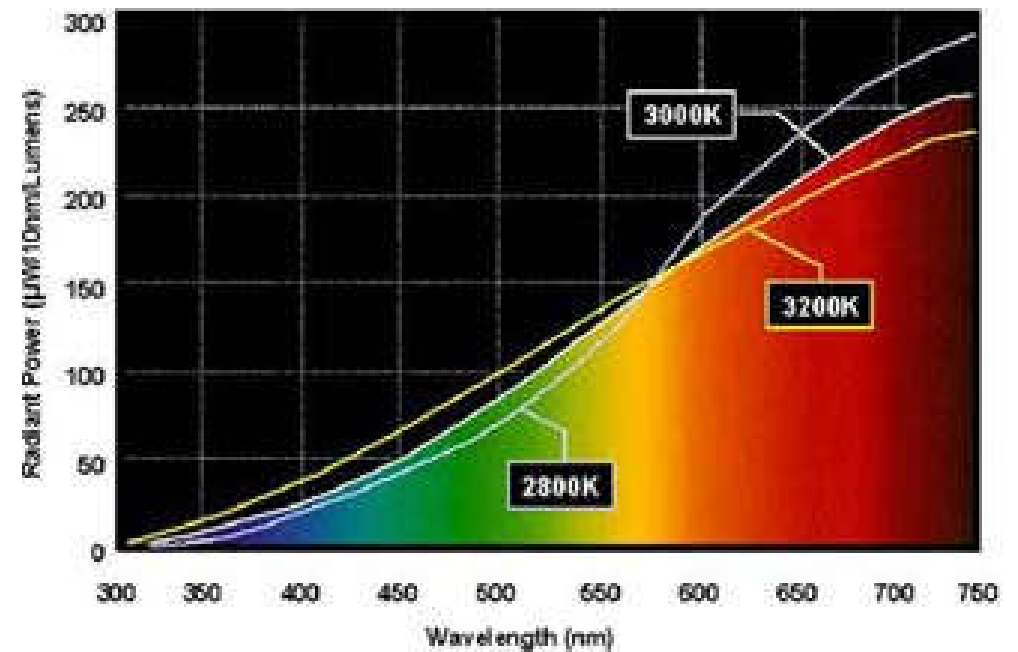
(Source: US Department of Energy)

# Spectral power distribution (SPD) curves 光譜功率分配

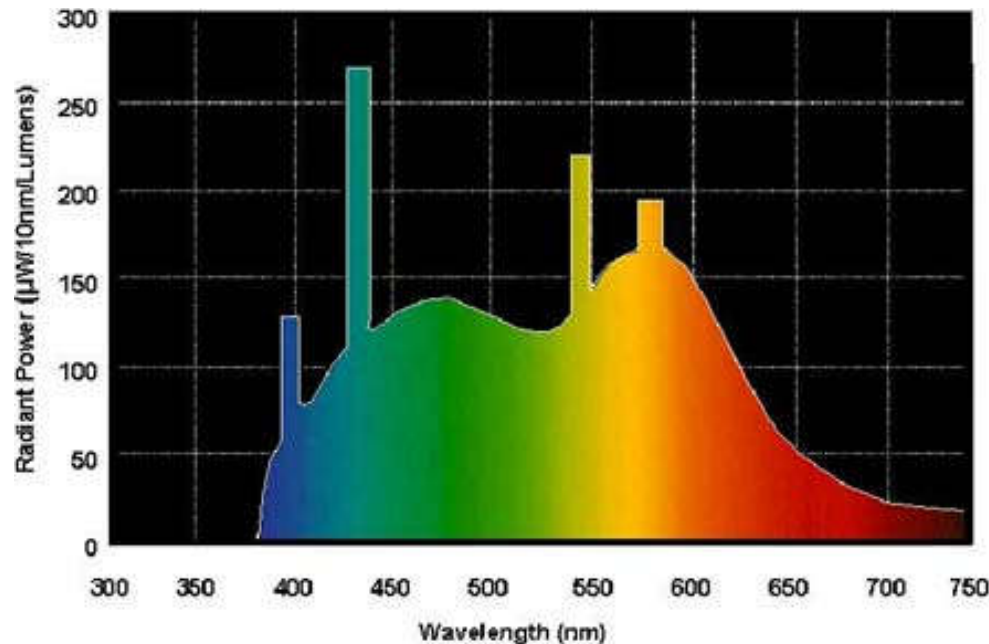
Outdoor daylight



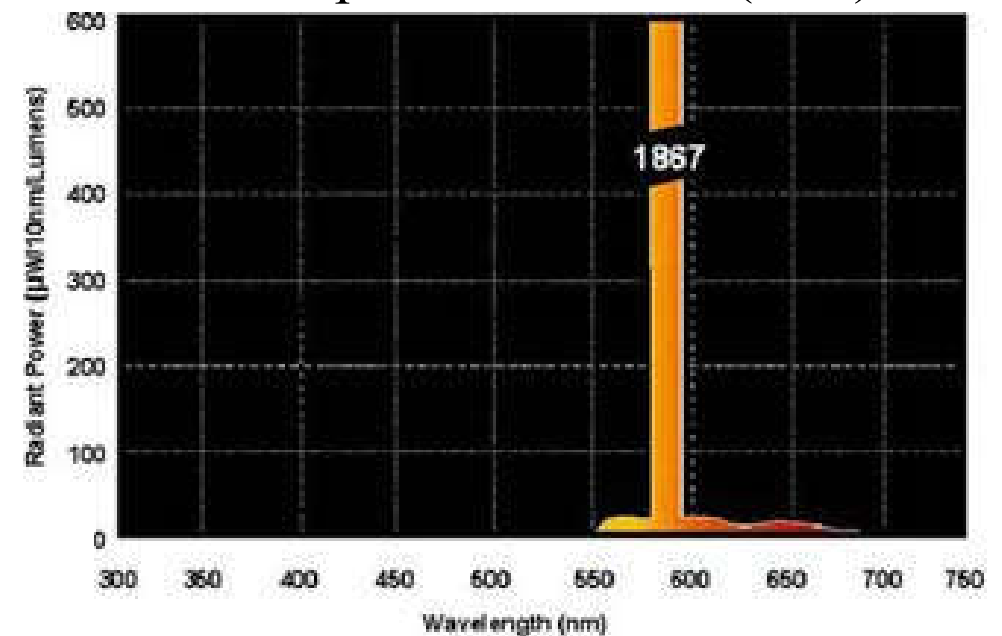
Incandescent

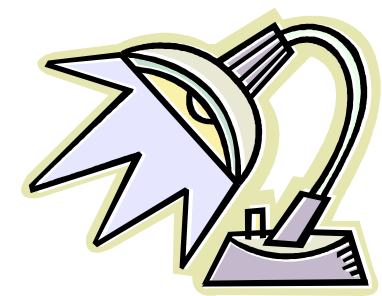


Fluorescent lamp (Daylight)



Low pressure sodium (LPS)





# Lighting equipment

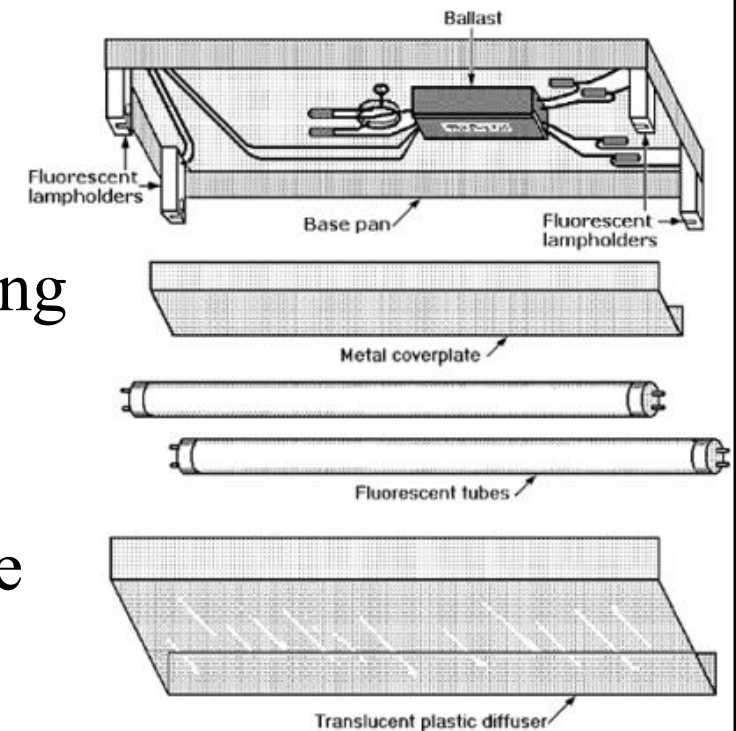
- Anatomy of a “lighting system”

- Lighting components

- Power source
    - Power controller: switching/dimming
    - Power regulators: ballasts
    - Light source: lamp
    - Optical control: luminaire or fixture

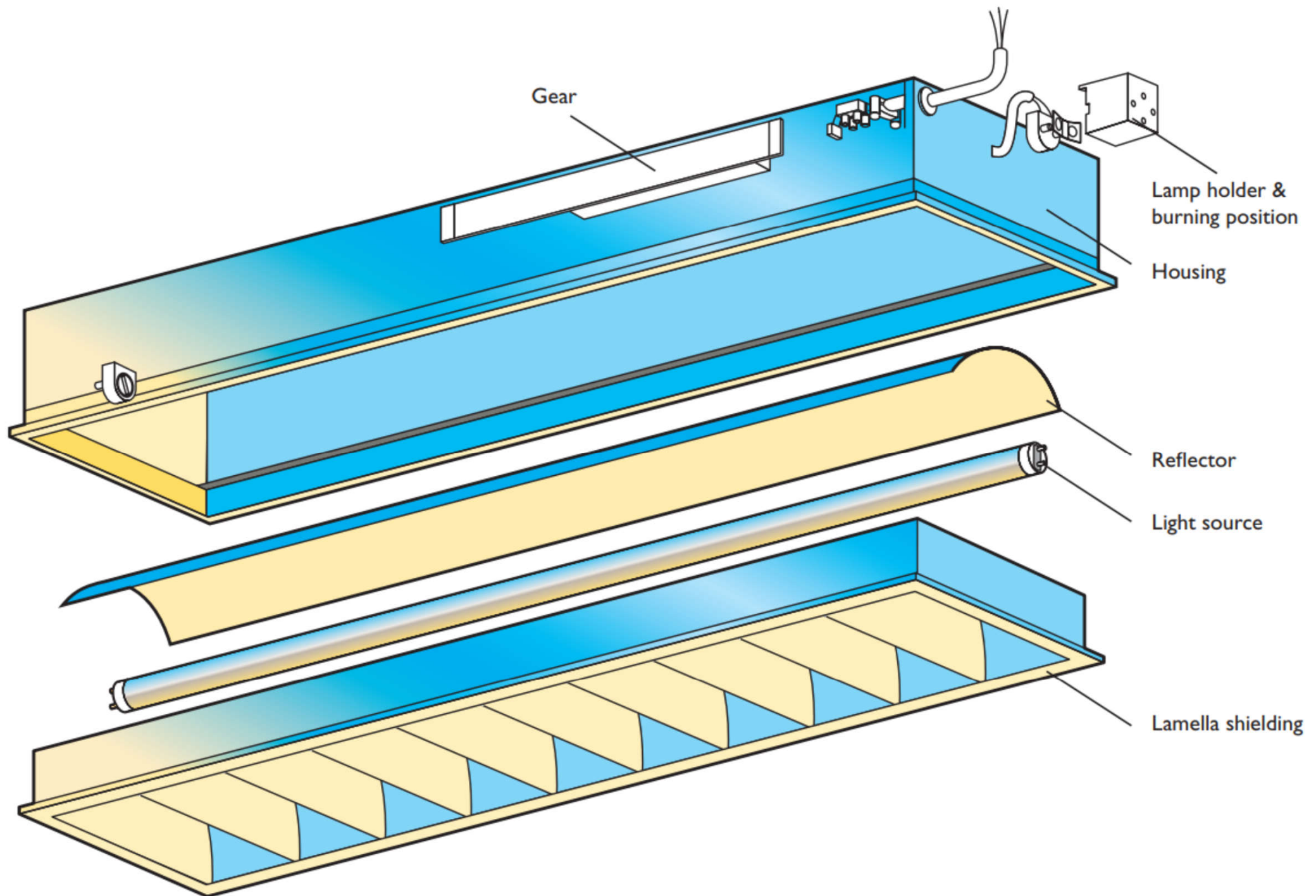
- Environmental components

- Room finishes: reflectances and texture
    - Spatial envelope: room boundaries
    - Fenestrations: windows and skylights





# Basic components of luminaire 燈具的基本組成部分



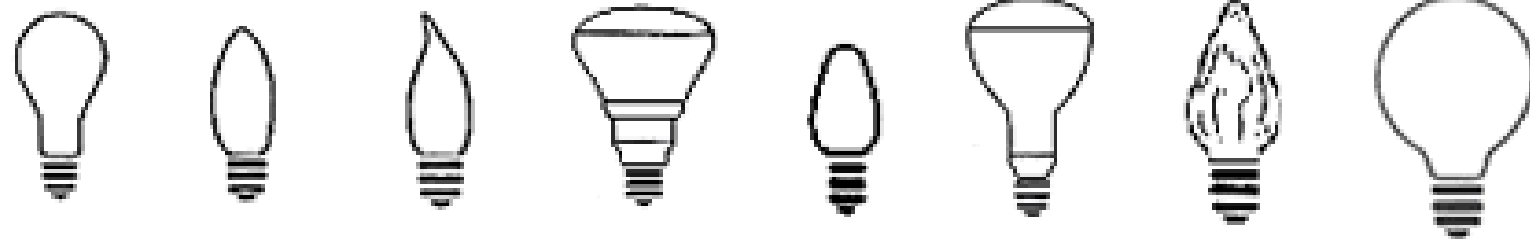


# Examples of light sources for general lighting

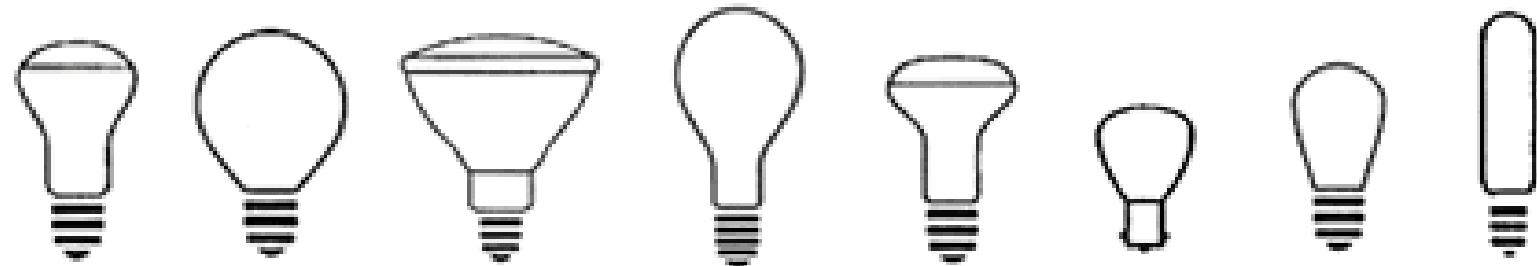


(Source: Advanced Lighting Guidelines)

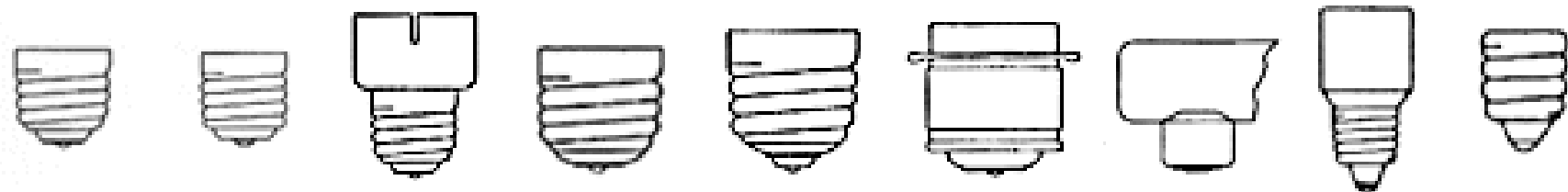
# Lamp shapes and bases 燈的形狀和底座



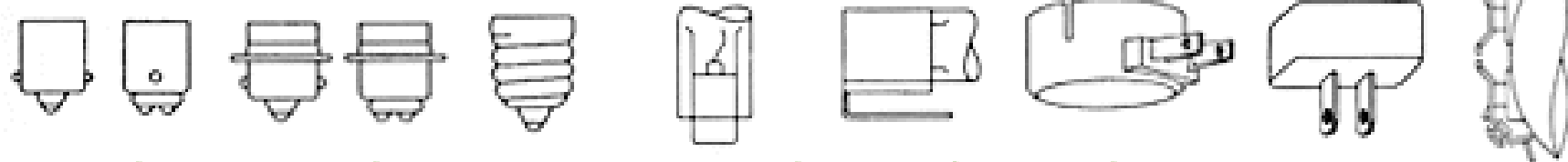
Type A Type B Type BA Type BR Type C Type ER Type F Type G



Type K Type P Type PAR Type PS Type R Type RP Type S Type T



Medium (Standard) 3 Cont. Med. Med. Skirted Mogul 3 Cont. Mogul Mogul Prefocus S-14s Mini Cand. Cand.

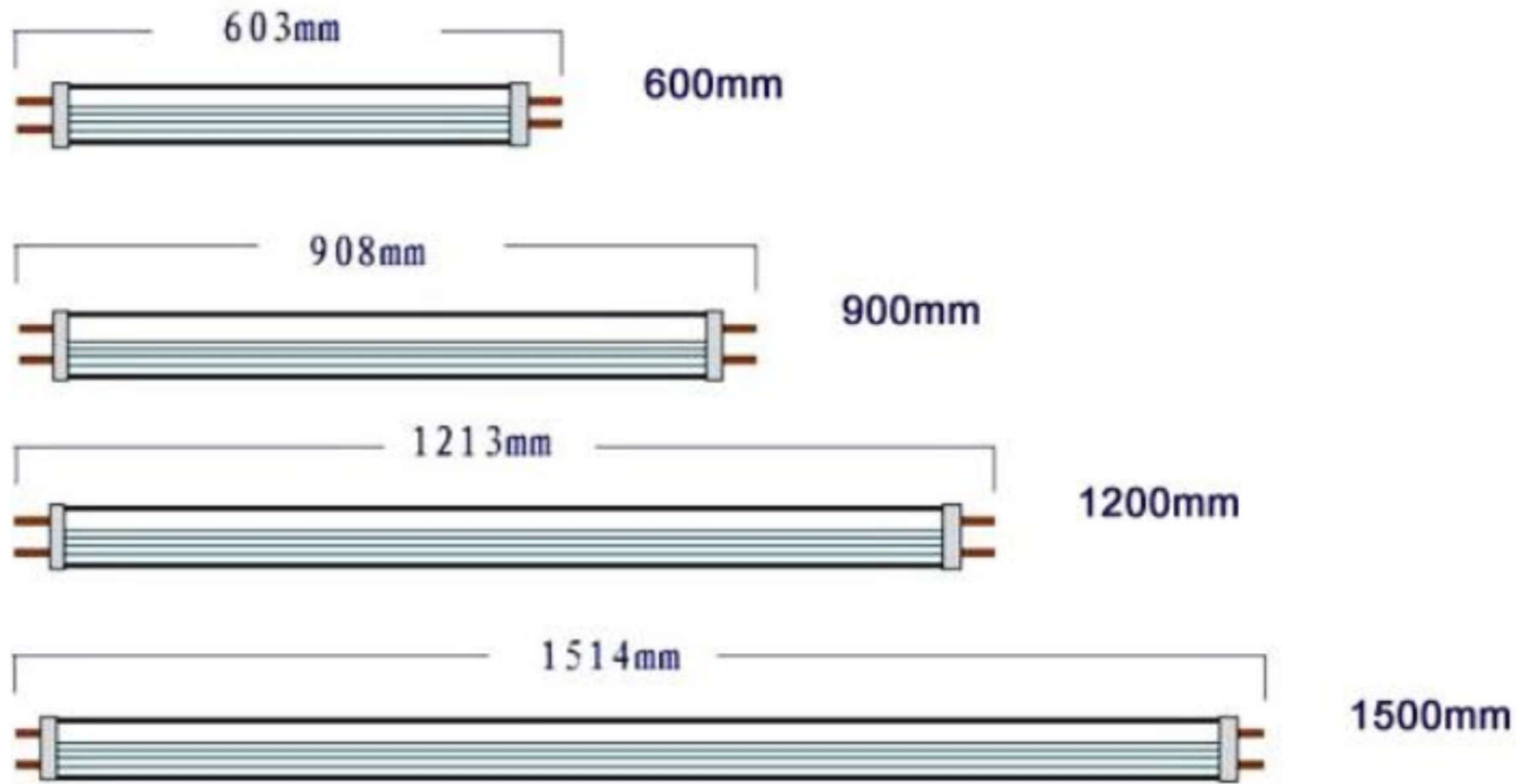


Cand. Bayonet SC/DC Cand. Prefocus SC/DC Intermediate Recessed Single Cont. Metal Sleeve Flex Lead Medium Side Prong End Prong Multi-purpose

# Lamp receptors 燈座

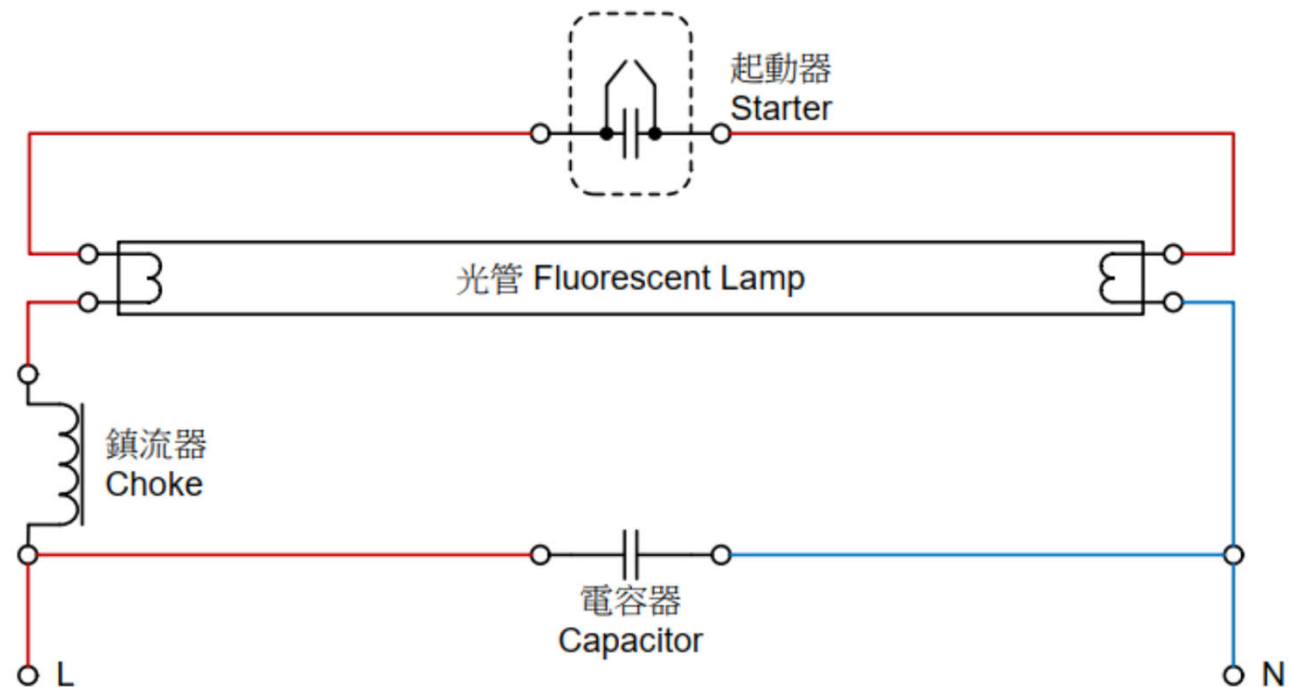


# Fluorescent lamps & starters 螢光管和起動器

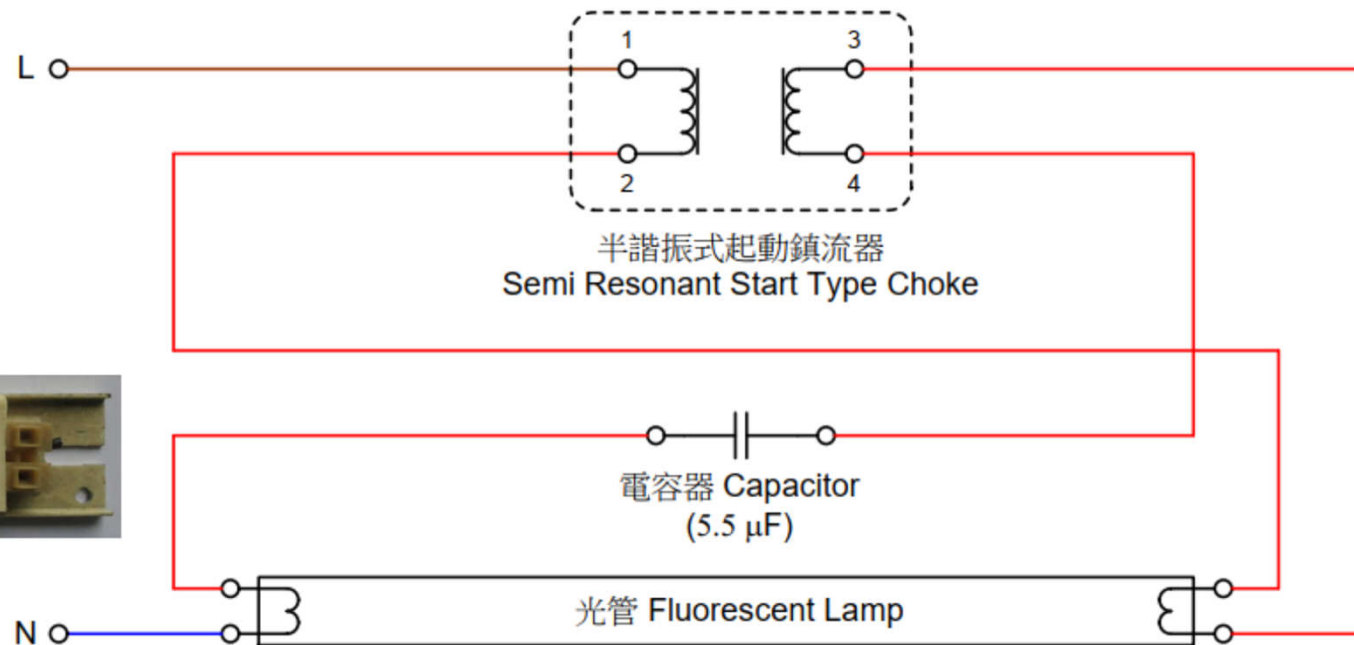
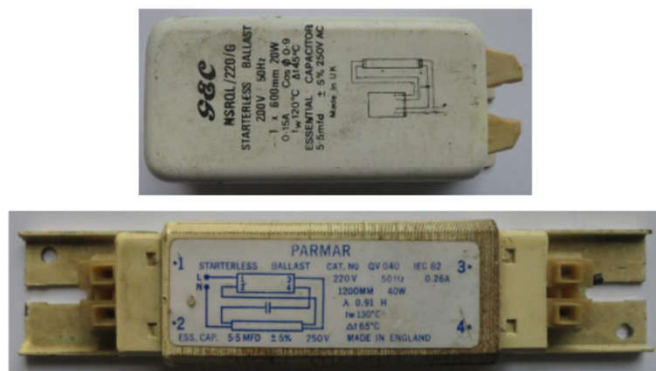




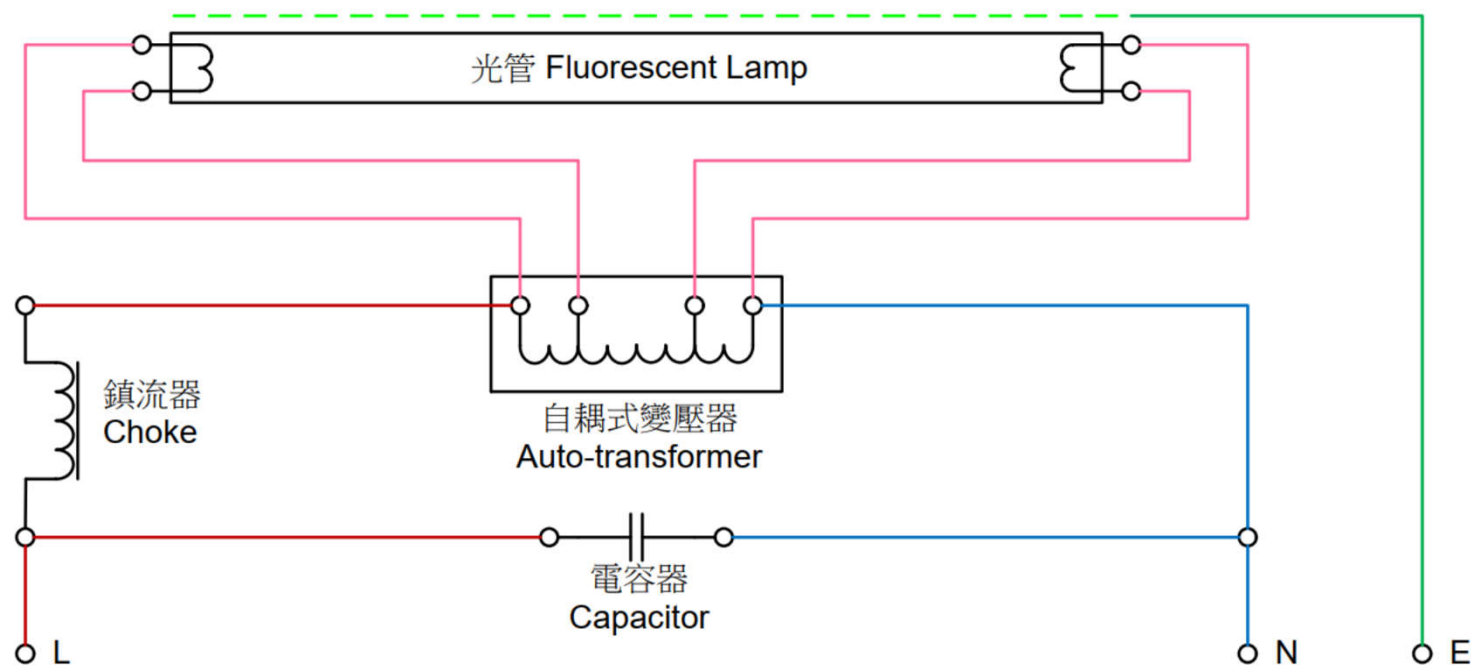
## Glow Type Fluorescent Lamp Circuit (啟輝式光管電路):



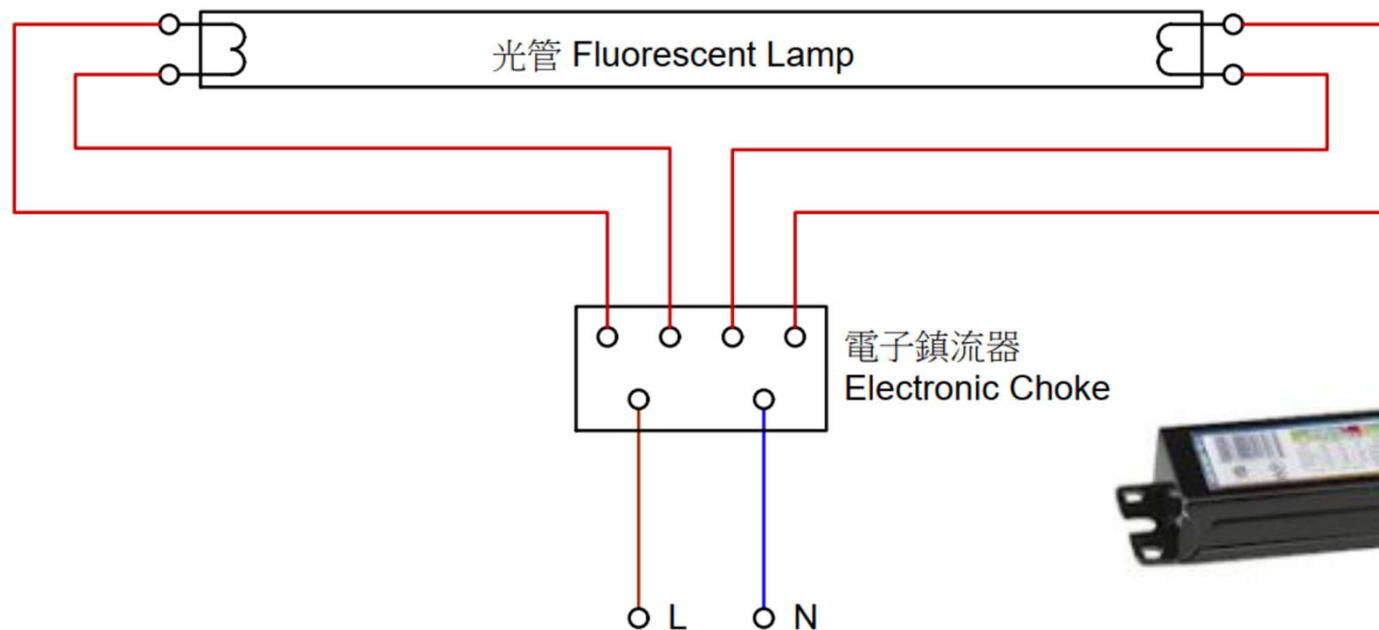
## Semi Resonant Start Type Fluorescent Lamp Circuit (半諧振式起動光管電路):



## Quick Start Fluorescent Lamp Circuit (快速起動光管電路):

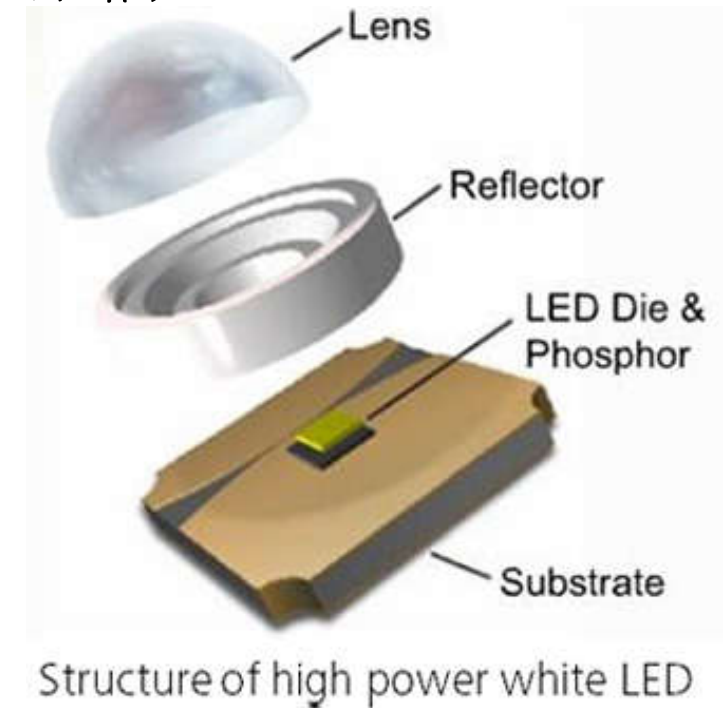
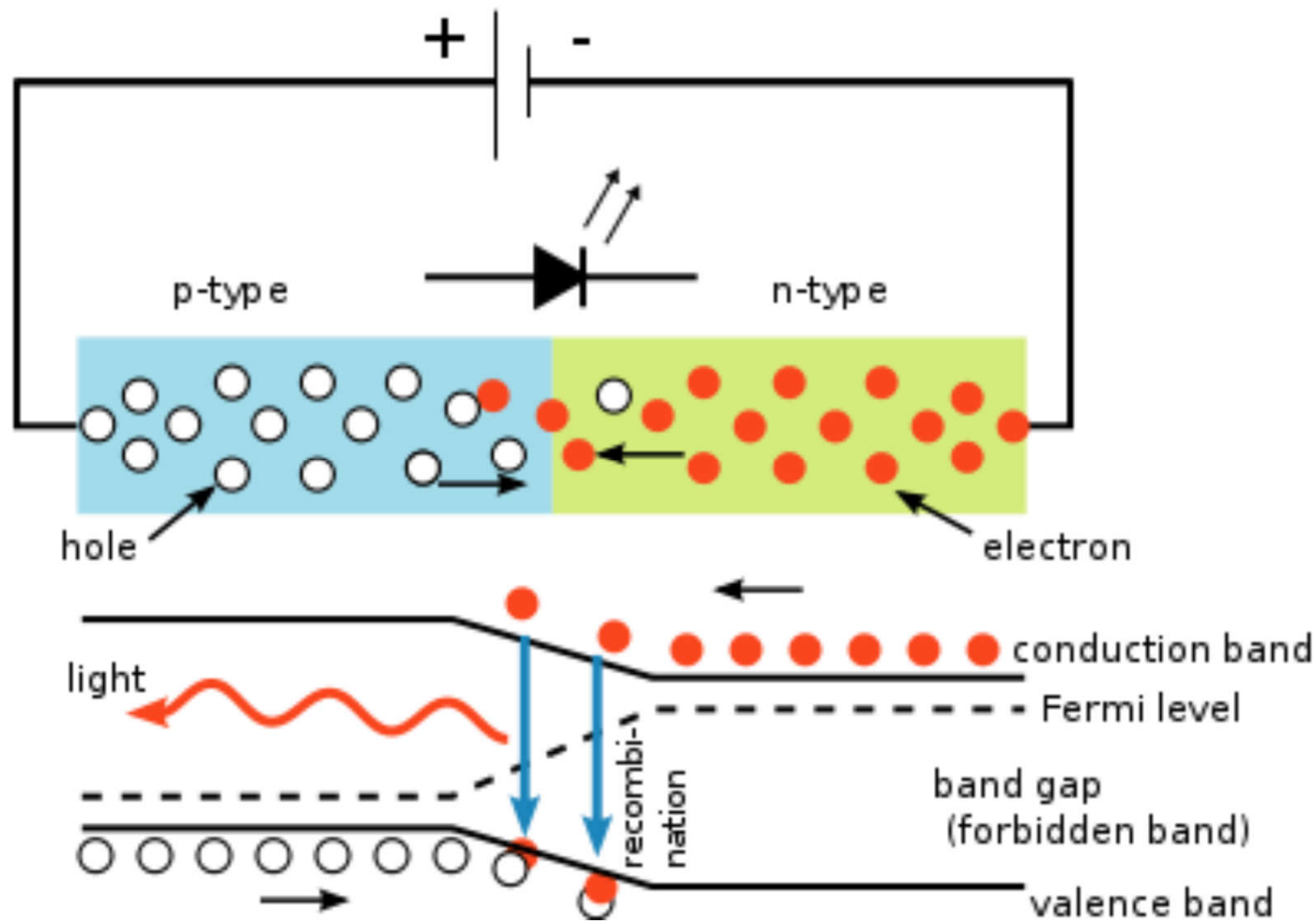


## Electronic Choke Fluorescent Lamp Circuit (電子鎮流器光管電路):



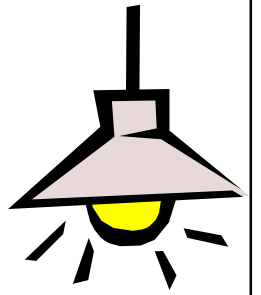
# Principle of LED and structure of high power white LED\*

## LED原理及大功率白光LED結構



(\* See How LED Works, <http://www.omslighting.com/ledacademy/>)

# Design & maintenance practice

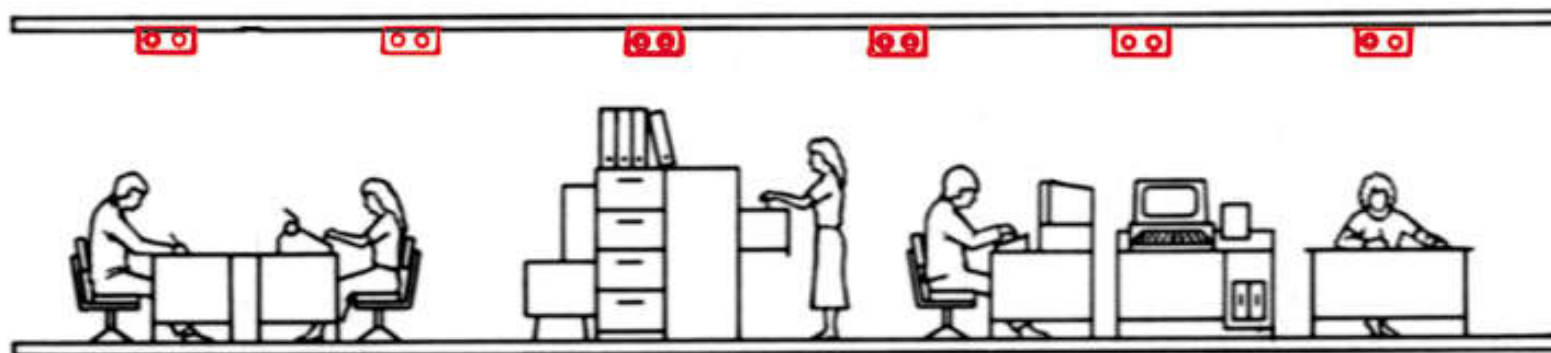


- Three main functions of lighting: 照明的三大主要功能
  - Ensure the safety of people 人員安全
  - Facilitate the performance of visual tasks 視覺任務
  - Aid the creation of an appropriate visual environment 視覺環境





# General lighting 一般照明



[Source: CIBSE Lighting Code]

## Localised lighting 局部照明



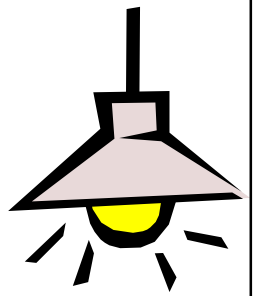
[Source: CIBSE Lighting Code]



## Local (task) lighting 局部（任務）照明



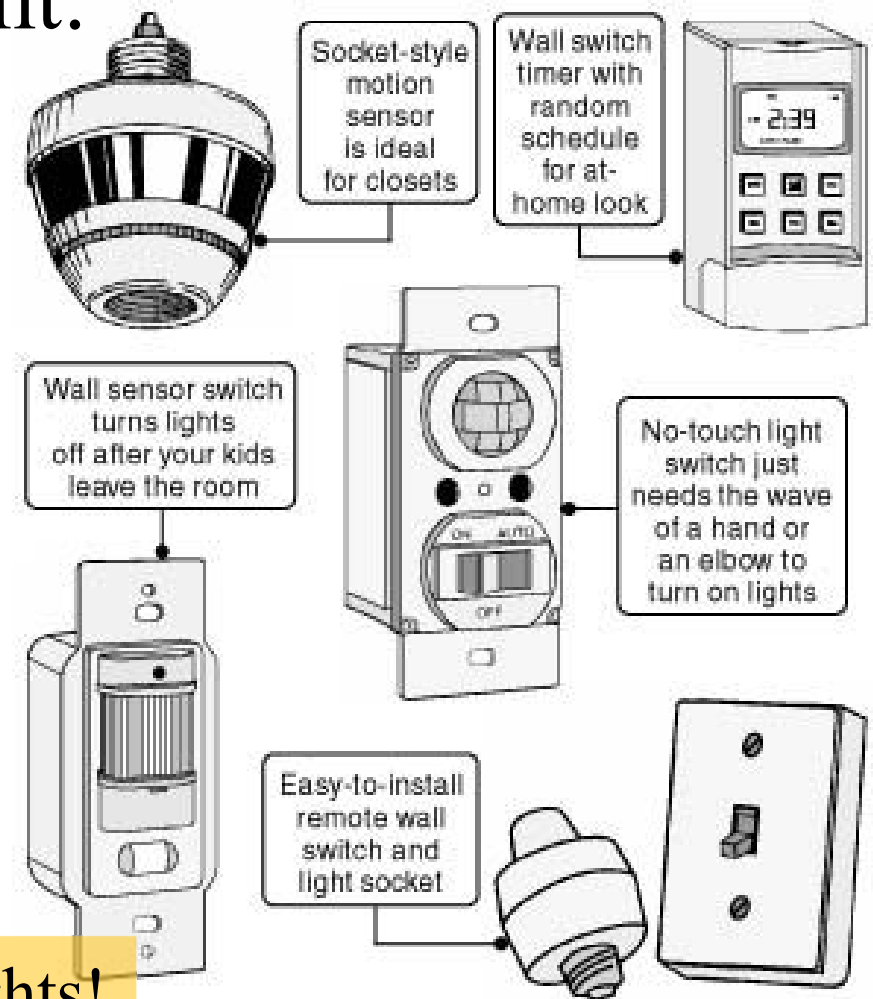
# Design & maintenance practice



## 燈光控制設備

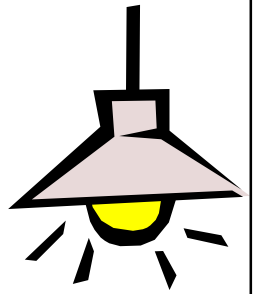
- Lighting control equipment:

- Switches
- Occupancy sensing
- Scheduling (timeclocks)
- Daylight dimming
- Tuning
- Preset dimming
- Building management



Remember: switch off unnecessary lights!

# Design & maintenance practice



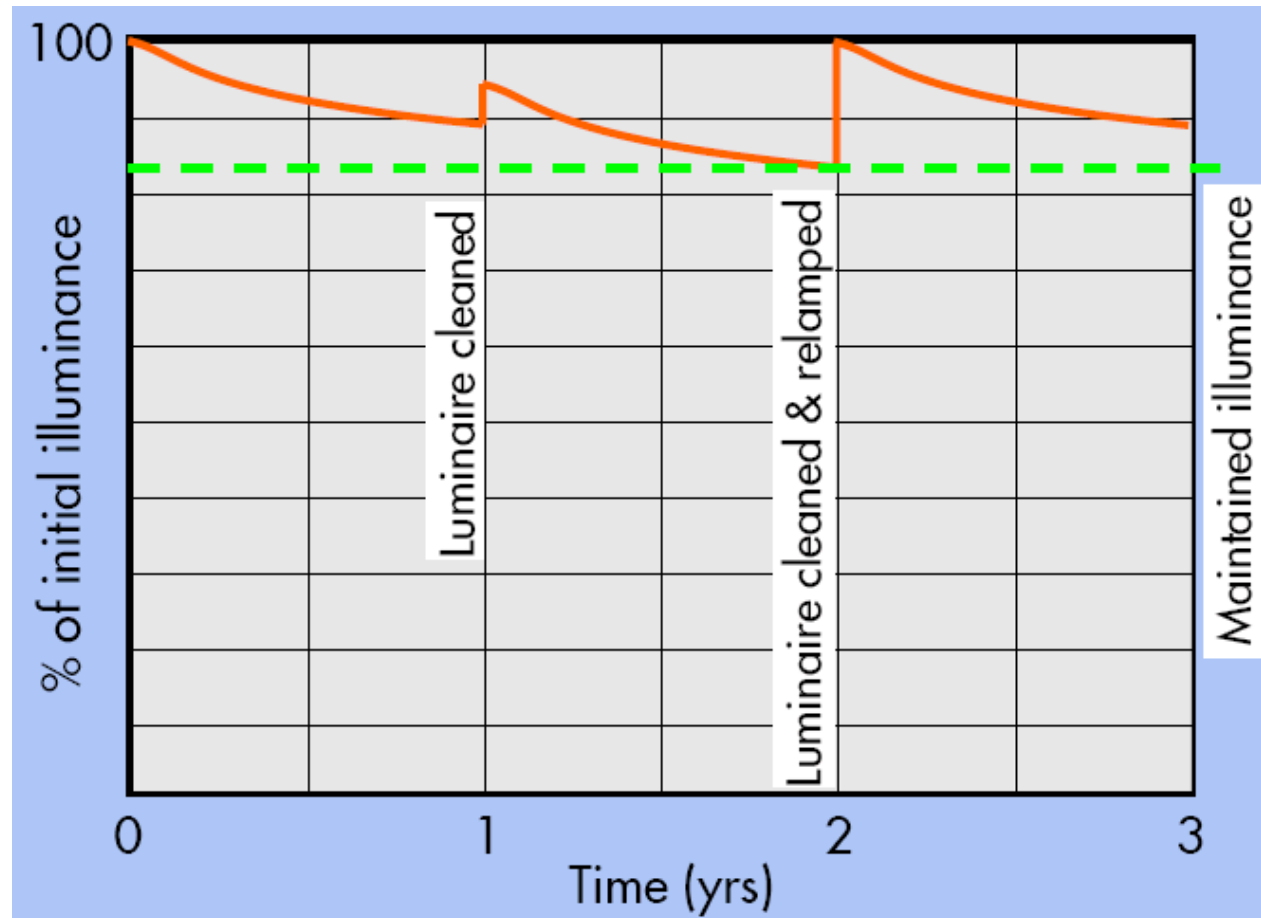
照明系統的維護

- Maintenance of lighting system
  - Periodic cleaning of lighting fixtures & lamps
    - Decreases light loss & improve light levels
  - Spot or group replacement of lamps
  - Reballasting (starters)
  - Miscellaneous maintenance
    - e.g. replace lenses or louvers, damaged parts
  - Periodic repainting or cleaning of the room surfaces (ceiling, walls, and floor) to maintain optimum light reflection characteristics





## Lamp maintenance effect 燈具保養效果



Maintained illuminance is the value below which the average illuminance is not allowed to fall. When a lighting installation is planned, account needs to be taken of the fact that luminaires, lamps and rooms age and become soiled in the course of time. As a result, illuminance decreases. To compensate for the loss, every new installation needs to be designed for higher illuminances (= illuminance on installation). The lighting designer takes account of the decrease by applying a maintenance factor:

$$\text{Maintained illuminance} = (\text{maintenance factor}) \times (\text{illuminance on installation})$$



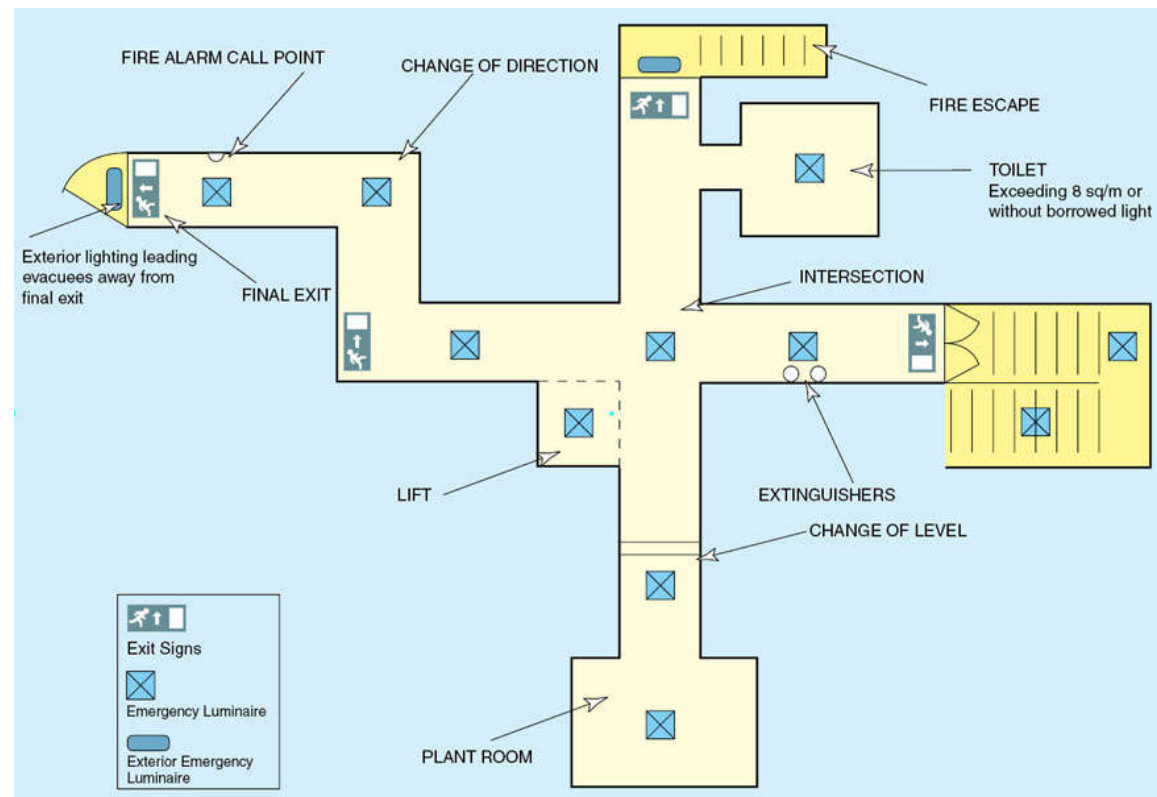
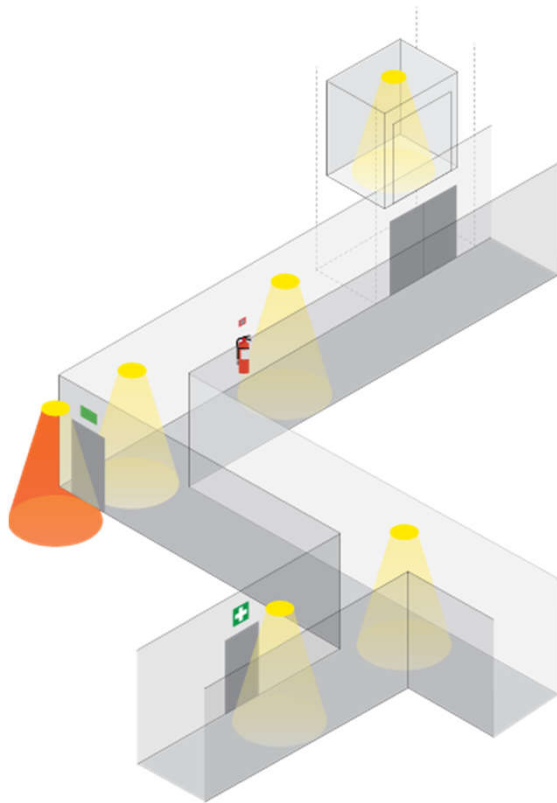
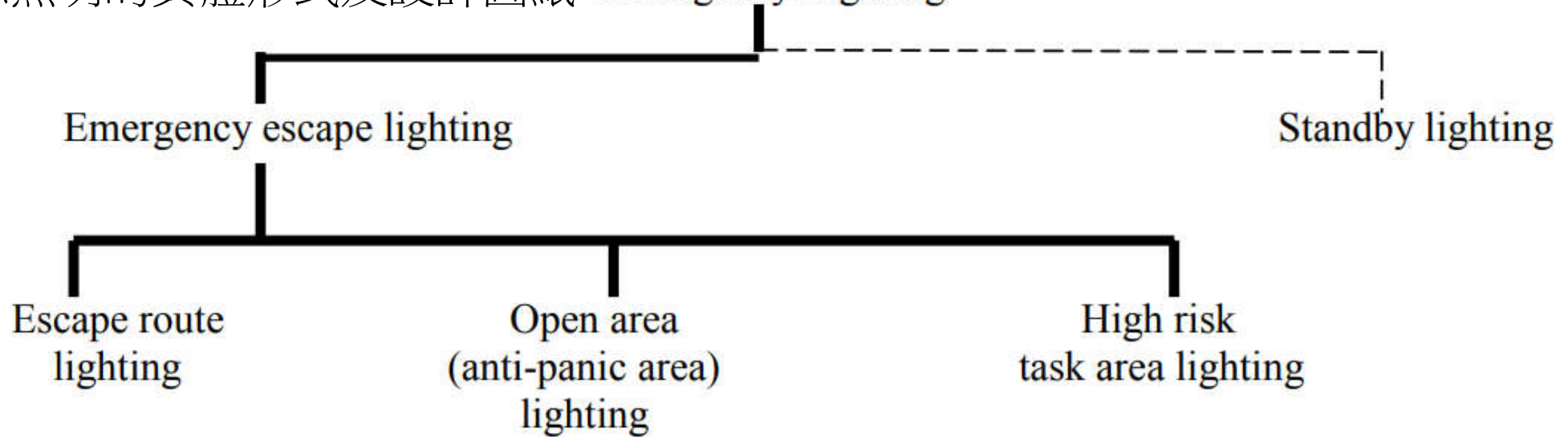
# Emergency lighting

- Main purpose (when normal lighting fails)
  - Guide people quickly & safely from the building
  - Enable specific tasks to be completed
  - Avoid panic
  - Restore confidence
- Design shall follow the relevant regulations (e.g. fire services) & standards/codes (e.g. BS5266)
- Also, exit signs & signage lights



# Specific forms of emergency lighting and design drawings

## 應急照明的具體形式及設計圖紙 Emergency Lighting



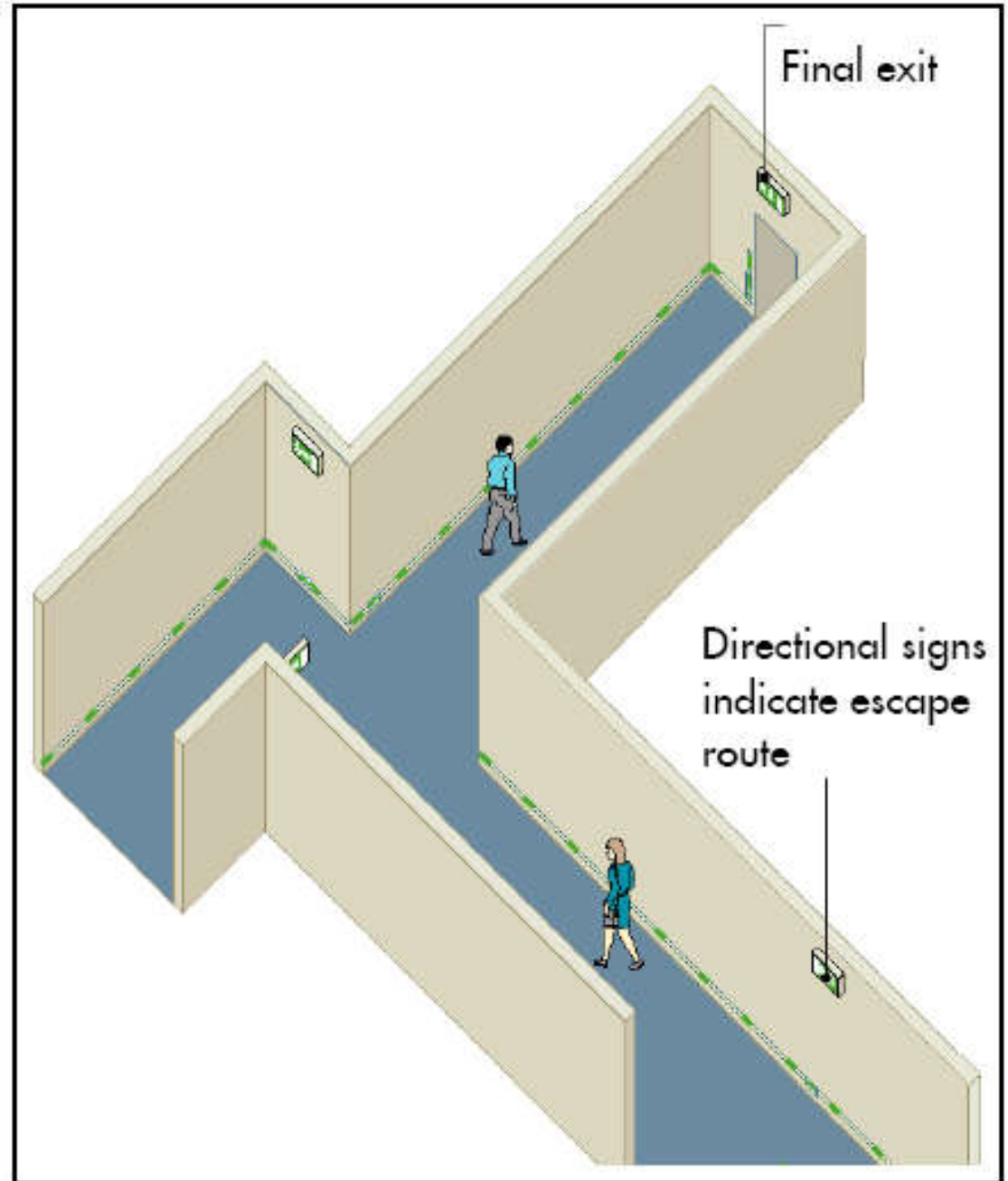
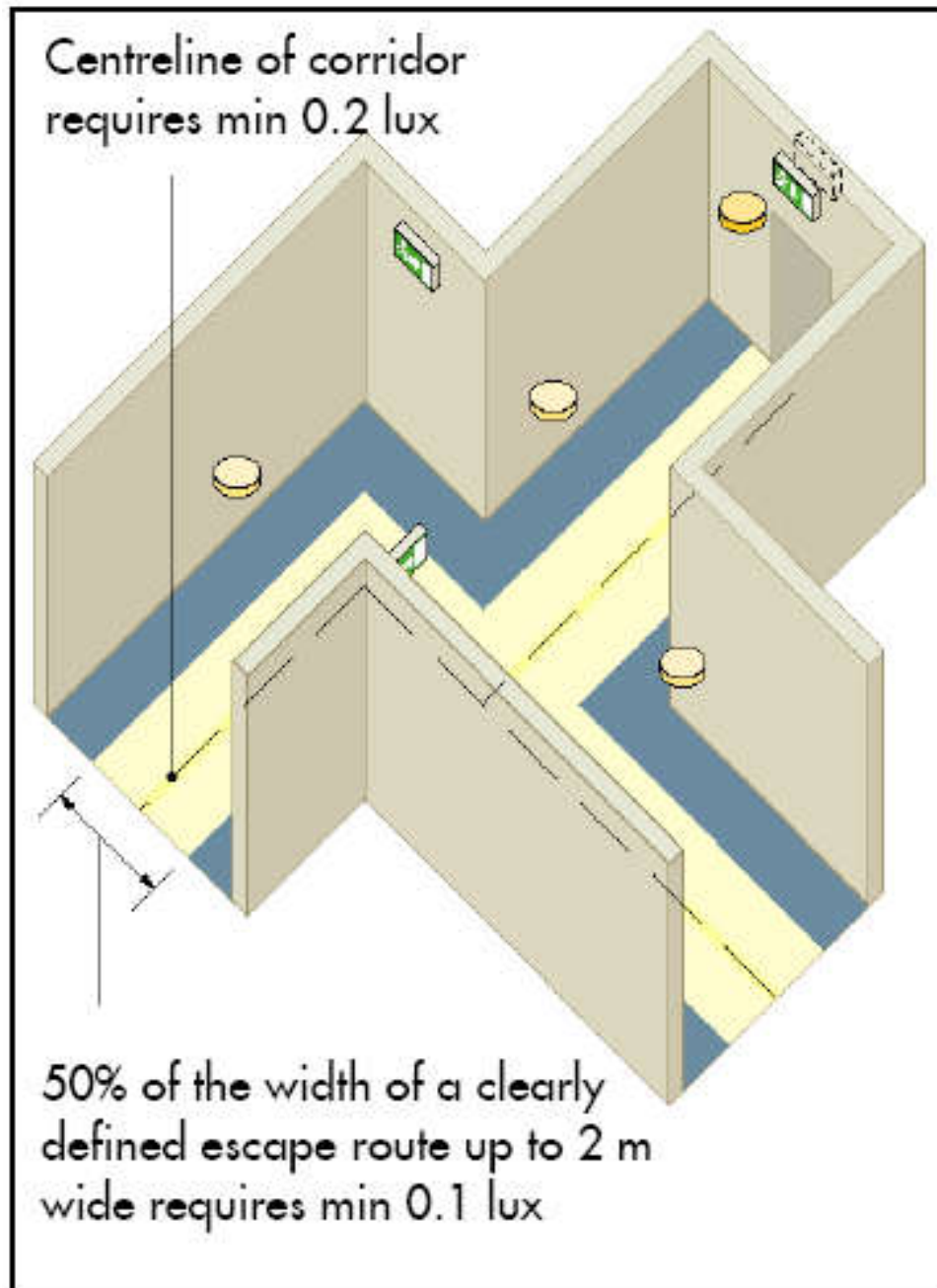


# Emergency lighting

- Three typical types:
  - Emergency lighting (when normal lighting fails)
  - Escape lighting (assure means of escape)
    - Escape route, open area (anti-panic), high risk task area
  - Standby lighting
- Design requirements:
  - Illumination level = 1 lux; uniformity 40 : 1
  - Must be in operation  $\leq 5$  sec, last for 1 or 2 hours
  - Correct positioning & power supply
  - Battery backed up & automatic switch on



# Emergency lighting & signage on escape route



逃生路線上的應急照明和標牌





# Emergency lighting

- Two types:

- Maintained luminaires

保養燈具



- Permanently illuminated, and remain illuminated when power fails, such as for emergency exit lighting
    - In some cases they may be switched off deliberately, but are usually required to be active when a building is occupied, or when the public are admitted, such as for a theatre

- Sustained or non-maintained luminaires

- May be switched on and off normally 持續或非維護燈具
    - If the power fails, they turn on automatically

# Example of an escape route lighting design

## 逃生路線照明設計示例

Escape route with  
transverse luminaires

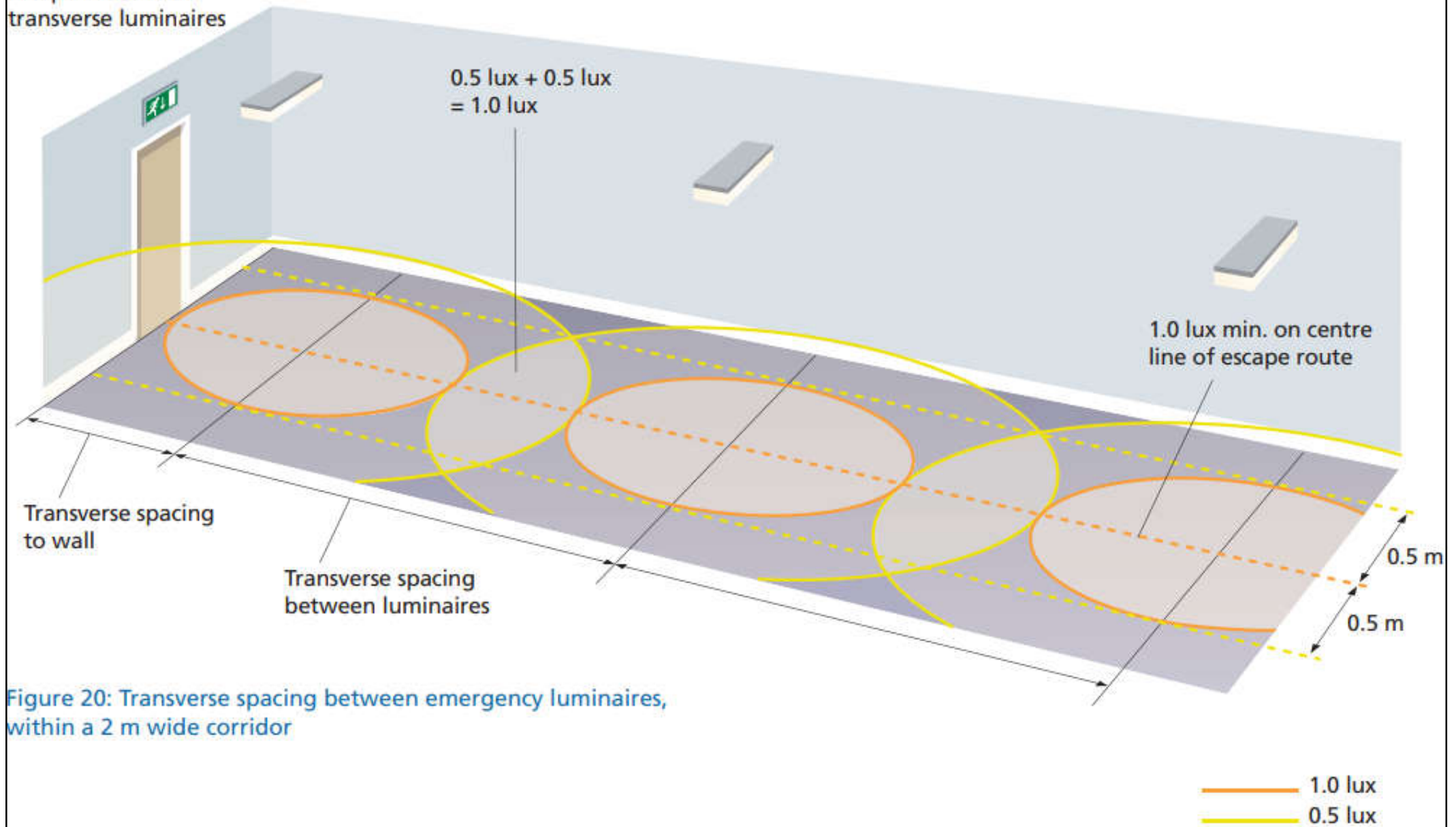


Figure 20: Transverse spacing between emergency luminaires,  
within a 2 m wide corridor



# Energy efficient lighting

- **HK Building Energy Code (BEC)\***
    - Code of Practice for Energy Efficiency of Building Services Installations
      - 2018 Edition 《建築物能源效益守則》
    - Technical Guidelines on the Code of Practice
      - 2018 Edition
  - **Energy Efficiency Labelling Scheme (HK)\***  
能源效益標籤計劃
    - Compact fluorescent lamps (CFLs), LED
- (\* See also [www.beeo.emsd.gov.hk](http://www.beeo.emsd.gov.hk) and [www.energylabel.emsd.gov.hk](http://www.energylabel.emsd.gov.hk))





空調裝置  
Air-conditioning  
installation

# BUILDINGS ENERGY EFFICIENCY ORDINANCE ( CAP. 610 )

《建築物能源效益條例》第610章



照明裝置  
Lighting installation



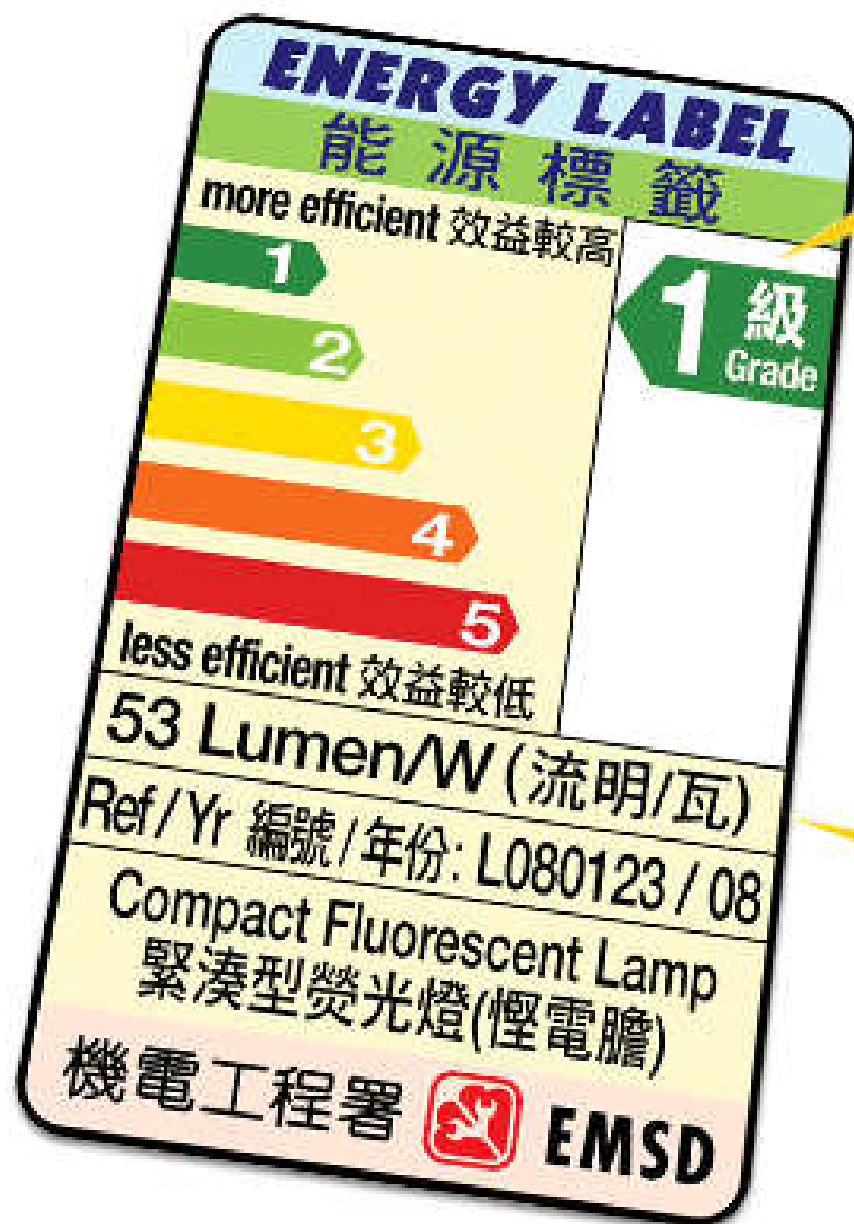
電力裝置  
Electrical installation



升降機及自動梯裝置  
Lift and escalator  
installation

《建築物能源效益條例》  
已於**2012年9月21日**全面實施  
The Buildings Energy Efficiency Ordinance  
came into full operation since **21 September 2012**





This indicates the energy efficiency grading of the model. Grade 1 products are most efficient (green) and have an average lamp life of 8,000 hours or above. Grade 5 products have an average lamp life of below 6,000 hours (red).

Lamp luminous efficacy of the model. A higher number indicates that the product is more efficient.

## PERCENTAGE OF ENERGY SAVING

Compact Fluorescent Lamps (CFLs)

Grade 1 vs Grade 5

**18%**

## TIPS

Switch off lights that are not in use.



# Energy efficient lighting

- HK Building Energy Code: energy efficiency requirements for lighting installation 照明裝置
  - 1. Lighting power density (LPD) 照明功率密度
    - Reduce lighting power
  - 2. Lighting control point 照明控制點
    - Facilitate effective operation; reduce energy use
  - 3. Automatic lighting control 自動照明控制
    - Such as daylight responsive control, occupant sensor, time scheduling, dimmer control system

**Table 5.4 : Lighting Power Density and Automatic Lighting Control for Various Types of Space**

Type of Space	Maximum Allowable LPD (W/m <sup>2</sup> )	Automatic Lighting Control Required (Yes / No)
Atrium / Foyer with headroom over 5m	17	Yes
Bar / Lounge	13	No
Banquet Room / Function Room / Ball Room	17	No
Canteen	11	No
Car Park	5	Yes, at parking spaces only
Changing Room/ Locker Room	10	Yes
Classroom / Training Room	12	Yes
Clinic	15	No
Common Room/ Break Room	8	Yes
Computer Room / Data Centre	15	Yes
Conference / Seminar Room	14	Yes
Confinement Cell	12	No
Copy/ Printing Room, Photocopy Machine Room	10	Yes
Corridor	8	Yes
Court Room	15	Yes
Covered Playground (underneath building)/ Sky Garden	12	Yes
Dormitory	8	Yes
Entrance Lobby	13	Yes
Exhibition Hall / Gallery	15	No
Fast Food / Food Court	14	No
Guest room in Hotel or Guesthouse	13	No
Gymnasium / Exercise Room	11	Yes
Indoor Swimming Pool, for recreational or leisure purposes	15	No
Kitchen	13	No
Laboratory	15	No
Lecture Theatre	13	Yes
Library – Reading Area or Audio Visual Centre	12	No
Library – Stack Area	15	No
Lift Car	11	Yes
Lift Lobby	10	Yes
Loading & Unloading Area	8	Yes
Long Stay Ward for elderly	15	No
Nurse Station	13	No
Office, enclosed (Internal floor area at or below 15m <sup>2</sup> )	12	Yes
Office, Internal floor area above 15m <sup>2</sup> and of or below 200m <sup>2</sup>	10	Yes
Office, Internal floor area above 200m <sup>2</sup>	9	Yes
Pantry	12	Yes

(Source: BEC 2018)

# Sample calculation for lighting power density (LPD)

Table 5.7 : LPD Calculation for Multi-functional Space

<u>Space</u>	<u>Function-specific Luminaires</u>			<u>LPD (W/m<sup>2</sup>)</u>	
<u>Function</u>	<u>Luminaire Designation</u>	<u>Quantity</u>	<u>Total Circuit Wattage (W)</u>	<u>Calculated</u>	<u>Max Allowable</u>
Banquet room	LT1	96	480	[480 + 2880 + 1104] / 264 = 16.9	17
	LT2	90	2880		
	LT3	8	1104		
	LT4	Excluded in LPD			
Ball room	LT2	90	2880	[2880 + 1104] / 264 = 15.1	17
	LT3	8	1104		
	LT4	Excluded in LPD			
Seminar room	LT1	96	480	[480 + 2016] / 264 = 9.5	14
	LT5	112	2016		

(Source: Technical Guidelines on Building Energy Code 2018)