

Introduction to Lighting Engineering

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<http://ibse.hk/cmhui/>



About the Lecturer

- ***Ir Dr. Sam C. M. Hui*** 許俊民 博士 工程師 <http://ibse.hk/cmhui>

- Adjunct Assistant Professor 客席助理教授, HKU Dept of Mech Engg
- PhD, BEng(Hons), CEng, CEM, BEAP, BEMP, HBDP, MASHRAE, MCIBSE, MHKIE, MIESNA, LifeMAEE, AssocAIA



- CEng = Chartered Engineer
 - CEM = Certified Energy Manager
 - BEAP = Building Energy Assessment Professional
 - BEMP = Building Energy Modeling Professional
 - HBDP = High-performance Building Design Professional
 - LifeMAEE = Life Member, Association of Energy Engineers
 - AssocAIA = Associate Member, American Institute of Architects
- Illuminating Engineering Society of North America (IESNA) [now renamed as IES]
 - Society of Light and Lighting (SLL)(under CIBSE)



- ASHRAE Distinguished Lecturer (2009-2011)
- President, ASHRAE Hong Kong Chapter (2006-2007)

Contents



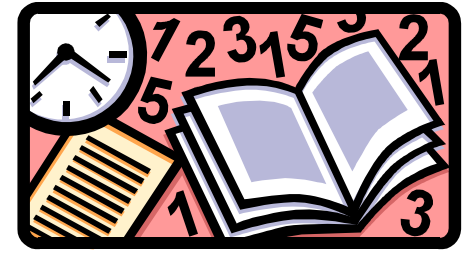
- Course background
- Lighting design
- Purpose of lighting
- Terminology
- Practical skills



Nowadays, An Exciting Time for Lighting...

☀ Energy efficient lighting, LED, daylight harvesting, digital & wireless controls, smart lighting, human centric lighting...

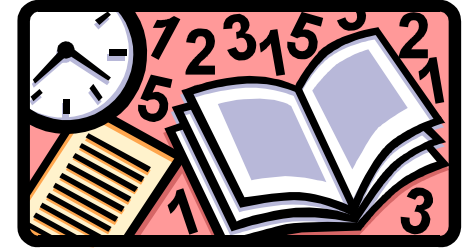
Course background



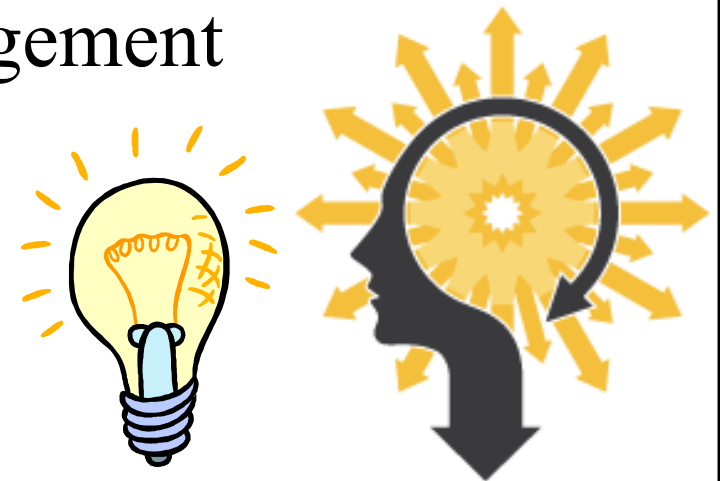
- Educational Objectives:
 - To introduce the important design concepts, principles and technical calculations of lighting engineering and systems
 - To enable students to appreciate the design practice and advanced practical skills for lighting design, daylighting design and lighting energy management

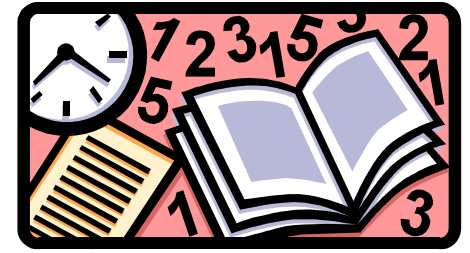


Course background



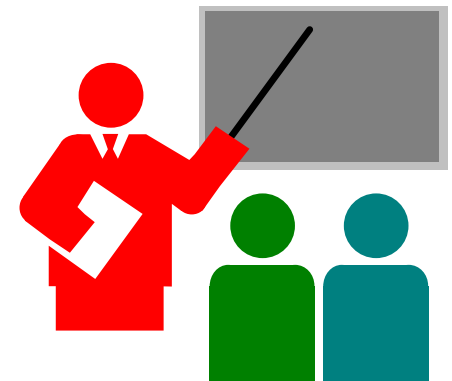
- Learning Outcomes:
 - To explain the important design concepts, principles and technical calculations of lighting engineering and systems
 - To evaluate the design practice and advanced practical skills for lighting design, daylighting design and lighting energy management





Course background

- Prerequisite:
 - Engineering fundamentals on physics and basic electrical engineering
- Assessment Methods:
 - 60% by written examination (2 hours)
 - 40% by continuous assessment (2 nos. assignments)
- Course Website:
 - <http://ibse.hk/IBTM6010J/>

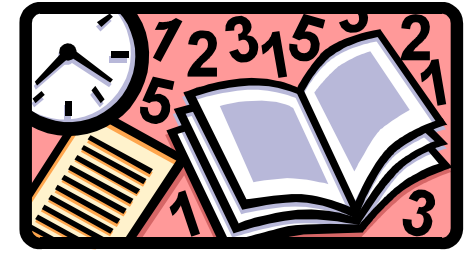


IBTM 6010J Lighting Engineering: Study topics

| | |
|--|---------------------------------------|
| 1. Introduction to Lighting Engineering 2. Basic Concepts of Lighting 3. Principles of Vision & Colour | Basic concepts & principles |
| 4. Light Sources & Luminaires 5. Lighting Systems & Components | Systems & components |
| 6. Indoor Lighting Design 7. Outdoor Lighting Design 8. Daylighting Design 9. Lighting Calculations 10. Computer-aided Lighting Design | Design & calculations |
| 11. Lighting for Emergency, Safety & Security 12. Lighting Energy Management | Emergency, safety & energy efficiency |



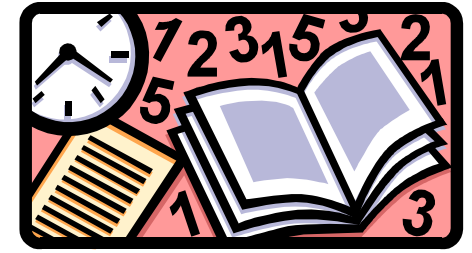
Course background



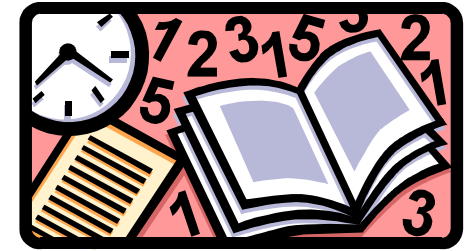
- Study methods
 - Lectures (core knowledge & discussions)
 - Further Readings (essential study information)
 - Videos (illustration & demonstration)
 - References (useful supporting information)
 - Web Links (related links & resources)
- Assignments
 - Practical skills & applications



Course background



- Design guides:
 - Karlen M., Benya J. R. & Spangler C., 2014. *Lighting Design Basics*, Wiley, Hoboken, NJ.
 - Pritchard D. C., 1999. *Lighting*, 6th ed., Longman, Harlow.
 - Simons R. H. & Bean A.R., 2001. *Lighting Engineering: Applied Calculations*, Architectural Press, Oxford.
 - SLL, 2012. *The SLL Code for Lighting*, Society of Light and Lighting (SLL), London.
 - Winchip S. M., 2017. *Fundamentals of Lighting*, Fairchild Publications, New York.

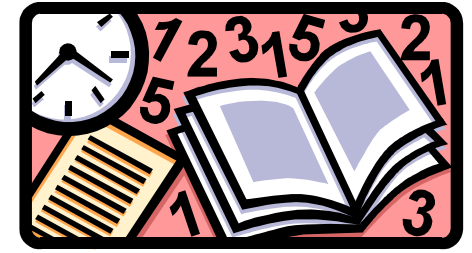


Course background

- Reference books:

- Benya J., et al, 2003. *Advanced Lighting Guidelines* [CD-ROM], 2003 ed., New Buildings Institute, White Salmon, Washington.
[\[https://www.lightingassociates.org/i/u/2127806/f/tech_sheets/Advanced_Lighting_Guidelines_2003.pdf\]](https://www.lightingassociates.org/i/u/2127806/f/tech_sheets/Advanced_Lighting_Guidelines_2003.pdf)
- IESNA, 2011. *The Lighting Handbook: Reference & Application*, 10th ed., Illuminating Engineering Society of North America, New York, N.Y.
- SLL, 2018. *The SLL Lighting Handbook*, Society of Light and Lighting (SLL), London.
- Handbook of Lighting Design (ERCO Edition)
<https://download.ercoc.com/en/media/handbook>
- The Lighting Handbook (Zumtobel)
<http://www.zumtobel.com/PDB/teaser/EN/lichthandbuch.pdf>

Course background



- Related professional institutions:

- Chartered Institution of Building Services Engineers (CIBSE) <http://www.cibse.org>



- CIBSE Hong Kong Region <http://www.cibse.org.hk/>

- Society of Light and Lighting (SLL) <http://www.sll.org.uk/>

- Hong Kong Institution of Engineers (HKIE) 香港工程師學會 <http://www.hkie.org.hk/>

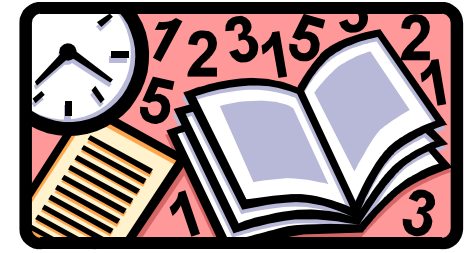
- Building Services Division 屋宇裝備分部
<https://www.hkie-bsd.org/>



Building Services Division
屋宇裝備工程分部



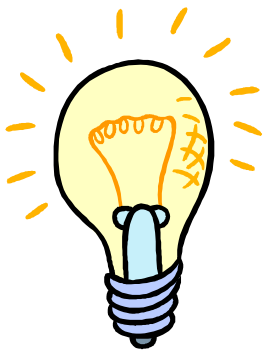
Course background



- Admission requirements for HKIE Building Services Discipline

https://hkie.org.hk/en/membership/download_mem2/

- Top up requirements - Six core subject areas:
 - Heating, Ventilation and Air-Conditioning (HVAC)
 - Electrical Services
 - Fire Services
 - Utility Services
 - Lighting Engineering
 - Project and Engineering Management





Lighting design

- **Lighting/Illumination Engineering 照明工程**
 - It is concerned about the aesthetics, efficiency, and quality of light and lighting products in our built world/environment (buildings & facilities)
 - Architectural lighting design (both interior & exterior)
 - *Lighting Engineers* deploy skills of product design, electrical engineering, civil engineering, and mechanical engineering to generate innovative product and lighting layout designs to improve user quality of life and safety



Lighting design

- Who are involved in Lighting Design?*
 - Architects
 - Engineers
 - *Building Services Engineers*
 - Electrical Engineers
 - Lighting Engineers
 - Interior Designers
 - Lighting Designers (specialist)



(* See also http://en.wikipedia.org/wiki/Architectural_lighting_design)



Lighting design

- Professional societies on *Lighting Design*
 - Illuminating Engineering Society of North America (**IESNA**) [now renamed as IES]
 - <http://www.ies.org>
 - Commission Internationale de l'Eclairage (**CIE**) (International Commission on Illumination)
 - <http://www.cie.co.at>
 - Society of Light and Lighting, UK (under CIBSE*)
 - <http://www.sll.org.uk/>

*CIBSE = Chartered Institution of Building Services Engineers



Lighting design

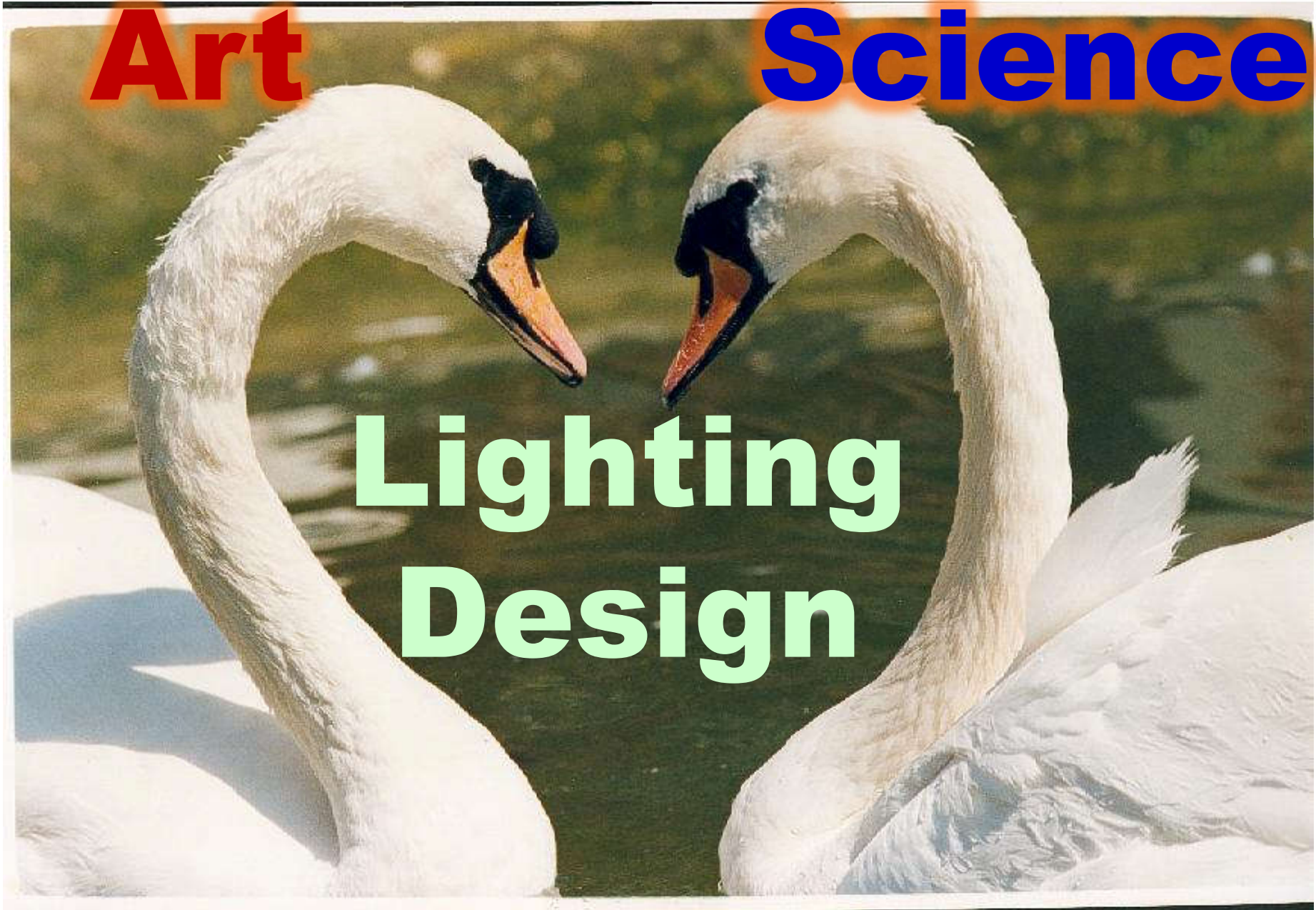
- Basic concepts & principles
 - Light & lighting, human vision & colour
 - Light sources & luminaires
 - Lighting systems & components
- Forms of lighting design
 - Indoor lighting design
 - Outdoor lighting design
 - Daylighting design
- Design practice & skills
 - Codes, emergency lighting & energy efficiency



Art

Science

**Lighting
Design**





Lighting design

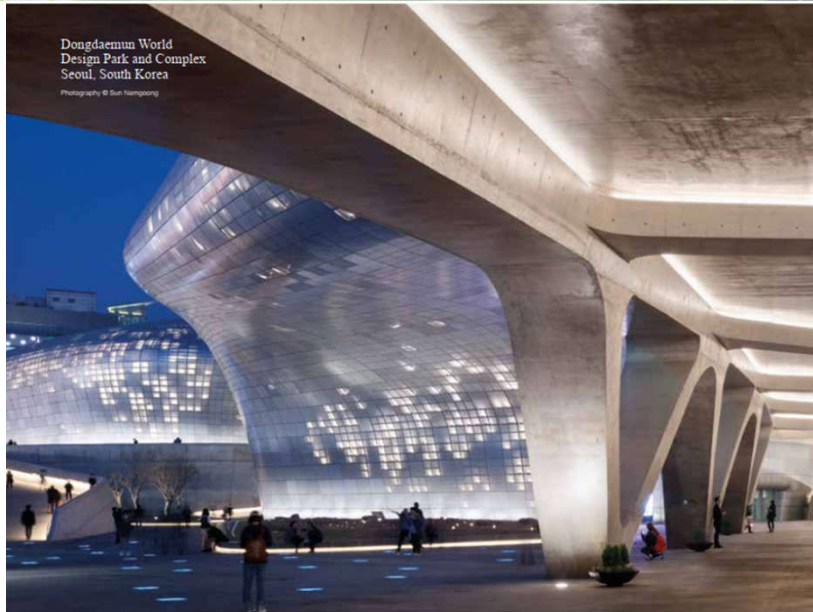
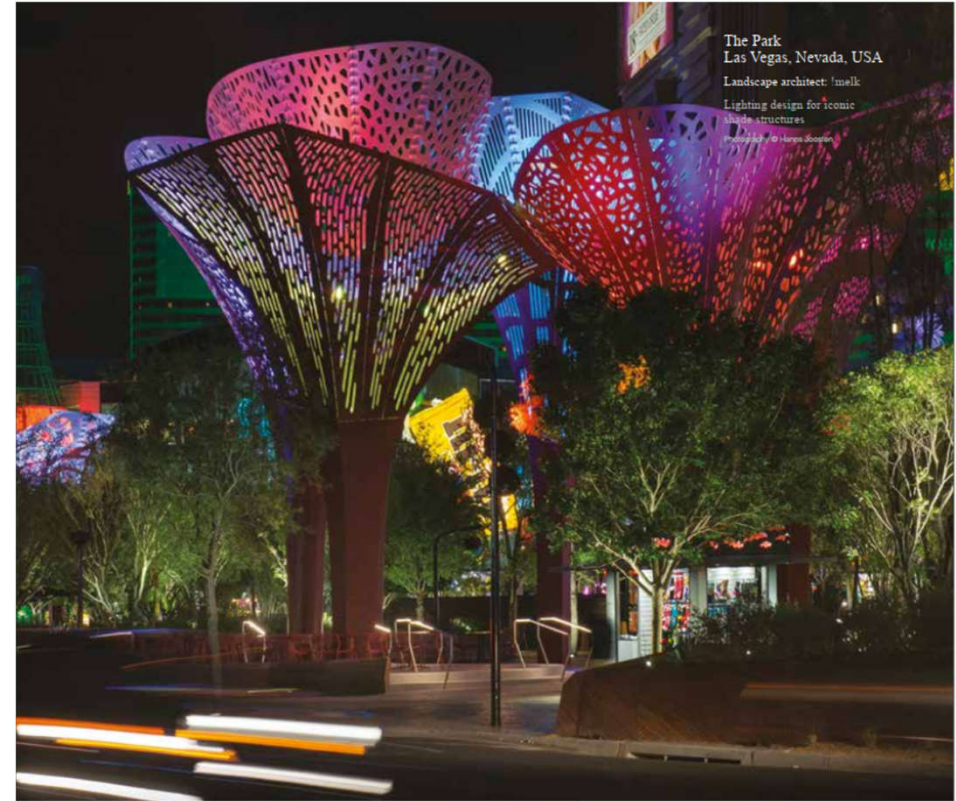
- Lighting design is the science and art of making things useful to humankind; and it is the application of lighting -- including daylight when it is specifically used as a source of lighting -- to **human spaces**
- Lighting design relies on a combination of specific **scientific principles**, established standards and conventions, and a number of aesthetic, cultural and human factors applied in an **artful manner**



Lighting design

- As a **SCIENCE**
 - The amounts of illumination needed and certain aspects of the quality of light are quantified
- As an **ART**
 - Attaching numbers is meaningless because light is an experience of the **SENSES**
 - Lighting can motivate people to be active, relaxed, productive, lively or depressed
 - Create an atmosphere pleasing to the occupants
 - Provide visibility, character, and mood as well as relate harmoniously to the space in which it is used

Examples of interesting lighting design in the world



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



MOKO, Grand Century Place
Hong Kong, China

Architect: Aedas

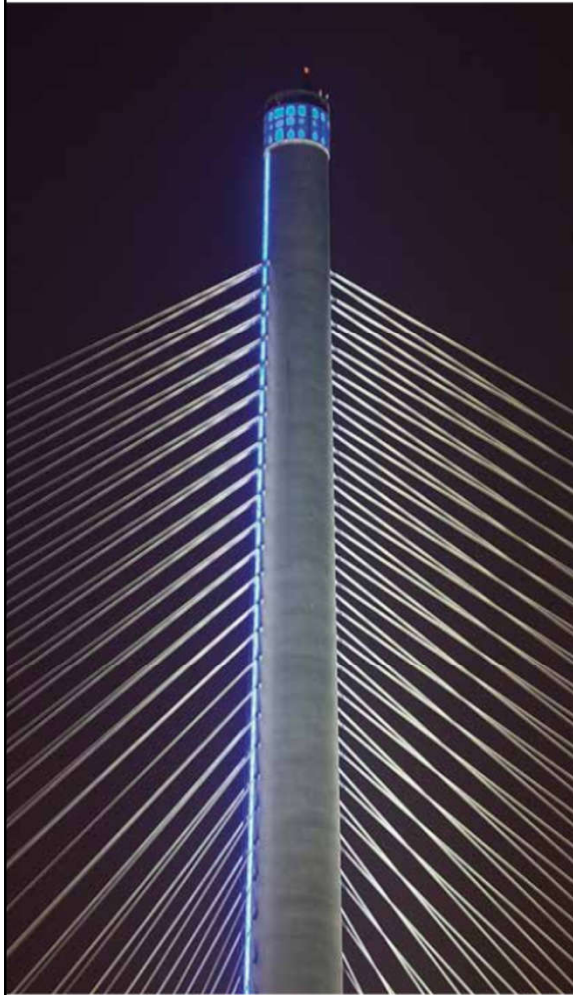
Completed in December 2015, MOKO is a 7-storey shopping mall located in Mongkok, Hong Kong. A comprehensive lighting strategy was developed to match with the architectural design and to meet the client's marketing strategy for the fast-paced retail business. We worked closely with the architect and client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

An example of outdoor lighting design in Hong Kong (Stonecutters Bridge)



Stonecutters Bridge
Hong Kong, China

As the sun sets, the narrative lighting scenes add a sense of magic and invite the viewer to return to encounter a different, yet fascinating, experience of a bridge. Our design approach to the architectural lighting reflects the unique characteristics of Hong Kong, regarded as dynamic and cosmopolitan, a place which offers a diversity of experiences, blending Chinese heritage and British colonial influence. The simple yet elegant lines of the Stonecutters Bridge are picked out with crisp cool white light to reinforce their beauty and the simplicity of the bridge structure against the backdrop of Hong Kong's vibrant skyline. The cross fading of colour lighting in the light strips, is programmed to express the characteristics of the city with special light show on festive occasions.

Photography © Arup and Marcel Lam



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

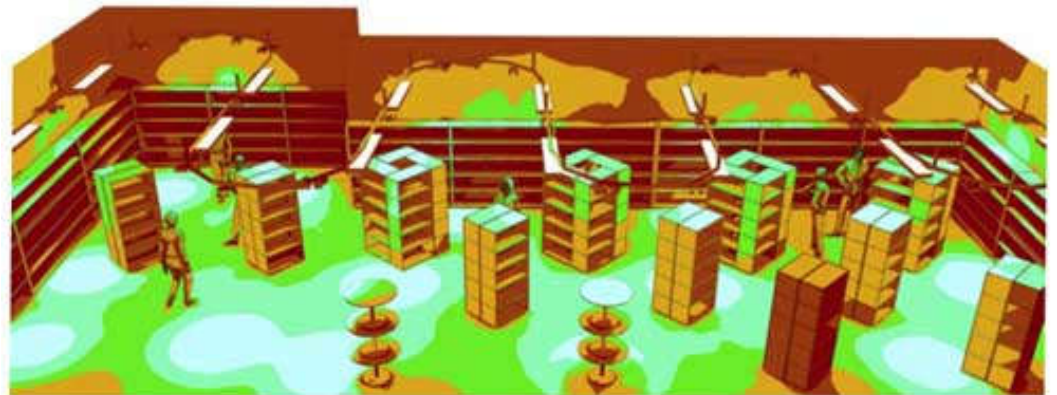
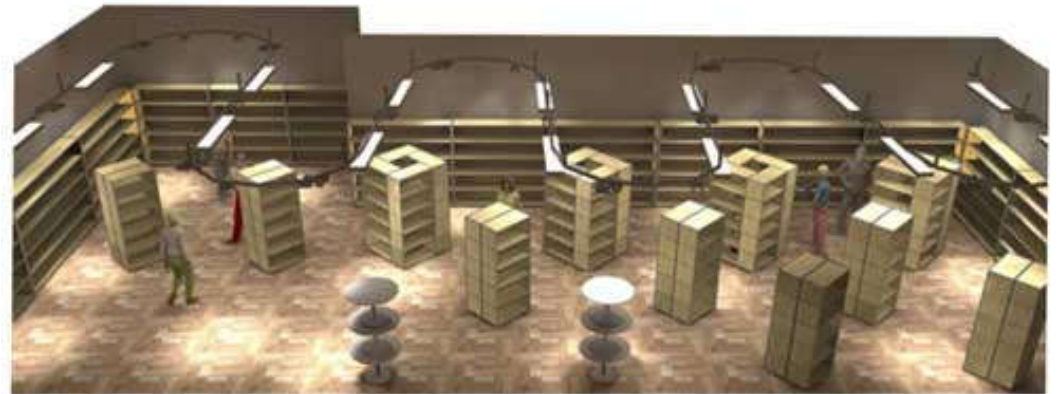
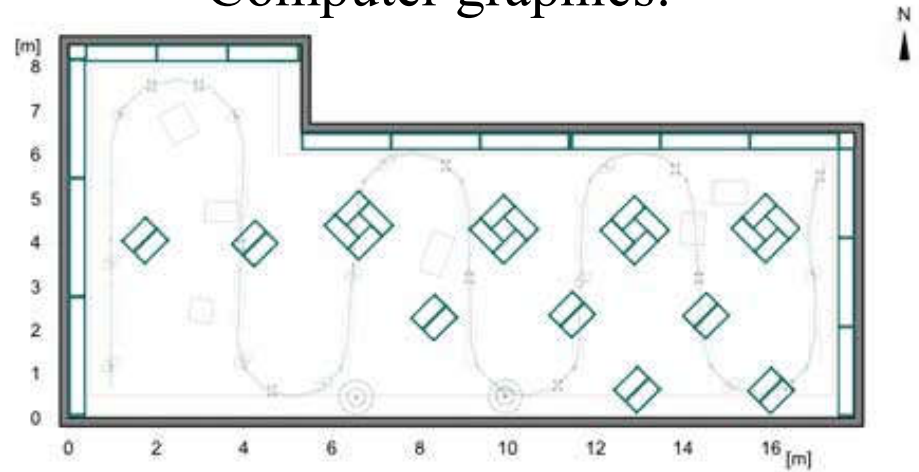
Examples of lighting design & analysis

Real pictures:

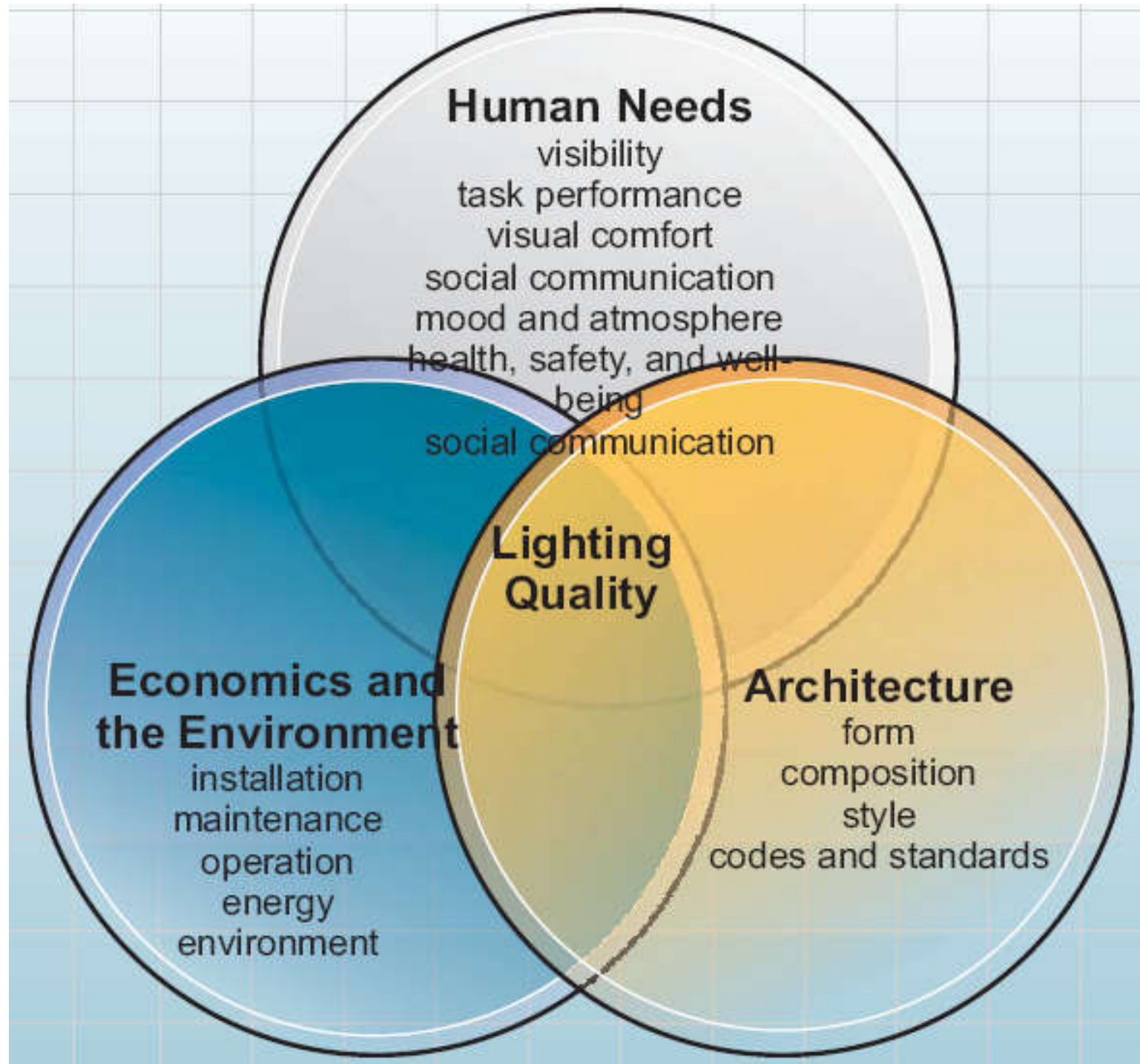


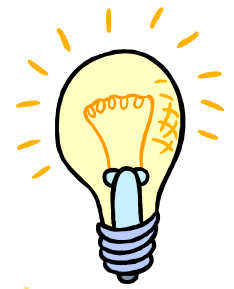
Student union rotunda with view of campus courtyard.

Computer graphics:



Overlapping lighting issues





Purpose of lighting

- *Lighting Quantity*

- Setting criterion illumination level
- Illumination level based on light source spectrum

- *Lighting Quality*

- Light distribution (e.g. task & ambient lighting)
- Space and workplace considerations (e.g. daylight integration and control)
- Colour appearance, flicker, glare
- Modelling of faces/objects, highlights



Quality characteristics of lighting

Traditional quality criteria:

- Sufficient illumination level
- Harmonious brightness distribution
- Glare limitation
- Avoidance of reflections
- Good modelling
- Correct light colour
- Appropriate colour rendering

New quality criteria:

- Changing lighting situations
- Personal control
- Energy efficiency
- Daylight integration
- Light as an interior design element





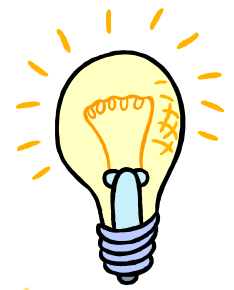
Purpose of lighting

- Two main concerns of lighting design:
 - Provide illumination for people to use a space and to see well enough to **FUNCTION** at their designated tasks [**practical & functional**]
 - Create perception of the space(s) or form(s) so that the designer's **CONCEPT** is communicated and/or felt [**aesthetic & sensory**]
- Effect of lighting
 - On architecture (defines space & shows form)
 - On interior design (reveals texture & colour)



Purpose of lighting

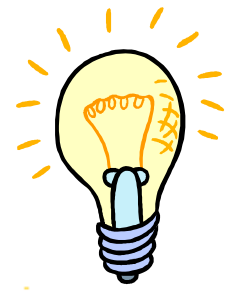
- The complex and temporal nature of lighting is one of the least understood of its many variables. Because of this complexity, lighting design can be one of the most creative areas of all of **architecture**
 - Light defines space, reveals texture, shows form, indicates scale, separates functions, creates mood
 - Good lighting makes a building look and work the way the architect intended at all hours of day and night



Purpose of lighting

- Lighting contributes to the **character**, to the desired attitude toward form and space, and to the **effective functioning** of that space
 - Lighting is **dynamic**. Change the lighting and the world around us changes
 - Light can make or break a **space** both functionally and aesthetically





Purpose of lighting

- Three main functions of lighting:
 - Ensure the safety of people
 - Facilitate the performance of visual tasks
 - Aid the creation of an appropriate visual environment



Lighting art creation



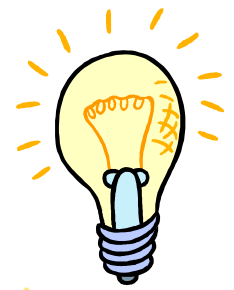
UP, and away!
Travelling globally

Light art creation

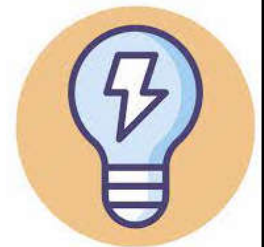
Photography © Vellachi Ganesan

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

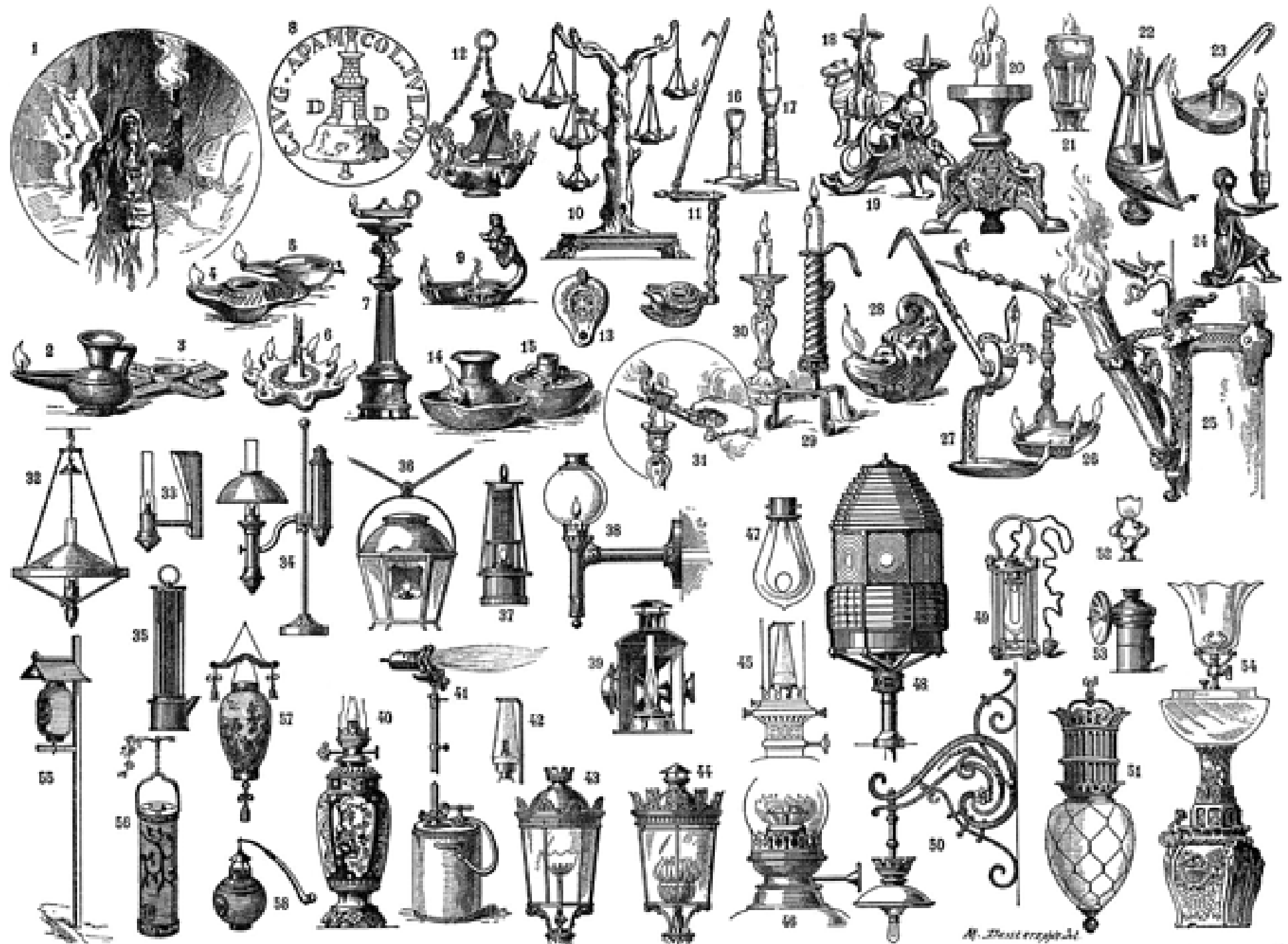
Purpose of lighting



- Two sources of light:
 - Natural sources of light ([daylight](#))
 - People prefer daylight to “windowless” rooms
 - Windows provide a view & connection to outdoor
 - Artificial or man-made ([electric light](#))
- Electric lighting and the daylighting should be complementary to ensure
 - Efficient use of energy
 - High quality lighting

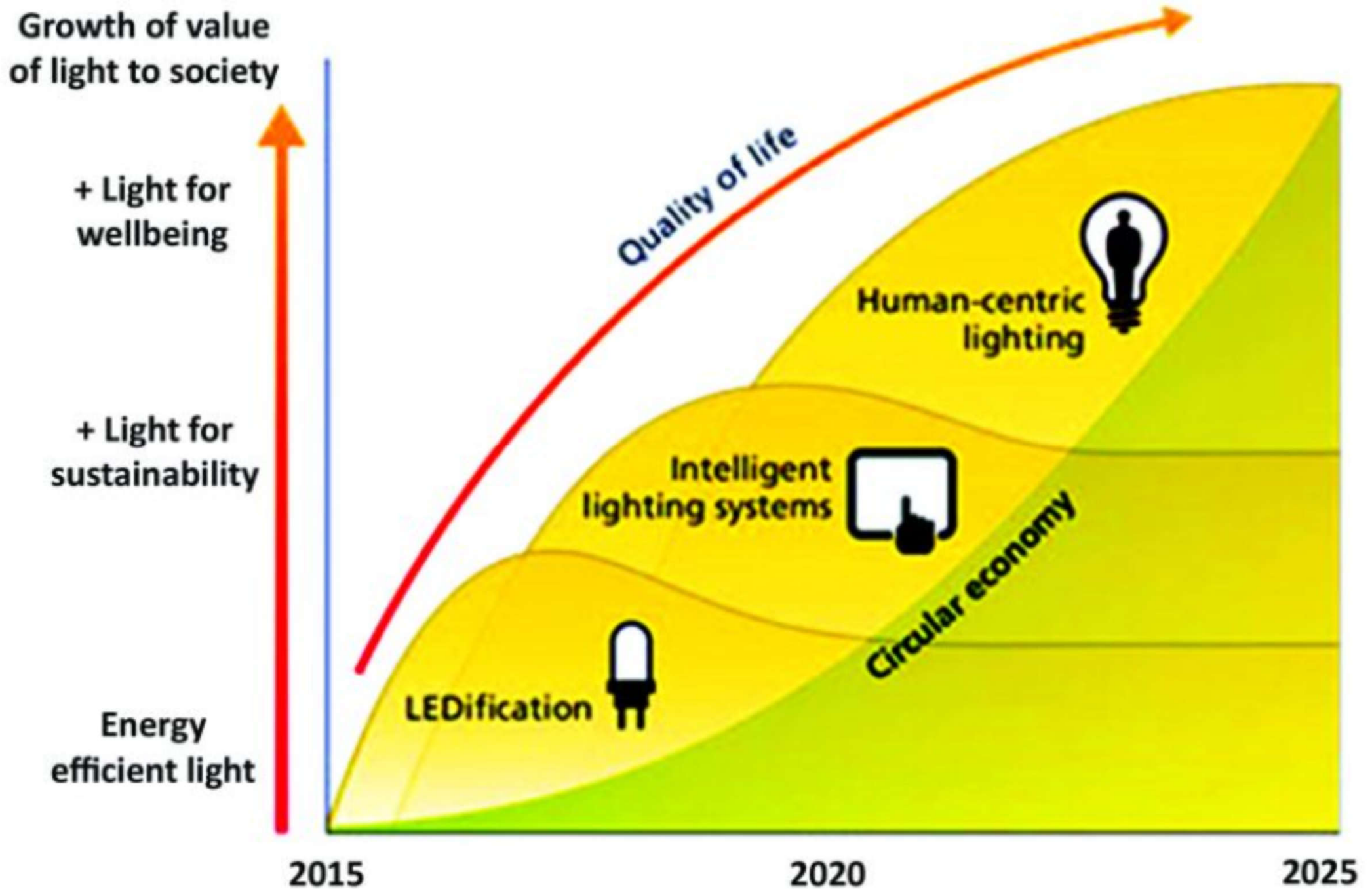


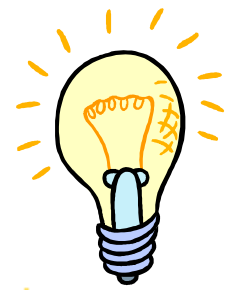
The history of lighting technology



(Source: <https://www.stouchlighting.com/blog/the-historical-evolution-of-lighting>)

The continuing evolution of artificial lighting technologies





Purpose of lighting

- **Human Centric Lighting (HCL)**
 - Expresses the positive effect of light & lighting on the health, well-being & performance of humans
 - Has both short & long-term benefits
 - Considers both the visual & non-visual effects of exposing humans to light
 - Such as visual performance & comfort, sleep quality, alertness, mood & behaviour with consequences for human health, learning & spending
 - A new land waiting to be explored
 - Connection between technical & human aspects

Triple effects of light

1. Light for visual functions

- Illumination of task area in conformity with relevant standards
- Glare-free and convenient



2. Light for emotional perception

- Lighting enhancing architecture
- Creating scenes and effects



3. Light creating biological effects

- Supporting people's circadian rhythm
- Stimulating or relaxing





Terminology

- Lighting science terminology
 - Photometry 光度學
 - Science of measuring visible light in units that are weighted according to the sensitivity of the human eye
 - Radiometry 輻射測量學
 - Science of measuring light in any portion of the electromagnetic spectrum
 - Colorimetry 色度學
 - Science of the measurement of colour, replacing subjective responses of colours with an objective numerical system



Terminology

- Lighting terminology

- Luminous flux 光通量 (lumen, lm), Φ

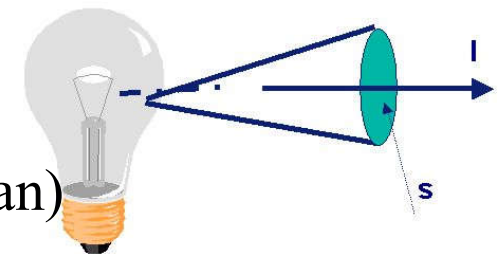
*Radiation
value*

- 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, $I = d\Phi / d\omega$ (ω = solid angle, in steradian)



- Illuminance 照明度 (lm/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”)



Terminology

- Lighting terminology*

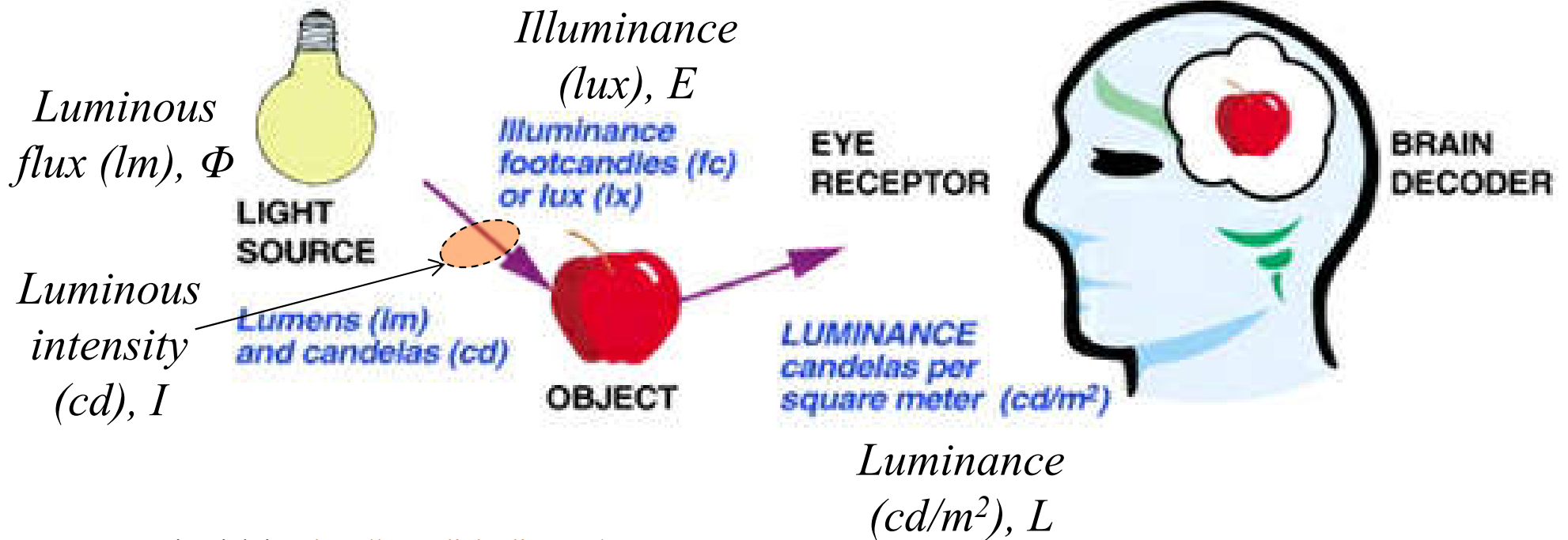
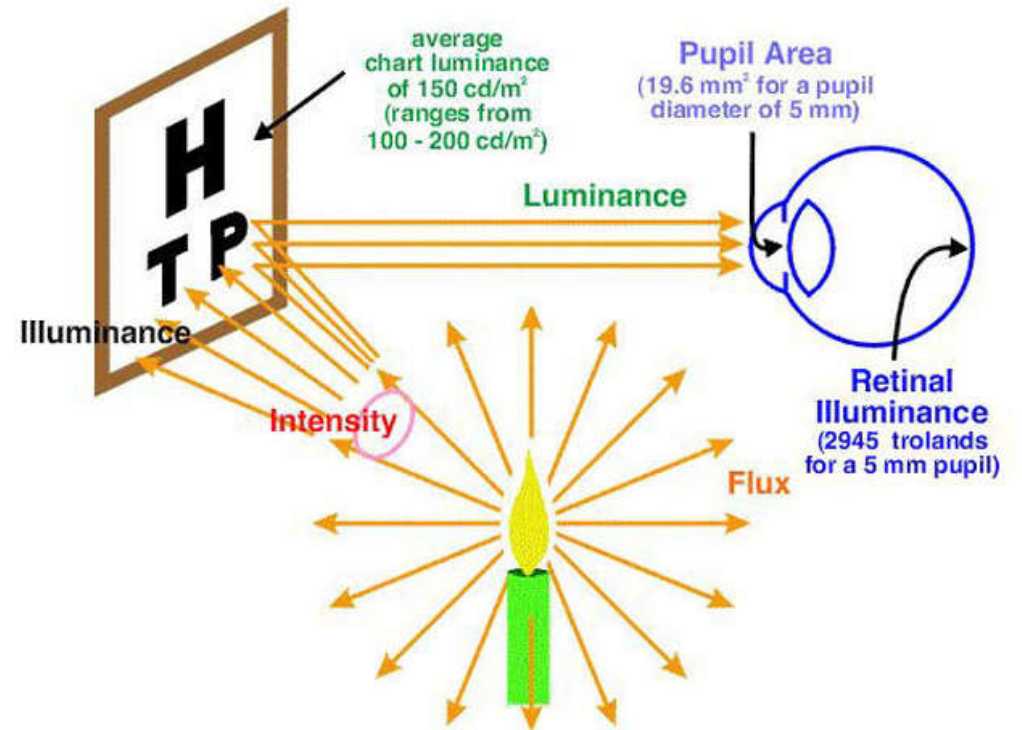
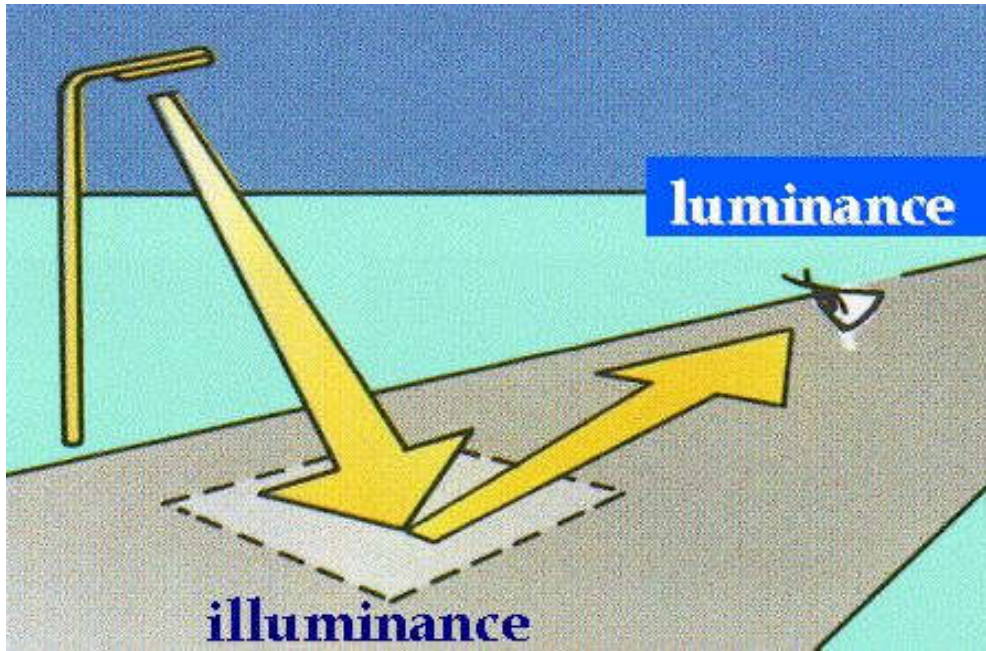
- Luminance 亮度 (cd/m^2), L

Sender-side value

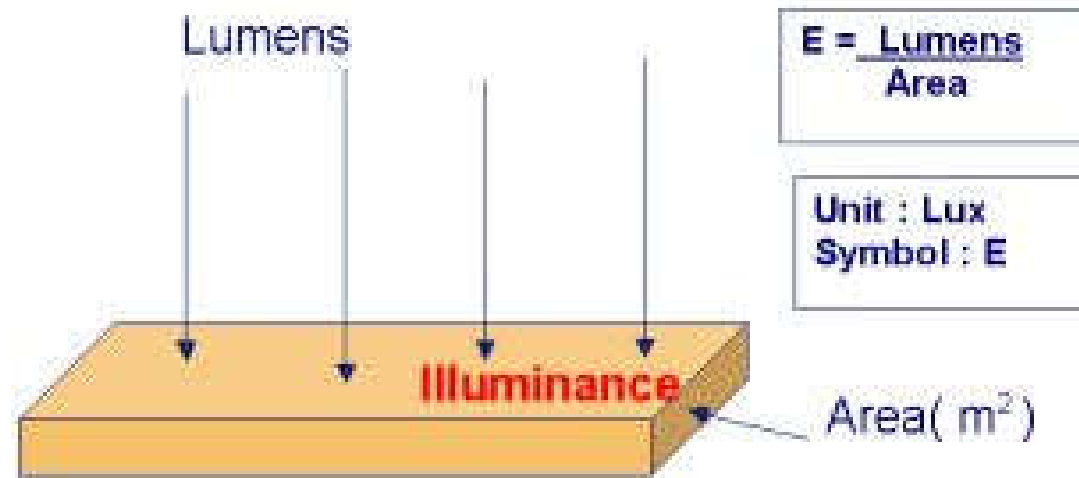
- Luminous flux density (I) leaving a projected surface in a particular direction (often called “brightness”)
 - $L = I / dA \cdot \cos\theta = (d\Phi/d\omega) / dA \cdot \cos\theta$
 - $d\omega$ = solid angle containing the given direction
 - dA = area of a section of that beam (the source side) containing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

(* See also <http://hyperphysics.phy-astr.gsu.edu/hbase/vision/photomcon.html>)

Illuminance and luminance



Practical examples of illuminance



| | |
|--|-------------|
| 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 |

Practical examples of luminance

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



Terminology

- Lighting terminology

發
光
效
能

- Luminous efficacy of a source (lm/W), η

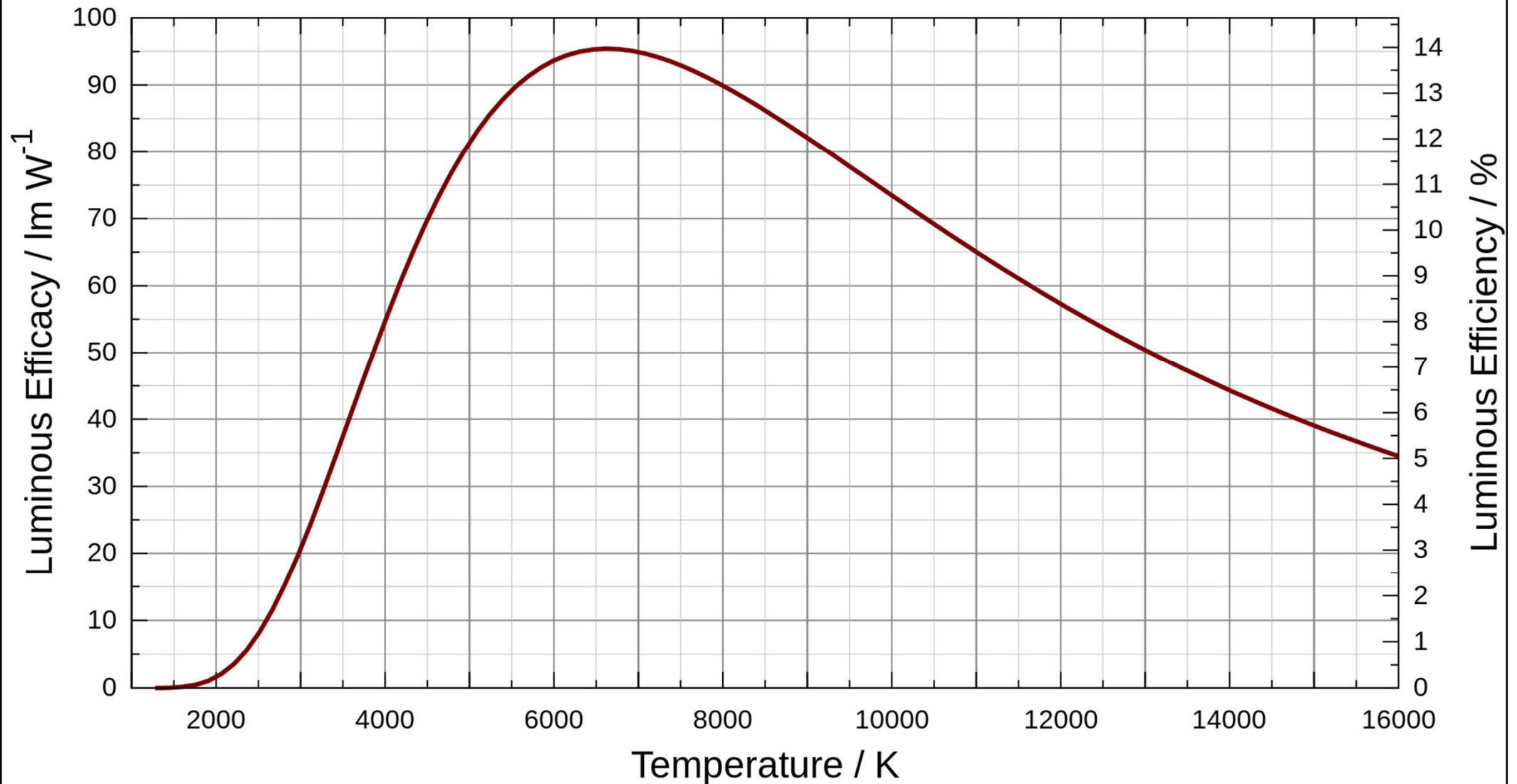
- Ratio between the luminous flux emitted and the power consumed by the source
- How well a light source produces visible light
- http://en.wikipedia.org/wiki/Luminous_efficacy

光
譜
功
率
分
配

- Spectral power distribution (SPD) curves

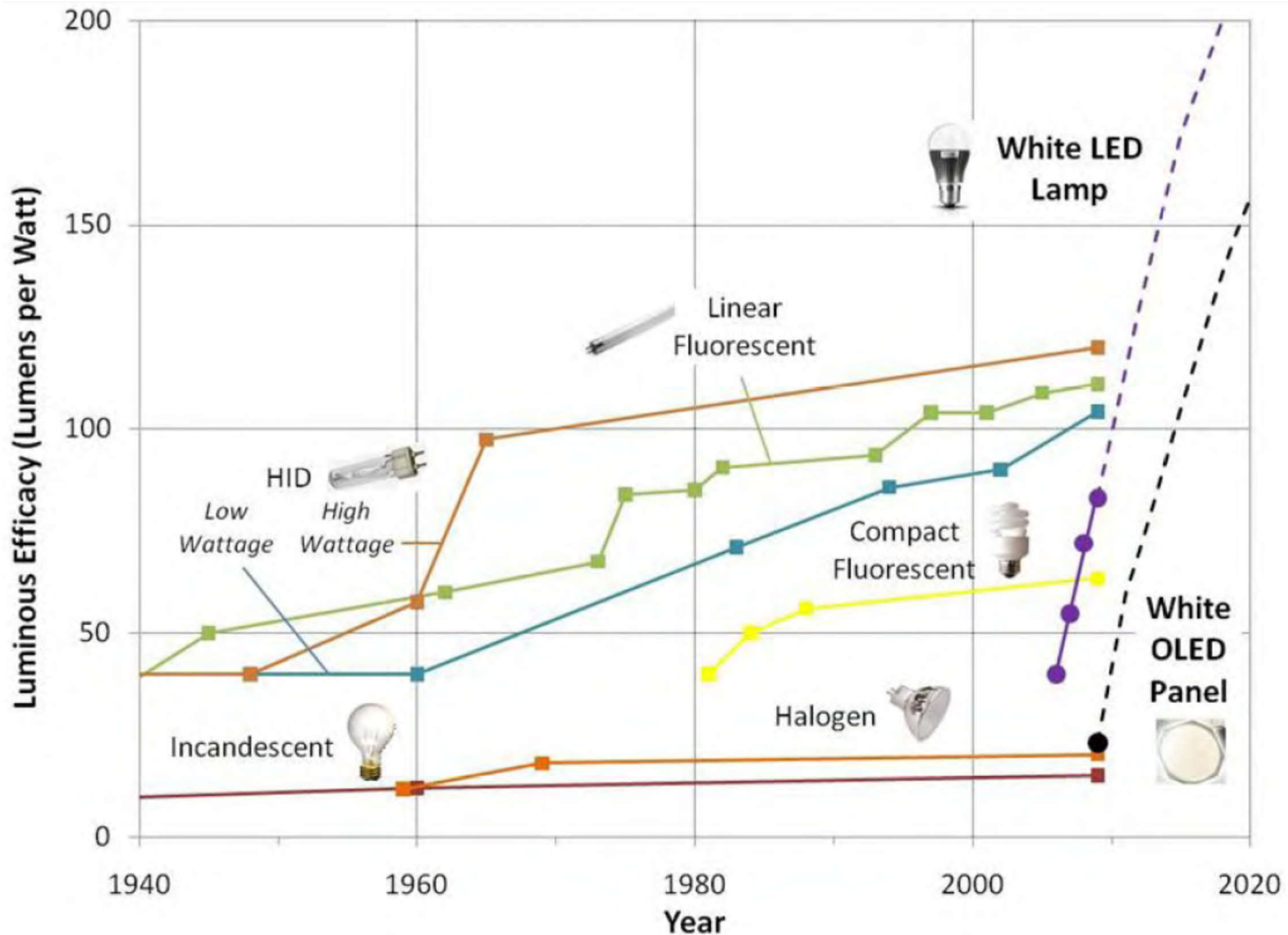
- Curves to show the visual profile and colour characteristics of a light source
- Plot of relative power emitted in the different regions of the spectrum

Luminous Efficacy of a Blackbody Radiator



$$\text{Luminous Efficacy, } K = \frac{\text{Luminous Flux}(F \text{ in Lumens})}{\text{Radiant Flux}(P \text{ in Watts})}$$

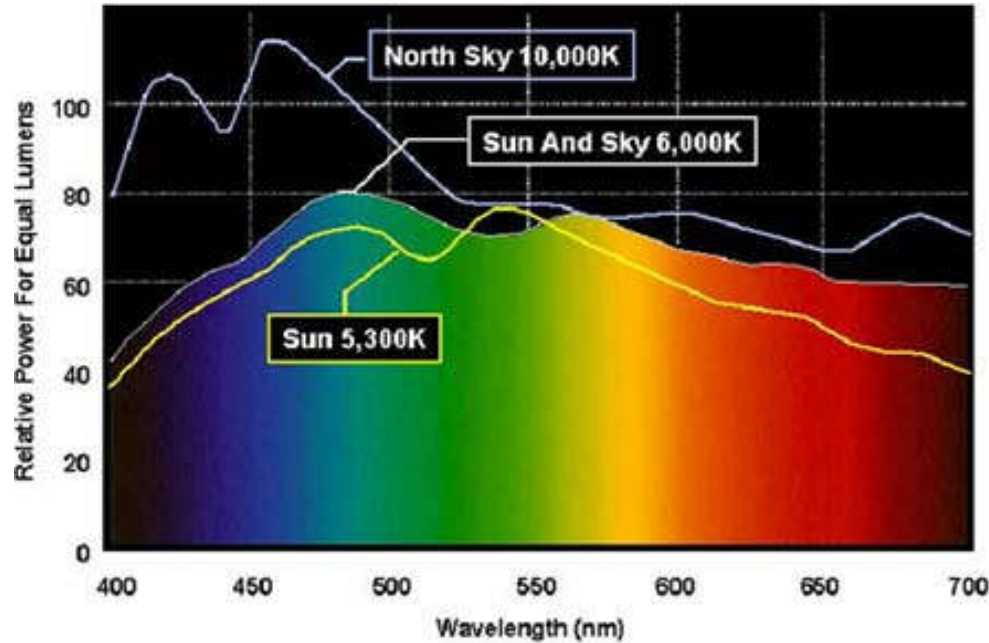
Historical and predicted luminous efficacy of light sources



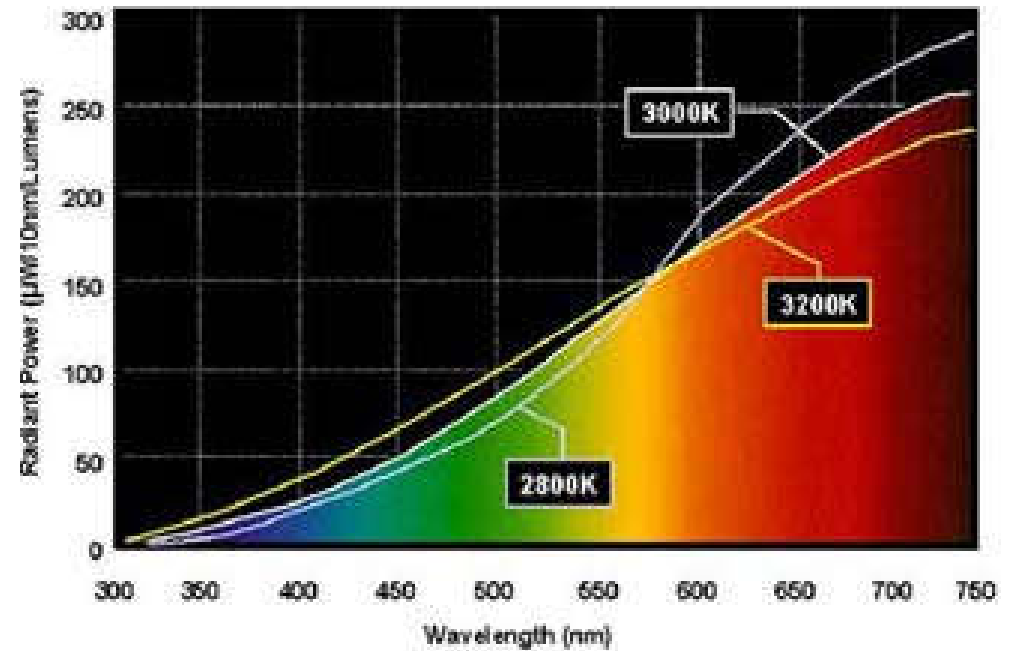
(Source: US Department of Energy)

Spectral power distribution (SPD) curves

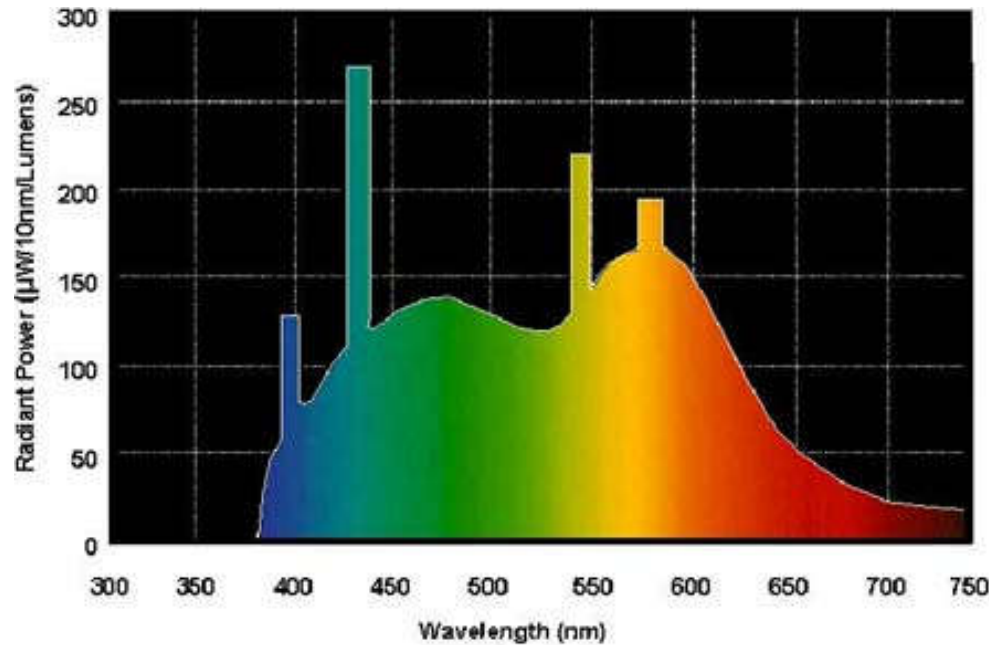
Outdoor daylight



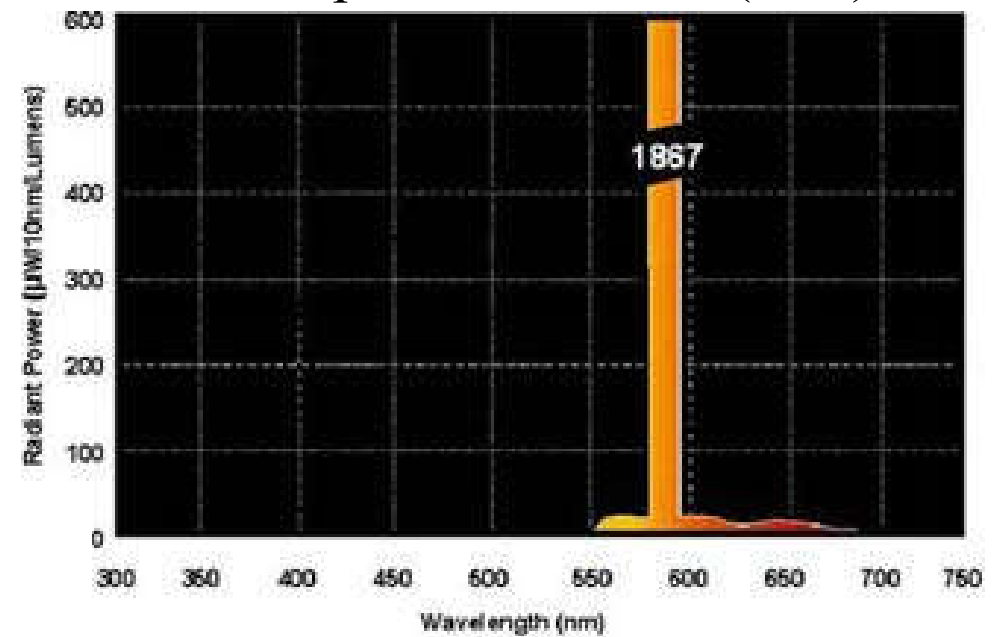
Incandescent



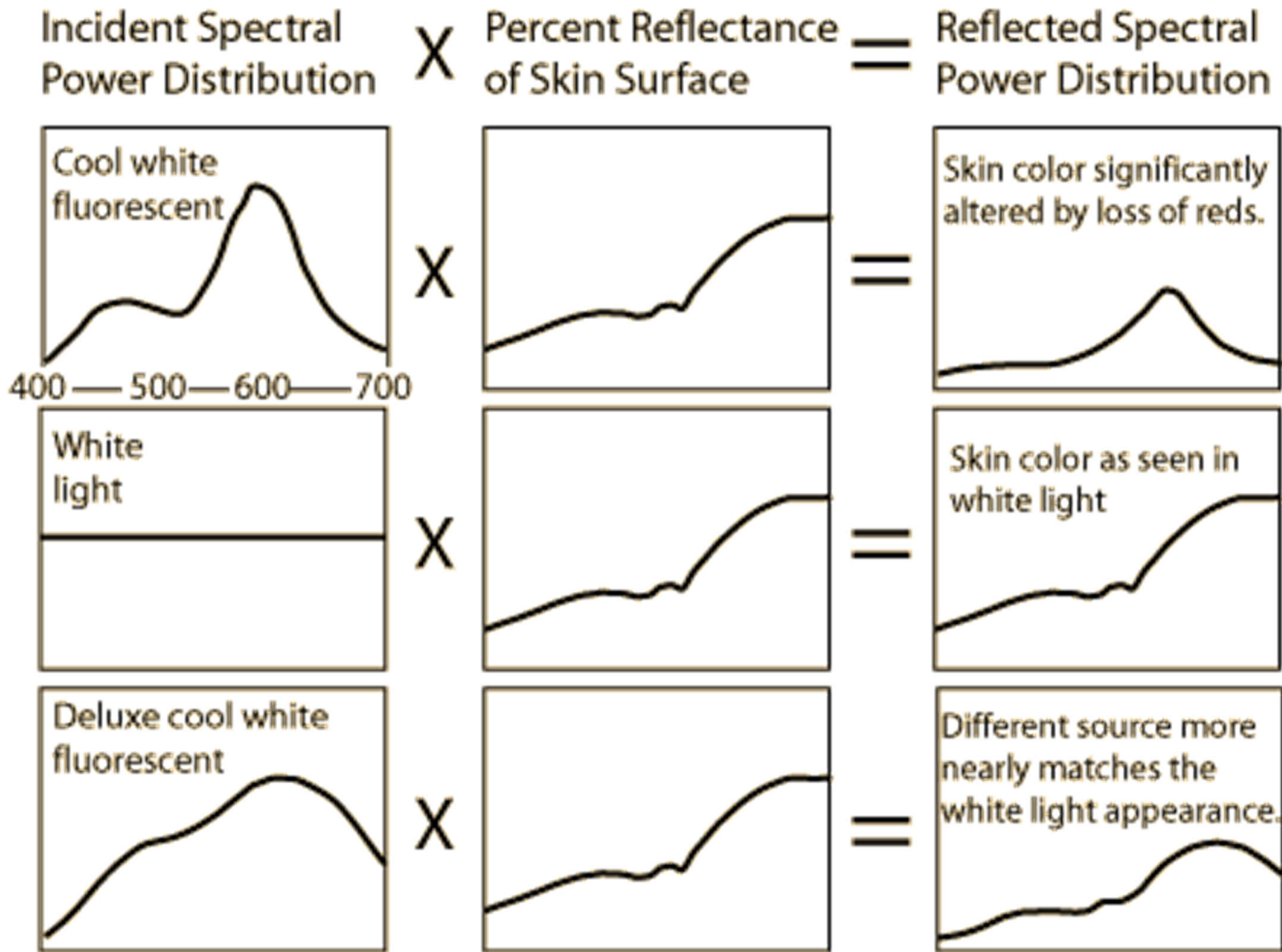
Fluorescent lamp (Daylight)



Low pressure sodium (LPS)



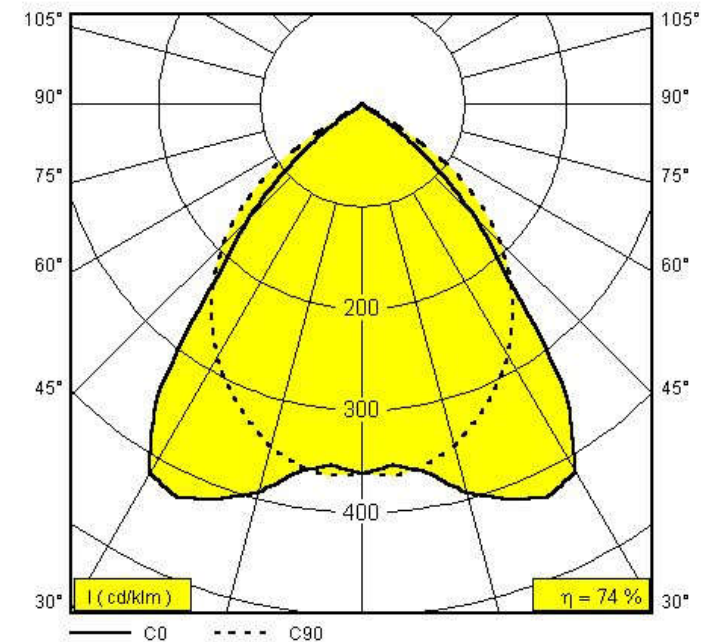
Example of spectral power distribution application





Terminology

- Lighting terminology
 - Photometric data
 - Indicate how a particular lamp or luminaire “sends out” light – light distribution in terms of intensity and direction
 - Glare
 - Visual discomfort/disability caused by excessive brightness or extreme contrast
 - Glare index or limiting glare rating





Practical skills

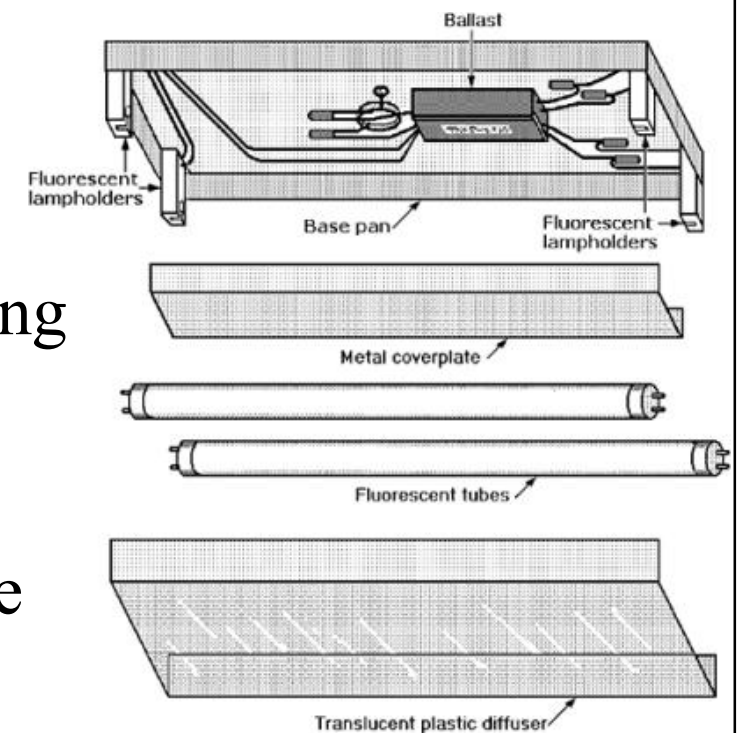
- Anatomy of a “lighting system”

- 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



Examples of light sources for general lighting



(Source: Advanced Lighting Guidelines)



Practical skills

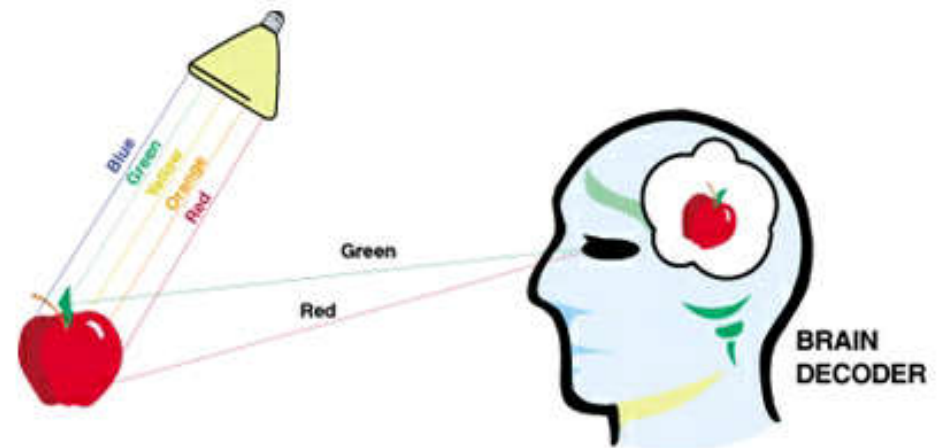
- Anatomy of a “lighting system” (cont’d)

- Human components

- Visual receiver: Eye
- Visual acuity: Vision
- Visual decoder: Brain

- Task components

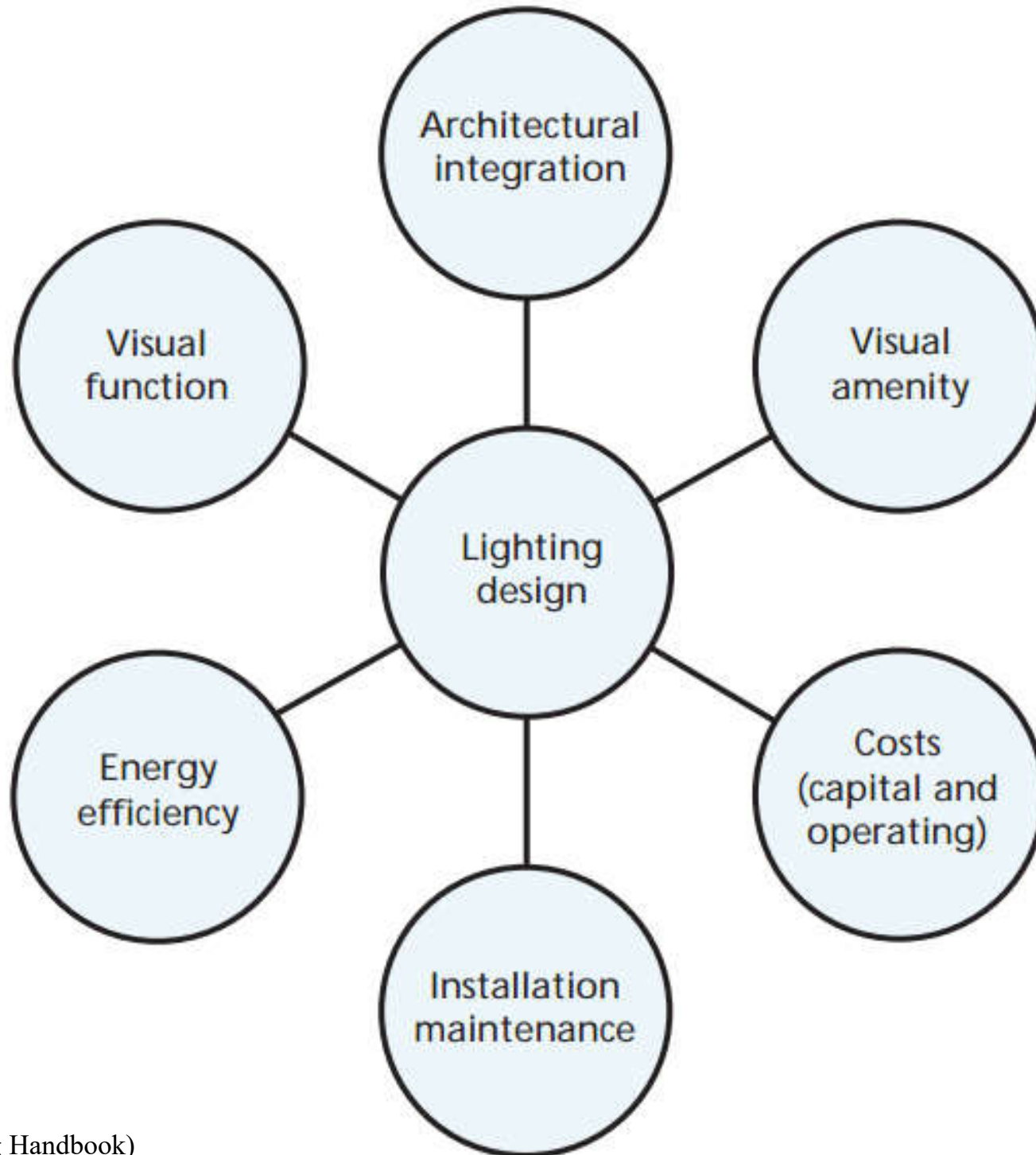
- Task finishes: texture, colour, reflectance, speculariry
- Task size: object size
- Task brightness: luminance
- Contrast: brightness ratios
- Speed and accuracy: time



Objects as selective reflectors.



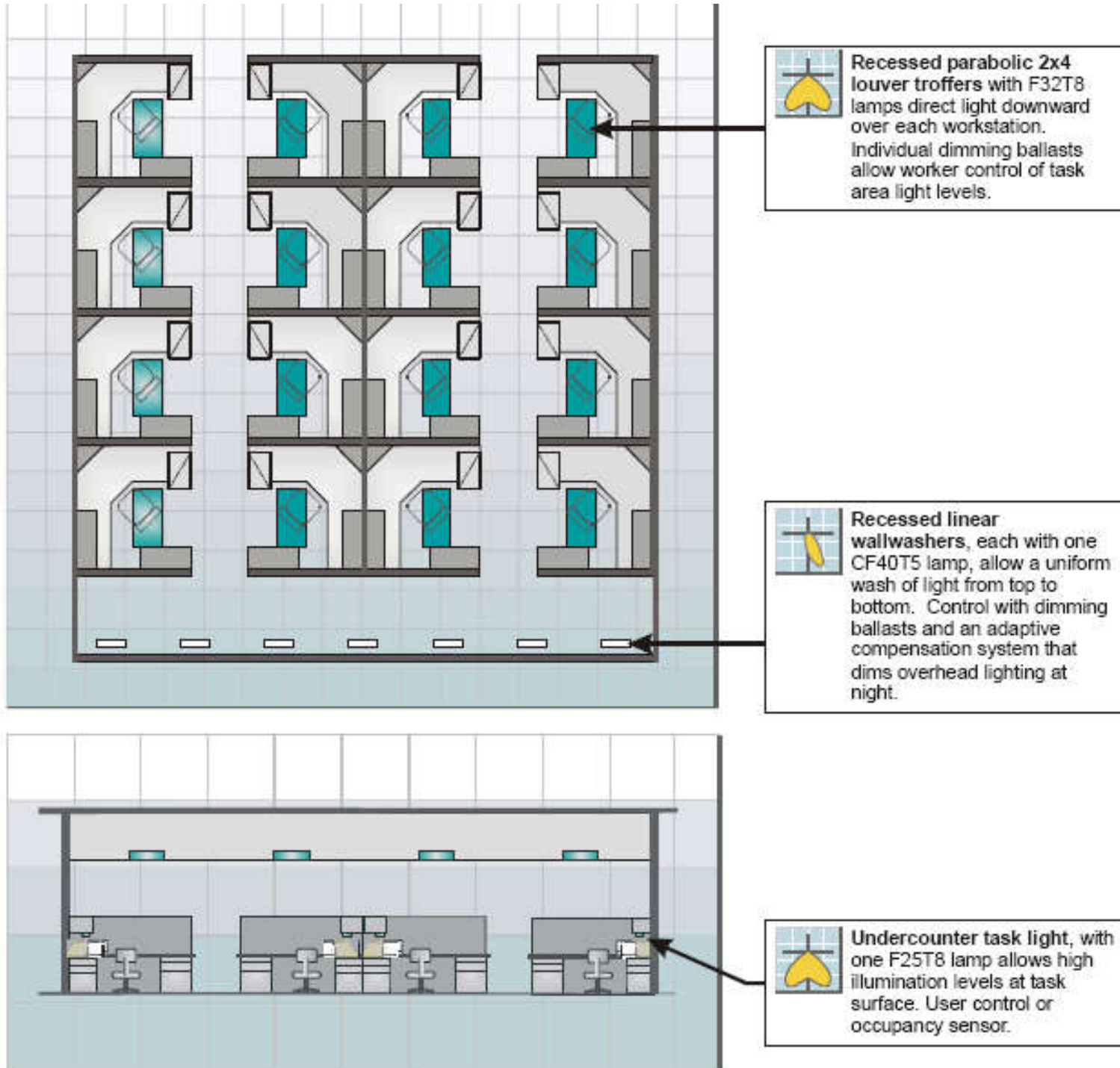
Considerations for lighting design



Different lighting effects in a private office



Lighting design for open plan office



(Source: Advanced Lighting Guidelines 2001)

Practical skills



- Basic practice of illuminating engineering
 - Hand calculations, e.g. Lumen method
 - Predict the average illuminance level in a room
 - Also known as zonal cavity calculation
 - Typical templates for spreadsheet programs or short routines built into handheld computers
 - Basic point-by-point lighting computer programs
 - Determine light levels at specific locations in a space
 - Predict brightness of room surfaces (e.g. by gray-scale plots and isolux plots)

Settings

Units Meters - Lux

Room Dimensions

Length [X] m

Width [Y] m

Height [Z] m

Workplane m

Ceiling Type 2x2

Room Reflectances

Ceiling %

Walls %

Floor %

Criteria

Illuminance lux

Power Density W/m²

Quantity

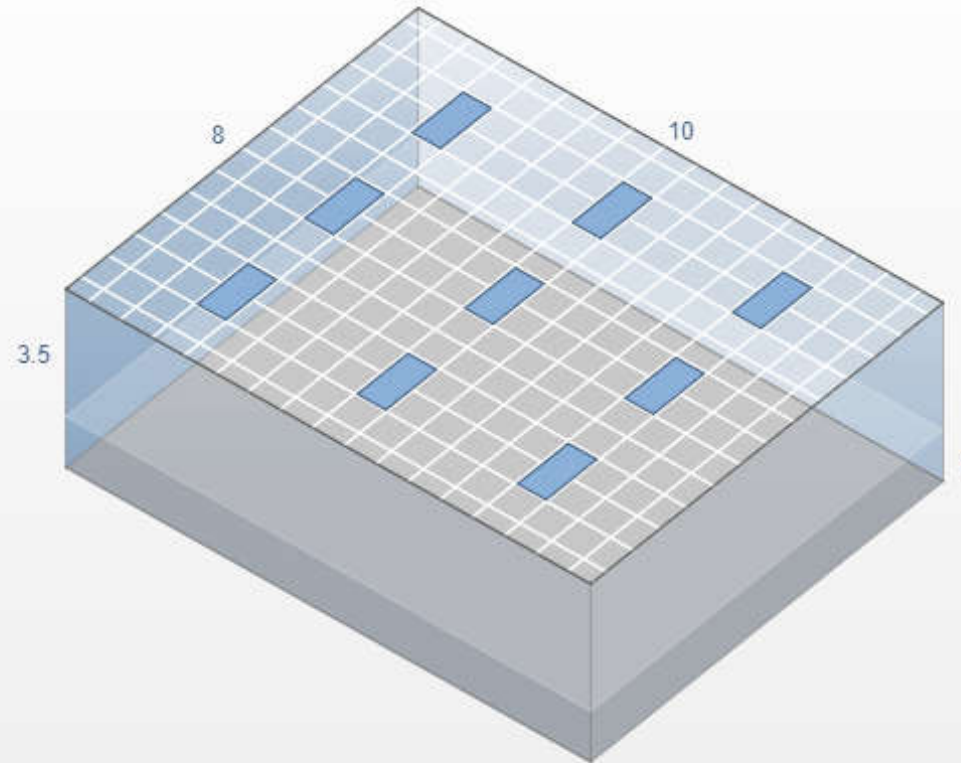
Constraints

Spacing X [SC=3.6] m

Spacing Y [SC=3.1] m

Rows

Columns



Calculation Results [A]

Illuminance **462 lux**
 Power Density **6.52 W/m²**
 Quantity **9**

Spacing Results [A]

Spacing **3.05 x 2.44 m**
 Arrangement **3 x 3**
 Outside Spacing X **1.68 m**
 Outside Spacing Y **0.99 m**

Display



Dimensions Room Layout

Show Zonal Cavity Info [+]

Project Information

A



Holophane

[A] - HT24 2 32 A12 GEB10IS

Light Loss Factor

Suspension Length

Orientation

Symbol Shape Rectangular

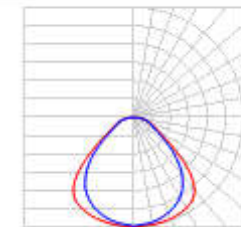
Symbol Length

Symbol Width

Lamp Quantity

Lumens Per Lamp

Wattage



■ - 0° H ■ - 90° H

Practical skills



- Basic practice of illuminating engineering (cont'd)
 - Advanced lighting programs, e.g. radiosity & ray-tracing programs → semi-photorealistic images
 - Extreme accuracy in spaces of complex geometry
 - Specialty calculations, e.g. exterior lighting, daylighting, energy simulation, economic analysis
 - Scale models (usually by architects)
 - Lighting audits, retrofit assessment

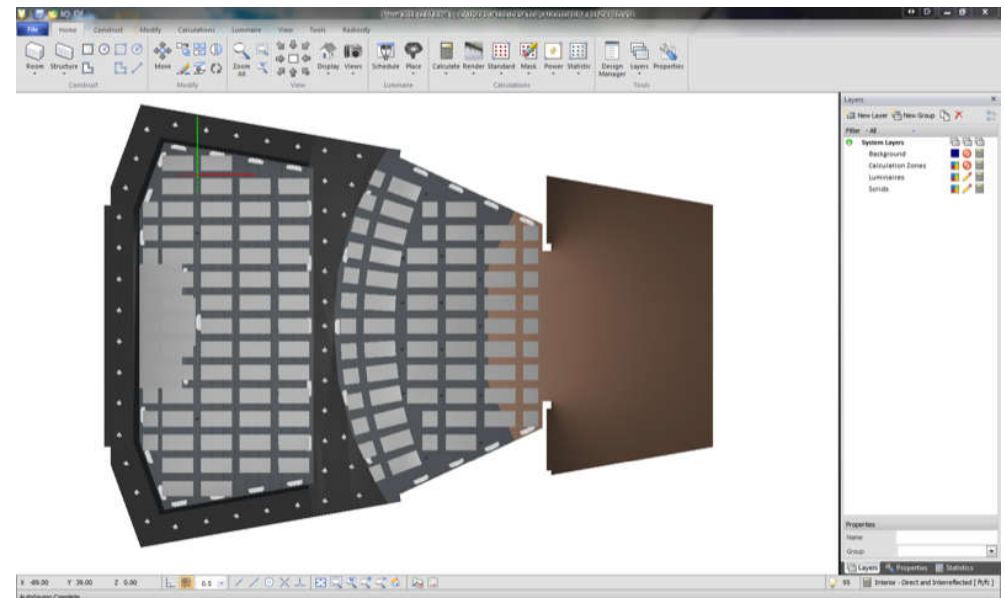
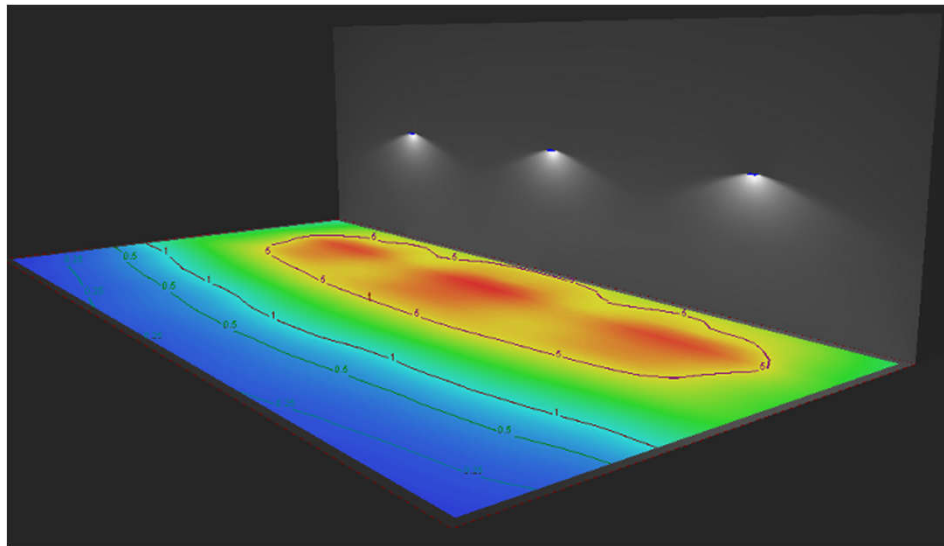
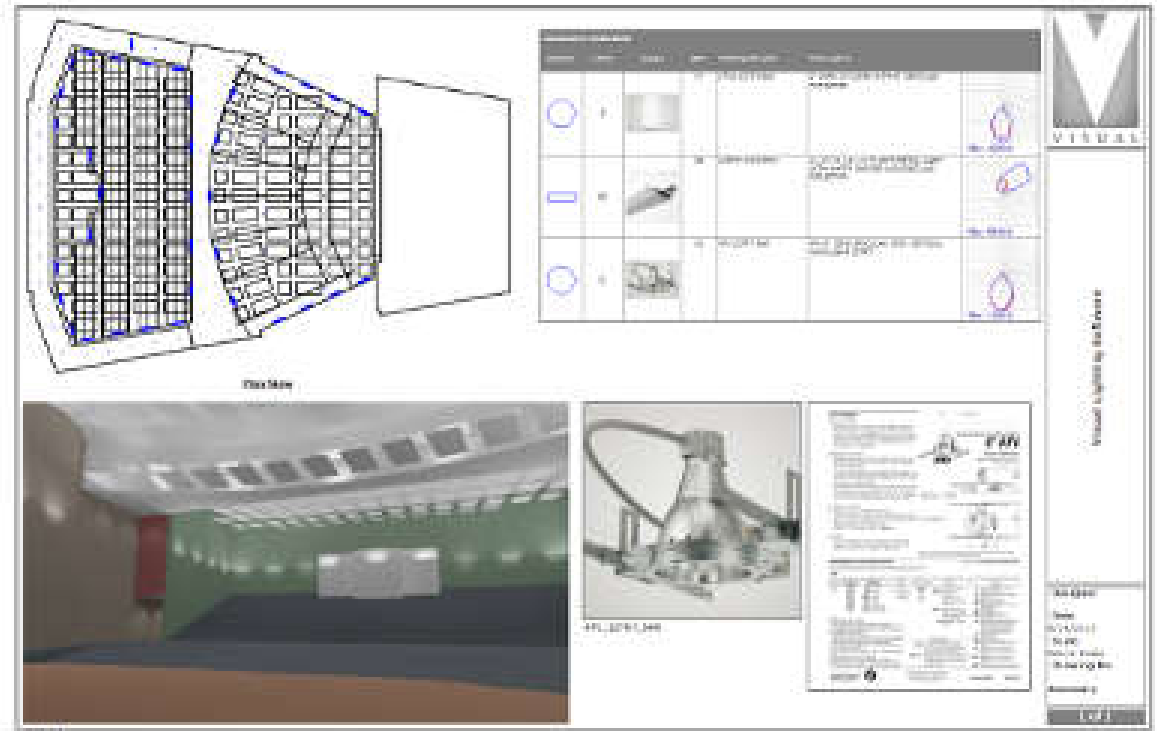
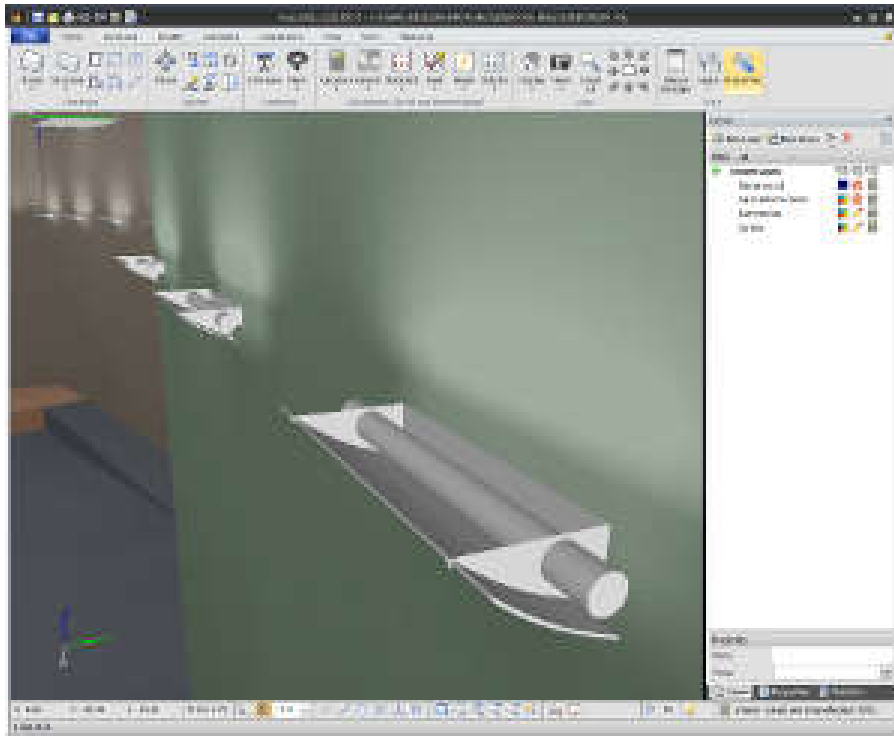


Lighting calculations and simulation with DIALux 4.10

The screenshot displays the DIALux 4.10 software interface. The main window shows a 3D rendering of a room with several tables and chairs. The room is illuminated by two ceiling-mounted luminaires, and the light distribution is visualized as a color-coded heatmap on the floor and walls. The interface includes a menu bar (File, Edit, View, CAD, Pick, Insert, Luminaire Selection, Output, Window, Online), a toolbar with various icons, and a project manager on the left. The project manager shows a tree view of the room's components: Floor, Ceiling, Wall surfaces (Wall 1, Wall 2, Wall 3, Wall 4), Luminaires (Line Arrangement, Line Arrangement), and Objects (100x60 standard). The right-hand sidebar contains a 'The Guide' section with options for 'Indoor Li...', 'Outdoor ...', 'Street Li...', 'Light sce...', 'Emergen...', 'Daylight', 'Energy E...', 'Sport Sit...', and 'Adjust G...'. The status bar at the bottom shows lighting metrics: 0.00 lx, 0.00 cd/m², 7.696 m, 10.661 m, 0.000 m, and UF NUM SCRL.



Visual Lighting software (from Acuity Brands)

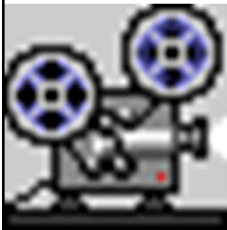


(Source: <http://www.acuitybrands.com/resources/tools-and-documents/visual-lighting-software>)



Further Reading

- Lighting theory essentials (Philips Lighting/Signify)
<https://www.signify.com/global/lighting-academy/browser/course/lighting-theory-essentials>



- Light and health (4:56) <https://youtu.be/GbHGMRMv7rDE>
- Lighting terminology (5:50)
<https://youtu.be/9nPIzyV1mW0>
- Luminous flux (1:22) https://youtu.be/V_bZhzCpCcs
- Luminous intensity (1:00) <https://youtu.be/78cxI5LhT1Y>
- Luminance and illuminance (2:07)
<https://youtu.be/2D8wtLRGKY0>
- Photometrics (5:59) <https://youtu.be/hByR2V4qyq8>