

## **Youth Sanctuary - Average 38 Footcandles**

The simulation and result is based on an ideal environment, the actual lighting performance may be affected by actual environment. The lighting simulation is for reference only.

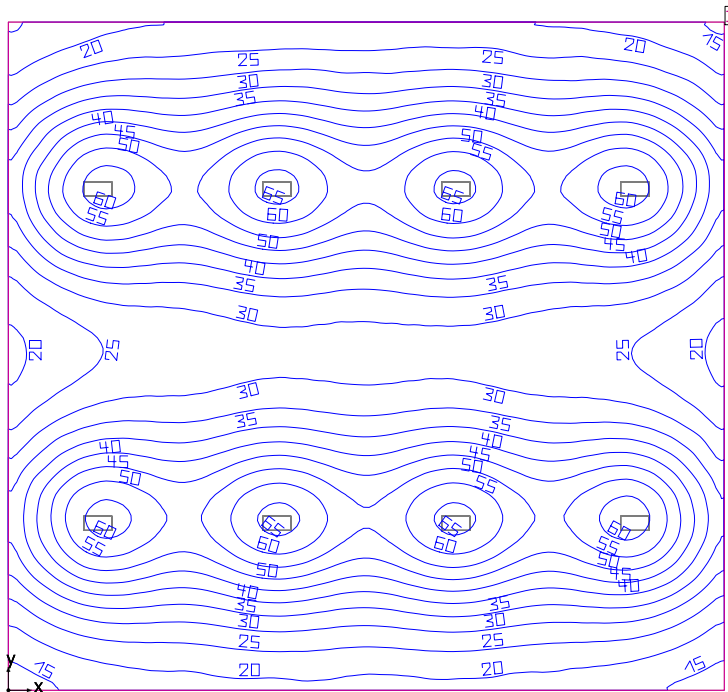
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## Youth Church

# Luminaire	$\Phi$ (Luminaire) [lm]	Power [W]	Luminous efficacy [lm/W]
8 ACCESS FIXTURES - AF87XZY-H2-110W XDZ(3000K)	15193	110.0	138.1
Total via all luminaires	121544	880.0	138.1

# Room 1



Clearance height: 13.000 ft, Reflection factors: Ceiling 70.0%, Walls 50.0%, Floor 20.0%, Maintenance factor: 0.80

## Workplane

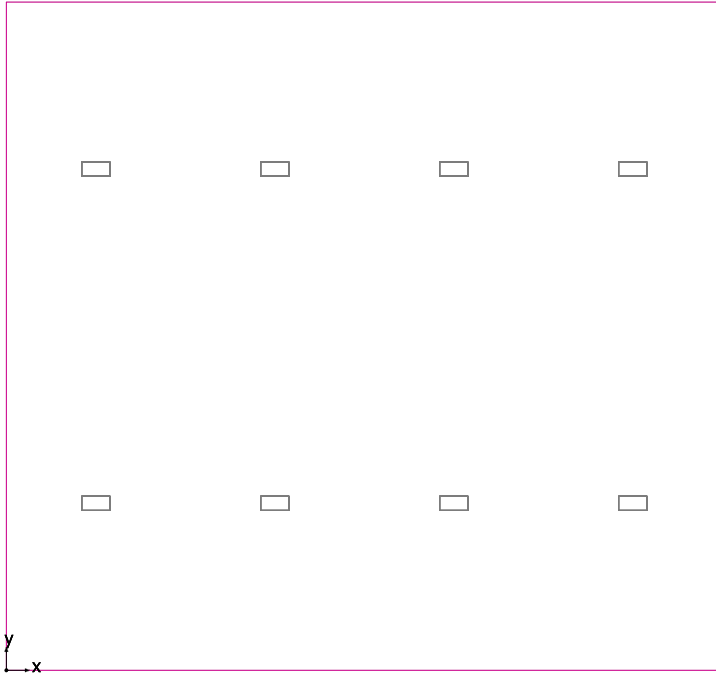
Surface	Result	Average (Target)	Min	Max	Min/average	Min/max
1 Workplane 1	Perpendicular illuminance (adaptive) [fc] Height: 2.625 ft, Wall zone: 0.000 ft	38.69 (≥ 30.00)	12.84	66.64	0.33	0.19

# Luminaire	Φ(Luminaire) [lm]	Power [W]	Luminous efficacy [lm/W]
8 ACCESS FIXTURES - AF87XZY-H2-110W XDZ(3000K)	15193	110.0	138.1
Total via all luminaires	121544	880.0	138.1

Lighting power density: 0.37 W/sq ft = 0.09 W/sq ft/10 fc (Floor area of room 2392.09 sq ft)

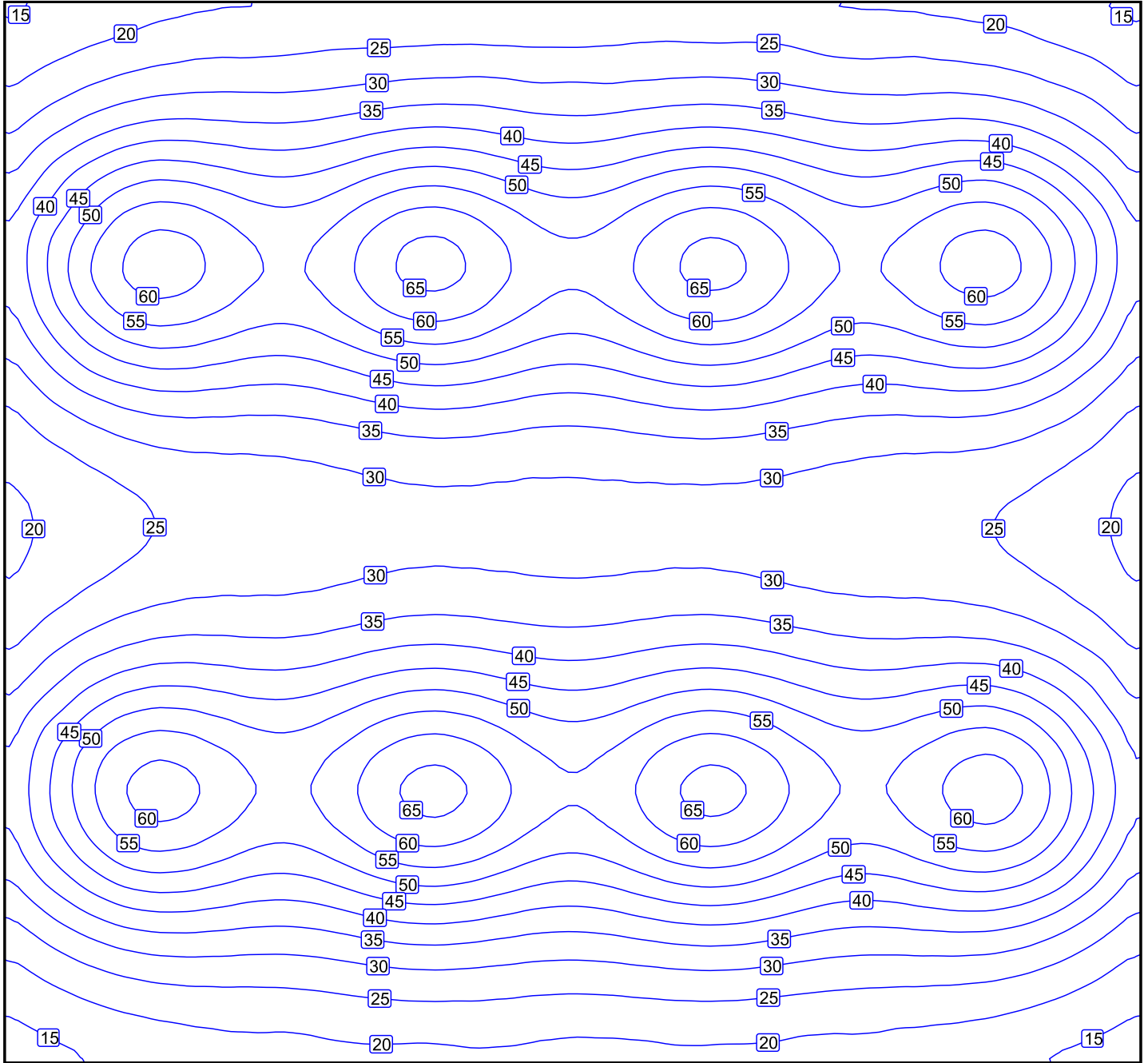
The energy consumption quantities refer to the lights planned for the room without taking into account light scenes and their dimming levels.  
Consumption: 1700 kWh/a of maximum 7800 kWh/a

### Workplane 1 / Perpendicular illuminance (adaptive)



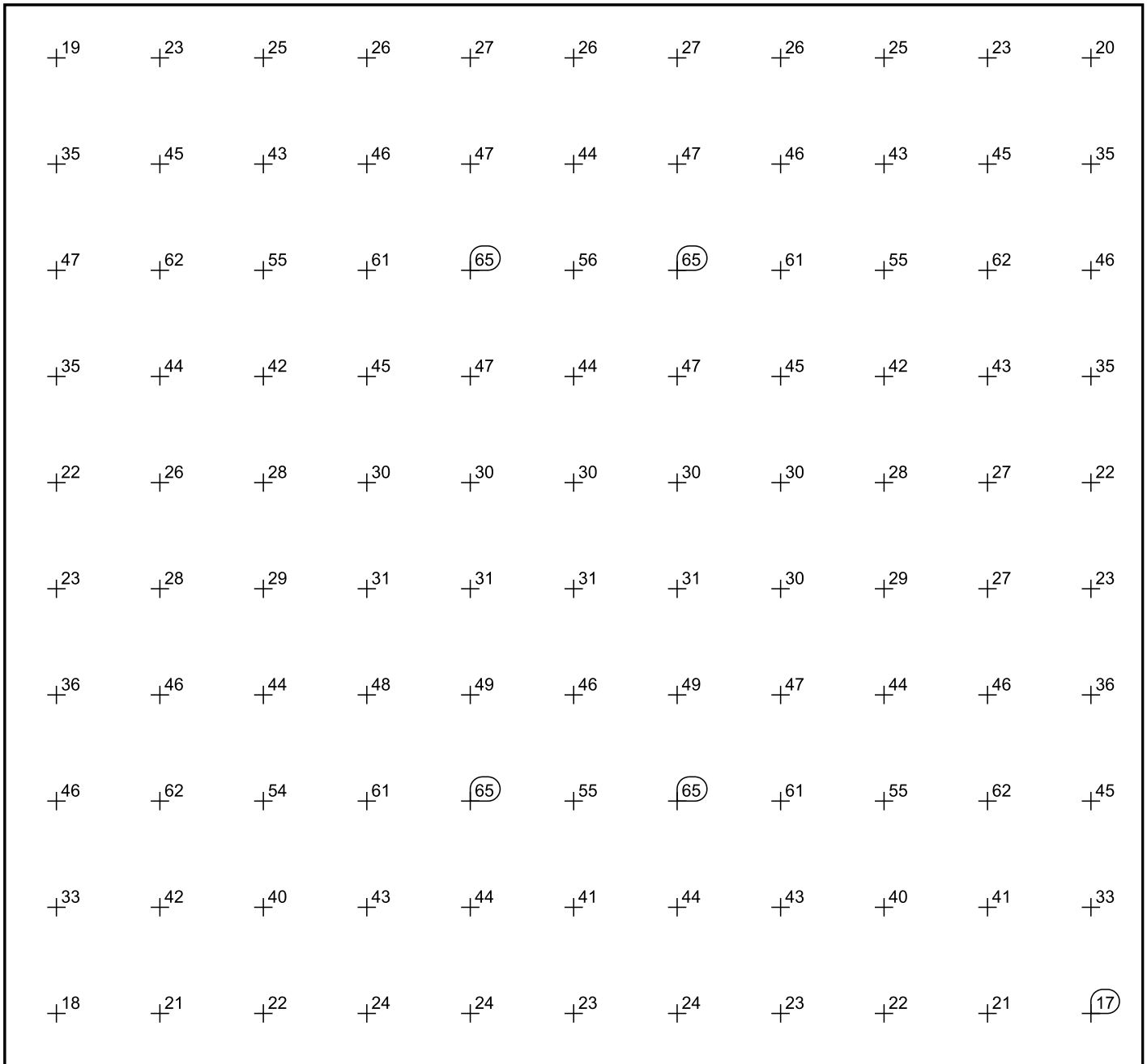
Workplane 1: Perpendicular illuminance (adaptive) (Surface)  
Light scene: Light scene 1  
Average: 38.69 fc (Target:  $\geq 30.00$  fc), Min: 12.84 fc, Max: 66.64 fc, Min/average: 0.33, Min/max: 0.19  
Height: 2.625 ft, Wall zone: 0.000 ft

Isolines [fc]



Scale: 1 : 82

Value grid [fc]



Scale: 1 : 83