

# **Emergency Lighting**

Installation: Bridport Community Hospital

Project number : Customer :

Processed by : Ian Wilson
Date : 09.12.2014

Project description:

**Emergency Escape Lighting** 

The following values are based on exact calculations on calibrated lamps, luminaires and their arrangement. In practice, gradual divergences can occur.

Guarantee claims for luminaire data are excluded.

Relux and the luminaire manufacturers accept no liability for consequential damage and damage which is occasioned to the user or to third parties.

Object Installation

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#### 1 **Ground Floor**

# **Description, Ground Floor**

### 1.1.1 3D view, View 1





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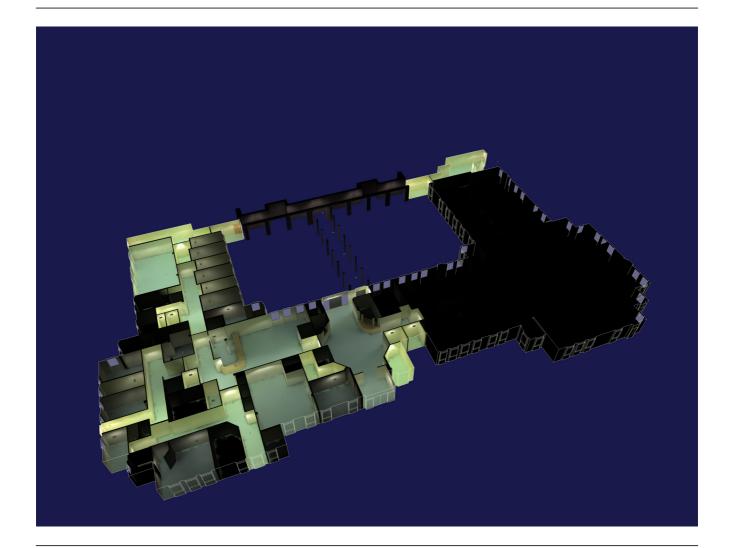
#### 1 **Ground Floor**

# **Calculation results, Ground Floor**

### 1.2.1 3D luminance, View 1







Luminance in the scene

: 0 cd/m<sup>2</sup> Minimum: Maximum: : 66.3 cd/m<sup>2</sup>

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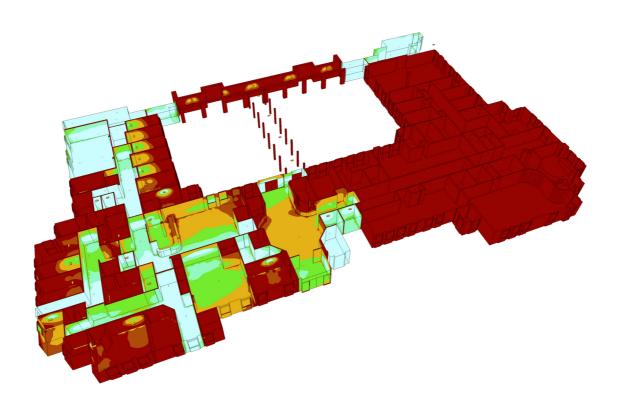
Project number

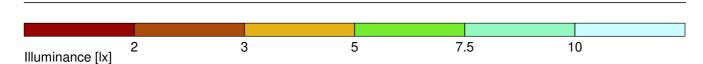
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# Calculation results, Ground Floor

# 1.2.2 3D pseudo colours, View 1 (E)





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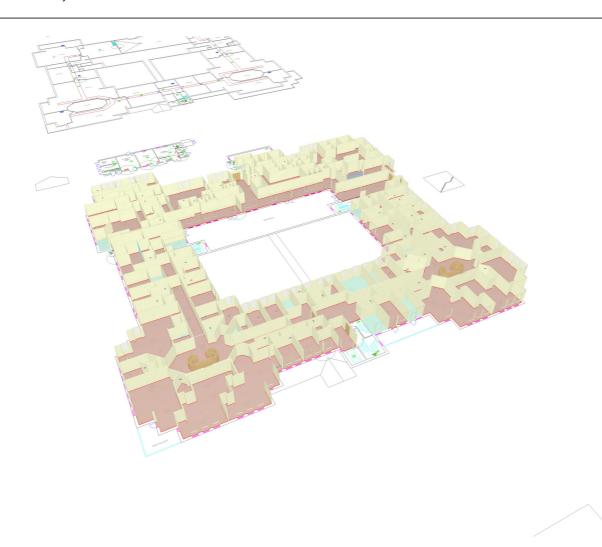
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#### 2 **First Floor**

# **Description, First Floor**

### 2.1.1 3D view, View 1





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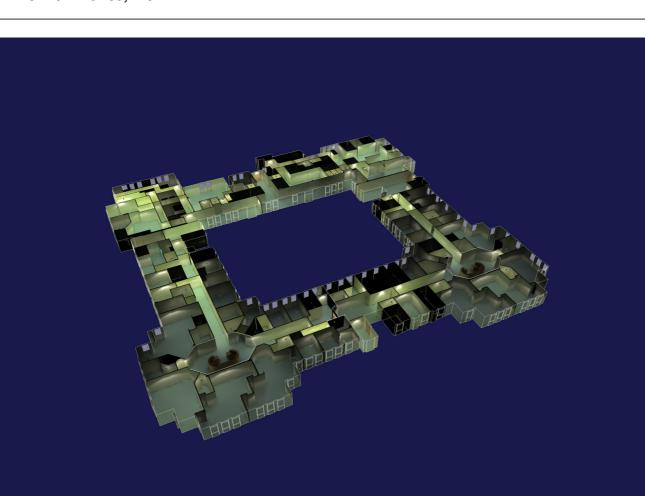
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#### 2 **First Floor**

# Calculation results, First Floor

### 2.2.1 3D luminance, View 1





Luminance in the scene

Minimum: : 0 cd/m<sup>2</sup> Maximum: : 85.7 cd/m<sup>2</sup>

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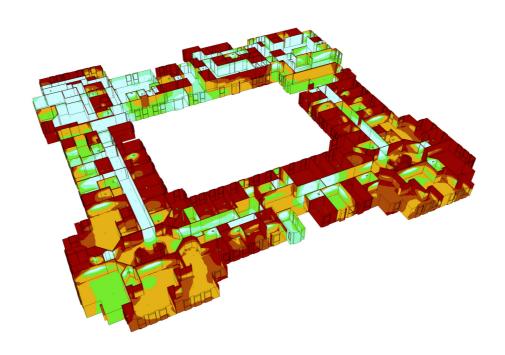
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#### Calculation results, First Floor 2.2

# 2.2.2 3D pseudo colours, View 1 (E)





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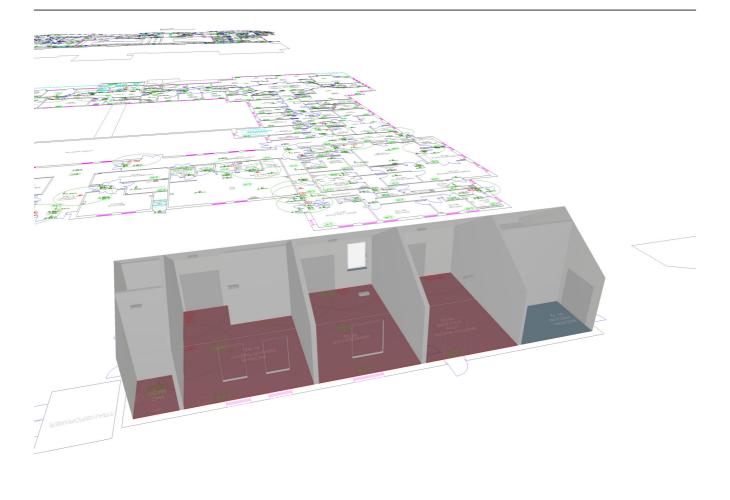
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#### 3 **Workshop Building**

# **Description, Workshop Building**

### 3.1.1 3D view, View 1





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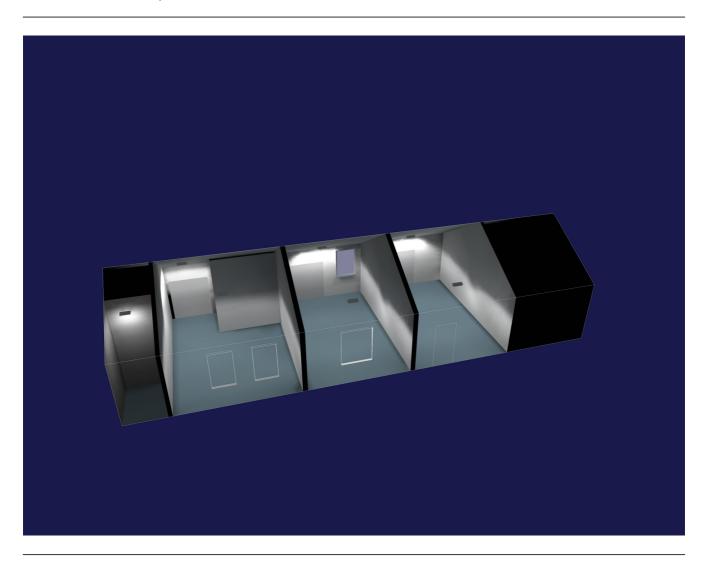
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#### 3 **Workshop Building**

# **Calculation results, Workshop Building**

### 3.2.1 3D luminance, View 1





Luminance in the scene

Minimum: : 0 cd/m<sup>2</sup> : 7.42 cd/m<sup>2</sup> Maximum:

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#### Calculation results, Workshop Building 3.2

# 3.2.2 3D pseudo colours, View 1 (L)

