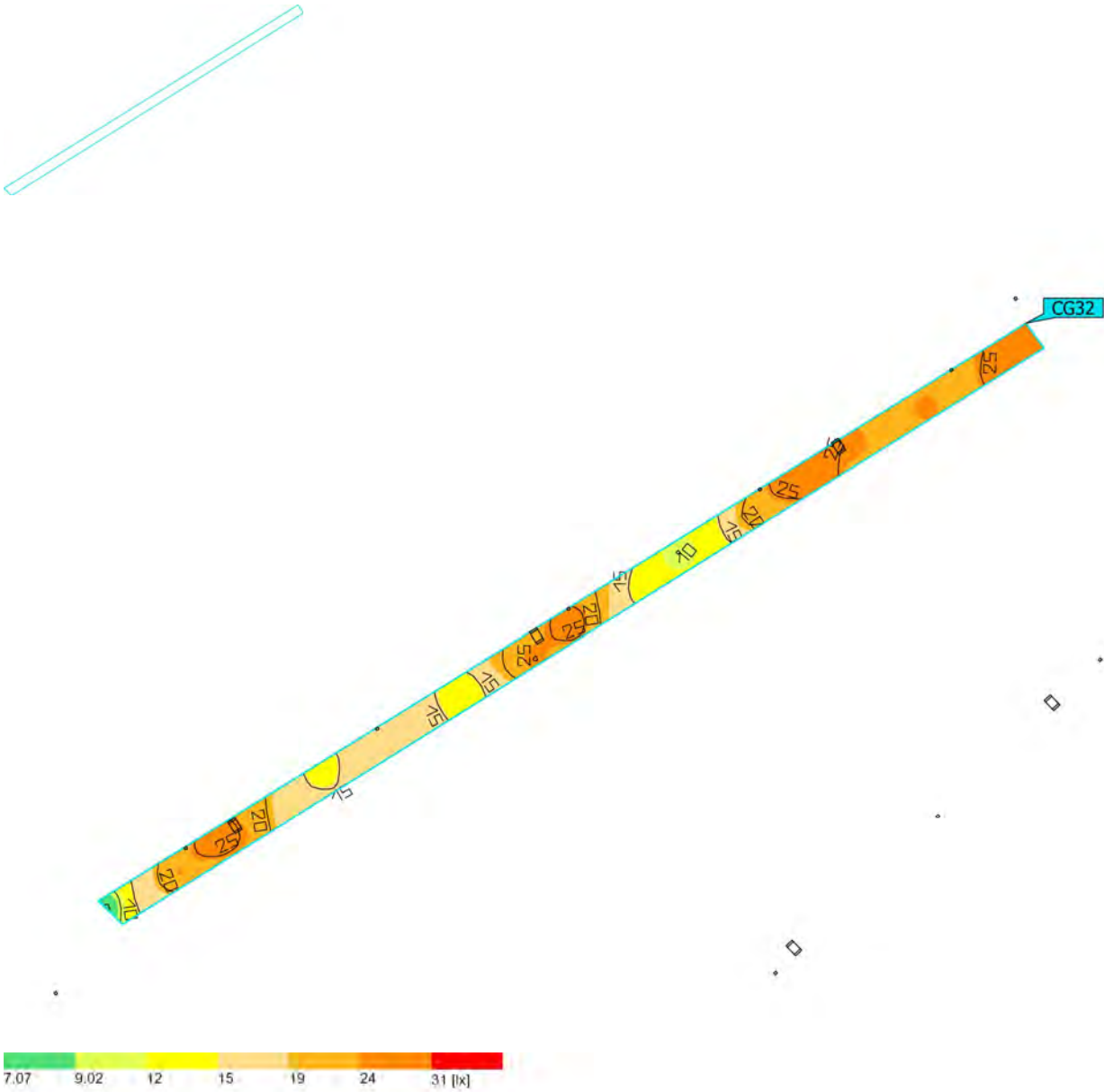
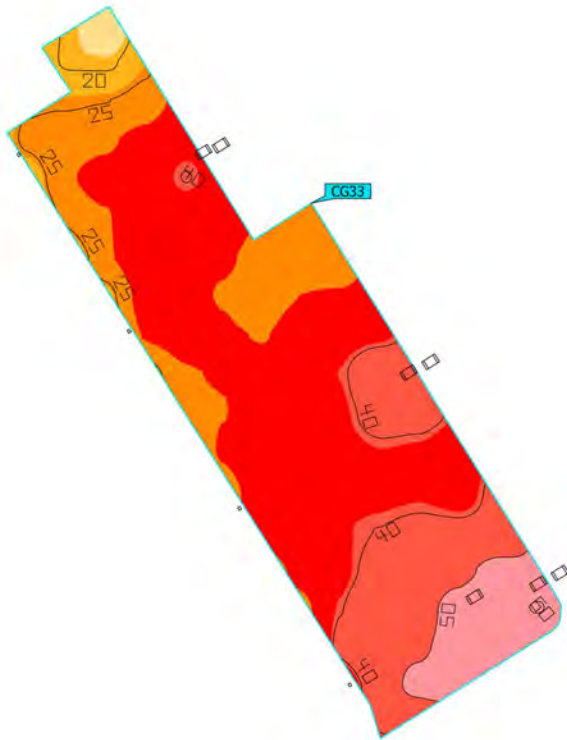


(Light scene 1)
Pedestrian



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|---|-----------|-----------|-----------|-------------|-------|-------|
| Pedestrian Perpendicular illuminance Height: -0.000 m | 20.2 lx | 7.20 lx | 29.4 lx | 0.36 | 0.24 | CG32 |

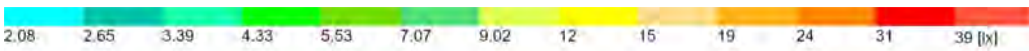
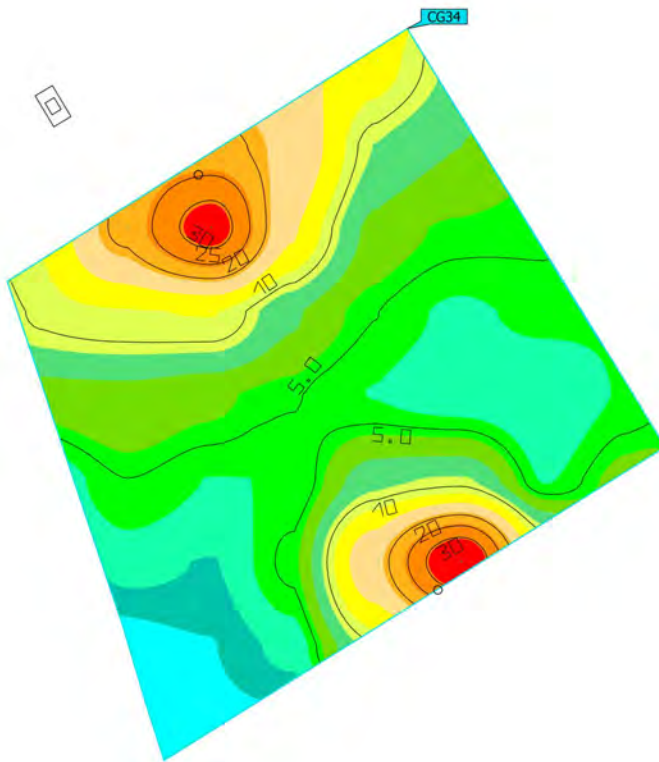
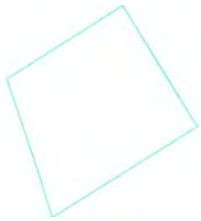
(Light scene 1)
Service Yard



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|---|-----------|-----------|-----------|-------------|-------|-------|
| Service Yard Perpendicular illuminance Height: -0.000 m | 36.7 lx | 15.2 lx | 60.6 lx | 0.41 | 0.25 | CG33 |

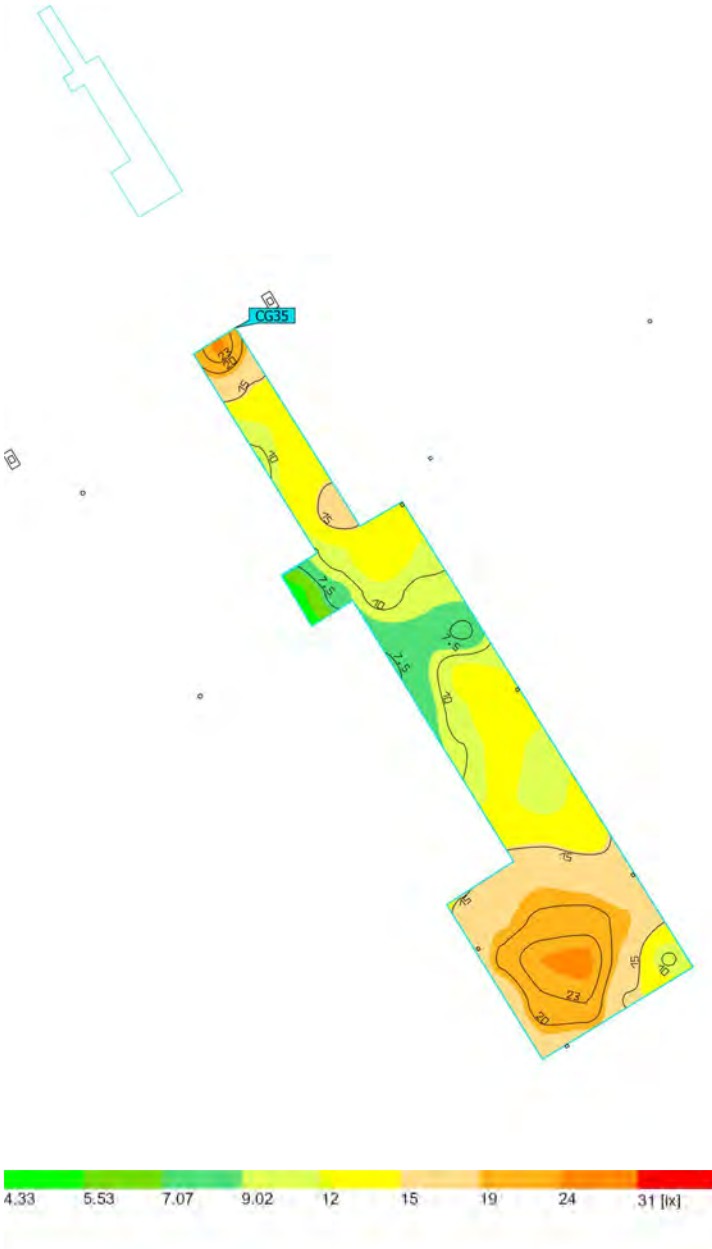
(Light scene 1)

Dwell



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|--|-----------|-----------|-----------|-------------|-------|-------|
| Dwell Perpendicular illuminance Height: -0.000 m | 8.79 lx | 2.15 lx | 35.3 lx | 0.24 | 0.061 | CG34 |

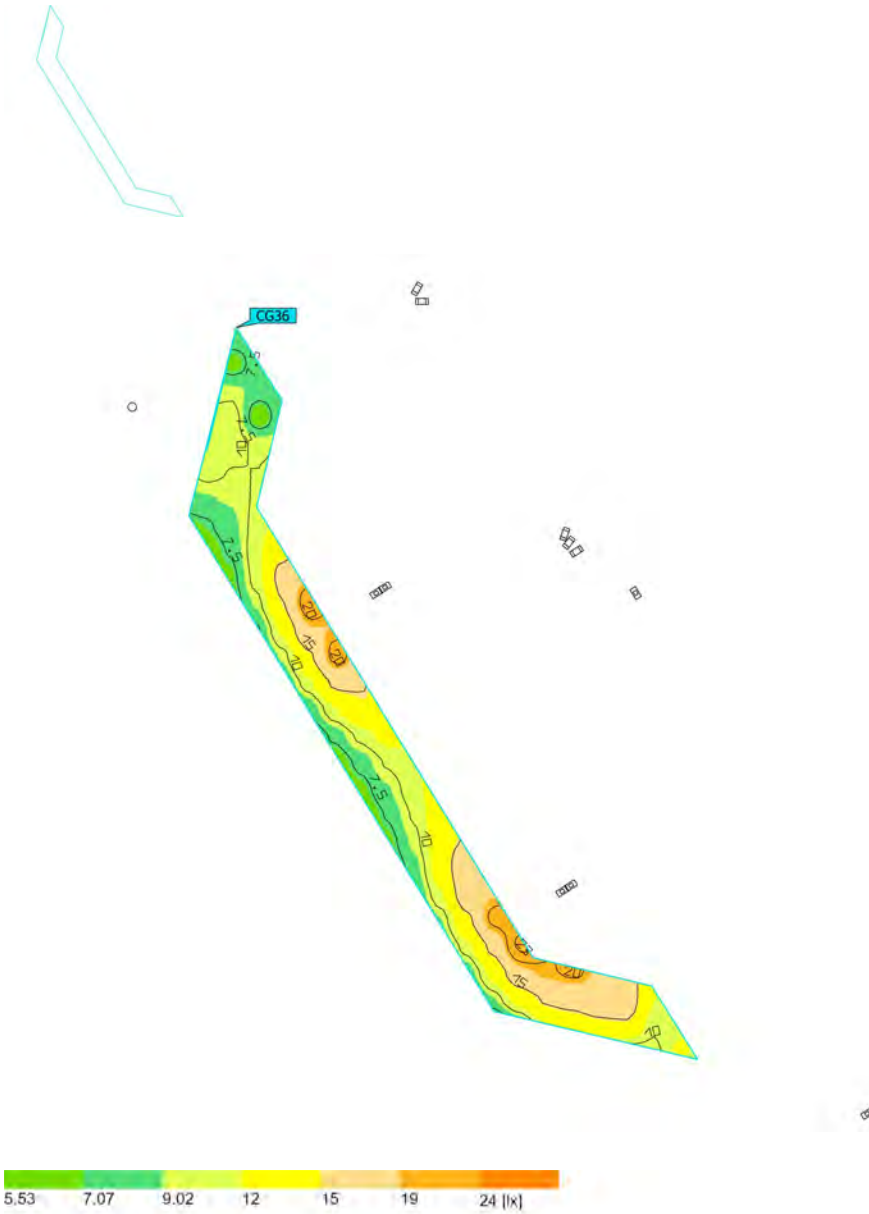
(Light scene 1)
Pedestrian



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|---|-----------|-----------|-----------|-------------|-------|-------|
| Pedestrian Perpendicular illuminance Height: -0.000 m | 14.4 lx | 5.06 lx | 24.6 lx | 0.35 | 0.21 | CG35 |

(Light scene 1)

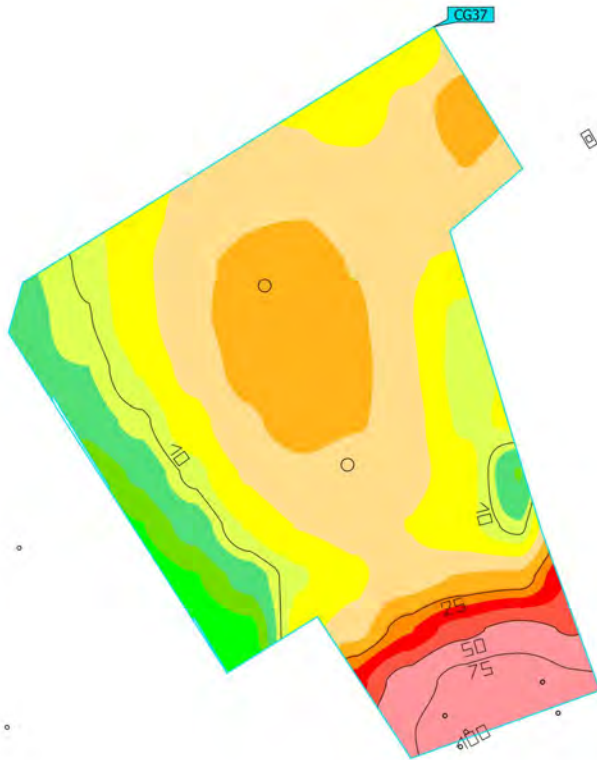
Vehicular



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|--|-----------|-----------|-----------|-------------|-------|-------|
| Vehicular Perpendicular illuminance Height: -0.000 m | 12.1 lx | 5.88 lx | 23.6 lx | 0.49 | 0.25 | CG36 |

(Light scene 1)

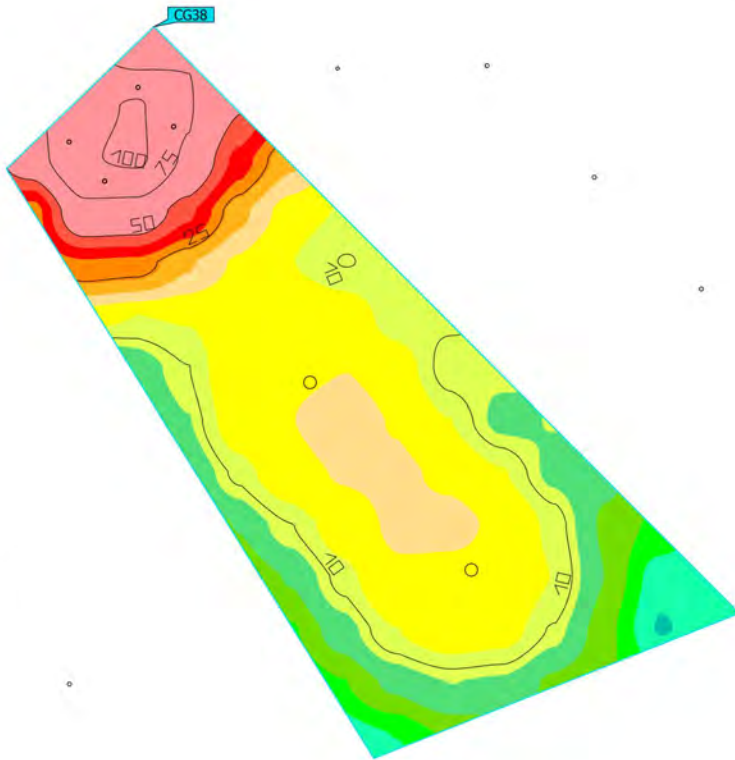
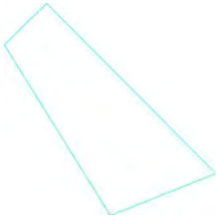
Entrance approach



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|--|-----------|-----------|-----------|-------------|-------|-------|
| Entrance approach Perpendicular illuminance Height: -0.000 m | 20.8 lx | 4.83 lx | 100 lx | 0.23 | 0.048 | CG37 |

(Light scene 1)

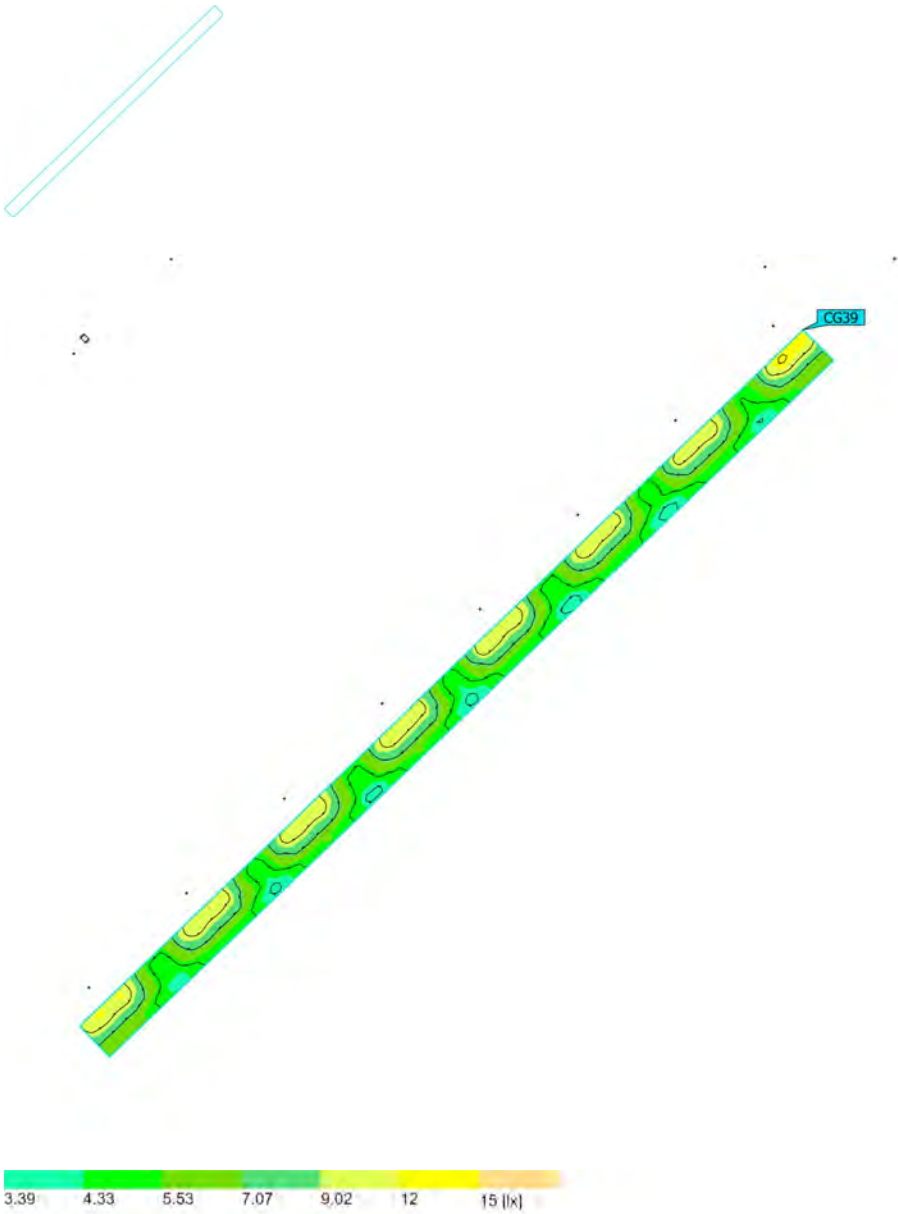
Entrance approach



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|---|-----------|-----------|-----------|-------------|-------|-------|
| Entrance approach Perpendicular illuminance Height: 0.000 m | 21.4 lx | 3.31 lx | 103 lx | 0.15 | 0.032 | CG38 |

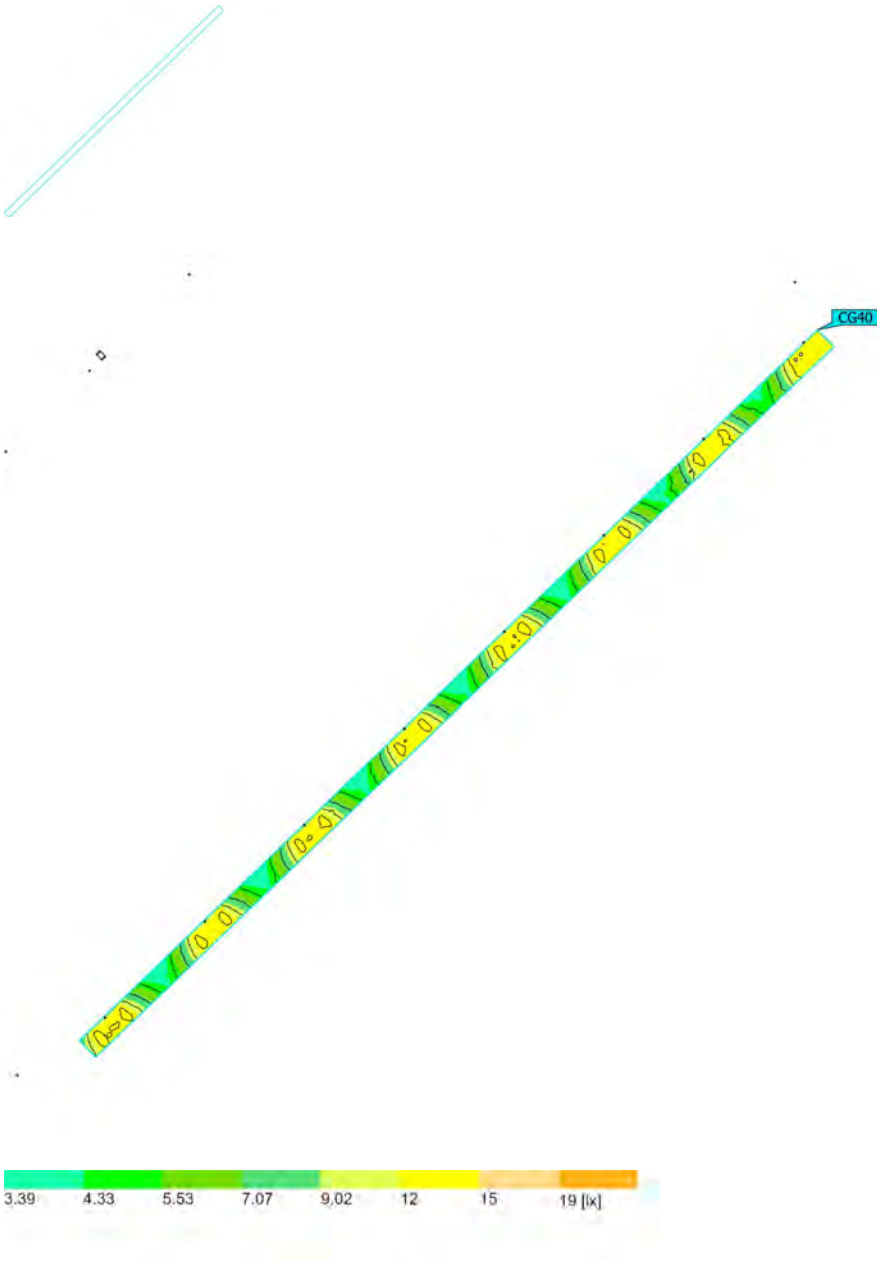
(Light scene 1)

Vehicular



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|---|-----------|-----------|-----------|-------------|-------|-------|
| Vehicular Perpendicular illuminance Height: 0.000 m | 6.88 lx | 3.83 lx | 12.8 lx | 0.56 | 0.30 | CG39 |

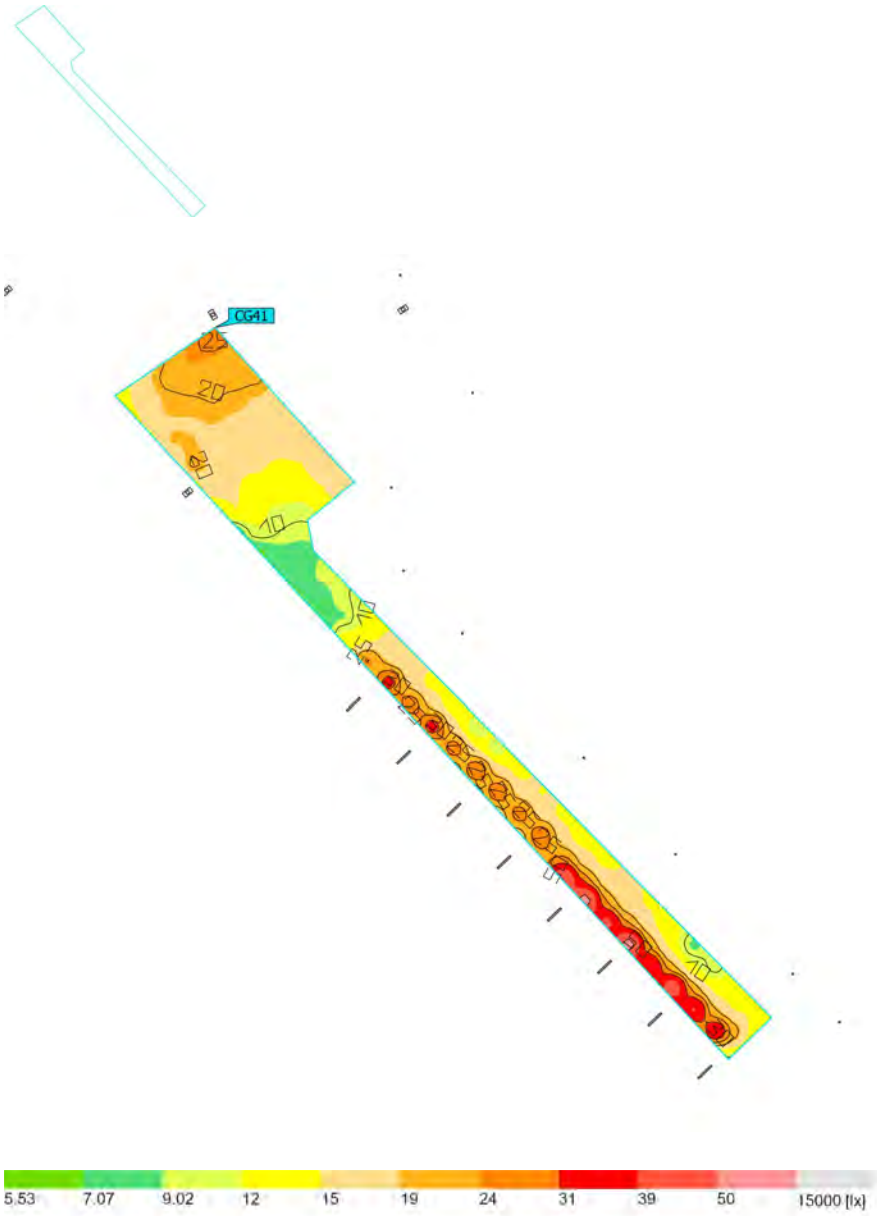
(Light scene 1)
Pedestrian



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|--|-----------|-----------|-----------|-------------|-------|-------|
| Pedestrian Perpendicular illuminance Height: 0.000 m | 8.80 lx | 3.48 lx | 16.3 lx | 0.40 | 0.21 | CG40 |

(Light scene 1)

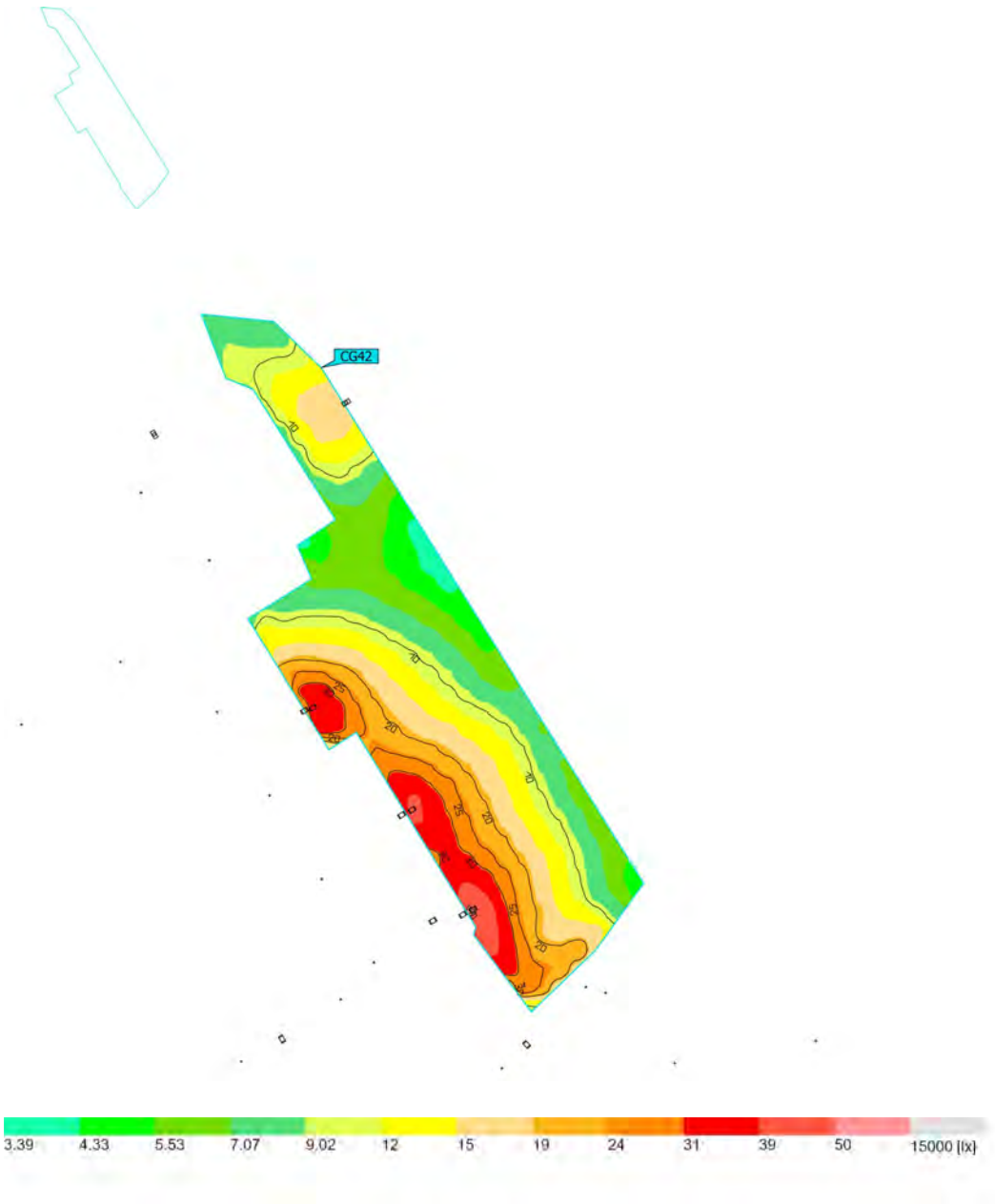
Vehicular



| Properties | \bar{E} | E_{min} | E_{max} | $U_o (g_1)$ | g_2 | Index |
|--|-----------|-----------|-----------|-------------|-------|-------|
| Vehicular Perpendicular illuminance Height: -0.000 m | 18.8 lx | 6.98 lx | 54.8 lx | 0.37 | 0.13 | CG41 |

(Light scene 1)

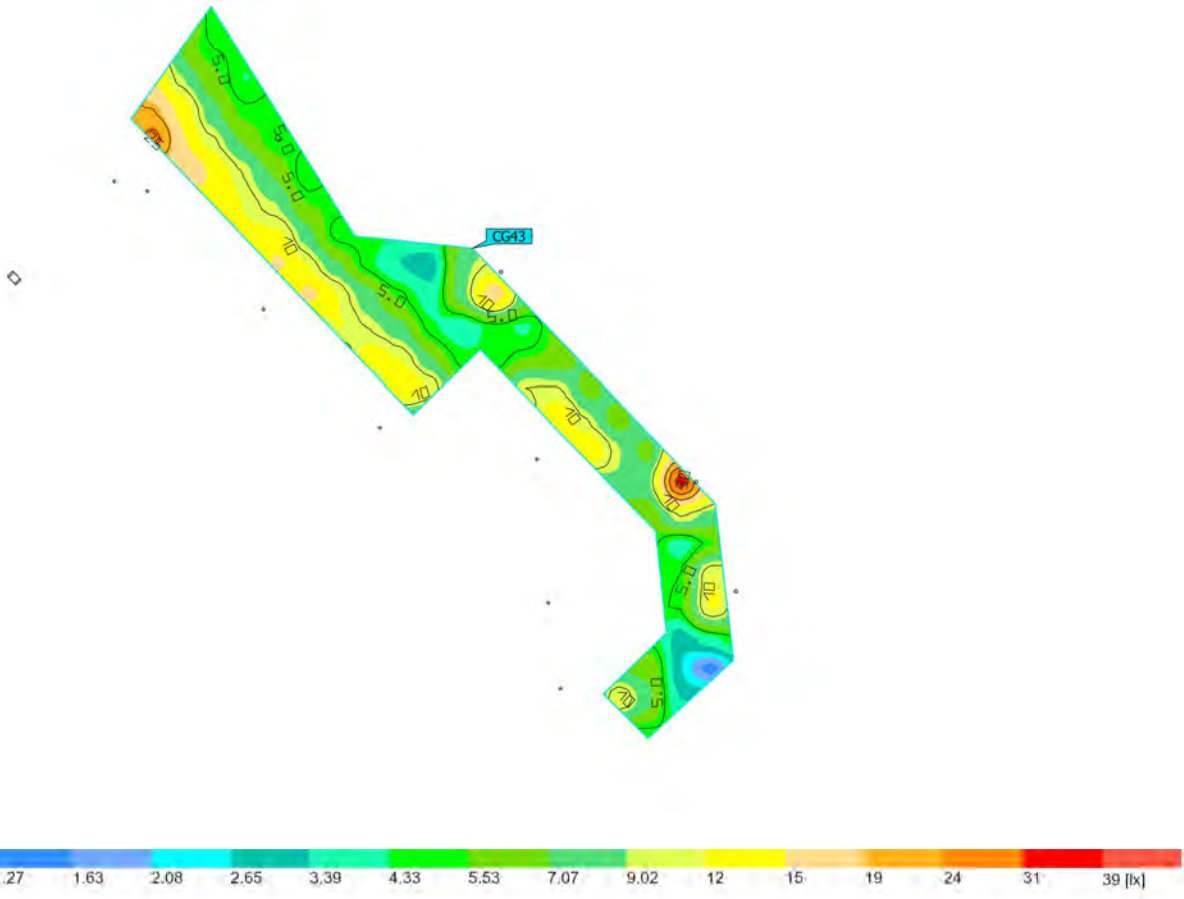
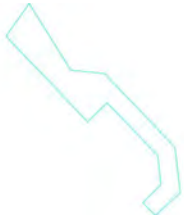
Vehicular & service yard



| Properties | \bar{E} | E_{min} | E_{max} | $U_o (g_1)$ | g_2 | Index |
|---|-----------|-----------|-----------|-------------|-------|-------|
| Vehicular & service yard Perpendicular illuminance Height: -0.000 m | 15.3 lx | 3.84 lx | 51.8 lx | 0.25 | 0.074 | CG42 |

(Light scene 1)

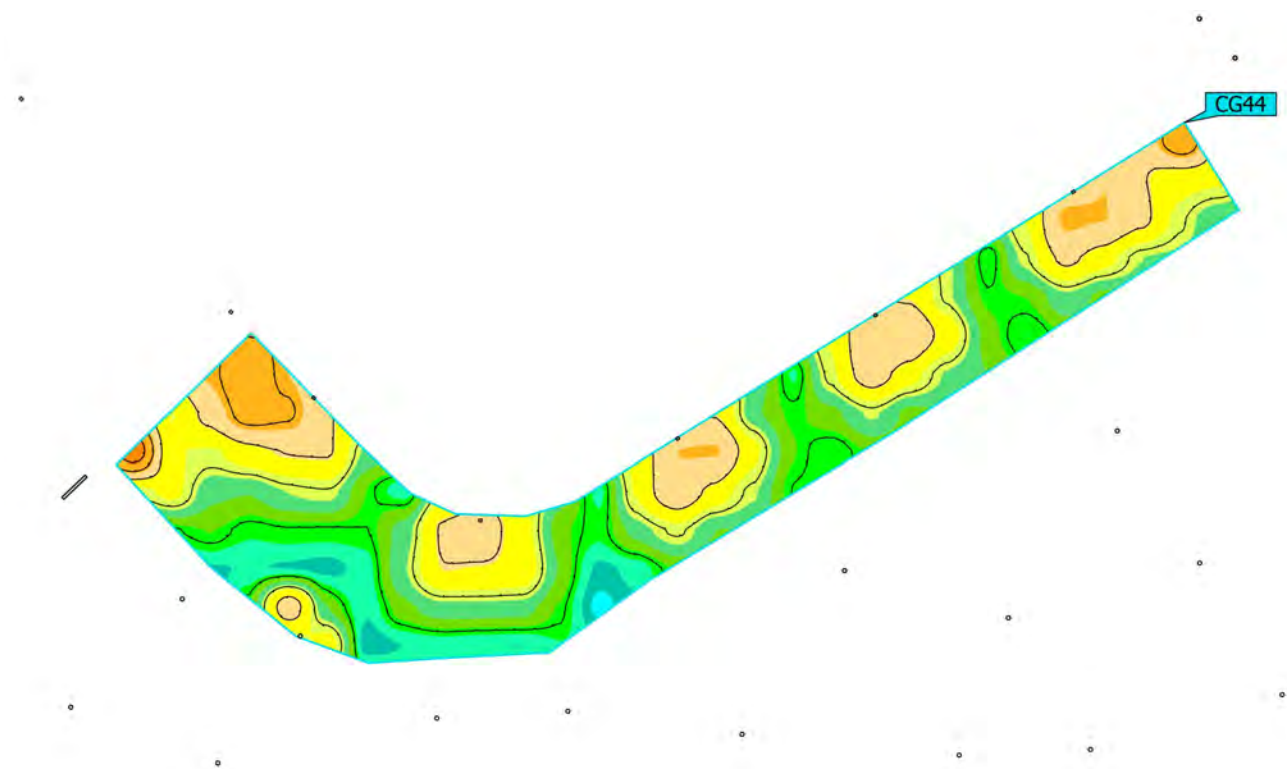
Vehicular



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|--|-----------|-----------|-----------|-------------|-------|-------|
| Vehicular Perpendicular illuminance Height: -0.000 m | 8.75 lx | 1.36 lx | 32.9 lx | 0.16 | 0.041 | CG43 |

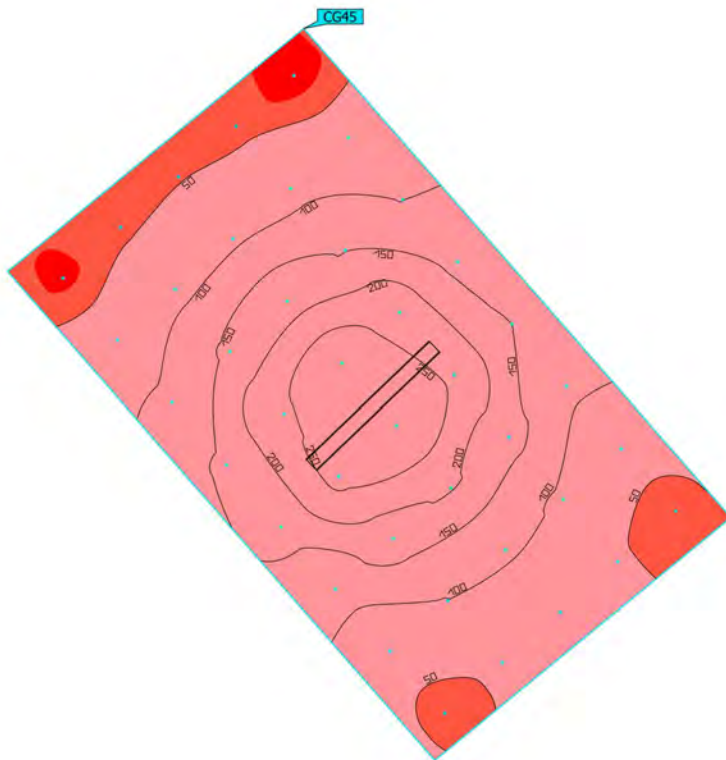
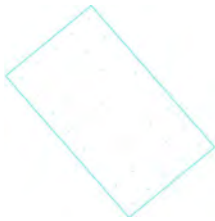
(Light scene 1)

Pedestrian



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|--|-----------|-----------|-----------|-------------|-------|-------|
| Pedestrian Perpendicular illuminance Height: 0.500 m | 10.3 lx | 2.37 lx | 28.5 lx | 0.23 | 0.083 | CG44 |

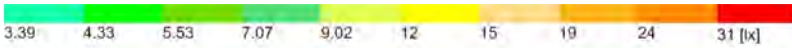
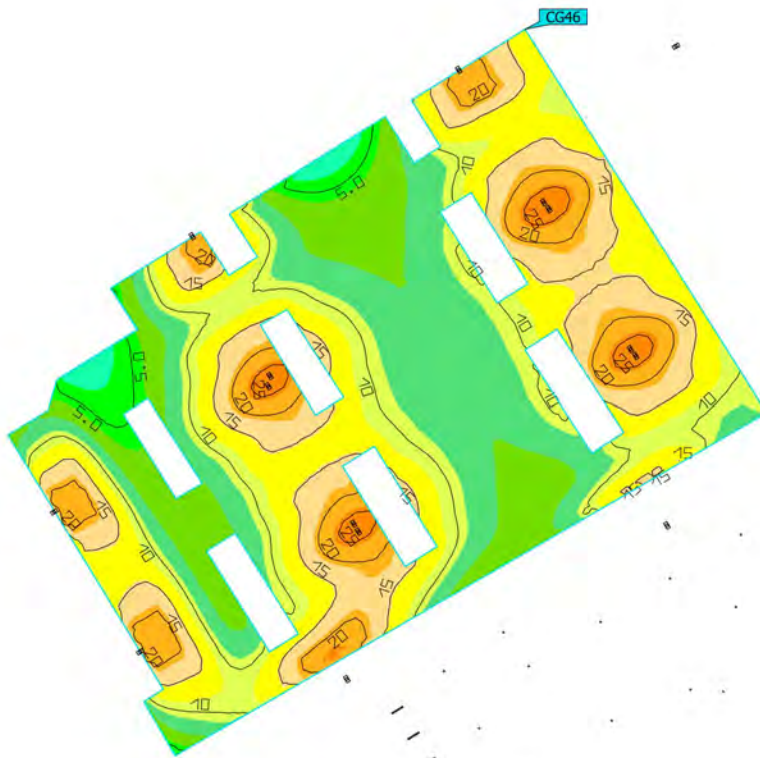
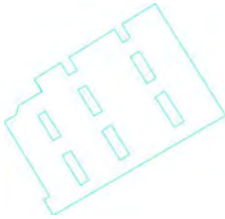
(Light scene 1)
Cycle Storage



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|---|-----------|-----------|-----------|-------------|-------|-------|
| Cycle Storage Perpendicular illuminance Height: 0.500 m | 123 lx | 35.5 lx | 300 lx | 0.29 | 0.12 | CG45 |

(Light scene 1)

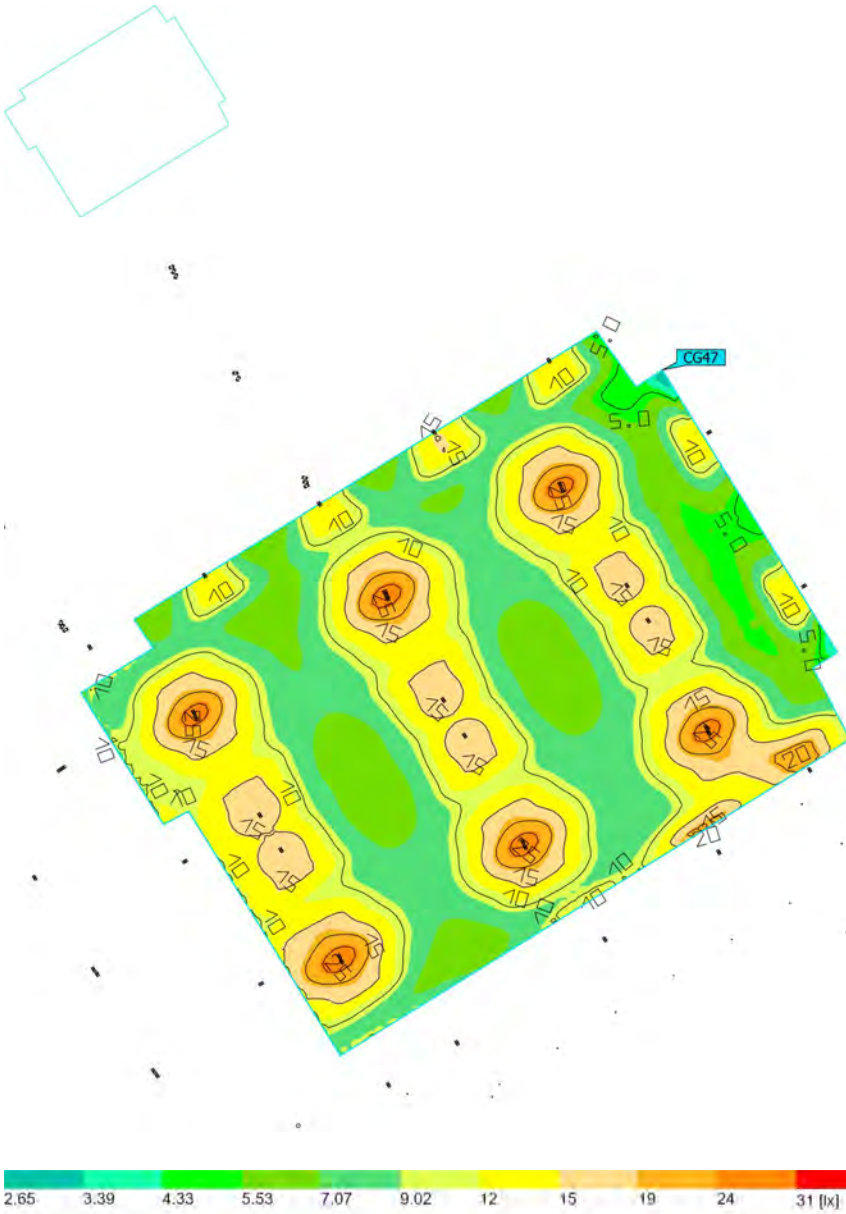
Car park



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|---|-----------|-----------|-----------|-------------|-------|-------|
| Car park Perpendicular illuminance Height: -0.000 m | 12.1 lx | 3.44 lx | 27.8 lx | 0.28 | 0.12 | CG46 |

(Light scene 1)

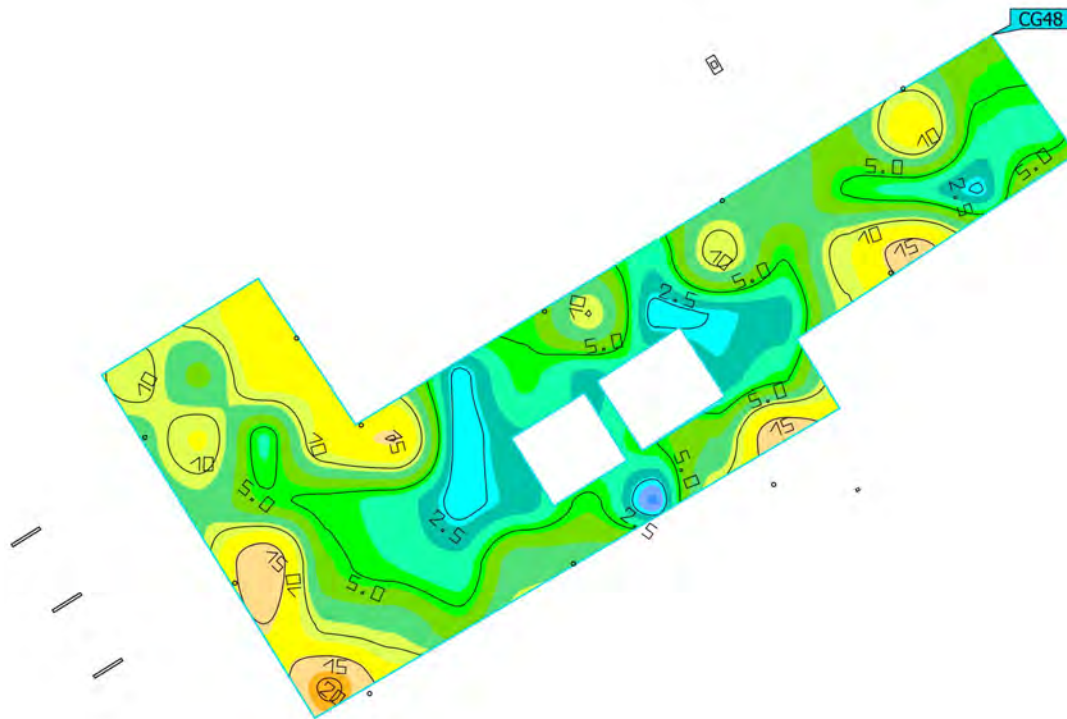
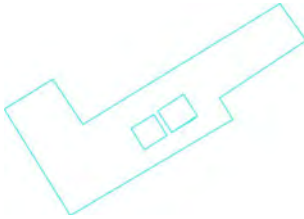
Car park



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|--|-----------|-----------|-----------|-------------|-------|-------|
| Car park Perpendicular illuminance Height: 0.050 m | 10.9 lx | 2.79 lx | 27.8 lx | 0.26 | 0.10 | CG47 |

(Light scene 1)

Dwell

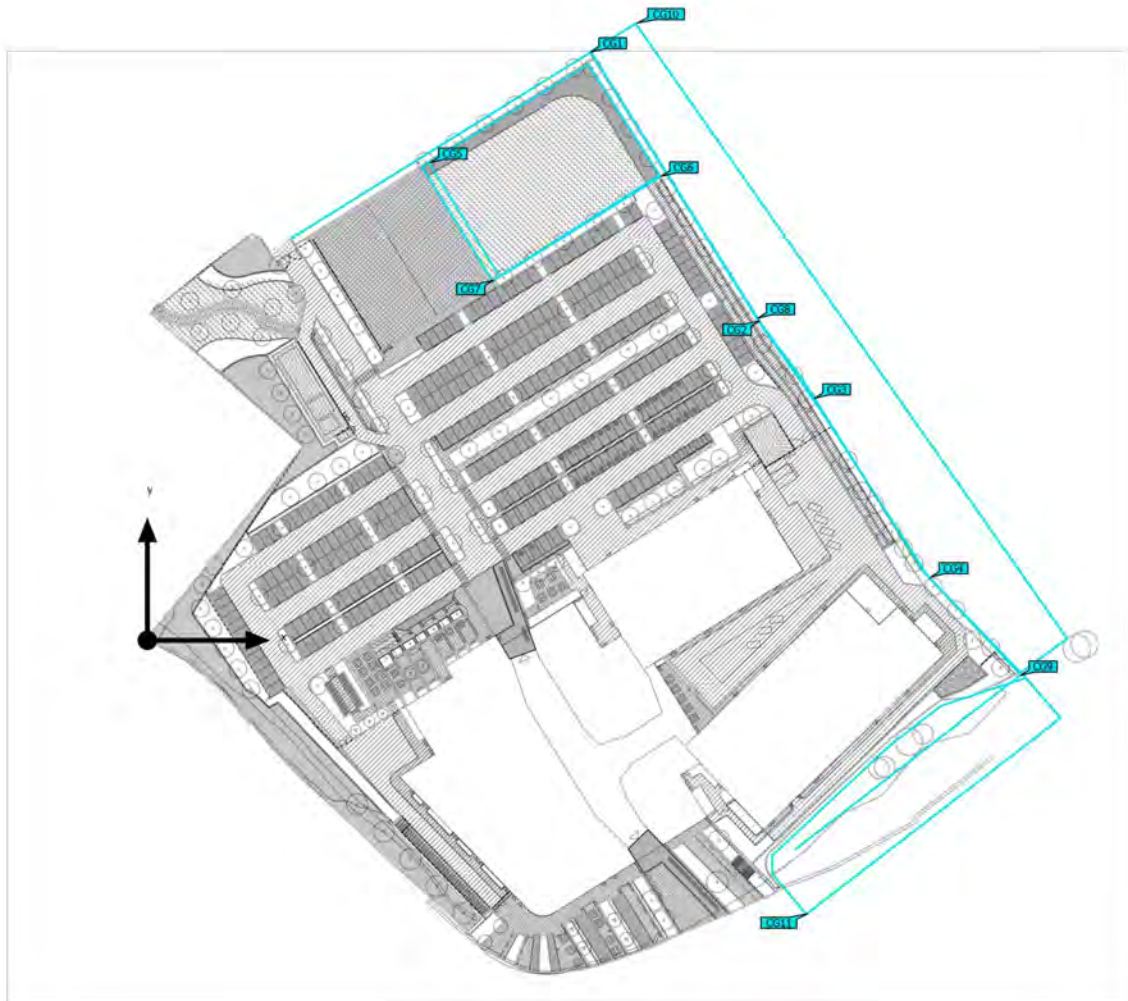


| Properties | \bar{E} | E_{min} | E_{max} | $U_o (g_1)$ | g_2 | Index |
|--|-----------|-----------|-----------|-------------|-------|-------|
| Dwell Perpendicular illuminance Height: -0.000 m | 7.46 lx | 1.51 lx | 20.7 lx | 0.20 | 0.073 | CG48 |

Appendix B - Calculations
Ecological Calculations

(Light scene 1)

Calculation objects



(Light scene 1)

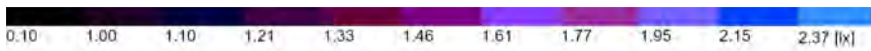
Calculation objects

Calculation surfaces

| Properties | \bar{E} | E_{\min} | E_{\max} | $U_o (g_1)$ | g_2 | Index |
|---|-----------|------------|------------|-------------|-------|-------|
| Attenuation, far side (vertical) Perpendicular illuminance Height: 9.000 m | 0.019 lx | 0.00 lx | 2.31 lx | 0.00 | 0.00 | CG1 |
| Dark corridor 01 (vertical) Perpendicular illuminance Height: 9.000 m | 0.18 lx | 0.000 lx | 2.71 lx | 0.00 | 0.00 | CG2 |
| Dark corridor 03 (vertical) Perpendicular illuminance Height: 9.000 m | 0.13 lx | 0.000 lx | 1.42 lx | 0.00 | 0.00 | CG3 |
| Dark corridor 04 (vertical) Perpendicular illuminance Height: 9.000 m | 0.017 lx | 0.002 lx | 0.14 lx | 0.12 | 0.014 | CG4 |
| Attenuation, MUGA side (vertical) Perpendicular illuminance Height: 9.000 m | 0.055 lx | 0.001 lx | 3.04 lx | 0.018 | 0.000 | CG5 |
| Attenuation, near side (vertical) Perpendicular illuminance Height: 9.000 m | 1.51 lx | 0.00 lx | 34.0 lx | 0.00 | 0.00 | CG6 |
| Attenuation (horizontal) Perpendicular illuminance Height: 0.050 m | 0.65 lx | 0.004 lx | 12.9 lx | 0.006 | 0.000 | CG7 |
| Dark corridor 02 (vertical) Perpendicular illuminance Height: 9.000 m | 0.25 lx | 0.003 lx | 2.59 lx | 0.012 | 0.001 | CG8 |
| Dark corridor 05 (vertical) Perpendicular illuminance Height: 9.000 m | 0.011 lx | 0.001 lx | 0.19 lx | 0.091 | 0.005 | CG9 |
| Dark corridor 06 (horizontal) Perpendicular illuminance Height: 0.000 m | 0.23 lx | 0.002 lx | 1.80 lx | 0.009 | 0.001 | CG10 |
| Dark corridor 07 (horizontal) Perpendicular illuminance Height: 0.500 m | 0.064 lx | 0.001 lx | 0.90 lx | 0.016 | 0.001 | CG11 |

(Light scene 1)

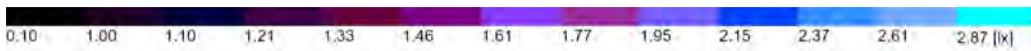
Attenuation, far side (vertical)



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|--|-----------|-----------|-----------|-------------|-------|-------|
| Attenuation, far side (vertical) Perpendicular illuminance Height: 9.000 m | 0.019 lx | 0.00 lx | 2.31 lx | 0.00 | 0.00 | CG1 |

(Light scene 1)

Dark corridor 01 (vertical)



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|---|-----------|-----------|-----------|-------------|-------|-------|
| Dark corridor 01 (vertical) Perpendicular illuminance Height: 9.000 m | 0.18 lx | 0.000 lx | 2.71 lx | 0.00 | 0.00 | CG2 |

(Light scene 1)

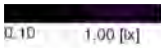
Dark corridor 03 (vertical)



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|---|-----------|-----------|-----------|-------------|-------|-------|
| Dark corridor 03 (vertical) Perpendicular illuminance Height: 9.000 m | 0.13 lx | 0.000 lx | 1.42 lx | 0.00 | 0.00 | CG3 |

(Light scene 1)

Dark corridor 04 (vertical)



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|---|-----------|-----------|-----------|-------------|-------|-------|
| Dark corridor 04 (vertical) Perpendicular illuminance Height: 9.000 m | 0.017 lx | 0.002 lx | 0.14 lx | 0.12 | 0.014 | CG4 |

(Light scene 1)

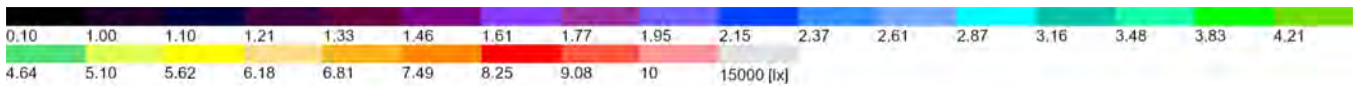
Attenuation, MUGA side (vertical)



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|---|-----------|-----------|-----------|-------------|-------|-------|
| Attenuation, MUGA side (vertical) Perpendicular illuminance Height: 9.000 m | 0.055 lx | 0.001 lx | 3.04 lx | 0.018 | 0.000 | CG5 |

(Light scene 1)

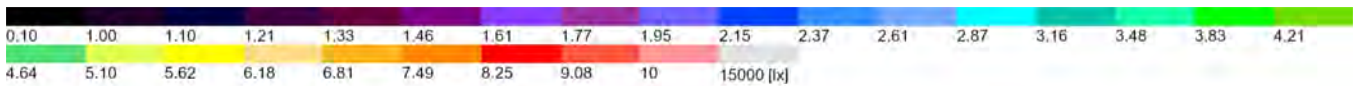
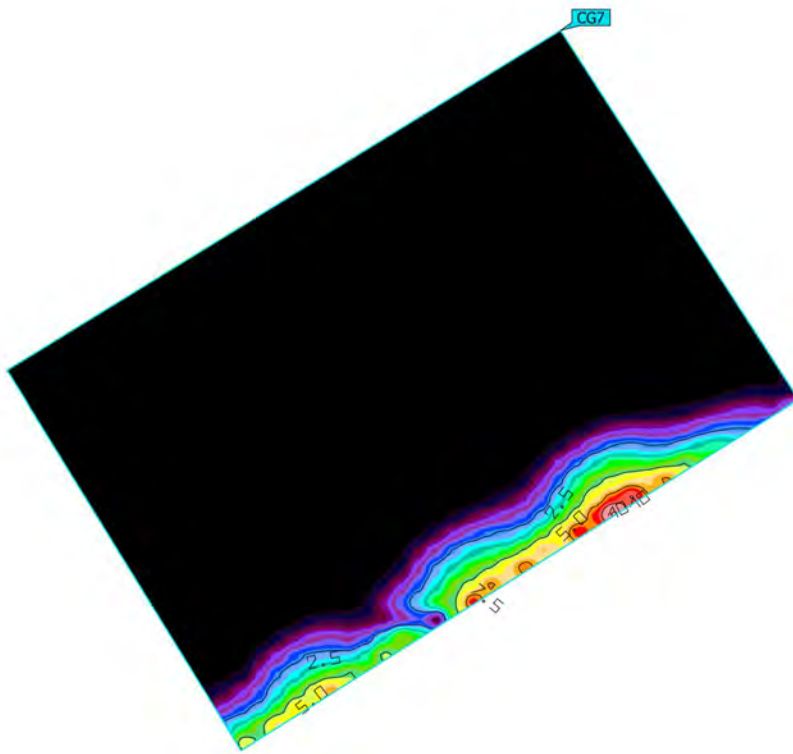
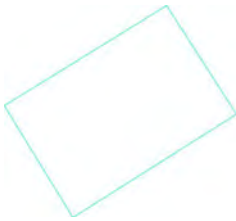
Attenuation, near side (vertical)



| Properties | \bar{E} | E_{min} | E_{max} | $U_o (g_1)$ | g_2 | Index |
|---|-----------|-----------|-----------|-------------|-------|-------|
| Attenuation, near side (vertical) Perpendicular illuminance Height: 9.000 m | 1.51 lx | 0.00 lx | 34.0 lx | 0.00 | 0.00 | CG6 |

(Light scene 1)

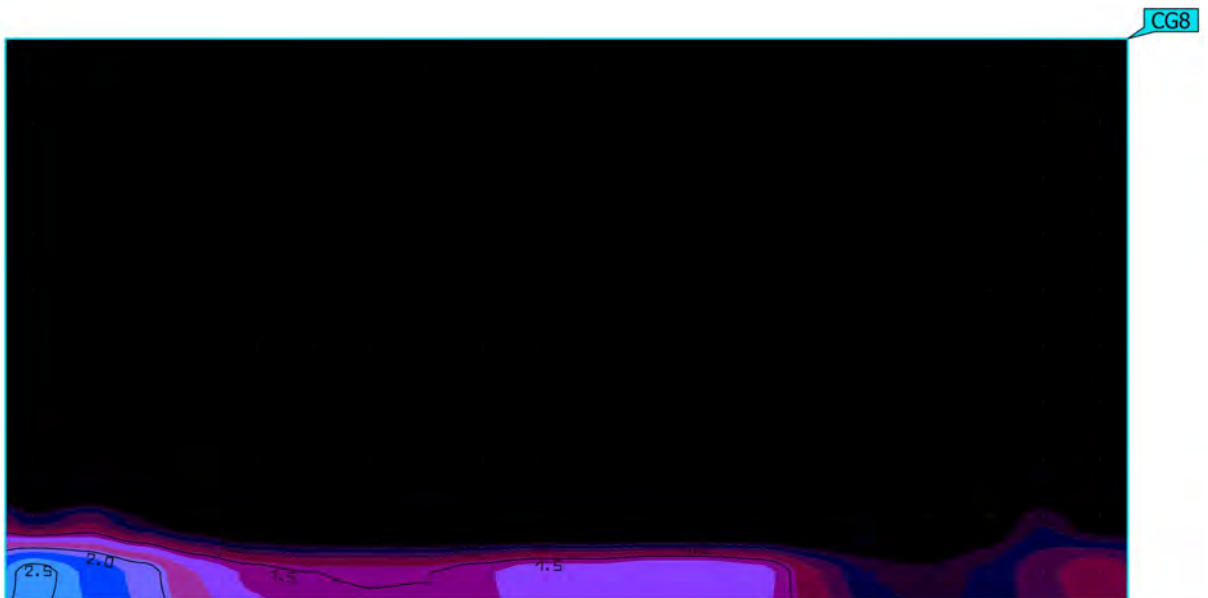
Attenuation (horizontal)



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|--|-----------|-----------|-----------|-------------|-------|-------|
| Attenuation (horizontal) Perpendicular illuminance Height: 0.050 m | 0.65 lx | 0.004 lx | 12.9 lx | 0.006 | 0.000 | CG7 |

(Light scene 1)

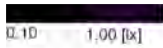
Dark corridor 02 (vertical)



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|---|-----------|-----------|-----------|-------------|-------|-------|
| Dark corridor 02 (vertical) Perpendicular illuminance Height: 9.000 m | 0.25 lx | 0.003 lx | 2.59 lx | 0.012 | 0.001 | CG8 |

(Light scene 1)

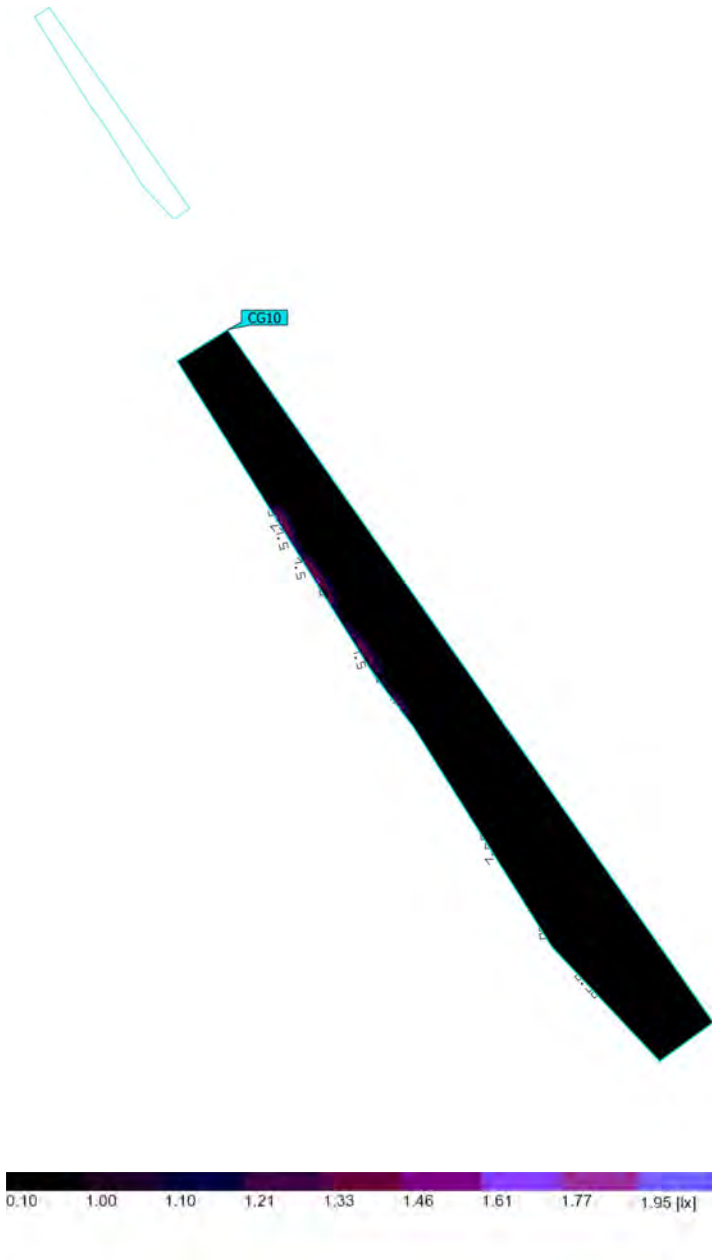
Dark corridor 05 (vertical)



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|---|-----------|-----------|-----------|-------------|-------|-------|
| Dark corridor 05 (vertical) Perpendicular illuminance Height: 9.000 m | 0.011 lx | 0.001 lx | 0.19 lx | 0.091 | 0.005 | CG9 |

(Light scene 1)

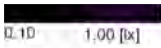
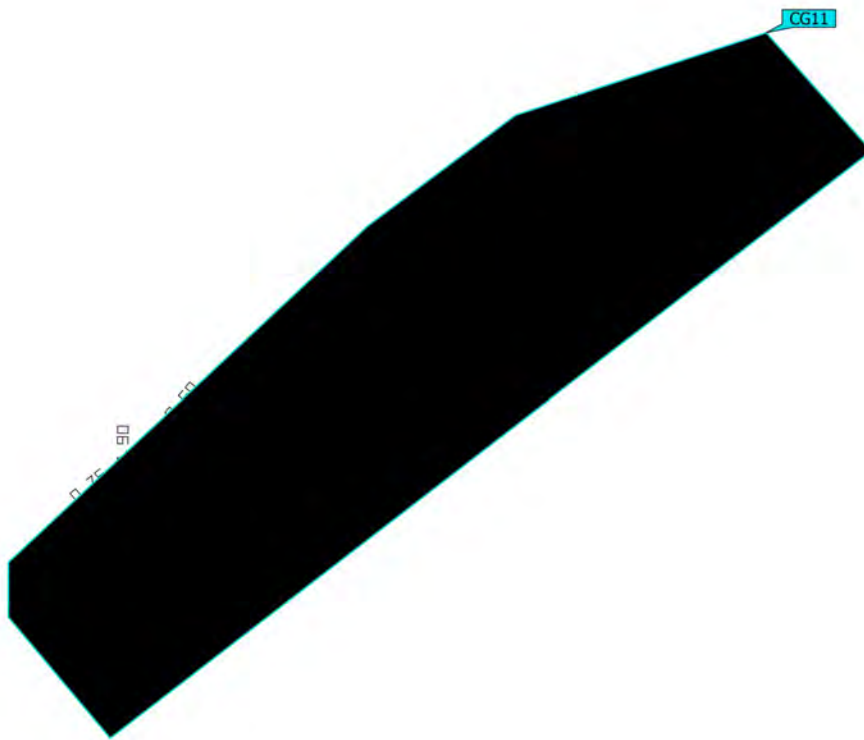
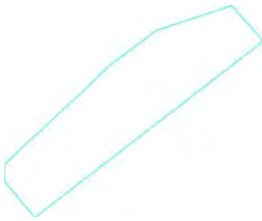
Dark corridor 06 (horizontal)



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|---|-----------|-----------|-----------|-------------|-------|-------|
| Dark corridor 06 (horizontal) Perpendicular illuminance Height: 0.000 m | 0.23 lx | 0.002 lx | 1.80 lx | 0.009 | 0.001 | CG10 |

(Light scene 1)

Dark corridor 07 (horizontal)



| Properties | \bar{E} | E_{min} | E_{max} | $U_0 (g_1)$ | g_2 | Index |
|---|-----------|-----------|-----------|-------------|-------|-------|
| Dark corridor 07 (horizontal) Perpendicular illuminance Height: 0.500 m | 0.064 lx | 0.001 lx | 0.90 lx | 0.016 | 0.001 | CG11 |

This report takes into account the particular instructions and requirements of our client. It is not intended for and should not be relied upon by any third party and no responsibility is undertaken to any third party.

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