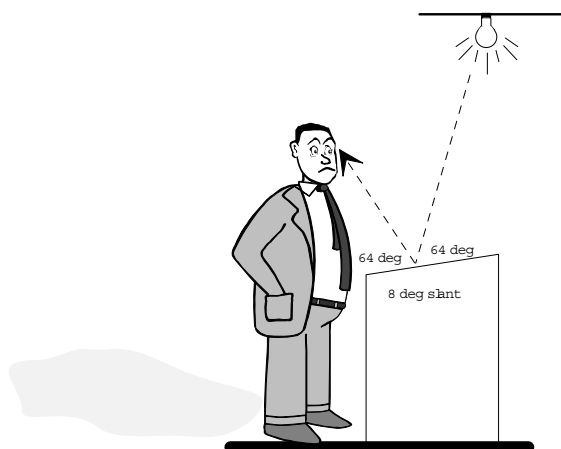


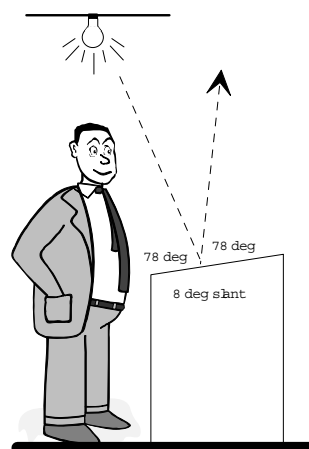
Glare - It's a fact of light.

Glare is caused by the direct reflection of a light source off an object into the observer's eye. A basic law of lighting physics states that the angle of incidence equals the angle of reflectance. Glare, therefore, is dependent upon the location of the light source, the angle of the viewing surface, and the location of the observer's eye. Simply stated, the only way to completely eliminate glare is to turn off the light! It is possible, however, to minimize glare, while maintaining proper light intensity and evenness, by installing the correct light fixture in the correct position relative to the viewing surface.

The direct reflection off the viewing surface causes glare.



The source of the light has been moved to behind the observer's head. Now the reflection off the viewing surface is away from the observer's eye, and glare is eliminated.



Proper Luminaire Installation -

- 👍 Proper Intensity
- 👍 Proper Evenness
- 👍 Minimum Glare

The specifications of the ISO standard for critical color viewing specify 5 elements on the viewing surface. These are:

- ✓ D5000 color quality of light
- ✓ 2000 lux light intensity
- ✓ evenness of illumination within 60% of nominal
- ✓ surround walls equivalent to Munsell N8/ neutral gray
- ✓ minimized glare

The drawing to the right illustrates the correct installation of a Graphiclite[®] overhead luminaire to provide correct D5000 color quality, correct light intensity and evenness, *and* maintain minimum glare.

