

LIGHTING CALCULATIONS: REQUIRED ILLUMINANCE BASED ON ACTIVITY

Illuminance (lux) = lm/m ²	Activity	Area
100	Casual seeing	Corridors, changing rooms, stores
150	Some perception of detail	Loading bays, switch rooms, plant rooms
200	Continuously occupied	Foyers, entrance halls, dining rooms
300	Visual tasks moderately easy	Libraries, sports halls, lecture theatres.
500	Visual tasks moderately difficult	General offices, kitchens, laboratories, retail shops.
750	Visual tasks difficult	Drawing offices, meat inspection, chain stores.
1000	Visual tasks very difficult	General inspection, electronic assembly, paintwork, supermarkets.
1500	Visual tasks extremely difficult	Fine work and inspection, precision assembly.
2000	Visual tasks exceptionally difficult	Assembly of minute items, finished fabric inspection.

Extracts from CIBSE Code for Lighting Part 2 (2002).