

IESNA Lighting Design Guide

V. TRANSPORTATION^(a) LOCATIONS AND TASKS	Very Important	Important	Somewhat important	Blank = Not important or not applicable																					
Design Issues	Appearance of Space and Luminaires	Color Appearance (and Color Contrast)	Daylighting Integration and Control	Direct Glare	Flicker (and Strobe)	Light Distribution on Surfaces	Light Distribution on Task Plane (Uniformity)	Luminances of Room Surfaces	Modeling of Faces or Objects	Point(s) of Interest	Reflected Glare	Shadows	Source/Task/Eye Geometry	Sparkle/Desirable Reflected Highlights	Surface Characteristics	System Control and Flexibility	Special Considerations	Notes on Special Considerations	Illuminance (Horizontal)	Category or Value (lux) ^(b)	Illuminance (Vertical)	Category or Value (lux) ^(b)	Notes on Illuminance — see end of section	Reference Chapter(s)	
Aircraft																								Ch. 23	
Passenger compartment																									
General																									
Reading (at seat)																									
Airports																									Ch. 23
Hangar apron																									
Terminal building apron																									
Parking area																									
Loading area																									
Buses (See Road Conveyances)																									Ch. 23
Rail Conveyances																									Ch. 23
Boarding or exiting																									
Fare box (rapid transit train)																									
Vestibule (commuter and intercity trains)																									
Aisles																									
Advertising cards (rapid transit and commuter trains)																									
Back-lighted advertising cards (rapid transit and commuter trains)																									
860 cd/m ² (80 cd/ft ²) average maximum.																									

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Reading (at seat)																			D					
Rest rooms (intercity train)																			B					
Dining area (intercity train)																			D		A			
Food preparation (intercity train)																			E		A	(1)		
Lounge (intercity train)																								
General lighting																			B		A			
Table games																			D					
Sleeping car																								
General lighting																			A		A			
Normal reading																			D					
Prolonged reading																			E					
Road Conveyances																								Ch. 23
Step well and adjacent ground area																			A		A			
Fare box																			B		A			
General lighting																			A		A			
City/intercity buses at city stop																			A		A			
Intercity bus at country stop																			A		A			
School bus while moving																			B		A			
School bus at stops																			D		A			
Advertising cards																					D			
Back-lighted advertising cards (see Rail Conveyances)																								
Reading (at seat)																			D					
Emergency exit (school bus)																			A					

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Recreation areas																								
Ballrooms																				B		A		
Cocktail lounges																			B			A		
Swimming pools																								Ch. 20
General																			B			A		
Underwater																			B				(4)	
Theatre or Auditorium (see Theater and Motion Picture House, in Section I, Interior)																								Ch. 15
Navigating areas																								
Chart room																								
General																			B			A		
On chart table																			D			B		
Gyro room																			B					
Radar room																			B					
Radio room																								
Operating areas																			E			C		
Passenger foyer																			D					
Ship's offices																								
General lighting/lobby areas																			B					
Clerical tasks																			E			A		
Wheelhouse, pilothouse, bridge																								
Day, in-port during maintenance																			B			A		
Night when underway																							(5)	

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	Workshops (see Machining in Section II, Industrial)																							
General																								
On bench top																								
Machine shop																								
Cargo holds																								
Safety																								
During cargo handling																								
Passageways and trunks																								
Transportation Terminals																								
Waiting room and lounge																								
Ticket counters																								
Baggage checking																								
Rest rooms																								
Concourse																								
Boarding area																								
Notes:																								
(a) Design issues are listed for room or space. Refer to specific task under Reading or Graphic Design and Materials, for example, for task design issues and illuminance																								
(b) Low illuminances (less than 30 lux) are given in lux; values greater than 30 lux are given in letter categories.																								

