

CATALOG INFORMATION

Dept and Nbr: INDE 83

Title: LIGHTING DESIGN

Full Title: Lighting Design

Last Reviewed: 9/27/2010

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	3.00	Lab Scheduled	3.00	6	Lab Scheduled	52.50
		Contact DHR	0		Contact DHR	0
		Contact Total	5.00		Contact Total	87.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00

Total Student Learning Hours: 157.50

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly:

Catalog Description:
Concepts and principles of basic lighting design for interior spaces. Topics include the properties of light, human vision and perception, lighting equipment, lighting design concepts, lighting design documentation, and lighting applications.

Prerequisites/Corequisites:

Recommended Preparation:
Eligibility for ENGL 100 or ESL 100

Limits on Enrollment:

Schedule of Classes Information:
Description: Concepts and principles of basic lighting design for interior spaces. Topics include the properties of light, human vision and perception, lighting equipment, lighting design concepts, lighting design documentation, and lighting applications. (Grade or P/NP)
Prerequisites/Corequisites:
Recommended: Eligibility for ENGL 100 or ESL 100
Limits on Enrollment:

Transfer Credit: CSU;
Repeatability: Two Repeats if Grade was D, F, NC, or NP

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree:	Area			Effective:	Inactive:
CSU GE:	Transfer Area			Effective:	Inactive:
IGETC:	Transfer Area			Effective:	Inactive:
CSU Transfer:	Transferable	Effective:	Fall 1999	Inactive:	Fall 2016
UC Transfer:		Effective:		Inactive:	

CID:

Certificate/Major Applicable:

Both Certificate and Major Applicable

COURSE CONTENT

Outcomes and Objectives:

Upon completion of this course, students will be able to:

1. Apply the lighting design process to a design project.
2. Identify and analyze programming issues in order to develop a lighting design.
3. Analyze lighting fixtures in terms of optics, scale, style, and use.
4. Interpret and apply lighting codes and standards in the development of a lighting design.
5. Produce appropriate design documentation.
6. Analyze lighting needs for a design project.
7. Design ambient, task, and special effect lighting that is aesthetically pleasing and appropriate for clients needs.
8. Identify, evaluate, and specify appropriate lighting fixtures and lamps for client needs.

Topics and Scope:

- I. Lighting Design
 - A. Design process
 1. Programming
 2. Schematic design
 3. Design development
 4. Construction documents
 5. Bidding and negotiation
 6. Construction
 7. Post occupancy evaluation
 - B. Programming issues
 1. Players
 2. Preferences and impressions
 3. User needs and preferences
 4. Safety and security issues
 5. Architectural factors
 6. General lighting considerations

7. Budget
 8. Energy considerations
 9. Maintenance considerations
 10. Programming communication
 11. Programming documentation
 - C. Schematic design
 1. Space users
 2. Visual tasks
 3. Lighting effects
 4. Budget
 5. Flexibility
 6. System controls
 7. Applicable codes
 8. Design concepts
 - D. Design development
 1. Selecting equipment
 2. Luminaire layouts
 3. Mounting details
 4. Calculations
 5. Communication and coordination
 6. Documentation
- ## II. Light, Vision and Color
- A. Lighting terminology
 1. Flux
 2. Intensity
 3. Illuminance
 4. Exitance and luminance
 5. Reflectance and transmittance
 - B. Vision
 1. Eye anatomy
 2. The retina
 3. Photoreceptors
 4. Visual perception
 5. Visual acuity
 6. Adaptation
 7. Accommodation
 8. Glare
 9. Vision problems
 10. Effects of age
 - C. Light and color
 1. Nature of light
 2. Color
 3. Chromaticity (color temperature)
 4. Spectral power distribution curve
 5. Color rendering index
- ## III. Light Sources
- A. Measuring lamp performance
 - B. Lamp types
 - C. Fixtures
 - D. Daylighting
- ## IV. Luminaries and Controls
- A. Luminaries

- 1. Mounting
 - 2. Distribution
 - 3. Terms to know
- B. Lighting controls
 - 1. Hardware
 - 2. Control strategies
- V. Lighting Codes and Standards
 - A. National Electrical Code
 - B. Americans with Disabilities Act
 - C. Title 24
 - D. Other energy codes
- VI. Lighting Concepts and Techniques
 - A. The layered approach
 - B. Composition
 - C. Downlighting
 - D. Uplighting
 - E. Cove lighting
 - F. Wall washing
 - G. Grazing
 - H. Accent lighting
- VII. Lighting Design Documentation
 - A. Design development documents
 - B. Construction documents
 - C. Lighting design documents
 - D. Lighting plans
 - E. Detail drawings
 - F. Lighting fixture schedule
 - G. Control schedule
 - H. Lighting specifications
 - I. CSI (Construction Specifications Institute) specification format
 - J. Lighting catalog cut sheets
- VIII. Lighting Applications
 - A. Office lighting
 - 1. General considerations
 - 2. Special design issues in office lighting
 - 3. Office lighting applications
 - 4. Additional resources
 - B. Hospitality lighting
 - 1. General considerations
 - 2. Layering approaches
 - 3. Equipment
 - 4. Sample applications
 - C. Retail lighting
 - D. Residential lighting
- IX. The Lighting Professions

Assignment:

- 1. Reading: approximately 15 - 25 pages per week
- 2. Light study sketches (3 - 7)
- 3. Lighting design project: full documentation including project correspondence, lighting specifications, cut sheets, concept sketches, energy calculations, budgeting information

4. In-class presentation of design project
5. Lighting design project binder
6. Midterm examination
7. Field trip(s) during regularly scheduled class sessions

Methods of Evaluation/Basis of Grade:

Writing: Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Lighting design project documentation

Writing
10 - 20%

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

None

Problem solving
0 - 0%

Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Lighting design project, sketches, oral presentation

Skill Demonstrations
40 - 60%

Exams: All forms of formal testing, other than skill performance exams.

Exams: multiple choice, matching items, completion, short answer

Exams
10 - 15%

Other: Includes any assessment tools that do not logically fit into the above categories.

Attendance and participation; project binder

Other Category
20 - 35%

Representative Textbooks and Materials:

Lighting Design Basics, Karlen, Mark and James Benya, John Wiley & Sons, 2004.
Instructor prepared materials.