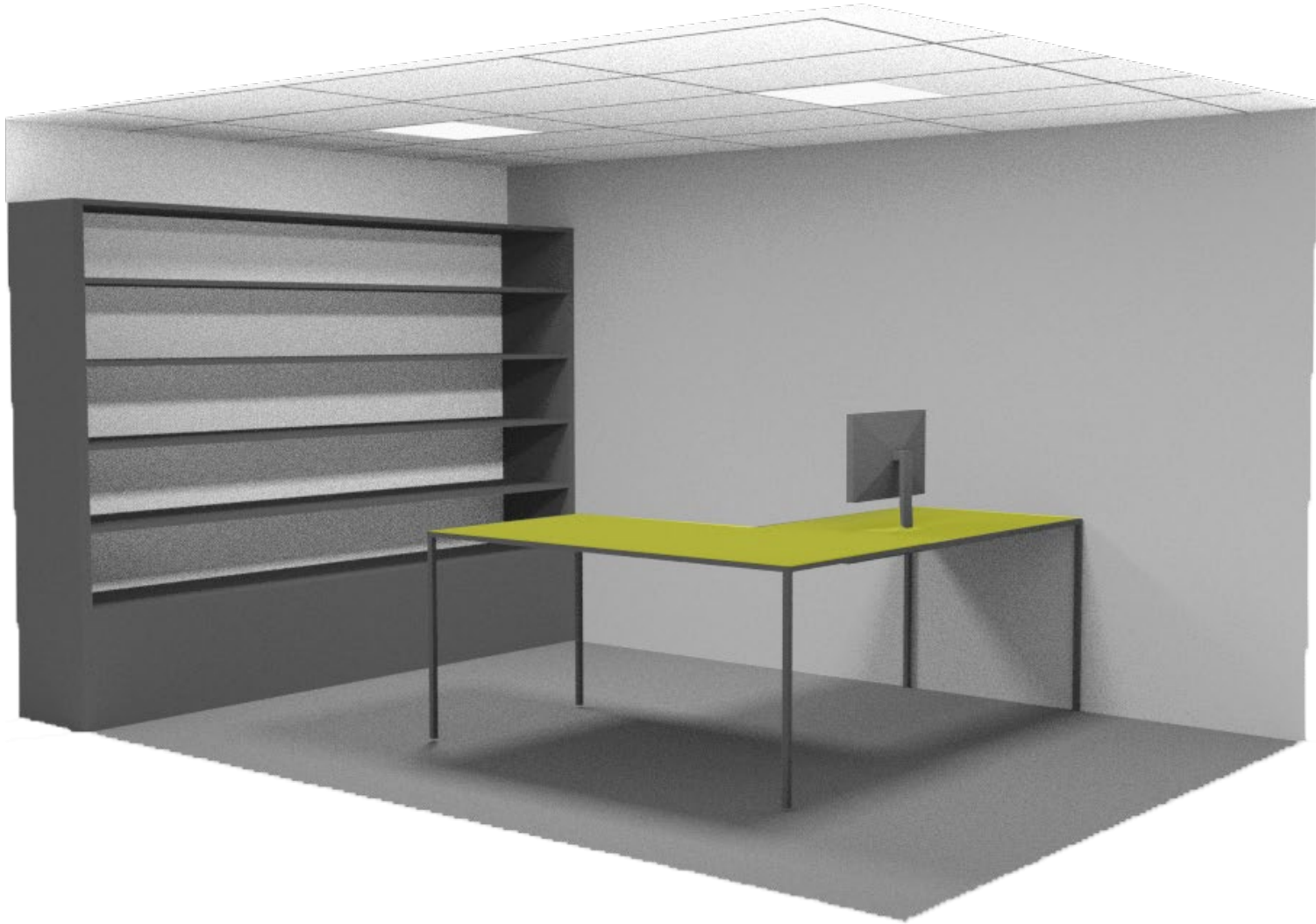




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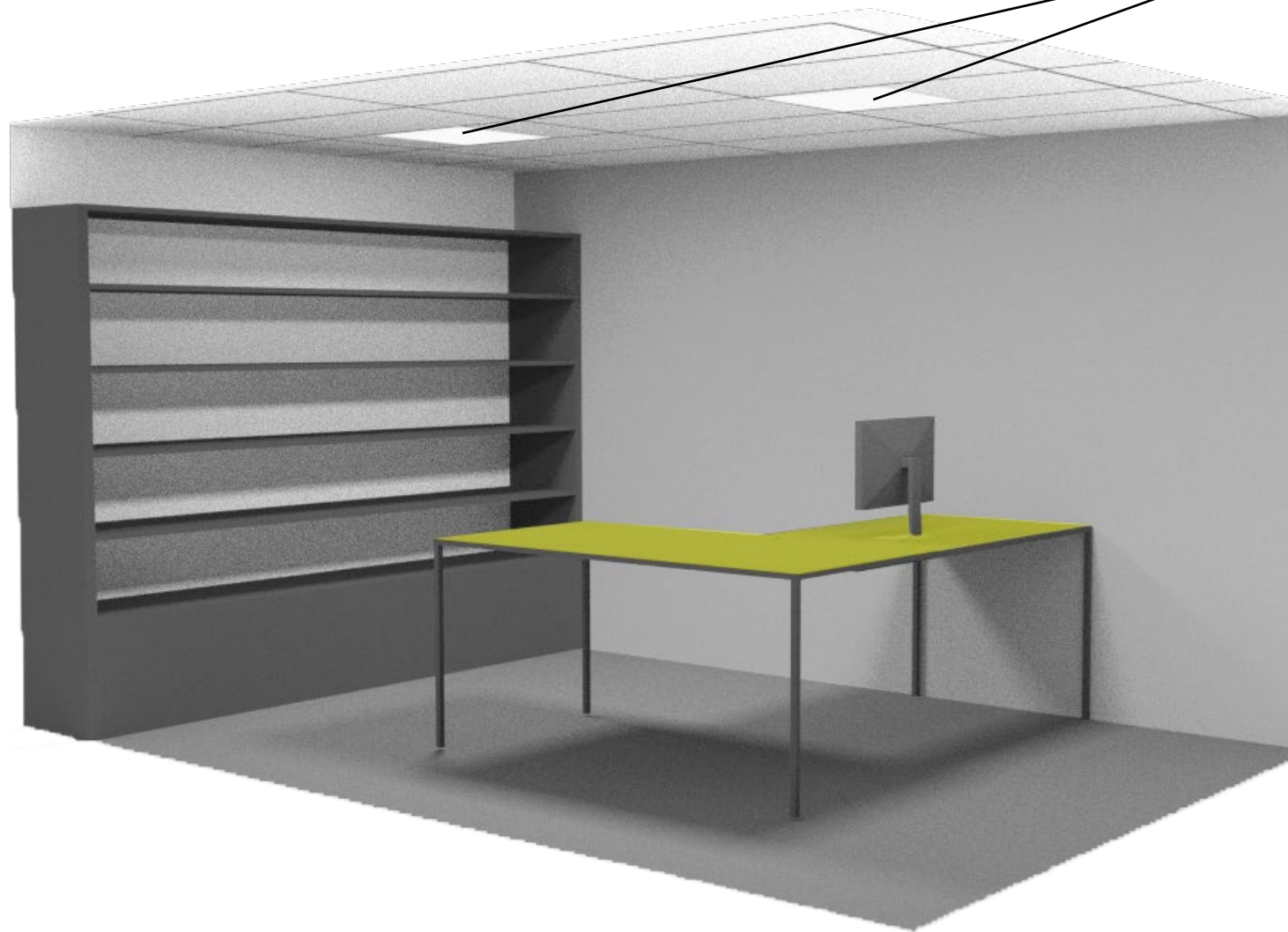
Simulation Tools for Lighting Design



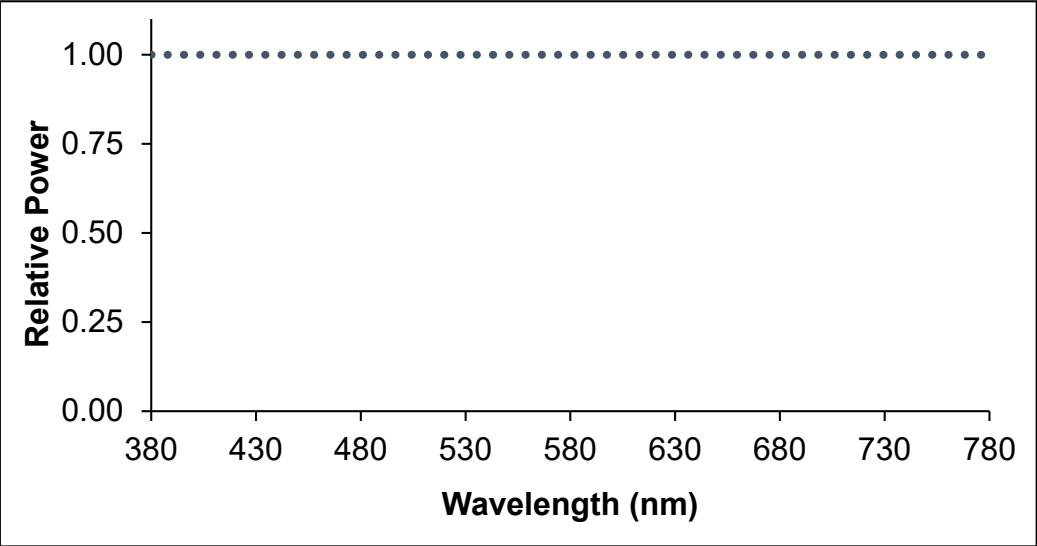
Lighting recommendations for visual needs:

- Horizontal or vertical illuminance on target surface

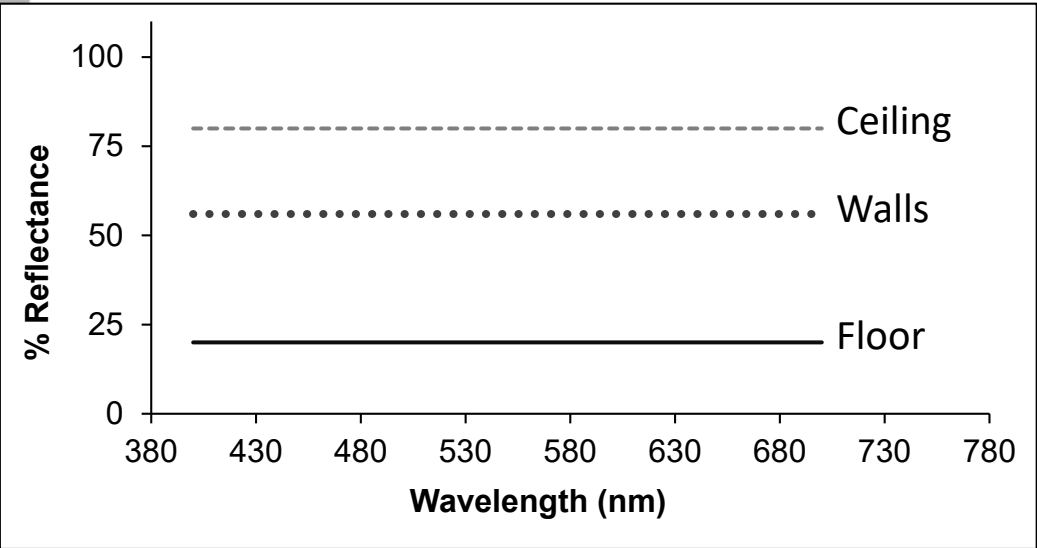
Simulation Tools for Lighting Design



Luminaire Spectral Power Distribution



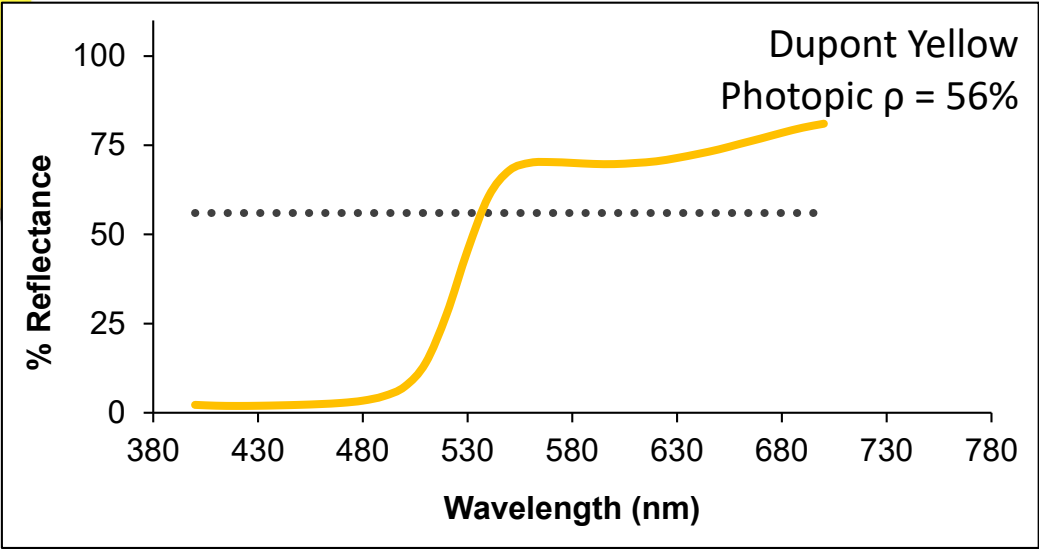
Surface Reflectance Distributions



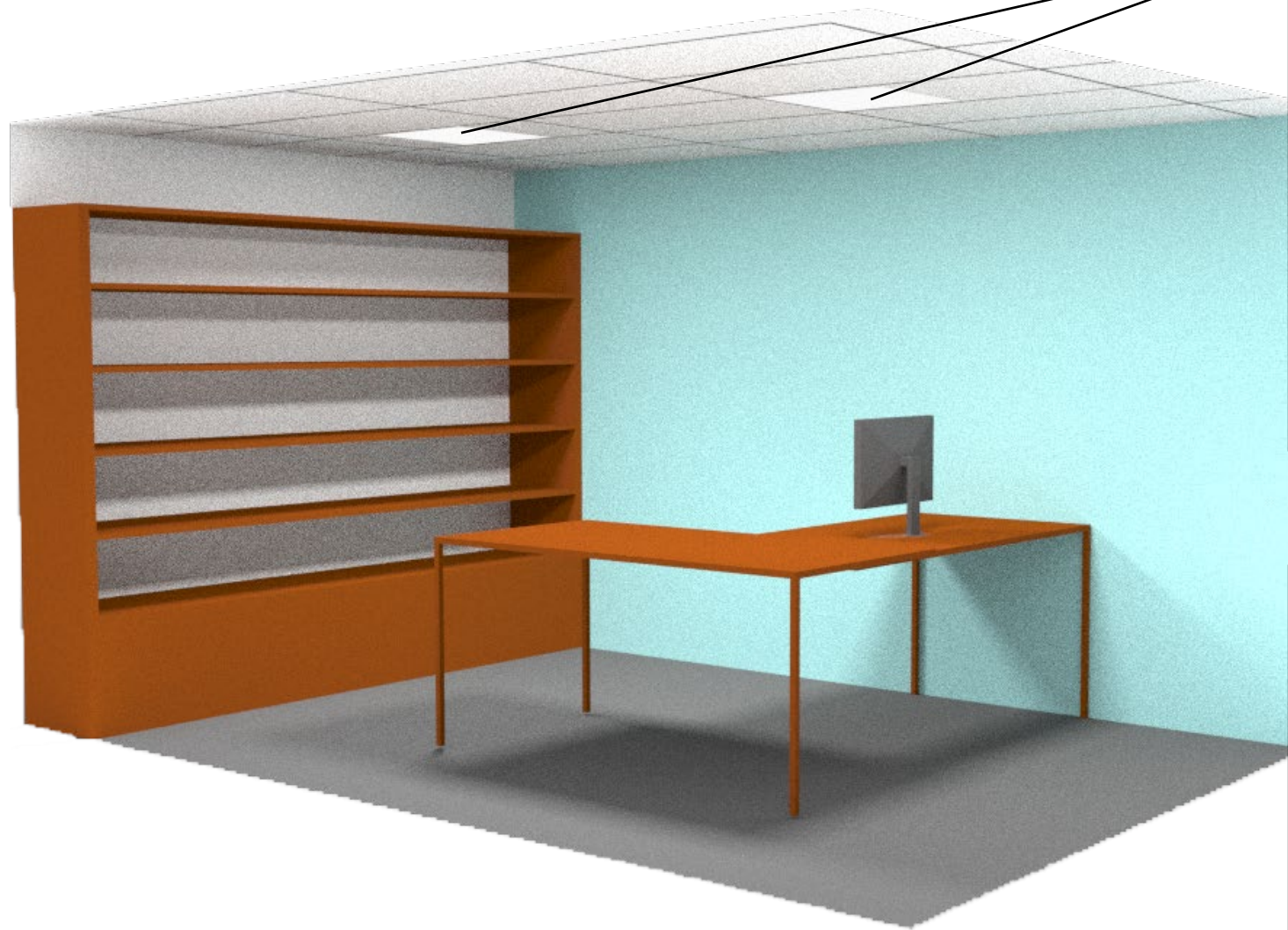
Simulation Tools for Lighting Design



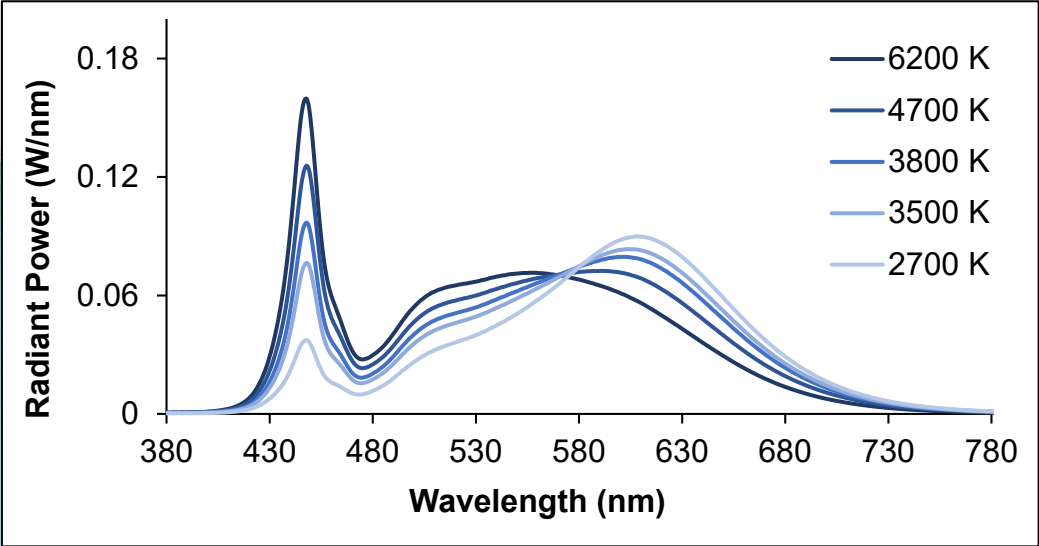
Surface Reflectance Distributions



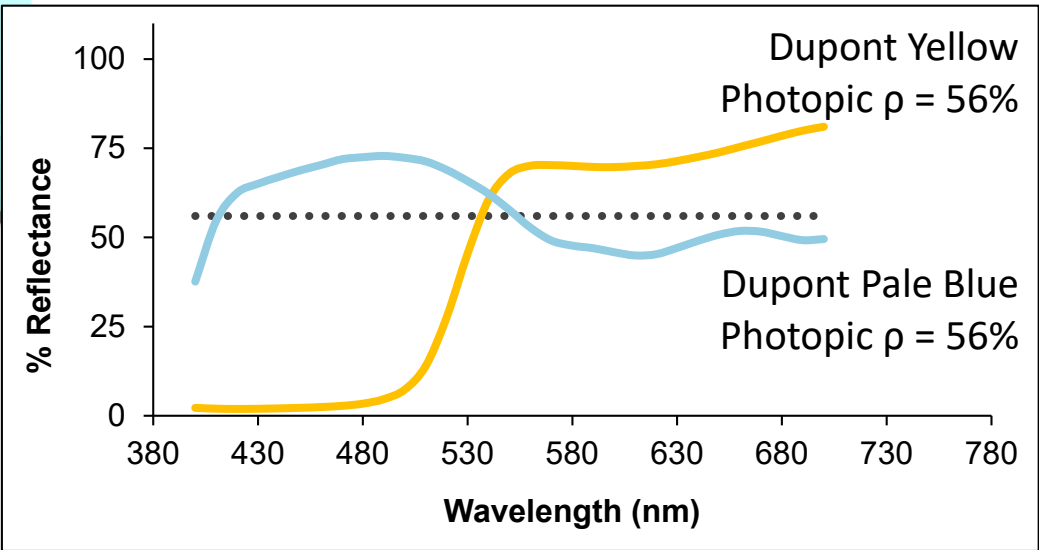
Simulation Tools for Lighting Design



Luminaire Spectral Power Distributions



Surface Reflectance Distributions



Lighting Recommendations – Beyond Visual Needs

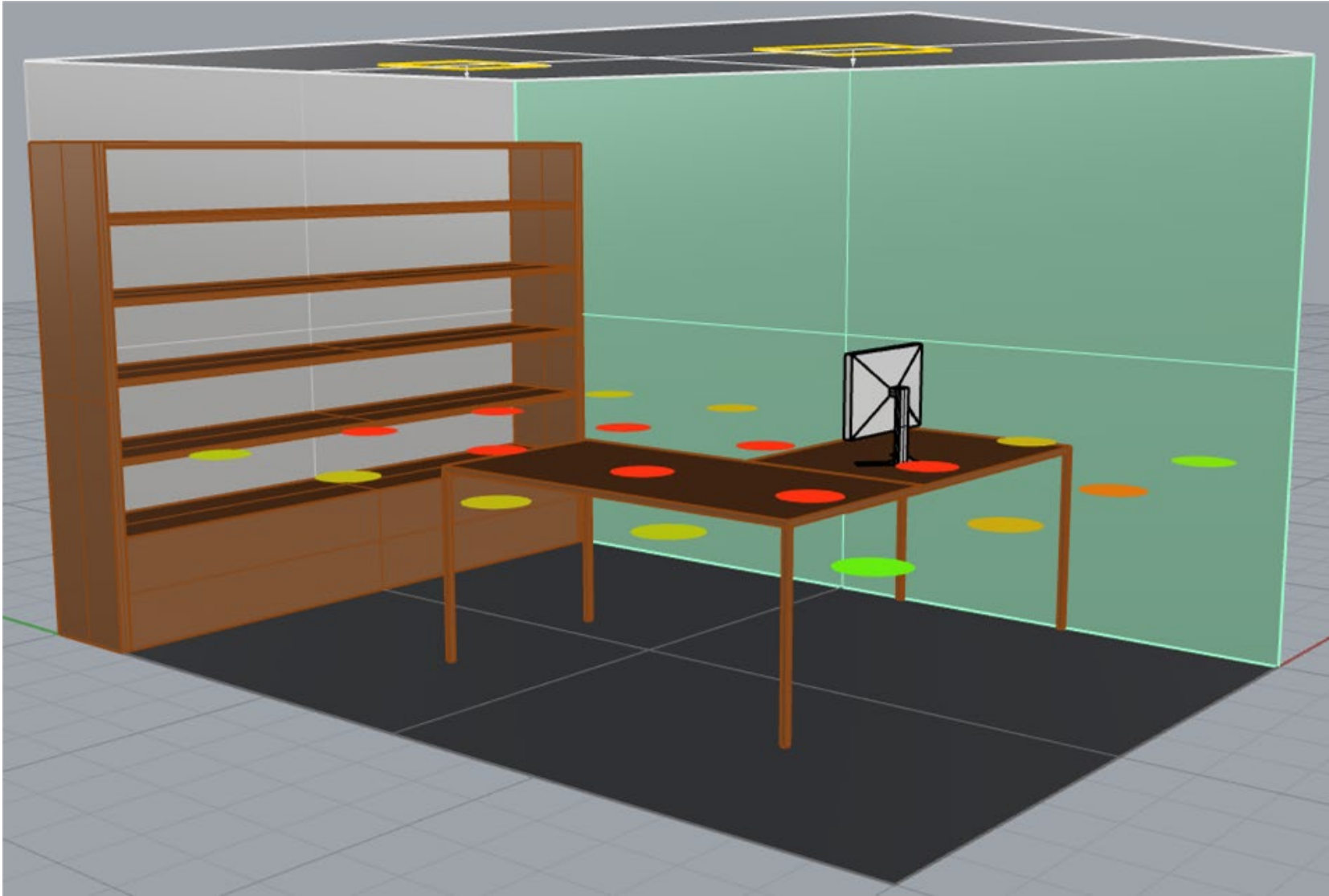
- **Equivalent Melanopic Lux (EML)**
 - WELL Building Standard, from Lucas paper, ipRGCs, m-lx
- **Melanopic Irradiance**
 - CIE, micro-W/cm²
- **Circadian Stimulus (CS)**
 - Lighting Research Center, ipRGCs + rods & cones

Intensity, spectrum, duration, timing, prior exposure, individual differences, etc.

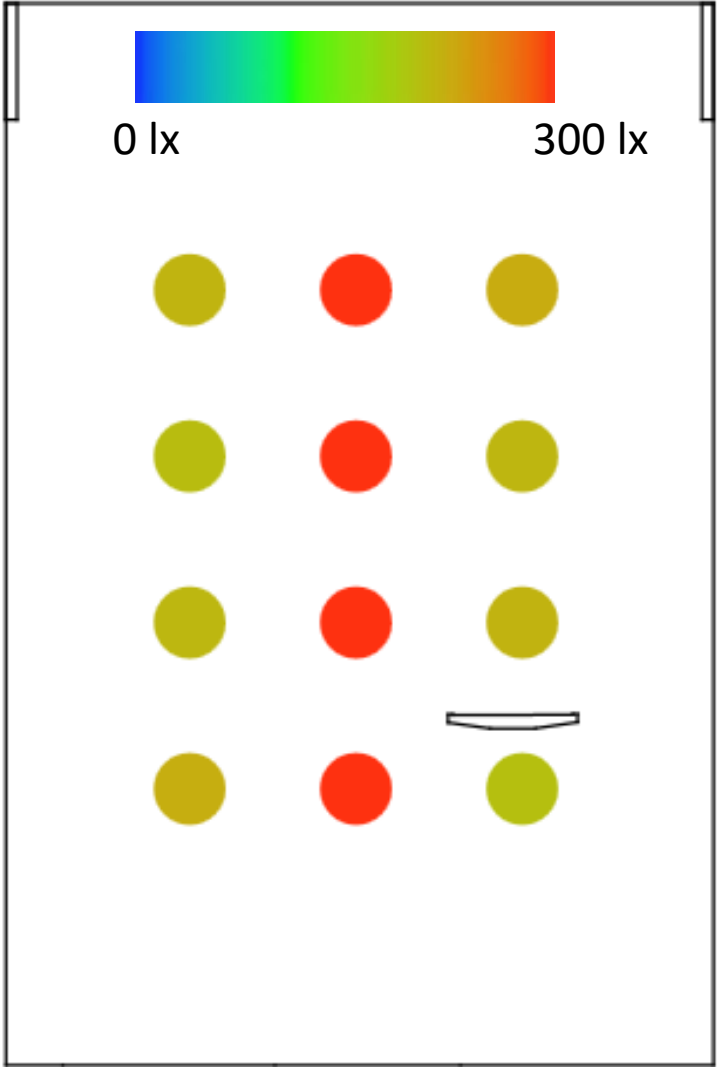
Lighting recommendations – Beyond visual needs

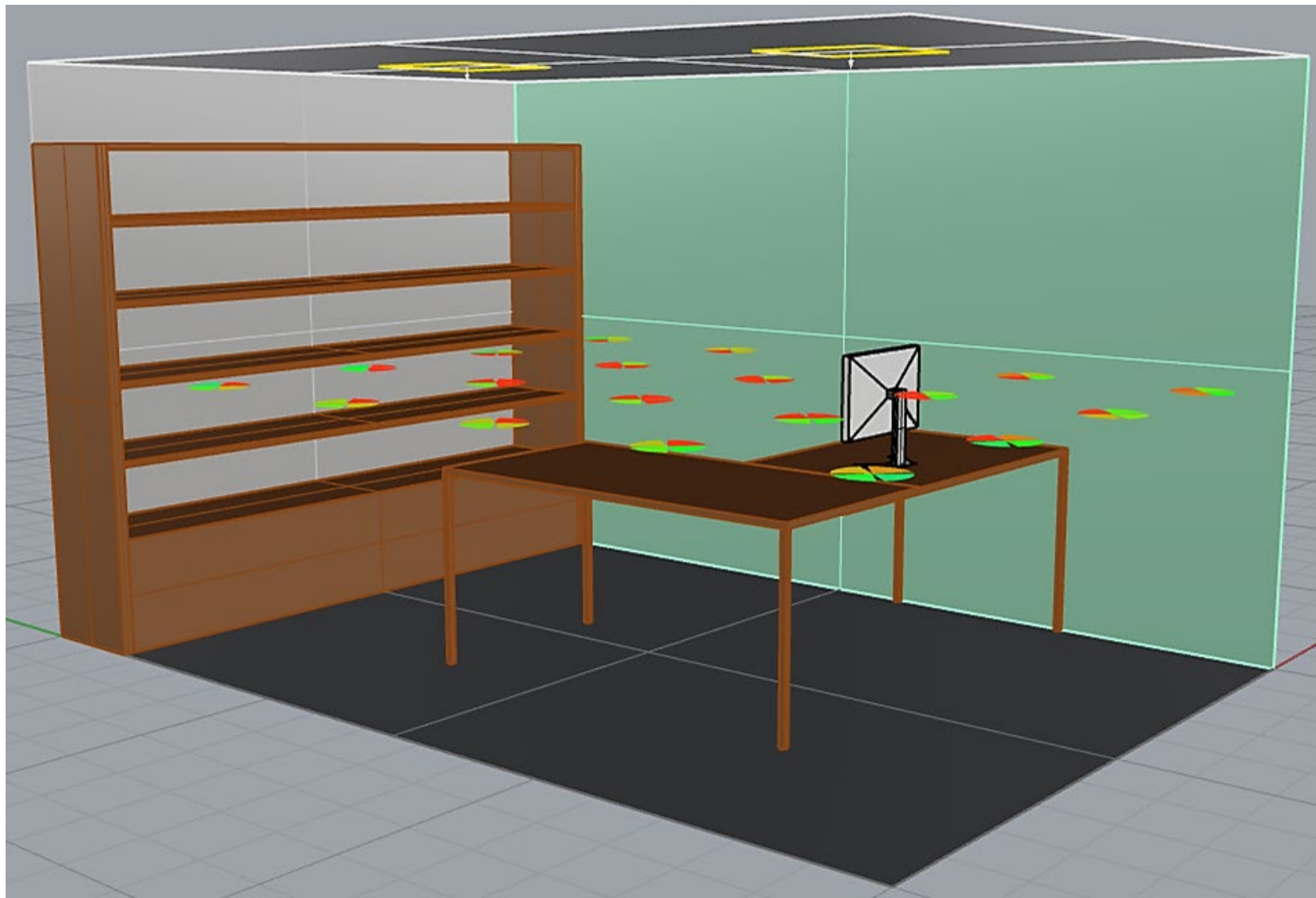
Equivalent Melanopic Lux (EML) & Circadian Stimulus (CS) Recommendations

- WELL Building Standard v1 (May 2016)
***≥250 EML** at 75% of view positions, 4' AFF, 4 hours*
- WELL Building Standard v1 (Q3 2017)
***≥200 EML** at 75% of view positions, 4' AFF, 9 AM – 1 PM*
- WELL Building Standard v2 (Q2 2019)
*1 pt: **≥150 EML** OR **≥0.3 CS** at 100% view positions, 4' AFF, 9 AM – 1 PM*
*3 pts: **≥240 EML** at 100% view positions, 4' AFF, 9 AM – 1 PM*
- UL Design Guideline 24480 (2020)
***≥0.3 CS** at 100% view positions, 43" AFF, 2+ hours between 7 AM – 4 PM*

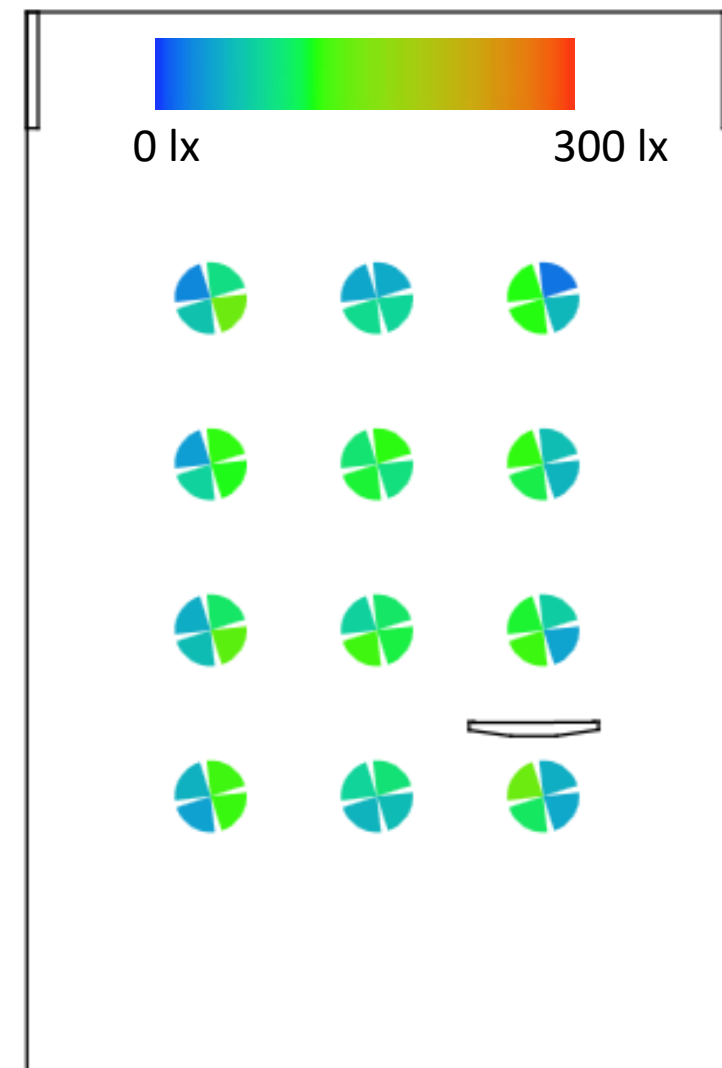


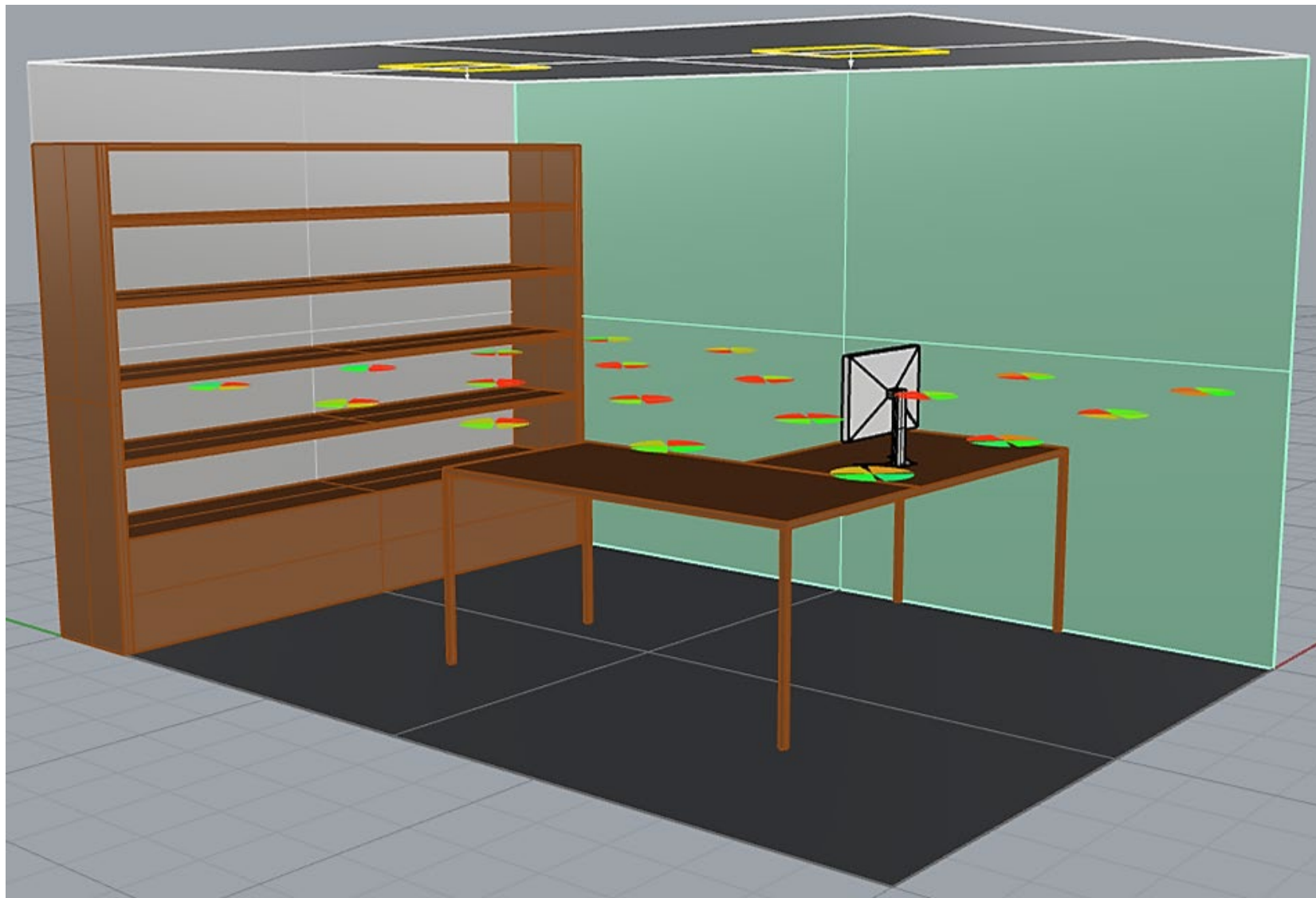
Horizontal Point
Illuminance Calculations
3' AFF



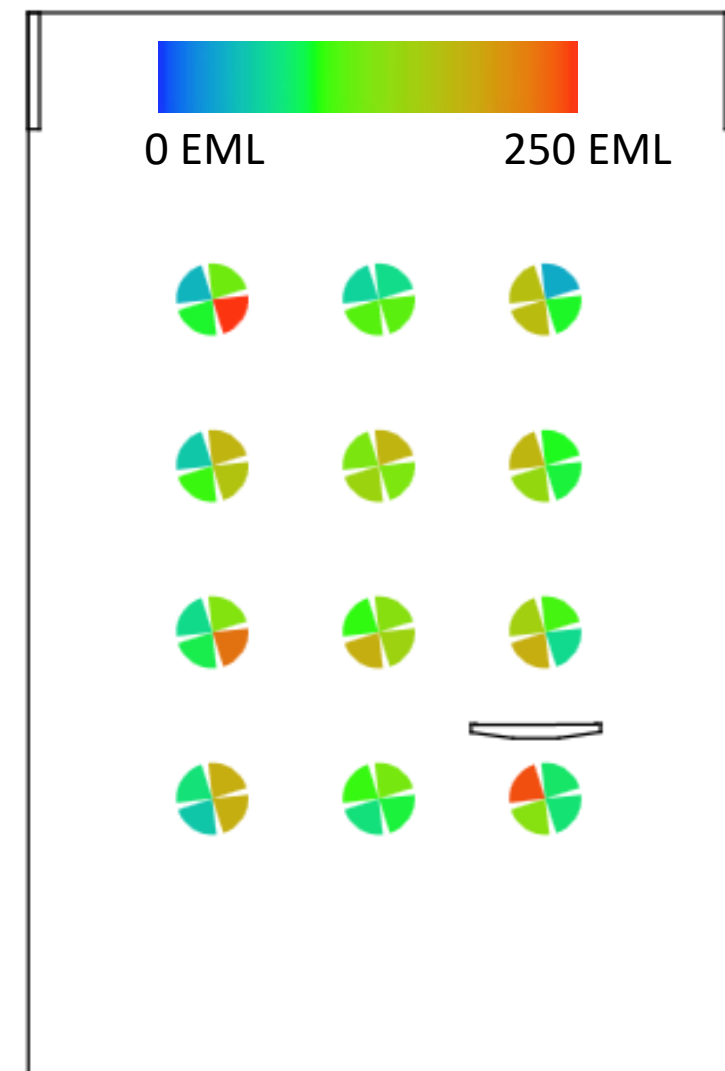


Vertical View Illuminance Calculations 4.5' AFF





Vertical View
EML Calculations
4.5' AFF

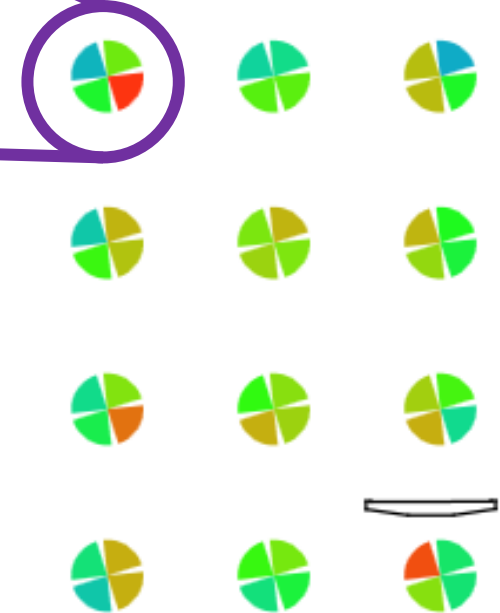


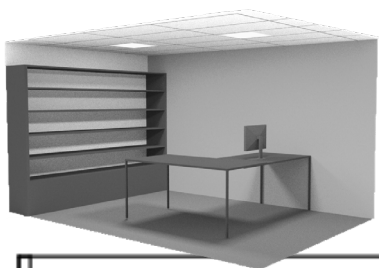
44 EML

99 EML

247 EML

Vertical View
EML Calculations
4.5' AFF



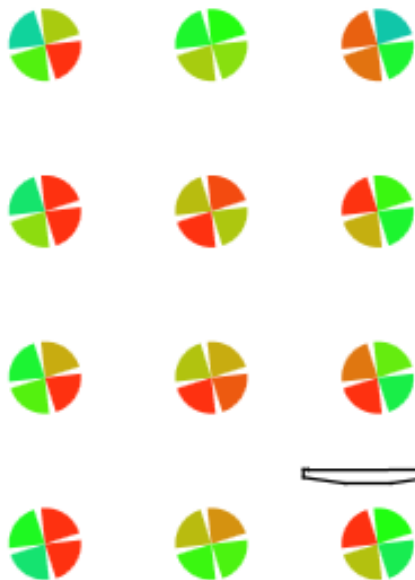


CCT = N/A
Avg. EML = 181



0 EML

250 EML

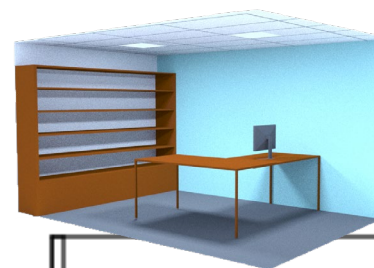
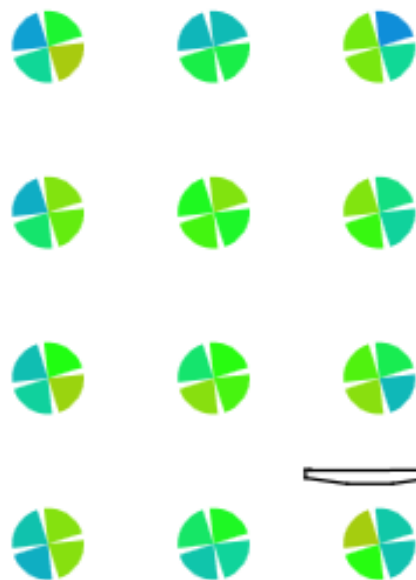


CCT = 3800K
Avg. EML = 98



0 EML

250 EML

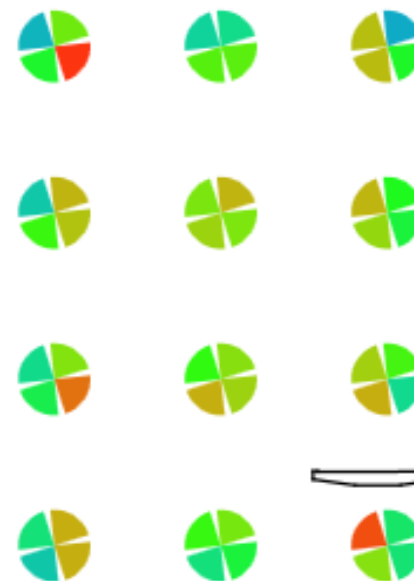


CCT = 6200K
Avg. EML = 137

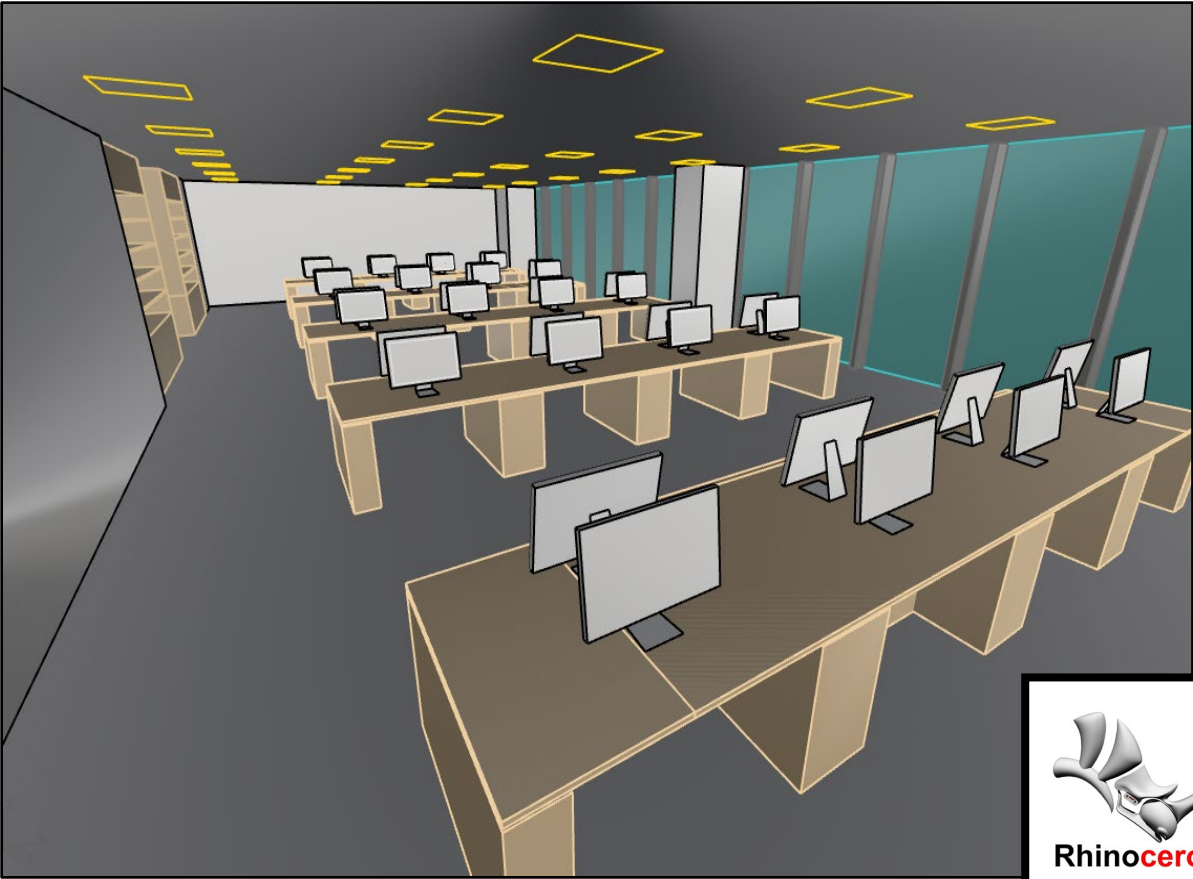


0 EML

250 EML

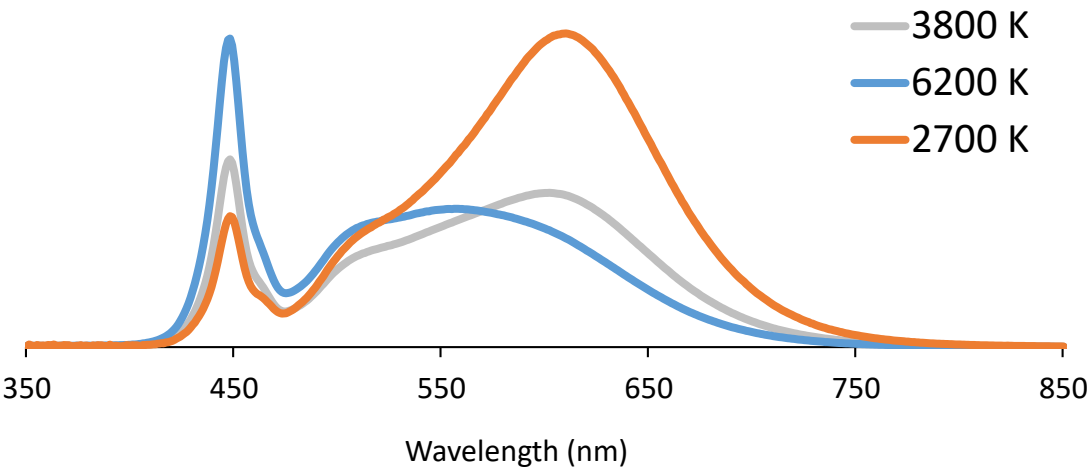


Rhino Model

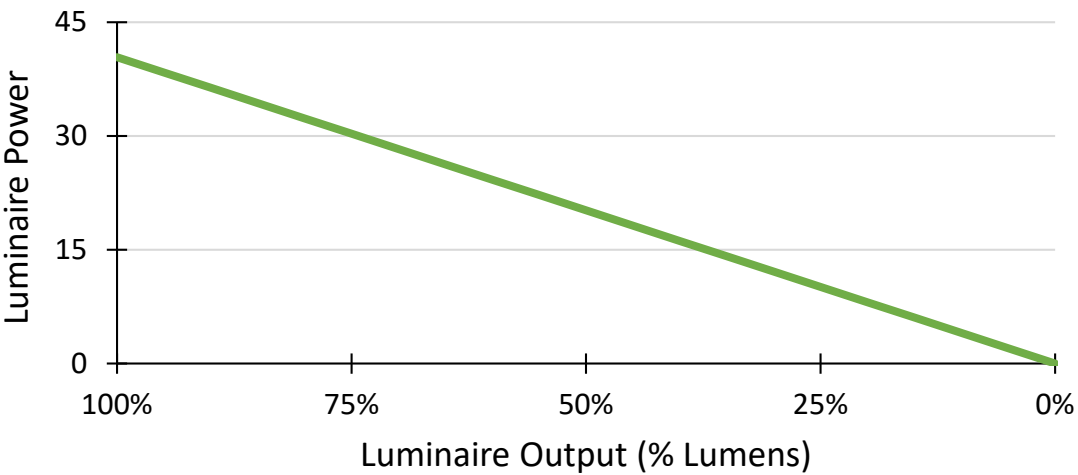


Measured Luminaire Information

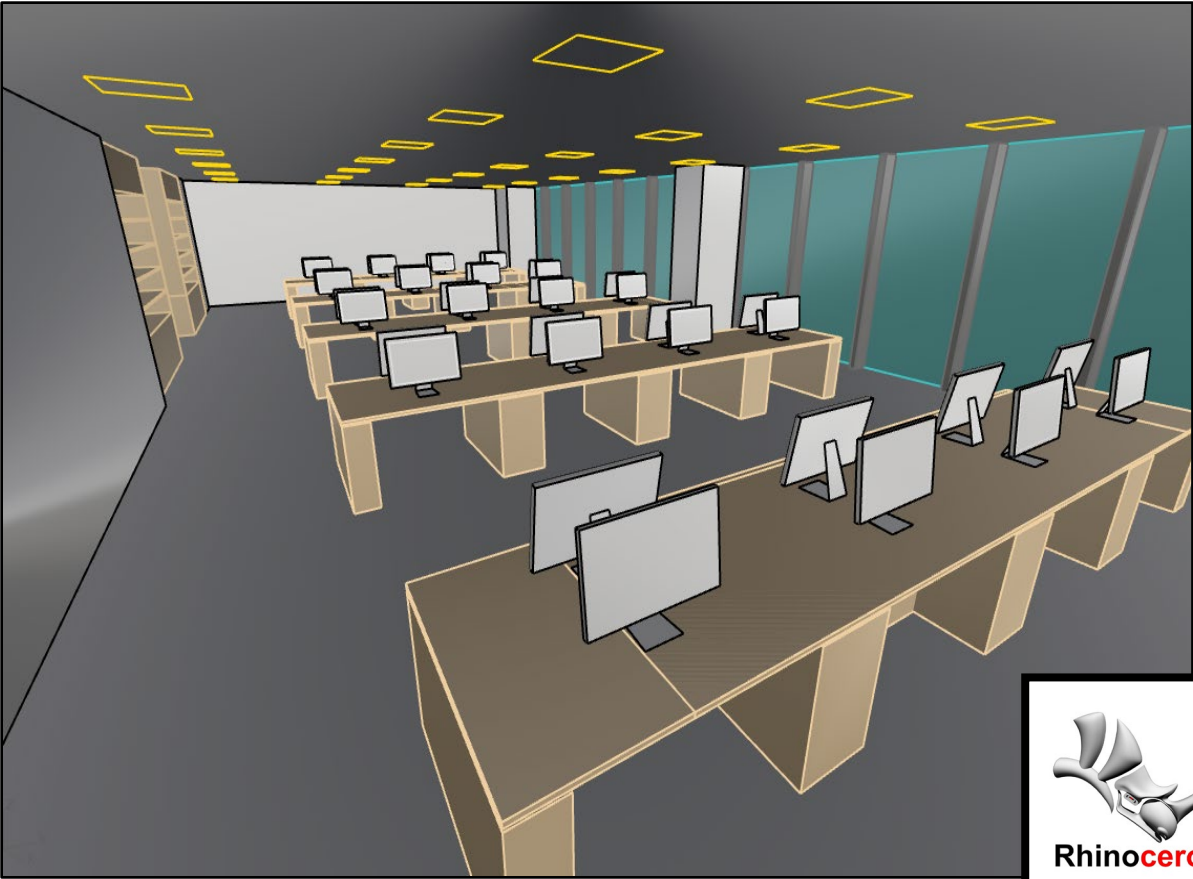
SPDs of white-tunable LED luminaire



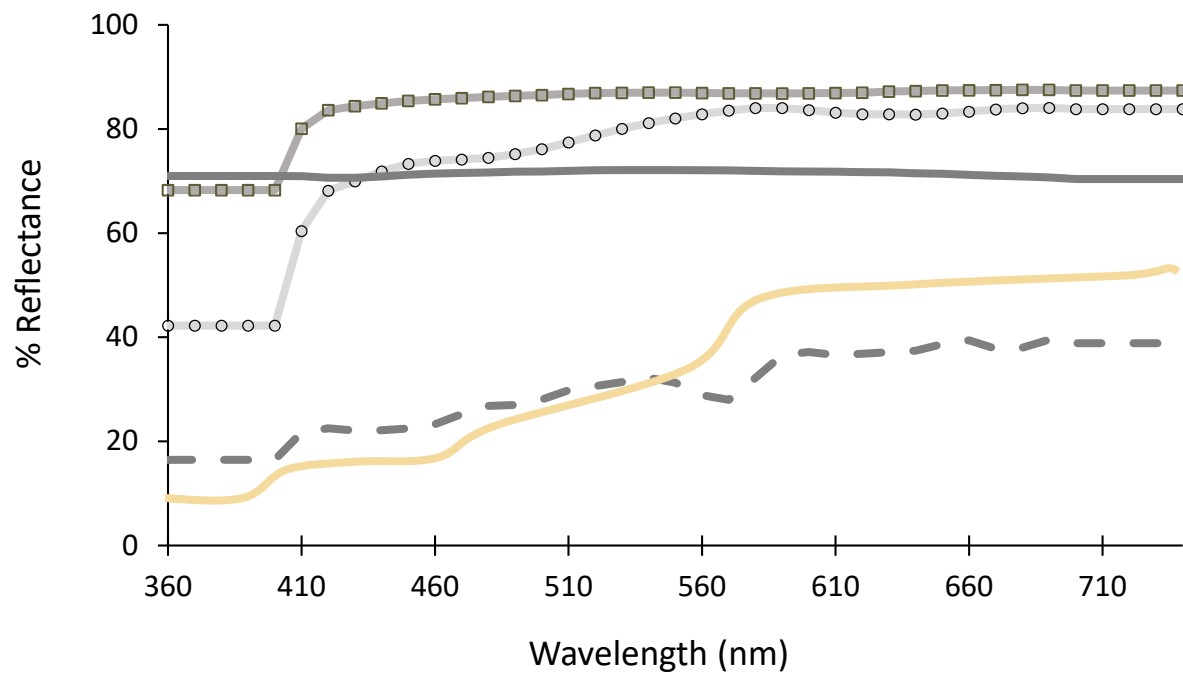
Power draw across range of intensity settings



Rhino Model



Measured Surface Information



Surfaces	Avg. Reflectance
○ White Paint	0.75
- - Flooring - Dark Grey	0.30
□ White Ceiling Tile	0.84
— Silver Window Frame	0.71
— Blonde Wood Furniture	0.37

Baseline Condition

Simulation Goals:

- Lighting meets IES visual requirements
 - **300** lx horizontal 30" above floor
 - **150** lx vertical 18" above work plane
- Lighting meets WELL v2 Pilot (2019) Circadian Lighting Design Credit
 - **100%** of desk locations receive at least **150 EML OR CS > 0.3** (1 point)
 - OR **100%** of desk locations receive at least **240 EML** (3 points)

Simulation Input:

- 5000 annual operating hours
- Typical lighting solution
 - 3800 K
 - (32) 2x2 Recessed LED Luminaires



Baseline Condition

Simulation Goals:

- Lighting meets IES visual requirements
 - **300** lx horizontal 30" above floor
 - **150** lx vertical 18" above work plane
- Lighting meets WELL v2 Pilot (2019) Circadian Lighting Design Credit
 - **100%** of desk locations receive at least **150 EML OR CS > 0.3** (1 point)
 - OR **100%** of desk locations receive at least **240 EML** (3 points)

Simulation Results:

System Output (% lumens)	CCT (K)
50	3800

Simulation Input:

- 5000 annual operating hours
- Typical lighting solution
 - 3800 K
 - (32) 2x2 Recessed LED Luminaires



Baseline Condition

Simulation Goals:

- Lighting meets IES visual requirements
 - **300** lx horizontal 30" above floor
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- Lighting meets WELL v2 Pilot (2019) Circadian Lighting Design Credit
 - **100%** of desk locations receive at least **150 EML OR CS > 0.3** (1 point)
 - OR **100%** of desk locations receive at least **240 EML** (3 points)

Simulation Results:

System Output (% lumens)	CCT (K)	Avg E _h (lux)	Avg E _v (lux)
50	3800	389	191

Simulation Input:

- 5000 annual operating hours
- Typical lighting solution
 - 3800 K
 - (32) 2x2 Recessed LED Luminaires



Baseline Condition

Simulation Goals:

- Lighting meets IES visual requirements
 - **300** lx horizontal 30" above floor
 - **150** lx vertical 18" above work plane
- Lighting meets WELL v2 Pilot (2019) Circadian Lighting Design Credit
 - **100%** of desk locations receive at least **150 EML OR CS > 0.3** (1 point)
 - OR **100%** of desk locations receive at least **240 EML** (3 points)

Simulation Results:

System Output (% lumens)	CCT (K)	Avg E _h (lux)	Avg E _v (lux)	Avg CS	Avg EML
50	3800	389	191	0.12	112

Simulation Input:

- 5000 annual operating hours
- Typical lighting solution
 - 3800 K
 - (32) 2x2 Recessed LED Luminaires



Baseline Condition

Simulation Goals:

- Lighting meets IES visual requirements
 - **300** lx horizontal 30" above floor
 - **150** lx vertical 18" above work plane
- Lighting meets WELL v2 Pilot (2019) Circadian Lighting Design Credit
 - **100%** of desk locations receive at least **150 EML OR CS > 0.3** (1 point)
 - OR **100%** of desk locations receive at least **240 EML** (3 points)

Simulation Input:

- 5000 annual operating hours
- Typical lighting solution
 - 3800 K
 - (32) 2x2 Recessed LED Luminaires



Simulation Results:

System Output (% lumens)	CCT (K)	Avg E _h (lux)	Avg E _v (lux)	Avg CS	Avg EML	% Views 150+ EML	% Views 240+ EML	% Views CS > 0.3	Meet WELL Requirement?
50	3800	389	191	0.12	112	0%	0%	0%	N

Baseline Condition

Simulation Goals:

- Lighting meets IES visual requirements
 - **300** lx horizontal 30" above floor
 - **150** lx vertical 18" above work plane
- Lighting meets WELL v2 Pilot (2019) Circadian Lighting Design Credit
 - **100%** of desk locations receive at least **150 EML OR CS > 0.3** (1 point)
 - OR **100%** of desk locations receive at least **240 EML** (3 points)

Simulation Input:

- 5000 annual operating hours
- Typical lighting solution
 - 3800 K
 - (32) 2x2 Recessed LED Luminaires



Simulation Results:

System Output (% lumens)	CCT (K)	Avg E _h (lux)	Avg E _v (lux)	Avg CS	Avg EML	% Views 150+ EML	% Views 240+ EML	% Views CS > 0.3	Meet WELL Requirement?	Annual Energy Usage (kWh)
50	3800	389	191	0.12	112	0%	0%	0%	N	3239

Baseline Condition

Simulation Goals:

- Lighting meets IES visual requirements
 - **300** lx horizontal 30" above floor
 - **150** lx vertical 18" above work plane
- Lighting meets WELL v2 Pilot (2019) Circadian Lighting Design Credit
 - **100%** of desk locations receive at least **150 EML OR CS > 0.3** (1 point)
 - OR **100%** of desk locations receive at least **240 EML** (3 points)

Simulation Input:

- 5000 annual operating hours
- Typical lighting solution
 - 3800 K
 - (32) 2x2 Recessed LED Luminaires



Simulation Results:

System Output (% lumens)	CCT (K)	Avg E _h (lux)	Avg E _v (lux)	Avg CS	Avg EML	% Views 150+ EML	% Views 240+ EML	% Views CS > 0.3	Meet WELL Requirement?	Annual Energy Usage (kWh)
50	3800	389	191	0.12	112	0%	0%	0%	N	3239
100	3800	780	378	0.2	223	100%	30%	0%	Y – 1 point	6478

Baseline Condition

Simulation Goals:

- Lighting meets IES visual requirements
 - **300** lx horizontal 30" above floor
 - **150** lx vertical 18" above work plane
- Lighting meets WELL v2 Pilot (2019) Circadian Lighting Design Credit
 - **100%** of desk locations receive at least **150 EML OR CS > 0.3** (1 point)
 - OR **100%** of desk locations receive at least **240 EML** (3 points)

Simulation Input:

- 5000 annual operating hours
- Typical lighting solution
 - ~~3800 K~~ → **6200 K**
 - (32) 2x2 Recessed LED Luminaires



Simulation Results:

System Output (% lumens)	CCT (K)	Avg E _h (lux)	Avg E _v (lux)	Avg CS	Avg EML	% Views 150+ EML	% Views 240+ EML	% Views CS > 0.3	Meet WELL Requirement?	Annual Energy Usage (kWh)
50	3800	389	191	0.12	112	0%	0%	0%	N	3239
100	3800	780	378	0.2	223	100%	30%	0%	Y – 1 point	6478
100	6200	773	369	0.36	305	100%	98%	100%	Y – 1 point	6478

Baseline Condition

Simulation Goals:

- Lighting meets IES visual requirements
 - **300** lx horizontal 30" above floor
 - **150** lx vertical 18" above work plane
- Lighting meets WELL v2 Pilot (2019) Circadian Lighting Design Credit
 - **100%** of desk locations receive at least **150 EML OR CS > 0.3** (1 point)
 - OR **100%** of desk locations receive at least **240 EML** (3 points)

Simulation Results:

System Output (% lumens)	CCT (K)	Avg E _h (lux)	Avg E _v (lux)	Avg CS	Avg EML	% Views 150+ EML	% Views 240+ EML	% Views CS > 0.3	Meet WELL Requirement?	Annual Energy Usage (kWh)
50	3800	389	191	0.12	112	0%	0%	0%	N	3239
100	3800	780	378	0.2	223	100%	30%	0%	Y – 1 point	6478
100	6200	773	369	0.36	305	100%	98%	100%	Y – 1 point	6478

Simulation Input:

- 5000 annual operating hours
- Typical lighting solution
 - ~~3800 K~~ → **6200 K**
 - (32) 2x2 Recessed LED Luminaires



100% Increase in
annual energy usage

Baseline Condition

Simulation Goals:

- Lighting meets IES visual requirements
 - 300** lx horizontal 30" above floor
 - 150** lx vertical 18" above work plane
- Lighting meets WELL v2 Pilot (2019) Circadian Lighting Design Credit
 - 100%** of desk locations receive at least **150 EML OR CS > 0.3** (1 point)
 - OR **100%** of desk locations receive at least **240 EML** (3 points)

Simulation Results:

System Output (% lumens)	CCT (K)	Avg E _h (lux)	Avg E _v (lux)	Avg CS	Avg EML	% Views 150+ EML	% Views 240+ EML	% Views CS > 0.3	Meet WELL Requirement?	Annual Energy Usage (kWh)
50	3800	389	191	0.12	112	0%	0%	0%	N	3239
100	3800	780	378	0.2	223	100%	30%	0%	Y – 1 point	6478
100	6200	773	369	0.36	305	100%	98%	100%	Y – 1 point	6478

Simulation Input:

- 5000 annual operating hours
- Typical lighting solution
 - ~~3800 K~~ → **6200 K**
 - (32) 2x2 Recessed LED Luminaires



ALTERNATE USAGE SCENARIO

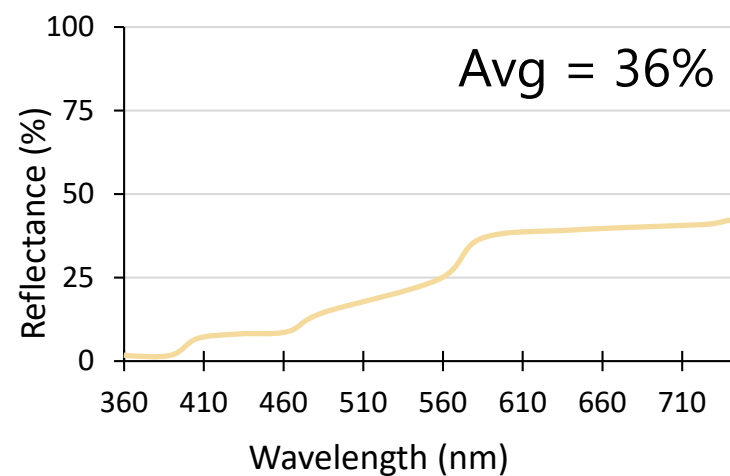
30% Increase in
annual energy usage

Annual Energy Usage w/ 4hr limit (kWh)
4185

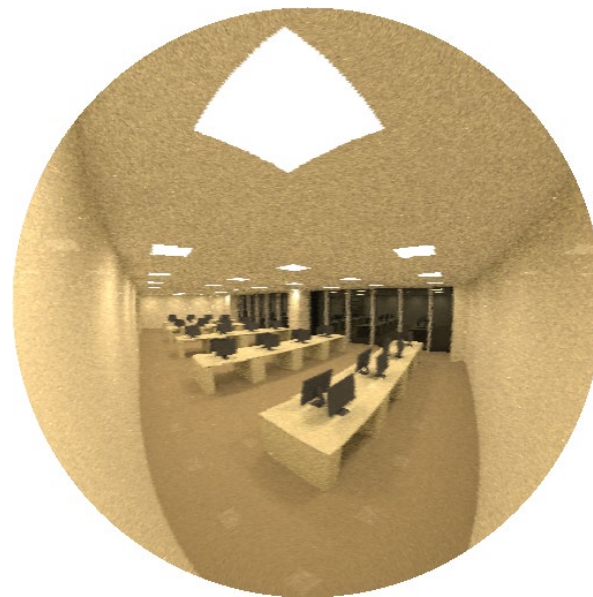
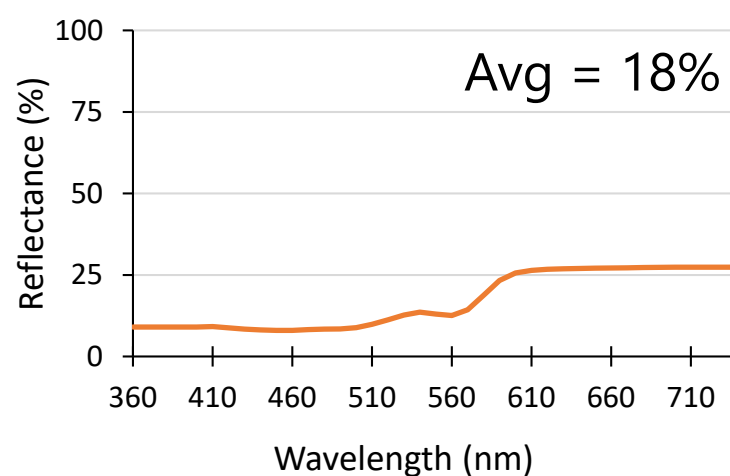
Effects of Surface Reflectance



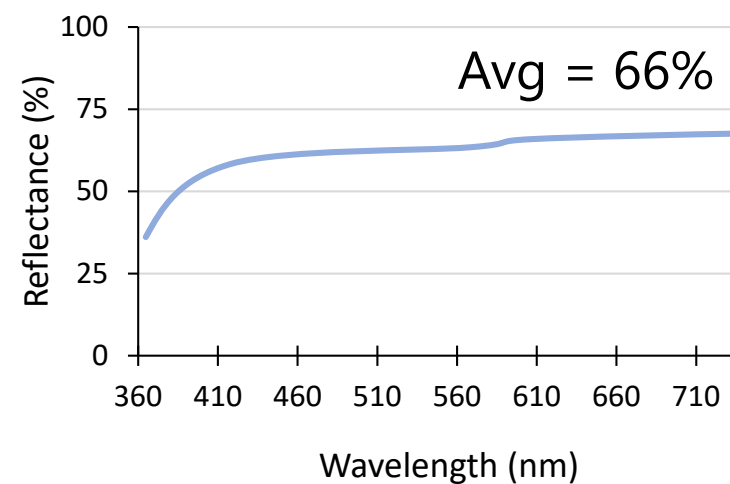
Blonde Finishes



Warm Finishes



Cool Finishes



Effects of Surface Reflectance



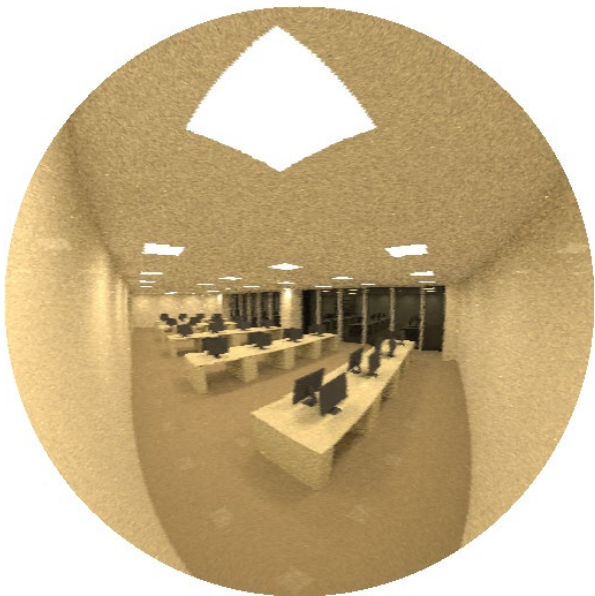
Blonde Finishes

CCT [K]	Avg EML	Avg CS	WELL v2 1 point via EML	WELL v2 1 point via CS	WELL v2 3 points via EML
6200	305	0.36	Y	Y	N
3800	223	0.20	Y	N	N
2700	150	0.30	N	N	N



Warm Finishes

CCT [K]	Avg EML	Avg CS	WELL v2 1 point via EML	WELL v2 1 point via CS	WELL v2 3 points via EML
6200	284	0.35	Y	N	N
3800	202	0.21	Y	N	N
2700	136	0.28	N	N	N



Cool Finishes

CCT [K]	Avg EML	Avg CS	WELL v2 1 point via EML	WELL v2 1 point via CS	WELL v2 3 points via EML
6200	382	0.40	Y	Y	Y
3800	276	0.26	Y	N	N
2700	181	0.33	N	N	N

@ 100% Lumen Output

Lighting recommendations – Beyond visual needs

Equivalent Melanopic Lux (EML) & Circadian Stimulus (CS) Recommendations

- WELL Building Standard v1 (May 2016)
≥250 EML at 75% view positions, 4' AFF, 4 hours
- WELL Building Standard v1 (Q3 2017)
≥200 EML at 75% view positions, 4' AFF, 9 AM – 1 PM
- WELL Building Standard v2 (Q2 2019)
1 pt: ≥150 EML OR ≥0.3 CS at 100% view positions, 4' AFF, 9 AM – 1 PM
3 pts: ≥240 EML at 100% view positions, 4' AFF, 9 AM – 1 PM
- WELL Building Standard v1 (Q4 2019)?
≥150 EML at 100% view positions, 4' AFF, 9 AM – 1 PM (Electric light only)
≥200 EML at 75% view positions, 4' AFF, 9 AM – 1 PM (Electric light and daylight)
- UL Design Guideline 24480 (2020)
≥0.3 CS at 100% view positions, 43" AFF, 2+ hours between 7 AM – 4 PM

Effects of Surface Reflectance – Adjusted for WELL v2 2020



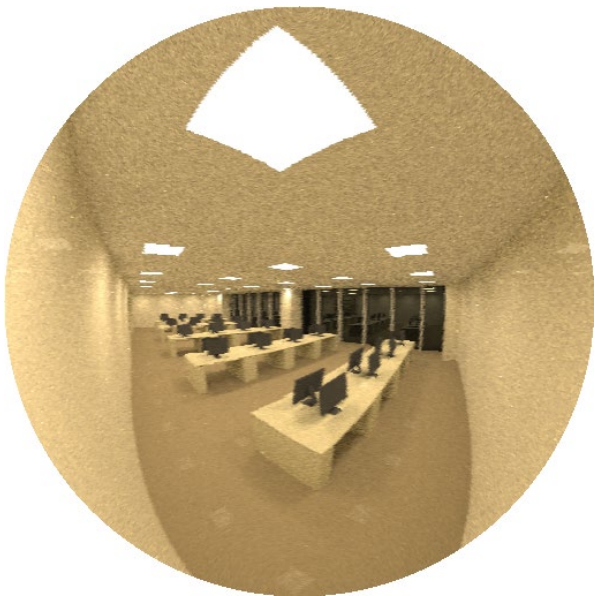
Blonde Finishes

% Lumens	CCT [K]	Avg E _h [lux]	Avg EML	Avg CS
100	6200	773	305	0.36
100	3800	780	223	0.20
75	6200	579	232	0.30



Warm Finishes

% Lumens	CCT [K]	Avg E _h [lux]	Avg EML	Avg CS
100	6200	331	284	0.35
100	3800	331	202	0.21
75	6200	248	212	0.29



Cool Finishes

% Lumens	CCT [K]	Avg E _h [lux]	Avg EML	Avg CS
100	6200	812	382	0.40
100	3800	817	276	0.26
75	6200	609	286	0.35
75	3800	611	205	0.21

(All conditions achieve 150 EML at all view positions)

Key Takeaways

- **It's still the early days!**
 - Science, software, and recommendations are still developing
- **Know your limits**
 - Limitations of simulation tools may have broader impact
- **Spectrum matters**
 - Many surfaces attenuate short wavelengths
- **Optimizing lighting application efficiency requires new tools**
 - Improved software tools allow for more data driven decisions