

# Lighting Uniformity

Item	Eh(lx)	Evmal(lx)	Evsec(lx)	horizontal illumination		vertical illumination		Ra	TK ( K )	
				U1	U2	U3	U4			
I	Amateurtraining	150	—	—	0.4	0.6	—	—	20	4000
II	Non-competition, recreational activities	300/250	—	—	0.4	0.6	—	—	65	4000
III	Domestic amateur game	750/600	—	—	0.5	0.7	—	—	65	4000
IV	Domestic Professional game	1000/800	—	—	0.5	0.7	—	—	65	4000
V	Television broadcasts of the game	—	1000/700	700/500	0.5	0.7	0.3	0.5	65	4000

$$u = E_{\min} / E_{\text{average}}$$

Remark: 1.there are two kind of data in each table, the former is illumination of PPA, the later is for illumination of whole area. For PPA, it couldn't exist shadow.2.Provide a darker background, in order to make a better contrast background for badminton. The illumination of whole area is lower than illumination of PPA.



## Horizontal & Vertical Working Plane

Grid: 128 x 128 Points

$E_{av}$  [lx]  
79

$E_{\min}$  [lx]  
7.79

$E_{\max}$  [lx]  
181

$u_0$   
0.099

$E_{\min} / E_{\max}$   
0.043

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