

I. INTERIOR 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)	Illuminance (Vertical)	Category or Value (lux)	Notes on Illuminance - see end of section	Reference Chapter(s)	
Accounting (see Offices)																								Ch. 11	
Air Terminals																									Ch. 23
(see Transportation Terminals in Section V, Transportation)																									
Armories																				C		A			
Art Galleries (see Museums)																									Ch. 14
Auditoriums																									
Assembly																				C					
Social activity																				B		A			
Banks (see Reading)																									Ch. 11
Lobby																									
General																	(1)		C		A				
Writing area																	(1)		D		A				
Tellers' stations																	(1)		E		A				
ATM facilities — keypad																	(1)		A		C				
ATM facilities — display screen																	(1)		A		B		(2)		
ATM facilities — writing surface																	(1)		D		A				
ATM facilities — surrounding area																	(1)		C		A		(3)		

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Correctional Facilities																								
Cells																			D		B	(4)		Ch. 14
Day rooms																			D		B			
Corridors (see Service Spaces)																								
Court Rooms (see Reading)																								
Seating area (spectators)																			C		A			Ch. 14
Judge and clerk																	(1)		E		C	(5)		
Litigant's table																	(1)		E		C	(6)		
Podium																	(1)		E		C	(5)		
Witness chair																	(1)		D		B			
Dance Halls/Discotheques																								
Dance halls/discotheques																			A		A			
Ballrooms/social events																			B		A			
Depots, Terminals, Stations																								
(see Transportation Terminals in Section V, Transportation)																								Ch. 23
Drafting/Graphic Arts																								
CAD stations only																			C		A			
Mixed CAD and paper task																			D		A			

Food Courts								(9)	D	A	Ch. 13
Garages — Parking (see Outdoor Facilities section)											Ch. 22
Gasoline Stations (see Retail Spaces - Outdoor: Service Station in Section III, Outdoor)											Ch. 17
Graphic Design and Material											
Color selection									F	D	
Charting and mapping									F	D	
Graphs									E	C	
Keylining									F	D	
Layout and artwork									F	D	
Photographs, moderate detail									E	C	
Health Care Facilities											Ch. 16
Ambulance (local)								(10)	E	C	
Anesthetizing								(10)	E	C	
Autopsy and morgue											
Autopsy, general								(10)	E	C	
Autopsy table								(10)	G	E	
Morgue, general								(10)	D	B	
Cardiac function laboratory								(10)	E	C	
Central sterile supply											
Inspection, general									E	C	
Inspection									F	D	
Work areas, general									D	B	
Processed storage									D	B	
Corridors											
Nursing areas, day									C	A	
Nursing areas, night									B	A	
Operating areas, delivery, recovery, and laboratory suite and service									E	A	
Critical care areas											
General								(10)	B	A	
Examination								(10)	E	C	
Surgical task lighting								(10)			(11)
Handwashing								(10)	F		
Cystoscopy room								(10)	E	C	
Dental suite											
General								(10)	D	B	
Instrument tray									E	C	
Oral cavity									G	E	

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Recovery room																								
General																			C		A			
Dialysis unit, medical																			F		D			
Elevators																			B		A			
EKG and specimen room																								
General																	(10)		A		A			
Emergency outpatient																								
General																	(10)		E		C			
Endoscopy rooms																								
General																	(10)		E		C			
Peritoneoscopy																	(10)		D		B			
Culdoscopy																	(10)		D		B			
Eye surgery																	(10)		G		E			
Fracture room																								
General																	(10)		E		C			
Local																	(10)		F		D			
Inhalation therapy																	(10)		D		B			
Laboratories																								
Specimen collecting																	(10)		E		C			
Linens																								
Sorting soiled linen																			D		A			
Central (clean) linen room																			D		A			
Sewing room, general																	(10)		D		B			
Linen closet																			B		A			
Lobby																	(10)		B		A			
Locker rooms																			B		A			
Medical illustration studio																	(10)		F		D			
Medical records																	(10)		E		C			

Nurseries																							
General										(10)	B	A											
Observation and treatment										(10)	E	C											
Nursing stations																							
General										(10)	D	B											
Desk										(10)	E	C											
Corridors, day											B	A											
Corridors, night											A	A											
Medication station										(10)	E	C											
Obstetric delivery suite																							
Labor rooms																							
General											C	A											
Local											E	C											
Birthing room											F	D											
Delivery area																							
Scrub, general										(10)	F	D											
General											G												
Delivery table										(10)	G	E											
Resuscitation										(10)	G	E											
Postdelivery recovery area											E	C											
Occupational therapy																							
Work areas, general										(10)	D	B											
Work tables or benches										(10)	E	C											
Patient rooms																							
General										(10)	B	A											
Observation										(10)	A	A											
Critical examination																							
Reading										(10)	E	C											
Toilets											D	B											
Physical therapy departments											D	A											
Gymnasiums										(10)	D	B											
Tank rooms										(10)	D	B											
Treatment cubicles										(10)	D	B											
Postanesthetic recovery room																							
General											E	C											
Local											G	E											
Pulmonary function laboratories										(10)	E	C											
Radiological suite																							
General										(10)	A	A											
Radiography/fluoroscopy room										(10)	A	A											

Reading (16)										Ch. 11, 12		
Copied tasks												
Microfiche reader										A		A
Photograph, moderate detail										E		
Thermal copy, poor										F		
Photocopies										D		
Photocopies, 3 rd generation										E		
Data processing tasks												
VDT screens										A		A
Impact printer												
good ribbon										D		
2 nd carbon and greater										E		
ink jet/laser printer										D		
keyboard reading										D		
Machine rooms												
Active operations										D		
Tape storage										D		B
Machine area										C		
Equipment service										E		C
Thermal print										E		
Handwritten tasks												
#2 pencil and softer leads										D		
#3 pencil										E		
#4 pencil and harder leads										F		
Ball-point pen										D		
Felt-tip pen										D		
Handwritten carbon copy										E		
White boards												B
Chalk boards												E
Printed tasks												
6-point type										E		
8- and 10-point type										D		
Glossy magazines										D		
Maps										E		
Newsprint										D		
Typed originals										D		
Telephone books										E		
Residences												
General lighting										B		
Conversation, relaxation, and entertainment										A		A
Passage areas (circulation)										A		A

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Specific visual tasks	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)	Illuminance (Vertical)	Category or Value (lux)	Notes on Illuminance - see end of section	Reference Chapter(s)
Dining																				B					
Grooming																									
Makeup and shaving																				D		B			
Dressing evaluation (mirror)																				D		B			
Handcrafts and hobbies																									
Ordinary tasks (e.g., crafts)																				D		B			
Difficult tasks (e.g., sewing)																				E		C			
Critical tasks (e.g., workbench)																				F		D			
Easel hobbies																						D			
Ironing																				D					
Kitchen counter																									
Critical seeing (e.g., cutting)																				E		C			
General																				D		B			
Kitchen range																									
Difficult seeing (e.g., cooking)																				E		C			
Kitchen sink																									
Difficult seeing																				E		C			
Noncritical (clean up)																				D		B			
Laundry																				D		A			
Music study (piano, organ)																				D		B			
Reading																									
In a chair (casual)																				D		B			
In a chair (serious)																				E		C			
In bed (casual)																				D		B			

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Direct Glare				
Flicker (and Strobe)				
Light Distribution on Surfaces				
Light Distribution on Task Plane (Uniformity)				
Luminances of Room Surfaces				
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Reflected Glare				
Shadows				
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Surface Characteristics				
System Control and Flexibility				
Special Considerations				
Notes on Special Considerations				
Illuminance (Horizontal)				
Category or Value (lux)				
Illuminance (Vertical)				
Category or Value (lux)				
Notes on Illuminance - see end of section				
Reference Chapter(s)				
Notes:				
(1) Consider lighting for video cameras.				
(2) Maximum illuminance.				
(3) At ground level.				
(4) The minimum illuminance in a prison cell is 200 lx (20 fc); 300 lx (30 fc) should be provided for reading at the head of the bed.				
(5) Adjustable task lighting recommended.				
(6) Task lighting recommended, possibly located in ceiling.				
(7) Degradation factors important to consider.				
(8) In the display plane.				
(9) Special lighting for signage or banners may be required.				
(10) See Chapter for special considerations.				
(11) Refer to Chapter 16, Health Care Facility Lighting, for specific recommendations for surgical task lighting.				
(12) At 30" above floor.				
(13) Design issues, including illuminances, can be listed for room or space. Refer to specific task under "Reading" or "Graphic Design and Materials", for example.				
(14) Lighting should be flexible to accommodate changes in office furniture.				
(15) Acoustical aspects of luminaires need to be considered.				
(16) Design issues and illuminances listed for the task. See "Offices" or "Educational Facilities", for example, for additional considerations for the room.				