


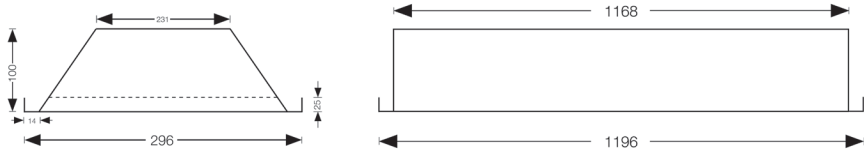
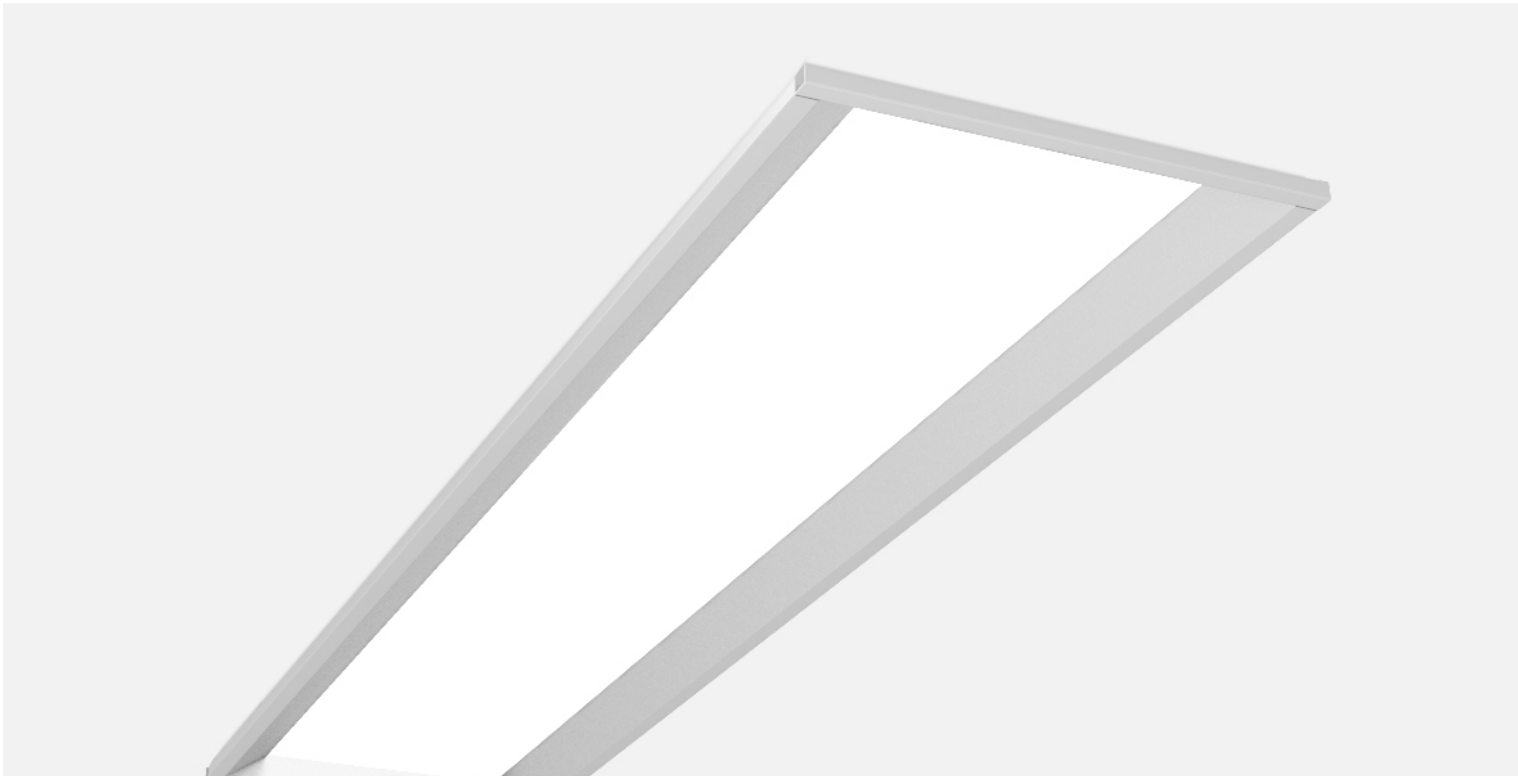


CULTURA FAMILY BROCHURE

CULTURA PLUS


Cultura Plus was our first recessed office luminaire, and remains the flagship. The light source is setback in the fixture to reduce glare and create a beautiful aesthetic. A high performance microprismatic diffuser allows us to not just illuminate horizontal surfaces, but vertical surfaces and faces too. A 3 x 2 LED board configuration ensures that the diffuser is homogenous and allows us to offer performance circadian options.

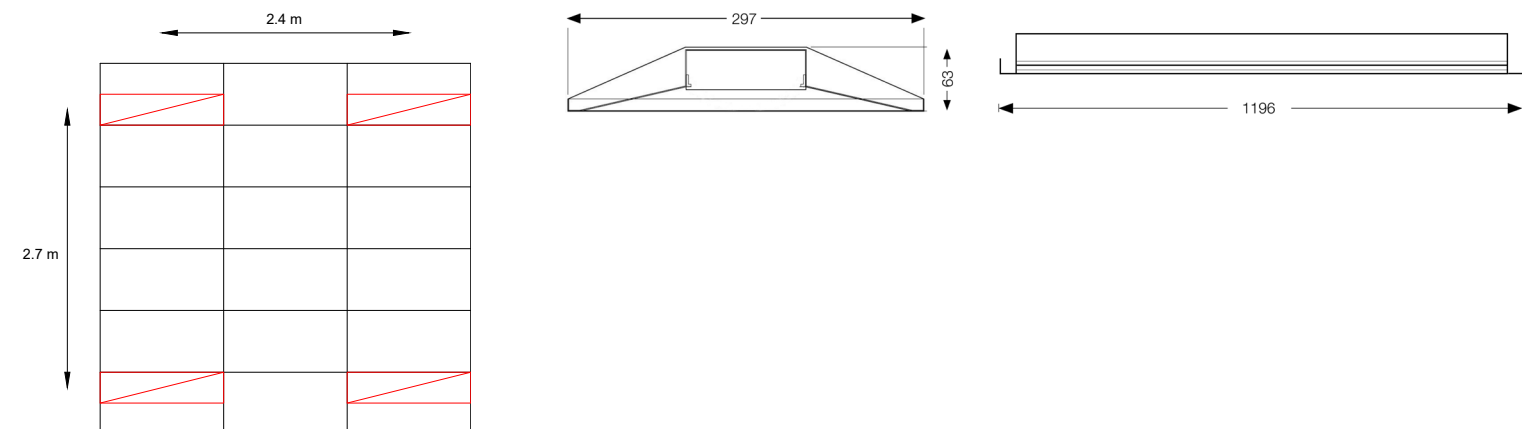
EFFICACY	114.7 lm/W
TYPICAL POWER DENSITY	3.49 W/m ²
TYPICAL UGR (large open office)	19
TYPICAL UGR (small office)	19
TYPICAL VERTICAL ILLUMINANCE (for seated workers at 1.2m)	Avg 171 lx
TYPICAL CYLINDRICAL ILLUMINANCE (for seated workers at 1.2m)	Avg 167 lx
TYPICAL FACIAL MODELLING RATIO	0.489
TYPICAL CEILING ILLUMINANCE (as % of working plane)	20.2 %
TYPICAL WALL ILLUMINANCE (as % of working plane)	54.2 %
Beyond Vision™ Capable	



CULTURA SOFT FLAT


Cultura Soft Flat is the all rounder. It's efficient, low glare, adaptable to a range of different spacings, and has a great aesthetic.

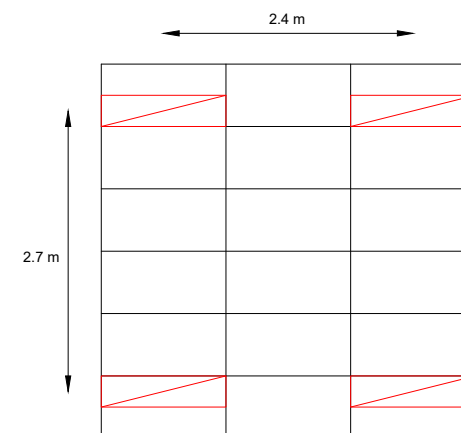
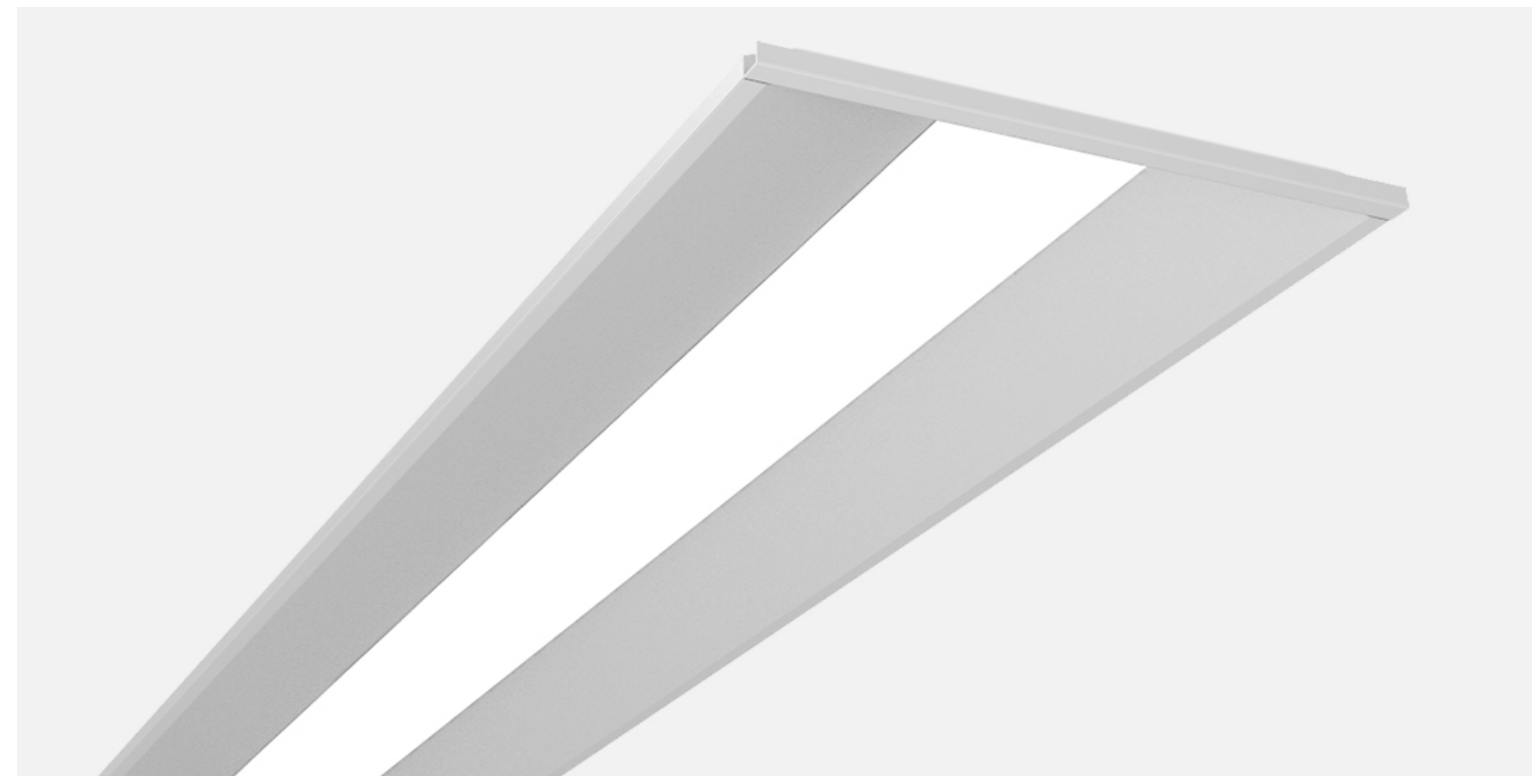
EFFICACY	93 lm/W
TYPICAL POWER DENSITY	4.42 W/m ²
TYPICAL UGR (large open office)	19
TYPICAL UGR (small office)	19
TYPICAL VERTICAL ILLUMINANCE (for seated workers at 1.2m)	Avg 176 lx
TYPICAL CYLINDRICAL ILLUMINANCE (for seated workers at 1.2m)	Avg 175 lx
TYPICAL FACIAL MODELLING RATIO	0.501
TYPICAL CEILING ILLUMINANCE (as % of working plane)	20.3 %
TYPICAL WALL ILLUMINANCE (as % of working plane)	54.9 %
Beyond Vision™ Capable	



CULTURA SOFT CURVED


To create brighter spaces, we need more light on vertical surfaces. The rounded diffuser pushes more light out laterally resulting in brighter walls, happier faces and improved uniformity on task areas.

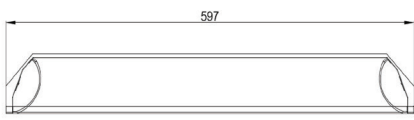
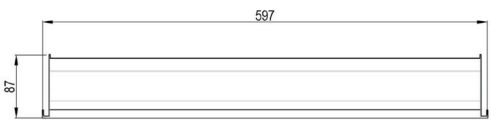
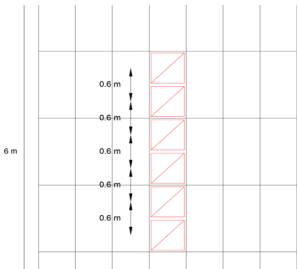
EFFICACY	104 lm/W
TYPICAL POWER DENSITY	3.97 W/m ²
TYPICAL UGR (large open office)	22
TYPICAL UGR (small office)	19
TYPICAL VERTICAL ILLUMINANCE (for seated workers at 1.2m)	Avg 182 lx
TYPICAL CYLINDRICAL ILLUMINANCE (for seated workers at 1.2m)	Avg 185 lx
TYPICAL FACIAL MODELLING RATIO	0.525
TYPICAL CEILING ILLUMINANCE (as % of working plane)	20.9 %
TYPICAL WALL ILLUMINANCE (as % of working plane)	61.5 %
Beyond Vision™ Capable	



CULTURA VC

The Cultura VC was designed for a specific purpose - Video Conferencing. The challenge with Video Conferencing lighting is achieving sufficient vertical illuminance on the occupants faces without causing excessive glare. Often a pendant luminaire is required to achieve adequate light levels, but the Cultura VC can get you there with a standard recessed layout.


EFFICACY	123 lm/W
TYPICAL POWER DENSITY	7.82 W/m ²
TYPICAL UGR (for seated meeting positions)	10
TYPICAL VERTICAL ILLUMINANCE (for seated workers at 1.2m)	Avg 411 lx
TYPICAL CYLINDRICAL ILLUMINANCE (for seated workers at 1.2m)	Avg 281 lx
TYPICAL FACIAL MODELLING RATIO	0.42
TYPICAL CEILING ILLUMINANCE (as % of working plane)	17.6 %
TYPICAL WALL ILLUMINANCE (as % of working plane)	43.2 %
Beyond Vision™ Capable	

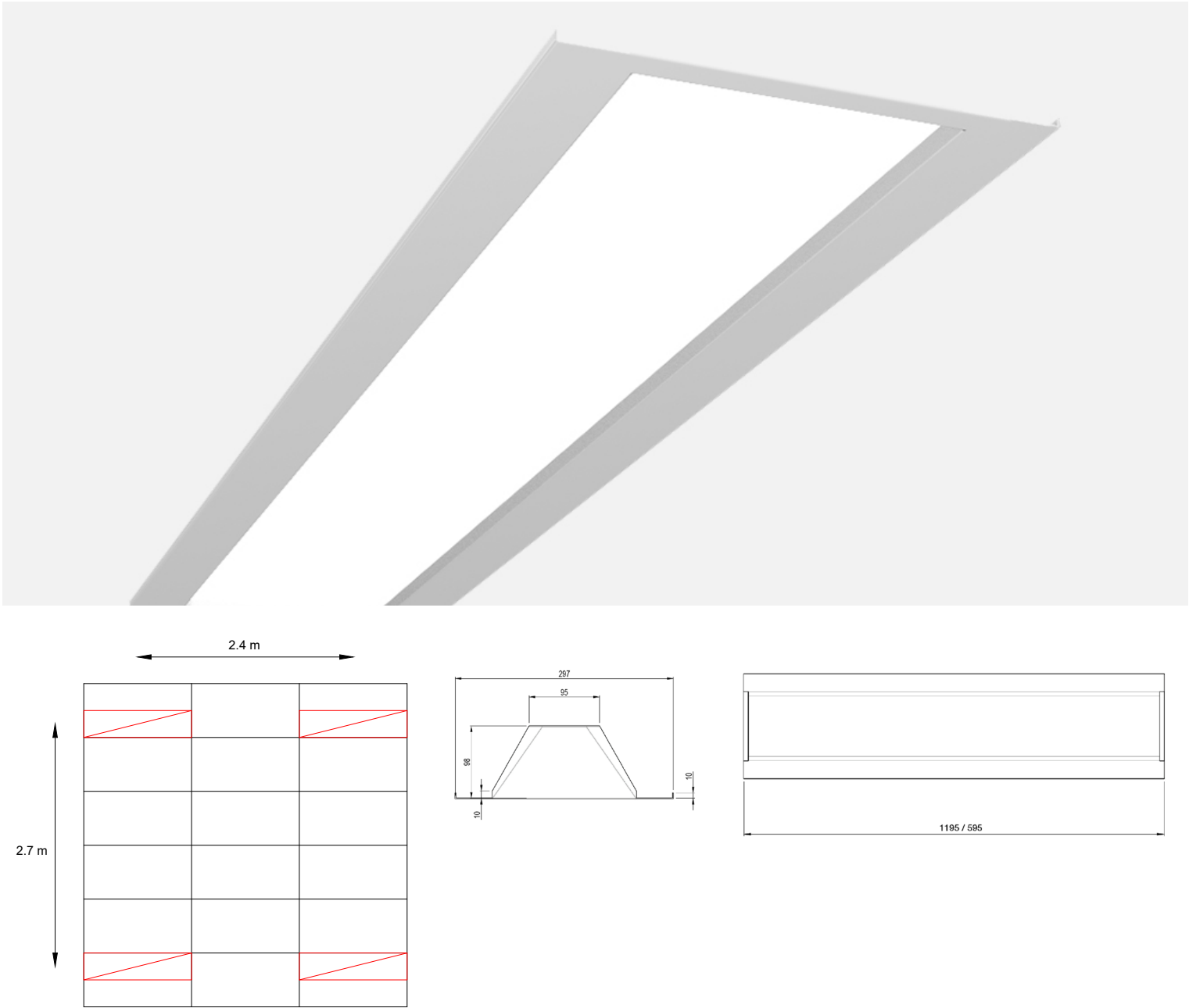


NOTE: Calculations based on typical 6 m x 4 m boardroom layout.

CULTURA BASE


The Cultura Base was designed for Base Build projects, with less features and a lower price. We haven't sacrificed on quality though - the Cultura base uses the same high quality LED boards, drivers, and diffuser as its Cultura siblings.

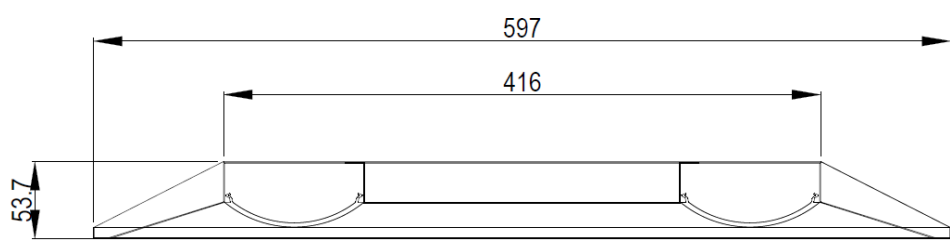
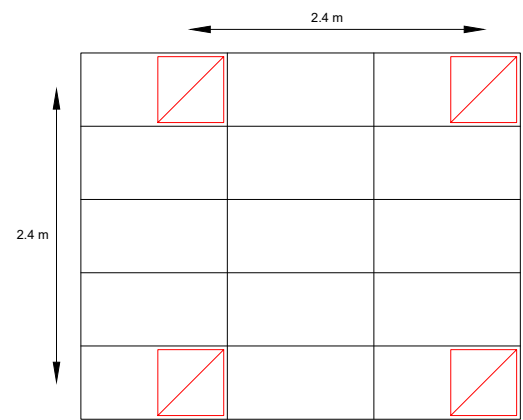
EFFICACY	112 lm/W
TYPICAL POWER DENSITY	3.65 W/m ²
TYPICAL UGR (large open office)	22
TYPICAL UGR (small office)	19
TYPICAL VERTICAL ILLUMINANCE (for seated workers at 1.2m)	Avg 175 lx
TYPICAL CYLINDRICAL ILLUMINANCE (for seated workers at 1.2m)	Avg 172 lx
TYPICAL FACIAL MODELLING RATIO	0.497
TYPICAL CEILING ILLUMINANCE (as % of working plane)	20.6 %
TYPICAL WALL ILLUMINANCE (as % of working plane)	57.3 %
Beyond Vision™ Capable	



CULTURA DUO CURVED

Cultura DUO is designed to efficiently illuminate workspace areas, providing optimal horizontal and maximum vertical illumination. PMMA curved diffuser for photometric performance and uniformity.

EFFICACY	107.6 lm/W
TYPICAL POWER DENSITY	3.81 W/m ²
TYPICAL UGR (large open office)	22
TYPICAL UGR (small office)	19
TYPICAL VERTICAL ILLUMINANCE (for seated workers at 1.2m)	Avg 182 lx
TYPICAL CYLINDRICAL ILLUMINANCE (for seated workers at 1.2m)	Avg 186 lx
TYPICAL FACIAL MODELLING RATIO	0.534
TYPICAL CEILING ILLUMINANCE (as % of working plane)	21.1 %
TYPICAL WALL ILLUMINANCE (as % of working plane)	63.3 %
Beyond Vision™ Capable	



DEFINITIONS



	PLUS (2500 lm) 2.4 m x 2.7 m	SOFT FLAT (2570 lm) 2.4 m x 2.7 m	SOFT CURVE (2575 lm) 2.4 m x 2.7 m	BASE (2550 lm) 2.4 m x 2.7 m	DUO 2565 lm) 2.4 x 2.7
EFFICACY	114.7 lm/W	93 lm/W	104 lm/W	112 lm/W	107.6 lm/W
TYPICAL POWER DENSITY	3.49 W/m2	4.42 Wm2	3.97 W/m2	3.65 W/m2	3.81 W/m2
TYPICAL UGR (large open office)	Max 19	Max 19	Max 22	Max 22	Max 23
TYPICAL UGR (small office)	2250 lm output: Max 19	2360 lm output: Max 19	2360 lm output: Max 19	2340 lm output: Max 19	2350 lm output: Max 19
TYPICAL VERTICAL ILLUMINANCE (for seated workers at 1.2m)	Avg 171 lx	Avg 176	Avg 182	Avg 175 lx	Avg 182
TYPICAL CYLINDRICAL ILLUMINANCE for seated workers at 1.2m)	Avg 167 lx	Avg 175	Avg 185	Avg 172 lx	Avg 186
TYPICAL FACIAL MODELLING RATIO	0.489	0.501	0.525	0.497	0.534
TYPICAL CEILING ILLUMINANCE (as % of working plane)	20.2%	20.3%	20.9%	20.6%	21.1%
TYPICAL WALL ILLUMINANCE (as % of working plane)	54.2%	54.9%	61.5%	57.3%	63.3%

EFFICACY
A measure of a luminaire’s efficiency to produce light from power.

POWER DENSITY
The amount of power used to illuminate 1m2 to an appropriate level (in offices 320lx average).

TYPICAL UGR
Unified Glare Ratio or UGR is a metric relating to the glare experienced by users in continually occupied spaces. Higher values relate to higher glare.

VERTICAL ILLUMINANCE
The amount of light hitting a vertical plane at 1.2m (typical seated eye height). This metric is useful for assessing facial illumination and Equivalent Melanopic Lux for the Well Building Standard.

CYLINDRICAL ILLUMINANCE
The average amount of light hitting all vertical planes at 1.2m (typical seated eye height). This metric is useful for assessing face illumination from mulitple orientations.

FACIAL MODELLING RATIO
The ratio of between the cylindrical illuminance and horizontal illuminance for worker locations at seated eye height. The modelling ratio indicates how strongly a person’s features will be ‘modelled’ by the light source and values between 0.3 (stronger shadows) and 0.6 (flatter shadows) are recommended.

CEILING ILLUMINANCE (AS % OF WORKING PLANE)
Useful for indicating how ‘bright’ the ceiling will appear compared with the horizontal surfaces. 30 - 90% is considered good practice.

WALL ILLUMINANCE (AS % OF WORKING PLANE)
Useful for indicating how ‘bright’ the wall will appear compared with the horizontal surfaces. 50 - 80% is considered good practice.