

Date:
17/03/2020



BGW2 Renders

Content

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Site 1

Building 2

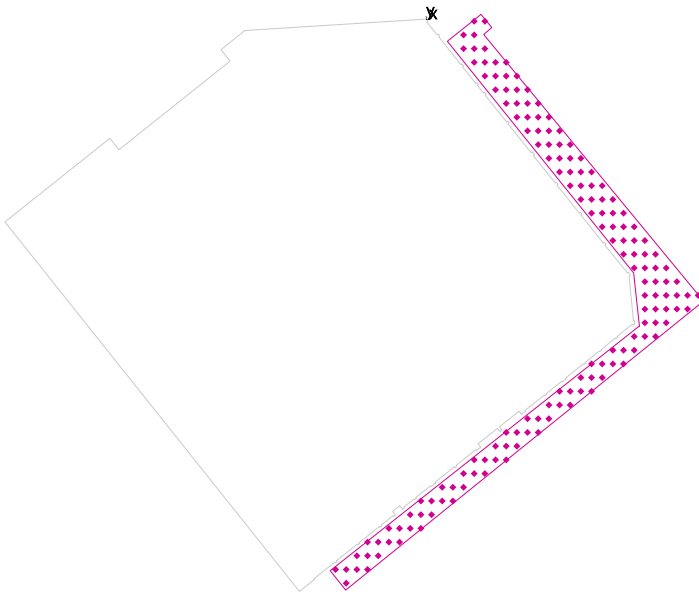
Storey 1

Calculation surface 1 / Horizontal illuminance..... 3

Space 1

Views..... 6

Calculation surface 1 / Horizontal illuminance



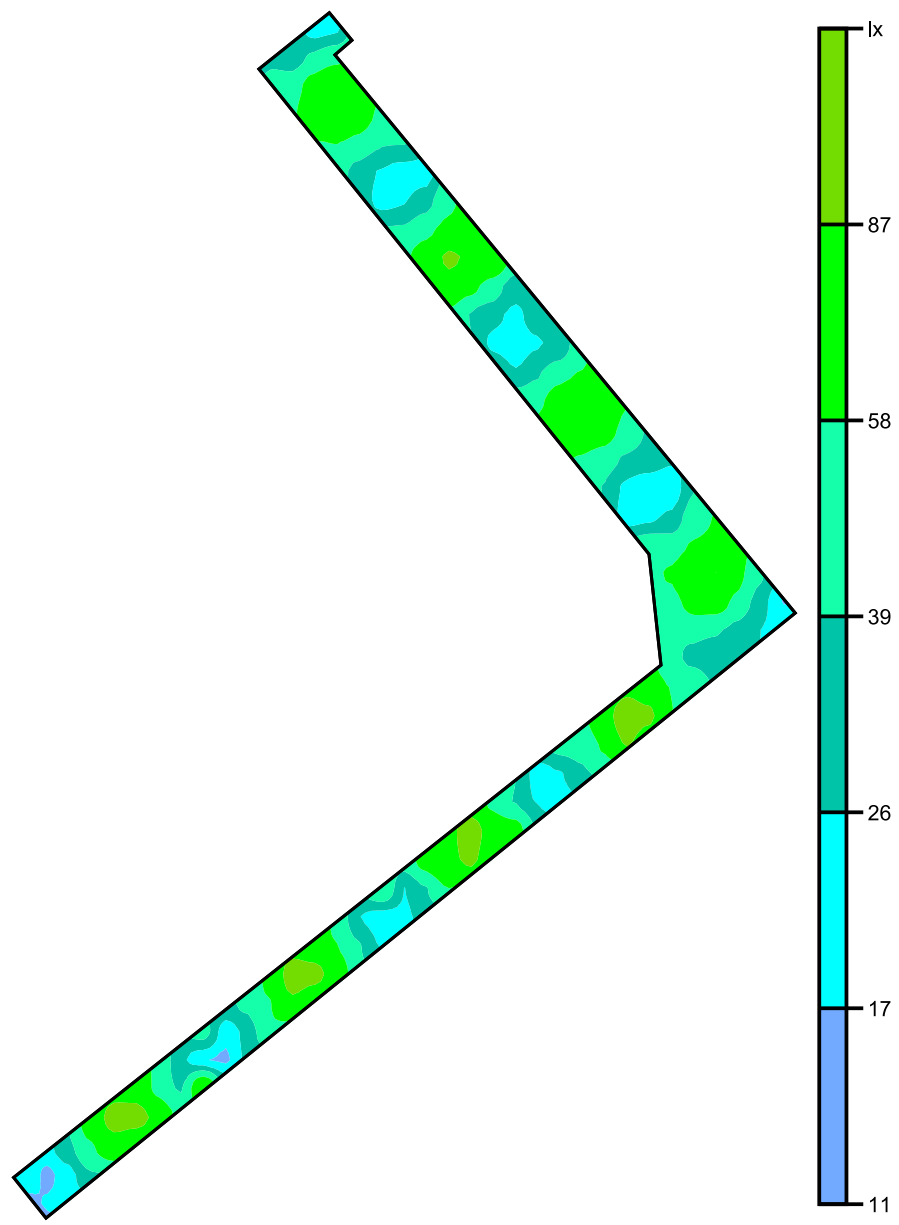
Calculation surface 1: Horizontal illuminance (Grid)

Light scene: Light scene 1

Average: 50.1 lx, Min: 15.2 lx, Max: 98.6 lx, Min/average: 0.30, Min/max: 0.15

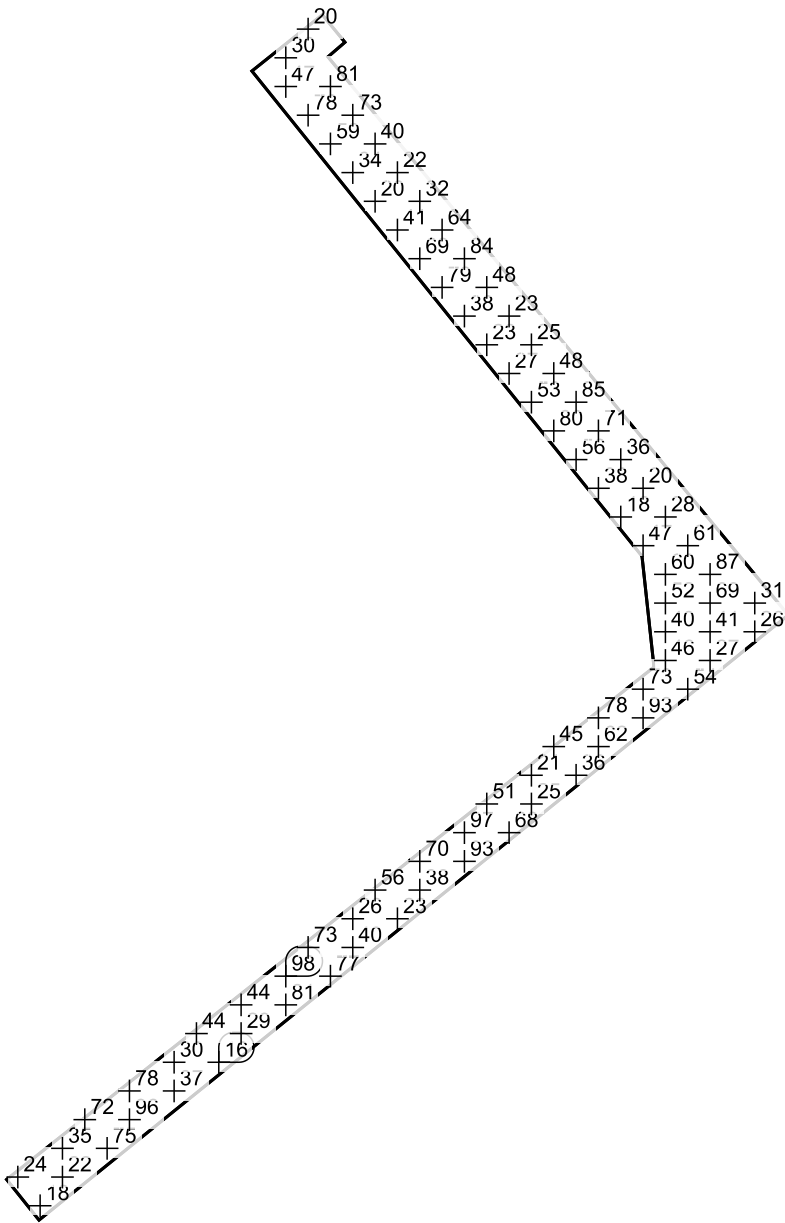
Height: 0.000 m

False colours [lx]



Scale: 1 : 750

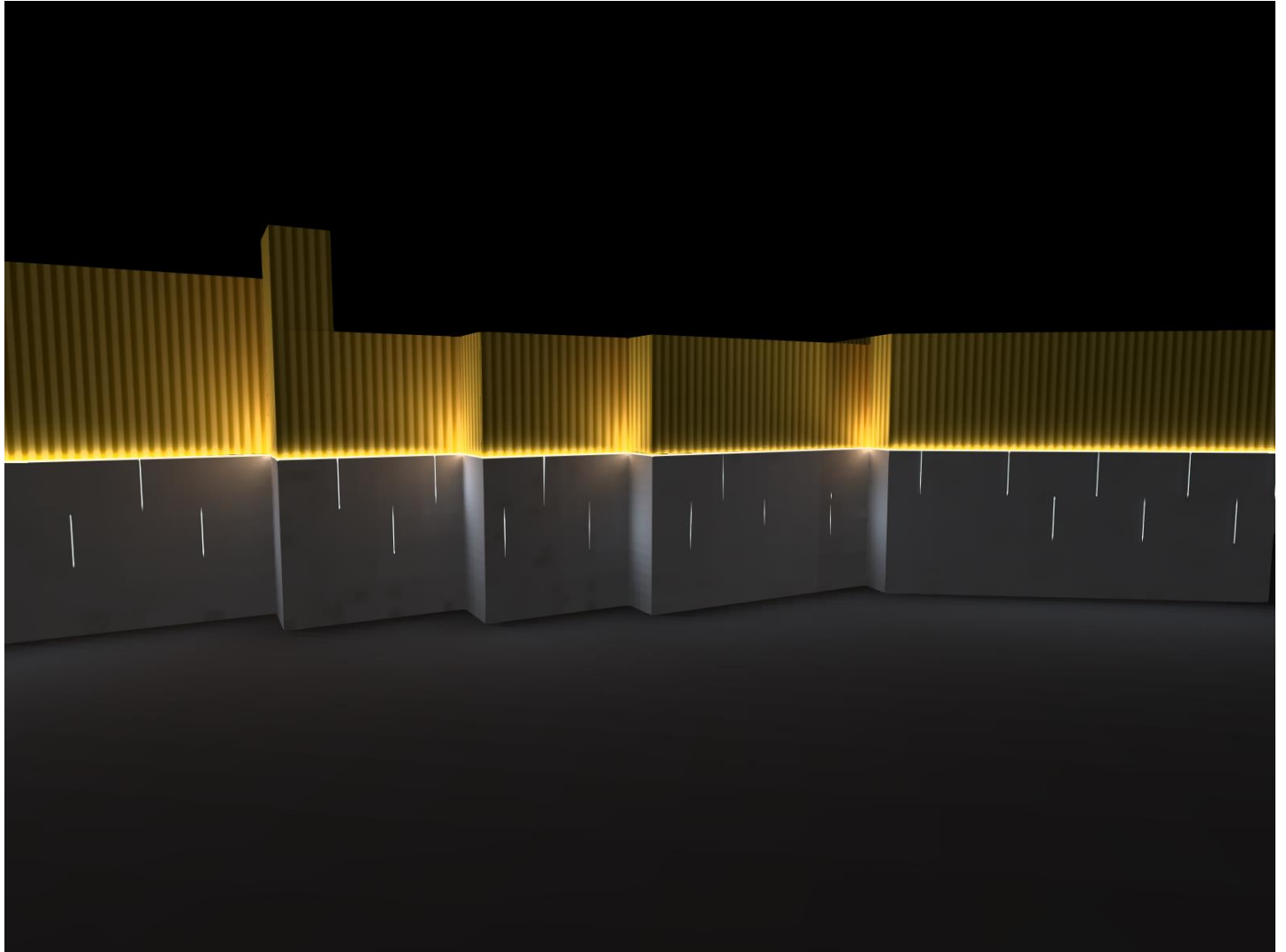
Value grid [lx]



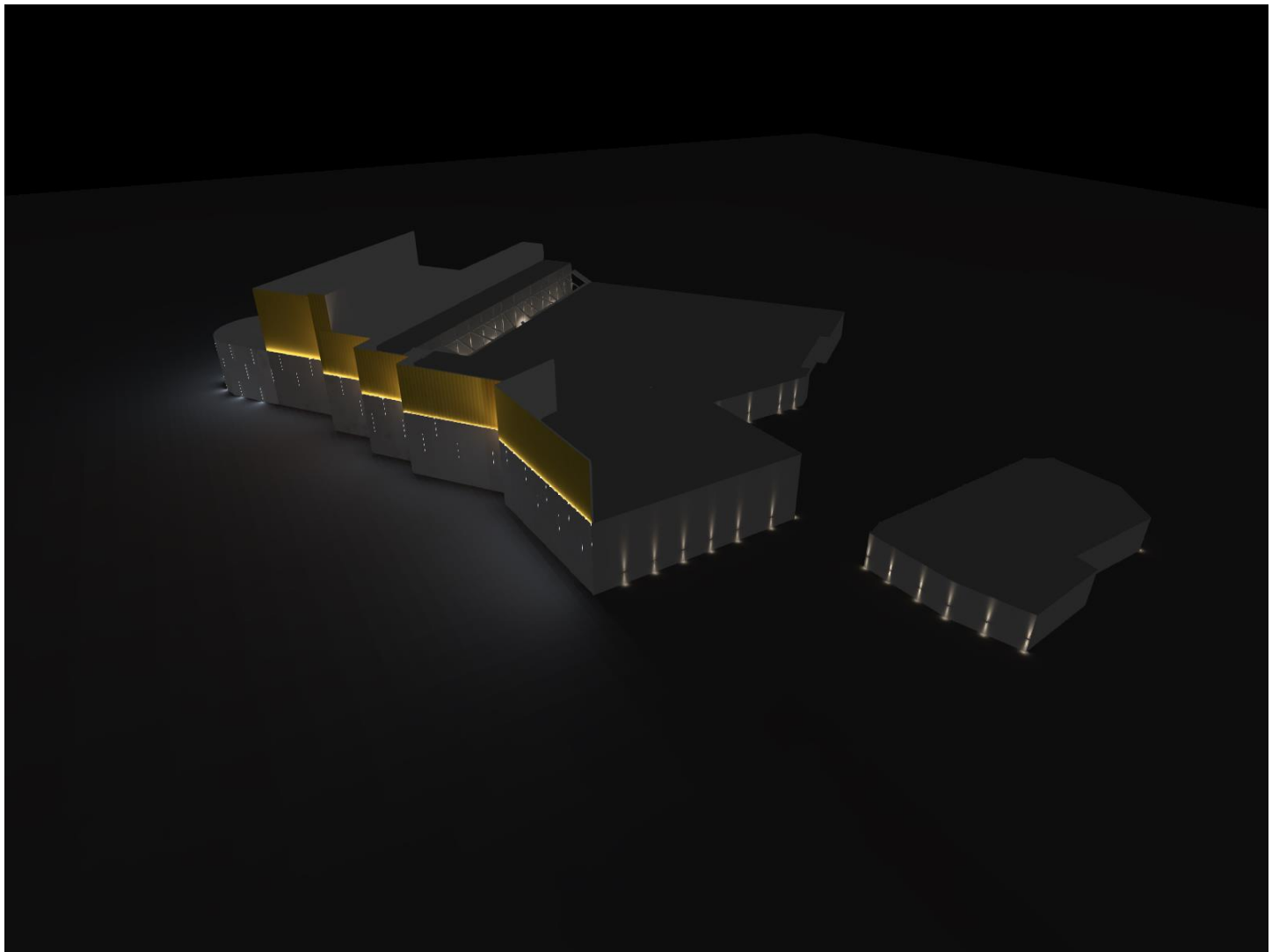
Scale: 1 : 750

Space 1

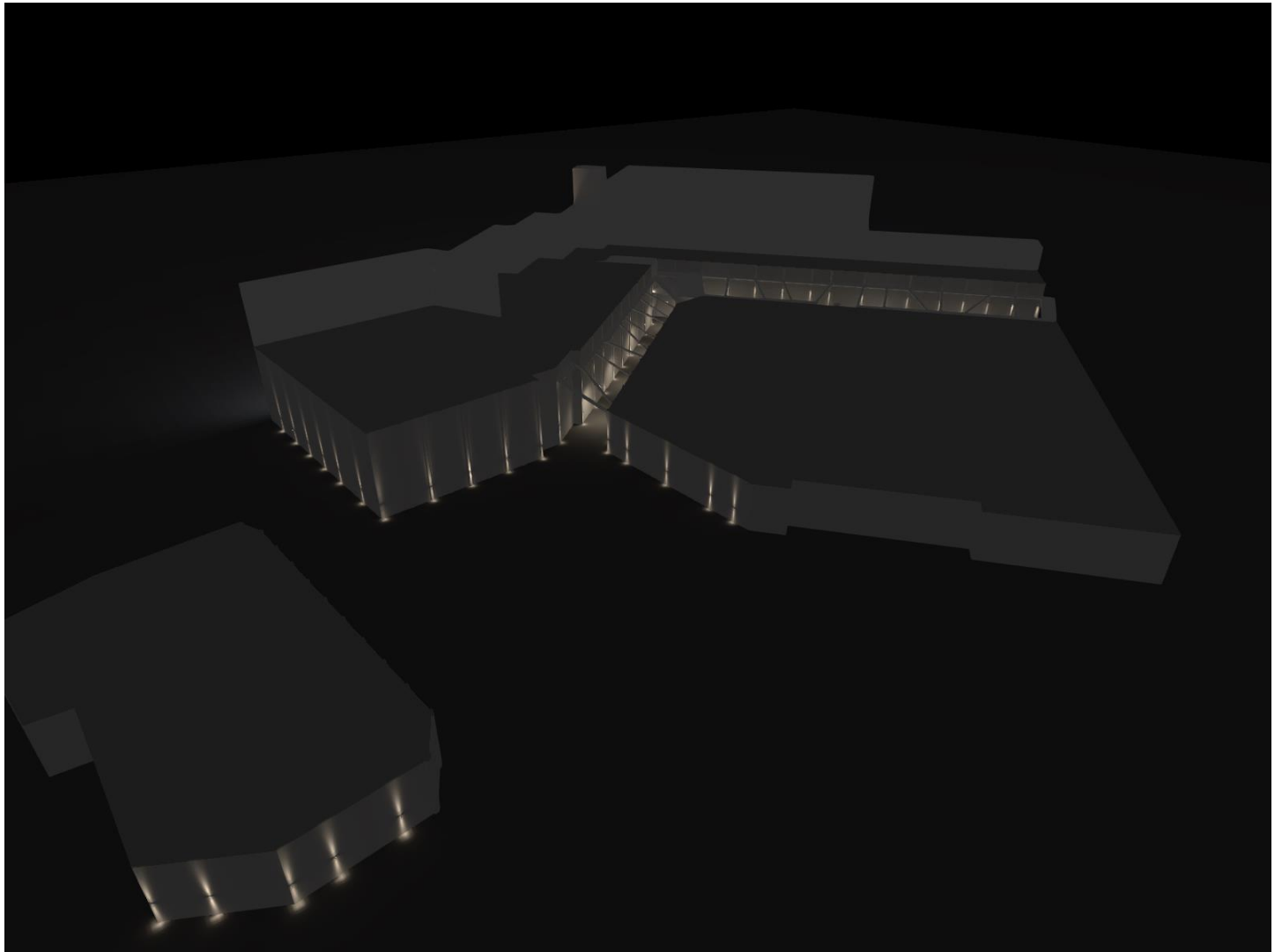
1



2



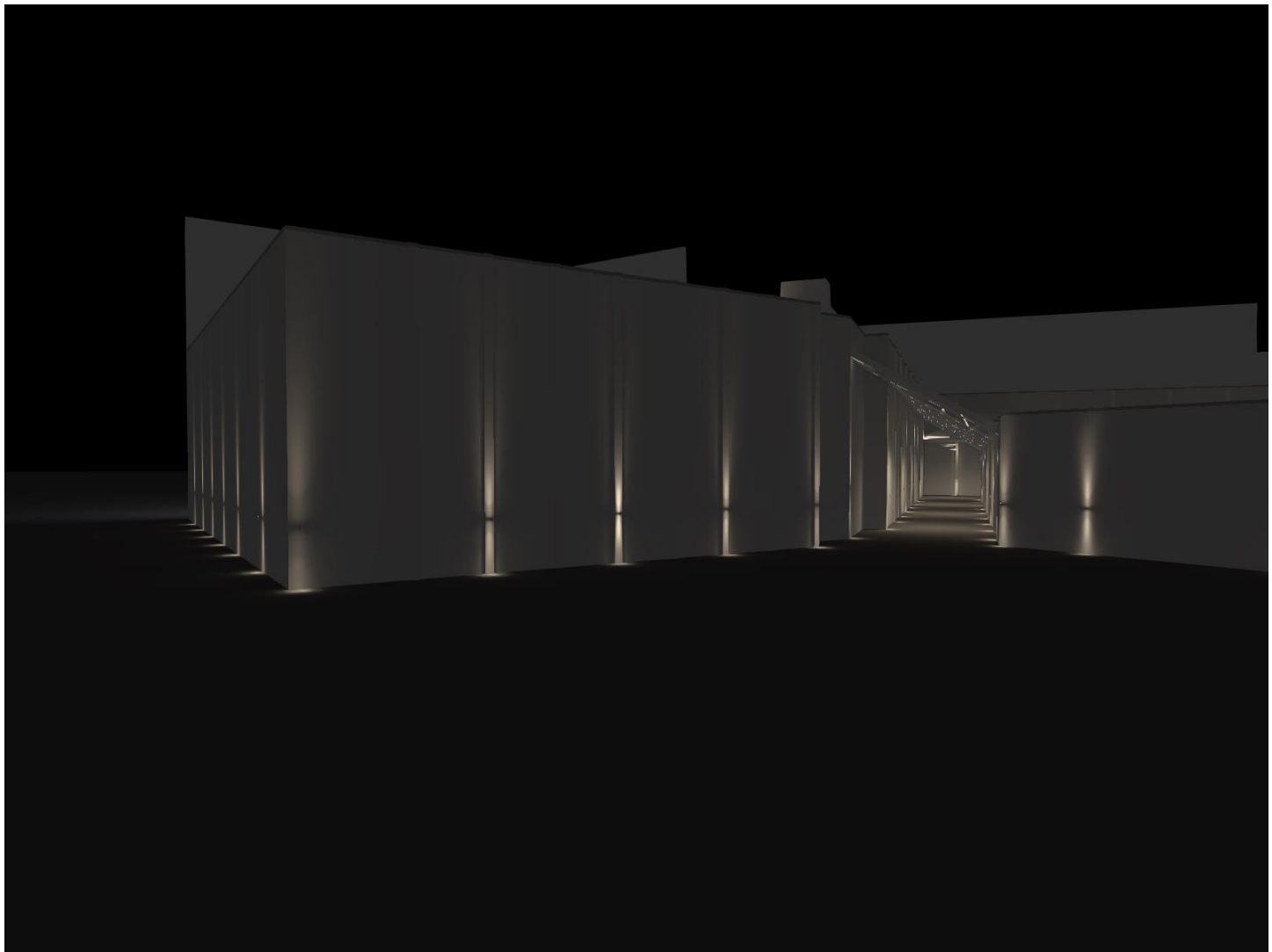
3



4



5



6

