

Assignment Two – Part 2

A Personnel Lighting Analysis – Part Two

With your analysis complete, the second part of this assignment is to propose and demonstrate a solution to improve or enhance the lighting quality at **ONE of your task locations** - a space where you **Eat, Study, Dress, or Groom**.

Lighting is visual, and lighting designers spend a great deal of their time testing light to see its results, turning on fixtures and lamps to see how they perform, or building mock-ups to demonstrate a lighting effect or model of a luminaire.

You are asked to 1) develop a solution to fix a problem area, and 2) perform a mock-up to demonstrate your solution. Your solutions may be temporary, as a quick test, but with real light sources to demonstrate the intent, effect, output, and/or distribution. Here are a few suggestions to improve the quality of light:

- Move existing fixtures around to improve lighting distribution or uniformity
- Add new fixture(s) to improve the quantity of lighting, or create a lighting effect
- Alter temporarily an existing fixtures distribution or output, or change the existing lamps
- Fabricate a new light fixture made of paper and plastic to simulate a proposed fixture

Documentation must include the following:

- Text and Diagrams to propose a solution
- Photos demonstrating a before and after effect
- Image or catalog cut of the light fixture(s) intended for a proposed real solution
- A personnel comment describing the intent and results.

Deadlines: 10 April – Desk Crit – Bring in progress images, photos, drawings, etc. to demonstrate what you have been exploring for the last week. Documentation should show detailed progress.

17 April – Final – Hand in your documentation of your proposed solution and mock-up. (Format: 8.5 x 11, stapled sheets)