

COMUNE DI PARTANNA

PROVINCIA DI TRAPANI

Via XX Settembre n°15

LAVORI DI MIGLIORAMENTO E/O ADEGUAMENTO ALLE NORMATIVE ANTISISMICHE DELL'EDIFICIO DI PROPRIETA' COMUNALE ADIBITO A SCUOLA ELEMENTARE DENOMINATO PLESSO DI VIA MESSINA N. 4, NONCHE' ALL'ADEGUAMENTO IMPIANTISTICO ALLA NORMATIVA VIGENTE. CUP. I36E1800012001 IDENTIFICATO CON IL CODICE 0810152624. FINANZIAMENTO PRESIDENZA DEL CONSIGLIO DEI MINISTRI "DIPARTIMENTO CASA ITALIA"



Il Progettista:

Ing. Antonio Di Giovanni



IL R.U.P

N° ELABORATO

Elab. 30

TITOLO

PROGETTO ILLUMINAZIONE:

**Verifiche Illuminotecniche
Ambienti Scuola**

SCALA

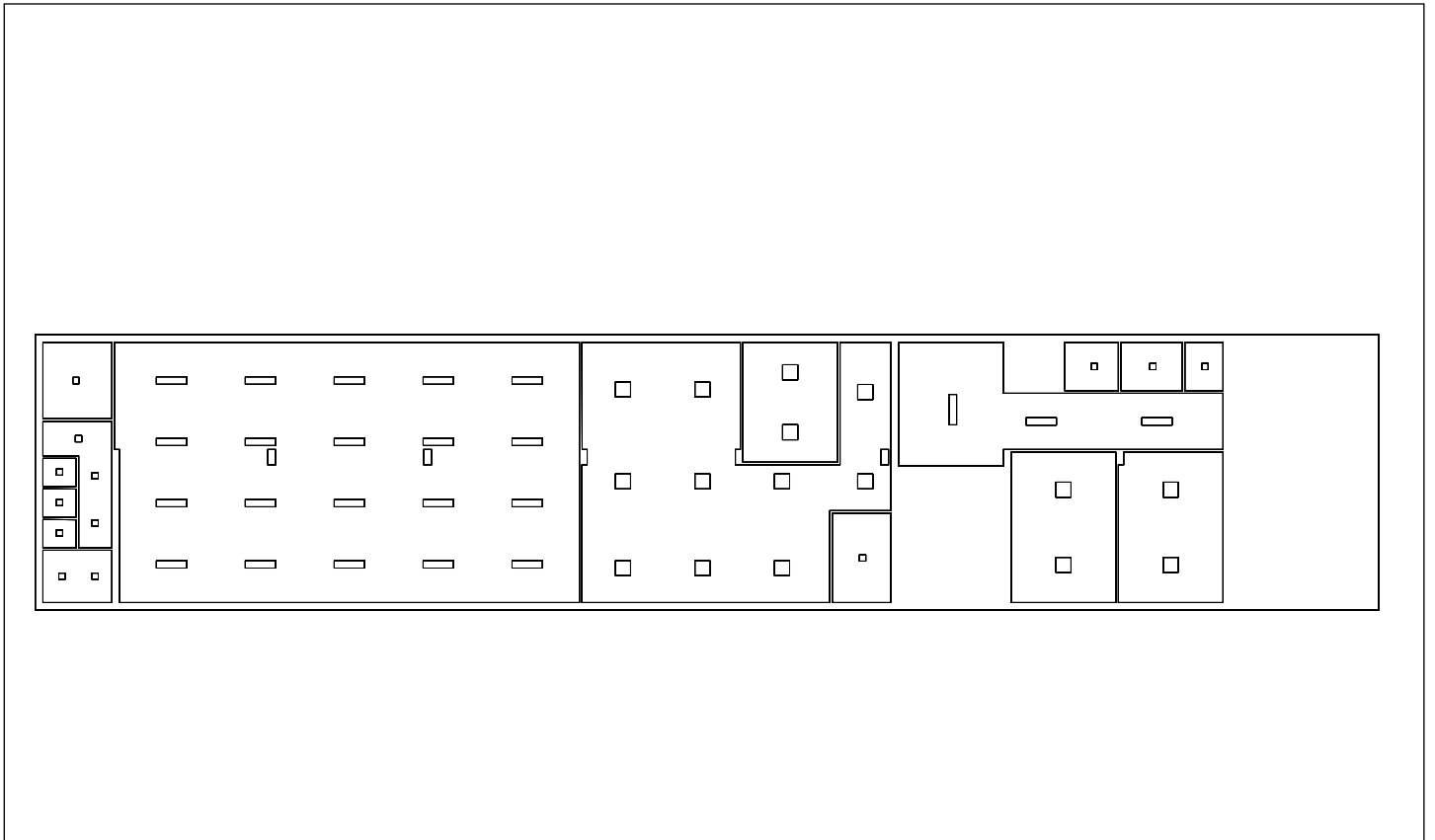
DATA

Settembre 2020

FILE :

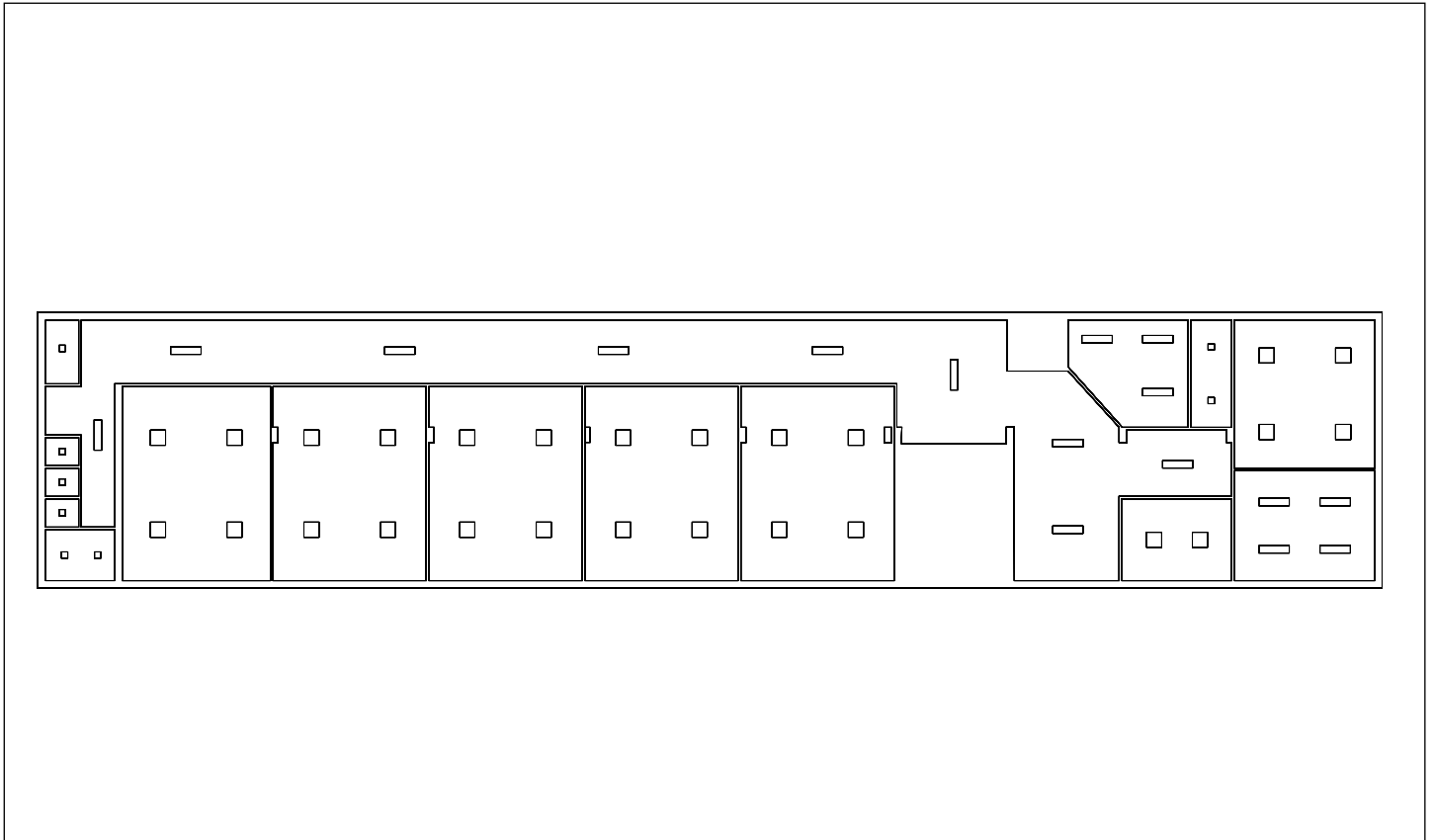
Progetto illuminotecnico scuola Partanna TP

Piano Terra



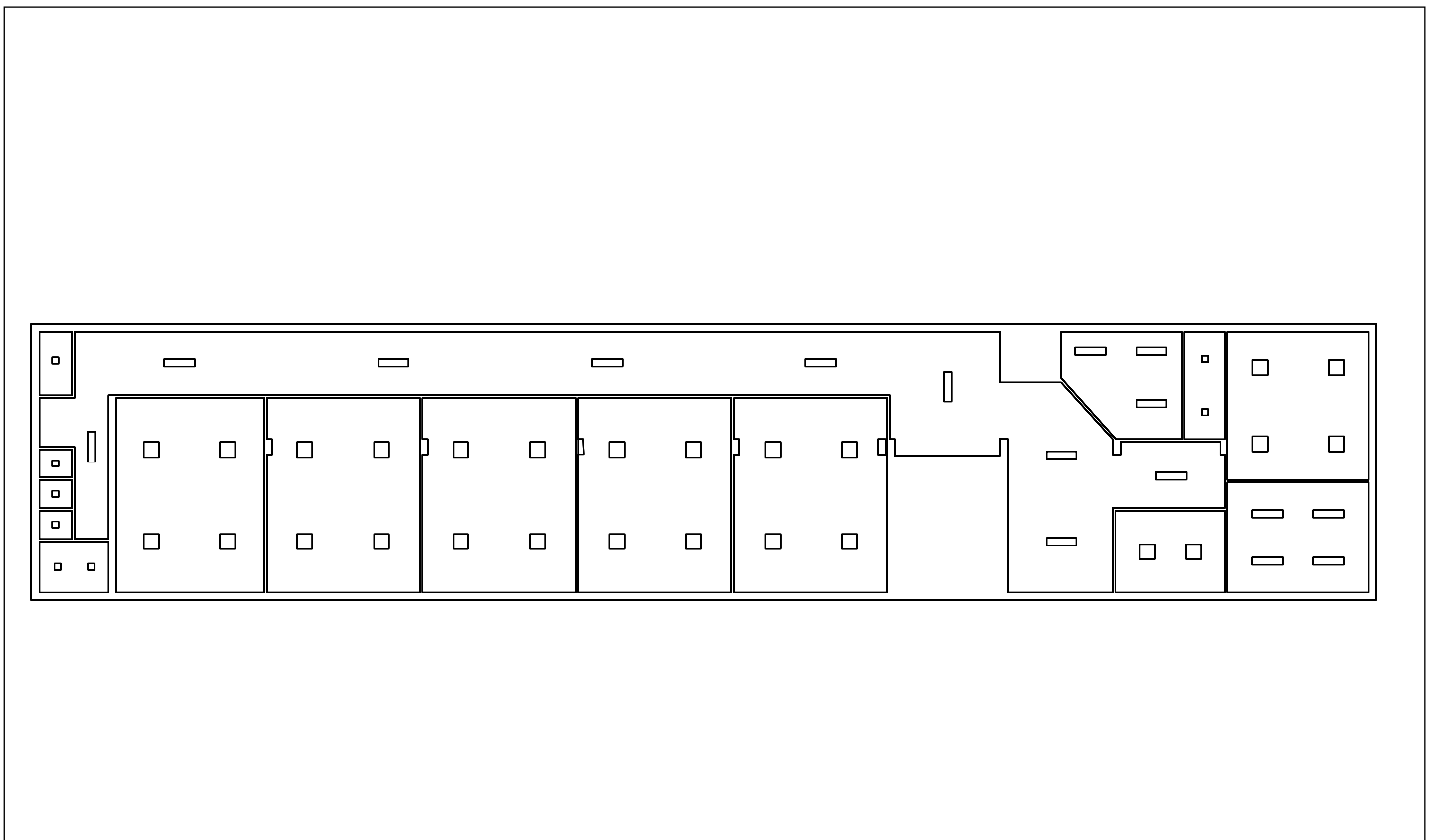
Scala: 1 : 293

Piano primo



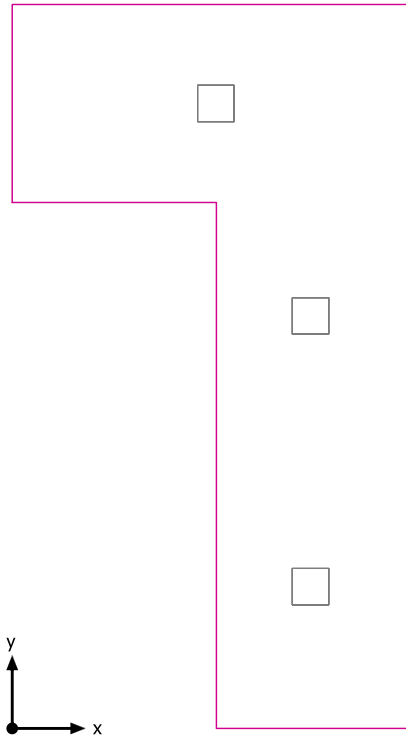
Scala: 1 : 293

Piano secondo



Scala: 1 : 293

Superficie utile (Anti wc) / Illuminamento perpendicolare (adattivo)



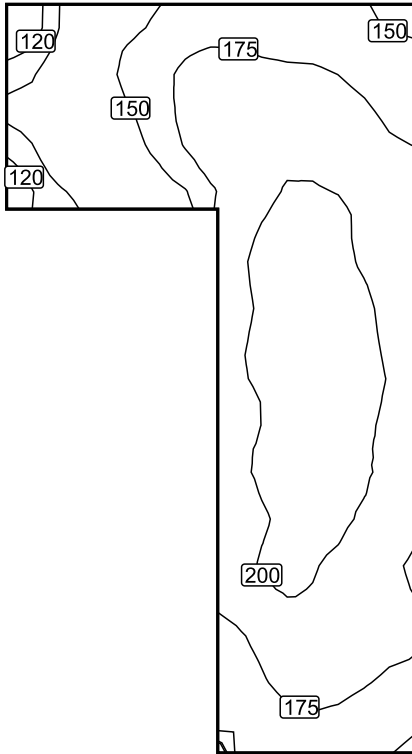
Superficie utile (Anti wc): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 179 lx (Nominale: ≥ 500 lx), Min: 115 lx, Max: 213 lx, Min/Medio: 0.64, Min/Max: 0.54

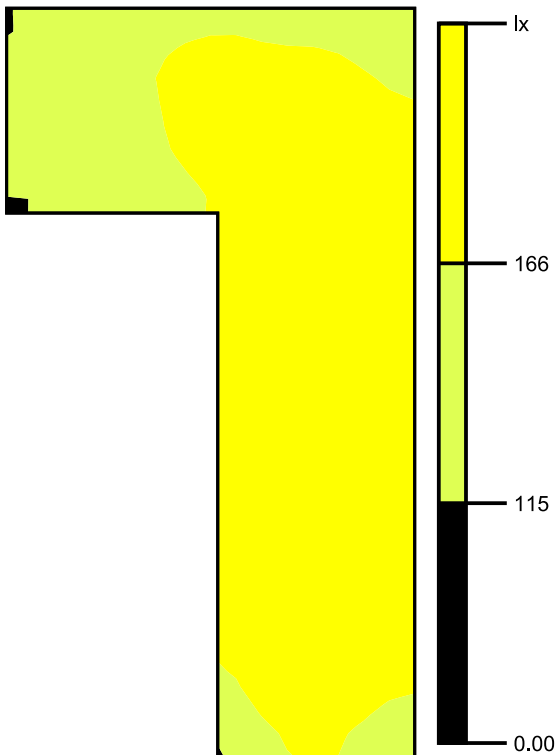
Altezza: 0.800 m, Zona margine: 0.000 m

Isolinee [lx]



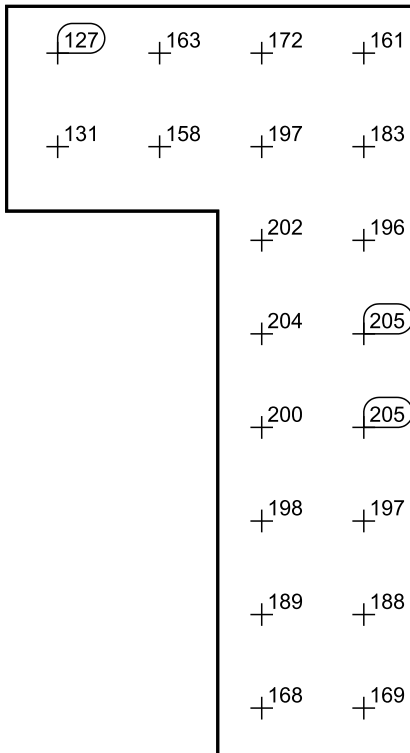
Scala: 1 : 50

Colori sfalsati [lx]



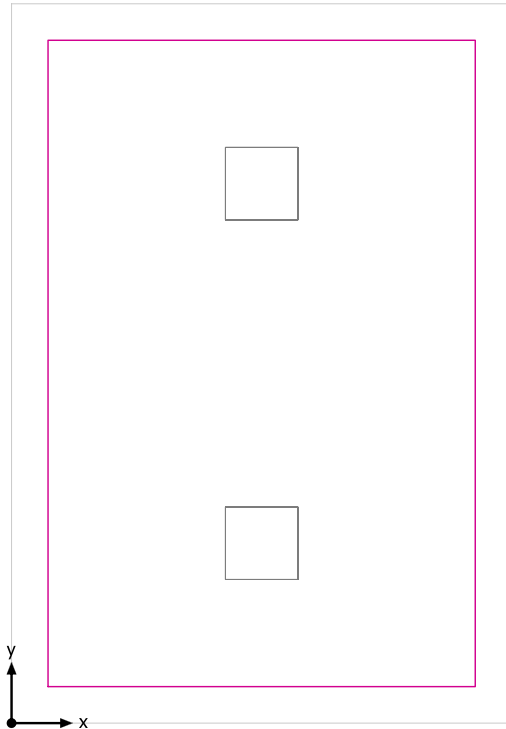
Scala: 1 : 50

Raster dei valori [lx]



Scala: 1 : 50

Superficie utile (Archivio) / Illuminamento perpendicolare (adattivo)



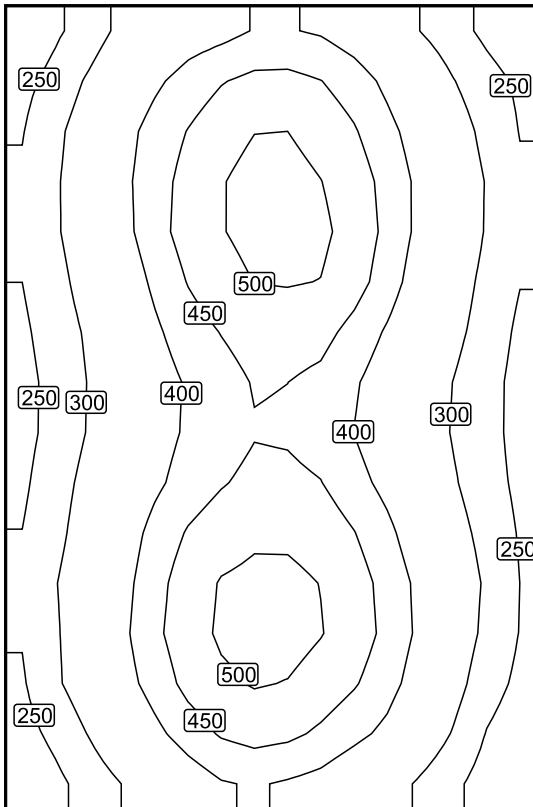
Superficie utile (Archivio): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 369 lx (Nominale: ≥ 500 lx), Min: 201 lx, Max: 518 lx, Min/Medio: 0.54, Min/Max: 0.39

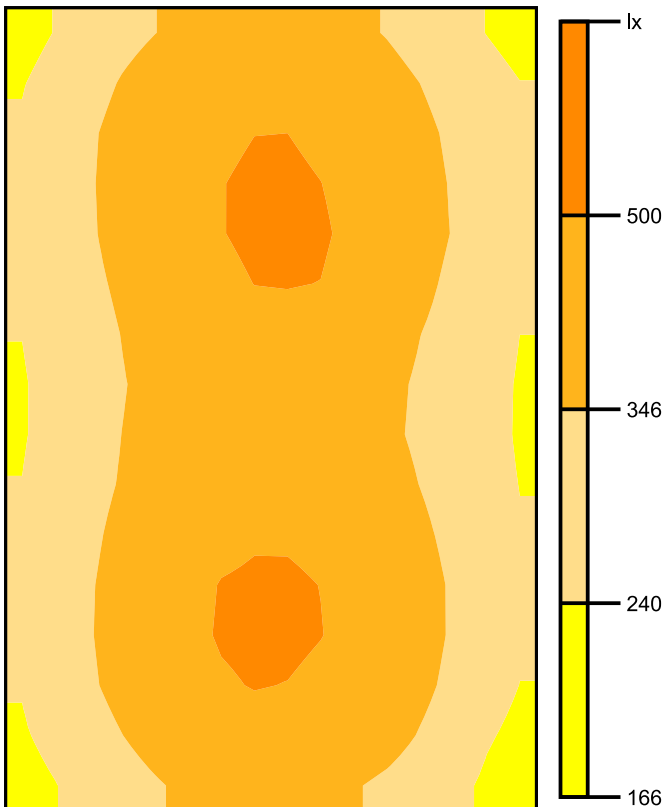
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



Scala: 1 : 50

Colori sfalsati [lx]



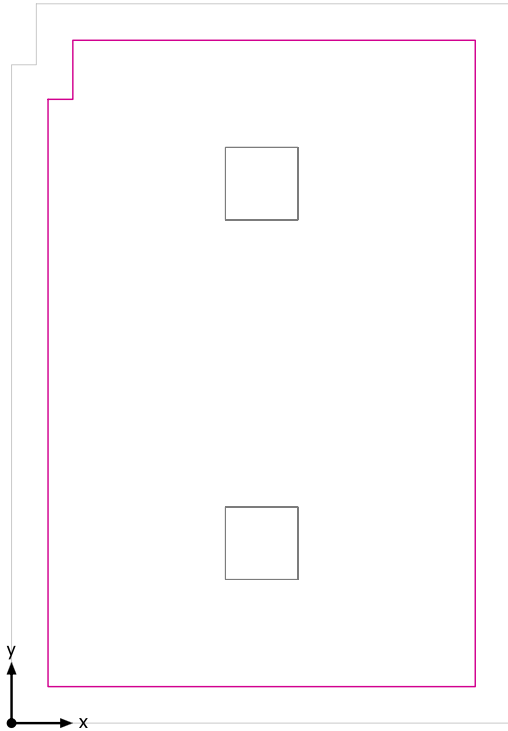
Scala: 1 : 50

Raster dei valori [lx]

+257	+376	+433	+374	+257
+295	+435	+508	+437	+295
+292	+433	510	+445	+295
+273	+393	+462	+393	+277
+276	+393	+454	+385	+274
+295	+437	+501	+435	+292
+297	+443	+509	+440	+284
+254	+371	+432	+365	242

Scala: 1 : 50

Superficie utile (Archivio) / Illuminamento perpendicolare (adattivo)



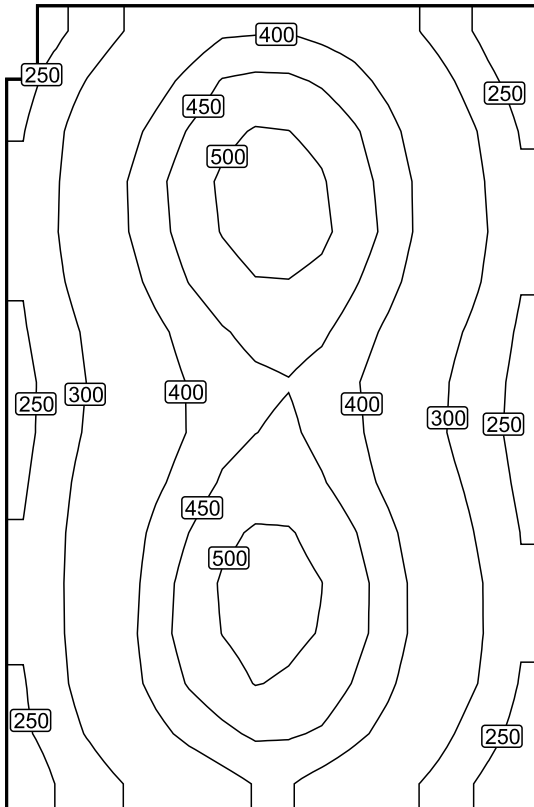
Superficie utile (Archivio): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 370 lx (Nominale: ≥ 500 lx), Min: 209 lx, Max: 523 lx, Min/Medio: 0.56, Min/Max: 0.40

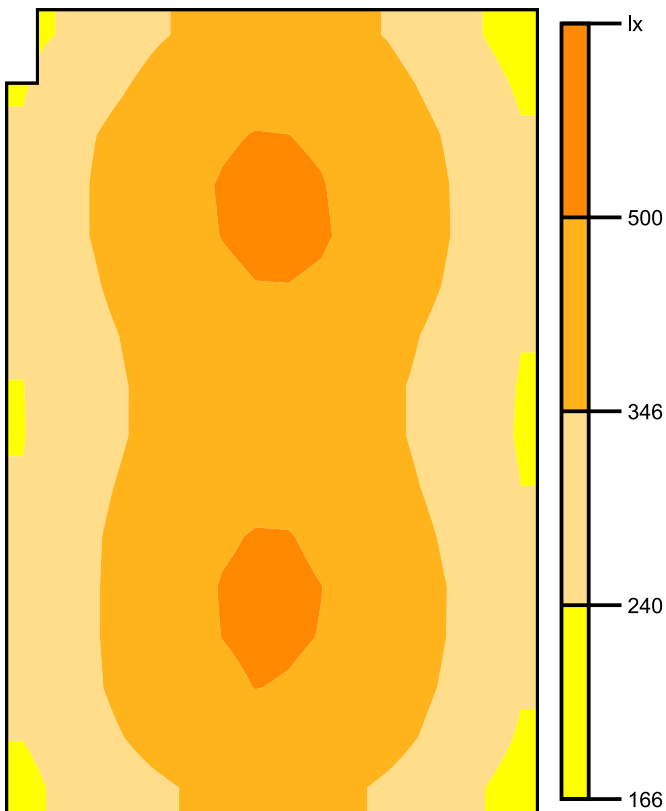
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



Scala: 1 : 50

Colori sfalsati [lx]



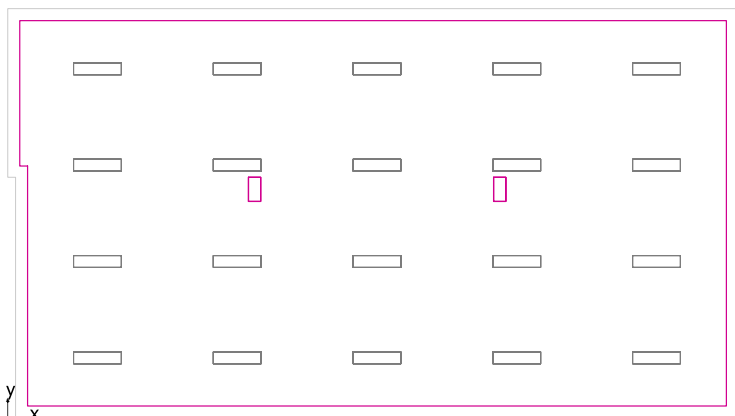
Scala: 1 : 50

Raster dei valori [lx]

+257	+366	+428	+371	+252
+297	+438	+513	+437	+296
+298	+436	+511	+440	+300
+274	+390	+455	+389	+276
+280	+391	+463	+389	+272
+293	+431	+512	+432	+293
+291	+435	+506	+430	+296
+264	+364	+431	+364	+255

Scala: 1 : 50

Superficie utile (Aula) / Illuminamento perpendicolare (adattivo)



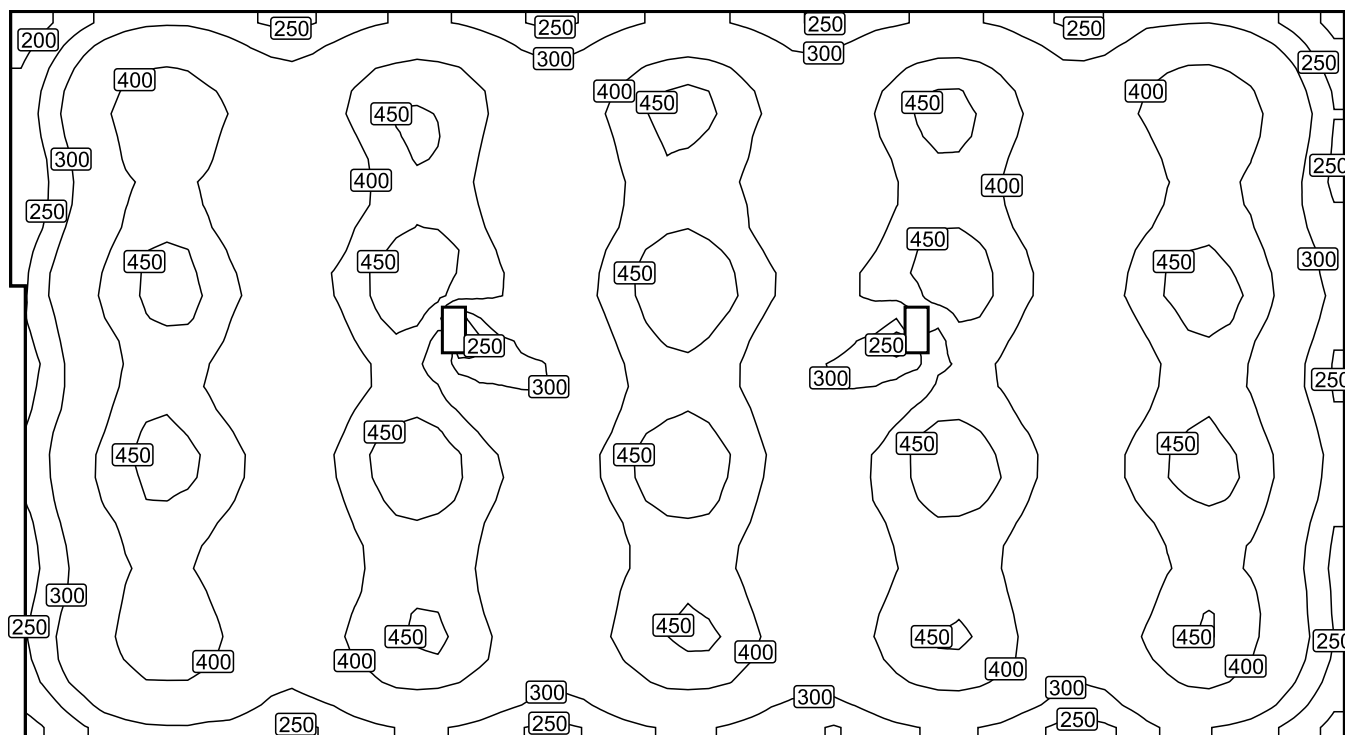
Superficie utile (Aula): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 373 lx (Nominale: ≥ 500 lx), Min: 165 lx, Max: 483 lx, Min/Medio: 0.44, Min/Max: 0.34

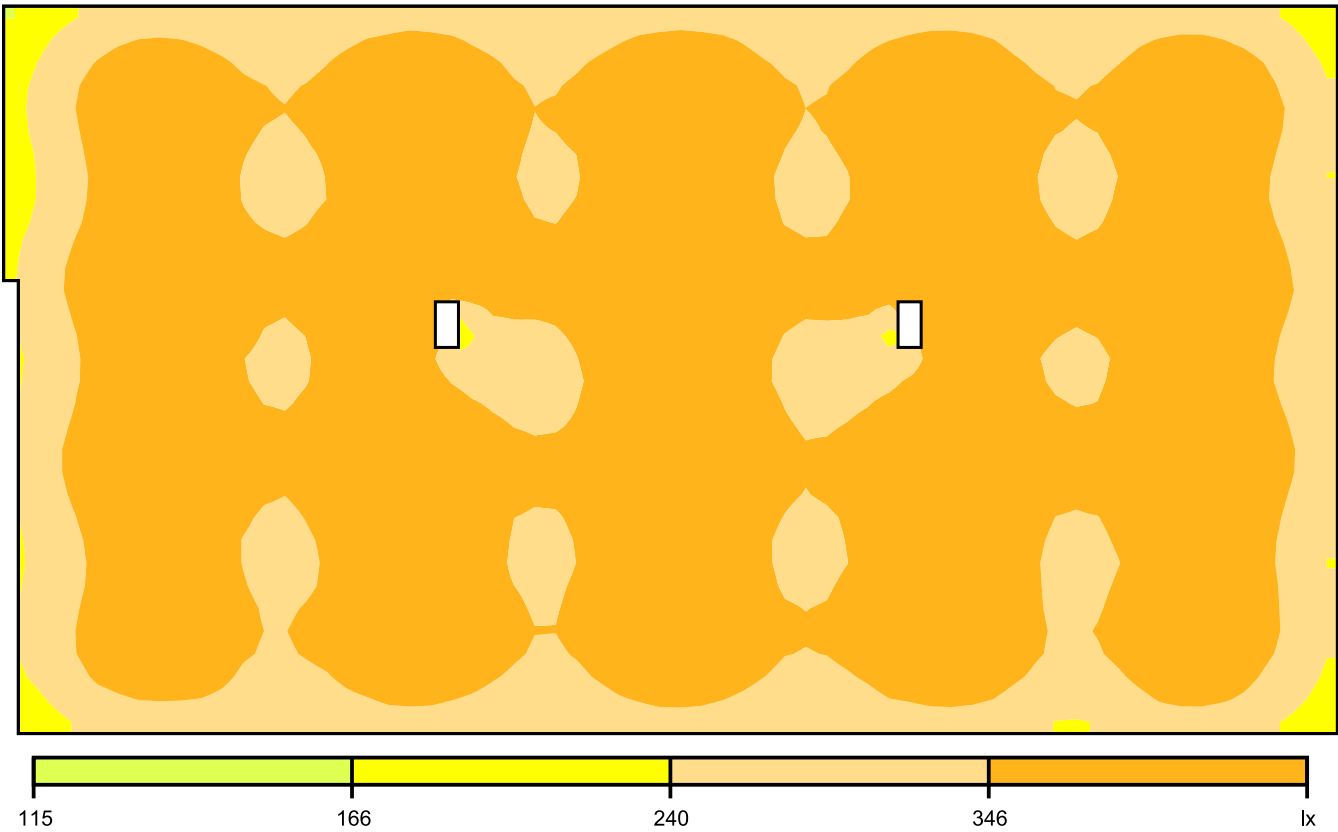
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



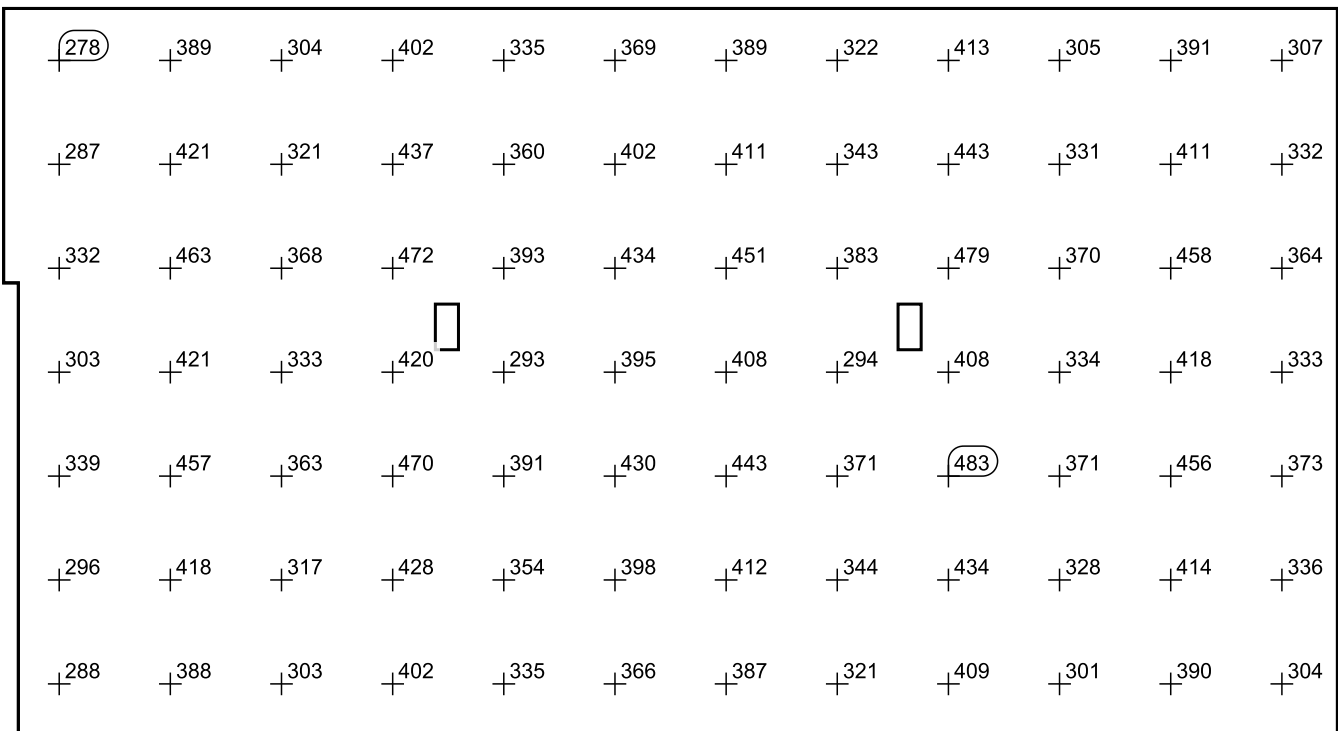
Scala: 1 : 100

Colori sfalsati [lx]



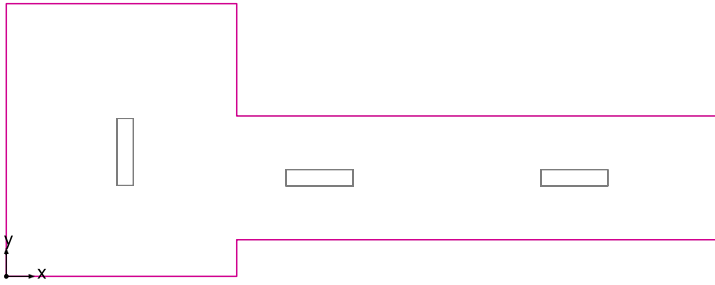
Scala: 1 : 100

Raster dei valori [lx]



Scala: 1 : 100

Superficie utile (Corridoio) / Illuminamento perpendicolare (adattivo)



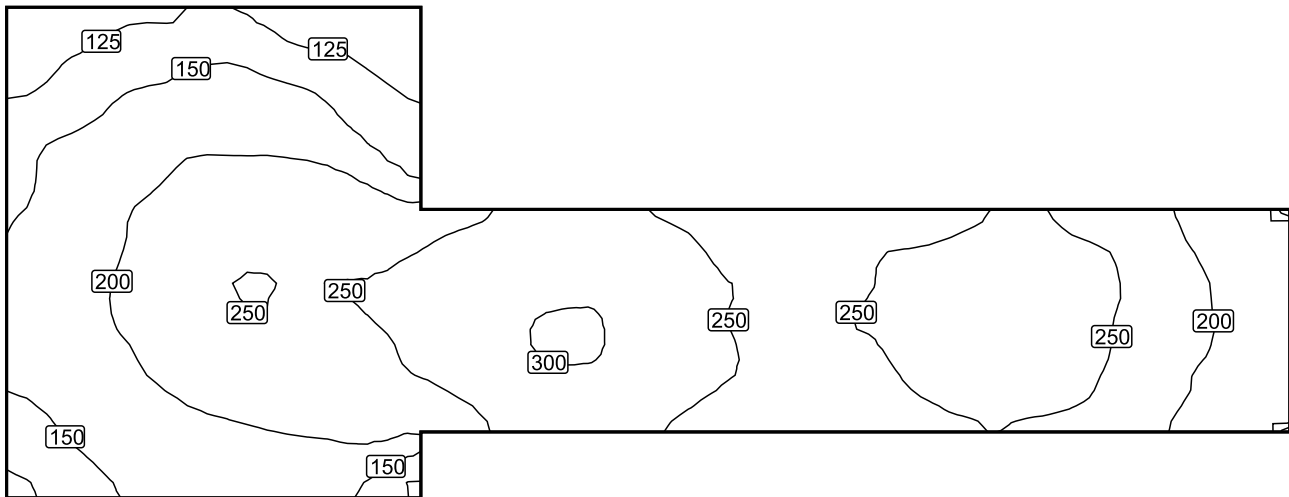
Superficie utile (Corridoio): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 215 lx (Nominale: ≥ 500 lx), Min: 102 lx, Max: 312 lx, Min/Medio: 0.47, Min/Max: 0.33

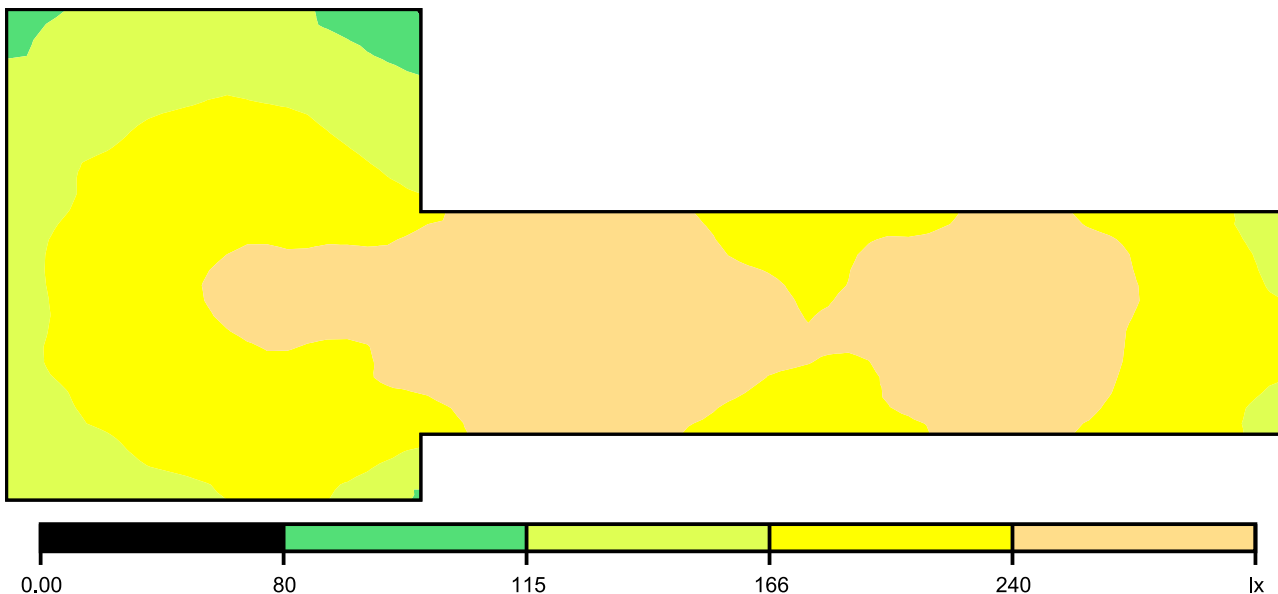
Altezza: 0.000 m, Zona margine: 0.000 m

Isolinee [lx]



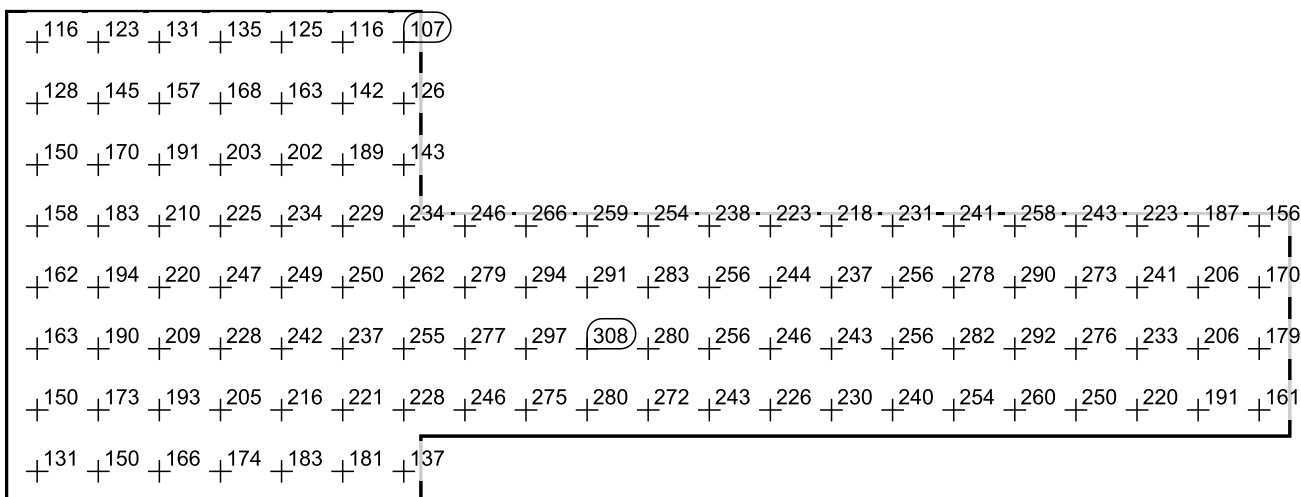
Scala: 1 : 75

Colori sfalsati [lx]



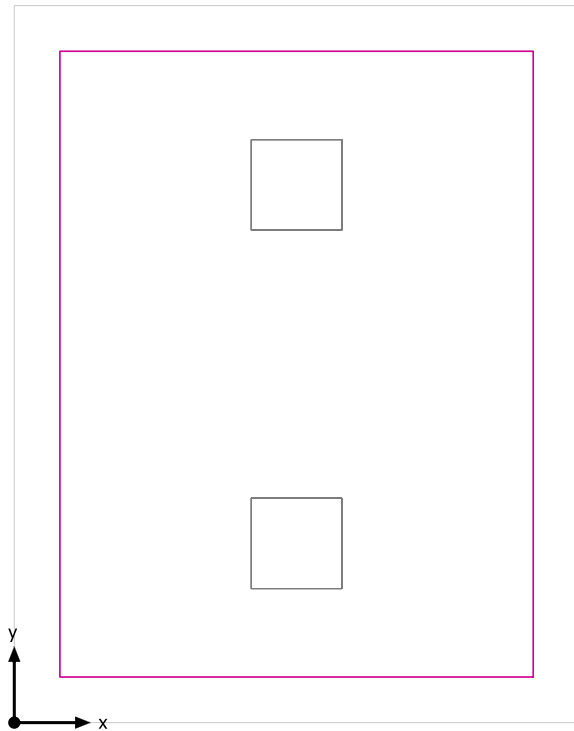
Scala: 1 : 75

Raster dei valori [lx]



Scala: 1 : 75

Superficie utile (Laboratorio) / Illuminamento perpendicolare (adattivo)



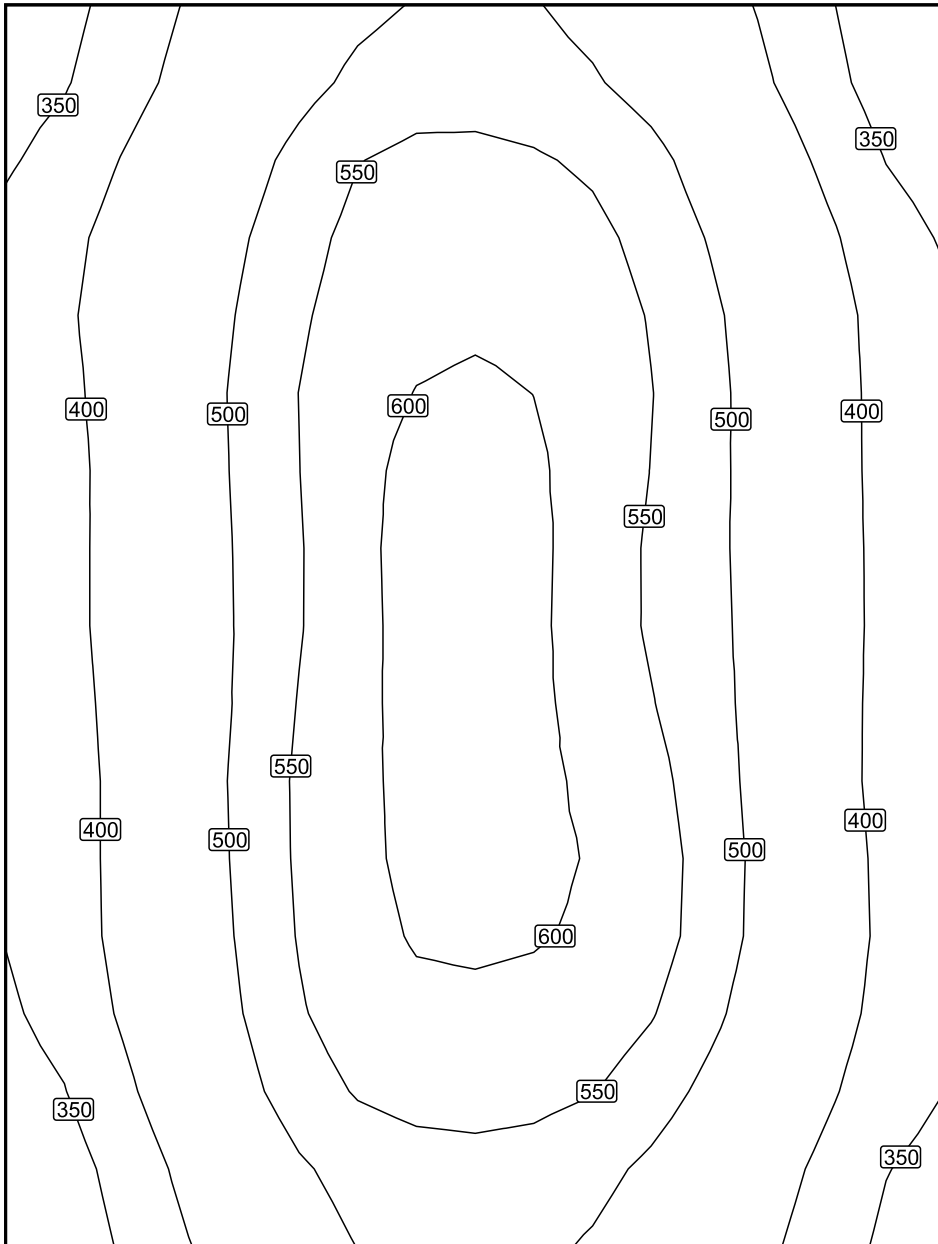
Superficie utile (Laboratorio): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 484 lx (Nominale: ≥ 500 lx), Min: 313 lx, Max: 623 lx, Min/Medio: 0.65, Min/Max: 0.50

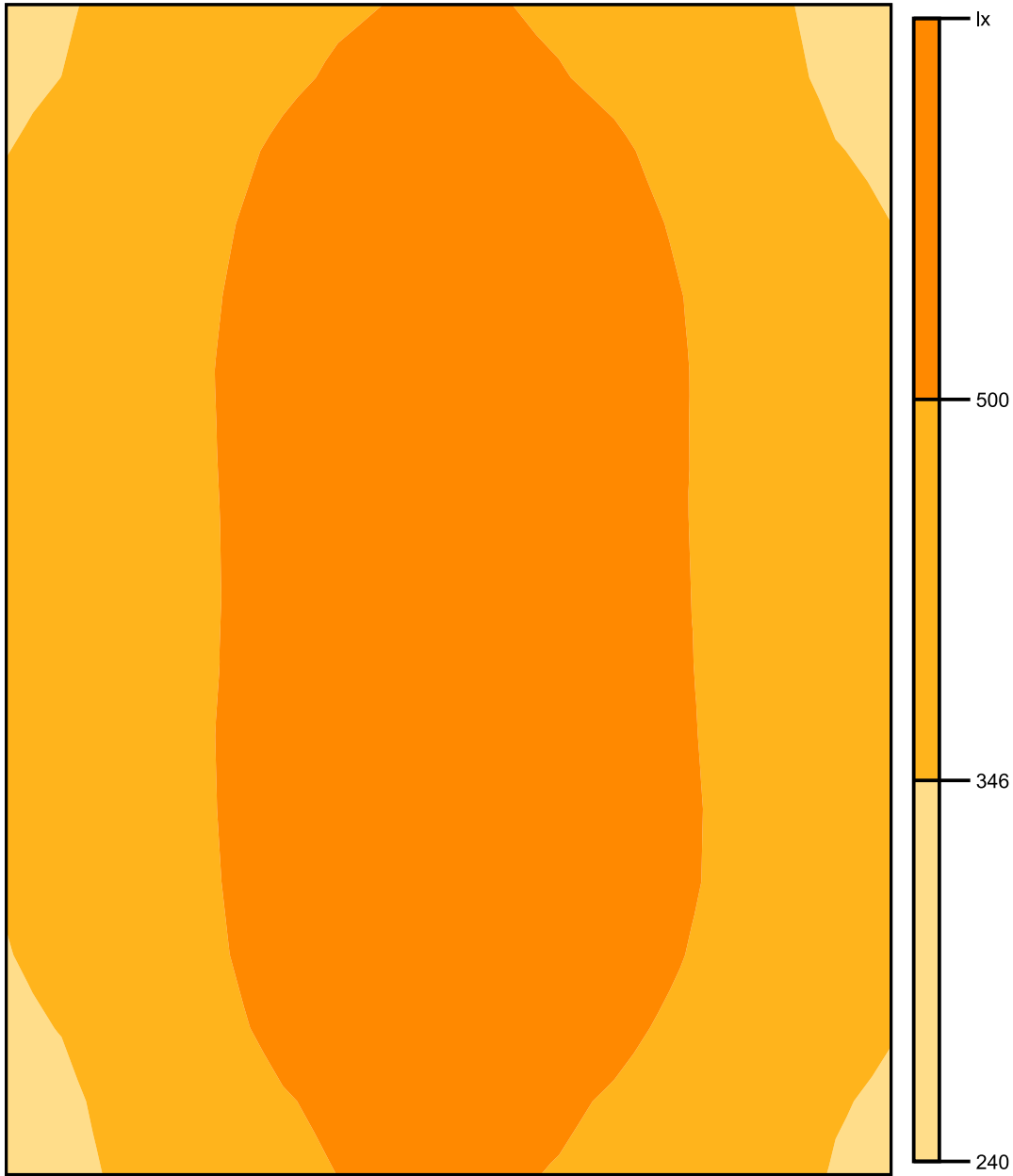
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



Scala: 1 : 25

Colori sfalsati [lx]



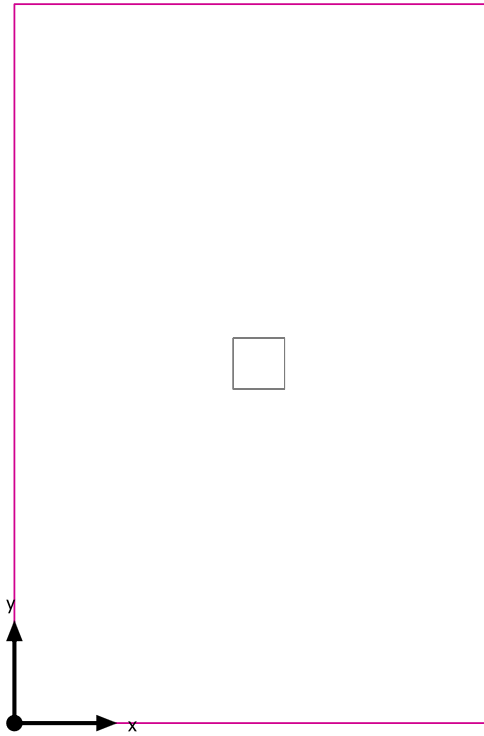
Scala: 1 : 25

Raster dei valori [lx]

+357	+449	+521	+516	+444	+341
+397	+494	+573	+571	+497	+381
+399	+510	+595	+593	+516	+396
+395	+505	+609	+600	+512	+398
+392	+507	+606	+601	+518	+397
+389	+509	+603	+605	+531	+401
+379	+498	+586	+586	+513	+396
+342	+451	+527	+525	+457	+363

Scala: 1 : 25

Superficie utile (Rip) / Illuminamento perpendicolare (adattivo)



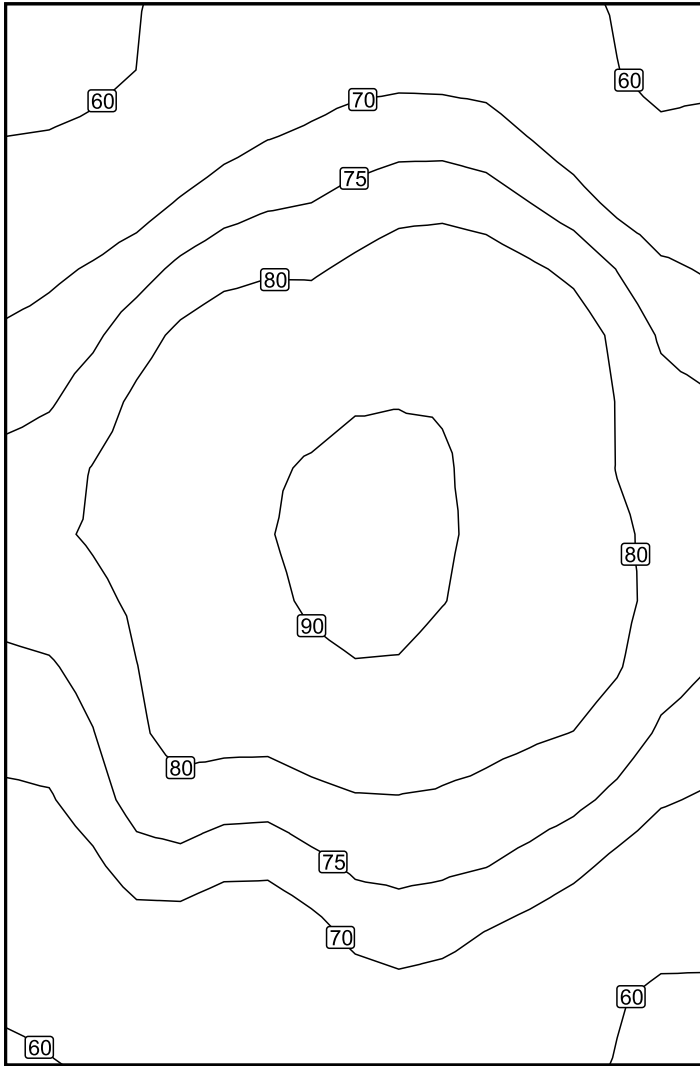
Superficie utile (Rip): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 75.0 lx (Nominale: ≥ 500 lx), Min: 56.5 lx, Max: 93.4 lx, Min/Medio: 0.75, Min/Max: 0.60

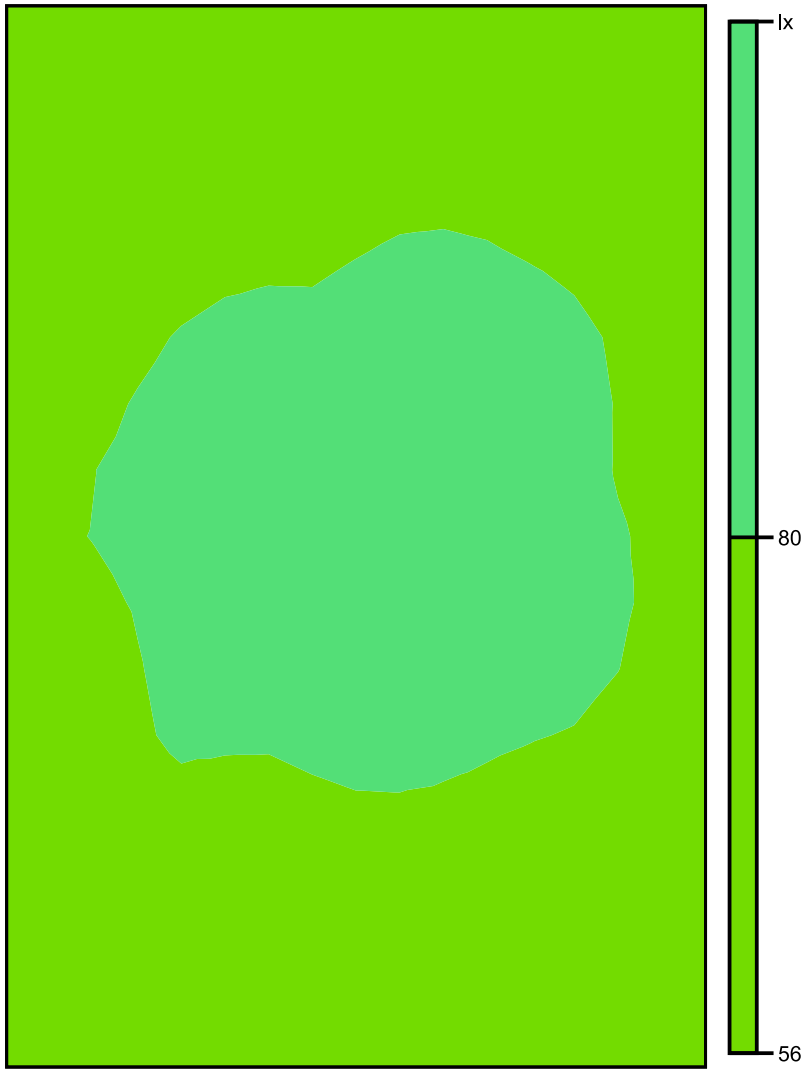
Altezza: 0.800 m, Zona margine: 0.000 m

Isolinee [lx]



Scala: 1 : 25

Colori sfalsati [lx]



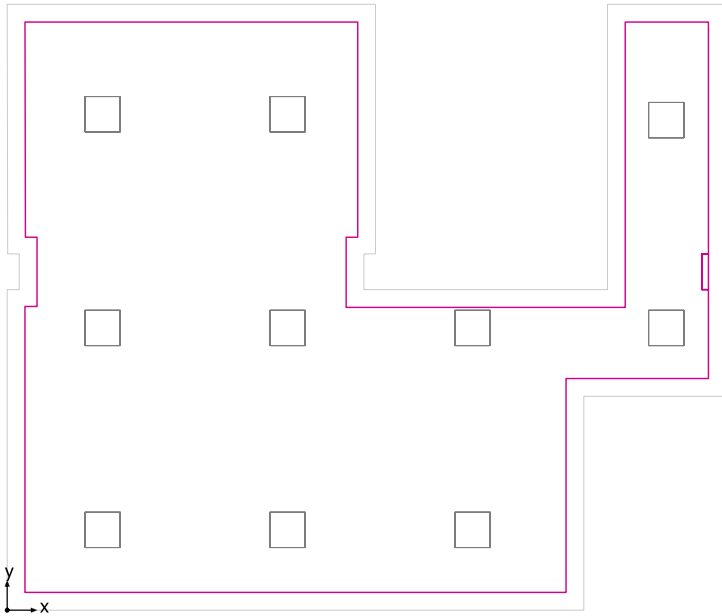
Scala: 1 : 25

Raster dei valori [lx]

+58	+64	+69	+68	+60
+67	+75	+79	+79	+70
+75	+85	+88	+88	+78
+80	+86	+94	+88	+80
+75	+83	+88	+84	+78
+69	+74	+77	+76	+70
+62	+63	+68	+66	+60

Scala: 1 : 25

Superficie utile (Spazi ricreativi) / Illuminamento perpendicolare (adattivo)



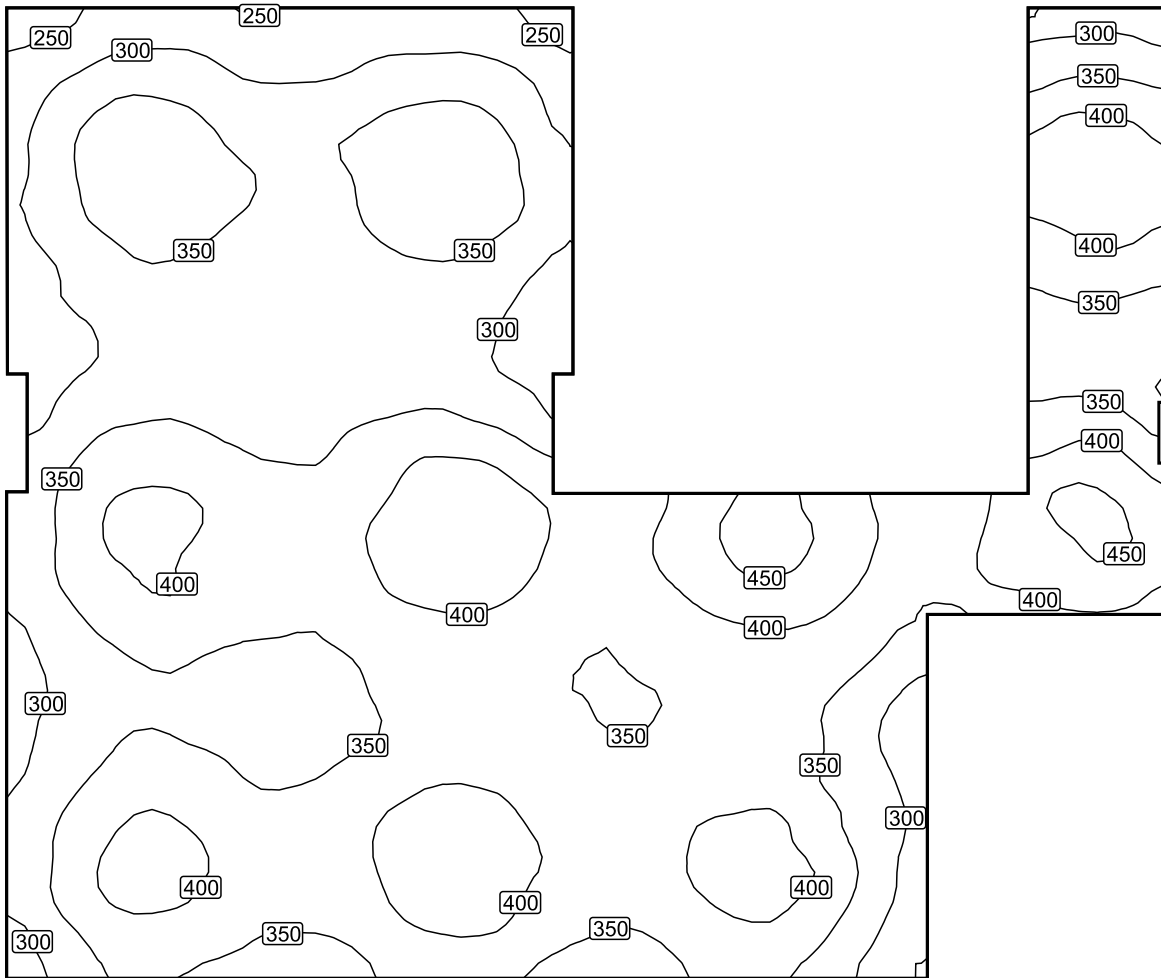
Superficie utile (Spazi ricreativi): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 358 lx (Nominale: ≥ 500 lx), Min: 221 lx, Max: 473 lx, Min/Medio: 0.62, Min/Max: 0.47

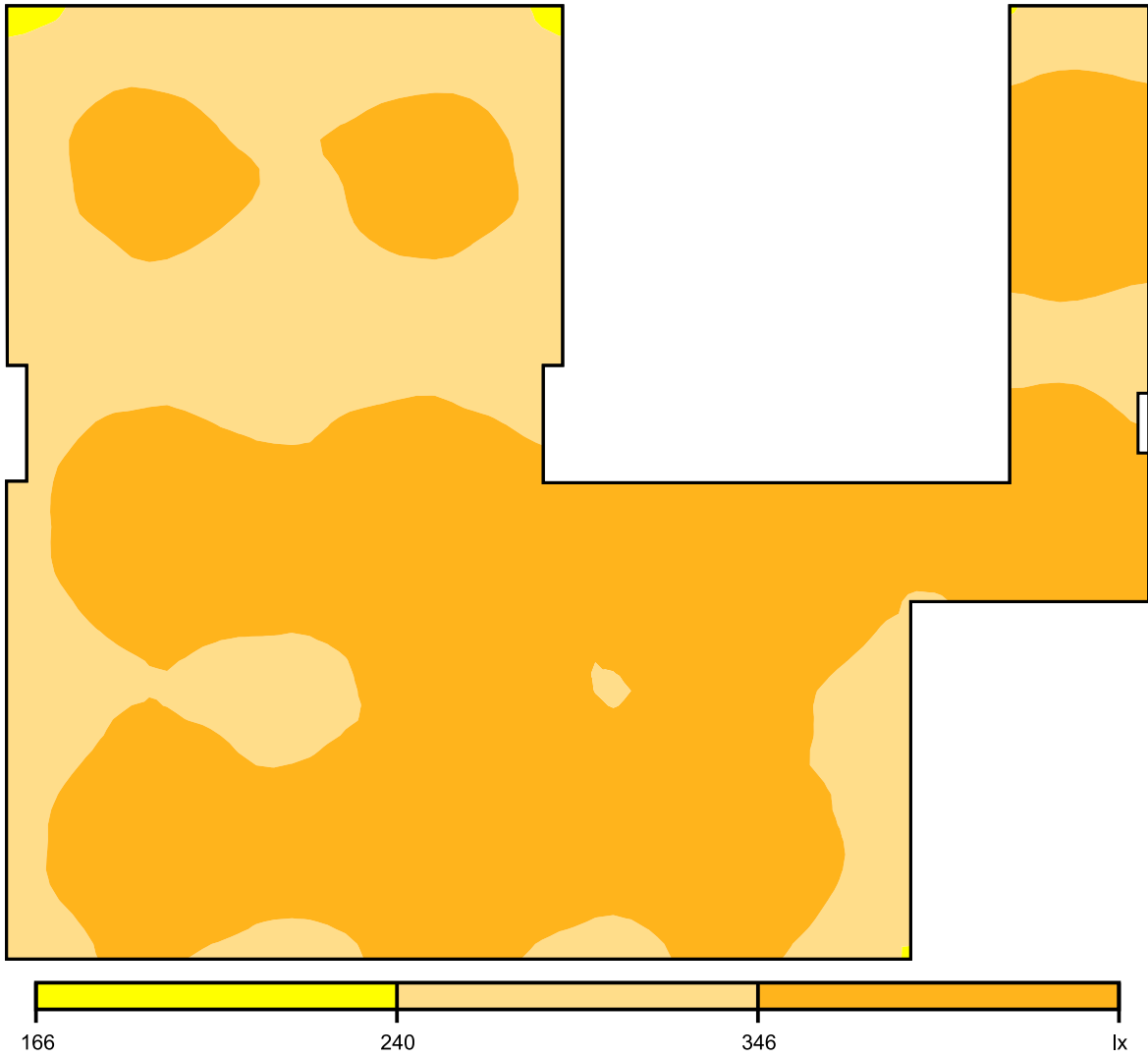
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



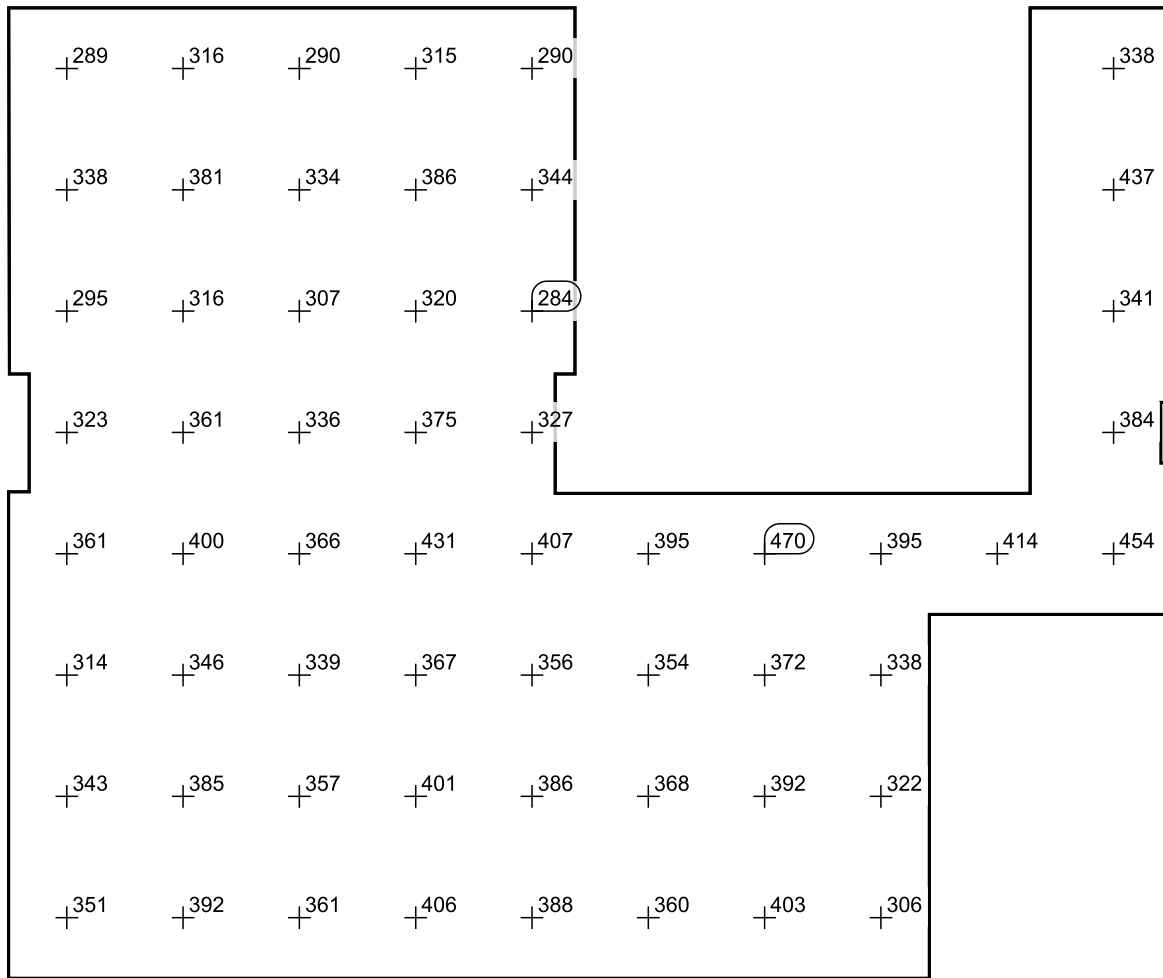
Scala: 1 : 75

Colori sfalsati [lx]



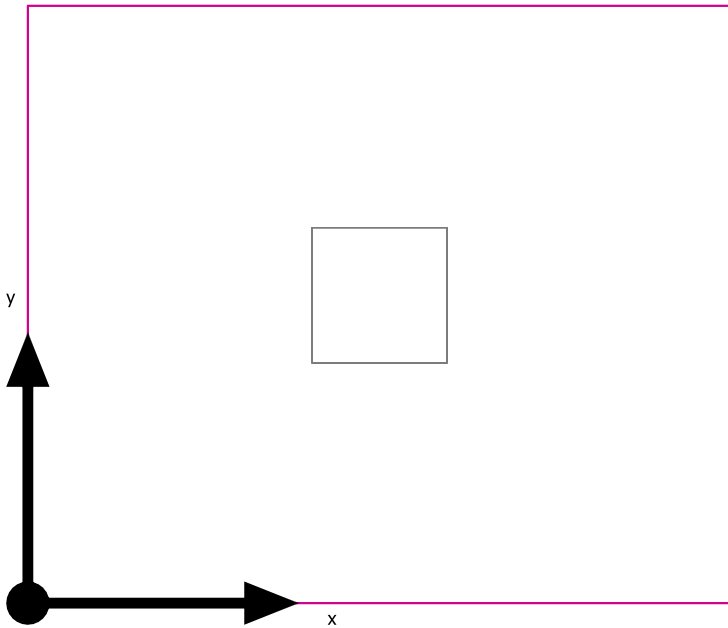
Scala: 1 : 75

Raster dei valori [lx]



Scala: 1 : 75

Superficie utile (WC) / Illuminamento perpendicolare (adattivo)



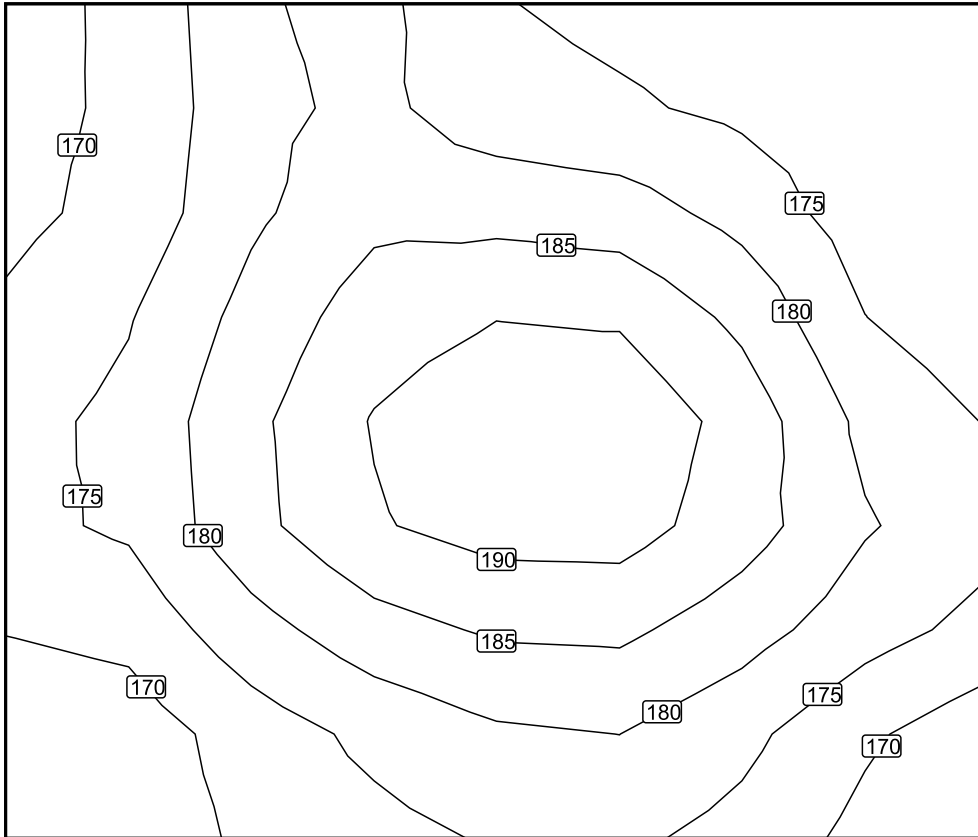
Superficie utile (WC): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 179 lx (Nominale: ≥ 500 lx), Min: 166 lx, Max: 193 lx, Min/Medio: 0.93, Min/Max: 0.86

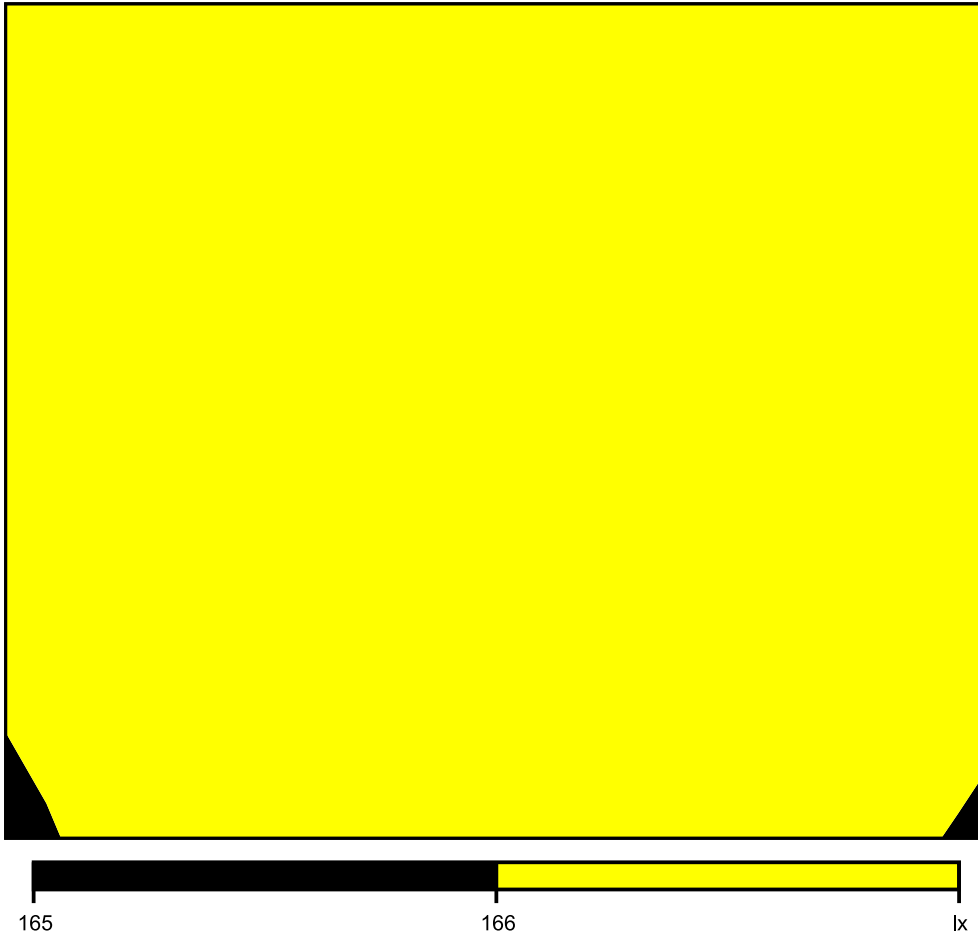
Altezza: 0.800 m, Zona margine: 0.000 m

Isolinee [lx]



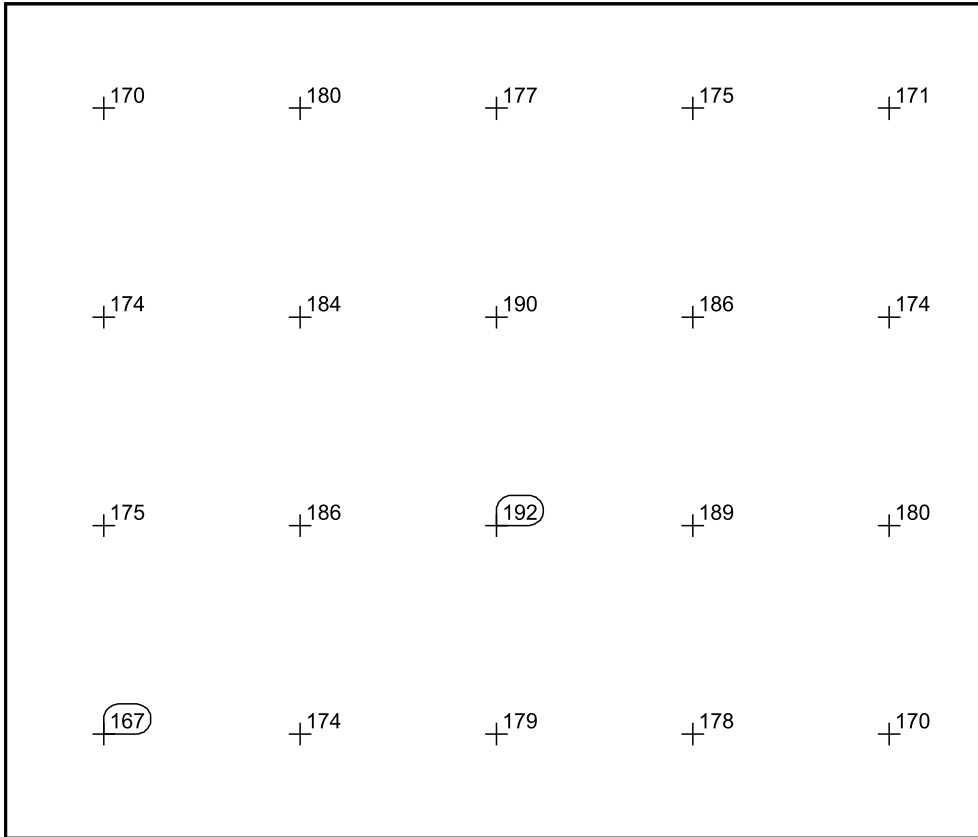
Scala: 1 : 10

Colori sfalsati [lx]



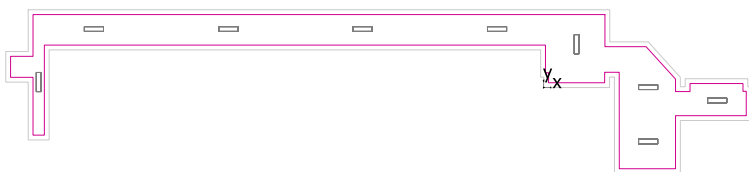
Scala: 1 : 10

Raster dei valori [lx]



Scala: 1 : 10

Superficie utile (Androne ingresso e corridoio) / Illuminamento perpendicolare (adattivo)



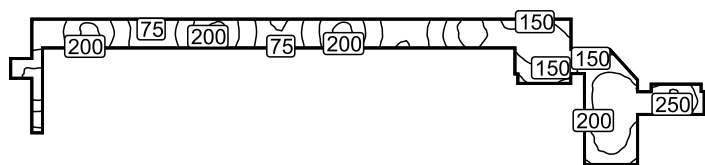
Superficie utile (Androne ingresso e corridoio): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 162 lx (Nominale: ≥ 500 lx), Min: 72.2 lx, Max: 256 lx, Min/Medio: 0.45, Min/Max: 0.28

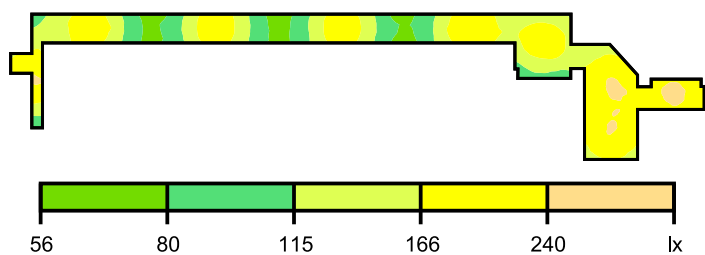
Altezza: 0.000 m, Zona margine: 0.300 m

Isolinee [lx]



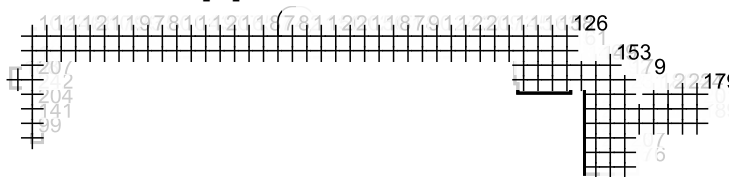
Scala: 1 : 500

Colori sfalsati [lx]



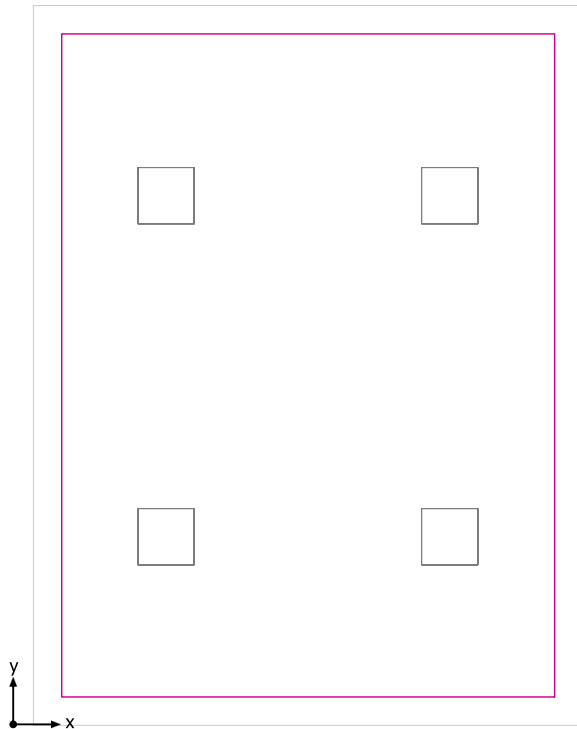
Scala: 1 : 500

Raster dei valori [lx]



Scala: 1 : 500

Superficie utile (Aula) / Illuminamento perpendicolare (adattivo)



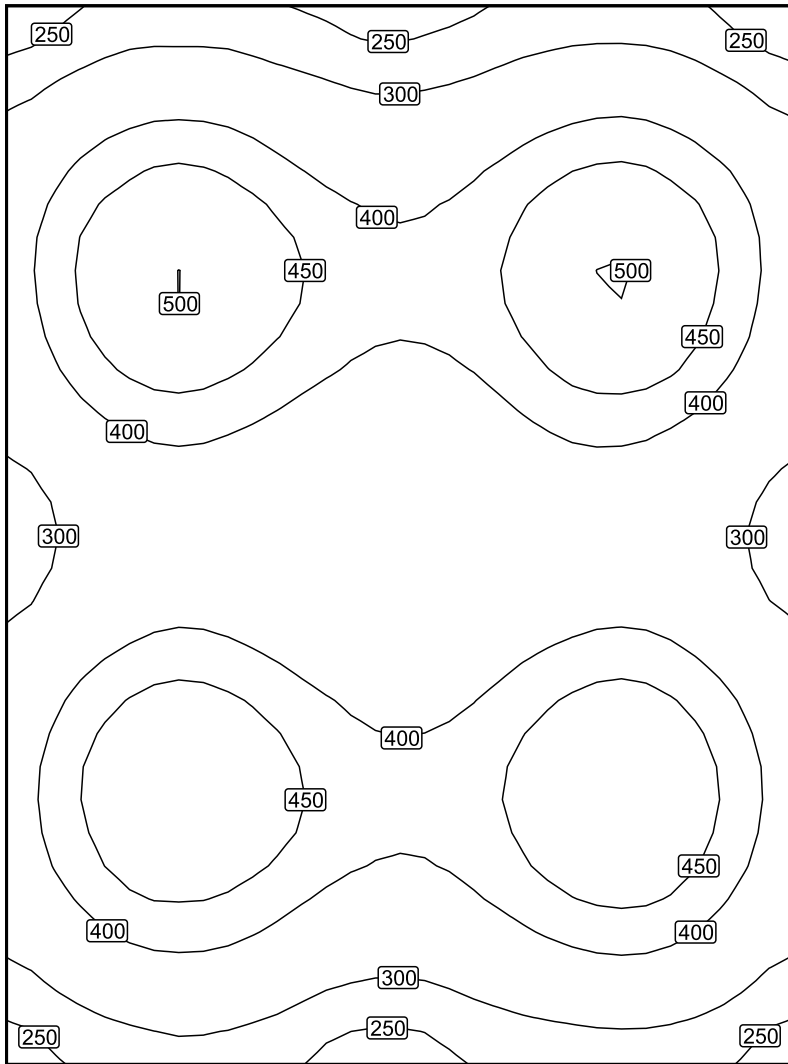
Superficie utile (Aula): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 382 lx (Nominale: ≥ 500 lx), Min: 224 lx, Max: 500 lx, Min/Medio: 0.59, Min/Max: 0.45

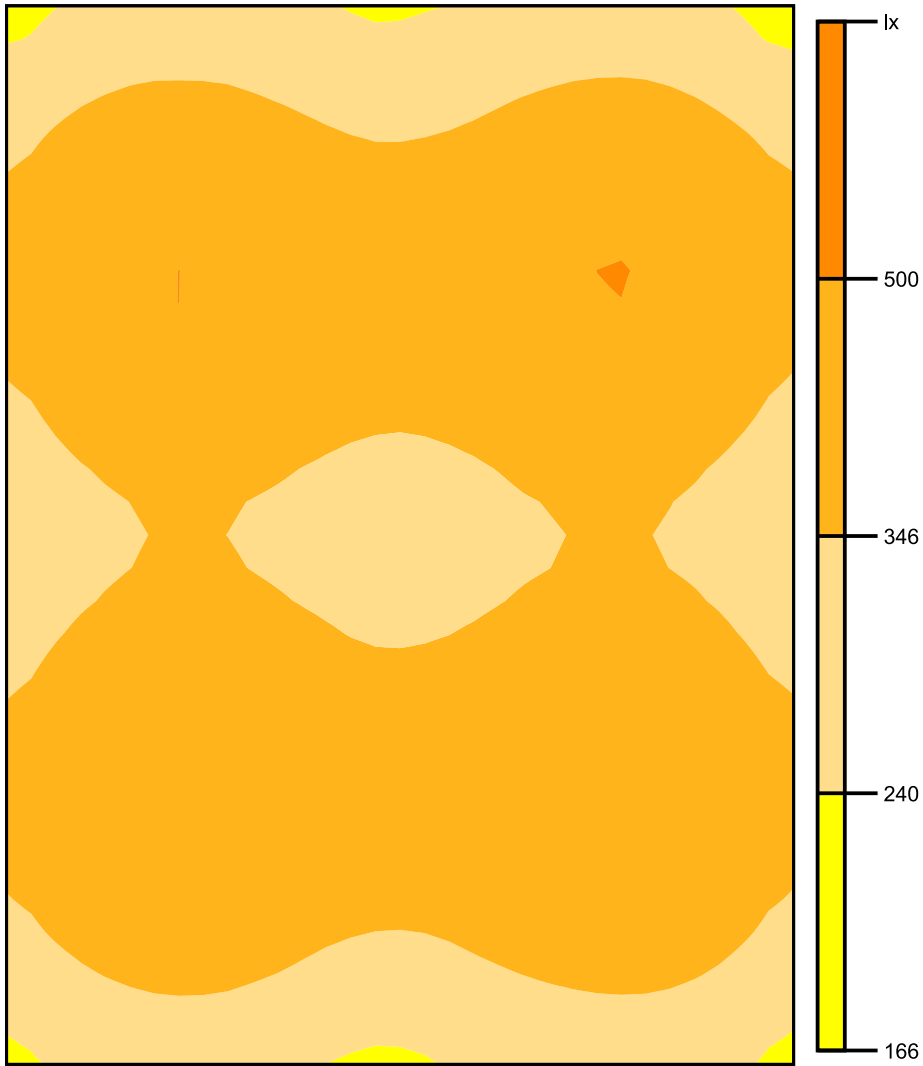
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



Scala: 1 : 50

Colori sfalsati [lx]



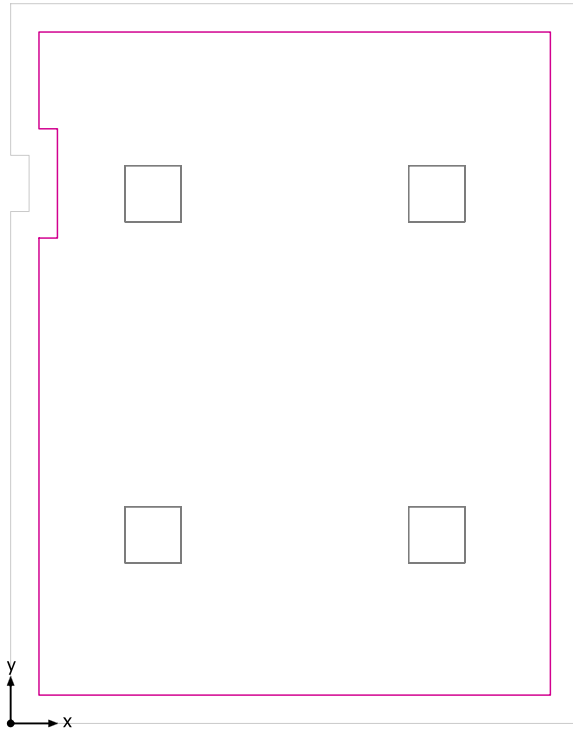
Scala: 1 : 50

Raster dei valori [lx]

+285	+324	+297	<u>+272</u>	+304	+328	+280
+402	+465	+419	+378	+425	+467	+400
+433	<u>+500</u>	+457	+412	+455	+499	+425
+367	+427	+389	+355	+392	+427	+362
+303	+351	+327	+304	+329	+351	+306
+360	+424	+387	+349	+387	+424	+362
+428	+494	+458	+410	+454	+496	+428
+397	+460	+422	+379	+424	+466	+398
+290	+334	+304	<u>+272</u>	+307	+331	+290

Scala: 1 : 50

Superficie utile (Aula) / Illuminamento perpendicolare (adattivo)

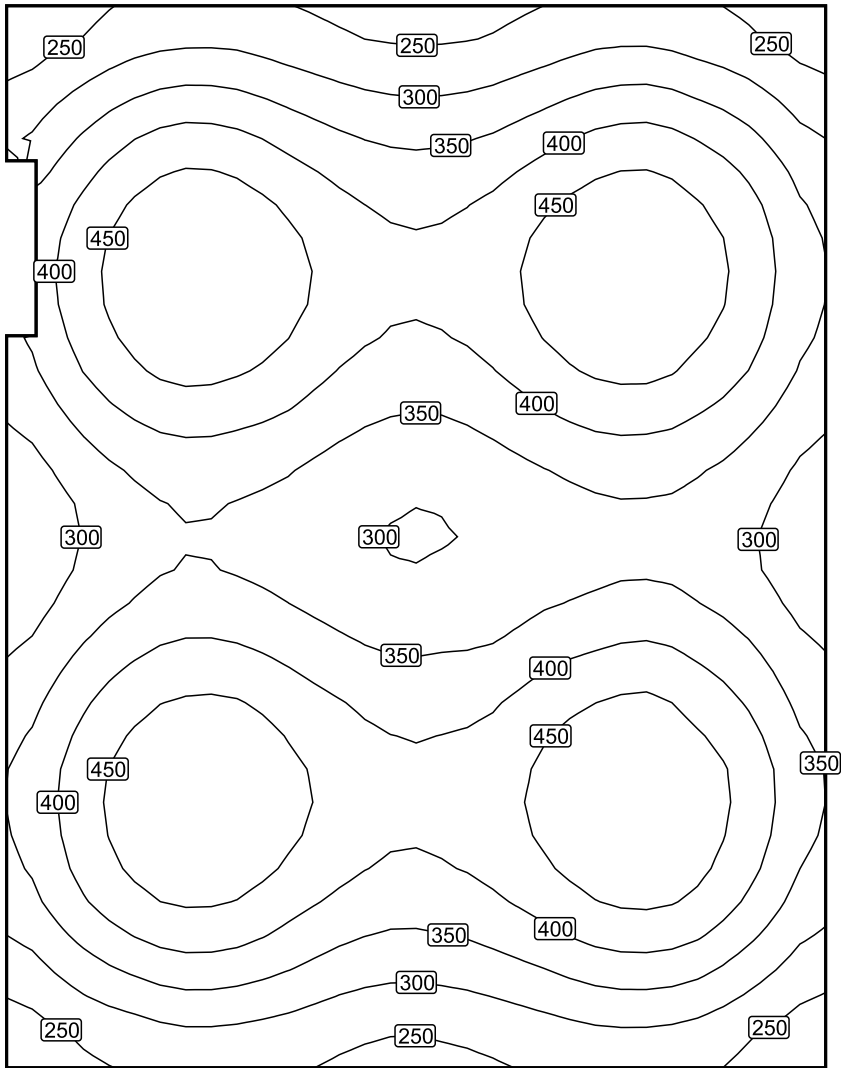


Superficie utile (Aula): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

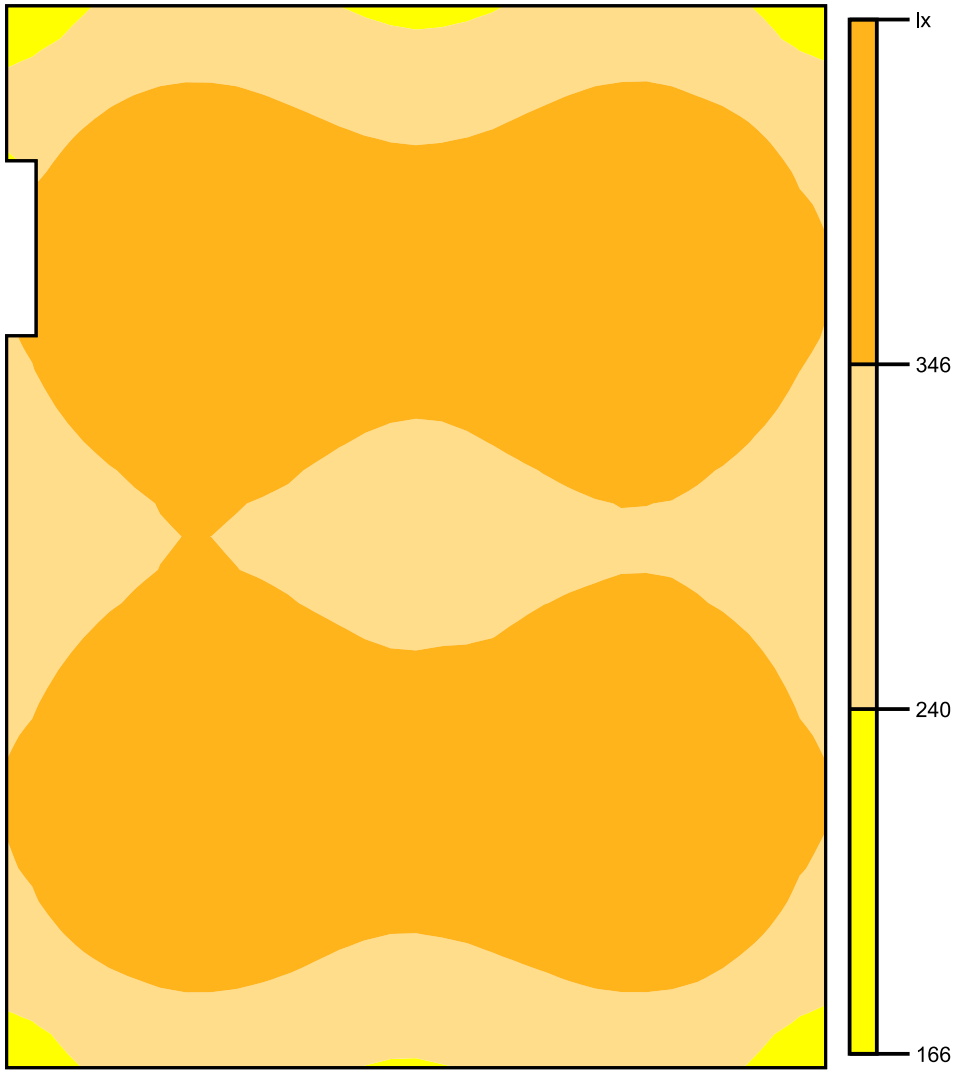
Medio: 373 lx (Nominale: ≥ 500 lx), Min: 213 lx, Max: 494 lx, Min/Medio: 0.57, Min/Max: 0.43
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



Scala: 1 : 50

Colori sfalsati [lx]



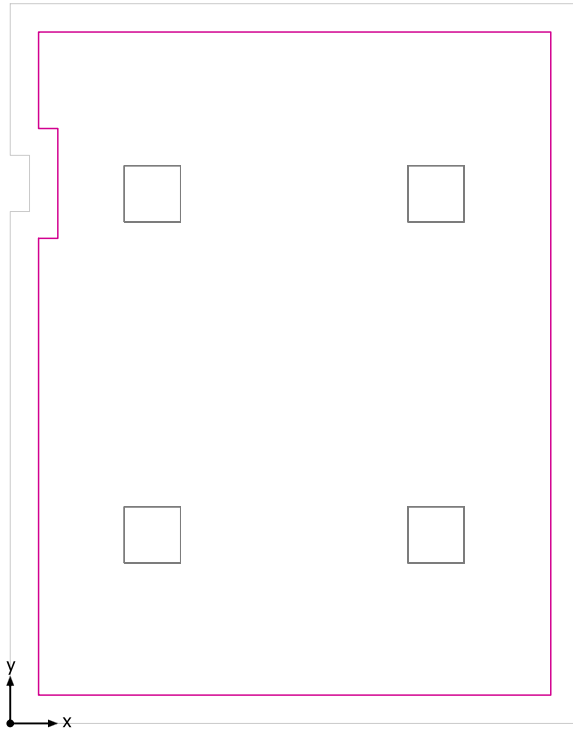
Scala: 1 : 50

Raster dei valori [lx]

+268	+322	+295	+268	+294	+323	+273
+374	+460	+419	+375	+419	+459	+380
+408	+492	+456	+405	+457	+491	+407
+347	+418	+387	+346	+385	+415	+349
+288	+346	+324	+296	+319	+339	+294
+342	+414	+385	+349	+379	+413	+345
+406	+487	+454	+408	+452	+495	+408
+382	+462	+420	+378	+421	+464	+378
+273	+323	+301	+274	+300	+324	+269

Scala: 1 : 50

Superficie utile (Aula) / Illuminamento perpendicolare (adattivo)



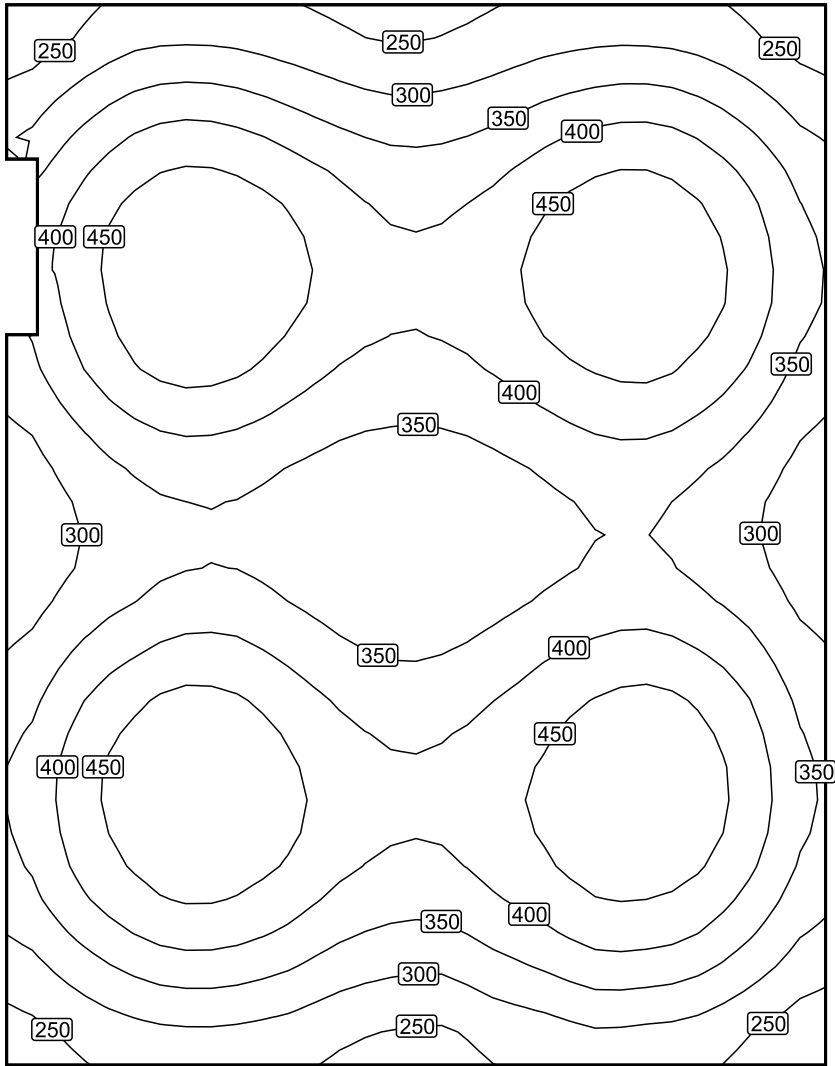
Superficie utile (Aula): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 374 lx (Nominale: ≥ 500 lx), Min: 210 lx, Max: 496 lx, Min/Medio: 0.56, Min/Max: 0.42

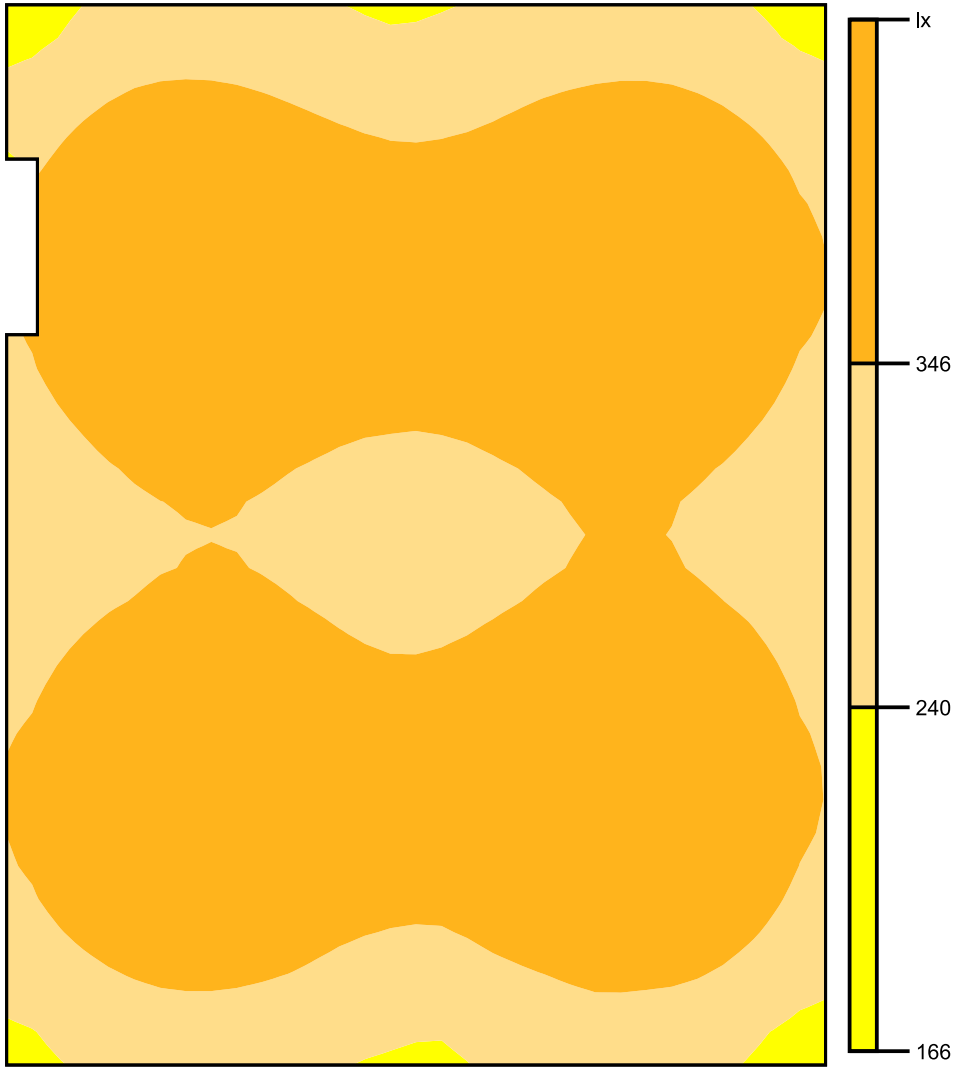
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



Scala: 1 : 50

Colori sfalsati [lx]



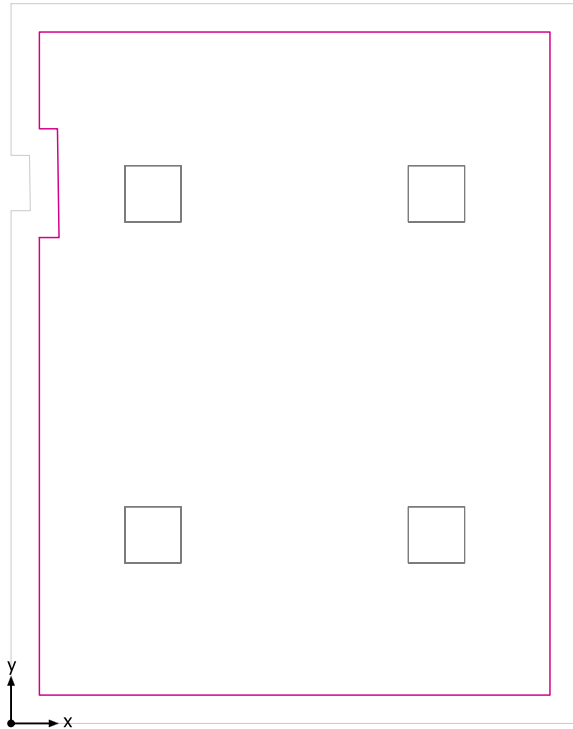
Scala: 1 : 50

Raster dei valori [lx]

+270	+325	+297	+270	+303	+322	+272
+381	+461	+424	+376	+422	+457	+376
+406	494	+455	+407	+455	+489	+406
+344	+420	+383	+354	+388	+419	+344
+289	+342	+324	+303	+329	+350	+295
+345	+418	+383	+345	+387	+421	+350
+410	+491	+451	+405	+450	+487	+404
+382	+460	+423	+374	+423	+457	+372
+278	+326	+303	+269	+304	+324	267

Scala: 1 : 50

Superficie utile (Aula) / Illuminamento perpendicolare (adattivo)



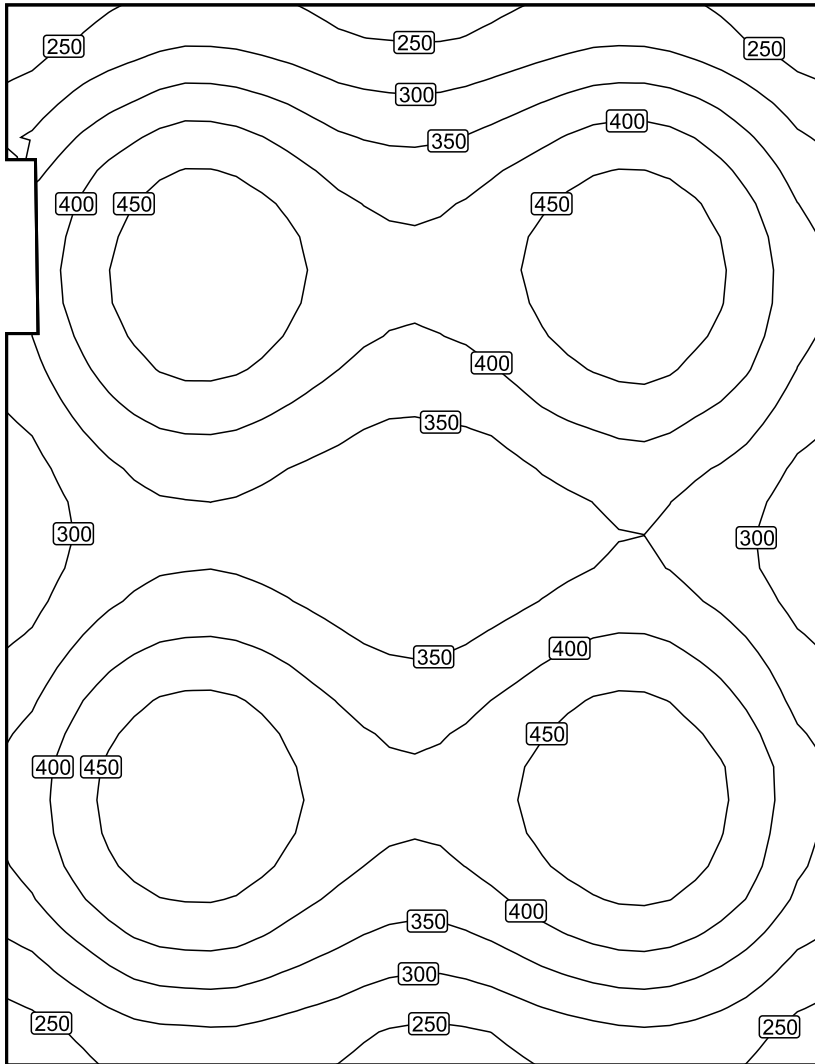
Superficie utile (Aula): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 374 lx (Nominale: ≥ 500 lx), Min: 209 lx, Max: 491 lx, Min/Medio: 0.56, Min/Max: 0.43

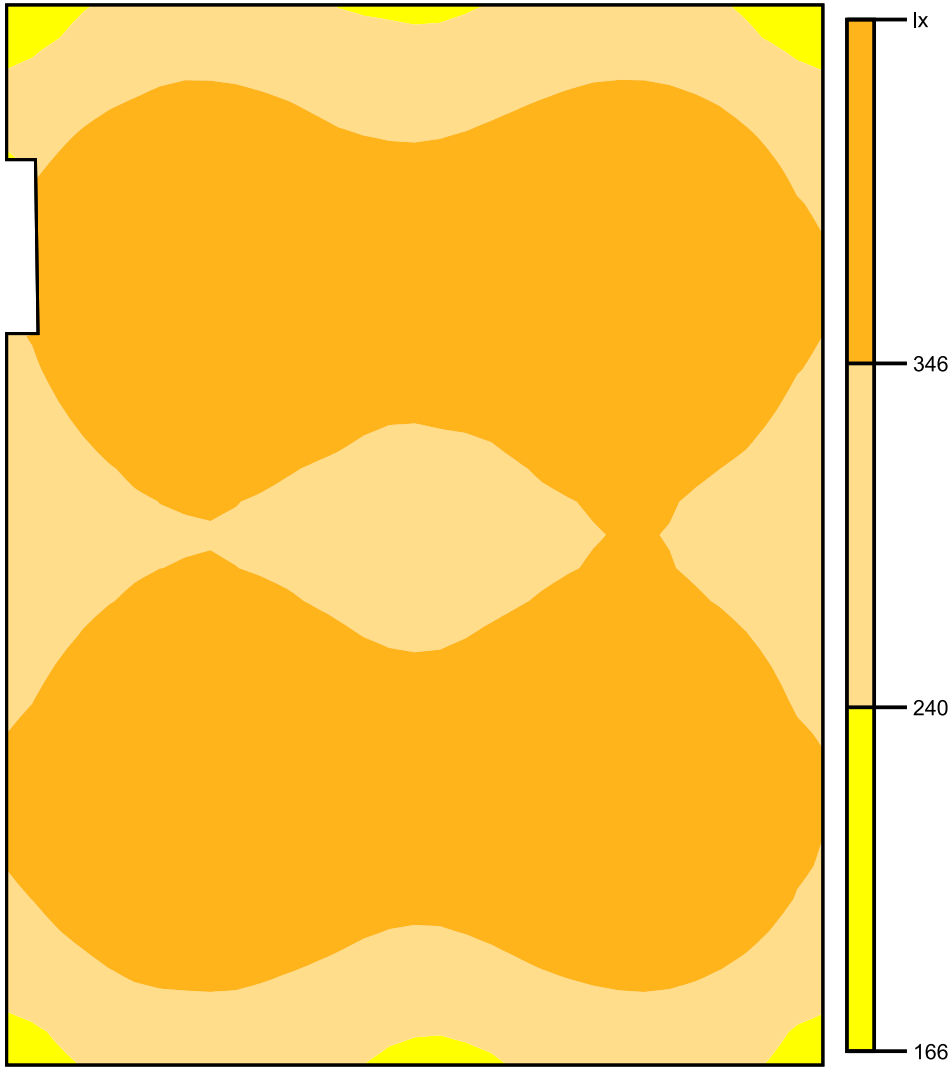
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



Scala: 1 : 50

Colori sfalsati [lx]



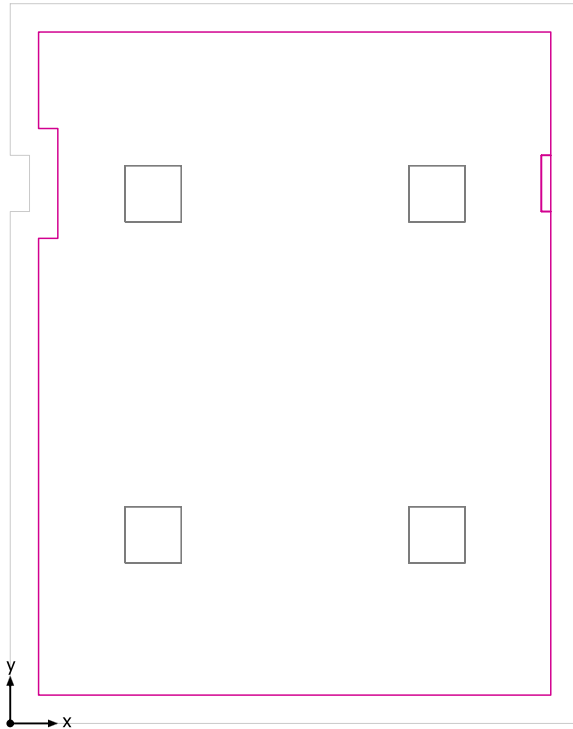
Scala: 1 : 50

Raster dei valori [lx]

+267	+323	+297	+270	+299	+322	+265
+375	+458	+420	+377	+423	+457	+375
+402	+486	+452	+406	+452	+486	+409
+342	+416	+385	+350	+385	+421	+353
+294	+342	+326	+300	+325	+349	+294
+347	+414	+386	+346	+385	+416	+344
+414	+489	+449	+404	+454	+487	+411
+387	+459	+420	+374	+423	+462	+385
+274	+325	+305	+267	+296	+327	+278

Scala: 1 : 50

Superficie utile (Aula) / Illuminamento perpendicolare (adattivo)



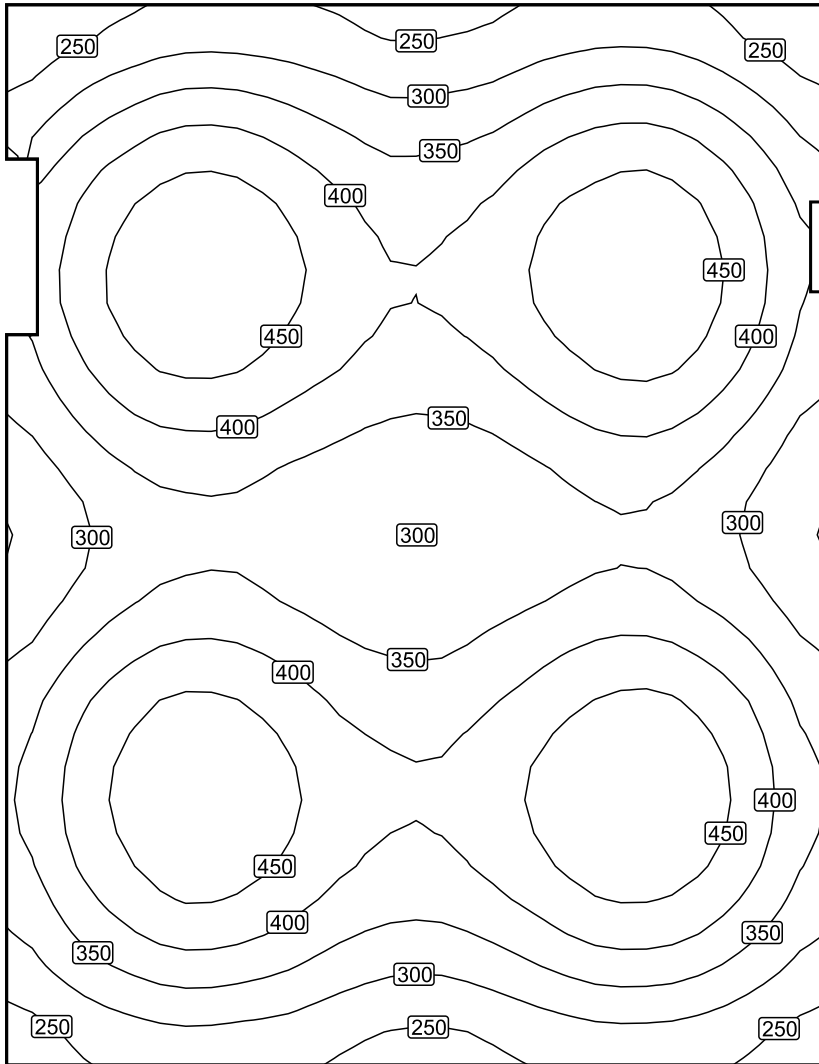
Superficie utile (Aula): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 371 lx (Nominale: ≥ 500 lx), Min: 204 lx, Max: 493 lx, Min/Medio: 0.55, Min/Max: 0.41

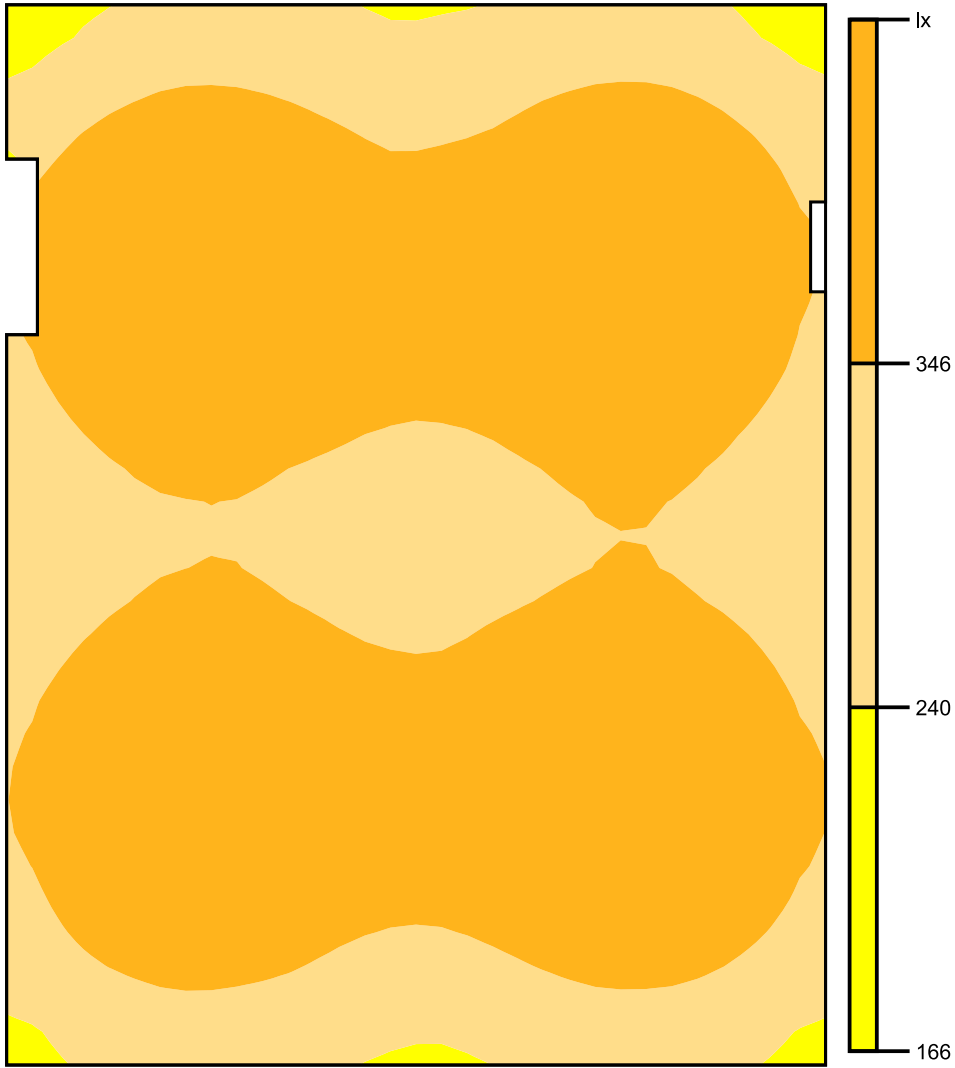
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



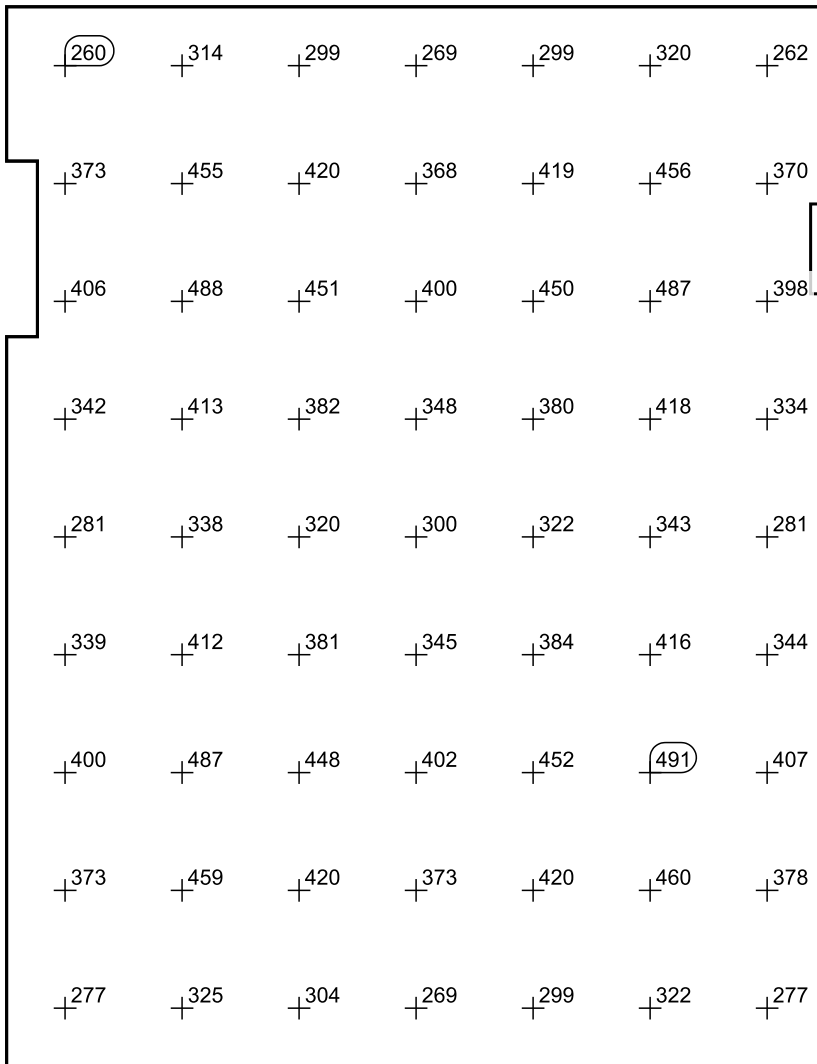
Scala: 1 : 50

Colori sfalsati [lx]



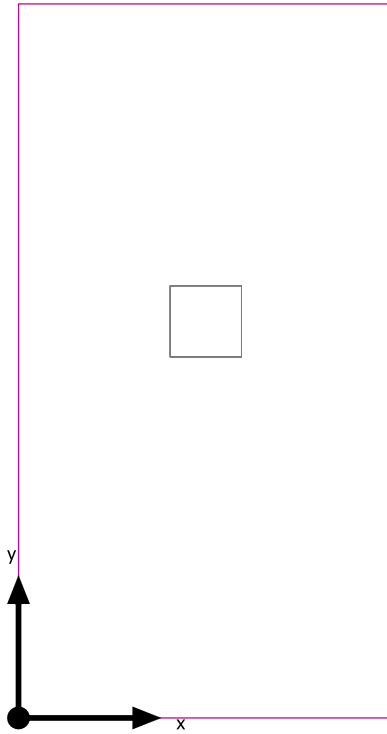
Scala: 1 : 50

Raster dei valori [lx]



Scala: 1 : 50

Superficie utile (Rip.) / Illuminamento perpendicolare (adattivo)



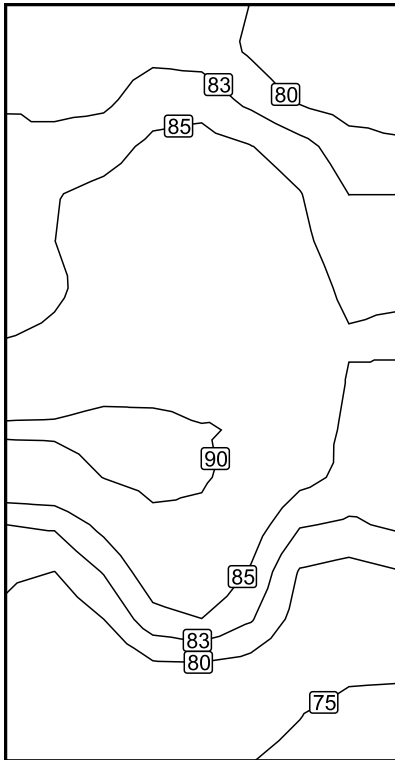
Superficie utile (Rip.): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 83.3 lx (Nominale: ≥ 500 lx), Min: 73.7 lx, Max: 90.9 lx, Min/Medio: 0.88, Min/Max: 0.81

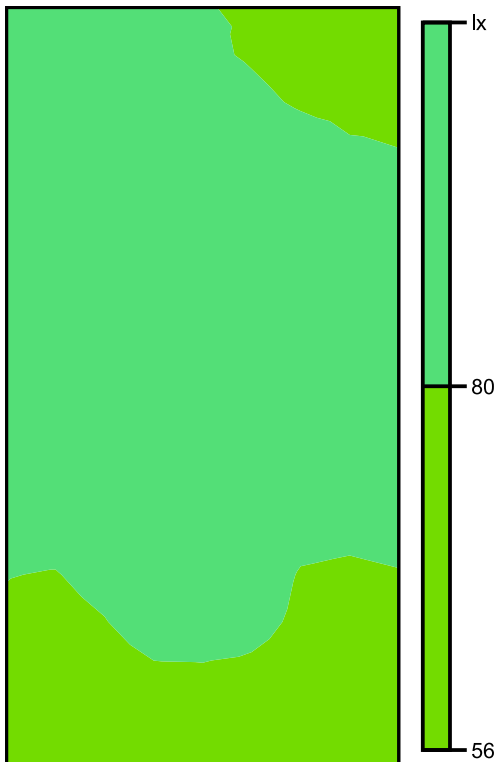
Altezza: 0.800 m, Zona margine: 0.000 m

Isolinee [lx]



Scala: 1 : 25

Colori sfalsati [lx]



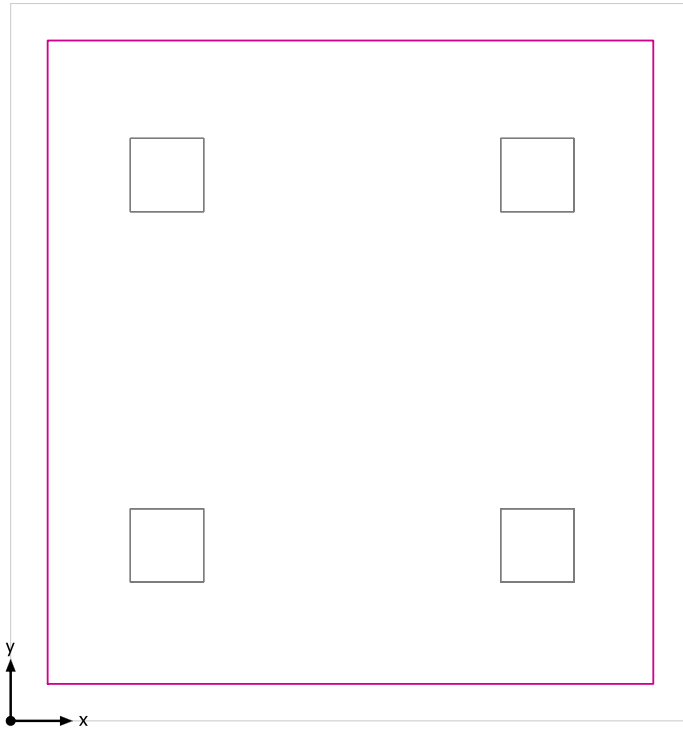
Scala: 1 : 25

Raster dei valori [lx]

+81	+82	+80	+77
+84	+86	+86	+82
+85	+88	+88	+84
+88	+89	+90	+85
+87	(91)	+88	+84
+79	+85	+84	+78
+75	+77	+76	(74)

Scala: 1 : 25

Superficie utile (Ufficio) / Illuminamento perpendicolare (adattivo)



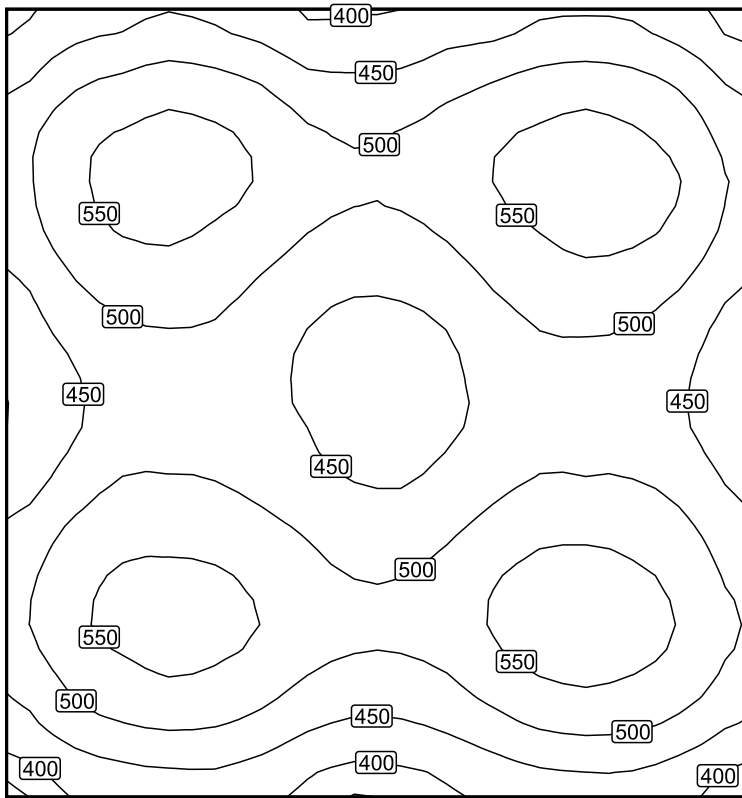
Superficie utile (Ufficio): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 493 lx (Nominale: ≥ 500 lx), Min: 374 lx, Max: 575 lx, Min/Medio: 0.76, Min/Max: 0.65

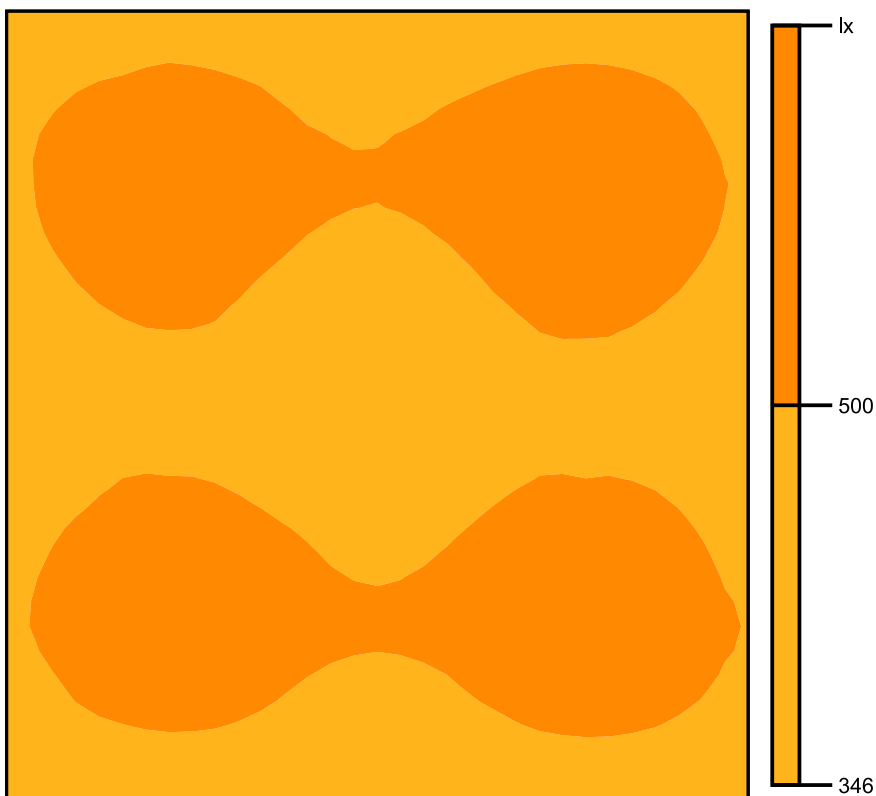
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



Scala: 1 : 50

Colori sfalsati [lx]



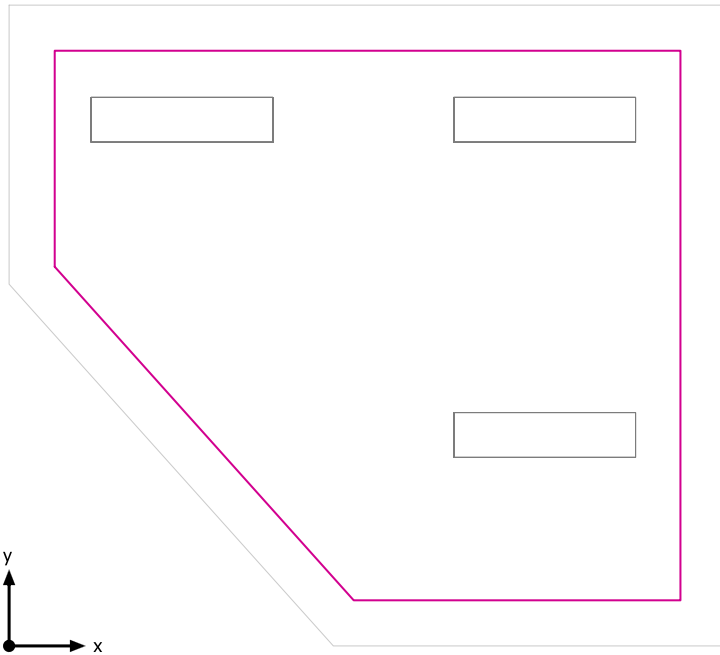
Scala: 1 : 50

Raster dei valori [lx]

+451	+492	+480	+436	+448	+482	+494	+447
+522	+567	+556	+509	+516	+558	(572)	+523
+496	+544	+524	+479	+482	+531	+550	+503
+440	+487	+477	+434	+434	+480	+491	+448
+439	+488	+481	+444	+440	+480	+489	+452
+504	+547	+535	+494	+493	+543	+551	+508
+515	+560	+552	+508	+508	+558	+569	+527
+435	+476	+469	(423)	+426	+468	+484	+446

Scala: 1 : 50

Superficie utile (Ufficio) / Illuminamento perpendicolare (adattivo)



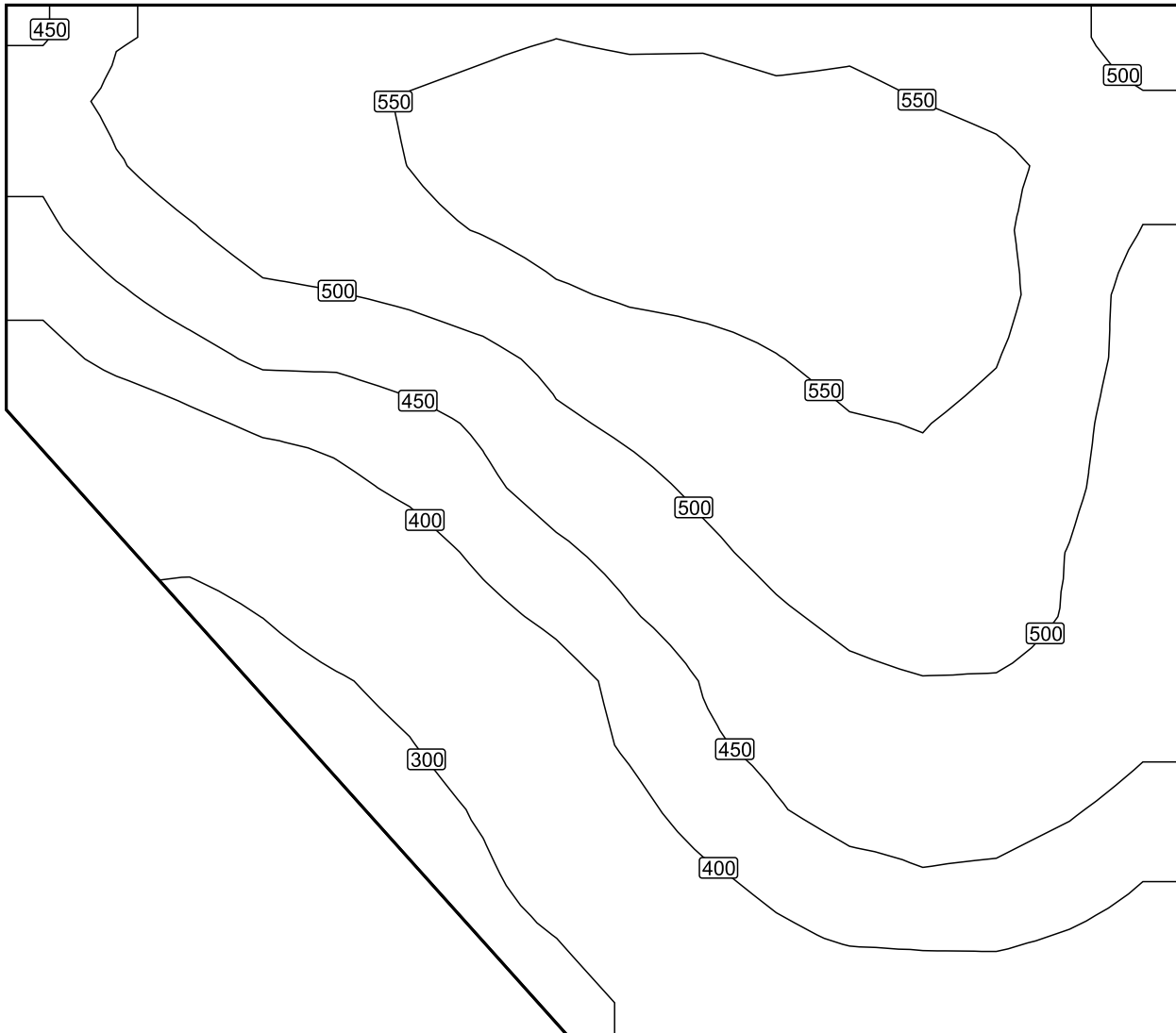
Superficie utile (Ufficio): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 467 lx (Nominale: ≥ 500 lx), Min: 250 lx, Max: 580 lx, Min/Medio: 0.54, Min/Max: 0.43

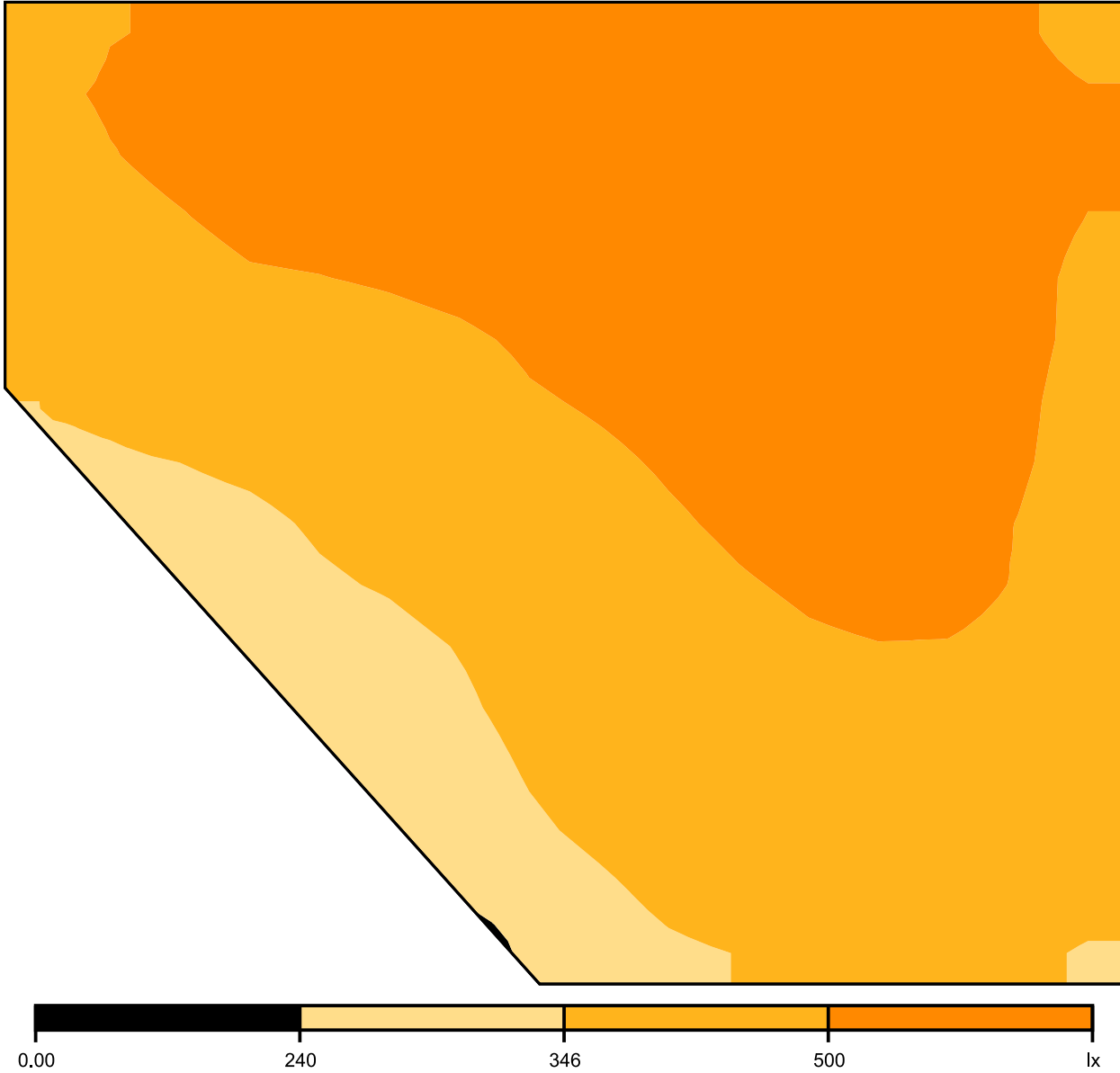
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



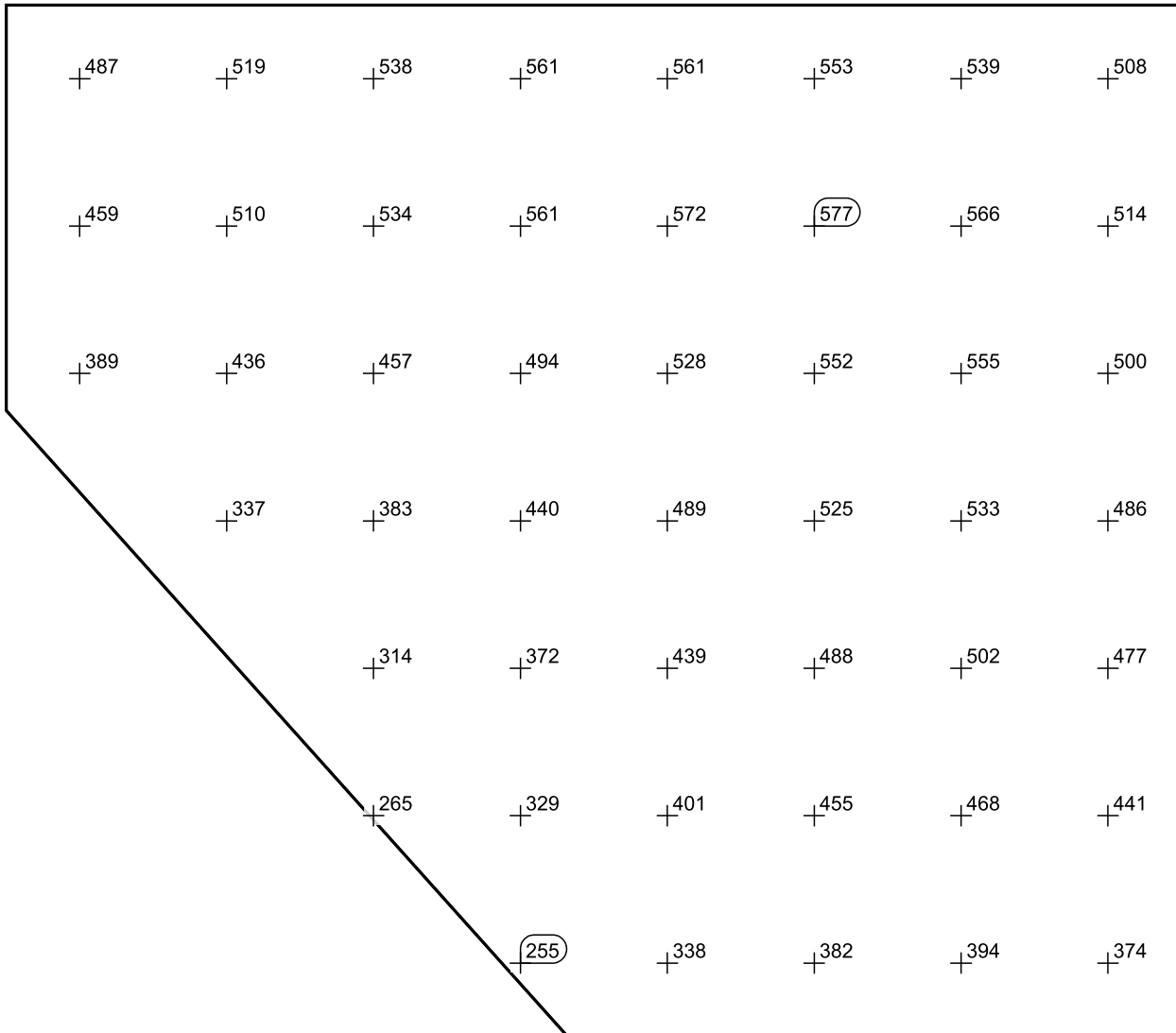
Scala: 1 : 25

Colori sfalsati [lx]



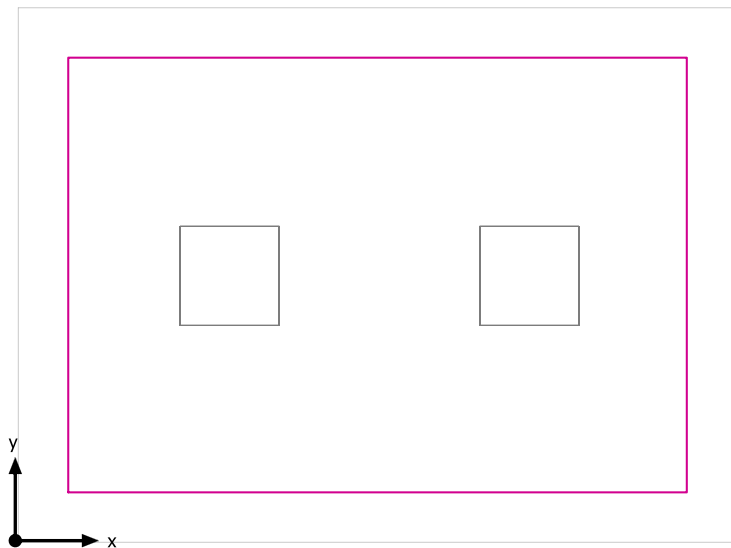
Scala: 1 : 25

Raster dei valori [lx]



Scala: 1 : 25

Superficie utile (Ufficio) / Illuminamento perpendicolare (adattivo)



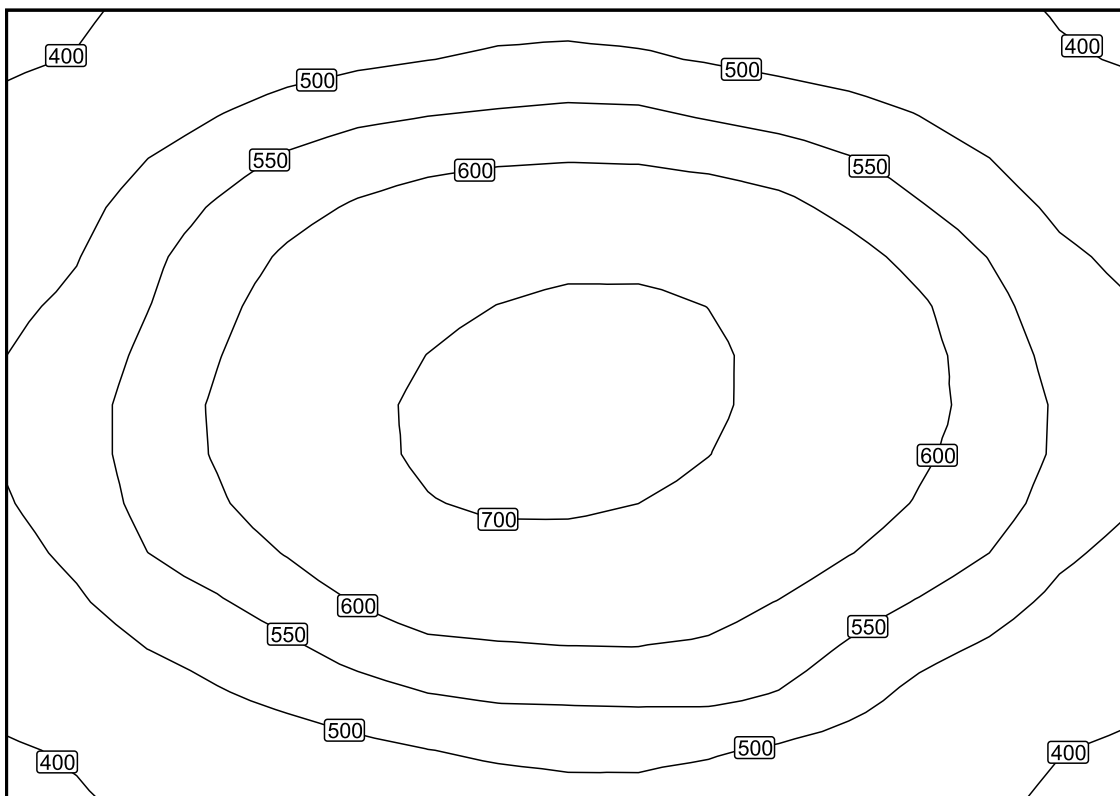
Superficie utile (Ufficio): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 559 lx (Nominale: ≥ 500 lx), Min: 384 lx, Max: 743 lx, Min/Medio: 0.69, Min/Max: 0.52

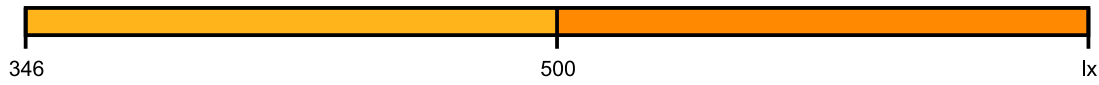
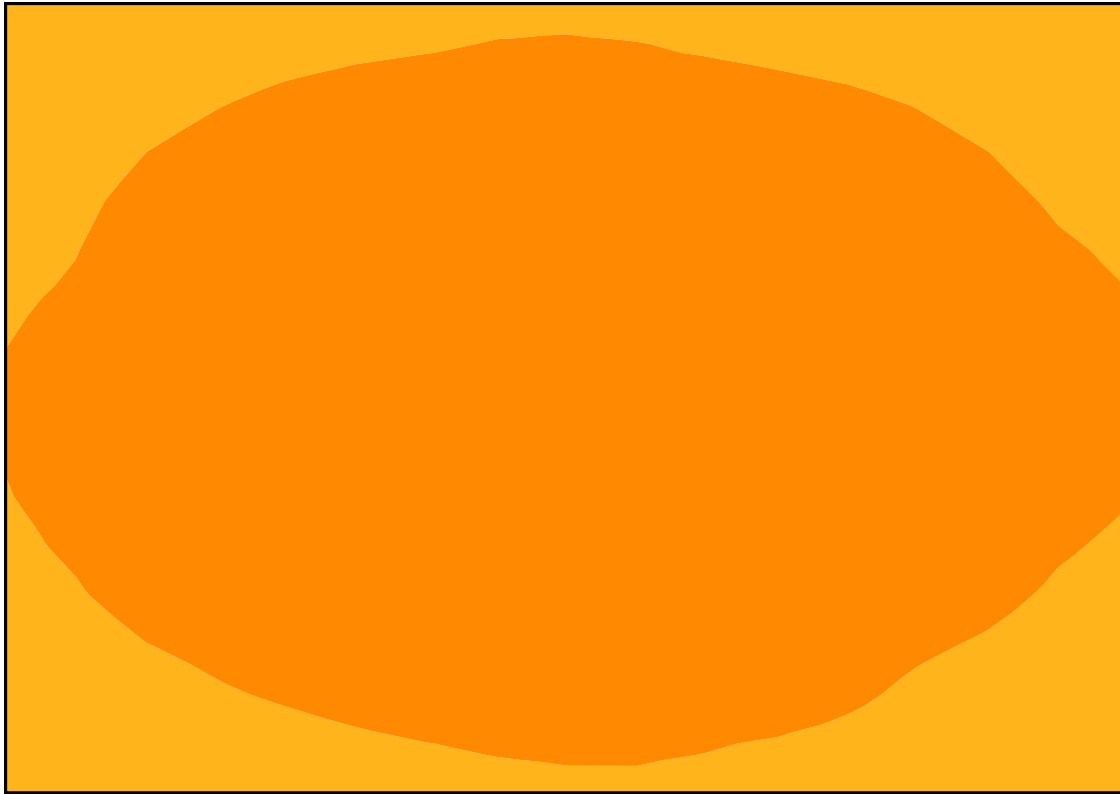
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



Scala: 1 : 25

Colori sfalsati [lx]



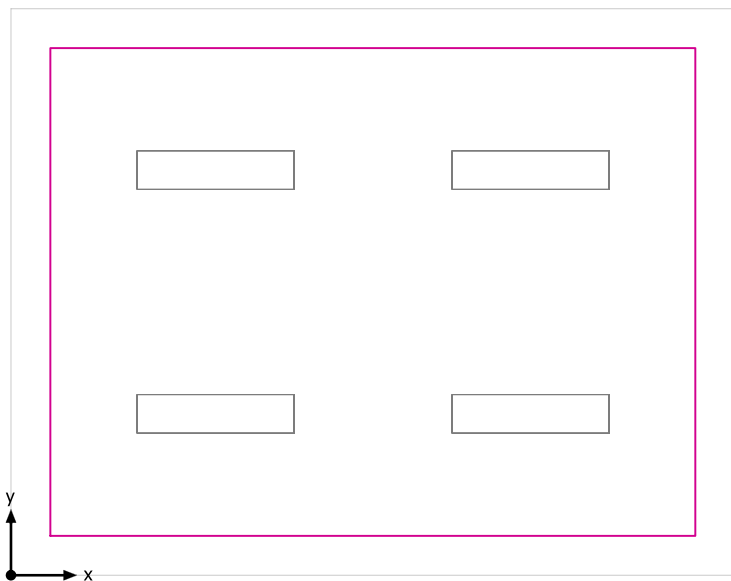
Scala: 1 : 25

Raster dei valori [lx]

+425	+489	+523	+537	+519	+488	+429
+501	+584	+640	+670	+658	+592	+512
+535	+622	+705	+751	+702	+629	+549
+513	+579	+651	+667	+639	+582	+511
+430	+485	+522	+537	+532	+484	+425

Scala: 1 : 25

Superficie utile (Ufficio) / Illuminamento perpendicolare (adattivo)



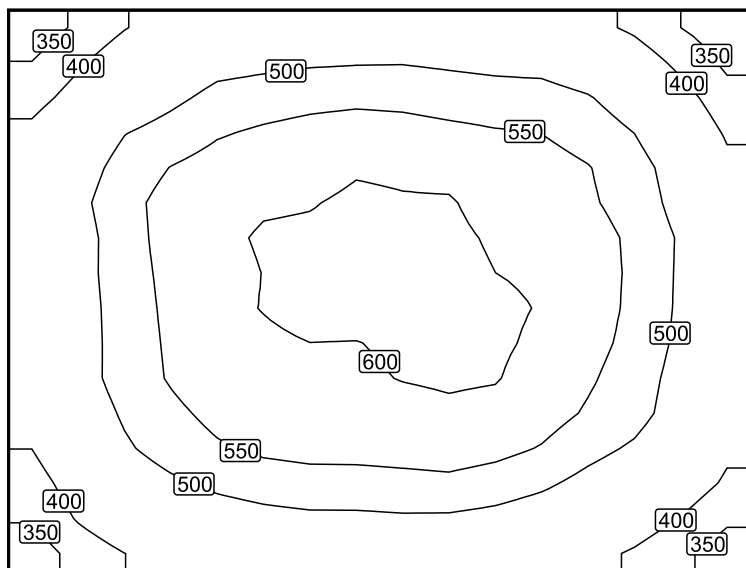
Superficie utile (Ufficio): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 505 lx (Nominale: ≥ 500 lx), Min: 319 lx, Max: 615 lx, Min/Medio: 0.63, Min/Max: 0.52

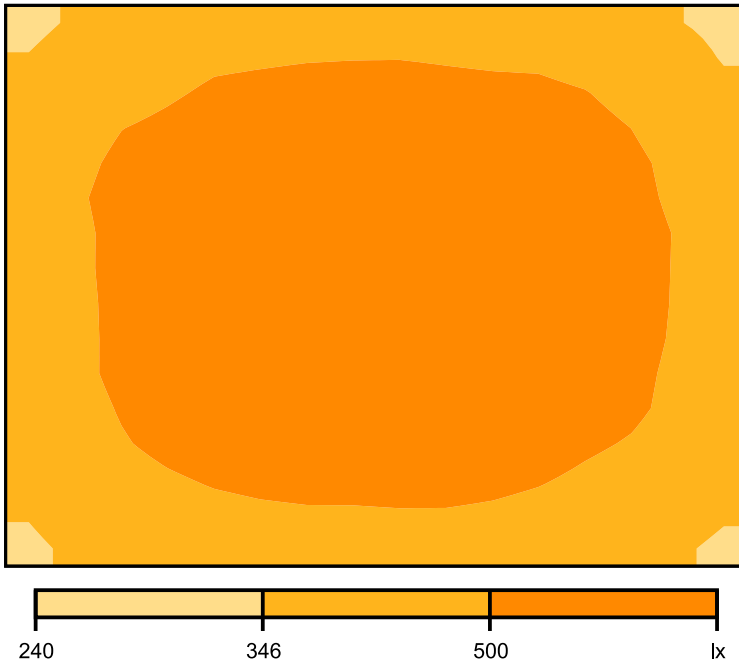
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



Scala: 1 : 50

Colori sfalsati [lx]



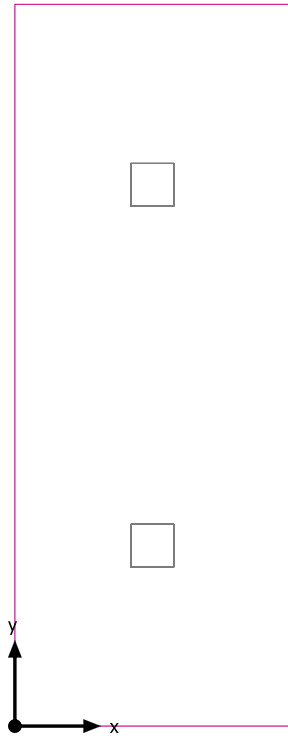
Scala: 1 : 50

Raster dei valori [lx]

+366	+442	+478	+487	+488	+478	+440	358
+441	+522	+564	+582	+580	+563	+526	+431
+444	+549	+597	611	+608	+592	+556	+463
+443	+541	+590	+602	+609	+600	+552	+460
+432	+515	+561	+576	+582	+569	+518	+441
+374	+445	+472	+482	+485	+470	+436	+373

Scala: 1 : 50

Superficie utile (WC) / Illuminamento perpendicolare (adattivo)



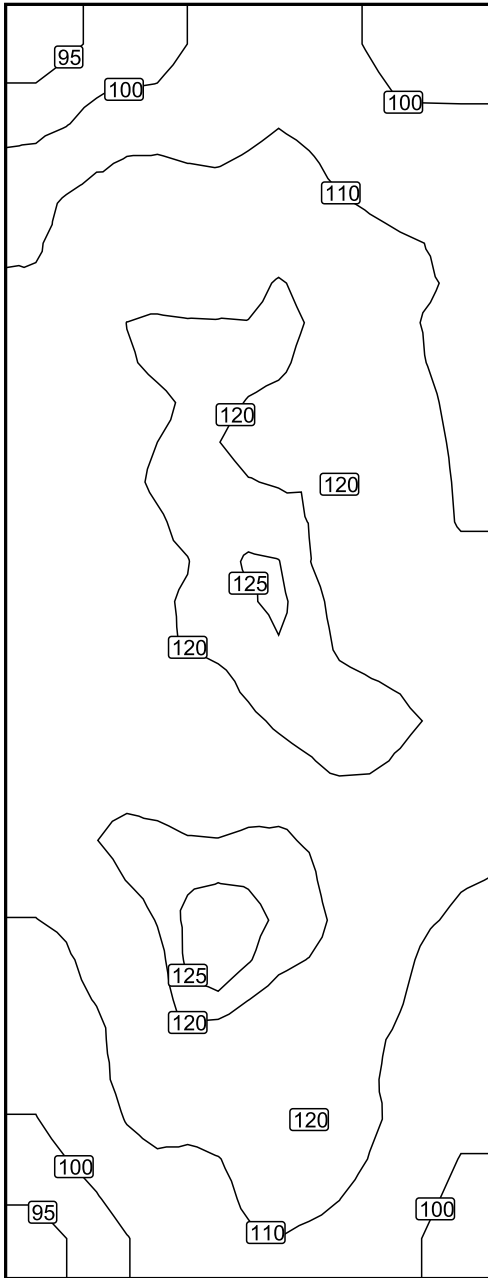
Superficie utile (WC): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 112 lx (Nominale: ≥ 500 lx), Min: 92.6 lx, Max: 128 lx, Min/Medio: 0.83, Min/Max: 0.72

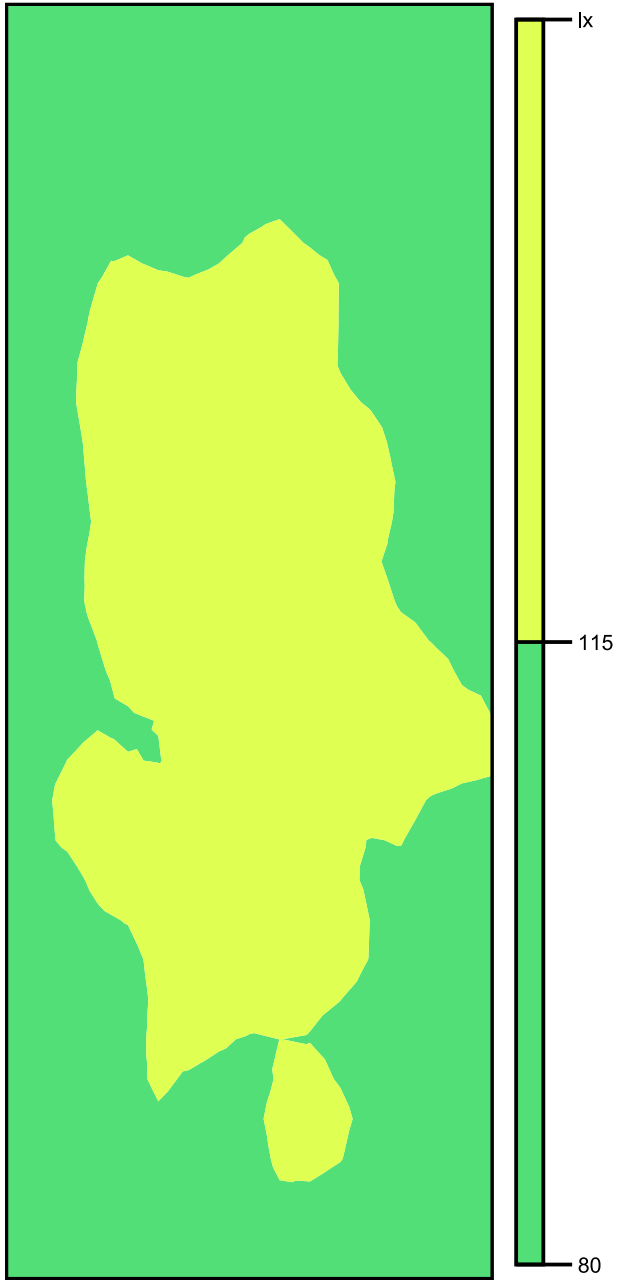
Altezza: 0.800 m, Zona margine: 0.000 m

Isolinee [lx]



Scala: 1 : 25

Colori sfalsati [lx]



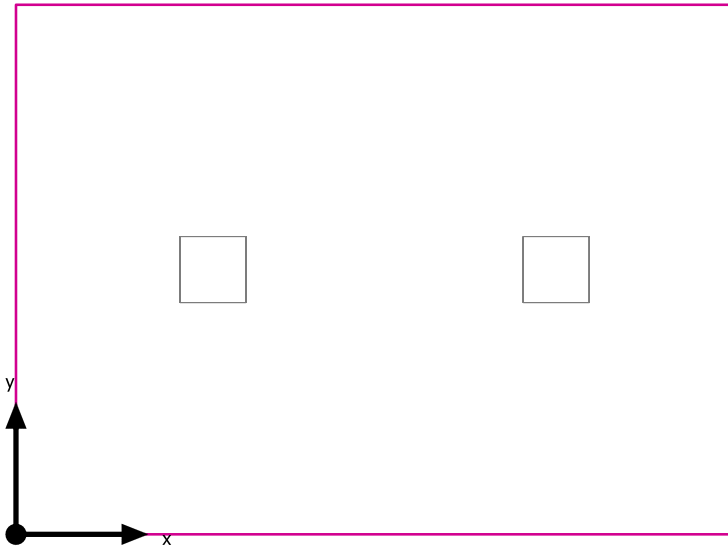
Scala: 1 : 25

Raster dei valori [lx]

+93	+97	+102	+101	+99	+96
+99	+106	+106	+109	+104	+101
+108	+113	+113	+113	+109	+106
+111	+117	+116	+120	+112	+110
+112	+120	+122	+120	+112	+109
+113	+119	+120	+119	+117	+110
+111	+118	+122	+121	+117	+110
+112	+119	+122	+125	+117	+114
+112	+116	+119	+123	+120	+116
+114	+115	+117	+119	+121	+117
+114	+122	+120	+120	+115	+112
+110	+115	+128	+124	+115	+109
+107	+112	+124	+117	+113	+106
+103	+113	+113	+116	+111	+103
+99	+106	+109	+117	+110	+100
+94	+100	+107	+109	+104	+98

Scala: 1 : 25

Superficie utile (WC) / Illuminamento perpendicolare (adattivo)



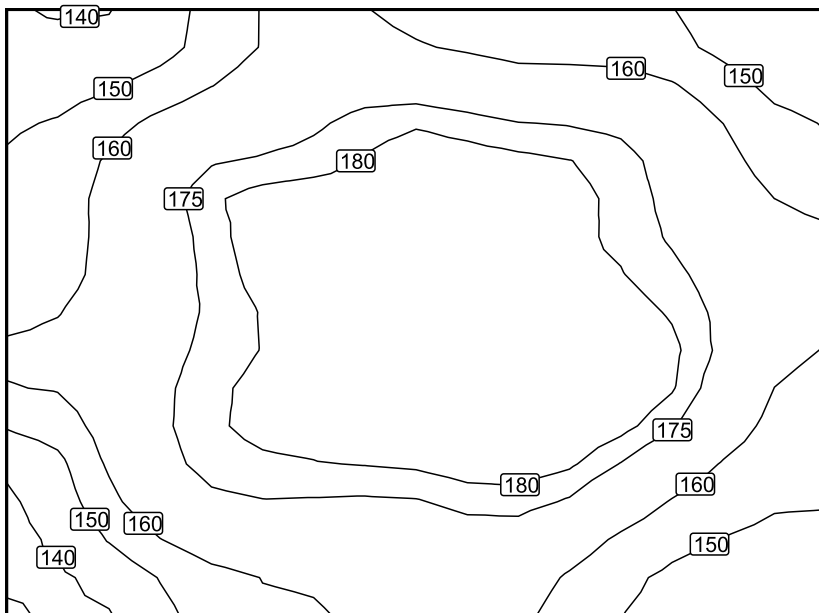
Superficie utile (WC): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 168 lx (Nominale: ≥ 500 lx), Min: 138 lx, Max: 189 lx, Min/Medio: 0.82, Min/Max: 0.73

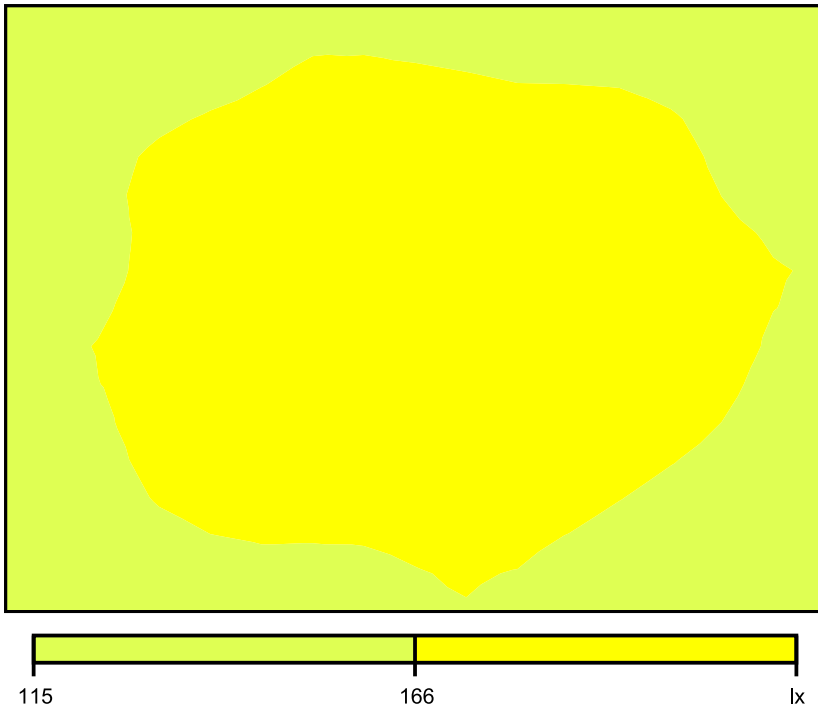
Altezza: 0.800 m, Zona margine: 0.000 m

Isolinee [lx]



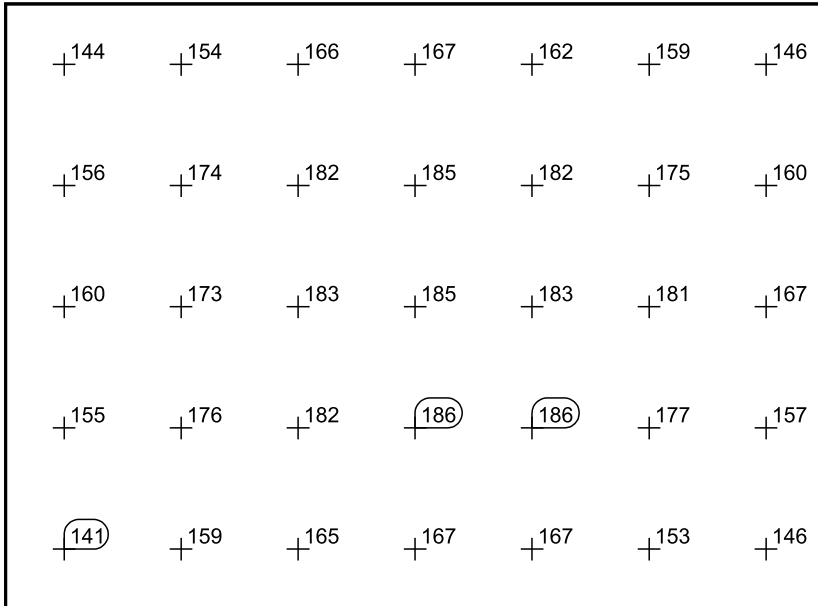
Scala: 1 : 25

Colori sfalsati [lx]



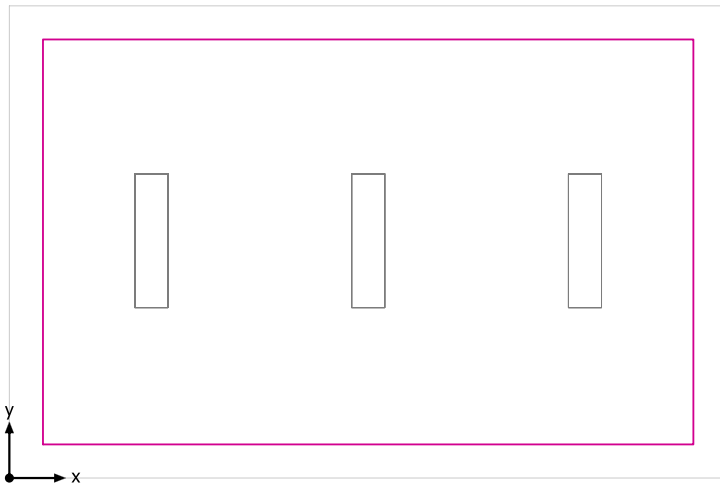
Scala: 1 : 25

Raster dei valori [lx]



Scala: 1 : 25

Superficie utile (Aula) / Illuminamento perpendicolare (adattivo)

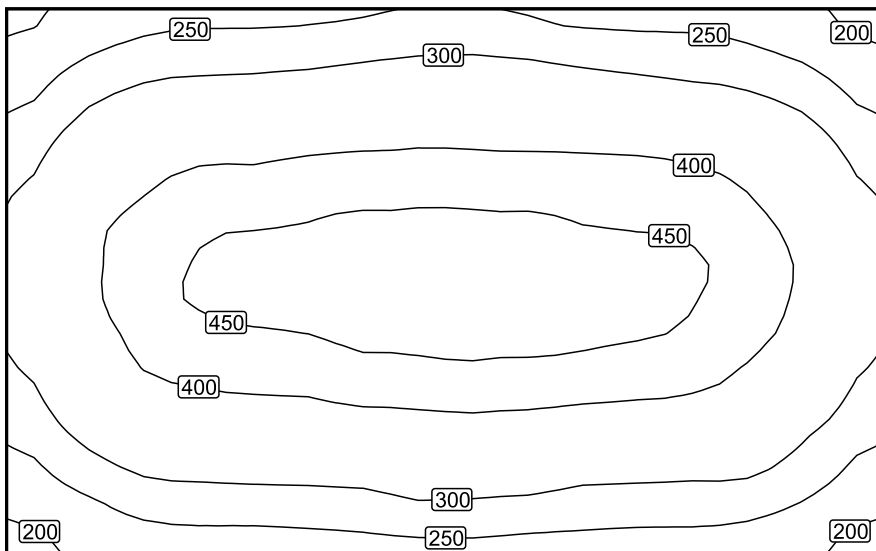


Superficie utile (Aula): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

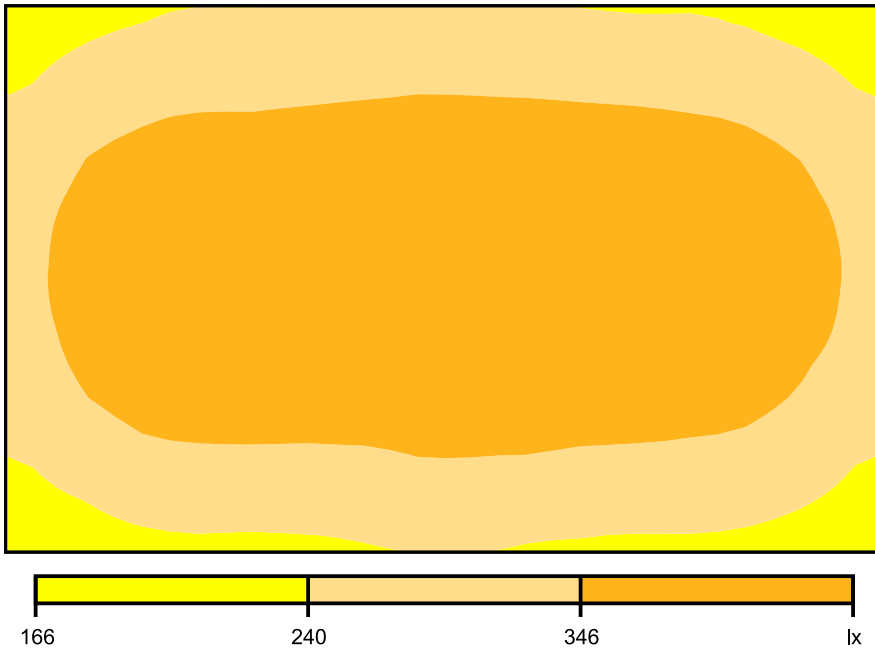
Medio: 350 lx (Nominale: ≥ 500 lx), Min: 186 lx, Max: 478 lx, Min/Medio: 0.53, Min/Max: 0.39
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



Scala: 1 : 50

Colori sfalsati [lx]



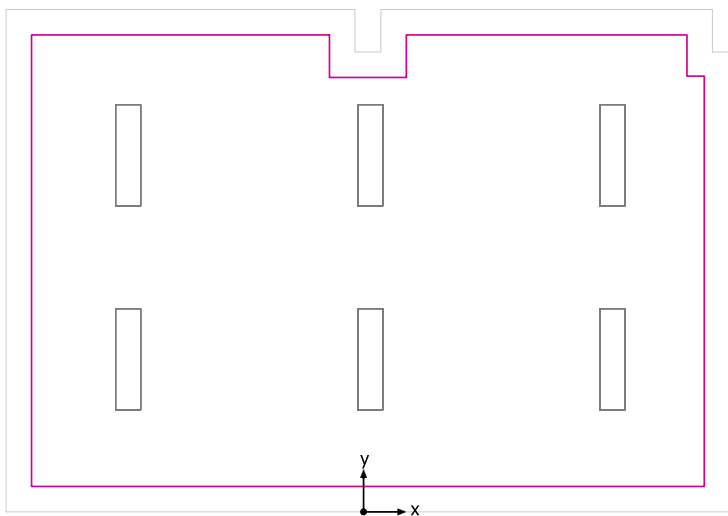
Scala: 1 : 50

Raster dei valori [lx]

+242	+284	+291	+305	+307	+291	+275	+236
+328	+398	+412	+421	+419	+416	+399	+326
+361	+446	+466	+475	(478)	+467	+445	+363
+325	+393	+404	+418	+420	+412	+394	+319
(233)	+276	+281	+293	+295	+282	+278	+235

Scala: 1 : 50

Superficie utile (Aula) / Illuminamento perpendicolare (adattivo)

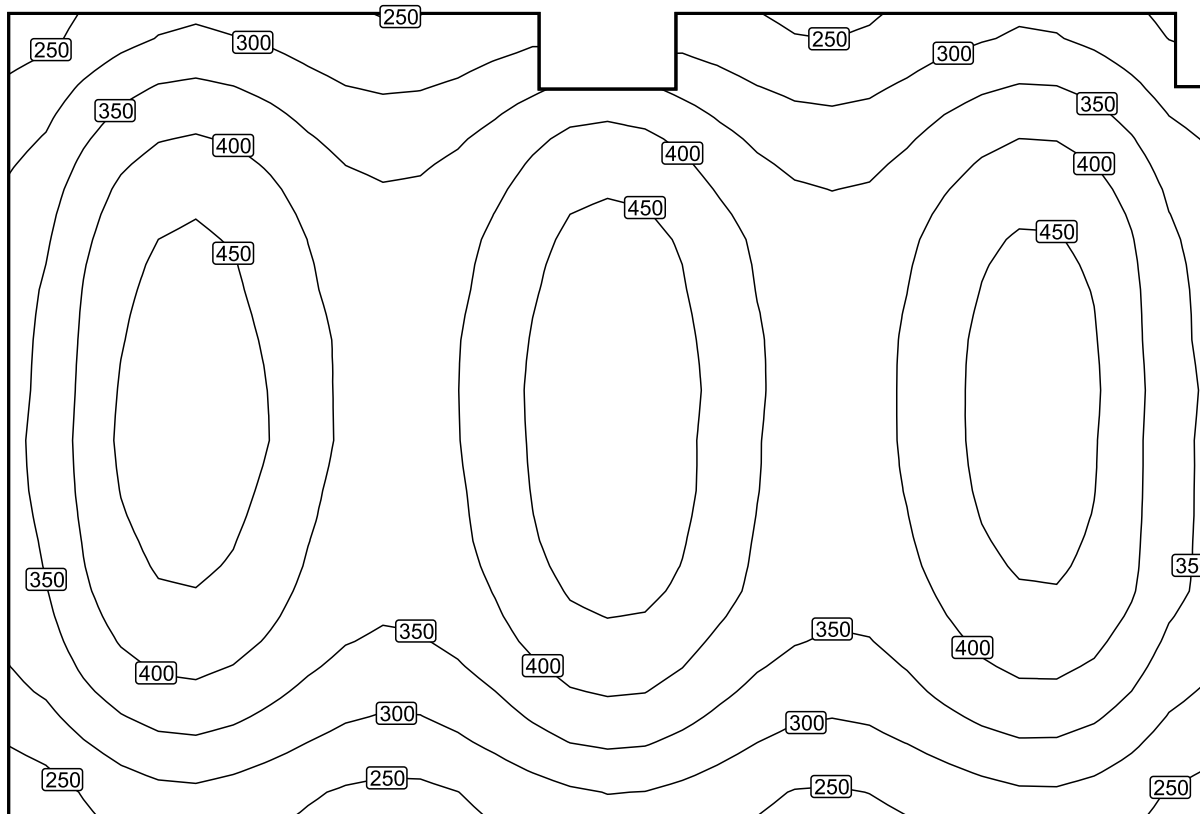


Superficie utile (Aula): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

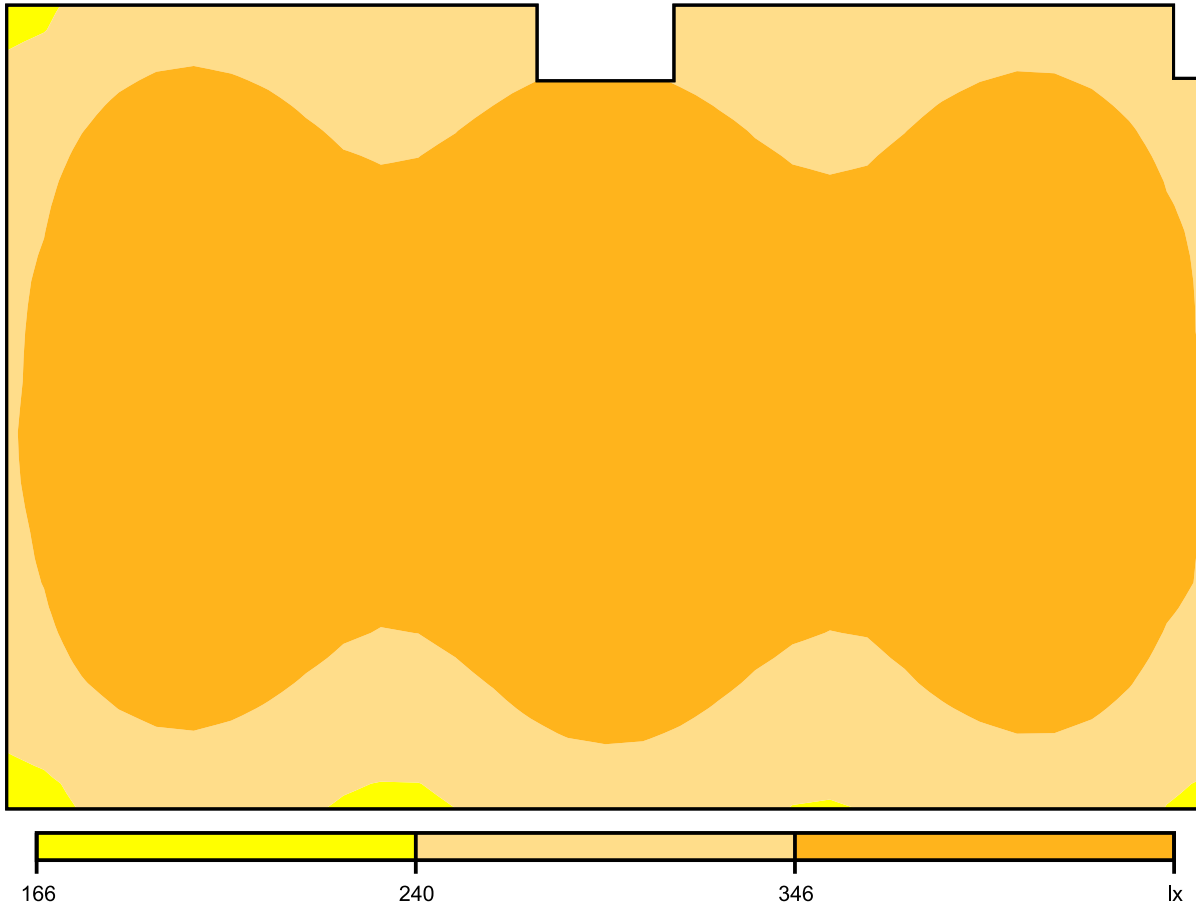
Medio: 378 lx (Nominale: ≥ 500 lx), Min: 218 lx, Max: 493 lx, Min/Medio: 0.58, Min/Max: 0.44
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



Scala: 1 : 50

Colori sfalsati [lx]



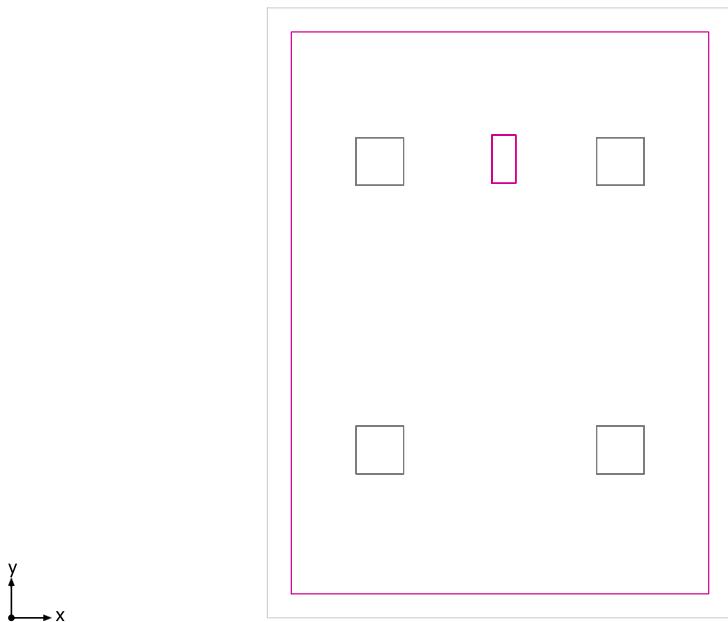
Scala: 1 : 50

Raster dei valori [lx]



Scala: 1 : 50

Superficie utile (Aula) / Illuminamento perpendicolare (adattivo)

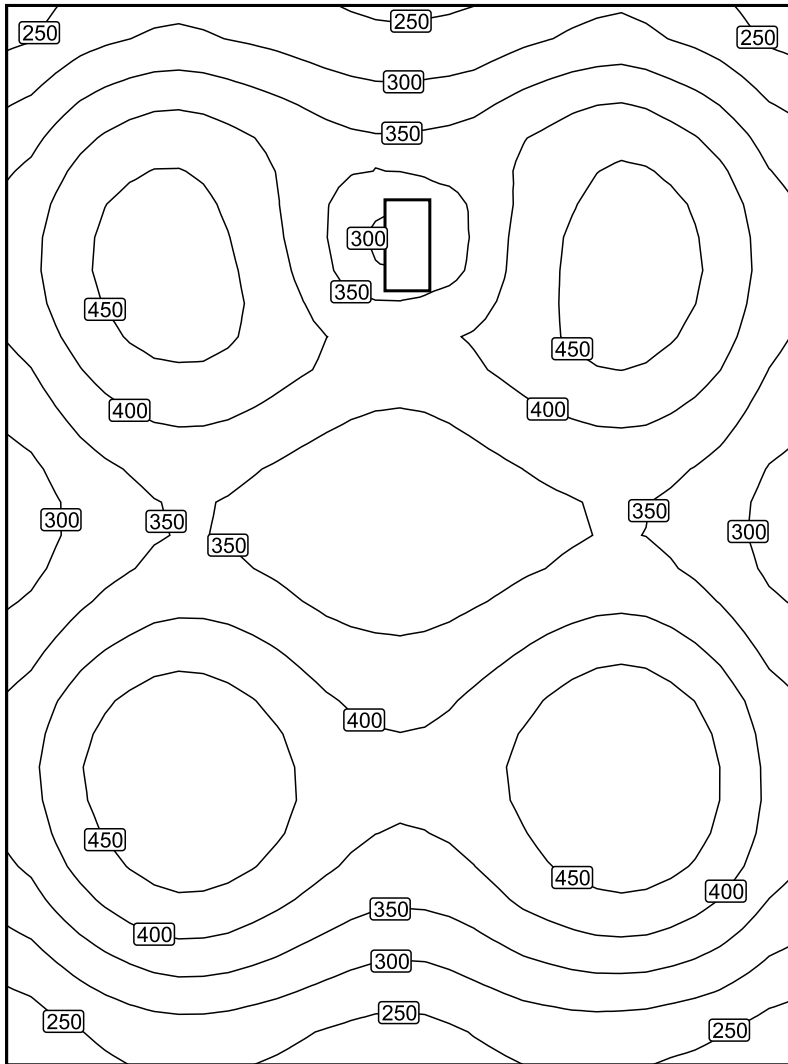


Superficie utile (Aula): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

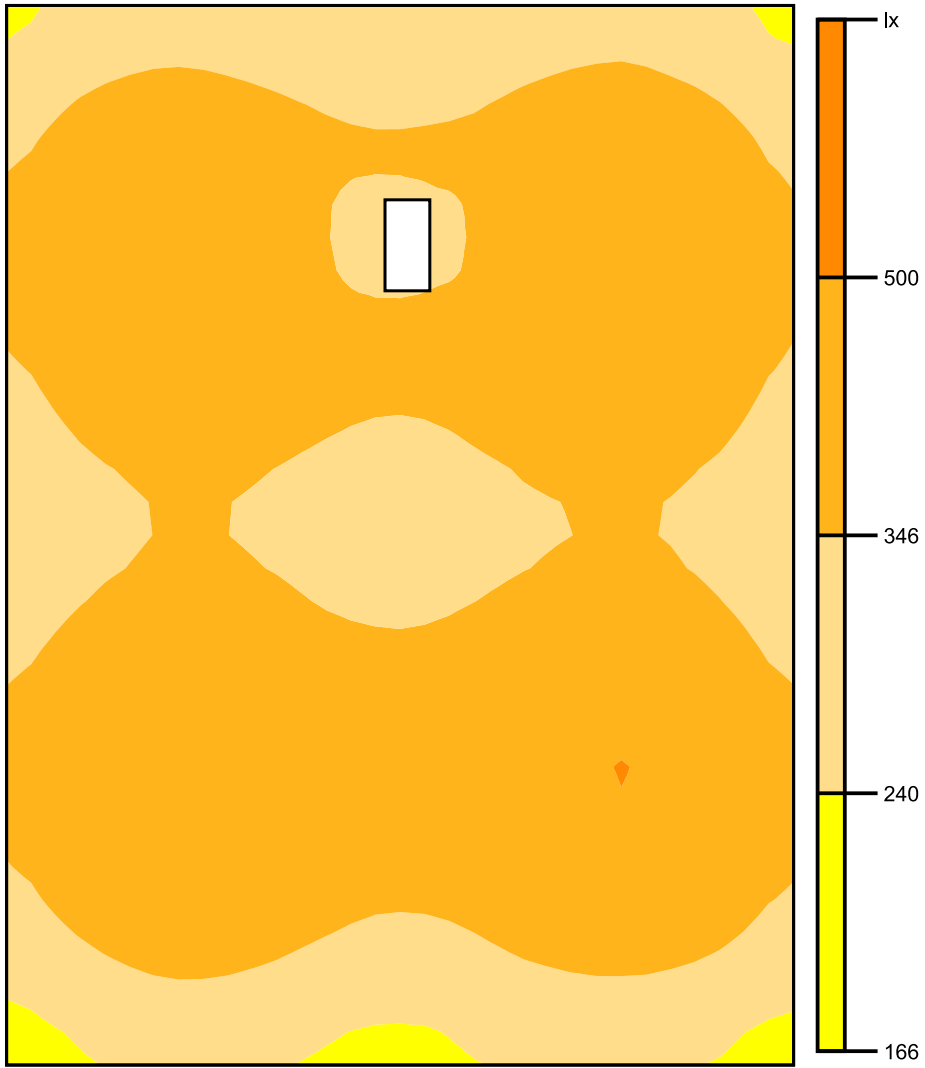
Medio: 374 lx (Nominale: ≥ 500 lx), Min: 211 lx, Max: 498 lx, Min/Medio: 0.56, Min/Max: 0.42
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



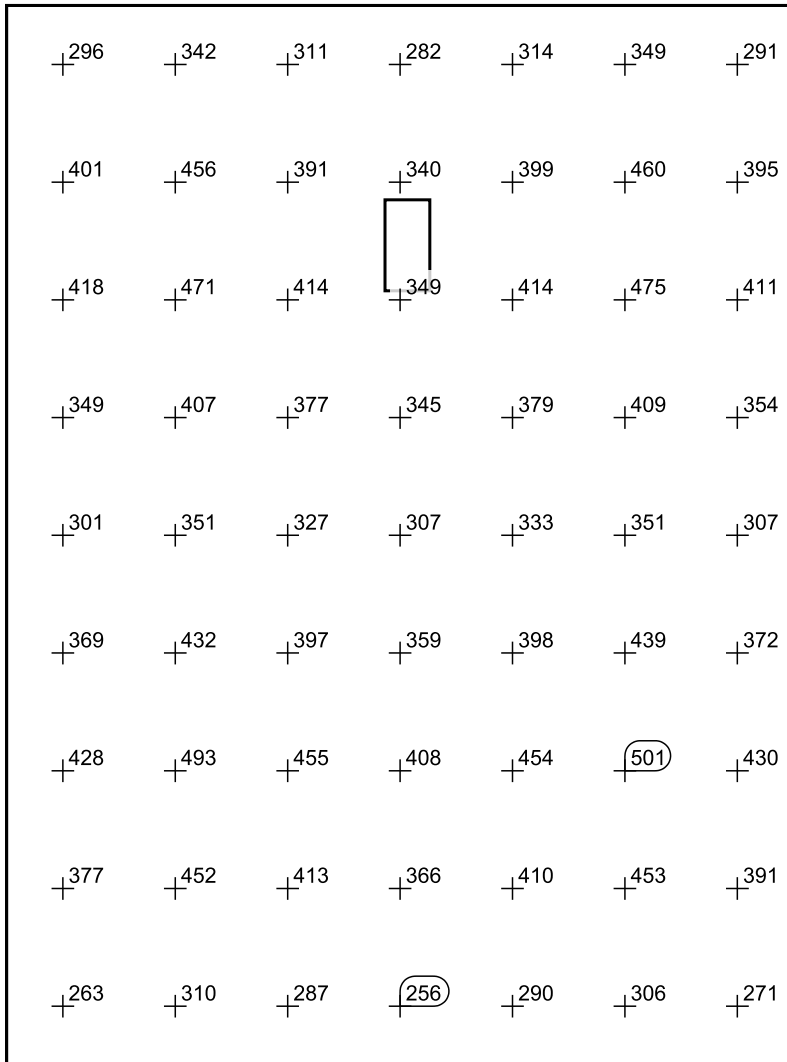
Scala: 1 : 50

Colori sfalsati [lx]



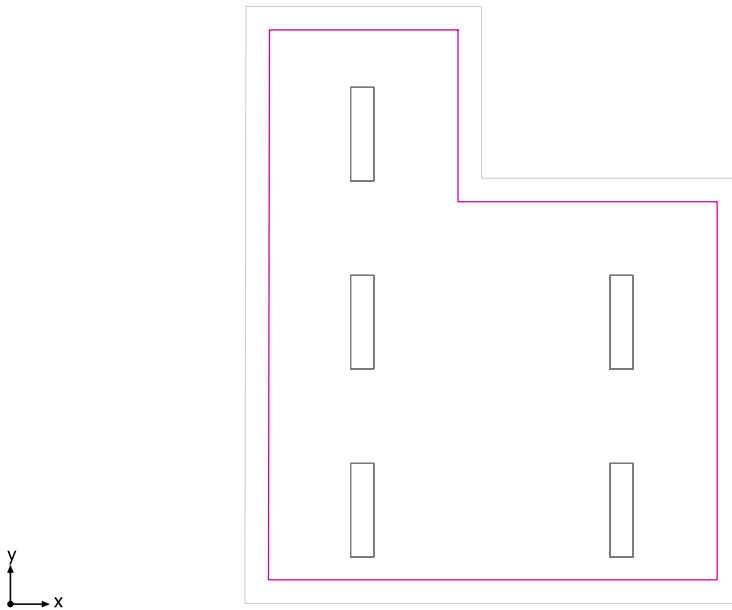
Scala: 1 : 50

Raster dei valori [lx]



Scala: 1 : 50

Superficie utile (Aula) / Illuminamento perpendicolare (adattivo)



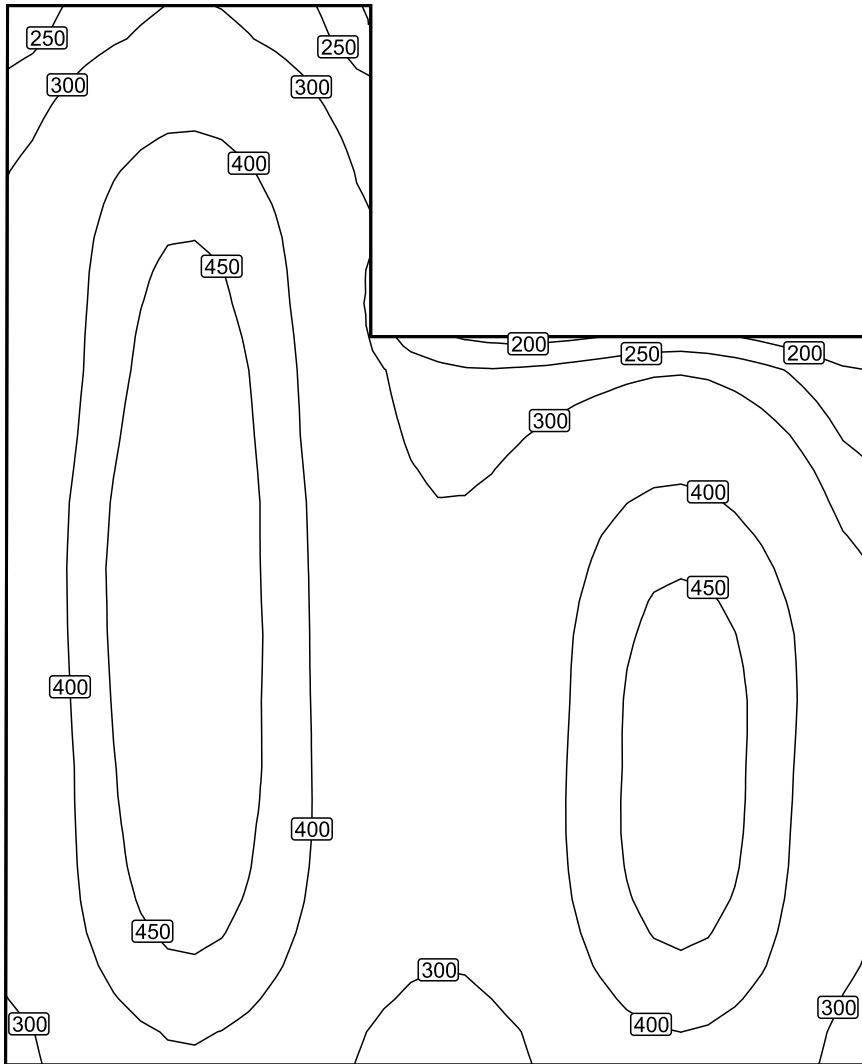
Superficie utile (Aula): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 375 lx (Nominale: ≥ 500 lx), Min: 173 lx, Max: 494 lx, Min/Medio: 0.46, Min/Max: 0.35

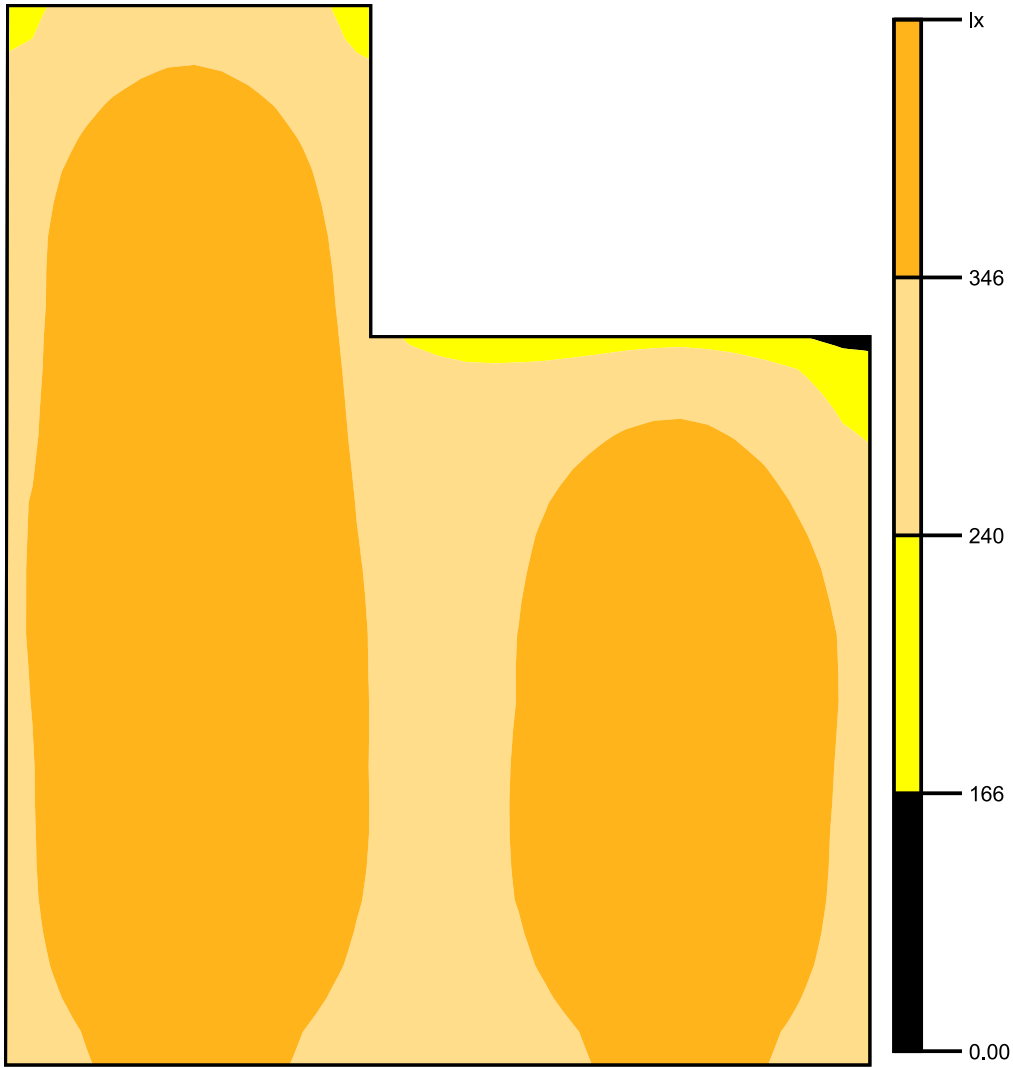
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



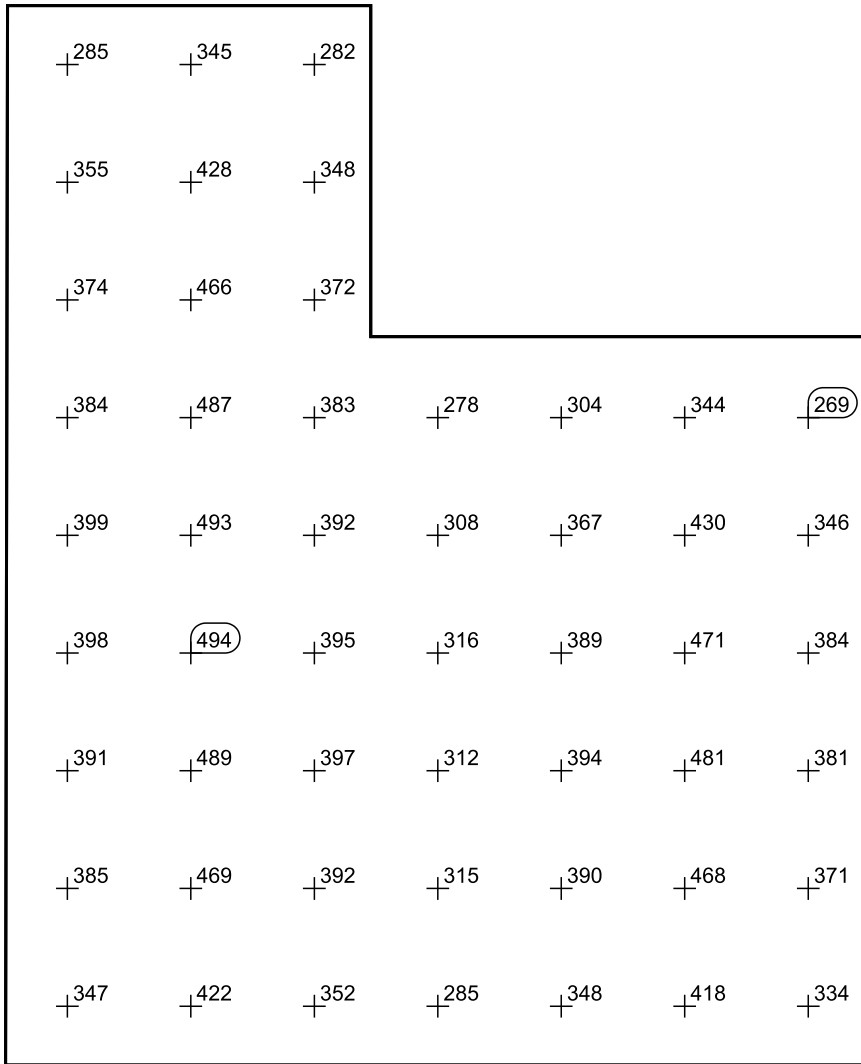
Scala: 1 : 50

Colori sfalsati [lx]



Scala: 1 : 50

Raster dei valori [lx]



Scala: 1 : 50

Superficie utile (Corridoio) / Illuminamento perpendicolare (adattivo)



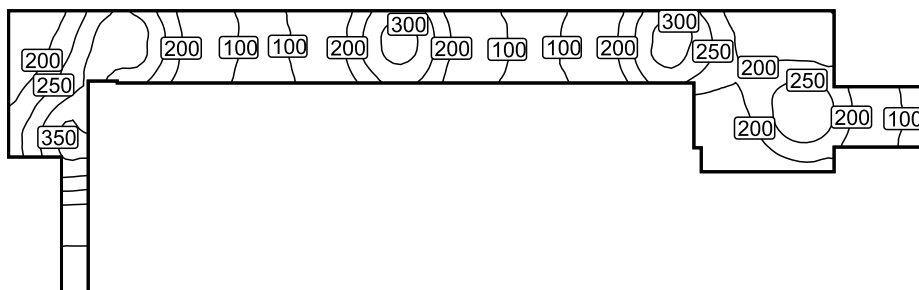
Superficie utile (Corridoio): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 197 lx (Nominale: ≥ 500 lx), Min: 62.8 lx, Max: 367 lx, Min/Medio: 0.32, Min/Max: 0.17

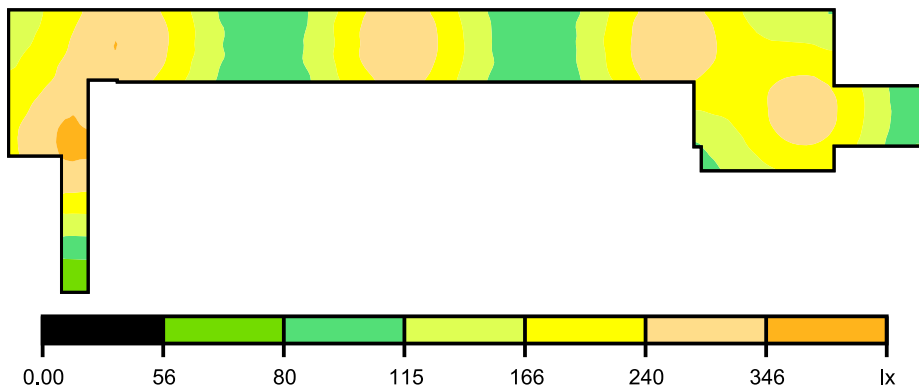
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



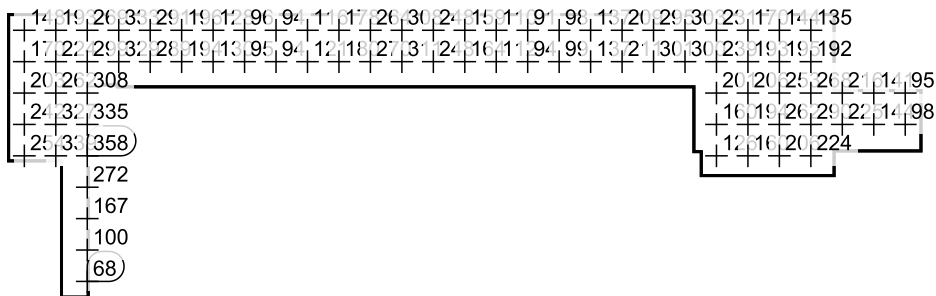
Scala: 1 : 200

Colori sfalsati [lx]



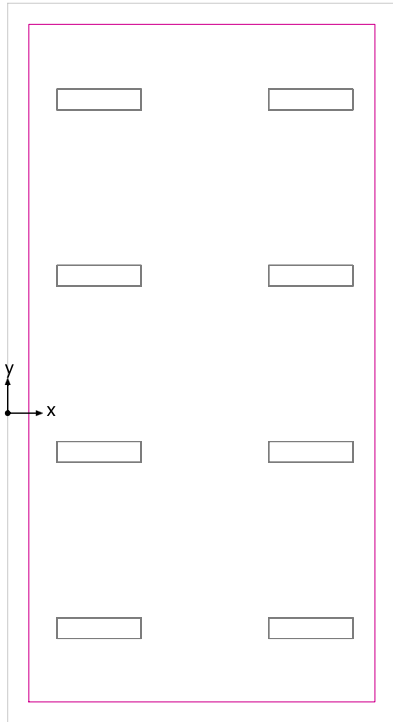
Scala: 1 : 200

Raster dei valori [lx]



Scala: 1 : 200

Superficie utile (Sala computer) / Illuminamento perpendicolare (adattivo)



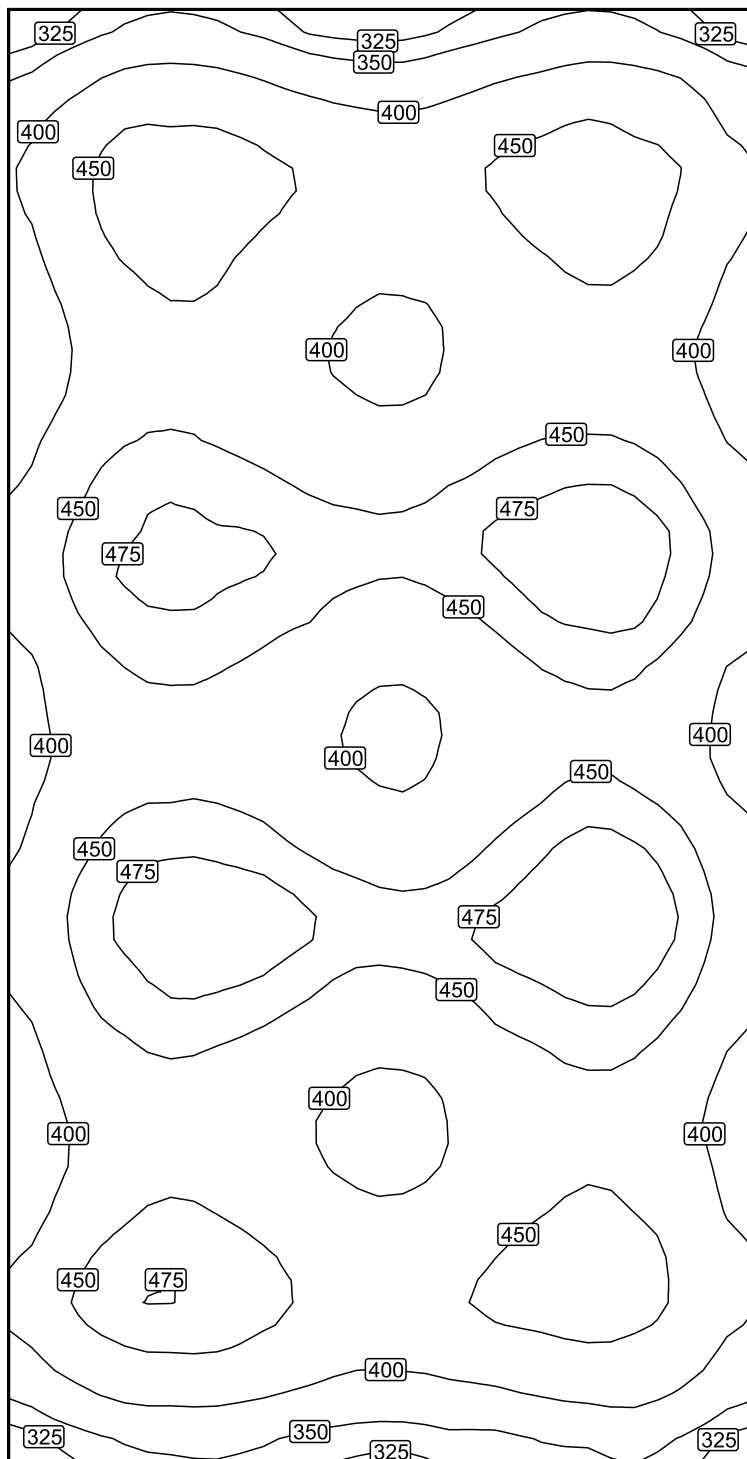
Superficie utile (Sala computer): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 429 lx (Nominale: ≥ 500 lx), Min: 300 lx, Max: 495 lx, Min/Medio: 0.70, Min/Max: 0.61

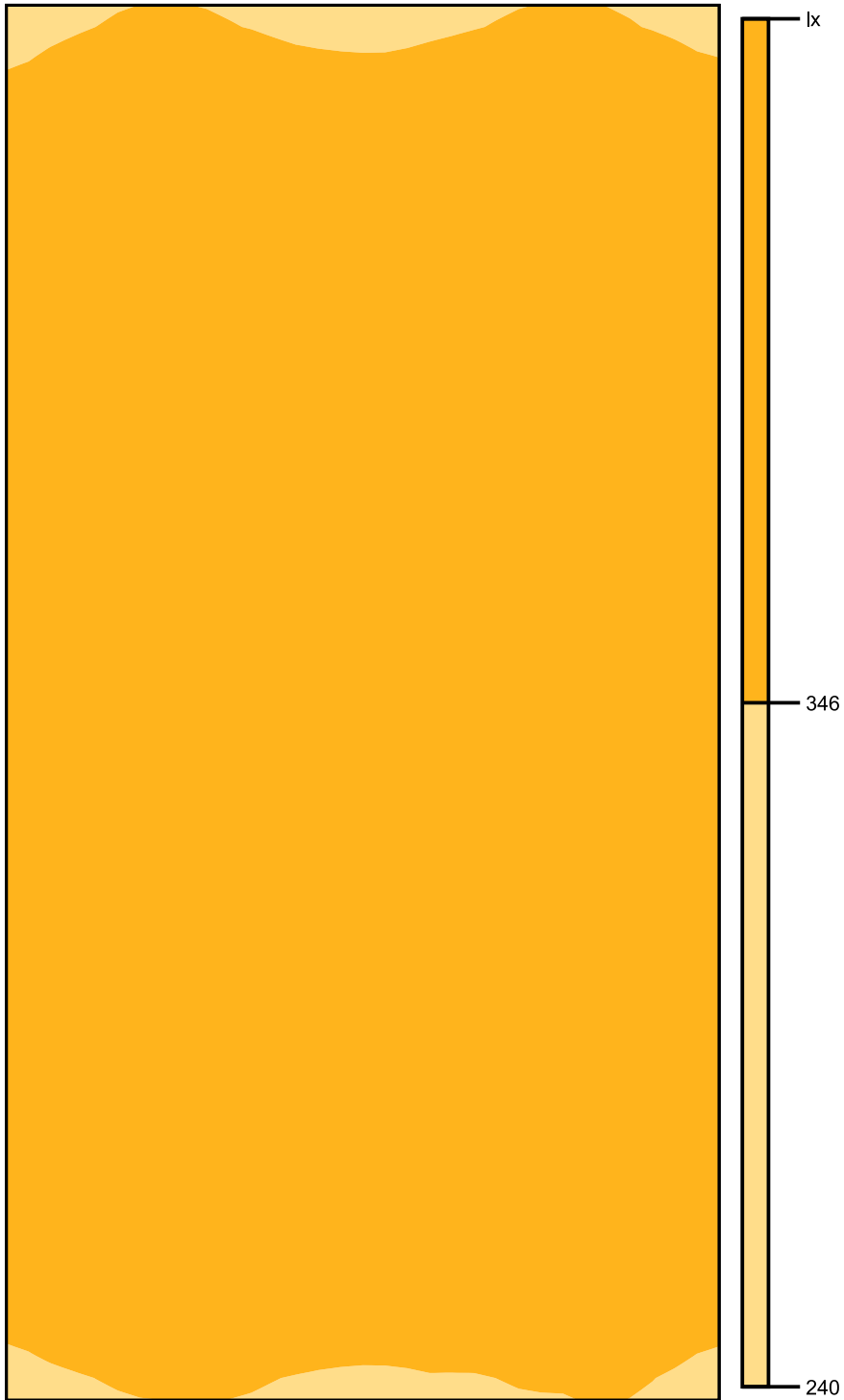
Altezza: 0.800 m, Zona margine: 0.300 m

Isolinee [lx]



Scala: 1 : 50

Colori sfalsati [lx]



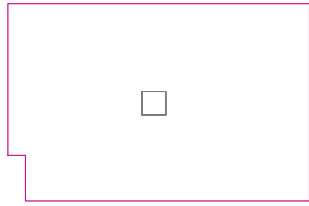
Scala: 1 : 50

Raster dei valori [lx]

+392	+411	<u>+371</u>	+407	+405
+440	+459	+421	+454	+445
+407	+431	+392	+423	+411
+455	+473	+451	+480	+466
+436	+451	+409	+448	+438
+430	+450	+409	+448	+444
+457	<u>+487</u>	+455	+483	+471
+415	+427	+390	+431	+420
+440	+458	+420	+455	+442
+398	+416	+383	+405	+402

Scala: 1 : 50

Superficie utile (Sgombero) / Illuminamento perpendicolare (adattivo)



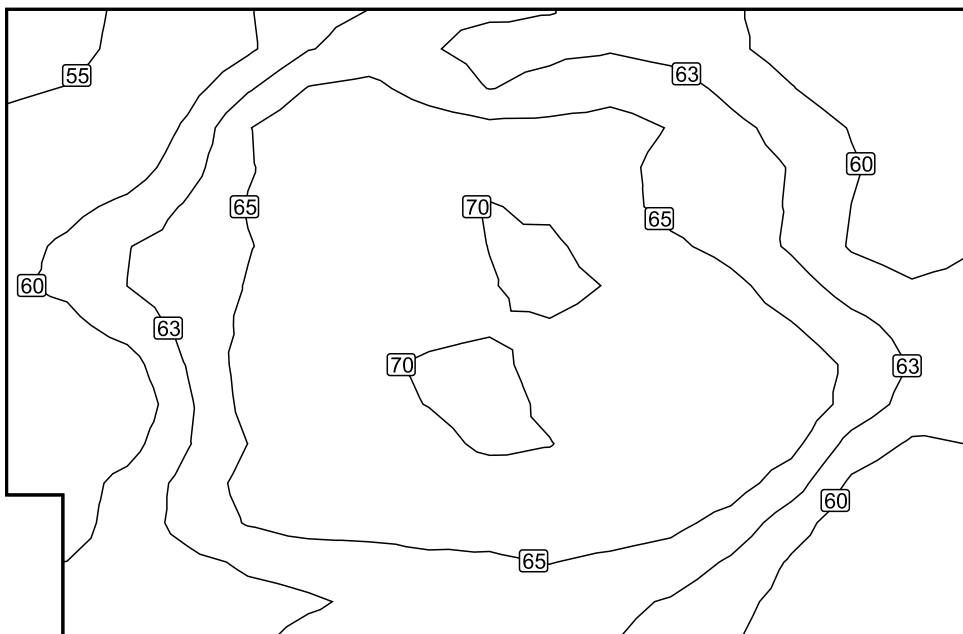
Superficie utile (Sgombero): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 63.3 lx (Nominale: ≥ 500 lx), Min: 53.8 lx, Max: 70.6 lx, Min/Medio: 0.85, Min/Max: 0.76

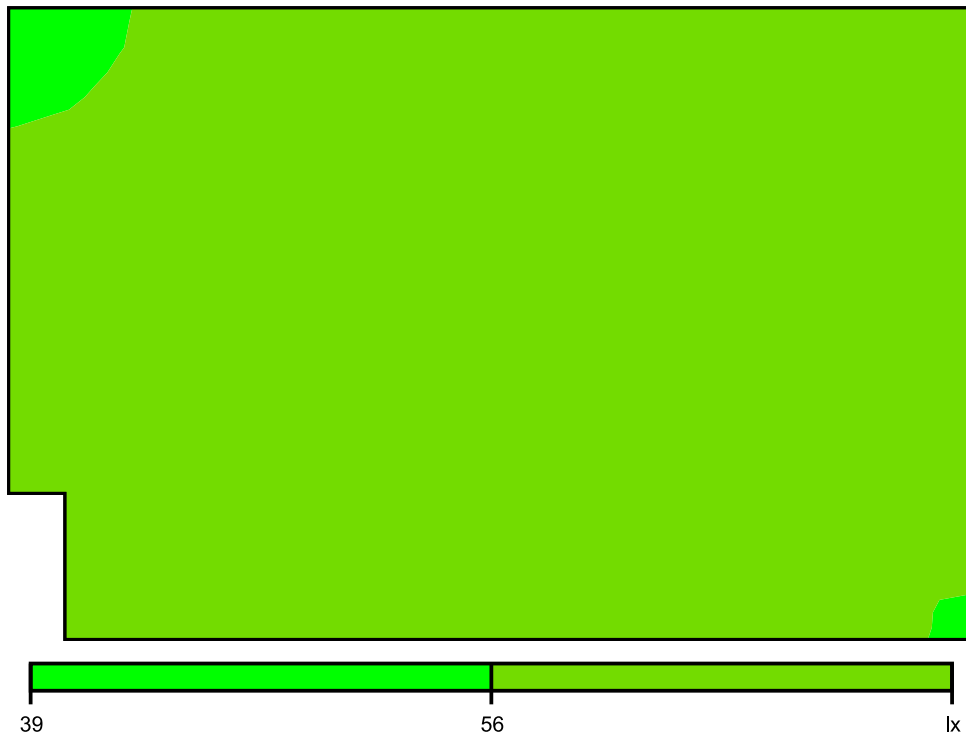
Altezza: 0.800 m, Zona margine: 0.000 m

Isolinee [lx]



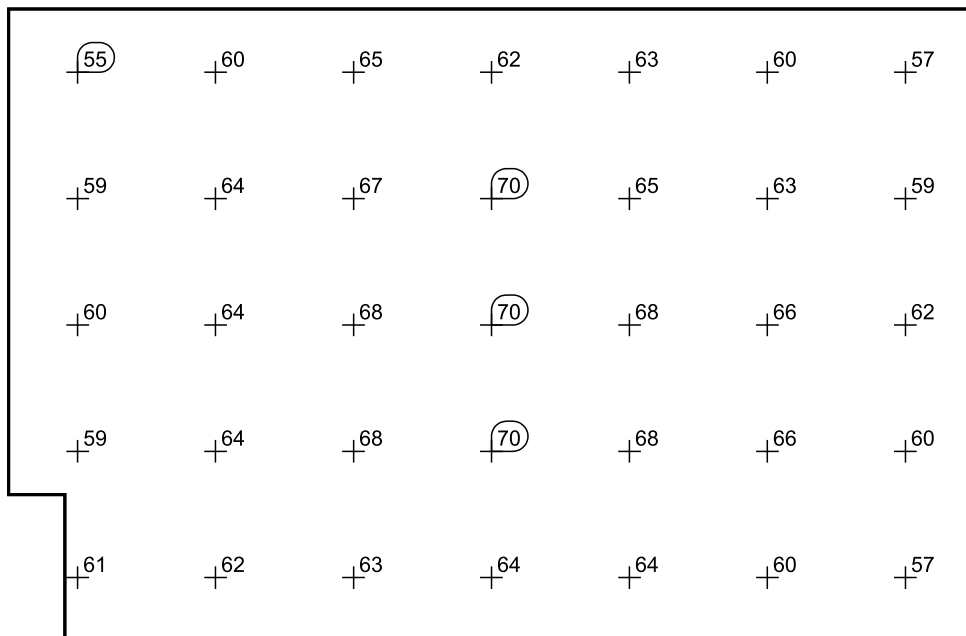
Scala: 1 : 25

Colori sfalsati [lx]



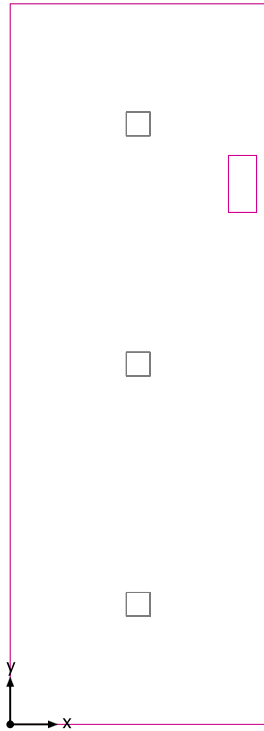
Scala: 1 : 25

Raster dei valori [lx]



Scala: 1 : 25

Superficie utile (Sgombero) / Illuminamento perpendicolare (adattivo)



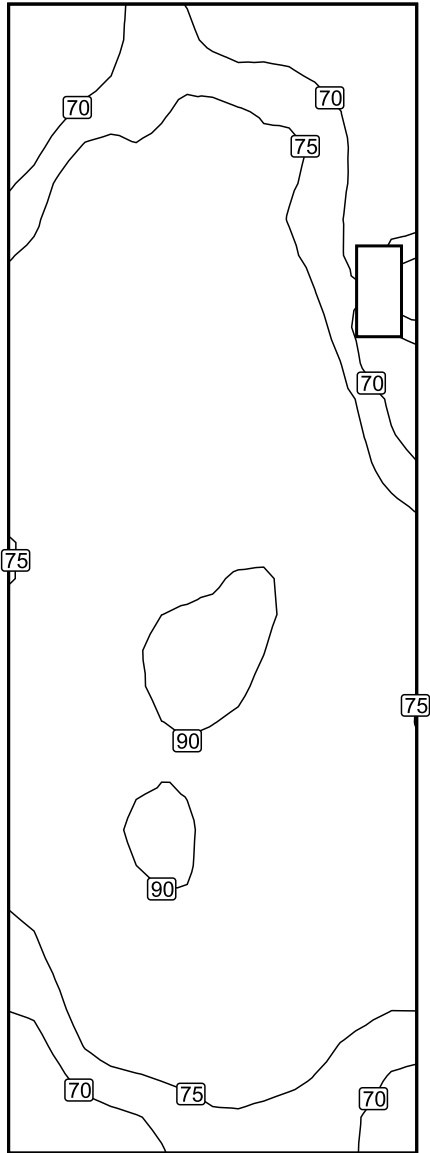
Superficie utile (Sgombero): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 79.1 lx (Nominale: ≥ 500 lx), Min: 34.4 lx, Max: 91.6 lx, Min/Medio: 0.43, Min/Max: 0.38

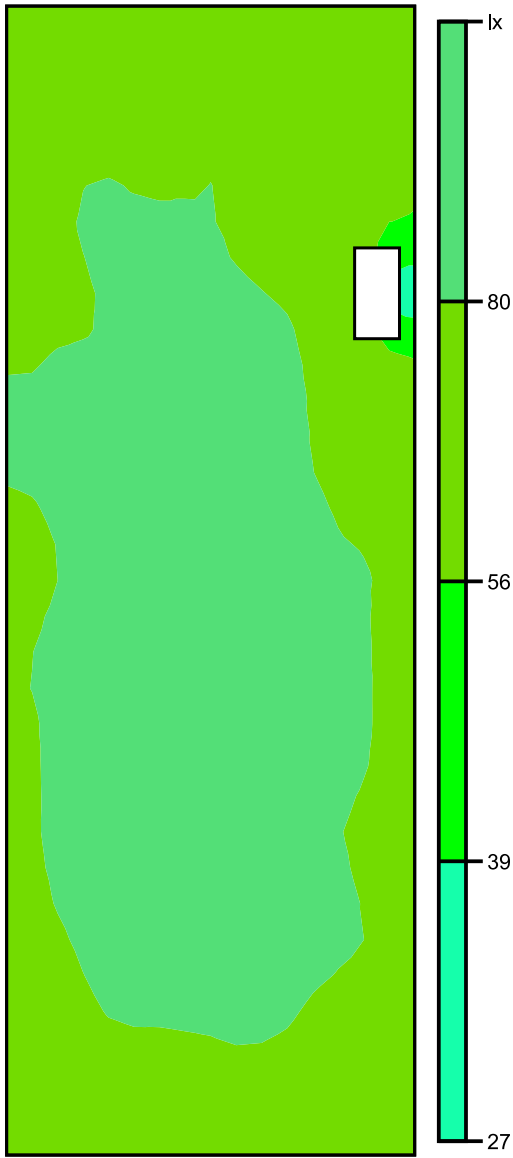
Altezza: 0.800 m, Zona margine: 0.000 m

Isolinee [lx]



Scala: 1 : 50

Colori sfalsati [lx]



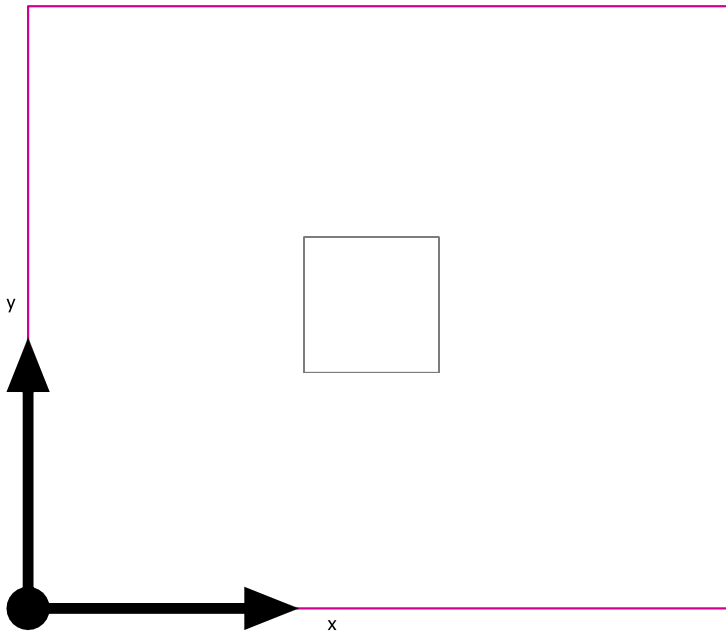
Scala: 1 : 50

Raster dei valori [lx]

+63	+67	+72	+69	+68	+64	+63
+65	+70	+73	+74	+72	+69	+64
+69	+76	+76	+80	+76	+73	+61
+74	+81	+81	+80	+76	+72	58
+77	+81	+85	+82	+78	+72	
+78	+80	+86	+86	+82	+74	
+81	+82	+85	+88	+85	+77	+65
+84	+84	+86	+89	+84	+79	+71
+81	+86	+88	+88	+84	+80	+75
+77	+85	+89	+88	+88	+82	+79
+79	+86	+89	+91	+90	+84	+79
+81	+86	+91	92	+89	+85	+78
+80	+84	+89	+90	+88	+85	+78
+80	+86	+90	+88	+86	+83	+78
+80	+86	92	+88	+86	+82	+77
+78	+85	+89	+88	+86	+83	+78
+74	+83	+86	+86	+86	+82	+78
+71	+79	+82	+82	+83	+78	+75
+67	+74	+76	+78	+78	+75	+71
+64	+67	+70	+74	+73	+72	+68

Scala: 1 : 50

Superficie utile (WC) / Illuminamento perpendicolare (adattivo)



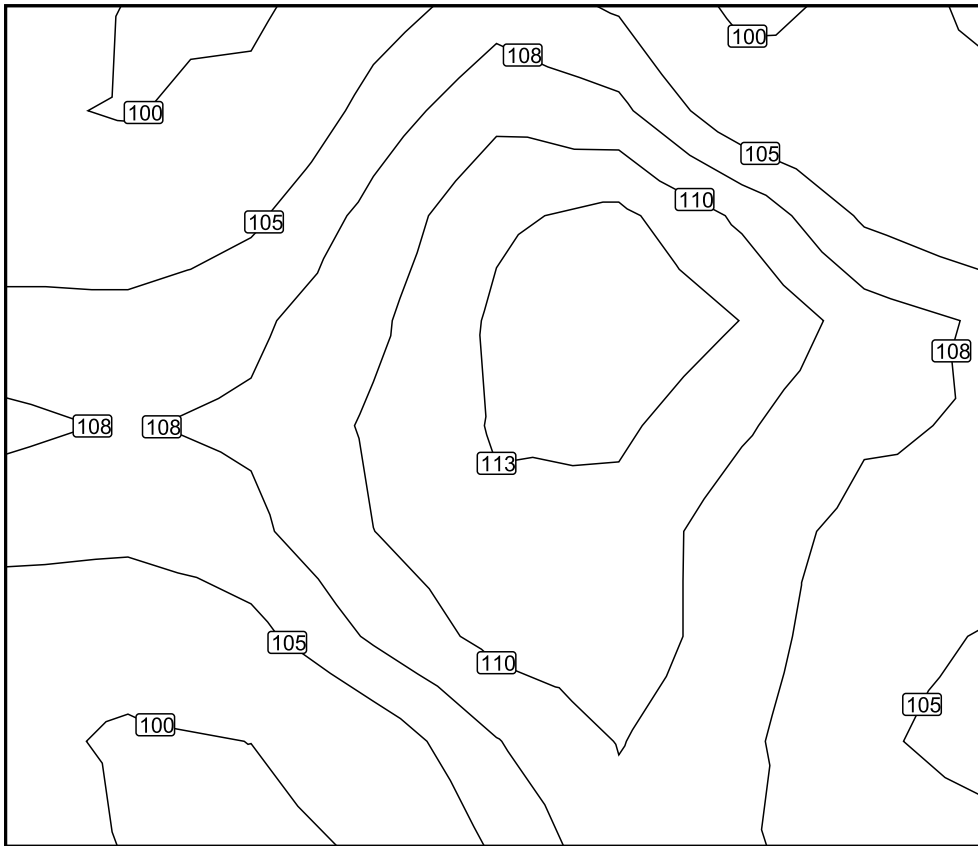
Superficie utile (WC): Illuminamento perpendicolare (adattivo) (Superficie)

Scena luce: Scena luce 1

Medio: 107 lx (Nominale: ≥ 500 lx), Min: 98.6 lx, Max: 113 lx, Min/Medio: 0.92, Min/Max: 0.87

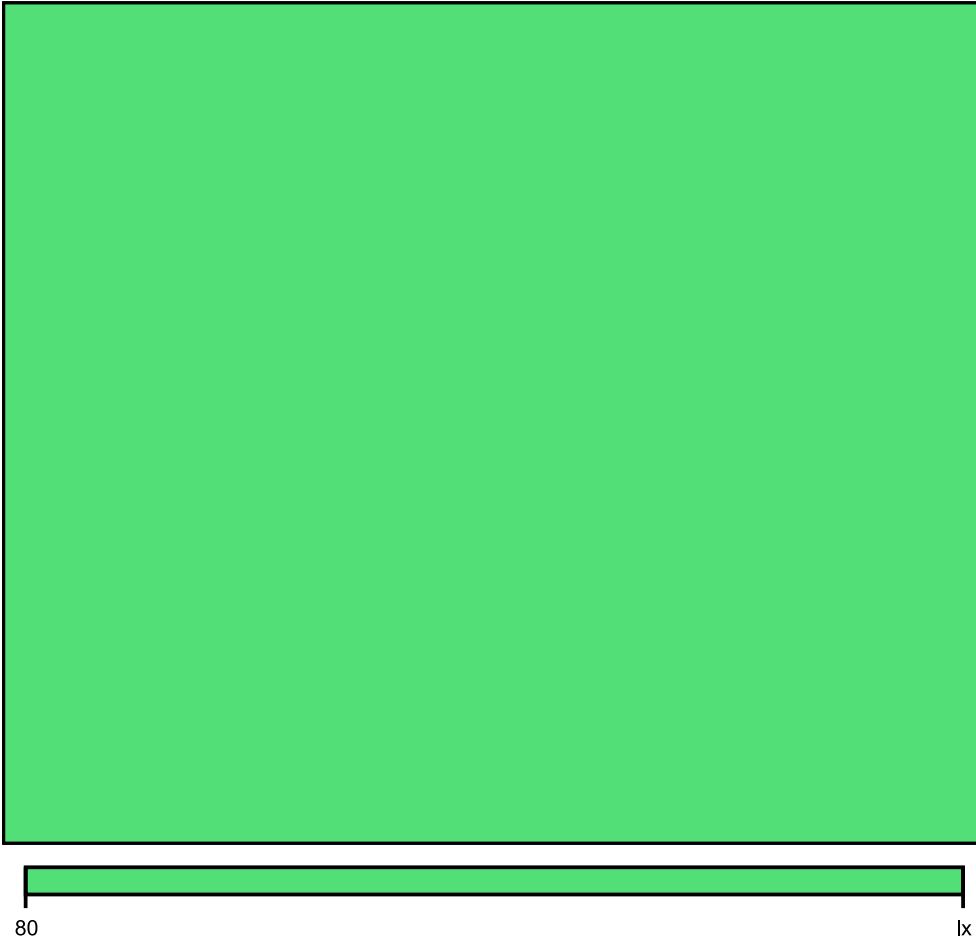
Altezza: 0.800 m, Zona margine: 0.000 m

Isolinee [lx]



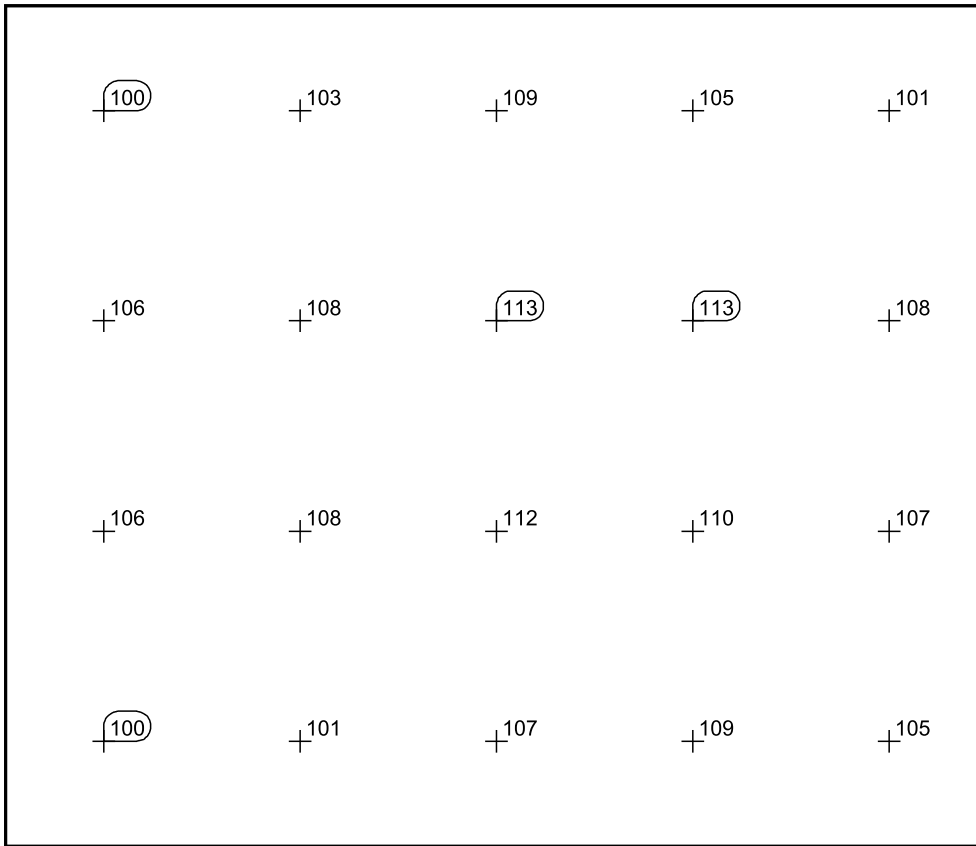
Scala: 1 : 10

Colori sfalsati [lx]



Scala: 1 : 10

Raster dei valori [lx]



Scala: 1 : 10