

beyond the **box**

leading the evolution by
mastering **light placement**
and light texture



Provider Name/Logo

Provider Number

Course Title

Course Number

Speaker Name/s

Date



Credit(s) earned on completion of this course will be reported to **AIA CES** for AIA members. Certificates of Completion for both AIA members and non-AIA members are available upon request.

This course is registered with **AIA CES** for continuing professional education. As such, it does not include content that may be deemed or construed to be an approval or endorsement by the AIA of any material of construction or any method or manner of handling, using, distributing, or dealing in any material or product.

Questions related to specific materials, methods, and services will be addressed at the conclusion of this presentation.



Course Description

Mastering the next generation of architectural lighting and luminaire vocabulary:
A tool-kit for space-makers based on light-texture and light-placement



Learning Objectives

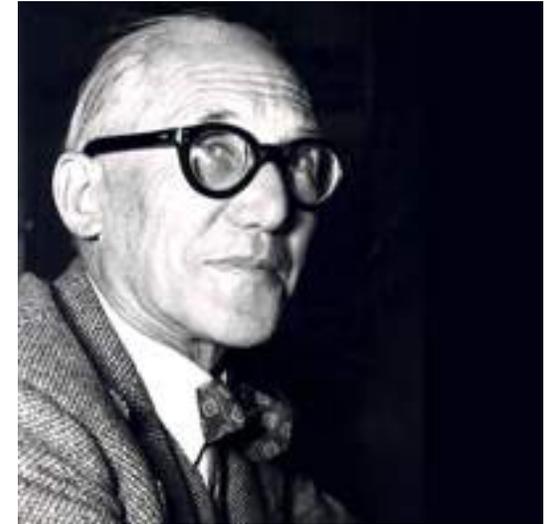
At the end of the this course, participants will possess:

1. An awareness of the evolution of electric-light philosophy and tactics
2. Understanding of the newest light delivery technologies
3. Expanded vocabulary for discussing lighting concepts
4. Knowledge of the best and newest lighting tools available



Architecture is the learned game... of forms
assembled in the light

- *Le Corbusier*





I don't believe architecture has to speak too much. It should remain silent and let nature in, in the guise of light and wind

- *Tadao Ando*



We are born of light. The seasons are felt through light. We only know the world as it is evoked by light.

- *Louis Kahn*



why do these words matter?

No matter what you are designing, people rely on it all day, every day for state-of-mind and well-being.

Yes, form follows function.

But what is the function?

Code-obsessed-design leads to one-dimensional solutions.

Yes, a bridge has to stay up, but by code alone, a bridge is just a slab of paving on piers - a car is just a box on wheels with brakes.

beyond the **box**



look beyond code-driven lighting tools.
look beyond illuminance level criteria.

we live in a world of increasingly sophisticated architectural environments





workplaces
are no
longer static
cubicle
farms

education is no-longer just paper and ink



everyday **public places** are expected to be “destinations”



the every-day built environment is expected to do more

built environments must change, adapt and adjust to occupants and uses

every design project - regardless of budget - is expected to be a world-class, destination experience



more than ever, light is a core differentiator

quantity-focussed “illuminance level”
design programs are not enough