

- Planckian radiator 83
- Play of brilliance 24, 116
- Point light source 53, 91, 116
- Power factor 67
- Prismatic louvre 91, 92, 97, 98
- Protection class 143

- Reflected ceiling plan 160
- Reflected glare 79–81, 98, 105, 111, 119, 137, 138, 143, 147
- Reflection 12, 78, 85, 113, 127, 138
- Reflector 16, 47, 50, 80, 85, 87, 88, 91, 98, 102, 127, 132, 169
- Reflector lamp 58–60, 85, 102, 127
- Refraction 78, 87
- Refraction of light 92, 127
- Re-ignition 54, 56, 57, 59–61, 67
- Relative glare 79
- Retina 28–33, 37, 75, 76, 79, 113, 114
- Rods 37
- Room index 157

- Scallop 94, 139
- Scotopic vision 37
- Secondary reflector technology 105, 136–138
- Self ballasted mercury discharge lamp 58, 59, 65
- Shadow formation (modelling) 78, 110, 154, 158, 168
- Spherical reflector 90
- Spherical aberration 28
- Standard colorimetric system 83
- Starter 54, 55, 65, 66
- Steradian 41
- Stroboscopic effects 65, 67
- Sun simulator 167
- Sunlight 12, 13, 23, 31, 33, 37, 43, 76, 78, 89, 122, 150
- Surround field 79, 112, 114, 136

- Tandem circuit 67
- Task lighting 22, 75, 78, 80, 110, 111, 114, 128, 136, 138, 143
- Thermal radiator 43, 45, 84
- Transformer 49, 65, 67–69, 71
- Transmission 85
- Halogen lamp 25, 43, 45, 49, 50, 71, 96, 101–104, 127, 128, 130, 132, 169

- Ultraviolet radiation 45, 53, 54, 56, 87, 88, 92, 102, 132, 143
- Utilance 155, 157

- VDT-approved 99, 105
- Visual task 22, 24, 39, 72, 74, 75, 78–81, 84, 111, 112, 115, 117–119, 137–139, 141
- Visual comfort 87, 105, 138
- Visual acuity 37, 57

- Warm white 49, 54, 60, 128
- Working plane 110, 138, 154, 155, 158, 168

- Zoning 112