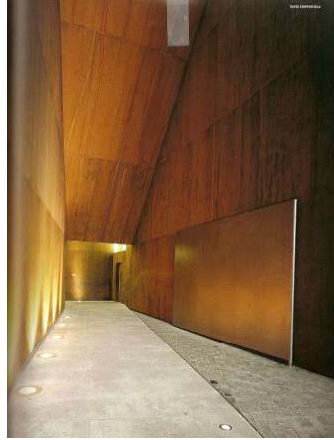


LIGHTING DESIGN LECTURE 1 – Jan 28th

The Design Mentality

- My Background: Why I'm up here
 - My Education and experience
 - My path
 - School education vs. work education
 - Insist on always learning
 - My Belief about the design process
 - We are all creative
 - Get those ideas out of your head
 - Make room for more
 - Confidence comes from having a design *process*
 - Using the "Brainstorm"
 - No wrong ideas
 - Write it all down
 - Keep a record of ideas
 - Turn ideas into goals



We've all got ideas. Get them out of your head and onto paper. Make room for more ideas, refine the ones you've got and convert them to goals that will become a reality

LIGHTING DESIGN LECTURE 1

The Design Mentality

- The responsibility of the designer
 - Always be aware of your environment
 - Dissect the world around you
 - Recognize that everything is designed
- Reverse engineering
 - Take something that works and figure out how it works
 - Put this knowledge to work to create a predictable effect
- Reverse engineering from design
 - Step 1: Go into the world and experience design
 - Step 2: Take stock of your emotional state
 - Step 3: Identify what is at work to enhance your feelings

Identify what is working in the designed environment. Put that feature to use to create the same effect in your own design

LIGHTING DESIGN LECTURE 1

The Power and Purpose of Light

- Go Over syllabus
 - Project schedule, exams, attendance
- Why study light?
 - Experience comes from vision, vision comes from light
 - Light is an extremely efficient way of altering perception
 - So that we can make lighting decisions throughout the design process (rather than lighting as one step at the end)
 - The interior designer or architect who knows the space has the best chance at creating the powerful light effects.
 - Bad lighting can ruin perfectly good design

For every design decision, there is a lighting decision that will support it or work against it.

LIGHTING DESIGN LECTURE 1

The Power and Purpose of Light

- What decisions lead to great lighting design?
- Start by identifying the controllable aspects of light
 - Intensity of light: Bright vs. dark



Bright vs. Dark

LIGHTING DESIGN LECTURE 1

The Power and Purpose of Light

- The controllable aspects of light
 - Color of light: Cool vs. Warm (and saturated colors)



Cool vs. Warm

LIGHTING DESIGN LECTURE 1

The Power and Purpose of Light

- The controllable aspects of light
 - Texture of Light: Diffuse vs. Directional



Diffuse vs. Directional

LIGHTING DESIGN LECTURE 1

The Power and Purpose of Light

- What decisions lead to great lighting design?
- Think about what light is responsible for
 - Lighting as mood
 - Active vs. Relaxed
 - Intimate vs. clinical
 - Lighting as instruction
 - Way finding
 - Location / geography
 - Time of Day
- For every lighting “mood” there is a corresponding light intensity, light color and light texture.

Lighting is one of the best “bang for your buck” design ingredients

LIGHTING DESIGN LECTURE 1

The Power and Purpose of Light

- Behavioral response to light
 - Light differs from other design elements, because our response is *instinctual* versus learned or conditioned
 - This Instinct is called “phototropism”, meaning “light responding”
 - It is a product of our need for visual information (as a hunter / gatherer)
 - Safety
 - Companionship
 - Comfort (fire)
- If we control light, we control:
 - How people feel
 - How people perceive a space
 - Where people go
- We want to understand and master every tool available to us to elicit the desired response in our designed environments



Instinct and attraction make light a very powerful tool

LIGHTING DESIGN LECTURE 1
For Next Week

- Stop and take notice of how nature and design make you feel this week.
- Review for possible Quiz
- Reading Assignment:
 - The Architecture of Light, Chapters 1 and 2