

## Development / Perpendicular illuminance (adaptive)



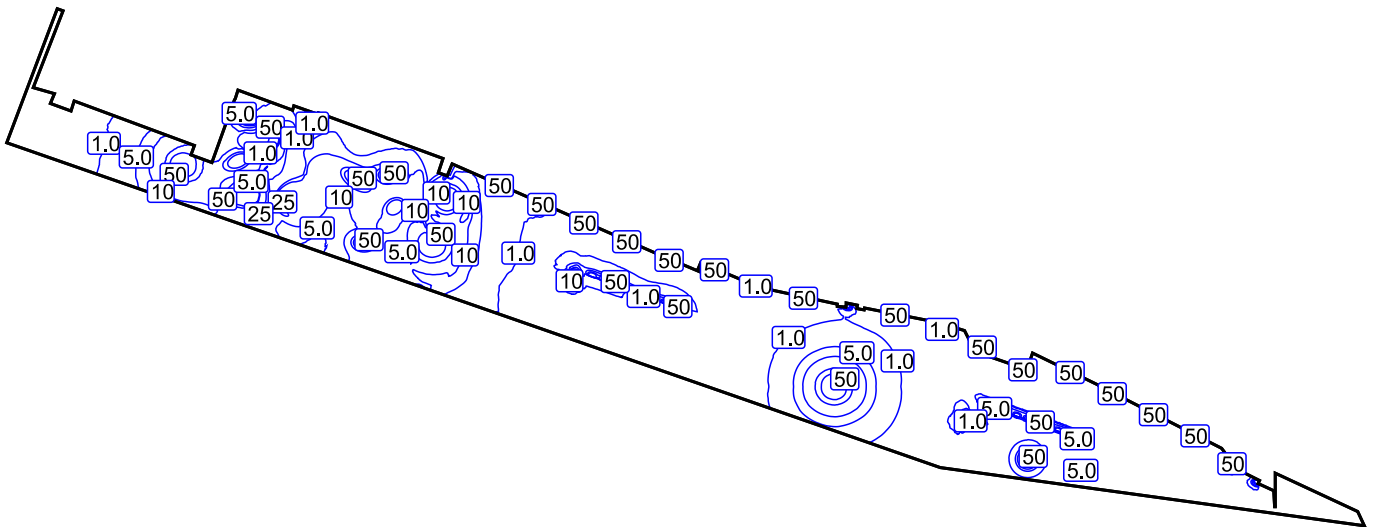
Light loss factor: 0.80

**Development: Perpendicular illuminance (adaptive) (Surface)**

**Light scene: everything**

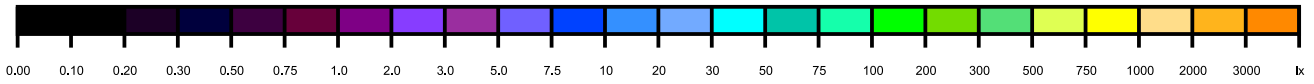
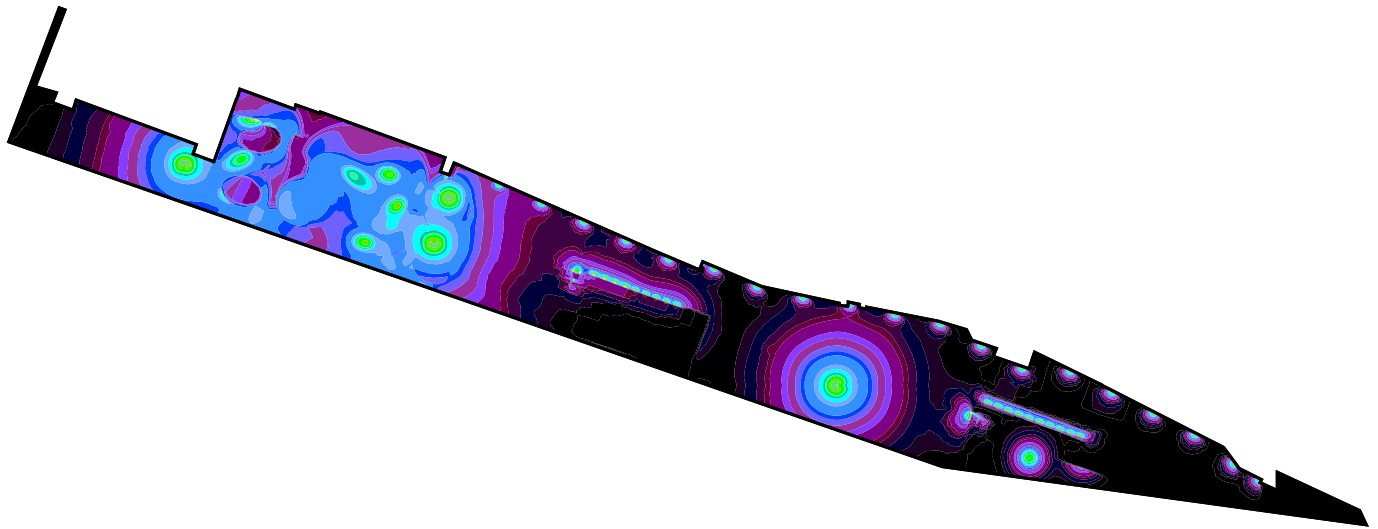
Average: 8.46 lx, Min: 0.001 lx, Max: 3404 lx, Min/average: 0.000, Min/max: 0.000

### Isolines [lx]



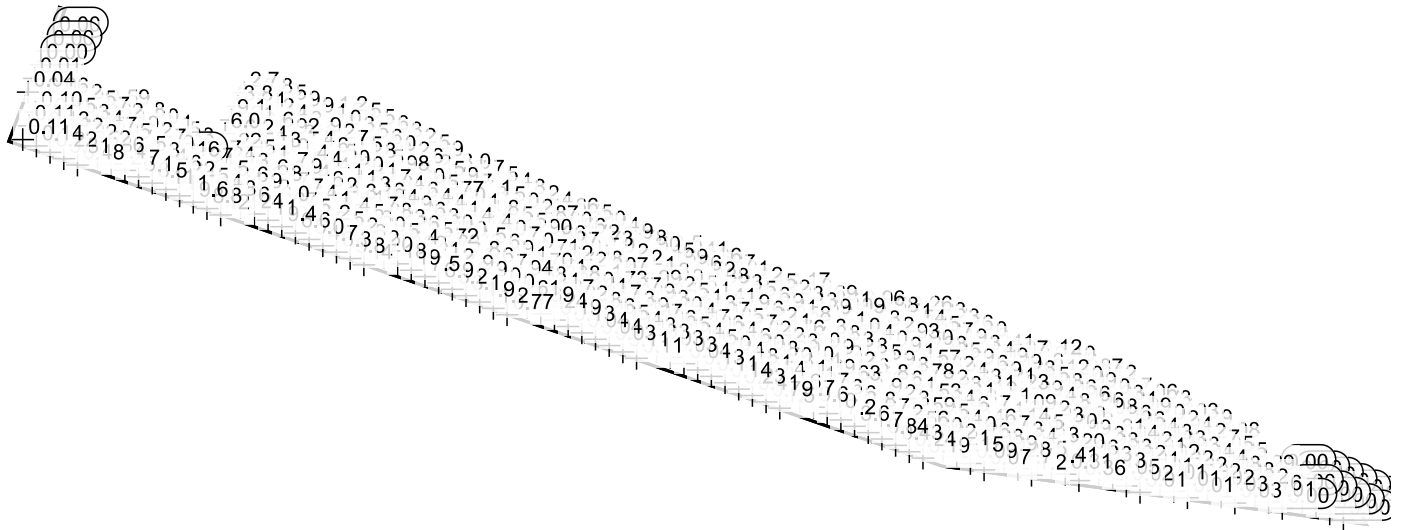
Scale: 1 : 1500

## False colors [lx]



Scale: 1 : 1500

## Value grid [lx]



Scale: 1 : 1500