

ZUMTOBEL

Overview

In conjunction with the traditional (full day) workshop, Zumtobel Lighting is now offering a second LightGeist format for all lighting practitioners.

Titled "LightGeist App", seasonal workshops will be held on specific applications areas. These workshops will be shorter (3 hour duration) and dig deeper into the unique characteristics, lighting ergonomics and energy requirements of each application.

There will be common themes in each workshop such as LED technology, lighting controls and balancing lighting quality and energy-efficiency, but each one will be tailored to the requirements of the application. As a result, LightGeist App is perfect for repeat visits.

Four application areas have been named for the next year, please see below for further details. You can download a calendar for upcoming LightGeist events in your region from the Zumtobel website: www.zumtobel.com.au.



Spring '12

Industrial applications have a significant need for a quality lighting solution. Tasks in factories and warehouses range from intricate, detailed work, to large logistical processes. Regardless of the use of the space, lighting must play a supportive role, whilst remaining energy-efficient and adaptable. The common theme of industrial applications is the amount of physical movement that occurs. Machinery, forklifts, trucks and of course people are constantly in motion.

LG: Industry & Engineering addresses the following:

- Productivity & Accuracy
- Orientation & Safety
- Energy-efficiency & Sustainability



Summer '12/13

Museums and art galleries rank amongst the most demanding of application areas in terms of lighting. Artifacts, artwork and other museum pieces on display must be presented precisely how the curator intends. Light can play a mojr role in protraying a dramatic and emotional scene, whilst giving the observer the best opportunity for visual appreciation. LED offers huge potential for art & cultural application due to its unique properties and sensitivity.

LG: Art & Culture addresses the following:

- Colour Temperature & Colour Rendition
- Light-sensitive Materials
- Lighting Adaptability & Flexibility



Autumn '13

Retail is a dynamic, fast changing environment with internal and external influences shaping its future. Physical retail stores are continually battling the growth of online shopping to lure potential shoppers into stores. They can achieve this by enhancing the shopping experience, which can be greatly improved by lighting. Excellent colour rendition, modeling and lighting controls are crucial to achieving this. Also in the retail sector, attention must be paid to the indirect applications, such as shopping centres themselves and distribution centres. Balanced with this is the inherent need to reduce energy consumption and use modern technology such as LED light sources.

LG: Presentation & Retail addresses the following:

- Colour Temperature & Colour Rendition
- Verti-Planar Illumination
- Energy-efficiency & Sustainability



Winter '13

Australian's spend a lot of times in our great outdoors. A city's public activity areas, parks and malls are meeting places, centrepoints of activity and flush with vehicular and pedestrian movement. As a result, the art and science of exterior lighting is particularly challenging and unique. Lighting design is heavily influenced by a multitude of interwoven factors, concerned with the economic, environmental and social consequences of a quality lighting solution. Factors such as a high degree of public activity, exposure to environmental extremes and extended project life define exterior lighting and place huge demands on the lighting solution.

LG: Outdoor Built Environment addresses the following:

- Integrating Lighting into Modern Urban Planning
- Required Attributes of Exterior Luminaires
- Energy-efficiency & Sustainability

LightGeist is a free workshop open to all lighting practitioners. For more information please email zla.lightgeist@zumtobel.com. Zumtobel presents LightGeist as an education provider, recognised by the following industry bodies:



