

Designing With Light  
Chapter 2

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Ambient Light

Layering

Task Lighting

Four Design Elements of Light

Richard Kelly's Three Forms of Lightplay

Movement

Distribution

The general light in a space. It is the result of light from all light sources plus all interreflection.

Illumination provided to a specific area, such as a desktop, for the tasks performed there.

Focal Glow, Ambient Luminescence,  
Play of Brilliants

The way light is spread throughout a space

Using more than one lighting technique in a space to achieve multiple goals, create visual interest, and/or give users greater control.

Color, Intensity, Distribution, Movement

Any change in color, intensity and/or distribution

Focal Glow

Ambient Luminescence

Play of Brilliants

Accent Light

Contrast

Pragmatic Design

Aesthetic Design

Conceptual Design

Shadowless illumination

A relatively small area of higher illumination used to focus attention

A light fixture, or the illumination itself, used to emphasize an object by providing additional light to draw attention to the object.

Sparkle in lighting

A design approach that emphasizes identifying and solving the lighting requirements of a project

The ratio between highlight and shadow

A design approach that uses a metaphor or simile to create a visual or mental image that illustrates the design goal

A design approach that goes farther than the pragmatic approach by giving additional emphasis to the look and feel of the space.