Description:

A large area source like a window makes it difficult to distinguish shaded objects in front of it like furniture or people. The human eye has trouble adjusting to excessive luminance contrast. If the ambient light level is increased or the large source is shielded, the luminance contrast will be reduced. Outdoors views are important for occupant well-being and wayfinding, but the variability of exterior light and the extreme contrast between outdoor light and shaded interiors is often not well considered or designed. Not enough light on task surfaces adjacent to the area source further reduces visibility.

Analysis:

Our eye adapts to the brightest source in the visual field. Making the darker surroundings invisible to someone walking here.

Solutions:

Reduce luminance contrast by increasing ambient light levels and shading the source through architectural or applied shading features. Design transition spaces so the eyes have time to adjust from dim interiors to brightly lit lobbies and exteriors. Arrange Seating so occupants can choose their view to suit their vision needs.