

B. ILLUMINATION SCHEDULE:

The purpose of this schedule is two-fold: qualify code-capacity for natural illumination in sleeping areas; identify all habitable areas as to the capacity of each in re natural illumination. Herein under is a listing of each habitable or otherwise useable, space closed to atmosphere noting each space's aggregate glazing and floor surface areas both in SF and in the % of the former to the latter (applying minimum 8% standard for sleeping areas), and an indication as to adequacy of illumination in each space.

NOTE in these regards: a) artificial illumination may be designed in excess of common standards above; b) task lighting shall be emphasized.

(1) SPACE	(2) SURFACE AREA (sq. ft.)	(3) AGGREGATE GLAZE** (sq. ft.)	(4) (3)/(2) (%)	(5) Target (%)*	(6)=(4)-(5) +/-=Surplus/ Deficit to Target (%)	Comment
Grand Foyer	158	28.18	18	8	+10	OK. Excludes transoms and front door. Potentially quite bright.
Sitting	173	48.49	28	8	+20	OK. Excludes transoms. Bright room. Note UV & heat build.
Master Bath	129	28.18	22	8	+14	OK.
Master Bath bog	20	14.09	70	8	+62	Could be excessive
His Closet	55	0.0	undefined	8	-	Total deficit of natural illumination
Hers Closet	129	0.0	undefined	8	-	Total deficit of natural illumination
Master Bedroom*	203	41.72	21	8	+13	OK. Diminished in reality by Veranda roof
Great Room	279	0.0	undefined	8	-	OK. Much indirect only; see Florida, Master Bed, Grand Foyer, Nook
Florida	146	70.14	48	8	+40	OK. Majorly diminished in reality by Veranda roof. Bright room
Dining	170	48.49	29	8	+21	OK. Excludes transoms. Bright room. Note UV & heat build.
Kitchen	197	0.0	undefined	8	-	Indirect only; see Florida, Great Room, Dining, Mud. Substantial general and task lighting required.
Nook	52	38.06	73	8	+65	Probably OK. Diminished in reality by Veranda roof. Bright room.
1/2-Bath	33	0.0	undefined	8	-	Total deficit of natural illumination
Laundry	66	10.94	17	8	+9	OK. Suitable to function.
Mud	61	15.80	26	8	+18	OK. Suitable to function
Guest Bath	81	3.83	5	8	-3	Modest deficit.
Guest Bed*	167	56.45	34	8	+26	OK. Marginally diminished in reality by Veranda roof. Bright room.
Staircase	81	23.06	28	8	+20	Bright. Beware glare. Note heat build convection & UV
Balcony	154	43.98	29	8	+21	OK. Diminished in reality by Outlook roof. Bright room
Bedroom #2*	162	32.86	20	8	+12	OK.
Bathroom #2	70	2.59	4	8	-4	50% deficit below minimum. Must be artificially supplemented.
Exercise*	158	32.86	21	8	+13	OK. Note UV & heat build.
Bathroom #4	50	6.63	13	8	+21	OK. Bright room. Note UV & heat build.
Cyberspace	71	8.53	12	8	+4	Suitable to function. Still may opt to cut glare.
Poolroom*	230	35.37	15	8	+7	Suitable to function. Could glare into players' eyes.
Workshop	300	6.28	2	8	-6	Major deficit; however, sited functions normally require artificial lighting at high levels for both general illumination and task illumination.

* Designated sleeping area. NOTE that all designated sleeping areas are code-compliant.

**Includes doors and transom-like features (recognizing that designer has selectively applied awnings and casements as transoms) unless otherwise noted. Does not include fixed glass transoms, as noted.

** Minimum, code-compliant natural light illumination level for designated sleeping area & generalized by designer to all areas as indicative.