

Date:29.01.2026

INDIAN POR RAIL & ROPEWAY CORPORATION LIMITED  
MUMBAI

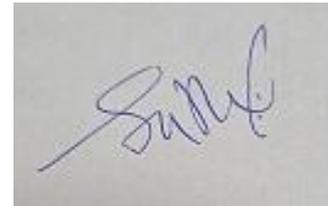
SUB:- TO ENGAGE COTRACTOR TO UNDERTAKE DESIGN & IMPLEMENTATION OF MULTIMEDIA PROJECTION MAPPING AND LIGHT AND SOUND SHOW AT NATIONAL MARITIME HERITAGE CENTRE (NMHC), LOTHAL, AHMADABAD

Ref:- EOI dated 23.01.2026

**Addendum & Corrigendum -1**

SN	Volume/Schedule/ Clause	Existing clause	Revised Clause
1	EOI Clause-04, S.No.04 &05	Last date for Submission of EOI-02.02.2026@15:00 Opening of EOI-02.02.2026@15:30	Last date for Submission of EOI-03.02.2026@17:00 Opening of EOI-03.02.2026@17:30
2	Reply of Prebid Queries is attached as Annexure -A		

Note: This addendum is also the part of original EOI and other terms & conditions are remained unchanged.



(Sanjay J. Rawool)  
CGM/Projects/Lothal

**Name of work: TO ENGAGE CONTRACTOR TO UNDERTAKE DESIGN & IMPLEMENTATION OF MULTIMEDIA PROJECTION MAPPING AND LIGHT AND SOUND SHOW AT NATIONAL MARITIME HERITAGE CENTRE (NMHC), LOTHAL, AHMADABAD**

**Addendum & Corrigendum - I**

S N	Clause No. and Page reference	Clause as published in RFP	Query by Bidder	Reply by IPRCL
1	Page No -6 Format 2 (2)	In house or outsourced team of engineers/designers, minimum 5 nos. IT/ET/Automation Engineering Degree & Diploma holders must be available with the firm	We wish to submit that the scope of work is limited to a Sound & Light Show, for which qualified and experienced Audio-Visual Engineers are sufficient. Hence, we request the authority to consider allowing Audio-Visual Engineers in place of IT / ET / Automation Engineering resources.	Audio-Visual Engineers is allowed in place of ET/Automation Engineering resource, if it is as per the concept design proposed by the Vendor.
2	Page No 11 Scope of Work	Create a minimum 30-minute immersive Light & Sound experience that engages visitors, tells a compelling story, and integrates projection mapping on the Navy Gallery wall. The maximum cost of work estimated is Rs. 5 Cr excl. GST	1. Kindly confirm whether the said budget of Rs. 5 Crores is inclusive of both locations, i.e. (1) Navy Gallery Wall Projection Mapping and (2) Jetty Area Entrance Projection, or applicable to only one location. 2. Secondly, what is the duration of the content for Jetty Area Entrance Projection? 3. As far as budget is concerned, it is practically not possible to execute the project in the said budget as the Bill of Quantities is far costlier than 5cr? Is there any chance of increasing the overall budget?	1. The estimated budget of Rs. 5 Cr is for both locations. 2. Total duration for both locations shall be 30 min. 3. You are requested to submit your most competitive offer, for Top Class experience.

S N	Clause No. and Page reference	Clause as published in RFP	Query by Bidder	Reply by IPRCL
3	Page No 11 Projection Mapping – Navy Gallery Wall	<p>Projection Area:  <ul style="list-style-type: none"> <li>Approximately 64 m (length) × 20 m (height).</li> </ul>           Projector Setup:  <ul style="list-style-type: none"> <li>Two double stacks of 50K lumens projectors (4 projectors total).</li> <li>Target brightness: ~110 lux on the projection surface.</li> </ul> </p> <p>2. Jetty Area Entrance Projection Project visually striking content on the Jetty Entrance Gate for high visibility, creating an impressive welcome experience for visitors</p> <p>2.1 Projection Requirements  <ul style="list-style-type: none"> <li>Use high-brightness outdoor projectors capable of functioning in ambient daylight and night-time conditions.</li> </ul>           Projection Area:  <ul style="list-style-type: none"> <li>Approximately 64 m (length) × 20 m (height).</li> </ul> </p>	<p>For Location-1 (Navy Gallery Wall), the number of projectors is clearly specified as 4 nos. (50K lumens). For Location-2 (Jetty Area Entrance), is there any number for the projectors to be installed or it shall be worked out by the bidder?</p> <p>Further, it is submitted that projection in ambient daylight conditions is technically not feasible with any available projector; kindly clarify the expected operating conditions (day/night) for the Jetty Area projection</p>	<p>The number of Projectors mentioned (if any) are indicative and not final and it depend upon agencies own concept &amp; design for most economical option.</p> <p>The Operating conditions shall be normally 30 min after sunset such that sufficient darkness occurs.</p>
4	Page No – 12 2.3 Equipment & Setup	<p>Projectors must be weatherproof or outdoor-rated.</p> <p>Control room establishment if required</p>	<p>Projectors are generally not available with inbuilt outdoor IP rating and are installed within weatherised outdoor enclosures; kindly confirm if such enclosures are acceptable as compliance to the “outdoor-rated” requirement.</p> <p>Further, please clarify whether a control room will be provided at site; if not, kindly specify the permissible distance from projection locations and whether the control room is to be civil-built or a prefabricated/container structure under bidder’s scope</p>	<p>Projector enclosures as per approved brand to be used with outdoor whetherproof rating.</p> <p>Control Room will be provided by Employer.</p>

S N	Clause No. and Page reference	Clause as published in RFP	Query by Bidder	Reply by IPRCL
5	Page No - 15	Operation and Maintenance: Lum Sum for 2 years	Is it inclusive or exclusive in the budget of 5 Cr? Please clarify	Yes. O & M will be 5 years, out of which first 3 years is warranty period/DLP and inclusive of quoted price and for balance 2 yrs, it will be paid separately as per mutually agreed rate.
6			<p>we have following requests for wider participation -</p> <p>1. The Qualifying criteria be made Rs 4.5 Crore - Average Billing for last three years</p> <p>2. In Similar projects ? temporary installation may also be considered</p>	<p>1. Average Annual Turnover for the last three Fin Years (certified by CA) should be minimum Rs. 5 Crores (Rs Five Crore only).</p> <p>2. Temporary installation is not allowed for consideration in similar projects.</p>
7			It is requested that participation through a Consortium may also be permitted under this EOI. In such cases, the experience and financial turnover of all Consortium partners may be considered collectively for eligibility evaluation. This will enable wider participation and encourage increased competition.	Consortium is permitted in this EOI. However Lead Partner must meet at least 51% of the avg. annual turnover requirement and must have done two assignment of similar works, in last three years.
8	Format – 2: Essential Technical Eligibility Requirement Point 03, Page 06	Must have satisfactory completed minimum two assignment of similar work of Projection Mapping and Light and sound show from State/Central Govt. Organizations in last three years and to produce such documents from them.	The bidder must have successfully completed at least two (02) similar works for Central Government and/or State Government entities within the last seven (07) years “Similar works shall include end-to-end (turnkey) execution of sound and light projects, 3D projection mapping, digital museums, and digital interpretation centres. The scope of such works must cover concept development, design, supply, installation, testing, commissioning, and operation of sound & light shows, projection mapping shows.”	EOI condition prevails. Client for this work can be State/Central Govt. Organisation as well as reputed Private Organisation.  The work shall include concept development, design, supply, installation, testing, commissioning, and operation of sound & light shows, projection mapping shows.

S N	Clause No. and Page reference	Clause as published in RFP	Query by Bidder	Reply by IPRCL
9			<p>Query regarding additional approved make to consider:</p> <ol style="list-style-type: none"> <li>1. Audio System: Bose / Renkus Heinz instead of British Acoustics</li> <li>2. Lighting Systems: Canara Lighting and Robe and clay packy as alternative to LBT</li> <li>3. Projector Enclosures: Tempest,Vicom,Vizbox, Pro Acoustic Solution ,Audipack</li> </ol>	<p>The following additional approved make can be considered:</p> <ol style="list-style-type: none"> <li>1. Audio System: Bose</li> <li>2. Lighting Systems: Canara Lighting or equivalent as per approval of Engineer</li> <li>3. Projector Enclosures: Tempest,Vicom,Vizbox, Pro Acoustic Solution ,Audipack with approval of Engineer</li> </ol>
10	S.no 1, Pg. 2	Bid Security of the bid value (2% of the bid value (1% for SC/ST/OBC/UGE))	We request you to kindly grant the EMD exemption for MSME - registered firms as per government norms.	<p><b>Addendum:</b> Bid Security shall be lumpsum Rs. 1 lakh in the form of RTGS/DD/NEFT. Bank Account details are enclosed. No benefit of MSME is extended in this Eol.</p> <p>Account Details of IPRCL  Beneficiary Name: - Indian Port Rail &amp; Ropeway Corporation Limited Beneficiary Bank Name: - State Bank of India Account Number: - 35289426927 IFSC Code: - SBIN0000300  Branch Address: - Mumbai Samachar Marg, Horniman Circle Fort, Mumbai Maharashtra</p> <p>Bid security of unsuccessful bidder shall be returned back.  Bidder to submitted copy of Bid Security Txn in technical bid, as proof of submission of same.</p>

S N	Clause No. and Page reference	Clause as published in RFP	Query by Bidder	Reply by IPRCL
11	S. no.11.1_viii_c	Experience in works of a building construction work and size for each of the last five years, and details of works underway or contractually committed; and clients who may be contracted for further information on those contracts.	As this tender pertains to musical fountain (electrical) work, we kindly request you to consider only musical fountain-related works as similar in nature.	EOI condition prevails.
12	S.no.3_A_c) 29	The bidder (together with its sub-contractor, if any) should have satisfactorily completed, as a prime contractor (or as a nominated sub-contractor, where the sub-contractor involved in execution of all main items of work described in the bid document, provided further that all other qualification criteria are satisfied) at least i) one similar work comprising of civil construction value not less than 80% of the total value of contract/contracts i.e. Rs. 2,20,79,124.00	As this tender pertains to musical fountain (electrical work), we kindly request you to consider similar works in the field of musical fountains as acceptable for the criterion of similar nature of work. (i) One similar completed work of a musical fountain with a value not less than 80% of the total contract value, i.e., Rs. 2,20,79,124.00.	EOI conditions prevails.

S N	Clause No. and Page reference	Clause as published in RFP	Query by Bidder	Reply by IPRCL
13				<p><b>Addendum: Acoustic Design Inputs-</b>            To enable accurate system design and optimisation, the following parameters are to be considered for the designated show area:  <input type="checkbox"/> Reverberation Time (RT60)  <input type="checkbox"/> Ambient Noise Criteria (NC levels)            These inputs are essential for ensuring suitable speech and music intelligibility in compliance with international standards. No extra cost will be paid for same.</p>

S N	Clause No. and Page reference	Clause as published in RFP	Query by Bidder	Reply by IPRCL
14			<p>1. Estimated Project Cost – Scope Clarification: The EOI mentions an estimated cost of ₹5 Cr (excluding GST). We understand that the stated estimated cost pertains only to the Navy Gallery façade. Kindly confirm the same. Additionally, please clarify whether any indicative cost or budget estimation has been defined for the Jetty Area.</p> <p>2. Show Duration – The scope mentions a minimum 30-minute show duration. Kindly clarify whether: ● The 30 minutes duration applies independently to each façade (i.e., 30 minutes for Navy Gallery façade and 30 minutes for Jetty Entrance Gate), or ● The total combined duration of content across both façades is 30 minutes.</p> <p>3. For Navy Gallery Facade, Lighting - Kindly clarify whether the intent is to cover the entire Lothal Town area, or to restrict the lighting and projection treatment only to the façade-aligned wall. Additionally, please confirm whether the authority is open to alternative creative approaches. This clarification is requested as the extent of lighting coverage will have a direct impact on the overall project cost.</p> <p>4. Control Room Establishment – Kindly clarify whether the agency’s scope is limited to equipment installation within an existing space, or if any civil works are also included.</p> <p>5. Ambient Lighting – Navy Gallery Façade: Kindly provide with the existing ambient lighting plan, if any, for the Navy Gallery façade.</p> <p>6. Jetty Area Entrance Projection: Jetty Area Show Format: Kindly clarify whether the Jetty Area Entrance projection is intended as a seated show or a walk-through/standing</p>	

S N	Clause No. and Page reference	Clause as published in RFP	Query by Bidder	Reply by IPRCL
			<p>experience. Also request details of the proposed seating (if any).</p> <p>7. Ambient Lighting – Jetty Area: Kindly share details of the existing ambient or architectural lighting plan for the Jetty Area.</p> <p>8. Jetty Area Content Duration: We request clarification on whether a defined duration and/or number of thematic looks has been specified for this content.</p> <p>9. Approved Makes – Lighting Equipment: The EOI specifies a single approved make for lighting equipment. Kindly consider including at least three equivalent approved makes for fair technical comparison.</p> <p>10. Media Server / Software –The specification mentions Watchout as the approved edge-blending and media server software. We request you to consider allowing other equivalent, industry-standard media server and edge-blending software that meet the required performance and functionality criteria.</p> <p>11. We request clarification on whether the current document is intended to be treated strictly as an Expression of Interest (EOI) for empanelment/shortlisting purposes, or if it should be considered as detailed tender specifications forming the basis for technical and financial evaluation. Kindly clarify.</p>	<ol style="list-style-type: none"> <li>1. Estimated cost includes for both locations.</li> <li>2. Show duration shall be 30 min for both locations</li> <li>3. Projection shall be on Navy Gallery façade with highlighting individual Lothal Town Building at a time. Agency can come with more creative approach.</li> <li>4. Civil works are not in scope of bidder.</li> <li>5. Ambient lighting plan is enclosed.</li> <li>6. Jetty area projection is intended for walk-through/standing experience.</li> <li>7. Ambient lighting plan is enclosed.</li> <li>8. Content will be 10 min max and bidder may quote for single thematic look and if more thematic looks requested, it will be apid on prorata basis.</li> <li>9. Already replied in above queries.</li> <li>10. EoI conditions prevails</li> <li>11. EoI will be considered forming basis for technical and financial evaluation.</li> </ol>
15				

SECTION-5  
**LIGHTING DESIGN**

# LIGHTING INTENT VIEWS



**BIRDS EYE VIEW**

## Lighting

### Intent

The purpose of the lighting design is to enhance the users' experience of wandering through the streets of a bygone era, creating a nostalgic atmosphere. Soft, melancholic lighting will be used to illuminate various features and elements.

Towns in those periods had very little to no public lighting. However in this recreational town we need to ensure a balance between public health and safety and authenticity of that time period.

The first glimpse of Lothal town will be from a distance, seen from the steps. This vantage point offers a view of the roofs and terraces of the buildings. To create an enchanting and inviting sight, we propose integrating linear lights into the parapet walls and balconies. These lights will wash the terraces with a gentle glow, defining the shape and form of the buildings when viewed from the steps.

At the street level Grazers on vertical surfaces will enhance the texture of the building materials, while the reflected light will contribute to the ambient lighting levels. Illuminating the vertical surfaces will also help perceive depth, giving users a sense of spaciousness and structural hierarchy.

# LIGHTING INTENT VIEWS



**BIRDS EYE VIEW**

## Lighting

### INTENT

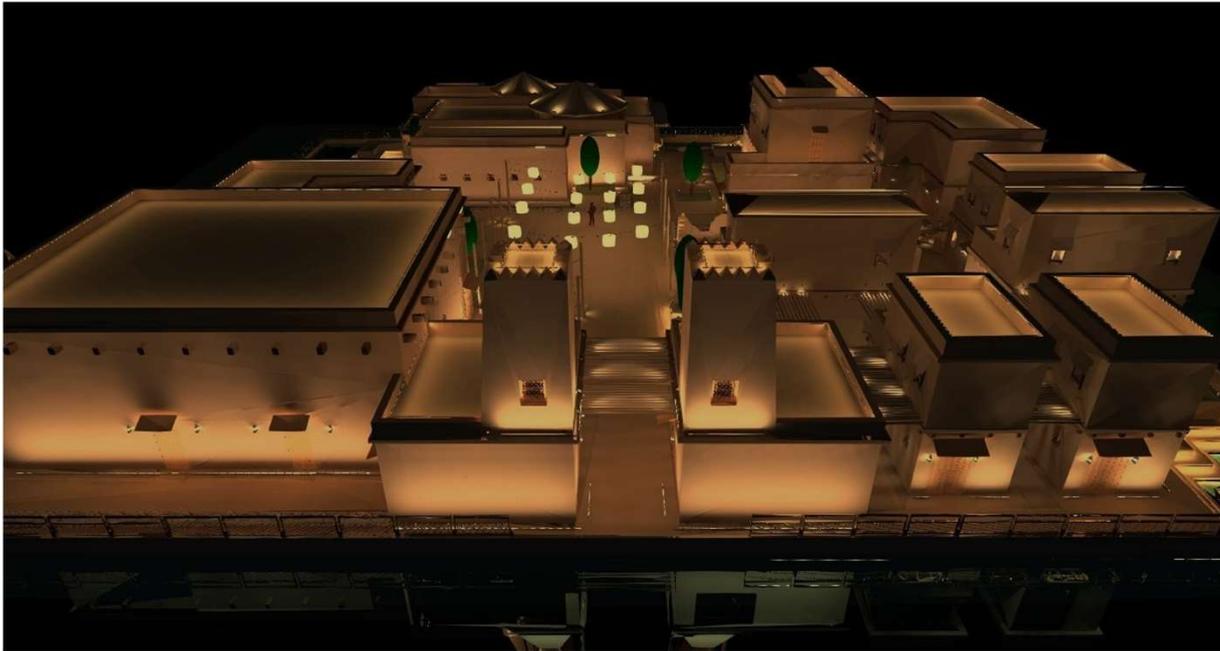
The essence of our lighting design lies in its ability to transport users on a **whimsical journey**, meandering through the streets of a **bygone era**. Our aim is to create an **enchanted** atmosphere that evokes a profound sense of nostalgia. To achieve this, we will employ gentle, melancholic lighting that delicately illuminates the features and elements scattered throughout the town.

In the era we seek to replicate, towns were adorned with **minimal** or even nonexistent **public lighting**, lending an air of mystery and intrigue to the nocturnal landscape. However, in this contemporary recreational town, we are entrusted with the task of striking a delicate **balance** between preserving **public health and safety** while honoring the **authenticity** of that **bygone period** in history.

We aim to transport visitors into a realm where time seems to stand still, offering an **immersive experience** that seamlessly merges the present with the echoes of the past.

While doing so we are also mindful of public health and safety, by adhering to **industry standards**, we will seamlessly blend the allure of a bygone era with the contemporary demands of modern society, ensuring an authentic yet safe experience for all visitors.

# LIGHTING INTENT VIEWS



## Lighting

### EXPERIENCE

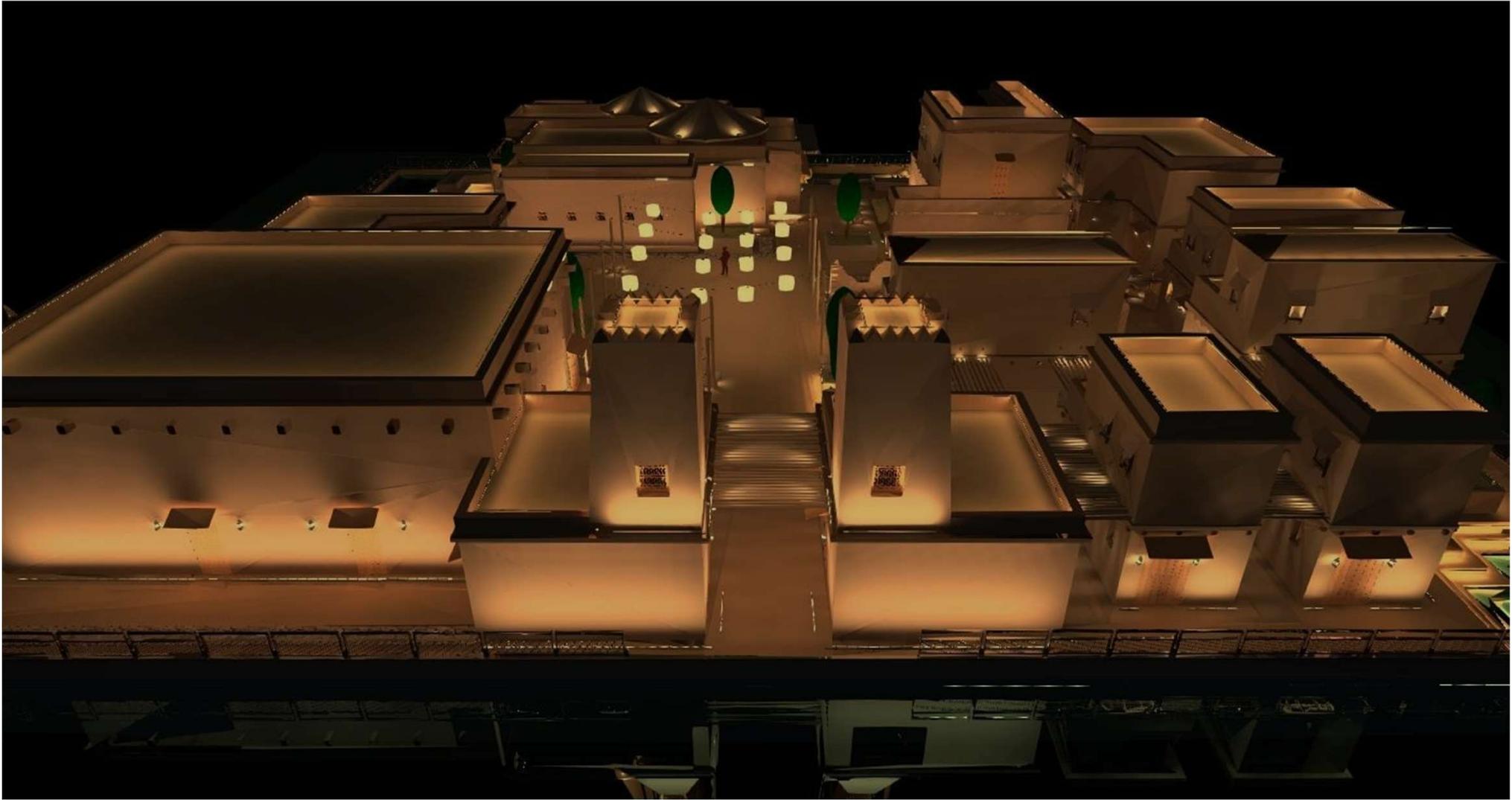
As one **approaches** the town of Lothal, their initial glimpse will be from a distance, from the top of the steps. This unique **vantage point** grants a breathtaking view of **the rooftops and terraces** that adorn the buildings. To create an enchanting and inviting sight, our design proposal encompasses the integration of **subtle linear lights** into the parapet walls and balconies. These will gracefully **wash** the **terraces** with a soft, gentle glow, skillfully **delineating** the **shape** and **form** of the architectural structures when observed from the steps.

At the street level, we aim to **enhance** the **tactile** beauty of the **building materials** by employing Grazers that **graze light** along the **vertical surfaces**. These grazing lights will not only **accentuate** the **textures** but also contribute to the **ambient lighting** levels through the light reflected off them. By thoughtfully illuminating the vertical surfaces, we shall imbue the surroundings with a sense of **depth**, offering the users an expansive and **immersive experience** while also highlighting the structural **hierarchy of the space**. It is our conscious choice to eschew harsh lighting, favoring a subtle approach that avoids visible light sources. To accomplish this, we have selected fixtures with **asymmetrical narrow beams**, which, when combined with accessories like **glare shields** and **honeycombs**, **prevent light pollution** and trespass.

## BIRDS EYE VIEW

Lothal Town

# LIGHTING INTENT VIEWS



**AERIAL VIEW**

# LIGHTING INTENT VIEWS



**GATEWAY VIEW**

Custom **weatherproof lights** mounted on a Catenary system will provide a soft, uniform illumination to the **multipurpose open plaza**, that can be **adjusted** depending upon the **usage** of the plaza.

**Bamboo pergolas** over walkways will be used to create a play of **light and shadows**, casting **subtle patterns** on the **walls and ground**. The pergolas while casting the shadows will also help concealing the fixtures from direct view.

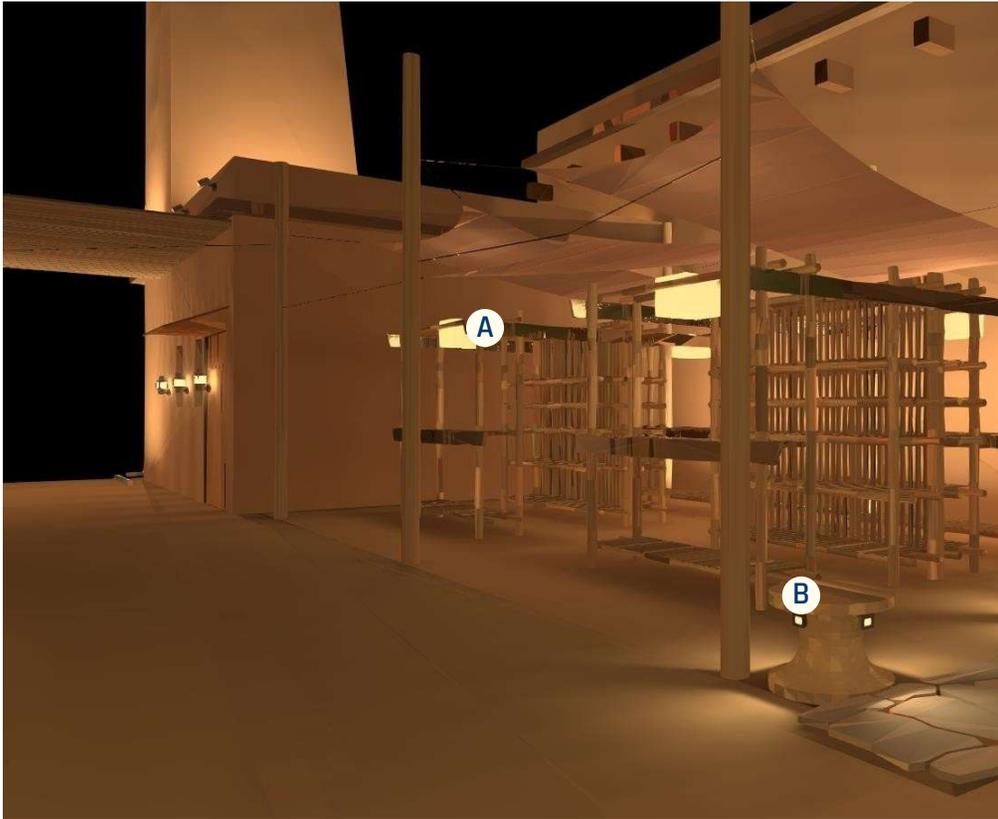
**Landscape elements** such as planters and benches will be illuminated with **concealed linear grazers**, highlighting the vertical face of the elements and creating pools of light on the ground, offering **well-lit resting areas**. **Windows** at both upper and lower levels of the buildings will be illuminated using **up-lights** concealed in the **sills**, while the light emanating from inside the buildings will contribute to the desired ambiance.

**Replica Pillar** elements with integrated lights will serve as focal points and resting spots, they will also act as **bollards** illuminating the walkways and important intersections.

The **Replica Ruins** will be illuminated using inground up-lights, grazing the walls to **enhance** visibility and draw attention to them, while revealing the **texture** of the building **materials**. This reflected light will also aid in navigation.

Long streets passages and doors will be adorned with **bespoke wall-mounted fixtures**, evoking the feeling of walking through a street illuminated by **earthen oil lamps**.

# LIGHTING INTENT VIEWS



- A** BESPOKE SUSPENDED LIGHT FIXTURES TO ILLUMINATE THE COUNTER
- B** STONE STUMP ELEMENT WITH INTEGRATED LIGHTS

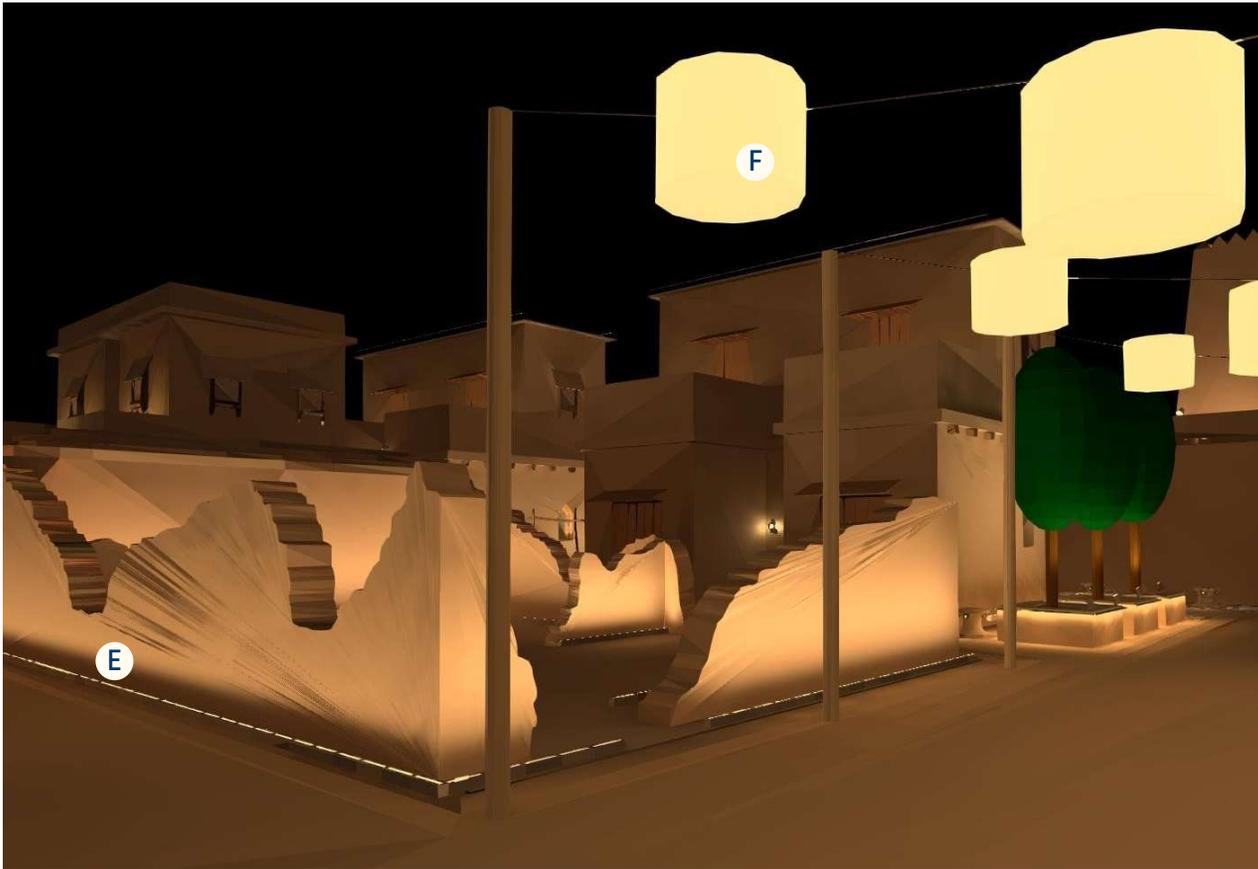


- C** BESPOKE CATENARY LIGHTS SUSPENDED ABOVE OPEN PLAZA
- D** ILLUMINATED LANDSCAPE ELEMENTS

## MARKET PLACE

## VIEW OF OPEN PLAZA AND PLANTERS

# LIGHTING INTENT VIEWS



**E** LINEAR GRAZERS TO ILLUMINATE WALLS AND CREATE A SENSE OF DEPTH AND DRAMA

**F** BESPOKE CATENARY LIGHTS SUSPENDED ABOVE OPEN PLAZA

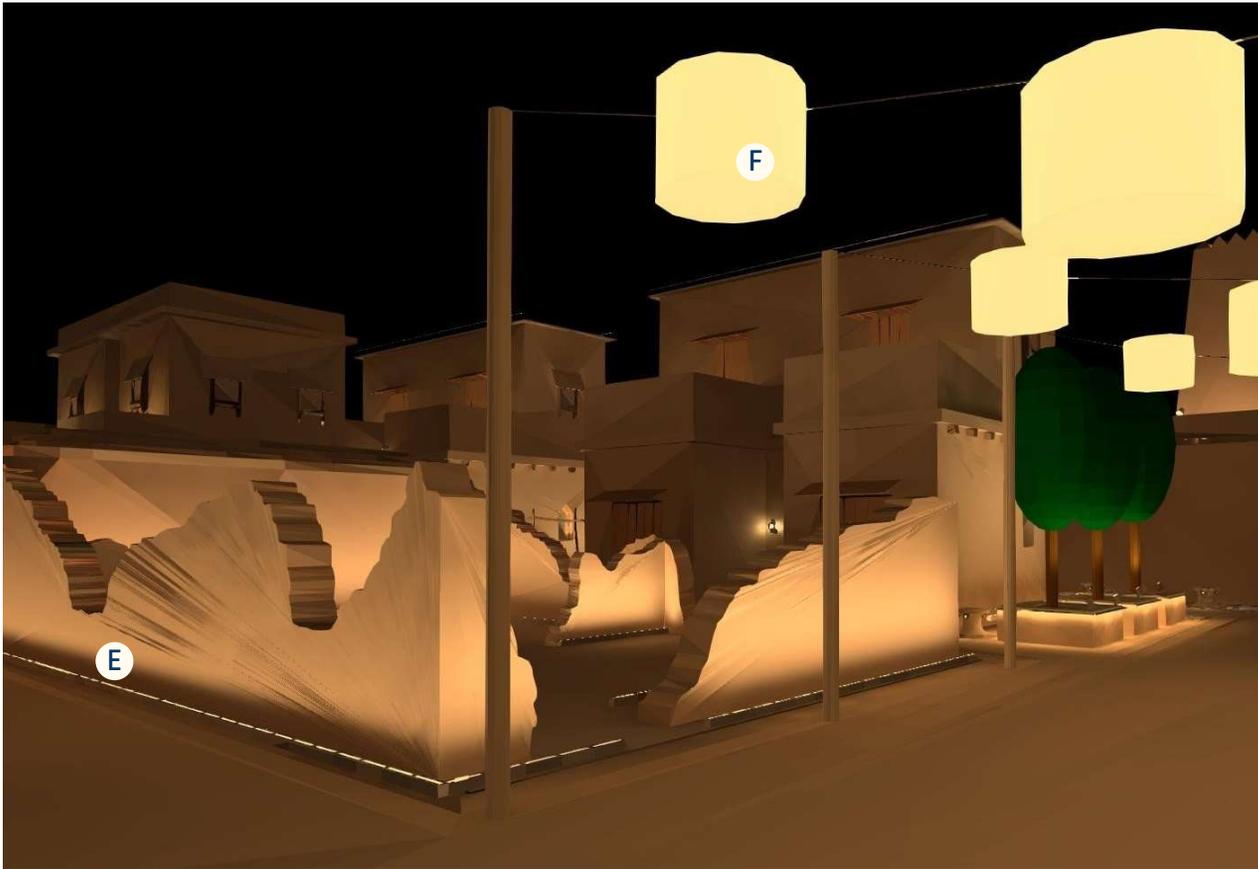
## VIEW OF RUINS

The envisioned lighting scheme draws inspiration from the color tones of **fire**, the prevalent artificial light source during the period being celebrated. Thus, the proposed lighting will embrace a **warm** and inviting ambiance, with **color** temperatures ranging from **2400-3000 K**, casting a gentle yellowish glow. This chromatic reflection aims to evoke a sense of familiarity and authenticity, resonating with the heritage of the era.

To ensure a comfortable and immersive experience for all visitors, we have carefully considered the **lighting levels** throughout the space. Generally, the illuminance ranges from **30-100 lux**, leaning slightly towards the higher end to accommodate the anticipated heavy footfall. **User experience and safety remain paramount** in our design approach, as we endeavor to maintain a healthy **contrast ratio** between the **outdoor and indoor spaces**. This seamless transition aids in creating a harmonious atmosphere, facilitating an effortless journey for each visitor.

Recognizing the significance of maintaining **adequate lighting** for the **well-being** and **safety** of all users, automation will assist us in adjusting the lux levels as necessary. It is crucial to **avoid** any areas that may become excessively **dark or present high contrast**, as such conditions can impede navigation and diminish the overall experience.

# LIGHTING INTENT VIEWS



**E** LINEAR GRAZERS TO ILLUMINATE WALLS AND CREATE A SENSE OF DEPTH AND DRAMA

**F** BESPOKE CATENARY LIGHTS SUSPENDED ABOVE OPEN PLAZA

## VIEW OF RUINS

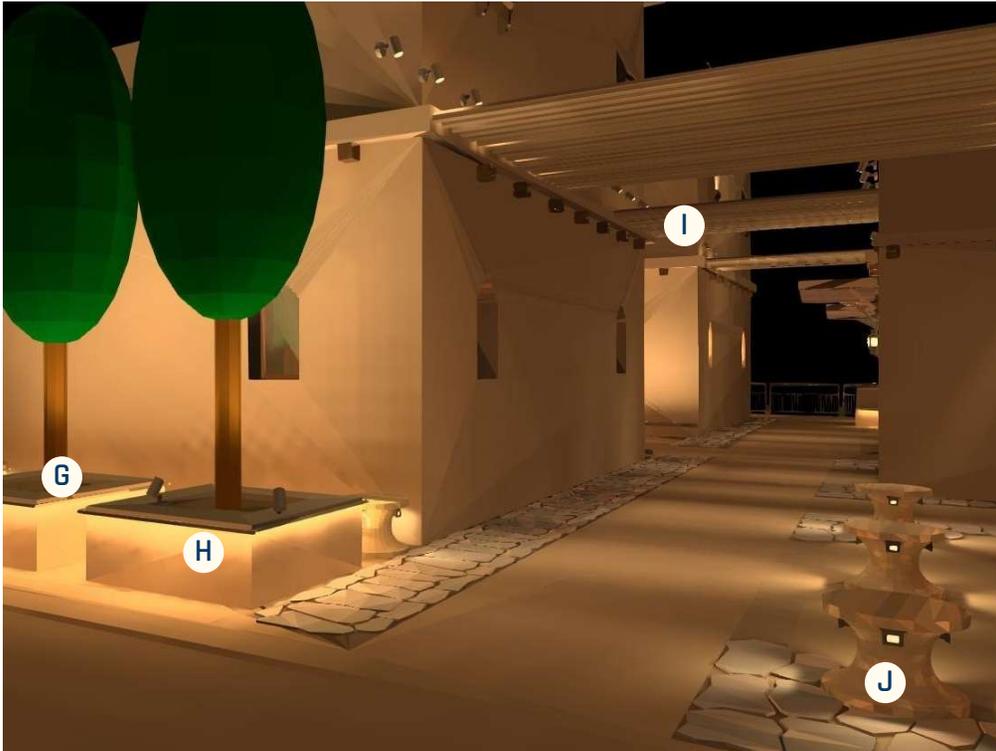
To avoid harsh lighting, we will refrain from using direct light with visible light sources. The proposed fixtures have asymmetrical narrow beams. Accessories like glare shields, and honeycombs will be employed to prevent light pollution and trespass. The lighting is envisioned to be in the range of 2400-3000 K on the warmer / yellow tone, to mirror the colour tones of fire - the prevalent artificial light source during that period.

Lighting levels generally range between 30- 100 lux, slightly on the higher end to accommodate the anticipated heavy footfall.

User experience and safety is paramount. It is also important to maintain a healthy contrast ratio between outdoor and indoor spaces to ensure a smooth and comfortable transition for the visitors.

Adjustments in the lux levels can be made to ensure sufficient lighting for the health and safety of all users. It is crucial to avoid dark and high contrast areas at all times.

# LIGHTING INTENT VIEWS



G

FOLIAGE ACCENT LIGHTING

H

VERTICAL SURFACES OF PLANTER BOXES ILLUMINATED TO CREATE FOCAL POINTS

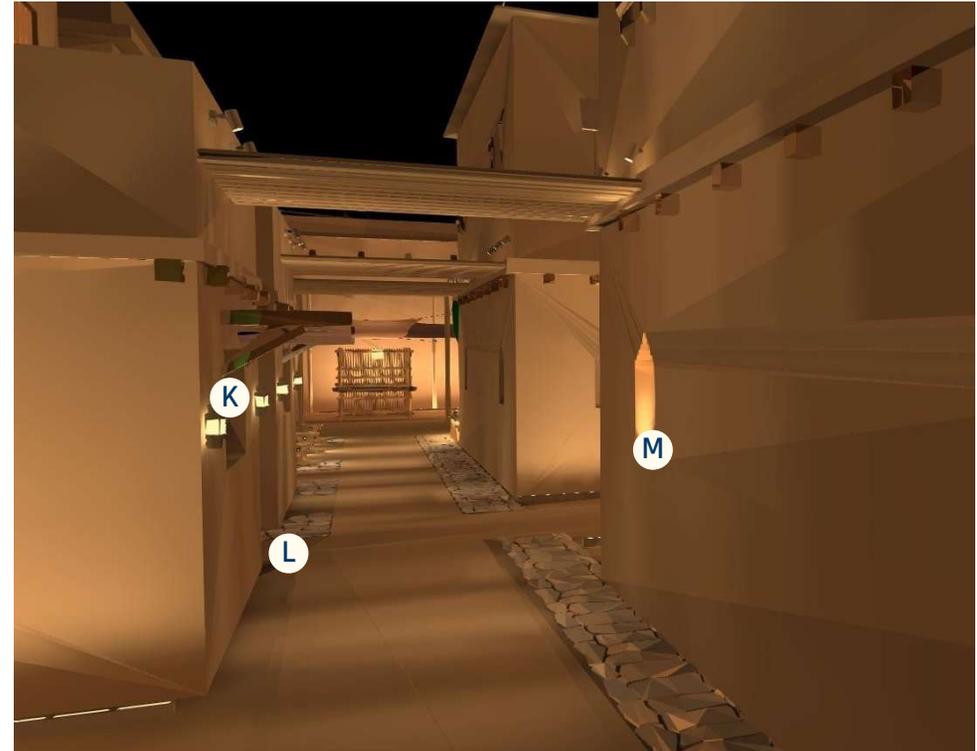
I

MONOSPOT FIXTURES TO CREATE SHADOW TEXTURE ON WALLS AND GROUND

J

REPLICA PILLAR ELEMENTS WITH INTEGRATED LIGHTS

## STREET VIEWS



K

BESPOKE WALL FIXTURES TO CREATE A "DIA" LIT WALKWAY

L

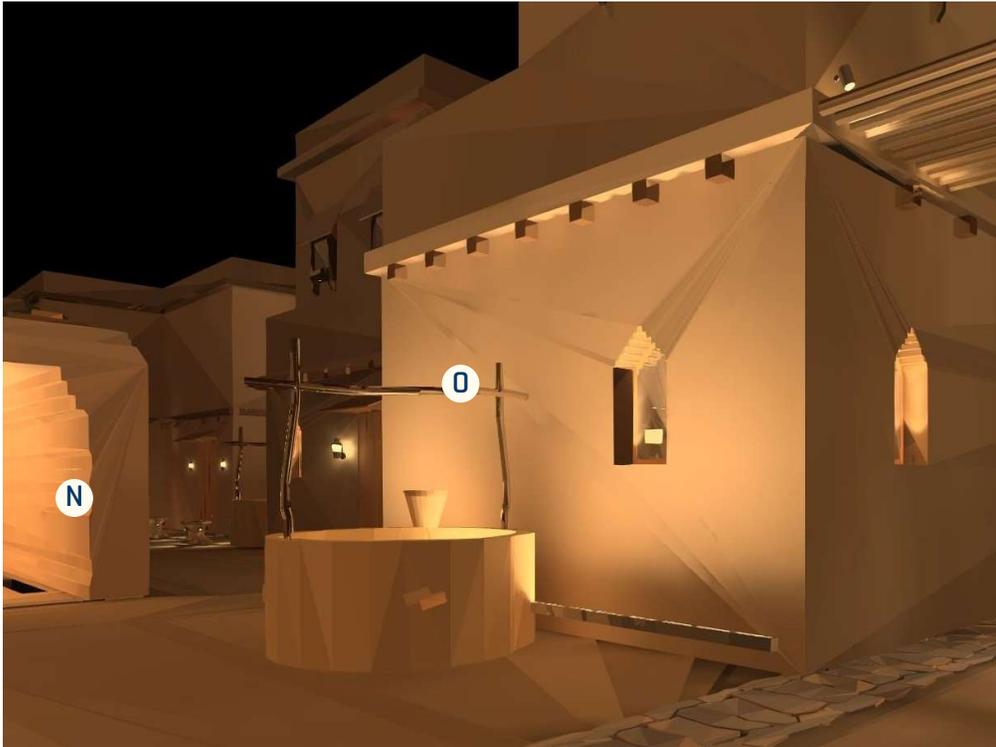
SHADOW PLAY ON WALLS AND FLOOR

M

RECESSED UPLIGHTS TO ACCENTUATE WINDOWS

## STREET VIEWS

# LIGHTING INTENT VIEWS



- N** ILLUMINATED VERTICAL SURFACES OF WATER MANAGEMENT SYSTEM
- O** ILLUMINATED VERTICAL SURFACES TO HELP PERCEIVE DEPTH AND TO CREATE A HEIRERCHY

## STREET VIEWS



- P** SHADOW PATTERN ON WALL AND FLOOR FROM LIGHTS ABOVE PERGOLA
- Q** BESPOKE WALL FIXTURES TO CREATE AN EATHERN LAMP LIT PASSAGE

## STREET VIEWS

# LIGHTING INTENT VIEWS



- R** CONCEALED LINEAR LIGHTS TO ENHANCE LANDSCAPE ELEMENTS
- S** FIXTURES TO HIGHLIGHT FOLIAGE
- T** PILLAR ELEMENT WITH INTEGRATED LIGHTS

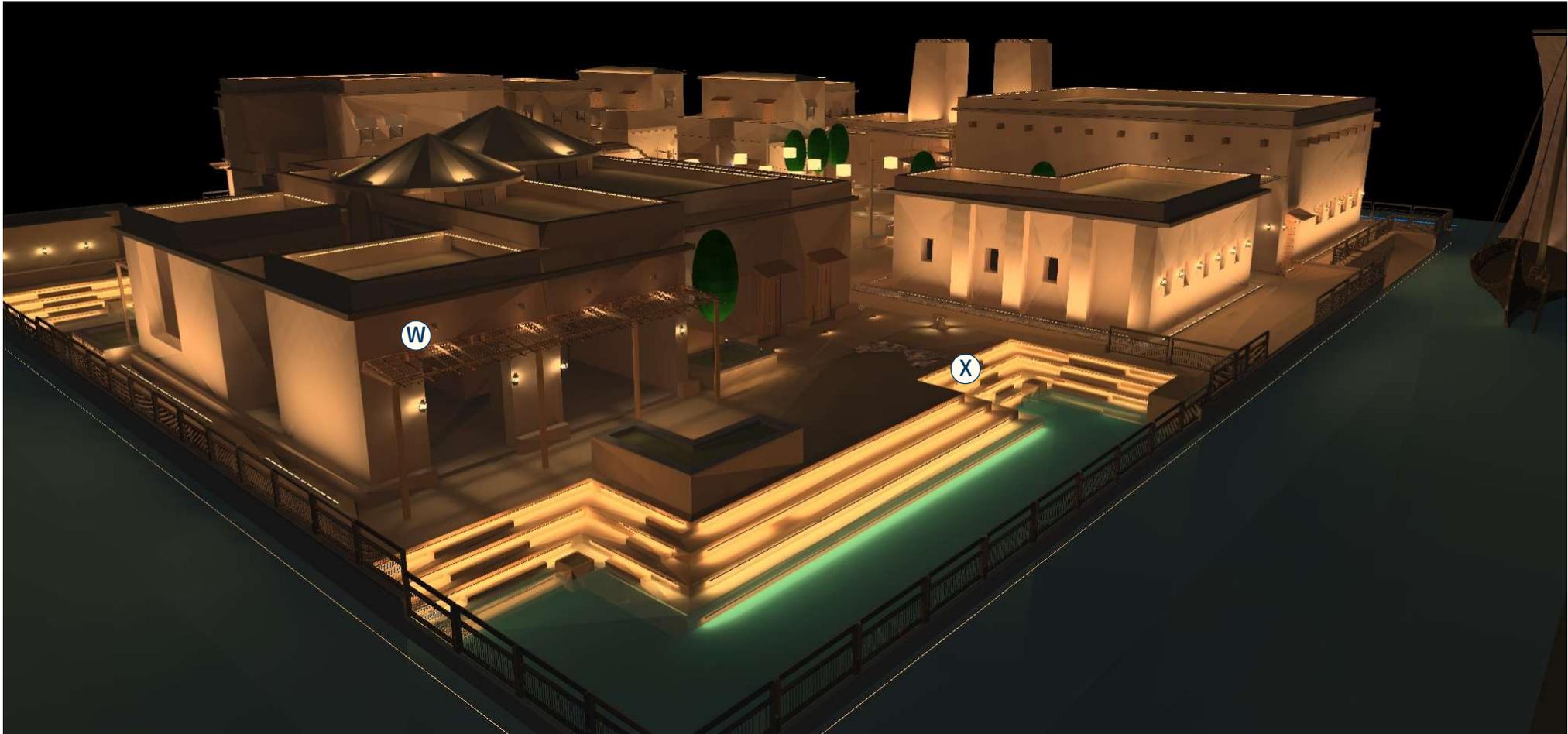
## PILLAR ELEMENT



- U** UNDERWATER LINEAR LIGHTS ILLUMINATE EDGE OF WATER
- V** CONCEALED LINEAR LIGHT FIXTURES TO ILLUMINATE STEPS

## STEPS LEADING TO WATER

# LIGHTING INTENT VIEWS



- Ⓜ MONOSPOT FIXTURES TO CREATE SHADOWS ON GROUND
- Ⓧ LINEAR LIGHT TO ACCENTUATE EDGE OF STEP

## AERIAL VIEW

# LIGHTING INTENT VIEWS



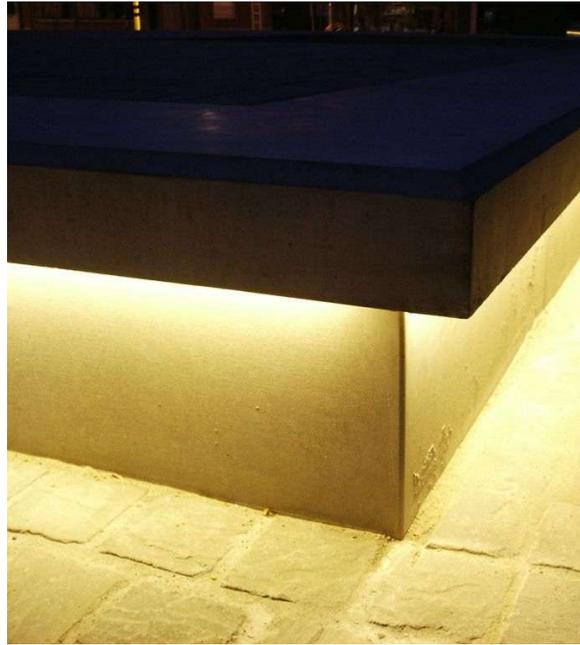
## TREE UPLIGHTER

To avoid harsh lighting, we will refrain from using direct light with visible light sources. If necessary, narrow beam lights, glare shields, and honeycombs will be employed to prevent light trespass.

Landscape elements such as planters and benches will be illuminated with concealed linear grazers, highlighting the vertical face of the elements and creating pools of light on the ground, offering well-lit resting areas.

To make the area aesthetically appealing and play with shadows creating dappled effect tree uplighter have been used creating enchanting and inviting sight.

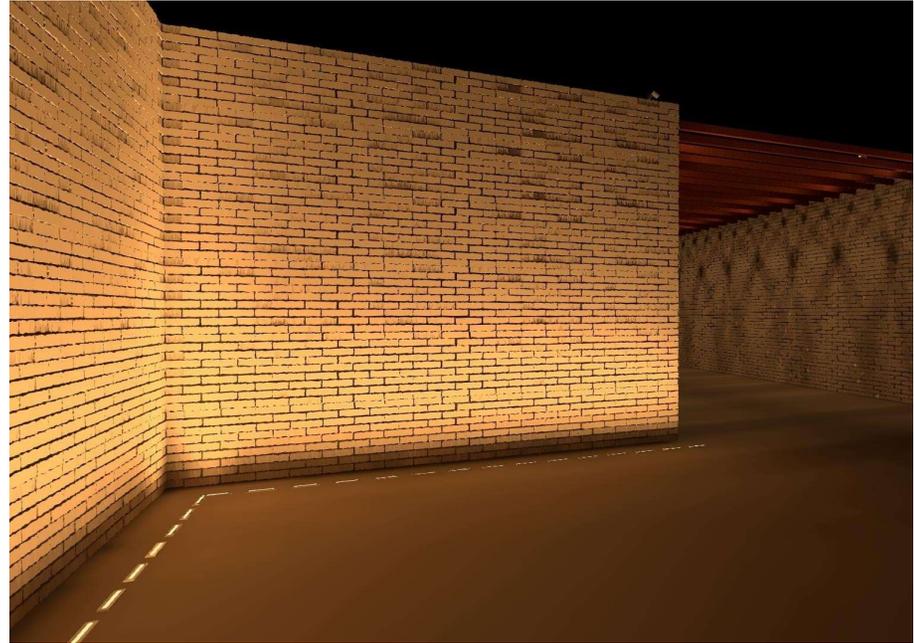
# LIGHTING INTENT VIEWS



## CONCEALED LINEAR FIXTURES TO ILLUMINATE STEPS PLANTERS AND BENCHES

Low intensity concealed linear fixtures illuminate the steps creating a soft glare free experience for the visitor.

# LIGHTING INTENT VIEWS



## WALL GRAZERS

In order to accentuate the rough mud bricks, their unevenness and undulations, linear grazers are proposed. Illuminating the vertical surfaces creates a bright and open spatial impression while making the surroundings more comprehensible.

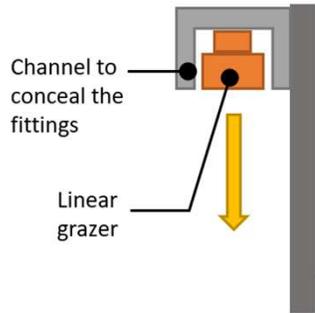
# LIGHTING INTENT VIEWS



## LIGHT ABOVE PERGOLAS

Wall mounted light fixtures above the pergola are intended to create a crisscross shadow pattern on the walls and the floor.

# LIGHTING FIXTURE TYPOLOGY



Indicative section for coves



Surface mounted spot lights to accentuate ruins, trees, wooden lattice



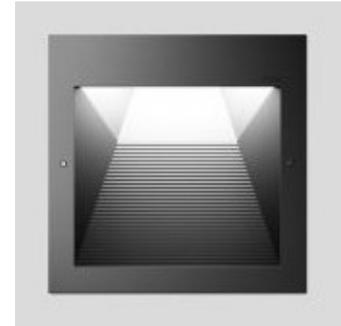
Surface mounted linear strip light for balconies and parapets.



IP68 Underwater linear grazer to illuminate ghats and water edge



Recessed Up light for window sills



Recessed floor washing luminaires to be integrated within the pillar element



Surface mounted linear Narrow grazer beam to illuminate vertical surfaces



Inground linear grazer to illuminate vertical surfaces



Bespoke suspended luminaire on catenary system for illuminating the square. Image for reference only.



Wall mounted bespoke fixture for street and doorways

# LIGHTING FIXTURE TYPOLOGY



Wall mounted bespoke fixture for street and doorways



The Pipal Motif is ideal to be cut as a form into the earthen lamp



# LIGHTING LEVELS INTENT

SPACE	LUX LEVELS	NOTES
<b>GENERAL</b>		
Pedestrian areas with general lighting requirements	10- 25	Minimum illuminance 5 Lux
Entrance/ Exits	50 – 100	
Pedestrian areas with increased safety requirements / visual tasks	25 - 100	Minimum illuminance 10 Lux
Public gathering square	100 - 200	Minimum illuminance 30 Lux
Stairs / special needs / ramps	50 or higher	
Benches and Planters	15 - 30	
Trees and other green elements	5 -- 30	May vary depending upon shape colour etc.
<b>SERVICE AREAS</b>		
Control room	200-300-500	Local Lighting may be appropriate
Mechanical plant room	100-150-200	
Electrical power supply and distribution Room	100-150-200	
Store rooms	50-100-150	

