

Lighting statues and monuments

Many monuments are listed, therefore lighting will require planning approval from the local Conservation Officer or English Heritage.

- With small statues, it is possible to achieve an effective result with a single fitting, but this should have a narrow-beam and preferably be located above and to one side of the object. This will help to create strong, dramatic shadowing and avoid glare to passers-by.
- Larger statues or monuments will invariably require more than one luminaire – these should be used to reveal different parts of the object, but be careful not to cancel out the shadows from one fitting by another.
- Brightness is the key issue – floods or spots that are too powerful will bleach out the statue's details. In most cases, it is useful to do a trial or mock-up, using different wattages, beam angles and positions.
- Think about the main viewing positions and concentrate on lighting to mainly enhance that view.
- Consider spill light around and behind the object being lit – the use of narrow-beam equipment and lighting from high positions will help to reduce this.
- With monuments on plinths, don't only light the statue itself – try to put a gentler wash of light onto the plinth as well.
- Consider the daytime appearance of the lighting equipment – ground lights are a good solution.
- Computer generated renderings are an ideal first step, provided that appropriate software such as 3D studio Max is used to generate sufficiently realistic and photometrically accurate images.

Lighting façades

Lighting at an angle to the normal viewing direction can create a subtle, yet effective shadowing, or 'modelling' effect on the texture of a surface.

Be careful to choose a lamp colour sympathetic to the building materials – usually white sources such as metal halide of different colour temperatures give a good result.

Generally use narrow and medium beam spreads to create interest. Wide beams can flood the façade and lose impact.

Ensure luminaires are sited and shielded to avoid glare to the viewer and the building occupants, and conceal them from view during the day. Use louvres or visors for example to minimise light spill beyond the façade and into the night sky.

Be wary of using excessive lighting on the surface, as if the luminance is too high it could be deemed as obtrusive lighting. See the ILE's 'Guidance Notes for the Reduction of Obtrusive Light' for assistance.



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