iGuzzini

Last information update: May 2018

adjustable luminaire - Ø 75 mm - neutral white - medium optic - frame



Design iGuzzini

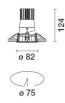
Product code N063

Technical description

Round adjustable luminaire designed to use an LED lamp with C.O.B.technology in a neutral white colour tone 4000K. Version with rim for surface-mounting. Painted, die-cast aluminium body. Lower reflector vacuum-metallised with aluminium vapours with an anti-scratch protective layer. Anodised aluminium upper reflector. Black, zinc-plated sheet steel bracket. The luminaire can be rotated 30° relative to the horizontal plane and 358° about the vertical axis. The luminaire is fitted with mechanical locks for light beam aiming. Painted extruded aluminium dissipater.

Installation

Recessed using torsion springs which allow easy installation in false ceilings with thickness ranging from 1 mm to 25 mm.



Dimensio Ø82x124							
Colour White/Alu	minium (39	9)					
Weight (H 0.45	(g)						
Mounting ceiling red							
Wiring Product c	omplete w	ith electronic	componei	nts			
	_						Complies with EN60598-1 and pertinent regulation
	IP20	IP23					
(Kas	CE	() SAE	CIDET	EAC	A++		
		96E					

Product configuration: N063

Product characteristics

Total lighting output [Lm]: 150 Total power [W]: 9 Luminous efficacy [Lm/W]: 16.6 Life Time: 50,000h - L80 - B10 (Ta 25°C)

Optical assembly Characteristics Type 1 Light Output Ratio (L.O.R.) [%]: 15 Lamp code: LED ZVEI Code: LED Nominal power [W]: 6.2 Nominal luminous [Lm]: 1000 Lamp maximum intensity [cd]: / Beam angle [°]: 19° / 18°

Total luminous flux at or above an angle of 90° [Lm]: 0 Emergency luminous flux [Lm]: / Voltage [V]: -Number of optical assemblies: 1

Number of lamps for optical assembly: 1 Socket: / Ballast losses [W]: 2.8 Colour temperature [K]: 4000 CRI: 80 Wavelength [Nm]: / MacAdam Step: 2

Imax=1195 cd	C0-180		Lux				
90° 180	90°	nL 0.15 99-100-100-100-15 UGR <10-<10	h	d1	d2	Em	Emax
	\times /	DIN A.61 UTE	1	0.3	0.3	882	1193
1000		0.15A+0.00T F"1=992	2	0.7	0.6	220	298
		F"1+F"2=998 F"1+F"2+F"3=999 CIBSE	3	1	1	98	133
α=19° / 18°	X	LG3 L<1500 cd/m² at 65° UGR<10 L<1500 cd/mq @	65 ⁴	1.3	1.3	55	75

Utilisation factors

R	77	75	73	71	55	53	33	00	DRR
K0.8	13	13	12	12	13	12	12	12	78
1.0	14	13	13	13	13	13	13	12	82
1.5	15	14	14	14	14	14	14	13	88
2.0	15	15	15	14	15	14	14	14	93
2.5	16	15	15	15	15	15	15	14	95
3.0	16	16	15	15	15	15	15	15	97
4.0	16	16	16	16	15	15	15	15	99
5.0	16	16	16	16	16	16	15	15	100

Luminance curve limit

C	A G	1.15	2000	1000	500		<=300		
	в	1.50		2000	1000	750	500	<-300	
	С	1.85			2000		1000	500	<-300
85°			+						-
75°	/								4
5°					-			\square	- 2
55°		7						\geq	
45° 102		2	3 4 5	6 8 1	03	2 3	4 5 6	8 10 ⁴	cd/m ²

UGR diagram

Rifle	ot :												
ceil/c		0.70	0.70	0.50	0.50	0.30	0.70	0.70	0.50	0.50	0.30		
walls		0.50	0.30	0.50	0.30	0.30	0.50	0.30	0.50	0.30	0.30		
work		0.20	0.20	0.20	0.20	0.20	0.20	0.20	0.20	0.20	0.20		
	n dim	viewed						viewed					
x	У	crosswise						endwise					
2H	2H	-1.5	0.5	-1.2	8.0	1.2	4.4	6.4	4.7	6.7	7.0		
	ЗН	-1.6	-0.1	-1.2	0.2	0.5	4.2	5.7	4.6	6.0	6.3		
	4H	-1.5	-0.4	-1.1	-0.1	0.3	4.2	5.3	4.6	5.6	6.0		
	6H	-1.4	-0.5	-1.0	-0.2	0.1	4.2	5.0	4.5	5.3	5.0		
	BH	-1.2	-0.4	-0.9	-0.1	0.3	4.1	4.9	4.5	5.3	5.0		
	12H	- <mark>1.1</mark>	-0.2	-0.7	0.2	0.6	4.0	4.9	4.4	5.3	5.0		
4H	2H	-1.6	-0.5	-1.3	-0.2	0.2	4.2	5.3	4.6	5.7	6.0		
	ЗH	-1.6	8.0-	-1.2	-0.4	-0.0	4.1	5.0	4.5	5.3	5.7		
	4H	-1.6	-0.7	-1.2	-0.3	0.1	3.9	4.9	4.4	5.3	5.7		
	6H	-1.7	-0.0	-1.2	0.4	0.9	3.6	5.2	4.1	5.7	6.2		
	BH	-1.5	0.3	-1.0	8.0	1.3	3.5	5.3	4.0	5.8	6.3		
	12H	-1.2	0.7	-0.7	1.2	1.7	3.4	5.3	3.9	5.8	6.3		
вн	4H	-2.0	-0.2	-1.5	0.3	8.0	3.6	5.4	4.1	5.9	6.4		
	6H	-1.7	0.0	-1.1	0.5	1.1	3.5	5.2	4.0	5.7	6.2		
	8H	-1.2	0.2	-0.7	0.7	1.2	3.6	5.0	4.1	5.5	6.0		
	12H	-0.5	0.5	0.0	1.0	1.5	3.7	4.7	4.2	5.2	5.7		
12H	4H	-2.1	-0.2	-1.6	0.3	8.0	3.6	5.5	4.1	6.0	6.5		
	6H	-1.5	-0.1	-1.0	0.4	0.9	3.7	5.1	4.2	5.6	6.		
	8H	-1.0	0.0	-0.5	0.5	1.0	3.8	4.8	4.4	5.3	5.9		
Varia	tions wi	th the ot	oserverp	osition	at spacir	ig:	020						
S =	1.0H		3	2 / -2	5	8.1 / -6.6							
	1.5H	5.6 / -2.8						10.8 / -6.8					