

## PHYSICAL LIGHT CHEAT SHEET

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### Sunlight

| Illuminance       | Source  |
|-------------------|---|
| 120,000 lux       | Brightest sunlight                                      |
| 111,000 lux       | Bright sunlight   |
| 20,000 lux        | Shade illuminated by entire clear blue sky, midday      |
| 1,000 - 2,000 lux | Typical overcast day, midday                            |
| <200 lux          | Extreme of thickest storm clouds, midday                |
| 400 lux           | Sunrise or sunset on a clear day (ambient illumination) |
| 40 lux            | Fully overcast, sunset/sunrise                          |
| <1 lux            | Extreme of thickest storm clouds, sunset/rise           |

### Moonlight

| Illuminance | Source                              |
|-------------|-------------------------------------|
| <1 lux      | Moonlight, clear night sky          |
| 0.25 lux    | A full moon, clear night sky        |
| 0.01 lux    | A quarter moon, clear night sky     |
| 0.002 lux   | Starlight, clear moonless night sky |

### Artificial Light sources

| Luminous flux (lumen) | Source   |
|-----------------------|--|
| 12.57 lumen           | Candle light.  |
| < 100 lumen           | Small decorative light, such as a small LED lamp.  |
| 200 - 300 lumen       | Decorative lamp, such as a lamp that does not provide the main lighting for a bright room. |
| 400 - 800 lumen       | Ceiling lamp for a regular room.   |
| 800 - 1200 lumen      | Ceiling lamp for a large brightly lit room.  |
| 1000 - 4000 lumen     | Bright street light.   |

### Indoor

| Illuminance (lux) | Room type                  |
|-------------------|----------------------------|
| 150 - 300 lux     | Bedroom.                   |
| 300 - 500 lux     | Classroom.                 |
| 300 - 750 lux     | Kitchen.                   |
| 300 - 500 lux     | Kitchen Counter or Office. |
| 100 - 300 lux     | Bathroom.                  |
| 750 - 1000 lux    | Supermarket.               |
| 30 lux            | City street at night.      |

### Sources:

- <https://en.wikipedia.org/wiki/Daylight>
- <https://en.wikipedia.org/wiki/Moonlight>
- <https://docs.unity3d.com/Packages/com.unity.render-pipelines.high-definition@12.0/manual/Physical-Light-Units.html>