Important: **This is *not* a lighting fundamentals or lighting design course. We assume that the attendee has a basic understanding of lighting design principles as well as lighting terminology (lumen, candela, intensity, illuminance, luminance, footcandle, lux, etc.) and a basic understanding of luminaire photometry.**

2-DAY AGi32 INTRODUCTORY TRAINING CLASS OUTLINE

I. Introductions
II. Getting Comfortable – AGi32 Interface and Settings
    A. Understanding the AGi32 Interface: so you can find what you need
    B. Adjusting system Settings: making it just right for your use
III. What are the 5 Steps to Success?
    A. Step 1 – Develop a Frame of Reference
        1. Draw Simple Line Data in AGi32
        2. Import 2D CAD Background
        3. Create a 3D Environment Using AGi32
        4. Dynamic Edit
        5. Import 3D CAD Background
        6. Bring in a Google Maps background image
    B. Step 2 – Place Calculation Grids
        1. Direct Lighting Calculations
        2. Full Radiosity Calculations
    C. Step 3 – Define and Place Luminaires
        1. Obtain Luminaire Photometry – many methods
        2. Define Luminaire Photometry
        3. Enable Design Isolines to help locate luminaires
        4. Locate Luminaires – many methods
        5. Modify Luminaire Locations
    D. Step 4 – Evaluate the Design
        1. Calculation Methods
        2. Post-calculation: Enabling Isolines and Highlighted Values
        3. Radiosity Rendering
        4. Ray-Traced Rendering
    E. Step 5 - Presentation
        1. Create a fly-over or walk-through
        2. WYSIWYG in Model Mode
        3. Exporting to CAD
        4. Exporting to JPG or BMP
        5. Page Builder, beginning with Viewpoints in Model Mode
IV. Applying the Five Steps Through Example
    A. Basic Lighting – Luminaires & Points in simple site lighting
        1. Using a Google Earth image as background

2. Placing calc grid; removing points under a building
3. Using Design Isolines to aid in luminaire location
4. Adding luminaire Schedule, Calculation Summary, etc.
B. Site Lighting: a more complicated example, including rendering
   1. Importing DWG file as background
   2. Placing objects on the site (building, trees, parking islands)
   3. Placing single luminaires and groups
   4. Evaluating calculation results via max, min, and other statistics
   5. Improving the rendered results with anti-aliasing and other tricks
   6. RGB rendering vs. pseudo-color rendering
C. Room Estimator
   1. Getting a quick estimate, based on the Zonal Cavity Method
D. Interior Lighting: electric lighting only
   1. Add textures to room surfaces
   2. Place luminaires individually and in arrays
   3. Add calc points automatically to the work plane
   4. Add furniture and other objects from the AGi32 Object Library; specify color and texture on the objects. Place, re-orient, and move them as needed.
   5. Calculate and then navigate through the rendered result
E. Project Management: Breaking big projects into smaller pieces for purposes of calculation, ease of editing, visibility, or evaluation of different options.
F. Scene Manager
   1. Turn on luminaire Labels
   2. Create Scenes
   3. Create Channels
   4. Assign luminaires to Channels
   5. Set switching and dimming status for Channels
   6. Switch between defined Scenes in Model Mode and Render Mode
   7. Add Scene Summary to Model Mode display

NOTE: NOT included in this course: Roadway lighting design & analysis. Roadway topics are covered in detail in our Roadway Emphasis Class and Intermediate Roadway Class. Daylighting is no longer covered in the Introductory class.

For more information on the roadway classes, go here on our website:
http://www.agi32.com/index.php?id=623.