

## Designers Lighting Forum

Not All The Reds Are The Same.  
Challenges Of Specifying Color Changing LED

Ellie Motevalian, Toranj Noroozi  
*03/08/2023*



## Learning Objectives

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At the end of this course, participants will be able to:

1. This course describes the challenges of using white light illumination metrics for color-changing sources due to differences in human perception of colored and white lights
2. This course identifies the shortcomings of current calculation software and metrics in having consistent and clear measurements to compare the light source's color properties from different manufacturers.
3. This course explores recommendations on the information that the lighting specifiers can include in their fixture specifications to ensure that the final purchased fixtures are the true or close equivalent of the initial design.
4. This course investigates various possibilities that the lighting manufacturers can provide information on the color properties in an effort to create a consistent metric that allows the specifiers to compare different fixtures effectively.



Not all reds are the same!

Applications where we use RGB in architectural lighting:

- Branding
- Entertainment
- Mood or Atmosphere
- Way finding



Not all reds are the same!

Applications where we use RGB in architectural lighting:

Semi-Conductor Manufacturing  
Amber Light



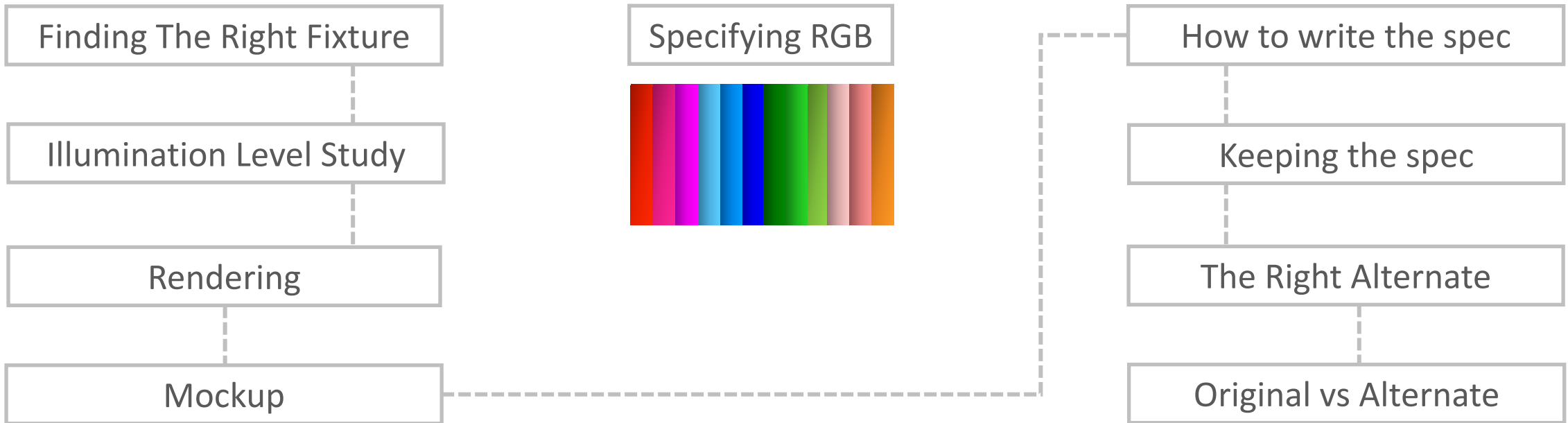
Surgical Rooms – Green Lights



Public Restrooms– Blue Lights



Not all reds are the same!



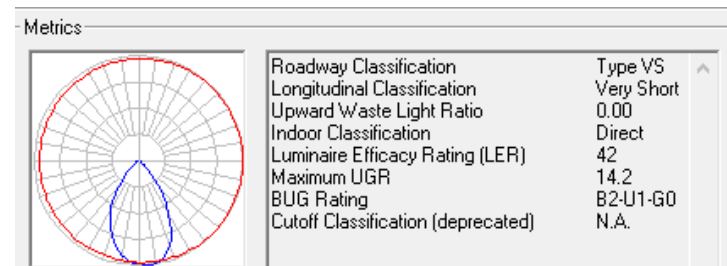
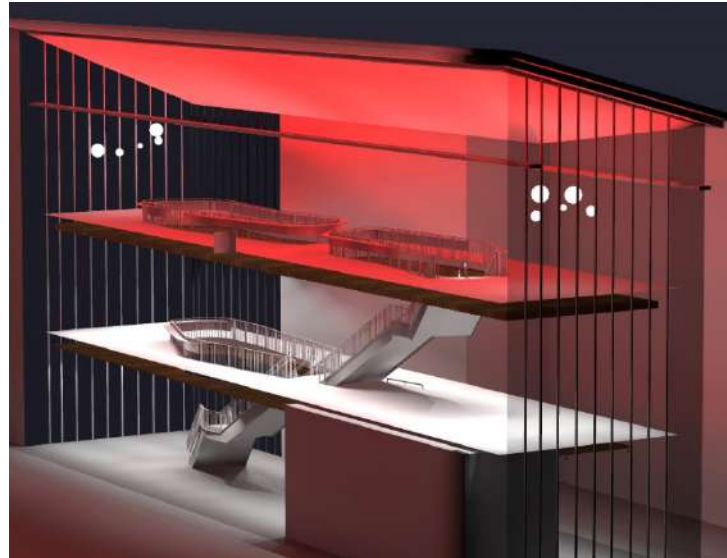
Not all reds are the same!

Rendering

Mockups

Cutsheets

IES File



Not all reds are the same!

- The Perception of Color

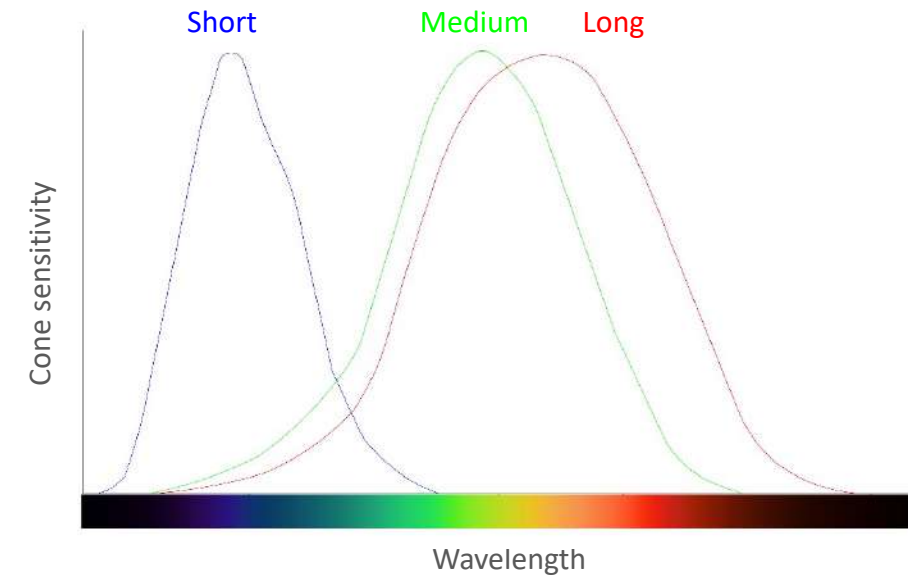
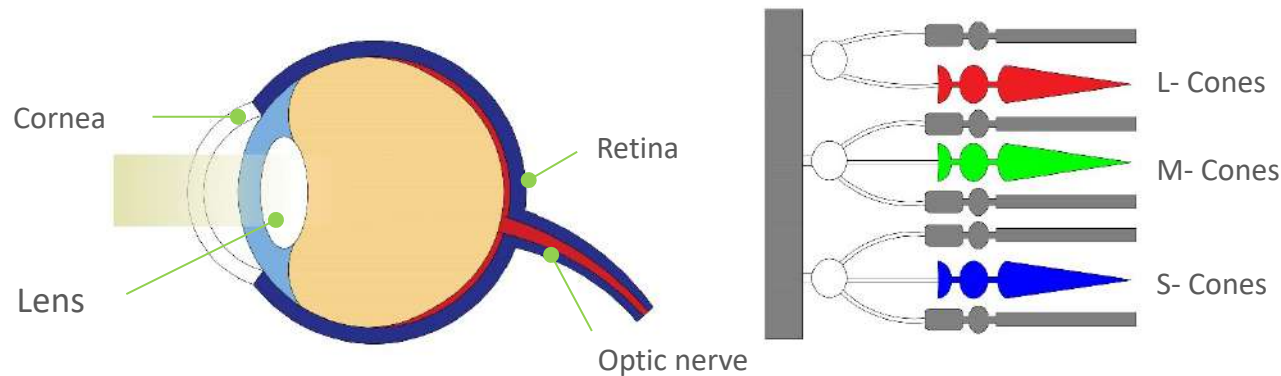
How human eyes see colors:

Cones: Lower sensitivity to light and responsible for color and Photopic vision.

Rods: Higher sensitivity to light and responsible for scotopic vision. Do not mediate color vision

Three different cones types and their sensitivity to each wavelength:

- Long wavelength: L cones
- Medium wavelength: M-cones
- Short wavelength: S-cones



Not all reds are the same!

- The Perception of Color

Our vision doesn't respond equally to all wavelength.

Under photopic vision, peak brightness is at about 555 nm or pale yellow-greenish

The brightness decrease toward red and violet of the spectrum.





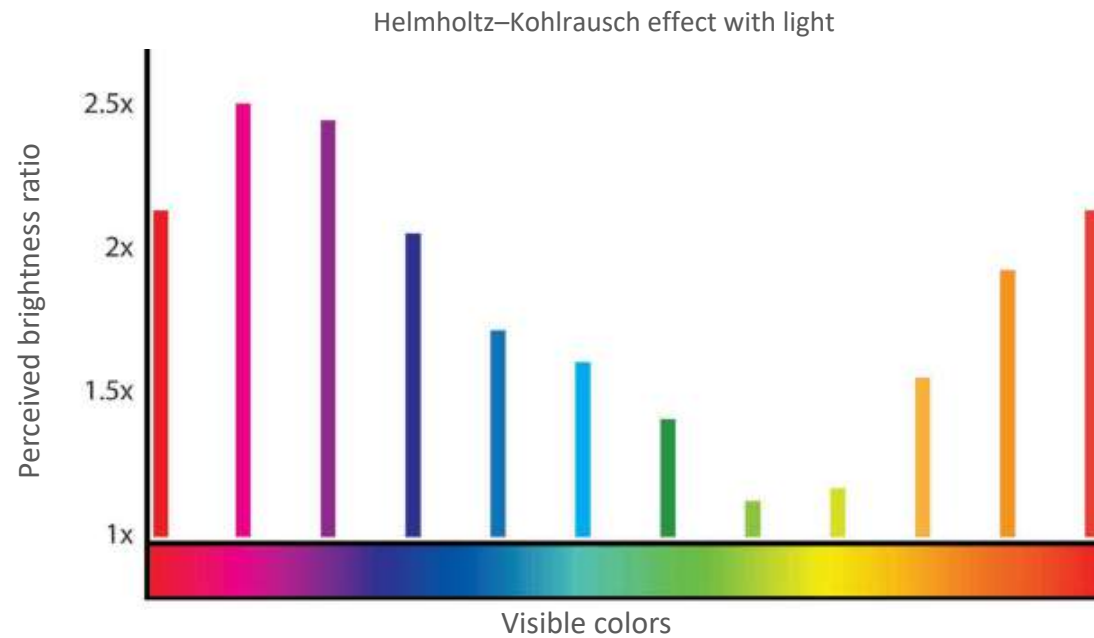
Not all reds are the same!

- The Perception of Color

Helmholtz–Kohlrausch Phenomenon

Colored stimulus (light reflected from an object or colored light) appears brighter than a white stimulus of the same luminance.

The more saturated the stimulus, the brighter it appears to human eyes.

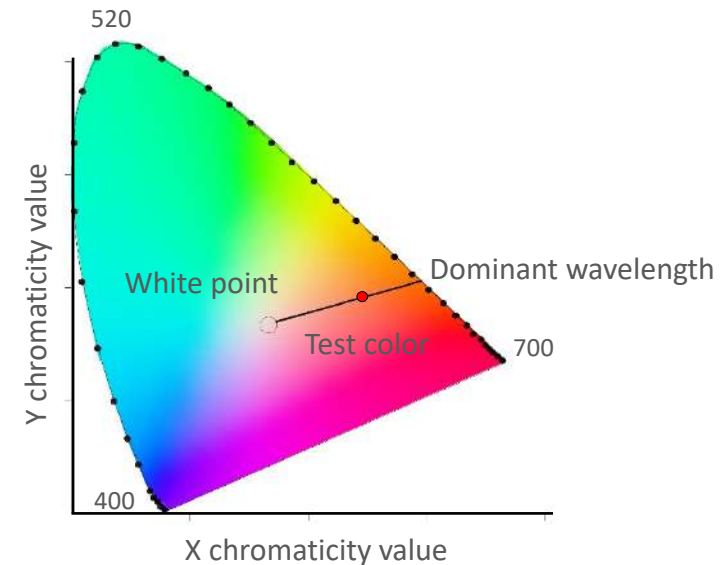
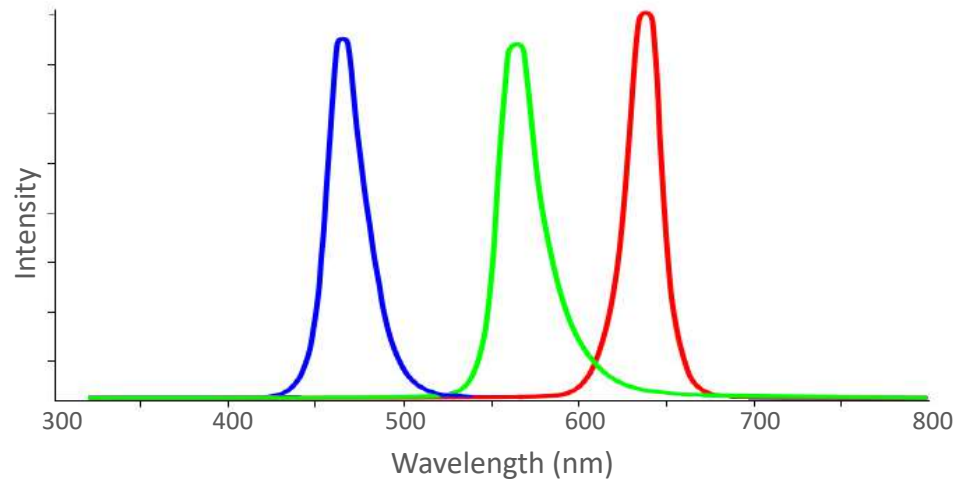


Source: ANSI/IES LS-5-21 Lighting Science: Color



Not all reds are the same!

- **Peak Wavelength**  
The wavelength at which the maximum value occurs in a spectral power distribution. (Peak value measured by a spectrometer)
- **Dominant Wavelength (DW)**  
The dominant wavelength is characterizing a color's hue. (Eye response to a single wavelength that describes what the light source looks like)



Not all reds are the same!

IES File or Lumens Information for Each Color

Spectral Distribution/ CIS Tristimulus Values

Optic And Color Mixing Technology



## Not all reds are the same!

- What information is available on manufacturers websites and cutsheets
  - Out of more than 20 manufacturers:
    - 30% shows lumen output for each color on their cutsheet.
    - 35% has IES file for each color
    - Only 10% have information about dominant and peak wavelength on their cutsheet

Fixture Image	Lumen output for each color	IES file for each color	Color mixing	Peak and dominant wavelength
	NO	NO	With RGBW/RGBA color mixing, the available electrical power of the product is normally distributed evenly across all four channels. This means that a maximum of 25% of the total power is available for each color channel.	NO
	NO	NO	Ultra High Color Technology with this Quad-Cluster LED Configuration: 20% of total power per channel	NO
	Yes	YES	High efficiency LED emitter with individual color diodes.	NO
	NO	YES	RGBA Color Mixing 30 LEDs per 12 in (18x4mm color LEDs, 18x4mm LEDs)	NO
	NO	NO	RGBW	NO
	NO	NO	RGBW	NO
	YES, IT HAS MULTIPLE	NO	RGBW	NO
	NO	YES	RGBW, RGBA, RGBWA IN SOME FIXTURES	NO
	NO	NO	RGBW	NO
	NO	NO	Color Mixing: Using proprietary technology, colors are efficiently blended together through an internal mixing chamber. The color output is consistent across all channels.	LED Die Colors: Red (620-635nm), Green (520-535nm), Blue (450-465nm) and White (4000-4500K)
	Yes	YES	Full LED module contains 4 LED die (red, green, blue and white). These are given unique DMX addresses at the factory increasing by four from one module to the next as shown below in the example of a 48" fixture with 13 LED modules.	NO
	YES	YES	RGBW	NO
	NO	NO	Improves color consistency between all LED luminaires in a family with Chromascopic technology. During the manufacturing process a calibrated light measurement device creates an algorithm to define a common color gamut for an entire family of LED luminaires. When	NO
	Luminous output: 1 ft at 12W/4 ft at 12W FULL 650 lumens/2600 lumens RED 290 lumens/1160 lumens GREEN 580 lumens/2320 lumens BLUE 120 lumens/480 lumens	YES	Graco GUARD models feature homogenized color mixing with 8 LEDs/ft and an integrated color boosting fixture for full powered illumination of a single color or mixed colors. Each unit is factory calibrated for consistent color consistency.	NO
	NO	NO	RGBW	NO
	YES	NO	RGBW, RGBA Full power for each color	YES
	NO	NO	RGBW	NO
	NO	NO	RGBW	NO
	NO	YES		NO

Luminous output .....	1 FT at 12W	4 FT at 12W
FULL.....	650 lumens	2600 lumens
RED.....	290 lumens	<b>1160 lumens</b>
GREEN.....	580 lumens	2320 lumens
BLUE.....	120 lumens	480 lumens

General - Attributes    **Photometry - Metrics**    Symbols - Configuration

Photometry

Lumens Per Lamp: 1102.6    Number Of Lamps: 1

Luminaire Lumens: **1107**    Efficiency (%): 101

Luminaire Watts: 23.9    S/P Ratio: 1

Total LLF: 1.000    Specify...

Luminous Box...    Size: X 4.034    Y 0.132    Z 0.01

Offset: X 0    Y 0    Z -0.005

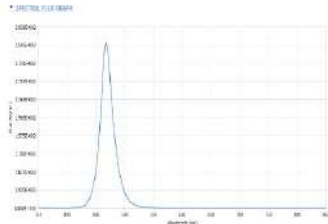
Photometric Center Offset From Insertion Point: X 0    Y 0    Z -0.305

Rotate Photometry 90 degrees Clockwise    View Photometric File...



Not all reds are the same!

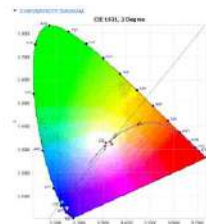
- Sample Of Peak/ Dominant Wavelength
- Most manufacturers only share this data upon request.



Spectral Response

**Photometric Test Results**

Luminous Flux (Lumens)	81.5
Efficacy (Lumens/Watt) (l/O)	8.14/15.59
Color Temperature (CCT K)	22,000
Color Rendering Index (CRI)	-47.4
R <sub>s</sub> Value	-312.9
Radiant Flux (W)	1.0
Chroma u' / Chroma v'	0.1401 / 0.1846
Duv	N/A
RGB Ratio (%)	12.17



Chromaticity Diagram

Tristimulus Values:  $x / y = 0.1275 / 0.0747$

**Electrical Test Results**

Input Power (Watts) (I/O)	10.02/5.23
Input Voltage (Volts) (I/O)	120.02/119.84
Input Current (Amps) (I/O)	0.130/0.045
Power Factor (I/O)	0.644/0.961
Input Frequency (Hz)	60.0
Stabilization Time	60 minutes
Ambient Temperature	25.1°C
Max ITHD (%)	48.78

Spectral Power Distribution Characteristics

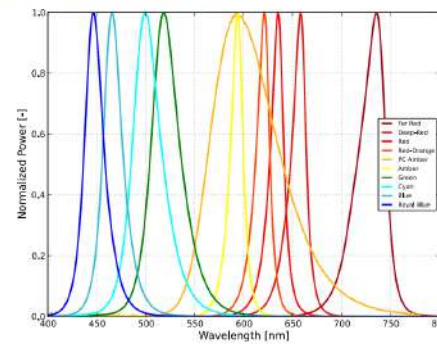
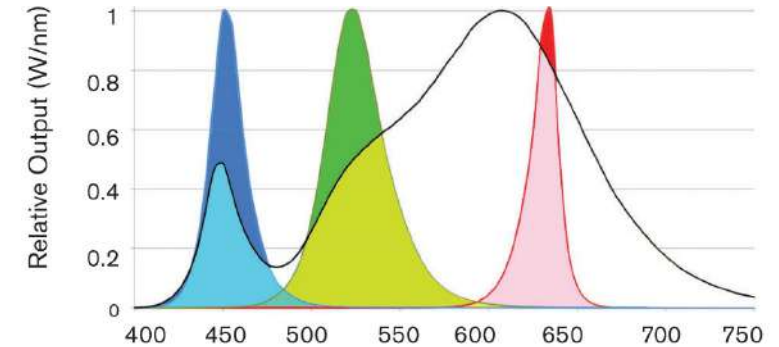
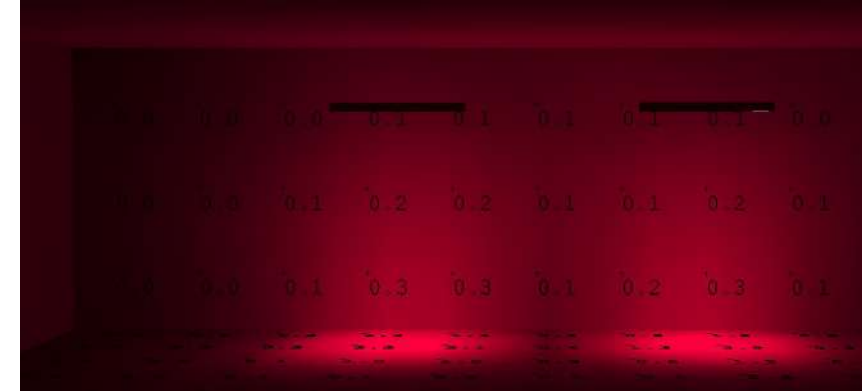
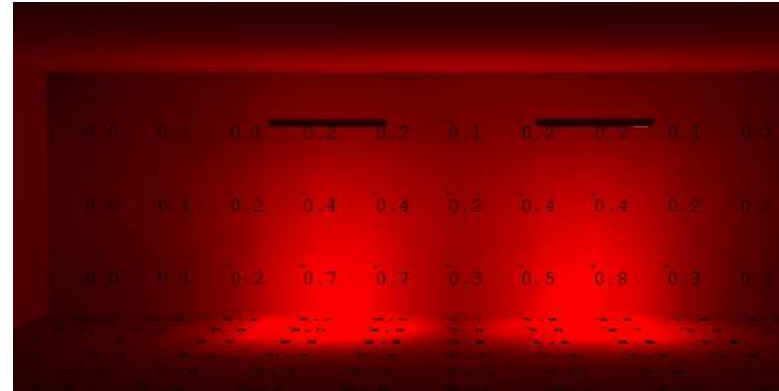
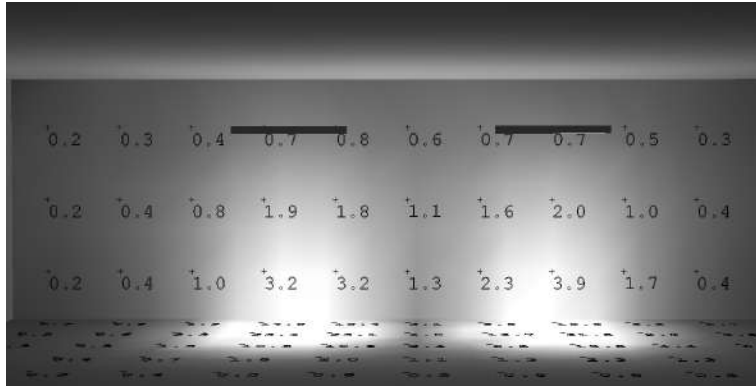


Figure 1a. Typical normalized power vs. wavelength for LUXEON Rebel Far Red, Deep Red, Red, Red-Orange, PC Amber, Amber, Green, Cyan, Blue and Royal Blue at test current, T<sub>a</sub>=25°C.



Not all reds are the same!

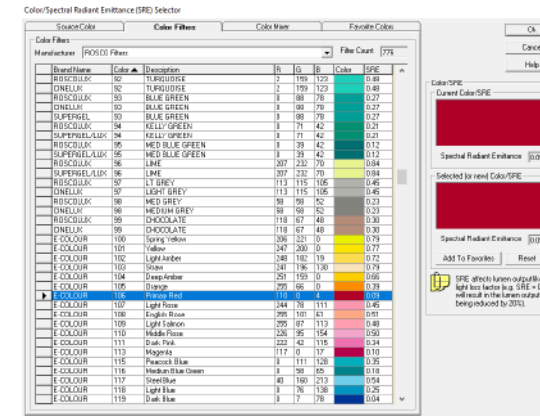
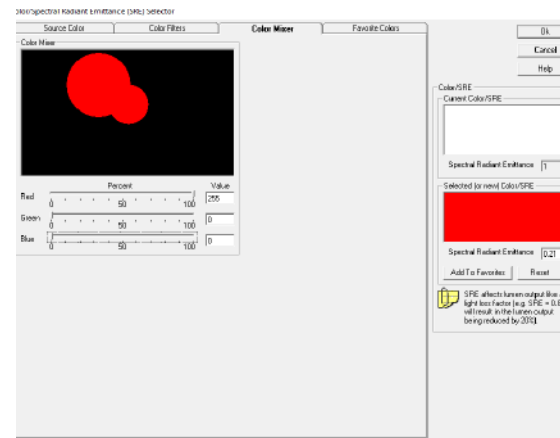


photometric study using red IES file  
no filter

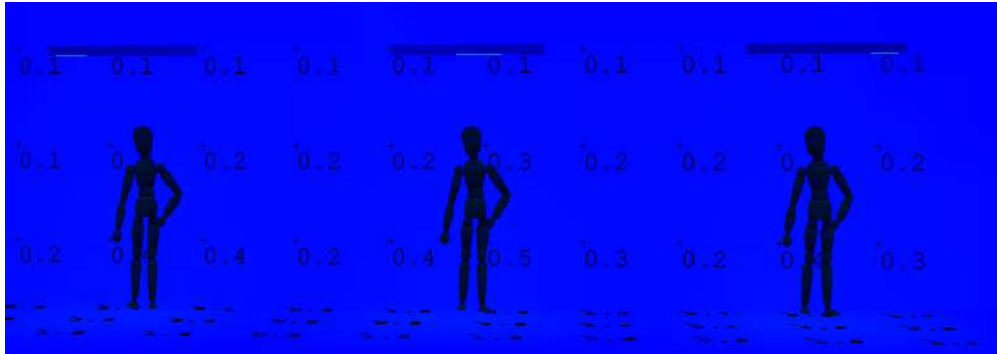
photometric study using red IES file  
with adjusted color mixing  
255 red . 0 green. 0 blue

photometric study using red IES file  
with Rosco color gel  
Primary red

Luminaire Schedule			LLF	Luminaire Lumens	Luminaire Watts	Total Watts
Symbol	Qty	Tag				
	1	RED IES File	1.000	1107	29.9	29.9
	1	RED IES File - Color Mixing Red at 255	1.000	1107	29.9	29.9
	1	RED IES File - Rosco Gel 106	1.000	1107	29.9	29.9

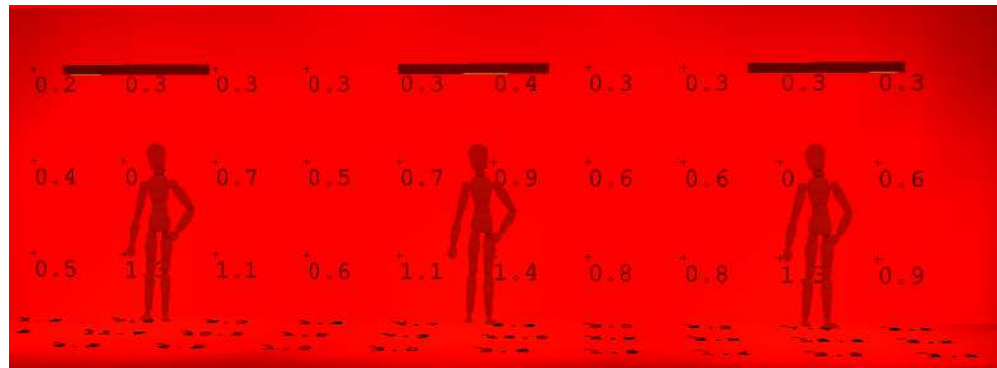


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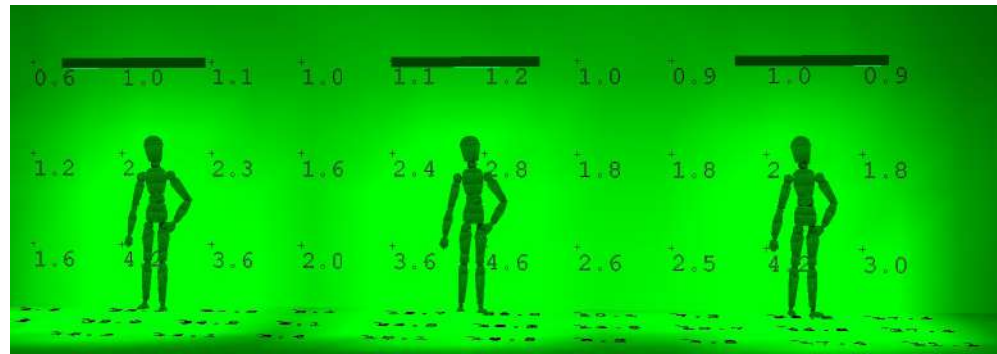
Luminaire Schedule						
Symbol	Qty	Tag	LLF	Luminaire Lumens	Luminaire Watts	Total Watts
	3	Blue Color Mixing	1.000	2494	39	117

Calculation Summary							
Label	CalcType	Units	Avg	Max	Min	Avg/Min	Max/Min
Room Study Wall 3	Illuminance	Fc	0.21	0.5	0.1	2.10	5.00
Room 2 Floor	Illuminance	Fc	1.73	4.9	0.3	5.77	16.33



Luminaire Schedule						
Symbol	Qty	Tag	LLF	Luminaire Lumens	Luminaire Watts	Total Watts
	3	Red Color Mixing	1.000	2494	39	117

Calculation Summary							
Label	CalcType	Units	Avg	Max	Min	Avg/Min	Max/Min
Room Study Wall 3	Illuminance	Fc	0.64	1.4	0.2	3.20	7.00
Room 2 Floor	Illuminance	Fc	5.13	14.3	0.8	6.41	17.88



Luminaire Schedule						
Symbol	Qty	Tag	LLF	Luminaire Lumens	Luminaire Watts	Total Watts
	3	Green Color Mixing	1.000	2494	39	117

Calculation Summary							
Label	CalcType	Units	Avg	Max	Min	Avg/Min	Max/Min
Room Study Wall 3	Illuminance	Fc	2.08	4.6	0.6	3.47	7.67
Room 2 Floor	Illuminance	Fc	17.23	48.2	2.7	6.38	17.85

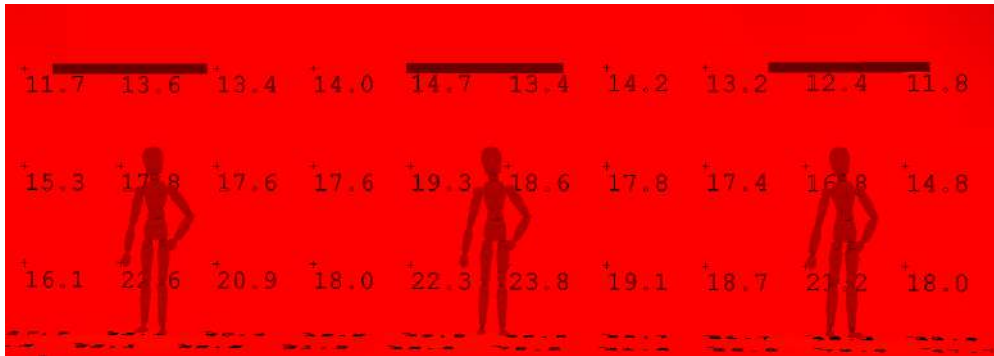


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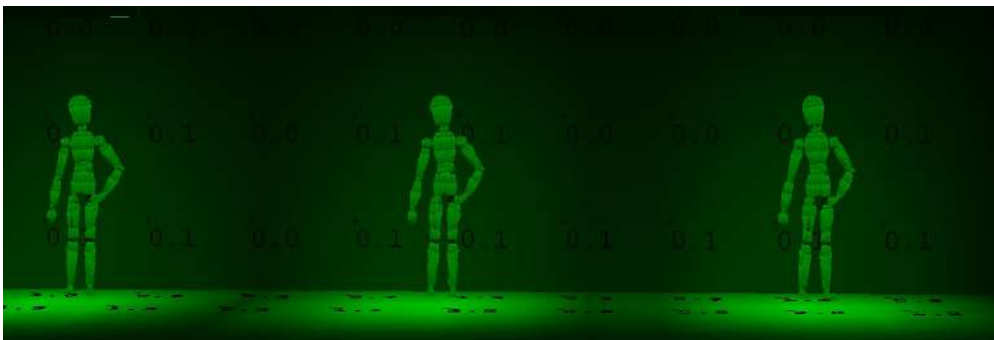
Luminaire Schedule							
Symbol	Qty	Tag	LLF	Luminaire Lumens	Luminaire Watts	Total Watts	
☰	3	Blue Color Mixing	1.000	2494	39	117	

Calculation Summary							
Label	CalcType	Units	Avg	Max	Min	Avg/Min	Max/Min
Room 2 Floor	Illuminance	Fc	0.09	0.2	0.0	N.A.	N.A.
Room 2 Wall 3	Illuminance	Fc	0.00	0.0	0.0	N.A.	N.A.



Luminaire Schedule							
Symbol	Qty	Tag	LLF	Luminaire Lumens	Luminaire Watts	Total Watts	
☰	3	Red Color Mixing	1.000	2494	39	117	

Calculation Summary							
Label	CalcType	Units	Avg	Max	Min	Avg/Min	Max/Min
Room 2 Floor	Illuminance	Fc	42.31	78.1	19.2	2.20	4.07
Room 2 Wall 3	Illuminance	Fc	17.10	23.7	11.8	1.45	2.01



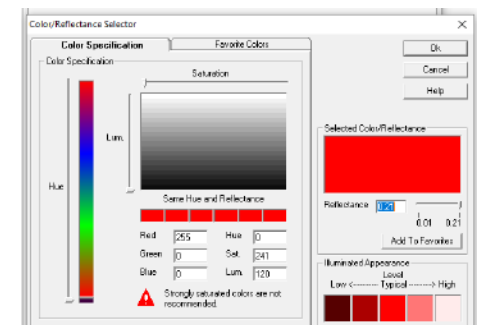
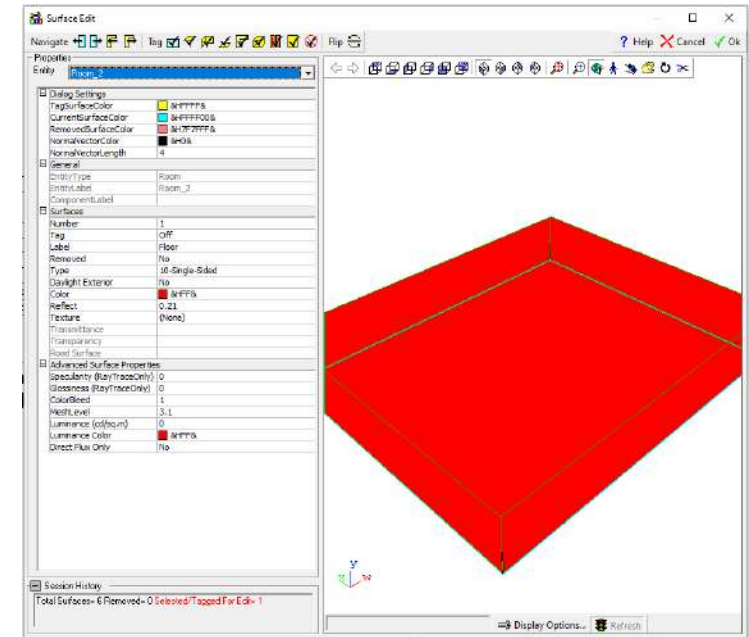
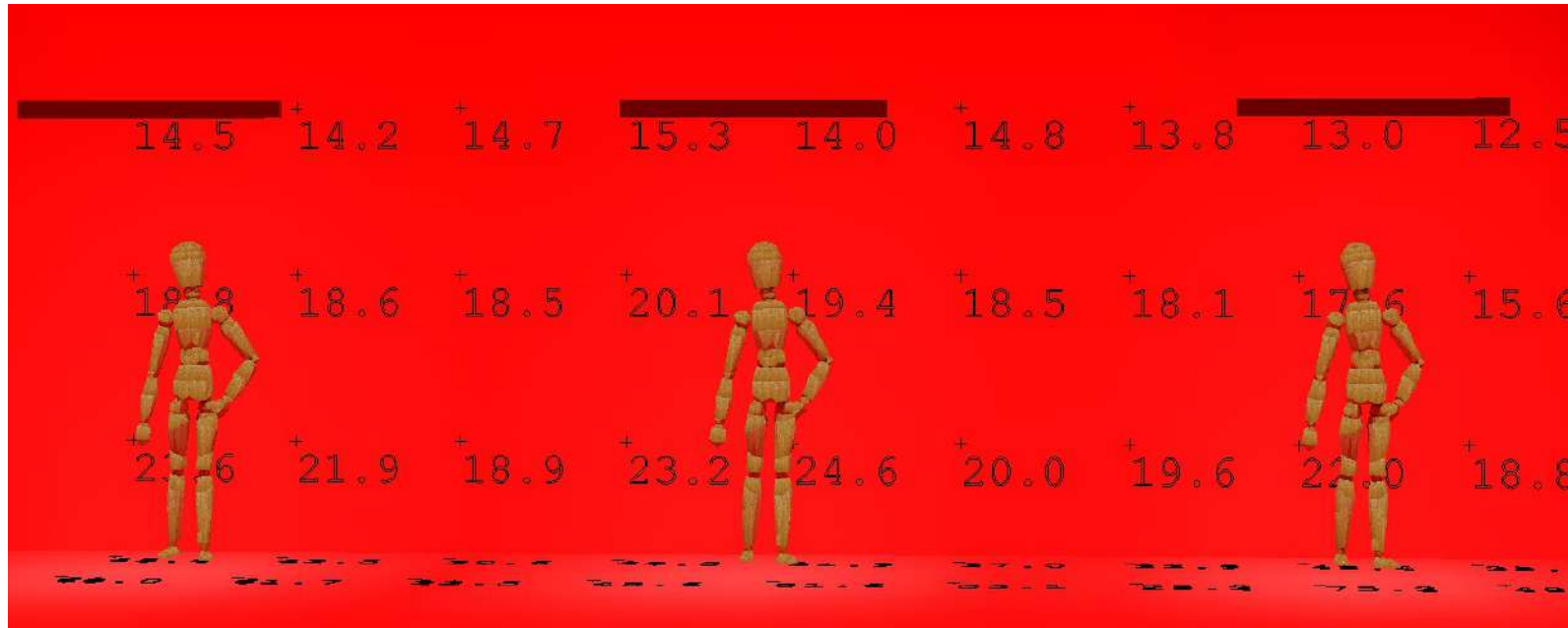
Luminaire Schedule							
Symbol	Qty	Tag	LLF	Luminaire Lumens	Luminaire Watts	Total Watts	
☰	3	Green Color Mixing	1.000	2494	39	117	

Calculation Summary							
Label	CalcType	Units	Avg	Max	Min	Avg/Min	Max/Min
Room 2 Floor	Illuminance	Fc	0.99	2.2	0.2	4.95	11.00
Room 2 Wall 3	Illuminance	Fc	0.05	0.1	0.0	N.A.	N.A.



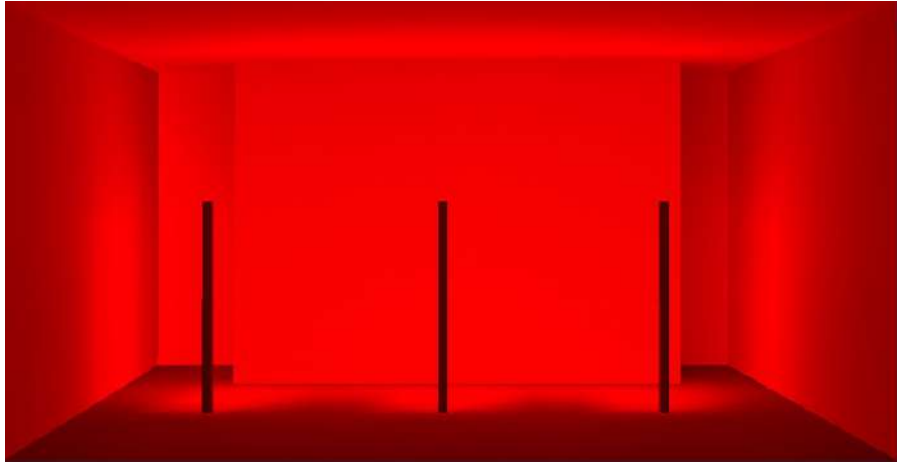


Not all reds are the same!

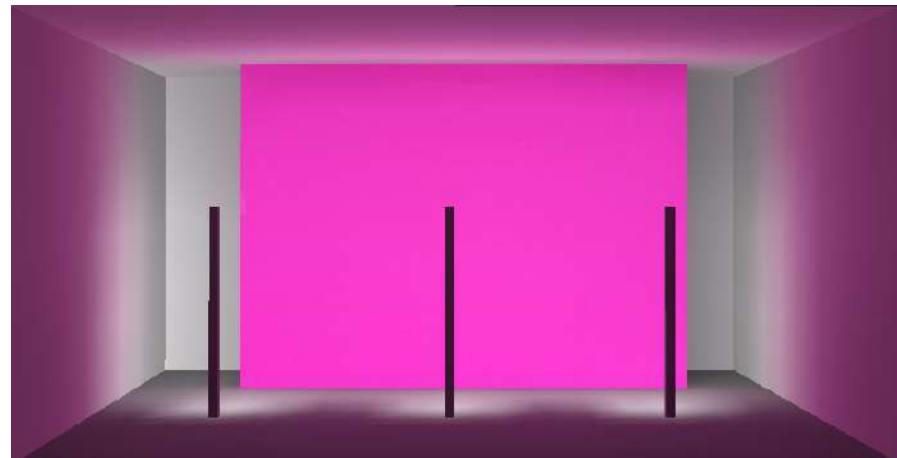


Not all reds are the same!

Rendering



Color mixing: R:0, G:0, B:255



Color mixing: R:255, G:255, B:255

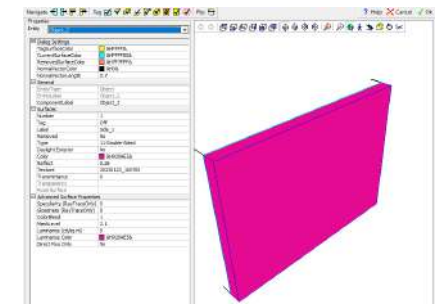
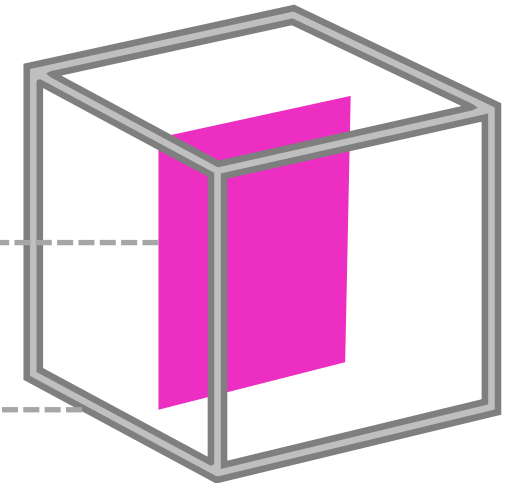
Photo



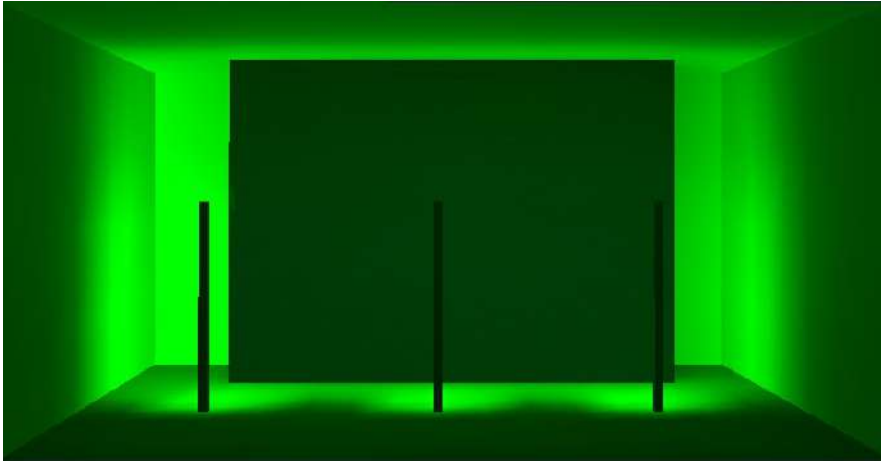
Magenta Object



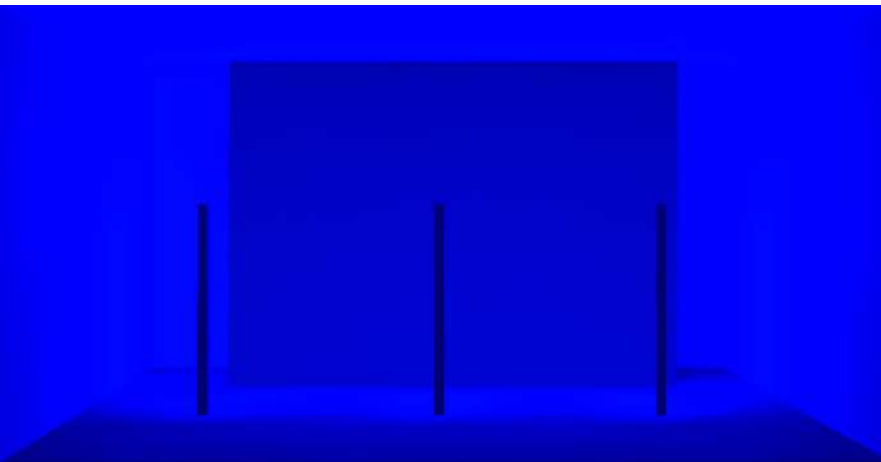
White Room



Rendering

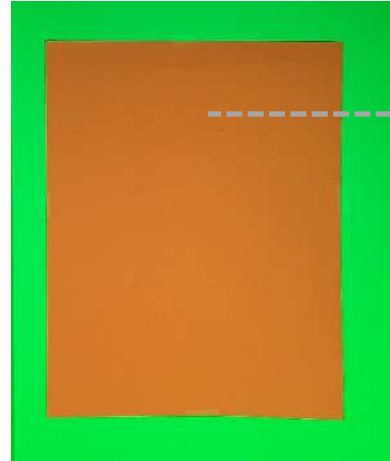


Color mixing: R:0, G:255, B:0



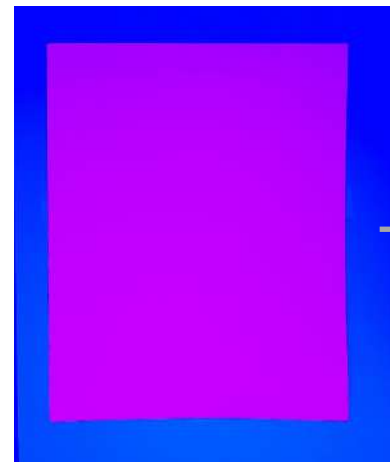
Color mixing: R:0, G:0, B:255

Photo



Magenta Object

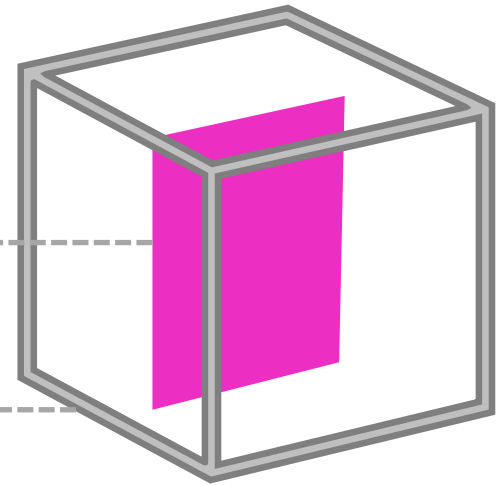
Full Green at 100



White Room

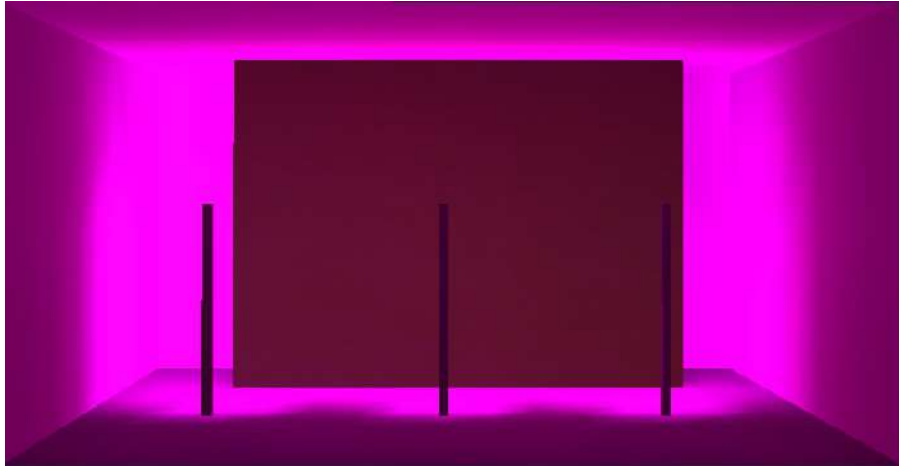
Full Blue at 100

Not all reds are the same!



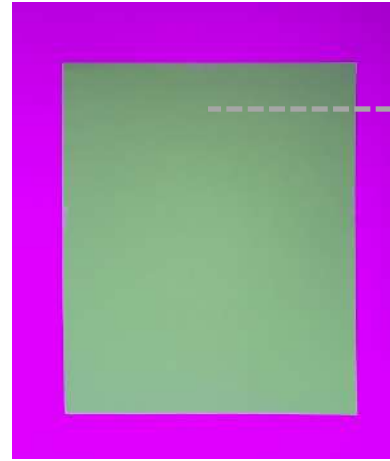
Not all reds are the same!

Rendering

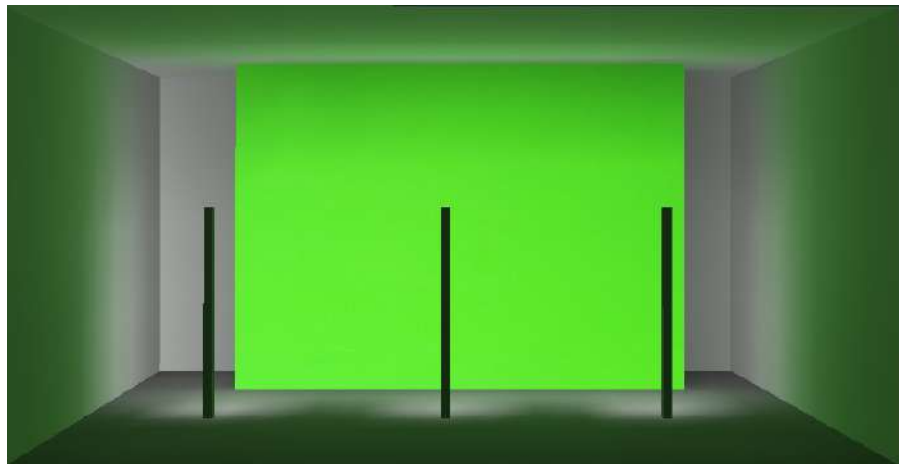


Color mixing: R:255, G:0, B:255

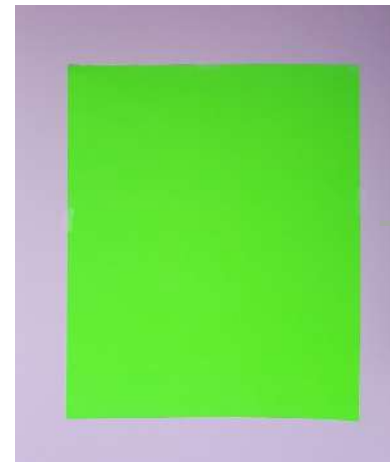
Photo



Magenta: Red + Blue at 100



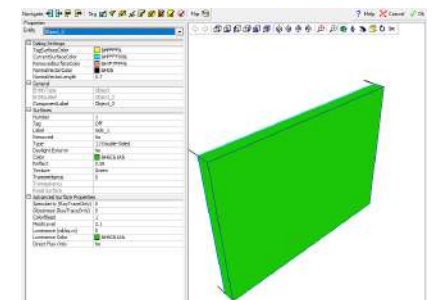
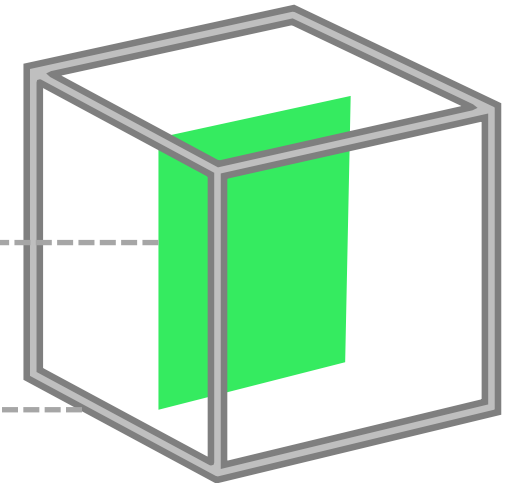
Color mixing: R:255, G:255, B:255



White Light

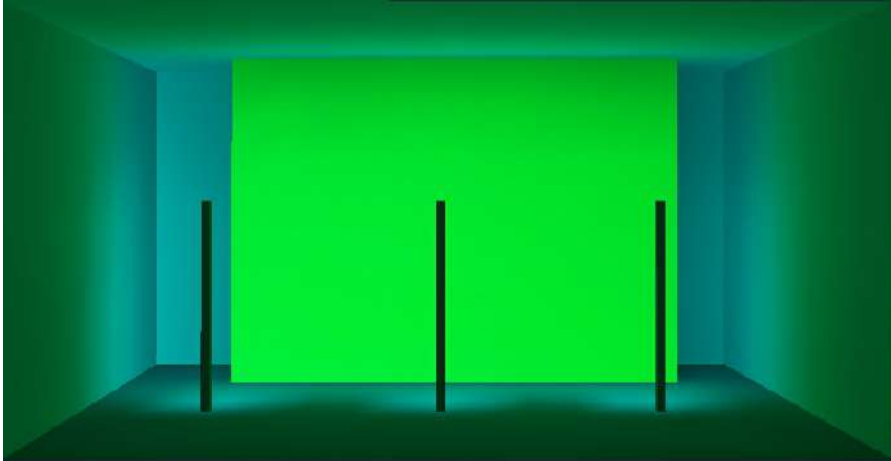
Green Object

White Room



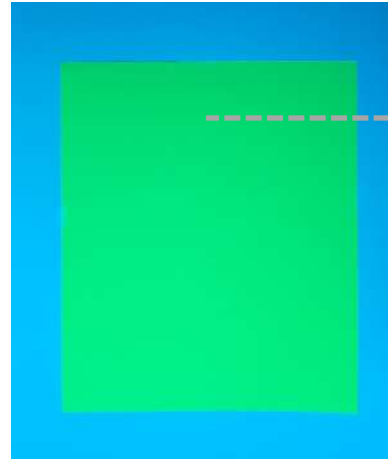
Not all reds are the same!

Rendering

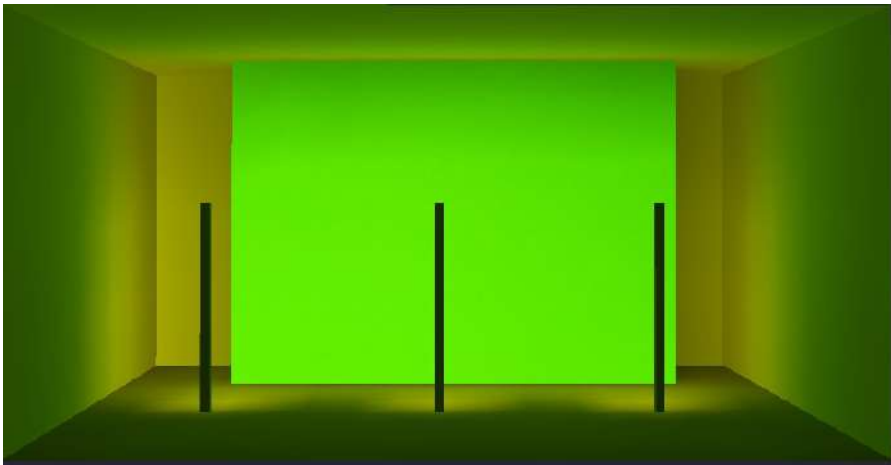


Color mixing: R:0, G:255, B:255

Photo



Cyan: Green + Blue at 100



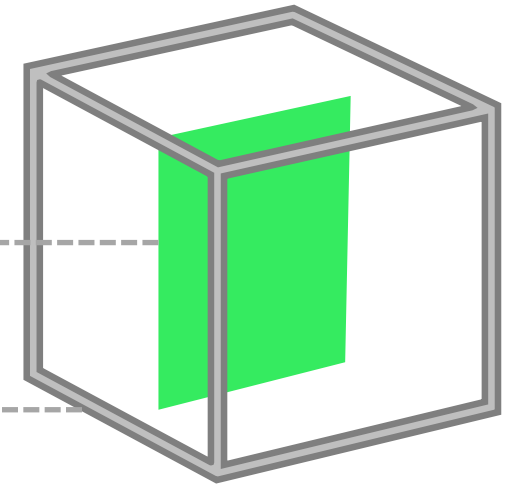
Color mixing: R:255, G:255, B:0



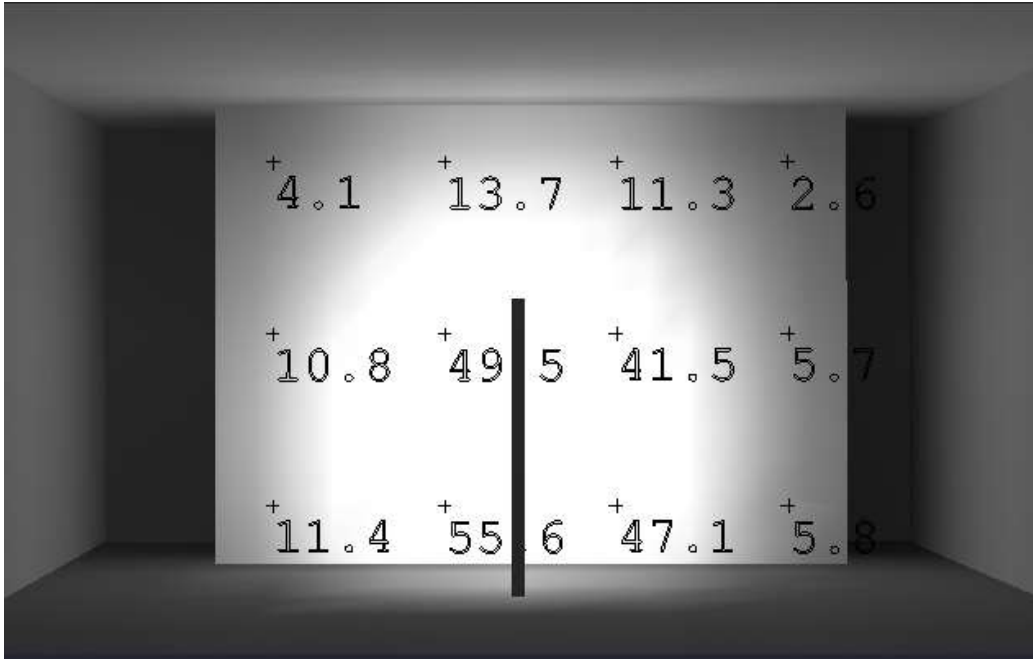
Yellow: Green + Red at 100

Green Object

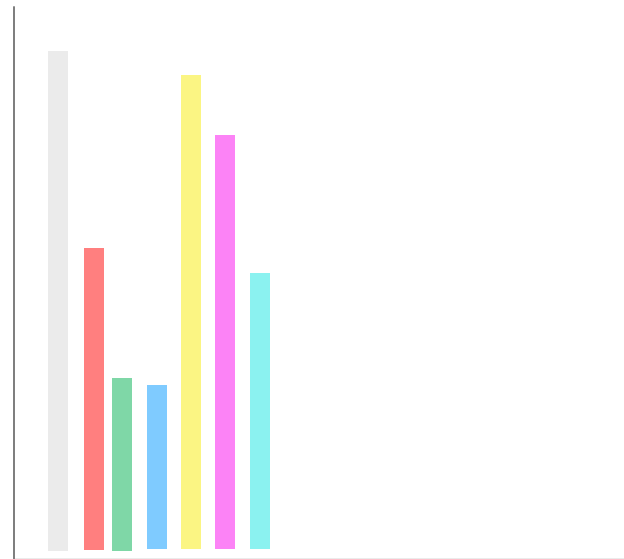
White Room



- Light Emission Range for RGB Lights



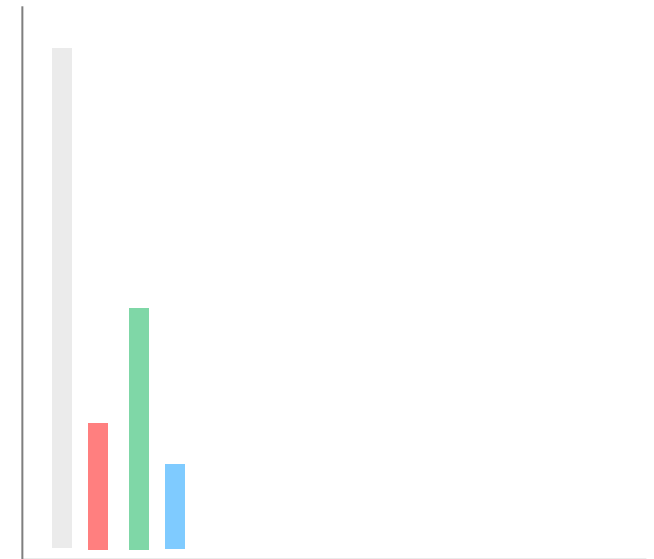
Mockup Test



Illuminance % compared to white

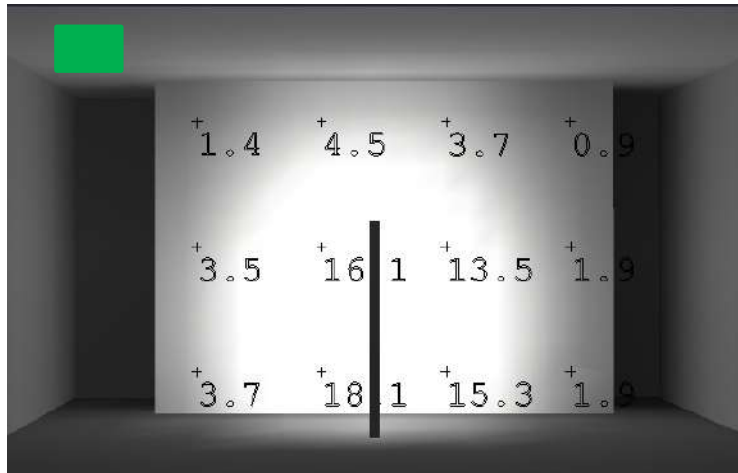
Not all reds are the same!

Photometric Study

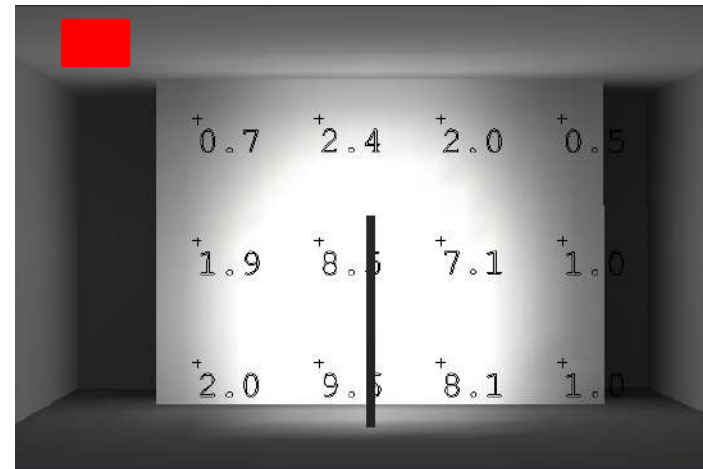


Illuminance % compared to white

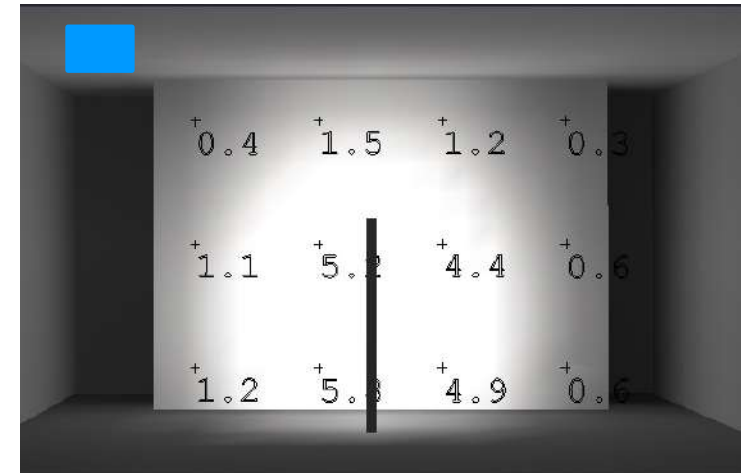
Not all reds are the same!



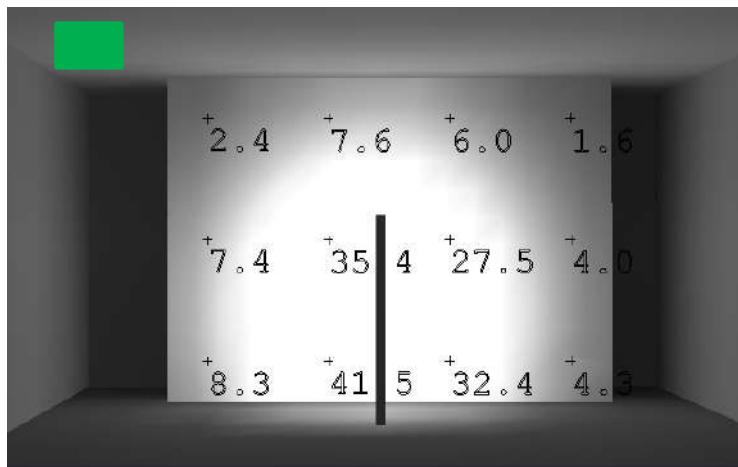
LLF adjusted for Green – 34%



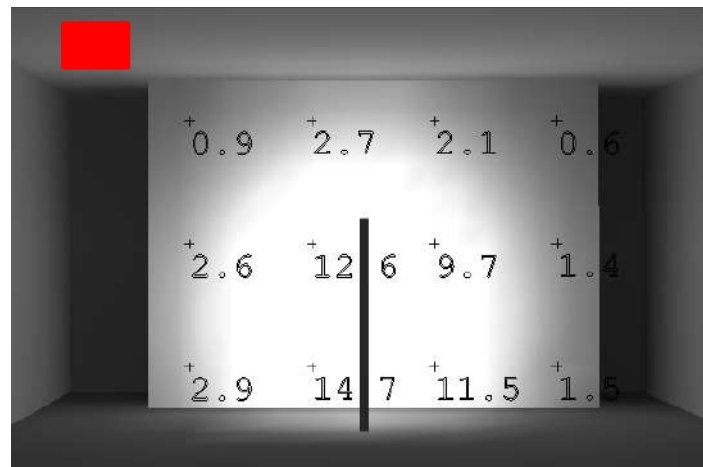
LLF adjusted for Red – 18%



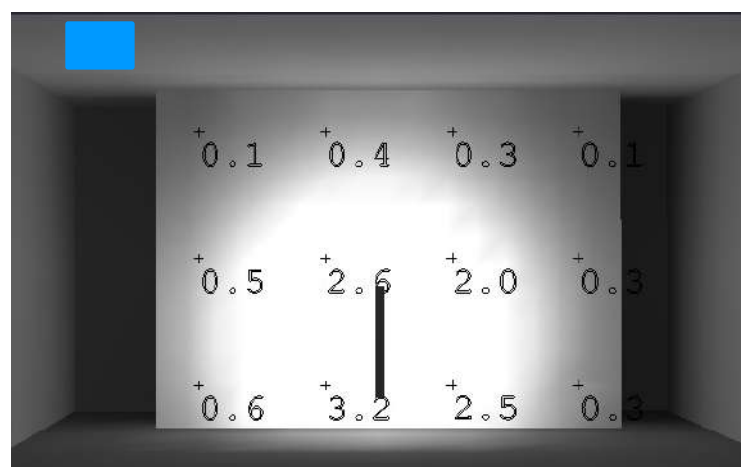
LLF adjusted for Blue – 11%



Green IES File, LLF : 1



Red IES File, LLF : 1

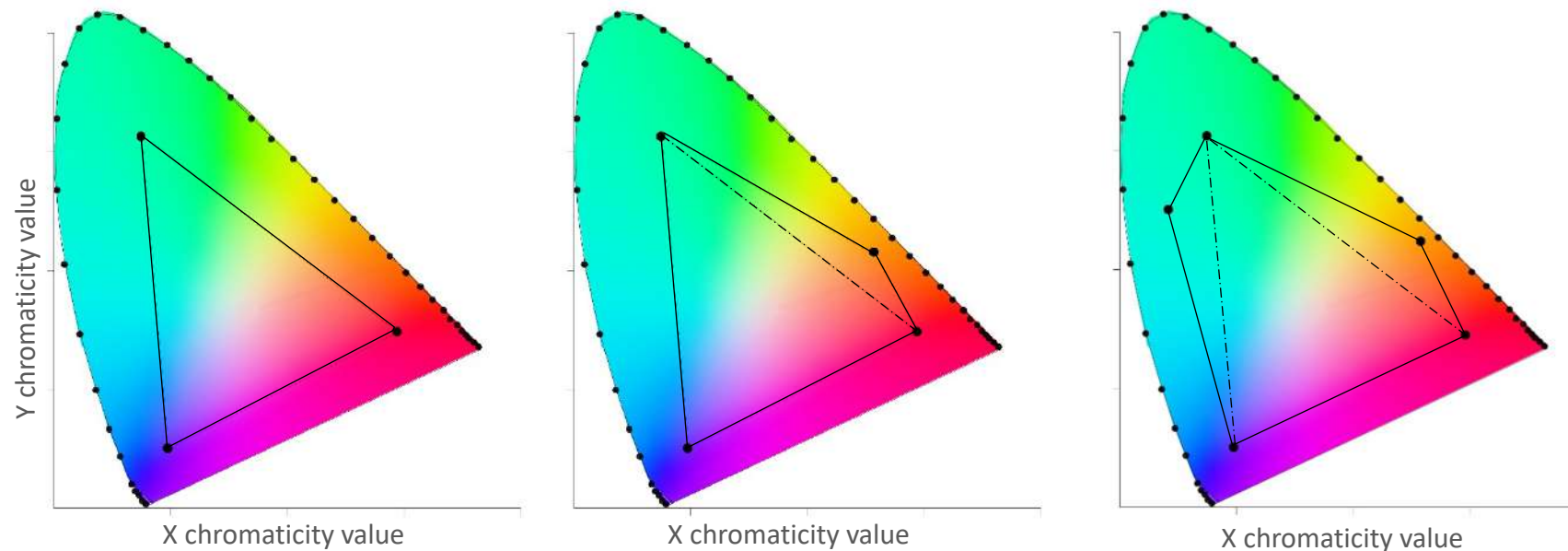


Blue IES File, LLF : 1



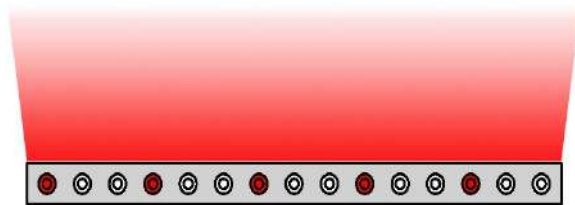
Not all reds are the same!

- Manufacturers technologies
- Additive color mixing
  - RGB, RGBA, RGBW,....
  - Up to 7 color mixing, mainly in theatrical fixtures
  - **Not having the chromaticity values makes it difficult for specifiers to understand what color they can create with RGB fixture**

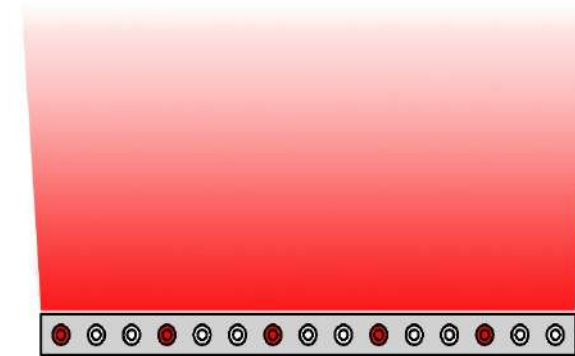




- Manufacturers technologies
- Power distribution
  - Traditionally, the power is distributed evenly between channels
  - Few manufacturers develop a technology that a single channel can receive even full power
  - **Not having the lumen output for each color or IES file makes it difficult for specifiers to compare fixtures**



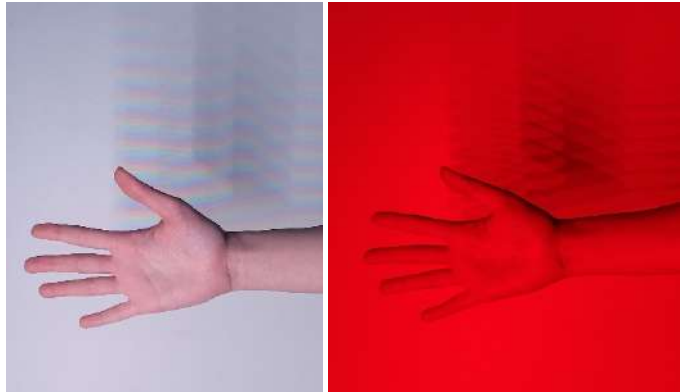
Traditional distribution: Each channel receives 33% of power (or 25% in RGBW, RGBA)



Advance technology: Each channel can receive full power

Not all reds are the same!

- Manufacturers technologies
- Discrete LED vs. Quad chip
  - The luminous efficacy and optical control is higher in discrete LED fixture.
  - Mixing distance in quad chip LED is less compared to discrete LED.  
(how far in front of a fixture it takes to separate colored LEDs to mix and form a single color within the beam of light produced by the fixture)

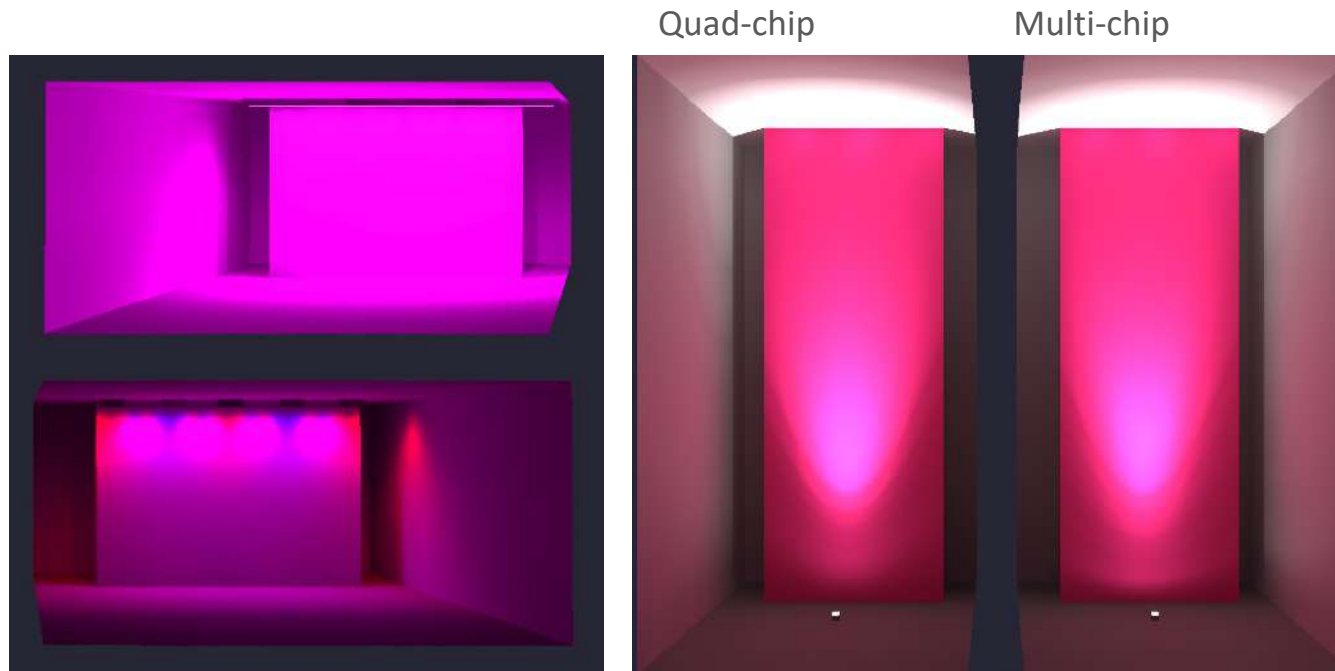


Not all reds are the same!

- Color Mixing

Color changing LEDs with separate emitters and various lenses might look different when mixing colors.

The only way to test the fixture is mock-up.



- What specifiers can do?

Information to include:

Power distribution for each color.

Light emission range of Red, Green and Blue.

Peak and Dominant wavelength for each color.

x,y,z coordinates on spectral locus or wavelength range.

Don't trust computer generated renders alone

Ask for sample: With all the information in many cases, mock-up is still the best way.

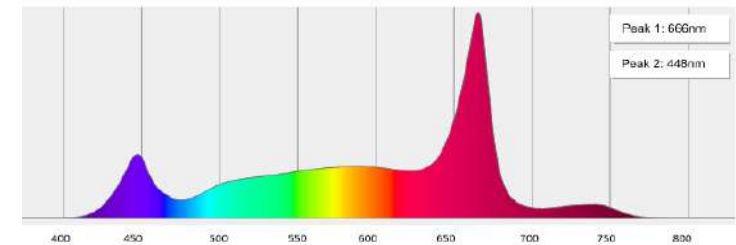
- \* This information might change depending on the timeline of the project, but it helps prevent unequal substitution.
- \* This information might be available upon request from the manufacturer.

## Not all reds are the same!

<b>FULL</b> .....	650 lumens	2600 lumens
<b>RED</b> .....	290 lumens	1160 lumens
<b>GREEN</b> .....	580 lumens	2320 lumens
<b>BLUE</b> .....	120 lumens	480 lumens

COLOR OR CCT	RED	GREEN	BLUE	WHITE	RGB40K
DISTRIBUTION	10°X10°	10°X10°	10°X10°	10°X10°	10°X10°
LUMENS	1350.7	3476.6	5270	3501.9	2437.6
EFFICACY L/W	25.7	56.5	8.49	55.3	38.5

UV 360-399nm			0.007	0.00
Blue 400-499nm	18.9	13.40	18.9	12.68
Green 500-599nm	42.2	29.93	42.2	28.32
Red 600-699nm	79.7	56.52	79.7	53.49
Far Red 700-800nm			8.66	5.81

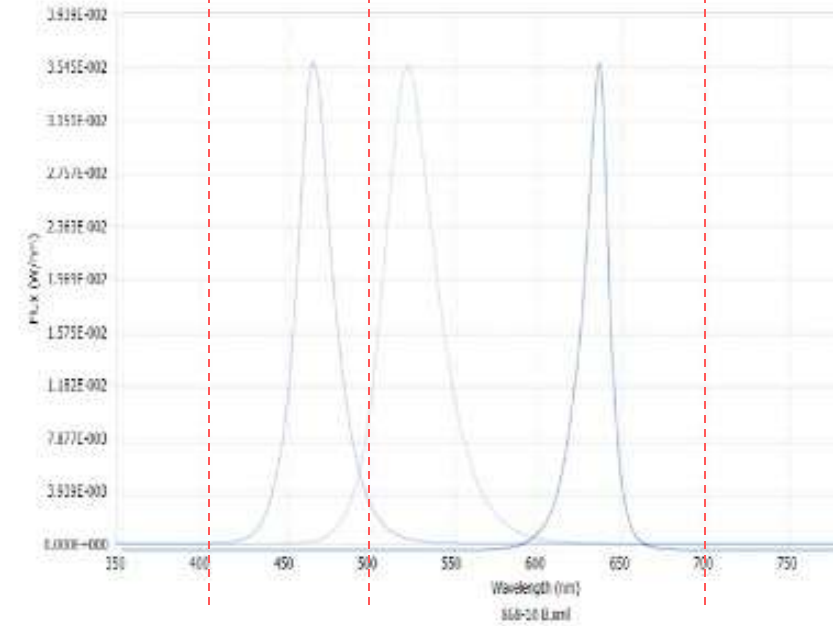
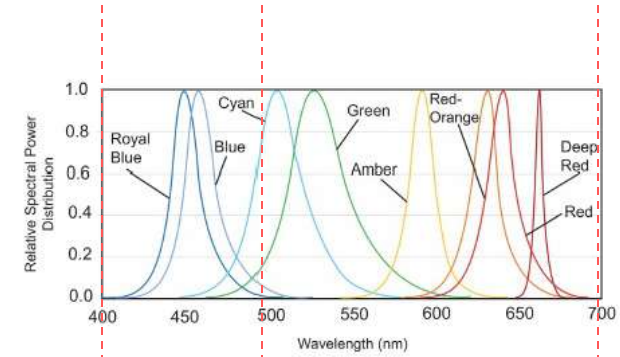


Not all reds are the same!

- What specifiers can do?

Fixture comparison example

Sample		Total Wattage	Delivered Lumen	Red (Luminous Flux)	Green Luminous Flux)	Blue (Luminous Flux)
#1	RGBW - 4k	41W (48")	1480	52	118	38
#2	RGBW - 4k	74W (48")	2156	121 $x / y = 0.1275 / 0.0747$	234 $x / y = 0.1853 / 0.7190$	81.5 $x / y = 0.6975 / 0.3019$



- Conclusion

Not all reds are the same!

Manufacturers need to be more thorough and transparent with the information provided in their spec sheets

The industry needs to define what typical information should be available to simplify fixture comparison

(similar to the available standardized information provided for white light)



This concludes The American Institute of Architects Continuing  
Education Systems Course

