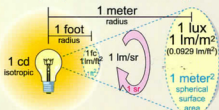


IRRADIANCE & ILLUMINANCE

(Flux per unit area, or flux density)



Inverse Square Law: Irradiance varies in inverse proportion to the square of the distance. $E=I/d^2$. If you measure 16 lm/m^2 at 1 meter from a point source, you will measure 4 lm/m^2 at 2 m, etc. Point source approx. ($\pm 1\%$): [distance : lamp diameter] > [5 : 1].

POWER

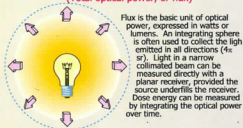
watt (W)
 lumen (lm)

ENERGY

joule (J)
 lm sec

RADIANT & LUMINOUS FLUX

(Total optical power, or flux)



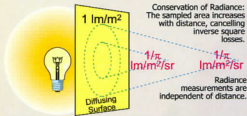
A steradian is the solid angle whose projected spherical surface area is equal to the square of its radius. A sphere contains 4π sr

INTENSITY

watt/steradian (W/sr)
 lumen/steradian (lm/sr)
 candela (cd)

RADIANCE & LUMINANCE

(Flux density per unit solid angle)



1 lux (1 lm/m^2) of illuminance on a perfectly diffusing surface produces 1 apostilb ($1/\pi \text{ lm/m}^2/\text{sr}$) of luminance. Similarly, 1 foot-candle (1 lm/ft^2) will result in 1 foot-lambert ($1/\pi \text{ lm/ft}^2/\text{sr}$).

IRRADIANCE

W/cm^2
 lm/m^2 (lux)
 foot-candles (fc)

RADIANCE

$\text{W/cm}^2/\text{sr}$
 $\text{lm/m}^2/\text{sr}$
 candela/m^2 (cd/m^2)
 lamberts (L)
 foot-lamberts (fL)

RADIANT & LUMINOUS INTENSITY

(Flux per unit solid angle)



1 cd (MSC) = 1 cd (Beam) for an isotropic source. A 1 cd (MSC) laser beam may have 1,000,000 cd (Beam) output.



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