

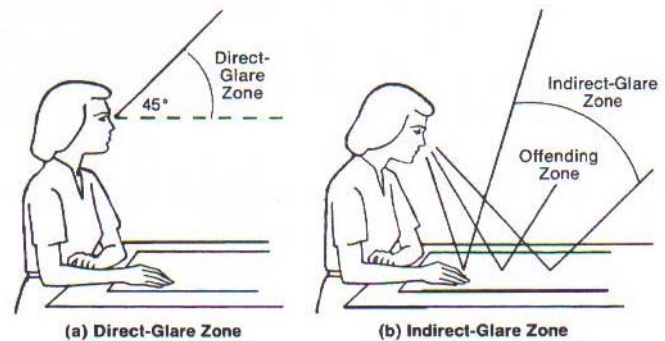
Visual Environment

The visual environment includes those factors that affect vision: specifically, illumination, glare, and color. Each factor can have an impact on human performance and comfort.

Glare

The Figure illustrates the direct and indirect glare zones for an operator; the direct glare zone is the region described by a 45° arc above the line of vision, while the indirect glare zone is the working surface.

Illustration of Direct and Indirect Glare Zones



Recommendations for Controlling Glare

- Position lighting units as far away from the operator's line of sight that is practical.
- Use several low-intensity lighting sources rather than one bright one.
- Use lighting sources that produce a batwing light distribution and position workers so that the highest light levels come from the sides, not the front and back.
- Use lighting with louvers and prismatic lenses.
- Use indirect lighting.
- Use light shields, hoods, and visors at the workplace if other methods are impractical.
- Avoid placing lighting units in the indirect glare offending zone.
- Use lighting with diffusing or polarizing lenses.
- Change the orientation of the workplace task, viewing angle, or viewing direction until the maximum visibility is achieved.
- Use surfaces that diffuse light, such as flat paint, non-gloss paper, and textured finishes.