

**Orientation**

**elliptipar** asymmetric-distribution luminaires light exterior walls, overhead canopies and ground surfaces from one edge, as shown in the diagrams at right.

**Setback**

Adequate *Setback (X)* is needed between the center of the luminaire and the near edge of the *Target Surface* to fully utilize the asymmetric distribution while avoiding “hot spots.”

The recommended *Setback (X)* depends on the *Throw Distance (D)* as well as whether the luminaires are intermittent point sources or continuous-run linear sources (see table below).

Luminaire type (Styles)	Setback (X) AT LEAST	but NOT LESS THAN
point source, Small (Style S170)	1/4 D	30" (760mm)
point source, Large high-lumen (Style S172)	1/4 D	36" (915mm)
linear source, continuous-run (Style S171)	1/8 D	12" (254mm) to 18" (457mm)

**Spacing**

*On-Center Spacing (Y)* determines the overlapping contribution of adjacent point sources, which impacts uniformity both parallel and perpendicular to the *Throw Distance (D)*. It should typically be 1.5 to 2.0 times the *Setback (1.5X to 2.0X)*.

Linear sources are most often mounted end-to-end in continuous runs. When that is not the case, they should instead be treated as point sources – allowing a greater *Setback* (see table above) and appropriate *On-Center Spacing*.

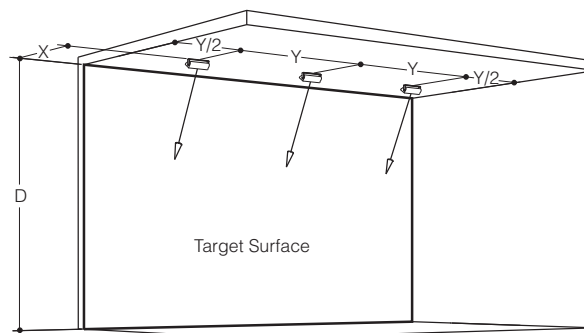
**Brightness Control**

Wallwashers for outdoor vertical surfaces typically face away from viewers. However, circulation paths around corners or through exterior doorways sometimes creates sightlines that do look into the luminaires. In those situations, cross-baffle and/or cutoff visor accessories may need to be considered.

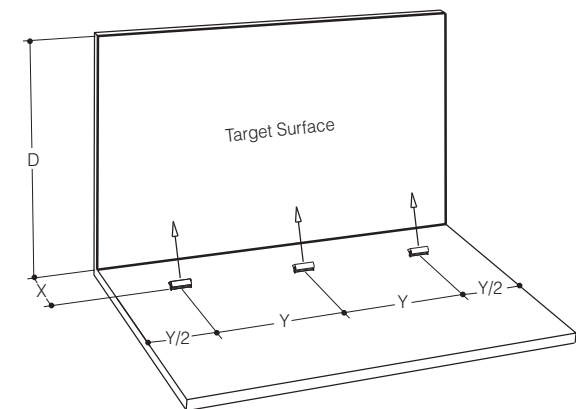
Asymmetric uplights are often positioned at mounting heights where viewers might easily look into the light sources. For that reason, they are typically equipped with cutoff visors.

Like outdoor uplights, luminaires washing across a ground surface typically utilize cutoff visors. Accessory cross-baffles are also often considered, depending on the primary viewing directions.

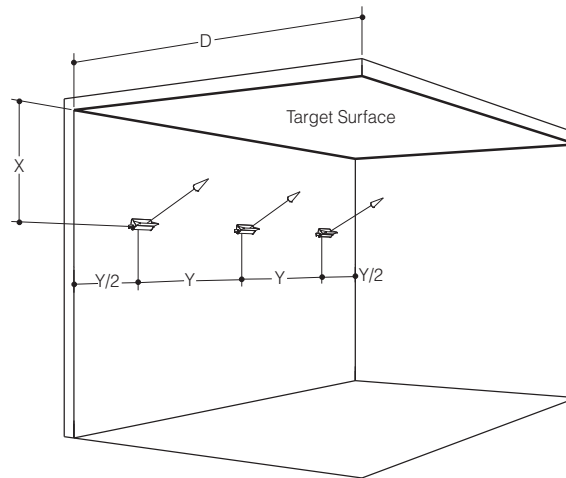
**Washing Down a Vertical Wall Surface**



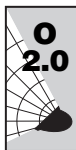
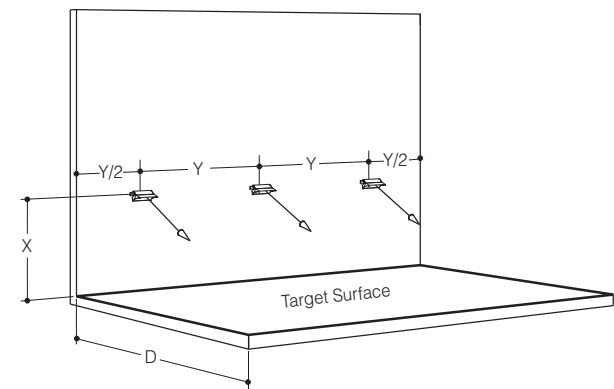
**Washing Up a Vertical Wall Surface**



**Uplighting a Horizontal Canopy Surface**



**Washing Across a Horizontal Ground Surface**



**Dimension Key**

- D = Throw distance
- X = Setback (target surface to center of luminaire)
- Y = On-center spacing