Application

Museum & Gallery

Pier Arts Centre - Orkney, Scotland

Specification

Located on the island of Stromness in the Orkneys visitors arrive and depart using the nearby Ferry service. This results in high and low periods of usage within the galleries and the design brief called for a control system that could provide a mix of scene setting control and occupancy detection ensuring the exhibits are correctly illuminated while people are in the centre but lighting levels drop when areas are unoccupied to ensure energy efficient operation whilst maintaining a welcoming appearance to the building.

Lighting scenes within each gallery are programmed and saved via a simple to use, graphics based, PC software package allowing staff to adjust lighting to suit different exhibitions without the need to call in external engineers.

Upon arrival at the Arts Centre staff operate a global scene bringing on lighting in the offices, reception and general public spaces. The Gallery lighting is simultaneously bought on at a low level and the occupancy detection activated.

Throughout the day sensors in each gallery control the lighting, fading between minimum levels and the client defined exhibition illumination levels.

Client Benefit

When the Centre closes a single button turns the majority of lighting off but retains minimum level of lighting required for security access and monitoring which also allows the building to remain a focal point on the harboughside.

The Evolution System is connected to the Fire Alarm and Security systems ensuring that should either system trigger in an emergency all lighting comes up to full brightness and the presence detector control is ignored.
Control
With its remote location the need for user adjustable lighting controls was essential. By using the graphical package lighting scenes can be quickly changed within individual galleries, saved and recalled via the multi page LCD control plate menus.

System Commissioning
The Evolution Power and Processor Units are located around the Arts Centre and connected together on a data network together with the keypads and occupancy sensors. The structural programming was carried out by Mode Lighting trained engineers. This included the setup of the keypads, basic lighting scenes and occupancy sensor functions. Evolution is unique in that the information is stored in all the Power and Processor Unit enabling an engineer to move freely around a building whilst programming. The distributed memory principles of the Evolution system also allows for units to be turned off if required for emergency testing or gallery works without affecting the other units within the system.

System Schematic