

# Numérique & logiciels

## Logiciels Eclairagisme

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### DIALUX EVO - FOR BEGINNERS

**2 days - 14 hours**

#### Public concerné

Trainers, Design office manager, Architects, Designers, Engineer

#### Objectif

- At the end of this training, the trainee will have acquired the bases to be autonomous on a simple and complete study in the DIALux evo software.

#### Prérequis

- Have a basic understanding of lighting, CAD or BIM, visualization in space.
- Entry assessment multiple choice questions concerning the basics, correction of the basics on the first module.

#### Objectifs pédagogiques

- Knowing how to size an energy-efficient lighting installation according to the photometric requirements and the technical characteristics of the devices used.
- Understand photometric information. Knowing how to locate and choose the luminaires.
- Creation of a 3D model of the illuminated room.
- Calculate and edit simulation results on indoor and outdoor scenes and interface in BIM with IFC (v2x3).

#### Moyens pédagogiques

- Welcome and presentation of the online web conference tool
- Training documents shared in the SCAL cloud.
- Theoretical presentations.
- Study and practice on concrete cases.
- Online quiz.
- Online provision of supporting documents and recordings following the training.

#### Moyens d'évaluation des acquis

- Final evaluation based on the drafting of the initial operational objectives.
- Satisfaction surveys.

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## Validation

Dernière mise à jour : 07/05/2024

- Individual payroll sheets and training certificate.

## Welcome

Round the table.

Expectations of participants.

Presentation of the objectives and the training program.

## Beginning of the course – Fundamental theoretical notions :

Reminder on the basics of lighting design, corrected by the prior assessment MCQ.

## First steps in DIALux – Simple project part 1 :

First steps in DIALux evo, the start screen.

Discovery of the workspace, tools and features.

Creation of the interior and exterior lighting project – Part 1 :

*A – Creation of a project (import dwg / dxf / raster image)*

*B – Quick project creation with first import of luminaires*

## Simple project part 2 :

Creation of the interior and exterior lighting project – Part 2

*C – Application of textures and colors (use of existing textures and creation)*

*D – Selection and installation of luminaires according to photometric files (.ies, ldt, uld ...)*

*E – Calculation reports (publication and reading of results)*

## Complementary functionalities project 2 – part 1 :

Additional features and answers to questions.

Project evaluation 2 – Part 1.

## Project 2 – part 2 :

Project evaluation 2 – Part 2.

## Project with daylight factor lighting scenes and calculation surfaces :

Lighting scenes, daylight factor.

Calculation objects and UGR.

## Exterior, assessment :

Outdoor space lighting / editing and creation of furniture objects .

## Evaluation – conclusion

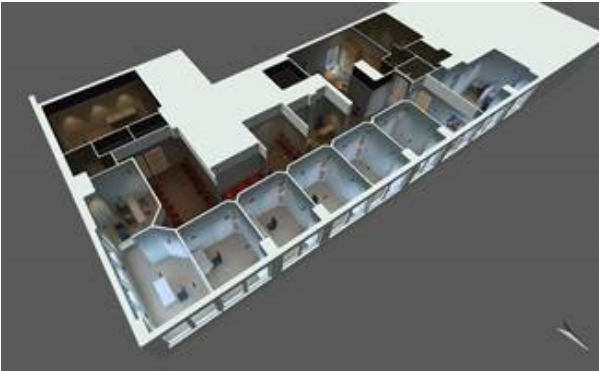
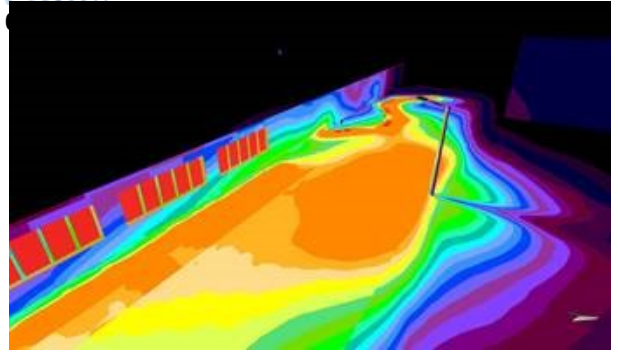
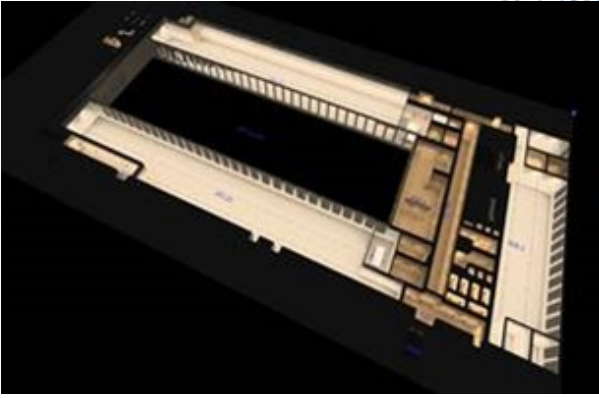
Validation of acquired knowledge.

Trainee satisfaction assessment.

Conclusion.

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Dernière mise à jour :



**TARIF PUBLIC :** Consult us

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