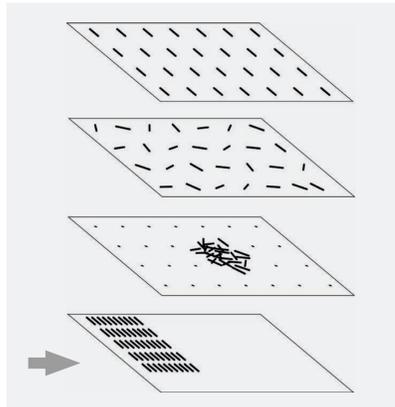


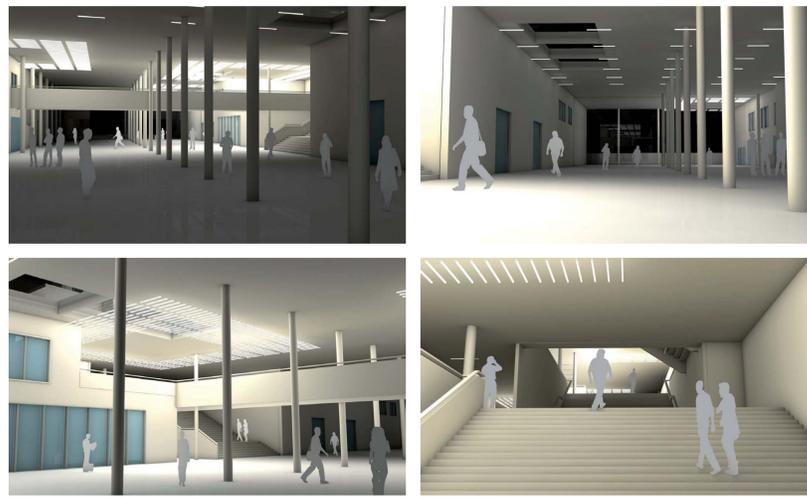
Künstlerische Lichtplanung realities:united

Konzept

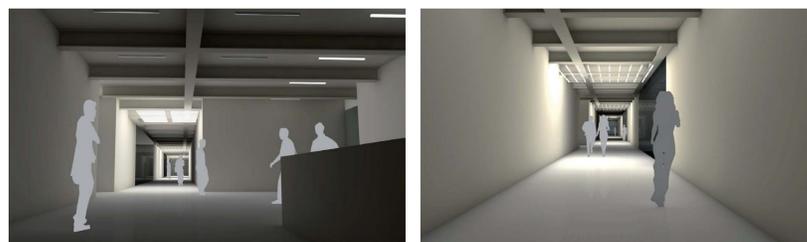
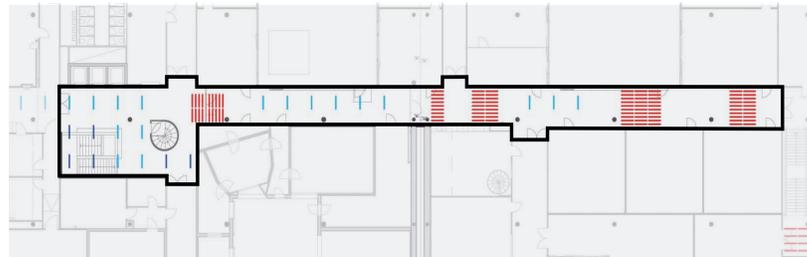


Innenbeleuchtung Öffentlicher Raum
"Hell- Dunkel- Konzept" realities:united

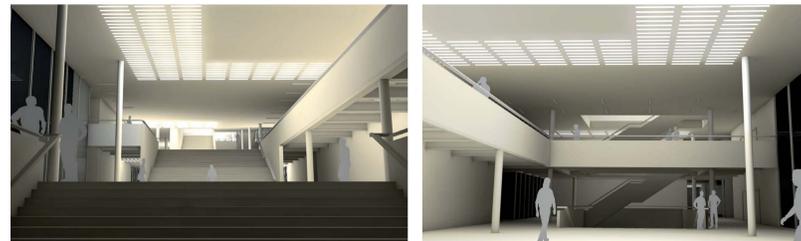
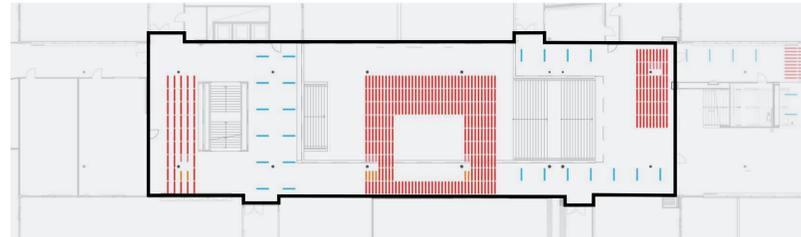
Eingangshalle E03



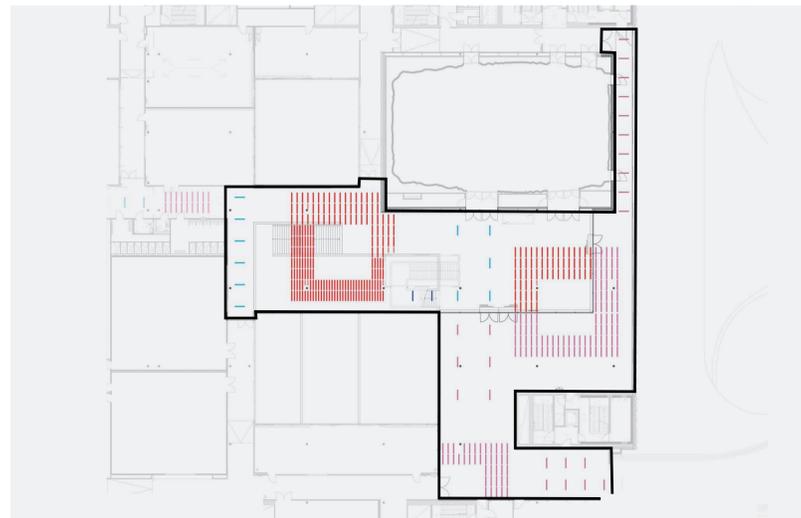
Korridor E03



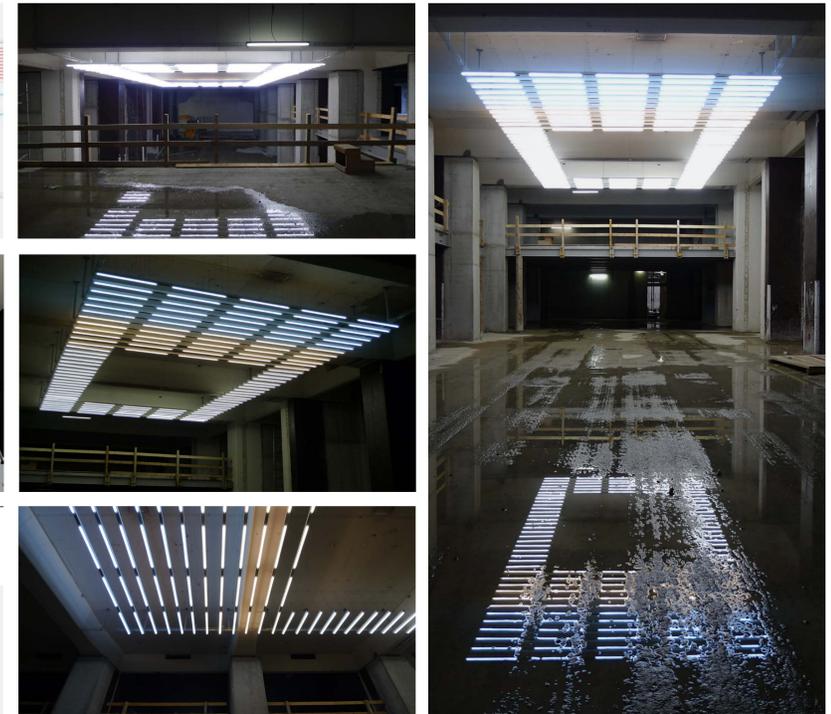
Kaskade E05 - E06



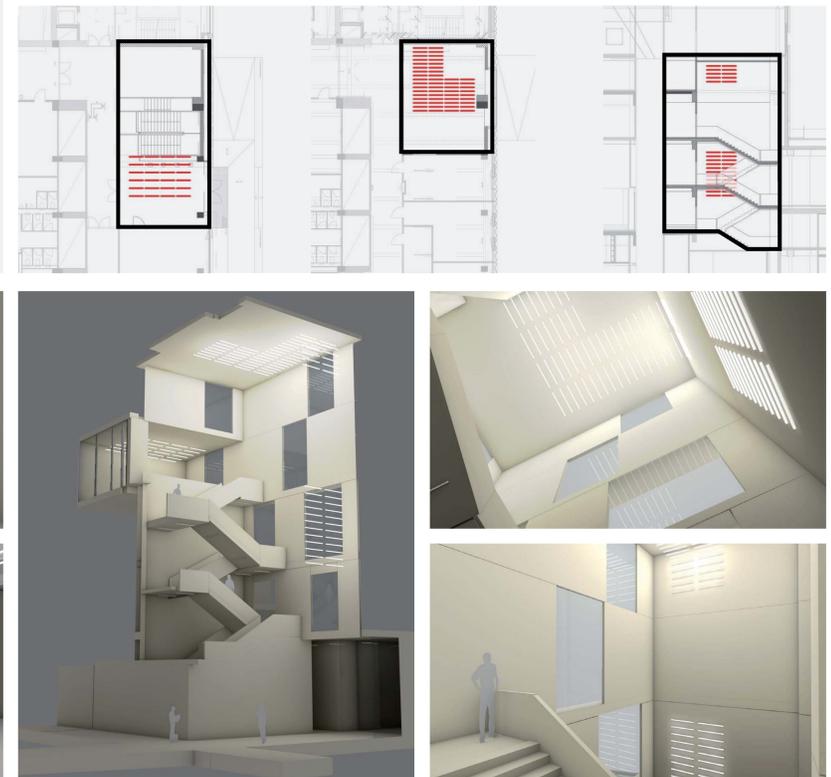
Kaskade E07



Musteraufbau Trockenbau T01 - T02



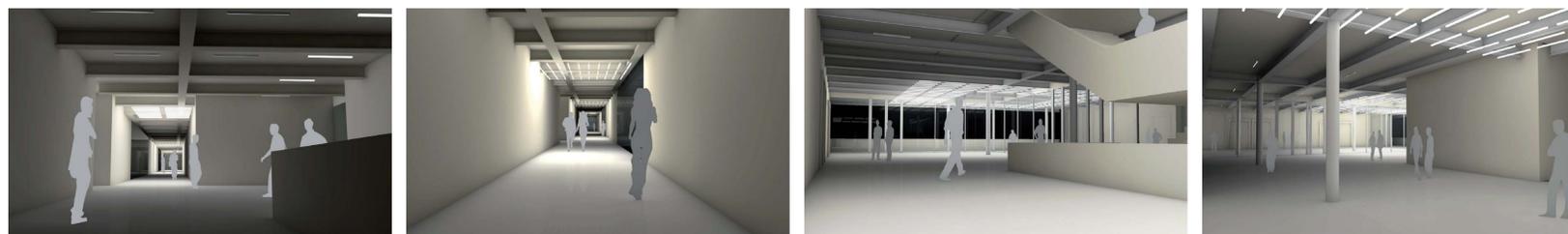
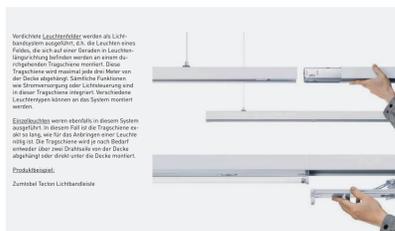
Luftraum Hochbau



Leuchtentypen



System Lichtband







Einbauten Halle_1:200
ZHdK, Raum/Bau_mca
31.07.12