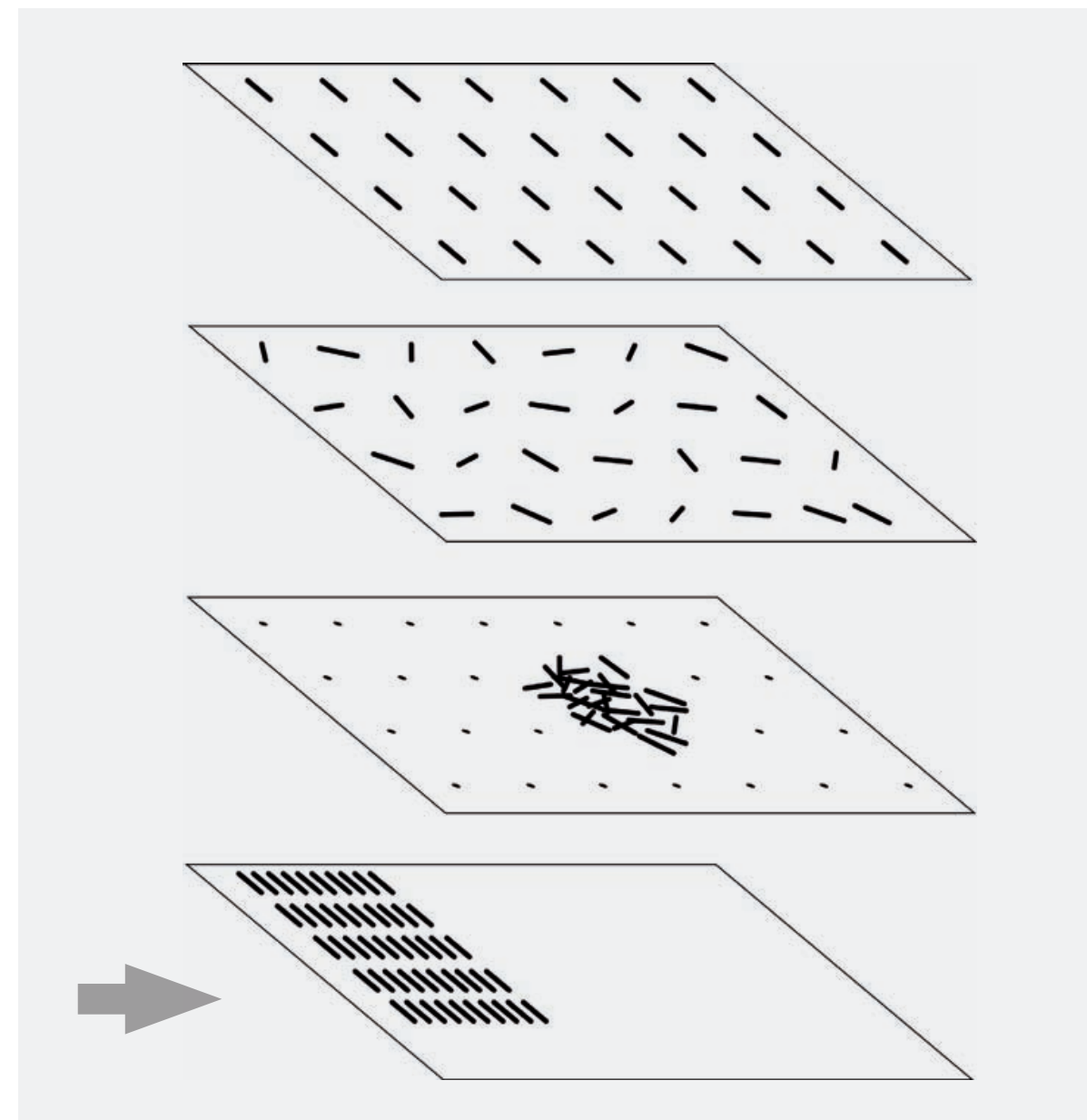


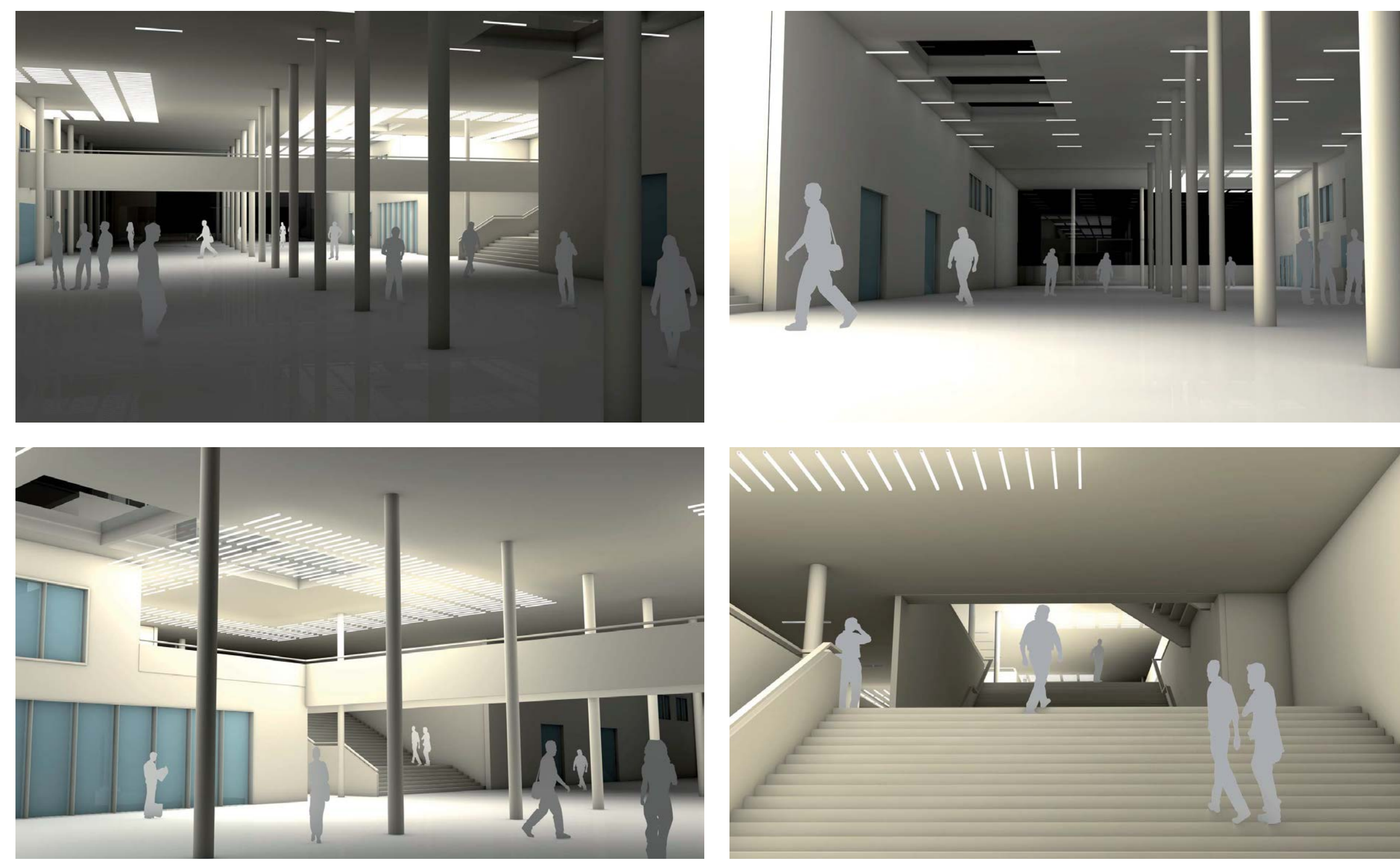
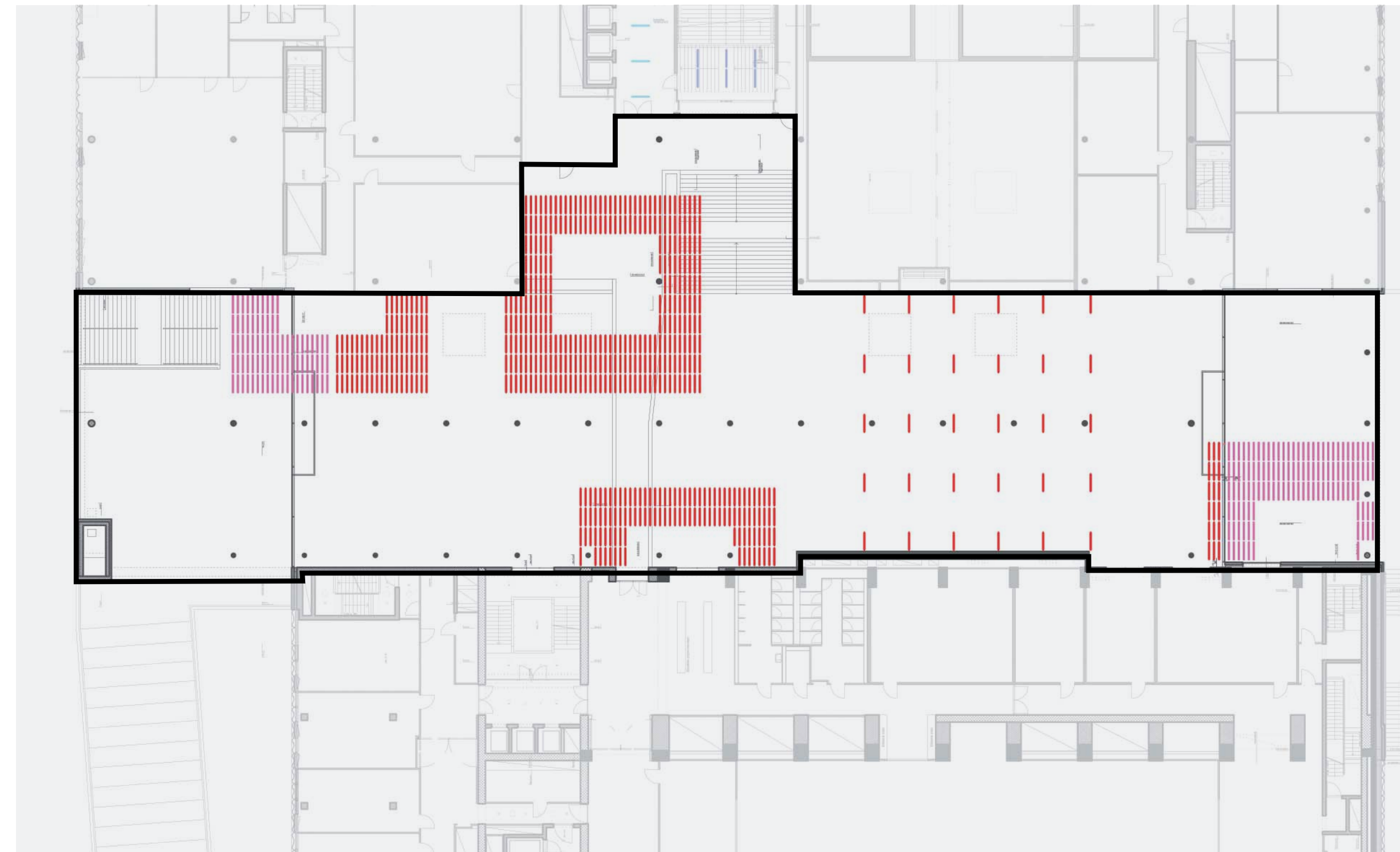
Künstlerische Lichtplanung realities:united

Konzept

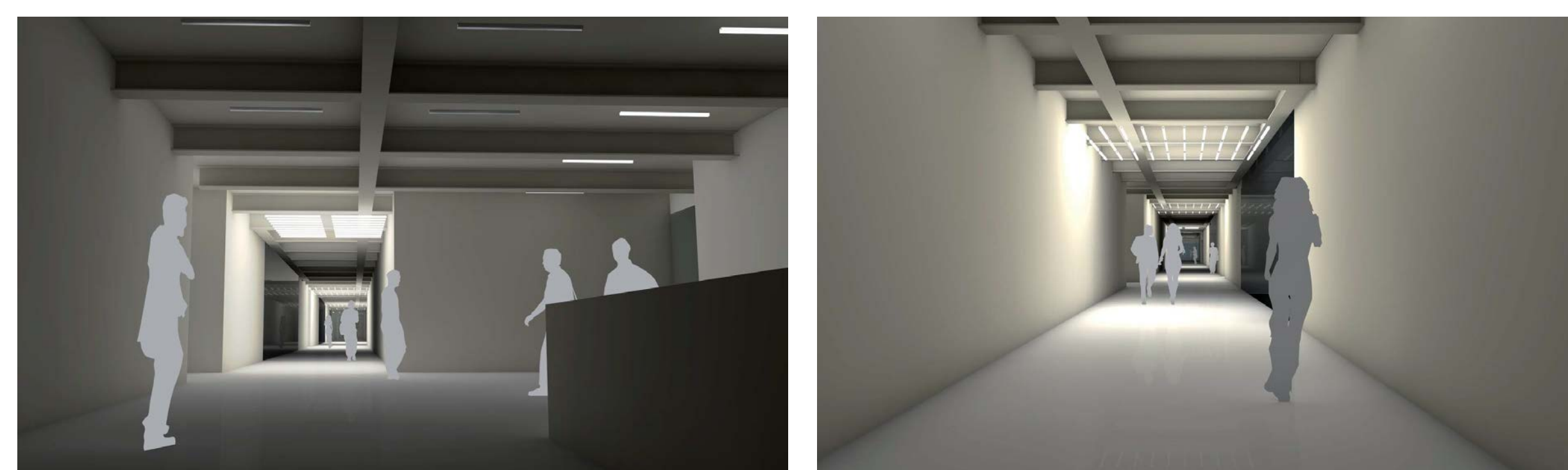
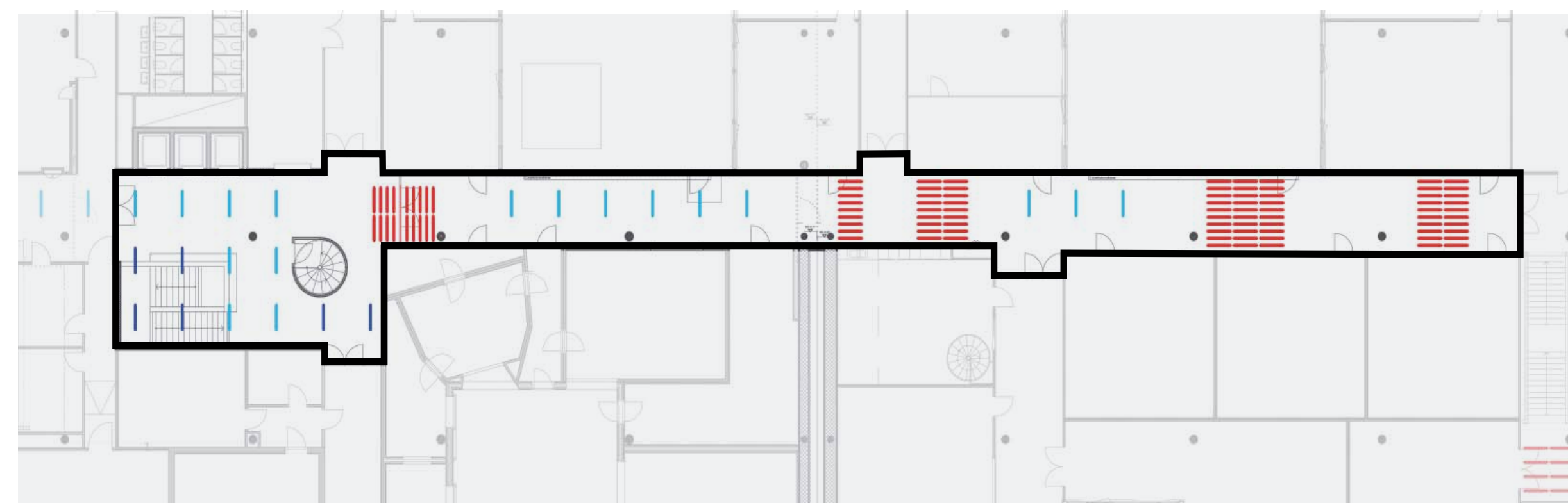


Innenbeleuchtung Öffentlicher Raum
"Hell-Dunkel-Konzept" realities:united

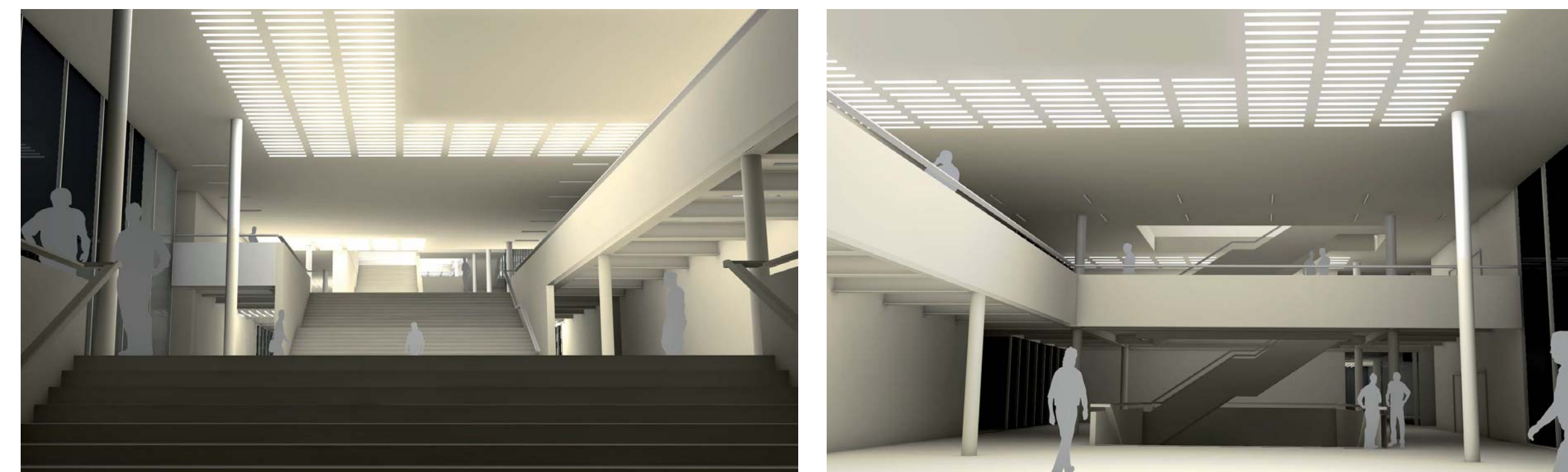
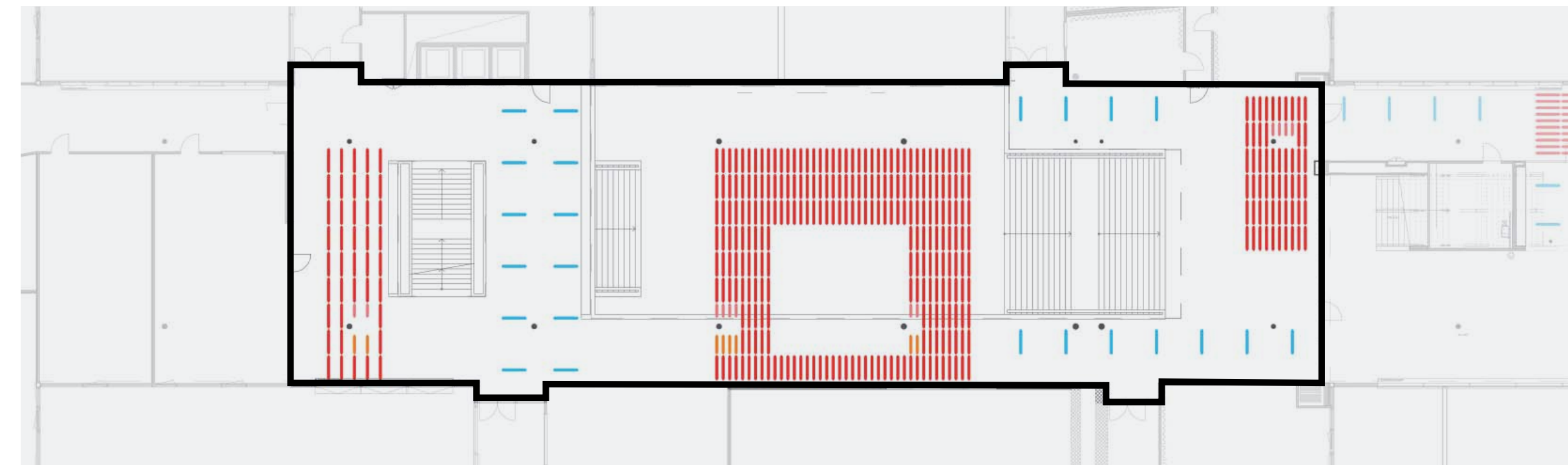
Eingangshalle E03



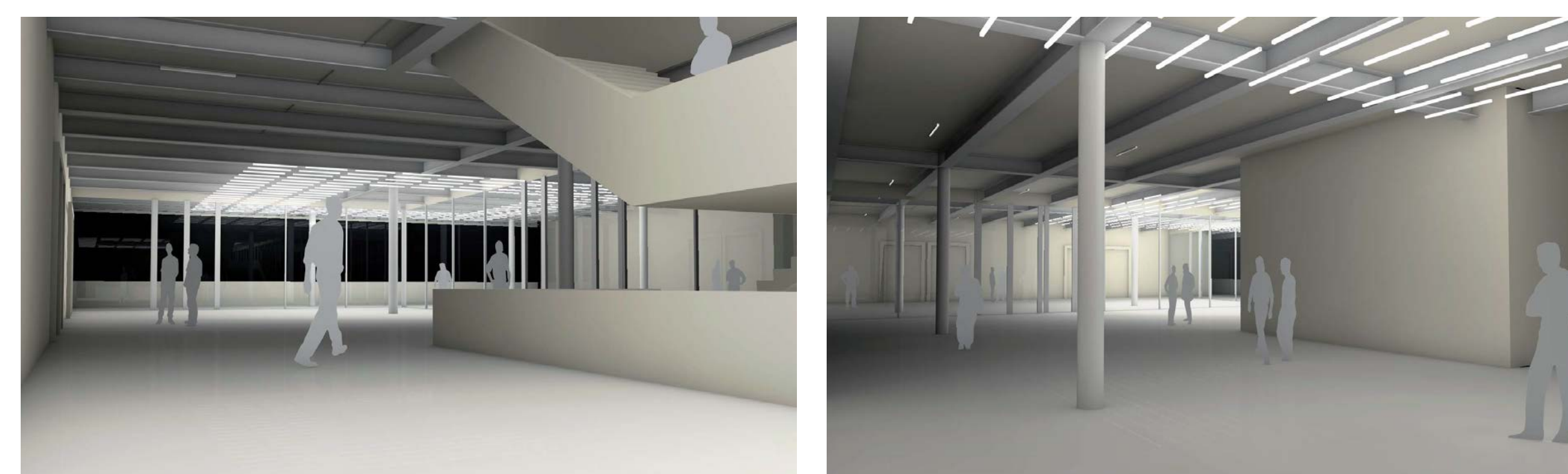
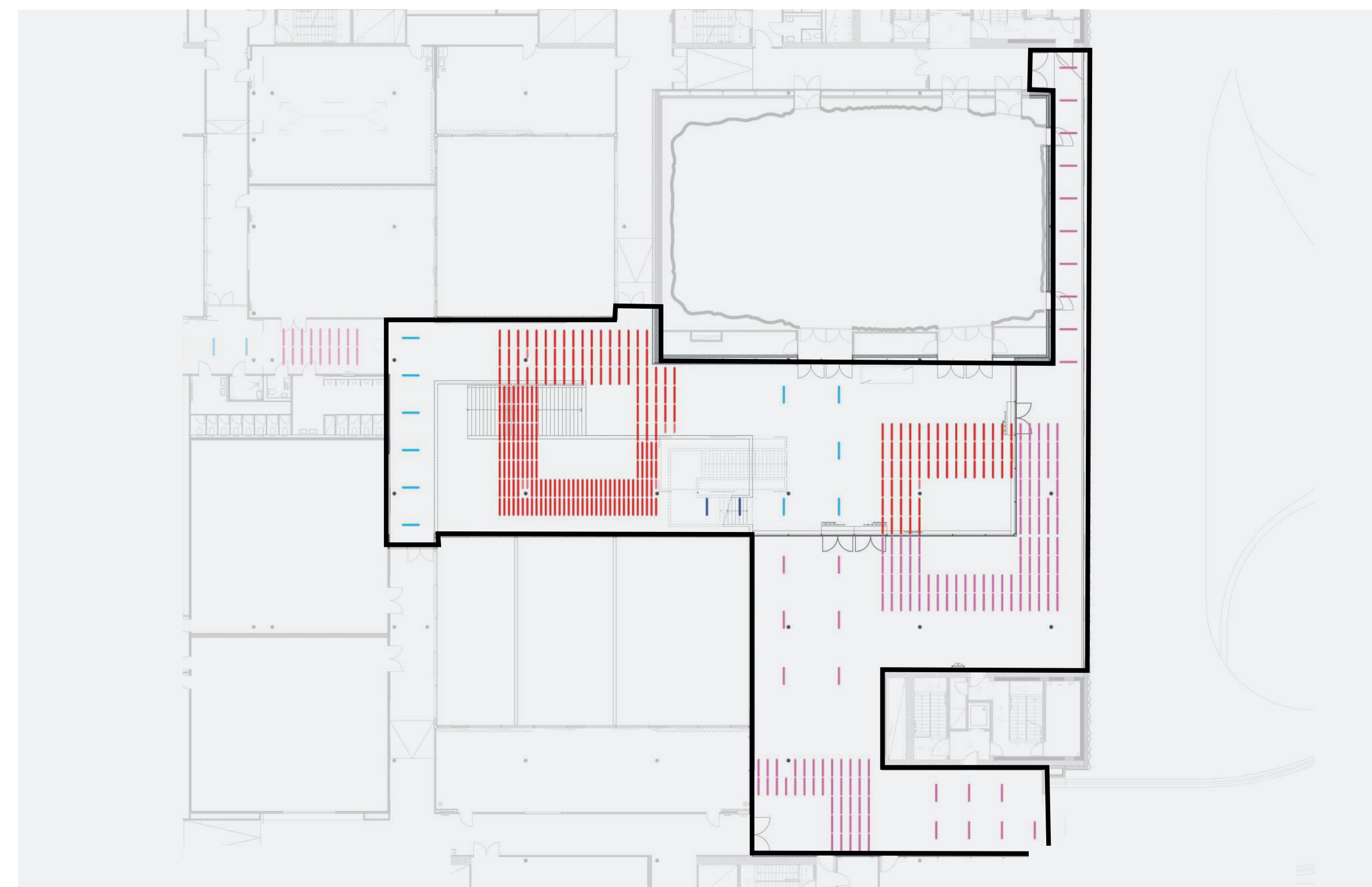
Korridor E03



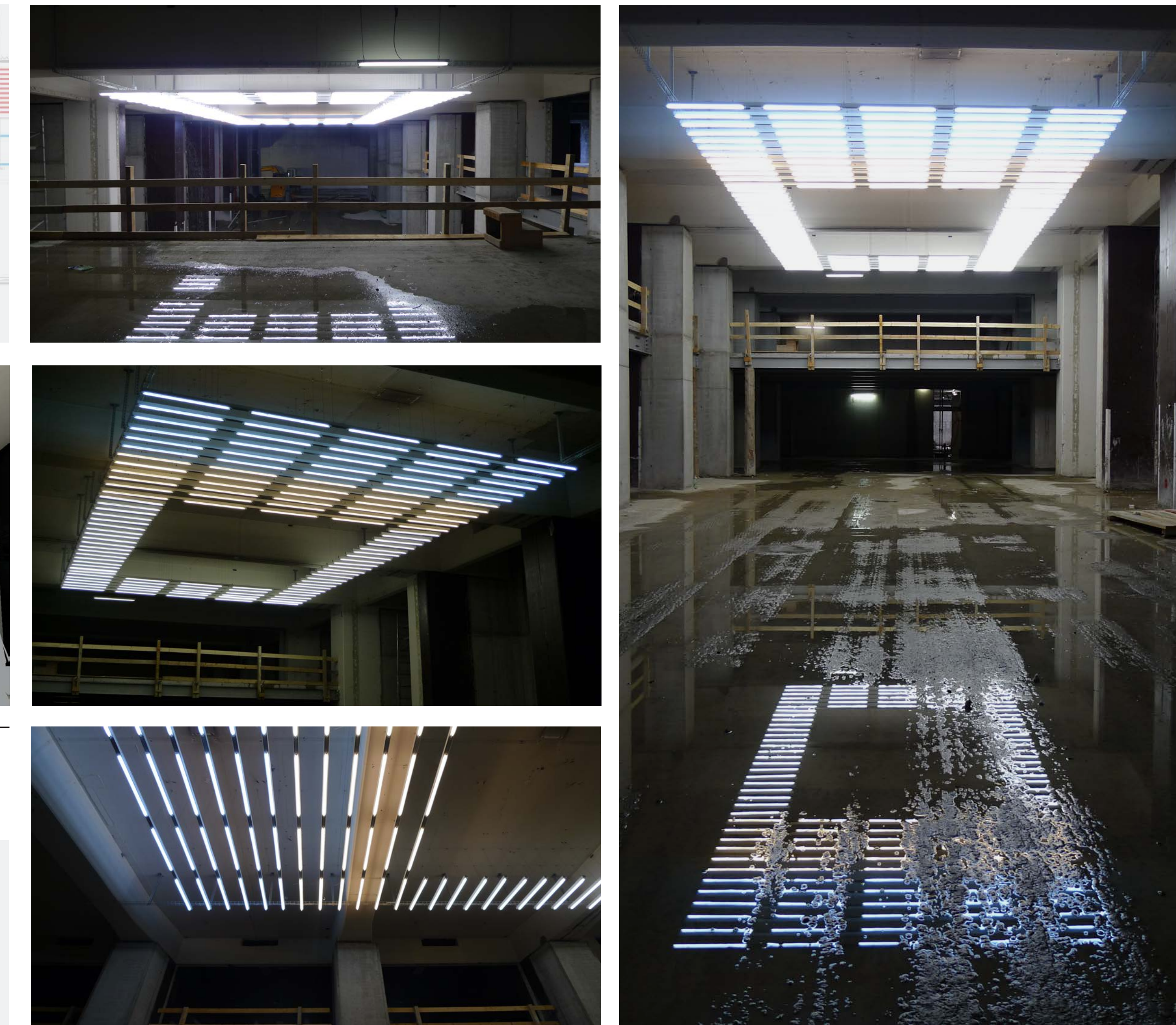
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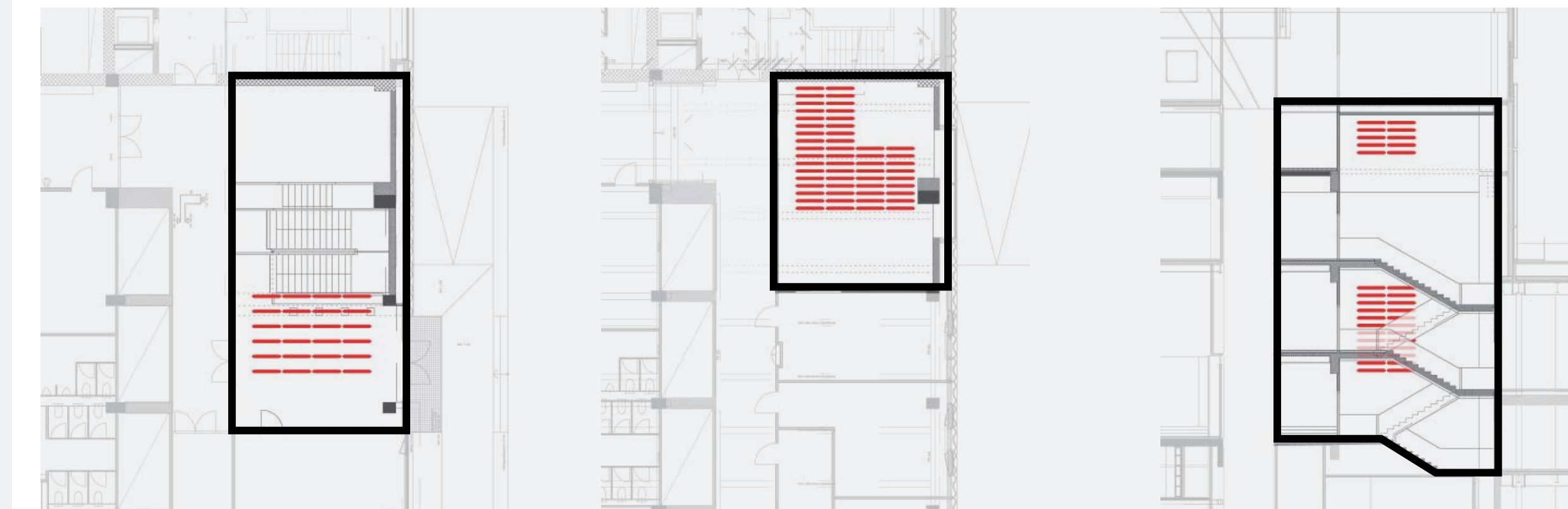
Kaskade E07



Musteraufbau Trockenbau T01 - T02



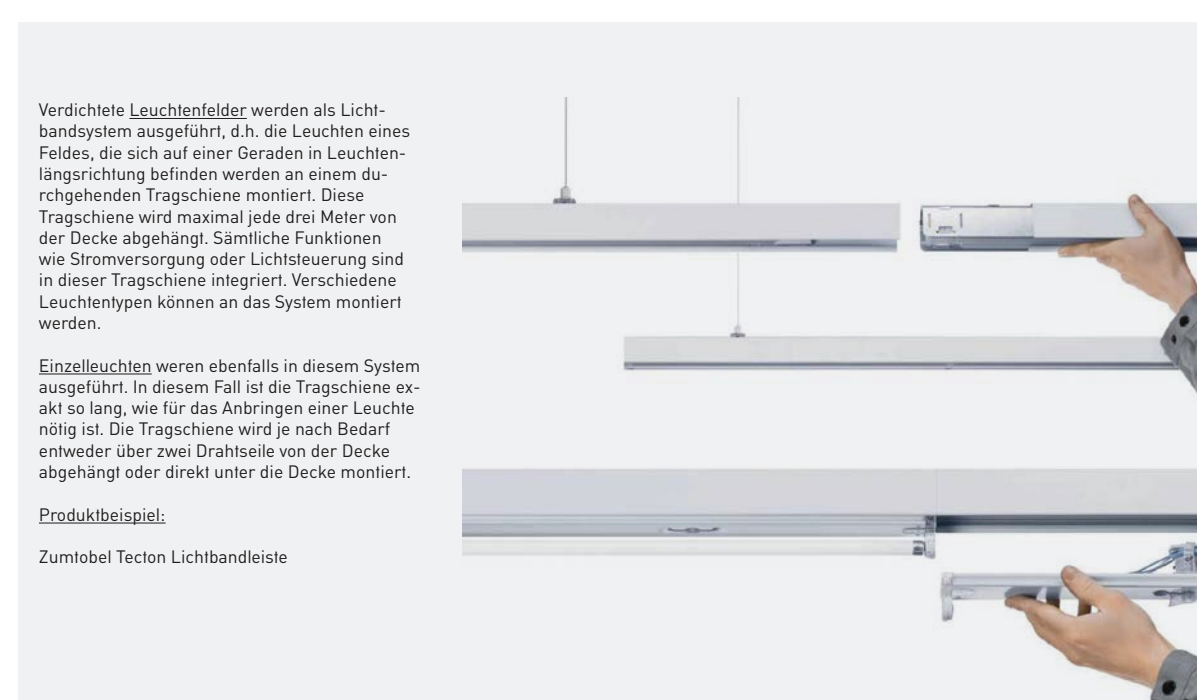
Luftraum Hochbau



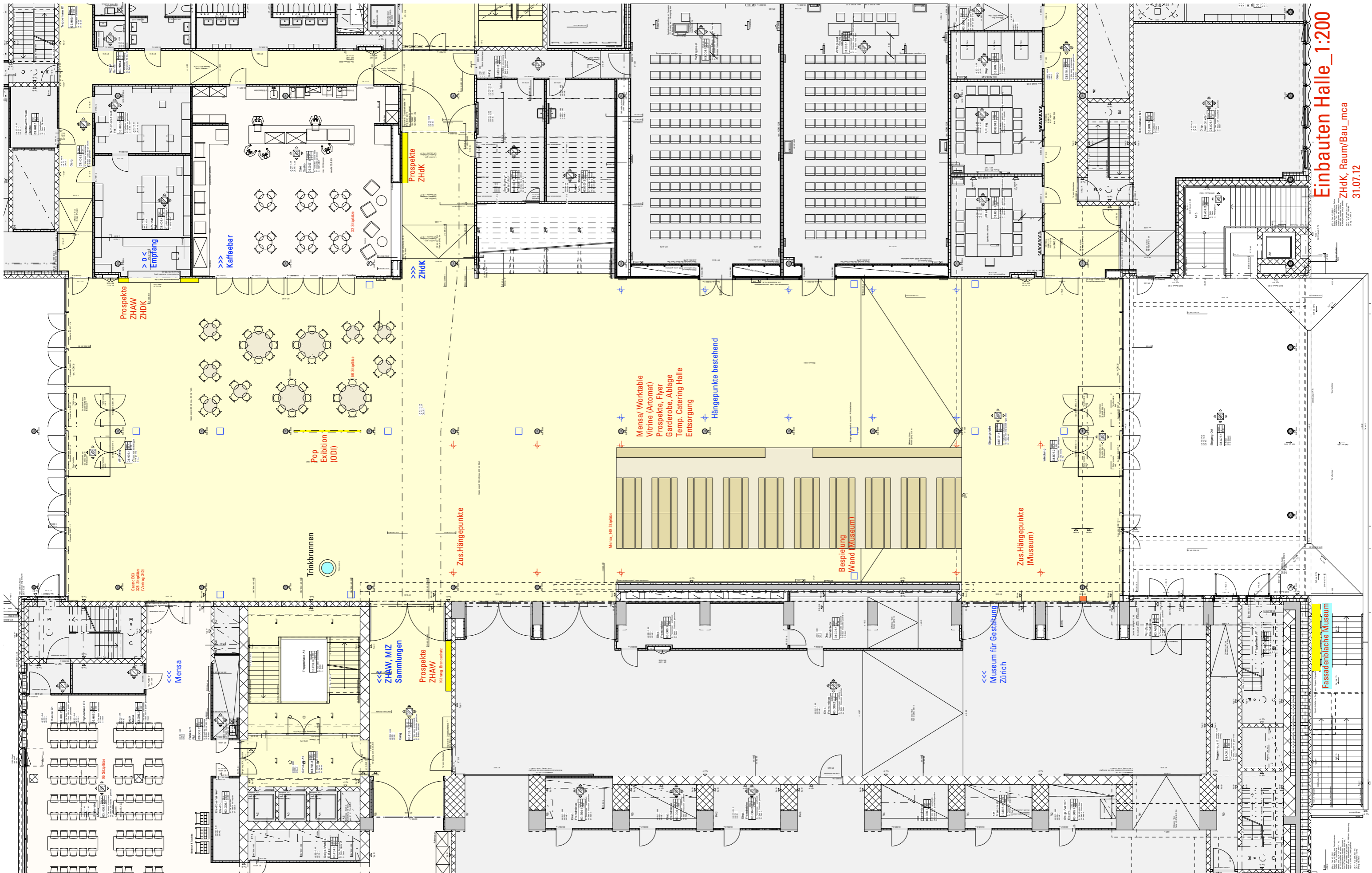
Leuchtentypen



System Lichtband







Einbauten Halle_1:200
ZHdK, Raum/Bau_mca
31.07.12