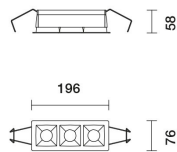
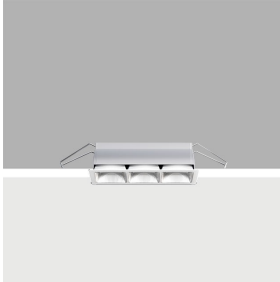


Last information update: February 2025

Product configuration: RD31.D8

RD31.D8: 3-cell recessed luminaire - General Lighting - White / transparent

**Product code**

RD31.D8: 3-cell recessed luminaire - General Lighting - White / transparent

Technical description

Recessed luminaire consisting of a lamp device and a 3-cell emission raster - model with operating components to be ordered separately. Version for high emission general lighting. Main body made of extruded aluminium - anodised finish - cast zamak end caps - natural finish. Polycarbonate LED lamp support. Steel wire fixing springs. The optical system consists of a translucent textured methacrylate raster, created with a catadioptric system (patented Opti Beam Diamond optic) - with no galvanic treatments - combined with a gloss finish PET cover. The raster includes multiple lens diaphragms for LED lamps. The result generates a high performance light emission combined with a high energy yield. The accessory wiring components also include the use of several recessed luminaires with a single power supply unit.

Installation

recessed with steel wire contrast springs; slot to make in false ceiling: 63 x 183

Colour

White Transparent (D8)

Weight (Kg)

0.4

Mounting

ceiling recessed

Wiring

Drivers and wiring components are available with a separate item code. This system allows several recessed luminaires to be used (2 / 3 max) with a single power supply unit. The product can also be connected to centralised emergency systems in compliance with the EN60598-2-22 standard. For more detailed information, see the instruction sheet.

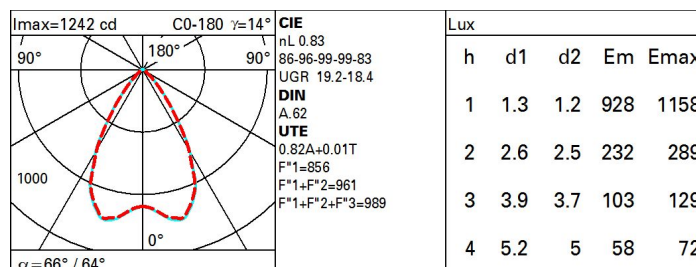
Notes

Possibility of multiple uses through the use of splitters (mandatory) and connection extensions to be ordered separately. TPa version available on request, contact iGuzzini for more info

Complies with EN60598-1 and pertinent regulations

**Technical data**

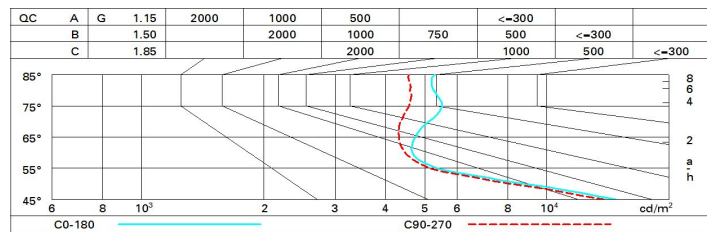
lm system:	1461	CRI (minimum):	80
W system:	8.4	Colour temperature [K]:	4000
lm source:	1760	MacAdam Step:	3
W source:	8.4	Life Time LED 1:	> 50,000h - L90 - B10 (Ta 25°C)
Luminous efficiency (lm/W, real value):	173.9	Lamp code:	LED
lm in emergency mode:	-	Number of lamps for optical assembly:	1
Total light flux at or above an angle of 90° [Lm]:	20	ZVEI Code:	LED
Light Output Ratio (L.O.R.) [%]:	83	Number of optical assemblies:	1

Polar

Utilisation factors

R	77	75	73	71	55	53	33	00	DRR
K0.8	69	64	60	57	63	59	59	55	68
1.0	73	68	65	62	67	64	64	60	73
1.5	78	75	72	69	73	71	70	66	81
2.0	81	79	76	74	77	75	74	71	87
2.5	83	81	79	78	80	78	77	74	90
3.0	85	83	81	80	81	80	79	76	93
4.0	86	85	84	82	83	82	81	78	95
5.0	87	86	85	84	84	83	82	79	96

Luminance curve limit



UGR diagram

Corrected UGR values (at 1760 lm bare lamp luminous flux)											
Reflect.: ceiling/cav walls work pl. Room dim x y		viewed crosswise					viewed endwise				
2H	2H	17.7	18.3	18.0	18.6	18.9	17.5	18.2	17.8	18.4	18.7
	3H	18.1	18.7	18.4	19.0	19.3	17.5	18.1	17.9	18.4	18.7
	4H	18.4	18.9	18.7	19.2	19.5	17.5	18.1	17.9	18.4	18.7
	6H	18.6	19.1	19.0	19.5	19.8	17.5	18.0	17.9	18.3	18.7
	8H	18.7	19.2	19.1	19.6	19.9	17.5	18.0	17.9	18.3	18.7
	12H	18.8	19.3	19.2	19.6	20.0	17.4	17.9	17.8	18.3	18.6
4H	2H	17.7	18.2	18.1	18.5	18.9	18.0	18.6	18.4	18.9	19.2
	3H	18.2	18.7	18.6	19.1	19.4	18.2	18.6	18.6	19.0	19.4
	4H	18.7	19.1	19.1	19.5	19.9	18.3	18.7	18.7	19.1	19.5
	6H	19.1	19.4	19.5	19.9	20.3	18.3	18.7	18.8	19.1	19.6
	8H	19.2	19.6	19.7	20.0	20.5	18.4	18.7	18.8	19.1	19.6
	12H	19.4	19.7	19.9	20.1	20.6	18.4	18.7	18.8	19.1	19.6
8H	4H	18.7	19.1	19.2	19.5	20.0	18.8	19.1	19.2	19.5	20.0
	6H	19.3	19.6	19.8	20.0	20.5	19.0	19.3	19.5	19.7	20.2
	8H	19.5	19.8	20.0	20.3	20.8	19.1	19.3	19.6	19.8	20.4
	12H	19.8	20.0	20.3	20.5	21.0	19.2	19.4	19.7	19.9	20.4
12H	4H	18.7	19.0	19.2	19.5	20.0	18.9	19.2	19.4	19.6	20.1
	6H	19.3	19.5	19.8	20.0	20.6	19.2	19.4	19.7	19.9	20.4
	8H	19.6	19.8	20.1	20.3	20.9	19.3	19.5	19.8	20.0	20.6
Variations with the observer position at spacing:											
S =	1.0H	1.6 / -1.5					1.8 / -1.6				
	1.5H	3.4 / -1.8					3.6 / -1.9				
	2.0H	5.0 / -1.9					5.3 / -2.1				