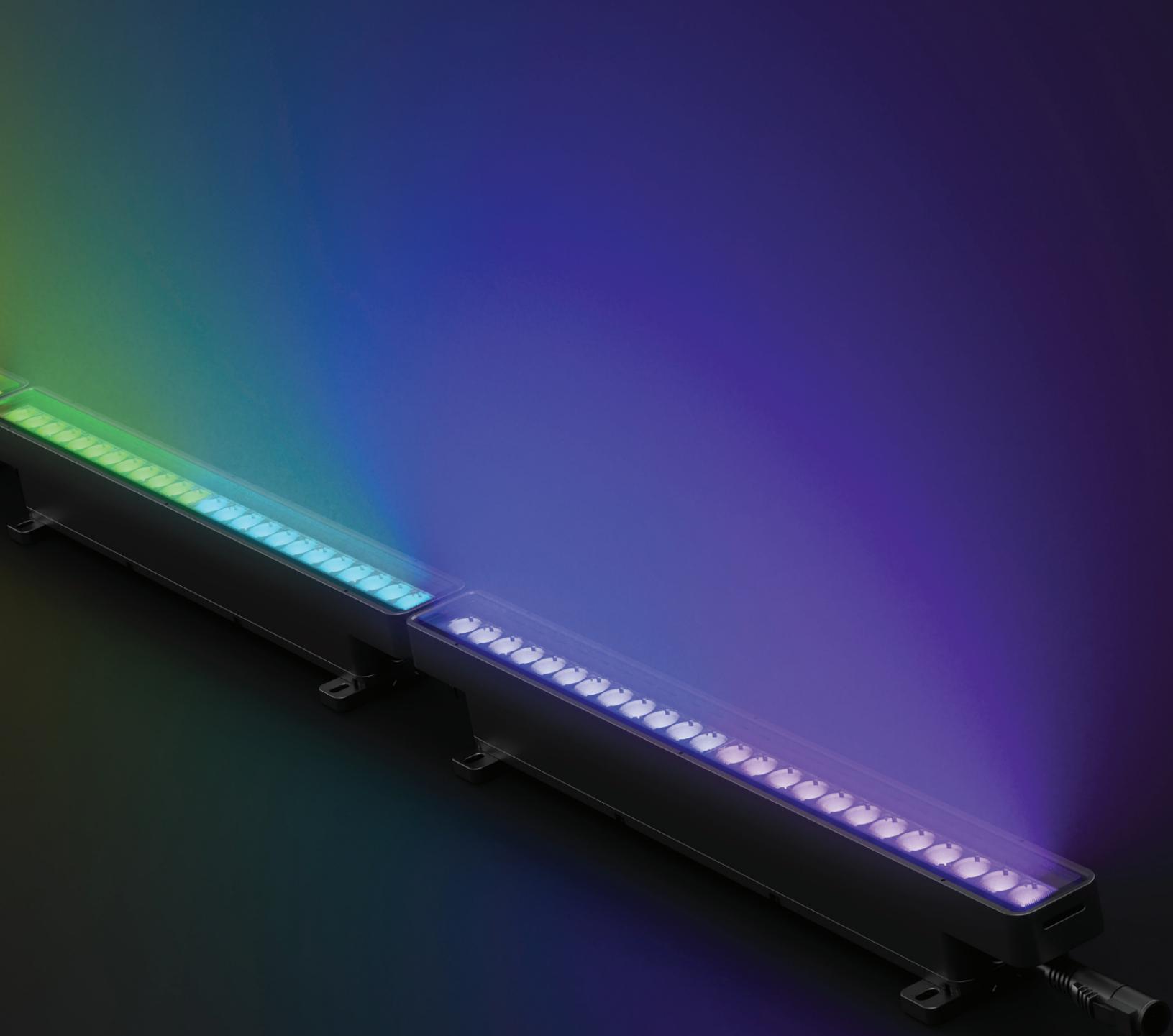


DESIGN RIDGE GUIDE





Welcome to the Design Guide for Ridge, a comprehensive resource for lighting designers seeking to elevate outdoor illumination with innovative and versatile linear solutions.

Ridge is a powerful outdoor linear floodlight family specifically crafted for Architainment applications, transforming bridges into captivating landmarks and enhancing building facades for impactful brand recognition.

With advanced features including RGBW color mixing, an impressive 1-foot resolution for precise lighting effects, and static white options, Ridge offers unmatched flexibility and control to bring your creative visions to life.

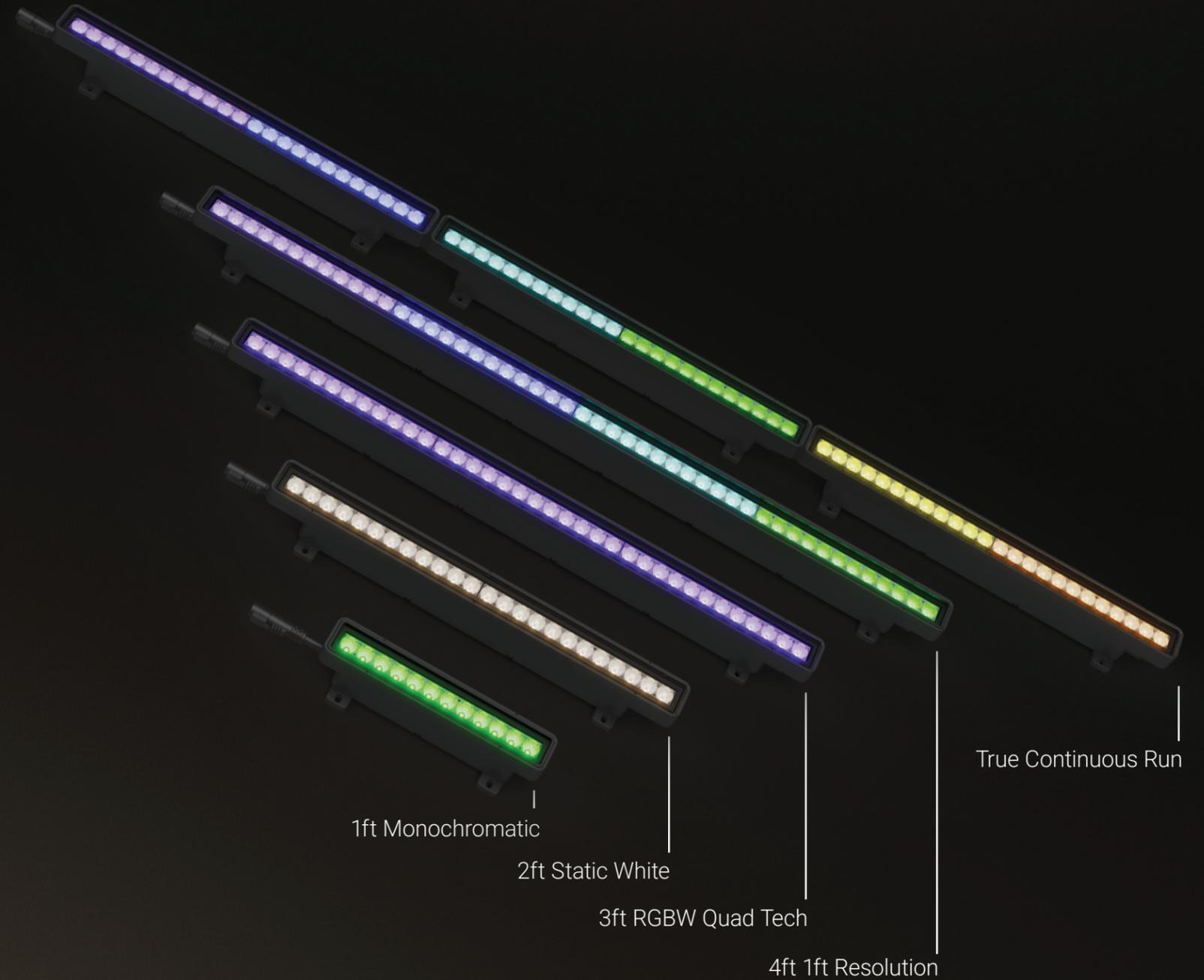
This guide will explore the design considerations, technical specifications, and creative possibilities that Ridge enables, empowering you to craft compelling outdoor lighting experiences that leave a lasting impression.



- Index**
- Ridge Frontier**
- Peak Performance**
- Accessories**
- Creative Elevation**
 - Grazing
 - Flood Lighting
 - Wall Washing
 - 1ft Resolution
- Beyond the Ridge**

ICONIC TO THE CORE

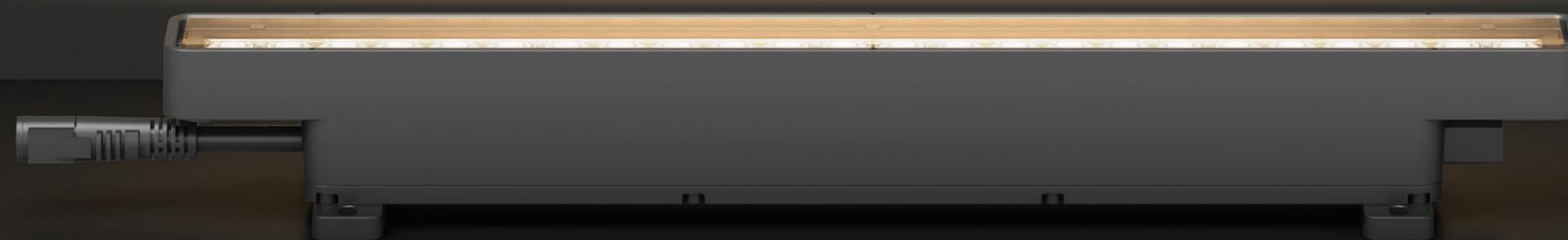
It starts with the know-how and the ability to translate a single piece of diecast, copper-free aluminum body into a potent outdoor linear luminaire. Powerful inside and out. Ridge linear family reflects the intensity of its performance, excelling in crafting lighting environments that balance advanced technology and human-centric needs. Ridge - Iconic to the core.



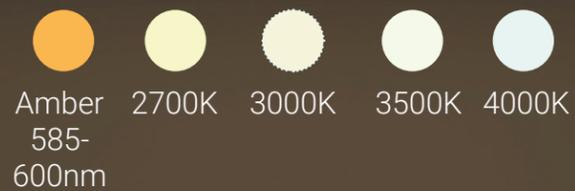
RIDGE FRONTIER

OPTICS

Choose RGBW Quad Tech for striation-free, precision-matched color, or Static White for high-fidelity warm-to-cool whites. Either way, Ridge's exterior optics, high-CRI options, and outdoor-first construction deliver long-term performance—backed by Hydrel's trusted reputation.



COLOR TEMPERATURES



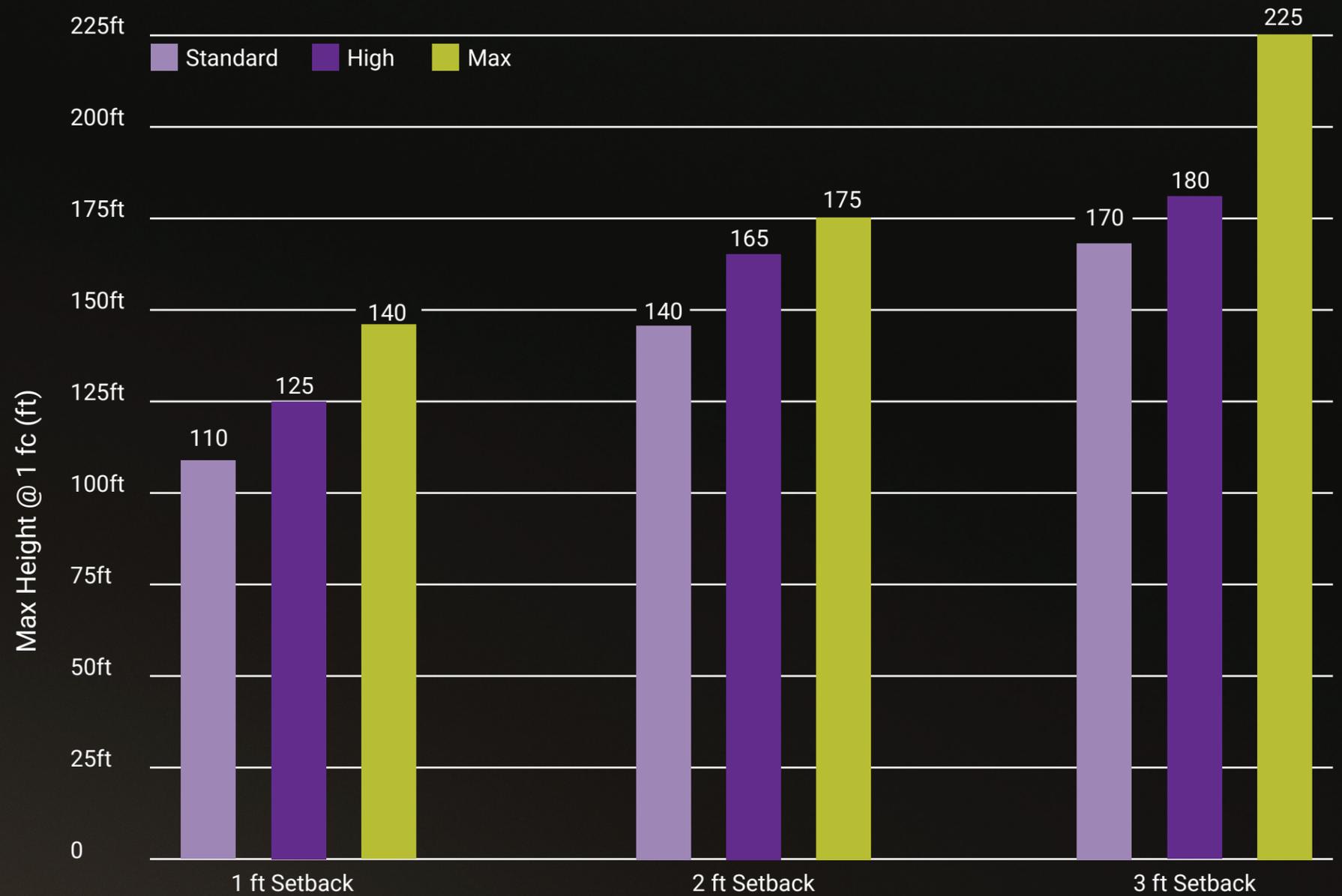
PEAK PERFORMANCE

ICONIC REACH; TIGHT INSTALLS

Ridge Static White · 9° x 9° · 4-ft · 4000k · 80 CRI

Performance packages at peak intensity (CBCP) with normalized throw
Performance badges reflect published Max static-white values of up to 2,350 lm/ft and up to 162,000 CBCP.

Performance Package	Beam Reach (ft)		
	SetBack		
	1 ft	2 ft	3 ft
Standard (P2)	110	140	170
High (P3)	125	165	180
Max (P4)	140	175	225



This graphic shows how Ridge Static White with the 9°x9° optic scales across the top three performance packages, which are P2 (Standard), P3 (High), and P4 (Max) for a 4 ft luminaire at 4000K, 80 CRI. It is not guaranteed uniform façade luminance.

MOUNTS
MOUNTINGS



	UNIVERSAL	HORIZONTAL	VERTICAL	STAKE
Application	Surface, Vertical, Horizontal	Upward, Downward	Vertical	Ground
Design Intent	Lowest profile. Least Obtrusive. Versatile aiming positions	Balanced center of gravity	Balanced center of gravity	Clean, continuous line from mount to fixture
Pivot and Slide Feature	Yes with Adjustable Arm	Yes	Yes	Yes
Required Standoff	>0.5"	1" to 18"	1" to 18"	1" to 18"
Lengths	N/A	6 Lengths: 1" to 18"	6 Lengths: 1" to 18"	6 Lengths: 1" to 18"
G-Force Rating	3G & 5G	3G & 5G	3G & 5G	
Tilt Range	110° with Adjustable Arm	185° Tilt Range	185° Tilt Range	190° Tilt Range
Taper Lock	Yes	Yes	Yes	Yes

ELEVATED EXPERIENCES

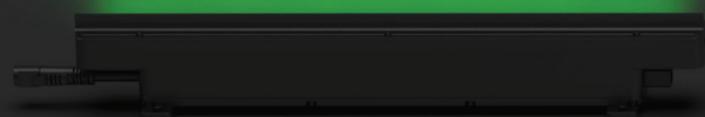


ASPECT	Glare Visor	Louver
Primary Purpose	Reduce direct glare to viewers or pedestrians. Applicable with all distributions.	Control light distribution, reduce spill, improve uniformity. Applicable with narrow beam such as 9°x9°.
Design	The visor extends above the fixture on one or both sides.	Multiple fins/slats. Interior always painted black, exterior will match fixture finish.
Impact on Light	Mainly prevents direct view of the light source; 3% light loss factor with half glare visor.	≈15% delivered-lumen reduction with the 9°x9° optic; reduction varies by optic.

ACCESSORIES

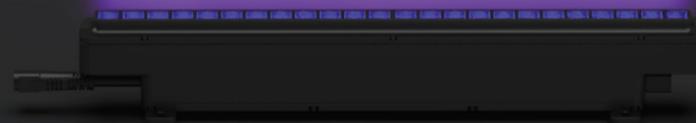
LOUVER vs GLARE VISOR

HALF GLARE VISOR



Blocks direct line-of-sight to the source from selected viewpoints without materially altering the beam shape. Both half and full variants provide $\approx 45^\circ$ cutoff and are suitable with any Ridge distribution.

LOUVER



Cuts light in multiple directions to reduce stray spill and omnidirectional glare. It also increases cutoff ($\approx 45^\circ$) and trims field light, most effective on tight beams (e.g., $9^\circ \times 9^\circ$); plan for some lumen loss.

NO ACCESSORY



Preserves maximum delivered lumens and beam spread; rely on aiming/tilt and mounting height for visual comfort.

GRAZING

HIGH DRAMA

Create a strong contrast and deep shadowing on highly textured surfaces for a beautiful wall graze effect.

Grazing rakes light across a surface to emphasize texture, rhythm, and detail. Ridge's linear platform scales in modular sections and continuous runs to align with façade bays and joints, while precise optics—9×9°, 10×60°, and 15×30°—let you tune contrast and reach. The result is a smooth vertical gradient with clean starts that minimizes base hot spots and scalloping.

GRAZING SPACING

Grazing lighting is a technique that involves placing light fixtures close to textured surfaces, such as walls, stone, or architectural features, to emphasize their surface details and textures. This method involves positioning light fixtures at a low angle to graze the surface, enhancing visual interest and emphasizing architectural details or landscape elements.

WALL WASH VS. GRAZE

Wall wash

- Even, uniform illumination that minimizes texture, scallops, and hot spots. Wash lighting is great for making a façade read as a clean backdrop or for signage/branding. Typically achieved with wide/asymmetric optics set back from the wall.

Graze

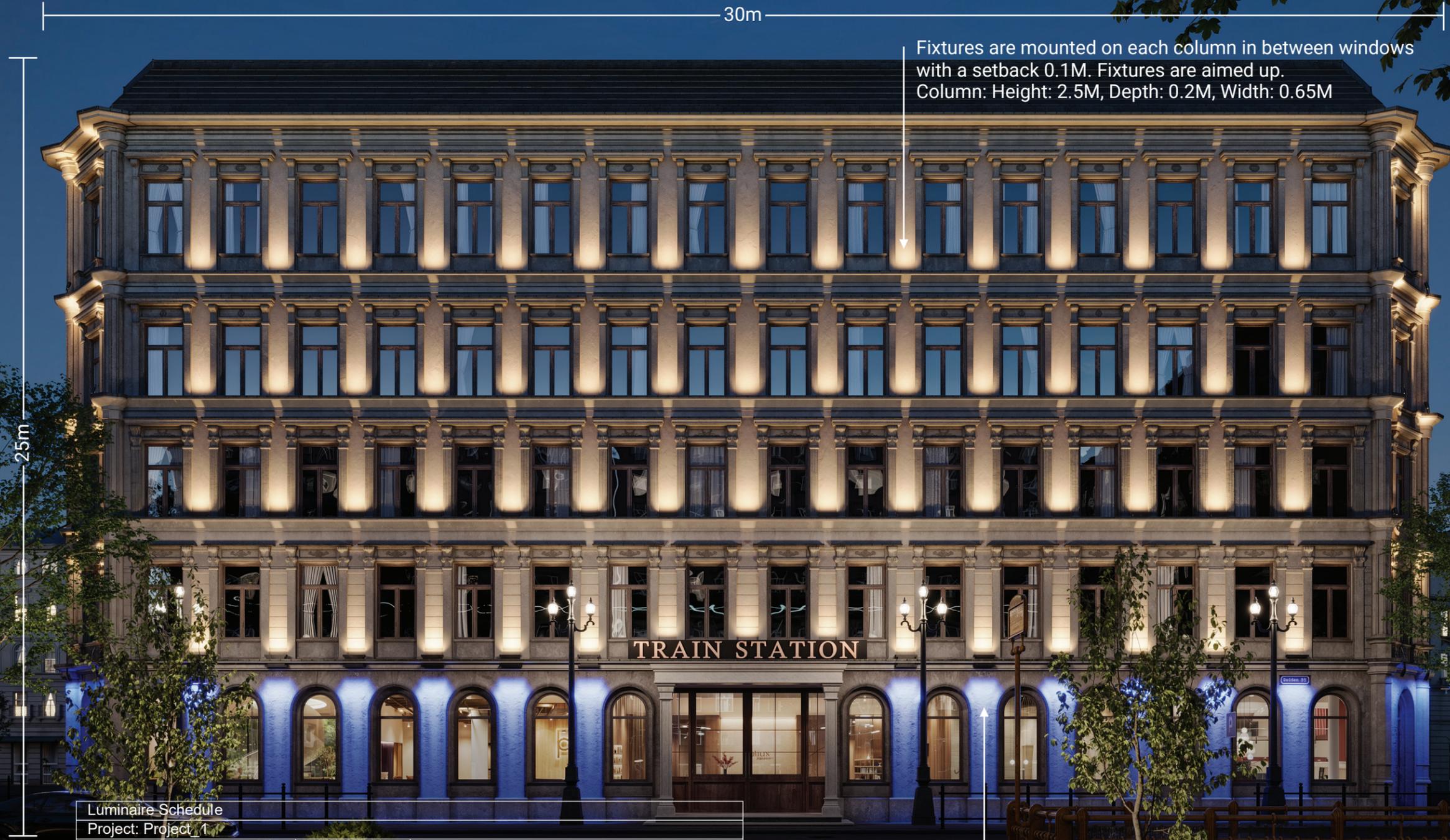
- Dramatic, raking light placed close to the surface to emphasize relief and texture (stone, brick, ribbed panels). Avoid on smooth walls because it highlights imperfections.

Quick tips:

- To highlight material texture or fine relief: choose graze (tight setback, shallow angle) to “pull out” shadows and depth.
- To highlight the overall form or graphics (logos, murals): choose wash for uniform luminance and readability.

GRAZING

PINPOINT GRAZE



Fixtures are mounted on each column in between windows with a setback 0.1M. Fixtures are aimed up.
Column: Height: 2.5M, Depth: 0.2M, Width: 0.65M

Fixtures are mounted in between the arches, fixture are aimed down, setback 0.1M.

Luminaire Schedule		
Project: Project 1		
Arrangement	QTY	Filename
Blue	12	RIDGE MSL1 P1 80CRI 40K 9X9DEG
White	60	RIDGE MSL1 P1 80CRI 40K 9X9DEG

Calculation Summary							
Label	Calc Type	Units	Avg	Max	Min	Avg/Min	Max/Min
Facade	Illuminance	Fc	0.4	1.0	0.0	n/a	n/a

GRAZING

PERFECT BLENDING

Fixture setback is 5' from
façade, fixture is tilted
25Deg, height of stadium is
50ft.

Luminaire Schedule

Project: Project_1

Arrangement	Description	LLF Lumens
Ridge U4 P3 RGBW4 9x9DEG DMXFX All On		0.900

Calculation Summary

Label	CalcType	Units	Avg	Max	Min	Avg/Min	Max/Min
Stadium	Illuminance	Fc	0.57	2.2	0.0	N.A.	N.A.

Height of stadium: 50ft

FLOODLIGHTING



Ridge excels at delivering precise beam control, high lumen output, and consistent illumination at scale. Modular runs and tuned optics let you set coverage and contrast to reveal form without overpowering the surroundings.

Optic options

- 30×60 — Long, elliptical throw for extended reach with tight cross-spread.
- 40×60 — Versatile elliptical beam balancing reach and uniformity.
- 60×60 — Wide flood for broad planes and smooth luminance.
- Wall Wash — Asymmetric wash that evens vertical brightness and minimizes base hot spots.

FLOODLIGHTING

BOLD ILLUMINATION

Ridge excels at delivering precise beam control, high lumen output, and consistent illumination at scale. Modular runs and tuned optics let you set coverage and contrast to reveal form without overpowering the surroundings.



Luminaire Schedule		
Project: Project_1		
Arrangement	LLF	Filename
Single	1.000	RIDGE U4 P4 90CRI 40K 40X60DEG.ies

Calculation Summary					
Units	Avg	Max	Min	Avg/Min	Max/Min
Fc	9.94	15.1	1.2	8.28	12.58

Cable-stay bridge
 Length of bridge = 700M (only visible part in the image)
 Height and depth of sections that are being lit = Height: 4.86M Depth: 1.5-2M

Setback 1.75 m from the façade. Ridge fixtures are tilted so the beam peak lands at ~90–95% of the 4.86 m height. Tight 1.20 m center-to-center spacing creates generous beam overlap to minimize scalloping. For the smoothest vertical wash, specify the Wall Wash (WWD) optic; the 40×60° optic (rolled 90°) is a viable alternate where added punch is desired.

15
51.1
13.4
9.8
5.5
2.1

BOLD COVERAGE



Continuous runs, both sides; 0.4M setback; louvers; cross-aimed ($\approx 10-15^\circ$ toe-in) to converge near crown; adjusted tilt to minimize base hotspots and scalloping.

Grounded mounted Ridge is aimed 2/3s towards the top of the column, setback is 0.3m.

Luminaire Schedule			
Project: Project_1			
Location	Arrangement	LLF	Filename
Under-Bridge	Single	1.000	RIDGE MSL4 P4 90CRI 30K 9X9DEG.ies
Column	Single	1.000	RIDGE MSL4 P1 90CRI 30K 40X60DEG LVR.ies

Calculation Summary						
Description	Avg	Max	Min	Avg/Min	Max/Min	
Column	0.78	2.0	0.1	7.80	20.00	
Under-Bridge	0.25	0.6	0.0	n/a	n/a	

Length and height of tunnel= Width: 15M, Length: 30M, Height: 6.5M
 Width where fixtures are installed inside tunnel= 0.5M
 Height of tall exterior columns= 9M
 Height of shorter exterior columns= 6M

WALL WASHING

SEAMLESS UNIFORMITY

Ridge's Wall Wash (Asymmetric) optic delivers smooth, even vertical illumination with clean tops and minimal base hot spots. Built on modular 1–4 ft sections with true continuous runs and precision acrylic optics, Ridge aligns to façade bays and dials in uniformity with simple setback and aim.

HOTEL

WALL WASHING

SEAMLESS COVERAGES

Setback: ~1.0 m · Spacing: ~1.0 m · Tilt: ~10–15° · Ridge WWD with multiple rows. Placing multiple horizontal rows up the façade height keeps the vertical field uniformed.

Luminaire Schedule		
Project: Project_1		
Label	Arrangement	Description
Hotel Entrance Ceiling		RIDGE MSL4 P4 90CRI 40K WWD
Hotel Entrance Feature Wall		RIDGE MSL4 P490CRI 40K 40x60DEG
Hotel Extended Frame		RIDGE MSL4 P490CRI 40K 40x60DEG

Calculation Summary							
Label	CalcType	Units	Avg	Max	Min	Avg/Min	Max/Min
Ceiling	Illuminance	Fc	1.53	10.3	0.2	7.65	51.50
Entrance Feature Wall	Illuminance	Fc	2.49	15.2	0.1	24.90	152.00
Extended Façade	Illuminance	Fc	8.40	12.5	0.1	3.0	4.50

Height, Width and Depth of Hotel: Height 112M, Depth 22M, Width 8M

Height= approx. 112M, Depth = approx. 22M, Width= approx. 8M

Height and Width of Exterior Entrance Façade and Ceiling: Height 16M, Depth 30M, Width 25M (Includes cove details: Height 0.5M, Depth 0.5M, Width: 25M)

~0.6 m · Spacing: ~0.6 m · Tilt: 0–10° (shallow) · Source is hidden by the cove lip and to avoid a bright edge. Ridge's adjustable mounts make shallow aims easy to lock in.

~0.8–1.0 m · Spacing: ~0.8–1.0 m · Tilt: ~10–12° · The 40x60 gives a crisp architectural wash; shallow aim lands the beam center in the middle of the field; louvers reduce high-angle brightness for comfort.

1FT RESOLUTION

NEXT LEVEL

1ft resolution control gives designers the flexibility to create detailed, dynamic lighting effects. Fully compatible with the nLight® Animate Controller, with the Pathscape software. Ridge combines creative freedom with energy efficiency for projects that demand both performance and artistry.

Windowsill: Ridge MFL3 RGBW3 30x60 DMX1FT

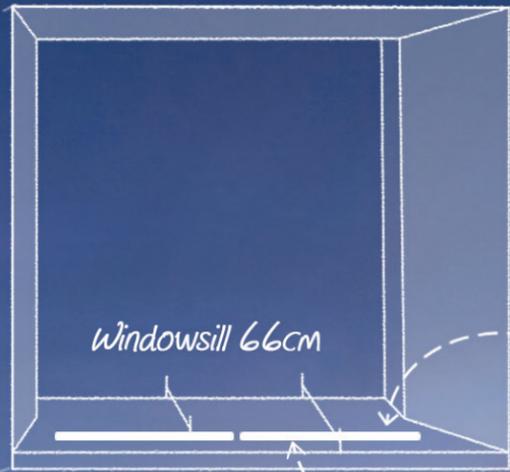


RGB:
238-159-182

RGB:
255-190-172

5m 5cm

3m 5cm



Each window has
two 91cm fixtures
At 48cm setback

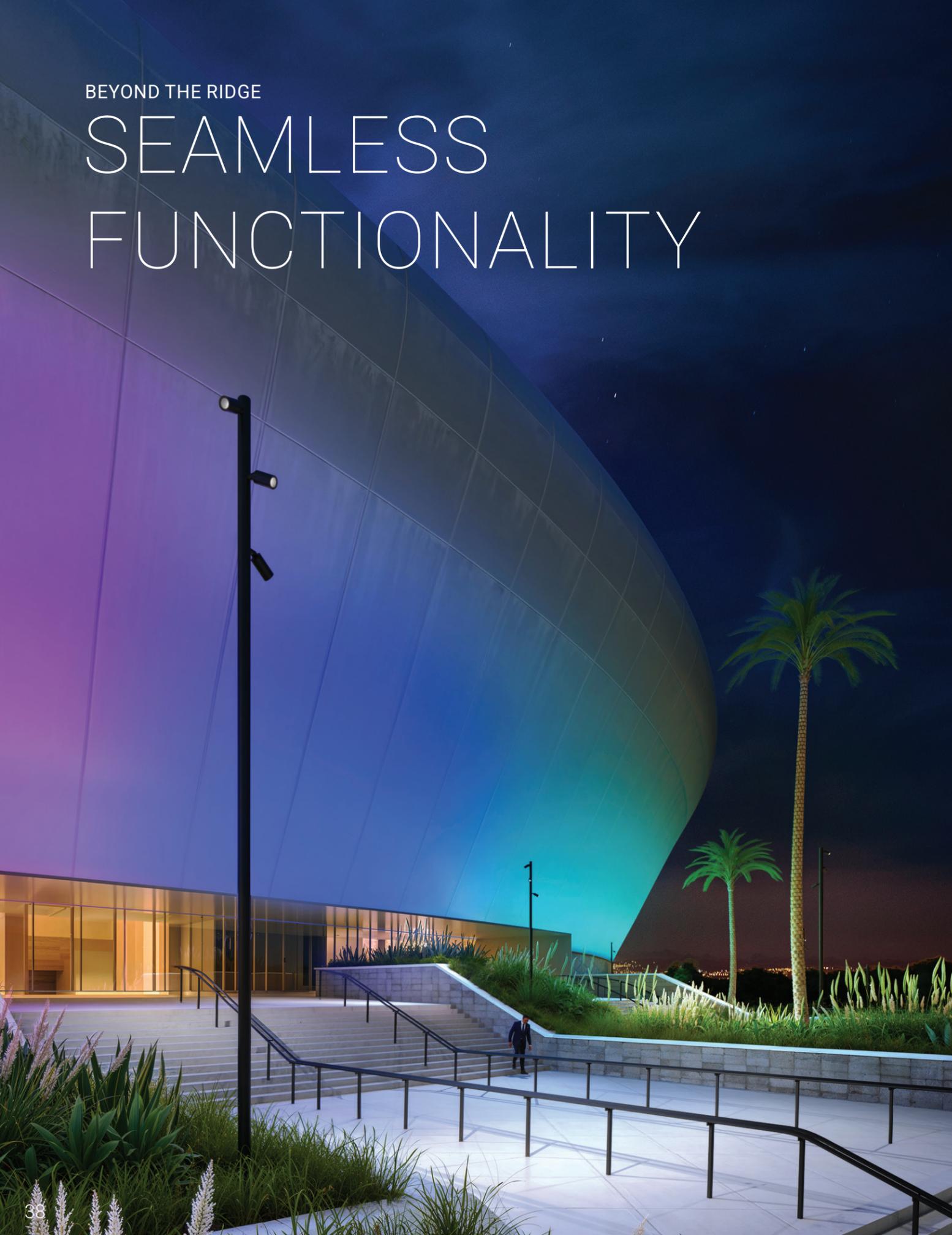
30° x 60°

25m

RGB:
240-177-248

BEYOND THE RIDGE

SEAMLESS FUNCTIONALITY



DISTRIBUTIONS



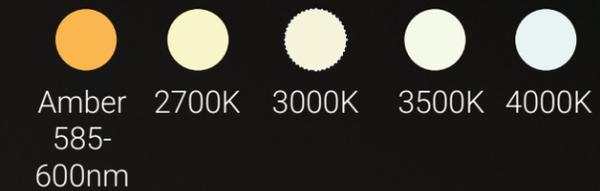
OPTIONS

IK10 IP67 3G VIBRATION TESTED 5G VIBRATION TESTED CRI 80+ RGBW QUAD TECH

COMPLIANCE



COLOR TEMPERATURES



LIGHTING CONTROLS

0-10V Phase Dimming DALI DMX/RDM

COLOR CHANGING



DELIVERED LUMENS

Static White (@50K):
 Up to 9,400 delivered lumens
 Up to 2,350 lm/ft
 Up to 162,000 CBCP

RGBW (@ 50K):
 Up to 6,400 delivered lumens
 Up to 1,600 lm/ft
 Up to 110,000 CBCP



LET'S CONNECT



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