



Museum of  
the Viking Age

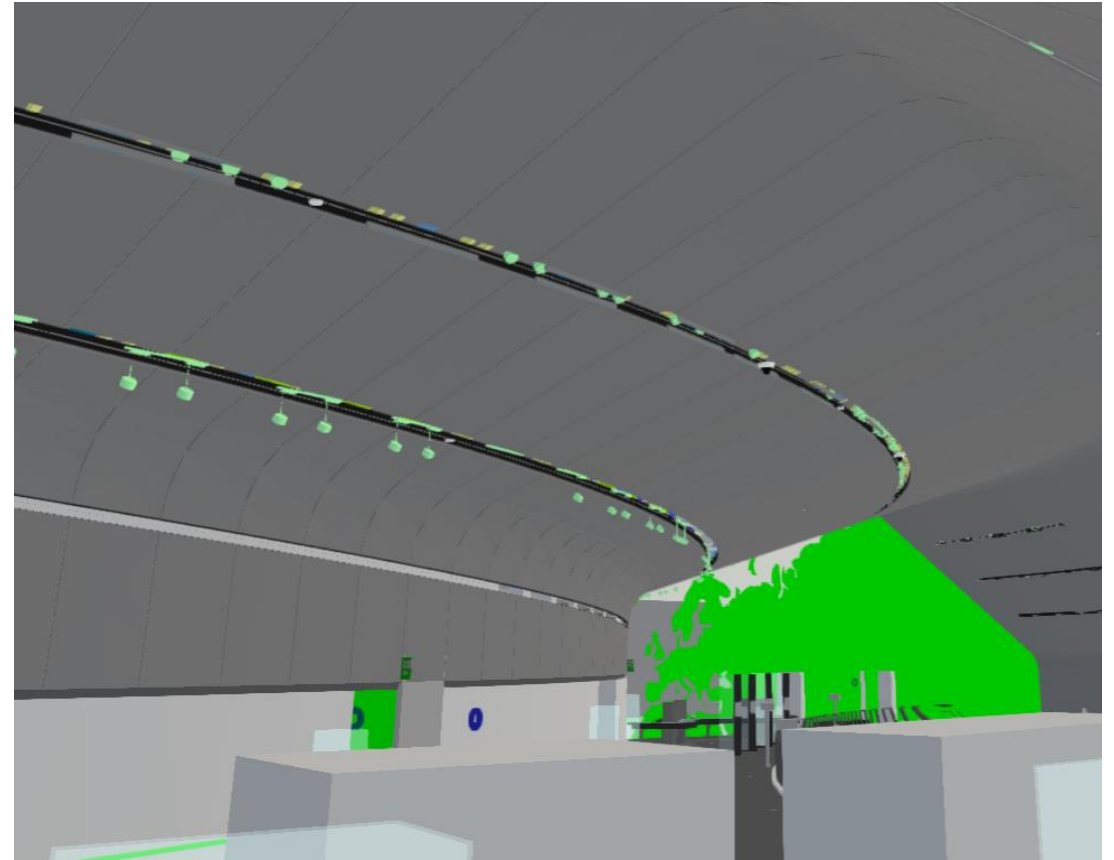
## Supplier conference, technical information

23.01.2024

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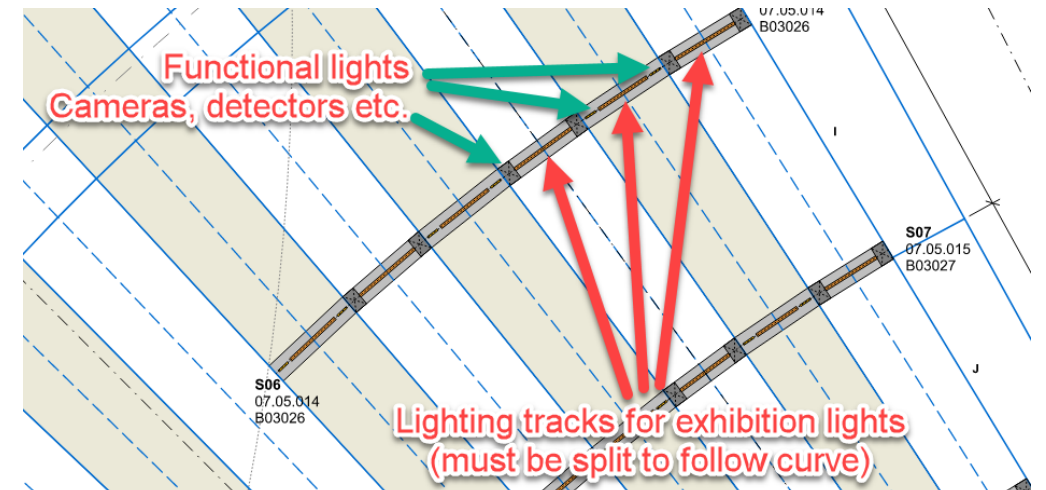
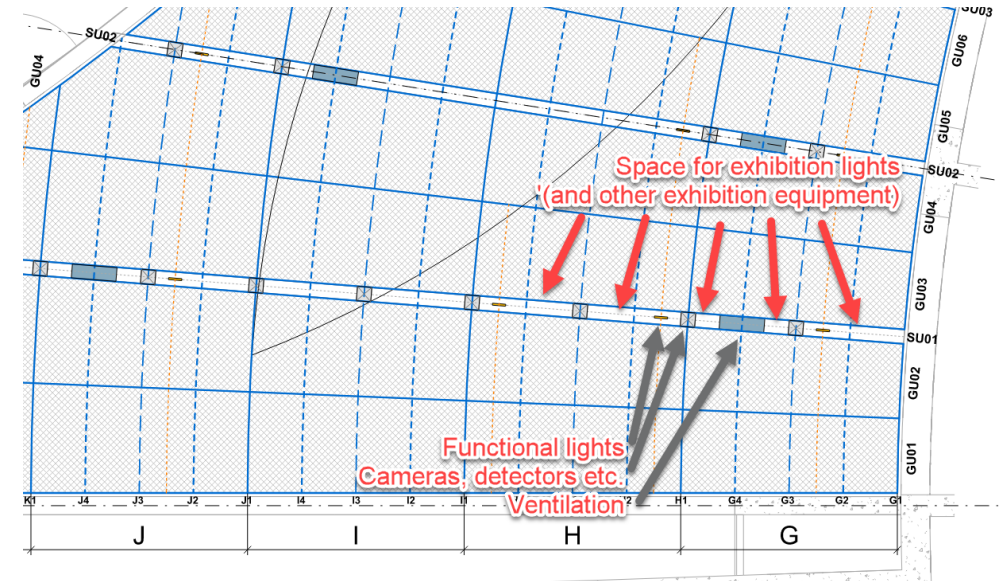
# Technical installations in the ceiling

- Slits in the acoustical ceiling
- Shall accommodate
  - Ventilation
  - Functional lighting
  - Cameras, detectors etc
  - Fire extinguishing
  - Exhibition lighting



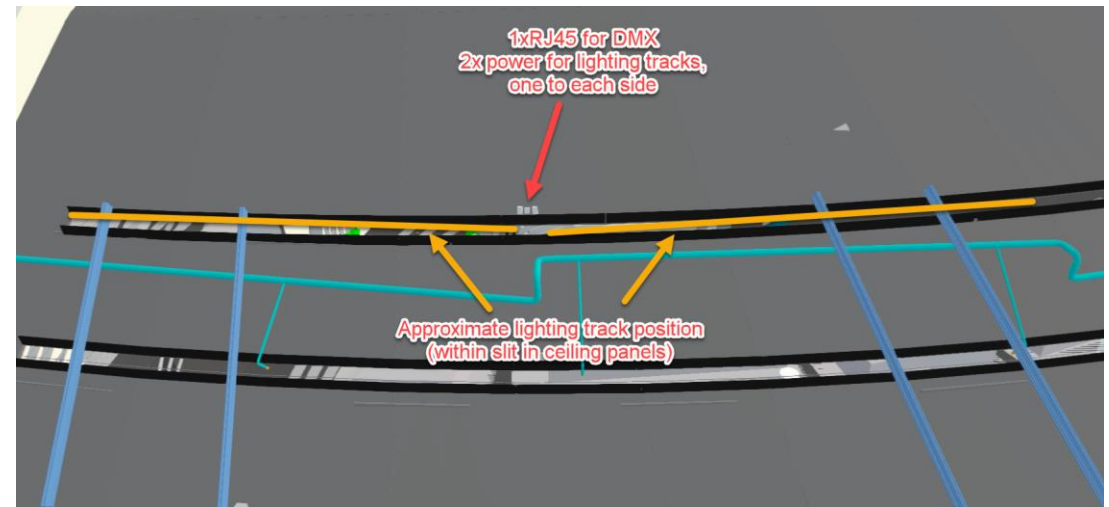
# Slits in the ceiling for technical installations

- Fixed placement of:
  - Ventilation
  - Cameras, detectors etc
  - Functional lighting
- For exhibition lighting:
  - Lighting tracks need to be split in length to bypass other technical installations
  - For high ceiling, must also follow the curve



# Light tracks and power/DMX connections

- For each track of approximately 12m length
  - 230V/16A circuit breaker
  - Power outlet or cable connection (TBD)
  - DMX: RJ45 connector with shielded CAT cabling from the EKOM room (often split between two lighting tracks)
- Light tracks must be split to pass other technical installations and to follow the curve



# Interface between functional and exhibition lighting

## Principle for light connections in the exhibition areas of the museum of the Viking Age

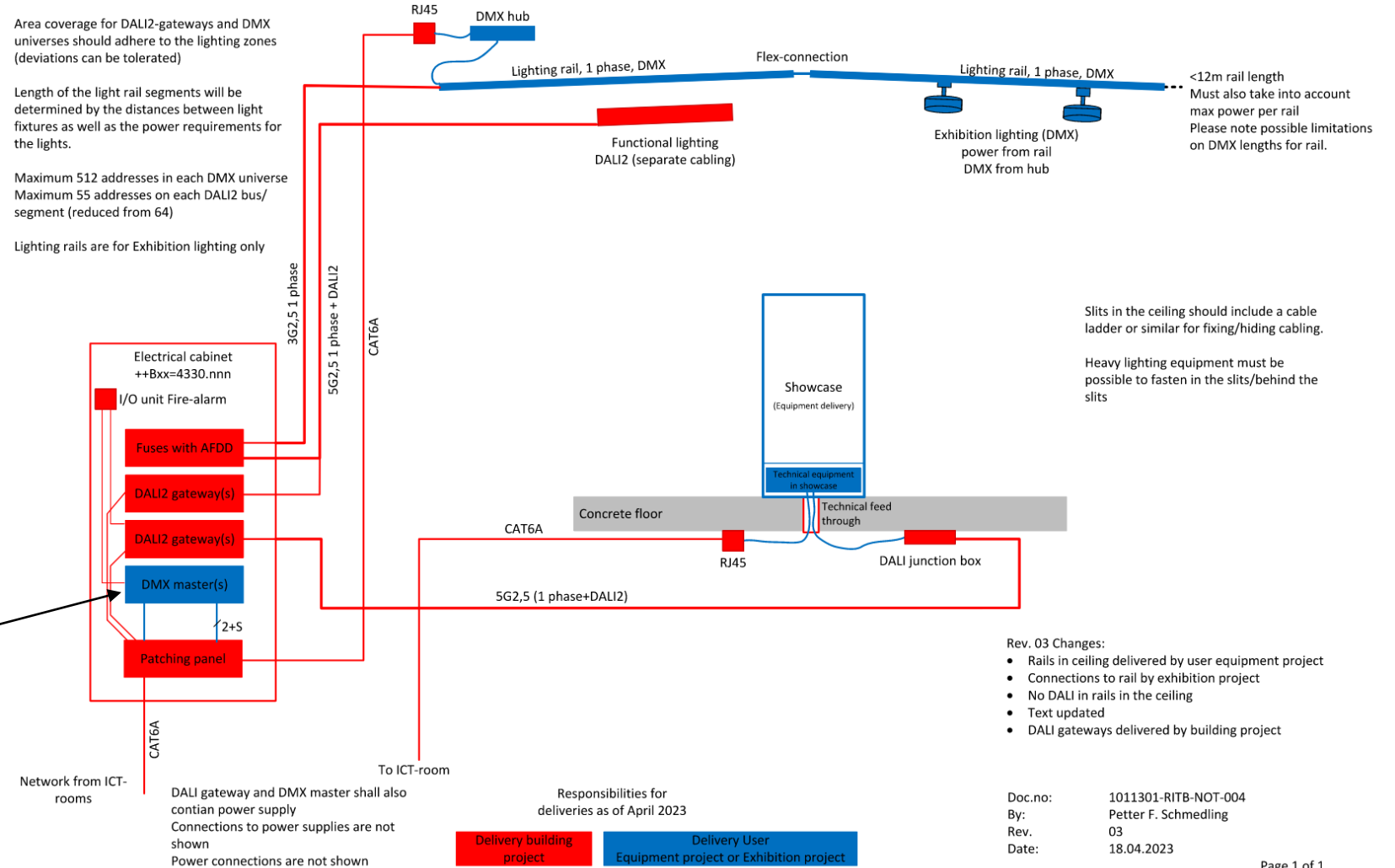
Lighting zones to be defined by the exhibition project

Area coverage for DALI2-gateways and DMX universes should adhere to the lighting zones (deviations can be tolerated)

Length of the light rail segments will be determined by the distances between light fixtures as well as the power requirements for the lights.

Maximum 512 addresses in each DMX universe  
Maximum 55 addresses on each DALI2 bus/segment (reduced from 64)

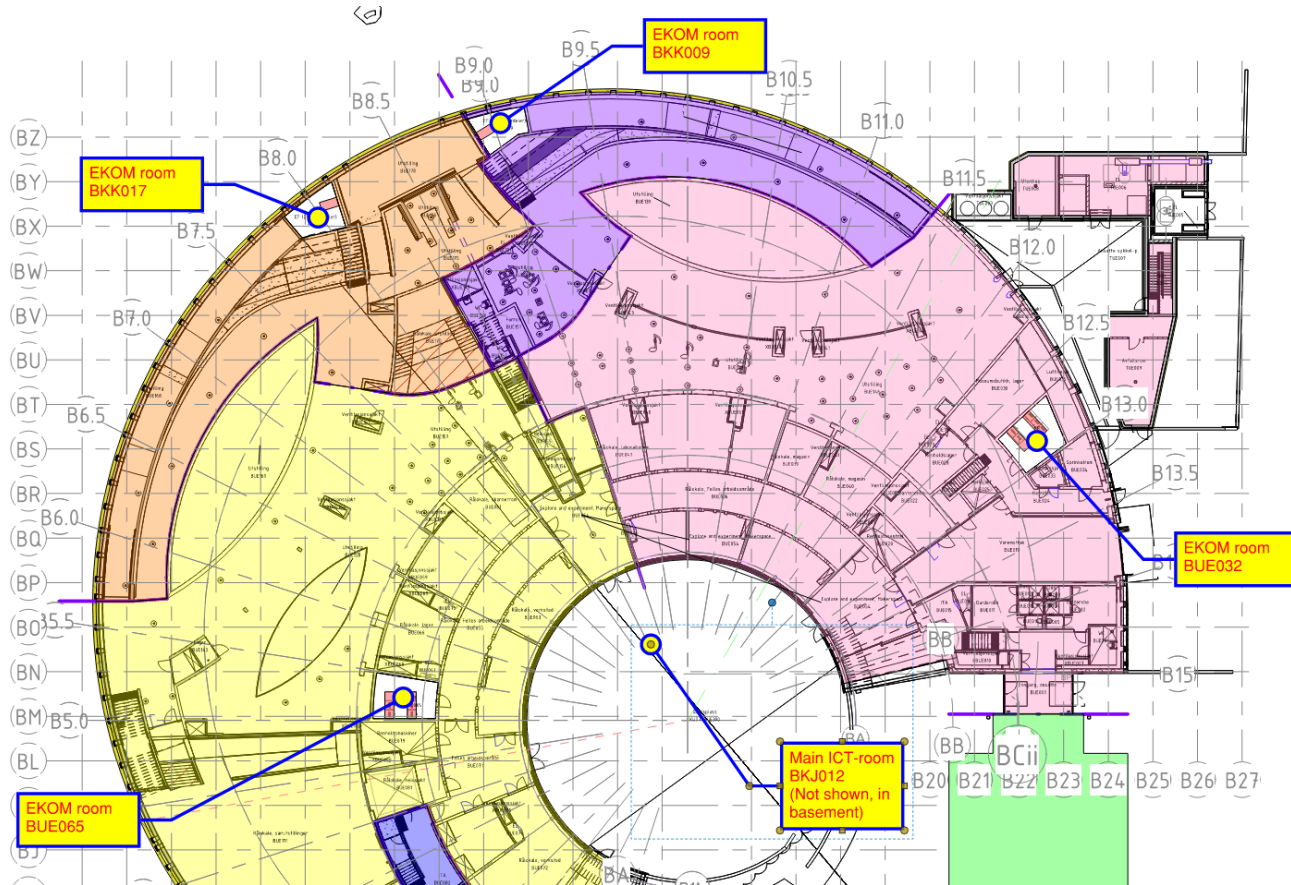
Lighting rails are for Exhibition lighting only



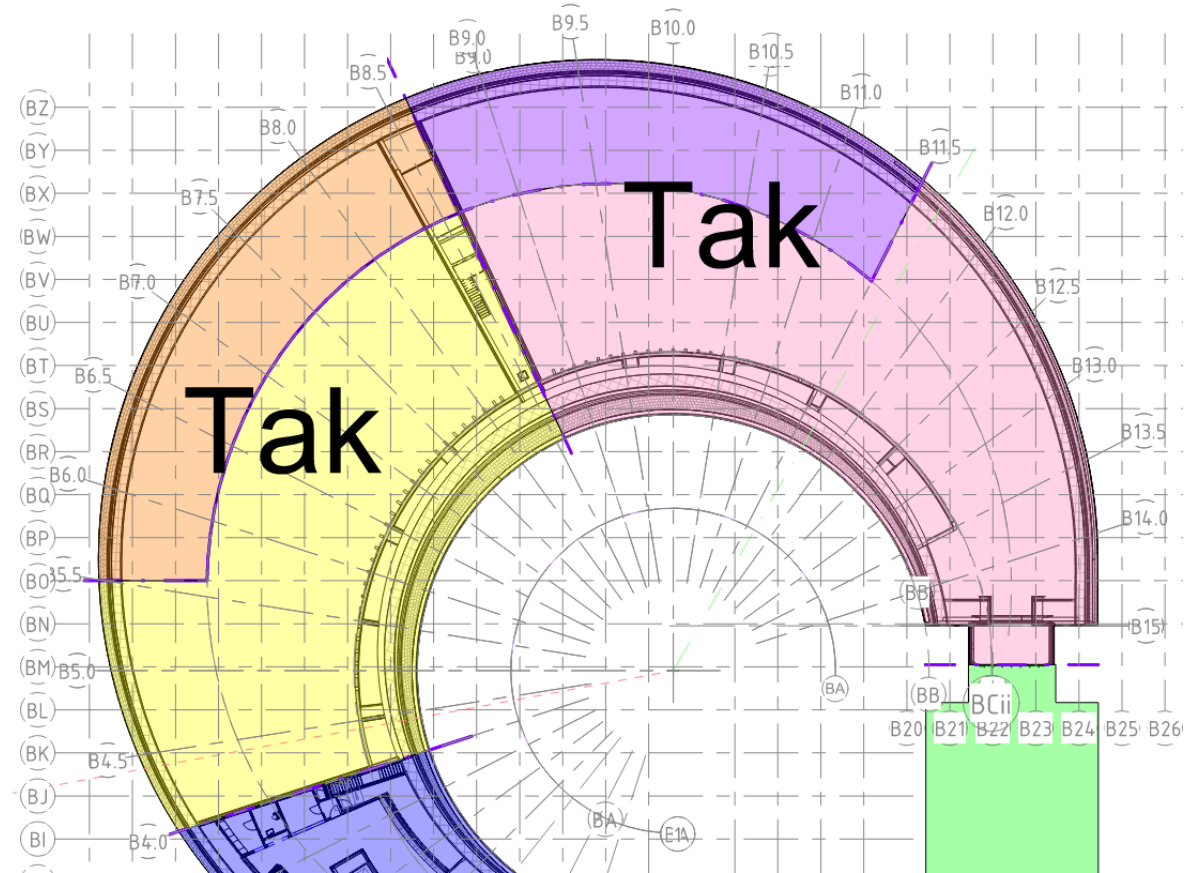
# Showcase lighting

- Showcase lighting will be delivered by Goppion (showcase supplier)
- Control of showcase lighting is via DALI-2 (mostly on/off)
- Exhibition lighting shall integrate and control lighting for 1000-swords (DMX) (TBD)
- Top level light control/exhibition control will control showcase light
  - Possible exception, 1000 swords (TBD)

# Building and technical rooms

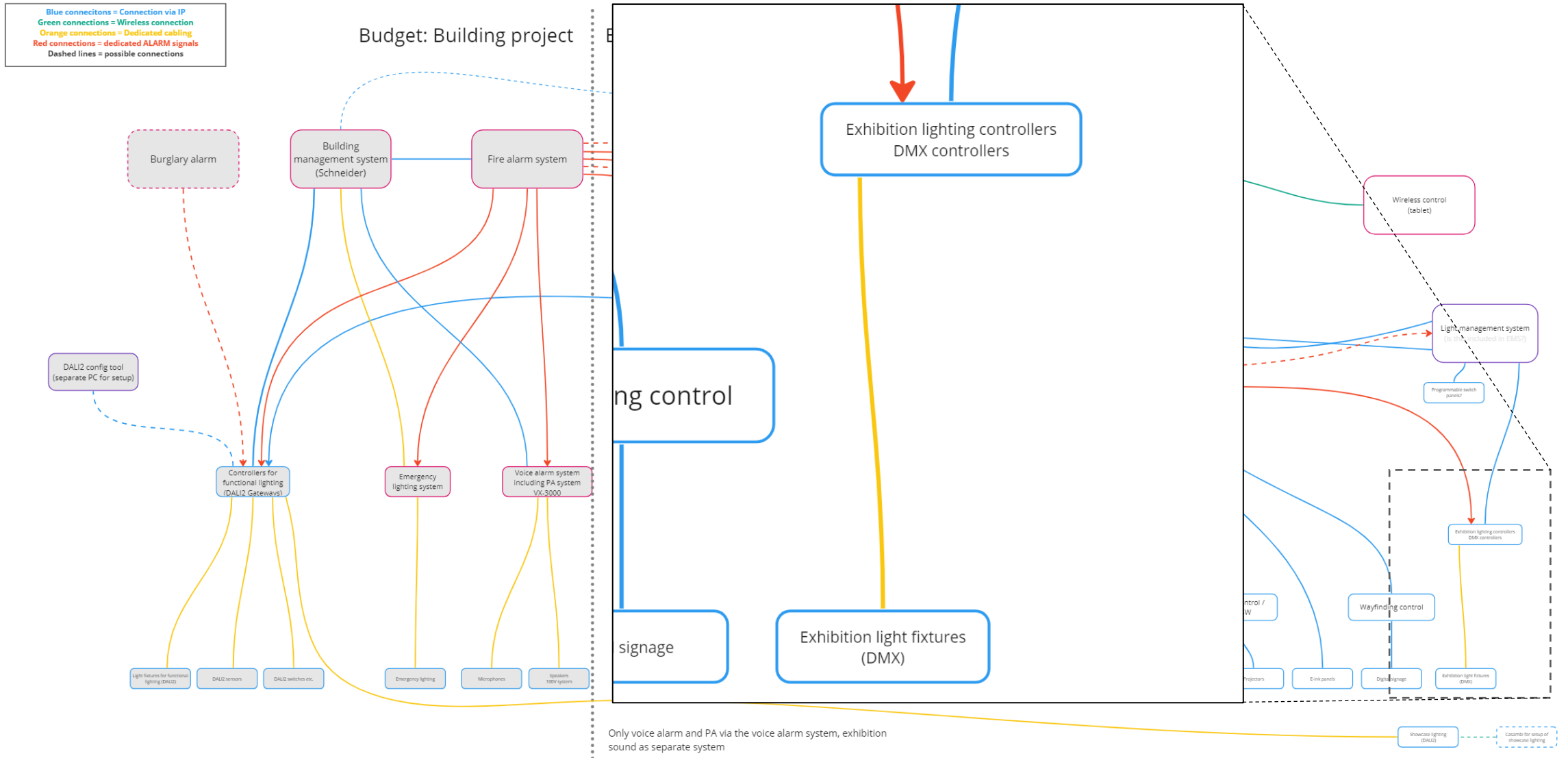


Ground floor and 1st floor partition, the coloured parts correspond to each EKOM-room  
Main ICT-room will contain exhibition servers and main controller components



Ceiling (Tak) partitions, colours corresponding to ground floor partition

# Main technical interfaces (for lights)





# ICT (EKOM) rooms

- Main ICT-room
  - BKJ011
  - BKJ012 (exhibition servers etc)
- Sub-ICT-rooms
  - BKK009 (for Oseberg, outer rim)
  - BKK017 (for Gokstad, outer rim)
  - BUE032 (for Oseberg, inner rim)
  - BUE065 (for Gokstad, inner rim)
  - BUE115
- 24G fiber between main ICT-room and sub ICT-rooms
- 12G fiber for cross connection between sub ICT-rooms