Toyota Stadium: An impressive experience created by connected lighting

An international sports arena that is home to Nagoya Grampus Eight, the Toyota Stadium can host up to 45,000 spectators, all while providing them with an impressive and immersive experience.

Customer challenge

The Toyota Stadium’s goal was to provide an immersive bowl lighting experience for its fans through connected lighting, as well as ensuring the stadium could be truly multi-purpose by hosting a wide range of events. Plus, it was important that the new lighting met strict broadcasting standards, so that people at home could see each and every detail, while fully experiencing the buzz of the pitch.

Solution

By using the latest illumination software technology, we were able to provide a precise lighting experience.

Our digital aiming tool – used to adjust illumination angles – successfully cuts down work time by around half when compared with conventional methods. And instead of workers spending time measuring light levels on each pitch with a photometer, a high-tech robot does the work instead, which improves accuracy. What’s more, this helps shorten installation time.

“I felt the positive response from the fans that I had never experienced before.”

Kazutoshi Saito
Toyota Systems Co. Ltd., Management Division Facilities Management Group Section Chief

www.interact-lighting.com/sports
Making it happen

The combination of our Interact Sports system with the best quality of light ensures that the stadium now complies with the highest national and international sports broadcasting standards. After all, the high-quality, flicker-free lighting helped the Toyota Stadium secure the world's biggest rugby tournament in 2019.

Controlled and monitored by Interact Sports software, the highly uniform LED lighting not only brings professional sports matches to life, but also helps provide other entertainment opportunities. It also offers individual illumination controls to amaze spectators with enriched dynamic displays of light and color.

Interact Sport benefits

- **Uniform lighting**
  By introducing the latest solution tools, we have achieved a uniform lighting environment throughout the pitch. Every part of the pitch is evenly illuminated, creating an experience which is highly consistent and glare-free for all spectators, athletes and cameras.

- **Scene management**
  Thanks to Interact Sports Scene management software, lighting scenes and colors can be adjusted freely to fully suit all events taking place on the pitch, from sports matches to concerts and beyond.

- **Best quality of light**
  The new lighting meets stringent broadcasting standards for flicker-free Ultra-HD 4K television and super slow-motion action replays, so people at home can clearly see every detail and emotion on the pitch, plus the design of the luminaires helps to minimize light spill.

- **Lighting management**
  A future-ready platform for integrating your stadium's lighting infrastructure with sensors or other stadium management systems. Know exactly what's happening and take action through a data-enabled understanding of your entire system.

Project details

- The first project in Japan to use robotics to install Signify’s LED pitch lighting
- Toyota Stadium upgraded its pitch floodlights with 554 energy-efficient LED lighting fixtures across its 45,000-seat stadium
- Meets stringent standards for UHDTV and flicker-free super slow motion replays

Find out how Interact can transform your business

www.Interact-lighting.com/sports

© 2020 Signify Holding. All rights reserved. The information provided herein is subject to change, without notice. Signify does not give any representation or warranty as to the accuracy or completeness of the information included herein and shall not be liable for any action in reliance thereon. The information presented in this document is not intended as any commercial offer and does not form part of any quotation or contract, unless otherwise agreed by Signify. Philips and the Philips Shield Emblem are registered trademarks of Koninklijke Philips N.V. All other trademarks are owned by Signify Holding or their respective owners.