



Thank's to our friend we have an experienced Blender expert at hand who is more than able and dedicated to visualise lighting objects. Here is a sample of a square tile for lighting purposes, shining it's lights. A possible problem unveils here that the thickness of the tile may become a challenge. With only 5mm building height material thickness needs to be rather thin. With an estimate 1mm (might be reduced to 0.7mm) thickness for the back of the tile's case, 1mm for the PCB (might be reduced to 0.5mm with much higher costs) and an assumed thickness of 1mm for an opaque Plexi, there are only 2mm left for LED component height. Thus an even light distribution may become an other incitement.

4 x 4 array of LED in a square tile (rendered)