Kari:

- Good look and background of slides
- Design metaphor didn't come in until end tie back to more
- How can you take into account the room materials and highlight them?
- Are you going to see lamp in LED cove? Don't want to be able to see source
- All light in the courtroom is coming from above, should provide light at lower level (walls) to bring space down
- Provide plans in addition to sections in the library to give a better idea of room and skylight orientation
- Instead of changing glass in library skylights to frosted, consider using fritted glass
- Good idea of using solar power LED in terrace. Why do they only line two of the sides? Why not all four?
- Not sure about putting the lights for the trellis in ground by plants

Luke:

- Would like to see more relation to design metaphor
- Felt like LED cove was a distraction and would not enforce visual hierarchy of space
- Want to create a "theatre" in courtroom and light judge and witness as though they are the performer, with little distractions around them
- Are there enough columns to have uplights on them? Will they be a source of glare?
- Up/down lights on columns shouldn't be used. Instead allow column face to silhouette while wall behind glows.
- Likes idea of grazing galleria walls
- How does flooding skylights with color changing LED affect the inside of the library?
- Lights along edge of ramp in terrace what happens when ramp ends?

Sandra:

- Nice presentation
- Provide more photographs of the actual space to allow for a good graphical emphasis
- LED cove in courtroom wont allow for focus to be at the front of the room
- Will uplighing the library ceiling from the columns provide uniform light on surface? Are there enough columns for this?
- Fritted glass for skylights may be better than frosted will allow people to be able to see some sky and create a "crystal cathedral" effect
- Side of columns in galleria are more important than fronts. Rather than lighting fronts, think about the space in section and lighting side of the columns