

COMMENTS FROM LUTRON

Andrea:

- Said “um” too many times
- Keep projecting voice to reinforce design so speech is not distracting
- Had some fun with the design (good)
- Try not to get nervous so they can hear the words
- Show details and refine the design

Mike:

- Trailed off words, too quiet at some points
- Flow and consistency of presentation were off
- Overall the design was very good
- Vertical and horizontal light levels are not necessary
- Add details to show how things will be lit (ex. Columns)
- The color is cool in the conference room
- Wall grazing on the marker board- feasibility
- Look at a piece of the serving space area- blow it up
- Add bits of text and imagery
- How do the areas tie together?
- Ambient glow to the roof deck- how will that happen?
- The light low on the roof deck was a good idea- draw in bigger trees
- Show how the dorm room will be homey
- Students will break things- the design has to be durable
- Don't need two slides for the serving area because it is the same design.
- Emphasize the low ceiling more
- Orient more in the serving area

Shawn:

- Be passionate when presenting
- Presentation- each section with design space with all information is unnecessary
- Considerations and criteria - don't need illuminance levels
- Slow down when going through the lounge slides
- Light in the right places, but need hierarchy
- Design considerations – conference room visual clarity

- Roof deck- great concept
- Technical issue with recessed fixtures on the roof deck
- No north arrows