

## Lutron Comments

### Lee Brandt

- Show floor plans to describe the different floors, first vs. second
- Not as many map plans are necessary
- Show the spaces vertically using sections and sketches
- Make sure there is proper illumination for reading at the reception desk
- In a plan view, show which way cove lighting is aimed and show this in section as well
- Extend the team station so the surrounding hall luminaires can be seen. These will contribute light into the space and need to be considered.
- Patients will not be in the gift shop
- Look at the flexibility of the gift shop
- Use less luminaires in the parking area
- Show the curtain wall at the main entrance illuminated at night
- Take advantage of the vertical brick wall and eyebrow around glazing on the façade.

### Kari Nystrom

- Project more confidence while presenting and look less at the screen
- Don't use a site plan when showing interior spaces
- Continue the main goal – Patient Care – throughout the presentation
- The team station was similar to the architects rendering so come up with a different design

### Luke Tigie

- Thanks for a brief presentation
- The design concept sounded like a concept for an emergency wing but there were no design concepts or statements
- Tense vs. relaxed – since tension is not desired in the waiting area the expectations for relaxation should be met
- The pediatrics waiting area should be considered because children perceive the space differently than adults
- During the relaxed scene, visual clarity is mentioned but this is an entirely different Flynn impression.
- Consider the relationship between the wall and horizontal lighting schemes
- What out of the 3 concepts is part of the outcome?
- Expand the gift shop floor plan to see the surrounding spaces