

LUTRON COMMENTS

LEE WALDRON

- Graphically, use a thinner arrow
- All design goals are great
- Showing the different fixtures, from a research standpoint, was all great
- Make sketches bolder, more clear (confused about number of fixtures)
 - Use AGI instead?
- Mention source with fixture
- Opening up space with perimeter walls
- Great start!

HELEN DEIMER

- Good at outlining the challenges of the building
- Covered functional requirements pretty well, but didn't talk too much about the architecture
 - Feeling you want to create
 - Finished/textures/etc you want to play up or play down?
- Show fixtures after describing your overall concept of the space first
- Walk over to screen and point to help emphasize; don't have to just stand there
 - Could also just mark on presentation using arrows, etc
- May want something for diffuse for tasklighting in the lab
- Show source with equipment
- Draw downlight in black then draw halo of light around it

SHAWN GOOD

- Liked how you had design considerations layed out; easy to see what you wanted to accomplish in the space
- Establish concept/emotion first
- Lobby – they see fixture, okay, but now where do you want to lead them?
- Like the sketch, but maybe invert it to help pop more; needs more contrast
- Genetics lab: point sources create more shadows so may want to consider a linear source