

Comments from the lighting designers at Lutron:

- General Comments
 - I spoke well and looked calm while presenting
 - Where is my inspiration?
 - The overall theme is important. I should tie the spaces together with a theme
 - For the presentation, it would help if I had the spaces marked on a floor plan to orient the audience
 - Good rendering hierarchies
 - Emphasize the flow of the trip through the building.
 - Possibly use the mermaid as a metaphor. Tell the story of water.
- Façade
 - How would I light the rest of the riverfront façade?
 - Concrete façade lighting: grazing shows form work.
 - Caution with the blue, horizontal light strips: could look like bad retail.
- Lobby
 - Spatial relations: where is it located in the building?
 - Think about two different CCTs (warm at night, cool in the day)
 - Emphasize the mermaid, and incorporate the mermaid into the flow of the space
- Conference Room
 - Recommends changing the radial luminaires because of the two different radiuses. Following the lights around this arc might look acceptable on plan view, but probably not in 3D.
 - Need more emphasis on the periphery
 - How would this space be perceived from the outside? People would see the Bermuda map wall and the ceiling.
 - Reevaluate the spacing of the luminaires because of the partition and the outside view.
- Waiting Area / Ticket Queuing
 - Annotate presentation with some text
 - Explain lighting on the supertruss clearer
 - Do something applied to the trusses. Use more lamps if necessary.
 - Create sparkle with point sources