

Charles:

General

- Spoke too fast, wanted more
- More restrained background, bottom footer screamed too much
- Plans did not show up well

Main Courtyard Design

- Took a while to figure out it was a plan
- Grayscale rendering nice to see
- Lighting of banner problematic
- Good start, but seems unfinished
- Darken windows for off condition
- Light on banner also continues on ground
- Use trace paper to identify as many different concepts as you can develop

Entry Lobby Design

- Floor plan slide is chaotic
- Add arrows from picture to plan
- Need more differentiation in rendering

Gallery

- Good attempt, but exposed many issues
- Assumed why point sources were the right choice, explain
- Power density issues are significant

Studio:

- Reconsider black & white overall style here
- Recessed track lighting is not a concept, it is a means & method
reorganize slide

Luke:

General

- Clean, orderly and overall restrained creativity
- Try being more aggressive

Main Courtyard Design

- Concerned about this design
- Banner solution is bad, glare is a large problem
- Probably won't be able to graze underside of canopy
- Further explore opportunities, exterior lighting could be used more to identify the building

Entry Lobby Design

- Sketch is good
- Like concept of under stairwell cove
- Develop more
- Doesn't get bollards

Gallery

- Sloped floor on sample ceiling image confusing and distracting
- Power density will go through roof
- Galleries are either point and shoot versus luminous wall

Studio:

- Look at quality of daylight versus sunlight
- Confusing, light pattern with the varied colored walls