Project Number 2112 E-Builder Project Number 100105 Lanigan Room 25 Conversion Meeting Minutes June 15, 2017

Please note: TMA Project Number = 2112 subproject have been created for each shop. Please create any work orders within this project.

Project Scope (Please note change in scope):

- Divide the northwest corner of the room, approximate a 1/3 of the room, using a cage wall system with locking door. Within the cage, there will be riveted shelving to house broadcasting equipment and an L-shaped desk to support the function of two student workers preferable by the door.
- The remaining portion of the room will be set up with video editing stations. Currently, there are 8 editing stations in room 23. This room will house a total of 20 stations. Using existing furniture from the CTS computer lab renovation in Penfield Library.
- Any remaining space will be separated to support the storage needs of the television studios within the building.
- The concrete floor will remain the same
- New paint on all wall surfaces and ceiling.
- New light fixtures throughout. Four existing light fixtures from Wilber Hall will be used to add additional lighting
- Ventilation, life safety, electrical, and telecom will all be updated to the new needs of the space.
- New computers

Project Schedule: only if approved Design: Summer 2017 Construction: Fall 2017

Present: Patrick Moochler Department, John Ferlito EL, Jacob Richardson ES, Tedra Marshall FS

- 1. Discussed current lighting
 - 1. Lighting is poor
 - 1. It was determined we would use the 4 existing light fixtures left over from Wilber Hall
 - 2. We would add three light fixtures to create even light leaves throughout the space
- 2. Desk for Student Workers

- Tedra Marshall to create layout using existing desk
 Door to cage area to be behind the desk

 - Door opening to cage area to be at least three feet wide
 Table need for battery charging

 - 4. Desk Size
 - 1. Desk 53 x 26.6
 - 2. L shape 72 x 24 bbf left with a 60 x 24 ff right
 - 3. Batteries tables 53 x 24