



**UO Student Recreation Center  
Interior Finishes Overview with Subject Area Groups  
9/18/12**

Subject	Dennis Munroe	UO	PE & Rec
Area	Kevin Marbury	UO	PE & Rec
Group	Bryan Haurert	UO	PE & Rec
	Brent Harrison	UO	PE & Rec
	Jackie James	UO	PE & Rec
	Shawn Newton	UO	PE & Rec
	Jeff Toreson	UO	PE & Rec
	Dave Rubino	UO	PE & Rec
	Peg Rees	UO	PE & Rec
	Greg Smith	UO	PE & Rec
	Gregg Lobisser	UO	Student Affairs
	Support	Emily Eng	UO
Charlene Lindsay		UO	CapCon
Design Team	Jeff Schaub	RDG	Architect
	Leann Schroeder	RDG	Interiors
	Carl Sherwood	RSA	Architect
	Dave Guadagni	RSA	Architect
	Otto Poticha	PA	Architect
CMGC	Dan Pelissier	HSW	Contractor

**MEETING MINUTES**

**Diagrams and other visual information presented at this subject group meeting and noted below are available at the UO project web site: <http://pages.uoregon.edu/eeng/src.html>**

1. Design team is looking for overall direction for the palette. The PUG will be making the final decision.
2. Leann presented three general palettes with focus on Main Street and Great Hall. All palettes are based on 2-tones
3. 1<sup>st</sup> palette – neon – bright, angular
4. 2<sup>nd</sup> palette – driven by wood tones – cherry
5. 3<sup>rd</sup> palette – yellow and green school colors, angular
6. The resilient flooring (Mondo products) of weights and fitness areas have limited color palettes and has a big impact on whole palette.
7. There are three options for overall floor patterns,
  - Checker board,
  - Angled patterning to east
  - North/south patterns.

8. Need to use floor patterning to aid in understanding the circulation. Need to have patterning work for the sight impaired. Might be a combination of texture and color. For non-sighted individuals use texture for partial sighted individuals use color.
9. Group does not like checkerboard pattern and prefers the second angled option.
10. Peg has concern that there might be too much patterning that would create overstimulation – avoid too many lines and transitions.
11. Stripes are OK but avoid long straight stripes.
12. It is possible to keep the layering of transitions subtle and rich without slamming people in the face with strong contrast changes.
13. Locker room entry at Main Level– creates a feature. Good for way-finding. Three concepts using large ceramic wall tiles were presented.
  - Large ceramic tiles full height on wall with horizontal accent
  - Large tiles running into main level recesses with vertical accent
  - Large tile with vertical accent bubble tiles
14. Important that concepts such as at entry to locker room appears as themes elsewhere in building rather than a “one-of”.
15. Tile is a “permanent” finish as compared to a paint finish so keep it “timeless” and not trendy.
16. Except at natatorium floors with 1x1 tiles other tiles particularly wall tiles will be larger tiles (up to 24” x 24” in some cases).
17. Natatorium and Locker rooms – two tile pattern options:
  - Use 1x1 tiles (2x2 is option at locker rooms but breaks up continuity with natatorium deck). Using a fading tile pattern with darker tiles at perimeter and lighter tile moving into center spaces
  - Use 1x1. Develop a random pattern. Integrated Oregon “O” that start on deck with tile and transitions into color in leisure pool.
18. Group likes lighter random tile color schemes at natatorium. The room looks clean; items on the deck might obscure patterns on floor.
19. Locker rooms – existing lockers are blue which will be a driving force in locker room color schemes unless refinished.
20. Acrylic panels as concept material to add special interest at certain areas. Plays with light, back lighting, can have three-dimensional quality.
21. Printed wall coverings are fairly inexpensive but can add patterning to walls.
22. Control Desk: Lots of options in shape and color. Bryan would like to have glass display in northeast angled portion of control desk for sales.
23. Options for introducing color occur in several areas though out the building.
24. Group looked closely at three palettes and gravitated to first palette but pulled out most of the neon. Work on the palettes will continue through the SAG meetings.

End of Report