

EXHIBIT DESIGN - Design Program

1. **Profile:**

Small gallery for exhibiting work by the architect/designer previously researched. Goal of the exhibit is to display a cross section of work, as well as inform the public about the subject's design philosophy
Staffed with 1 concierge, 1 gift shop attendant, 1 security guard and 2 docents
2. **Spatial Requirements:** Sizes are approximate
 - A. Lobby/Reception
 1. Space for Concierge with desk where tickets are sold and brochures can be picked up - 100 SF
 2. Select 1 inspirational piece by assigned architect with theme of the exhibition to be displayed near entrance with space for written information about the exhibit.
 - B. Exhibition spaces
 1. 5 models/sculptures/3-dimensional objects to be displayed on approximately 3'x3'x3' platforms/pedestals. These objects may be grouped together or scattered throughout exhibit.
 2. 200 linear feet of wall space for exhibiting drawings/photographs/2-dimensional objects.
 3. Space for a video to be played with room to seat 15. This space should be dark but without doors – **must** be accessed through a maze
 - C. Gift Shop - 150 SF
 - D. Staff – guards, Docents, etc. 25 SF each person
3. **Miscellaneous Requirements:**
 - A. A portion of the Program shall be located on a mezzanine. The existing elevator and stairs lead to a level 10'-0" above the main floor. No mezzanine currently exists and you are free to design any form of mezzanine between **500 - 800 SF**. The elevator and stair cannot be moved.
 - B. Existing Barrier Free Toilet Rooms to remain and are for public use and are open only on the first floor.
 - C. Security is an issue and the design should be sensitive to monitoring of spaces by the employees

Exhibition Schematic Design – Model Shell and Circulation Plan

1. Objectives:
 - A. Develop your preliminary exhibition design proposal using a combination of conceptual diagrams, sketches, 3-D sketch models and a graphic floor plan.
 - B. The emphasis of your proposed design should be on the following:
 - 1) The arrangement and composition of interior spaces, including their functional hierarchy and the spatial organization of the overall design.
 - 2) Interior circulation, including the relationship of the entrance to the circulation system; alternate routes for viewers; and the configuration and shape of the circulation paths.
 - 3) Degrees of spatial enclosure; openings in the interior space defining elements.
 - 4) Fulfilling the programmed requirements **and labeling them**.
 - C. The emphasis of this project is NOT on structural elements or systems; actual materials of construction; or exterior site design.
 - D. Record the development of your design in sketch format on flimsy – SAVE THESE!!!.
 - E. Prepare a brief verbal summary of designer/architect's design philosophy (1-2 minutes) and how your design will interrupt that philosophy.
2. Guidelines:
 - A. Present a picture of the selected piece of architecture representing the theme of the exhibit.
 - B. Conceptual Diagrams/sketches/sketch models to convey the approach taken for the design – These sketches will go in your Final Notebook as required.
 - C. A ¼" scale floor plan of both floors clearly and graphically identifying the objectives. Label all programmed requirements, design enhancements, and graphically demonstrate visitor paths of travel. Use of markers for title blocks, arrows, shadowing, etc. is required – Make your graphics shine! This is graded separately!
 - D. A ¼" 3-D model of the museum space shall be constructed showing only exterior walls and openings, restrooms, and elevator/stair core. Do not construct any other design features at this time. This is simply a model of the shell and interior core.

Exhibition Final Presentation

1 Objectives:

- A. Refinement of the schematic design proposal
- B. The emphasis of your final presentation should be on the following:
 - 1. Refining your representation of the conceptual elements emphasized in the previous phase of this project.
 - 2. The conceptual representation of construction materials by using different model materials such as balsa wood, white or black foam core, or white museum board to achieve the desired material contrast.
- C. The emphasis of this project is NOT on the realistic or literal depiction of the actual color and texture of the materials of the “real” construction. Such realistic depiction is not encouraged because generally it consumes too much valuable time to make it look “real,” is often used as an excuse for not solving the really important design issues and often times directs a viewer attention to relatively trivial modeling techniques.
- E. Develop a concise, conceptually-oriented 3-5 minute verbal presentation.
- F. Continue to record the development of your design in your sketches.

2 Guidelines:

- A. One 3-D model is required. This model shall be at ¼” scale, constructed of materials like those discussed above. Because this is the final phase of the project and the culmination of the course work, **the overall quality of your presentation and craftsmanship are important grading criteria.**
- B. Models shall be constructed showing interior and exterior walls and openings as well as pedestals, seating in the video room and any counters used to define space. The mezzanine must lift off so the first floor is viewable. If roof forms are constructed, they must be removable.
- C. An image of your selected piece to be the featured piece of the exhibition shall be displayed in a manner that coordinates with your model.
- D. Photograph the finished model (3 photos min.) and print for final Notebook as required.