



### A Collection of Interesting Stuff:

The world is full of stuff but did you ever stop to think about said stuff. Where did it come from? Did it evolve overtime into what it is today? Does it have a mysterious history?

Every object has its own story to be shared. Your objective is to research, develop, and design an exhibit for a museum to showcase what makes your item(s) unique.

Your exhibit can be about the items past or present (maybe with a glimpse into the future?). Does it have various types, colors, uses? It's your job to discover your object's story.



### Project:

#### I. Building Context:

- a. Your exhibit space is accessed from a centralized atrium that is shared by other exhibit spaces. Central hub includes building entrance, lobby, shared restrooms, and building support areas.

#### II. Program

- a. Must have an indoor and outdoor space
  - i. Indoor Area: 3,000 sf
  - ii. Outdoor Area: 3,000 sf
- b. Stay within your allotted space but you do not need to use the whole area.
- c. May have a mezzanine that only covers 1/3 of the wing area.
- d. Develop (3) separate spaces/areas within your wing that best highlights the item(s) and the story you want tell.
  - i. Examples: reading nooks, platforms, sound booths, activity area, etc.
- e. Must have at least one suspended object

#### III. Final Presentation Criteria

- a. Project Statement (Concept)
- b. Overall Design Development
- c. Deeper Exploration
  - i. Highlight one aspect of your exhibit that you focused on specifically (lighting design, mezzanine, hanging object, outdoor space, etc)

