

# DREAMS/:

The Ultimate AI

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```
const length = array == null ? 0 :
array.length
n = length - toInteger(n)
return length ? slice(array, 0, n <
0 ? 0 : n) : []
}
```



# Exhibit Executive Summary

```
function castArray(...args) {
  const value = args[0]
  return Array.isArray(value) ? value
  : [value]
}
function dropRight(array, n=1) {
  const length = array.length
  n = length - toInteger(n)
  return length ? slice(array, 0, n <
0 ? 0 : n) : []
}
```

In a world of vast uncertainty,  
limited understanding of our inner  
selves, deepest thoughts and the world  
at large, **Dreams: The Ultimate AI** will  
bring visitors face to face with their  
own subconscious mind in the form of  
curated stage design, light and color  
projections, AI generated dreams and  
virtual reality.

## Project Parameters

**Subject:**

Vivid dreams for the visitor journey

**Client:**

Meta AI

**Venue:**

St. Ann's Warehouse in Dumbo, Brooklyn

**Audience:**

*Primary* – Gen Z population

*Secondary* – Young adults and those  
with a general interest in the topic of dreams

*Tertiary* – The remaining general population

## Thesis Statement

Many exhibitions today are struggling to fully immerse visitors in technological experiences that reflect modern advancements, and fall short in making the personal impact that newer generations are yearning for. Through the design of dream scenarios and utilizing advanced artificial intelligence technology, impactful and personalized experiences can be created that fulfill audiences' desire for technological experiences, personalization, and foster an opportunity to gain self-awareness. Ai generated images are dreamlike, and in the form of curated dream sequences can be used as prompts for visitor introspection that are emotionally stirring and deeply fulfilling.

# Goals

## Project

To promote St. Ann's Warehouse, as well as Meta and their innovative artificial intelligence technology, with the hope of inspiring the next generation of culture pushers and forward thinkers

## Education

To teach our audience, as well as equip them with the tools and methods to design impactful and personalized experiences for the exhibit visitor journey. Applying design in the form of curated dream sequences as an opportunity to push exhibits to be relatable, emotionally stirring and much more appreciated from visitors.

## Experience

To provide entertaining and enriching art spaces for visitors of all kinds, filled with fantastical worlds and mind-blowing journeys that leave visitors ecstatic and running to tell others

# Audience



**Primary Target:** Gen Z population

**Secondary Target:** Young adults and those with a general interest in the topic of dreams

**Tertiary Target:** The remaining general population



# ST. ANN'S WAREHOUSE

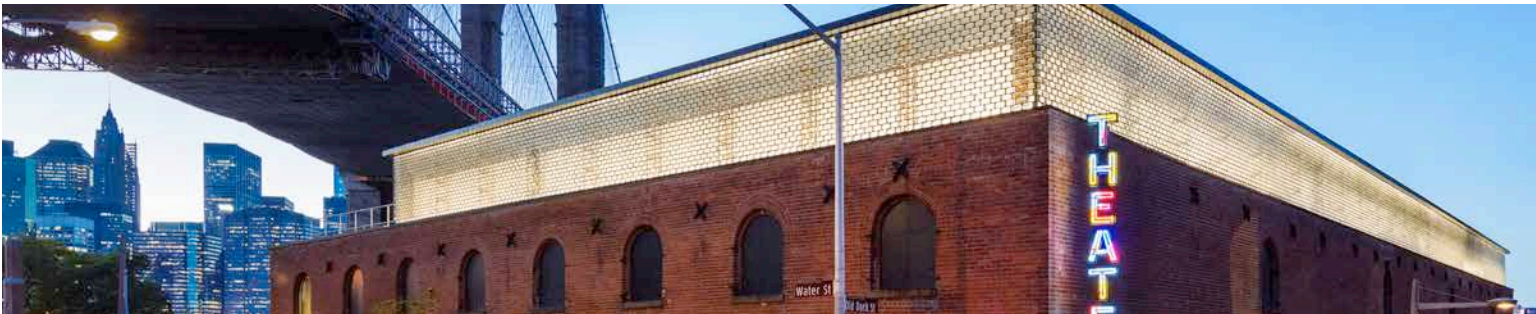
## Venue



**St. Ann's Warehouse** is a performing arts institution in Brooklyn, New York City. It began when the St. Ann's and the Holy Trinity Church on Montague Street was converted into a venue for classical music in 1980. Initially known as Arts at St. Ann's, proceeds from the stage's performances were used to aid in renovating the building.

**ST. ANN'S WAREHOUSE**

**St. Ann's Warehouse | 45 Water St, Dumbo, Brooklyn**





## About Meta AI

Meta AI is the artificial intelligence division of Meta (formerly Facebook), dedicated to advancing the field of AI through research, innovation, and application.



## Mission

to build intelligent systems that can understand, learn, and interact with humans in a natural and meaningful way.



## Vision

Push the boundaries of AI through research, infrastructure and product innovation.

Driven by the belief that everyone should have equitable access to information, services, and opportunities.

## Key Components of Meta AI

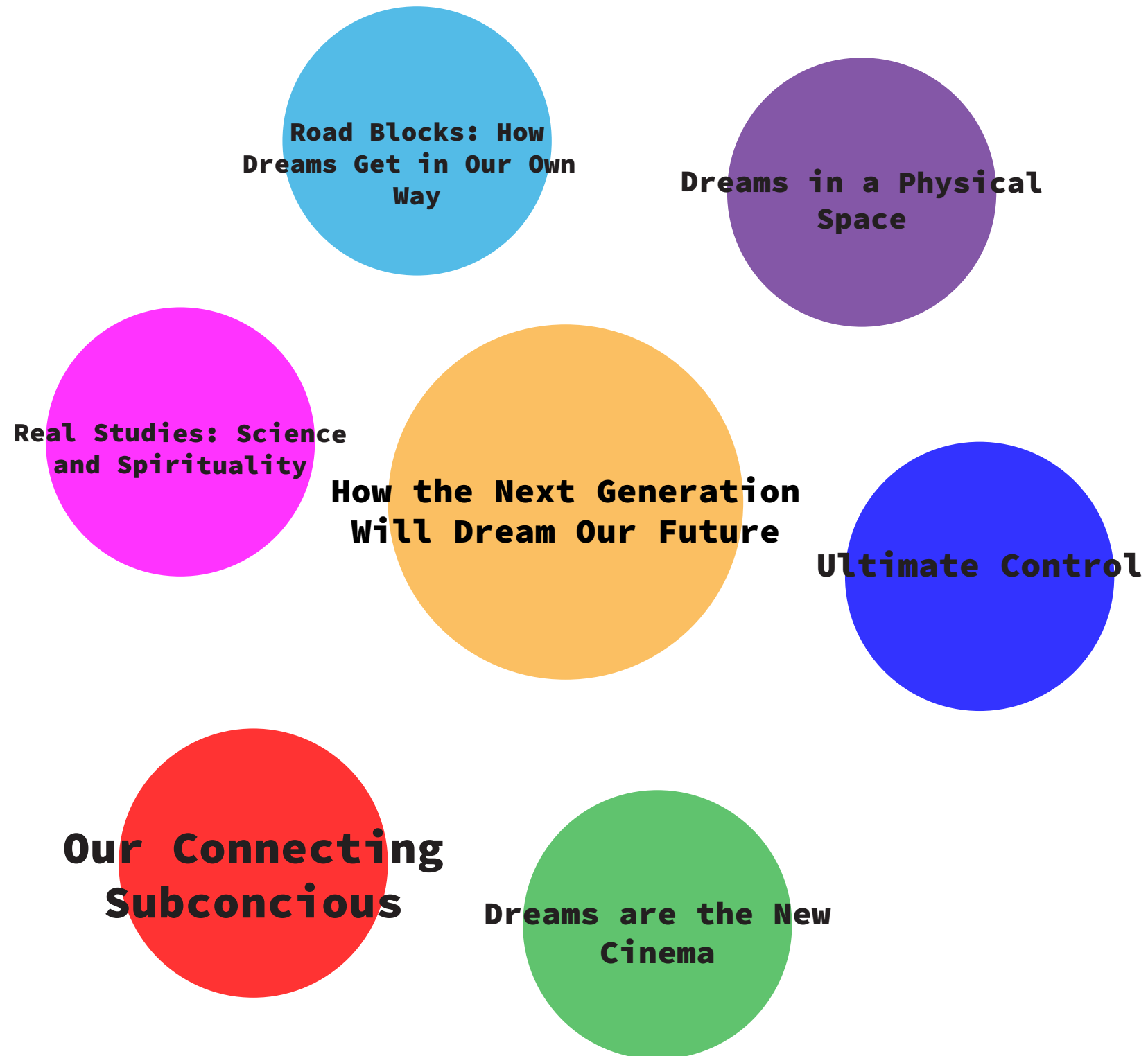
**Natural Language Processing (NLP):** Meta AI develops advanced NLP models that can understand and generate human language. These models are used in chatbots, translation services, and content moderation.

**Computer Vision:** Meta AI's computer vision technology enables machines to interpret and understand visual information from the world, leading to applications in image recognition, augmented reality (AR), and virtual reality (VR).

**Robotics:** Meta AI is pushing the boundaries of robotics, creating systems that can perform complex tasks, learn from their environment, and collaborate with humans.

**Machine Learning:** At the core of Meta AI is machine learning, which powers various AI applications by enabling systems to learn from data, identify patterns, and make decisions.

# Concept Diagram



# Emotion Journey

Part 1 - Subconscious

Part 3 - Reflect

Nostalgia

Wonder

Introspection

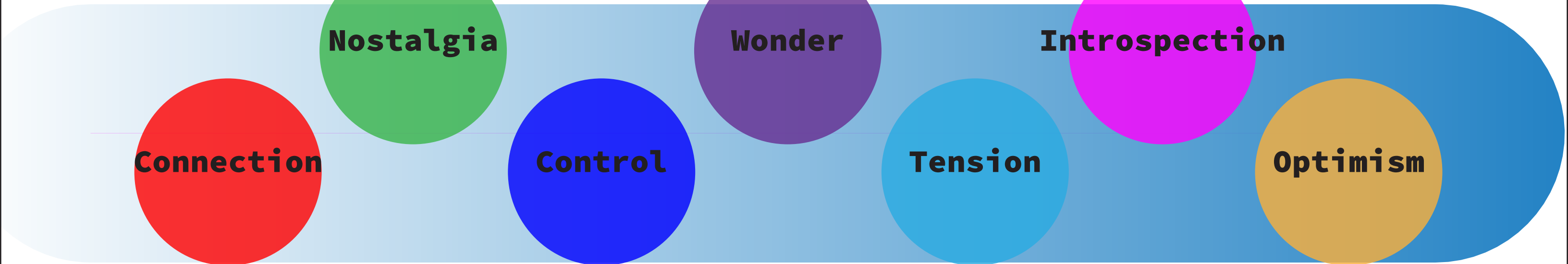
Connection

Control

Tension

Optimism

Part 2 - Conscious



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REV.	DATE	DESCRIPTION

Client:



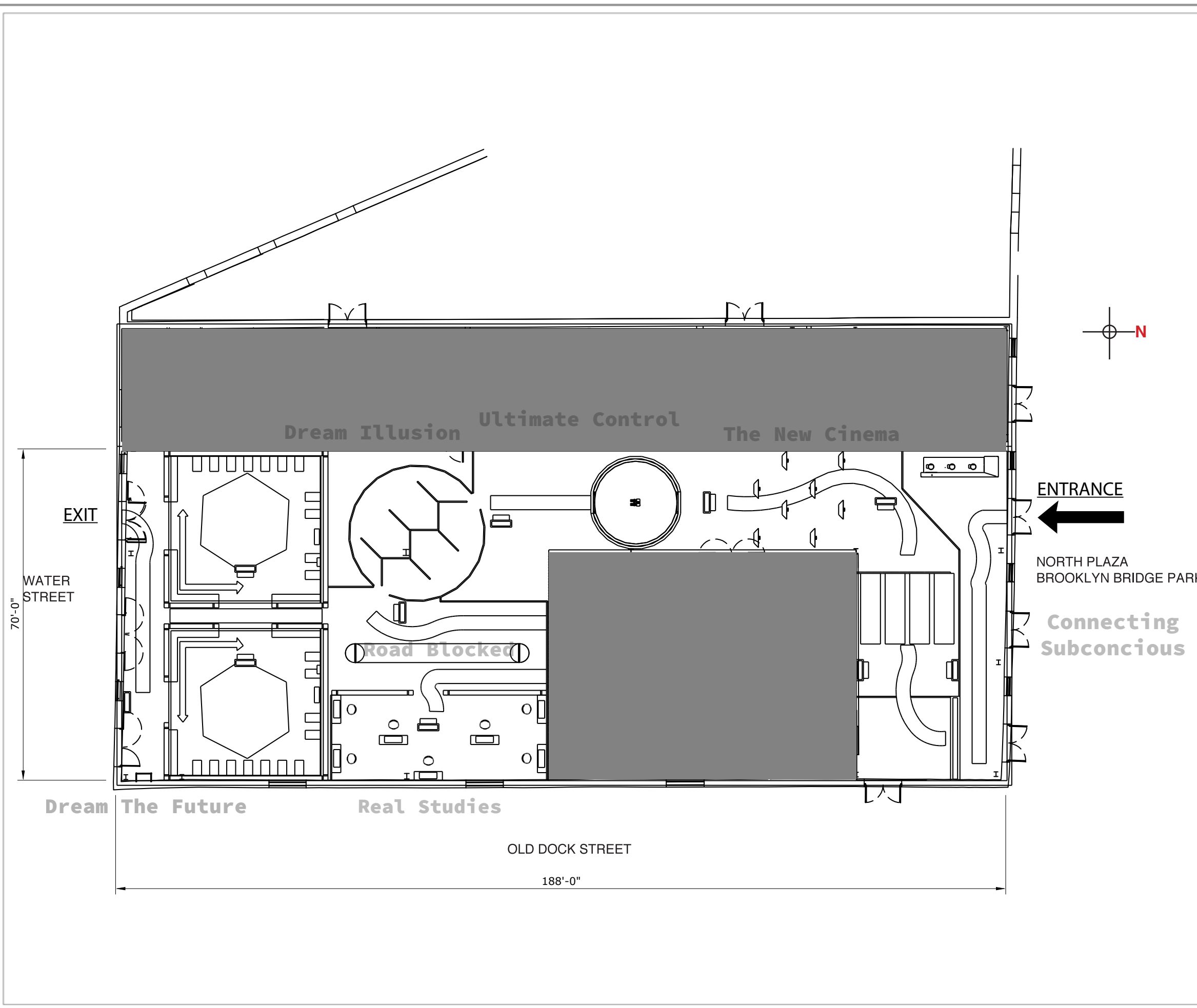
**META PLATFORMS, INC.**

Consultant:

Facility Name:  
**100% DESIGN DEVELOPMENT**

Drawing Title:  
**SIMPLIFIED PLAN**

Scale	<b>N/A</b>	Sheet	<b>EX</b>
Drawn by	<b>JED</b>	Checked by	Approved by
Sheet No.	<b>110</b>	Date	Revision



```
const length = array == null ? 0 :
array.length
n = length - toInteger(n)
return length ? slice(array, 0, n <
0 ? 0 : n) : []
}
```



# Walkthrough

```
function castArray(...args) {
  const value = args[0]
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function dropRight(array, n=1) {
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REV. DATE DESCRIPTION

Client:

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Consultant:  
 Facility Name:  
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Drawing Title:  
 EXHIBIT WELCOME

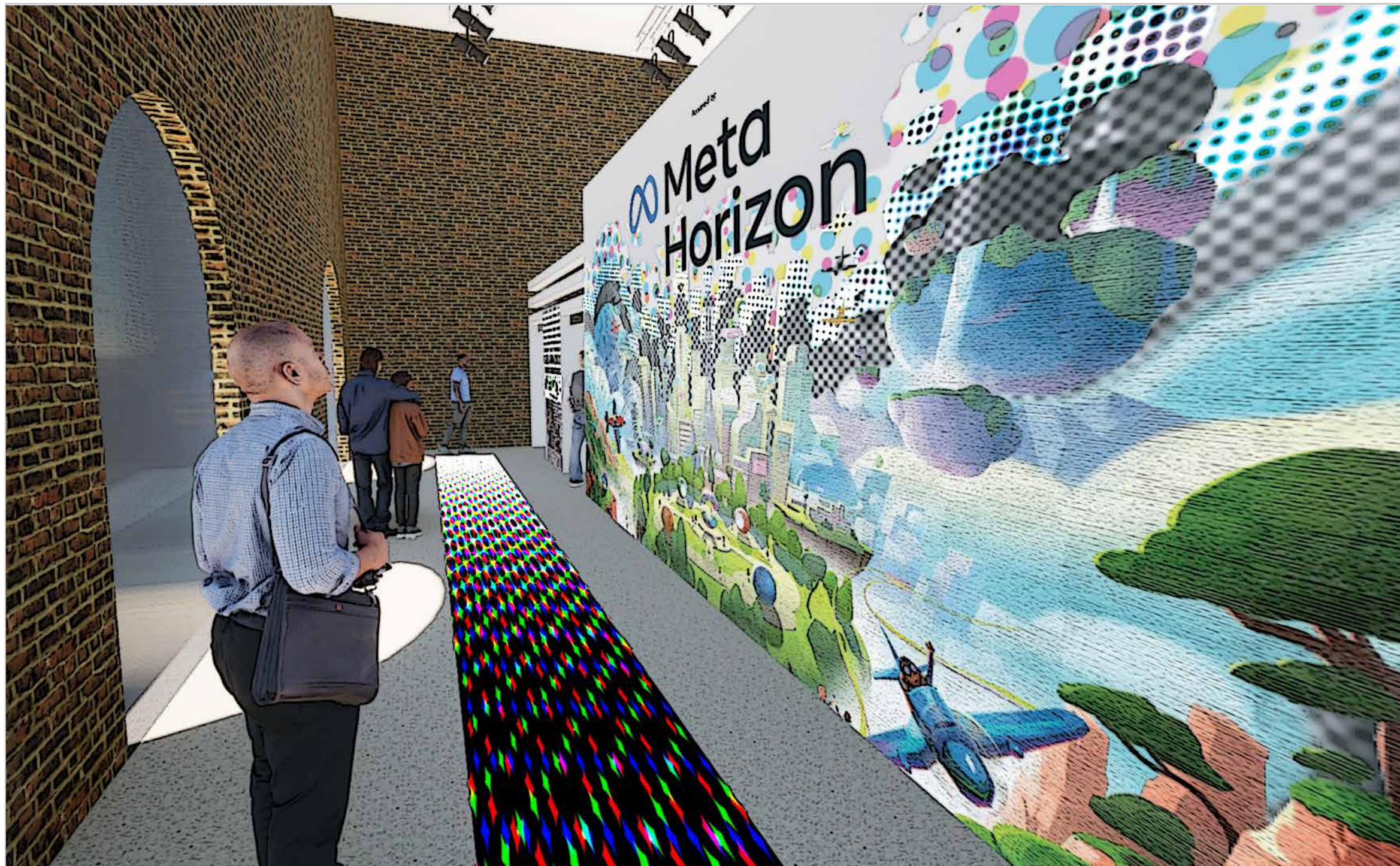
Scale: N/A Sheet: EX  
 Drawn by: JED Checked by: Approved by: Date:  
 Sheet No.: 121

**See Do Experience/Learn**

Welcome area and ticket booth queue for admission and getting additional information about the exhibit

Approach the docent/cashier, or wait in the meantime and prep mobile app for in-exhibit experience by following graphic instructions on the wall

Learn about the exhibit, setting up your Meta Horizon account and custom avatar and any additional information before heading into the space



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REV.	DATE	DESCRIPTION

Client:  


**META PLATFORMS, INC.**

Consultant:

Facility Name:  
**100% DESIGN DEVELOPMENT**

Drawing Title:  
**DOWN THE CORRIDOR**

Scale	<b>N/A</b>	Sheet	<b>EX</b>
Drawn by	<b>JED</b>	Checked by	Approved by
Sheet No.	<b>122</b>	Date	Revision

**See Do Experience/Learn**

Long walkway where you can see more graphic information about the exhibit and its sponsor, Meta, and open world platform, Horizon

Continue down the path and into the exhibit space

Learn more about Meta, Meta Horizon, as well as how to create your Meta avatar and make the best of your visit



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**DREAMS/:**  
 The Ultimate AI

REV.	DATE	DESCRIPTION

Client:

**Meta**

**META PLATFORMS, INC.**

Consultant:

Facility Name:  
**100% DESIGN DEVELOPMENT**

Drawing Title:  
**EXHIBIT INTRODUCTION**

Scale: **N/A** Sheet: **EX**

Drawn by: **JED** Checked by: Approved by: Date:

Sheet No: **123** Revision:

**See Do Experience/Learn**

**Exhibit introduction are and exhibit poster graphic displayed**

**Explore the introduction area and prepare yourself to enter the dream world**

**Experience the look and feel of the space and interact with others and their dream personas. Learn about the Meta avatar family**

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Client:



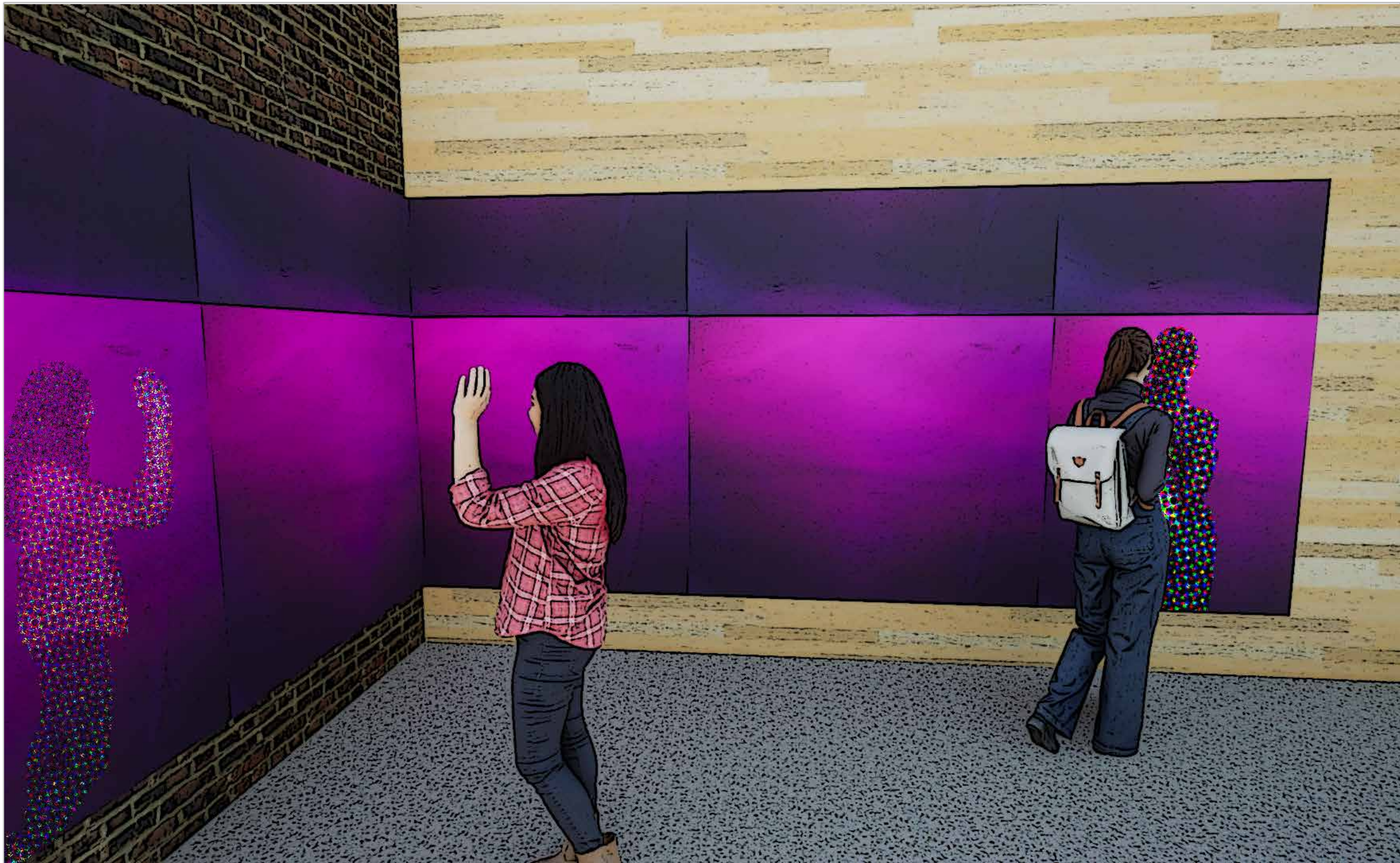
**META PLATFORMS, INC.**

Consultant:

Facility Name:  
**100% DESIGN DEVELOPMENT**

Drawing Title:  
**ENTERING THE DREAM STATE**

Scale	<b>N/A</b>	Sheet	<b>EX</b>
Drawn by	<b>JED</b>	Checked by	Approved by
Sheet No.	<b>124</b>	Date	Revision



**See Do Experience/Learn**

**Interactive projection wall display depicting visitors in their dream avatar forms**

**Approach the interactive display and allow your dream avatar to materialize and follow your movements along on the entire screen**

**Experience yourself as a dream character and avatar, courtesy of Meta**

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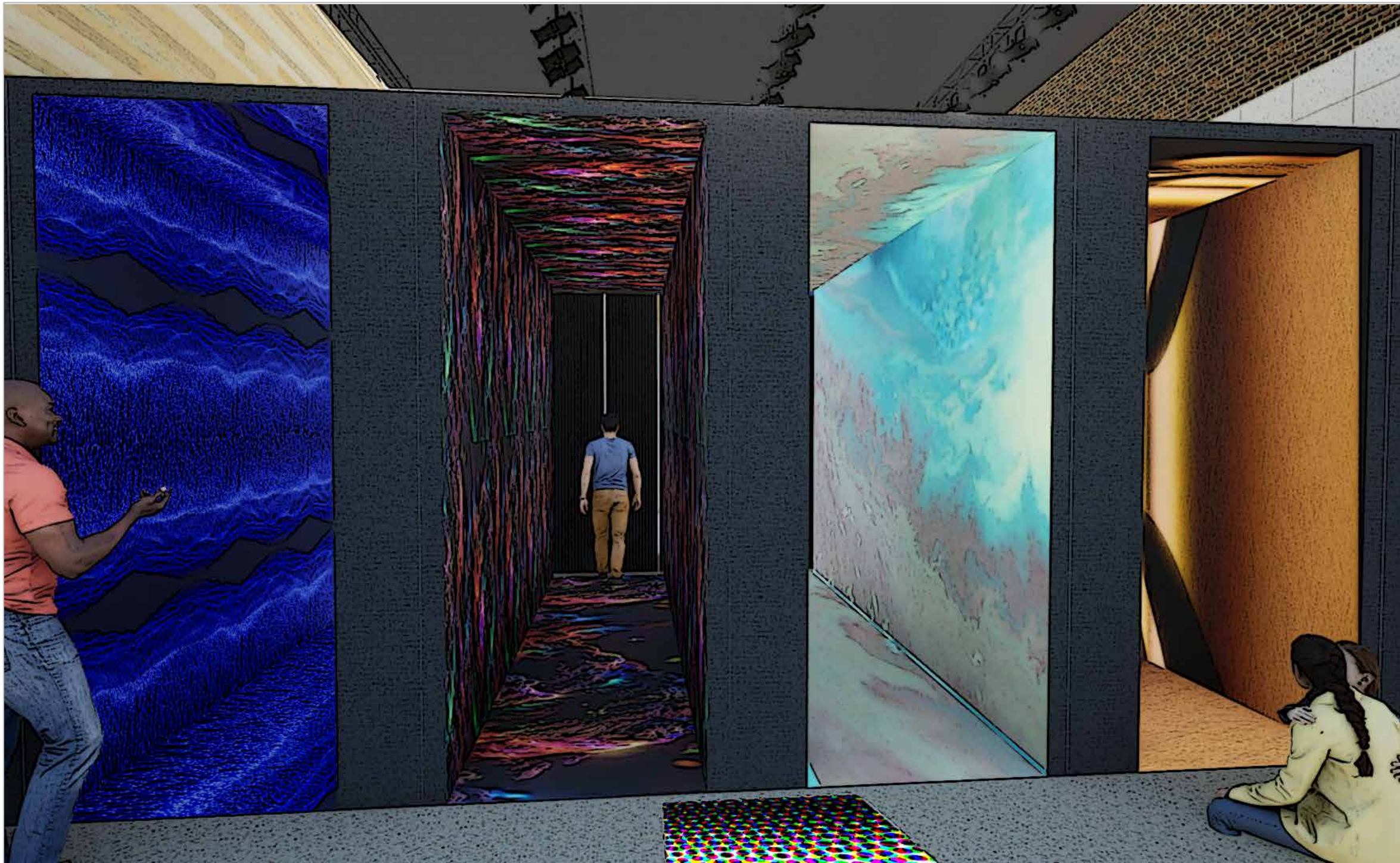

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Consultant:  
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Facility Name:  
**100% DESIGN DEVELOPMENT**

Drawing Title:  
**CONNECTING SUBCONSCIOUS**

Scale: **N/A** Sheet: **EX**  
 Drawn by: **JED** Checked by: \_\_\_\_\_ Approved by: \_\_\_\_\_ Date: \_\_\_\_\_  
 Sheet No: **125** Revision: \_\_\_\_\_



**See Do Experience/Learn**

Four long tunnels, each with distinct environments, using video screens

Read the description for each individual tunnel and choose which world to walk through

Experience first hand and discover the many elements of our subconscious in the forms of abstract visual art that we can all find ways to connect to

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 The Ultimate AI


REV. DATE DESCRIPTION



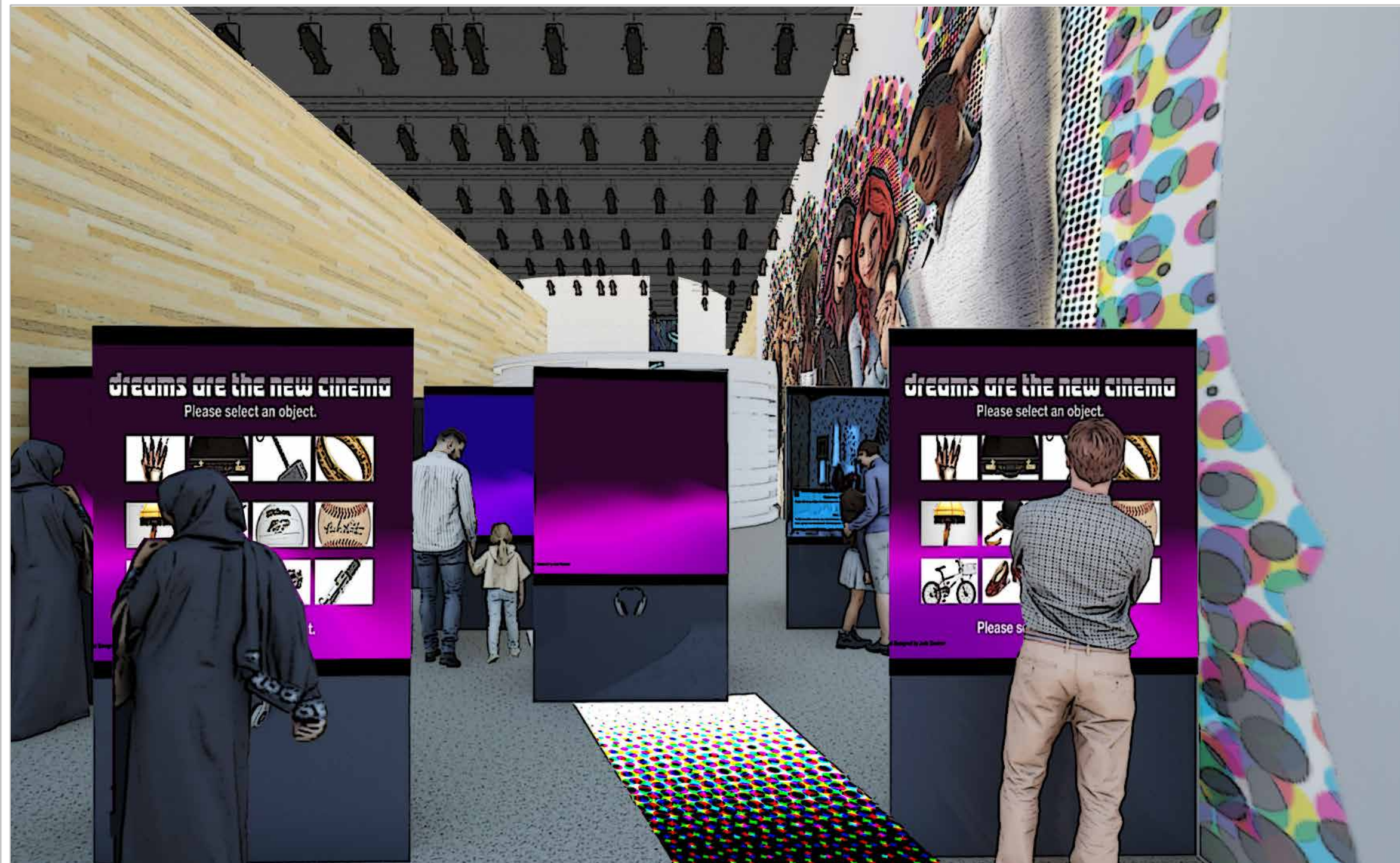
META PLATFORMS, INC.

Consultant:

Facility Name:  
100% DESIGN DEVELOPMENT

Drawing Title:  
THE NEW CINEMA

Scale: **N/A** Sheet: **EX**  
 Drawn by: **JED** Checked by: Approved by: Date:   
 Sheet No.: **126** Revision:



**See** **Do** **Experience/Learn**

Area with several interactive display screens, each with headphones for listening to content

Approach the digital screen and select from a list of curated props/artifacts from well known film and media. Watch the video clips and see AI generated art that connect you and the prop

Experience nostalgia through your favorite scenes and learn about how pop culture and world experience can influence your dreams

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**DREAMS/:**  
 The Ultimate AI


REV.	DATE	DESCRIPTION

Client:



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Consultant:

Facility Name:  
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Drawing Title:  
**ULTIMATE CONTROL**

Scale	<b>N/A</b>	Sheet	<b>EX</b>
Drawn by:	<b>JED</b>	Checked by:	Approved by:
Sheet No.:	<b>127</b>	Date:	Revision:



**See Do Experience/Learn**

**Enclosed multi sensory space with an accessible control panel for audio, visuals and scent in the center**

**Feel the many textures as you touch the tactile wall. Interact with the control panel, press buttons to activate various sounds, scents, and wall visuals, and manipulate the space**

**Experience many forms and sensory, as well as question what senses can truly be used in dreams. Learn about lucid dreaming and how to reach the state to have full control of your dream scenarios**

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**DREAMS/:**  
 The Ultimate AI

REV.	DATE	DESCRIPTION

Client:



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Consultant:

Facility Name:  
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Drawing Title:  
DREAM ILLUSION

Scale: N/A  
 Sheet: EX  
 Drawn by: JED  
 Checked by: Approved by: Date:  
 Sheet No.: 128



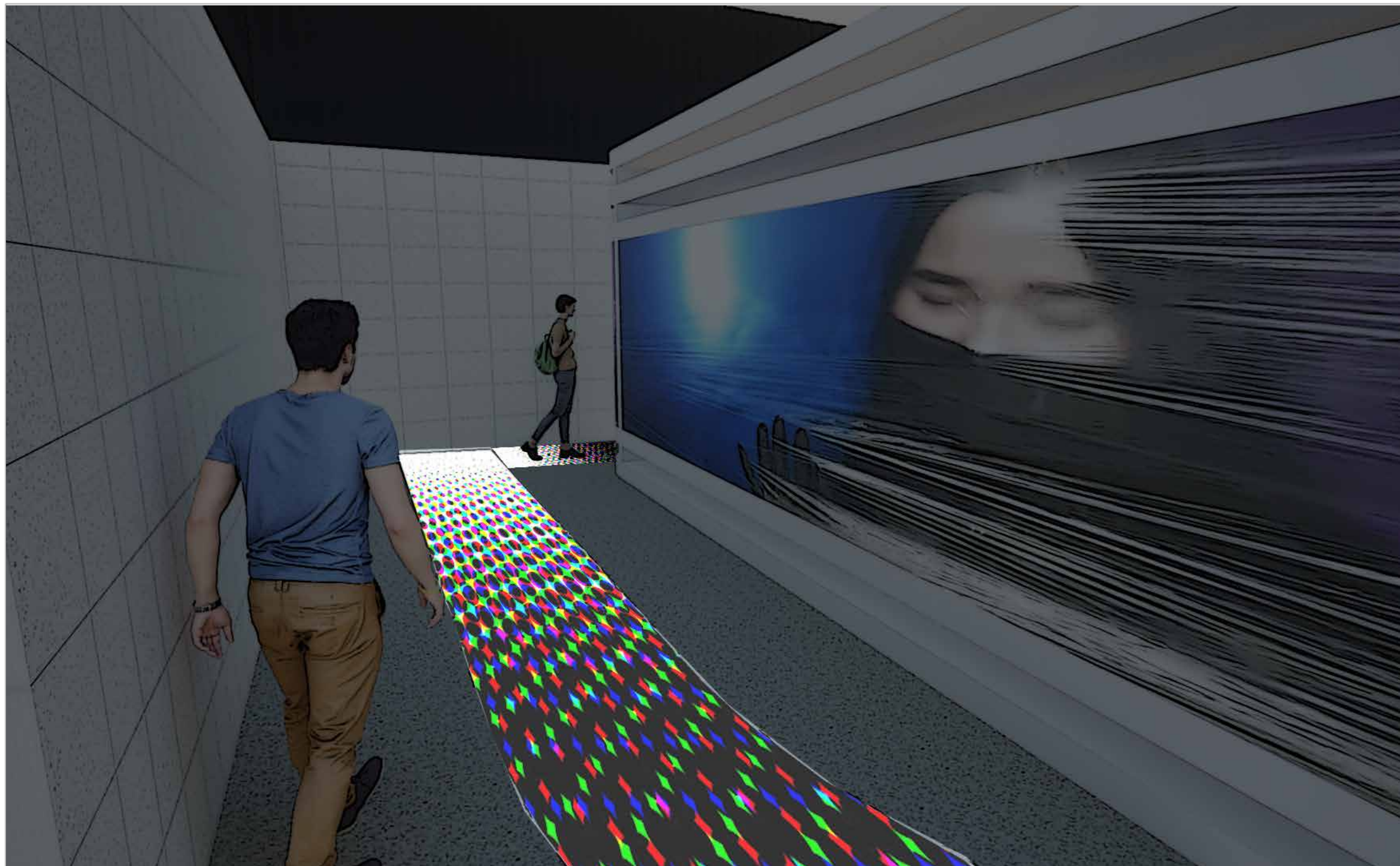
**See Do Experience/Learn**

Round space with looping AI videos of dreams projected on the wall and a captivating mirror installation in the center

Walk around the mirrored wall installation, which reflects the looping video projected wall will

As you walk around, experience the optical illusion of the video environment being reflected many times, as well as yourself, being brought into the dream illusion





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**DREAMS/ :**  
 The Ultimate AI

REV.	DATE	DESCRIPTION

Client:



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Facility Name:  
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Drawing Title:  
**ROAD BLOCKED**

Scale	<b>N/A</b>	Sheet	<b>EX</b>
Drawn by	<b>JED</b>	Checked by	Approved by
Sheet No.	<b>129</b>		Revision

**See Do Experience/Learn**

Hallway area consisting of a long panel with a looping videos on both sides, dividing the space. The video screens are designed to look like a window showing dark and negative scenes

Walk alongside the panel wall, noting the different videos of darker, negative situations. Walk to the other side which has the same revealing a different truth

Experience the negative aspects of our subconscious and reveal the true explanations behind them



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**DREAMS/:**  
 The Ultimate AI

REV.	DATE	DESCRIPTION

Client:  


**META PLATFORMS, INC.**

Consultant:  
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Facility Name:  
 100% DESIGN DEVELOPMENT

Drawing Title:  
**REAL STUDIES**

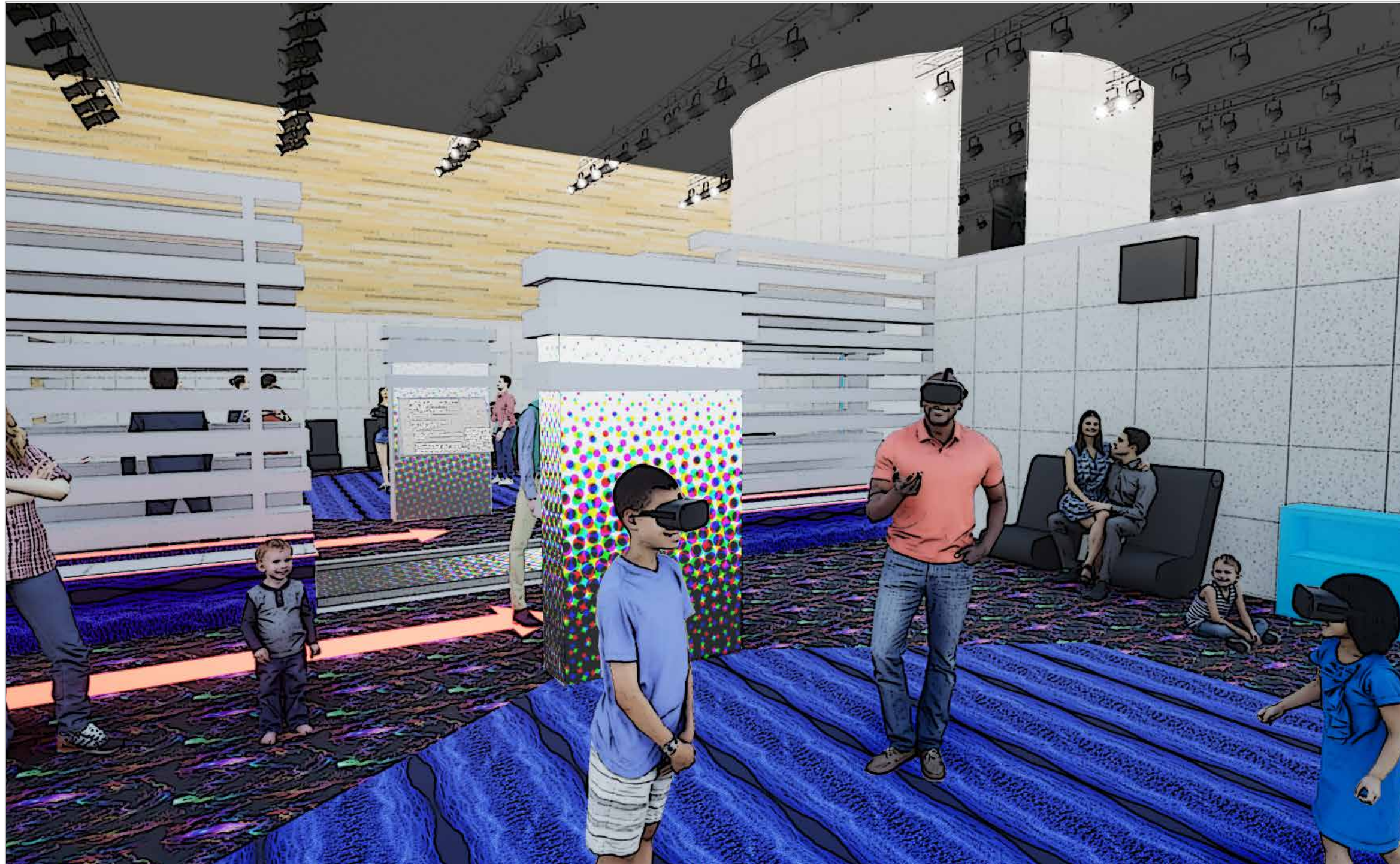
Scale: **N/A** Sheet: **EX**  
 Drawn by: **JED** Checked by: Approved by: Date:  
 Sheet No.: **130**

**See Do Experience/Learn**

Semi-enclosed space with individual computer stations and hologram screens showing your personalized Meta avatar

Approach the computer station and using the touch screen or your phone app, enter into the Meta AI search any dream that you want studied and or interpreted by the AI

Learn the many possible key concepts and meanings behind your dreams, as well as learn a bit more of your own subconscious mind and what to do about it moving forward



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Drawing Title:  
**DREAM THE FUTURE**

Scale	<b>N/A</b>	Sheet	<b>EX</b>
Drawn by	<b>JED</b>	Checked by	Approved by
Sheet No.	<b>131</b>	Date	Revision

**See Do Experience/Learn**

Semi-enclosed area with seats and large playground space designed for a Meta Horizon Worlds VR experience

Put on latest Meta Quest headset and choose between a seated or playground VR experience with AR elements

Explore the vast worlds that are dreams; either designed by local artists using AI and experience it all using the latest Meta products



Powered by

# Meta Horizon

```
const length = array == null ? 0 :
array.length
n = length - toInteger(n)
return length ? slice(array, 0, n <
0 ? 0 : n) : []
}
```



# Schedules & Lists

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function castArray(...args) {
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function dropRight(array, n=1) {
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0 ? 0 : n) : []
}
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# Graphic Schedule

ENTRY (00)	GR TYPE	DESCRIPTION
00A.01.GR01	A	Meta Wall Graphic
00A.01.GR02	A	Meta Avatar Graphic
00A.01.GR03	B	Meta Game Promotion
00A.02.GR01	C	Meta Horizon Mural

INTRO (01)	GR TYPE	DESCRIPTION
01A.01.GR01	D	Exhibit Intro Panel

AREA (02)	GR TYPE	DESCRIPTION
02A.01.GR01	E	Key Area Intro

AREA (03)	GR TYPE	DESCRIPTION
03A.01.GR01	E	Key Area Intro
03A.02.GR01	C	Mural

AREA (04)	GR TYPE	DESCRIPTION
04A.01.GR01	E	Key Area Intro

AREA (05)	GR TYPE	DESCRIPTION
05A.01.GR01	E	Key Area Intro

AREA (06)	GR TYPE	DESCRIPTION
06A.01.GR01	E	Key Area Intro

AREA (07)	GR TYPE	DESCRIPTION
07A.01.GR01	E	Key Area Intro
07A.02.GR01	C	Mural

AREA (08)	GR TYPE	DESCRIPTION
08A.01.GR01	E	Key Area Intro
08A.02.GR01	E	Key Area Intro

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REV.	DATE	DESCRIPTION



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Drawing Title:  
**GRAPHIC SCHEDULE**

Scale: **N/A** Sheet: **EX**  
 Drawn by: **JED** Checked by: Approved by: Date:  
 Sheet No.: **201** Revision:

# Graphic Type List

TYPE	DESCRIPTION
A	Direct print on 1/8" acrylic
B	Direct print on gloss poster board
C	Mask and temporary paint on wall
D	Direct print on 1/4" vinyl
E	Direct print on 1/8" high pressure laminate

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REV.	DATE	DESCRIPTION

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Consultant:

Facility Name:  
**100% DESIGN DEVELOPMENT**

Drawing Title:  
**GRAPHIC TYPE**

Scale **N/A** Sheet **EX**

Drawn by: <b>JED</b>	Checked by:	Approved by:	Date:
Sheet No.: <b>202</b>			Revision:

# Material Schedule

MATERIAL	CODE	LOCATION	DESCRIPTION
FLOORING	FL01	WHOLE EXHIBIT	1/8" VINYL
PLASTIC	PL01	ENTRY	ACRYLIC PANELS
PLASTIC	PL02	WHOLE EXHIBIT	ACRYLIC PANELS
PLASTIC	PL03	WHOLE EXHIBIT	CURVED ACRYLIC PANELS
PLASTIC	PL03	WHOLE EXHIBIT	HIGH PRESSURE LAMINATE
METAL	MT01	CONNECTED SUBCONSCIOUS	ALUMINUM CASING
PLASTIC	PL04	DREAM ILLUSION	ACRYLIC MIRROR WALL
METAL	MT02	ROAD BLOCKED, DREAM THE FUTURE	ALUMINUM PANELS

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 School of Graduate Studies  
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REV.	DATE	DESCRIPTION

Client:



META PLATFORMS, INC.

Consultant:

Facility Name:  
 100% DESIGN DEVELOPMENT

Drawing Title:  
**MATERIAL SCHEDULE**

Scale	<b>N/A</b>	Sheet	<b>EX</b>
Drawn by	<b>JED</b>	Checked by	Approved by
Sheet No.	<b>203</b>	Date	Revision





```
const length = array == null ? 0 :
array.length
n = length - toInteger(n)
return length ? slice(array, 0, n <
0 ? 0 : n) : []
}
```



# Plans & Sections

```
function castArray(...args) {
  const value = args[0]
  return Array.isArray(value) ? value
  : [value]
}
function dropRight(array, n=1) {
  const length = array.length
  n = length - toInteger(n)
  return length ? slice(array, 0, n <
0 ? 0 : n) : []
}
```

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REV.	DATE	DESCRIPTION

Client:



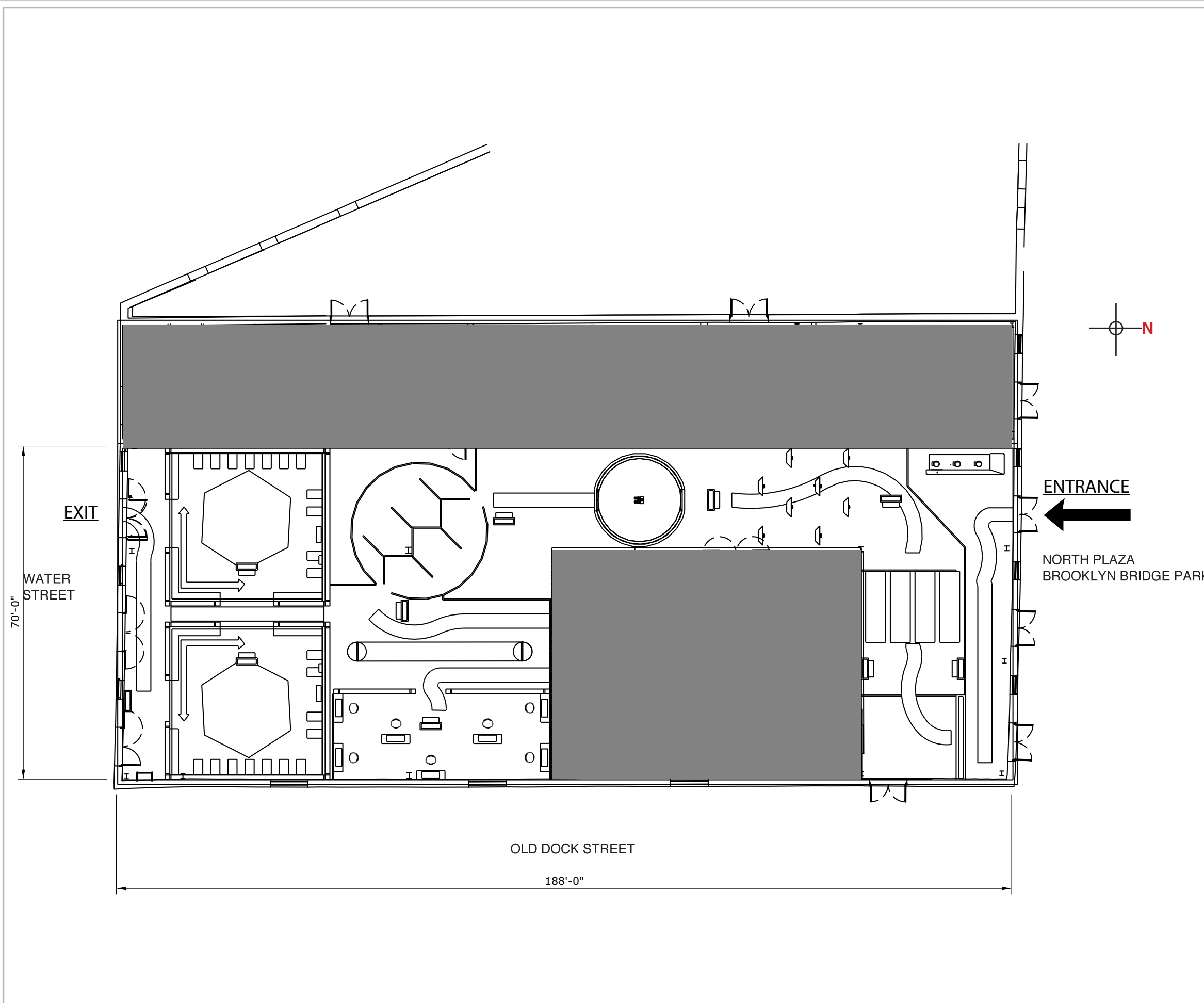
**META PLATFORMS, INC.**

Consultant:

Facility Name:  
**100% DESIGN DEVELOPMENT**

Drawing Title:  
**GENERAL PLAN**

Scale	<b>N/A</b>	Sheet	<b>EX</b>
Drawn by	<b>JED</b>	Checked by	Approved by
Sheet No.	<b>301</b>	Date	Revision





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REV.	DATE	DESCRIPTION

Client:



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Consultant:

Facility Name:  
**100% DESIGN DEVELOPMENT**

Drawing Title:  
**GRAPHIC LOCATION PLAN**

Scale	N/A	Sheet	EX
Drawn by	JED	Checked by	Approved by
Sheet No.	303	Date	Revision

Key

- █ Exhibit Intro
- █ Area Intro
- █ Mural





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REV.	DATE	DESCRIPTION

Client:



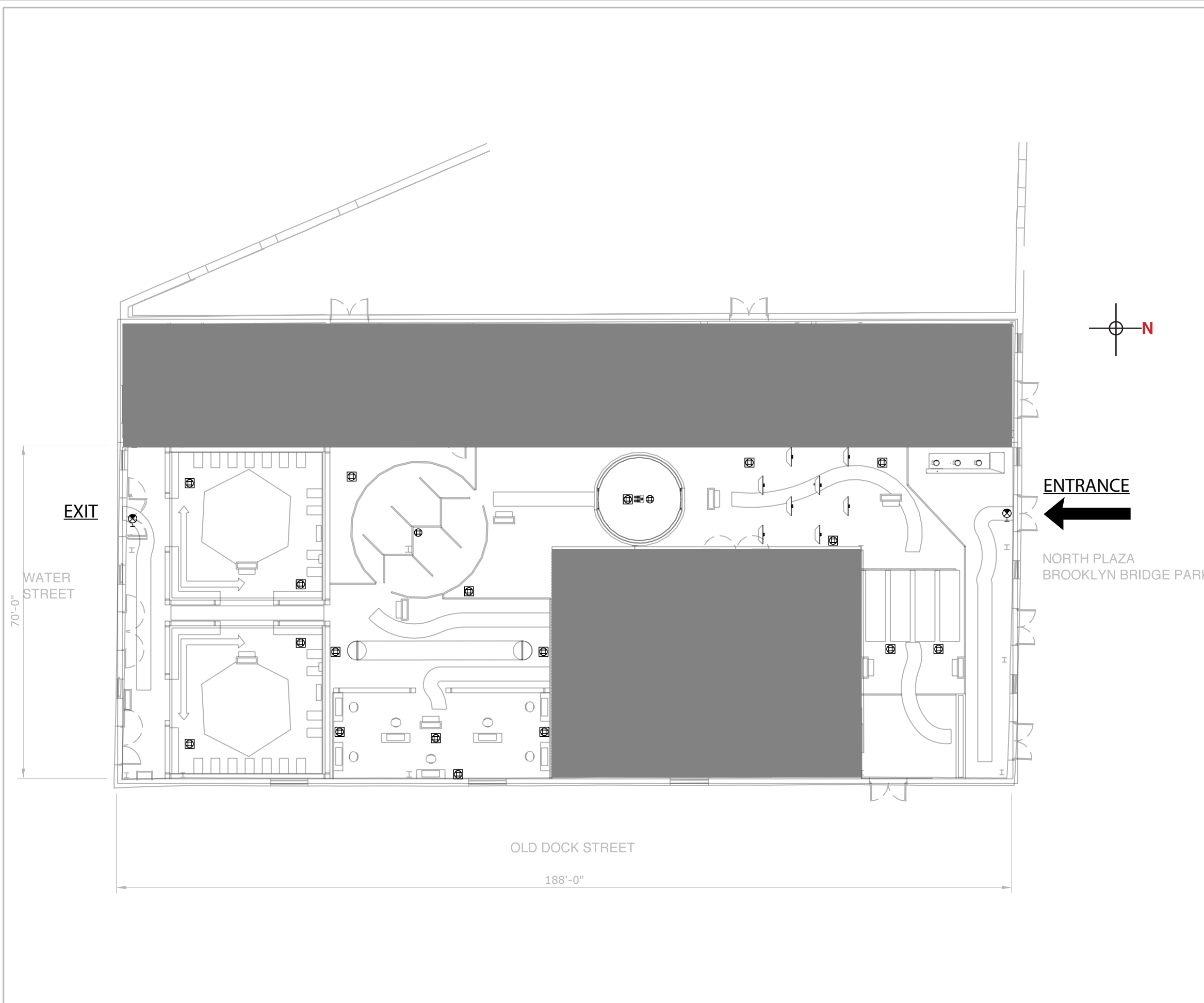
**META PLATFORMS, INC.**

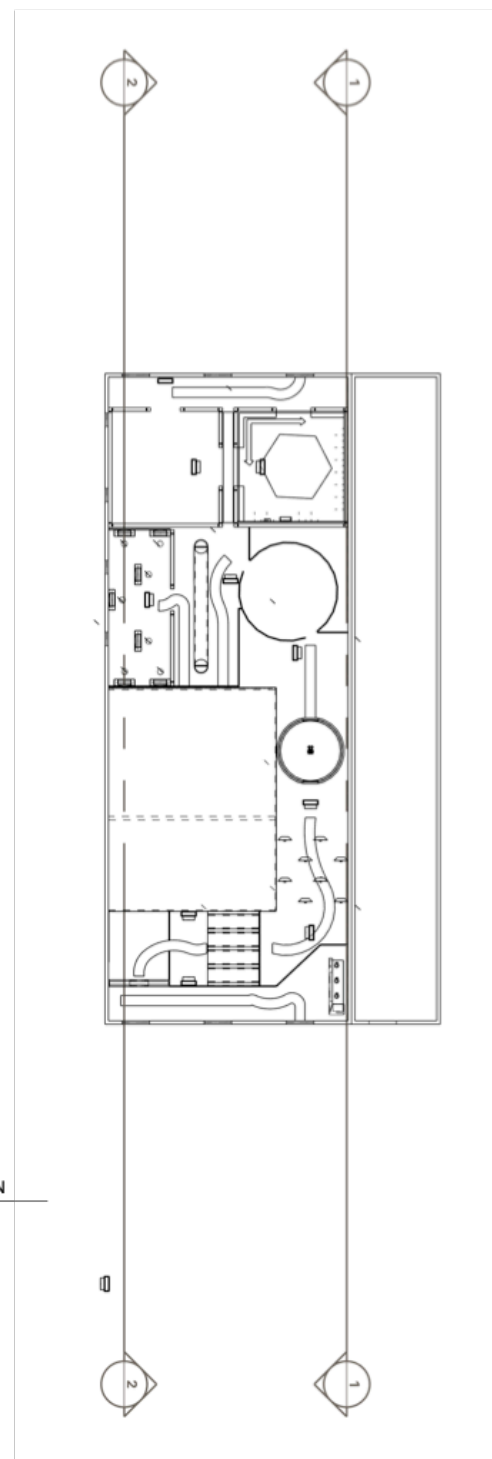
Consultant:

Facility Name:  
**100% DESIGN DEVELOPMENT**

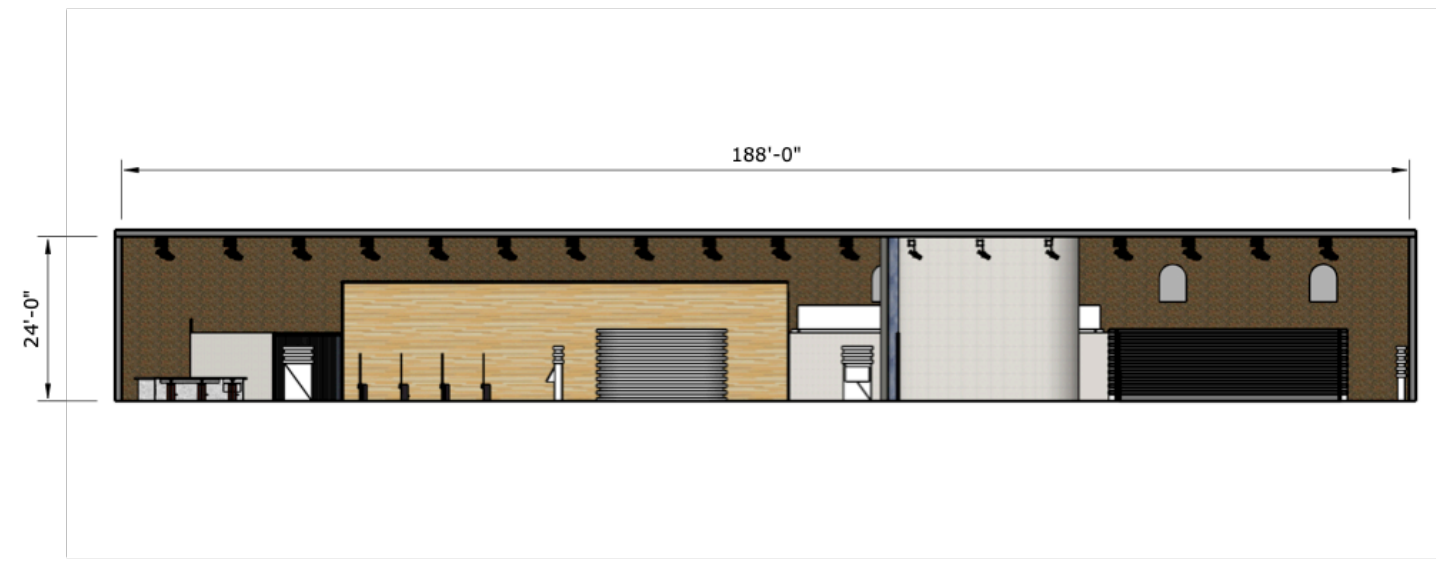
Drawing Title:  
**POWER & DATA PLAN**

Scale	<b>N/A</b>	Sheet	<b>EX</b>
Drawn by	<b>JED</b>	Checked by	Approved by
Sheet No.	<b>305</b>	Date	Revision

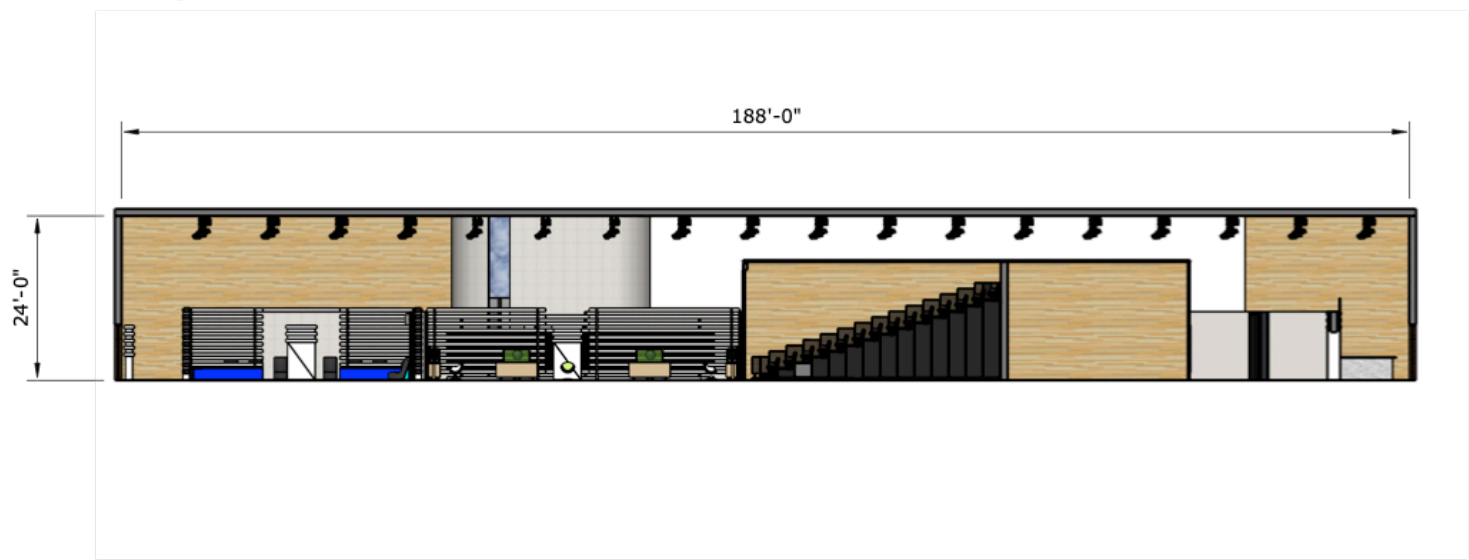




**A** SECTION PLAN  
**A02** Scale: 1" = 40'



**B** BACK SECTION  
**A04** Scale: 1" = 20'



**C** FRONT SECTION  
**A05** Scale: 1" = 20'

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REV.	DATE	DESCRIPTION

Client:



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Consultant:

Facility Name:  
**100% DESIGN DEVELOPMENT**

Drawing Title:  
**OVERALL SECTIONS**

Scale	<b>N/A</b>	Sheet	<b>EX</b>
Drawn by	<b>JED</b>	Checked by	Approved by
Sheet No.	<b>306</b>	Date	Revision

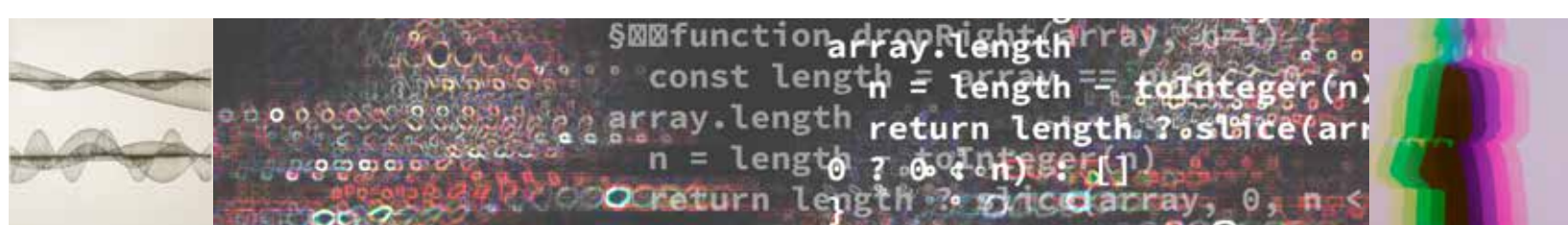
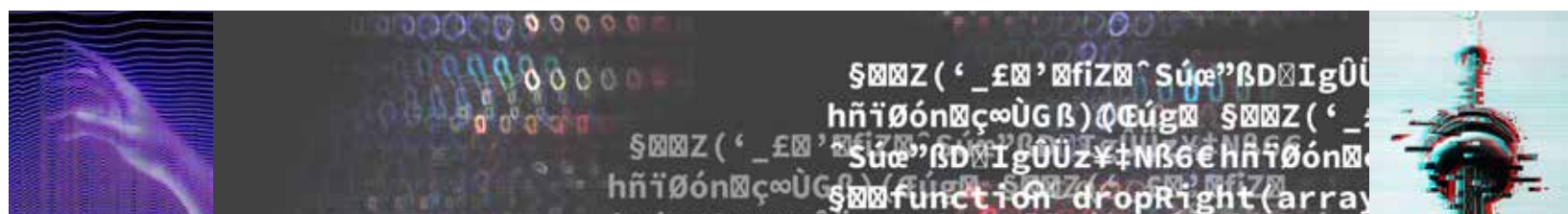
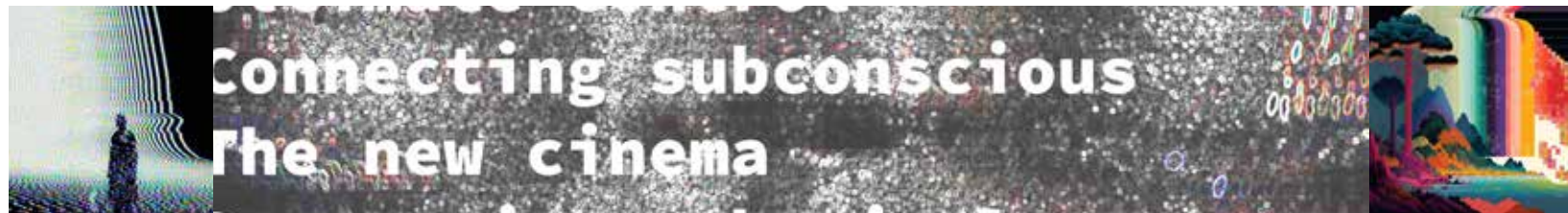


```
const length = array == null ? 0 :
array.length
n = length - toInteger(n)
return length ? slice(array, 0, n <
0 ? 0 : n) : []
}
```



# General Graphic Elements

```
function castArray(...args) {
  const value = args[0]
  return Array.isArray(value) ? value
  : [value]
}
function dropRight(array, n=1) {
  const length = array.length
  n = length - toInteger(n)
  return length ? slice(array, 0, n <
0 ? 0 : n) : []
}
```



**Human Like**

**Pixelated**

**Perspective**

**Waves**

**Data/Tech-  
nology**

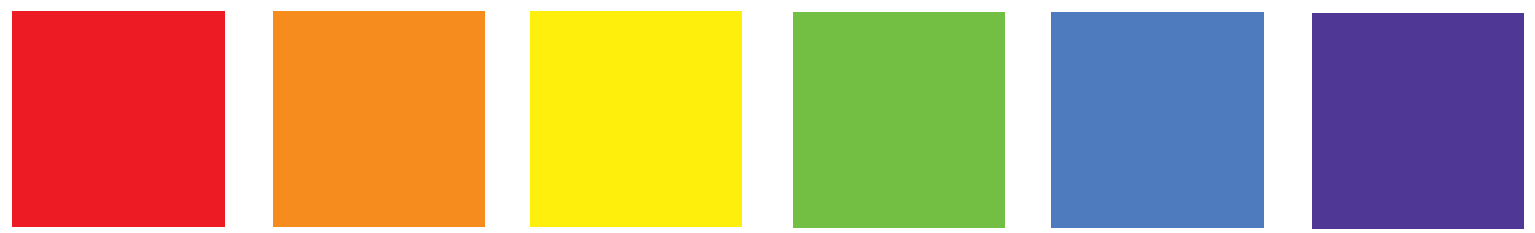
**DREAMS/:**  
The Ultimate AI



# Color Palette and Typography Specifications

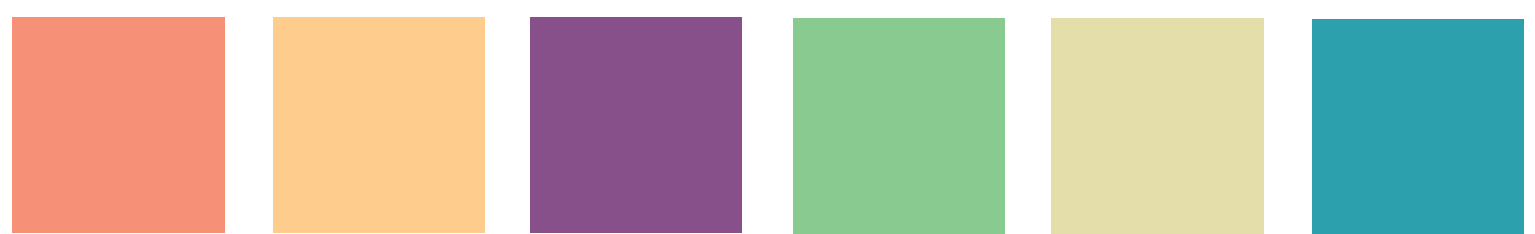


**Spectrum**



**Spectrum**

**Disparate**

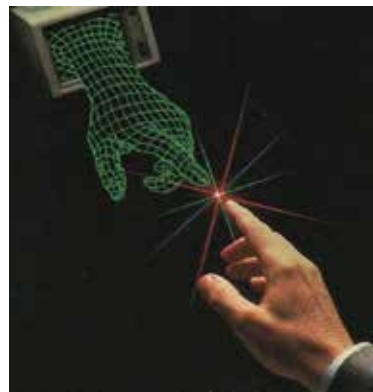


**Disparate**

**Neutrals**



**Neutrals**

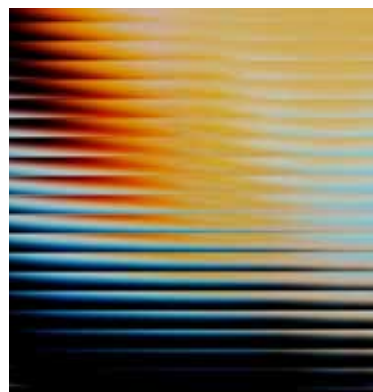


/: The **Graphic look and feel** for this exhibition focuses on highlighting the duality of man and machine. In this case, the machine is in the form of technology such as AI (artificial intelligence).

/: The **visual motif** consists of a sort of fading or transitioning effect to show the process of data transforming into our reality. The **shapes and patterns** within that are a combination of pixelated circles, abstract line waves and informational text in the form of AI prompts or coding language (think, HTML or imagine/). References include retro video games, vapor-wave, The Matrix, Bladerunner.



/: The particular **color palette** uses what is essentially a full spectrum of colors. As a driving focus, I decided to stick to the standard RGB (Red, Green, Blue) set to highlight the primary color model used to display images in electronic systems, as well as the light colors used in combinations to make other colors when seen by the human eye. Secondary colors include shades of black and white to symbolize the process of printing/producing with “non color”, as well as symbolizing the backdrop or blank display screen from which “reality” or graphic images can spur out of.



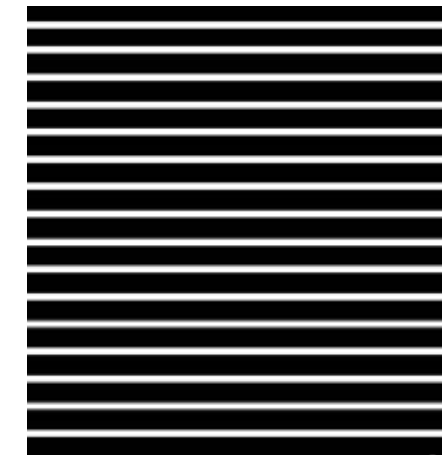
/: The **typography** consists of a modern take on data/binary font as well as 64-bit video game graphics. Source Code Variable is used for body copy, and Chicago MN is used and a headline/title font.

```

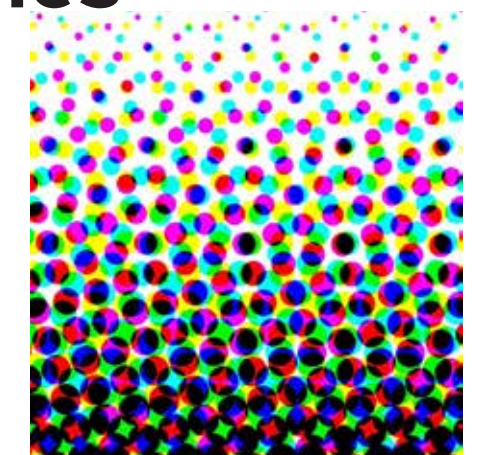
const length = array == null ? 0 :
function lorem(ipsum, array.length) {
const sit = ipsum = 0 ? n : length ? slice(array, 0, n < 0 ? 0 :
dolore = sit = amet;
return sit ? const [ ] : ipsum, 0, dolore <
0 ? 0 : dolore) : [ ]
}
function adipiscing(
if (!sit) sit) {
return [ ]
}
const value = args[0]
return Array.isArray(value) ? value :
[ value ]
}
function incididunt(ipsum, ut = 1) {
ut = labore.et(amet);
const sit = ipsum;
size = Math.max(toInteger(size), 0)
if (!sit || ut < 1)
return [ ];
const length = array == null ? 0 :
array.length
let dolore = 0;
if (!length || size < 1) {
return [ ]
}
let magna = 0;
const aliqua = new
let index = 0
while (dolore < sit)
let resIndex = 0
aliqua[magna++] = const result = new Array(Math.ceil(length /
dolore, (dolore == 0 ? 1 : 2))
)
return aliqua;
while (index < length) {
result[resIndex++] = slice(array, index,
(index += size))
}
return result
}
}
const length = array == null ? 0 :
function dropRight(array, n=1) {
const length = array == null ? 0 :
array.length
length - toInteger(n)
return length ? slice(array, 0, n < 0
< 0 ? 0 : n) : [ ]
}
function castArray(...args) {
if (!args.length) {
return [ ]
}
const value = args[0]
return Array.isArray(value) ? value :
[ value ]
}
function chunk(array, size = 1) {
const sit = ipsum;
size = Math.max(toInteger(size), 0)
if (!sit || ut < 1)
return [ ];
const length = array == null ? 0 :
array.length
let magna = 0;
const aliqua = new
let index = 0
while (index < length) {
result[resIndex++] = slice(array, in
(index += size))
}
return result
}
}
function castArray(...args) {
if (!args.length) {
return [ ]
}
const value = args[0]
return Array.isArray(value) ? value :
[ value ]
}
function chunk(array, size = 1) {
const sit = ipsum;
size = Math.max(toInteger(size), 0)
if (!sit || ut < 1)
return [ ];
const length = array == null ? 0 :
array.length
let magna = 0;
const aliqua = new
let index = 0
while (index < length) {
result[resIndex++] = slice(array, in
(index += size))
}
return result
}
}

```

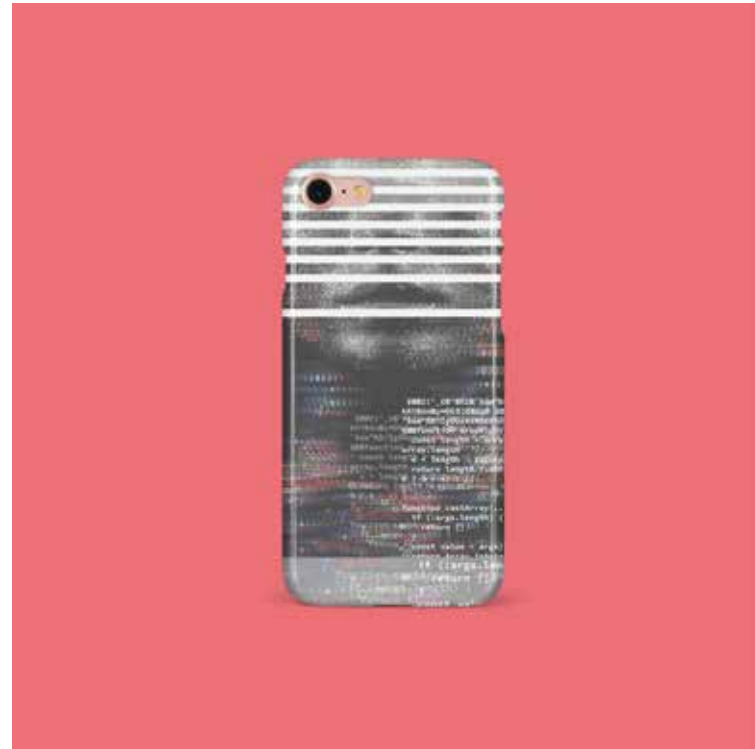
## Code



## Lines



## Pixelation



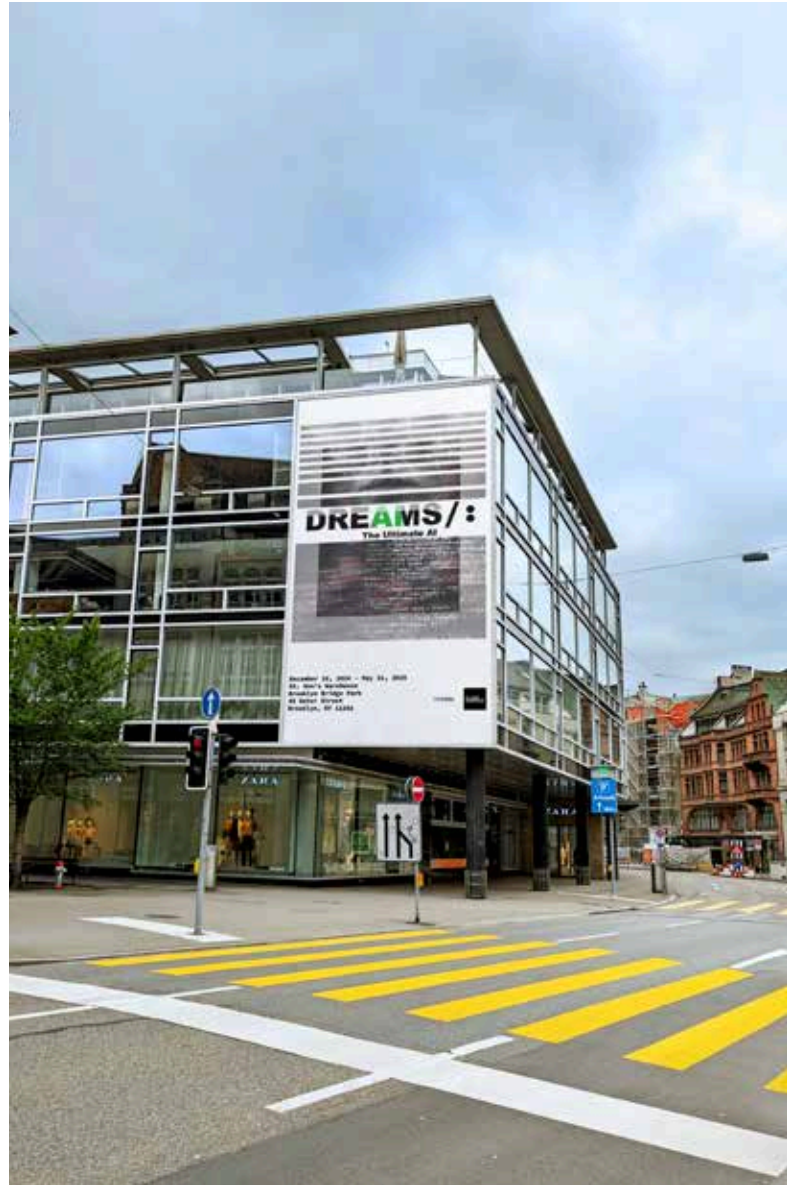


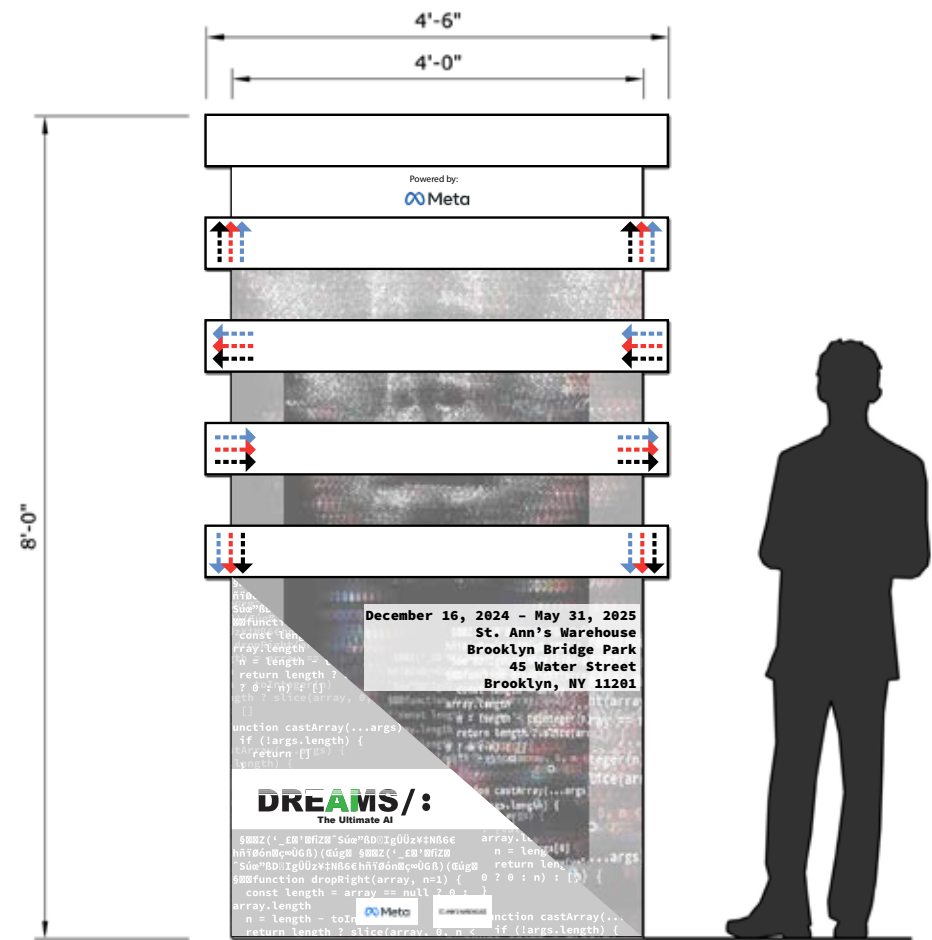
# DREAMS/:

The Ultimate AI

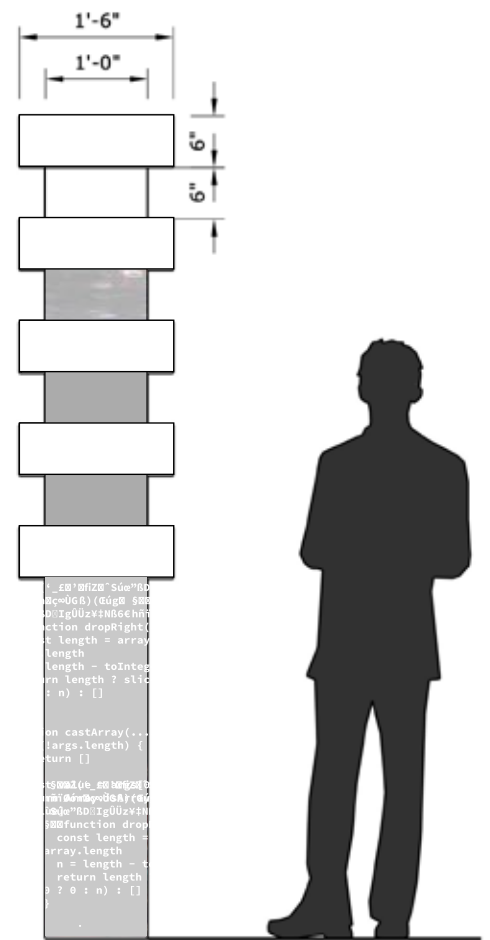


**December 16, 2024 – May 31, 2025**  
**St. Ann's Warehouse**  
**Brooklyn Bridge Park**  
**45 Water Street**  
**Brooklyn, NY 11201**





**A FRONT ELEVATION**  
Scale: 3/4" = 1'-0"



**B RIGHT ELEVATION**  
Scale: 3/4" = 1'-0"

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REV.	DATE	DESCRIPTION

Client:

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Facility Name:  
**100% DESIGN DEVELOPMENT**

Drawing Title:  
**WAYFINDING GRAPHIC**

Scale	<b>N/A</b>	Sheet	<b>EX</b>
Drawn by:	<b>JED</b>	Checked by:	Approved by:
Sheet No.:	<b>407</b>	Date:	Revision:

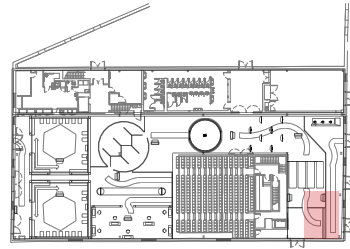


```
const length = array == null ? 0 :
array.length
n = length - toInteger(n)
return length ? slice(array, 0, n <
0 ? 0 : n) : []
}
```

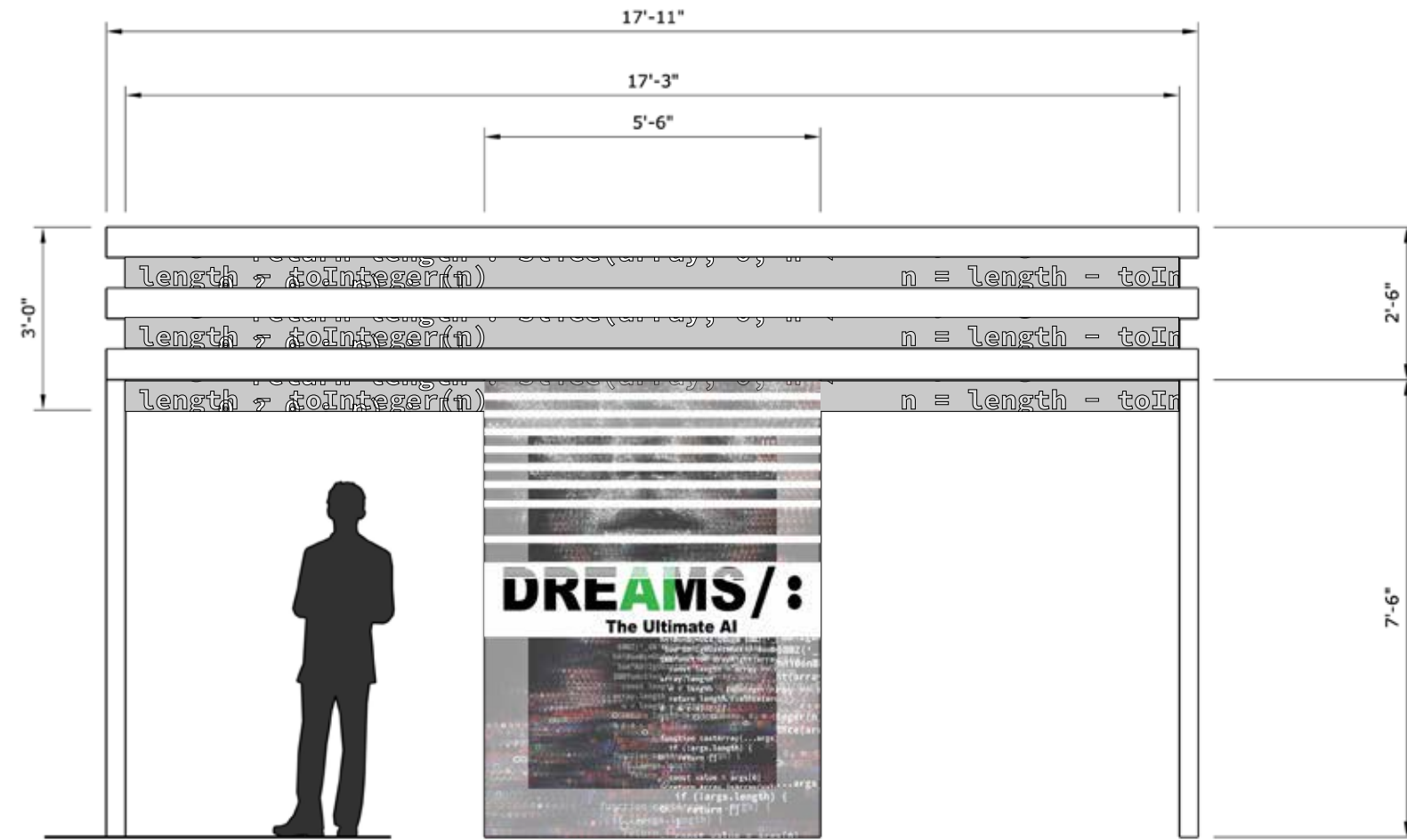


# Detailing

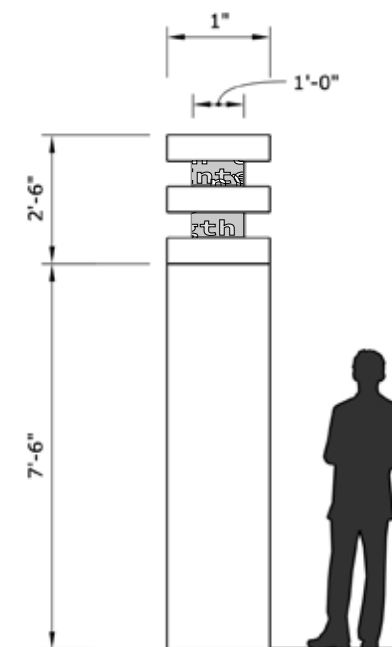
```
function castArray(...args) {
  const value = args[0]
  return Array.isArray(value) ? value
  : [value]
}
function dropRight(array, n=1) {
  const length = ar
  array.length
  n = length - toIn
  return length ? s
  0 ? 0 : n) : []
}
```



KEY



A FRONT ELEVATION  
A00 Scale: 1/2" = 1'-0"



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REV.	DATE	DESCRIPTION

Client:



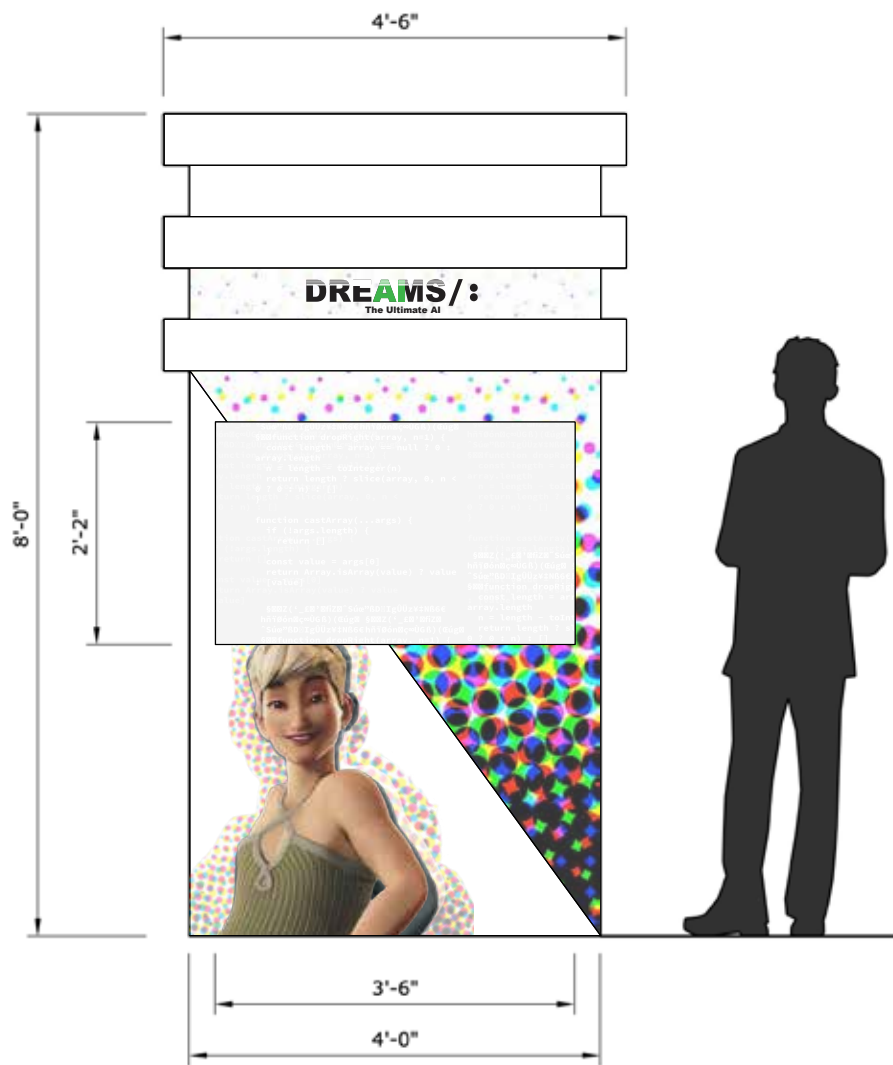
META PLATFORMS, INC.

Consultant:

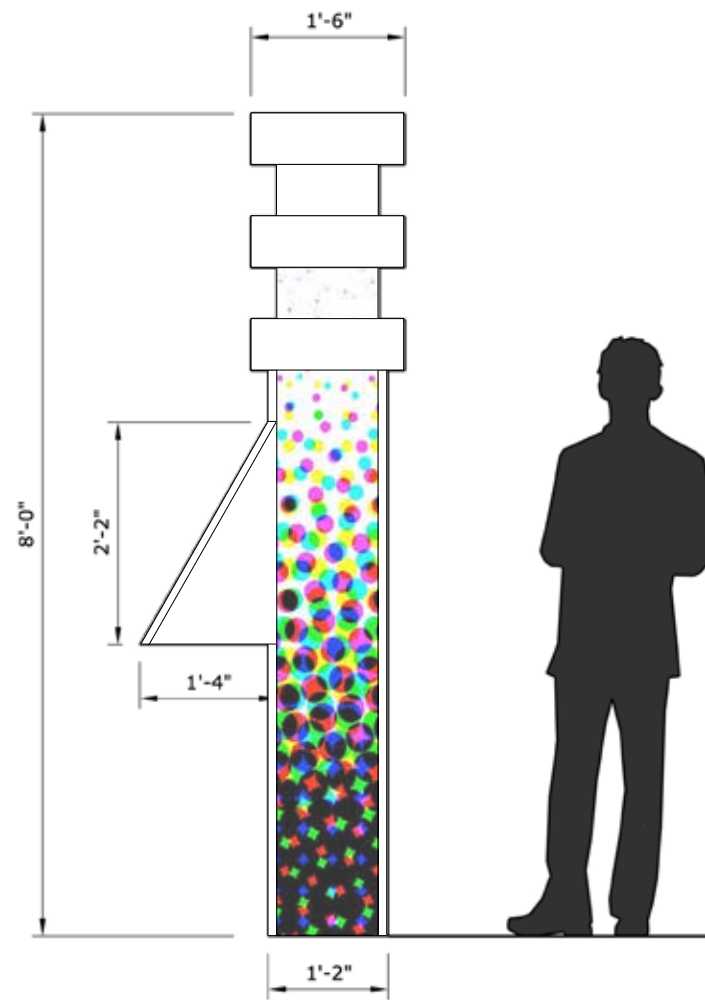
Facility Name:  
100% DESIGN DEVELOPMENT

Drawing Title:  
EXHIBIT INTRODUCTION GRAPHIC

Scale: N/A	Sheet: EX		
Drawn by: JED	Checked by:	Approved by:	Date:
Sheet No: 501	Revision:		



**A** FRONT ELEVATION  
A01 Scale: 3/4" = 1'-0"



**B** RIGHT ELEVATION  
A02 Scale: 3/4" = 1'-0"

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REV.	DATE	DESCRIPTION

Client:



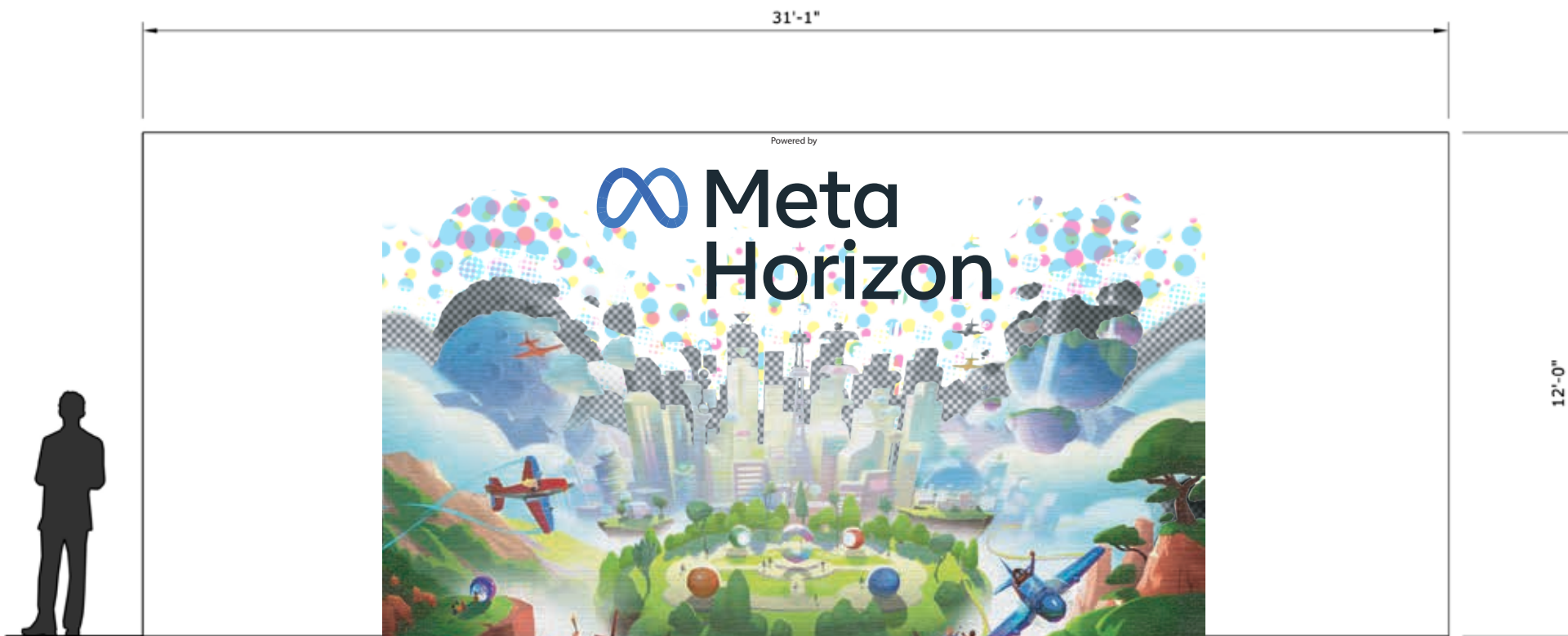
META PLATFORMS, INC.

Consultant:

Facility Name:  
**100% DESIGN DEVELOPMENT**

Drawing Title:  
**AREA INTRODUCTION GRAPHIC**

Scale	<b>N/A</b>	Sheet	<b>EX</b>
Drawn by:	<b>JED</b>	Checked by:	Approved by:
Sheet No.:	<b>502</b>	Date:	Revision:



**A** MURAL 1 – ELEVATION  
A00 Scale: 3/8" = 1'-0"

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**DREAMS/:**  
The Ultimate AI

REV.	DATE	DESCRIPTION

Client:



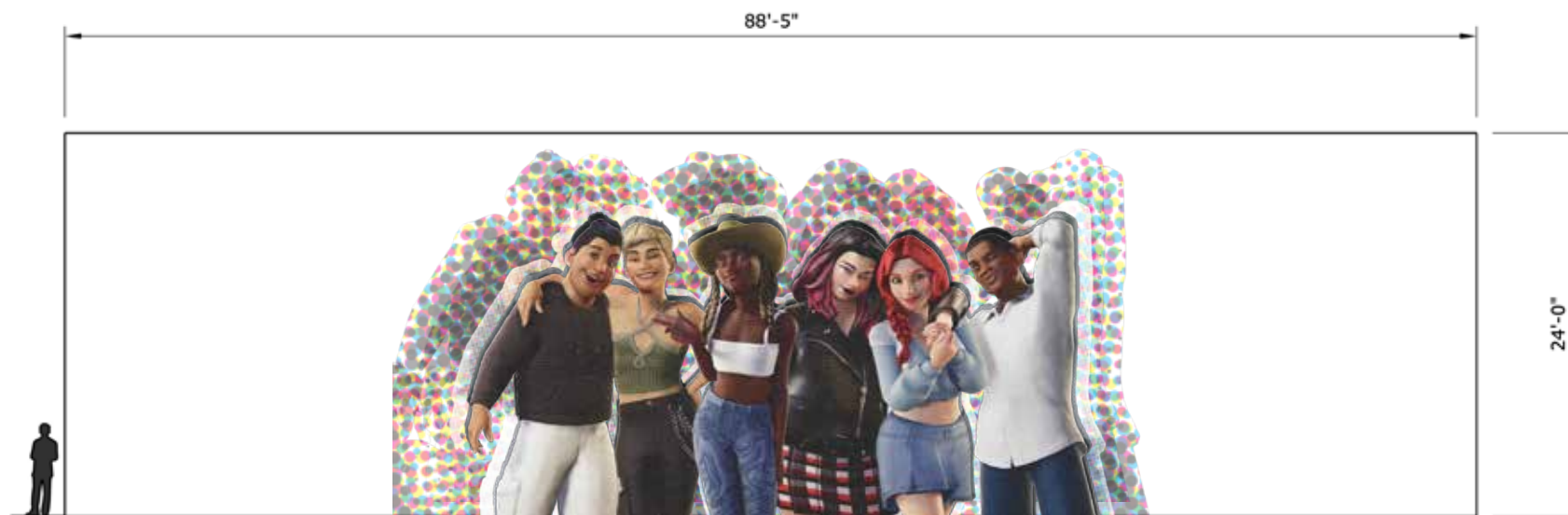
**META PLATFORMS, INC.**

Consultant:

Facility Name:  
**100% DESIGN DEVELOPMENT**

Drawing Title:  
**MURAL GRAPHIC 1**

Scale: <b>N/A</b>	Sheet: <b>EX</b>
Drawn by: <b>JED</b>	Checked by: _____
Approved by: _____	Date: _____
Sheet No: <b>503</b>	Revision: _____



**A** MURAL 2 – ELEVATION  
 A00 Scale: 1/8" = 1'-0"

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**DREAMS/:**  
 The Ultimate AI

REV.	DATE	DESCRIPTION

Client:



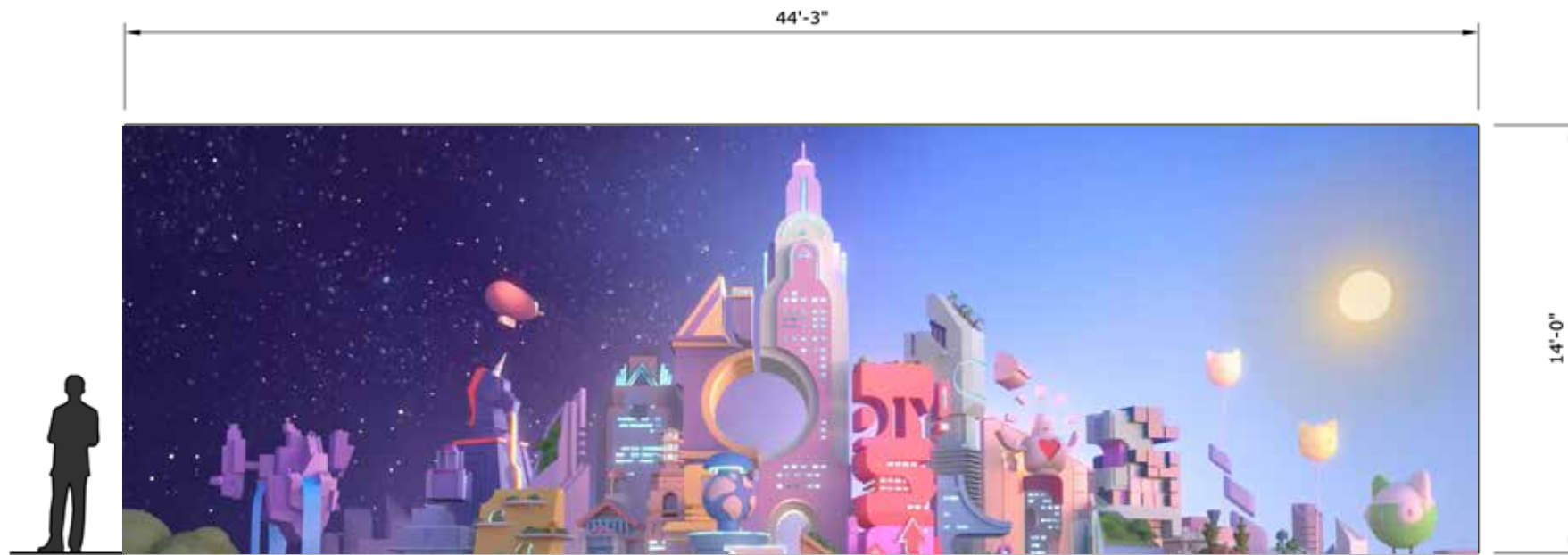
**META PLATFORMS, INC.**

Consultant:

Facility Name:  
**100% DESIGN DEVELOPMENT**

Drawing Title:  
**MURAL GRAPHIC 2**

Scale	<b>N/A</b>	Sheet	<b>EX</b>
Drawn by	<b>JED</b>	Checked by	Approved by
Sheet No.	<b>504</b>	Date	Revision



**A** MURAL 3 – ELEVATION  
A00 Scale: 1/4" = 1'-0"

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**DREAMS/:**  
 The Ultimate AI


REV.	DATE	DESCRIPTION

Client:  

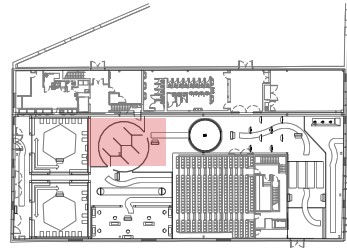

**META PLATFORMS, INC.**

Consultant:

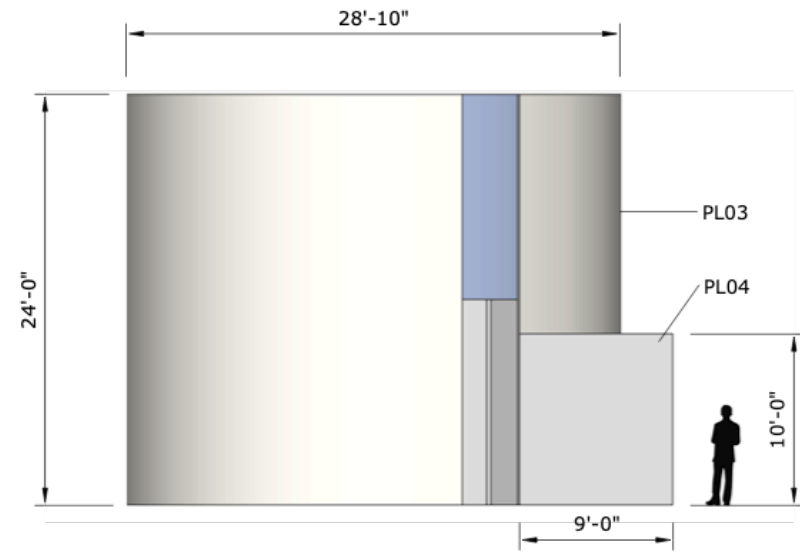
Facility Name:  
**100% DESIGN DEVELOPMENT**

Drawing Title:  
**MURAL GRAPHIC 3**

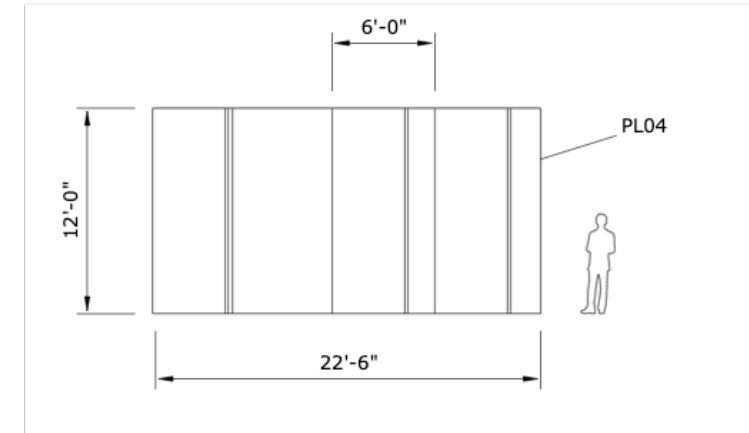
Scale	<b>N/A</b>	Sheet	<b>EX</b>
Drawn by	<b>JED</b>	Checked by	
Approved by		Date	
Sheet No.	<b>505</b>	Revision	



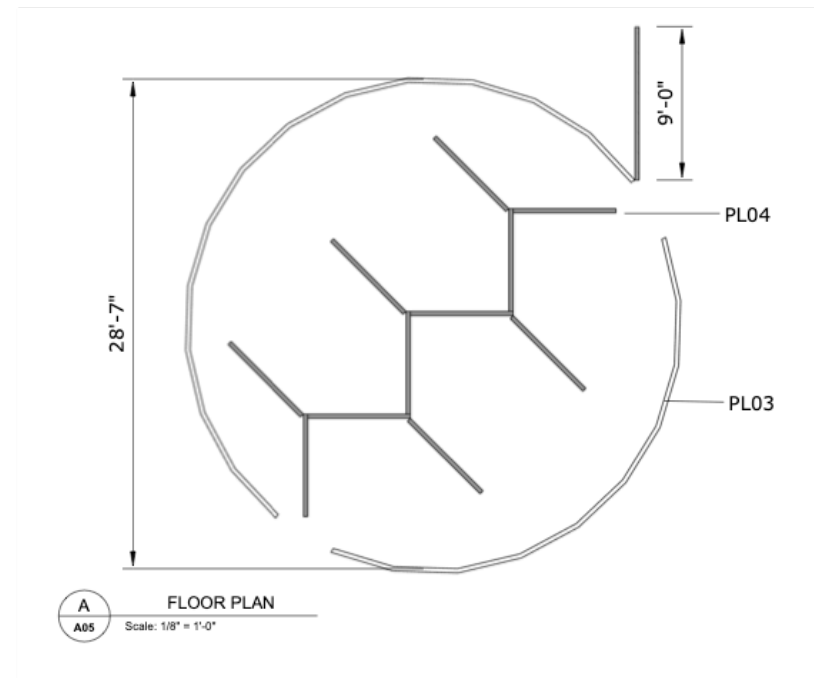
**KEY**



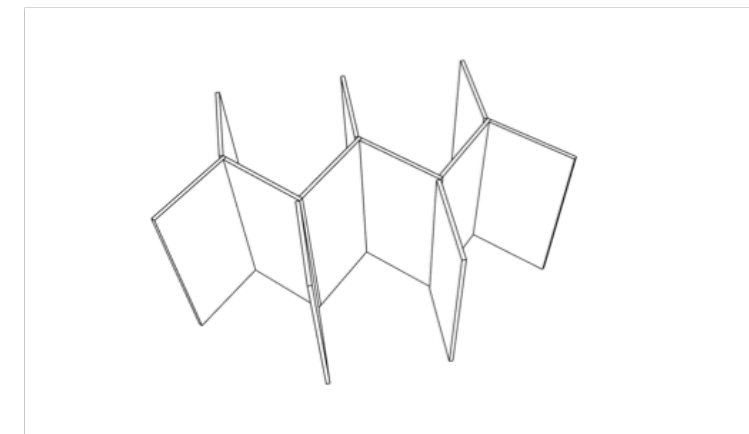
**B FRONT ELEVATION**  
A07 Scale: 1/8" = 1'-0"



**C MIRROR FRONT ELEVATION**  
A08 Scale: 1/8" = 1'-0"



**A FLOOR PLAN**  
A05 Scale: 1/8" = 1'-0"



**D AXON**  
A09 Scale: Perspective

**NOTE:**  
**Jude Egdard Desinor**  
 MA EXHIBITION AND EXPERIENCE DESIGN  
**FASHION INSTITUTE OF TECHNOLOGY**  
 School of Graduate Studies  
 227 West 27th St  
 New York, NY 10011

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REV.	DATE	DESCRIPTION

Client:



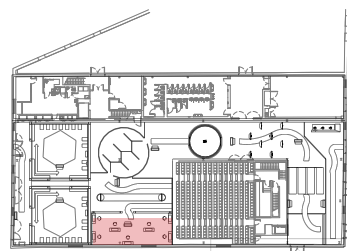
**META PLATFORMS, INC.**

Consultant:

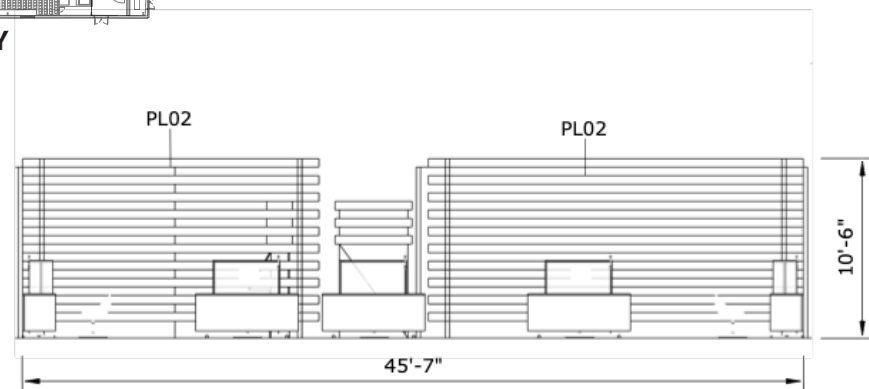
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**100% DESIGN DEVELOPMENT**

Drawing Title:  
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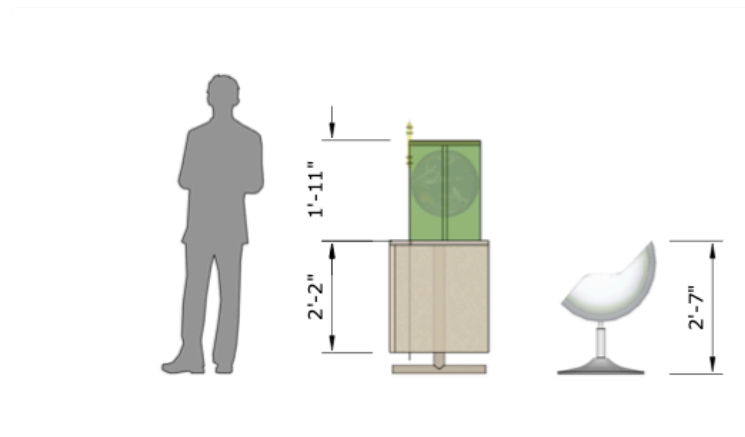
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Sheet No.:	<b>506</b>	Date:	Revision:



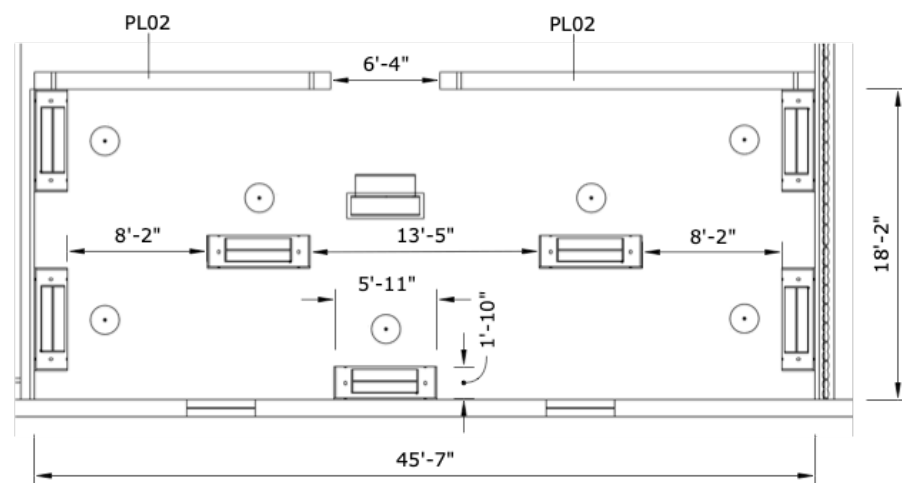
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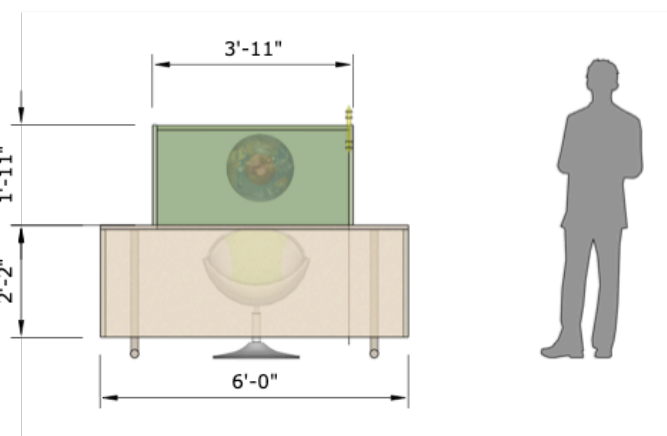
**B** FRONT ELEVATION  
A04 Scale: 1/8" = 1'-0"



**C** RIGHT ELEVATION  
A06 Scale: 3/8" = 1'-0"



**A** FLOOR PLAN  
A00 Scale: 1/8" = 1'-0"



**D** DETAIL  
A07 Scale: 3/8" = 1'-0"

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**DREAMS/:**  
 The Ultimate AI

REV.	DATE	DESCRIPTION

Client:



**META PLATFORMS, INC.**

Consultant:

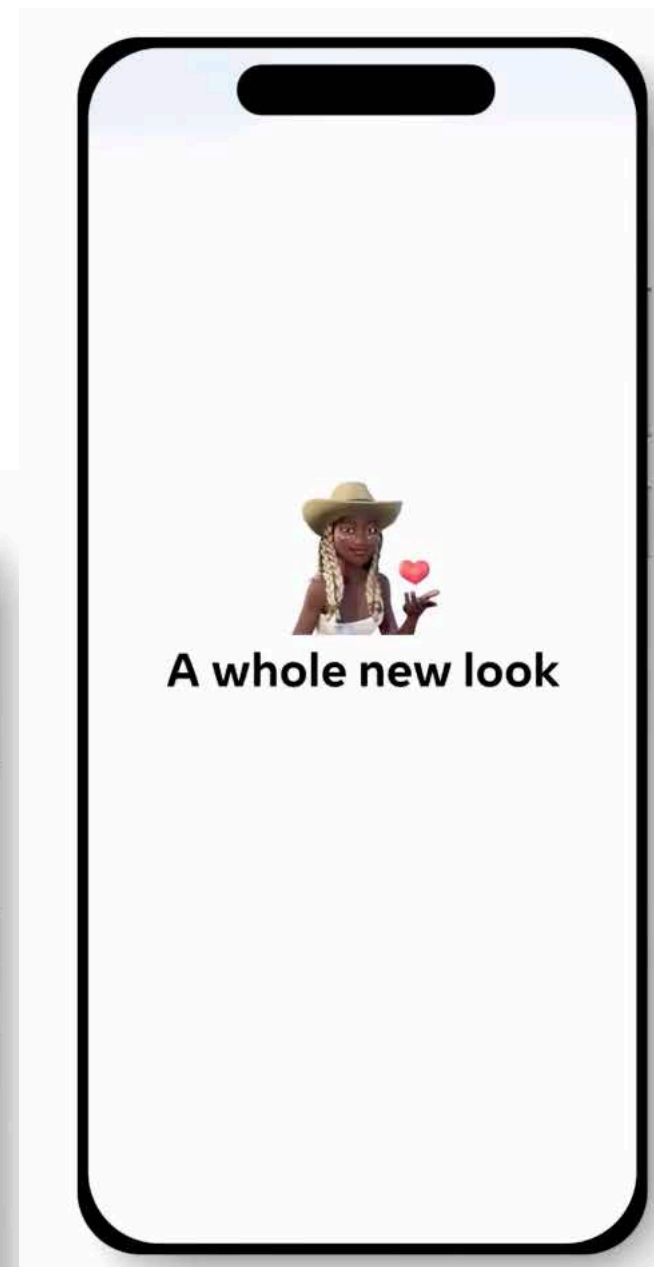
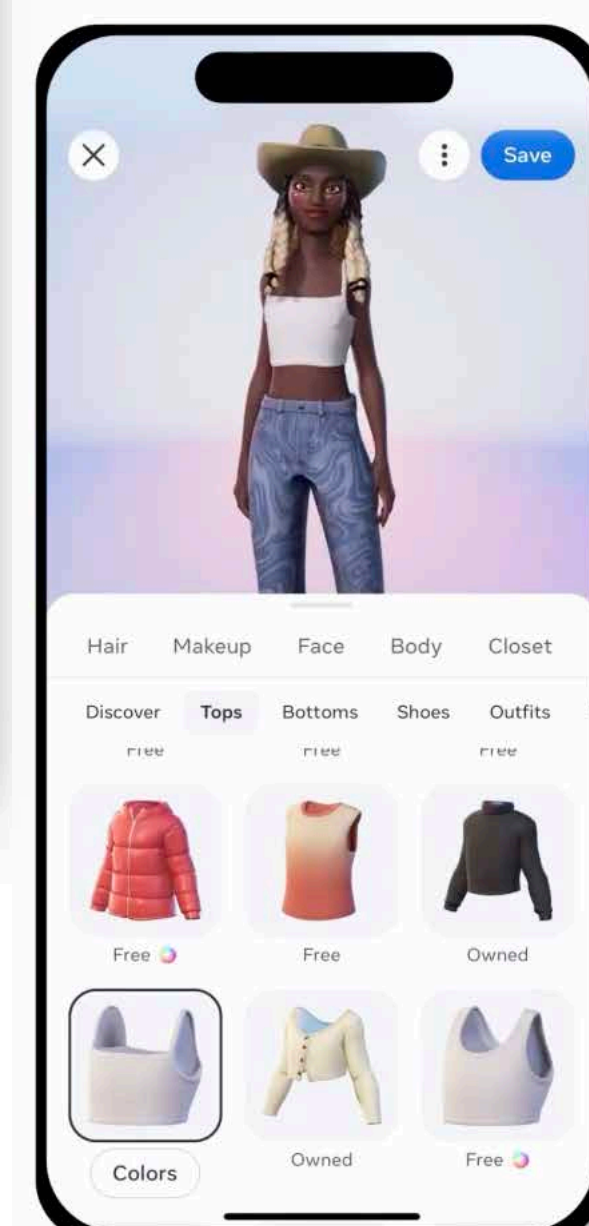
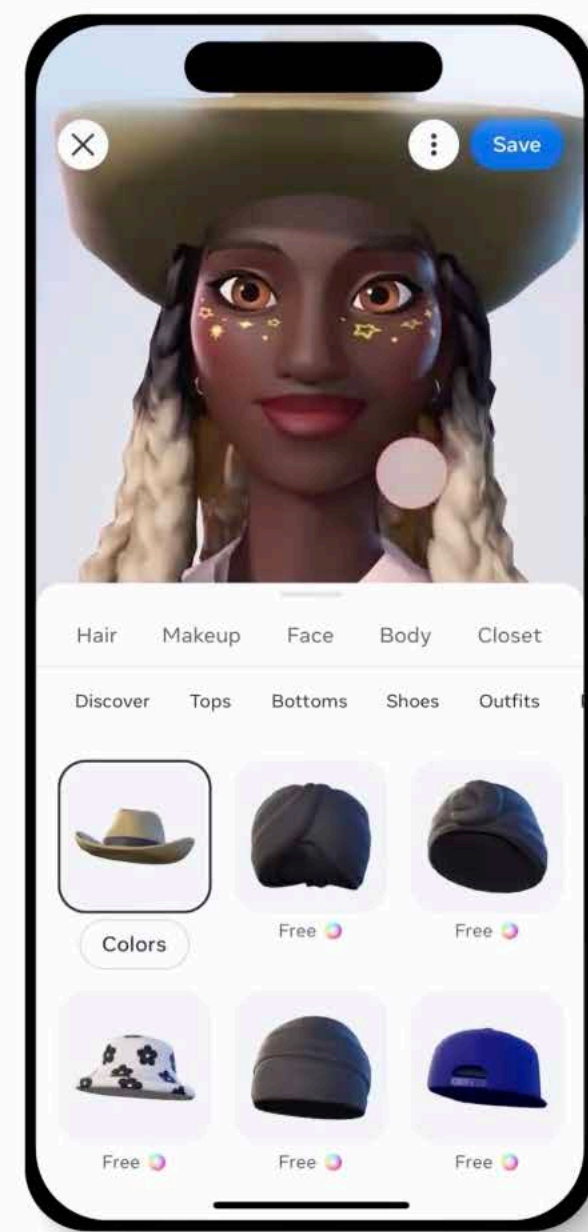
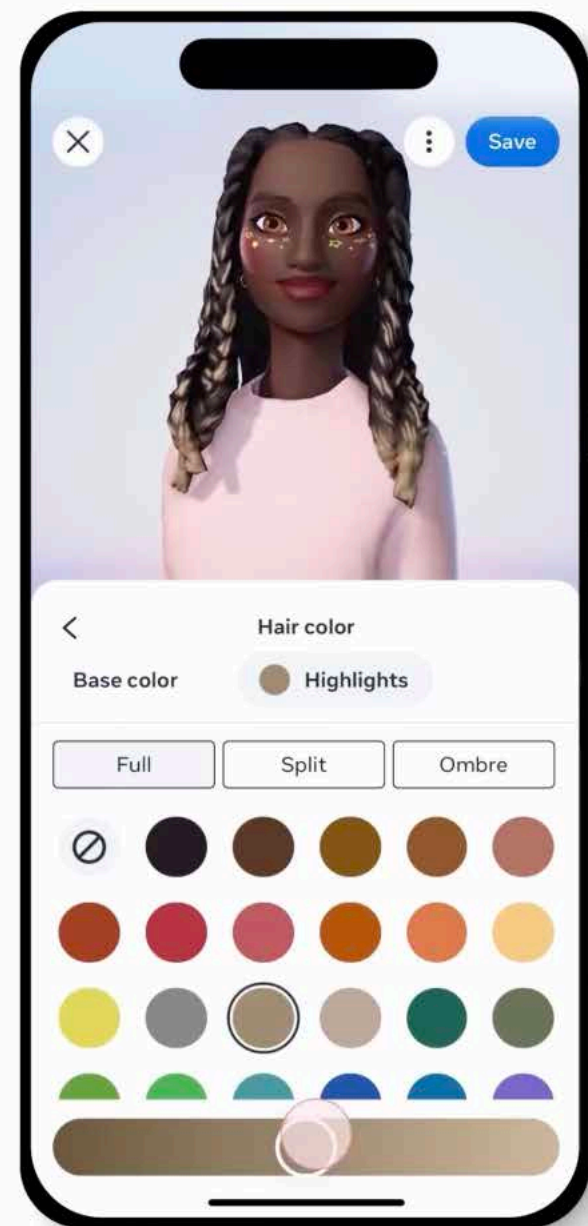
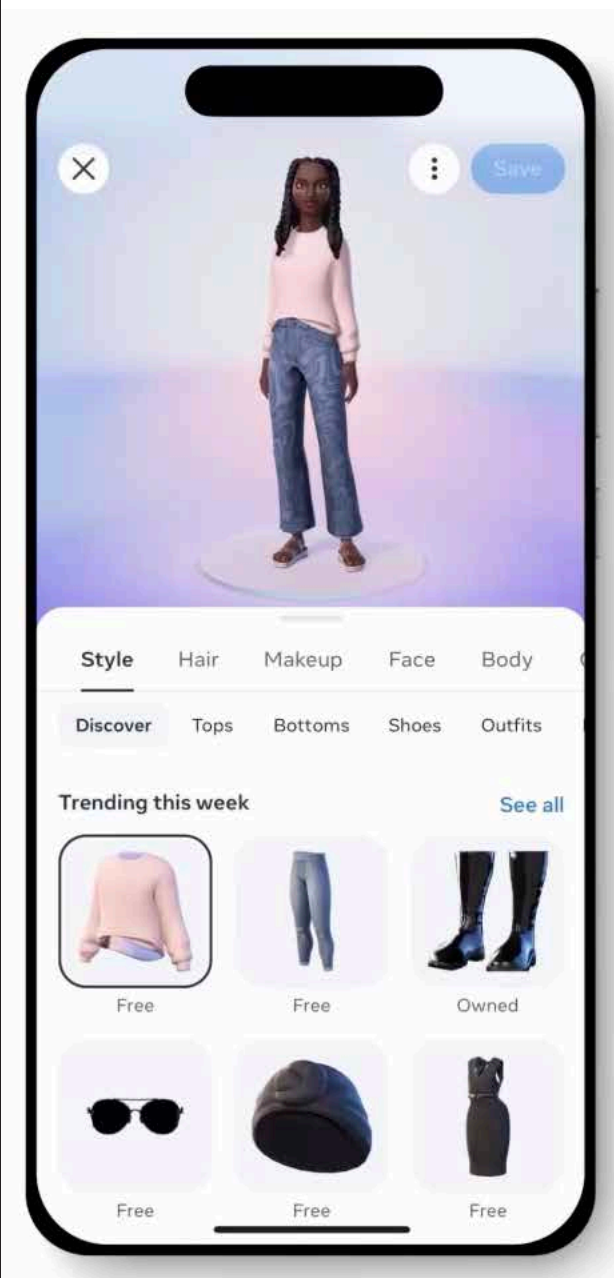
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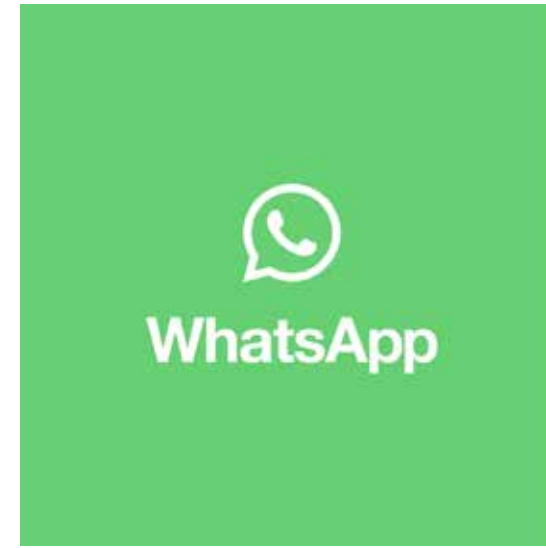
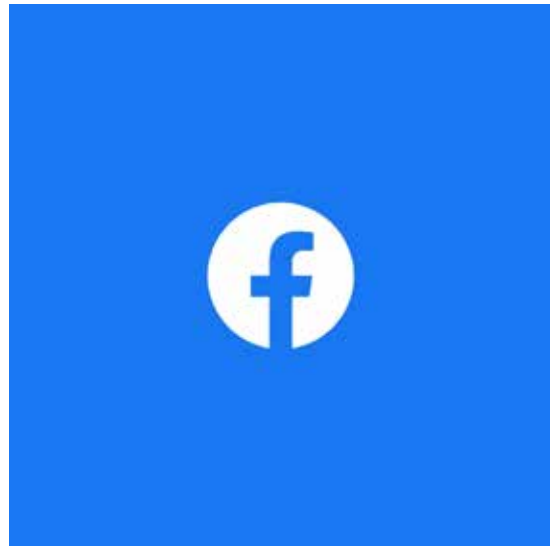
Drawing Title:  
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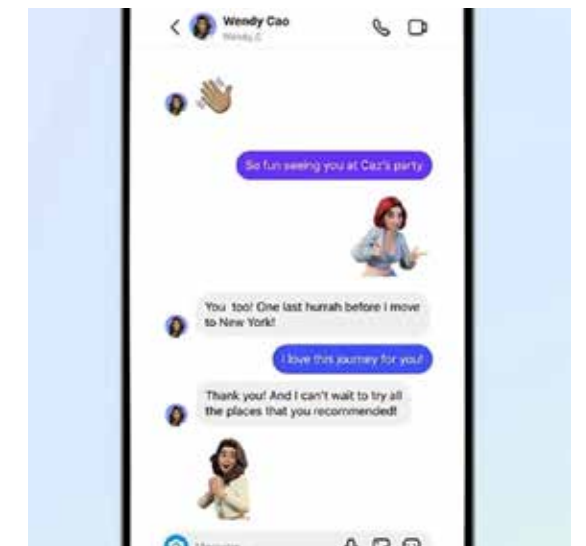
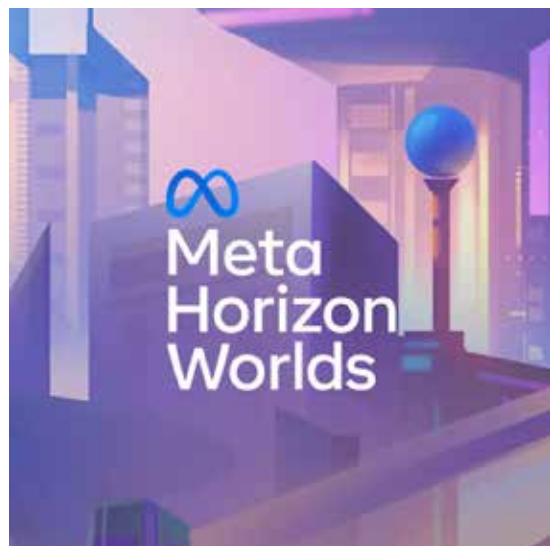


# Meta Dream Avatar





 Meta



# DREAMS/:

The Ultimate AI