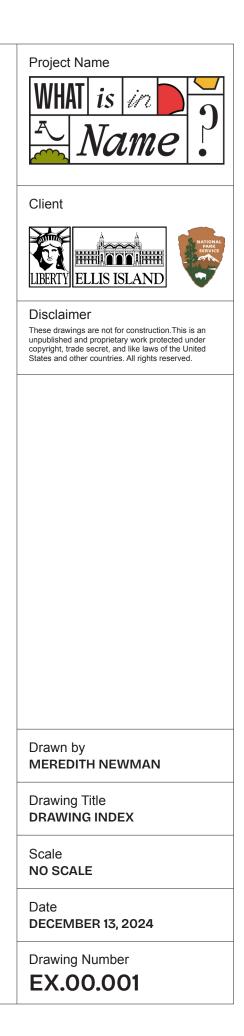


Drawing Index

COVER PAGE	EX.00.00	
DRAWING INDEX	EX.00.01	
EXCUTIVE SUMMARY	EX.01.001 EX.01.002 EX.01.003 EX.01.004 EX.01.005 EX.01.006 EX.01.007 EX.01.008 EX.01.009 EX.01.010-011 EX.01.012 EX.01.013 EX.01.014-024	Thesis Statement Subject Venue/Client Audience Pre-Visit Journey Big Idea Goals Concept Diagram Content Outline Icon Breakdown Simplified Plan Emotion Intensity Map Renders + Descriptions
SCHEDULES AND LISTS	EX.02.001-002 EX.02.003 EX.02.004 EX.02.005 EX.02.006 EX.02.007-008 EX.02.009	Graphic Schedule Graphic Specifications Materials Schedule Lighting Schedule Objects Schedule AV Schedule Media Schedule
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GRAPHICS	EX.04.001-004 EX.04.005 EX.04.006-026	Look and Feel Wayfinding Stratetgy Graphic Plans
AREA DETAILS	EX.05.001-006 EX.03.007-011	03A Detailing 06A Detailing



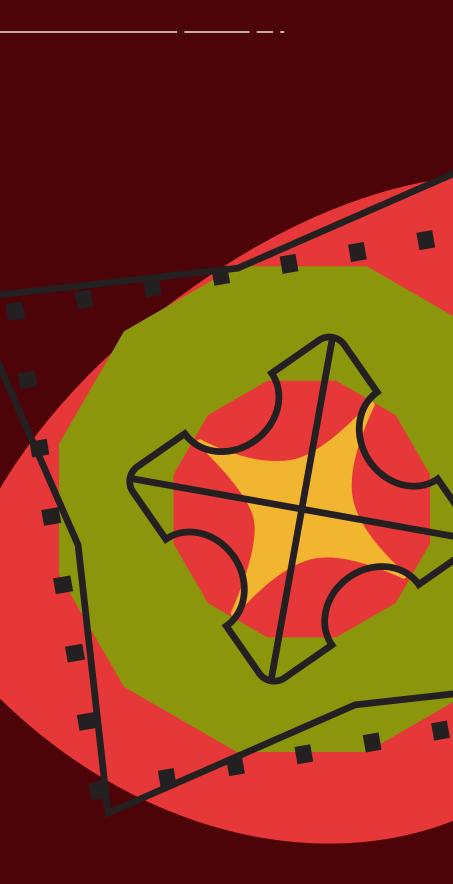
EXECUTIVE SUMMARY

Written content such as exhibit labels and wall text is a crucial part in museum exhibits that provides education, orientation, and accessibility to visitors. It is the explanation of the exhibit's big idea, the "one powerful idea that will clarify, focus, and define the nature and scope of an exhibition."¹

However, the conventional methodology of designing museum text is reminiscent of twodimensional mediums such as books and newspapers. The hierarchy of a main header, sub header, and body copy is reliable, but it can become static and unremarkable to the visitor. At its worst, content within museums can be overwhelming, ignored, and intimidating. By acknowledging the spatial nature of exhibits, exhibit designers have the opportunity to go beyond the traditional twodimensional thinking and **take advantage of an exhibit's three dimensions.**

With interactive, graphical, or experiential text that responds to the content and exhibit space, exhibit designers are able to enhance the educational experience of the visitor. The visitor will ultimately encounter content that is easy-to-scan and digest, making the interpretive information in the exhibit not only more accessible but also more memorable.

¹Serrell, Beverly. The Big Idea. Chicago: B. Serrell, 2019.

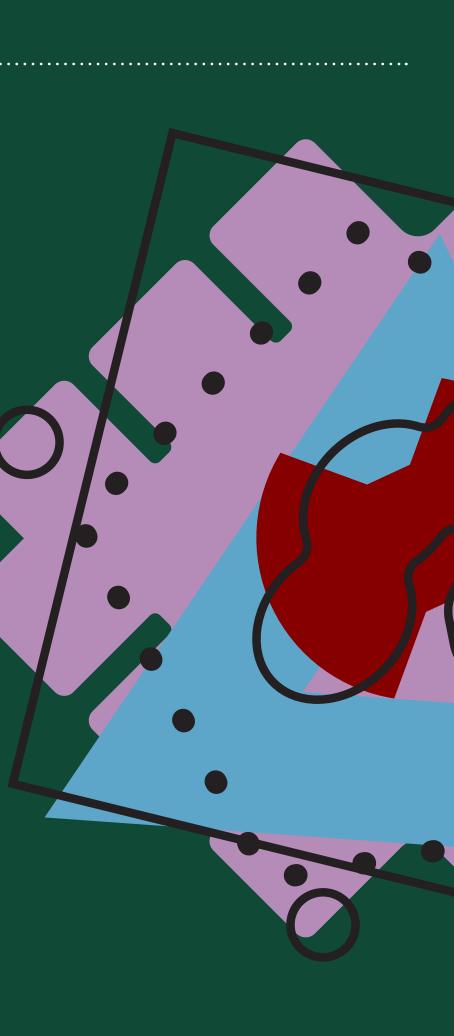


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NAMES AND IDENTITY

Identity is a process of actions. It is flexible and constantly negotiated. Names are symbols and identifiers, but they are also available resources in which we construct identities. Constructed of a combination of distinctness (or uniqueness and individuality) and sameness (or the belonging to a community), identity and therefore names can say a lot about ourselves. Since we all have names, what about our names makes us unique? What about our names signals we belong to a certain community?¹

¹The International Council of Onomastic Sciences. 2023. "ONOMASTICS ONLINE | Emilia Aldrin: Names as Resources for Identity Construction." YouTube. May 10, 2023. https://www.youtube.com/watch?v=DIerCbLK0al.



ELLIS ISLAND

Ellis Island is a federally owned island in New York Harbor, situated within the U.S. states of New Jersey and New York. Ellis Island was once the **busiest immigrant inspection and processing station in the United States**. From 1892 to 1954, nearly 12 million immigrants arriving at the Port of New York and New Jersey were processed there.

THE STATUE OF LIBERTY - ELLIS ISLAND FOUNDATION MISSION

"We **honor the immigrant experience** and the pursuit of freedom through preservation efforts, educational initiatives, and community programs. As caretakers of Ellis Island and the Statue of Liberty, we work to **create bridges to history** and to foster an appreciation for the rich tapestry of our national identity."

ELLIS ISLAND'S NEXT CHAPTER

"Ellis Island Museum Reimagined is the latest initiative. This multi-year project will transform the visitor experience and continue our efforts to care for this important monument. This includes: more than 100,000 square feet of reimagined exhibits, **interactive experiences featuring people-centered storytelling.** New public spaces, including a Temporary Exhibits Gallery and Flexible Program Space for events and education programs."











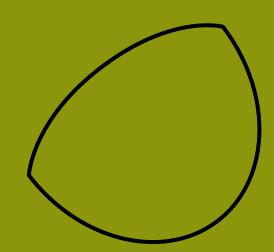




Primary

EXPERIENCE SEEKERS, FACILITATOR

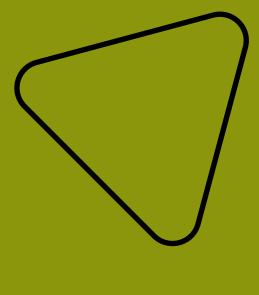
As it is a part of a package with the Statue of Liberty, many groups/families of international and national tourists come to Ellis Island after visiting the Statue of Liberty. Also because of the nature of the museum, the younger guests seemed to be at least of reading age (~9+)



Secondary.

EXPLORERS

Many visitors (primarily in the ground floor gallery, Peopling of America) spent time studiously reading much of the panels and timelines.

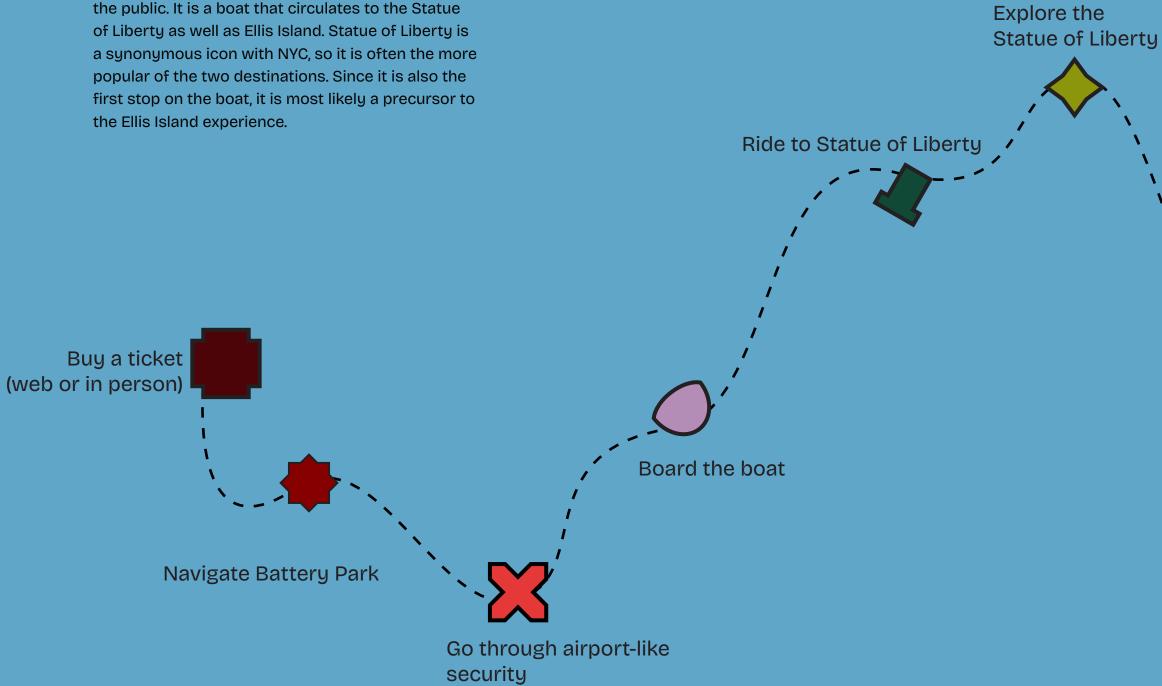


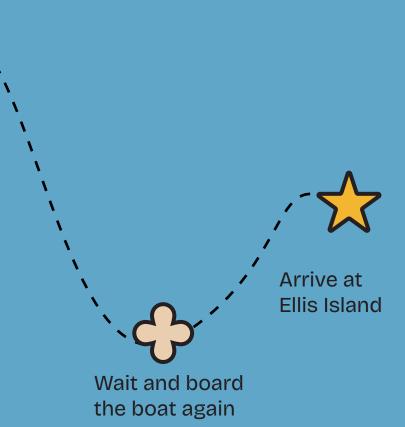


PROFESSIONAL/HOBBYIST

With genealogists and official Ellis Island records on the premises, many visitors have the opportunity to explore that side of their history.

There is only one clear way to get to Ellis Island for the public. It is a boat that circulates to the Statue of Liberty as well as Ellis Island. Statue of Liberty is



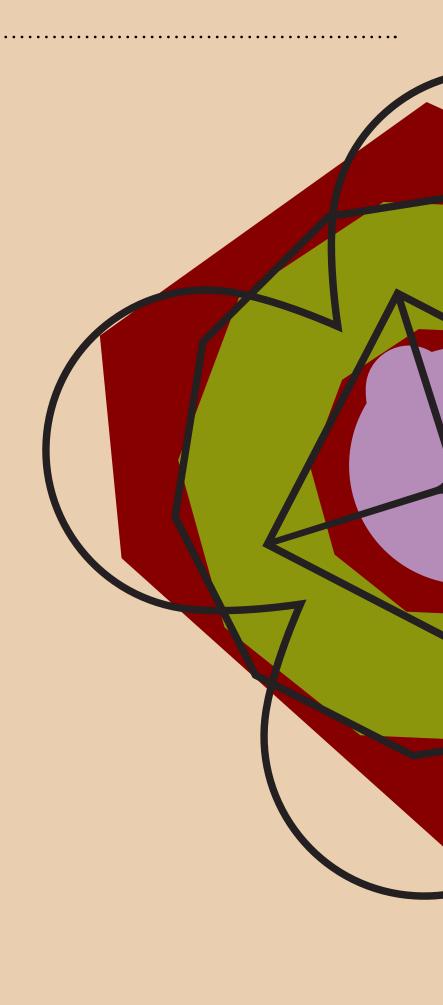


OUR NAMES ARE NOT NEUTRAL

Names are full of meaning and convey social, cultural, and/or historical context. Identity, and therefore names, are made up of uniqueness of the individual and sameness of the community in which names engender. Ultimately asking the questions:

Who am I? Who are they? What is our relationship?

(attributed to Prof. Alexandra Chrysochoou)



PROJECT GOALS

The exhibition will:

- Highlight the intangible aspects of an individual's identity as it applies to their names
- Serve The Statue of Liberty Ellis Island Foundation, Inc.'s mission to "pursue a diverse range of educational and community building efforts and work to create meaningful connections between island visitors and the dense fabric of American history."
- Encourage reflection on one's own heritage and legacy
- Embrace visitors with non-traditional views and family structure
- Be **inclusive** of all cultures
- Enhance the existing galleries and stories being told
- Demonstrate the **connection back to Ellis** Island's history
- Enforce names as vehicles for **self-discovery**

EDUCATION GOALS

Visitors will learn:

- About the statistical information associated with their own name
- How **names influence stereotypes** and what connotations come with their own names
- How names evolve with an individual's identity
- How names contribute to an individual's visual or general **expression**
- How their own and other's nicknames impact their identity
- About the power of names as expletives
- The truth about how names changed when immigrants passed through Ellis Island
- About rituals and stories that were passed down from generation to generation that make up unique cultures and their naming practices
- About name etymology and how names can create legacies
- Views and information about heritage and legacy they might not have known before

EXPERIENCE GOALS

Visitors will experience:

- The grand architecture and restoration of the National Immigration Museum building
- A connection to others through shared traditions and stories of names
- A deeper sense of self through discovery
- Written content and text in spatial, legible, and accessible ways
- Multi-sensory galleries that create unique, yet • educational experiences

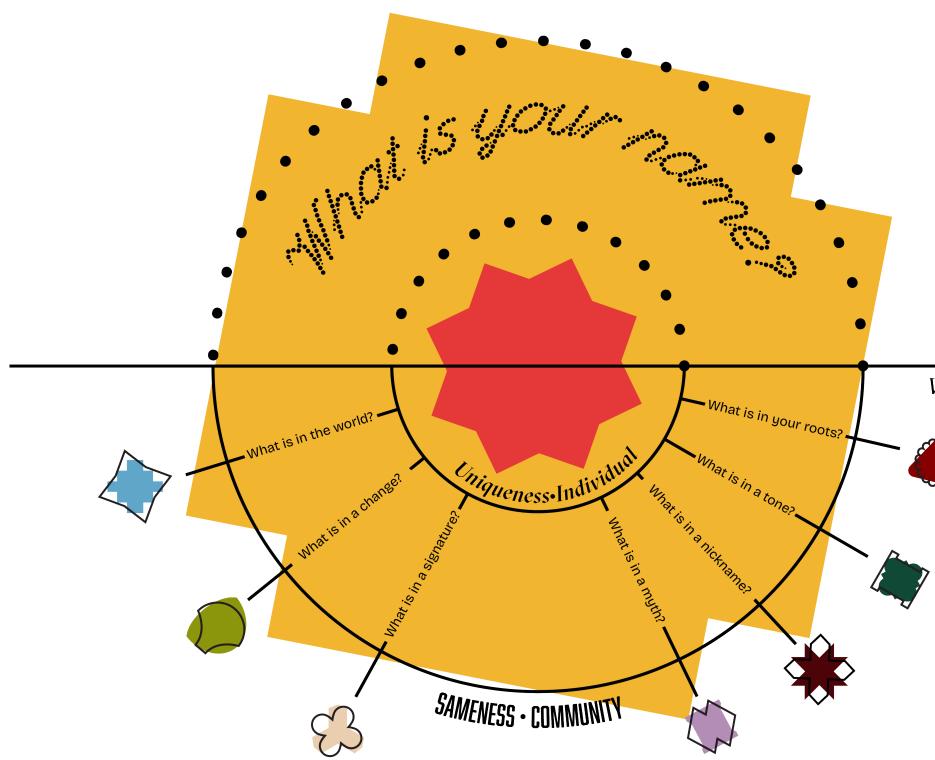
AVOIDANT GOALS

This exhition will not be:

- euro-centric

• Turn into a caricature of the American life/be

A vague, meandering statement on family



The sign

What it means



WHAT IS IN THE world?

Deconstructs the rules and different cultural practices that go into naming the next generation. This is not just a place for learning about practices, but also discovering the connections between cultures through first person narratives.

WHAT IS IN YOUR ROOTS?

Names often hold unique histories and etymology. Data, records, and concrete history will be utilized in this gallery to generate a unique icon that emphasizes the individuality of the visitor even within the certainty and uniformity of data and history.

WHAT IS IN A nickname?

Nicknames are a way to go beyond ones given name. Nicknames not only express how we want to be perceived, but they also express our relationship with one another. They can demonstrate a familiarity, disdain, or closeness with one another. The situational nature of nicknames enhances their fluidity and ability to change throughout ones lifetime. Through first person narratives and the visitors physically moving, this gallery will explore the fluidity and situationality of nicknames.

WHAT IS IN A tone?

We all have names, but the tone in which they are said can reveal emotions, intentions, and familiarity. Through pop culture moments, the visitors can familiarize themselves with the obvious, subconscious, manipulative, and comforting ways in which names can be verbally used.

WHAT IS IN A signature?

The way we physically express our names can say a great deal about how we are or want to be perceived. Through objects from the Ellis Island archive, this gallery will explore all the ways in which immigrants express their names on possessions, as a memory, to claim lineage, etc.

WHAT IS IN A change?

Changing names can be an assumed ritual like changing last names after marriage, but people also change their names to move forward and make it a permanent part of their identity. This gallery area of the exhibit explores the multitude of reasons individuals choose to change their name.

WHAT IS IN A MYTH?

Many Americans who had ancestors pass through Ellis Island believe that their name was changed by an Ellis Island immigration officer. However, the myth has long been debunked. Ellis Island immigration officers rarely wrote anything down. They mainly checked the ship manifests and sometimes even corrected the spelling. This gallery will explore what the myth is, why it developed, what the actual process was, and when the name change most likely would have occurred.

This is an example of an icon that could be generated in the exhibition. It is based off of data and known etymology, so that icons could be generated independent of the visitor's input. However, the parts represent a larger representation of how names are formed and given.

The largest color block represents the region of the world the name is most popular (This one specifically represents North America)

The largest line shape represents the region of the world the name is most concentrated (This one specifically represents Carribean South America)

The smallest shape in the center represents what the name _means. (This one specifically represents water)

The smallest line shape in the center represents the name's most common pronounciation. (This one specifically represents the nasal sound)

The middle line shape represents how many people have this exact name. (This one specifically represents more than 50,000 people)

 The middle color block represents the time period when the name was most popular. (This one specifically represents popularity from 1950-1974)







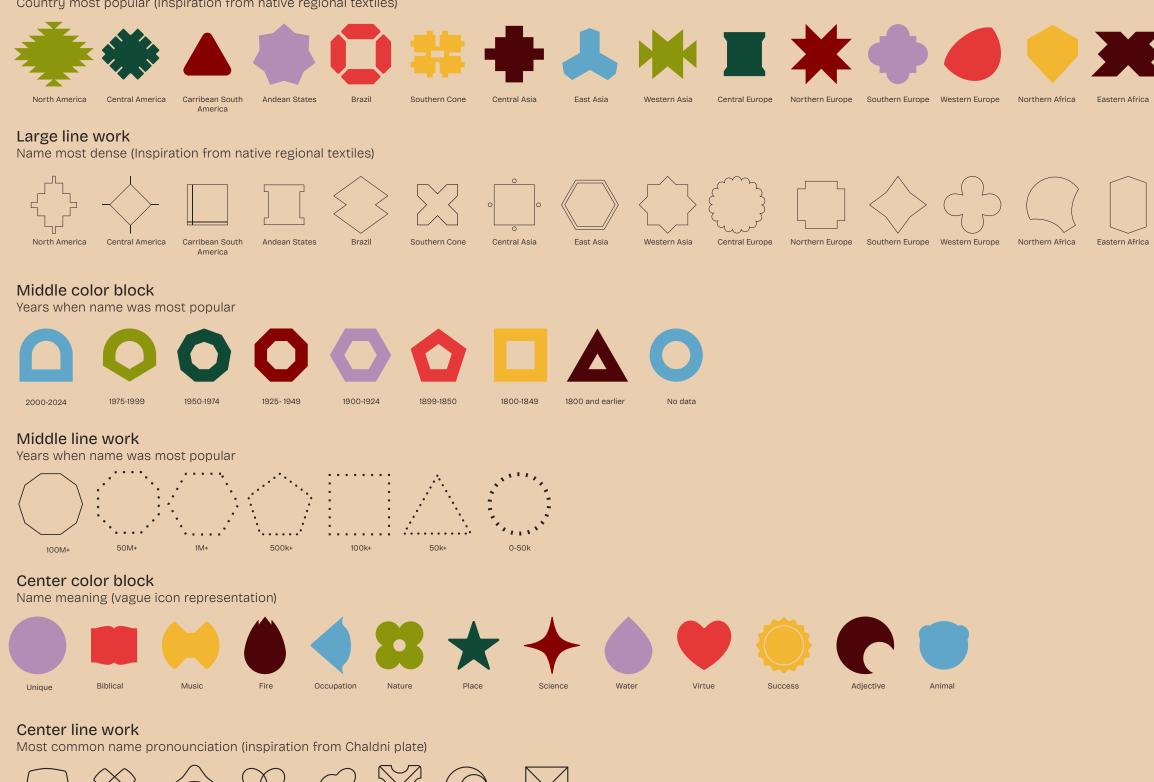


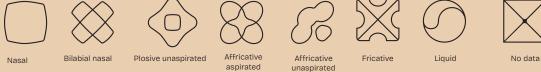




Large Color Block

Country most popular (Inspiration from native regional textiles)



















Middle Africa





Middle Africa

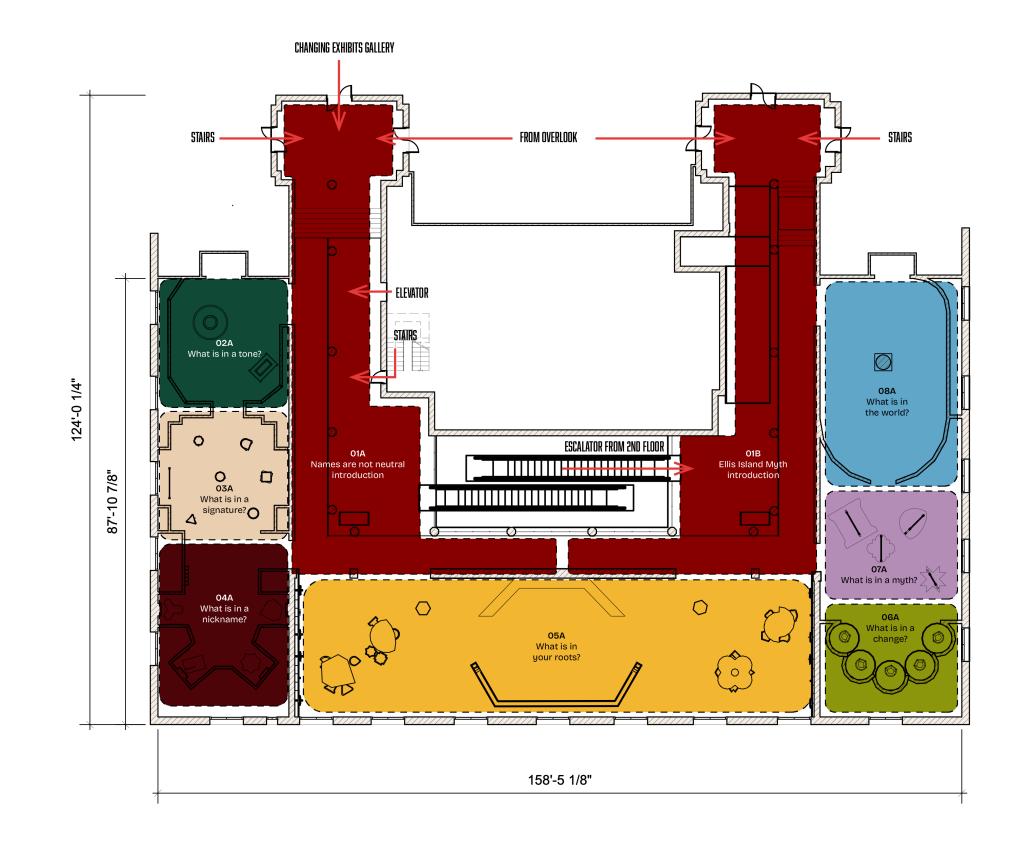


Southern Africa

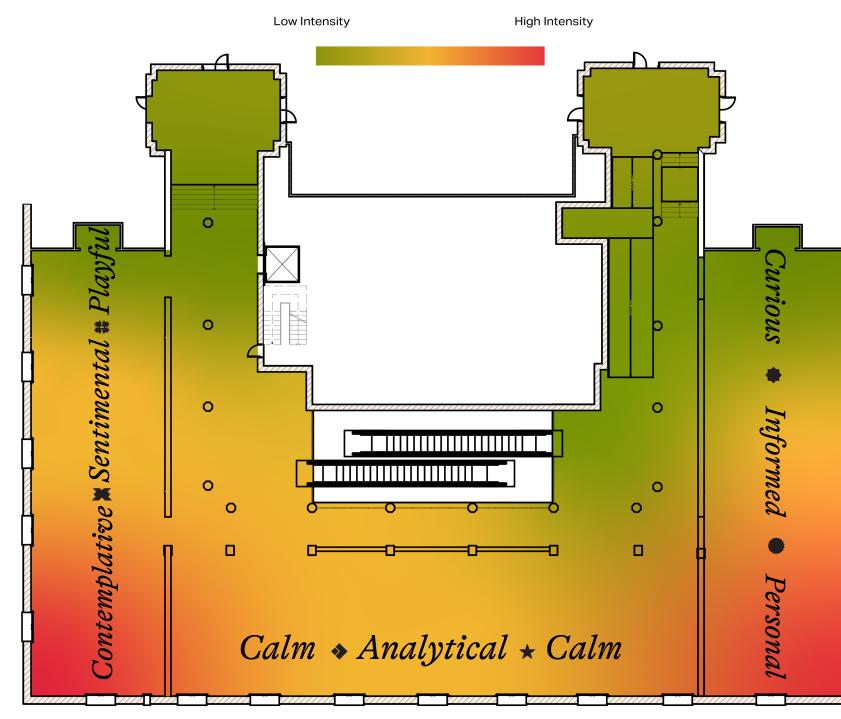


Western Africa





• •





Floor graphics with striking shapes and bold colors that lead to a floor to ceiling sign that has the exhibition name. The sign also has screens in smaller niches that have subtle yet vibrant animation.

Do

Walk into the exhibition and admire the murals and graphics before choosing a place to start

Learn

About the visual language that will be persistent through the exhibition

Feel

A sense of wonder and curiosity as to what this exhibition will be about

Name

20UE HÁY EN UN NOMBRE?



What is in your Roots?



See

Visitors will enter to see a large screen, a bench reflecting the shape of the screen and a touch screen that invites the visitor to enter their name.

Do

Visitors will enter their name, sit down, and see a presentation on the icon their name generates. At the end of the presentation, the visitor will receive a name tag that they can stick on themselves.

Learn

Visitors will learn about all of the facts and statistics that are associated with their name and how all of these seemingly shallow factors can create something unique.

Feel

The visitor will feel unique and amused they received a personalized takeaway.

Enter name flow



Name tag variations







What is in your Roots? (side area)

See

In the middle are table and chairs with a book, paper, and stamps. On the walls there are tall LED screens with a peg sticking through with large scale icons on the wall around it

Do

At the tables, visitors will be able to flip through stories around names and what their icons look like. At the wall visitors will be able to align the icons on the peg in whatever combination or order and get a random name those shapes represent

Learn

Visitors will get more acquainted with the visual system and how it manifests for different people.

Feel

A sense of play and discovery with this visual system.



What is in a Myth?



Do

different shapes panels

The visitor could feel enlightened that they just debunked a common myth or embarassed that they helped perpetuate it

Read about the fallacy of the Ellis island name change as the the visitor circulates around the

What is in a Change?

See

Five individual listening alcoves with stools. At each station are categories as to why people change their name and slide buttons to hear each story.

Do

Relax and listen to the individual stories that interest the visitor.

Learn

About all the different reasons and causes someone might change their name.

Feel

A sense of kinship towards narrators and understanding of all the different scenarios one would change their name

> - Ani - Ani - Ani - Ani - Ani - Ani



Changing names can be an assumed ritual like changing last names after marriage, but people also change their names to move forward and make it a permanent part of their identity. Is that your true name gallery area of the exhibit explores the multitude of reasons individuals choose to change their name.

Four individual listening alcoves as well as screens on the inner area. At each station are screens that say to activate the area with an RFID chip

Do

Take an RFID chip at the intro and listen to stories about different nicknames one person has had in their lifetime. Also contribute names that you would like to forget and want remembered at the inner screens.

Learn

How nicknames are fluid and situations affect the different names a person may have through their life.

Feel

The connection between stages in life and how that contributes to your own identity.

What name

do you want to forget?



Nicknames are a way to go beyond one's given name. Nicknames not only express how we want to be perceived, but they also express our relationship with or coseness with one another. The situational nature of nicknames enhances their fluidity and ability to change throughout one's lifetime.

ZZKA

CABBAGEALE SUNSHINE RASE SCHNOOKUMS

Select a token to get started and



A full room map graphic with an interactive globe in the middle of the room

Do

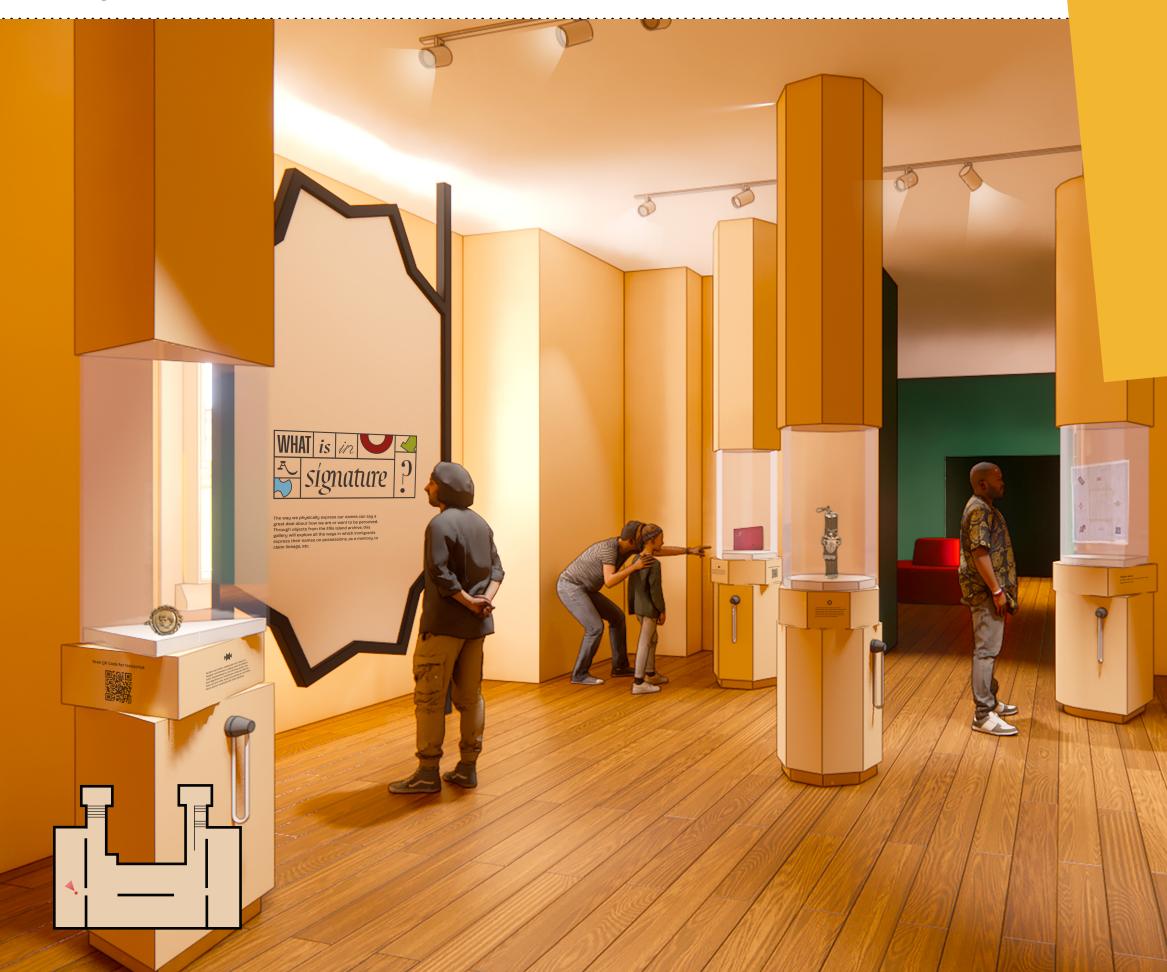
Go around the perimeter watching videos of people from around the room talk about their cultural naming practices. In the middle, visitors will be able to touch navigate the globe and look up top names from any country.

Learn

A sense of intrigue and curiosity to know more about places in the world when it comes to how people get their names or name their children

Feel

About the similarities and differences between cultures when it comes to names. Visitors will also learn about differing attitudes towards names and how that could influence a whole culture's identity.



A wide range of objects from the Ellis island collection that have monograms, signatures, and names all illustrated in various ways. Visitors will also see one ear audio cups that say to listen for the full story.

Do

Read the labels, turn the labels if compelled, walk around the stanchion to view the object, pick up the audio guide to listen to the story of the object

Learn

About the different ways the visitor physically expresses their own name and how names are vessels in which to convey meaning

Feel

Fascinated by or connected to the object because of the significance of wanting to leave their mark

> Object Name c. 1912, Cotton linen and embroidery threa Object number 123

Videos lining the walls that are cycling through familiar moments in which names are being said

Do

Sit or stand and watch all of the different moments

Learn

How tone influences and the way in which names are said influences how we might perceive an individual or a sutiation

Feel

A wide range of emotions (playful, nostalgic, melancholic, etc.) depending on the group of clips and how visitors perceive them



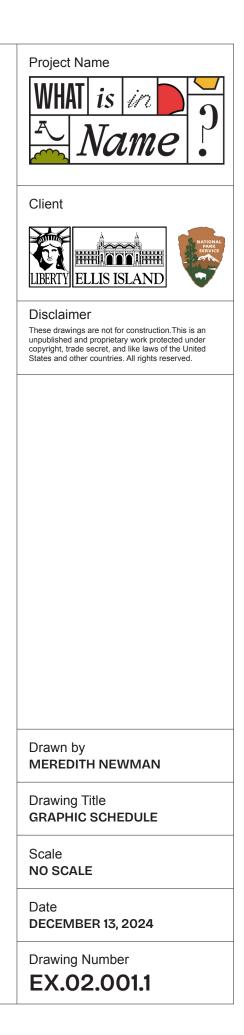




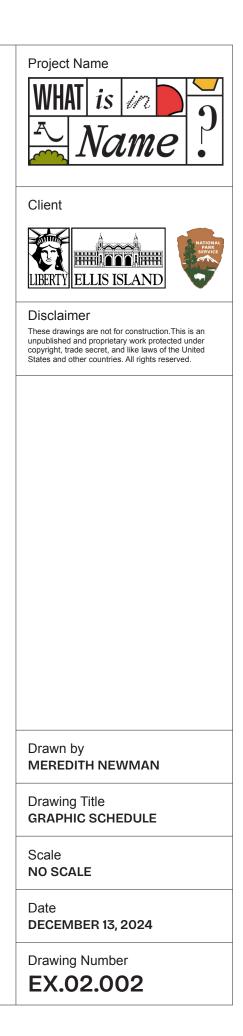


SCHEDULES AND LISTS

Area	Туре	Description	Area	Туре	Description
Introduction			What is in a change?		
01A.01.GR01	С	Introduction floor graphic	06A.01.GR01	F	Area intro logo and text
01A.01.GR02	D	Big idea mural	06A.01.GR02	F	Area intro logo and text
01A.01.AV09.GR01	H	Introduction beacon	06A.02.AV12.GR01	G	Digital experience for initiating stories about
01A.02.GR01	D	Name tag mural		_	marriage/divorce name change
		•	06A.02.GR01	D	Environmental graphics to demarcate booth
01B.01.AV09.GR01	H	Introduction beacon	06A.03.AV12.GR01	G	Digital experience for initiating stories about
01B.01.GR01	С	Introduction floor graphic	06A.03.GR01	D	gender identity name change
01B.01.GR02	D	Myth mural	06A.04.AV12.GR01	D G	Environmental graphics to demarcate booth Digital experience for initiating stories about
What is in a tang?			00A.04.AV 12.GR01	9	bureaucratic error name change
What is in a tone?	_		06A.04.GR01	D	Environmental graphics to demarcate booth
02A.01.GR01	F	Area intro logo and text	06A.05.AV12.GR01	G	Digital experience for initiating stories about
					personal identity name change
What is in a signature?			06A.05.GR01	D	Environmental graphics to demarcate booth
03A.01.GR01	F	Labels and QR code for OBJ01	06A.06.AV12.GR01	G	Digital experience for initiating stories about
03A.01.GR02	F	Labels and QR code for OBJ02	06A.06.GR01	D	familial distancing name change Environmental graphics to demarcate booth
03A.01.GR03	A	Area intro logo and text	004.00.0101	D	Environmental graphics to demarcate booth
03A.01.GR04	F	Labels and QR code for OBJ03	14/lest is in a new the?		
03A.01.GR05	F	Labels and QR code for OBJ04 and OBJ05	What is in a myth?		
03A.01.GR06	F	Labels and QR code for OBJ06	07A.01.GR01	С	Intro area floor graphic
03A.01.GR07	F	Labels and QR code for OBJ07 and OBJ08	07A.01.GR02	A	Area intro logo and text side A
What is in a nickname?			07A.01.GR03	A	Area intro logo and text side B
	F		07A.02.GR01	C	Exhibit content floor graphic
04A.01.GR01 04A.02.GR01	E D	Area intro logo and text	07A.02.GR02	A	Exhibit content panel side A
04A.02.AV03.GR01	G	Environmental graphics to demarcate booth RFID activated screen interactive	07A.02.GR03	A	Exhibit content panel side B
04A.03.GR01	D	Environmental graphics to demarcate booth	07A.03.GR01	C	Exhibit content floor graphic
04A.03.AV03.GR01	G	RFID activated screen interactive	07A.03.GR02	A	Exhibit content panel side A
04A.04.GR01	D	Environmental graphics to demarcate booth	07A.03.GR03 07A.04.GR01	A C	Exhibit content panel side B Exhibit content floor graphic
04A.04.AV03.GR01	G	RFID activated screen interactive	07A.04.GR02	A	Exhibit content noor graphic Exhibit content panel side A
04A.05.GR01	D	Environmental graphics to demarcate booth	07A.04.GR03	A	Exhibit content panel side B
04A.05.AV03.GR01	G	RFID activated screen interactive	077.04.0100	~	Exhibit content parter side D
04A.01.AV03.GR01	G	Touch screen interactive	What is in a the world?		
04A.01.AV03.GR02	G	Touch screen interactive	What is in a the world?	_	
	•		08A.01.GR01	D	Globe wall east mural
What is in a nickname?			08A.01.AV05.GR01 08A.01.AV06.GR01	K G	Reflected AV06 interaction Pufferfish interactive map
			08A.01.GR02	D	Globe wall west mural
05A.01.AV09.GR01	1	Random name generator interactive	08A.01.GR03	D	Globe ceiling mural
05A.02.AV09.GR01	I	Random name generator interactive	08A.01.GR04	F	Area intro logo and text
05A.03.AV11.GR01	G	Kiosk to enter name			
05A.03.AV11.GR02	G	Kiosk to enter name			
05A.03.AV09.GR01	I .	Screen for generated name videos			
05A.03.AV07.GR01	J	Printed name rag from name videos			
05A.04.AV09.GR01	I	Random name generator interactive			
05A.05.AV09.GR01	I	Random name generator interactive			

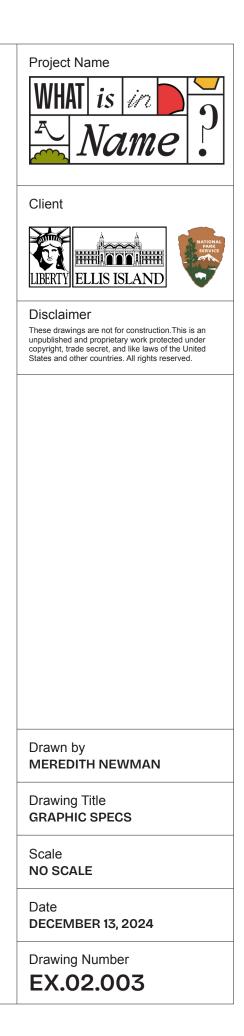


Area	Туре	Description
Great Hall Installation		
09B.01.GR01	С	Directive floor graphic
09B.01.GR02	С	Name floor graphic
09B.01.GR03	С	Name floor graphic
09B.01.GR04	С	Name floor graphic
09B.01.GR05	С	Name floor graphic
09B.01.GR06	С	Name floor graphic
09B.01.GR07	С	Name floor graphic
09B.01.GR08	С	Name floor graphic
09B.01.GR09	С	Name floor graphic
09B.01.GR10	С	Name floor graphic
09B.01.GR11	С	Name floor graphic
09B.01.GR12	С	Name floor graphic
09B.01.GR13	С	Name floor graphic
09B.01.GR14	С	Name floor graphic
09B.01.GR15	С	Directive floor graphic
09B.01.GR16	С	Name floor graphic

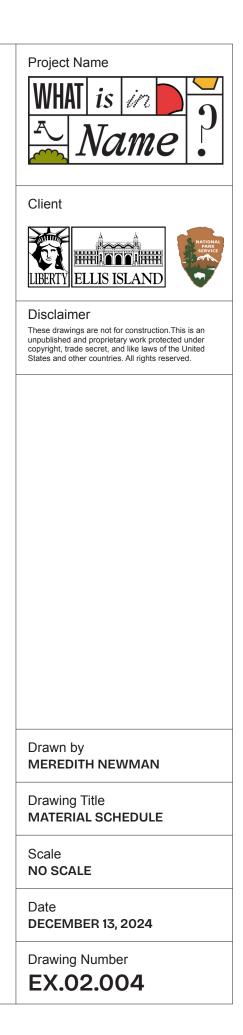


Type Description

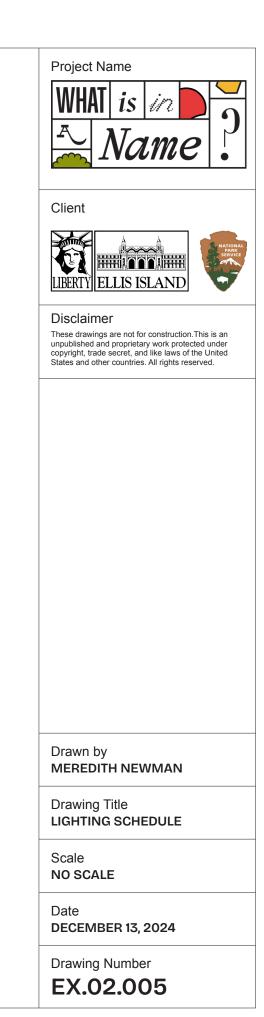
- A Custom black powder coated aluminum frame, 1/8" vinyl wrapped acrylic, uv treated, pin mounted with blind fasteners within groove
- C Surface adhered vinyl floor graphic
- D Inkjet direct print on UV treated vinyl, Wall covering, allow for overlap
- E White vinyl lettering adhered to prepped surface
- F Black vinyl lettering adhered to prepped surface
- G Touch surface
- H Ceiling height black powder coated aluminum rectangular structure, white acrylic panels with black 1/4" dimensional lettering and led monitors inset, back lit by LED strips, weighted to the floor
- I LED tile
- J Adhesive sticker
- K Projector
- L 1/4" black lasercut acrylic mounted on to white acrylic sheet



Material Type	Code	Area	Description
Wood	WD01	5A	Custom light hardwood tabletop
HDF	HD01	5A,8A	1/2" recycled high density fiberboard
Plastics	PL01	9A	Custom cut 2" vinyl wrapped polycarbonate
	PL02	5A	19" tall custom blown plastic stools, color match to 7421 C
	PL03	5A	19" tall custom blown plastic stools, color match to 2915 C
	PL04	5A	19" tall custom blown plastic stools, color match to 384C
	PL05	5A	19" tall custom blown plastic stools, color match to 3308C
	PL06	5A	19" tall custom blown plastic stools, color match to 7427 C
	PL07	5A	19" tall custom blown plastic stools, color match to 7439 C
	PL08	5A	19" tall custom blown plastic stools, color match to 179C
	PL09	5A	19" tall custom blown plastic stools, color match to 719C
Metal	MTL01	9A	3/8" aircraft cables with turnbuckles
	MTL02 MTL03	51	Black powder coated aluminum
	MTL04	5A 6A	30" black metal table legs Custom 25" black metal stool legs
	MTL05	6A	2" black powder coated aluminum square profile tubing
Paint	PT01	4A	Color match to 7421 C, matte finish
	PT02	8A	Color match to 2915 C, matte finish
	PT03	6A	Color match to 384 C, matte finish
	PT04	2A	Color match to 3308 C, matte finish
	PT05	01A.02	Color match to 7427 C, matte finish
	PT06	06A	Color match to 7439 C, matte finish
	PT07 PT08	03A	Color match to 179 C, matte finish Color match to 719 C, matte finish
	PT09	01A, 05A	Color match to 7409 C, matte finish
	PT10	04A	Black paint, matte finish
Fabric	FB01	06A, 02A	Durable, tight weave cloth fabric, close match to 179 C
	FB02	02A	Durable, tight weave cloth fabric, close match to 7409 C
_	FB03	08A	Scrim
Carpet	CRPT01	06A	Short pile green carpet, close match to 384 C
A 11	CRPT02	04A	Short pile dark red carpet, close match to 7421 C
Acrylic	AC01	05A	1/4" lasercut clear acrylic
	AC02 AC03	05A 05A	1/4" lasercut black acrylic 1/4" lasercut acrylic matched to 7421 C, satin finish
	AC03 AC04	05A	1/4" lasercut acrylic matched to 2915 C, satin finish
	AC05	05A	1/4" lasercut acrylic matched to 384 C, satin finish
	AC06	05A	1/4" lasercut acrylic matched to 3308 C, satin finish
	AC07	05A	1/4" lasercut acrylic matched to 7427 C, satin finish
	AC08	05A	1/4" lasercut acrylic matched to 7439 C, satin finish
	AC09	05A	1/4" lasercut acrylic matched to 179 C, satin finish
	AC10	05A	1/4" lasercut acrylic matched to 719 C, satin finish
	AC11	05A	1/4" lasercut acrylic matched to 7409 C, satin finish
	AC12	05A	Tru Vue Optimum Museum Acrylic
	AC13	05A	1/8" white acrylic



Code	Area	Manufacturer	Name	Description	Image
L01	2A, 3A, 4A, 5A, 6A, 7A, 8A,	ERCO	Uniscan 48V	Track lighting system with a variety of fixtures from five degree deam angle to wall washers. Adjustable white settings with color temperature range from 4000K to 27000K.	
L02	5A	Luminii	LLRGB/WX18 Pixel	RGBW LED strip with programmable microcontrollers every 4 inches. Color temperature of 3000K.	N 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
L03	4A	Chauvet	COLORado 1 Solo	Small programmable RGBW LED, adjustable field angle from eight to 55 degrees ellipsoidal. Adjustable color temperature from 3200K to 10000K.	
L04	3A	ERCO	Axis, Semi recessed luminaries	Semi-recessed, no UV light fixture with low damage factor (0.140 - 0.187mW/lm). Adjustable beam angle from 15 to 45 degrees. Adjustable color temperature from 4000K to 27000K	



C HE





Code	Reference Number	Medium	Description	Image
OBJ01	STLI5651	Book, Autographh	Begun May 15, 1909. An autograph book from donor's aunt who came 10/16/1911	Allin
OBJ02	STLI 5658	FOB	Belt-like watch fob. Strap is brown, made up of braided rows of human hair. Silver-color caps on both ends. Short chain attached to one end. At center is a metal buckle, consisting of a shield-like crest. A crossed "F" and "S" on the shield, and a plumed armor helmet above flanked by leaf-like elements. The chain was made by Frank Sinkovec's mother from her own hair and given to him as a rememberance at the time of his departure for the USA.	
OBJ03	STLI 6549	Pot	Initials "MK" on the end of the handle	
OBJ04 AND OBJ05	STLI 6760 AND STLI 6765	Pin-Brooch AND lock, hair	Memory brooch. Round memorial pin of yellowish metal, twisted at edges. Photo of "Baby Lina" on face. AND Lock of golden blond hair from dead "Baby Lina" tied with red thread the lock was inside pin STLI 6760. (memory brooch)	
OBJ06	STLI 27169	Sampler	A sampler that was used by the Sicurella sisters who came from Italy. It is swuare shaped and has a border of drawn thread embroidery. There are eight stylized geometric designs and text in multi-colored thread around the edge of the sampler i.e. decorative monograms. The designs and text are made from satin stitch embroidery. Color: off white cloth and thread, multicolored thread. Fabric/cloth type: blend. Cloth source: vegetable. Production method: weaving.	
OBJ07 AND OBJ08	STLI 2919 AND STLI 2922	Hymnal AND Bible	Title: Kirke Salmebog: Festselmer (church hymns/feast hymns). Author Nicolai Frederik Severin Grundtvigs. Publisher: Det Schubotheske Forlag (The Schuboth Publisher). Contents: Christian hymnal for the Church of Norway. Format: Danish, hardcover, 311 pages, leather cover over cardboard. Title and decorations embossed in gold on the spine. Text printed in black gothic letters. Red page edges. Owners name "Henry Bogelund" embossed in gold on the back cover AND Titl Bibelen Eller Den Hellige Skrift (The Canonical Books For The Holy Scripture), Vol 1-2, Part 1-2. Contents: Christian Bible, old and new testaments. Fromat: Danish, hard cover, 948 pages, bound in black imitation leather. "Bibelen" is embossed on the spine. Text printed in black gothic letters. Color maps. "Larsine Jensen" embossed in gold of the front cover.	e:

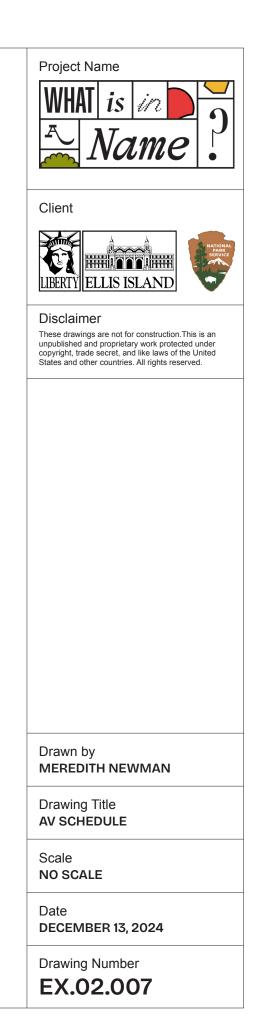




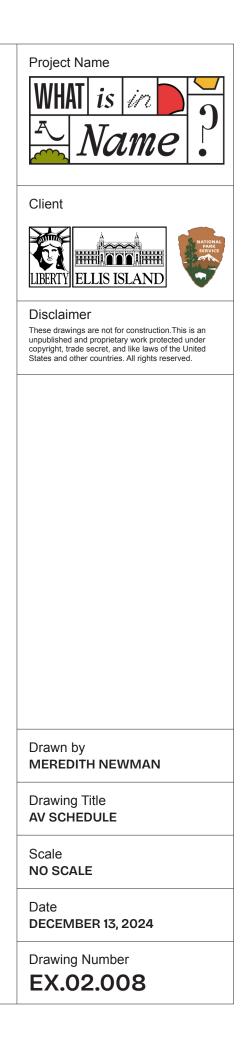




Code	Manufacturer	Name	Area	Description	Image
AV01	Focusonics	Model A	4A, 6A	17.4" x 17.4" directed speaker	
AV02	Neuroom	iShearo	3A	Single ear cup listenting device	
AV03	Ideum	Presenter	4A	55" touch display	
AV04	Sensormatic	46x19mm Roll Label	4A, 5A	RFID sensor 46 mm x 19 mm inlay circuit	
AV05	Panasonic	0.235–0.288:1 5,000lm WUXGA 3LCD Projector	8A	Ultra-short throw projector with 80 ft image	
AV06	Pufferfish	Pufferfish Touch	8A	900mmglobe touch display	
AV07	Primera Technology, INc.	LX500 Color Label Printer	5A	High volume color sticker printer	
AV08	Bose	FreeSpace FS4SE surface-mount loud- speakers	5A	Loud speaker	
AV09	DVS	Viza-3 3.9mmIndoor LED Video Panel	5A	500mm x 500mm LED tiles	



Code	Manufacturer	Name	Area	Description	Image
AV10	Monoprice	Hi-Fi Light Weight Over-the-Ear Headphones	8A	Headphones	P
AV11	Planar	PT3270Q	5A	32" touch monitor	Urban Gentieman
AV12	Planar	Helium PCT2235	6A	22" touch display	
AV13	Tru-Vu	VL-ZBTP-14C	8A	14" touch monitor	



Code	Area	Media Type	Description	Code	Area	Media Type	Description
M01	08A	Video	A series of five stories about how people from Western and Northern Europe got their names or named a child	M19	08A	Video	A series of five stories about how Brazil got their names or named a
M02	08A	Video	A series of five stories about how people from Southern and Eastern/Central Europe got their names or named a child	M20	06A	Audio/ Narration	Five different people narrate the r changed their name because of a or ending
M03	08A	Video	A series of five stories about how people from Northern Africa got their names or named a child	M21	06A	Audio/ Narration	Five different people narrate the schanging their name to affirm ger
M04	08A	Video	A series of five stories about how people from Western Africa got their names or named a child	M22	06A	Audio/ Narration	Five different people narrate the s changing names due to human e mistakes
M05	08A	Video	A series of five stories about how people from Eastern Africa got their names or named a child	M23	06A	Audio/ Narration	Five different people narrate the s why they changed their name be doesnt suit their identities anymo
M06	08A	Video	A series of five stories about how people from Central and Southern Africa got their names or named a child	M24	06A	Audio/ Narration	Five different people narrate the s names that are changed in order names
M07	08A	Video	A series of five stories about how peo- ple from Central Asia got their names or named a child	M25	04A	Audio/ Narration	Person A, B, C, and D explaining the context in which it is/was said play depends on the RFID token
M08	08A	Video	A series of five stories about how people from Western Asia got their names or named a child	M26	04A	Audio/ Narration	Person A, B, C, and D explaining the context in which it is/was said will play depends on the RFID tol
M09	08A	Video	A series of five stories about how peo- ple from East Asia (1) got their names or named a child	M27	04A	Audio/ Narration	Person A, B, C, and D explaining the context in which it is/was said will play depends on the RFID to
M10	08A	Video	A series of five stories about how peo- ple from East Asia (2) got their names or named a child	M28	04A	Audio/ Narration	Person A, B, C, and D explaining the context in which it is/was said will play depends on the RFID tol
M11	08A	Video	A series of five stories about how peo- ple from East Asia (3) got their names or named a child	M29	03A	Audio/ Narration	Curator/or family member provide auditorially and interpretation abo
M12	08A	Video	A series of five stories about how peo- ple from Oceania (1) got their names or named a child	M30	03A	Audio/ Narration	Curator/or family member provide auditorially and interpretation abo
M13	08A	Video	A series of five stories about how peo- ple from Oceania (2) got their names or named a child	M31	03A	Audio/ Narration	Curator/or family member provide auditorially and interpretation abo
M14	08A	Video	A series of five stories about how people from North America got their names or named a child	M32	03A	Audio/ Narration	Curator/or family member provide auditorially and interpretation abo OBJ05
M15	08A	Video	A series of five stories about how people from Central America got their names or named a child	M33	03A	Audio/ Narration	Curator/or family member provide auditorially and interpretation abo
M16	08A	Video	A series of five stories about how people from Carribean South America got their names or named a child	M34	03A	Audio/ Narration	Curator/or family member provide auditorially and interpretation abo OBJ08
M18	08A	Video	A series of five stories about how people from the Andean States got their names or named a child	M35	02A	Montage	Video montage of movie footage of how a name is said

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ne stories about gender identity

ne stories about n error or bureacratic

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ides information about OBJ02

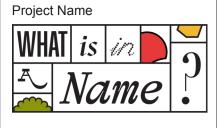
ides information about OBJ03

ides information about OBJ04 and

ides information about OBJ06

ides information about OBJ07 and

ge that utilizes tone



Client



NATION/ PARK SERVICE

-

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Drawn by MEREDITH NEWMAN

Drawing Title MEDIA SCHEDULE

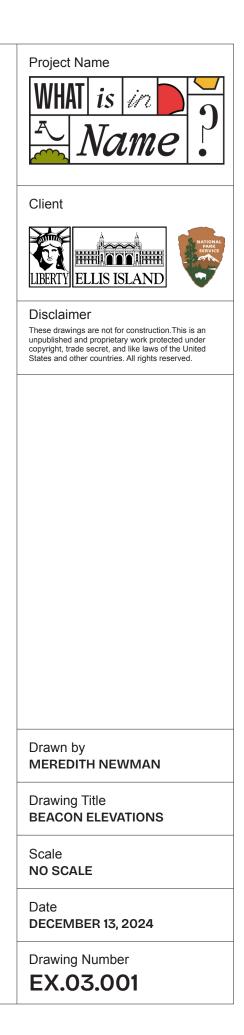
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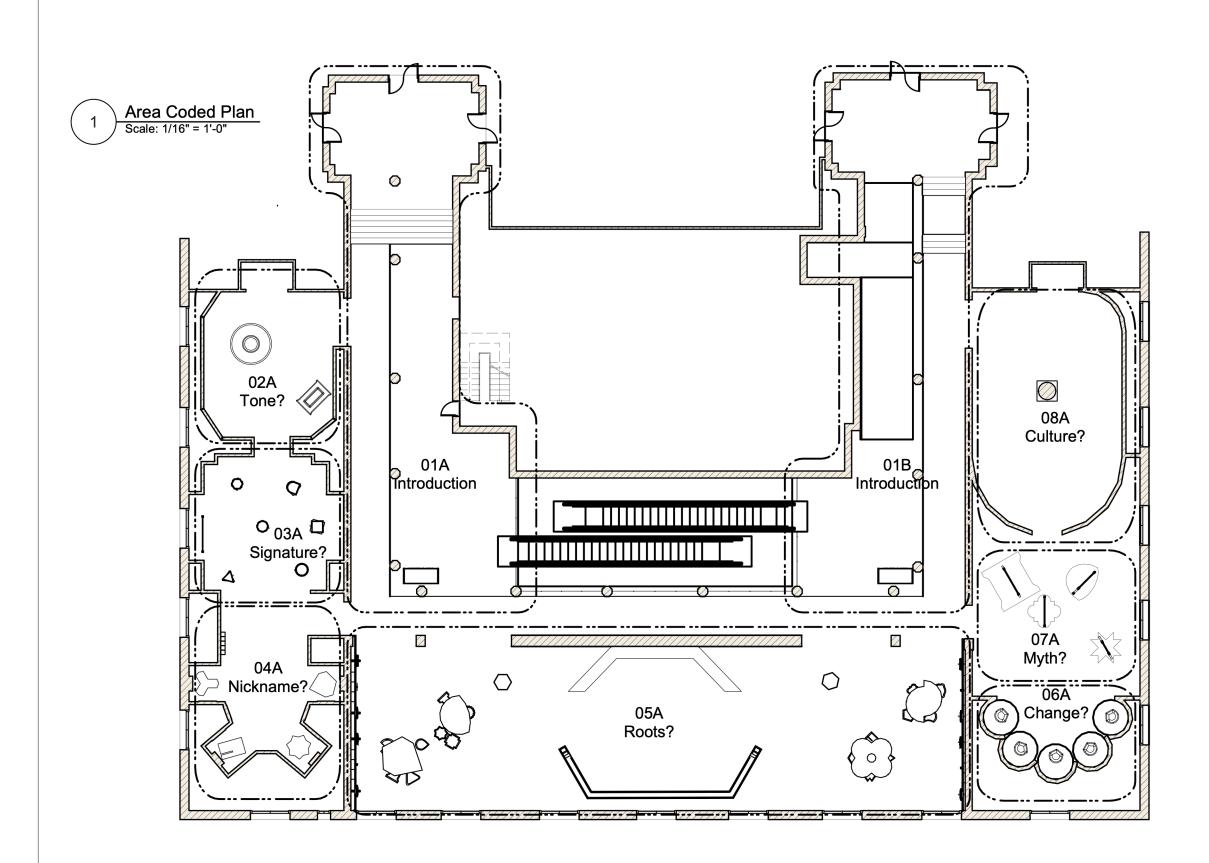
Date DECEMBER 13, 2024

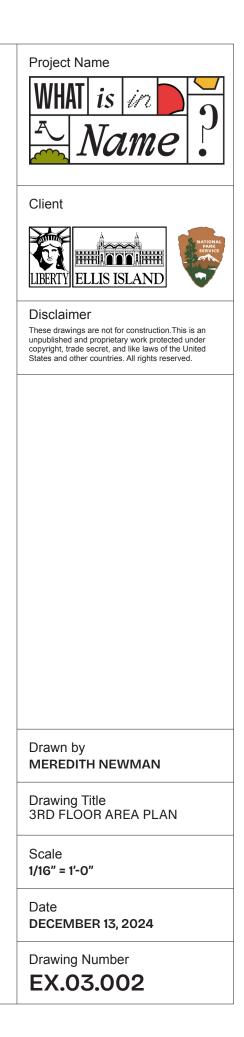
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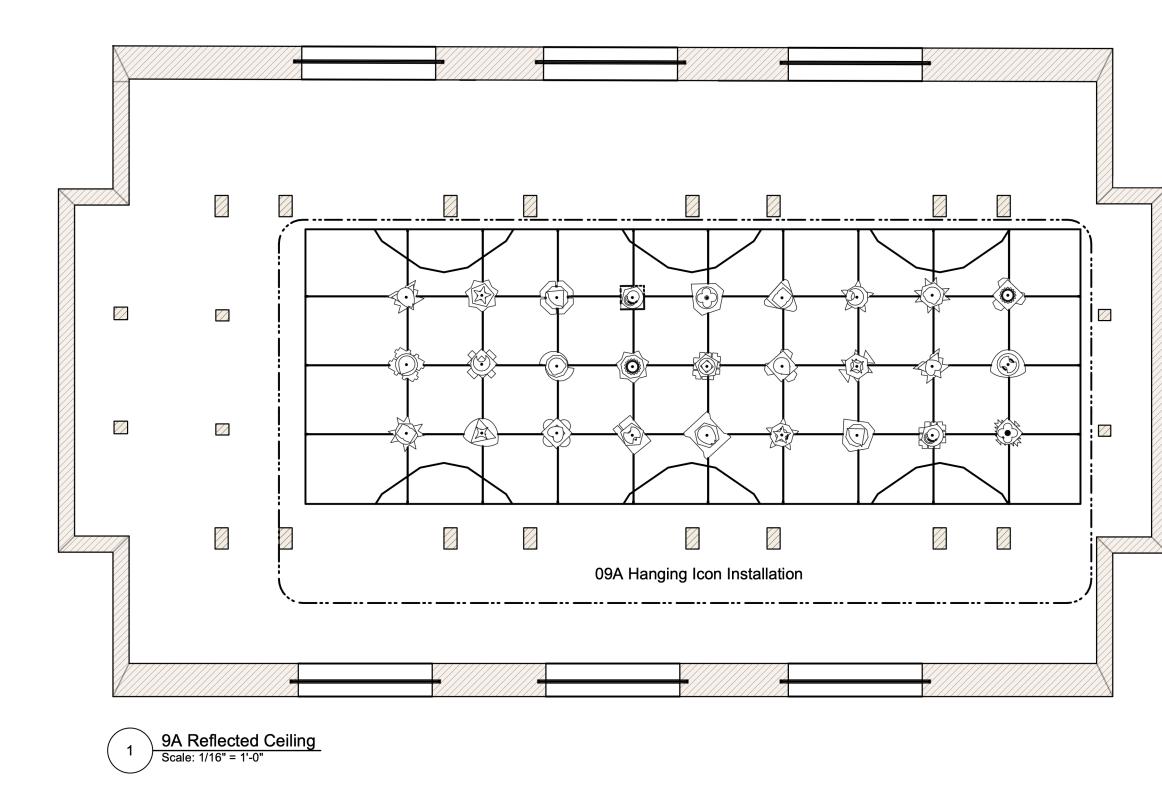
PLANS, SECTIONS, & ELEVATIONS

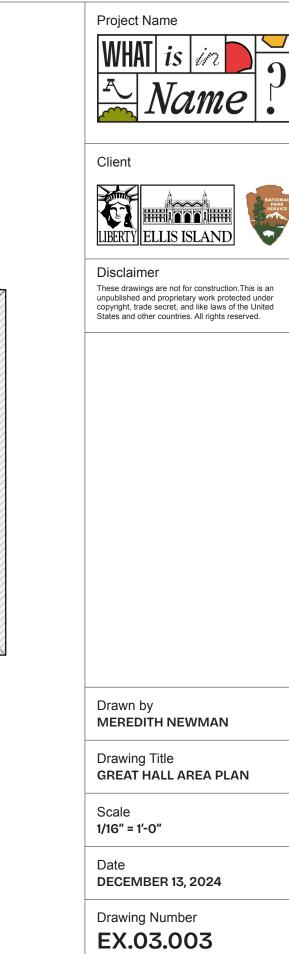


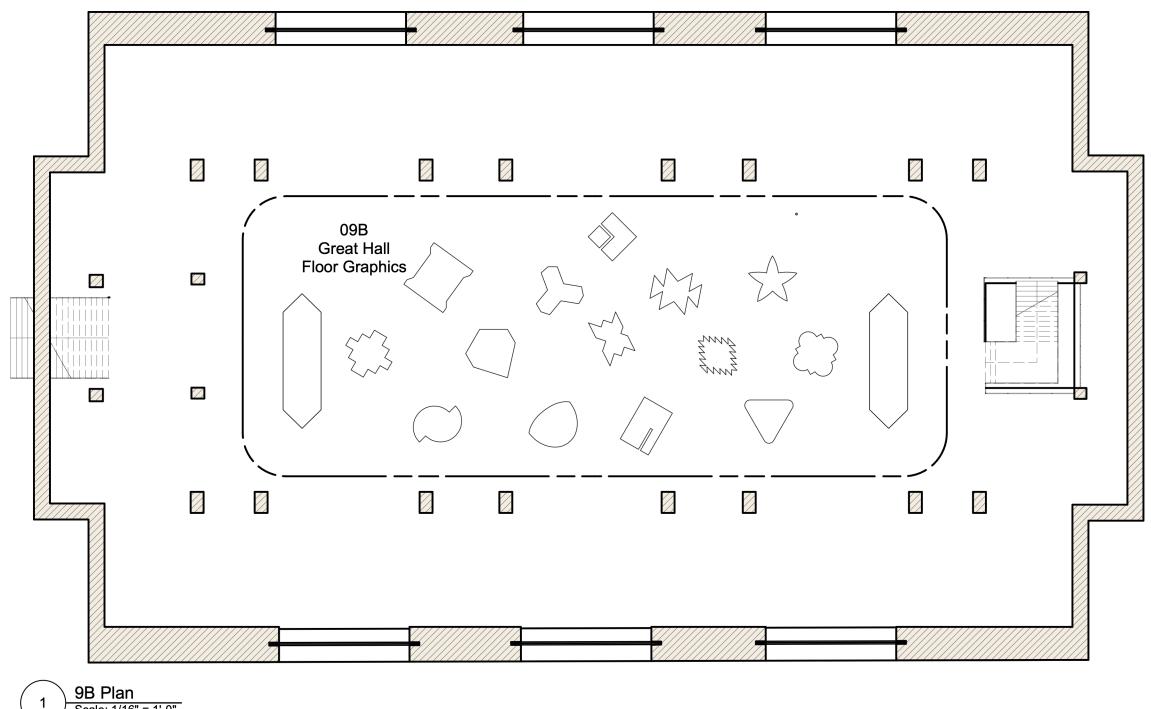




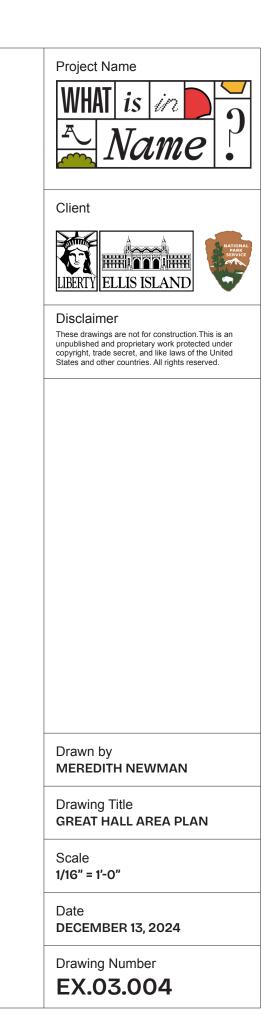


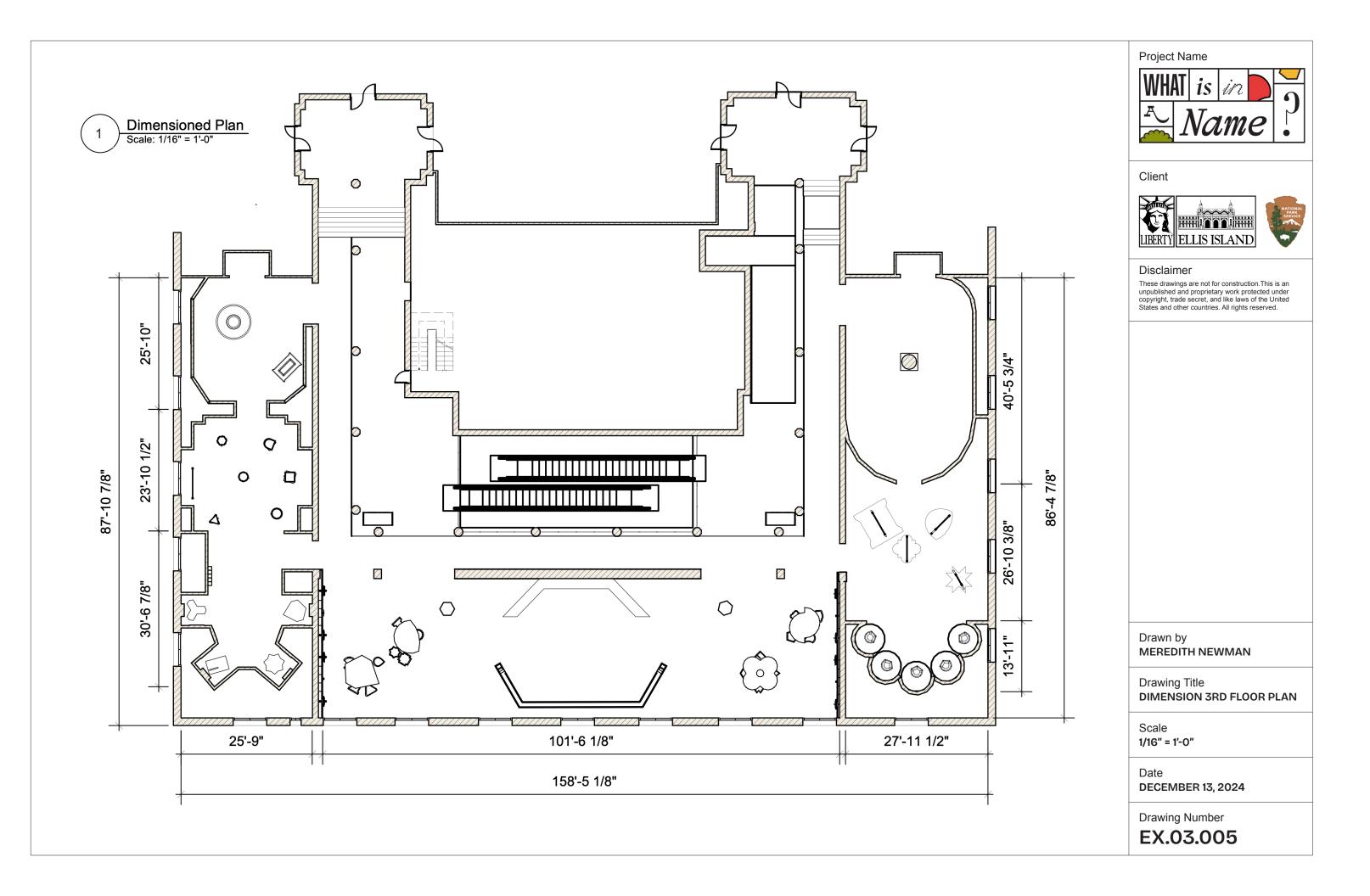


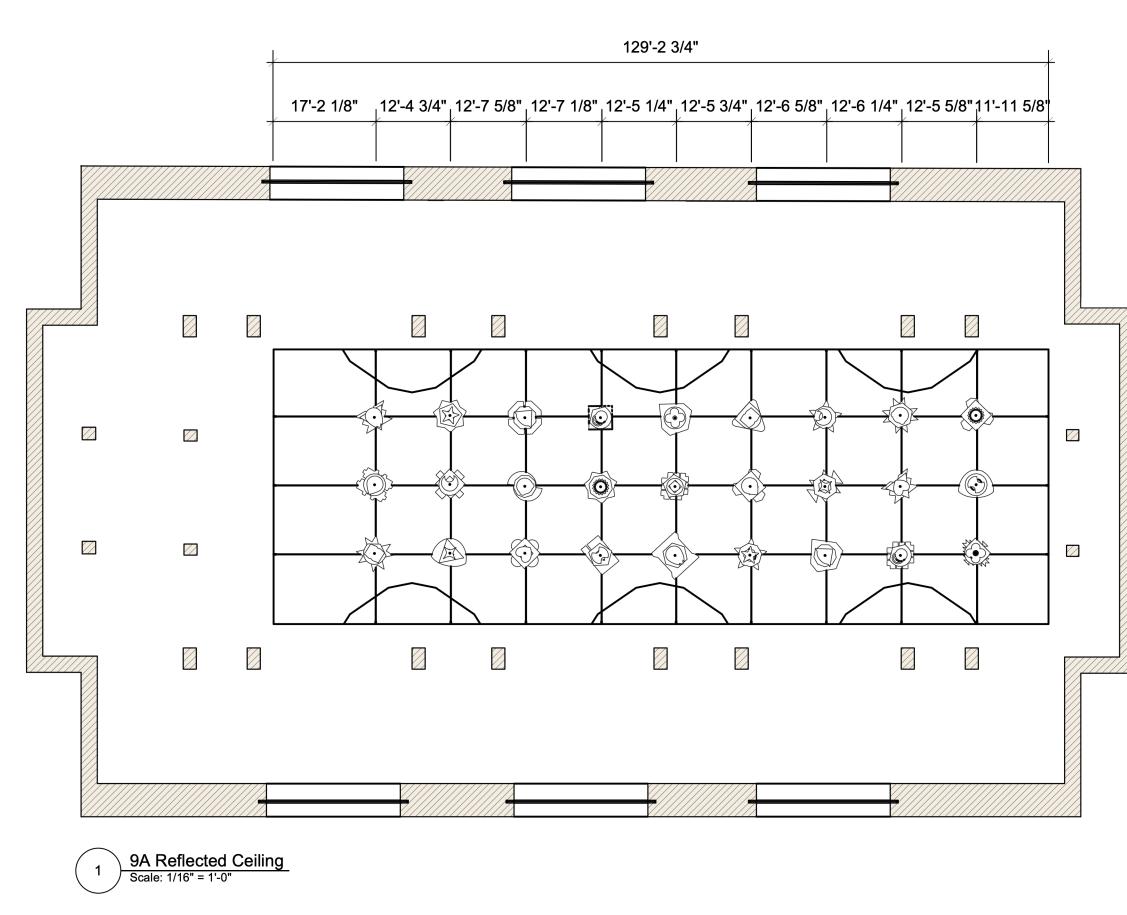




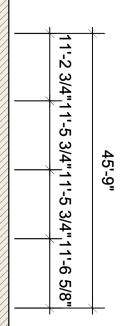
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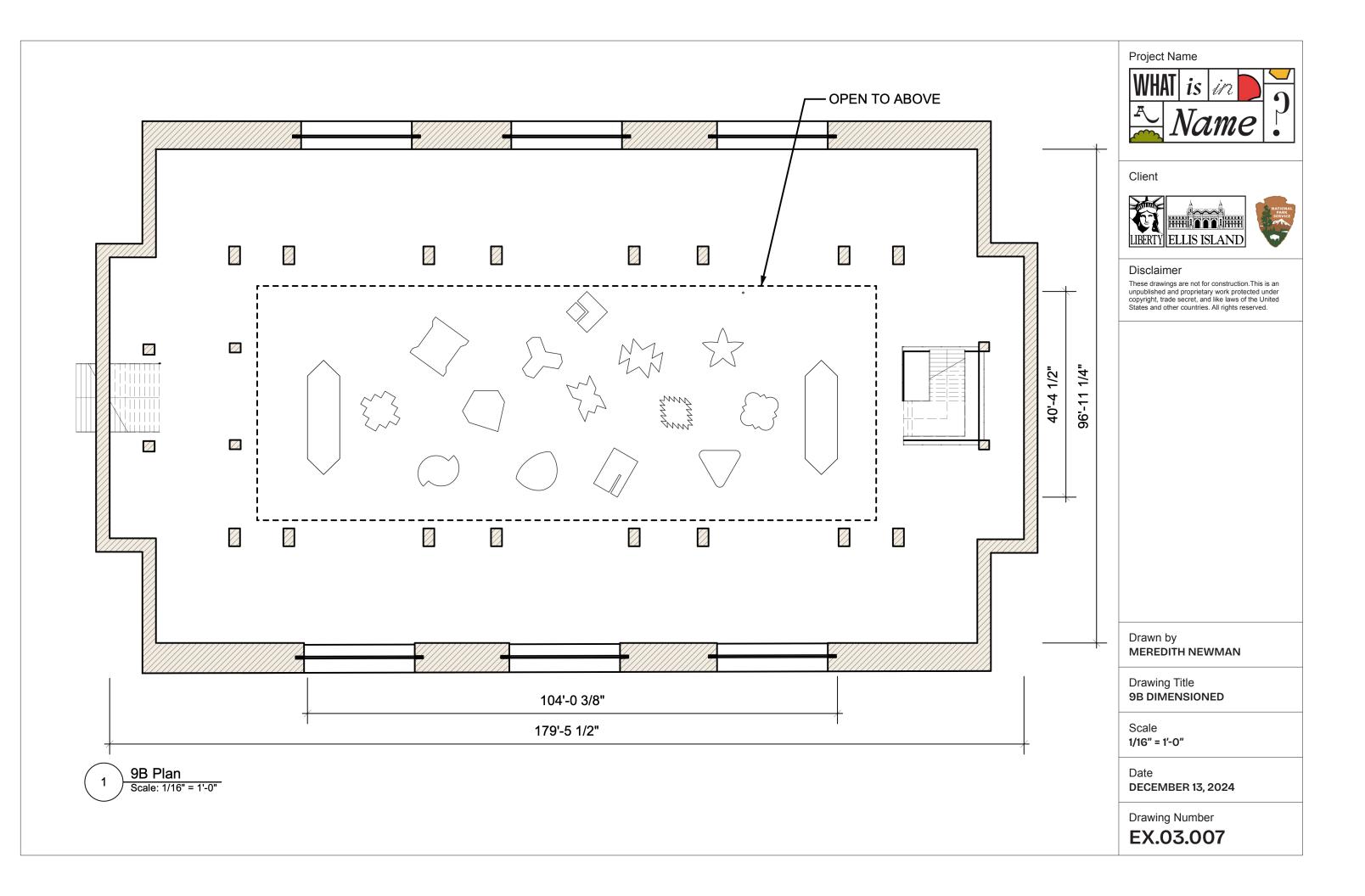


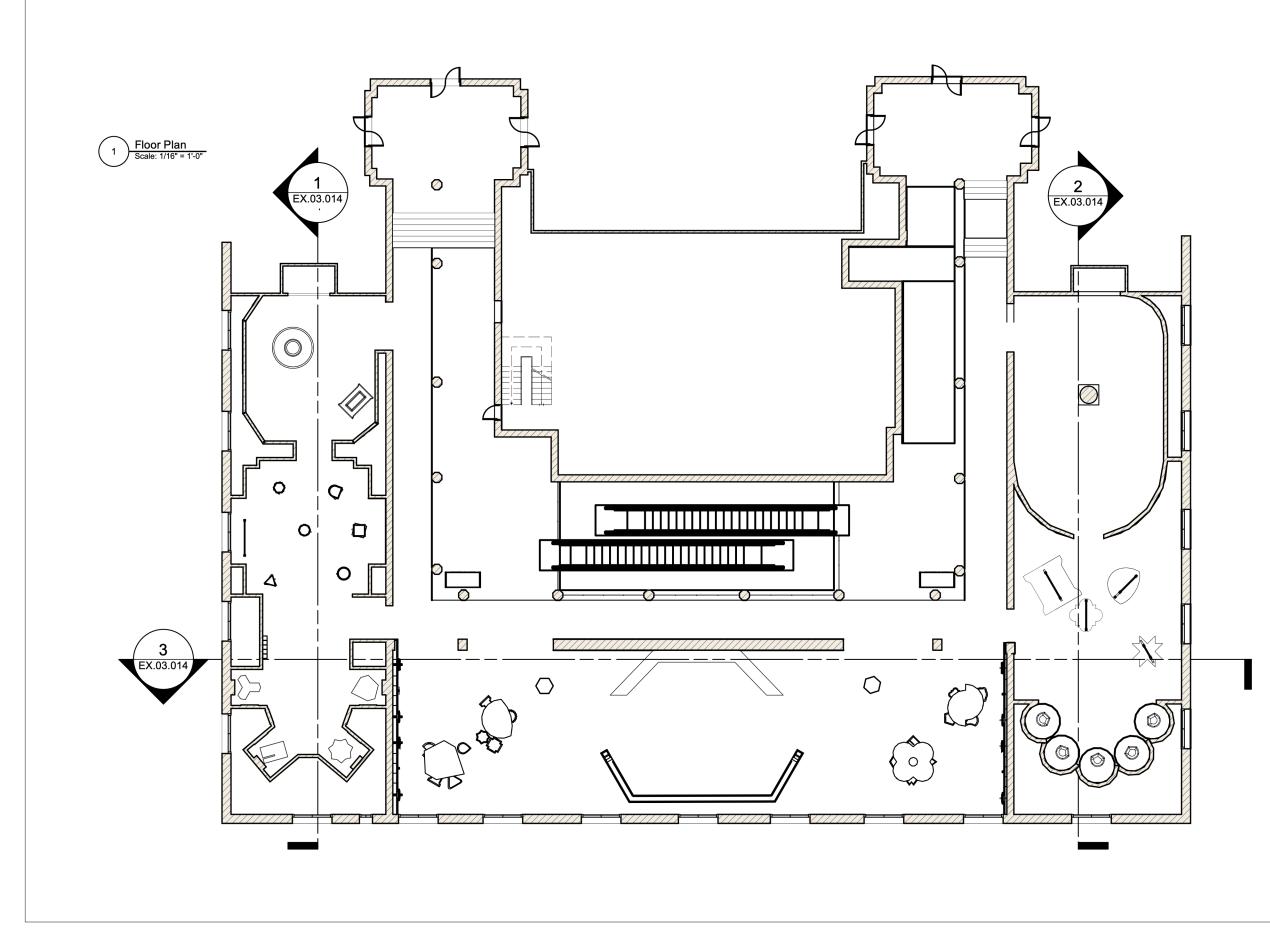


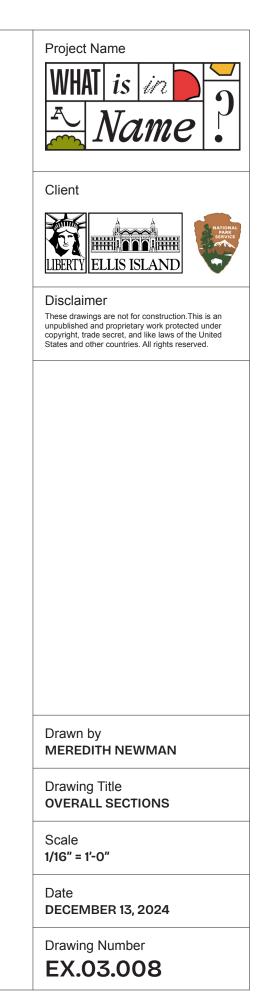


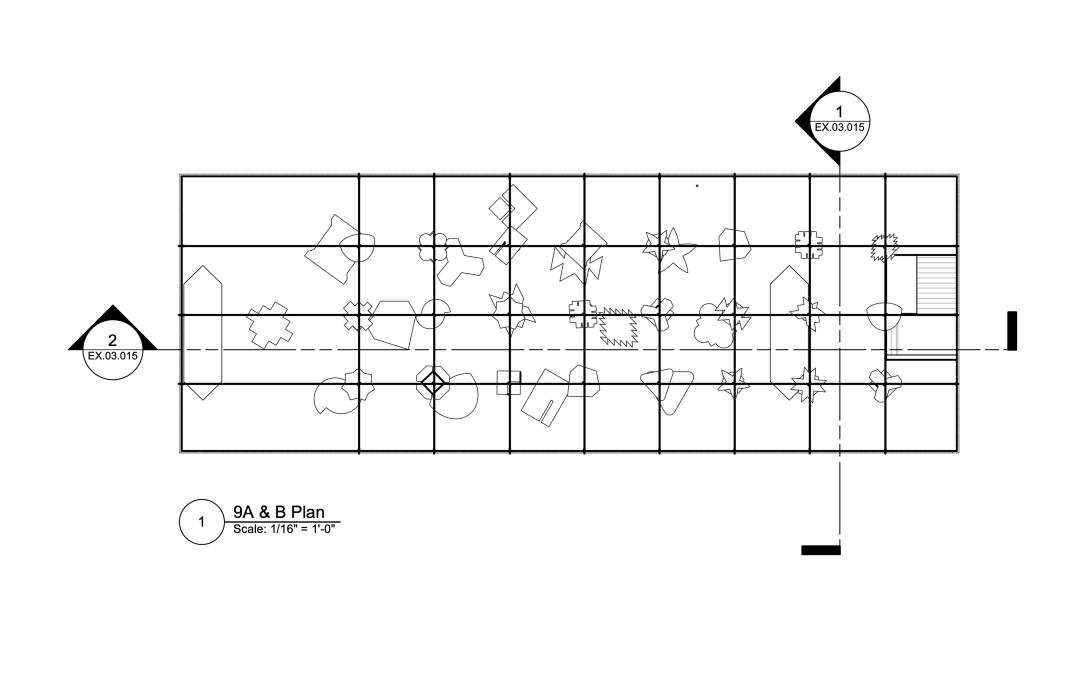


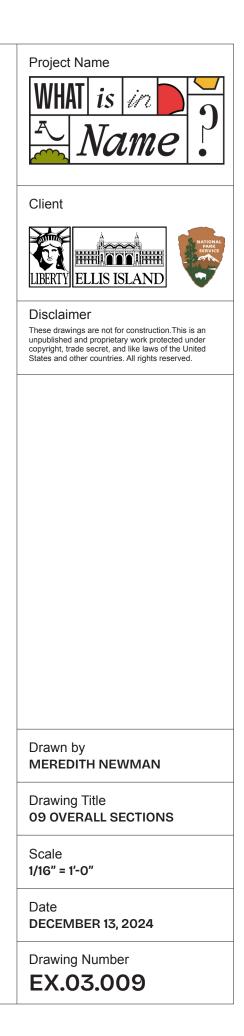


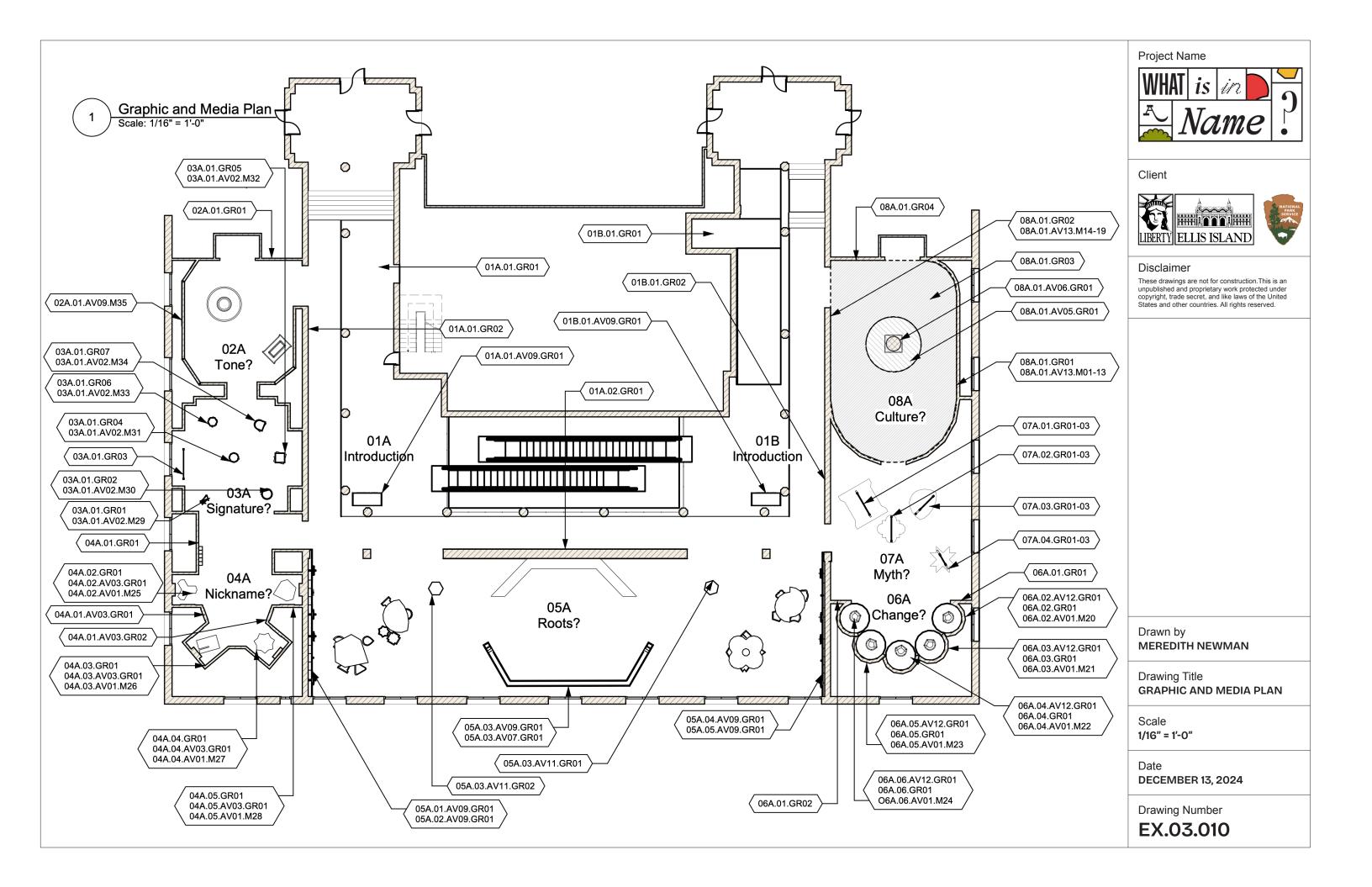


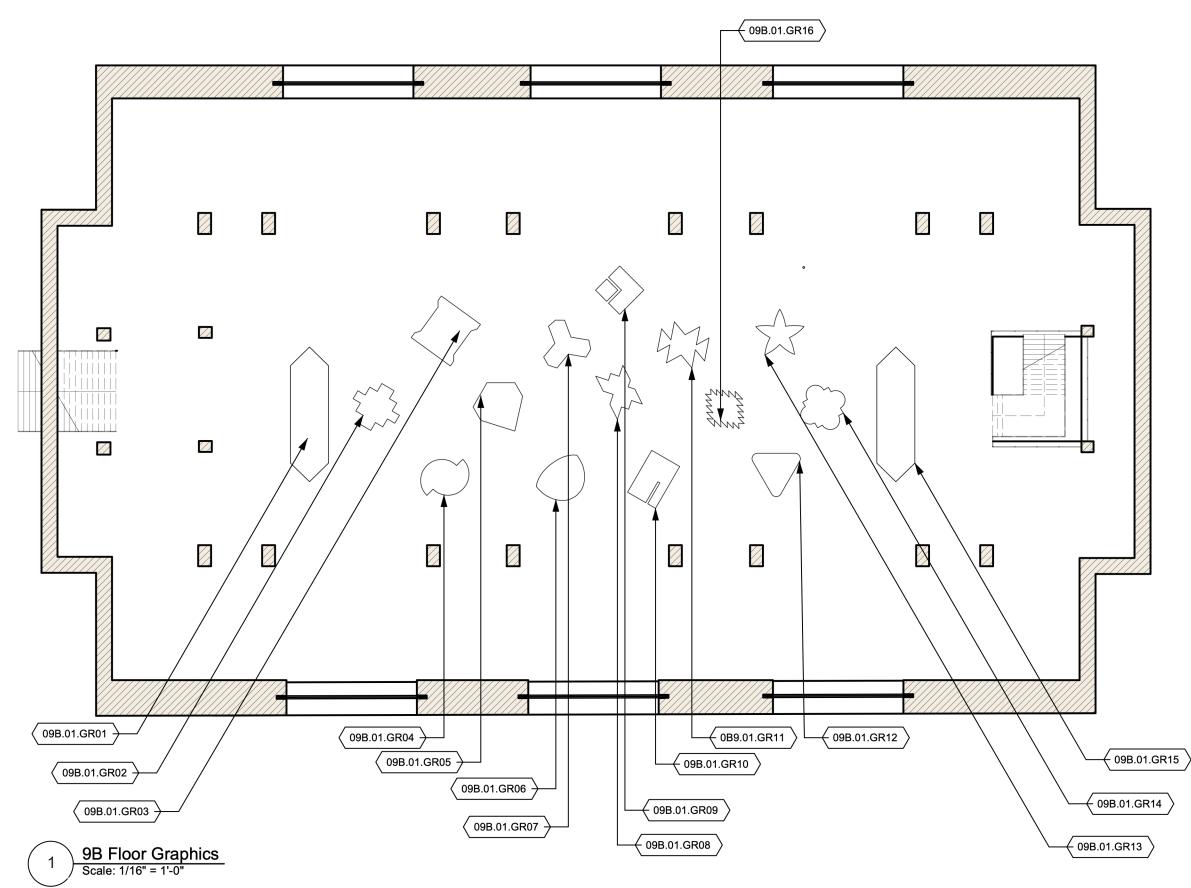


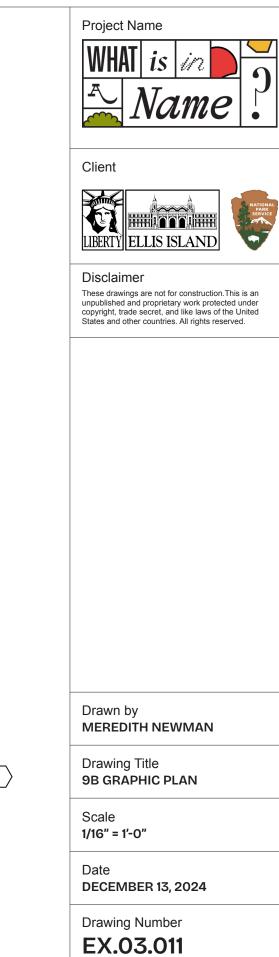


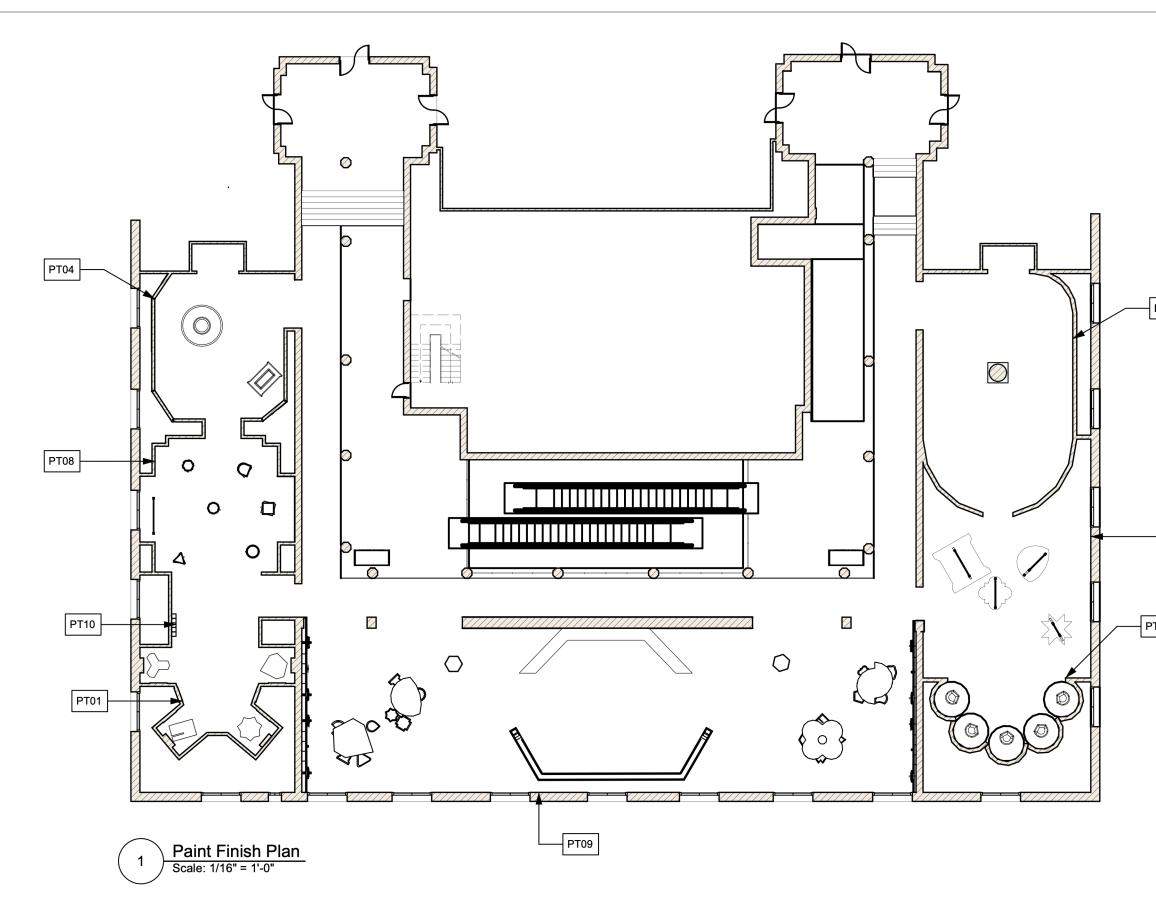


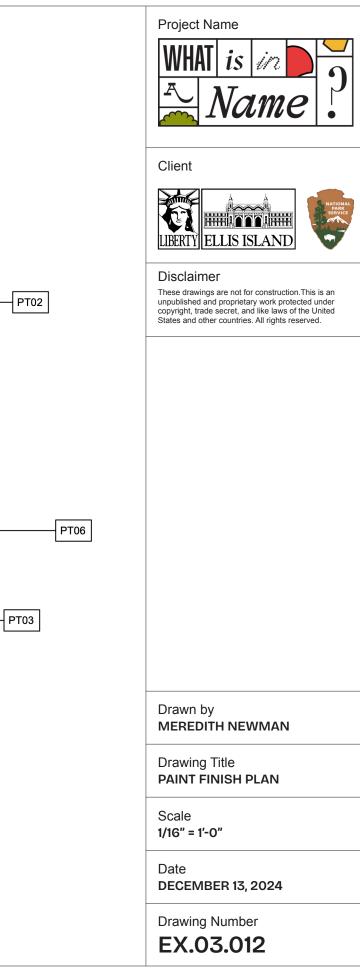


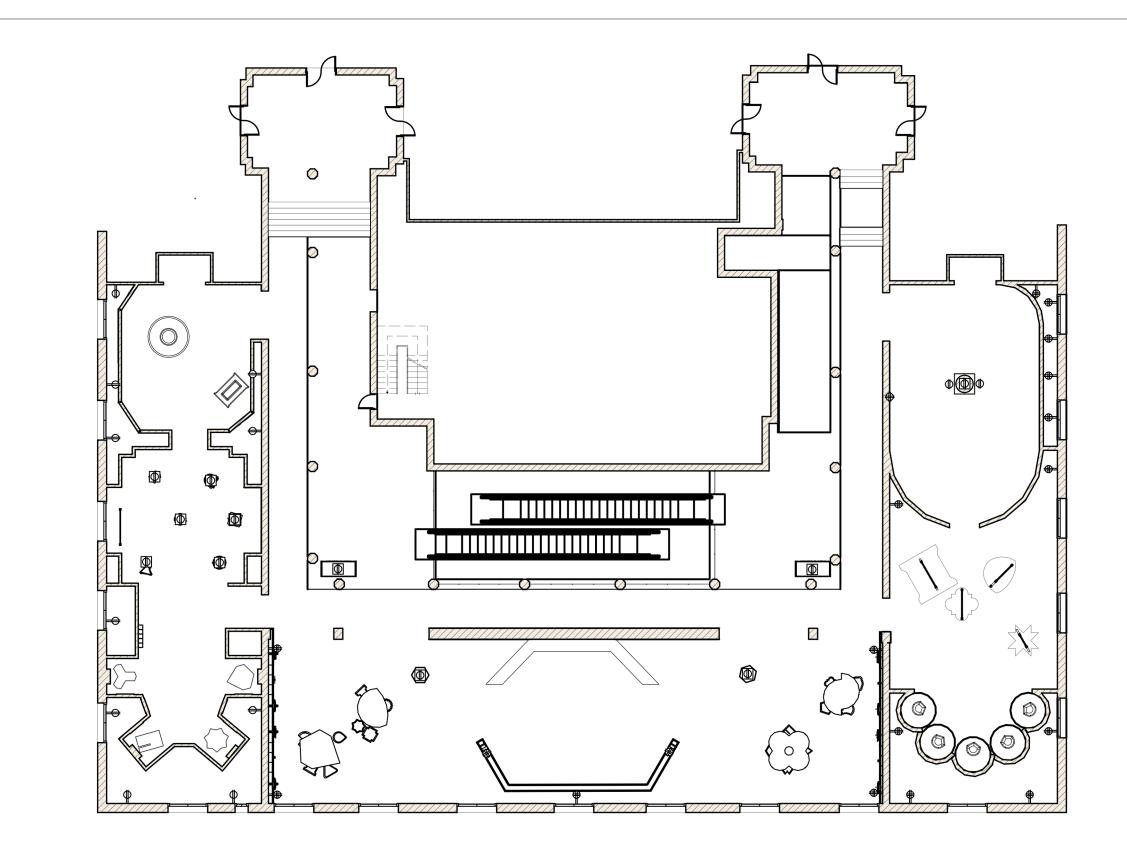






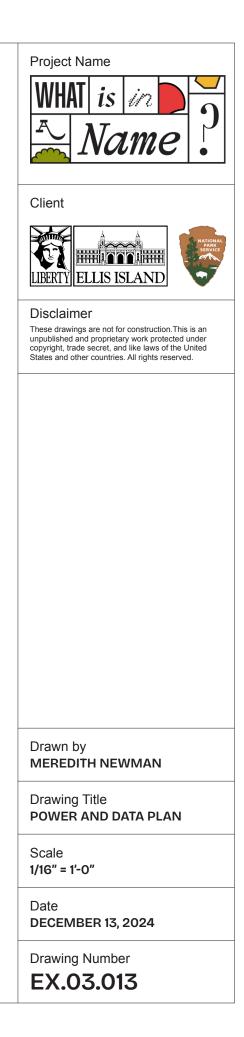


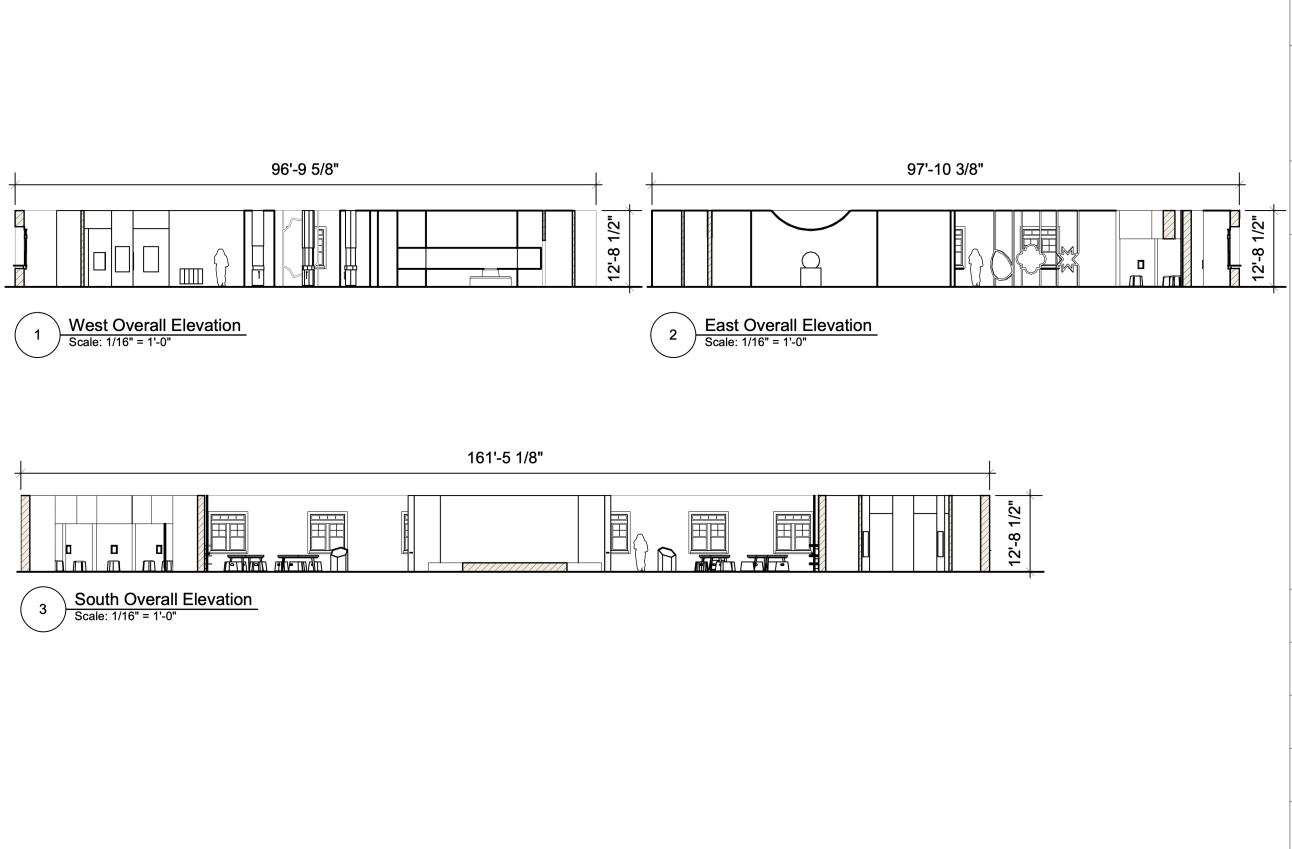


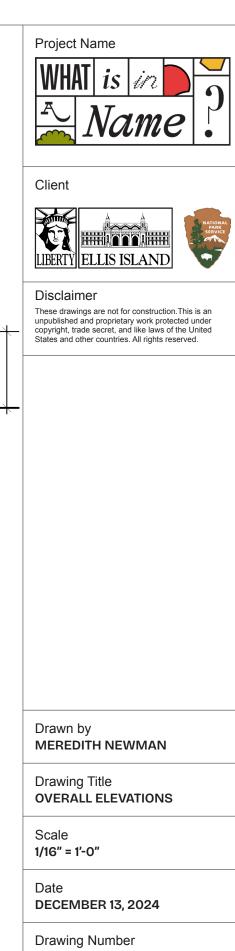


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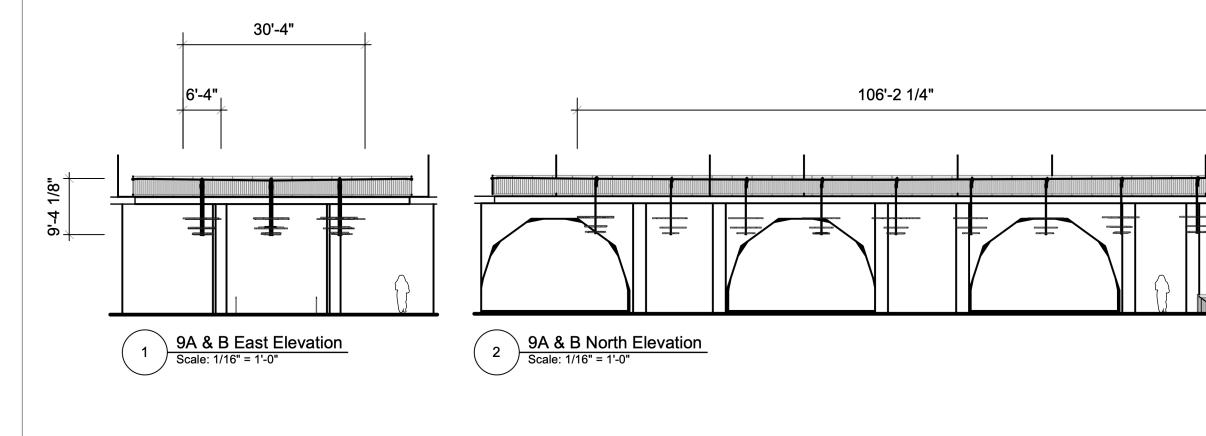
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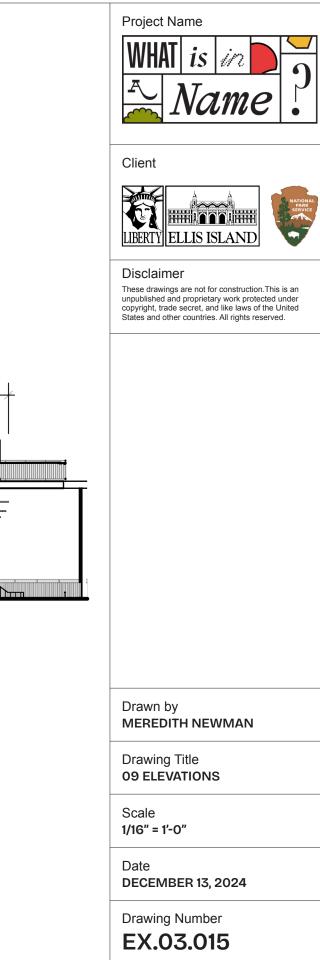


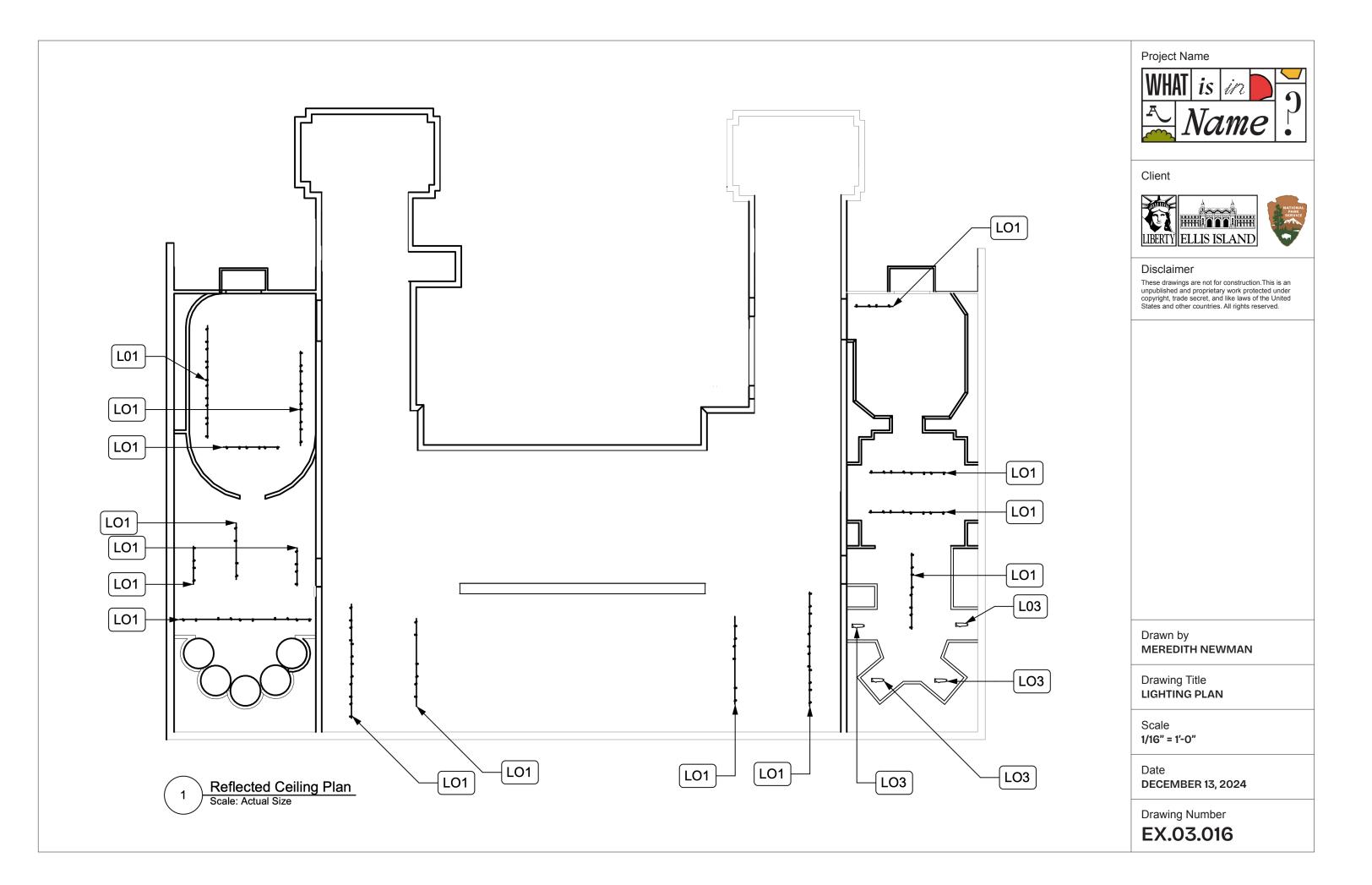




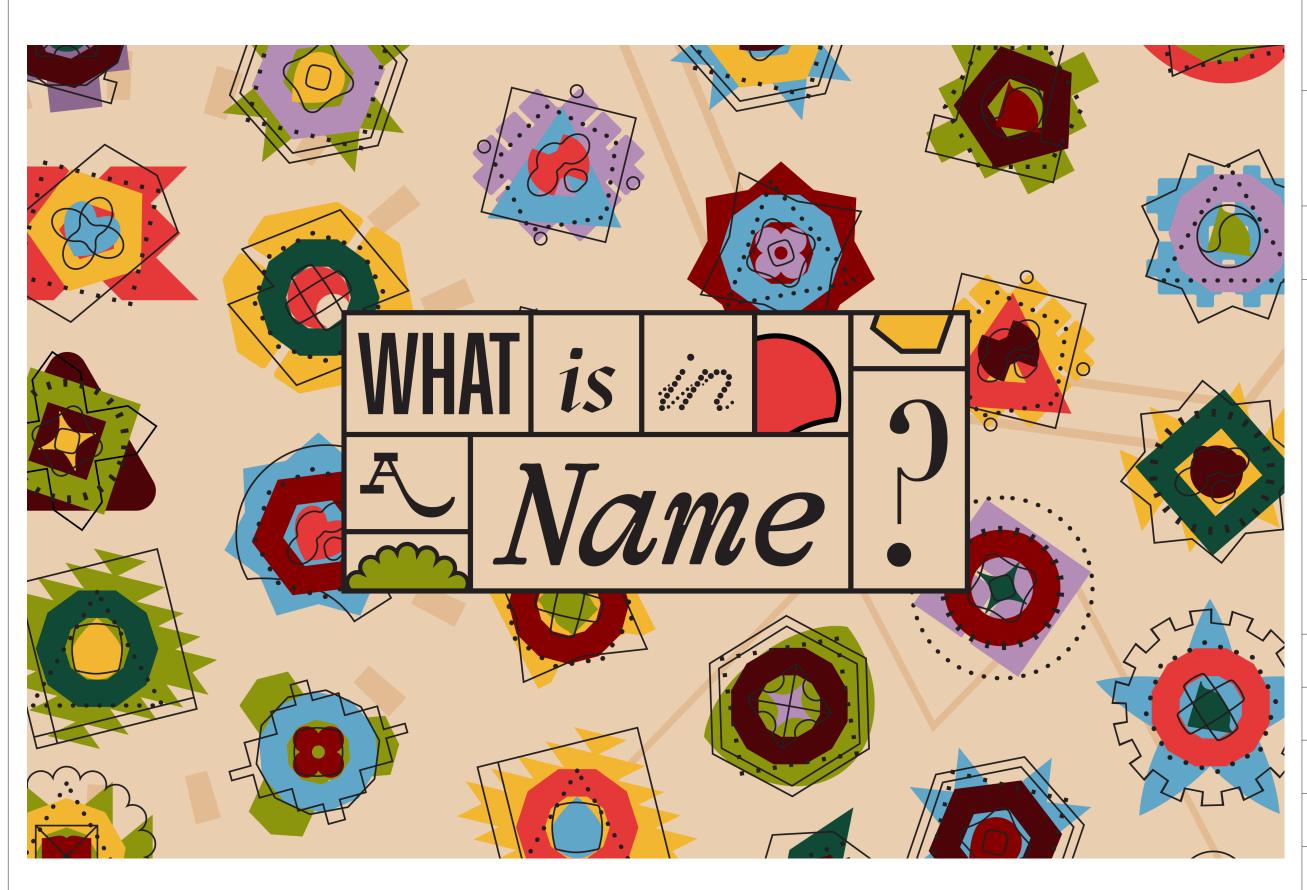
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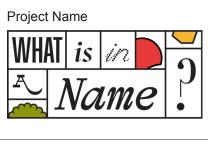






GRAPHICS





Client





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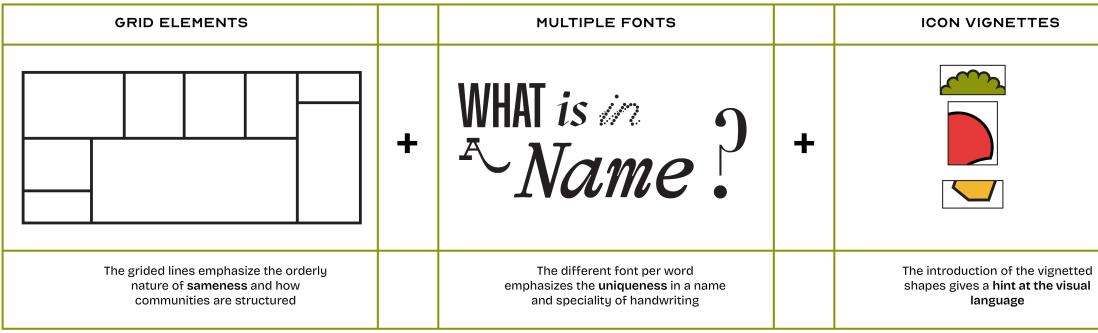
Drawn by MEREDITH NEWMAN

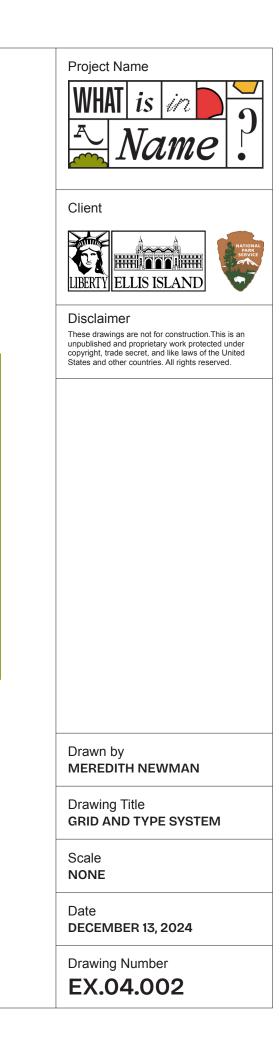
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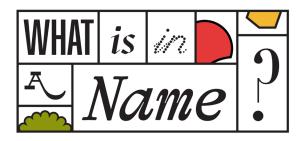
Date DECEMBER 13, 2024

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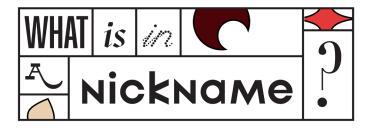


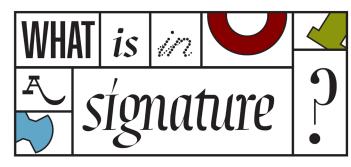


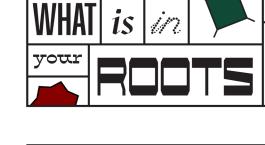
Exhibition Logo



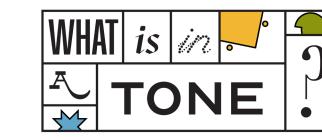
Sub area logos



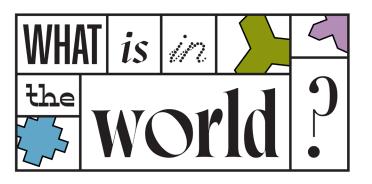














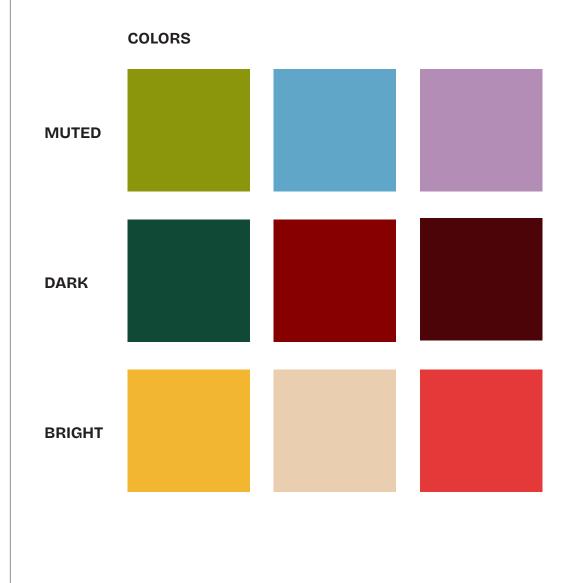
EX.04.003



6







LOGO FONTS

ABCDEFGHIJKLMNOPQRSTUVWXYZ 1234567890 **ABOLITION**

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890 **GT SECTRA REGULAR ITALIC**

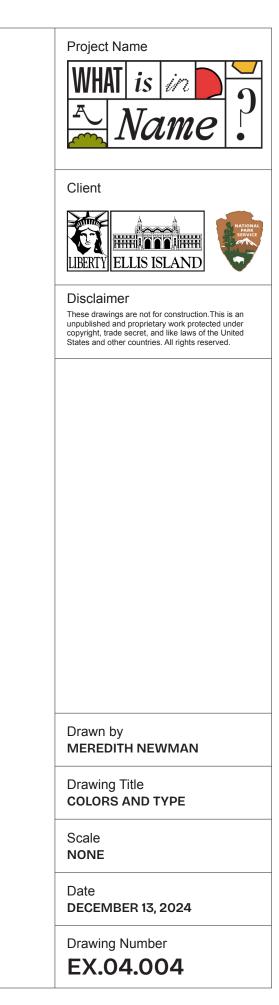
ABCDEGEGGGKLMNOGQRITUMAQIZ abcdefghijklmnopqrstuuwxyz 1234567890

PUNTINO



ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890 **GT ALPINA FINE REGULAR ITALIC**

ABCDEFGHIJKLMNOPQRSTUVWXYZ abcdefghijklmnopqrstuvwxyz 1234567890 **BRICOLAGE GROTESQUE**









Advertising in Battery Park with attention getting, quippy posters



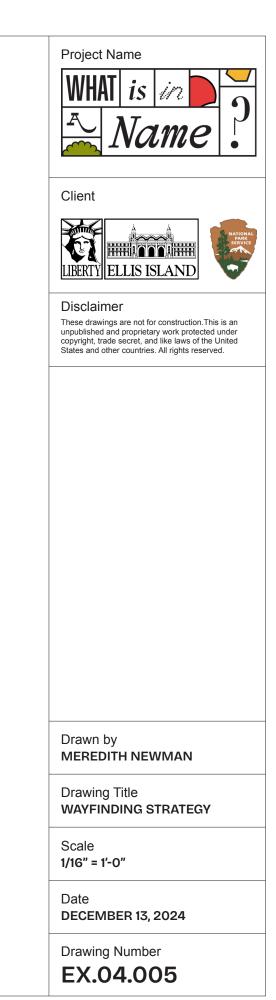
Advertising along the line barriers when visitors are waiting for the boat

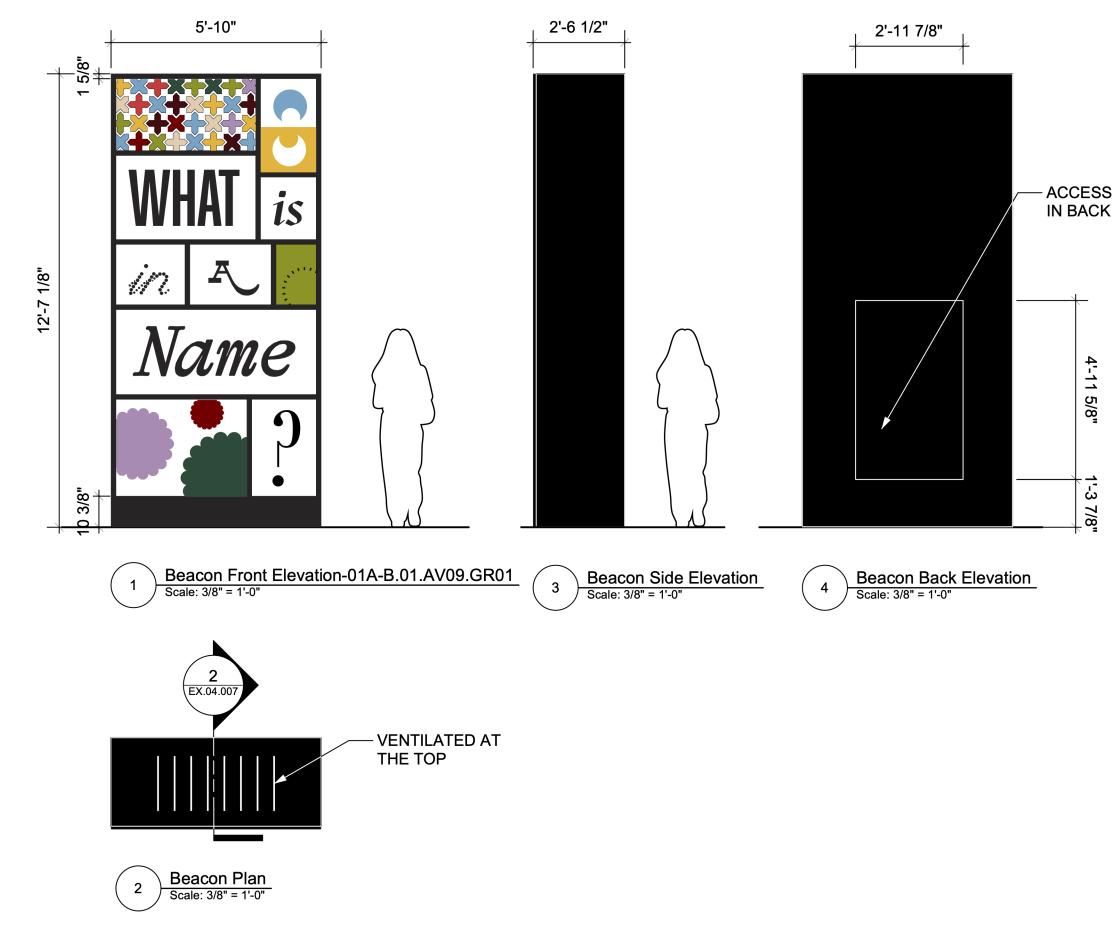


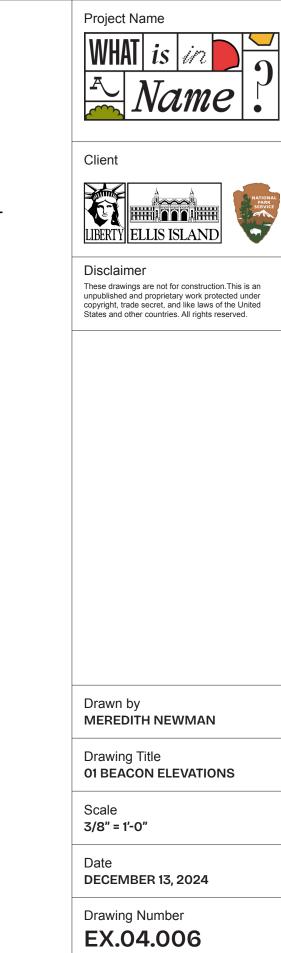
Posters in the subway lines that go through Bowling Green



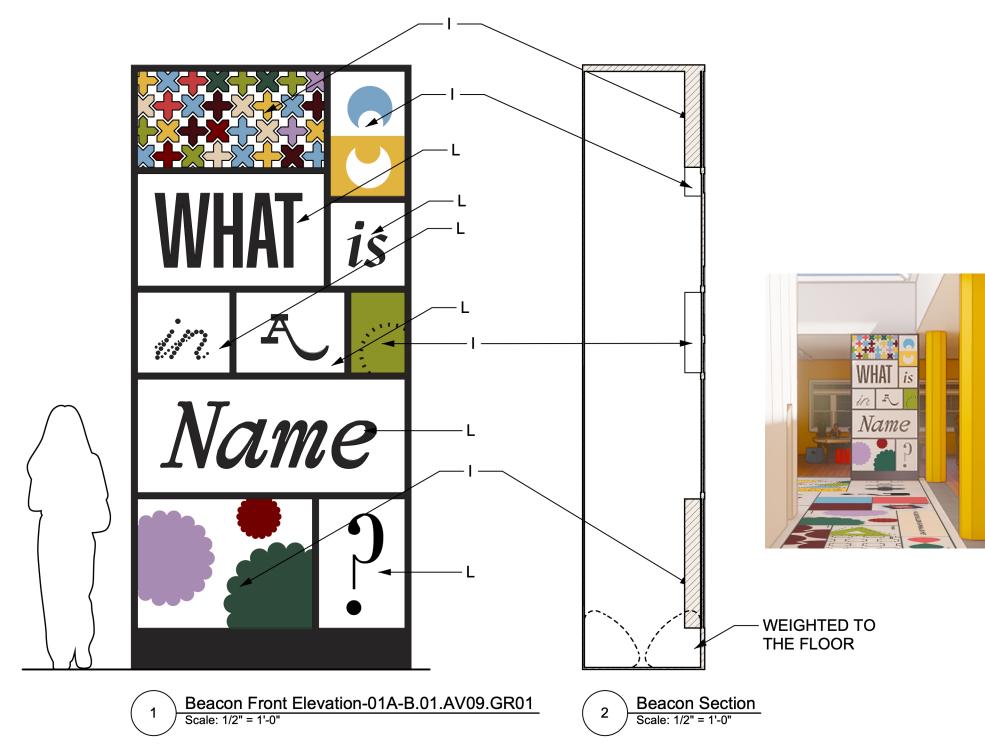
Rendering of Great Hall installation to lead visitors up to thrid floor

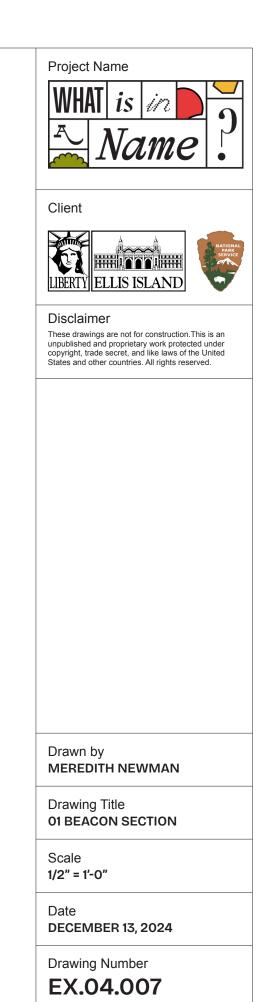




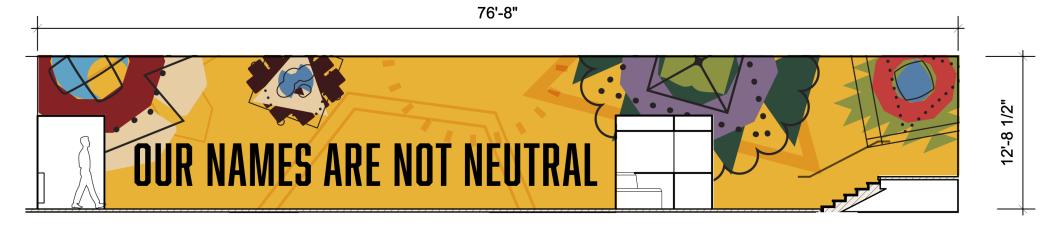


- ACCESS PANEL



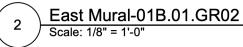


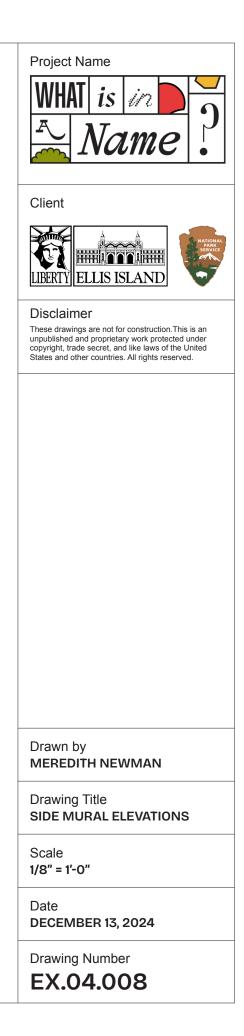




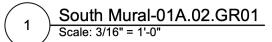
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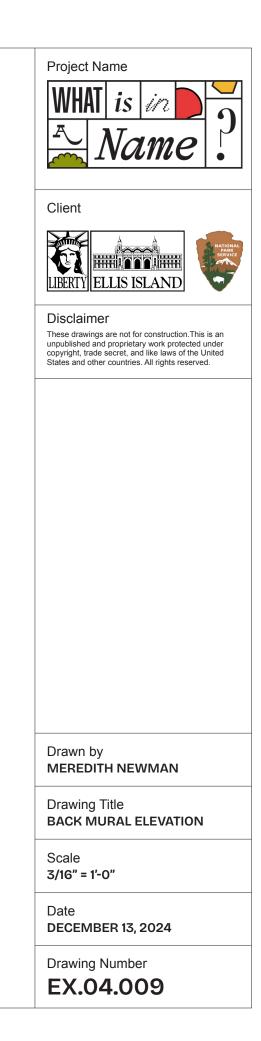




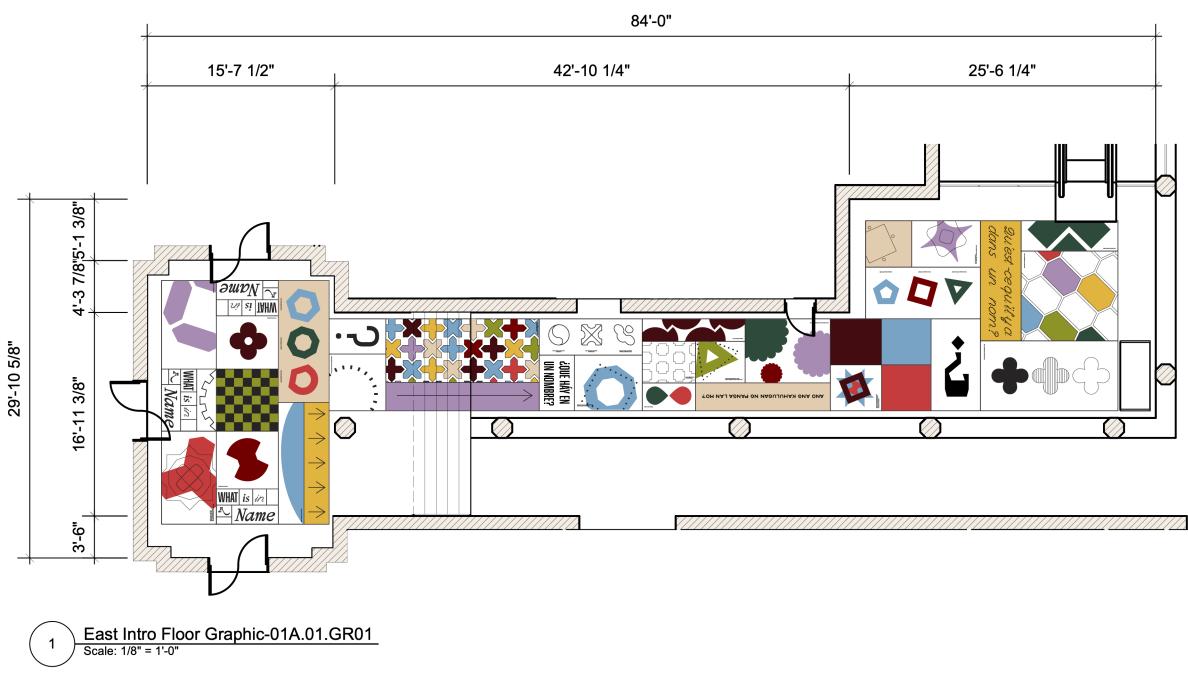


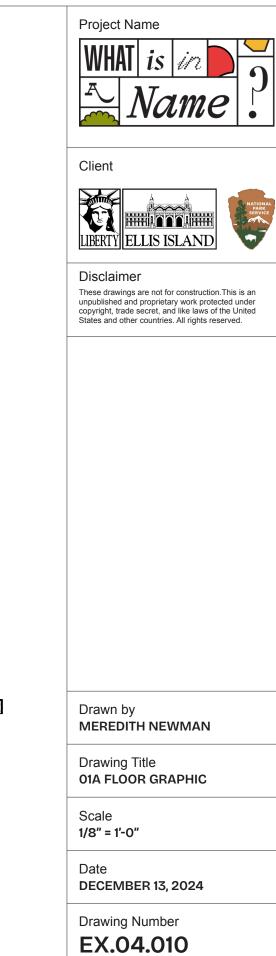


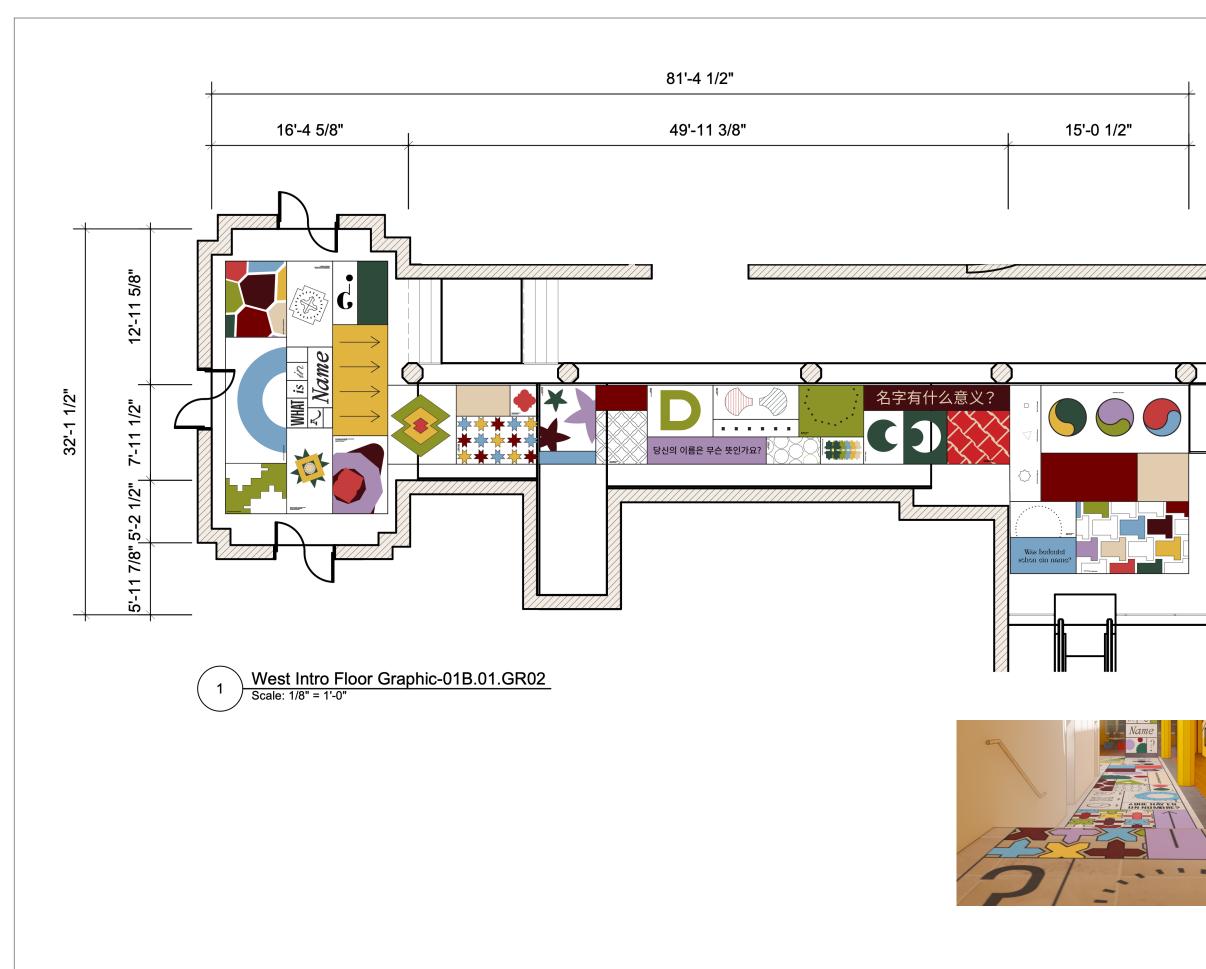


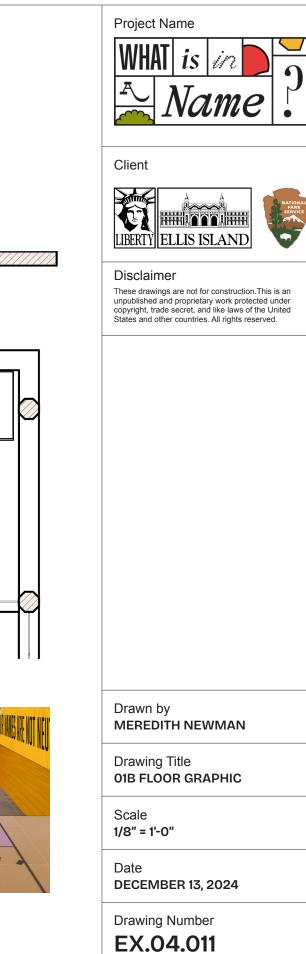


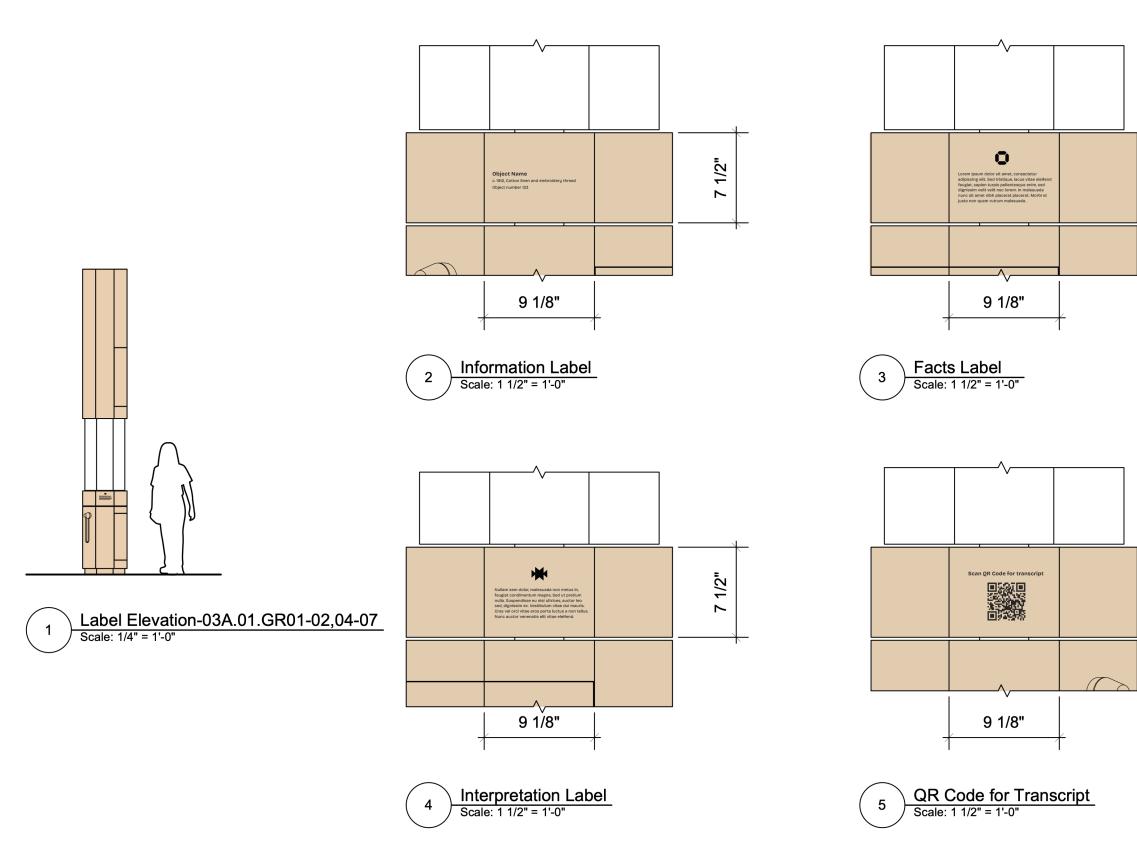
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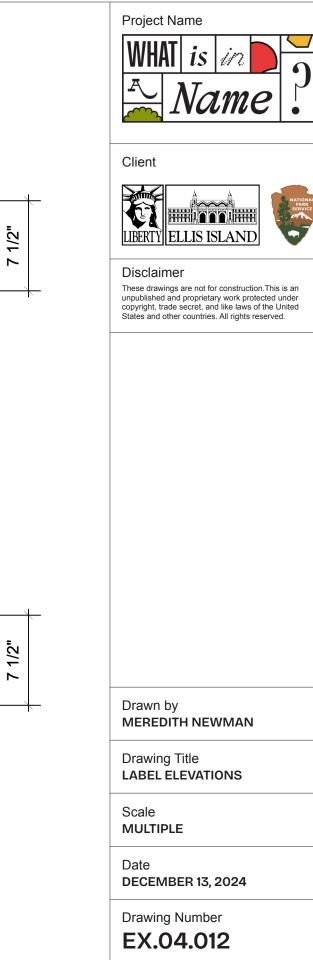


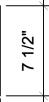


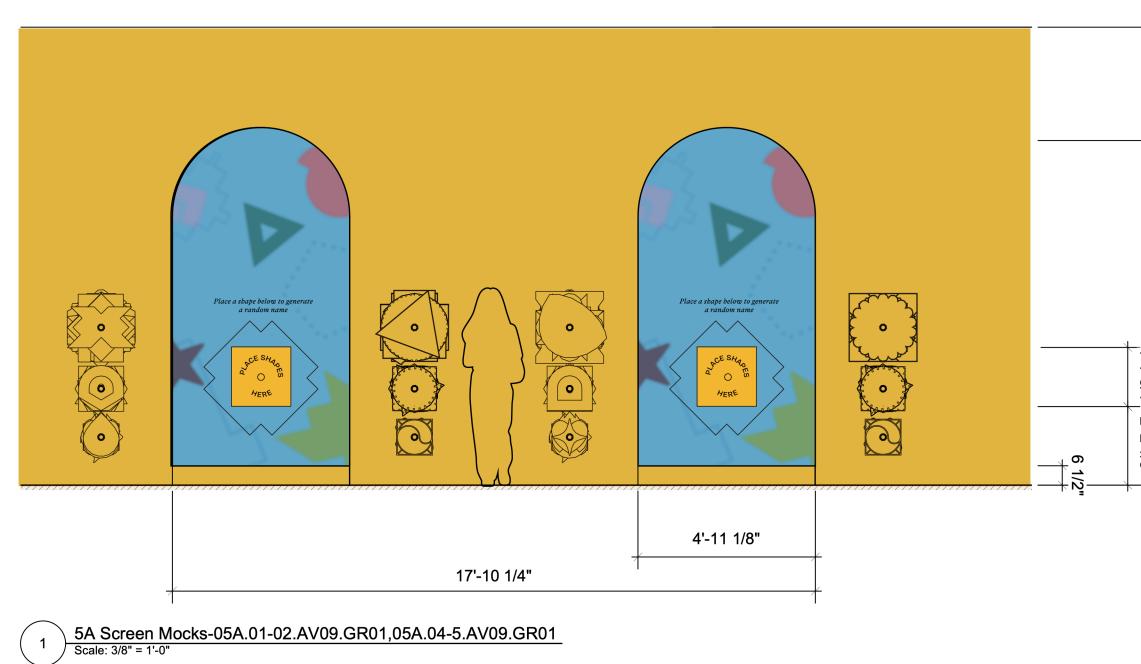


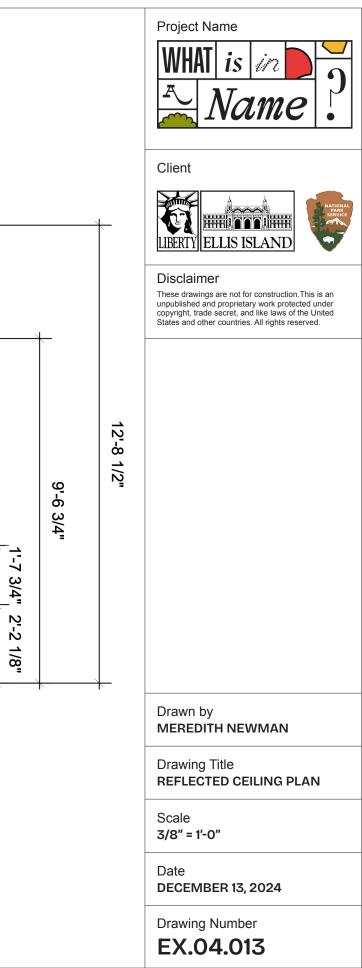














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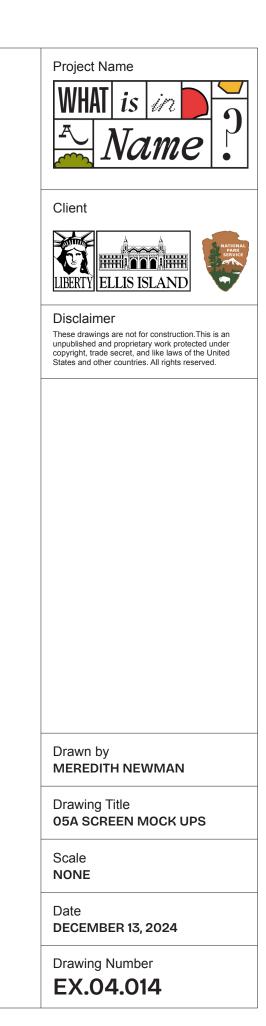


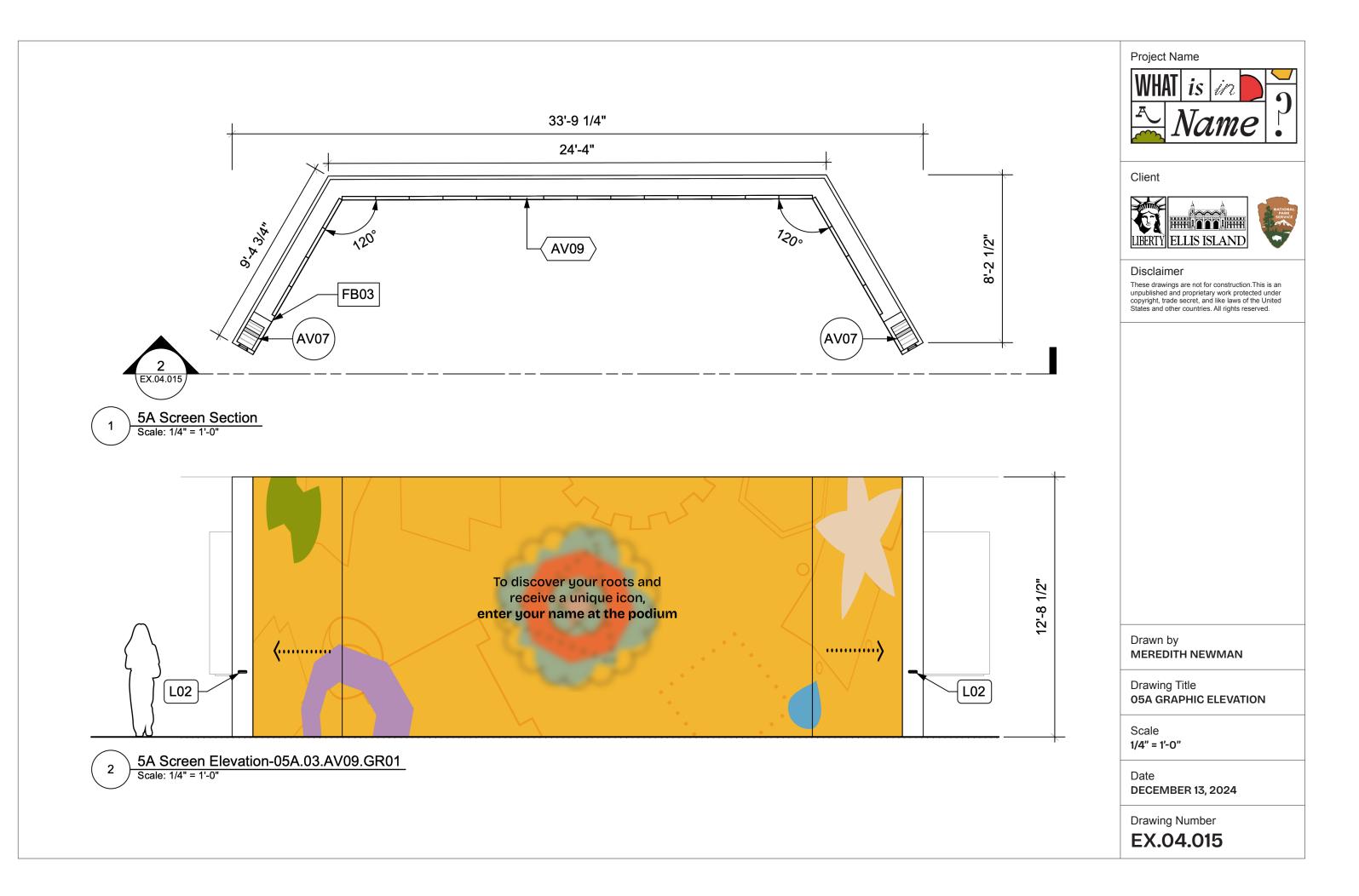
One shape



Multiple shapes



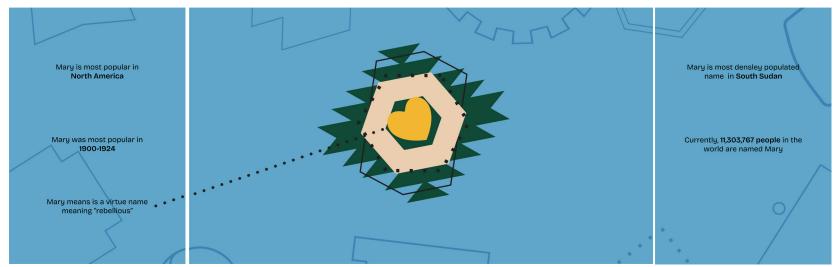




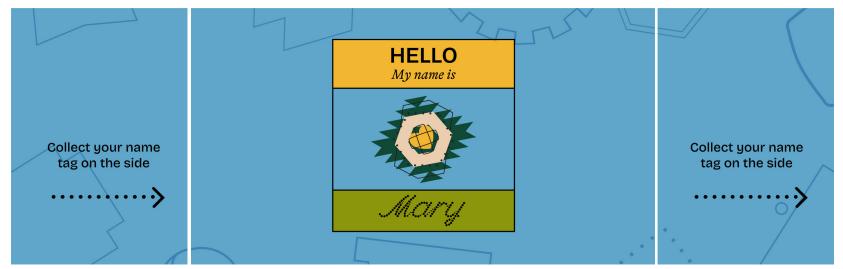
Empty state



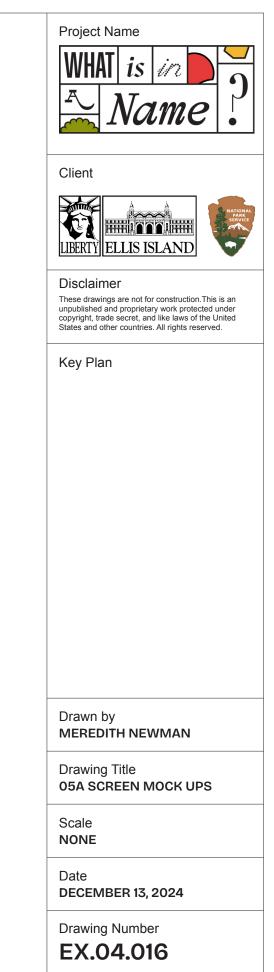
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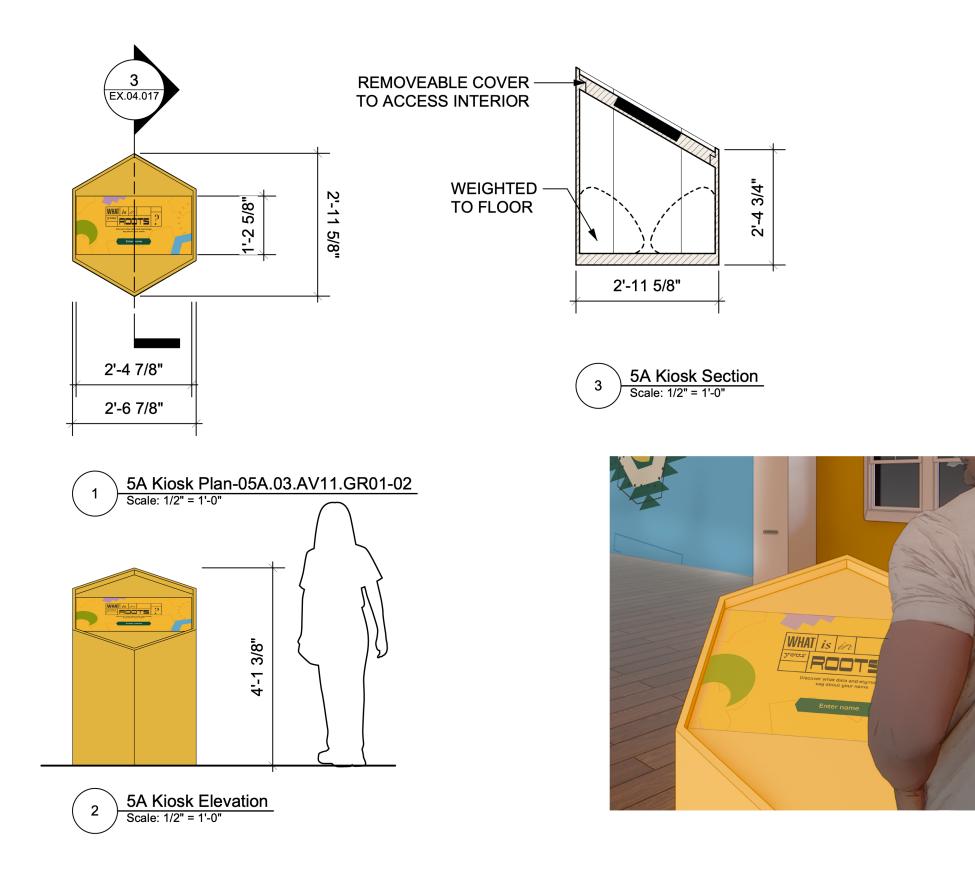
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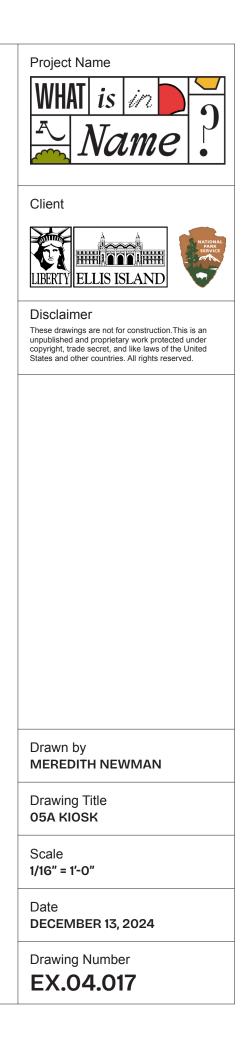


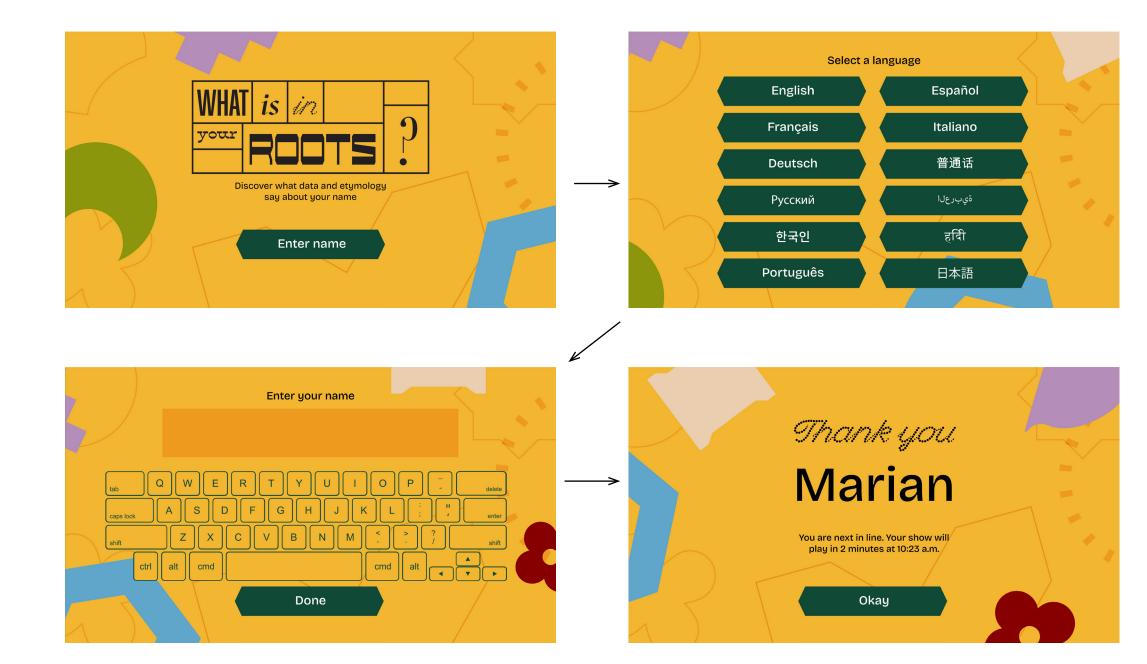


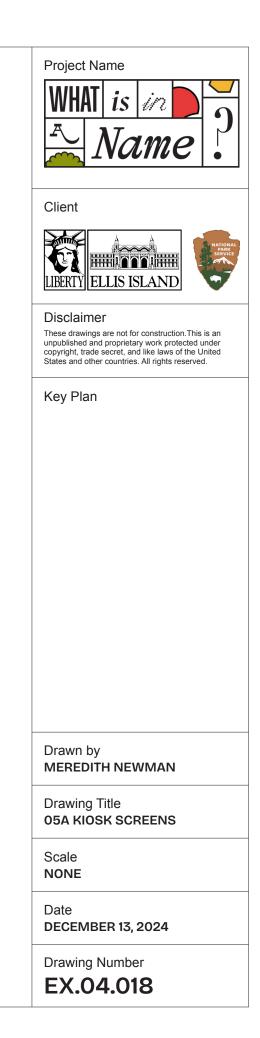


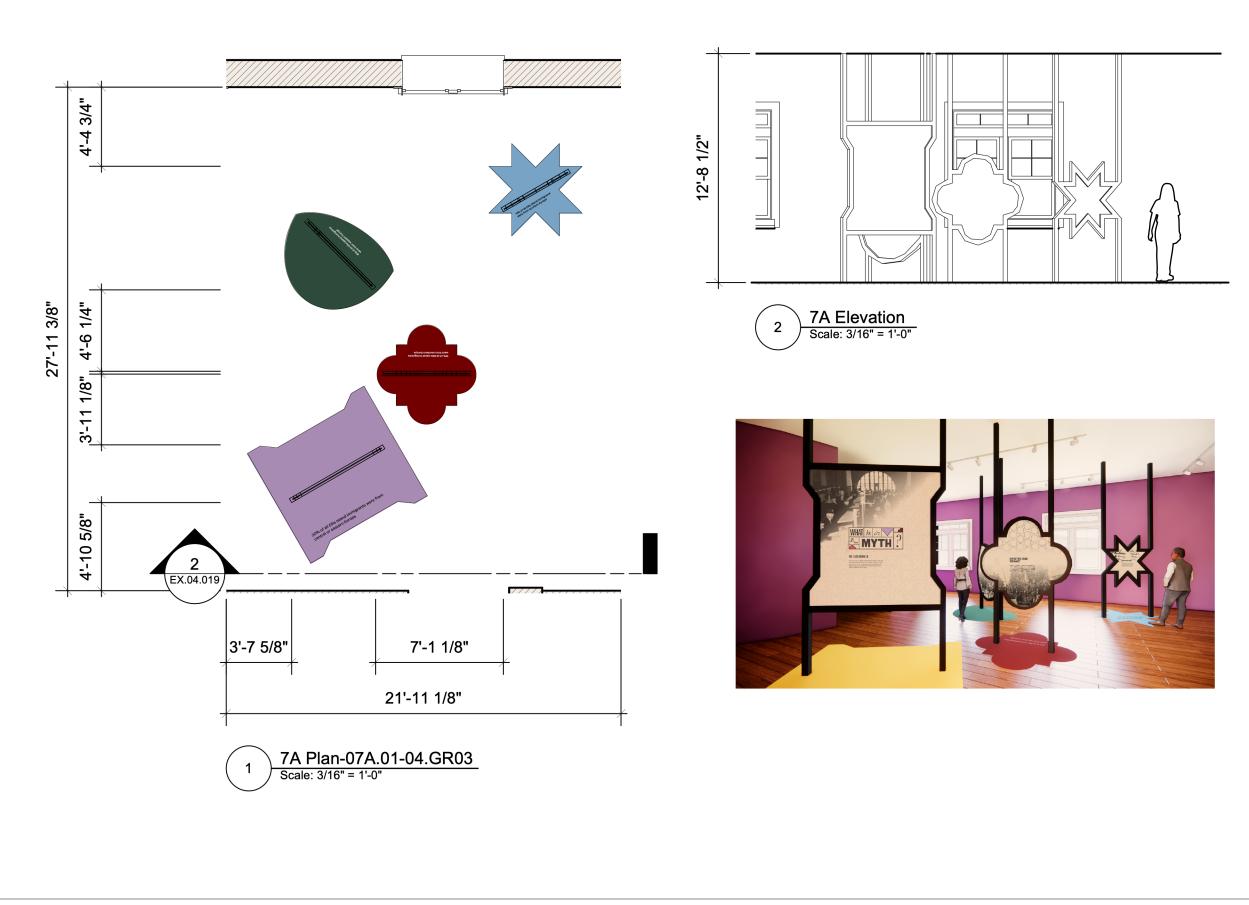






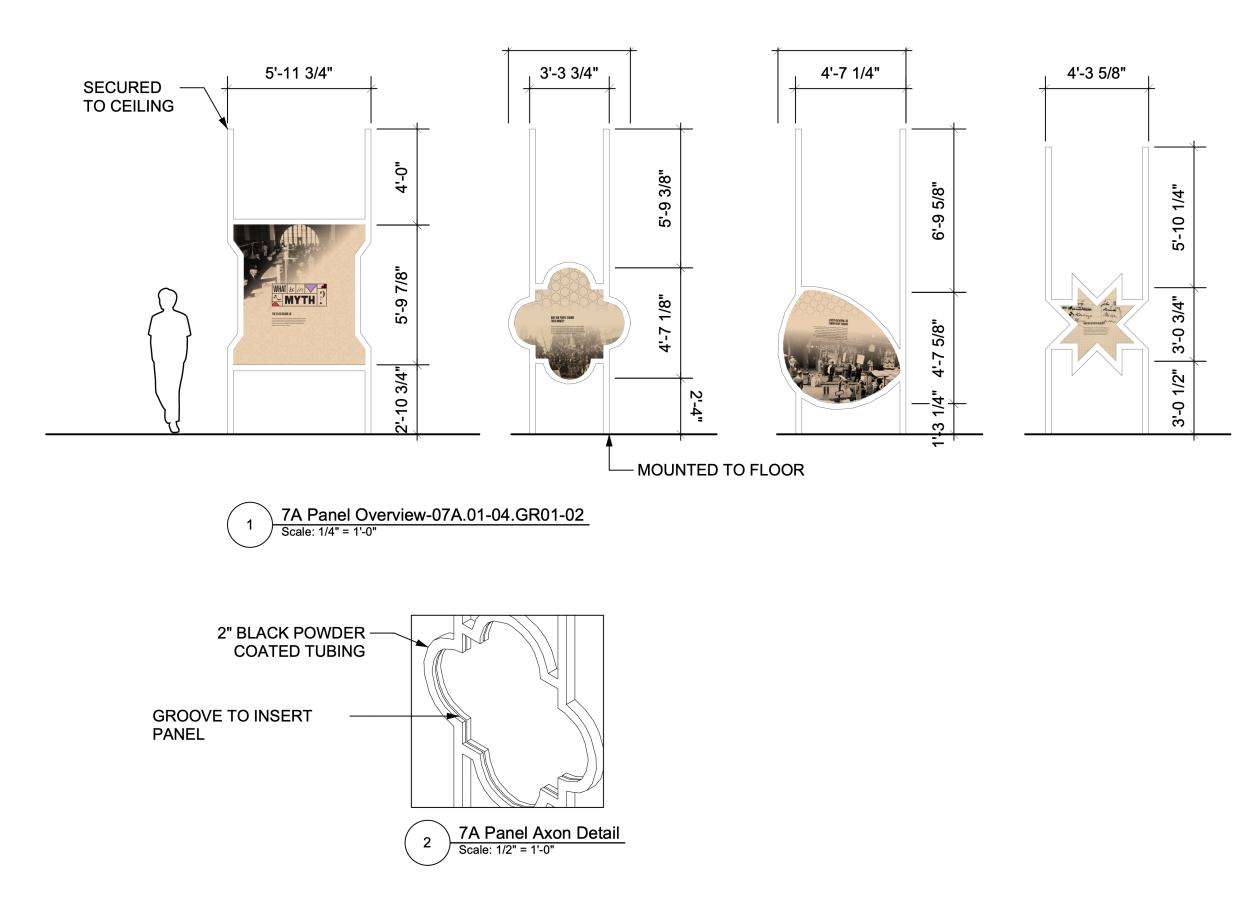




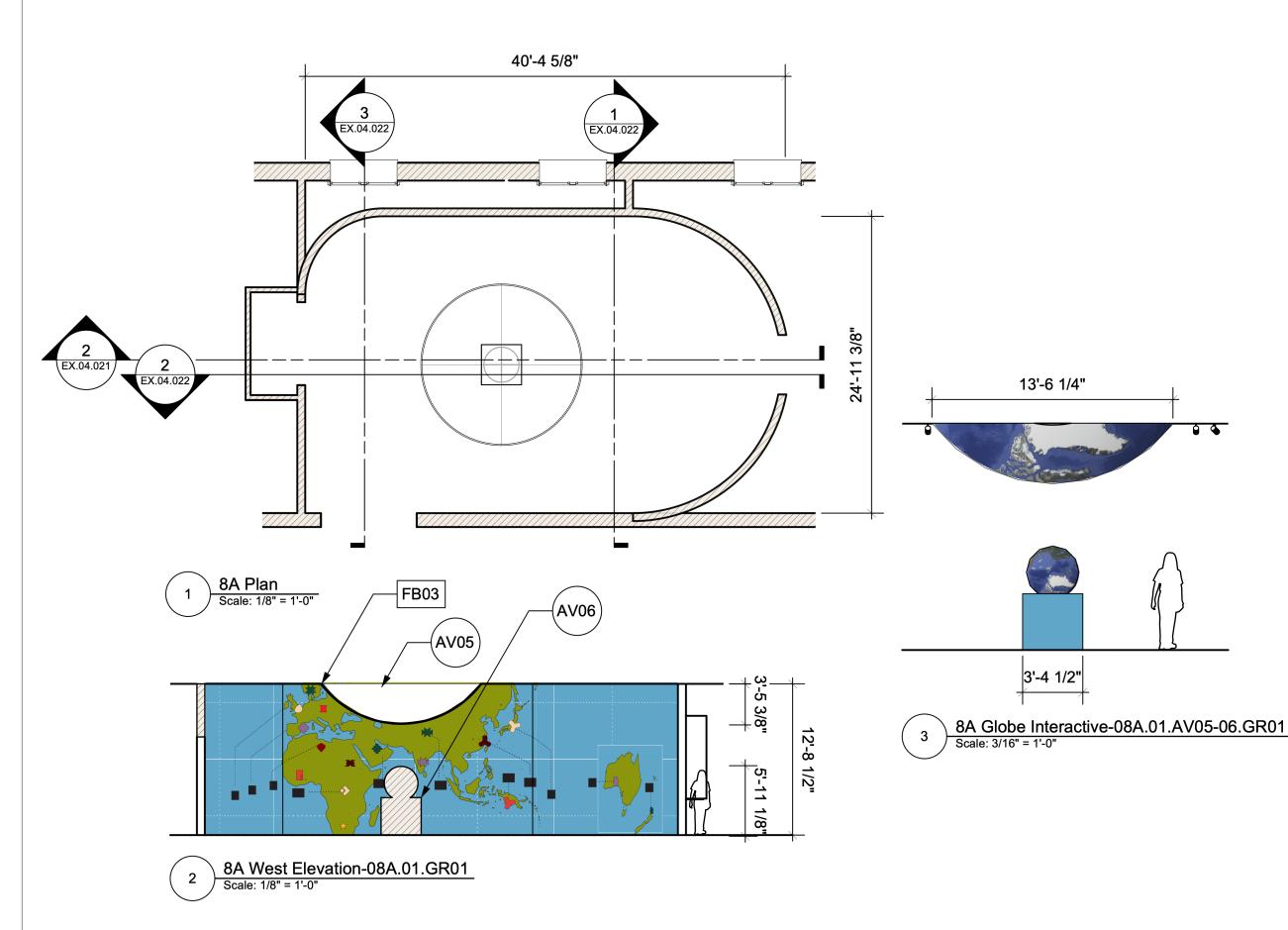


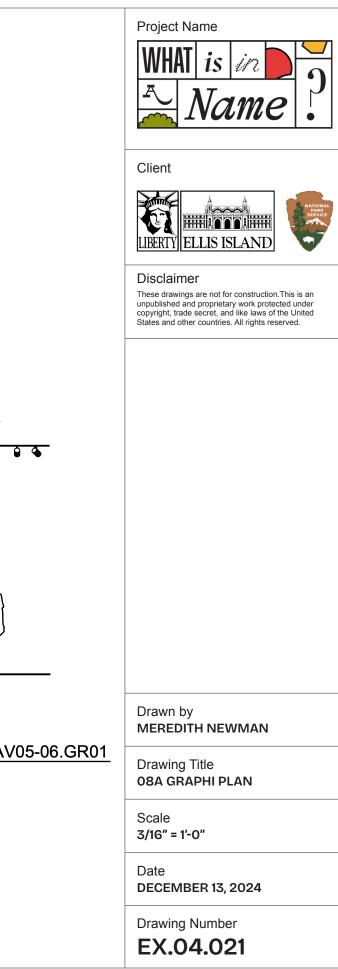


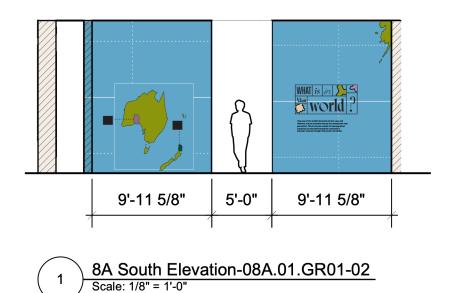
EX.04.019

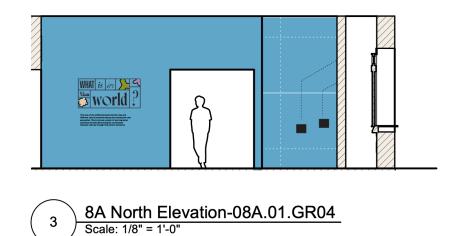


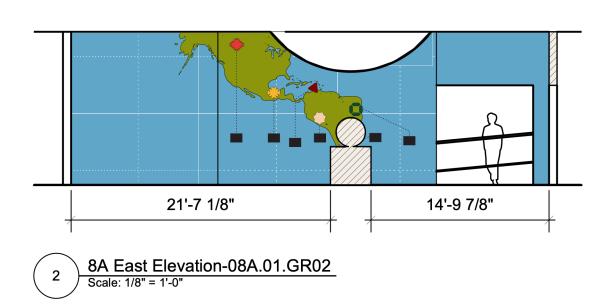


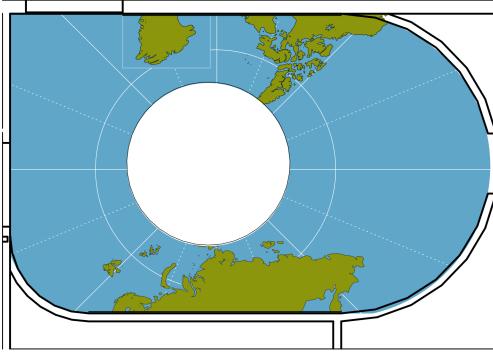


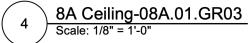


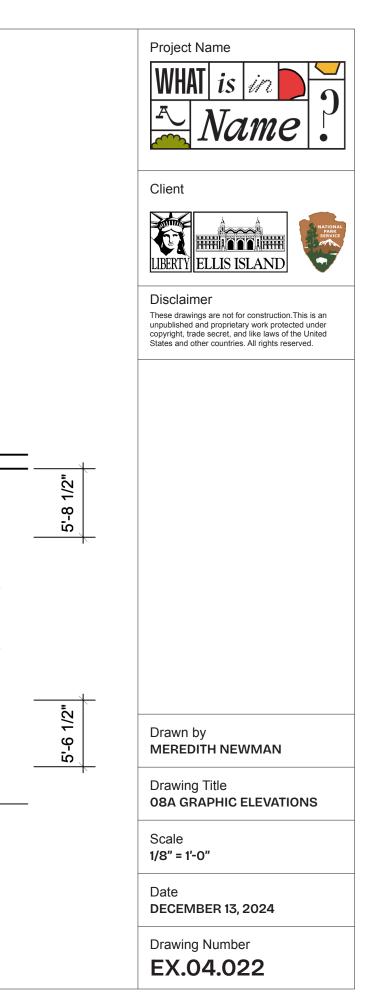




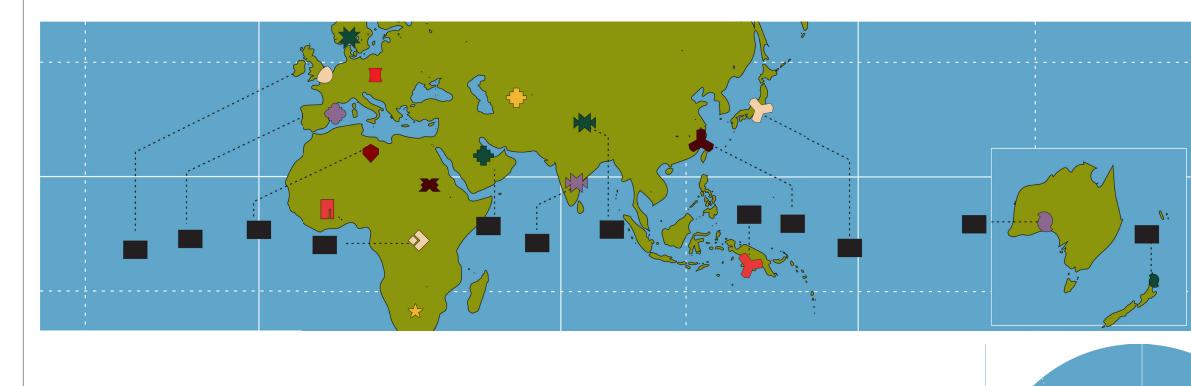




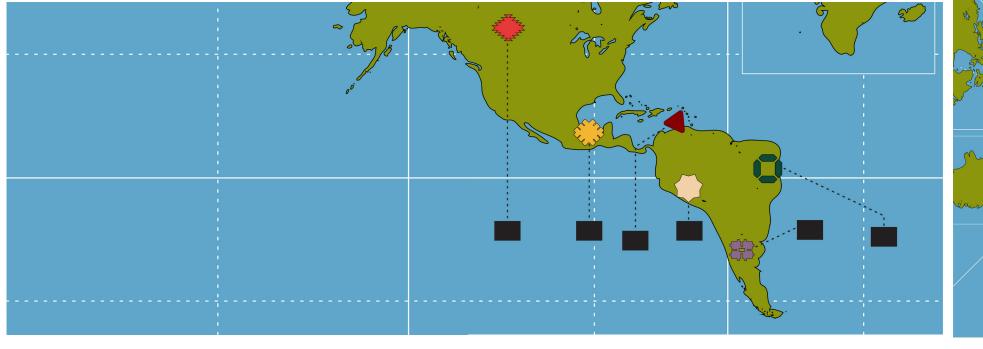




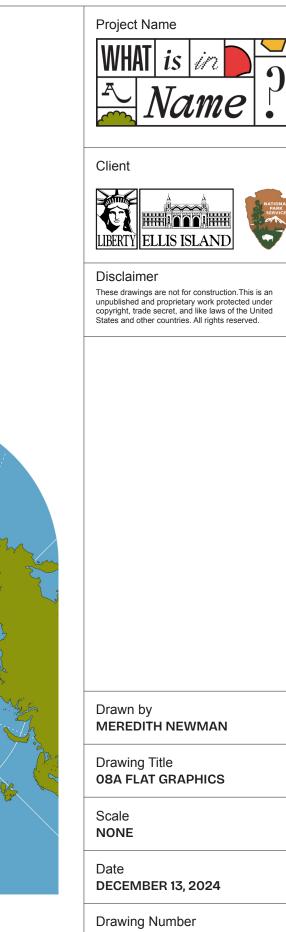
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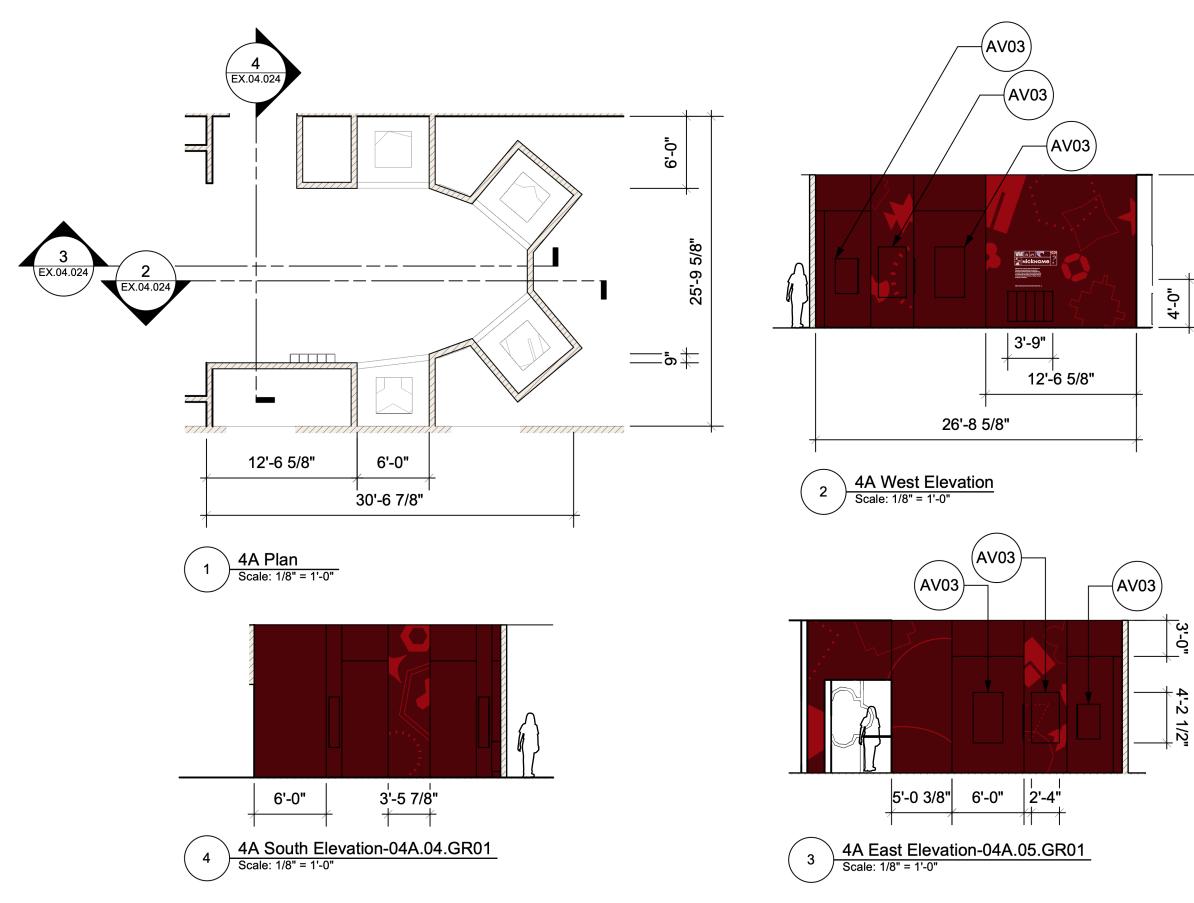
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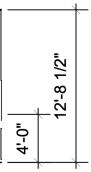
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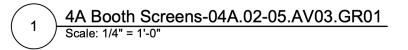


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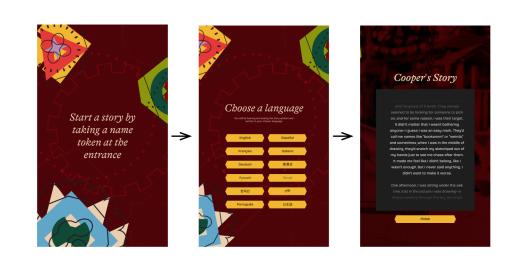


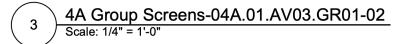






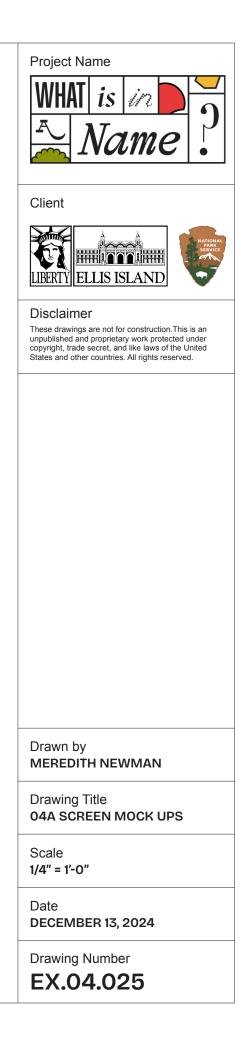


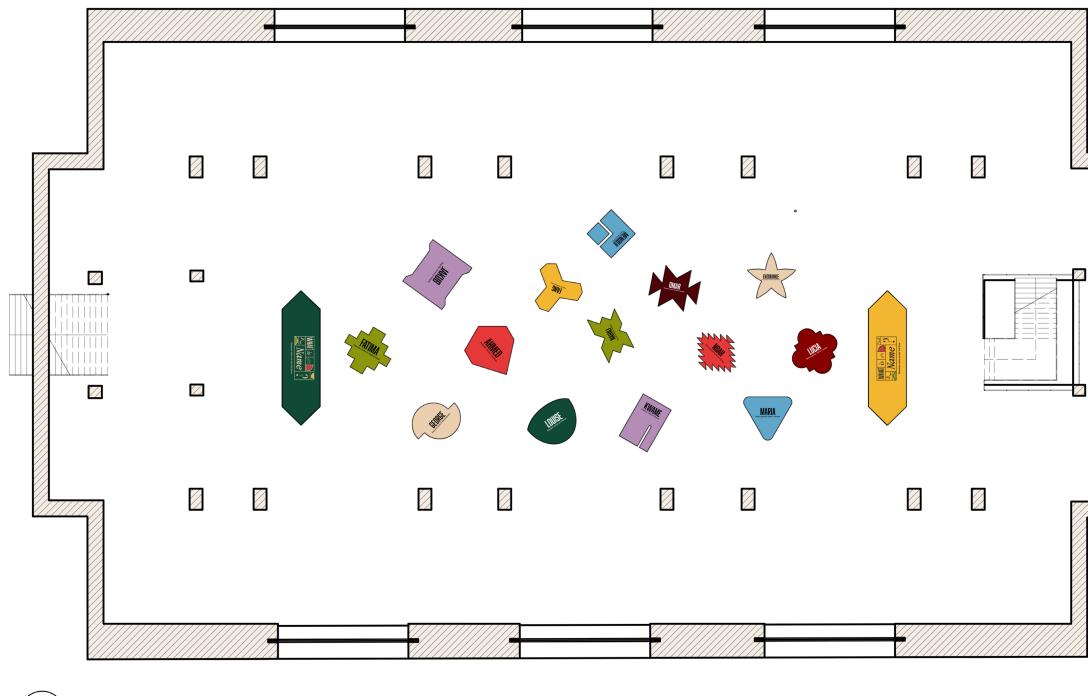




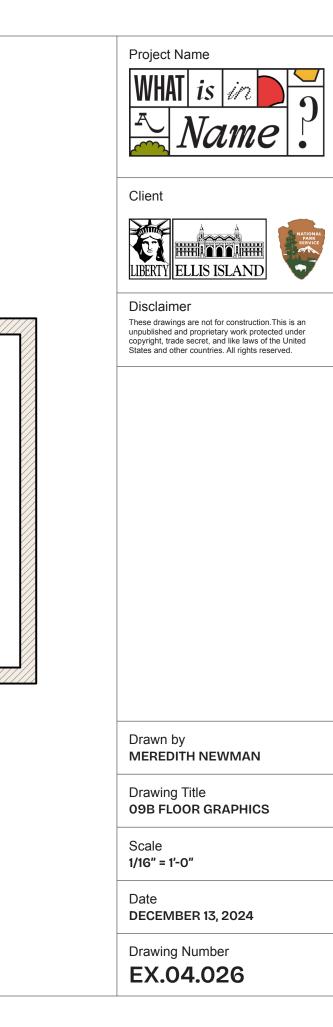






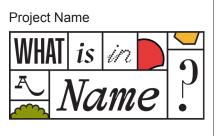


2 9B Floor Graphics -09B.01.GR01-16 Scale: 1/16" = 1'-0"



AREA DETAILS

23'-10 1/2" 1'-3 1/2" 5'-0" 1-7 1/2" 10'-11 1/2" 5'-0" 5/8" 2'-10 2'-6" 3'-6 7/8" 02A What is in a tone? 3/4" 25'-9 5/8" 5'-11 1/8" 6'-1 2'-3" 1/8" 2'-6 03A Plan 1 Scale: 1/4"=1'



Client



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Drawn by MEREDITH NEWMAN

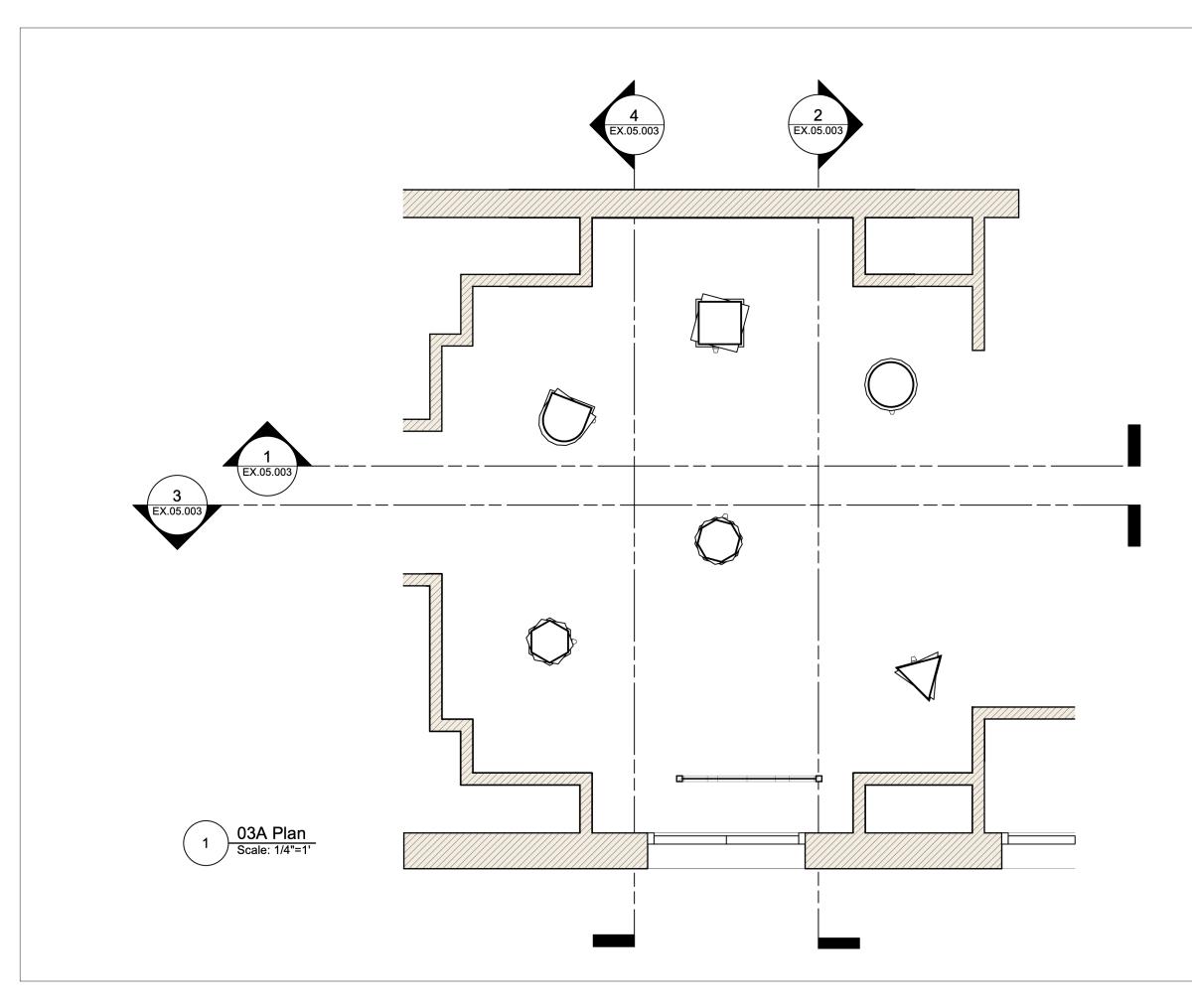
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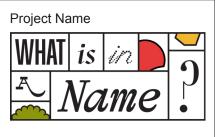
1/4" = 1'-0"

Scale

Date **DECEMBER 13, 2024**

Drawing Number







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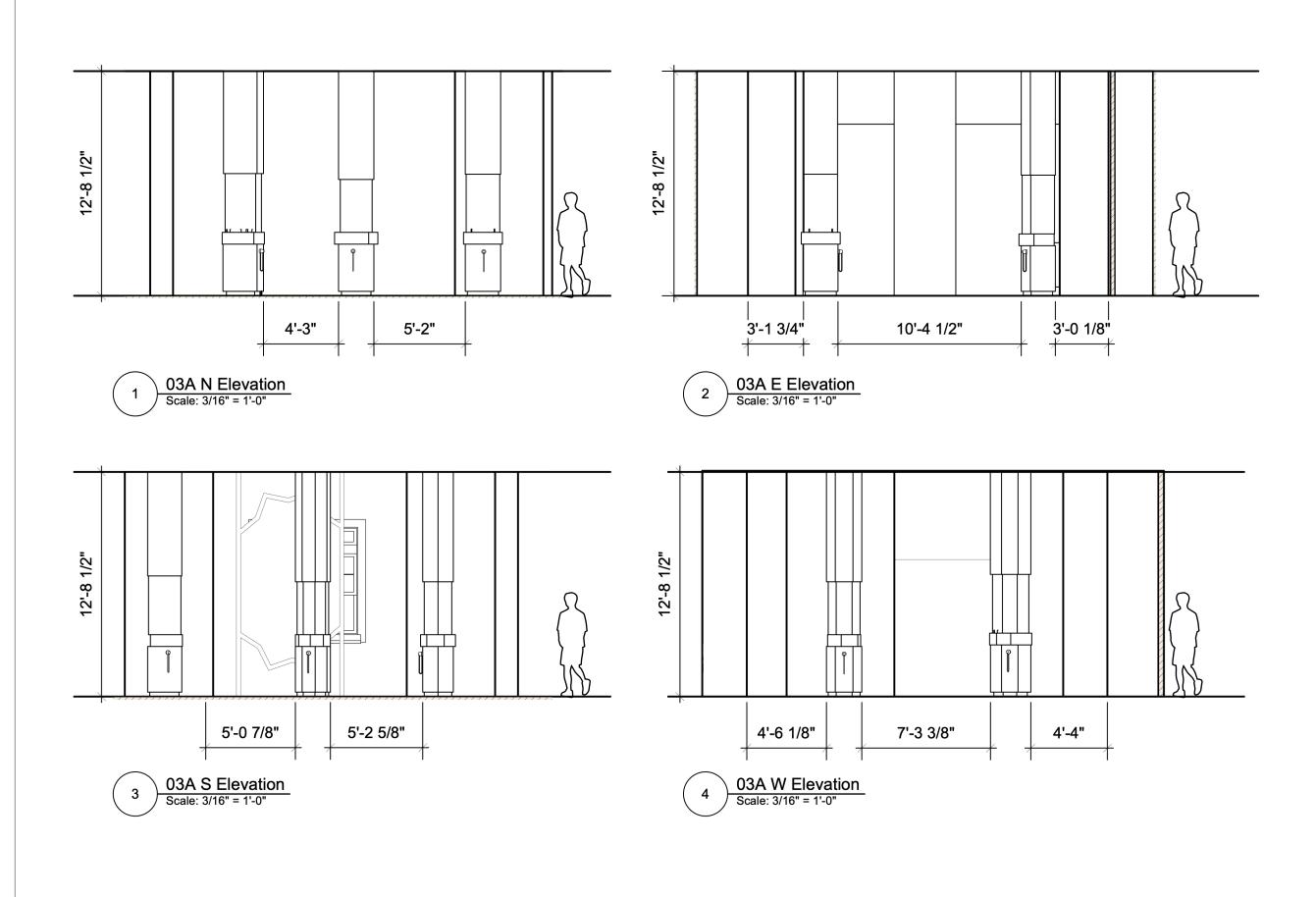
Drawing Title 03A SECTIONS

Scale 1/4" = 1'-0"

1/4" = 1'-0"

Date DECEMBER 13, 2024

Drawing Number



Project Name



Client



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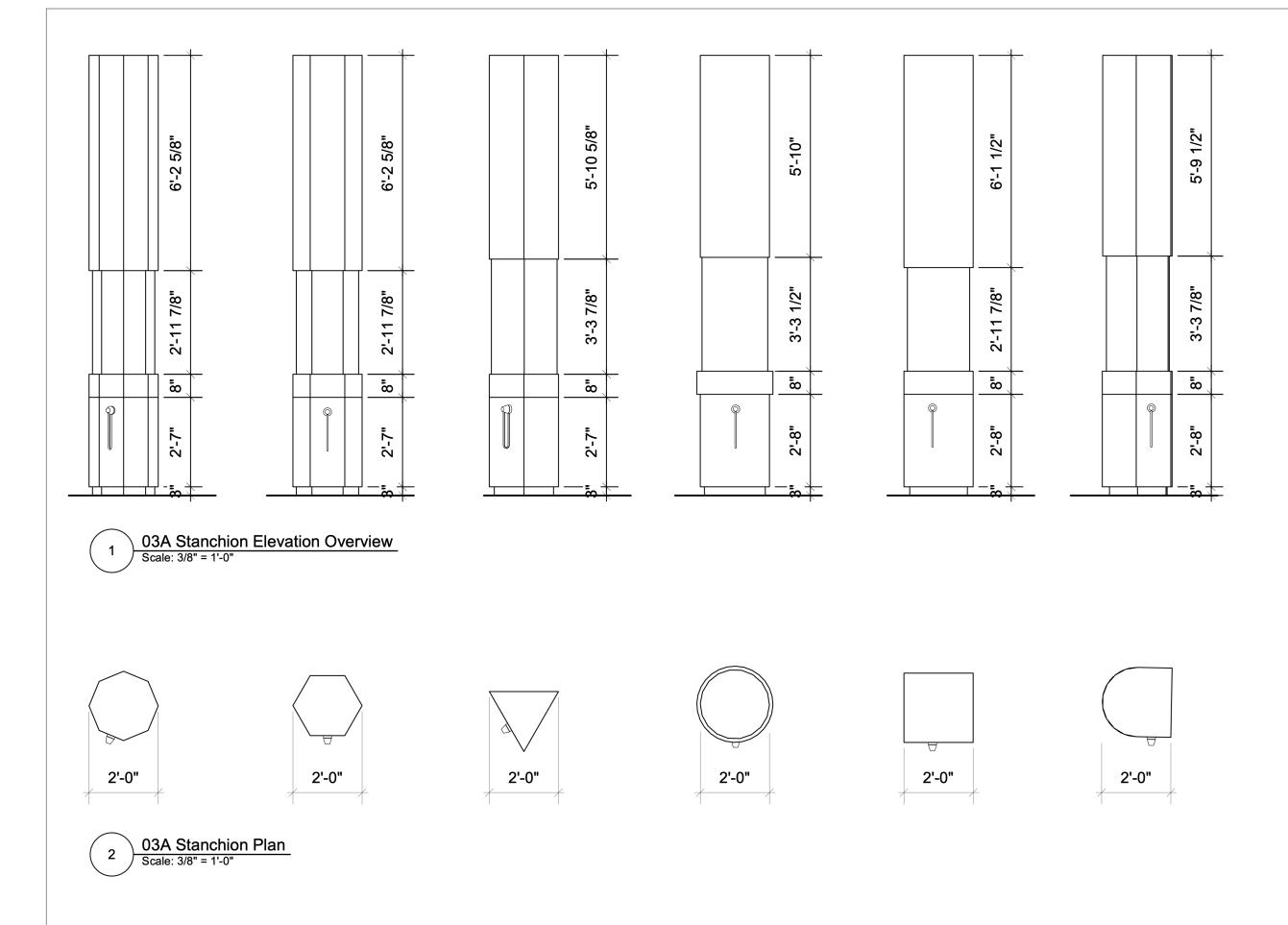
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Drawing Title 03A ELEVATIONS

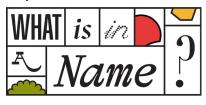
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Date DECEMBER 13, 2024

Drawing Number



Project Name



Client



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Drawn by MEREDITH NEWMAN

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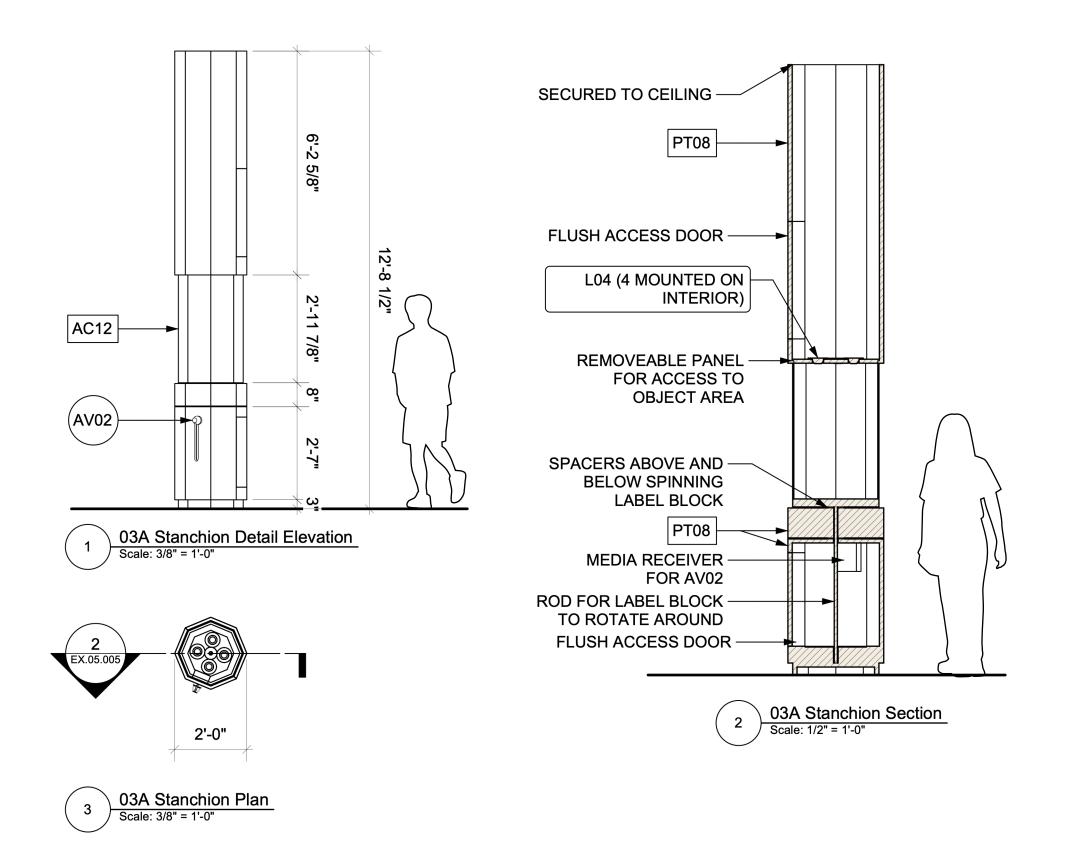
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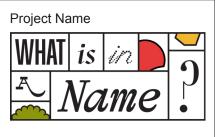
Scale

3/8" = 1'-0"

Date DECEMBER 13, 2024

Drawing Number







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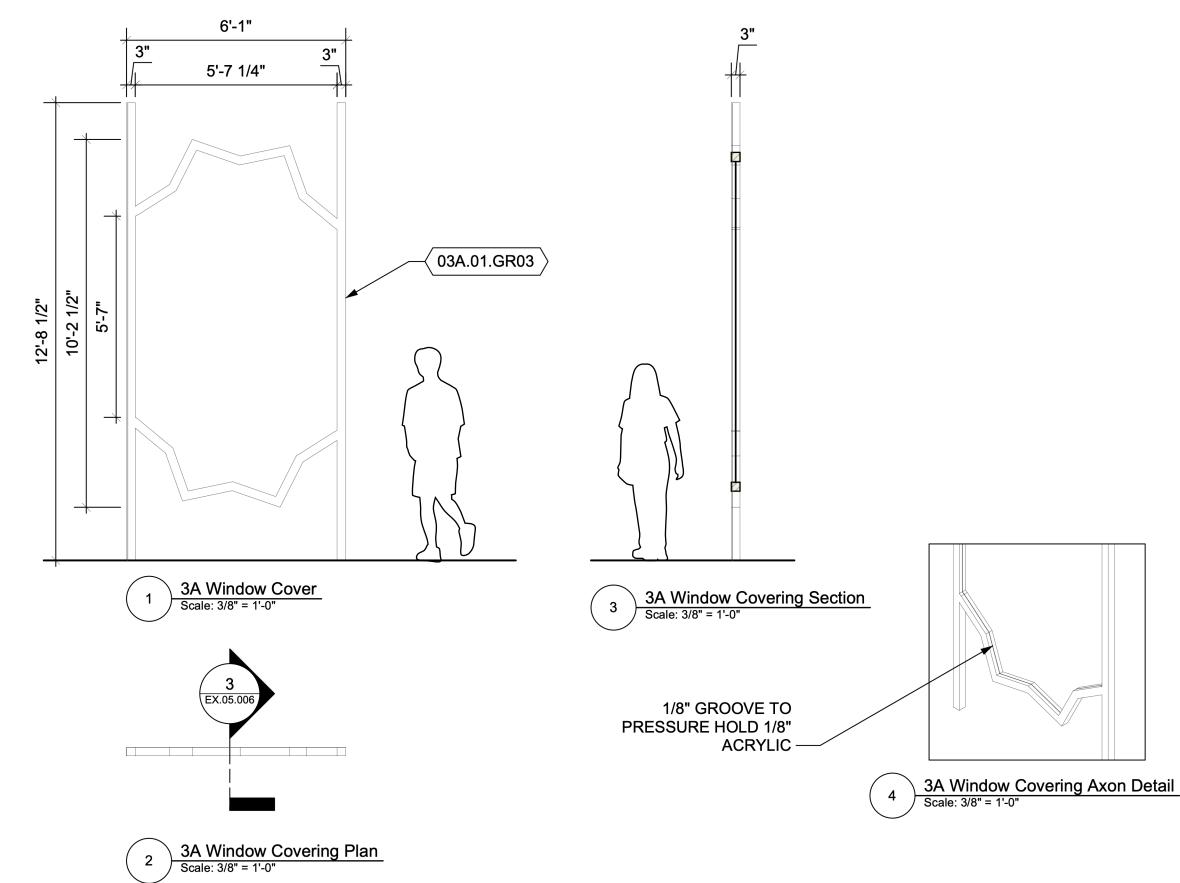
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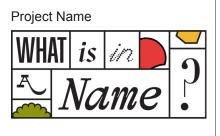
Drawing Title 03A SECTION

Scale MULTIPLE

Date DECEMBER 13, 2024

Drawing Number







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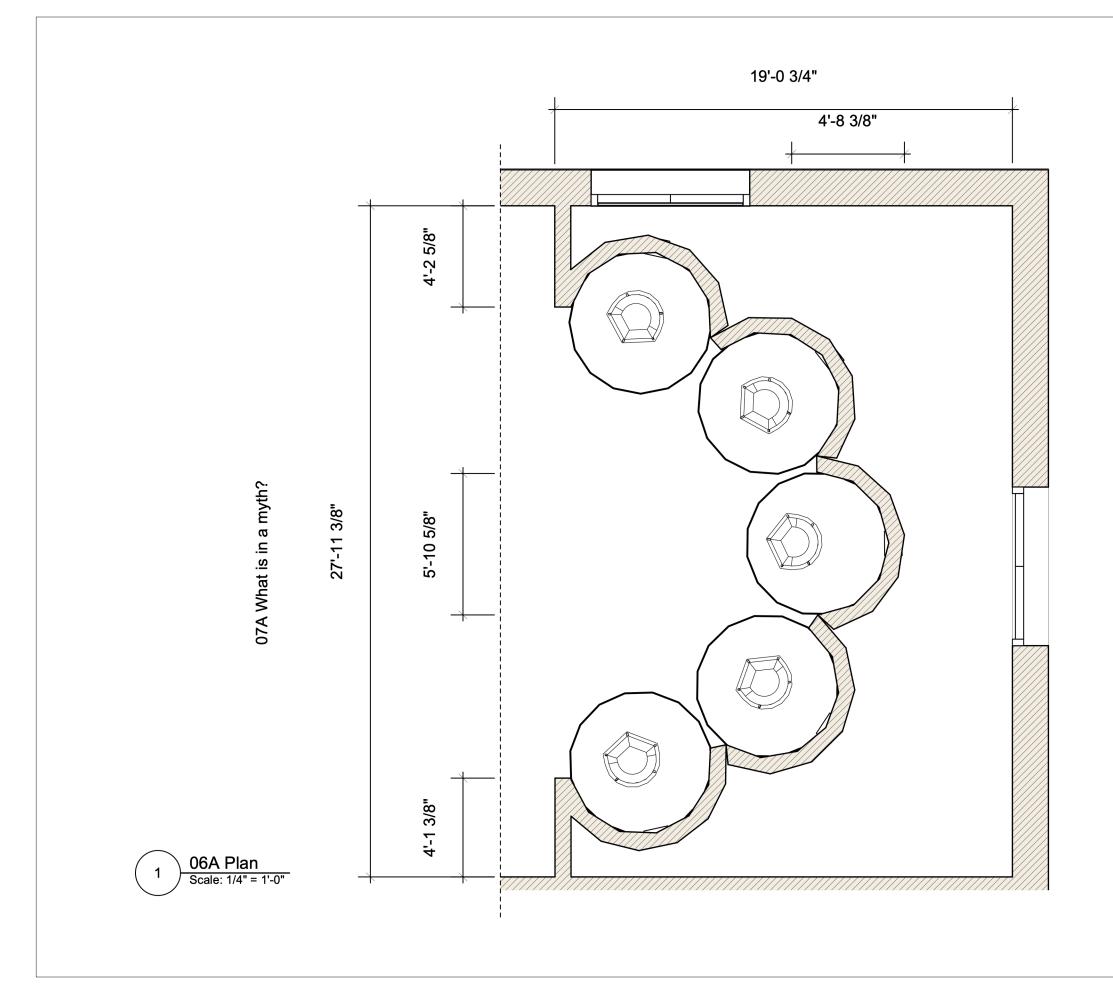
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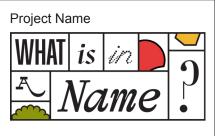
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3/8" = 1'-0"

Date DECEMBER 13, 2024

Drawing Number







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Drawn by MEREDITH NEWMAN

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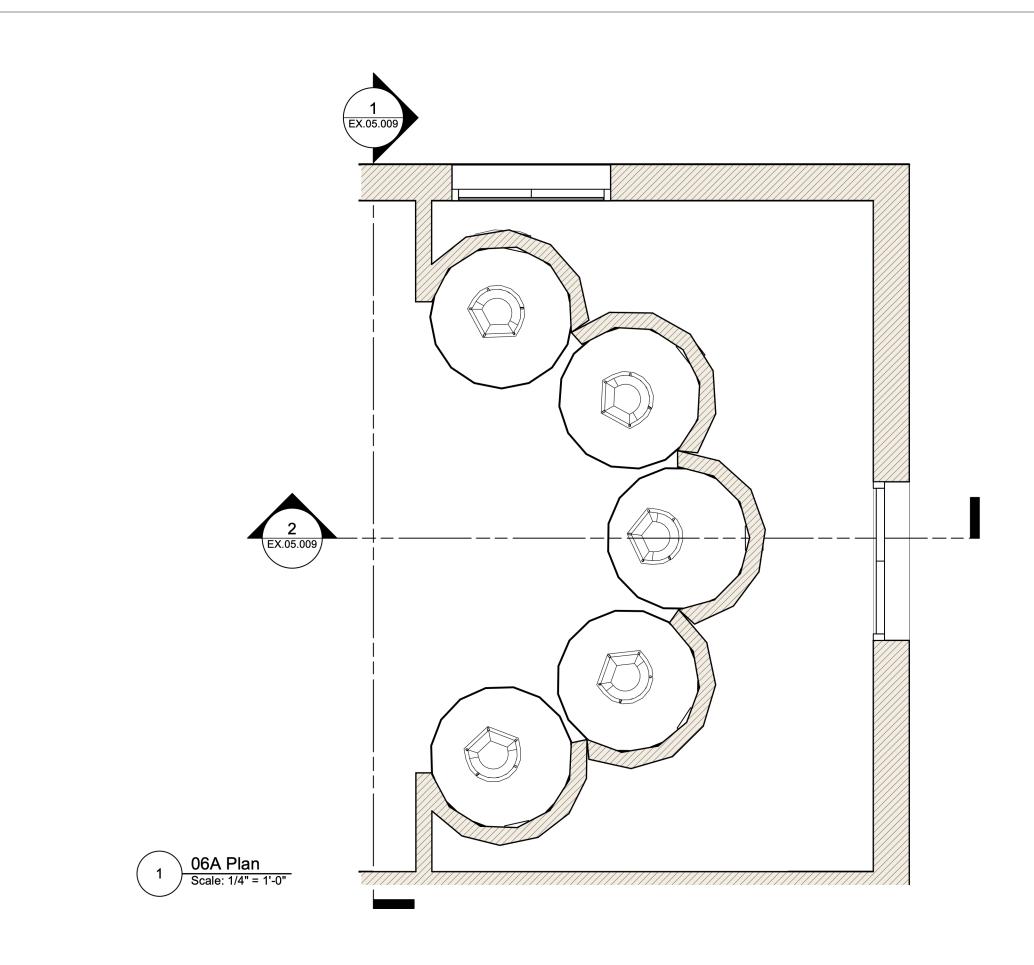
06A PLAN

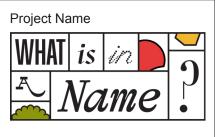
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Date DECEMBER 13, 2024

Drawing Number







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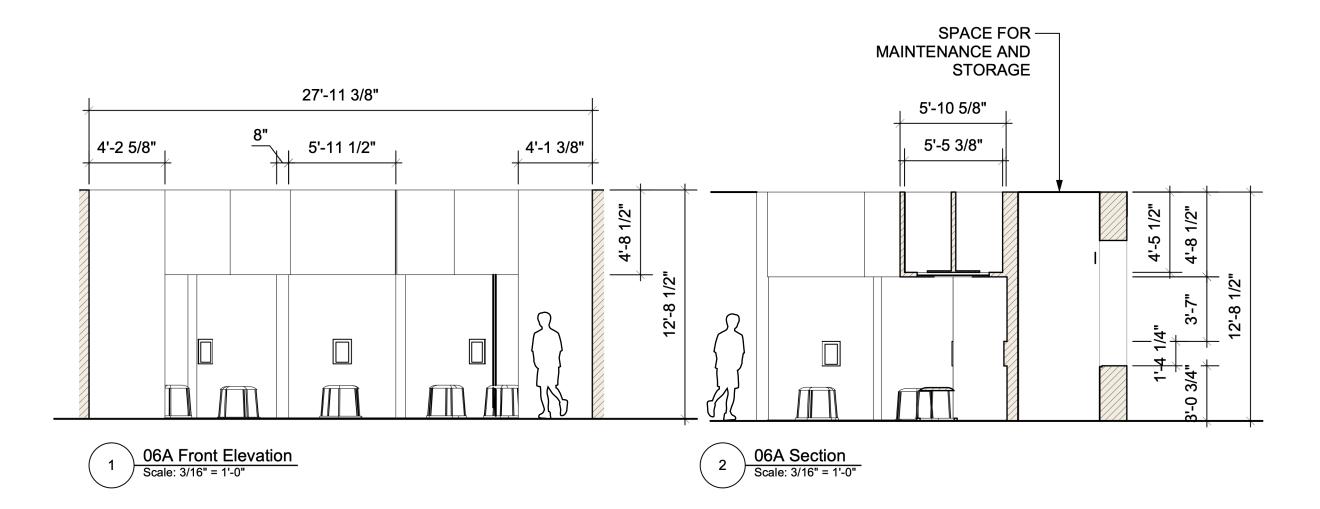
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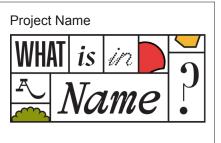
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1/4" = 1'-0"

Date DECEMBER 13, 2024

Drawing Number







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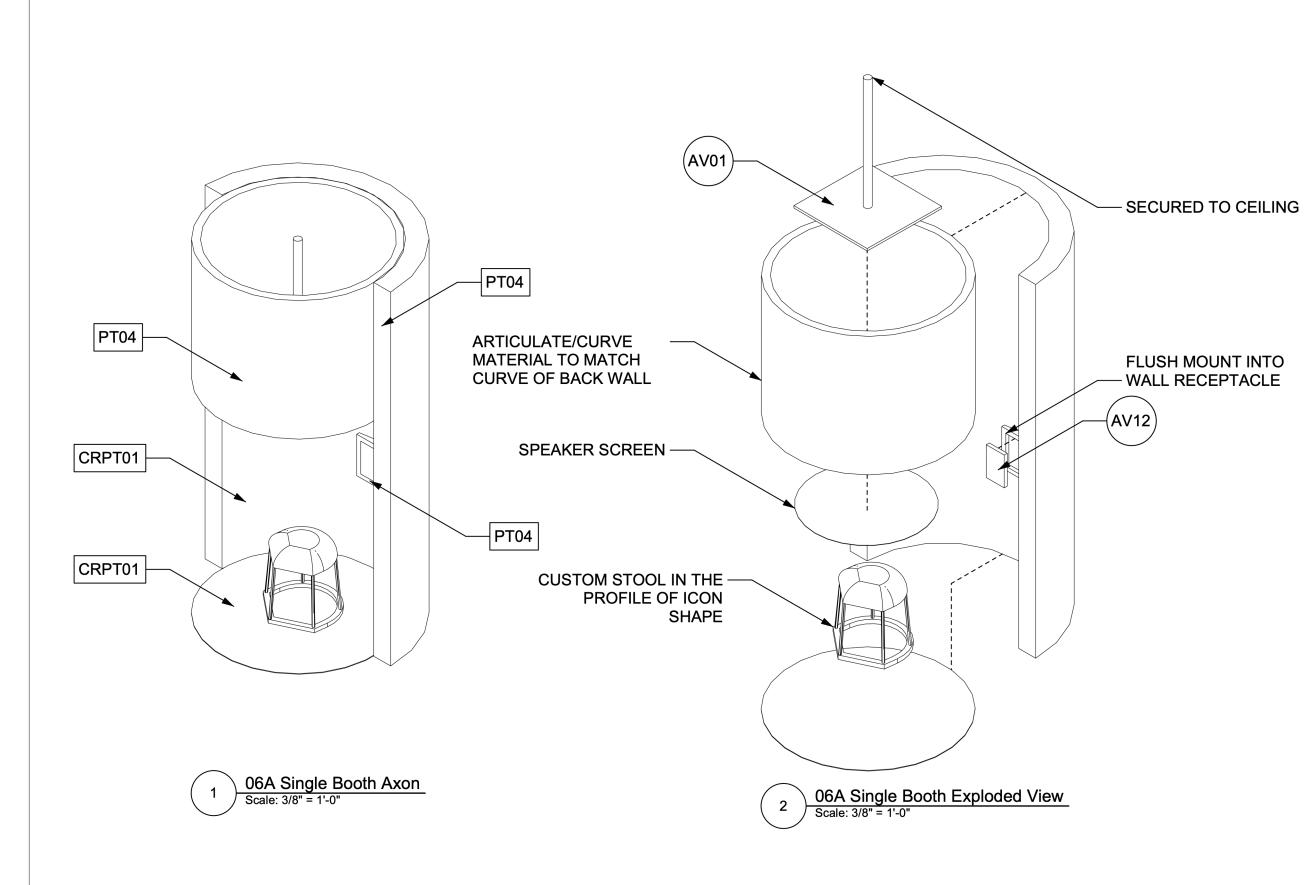
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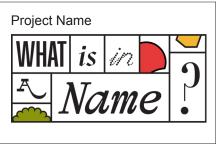
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3/16" = 1'-0"

Date DECEMBER 13, 2024

Drawing Number







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DECEMBER 13, 2024

Drawing Number EX.05.010

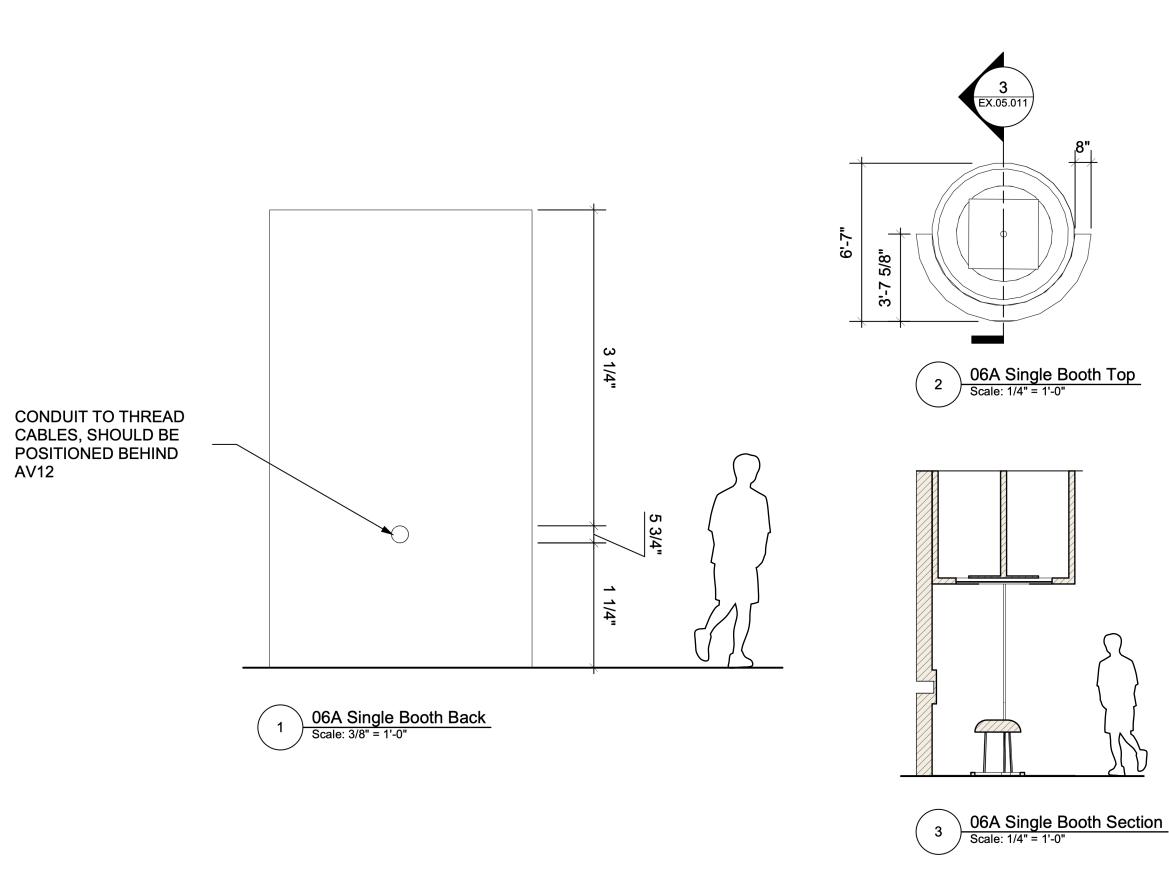
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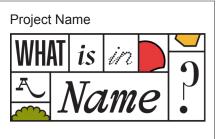
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Scale

Date

3/8" = 1'-0"







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Drawing Title

06A DETAILS

Scale

1/4" = 1'-0"

Date DECEMBER 13, 2024

Drawing Number