The Wonderful Visit to Oz
a Hero’s Experience

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100% Design Development
Capstone Project
SUNY FIT
Exhibition & Experience Design
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**Disclaimer:** These drawings are for Design Intent purposes only. Contractors are responsible for coordination, specifications, and final, detailed dimensions in the field. All construction drawings must be approved by designer prior to beginning fabrication.
EX.1.00 Executive Summary
The Wonderful Wizard of Oz at 125

2025 marks the 125th anniversary of the publication of “The Wonderful Wizard of Oz.” The New York Public Library will celebrate the jubilee with a year of cultural programming at their official branches as well as at collaborating venues. Starting off these events will be an immersive experiential exhibition to take place at the Park Avenue Armory, a space uniquely suited to convey the magical whimsy and grandeur of Dorothy’s quest.

With the stated mission of NYPL to promote lifelong learning, this exhibition will be geared toward a multigenerational audience. Focusing on the original text of the book, the exhibition will display the continued relevance of this cultural touchstone, a seminal work in the canon of children’s literature beloved by many past generations and waiting to be discovered by many more to come.

Emphasis will be put on presenting the book in a contemporary light, and to let visitors meet the work as if for the first time regardless of prior knowledge of its legacy. In an increasingly digital world institutions such as NYPL will have to reach outside of their traditional modus operandi to stay current and relevant while maintaining the core values of their mission. This exhibition will promote the library while breaking new ground through immersive literary interpretation.
Thesis Statement

In nature we get a sense of awe from the view of an expansive vista as well as when we lean in to look at the iridescence of the shell of a beetle.

In the built environment on the other hand, we expect everything to be at a human scale and anything that deviates from this norm is likely to cause a disruption.

In the field of exhibitions, we have the opportunity to elicit the sense of awe by implementing elements of Biophilic Design and having deliberate changes of scale of specific exhibit elements.

These interventions will help visitors have a sustained engagement throughout the exhibition resulting in a memorable experience.
Exhibition Overview

Theme

The Hero’s Journey

As humans have an innate need for stories, it is how we make sense of the world. One of the fundamental types of story is the hero’s journey, where to solve a problem the hero sets out on an adventure and after facing difficult challenges return with a new perspective from the quest. It is a timeless framework that can be applied to any place or culture, pointing out our common ground:

We all encounter challenges that we need to face

Topic

The Wonderful Wizard of Oz

Interpreting Dorothy’s quest to return home to Kansas as a Hero’s Journey will clarify the enduring appeal of the story while decoding the steps of the archetypal story structure.

The grand visual elements such as the yellow brick road and the Emerald City will pair well with the ideas of biophilic design and scale.
Conceptual Approach

We are all heroes on our own journey
But no one can do it alone

The Wonderful Visit to Oz will give visitors the opportunity to experience the classic literary adventure “The Wonderful Wizard of Oz” first hand. They will explore the narrative through immersive environments, games and challenges that require collaboration.
Overview

Founded in 1895, NYPL is the nation’s largest public library system, featuring 92 locations across the Bronx, Manhattan, and Staten Island.

Mission

The mission of The New York Public Library is to inspire lifelong learning, advance knowledge, and strengthen our communities.

The Wonderful Wizard of Oz was written in 1900 five years after the New York Public Library opened. By going back to the original text of the book and connecting it to the story structure of the hero’s journey, this exhibition will celebrate how stories and storytelling is the bond that ties people and communities together.

A library is the natural home for books and stories but stories are found and created everywhere which is why this exhibition is connecting the New York Public Library with the Park Avenue Armory to re-frame the familiar story of Dorothy’s quest.

Exterior view from the Fifth Avenue main branch of NYPL

A world of stories

Oz books

Intergenerational engagement
Venue

Location
643 Park Ave
Between 66th & 67th Street

Overview
The Wade Thompson Drill Hall offers a unique exhibition venue in a historic building originally built for the 7th Regiment Militia in 1880.

Mission
Park Avenue Armory is dedicated to supporting unconventional works in the visual and performing arts that need non-traditional spaces for their full realization, enabling artists to create, students to experience, and audiences to consume epic and adventurous presentations that cannot be mounted elsewhere in New York City.

A facade that looks like a fairytale castle and the 55,000 Sq Ft Wade Thompson Drill Hall makes the Park Avenue Armory an ideal venue for this installation. The expanse of the drill hall will allow a full exploration of awe through nature inspired interventions such as manipulations of size and scale.
Audience

Primary

Grandparents & Grandchildren
The exhibition will strive to create a multi-generational experience combining the excitement of the new with the nostalgia of recognition.

The exhibition should be engaging for someone who has never heard of the story while also offering a new perspective for visitors who are familiar with the book/movie/cultural legacy.

Secondary

School Groups
In keeping with the mission of the New York Public Library, an important aspect of the exhibition will be to encourage learning for young people.

The power of the human imagination expressed through the written word will be celebrated in the fact that a small book published over a hundred years ago has had such a lasting legacy.

Tertiary

General Public
The exhibition will be open and accessible for all.

The location of the venue offers good opportunities for visits by tourists and locals alike.
Goals

Project Goals

This exhibition will inspire learning regardless of age and by fostering intergenerational relationships strengthen our communities.

Further cementing NYPL as an institution with a rich history that stays current and is looking to the future.

Education Goal

Visitors will learn about the significance of stories through the example of the Wonderful Wizard of Oz, as well as the importance of friendship and collaboration.

Experience Goal

The experience will give visitors a sense of having been on an quest and feel their confidence strengthened to take on lives challenges as adventures that lies ahead.
Key Concepts

- We All Face Challenges
- Heroes in Our Own Lives
- We Need to Accept Help
- Help Comes in Many Shapes

No One Can Do It Alone

Call to Adventure
- Setting Up the Problem
- Resistance to the Call

Into the Unknown
- Overcoming Resistance
- Leap of Faith
- Crossing the Threshold
- Being Swept Away

No Place Like Home
- Perils on Return Journey
- All is Lost
- Dangers Faced in Passing
- Return with a New Perspective

Face the Fear
- No Way But Through
- Quest Gets Easy
  Once Fear is Overcome
- A New Confidence

The Quest
- Who Can Help?
- How to Get There?
- Companions Along the Way
- Meet a Powerful Being
- Receive the Quest
  - "Slay the Dragon"
  - Collect the Prize
- No Way But Through
- Quest Gets Easy
  Once Fear is Overcome
- A New Confidence
Floorplan

Section 1
0. Gift Shop
1. Tickets & Check In
2. Intro Book Rotunda
3. Call to Adventure
4. Cyclone Theater

Section 2
5. The Good Witch of the North
6. The Scarecrow
7. The Tin Woodman
8. The Cowardly Lion
9. Deep Woods

Section 3
10. Overlook
11. Stork Rescue
12. Face Painting
13. Kalidah Slides
14. River Crossing

Section 4
15. Poppy Field Rest Area
16. Trampolines
17. Foam Pit
18. Climbing Wall
19. Field Mouse Game & Diorama

Section 5
20. Emerald City Approach
21. The Oz Throne Room
22. The Scary Forest

Section 6
23. Wicked Witch Water Cannon
24. Lion Cage
25. Tin Woodman Rescue
26. Scarecrow Stuffing
27. Flying Monkey Zip-Line
28. The Friendly Forest

Section 7
29. Oz Reveal
30. All is Lost
31. Legacy Gallery
32. No Place Like Home

Disclaimer
These drawings are for Design Intent purposes only. Contractors are responsible for construction documentation and must verify dimensions in the field. All construction drawings must be approved by designer prior to beginning fabrication.
Axon View

Exhibition Area: 250' x 155'

Scale: 1:300

Ivar Theorin

Axon View

The Wonderful Visit to Oz

Exhibition and Experience Design

As Noted 12/06/23

EX.1.13
Entrance Experience

Overview
Entrance banners and yellow brick road pattern lead visitors to the check-in area where they receive their RFID bracelets.

Activities
Check in and get RFID bracelet.

Outcomes
Building anticipation and excitement for the experience ahead.

The RFID bracelet lets visitors activate the interactives throughout the experience. At several instances they will be asked to reflect on the meaning of what they have just encountered. Their responses will be logged and can be accessed via a post-visit website for further contemplation.
Overview
The yellow brick road floor graphic leads into a large circular room displaying a single book in the center. Hanging banners focus the space on the central display.

Activities
Follow the yellow brick road. Take in the meaning of the book.

Outcomes
Recognizing the significance of the book and how something seemingly small can have a lasting legacy.
Call to Adventure

Overview
A long mural on the left outlines a hero’s journey. Facilitators lead team building exercises on the right.

Activities
- Compare “The Wonderful Wizard of Oz” to the hero’s journey outline.
- Participate in team building exercises.

Outcomes
- Learn about the hero’s journey story structure.
- Get into a collaborative mindset.

Facilitator leads team building exercises

Dorothy welcomes visitors to go on their own adventure. The image of Toto tells visitors where to scan their RFIDs.

Gallery overview
Cyclone Theater

Overview
A circular room with a house model in the middle showing a back-projected video of the tornado rolling in. At the crescendo the model is lifted out of the room.

Activities
Being immersed in the tornado.

Outcomes
Feeling transported to another world.

Sequence showing the tornado lifting away the house, transporting visitors to Oz.
The first companion visitors meet is the Scarecrow.

Overview
Visitors walk up a ramp and encounter a blank scarecrow on a platform. They can use touchscreens to color him in. To the left is a reflection station where visitors can record their reflections.

Activities
- Color in the scarecrow.
- Reflect and leave comments.

Outcomes
Contemplating what it means to be a hero and gaining sympathy for the scarecrow.

Reflection station
Scissors and pencils are available for visitors to draw on the scarecrow.

User interface for reflection stations
Heroes are people who are kind and moral when no one is watching!
The Tin Woodman

Overview
A Mime performer in a Tin Woodman costume stands on a platform. Visitors can activate the Tin Woodman by oiling his joints.

Activities
Oil the Tin Woodman’s joints and the actor will begin to move.

Outcomes
Narrative without words. Contemplation of the meaning behind the Tin Woodman character.
The Cowardly Lion

**Overview**
An inflatable lion sits on a platform. Use hand or foot operated pumps to inflate him.

**Activities**
Boost the courage of the Cowardly Lion by pumping him full of air.

**Outcomes**
We all need a helping hand sometimes. Contemplate the meaning of courage.
The Deep Woods Passage

Overview
The yellow brick road leads up a long winding ramp with scrim closing in the space as visitors move up the ramp.

Activities
Walk up the ramp.

Outcomes
Building up anticipation for what is coming next.
Poppy Field, Overlook

Overview
From the Overlook there is a vista across the Poppy Field. To proceed visitors have to cross the river on the raft or choose the bridge.

Activities
Collaborate to cross on the raft. Relax on the poppy field furniture. Climb the climbing wall. Jump on trampolines. Experience the foam pit.

Outcomes
Recharging through high energy fun or quiet relaxation.
Poppy Field, Activities

Overview
The Poppy field breaks up the sequential experience from the previous section and visitors can choose their own path and their own timeline.

Activities
Meander freely and choose the activities that best suits the mood of the moment.

Outcomes
Agency through choice. Invigorated for the next step of the journey.
The Oz Throne Room

**Overview**

Immersive projection experience where Oz appears in different forms on all walls.

**Activities**

Take in immersive projection experience.

**Outcomes**

Receive the next step of the quest.
The Scary Forest

Overview
The path from the Emerald City to Castle of the Wicked Witch goes through the scary forest. Visitors will go through a vaulting passage with immersive graphics.

Activities
Take in immersive experience.

Outcomes
Building anticipation for what lies ahead.
The Wicked Witch of the West

Overview
A tall staircase leads to the Castle of the Wicked Witch of the West. Here visitors will defeat the witch and free their friends who have been taken captive.

Activities
- Wicked witch water cannon challenge. Free the Lion from a cage, reassemble the broken Tin Woodman and re-stuff the Scarecrow.

Outcomes
- Completion of the quest.
- Adventure and collaboration.
Flying Monkey Zip-Line

Overview
On the return to the Emerald City form the Castle of the Wicked Witch, visitors can take the Flying Monkey Zip-Line.

Activities
Soar through the air with the flying monkeys.

Outcomes
Have an exhilarating experience.

Zip-line launch point overlooking the Emerald City
The Friendly Forest

Overview
As an alternative to the zip-line, visitors can walk back down the stairs and experience a changed forest on the way back to the Emerald City.

Activities
- Take in immersive experience.
- See people on the zip-line above.

Outcomes
- Thinking of shifting perspectives.
Overview
Visitors get to peek behind the curtain to reveal OZ as a fraud and then see the balloon escape. Finally they receive advice from the Good Witch of the South.

Activities
Peek behind the curtain.
Try to catch up to the balloon.

Outcomes
Trust that even when all seems lost there will be a way forward.
**No Place Like Home**

**Overview**
Visitors can sum up their experiences at the reflection area before exiting the way they came in through the book rotunda.

**Activities**
Reflect and express thoughts about the experience.

**Outcomes**
Insights as to what it means to be a hero. Interest in reading the book. Thoughts about the impact of stories.

---

**Parting message from the client**

Visitors can sum up their experiences at the reflection area before exiting the way they came in through the book rotunda.
Post-Visit Website

Overview
Visitors can use the unique number on their RFID bracelets to access a personalized website where they can re-trace their visit.

Activities
Click on Toto to access any area that where activated during the visit and leave a comment or see reflections by other visitors.

Outcomes
Building a deeper connection to the exhibition and the content. Fostering community with other exhibition visitors.
EX.2.00  Schedules & Lists
Symbols List

1. Plan View
   Scale: 3/32" = 1'-0"

2. Drawing Label

3. Drawing Reference, Same Page

4. Drawing Reference, Other Page

5. Dimension Marker

6. Elevation Reference Marker

7. North Arrow

8. Graphic & AV #

9. Finish #

10. Duplex Receptacle Outlet

11. Quad Receptacle Outlet

12. Elevation Marker

13. Section Marker

14. Call Out

15. Detail Call Out, Same Page

16. Detail Call Out, Other Page
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## Graphic Schedule p. 03

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**Disclaimer:** These drawings are for Design Intention purposes only. Contractors are responsible for construction documentation and must verify dimensions in the field. All construction drawings may be superseded by design documents prior to beginning fabrication.
### Graphic Schedule p. 04

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## Finish Specifications

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## AV Schedule p. 01

### Section: 00A Entry Approach
- **AV Type:** AV5
- **Description:** RFID Check-In

### Section: 02A Call to Adventure
- **AV Type:** AV5
- **Description:** RFID Check-In

### Section: 03A Cyclone Theater
- **AV Type:** AV3, AV6
- **Description:** Rear Projection, Speakers

### Section: 04A Scarecrow
- **AV Type:** AV5, AV4, AV3
- **Description:** RFID Check-In, Interactive Interface, Rear Projection, Projection

### Section: 05A Tin Woodman
- **AV Type:** AV5, AV4
- **Description:** RFID Check-In, Interactive Interface

### Section: 06A Cowardly Lion
- **AV Type:** AV5
- **Description:** RFID Check-In

### Section: 08A Overlook
- **AV Type:** AV5
- **Description:** RFID Check-In

### Section: 09A River Crossing
- **AV Type:** AV5
- **Description:** RFID Check-In

### Section: 10A Poppy Field
- **AV Type:** AV5
- **Description:** RFID Check-In

### Section: 11A Emerald City
- **AV Type:** AV5
- **Description:** RFID Check-In

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**Drawing Name:** AV Schedule P. 01
**Graphic Type:** NA
**Graphic #:** NA
**Scale:** As Noted
**Date:** 12/06/23
**Drawing #:** EX.2.09
AV Schedule p. 02

Section: 13A Wicked Witch  
13A.01 AV01 AV5 RFID Check-In  
13A.02 AV01 AV5 RFID Check-In  
13A.02 AV02 AV4 Interactive Interface  
13A.03 AV01 AV5 RFID Check-In  
13A.04 AV01 AV5 RFID Check-In

Section: 16A All is Lost  
16A.01 AV01 AV3 Rear Projection

Section: 18A No Place Like H.  
18A.01 AV01 AV5 RFID Check-In  
18A.01 AV02 AV4 Interactive Interface  
18A.01 AV03 AV1 Interactive Rear Projection  
18A.01 AV04 AV4 Projection  
18A.02 AV01 AV5 RFID Check-In  
18A.02 AV02 AV4 Interactive Interface  
18A.02 AV03 AV1 Interactive Rear Projection  
18A.02 AV04 AV4 Projection

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EX.3.00  Specification Plans
Graphic Placement Plan

- A1 Fabricated Shapes
- B1 Wall Quotes
- B2 Ink Jet Murals
- B3 Floor Graphics
- C1 Screen Printed Text
- C2 Hand painted Outlines
- C3 Stenciled Wall Patterns
- D1 Exterior Banners
- D2 Translucent Scrim
- D3 Stretched Fabric Murals
- E1 Cut Out Figures
- E2 RFID check in
- F1 Dimensional Letters

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AV Plan

- AV1 Compact Projector
- AV2 Short Throw Projector
- AV3 Laser Projector
- AV4 Touchscreen Overlay
- AV5 RFID check in
- AV6 Speakers

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Drawing Name: AV Plan

Graphic Type: NA

Graphic #: NA

Scale: 1:400

Date: 12/06/23

Drawing #: EX.3.02

Client: New York Public Library

Venue: New York Public Library

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Floorplan Scale: 1:400
Power Plan

Scale: 1:300

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EX.4.00  Graphic System
Inspiration

Theme park elements

Energy

Color and whimsy

Original Denslow character illustrations

Solid colors

Shapes and negative space
The yellow brick road pattern will be a unifying theme throughout the exhibition. The yellow colorway will be used as a floor graphic for wayfinding and the two tone version for wall backgrounds.

Additional shapes representing the characters in the story.
every hero's journey begins with a call to adventure to go beyond the ordinary world. parum ea sequidi bea si as adis es volore et idit laut occaboris samus duntum est et eatendit volor aut que expelesequos modi optio offici dit venim comniendus sin renesci aesequost, inctotatatus dolupti onsequam disqui dolupta ium vellam cusandem ut que parumquas aborem. elignat istorest, to consedici volore et molestis ut venist evellestiam, sit et

Futura used for headers and body copy

Futura used for headers and body copy

Help the Cowardly Lion

Handwritten directives

“Do you suppose Oz could give me a heart?”

Mrs Eaves used for quotes

Colors

Typography

ABCDEFGHIJKLMNOPQRSTUVWXYZ
abcdefghijklmnopqrstuvwxyz
0123456789  !@#$%^&*()?

Futura PT, Various

Mrs Eaves OT, Bold Italic

Ivar Theorin
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Fashion Institute of Technology
Exhibition and Experience Design

Project Name
The Wonderful Visit to Oz

Client
New York Public Library

Venue
PARK AVENUE ARMORY

Disclaimer
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Key Plan

Drawing Name
Typography & Colors

Graphic Type
NA

Graphic #
NA

Scale
As Noted
Date 12/06/23
Drawing #
EX.4.03
"Do you suppose Oz could give me a heart?"

The Tin Woodman laments lacking a heart but acts with great compassion and care for those around him. Parum ea sequi bea si an ades es volore et idit laut occabiris samus durtum est et extendi vulor aut que expesiquos modi-optic offici dit venem comendus en renexi ansequeaut, incstotamus dolupi aneququum disque dolupi im vallam cusandum sit que parregnus aboven. Elignat intestet, to consequences vulor et molestias ut venist evelidam, sit et

Brick pattern used for wall backgrounds
Wall quotes using Mrs Eaves Bold Italics
Graphic panels in two tones with top portion at a 20° tilt
Shapes at 20° tilt convey movement.
Illustrations & Backgrounds

- Two tone backgrounds with character illustrations
- Character outline on two tone background
- Cropped background images
Exhibition Intro, Logo

The Wonderful Visit to Oz

A Hero’s Experience

Elevation – 02A.01.GR01-02, 04-05 – GR Type A1, F1
Scale: 1 1/2" = 1'-0"

Axon View
Scale: 1 1/2" = 1'-0"

Side View
Scale: 1 1/2" = 1'-0"
Exhibition Intro, Brick Pattern

Elevation – 02A.01.GR07 – GR Type C3
Scale: 1 1/2" = 1'-0"
Dorothy’s Welcome, Overview

Are you ready for an adventure?

Hi I’m Dorothy

I had a great adventure in Oz, and I hope you will as well. I want to help you and be open to making new friends along the way. Toto will come with you and when you see his yellow disk with his face, you will know that there is going to be fun activity for you and your new friends.

...
Hi I'm Dorothy

I had a great adventure in Oz, and I hope you will as well. Just remember to help each other out and be open to making new friends along the way. Toto will come with you and whenever you see his yellow disk with his face you will know that there is going to be a fun activity for you and your new friends.
Hi I’m Dorothy

I had a great adventure in Oz, and I hope you will as well. Just remember to help each other out and be open to making new friends along the way. Toto will come with you and whenever you see his a yellow disk with his face you will know that there is going to be a fun activity for you and your new friends.
Dorothy’s Welcome, Cut Out

Gallery Key Plan

Elevation – 02A.05.GR07 – GR Type E1
Scale: 1 1/2” = 1’-0”

2'-10 1/4"

4'-11 1/4"

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The Wonderful Visit to Oz

Dorothy’s Wel. Cut Out

Gallery Key Plan

Drawing Name: Dorothy’s Wel. Cut Out
Graphic Type: E1
Drawing #: 02A.05.GR07
Scale: 1 1/2” = 1’-0”
Date: 12/06/23

As Noted 12/06/23
EX.4.13

Client:
Venue:
Project Name:

Disclaimer

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Drawing Name: Dorothy’s Wel. Cut Out
Graphic Type: E1
Drawing #: 02A.05.GR07
Scale: 1 1/2” = 1’-0”
Date: 12/06/23

As Noted 12/06/23
EX.4.13
Dorothy’s Welcome, Brick Pattern
Dorothy’s Welcome, Scenic Mural

Are you ready for an adventure?

Gallery Key Plan

Elevation – 02A.05.GR01-02 – GR Type C2, C3
Scale: 1:15
Area Intro Panels, Typical
Vinyl Murals, Scary Forest

Gallery Key Plan

1 Flattened Elevation – 12A.02.GR01 – GR Type B2
   Scale: 1/4" = 1'-0"

2 Detail – 12A.02.GR01 – GR. Type B2
   Scale: 1/2" = 1'-0"

53'-6"

16'-0"

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Key Plan

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EX.4.17
Vinyl Murals, Scary Forest

Cut outs made on-site to match openings in wall
Vinyl Murals, Friendly Forest

Gallery Key Plan

1. Detail – 12A.03.GR01 – GR Type B2
   Scale: 1/2" = 1'-0"

5. Flattened Elevation – 12A.03.GR01 – GR Type B2
   Scale: 1/4" = 1'-0"

Disclaimer:
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RFID Bracelet

Unique # on bracelet gives access to individualized content on the Post-Visit Website

Scale: Actual Size

9 7/8" 8 1/2"
Activities Markers

Front View – GR Type E2
Scale: Actual Size

Side View – GR Type E2
Scale: Actual Size

Front View – GR Type E2
Scale: Actual Size

Side View – GR Type E2
Scale: Actual Size
Leave Your Comments Stations, User Interface

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The Wonderful Visit to Oz

L. Com.
User Interface

NA
NA

As Noted 12/06/23

EX.4.22

Project Name
Thesis Capstone 2023
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Drawing Name
L. Com. User Interface

Graphic Type
NA

Graphic #
NA

Scale
As Noted

Date
12/06/23

Instructions:
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Key Plan

Disclosures

1. Intercative Interface – Tin Woodman
   Scale: Half Actual Size

2. Intercative Interface – Start Page
   Scale: 1:5

3. Intercative Interface – Scarecrow
   Scale: 1:5

4. Intercative Interface – Lion
   Scale: 1:5

PROMPTS
TEMPLATES

SHARE
SHOW ON BIG SCREEN
SAVE TO PROFILE
RESET

These are people who are kind and more when no one is watching.
Wayfinding, The Yellow Brick Road

Plan View – 00A.01.GR05 – GR Type B3

Scale: 1:500
Exterior Banners

- The Wonderful Visit to Oz
- a Hero's Experience

Exterior Banner - 00A.01.GR.01 – GR Type D1
Scale: 1:25
Promotion

1. Subway Poster
2. Flag Banner

The Wonderful Visit to Oz

Disclaimer
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EX.5.00  Exhibition Detailing
Floorplan
Not to scale

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The Wonderful Visit to Oz

Section 1
0. Gift Shop
1. Tickets & Check In
2. Intro Book Rotunda
3. Call to Adventure
4. Cyclone Theater

Section 2
5. The Good Witch of the North
6. The Scarecrow
7. The Tin Woodman
8. The Cowardly Lion
9. Deep Woods

Section 3
10. Overlook
11. Stork Rescue
12. Face Painting
13. Kalidah Slides
14. River Crossing
15. Poppy Field Rest Area
16. Trampolines
17. Foam Pit
18. Climbing Wall
19. Field Mouse Diorama
20. Emerald City Approach
21. The Oz Throne Room
22. The Scary forest
23. Wicked Witch Water Canon
24. Lion Cage
25. Tin Woodman Rescue
26. Scarecrow Stuffing
27. Flying Monkey Zip-Line
28. The Friendly Forest
29. Oz Reveal
30. All is Lost
31. Legacy Gallery
32. No Place Like Home

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EX.5.01

Key Plan:
Drawing Name
Floorplan
Graphic Type
NA
Graphic #
NA
Scale
NTS
Date 12/06/23
Leave Your Comments Station, Typical

Plan View
Scale: 1/4" = 1'-0"

Elevation
Scale: 1/4" = 1'-0"

Axon View
Scale: 1/4" = 1'-0"

Side View
Scale: 1/4" = 1'-0"

Section View
Scale: 1/4" = 1'-0"

AV 1 & AV 4
Back projection
with embedded touchscreen overlays

AV 2
Short throw projection

AV 5
RFID check in

SC1

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Wicked Witch Water Cannons

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As Noted 12/06/23
EX.5.09

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Key Plan

Drawing Name
W. Witch Water Cannons

Graphic Type
NA

Graphic #
NA

Scale
As Noted 12/06/23

Drawing #
EX.5.09

Plan View
Scale: 1/4" = 1'-0"

Side View
Scale: 1/4" = 1'-0"

Back View
Scale: 1/2" = 1'-0"

Elevation
Scale: 1/4" = 1'-0"
EX.6.00  Exhibition Models
Graphics Model

Scale: 3/8" = 1'

Graphic development model, Scary Forest
Reverse view of the Friendly Forest
Scary Forest detail
Scary Forest entrance

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Cyclone Theater Model

Scale: 3/4" = 1'

Back projection set up

Animation still image

Tranquil initial mood

House lifted out at the cyclone climax