

School of Art and Design  
Graduating Student Exhibition

# VISUAL PRESENTATION AND EXHIBITION DESIGN



State University  
of New York





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Graduating Student Exhibition

# VISUAL PRESENTATION AND EXHIBITION DESIGN

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The world of design is being transformed by experiences of discovery. The combination of extraordinary visual display, immersive storytelling, environmental graphics, architecture, and digital technology is reshaping brand activations, exhibitions, events, and pop-ups.

Graduating students in the Visual Presentation and Exhibition Design BFA program create experiences and activations: experiences that can tell stories about a brand or advocate for a cause, places that can improve the way we learn or reinforce activities that can improve our lives.

The capstone design project is the culmination of a two-year journey; students find their voice through research, concept design, advanced visualization, and physical construction. They take ownership of their ideas through interviews with industry leaders, development of their own storytelling approach, and the fabrication of an inspiring design in a public space.



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# Alvina Alex

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## LIFE IN THEIR SHOES: THE MIGRANT JOURNEY

3D rendering

I am a spatial and experiential designer who is passionate about designing for a cause. I showcase designs while also bringing awareness to social injustice. This exhibit brings awareness of the living situations in Texas' immigration detention centers and helps visitors to understand how we all want the same thing: a safe life for our families. The exhibition will inform and educate the audience about how underfunded and needlessly cruel the environment is, not only for adults, but also for children.



# Gabrielle Alvarez

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**SAVAGE X FENTY:  
XTRA VIP POP-UP**  
3D rendering

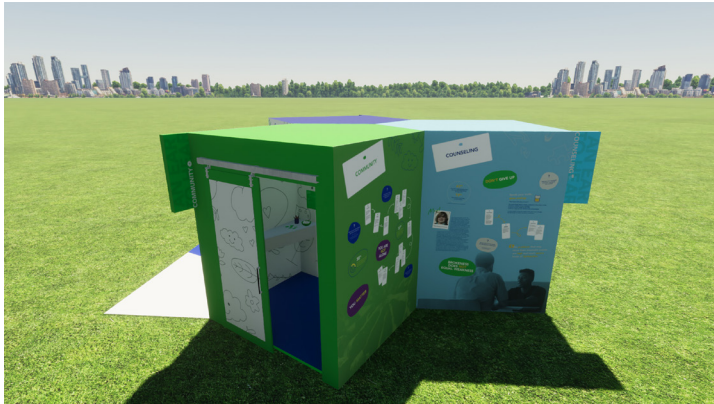
I am a design creative inspired by art, design, and fashion trends from all over the world. I have developed an eclectic and sophisticated eye for spatial design, event design, visual merchandising, and graphic design, with demonstrated experience in the luxury interior, fashion, and jewelry design industries. Working side by side with lead designers, I aim to create spaces and presentations that communicate and connect with others in an experiential way. My hands-on skills include hand drafting, sketching, display, fabrication, and construction, as well as digital applications such as Adobe Suite, Microsoft Office, SketchUp, SU Podium, and Twin Motion.

# Victoria Alvarez

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## AN EAR TO HEAR

“An Ear to Hear” is a “first step” pop-up location to educate young people about mental health and mental health issues. It will teach young people about the positive effects of counseling, community, and communication, and focus on the experiences causing dysfunction in young people. It will allow young people to speak with someone, leave an encouraging message for someone, or even tell their story so others can feel less alone. The idea is to create a space to give and receive, and to help understand the value of these three elements. The goal is not to make this their go-to form of help. It is a vessel to educate and open a gate of opportunity.

# Nicole Arcuri

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## EXPERIENCE THE MAGIC: EVENTS AND TRAVEL

### 3D digital renderings

During my time in the Visual Presentation and Exhibition Design program, I have been focusing my studies on display, event, and experiential design.

“Experience the Magic: Events and Travel” is designed to create specially curated experiences for not only the client, but also for their guests. These events will be immersive and interactive in every way possible, making the client and their guests feel like they are part of a movie. The travel itinerary will be tailored to the client’s vision of their event.

My goal is to discover how to combine travel with experiences for people to enjoy. One day I hope to create my own design firm, to combine experience design and help people get the best out of their vacations.

# Destiny Arias

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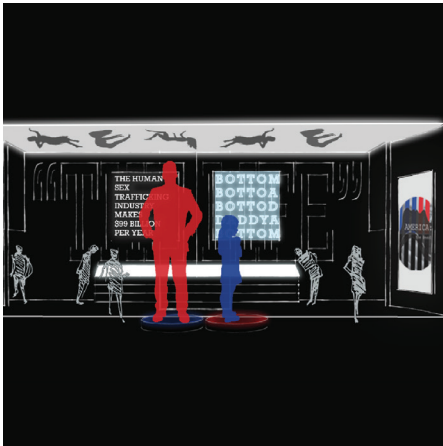
## PLASTIC: THE OCEAN'S FOE 3D rendering

I am a spatial designer. I enjoy using different applications to transfer my creative thoughts into a 3D environment that will create emotions and memorable experiences. I push myself every day to get better by learning new software and obtaining new skills. I dream of becoming a great designer who will work with different clients to create spaces that will leave people wondering what I'll design next.

My goal is to create an exhibition that will immerse visitors in the effects that plastic has on marine wildlife. The exhibit will include many interactive experiences to tell stories of environmental damage and give ideas for a better future. The main goal is to motivate visitors to get together and take action to protect our oceans.

# Olivia Baltimore

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## AMERICA, THE BEAUTIFUL

SketchUp, Vectorworks, Photoshop,  
Illustrator, InDesign

Design allows one to curate information to be digestible, yet full of depth. With my work, I look to enlighten others about ideas and subject matter that affect society through the use of visual communication in exhibitions, pop-up installations, and more. “America, the Beautiful” sheds light on the human sex trafficking industry through an exhibition design that follows the lives of three fictional females. The project profiles their lives before abduction, explores the method to which they were introduced to and kept in “the life,” and explains procedures to find them through law enforcement and community support. The final goal is to educate the public on how they can participate in helping to stop the scourge of human sex trafficking.



# Megan Benazic

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## VERSACE MANSION

SketchUp, SU Podium, Photoshop

I aspire to create unforgettable experiences through design, to inspire through exceptional attention to detail. I am well-versed in styling mannequins and window displays, as well as completing floor rotations. The goal for this exhibit is to create an immersive experience that provides the full history of Gianni Versace. Visitors will explore Versace's modest beginnings, his rise to fame, and enduring legacy. This exhibit will showcase Versace designs from the 1980s through the present. The design is inspired by the actual Versace mansion, stores, and patterns and designs. The Versace mansion is a story told through designs. This exhibit will be located in Miami, Florida, the home where Mr. Versace once lived and inspired many. The store will feature best-selling Versace merchandise, inspired by vintage Versace designs. The goal is to honor his life as well as educate visitors.

My goal is to reimagine tradition and to craft a visual story. I seek opportunities in fashion, and planning on working as a visual merchandiser or as a retail designer.

# Armando Cedillo

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## TIKTOK BUSINESS

SketchUp, V-Ray

I am an event producer and designer. With four years of experience in management, I have developed projects as diverse as pop-ups, events, and street- and brand-activation initiatives for brands such as Adidas, United Airlines, the New York City Half Marathon, Santi Templeton Rye, BUSTLE Rule Breakers, and more.

I have developed significant skills in every aspect of event design and production, including client interaction, project management, and fabrication. Some of my defining qualities include: problem- solver, team player, self-starter, motivational speaker, and mentor. During my four years at the Fashion Institute of Technology, I have learned to master a broad range of software, such as: Adobe Creative Suite, Microsoft Office, SketchUp/Rhinoceros 3D, Podium/V-Ray, and many more.

# Salman Chaudhri

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## SURVIVE SECTION RENDERING

3D rendering



## UNIFY- POSTERS AND BROCHURE

Graphic design, typography

My goal is to create an exhibition space that highlights the history of labor rights in the United States. One image shows the poster series and brochure I created for the exhibit. The posters advertise the main interactives of the exhibit, while the brochure depicts what one can do at the exhibit. These were created with Adobe Illustrator and Photoshop. The second image shows the "SURVIVE" section of my exhibit that discusses the factory fires of 1910-1911 and the significant labor protection laws that were passed as a result. This image was created with SketchUp, SU Podium, and Photoshop.

# Lea Victoria Cohen

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## RLLY GOOD STFF

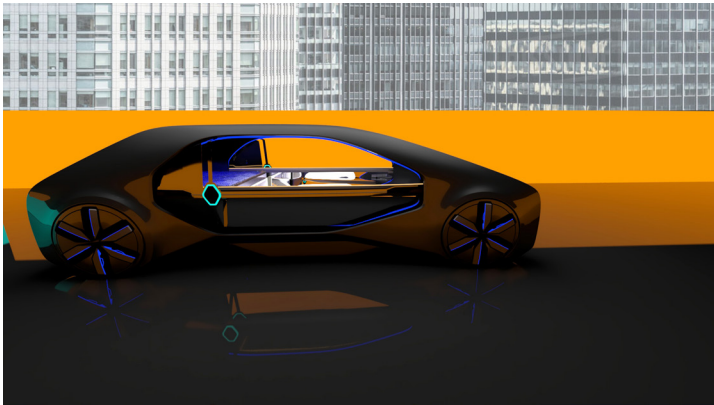
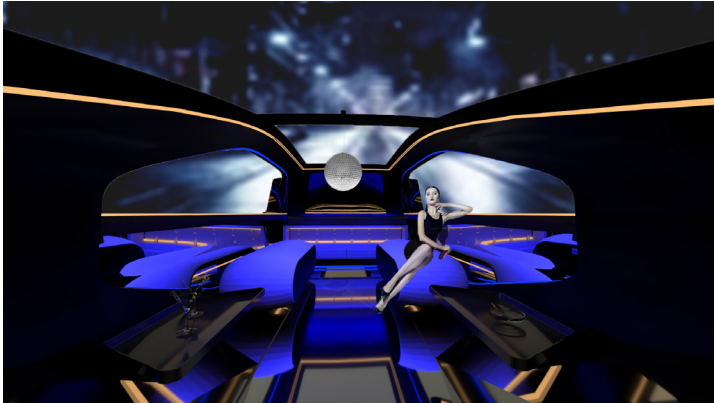
SketchUp, SU Podium, InDesign

Born and raised in the Bronx, I discovered my love of art, design, and the city at an early age. Background studies in interior design, visuals, graphics, and exhibition design have provided me with a broad skill set. Ultimately, I would like to work in the music industry, designing sets or pop-up activations around the city, and eventually the world. “RLLY GOOD STFF” is a modern-day mobile thrift shop that pulls inspiration from the cultures and people of New York City. It will blend with neighborhoods, be community-focused, and enhance NYC park venues. The design will revel in the spirit of sustainability and partner to support homeless outreach programs. This concept thrives on the buying and selling of quality secondhand clothing from eco-conscious consumers, and educates the public on a variety of sustainable options.

# Meghan Deretchin

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## EI: THE AUTONOMOUS DRIVING EXPERIENCE

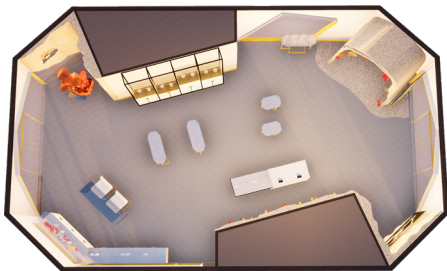
Rhino, V-Ray, Photoshop

Fascinated by the future of self-driving cars, I saw an opportunity for the interior of cars to be completely reimaged. The interiors I've designed are experience-driven and broken up into three different scenarios. I've designed three different cars to host those circumstances: the Socialite (the party car), the Abode (the family car), and the Professional (the office car).



# Ediley Diaz

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## IPPOLITA X SWEET SABA POP-UP SHOP

AutoCAD, SketchUp, Twinmotion, Photoshop

As a visual designer and renderer, my skills are diverse. This makes for unique design processes and concepts. I am driven by my passion for design and color and by my approach toward problem solving. I would like to collaborate with clients to conceive successful design solutions. My experiences in creating design concepts from scratch have developed my skills in managing projects. This has also helped me narrow down my strongest skill and what I truly love: floor planning and renderings. I would like to build a collaboration between Ippolita, a luxurious jewelry brand, and Sweet Saba by Maayan Zilberman, a confectionery designer. The design concept will create an immersive, experience-driven pop-up shop to highlight the collaboration during Fashion Week in Milan, Italy. The design of the pop-up will feature luxurious finishes and bursts of color that will unify the brands together.

My goal is to work for a retail design agency or pop-up agency and collaborate with different brands to help develop their identity and create wonderful designs.

# Christine Espinal

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## MAS\_\_\_ESPACIO

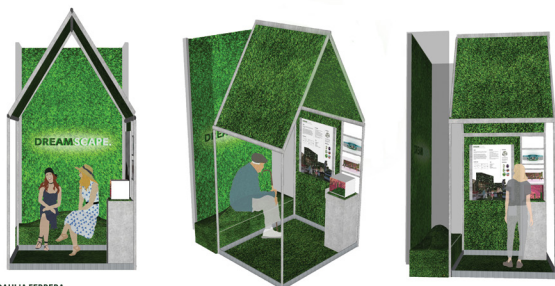
Rendering

I am a New York-based spatial and experience designer. I am passionate about functional spaces and furniture. “Mas\_\_\_Espacio” is a modular fixture system created to display and organize space. This system can be implemented in a variety of spaces and create a new way to use displays. I designed a showroom to create a space in order to educate and interact with the product. This project will explore how organic and curvilinear forms break away from the traditional grids in our daily lives.

# Dahlia Ferrera

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## DREAMSCAPE. MEDITATIVE AMUSEMENT PARK



DAHLIA FERRERA  
SPRING 2020

## DREAMSCAPE EXHIBITION MODEL

3D rendering



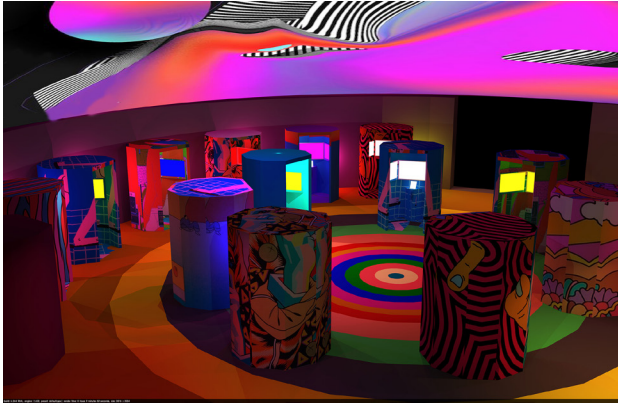
## GROUNDS FOR SCULPTURE ENTRANCE

3D rendering

I created an immersive, mind- and heart-opening experience that brings visitors a sense of tranquility. Through projection mapping combined with sound and lighting technology, we can create expansive, beautiful landscapes that represent our planet at its most beautiful, while also promoting meditative techniques and ways of reducing tension and anxiety in our everyday lives. The idea is to enrich the lives of our visitors and give them something meaningful they can take home: the blissful feeling of living life fully in the present moment, of simply being here now. The outside of the exhibition displays geometric images of cymatic readings (relating to visible sound), highlighting the shockingly artistic and intriguing nature of our natural world in all its wonder. The inside of the exhibition can be seen from the outside, creating a dazzling image that intrigues the visitor before they've even entered.

# Christian Hanover

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## DYAD

SketchUp, Podium, Photoshop

“Dyad” is an app created to bring artists and musicians together for collaboration. The app not only brings them together but showcases their work. The renders I have created are made for the app’s pop- up launch at Coachella.

# Gabby Hernandez

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## WHAT NOT TO EAT

3D rendering

I am a Colombian-American artist and designer who is passionate about creating beautiful and memorable experiences through graphics and spaces. I have a minimalist and geometric style, but that doesn't mean that I don't enjoy creating bright and whimsical spaces.

I have created a pop-up to bring the app HowGood to life, with the help of Whole Foods, to teach visitors about the nutritional value of food, sustainability, and healthy eating.



# Soyoung Jeong

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**AWA | AWARENESS**  
SketchUp, SU Podium

I am a visual designer who desires to use creativity in brand activations and retail design, especially for the fashion and cosmetic industries. Interaction and engagement between the brand and visitors is the most important aspect of my designs. “AWA” is a retail store that honors our desire for societal good with every purchase while creating a fun buying experience. “AWA” is curated with three featured designs: brands highlighting fashion, beauty, and home categories. Every three months the cause, designs, and categories of merchandise selection will change. Each season, the store will have rotating activities focused on specific social issues. The younger and advocacy-oriented visitors will visit the store not only to make purchases, but also to learn about current social issues and ways they can make a difference.

# Samaiora Kennedy

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## CONNECT FOR HABITAT

3D rendering

I am a visual concept designer with a passion for interiors and architecture. After graduation, I plan on joining Habitat for Humanity and assisting with building affordable housing.

My goal is to develop spaces that people can call home and feel relaxed in.

# Isabella Laugen

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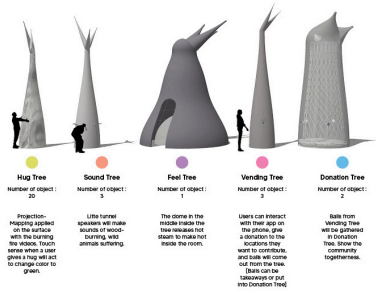
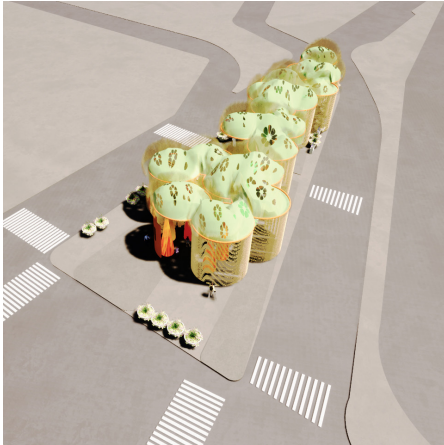
## MISUNDERSTOOD ANIMALS: A SNAKE, BAT, AND RAT TAIL

Mixed media

I am an illustrator, 2D/3D designer, and artist. My senior thesis, “Misunderstood Animals: A Snake, Bat, and Rat Tail,” is a reimagined storybook exhibit featured at the Children’s Museum of Manhattan. The story follows three protagonists: Norv the rat, Cro the snake, and Otis the bat. These characters were selected because they tend to be negatively viewed by society. This exhibit highlights all that makes these animals invaluable parts of the ecosystem, plus some great fun facts! The overarching goal of this exhibit is to help visitors understand the misunderstood, and to potentially dispel some prejudices and misconceptions. The exhibit contains interactive elements that will activate verbal-linguistic, naturalistic, and visual-spatial intelligence for the children visiting. This will be achieved through text, images, sound, buttons, pull-tabs, and much more.

# Yeonju Lee

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## HEALING FROM WILDFIRES

SketchUp, Rhino3d, Twinmotion

I am a multi-disciplinary designer. I create immersive experiences for retail and cultural environments.

Originally from Busan, South Korea, I am currently based in New York City. My educational background is in fashion, interior design, and exhibition design. I like to bring creativity into spaces that generate memorable user experiences. As a visual storyteller and spatial designer, I am concept-oriented. I enjoy using unique forms and shapes to tell compelling visual stories. HEAL is an interactive public art installation which will be located in Flatiron Plaza, adjacent to Madison Square Park in New York. The installation will advocate for support to ease the damage from global wildfires, and, as an extension, educate visitors on how our environmental future is intertwined in one global community. The installation will include the following: An exhibition about wildfires, kiosks for donations, interactive activities, and an immersive experience.

# Guillermo Marrero

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## EVOLUTION OF DRAG

3D rendering

I'm a multifaceted designer with an interest in retail design, graphic design, exhibit curation, visual merchandising, and experiential design. I have a passion for curating experiences and visual aesthetics based around central themes and concepts.



# Sabrina Marrazzo

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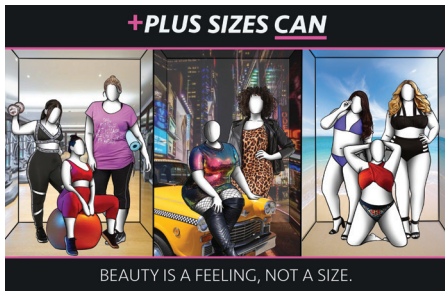
## GREEN HOUSE WELLNESS CENTER

3D rendering

As a designer I strive to create environments that invoke a visceral reaction in my audience, whether that be through exhibition, pop-up display, or experiential design. With my photography training, I have the ability to create aesthetic and exciting designs for a vast array of brands. My critical eye is a unique asset to projects and client deliverables. My design is a permanent wellness addiction rehabilitation center, where people struggling with addiction can experience Eastern-style medicine, therapies, and overall access to mental health healing. "Green House Wellness" will use the therapies of light, aroma, art, talk, and physical therapy in a space filled with greenery, open air, and natural light. The space will be based on the community and culture of West Virginia, allowing for a positive healing environment that starts when the patient and visitor walk in the door.

# Laura Mickity

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## PLUS SIZES CAN: BEAUTY IS A FEELING, NOT A SIZE

SketchUp, Photoshop, Procreate

I am a fabricator, digital artist and experiential designer who hopes to inspire others with my designs. My inspiration for this project is the growing popularity of the body positivity movement and the increasing use of plus-size mannequins in retail display. Plus-size representation in retail helps the consumer feel welcome and accepted while shopping, making the overall experience more positive. This project promotes self-love and representation through a series of plus-size mannequin displays. These displays show plus-size women doing and wearing things they are often told they can't. I hope this project will evoke a feeling of self-love and will help normalize acceptance of all body types.

# Glen Mosher

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VIEW 1 / VIEW 2

Rendering

I want to create a seasonal pop-up for GrowNYC to engage New York City denizens and educate families about the programs GrowNYC has to offer.

# Malinda Lacy

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## PIVOTING THE EDGE OF THE CATWALK FASHION SHOW EXPERIENCE

3D rendering

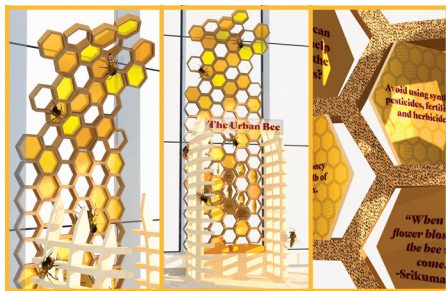
For almost 200 years, fashion runway shows have been an essential part of the fashion industry. Designers use this platform to showcase their new collections to the public. The shows help to market and promote the garments and the brand. More recently, the shows have started to plateau in design and decline in popularity. Runway models have also impacted the popularity of fashion shows. Showing mainly white, tall, skinny women has hindered not only the success of runway shows, but also the entire industry. The fashion industry has been willfully ignorant in wanting to progress into other body types. The runways need proper representation for every body type, skin color, and gender. It's past time that fashion shows evolve into the next phase: one that is inclusive of all body types, and also pushes the design of the runway to focus on garment movement rather than the model.

# Francesca Moy

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## THE URBAN BEE

SketchUp, SU Podium

I am an intuitive visual and experiential designer who has always gravitated toward exploring my curiosity by creating 2D and 3D designs. The process of conceptual and physical formulation is what connects me with the world of design. As a creative, I strive to incite unity through visual and spatial storytelling. "The Urban Bee" is a multi-purpose educational facility to introduce a bee conservation site that will not only nurture the development of honeybees, but also serve as an educational and vocational center for bees. Creating "The Urban Bee" in an urban landscape will have a positive effect on the urban environment, the people, and bees. This booth is an extension of "The Urban Bee" that condenses the main components of education, retail, and a sanctuary for bees.

# Sung Mi Na

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## LE JARDIN NATURE AND ART RETAIL STORE

New York City is one of the most densely populated cities in the world, with an incredible diversity of nature and art opportunities. People desire to integrate nature into their daily activities, seeking the psychological comfort it presents in art, space, and product design. This project explores the influence of nature and art in retail environments through an experiential pop-up shop located on the top floor of the Museum of Modern Art, which is renowned for an expansive space reserved for special and temporary exhibitions. The store is being built around the French high-fashion luxury goods manufacturer Hermès, an innovator in organic textile and houseware design. The exhibition will focus on three areas of organic art and evidence-based design, which are organic pattern, organic shape, and organic architecture. From this retail experience and with the product purchased, customers will be surrounded by nature even when they are at home.



# Jeongin Nam

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**CASETIFY:PLAYGROUND**  
SketchUp, SU Podium, Photoshop

I'm both an artist and a designer. My background in fine arts has always inspired me to be creative, and the design skills that I've built throughout the years in Visual Presentation and Exhibition Design have allowed me to express that creativity and give a work to the world. Visual-related design work is a passion of mine and I design to inspire the world. "Casetify: Playground" is an experiential retail store where customers can meet brand products offline. This playground will also be a place where retail doesn't feel like retail, which will create a personalized (memorable) experience for every customer, particularly younger customers who do not have traditional shopping experiences. The store will be located on two floors. One will be a retail space, and a second floor will contain an experiential exhibition (such as artwork). The store will explore ideas in non-traditional retail approaches.

# Anne Nowell

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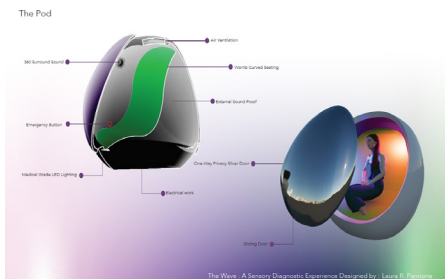
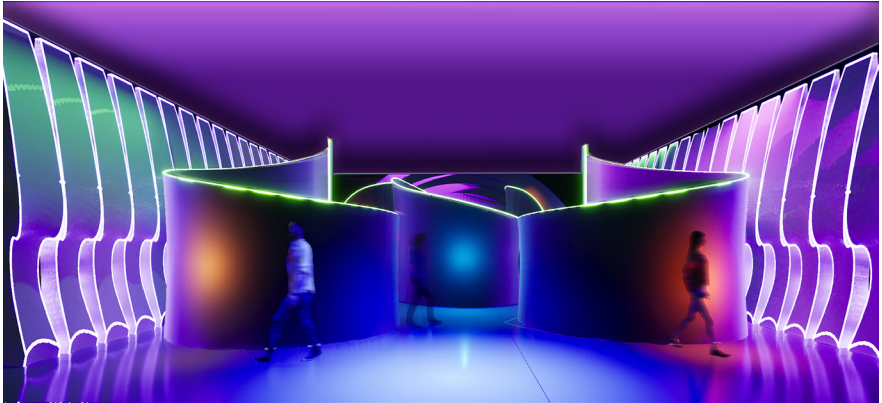


**IMMERSION**  
**Rendering**

I am a visual and spatial designer who is passionate about the interaction between people and their environments. The multi-sensory pop-up meditation studio is a space where people can go to experience meditation in an entirely new way. The studio uses the latest technology to enhance meditation and allow visitors to have a multi-sensory and interactive experience. The studio will offer three different classes, each using unique technology to immerse the user into an altered reality while connecting them back to their physical well-being.

# Laura Pannone

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## THE WAVE : A SENSORY DIAGNOSTIC EXPERIENCE

Sketchup, Twinmotion, Photoshop, Illustrator

I am an uprising designer in experiential design, pop-up design, and display. My inspiration for this project was my passion for promoting better mental health, the combination of science and spirituality, and sensory experience designs. The physical forms of the exhibition and display are derived from futuristic interiors. The lighting within the exhibition promotes auras of serenity. In all, I hope the project will promote others to explore meditation, explore sensory practices, and other mental wellness exercises. "The Wave" is a mobile immersive and diagnostic pod that will distribute evidence-based narratives of sound, color, and scent that support better mental health. The product will serve as an educational tool to promote daily exercises and tasks, and as a diagnostic tool to test how different multi-sensory narratives can positively alter the chemical balance of the brain.

# Nicole Saade

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## RENT THE RUNWAY FOR MEN

3D rendering

I studied interior architecture while at the University of North Carolina at Greensboro, where I had the opportunity to design residential spaces and travel to Europe. My lifelong dream of being based in New York City finally came to fruition when I was accepted to the Fashion Institute of Technology. My career path is undeniably geared toward visual merchandising and retail display. Growing up with a keen sense of visual aesthetics, I spent much of my free time designing and constructing small projects and mood boards that had visual appeal. This stems from my love of New York City, a place I visited often throughout my life and where I now reside. Ever since that very first visit as a child, I knew I wanted a hand in the design of the interior world that has arguably become one of the most prominent epicenters of fashion and design.

# Tenzin Sangmo

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## TIBETAN CULTURAL COMMUNITY CENTER

SketchUp, InDesign

I take pride in having a multicultural background, and I have always been an artist at heart. I am Tibetan, born in Nepal and raised in India, where I was able to learn a great deal of culture, language, and artistic values. After I moved to the United States, I began exploring my artistic side but pursued nursing and earned my degree as a Licensed Practical Nurse. Helping others is a lifelong goal, and I turned to design to continue that journey. My design strength is in CAD rendering, model making, and the design and production of displays. When designing for a brand, space, or product, it is essential for me to understand whom I am designing for. My background in nursing guides me to empathize with my clients and understand my audience better.

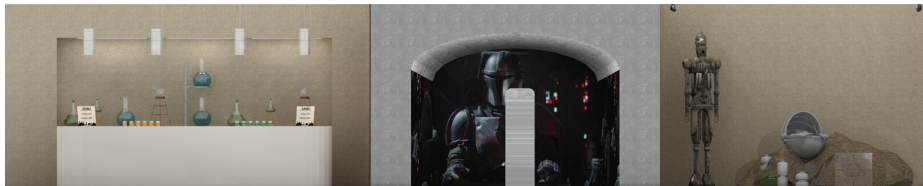
My goal is to continue working in spatial, experiential, or set design. I hope to join a company that is surrounded by people who are positive, driven, and compassionate.

# Ashley Rose Seifert

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## VISUAL, GRAPHIC, AND EXPERIENTIAL DESIGNER

Digital design

Successful activations for expensive, highly attended media events require flexible space that can support the larger story while being constantly adjustable to schedule and attendee flow. The goal is for the public to invest in the narrative, characters, and environments through the event and the large social media space surrounding it. The project that supports this thesis is a promotional pavilion for season two of “The Mandalorian,” a key show on Disney’s new streaming platform, Disney+, at New York Comic Con. The pavilion combines the narrative tools Disney is known for, including themed entertainment and set design, to recreate the world of the Mandalorian, thus reinforcing the overall Disney brand, the new platform, and the show itself. The audience will include people new to the show and existing viewers lured by the show to renew their Disney+ subscriptions.



# Zoe Smith

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## A PAW IN NEED

Photoshop, SketchUp

Specializing in retail and event design, my range of work covers visual merchandising, brand activations, showroom design, product styling, and interior design. With a mid-century modern approach, most of my projects demonstrate clean and simple approaches to visual display and spaces in which people feel comfortable. My strengths lie in creating mood boards for inspiration and strengthening the interaction between the environment and people within a space. Small details of the creation process are what push my designs to go further and develop into concrete ideas. “A Paw in Need” is a pop-up retail store aimed at addressing current issues in the animal world such as animal homelessness, abuse, and abandonment. This collaboration between a dog accessories company, Barc London, and a local animal rescue, Animal Haven, gives the public an opportunity to learn more about the struggles that dogs face as well as have the chance to give back.

# Natha Tungwongsakul

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## SIAM SMILES

3D modeling/rendering

I am a spatial and experiential designer, passionate about brand activations and children's exhibitions. As a designer, I strive to create a compelling and meaningful connection between space and people through design narratives.

"Siam Smile" is created to promote Thai culture to an international audience. It is an immersive space that invites visitors to explore exotic Thailand as a country through interactive and engaging activities. This space showcases the beauty of Thai art, cuisine, garments, architecture, and more.

# Johanna Vargas

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## FUTURE LIVING CITIES - THE PSYCHOLOGY OF SPACE

I am an inquisitive Caribbean native and a New York City-based graphic and exhibition designer.

I am experienced in 3D renderings, graphics, scale models, and solutions for window displays, exhibitions, and experiential design. When I am not designing, I enjoy finding inspiration through architecture, art history, escape rooms, museums, musicals, and hunting down unique international cuisines. This is an interpretive exhibit to explore the psychological effects of futuristic cities. The goal is to educate, engage, and reveal the possibilities, as well as the psychological challenges, in living in these new settings. The exhibition will focus on three city models: Arcology, Outer Space, and Floating Cities.

# Elizabeth Watkins

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**POE MILL COMMUNITY CENTER**  
SketchUp, Photoshop

I am a motivated and empathetic designer passionate about interior and spatial design, adaptive reuse, historic preservation, and community-focused experiential design. I strive to create spaces for people that are meaningful and personal, whether it is a community center or a family home. “Poe Mill Community Center” will be located in the Poe Mill Village neighborhood in Greenville, South Carolina. The community center will exist in the shell of the former Poe Mill, paying homage to the neighborhood’s origin and Greenville’s textile history. “Poe Mill Community Center” will serve as a space for the neighborhood to come together, and will also offer classes like nutritional education and adult literacy, services like childcare and financial planning, and events like produce markets and local music nights.

My goal is to attend graduate school for interior architecture with a focus in adaptive reuse and cultural studies.

# Chumou Zhang

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## IMMERSION, INNOVATION, AND THE THEATER

Photoshop, SketchUp

Immersion, Innovation, and the Theater is an interactive pop-up exhibition where visitors can become knowledgeable and inspired by the artistry and techniques driving holograms, LED screens, and projectors used in theatre design. The purpose of this project is to give visitors a unique visual experience and showcase the secrets behind the stage. It also educates the audience about how professionals use technology to bring better experiences to the theater stage.











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