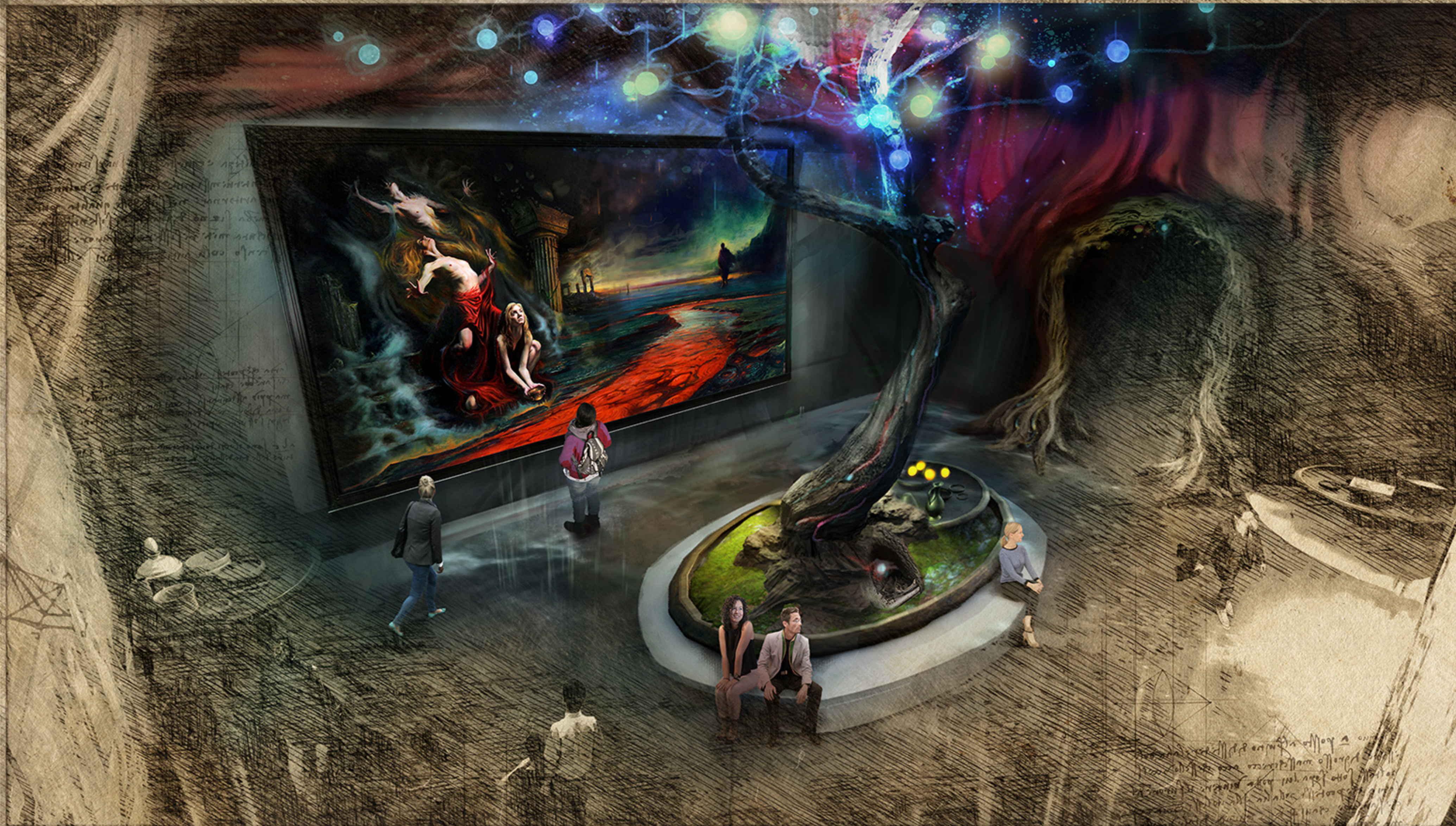


# Evolving the Myth



## Artist Rendition Images

The following images are 'keyframes' of the exhibition space and experience. These are initial conceptualizations.



# Welcome Room

## Entry Portal

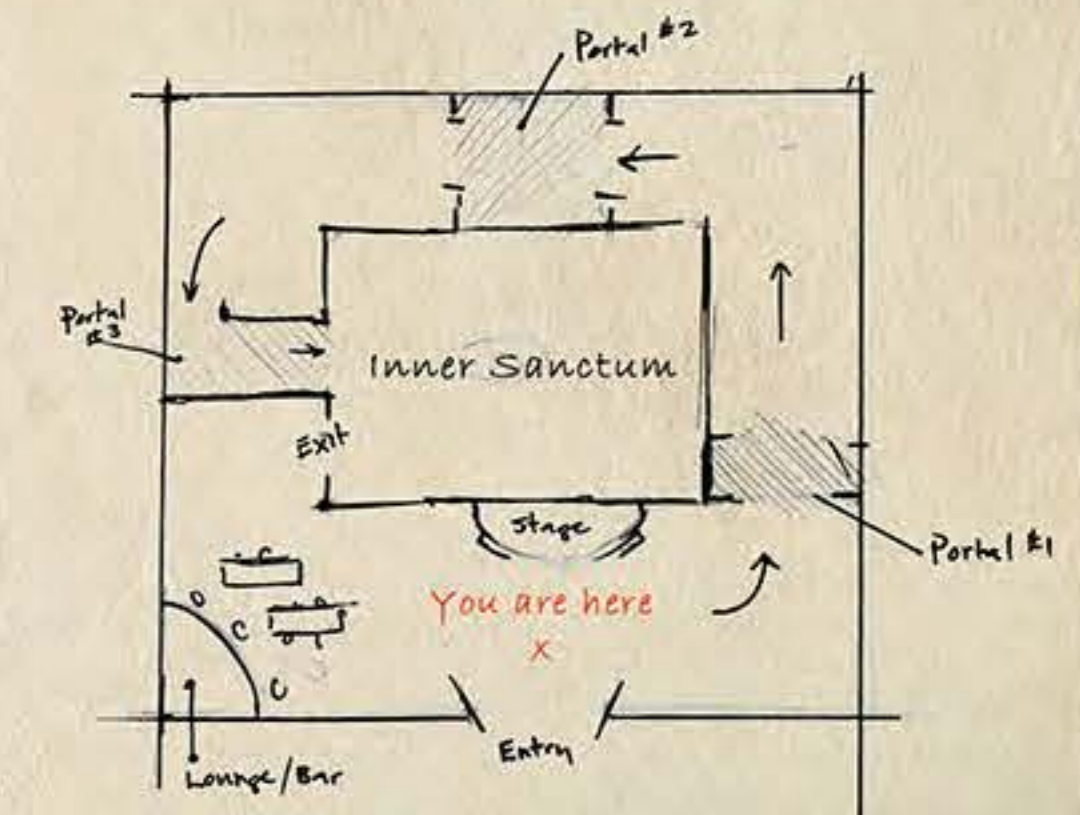
This first 'portal' installation would mark the transition between the 'normalcy' of the welcome room into the ethereal domain of the show.



## Event & Welcome Stage

This would be used for guest orientation prior to entering the show, as well as special events, such as speaking or musical engagements.

## Potential Floor Plan

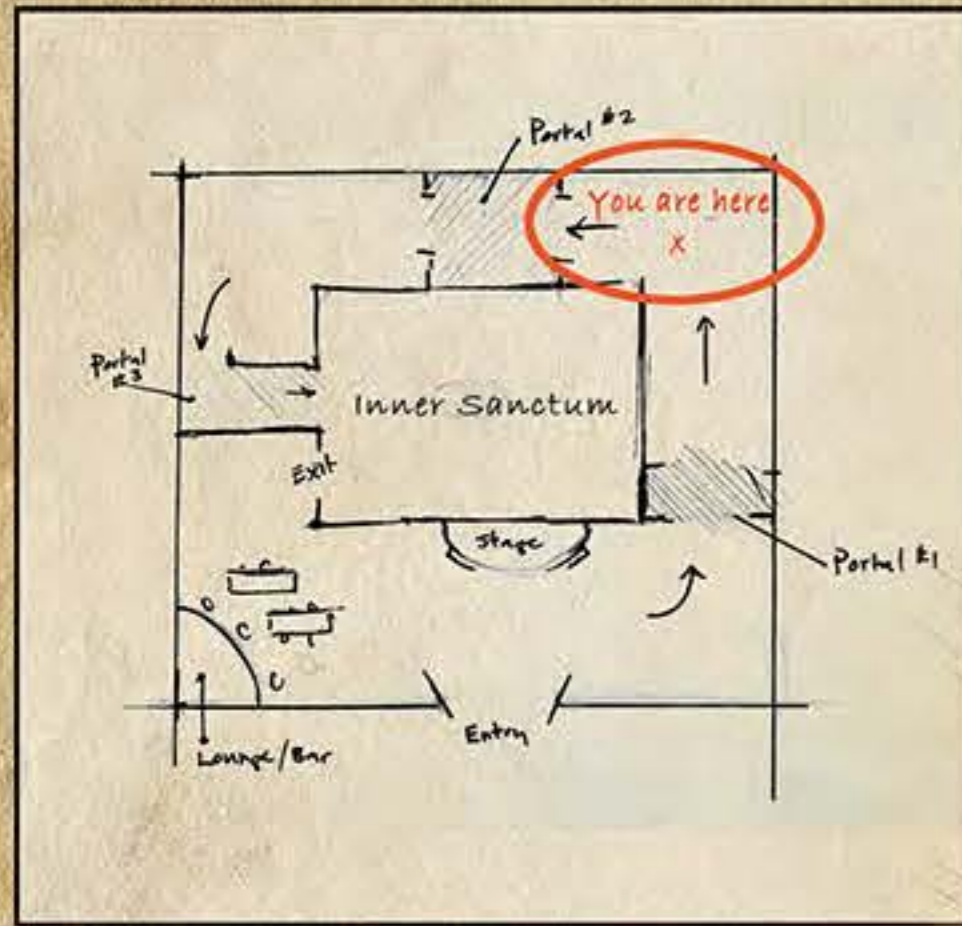




# Gallery Corridor 1

## Portals

These installations would signify the transition points into each section of the experience.



## Interactive Elements?

One of our ideas is to embed discoverable 'runes' within paintings. These nested elements would be uncovered possibly by using an image QR code or app, which would pull up content that relates to the specific painting, as well as the 'meta-narrative' of the show. As the visitor collects more Runes, the overarching story is revealed.

We're currently brainstorming potentials to create increased depth by bringing attention to nested components of the work while not detracting from the fundamental experience of viewing the paintings.



## Subtle Light Projection

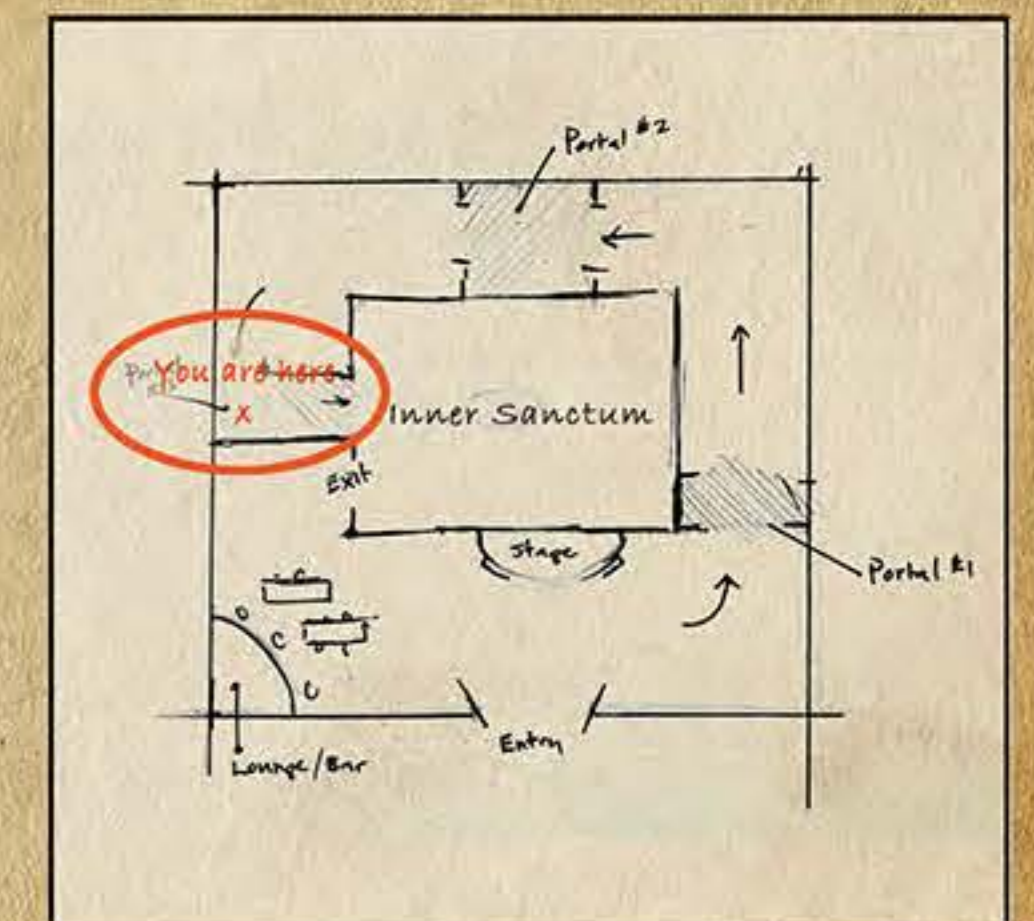
As a way to bring a sense of movement and 'aliveness' to environment, we imagine subtle light projection that slowly animates along surfaces (except over paintings). Inspired by the way patches of sunlight through trees move along the forest floor, we'd like this effect to give the feeling of a living space without detracting from the paintings.



# COCOON ROOM

## 'Cocoon' Portal

We imagine one of the transition 'portals' could be a smaller, more intimate type of space that houses small and miniature paintings; like a painting nursery. The visitor would pass through this location prior to entering the Inner Sanctum (the grand finale room that houses the large scale epics) in order to extend contrast of scale.





# Inner Sanctum

## Mural Sized Epic Paintings

This is the culminating main event experience of the show.

Presenting the viewer with an overarching narrative that speaks to the human condition, through mythological and archetypal motifs.

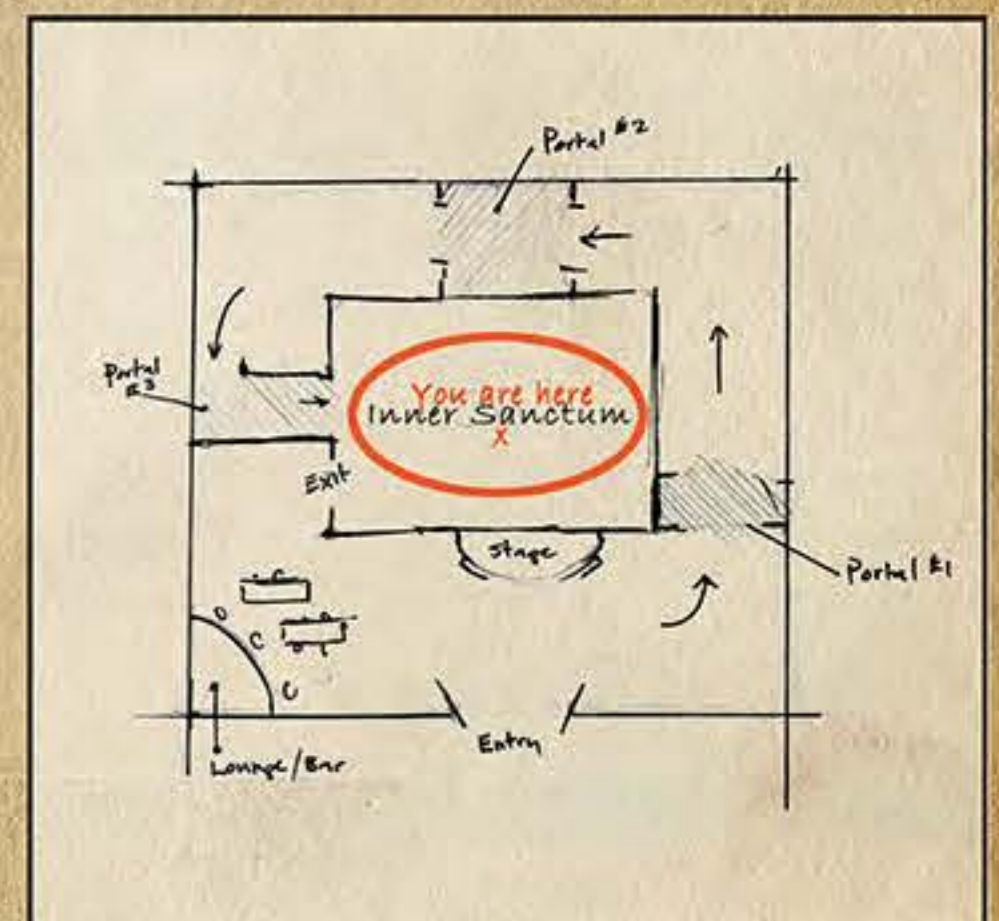
(From the proposal document)

Imagine a space that renews the awe and wonder found in the European cathedrals and the monastic temples of the East, enmeshed with the modern lens of story, aesthetic, and grandeur. In this space, these worlds combine to create a container for the viewer to journey into the mythic landscape.



## Ancient Tree of Future Offering

The mural paintings on each wall surround this centerpiece installation sculpture.





# Inner Sanctum

## Interactive Elements?

Another interactive idea we're playing with is allowing visitors to collect small items and tokens along the path to the Inner Sanctum. These items could have particular significance, and serve as an input for potential creative endeavors that include our visitors; such as informing themes within the next show, a book/journal that is a repository or 'seed vault' of these pods, a 'star map' that plots your ingredients within a constellation and has social component, or other.

