



Hillary Doran

EXHIBIT & INTERIOR DESIGN PORTFOLIO





Exhibit Design

P. 3-5 // SPARK

P. 6-8 // SHAPING OUR CITY

P. 9-11 // SPACE EXPLORATION

P. 12-13 // CRESCENT CROSSING

P. 14 // THE LEGACY MUSEUM

P. 15 // PULLER GALLERY

P. 16 // AMERICAN HOME FURNISHINGS HALL OF FAME

P. 17 // THE ENCHANTED TRAIL CONCEPT



SPARK

THE BAKKEN MUSEUM

The Bakken Museum exudes a “passion for innovation” as one of Minneapolis’s top science museums. The new gallery was created to inspire visitors to engage with current technology while piquing their curiosity about what the future might hold. The visitor was placed at the center of the interactives, encouraging a more intimate and personal experience and pulled through the exhibit by their interpretation of innovation, opening up a world of endless possibilities.

PROJECT ROLE

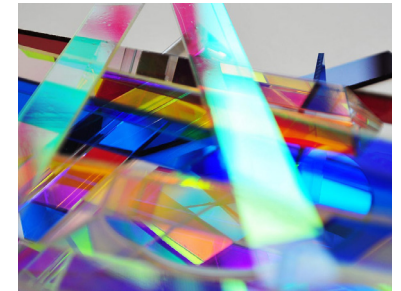
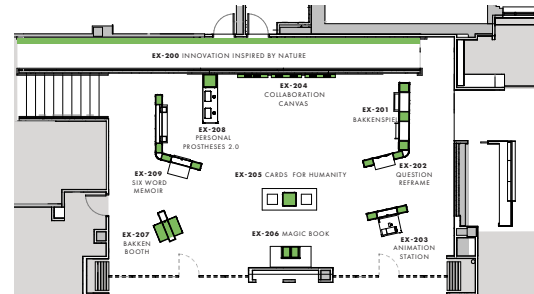
- All Phases of Design
- Space Planning
- Facility Interface & Drawings
- Exhibit Content Development
- Exhibit Design & Detailing
- 3D Models
- Construction & Installation Documents
- Finish Sourcing & Scheduling
- Graphic Production
- Artifact Layouts
- ADA & Ergonomic Studies

GUIDING PRINCIPLE

STEAM-based content focusing on the future and impact of technology on humanity

DESIGN GOALS

- Inspire and reward curiosity
- Highlight the symbiotic relationship between humanity and technology
- Explore the benefits of collaboration



ICONIC ENTRY

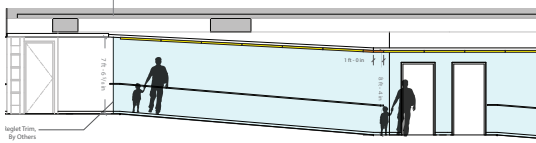
The use of dichroic acrylic throughout the gallery, both inside and out, meant that no two views of the space were ever the same.



HALLWAY REVEAL



Under different colors of light, separate versions of the mural are revealed or hidden.



2 Innovation Inspired By Nature - Mural Wall Elevation
Scale: 1/4" = 1'-0"



ARTWORK? SECRET CODE?



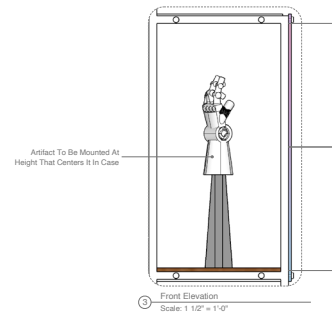
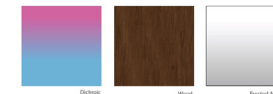
Numerical codes hidden throughout the gallery correspond to a secret audio message that's played in the futuristic phone booth.

DESIGN STUDIES

ENGLISH TITLES TÍTULOS ESPAÑOLES

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Proin tempus, dui in egestas consequat, tortor tristique.

Lorem ipsum dolor sit amet, consectetur adipiscing elit. tempus Proin, duos in egestas consequat mauris, volutpat tristique nibh.



Artifact To Be Mounted At Height That Centers It In Case

3 Scale: 1/2" = 1'-0"

Typical English Title
Nessus Next Std

Typical Spanish Titles
Nessus Next Std

English Copy
Futura Md Bf Medium

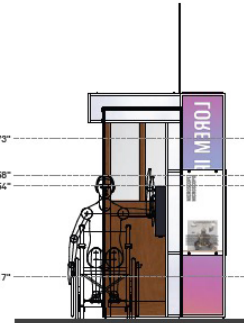
Spanish Copy
Futura Md Bf Medium

high reach 75"

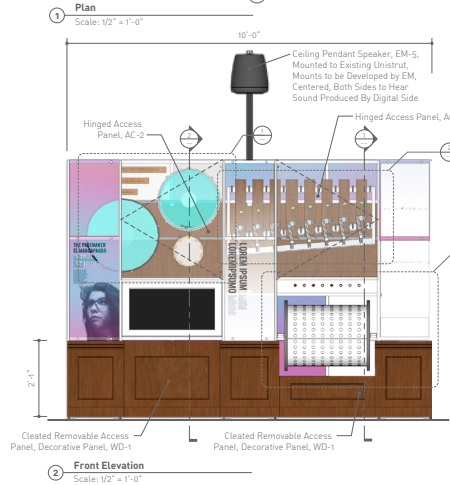
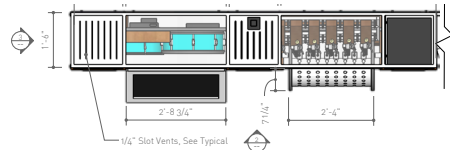
seated height 68"

eye height 64"

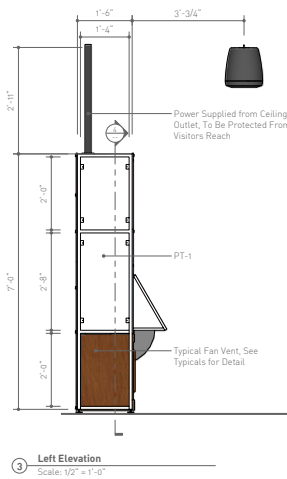
low reach 17"



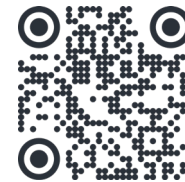
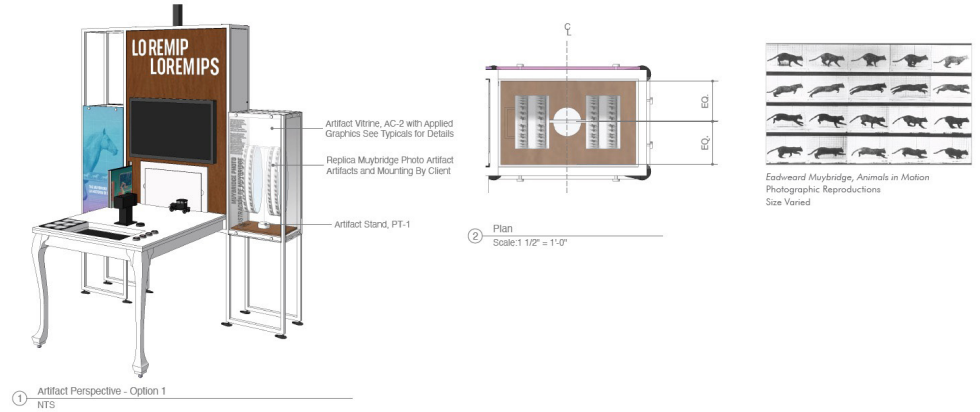
SIMPLIFYING COMPLEXITIES



An accessible way to engage with computer programming is through musical exploration.



INTERACTIVE AND ARTIFACTS



bit.ly/BakkenRSP
credit rsp architects

SHAPING OUR CITY

CINCINNATI MUSEUM CENTER // CHM

Part of the Cincinnati History Museum, the Shaping Our City gallery focuses on different modes of transportation in and around Cincinnati throughout time. The historic building that houses it, a working train station, even plays a prominent role. Visitors are encouraged to think about how transportation choices have contributed to the past and future versions of their city.

The spacious gallery allowed for large-scale, custom artifact displays and interactives to co-exist with full-sized macro artifacts. A user-powered sculptural array greets visitors at the entry, prompting them to engage and experience "History in Motion." The use of lighting effects and bold colors on the structures created a sense of motion and energy throughout the gallery.

PROJECT ROLE

- All Phases of Design
- Site Surveys
- Space Planning
- Exhibit Design & Detailing
- 3D Models
- Construction & Installation Documents
- Finish Sourcing & Scheduling
- Artifact Layouts
- ADA & Ergonomic Studies

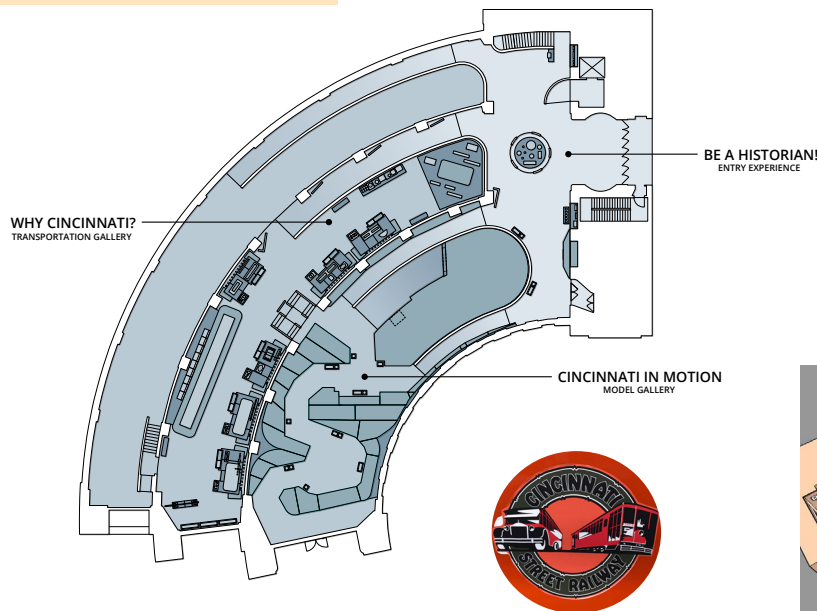
GUIDING PRINCIPLE

Reveal the power of the past and our present day ability to influence the future.

DESIGN GOALS

- Honor historic features and exhibits
- Engage with large scale artifacts
- Represent a living version of history

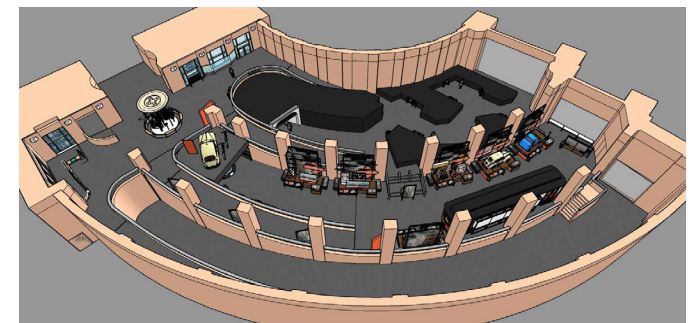
HISTORIC & WORKING TRAIN STATION



FLOOR PLAN & MODEL

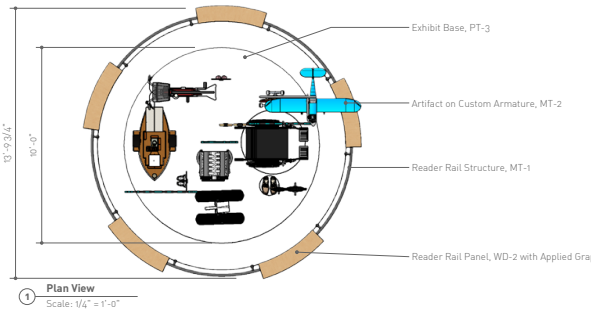
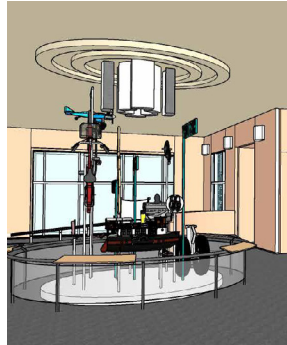
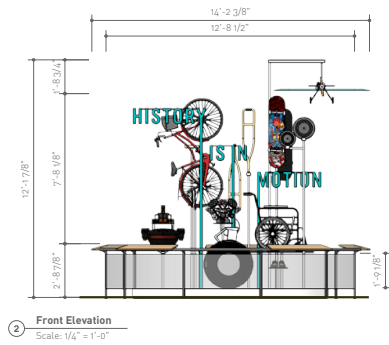


THE GALLERY BEFORE

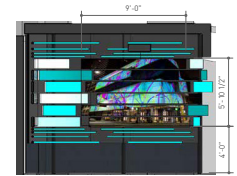
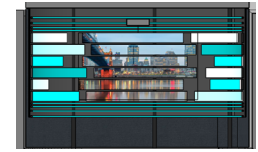
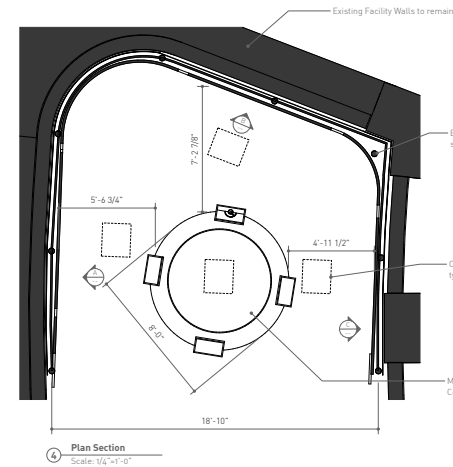


SHAPING OUR CITY // EXPERIENCE

HUMAN POWERED MOTION



This interactive exhibit relies on gears and pulley systems powered by the visitor to activate its spinning displays and physics demonstrations.



One of the more challenging tasks was creating an ideal location for this extensive immersive activity. It needed to meet a host of requirements; from providing the proper conditions for lights and audio while upholding the art direction standards, to supporting the weight of a Model T. The resulting platform was the answer.



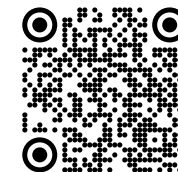
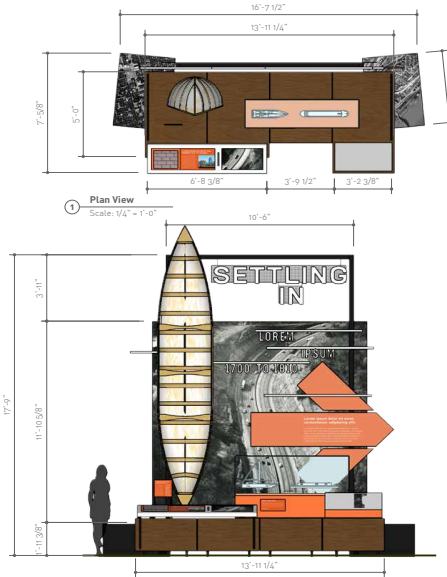
SHAPING OUR CITY // ORGANIZATION

CINCINNATI MUSEUM CENTER

HUBS

Spanning the decades between the 1700s and today, the main gallery floor is organized into palatable chunks of time.

Each hub is anchored by an advancement in transportation that had a meaningful impact on the region. Hubs highlight cultural shifts, local developments and both micro and macro artifacts.



bit.ly/490ivvJ
Credit CMC

SPACE EXPLORATION

CINCINNATI MUSEUM CENTER / / MNH&S

The Museum of Natural History & Science houses the Neil Armstrong Space Exploration Gallery. Half of the gallery, already completed, focuses on Armstrong and the Apollo 11 mission. The expansion called for creating and installing three new adjacent galleries based on the human connection and impact on the cosmos.

Titled “Imagine, Explore, and Protect,” each gallery features special content and branding identities. Bright, exciting colors help invigorate the galleries and complement the stark darkness of outer space. Bold graphics help inform visitors and compel them to consider their individual and societal relationship to outer space. Visitors can connect stars to form constellations in the Imagine Gallery and create scaled-down crater impacts in Explore, with the chance to watch them repeatedly in slow-motion. The Protect gallery allows visitors to survey the effects of climate change on the Earth from above.

PROJECT ROLE

- All Phases of Design
- Space Planning
- Site Surveys
- Facility Interface & Drawings
- Exhibit Content Development
- Exhibit Design & Detailing
- 3D Models
- Construction & Installation Documents
- Finish Sourcing & Scheduling
- Graphic Production
- ADA & Ergonomic Studies

GUIDING PRINCIPLE

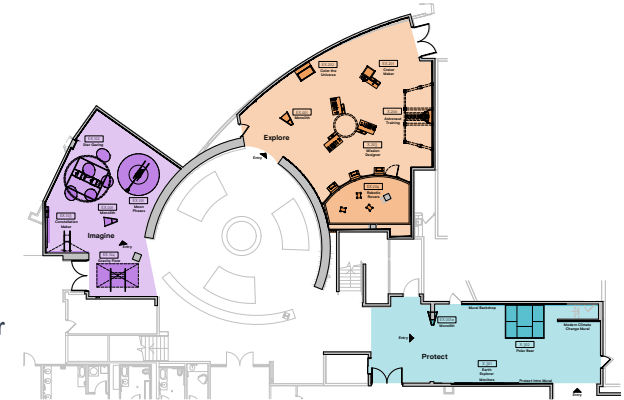
Humans and Outer Space have a rich history and bright future together that is closer than appears

DESIGN GOALS

- Expand upon existing space gallery
- Energize and illuminate outer space
- Highlight the benefits and challenges of our human relationship with outer space

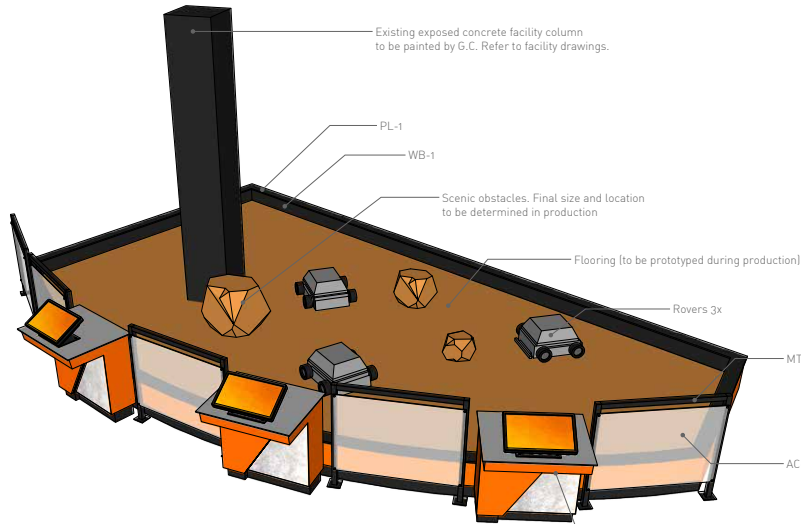
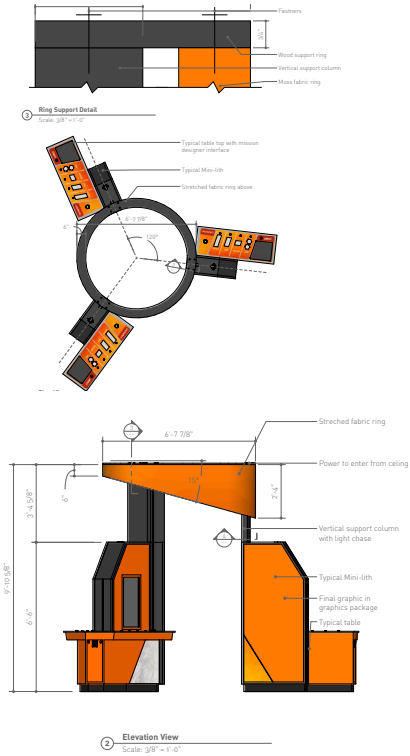


ADJACENT APOLLO 11 EXHIBIT >

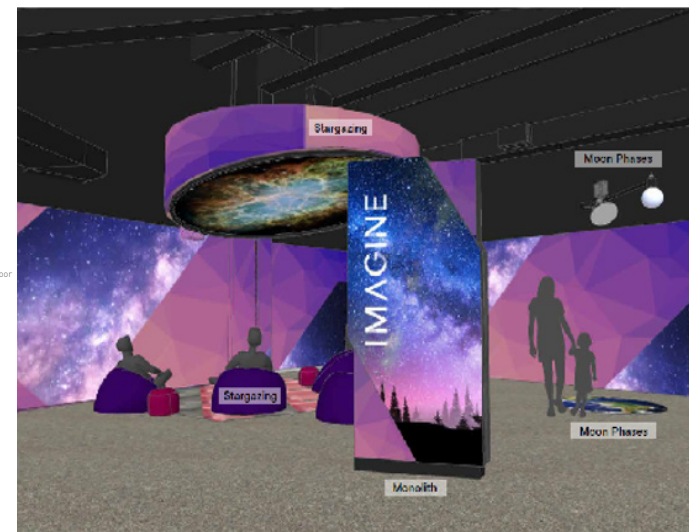
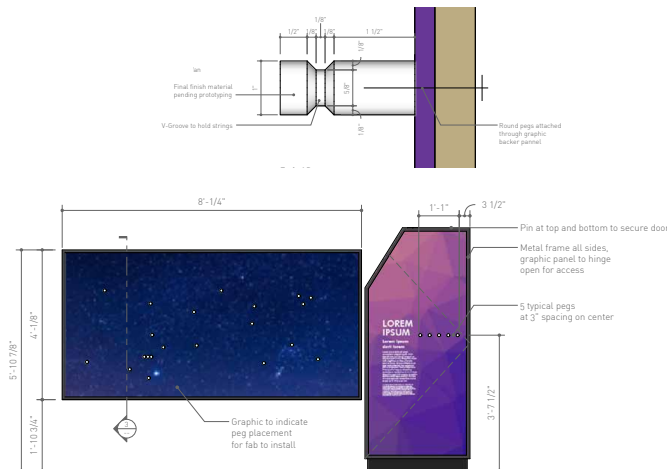
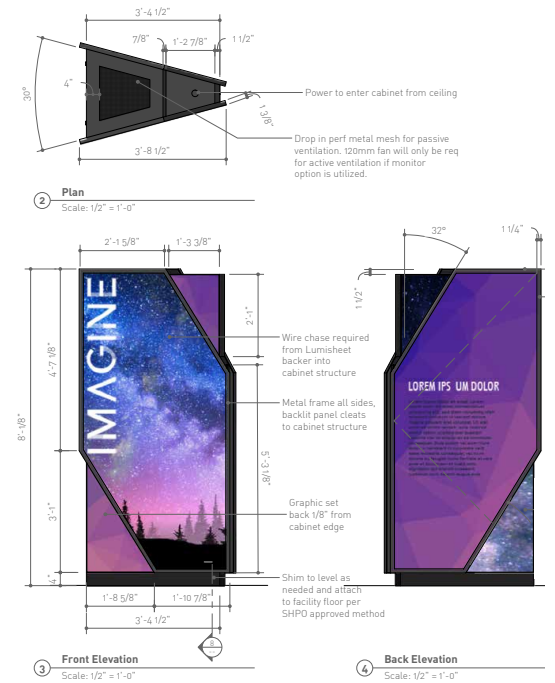


SPACE EXPLORATION // STRUCTURE DESIGN

EXPLORE ELEMENTS

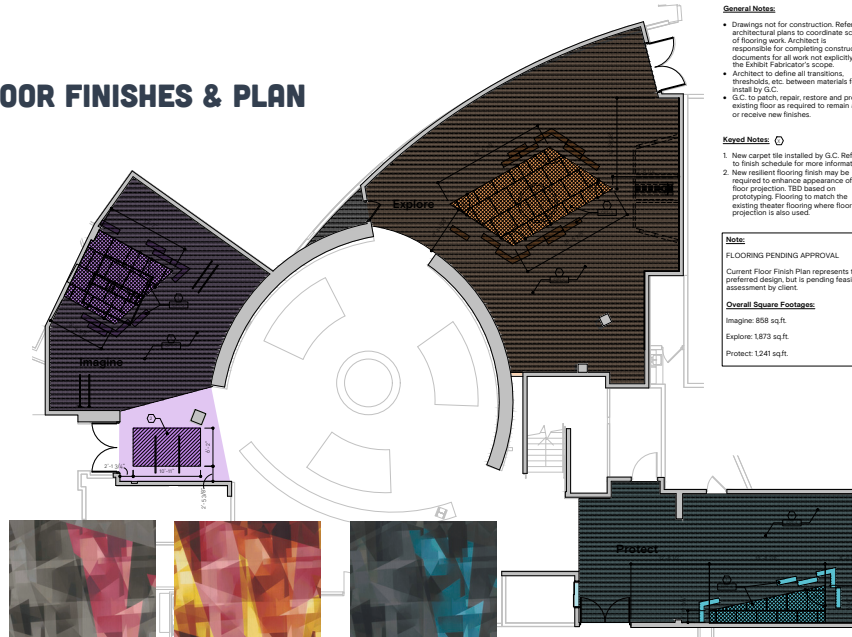


IMAGINE DETAILS



SPACE EXPLORATION // FACILITY IMPACT

FLOOR FINISHES & PLAN



General Notes:

- Drawings not for construction. Refer to architectural plans to coordinate scope of flooring work. Architect is responsible for completing construct documents for all work not explicitly in the Smith Fabricator's scope.
- Architect to define all transitions, thresholds, etc. between materials for install by G.C.
- G.C. to patch, repair, restore and prep existing floor as required to remain as or receive new finishes.

Keyed Notes:

1. New carpet tile installed by G.C. Refer to finish schedule for more information.
2. New resilient flooring finish may be required to enhance appearance of floor projection. TBD based on prototyping. Flooring to match the existing theater flooring where floor projection is also used.

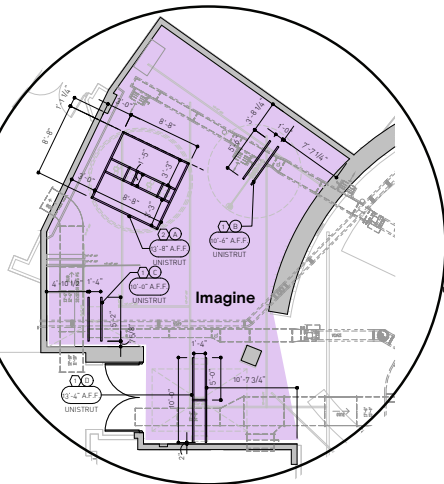
Note:

FLOORING PENDING APPROVAL

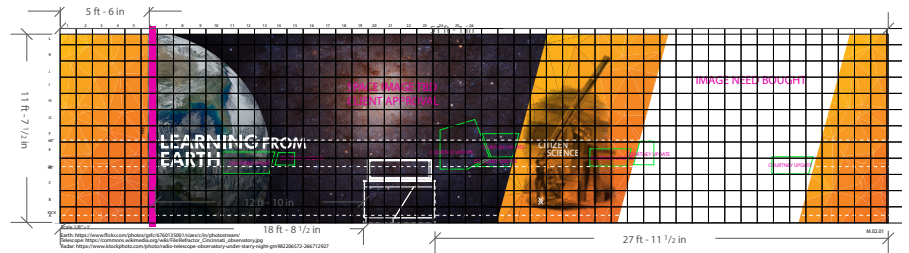
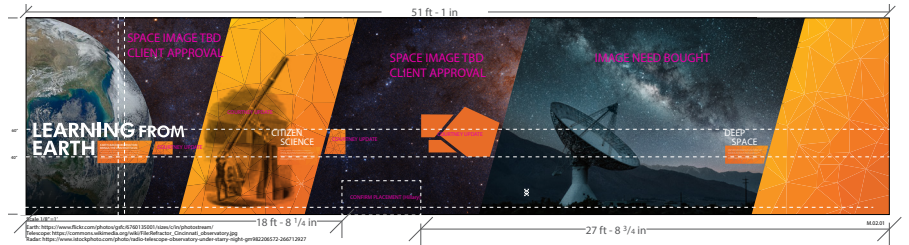
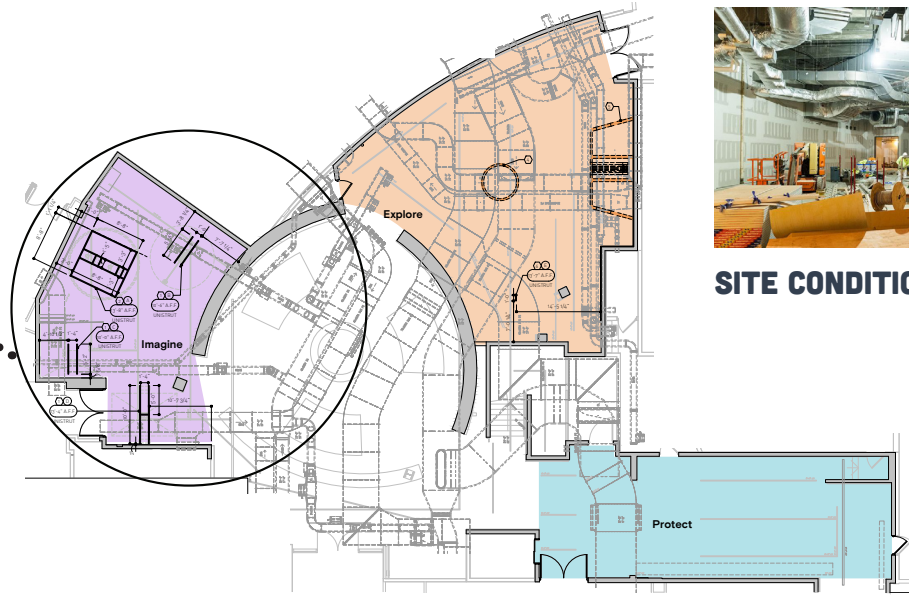
Current Floor Finish Plan represents the preferred design, but is pending feasibility assessment by client.

Overall Square Footages:

Imagine: 808 sq.ft.
Explore: 1,873 sq.ft.
Protect: 1,241 sq.ft.



REFLECTED CEILING PLAN



GRAPHIC INTEGRATION



SITE CONDITIONS

Extensive site surveys helped ensure any historical features, and the numerous undocumented improvements, were noted and drawn accurately.



<https://bit.ly/CMCspace>
Credit CMC

CRESCENT CROSSING

DANVILLE SCIENCE CENTER

This gallery for preschool-aged children at the Danville Science Center takes advantage of the historic train depot on-site, embracing train travel as its central theme. Young visitors and their caregivers are encouraged to explore imaginative, open-ended play opportunities in the small-scale steam train and interact with foundational STEAM activities. Custom, endearing characters based on local wildlife help convey learning insights and caregiver tips on growth and development. They are featured in the custom murals and as scaled figures in the Caboose Dollhouse.

A small section of the gallery is enclosed and dedicated to infants. Little ones are encouraged to explore this safe space by crawling over soft terrains, engaging their senses with tactile panels, and witnessing cause-and-effect with a simple interactive.

PROJECT ROLE

- All Phases of Design
- Space Planning
- Facility Interface & Drawings
- Exhibit Content Development

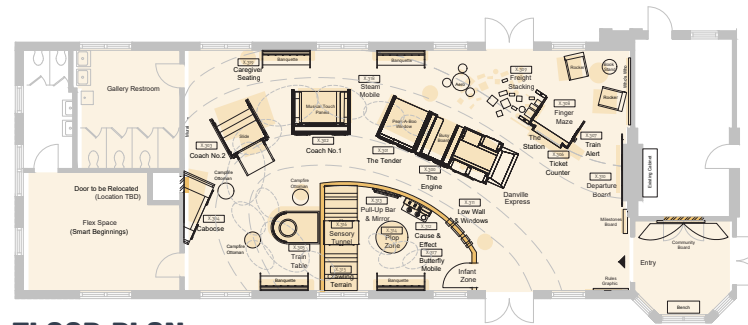
- Exhibit Design & Detailing
- 3D Models
- Construction & Installation Documents
- Finish Sourcing & Scheduling
- Graphic Creation
- Ergonomic & ADA Studies

GUIDING PRINCIPLE

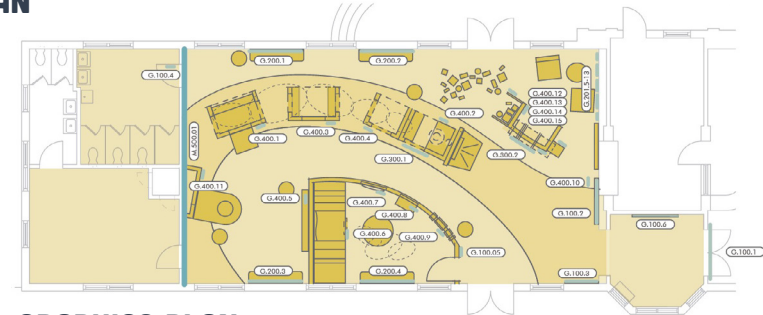
Interpreting elements from the communities history into a rich learning environment for kids

DESIGN GOALS

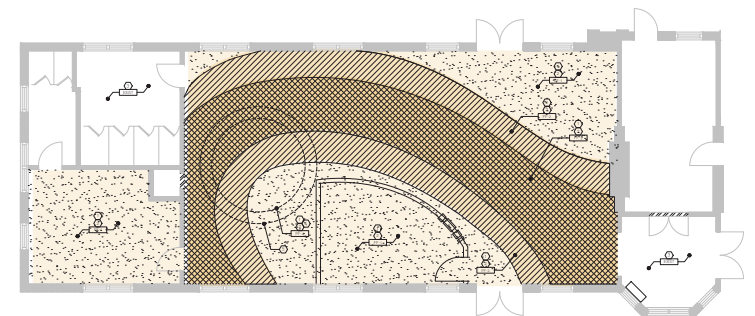
- Develop an overall brand for space
- Age and skill appropriate STEM activities
- Create unscripted imaginative play elements



FLOOR PLAN



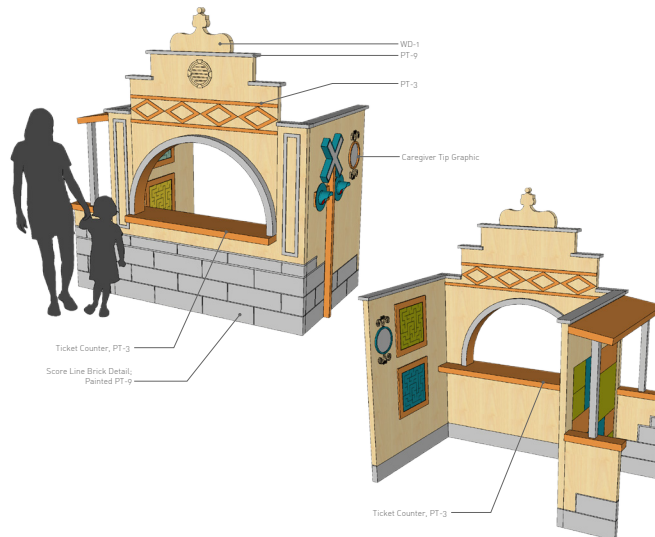
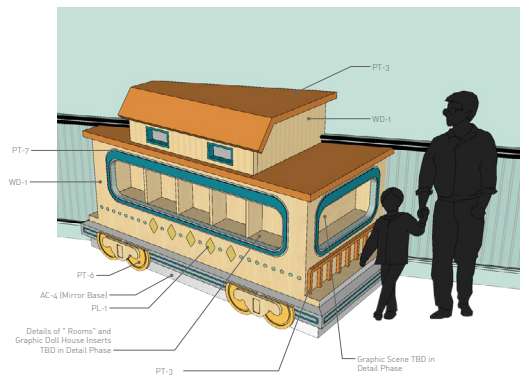
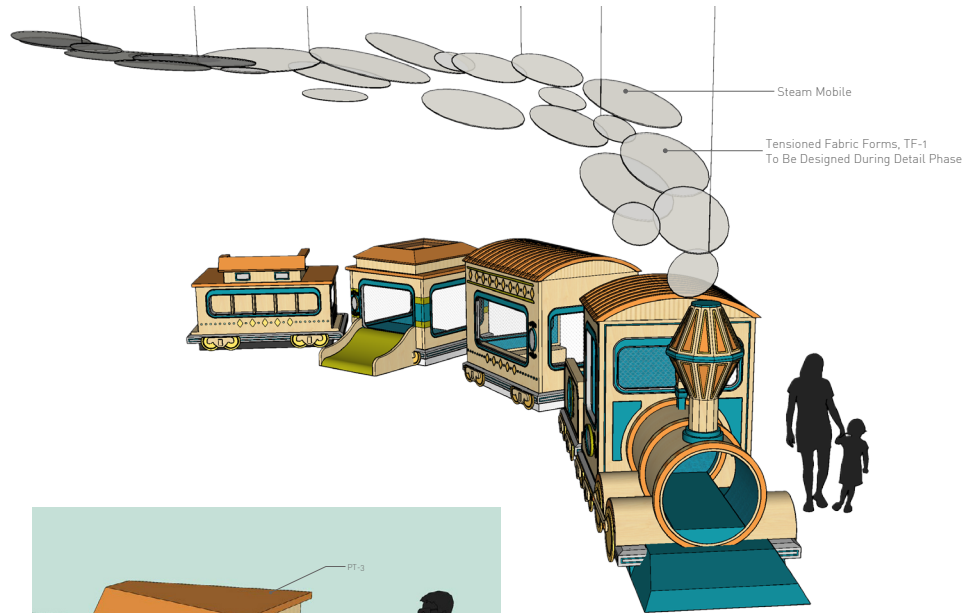
GRAPHICS PLAN



FLOOR FINISH PLAN



CRESCENT CROSSING // STRUCTURE DESIGN



The safety of the young visitors was a top priority. Everything was designed to reduce the risk of falls, eliminate pinch points and head knockers.



bit.ly/481YjYI
creditWDBJ 7 News

THE LEGACY MUSEUM

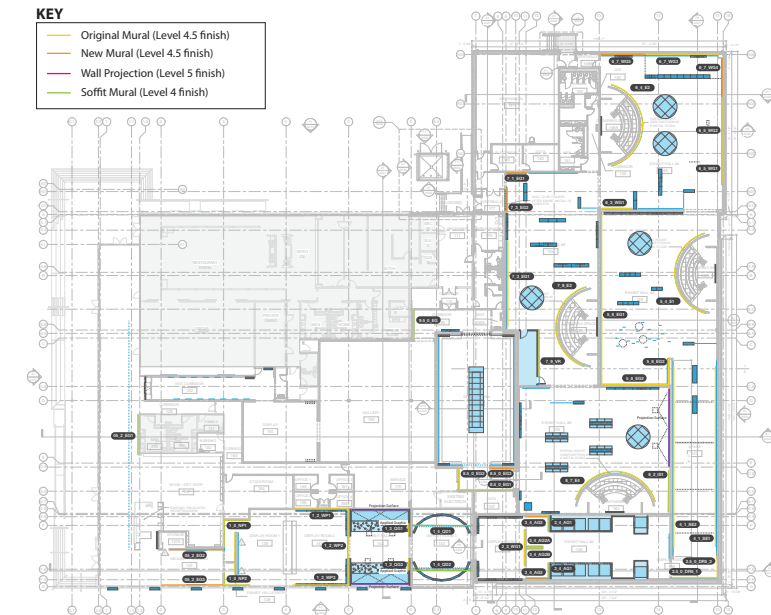
EQUAL JUSTICE INITIATIVE

As part of The Legacy Museum: From Enslavement to Mass Incarceration's expansion, new exhibits were created to supplement existing creative work and displays. The museum's space and galleries were rapidly increased to span over 40,000 sq. ft. Exhibit development, design and install occurred within a seven month time frame.

The galleries provide ample space for powerful voices, imagery and works of art to tell their stories and were given priority to the messaging encountered in the interactives. The rhythm and pacing of the galleries, as visitor progressed through time, was key for allowing absorption and reflection, culminating in the enveloping copper hued reflection space.

PROJECT ROLE

- Facility Integration & Design Services with Architect
- MEP coordination
- Space Planning
- FF&E Sourcing
- 3D Models
- Prototyping
- Install Planning
- Graphic Coordination



GRAPHIC & FACILITY COORDINATION

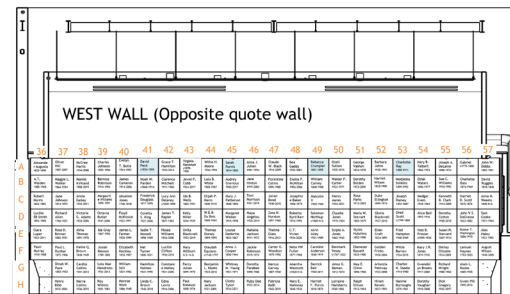
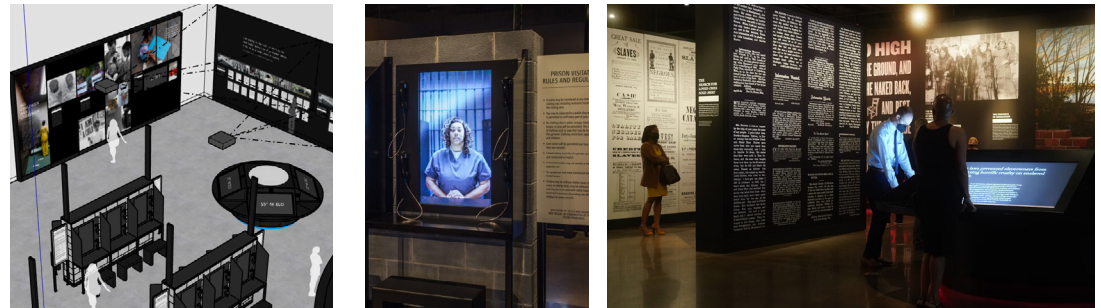
GUIDING PRINCIPLE

Highlight historical events of the past and their impact on current generations.

DESIGN GOALS

- Expand upon and embrace current art direction
- Coordinate with construction schedules, client and vendors
- Provide accurate and current info for rapid deployment

EXHIBIT COORDINATION



bit.ly/LegacyMuseumDesign
Credit EJl

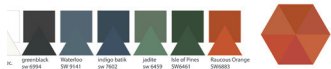
PULLER GALLERY

NATIONAL MUSEUM OF MILITARY VEHICLES

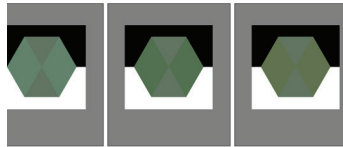
Constructed to honor those who have served in the US Armed Forces, the National Museum of Military Vehicles houses an impressive collection of predominately large-scale artifacts. The Puller Gallery is dedicated to the Korean and Vietnam Wars and contains international artifacts and immersive tableaux. Visitors move through the gallery in an organized timeline-like fashion, experiencing critical moments in conflicts along the way. Working closely with military historians, veterans, and both thematic and mechanical technicians from concept to installation helped respectfully and accurately convey these heroic stories.

PROJECT DETAILS

- Facility Interface Coordination Lead
- Macro Artifact Install Planning
- Site Survey
- Finish Sourcing & Scheduling
- Vehicle layouts
- Scenic Consultant Coordination

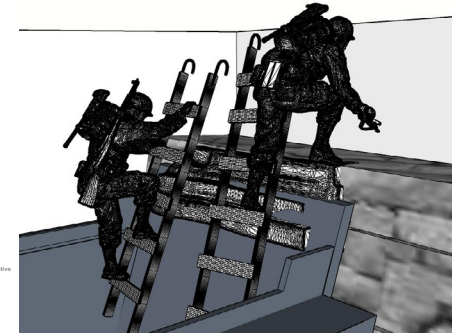
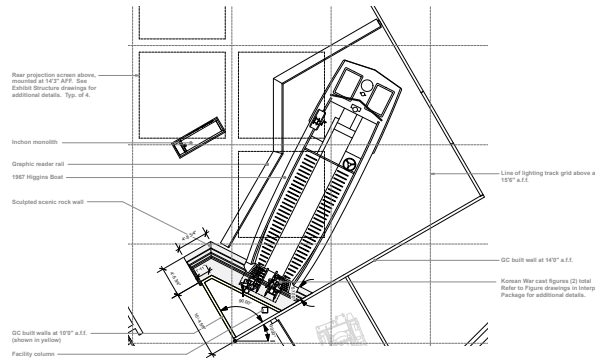
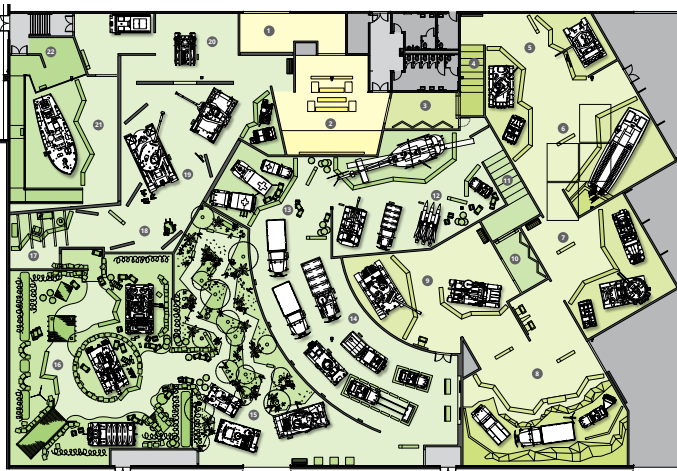


Color studies were developed to compliment a variety of international military palettes.



X-321.0 FACILITY FINISHES

FIN	FIN	FIN	FIN
FIN 1	FIN 2	FIN 3	FIN 4
Color swatch	Color swatch	Color swatch	Color swatch
Material	Material	Material	Material
Application	Application	Application	Application



GUIDING PRINCIPLE

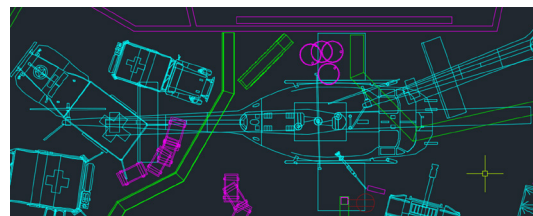
Honor and elevate large scale artifacts to tell a complex human centered story across decades

DESIGN GOALS

- Ensure precise placement of scenic elements to enhance the story
- Proper placement and honorific display of vehicles & props
- High level of coordination with architects, fabrication and client



Precise facility conditions and capabilities were key in creating these immersive moments.



bit.ly/PullerGalleryKVwars
Credit NMMV

HALL OF FAME HQ

AMERICAN HOME FURNISHINGS HOF FOUNDATION INC.

The American Home Furnishings Hall of Fame is a celebratory space that serves as an event and an educational center piece for the High Point Market and home furnishing industry. The Foundation's purpose is to preserve its rich history and be a champion of the industries future.

The center piece of the space is the Grand Stair case that can both showcase new products and function as a social space. The building also contains offices, boardrooms and a resource library for members to use. The Hall of Fame component is interactive, offering insight into the accomplishments of influential members. Throughout the building, numerous interactives serve to inspire and educate about key pieces that keep the industry running, everything from design and development to shipping and marketing advancements.

PROJECT ROLE

- Concept Design
- Art Direction
- Space Planning
- 3D Site Modeling
- Marketing Renderings & 3D Models
- Facility Coordination

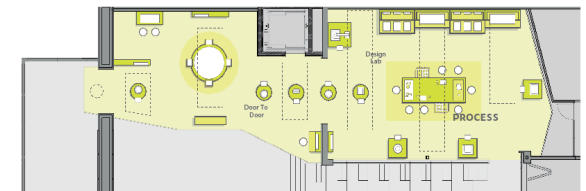


GUIDING PRINCIPLE

Provide a sophisticated canvas for storytelling, showcasing, educating and social gatherings.

DESIGN GOALS

- Keep the past alive
- Create flexible display moments
- Inspire and educate with engaging content not seen elsewhere



HALL OF FAME

The interactives are organized into four distinct categories; Industry, People, Process & Product



bit.ly/49bnbPv
Credit AHFF

ENCHANTED RIVER TRAIL

CHILDREN'S MUSEUM OF THE PEE DEE

Seeking to inspire imaginative play in young children and their families, the Children's Museum of the Pee Dee's concept and brand refresh connects the community to its roots. Located in the Pee Dee River area of South Carolina, the historic and present day use of the river is the main inspiration. This concept design also utilizes an existing canopied tent space with an extensive outdoor area adjacent to the local park.

Open-ended play is the main learning mechanism, channeled through the lens of a healthy life lived around and supported by a healthy ecosystem; the Pee Dee River basin. The resulting "Enchanted River Trail" highlights fun and adventures found along a nature path with digestible learning opportunities for both children and caretakers alike.

PROJECT ROLE

- Concept Development
- Branding
- Marketing Material
- Floor Plans
- Interactive Development

GUIDING PRINCIPLE

Provide a safe and inspiring place to nurture curiosity, healthy behaviors and love for community

DESIGN GOALS

- Overall branding of space
- Drive interest and donations
- Provide community services not previously accessible in region



A celebration of the Pee Dee Region

Inspired by the Yadkin-Pee Dee River Basin and the Carolina Thread Trail system, three major themes emerged, resulting in our concept Big Idea, "The Enchanted River Trail":

- 1 An iconic tree serving as the central focal point to anchor the nature trail inspired design
- 2 Activities inspired by cultural connections to the river and the landscape of the region
- 3 Connections to health and wellness through outdoor recreation, regional fishing and agriculture

Art Direction

The adventurous personality of the museum shines in its nature inspired design. Rustic charm provides a warm welcome that is equal parts familiar and intriguing. Design elements are natural, organic and approachable.



charming



Woodlands

rustic



Experience Plan

The heart of the experience is a circular nature trail punctuated by Trail Stops in a "Choose Your Own Adventure" style offering endless hours of open play. This arrangement provides caregivers long sight lines for security and presents an ease of access to the space for patrons of all ages.

- | | |
|----------------------|--|
| 1 The General Store | 5 The Boat Launch |
| 2 The Post Office | 6 The Family Farm |
| 3 The Enchanted Tree | 7 The Campground |
| 4 The Nest | 8 The Ranger's Cabin + First Aid Station |



Trail Stops

1

The General Store

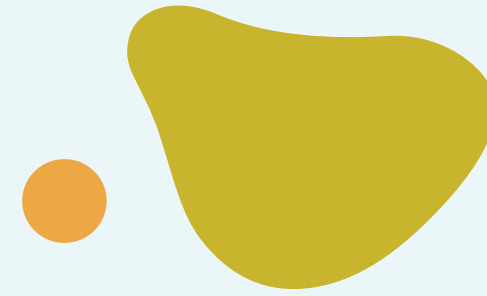
Start your journey off right! Just like beginning your day with a healthy breakfast, the small General Store at the trail head greets young adventurers with an assortment of healthy goods and supplies for their journey along the river. Load up your picnic basket with everything you need, hop on one of the trikes and you're off!





Interior Design

P.19 // MILLER MIDDLE SCHOOL
P. 20-21 // THE GRISWOLD
P. 22-23 // RESIDENCES AT LEADER
P.24 // LODGE AT NEW DAWN
P. 25 // BATH & BODY WORKS



MILLER MS

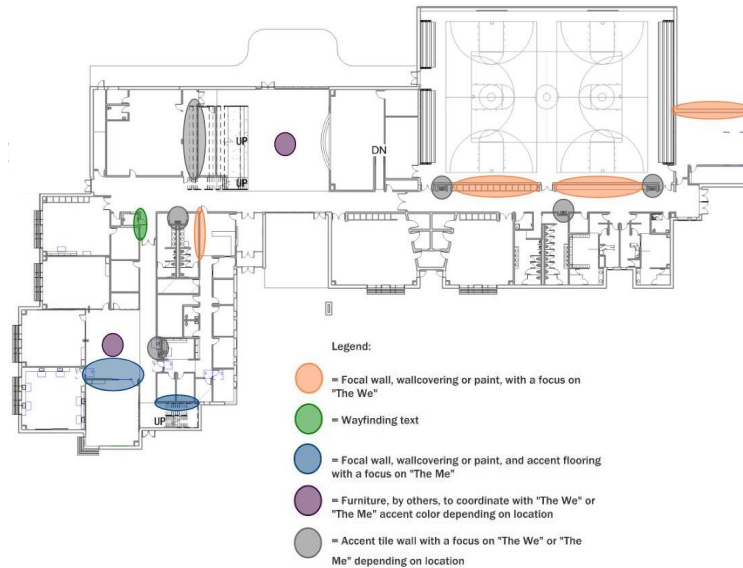
DURANGO SCHOOL DISTRICT

The students, staff and community out grew the old Miller Middle School in both capacity and its ability to facilitate a flexible, modern approach to learning. The goal of the expansion and renovation was to unite the disparate grades and allow for more workshop style, cross-disciplinary team teaching. An emphasis on branding per grade level establishes an identity for peer groups within the larger context of the school and community.

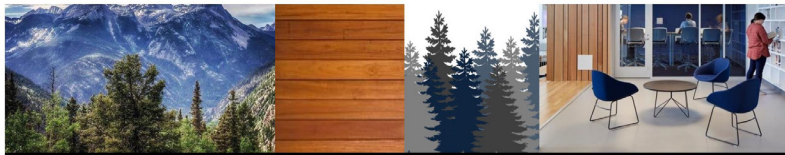
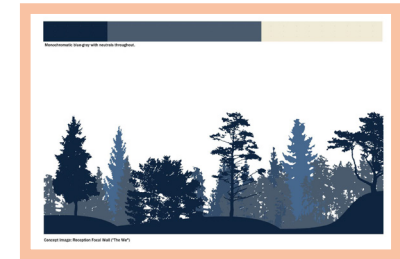
PROJECT ROLE

- Finish Sourcing & Scheduling
- Furniture Specs
- Renderings & 3D Models
- Interior Concept Explorations
- Branding
- Schematic - Construction Drawings

BRANDING APPROACH & PLANS



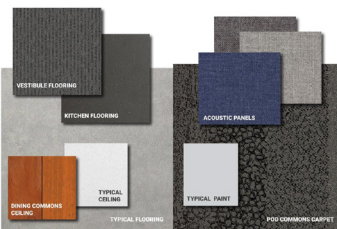
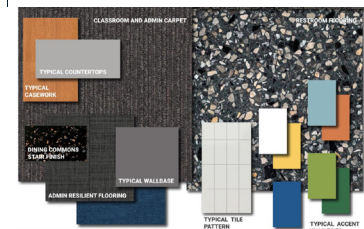
COMMUNITY BRANDING



WE ARE MILLER OF DURANGO

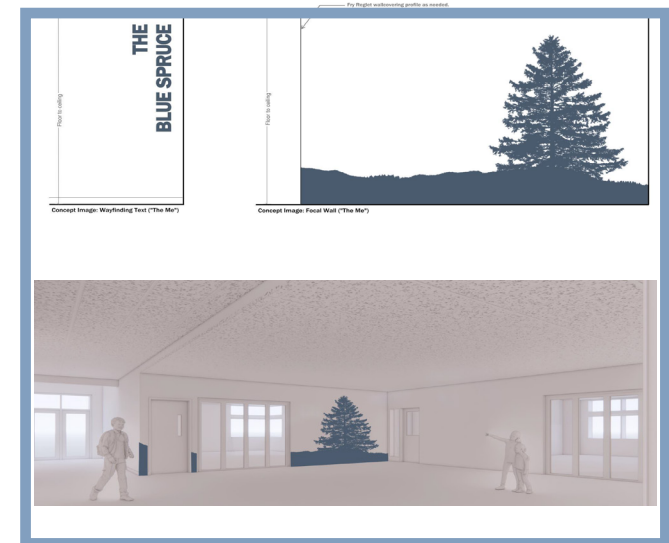


CONCEPT & THEMATIC DESIGN



FINISH MATERIALS

INDIVIDUAL GRADE BRANDING



THE GRISWOLD

HISTORIC RENOVATION

As a haven for women experiencing homelessness, the YWCA needed a refresh and expansion to better serve and support its community. The residential dwelling units, staff work areas, and community support spaces were adapted to expand their capabilities.

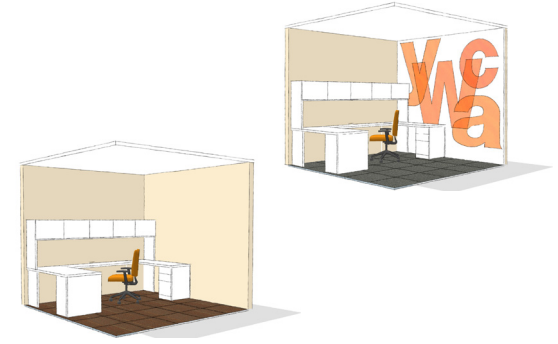
The 61 bedrooms with shared dorm-like baths and kitchens were reconfigured to provide 91 independent apartments. The underutilized and aging athletic facilities were converted into offices and co-working spaces for staff and residents while maintaining their historical details and character.

PROJECT ROLE

- NPS Historic Preservation
- LEED Homes Gold Certified
- Low Income Housing
- Residential Unit Renovations
- Marketing Renderings & 3D Models
- Finish Sourcing & Scheduling



FACADE



OFFICE STUDIES

Renderings provide insight into how historic features, like the former bowling alley floor, would look in a modern context.



The existing gym was in wonderful condition but severely under-utilized. The space was adapted into offices to allow for more services to be provided on-site. The elevated, indoor, walking track was preserved for staff use.



THE GRISWOLD // BALLROOM CONVERSION



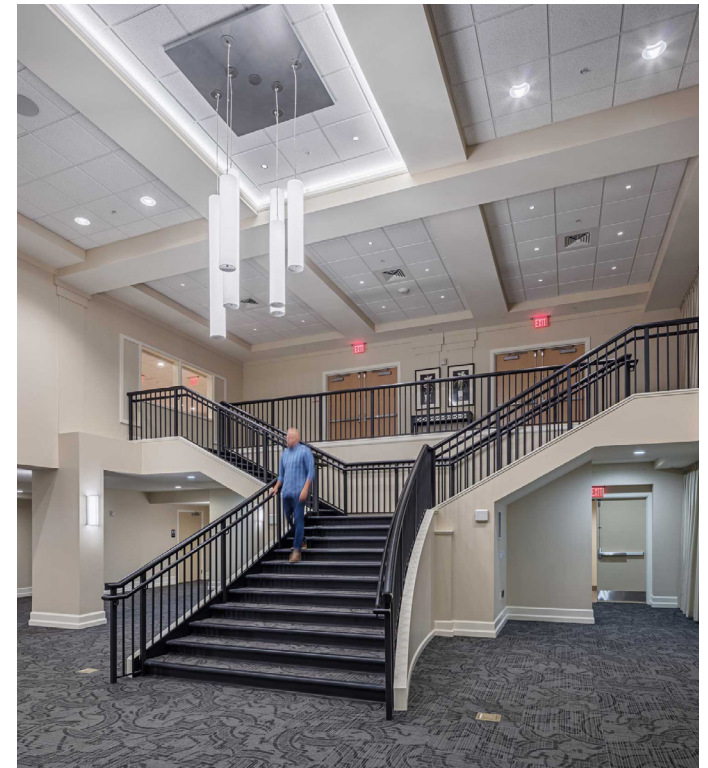
^ **POOL & GYM AREA BEFORE**



Custom drapery panels were fabricated to cover and protect the wall tile around the pool that was deemed historic and needed to remain perfectly intact.



In order to better serve the YMCA's mission and the community, the aging pool was transformed into a ballroom for hosting conferences, fund raisers and social events like weddings. The space is refined and flexible.



RESIDENCES AT LEADER

MIXED USE RENOVATION

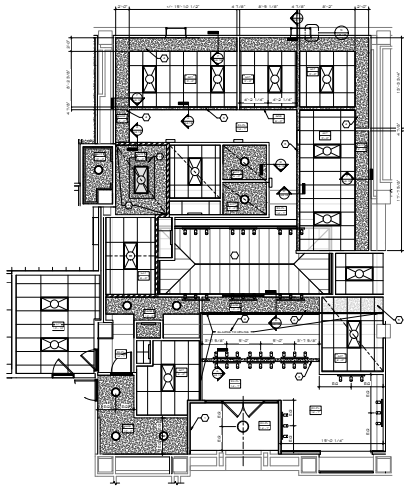
Completed in 1913 in downtown Cleveland, Ohio, the Leader Building is named after the newspaper that was once produced there. The redevelopment plan for this 16-story building called for changing the office space into 224 luxury apartments. New amenities such as a gym, business center, conference room, and resident lounge carved out of the former unused support spaces. All new designs complied with requirements set forth by the National Historic Register, National Park Services, and the State Historic Preservation Office.

PROJECT DETAILS

- NPS Historic Preservation
- Enterprise Green Communities - USGBC
- FF&E Sourcing
- Residential Unit Detail Drawings
- Historic Preservation Studies
- Marketing Materials Creation
- 3D Modeling & Renderings



EXISTING CONDITIONS



HISTORIC PRESERVATION STUDY

A large part of the preservation efforts included restoring delicate plaster and incorporating it into a newly designed tenant space for mixed-retail.

Detailed renderings were used to convey intent and create moments for such architectural details to be seen.

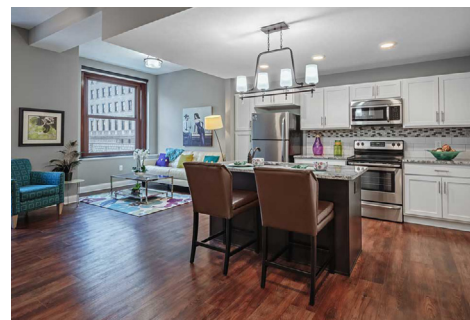
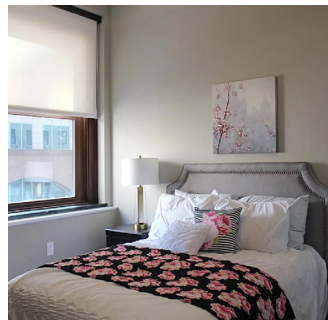


RESIDENCES AT LEADER // UNIT DESIGN



MARKETING MATERIALS

Each of the 20+ different unit configurations received a rendered birds-eye floor plan.



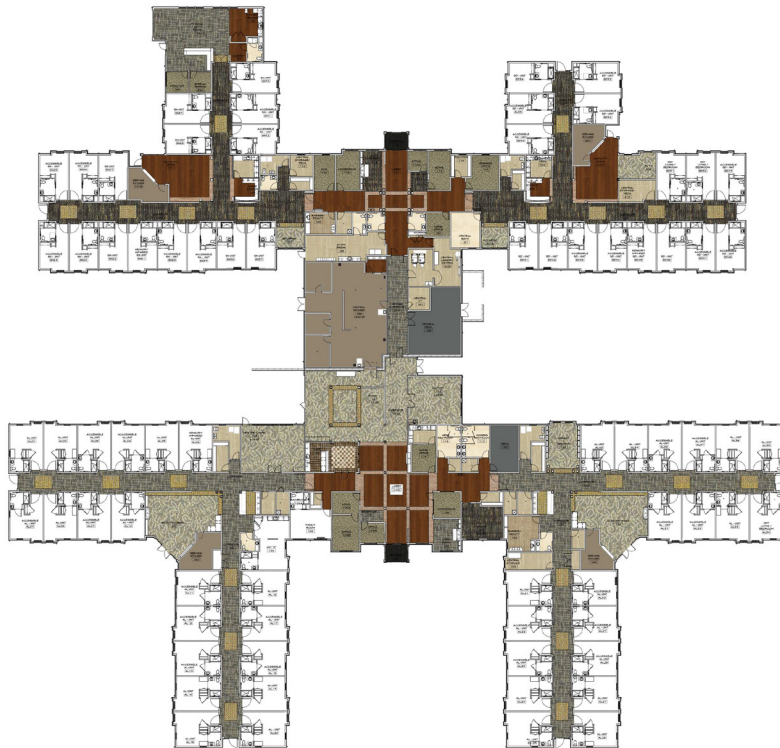
LODGE AT NEW DAWN

SENIOR LIVING

This senior living and care project featured a multi-wing design to house different levels of healthcare, rehabilitation, and experiences throughout. Residents and visitors could experience the neighborhood-like charm of the facility, with its ice cream parlor, theater, library, and salon, while also receiving round-the-clock care or skilled nursing services as needed. The variety in residents' ability and stay duration increased the need for a cohesive aesthetic and way-finding approach. Inspired by the client's appreciation for the outdoors, the Lodge sought to bring nature indoors through its color palette and material selections.

PROJECT DETAILS

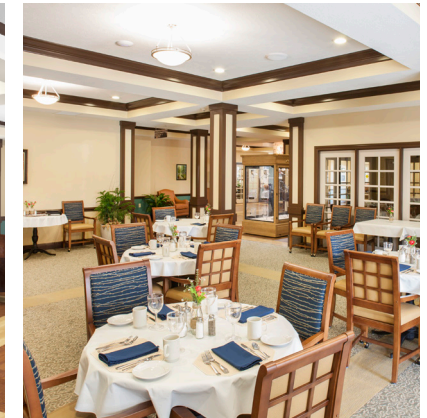
- Common Area Space planning
- Artwork Selections
- Evacuation Plans
- Marketing Renderings & 3D Models
- Finish Sourcing & Scheduling
- Install Documents
- Punch Lists



RENDERED FLOOR FINISH PLAN



FURNITURE PLAN



LOBBY RENDERING & INSTALL PHOTOS

BATH & BODY WORKS

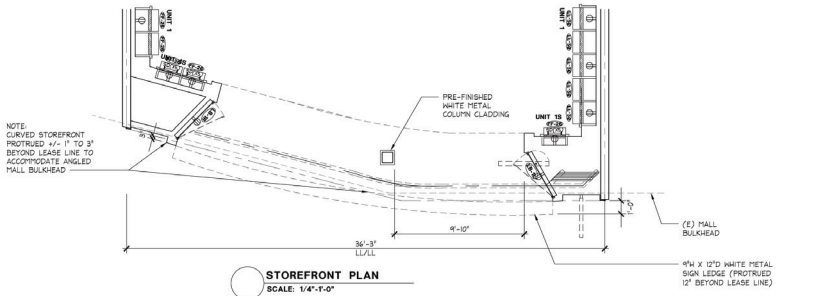
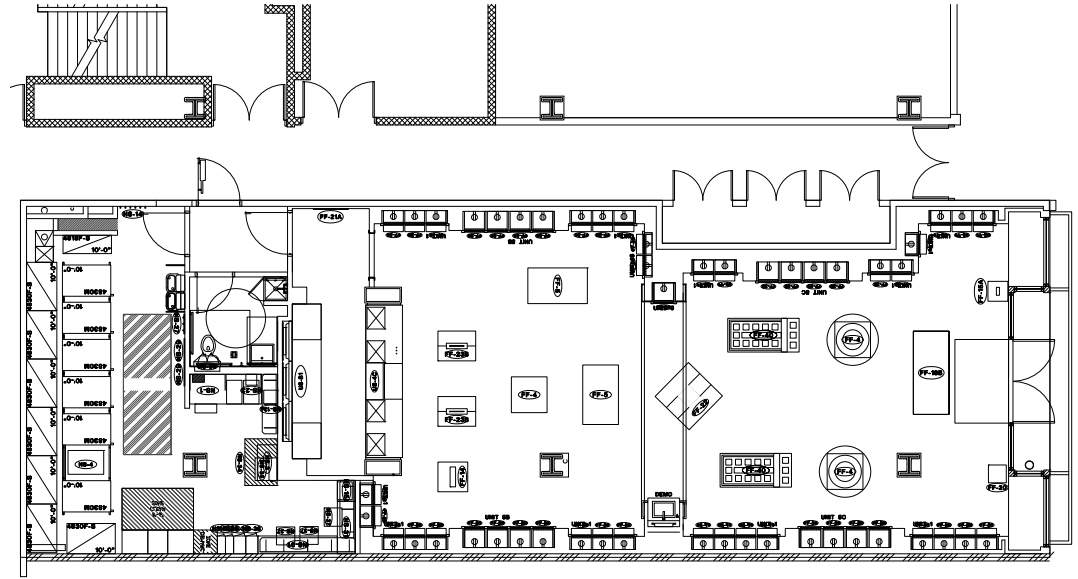
RETAIL INTERNSHIP

Interning for the store design team of Bath & Body Works exposed me to the process of roll-out retail design. There was a great focus on completing landlord packages and ensuring brand standards were followed. This led to precise and consistent work that helped fuel the consistent messaging of the brand. Collaboration between teams was key in the initial development of the White Barn Candle Company's brand aesthetic and layouts. Cross studio support was given to develop and prototype store fixtures, circulation paths, and branding.

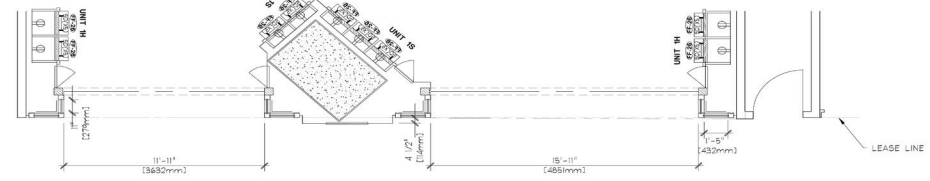
PROJECT DETAILS

- Construction Documents
- Retail Renderings
- Landlord Packages
- Material Boards
- Prototyping & Mock-Ups

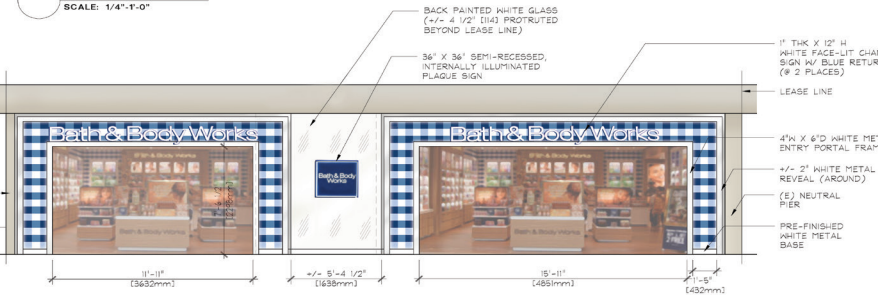
LANDLORD PACKAGE COMPONENTS



STOREFRONT PLAN
SCALE: 1/4"=1'-0"



STOREFRONT PLAN
SCALE: 1/4"=1'-0"



STOREFRONT ELEVATION
SCALE: 1/4"=1'-0"