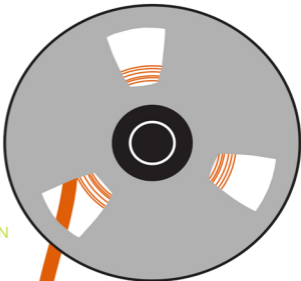


Museum of Magnetic Sound Recording

UTSOA INTERIOR DESIGN



THE CONTENTS





Julia Dubcak

Taylor King

Erin Hamilton

Ronnie Marquez

Cathryn McCall

Kristin Miller

Sarah Proefrock

Elizabeth Quan

Laura Sockrider

Raquel Torres

Sheridan Treadwell

THE STUDIO

DESIGN VI SPRING 2015

UTSOA INTERIOR DESIGN



The University of Texas Interior Design Program School of Architecture
 The role of interiors in architecture is continuously redefining itself as it touches upon many areas ranging from housing, institutional, exhibition, set, and furniture design, along with areas that are still being recognized. The Interior Design Program in the School of Architecture offers a strong, professionally accredited curriculum sequence in which architectural interior design is not bound to a specific area, but rather pushes forward with no limits. The four-year program begins with foundation studies in design and drawing and unique coursework offering a view into those who have shaped and redefined interiors. Curriculum courses tie together history, theory, construction, and computer applications in a way that parallels the architecture studio education while retaining a clear viewpoint on interior architecture and the other design arts. These Third-Year Interior Design students fully participate in the "Sound Building" tradition, a coordinated, rigorous semester of studio and coursework, which is at the heart of the school. Upon completion of the Interior Sound Building series, students advance to seminars in the format of workshops and discussions ranging in topics from materials to theoretical issues in design practice. Studios offer an exploration of building at full-scale, furniture design, and individual thesis-based research projects.

The Undergraduate Bachelors of Science in Interior Design is a four-year program of study that is accredited as a professional degree by the Council for Interior Design Education (CIDA).

History of the Program

UT Austin first offered interior design classes in 1912, making it the oldest interior design program west of the Mississippi River. The College of Engineering offered a five-year degree in Interior Architecture in 1930, but was discontinued in 1938. A sole curriculum remained in Human Ecology, which from 1948 onward provided an emphasis area in Interior Design. In 1973, UT Austin's program became one of the first accredited interior design programs in the country. The Interior Design major was transferred to the School of Architecture in 1997, and has grown and flourished since then, offering a Masters of Interior Design degree in 2010. In 2010, Design Intelligence ranked UT Austin's Interior Design program 3rd in the nation among public institutions. More than 1,000 interior design alumni have left their mark beyond UT's Forty Acres. Whether leading multi-million dollar corporations, designing for US Presidents, engineering airplanes, or developing furniture lines, Longhorn Interior Designers have, and will continue to create innovative, sustainable, and accessible environments enjoyed by millions.

Tamie Glass

Associate Professor
Interior Design

Tamie Glass teaches undergraduate and graduate courses in interior design. Her intercontinental career launched at Daimler in Germany with the creation of corporate identity projects for the Mercedes-Benz brand. This was followed by four years of experience in London for top firms Virgile & Stone, as well as Conran and Partners. Her expertise extends from high-end hospitality and retail projects throughout the EU and Asia to wellness, corporate, and residential designs in the US. Her overarching goal is to explore the role of interior design in society and investigate how through the process of creating physical spaces, designers can instill intangible qualities into the built environment while respecting end users and the natural world. This involves examining the perception and identity of interior design, investigating ways to teach “experiential” aspects of design, emphasizing user experience, and analyzing how design can bring a sense of value and change.

Professor Glass holds an NCIDQ certificate and is a Registered Interior Designer in the State of Texas. She maintains an Austin-based design practice with Associate Professor Ulrich Dangel. Since 2008, she has been the recipient of nearly thirty local, regional, and national design awards for projects that were under her leadership. Notably, she was the recipient of the 2012 Interior Design Educators Council (IDEC) Creative Scholarship Best in Show and the 2011 American Society of Interior Designers (ASID) Educator Design Excellence Award. Both honors recognize the design work of educators at a national level. Additionally, Professor Glass was recently awarded the 2014 Regents’ Outstanding Teaching Award by The University of Texas System.



Julia Dubcak

Third Year Interior Design



Growing up in a cookie cutter suburb of Houston, I looked to Austin as the escape and the opportunity to get away and experience something a little more fun and funky. Austin has proven to be that and even more. When first choosing my future career, my passion for food and cooking made me think I wanted to be a chef. When I realized I would just end up eating absolutely everything as a result, my other passion for fashion and design led me to pursue a degree in interiors. Honestly, I had no idea what I was getting myself into, however, since being admitted to the school of architecture I've learned more than I could imagine and developed a deep appreciation for architecture and the arts. I couldn't be happier to be pursuing a degree that will ultimately allow me to work in a field I feel so strongly about. I hope one day to be part of a firm specializing in hospitality interior design. Working on the design of hotels, bars, and restaurants will allow me to merge my two passions into one. When I'm not slaving away in studio, I enjoy smuggling with my sweet little boy stuck in a dog body, Ferdinand, giving him lots of tummy rubs and love, seeing my favorite musicians perform live, traveling, hanging out with my roomies, and making runs to Chick-fil-a for diet lemonade. Peace, one love.



BIODIVERSITY CONCEPTS

Location
The building is located in a central area of the city, surrounded by green spaces and water bodies. The location is strategic for the building's function as a research and innovation center.

Climate
The building is designed to be a green building, with a focus on sustainable design and construction. The building is designed to be a green building, with a focus on sustainable design and construction.

Design
The building is designed to be a green building, with a focus on sustainable design and construction. The building is designed to be a green building, with a focus on sustainable design and construction.



PRICE YOUR PLAY 207

Price Your Play is a series of 12 interactive games designed to help children learn about the importance of saving money and making smart financial choices. The games are designed to be played in a group setting, and each game focuses on a different financial concept, such as budgeting, saving, and investing. The games are designed to be played in a group setting, and each game focuses on a different financial concept, such as budgeting, saving, and investing.



CONNECTING & PRICE MAKING

Connecting & Price Making is a series of 12 interactive games designed to help children learn about the importance of connecting with others and making smart financial choices. The games are designed to be played in a group setting, and each game focuses on a different financial concept, such as budgeting, saving, and investing. The games are designed to be played in a group setting, and each game focuses on a different financial concept, such as budgeting, saving, and investing.



Erin Hamilton

Third Year Interior Design



I am a 22 year old from New Braunfels Texas. My love for Architecture has always been rooted in the interior. It is within a building that lives are lived and experiences are made. The temporal nature of Interior Design and its specific response to the user is what distinguishes it from Architecture. Interiors evolve and change with the needs of the inhabitants, reflecting the era in which the building lives. The ephemeral nature of Interior Design is what makes it precious. I find inspiration in taking risks and the rigorous exploration of simple ideas. I have learned that Interior Design is often a process that refurbishes and restores a building that has either weathered a storm or the passing of time. It is a process that revitalizes. I hope to harness the idea of revitalization in my future outlook on design and crafting spaces.



INSPIRATION

The design was inspired by the concept of a modular, multi-functional unit that can be used in various settings, from a small office to a large public space. The goal was to create a unit that is both functional and aesthetically pleasing, with a focus on sustainability and energy efficiency.



PROCESS

The design process involved extensive research into modular systems and sustainable materials. It included creating a series of prototypes to test different configurations and materials, as well as conducting energy audits to optimize the unit's performance. The final design was a result of collaboration between the design team and the client, ensuring it met all requirements and goals.

CURATOR COLLECTION



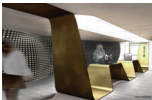
ARTIST COLLECTION



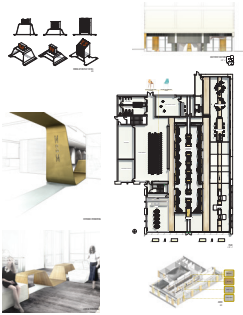
SITE

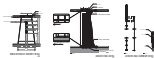


The project is located in a prime urban area, surrounded by other commercial buildings and public spaces. The site is well-served by public transportation and has easy access to major roads and highways. The building's design and location make it an ideal choice for a variety of uses, from a small office to a large public space.



THE WORK





Taylor King

Third Year Interior Design



As a girl who had the opportunity to explore the world at a young age, growing up in Norway and studying in Spain and Turkey, pursuing Interior Design at the University of Texas was another exciting adventure for me! I have learned so much about not only design, but myself and this life along the way. With this project I sought to bring the same varying perspective of my childhood to the collection of recording equipment, and bring the Museum a broader interest and more revenue. I was thrilled to participate in this project and am equally thrilled with what the future has to offer!

The Mosa project is a collaborative effort between the University of the Pacific and the University of the Philippines. It is a multi-disciplinary project that involves the participation of students, faculty, and staff from both institutions. The project is a response to the need for a more integrated and holistic approach to education and research. The Mosa project is a response to the need for a more integrated and holistic approach to education and research. The Mosa project is a response to the need for a more integrated and holistic approach to education and research.

MOSA



Abstract Design



Abstract Design



THE MOSA PROJECT

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- 2. It is a multi-disciplinary project that involves the participation of students, faculty, and staff from both institutions.
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THE WORK

The work of the design team was to create a space that would be a place where people could work, learn, and play. The design team was challenged to create a space that would be a place where people could work, learn, and play. The design team was challenged to create a space that would be a place where people could work, learn, and play.



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The design of the interior space is a key factor in determining the quality of the learning environment. The design of the interior space is a key factor in determining the quality of the learning environment. The design of the interior space is a key factor in determining the quality of the learning environment.



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ACoustic Mapping



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The design of the interior space is a key factor in determining the quality of the learning environment.

Ronnie Marquez

Third Year Interior Design



My name is Ronnie Marquez III, I am an Interior Design student at the University of Texas. Growing up I didn't always know I wanted to be an interior designer, but now that I'm here, I hope to use all of the life experiences I've had to bring something new to the field of design!



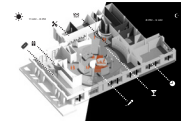
Map by MUSEUM VISUALS

CHALLENGE:

The Austin for Young Museum is a new museum dedicated to the history and culture of Austin, Texas. The museum is located in the heart of downtown Austin, near the Austin Convention Center. The museum is a multi-story building with a large, open-plan design. The museum is a multi-story building with a large, open-plan design. The museum is a multi-story building with a large, open-plan design.

SOLUTION:

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01. INFORMATIONAL PANEL

02. CURVED STRUCTURE



03. CURVED STRUCTURE

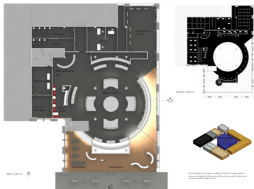


04. CURVED STRUCTURE



05. CURVED STRUCTURE





Cathryn McCall

Third Year Interior Design



My name is Cathryn McCall and interior design is not something I envisioned myself doing when I was younger. Growing up, I always had a knack for writing. So when it came time to pick a profession, I assumed I would become a journalist or an author of some kind. However, after spending a few years as a communication major at LSU, I decided to pursue other interests. It was during this time that I did a lot of work for Habitat for Humanity, and it introduced me to the world of design and construction. Taking a project from start to finish and seeing the genuine joy on the faces of deserving homeowners, led me to pursue a degree in interiors. Transferring to UT Austin and being admitted into the School of Architecture was the first step in my life's biggest transition. Although this major is the most challenging task I've ever embarked on, it is truly the most rewarding. I hope to pursue a future in the retail industry of interior design, while exploring philanthropic and charitable organizations within my community.



CONCEPT

The concept of the project is to create a new, modern, and sustainable building that will serve as a hub for the community. The building will be designed to be a model of sustainable architecture, with a focus on energy efficiency, water conservation, and green space. The building will be designed to be a model of sustainable architecture, with a focus on energy efficiency, water conservation, and green space.



SITE CONTEXT: Austin, Texas



Austin, Texas is 100% known as "the live music capital of the world." The city of Austin is home to some of the most vibrant and diverse music scenes in the world. The city is home to a wide variety of music genres, from country to hip-hop, and is known for its live music venues and festivals.

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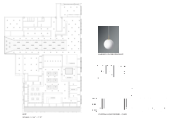


THE PROJECT IS
LOCATED IN THE
HEART OF THE CITY
OF AUSTIN, TEXAS.



MAGNETIC SOUND RECORDING

THE ARCHITECTURE OF SOUND RECORDING IS A CHALLENGING TASK. IT IS NOT ONLY A MATTER OF SOUND ISOLATION, BUT ALSO OF SOUND TRANSMISSION. THE ARCHITECTURE OF SOUND RECORDING IS A CHALLENGING TASK. IT IS NOT ONLY A MATTER OF SOUND ISOLATION, BUT ALSO OF SOUND TRANSMISSION. THE ARCHITECTURE OF SOUND RECORDING IS A CHALLENGING TASK. IT IS NOT ONLY A MATTER OF SOUND ISOLATION, BUT ALSO OF SOUND TRANSMISSION.





Kristin Miller

Third Year Interior Design



I am a 21-year-old interior design student at the UT School of Architecture with a passion for two things: interior design (true) and writing short biographies (false).

At age 12, I saw HGTV for the first time. For a girl who answered the childhood question "What do you want to be when you grow up?" with "Artist," it was love at first sight. Born and raised in Austin, Texas by parents who met in the UT Tower, my newfound love was met with ample pre-teen ambition and resulted in this Google search: UT interior design. I received my School of Architecture acceptance on my 18th birthday.

Architecture school has taught me the skills I need to create and execute beautiful and functional spaces. The way an interior can empower an individual to affect change is contagious, and there are so many in need of that encouragement. I want to work at a firm that provides beautiful and comfortable housing for people without a home and in need around the world. I want what starts here to change the world, and that's (true).



THE PROGRAM



THE SITE

Located in the heart of New York City, the building is situated in the heart of the city's cultural and creative district. The site is characterized by its historic architecture and its proximity to the city's most vibrant cultural and creative districts.



THE COLLECTION

The Sound Recording Museum is a collection of vintage recording equipment, including tape recorders, microphones, and other audio equipment, which are displayed in a dedicated exhibition space. The collection is curated to showcase the evolution of sound recording technology over the years.



THE CONCEPT

The concept for the Sound Recording Museum is to create a space that celebrates the art and science of sound recording. The museum is designed to be a place where visitors can learn about the history of sound recording, experience the process of recording, and enjoy the collection of vintage equipment.

THE EXPERIENCE



LOBBY AND RECORDING STUDIO



EXTERIOR FACADE

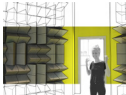


SOUND BUILDING



EXTERIOR FACADE

Figure 10: Floor plan of the second floor of the building. The plan shows various rooms including a Lobby, Reception, and several offices. A color-coded system is used to highlight specific areas: yellow for 'Reception', orange for 'Reception', and teal for 'Reception'. The plan also includes a scale bar indicating 0 to 10 meters and a north arrow.





entry channel



reception space



reception counter



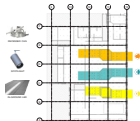
reception



reception counter



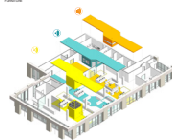
reception



REFLECTED GROUND PLAN (m²) = 7



furniture



Isometric and ground plan



Perspective rendering



Exterior rendering (m²) = 7

Sarah Proefrock

Third Year Interior Design



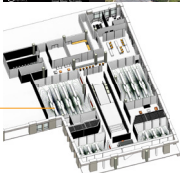
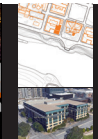
My passion for design developed at a young age and I have since enjoyed every opportunity to practice it. As an interior design student at the University of Texas at Austin, I have received unparalleled experience in the design process from schematic design all the way to selecting final finishes. My first year at UT, we took a field trip to Dell Children's Medical Center here in Austin and it truly inspired me. Upon graduation, I aspire to become a designer at a firm specializing in healthcare. One of the reasons I love design so much is how it can influence the well-being of the people that are encompassed by it.

The Museum of Magnetic Sound Recording was designed to become a manifestation of "intrigue" and "discovery" to keep visitors looking forward to the next encounter of exhibition, recording studios, or just a lounge to grab a coffee and rest before continuing through the museum. For visitors to thoroughly enjoy the individual pieces in the collection, it is separated into four permanent exhibition areas that organize the collection by decade. When a visitor is not enjoying the museum by day, they are welcome to return for events at night as the temporary exhibit turns into the event center and it as well as the cafe and lounge are activated as a place for people of the community to gather and enjoy everything else this museum has to offer.



CONCEPT

The concept for this project is to create a space that is both functional and aesthetically pleasing. The design is based on the idea of a 'moviemaker's office' where the user can create and edit their own movies. The space is designed to be flexible and adaptable to different needs and preferences. The design is based on the idea of a 'moviemaker's office' where the user can create and edit their own movies. The space is designed to be flexible and adaptable to different needs and preferences.





DISCOVERY

THE DISCOVERY SPACE IS A LARGE, OPEN, AND BRIGHT AREA THAT IS DESIGNED TO BE A PLACE WHERE VISITORS CAN LEARN AND EXPLORE. IT IS A PLACE WHERE VISITORS CAN LEARN AND EXPLORE. IT IS A PLACE WHERE VISITORS CAN LEARN AND EXPLORE.



Source: [illegible]





DENSITY

SENSITIV
 Your confidential information will be shared with the following individuals to assist in your case and otherwise as the situation requires.



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FLEXIBILITY

FEARIBILITY
The most of the members came as a "hardcore" group, as well as my first clients. The second of the members showed some extra fearfulness and had some control issues were also "hardcore" because the nature of the work is "hardcore" and only as a positive feeling inside.



Elizabeth Quan

Third Year Interior Design



My name is Elizabeth Quan and I am a 23 year old interior design student from Guatemala City. What sparked my interest in this field was when my parents built our house when I was 12 years old. They let me share my ideas and help design parts of the house. Looking at design magazines and watching interior design shows, such as Top Design, also lead me to major in this field. The interior design program at The University of Texas at Austin is a great combination of interior design and architecture, and it has also provided me with many opportunities to study abroad and network. I hope that in the future I can work for a hospitality firm where I can be involved in all aspects of the design.



DESIGN CONCEPT

The design of MOSR is a response to the need for a new, modern, and sustainable building that can serve as a hub for the community. The building is designed to be a multi-functional space that can accommodate a variety of uses, including office space, retail, and community space. The design is inspired by the local architecture and the surrounding environment, and it aims to create a building that is both functional and aesthetically pleasing.



The floor plan is designed to be flexible and adaptable, allowing for a variety of uses. The building is divided into several zones, each with its own set of rooms and facilities. The zones are designed to be interconnected, allowing for easy movement between different areas of the building.



The interior of the building is designed to be a multi-functional space that can accommodate a variety of uses, including office space, retail, and community space. The design is inspired by the local architecture and the surrounding environment, and it aims to create a building that is both functional and aesthetically pleasing.





Architectural floor plan diagram.



Architectural floor plan diagram.





ENTRANCE - 1



CONCEPT

The concept is to create a modern, minimalist interior space that is both functional and aesthetically pleasing. The design is inspired by the natural world, specifically the structure of a honeycomb, which is a symbol of efficiency and strength. The space is designed to be a place where people can relax, socialize, and work.

DESIGN

The design is a minimalist, modern interior space. It features a long, low wooden bar with stools, orange chairs, and a wall with a geometric pattern. The space is designed to be a place where people can relax, socialize, and work.



Laura Sockrider

Third Year Interior Design



I am a 22 year old Interior Design student from Pearland, TX. I became interested in the field of architecture during my travels to Portugal, Scotland and Ireland. I loved being able to experience history and see firsthand the innovation of architecture. I have always had an attention to detail and an eye for color. My main goal in pursuing Interior Design is to help people and improve the relationship between the building and daily life. Throughout my academic career, I have managed a busy schedule by prioritizing and multi-tasking. I have a passion for music and have been a dedicated member of The University of Texas Longhorn Band for four years as a flute and piccolo player.

Thus, the Museum of Magnetic Sound Recording studio project was a great opportunity to apply my love for music and the industry to a real application. The prospect of this Museum in Austin is extremely exciting and I am honored to have been able to develop ideas for it.

Next, I look forward to pursuing a career in healthcare design, in order to help people become and remain well. The field of healthcare design is expanding and becoming more versatile and enriched, I am thrilled to see where design leads me in the future!



MUSEUM of SOUND RECORDING

THE GOAL OF THE MUSEUM OF SOUND RECORDING IS TO
 EDUCATE AND INSPIRE THE
 FUTURE, THROUGH THE PRESERVATION
 OF HISTORICAL SOUND RECORDING
 TECHNOLOGY.

THE MUSEUM WILL BE A PLACE FOR
 THE FUTURE, WHERE THE
 FUTURE OF SOUND RECORDING
 WILL BE SHAPED.

CONCEPT



MISSION

THE MUSEUM OF SOUND RECORDING IS
 A PLACE WHERE THE FUTURE OF
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 THE MUSEUM WILL BE A PLACE FOR
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 WILL BE SHAPED.

EXHIBITION



MOUSE

THE MUSEUM OF SOUND RECORDING IS A PLACE WHERE THE FUTURE OF SOUND RECORDING WILL BE SHAPED.



LOBBY

THE LOBBY IS A PLACE WHERE THE FUTURE OF SOUND RECORDING WILL BE SHAPED.

BAR + LOUNGE

THE BAR + LOUNGE IS A PLACE WHERE THE FUTURE OF SOUND RECORDING WILL BE SHAPED.

PERMANENT COLLECTION EXHIBITION

THE PERMANENT COLLECTION EXHIBITION IS A PLACE WHERE THE FUTURE OF SOUND RECORDING WILL BE SHAPED.

TEMPORARY EXHIBITION

THE TEMPORARY EXHIBITION IS A PLACE WHERE THE FUTURE OF SOUND RECORDING WILL BE SHAPED.

RECEPTION

THE RECEPTION IS A PLACE WHERE THE FUTURE OF SOUND RECORDING WILL BE SHAPED.



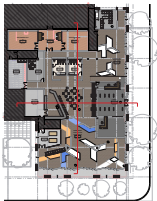
THE MUSEUM



THE MUSEUM OF SOUND RECORDING IS A PLACE WHERE THE FUTURE OF SOUND RECORDING WILL BE SHAPED.

THE MUSEUM OF SOUND RECORDING IS A PLACE WHERE THE FUTURE OF SOUND RECORDING WILL BE SHAPED.





PLAN: 1/8" = 1'



VINTAGE SOUND
RECORDING DEVICES
1910, 1920, 1930, 1940

INTERMEDIATE
COLLECTION

RELATED MUSIC +
BROADCASTS
CELEBRITY ARTISTS





AXON



FOP

Raquel Torres

Third Year Interior Design



I am a 21 year old Interior Design student from Houston, TX. I have always been interested in Art and Architecture, and the Interior Design Program at UT has become a way to meld my two interests.

My initial concept for this semester's studio was to create a space that felt more interactive rather than observational for museum goers that come to see the large collection of recording equipment. This was achieved through the use of glass envelopes at different scales for personal and public programs. These glass envelopes created invisible boundaries that separate user from viewer while maintaining an interactive feel through the exposing of display, programs, electrical wiring, and mechanical systems.



SITE
 The museum is located in the heart of downtown Austin, Texas, near the intersection of the Red River and the Colorado River. The site is a prime location for the museum, as it is surrounded by a mix of historic and modern architecture, and is easily accessible by public transportation and car.



EXPOSE CONCEPT

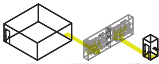
The EXPOSE concept is a multi-layered architectural strategy designed to create a dynamic and engaging museum experience. It is centered around the idea of 'exposure'—both in the sense of revealing hidden stories and in the sense of exposing visitors to a wide range of sound-related experiences. The concept is realized through a series of interconnected spaces, including a large central hall, a series of smaller galleries, and a rooftop terrace. The architecture is characterized by its use of light, color, and sound, creating a unique and memorable environment for visitors.

EXPOSE STUDIES



1. EXPOSE STUDIES
 2. EXPOSE STUDIES
 3. EXPOSE STUDIES
 4. EXPOSE STUDIES





EXPOSED display

The EXPOSED display is a modular system that allows for the creation of a variety of display configurations. It is designed to be flexible and adaptable to different spaces and needs. The system consists of a series of interconnected modules that can be arranged in a variety of ways to create a display that is both functional and aesthetically pleasing. The EXPOSED display is a versatile and innovative solution for a wide range of display needs.



NORTH SECTION



AXONOMETRIC VIEW



EXPOSED PROGRAM

The program for the building is divided into three main areas: the main hall, the exhibition space, and the office space. The main hall is a large, open-plan space that serves as the central hub for the building. The exhibition space is a series of rooms that are used to display art and other cultural objects. The office space is a series of smaller rooms that are used for administrative and support functions.



EAST SECTION



EXPOSED COLLECT

The building is designed to be a flexible space that can accommodate a variety of different programs. The main hall is a large, open-plan space that can be used for a variety of different purposes, including as a main hall, an exhibition space, or a large meeting room. The exhibition space is a series of rooms that can be used to display art and other cultural objects. The office space is a series of smaller rooms that can be used for administrative and support functions.

Sheridan Treadwell

Third Year Interior Design



I was born and raised in Lubbock, Texas, which is right in the middle of nowhere and the source of my Texas accent that becomes more pronounced the closer I am to the Panhandle. My interest in design stemmed from a lifelong love of the visual arts. My family can attest to the fact that many of my childhood afternoons were spent fashioning elaborate creations from paper, glue, and paint. I found interior design in my search for a career path that will allow me to engage with the world in meaningful, creative ways. A perfectionist at heart, I find design to be at the ideal intersection of left-brain and right-brain thinking.

My personal motivation in pursuing an interior design degree is to truly enjoy what I am doing with my life and to improve other's lives in the process. I cannot imagine finding this contentment and satisfaction in any other career. Studying interior design at the UT School of Architecture challenges me everyday to think about the built environment in new and innovative ways, and I'm excited to work in a field that constantly pushes the boundaries of how we interact with the world around us.

When I'm not in the studio, you'll find me on the hunt for the best queso Austin has to offer or tweeting about Kanye West.

MUSEUM OF SOUND RECORDING

DESIGN CONCEPT

The goal of the design is to create a **living museum** that celebrates the history and evolution of sound recording technology. The museum will be a place where visitors can learn about the science of sound, the art of recording, and the impact of recording on culture and society. The museum will be a place where visitors can experience the magic of sound recording in a way that is both educational and entertaining.



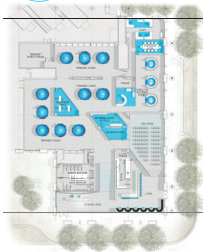
THE COLLECTION

A museum dedicated to the history of sound recording and reproduction, the Museum of Sound Recording will showcase a collection of vintage and modern recording equipment, including tape recorders, turntables, and mixing consoles.

The heart of the museum's exhibit is the collection of vintage recording equipment, including tape recorders, turntables, and mixing consoles. The collection will also include modern recording equipment, such as digital recorders and mixers, to show the evolution of the technology.

COLLECTION TOTALS

ARCHITECTURAL DIAGRAM



THE SITE: AUSTIN, TEXAS



The museum is located in the heart of Austin, Texas, in a building that was formerly the site of the Texas State Capitol. The building is a historic landmark and is now a part of the city's cultural district. The museum will be a place where visitors can learn about the history of sound recording and the impact of recording on culture and society.



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FURNISHINGS & FIXTURES

Furniture and light fixtures all have geometric forms and are placed and oriented in their own way. People are encouraged to sit and stand in the different spaces. Standing and sitting, however, are not used in the same way. Standing is a more active posture than sitting and requires more energy.



MUSEUM OF SOUND RECORDING: BRAND

Brand identity is a key element of a company's overall image. It is a visual representation of the company's values, mission, and vision. The brand identity is a key element of a company's overall image.

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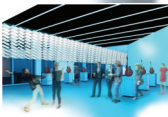
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DAY TO NIGHT: EVENT SPACE

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Spectrum Lighting
University Co-op
Materials Lab

