

A mutually beneficial relationship between humans and horses.

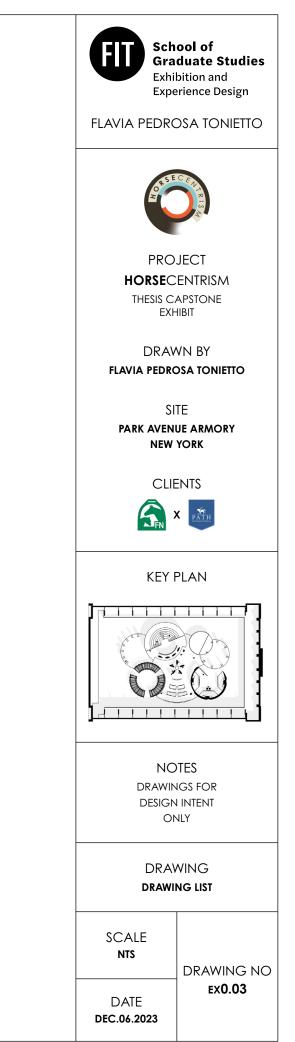
#### DESIGN DEVELOPMENT PACKAGE

**GRADUATE THESIS** MA EXHIBITION AND EXPERIENCE DESIGN SUNY FASHION INSTITUTE OF TECHNOLOGY

FLAVIA PEDROSA TONIETTO

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EX.0.00	GENERAL	EX.1.24 EX.1.25	02B RENDER 03B EXPERIENCE DESCRIPTION	Experience Design
LA.U.UU	GENERAL	EX.1.25	03B AMPHITEATHER RENDER	FLAVIA PEDROSA TONIETTO
EX.0.01	COVER PAGE	EX.1.28	03B CAVE PAINTINGS RENDER	
EX.0.01	DRAWING LIST	EX.1.27	03B PUPPET WORKSHOP RENDER	A SECTOR
EX.0.02	DRAWING LIST DRAWING LIST CONT'D	EX.1.29	04B EXPERIENCE DESCRIPTION	
EX.0.04	DRAWING LIST CONT'D	EX.1.30	04B RENDER	PROJECT
E/(.0.0-1		EX.1.31	05B EXPERIENCE DESCRIPTION	HORSECENTRISM
EX.1.00	EXECUTIVE SUMMARY	EX.1.32	05B RENDER	THESIS CAPSTONE EXHIBIT
		EX.1.33	06B EXPERIENCE DESCRIPTION	DRAWN BY
EX.1.01	BIG IDEA STATEMENT	EX.1.34	06B PROJECTION ROOM RENDER	FLAVIA PEDROSA TONIETTO
EX.1.02	PROJECT PARAMETERS   SUBJECT	EX.1.35	06B SHARING PANEL RENDER	SITE
EX.1.03	PROJECT PARAMETERS   CLIENT	EX.1.36	07B EXPERIENCE DESCRIPTION	PARK AVENUE ARMORY NEW YORK
EX.1.04	PROJECT PARAMETERS   CLIENT	EX.1.37	07B HORSE SIMULATOR RENDER	New TORK
EX.1.05	PROJECT PARAMETERS   AUDIENCE	EX.1.38	07B TESTIMONIALS RENDER	CLIENTS
EX.1.06	PROJECT PARAMETERS   VENUE	EX.1.39	DURATION & STAFF ROLES	
EX.1.07	PROJECT & EXHIBITION DESCRIPTION	EX.1.40	POST VISIT ENGAGEMENT	
EX.1.08	GOALS			KEY PLAN
EX.1.09	CONCEPT DIAGRAM	EX.2.00	SCHEDULES AND LISTS	
EX.1.10	BUBBLE FLOOR PLAN			A ST CHARLES TO THE
EX.1.11	CONCEPT ON PLAN	EX.2.01	GRAPHIC SCHEDULE	
EX.1.12	EXPERIENCE DESCRIPTION	EX.2.02	GRAPHIC SCHEDULE CONT'D	
EX.1.13	00A: WAYFINDING RENDER	EX.2.03	GRAPHIC SCHEDULE CONT'D	
EX.1.14	00A: WAYFINDING RENDER	EX.2.04	GRAPHIC SCHEDULE CONT'D	NOTES
EX.1.15	00A: WAYFINDING RENDER	EX.2.05	GRAPHIC SCHEDULE CONT'D	DRAWINGS FOR
EX.1.16	00B: AXONOMETRIC	EX.2.06	GRAPHIC SPECIFICATION LIST	DESIGN INTENT ONLY
EX.1.17	MODEL	EX.2.07	FINISH SCHEDULE	
EX.1.18	MODEL CONT'D	EX.2.08	FINISH SCHEDULE CONT'D	DRAWING DRAWING LIST
EX.1.19	MODEL CONT'D	EX.2.09	FINISH SCHEDULE CONT'D	
EX.1.20	MODEL CONT'D	EX.2.10	AV SCHEDULE	SCALE
EX.1.21	01B EXPERIENCE DESCRIPTION	EX.2.11	LIGHTING SCHEDULE	NTS DRAWING
EX.1.22	01B RENDER	EX.2.12	OBJECT SCHEDULE	DATE Ex0.02

EX.2.13	OBJECT SCHEDULE CONT'D	EX.4.00	GRAPHICS
EX.2.14	OBJECT SCHEDULE CONT'D		
EX.2.15	OBJECT SCHEDULE CONT'D	EX.4.01	GRAPHIC LOOK & FEEL
		EX.4.02	GRAPHIC IDENTITY
EX.3.00	PLANS, ELEVATIONS, & SECTIONS	EX.4.03	LOGO
		EX.4.04	COLLATERAL
EX.3.01	SYMBOLS LIST	EX.4.05	POSTER
EX.3.02	LOCATION PLAN	EX.4.06	POSTER APPLIED
EX.3.03	GRAPHIC LOCATION PLAN	EX.4.07	POSTER APPLIED CONT'D
EX.3.04	SITE PLAN	EX.4.08	POSTER APPLIED CONT'D
EX.3.05	CODED FLOOR PLAN	EX.4.09	POSTER APPLIED CONT'D
EX.3.06	GRAPHIC LOCATION PLAN	EX.4.10	WAYFINDING
EX.3.07	FINISH PLAN	EX.4.11	WAYFINDING CONT'D
EX.3.08	AV PLAN	EX.4.12	WAYFINDING CONT'D
EX.3.09	REFLECTED CEILING PLAN	EX.4.13	INTRODUCTION GRAPHIC
EX.3.10	TRANSVERSAL & LONGITUDINAL SECTIONS	EX.4.14	AREA INTRODUCTION GRAPH
EX.3.11	01B DIMENSIONED PLAN	EX.4.15	AREA INTRODUCTION GRAPH
EX.3.12	01B SECTION	EX.4.16	AREA INTRODUCTION GRAPH
EX.3.13	02B DIMENSIONED PLAN	EX.4.17	AREA INTRODUCTION GRAPH
EX.3.14	02B AV PLAN	EX.4.18	CONTENT GRAPHICS
EX.3.15	02B SECTION	EX.4.19	CONTENT GRAPHICS CONT'E
EX.3.16	03B DIMENSIONED PLAN	EX.4.20	CONTENT GRAPHICS CONT'
EX.3.17	03B SECTION	EX.4.21	CONTENT GRAPHICS CONT'E
EX.3.18	04B DIMENSIONED PLAN		
EX.3.19	04B SECTION	EX.5.00	DETAILS
EX.3.20	05B DIMENSIONED PLAN		
EX.3.21	05B SECTION	EX.5.01	04B EXTERNAL WALL PLAN
EX.3.22	06B DIMENSIONED PLAN	EX.5.02	04B UNFOLDED ELEVATIONS
EX.3.23	06B SECTION	EX.5.03	04B UNFOLDED ELEVATIONS
EX.3.24	07B DIMENSIONED PLAN	EX.5.04	04B CENTRAL WALLS PLAN
EX.3.25	07B OBJECT PLAN	EX.5.05	04B WALL A
EX.3.26	07B SECTION	EX.5.06	04B WALL B



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EX.5.07	04B WALL C
EX.5.08	04B AXONOMETRIC
EX.5.09	04B AXONOMETRIC
EX.5.10	07B PLAN
EX.5.11	07B DETAIL 1

- **EX.5.12** 07B DETAIL 2
- **EX.5.13** 07B DETAIL 3



# **EXECUTIVE SUMMARY**

## **BIG IDEA STATEMENT**

Simply interacting with a horse has the potential to positively impact people's lives. The recognition of qualities in the horse gave rise to Equine Assisted Therapy: practice that understands the horse as a health-promoting agent. Providing the horse with quality of life is essential for building a relationship of mutual benefit, as well as an opportunity to repay all the good that the horse has provided to humanity. This is Horsecentrism, a mutually beneficial relationship between humans and horses. The Horsecentrism exhibition aims to publicize and make accessible the practice of equine therapy, as well as beneficial practices for the horse.



## **PROJECT PARAMETERS**

#### **SUBJECT**

Through the theme of **HORSES AND EQUINE THERAPY**, the exhibition explores the relationships that developed between humans and horses. From the beginning, when horses were represented in caves, being hunted, or later incorporated into society through sports, the horse has always been present. Moreover, the horse has been used as a healing agent since very early times. Hippocrates, in his book "De Dieta", advised horse riding as a treatment for pathologies, as it benefited health in general. The project seeks to represent these relationships through time, but mainly to disseminate the horse's contribution to therapies.







# CLIENT

## PATH INTERNATIONAL

Mission: To ensure universal recognition of professional equine-assisted services and the transformative impacts that enrich lives.

Vision: PATH Intl. believes in the inherent worth and dignity of every person and recognizes the historical and current lack of diversity within the equine-assisted services industry. We commit to increasing diversity, equity and inclusion, leading by example within the equine assisted services industry, and expanding access and opportunity for all people. We will provide education and resources and collaborate with marginalized and/or underrepresented people and communities, while actively seeking representation from those communities for our governing Board of Trustees, staff, members, certificants and volunteers.





# CLIENT

# **GERMAN EQUESTRIAN FEDERATION(FN)**

The FN is the umbrella organization for nearly all equestrian sports and breeding associations in Germany.

Mission: The promotion of equestrian sport and horse breeding, the provision of guidance and services, and the preservation of the historic relationship between man and horse.

Resposabilities and Objectives Promotion of:

- Joy of living,

- Training and education,
- The sport for pleasure and performance,
- German horses and breeding,
- Horse keeping,
- Animal welfare,
- Environmental responsability and care for the environment,
- Responsible horse care.



## AUDIENCE

Primary: Local and international tourists (Explorers, Experience Seekers, Facilitators).

Secondary: People who are directly involved with horses, such as equine therapy professionals, professional riders, and amateurs. People who provide any service to the welfare of horses (Hobbyists, Experience Seekers, Facilitators, Rechargers).

Tertiary: Horse Lovers (Explorers, Experience Seekers).





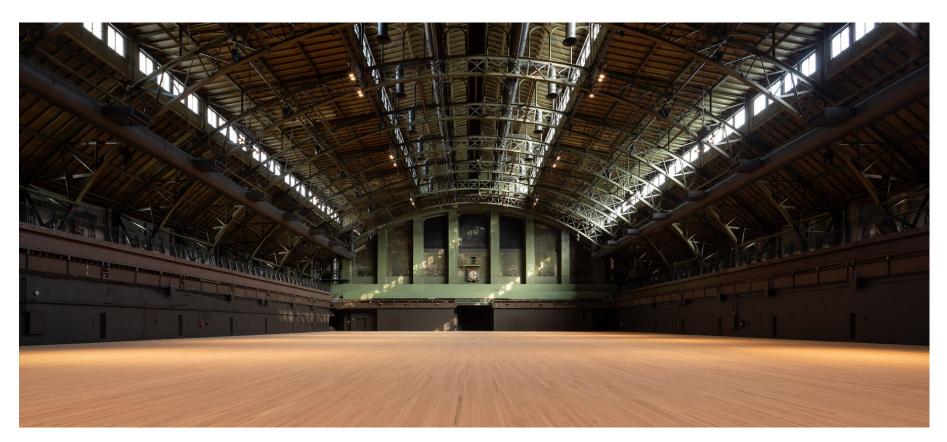
## VENUE

## PARK AVENUE ARMORY

Completed in 1881, the Armory served as a military, cultural and social center for the Regiment as well as New York society of the Gilded Age.

# WADE THOMPSON DRILL HALL

A monument in the history of American engineering. 55,000 square feet of open, uncolumned space. 80-foot-high barrel vaulted roof or "ballon shed" is the oldest of this scale in America, featuring eleven elliptical wrought iron arches designed by Charles Macdonald.





#### **PROJECT INTRODUCTION**

Through the theme of Horses and Equine Therapy, I sought to explore factors that affect people's behavior in exhibition environments. To explore the way visitors move around exhibition environments, I opted for an open floor plan, which gives visitors greater freedom to choose their path. The exhibition takes place in circular areas around the main theme: Equine Therapy. There are two groups containing three themes. The first group is divided into Armies and Warriors, WWI, and Horses and the Arts, while the second group is divided into: Equestrian World, A Billion-Dollar Industry, and The Equine Carbon "Hoofprint". My goal is to make visitors understand the relationship that existed and still exists between humans and horses, bringing an approach focused on the well-being of both, but especially the horse. The clients provide a real opportunity and example of the relationship between humans and horses today.

#### **EXHIBITION DESCRIPTION**

Through the theme of Horse and Equine Therapy, the project explores the way in which visitors interpret the space and consequently move through it. The exhibition explores the relationships that developed between humans and horses. From the beginning, when horses were represented in caves, being hunted, or later incorporated into society through sports, the horse has always been present. Moreover, the horse has been used as a healing agent since very early times. Hippocrates, in his book "De Dieta", advised horse riding as a treatment for pathologies, as it benefited health in general. The project seeks to represent these relationships through time, but mainly to disseminate the horse's contribution to therapies.



## **PROJECT GOALS**

The exhibition will show:

- How people navigate and circulate in exhibitions.
- If there are predominant patterns in people's behavior.
- If elements of the exhibition influence the path taken.
- How the layout interferes with circulation.

# **EDUCATION GOALS**

Visitors will learn about:

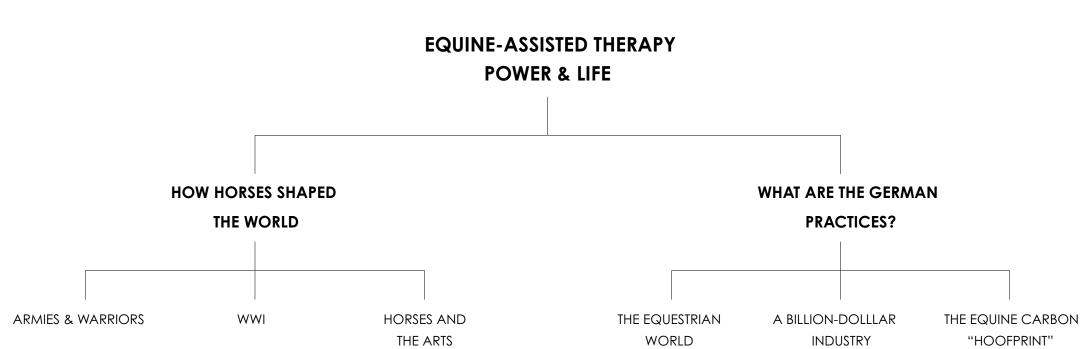
- The horses' contribution to shaping the world and specifically in WWI.
- Paintings of horses in caves, War Horse Performance made with life-size puppets.
- The use of horses in assisted therapies.
- What are the German practices and why do Germans stand out in equestrian competitions.

# **EXPERIENCE GOALS**

Visitors will experience:

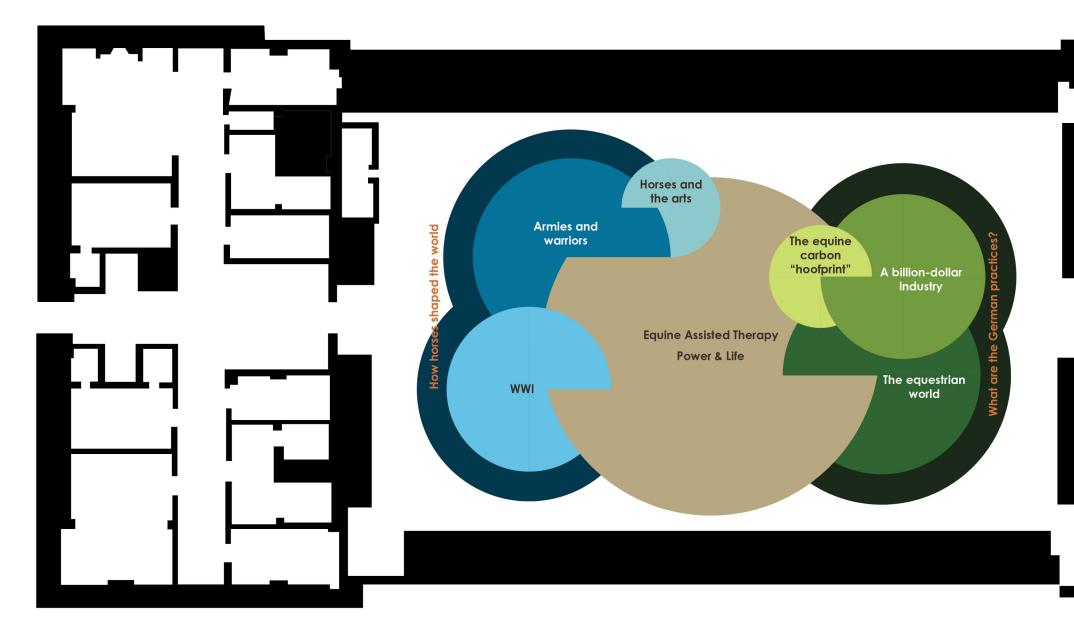
- Competition games that, in addition to teaching, bring out in visitors the competitive side present in equestrian competitions.
- Encourage curiosity to create connections and empathy through what horses experience in WWI.
- A simulation of an equine-assisted therapy session will help visitors understand what the benefits of therapy are and why this treatment is used.

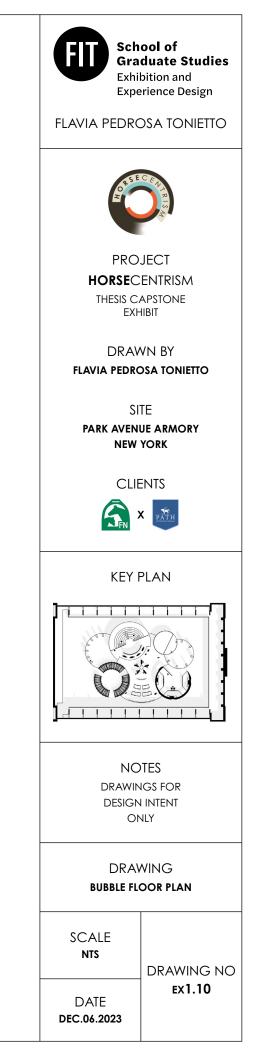




CONCEPT DIAGRAM



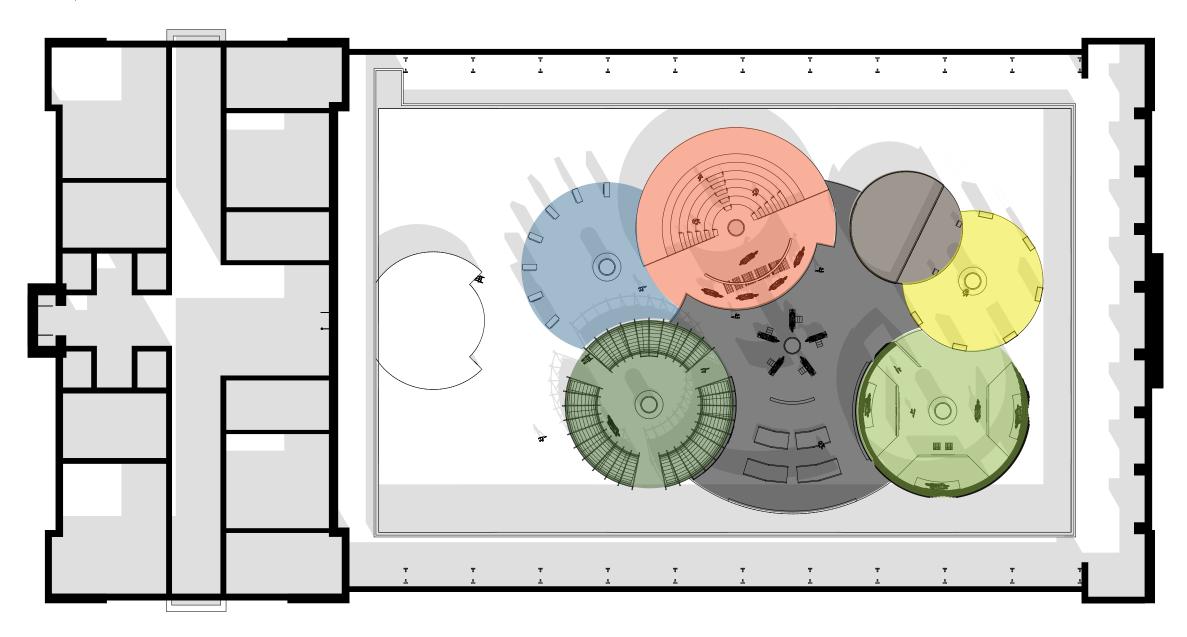






\* OPEN FLOOR PLAN

\*\* 55,000 FT<sup>2</sup>





#### FLAVIA PEDROSA TONIETTO



PROJECT HORSECENTRISM THESIS CAPSTONE EXHIBIT

DRAWN BY Flavia pedrosa tonietto

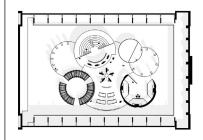
SITE

PARK AVENUE ARMORY NEW YORK

CLIENTS



KEY PLAN



NOTES DRAWINGS FOR DESIGN INTENT ONLY

DRAWING CONCEPT ON PLAN

SCALE NTS

DATE Dec.06.2023

DRAWING NO
Ex1.11

#### **EXPERIENCE DESCRIPTION**

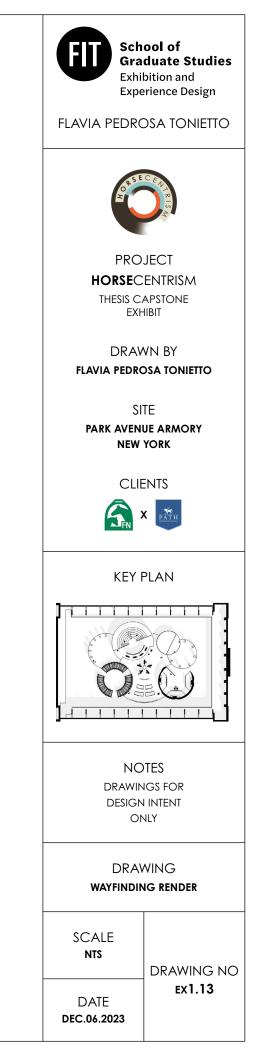
Three types of wayfinding were developed in the vicinity of the Park Avenue Armory to guide visitors to the exhibit. The first wayfinding is the footprints of a horse and a man walking side by side, located on two corners, starting from the 68 St-Hunter College metro station. The second wayfinding, a metal structure with the logo, directs visitors to the building's entrance and is located in the corners of the block. And finally the third wayfinding, there are four giant banners located on the facade of the Park Avenue Armory.

Upon entering the exhibition, visitors will be exposed to an introductory video that will briefly describe each area, this way visitors will have an idea of the content they will be exposed to. After the introductory video, visitors will be able to move freely around the space. Through an open floor plan, my objective was to encourage visitor participation regarding a menu of possible circulation routes, so visitors can choose what they want to see. Furthermore, a transparent layout, with as few dividers as possible, allows visitors to better understand the relationship between the exhibits. Among the seven topics developed, the main one, Equine Therapy, is located in the center, dividing the others into two groups of three. The areas are visibly identified, through colors and a central cylinder that, in addition to having the name of the key concept, also has seats. The objective is to make visitors read these elements as points of reference, identifying them as distinct areas with different content.



# 00A: WAYFINDING RENDER







# 00A: WAYFINDING RENDER







#### FLAVIA PEDROSA TONIETTO



PROJECT HORSECENTRISM THESIS CAPSTONE EXHIBIT

DRAWN BY Flavia pedrosa tonietto

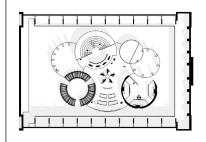
#### SITE

PARK AVENUE ARMORY NEW YORK

CLIENTS



KEY PLAN



NOTES DRAWINGS FOR DESIGN INTENT ONLY

# DRAWING WAYFINDING RENDER

SCALE NTS

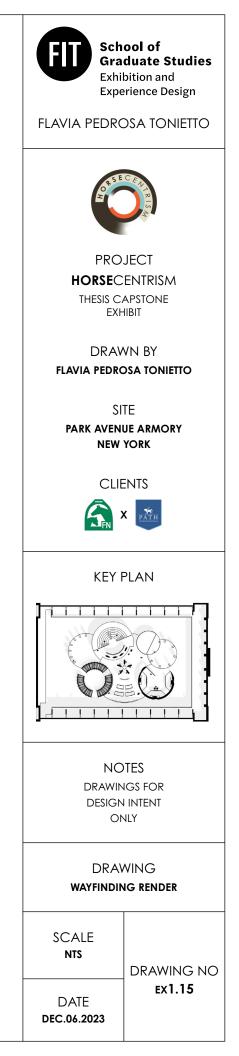
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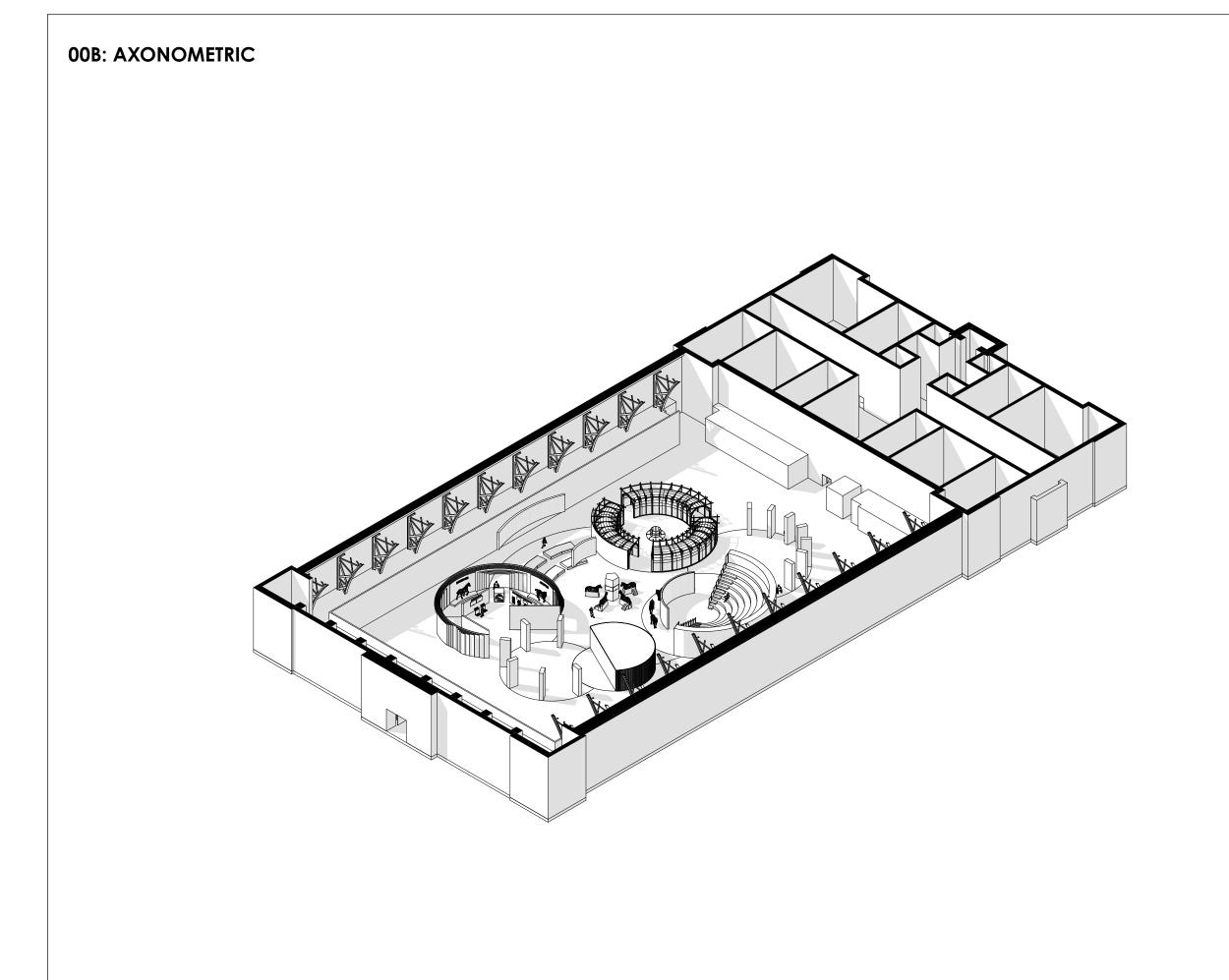
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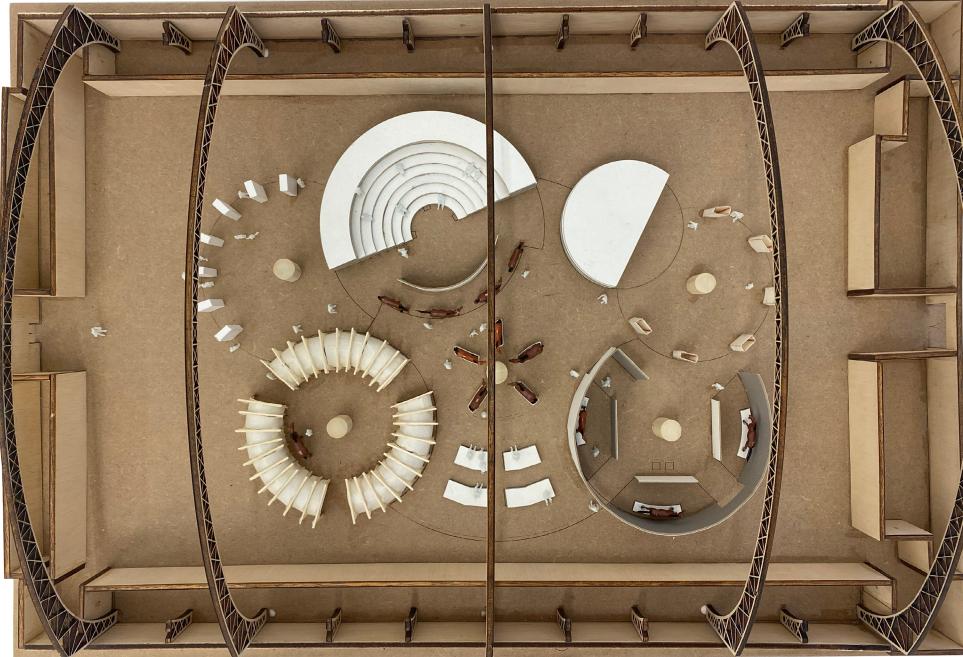
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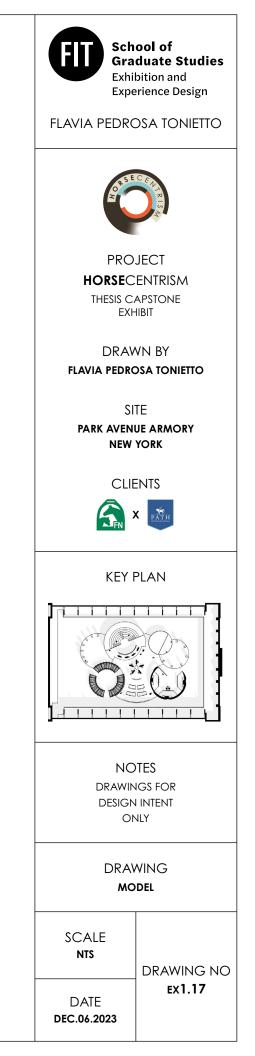




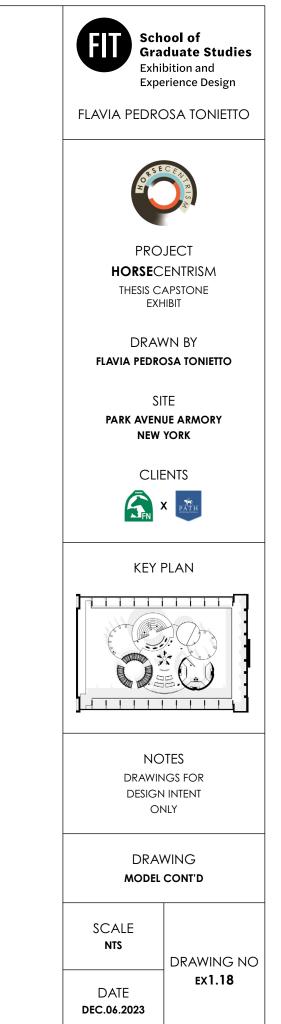
















#### FLAVIA PEDROSA TONIETTO



PROJECT HORSECENTRISM THESIS CAPSTONE EXHIBIT

DRAWN BY Flavia pedrosa tonietto

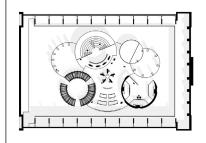
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PARK AVENUE ARMORY NEW YORK

CLIENTS



KEY PLAN



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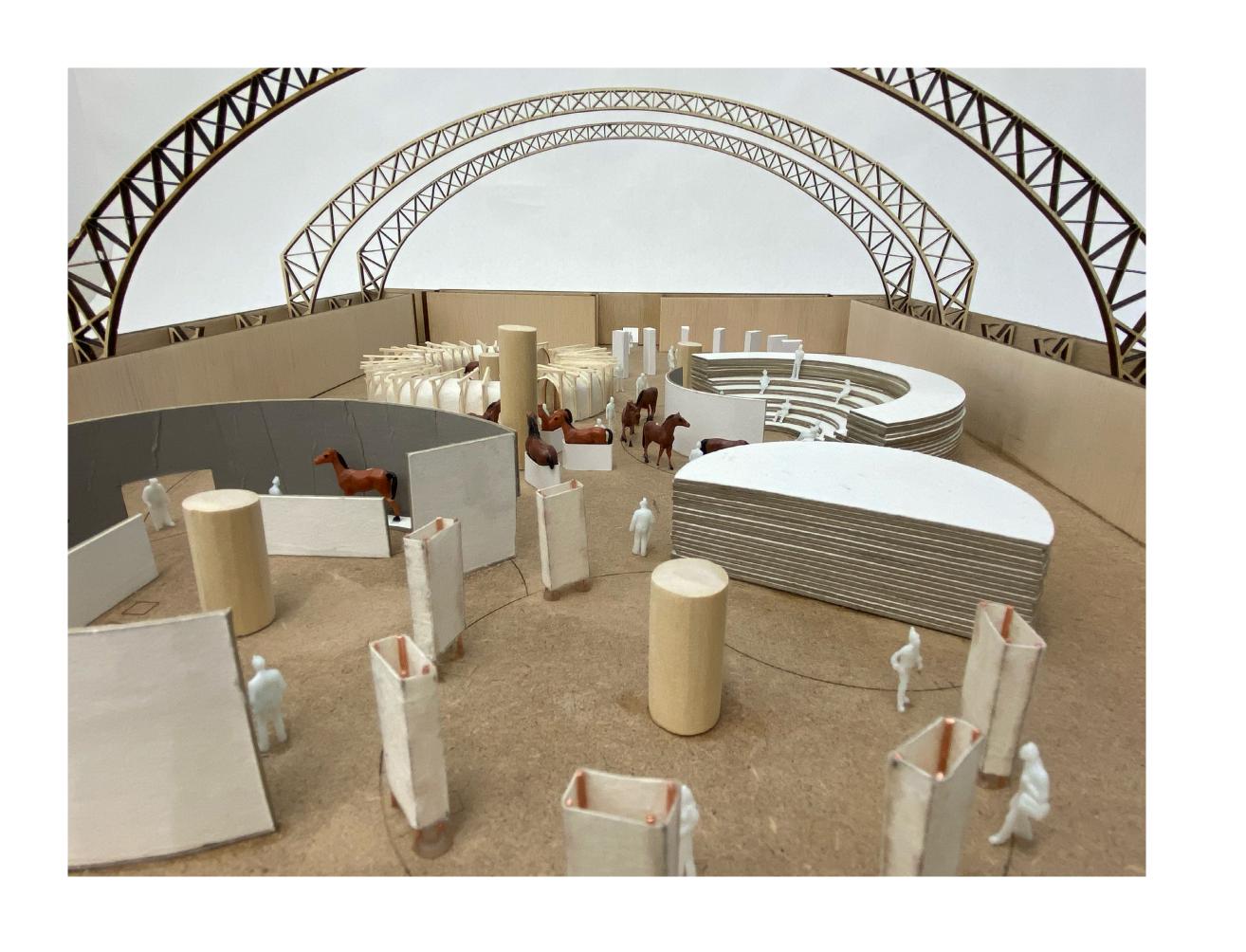
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#### FLAVIA PEDROSA TONIETTO



PROJECT HORSECENTRISM THESIS CAPSTONE EXHIBIT

DRAWN BY FLAVIA PEDROSA TONIETTO

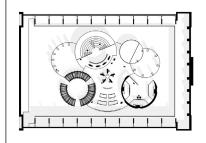
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CLIENTS



KEY PLAN



NOTES DRAWINGS FOR DESIGN INTENT ONLY

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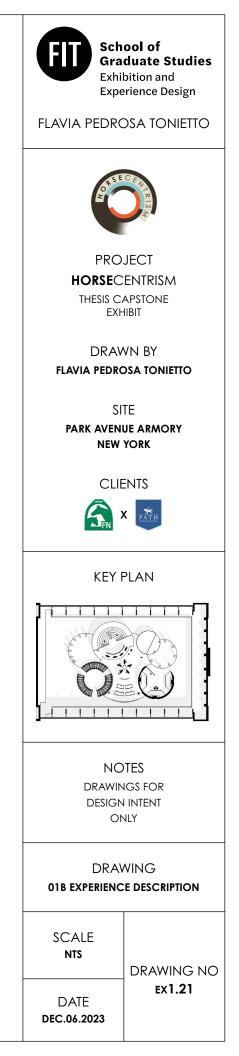
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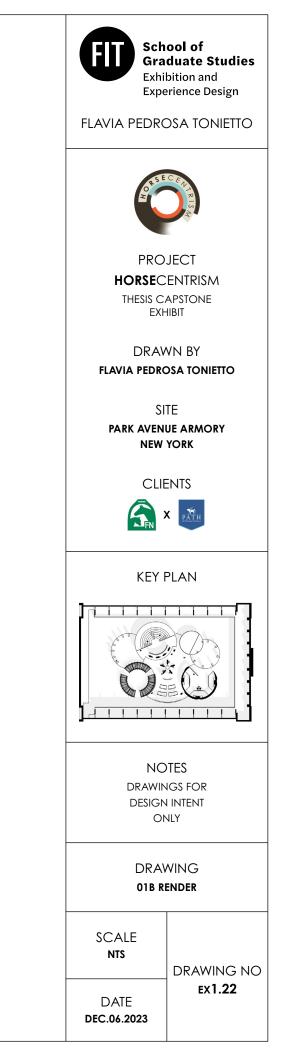
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## **ARMIES AND WARRIORS**

After the introductory video, upon entering the exhibition, visitors will be closer to Armies and Warriors, which consists of seven vertical blocks, arranged in a circle, which contain dioramas of important battles and their respective warriors and armies, such as Hernán Cortes, Napoleon Bonaparte, Genghis Khan, Alexander The Great, Attila The Hun, Roman Empire, and Battle of Poitiers. Each display can be seen on both sides of the vertical block, thus allowing the visitor to have visual access from more than one angle. Visitors will learn through the scenes how unequal a battle can be when one side has horses and the other does not, but most importantly that the horse helped to forge the image of great warriors.

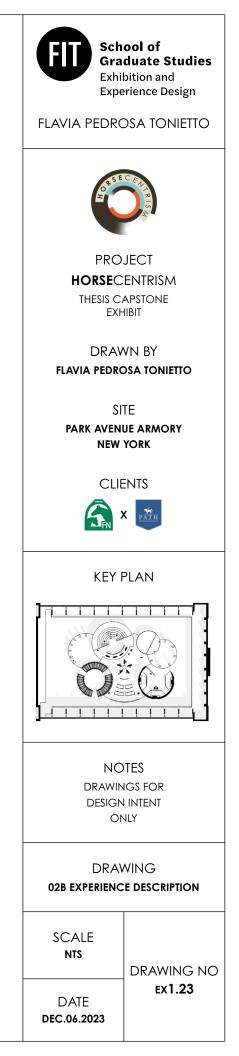




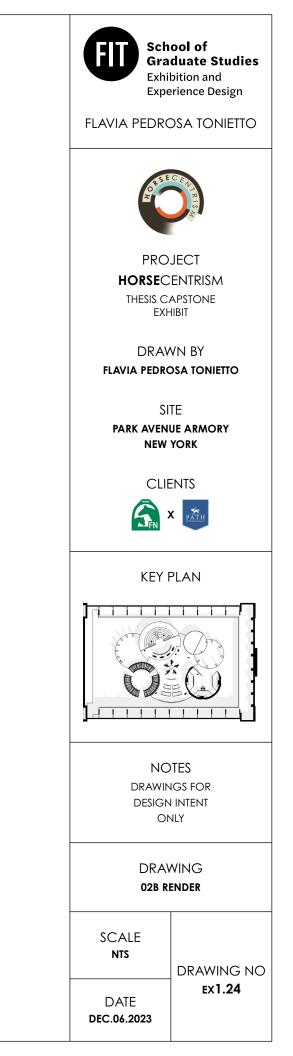


## WWI

Next to Armies and Warriors is the First World War Tunnel, which consists of a circular tunnel with three entrances made of fabric. The exterior of the tunnel is surrounded by a thin wooden structure that resembles the idea of trenches. The tunnel is divided into three parts: the participation of the horses before, during, and after the war, which corresponds to the collection of horses from all over the world, the work of the horses in the war, and the auction of the horses after the war. Videos corresponding to each of the three phases are projected on the tunnel walls, and sounds narrating these moments are also available to visitors when walking through or near the tunnels. My intention is to provide an immersive experience so that visitors will understand the role of horses in the First World War, and consequently have empathy for the work carried out by horses.







## HORSES AND THE ARTS

This area has three activities that take place in an amphitheater. The first is War Horse Performance, a show that uses life-size horse puppets, which are manipulated by at least three actors. The amphitheater serves as a bleacher for visitors.

The second activity is Cave Paintings of horses, which take place under the bleacher. It consists of a semicircular tunnel that has extruded drawings of horses made in caves on one side, and on the other side, there is paper for people to make their own drawings of horses. When the paper is full of drawings it is rolled up and a new surface of paper without drawings is exposed.

The third activity is Life-Size Horse Puppet Workshop, which takes place on the opposite side of the amphitheater stage, where four puppets, identical to those used in the War Horse Performance, are available to visitors so they can handle them. For each puppet, at least three people are required, therefore, the activity seeks to encourage the participation of visitors even if they do not belong to the same group. Additionally, visitors will learn about horses' body language. This activity is supervised by an exhibition team and takes place using passwords with timetables that are distributed to interested visitors.

Through the three activities, visitors will learn that horses have been part of human lives for a long time and understand that this relationship has been transforming to the point of generating balance and respect for humans and horses.



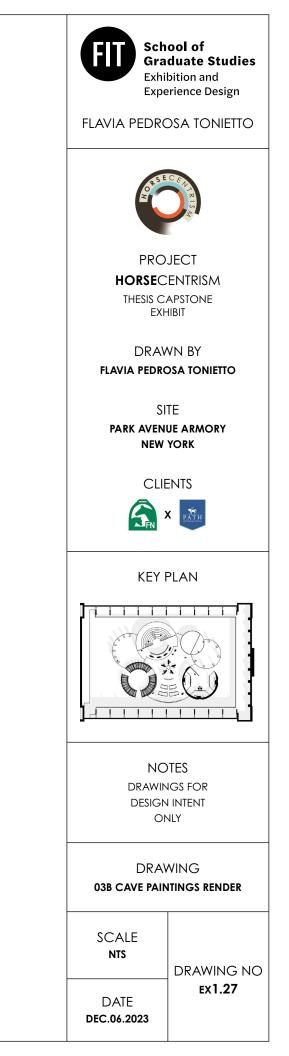




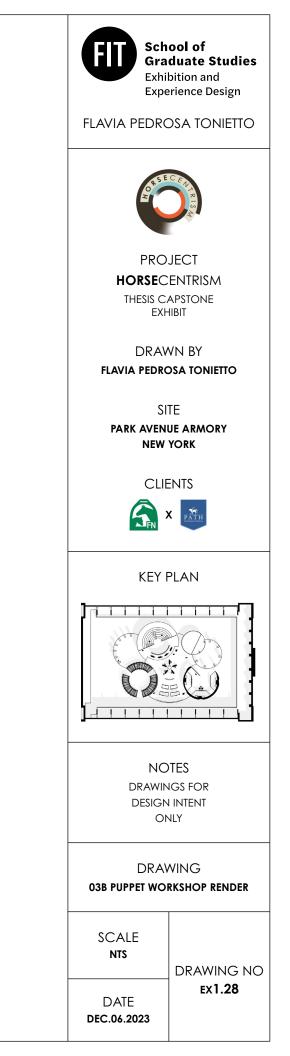
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## THE EQUESTRIAN WORLD

The Equestrian World also has three activities that mainly seek to awaken people's competitive side. The first is What Horses Can and Cannot Eat, which can be played individually or in pairs. The objective is to get eight of the sixteen available foods right first. Participants have turns and they must take the food from the wall, scan it in the horse's mouth and place it back. On the wall, red luminous numbers represent the wrong foods, while green luminous numbers represent the correct foods.

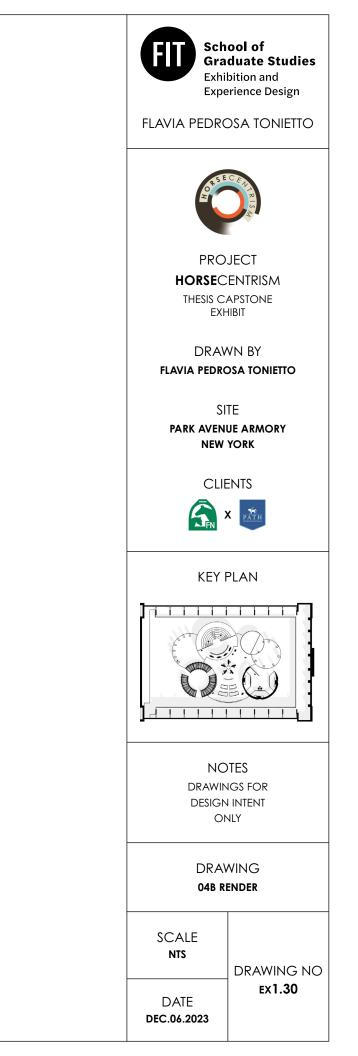
The second activity is Horses in Motion. The objective is to reproduce the horse's gaits: walk, trot, and canter, in that order using the hands and feet. Lights light up on the surfaces representing the hands and feet as the participant touches them. Whoever manages to reproduce the movements first wins. This activity can also be played individually.

The third activity is Grooming the Horse, it can be carried out individually and is educational in nature. The visitor learns how to clean the horse, using the correct tools and movements, in the correct sequence.

All three activities seek to teach visitors how to handle horses, and the appropriate foods, in addition to understanding the horse's mechanics, which is extremely important when practicing sports.

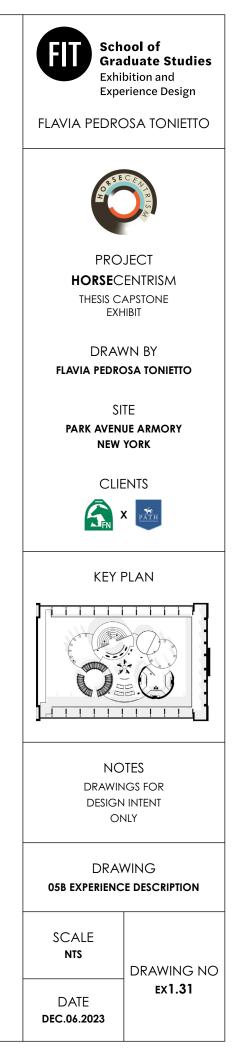






## A BILLION-DOLLAR INDUSTRY

In this area, visitors will see six vertical rectangular elements made of fabric positioned in a circle. Each element represents an area of the equestrian industry: food, equipment, instructors, veterinarians, farriers, and horse breeders. One side of the blocks contains the name of the activity, through a gobo light, while on the other surface a video about the economic activity carried out is projected. Through this information, visitors will be able to understand how economically relevant the equine industry is, representing billions of dollars.



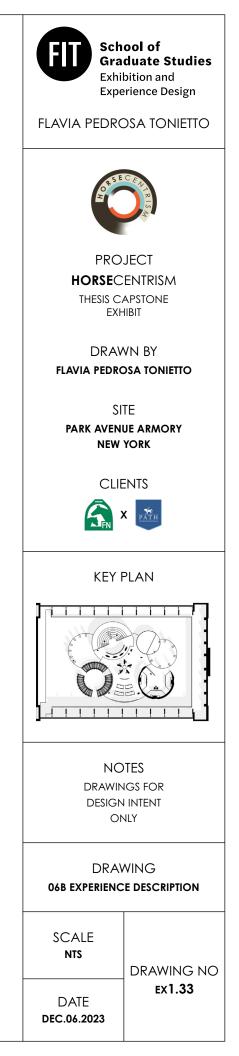




#### THE EQUINE CARBON "HOOFPRINT"

This area consists of a semi-circular projection room, in which visitors can sit on chairs to learn about the case study of a stable in Sweden. The stable is called Lövsta Stuteri, which works in partnership with researchers from Wageningen University in the Netherlands to develop tools capable of measuring CO<sub>2</sub> emissions. The stable has an average of one hundred highperformance horses and has a management system focused on sustainable practices, such as: measuring the consumption of energy, water, and manure, sorting waste, reducing consumption, and purchasing environmentally friendly goods, in addition, the establishment has developed an award to encourage the best environmental initiative in Sweden and in the US to support different organizations.

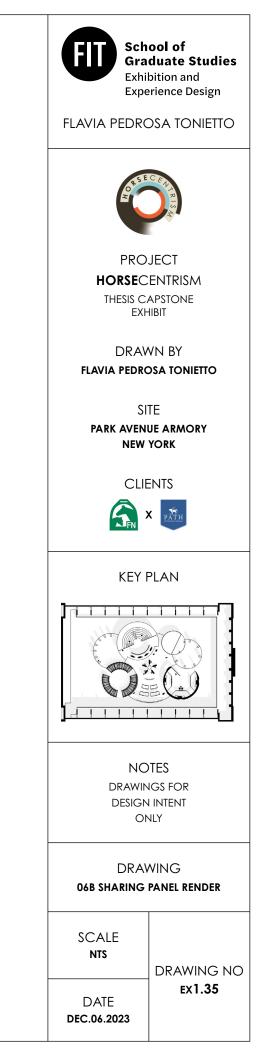
On the outside wall of the projection room, there is an interactive panel called Sharing Your Sustainable Actions that invites visitors to share sustainable initiatives, through two interfaces located in front of the panel. The objective is to share information and thus teach and motivate visitors to adopt sustainable practices.











#### **THE EQUINE-ASSISTED THERAPY: POWER & LIFE**

In this area there are two main activities, the first is the Equine Therapy Simulator, which consists of five horse simulators arranged radially around a cylinder. Each simulator will be assisted by two people, one who controls the horse simulator and a therapist who accompanies the visitor on the horse's side. The horse simulator reproduces equine- assisted therapy in a more controlled way, providing the visitor with an approximate experience of the therapy. Each session lasts an average of six minutes and interested visitors receive a timed ticket to avoid queues.

The second activity consists of projecting testimonials from equine therapy patients on a semicircular screen hanging from the ceiling. Visitors will be able to sit or lie down on the ottoman seats, feeling comfortable to watch the testimonies. The audio can be accessed through QR codes on visitors' cell phones, or provided through headphones at the exhibition. Through patient testimonials, visitors will learn how relevant and transformative equine therapy is, and will thus share the information or even be interested in bringing it into their lives.

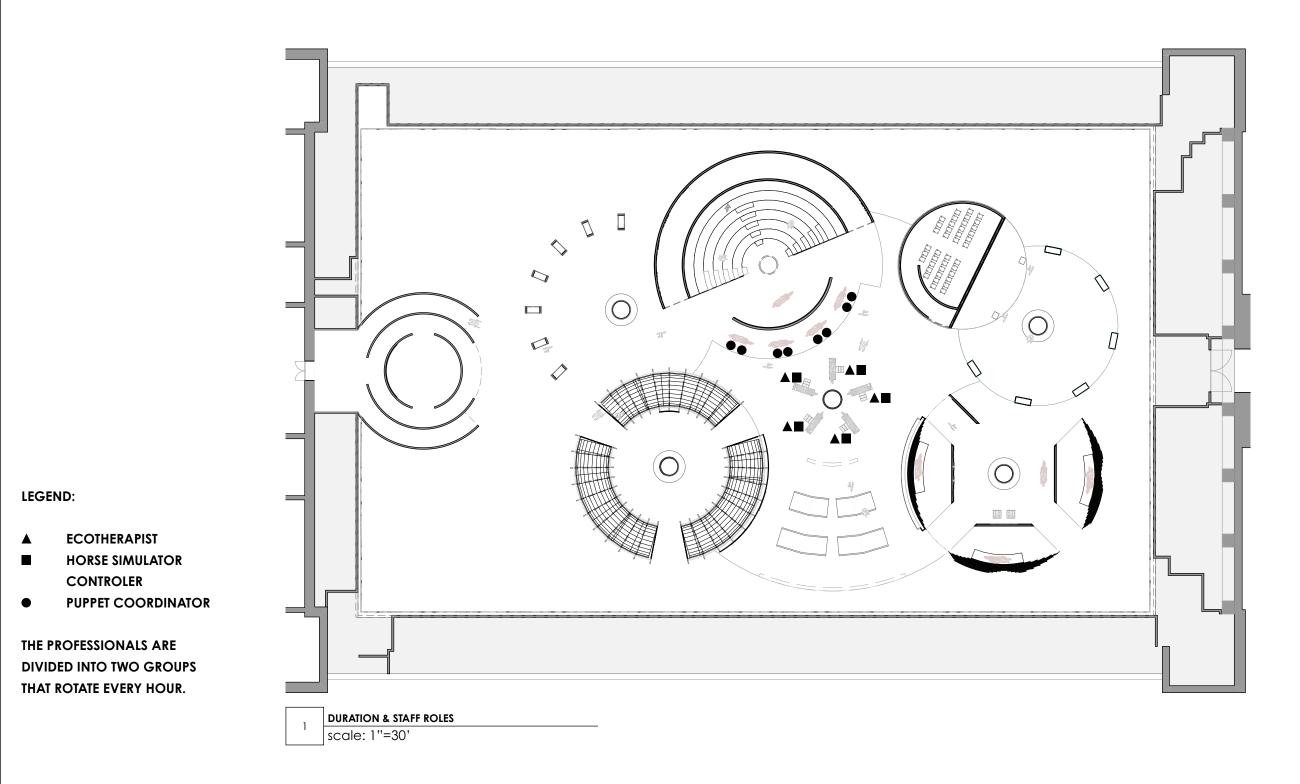


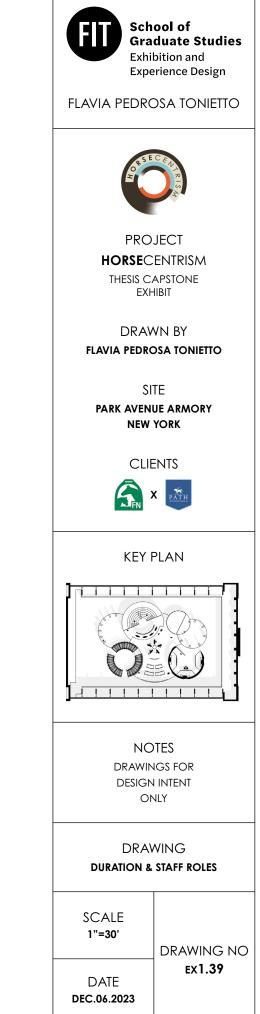










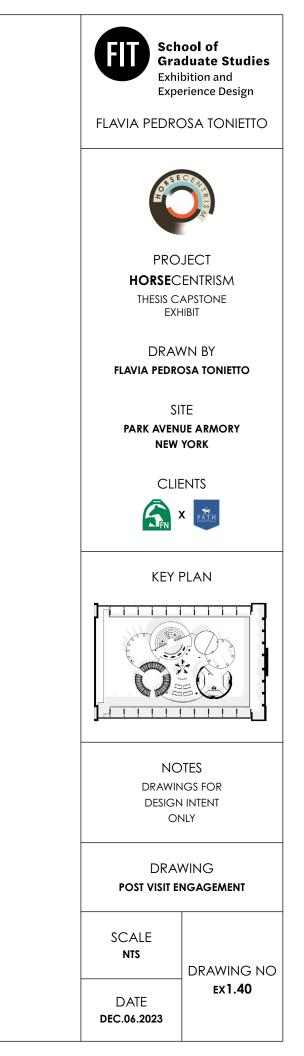


#### POST VISIT ENGAGEMENT

Scanning the QR code, visitors will have access to three options: the first is to schedule an equine therapy session at one of the establishments that partner with PATH International, the second option is to access the PATH International website to search for information regarding certification of the practice of equine therapy and the third and final option is to access the German Equestrian Federation website.



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	SUBMIT
	HORSECENTRISM EXHIB





# **SCHEDULES & LISTS**

#### **GRAPHIC SCHEDULE**

CODE	SIGN TYPE	DESCRIPTION				
SECTION 00A						
00A.01 00A.02 00A.03 00A.04 00A.05 00A.05 00A.06 00A.07 00A.08 00A.09 00A.10 00A.11 00A.12	A A A B B B B C C C C C	WAYFINDING FACADE BANNER WAYFINDING FACADE BANNER WAYFINDING FACADE BANNER WAYFINDING FACADE BANNER FREESTANDING DIRECTIONAL WAYFINDING FREESTANDING DIRECTIONAL WAYFINDING FREESTANDING DIRECTIONAL WAYFINDING FREESTANDING DIRECTIONAL WAYFINDING EXTERIOR DIRECTIONAL FLOOR GRAPHIC EXTERIOR DIRECTIONAL FLOOR GRAPHIC EXTERIOR DIRECTIONAL FLOOR GRAPHIC				
00A.12 00A.13 00A.14	C C	INTERIOR FLOOR GRAPHIC INTERIOR FLOOR GRAPHIC INTERIOR FLOOR GRAPHIC				
SECTION 00B						
00B.01	D	INTRODUCTION LOGO				
SECTION 01B						
01B.01	E	INTRODUCTION TITLE				
01B.02.GR01 01B.02.GR02	D F	MEDIUM EXTRUDED CONCENTRIC SEMICIRCLES DIMENSIONAL LETTERS				
01B.03.GR01	D	MEDIUM EXTRUDED CONCENTRIC SEMICIRCLES				



	01B.03.GR02	F	DIMENSIONAL LETTERS
	01B.04.GR01 01B.04.GR02	D F	MEDIUM EXTRUDED CONCENTRIC SEMICIRCLES DIMENSIONAL LETTERS
	010.04.0802		
	01B.05.GR01	D	MEDIUM EXTRUDED CONCENTRIC SEMICIRCLES
	01B.05.GR02	F	DIMENSIONAL LETTERS
		D	
	01B.06.GR01 01B.06.GR02	D F	MEDIUM EXTRUDED CONCENTRIC SEMICIRCLES DIMENSIONAL LETTERS
	010.00.0K02	•	
	01B.07.GR01	D	MEDIUM EXTRUDED CONCENTRIC SEMICIRCLES
	01B.07.GR02	F	DIMENSIONAL LETTERS
	01B.08.GR01	D	MEDIUM EXTRUDED CONCENTRIC SEMICIRCLES
	01B.08.GR02	F	DIMENSIONAL LETTERS
S	SECTION 02B		
	02B.01	E	INTRODUCTION TITLE
S	SECTION 03B		
	03B.01	Е	INTRODUCTION TITLE
		-	
	03B.02	F	DIMENSIONAL LETTERS
	03B.03.GR01	G	SCULPTED HIGH DENSITY FOAM MADE BY A SCENIC ARTIST
	03B.03.GR02	D	ACRYLIC HORSE SHAPES 1/4" THICKNESS
S	SECTION 04B		
	04B.01	Е	INTRODUCTION TITLE
		-	



04B.02.GR01	D	LARGE EXTRUDED CONCENTRIC SEMICIRCLES
04B.02.GR02	F	DIMENSIONAL LETTERS
040.02.0K02	I	
04B.03.GR01	D	LARGE EXTRUDED CONCENTRIC SEMICIRCLES
04B.03.GR02	F	DIMENSIONAL LETTERS
04B.03.GR03	D	Small extruded concentric semicircles
04B.03.GR04	E	CIRCULAR PICTURE
04B.03.GR05	D	Small extruded concentric semicircles
04B.03.GR06	F	DIMENSIONAL LETTERS
04B.03.GR07	D	Small extruded concentric semicircles
04B.03.GR08	F	DIMENSIONAL LETTERS, OPPOSITE SIDE
04B.04.GR01	D	LARGE EXTRUDED CONCENTRIC SEMICIRCLES
04B.04.GR02	F	DIMENSIONAL LETTERS
04B.04.GR03	D	Small extruded concentric semicircles
04B.04.GR04	E	CIRCULAR PICTURE
04B.04.GR05	D	Small extruded concentric semicircles
04B.04.GR06	F	DIMENSIONAL LETTERS
04B.04.GR07	D	Small extruded concentric semicircles
04B.04.GR08	F	DIMENSIONAL LETTERS, OPPOSITE SIDE
04B.05.GR01	D	LARGE EXTRUDED CONCENTRIC SEMICIRCLES
04B.05.GR02	F	DIMENSIONAL LETTERS
04B.05.GR03	D	Small extruded concentric semicircles
04B.05.GR04	E	CIRCULAR PICTURE
04B.05.GR05	D	SMALL EXTRUDED CONCENTRIC SEMICIRCLES
04B.05.GR06	F	DIMENSIONAL LETTERS
04B.05.GR07	D	Small extruded concentric semicircles
04B.05.GR08	F	DIMENSIONAL LETTERS, OPPOSITE SIDE
	-	
04B.06.GR01	F	DIMENSIONAL LETTERS
	-	
04B.07.GR01	F	DIMENSIONAL LETTERS



04B.08.GR01	F	DIMENSIONAL LETTERS
SECTION 05B		
05B.01	E	INTRODUCTION TITLE
SECTION 06B		
06B.01	E	INTRODUCTION TITLE
SECTION 07B		
07B.01	E	INTRODUCTION TITLE
07B.02.GR01	н	EXHIBIT DISPLAY LABEL
07B.02.GR02	н	EXHIBIT DISPLAY LABEL
07B.02.GR03	н	EXHIBIT DISPLAY LABEL
07B.02.GR04	н	EXHIBIT DISPLAY LABEL
07B.02.GR05	Н	EXHIBIT DISPLAY LABEL
07B.02.GR06	н	EXHIBIT DISPLAY LABEL
07B.02.GR07	н	EXHIBIT DISPLAY LABEL
07B.02.GR08	н	EXHIBIT DISPLAY LABEL
07B.02.GR09	Н	EXHIBIT DISPLAY LABEL
07B.02.GR10	Н	EXHIBIT DISPLAY LABEL
07B.02.GR11	Н	EXHIBIT DISPLAY LABEL
07B.02.GR12	Н	EXHIBIT DISPLAY LABEL
07B.02.GR13	Н	EXHIBIT DISPLAY LABEL
07B.02.GR14	Н	EXHIBIT DISPLAY LABEL
07B.02.GR15	н	EXHIBIT DISPLAY LABEL
07B.02.GR16	н	EXHIBIT DISPLAY LABEL
07B.02.GR17	н	EXHIBIT DISPLAY LABEL
07B.02.GR18	н	EXHIBIT DISPLAY LABEL
07B.02.GR19	Н	EXHIBIT DISPLAY LABEL



07B.02.GR20	н	EXHIBIT DISPLAY LABEL
07B.02.GR21	Н	EXHIBIT DISPLAY LABEL
07B.02.GR22	Н	EXHIBIT DISPLAY LABEL
07B.02.GR23	н	EXHIBIT DISPLAY LABEL
07B.02.GR24	н	EXHIBIT DISPLAY LABEL
07B.02.GR25	н	EXHIBIT DISPLAY LABEL
07B.02.GR26	н	EXHIBIT DISPLAY LABEL
07B.02.GR27	Н	EXHIBIT DISPLAY LABEL
07B.02.GR28	н	EXHIBIT DISPLAY LABEL
07B.02.GR29	н	EXHIBIT DISPLAY LABEL
07B.02.GR30	н	EXHIBIT DISPLAY LABEL
07B.03.GR01	D	PATH INTERNATIONAL EXTRUDE
07B.03.GR02	D	LARGE EXTRUDED CONCENTRI
07B.03.GR03	F	<b>DIMENSIONAL LETTERS</b>

ED LOGO + QR CODE RIC SEMICIRCLES DIMENSIONAL LETTERS



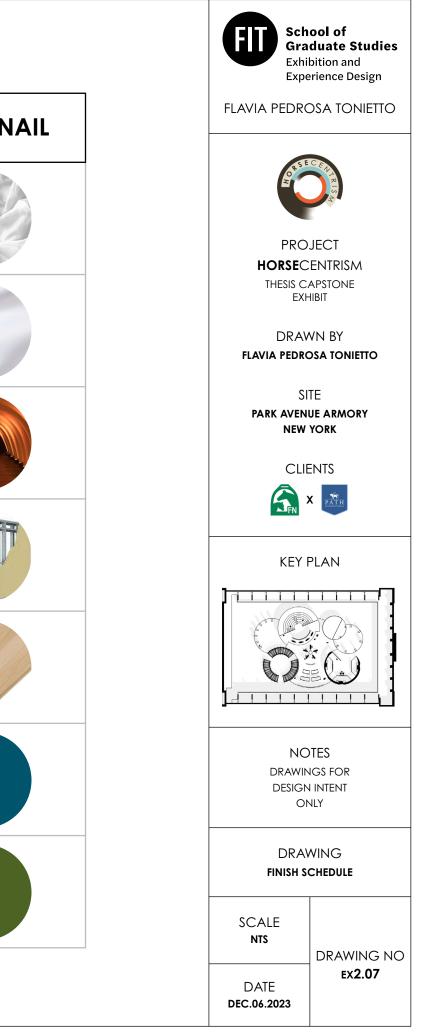
### **GRAPHIC SPECIFICATION LIST**

SIGN TYPE	DESCRIPTION
A B C D E F G H	EXTERIOR GRADE POLYESTER COATED FABRIC POWDER-COATED ALUMINUM, 0.160" THICK SURFACE ADHERED GRIT COATED EXTERIOR VINYL FLOOR GRAPHIC MDF LAMINATE MATCHED PMS, THICKNESS ACCORDING TO DRAWINGS HIGH RESOLUTION INK JET PRINTED VINYL DECAL 1/4" ACRYLIC DIMENSIONAL LETTER PAINTED MATCHED PMS 3M POLYSTYRENE FOAM 78 SPRAY TO EMULATE CAVE TEXTURE 1/8" BLACK ACRYLITE® SATINICE PANELS, BLIND FASTENERS, DIRECT PRINT SURFACE TYPE,
	LAMINATED

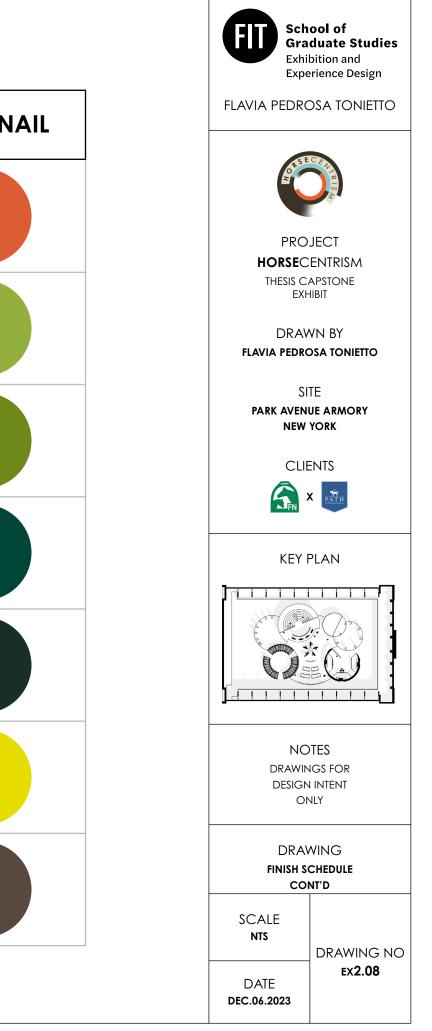


## FINISH SCHEDULE

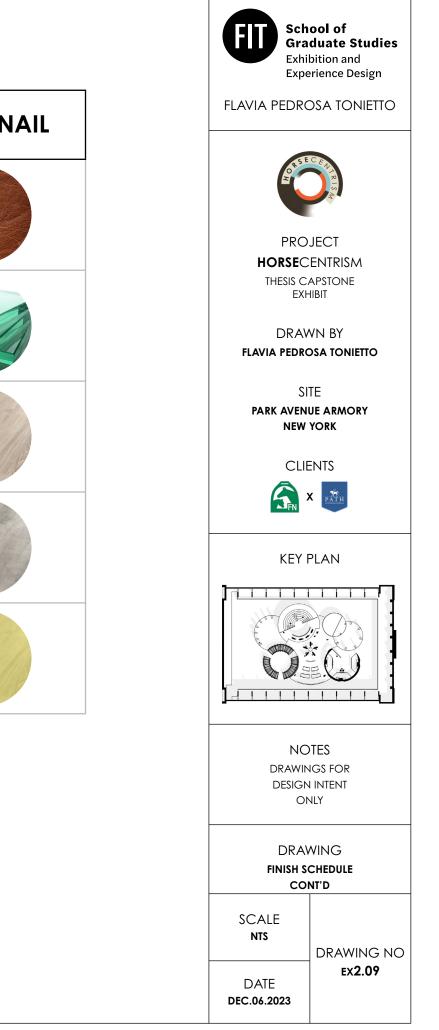
_						
	MATERIAL	CODE	DESCRIPTION	FINISH	LOCATION	THUMBN
	FABRIC	FB.01	Sheer White Fabric		ON THE PERIMETER OF THOMPSON HALL DRIL	
		FB.02	118'' HALO, IFR PROJECTION FABRIC	TIGHT WEAVE TWILL	05B, 06B	
	FABRIC STRUCTURE TUNNEL	FB.03	THE ORIGINATORS FABRIC SEE-SHELL TUNNEL 10'W X 10'H X 20'D		02B	
	STEEL	ST.01	Steel frame	GALVANIZED	00B, 03B, 04B, 06B	
	WOOD	WD.01	1/2" THICK PINE LAMINATED MDF	WOOD VENEER	00B, 01B, 02B, 03B, 04B, 05B, 06B, 07B	
		PT.01	COLOR MATCH PANTONE 120-16C	COLOR WASHED	OB 1	
	PAINT	PT.02	COLOR MATCH PANTONE 159-16C	COLOR WASHED	OB2, OB4	



MATERIAL	CODE	DESCRIPTION	FINISH	LOCATION	THUMBN
	PT.03	COLOR MATCH PANTONE 37-8C	COLOR WASHED	OB3	
	PT.04	COLOR MATCH PANTONE 157-15C	COLOR WASHED	OB4	
	PT.05	COLOR MATCH PANTONE 158 -16C	COLOR WASHED	OB4	
PAINT	PT.06	COLOR MATCH PANTONE 3308 C	COLOR WASHED	OB4	
	PT.07	COLOR MATCH PANTONE 5535 C	COLOR WASHED	OB4	
	PT.08	COLOR MATCH PANTONE 166-8C	COLOR WASHED	OB5	
	PT.09	COLOR MATCH PANTONE 23-16C	COLOR WASHED	OB6	



MATERIAL	CODE	DESCRIPTION	FINISH	LOCATION	THUMBN
LEATHER	LD.01	3/4 OZ LEATHER VEGETABLE-TANNED COWHIDE LEATHER	BROWN	07B	
GLASS	GL.01	laminated Glass	TRANLUCENT	07B	
VINYL	VL.01	BRUMARK VINYL PRINTED FLOOR	ASHLAND	07B	
	VL.02	BRUMARK VINYL PRINTED FLOOR	COLORADO	00B, 01B, 02B, 03B, 04B, 06B	
	VL.03	BRUMARK VINYL PRINTED FLOOR	YELLOW ASHLAND	05B	



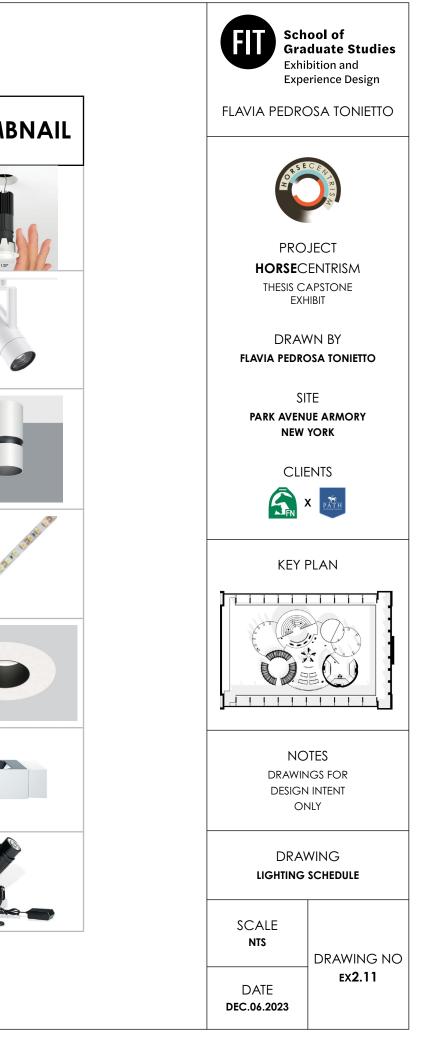
## AV SCHEDULE

CODE	TYPE	DESCRIPTION	MANUFACTURER	COMMENTS	THUMBNA
AV01	PROJECTOR	VPL-FHZ85 3LCD LASER PROJECTOR SONY, 474 W, 100-240 V, HDMI	SONY	N/A	
AV02	SPEAKER	CT 24-24 SONIC BEAM	BROWN	N/A	
AV03	TELEVISION	BRAVIA XR 65'' CLASS A80L OLED 4K HDR	SONY	Model XR-65A80L	SONY
AV04	TOUCHSCREEN	17 INCH TOUCHSCREEN METAL	BEETRONICS	Full HD Multi-touch Panel Model 17ts7m	17" b' beetre FULLHD 🕭

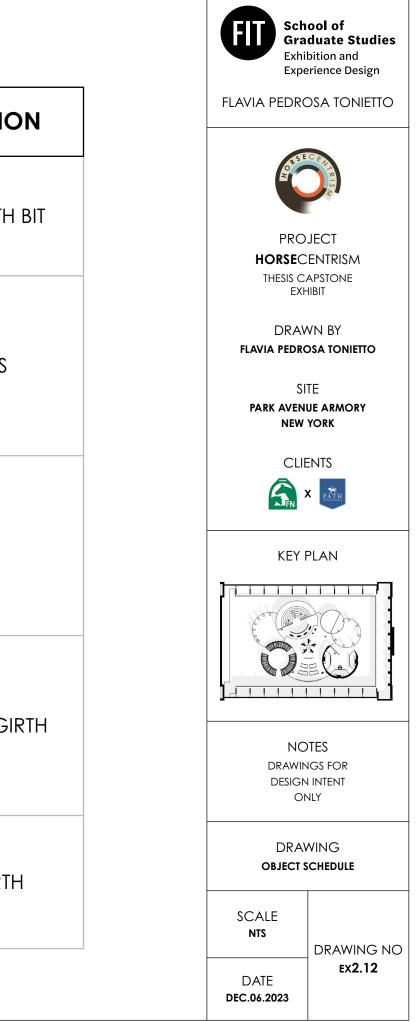


## LIGHTING SCHEDULE

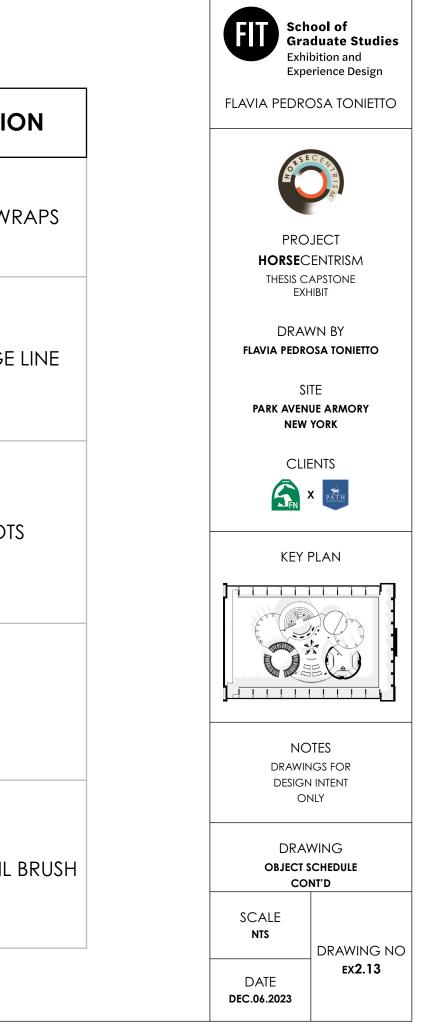
CODE	TYPE	DESCRIPTION	MANUFACTURER	WATTS	VOLTAGE	COMMENTS	THUMB
L1	LED	MICRO - M1RD HIGH OUTPUT 1.25'' ROUND	USAI LIGHTING	7 W	120 V	BLACK MATTE 3000K COLOR TEMPERATURE 90+ CRI	
L2	LED	spotlights Uniscan 120V	ERCO	21.6 W	120 V	BLACK 2700K COLOR TEMPERATURE 90+ CRI	ju j
L3	LED	ATRIUM DOUBLE FOCUS	ERCO	74.1 W	0-10V DIMMABLE	BLACK POLYMER 2700K COLOR TEMPERATURE 90+ CRI	
L4	LED	BLAZE LED TAPE	DIODELED	50 W	12 V	2700K COLOR TEMPERATURE	Steame can
L5	LED	SLIVERLED ROUND DOWNLIGHT, 1'' REGRESS — SR11	USAI LIGHTING	16 W	10 V	BLACK 3000K COLOR TEMPERATURE	C
L6	LED	PANTRAC	ERCO	12 W	120 V	WHITE POLYMER 2700K COLOR TEMPERATURE	
L7	GOBO PROJECTOR	GOBOSIGN 40W INDOOR GOBO	GOBOSIGN	40 W	100-240 V	ALUMINIUM ALLOY BLACK	



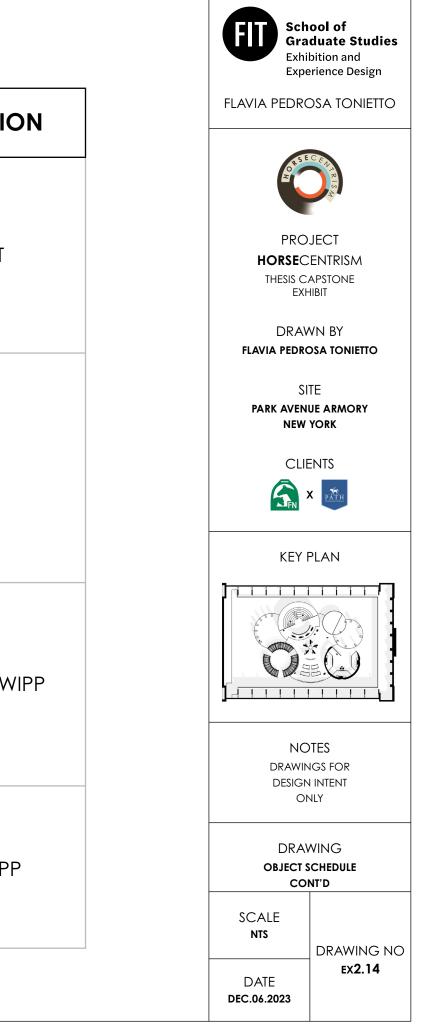
OBJECT	CODE	DESCRIPTION	OBJECT	CODE	DESCRIPTIC
	07A-01	DRESSAGE SADLLE		07A-06	WEYMOUNTH
	07A-02	JUMPING SADLLE		07A-07	STIRRUPS
				07A-08	SPURS
	07A-03	BRIDLE		07A-09	DRESSAGE GI
$\bigcirc$	07A-04	SINGLE-JOINTED BIT			
	07A-05	DOUBLE-JOINTED BIT		07A-10	JUMP GIRTH



OBJECT	CODE	DESCRIPTION	OBJECT	CODE	DESCRIPTIC
	074.11			07A-15	HORSE LEG WF
	07A-11	DRESSAGE BOOTS		07A-16	HORSE LUNGE
	07A-12	JUMPING BOOTS		07A-17	BELL BOOT
	07A-13	DRESSAGE PAD		07A-18	BRUSH
	07A-14	JUMPING PAD		07A-19	MANE AND TAIL



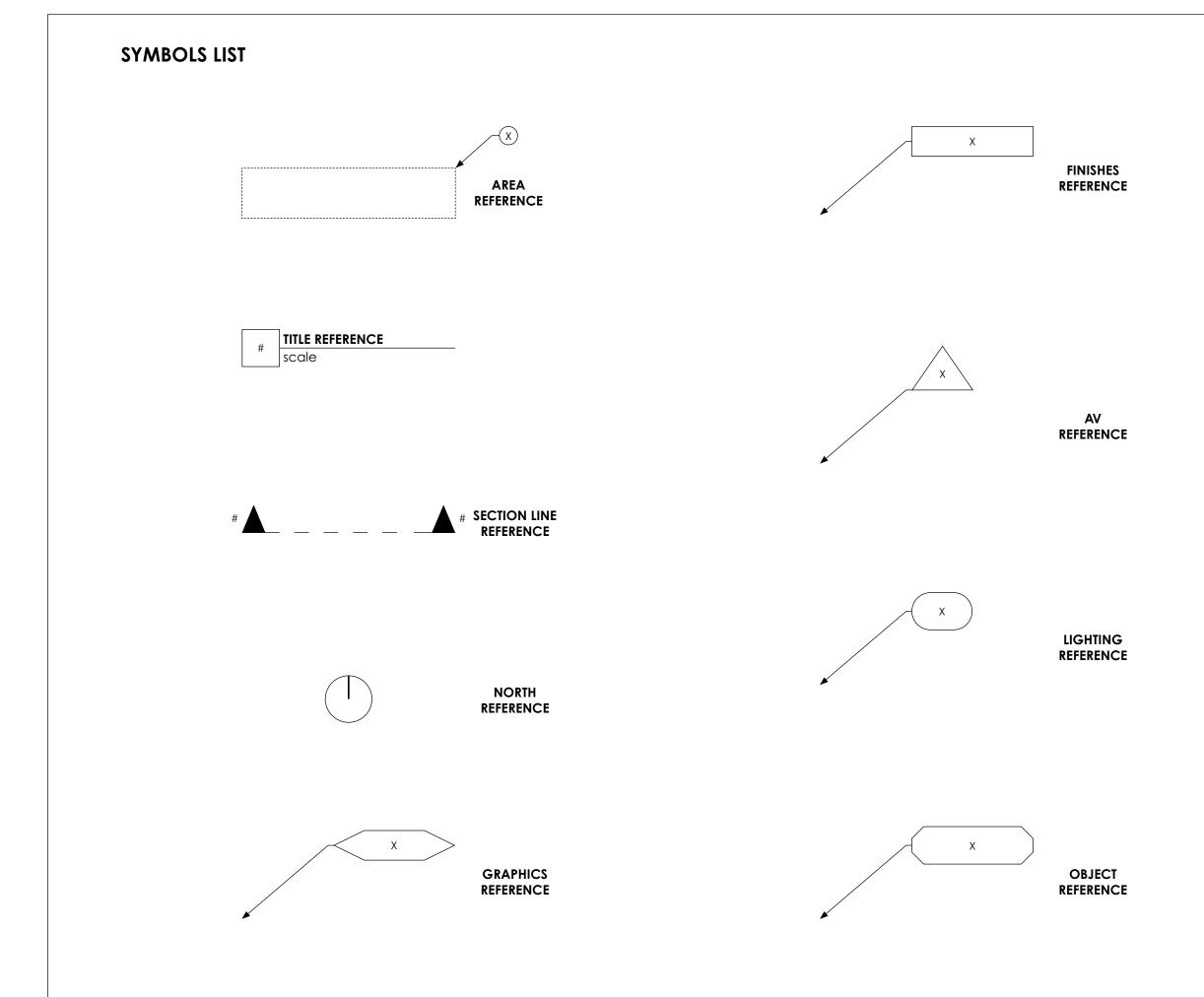
OBJECT	CODE	DESCRIPTION	OBJECT	CODE	DESCRIPTIC
	07A-20	METAL CURRY COMB		07A-25	HELMET
	07A-21	RUBBER CURRY COMB		07A-26	VEST
	07A-22	HOOF PICK			
	07A-23	Sponge	* and the second	07A-27	DRESSAGE W
	07A-24	HORSE SHOES		07A-28	JUMP WIPF



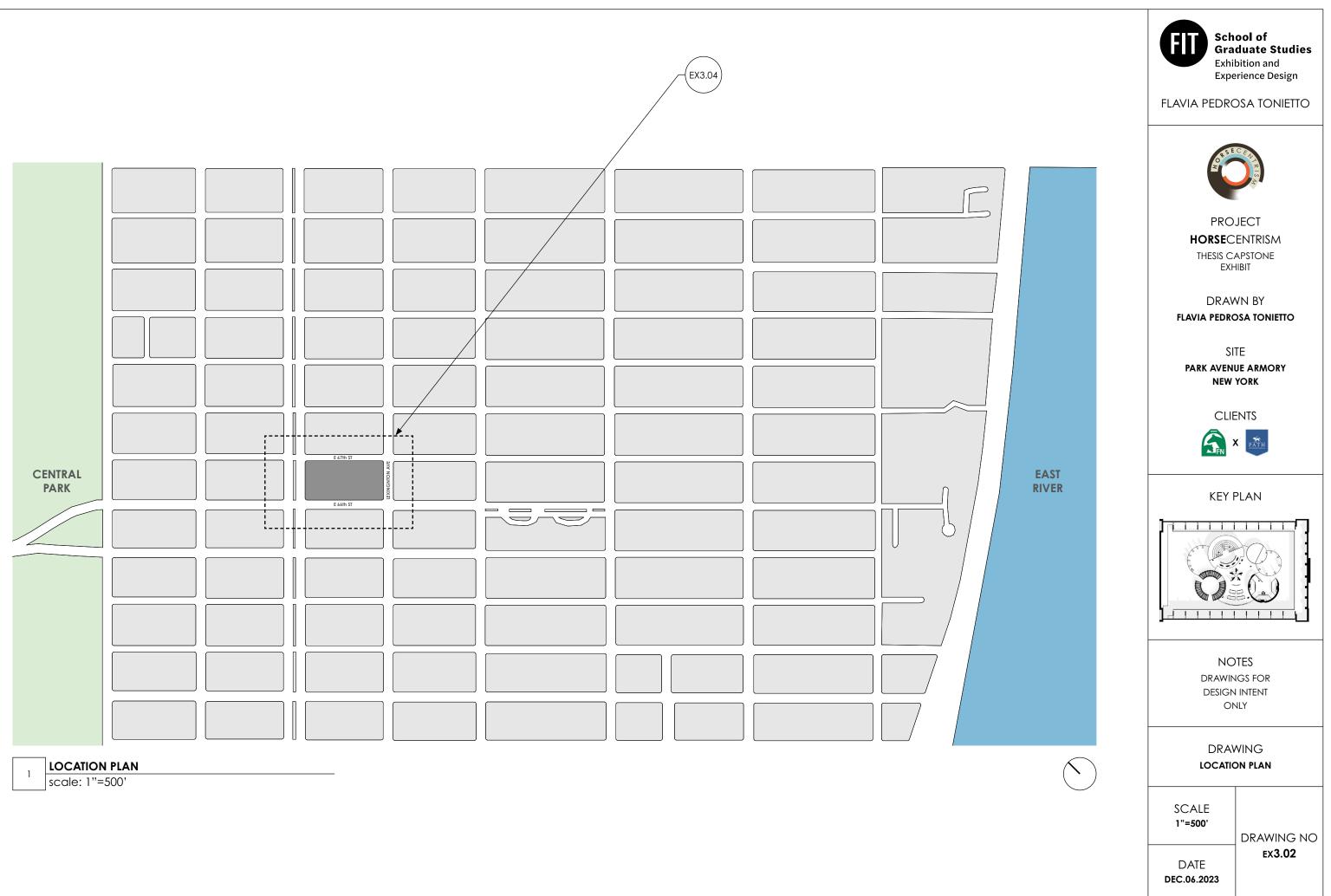
OBJECT	CODE	DESCRIPTION		
Ph	07A-29	DRESSAGE REINS		
	07A-30	REINS		

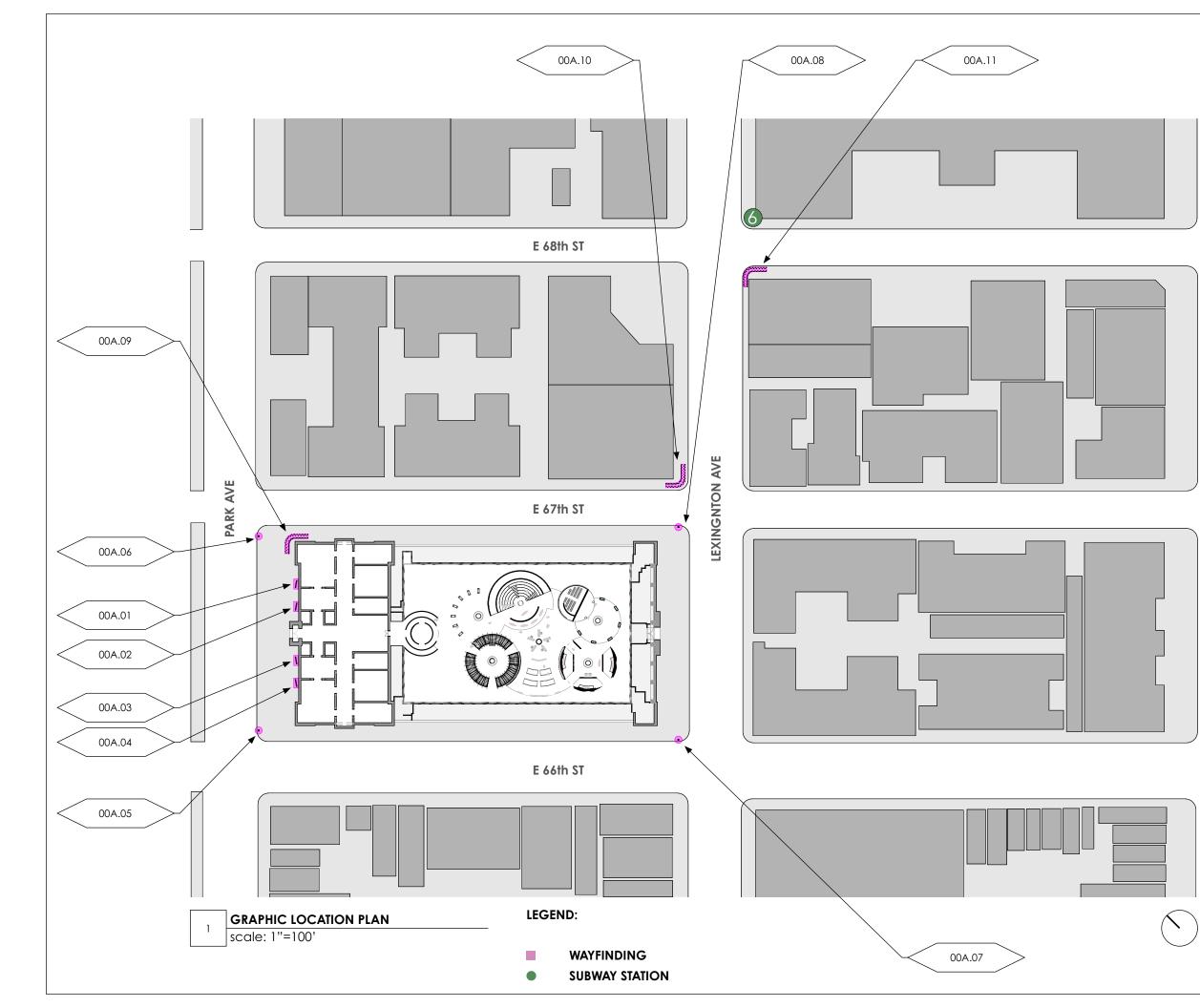


# PLANS, ELEVATIONS, & SECTIONS

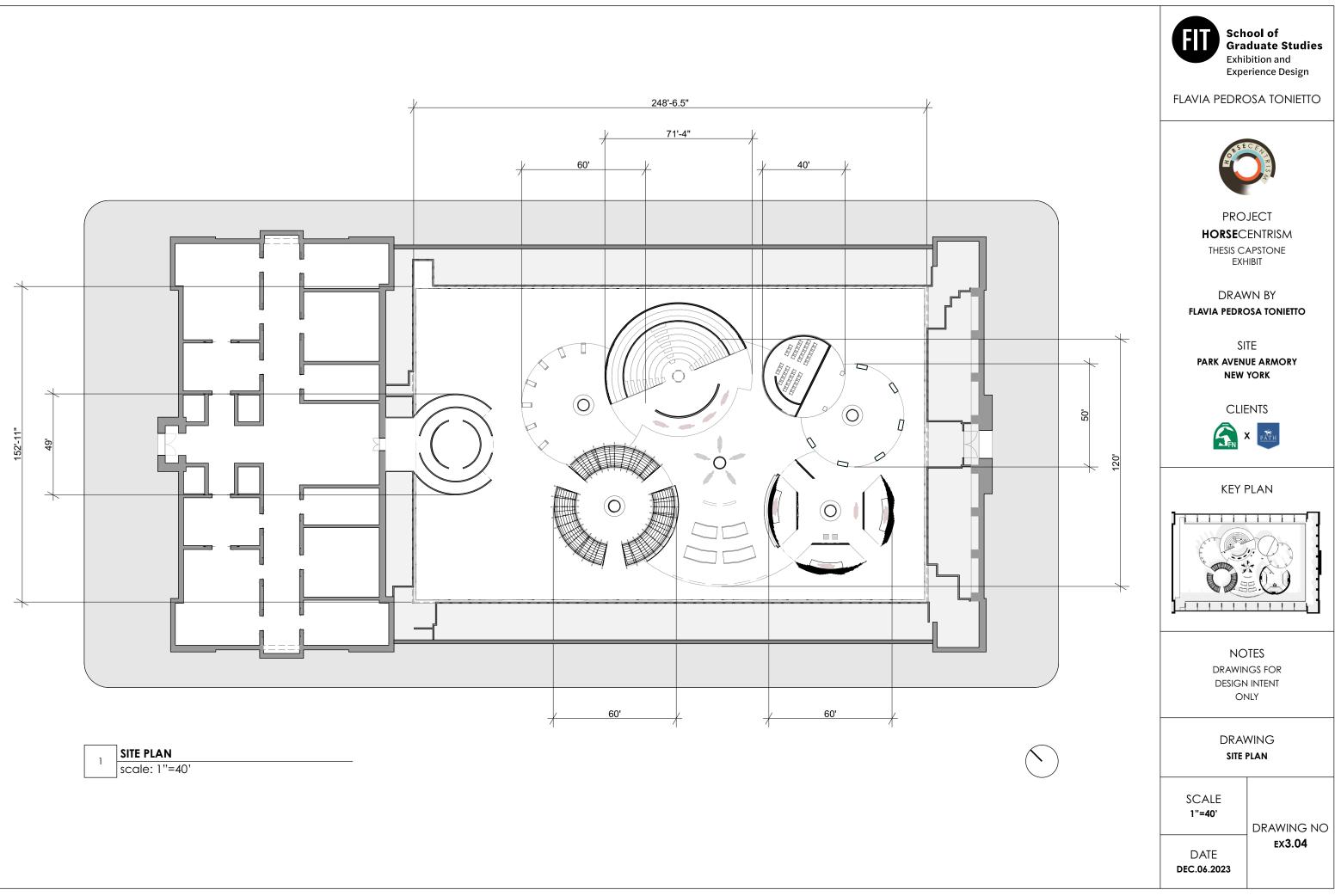


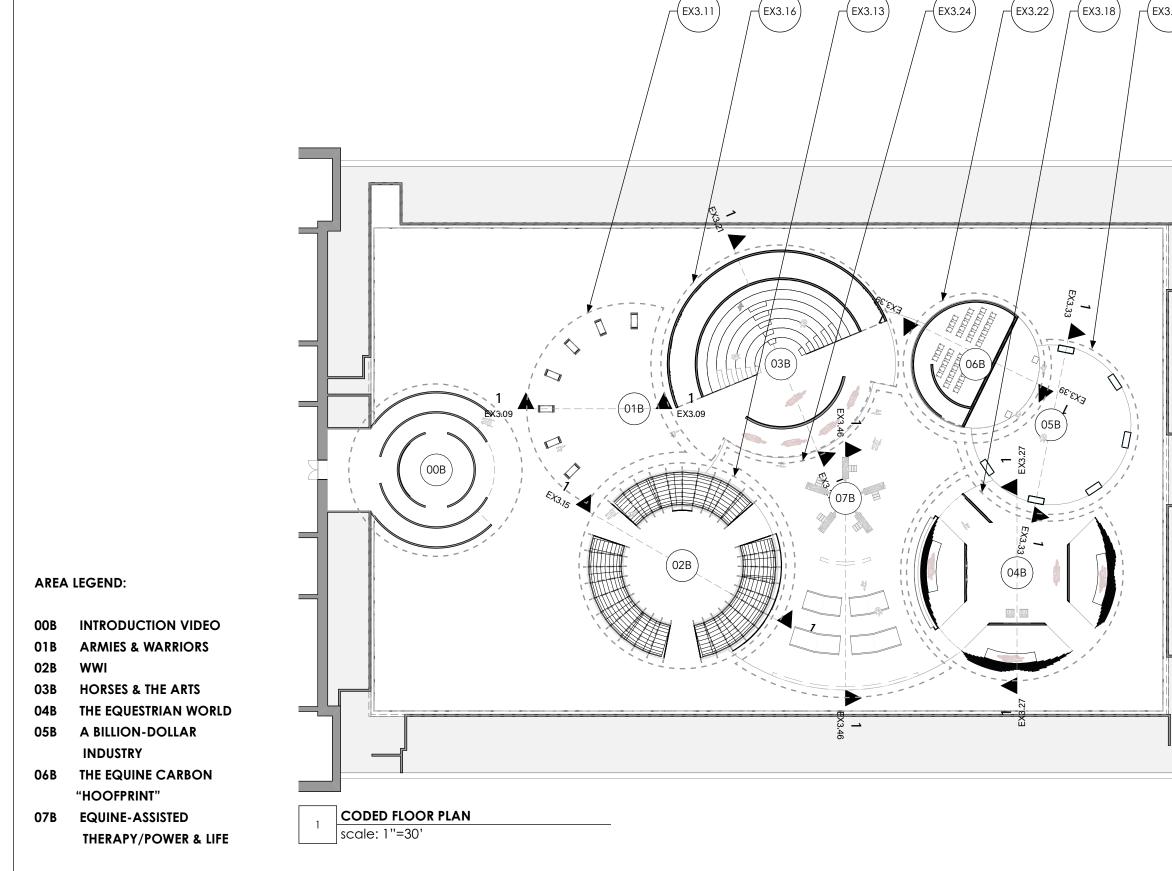


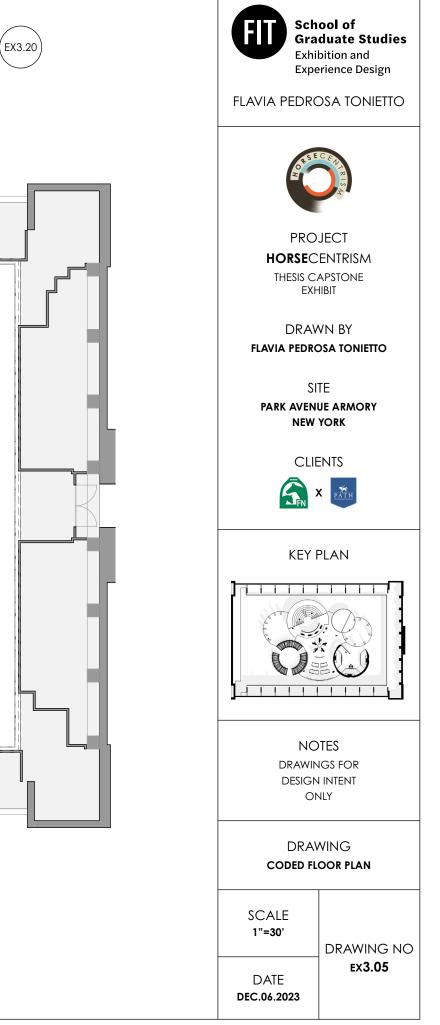


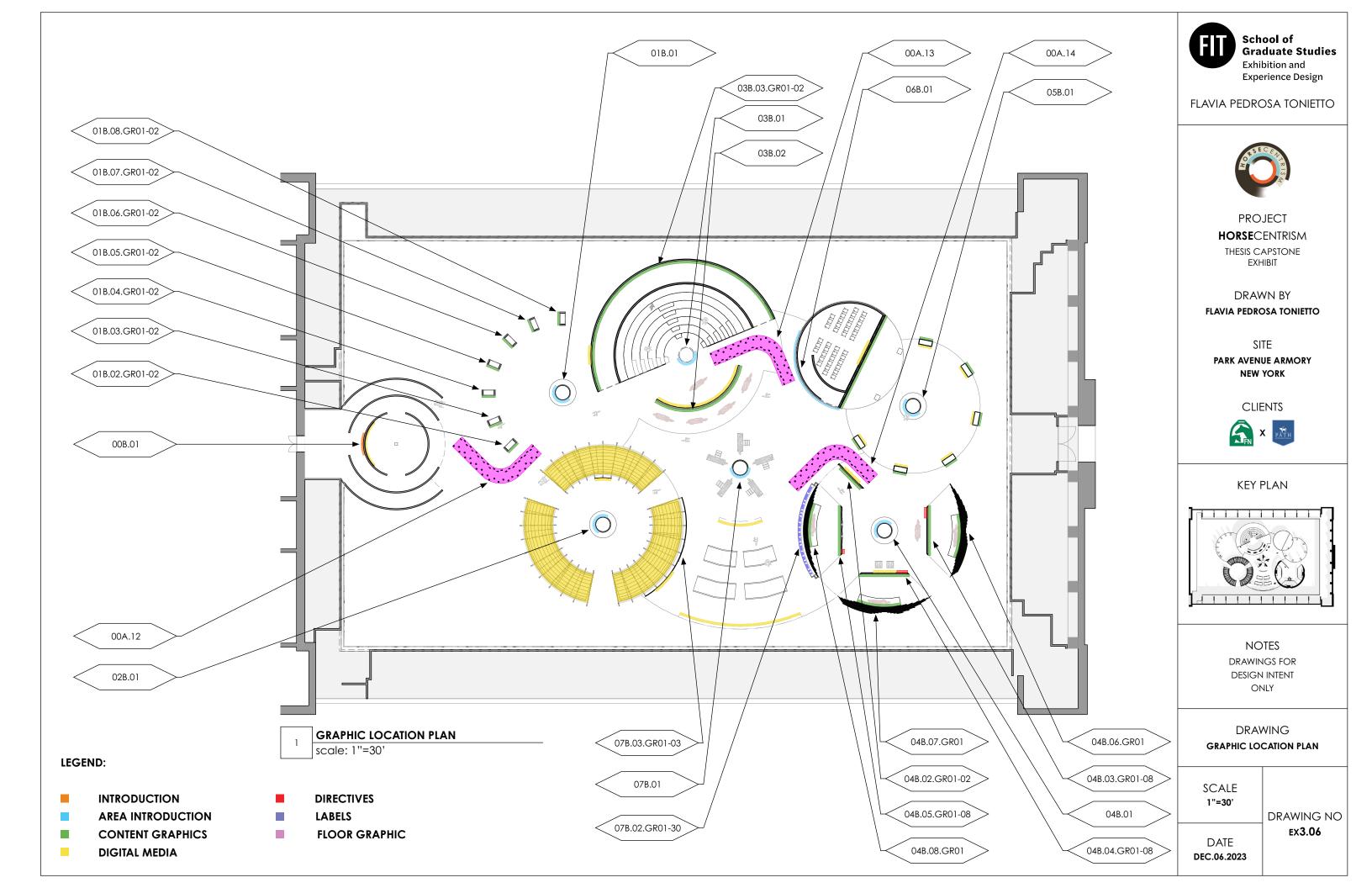


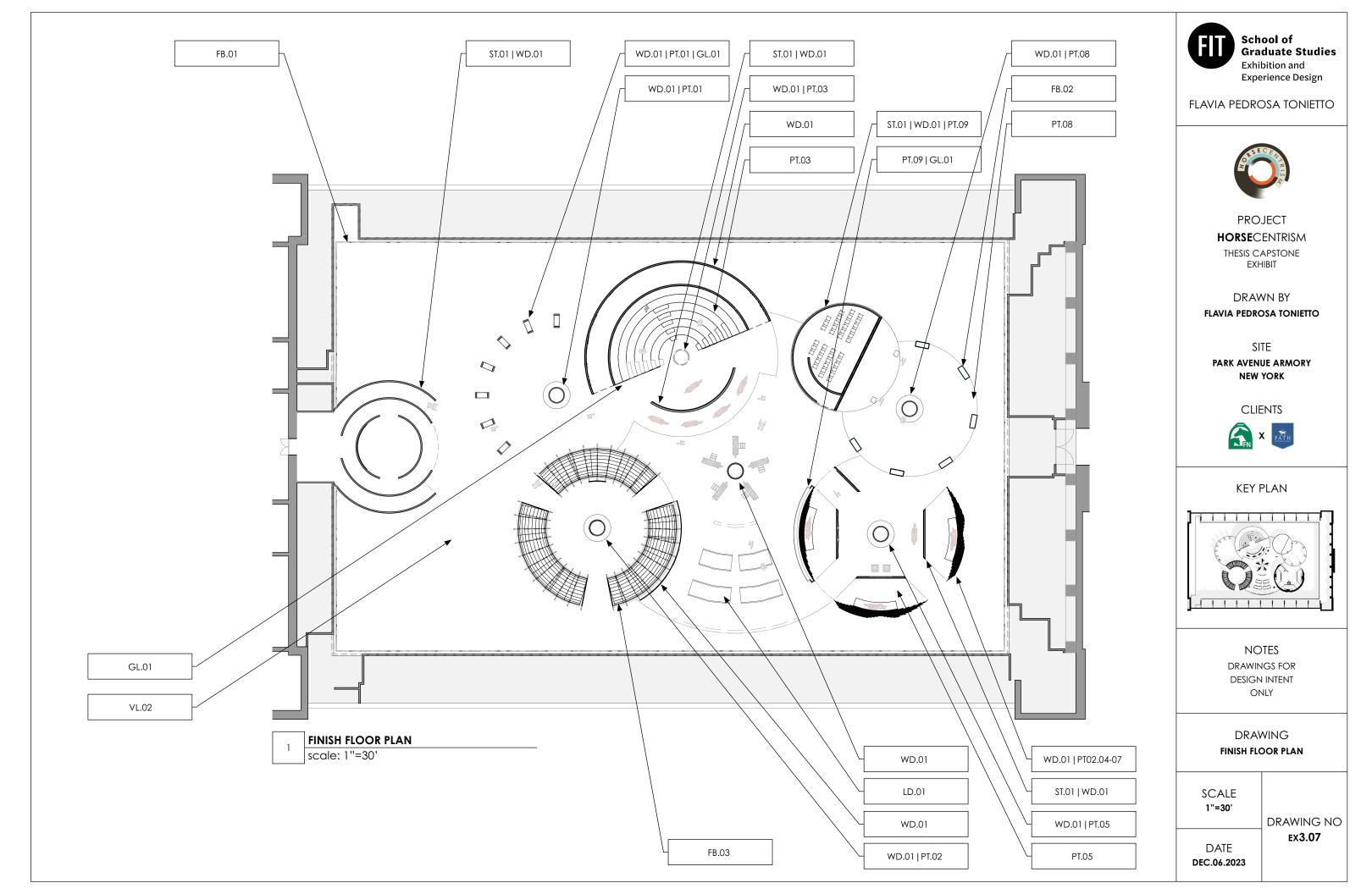


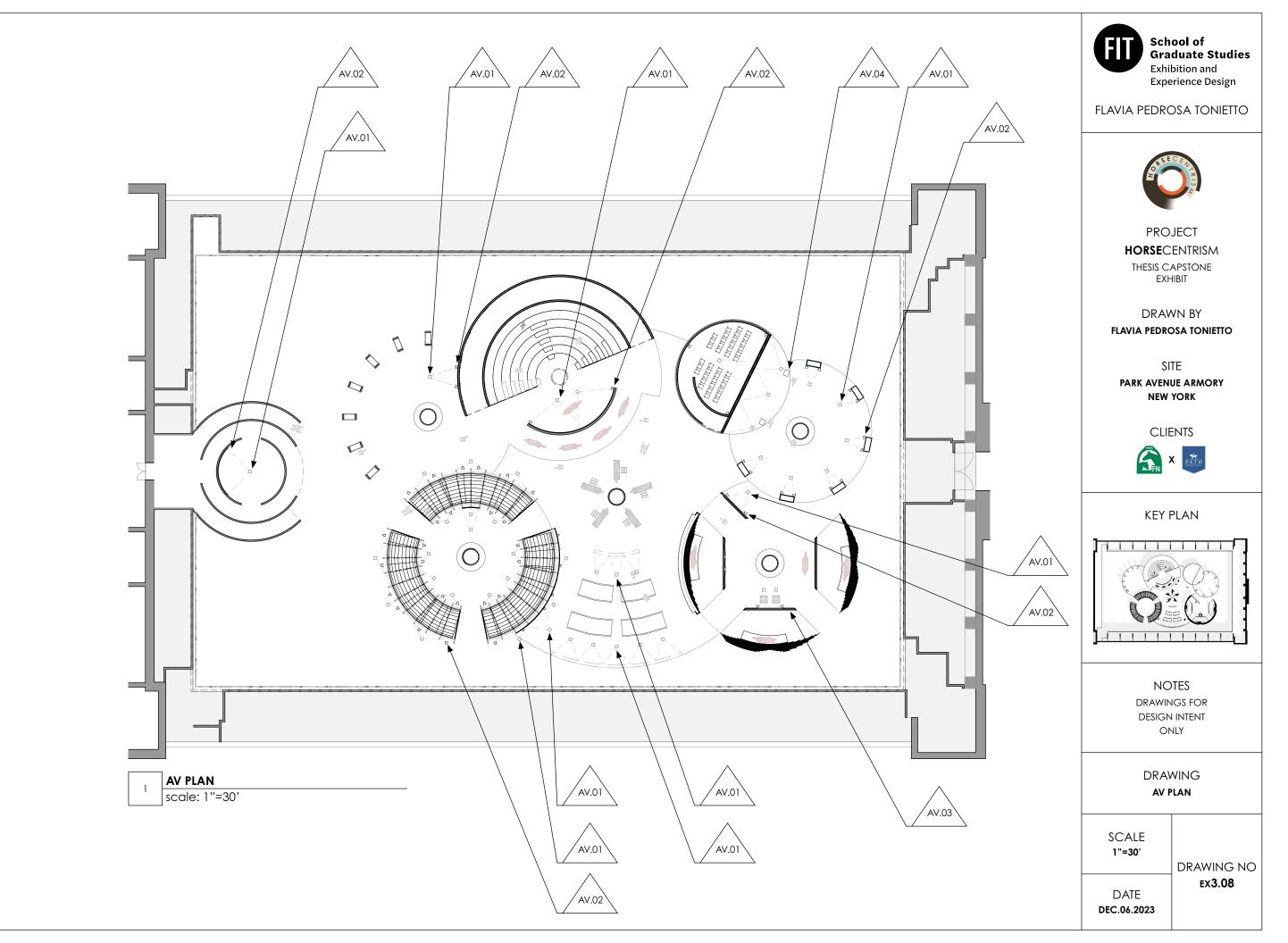


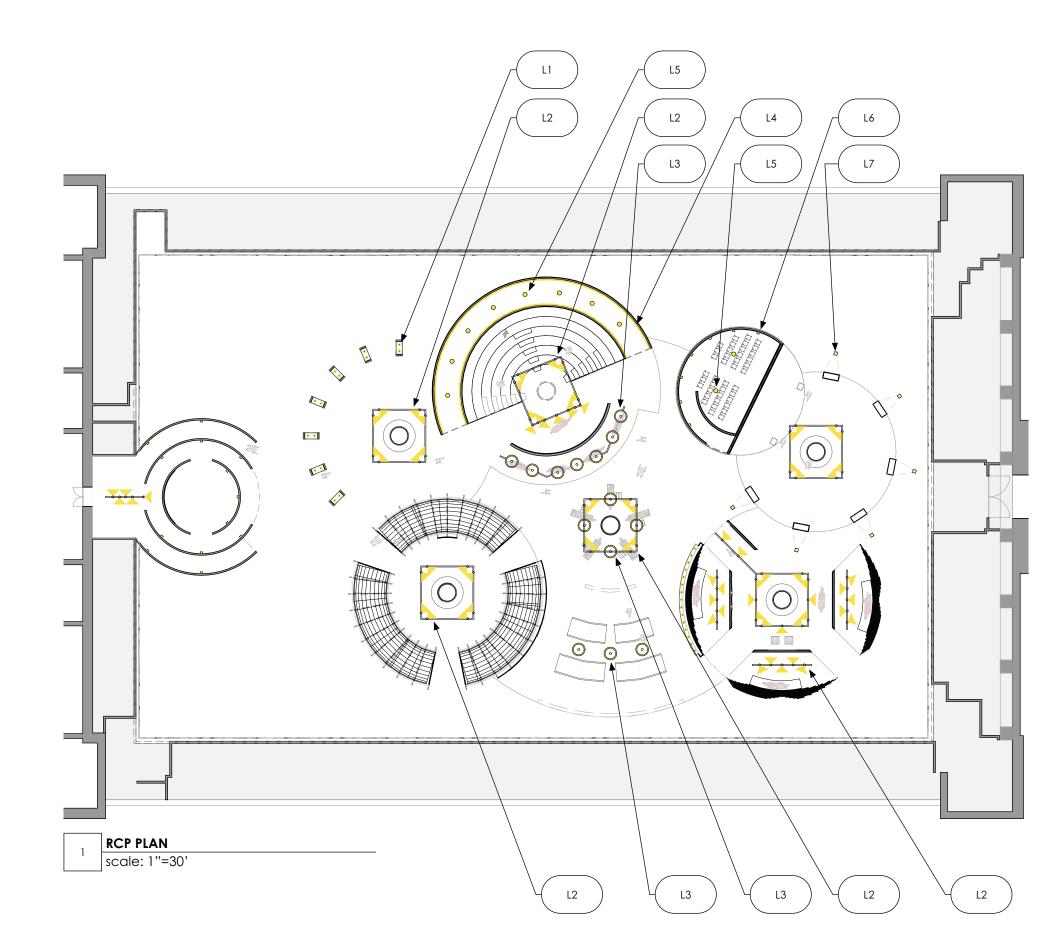


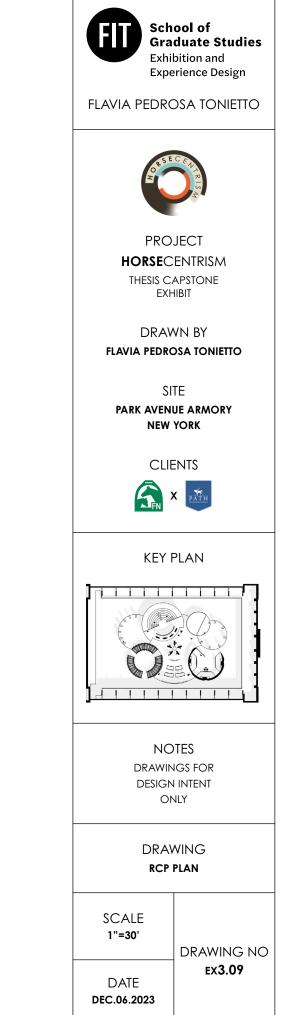


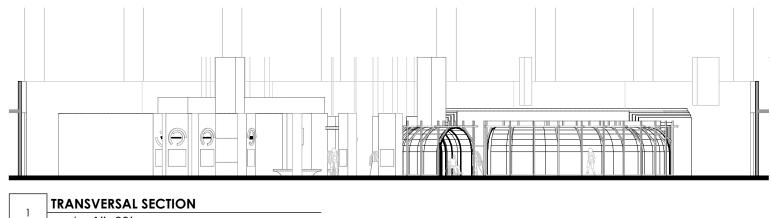


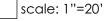


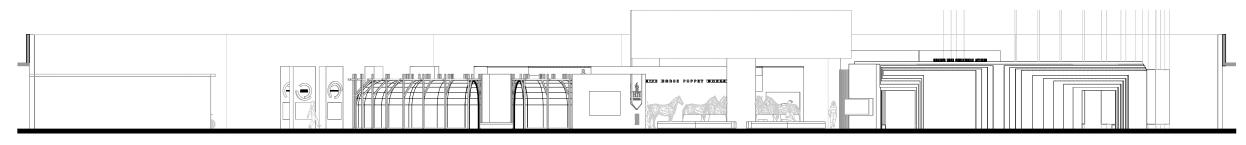










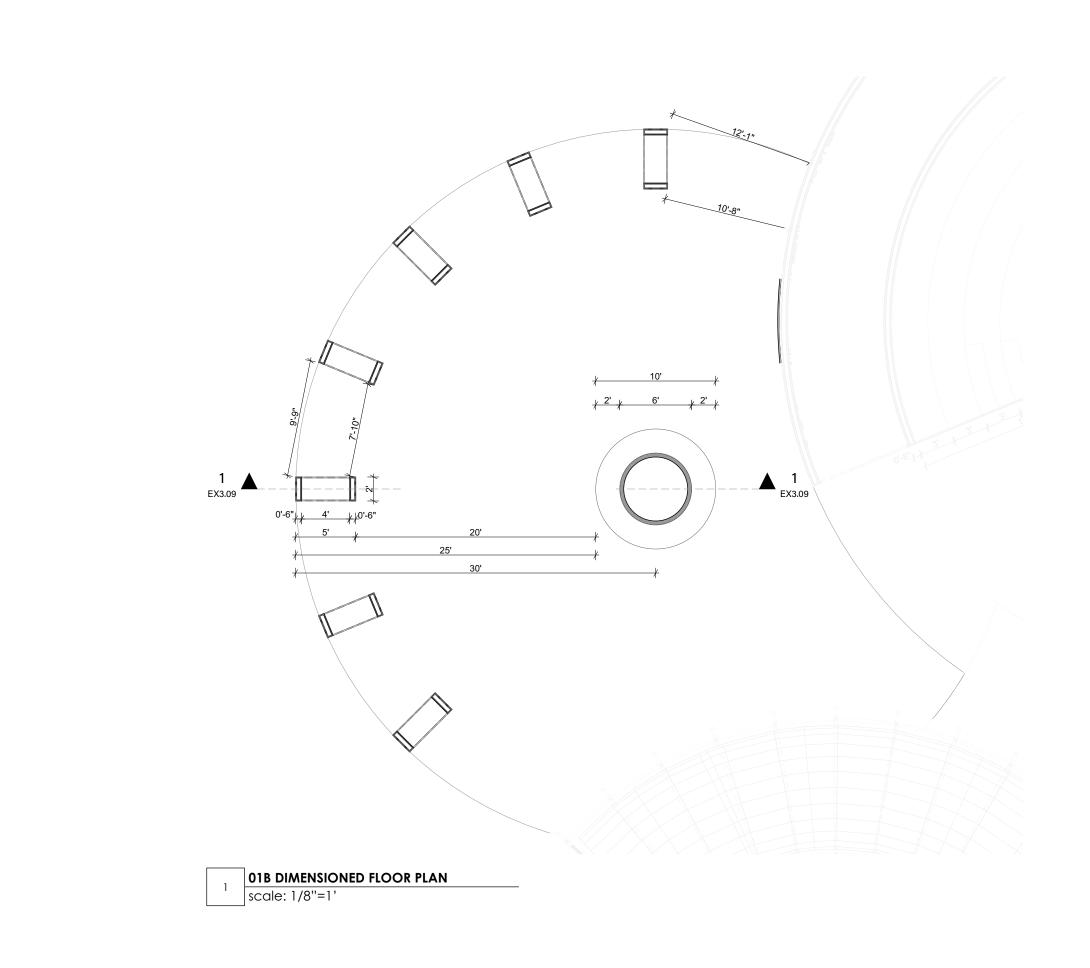


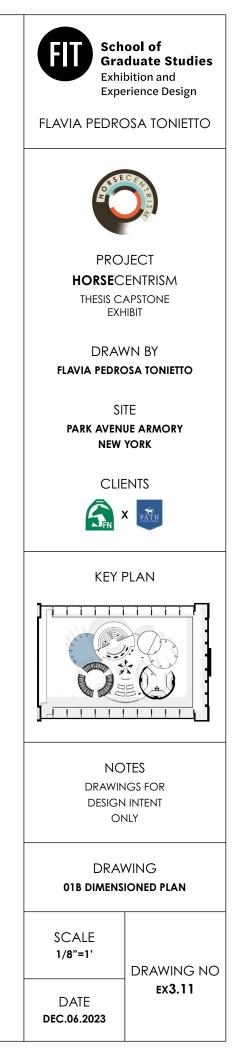
#### LONGITUDINAL SECTION

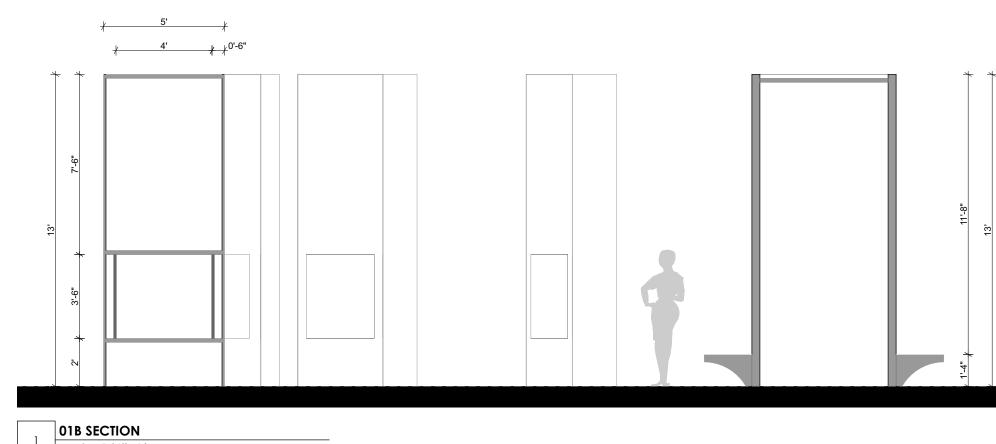
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1



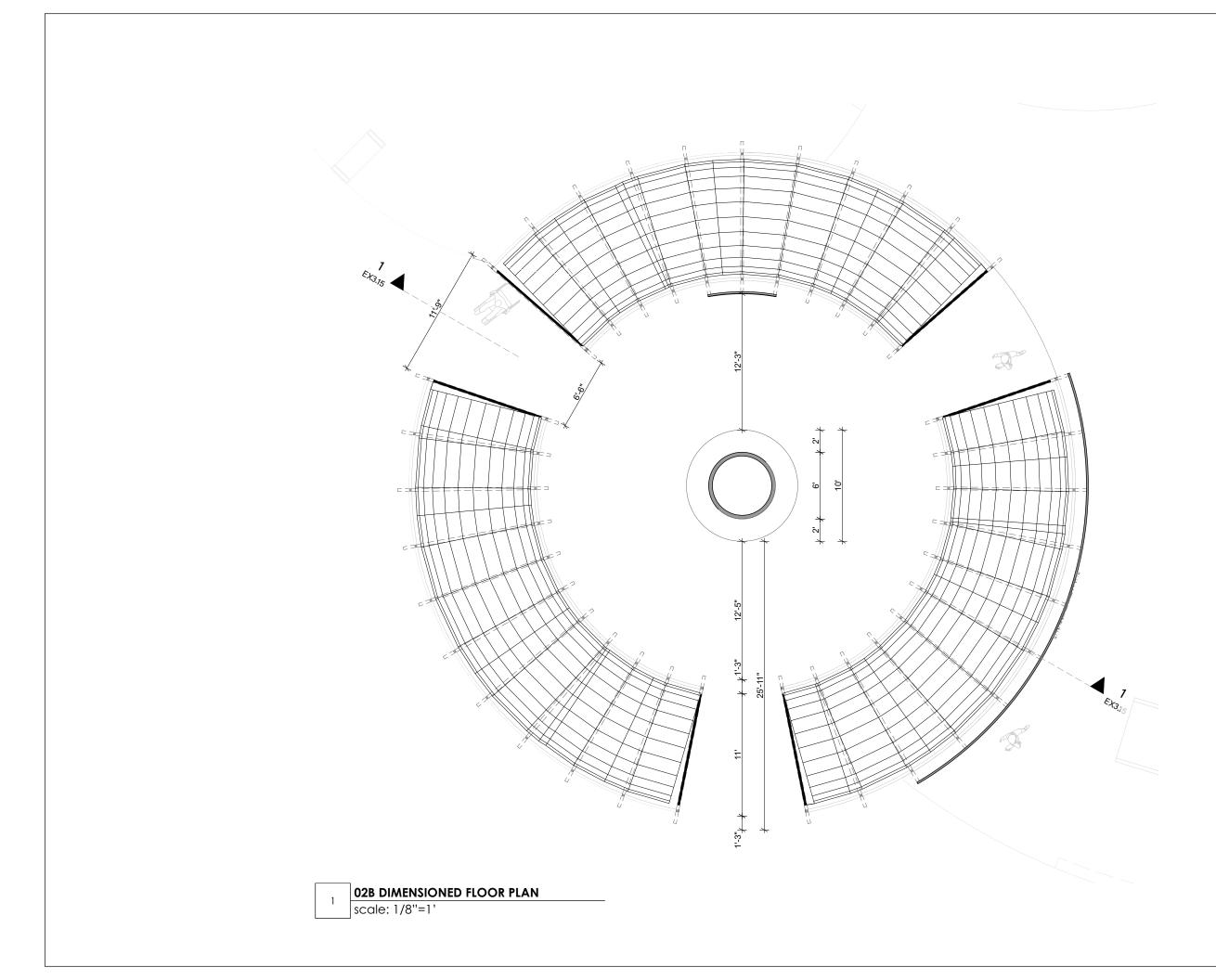




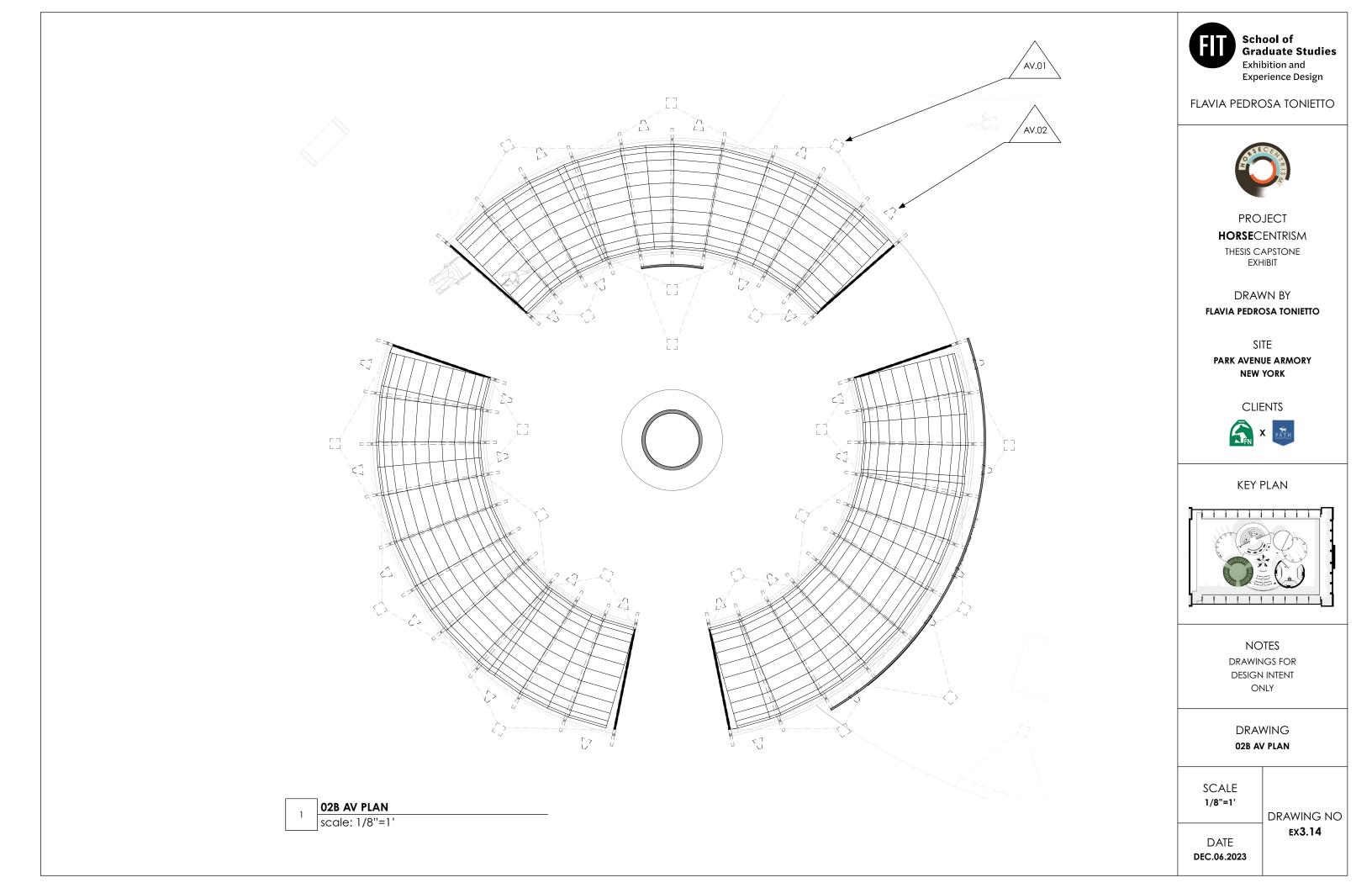


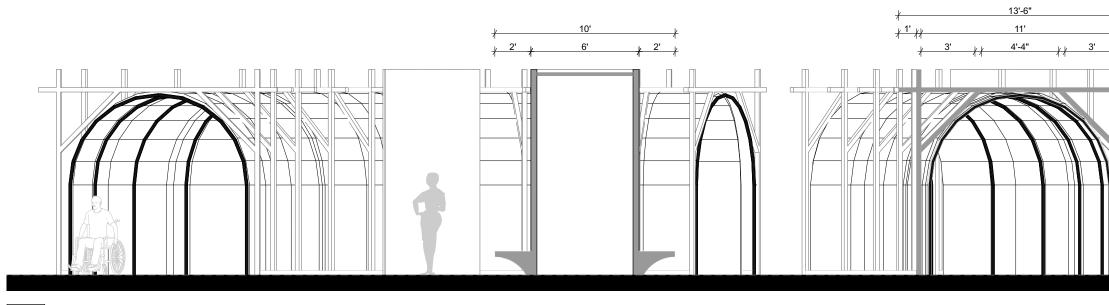
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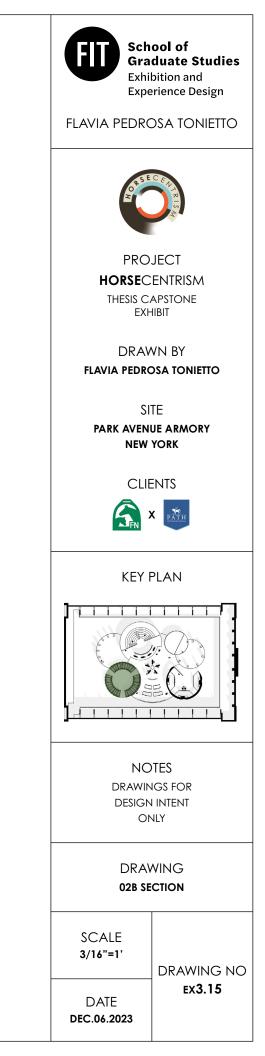


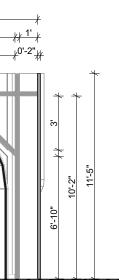


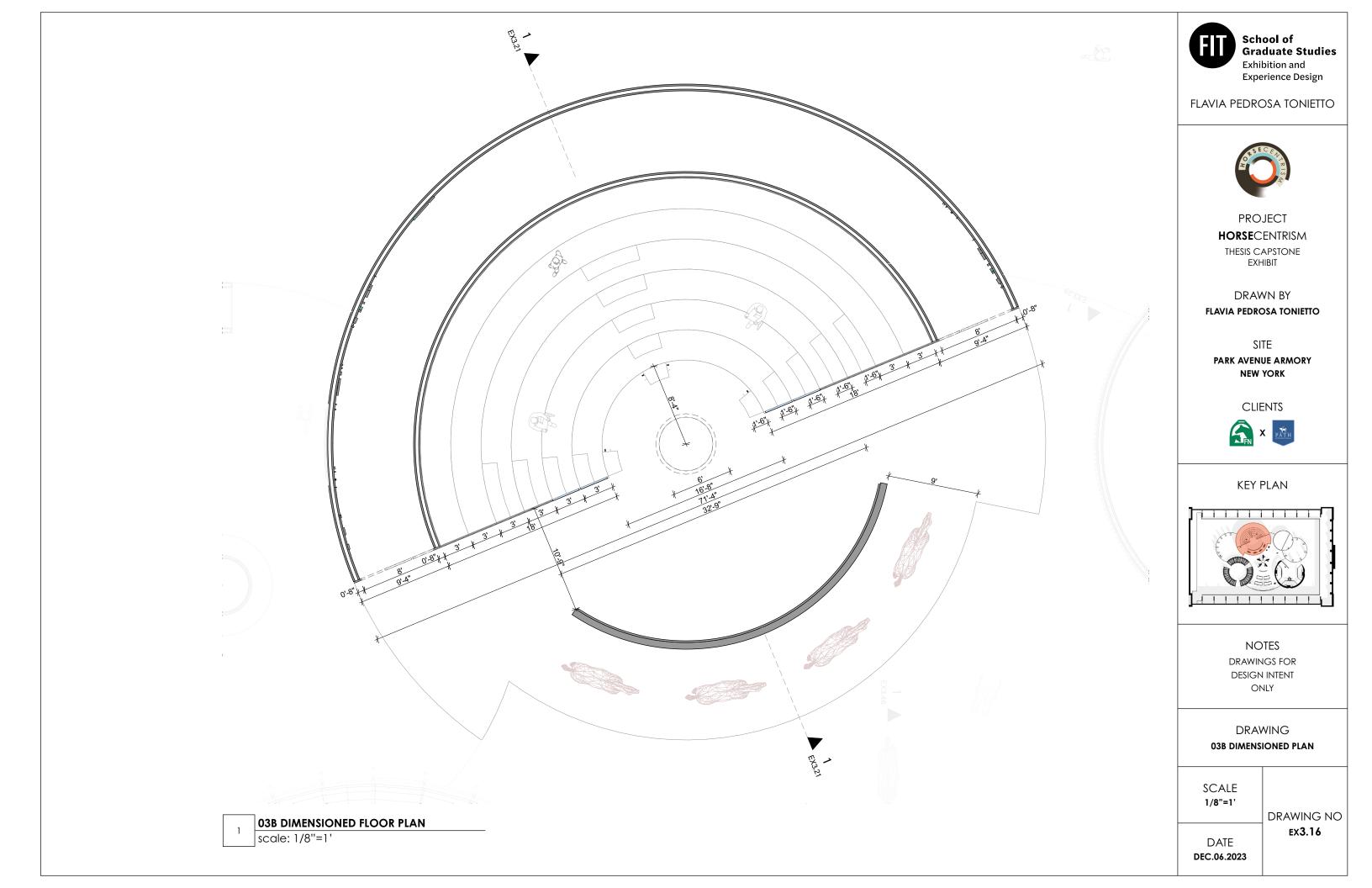


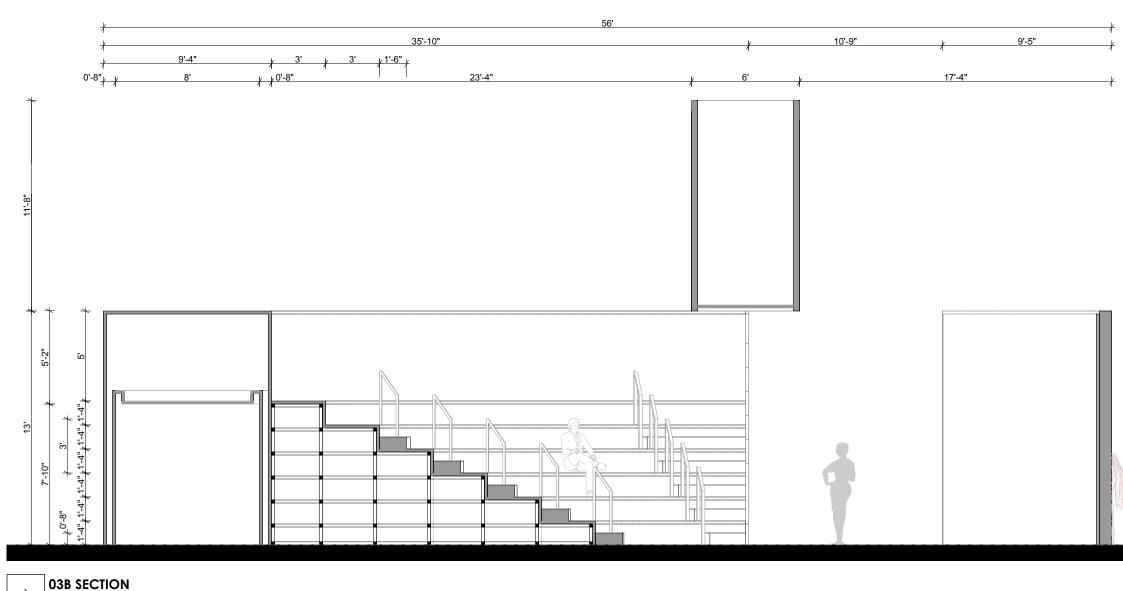
02B SECTION

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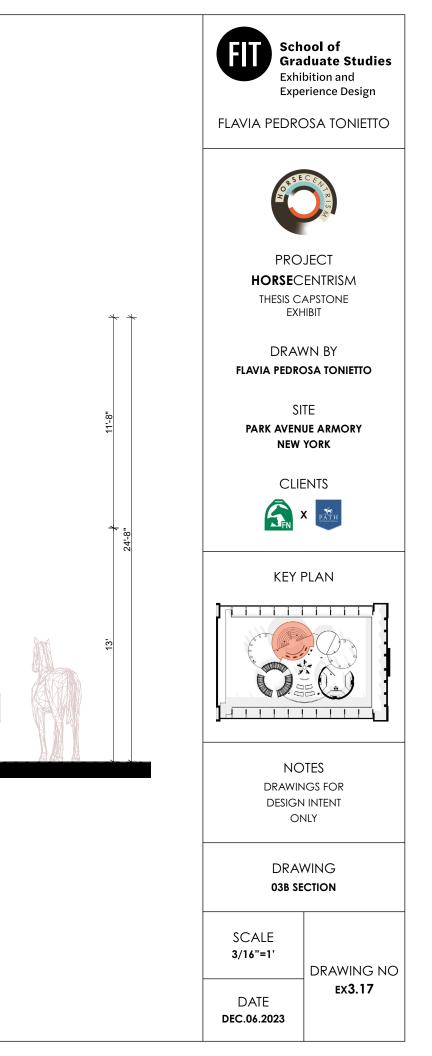


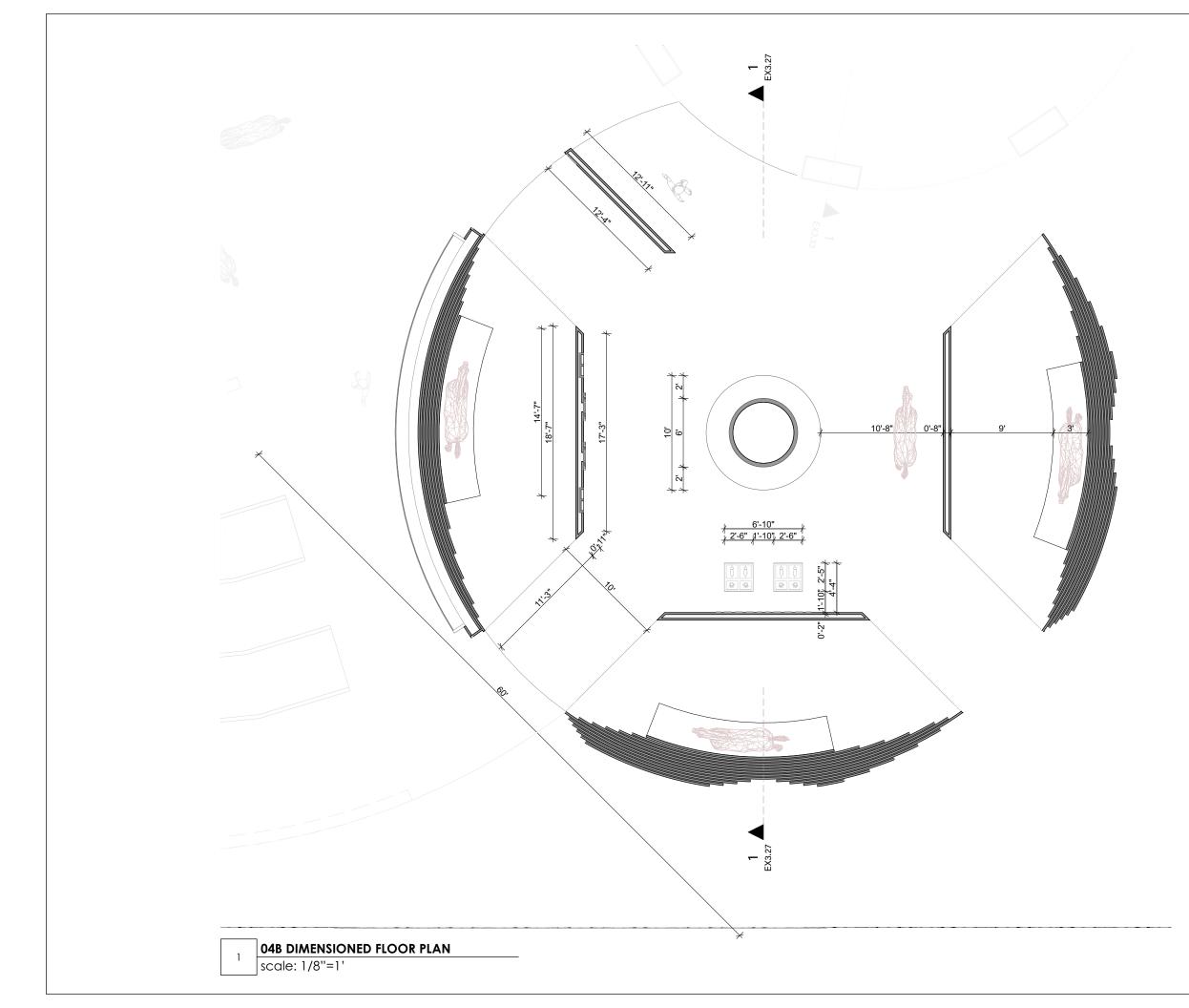




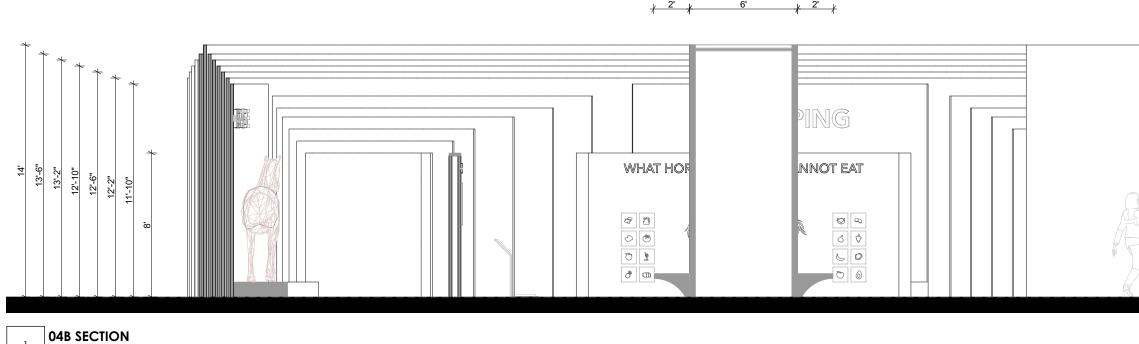


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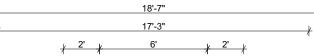


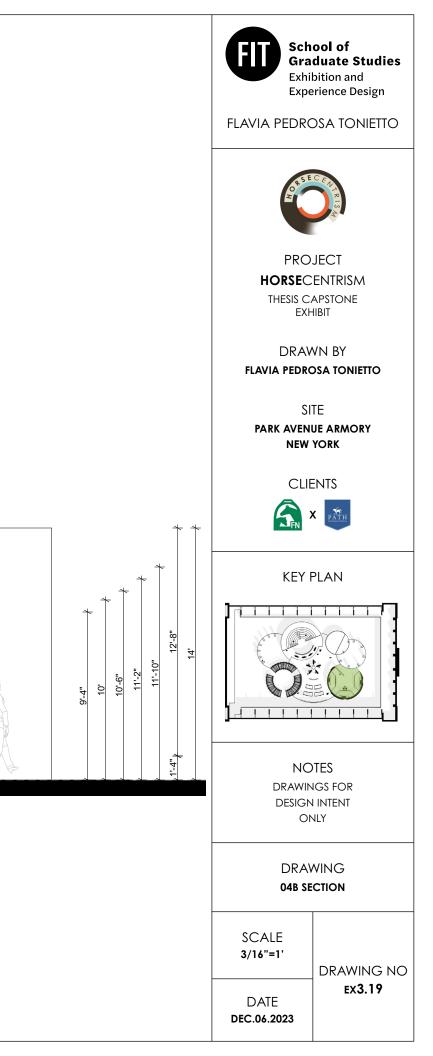


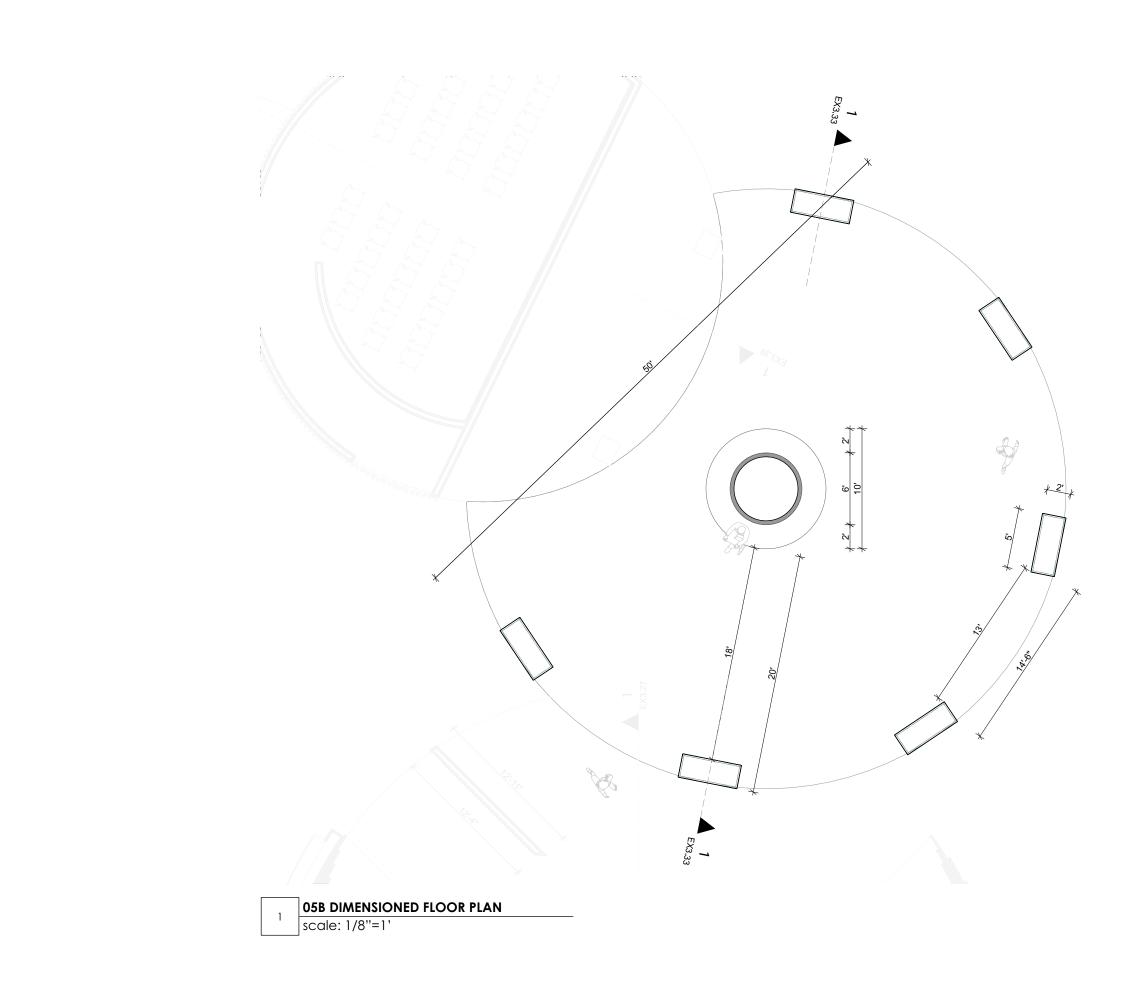




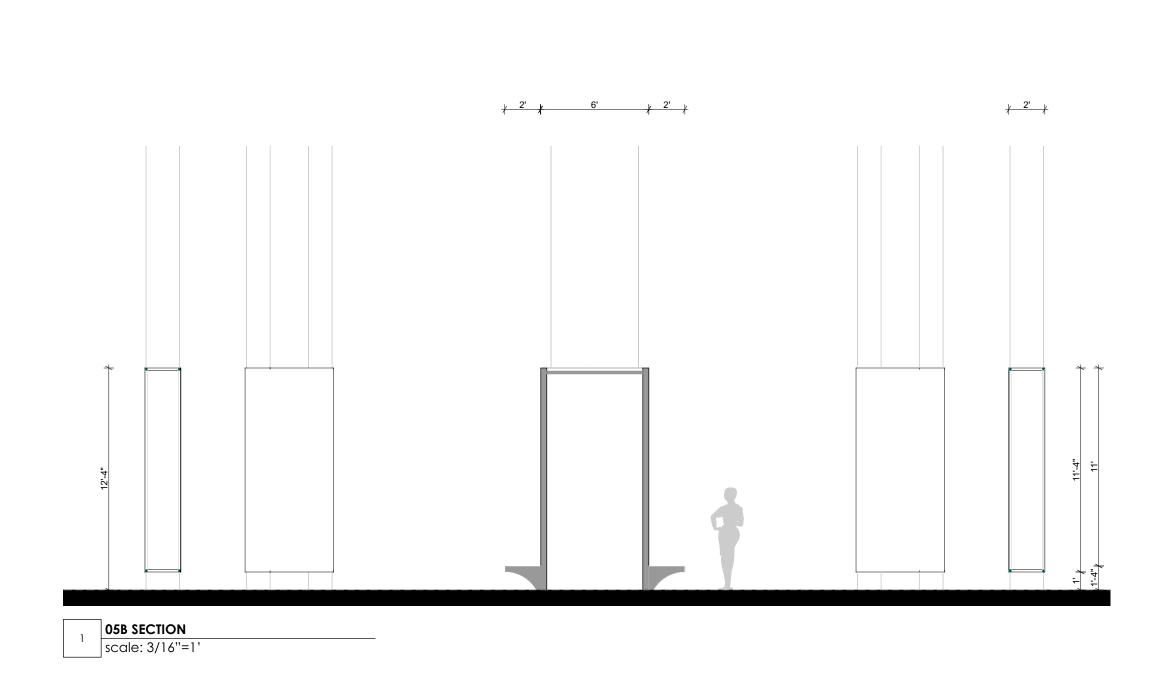
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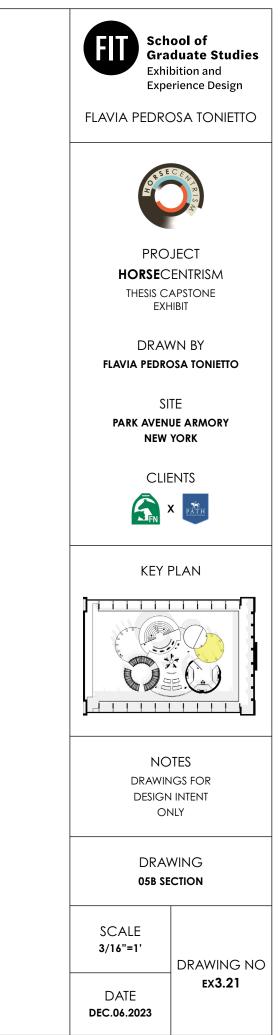


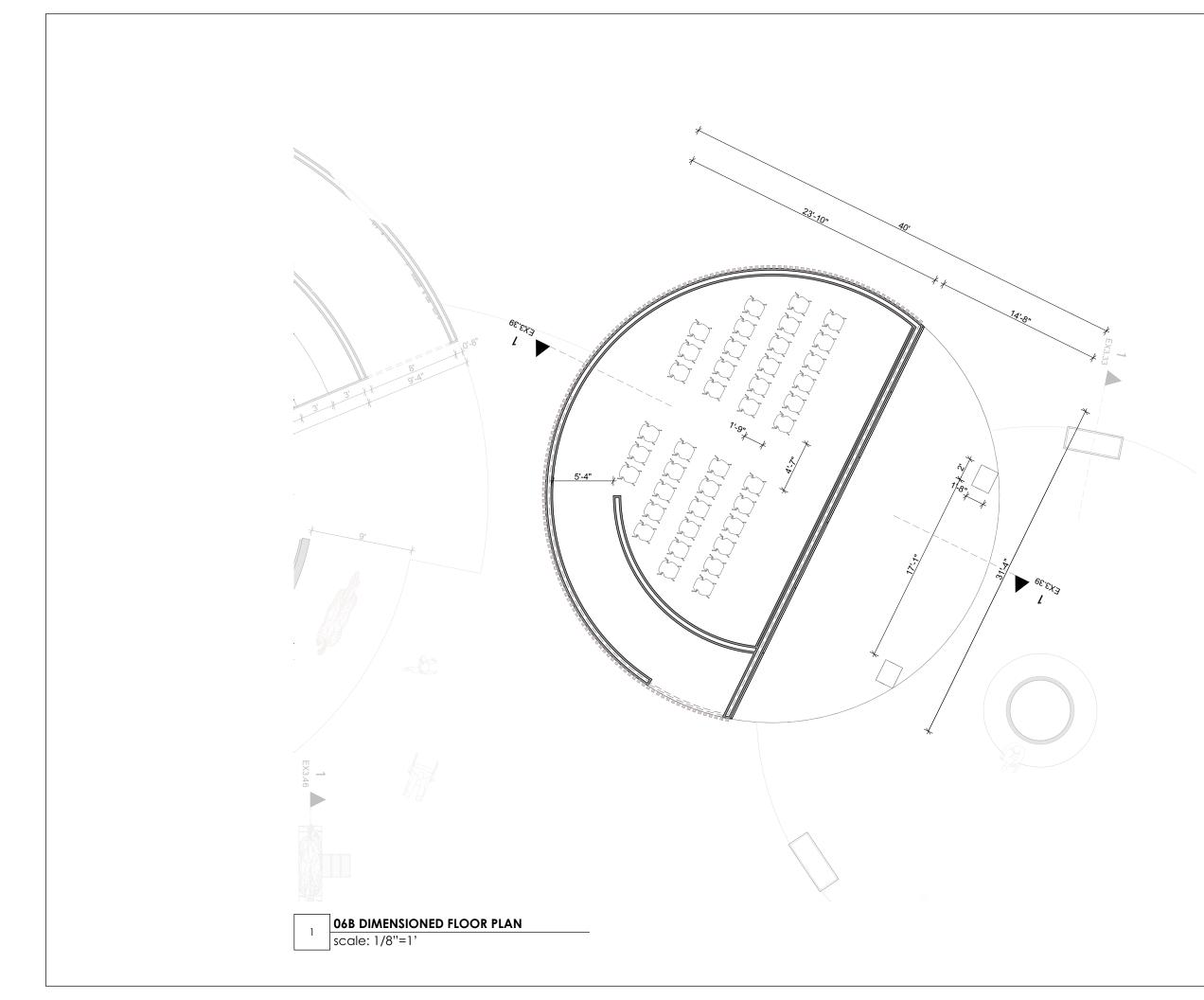




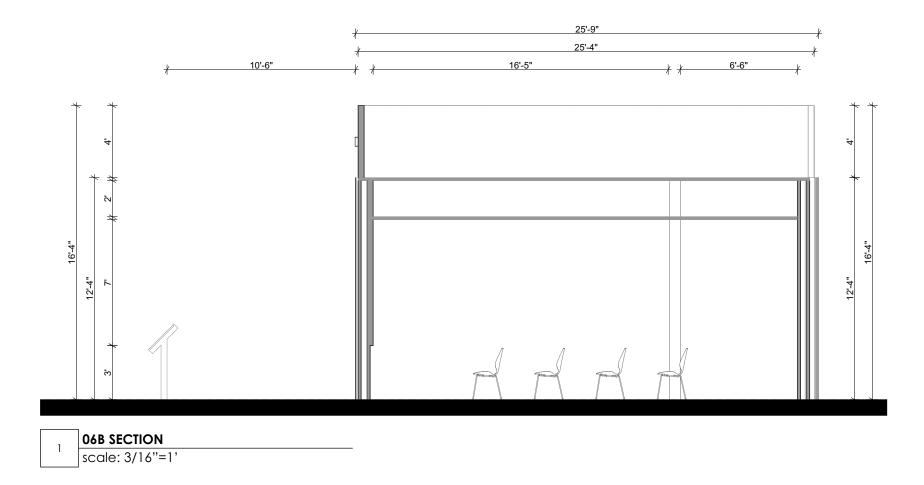




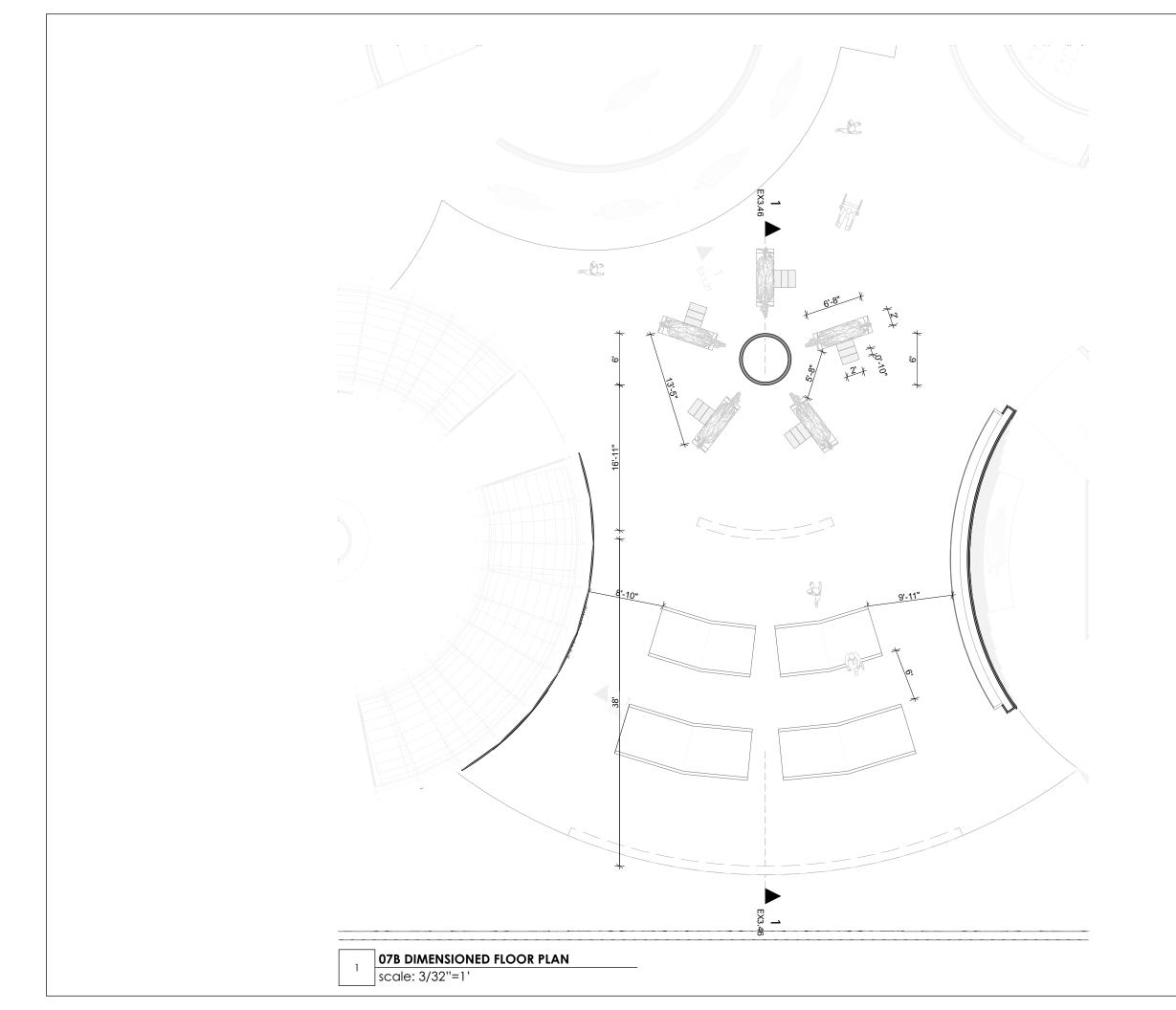


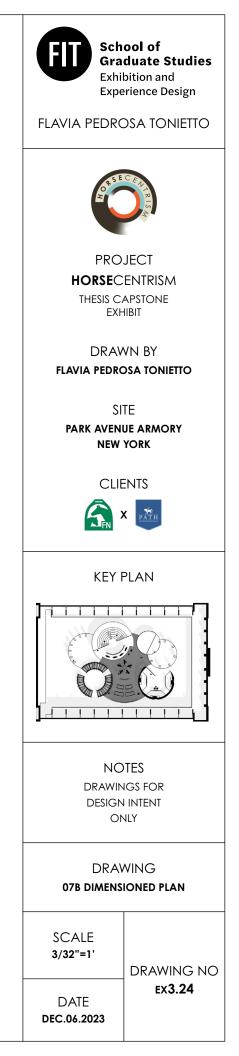


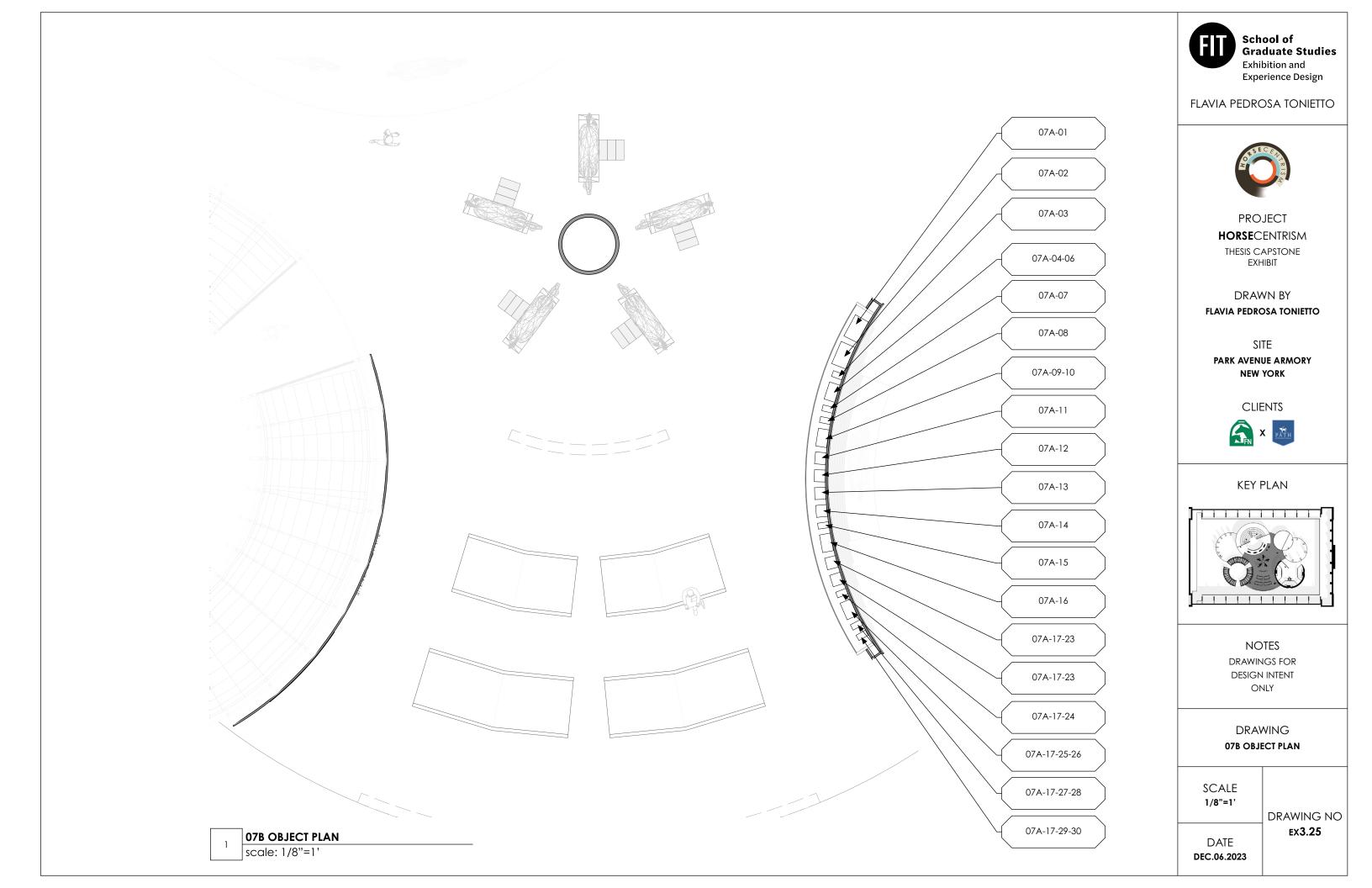


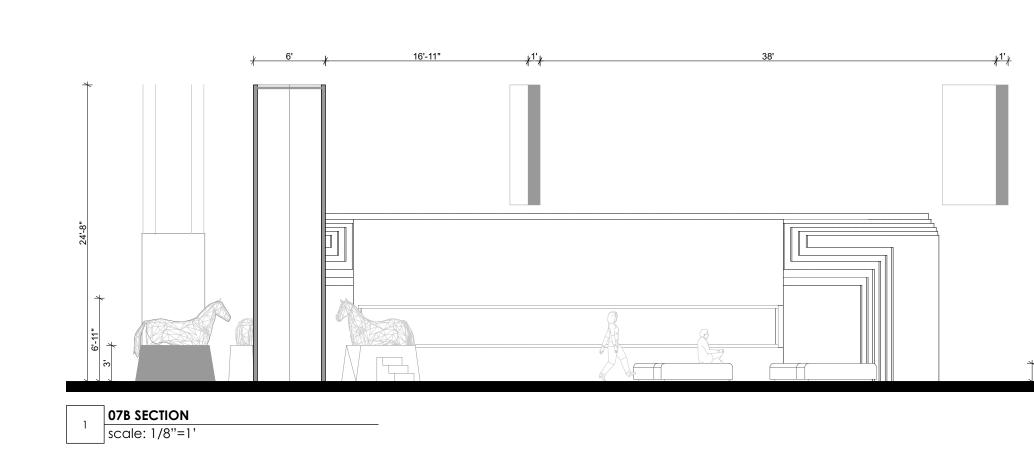


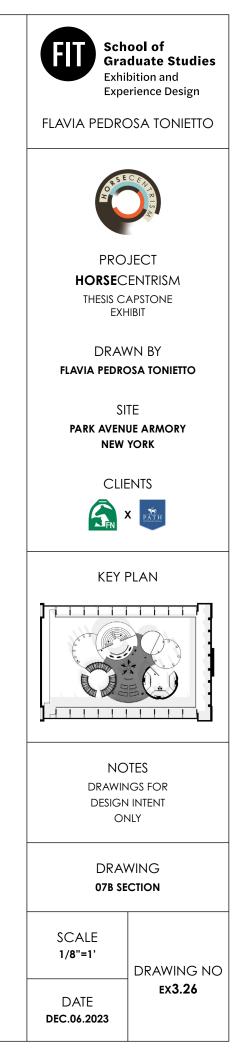














# GRAPHICS

## **GRAPHIC LOOK/FEEL**





# HORSECENTRISM

# A relationship of mutual benefit between man and horse

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#### FLAVIA PEDROSA TONIETTO



PROJECT HORSECENTRISM THESIS CAPSTONE EXHIBIT

DRAWN BY FLAVIA PEDROSA TONIETTO

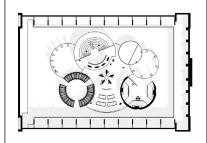
SITE

PARK AVENUE ARMORY **NEW YORK** 

CLIENTS



KEY PLAN



NOTES DRAWINGS FOR **DESIGN INTENT** ONLY

#### DRAWING **GRAPHIC LOOK / FEEL**

SCALE NTS

> DRAWING NO ex**4.0**1

DATE DEC.06.2023

## **GRAPHIC IDENTITY**



## **Century Gothic Pro Bold**

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Century Gothic Pro Regular

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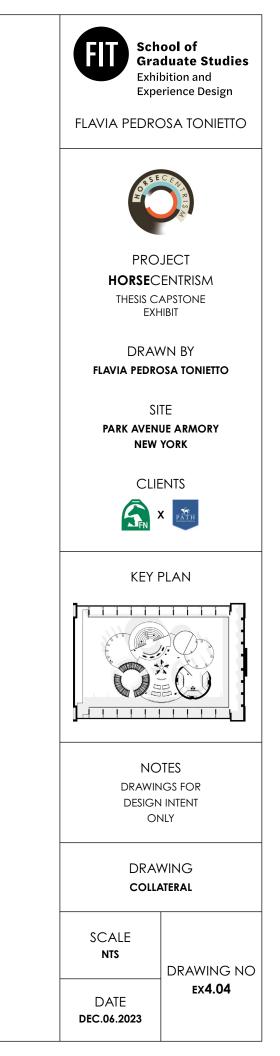




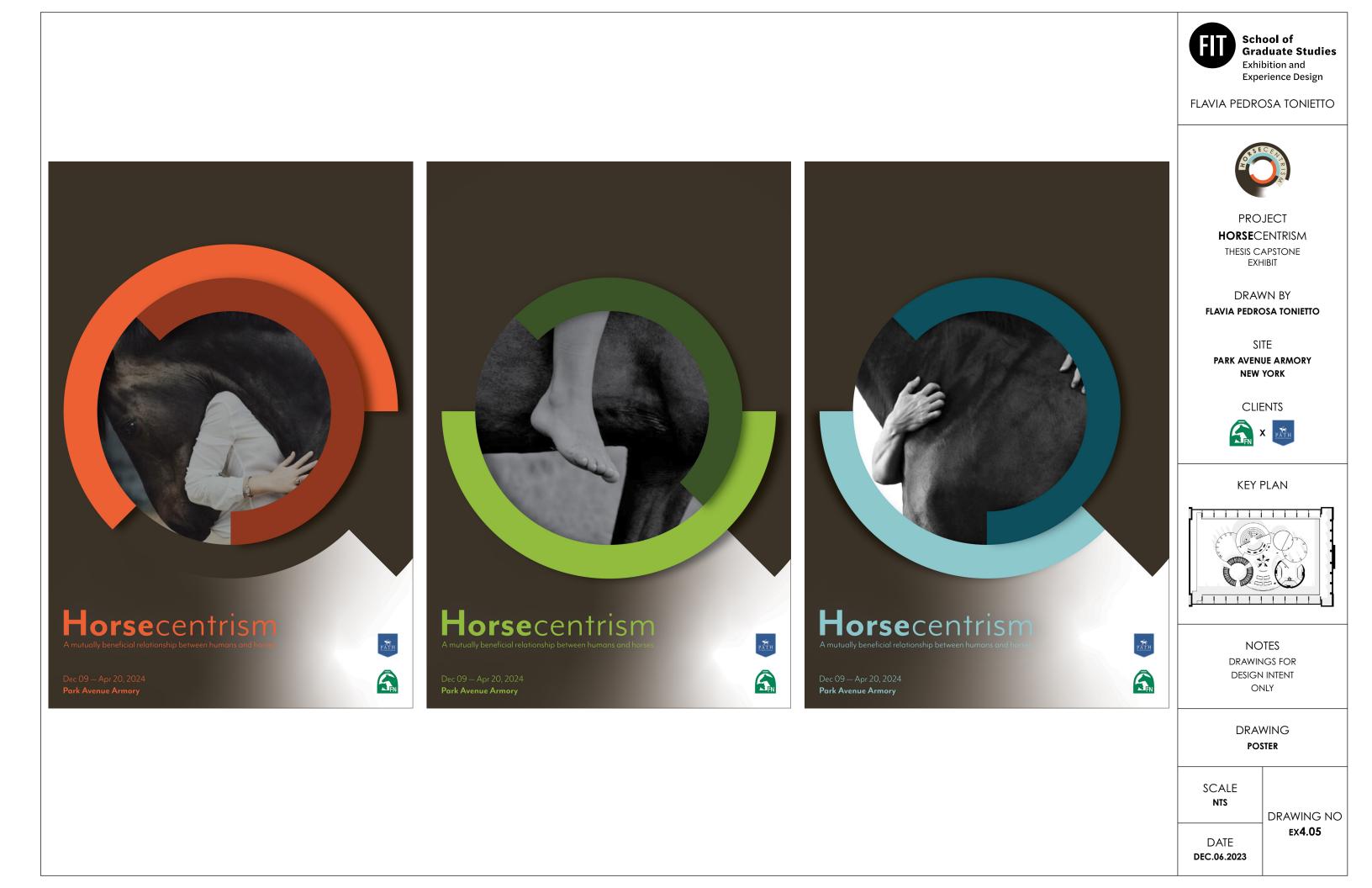


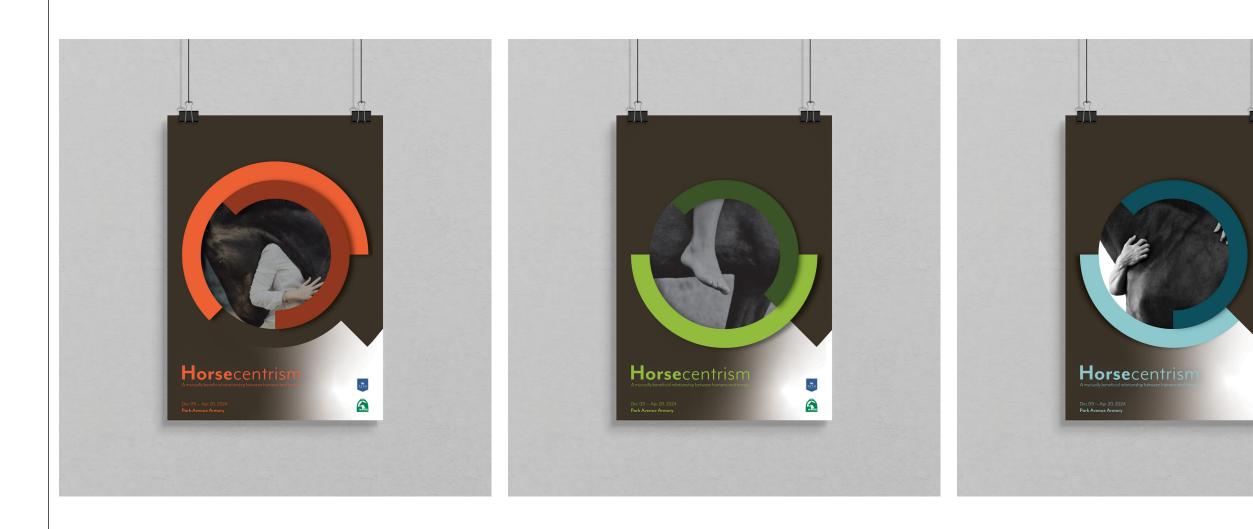






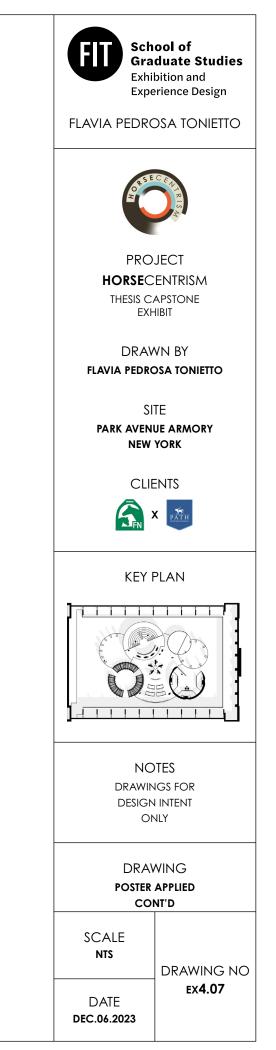


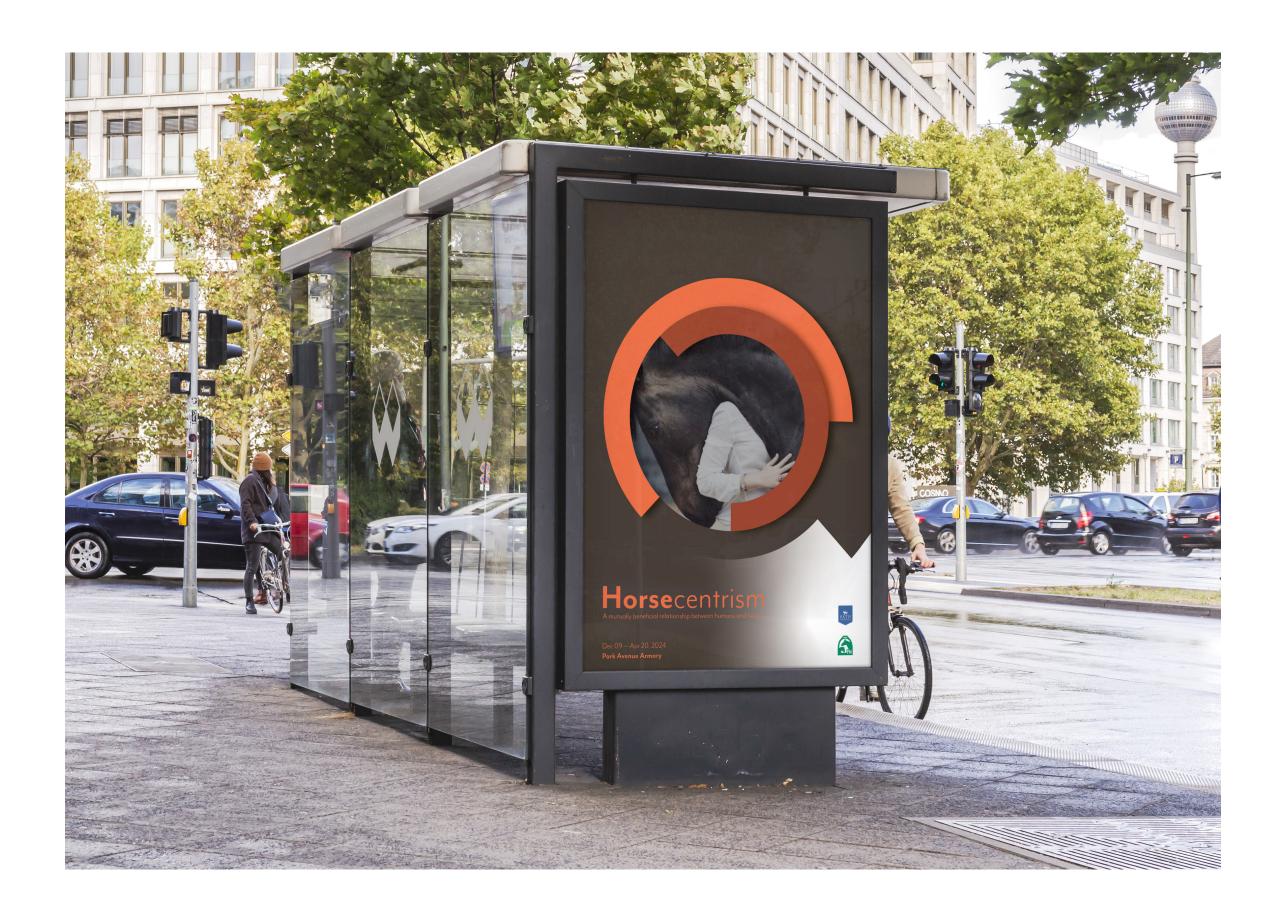














### FLAVIA PEDROSA TONIETTO



PROJECT HORSECENTRISM THESIS CAPSTONE EXHIBIT

DRAWN BY FLAVIA PEDROSA TONIETTO

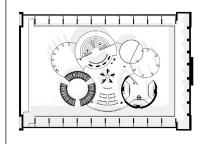
#### SITE

PARK AVENUE ARMORY NEW YORK

CLIENTS



KEY PLAN



NOTES DRAWINGS FOR DESIGN INTENT ONLY

DRAWING POSTER APPLIED CONT'D

SCALE

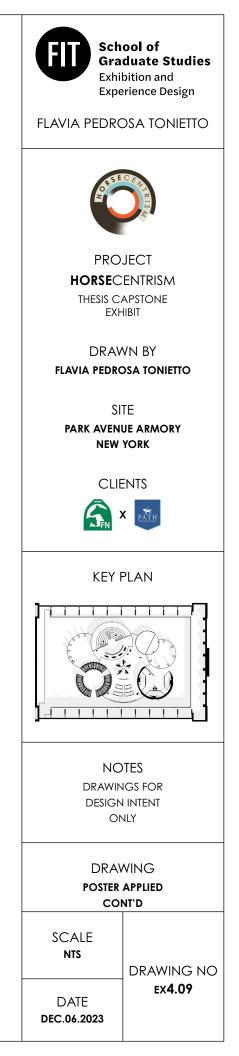
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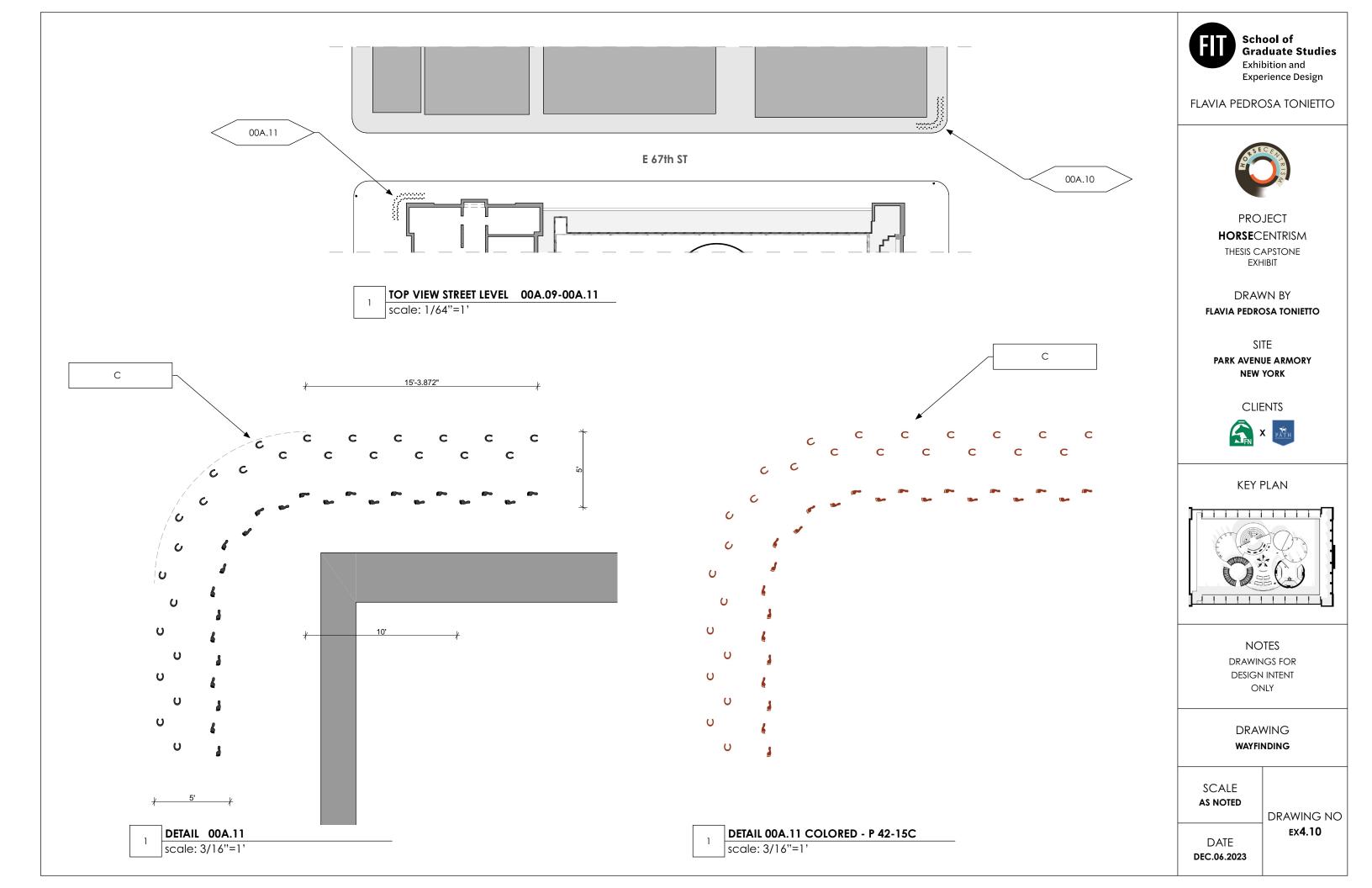
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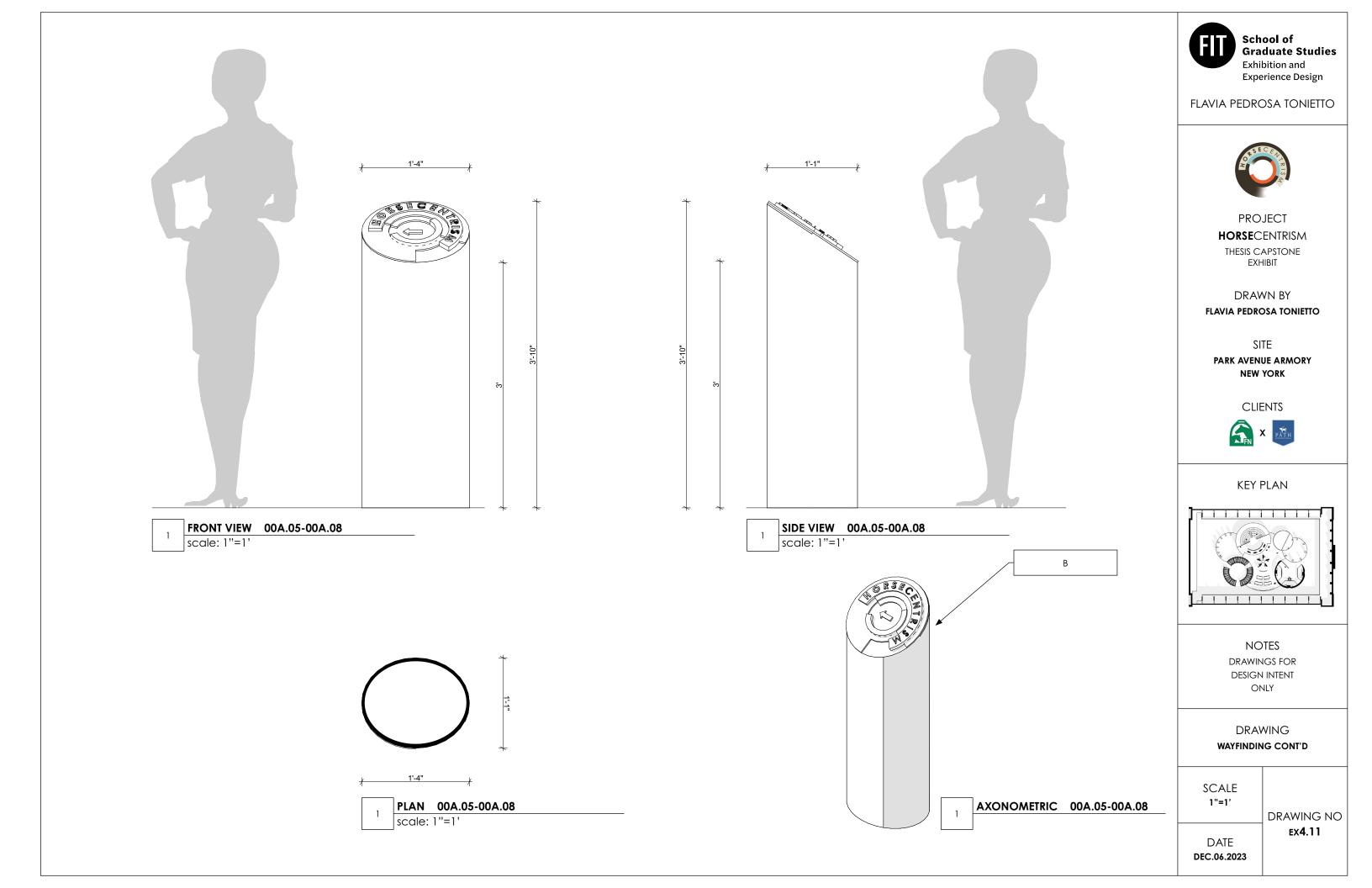
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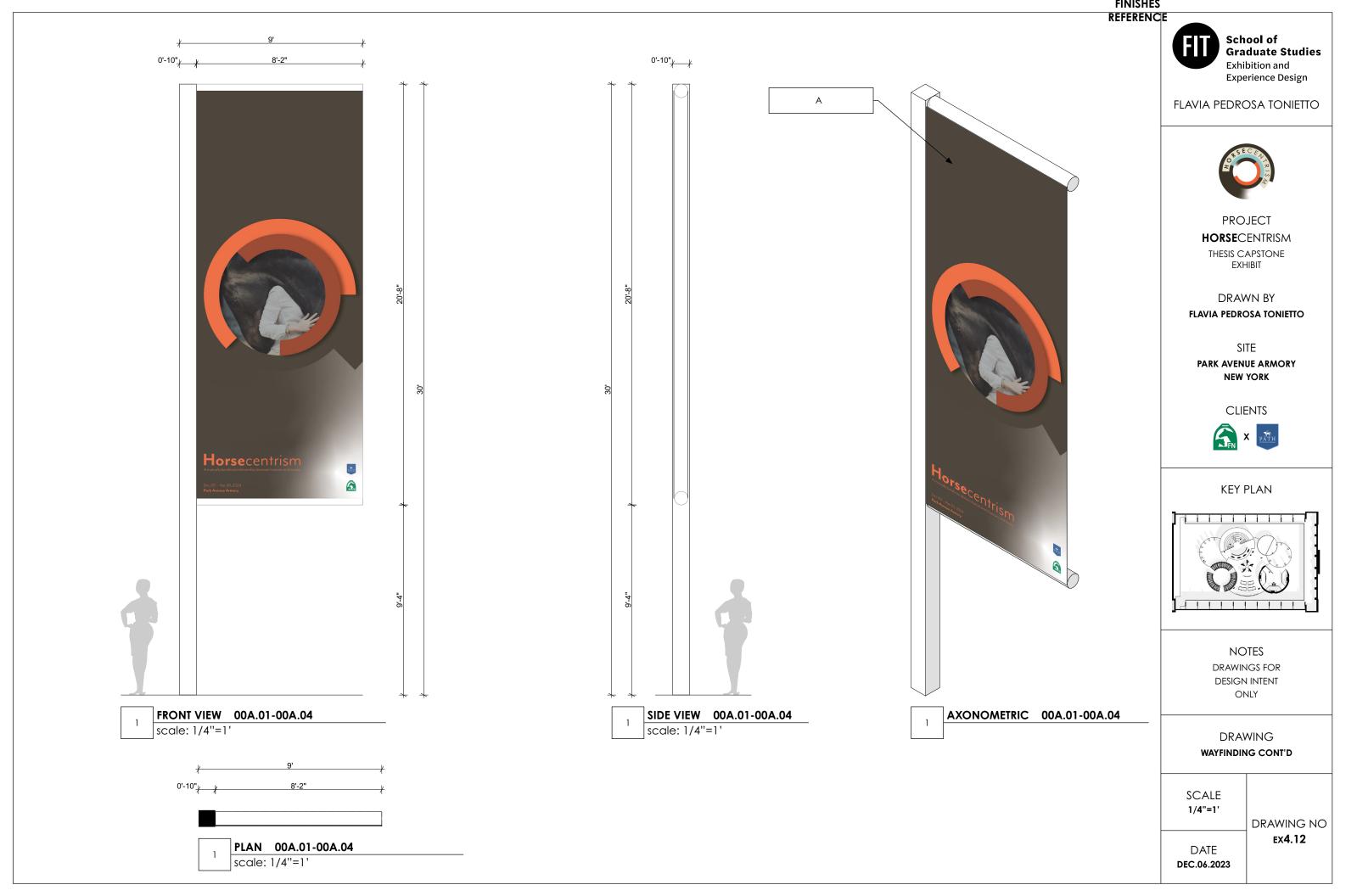
ex**4.08** 

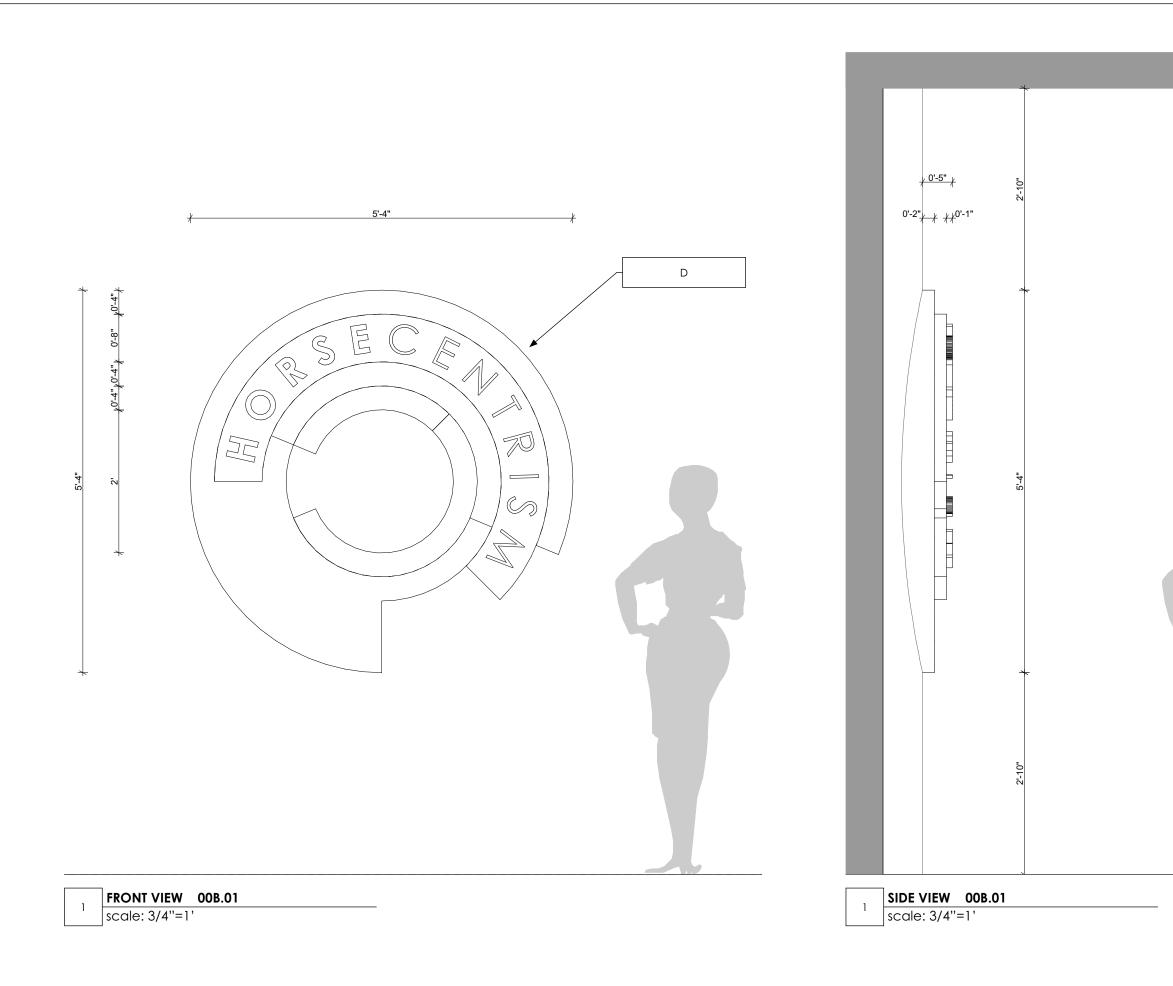




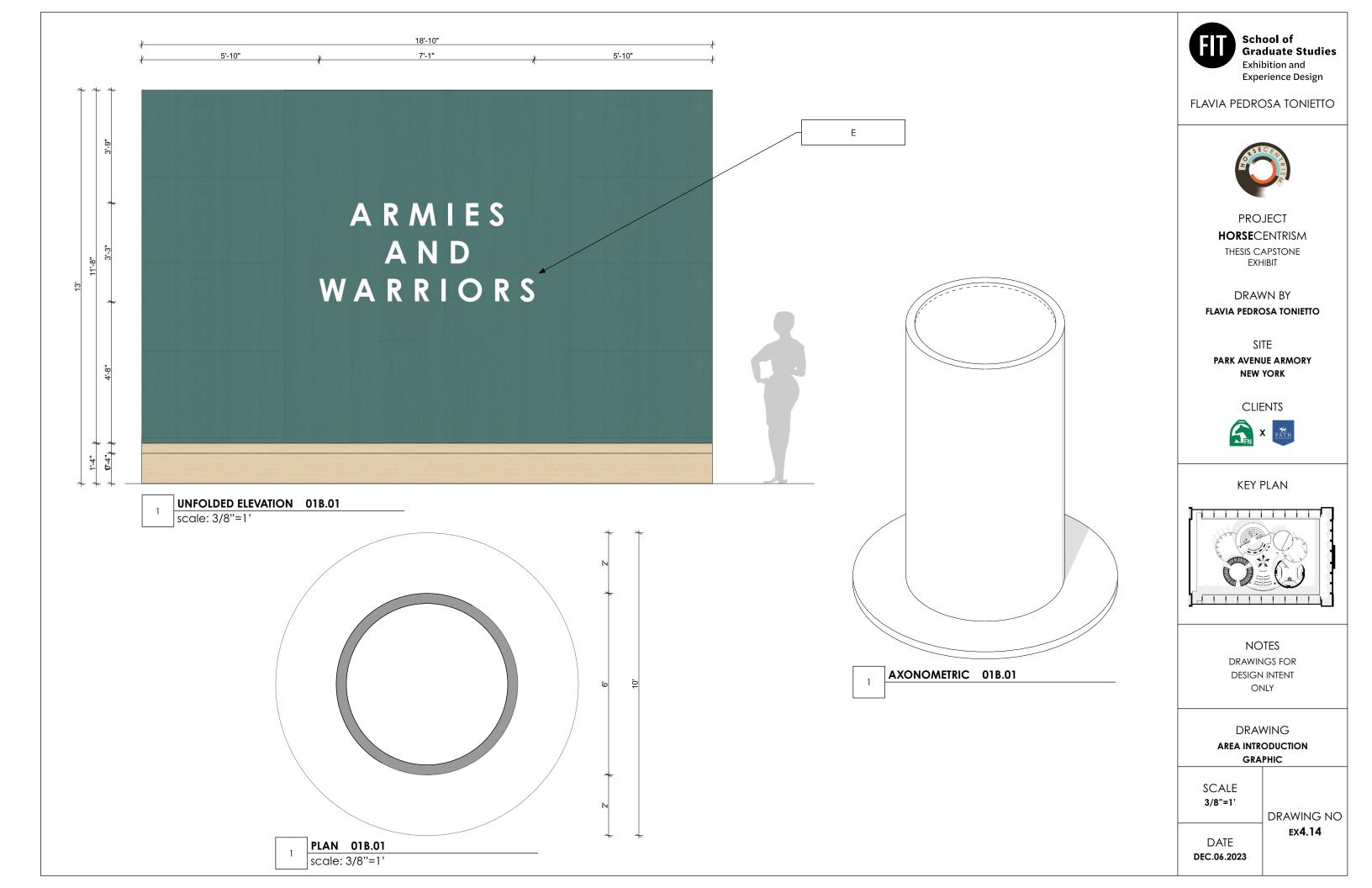


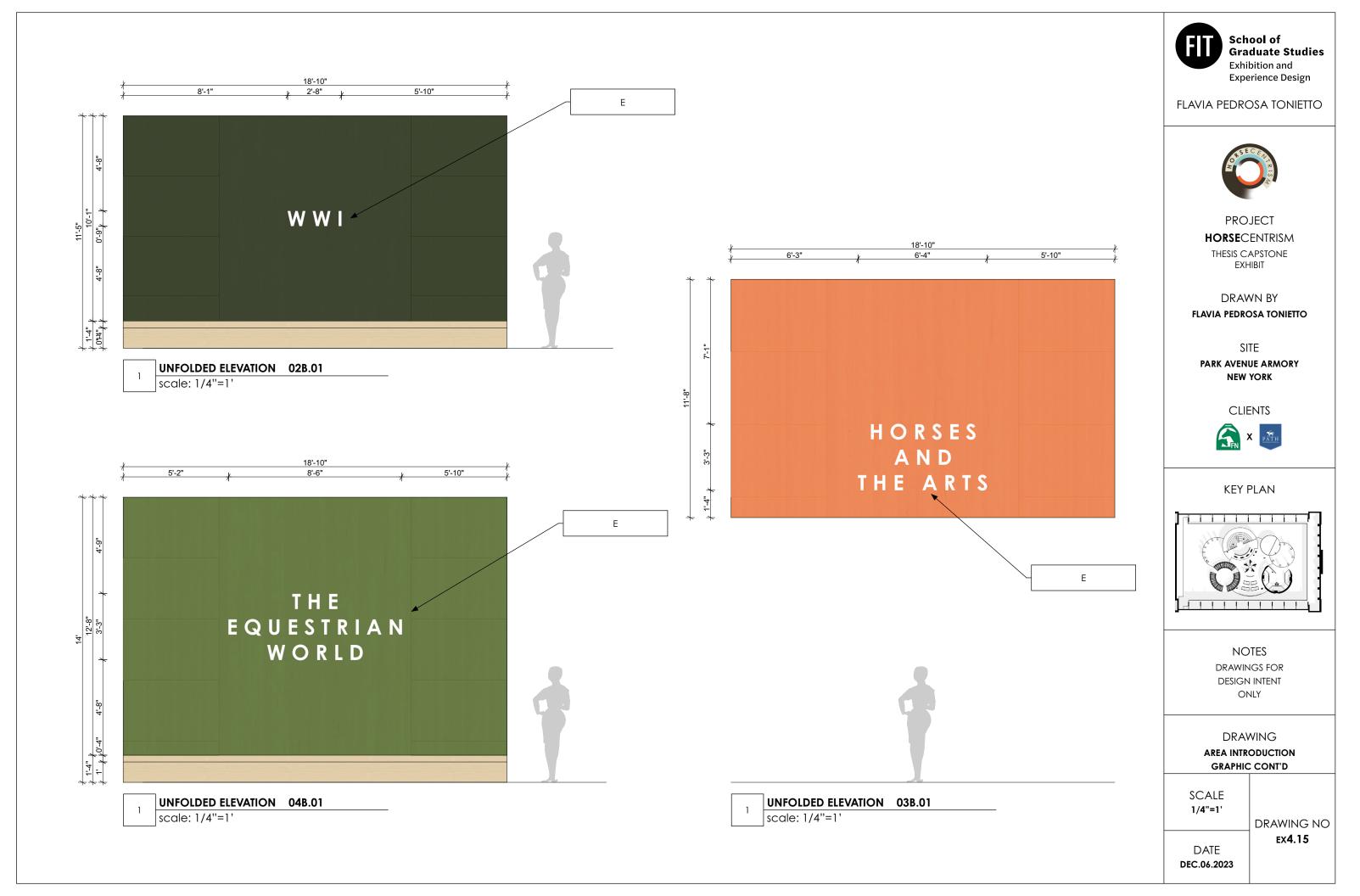


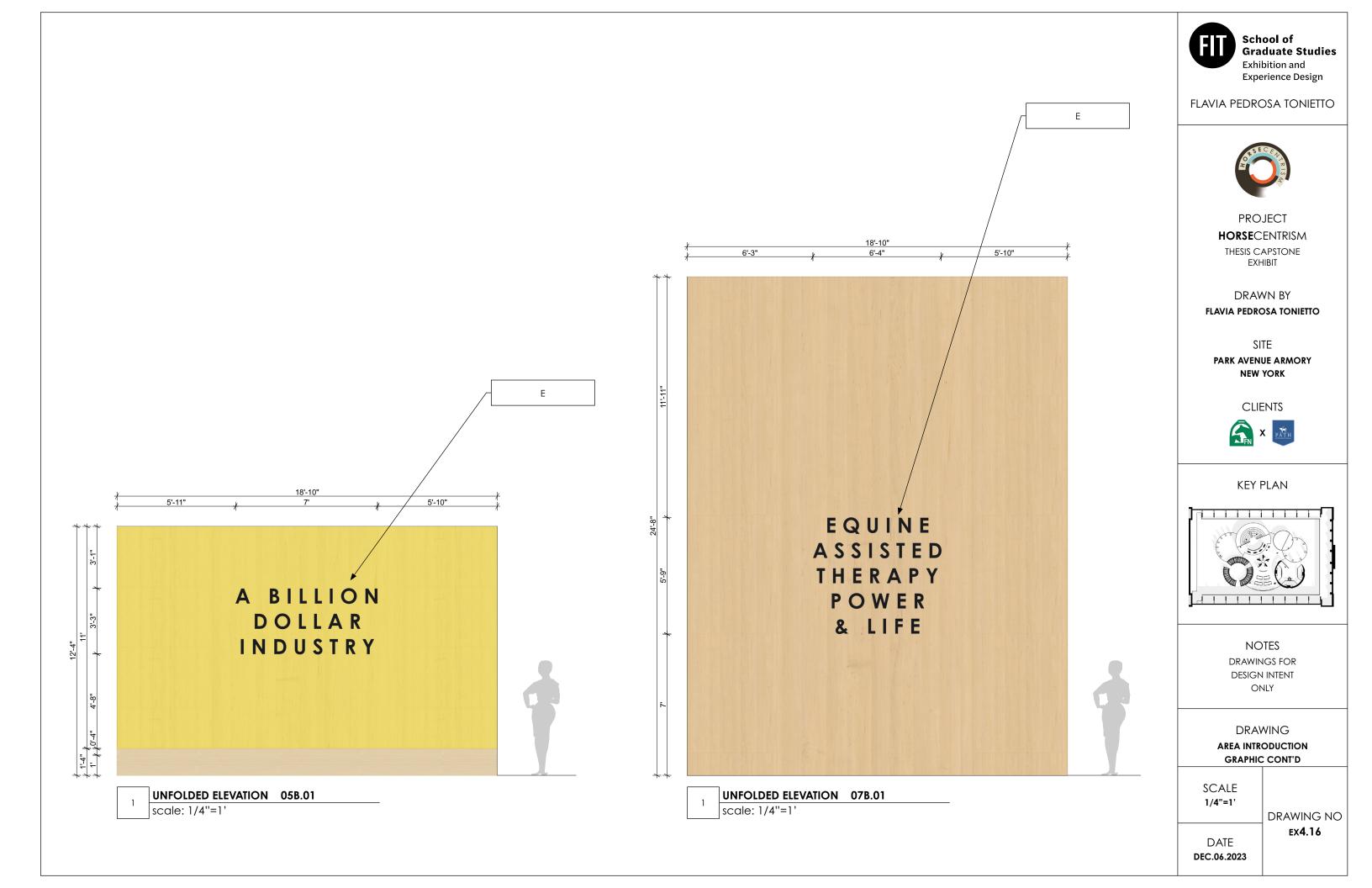


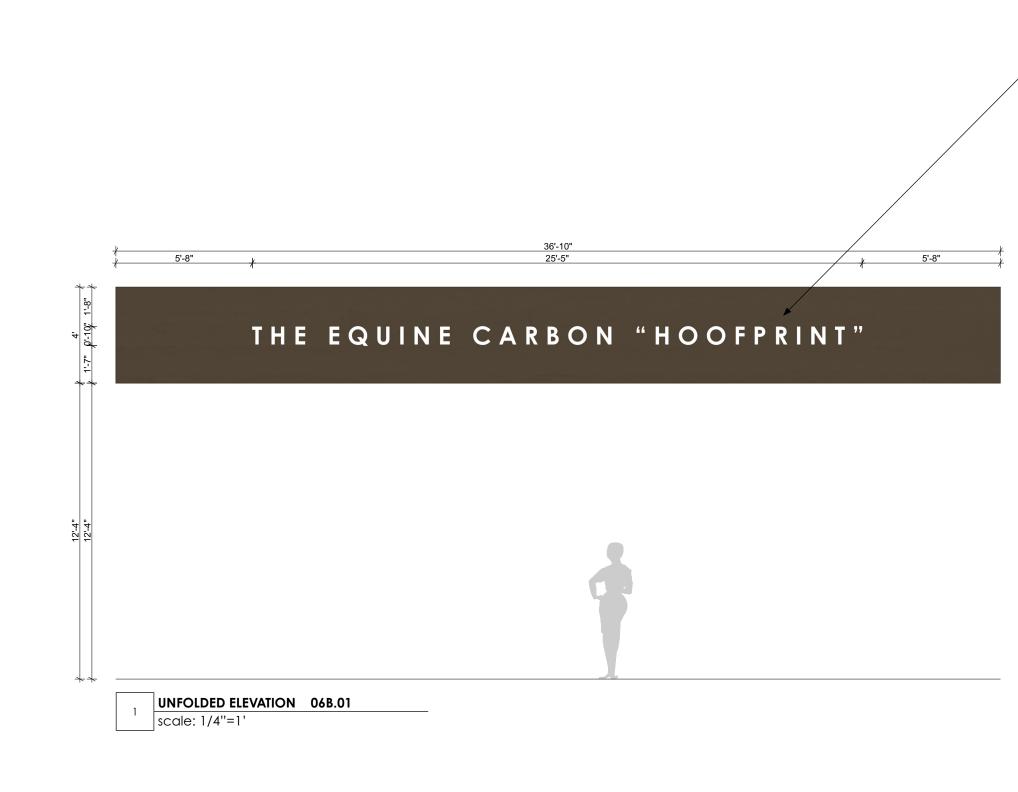




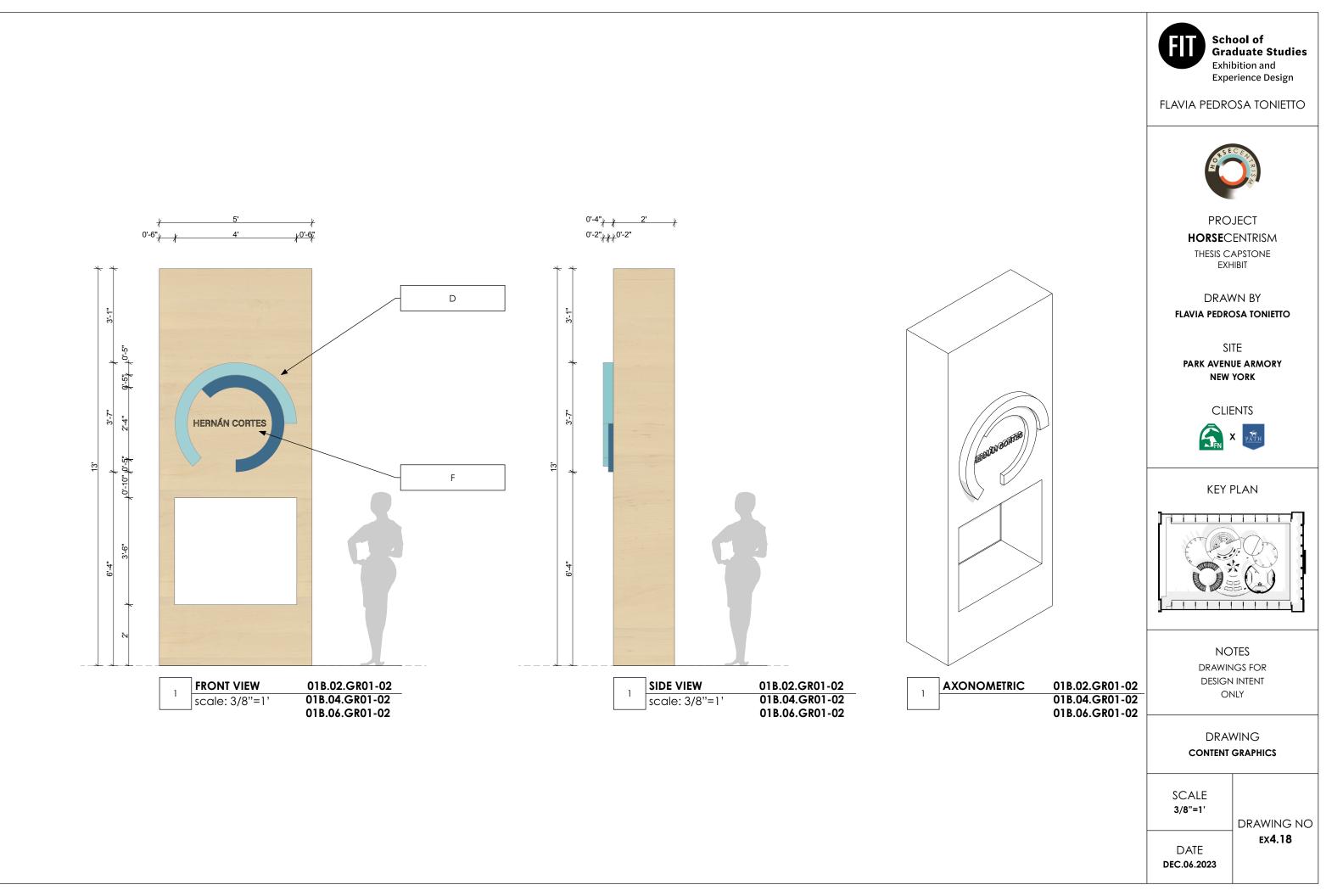


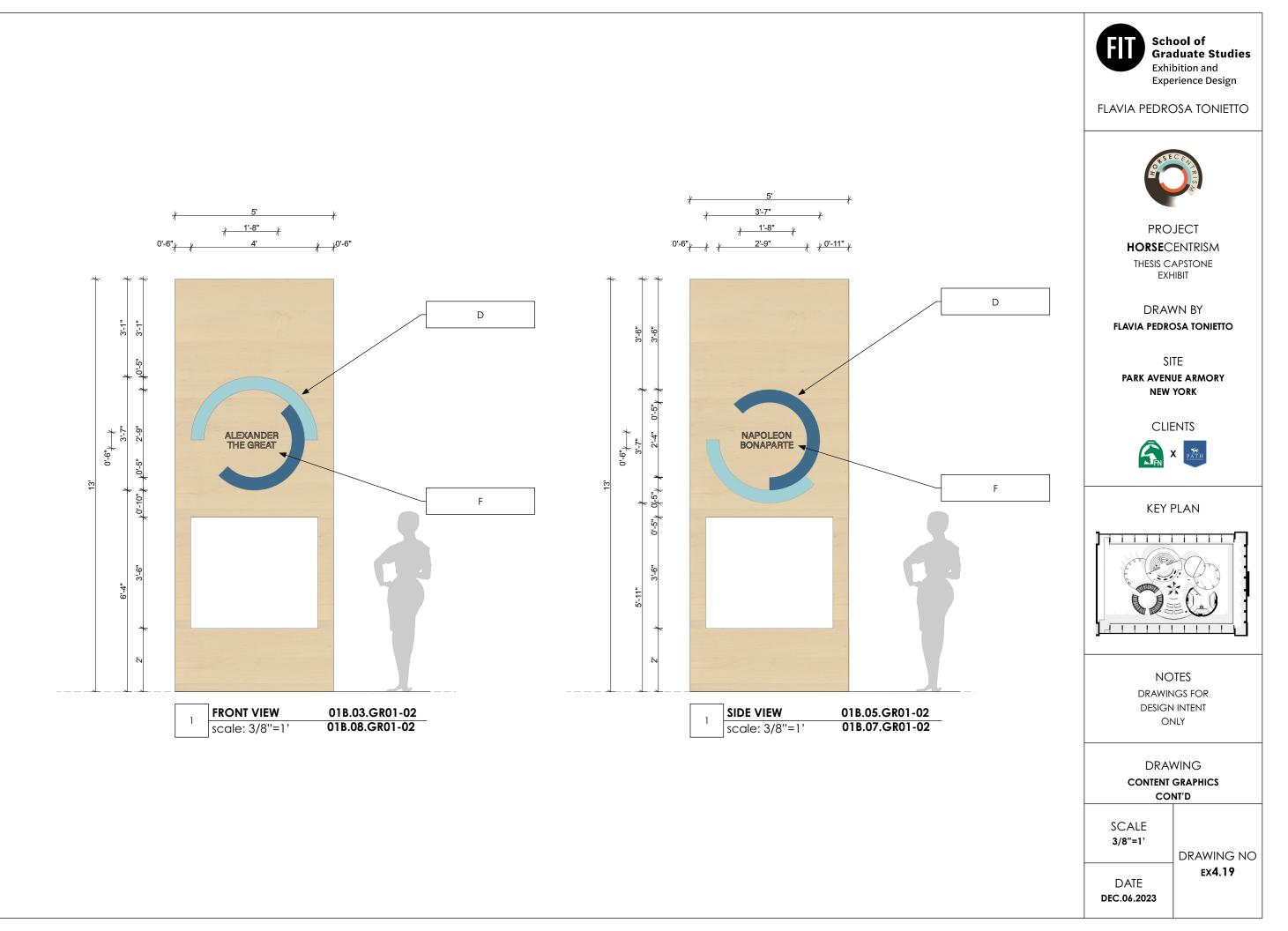


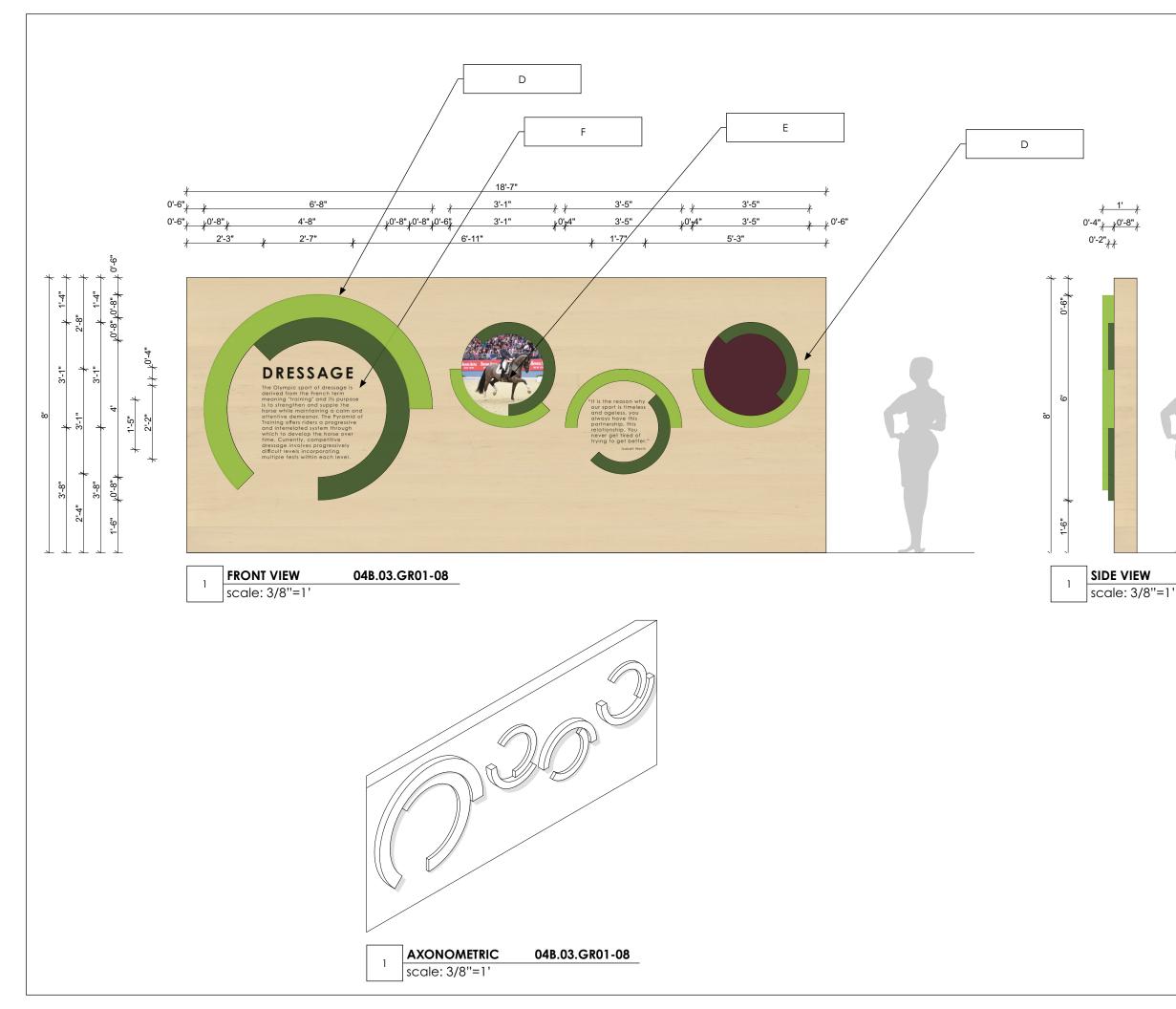


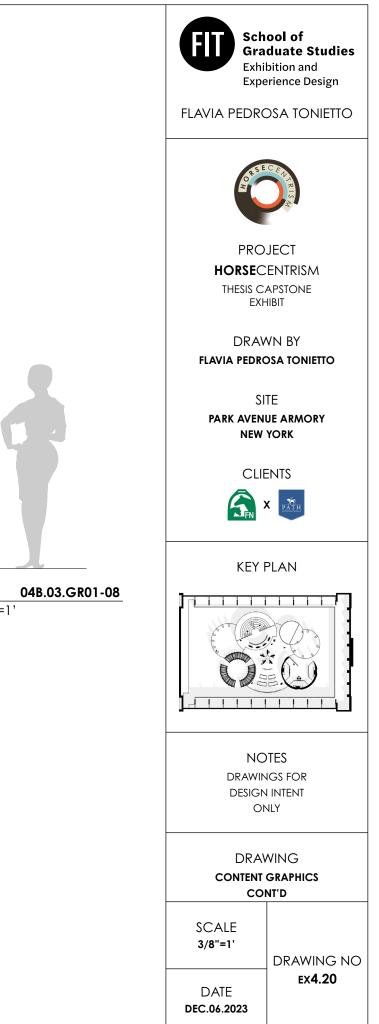


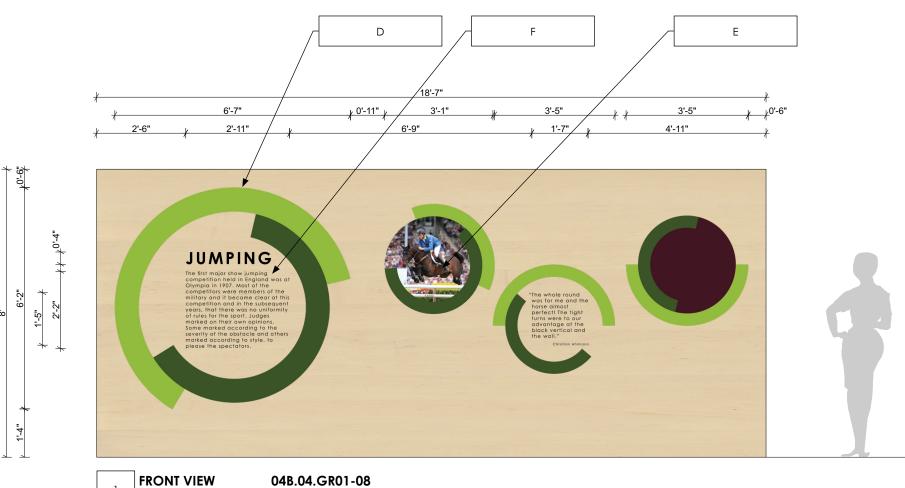


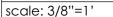




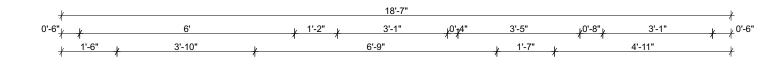








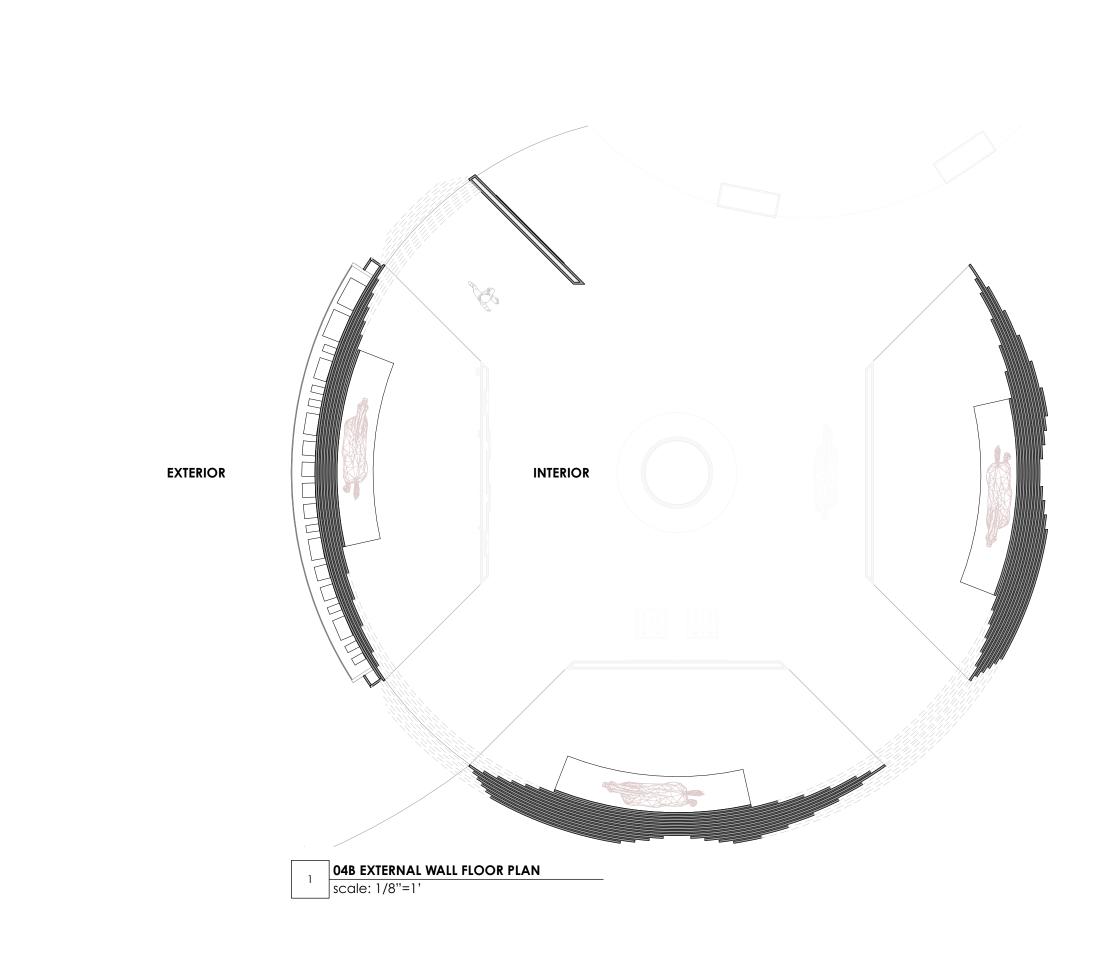




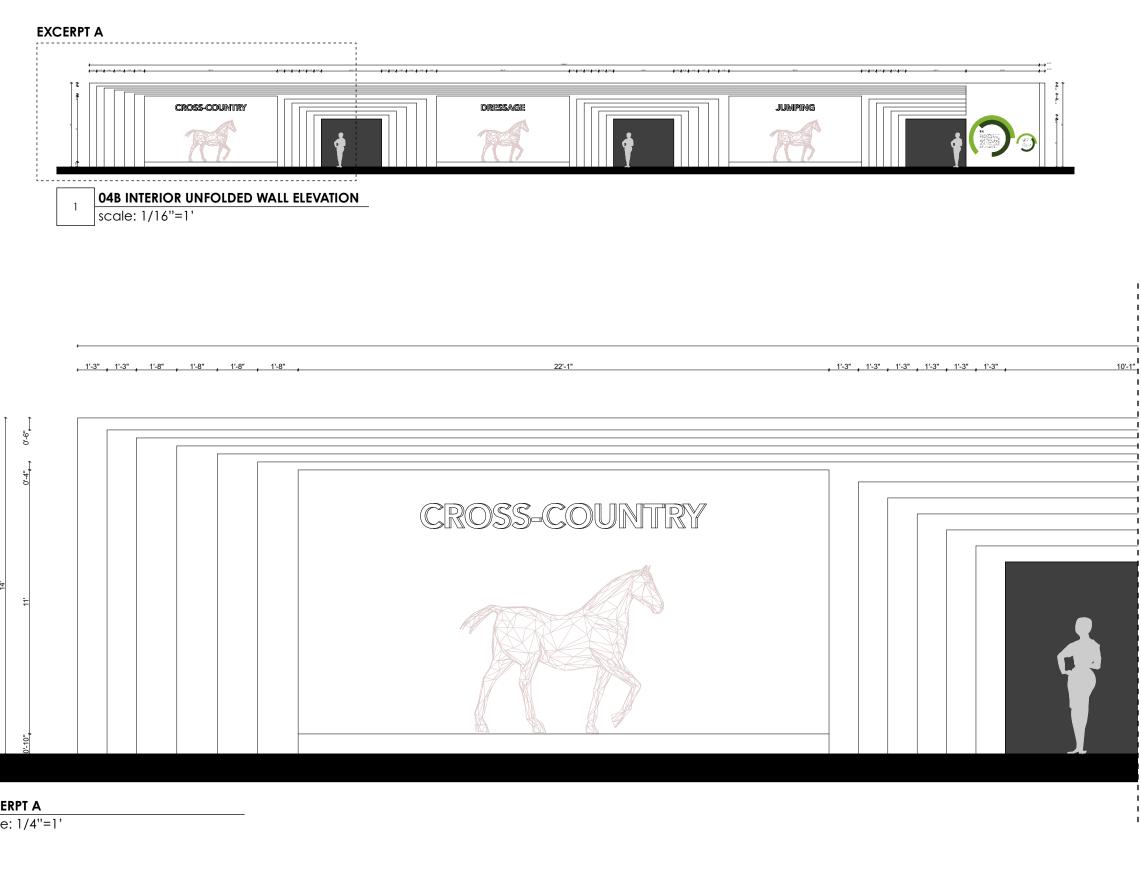




## DETAILS

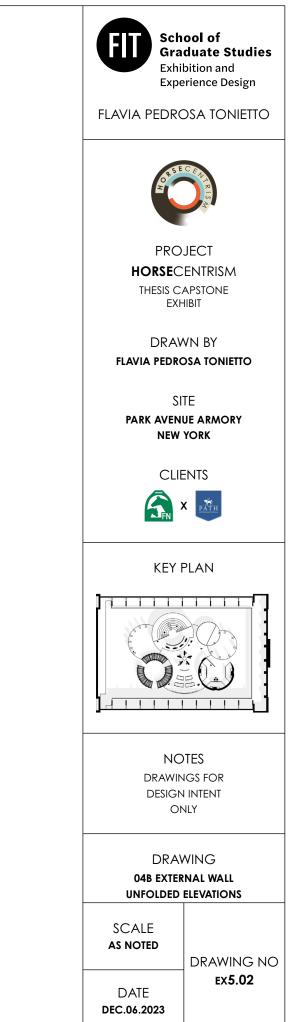




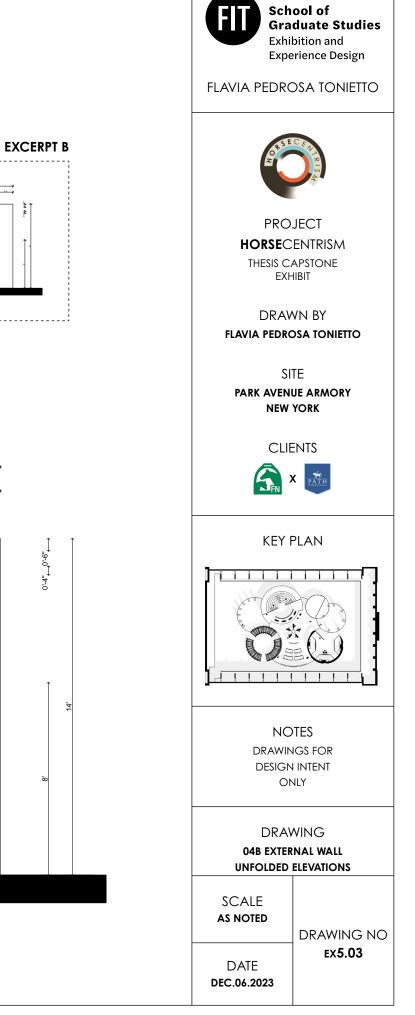


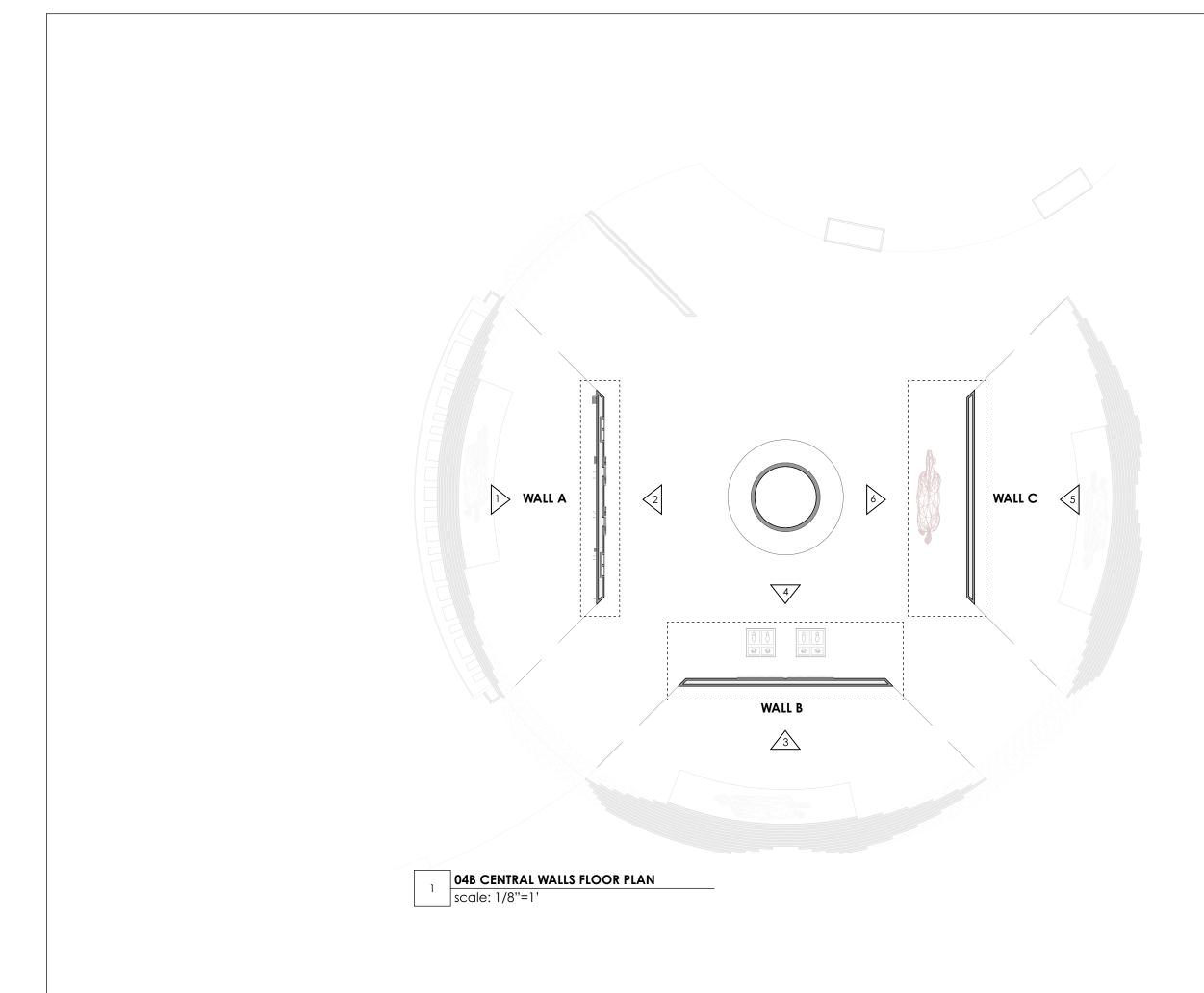
**EXCERPT A** scale: 1/4"=1'

1

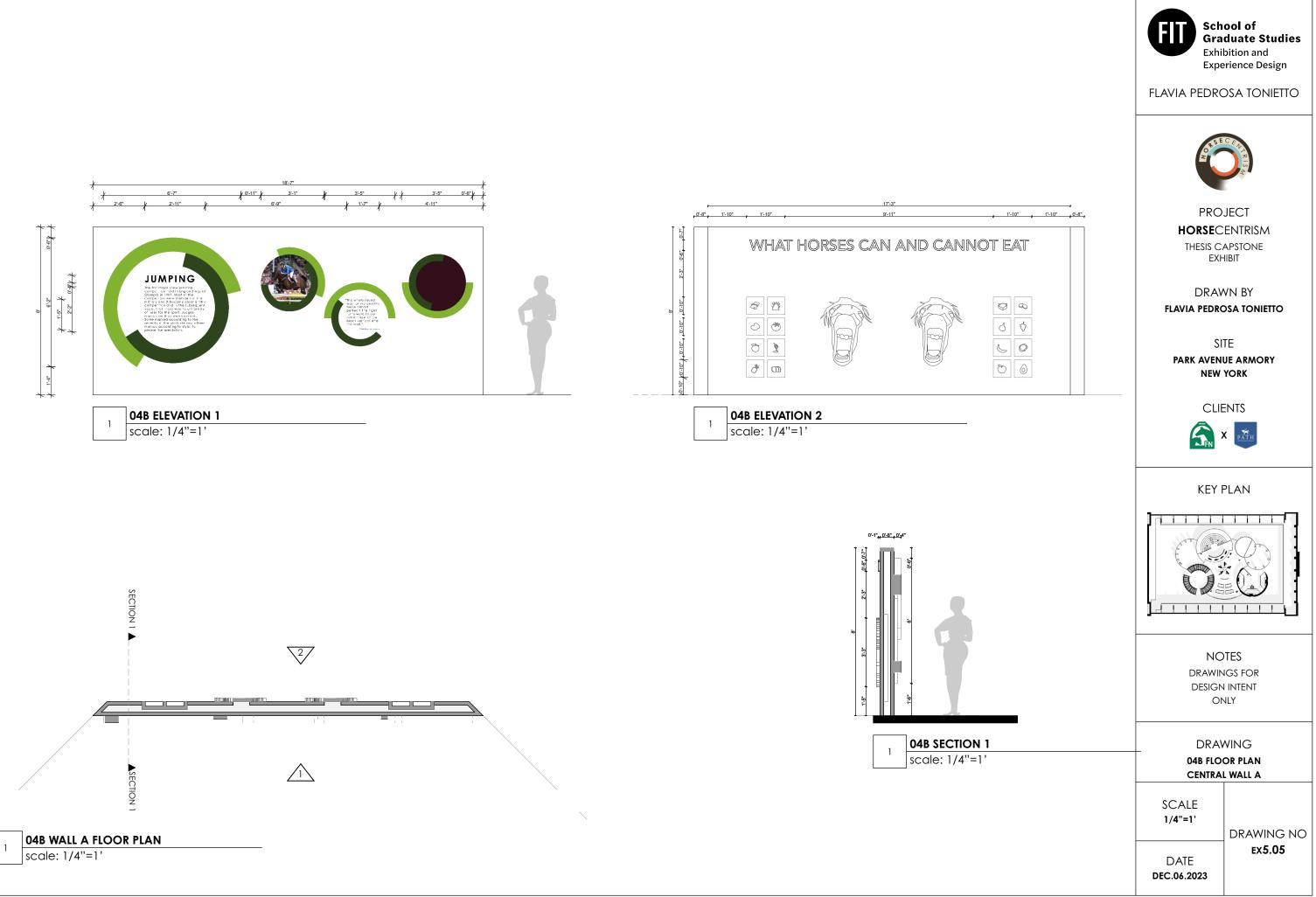


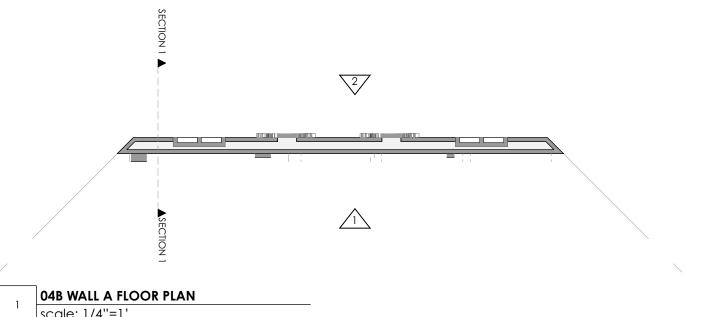


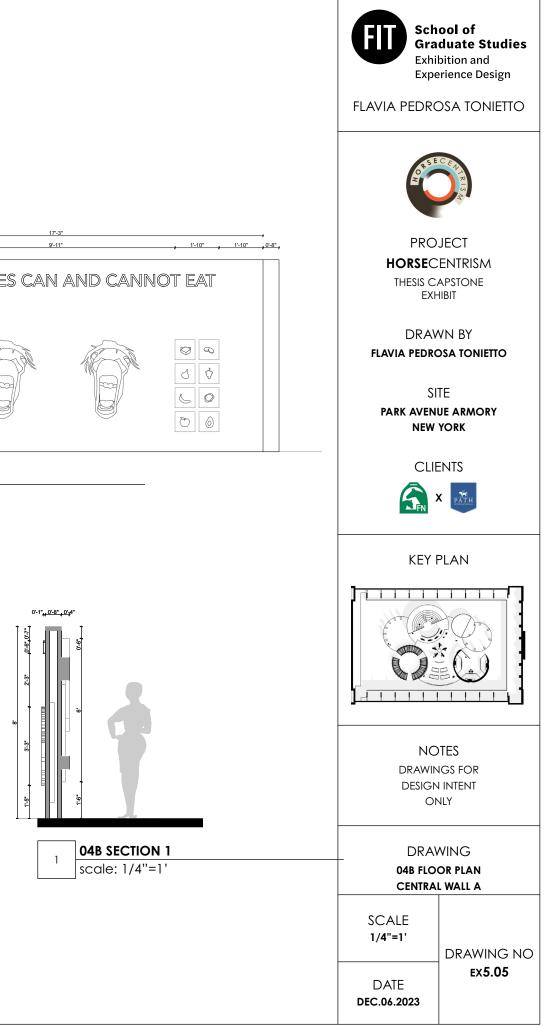


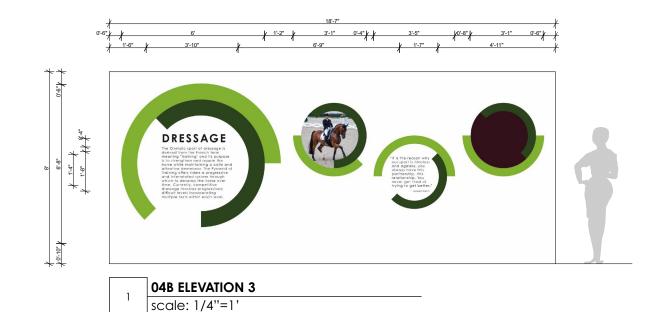


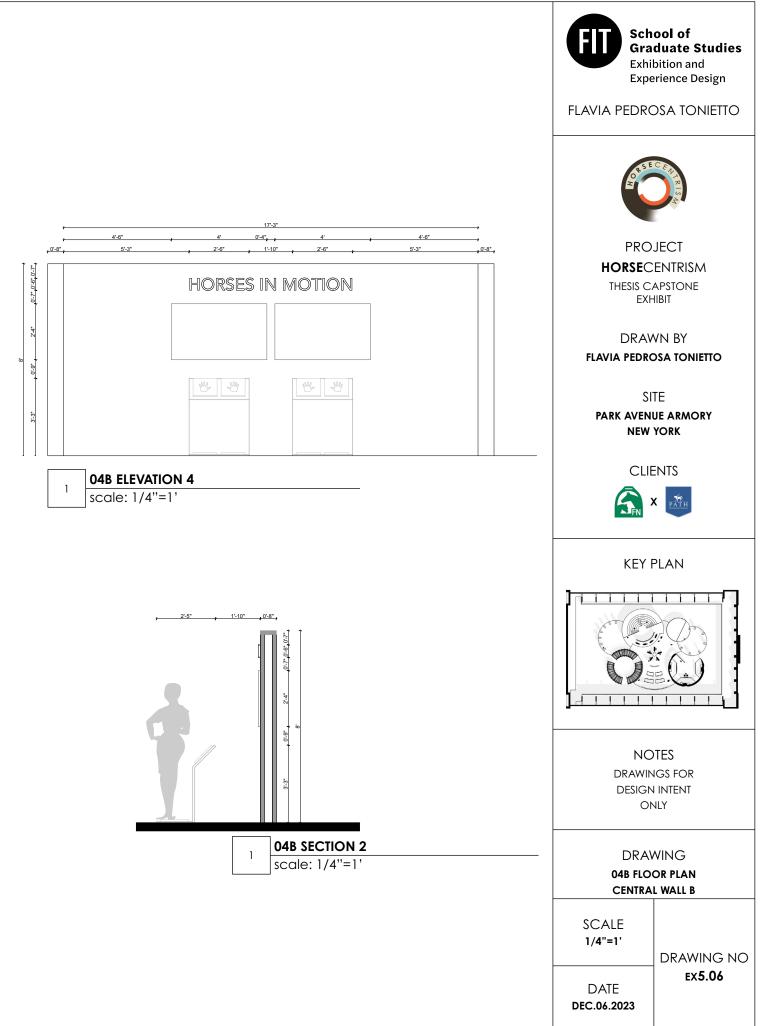


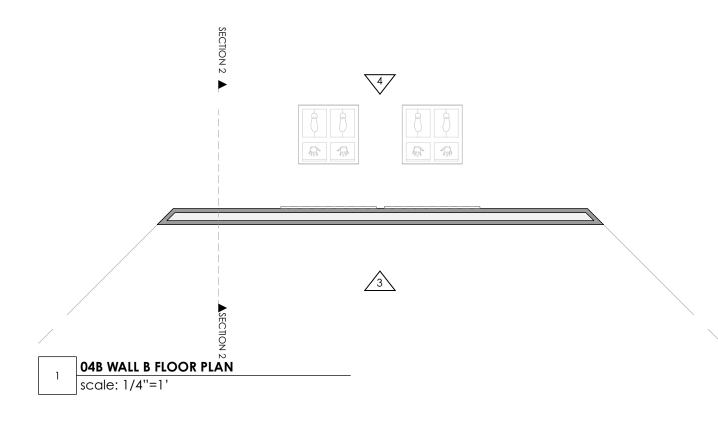


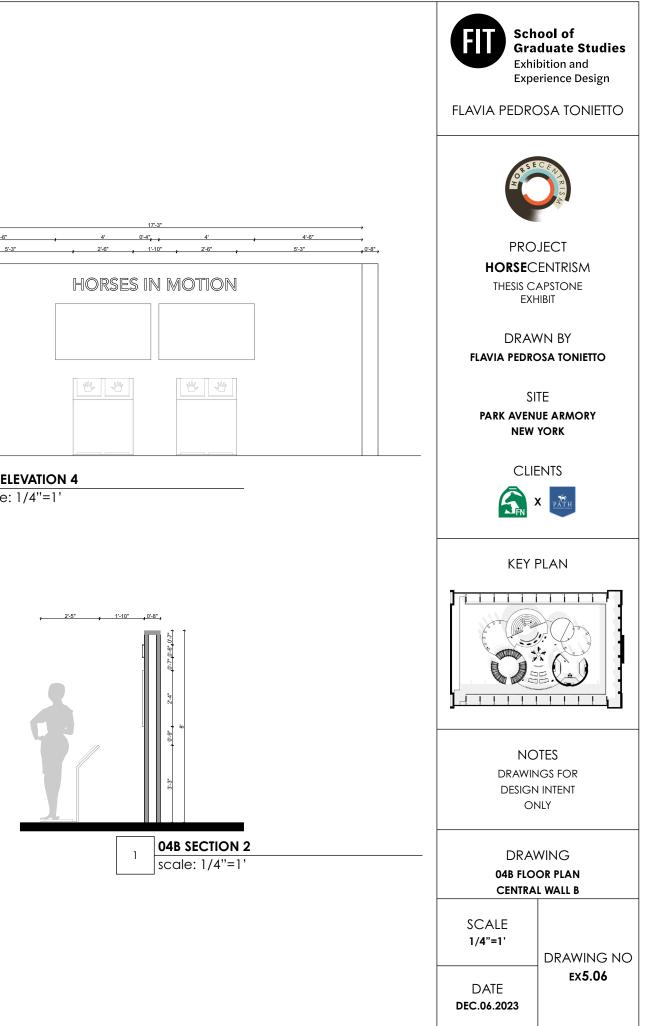


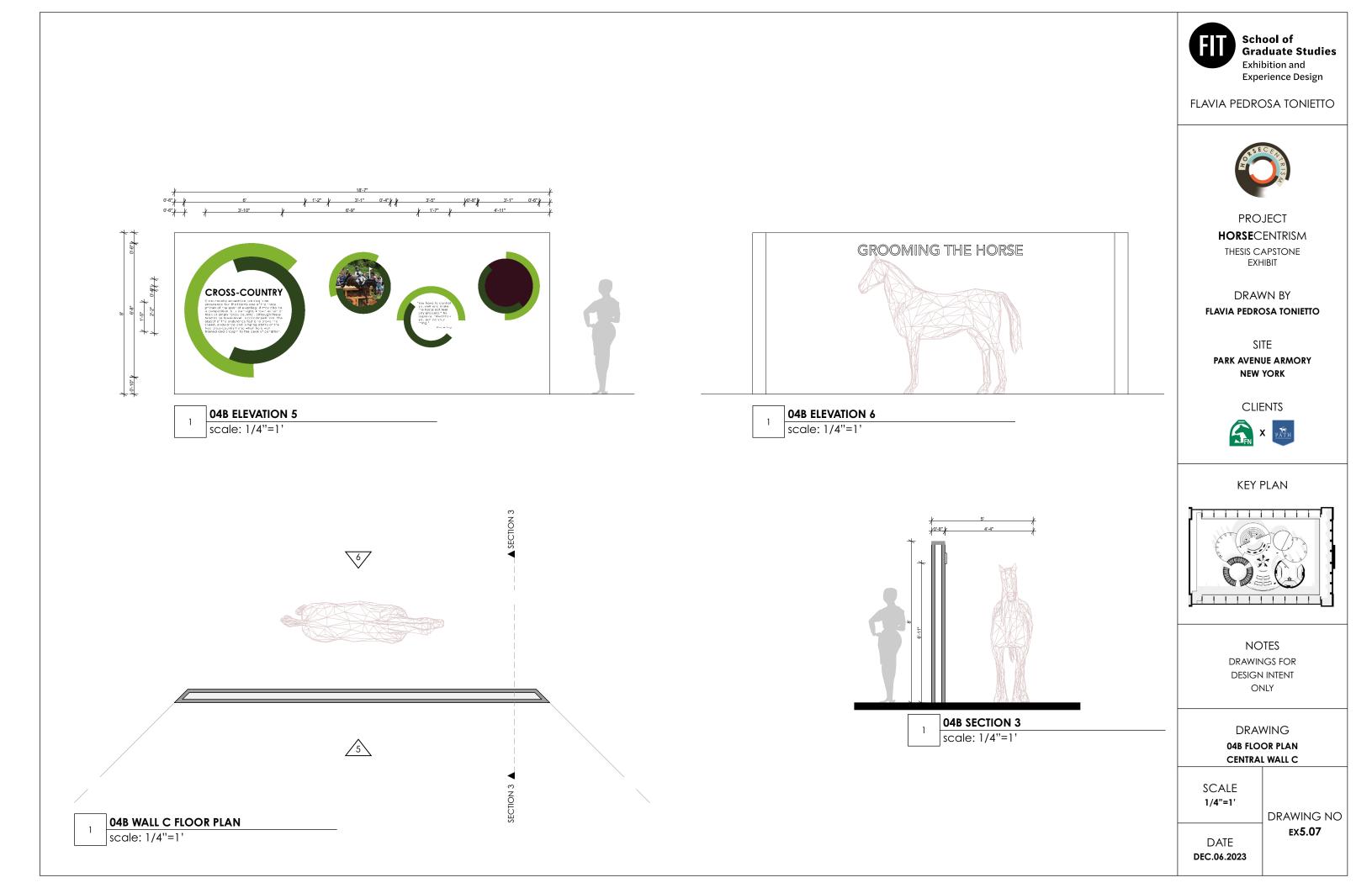




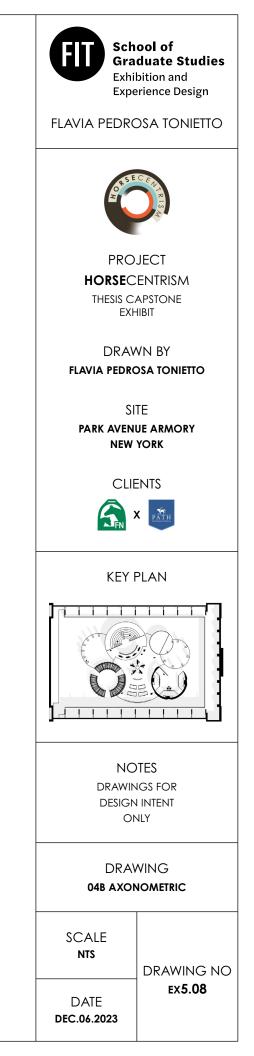


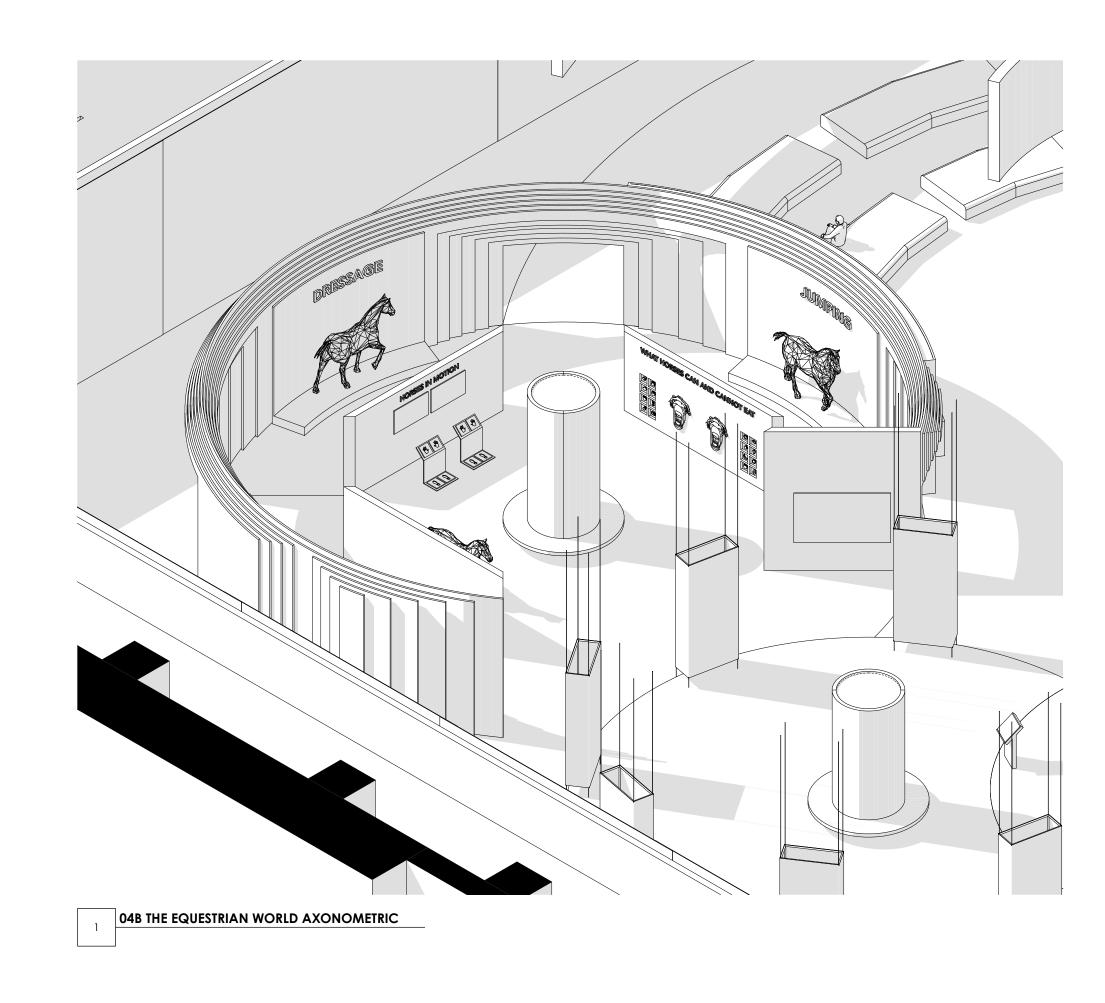


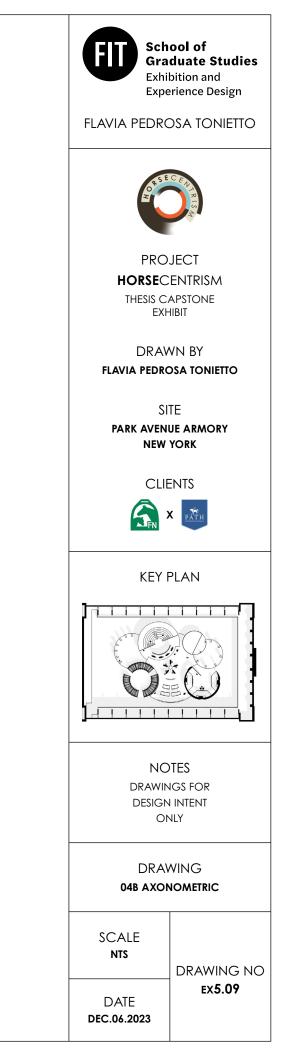


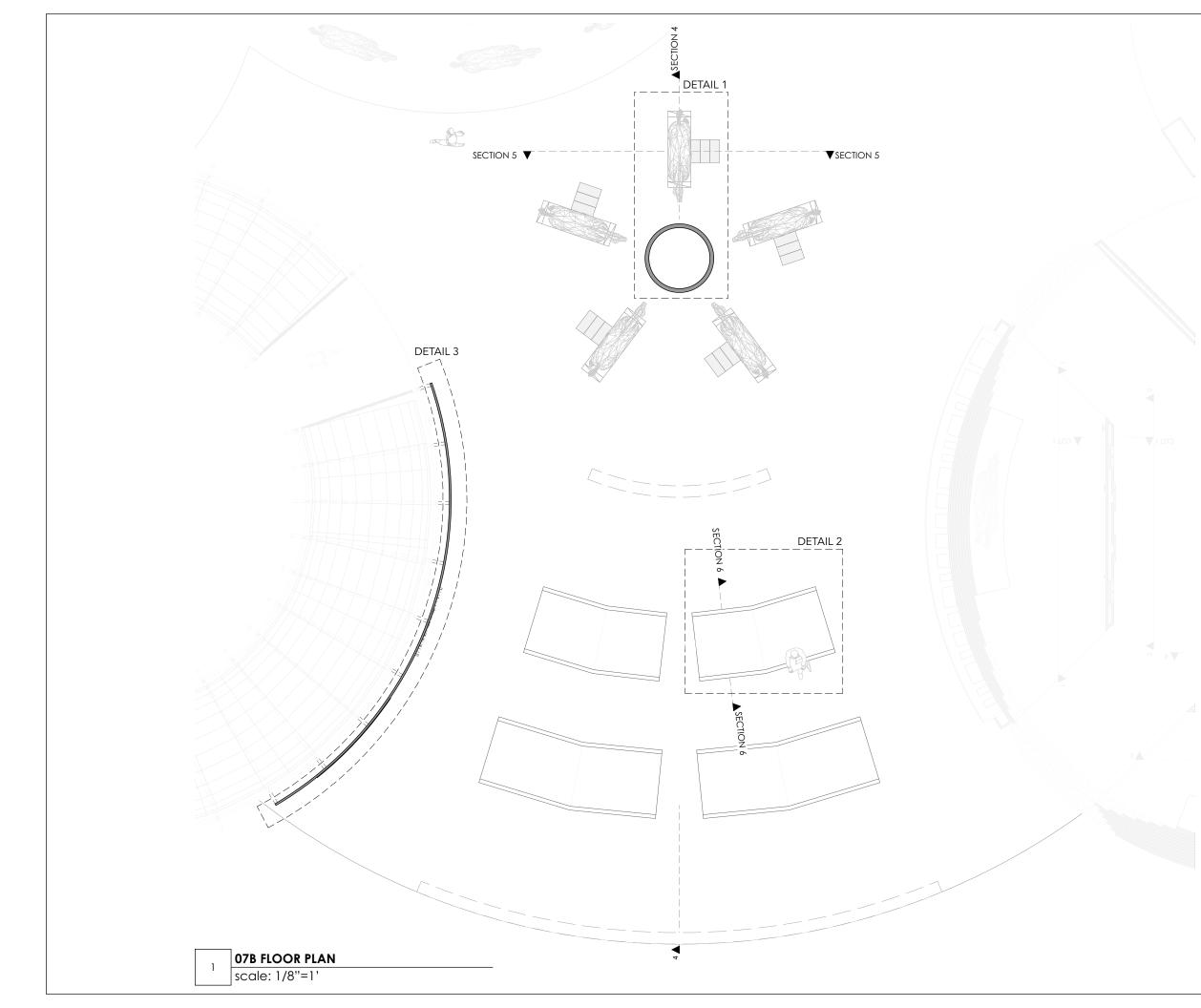


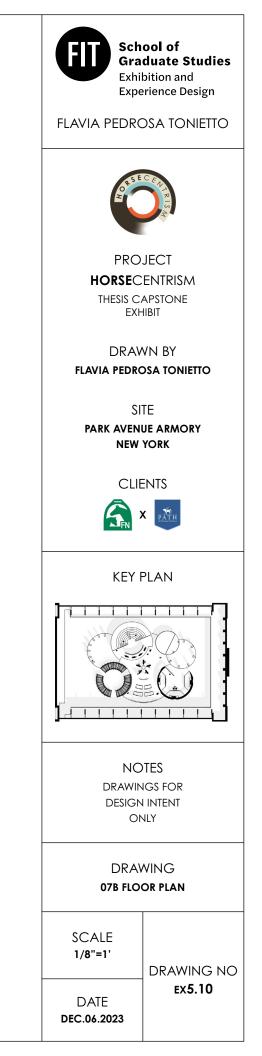


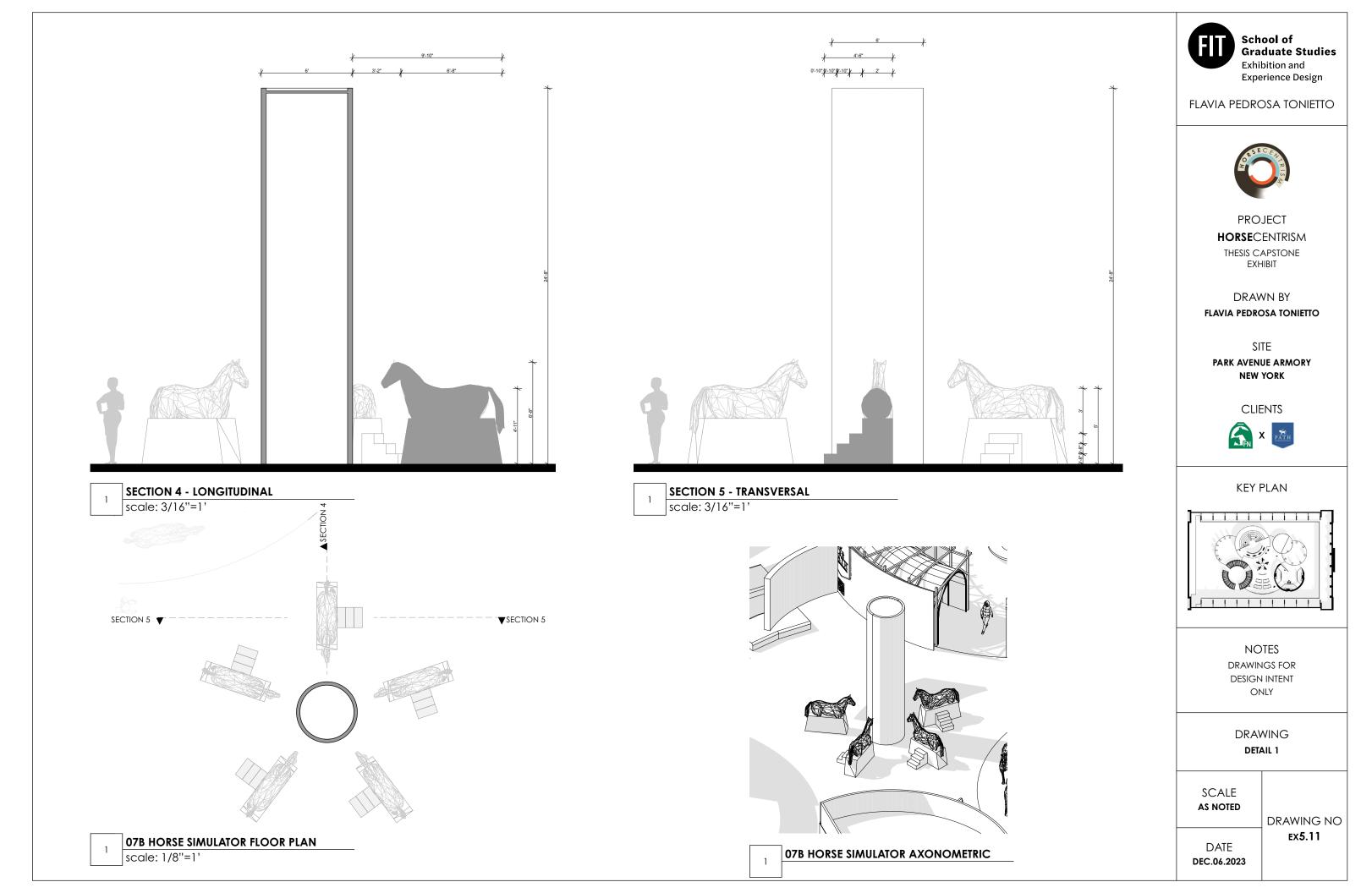


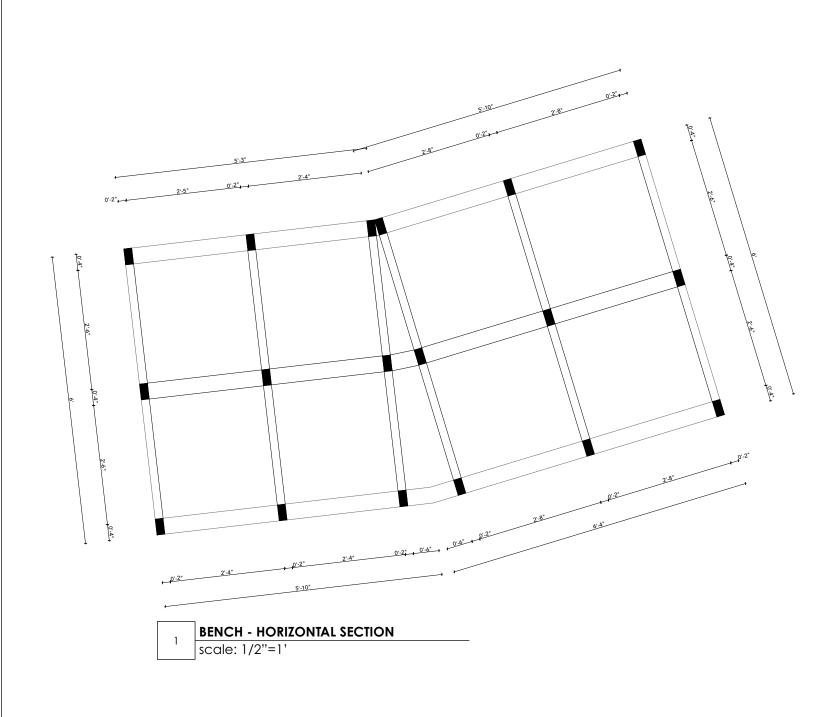


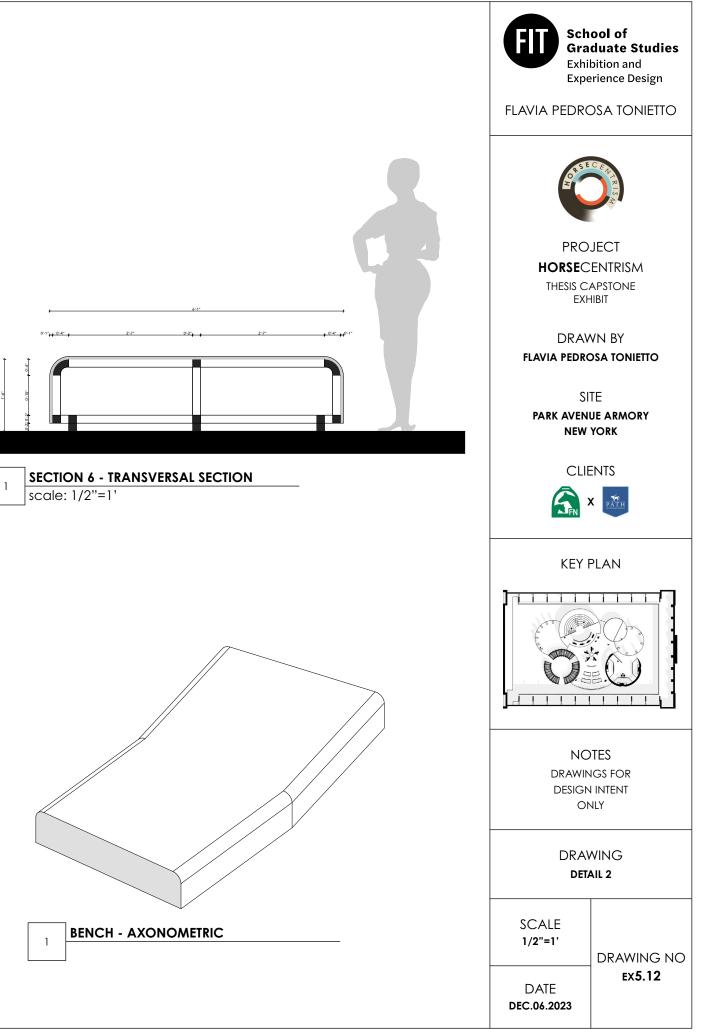


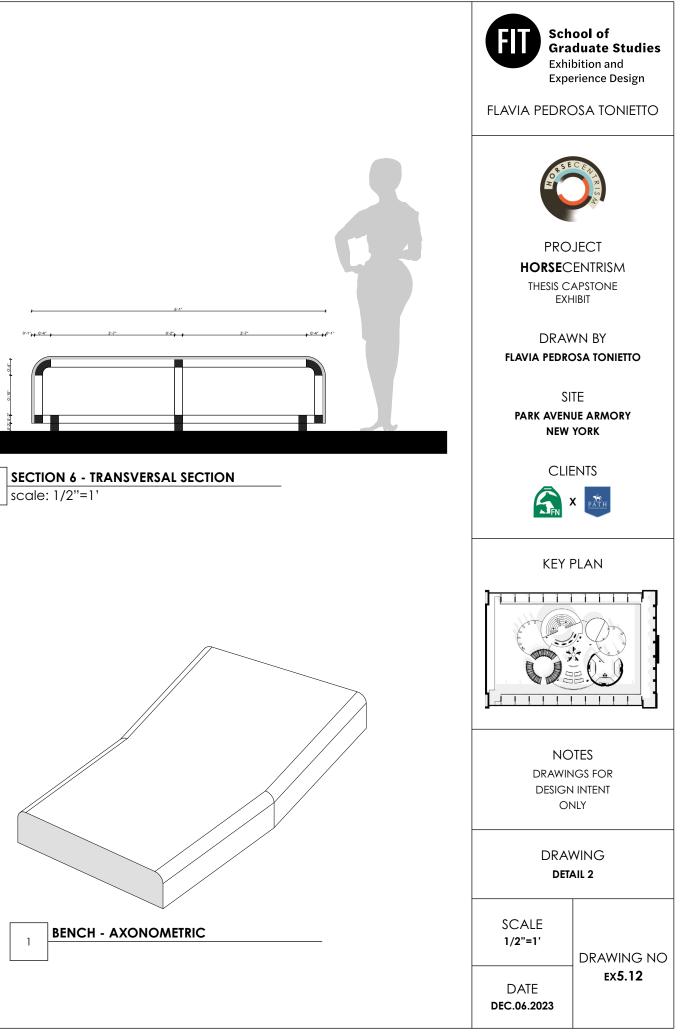


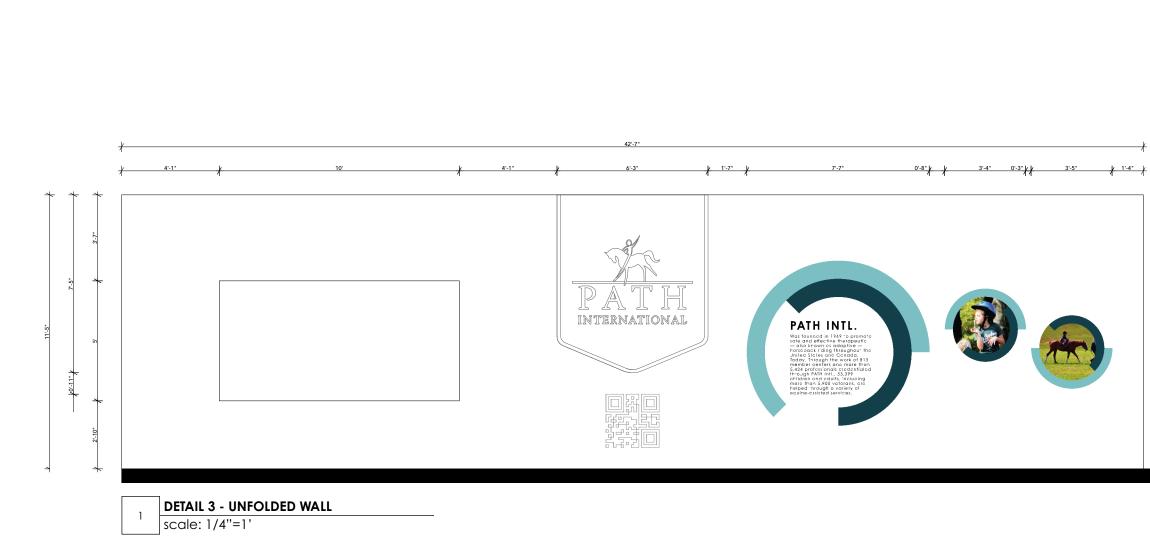


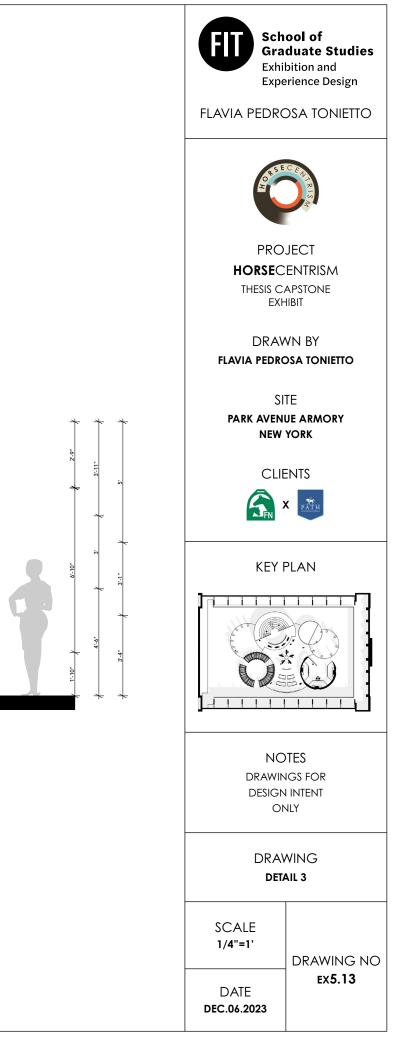


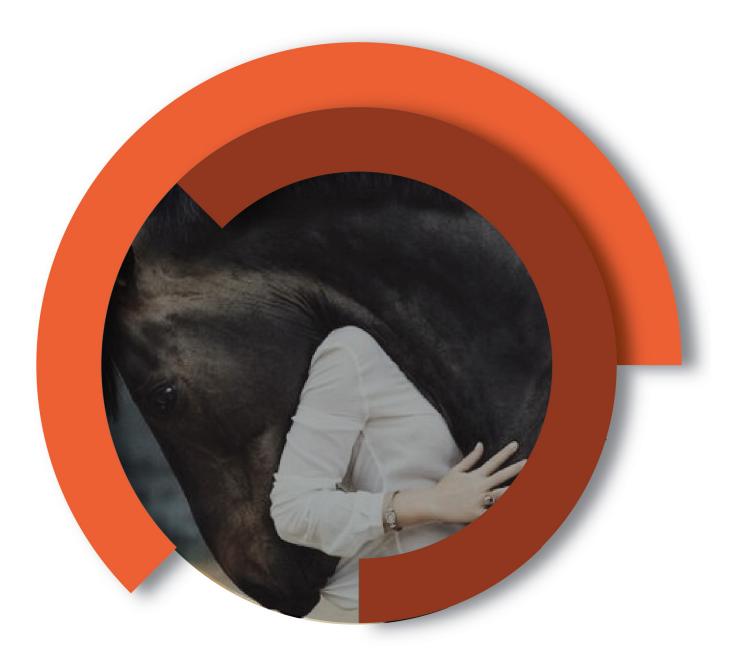












A mutually beneficial relationship between humans and horses.

DESIGN DEVELOPMENT PACKAGE

**GRADUATE THESIS** MA EXHIBITION AND EXPERIENCE DESIGN SUNY FASHION INSTITUTE OF TECHNOLOGY

FLAVIA PEDROSA TONIETTO