

WHERE THE  
WILD  
THINGS  
ARE

Return To  
The Wild

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Capstone Project  
100% Design Development  
Dec 09, 2022

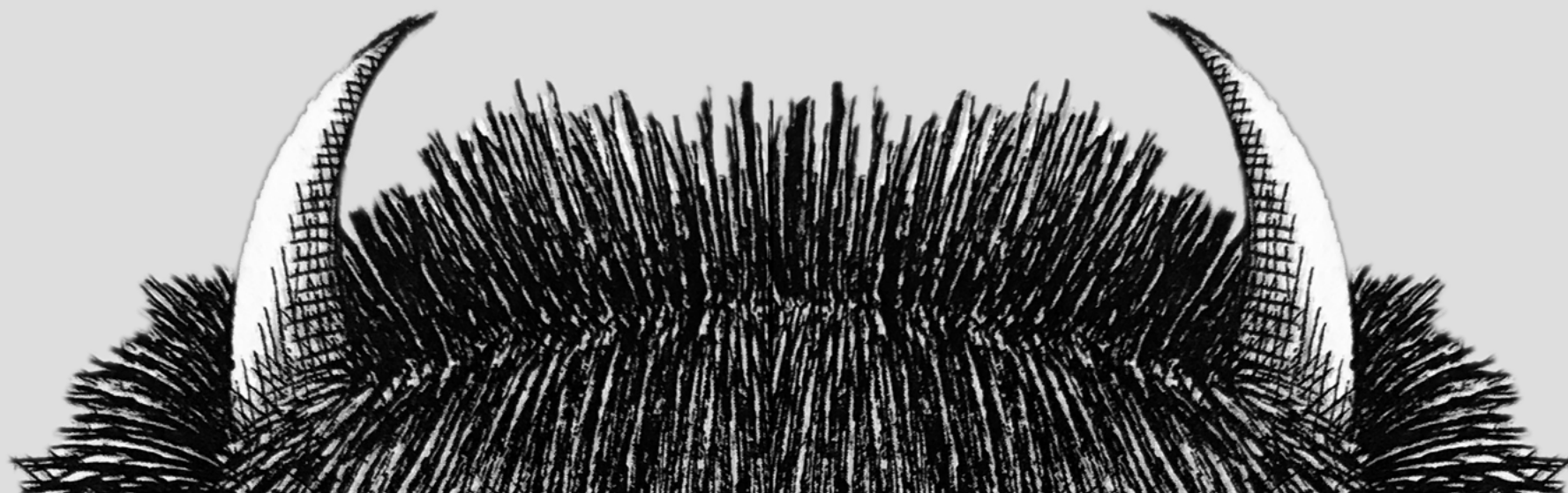


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# **EXHIBIT EXECUTIVE SUMMARY**

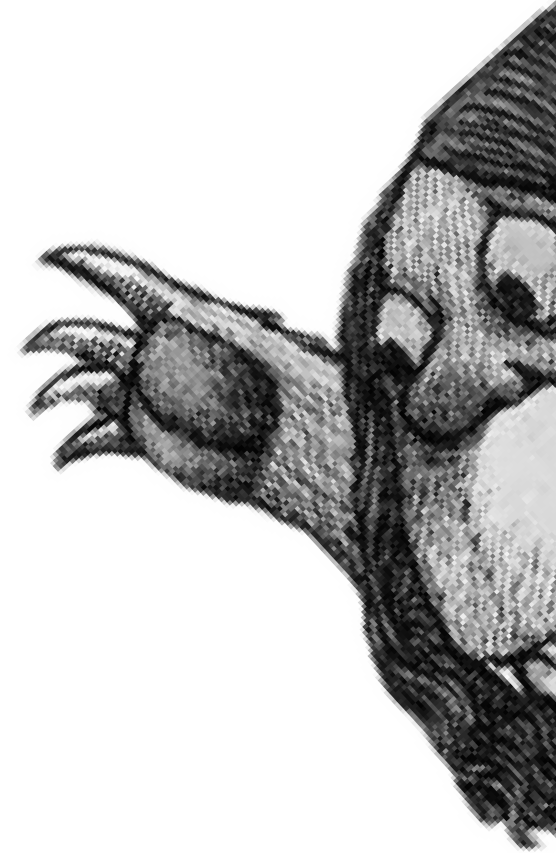


## **WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

Where The Wild Things Are: Back to The Wild is an XR experience based on Where The Wild Things Are original story & movie, meant to celebrate the classic's 60th anniversary.

Consisting of two parts, an online mobile game and a traveling exhibition, the experience uses XR technology to bring the remote and in-person audiences together and embark on a journey to explore emotions, loneliness and the meaning of companionship.

The experience aims to inspire emotional awareness through providing first-person experiences, and illustrate a new way to extend empathy and build connection in the increasingly remote-reliant post-pandemic world.



## WHERE THE WILD THINGS ARE - A JOURNEY OF EMOTIONS & CONNECTIONS

*Where the Wild Things Are* is a 1963 children's picture book by American writer and illustrator Maurice Sendak. The story is about a young boy named Max and his emotional journey.

Max, after making mischief and being sent to his room without dinner, is transported by his imagination to a mysterious island inhabited by the "Wild Things." There he begins a series of adventures with these Wild Things and finally returns to reality as he begins to feel lonely and misses the warmth of home.

Through a childlike lens, the fantasy story explores how children process various feelings, and their connection with the world around them. The book has been adapted into other media, including an animated short in 1973, a 1980 opera; and a live-action 2009 feature-film adaptation.



# FINDING THE INNER CHILD IN EVERYONE

*Primary*

**FAMILIES + CHILDREN**



## **Experience Seekers & Facilitators**

The experience's main audience is families with young children. They look for entertaining opportunities to bond and stimulate growth. They enjoy engaging activities that shape memories and spark meaningful conversations.

*Secondary*

**YOUNG ADULTS**



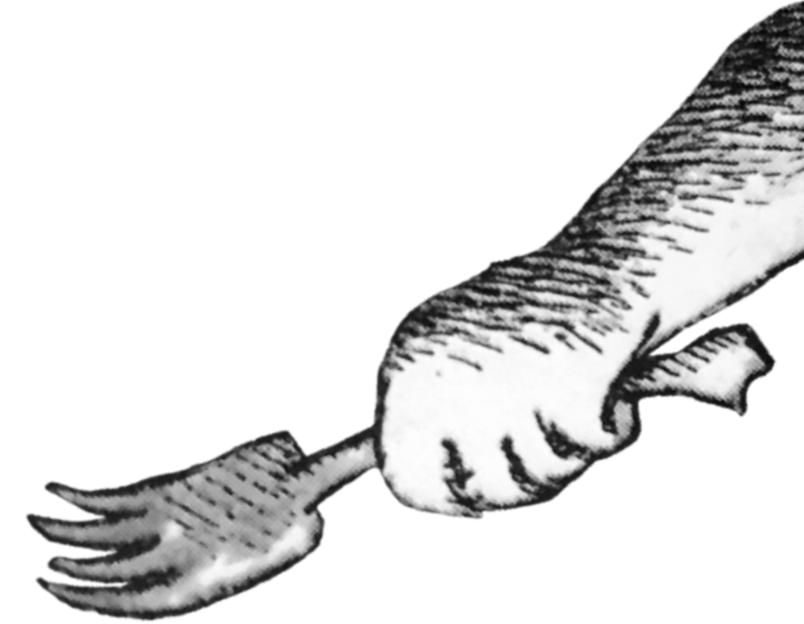
## **Hobbyists**

The experience's secondary audience is the adult professional hobbyists who grew up with the story and look for a fresh take as well as familiar elements to revisit their memories with the beloved classic.



## **Experience Seekers**

The exhibition is also expected to attract experience seekers who look for novel experiences to enrich their personal and social lives. They enjoy unconventional activities with visually impressive photo moments.



## PROJECT GOALS

To find new ways to engage and inspire the new generation with the story of *Where The Wild Things Are*.

To promote emotional well-being by raising awareness around personal emotions and social connections.

To explore new forms of togetherness to enhance social connectedness and emotional well-being in our increasingly remote-reliant post-pandemic world.

## EXPERIENCE GOALS

The audience will be immersed in the environment of the island that the Wild Things inhabit.

The audience will engage in remote interactions with the Wild Things.

The audience will explore a range of emotions including awe, fear, excitement, loneliness, and warmth.

## EDUCATION GOALS

The audience will learn the story, meaning and art behind *Where The Wild Things Are*.

The audience will learn about the various emotions that may affect, arise from, or be diffused by interpersonal relationships.

The audience will learn how they can show empathy and emotional support in the post-pandemic era.

# OVERVIEW | *Client*



*Client*

## **THE MAURICE SENDAK FOUNDATION**

The Maurice Sendak Foundation is a non-profit organization devoted to support the artistic legacy of Maurice Sendak.

The Foundation nurtures artists in the fields of children's literature and theater design with a goal to promote greater public interest in literary, visual, and performing arts. The Foundation also promotes the rights and well-being of children and animals.

*Client*

## **HARPERCOLLINS PUBLISHER**

HarperCollins, the second-largest consumer book publisher in the world, is the publisher of the original *Where The Wild Things Are* story book.

The company provides authors with editorial expertise, marketing reach, insight into reader and consumer behavior as well as digital technology to create unique reading experiences and expand the reach of its authors.

*Client*

## **WARNER BROS. ENTERTAINMENT**

Warner Bros. Entertainment is an American film and entertainment studio who produced the 2009 featured-film adaptation of the *Where The Wild Things Are* story.

The company is committed to diversity, equity and inclusion. They find ways to help develop the next generation of storytellers from diverse backgrounds.

*Sponsor*

## **COALITION TO END LONELINESS**

The mission of the Coalition to End Social Isolation and Loneliness is to increase public awareness, promote innovative research, and advocate for approaches that improve social connectedness for all Americans.

Their vision is for all Americans to have the opportunities and support networks necessary to be socially engaged in society.



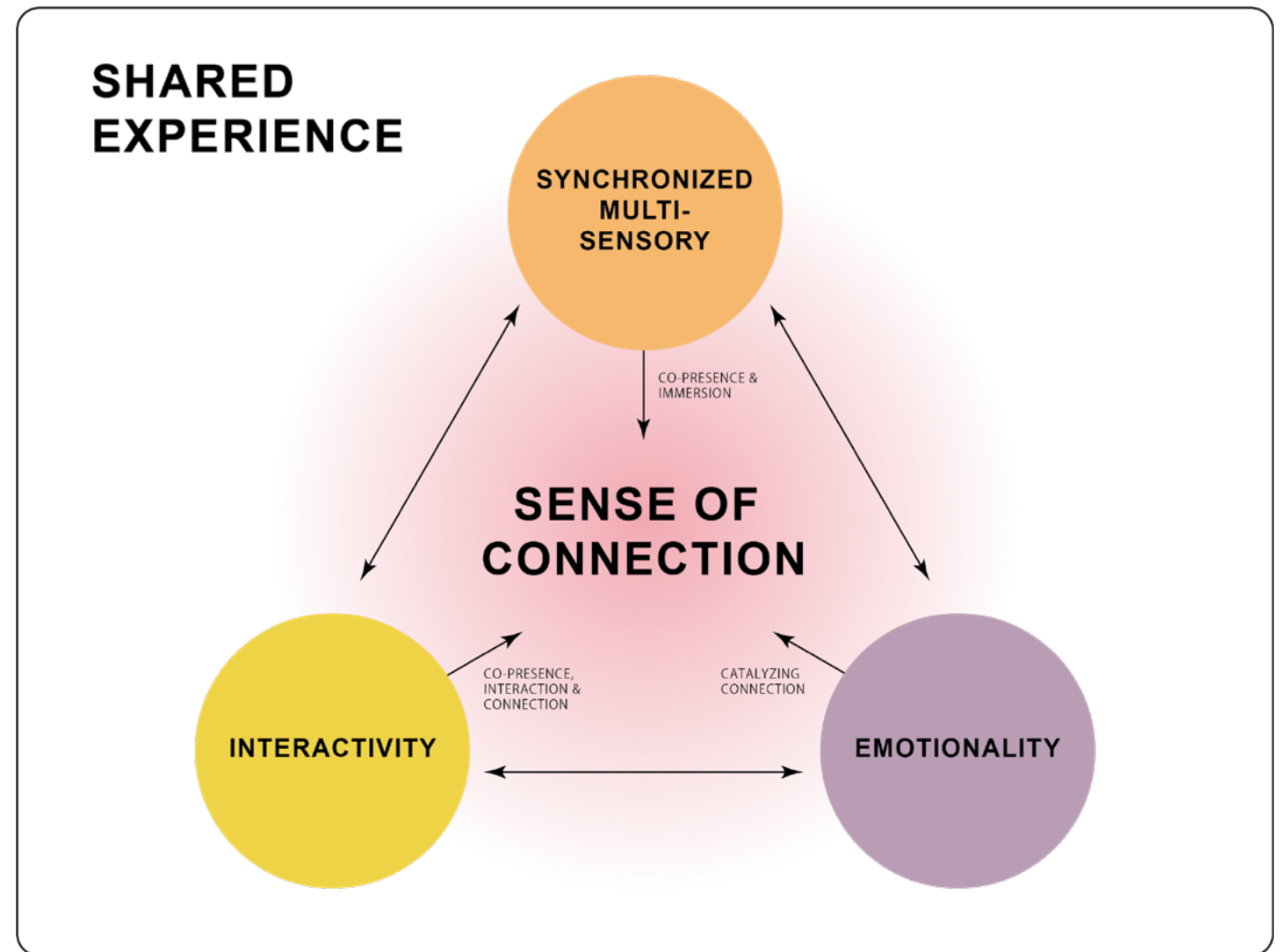


## BONDING ACROSS DISTANCES

During the prolonged social isolation of the COVID-19 pandemic, people experienced decreased well-being resulting from the lack of meaningful connection with others.

As a key to forming interpersonal bonds, shared emotional experiences can be created in remote settings through sharing a synchronized multi-sensory experience, interactivity, and emotional content among physically distant participants.

By designing with these three elements, institutions can create engaging, emotional and social experiences for physically distant audiences to build personal connections, shape loyal communities and foster personal and societal well-being.



# A TWO PART EXPERIENCE

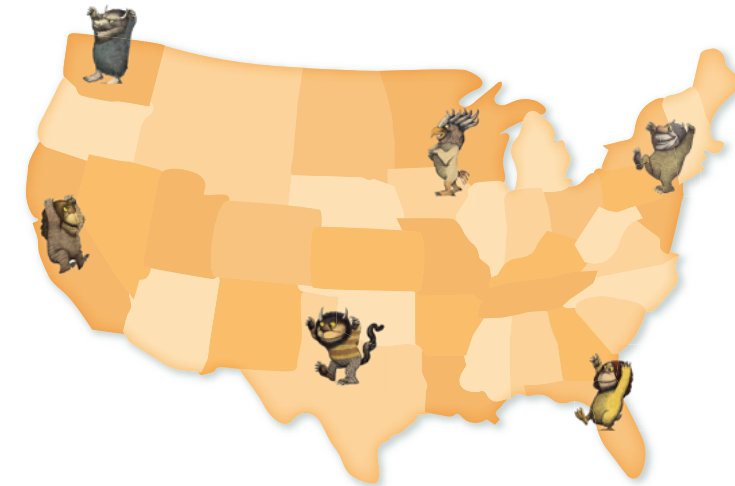
*Virtual*

## MOBILE GAME



*Physical*

## TRAVELING EXHIBITION



With the entire island available for free exploration, the mobile game invites players into the world of Where The Wild Things Are as their own Wild Things.

The game features interactive tasks to engage the players with other online players, as well as in-person audience.

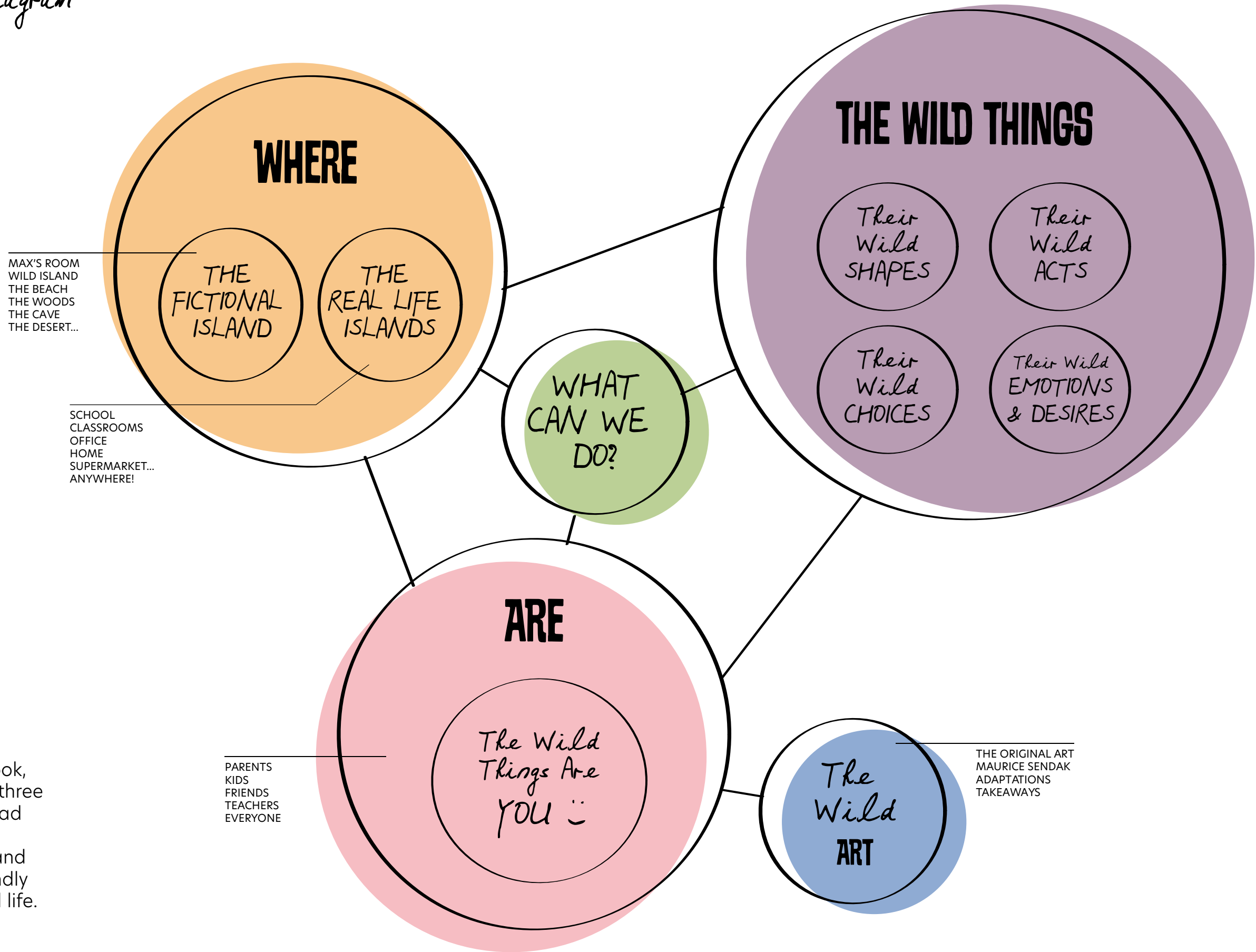
Players can express their emotional state and develop lasting connections with other Wild Things through this platform.

The physical exhibition brings parts of the Wild Things Island into immersive environments and invites the audience into the fantasy world as first person.

Through the use of XR technology, the audience can interact with the Wild Things played by the online audience and create their own wild memories together.

The exhibition will be traveling for 6 months, each month bringing new visitors into the world of Where The Wild Things Are. Prospect Park in Brooklyn, NY will be used as a sample site.

OVERVIEW | *Concept Diagram*

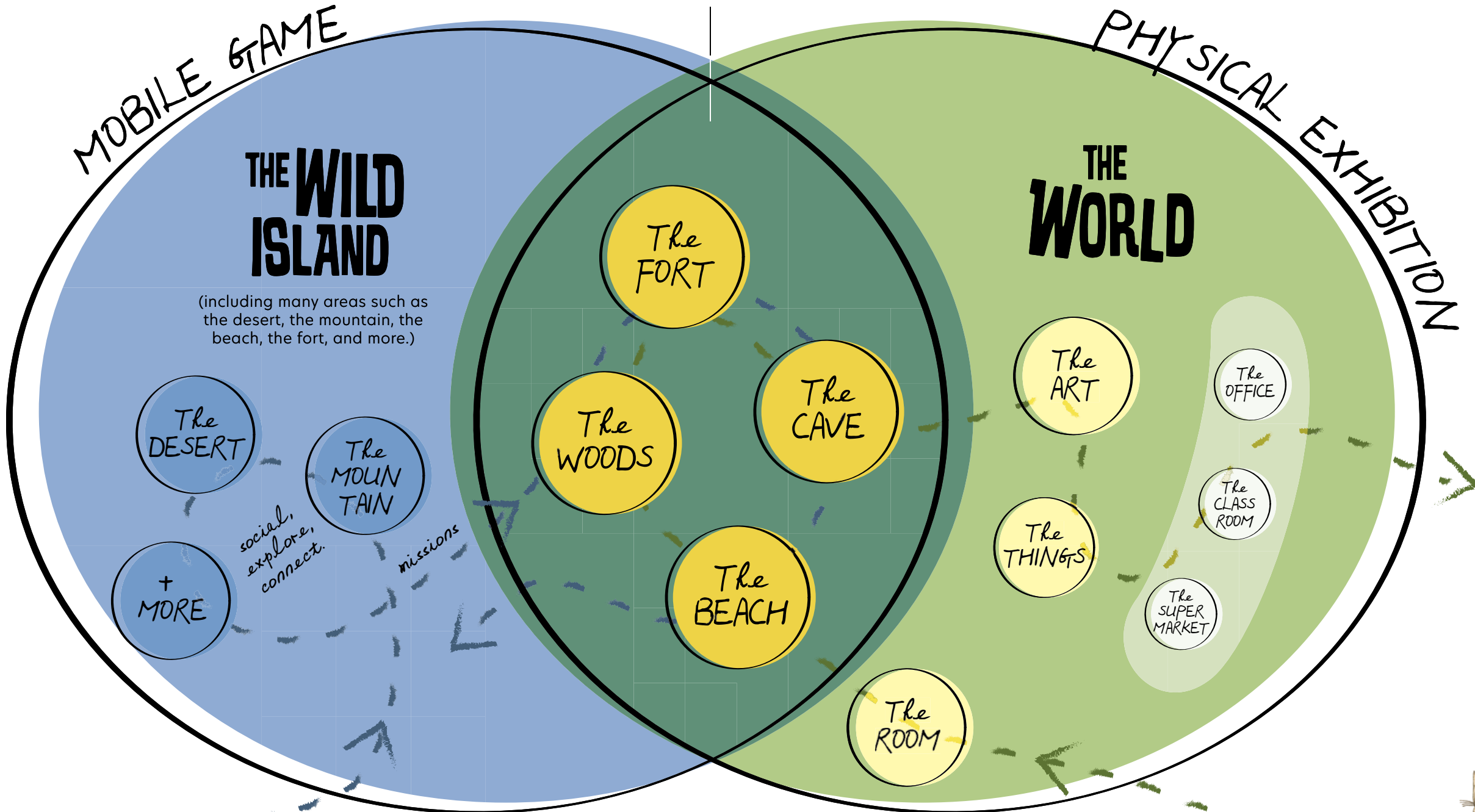


Inspired by the name of the book, the concept diagram includes three key concepts that ultimately lead people to think about the Wild Things within and around us, and what we can do to lend a friendly hand to the Wild Things in real life.

# OVERVIEW | Experience Diagram



REMOTE INTERACTION THROUGH MOBILE GAME & MIXED REALITY ENVIRONMENTS



**MOBILE PLAYERS**  
= WILD THINGS AVATAR



**IN-PERSON VISITORS**  
= HUMAN CHILD AVATARS



# OVERVIEW | Exhibition Content Plan

**A0**  
*The ROOM*

Check in at this entry inspired by Max's room to receive your scepter and begin a wild journey of your own!

**A2**  
*The WOODS*

Let the wild rumpus start! Unleash your wild acts with your friends to start a wild rumpus... or three!

**A4**  
*The CAVE*

It's time to get deep with your wild friends. Connect over a play session with the Wild Things' Dream City model to exchange the deep desires inside your wild hearts.

**A5-1**  
*The ART*

Get to know Maurice Sendak's amazing art and the many adaptations of this classic.

**A1**  
*The BEACH*

Get ready to roar, gnash, roll and show all your terribleness. Learn the way of the wild and meet some wild friends in their wildest shapes.

**A3**  
*The FORT*

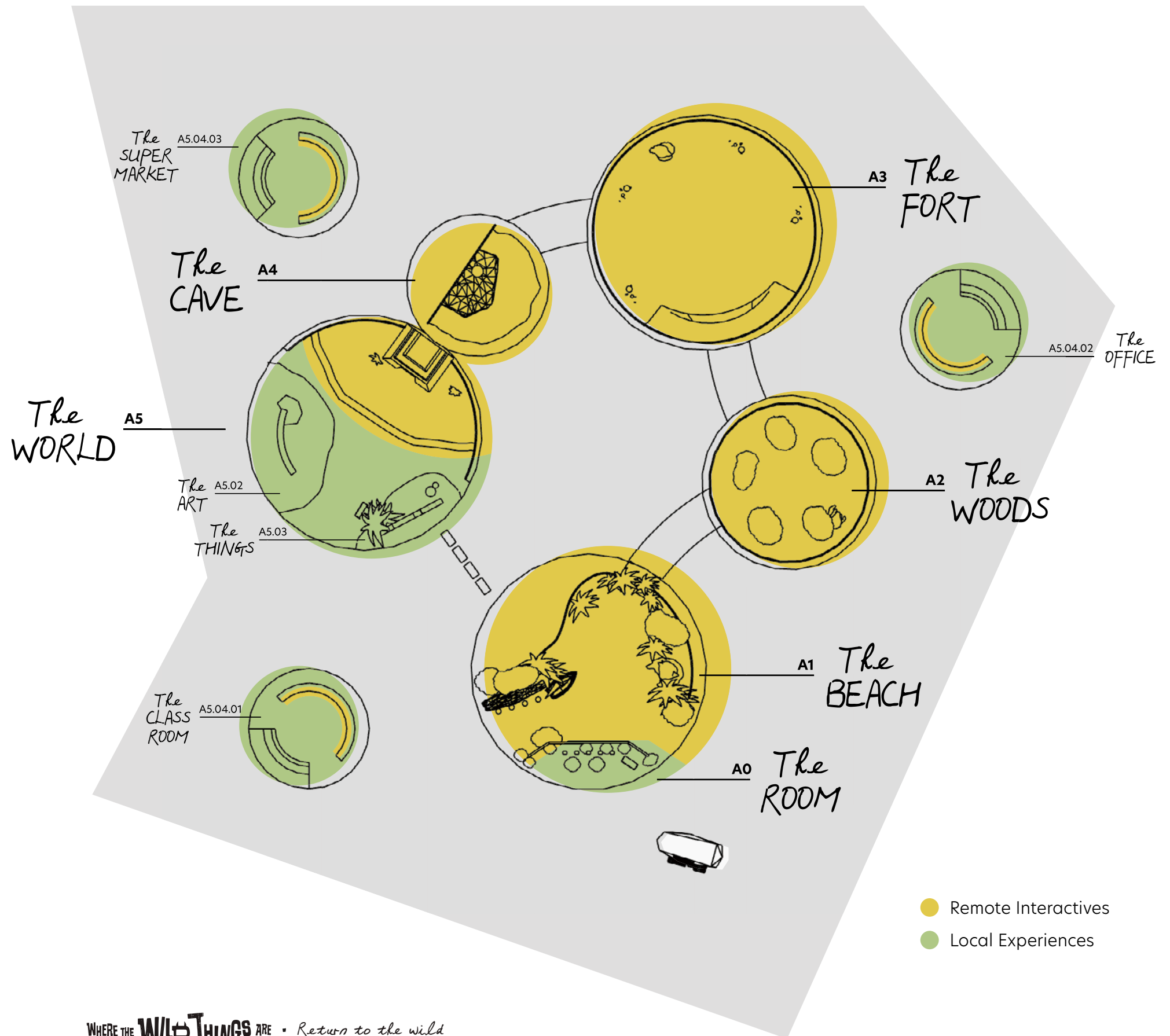
Collaborate with your wild friends to make the fort and enjoy seeing your hard work bloom!

**A5**  
*The WORLD*

Say goodbye to your wild friends and return to the real world where you might find that the wild friends are not just in the mystical land, after all...

**A5-2**  
*The THINGS*

Bring back a few items from the wild island before returning to the real world.

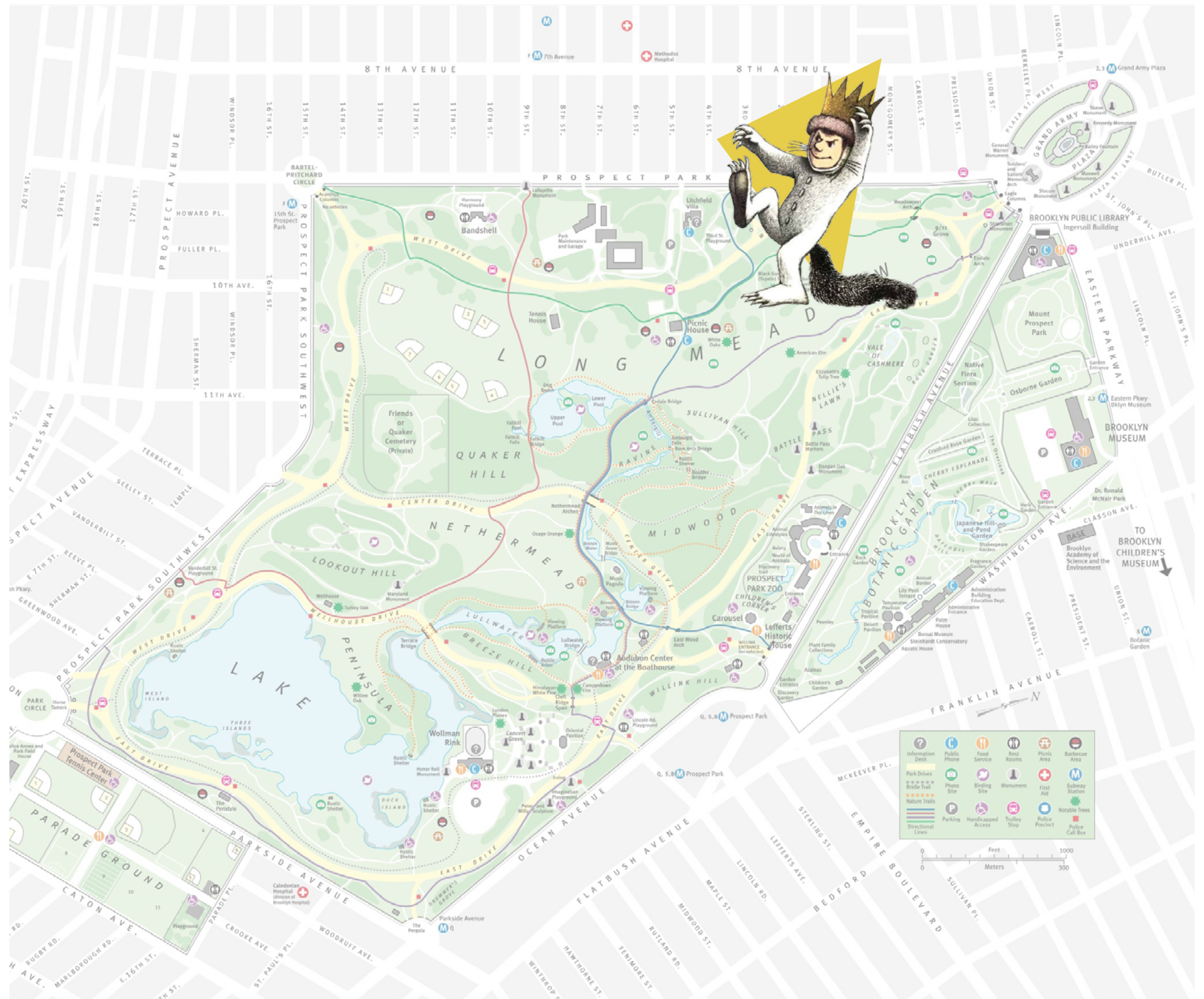


## PROSPECT PARK, NY

Prospect Park in Brooklyn, NY has been chosen as a sample site for the traveling exhibition. Known as the central park in Brooklyn and adjacent to the Brooklyn Museum, Grand Army Plaza, and the Brooklyn Botanic Garden, Prospect Park attracts a wide range of visitors, including local residents as well as tourists.

Groups of visitors young and old can be seen playing, reading, exercising and hanging out in the park. The popularity of the site and the abundance of family and young adult audiences makes it an ideal spot for the exhibition in NY.

The physical exhibition also plans to travel to other major cities including Chicago, San Francisco, Houston, Phoenix, and Atlanta.



# OVERVIEW | Programming



MOBILE GAME



PHYSICAL EXHIBITION

	Dec	Jan	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	
<b>MOBILE GAME</b>					<b>VIRTUAL X PHYSICAL EVENT</b>							
	<b>GAME LAUNCH</b>	<b>PLAYER ACQUISITION</b>			<b>HYBRID MISSION SEASON</b>							<b>NEW IN-GAME SEASONS...</b>
	FABRICATION & PERMIT APPLICATION											
				ADVERTISING	<b>NEW YORK</b>							
					ADVERTISING	<b>CHICAGO</b>						
						ADVERTISING	<b>SAN FRANCISCO</b>					
							ADVERTISING	<b>HOUSTON</b>				
								ADVERTISING	<b>PHOENIX</b>			
									ADVERTISING	<b>ATLANTA</b>		





# THE EXPERIENCE





# EXPERIENCE | *Mobile Game*



Loading Frame



## Explore The Wild Island

With the entire island available for free exploration, mobile players can explore the different terrains and environments.



## Uncover Stories

Find the story elements hidden across the Wild Island to uncover the stories that once took place in this wild island.

## Express Emotions & Connect

The game offers a wide range of expressions as well as engaging missions that encourage players to express their emotions and develop meaningful connections with other Wild Things.



# EXPERIENCE | *The Exhibition*

*The Room*

## CHECK-IN

Max's room inspired entry is where visitors check in, receive the RFID scepters, enter personal information at the kiosks and begin their wild journeys.



# EXPERIENCE | A1 - The Beach



## TUTORIAL

Visitors meet their avatars for the first time and follow the tutorial to learn the basic expressions/gestures, how to make wild friends and what they can do in the space.

### Story

## THE SLEEPING BULL'S MEMORY

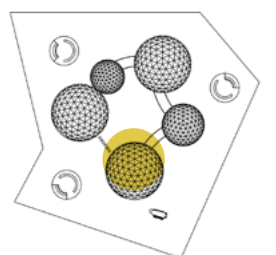
A story element that can be activated by two or more participants collaboratively. The in-person visitors activate the memory by extending the scepter close to the Wild Thing's heart.

The story reveals on screen the bull's memory of the day Max arrived at the wild island and encourages the visitors to venture forward to the next area...

### Interactive

## MAKE A WILD FRIEND

The visitors move into the palm surrounded beach and find Wild Things roaming about on the screen. They can interact with each other through expressions and make friendship connections with each other through a series of gestures.



# REMOTE INTERACTION | *In-person X Remote Audience*



## In-Person Visitor Experience

In-person visitors use gestures to control their avatars and interact with the remote participants (the Wild Things).

## Mobile Player Experience

Remote audiences participate through the mobile game interface. The daily missions motivates the players to interact with the in-person visitors.



# EXHIBITION ELEMENT | *The RFID Scepter*



## Make Wild Friends

Each RFID scepter carries a unique ID representing each in-person visitor. In the friend making process, as visitors extend their scepters forward, the RFID reader reads the tag and the system records the connection made between the specific mobile player and the identified in-person visitor.

## Activate Stories & Effects

The RFID scepter can be used to activate story elements and special effects where it is applicable.



## Connect

### INVITE WILD FRIENDS TO JOIN

Other than making new friends in the new area, in-person visitors can scan their scepter at the area intro to invite the wild friends they made earlier to join them in the new area.

## Story

### THE DANCING THING'S MEMORY

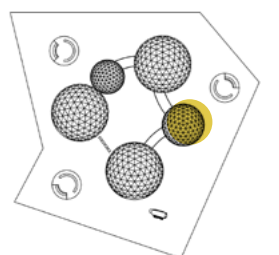
A story element that can be activated by two or more participants collaboratively.

The story reveals on screen the Dancing Wild Thing's memory of the day Max and the Wild Things rumpused. The memory encourages the visitors to explore with friends and start a wild rumpus of their own...

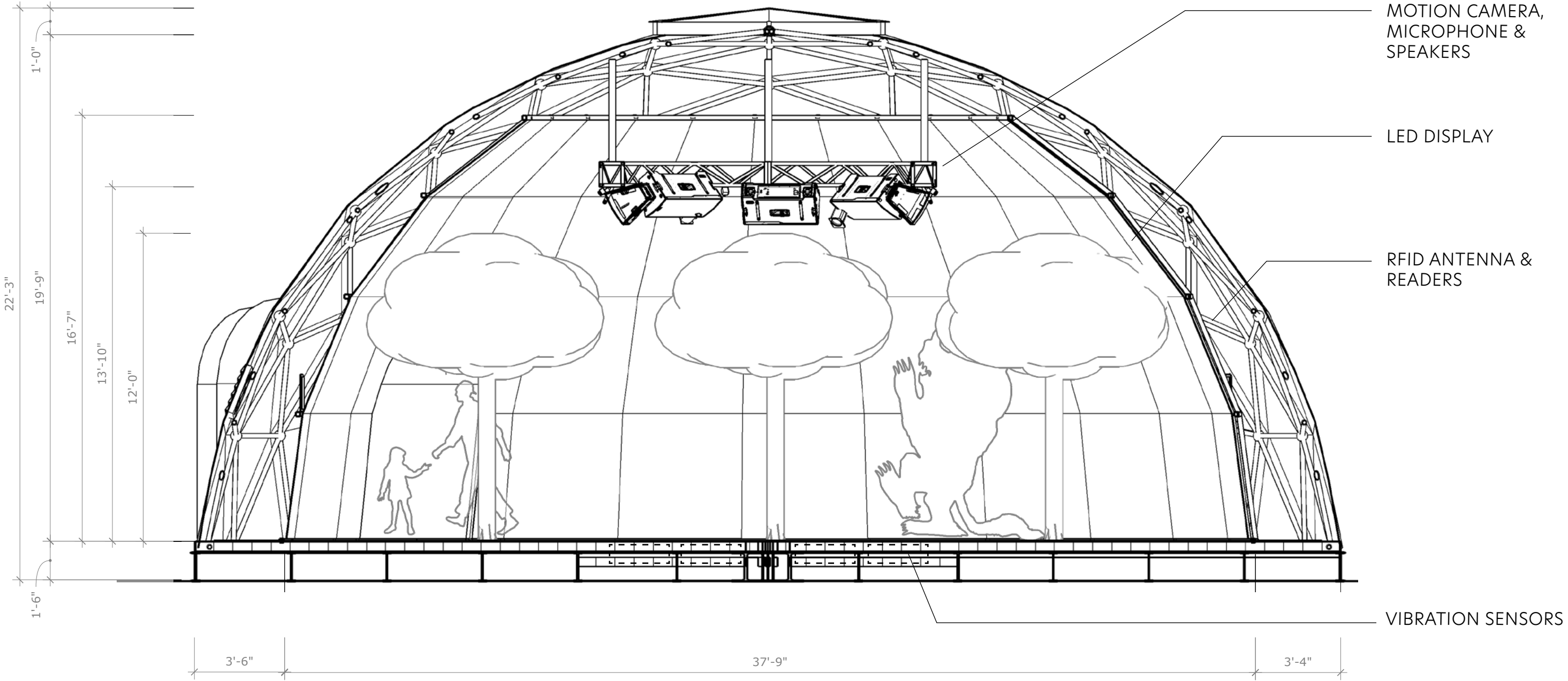
## Interactive

### START A WILD RUMPUS, OR THREE!

Three different types of wild rumpus can be activated through three different actions: dancing, jumping and stomping. Once activated, the program takes over everyone's avatar for a wild rumpus.



# STRUCTURE | *Interactive Pod*



EXPERIENCE | *The Rumpus*



Programmed Cutscene  
Animation displayed on LED dome





*Side Story*

**THE WILD THING THAT  
GOT HURT**

A goat hiding in the virtual bush acts as a side story element for the less social or active participants to explore.

The memory reveals a story of the wild thing that got hurt during the rumpus and teaches the participants how to offer/ receive a hug.

# EXPERIENCE | A3 - The Fort



*Connect*

## **INVITE WILD FRIENDS TO JOIN**

*Story*

### **THE WILD THINGS' UNFINISHED FORT**

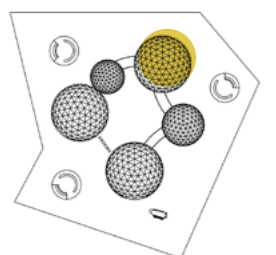
The Wild Thing reveals the memory of how they once collaborated to build a fort where "only the things you want to happen, happen."

The memory asks the participants to collaborate and finish the fort for the Wild Things.

*Interactive*

### **BUILD THE FORT**

Visitors and mobile players will collaborate to build the fort and enjoy watching their hardwork blossom upon its completion and gaining new social actions.





*Side Mission*

**THE NEST BUILDING**

Other than the main fort, a series of smaller nests on the side are available for solo or collaborative building. Once completed, the nests will bloom and a side story element will be revealed.

*Side Story*

**THE WILD THING THAT FELT LEFT OUT**

Inside the virtual nests, a hiding bull tells a story of feeling left out and unheard during the fort building process.

The bull asks the participants to plant seeds at the fort.

EXPERIENCE | *The Celebration*



Semi-interactive Cutscene  
Animation displayed on LED dome

WHERE THE **WILD THINGS** ARE • *Return to the wild*



*Connect*

## **INVITE WILD FRIENDS TO JOIN**

*Story*

## **THE WILD THING'S DREAM CITY**

A Wild Thing in the virtual side of the cave reveals the reason why he built the model and the life he dreamed of having within it...

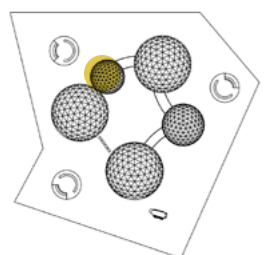
The Wild Thing invites the participants to play with the model and imagine how they would live in it.

*Interactive*

## **COLLABORATIVE MODEL PLAYING**

The in-person visitor and mobile player each have access to half of the model in which they can move the figurines around and activate various effects like rain, snow, river streams, etc.

In a joint play, special effects may occur when two or more effects are activated, such as rainbow, which happens when both the sun and the rain effects are activated.





*Connect & Farewell*

## **INVITE WILD FRIENDS TO JOIN**

*Story*

### **PLEASE DON'T GO, WE LOVE YOU SO**

The Wild Thing recalls the memory of saying goodbye to Max. The Wild Thing then has the human and Wild Thing friends hug goodbye, and then the program sends both avatars away.

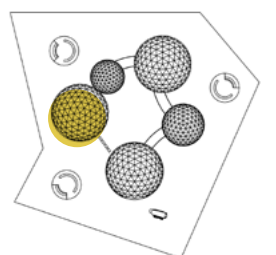
The visitors will continue on to experience local contents.

*Local Experience*

### **THE ART BEHIND THE WILD THINGS**

This section introduces visitors to the man behind the original story - Maurice Sendak. Visitors will learn about the initial controversy around the beloved classic, and Sendak's lifelong intent of acknowledging children's emotional hardships and the ability to process and connect creatively.

Visitors will also learn the fun back stories of Sendak's creating process, alongside some of his original artwork, clips and artifacts from other adaptations in which Sendak took part.



# EXPERIENCE | A5.2 - The Things



## Local Experience

### GIFT SHOP

Before leaving the space, visitors can stop by the gift shop to bring something home to remind them of this wild journey.

The shop offers traditional merchandise as well as physical merchandise with an NFC in-game feature which visitors can enjoy virtually in the *Where The Wild Things Are: Return To The Wild* mobile game.

## From Physical to Digital

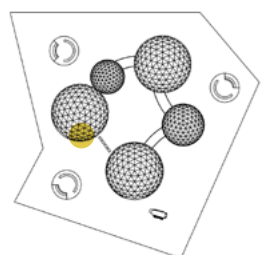
### THE WILD JOURNEY CONTINUES

The shop also helps visitors download the game and receive their free virtual takeaway - the crown.

This encourages visitors to continue their emotional journey and connect with other Wild Things to support and grow with each other.



**THE CROWN**  
IN-GAME ACCESSORY  
VIRTUAL TAKEAWAY  
FOR PHYSICAL  
VISITORS ONLY



# EXPERIENCE | A5.3 - The School, Office & Supermarket



## WILD THINGS IN THE WORLD

Three outdoor areas present real world scenes: the school, office and supermarket to encourage visitors to extend their emotional sensitivity and empathy into their daily lives.

### *Reflection*

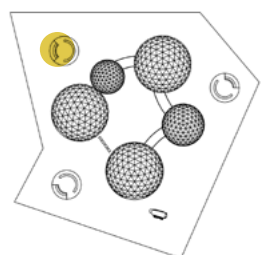
## WHERE, WHO & WHAT

The reflection side invites visitors to reflect on where the wild journey could take place, who could be the Wild Things, what it could look like, and what we can do to extend a friendly hand.

### *Interactive*

## THE LAST RUMPUS

Visitors can scan their scepter to invite their wild friends to join them at these real world scenes for a 30 second rumpus and photoshoot.





# GRAPHICS | *The Supermarket*



**Wild Things In  
The  
SUPER  
MARKET**

**If you look for it,  
you might find that  
the Wild Things are  
right among us!**

They may appear like you and me,  
but it's up to us to discover the  
Wild Things inside, and become  
a friend of their wildness!

**What in the super  
market would make  
YOU turn into a Wild  
Thing?**

**What in the  
supermarket  
would make  
OTHERS turn  
into a Wild  
Thing?**

**What do  
these Wild  
Things look  
like?**

**How could you  
tame a wild thing in  
a supermarket?**

# SCHEDULES & LISTS



# GRAPHIC SCHEDULE

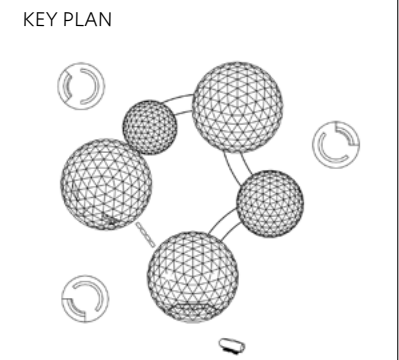
NUMBER	TYPE	DESCRIPTION
<b>A0. THE ROOM</b>		
A0.GR01	C	RECEPTION
A0.GR02	D	MURAL / CONTENT
<b>A1. THE BEACH</b>		
A1.GR01	B1	EXTERIOR GRAPHIC
A1.GR02	B1	INTERIOR GRAPHIC
A1.GR03	B2	FLOOR GRAPHIC
A1.GR04	C1	AREA IDENTIFIER
A1.AV01	AV1	TUTORIAL INTERACTIVE WALL
A1.AV02	AV1	INTERACTIVE WALL
A1.AV03	AV1	INTERACTIVE WALL
<b>A2. THE WOODS</b>		
A2.GR01	B1	EXTERIOR GRAPHIC
A2.GR02	B2	FLOOR GRAPHIC
A2.GR03	C1-C3	AREA IDENTIFIER
A2.AV01	AV1	INTERACTIVE DOME
<b>A3. THE FORT</b>		
A3.GR01	B1	EXTERIOR GRAPHIC
A3.GR02	B2	FLOOR GRAPHIC
A3.GR03	C1-C3	AREA IDENTIFIER
A3.AV01	AV1	INTERACTIVE DOME
<b>A4. THE CAVE</b>		
A4.GR01	B1	EXTERIOR GRAPHIC
A4.GR02	B2	FLOOR GRAPHIC
A4.GR03	C1-C3	AREA IDENTIFIER
A4.AV01	AV1	INTERACTIVE DOME

NO.	TYPE	DESCRIPTION
<b>A5. THE WORLD</b>		
A5.GR01	B1	EXTERIOR GRAPHIC
A5.GR02	B2	FLOOR GRAPHIC
A5.GR03	C1-C3	AREA IDENTIFIER
A5.AV01	AV1	INTERACTIVE DOME
A5.1.GR01	D	ART CONTENT FRONT
A5.1.GR02	D	ART CONTENT BACK
A5.1.AV01	AV1	MOVIE CLIP
A5.3.1.GR01	D	CLASSROOM INTRO
A5.3.1.GR02	D	CLASSROOM INTRO
A5.3.1.GR03	D	CLASSROOM REFLECTION GRAPHIC
A5.3.1.AV01	AV1	CLASSROOM INTERACTIVE WALL
A5.3.2.GR01	D	OFFICE INTRO
A5.3.2.GR02	D	OFFICE INTRO
A5.3.2.GR03	D	OFFICE REFLECTION GRAPHIC
A5.3.2.AV01	AV1	OFFICE INTERACTIVE WALL
A5.3.3.GR01	D	SUPERMARKET INTRO
A5.3.3.GR02	D	SUPERMARKET INTRO
A5.3.3.GR03	D	SUPERMARKET REFLECTION GRAPHIC
A5.3.3.AV01	AV1	SUPERMARKET INTERACTIVE WALL
<b>A6. WAYFINDING</b>		
A6.GR01	A2	EXHIBITION INTRO SIGNAGE
A6.GR02	A2	EXIT DIRECTIONAL SIGNAGE
A6.GR03-20	A1-A2	WAYFINDING AROUND PARAMETERS

## GRAPHIC SCHEDULE

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**



DESCRIPTION

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SCALE

DATE  
DEC 09, 2022

DRAWING NO.  
**EX.2.01**

# GRAPHIC SPECIFICATION LIST

GRAPHIC TYPE	DESCRIPTION
<b>A. WAYFINDING</b>	
A1. POLE SIGN	BLIND FASTENERS ADHERE ALUMINUM GRAPHIC TO WRAP POLE
A2. FREESTANDING SIGN	FLOOR MOUNT ALUMINUM WITH EMBEDDED GRAPHIC
<b>B. IMMERSIVE GRAPHICS</b>	
B1. DOME GRAPHICS	CUSTOM PRINT PVC COVERS TO GO OVER DOME FRAME
B3. FLOOR GRAPHICS	PRINTED VINYL GRAPHICS
<b>C. AREA INTRO</b>	
C1. AREA TITLE	WALL MOUNT NATURAL WOOD SIGN WITH ENGRAVED AND PAINTED TEXT
C2. INTRO TEXT	DIRECT SILK PRINT ON WALL
C3. SCANNER	ACRYLIC CASING FOR RFID READER
<b>D. CONTENT GRAPHICS</b>	EXTERIOR GRADE PRINTED VINYL APPLIED TO STRUCTURE

## GRAPHIC SPECIFICATION LIST

PROJECT NAME

**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

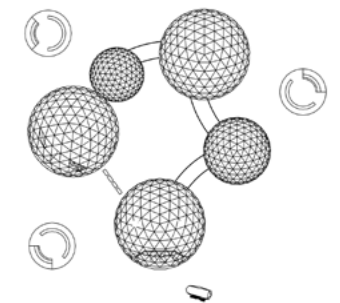
DESIGNER

**JENNY HSIN-YI CHANG**

CLIENT



KEY PLAN



DESCRIPTION

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SCALE

DATE  
DEC 09, 2022

DRAWING NO.  
**EX.2.02**

# MATERIAL SCHEDULE

TYPE	CODE	DESCRIPTION	LOCATION
<b>METAL</b>	ML.01	ALUMINUM GEODESIC DOME FRAME	DOMES STRUCTURE
	ML.02	METAL BOX TRUSS	HANGING TRUSS
	ML.03	CURVED LED SUPPORT	A1 INTERACTIVE WALL
	ML.04	ALUMINUM LED DOME FRAME	A2 LED DOME
	ML.05	ALUMINUM SCULPTURE	WAYFINDING
<b>FABRIC</b>	FB.01	PVC PRINTED FABRIC	DOMES COVER
	FB.02	PVC CLEAR FABRIC	DOMES COVER
	BF.03	CANVAS FABRIC	A1 BOAT SAIL
<b>VINYL</b>	VL.01	PRINTED FLOOR VINYL	FLOORING SURFACE
<b>PANEL</b>	PN. 01	RAISED FLOORING WITH ALUMINUM PROFILE, GALVANIZED SUPPORT AND 3/4" NONSLIP PLYWOOD	FLOORING
	PN.02	PAINTED MDF	WALL
<b>ARTIFICIAL</b>	AT.01	ARTIFICIAL TURF	A1 FLOORING
	AT.02	ARTIFICIAL MEADOW TURF	A2 FLOORING
<b>WOOD</b>	WD.01	PLYWOOD	A1 BOAT
	WD.02	NATURAL WOOD	AREA INTRO SIGN
<b>SCENIC</b>	SN.01	SCENICALLY BUILT TREES	A1, A2, A5
	SN.02	SCENICALLY BUILT ROCK	A1 TUTORIAL WALL
	SN.03	WILD THING SCULPTURES	A1-A5
<b>LED</b>	LD.01	10' CURVED LED WALL	A1 INTERACTIVE WALL
	LD.02	LED DOME	A2, A3, A5

## MATERIAL SCHEDULE

PROJECT NAME

**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

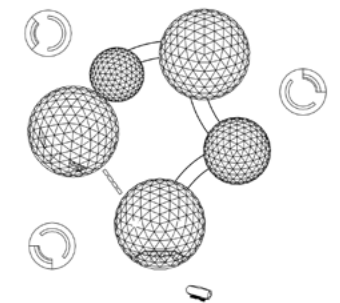
DESIGNER

**JENNY HSIN-YI CHANG**

CLIENT



KEY PLAN



DESCRIPTION

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SCALE

DATE  
DEC 09, 2022

DRAWING NO.  
**EX.2.03**

# AV SCHEDULE

AV TYPE	BREND	DESCRIPTION
<b>AV1. LED DISPLAY</b>		
AV1-1 DOME LED DISPLAU	ELPORT DIGITAL	DIGITAL LED DOME DISPLAY
AV1-2 CURVED LED DISPLAY	FLEXCURVE	CURVED LED WALL
AV1-3 FLAT SCREEN LED	LG	22" FLAT SCREEN LED DISPLAY
<b>AV2 MOTION TRACKING CAMERA</b>	OPTITRACK	PRIMEX 13 MOTION TRACKING CAMERA
<b>AV3 PASSIVE RFID READER</b>	ALIEN	MID RANGE, CIRCULAR RFID ANTENNA AND READERS. ALIEN F800 RFID READER & ALIEN ALR-8698 RFID ANTENNA.
<b>AV4 ACTIVE RFID SYSTEM</b>	ALIEN	HIGH FREQUENCY RFID READER TO TRACK THE PLAYING FIGURINES CONTAINING ACTIVE RFID TAGS W/ ALIEN F800 RFID READER. UHF 433 MHZ ACTIVE MICRO RFID TAG
<b>AV5 VIBRATION SENSOR</b>	SIGNAL QUEST	SHOCK & VIBRATION SENSOR TO TRACK FOOT STOMPING. VIBRATION SENSOR SQ-SVS.
<b>AV6 PROJECTOR</b>	PANASONIC	PANASONIC PT-RZ770 LASOR PROJECTOR
<b>AV7 SPEAKER</b>	FEONIC	INVISIBLE MULTI ZONE SURFACE SPEAKERS EMBEDDED IN FLOORING
<b>AV8 MICROPHONE</b>	SHURE	SHURE SM57 DYNAMIC MIC
<b>AV9 IPAD</b>	FELLO	RENTAL IPAD FOR CHECK-IN KIOSKS

## AV SCHEDULE

PROJECT NAME

**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

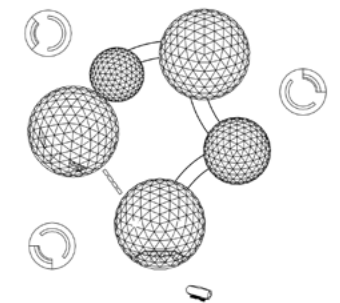
DESIGNER

**JENNY HSIN-YI CHANG**

CLIENT



KEY PLAN



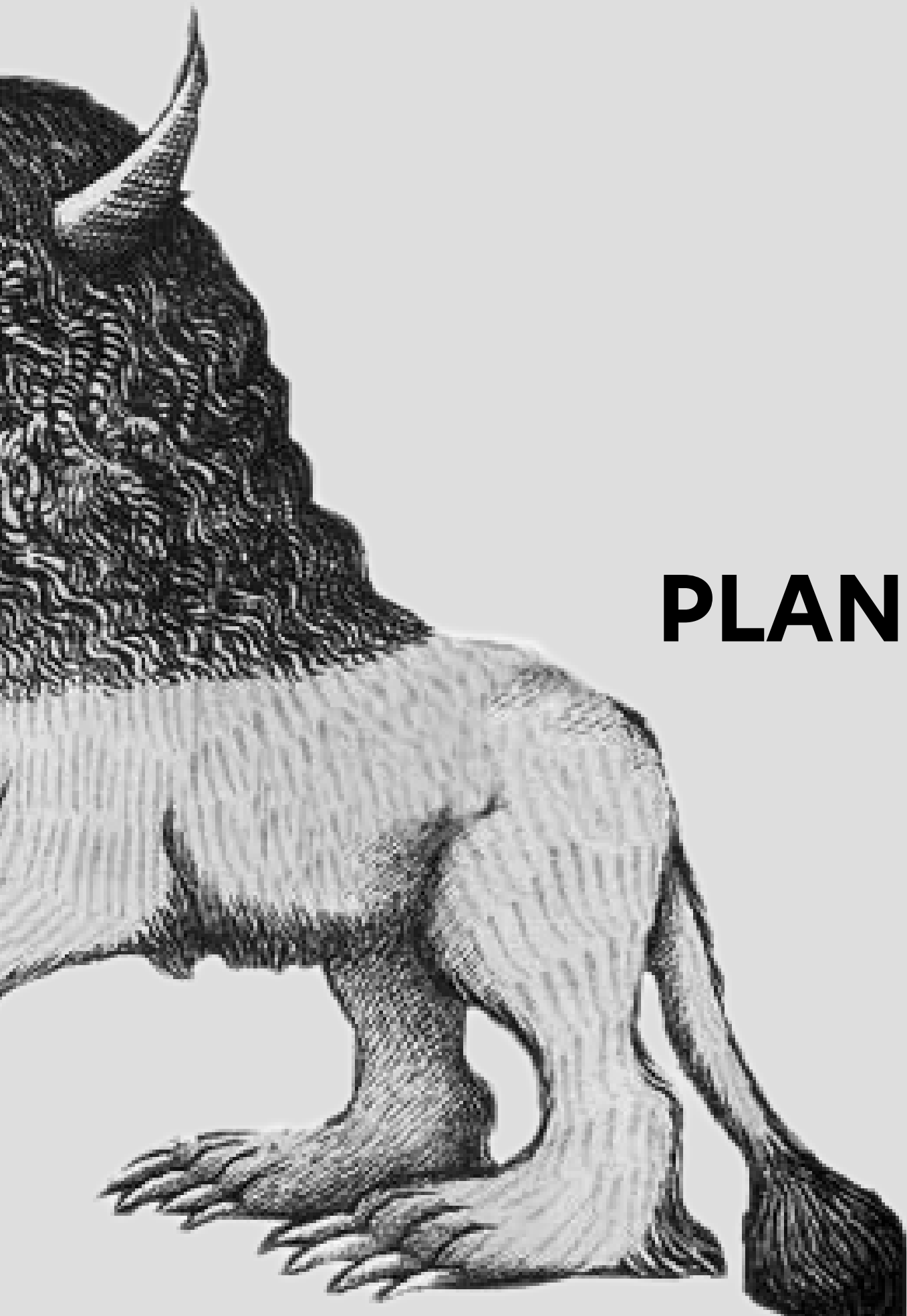
DESCRIPTION

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SCALE

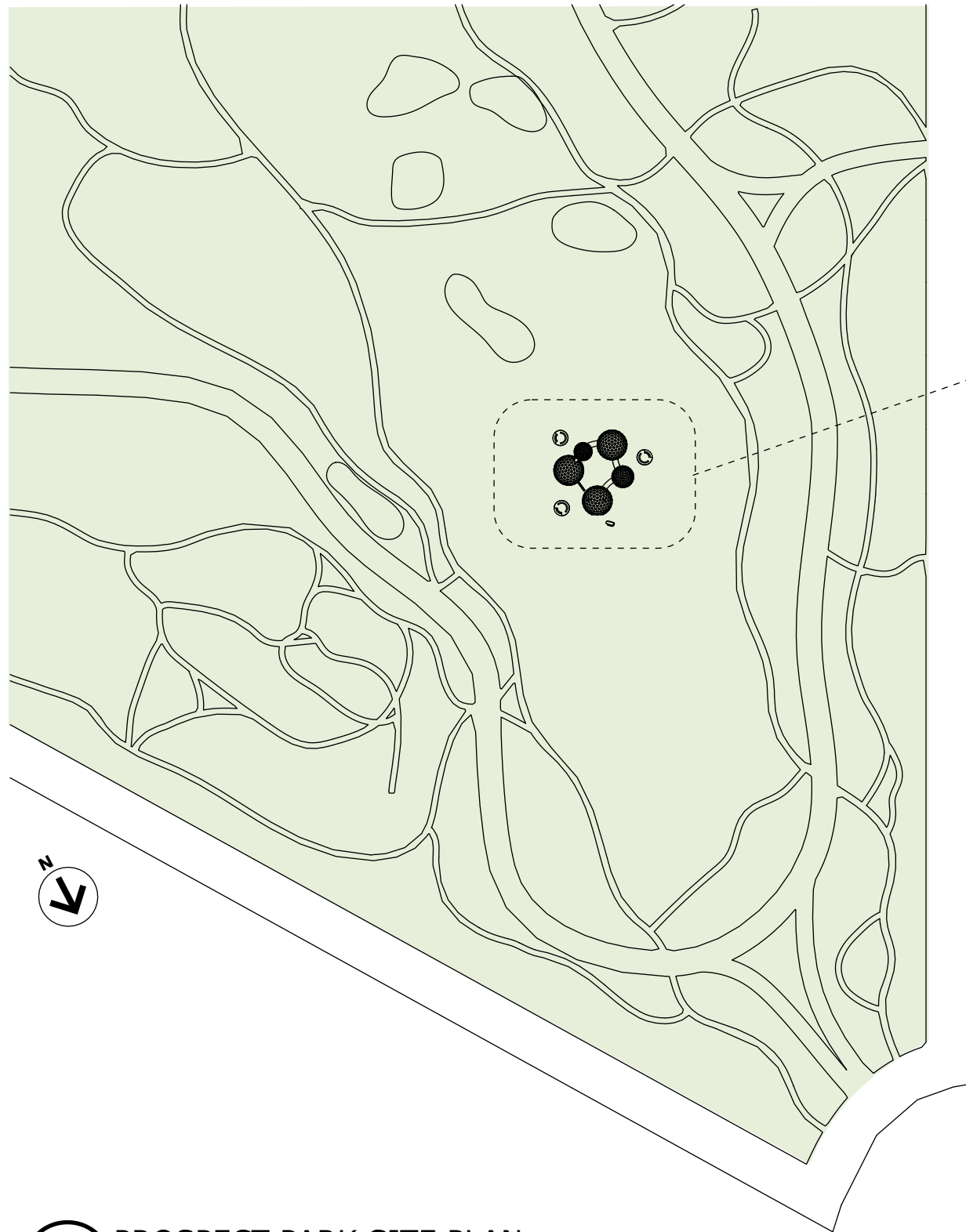
DATE  
DEC 09, 2022

DRAWING NO.  
**EX.2.04**

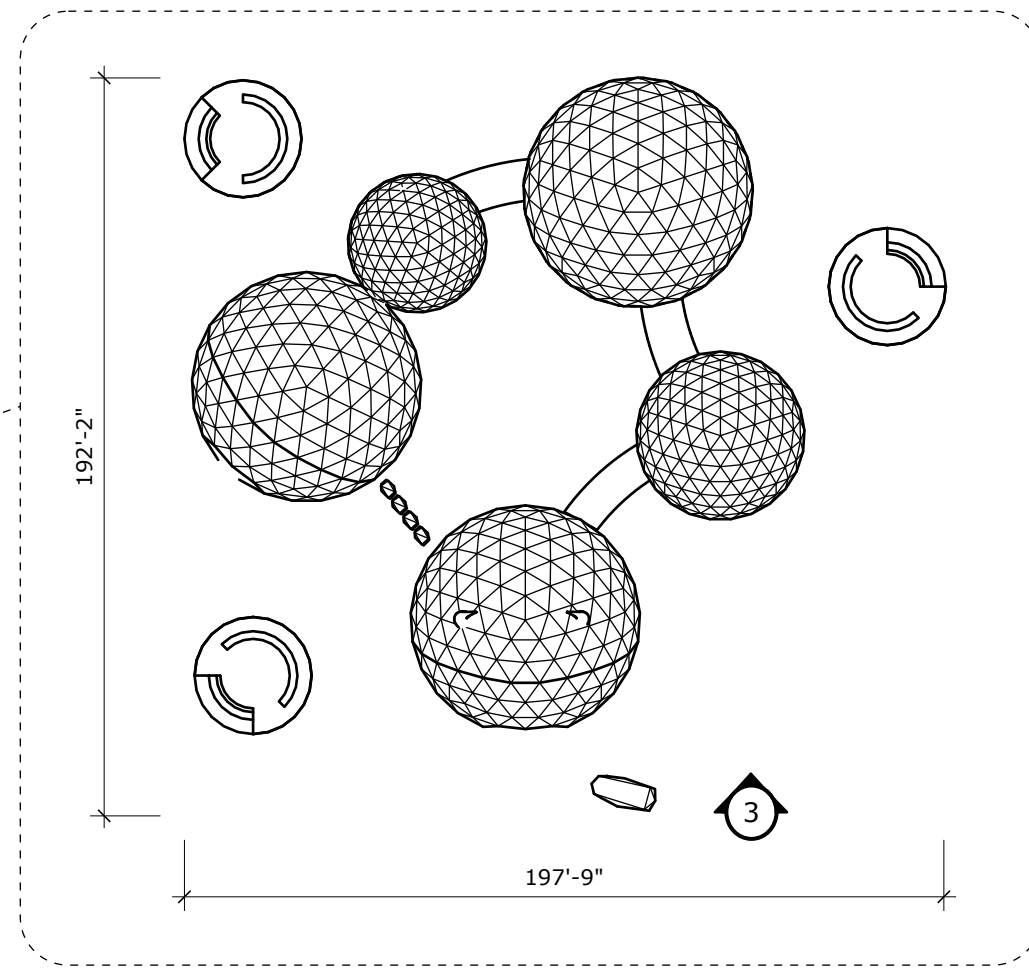


# PLANS & SECTIONS

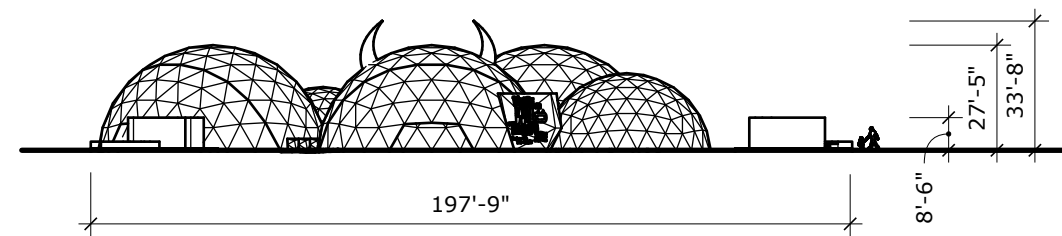
# GENERAL PLAN



**1** PROSPECT PARK SITE PLAN  
1"=300'



**2** EXHIBITION PLAN  
1"=50'



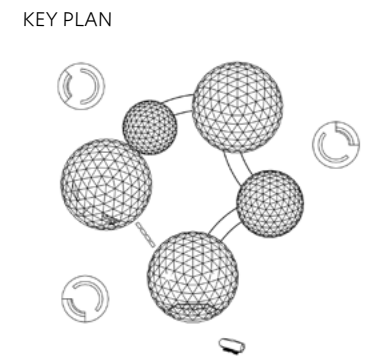
**3** FRONT ELEVATION  
1"=50'

## SITE GENERAL PLAN

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT



KEY PLAN  
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SCALE

DATE DEC 09, 2022	DRAWING NO. <b>EX.3.01</b>
----------------------	-------------------------------



# GRAPHIC LOCATION PLAN

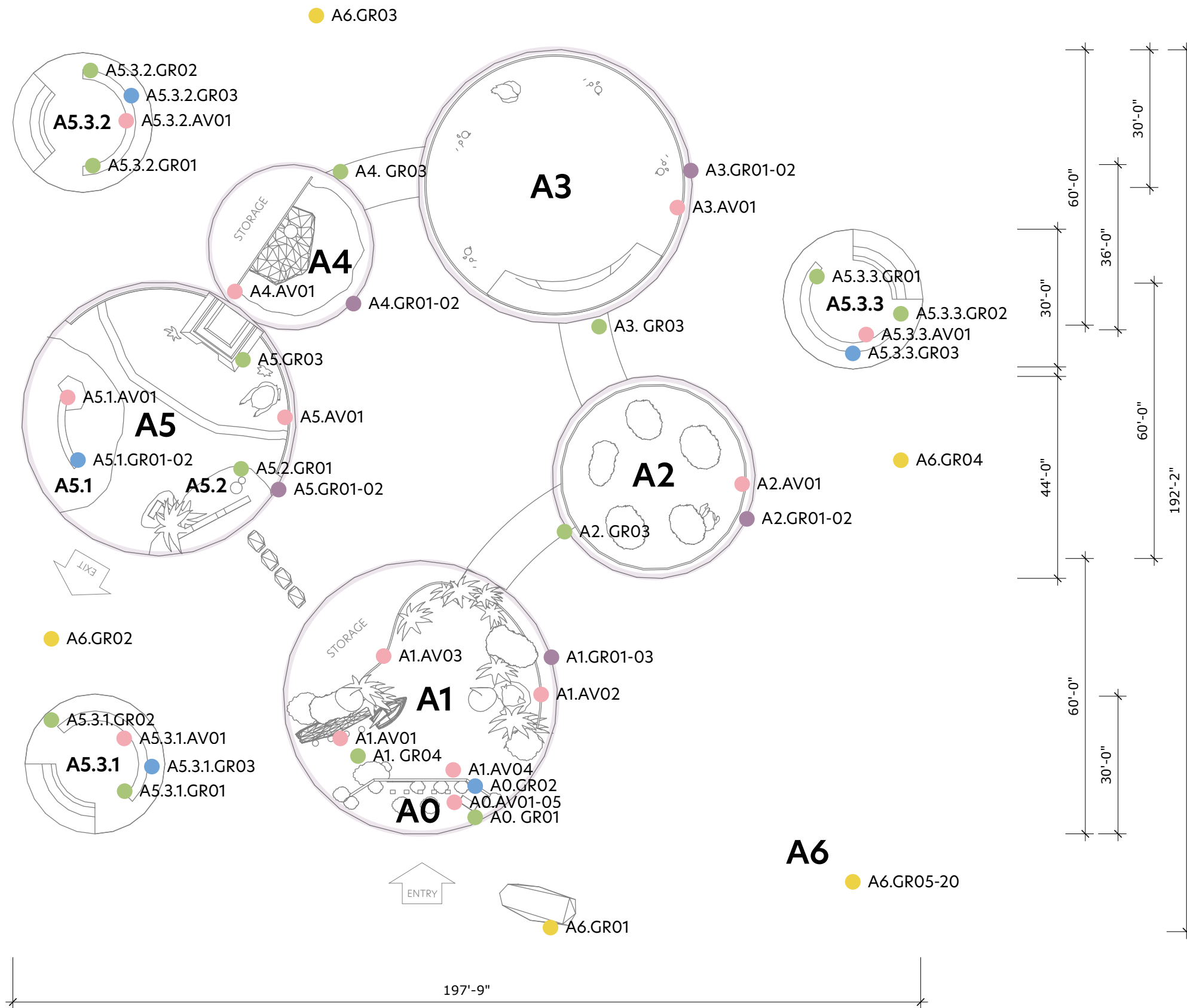
# GRAPHIC LOCATION PLAN

## GRAPHIC TYPE LIST

- Wayfinding & Intro
- Environmental Graphics
- Area Identification
- Content Graphics
- AV

## LOCATION CODE

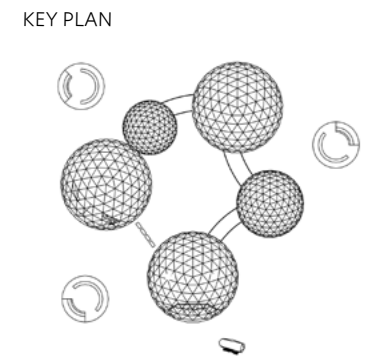
- A0** The Room
- A1** The Beach
- A2** The Woods
- A3** The Fort
- A4** The Cave
- A5** The World
  - A5.1** The Art
  - A5.2** The Things
  - A5.3.1** The Classroom
  - A5.3.2** The Office
  - A5.3.3** The Supermarket
- A6** Wayfinding



PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT



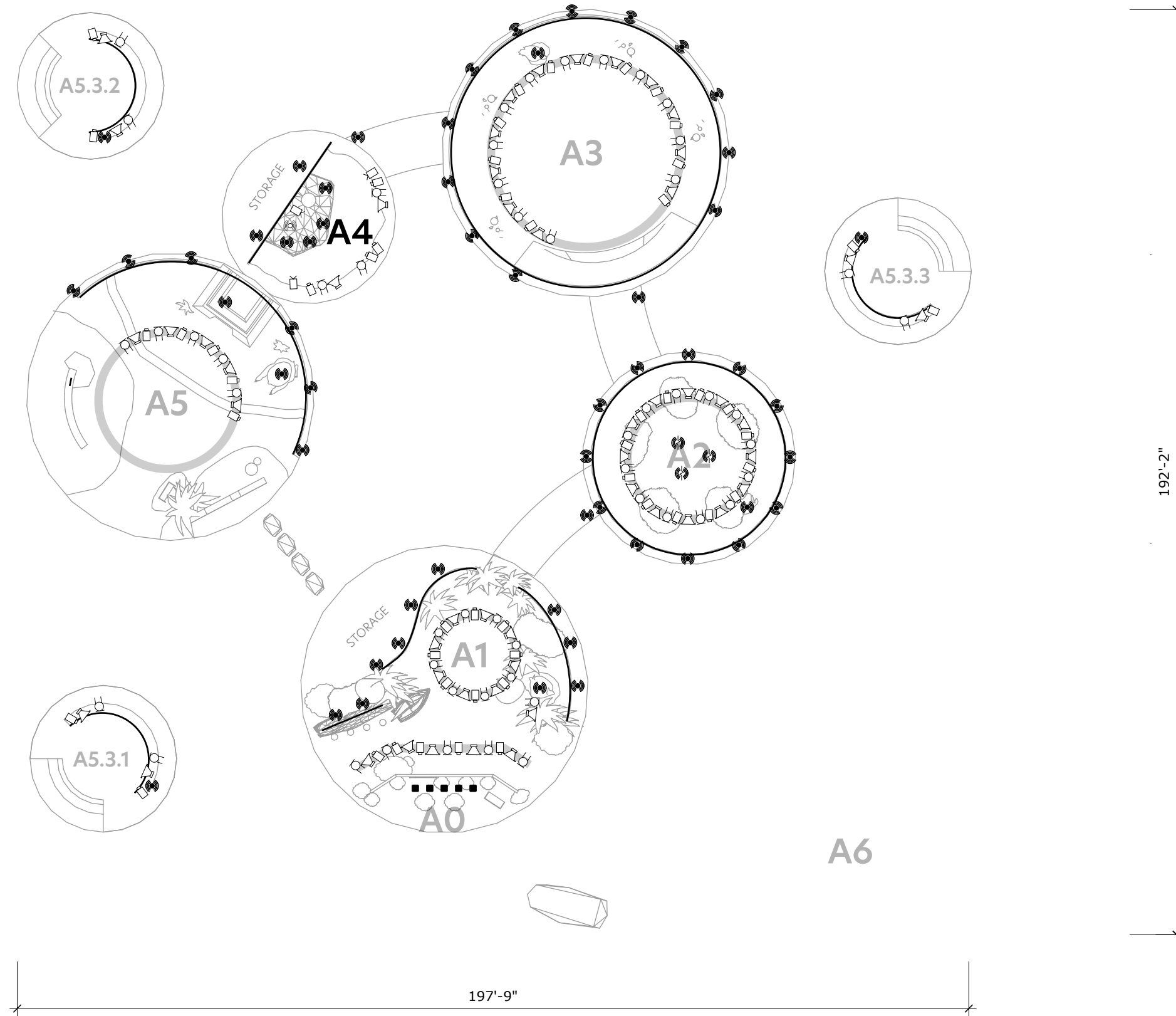
KEY PLAN

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



SCALE  
1" = 25'-0"

DATE DEC 09, 2022	DRAWING NO. <b>EX.3.02</b>
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# AV PLAN



## AV TYPE LIST

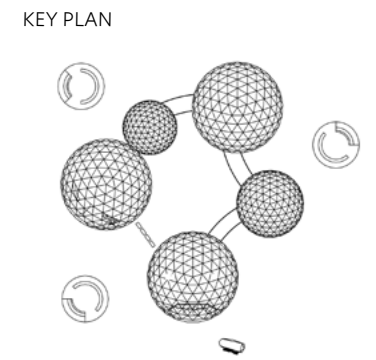
-  Truss
-  LED Display
-  Motion Tracking Camera
-  Passive RFID Reader
-  Active RFID System
-  Vibration Sensor
-  Projector
-  Speaker
-  Microphone
-  iPad

## AV PLAN

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT

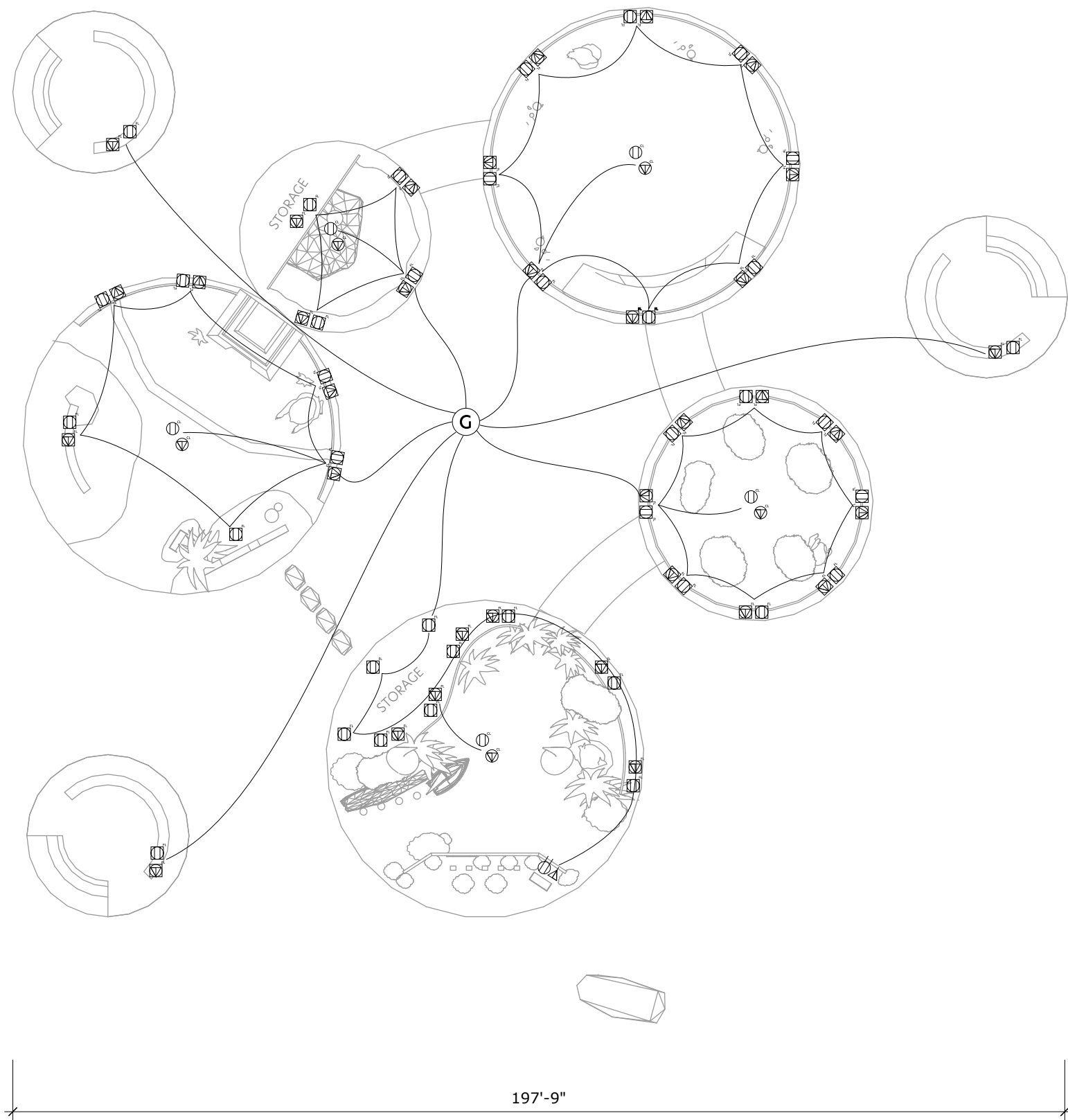
KEY PLAN

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SCALE  
1" = 25'-0"

DATE DEC 09, 2022	DRAWING NO. <b>EX.3.03</b>
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# POWER & DATA PLAN



## SYMBOLS

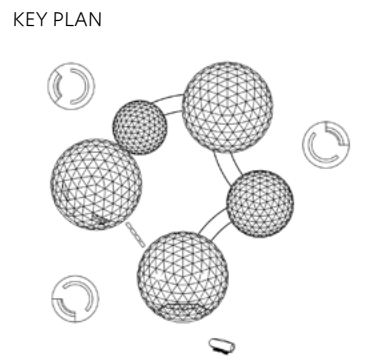
- Ⓞ Generator
- ⊕ Wall Mounted Quad Outlet
- ⊖ Ceiling Mounted Quad Outlet
- ⊞ Floor Mounted Quad Outlet
- ▽ Wall Mounted Data Jack
- ⊖ Ceiling Mounted Data Jack
- ⊞ Floor Mounted Data Jack

## POWER & DATA PLAN

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT



KEY PLAN

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SCALE  
1" = 25'-0"

DATE DEC 09, 2022	DRAWING NO. <b>EX.3.04</b>
----------------------	-------------------------------



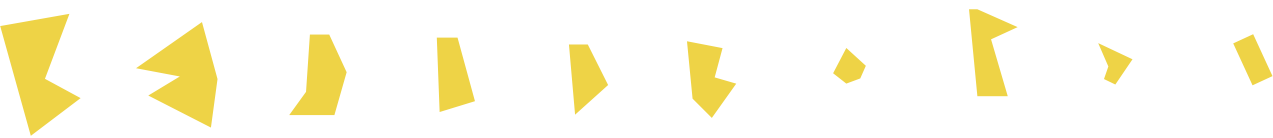
# **GRAPHIC GENERAL ELEMENTS**

# GRAPHICS | *Visual Identity*

## VISUAL IDENTITY



## EXTRACTED SHAPES

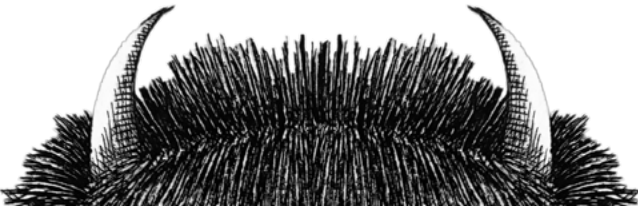


## TYPOGRAPHY

ABCDEFGHIJKLMNOPQRSTUVWXYZ  
PQRSTUVWXYZ

Original Typeface from the book

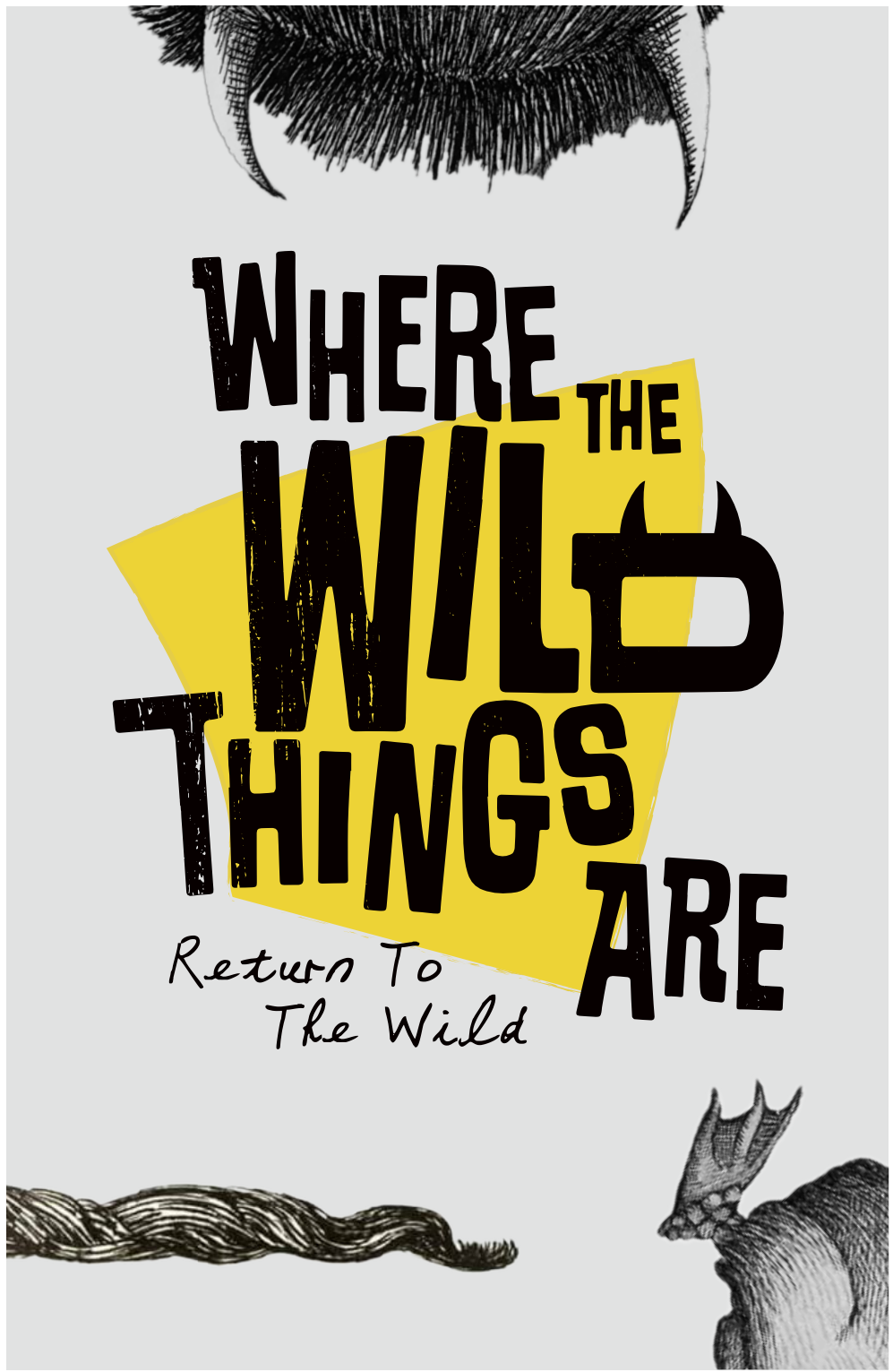
## PARTIAL ILLUSTRATIONS



## EXTRACTED COLORS



## LOOK & FEEL

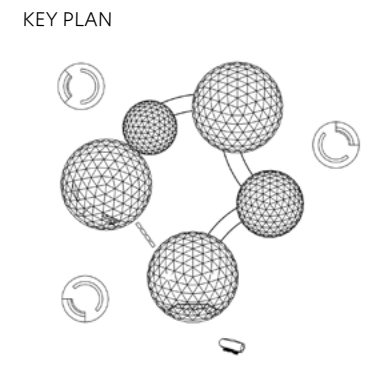


## VISUAL IDENTITY SYSTEM

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT



DESCRIPTION

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SCALE  
NTS

DATE DEC 09, 2022	DRAWING NO. <b>EX.4.01</b>
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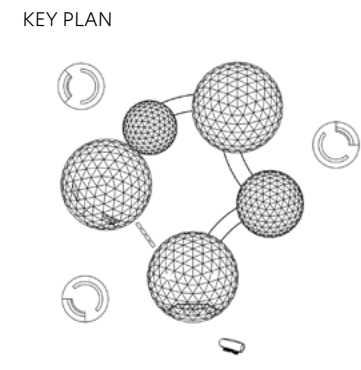
WHERE THE **WILD THINGS** ARE • *Return to the wild*

**POSTER SINGLE**

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT

DESCRIPTION

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SCALE  
 NTS

DATE DEC 09, 2022	DRAWING NO. <b>EX.4.02</b>
----------------------	-------------------------------

# GRAPHICS | Poster Triptych

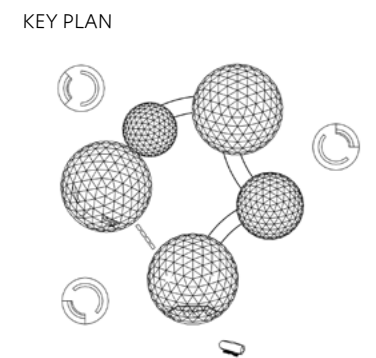


## POSTER TRIPTYCH

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT

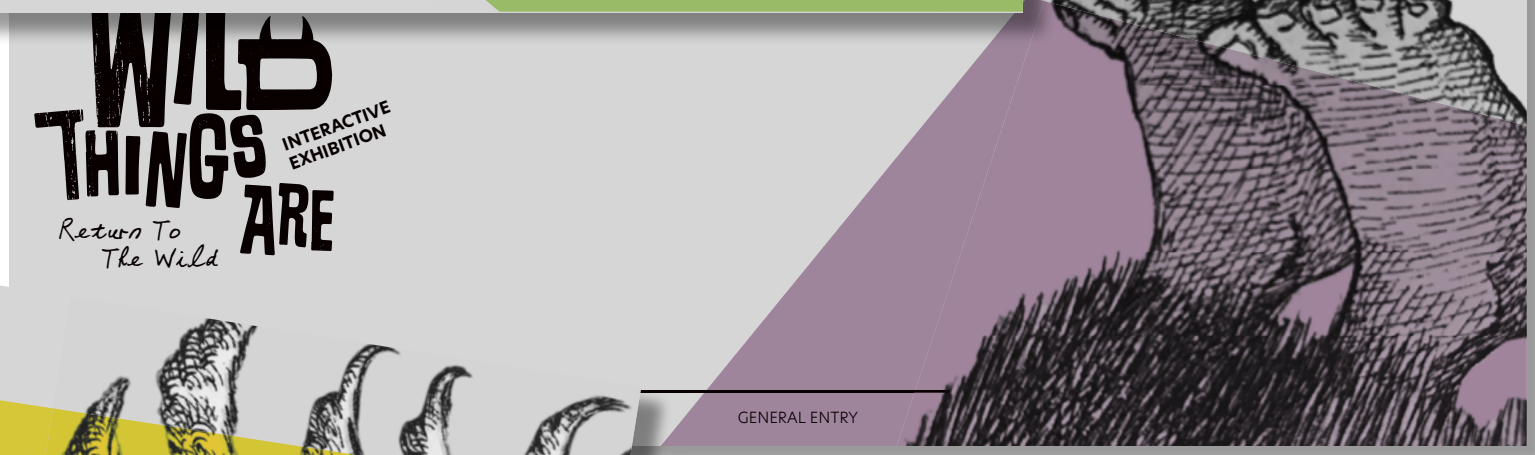
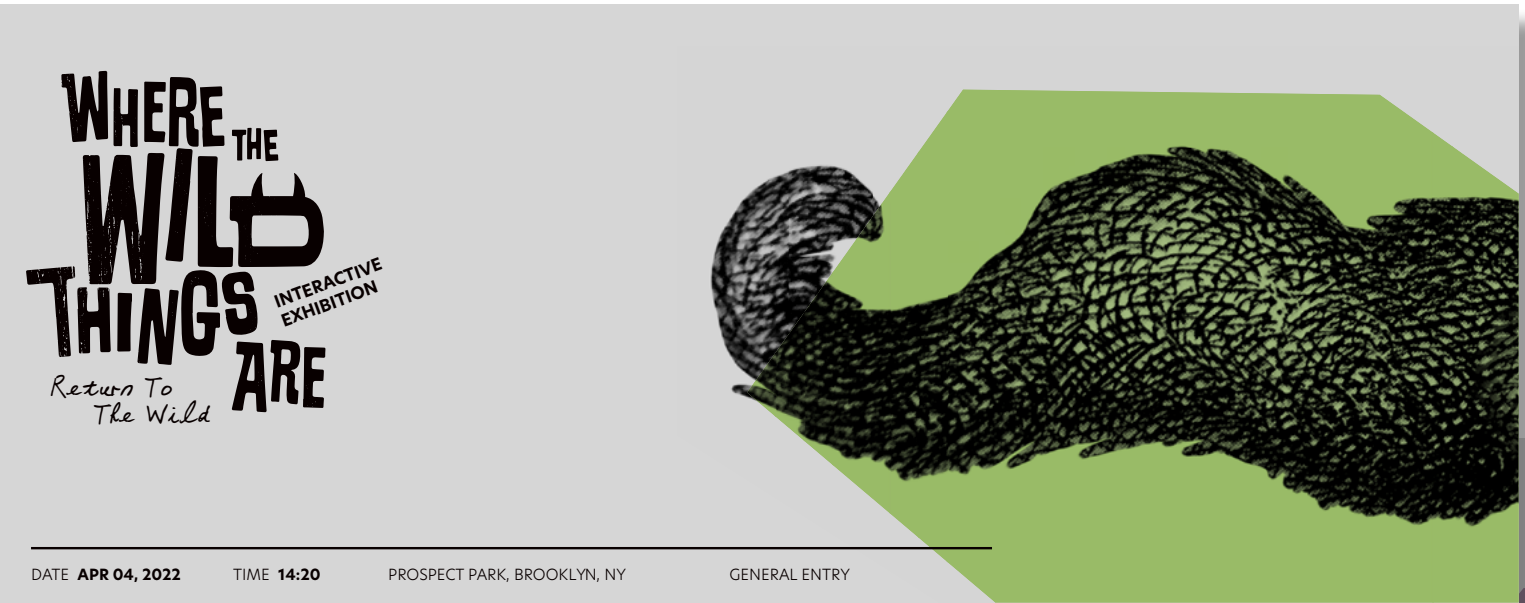


DESCRIPTION

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SCALE  
 NTS

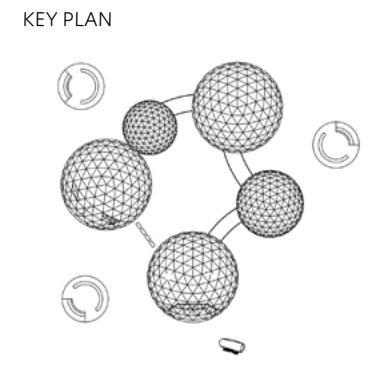
DATE DEC 09, 2022	DRAWING NO. <b>EX.4.03</b>
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TICKETS

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**



DESCRIPTION

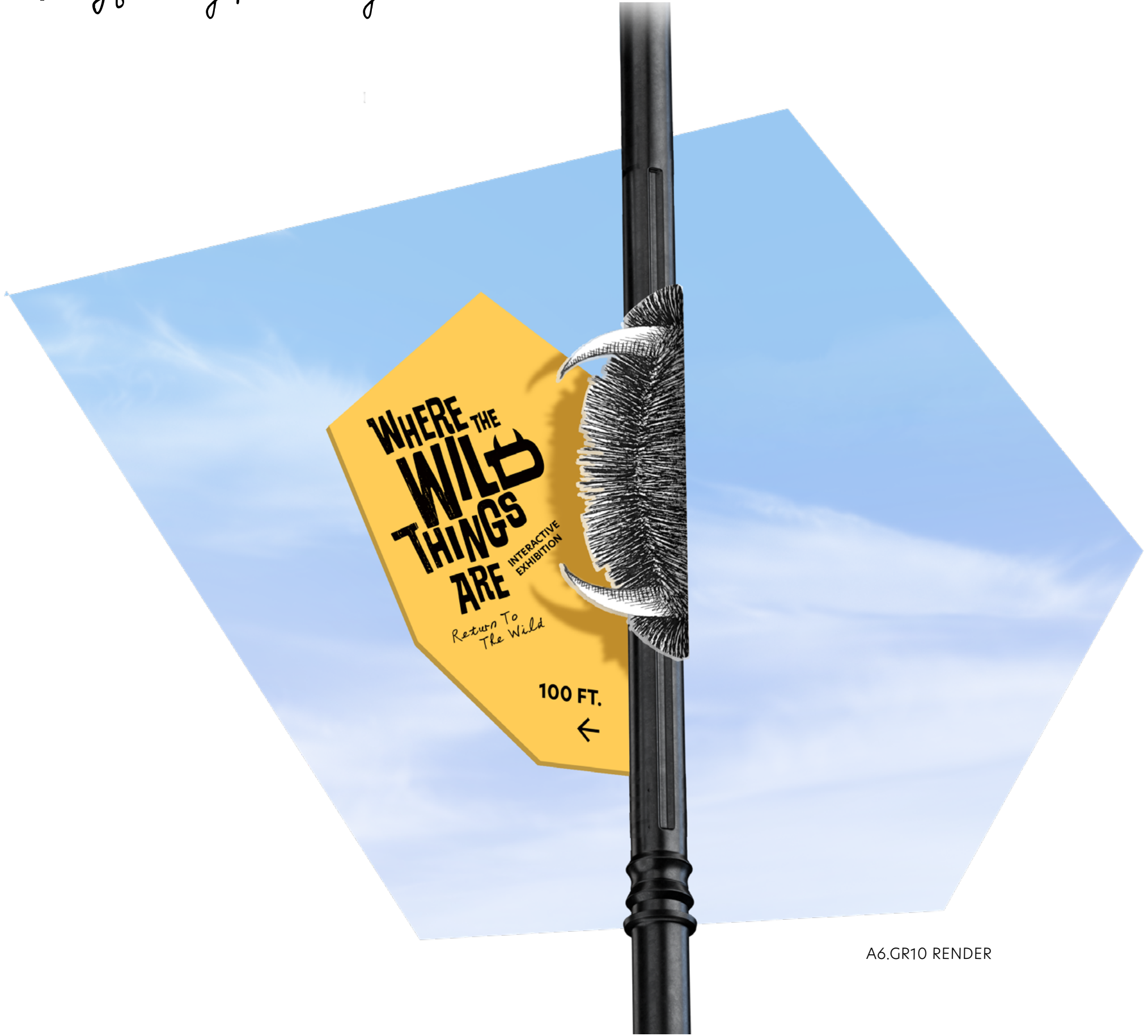
The drawings represent visual concepts and construction recommendations only. Chang does not accept responsibility for the structural appropriateness or integrity of completed structures, and materials and construction must comply with the most stringent applicable fire, safety, and building codes. Written dimensions shall have precedence over scaled dimensions. If a discrepancy is discovered as to which is correct, the fabricator shall contact Chang.

SCALE  
 NTS

DATE DEC 09, 2022	DRAWING NO. <b>EX.4.04</b>
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GRAPHIC TYPE A | *Wayfinding Pole Sign*



A6.GR10 RENDER

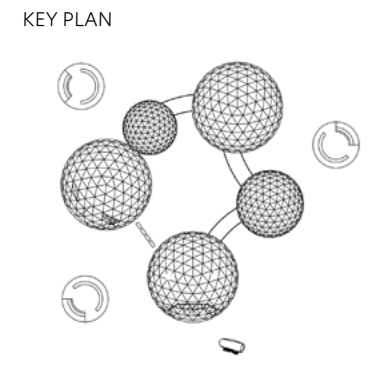
TYPE A  
**WAYFINDING**

A6.GR10  
**POLE SIGN**

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT



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SCALE  
NTS

DATE DEC 09, 2022	DRAWING NO. <b>EX.4.05</b>
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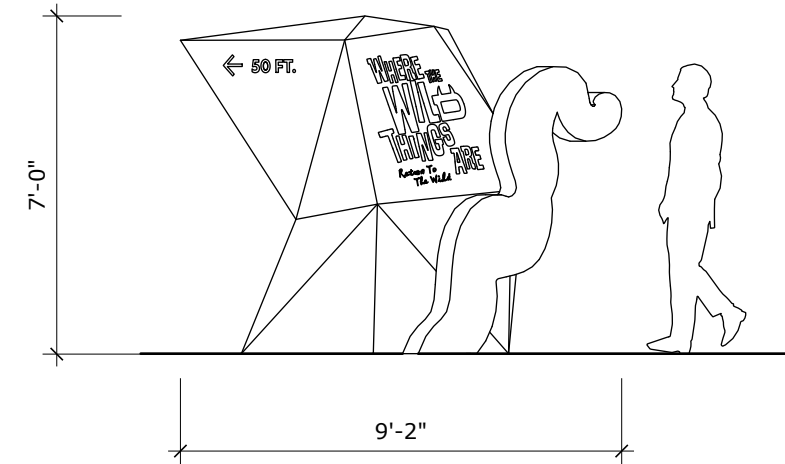
# GRAPHIC TYPE A | Wayfinding Free Standing Sign

A6.GR05 RENDER

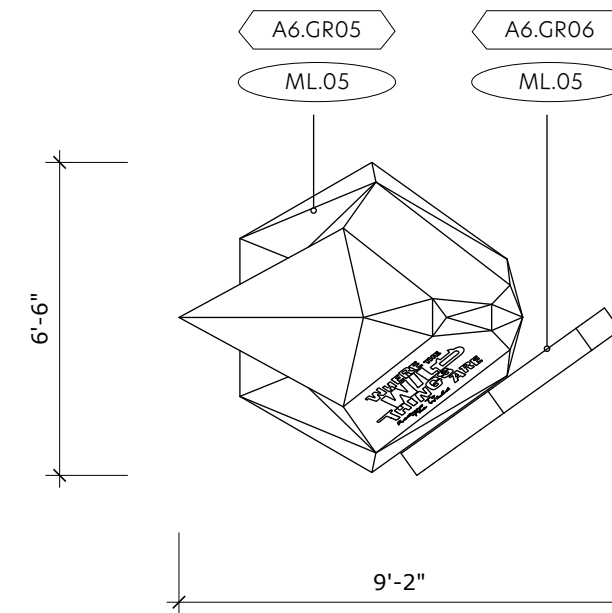


## STORY INCORPORATED WAYFINDING

As a precursor to the experience, each free standing signage includes a fragment of the original story text on the side of the wild thing's body part sculpture.



A6.GR05  
1 FRONT ELEVATION  
\*1/4"=1'-0"



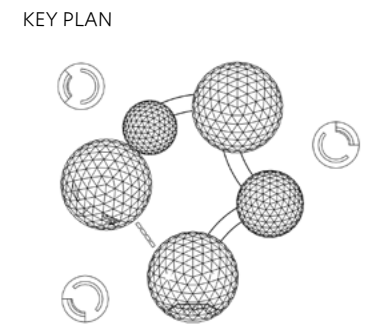
A6.GR05  
2 PLAN  
\*1/4"=1'-0"

A6.GR05-06  
**FREE STANDING SIGN**

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT



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SCALE  
1/4" = 1'-0"

DATE  
DEC 09, 2022

DRAWING NO.  
**EX.4.05**

A6.GR05-06  
**FREE STANDING  
SIGN (CONT.)**

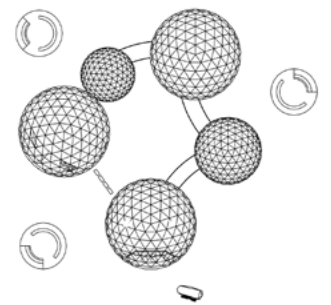
PROJECT NAME  
**WHERE THE WILD  
THINGS ARE: RETURN TO  
THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT  




KEY PLAN

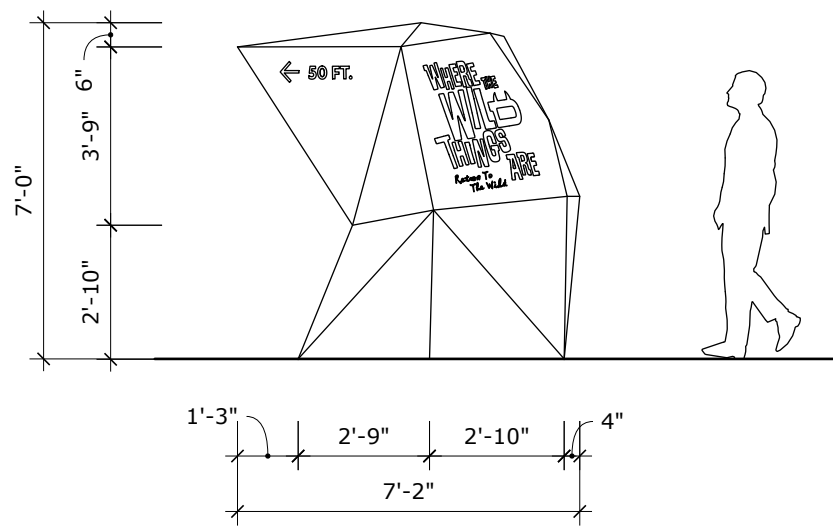


DESCRIPTION  
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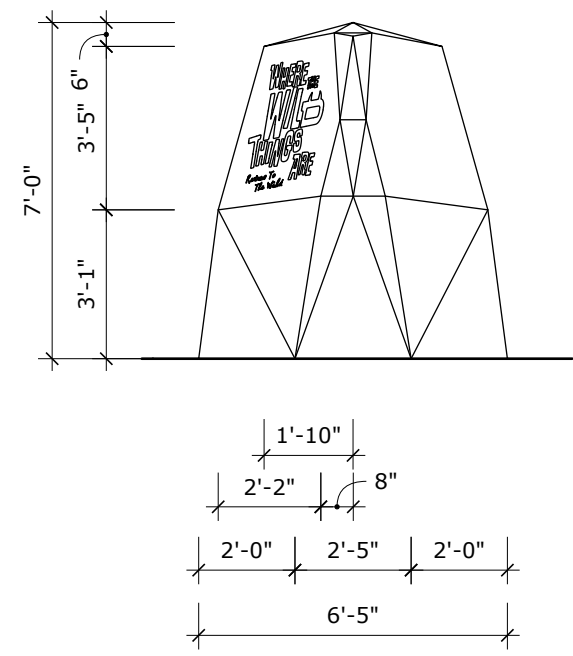
SCALE  
1/4" = 1'-0"

DATE  
DEC 09, 2022

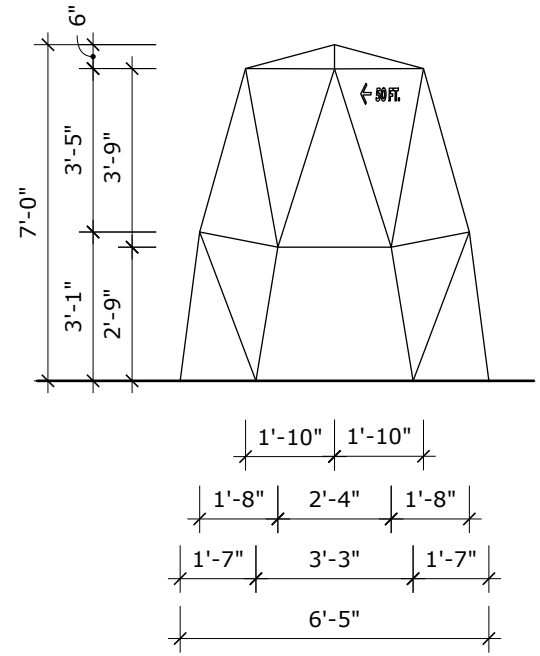
DRAWING NO.



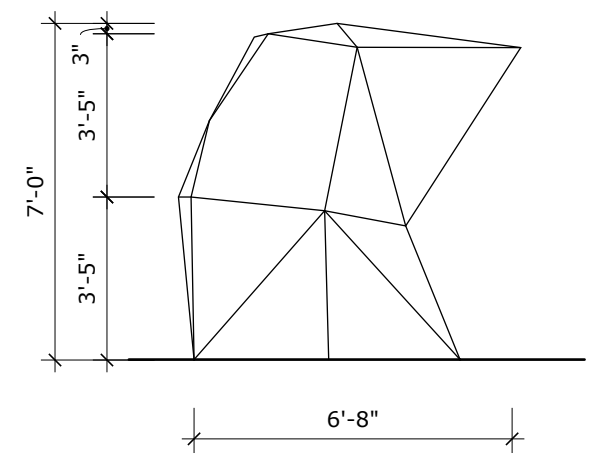
**1 FRONT ELEVATION**  
\*1/4"=1'-0"



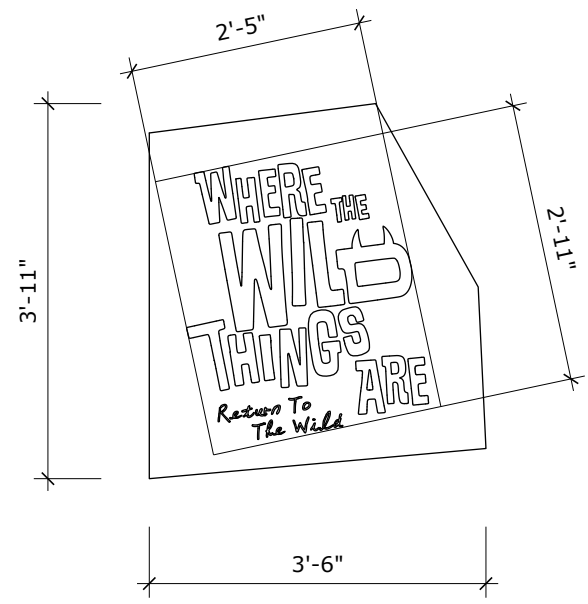
**2 RIGHT ELEVATION**  
\*1/4"=1'-0"



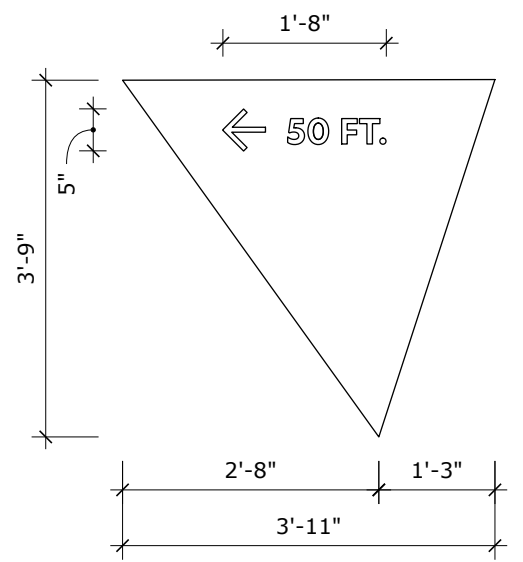
**3 LEFT ELEVATION**  
\*1/4"=1'-0"



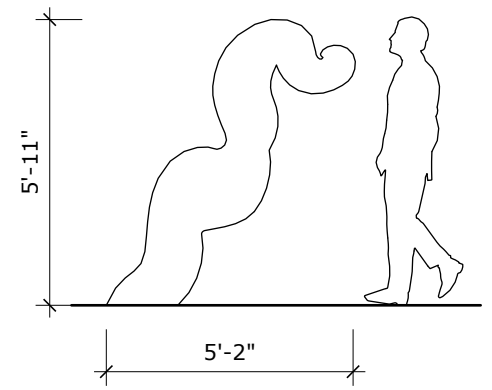
**4 BACK ELEVATION**  
\*1/4"=1'-0"



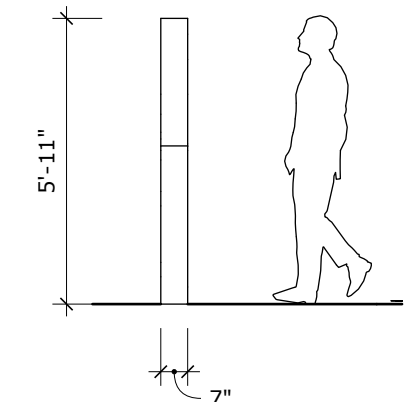
**5 LOGO PANEL DETAIL**  
\*1/2"=1'-0"



**6 DIRECTIONAL PANEL DETAIL**  
\*1/2"=1'-0"



**7 TAIL FRONT ELEVATION**  
\*1/4"=1'-0"



**8 TAIL SIDE ELEVATION**  
\*1/4"=1'-0"

A6.GR01 RENDER

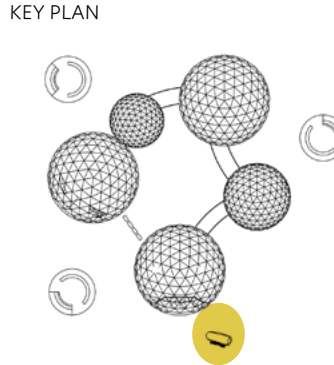


A6.GR01  
**INTRO GRAPHICS**

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT



DESCRIPTION

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SCALE  
NTS

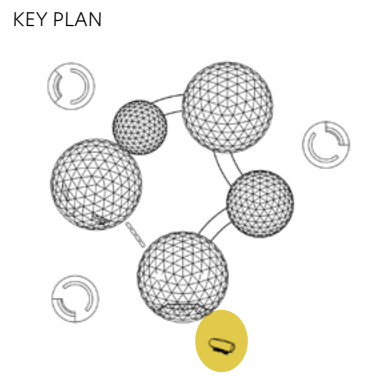
DATE  
DEC 09, 2022

DRAWING NO.  
**EX.4.08**

A6.GR01  
**INTRO GRAPHICS  
 (CONT.)**

PROJECT NAME  
**WHERE THE WILD  
 THINGS ARE: RETURN TO  
 THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

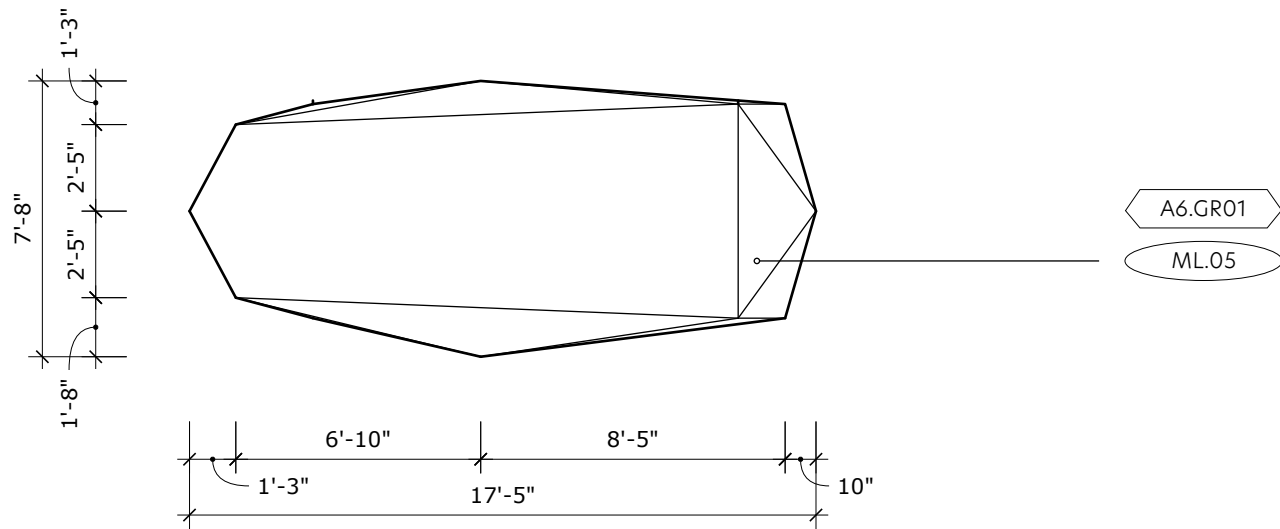


DESCRIPTION  
 The drawings represent visual concepts and construction recommendations only. Chang does not accept responsibility for the structural appropriateness or integrity of completed structures, and materials and construction must comply with the most stringent applicable fire, safety, and building codes. Written dimensions shall have precedence over scaled dimensions. If a discrepancy is discovered as to which is correct, the fabricator shall contact Chang.

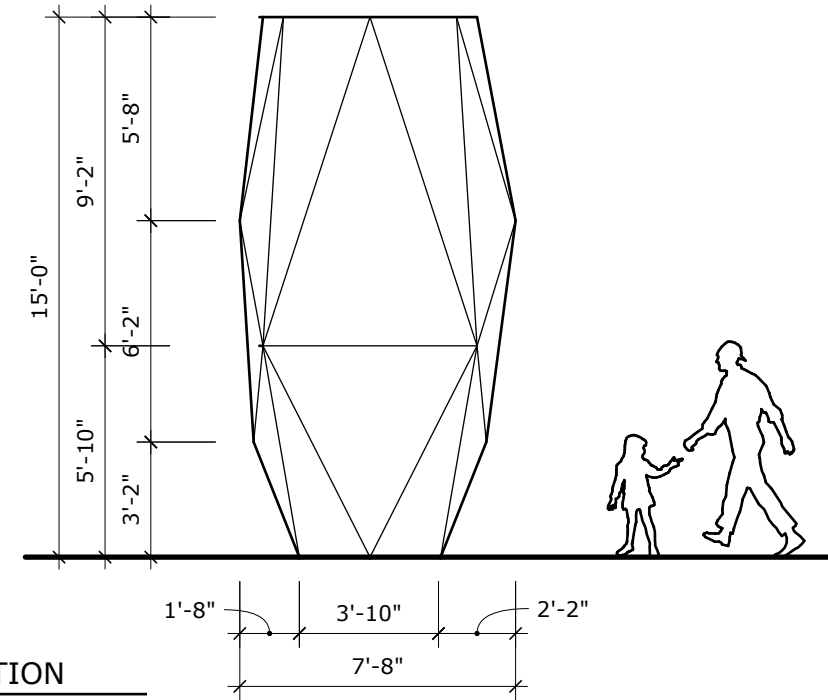
SCALE  
 3/16" = 1'-0"

DATE  
 DEC 09, 2022

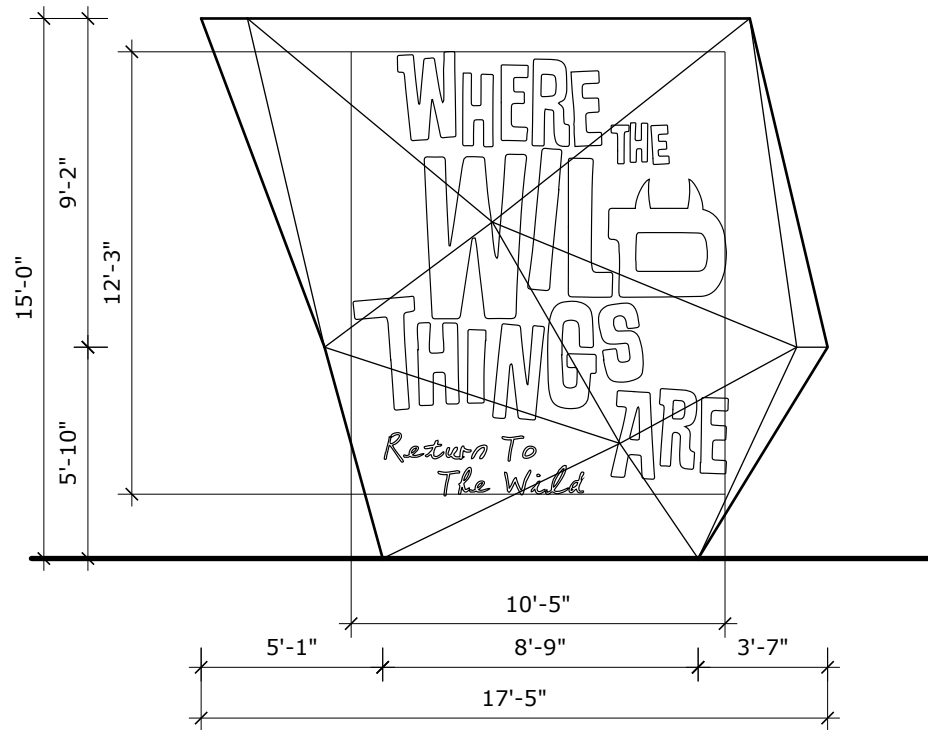
DRAWING NO.  
**EX.4.09**



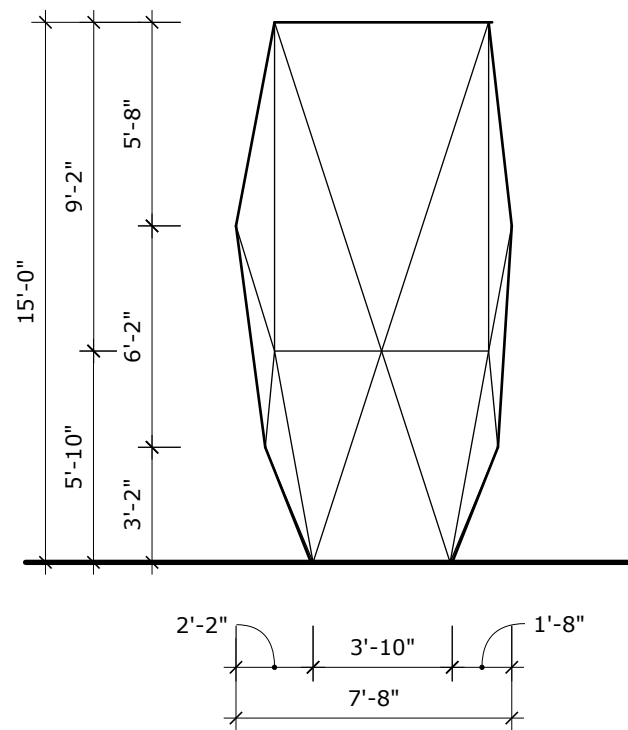
**1** PLAN  
 \*3/16"=1'-0"



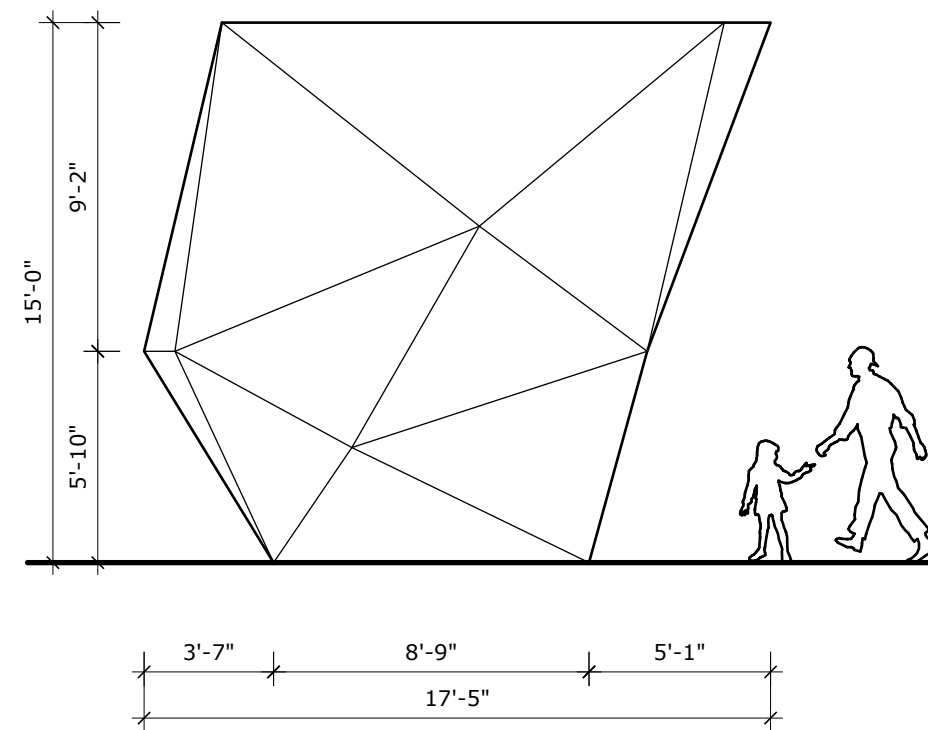
**2** LEFT ELEVATION  
 \*3/16"=1'-0"



**3** FRONT ELEVATION  
 \*3/16"=1'-0"

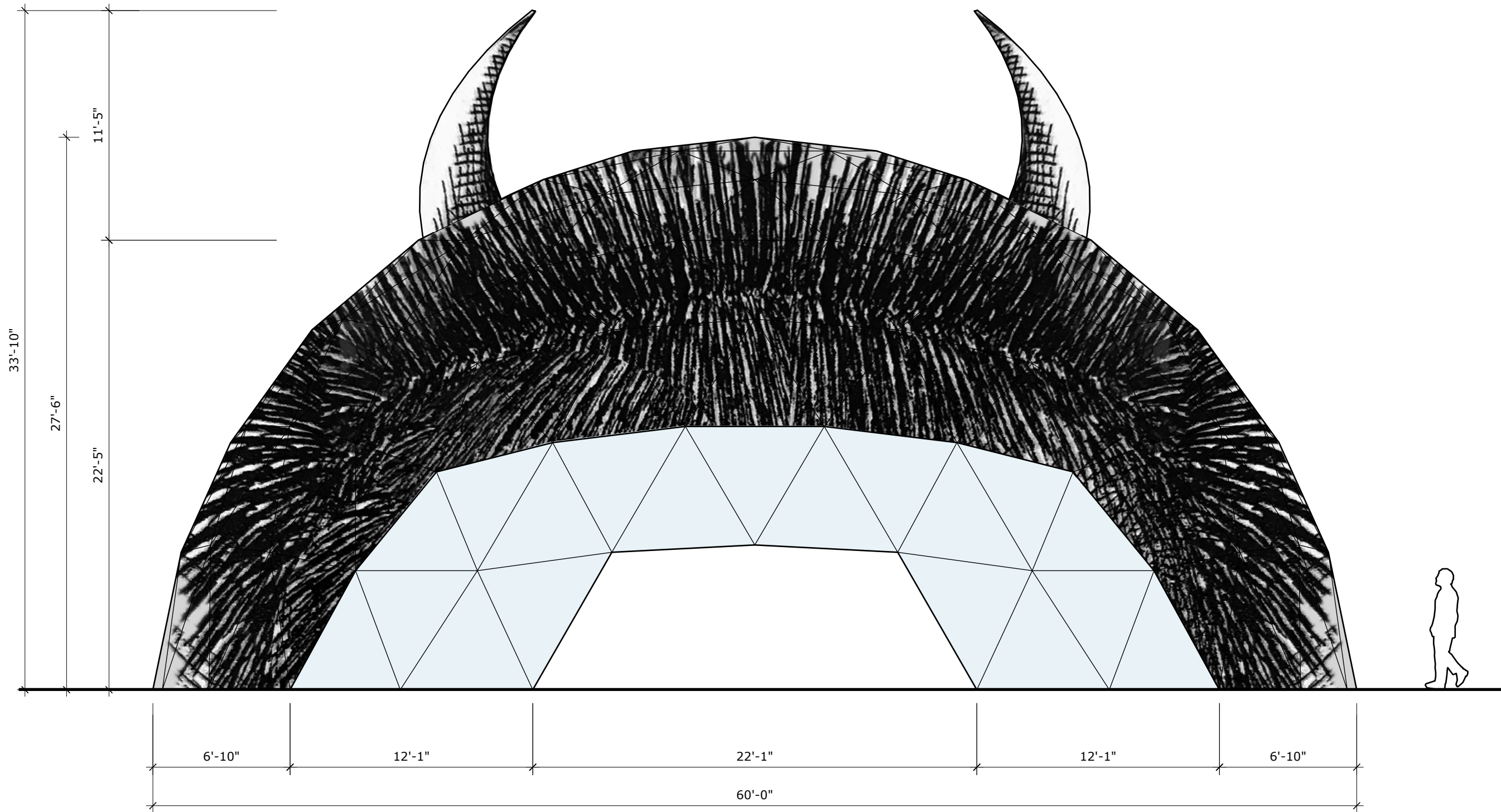


**4** RIGHT ELEVATION  
 \*3/16"=1'-0"



**5** BACK ELEVATION  
 \*3/16"=1'-0"

A6.GR01  
 ML.05



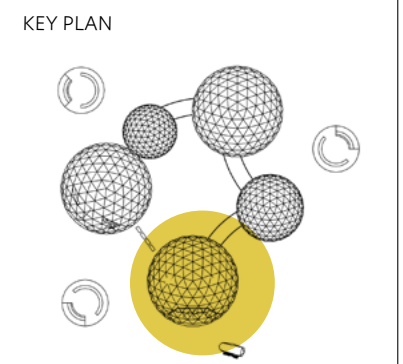
1 FRONT ELEVATION GRAPHICS  
\*3/16"=1'-0"

A1.GR01  
**EXTERIOR GRAPHIC**

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT

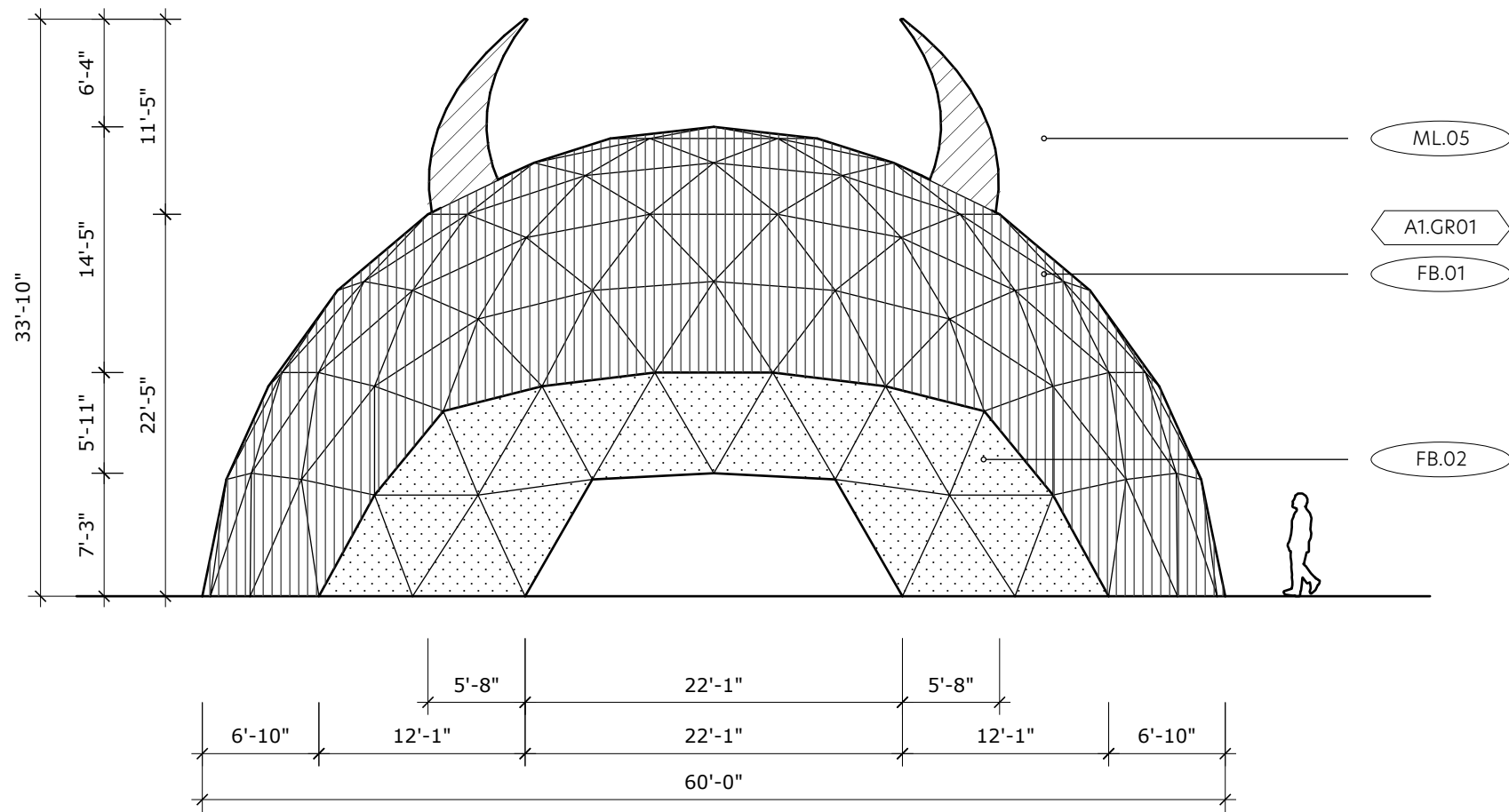


DESCRIPTION

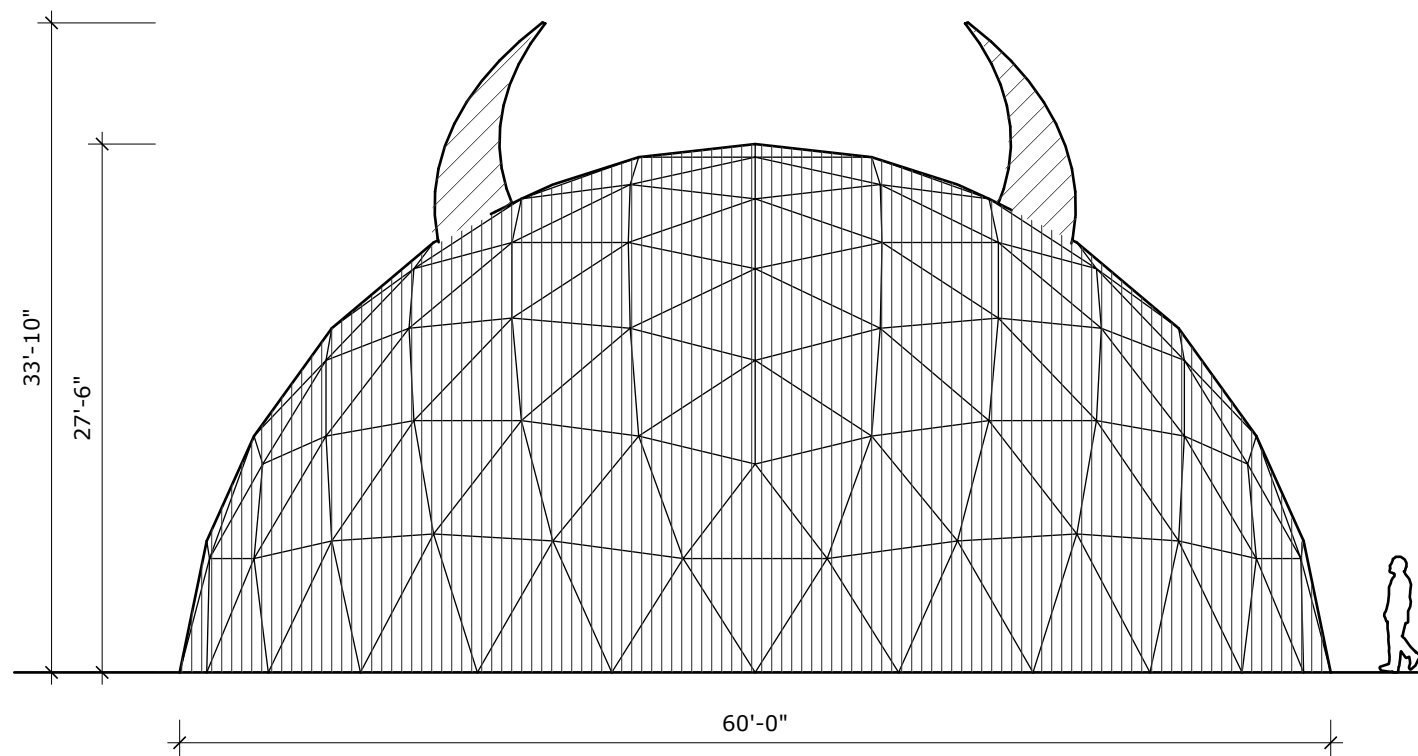
The drawings represent visual concepts and construction recommendations only. Chang does not accept responsibility for the structural appropriateness or integrity of completed structures, and materials and construction must comply with the most stringent applicable fire, safety, and building codes. Written dimensions shall have precedence over scaled dimensions. If a discrepancy is discovered as to which is correct, the fabricator shall contact Chang.

SCALE  
3/16" = 1'-0"

DATE DEC 09, 2022	DRAWING NO. <b>EX.4.10</b>
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1 FRONT ELEVATION  
\*1"=10'-0"



2 BACK ELEVATION  
\*1"=10'-0"

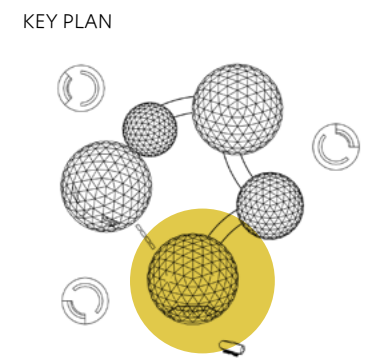
WHERE THE WILD THINGS ARE • *Returns to the wild*

A1.GR01  
EXTERIOR GRAPHIC

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT



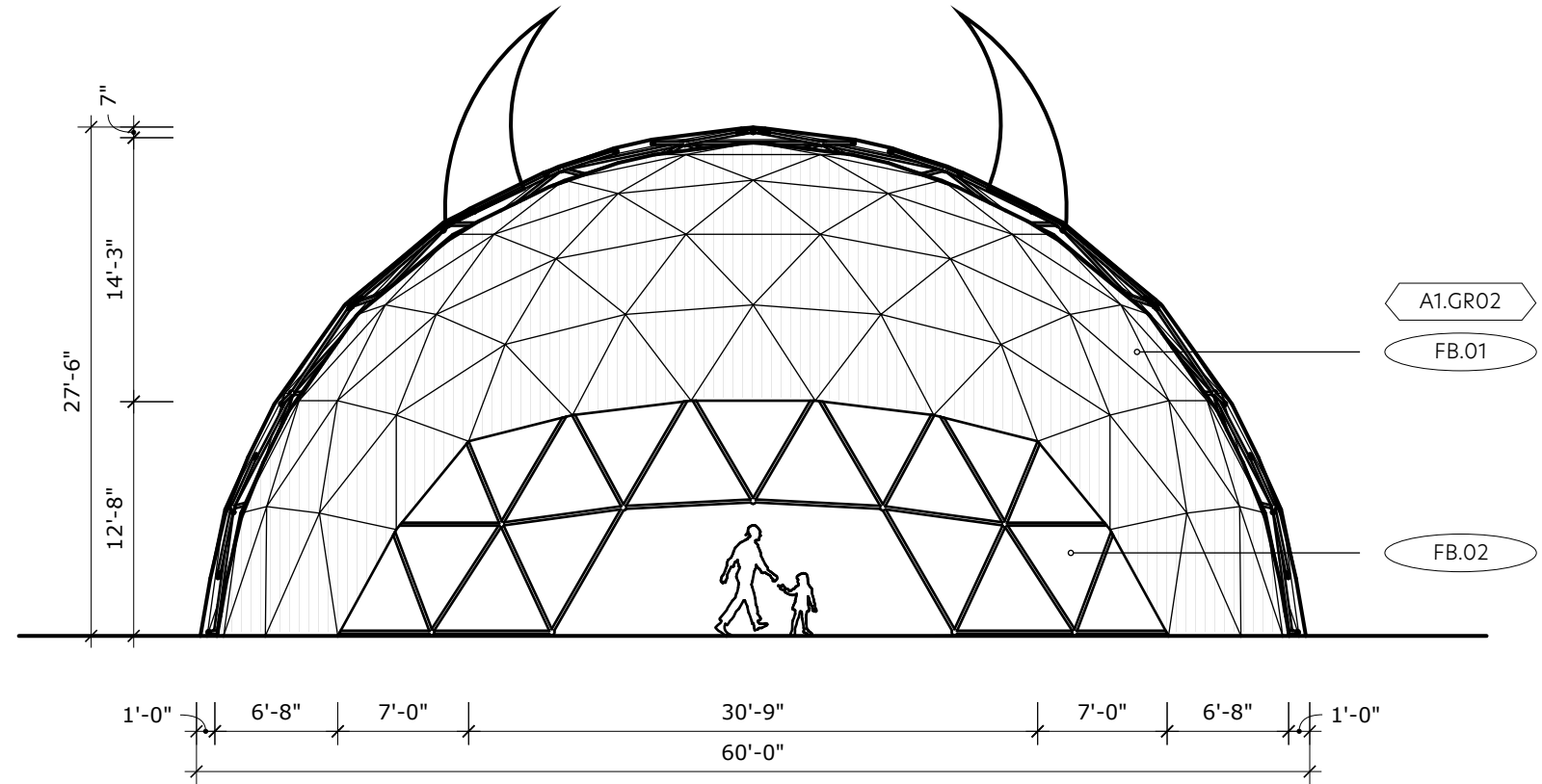
DESCRIPTION

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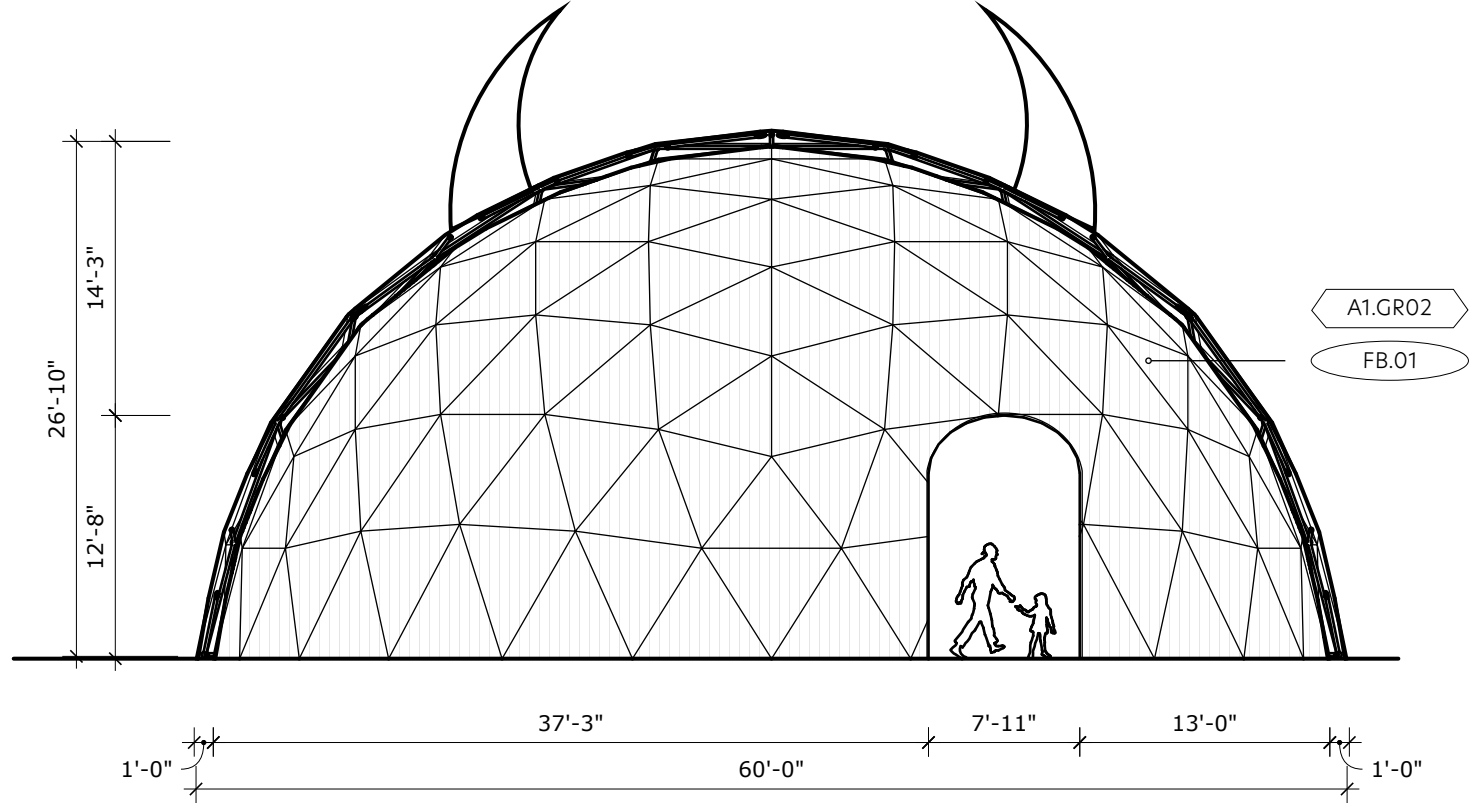
SCALE  
1" = 1'-0"

DATE DEC 09, 2022	DRAWING NO. <b>EX.4.11</b>
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# GRAPHIC TYPE B | Interior Murals



1 SECTION 2  
\*1"=10'-0"



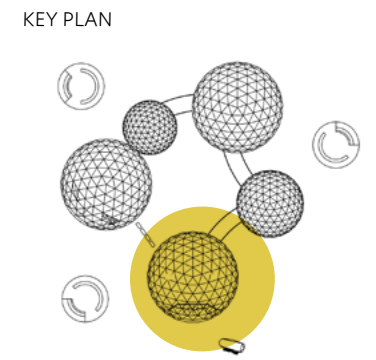
2 SECTION 1  
\*1"=10'-0"

A1.GR021  
**INTERIOR GRAPHICS**

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT



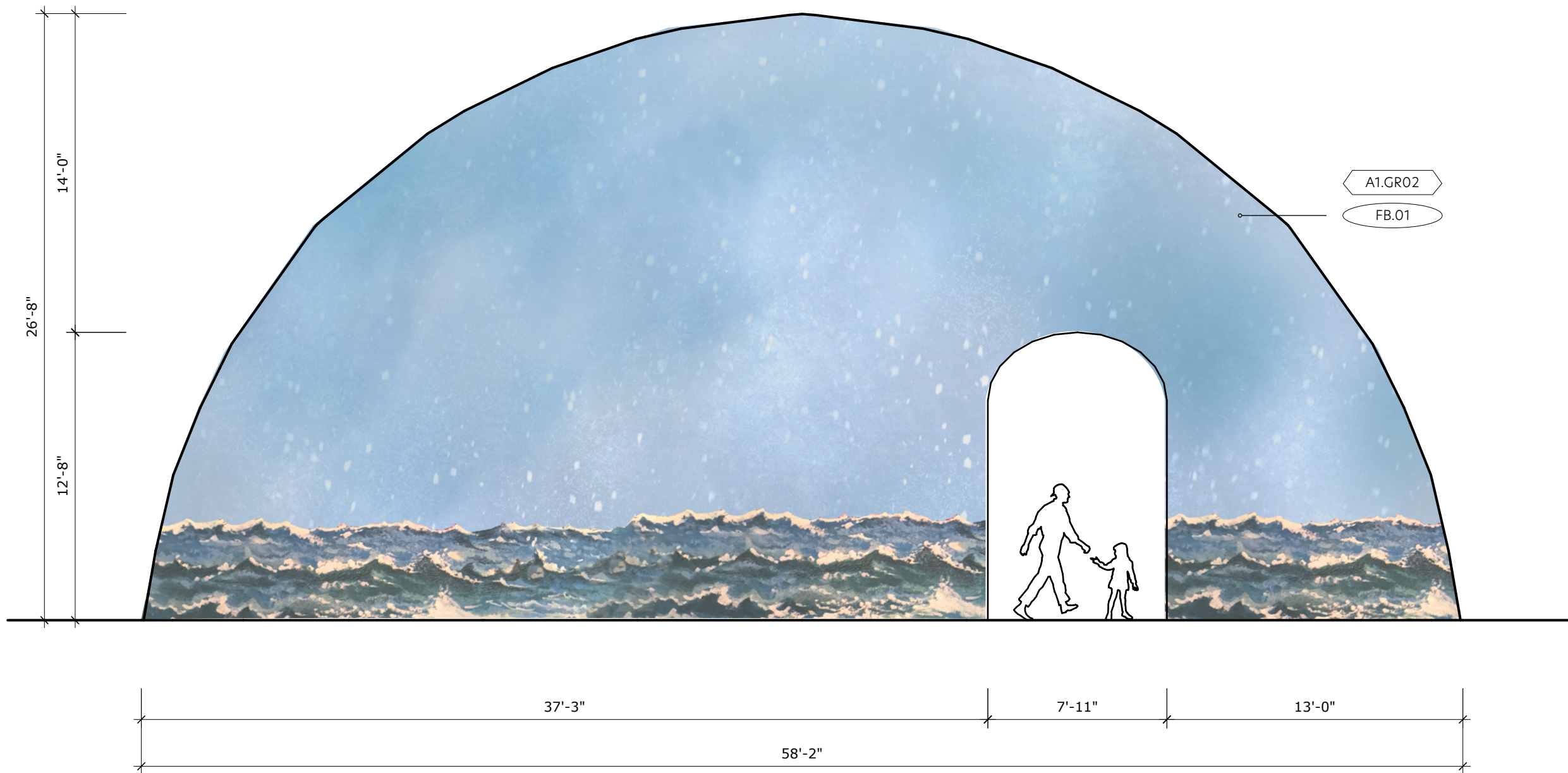
DESCRIPTION

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SCALE  
1" = 1'-0"

DATE DEC 09, 2022	DRAWING NO. <b>EX.4.12</b>
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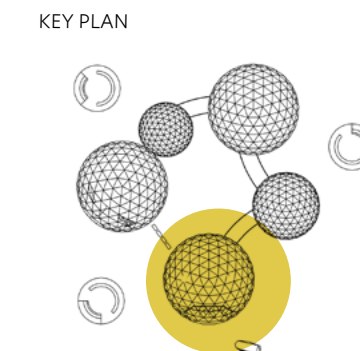
**1** ELEVATION  
 \*3/16"=1'-0"

**A1.GR02  
 INTERIOR  
 GRAPHICS (CONT.)**

PROJECT NAME  
**WHERE THE WILD  
 THINGS ARE: RETURN TO  
 THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT  

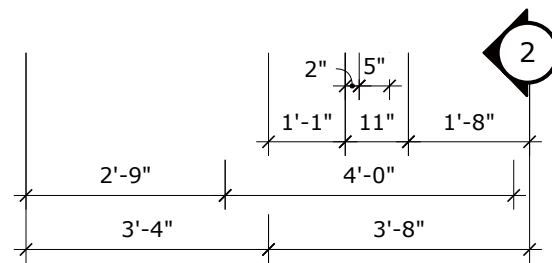
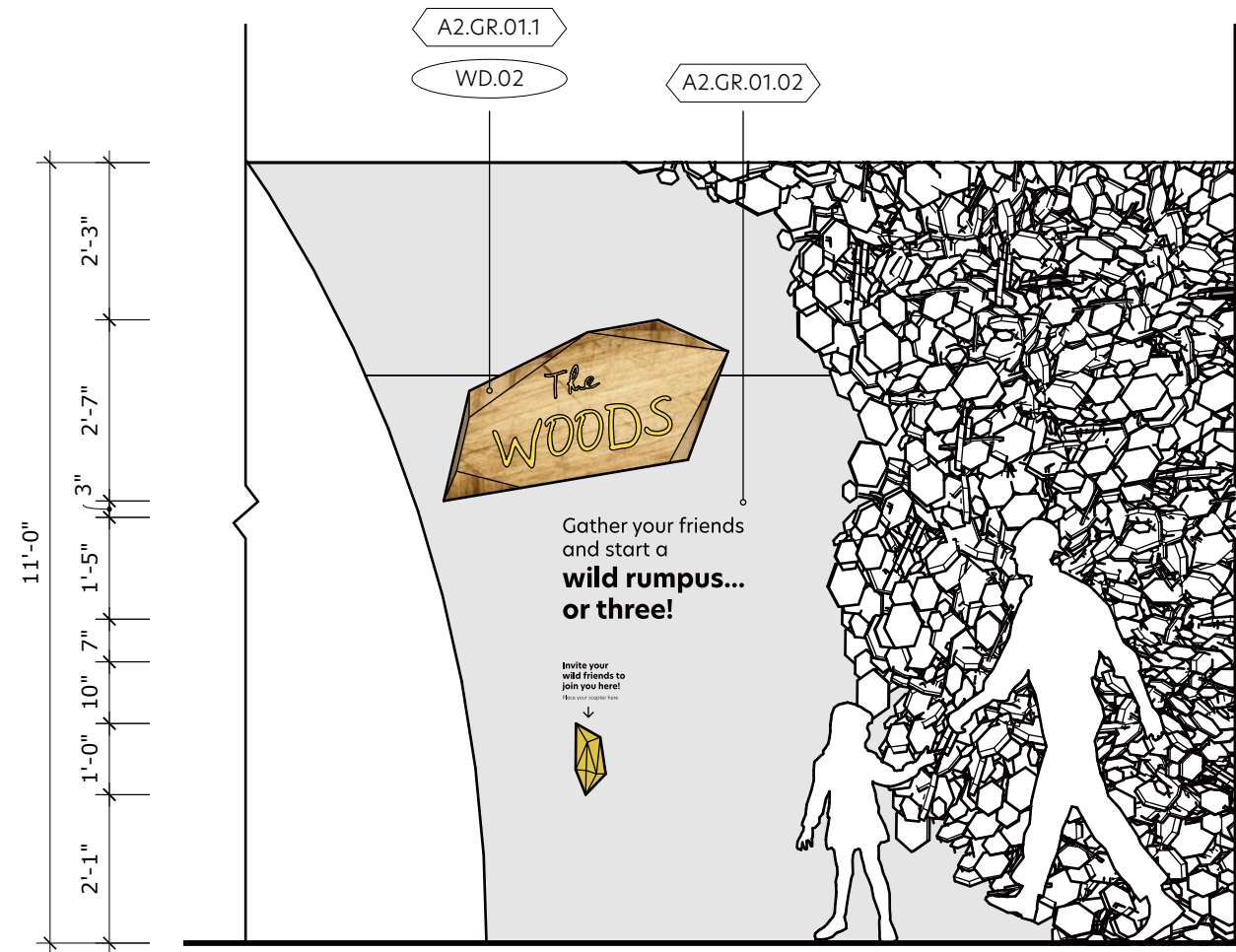
DESCRIPTION  
 The drawings represent visual concepts and construction recommendations only. Chang does not accept responsibility for the structural appropriateness or integrity of completed structures, and materials and construction must comply with the most stringent applicable fire, safety, and building codes. Written dimensions shall have precedence over scaled dimensions. If a discrepancy is discovered as to which is correct, the fabricator shall contact Chang.

SCALE  
 1" = 1'-0"

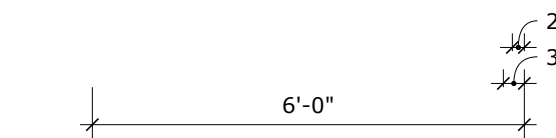
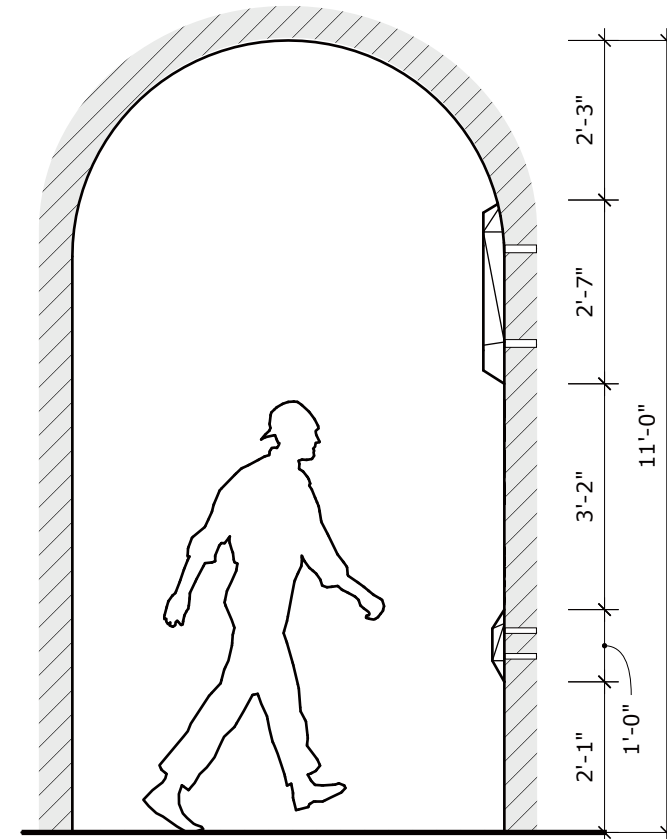
DATE  
 DEC 09, 2022

DRAWING NO.  
**EX.4.11**

# GRAPHIC TYPE C | Area Intro



1 FRONT ELEVATION  
\*3/8"=1'-0"



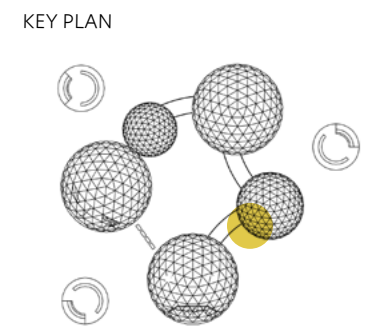
2 SIDE ELEVATION  
\*3/8"=1'-0"

## A2.GR03 AREA INTRO

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT



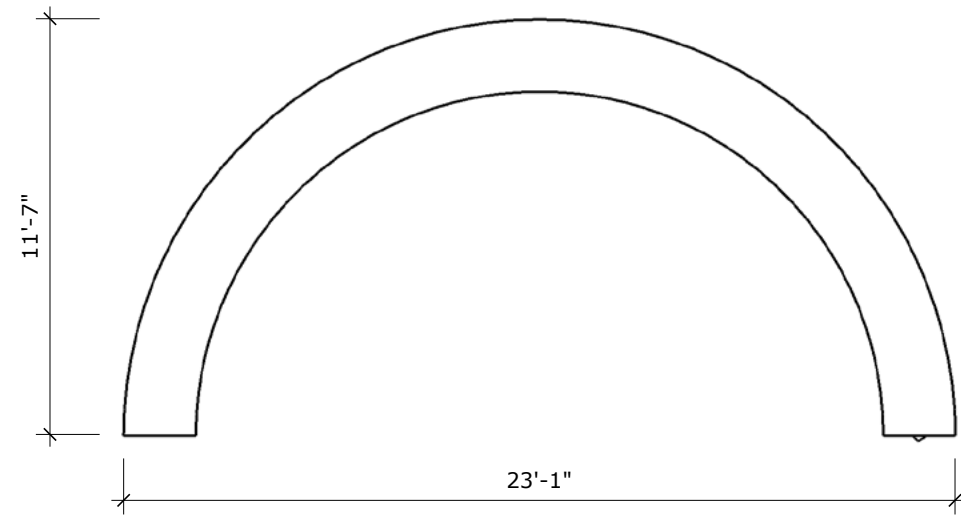
DESCRIPTION

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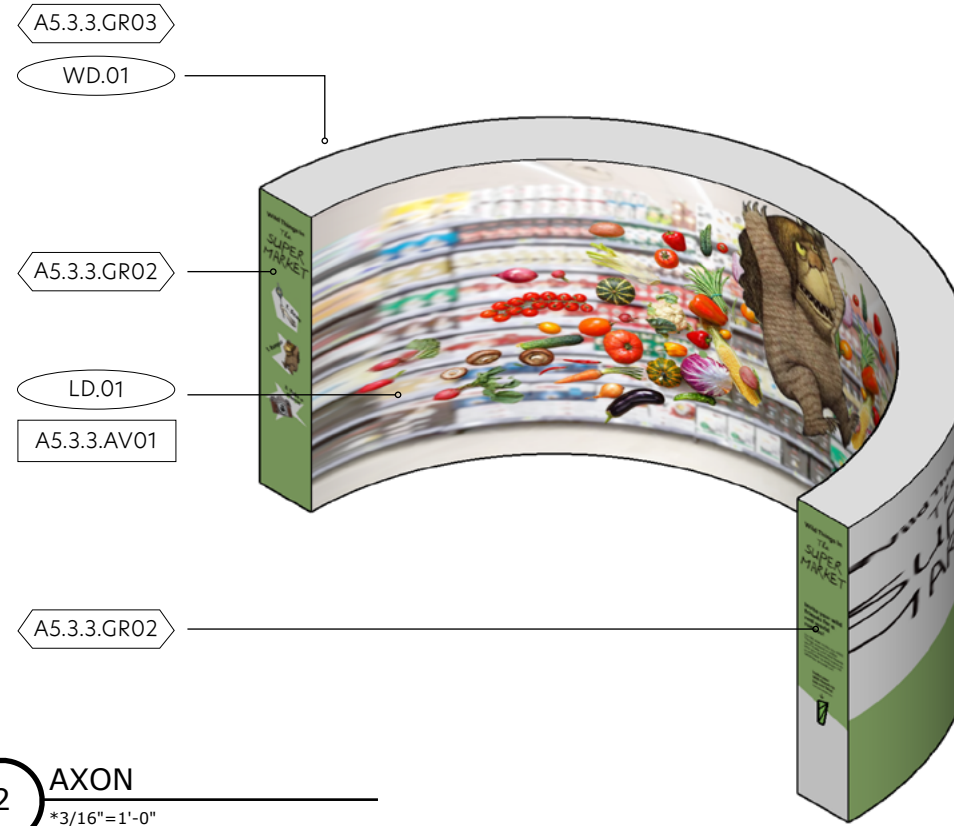
SCALE  
3/8" = 1'-0"

DATE DEC 09, 2022	DRAWING NO. <b>EX.4.14</b>
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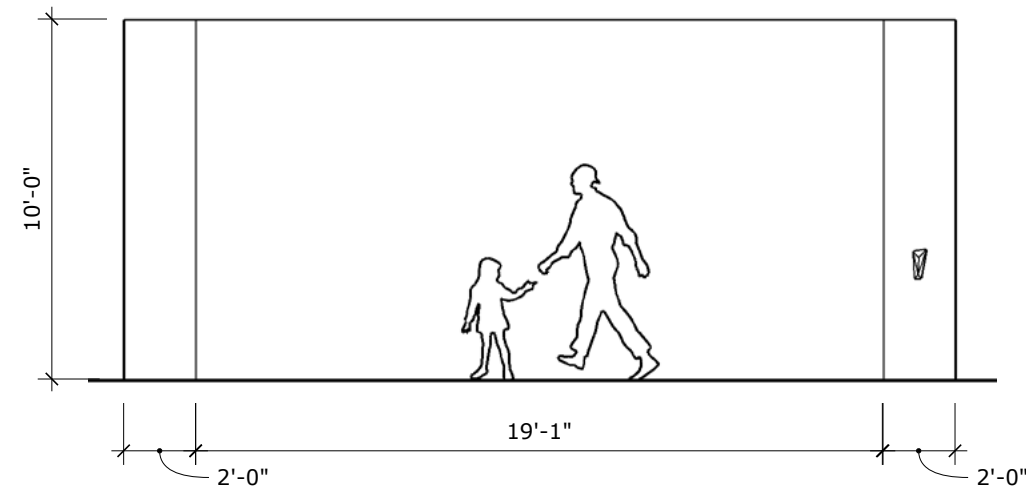
# GRAPHIC TYPE D | Content Graphics



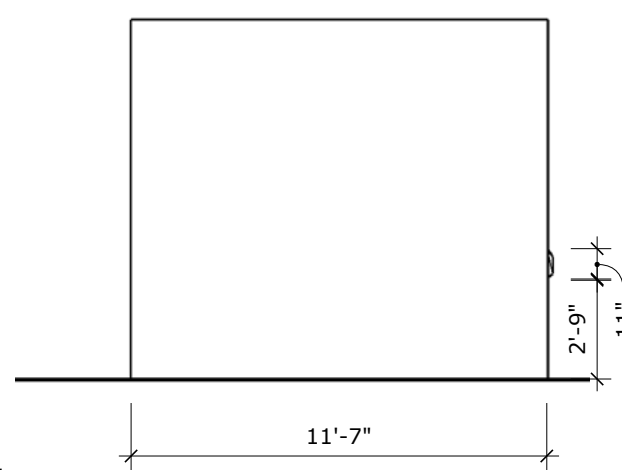
**1 PLAN**  
\*3/16"=1'-0"



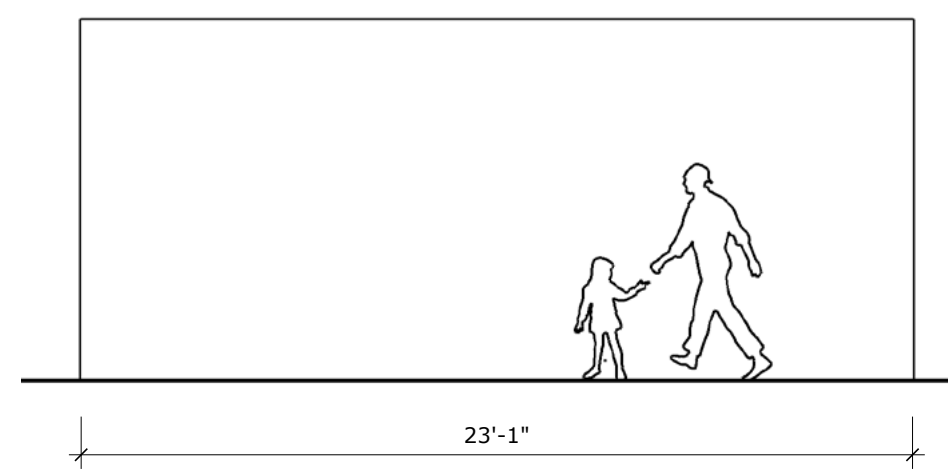
**2 AXON**  
\*3/16"=1'-0"



**3 FRONT ELEVATION**  
\*3/16"=1'-0"



**4 SIDE ELEVATION**  
\*3/16"=1'-0"



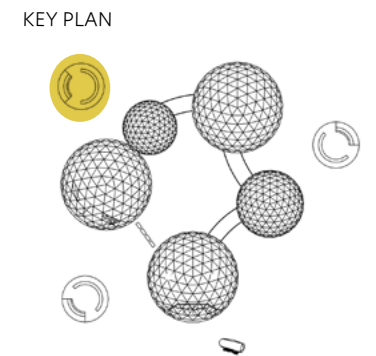
**5 BACK ELEVATION**  
\*3/16"=1'-0"

A5.32.GR01-03  
A5.32.AV01  
**THE SUPERMARKET GRAPHICS**

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT



DESCRIPTION

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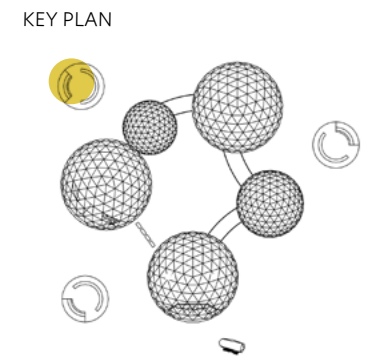
SCALE  
3/16" = 1'-0"

DATE DEC 09, 2022	DRAWING NO. <b>EX.4.15</b>
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A5.32.GR01-03  
A5.32.AV01  
**THE SUPERMARKET GRAPHICS (CONT.)**

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**



DESCRIPTION

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SCALE  
1/4" = 1'-0"

DATE  
DEC 09, 2022

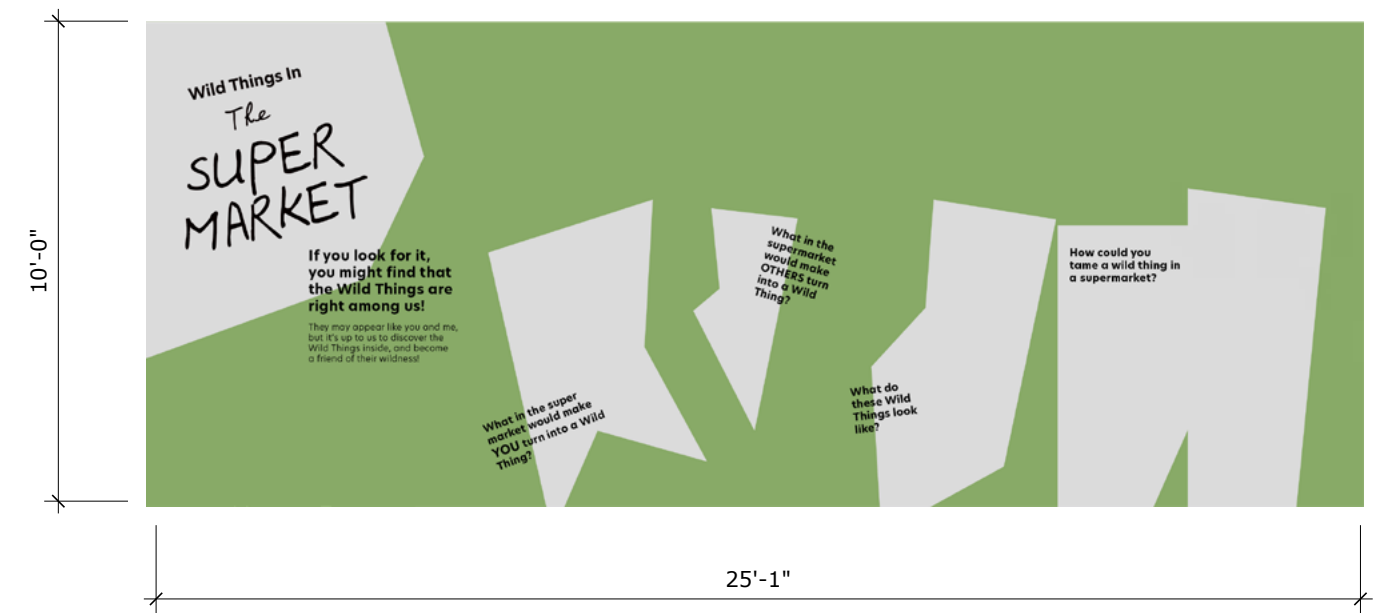
DRAWING NO.  
**EX.4.16**



A5.3.2.GR02  
**1 GRAPH ELEVATION**  
\*1/4"=1'-0"

A5.3.2.AV01  
**2 AV GRAPHICS**  
\*1/4"=1'-0"

A5.3.2.GR01  
**3 GRAPHIC ELEVATION**  
\*1/4"=1'-0"

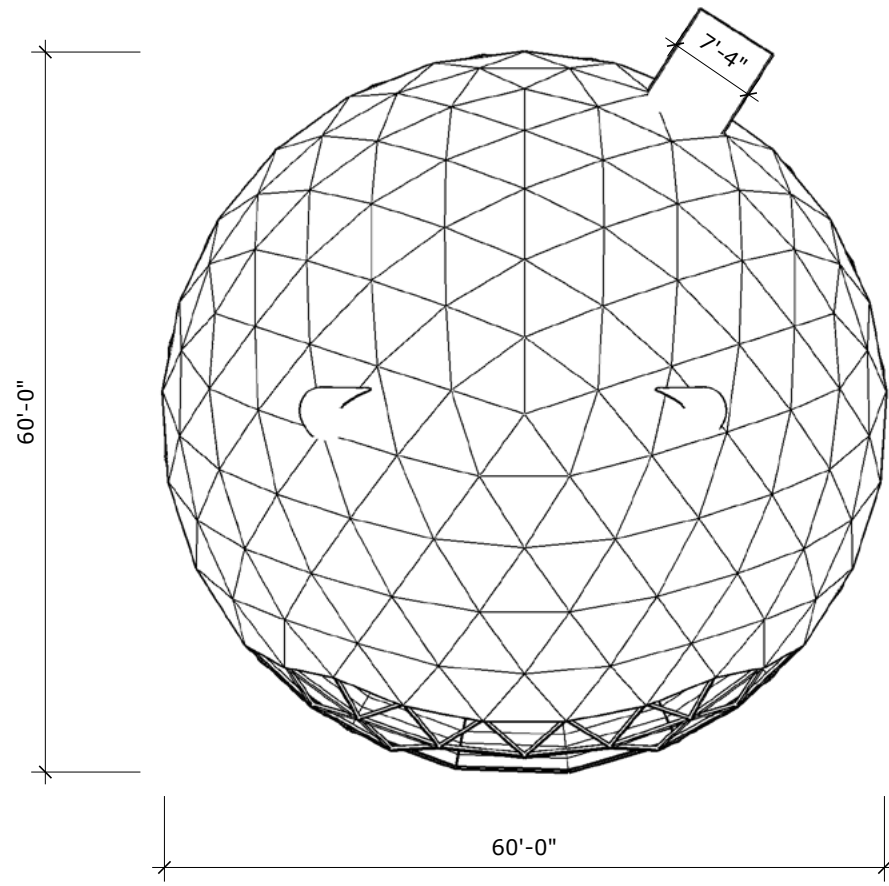


A5.3.2.GR03  
**4 GRAPHIC ELEVATION**  
\*1/4"=1'-0"

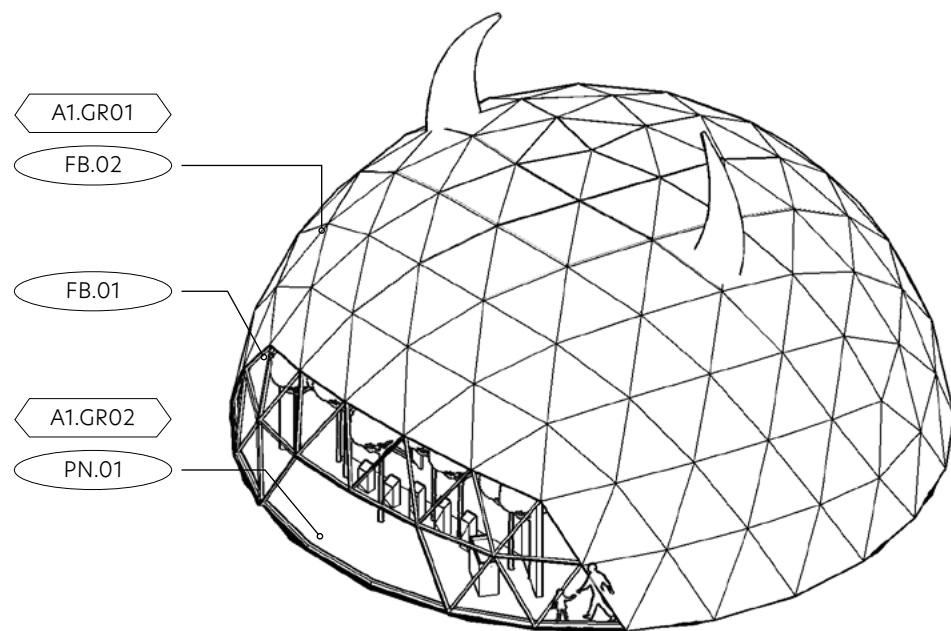
# **EXHIBIT AREAS**



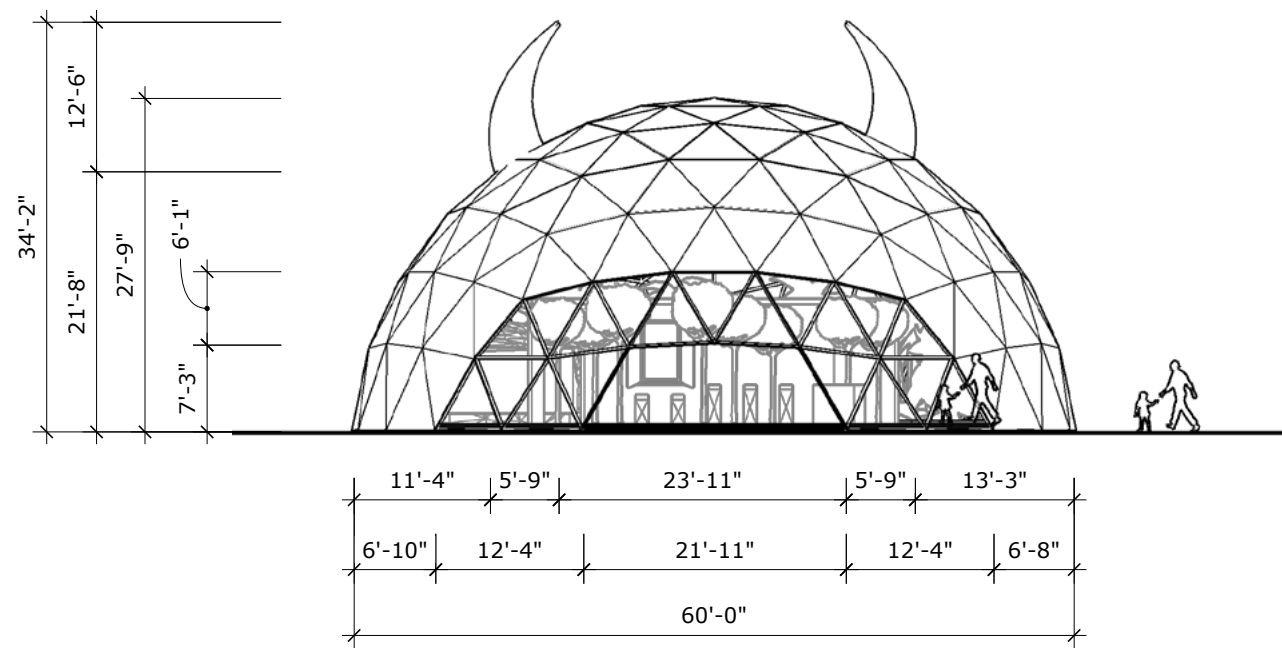
# A1. THE BEACH



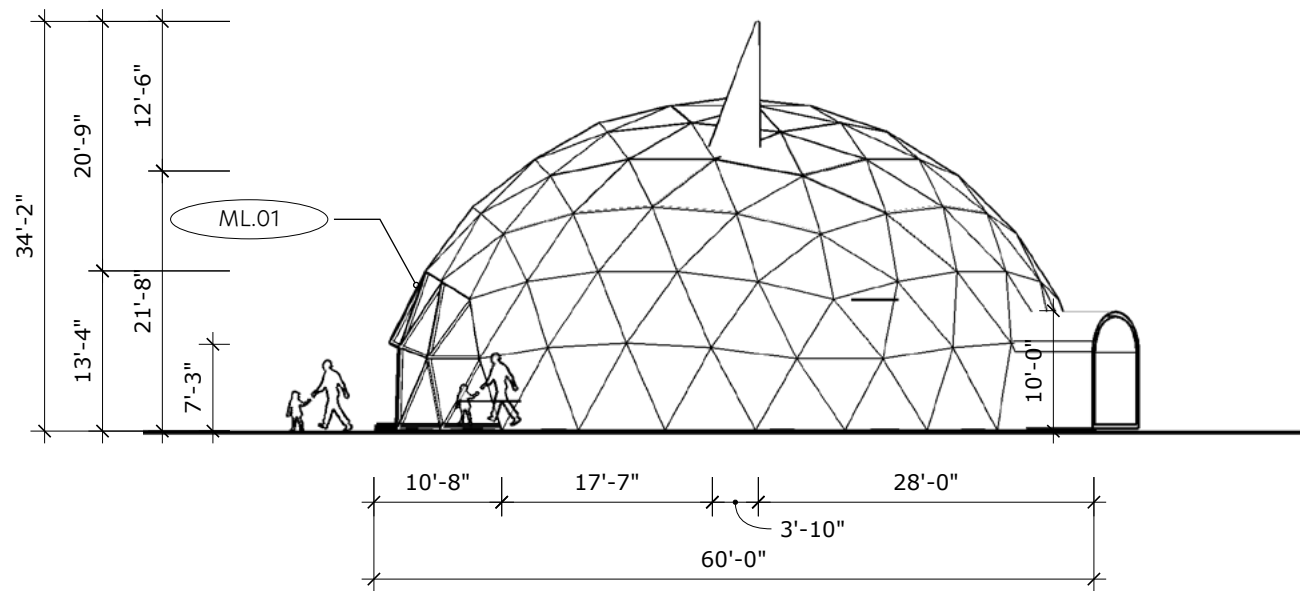
**1 TOP VIEW**  
\*1/16" = 1'-0"



**2 AXON VIEW**  
\*1/16" = 1'-0"



**3 FRONT VIEW**  
\*1/16" = 1'-0"



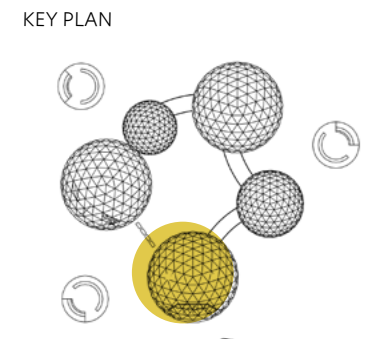
**4 SIDE VIEW**  
\*1/16" = 1'-0"

## A1. THE BEACH EXTERIOR

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT



DESCRIPTION

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SCALE  
1/8" = 1'-0"

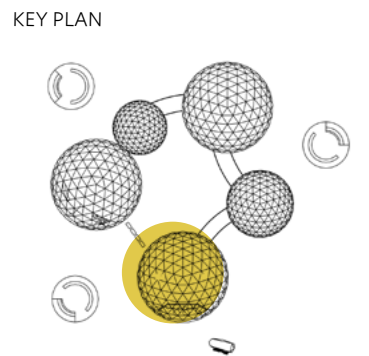
DATE DEC 09, 2022	DRAWING NO. <b>EX.5.01</b>
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# A1. THE BEACH GENERAL PLAN

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT

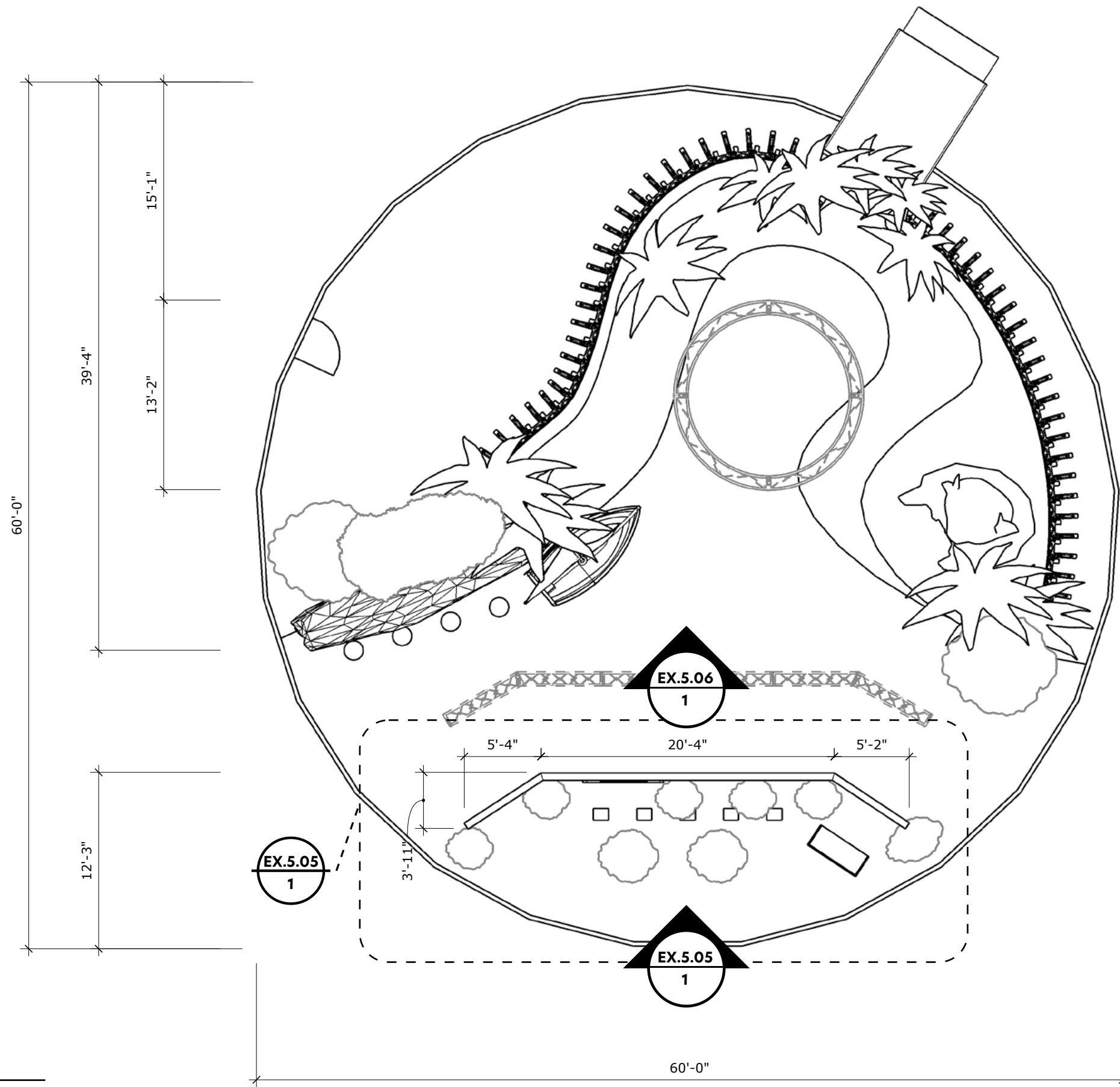



DESCRIPTION

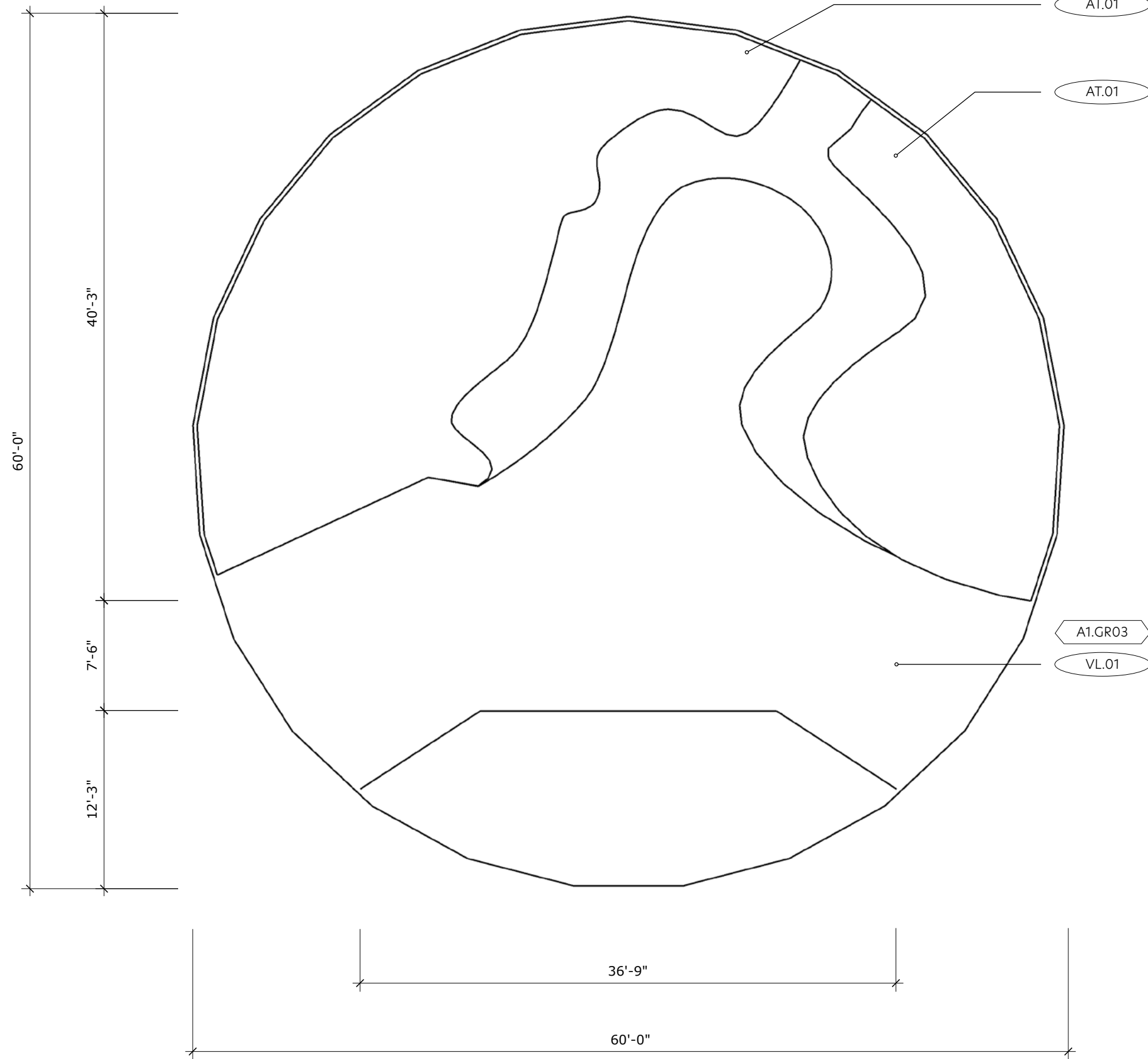
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SCALE  
1/8" = 1'-0"

DATE DEC 09, 2022	DRAWING NO. <b>EX.5.02</b>
----------------------	-------------------------------



**2** GENERAL PLAN  
\*1/8"=1'-0"



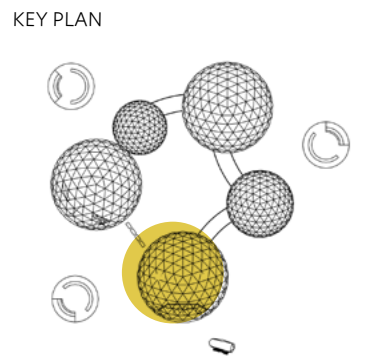
**1 FLOORING PLAN**  
 \*1/8"=1'-0"

**A1. THE BEACH  
 FLOORING PLAN**

PROJECT NAME  
**WHERE THE WILD  
 THINGS ARE: RETURN TO  
 THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT



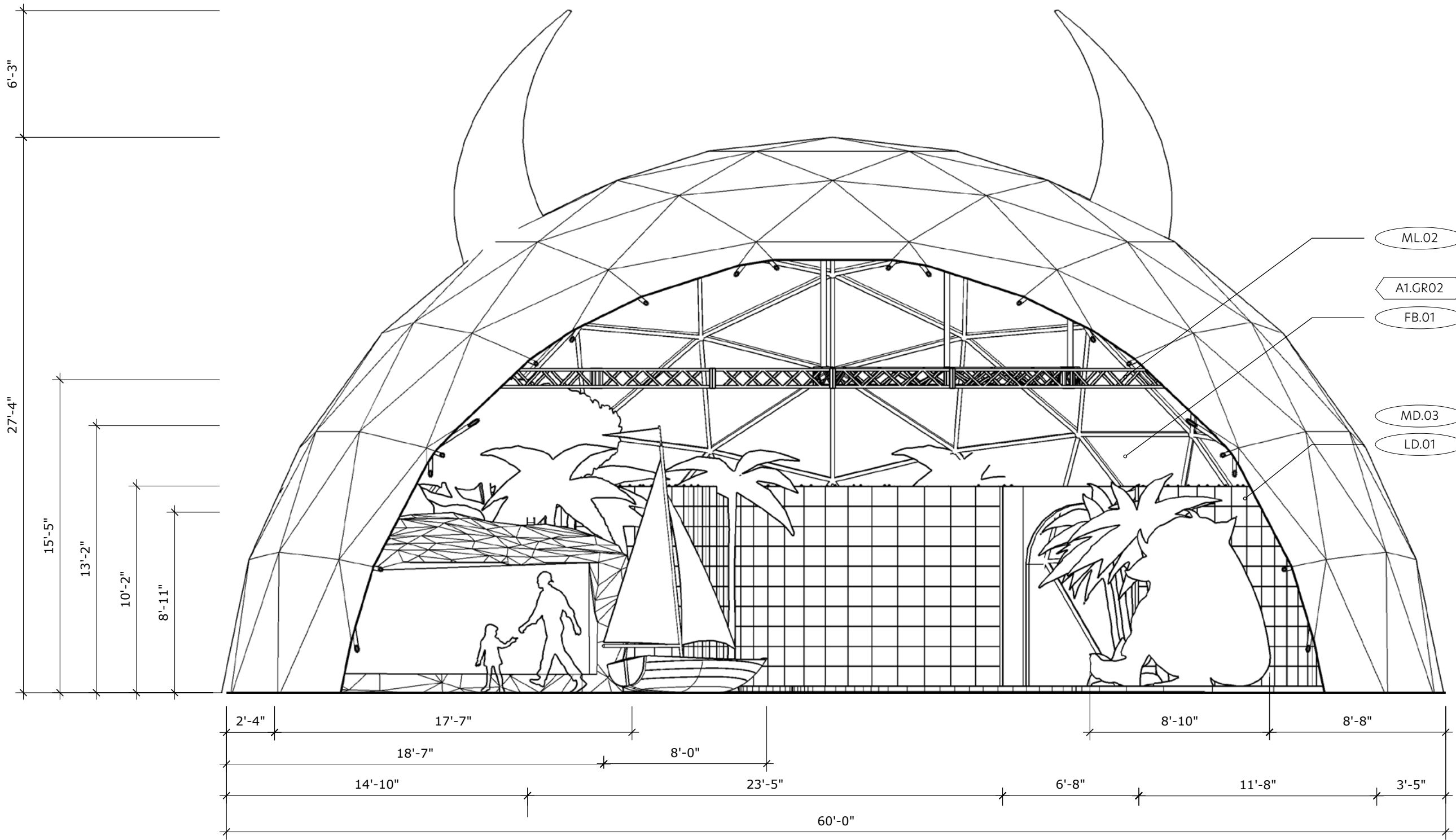
DESCRIPTION

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SCALE  
 1/8" = 1'-0"

DATE DEC 09, 2022	DRAWING NO. <b>EX.5.03</b>
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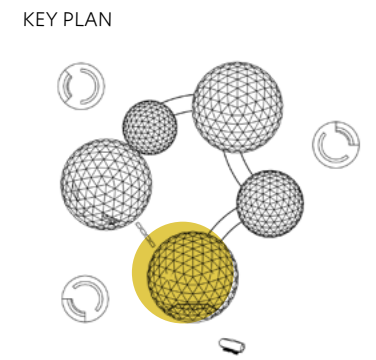
**1 SECTION**  
 \*3/16" = 1'-0"

**A1. THE BEACH SECTION**

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT



DESCRIPTION

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SCALE  
 3/16" = 1'-0"

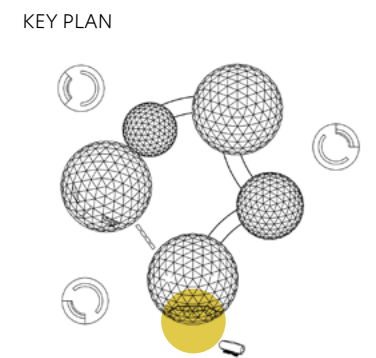
DATE DEC 09, 2022	DRAWING NO. <b>EX.5.04</b>
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# A0. THE ROOM ELEVATION & KIOSK

PROJECT NAME  
**WHERE THE WILD  
THINGS ARE: RETURN TO  
THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT

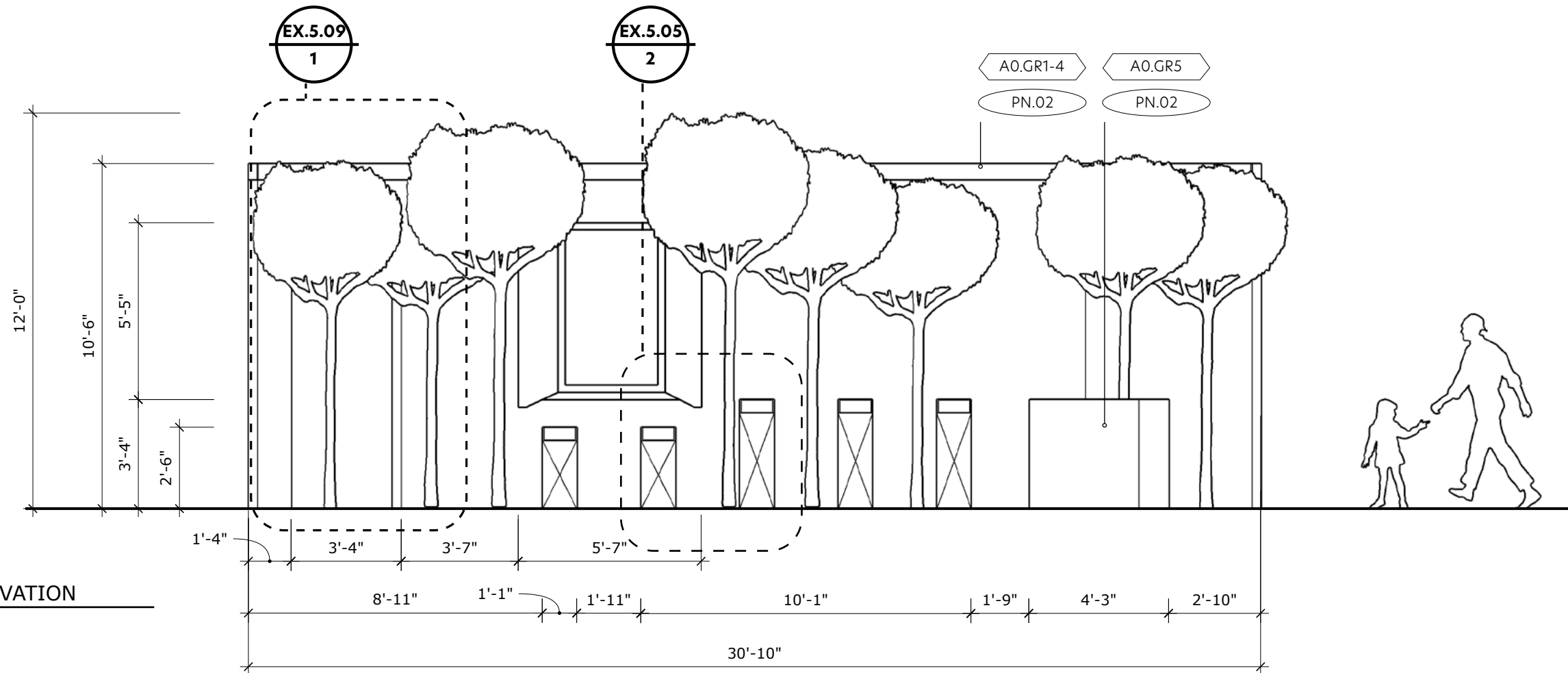
DESCRIPTION

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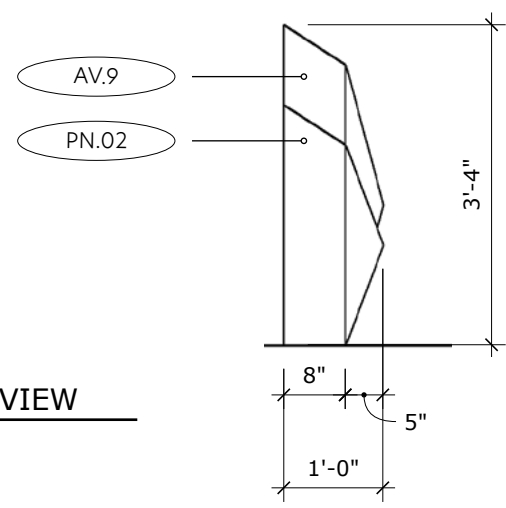
SCALE

DATE  
DEC 09, 2022

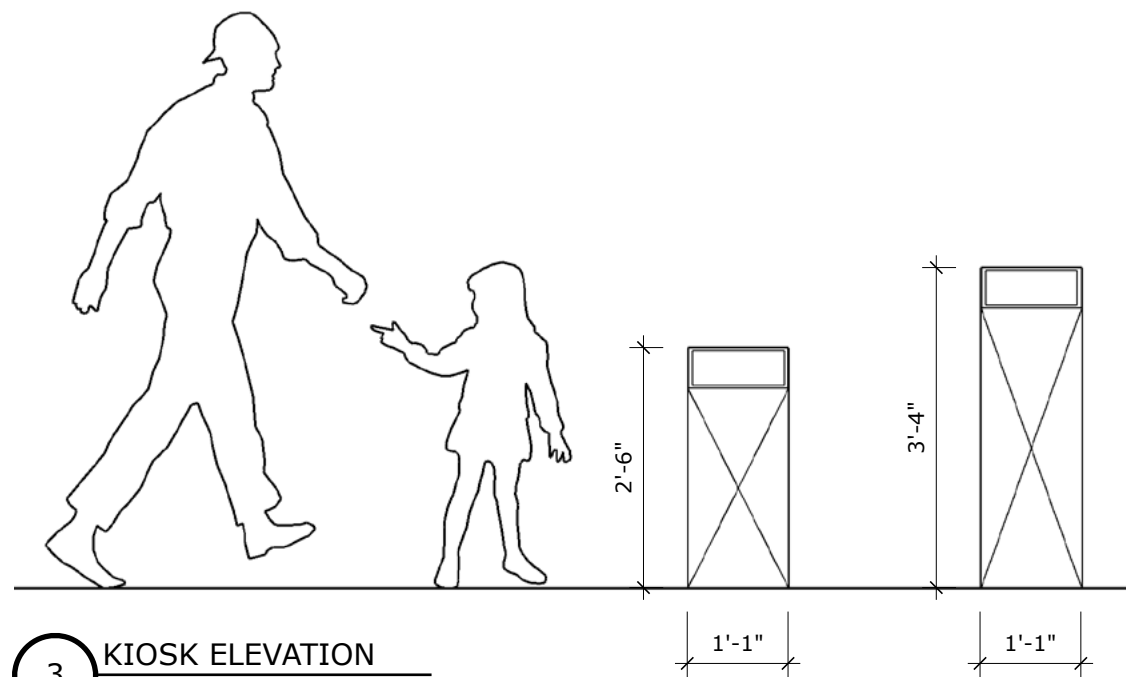
DRAWING NO.  
**EX.5.05**



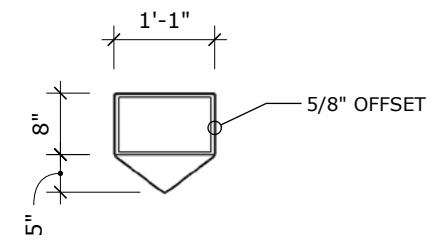
**1** A0 ELEVATION  
\*1/4"=1'-0"



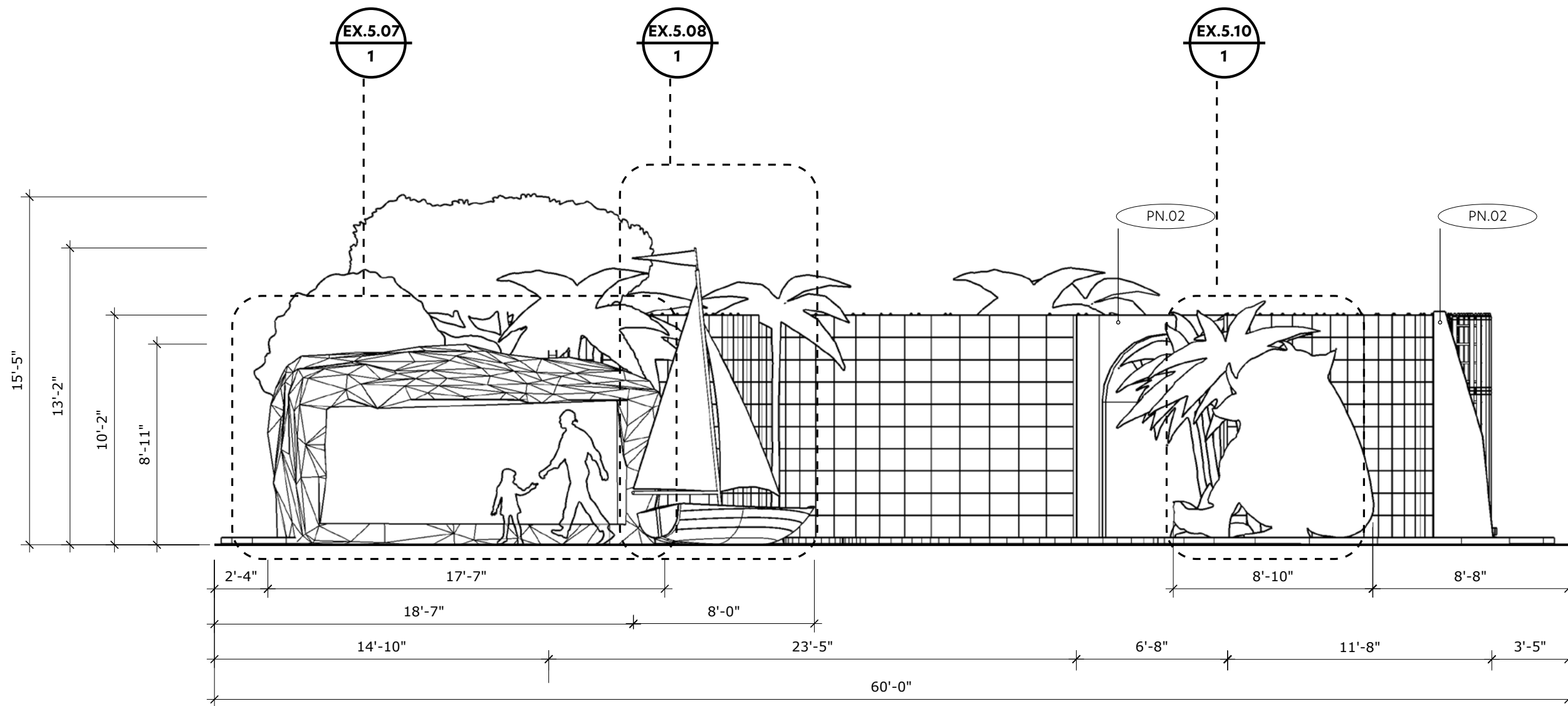
**2** KIOSK SIDE VIEW  
\*1/2"=1'-0"



**3** KIOSK ELEVATION  
\*1/2"=1'-0"



**4** KIOSK TOP VIEW  
\*1/2"=1'-0"



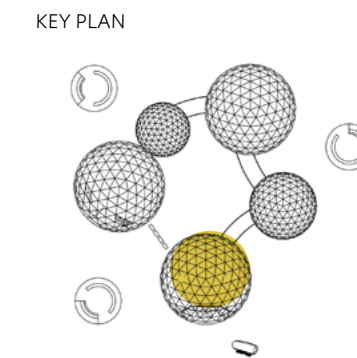
**1 THE BEACH ELEVATION**  
 \*3/16"=1'-0"

**A1. THE BEACH ELEVATION**

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT



DESCRIPTION

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SCALE  
 3/16" = 1'-0"

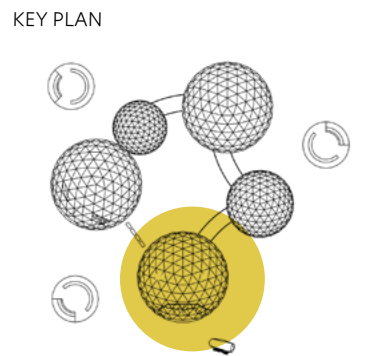
DATE DEC 09, 2022	DRAWING NO. <b>EX.5.06</b>
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# A1. THE BEACH TUTORIAL WALL

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT

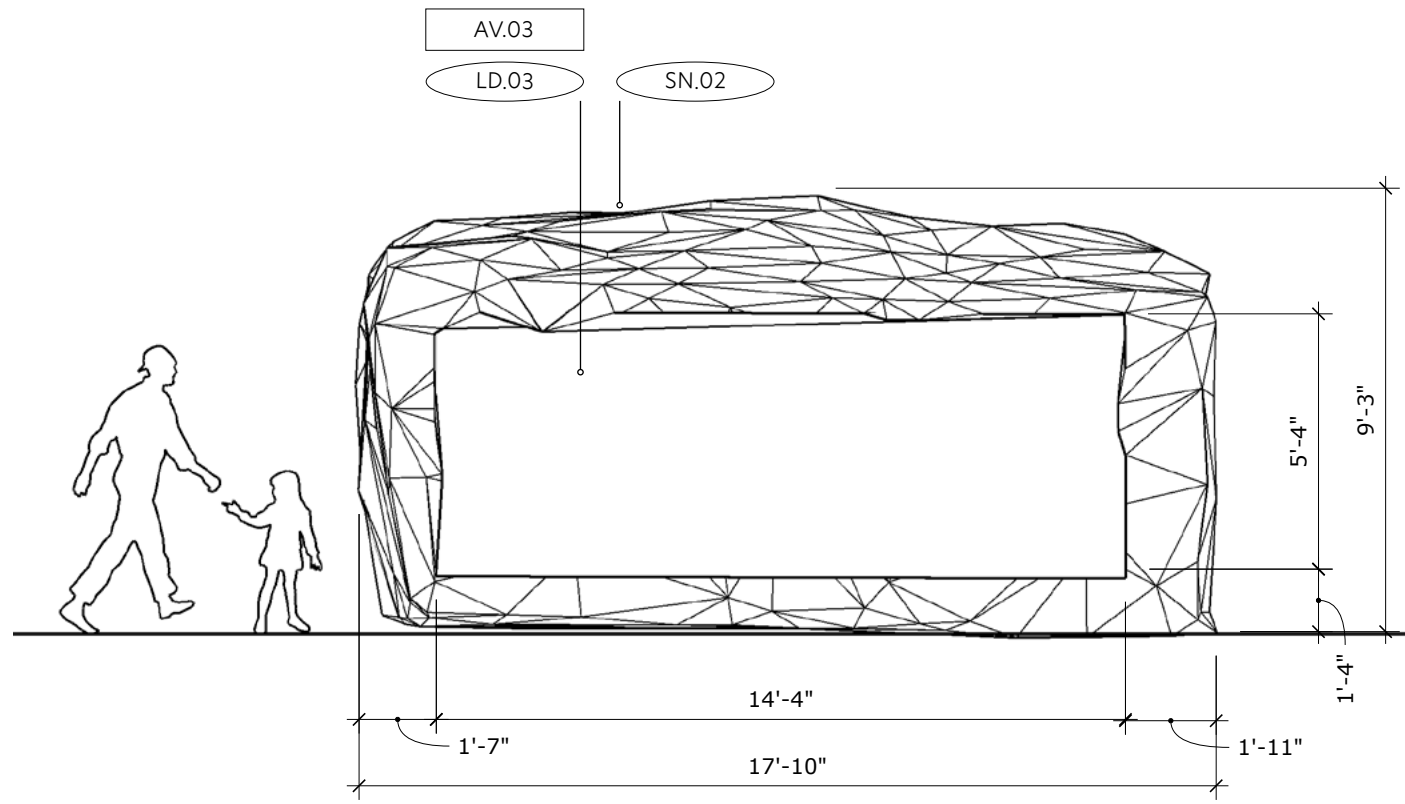



DESCRIPTION

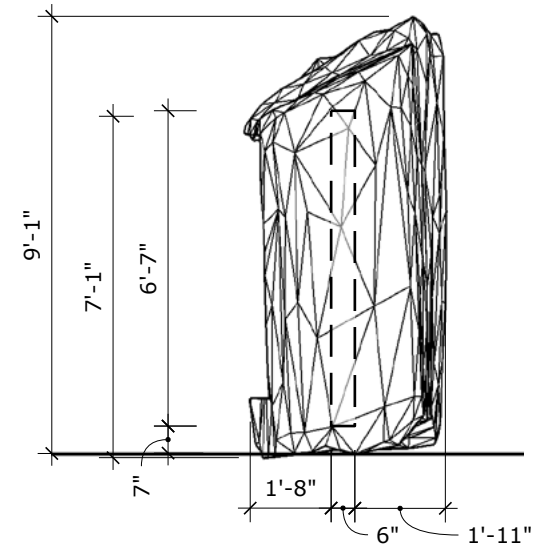
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SCALE  
 NTS 3/4" = 1'-0"

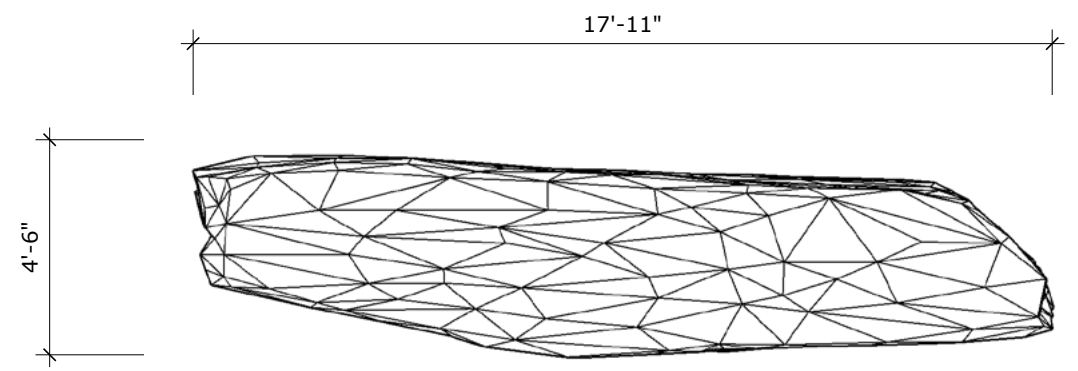
DATE DEC 09, 2022	DRAWING NO. <b>EX.5.07</b>
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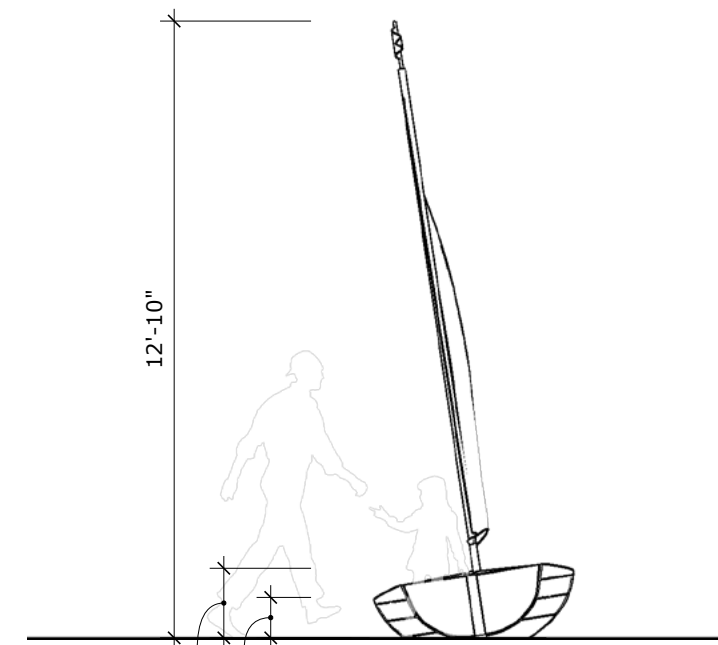
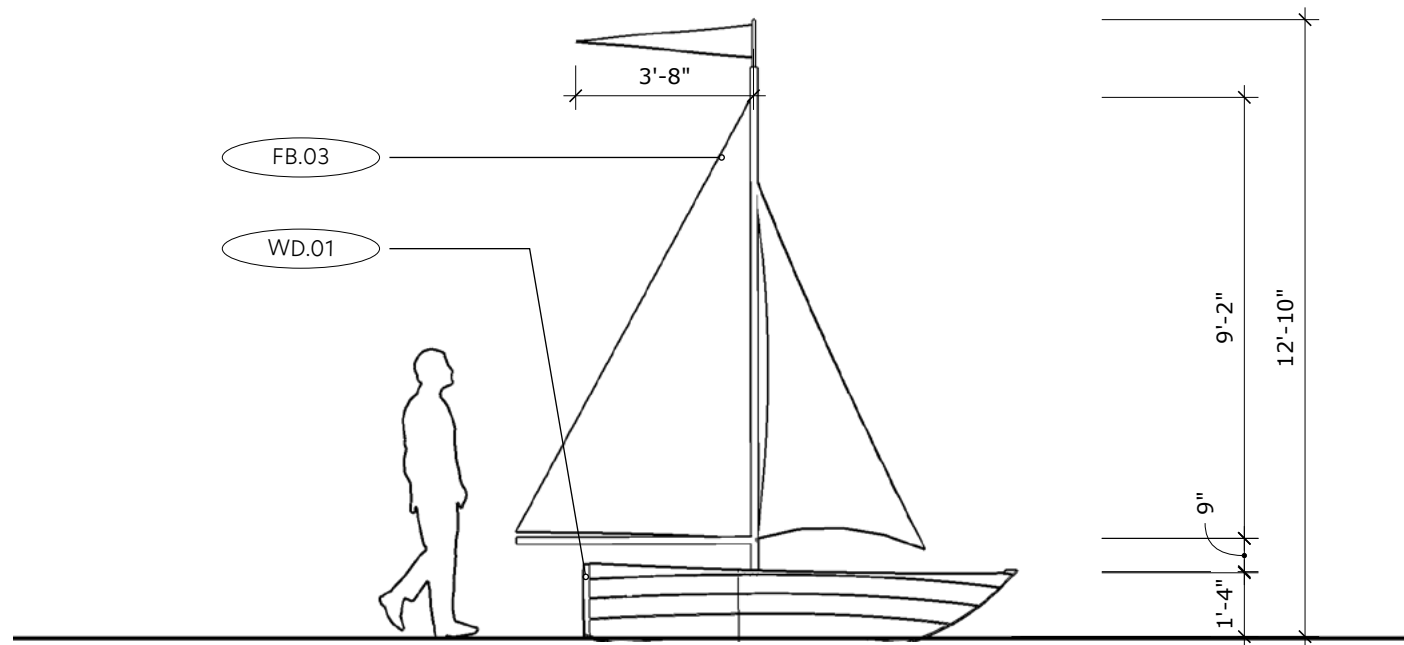
**1** FRONT ELEVATION  
 \*1/4"=1'-0"



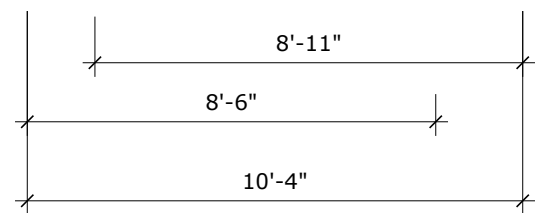
**3** SIDE VIEW  
 \*1/4"=1'-0"



**2** TOP VIEW  
 \*1/4"=1'-0"

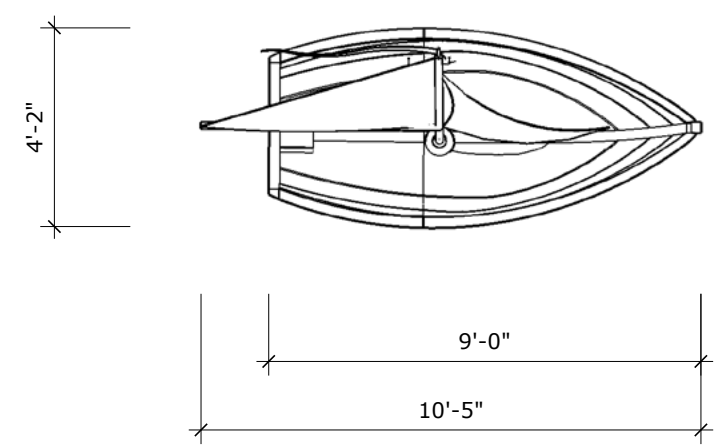


**1 FRONT ELEVATION**  
\*1/4" = 1'-0"



**3 SIDE VIEW**  
\*1/4" = 1'-0"

**2 TOP VIEW**  
\*1/4" = 1'-0"

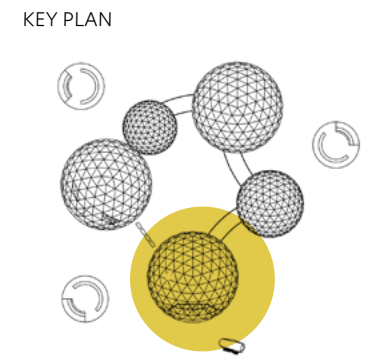


**A1. THE BEACH  
THE BOAT**

PROJECT NAME  
**WHERE THE WILD  
THINGS ARE: RETURN TO  
THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT

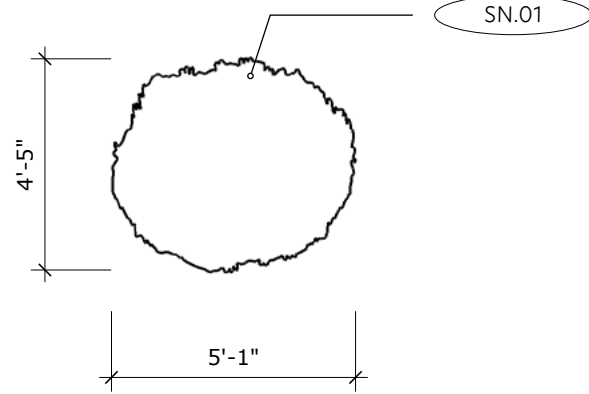


DESCRIPTION

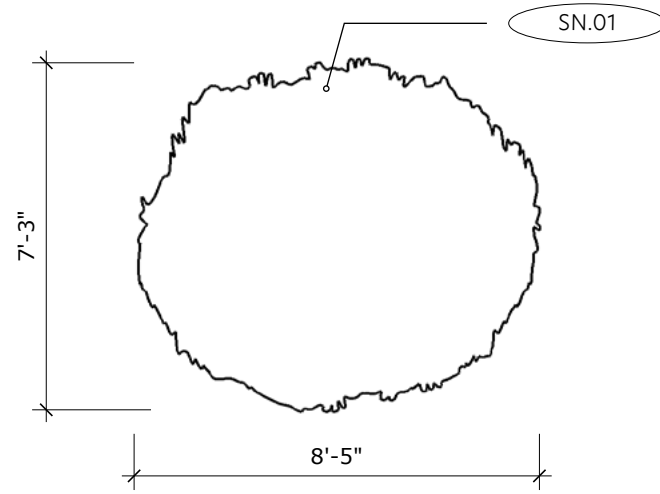
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SCALE  
1/4" = 1'-0"

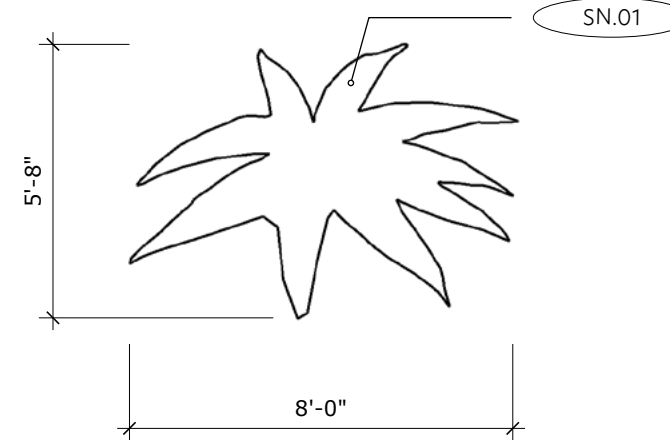
DATE DEC 09, 2022	DRAWING NO. <b>EX.5.08</b>
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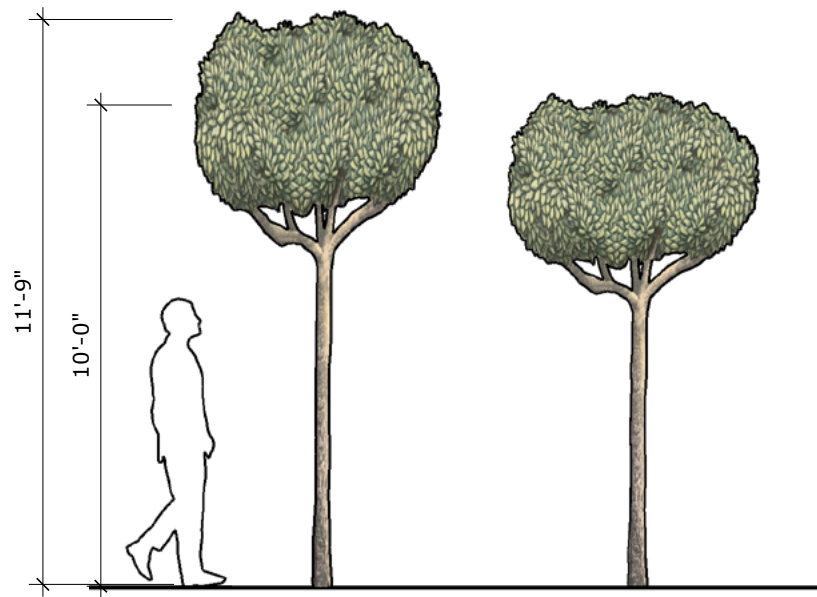
**1 TREE TYPE A PLAN**  
\*1/4"=1'-0"



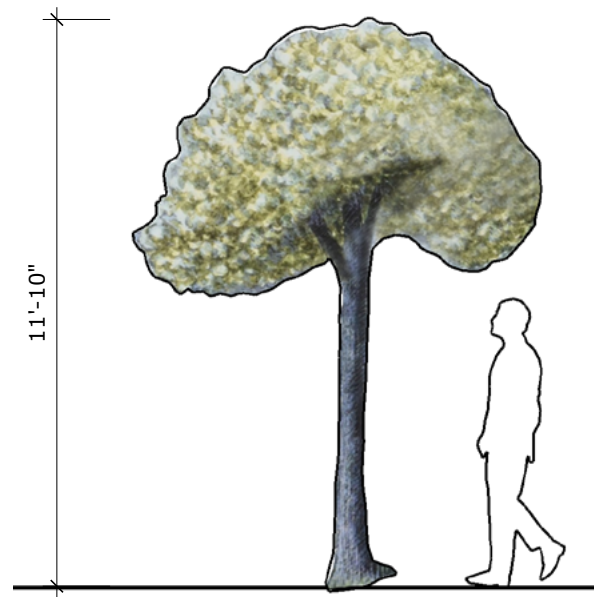
**3 THE TYPE B PLAN**  
\*1/4"=1'-0"



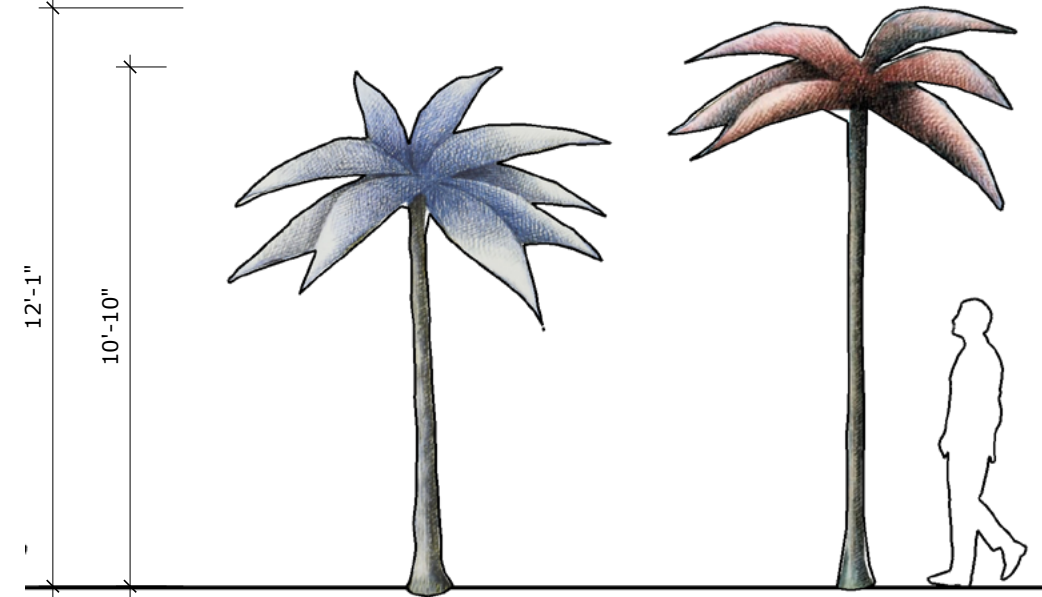
**5 TREE TYPE C PLAN**  
\*1/4"=1'-0"



**2 TREE TYPE A ELEVATION**  
\*1/4"=1'-0"



**4 THE TYPE B ELEVATION**  
\*1/4"=1'-0"

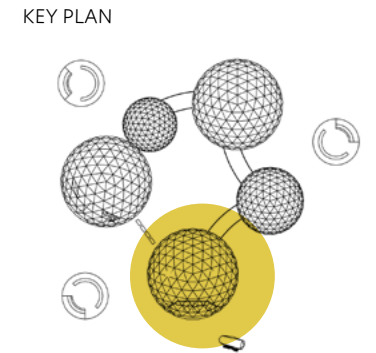


**6 TREE TYPE C ELEVATION**  
\*1/4"=1'-0"

**A1. THE BEACH TREES**

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

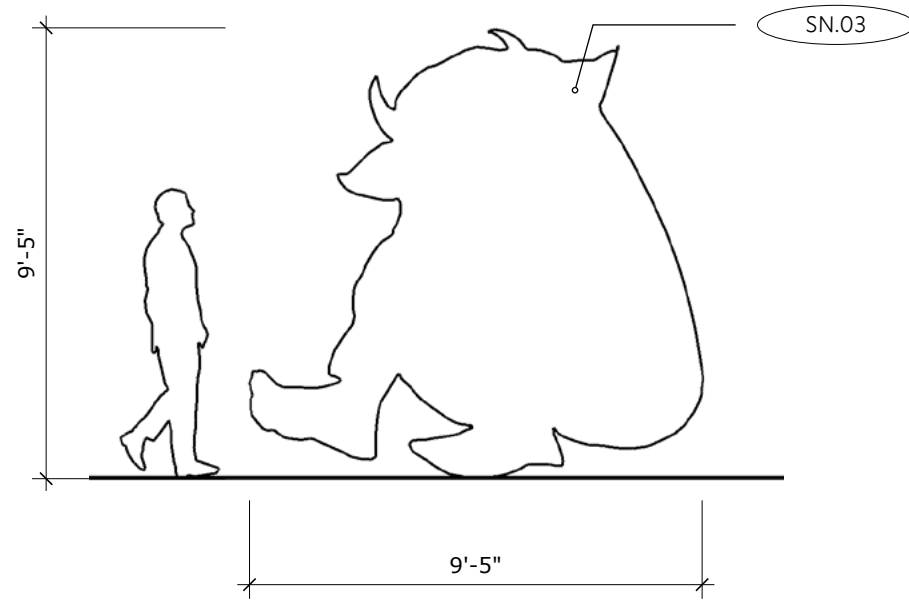


DESCRIPTION  
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SCALE  
1/4" = 1'-0"

DATE  
DEC 09, 2022

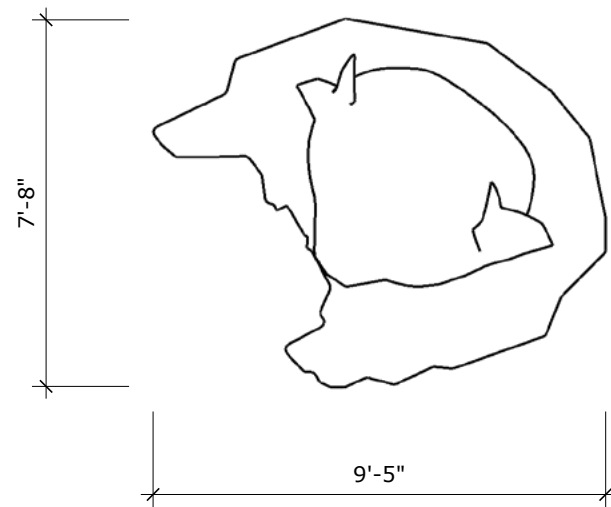
DRAWING NO.  
**EX.5.09**



**1 THE BULL ELEVATION**  
\*1/4"=1'-0"



**3 REFERENCE**  
\*1/4"=1'-0"

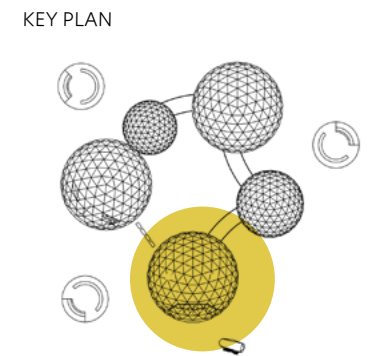


**2 THE BULL PLAN**  
\*1/4"=1'-0"

**A1. THE BEACH  
WILD THING**

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

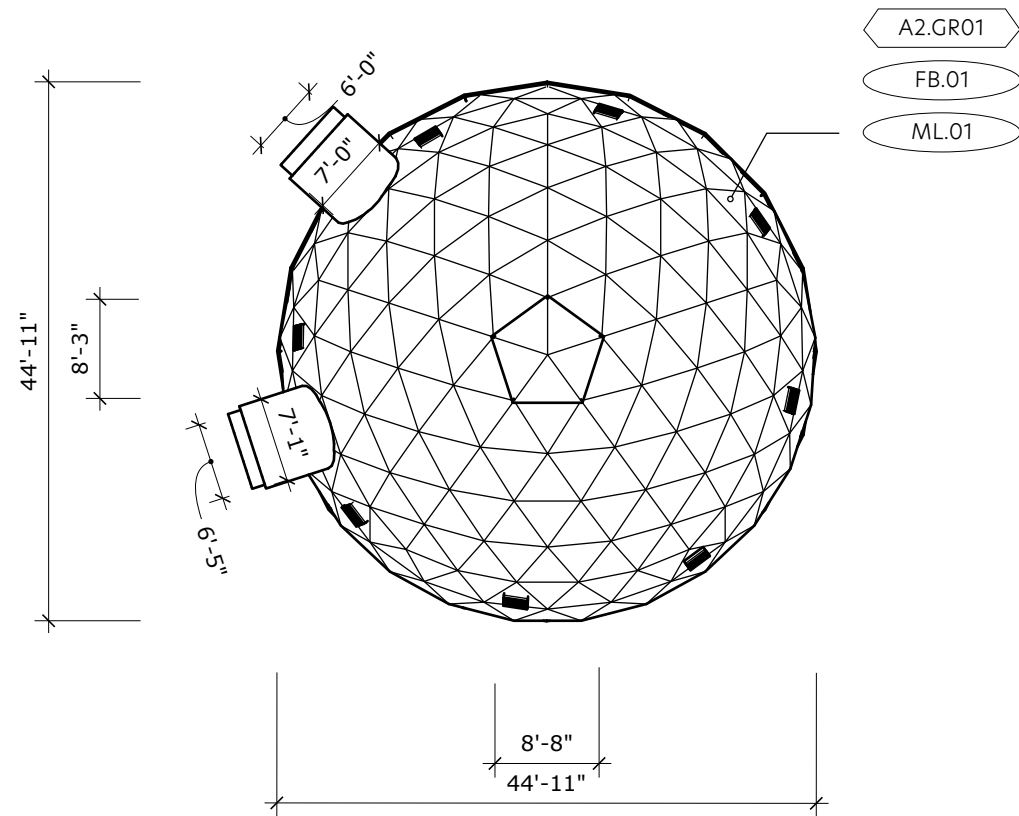


DESCRIPTION  
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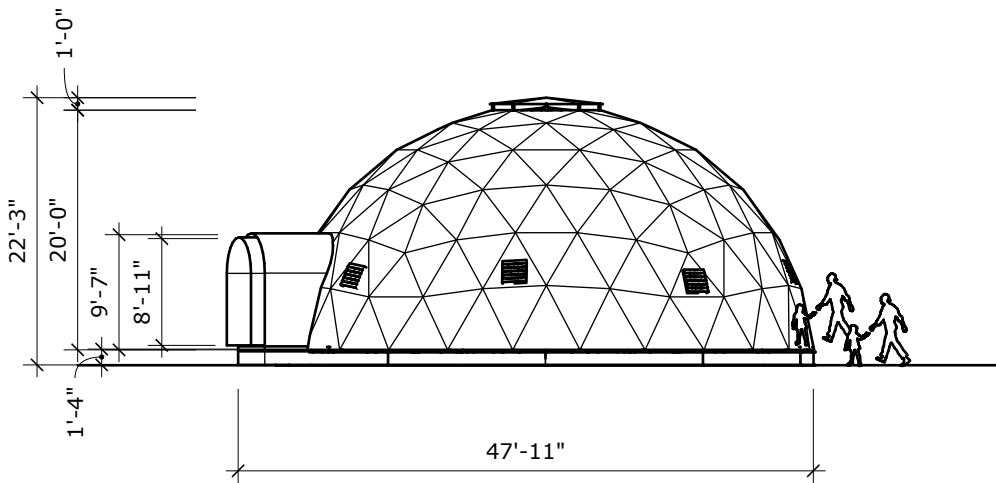
SCALE  
1/4" = 1'-0"

DATE DEC 09, 2022	DRAWING NO. <b>EX.5.10</b>
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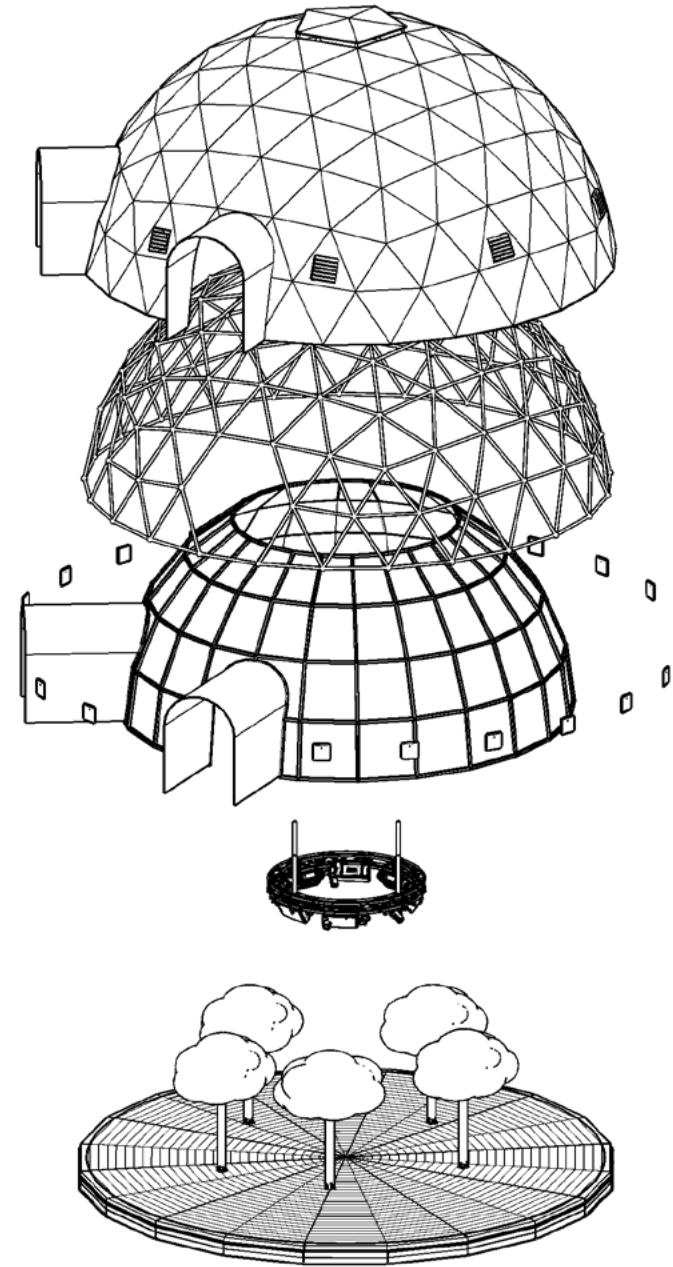
# A2. THE WOODS



1 TOP VIEW  
\*1/16"=1'-0"



2 FRONT VIEW  
\*1/16"=1'-0"



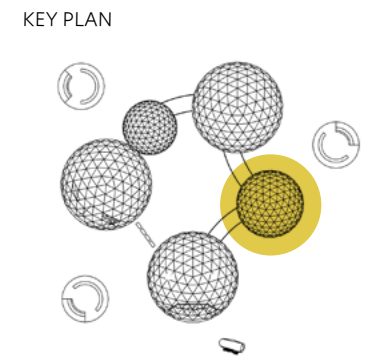
3 EXPLODED AXON  
\*1/16"=1'-0"

## A2. THE WOODS EXTERIOR

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT



DESCRIPTION

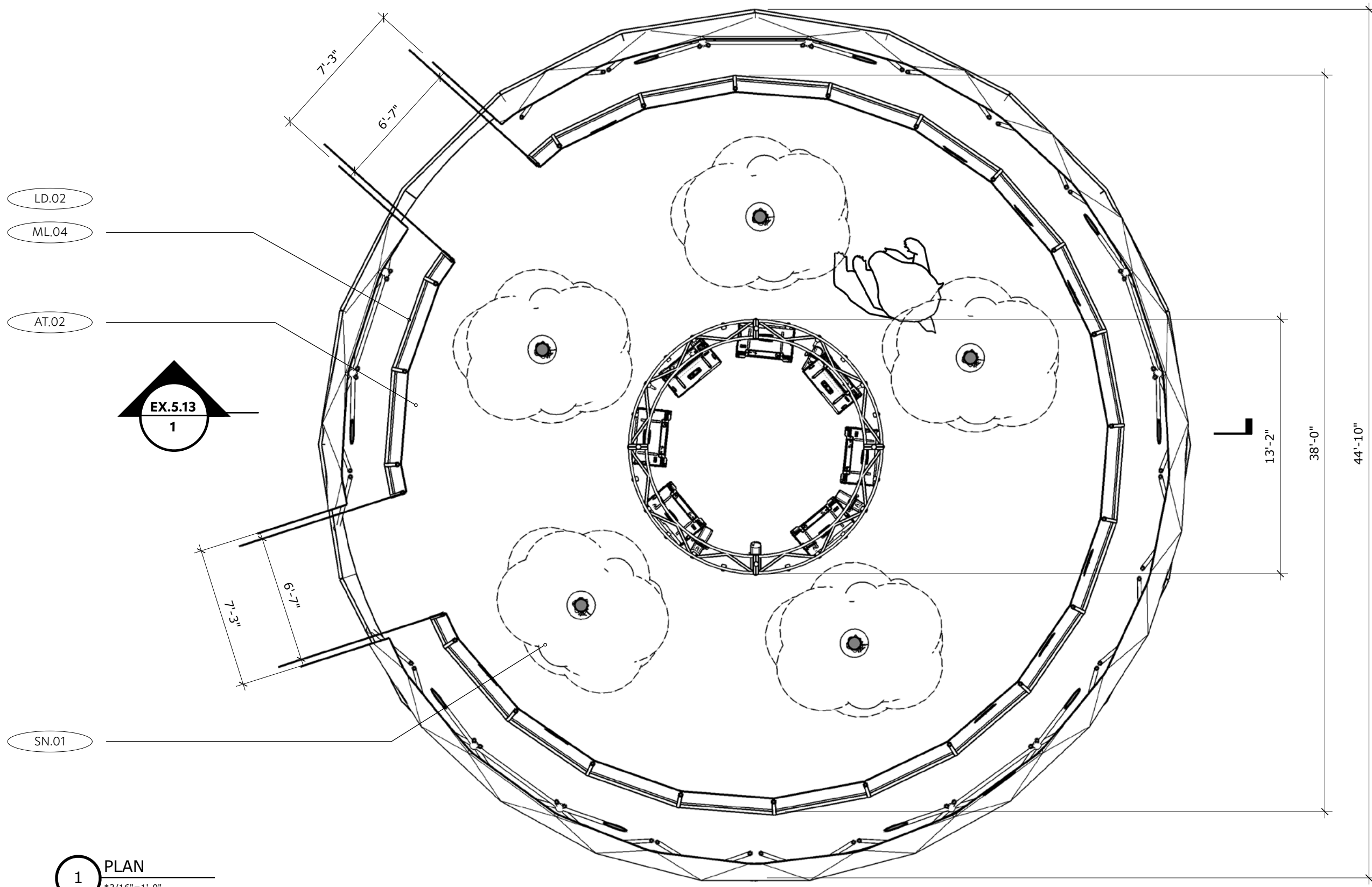
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SCALE  
1/16" = 1'-0"

DATE  
DEC 09, 2022

DRAWING NO.  
**EX.5.11**





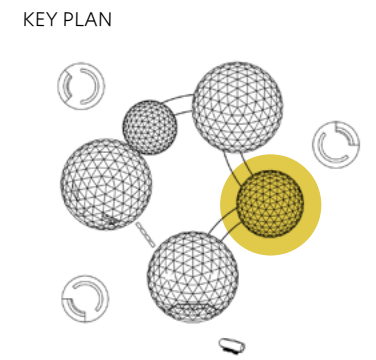
**1 PLAN**  
 \*3/16" = 1'-0"

**A2. THE WOODS  
 PLAN**

PROJECT NAME  
**WHERE THE WILD  
 THINGS ARE: RETURN TO  
 THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT



DESCRIPTION

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SCALE  
 NTS 3/16" = 1'-0"

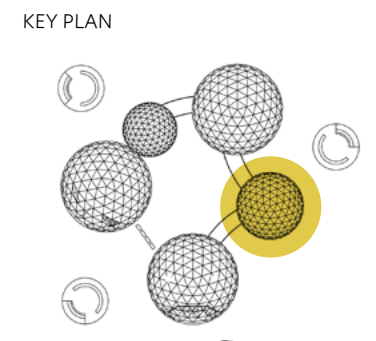
DATE DEC 09, 2022	DRAWING NO. <b>EX.5.12</b>
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## A2. THE WOODS SECTION

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

CLIENT

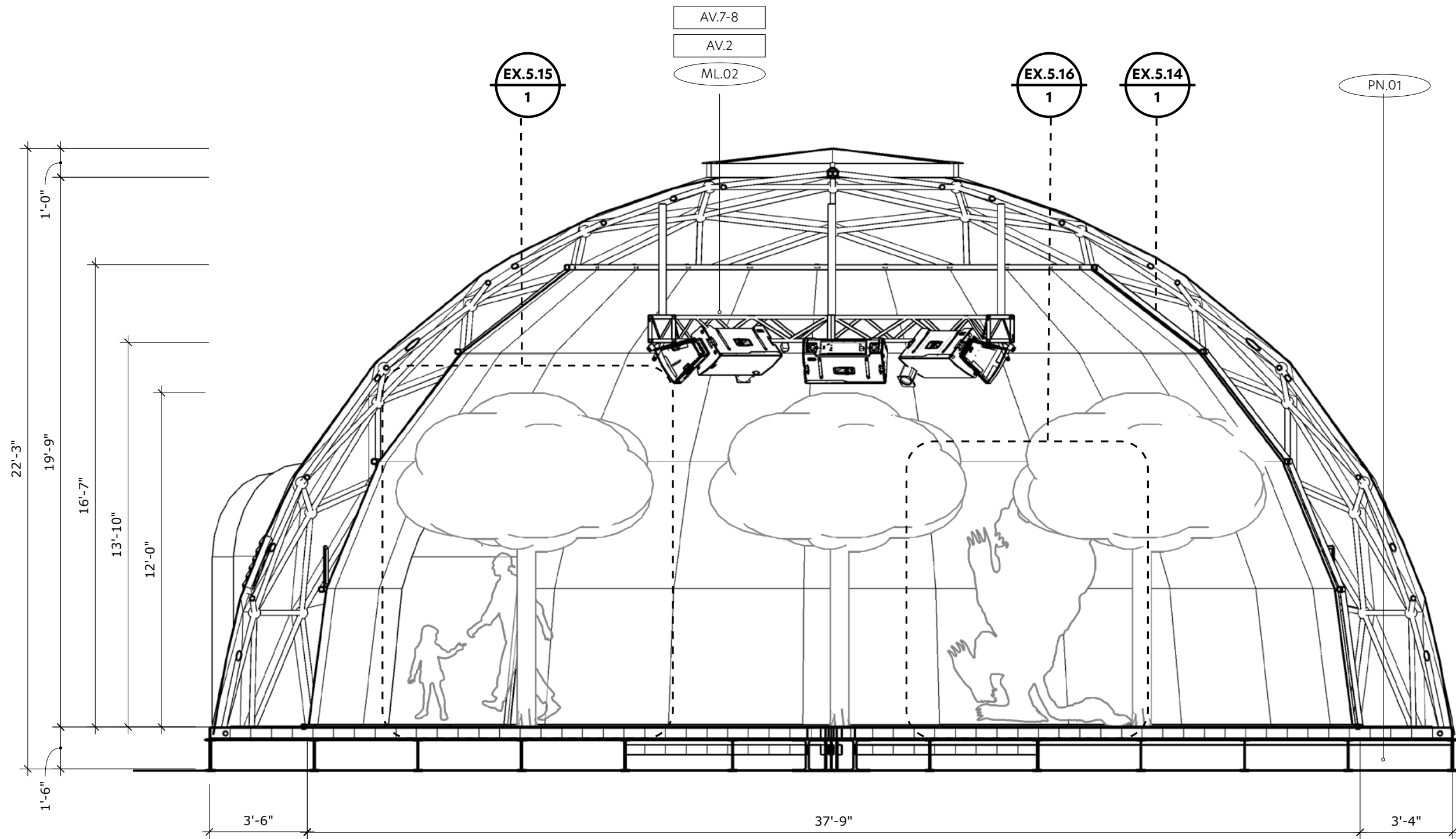



DESCRIPTION

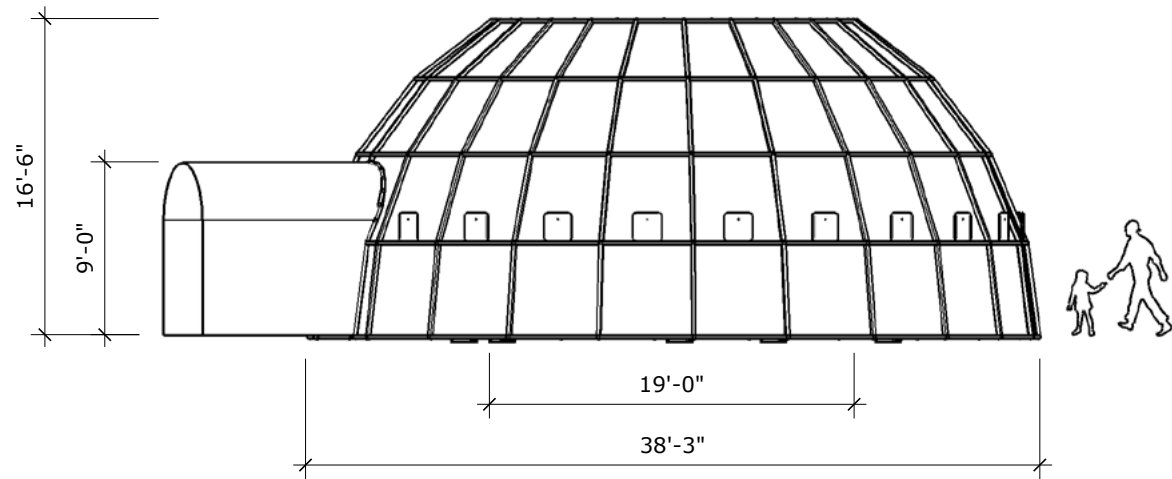
The drawings represent visual concepts and construction recommendations only. Chang does not accept responsibility for the structural appropriateness or integrity of completed structures, and materials and construction must comply with the most stringent applicable fire, safety, and building codes. Written dimensions shall have precedence over scaled dimensions. If a discrepancy is discovered as to which is correct, the fabricator shall contact Chang.

SCALE  
 1/4" = 1'-0"

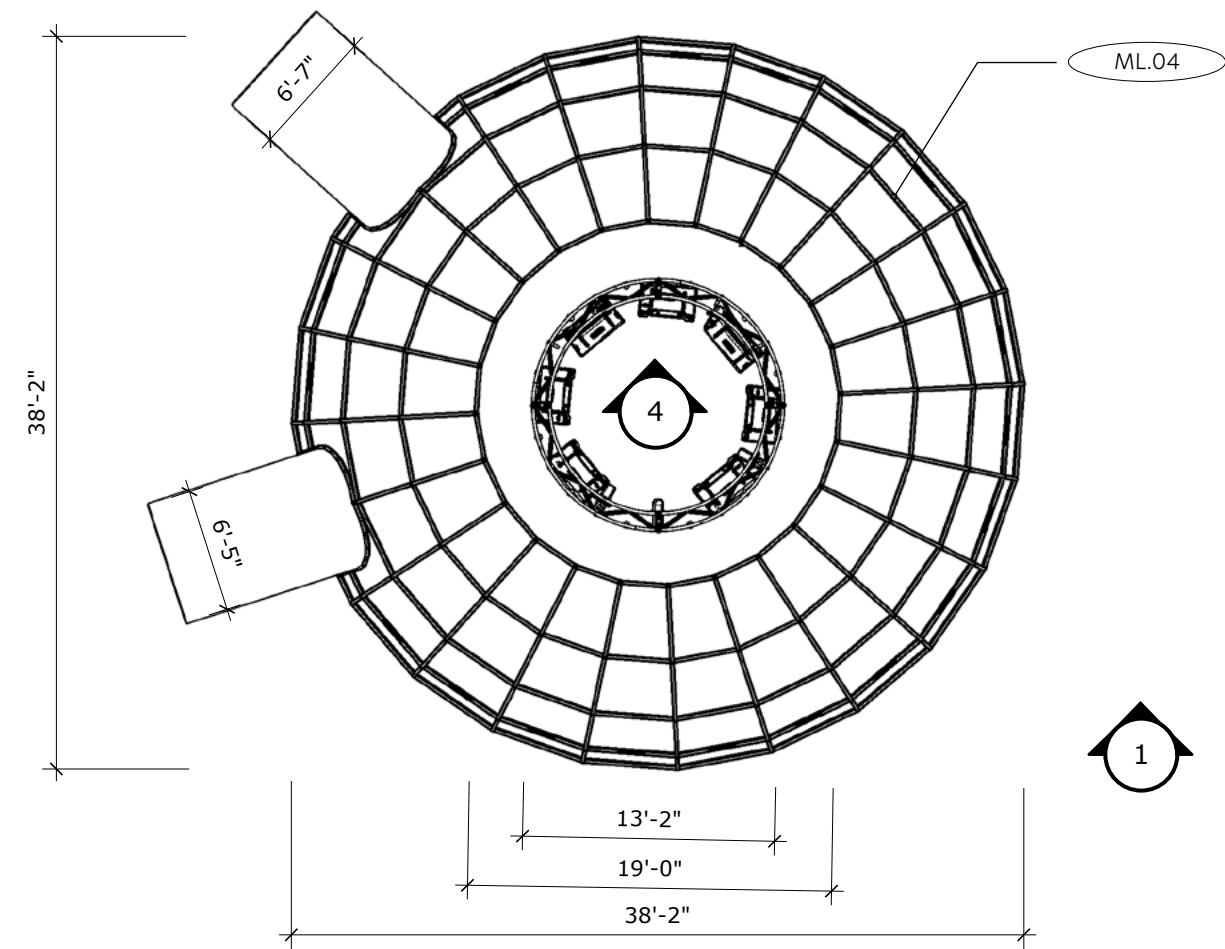
DATE DEC 09, 2022	DRAWING NO. <b>EX.5.13</b>
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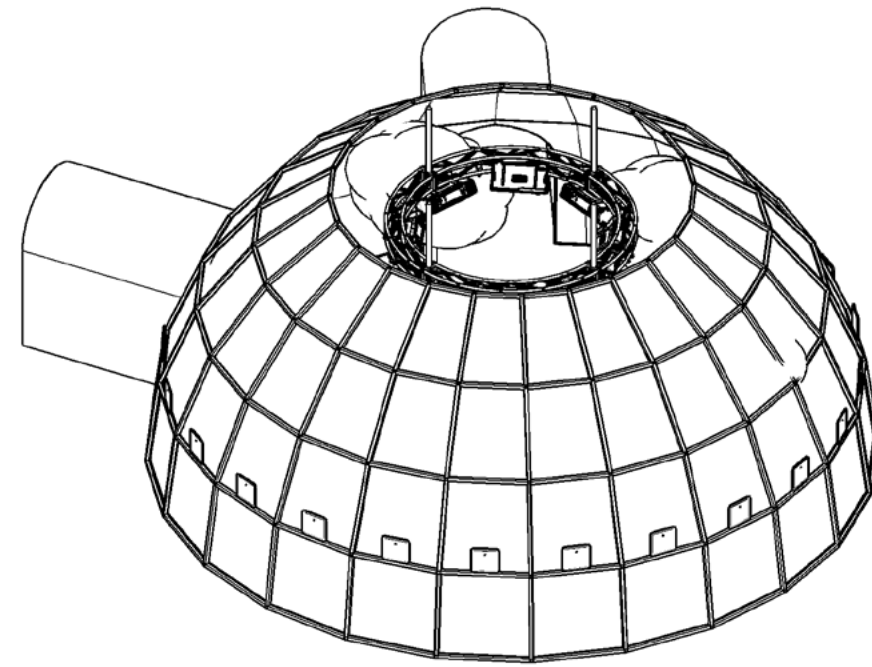
**1 SECTION**  
 \*1/4"=1'-0"



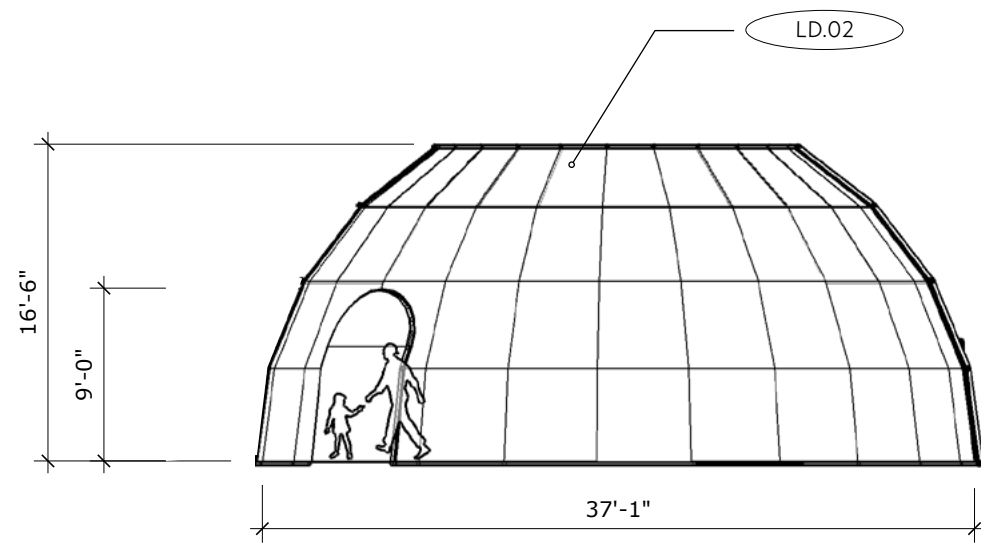
**1 LED DOME SIDE VIEW**  
\*1"=10'-0"



**2 LED DOME TOP VIEW**  
\*1"=10'-0"



**3 LED DOME AXON**  
\*1"=10'-0"



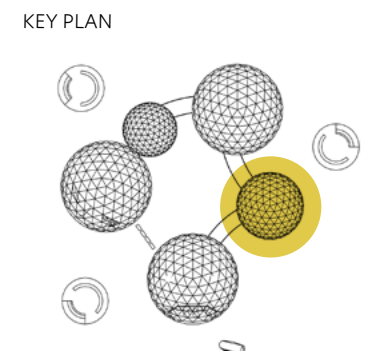
**4 LED DOME ELEVATION**  
\*1"=10'-0"

**A2. THE WOODS  
LED DOME**

PROJECT NAME  
**WHERE THE WILD  
THINGS ARE: RETURN TO  
THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

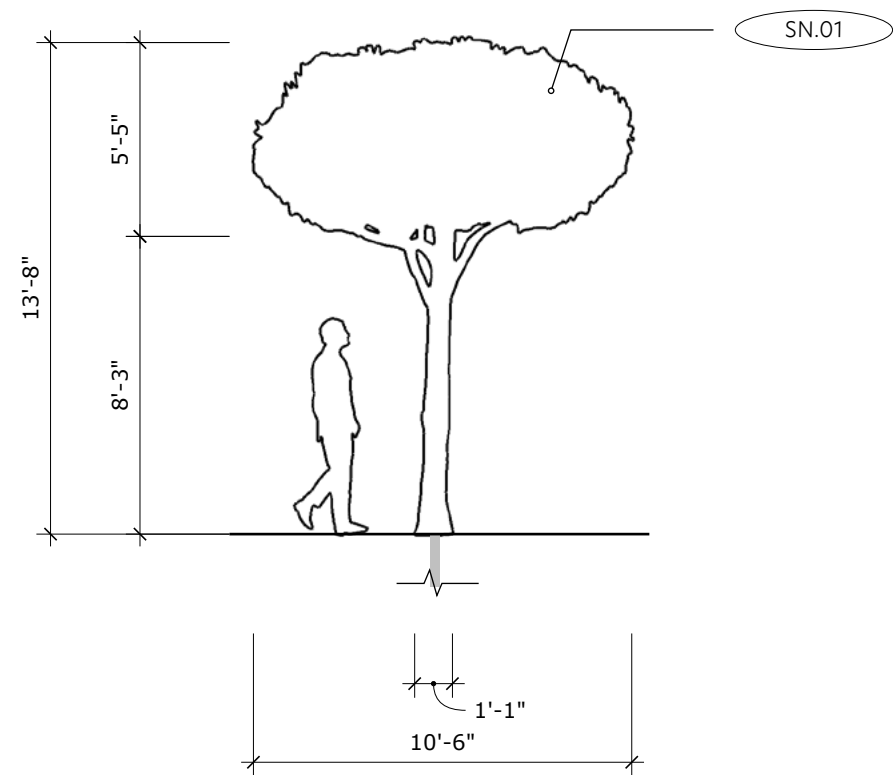
CLIENT  

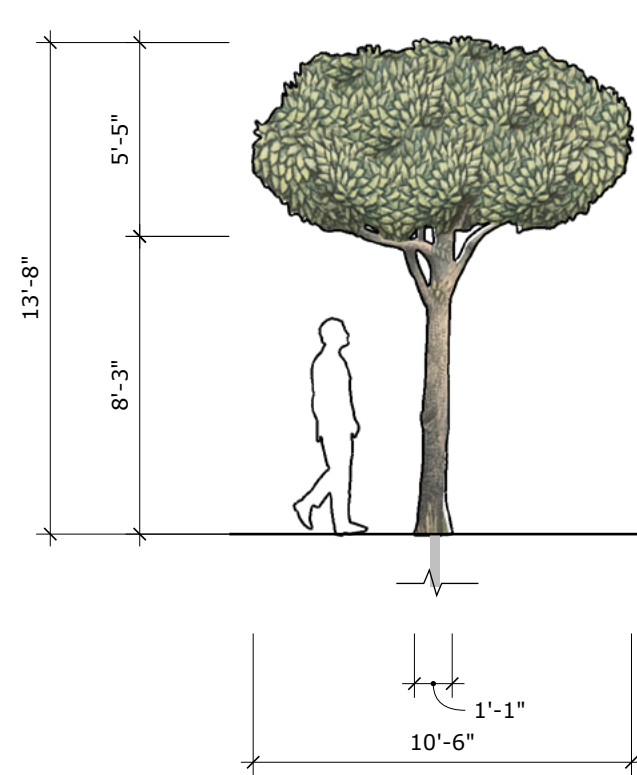
DESCRIPTION  
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SCALE  
1" = 10'-0"

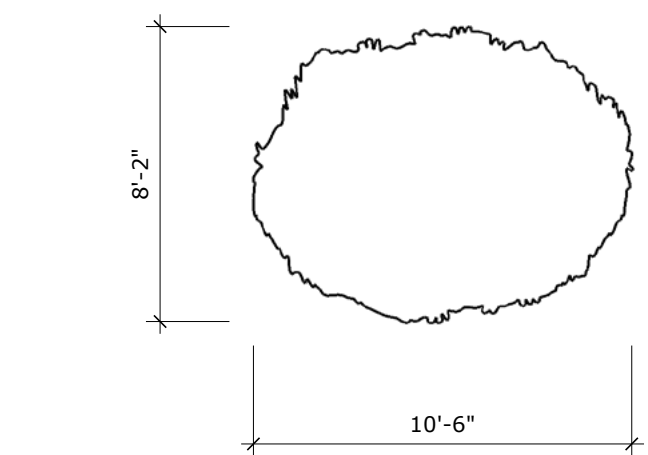
DATE DEC 09, 2022	DRAWING NO. <b>EX.5.14</b>
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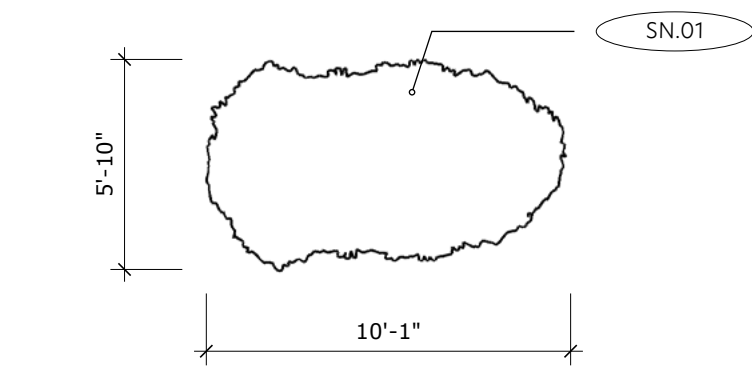
**1 TREE A ELEVATION**  
\*3/16"=1'-0"



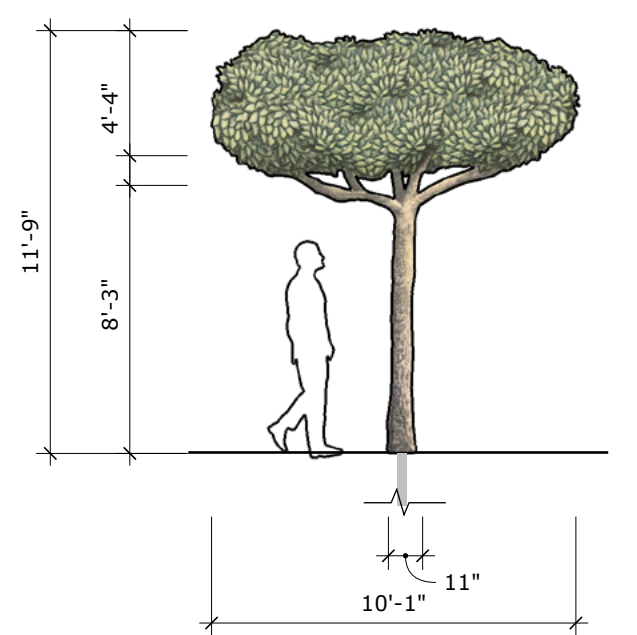
**3 TREE A REFERENCE**  
\*3/16"=1'-0"



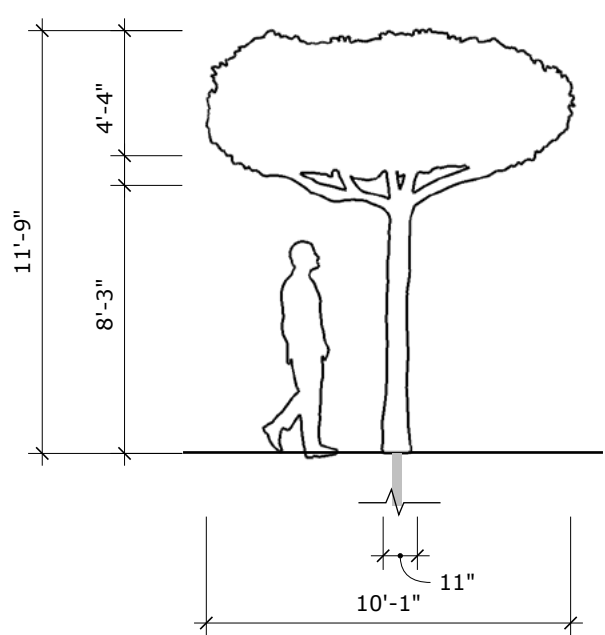
**2 TREE A TOP VIEW**  
\*3/16"=1'-0"



**5 TREE B TOP VIEW**  
\*3/16"=1'-0"



**4 TREE B REFERENCE**  
\*3/16"=1'-0"

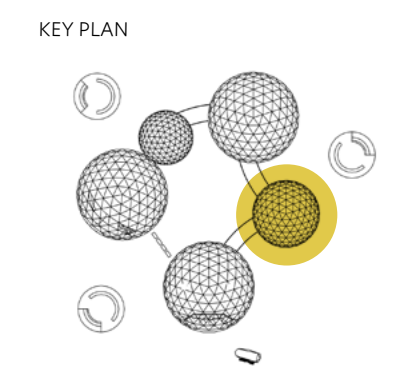


**6 TREE B ELEVATION**  
\*3/16"=1'-0"

**A2. THE WOODS TREES**

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**

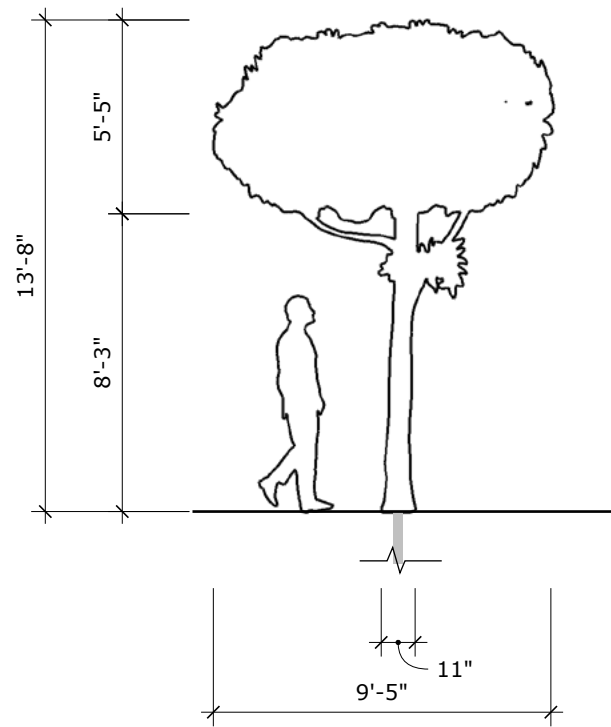


DESCRIPTION

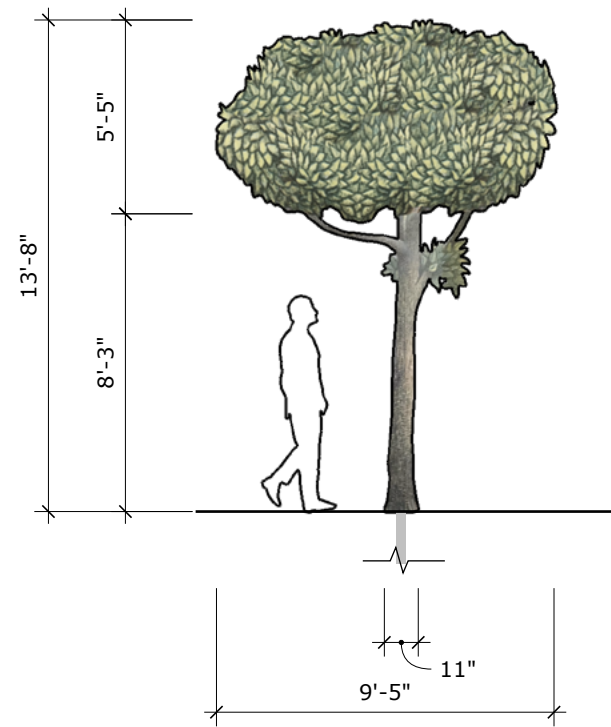
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SCALE  
3/16" = 1'-0"

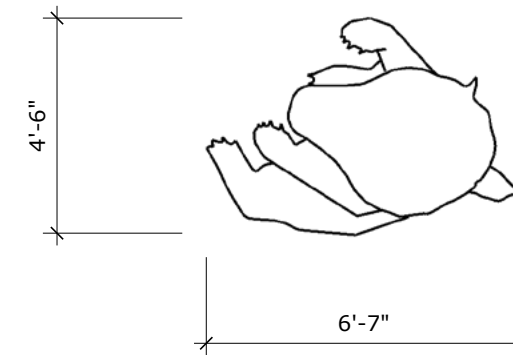
DATE DEC 09, 2022	DRAWING NO. <b>EX.5.15</b>
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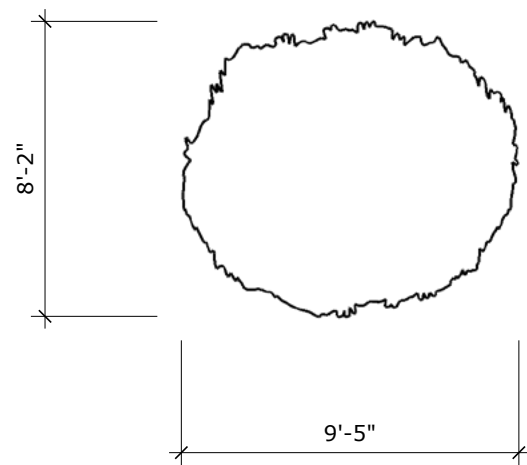
**1 TREE C ELEVATION**  
\*3/16"=1'-0"



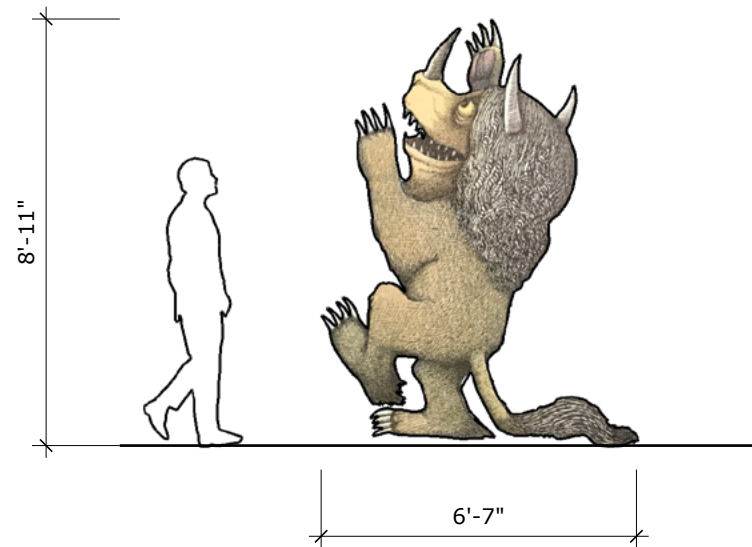
**3 TREE C REFERENCE**  
\*3/16"=1'-0"



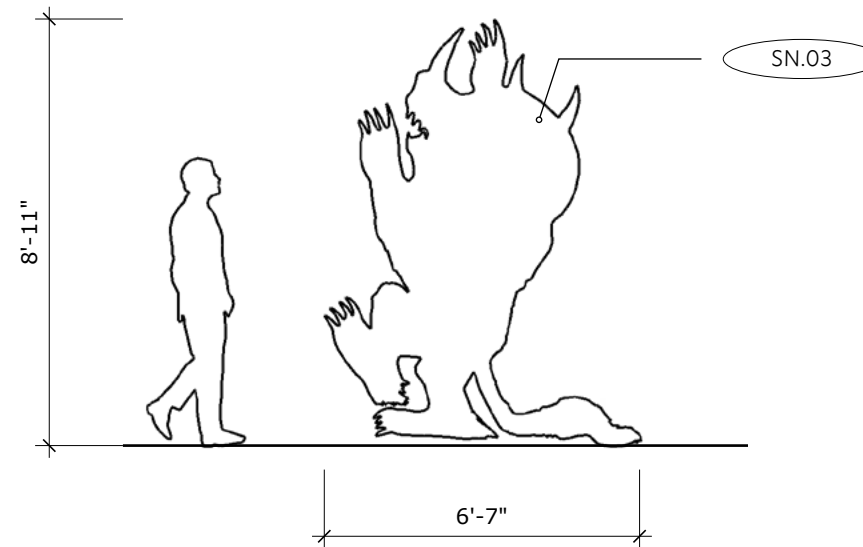
**5 WILD THING TOP VIEW**  
\*1/4"=1'-0"



**2 TREE C TOP VIEW**  
\*3/16"=1'-0"



**4 WILD THING SCULPTURE REFERENCE**  
\*3/16"=1'-0"

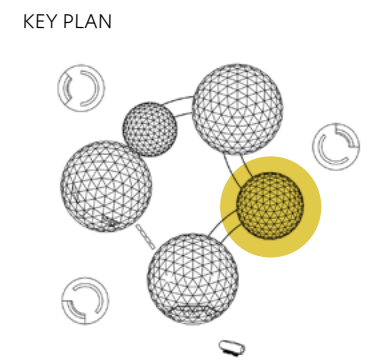


**6 WILD THING ELEVATION**  
\*1/4"=1'-0"

**A2. THE WOODS  
TREE & THE  
WILD THING**

PROJECT NAME  
**WHERE THE WILD THINGS ARE: RETURN TO THE WILD**

DESIGNER  
**JENNY HSIN-YI CHANG**



DESCRIPTION  
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SCALE  
3/16" = 1'-0"

DATE DEC 09, 2022	DRAWING NO. <b>EX.5.16</b>
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WHERE THE **WILD THINGS** ARE • *Return to the wild*