

# Creatures Are Stirring – SCD Installation

DESIGN REVIEW 01



**SCHEME 1. Wandering Walls**



**SCHEME 2. Gridded Gargantuan**



**SCHEME 3. Animate Arcade**

# Meet the Design Team



**Joseph Altshuler**  
Urbana + Chicago, IL



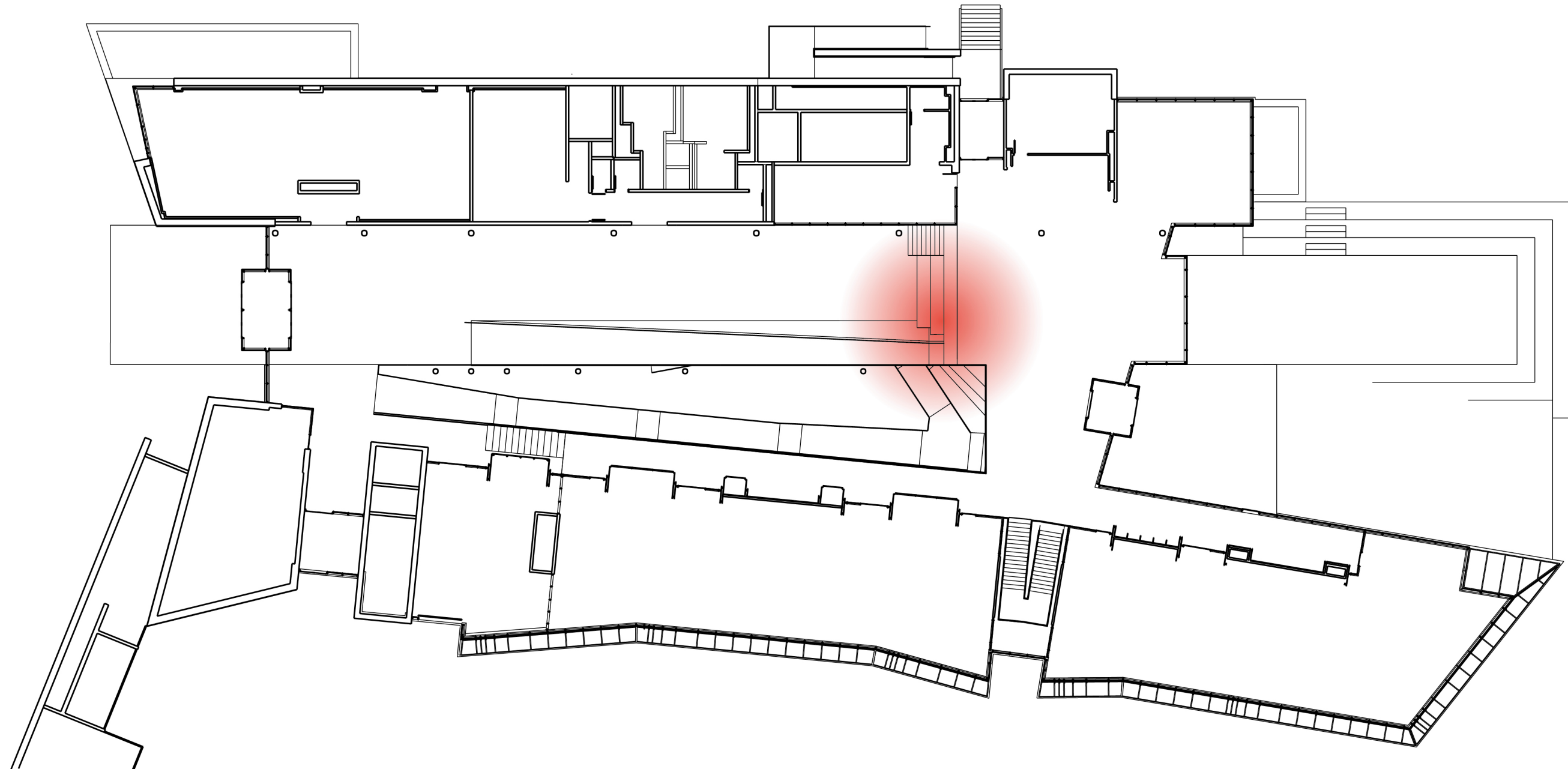
**Julia Sedlock**  
Philmont, NY



**Zack Morrison**  
Chicago, IL



**Efrain Araujo**  
Urbana, IL



- 1. Placemaking:** positioning an iconic, visual presence at the entrance / SCD welcome statement.
- 2. Intimacy:** carving out pockets of enclosure within the open floor plan; amplifying vertical surfaces for exhibition.
- 3. Amphitheater:** making existing bleacher seating and public spaces more usable for programmed events.
- 4. Section:** engaging the unique architectural cross-section of the existing building, especially around ramp and steps.
- 5. Creatures:** testing experimental aesthetic and organizational design methodologies stemming from our book.

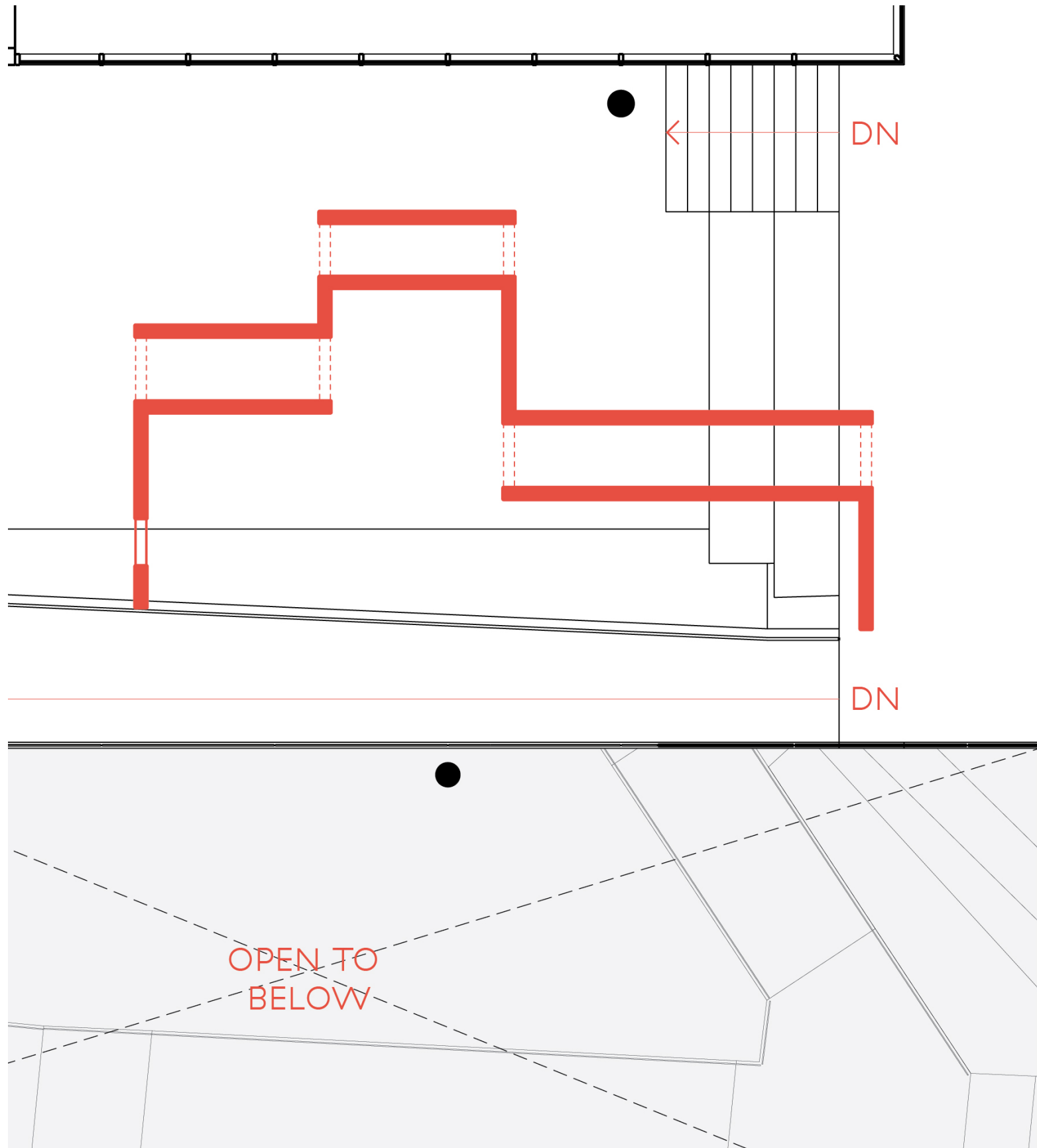
## Project Goals

February 25, 2022

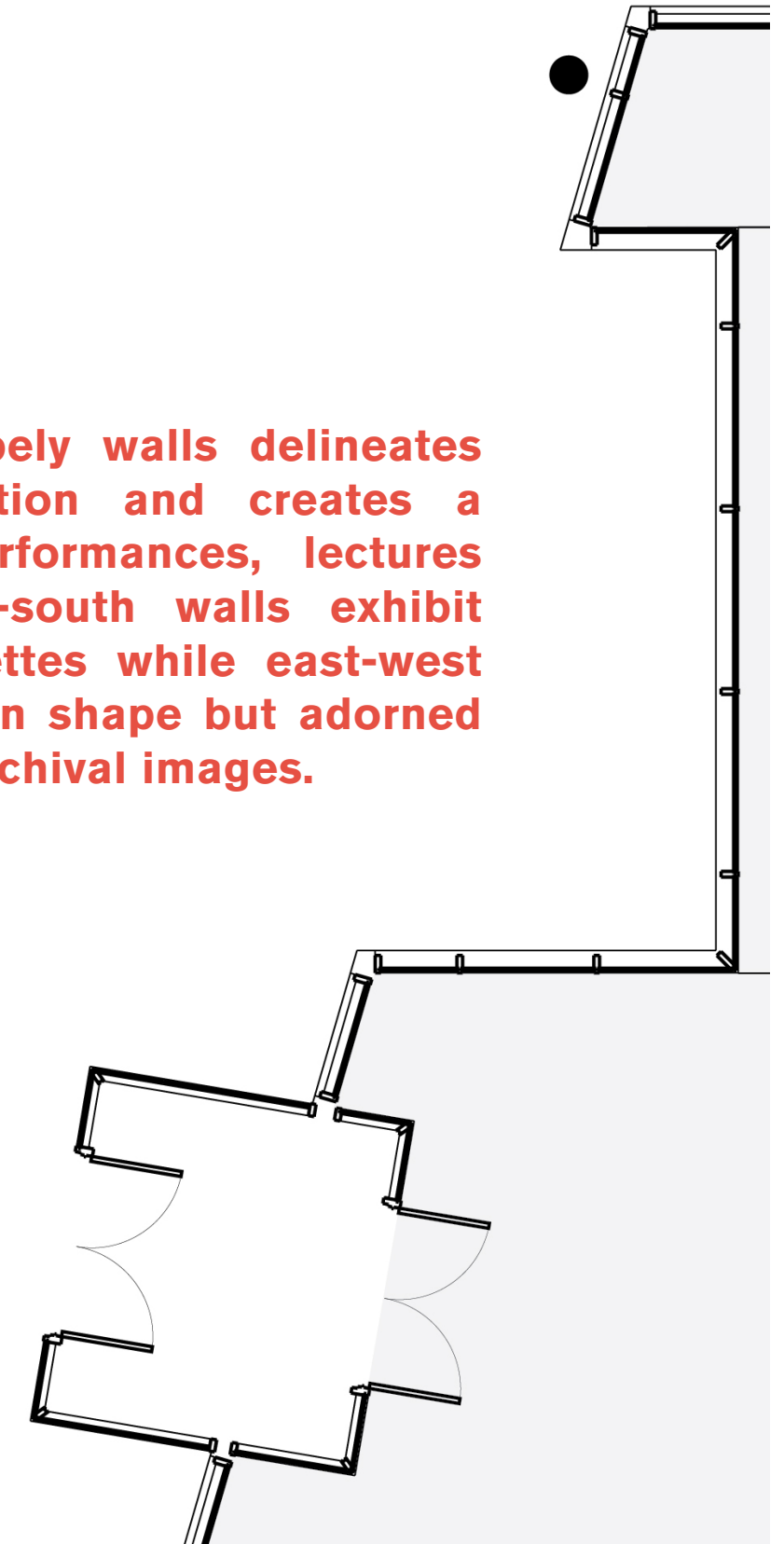
**Creatures Are Stirring – SCD Installation**  
DESIGN REVIEW 01

Page 3 of 20

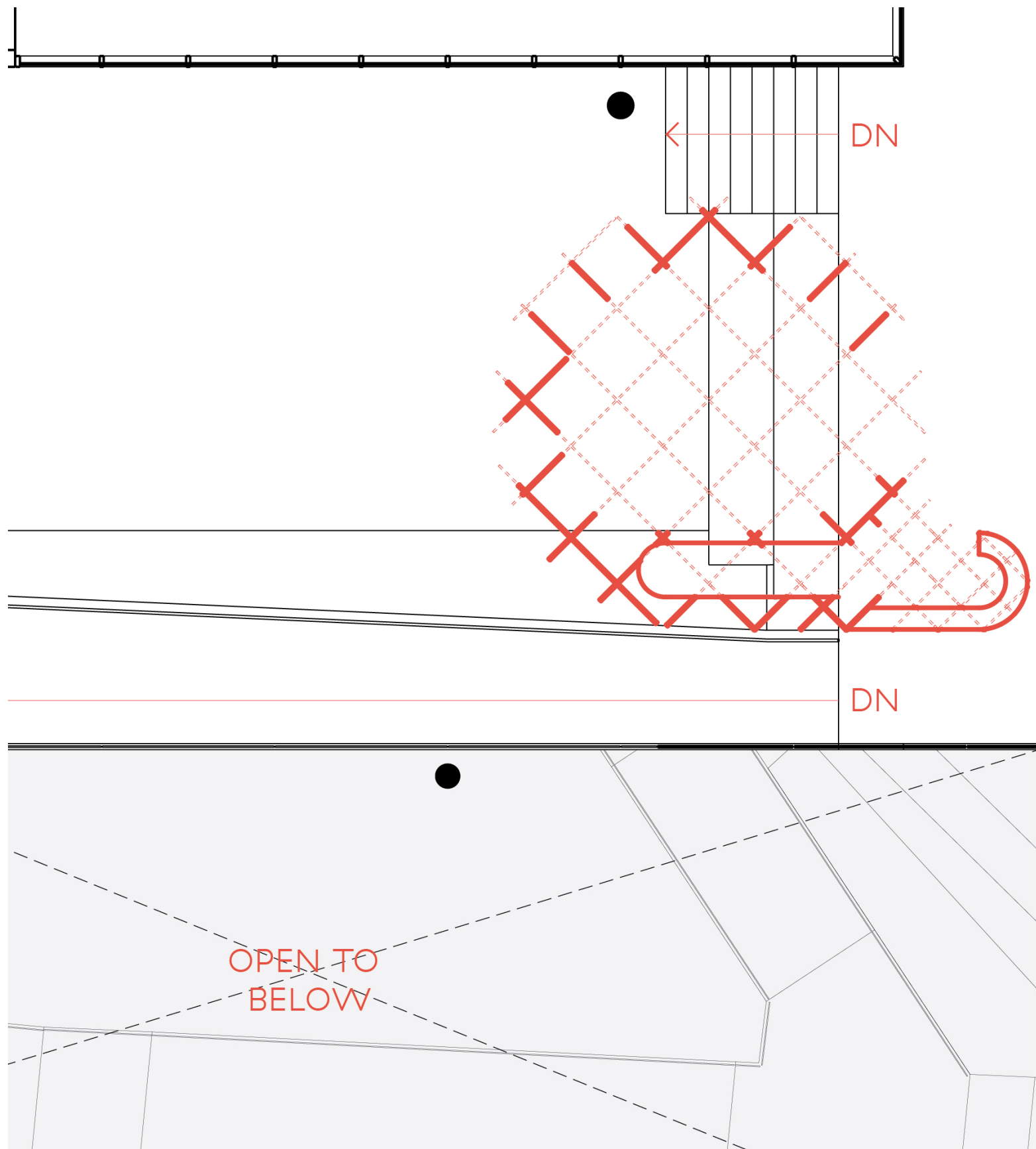
**COULD BE**  
DESIGN



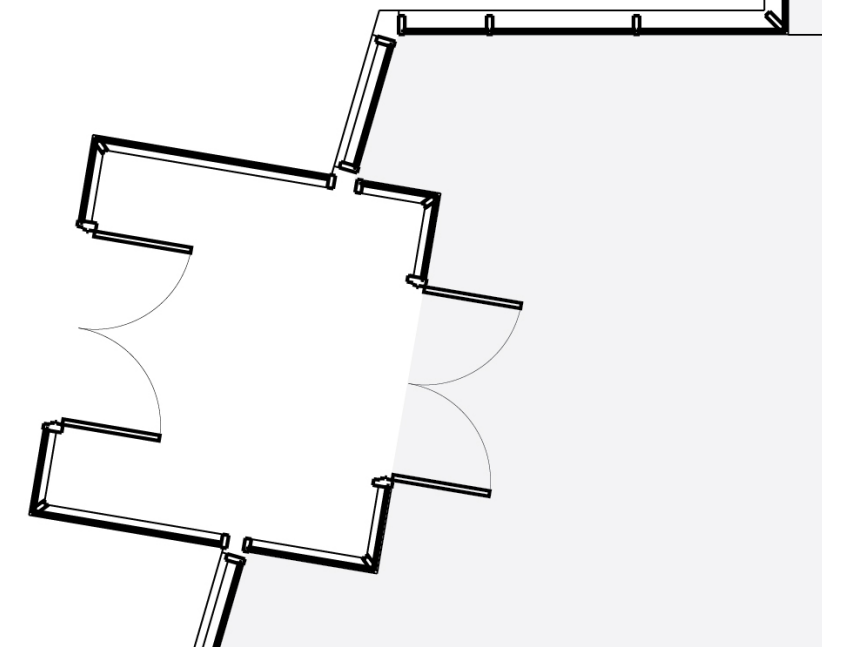
An array of shapely walls delineates a pop-up exhibition and creates a backdrop for performances, lectures and talks. North-south walls exhibit creaturely silhouettes while east-west walls are simple in shape but adorned with “scales” of archival images.



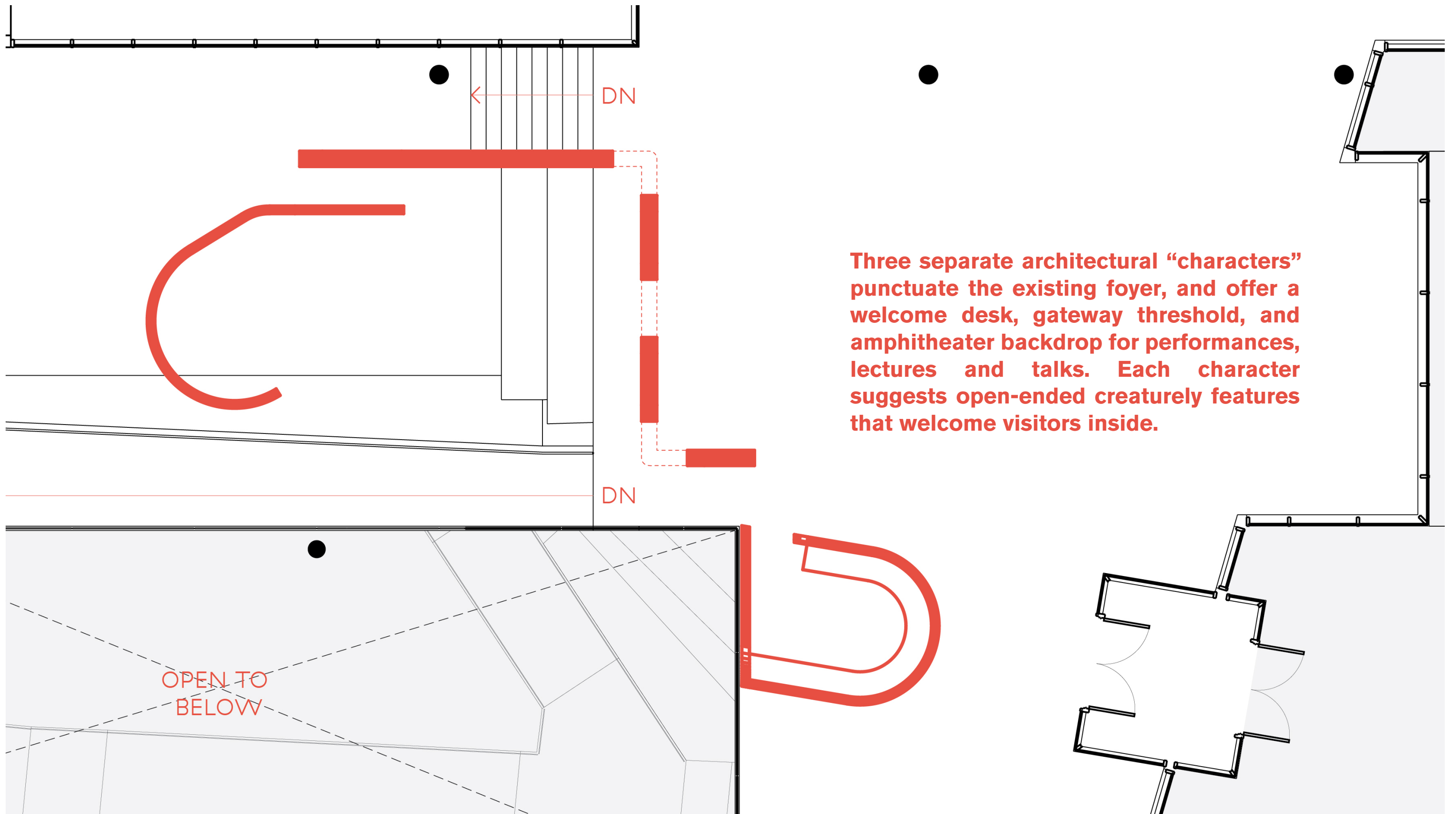
**SCHEME 1. Wandering Walls** – Floor Plan



A creaturely body shelters the existing amphitheater steps of the SCD's public foyer and creates an intimate canopy and backdrop for performances, lectures, and talks. The creature's "head" hovers over a welcome desk and invites visitors inside.

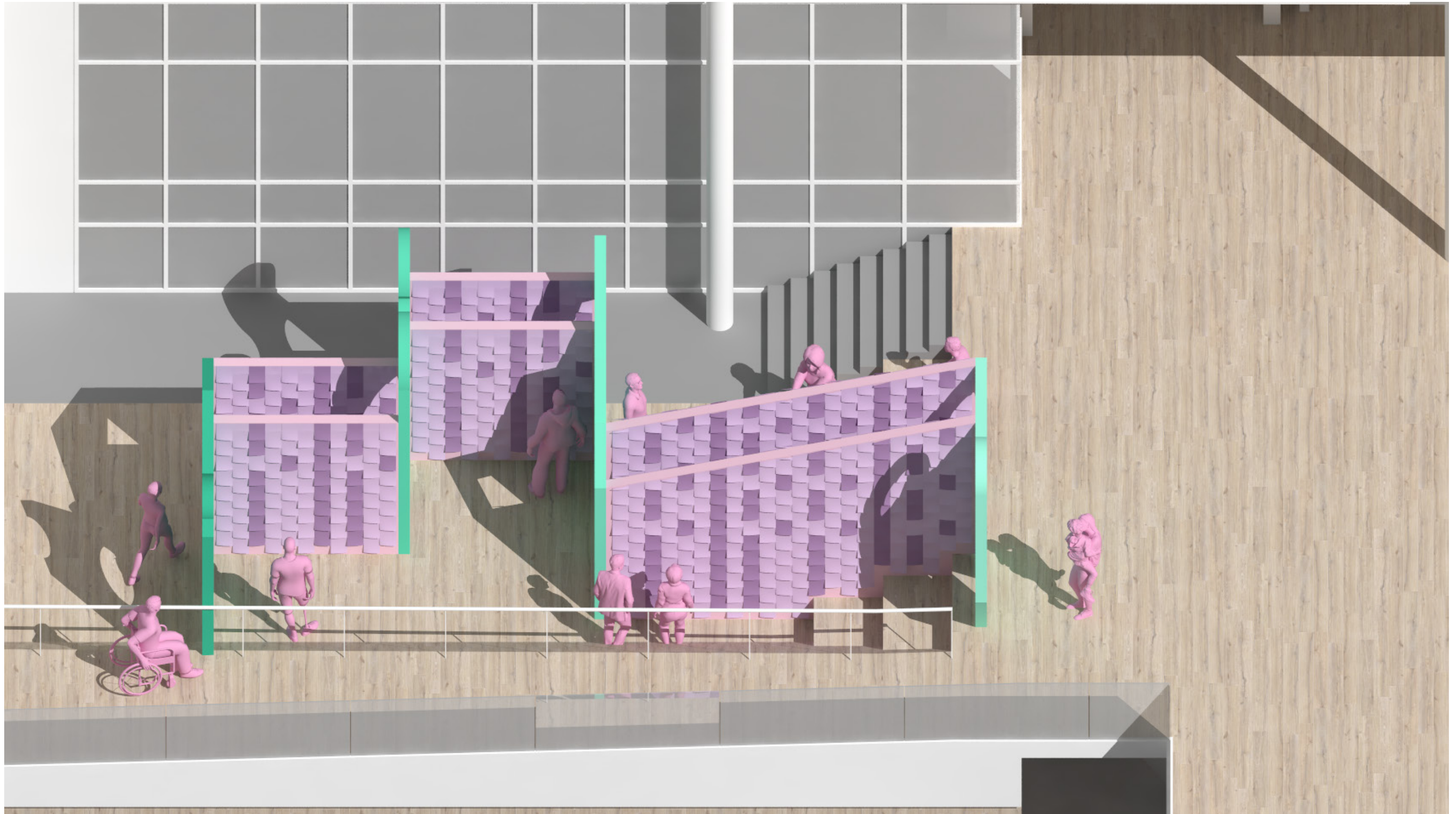


**SCHEME 2. Gridded Gargantuan** – Floor Plan



Three separate architectural “characters” punctuate the existing foyer, and offer a welcome desk, gateway threshold, and amphitheater backdrop for performances, lectures and talks. Each character suggests open-ended creaturely features that welcome visitors inside.

**SCHEME 3. Animate Arcade** – Floor Plan



**SCHEME 1. Wandering Wall** – Oblique View

February 25, 2022

**Creatures Are Stirring – SCD Installation**  
DESIGN REVIEW 01

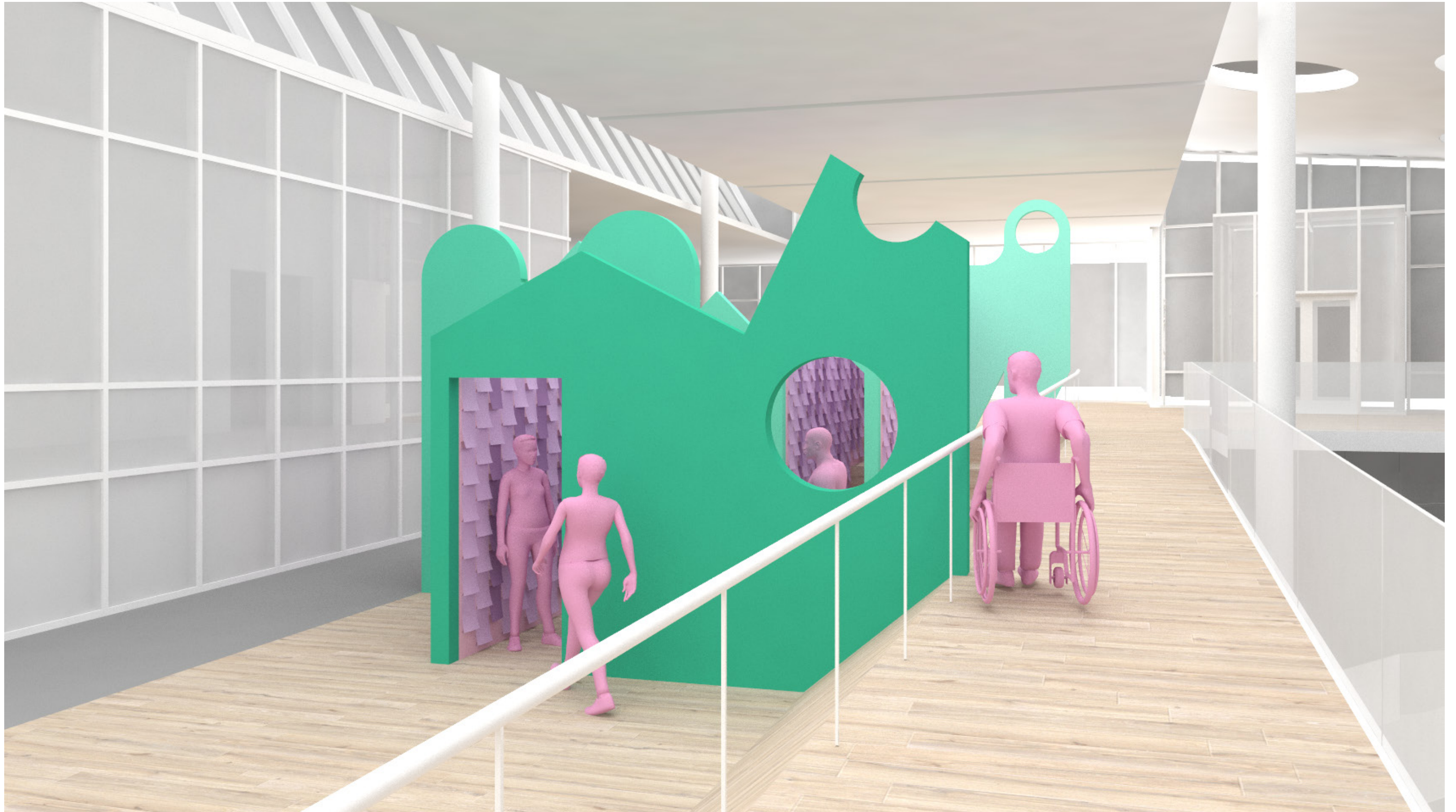


**SCHEME 1. Wandering Wall** – Perspective 01, looking west

February 25, 2022

**Creatures Are Stirring – SCD Installation**  
DESIGN REVIEW 01

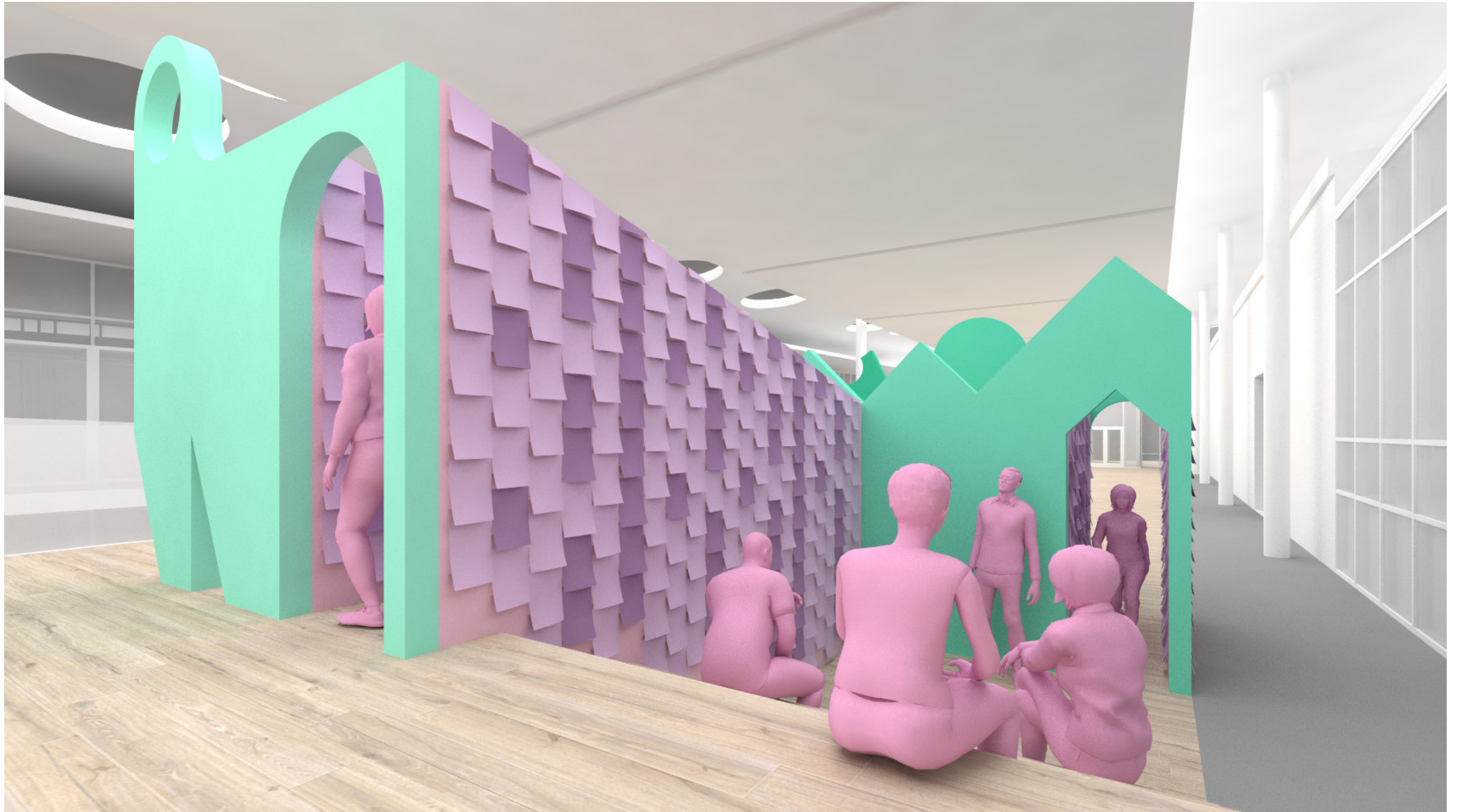




**SCHEME 1. Wandering Wall** – Perspective 02, looking east

February 25, 2022

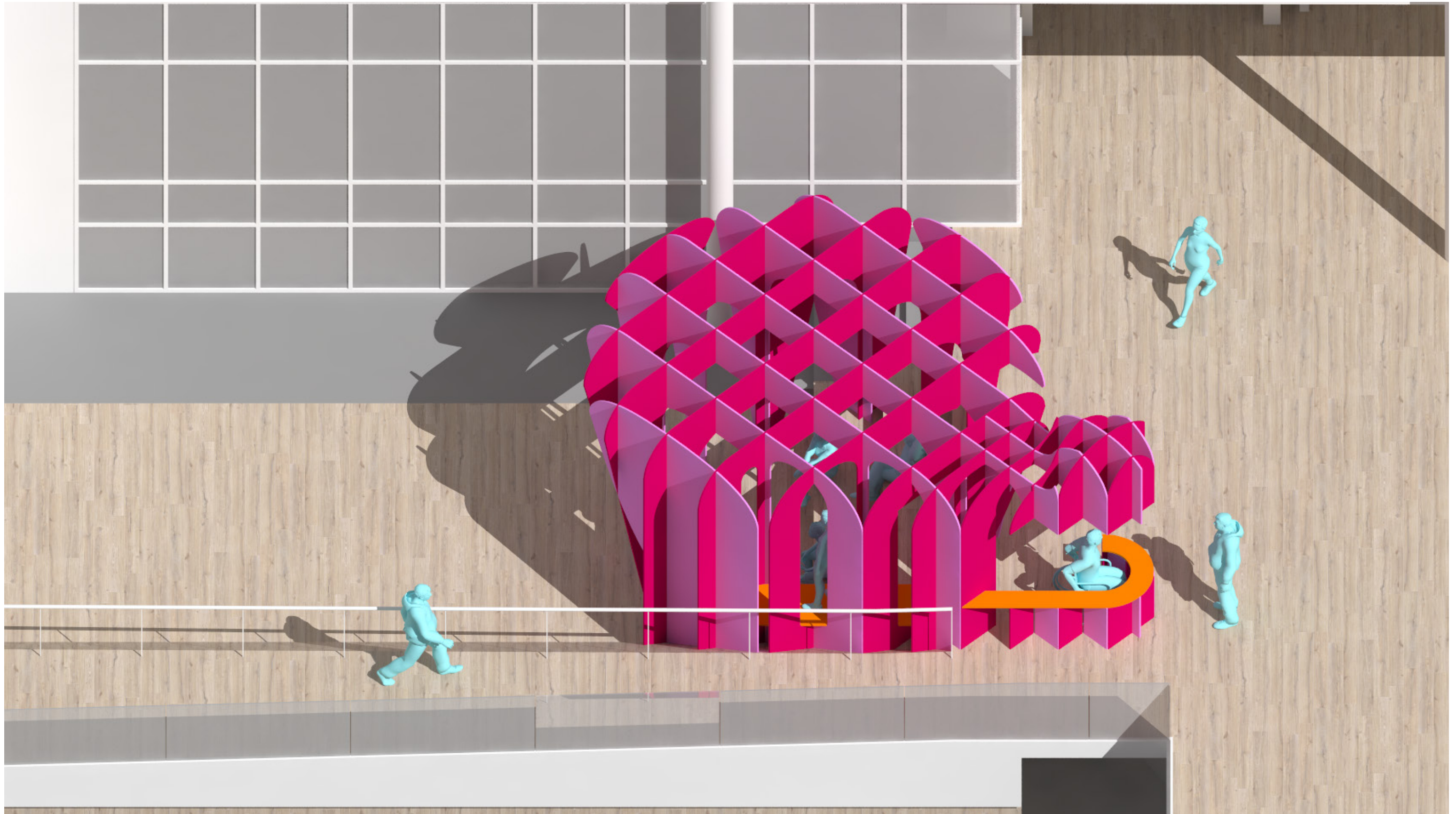
**Creatures Are Stirring – SCD Installation**  
DESIGN REVIEW 01



**SCHEME 1. Wandering Wall** – Perspective 03, interior

February 25, 2022

**Creatures Are Stirring – SCD Installation**  
DESIGN REVIEW 01



**SCHEME 2. Gridded Gargantuan** – Oblique View

February 25, 2022

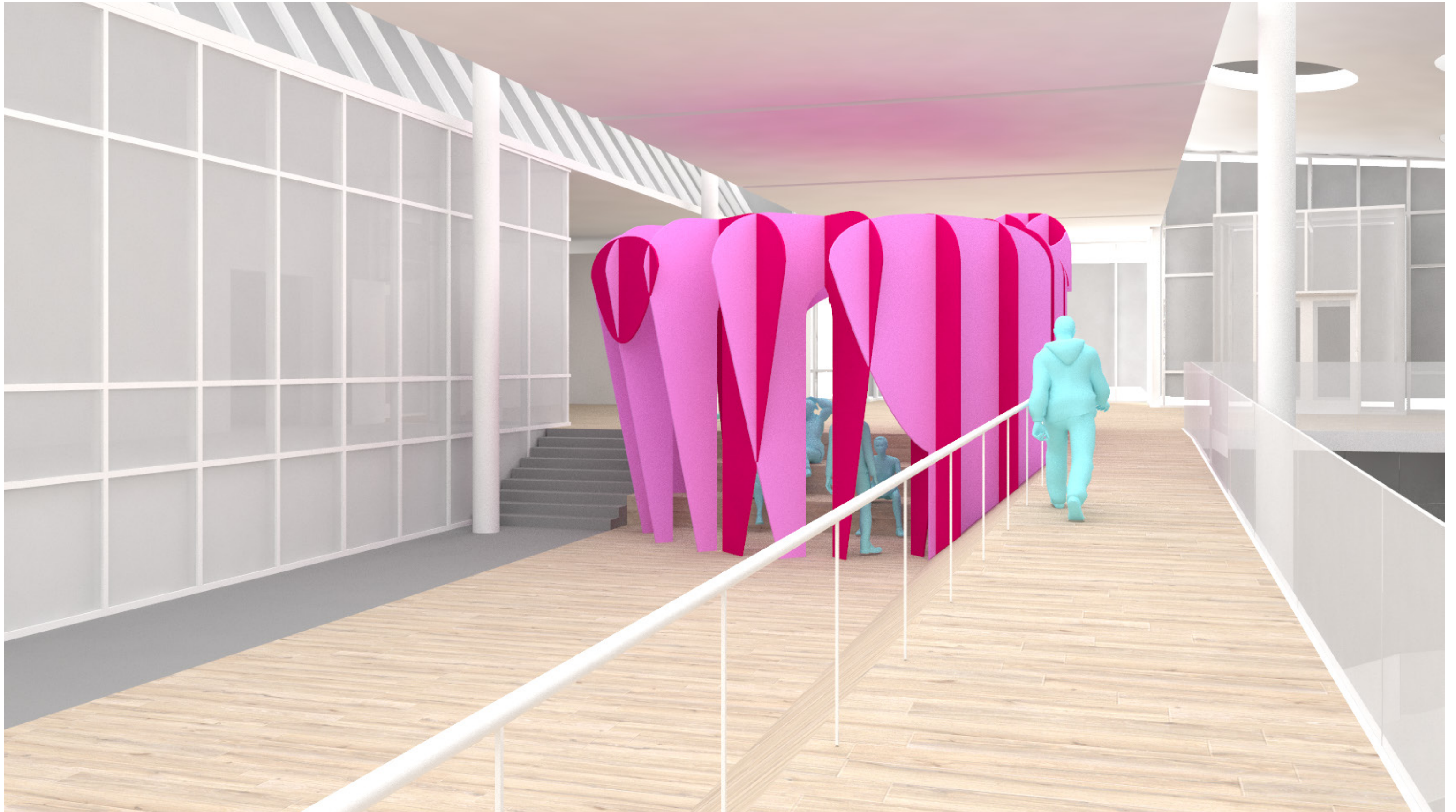
**Creatures Are Stirring – SCD Installation**  
DESIGN REVIEW 01



**SCHEME 2. Gridded Gargantuan** – Perspective 01, looking west

February 25, 2022

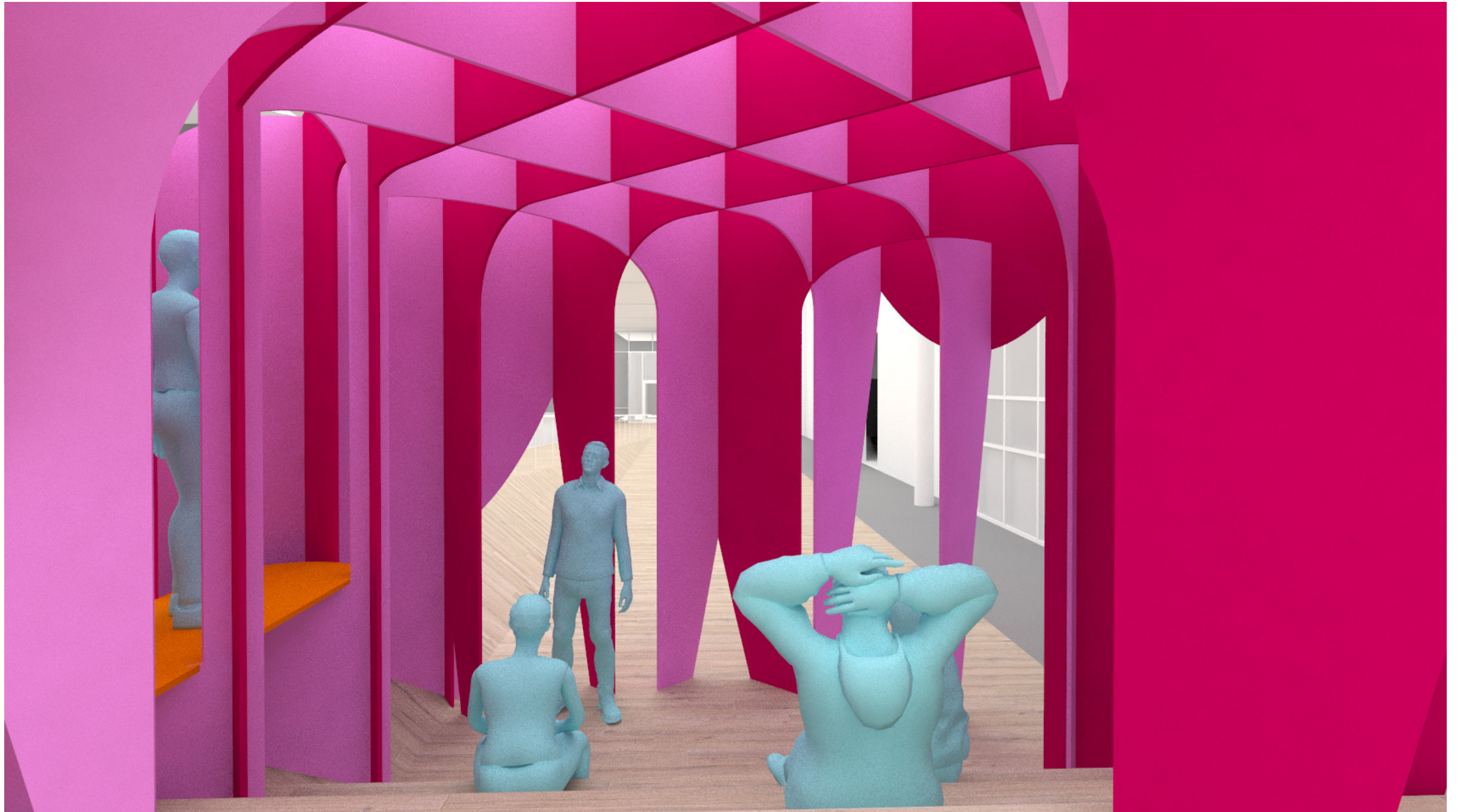
**Creatures Are Stirring – SCD Installation**  
DESIGN REVIEW 01



**SCHEME 2. Gridded Gargantuan** – Perspective 02, looking east

February 25, 2022

**Creatures Are Stirring – SCD Installation**  
DESIGN REVIEW 01



**SCHEME 2. Gridded Gargantuan** – Perspective 03, interior

February 25, 2022

**Creatures Are Stirring – SCD Installation**  
DESIGN REVIEW 01



**SCHEME 3. Animate Arcade** – Perspective 00, looking west

February 25, 2022

**Creatures Are Stirring – SCD Installation**  
DESIGN REVIEW 01



**SCHEME 3. Animate Arcade** – Perspective 01, looking west

February 25, 2022

**Creatures Are Stirring – SCD Installation**  
DESIGN REVIEW 01





**SCHEME 3. Animate Arcade** – Perspective 02, looking east

February 25, 2022

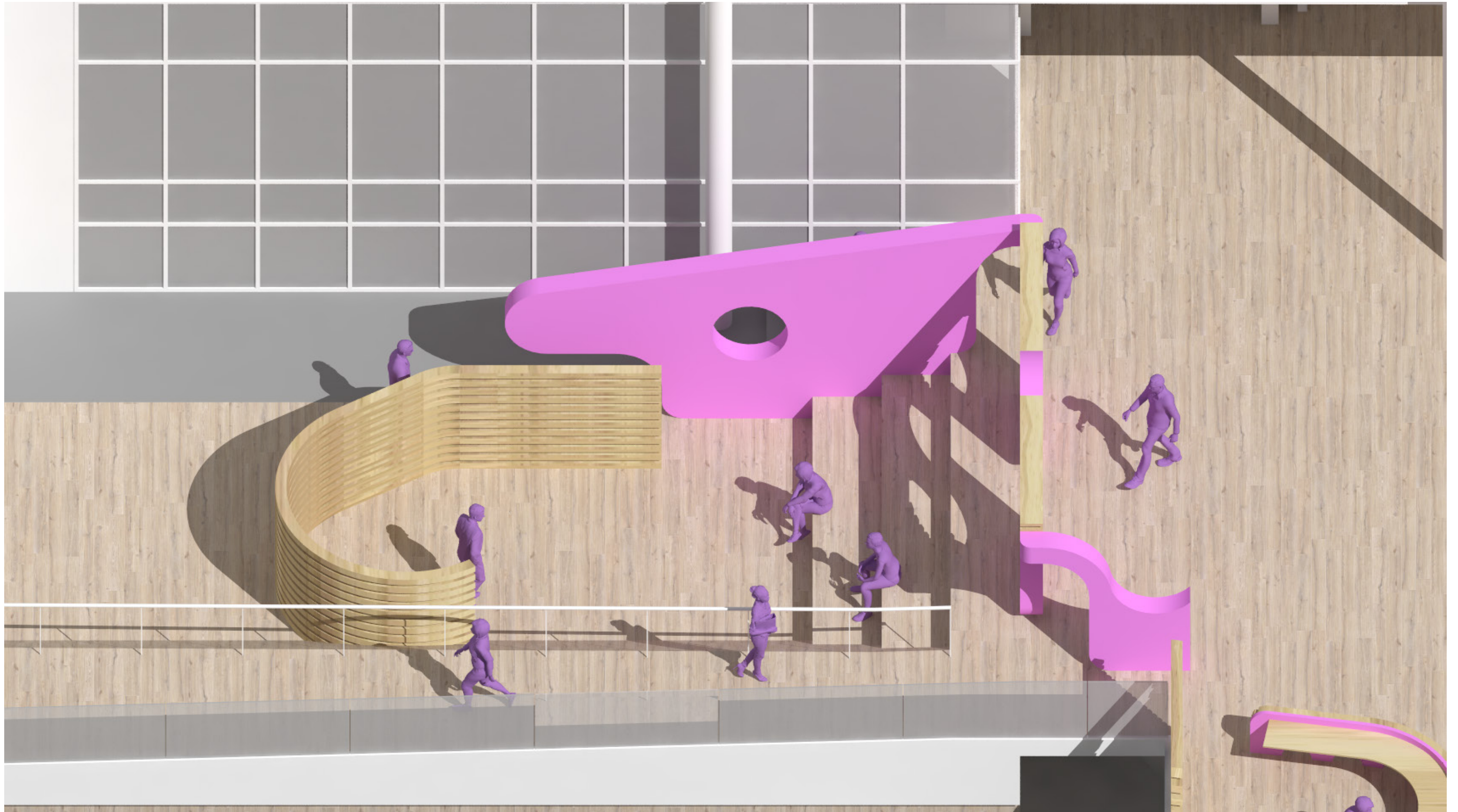
**Creatures Are Stirring – SCD Installation**  
DESIGN REVIEW 01



**SCHEME 3. Animate Arcade** – Perspective 03, interior

February 25, 2022

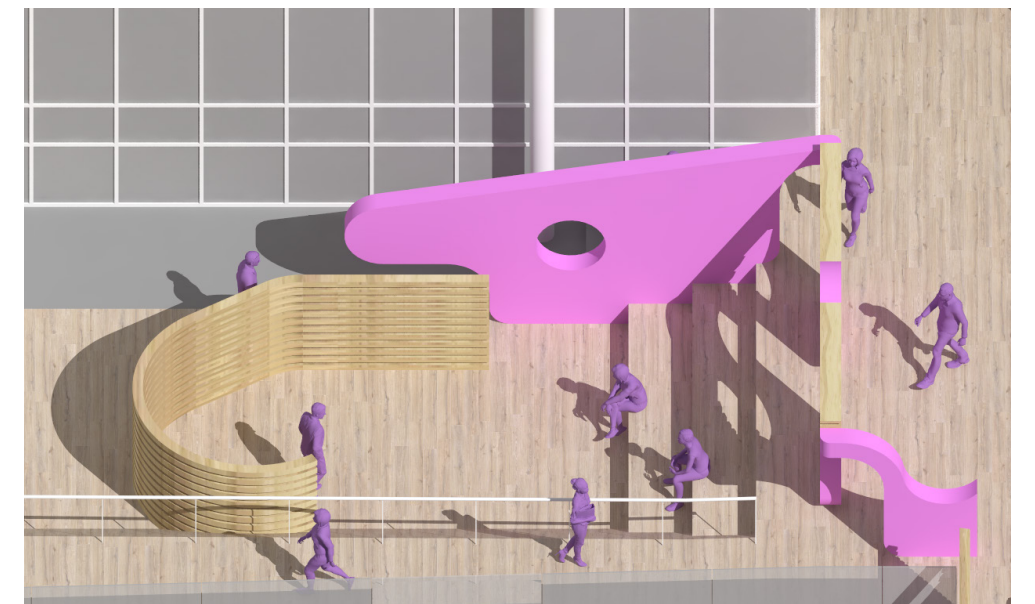
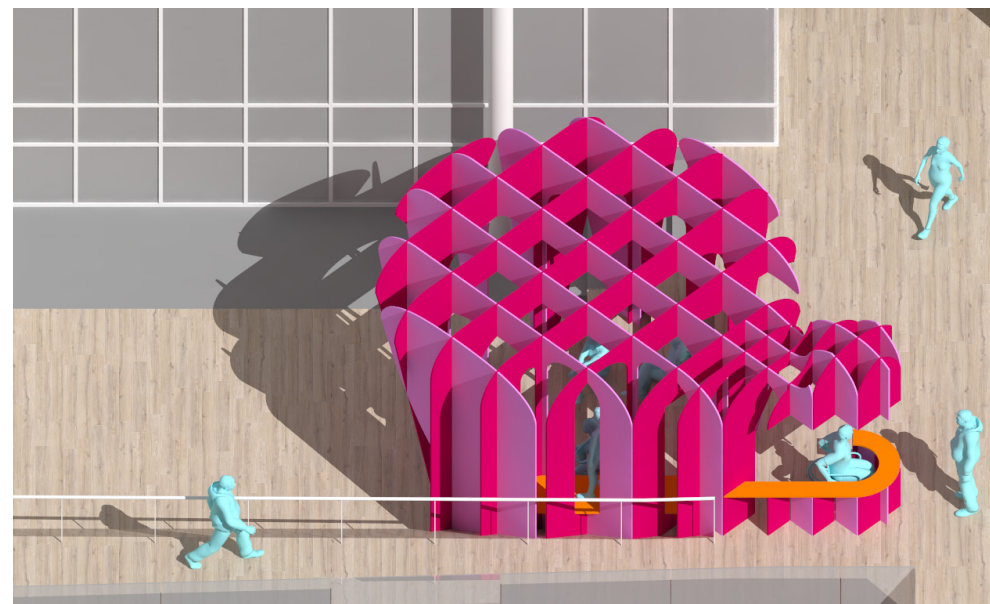
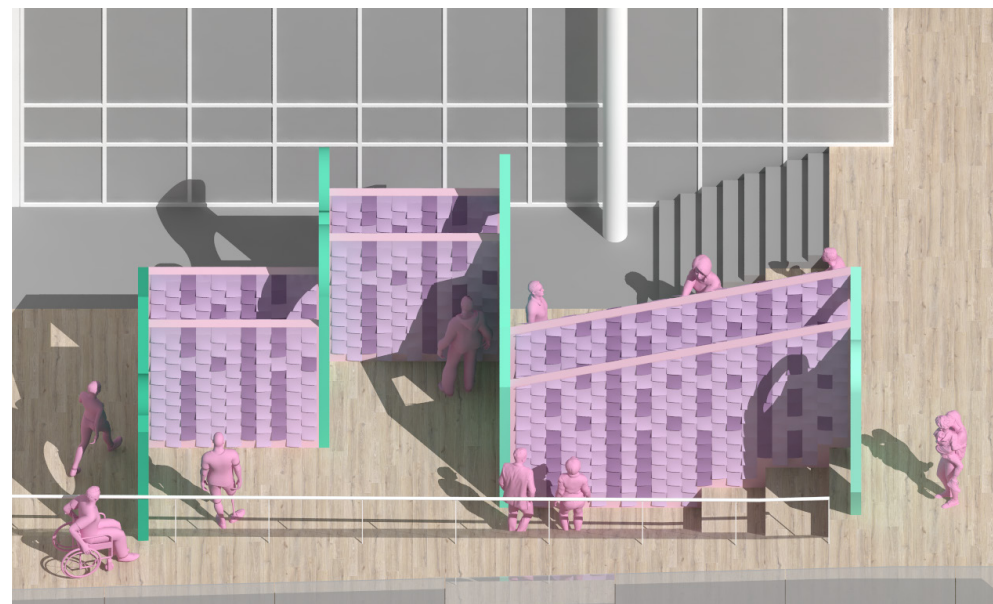
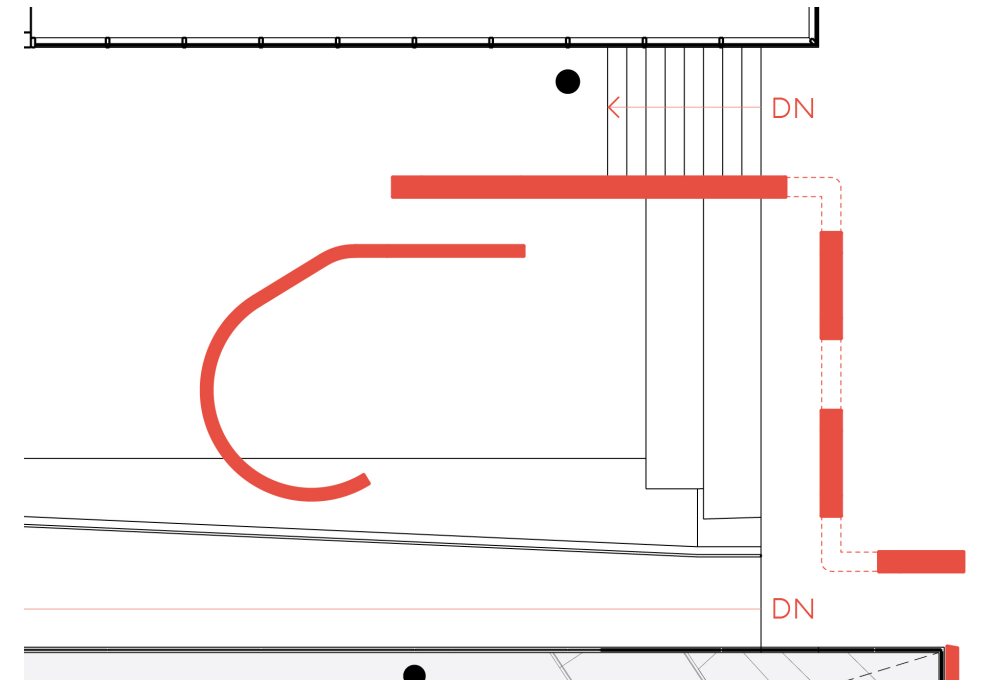
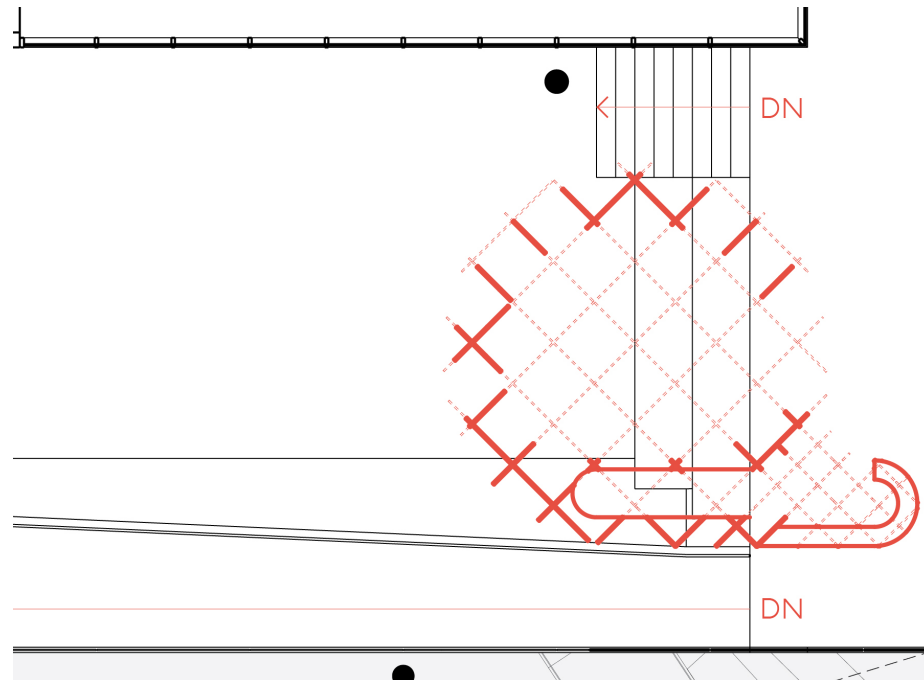
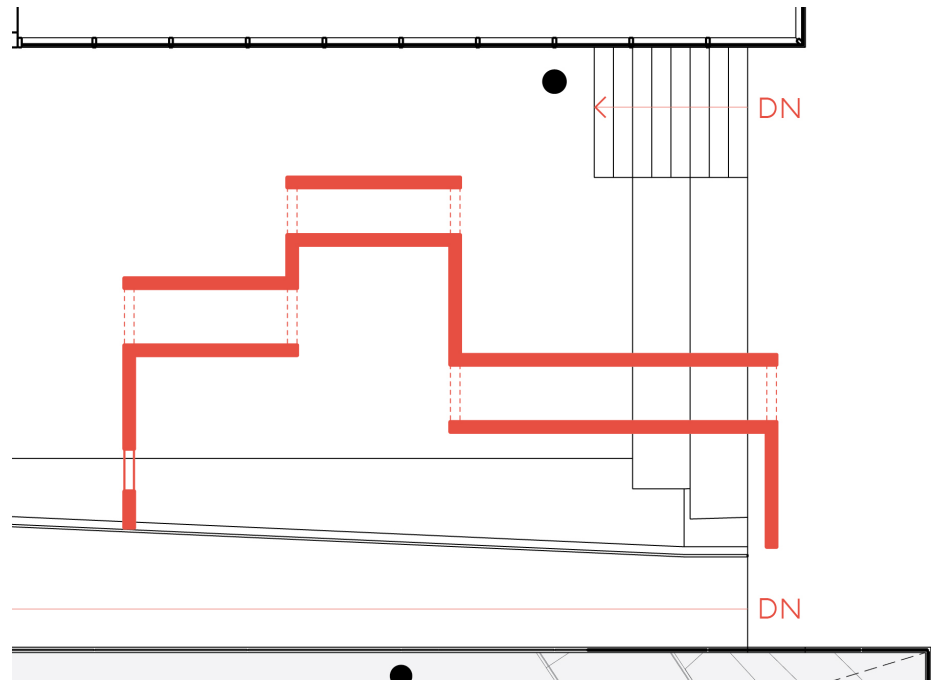
**Creatures Are Stirring – SCD Installation**  
DESIGN REVIEW 01



**SCHEME 3. Animate Arcade** – Oblique View

February 25, 2022

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DESIGN REVIEW 01



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Summary

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DESIGN REVIEW 01