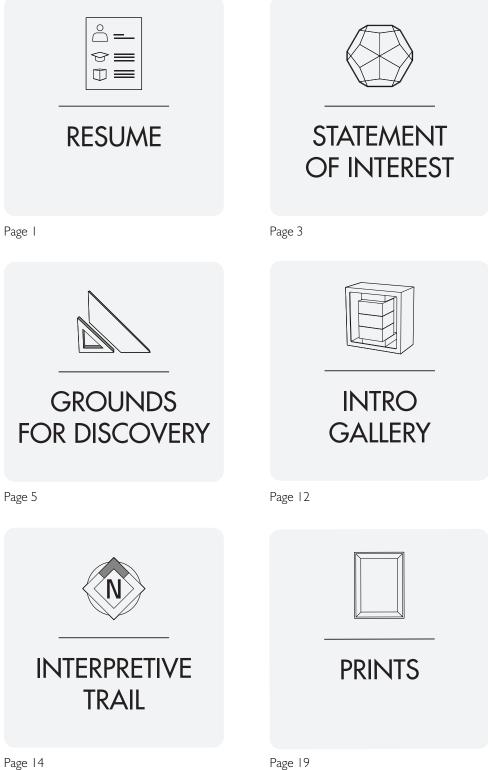
# COLLIN HNETKA

## MASTERS OF URBAN PLANNING PORTFOLIO

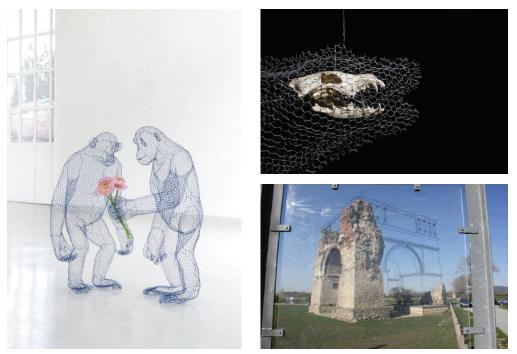
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#### **GROUNDS FOR DISCOVERY**

I was the lead Exhibit Designer for the exhibit Grounds for Discovery at the Royal Tyrrell Museum in Drumheller, Alberta. To push for a stronger engagement with specimens on display, interactives used touch, light and sound. I also implemented lit laser etched silhouttes and 3D sculptures to give context to what visitors were looking at. Graphic Design by Alanna Kho. Sculptures by Jeff de Boer.

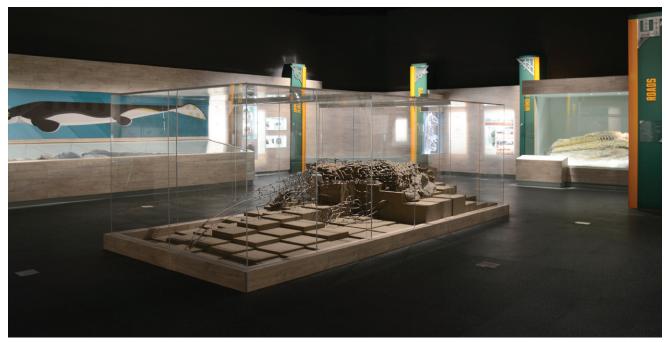


Inspiration

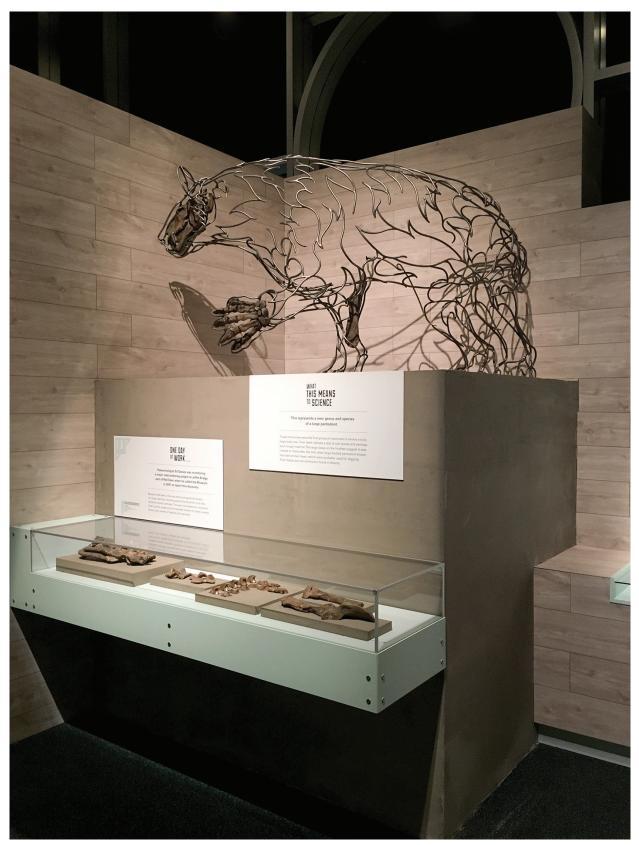


Basic 3D space plan





Metal sculpture fleshing out actual size of dinosaur



Cast replicas are shown inside of the sculpture in contrast to the actual specimens displayed in casework below



The Nodosaur fossil was one of the most extraordinary fossils ever discovered due to the skin texture. A durable replica was created for visitors to feel an actual dinosaur's skin texture.





The original inspiration for the ammonite interactive was to engage with light and a magnifier to showcase the shimmer of ammonite fragments which make up the majority of the museums collection GIF can be viewed **HERE** 





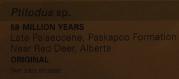
Originally displayed as a trackway block I introduced a sound and lighting interactive. Coloured lights were shown to indicate three seperate trackways in order of how they were left along with mud sounds as the trackways were left in a muddy swamp. GIF can be viewed **HERE** 





Laser etched silhouttes showing the location specimen in the animal





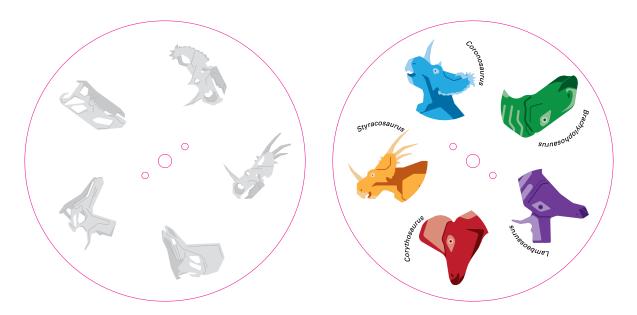


#### FOUNDATIONS

Taking advantage of lower exhibit space I designed several children interactives for the Foundations exhibit at the Royal Tyrrell Museum. Illustrations by Alanna Kho.



Spinning knobs to compare ceratopsian skulls to fleshed out



Graphic layout for spin interactive



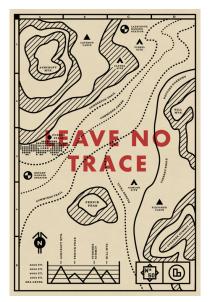
Touch interactive to compare the serrations of herbivore and carnivore teeth.

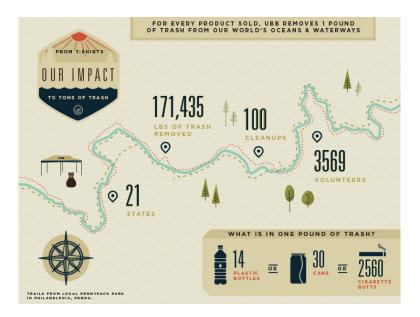


Spinning blocks for the evolution section of the exhibit GIF can be viewed **HERE** 

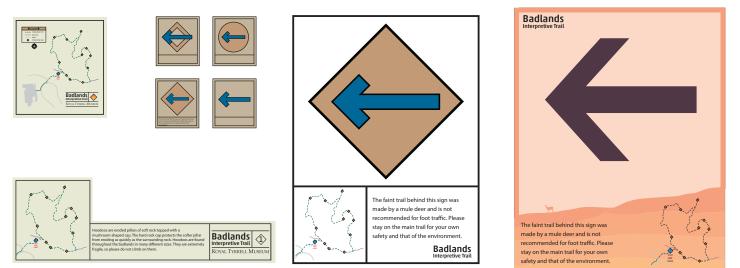
#### INTEPRETIVE TRAIL

I designed new wayfinding and information panels for the Royal Tyrrell Museums outdoor interpretive trail. Many visitors were getting confused due to the multiple pathways of animals and local pathway that intersected with the trail. This lead to design elements to fix certain issues with the existing signage.





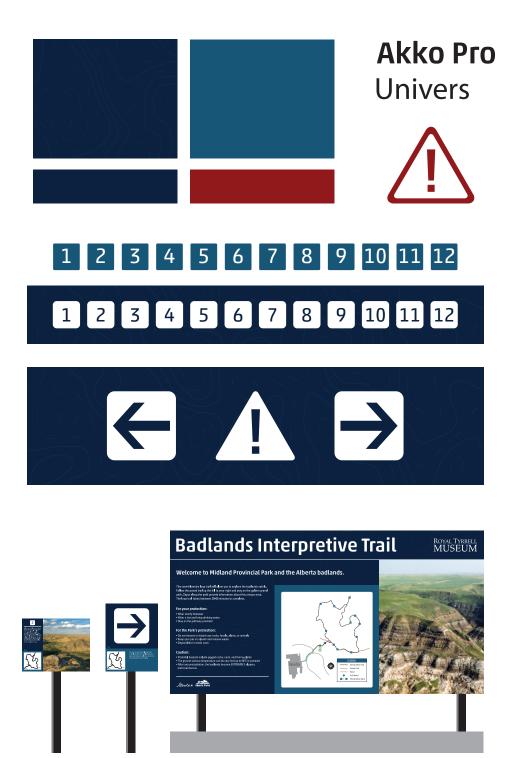
Inspiration



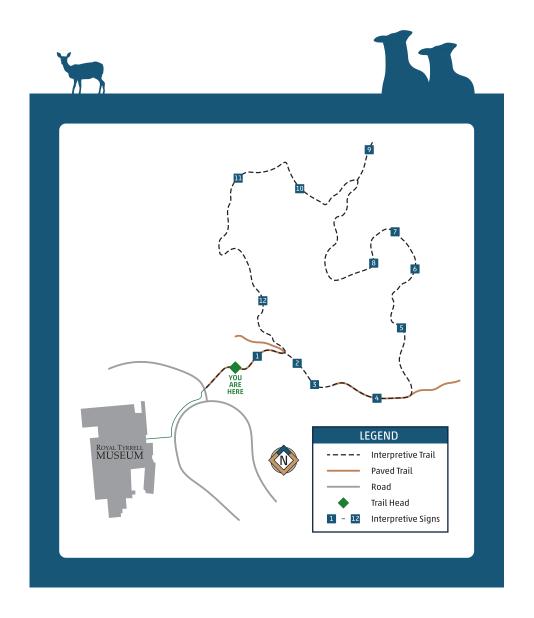
Initial concepts

### Badlands Interpretive Trail

ROYAL TYRRELL MUSEUM



Wayfinding elements breakdown







YOU ARE HERE



Start of the trail and directional signage







#### PRINTS

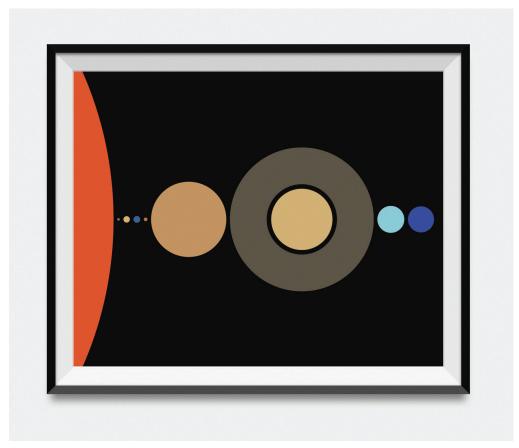
The following prints are a collection of personal interests I have in science, the outdoors and information design. The main element I try to implement within my infographics are proper scale and size accuracy. For example the space print is exactly 1:1,000,000,000 scale when printed at 16x20.



Canadian Rockies



National Parks





Golden Record



Voyager I