

## Department: Exhibition Design

### Projects/work assignments:

The Exhibition Design Department Intern will provide design support for exhibitions in various stages of planning:

- Interns will participate in departmental design charrettes and meetings with exhibition curators to review design concepts and art layouts as well as planning meetings involving colleagues across the institution (via Zoom and in-person)
- Interns will also assist in making art layouts, scaled maquettes of the artwork, study models, full scale mockups and presentation materials.
- When possible, interns will observe and assist on the floor during construction and installation.

### Skills and qualifications required including technology skills:

- Enrolled in architecture or related design program
- 2D drafting skills, preferably Vectorworks, 3D modeling skills, preferably Rhino and V-Ray, and fluency in Adobe Suite.
- Facility with building both study and finish models
- Ability to think abstractly and creatively
- Concern for details
- Good communication skills
- Ability to work in a flexible, fast-paced environment on simultaneous projects
- When applying, candidates must provide a link to their design portfolio

### What type of training will be provided?

- Interns will be exposed to the process of how exhibitions are realized from conception to installation and the role of Exhibition Design in that process.
- Interns will work alongside designers and curators to develop an exhibition's narrative and environment.
- Interns will learn the tools designers use to communicate spatial and conceptual ideas to curators and the larger institution. This includes training in developing scaled models of the art work, working with architectural models of the exhibition, developing larger mock ups, developing architectural drawings, and looking critically at art layout in terms of the curatorial narrative.

### Outcomes:

- Learning the skills to help assess art checklists, developing three-dimensional thinking with 2D and 3D work, learning the fundamentals of exhibition design planning.
- Gaining insight from how a large museum of this scale works and how other departments affect exhibition design.