

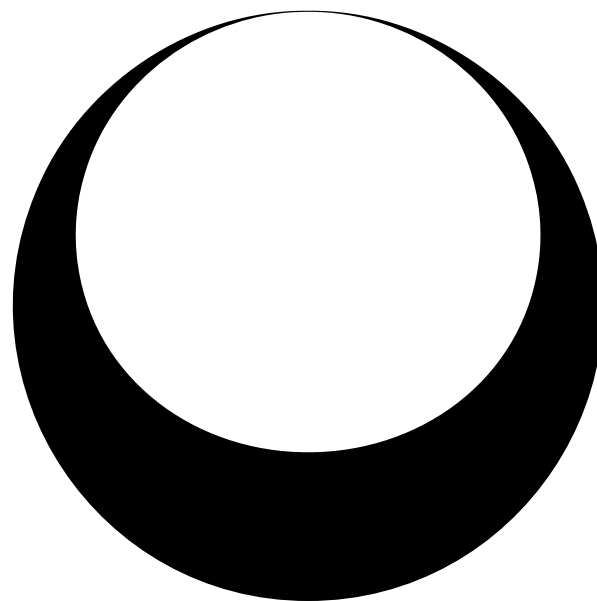
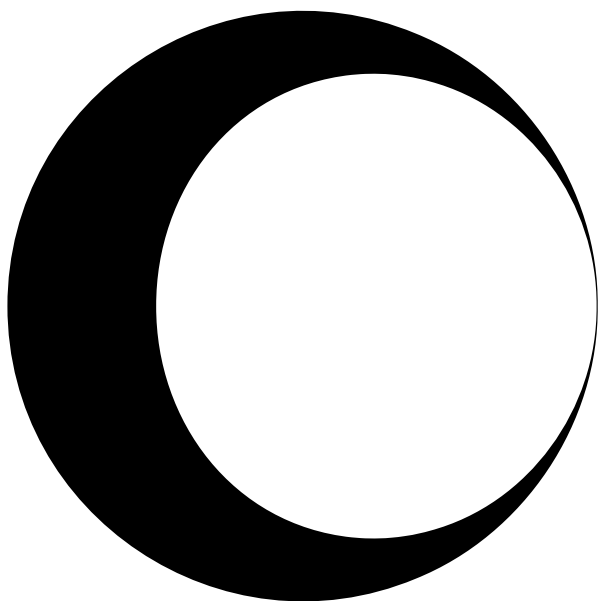
PolyGram

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PolyGram is an exhibition concept for The National Science & Media Museum, giving users the ability to 3D scan themselves.

Brand

PolyGram was branded with modernism in mind. The logo is based on the shape of the exhibit's chamber and the color pallet was kept minimal for easy conceptual purposes.

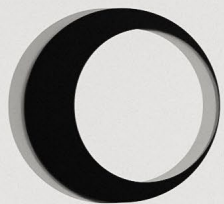


Font

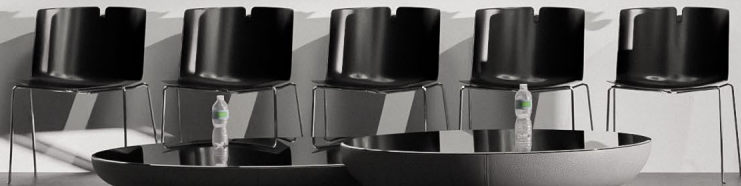
Montserrat

Exhibit

The exhibit was designed to reflect the branding of PolyGram. Taking every aspect of the user into account. 3D renders were created to illustrate what the exhibit could look like.

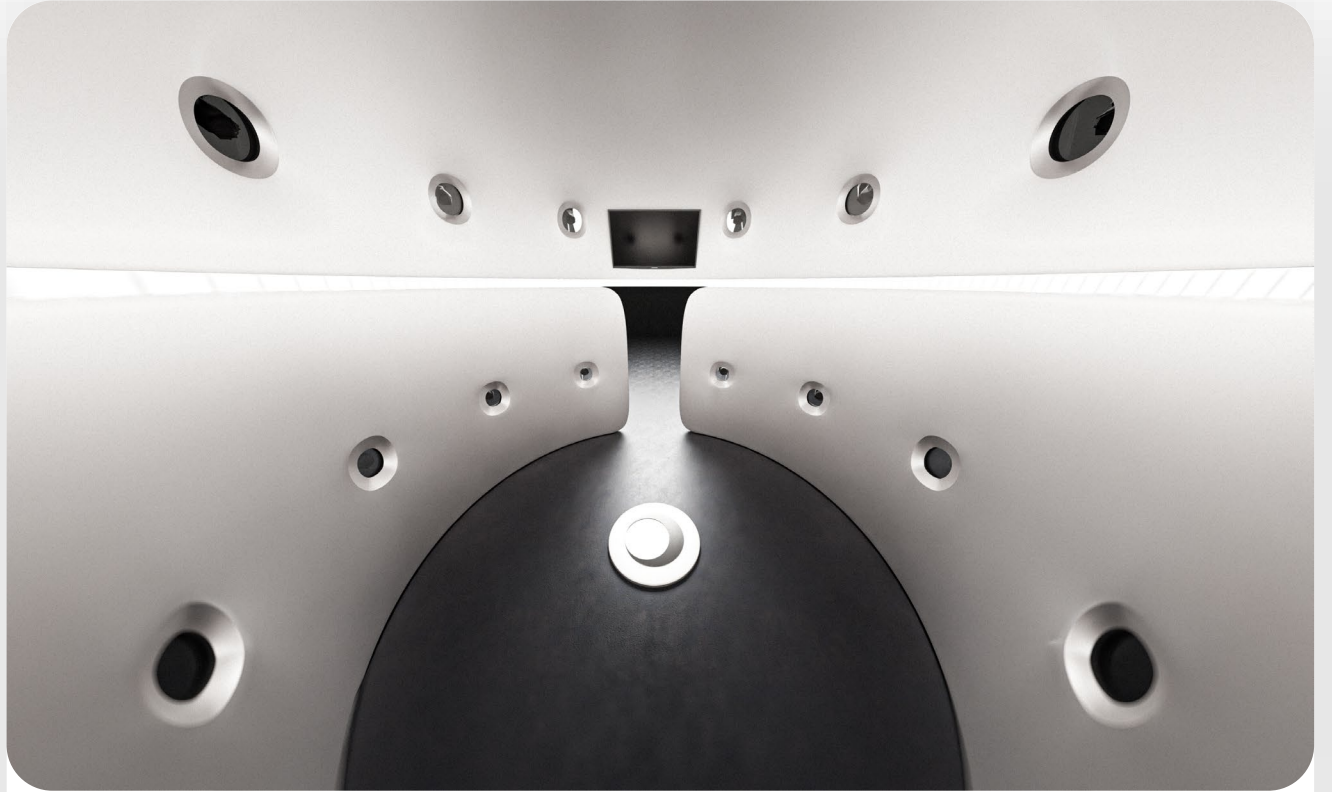


Please
Wait Here





Exterior



Interior

The User

Ergonomics, accessibility, privacy and safety are considered within the exhibit. Offering places to sit, information about the exhibit, effective communication, and privacy disclosures.

Media

PolyGram's media was created to inform the public and the museum's visitors on the capabilities of it's exhibit.



Let's Have
A 3D Selfie.

PolyGram



SCIENCE+
MEDIA
MUSEUM

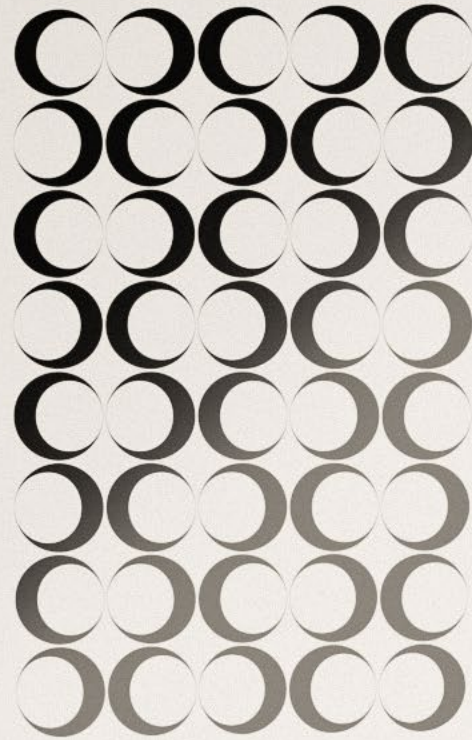


Let's Have A 3D Selfie.

Ever wondered what a 3D selfie of yourself would look like? PolyGram is offering visitors a way to bring 3D selfies to reality. Interested? - explore our museum!



PolyGram



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MUSEUM



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MEDIA
MUSEUM



Audience

PolyGram aims to attract the appeal of a younger audience, specifically “trend-awares” by offering an engaging experience at a personal level.

Benefits

PolyGram offers benefits to users, through education and product. Users will find information regarding the processes behind Photogrammetry. Users will be able to download their 3D scan, creating a personal and memorable experience.

Basis

PolyGram's basis already exists. Full body photogrammetry rigs have been built and successfully operated; the only major difference is concealment. PolyGram's rig will have to be concealed to prevent damage and theft.

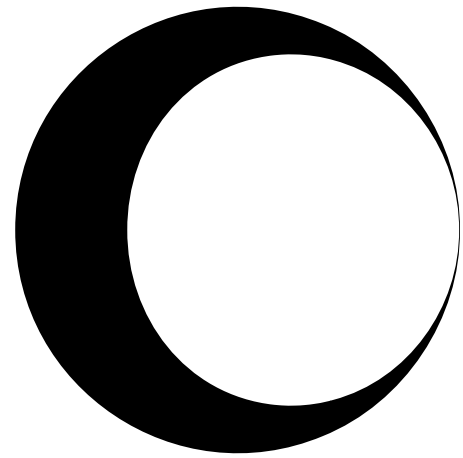
Cost

PolyGram comes at a hefty cost. Whether it be the construction, the framework, the cameras, the processing unit, the staffing, the furniture, etc. The idea of 3D printing scans was scrapped due to the cost and inefficient time to produce.

Conclusion

With all prior information taken into consideration, would PolyGram benefit The National Science & Media Museum? I believe so, as it touches upon a very new and dynamic piece of technology, which helps to create so much of what we see online without realizing it.

Thank You.



PolyGram