

manetti shrem
museum

ARTIFICIAL INTELLIGENCE

Past, Present, Possible

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Big Idea

AI is not just a tool or a technology, but it is a new layer of shared experience shaping how we create, communicate, work, and relate to one another.

Phase 1
Exhibition Content and Development

Exhibition overview

This exhibition explores AI as a social and cultural force—one that operates within communities, systems, and relationships, not just at the individual level. Through interactive works, personal stories, and speculative scenarios, visitors are invited to reflect on how AI is co-creating our future. The audience includes young adults and students, educators, technology-interested visitors, the general public, and those curious about AI without being experts. By the end of the exhibition, visitors will understand that AI is embedded in everyday life, shapes both collective and individual experiences, and is influenced by human use and values, leaving with an informed rather than prescribed perspective. Interpretation will be open-ended and question-driven, presenting multiple viewpoints. Key objects will be largely digital, with clear distinctions between AI-generated, AI-assisted, and human-made works, and intuitive interactive elements requiring minimal instruction.

VENUE: Jan Shrem and Maria Manetti Shrem Museum of Art, Davis, CA

DATE: March 1 – June 1, 2026

AUDIENCE: Young adults and students, educators, technology-interested visitors, the general public, and those curious about AI without being experts.

LOCATION: Temporary exhibition spaces.

SIZE OF SPACE: 5,360 sq. ft./500 sq. meters (floor plan on Canvas). The collections classroom, lobby, and North lounge are extensions of the exhibition space and can be used for specific activities if required.

NUMBER OF OBJECTS: Select 80 – 100 from online sources (categorize into object groups and note source). At least 25% must be three-dimensional.

RETAIL AREA: Small area in lobby space.

MERCHANDISE: Meme-inspired stickers, photo booth strips from a photo booth that is follows AI prompts put in by users, postcards featuring exhibition visuals.

INTERPRETIVE ELEMENTS: Exhibition texts, object labels, other media to be determined.

PROMOTION: Full array of promotional banners, posters and other marketing graphics.

SECURITY: High risk.

Exhibition themes / sections

Section 1: AI Before “AI”

This introductory section traces the roots of AI, from early philosophical questions and mythological thinking to mechanical systems, analog computing, and the moment the term “artificial intelligence” was coined. Rather than focusing only on technical milestones, it emphasizes the ideas and cultural desires that led humans to imagine thinking machines. Objects include precursors, first models, and representations of analog problem solving.

Section 2: AI in Our Daily Lives

This immersive section recreates a makeshift home and backyard environment to show how AI already exists in everyday life, often invisibly. Visitors encounter familiar technologies like recommendation systems, smart devices, image filters, and algorithmic feeds embedded into ordinary domestic spaces. Objects may include Ring cameras, Roombas, thermostats, Alexa, baby monitors, smart monitors, Teslas, etc.

Section 3: Real or Generated?

In this interactive section, visitors are challenged to distinguish between what is human-made, AI-generated, or human-made using AI tools. Media may include images, text, audio, or video drawn from familiar contexts. Objects will consist of screens and speakers presenting the media, as well as canvas prints.

Section 4: Understanding AI: Power, Process, and Limits

Focusing on both function and impact, this section explains how AI systems are built and trained, then explores the benefits they offer and the risks they introduce. Emphasis is placed on human decision-making at every stage of development and deployment. Objects include AI that is greatly valuable, and some that may pose possible risks, like chatbots and generative AI tools.

Section 5: Possible Futures

The final section explores emerging AI technologies and speculative futures, presenting multiple possibilities rather than predictions. It addresses innovation currently in development alongside social, ethical, and communal questions. Objects include advanced technology not widely distributed among the public yet, like realistic-looking robots.

Section 6: How Do You See AI?

This concluding section invites visitors to consider what they've learned and how AI intersects with their own lives, communities, and values. Rather than providing answers, it encourages open-ended thinking about AI's role in society, personal choices, and shared futures.

Exhibition object list

The exhibition features a diverse collection of objects representing AI in history, everyday life, and speculative futures. Some objects have been donated or loaned by companies and organizations that work directly with AI technologies, providing authentic devices, tools, and prototypes. Others are created in-house by the exhibition team.



01
iPhone 17 Pro, 2025, Apple Inc., Glass + aluminum alloy + electronic components, 5.9" x 2.8" x 0.3"



02
Amazon Echo Dot Max, 2024, Amazon, Fabric mesh + plastic + electronic components, 4.5" x 4.5" x 4"



03
Unitree Go2 Robodog, 2023, Unitree Robotics, Aluminum alloy + plastic + rubber + sensors, 16" x 11" x 20"



04
Starship Food Delivery Robot, 2019, Starship Technologies, Plastic composite + aluminum + rubber, 22" x 21" x 22"



05
Waymo Self-Driving Car, 2020, Waymo, Automotive steel + aluminum + glass + sensors, 57" x 75" x 190"



06
Neo Home Robot, 2026, 1X Technologies, Plastic composite + aluminum + electronic components, 65" x 23" x 23"



07
Google Nest Smart Thermostat, 2024, Google, Glass + polycarbonate + metal, 3.3" x 3.3" x 1.2"



08
Roomba Max 705 Combo, 2025, iRobot, Plastic + rubber + electronic components, 3.9" x 13.3" x 13.3"



09
Ring Doorbell Camera, 2025, Ring, Plastic + glass + metal, 5.1" x 2.4" x 1.1"



10
Cubo AI Baby Monitor, 2019, Cubo AI, Plastic + silicone + electronic components, 7.5" x 3.5" x 3.5"



11
Meta AI Glasses (Oakley Meta HSTN), 2025, Meta x Oakley, Plastic + glass + electronic components, 2" x 5.5" x 6"



12
Sophia Humanoid Robot, 2016, Hanson Robotics, Silicone + plastic + aluminum + electronic components, 67" x 24" x 20"



13
Apple Watch Series 11, 2025, Apple Inc., Aluminum + Glass + Electronic Components, 1.8" x 1.5" x 0.38"



14
Beatbot AquaSense 2 Ultra AI Robotic Pool Cleaner, 2026, Beatbot, Plastic composite + rubber + electronic components + AI navigation sensors, 10.9" x 17.9" x 17.3"



15
Bose Smart Ultra Soundbar, 2023, Bose, Plastic + metal grille + electronic components, 2.29" x 41.14" x 4.21"



16
Petlibro One RFID Smart Feeder, 2025, Petlibro, Plastic + stainless steel + electronic components + RFID system, 17.3" x 7.7" x 12.6"



17
The Sidekick, 2026, Dephy, Aerospace grade aluminum alloy + Neoprene + Microsuede, 15" x 1.5" x 4"



18
BodyPark AI Fitness Companion, 2026, BodyPark, Plastic + electronic components, 3.54" x 2.8" x 2.36"



19
Chessnut Move Robotic Chess Board, 2024, Chessnut, Wood + plastic + electronic components, 24.9" x 20.5" x 0.9"



20
CURIO Grem AI Toy, 2023, Curio, Plastic + electronic components, 6" x 7" x 8"



21
EBO X FamilyBot, 2023, Enabot, Plastic + electronic components, 4" x 4" x 4"



22
EMO AI Desk Companion, 2025, Living.AI, Plastic + electronic components, 4" x 3" x 3"



23
Fieldy AI Notetaker, 2024, Fieldy AI, Plastic + electronic components, 0.6" x 3.5" x 2.0"



24
Dreame Cyber X Robot Vacuum, 2025, Dreame, Plastic + electronic components, 4.0" x 14.0" x 14.0"



25
AI Voicewriter, 2024, PenPower Inc., Plastic + electronics, 0.89" x 0.47" x 0.17"



26
Tesla Model Y, 2025, Tesla Inc., Steel + aluminum + glass + electronic systems + sensors, 63.9" x 83.8" x 188.8"



27
Meta Quest 3 VR Headset, 2023, Meta (Reality Labs), Plastic + foam + glass + electronic components, 7.3" x 6.3" x 3.9"



28
Unitree G1 Humanoid Robot, 2024, Unitree Robotics, Aluminum alloy + plastic + electronic components, 51" x 18" x 8"



29
LG StanbyME Smart Monitor, 2025, LG Electronics, Plastic + aluminum + glass, 50" x 24" x 16"



30
Hobot S7 Pro Cleaning Robot, 2025, Hobot, Plastic + electronic components, 5" x 14" x 14"



31
Hyundai MobeD Autonomous Robot Platform, 2026, Hyundai Motor Group, Aluminum + electronic components + sensors, 25" x 24" x 18"



32
Jackery Solar Mars Bot, 2026, Jackery, Aluminum + plastic + electronic components + solar panels, 24" x 20" x 18"



33
Jump AI Camera for Kids, 2025, Jumbo, Plastic + electronic components, 3" x 3" x 2"



34
Layer Art Canvas, 2025, Layer, Fabric + aluminum + electronic components, 72" x 54" x 2"



35
Lepro TB1 AI Smart Table Lamp, 2024, Lepro, Plastic + aluminum + electronic components, 14" x 6" x 6"



36
LG CLOiD, 2026, LG, Plastic + electronics, 55" x 24" x 24"



37
Oura Smart Ring, 2024, Oura Health, Titanium + electronic components, 0.3" x 0.3" x 0.3"



38
Liffo Smart Cooker, 2025, Liffo, Plastic + metal + electronic components, 20" x 19" x 20"



39
Loona Premium Petbot, 2022, Keyi Tech, Plastic + electronic components, 11" x 8" x 9"



40
Paekole Translation Earbuds, 2025, Paekole, Plastic + electronic components, 1" x 1" x 1"



41
SwitchBot Onero H1 Household Robot, 2026, SwitchBot, Plastic + electronic components, 18" x 14" x 12"



42
Norby Language Robot, 2026, Norby AI, Plastic + electronic components, 14" x 9" x 8"



43
OBBOTO Sphere Desktop Buddy, 2025, OBBOTO, Plastic + electronic components, 4" x 4" x 4"



44
Ollobot Cyber Pet, 2026, Ollobot, Plastic + electronic components, 11" x 8" x 9"



45
Omi Glass Dev Kit, 2025, Omi, Plastic + glass + electronic components, 2" x 6.2" x 6.8"



46
Omi Wearable AI, 2025, Omi, Plastic + aluminum + electronic components, 3" x 3" x 0.8"



47
Pickfun AI Pet Robot, 2025, Pickfun, Plastic + electronic components, 10" x 8" x 7"



48
Plantsio Ivy Gen 2, 2026, Plantsio, Plastic + electronic components, 14" x 8" x 8"



49
Plaud Notepin, 2026, Plaud AI, Plastic + metal + electronic components, 2.4" x 1.2" x 0.3"



50
Pocket Thought Companion, 2026, HeyPocket, Plastic + electronic components, 4" x 2.5" x 0.7"



51
Pebble Index 01, 2026, RePebble, Plastic + electronic components, 4.5" x 4.5" x 1"



52
Philips Hue AI-Powered Bulb, 2025, Signify (Philips Hue), Glass + aluminum + electronic components, 4.4" x 2.4" x 2.4"



53
Puffpals AI Sloth Plush, 2025, Puffpals, Fabric + plastic + electronic components, 12" x 10" x 8"



54
Reachy Mini Robot, 2025, Pollen Robotics, Plastic + electronic components, 11" x 6.3" x 5"



55
Samsung Bespoke AI Refrigerator, 2025, Samsung Electronics, Stainless steel + plastic + electronic components, 70" x 36" x 34"



56
Samsung Ballie Rolling Robot, 2026, Samsung Electronics, Plastic + electronic components + sensors, 8.5" x 8.5" x 8.5"



57
Poketomo AI Companion, 2024, Poketomo, Plastic + electronic components, 4.6" x 3" x 2"



58
Razer Project Motoko Wearable AI Headset, 2026, Razer, Plastic + electronic components, 3.5" x 6.5" x 5.5"



59
Boston Dynamics Spot Robot, 2020, Boston Dynamics, Aluminum + plastic + electronic components + sensors, 33" x 43" x 19"



60
Da Vinci Xi Surgical System, 2014, Intuitive Surgical, Stainless steel + aluminum + plastic + precision actuators + electronic imaging systems, 69" x 49" x 87"



61
Sweekar AI Pet Companion, 2026, Takway, Plastic + electronic components, 12" x 9" x 8"



62
SwitchBot AI Art Frame, 2025, SwitchBot, Plastic + glass + electronic components, 18" x 12" x 2"



63
SwitchBot AI MindClip, 2026, SwitchBot, Plastic + electronic components, 2.5" x 1.5" x 0.6"



64
Tenet AI Laundry Robot, 2025, Tenet Robotics, Steel + plastic + electronic components, 48" x 30" x 28"



65
Toyota Walk-Me Chair, 2025, Toyota, Plastic + aluminum + electronic components, 48" x 26" x 30"



66
Vibe Bot AI Teammate, 2026, Vibe, Plastic + electronic components, 18" x 10" x 10"



67
Walmart Drone Delivery Drone, 2021, Zipline + Walmart, Carbon fiber + plastic + electronic components, 12" x 60" x 60"



68
WowCube Interactive Cube, 2025, WowCube, Plastic + electronic components, 3" x 3" x 3"



69
XbotGo Chameleon AI Camera, 2026, XbotGo, Plastic + electronic components, 2" x 3" x 2"



70
Yonbo X1 AI Companion Robot, 2025, Yonbo, Plastic + electronic components, 15" x 10" x 9"



71
Zeroth W1 Mobile Robot, 2026, Zeroth, Aluminum + plastic + electronic components + sensors, 26.8" x 20.5" x 26.8"



72
Garmin AI Fitness Watch, 2024, Garmin, Fiber-reinforced polymer + glass + electronic components, 1.8" x 1.8" x 0.6"



73
The Freestyle+ Projector, 2026, Samsung Electronics, Plastic + glass + electronic projection components + AI OptiScreen system, 4.8" x 6.8" x 3.7"



74
Roaming AI Photo Booth, 2025, Lucky Shots, Metal + plastic + electronic imaging components + AI processing systems, 96" x 96" x 48" (optimal setup size)



75
Artificial Grass Turf, 2025, Turf Evolutions, Polyethylene + polypropylene + SuperFlow backing + UV-stabilized synthetic fibers, 12.0" x [variable length] x 1.25"



76
Slatpanel® Glow Flexible LED Light Strip Pack, 2025, The Wood Veneer Hub, Flexible PVC + silicone + electronic LED components + wiring, 94.5" x 0.625" x 0.625"



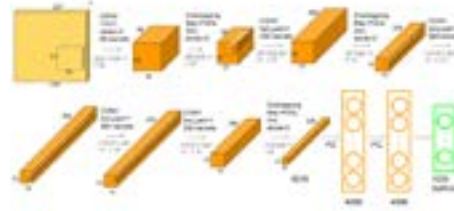
77
Photo of Dartmouth AI Founders at 1956 Dartmouth Conference, 1956, Dartmouth College / IEEE Spectrum archival image, Archival gelatin silver print + digital reproduction, 24" x 36" x 1"



78
Photo of Alan Turing (portrait from MARK I album), 1950, Historical Archives, Photograph (gelatin silver) + digital reproduction, 36" x 24" x 1"



79
Deep Blue vs Kasparov (historical chess computer matchup), 1997, IBM + Garry Kasparov, Archival photograph + print + caption text, 24" x 36" x 1"



80
AlexNet Deep Learning Architecture (diagram/print), 2012, Alex Krizhevsky + Ilya Sutskever + Geoffrey Hinton, Inkjet print + explanatory diagram + text, 11" x 17" x 1"



81
OpenAI GPT-3 Language Model (informational display), 2020, OpenAI, Digital print + caption text + diagram of architecture, 24" x 36" x 1"



82
Girl with a Pearl Earring, 1665, Johannes Vermeer, Oil on canvas, 17.5" x 15.4" x 2"

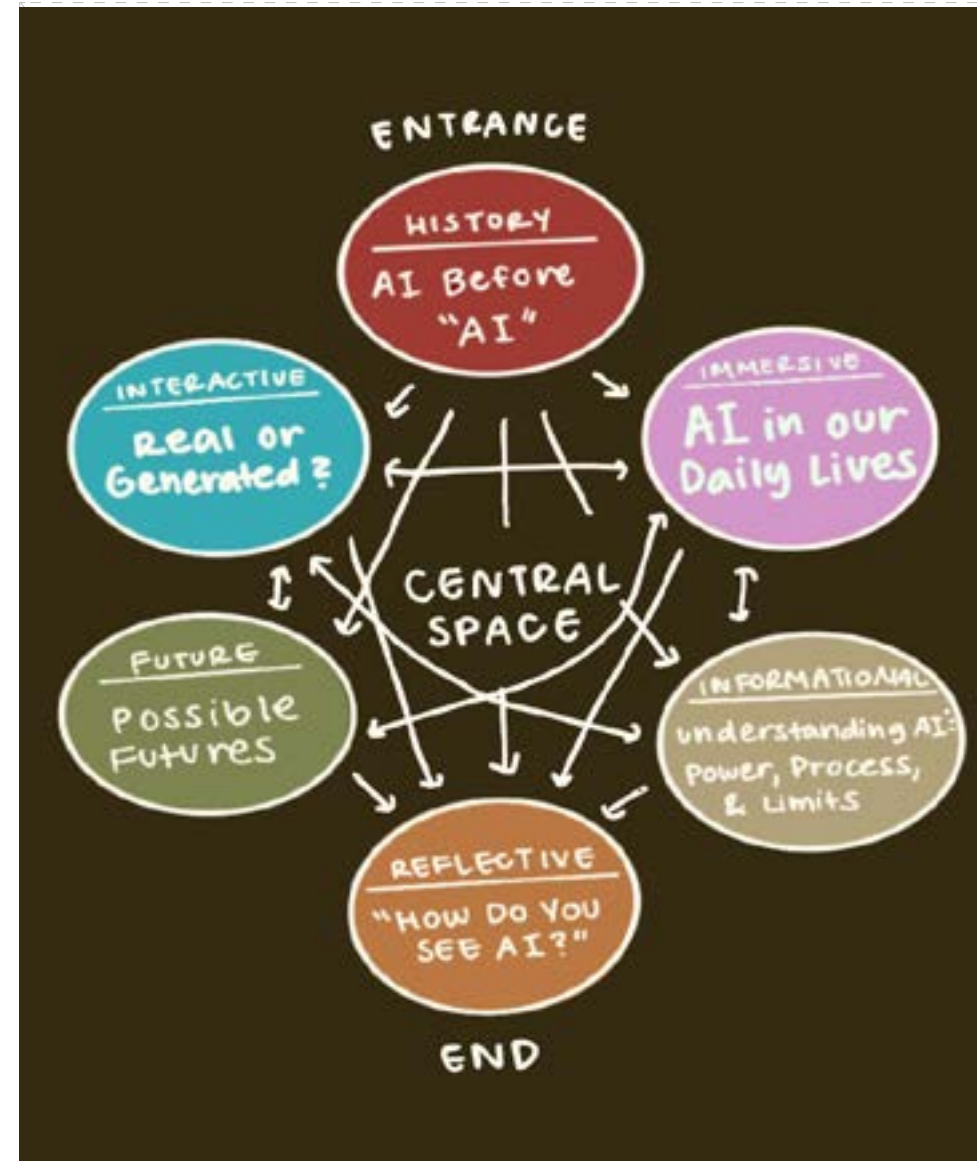
Exhibition concepts / narratives

The exhibition is intended to be laid out in a linear/semi-linear structure, with the beginning of the exhibit presenting a brief history regarding the development of AI, and then ending with a space for contemplation and reflection. The "body" of the exhibit (the middle) consists of informational, present-day, and future elements, possessing some elements of interactivity and immersion.



ORGANIZATION 1

Visitors are taken through a more basic, linear narrative story path, starting with the history/origins of AI, and ending with a reflective space that encourages visitors to form a personal opinion about AI.



ORGANIZATION 2

Visitors are free to explore the sections in any order, creating more of a central space in which the structure of the exhibit itself emphasizes the interconnectedness of AI. This organization is more free-flowing and has less parameters.



ORGANIZATION 3

Visitors have a set start and end point, but are free to explore the middle sections in any order. This ensures that the exhibit starts with brief backstory/context, and ends with an opportunity for thoughtful reflection.

Phase 2
Spatial Planning and Object Placement

Scale model documentation

The exhibition AI: Past, Present, Possible follows a linear, but free-roaming narrative that mirrors the constantly changing history of artificial intelligence. Visitors enter and exit at a fixed point and the exhibition layout is designed in a way that guides them from the beginning of AI to its possible futures. This organizational logic directly informs every spatial decision in the scale model, from wall placement and curvature to the density and openness of each section.

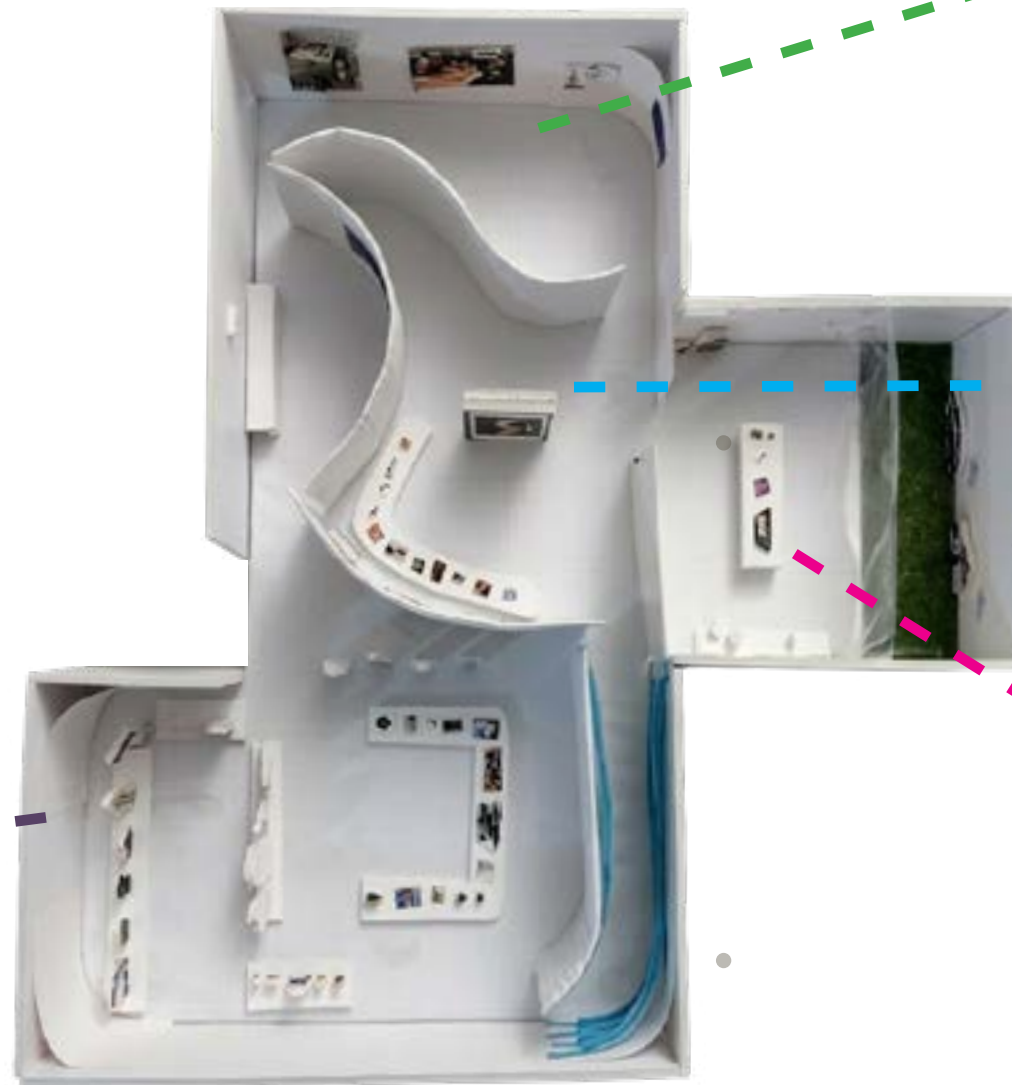
Section 1 is a contained, corridor-like passage lined with a historical photo gallery which then opens into either section 2's immersive home-like environment or section 3 and 4's exploratory space. Section 2 replicates a makeshift house and backyard, and sections 3 and 4 sit adjacent to this space. Section 3 allows visitors to understand the power of AI deepfakes, and section 4 has a more formal gallery arrangement with inventions that may pose risks or benefits for our futures.

Section 5 can be explored after walking through a time-travel walkway lit up by LED light strips that mimic a portal/wormhole commonly found in outer space. Within this space, it features an open area full of robots and machines arranged in interactive clusters. This allows visitors to engage with them from multiple directions/perspectives. There are also photobooths where visitors can use the power of AI to snap a shot and bring home a souvenir.

The exhibition ends off in section 6, where visitors can sit in an immersive and minimalistic space displaying projections of everything they just experienced. There will be calming music playing through surround sound speakers to allow visitors a space to reflect on their thoughts towards the concept of AI before exiting the exhibition.



VIEW FROM SECTION 5: "POSSIBLE FUTURES"
Possible robots that visitors can interact with



EXHIBITION ABOVE VIEW: Visitors will start in section 1 where there will be an introductory to AI before it was so commonly known as AI. They will then travel down to the present section where they can freely roam both the "AI in our daily lives" section, which looks like a makeshift home, or the "Real or generated" and "Understanding AI: Power, Process, and Limits" areas. They'll then travel down the time travelling hall that leads them to the "Possible futures" section. Finally, there will be an immersive reflection space before they exit the exhibition.



VIEW FROM SECTION 1: "AI BEFORE AI"
Photo gallery of influential people/moments towards the development of AI



VIEW FROM SECTION 4: "UNDERSTANDING AI: POWER PROCESS, AND LIMITS"
Developments that explore the risks and benefits of AI



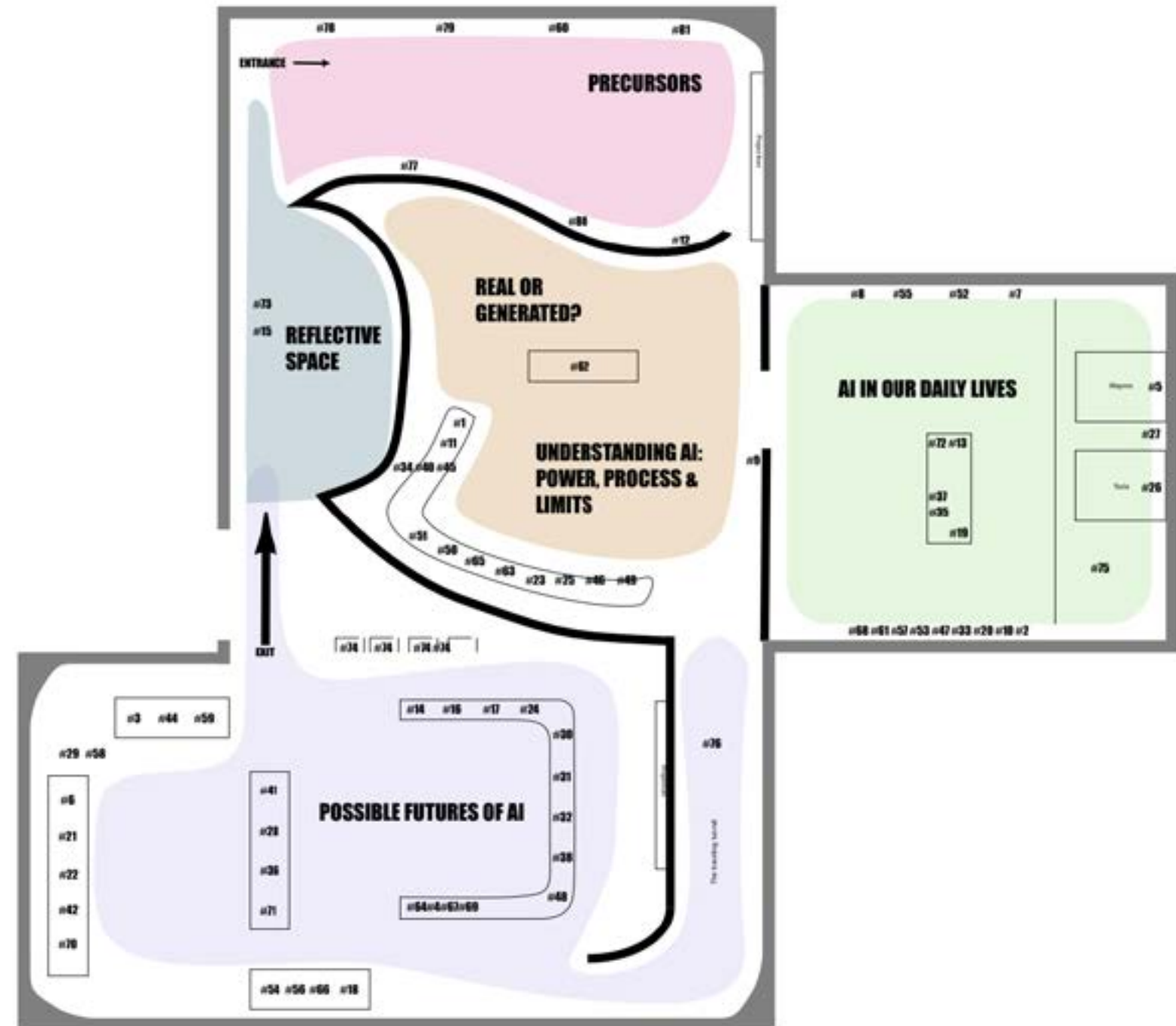
VIEW FROM "AI IN OUR DAILY LIVES"
Makeshift home with AI inventions people use daily

Exhibition plan and object placement

Upon entering this exhibition, visitors are greeted by a title wall and introductory signage before they step into section 1. Here, they will explore a curated photo gallery featuring figures like the Dartmouth AI Founders and moments like Deep Blue versus Kasparov. These photos line the walls of a narrow, corridor-like passage to allow visitors to understand the history of AI before entering the rest of the following spaces.

The exhibition then expands into more engaging, interactive, and immersive areas. Section 2 mimics someone's home and backyard of our current age, where smart fridges, robot vacuums, smart devices, and AI toys are staged within familiar settings. It allows visitors to recognize technologies they may already own or encounter daily. Sections 3 and 4 extend this engagement further, but in alternative ways. Section 3 uses screens to blur the line between human-made and AI-generated media, and Section 4 presents wearable devices, notetakers, and translation tools that demonstrate both the convenience and the complications of living alongside AI.

Section 5 is the exhibition's most exploratory and open space, filled with humanoid robots, autonomous machines, and companion devices. These items are grouped into distinct interactive clusters that visitors can move between freely. They can even put on headphones to interact with some of the robots that can hold conversations. Additionally, AI-powered photo booths can be found where visitors can take photos of themselves in real time and generate backgrounds and props using the AI features. Finally, Section 6 then brings the energy down using projectors and surround soundbars to create a quiet and reflective environment where visitors are invited to sit with the open-ended question of what AI means for their own lives and communities.



Phase 3
Staging, Atmosphere and Interpretation

Exhibition materials, color and lighting

ATMOSPHERE PALETTE: For this exhibition the materials, colors and lighting are all being used to guide visitors from bright, open moments of reflection into deeper, more immersive spaces. Soft whites establish clarity and calm, while darker tones create contrast that highlights key works and invites closer attention.

The materials in this exhibition include. Polished light gray concrete flooring to create a clean, contemporary base, while Hickory laminate flooring adds a natural and inviting feel in select areas. The LED serpentine bench introduces both seating and soft light, encouraging visitors to pause and engage with the space. A solid blue-gray hanging curtain helps define transitions between galleries and adds depth to the overall design.

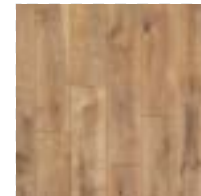
COLOR PALETTE: The museum exhibition is designed to guide visitors through a calm but dramatic journey, where the color palette shapes how each gallery feels as you move from room to room. Walls painted in Chantilly Lace and White Heron create a bright, airy backdrop that lets the artworks stand out while giving the space a quiet, modern elegance. In contrast, deeper tones like Gentleman's Gray and Kendall Charcoal anchor key sections of the exhibition, drawing attention to important pieces and adding a sense of depth and focus. Accents of Rushing River introduce a subtle natural warmth that softens the darker areas and connects the galleries visually. Together, this palette balances light and shadow, helping visitors feel both relaxed and engaged as they explore the exhibition.

M-1



Polished light grey concrete flooring

M-2



Mohawk Basics Laminate Flooring Hickory

M-3



White Plaster wall

M-4



Natural Light - 930 Lumens - 18 Watt - 2700 Kelvin - LED PAR38 Lamp

M-5



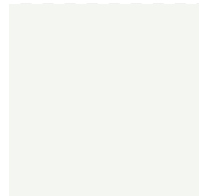
Solid Blue Grey Hanging Curtain

M-6



movable wall

P-1



Benjamin Moore Chantilly Lace OC-65

P-2



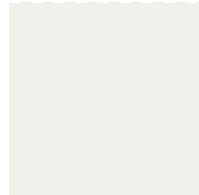
Benjamin Moore Gentleman's Gray 2062-20

P-3



Benjamin Moore Rushing River 1574

P-4

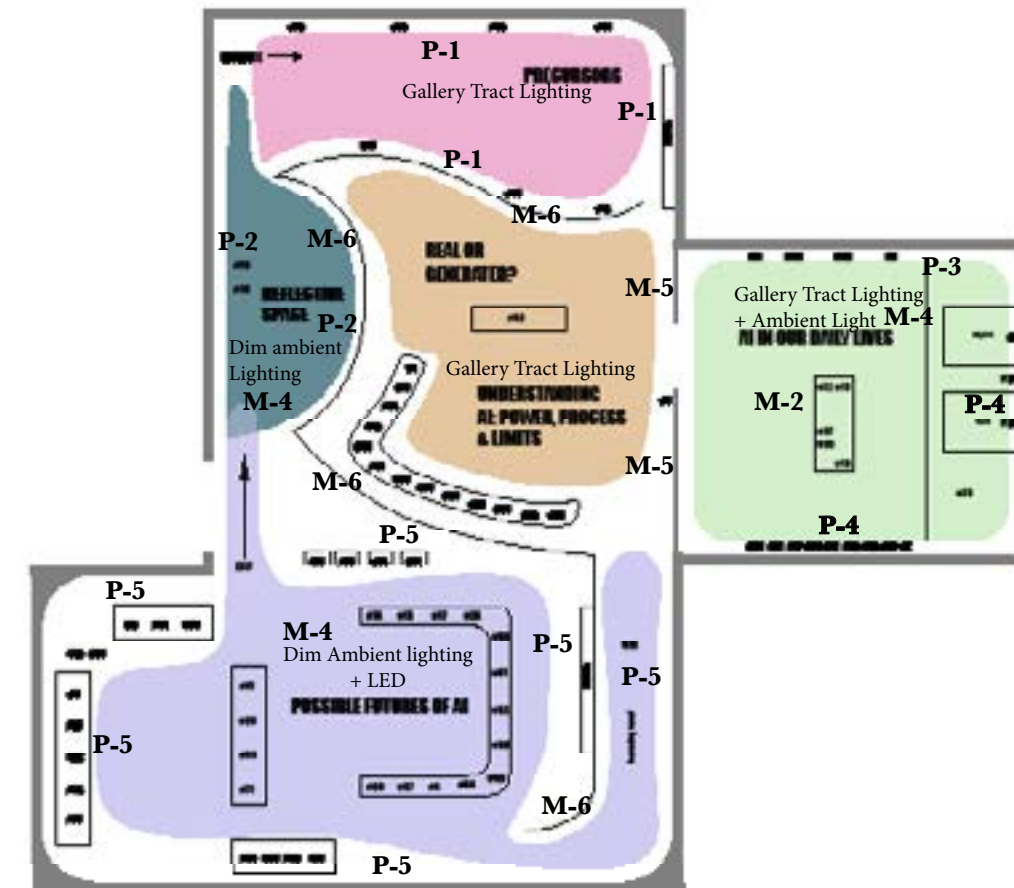


Benjamin Moore White Heron OC-57

P-5



Benjamin Moore Kendall Charcoal HC-166



LIGHTING PLAN: Adjustable gallery tract lighting and subtle ambient light help emphasize textures, colors, and important pieces throughout the exhibition. The light colored walls create bright gallery areas while the darker toned wall highlight key artworks and add contrast.



Additional lighting inspiration

As visitors walk through the exhibition, lighting serves as a continuous narrative thread that guides and transforms the atmosphere from beginning to end. In the “AI Before AI” section, a single dim and warm-toned light trail traces the floor. This depicts the quietly embedded origins of artificial intelligence, before people knew how big of an impact it would place on today’s modern society.

As visitors move into the present-day sections, the trail gradually brightens and begins to branch off into different paths. This reflects how AI has expanded from a singular concept into countless forms of technologies prominent in people’s everyday lives.

The warmer tones slowly shift to cooler tones in order to simulate the artificialness of our possible (but likely) future use of AI. By the time visitors reach “Possible Futures,” the light trails will multiply into webs of glowing blue pathways that illuminate the walls, floors, and objects. This simulates the look of an AI-generated environment that feels dystopian and unknown. The reflective closing space carries this blue glow to its most immersive environment, which completely surrounds visitors in cool, ambient lighting and projections as they sit and consider what the future of AI might hold.



Exhibition furniture

The furniture selected supports the atmosphere of each section, from the modernized makeshift home to the futuristic open space. In "AI in Our Daily Lives," the display stand table and display rack with shelves mimic furniture found in modern homes. This allows the space to feel lived-in and familiar while keeping smaller AI objects clearly displayed. The wall display cases are placed in "Understanding AI: Power, Process, and Limits," where they frame artifacts in a more formal and gallery-like arrangement that suits the informational nature of that space.

The majority of the remaining furniture is placed in "Possible Futures," where LED-embedded pieces contribute to the glowing and futuristic atmosphere without requiring additional lighting infrastructure. The staging platform elevates the robots that visitors can walk up to, talk to, and interact with. The six curved benches are arranged in a full circle at the center of the reflective space, which features screens covering the surrounding walls and floor to fully immerse visitors as they sit and reflect on the exhibition they just experienced.



Counter Display
12.0" x 30.0" x 12.0", Acrylic, Remote Control, Illuminated
LED lighting, 16 color options
3
Displays2go
<https://www.displays2go.com/P-40626/Lighted-Acrylic-Display-Case-Easy-Access-Lift-Off-Top>



Counter Display
41.3" x 59.1" x 23.6", Metal, MDF, Corian, Acrylic, High Gloss White
LED lights
3
Besty
<https://hkbesty.com/products/cm006-display-counter-cosmetic-stand>



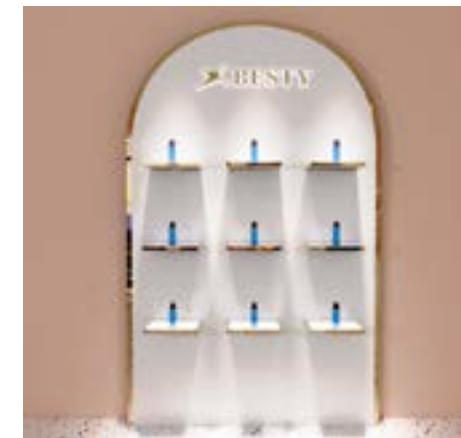
Display Stand Table
39.4" x 86.6" x 31.5", Metal, MDF, Glass, Acrylic, High Gloss White
LED lights
Besty
<https://hkbesty.com/products/cm005-cosmetic-store-display-table>



Staging Platform
240" x 120" x 24", Plywood, Concrete
1
LUXE Decore
<https://www.luxedecore.com/products/stage-riser-rectangle?variant=47026480152882>



Curved Bench
15.8" x 46.5" x 17.0", Polyethylene, ABS Plastic, Rechargeable battery
LED lighting, 16 color options
6
Displays2go
<https://www.displays2go.com/P-40132/LED-Serpentine-Bench-Rechargeable-Lithium-Ion-Battery>



Display Rack with Shelves
94.5" x 59.1" x 13.8", Metal, MDF, Acrylic, High Gloss White
LED lights
1
Besty
<https://hkbesty.com/products/cm009-store-makeup-display-rack-wall>



Wall Display Case
10.5" x 6.75" x 6.5", White MDF Backer and Base, Clear Acrylic Cover
7
Displays2go
<https://www.displays2go.com/P-37155/Museum-Style-Wall-Mount-Display-Box-White-MDF-Backer-Base>



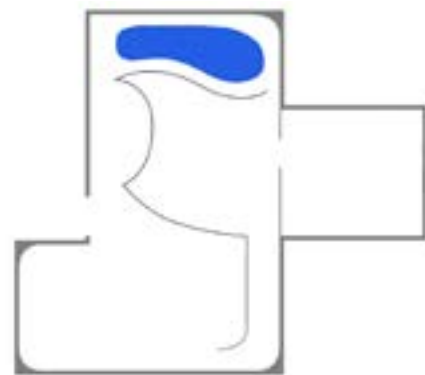
Round Display Stand
43.3" x 21.7" x 21.7", Metal, Acrylic, White
LED lights
2
Besty
<https://hkbesty.com/products/cm002-cosmetic-display-stand>



Wall Display Case
23.6" x 23.6" x 10.6", MDF, Metal, Matte White
LED lights
3
Besty
<https://hkbesty.com/products/cm020-cosmetic-store-display-wall>

Typical exhibition views: Past section

Upon entering the exhibition, the viewer first goes through the past section, being surrounded by flowing walls showcasing images of critical moments in history that have led to the development of AI. The walls enable a flowing pathway that leads the viewer through the rest of the exhibition, with LED light strips embedded into the floor that get more vibrant as the viewer goes through the exhibition.

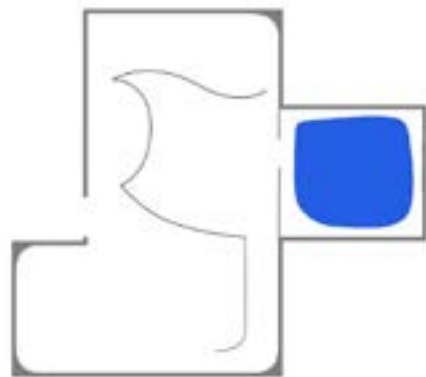


Printed descriptions explaining each historical photograph

Typical exhibition views: Make-shift Home

This portion of the exhibit is the make-shift home that is meant to showcase objects that could be found inside one's home, demonstrating how embedded AI is in our daily lives. This section is split into a common area room as well as a "back-yard" that contains self-driving vehicles.

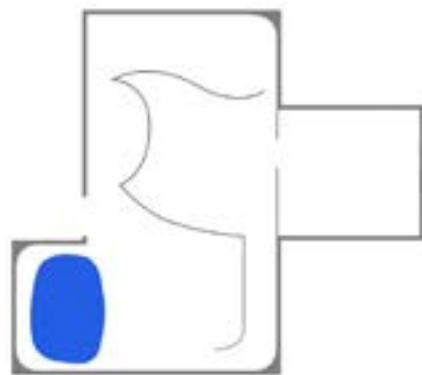
Everyday objects showcased on an illuminated display table



Typical exhibition views: Interactive Future Space

This perspective displays a view within the “Possible Futures” section, where visitors can engage directly with AI robots that can hold conversations. This is in an open and interactive setting on an elevated platform, surrounded by LED lighting to make the area feel like it’s floating. Each robot stands alongside freestanding screens that provide contextual information, example conversation topics, and history logs of conversations with past visitors (consented to be shared to the public).

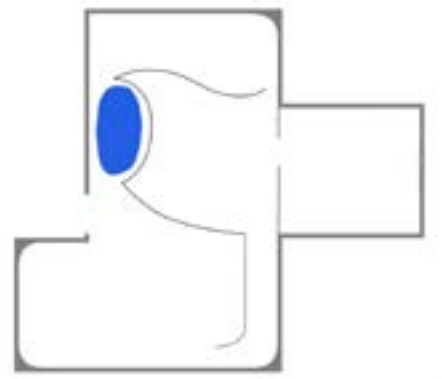
Robots that the visitors
can interact with



Typical exhibition views: Reflective Space

This view captures the immersive reflective space visitors enter before exiting the exhibition. This room is lined with floor-to-ceiling projections displaying a montage of AI inventions found throughout the exhibition. The bright LED lighting traces the curved walls, tiered seating platform, and entryway panels to reinforce the exhibition's futuristic visual atmosphere. Outside the room, visitors are able to submit their thoughts on AI, where snippets of these thoughts will display across the immersive walls on top of the visuals.

Projection of objects seen throughout the exhibit as well as people's thoughts



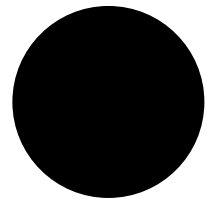
Phase 4
Visual Language and Graphic Identity

Exhibition graphics palette

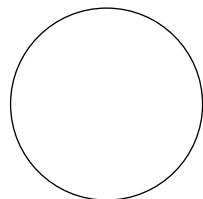
GRAPHICS PALETTE

The graphics are designed to visually represent the evolution and impact of artificial intelligence over time. Colors gradually shift from muted tones to brighter blues and purples. These graphic elements help guide visitors through the story of AI while reinforcing the theme of development and discovery.

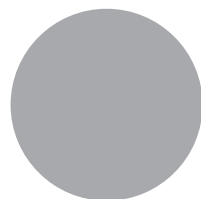
PRIMARY COLORS



Black #020107

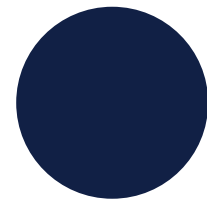


White #FCFCF9

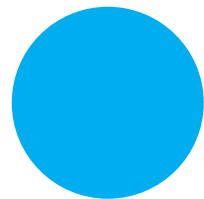


Grey #989898

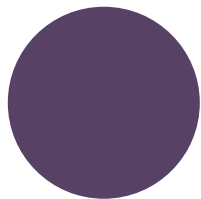
SECONDARY COLORS



Dark Blue #3F65BC



Cyan #0ECFCD



Dark Purple #664FBA

The muted tones represent early computing in the past, while brighter blues and purples suggest modern technology with a muted background.

MEET THE FUTURE

HAVE A CONVERSATION WITH AI

A futuristic sans-serif style with 3D effects and a shiny material surface to reflect the technological theme of the exhibit while creating a sense of dimension.

ARTIFICIAL
INTELLIGENCE

Past, Present, Possible

A futuristic sans-serif style to reflect the technological theme of the exhibit.



EXISTING MUSEUM LOGO

Typefaces

Tachyon

Aa Bb Cc Dd Ee Ff Gg Hh
Ii Jj Kk Ll Mm Nn Oo Pp Qq
Rr Ss Tt Uu Vv Ww Xx Yy
Zz

IBM Plex Mono

Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn Oo Pp
Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz

The exhibition uses IBM Plex Mono for body text and Tachyon for titles to create a clear typographic hierarchy that reflects the theme of artificial intelligence. IBM Plex Mono's technical appearance references early computer code and data, connecting to the history of AI, while Tachyon's bold, futuristic style draws attention to section titles and suggests innovation and

Typical promotion graphics / exterior in-situ

Both promotional applications share a consistent design system, featuring a dark, star-filled background paired with the glowing AI humanoid key image and futuristic typographic treatment. This approach ensures that whether a viewer encounters the street banner or bus kiosk poster, the exhibition's identity is immediately recognizable. The dark palette allows the bright accent colors and gradient lighting to bring attention within any outdoor setting. Additionally, the futuristic imagery sparks curiosity about the exhibition's theme before any text is read by passerbys.



The vertical title treatment maximizes readability and size capacity on the tall banner format.

The gradient amplifies the main subject, making the AI humanoid figure feel almost lifelike at pedestrian scale. The lighting above the figure signifies a portal and evokes the notion of the limitless and never-ending nature of AI's technological advancements.

This humanoid graphic was created using Gemini's Nano Banana image generator by combining a variety of photos of physical robots and vibrant color palettes

The banners feature a dark background covered in stars to allow the AI humanoid figure and bold typography to pop out well in any outdoor setting.

PROMOTIONAL BUS KIOSK POSTER: The poster is printed on polypropylene synthetic paper, and is displayed at Unitrans/Yolobus bus shelters to draw in commuters, campus staff, and locals to visit the museum.



PROMOTIONAL STREET BANNERS: These banners are printed on durable vinyl and mounted on light poles near campus and downtown Davis to capture the attention of UC Davis students and visitors passing by.

Typical exhibition graphics / interior

EXHIBITION GRAPHICS: The typography for the title is meant to appear to be protruding and three-dimensional, with subtle blue lighting lining each letter.



EXHIBITION OBJECT LABEL

The goal for the title typeface was to create a futuristic effect through the use of lighting, 3D effects, and silver metallic material. The secondary text is meant to complement the main heading without taking away from it, lending a more simple typeface that is clear and easy to read.

Typical exhibition graphics / interior in-situ

This rendering presents a large-scale wall graphic featuring a futuristic robotic figure surrounded by cosmic imagery, symbolizing the evolution and potential of artificial intelligence. The dramatic scale and vibrant digital aesthetic reinforce the exhibition's theme by visually representing AI as both a product of human innovation and a gateway to future possibilities.



This rendering shows the informational place card accompanying the EMO AI Desktop Pet, providing visitors with context about the object and its technological capabilities.

**Appendix: Best Precedence
Inspiration About the Designers**

Best precedence inspiration

These images inspired many of the concepts, colors, lighting, and overall themes within our AI-themed exhibition.



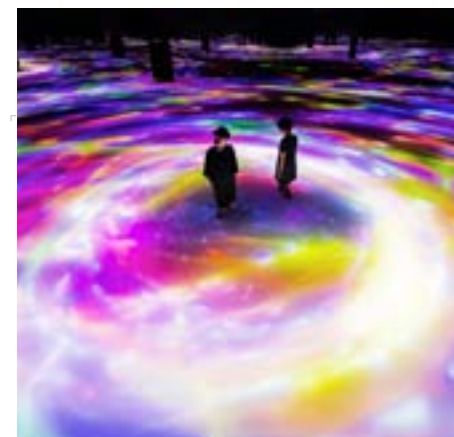
Michael Cayre and Roy Nachum, Archetype (from Maestros & The Machines), Mercer Labs, New York, NY, 2025, <https://www.mercerlabs.com/exhibits/archetype>



Andreas Will / Garamantis, "Artificial Intelligence in Interactive Showrooms," Garamantis Blog, 2024, <https://www.garamantis.com/en/blog/artificial-intelligence-ai-interactive-showrooms/>



Alibaba Cloud Community. "AI Video Generation Technology." Alibaba Cloud Community Blog, 31 May 2024, <https://www.alibabacloud.com/blog/602409>



teamLab (sound: Hideaki Takahashi), Drawing on the Water Surface Created by the Dance of Koi and People – Infinity, teamLab



Exploratorium (Allison Roach, Eric Dimond), Adventures in AI, Exploratorium, San Francisco, CA, 2025, <https://www.exploratorium.edu/visit/calendar/ai>



Suzanne Livingston and Maholo Uchida / Barbican Centre, AI: More Than Human, Phillip and Patricia Frost Museum of Science, Miami, FL, 2025, <https://www.frostscience.org/exhibition/ai/>



Karlobag Editorial Team. "San Francisco Opens Misalignment Museum: The World's First Museum Dedicated to Artificial Intelligence and Its Impact on Society." Karlobag.eu, 27 Oct. 2024, San Francisco, CA, <https://karlobag.eu/en/curiosities-world/san-francisco-opens-misalignment-museum-the-worlds-first-museum-dedicated-to-artificial-intelligence-and-its-impact-on-society-zw33ntion/>



IMAGE DESCRIPTION [author/designer, project, venue, date, loca-



DKnews.kz. "The Largest AI Exhibition Has Started in Almaty." DKnews.kz, 28 Mar. 2025, <https://dknews.kz/en/articles-in-english/355925-the-largest-ai-exhibition-has-started-in-almatyion/URL>

About the designers

Madison Liang is a fourth year undergraduate student at UC Davis, double majoring in Design and Communication. After grad, she plans on pursuing a career in graphic design as it pertains to branding, advertising, and marketing. As a graphic designer, she enjoys blending strategy and creativity to tell meaningful stories, making sure that every design choice has intention. During her free time, she enjoys hanging out with friends, hiking, crocheting, playing pickleball, traveling, and exploring hidden nature spots.

Jolina Huang is a product and UX designer passionate about creating impactful, human-centered experiences. Currently studying Design and Cognitive Science at UC Davis, she aspires to bridge both fields to design for both aesthetics and accessibility. Having grown up and lived all across North America, from Montreal to Baltimore to Vancouver to San Francisco to New York, she brings a broad perspective shaped by diverse communities and cultures. In her free time, Jolina loves photography, traveling, and trying all types of new foods. Her curiosity for new experiences fuels her approach to understanding people and the experiences that she designs for them.

Dominic Moore is a senior studying Design with a minor in Art History, focusing on industrial design and large-scale art installations. He works as a fabricator in Napa, where he helps create public artworks from metal and glass by translating artists' ideas into physical reality. His work combines design thinking, technical skill, and hands-on craftsmanship. Through this exhibition, Dominic brings his interest in fabrication and emerging technology together, exploring how creative ideas move from concept to finished installation.



Madison Liang



Jolina Huang



Dominic Moore