

## Can't Look Away: Horror

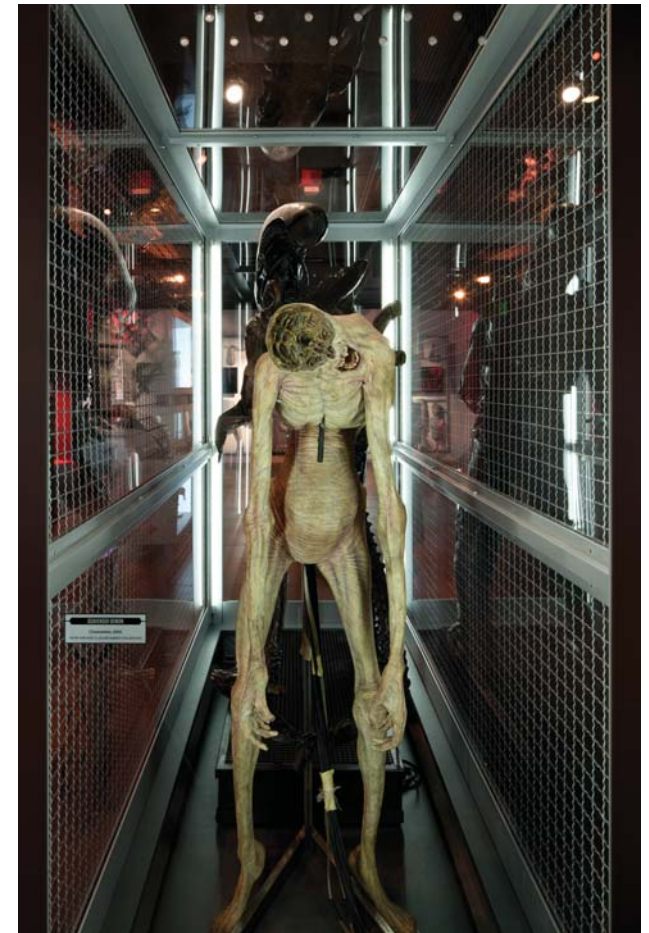


In 2011 I was approached by Wondermine to help design Can't Look Away: The Lure of Horror Film. Seattle's Experience Music Project hosted Horror in the former Sci-fi gallery as part of a new series of high-profile changing exhibits. The exhibit featured costumes and props from film and television, as well as documents and interactive exhibit pieces. My contribution to the project was focused on display cases and interactives. This exhibit required robust display cases that are easy to break down for travel.



## Container for Evil

A central focal point of Can't Look Away was a case for two full size monster costumes. The case was designed as "a container for evil". The case conveys the concept of a cage that restrains the horrors within, while still permitting visitors to peer at its contents and take photos.



# Dracula

The original manuscript for Bram Stoker's *Dracula* was easily the oldest and most priceless artifact in the show. The display had to be ultra-secure and climate controlled while still allowing visitors to engage with a piece of horror history.





## Scream Booth

The Scream Booth interactive invited visitors to take on the role of horror movie victim, and become part of the exhibit. Visitors could step inside the sound proof photo booth and scream their lungs out. Screams would then be displayed on a “photo strip” of monitors, and could be later downloaded from the internet. The images were used to wallpaper the exhibit’s entry staircase to heighten the sense of dread as visitors descended into terror.

