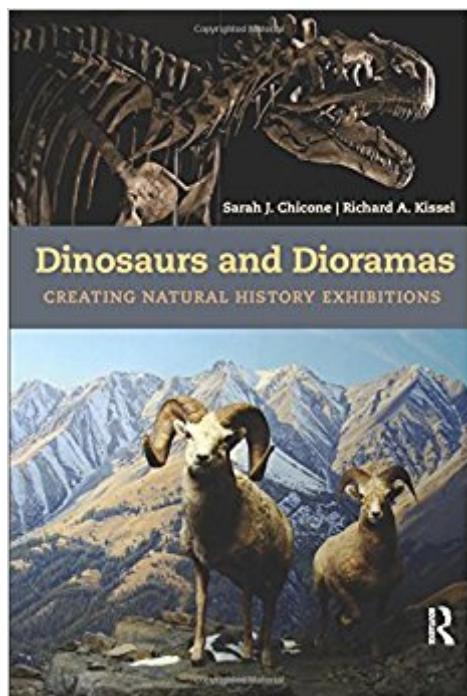


The book was found

Dinosaurs And Dioramas: Creating Natural History Exhibitions



Synopsis

Two experienced exhibit designers lead you through the complex process of design and installation of natural history exhibitions. The authors introduce the history and function of natural history museums and their importance in teaching visitors the basic principles of science. The book then offers you practical tricks and tips of the trade, to allow museums, aquaria, and zoosâ •large or smallâ •to tell the story of nature and science. From overall concept to design, construction, and evaluation, the book carries you through the process step-by-step, with emphasis on the importance of collaboration and teamwork for a successful installation. A crucial addition to the bookshelf of anyone involved in exhibit design or natural history museums.

Book Information

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Customer Reviews

â œThis book provides valuable lessons not just for natural history museums, but for any organization thinking about developing an exhibition. Dinosaurs and Dioramas should be required reading at every museumâ •large or small.â •
â "David Whitemyer, AIAâ œAn invaluable resource for exhibit development practitioners, or for their colleagues who seek to better understand the exhibition development process in all its slipperiness and complexity.â •
â "Erica Kelly, Exhibit Developer, San Diego Natural History Museum

Dr. Sarah J. Chicone is Lecturer and Assistant Director of the Museum Studies Graduate Program at Johns Hopkins University. She has been lead curator, developer, and designer for contemporary art, history, anthropology, and natural history exhibitions. Sarah has a breadth of experience in both

large and small exhibition projects, and has worked in a variety of capacities that range from Director of Exhibits for a small natural history museum to a content developer/ coordinator for an exhibition design firm. As an archaeologist, museologist, and educator, her academic and professional interests include material culture studies, informal education, cultural heritage, exhibition design and display, and global museum initiatives and partnerships, as well as the archaeology of working class poverty, and public archaeology. Dr. Richard A. Kissel is Director of Public Programs at the Yale Peabody Museum of Natural History, where he leads public education and manages the development, design, and production of exhibitions. He is a vertebrate paleontologist, science educator, and author with more than 20 years of experience within the museum field. From the deserts of Texas to the forests of Germany, he has traveled the globe to excavate and study the remains of dinosaurs and other ancient beasts. Richard is a featured scientist online at NOVA's scienceNOW, and he was the lead curator and a developer for Evolving Planetâ "The Field Museumâ 's 27,000-square-foot exhibition on the history of the Earth and its life. Richard has authored scientific articles, popular pieces, and children's books on paleontology and the nature of science, and his artwork has been featured in exhibitions, scientific and popular articles, and the New York Post. He is also an instructor for the Museum Studies Graduate Program at Johns Hopkins University.

Makes a great textbook for students in college or high school looking to go into Museum Curation, Museum Historian or Theatrical- environmental Art. This book gives an in-depth look at designing and creating Dioramas and environments for Museums. Not much on Dinosaurs. I would put this in any Art school book shelf or class room.

This is an excellent book on museum exhibit strategy. It distills numerous theories and best practices into an easy to read and understand view on approaches.

To me as a layman, the book seemed more like a textbook for the student. Most of the book centered around the exhibit labels instead of part of the title - DIORAMAS. No mention of Dinosaurs either... I guess I was thinking that it would be more about the design of the actual exhibit - the telling of a story. How the animals fit in, building the groundwork, how to create the artificial plant life and make it look real while being durable... But sadly it wasn't.

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