Project Tullie



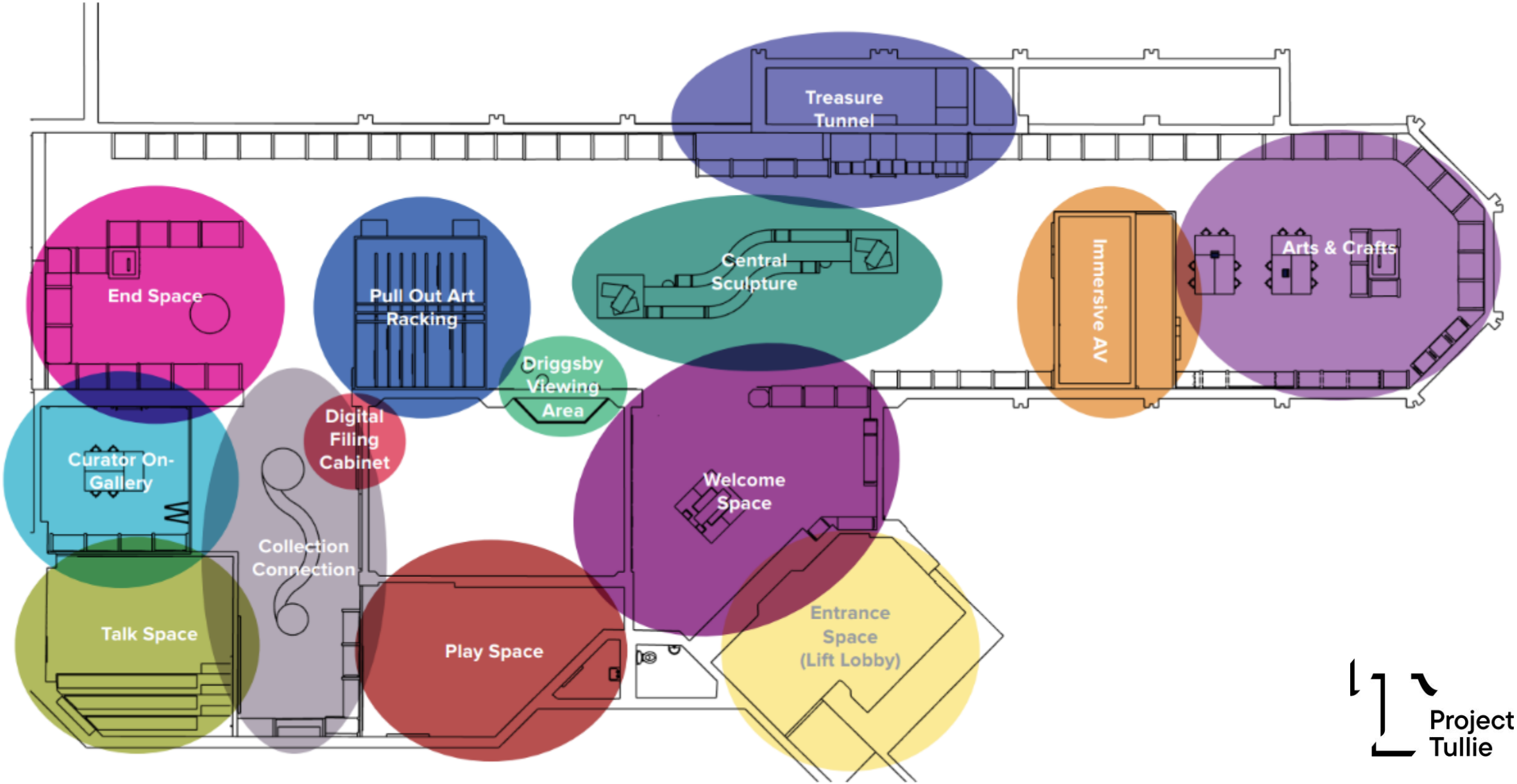
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Phase 3 Active Gallery Design Approach

March 2026

Gallery Plan

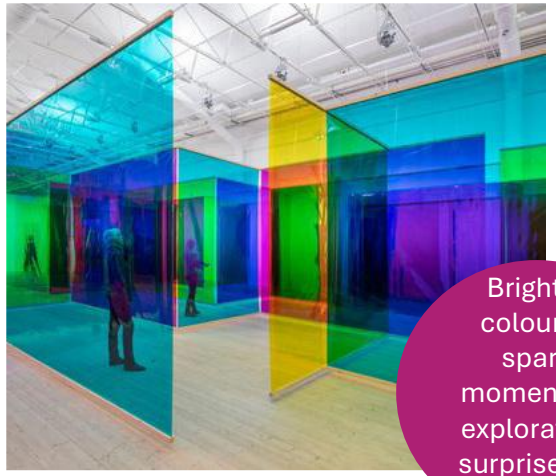
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Overall space









Maintaining sightlines with structures and use of materials

Brighter colour to spark moments of exploration, surprise and joy











Using lighting to create a difference in intensity of display

Moments of exploration, surprise and joy

Rich and darker colour palette to enhance the notion of a Treasure Trove

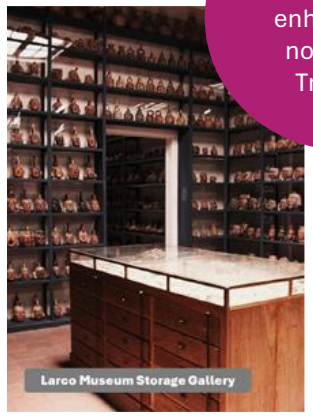






Creating moments of calm and difference in pace from the mass storage





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Materials Palette

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Perimeter Racking
RAL Black Blue

Decorative colours

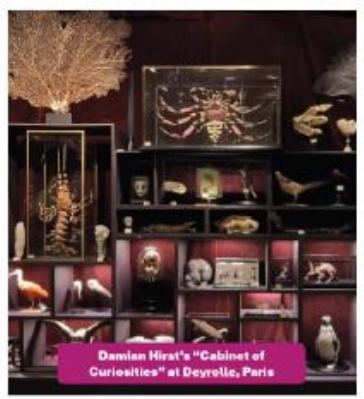
Highlight colours

Glow case colours per subject
Natural Science
Fine/Decorative Art
Social History
Archeology

Forbo Marmoleum Cocoa
Indigo Milk









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Welcome Space

The large T, welcome sign and desk will become a central focus and honing point. Coloured spot lights will light the T up, these could be programmed to change during the day or for special events and activities.

View through to the Central Structure to create intrigue as to whats next



The enticing media wall will show and advertise how to engage with the gallery. Touchscreens mixed in with images and object display will create a large impactful display.

Dependant on costs, the current visual shows 3No. Touchscreens on the back wall and 2No. touchscreens in the central structure.

Central plinth to carry extra touchscreens, display trails/quests, in both physical and digital form. The plinth will split into 3 parts so can be moved out of the way for big events.

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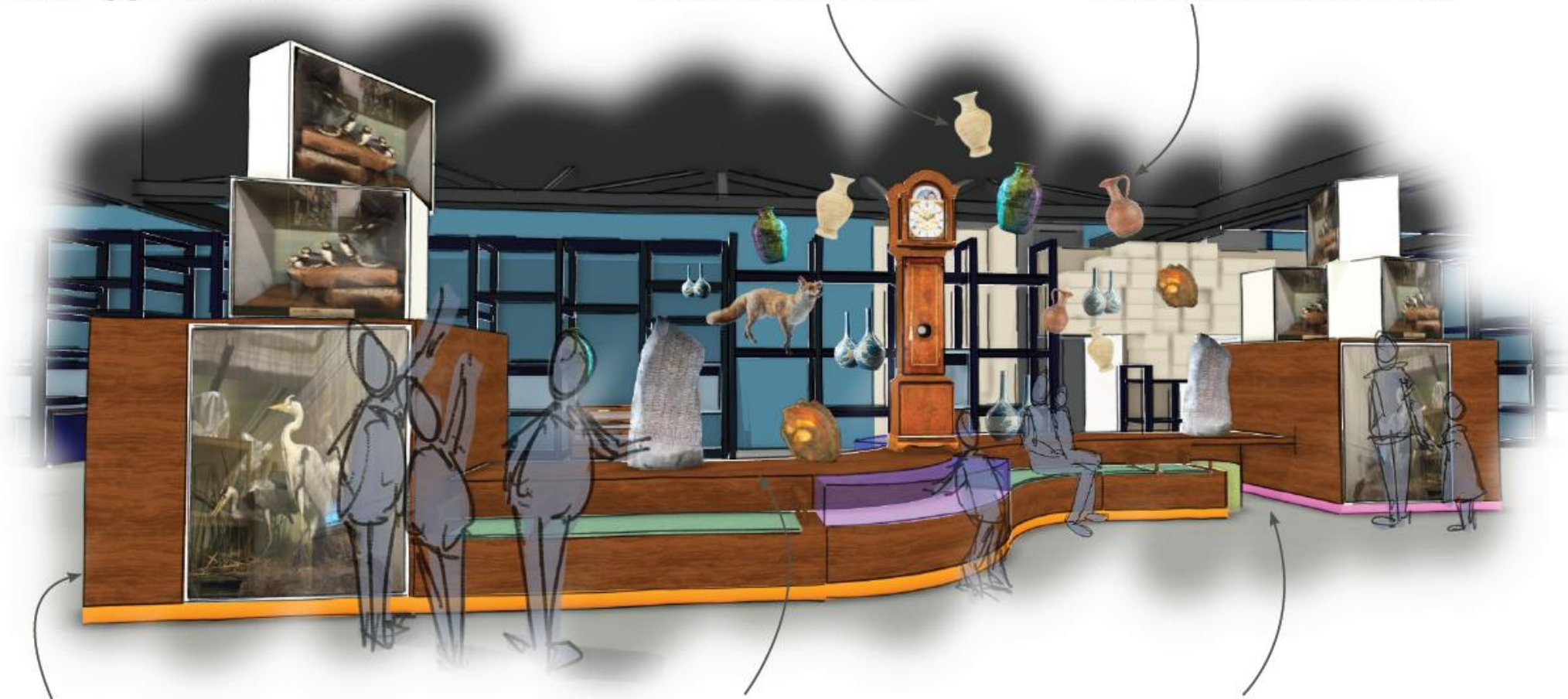
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Central Sculpture

Once the visitor has understood how to orientate themselves around the Treasure House, the Central Sculpture is where visitors will have their first true engagement with the collection.

This sculpture will be a high impact wow, will use the double height space and start to look at the breadth of the collection at Tullie.

Objects will look like they are cascading out of the brown boxes, starting to tell the narrative and excitement of what could be hidden within all the brown boxes around the perimeter.



Sections at either end of the bench hold bird boxes.

Central higher ribbon allows for objects to be displayed. Visitors can sit on the benches either side of the ribbon so they can surround themselves with objects.

Built in desks allow for wheelchair users to have the same experience of being surrounded by objects. The desk will also allow for smaller objects to be inbuilt into the ribbon.

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Treasure Tunnel - Exterior

Both entrances will be towering in cardboard boxes, before diving into an immersive world of inside a box.

Adding to the narrative of whats in the brown box, children and adults are invited to step into a bay and into a world of open boxes.







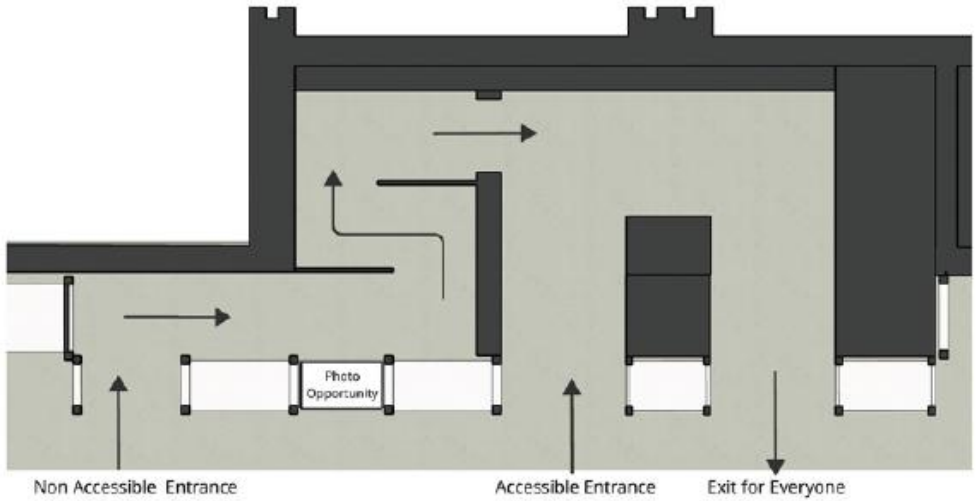


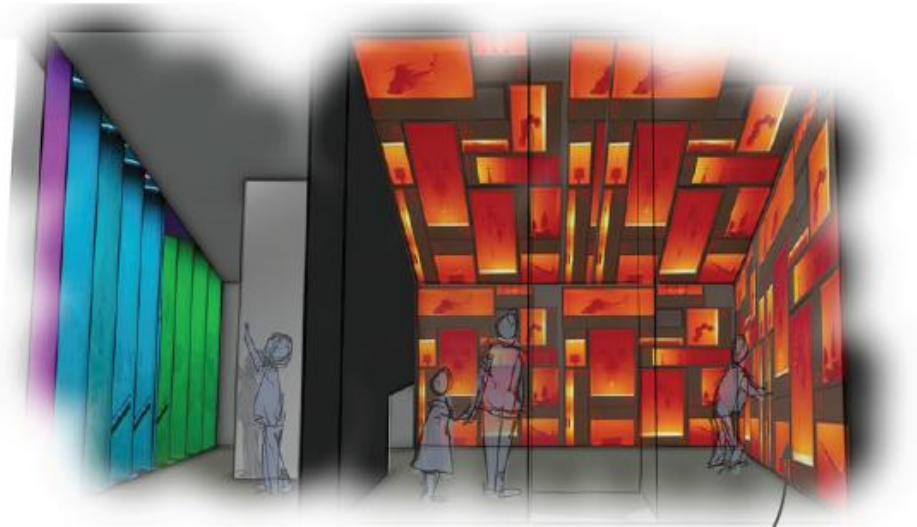


Children can pop their heads up into a blend case for a photo opportunity. A blackboard could let visitors write their own label for the case.

Buttons will allow for visitors to change the wash of colour and notice how objects change

Treasure Tunnel - Interior





Collections are everywhere in the tunnel, on the ceiling, low level - adding to the sense of wow and discovery.

Using mirrors, angles, light, visitors can get different perspectives of themselves but also the objects.







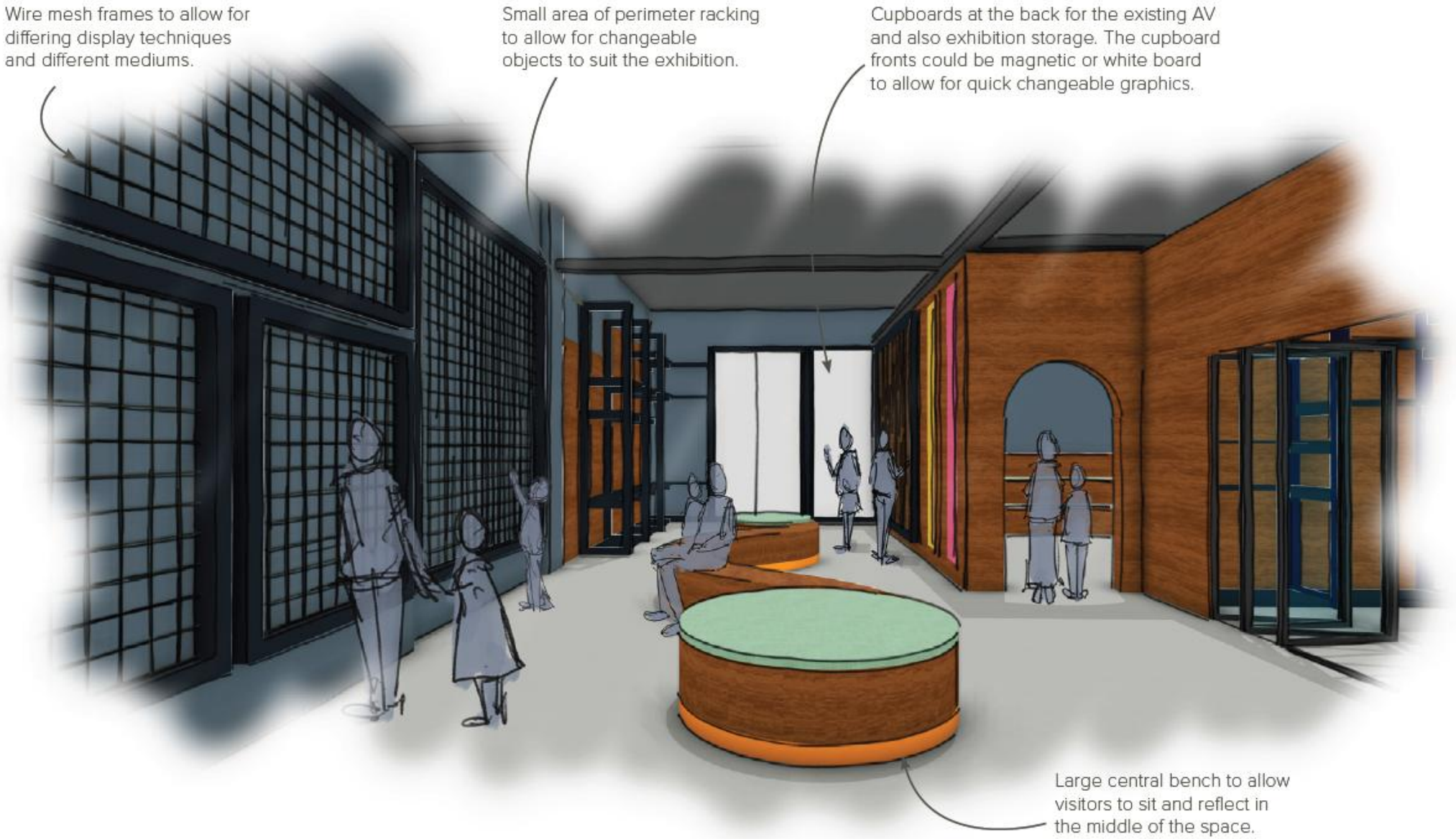








Collection Connection



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Graphic Moodboard - Form



Cleaner, simple, more text based design, where images only support the text





Old library cards and indexing systems can be used to form object labels, trails etc











Taking inspiration from the gridded nature of the box labels

Using grids, boxes and parametricised patterns to create and build graphics











Colour wheels and reference books could be inspiration for trails. They still carry a grid, box nature to them but hint back to the Art School







With a grid system as a base, other shapes can be introduced to create a modern, contemporary feel



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Graphic style - Titles / Neon alternative

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