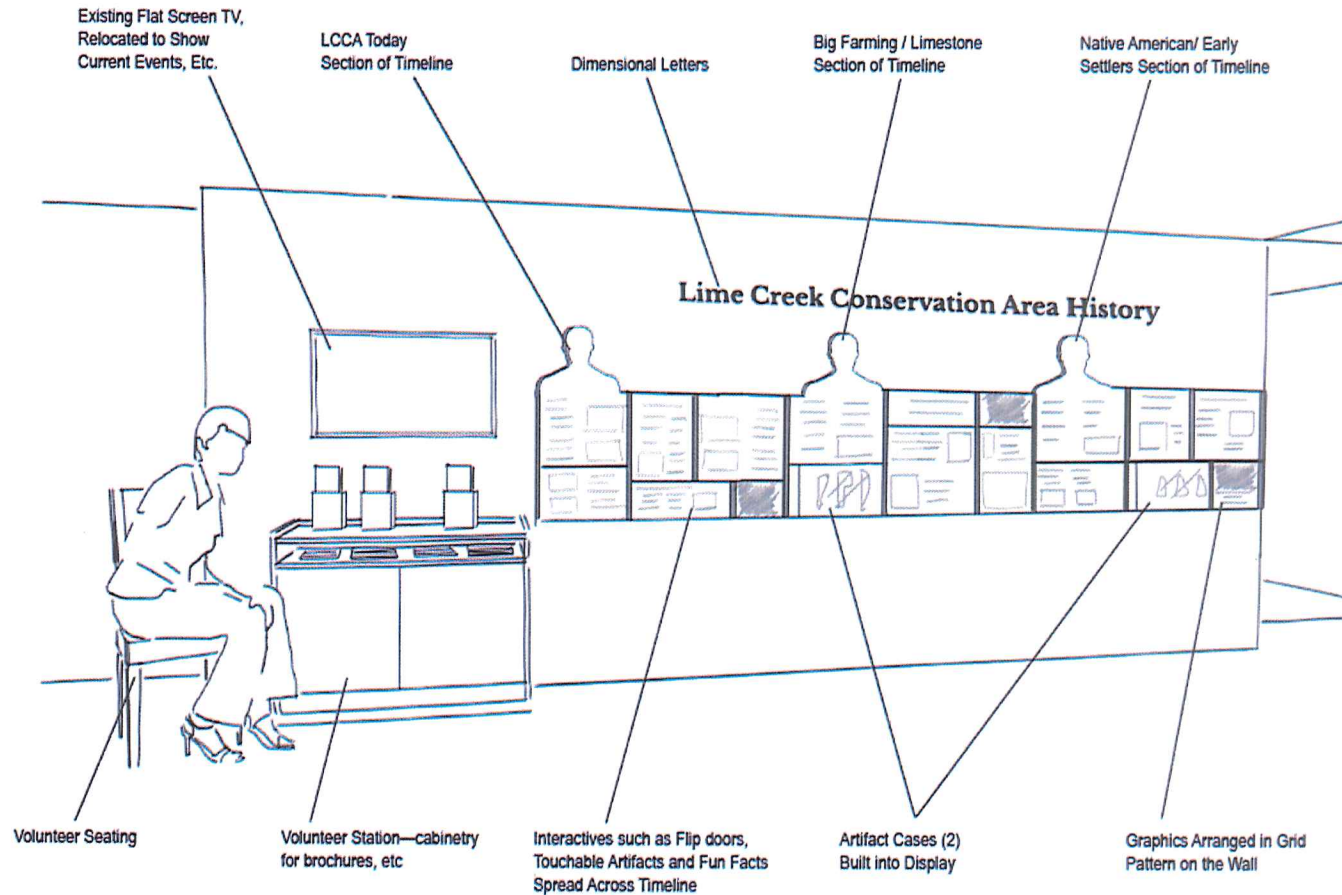


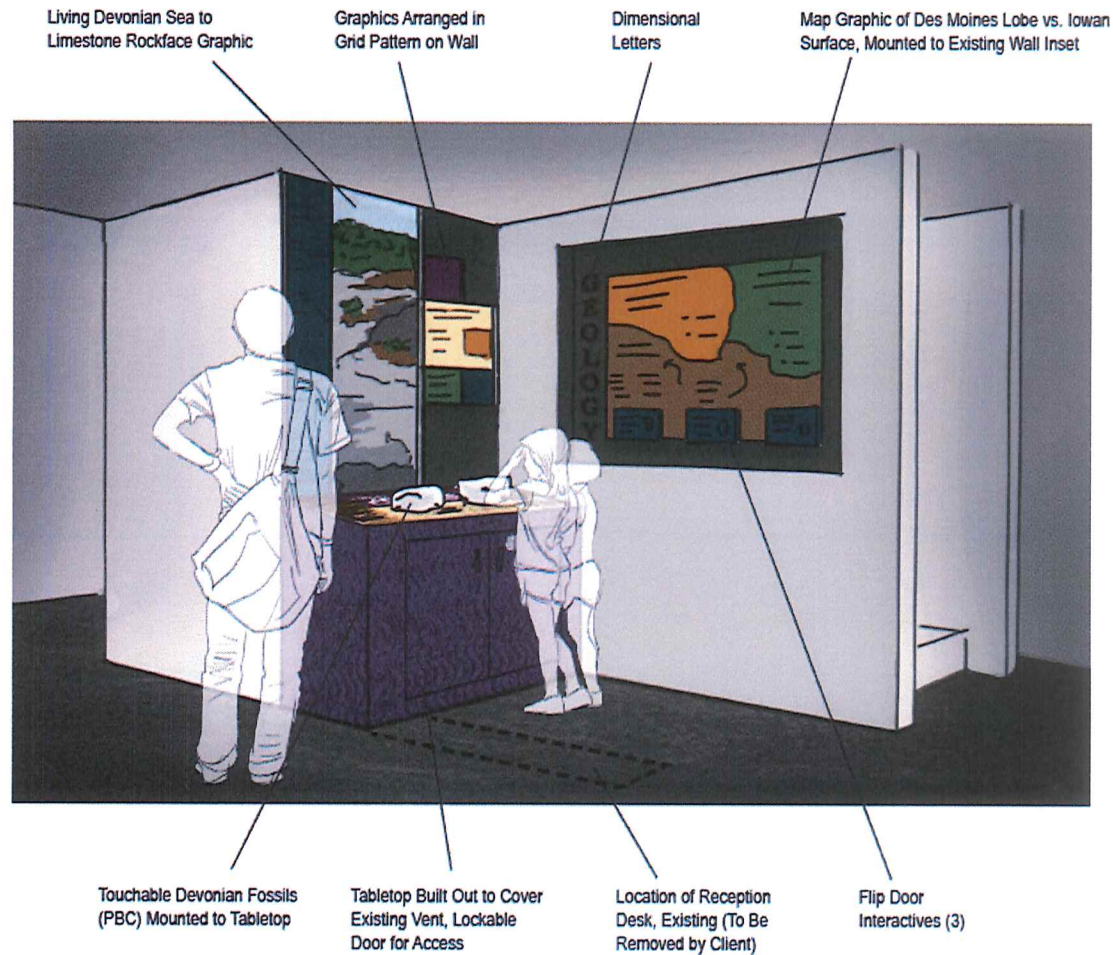
HISTORY WALL - ENTRANCE



General Description:

Upon entering the nature center, visitors encounter a history wall detailing changes in the people, landscape, and wildlife of the Lime Creek Conservation Area over the years. Stylistically, this wall also sets the tone for the rest of the exhibit. A fresh, modern take on graphic panels and interactives enlivens the space with rich, bold colors and an attractive grid pattern to provide a complementary contrast with the existing architectural elements of the space. Starting from the entrance, the graphics are organized as a timeline, moving right to left, first discussing Native American and European American settlers, then moving to topics of farming and industry, and concluding with modern day LCCA. Intermixed with the interpretive panels are various hands-on interactives such as flip doors and touchable artifacts. At the far end is a small station for staff volunteers complete with seating and cabinetry to hold brochures and miscellaneous items visitors can check out. The existing flat screen TV (PBC) can be relocated here to showcase looping images of current events.

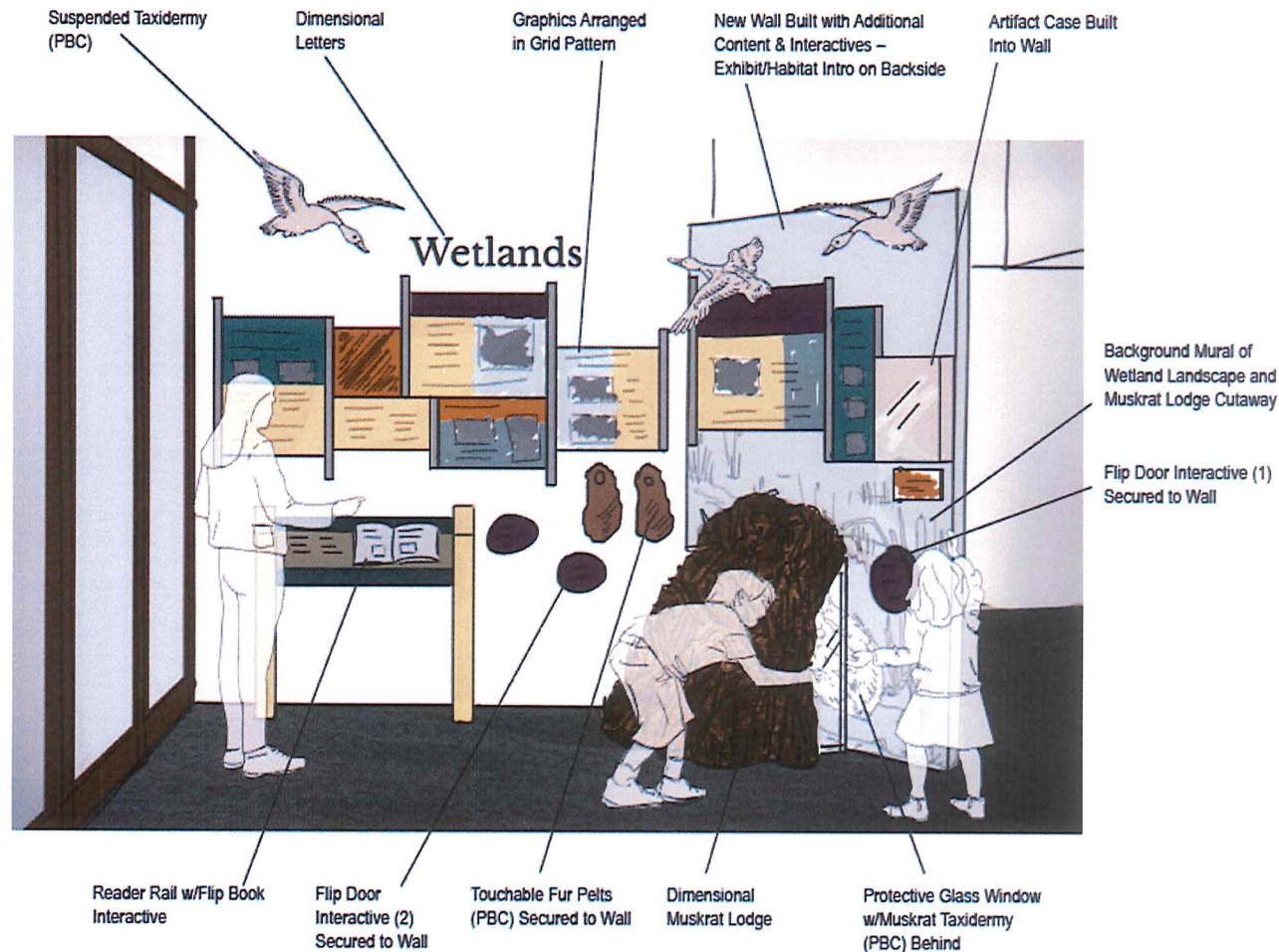
GEOLOGY



General Description:

Opposite the history timeline is the geology wall. (Some slight building modifications will have to be made for this exhibit, including removal of the existing reception desk). A small, built-in touch table is nestled in the corner, including a lockable cabinet base for storage. Touchable Devonian casts mounted to the table top surface are accompanied by interpretive text. On the wall above are graphics relating to geologic history, from the prehistoric Devonian sea to the many limestone features still visible today. On the adjacent wall, visitors find a large map graphic featuring information about the Des Moines Lobe and Iowan Surface Regions. Interactive flip doors invite visitors to quiz themselves on the prominent landscape features of each region. Stylistically, this modern grid pattern of graphics will continue throughout the space. As visitors approach the end of this hallway, they are met by a large graphic panel that physically defines the space and introduces the habitats they will explore in the next exhibit section.

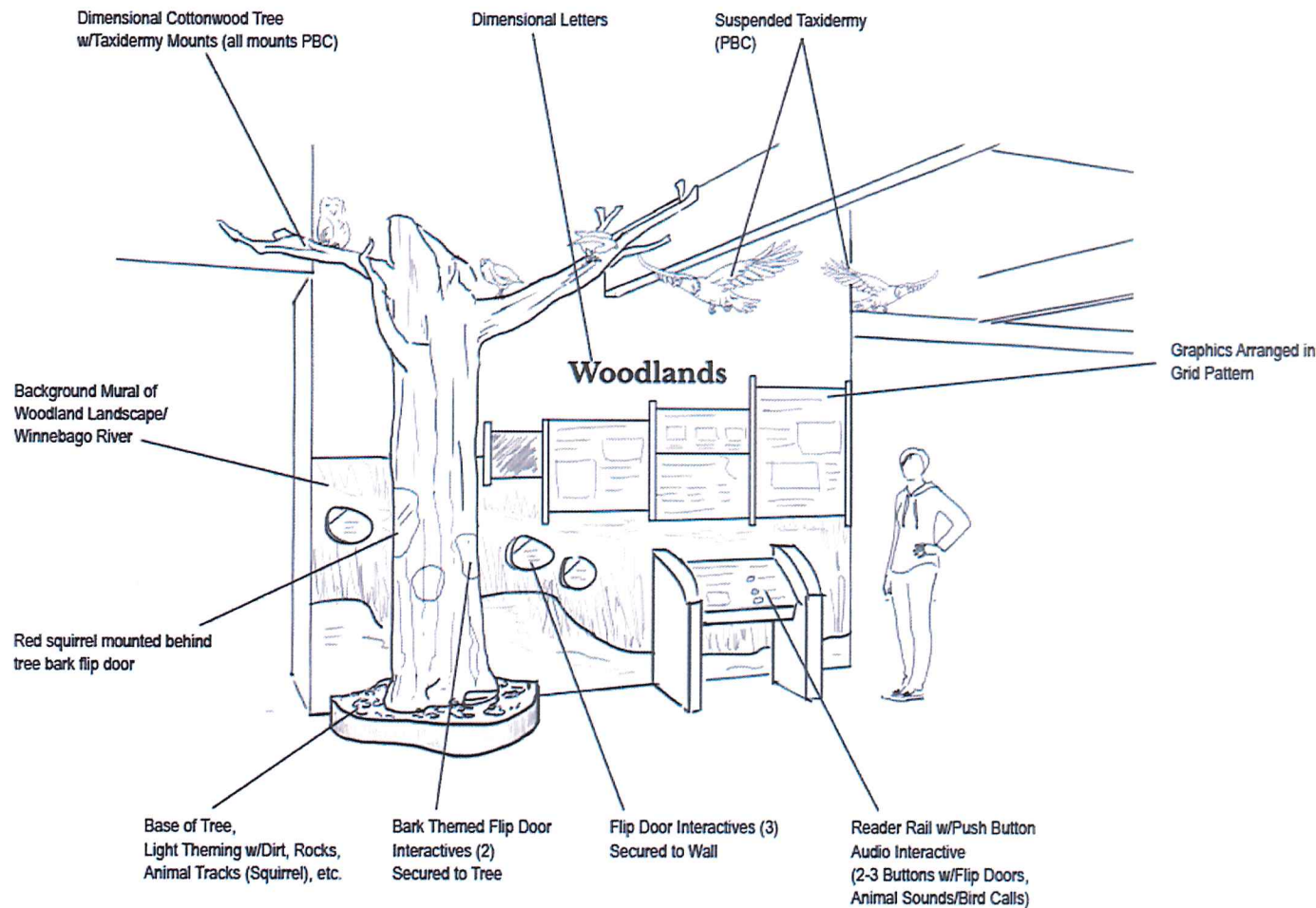
WETLANDS



General Description:

The main exhibit area—which may also be utilized as a wildlife viewing room—houses exhibits on three distinctive habitats found in LCCA, each labeled with wall-mounted dimensional letters. Each area features a typical reader rail, housing graphics with interpretive content and interactives such as flip books pertaining to the habitat's characteristic flora and fauna. The first habitat, wetlands, includes a new exhibit wall that serves as the backdrop for a realistically themed partial muskrat lodge. The 3-D portion of the lodge blends into the mural behind it, which shows a cut-away of the lodge with an extended wetland landscape beyond. Muskrat taxidermy (PBC) inside the lodge is visible through a protective glass window, offering visitors an exciting discovery element. Touchable fur pelts (PBC) are secured to the adjacent wall for a complementary hands-on experience. The area's interpretive graphics continue the same grid motif, intermixed with interactive flip doors, scent stations, small vitrines, and touchable specimens. The ample vertical space is used showcase taxidermy birds (PBC), suspended over their respective habit areas.

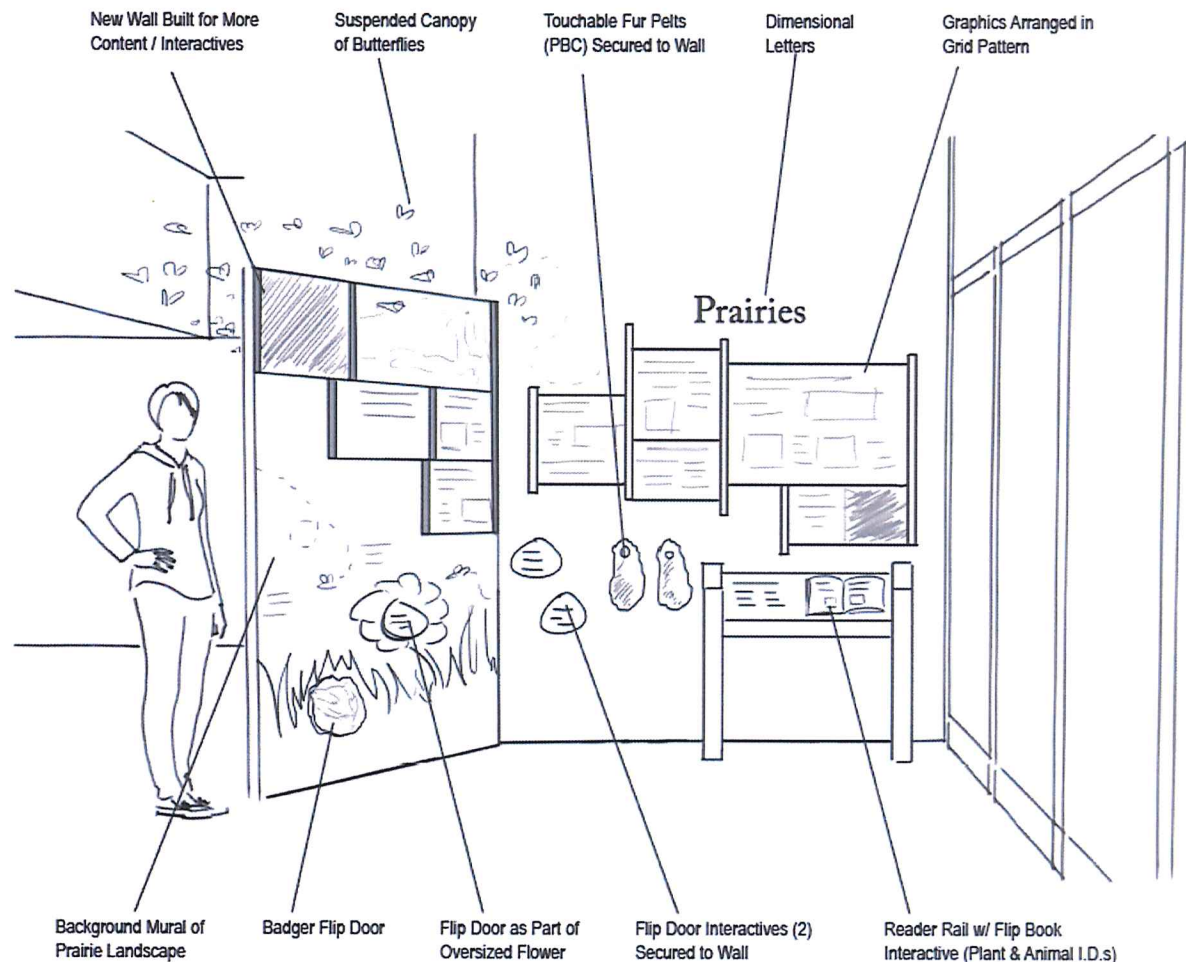
WOODLANDS



General Description:

A dimensional cottonwood tree is the centerpiece of the Woodlands exhibit, featuring several taxidermy specimens (PBC) mounted along its trunk and branches. Three bark-themed flip doors are embedded in its trunk. The base of the tree is themed lightly with dirt and rocks; visitors can discover squirrel tracks imprinted in the ground. The mural background features a woodland landscape along the Winnebago River. Flip doors and a scent station layered onto the mural invite visitors to interact with the scene and discover fun facts. TSI recommends covering the upper half of the mural wall in panels that can be painted or fabric-wrapped, evoking the familiar graphic grid pattern found throughout the exhibit while also disguising the existing concrete material. Interpretive panels along the right side of the wall feature dynamic text and imagery discussing the woodland habitat. The reader rail below contains a push-button audio interactive featuring animal sounds and bird calls with accompanying flip doors that reveal the corresponding species. Suspended taxidermy birds (PBC) encircling the tree add to the visual interest above.

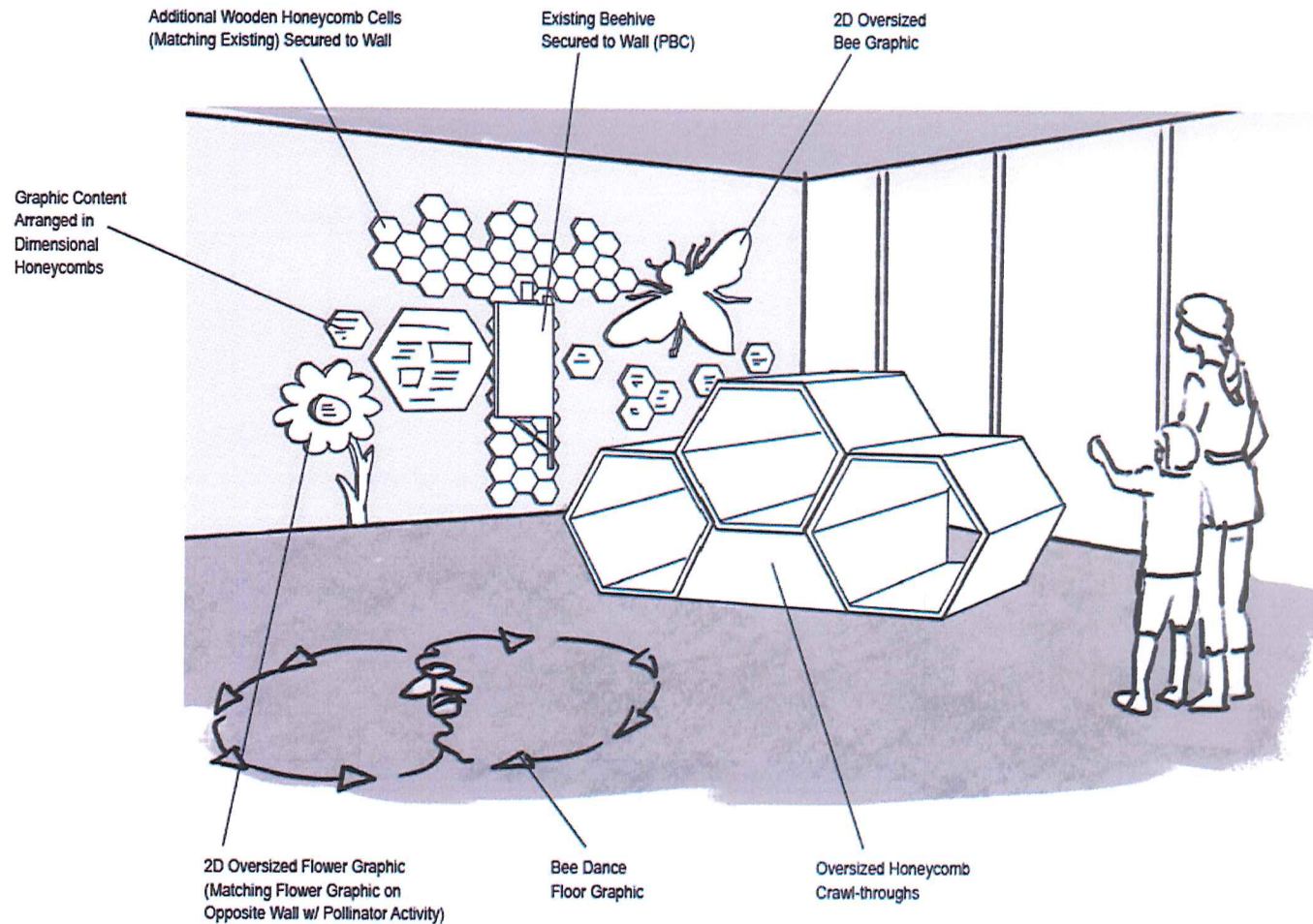
PRAIRIES



General Description:

Mirroring the Wetland area is the Prairie area, also featuring its own additional exhibit wall to help define and contain the space. A mural of prairie grasses and forbs wraps the wall, punctuated by an oversized, stylized flower that hints at what visitors will encounter in the pollinator room just around the corner. Several flip doors are affixed to the walls, including one incorporated into the oversized flower and another that reveals a badger photo behind. Touchable furs are mounted to the wall in the far corner. The adjacent reader rail features a flip book to help visitors identify Prairie fauna and flora. On the wall above, a graphic grid features additional interpretive text and imagery. Unique to the prairie area, a dazzling swirl of model butterflies suspended from the ceiling add visual interest above while subtly guiding visitors toward the pollinator room.

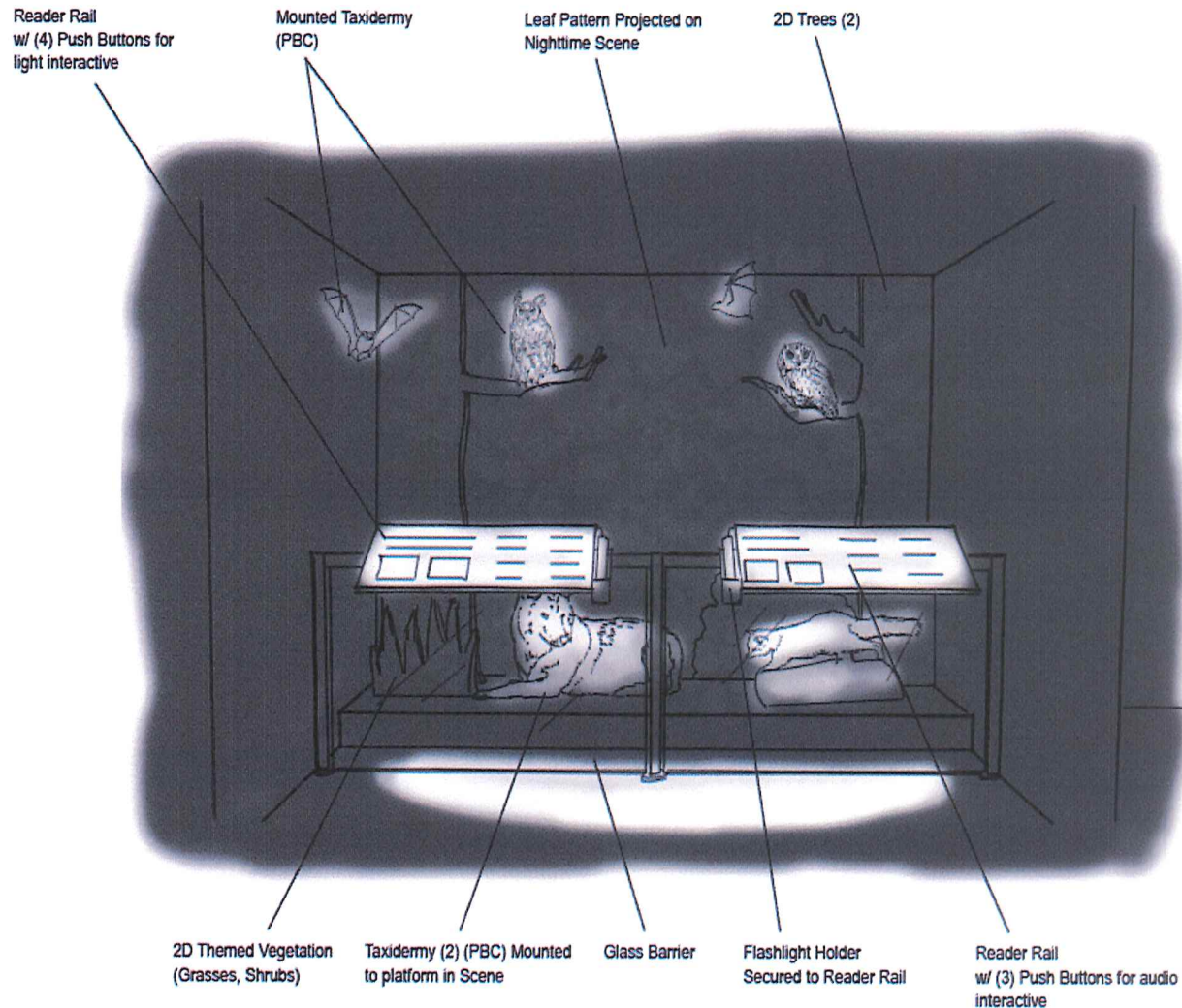
POLLINATOR ROOM



General Description:

Upon entering the Pollinator Room, visitors are transported into a whimsical landscape featuring oversized 2D bees and flowers on the walls. A children's activity table invites kids to sit and color or play. Rounding the corner, visitors encounter a full wall of dimensional honeycombs mimicking and repurposing elements of the current bee exhibit, including the existing beehive. Posted on opposite walls are two large-scale stylized flower graphics housing a hands-on pollination activity in which visitors learn about cross-pollinating by attaching different colored "pollen" balls to a Velcro flower center. Between them is an instructive floor graphic that guides visitors to perform their own "bee dance." Nearby is an oversized honeycomb structure that kids can climb and crawl through. On the wall to the left of the entrance are interpretive panels discussing the pollination activities of bats (and other types of pollinators) serving as a segue into the nocturnal room.

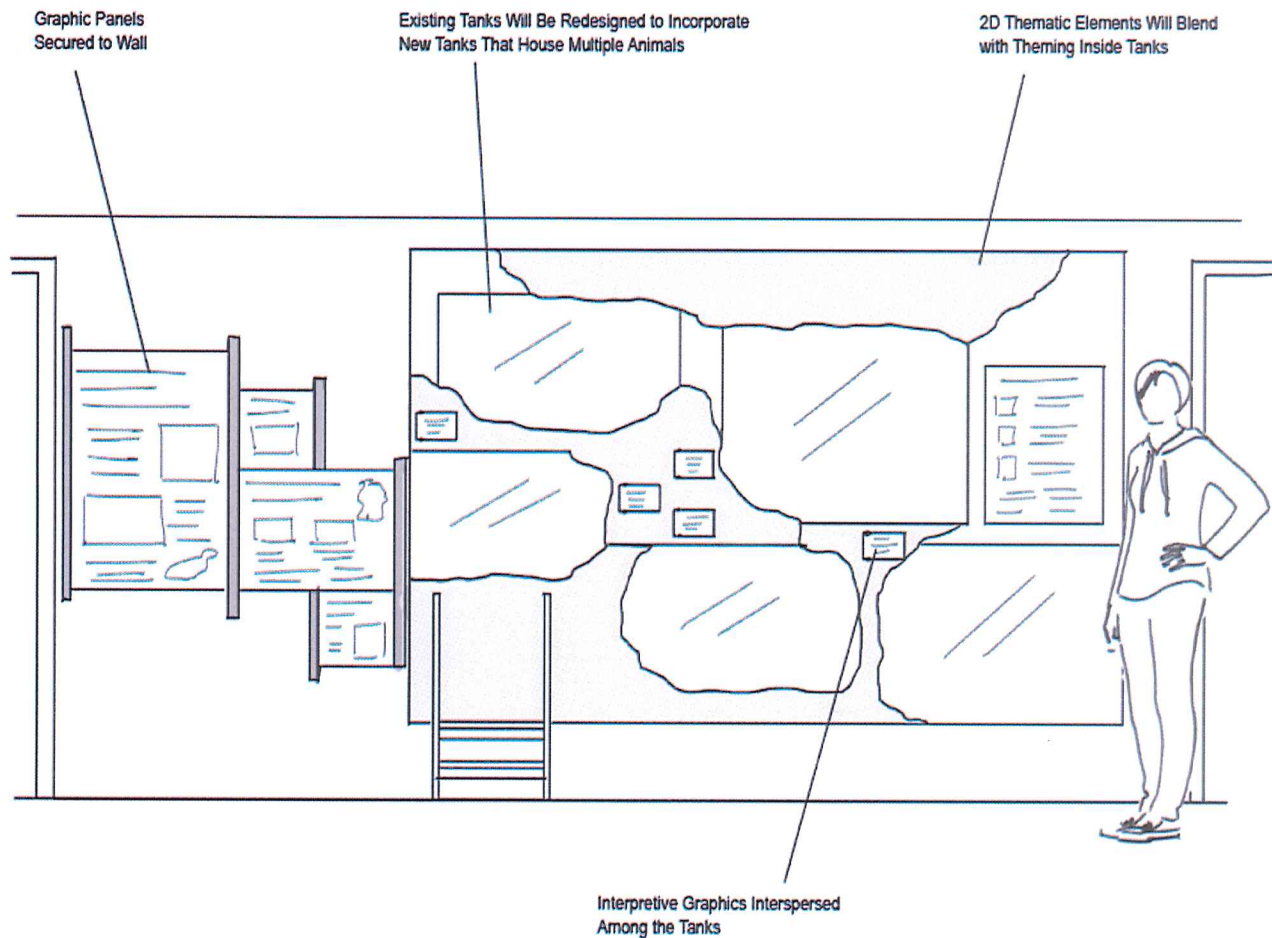
NOCTURNAL ROOM



General Description:

The nocturnal room creates an immersive, nighttime object theater experience with low lighting and a projected leaf-pattern gobo. A diorama spans the back wall, featuring various taxidermy of nocturnal animals, safely out of reach behind a glass barrier. 2D tree cutouts protruding from the platform base further the forest theming of the scene, with taxidermy owls (PBC) mounted among their upper branches. Visitors have the option of using flashlights secured to reader rails to find the nocturnal animals hidden in the scene. There are also push-buttons on the reader rails that illuminate the animals with directional spot lights. Focused lighting shines down on the reader rails to ensure readability in the darkened room. Taxidermy bats (PBC) suspended from the ceiling add visual interest above and tie-in with the discussion of bats as pollinators in the pollinator room, through which visitors enter and exit this space.

LIVE ANIMALS DISPLAY



General Description:

Along the final exhibit wall is a series of live animal enclosures featuring select species (PBC) from each of the exhibit's three major habitats. A combination of existing tanks (PBC) and new tanks will be reconfigured to fit within the existing live animal tank opening, with some existing species combined to share tanks. This dynamic inset display utilizes 2D thematic elements attached to the face of the tanks, blending with the natural habitat elements visible inside each tank. This creates a visual continuum between what's on either side of the glass, making for a more immersive visitor experience. Peppered about are interpretive graphics discussing the various creatures found in the tanks. Graphics secured to the nearby wall mimic the grid pattern found elsewhere in the space.