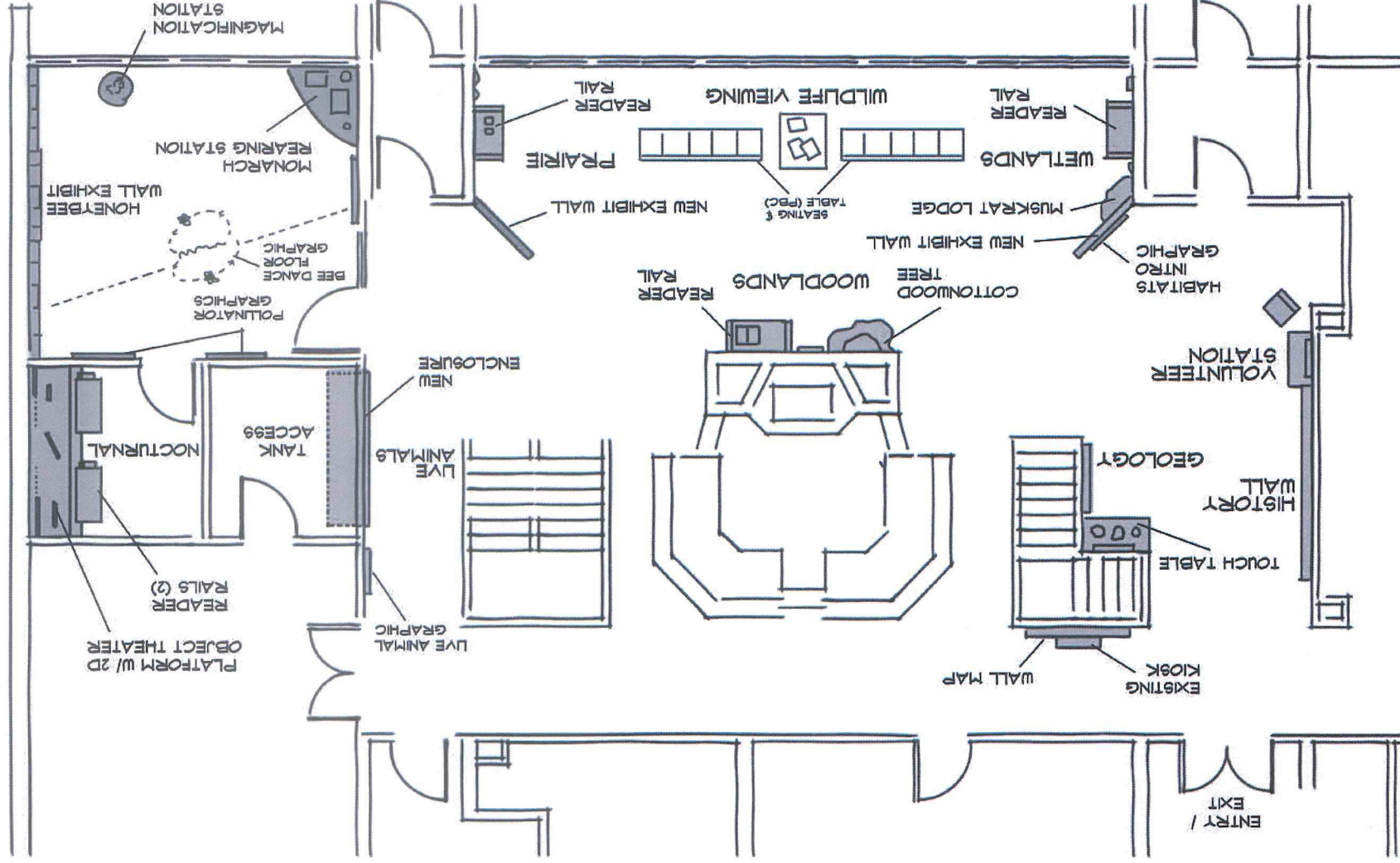
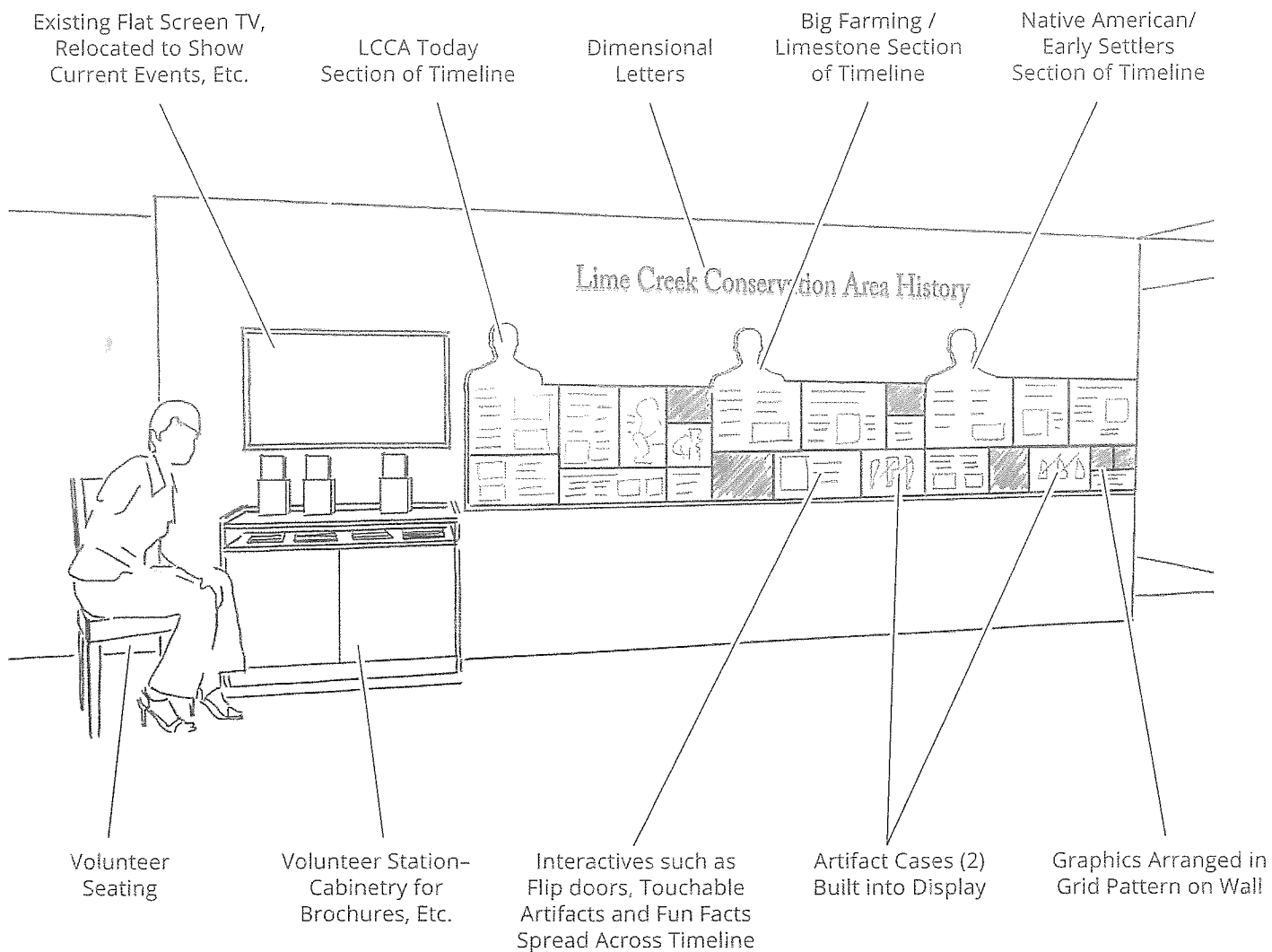


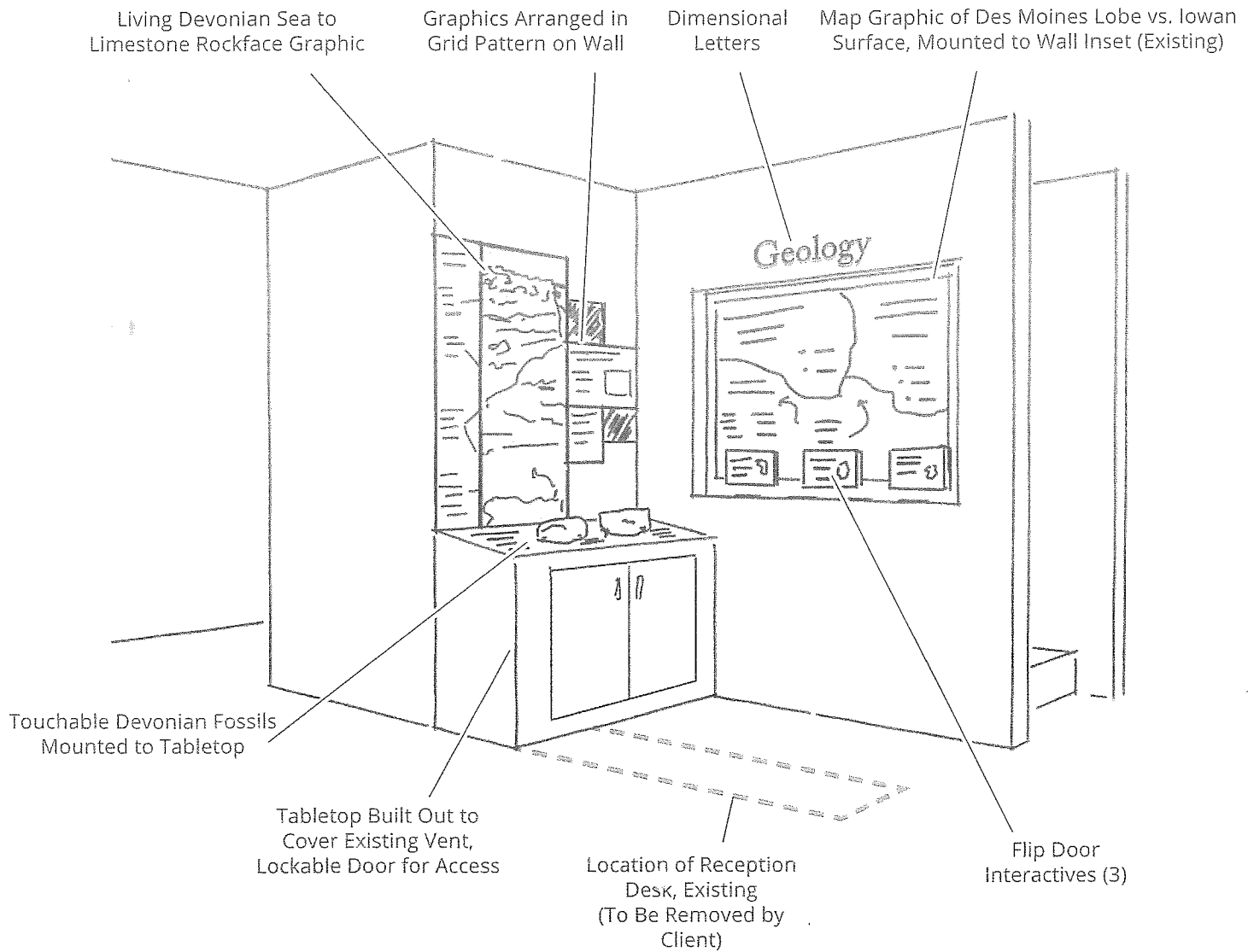
FLOOR PLAN



HISTORY WALL – ENTRANCE



GEOLOGY



Suspended Taxidermy (PBC)

Graphics Arranged in Grid Pattern

New Wall Built with Additional Content & Interactives - Exhibit/Habitat Intro on Backside

Artifact Case Built Into Wall

Dimensional Letters

Wetlands

Flip Door Interactive (2) Secured to Wall

Touchable Fur Pelts (PBC) Secured to Wall

Protective Glass Window w/Muskrat Taxidermy (PBC) Behind

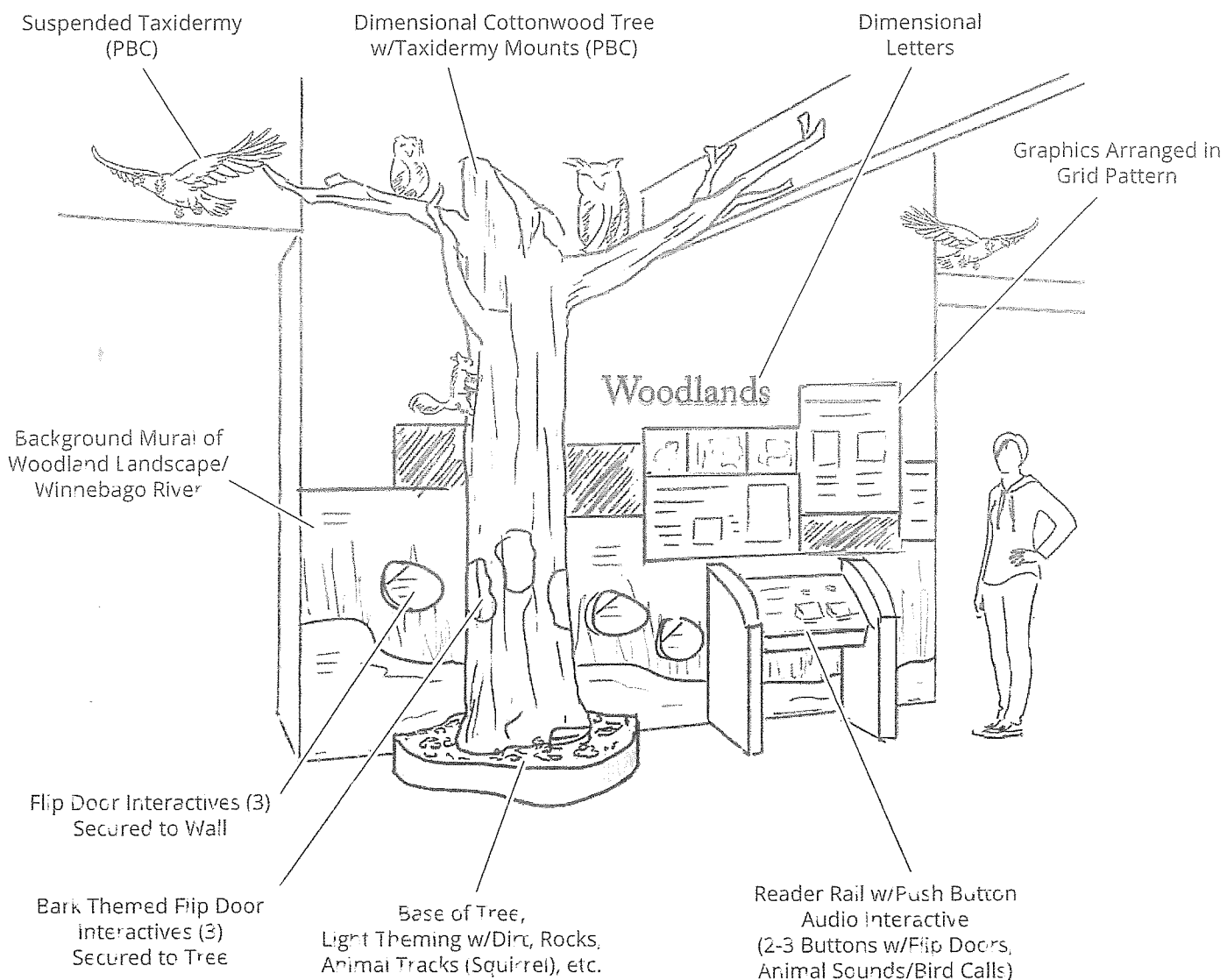
Flip Door Interactive (2) Secured to Wall

Reader Rail w/Flip Book Interactive

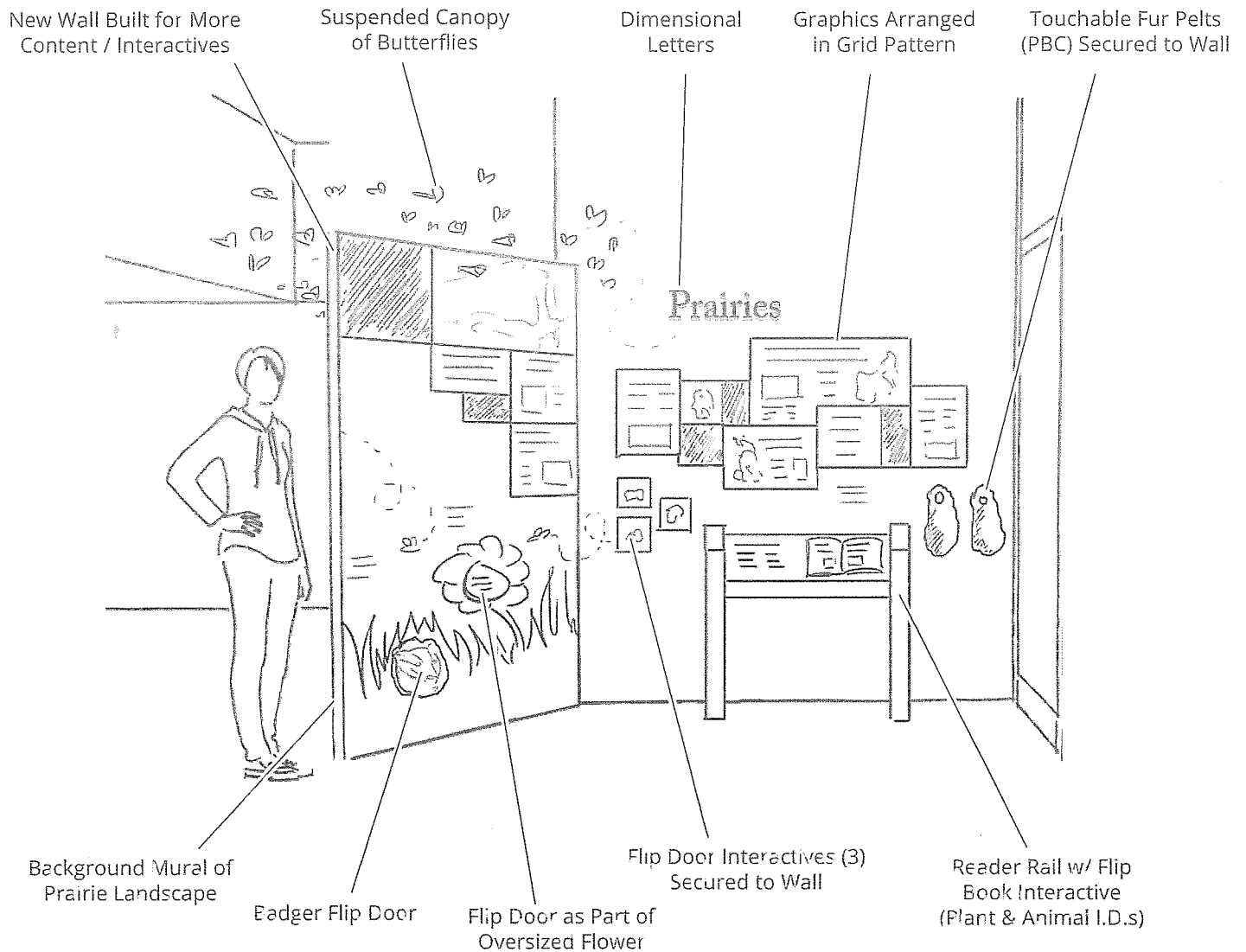
Dimensional Muskrat Lodge

Background Mural of Wetland Landscape and Muskrat Lodge Cutaway

WOODLANDS



PRAIRIES



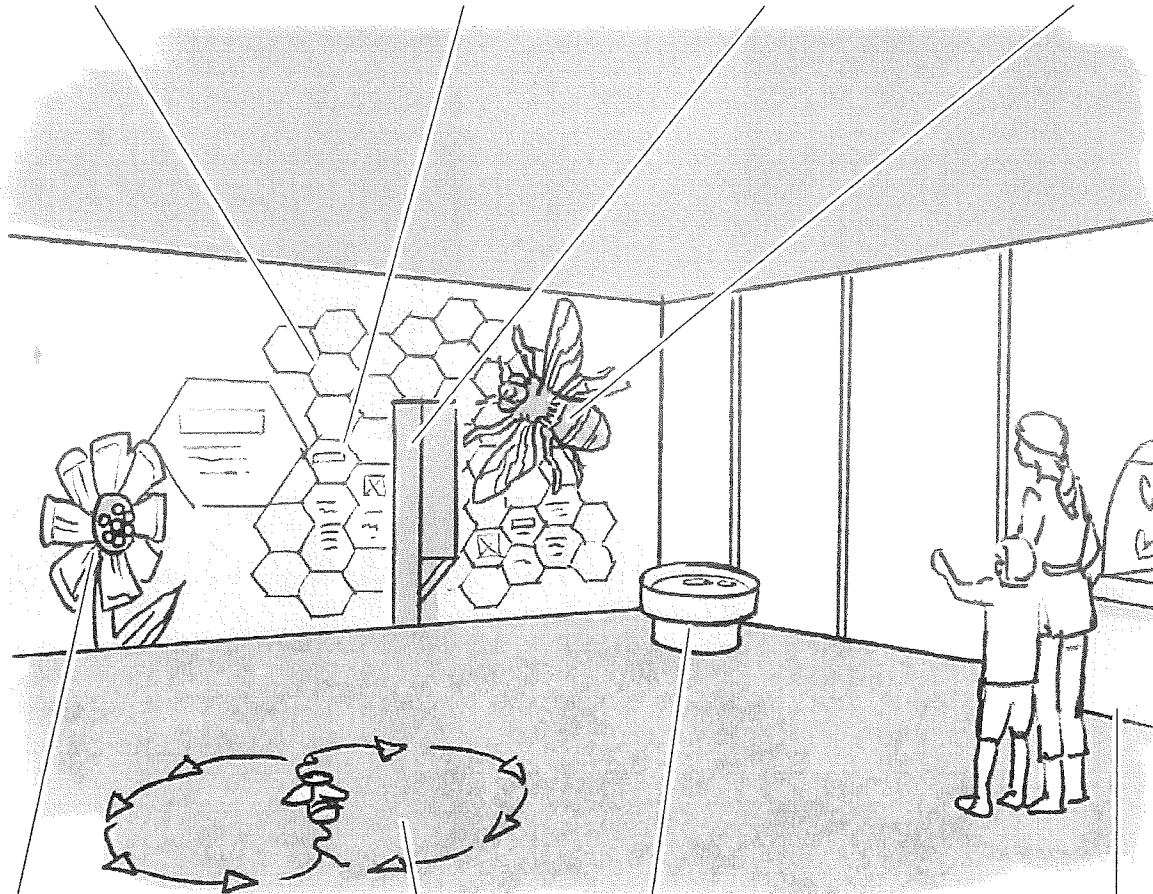
POLLINATOR ROOM

Additional Wooden Honeycomb
Cells (Matching Existing)
Secured to Wall

Graphic Content Arranged in
Dimensional Honeycombs

Existing Beehive
Secured to Wall (PBC)

2D Oversized
Bee Graphic



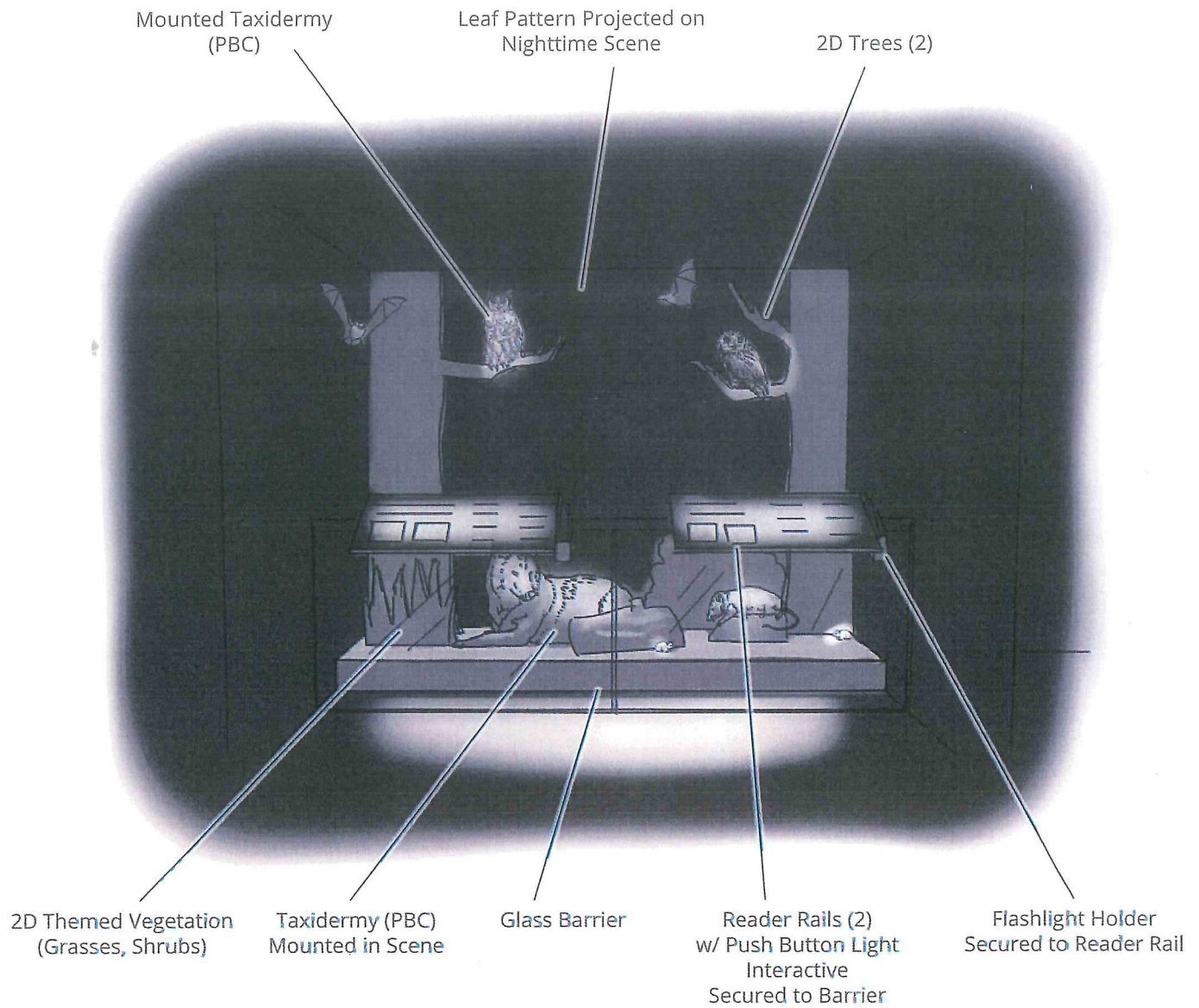
2D Oversized Flower Graphic
(Matching Flower Graphic on
Opposite Wall w/ Pollinator Activity)

Bee Dance
Floor Graphic

Oversized Faux
Magnifying Glass Table

Monarch
Rearing Station

NOCTURNAL ROOM

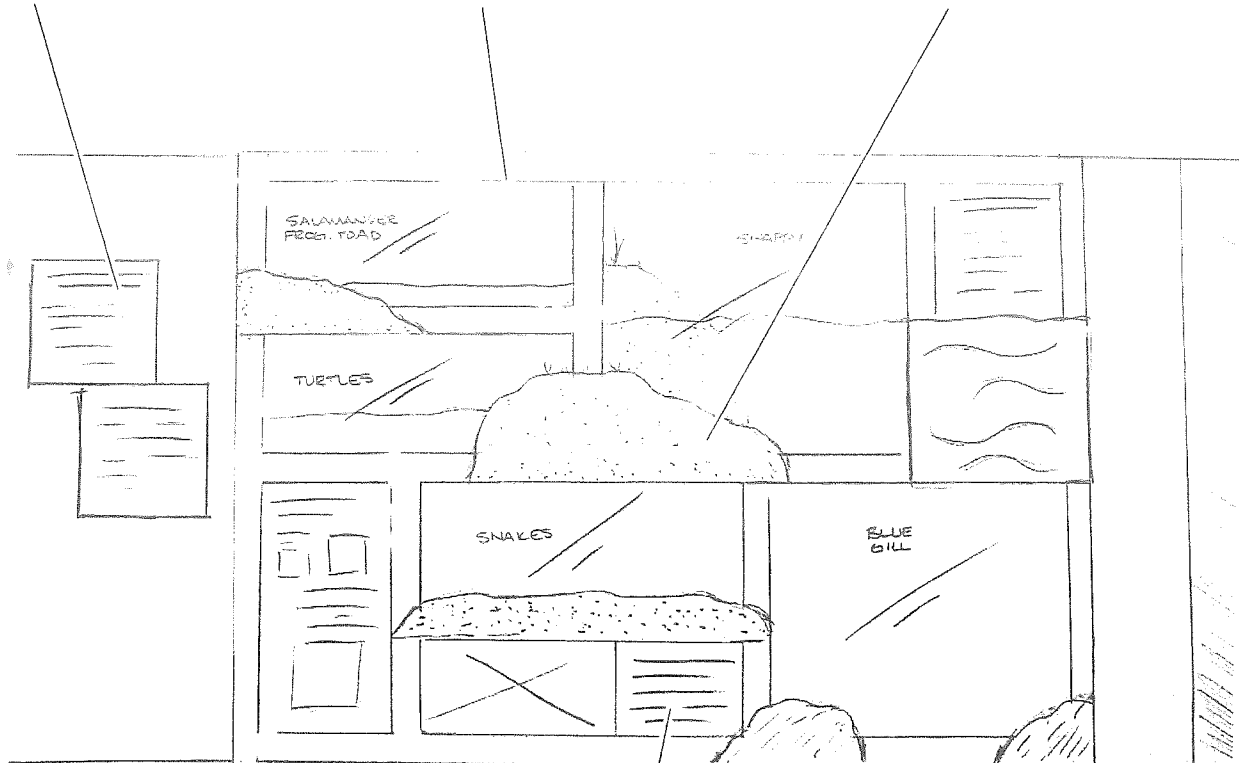


LIVE ANIMALS DISPLAY

Graphic Panels
Secured to Wall

Existing Tanks Will Be Redesigned to Incorporate
New Tanks That House Multiple Animals

2D Thematic Elements Will Blend
with Theming Inside Tanks



Interpretive Graphics
Interspersed Amongst the Tanks