

Robert Creighton
IDSA

5126 village green, la, ca 90016
310.729.2453 • rob@redcapestudio.com

experience

1999 - current

Principal

red cape studio Los Angeles, CA

Specialize in the conceptual development of interactive experiences and the design of educational environments for cultural institutions. Work with clients through a process of deep content exploration and design to create interfaces that engage and connect with visitors. RCS also creates small-run lighting and furniture projects. Selected clients and projects include:

LA Natural History Museum - Nature Gardens, Nature Lab, Age of Mammals, Paleo Play Zone
Picnic Design - Skirball Cultural Center, Another Promised Land. CAAM, No Justice, No Peace
Discovery Science Center LA - Making the Grade, Inventors Hall, Ocean Challenge, Healthy Living
LR/LA - Cedars-Sinai Conservancy Exhibit
Muniz/McNeil - The Huntington Art Gallery
Cinnabar - Orange County Water District Visitor Experience
Catalina Island Marine Institute - Marine Mammal Courtyard and Interactives
Think Jacobson & Roth - San Elijo Lagoon Nature Center, Nevada State Museum
The J. Paul Getty Museum - Berman Collection, Cleveland Treasures, Weston Photographs
Mekanism - AMP Energy Drinks, Audi Pitch
Thinc Design - Intel @ CES
Franz Lanting - TED Conference

2014 - current

Lecturer, Product Design Department

OTIS College of Art and Design Los Angeles, CA

Instructor for Senior Development Studios focused on Life Cycle Assessment, manufacturing and material exploration. Instructor for Junior and Senior Integrated Design Studios. These classes are focused on developing the student's design process and sharpening their ability to identify opportunities where they can bring value as a designer.

2011 - 2013

Board of Directors, President, Vice President

Village Green HOA Los Angeles, CA

Built in 1941, the 64-acre, 629-unit residential community is a National Historic Landmark. The Board is tasked with overseeing the management of the property including yearly budgets exceeding 3.5 million dollars and forecasting for large scale infrastructure projects. In addition Directors act as community liaisons through a series of committees and town hall meetings.

2006 - 2007

Industrial Designer

O2 Creative Solutions Culver City, CA

Conceptual development on automotive reveals for Toyota, Lexus and Scion. Conceptual design for MOCAD opening and Global Green Pre-Oscar Party. Design and production for Dreamgirls film signage. Conceptual development for confidential exhibit project.

1998 - 2005

Industrial Designer, Lead Designer

Thinc Design New York, NY

Involved in all project phases from concept through fabrication drawings and construction. Roles included conceptual thinker, industrial designer, graphic and media designer. Projects included: Aquarium and Rainforest at the California Academy of Sciences, Mad Scientist's Laboratory and Aqua Expo at the Museum of Science and History in Jacksonville, Florida, Challenge of the Deep at Mystic Aquarium in Mystic, Connecticut.

education

2005

Master of Arts in Media Studies

The New School New York, NY

1998

Bachelor of Fine Arts, Industrial Design IDSA Student Merit Nomination

Rhode Island School of Design Providence, RI

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key projects

- 2017 Exhibit Design
No Justice, No Peace: LA 1992 . California African American Museum Los Angeles, CA
“No Justice, No Peace: LA 1992” presents largely overlooked but critical moments in the modern history of Los Angeles. Taken together, they provide an overview of the fabric of our city aimed at helping the visitor piece together the fragments that led to the 1992 uprising.
- 2017 Interactive Design, Exhibit Design
Paleo Play Zone . LA Natural History Museum Los Angeles, CA
The Paleo Playground introduces a younger audience to the science of Paleontology. The space is conceived as a series of physical interactive elements that allow visitors to explore the techniques that paleontologists use to explore our world.
- 2016 Interactive Design, Exhibit Design
Visitor Experience . Orange County Water District Fountain Valley, CA
The mission of the Visitor Experience is to educate and inform visitors about water quality and OCWD’s global leadership, so they can leave with understanding and confidence in the purity of the water that OCWD provides.
- 2014 Interactive Design
Making the Grade . Discovery Science Center LA Los Angeles, CA
The Making the Grade exhibit is based upon California state science standards for 4th and 5th grades. The exhibit contains a series of fun and engaging physical interactives using mechanical and electromechanical elements.
- 2014 Exhibit Design
Conservancy Exhibit . Cedars-Sinai Hospital Los Angeles, CA
The multilayer Conservancy exhibit is a timeline designed to celebrate the history and community involvement of Cedars-Sinai within the city of Los Angeles. It tells the history of Cedars-Sinai from the inception of the original hospitals through the merger into its current form.
- 2013 Interactive Design, Exhibit Design
Nature Lab . LA Natural History Museum Los Angeles, CA
The Nature Lab allows visitors to develop a deeper understanding of the natural spaces, processes and creatures in The Nature Gardens. In addition, it provides a platform to learn about ongoing research happening each day at the museum.
- 2013 Interactive Design
Nature Gardens . LA Natural History Museum Los Angeles, CA
The Nature Gardens are 3.5 acres of urban wilderness where visitors can engage with nature, learn about and participate in real scientific activities.
- 2013 Industrial Design
The Huntington Art Gallery . The Huntington San Marino, CA
Barrier elements were designed for The Huntington Art Gallery as an elegant system to protect the art, guide the visitor through the rooms and provide information about the art in each room through signage and screen based interactives.
- 2010 Interactive Design
Age of Mammals . LA Natural History Museum Los Angeles, CA
The Age of Mammals presents an evolutionary story that spans 65 million years, illustrating to visitors the wondrous diversity of mammal life as it’s evolved. The guiding theme of the exhibit: Continents move, Climates change, Mammals evolve, provides a framework that connects the various mammal stories and specimens across time and great distances.

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awards

No Justice, No Peace: LA 1992 . CAAM

Core77 Design Awards 2018
Design for Social Impact - Runner Up

IDSA IDEA Awards - Finalist 2018

Nature Lab . LA Natural History Museum

Thea Award for Outstanding Achievement (AOA) 2015
Museum Exhibition . Limited Budget

AAM Excellence in Exhibition Award 2014
Outstanding Connections Between Design, Content
and Community Context

AAM Media and Technology Muse Award 2014

IDSA IDEA Awards - Finalist 2014

SEGD Global Design Awards - Merit Award 2014

Nature Gardens . LA Natural History Museum

Cooper-Hewitt People's Design Award - Nominee 2013

ASLA SOCAL Merit Award 2012
Institutional Design

Age of Mammals . LA Natural History Museum

AAM Excellence in Exhibition Award 2011
Special Achievement in Clarity of Message

California Academy of Sciences

Event Design - Gold Winner 2009
Museum Environment . CAS Steinhart Aquarium

AIA SF Merit Award 2009
Architecture . CAS Steinhart Aquarium

IDSA IDEA Awards - Silver Award 2009
Environments . CAS Steinhart Aquarium

AIA SF Citation Award 2007
Interior Architecture . CAS Transition Facility

Cleveland Botanical Garden Orientation Theater

IDSA IDEA Awards - Silver Award 2004
Environments

skills

Experienced with rapid ideation and concept sketching, hand and machine tools and various fabrication techniques. Expertise with Sketchup, Vectorworks, Photoshop, Illustrator, InDesign, Final Cut Pro, After Effects. Experience with various LED lighting technologies.

exhibitions

"24 Hour Film Festival" 2006
DCTV New York, NY
The City Moving, Architectural Response to War

"VIDEO_DUMBO" 2005
d.u.m.b.o. arts center gallery Brooklyn, NY
Architectural Response to War

"New York, New York" 2005
Shanghai Duloun Museum of Modern Art Shanghai, China
The City Moving

"Invitational Student Film Show" 2005
The New School New York, NY
The City Moving . Award for Distinction in Sound Design

"Art Detour" 2005
2nd Studio Phoenix, AZ
The City Moving, Architectural Response to War

studio critic

University of Arizona
Architecture dept. 2015
Senior Thesis Project Studio

OTIS College of Art and Design
Product Design dept.
Sophomore Studio 2015
Senior Show Exhibit 2014
Sophomore Studio 2014

Art Center College of Design
Environmental Design dept. 2011
Exhibition Design Studios and Senior Project Studio
Product Design dept. 2009, 2010
Product 6/Design for Sustainability classes

panels

Southern California Development Forum 2018
Moderator - Cultural Districts Panel Discussion

Belzberg Architects 2016
Speaker - Industrial Design . The Why of It

AIALA Powerful Conference 2015
Speaker - Designing Your Life . Finding Balance

Exhibitor Magazine 2015
Judge - Design Awards

New Challenge Ideas 2015, 2016
Judge - Competition

IDSA-LA Conference 2013
Judge - Student Merit Awards

CA Boom Design Show 2009
Speaker - IDSA-LA Design and Sustainability Panel