



Exhibition Designer

Reports to: Head of Curation and Exhibitions & Lead Designer

Role type: Full -Time

Location: Bangalore

Role Commencement: Immediate

About MAP

The Museum of Art & Photography (MAP) is one of India's first major museums of South Asian visual culture. The museum is housed in a state-of-the-art, 44,000 square foot building, designed by the acclaimed Indian architectural practice Matthew & Ghosh, on a landmark site at the heart of Bengaluru's museum district. MAP's five-story building on Kasturba Road includes multiple galleries where the collection is displayed, an auditorium, an art and research library, an education centre, a specialised research and conservation facility, as well as a café.

MAP's collection includes more than 60,000 works predominantly from South Asian: Modern and contemporary art, living traditions, textiles, craft and design, pop culture, pre modern art and photography, dating from the tenth century to contemporary times.

MAP's mission is to take art and culture to the heart of the community, making it accessible to diverse audiences, and to create a museum-going culture that encourages people to experience art and heritage in new ways. The museum is a space for ideas and conversations that are initiated through its collection, enabling the museum to engage with audiences in multiple ways. MAP seeks to inspire people to interact with art in ways that encourage humanity, empathy and a deeper understanding of the world we live in.

With a focus on accessibility for people with disabilities, and technological tools to make the museum relevant and exciting, MAP ensures a holistic experience for visitors of all ages.



Having launched online in December 2020, at the height of the pandemic, as India's only digital-first museum, MAP has been bringing its collection to life through multiple pathways, from online exhibitions to a range of articles and essays, collaborations with museums around the world, engaging talks by leading industry figures, and educational resources for kids and adults.

Role Overview

The Exhibition Designer will lead the planning and design phases of gallery projects, collaborating closely with the Exhibitions Team, Design Lead and Conservation Team to create exhibition spaces. Responsibilities include developing design concepts, producing detailed drawings and visualisations, specifying materials and finishes, liaising with the Design Lead on the visual identity and graphic design. Additionally, the role involves coordinating with the Exhibition Manager for vendors for production and installation, ensuring adherence to design specifications and budgetary constraints.

The Designer will play a pivotal role in translating curatorial visions into immersive and engaging gallery experiences while managing all aspects of design, production, and installation to ensure successful project outcomes.

Duties and Responsibilities:

- **Gallery Design & Scenography:**
 - Create plans, schematic drawings, elevations, and sections for exhibition spaces.
 - Develop design sketches and visualisation images for collaborative discussion with curatorial teams.
 - Present design concepts aligned with stakeholder aims, narratives, themes, and content.



- **Display Design:**
 - Design displays, mounts, hangs, and exhibit areas.
 - Develop specifications for display cases, ensuring structural integrity and conservation compliance.
 - Specify colour schemes, finishes, textiles, and surfaces for aesthetic and functional purposes.
- **Graphic Identity & Promotion:**
 - Design a unique graphic identity for the gallery consistent with museum branding.
 - Create promotional materials such as posters and invitation cards for gallery events.
 - Develop graphic design elements for interpretive panels, labels, and captions.
- **Wayfinding & Signage:**
 - Design gallery-specific signage for wayfinding, banners, and standees.
 - Develop graphic templates for programming and exhibition communication.
- **Lighting Planning:**
 - Plan gallery lighting using installed systems and recommend additional features as needed.
 - Collaborate with lighting designers to ensure optimal lighting solutions.
- **Production Phase Oversight:**
 - Shortlist vendors and specialist agencies for procurement, production, and installation.
 - Estimate production and installation costs, ensuring alignment with budgetary constraints.
 - Supervise production and installation activities, including interior structures, displays, graphics, and lighting.
- **Third-Party Vendor Coordination:**
 - Collaborate with Exhibition Manager on third-party vendors for display case engineering, fabrication, and installation.



- Coordinate with vendors for interior architecture elements, print production, AV media technology, and accessibility solutions.
- Ensure adherence to design specifications and standards for all components produced by third parties.
- **Accessibility Integration:**
 - Collaborate on the integration of accessibility features, such as physical and sensory infrastructure, with Bloomberg Connects and MAP's digital navigation tool.

Requirements

- Degree in Exhibition Design, Architecture, Interior Design.
- 2-3 years of experience
- Multilingual proficiency is advantageous
- Strong organisational abilities for multitasking and record-keeping.
- Basic understanding of conservation practices.
- Effective collaboration with colleagues, artists, and stakeholders.
- Willingness to adapt to changing priorities and occasional travel.

Equality & Diversity

MAP is an equal opportunities employer. We oppose all forms of discrimination and believe that all people, regardless of their identity or membership of any group deserve to be treated equally, consistently and fairly. We welcome creativity, excellence and different perspectives that individuals of all backgrounds and abilities bring to our work.