



GSoC Advisory Board
Gianforte Hall
Montana State University

Agenda

Introductions
Charter
Schedule
Plans
Exterior Renderings
Interior Renderings
Classroom Study

Project Charter

PURPOSE:

Gianforte Hall will **educate students** and heighten the recognition of MSU as a **national leader in computing** by improving computing-related fields such as cybersecurity, electrical and computer engineering, and **creative industries** including animation, film production, digital photography, and music technology.

PRIORITIES:

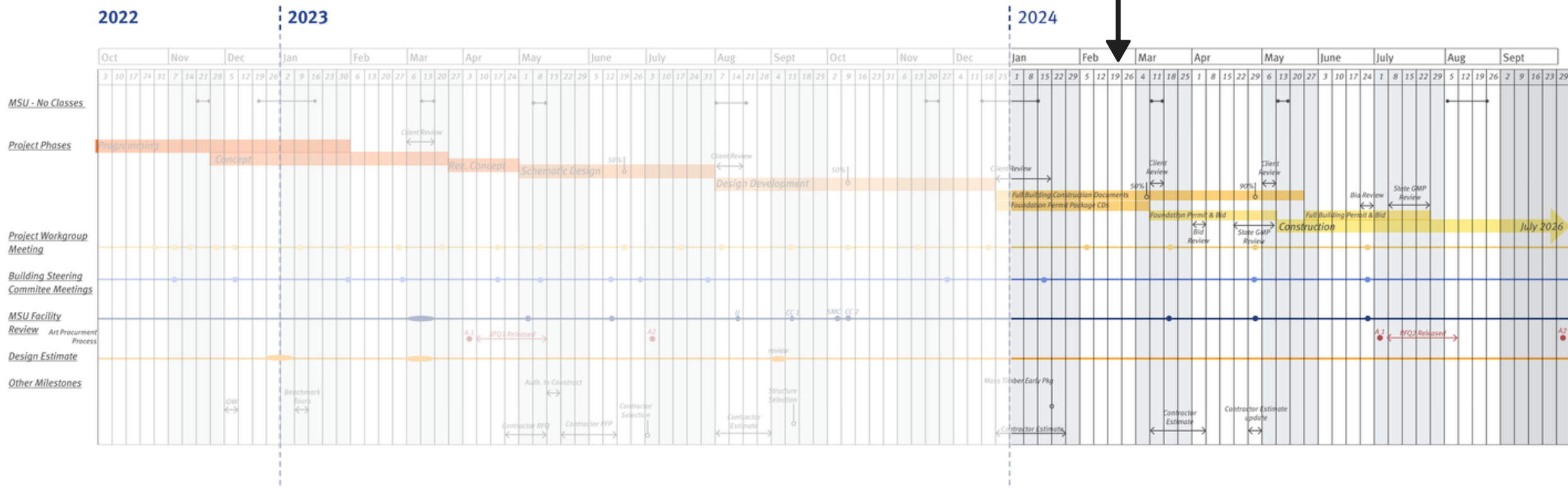
- Create a **vibrant, welcoming hub** for computing innovation and collaborations
- Facilitate **enrollment growth and program impact** for the Gianforte School of Computing and co-locate programs.
- Encourage **interdisciplinary collaboration**.
- Establish a **flexible and adaptable framework** for future program evolution and diversification.
- Achieve **exemplary building and environmental high performance** through place-based passive and active strategies.
- Support regional and national **economic development**.

PROCESS:

- Initial Ideas and Feedback: generated by campus community **Users and Stakeholders**
- Decisions and recommendations: determined by the **Project Work Group**
- Confirmation and Final Approval: established through the **Steering Committee**

Schedule

We're Here!



Level 01



- Student Spaces
- Registrar Controlled Spaces
- Admin / Faculty
- GSOC Spaces
- CoAA Spaces
- Infrastructure

Level 02



- Student Spaces
- Registrar Controlled Spaces
- Admin / Faculty
- GSOC Spaces
- CoAA Spaces
- Infrastructure

Level 03



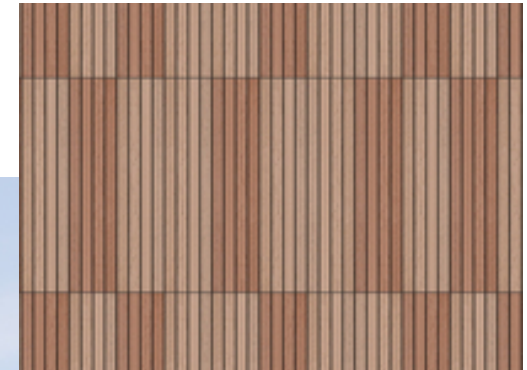
- Student Spaces
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SD RENDERINGS



UPDATED RENDERINGS

Northeast View



Southeast View



Northwest View



Interior

Interior Inspiration

LEVEL 03



LEVEL 02



LEVEL 01



Interior

Level 1 Lobby

LEVEL 01



Interior

Open Collab Level 1

LEVEL 01



Interior

Open Collab Level 2

LEVEL 02



Interior

Open Collab Level 2 & 3

LEVEL 03



LEVEL 02



Interior

Conference Room Level 3

LEVEL 03



Classrooms

Grace Hopper

PALETTE



GRAPHICS

Vinyl Wall Graphics - Elevations of Mark I and Mark II computers



Window Film - Abstraction of moth wing patterning



Perforated Metal - Sequence control and interpolators



BUILDING SYSTEMS



FELT/PAPER PRINTED LIGHT FIXTURE WRAPS



3D PRINTED FELT ACOUSTIC PANELS



Classrooms

Allen Turing

PALETTE

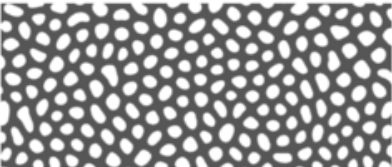


GRAPHICS

Vinyl Wall Graphics - Elevations of Enigma Machines



Window Film - Patterns of morphogenesis



Perforated Metal - Sequence control and interpolators



BUILDING SYSTEMS



PATTERN PRINTED ON CUSTOM LIGHT FIXTURE



FELT ACOUSTIC PANEL PRINT



Thank you