



## PRESS RELEASE

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### **PAVE Announces PAVE the Way 3D Design Challenge Winners** *Inaugural competition sponsored and presented by B&N Industries*

*Hollywood, Fla. (March 16, 2010)*—The Planning and Visual Education Partnership (PAVE) is pleased to announce the winners of the PAVE the Way 3D Design Challenge for college students in store design, interior design, visual merchandising, and industrial design programs. This new competition, sponsored and presented by B&N Industries, offered students a chance to see their designs come to life, gain exposure at a major industry trade show, and win cash awards. Prototypes of the 12 finalists were on display during GlobalShop 2010, March 10-12 in Las Vegas.

First Place-\$5,000 – Hayeon Choi, Fashion Institute of Technology, New York  
Second Place-\$2,000 – Lauren Kane, University of Memphis, Memphis, TN  
Third Place-\$1,000 – Ashley Hansen, North Dakota State University, Fargo, ND  
Special Merit-\$750 – Hun Ei Choi and Sun Young Kim, Fashion Institute of Technology, New York  
Honorable Mention-\$500 – Shari Baitcher, Fashion Institute of Technology, New York  
Honorable Mention-\$500 Hyun Jung Kim, Fashion Institute of Technology, New York  
Honorable Mention-\$500 – Julie Sunmee Kim, University of Notre Dame, Notre Dame, IN  
Honorable Mention-\$500 – Mina Kim, Fashion Institute of Technology, New York  
Honorable Mention-\$500 – Diego Moreno, University of Bridgeport, Bridgeport, CT  
Honorable Mention-\$500 – Lindsay Rodabaugh, Fashion Institute of Technology, New York  
Honorable Mention-\$500 – Chika Takai, Fashion Institute of Technology, New York  
Honorable Mention-\$500 – Amanda Weigelt, North Dakota State University, Fargo, ND

“We at PAVE are so excited with the participation and the results of our first PAVE the Way 3D Design Challenge. These student finalists are the future of our industry, and we have to do all we can to help them grow. I thank B&N Industries for sponsoring our first challenge and look forward to seeing other fixture manufacturing companies sponsoring future competitions,” said Richard Stolls, president of PAVE and chairman of Lifestyle/Trimco.

“When can we do it again? The PAVE the Way 3D Design Challenge experience has been invigorating. Our entire team of designers, project managers, engineers, and production managers embraced these projects as if they were their own. We are proud of all the finalists and are excited that we were able to showcase them at Globalshop 2010. Congratulations to our top three entry winners! Continue your personal journey and vision, and we look forward to being a part of your next endeavour,” said Brad Somberg, president of B&N Industries.

**PAVE — The Planning and Visual Education Partnership**

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The challenge, developed by PAVE's Education Committee, was to design a countertop fixture to sell sunglasses and include a 3D rendering of the design for judging. As sponsor and presenter of the inaugural challenge, Burlingame, Calif.-based B&N Industries built prototypes of the finalists' designs for display at GlobalShop 2010. The prototypes were displayed in Booth #3609 during GlobalShop, March 10-12, 2010, Las Vegas. The student awards were announced during A.R.E.'s Design Awards program on Wed., March 10, 2010.

Judges for the competition were: Stephanie K. De Long, Editor-in-Chief, *Eyecare Business*, Wolters Kluwer Pharma Solutions, Inc.; Elizabeth Kokotajlo, Senior Design Manager, Design & Development, Luxottica Retail, Mason, OH; Pirkko Lucchesi, Image Director, B&N Industries, Burlingame, Calif.; Kevin McPhee, Creative Director, B&N Industries, Burlingame, Calif.; Brad Somberg, President, B&N Industries, Burlingame, Calif.; Vicki Spielmann, Visual Merchandising Director, Apple, Cupertino, Calif.; and Manley Tantuico, Business Development, B&N Industries, Burlingame, Calif.

Visit the PAVE web site later this week to see images of the prototypes of the student's work.

#### **About PAVE, [www.paveinfo.org](http://www.paveinfo.org)**

Founded in 1992, the Planning and Visual Education Partnership's (PAVE) objective is to encourage students to study in the field of retail design and planning and visual merchandising. Additionally, PAVE seeks to encourage retail management, store planners, visual merchandisers, architects, and manufacturers to interact with and support design students. These objectives are accomplished through competitions, projects, seminars, workshops, and grants and scholarships funded by the annual Gala and other fundraising activities. PAVE is a 501(c)(3) educational foundation administered by A.R.E.

#### **About B&N Industries, [www.bnind.com](http://www.bnind.com)**

B&N Industries is an innovative designer and manufacturer of products and systems for the retail, architectural, and consumer industries. The company focuses on fresh, fun, and functional approaches to solutions that enhance environments. With the launch of Iconic™ Carved Relief Panels, B&N has secured a new way of providing new technologies and design options for the contract, retail, and hospitality industry. From the ever-popular Puck™ hardware System, to the tension Cable™ System, the Sorbetti™ Freestanding Pole System, and the new Graphic Cubes and Quadri™ Frame Systems for display, B&N offers variety and creativity to merchandising, display, shelving, and contract needs. With over 80,000 square feet of local manufacturing with advanced CNC technology, the ability to source manufacturing throughout the world, and over 90,000 square feet of warehousing, B&N can accommodate virtually any size of project rollout and distribution. B&N continually works to provide new solutions to the ever-changing interiors markets and to bring a fresh outlook to the industry.

#### **About GlobalShop, [www.globalshop.org](http://www.globalshop.org)**

**GlobalShop** is the largest annual trade show of its kind, attracting leaders in the retail design industry from all over the world. Retailers, store designers, visual merchandisers, and brand managers attend **GlobalShop** each year to find inspiration and the latest trends in retail design, in-store marketing, and technology.