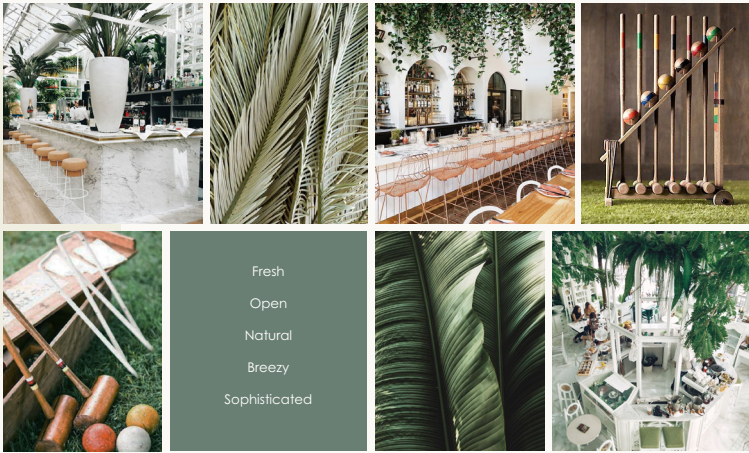




PROJECT ONE: CROQUET BAR CONCEPT

TASK

Design a bar that challenges the norm and addresses four specific topics. I aimed for a fresh, open and breezy environment that invited the outside in.



FURNITURE

The bar design encompasses an atmosphere of tropics and openness. To emanate this, I have used custom printed upholstery on fabricated chairs and throw cushions. The green marble bar in the centre of the space acts as a focal point.



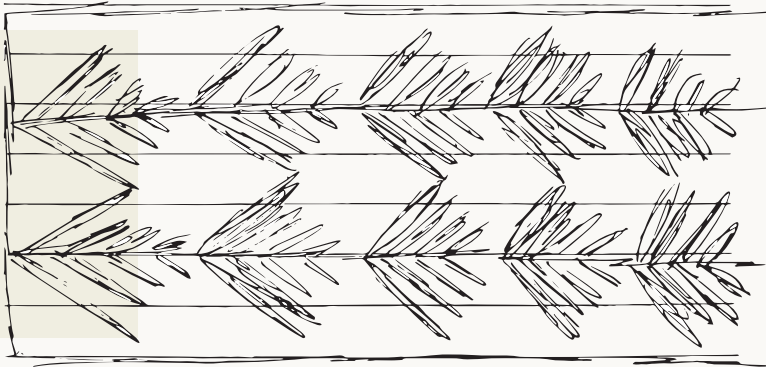
TOPICS IN FOCUS

The Mallet takes on large windows for cross-ventilation and air flow. Unisex bathrooms and accessibility elements ensure the space is adaptable for social-inclusion. The croquet station encourages a point of interaction for groups and individuals.



BIOMIMICRY

Inspired by biomimicry, the ceiling feature is generated using the structure of the grass-root. The form expands and contracts (opens and closes) encouraging outdoor light and air to travel through the space.



DIGITAL PERSPECTIVES

I generated the renders using 3DsMax and VRay. The biomimicry ceiling was simple to model in 3DsMax as I formed a modular linking system. This shape and technique of linking allows for structural integrity within the ceiling design.



SUMMARY

I undertook qualitative and quantitative research to gain a better understanding of what users look for. I believe human-centered design is one of the most important aspects in design as it ensures the final space will serve its core purpose.



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## PROJECT TWO: MECCA OFFICE CONCEPT

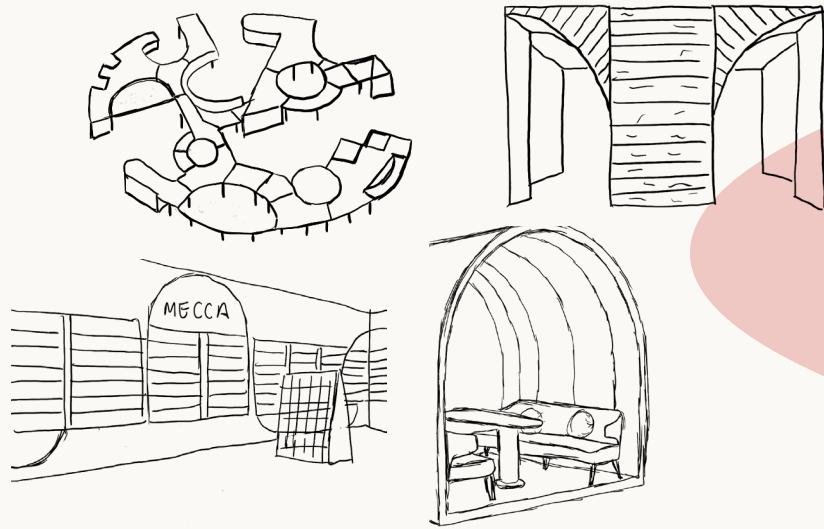
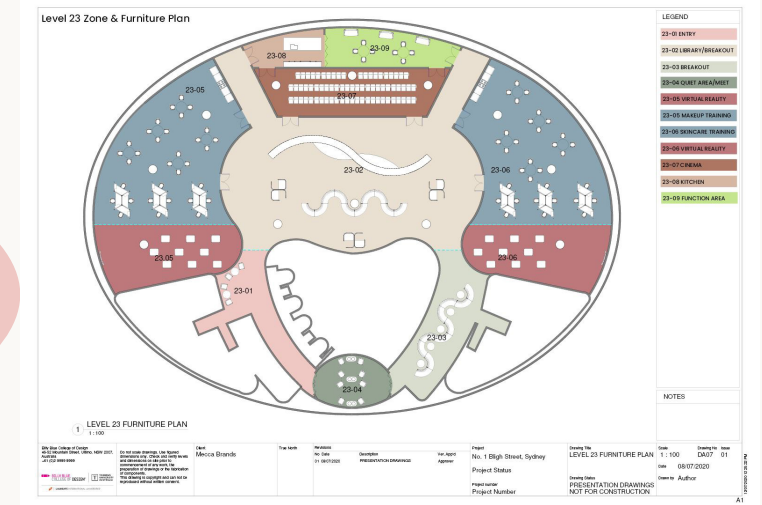
## TASK

Undertake research and complete an office design concept for a chosen brand. Here I focus on Mecca Brands. The brand holds a strong and admirable presence which I wanted to visually transfer into a physical space.



## THREE LEVELS

The office design incorporates three levels; an office space, a training space and a wellness space. The office includes custom designed joinery that operates as a collaborative meeting-to-desk system. A zoning and indicative furniture plan is shown to the right. The design is thoughtful of accessibility and inclusion standards.



## OFFICE DESIGN

A successful office creation implements a harmonious and engaging space that is established against an organisations identity and attitudes. The modern office space is changing with multiple social and economic influencers such as COVID19 and a strong focus on employee wellbeing.

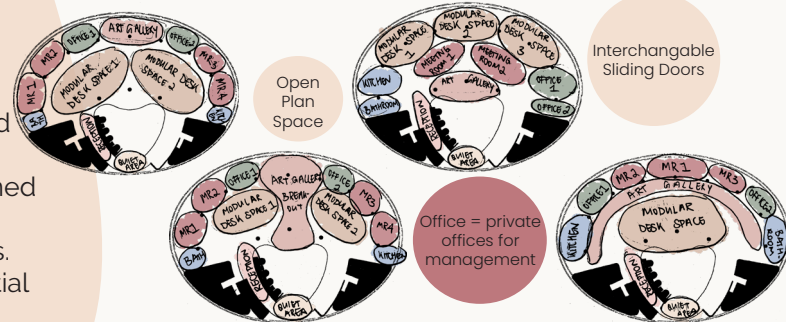


## MATERIALITY

The material board to the left demonstrates the finishes used in the open workspace. They are soft for acoustic purposes with tactile features including terrazzo, oak wood and brass accents.

## CURRENT CLIMATE

The pandemic has changed the dynamic and ideal surrounding the need of office, which highlights the importance of how a well-designed collaborative space can generate positive culture and improve the efficiency of workers. These diagrams demonstrate preliminary spatial working drawings.



## DIGITAL PROTOTYPE

This perspective was created using REVIT. Technical drawings also accompany this. The library offers a space for breaks, collaboration, brainstorming or research. Individual booths allow staff to complete work away from their desk as a change of scenery and privacy.



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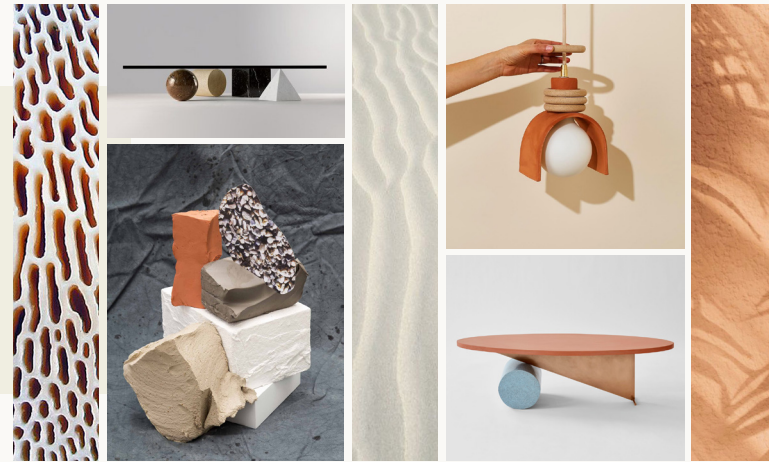




# PROJECT THREE: ANDREU WORLD DESIGN

## TASK

Design a piece for furniture for the Andreu World Furniture Competition (an International competition in Spain). This image to the right demonstrates my overall mood board and inspiration for my chair.



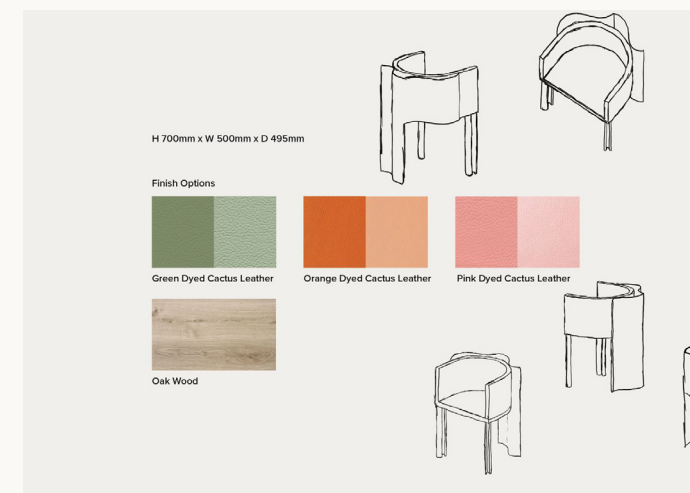
## CONTOUR

My design aims to celebrate craftsmanship and the overlooked ideal of chairs being an artwork. I have used organic and geometric forms similar to those found in abstract paintings and sculptures. Within this, can be found not just a chair, but a unique and challenging form that asks the user to appreciate shape and detail in a new light.



## INITIAL IDEAS

Juxtapositions, contrast & interjecting forms. We sit to eat, we sit to work and we sit to relax. The craftsmanship involved in the creation of a chair is something to be admired. The form is built to carry a certain weight while also being comfortable for the person occupying the piece.

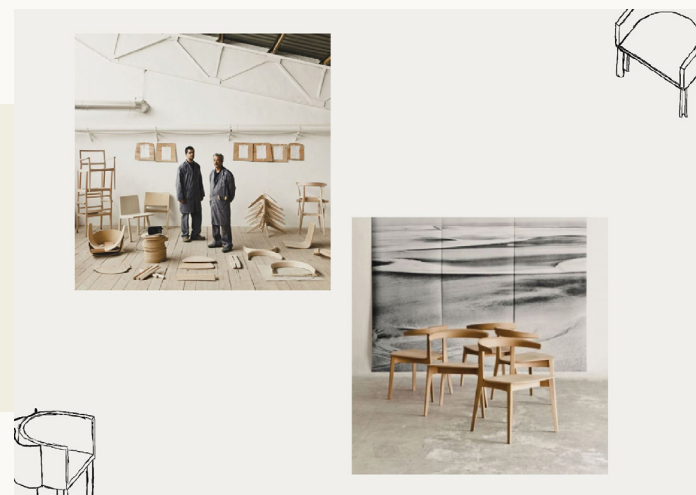


## MATERIALITY

The chair will be made using turned, bent and cut plywood for structure. It will then be finished in cactus leather (available in three colours) along with oak wood legs.

## ANDREU WORLD

"...attention to detail, excellence and good design, is the fundamental guide to continue being who we are now and in the future." - Andreu World



## DIGITAL PROTOTYPE

This 3D perspective render was created using REVIT. Technical drawings also accompany this design. The three different colour options are evident here. The chair legs take on a semi-circle form to align with the flowing curvatures of the chairs 'body'.



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