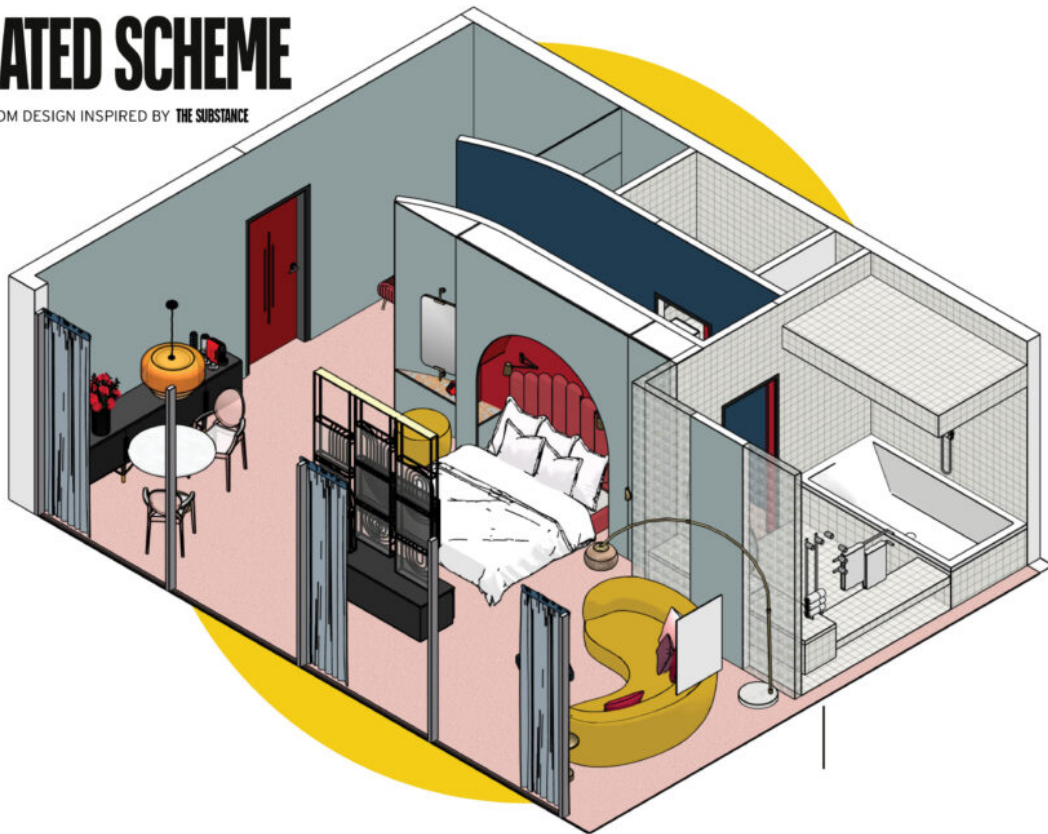


05. Model making – considering the first impression (pt.2/2)

Based on from some feedback I received, I made the decision to move the door in my design so that the first view the guest would have would be of both the curved hallway as well as the open living space with a view of the cityscape – encapsulating a variety of the key elements making up the cinematic experience.

UPDATED SCHEME

A HOTEL ROOM DESIGN INSPIRED BY THE SUBSTANCE



With this in mind, I needed to make some significant changes to the model I had so far made. I hadn't yet built any of the walls, so I was able to focus on the door itself. While I had liked my initial design, which I had drawn up after looking at some Art Deco imagery, after some thought – I felt that it

wasn't quite right. I searched instead for Hollywood Regency doors, which led me to my updated, simpler door design. I was keen to slightly simplify the sort of clover leaf motif above the door as well, feeling that it was too organic in shape (more Art Nouveau) and too direct of a reference to *Suspiria* rather than a modified interpretation.





My updated door along with the mood board and my existing designs – I felt that the combination was more cohesive.





Treating the process of building the internal walls in a similar way to framing out walls at full 1:1 scale to give the model greater stability and a sense of depth.



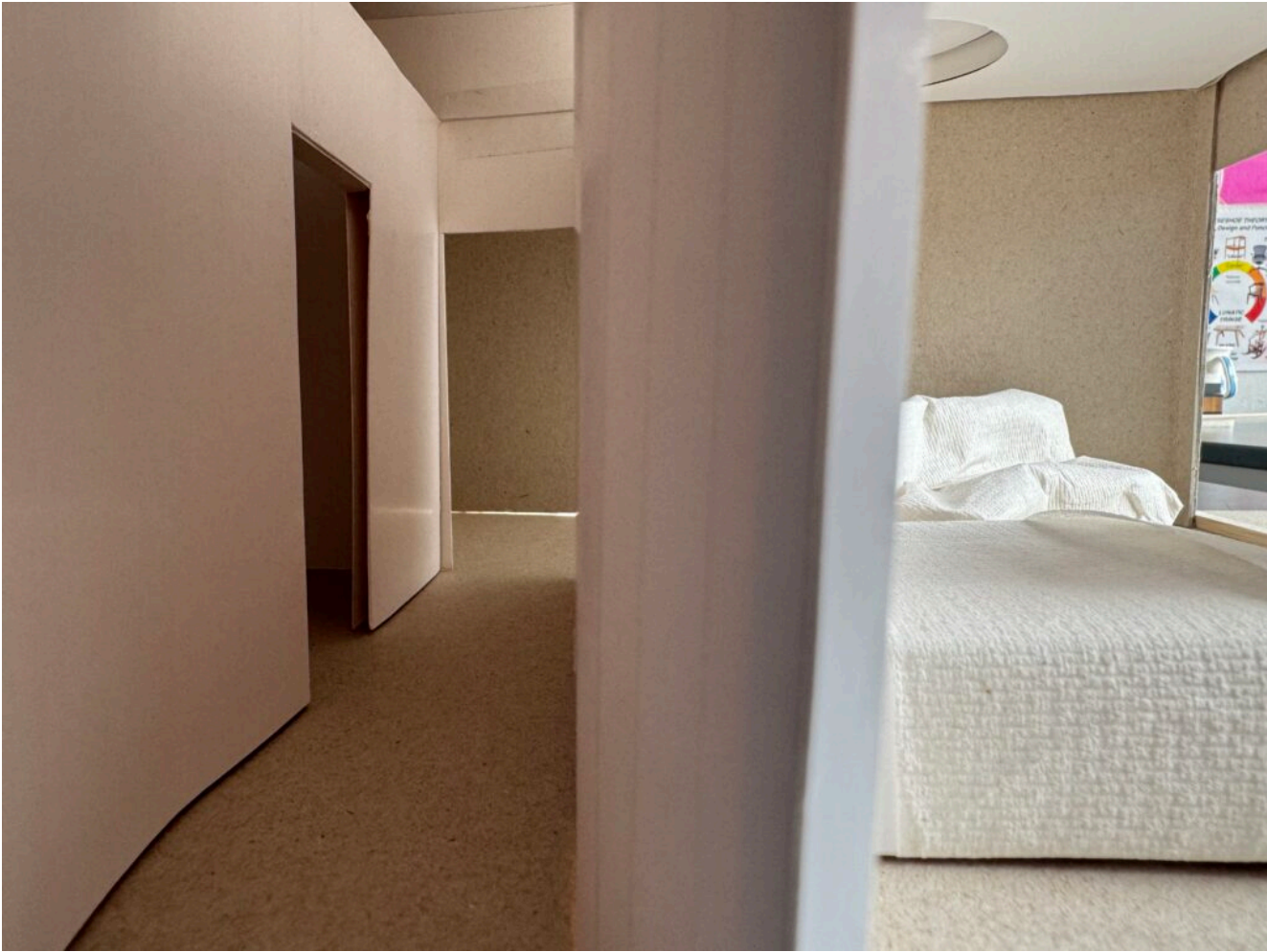


The internal glass brick wall, made out of tracing paper so that I have scope to experiment with lighting and understand how it will pass through the interior.





Adding the ceiling details and some simple furniture elements provided a more realistic understanding of the experience of entering the space.





Some “upholstered” elements such as the couch and bedding help to give a further sense of materiality.

