

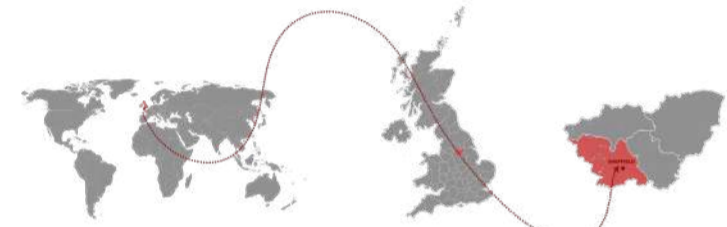
"Journey of light"

Dark Restaurant

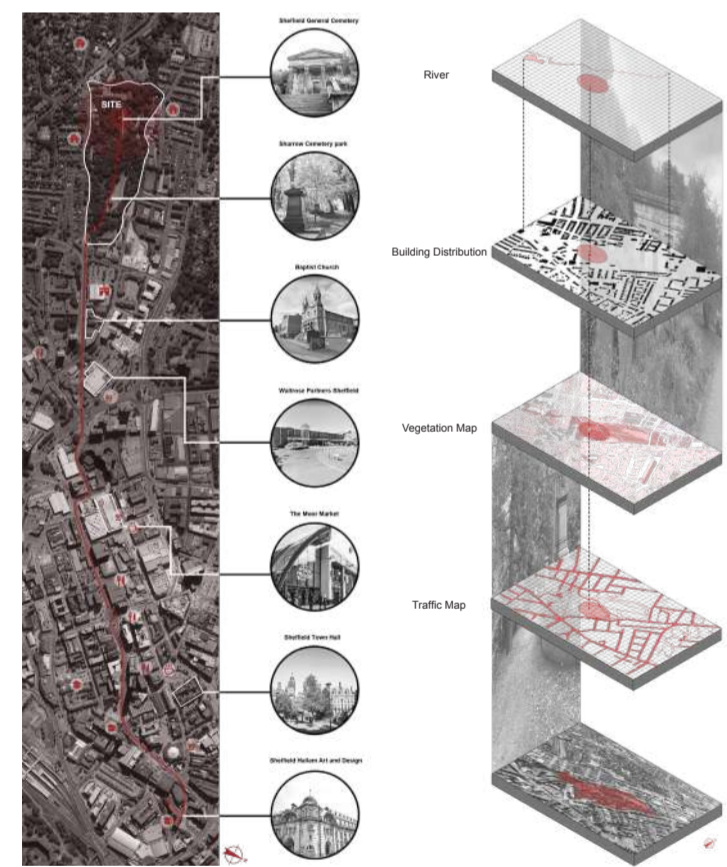
Design Statement:

The site was chosen for a cemetery, monument and nature reserve in the south west of Sheffield, UK. With the development of the economy, the need for food is no longer just to be satisfied with sustenance. Sheffield General Cemetery was used as an example to explore the potential for future development options within the building of a non-state church to unlock a place specific gastronomic experience. My design concept is to create a dining space with light and darkness, with a strong contrast between light and dark, so that people can experience life and death as if they were. Through this design and the special venue people are made to think about life and value it. The traditional dining environment brings with it the possibility that people's dining experience will be affected by the visuals and they will not be able to focus on the food itself. When people switch off their vision, their senses of taste, touch and smell are enhanced. Due to the specificity of the restaurant's location. Let me want to create an unknown dark dining environment by increasing people's fear of the darkness in a way that they experience the fear of the dark, at the end of the meal I will design a tunnel with light. In this way the customer can experience the process of going from darkness to light, from death to rebirth.

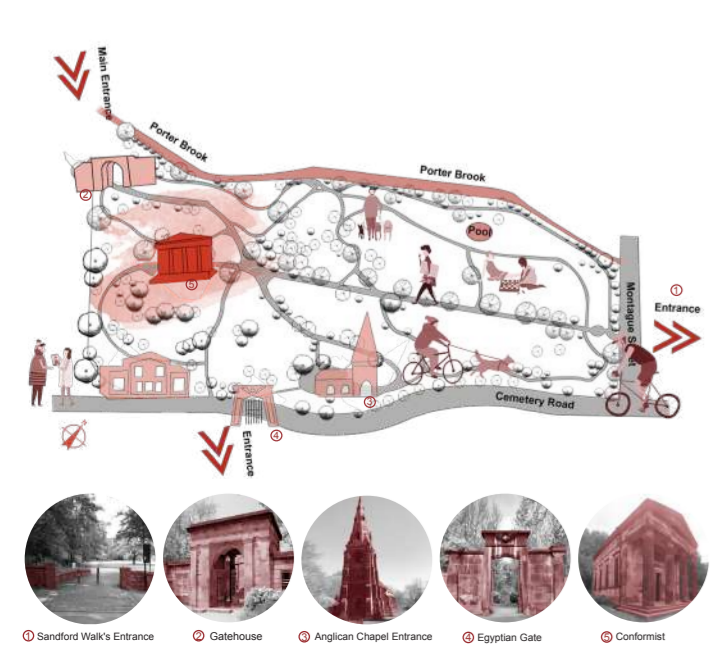
01 Location Background



Sheffield General is one of the earliest working cemeteries in the UK. Sheffield General Cemetery is een begraafplaats, beschermd monument en natuurreservaat in het zuidwesten van de stad Sheffield, gelegen in het district Sharrow. Het was in de Victoriaanse periode de grootste begraafplaats van de stad; in de loop der jaren, vanaf de opening in 1836 tot de sluiting in 1978, werden er ruim 87,000 teraardebestellingen uitgevoerd.



02 Research-Basic information



03 Research-History

The cemetery was designed by Samuel Worth on the site of a former quarry and landscaped by Robert Marock.

1832 The general cemetery was one of the first commercial landscape cemeteries in Britain.

1836 The Sheffield General Cemetery opened in 1836 as a Non-conformist cemetery in response to the rapid expansion of Sheffield and gradual filling of the town centre cemeteries.

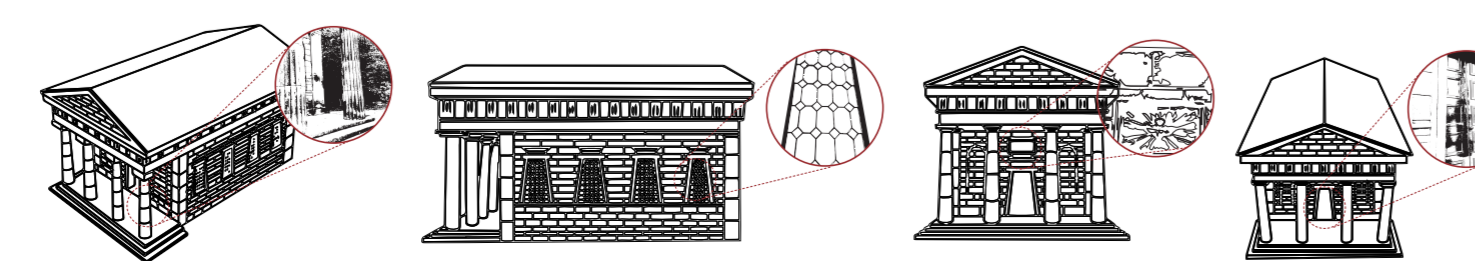
1978 The cemetery continued to be used for burials until the 1960's, but was closed in 1978.

1980 Ownership of the cemetery passed to Sheffield City Council, and in 1980 permission was granted to clear half the cemetery was cleared to make recreational green space. Since the 1980's the rest of the cemetery has been largely untouched with many of the buildings falling into disrepair.

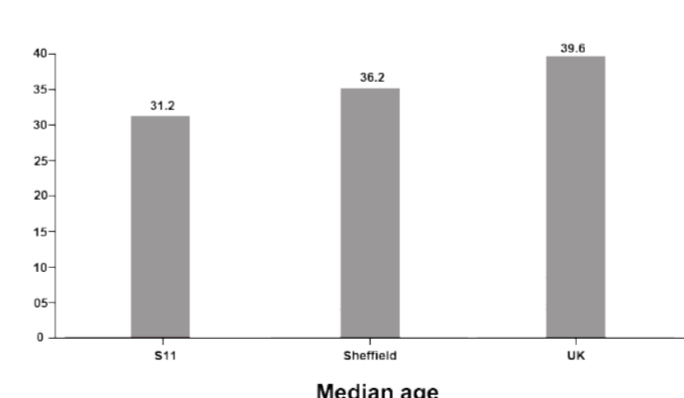
1990 By the 1990's, the rest of the cemetery was largely untouched, turning into a grassy area that served as an important refuge for local wildlife. Unfortunately, many buildings also fell into disrepair.

Now The cemetery is now grade II park, an important local landmark and a sanctuary.

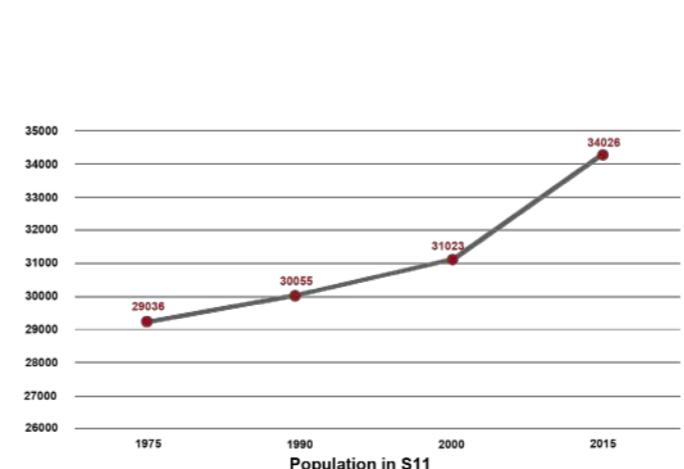
04 Structure analysis



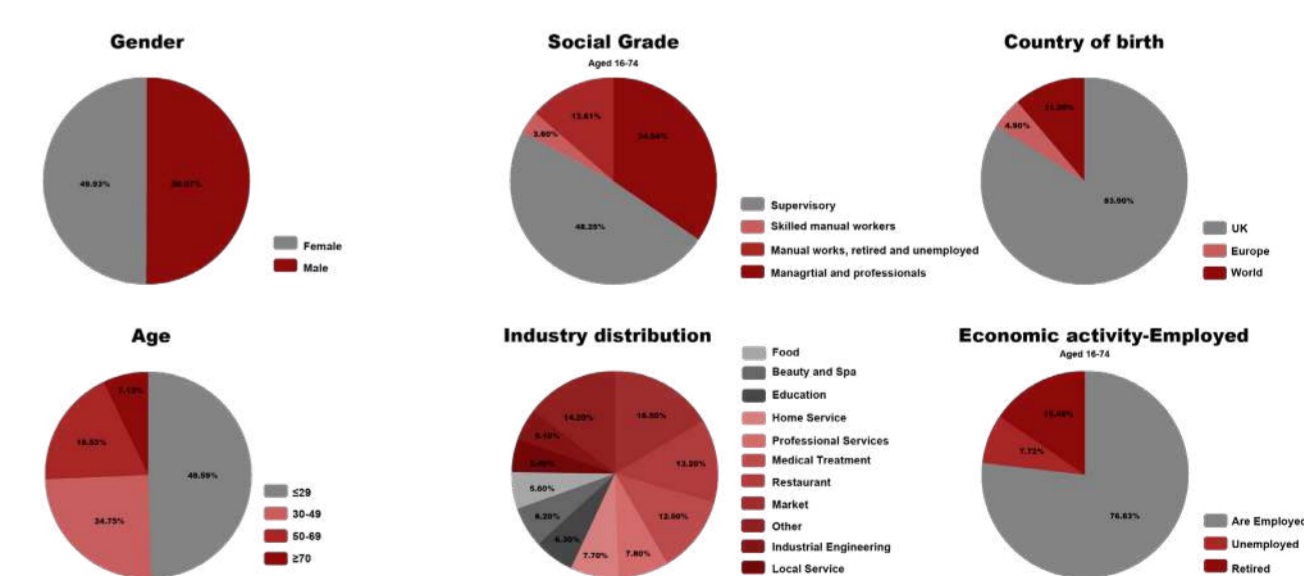
05 Research-Customer analysis



According to the survey, the population of Sheffield and the region is predominantly young.



Estimate of the population density of the usual resident population at the time of the Census is 30.6 people per hectare.



06 Research-Customer type

Old people: It is very important for us retired elderly people to enjoy life and feel the beauty of life.

Couple: It's important for our lovers to have a special meeting place where our heart beats faster and we can trust and get to know each other better.

Young people: For us young people, the fresh and exciting and special dining environment makes us want to experience and feel more.

Local people: I grew up in the UK, but I wanted to go to a restaurant that had a variety of cuisines.



07 Section view of the original building

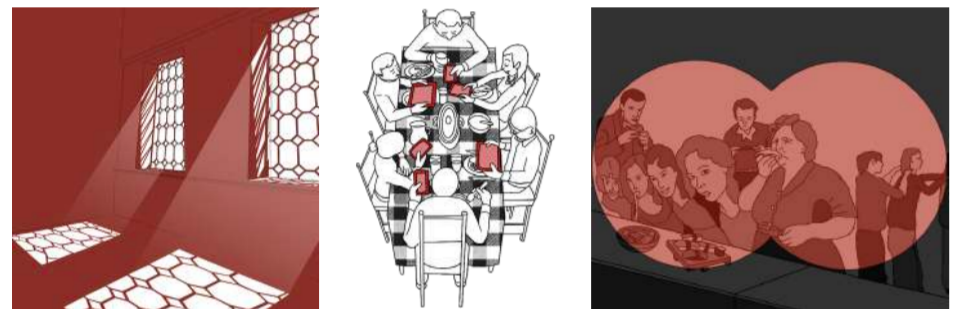
The chapel comprises the current chapel building, with two floors of subterranean crypt. The first floor of the crypt comprises 12 vaults, including one vault occupied by three members of the Hadfield family. This floor was once accessible via a door at the south end, and is thought to have been used during World War II, possibly for storage or as a bomb shelter. The crypt has been accessible since the south entrance was backfilled. This may have occurred in the 1980's, although the exact date is unknown.



08 Design Concept

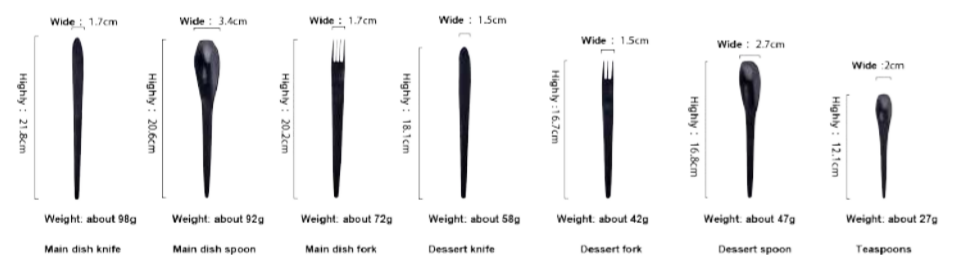
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At the end of darkness is light
Transforming the dining experience
Removing all light sources, this is a special dining experience. As you enter, you need to support each other's shoulders as you are led into the hall by the ushers. When you eat, there is no light. You need to taste, listen and smell the food. In the darkness, the person next to you becomes a shimmering light, or even a 'lifeline'. When you can't see, your inner fear increases your dependence on and trust in the people around you, and communication between people becomes more genuine. There are no mobile phones or visual barriers between people, and communication is more harmonious. Here, people's vision is closed, but the background colours within are clearer. The sense of taste becomes particularly sensitive when sight is lost. Eating in the dark allows guests to focus more on the taste of the food, which gives them something unusual to discover and feel.

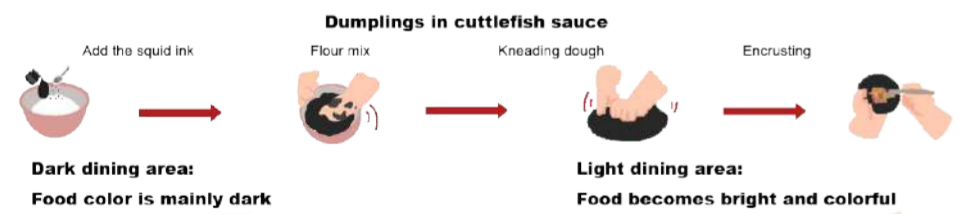


Inside the building there are eight large windows, each with a hexagonal prism. When sunlight comes in, it creates a strong sense of light and shadow. The traditional way of dining. Simulate the way of my restaurant's customers eat with an infrared night-vision camera.

09 Stainless steel tableware



10 Food



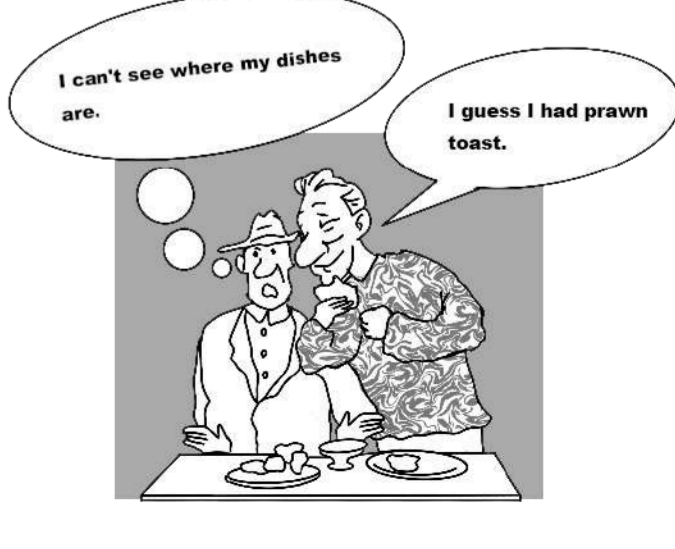
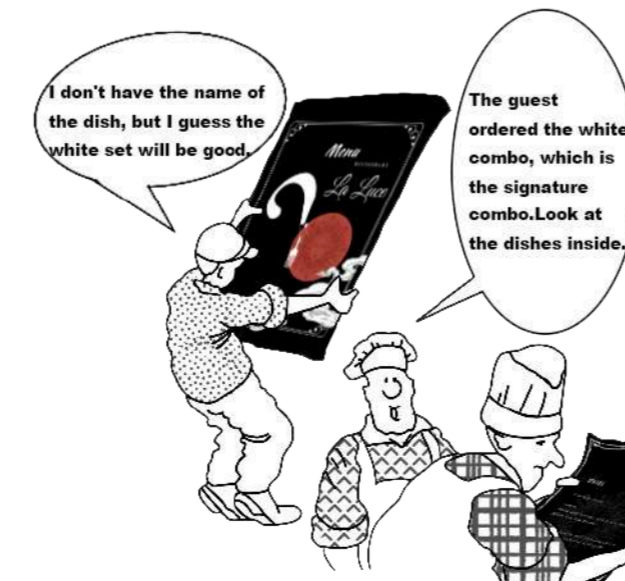
11 Brand and process

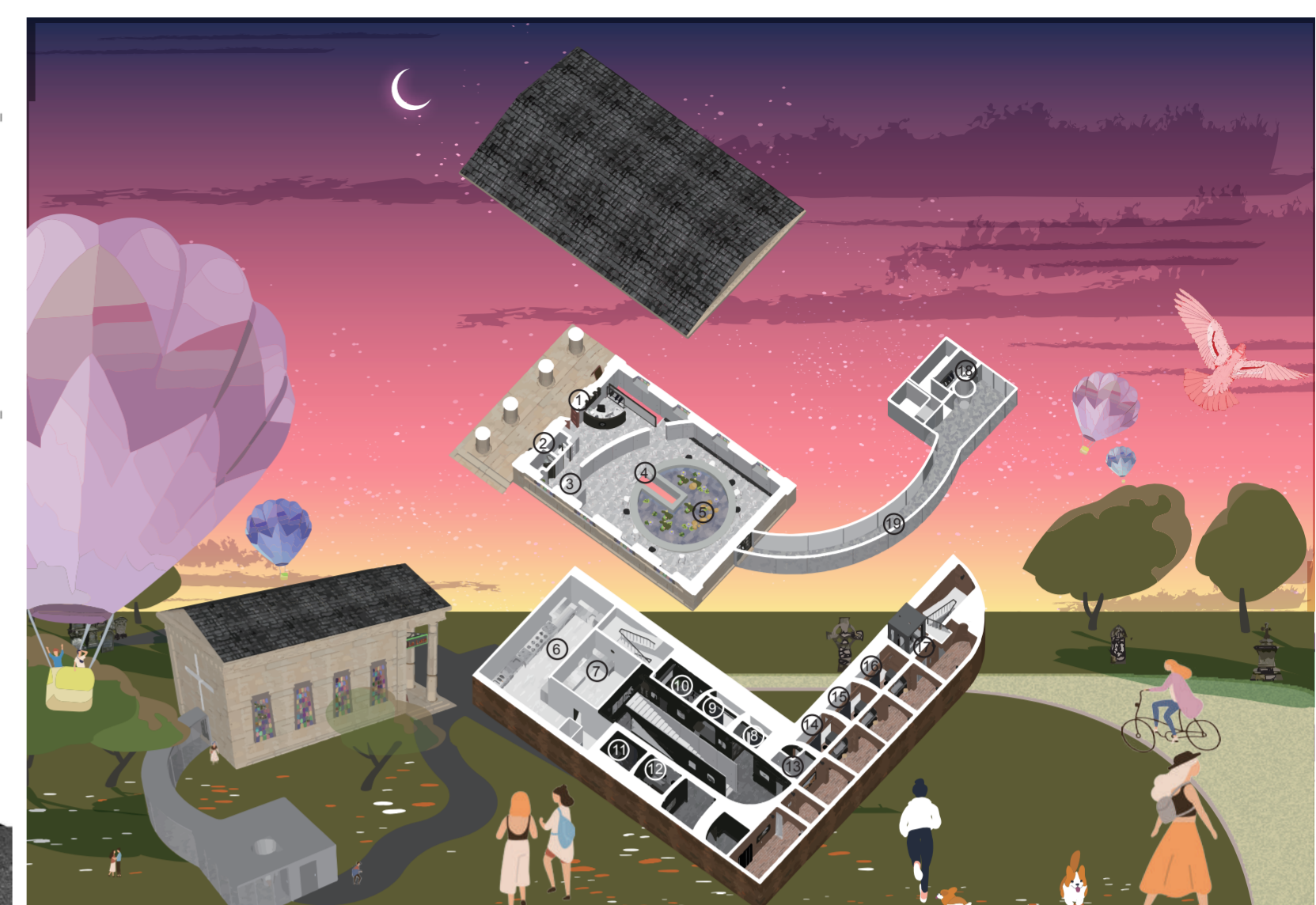
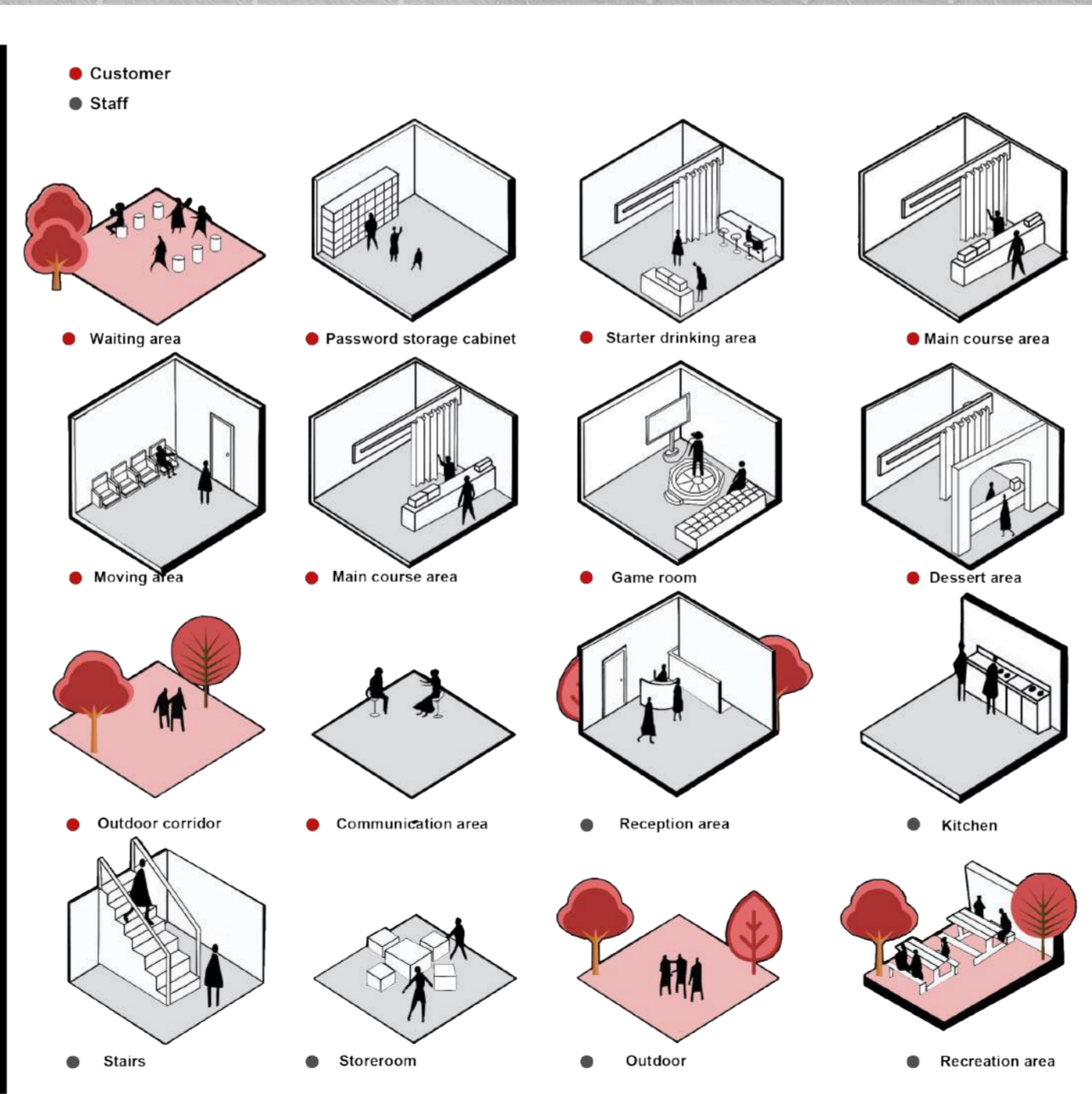
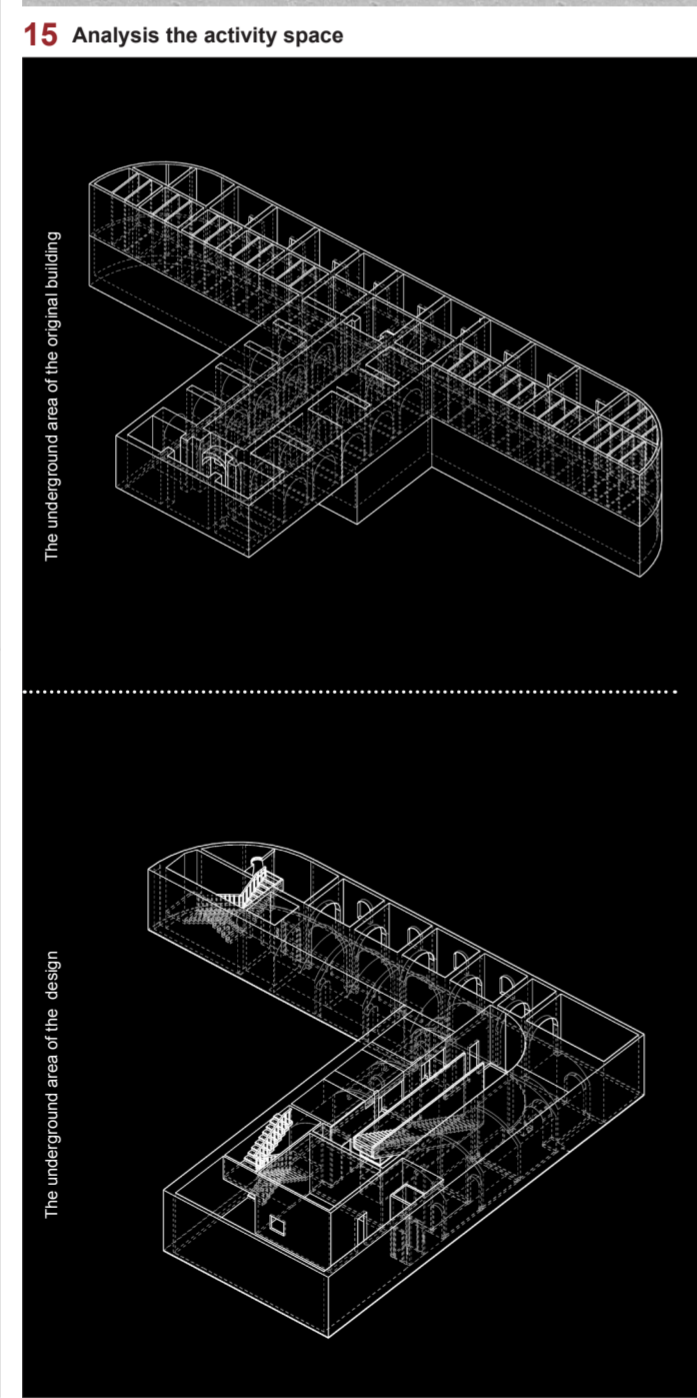
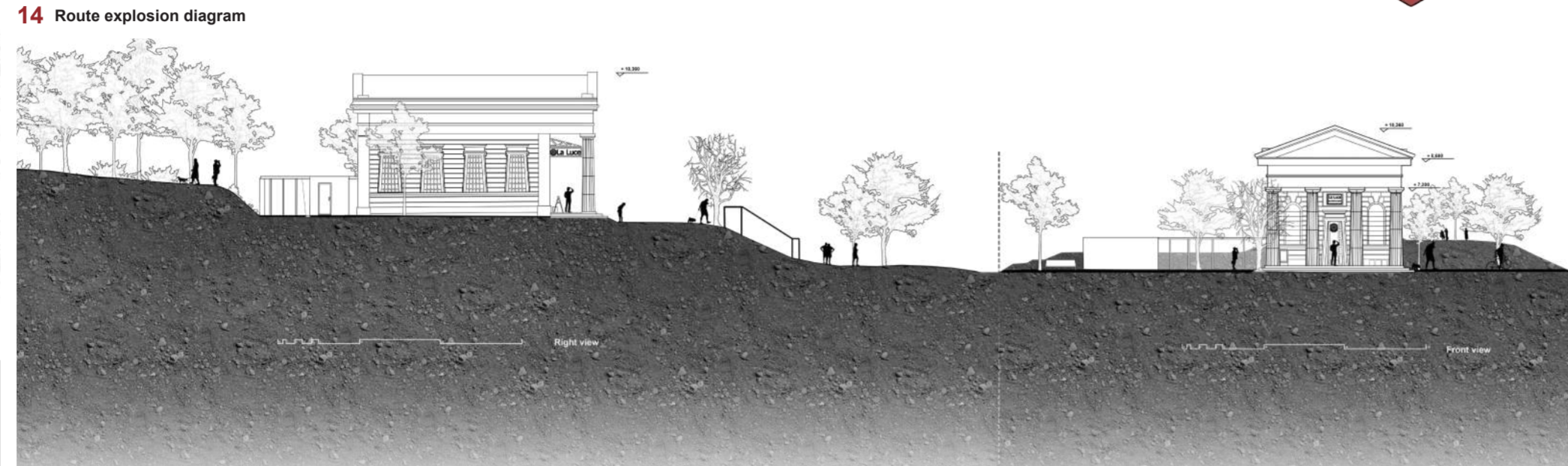
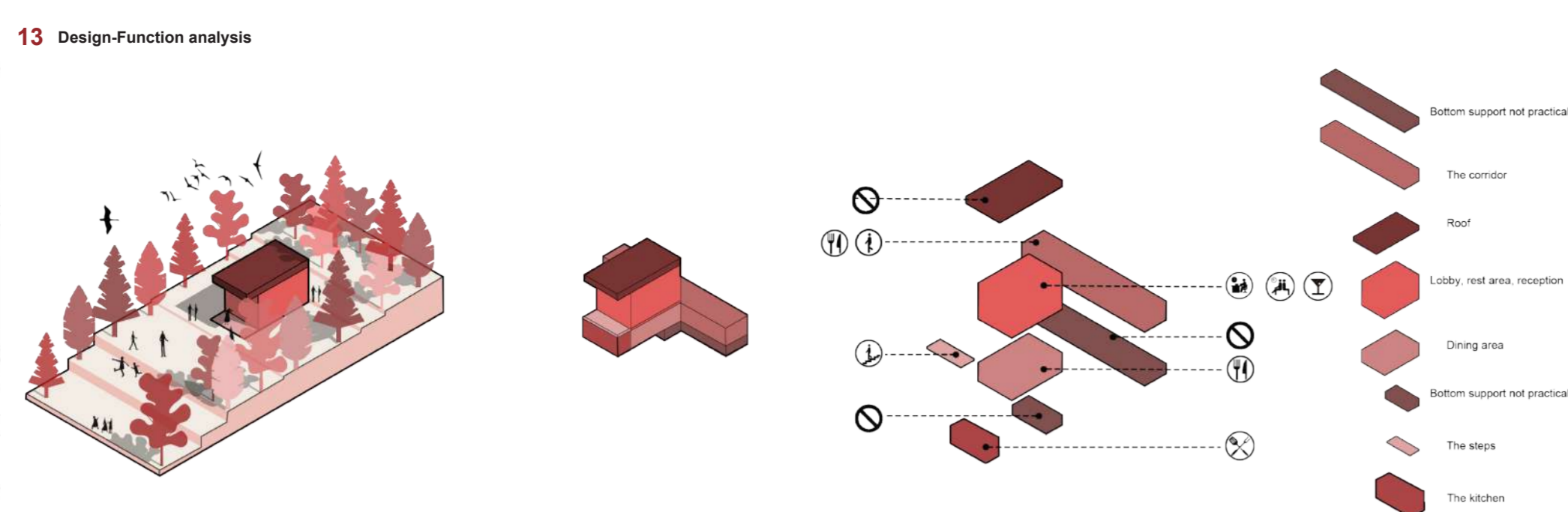
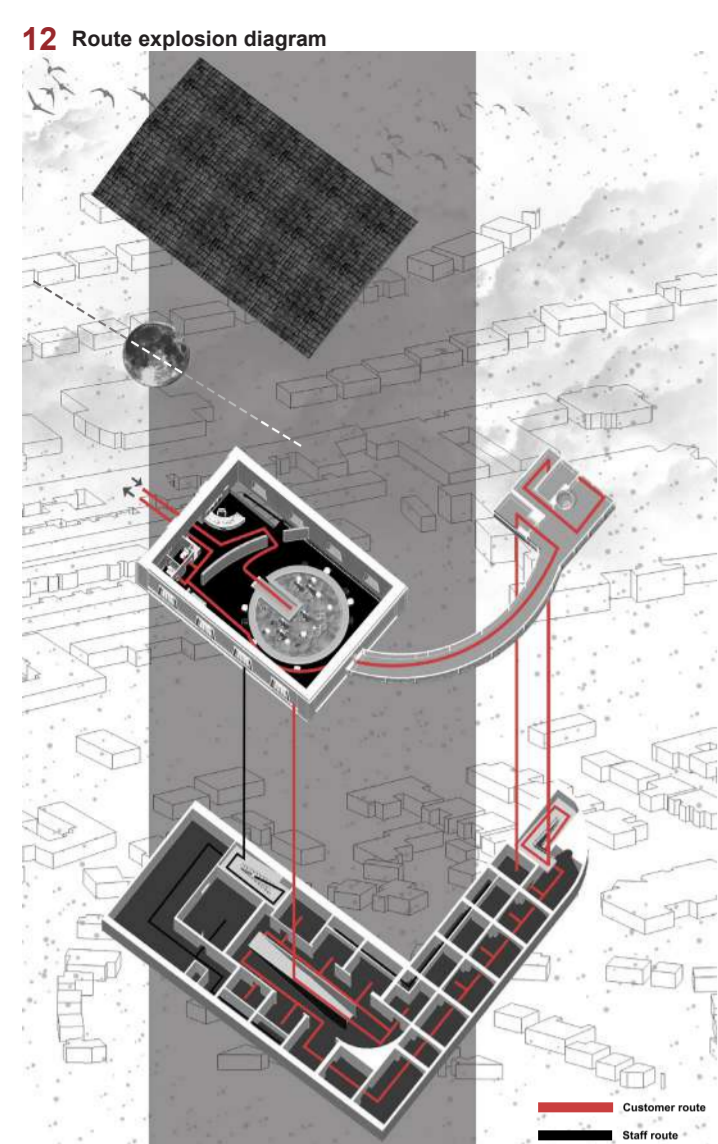


The logo is the face of Apollo in Greek mythology, Apollo is the sun god in Greek mythology, and corresponds to the light in the design. La luce means "light" in Italian, and using it as a restaurant name allows people to start thinking about the restaurant from the name.

There are four menus to choose from, denoted by four colors -- white is the chef's surprise, blue is fish and seafood, green is vegetarian, and red is meat. But when you ordered the food, you don't know what it was.

Menu items can create unexpected combinations. What sparks do unrelated ingredients create? You can guess what you're eating. At the end of the meal, the waiter will tell you exactly what you are eating.





Design description:

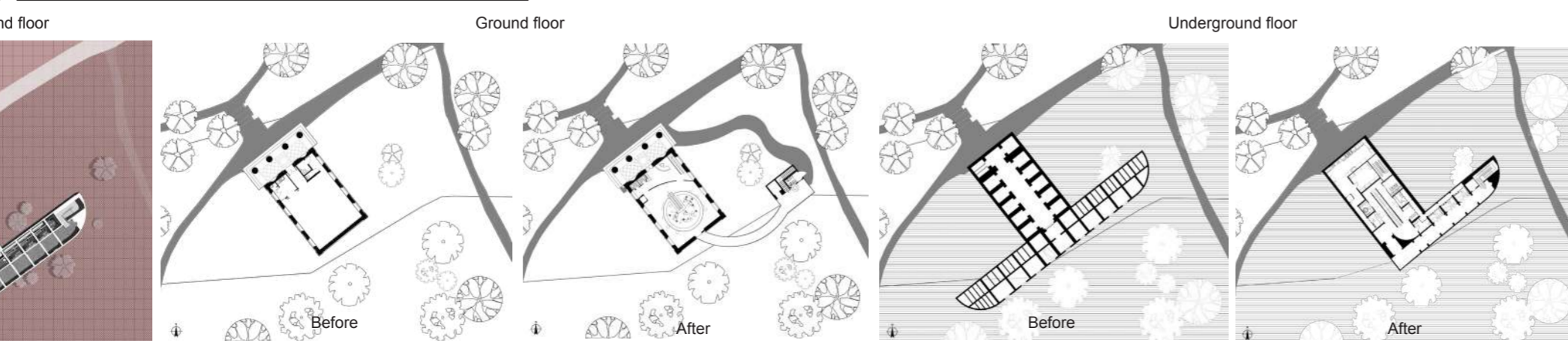
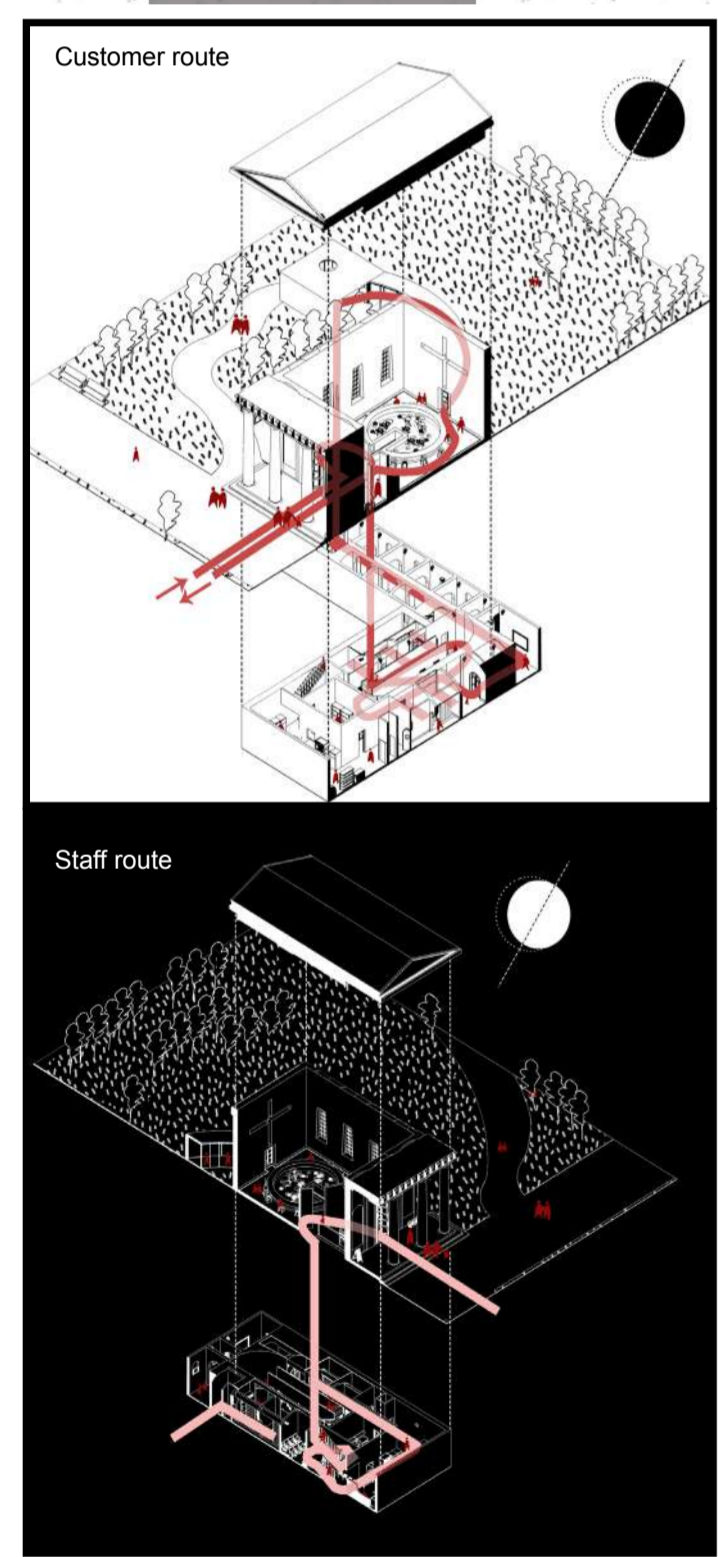
The dark "Laluce" restaurant will be located in the "Nonconformist chapel" in Sheffield General Cemetery. The main dining area is located on the underground floor and the theme of the restaurant is "Journey of Light", taking customers on a different journey from darkness to light while enjoying the food. The location of the restaurant in a cemetery is a special connection that makes people think, feel and value life.

The lights with the name and logo of the restaurant can catch the eye of customers at any time. To let people know where the restaurant is. Curiosity will lead people to open a unique food to enjoy. The design of the circular lotus pond in the hall on the ground floor is a combination of Oriental elements and religious holiness. Make people enter the hall feel mysterious and sacred. The underground space is divided into three parts, a "white area" where employees work and a "black" is dark main dining area, and a "red" is dessert area. Customers experience both the starter and the main meal by trial and error. The color of the food is also dark. After arriving at the dessert area, sunlight comes from the skylight, and the color of the food is enriched.

The restaurant will be open from 10 am to 5 pm, which is the best time to experience the "journey of light". The rest of the time will be open as an exhibition hall, displaying cultural relics unearthed from the cemetery and paintings related to the place. There will also be a small cinema and a VR gaming experience, both of which will revolve around the history of the Sheffield General Cemetery.

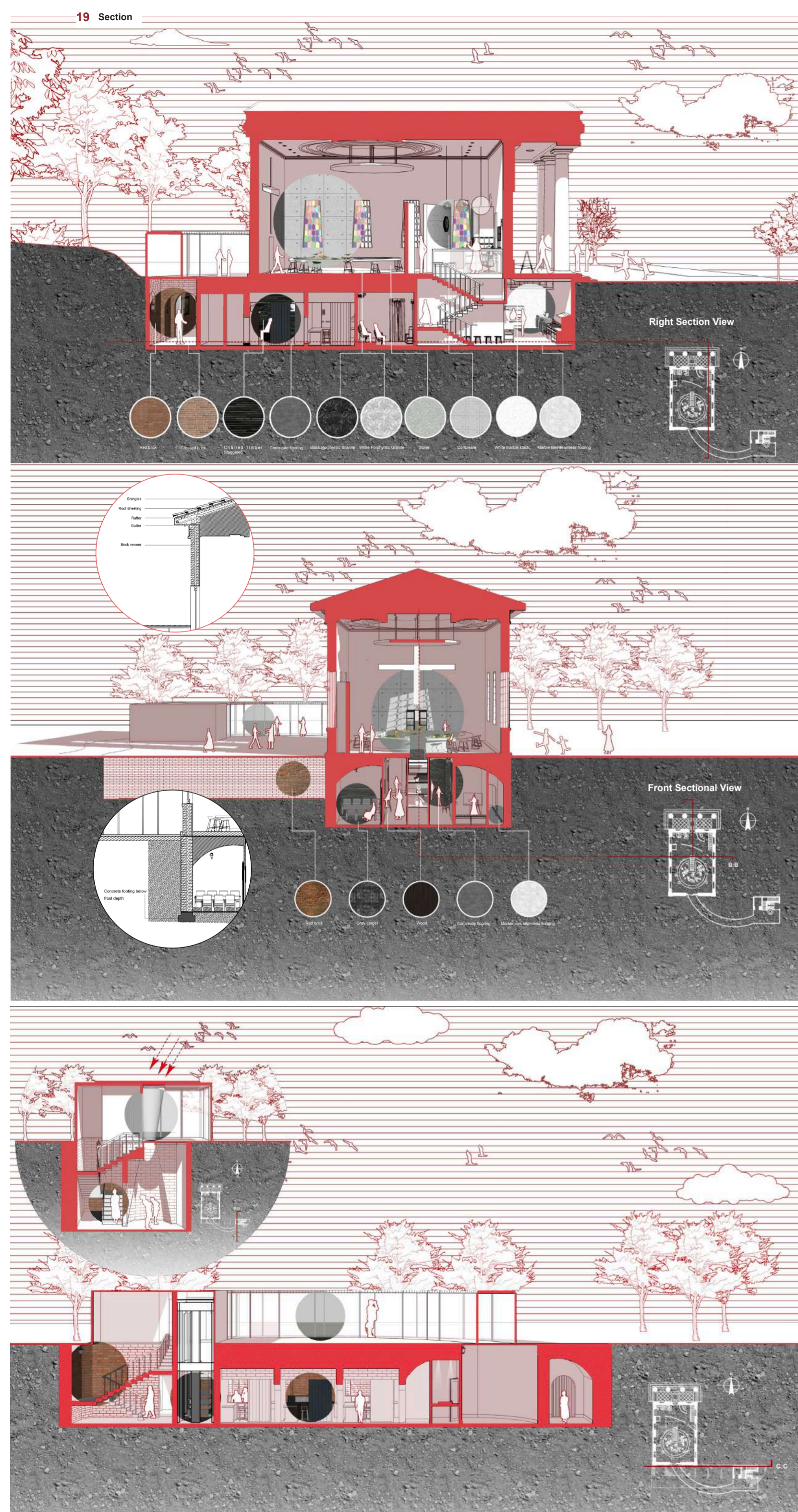
17 Build the required materials

Location	Classification	Material name	Characteristics
Dessert area floor	Composite materials	Creased brick	Red bricks are durable and have respiratory properties that regulate indoor and outdoor humidity and are good for people's health. It is also load-bearing, heat-insulating, soundproof, fireproof and decorative.
Dessert area wall	Composite materials	Red brick	Red bricks are durable and have respiratory properties that regulate indoor and outdoor humidity and are good for people's health. It is also load-bearing, heat-insulating, soundproof, fireproof and decorative.
Dark area	Environmental protection material	Charred Timber Staggered	Carbonized wood is anticorrosive, insect-resistant, environmentally safe and retro in nature. After carbonization treatment, the wood texture has a more three-dimensional, and woody aroma, its good decorative performance
Ground floor hall wall	Composite materials	Concrete	Abundant raw materials, low price, high compressive strength, good durability, wide range of strength grade.
Flooring	Composite materials	Concrete	Features of concrete floor: durability, easy maintenance, environmental protection features.



Project: Design of Cemetery Restaurant

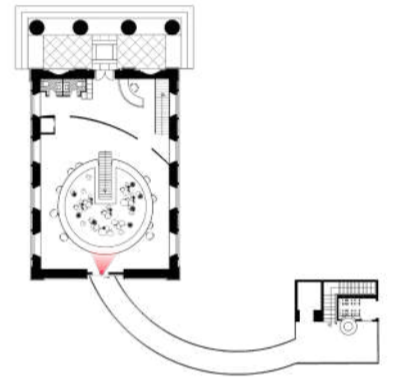
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Ground floor lobby

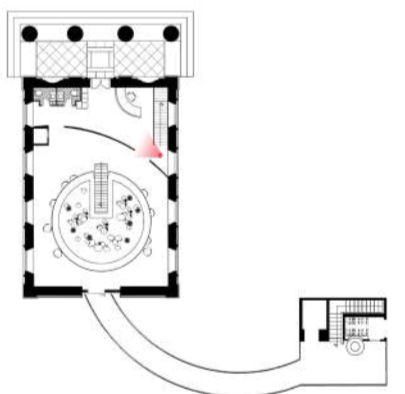


- Like the Sagrada Familia in the reference picture. When guests enter the center of the church dining room, they can see the flow of colorful light. Each window is made of glass of different colors. The colors are peaceful but ever-changing. Looking from a distance, it looks like a piece of rice paper mixed with various colors, blending gradually and spreading out the flowing light waves of the whole building. Colored light and shadow are projected onto the building itself, like coloring the building with colored dyes.
- The ground floor lobby is a stone lotus pond which can be used as a table in the casual drinking area, but also as a link to the ground floor dining area. The design of the lotus pond has oriental elements, which can bring variety to the interior of this Greek Dorian and Egyptian style building. Entering the interior, one cannot see the space due to the curved walls, but the sound of the water can be heard, which adds to the mystery and makes customers want to visit the interior. Here you will be able to enjoy a glass of wine while watching the lotus flowers in the pond and talking to others about your meal. It is a different kind of experience. The steps down to the pond lead down to the ground floor dining area, which is designed to block out natural light from the ground floor, allowing for a greater sense of darkness on the ground floor.
- The presence of both ancient and modern people in the effect is presenting another form of communication between the ancient and modern people in this general Cemetery.



First floor hall

- Upon entering the door is a curved wall that blocks the view of the hall and gives a sense of mystery.
- There is a row of seating in the front area to facilitate customers waiting to eat, and a row of cabinets on the right hand side of the entrance to store customers' mobile phones and luminaries so as not to detract from the experience of entering the dark dining area.



Kitchen

The kitchen is located on the ground floor to provide a better connection to the customer dining area. The interior walls and floors are made of tiles that can be easily cleaned and tiled.





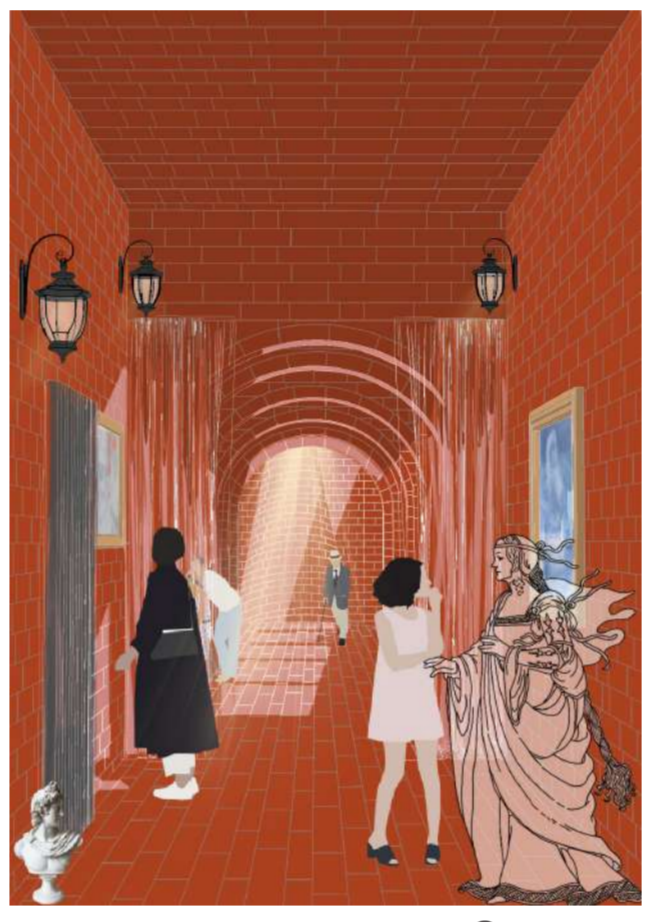
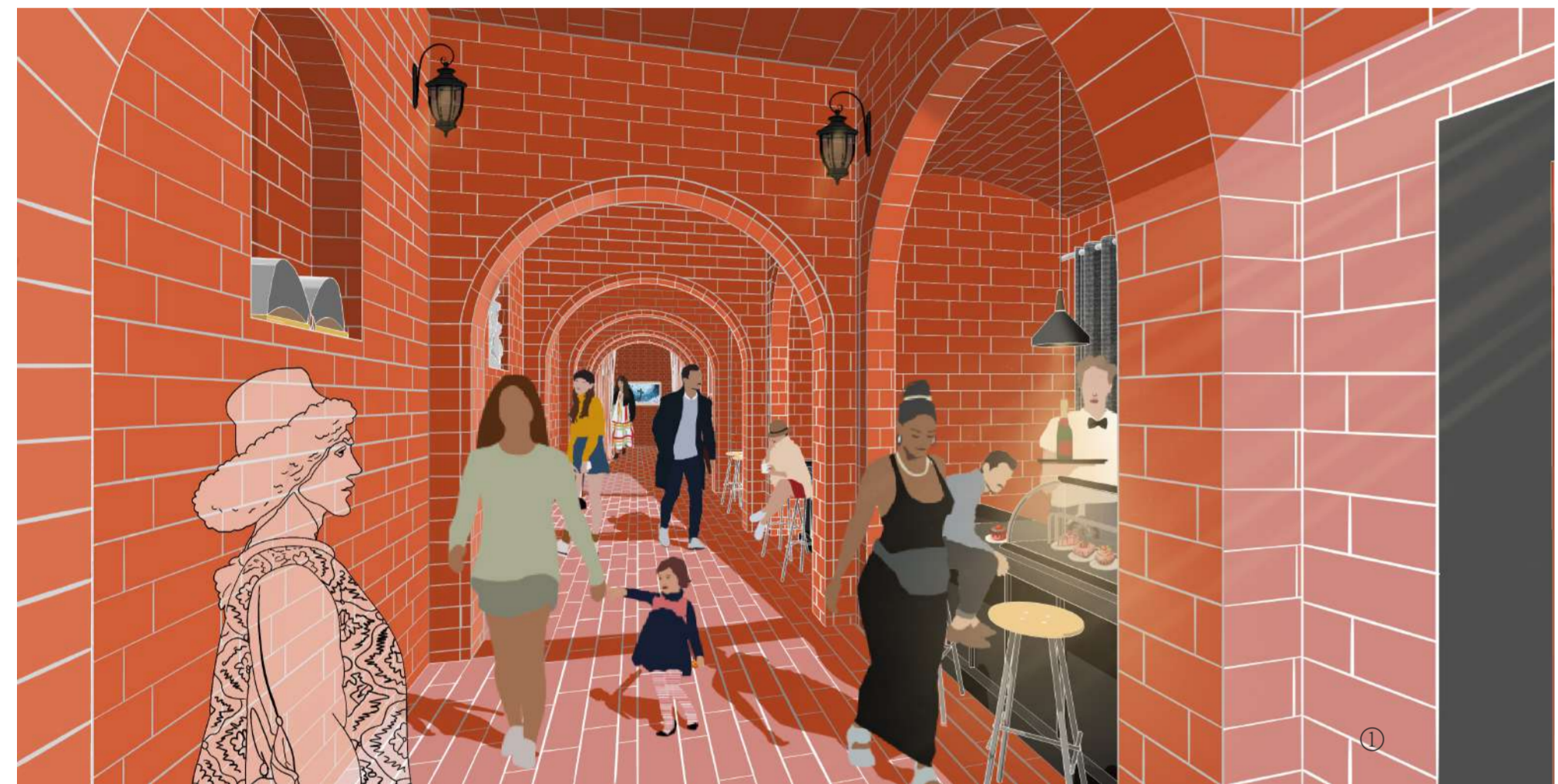
Dining area

The dark area is divided into two types, one being a completely dark dining area. Here customers can experience a unique culinary journey. The other shimmering area is used for waiting for the following dining session. The shimmer zone is divided into two rooms: a small cinema room and a virtual gaming experience room. The content is related to the history of the site where the restaurant is located, "General Sheffield's Tomb", and the preparation of the restaurant's speciality food. This allows people to experience more and gain more from the waiting time.



Waiting area-VR experienceroom

Waiting area - Small cinema



Dessert corridor ②

The dessert area was modified using the original parts of the cemetery building, opening up the original walls and retaining the maximum amount of the original building structure. The dessert area is a turning point in the 'journey of light', from the complete absence of light in the darkened dining room to the gradual clearing of sight. This process allows customers to feel the power of life through the changing body of light. The food in the dessert area is bright and colourful, making a strong visual impact. The materials are a smooth red brick structure in contrast to the Charred Timber Staggers rough materials of the main course area, adding to the experience. The walls are lined with paintings and sculptures related to the history of the restaurant, adding to the experience as people move around.



Outdoor corridor

The lift in the dessert area provides direct access to the outdoor area at the back of the restaurant building. Here a corridor of glass and steel has been designed, where one's sense of light can reach its highest value due to the complete light transmission. After the journey from darkness to semi-light and then to full light, one returns to the lotus pond in the lobby of the building through the back door. This "journey of light" is completed.

