



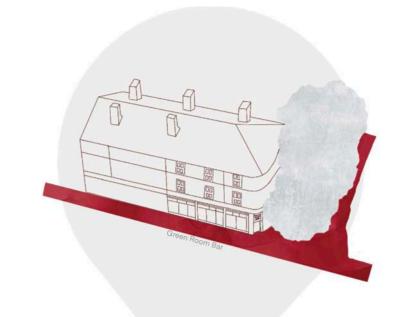


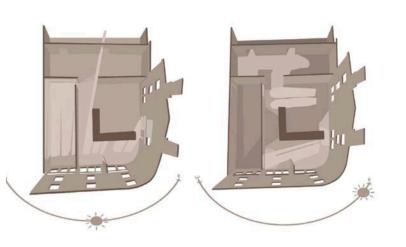


Design brief

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To design a place to eat and sleep in the city, based on the requirements of a particular, defined user or users, drawing wider inspiration from eat, sleep, connect, repeat. By exploring the site's history, this understanding of historical place has become a key feature throughout my project and during the design making process. This references Brooker (2018) who determines "Places that are adaptable can create associations with the past and with the future; they create interconnections through space and

This proposal builds on the concept of 'Gentlemens' Clubs' by capitalising on The Green Room's history from the 1940's, but bring it into a modern day setting. These historical design styles and references have become the foundational concept of my project.











Dream Doll by ER FANG Design



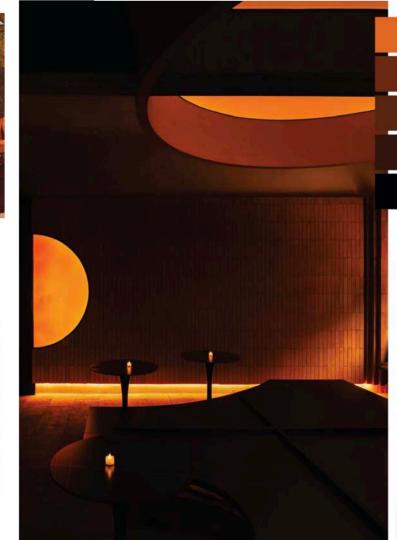
















Red Lighting



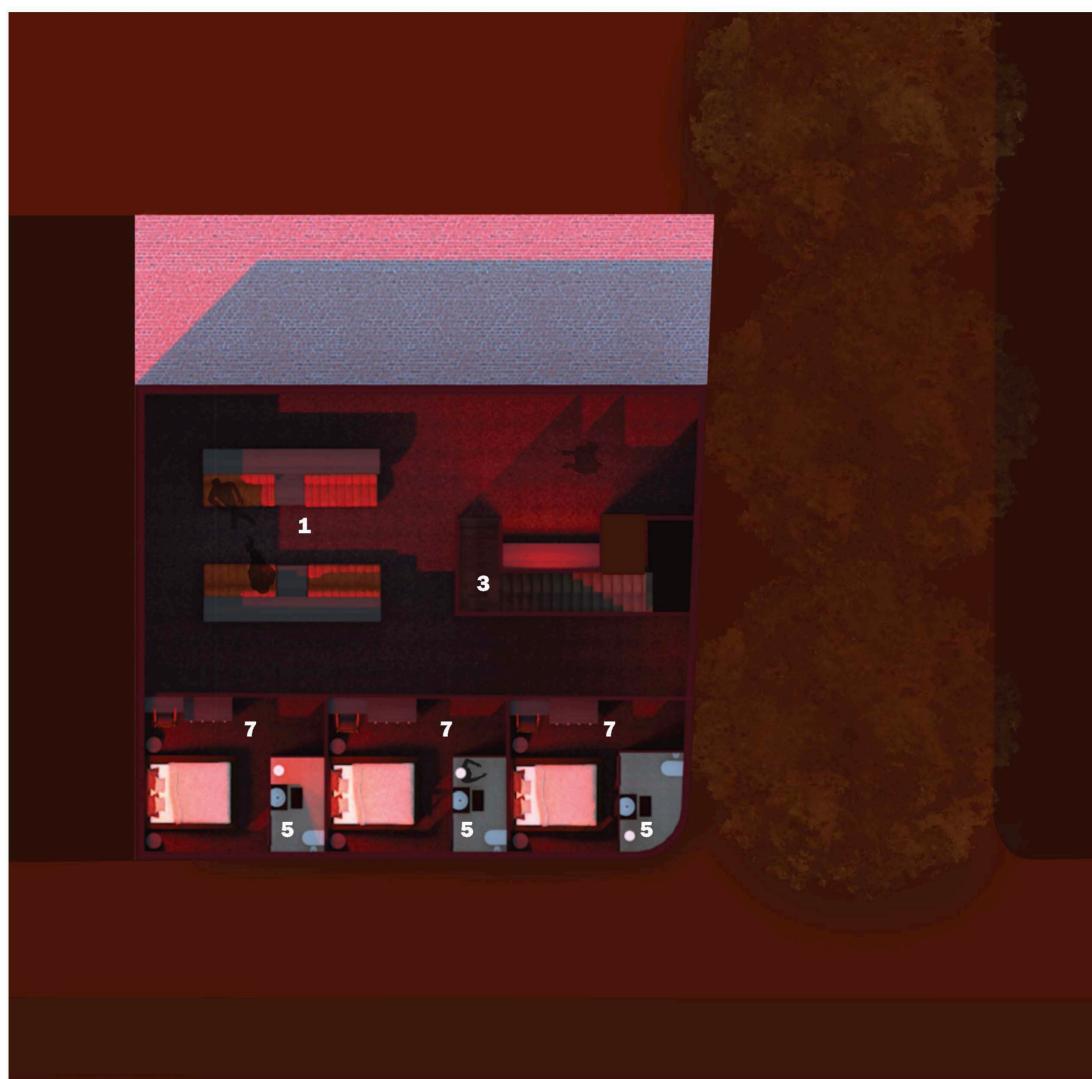




Seating Area
 Bar

3. Staircase

4. Kitchen 5. Bathroom 6. Outdoor Seating Ground Floor, 1:100, A4



Seating Area
 Staircase

5. Bathroom 7. Bedroom





Seating Area
 Staircase

8. Bookable Room

5. Bathroom 7. Bedroom

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