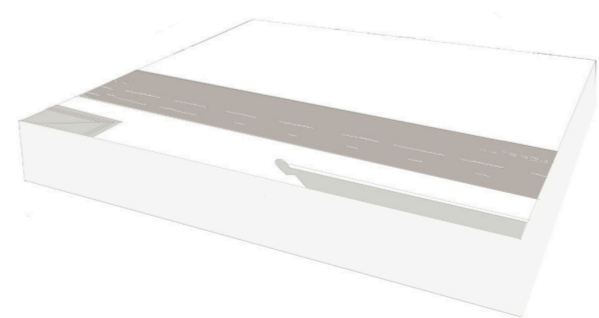




UMBRA

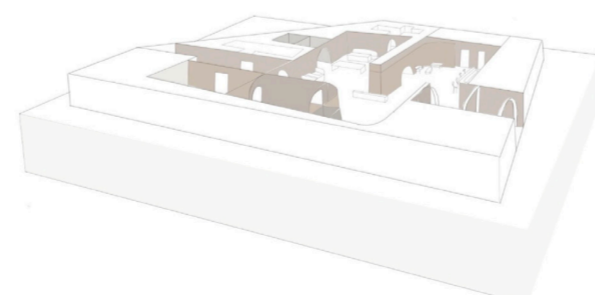
A REMODEL OF THE VILLAGE UNDERGROUND, SHOREDITCH.
DESIGNING THROUGH SHADOW.

Umбра is an immersive restaurant concept that reimagines Village Underground, Shoreditch, through the lens of sustainability, atmosphere, and sensory engagement. Inspired by Silo London's pioneering zero-waste philosophy, the project explores how artificial light and shadow can shape perception, creating a dynamic interior experience that evolves throughout the dining journey. Through a considered approach to materiality, lighting, and spatial sequencing, Umбра encourages meaningful interaction between users and their environment. The project aligns strongly with the Spatial Experience & Interior Response Award by demonstrating how interior design can influence emotion, behaviour, and memory, transforming a historic industrial venue into a compelling and immersive dining destination.



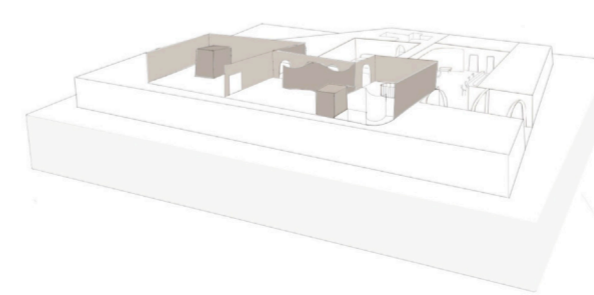
1. EXTERIOR VOLUME

The existing exterior layout was analysed to understand the relationship between the original structure, surrounding streetscape, and pedestrian movement, establishing a strategic foundation for the proposed architectural intervention.



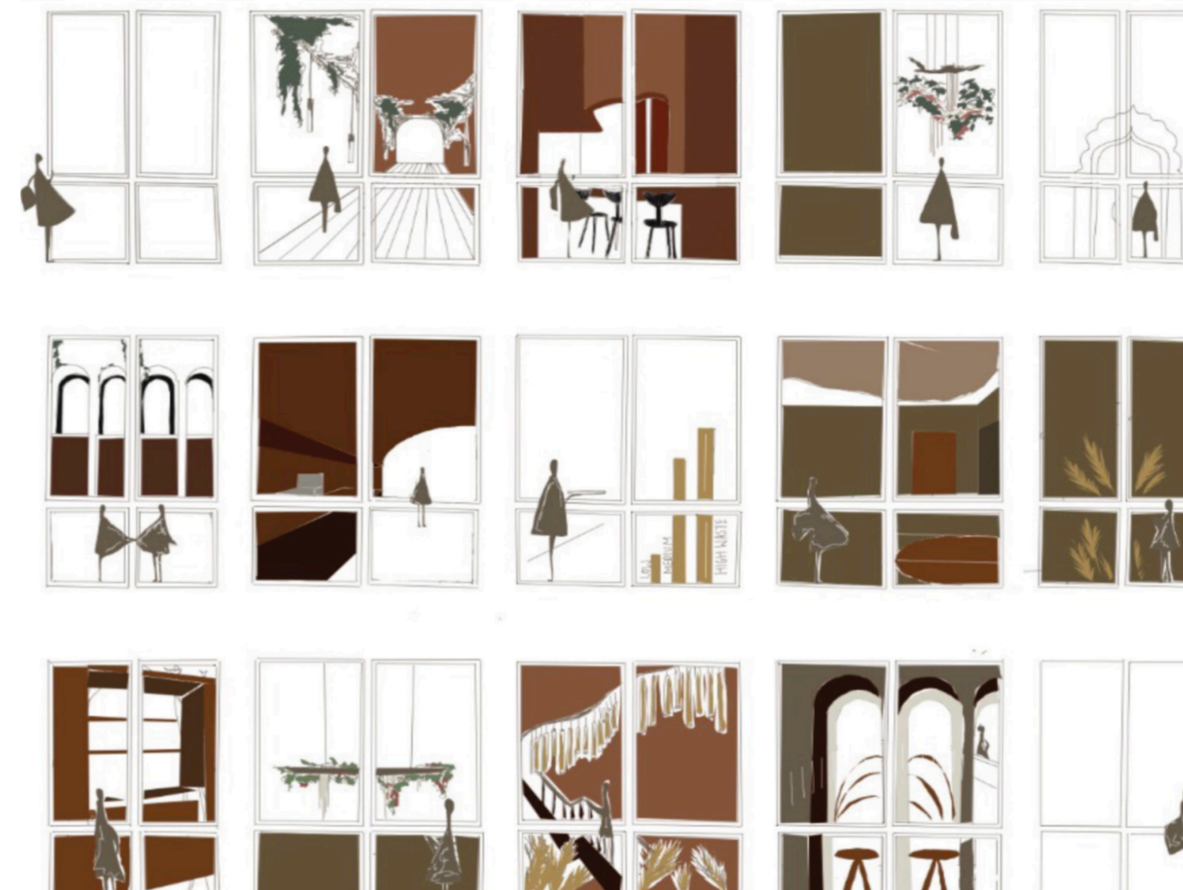
2. GROUND FLOOR

Designed around a closed-loop spatial system, where circulation, lighting, and materiality work together as an interconnected environment. The scheme explores how artificial light can be manipulated to produce natural shadow



3. MEZZANINE

Designed as a space for projection, education and storytelling, creating an immersive layer within the restaurant experience. Positioned above the main dining area providing a platform for curated content.



USER / BRAND ANALYSIS

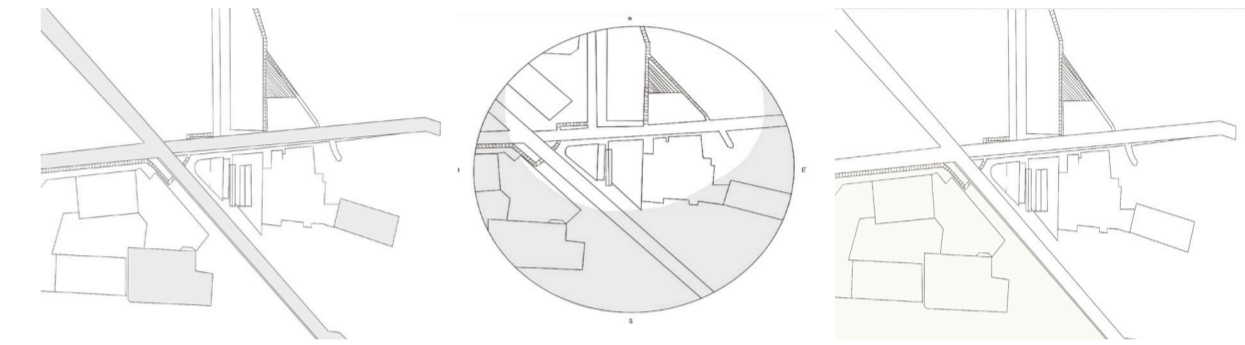
Inspired by Silo London's zero-waste philosophy, this immersive dining experience is designed for environmentally conscious diners who value sustainability, ethical sourcing, and innovative food culture. The concept creates a sensory environment that encourages guests to engage with the story behind their food, using carefully considered materials, atmosphere, and subtle lighting interventions to enhance the dining experience while reflecting the principles of circular and sustainable design.

CONCEPT

This design merges industrial architecture with organic materiality, reimagining the underground as an immersive restaurant shaped through the manipulation of artificial light and shadow. Artificial lighting is carefully positioned to mimic natural patterns of light, projecting shifting shadows across raw textured surfaces to enhance depth, contrast, and the overall spatial experience of the environment.

SITE CONTEXT

Village Underground is located on Holywell Lane in Shoreditch, East London, within a vibrant and creative urban setting. The site is surrounded by a mix of independent cafés, restaurants, creative studios, street art and cultural venues, contributing to the area's distinctive character. Its proximity to Brick Lane and key transport links makes it a well-connected destination within one of London's most dynamic cultural districts.



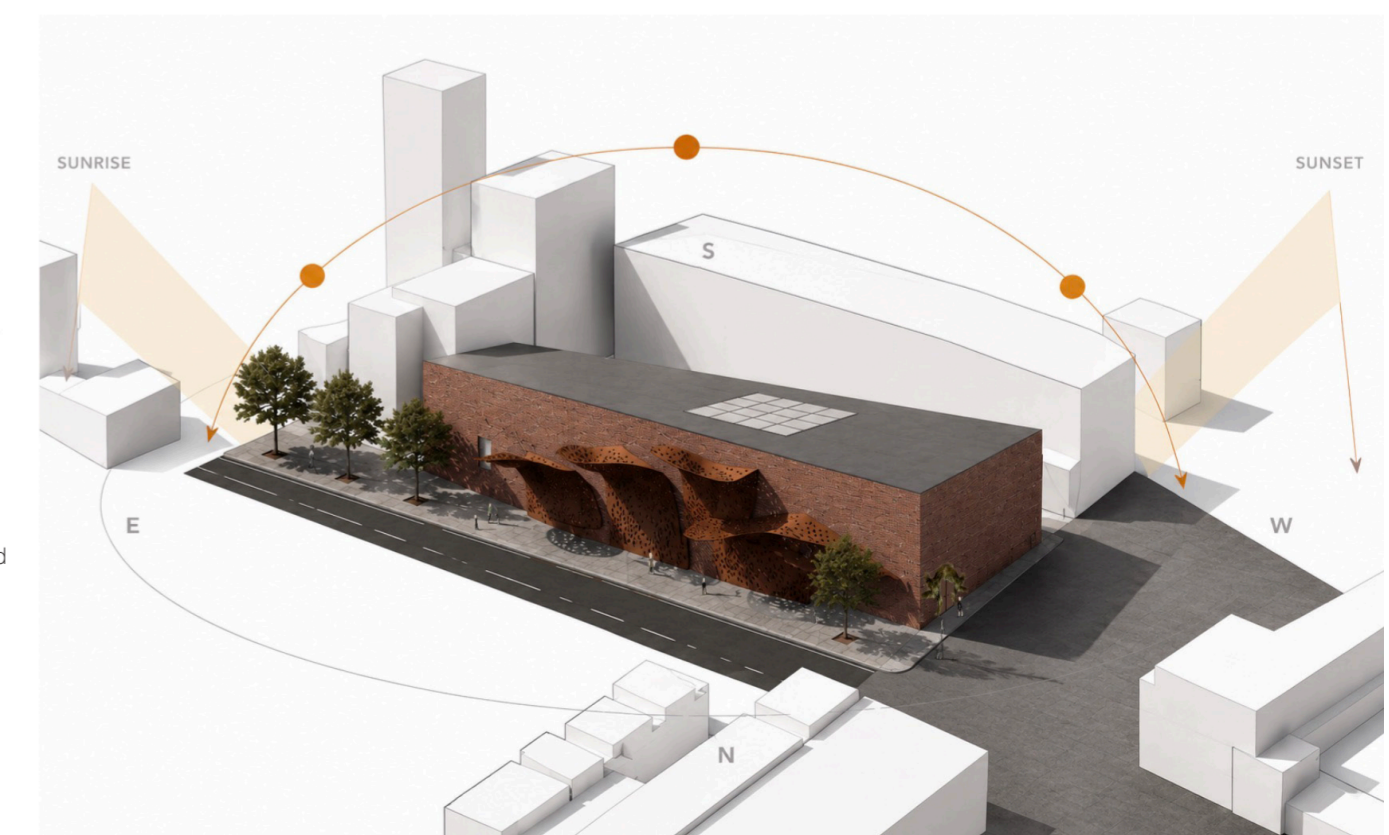
USERS JOURNEY



BRAND VALUES

Circular thinking | Material honesty | Waste as resource | Light as narrative | Conscious experience.

STRATEGY DIAGRAM



SILO

Silo is a zero-waste restaurant founded by chef and sustainability pioneer Douglas McMaster. Silo targets users who are ethically conscious, food-literate, and interested in systems, not trends. Silo is a brand that fundamentally thinks about the future in the food system. They aim to sell a zero-waste dining experience with locally sourced food, eliminating waste from hospitality.

CASE STUDY 02

The Contemporary House Proposal by Servinistudio explores the relationship between architecture, people, and the surrounding landscape through a refined and minimalist design approach. Using natural materials such as exposed concrete, stone, timber, and glazing, the design responds to changing light conditions and creates a strong connection between interior and exterior spaces. The material palette emphasises texture, shadow, and atmosphere, enhancing the user's experience of the environment.

CASE STUDY 03

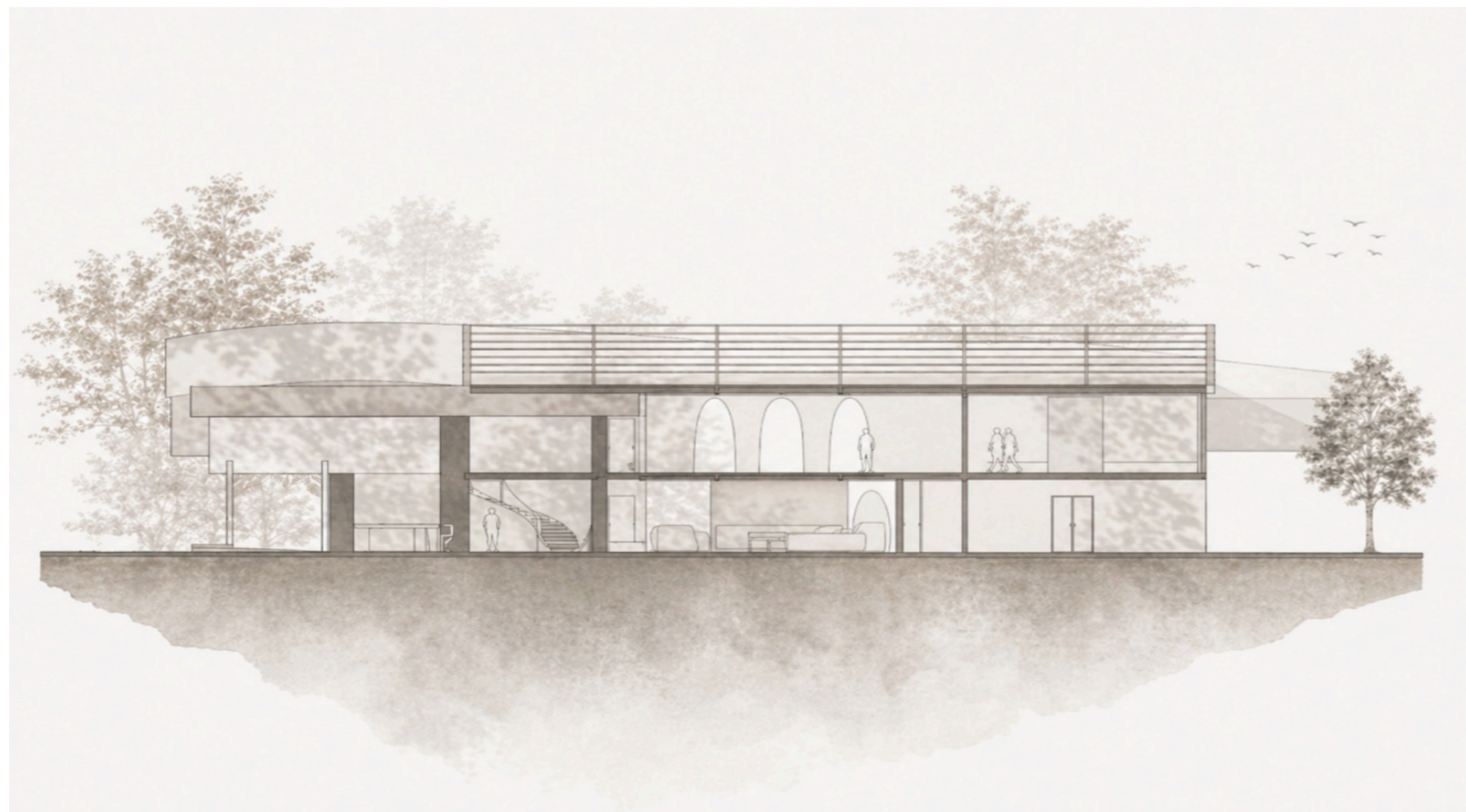
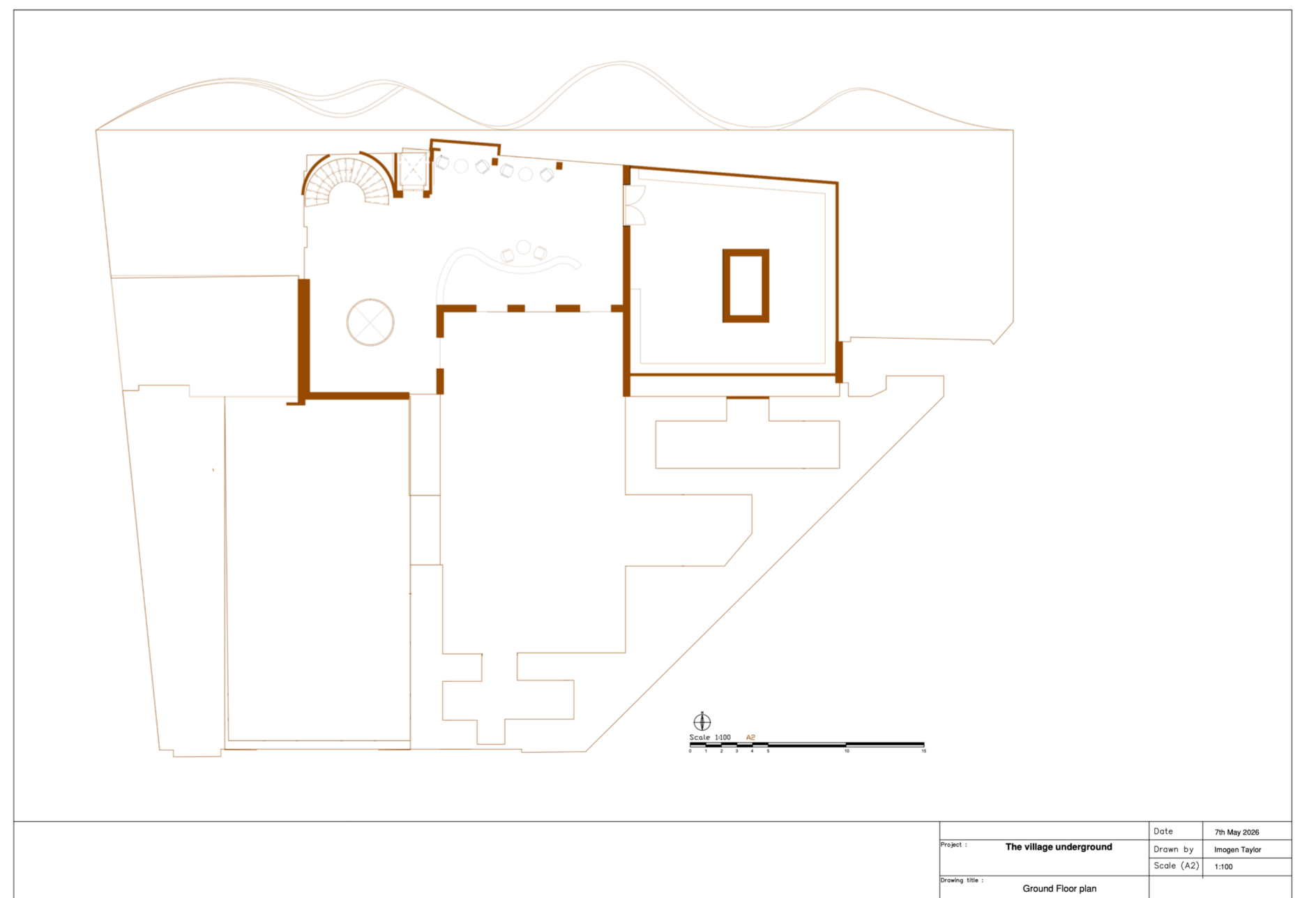
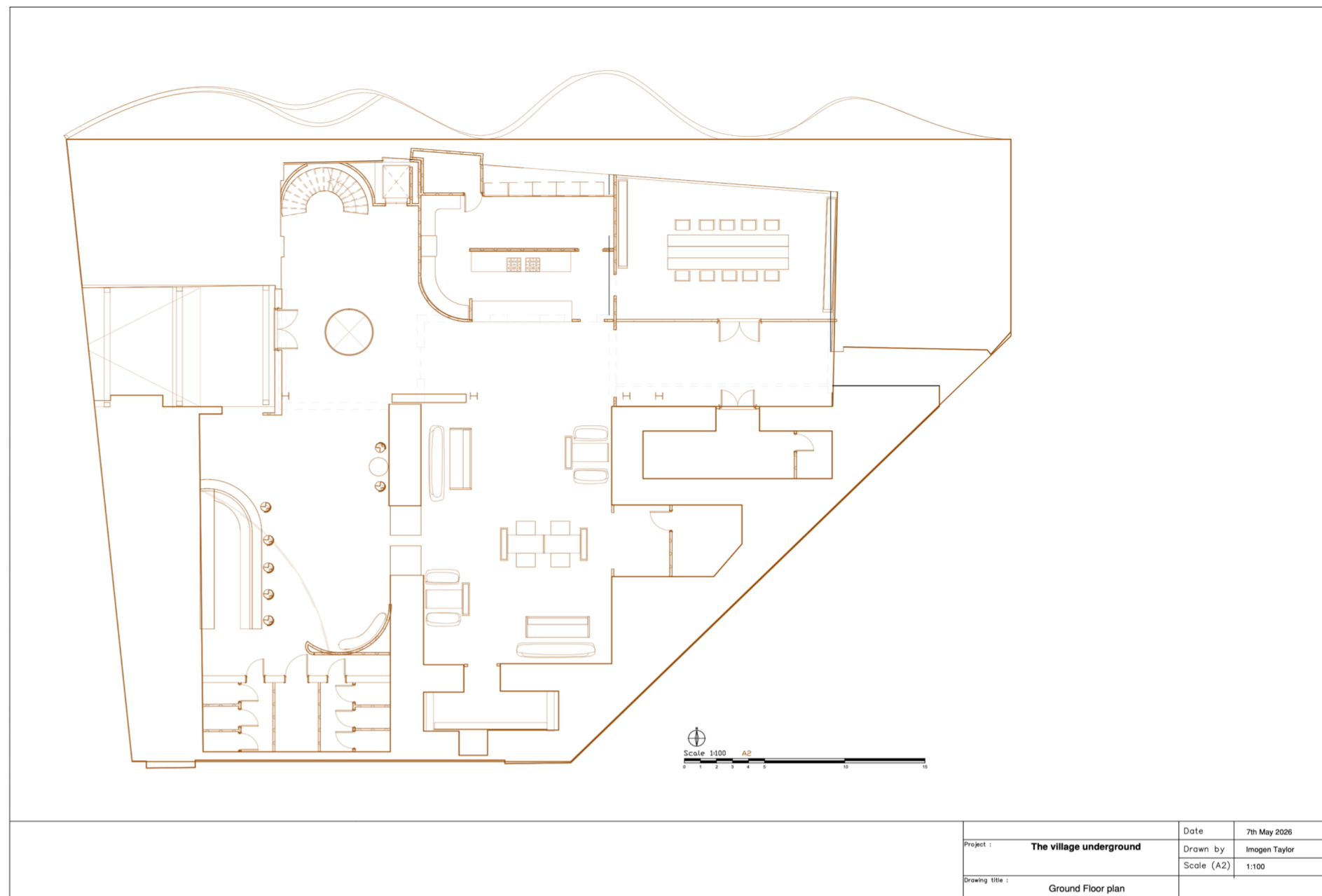
Gobos for Architecture explores how patterned light can be used to transform spatial experience and influence the perception of a space. By projecting light through custom templates, gobos create dynamic shadows, textures, and visual narratives that change throughout the day. The technique demonstrates how artificial lighting can add atmosphere, define movement, and enhance architectural features, creating a more immersive and engaging environment for users.

KEY SPACE

U M B R A



- 01. Ash wood - Strong durable hardwood with a light natural grain, used for cabinetry.
- 02. Rammed Earth - Compacted natural earth material with rich texture and durability
- 03. Bespoke bar seating - S shape frame abr stool, raw materiality incuing wood and fabric with patterns.
- 04 . Pendant light - Bespoke wooden lighting fixture for maining dining area.
- 05. Bespoke bar table - Reclaimed wood matt rustic finish for bar seating.
- 06. Foliage - Combined dried foliage carefully chosen to installate above key space.
- 07. Artwork - Wall texture incorporating ashy raw colours to install on first floor.
- 08. Rug - Large woven rug, raw texture for secondary dining threshold, mix beige colours.
- 09. Dark oak - Reclaimed dark oak for monolithic elements specifically for thre main dining area.



This project explores how artificial lighting can recreate natural shadow patterns, transforming how users experience and perceive space. Inspired by the relationship between light, landscape, and wellbeing, the design uses shadow as a tool to create atmosphere, encourage reflection, and strengthen the connection between the interior and exterior environment. By retaining the original structure of Village Underground, the proposal preserves the site's industrial character while introducing a narrative of thriving within the landscape. Designed as a threshold from the fast-paced environment of Shoreditch, Umbra offers a calm, immersive dining experience that fosters a sense of serenity, escape, and connection.



MORNING LIGHT

As the morning light enters the site at a low angle, it creates soft shadows, highlighting the texture of the existing structure. The corten steel screen interacts with the early sunlight, casting subtle patterns across the facade and footpath, creating a welcoming arrival experience.

NOON LIGHT

At midday, direct sunlight creates stronger illumination and shorter shadows. The corten steel feature enhances the display of light and shadow, emphasising materiality and adding visual depth to the building's exterior.

EVENING LIGHT

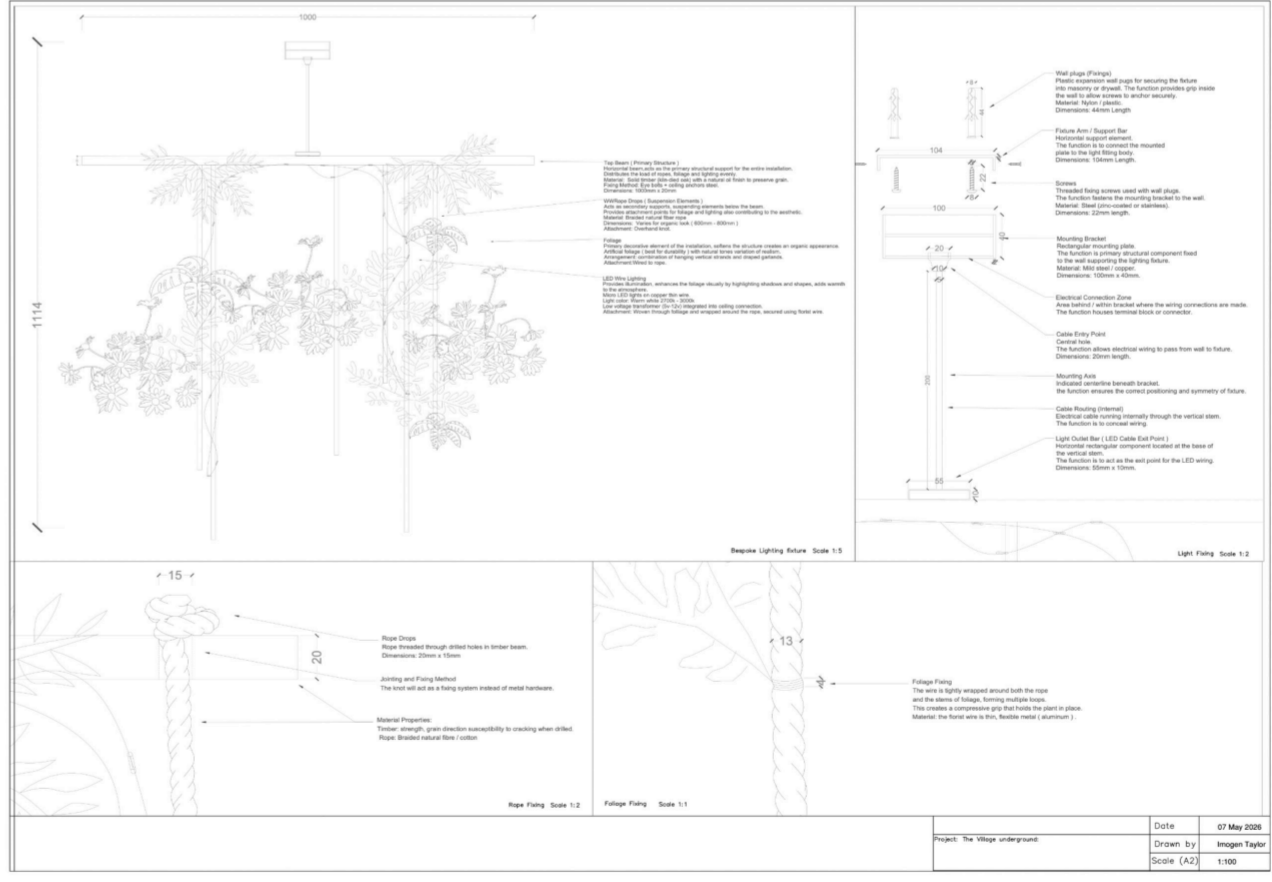
As the sun lowers, longer shadows emerge across the site, along with a subtle glow from the street lamps, creating depth, contrast, and a more atmospheric environment. The corten steel intervention extends these shadow effects into the public realm, reinforcing the transition between the energetic streets of Shoreditch and the calm, immersive environment of Umbra.

The corten steel facade intervention responds to the industrial heritage of Village Underground while introducing a contemporary architectural element. Designed to filter both natural and artificial light, it projects changing shadow patterns across the building and surrounding public realm, bringing movement and visual interest to the exterior. Its role is to act as a threshold between the busy streets of Shoreditch and the immersive environment of Umbra, using light and shadow to create a memorable sense of arrival and strengthen the connection between the exterior and interior experience.

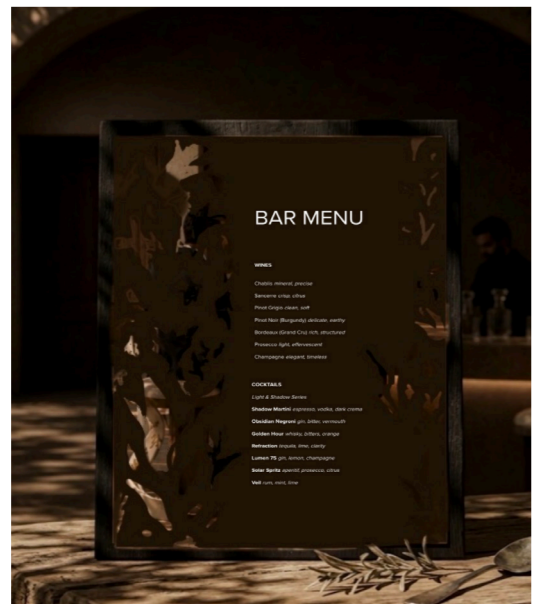


GoBo's for architecture

I have investigated the use of gobos as a tool for manipulating artificial light to recreate the qualities of natural shadow. The research informed the core concept of Umbra, demonstrating how projected light can shape spatial perception, influence mood, and enhance the user experience. By introducing layers of depth, texture, and movement, the resulting shadow patterns transform the atmosphere of the space and create a stronger connection between architecture, light, and human interaction. This approach reinforces the project's aim of using light as a design medium to create an immersive and emotionally engaging dining environment.



BESPOKE LIGHT INSTALLATION



BESPOKE DETAILS

The bespoke details within Umbra extend the project's concept of light, shadow, and sustainability to a human scale. Crafted from reclaimed wood, the monolithic seating celebrates raw materiality while supporting Silo's principles of resource-conscious design. The bespoke menu has been designed as an interactive object, featuring carved openings that allow light to pass through and cast unique shadow patterns onto the table surface. These carefully considered details transform everyday elements into part of the overall spatial experience, reinforcing the connection between materiality, sustainability, and the immersive atmosphere of the restaurant.



This light installation explores the relationship between artificial illumination and the naturalistic shadows it can create. I designed the piece by suspending delicate, organic forms along a linear structure, allowing light to pass through and around them to cast layered, shifting silhouettes that echo those found in nature. Subtle changes in hue were used to alter the atmosphere, influencing both perception and emotional response.