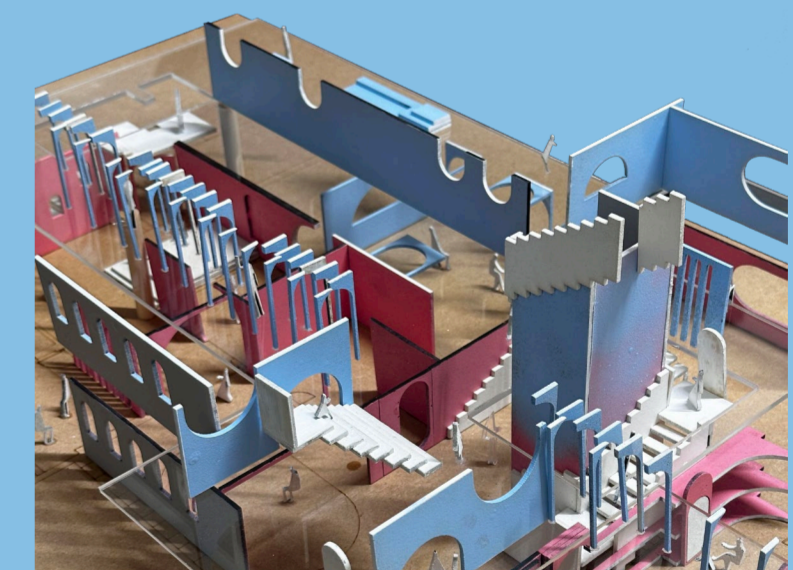
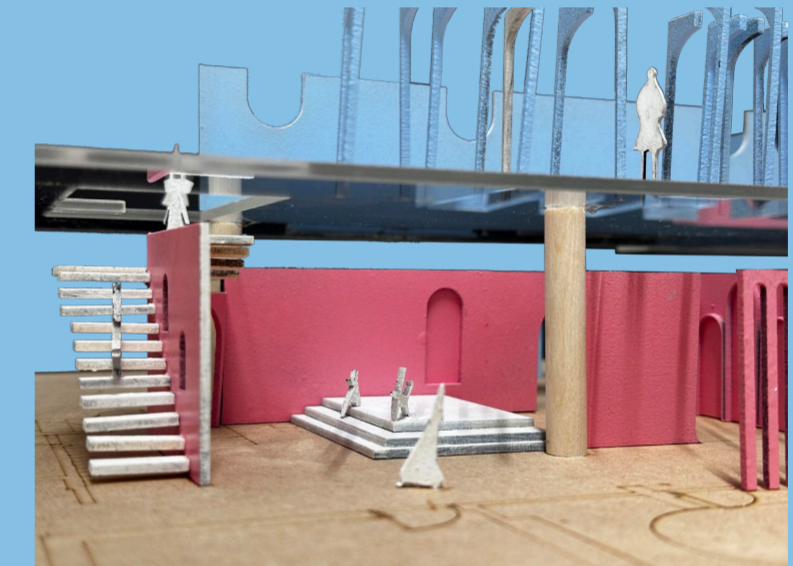
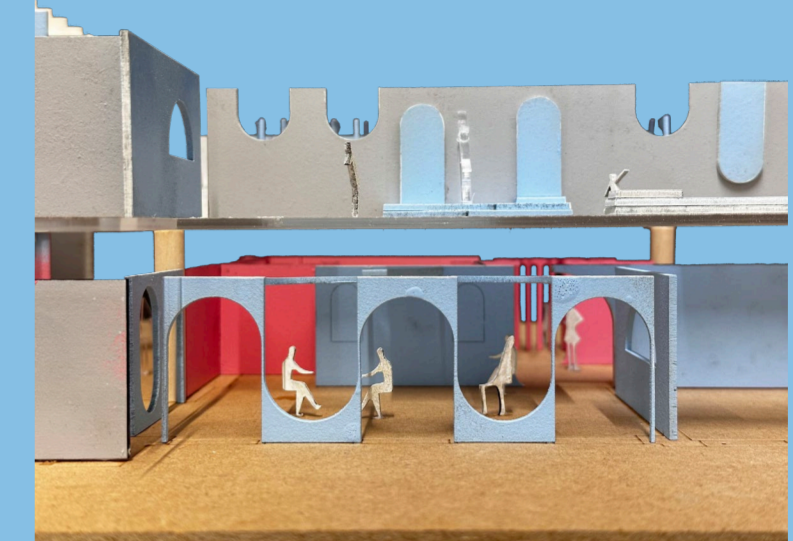
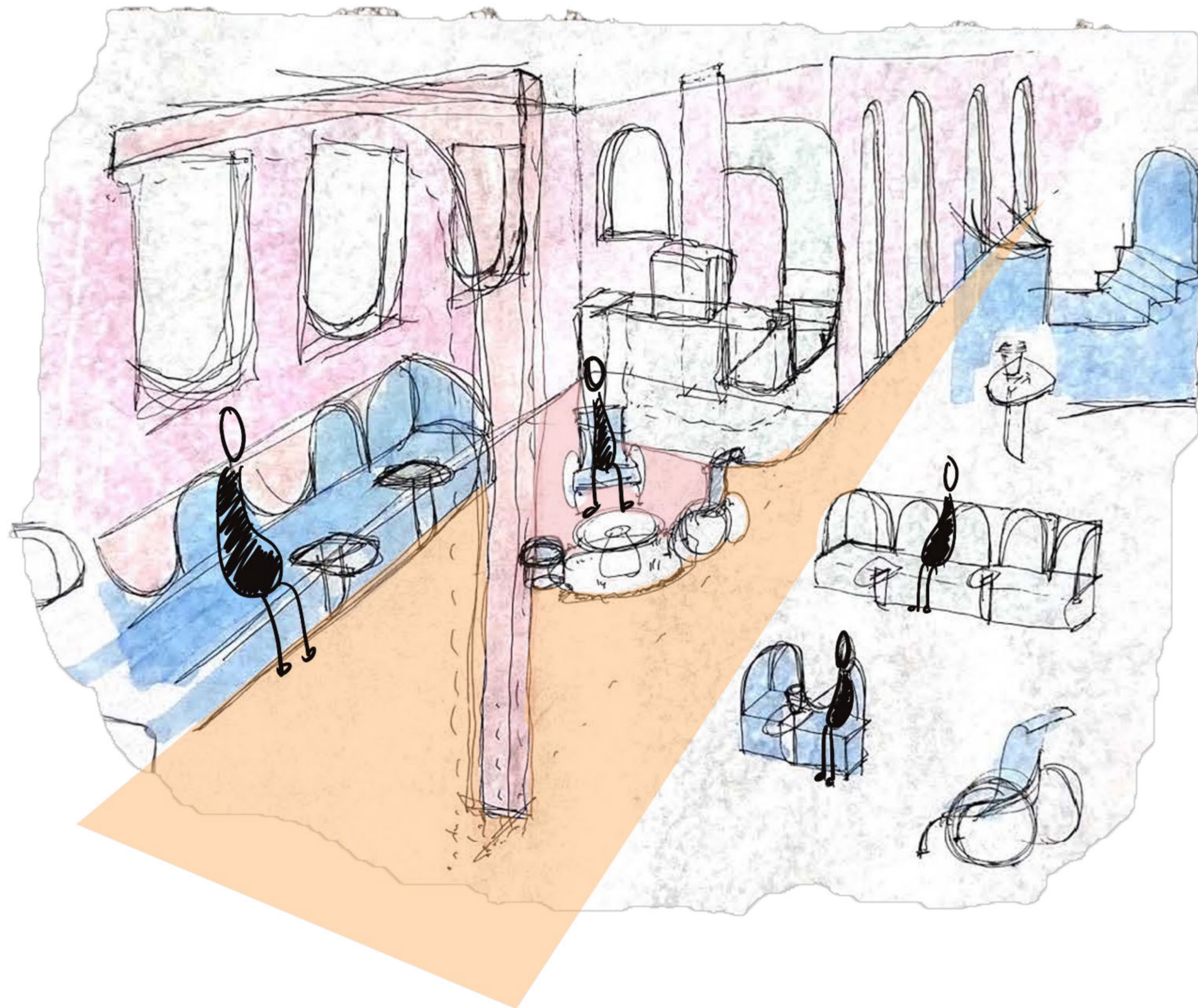


Lull's Ascent

WENDY CHENG

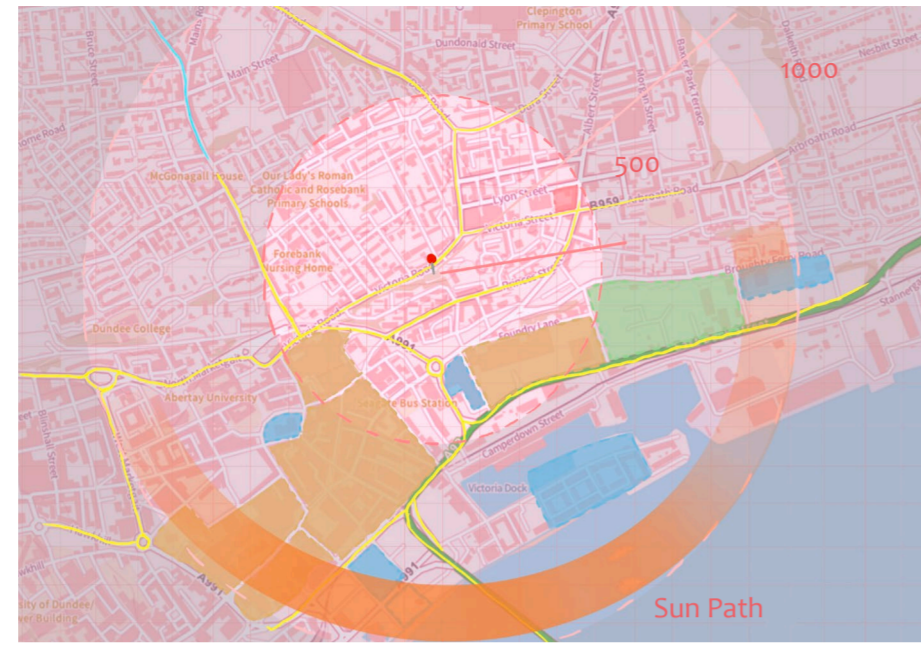


1:100 Final Physical Model

Lull's Ascent is an adaptive reuse design for a care home turned to a boutique hotel, located at Victoria Road, Dundee. The design focusses on 'Escapism'--losing oneself in the corporate world, seeking entertainment, escaping from reality to the spiritual world, and healing--and uses surrealism, illusion, and anamorphic to underline the theme. The artist M.C. Escher and the game 'Monument Valley' served as inspiration for the design. While retaining the original structure, adding a false façade to the building's entry provides a fun visual paradox. Arches, entrances, and staircases are used as key design features to encourage discovery, with each door leading to a new and unexpected destination. Using key material, such as mirrors and marble stone, to create a surreal and illusionary atmosphere. The drug store and hair dressing room were kept as a memory of the care home's existence from the past.



Site analysis



- Bus Route
- City Centre
- Leisure
- Future Eden Project
- Medical

Research

The care home was recently closed due to financial problems. With the rise of **10%** from 2019 to 2023 (tourists and visitors in Dundee) and the upcoming Eden Project in 2023.

In 2023, Dundee experienced a increase in tourism, recording approximately **1.35 million** visits. This growth included a **27% increase** in overnight stays.

-Dundee recorded 1.35 million visits in 2023, with £290 million generated for city's economy, Andrew Batchelor

Also, a **5.3% increase** in the spending trend in hospitality & leisure in January 2025.

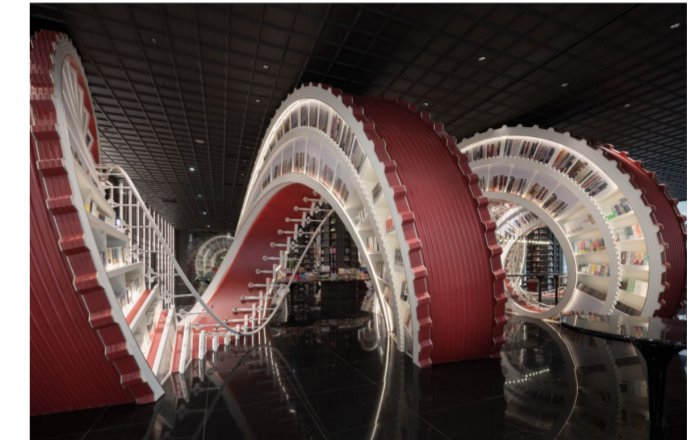
Big attractions - **V&A, Eden Project**. Large amaount tourist and visitors entering Dundee City Centre, benifical to tourism and hospi-tality.

-Dundee city centre strategic investment plan 2050.

Case Studies



'ACE Hotel', London – by Universal Design Studio, is another key case study, a collaboration with artists, musicians and mavericks from walk of life, offering small things such as merch, shared bicycles, meeting rooms, different live performance etc. connecting the locals and the visitors, giving a memorable experience to take away.



'ZhongShuGe', Shenzhen, China – by X-Living, is one of the key case studies of this project, looking at the infinite spiral form of a staircase full of books and the mirrored materials for flooring used to create a spiritual space for guests to escape into.



Site sketches

Engagement Task



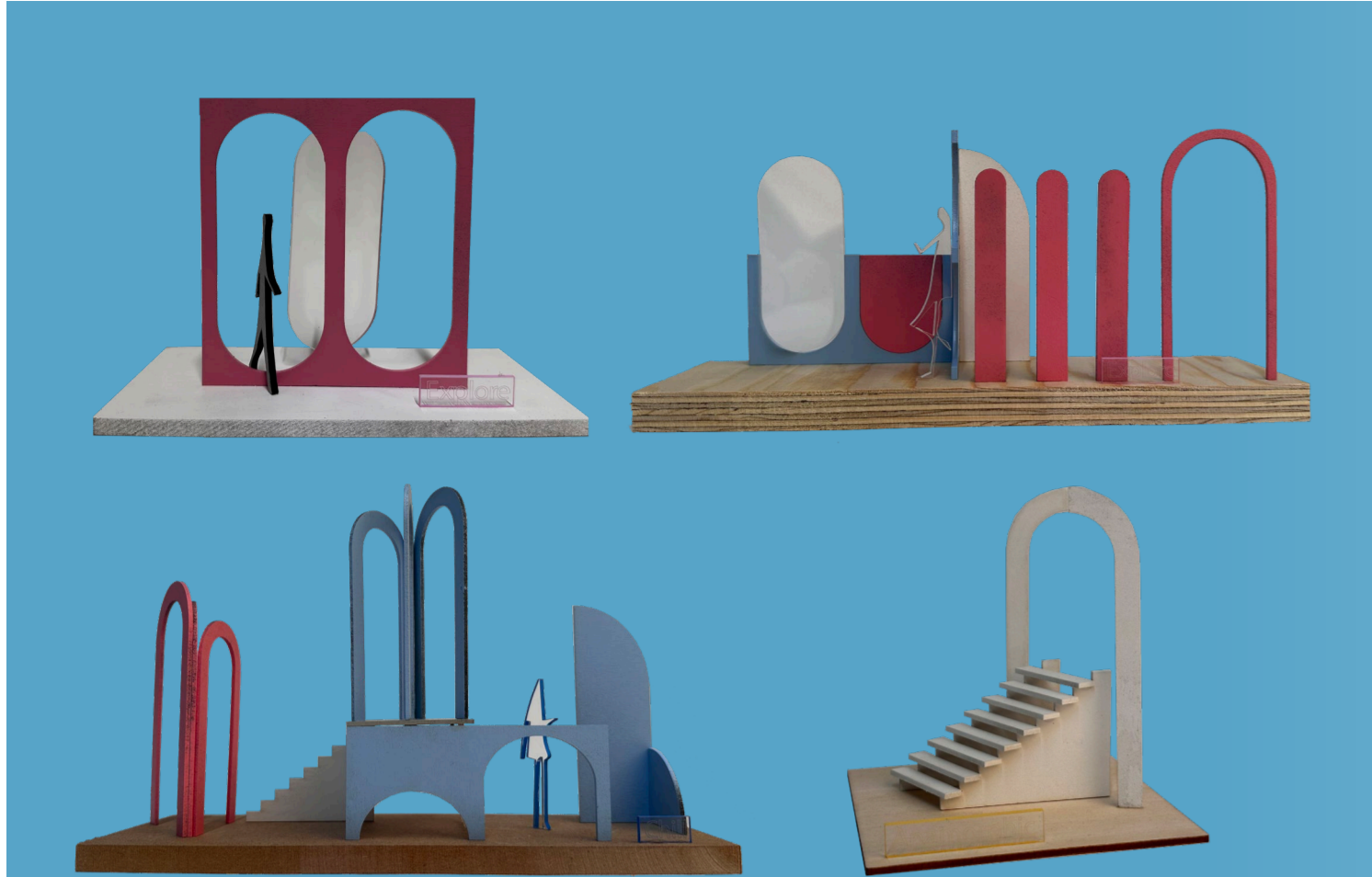
Collage result



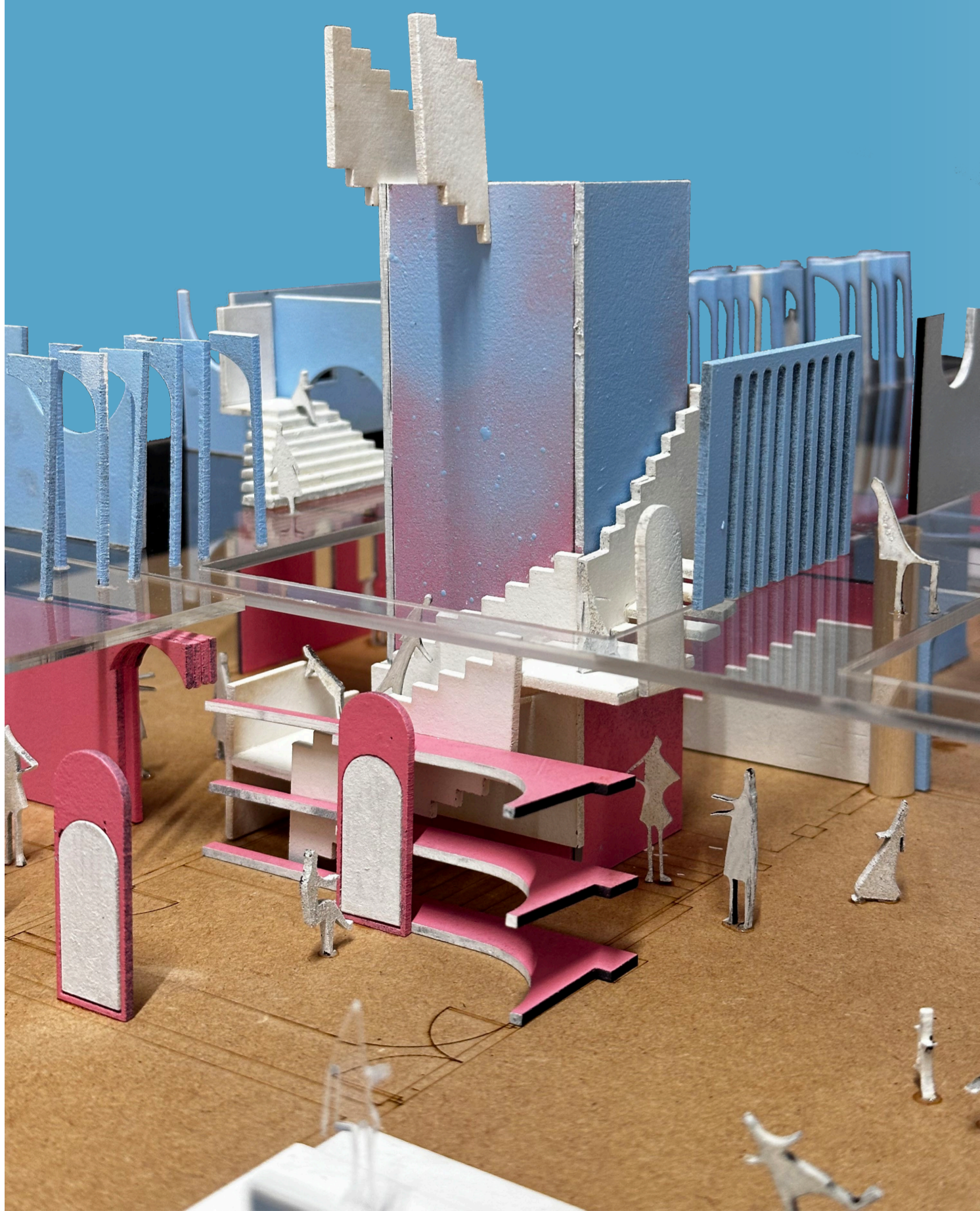
Result layout as hotel hallway

Throughout the development, the engagement task was completed by the target audience, gathering information on where they want to go, what the place looks like and understanding what their past or dream experiences in a hotel are. Using collage as an engagement method allows participants to escape into their world of creating their own space.

The participants are then given a Hotel Invitation to name the place they created.



1:50 Sketch models



1:100 Final Physical Model

Inspiration



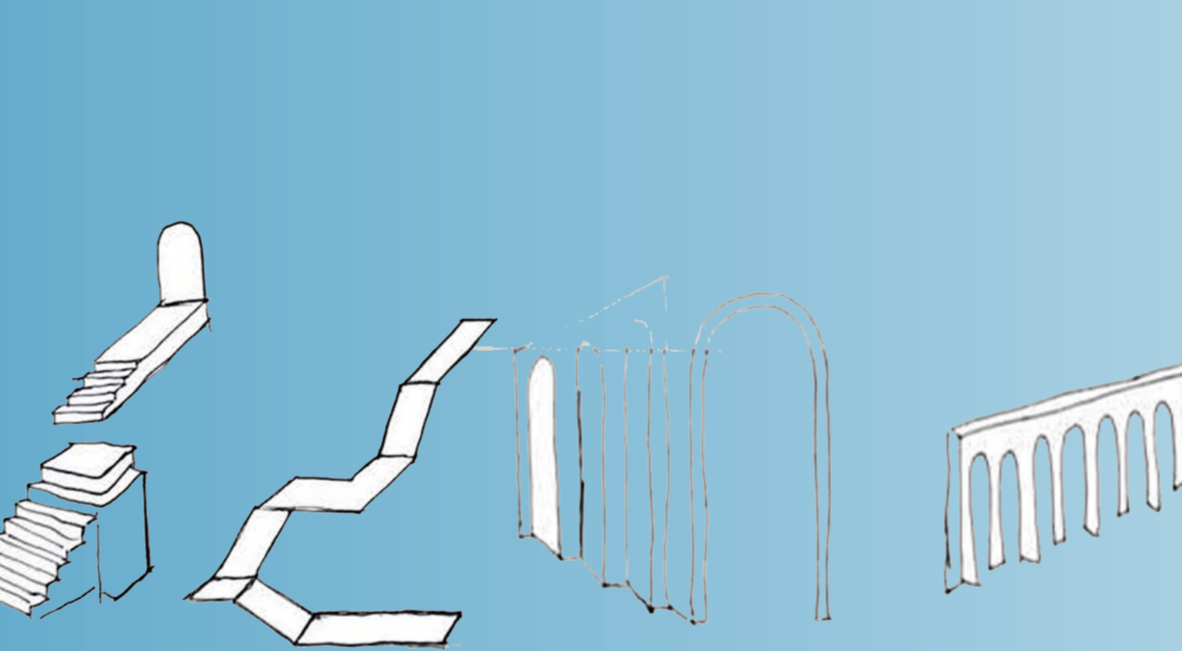
Monument Valley



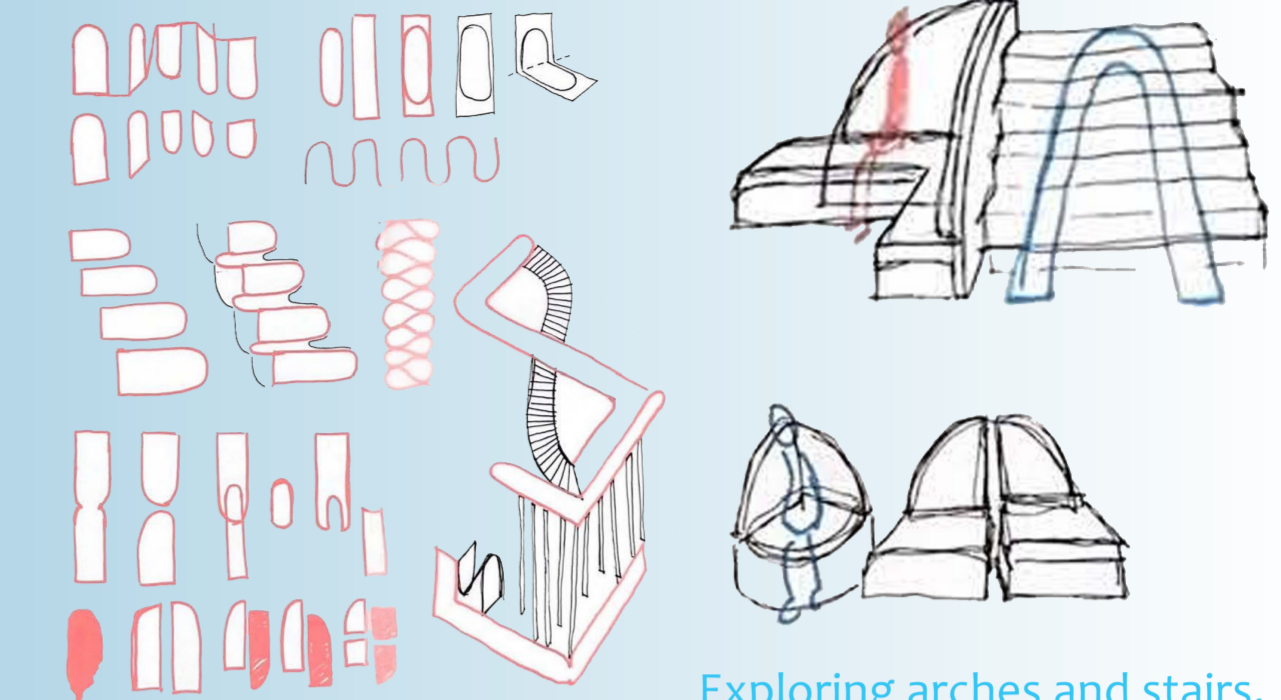
M.C. Escher



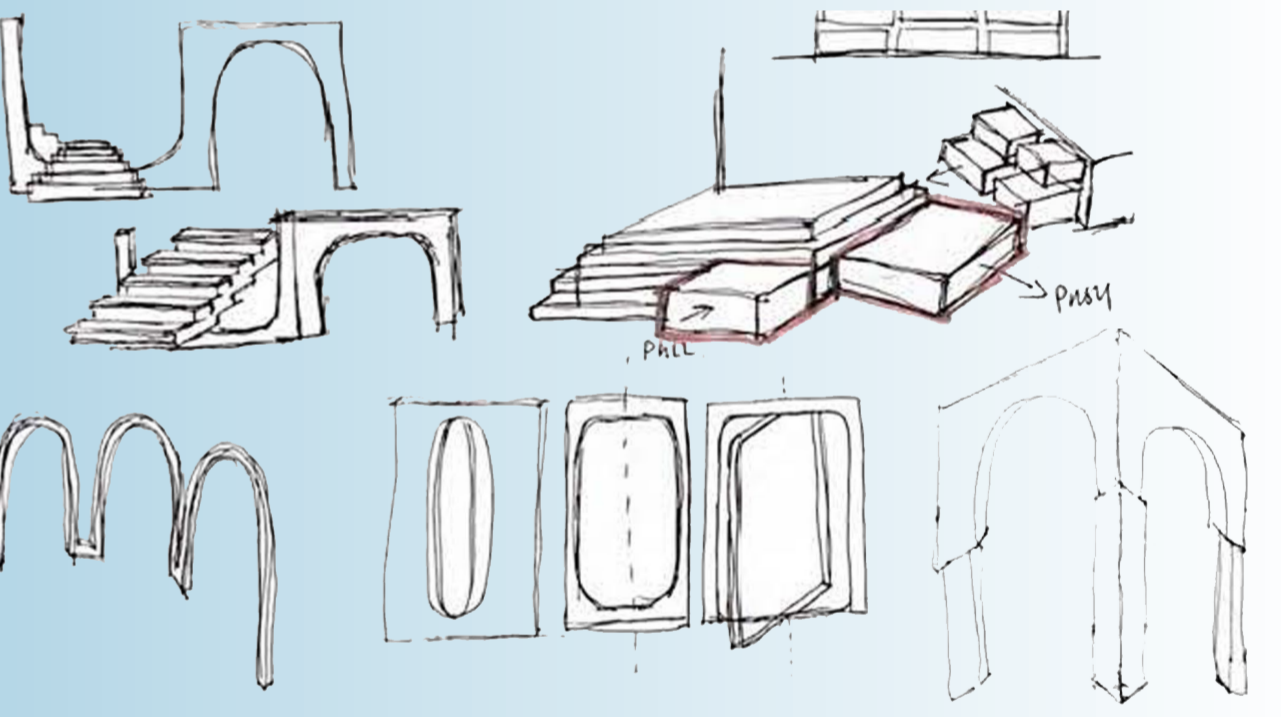
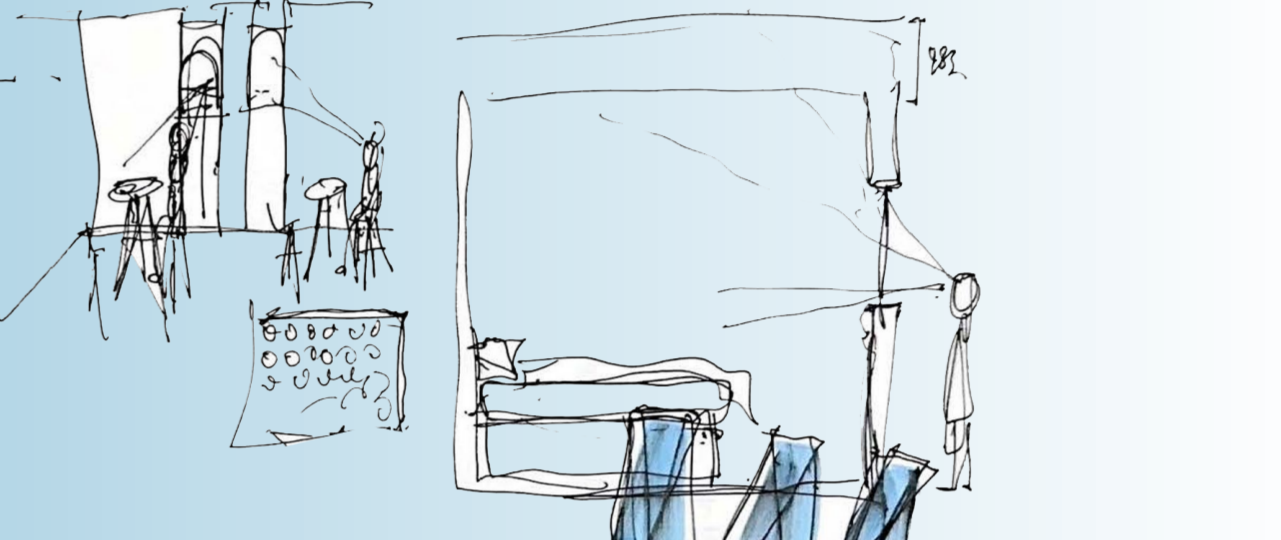
Ideas from Inspiration



Design Sketches



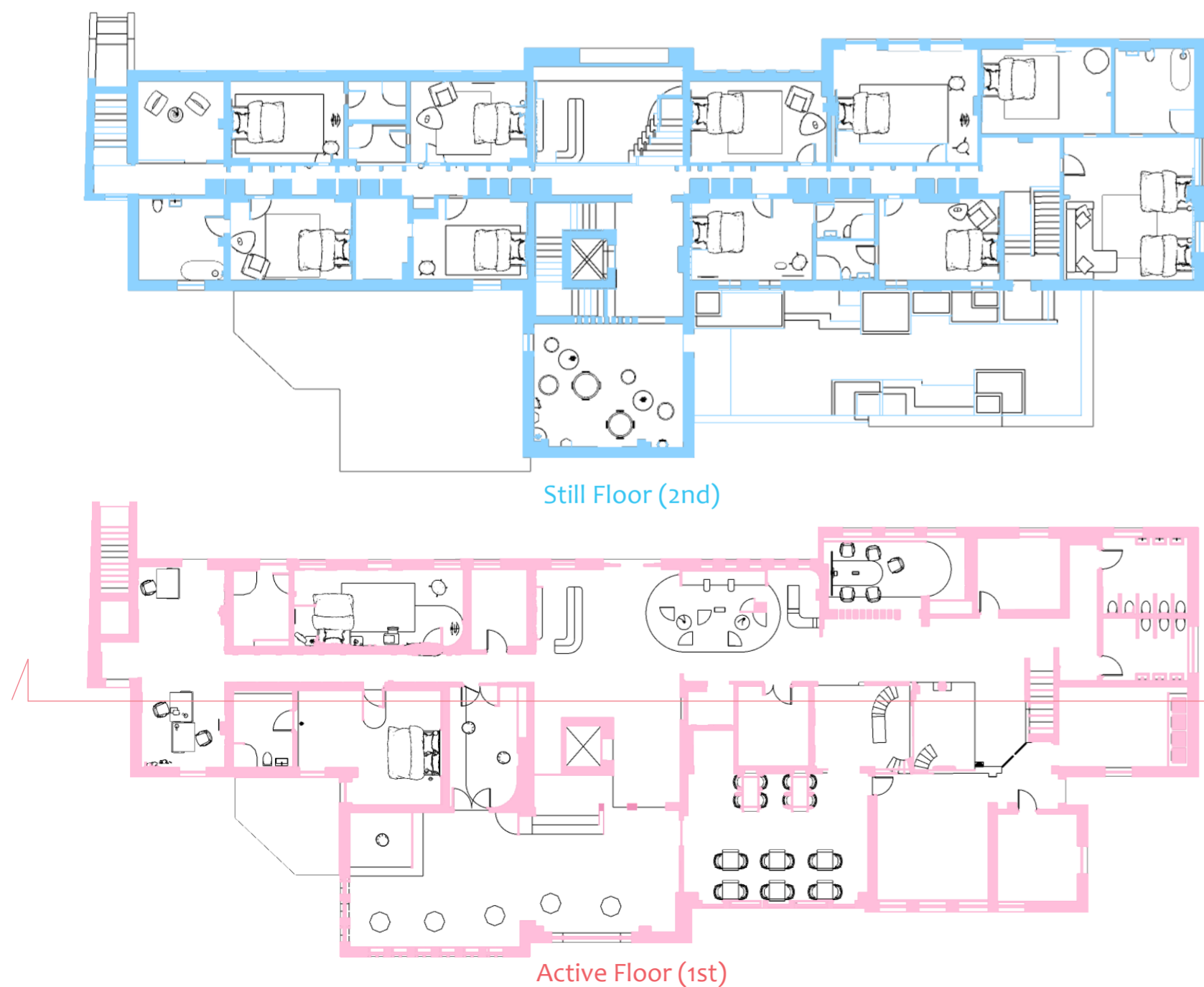
Exploring arches and stairs.



Dining room sketches



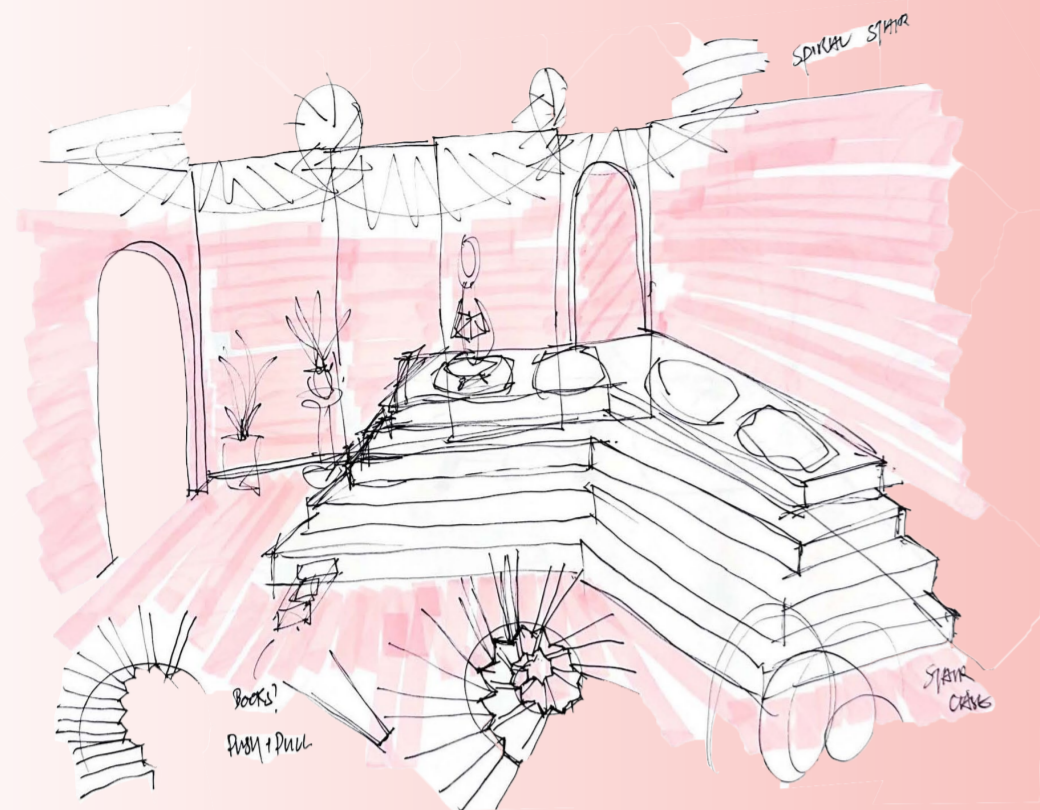
Dining room



The colour pink was chosen for 'EXPLORE' to reflect the energy and excitement of the beginning of the guest journey, aligning with the hotel's vibrant public spaces.

In contrast, blue was selected for 'CHILL' to show a sense of calm and relaxation, giving a transition into the more private, intimate areas of the hotel.

White balances the palette, introducing a fresh and pure aesthetic that harmonises the boldness of pink with the tranquillity of blue.



Reading space sketches



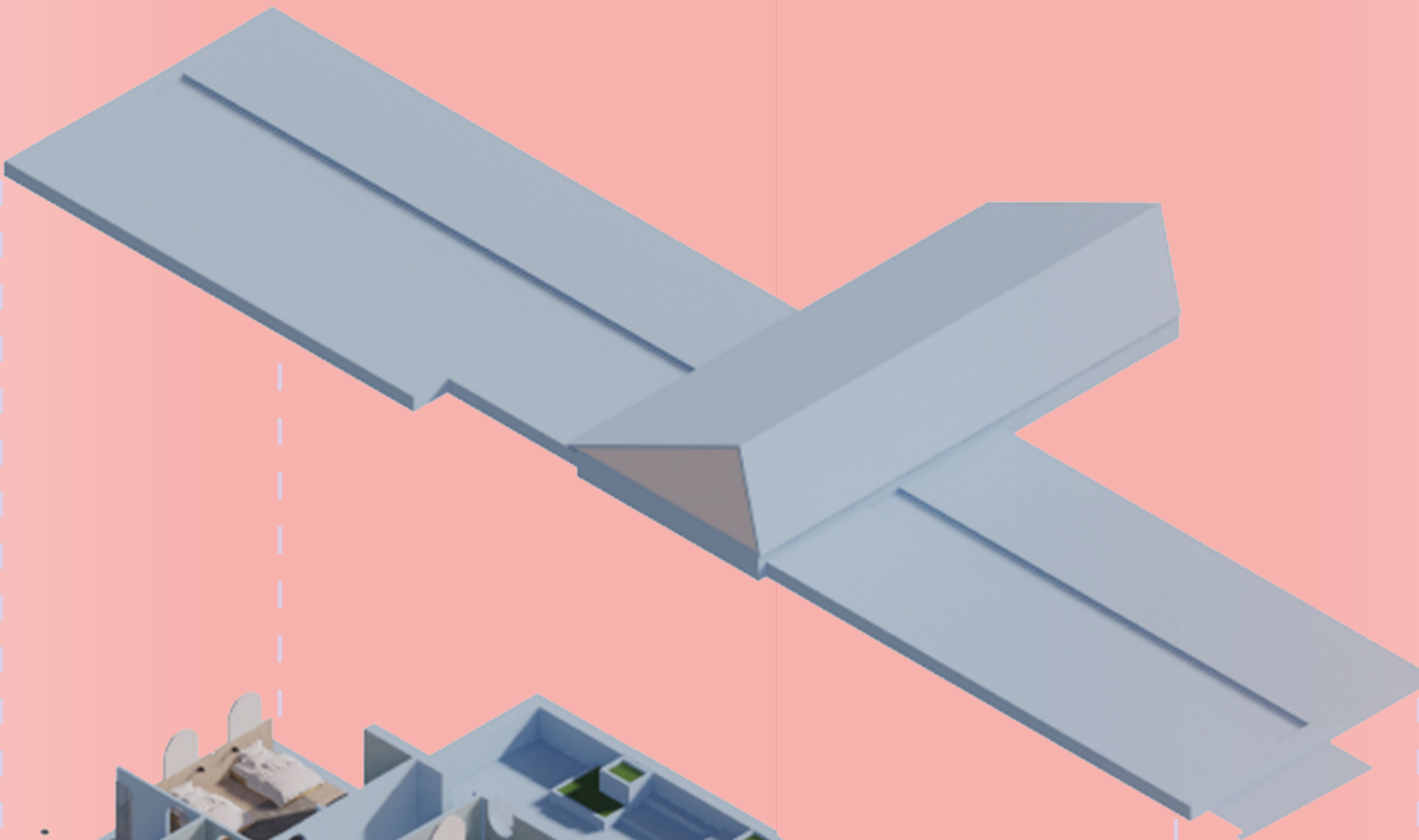
Reading Space



Reception



Study space



Balcony



Lounge



Secondy floor hallway



Lobby sketches