

Website prototype



### 'Temporary, Timeless'

'Temporary, Timeless' is a multifunctional physical and digital space designed to serve the set design industry by integrating a specialised library, exhibition environment, and events venue. The project addresses the need for a dedicated, interdisciplinary hub that supports scenographic research, professional development, creative collaboration, and industry networking.

Set design, by nature, occupies a space between permanence and impermanence, creating environments that are both materially temporary and narratively enduring. This project reflects the duality by offering a space where 'temporary' creative practices are preserved, studied, and reinterpreted.

The architectural strategy is based on adaptability and spatial storytelling principles, allowing the space to transform in response to various programming needs.

### Sustainability

This project offers a sustainable approach to set design by reimagining how resources are utilised, promoting upcycling, and reducing industry waste. It responds directly to economic and environmental challenges, supporting a more resilient future for creative practices.

## Design

The design emphasises visibility, access, and engagement, encouraging interaction between students, professionals, researchers, and the wider public. Through its layered functions, 'Temporary Timeless', positions itself as both an archive and a catalyst—a site where scenographic knowledge can be collected and generated. Ultimately, the project aims to foster a sense of continuity within a discipline defined by change.

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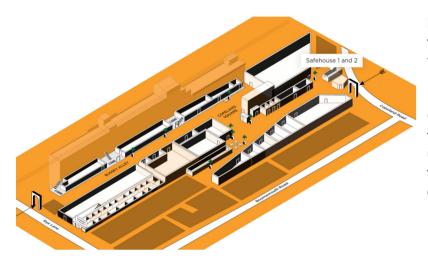
## **Connection+community**

LONDON, INTERNATIONAL

London's set design network is vast and everchanging. Between film, photography and fashion, the list for resources is growing everyday.

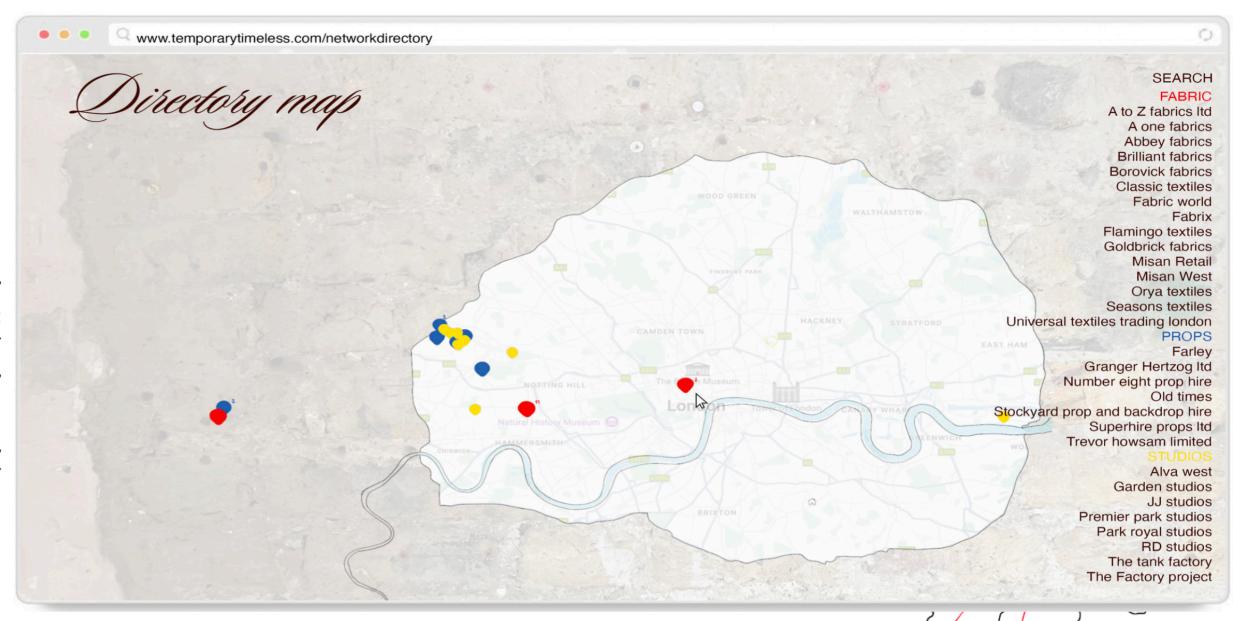
Despite this, there is no 'one list' or website that brings these tight-knit communities together. I created an interactive digital map, combined with a visual directory that allows industry creatives to browse by category, key words or location and find contact details of varying businesses to collaborate with.

The working aim is for the project to be a combination between google maps and Linkedln, with a sense of a creative agency, which would be especially appealing to smaller businesses who wish to remain independent from agencies. The mapped locations are solely based on my personal experience during my Diploma for Professional Studies program. The website would be consistently updated by staff and contributions would come from a diverse range of creatives.



Peckham is known for its amalgamation of cultures and lively small businesses, which contribute to the culture and atmosphere. The energy generated from these businesses feeds into the sense of belonging and community, connecting inhabitants with their neighbourhood.

Copeland Park hosts a wide range of creatives and artists, including galleries, fine artists, tattoo parlours, musicians, recording studios, and more. All of these users will have some connection to the energy within the spaces they use and will be affected by it in their work-life balance. To many, including myself, this is a central social hub within Peckham that connects people through art, shopping, events, food, and drink.



## **LOCAL COLLABORATIONS**



## ROOFTOP FILMCLUB

'Rooftop Film Club' is located next to the 'Creative Impact Clup' in Copeland Park. It's aim is to bring communities together through the love of film.

A potential collaboration between 'Temporary, Timeless' and this film club through once-a-month screenings could expand outreach and provide a space for larger groups to network through selected films.

## DRAGON SMOKE CONSTRUCTION

A 10-minute walk from Safehouse 1&2 is Dragon Smoke Construction—a set build and photography studio company catering to the Fashion, Film, TV and Music industry. As one of the most local industry suppliers, the interior build would be constructed and continuously supported by them. This company would serve as a strong network link for many creatives, as well as 'Dragon Smoke' itself.







Reflecting on a past job during my Diploma for Professional Studies program, there was a location shoot in Jamaica for Burberry Summer '24.

Despite the brief being inspired by the local area and props that could be found in the shoot location, the task of sourcing was incredibly difficult, from finding florals in the off-season to furniture that suited the collection. If this map existed during a job such as this one, sourcing and collecting material would have been significantly smoother and less stressful.

Access to resources is much more scarce on smaller islands or more remote locations rather than in a city. Making this map as International as possible would connect designers and creators all over the world, no matter their network. Whether you live in a big or small city, true collaboration could be supported through this website.

## Sustainability



The set design industry has many positive advancements and setbacks regarding sustainability. Overall, this is the area that could use the most attention in order to progress. Throughout research and experience, the below lists demonstrate what gaps can be filled and what has already been established to aid sustainable practices.

### **Positives**

- Prop houses with furniture rental services
- eBay, second-hand purchases, this includes reselling previously purchased props for jobs
- Set-build companies often reuse their materials or recycle
- Assistants may reuse and use excess fabrics or products procured for jobs in their practices

### **Negatives**

- Protective packaging for furniture and storage (For longer-term projects, we needed to store delicate furniture and moisture protection. Despite extensive effort and research into alternatives, bubble wrap and plastic wrap were the only materials quickly available to fit our needs. Some more sustainable bubble wrap options have been invented but are made to order and have an extended lead time, which does not suit this fast-paced industry)
- Smaller items that get thrown away after jobs
- The film industry still has many faults in sustainability but has more options because of the length of a project



The left image is from Dior Men's autumn winter 24 campaign.

The set build process shows how floorboards are replicated from real wood to replicate solid wood floorboards. After the job is complete, the set build company typically disposes of them or sometimes can reuse them for another job.

In this case, the aim would be to compile multiple sets of these floorboards, re-sand and stain them to match the film floorboards and use them within the library space.

## **PECKHAM SALVAGE YARD**

Peckham hosts many pop-up events within Unit 8 in copeland park for selling vintage and second hand furniture.

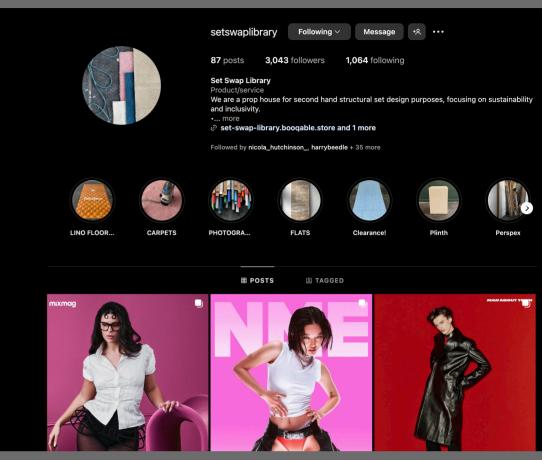


Having collaborative pop ups between set swap library and peckham salvage yard for could increase traction amongst designers surrounding prop sustainability.

https://www.copelandpark.com/events/4802/peck-



## SET SWAP LIBRARY



Set swap Library is an instagram page which is designed to reduce disposability by providing free/affordable props that have been previously purchased or custom made for a job. This allows designers to reuse these props similar to a prop house.







Scan me!





The furniture in the space will reference the film but be "sponsored" by particular prop houses within London, so that designers can get pieces from the room they are in. Through product and QR codes, designers can find specific items available to hire. This will connect the film to the space, the set design industry, and its members.

## Interior

I chose to direct the space's interior design to replicate iconic film sets from Stanley Kubrick films. The decision to be as accurate as possible to the space, as supposed to only referencing elements, came from wanting to be as immersive and transformative as possible. Paying homage to the craft and creativity within these films comes from the energy and physical construction of the space, which can't be done through subtle referencing.

Kubrick's aversion to flying and his love for his home town prompted him to create the sets in studios near his home. Being able to experience the creation of hyperrealistic landscapes within a falsified studio environment inspired me. I wanted to pay homage to this craftsmanship by creating an immersive experience for designers entering 'Temporary, Timeless'.

My chosen films are considered the top three most iconic and impactful films of Kubrick's career, and the personal impact the sets had on my perspective of set design in film.

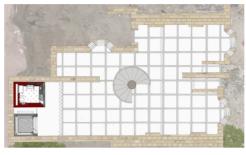
## **STANLEY KUBRICK**

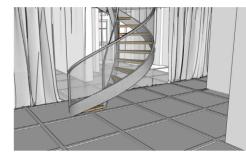
# Ground floor, exhibition space '2001: A Space Odyssey' Production designers - Tony Masters, Harry Lange and Ernest Archer.

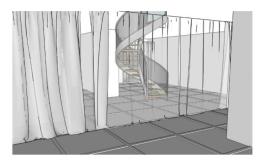




## **ACTUALIZATION**







Ground floor, bar/events space
'The Shining'
Production designer - Roy Walker













First floor, research centre
'A clockwork orange'
Production designer - John Barry



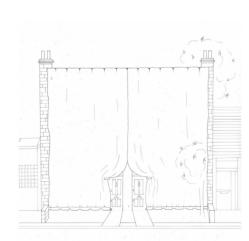


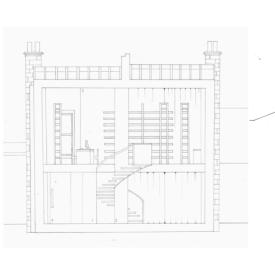


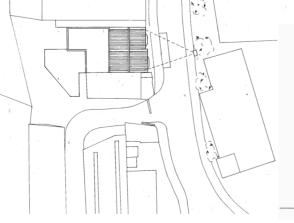


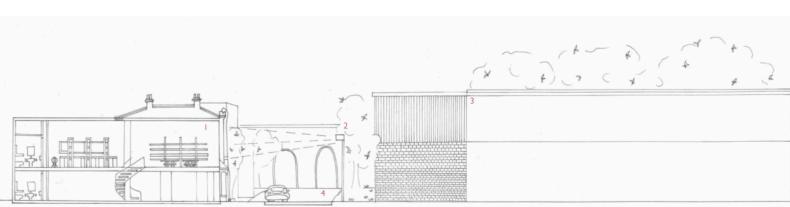


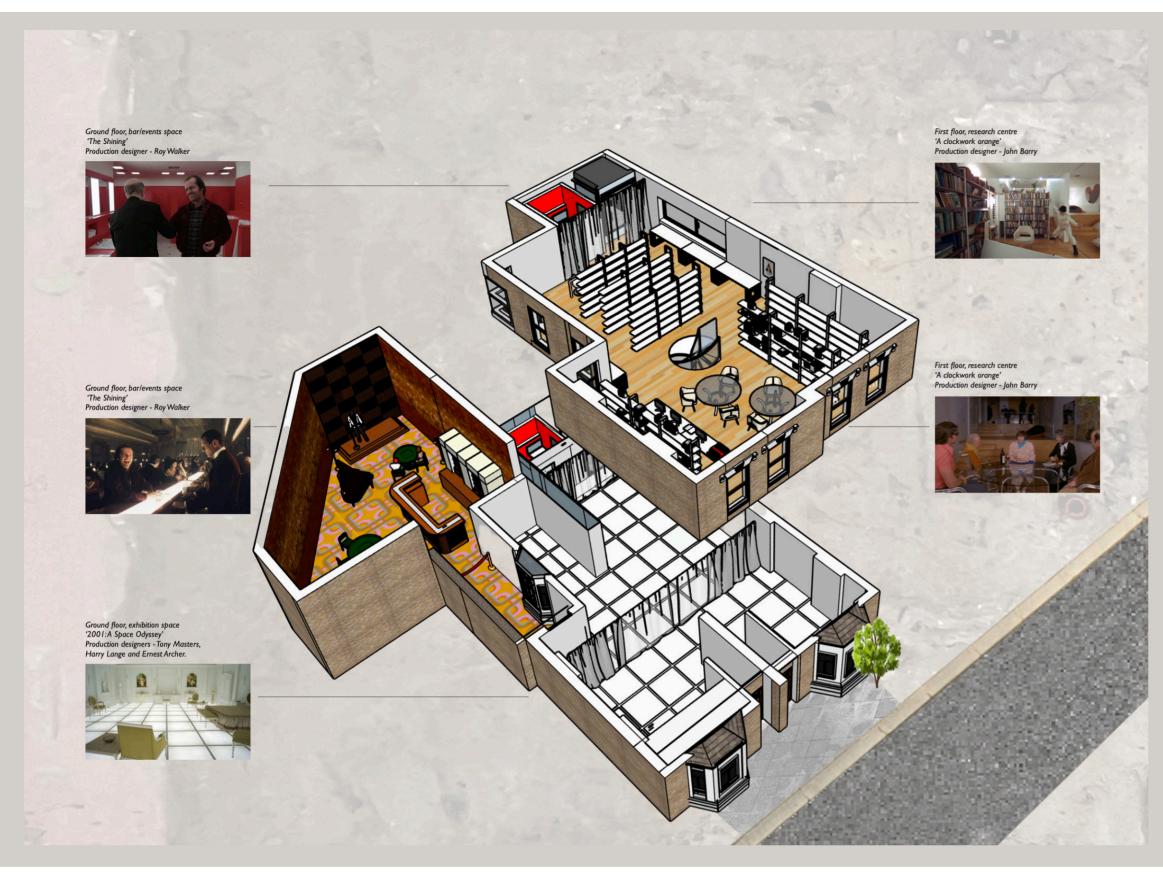












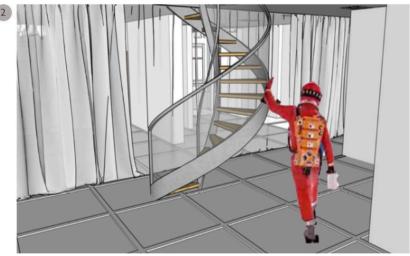
## **NARRATIVE**

This storyboard demonstrates a walk-through experience of how users would interact with the space. The emphasis I put on recreating the sets rather than redesigning follows through to being immersed in the alternate reality of film and set design.

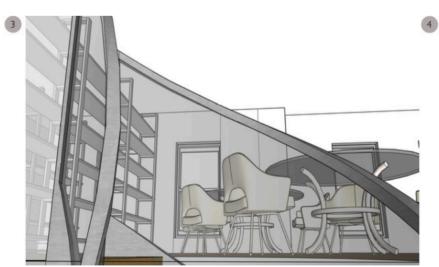
To many, including myself, Stanley Kubrick was and still is a major inspiration and being able to experience some of the sets from his most iconic films is a rare and notable experience.



Watch film on the facade of the site



Visit the exhibition



Take the stairs to the first floor



Alternatively, take the lift



Sign in at the reception in the library



Browse shelves for a book



Take a meeting



Screen a film on the computers



Match swatches in colour light booth



Catching up with friends and colleagues in the bar