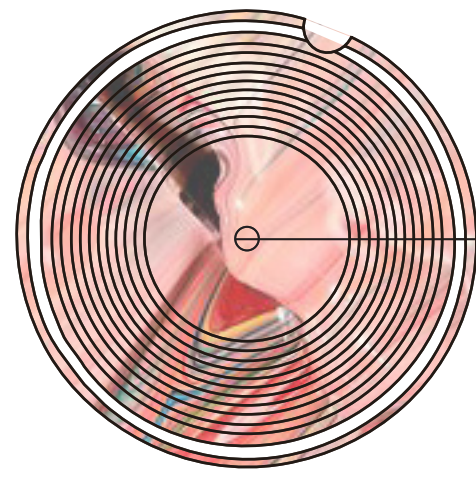


DESIGN PORTFOLIO

92 ARUNDEL ST, SHEFFIELD

YINGQI LU



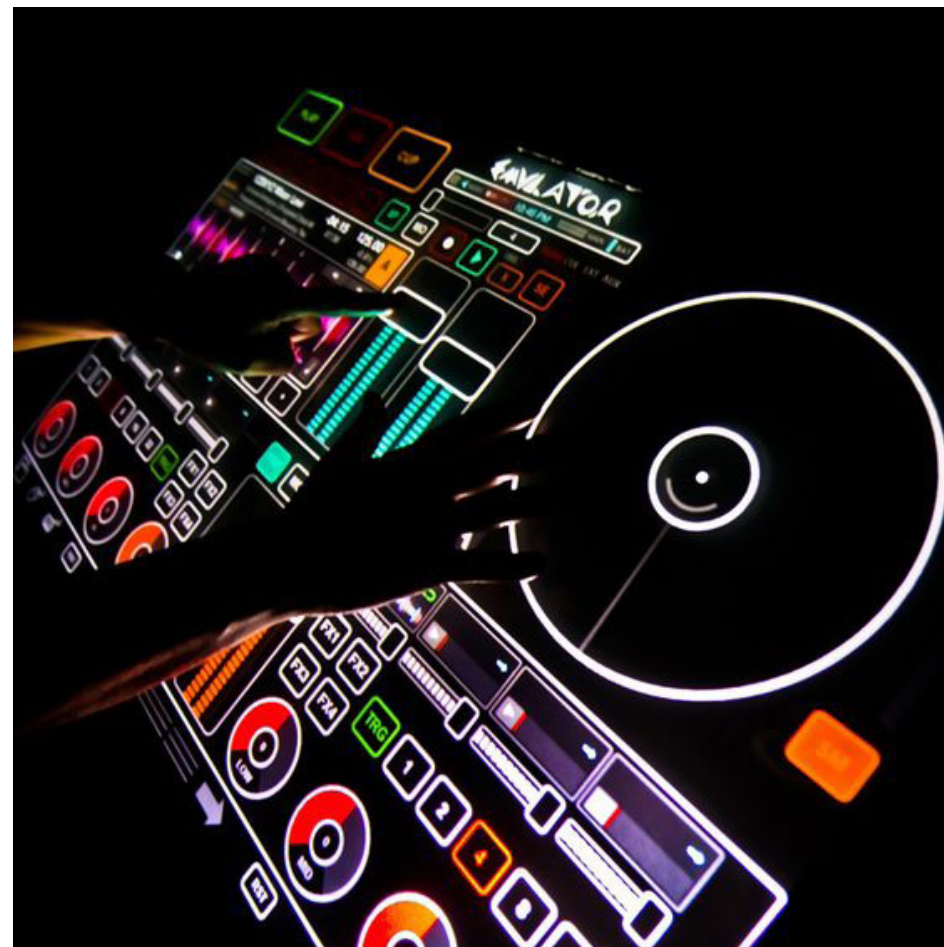
PROTAGONIST



Design Proposal:

My protagonist is a DJ and he will be staying at my PMB (Phantom Music Box) Hotel on Arundel street, Sheffield, for 3 days and 2 nights. So it's my proposal illustrate his journey and what kind of inspiration motivated me to design the hotel building.

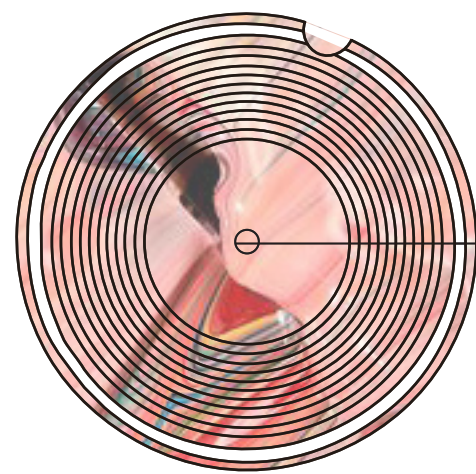
Name: Luke
Age: 23
Height: 183cm
Weight: 72kg
Profession: DJ



The reason come to Sheffield:

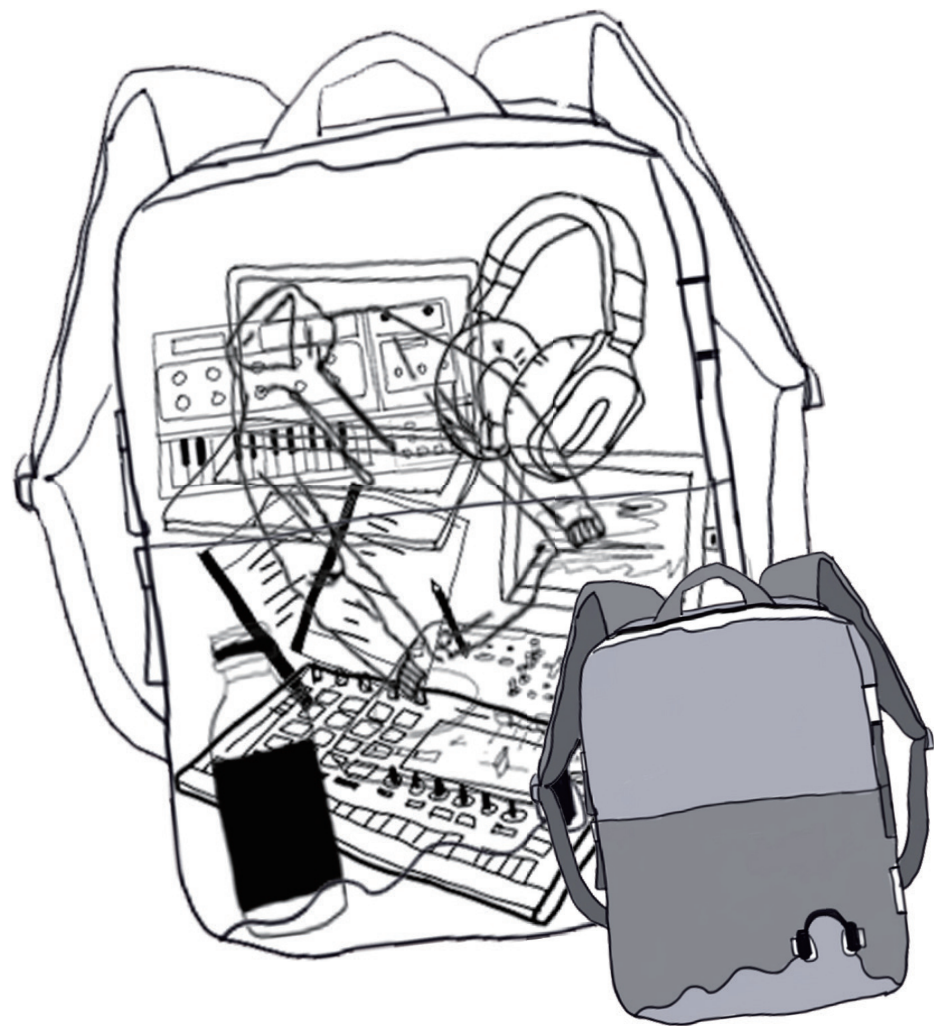
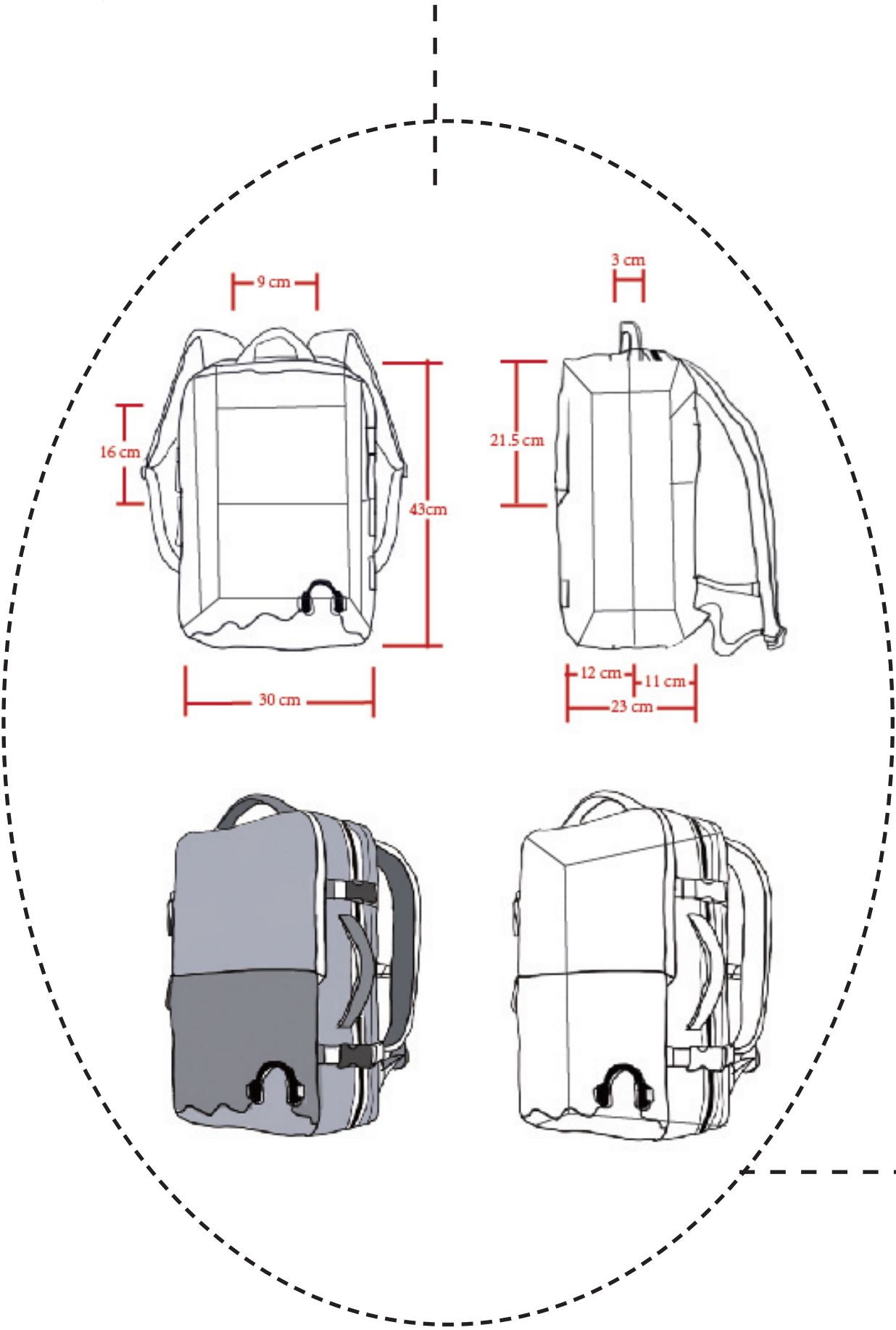
There is an electronic music festival will be held in the city center, the time for two consecutive nights at 8 to 10 pm. In addition, there are many bars in the evening around West Street. So Luke hope to be able to exchange new city music culture, meeting new friends and finding inspiration to create new music.



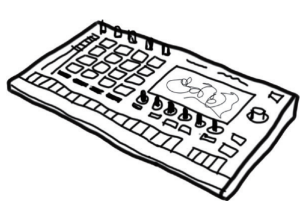


PACK THE BAG

This is my travel bag designed for the protagonist. Through front, side, and perspective analysis we can fully understand it.



This illustration shows some of the items that are needed for the DJ profession, which are easy to carry into a backpack, enough for personal use but not a large device. Other supplies like toothbrush, toothpaste, towels, slippers, underwear, razor, electronic charger, etc. Which can choose to carry or provide some one-time items from hotel.



regulator component



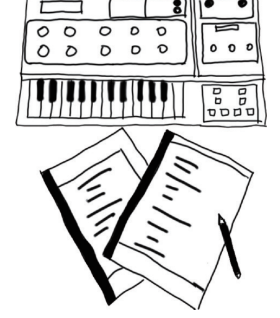
clothes



laptop



beat slice & ipad



mini-keyboard & notebooks



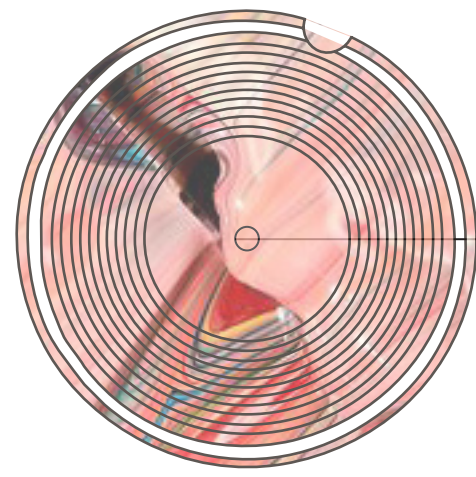
headset



camera



water bottle

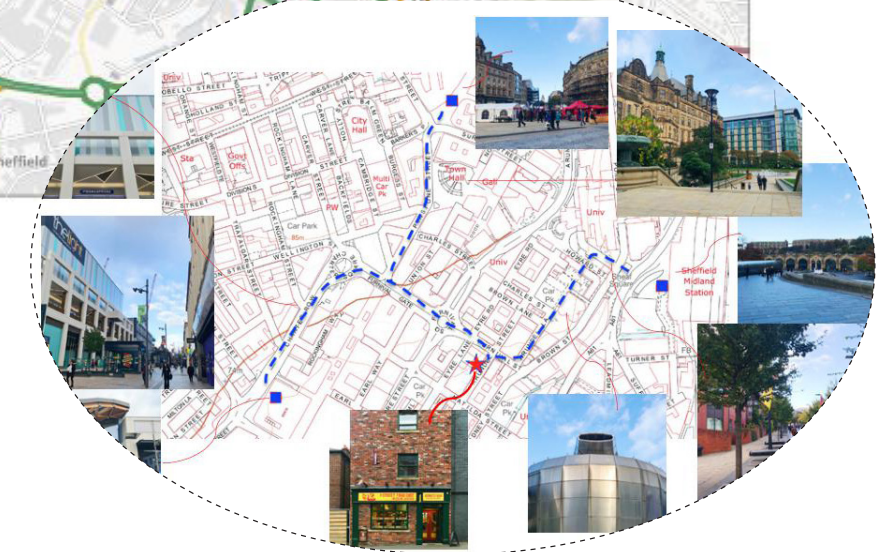
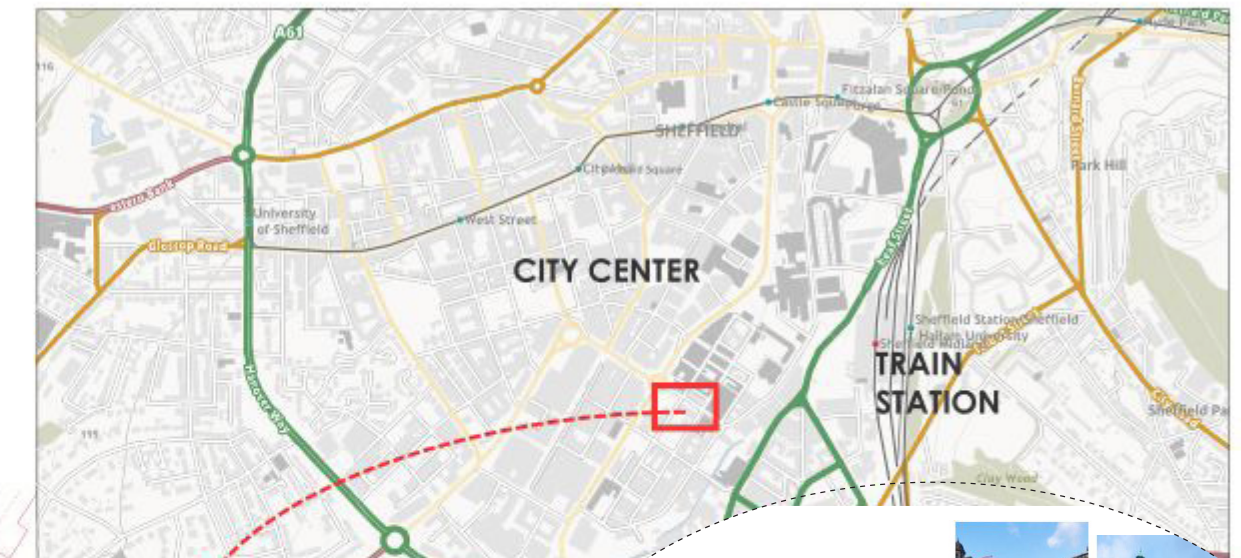
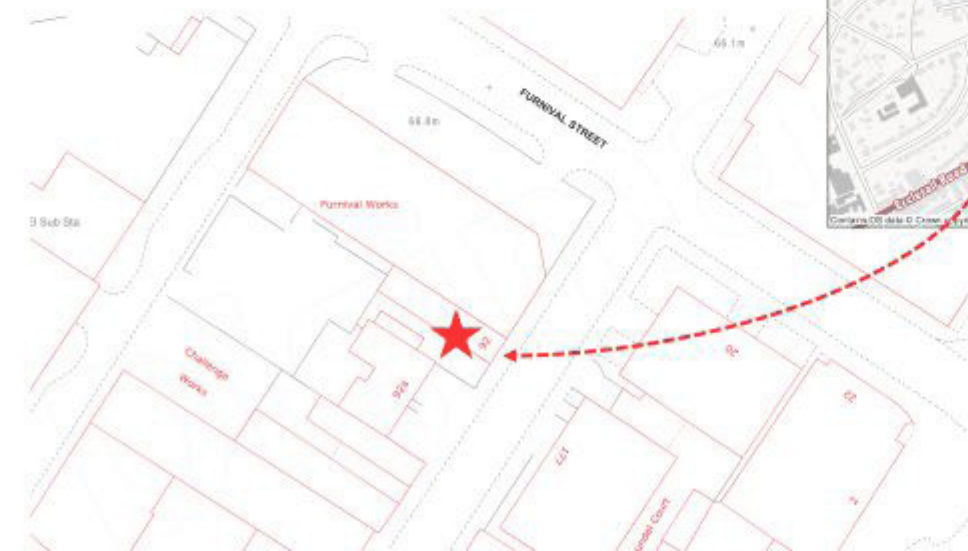


SITE CONTEXT & ANALYSIS

The building is located on the slopes between the city center and the train station, with nearly 20 restaurants and 10 bars within 300 meters. The market and shops in the city center need to go uphill for 10 to 15 minutes. Walk down the road for 10 minutes will go through the student accommodation, then arrived at the train station.



The first impression drawing on my postcard to show how I feel when we looked around there.



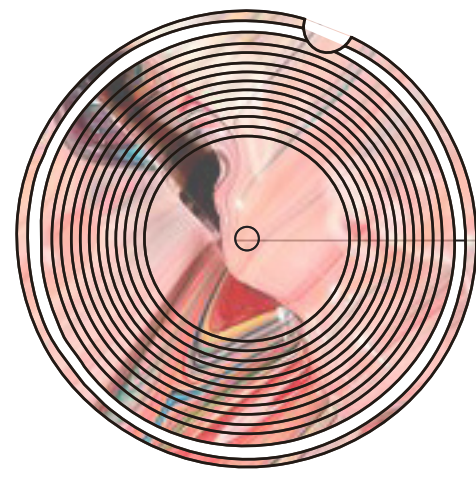
The site previously used to be a range of little Moster's workshop, then gymnasium and warehouse.



No 92 Arundel Street, frontage to Wall Kay and Sons, Cutlery Manufacturers.



The building was built in the 1800s and has late 1900s alterations. Photo 2009.



SITE CONTEXT & ANALYSIS



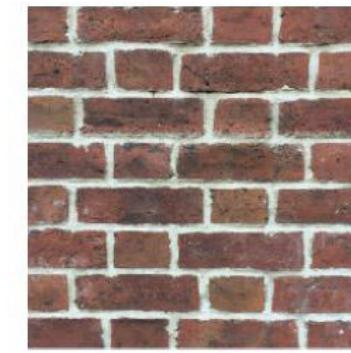
Natural light:
Through field surveys we learned that sunlight would illuminate the front of the building during the day and move east with the change of time in the day. So the windows on the first and second floors will be exposed to direct sunlight.



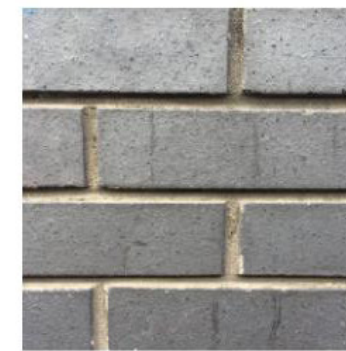
Artificial light:
In the evening, the entire street is relatively dark. However, outside the Street Food Chef building on the ground floor, small black matt lamps comes on, and shines down on the pavement. In addition, there are also some street lights on both sides of the street, to perhaps guide the guests.



Ocher
Street Food Chef



Dark Brown
House The Masters

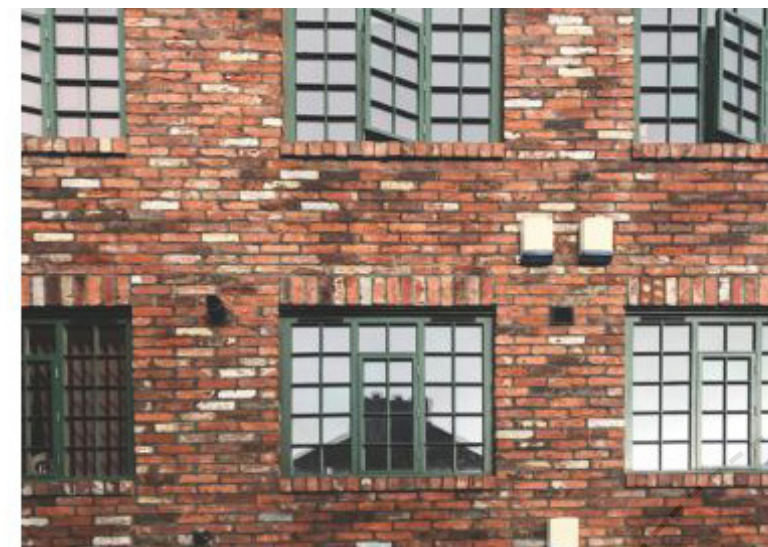


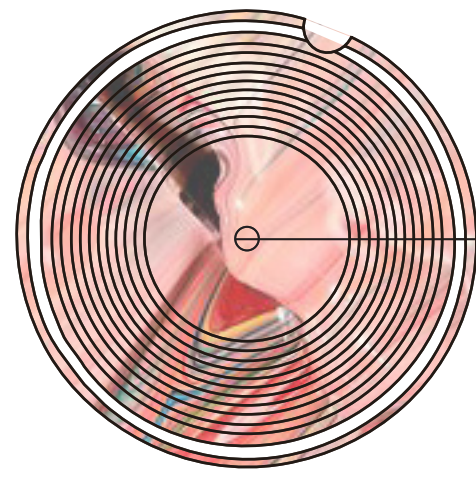
Silver Grey
Unite Student



Maroon
WorksChallenge

The building of The Street Food Chef has a variety of colored bricks, such as white, dark brown, ocher. This mix makes the whole building more prominent than the other buildings, that are using monochrome bricks nearby. This makes a visual impact of the dynamic colour effect, and it seems to have significant features.

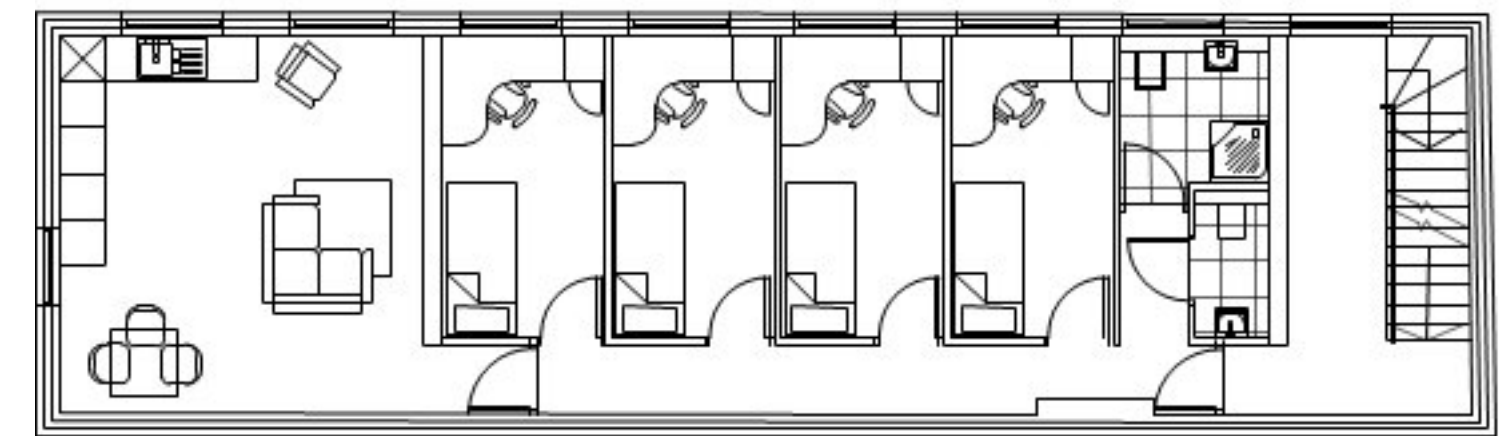
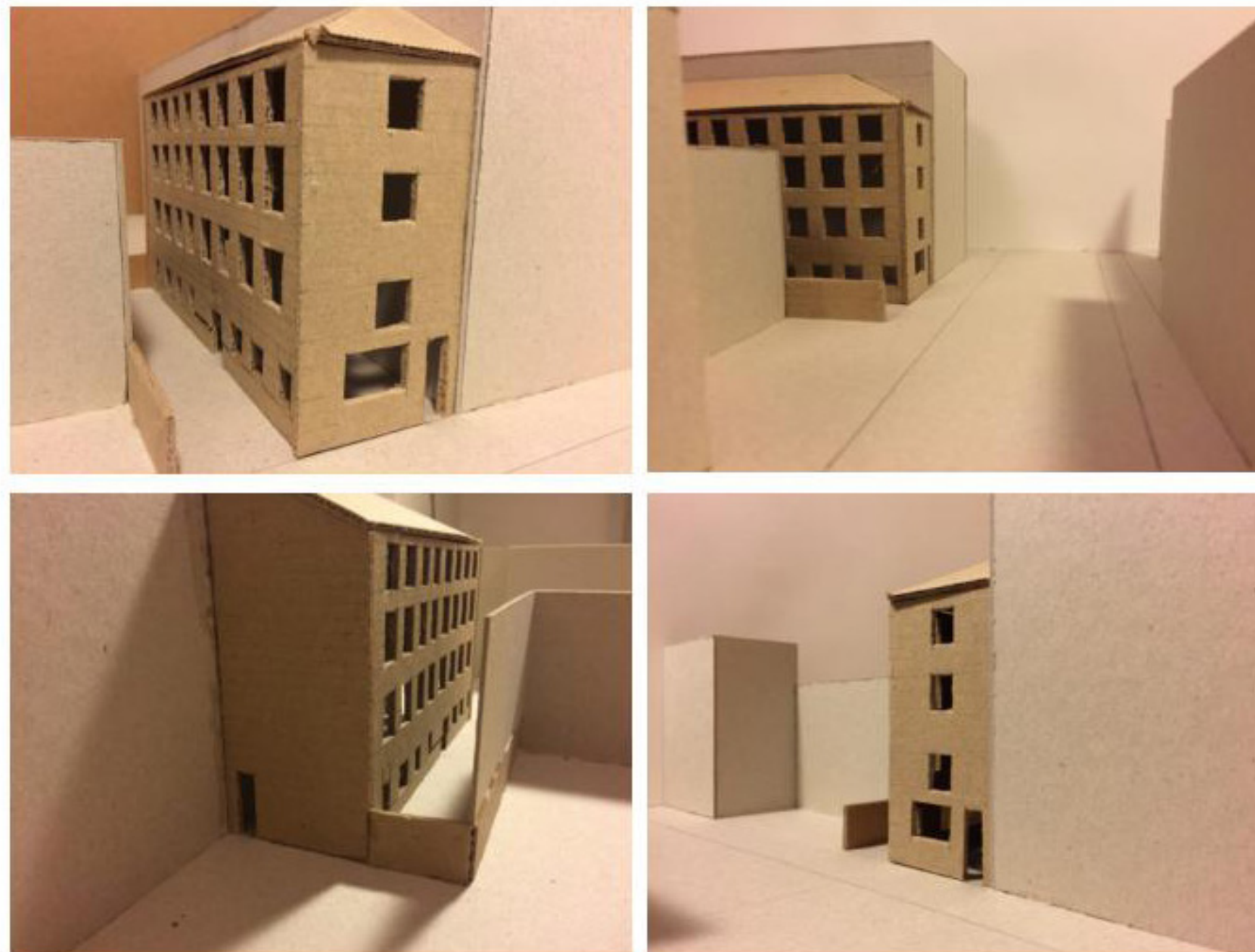




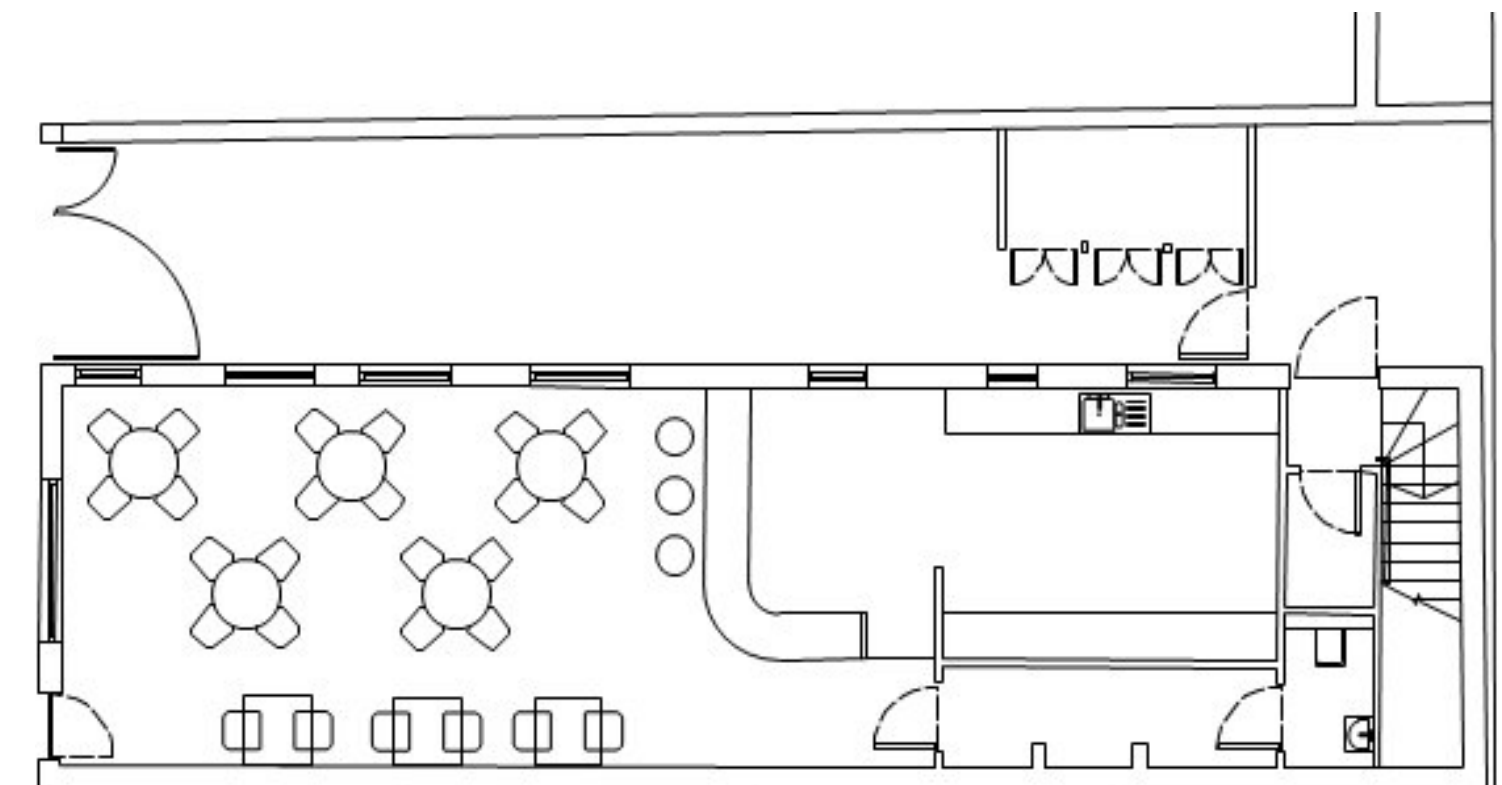
EXISTING BUILDING

1: 100

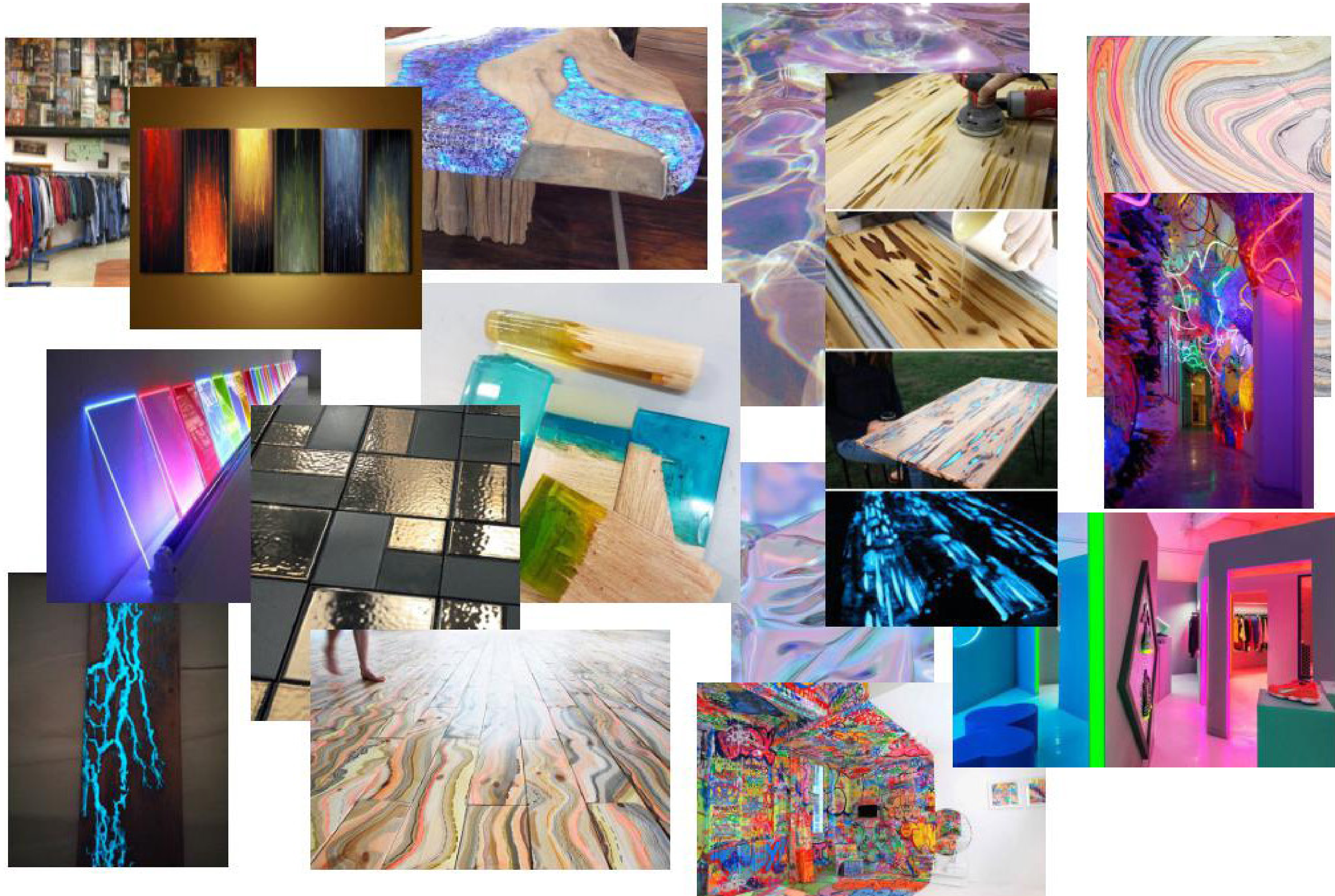
In the group research week, we made a model about the existing building to show what it look like and created some visual effect. This given us a better understanding of the surrounding environment and topographical conditions.

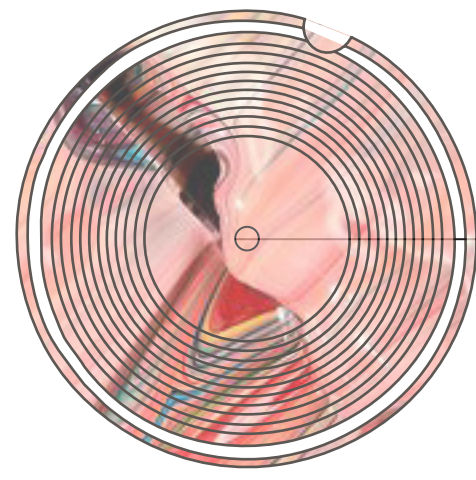


First / Second / Third Floor Plan



Ground Floor Plan

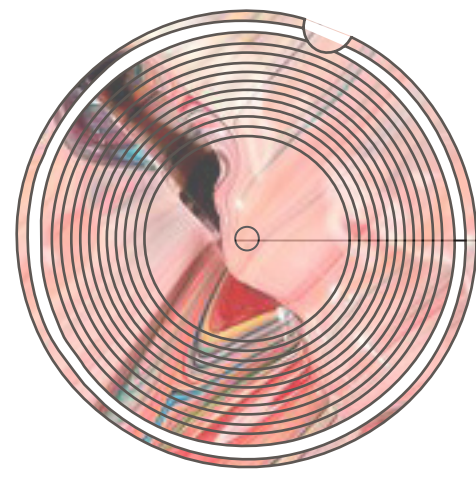




EXTERNAL FACADE OF
THE BUILDING



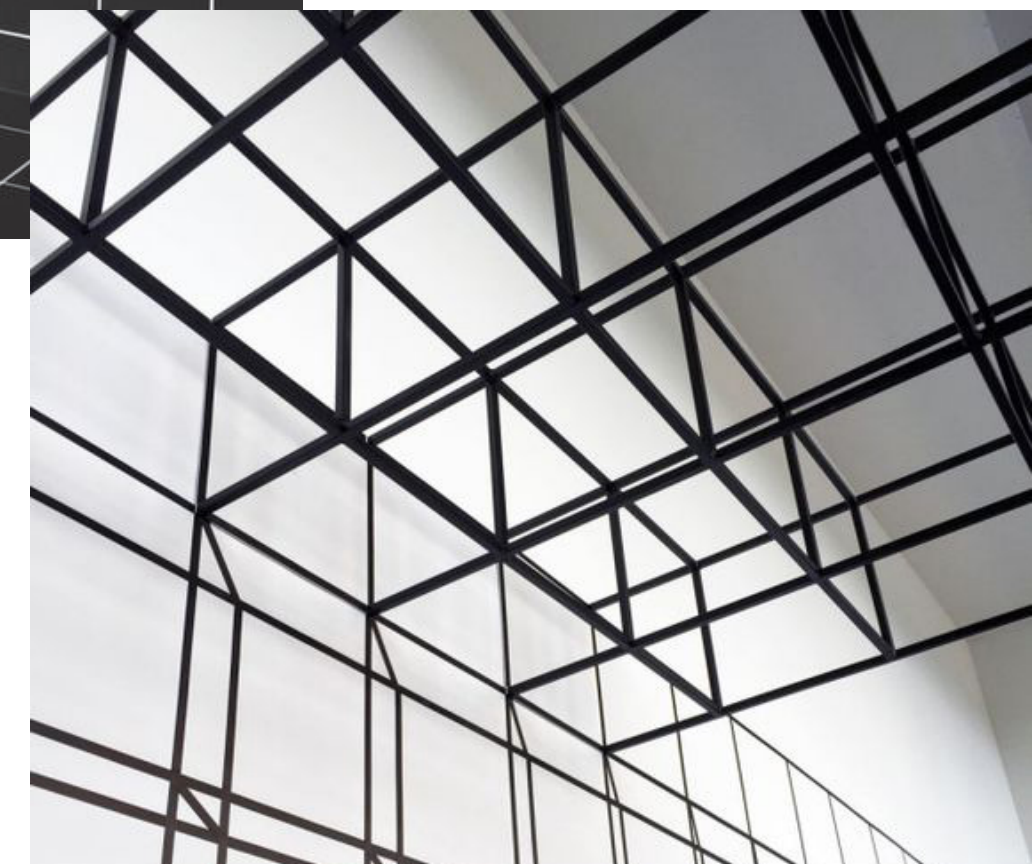
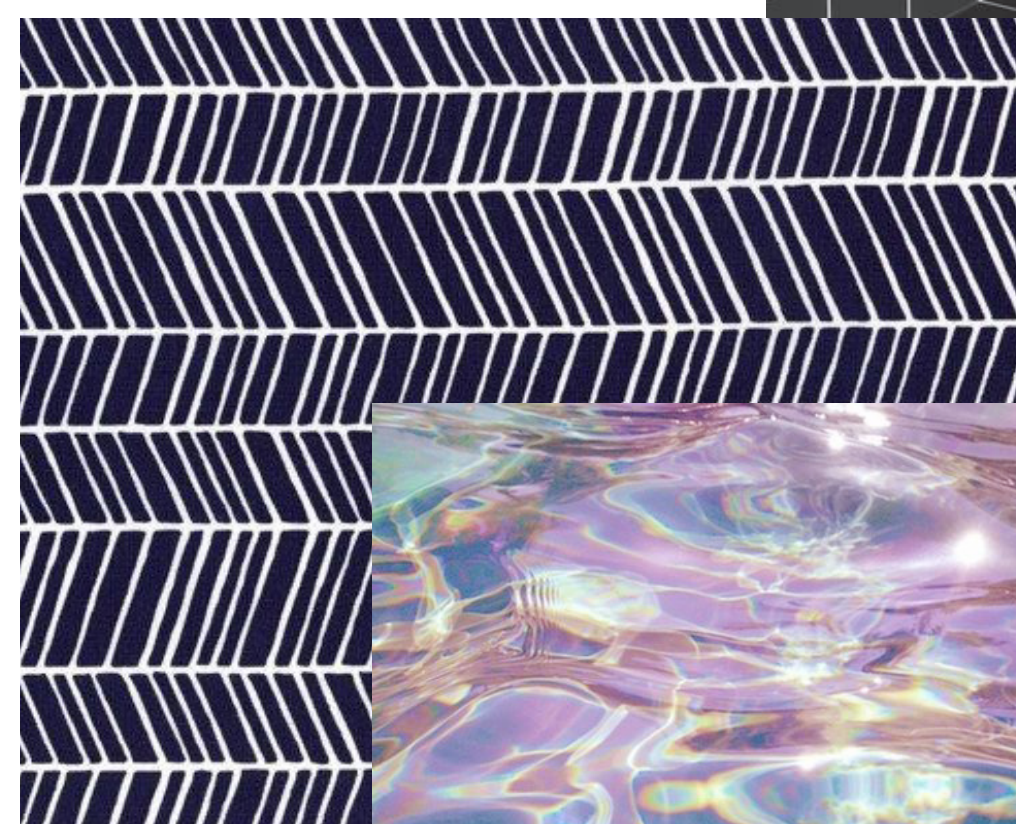
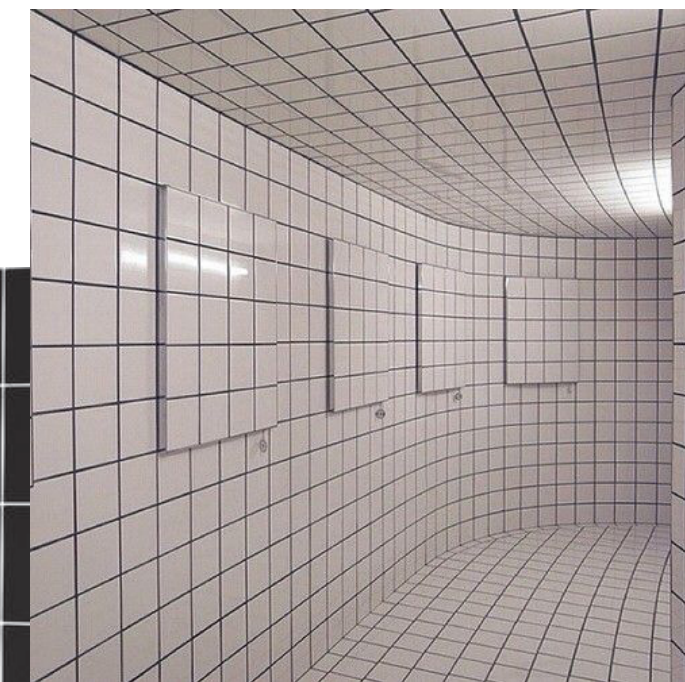
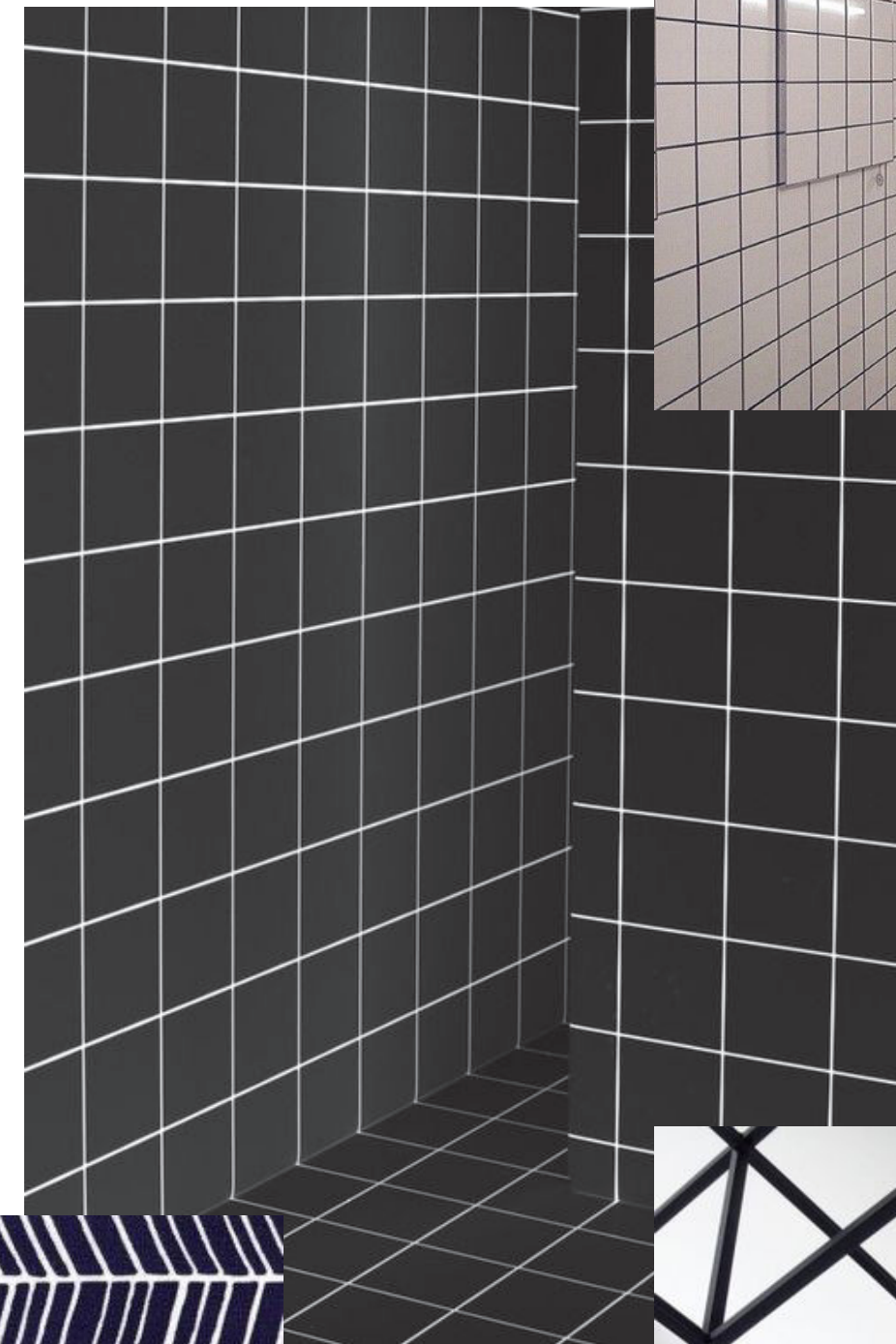
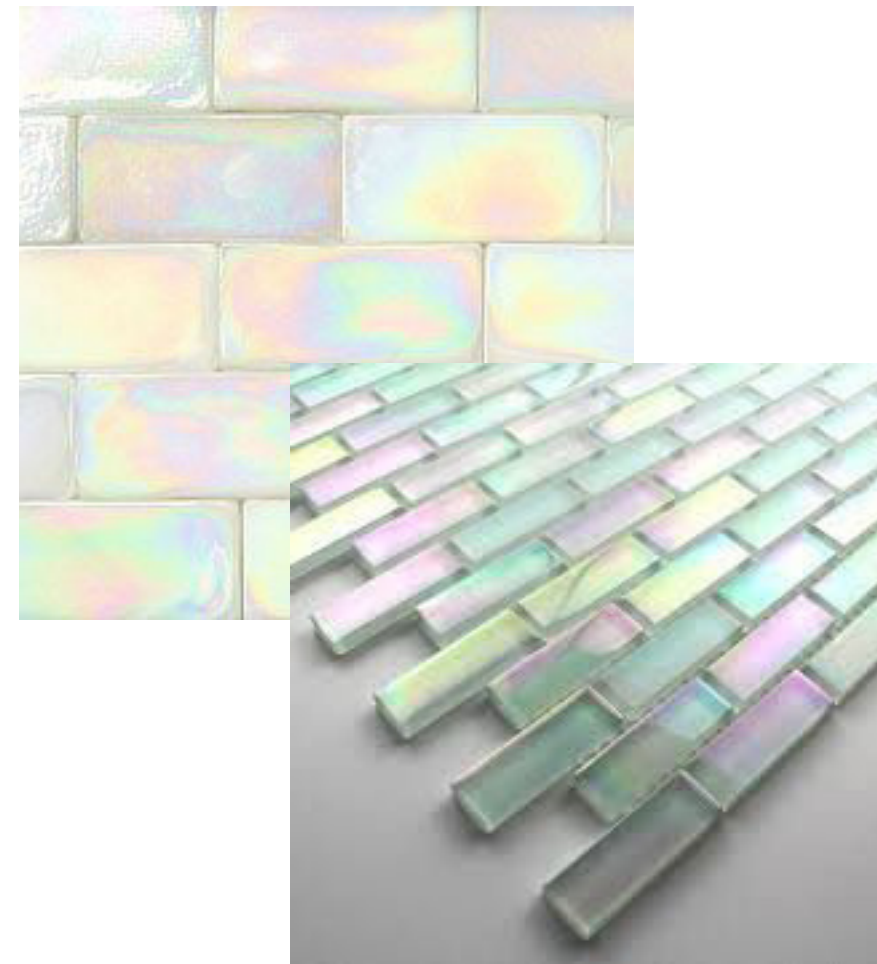
ARUNDEL ST

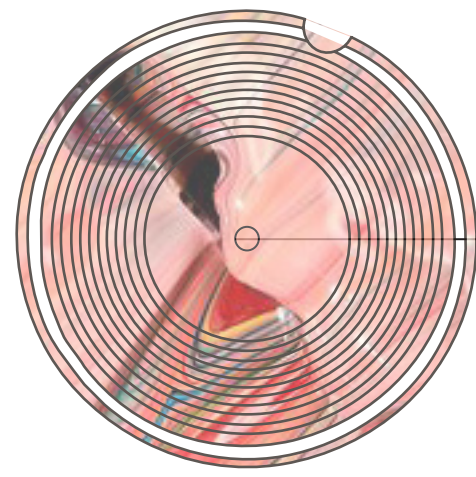


MATERIALS & DESIGN AESTHETIC

The interior of building I try to use grid pattern put around the whole space in order to create some modern sense. The facade of the building using a kind of reflective brick, so when the sunlight shine in the building the bricks will become bridge and colorful.

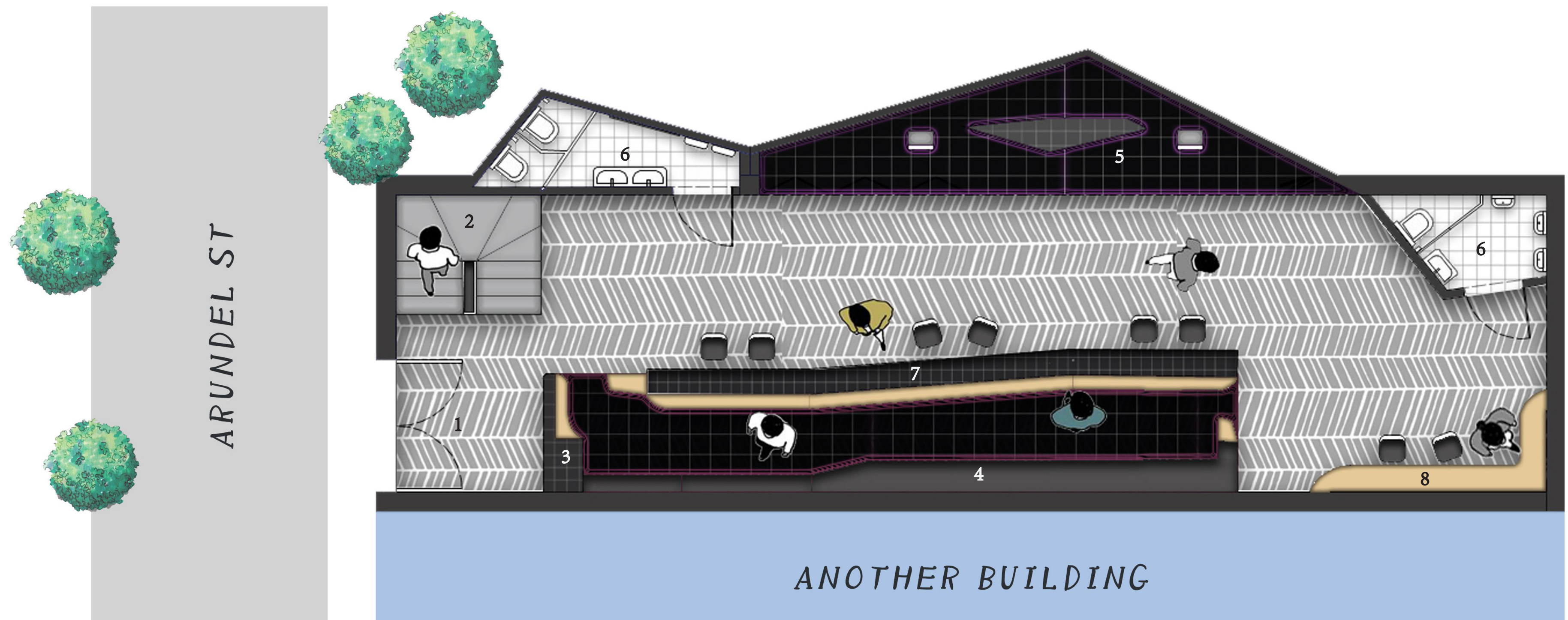
On the left side of building, the hotel still have a stained glasses stage on the ground floor, which is DJ working space to can show a good visual effect.





GROUND FLOOR PLAN

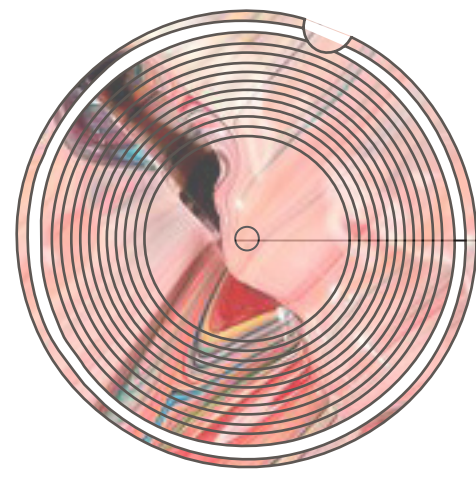
1: 50



On the ground floor when entered there, first you can saw the reception area and which connected with bar and wine cabinet. In the black gride of ceramic tile area, have the neon light or LEDs around the floor and cabinet. On the other side is a small stage, sometimes DJ have improvisation in there so people setting at bar can hear it. If people just want to chat with friend, he can setting at the end of the table.

- 1- DOOR
- 2- STAIRCASE
- 3- RECEPTION
- 4- WINE CABINET

- 5- PLATFORM/ STAGE
- 6- TOILET
- 7- BAR COUNTER
- 8- LONG TABLE



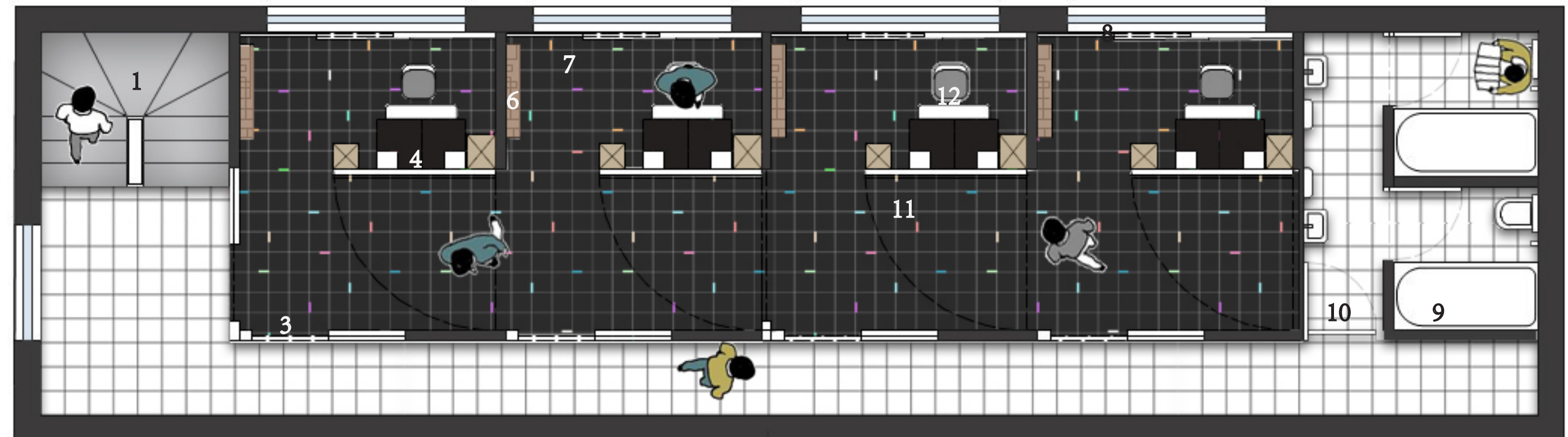
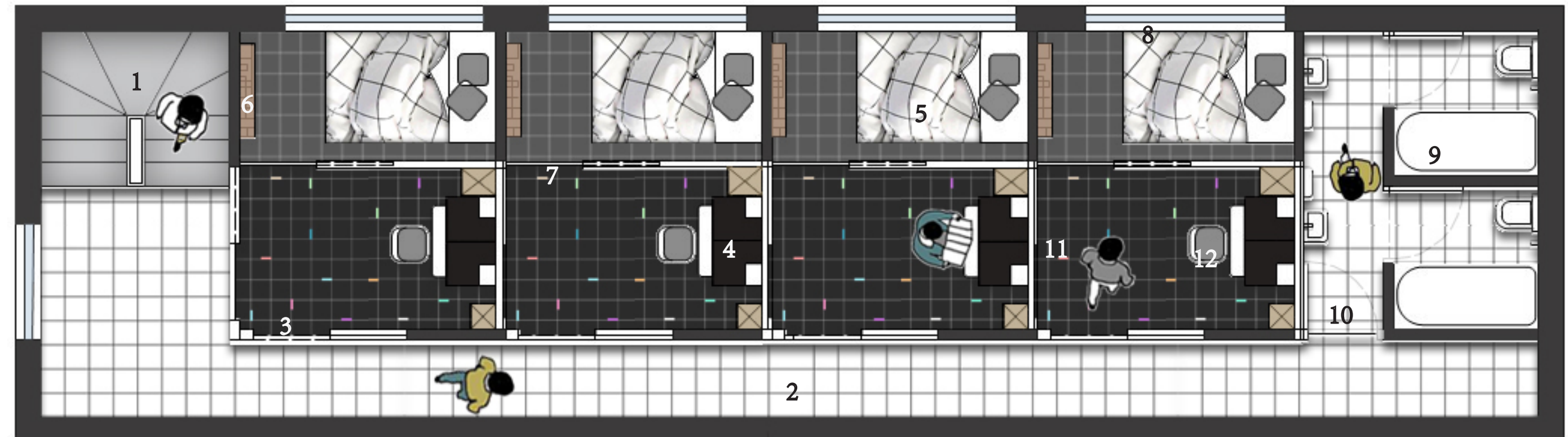
FIRST/SECOND FLOOR PLAN

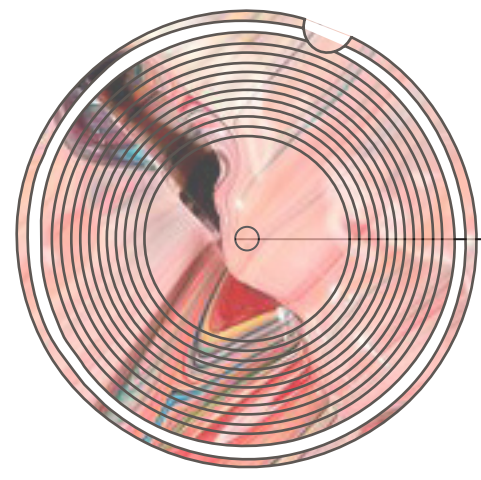
1: 50

When entered the first floor or second floor, there will have 4 rooms be there. The front of the room space using to each people when they need to work individually, in the middle is a sliding door to separate the sleeping area and working area. Additionally, on the gridding floor will have different color LED light hiding at the bottom. When the DJ working can turn it on so the lighting will come from the gap and light up the room, then turn down when need to sleep.

The another plan is a way to show that sometime the people have a group coming. If they want to living in this hotel and need to communicate with each other in working time, so they can turn the right movable wall back to the mid and original wall will be push to the window side there. Therefore, people can waik around the whole space and have a group work.

- 1- STAIRCASE
- 2- CORRIDOR
- 3- ROOM DOOR
- 4- WORKING TABLE
- 5- BED
- 6- CABINET
- 7- SLIDING DOOR
- 8- WINDOW
- 9- BATHTUB
- 10- TOLIET DOOR
- 11- MOVABLE WALL
- 12- CHAIR

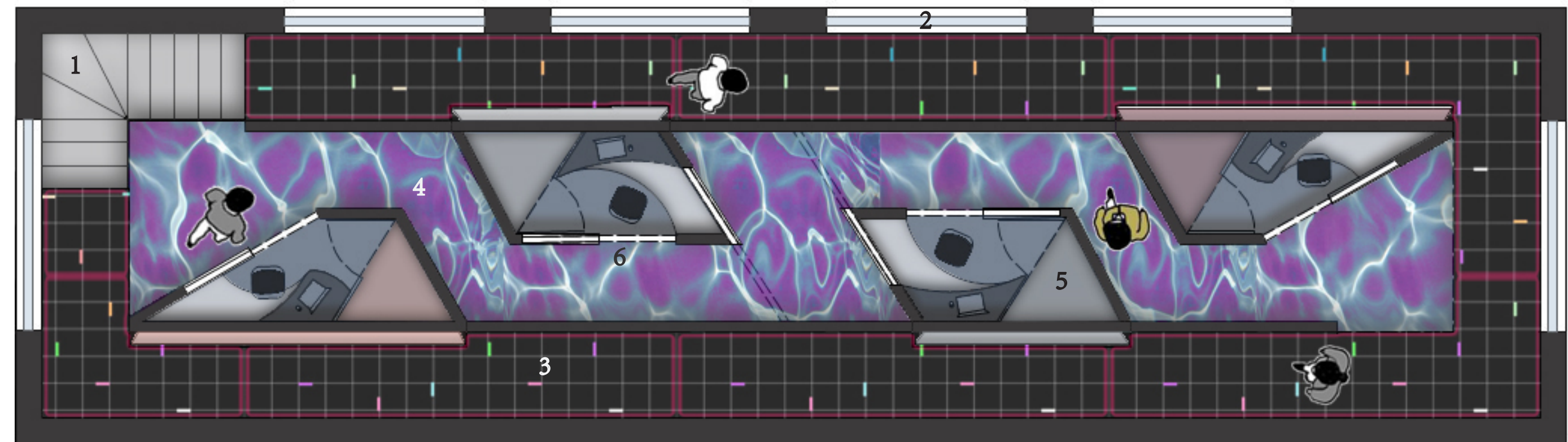




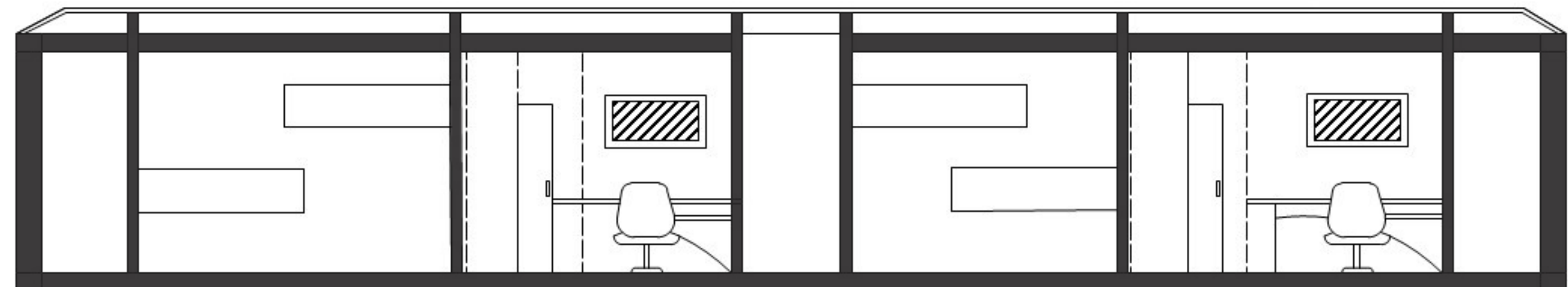
THIRD FLOOR PLAN & SECTION

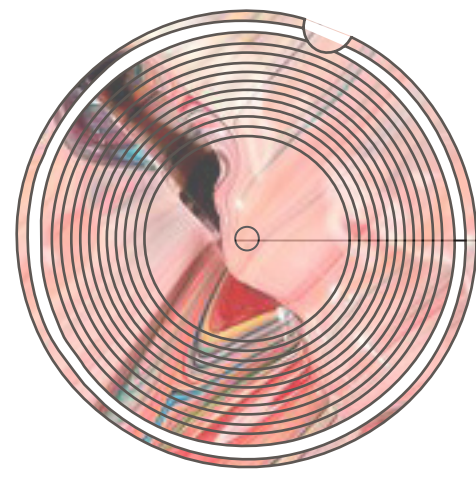
1: 50

On the top floor is a place provide to record voice and remix with the electrical music. People go up there and can walk through the corridor. The neon light will put on the wall around that corridor and the floor have LED light at the bottom. The roof of the hotel will be use stained glass so the light through that shine in the room.



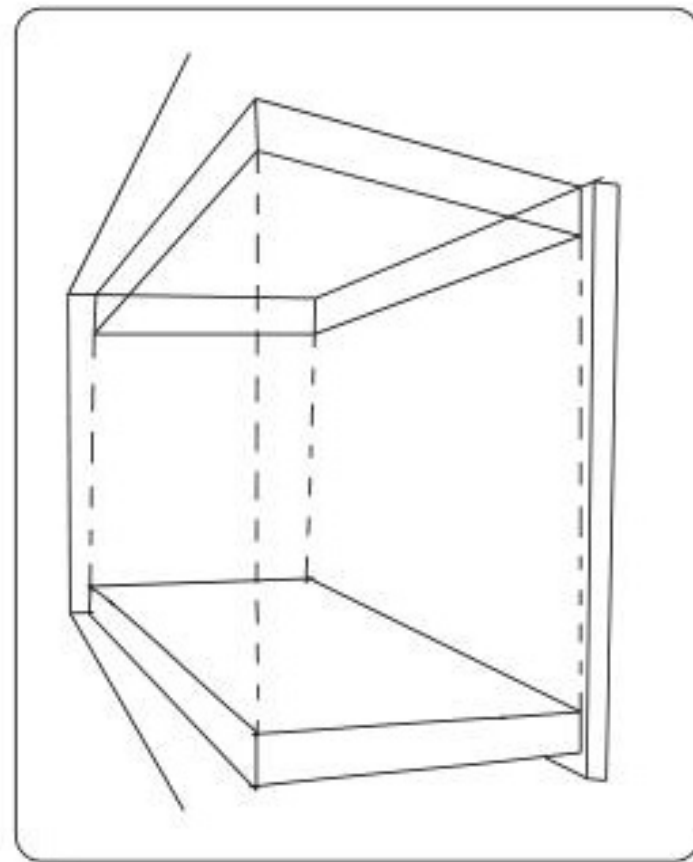
- 1- STAIRCASE
- 2- WINDOW
- 3- CORRIDOR
- 4- LIGHT CORRIDOR
- 5- RECORD ROOM
- 6- SLIDING DOOR





ROOM PLAN & DESIGN AESTHETIC

1: 20



BED



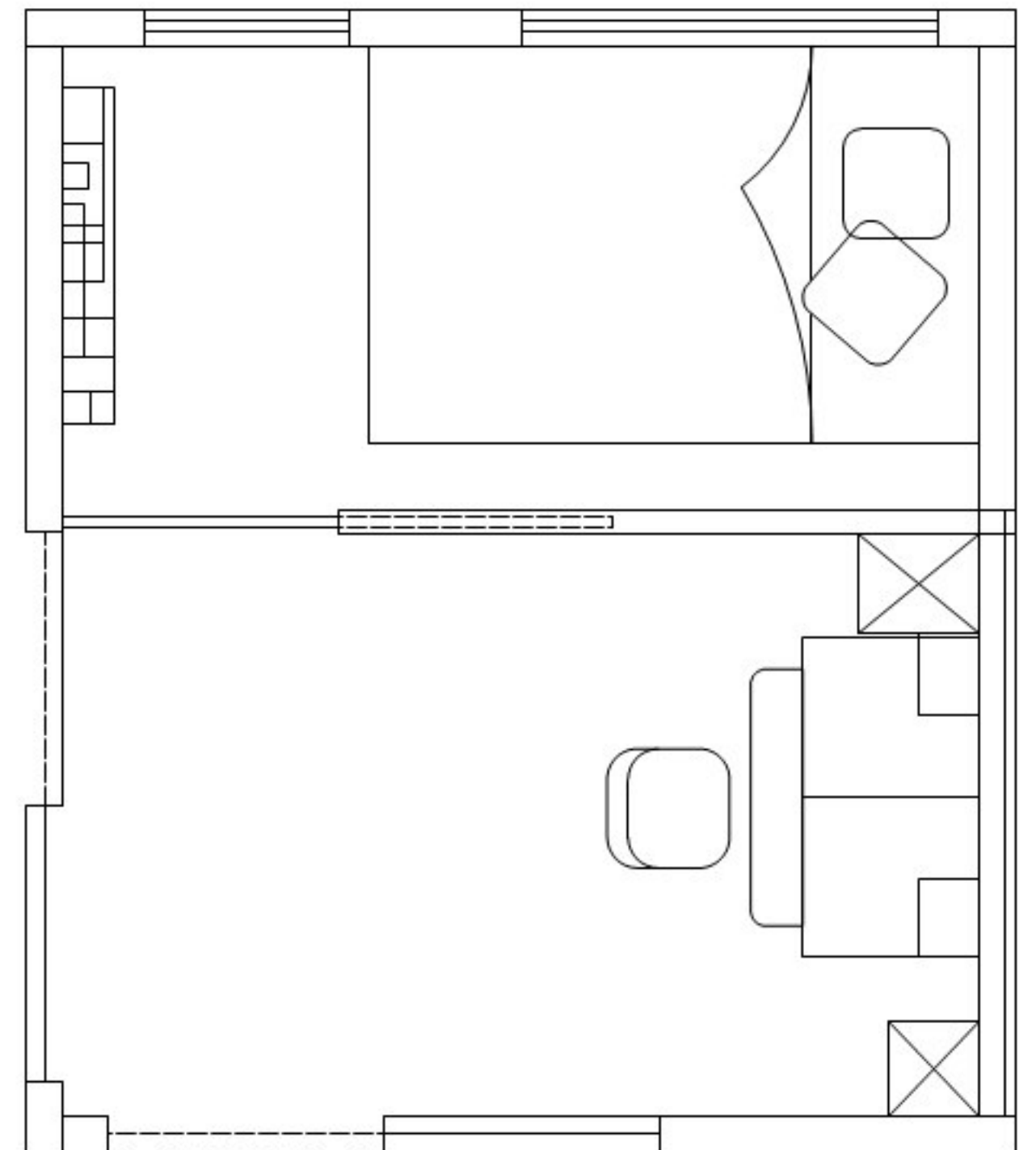
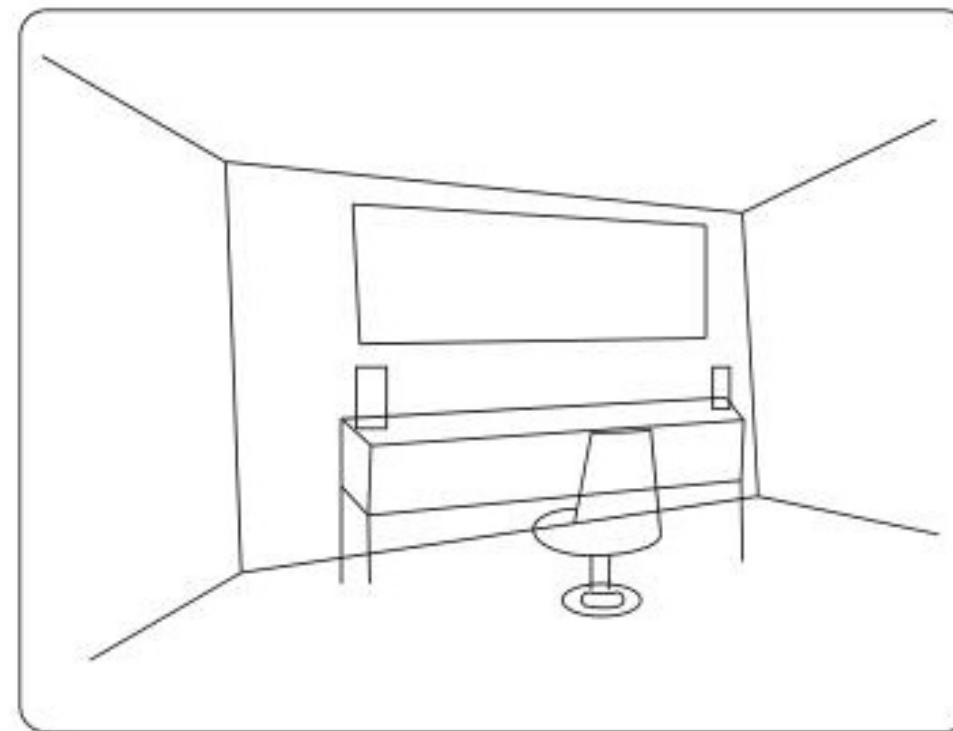
WORK TABLE

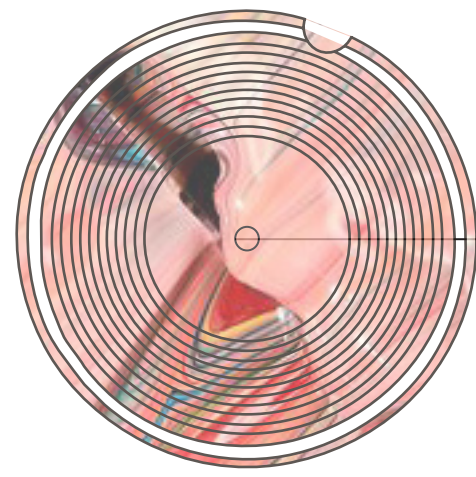
There have bed in each room which can be up and down to the ceiling and floor since the wall in the room are able to move. So when people do not need to sleep, they can put the bed up then have more space to use or change the wall side.

And I put a flexible work table in front of room, when the people need more working place use or create music can open that.



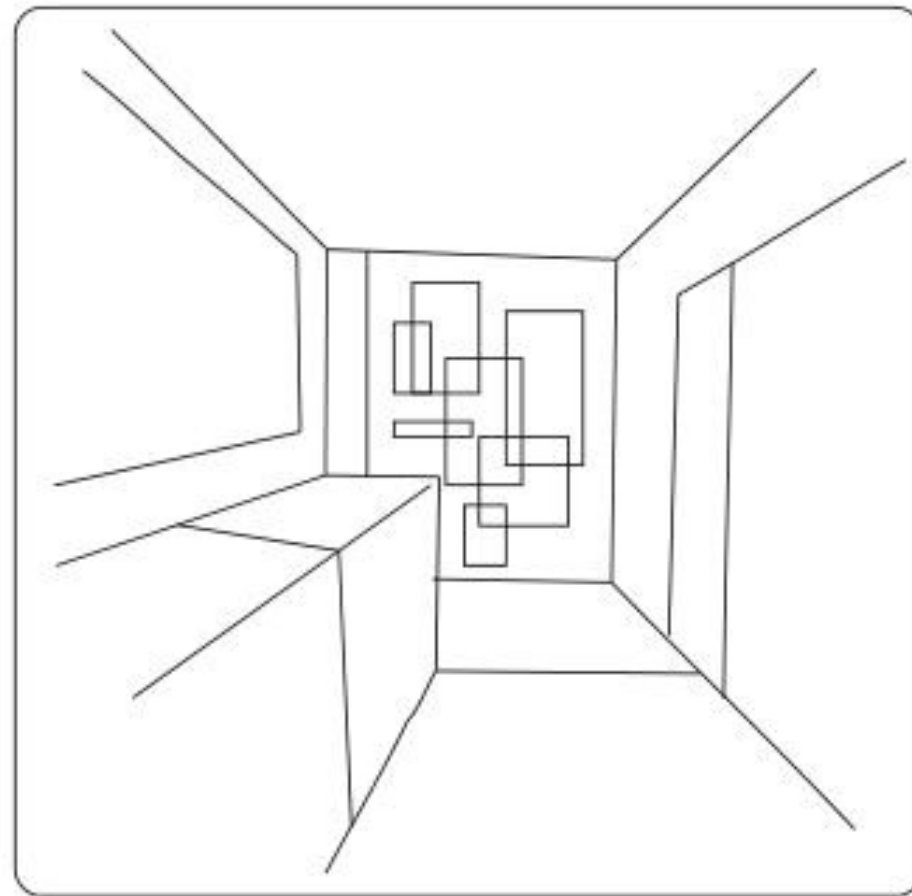
Some of my perspective drawing show in here to illustrate the some different angle of view in room.





ROOM PLAN & DESIGN AESTHETIC

1: 20

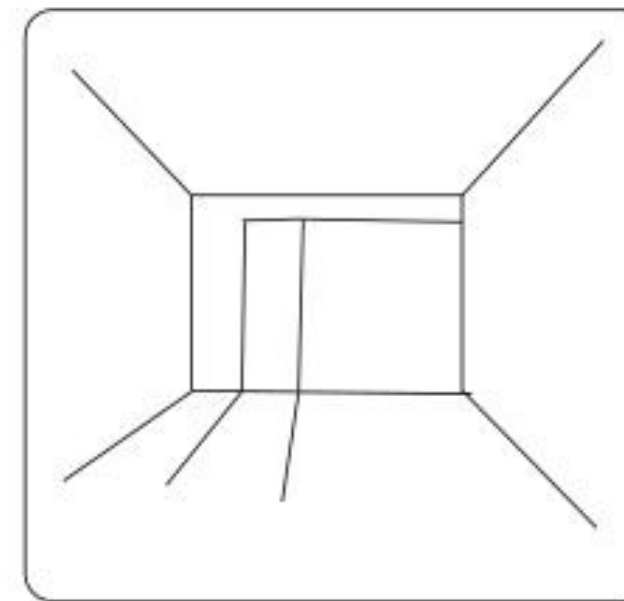
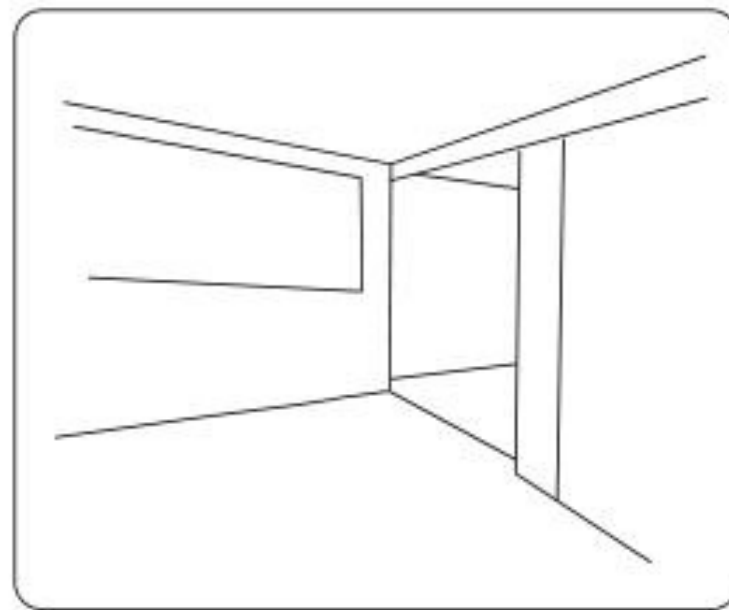


SHELF

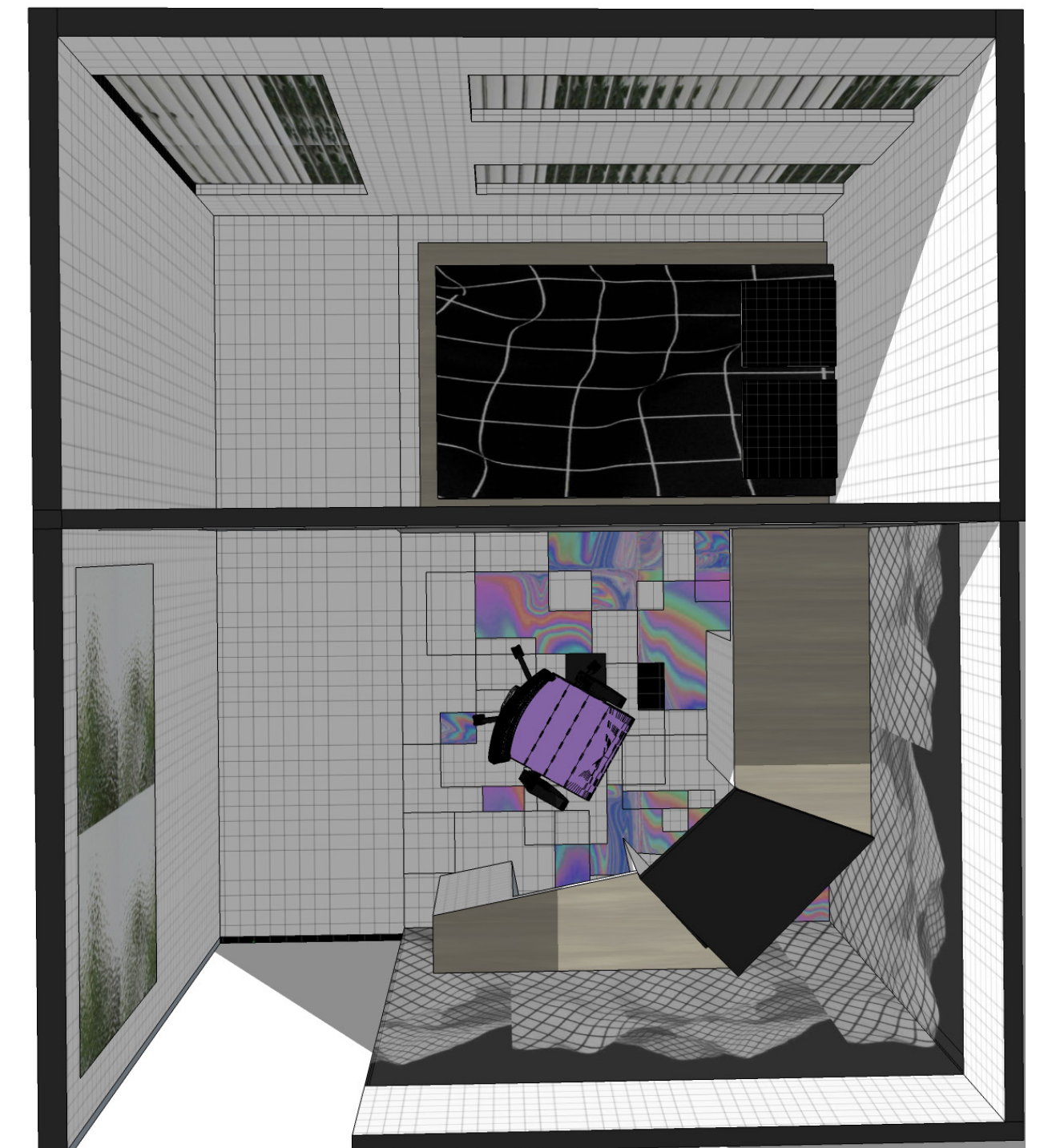


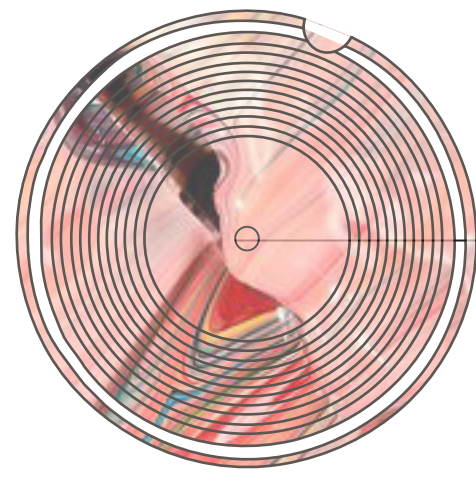
There are some sliding door and shelf details can show how it look like, and the sliding door will use light wood so it easy to move. The shelf put the opposite of bed which using metal to create clean and tidy space.

SLIDING DOOR

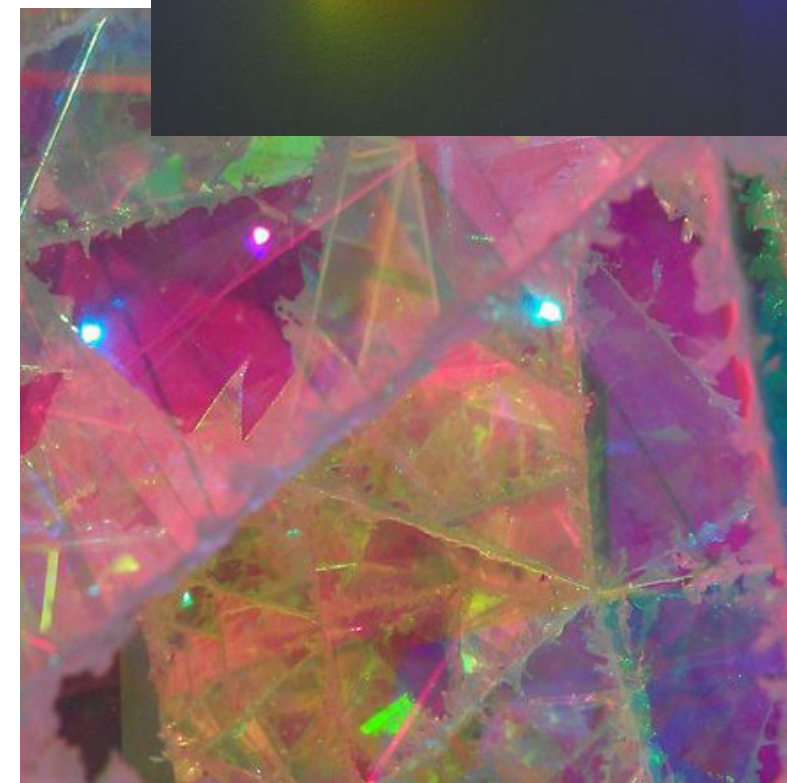
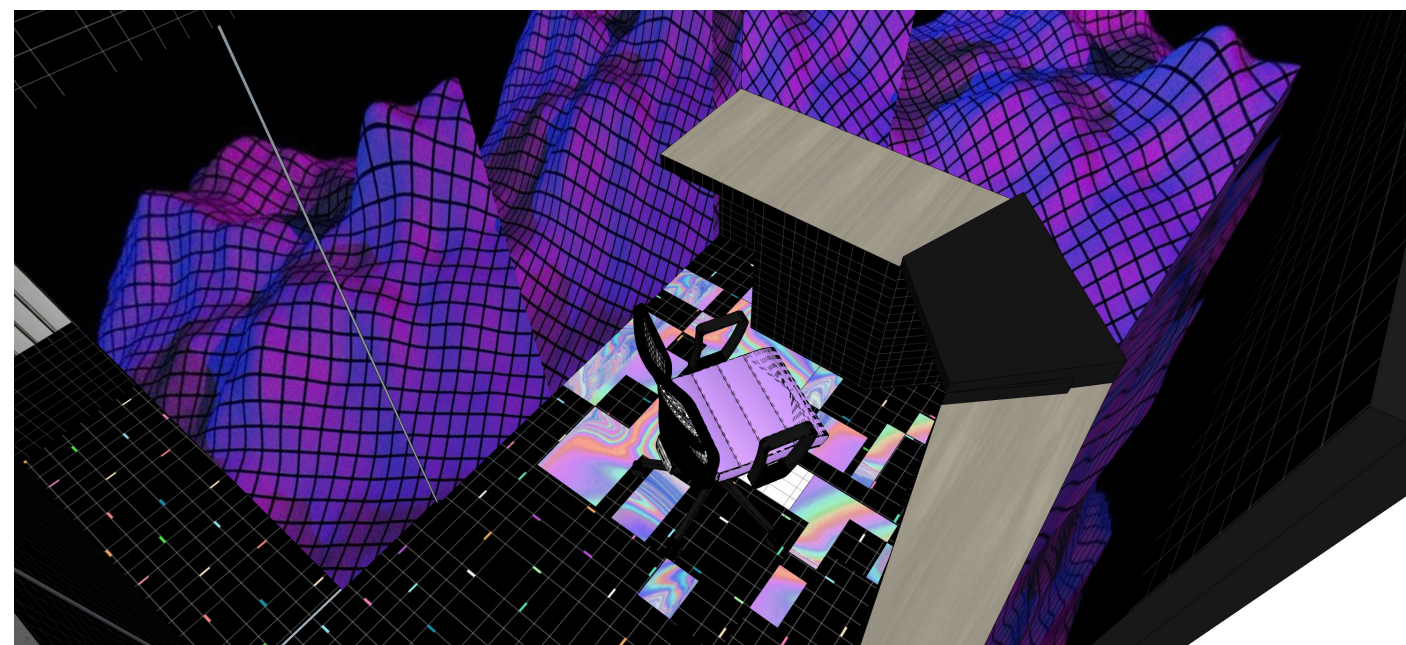
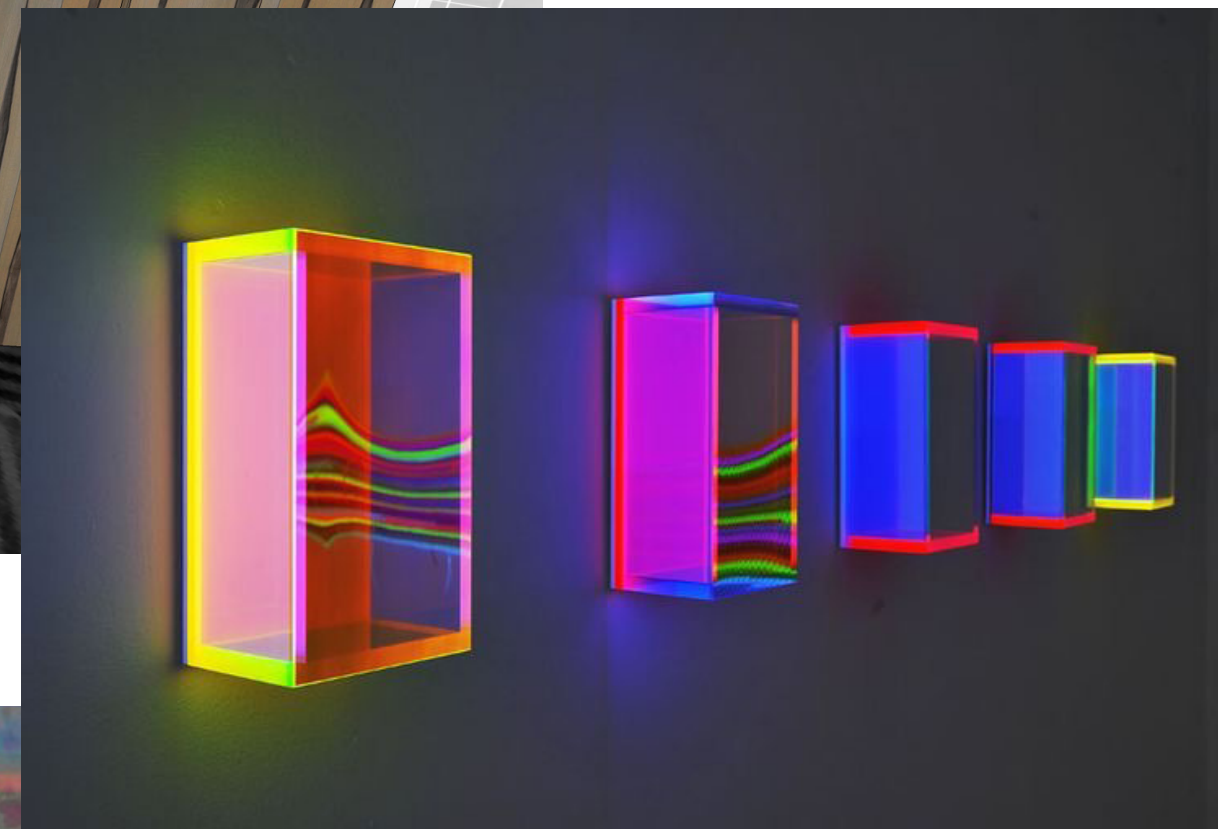
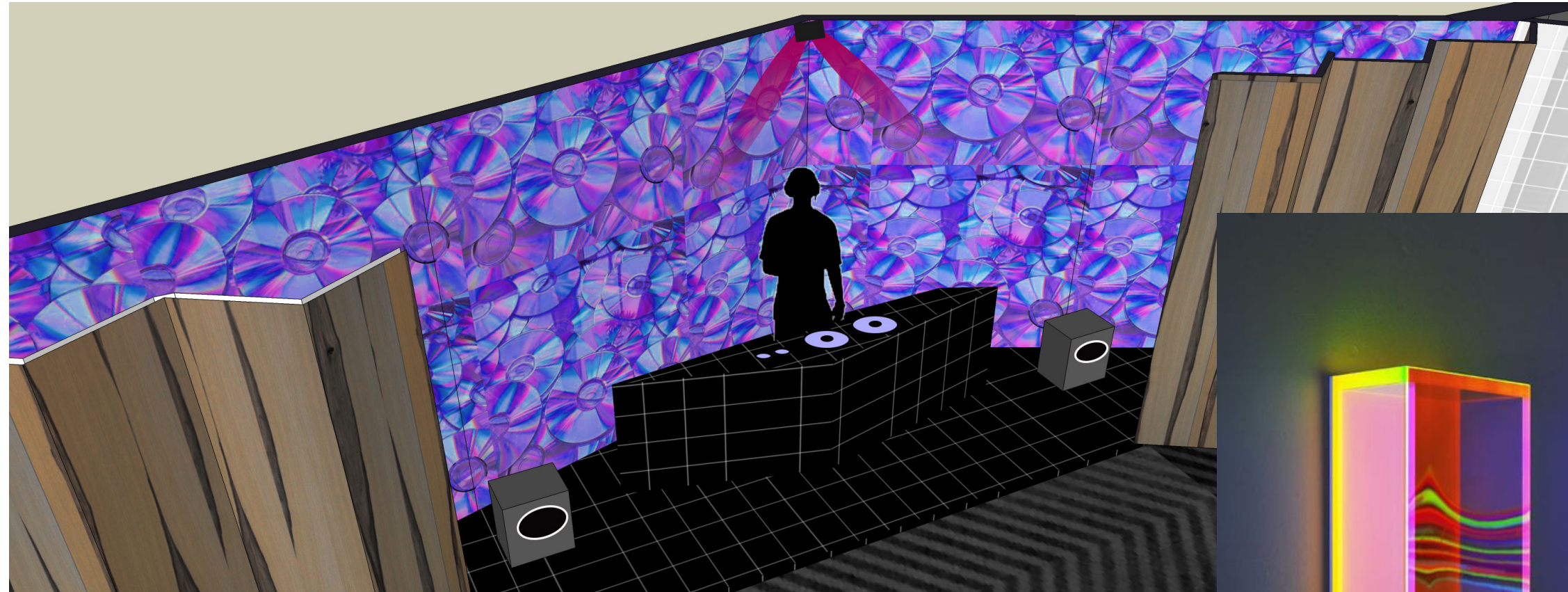


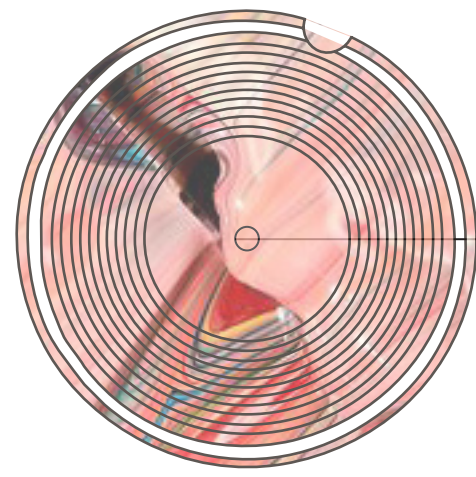
In the first and second floor room space, the door will be design as sliding one, so it will have different view.



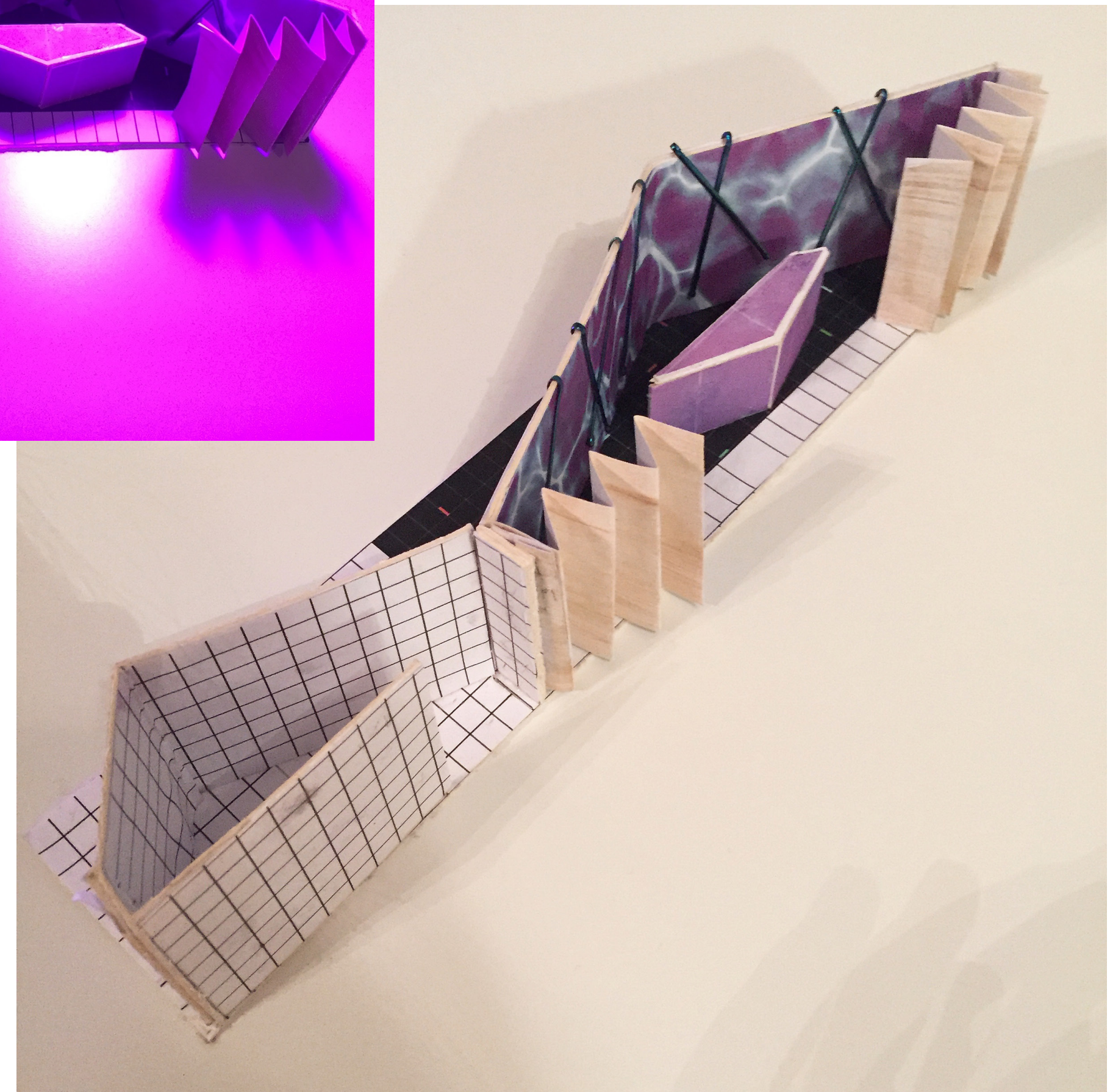
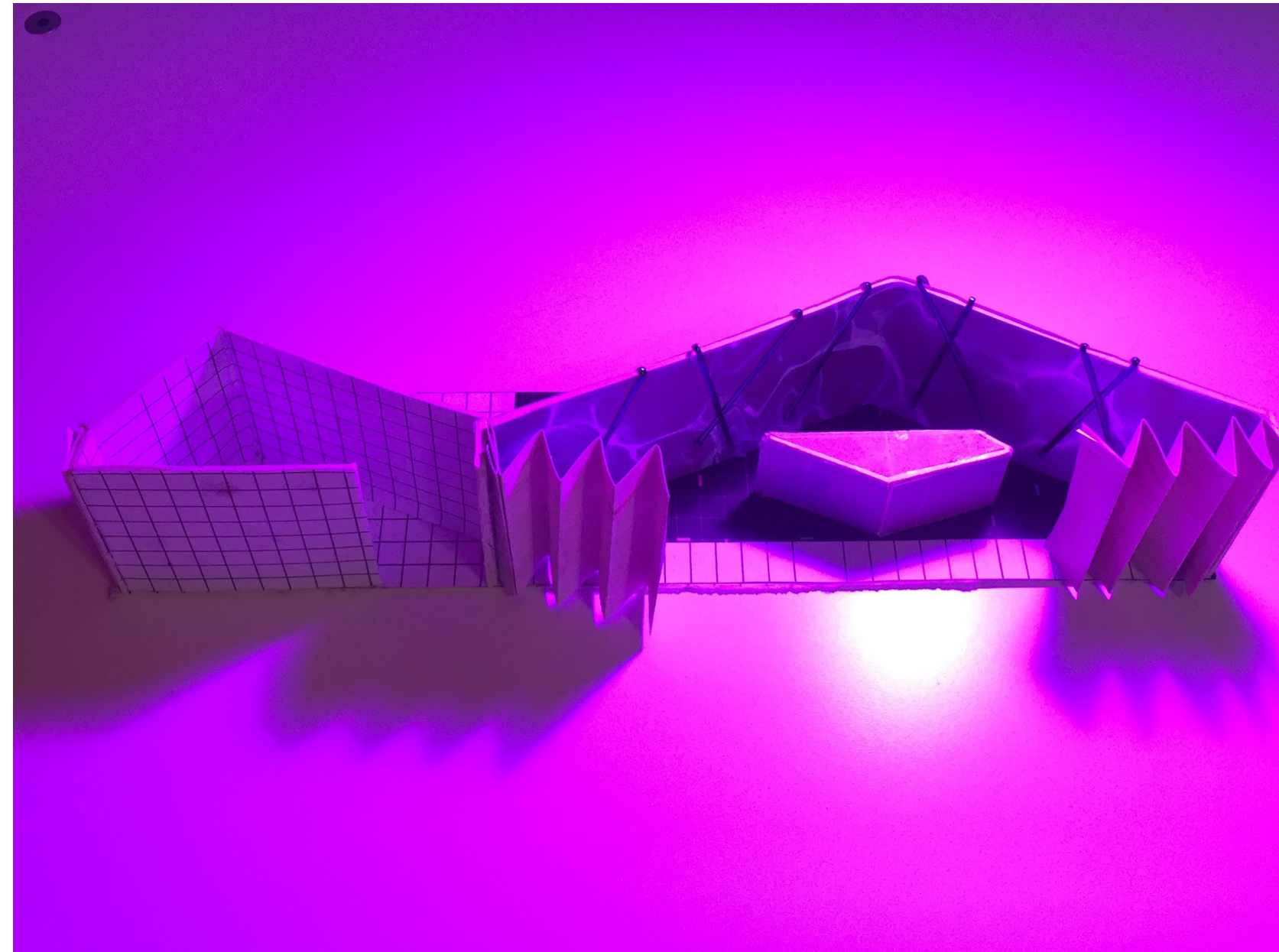
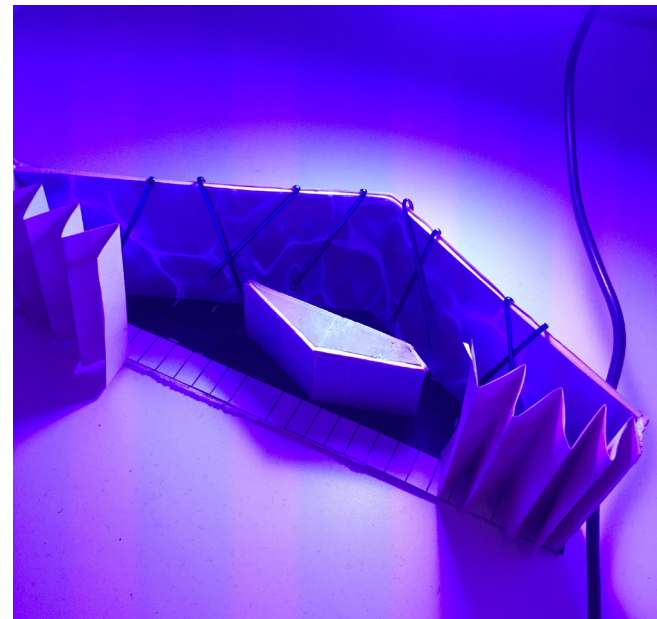


MATERIALS & DESIGN AESTHETIC OF HOTEL

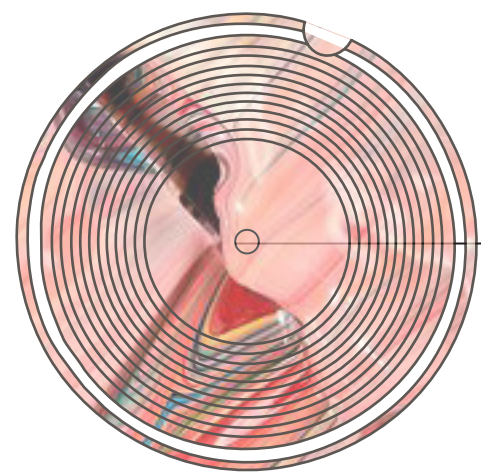




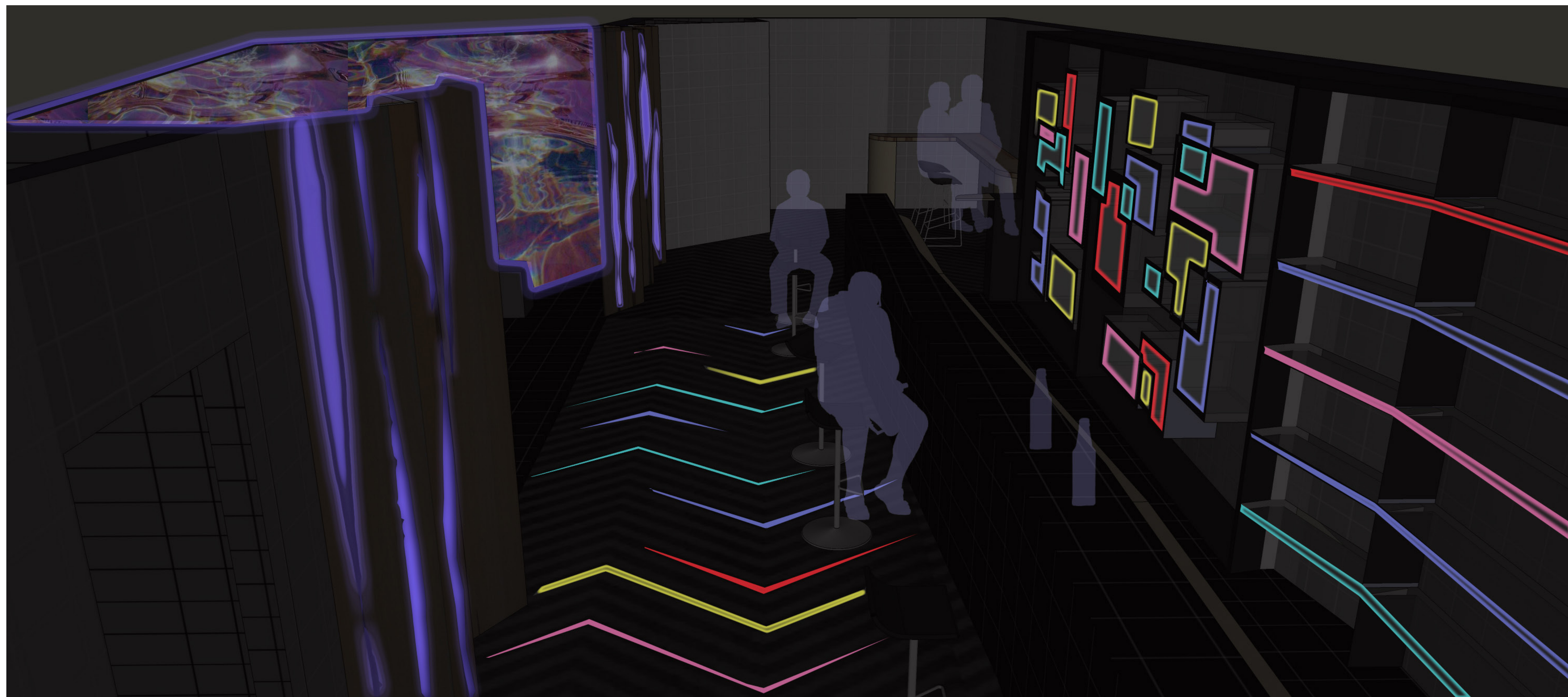
MODEL MAKING

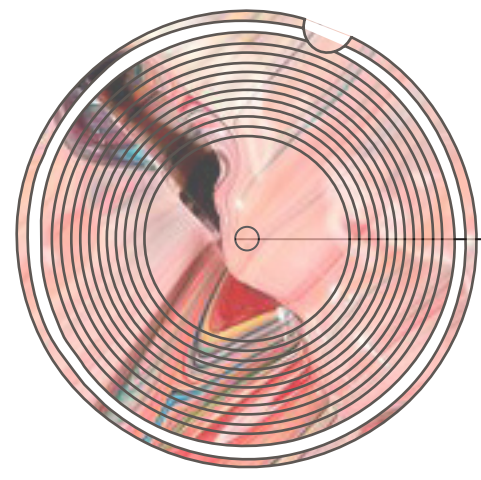


The stage as a characteristic space in the hotel building, so i made a part of ground floor section to demonstrate it and add some light for the model. Furthermore, the folding door will be close if none use that, so the people cross there cannot see the extra space.

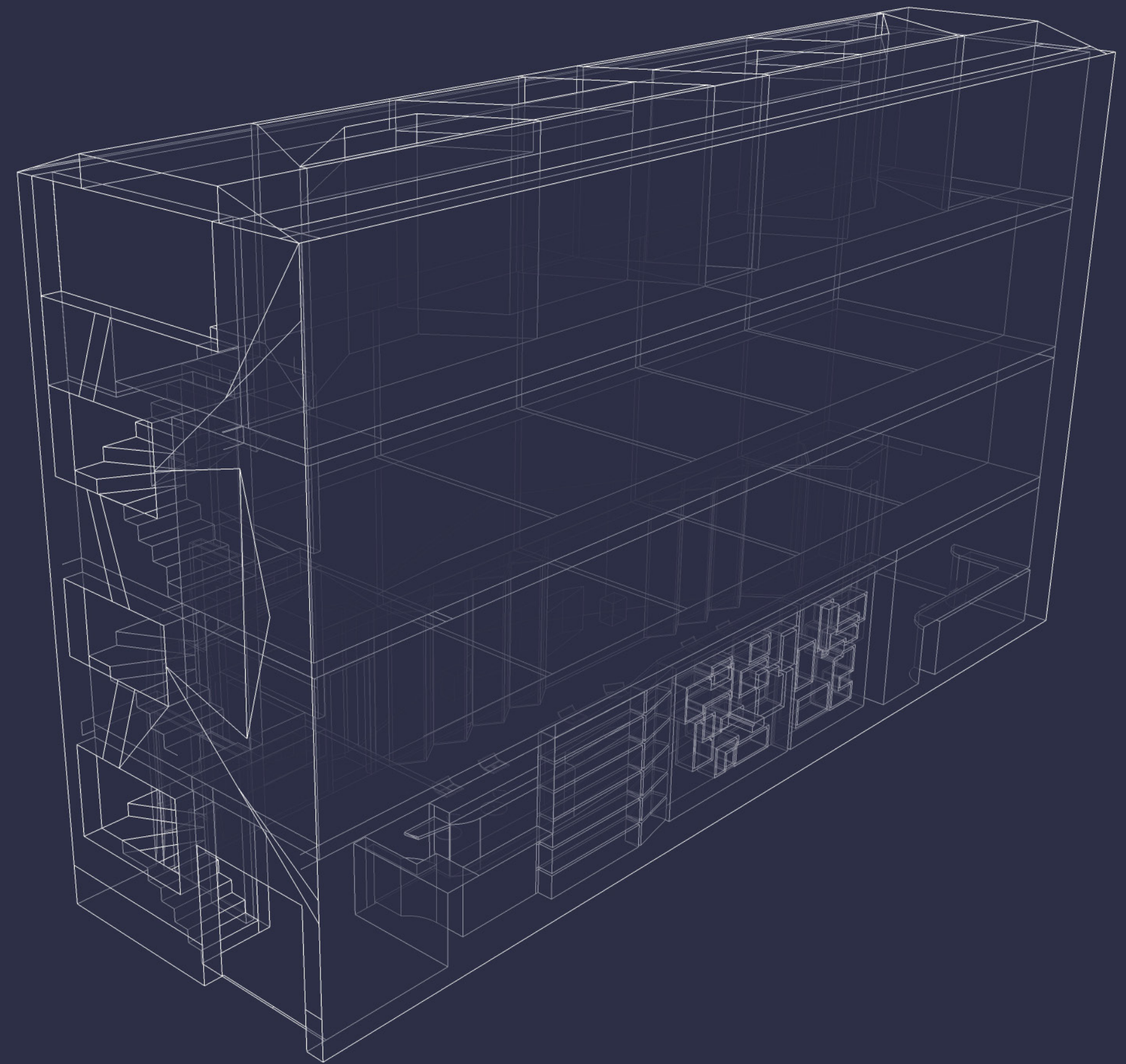
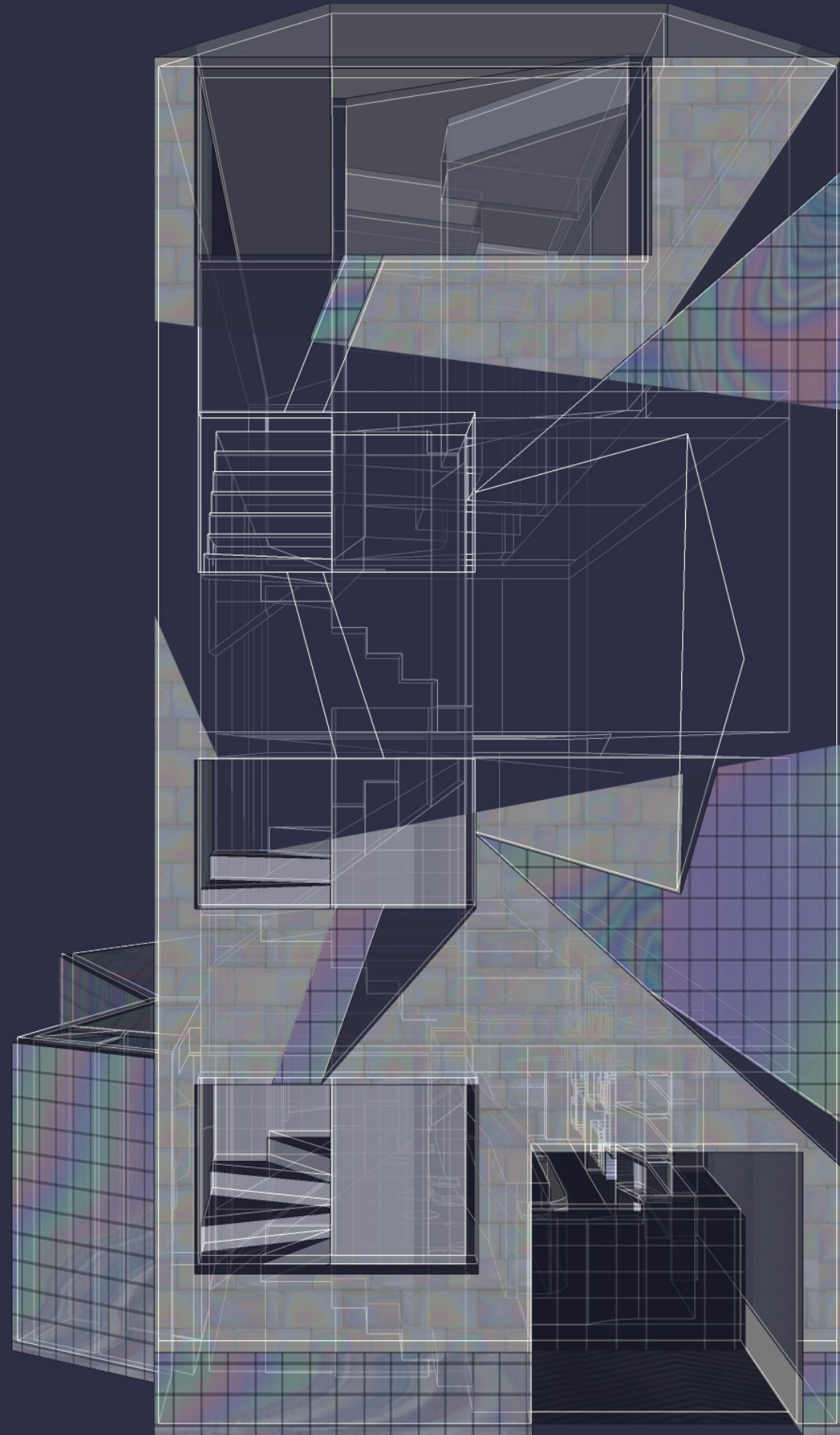


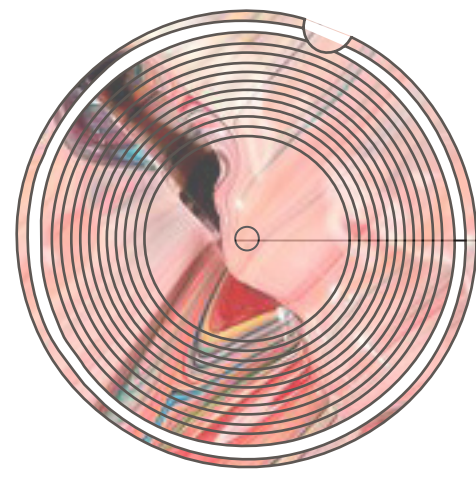
KEY DRAWING / VISUAL





HOTEL PERSPECTIVE DRAWING





HOTEL SECTION

1: 50

