

Portfolio 1:

Herman Miller Furniture Showroom

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IDSN 3102

Fall 2021

Assignment 1:

- **Background Information**

Stakeholder Profiles

-Owner: Property Owner

- Success in the business to obtain rent
- The more successful the store is, the value of the space will increase

-Client: Herman Miller Furniture

- Pleasing to the eye to draw in more customers

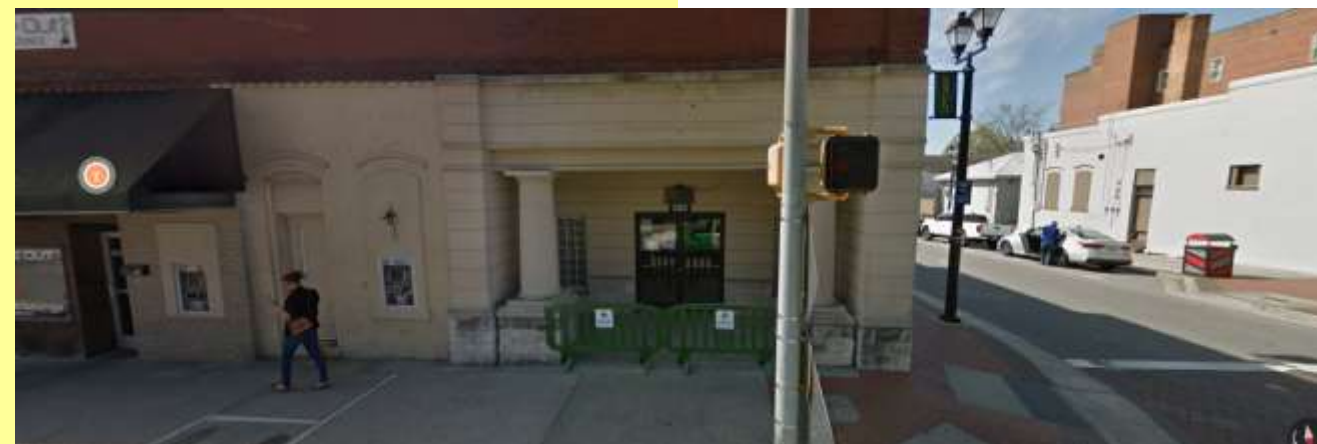
-Users: Employees, Buyers and Locals

- Professionalism throughout the space
- Easy to walk through
- Accessibility
- Well displayed product

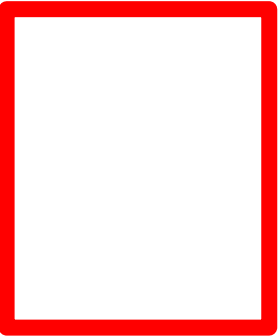


Site Profile

- On the corner of 5th & Cotanche
- Usable Square Footage: 2,905_{Sq Ft}



Site Analysis



Building Site

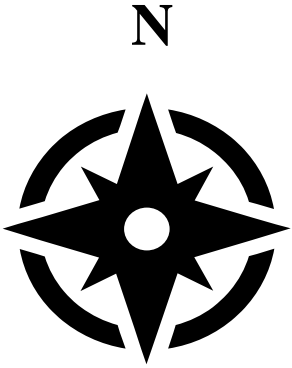


Sun Light



Entrance/ Exit

Usable Square Footage: 2,905 Sq Ft



Design Problem Statement

- Space should not look like a warehouse of products
- Be able to demonstrate how customizable to products are
- This space is very long, and natural light is limited
- Being accommodating to a diverse customer base
- Having diverse floor models
- Remodeling the bathrooms



Assignment 3:

- **Research**

Previous Research

Universal Design: a way of designing physical and virtual spaces to accommodate a diverse group of people.

Workplace/Social Behavior

- Being green is very important
- The office has always served as a place of social interaction

Greenville NC

- Surrounding buildings are almost all historic landmarks
- Styles include Art Seco and Italianate Industrial

Sustainability in Interior Environments

- Offer natural daylight and views to the outdoor surroundings.
- Reduce CO2 levels and other air pollutants.
- Bringing plants into workspaces can help freshen air supply.

Showroom Design

- Create a clear path for customers to walk all the way around the store
- “Where the eyes go, the feet will follow.”
- 90% of customers will unconsciously turn right when they enter



Assignment 3:

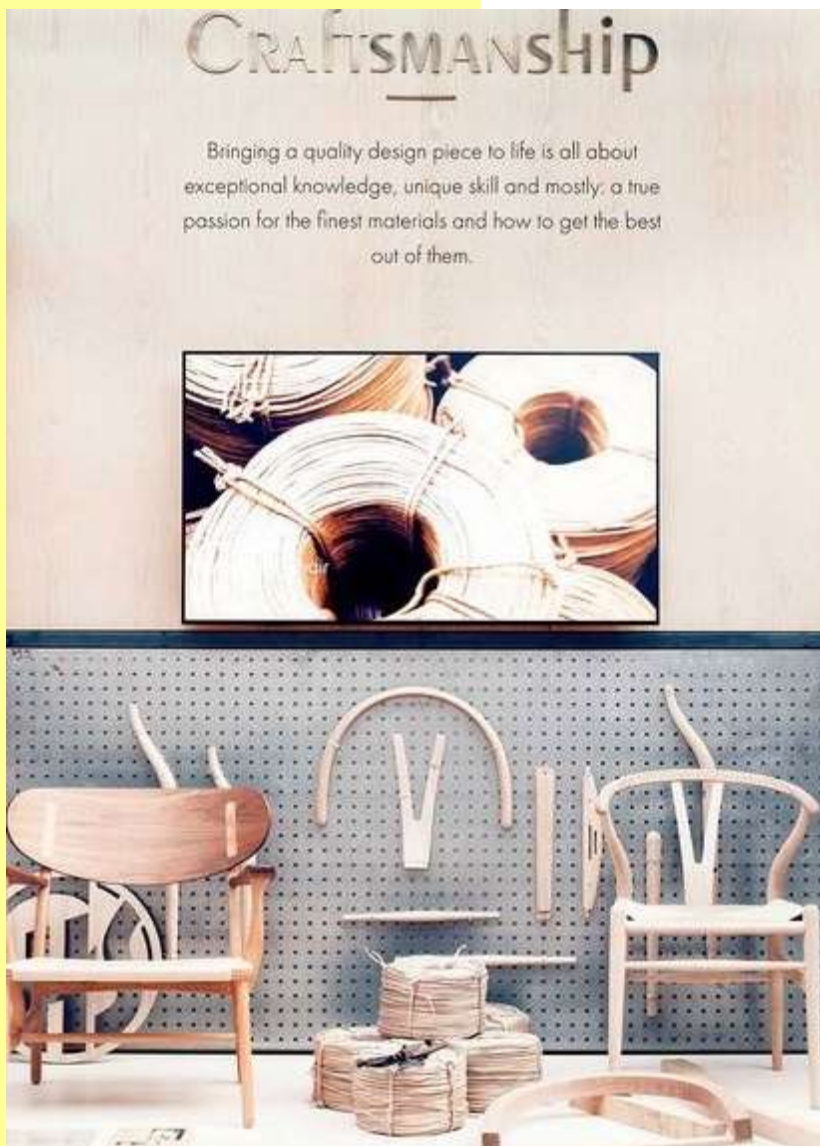
- **Concept/Inspiration Images**

Concept

- “Where the eyes go, the feet will follow.”
- Simple plan with unique elements
- Incorporates ECU
- Light/ bright colored walls to reflect light
 - Grey and Yellow



Concept

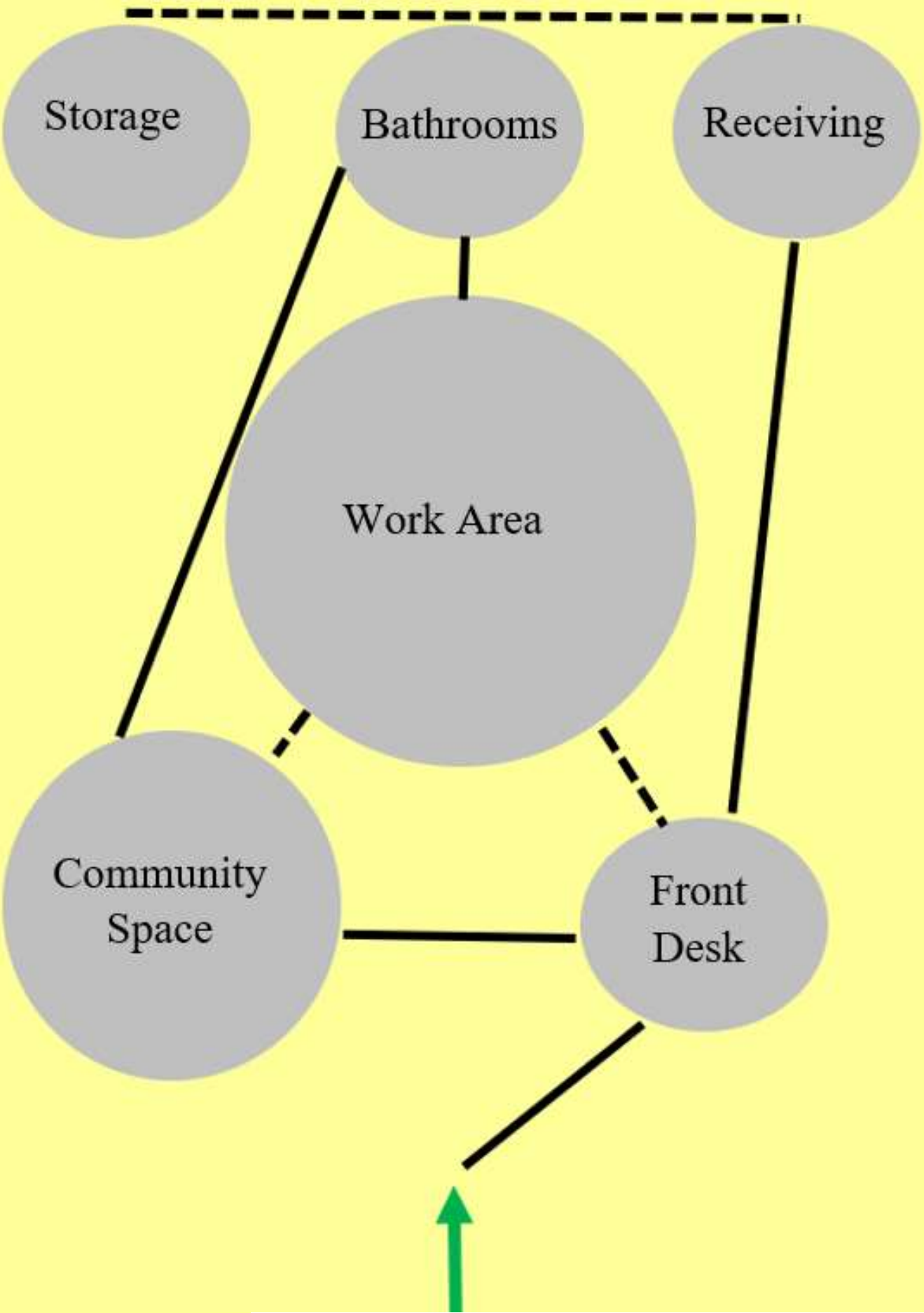


Assignment 4:

- **Client Workflow and Planning**

Bubble Diagram: 1

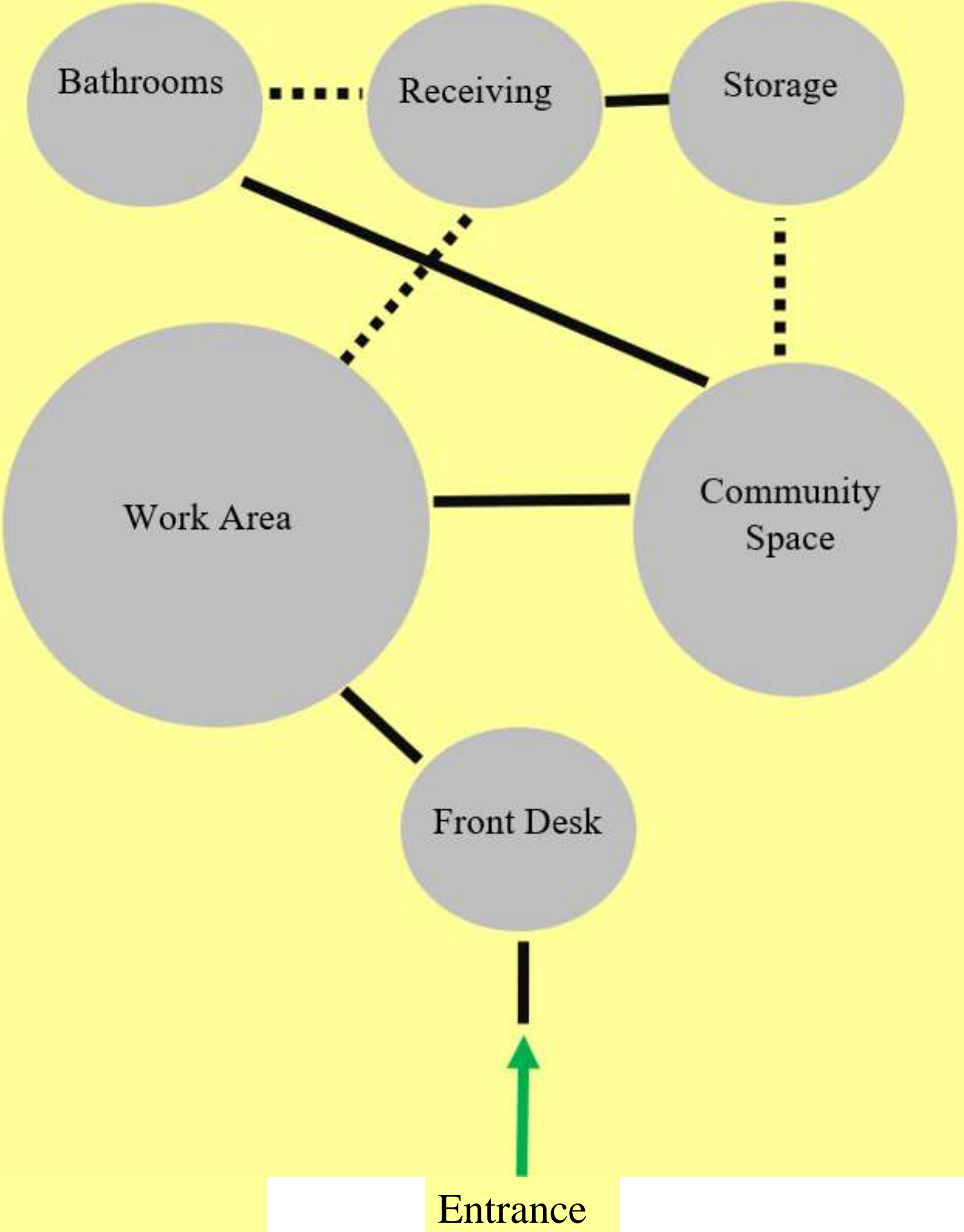
— Strong
- - - Weak



Entrance

Bubble Diagram: 2

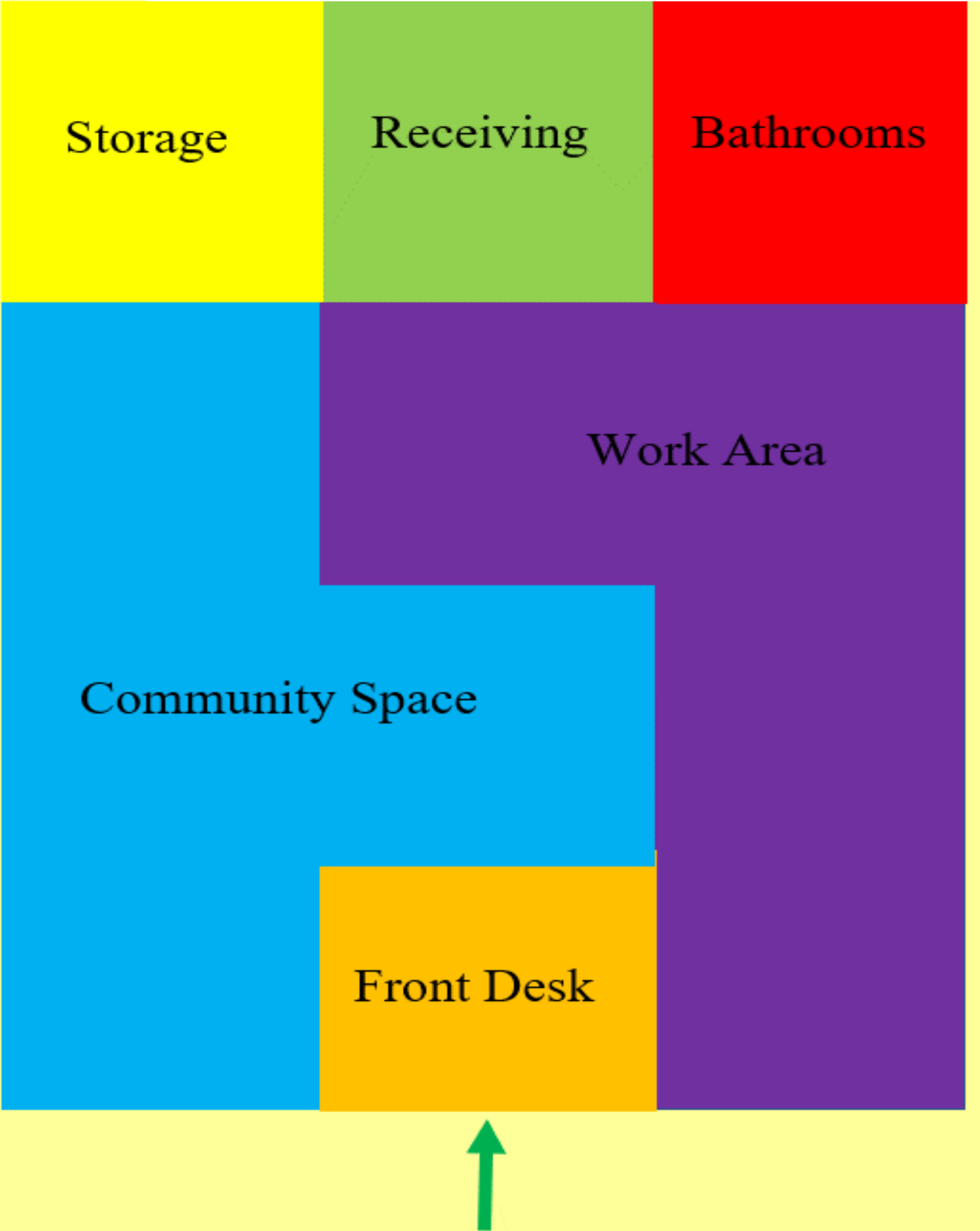
— Strong
- - - Weak



Blocking Diagram: 1



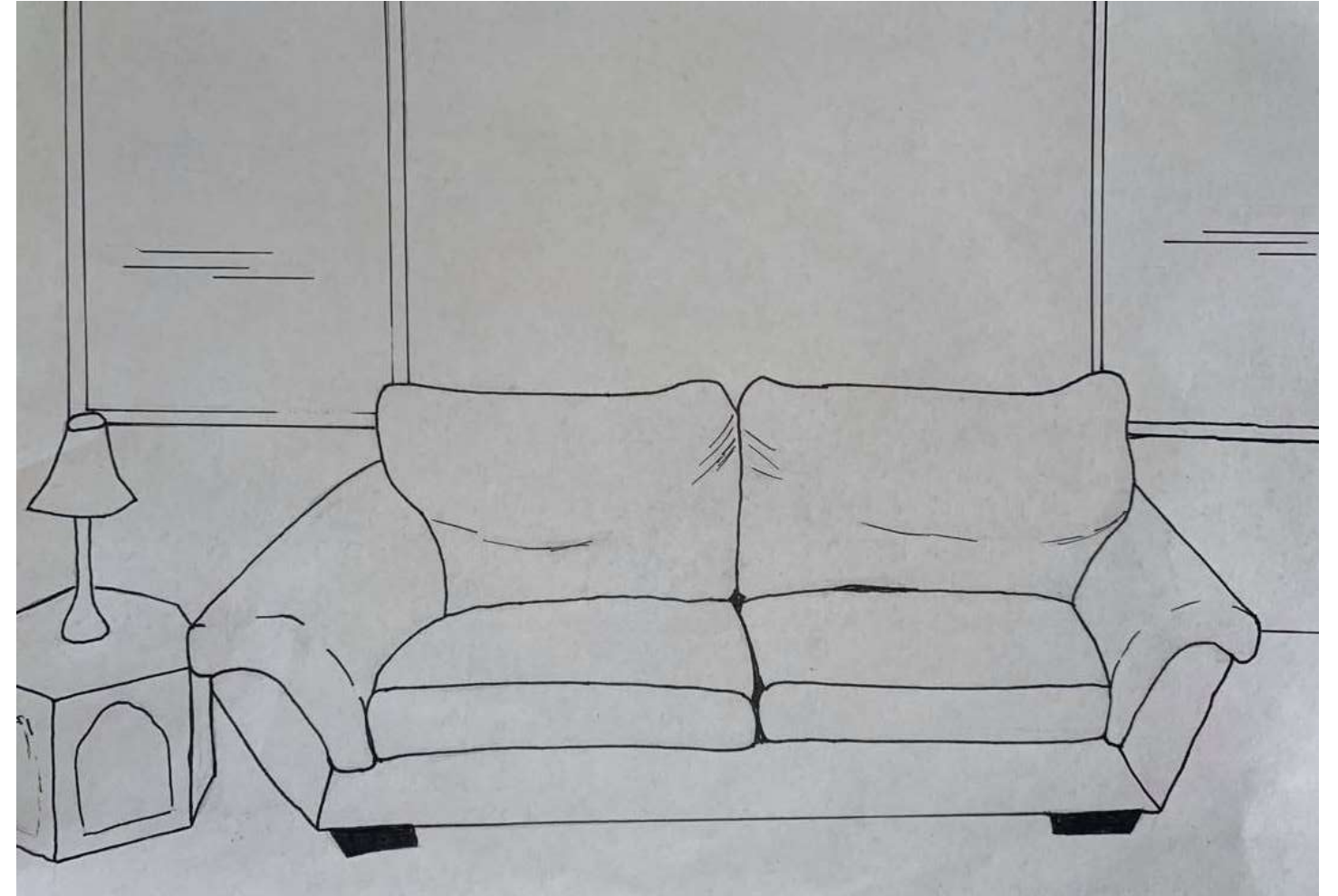
Blocking Diagram: 2



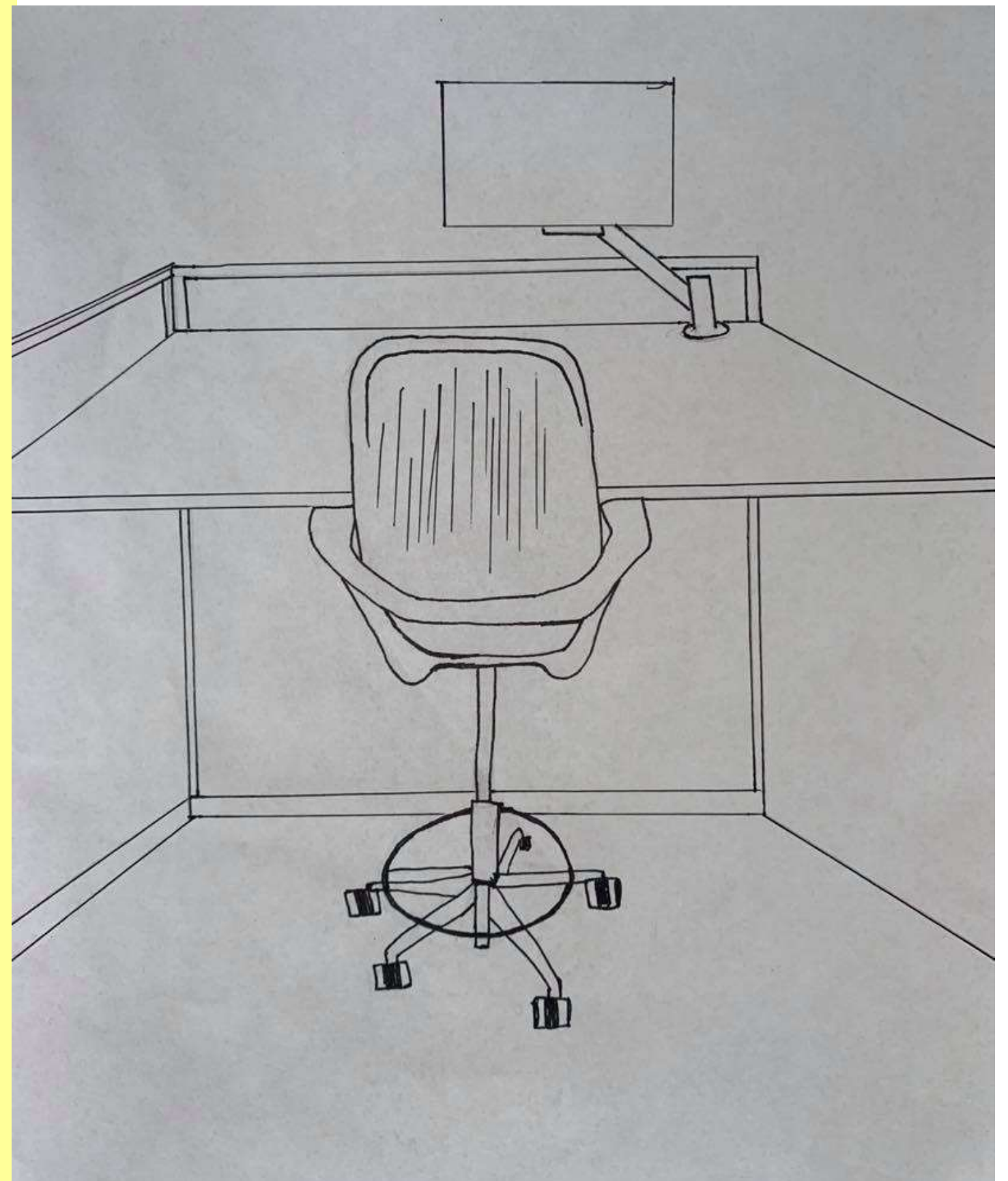
Assignment 5:

- **Activity Space Studies**

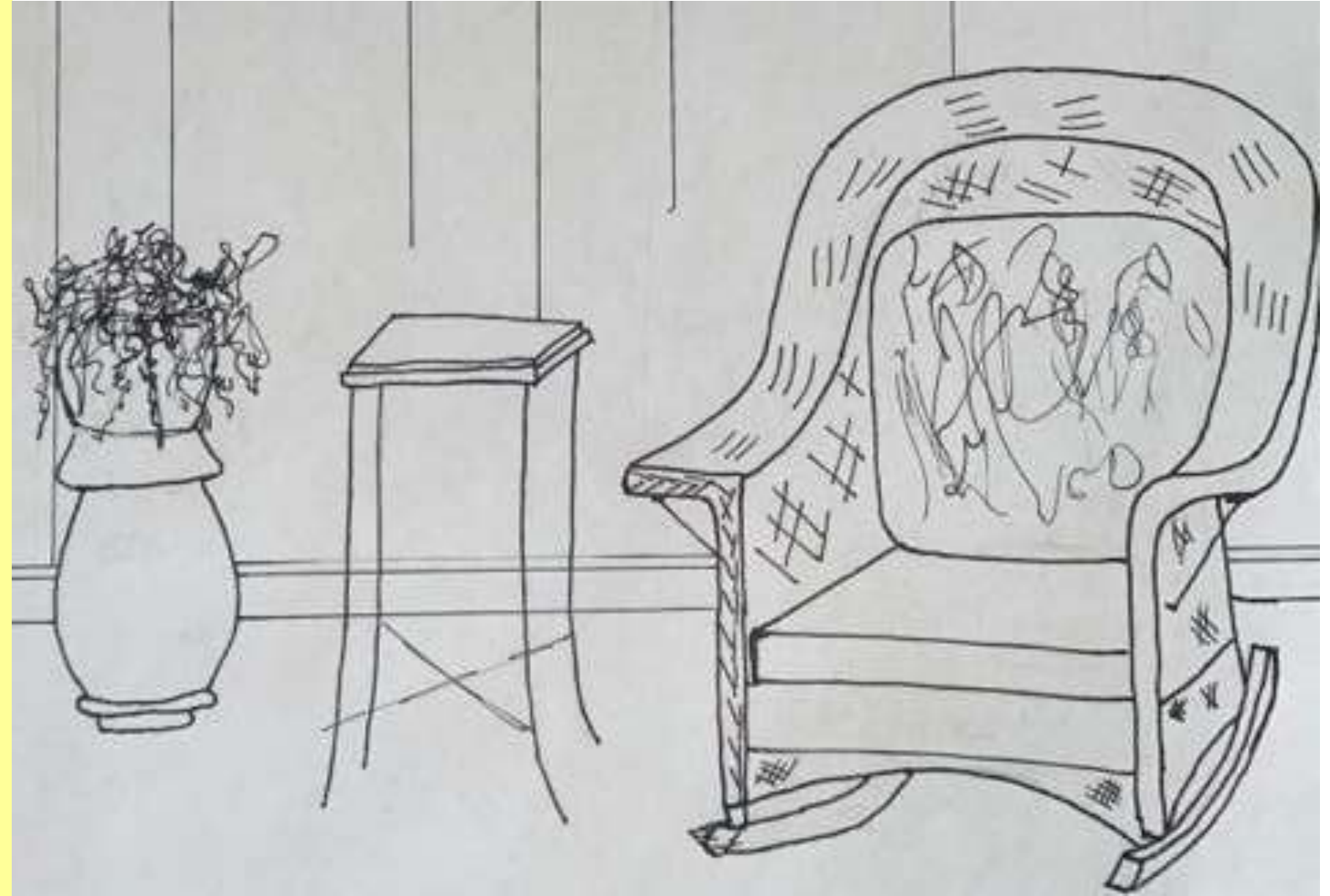
Daydreaming



Defuse Focus

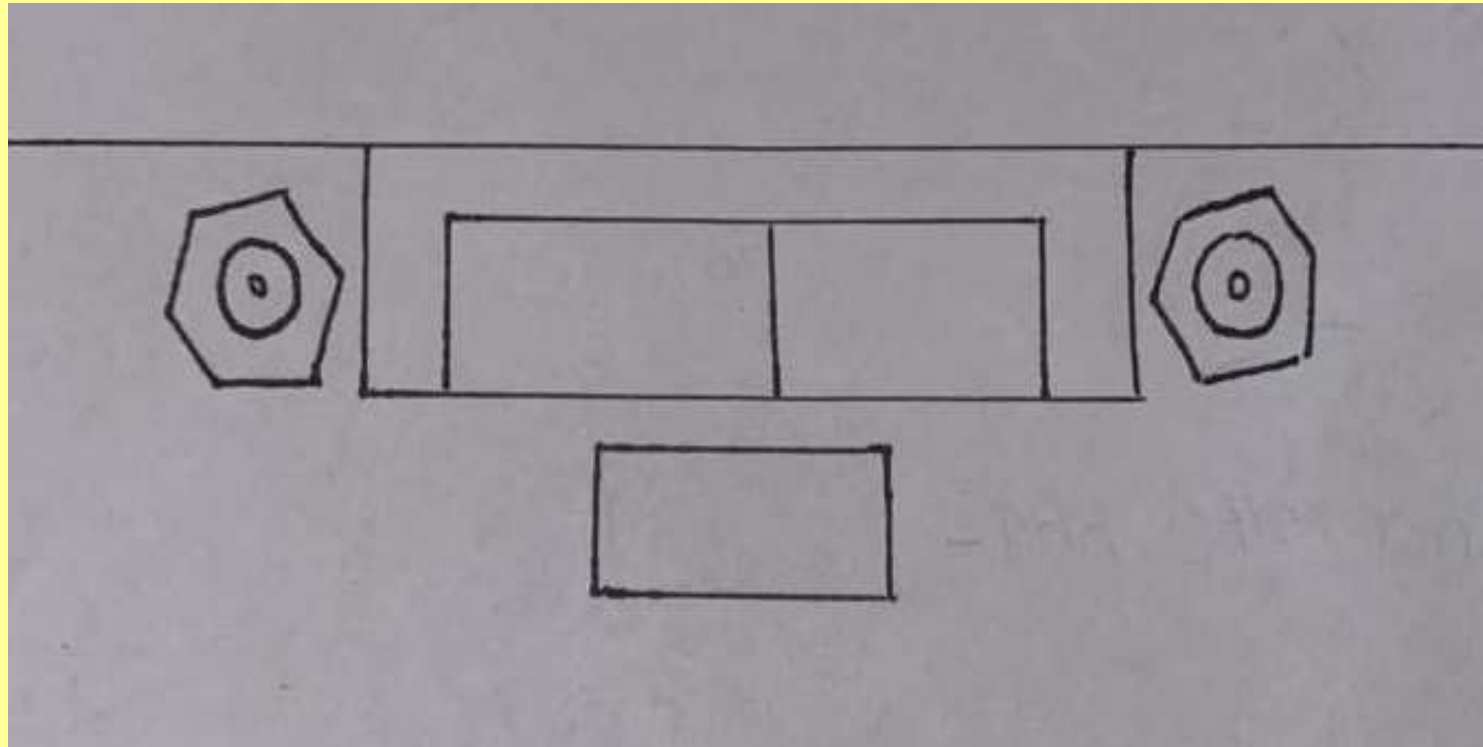


Socializing



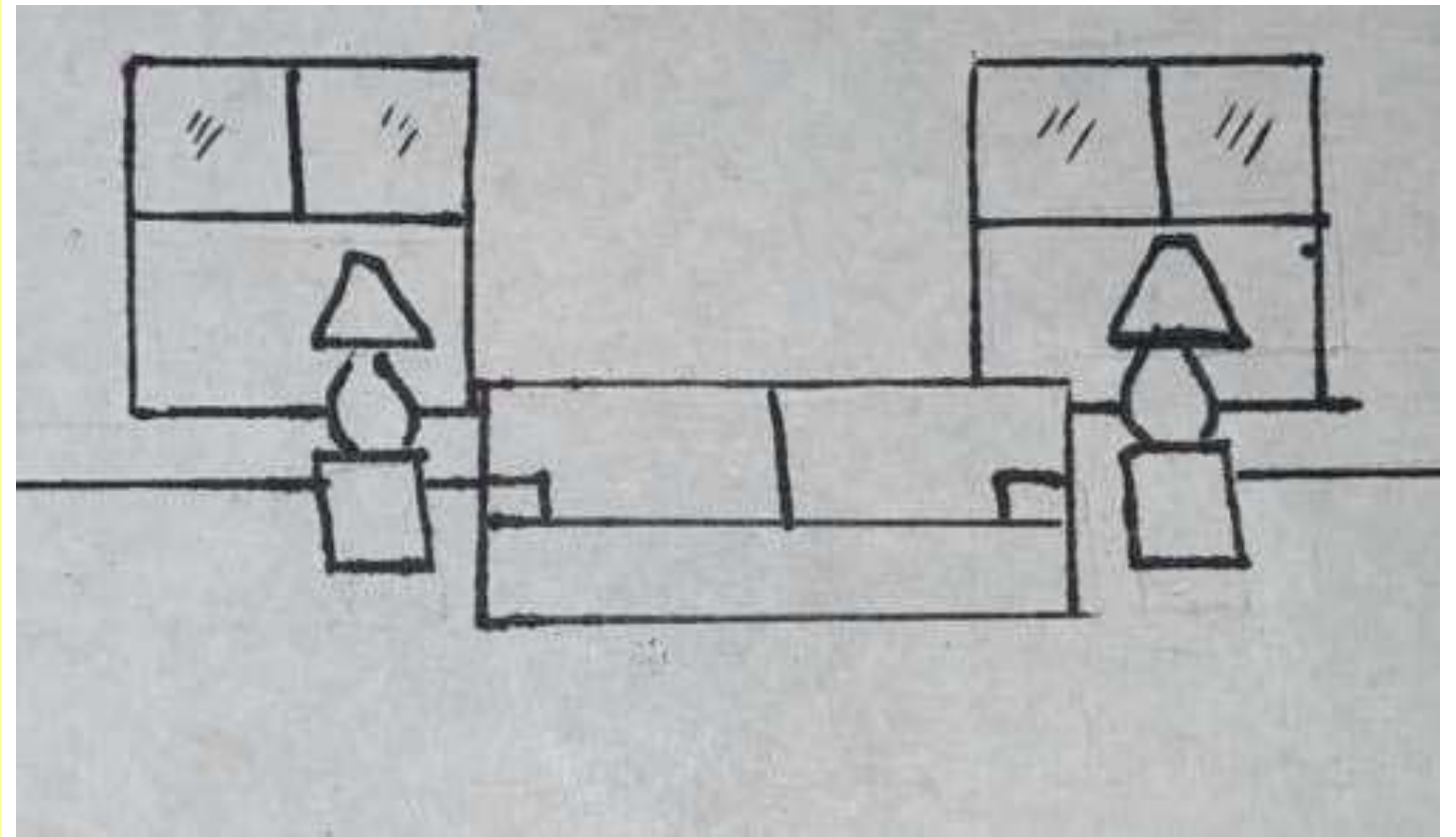
Ideal Activity Spaces

Plan

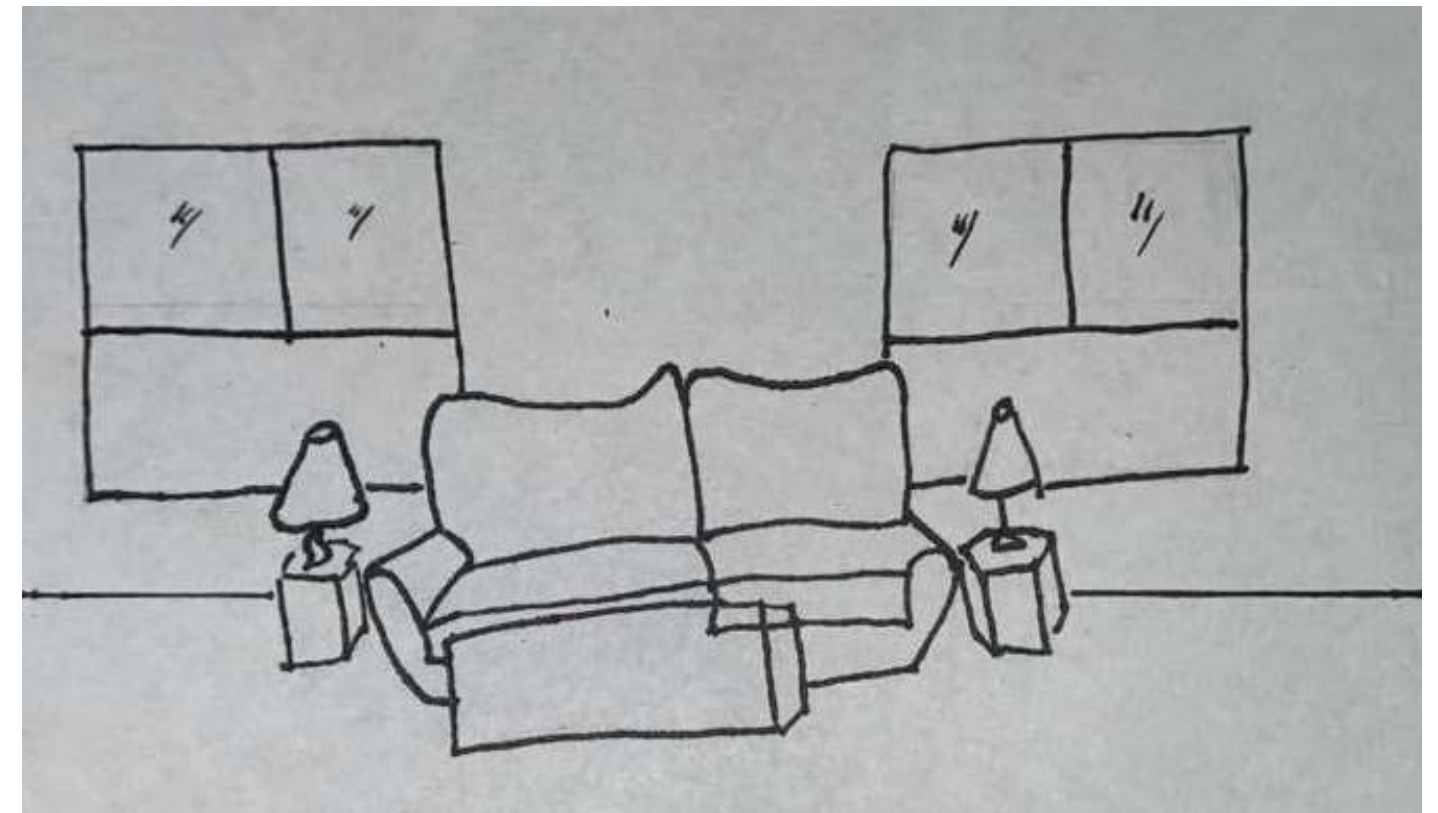


- Change windows
- Add another side table
- Add another lamp
- Add ottoman

Section

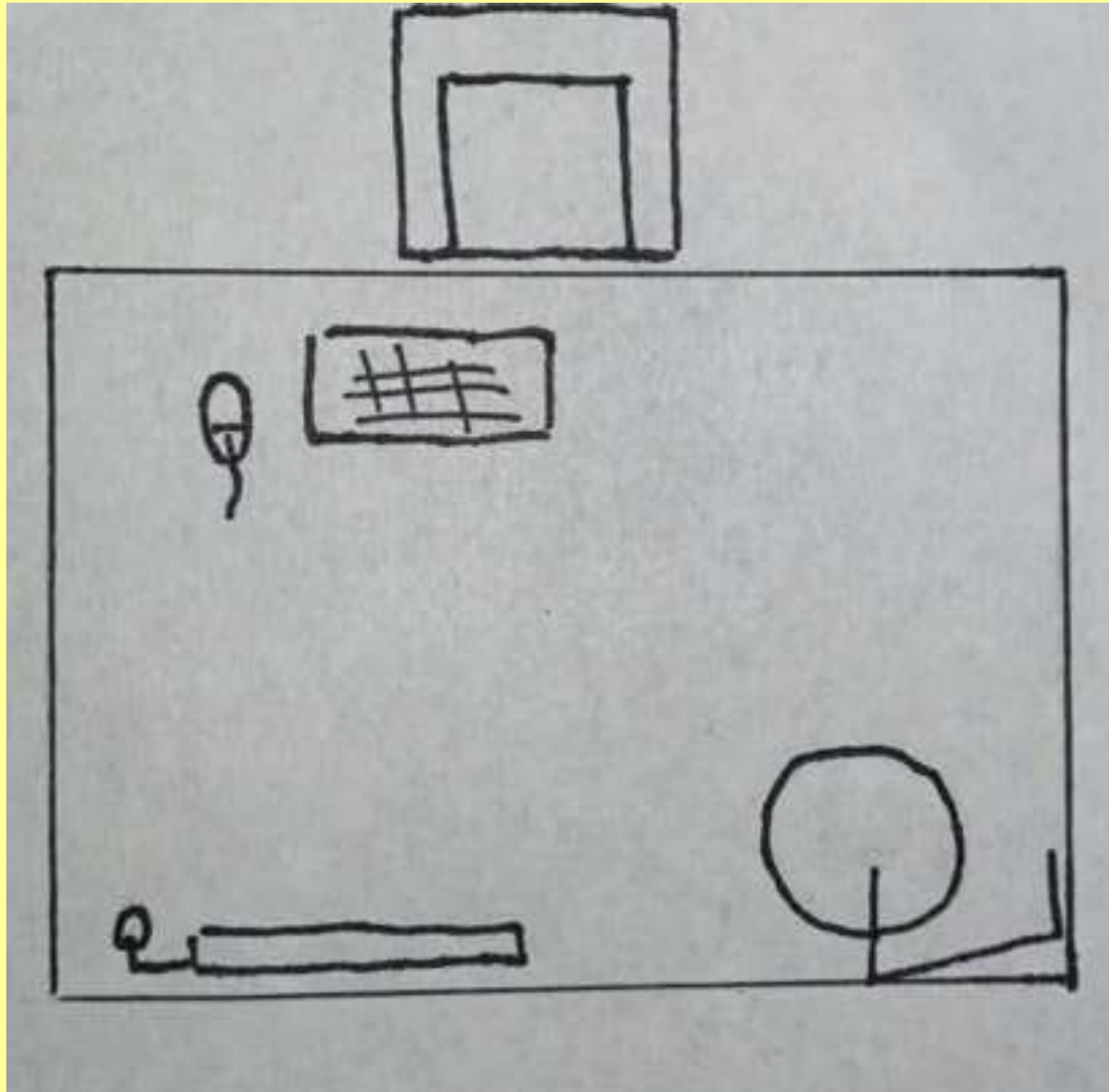


Perspective



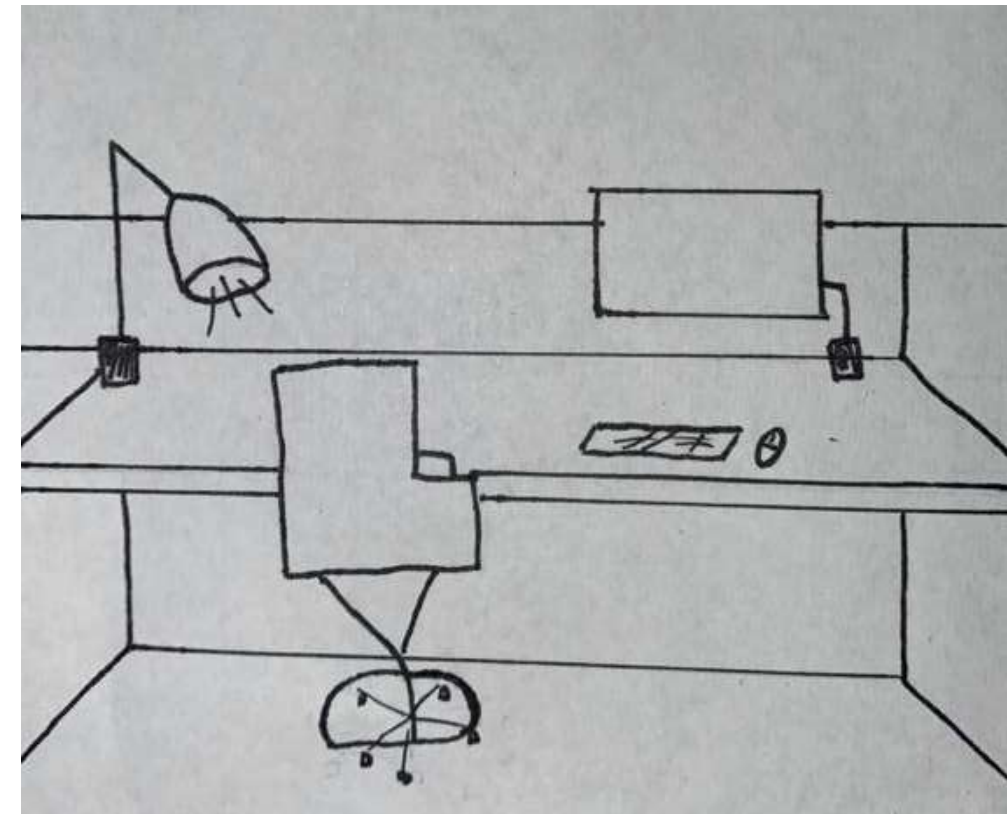
Ideal Activity Spaces

Plan

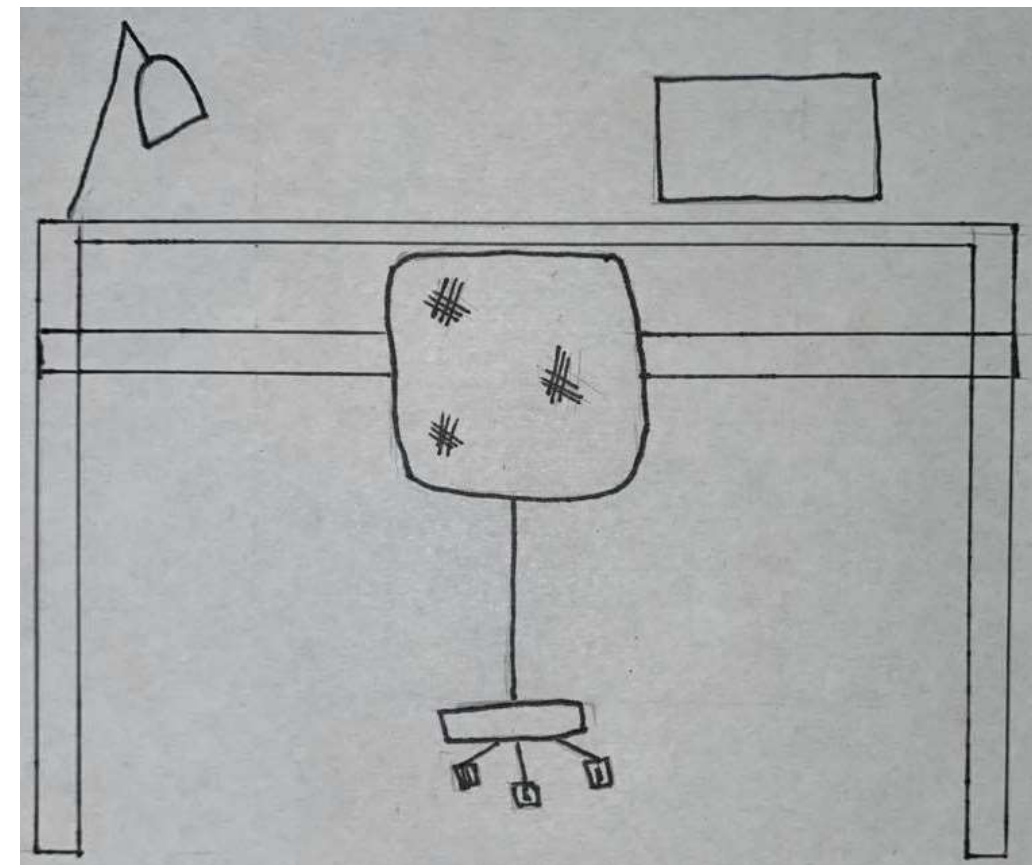


- Add task lighting on desk
- Upgrade chair

Section

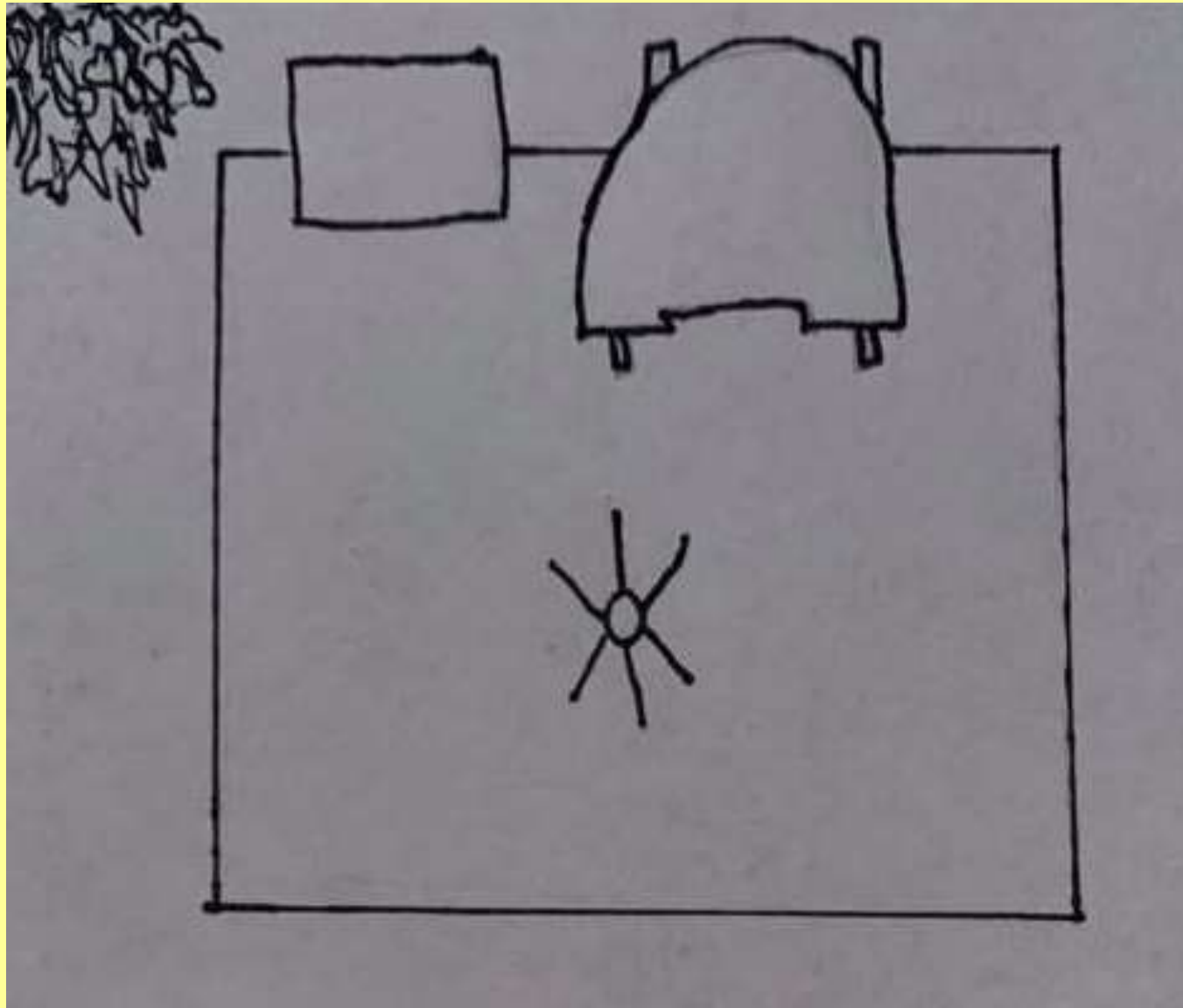


Perspective



Ideal Activity Spaces

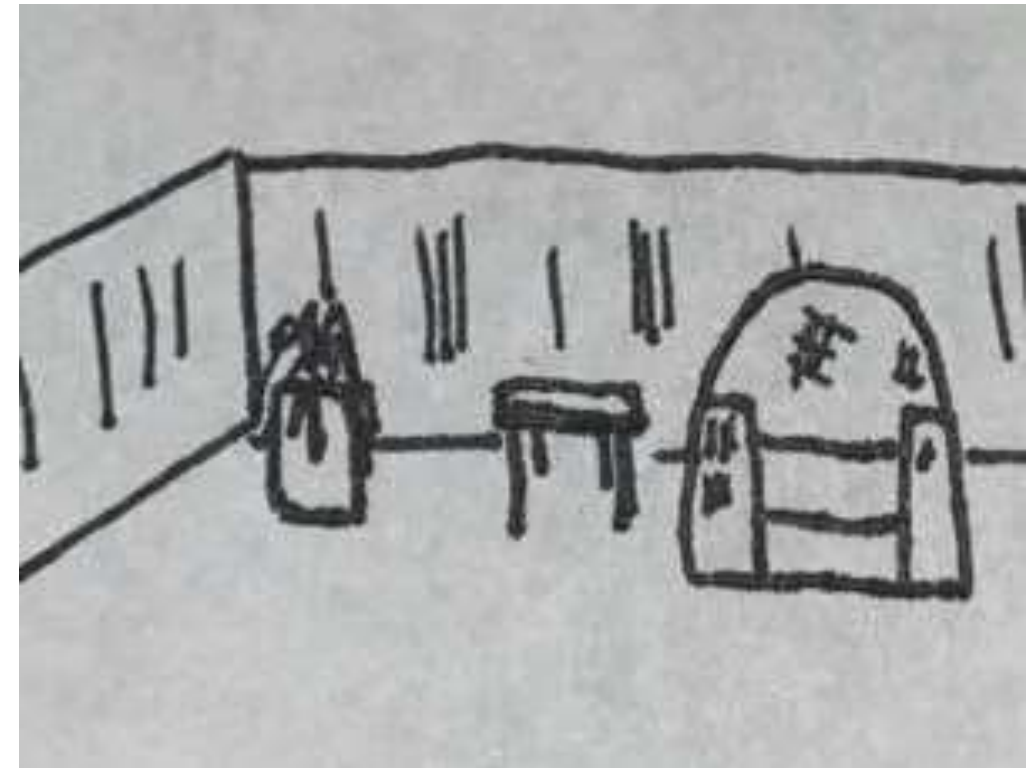
Plan



-Add ceiling fan

-Add rug

Section



Perspective

