

Site: Epping, Victoria

Scope: New interior fitout to warehouse office

Size: 750sqm Software used:

AutoCAD, SketchUp, Photoshop, V-Ray

As Lotus Caravans approached its 20th year as Australia's premium choice for tough, tour-ready caravans, it sought to establish a new site in Epping to serve as manufacturing hub, head office, and sales floor.

The intent was to create a showroom which invokes a deep longing for adventure and the open road, using industrial materials to reflect both the rugged nature of the caravans, and the brand's tradie roots. Sculpted concrete and charred wood create a dramatic feature wall, accented with greenery and the burnt tones of timber and leather, the result is an unapologetically strong, masculine space that exudes confidence.

For customers, the showroom space features a gallery of product finishes and samples, to be magnetically detached and laid out on the large stone table. This encourages customers to experiment and customise every aspect of their dream caravan.

The masculine energy continues to the upstairs offices, incorporating further industrial finishes such as mesh screens and blackened steel cladding. While providing numerous zones to both work and relax, this space becomes one which celebrates the efforts and shared achievements of the Lotus team.

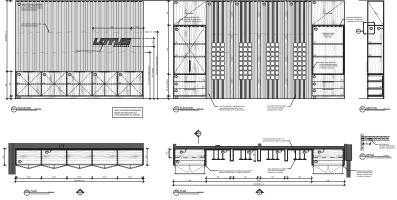




boardroom



director's office



reception feature wall joinery



Site: Baselworld Watch & Jewellery Show, Switzerland

**Scope**: Two-storey exhibition stall

Size: 260sqm Software used:

3ds Max, Rhino, Photoshop, Lumion

Legends in the world of Swiss watchmaking, MB&F are known as explorers of fiercely unconventional timepieces, with designs inspired heavily by midcentury science fiction.

This two-level exhibition stand, sited within the halls of the Baselworld trade fair, imagines the showroom as a mothership, its form and kinetic elements inspired by those of MB&F's flagship watches. An enormous curved OLED screen wraps around the showroom floor, serving as the stall's multimedia display. The showroom's centrepiece light display features glowing orbs spilling from a circular chamber. Like an errant science-experiment, the lights pulse with the brand's mad energy.

Deeper into the body of the structure are three small rooms intended for private sales meetings. Two curving stairs to either side of the exhibition floor lead visitors to the upstairs guest lounge, containing mid-century furniture pieces and a light-up bar.

Never shy of imagination, this exhibition shows off the radical nature of MB&F to provide an immersive and otherworldly experience to guests.

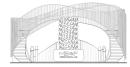




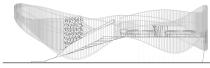
showroom feature light fixture



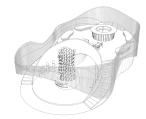
upstairs guest lounge and bar



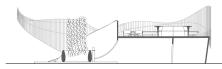
front elevation



side elevation

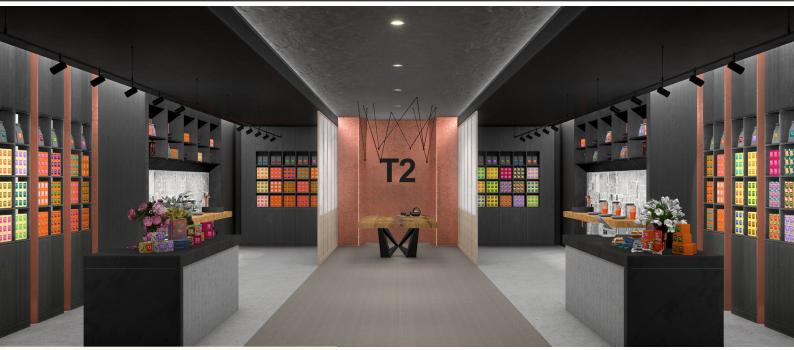


perspective



section

T2 (tea too) retail concept store



Site: Bondi Junction, NSW **Scope**: New retail store fitout

Size: 120sqm Software used:

AutoCAD, SketchUp, Photoshop, Lumion

At the heart of Japanese culture lies the tea ceremony, a ritual of mindful movement and harmony which informs a way of life. It is this tradition that serves as the conceptual bridge to this T2 retail store.

The design embraces the open minimalism found in Japanese architecture, with the underlying cube motif repeated in the distinctive T2 packaging, display systems, and architectural details. The store's palette draws from authentic materials, with otsumigaki render, tatami and charred yakisugi timber featuring prominently throughout the space, while wall coverings made from recycled newsprint reference the "indiechic" beginnings of the Melbourne brand.

At the centre, a sculptural raw-timber table serves to immerse customers in the tea-tasting process, surrounded by shoji screens where projected cherry blossoms create an animated backdrop that shifts throughout the day.

For T2, the retail journey becomes one where customers explore tea through smell, touch and taste, introducing new generations to the story of tea, and becoming the first stage of a new ritual.

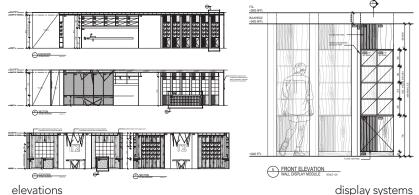




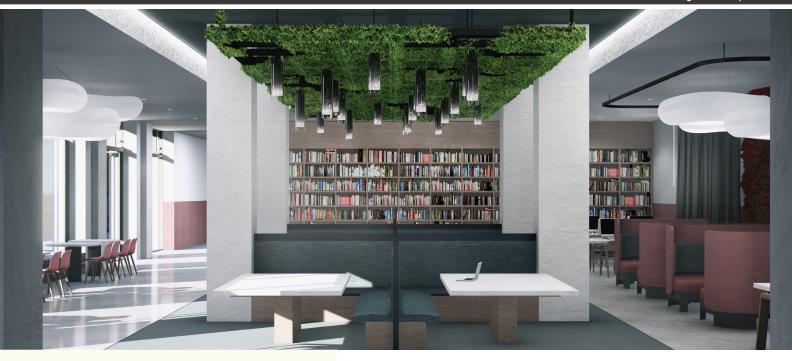
point-of-sales and shelving displays



shoji screen with animated projections



display systems



Site: Melbourne CBD, Victoria

Scope: Renovation of heritage Gothic Revival site

Size: 900sqm Software used:

SketchUp, Photoshop, Lumion

Residing at the heritage site of 196 Flinders St, this project reshapes Torrens University's Melbourne Campus and the adjacent Chapter House Lane into a vibrant student hub which reflects Torrens' energetic and forward-thinking approach towards education.

Externally, the design honours the building's Gothic ancestry while introducing elements that reflect Melbourne's evolving architectural narrative. Zinc-clad sculptural buttresses reference the bold geometries of the adjacent Federation Square, serving to bridge together eras.

The ground floor redesign features a prominent street-facing gallery space for hosting student exhibitions, leading rearwards into an open learning commons where the dramatic ceiling feature delineates zones for focused study and collaborative work. Full-height glass bifold doors replace traditional windows, creating a connection with the adjacent laneway lawn and enriching the precinct's urban fabric.

This new Torrens campus demonstrates how architectural intervention can honour heritage, while creating contemporary spaces to inspire learning.





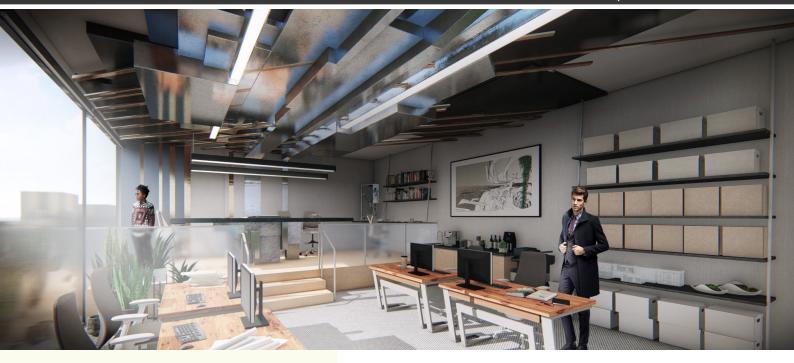
campus lawn with sculptural buttresses







quiet meeting lounge



Site: Southbank, Victoria

**Scope**: New interior fitout, 14th floor of commercial high-rise development

Size: 70sqm Software used:

SketchUp, Photoshop, Lumion

Drawing inspiration from Stefan Davidovici's "paper architecture" sketches, this workplace for visionary firm Project Icarus translates theoretical concepts into a built form, to serve as both studio and architectural manifesto for the young practice.

The space is designed as a fluid experience where the open-plan office at the entry flows into an elevated collaboration zone to the rear, which also serves as a project space. The monolithic meeting table, a sculpture of dark stone and metal, anchors the collaborative heart of the studio beneath a dramatic ceiling installation that appears to defy gravity.

The material palette blends warm timber tones with industrial materials - copper, zinc and steel - creating an environment that feels both futuristic and tactile.

Project Icarus exists in the territory between the real and imagined, reflected in an environment where creative energies are given breath and allowed to take flight.



rear meeting and project space



office frontage



Davidovici, 2018 materiality

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**Site**: Westall (Clayton South), Victoria **Scope**: New sculpture at council parkland **Software used**:

SketchUp, 3ds Max, Photoshop, Lumion

The region of Westall is home to one of the largest mass UFO-sightings in history, where in 1966 a mysterious craft touched down in the paddocks of The Grange Reserve. Presently, this site hosts a community park with spacethemed playground honouring the events of that day.

Travellers commemorates this part of Westall's history, as in the years following this encounter the area would serve as a resettlement zone for vast amounts of migrants from Southeast Asia, fleeing war and conflict. This sculpture recognises Westall as a community to welcome those coming from other worlds, and imagines the UFO as a traveller who would first light that path.

Inspired by mid-century industrial design, the form of the sculpture appears as an effigy, constructed from recycled steel and copper. Solar-powered LED strips and spotlights light up at night, reacting to surrounding motion to give the impression of a craft taking flight.

The continuous copper strip which forms the body of the sculpture, known as the timeline, is inscribed with the individual stories of Westall's migrant population. The sculpture also marks the location of a community time capsule, buried at its base and capped with a circular bronze plaque. To this, Travellers becomes an artefact to preserve the ever-developing narrative of Westall for future generations, encouraging reflection into how migration has shaped contemporary Australia.

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aerial perspective



motion-triggered lights at night



concept sketch



detail of timeline inscription

**COMMUNION** experiential dining



Site: Dandenong Ranges, Victoria

Scope: New build adjacent to national parkland

Software used:

SketchUp, Photoshop, Concepts for iOS

Communion is hospitality that fosters human connection. Inspired by Christian liturgy, Communion brings a church-like experience embodying the "third place": becoming an anchoring environment to temper the bonds of community, to realign with nature, with the physical, and with tradition. A shared menu of seasonal produce and wild greens, both comforting and familiar, complements an awe-inspiring dining space looking into the forests of The Dandenongs.

This project seeks to address the spiritual wounds inherent in a society that has suffered through COVID lockdowns and a global loneliness epidemic, where evidence has shown we are more isolated, socially avoidant, and unfulfilled than previous generations.

The use of timber, reclaimed brick, and copper cladding provide sustainable, natural materials which speak to the physical. Recurring motifs of restoration present themselves in the distressed walls, and copper entry feature: the latter appearing to emerge from torn rock as something new from something broken.



dining hall & lounge







entry feature wall

bar counter

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