





## Ilenia Russo



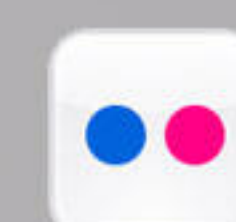
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**MARGAUX**  
*Restaurant & Wine Bar*



## Project brief and objectives

To design the interior and the facade for a new wine bar in London. Propose new layouts for the seating, bar and kitchen areas and carry on ORproject's signature design to meet the clients' taste and requirements.

## Building and location

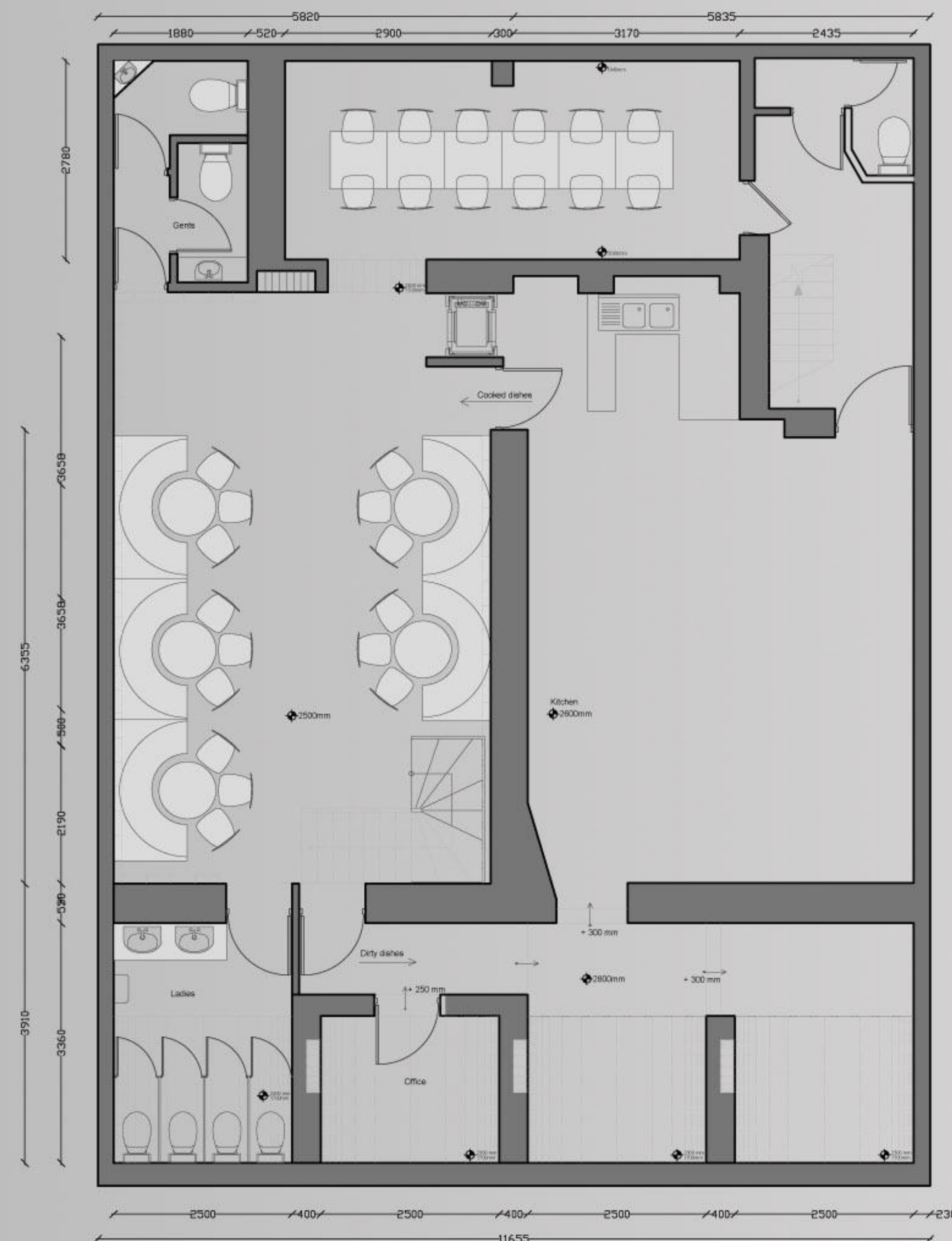
Ground and lower ground floor of a typical victorian house located on Old Brompton road in Knightsbridge. The south facing facade is a key element to bring lots of natural light inside the space.



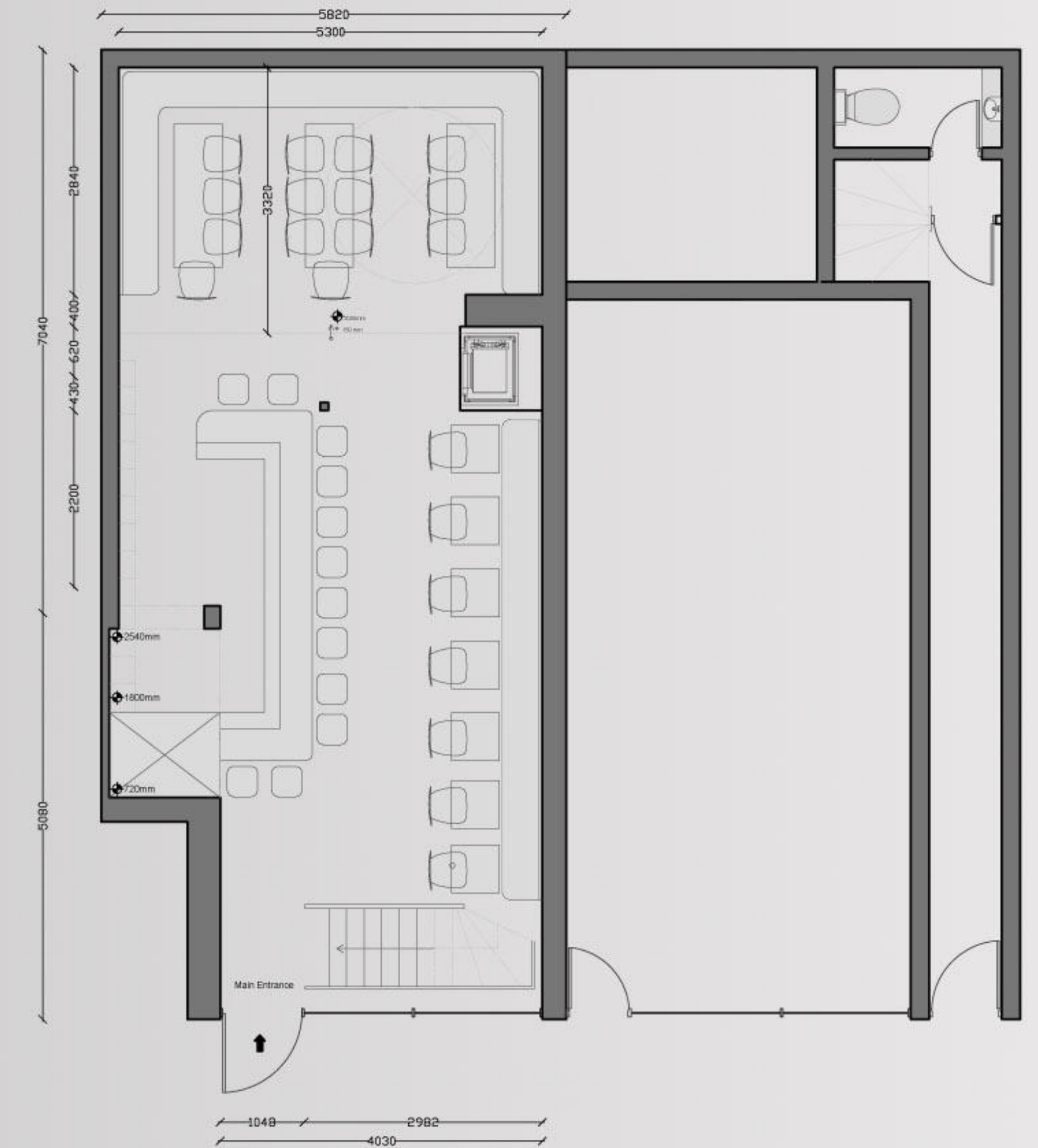
2. Ground and lower ground proposals



1. Facade proposals



3. Lower ground floor plan scale 1:100



Basement Floor

42 seats of 91 in total  
- 30 booth seats  
- 12 table seats

Ground Floor

49 seats of 91 in total  
- 12 bar seats  
- 37 table seats

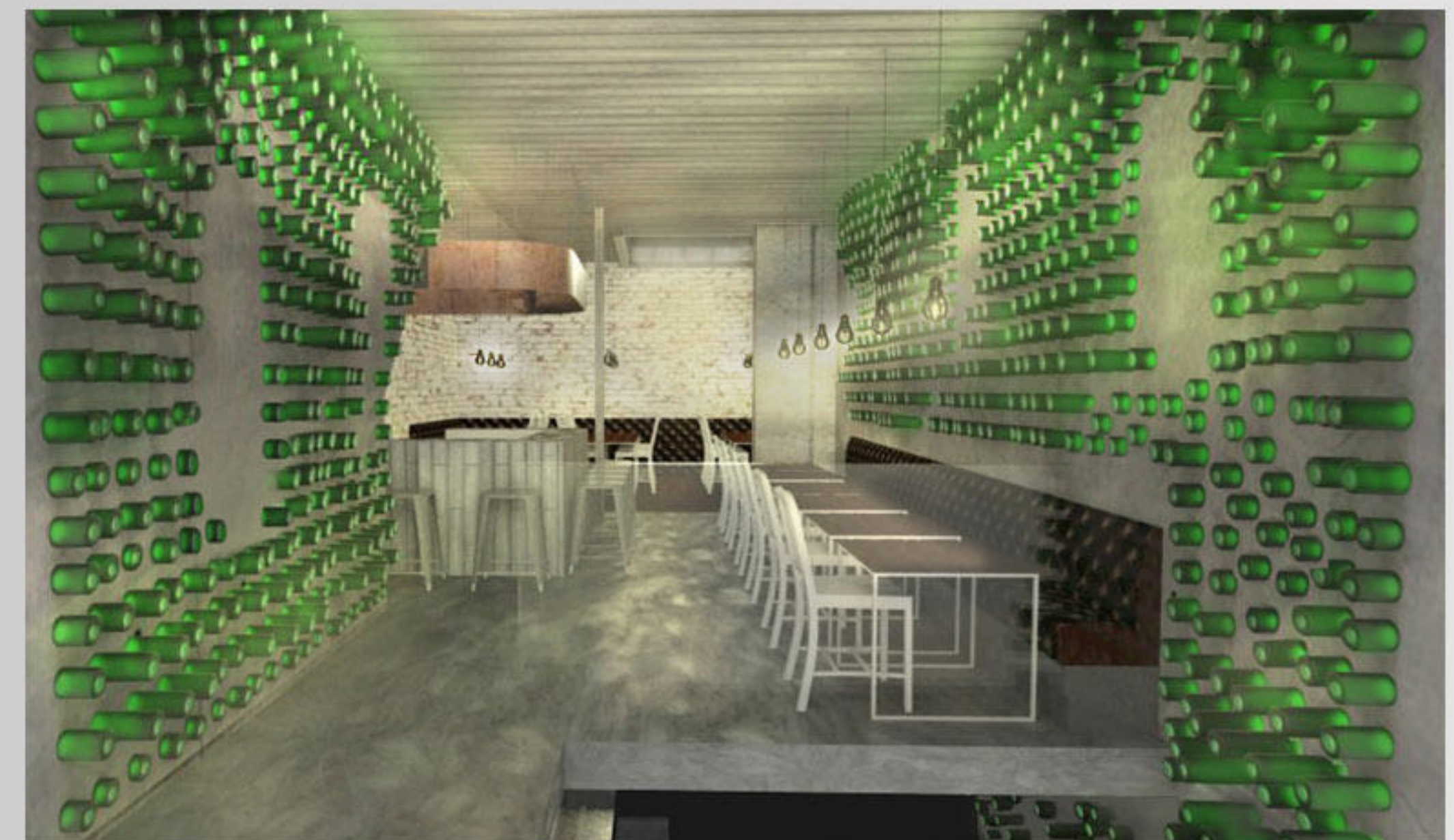
4. Ground floor plan scale 1:100





*Basement proposals*





In this Project ///

Softwares I have used:

AutoCAD 2d/ Rhinceros/ Vray/ Photoshop

My role: follow the chief architect's directions/ research precedent studies/ meeting with clients/ liaising with manufacturers and sourcing new suppliers/ comparing tenders/ drafting new layout plans/ produce 3d visualisations for presentation purpose.



Ground floor proposals



**ORMOND QUAY**

*College of Interior Landscape design*



## Project brief and objectives

College of Interior Landscape Design:  
Focus on creative integration of plants and interior architectural features.

Rooftop community garden:

To provide allotments for people who do not own a garden and to create a community space that is both recreational and functional

Administration and Exhibition spaces:  
To provide administration offices to both the college and the community garden and to showcase the work of students.

## Building and location

Four storeys over basement, steel and reinforced structural pre-cast concrete column+ beam structure, total gross area 4764 m<sup>2</sup>. Building

located on 31- 36 Upper Ormond Quay in Dublin 7, Ireland.

## Concept development

The concept chosen for the project is **TERRACE AGRICULTURE**. Hillsides are shaped into terraces to be used as arable land: it is men' s way to alter nature without destroying it and to create a better interaction between the parts.

This is what Interior Landscape is all about.



1. Proposed external view render

2. Existing facade

3. Sketch design

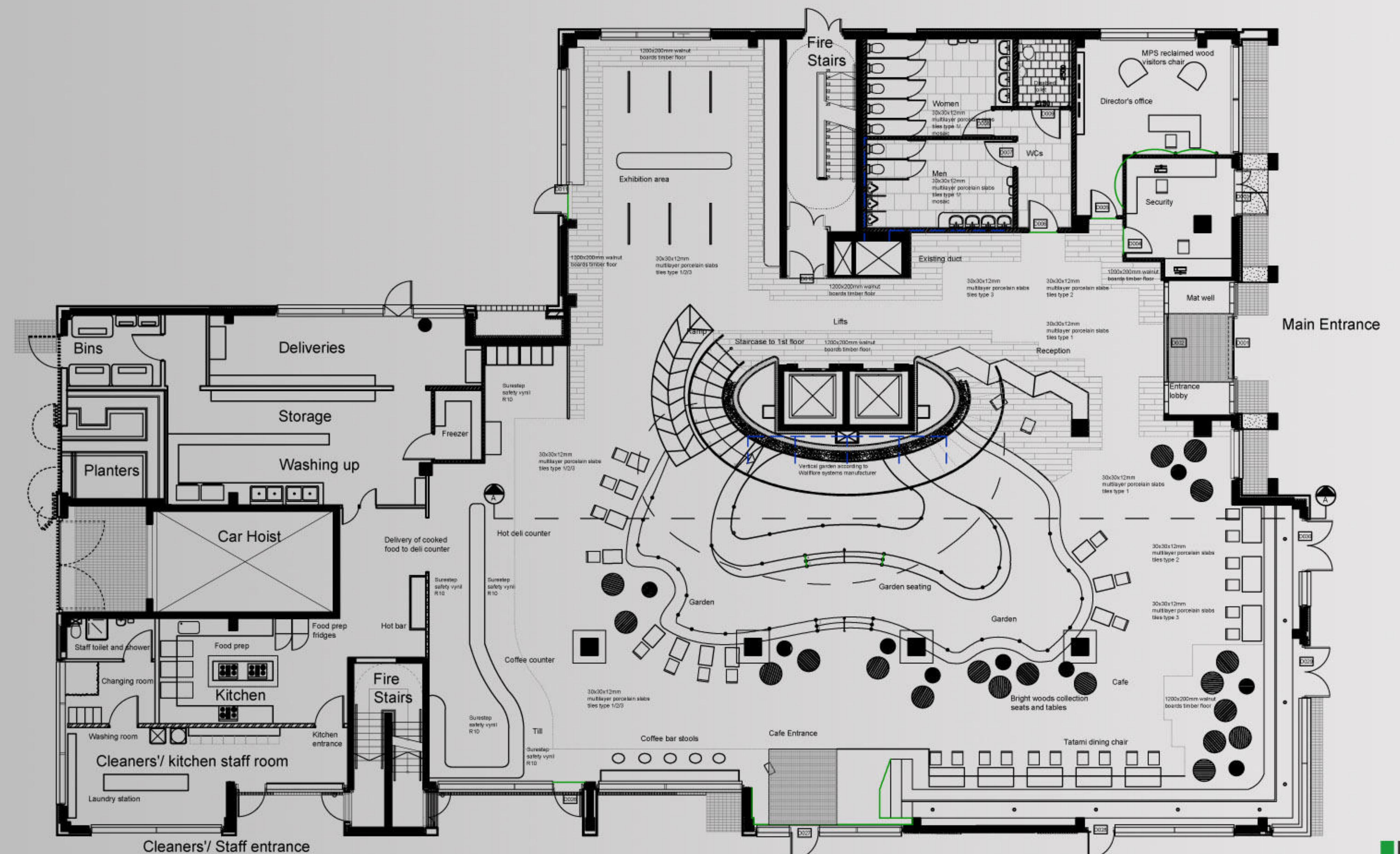
4. Rear view render

5. Sketch design

6. Street view render

7. Street view render

8. Sketch



9. Ground floor plan scale 1:200

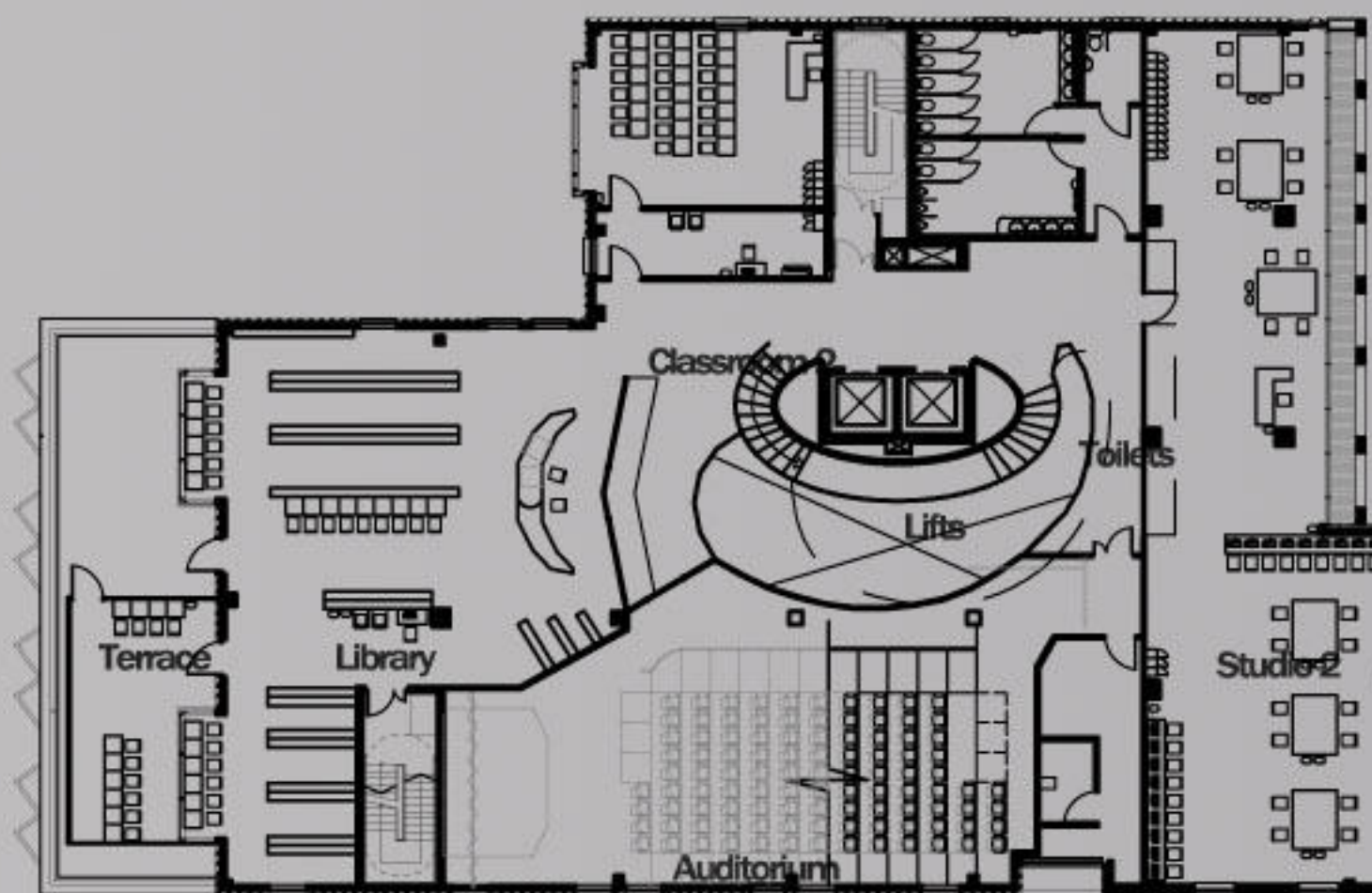




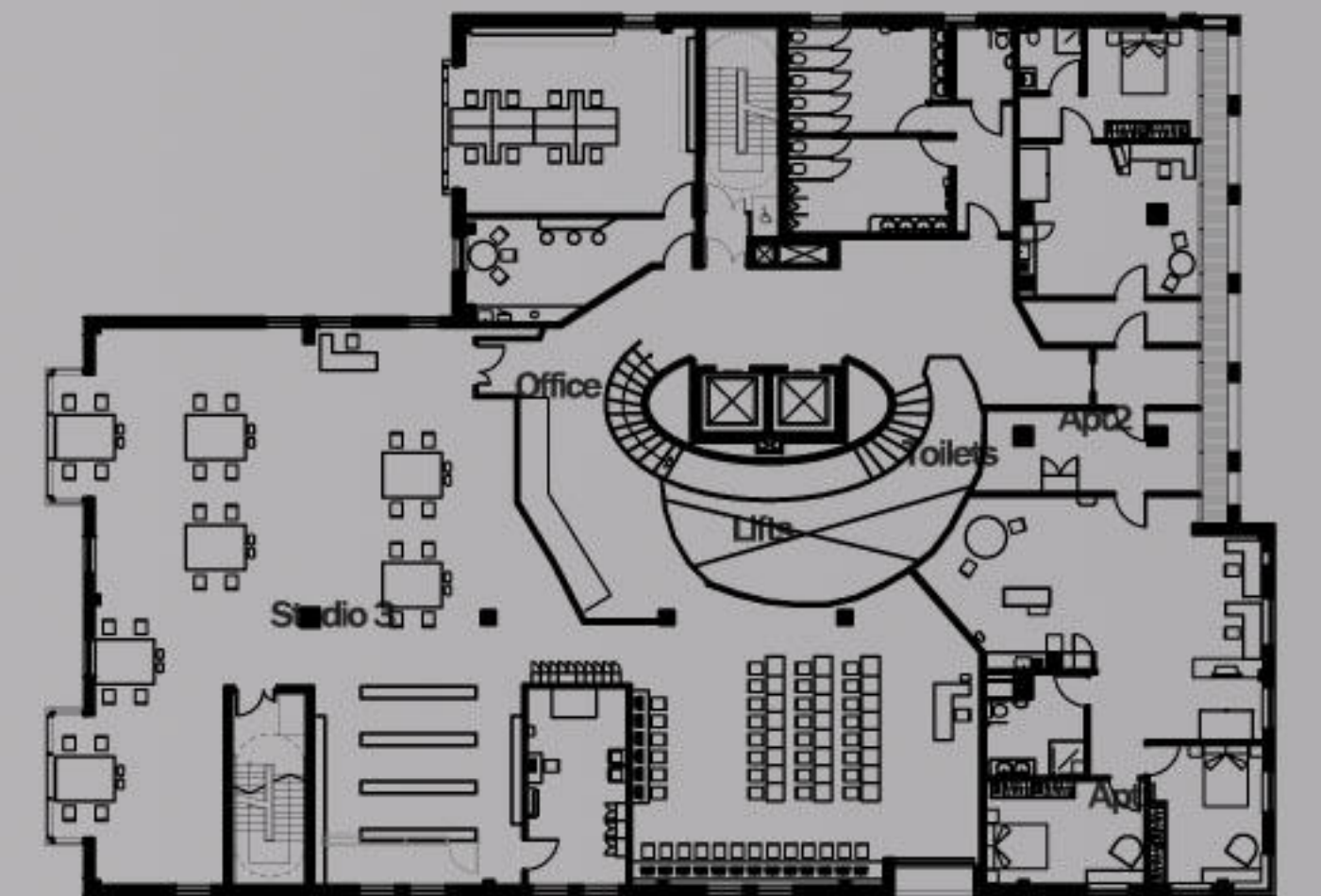
1. Ground floor render - cafe



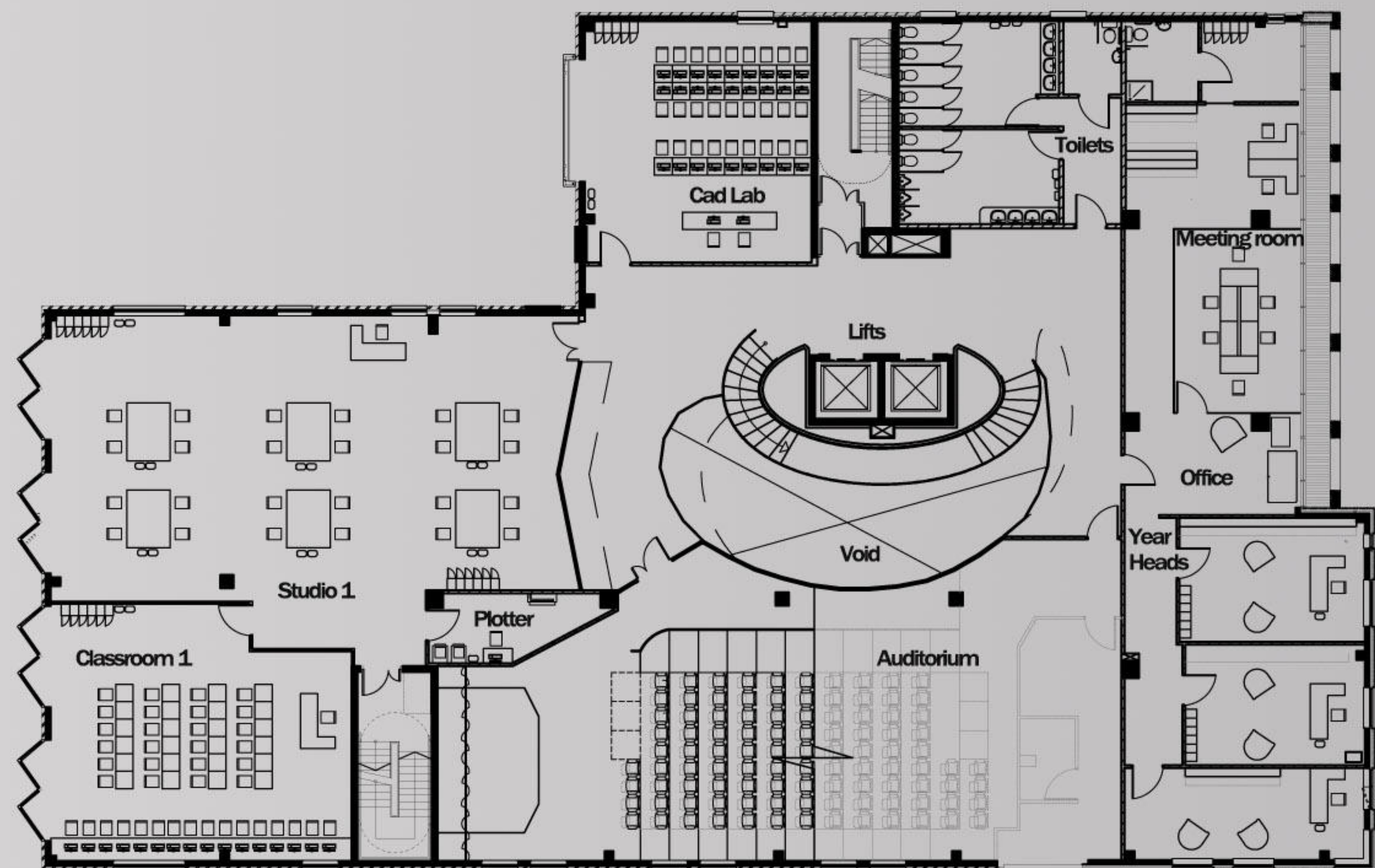
2. Second floor render - lobby



3. Second floor plan scale 1:500



4. Third floor plan scale 1:500



5. First floor plan scale 1:250



6. Ground floor render - garden



The concept chosen for the design of this project was “terrace agriculture”, where each floor represents a different progressive “terrace”. These four terraces revolve around a central focal point which is the public atrium and lifts shaft and main public staircase: the shaft employs a vertical garden which is both an attraction and a learning tool for both students and visitors alike.

The atrium was determined by the shapes created by agricultural terracing, both in positive and negative form. This created a “funnel” like opening that was positioned to allow as much sunlight to penetrate into the lower levels of the building as possible. Given the sunlight levels in Dublin from a human and flora point of view, maximizing this was a defining part of the development.

The selection of the building, facing south across a body of water (the river Liffey) allowed for unobstructed light as well as reflected light from the water itself. Materials and colour palettes were chosen keeping the natural and sustainable in mind and recycling / reusing in terms of services (solar panels, water harvesting, etc), while also creating an exciting contrast within the space.

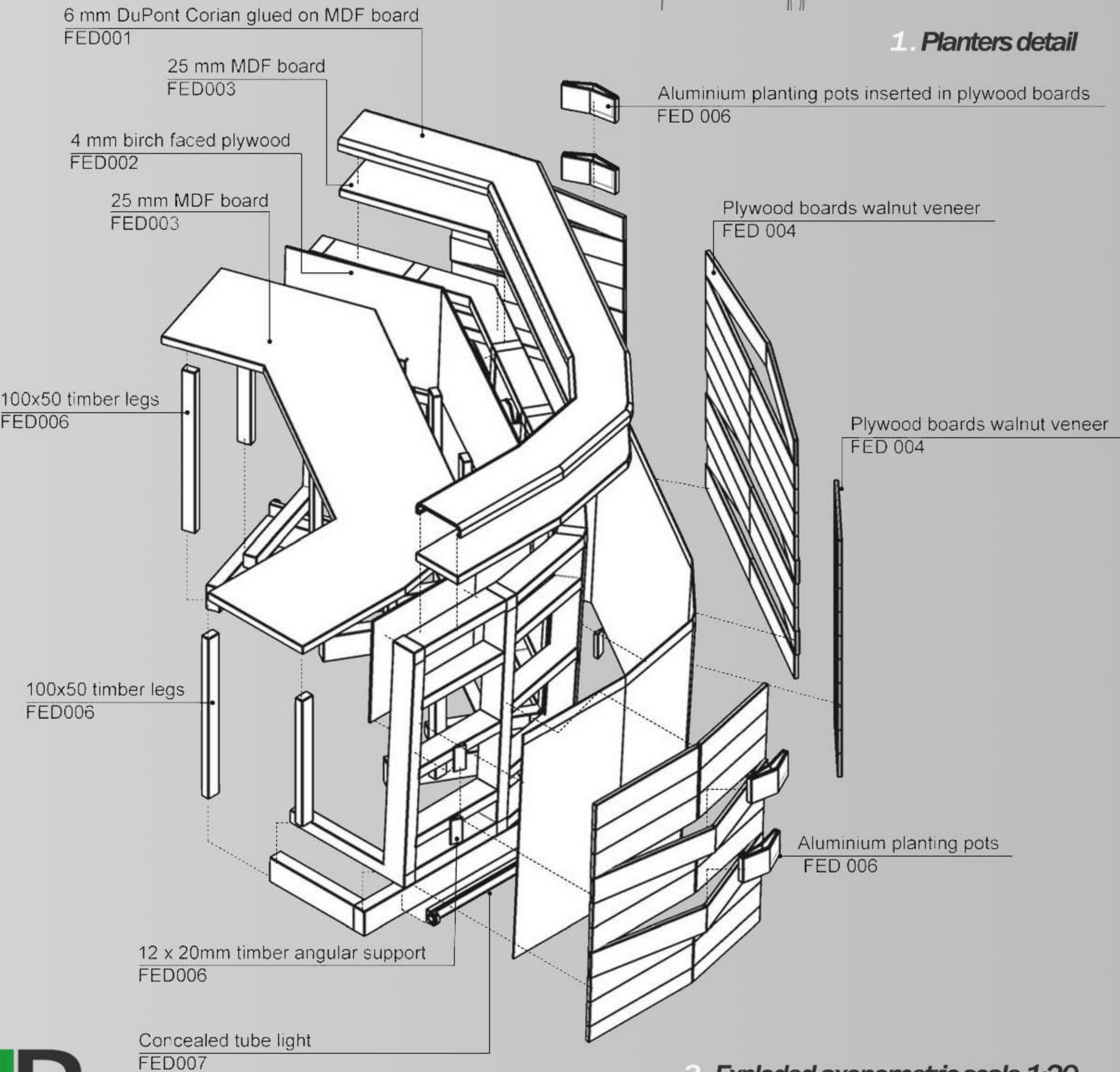
1. Sectional Perspective



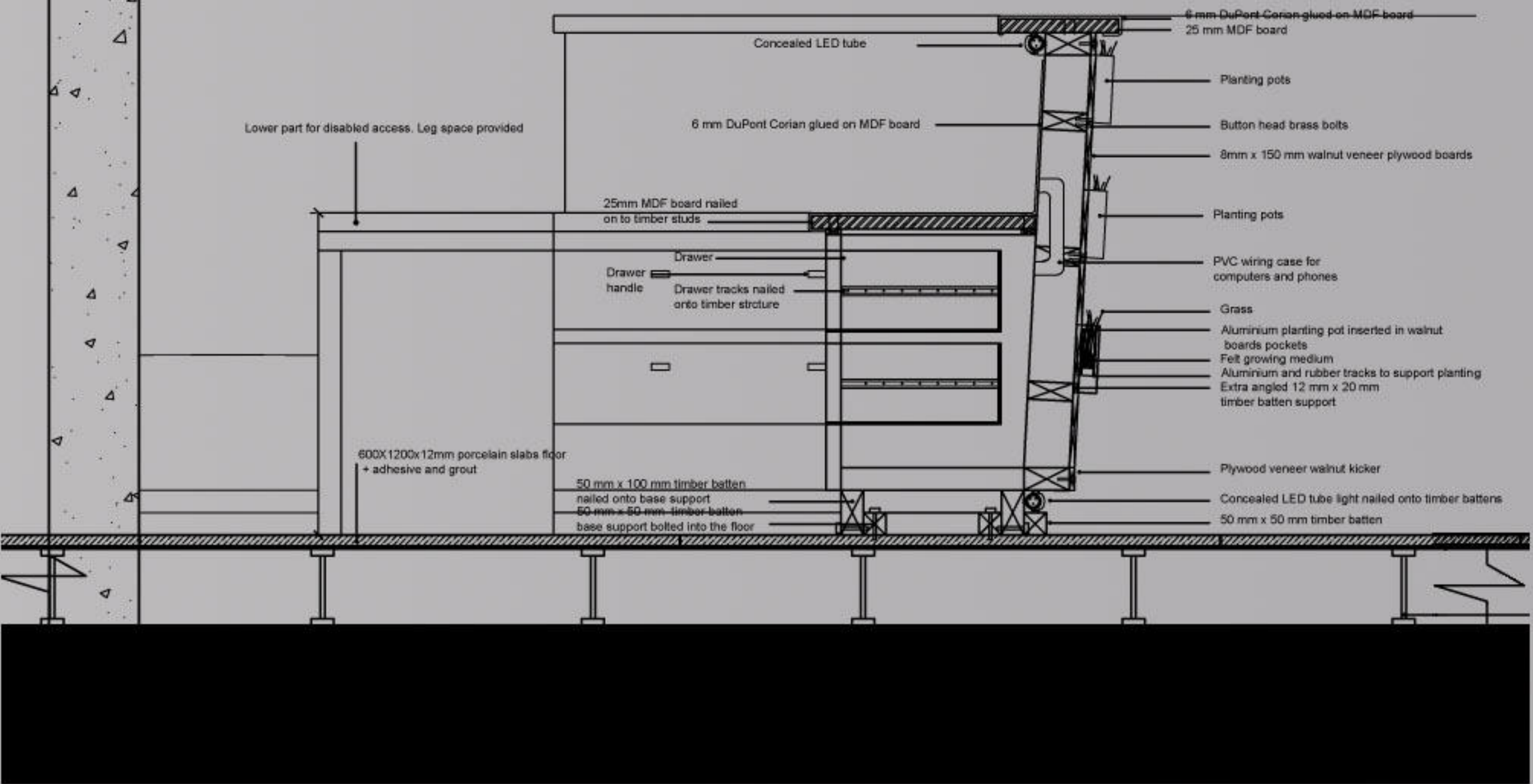


# Reception desk Technical drawings

The reception desk was designed to reinforce the indoor garden theme of the ground floor. It features reclaimed walnut boards topped with shiny white corian , 4 heights and grass pockets.



The reception desk is located right in front of the main entrance to the building and is therefore an important focal point in the user experience. Its lower height section in the middle combined with leg room on both sides, makes it disable friendly for both the guests and the staff. Some of the walnut boards have been tilted outwards to create gaps in which to insert small planters with real grass.







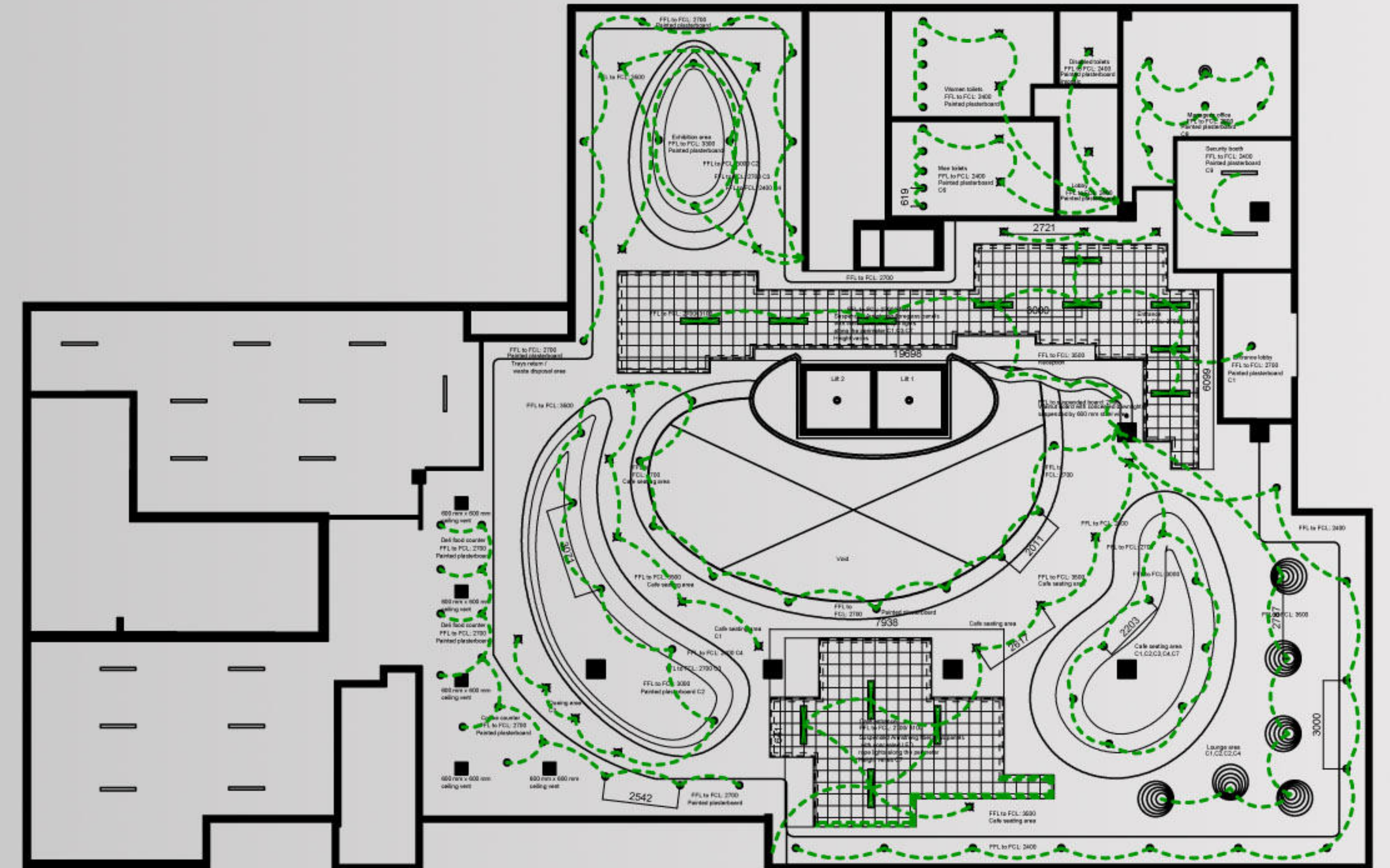
1. Rooftop community garden render

Using organic waste from the restaurant to use as plants' compost

Vegetables used in the restaurant kitchen

Sustainable food production

3. Second floor drafting studio render



2. Ground floor lighting and ceiling plan scale 1:250

In this **project** ///

Softwares I have used:

Revit / AutoCad / Vray / 3d Studio Max / Sketchup / Photoshop

My role:

Sketch and concept design / Typologies research / Space

planning / Lighting and ceiling design / Products and materials sourcing /

Technical design / Presentation boards



***BARROW STREET***  
***Public Library***



## Project brief and objectives

### Community Library

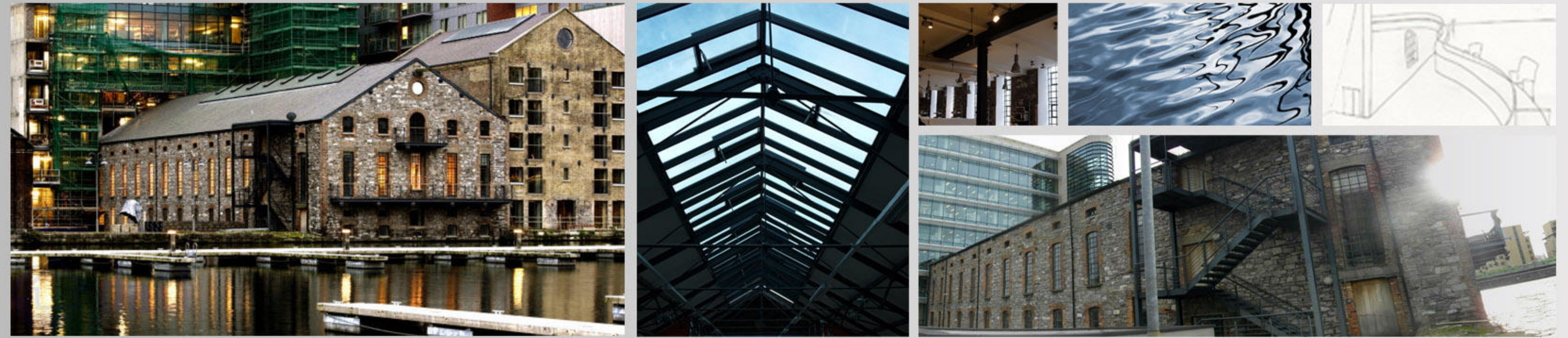
The brief was to create a public library for the Dublin community, a place where locals could go and research their past to rediscover their roots and reinforce their relationship to the city they were born into. A place designed for all people, keeping in mind the different needs of each age group and universal access. A library full of technological resources to keep up with the times of Google and social networks. A space with something for everybody.

### Building and location

Three storeys old warehouse conversion. Columns+beams structure, exposed brickwalls, original oriel window. Located in Dublin 4 in an up and coming business area. Close to many means of transportation with beautiful views over the canal.

### Concept development

The concept chosen for the project is water patterns. Due to the proximity to the canal, water plays an important role in the user experience of the library. The movement of water creates beautiful organic shapes which translate into plans and furniture layouts. The colour scheme and the use of reflective and shiny materials also reinforce the water concept throughout the space.



1. External view

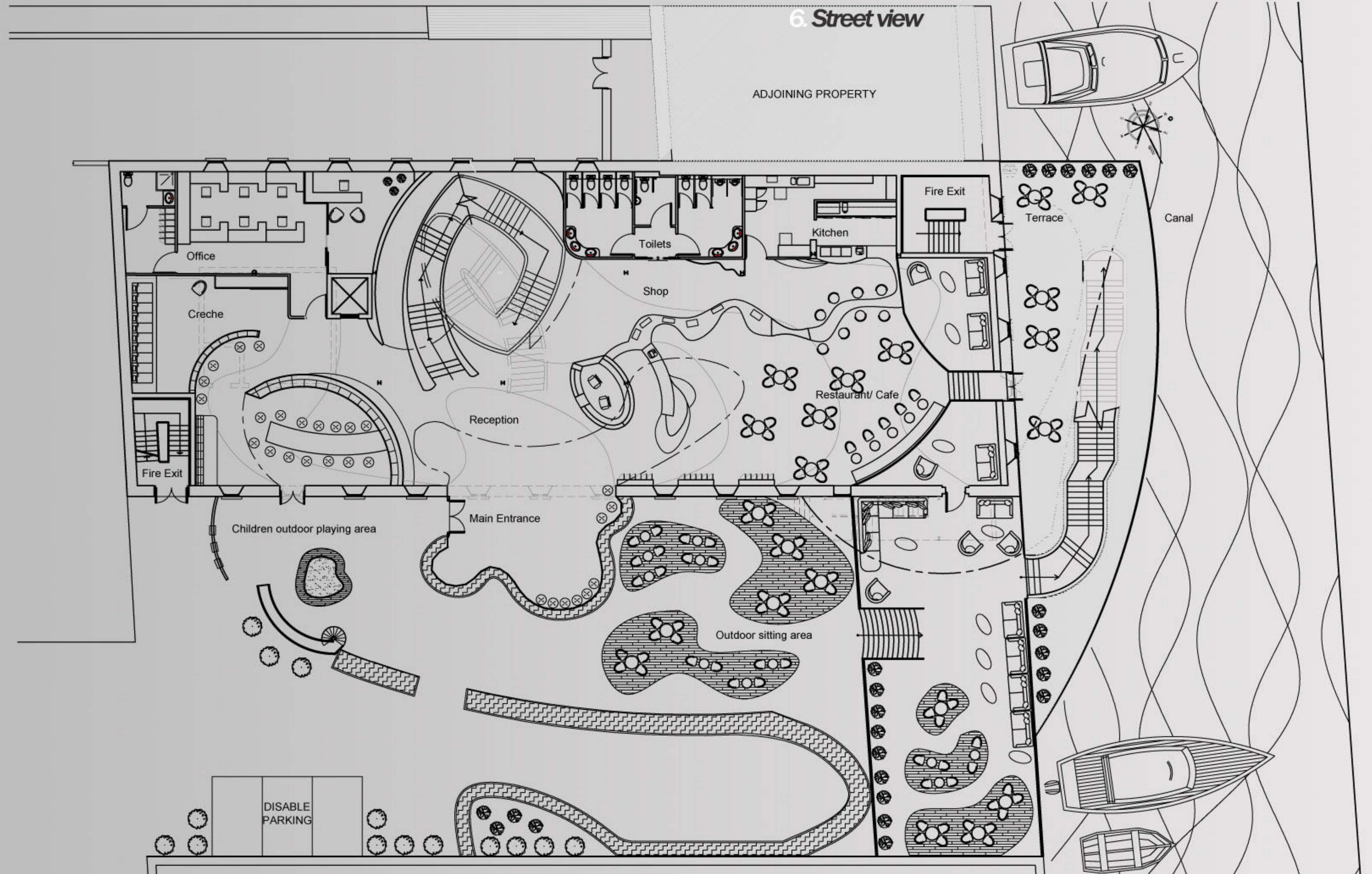
2. Existing skylight

3. Interior

4. Concept idea

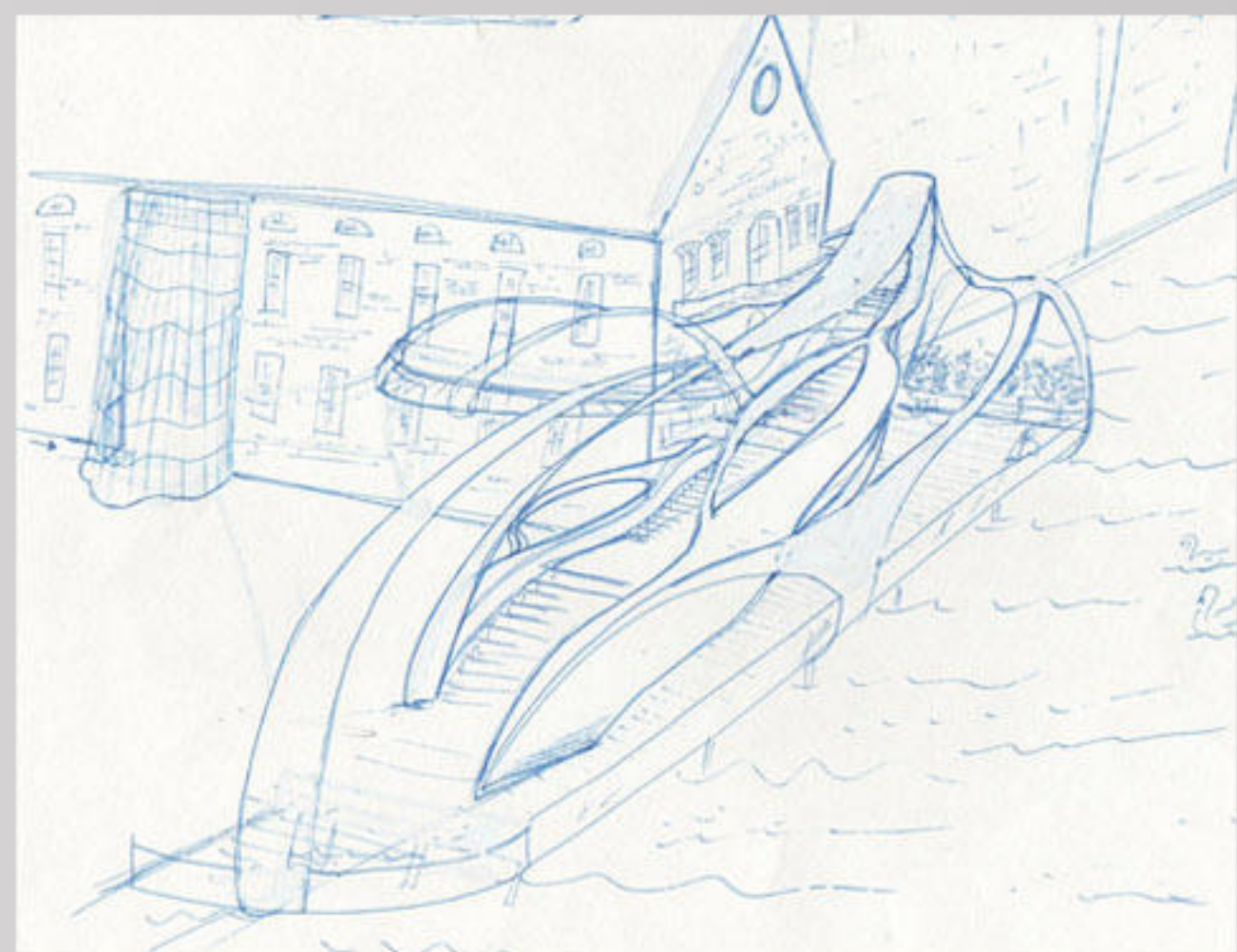
5. Sketch design

6. Street view

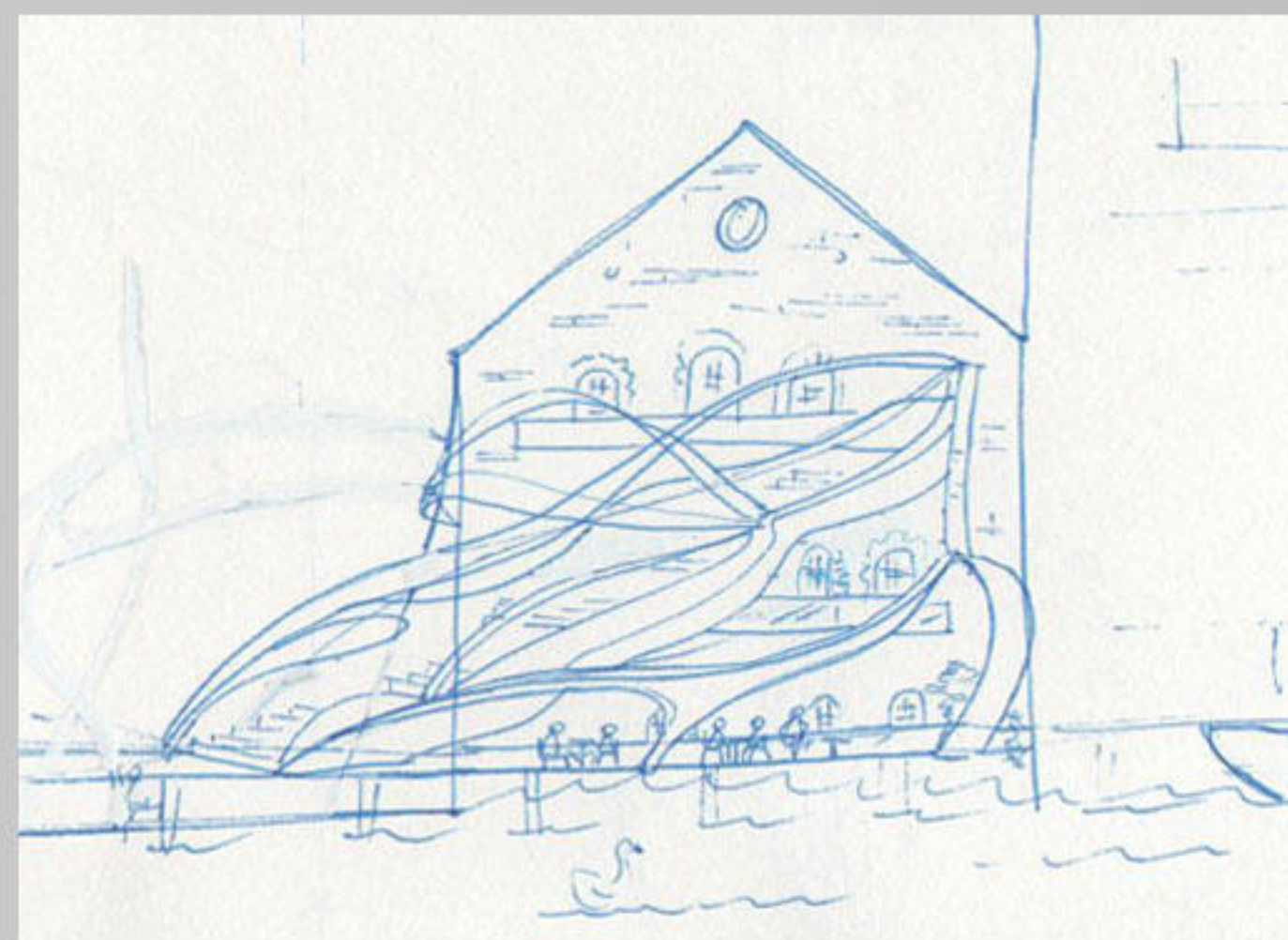


Ground floor plan scale 1:250



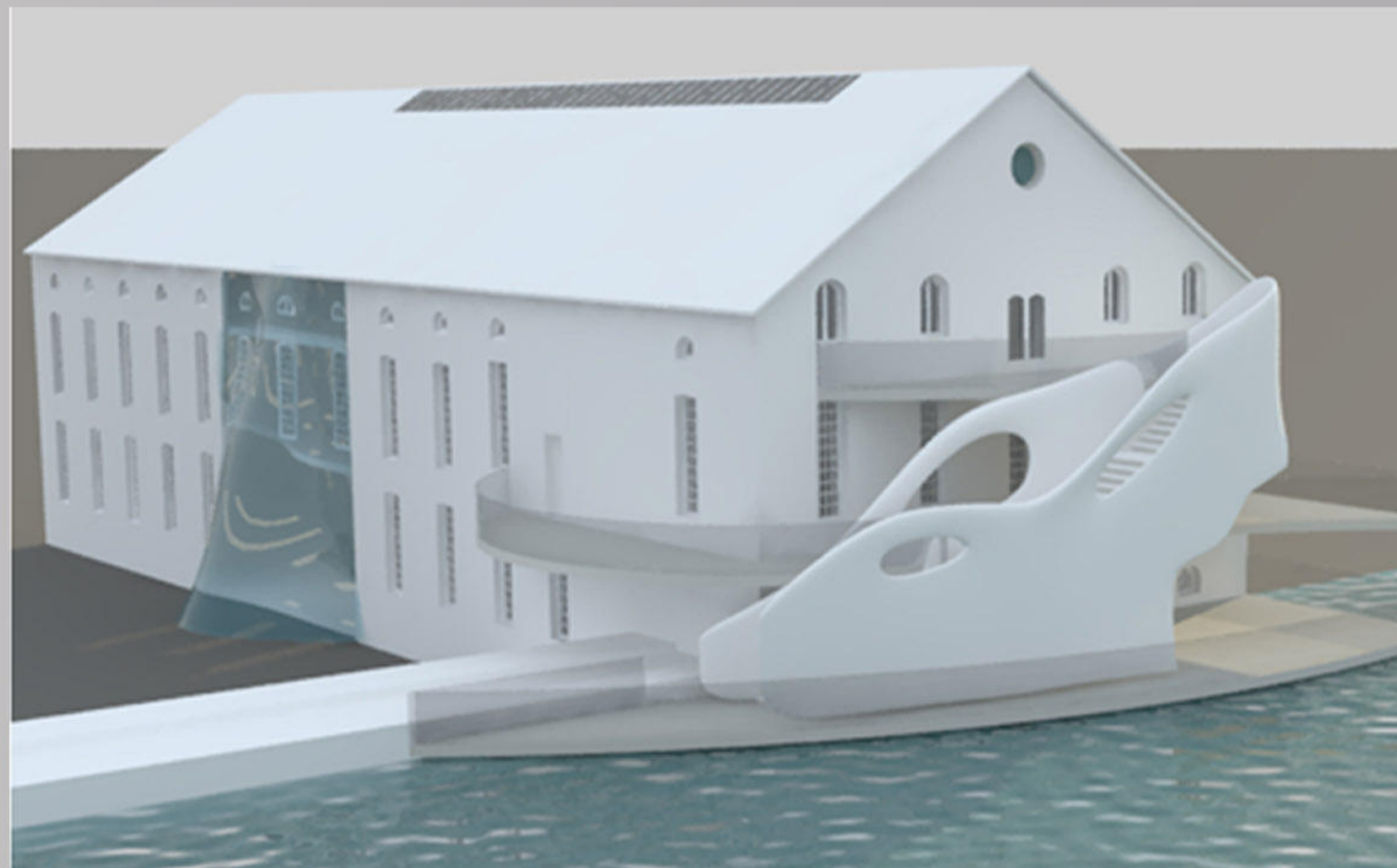


1. Proposed external staircase - sketch

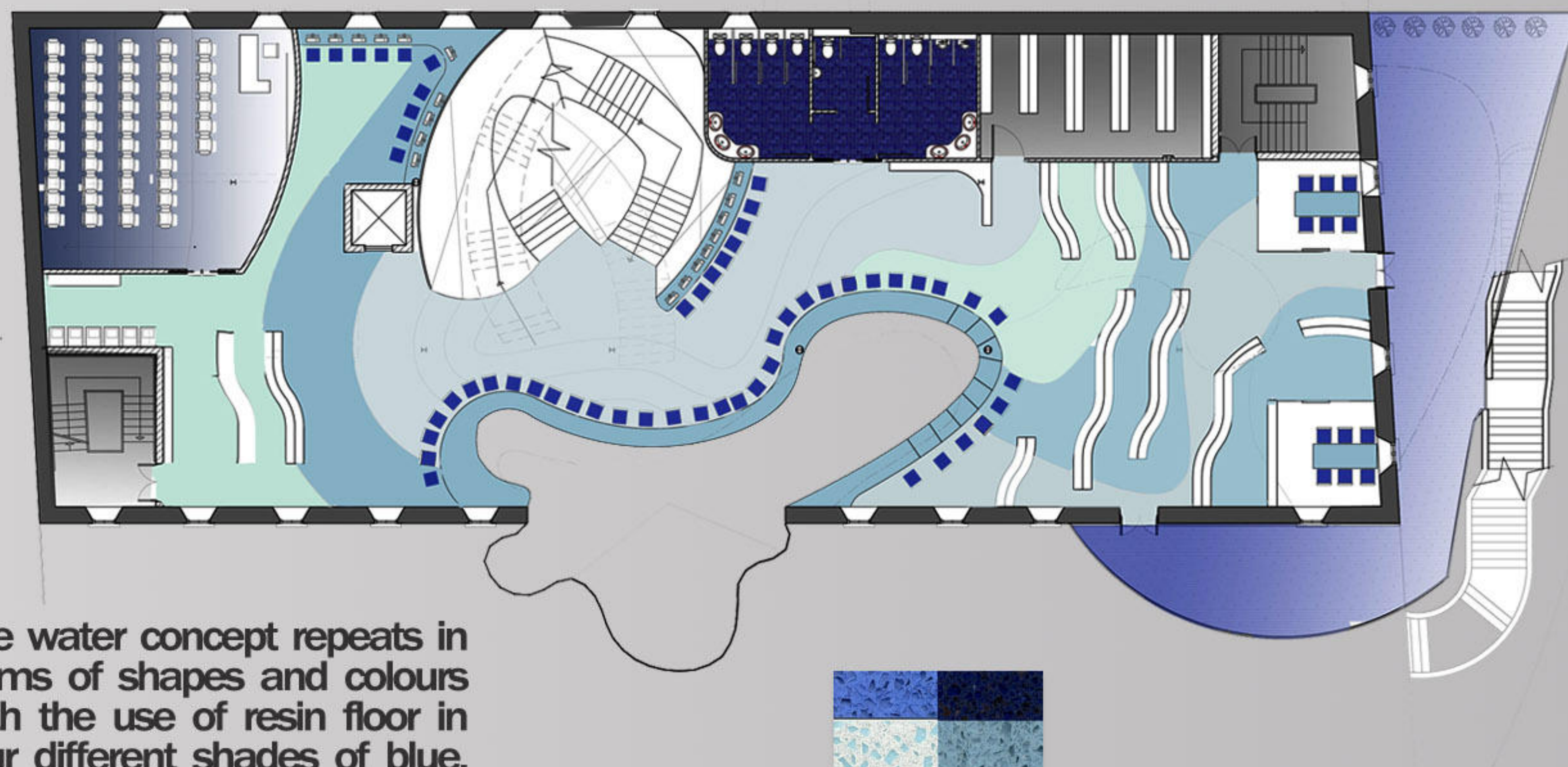


2. Proposed external staircase - sketch

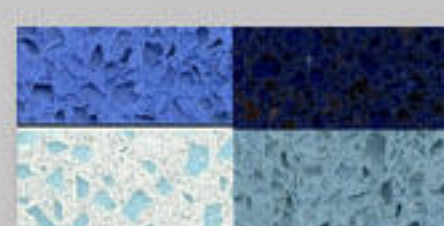
Following the concept of water the design for the external staircase features smooth curves and flowing lines. The visitors inside will still enjoy the view over the canal through the negative spaces on the sides, which also contribute to lighten the structure. The staircase serves all three floors and connects the public areas of the building together. The shiny finish of the metal cladding reflects light just like water would do and it turns the whole staircase into a feature and a focal point of reference for the locals and the area around it.



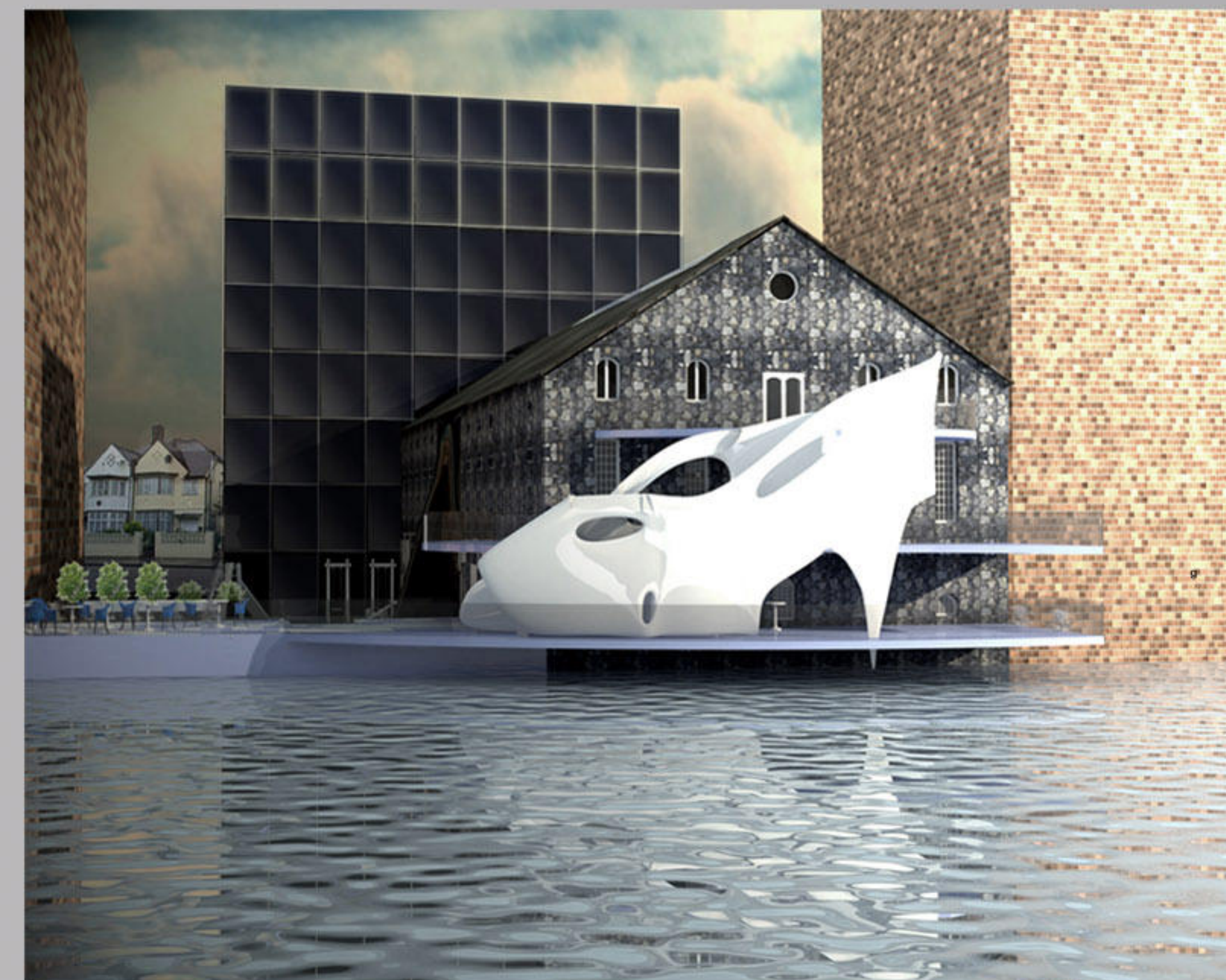
3. Proposed external staircase and glass lobby extension - render



The water concept repeats in terms of shapes and colours with the use of resin floor in four different shades of blue.

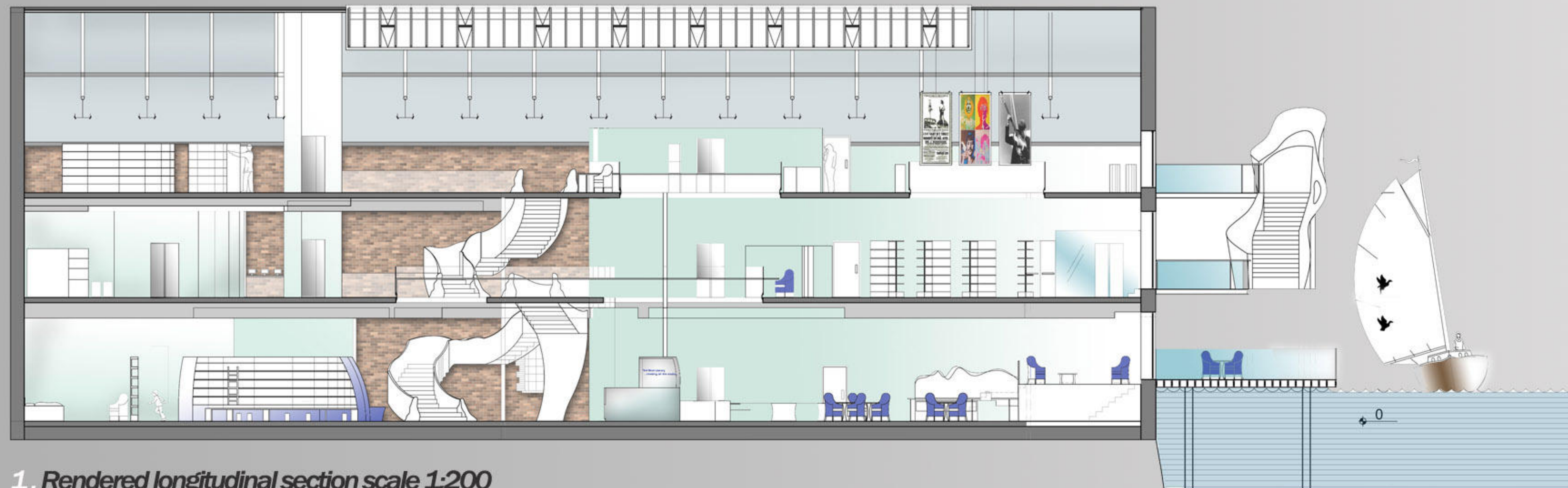


4. First floor plan scale 1:250



5. Proposed external view - render





1. Rendered longitudinal section scale 1:200

2. Second floor exhibition space render



In this **project** ///

Softwares I have used:

*AutoCad / Vray / 3d Studio Max / Sketchup / Photoshop*

My role:

*Sketch and concept design / Typologies research / Space planning / Lighting and ceiling design / Products and materials sourcing / Technical design / Presentation boards*



*FALL*  
*Restaurant*



## Project brief and objectives

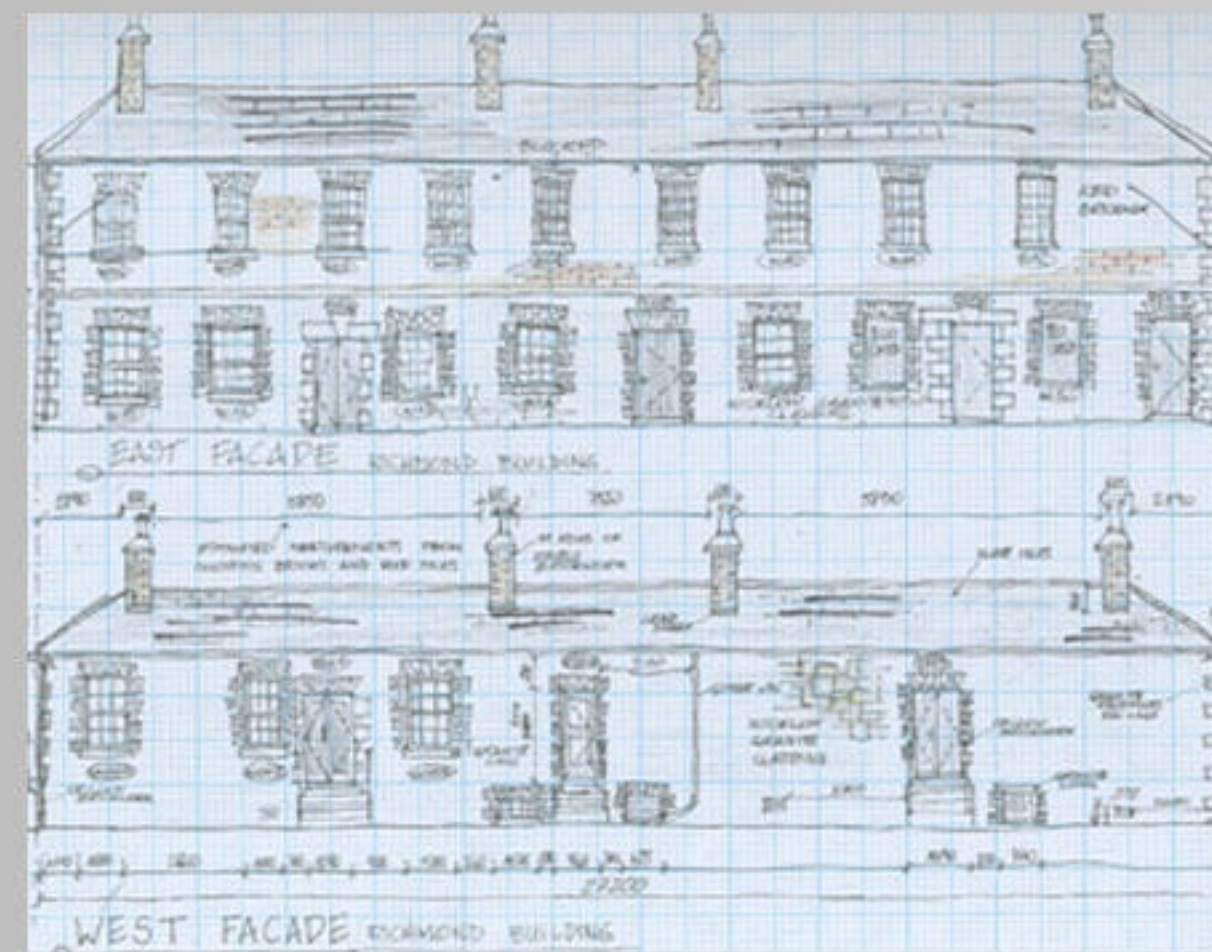
A la carte restaurant following the renovation of the Richmond building. Focus on good working interaction between public areas and back of the house facilities.

## Building and location

Two storeys high redevelopment of the Richmond building located on the grounds of Griffith College. The space planning was designed according to data and information collected after a survey I personally carried out on the building.

## Concept development

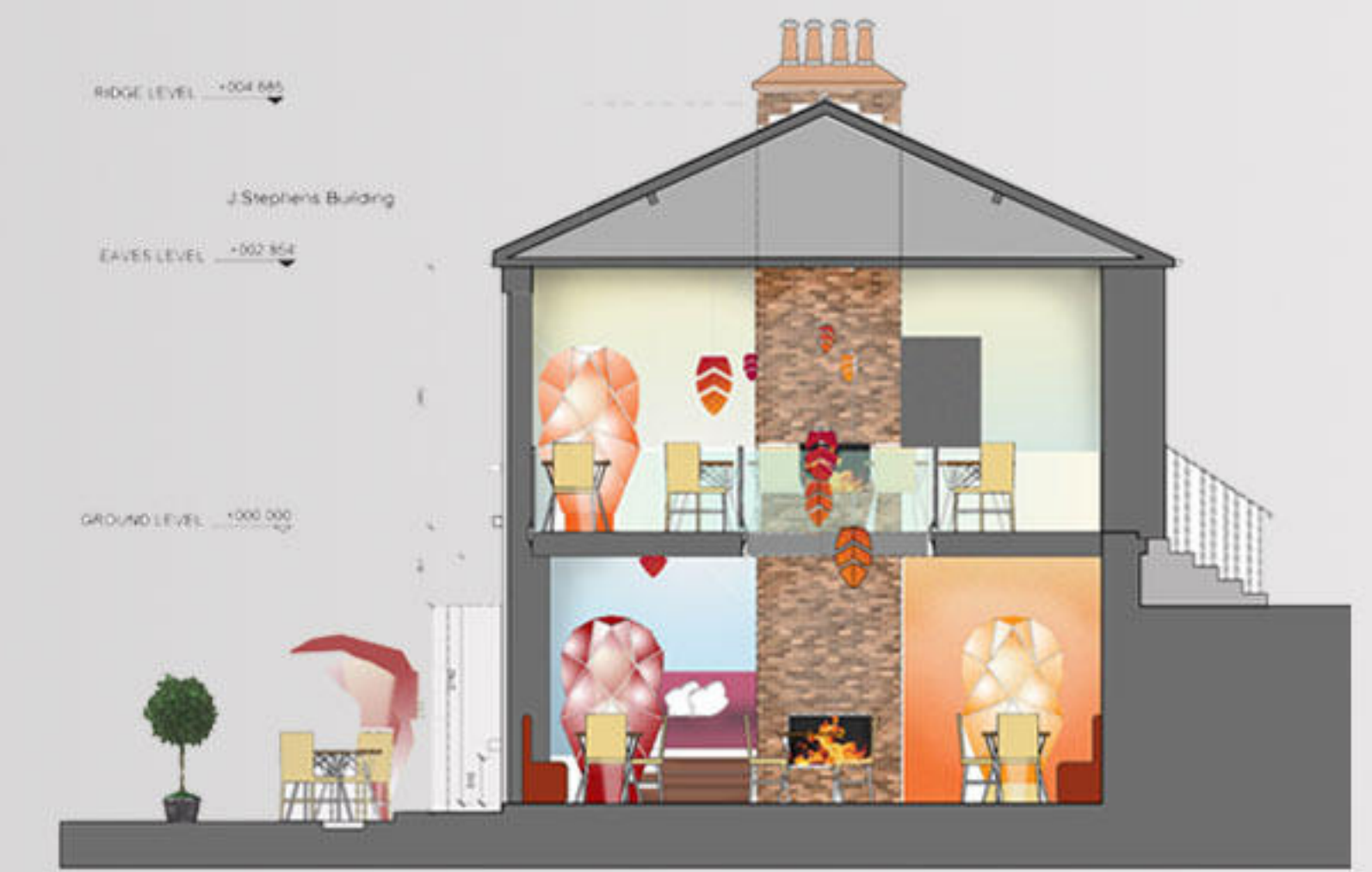
The concept for the design of Fall restaurant was Autumn Leaves. The concept dictated everything from colour scheme to the shape of bespoke pieces of furniture and floor elements.



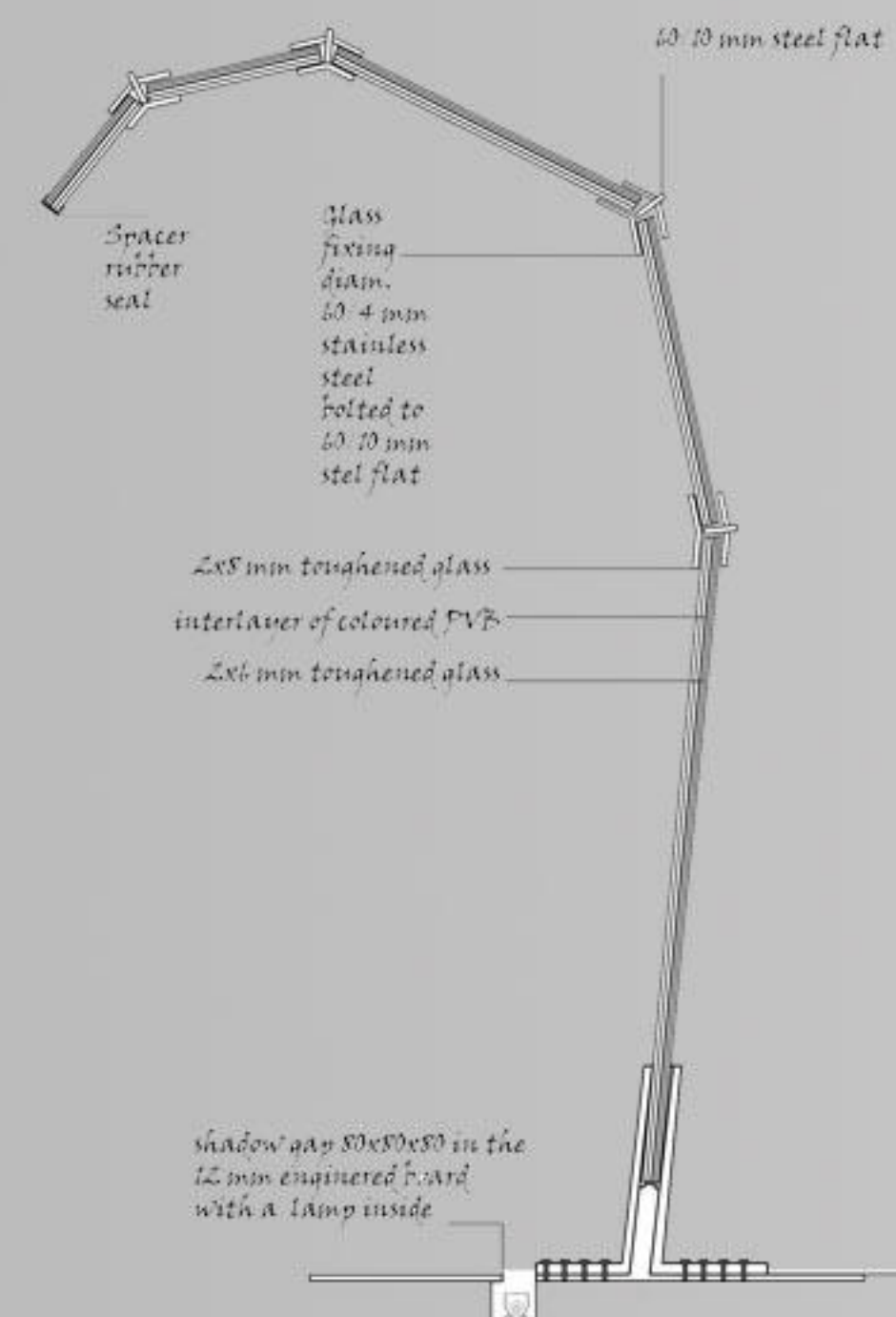
1 Hand drawn building survey



2 Sketch design - mezzanine



3 Cross section



4 Leaf booth detail - section

In this **project** ///

Softwares I have used:

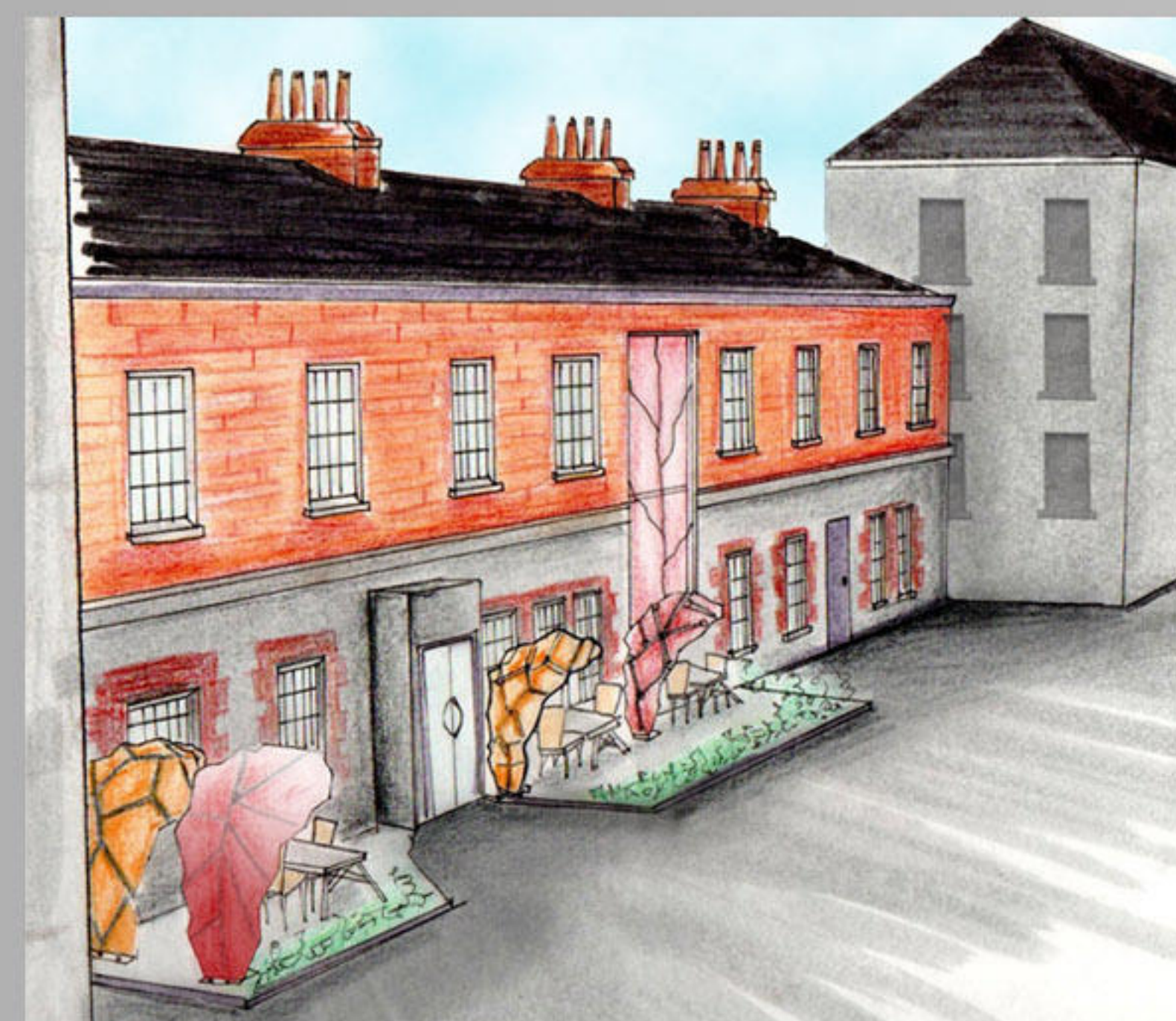
AutoCad / Sketchup / Photoshop

My role:

Sketch and concept design  
/ Typologies research /  
Space planning / Lighting  
/ Products and materials  
sourcing / Technical design  
/ Presentation boards



5 Longitudinal section scale 1:200



7. Proposed facade and outdoor sitting area



6. Ground floor plan scale 1:200



*D8*  
*Visitor centre*



## Project brief and objectives

The aim of this project was to create and design a visitors centre focused on exploring the Dublin 8 area.

As one of the biggest areas south of Liffey in Dublin city, the D8post code has a lot to offer to both tourists and locals alike.

Away from the more obvious and famous tourist spots in town the D8 Visitor Centre will concentrate on the history of the area, its churches, parks, museums, prisons and pubs.

## Building and location

One storey with high ceiling with possibilities to build a mezzanine floor. Regular structural grid. Ribbon windows along the east side. Located on the Griffith College grounds, currently used as the College Auditorium and Conference centre.

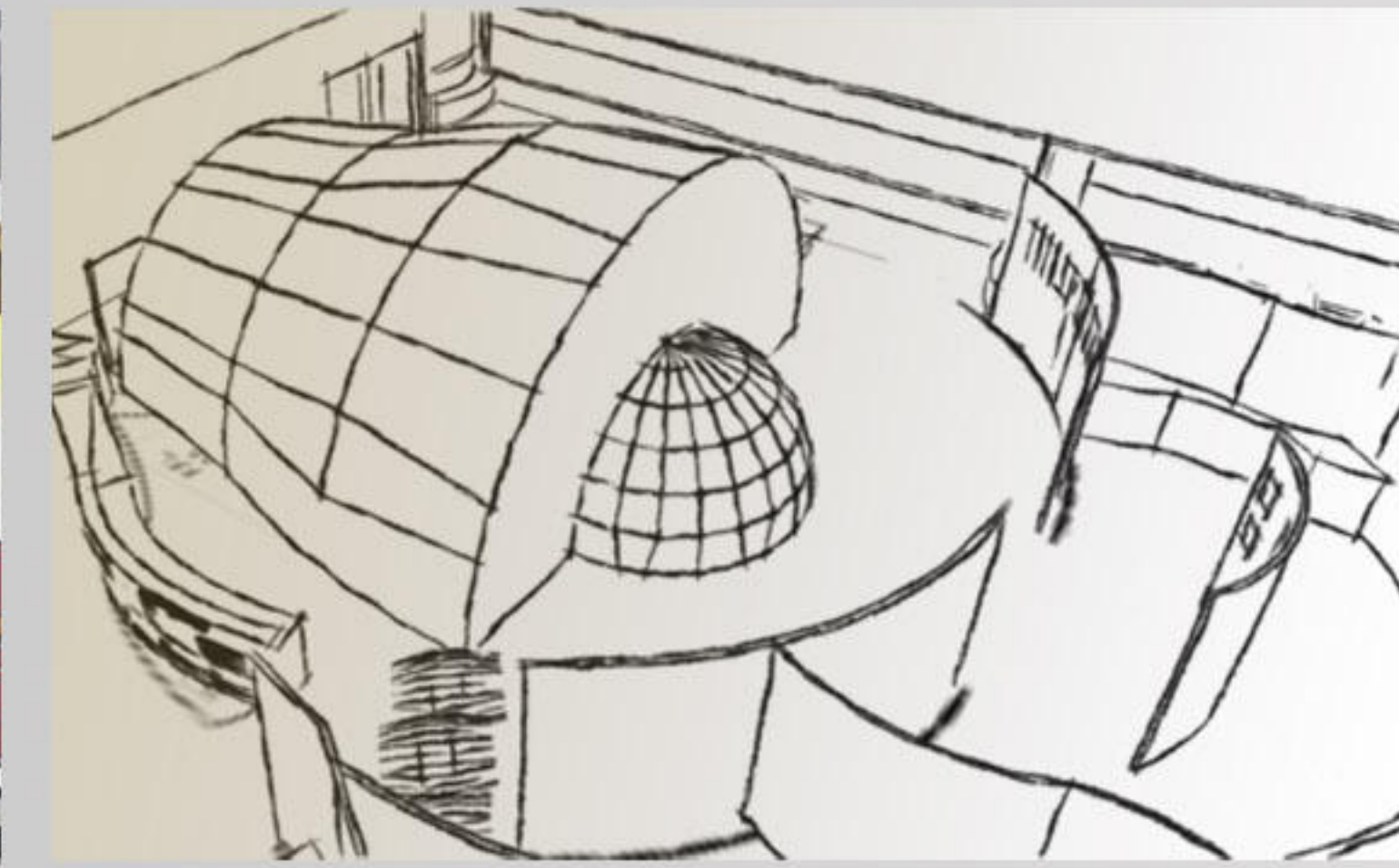
## Concept development

The concept for the design of D8 Visitor centre came from the shape and colours of a pint of Guinness, the traditional Irish stout.

Various elements of the typical Irish pub were also source of inspiration for feature elements, furniture and materials.



1. Ground floor cafe

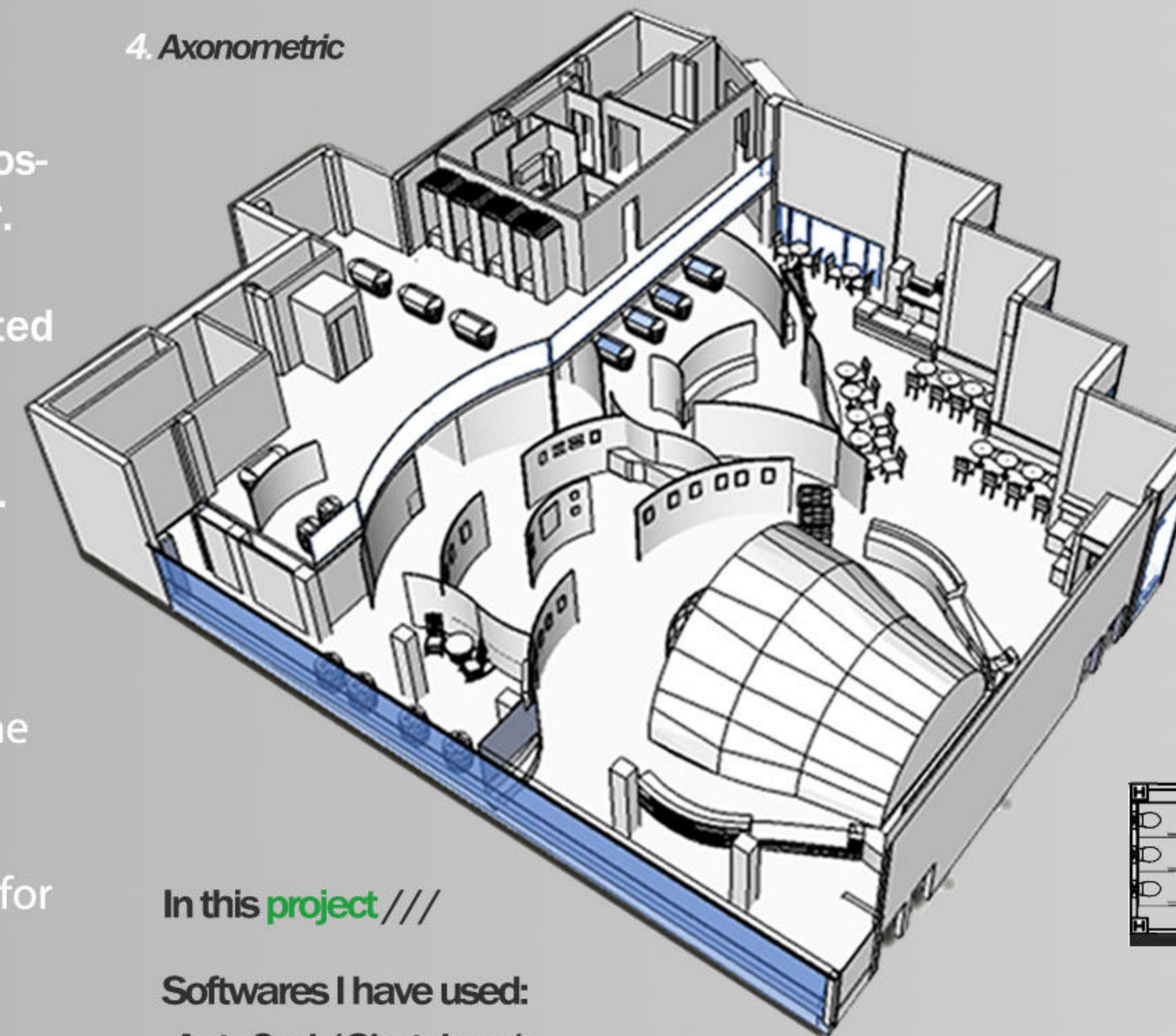


2. Auditorium sketch design



3. Reception

4. Axonometric



In this **project** ///

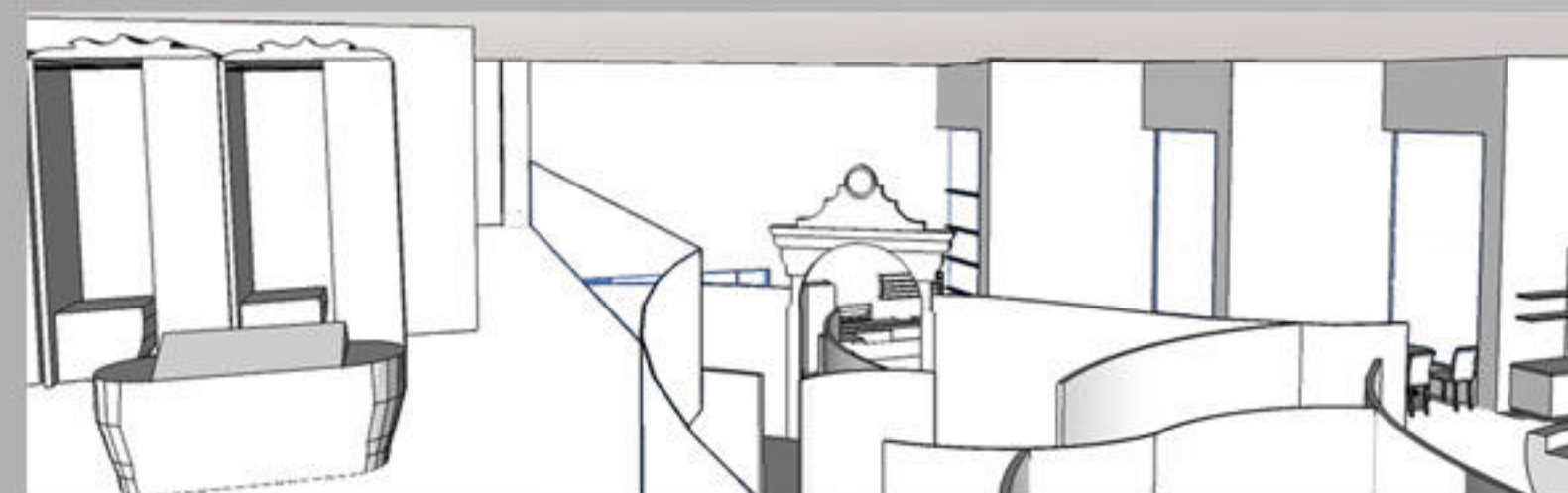
Softwares I have used:

*AutoCad / Sketchup /*

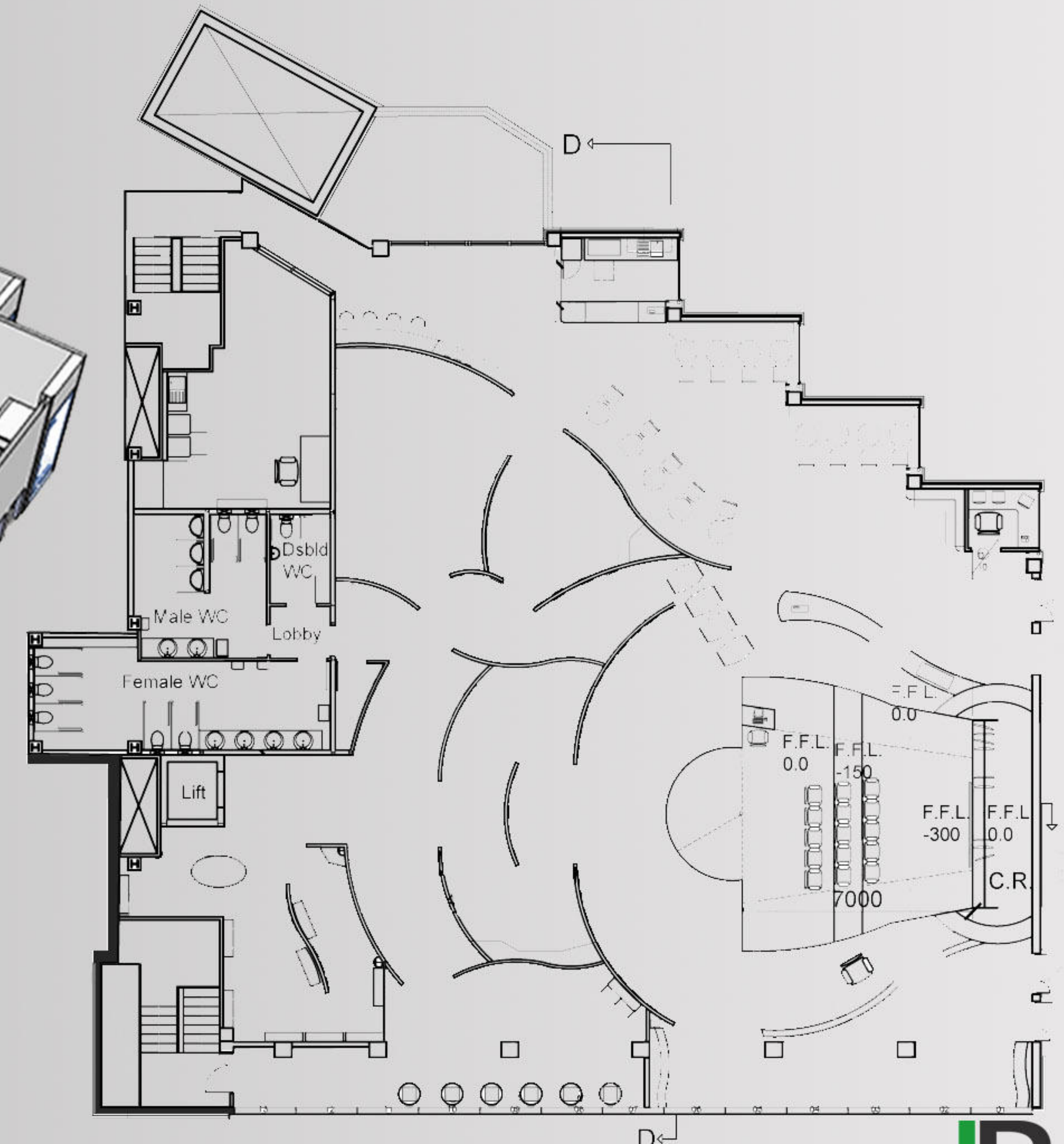
*Photoshop*

My role:

*Sketch and concept design / Typologies research /  
Space planning / Lighting / Products and materials  
sourcing / Presentation boards*



5. Mezzanine - sketch model



6. Ground floor plan scale 1:200



*HANOVER QUAY*  
*Apartment*



## Project brief and objectives

To create a luxury family apartment in the heart of Dublin city centre. The brief statement was to create a home for a family of five and their art collection. The project has been completed with the collaboration of other students who provided research studies and historical background for some of the art pieces that had to be integrated in the design.

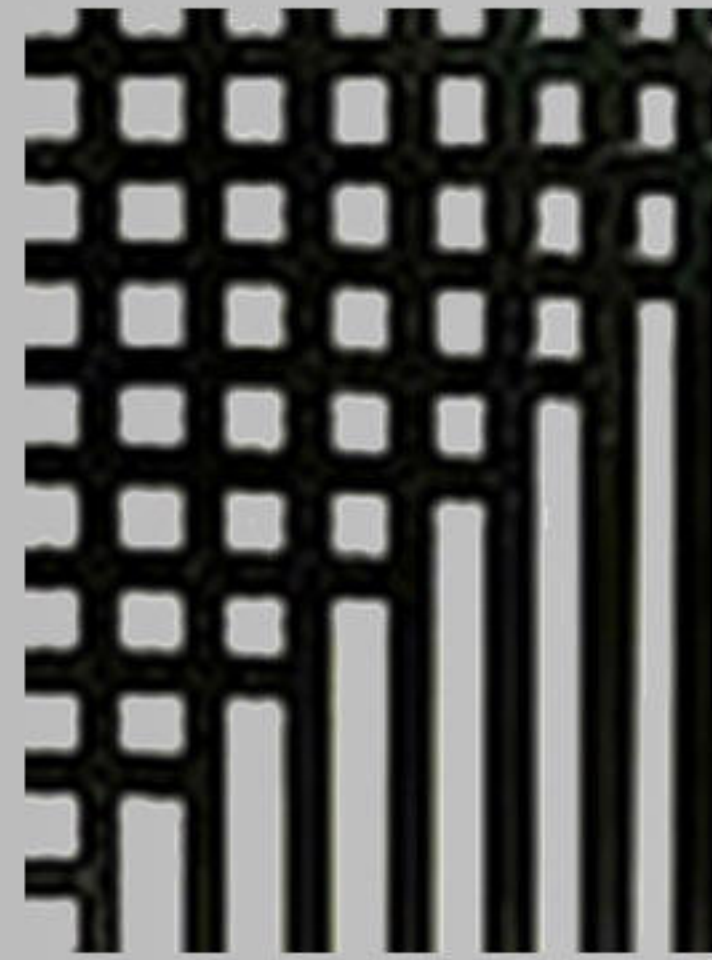
Other members of the group also provided suggestions for pieces of furniture and light fixtures.

## Building and location

Three storeys high apartment in a luxurious mansion block in Dublin 4 right on the canal and close to Daniel Libeskind's theatre. The apartment develops over three split floors for a total of 150 sq metres.

## Concept development

The concept was dictated by the pieces of art that were going to be displayed in the design. For my project I was assigned works by Rothko, Prouve and Mackintosh: the colour scheme and the materials selection reflect the dark hues and the polished wooden surfaces of the pieces and the space planning follows a very geometrical, sharp and straight arrangement, being Mackintosh's chair the main inspiration for it.



1 Mackintosh chair-detail

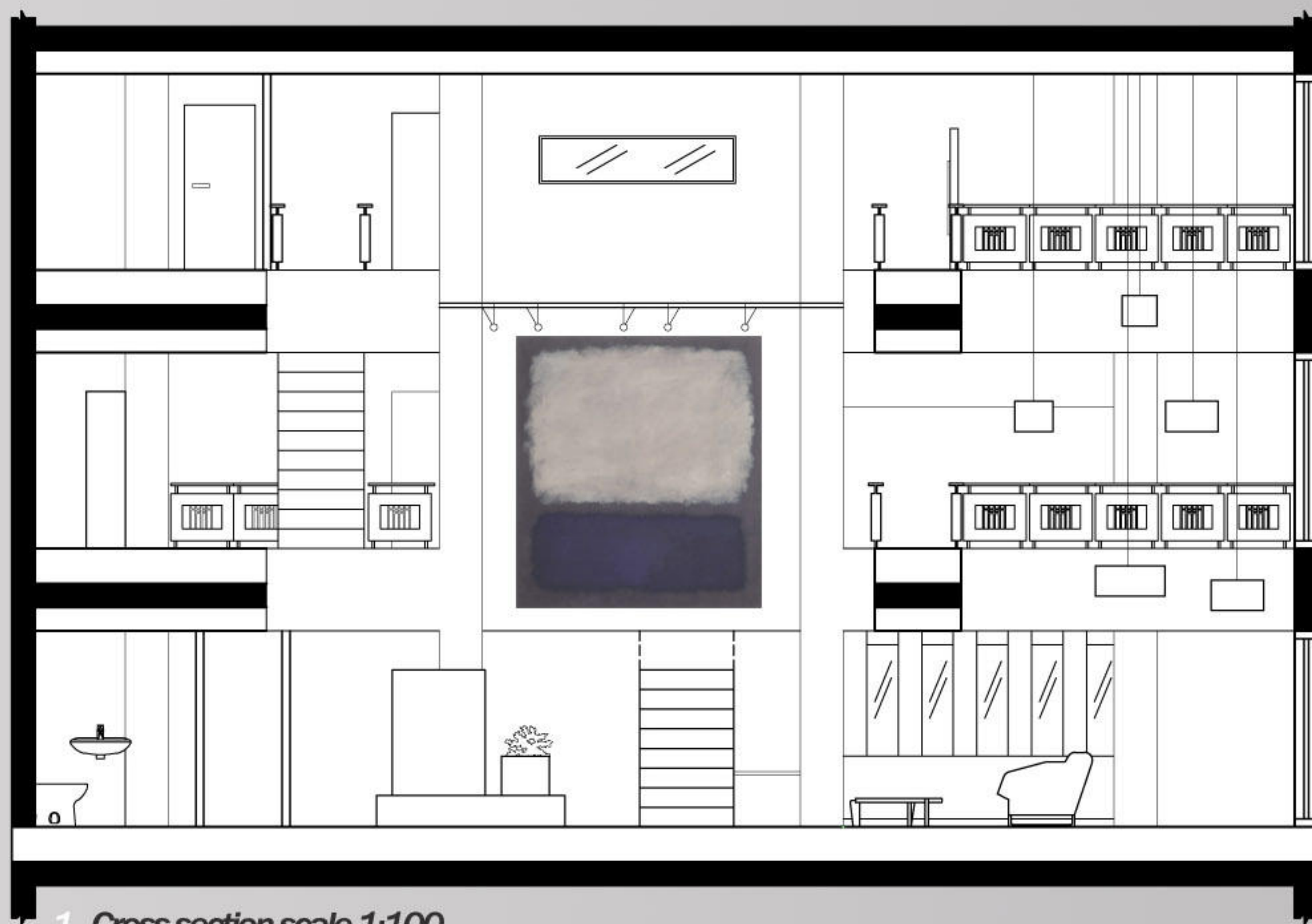


2 Apartment block - urban context



3 First floor plan scale 1:100





1. Cross section scale 1:100



2. Formal dining area render



3. Triple height entrance lobby render

The main work of art to be displayed in the apartment was the “Blue and Gray” canvas by Mark Rothko. To do so the lobby in front of the main entrance has been cut through with a triple height void to create a dramatic setting to the painting. The wall behind has a simple, gray, unpolished concrete finish to provide a mutual background that would not take the attention away from the canvas and to reinforce the decadent and industrial mood of the space. The railing design was inspired by the backrest of Mackintosh’s chair. The formal dining area (picture above) is separated by the family area by an indoor garden that connects the two spaces but provides enough privacy at the same time. Uplights shine on ceiling tiles made of reclaimed timber sticks.





In this [project](#) ///

Softwares I have used:  
*AutoCad / Revit/ 3d Studio max/  
Vray/ Photoshop*

My role:  
*Sketch and concept design / /  
Space planning/ Lighting plan/  
Presentation boards*

1. Formal lounge render



***LA RUPE***  
***Bed & Breakfast***



## Project brief and objectives

To convert an old attic into a commercial unit B&B.

## Building and location

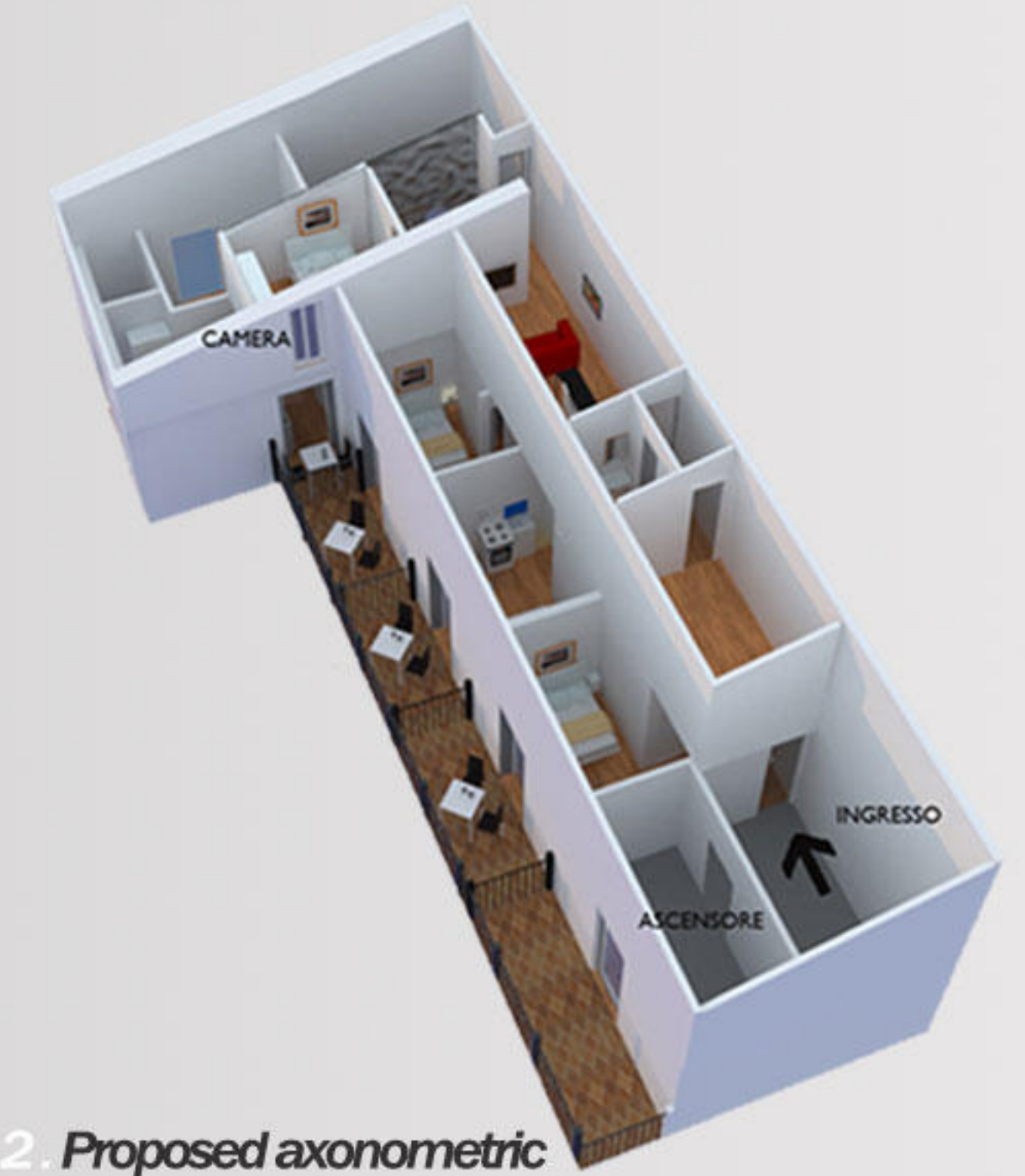
The B&B occupies the top two floors of a listed building in the centre of Sorrento, a town on the coast of the south of Italy.

## Concept development

The client wished for something vibrant, contemporary and fresh to create a strong contrast with the rest of the building and the surrounding. Bold colours, reflective surfaces and modern style furniture all add personality and character to this unusual southern Italy B&B.



1. La Rupe



2. Proposed axonometric

In this [project](#) ///

Softwares I have used:

Autocad 3d / 3d Studio max / Vray / Photoshop

My role:

Following architect's drawings and guidelines to produce 3d renderings of the project / Presentation boards



3. Ground level plan - architect's drawing



4. Sample bedroom render



5. Reception render



***VICTORIAN HOUSE***  
***Private home***



## Project brief and objectives

Design a home for a young couple where they could have friends over, a relaxing garden at the back and a studio/ working area separate from the rest of the living. The rear of the house was facing south so one of the top

priorities was to try to get as much natural daylight in as possible. The nett area has been extended to create a conservatory on the ground floor and a terrace on the first floor.

## Building and location

Redevelopment of an old victorian house in the north of Dublin. Three different levels, entrance on the north elevation.

## Concept development

The concept that inspired the interior was that of a winter garden. The newly added conservatory at the back imitates the design of the old Victorian greenhouses.

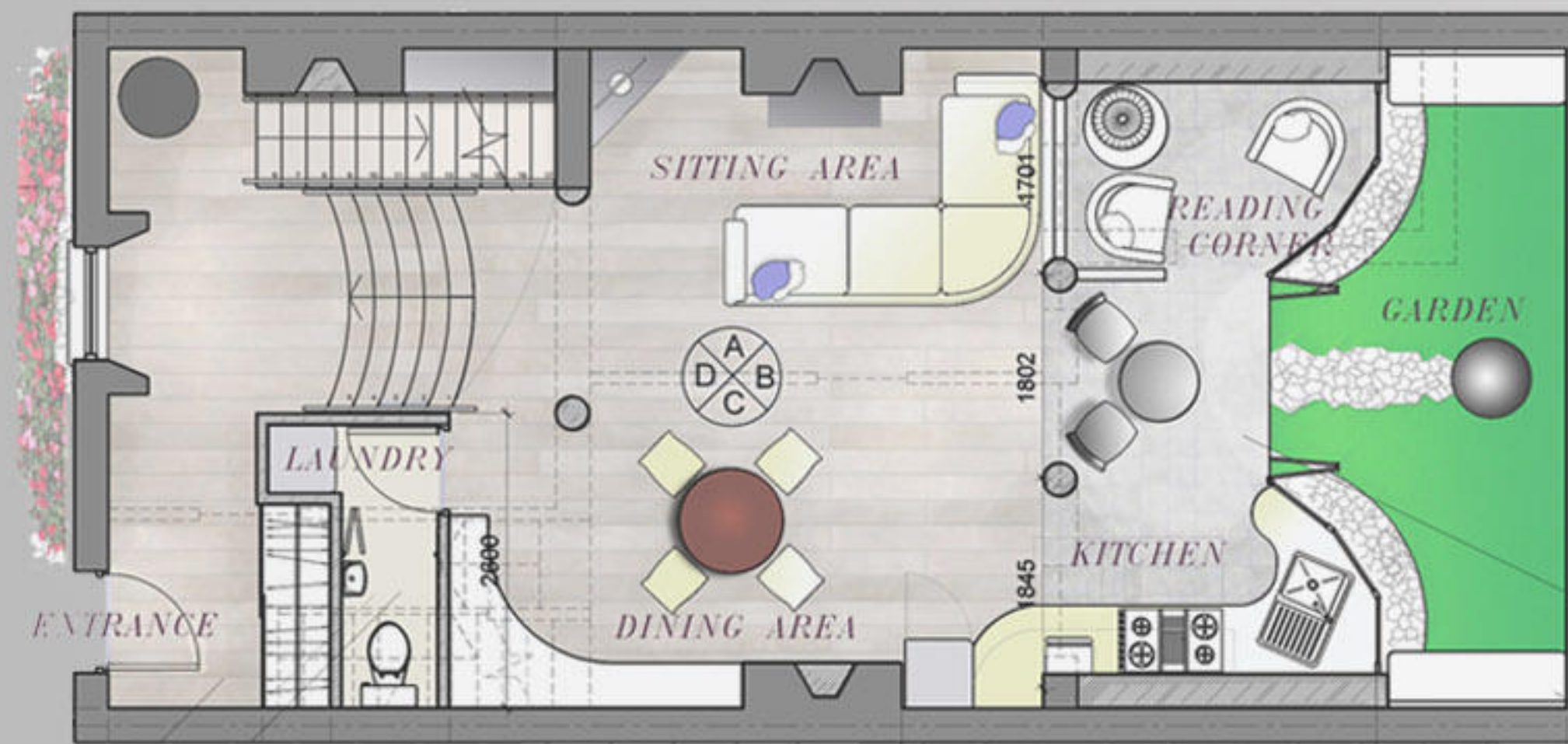
In this [project](#) ///

Softwares I have used:

*AutoCad / Photoshop / Sketchup*

My role:

*Sketch and concept design / Typologies research / Historical background research / Space planning / Lighting plan / Materials sourcing / Presentation boards*



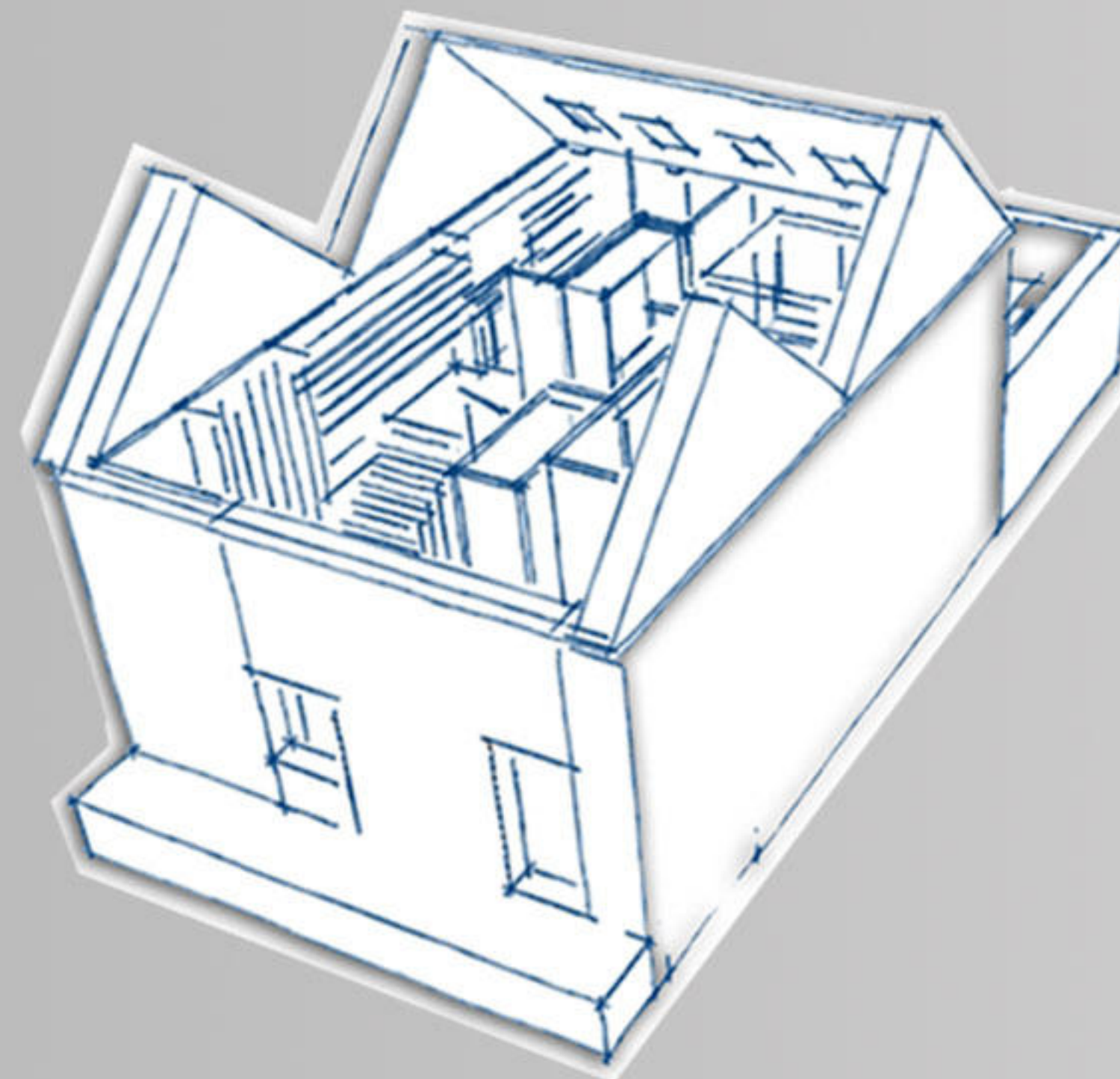
1. Ground floor plan



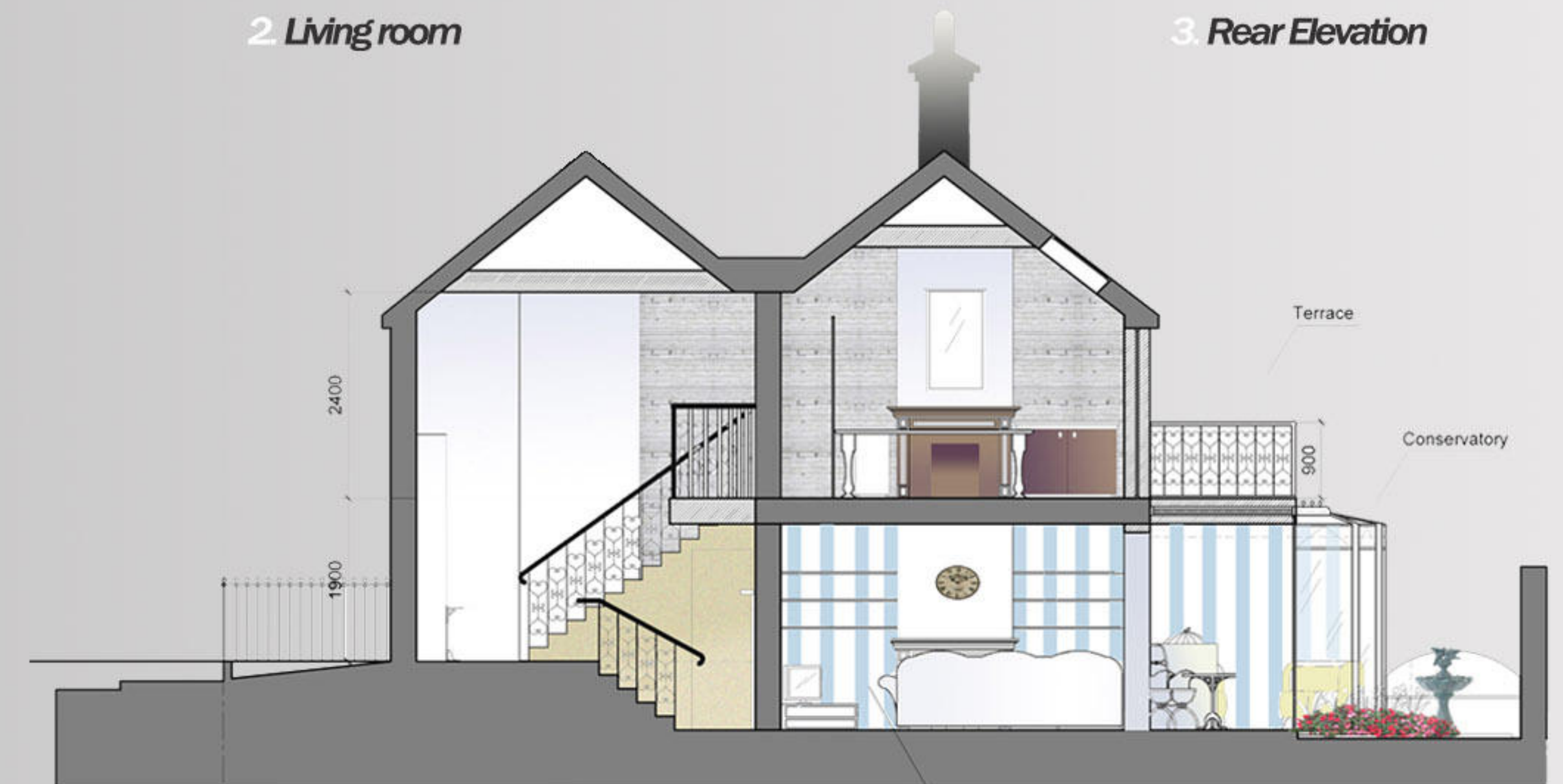
2. Living room



3. Rear Elevation



4. Axonometric



5. Section A-A



6. Mezzanine balcony



7. Section C-C



***SHELTERRA***  
***Mobile living unit***



## Project brief and objectives

Group project - aimed to design a mobile living unit for two to use in case of emergency situations, like a war or an ecological disaster. The unit would be ideally suitable for two people working for charities or other humanitarian associations; it could be used by two doctors, paramedics, researchers, etc. The project focused on the study of ergonomics and on the collection/ research of anthropometric data and their further application in a small, self contained unit.

## Building and location

The unit comes flat placked and it's meant to be taken everywhere it's needed.

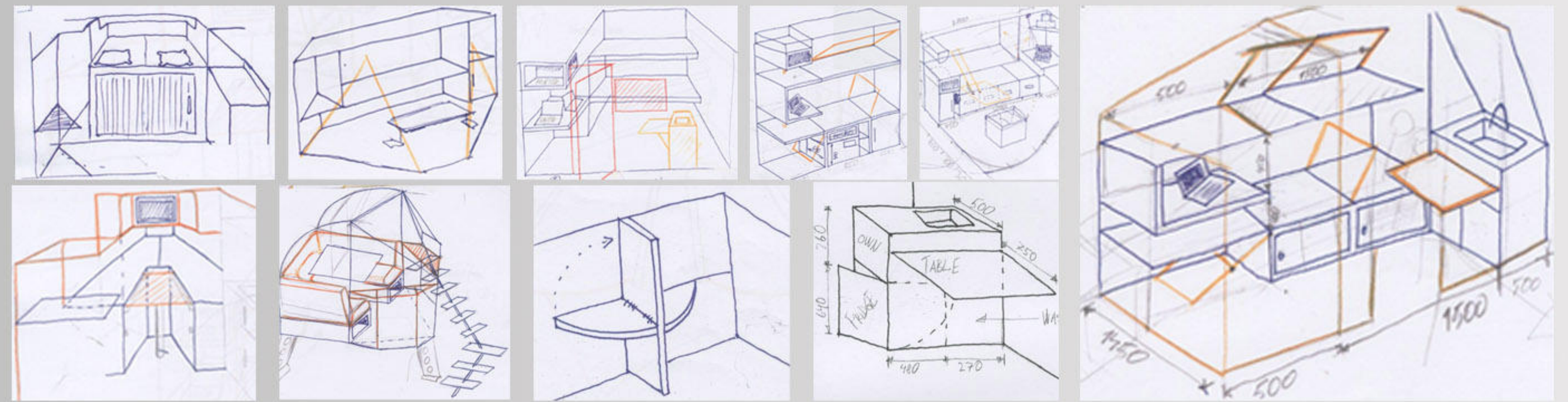
## Concept development

The project focused more on the correct application of ergonomics data rather than interior design and architectural features.

The concept for the logo is a shell that can be taken anywhere and can connect with other similar units. The name for the unit it's a union between the words "shelter" and "terra", meaning earth.



1 Logo/ branding



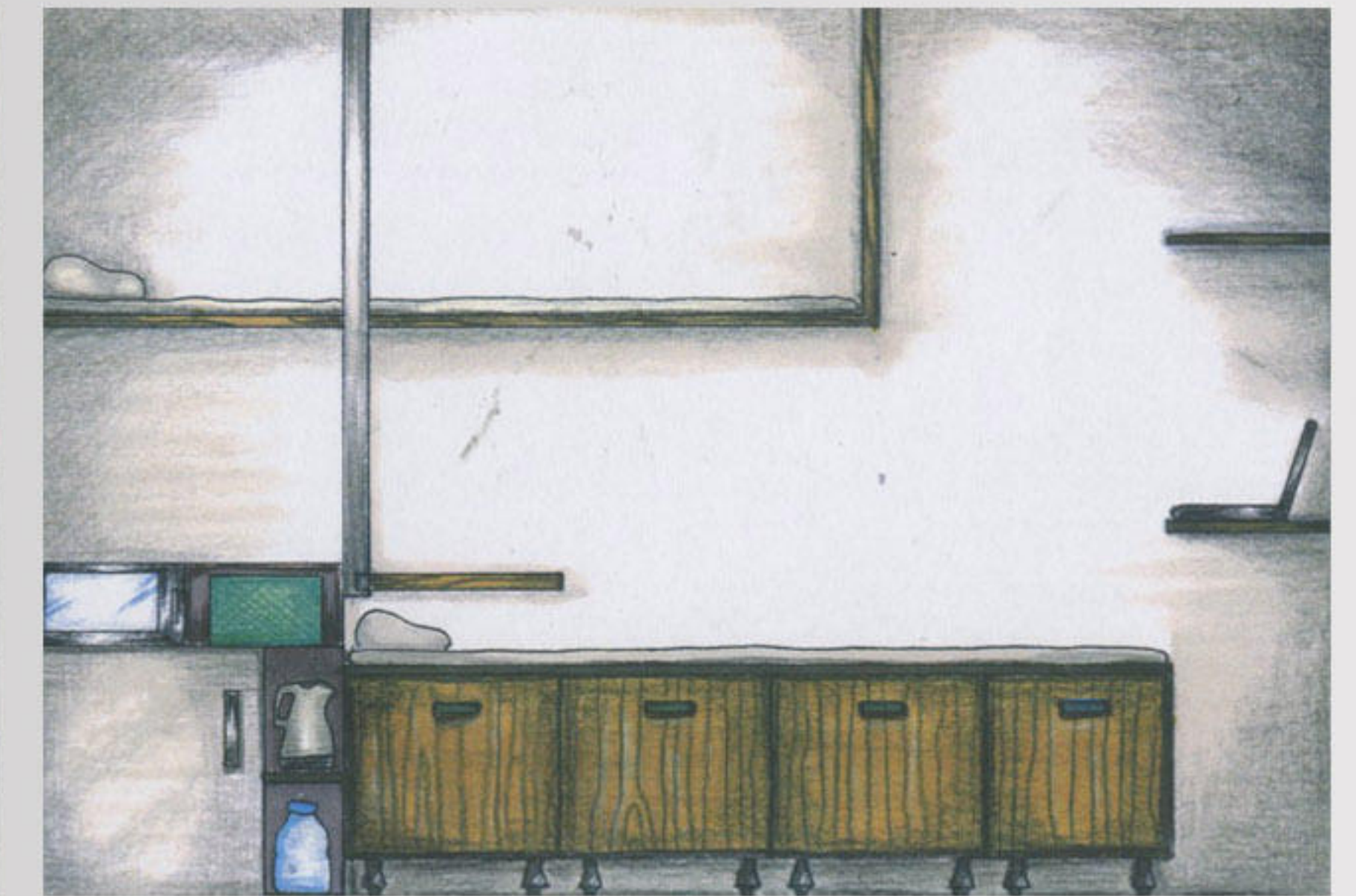
2 Hand sketches



3. Proposed view of stacking units - sketch



4. Cross section - sketch



5. Room elevation - sketch

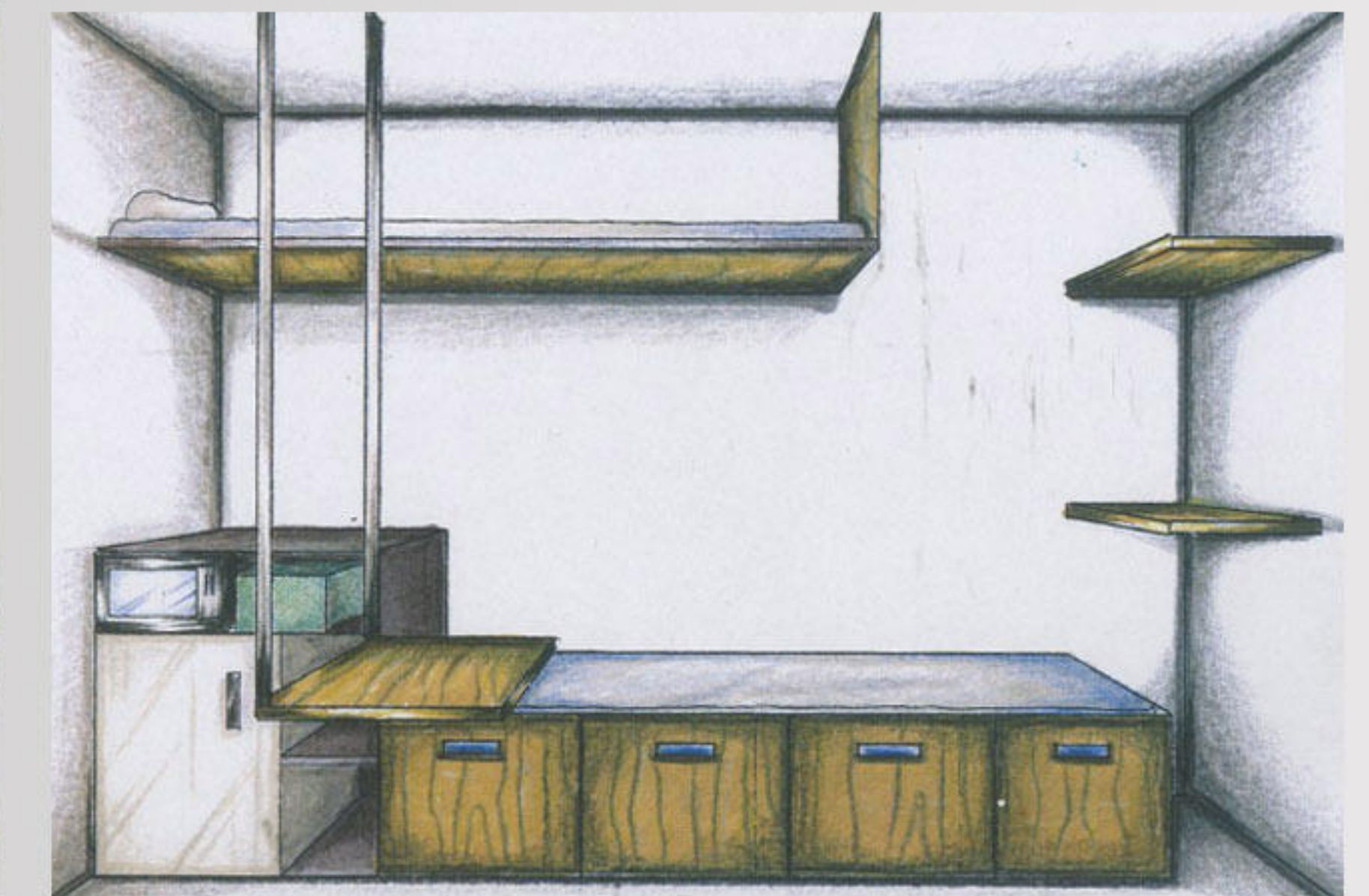
In this [project](#) ///

Softwares I have used:  
*Autocad 2d/ Hand drawn drawings and sketches*

My role:  
*Sketch and concept design /  
Typologies research/ Historical  
background research / Space  
planning/ Presentation boards -  
group coordinator and leader.*



6. Proposed use - sketch



7. Room perspective - sketch



***RAMI - HOME - CUBES***  
***Wall panels and tiles***



## Rami - wall panels

Two stone slabs that form a wavy panel. The waves on each slab will always coincide and overlap with the ones on the other slab, thus allowing for multiple design combinations.

*In this **project** ///*

*Softwares I have used: Autocad 2d and 3d/ 3D studio Max/ Vray*

*My role: following the designer's drawings and guidelines to produce a 3d model for a waterjet machine.*



1 Rami panel



2 Slabs one and two

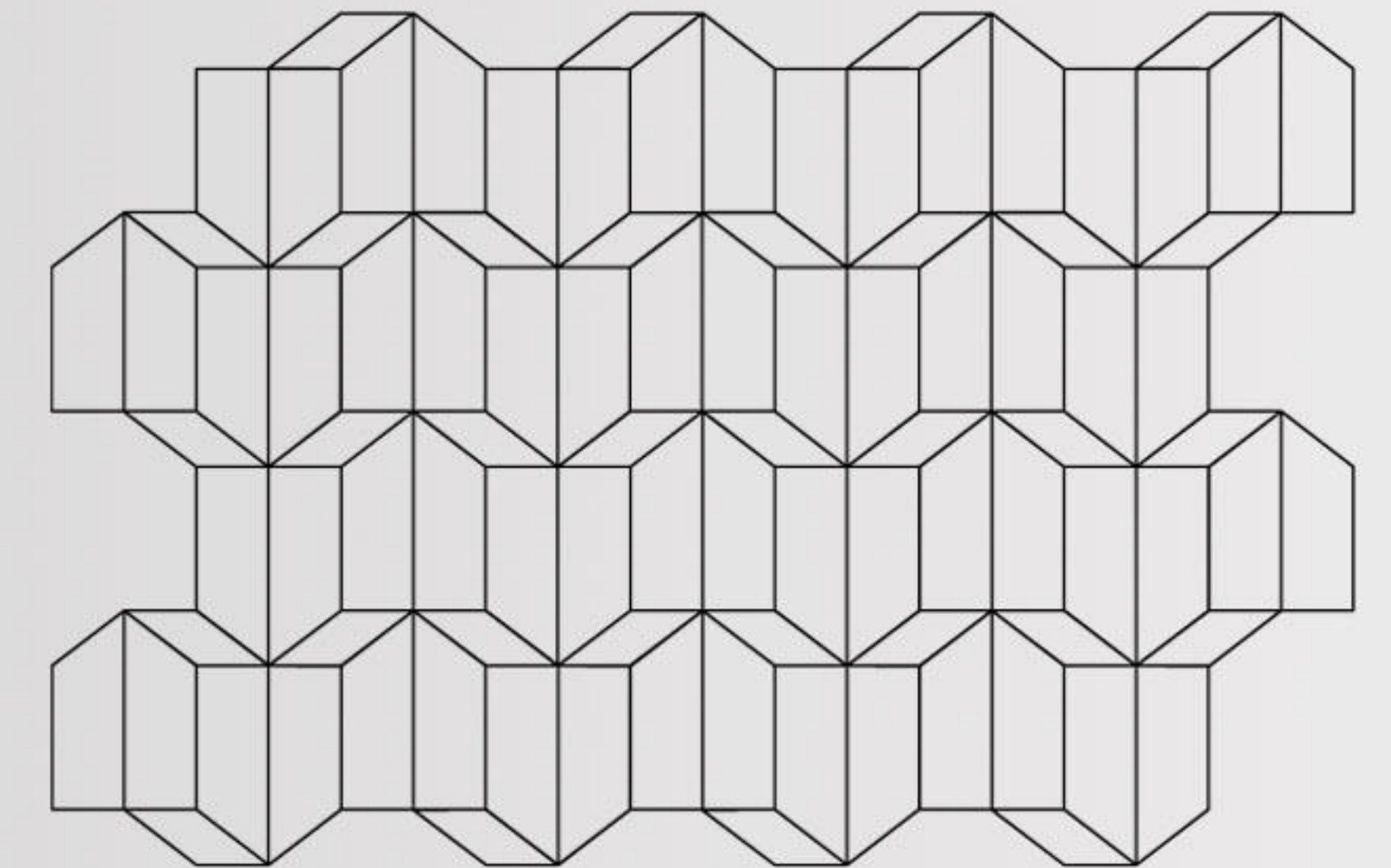
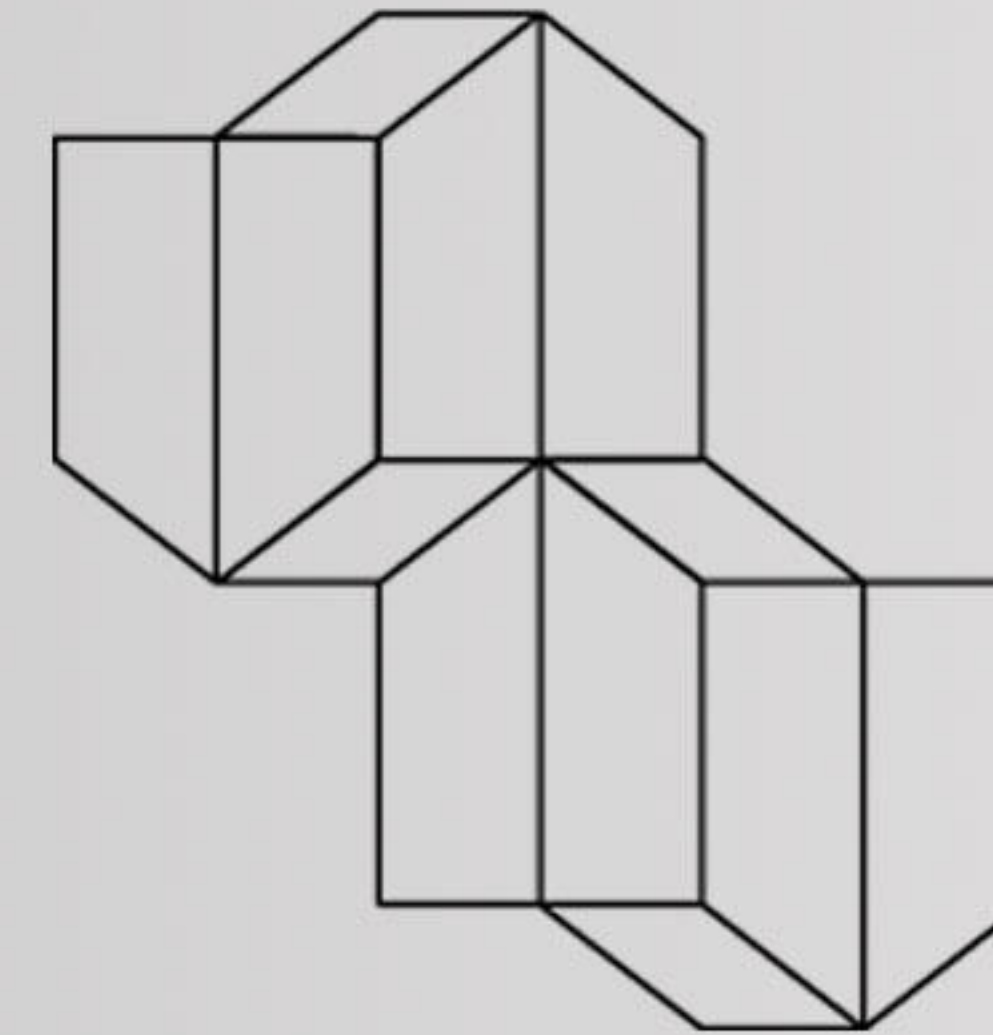
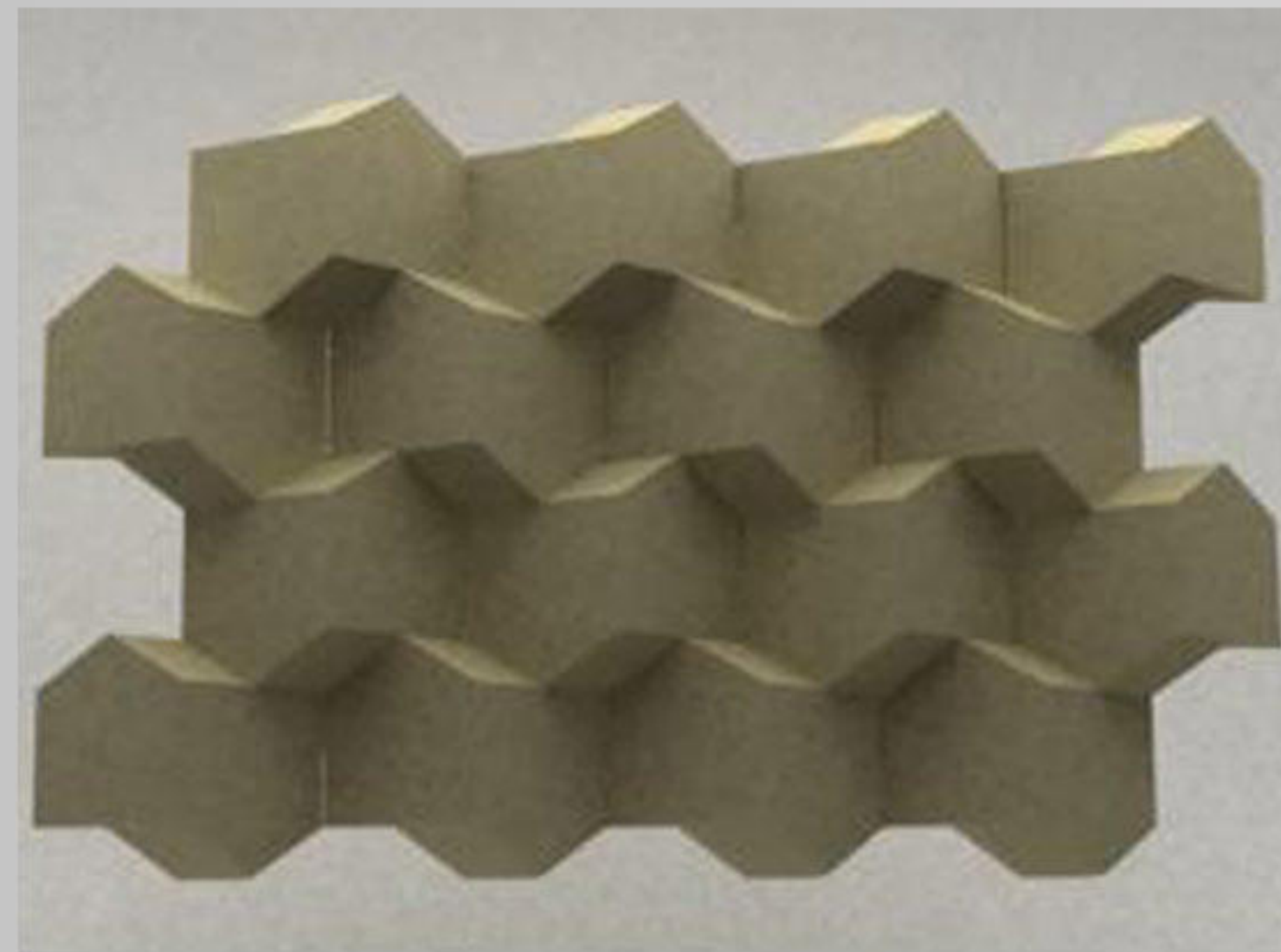
## Home - wall panels

MDF wall panel with a house shape, mirrored on either side to form a continuous three dimensional pattern.

*In this **project** ///*

*Softwares I have used: Autocad 2d and 3d/ 3D studio Max/ Vray*

*My role: following the designer's drawings and guidelines to produce a 3d model for a waterjet machine.*



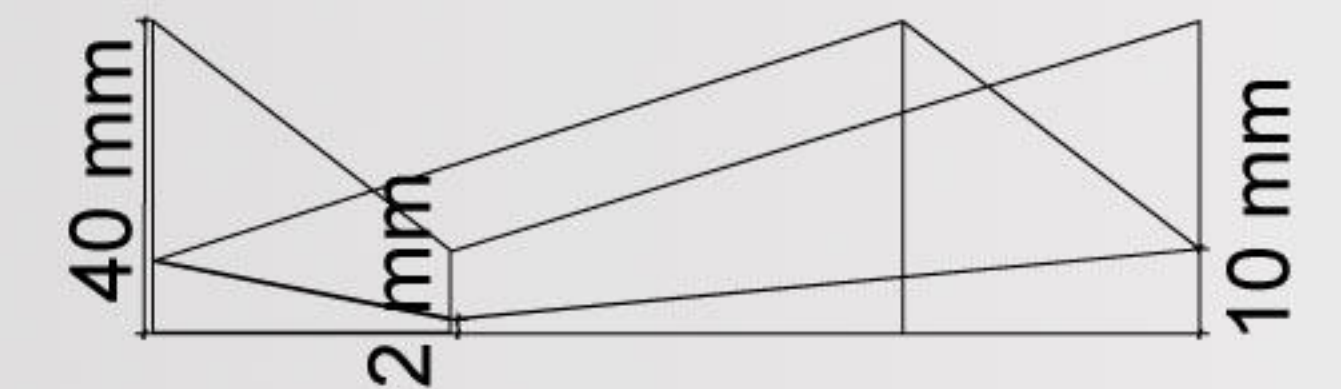
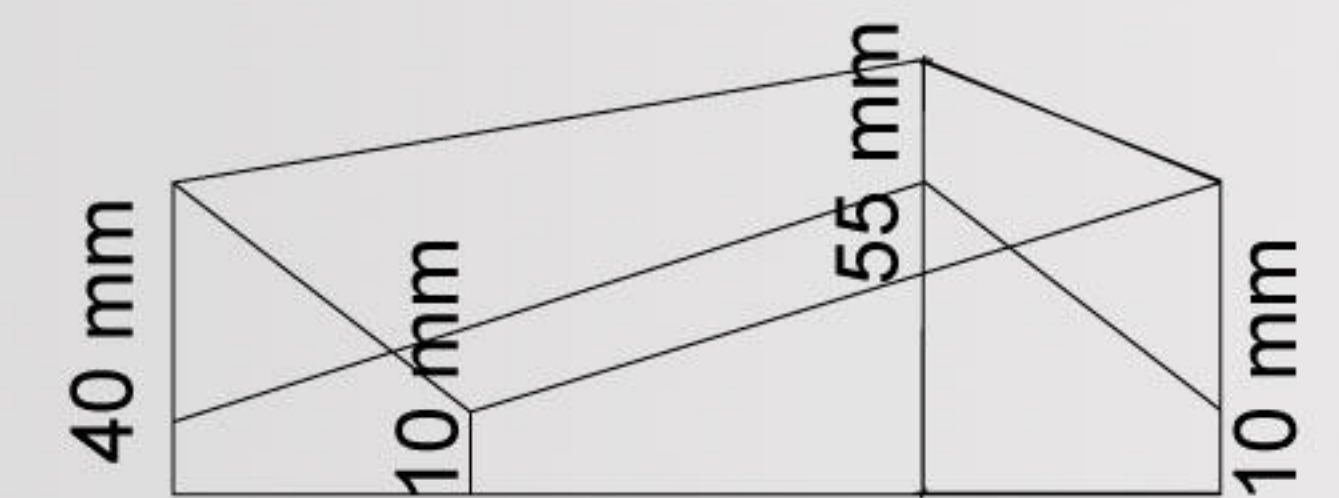
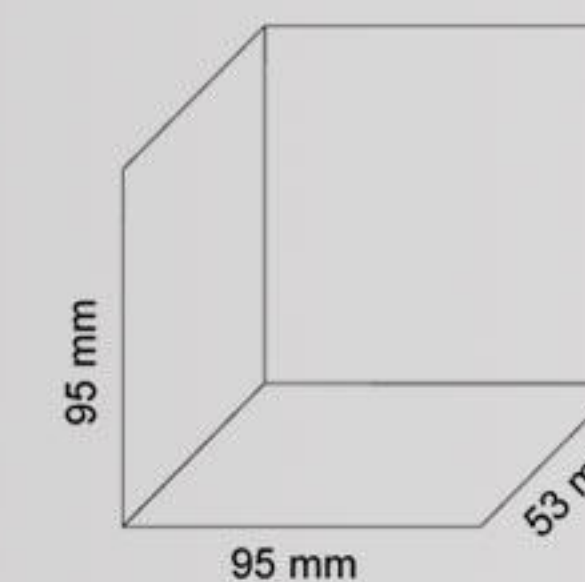
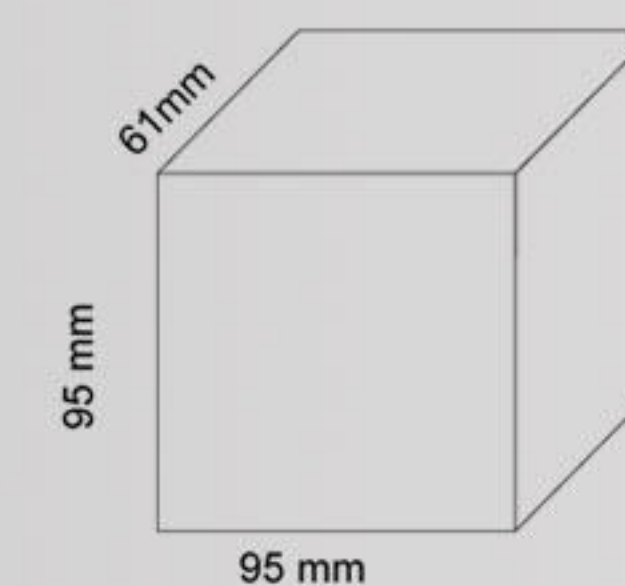
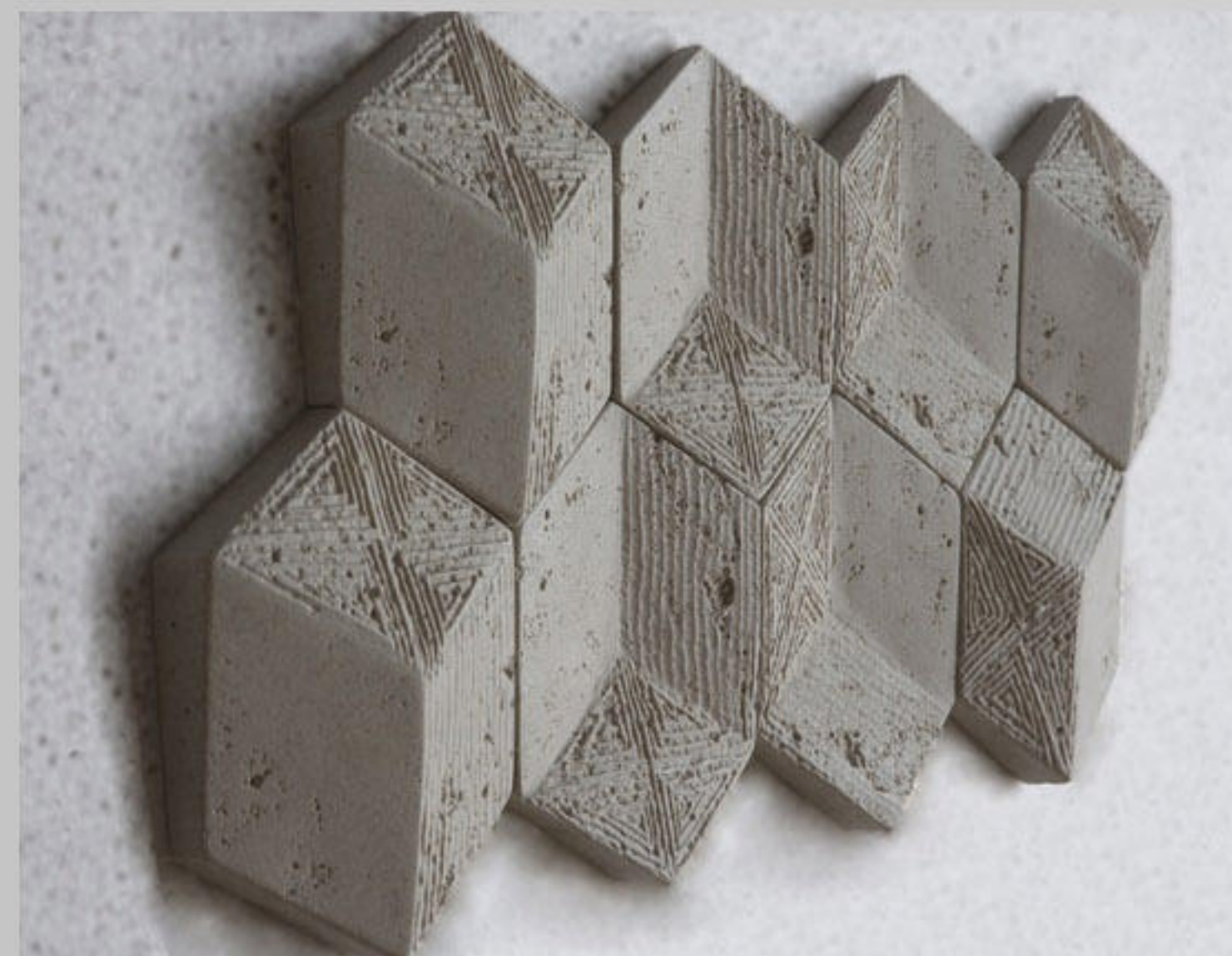
## Cubes - wall panels

Stone cut wall panels, shape 1: convex cube/ shape 2: concave cube. Put next to each other the two cubes create a continuous three dimensional pattern.

*In this **project** ///*

*Softwares I have used: Autocad 2d and 3d/ 3D studio Max/ Vray*

*My role: following the designer's drawings and guidelines to produce a 3d model for a waterjet machine.*





**STAIRCASE-APARTMENT**  
*Interior 3d models*



## Apartment

Day & night view of the interior of a sample apartment.  
The study shows how different light settings affect the same space throughout the day.

In this **project** ///

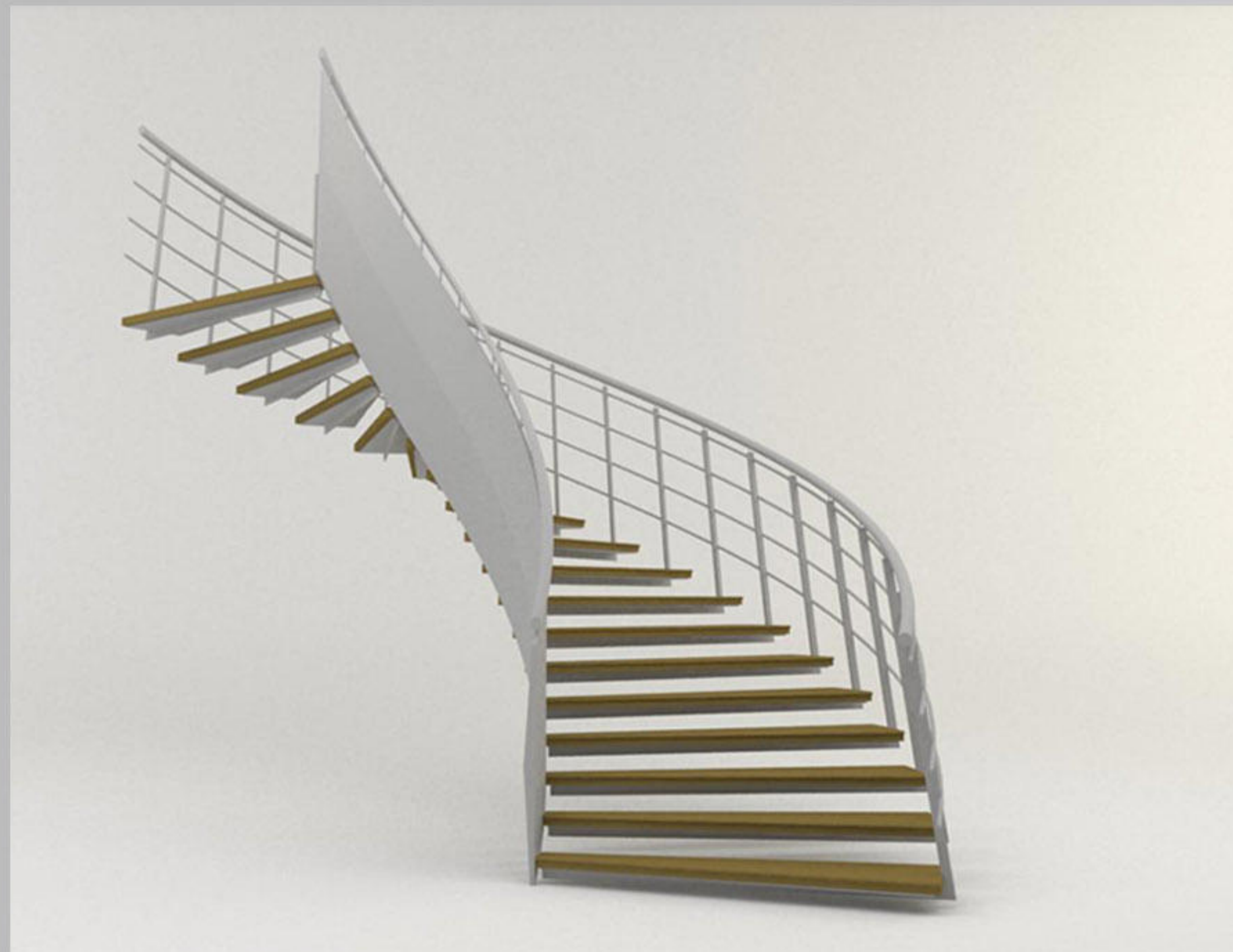
Softwares I have used: Autocad 3d/ 3D studio Max/ Vray  
Photoshop CS5

## Curved staircase

3d modeling of a sample curved staircase.

In this **project** ///

Softwares I have used: Revit/ 3D studio Max/ Vray



1. Revit curved staircase



2. Day view



3. Night view



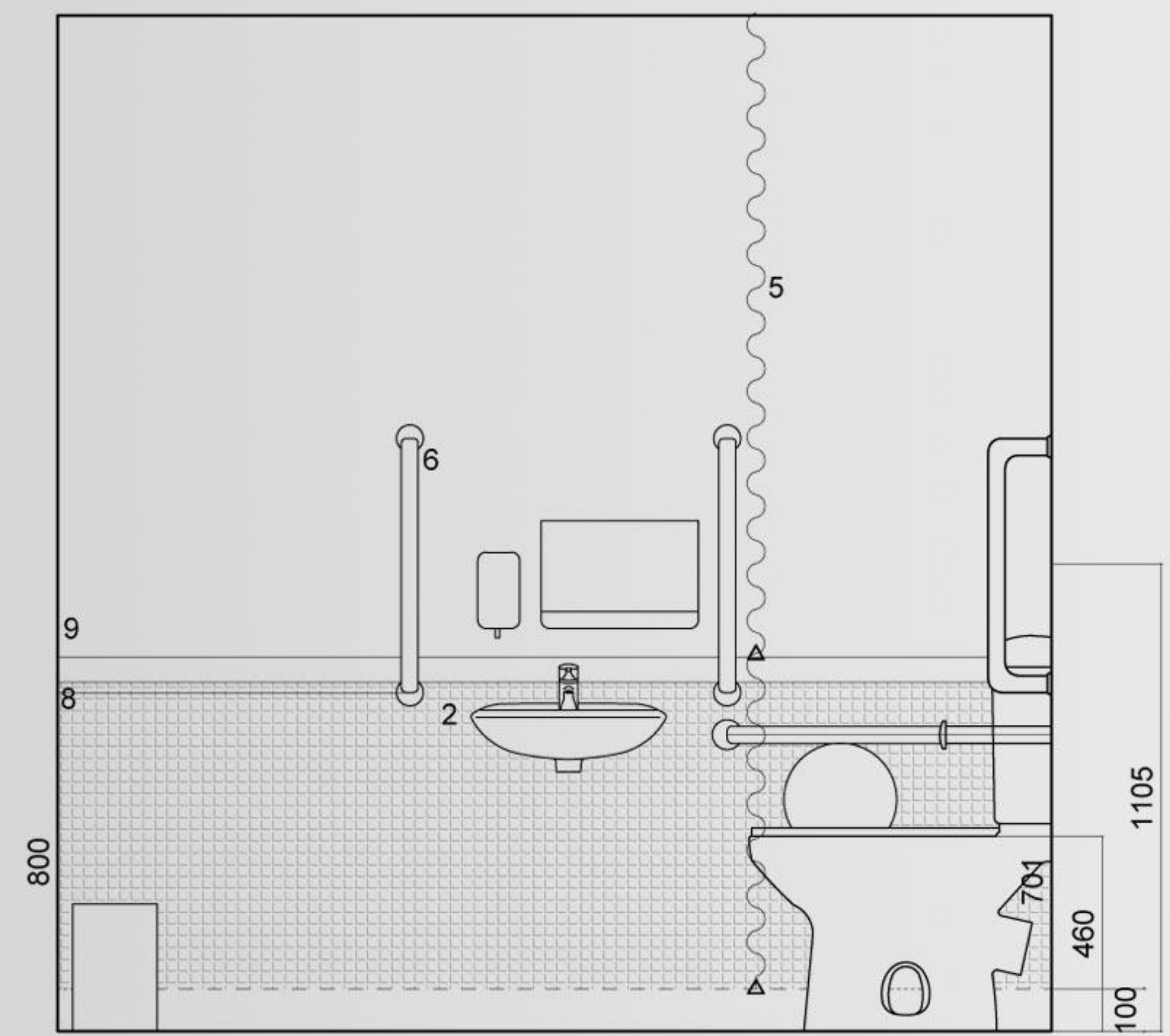
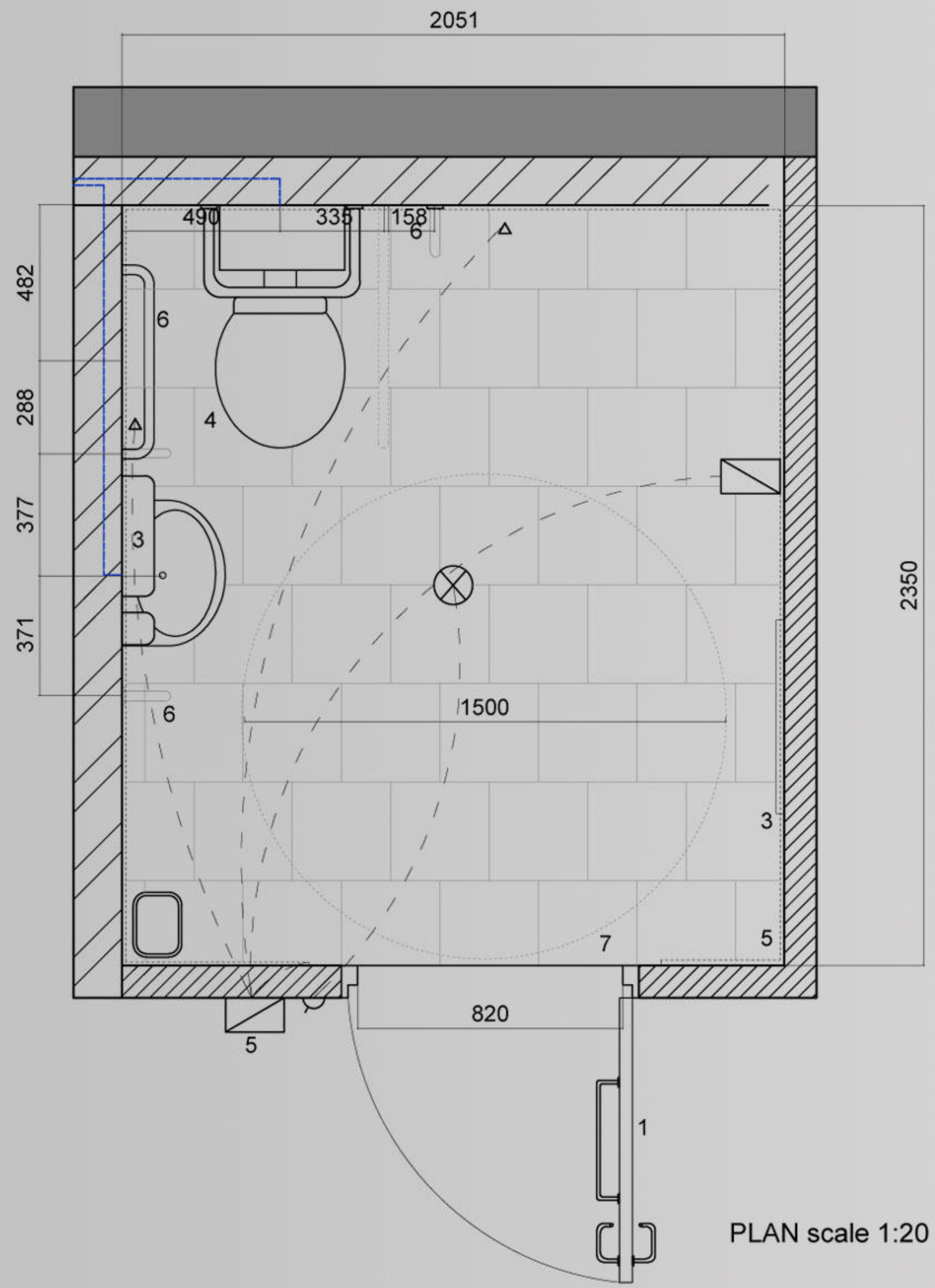
**SANITARY PACKAGE**  
*Technical Drawings*



# Sanitary Package

Detail drawings and specifications booklet for the sanitary package relating to the “Ormond Quay” project. Plan indicating electrical and mechanical switches and connections and elevation showing all relevant dimensions and finishes.

In this **project** ///  
Softwares I have used:  
AutoCad 2d /  
Microsoft Office Word  
My role:  
Source all products and components to produce a comprehensive specs list to be read in conjunction with the technical detail drawings of the public toilets for the “Ormond Quay” project.



## LEGEND:

### STRUCTURE

- Wall Type 1  
100 mm thick timber stud partition wall / Painted plasterboard + mosaic finish
- Wall Type 2  
150 mm thick timber stud partition wall / Thickness to allow plumbing Painted plasterboard + mosaic finish
- Wall Type 3  
215 mm thick solid existing wall

### SYMBOLS

- Remote indicator
- Remote reset
- Pull cord handle
- Light switch
- Downlight

### CONNECTIONS

- Floor alarm cord connected to ceiling a.c.
- Electrical connections - alarm / lighting
- Water waste/ supply pipes

### REFERENCES

Numerical coding= see references in specs document

### NOTES

Drawings to be read in conjunction with specification booklet 5.5 regarding the Sanitary Package for the project “Ormond Quay College of Interior Landscape Design”. All bolts and nails according to contractor as approved by the architect unless specified otherwise. Water supply/waste pipes according to plumbing layout as designed by mechanical engineer.