



VICTORIA PERREE

PORTFOLIO

TABLE OF CONTENTS

/ 0 1 Grover Rad Luxury Workplace

/ 0 2 Ever Green Pediatrics

/ 0 3 Themed Entertainment: Squid Games

/ 0 4 New Day Behavioral Health

/ 0 5 Argonaut Building: Construction Docs

/ 0 6 AIDANI NOIR Retail Design

/ 0 7 Adaptive Design: Aging in Place

/ 0 8 Hand Renderings/Personal Projects

GROVER RAD WORKPLACE: RENAISSANCE REIMAGINED / 01

Year Completed: 2024

Design: Individual Project for University Class

Location: Denver, Colorado

Project Type: Commercial Workplace

Programs Used: Revit, Enscape, Photoshop,
Adobe Illustrator

Square Footage: 3,720 sq ft

THE PROJECT

Located in Denver Colorado, the workplace of Grover Rad will create a hub of collaboration, inspiration, and design reverence to the Renaissance. Grover Rad is a female luxury clothing company that has a mission statement of “clothing that starts conversations”. This brand was founded in 2022 in Los Angeles by Lizzie Grover Rad. These clothes incorporate cultural messaging, historical context, and female empowerment through the use of graphic prints contrasted against classic silhouettes in luxury fabrics. As Grover Rad is an avid art collector, the prints are referential to the art created in the Renaissance. The concept for this workplace is “Renaissance Reimagined”, creating a space where graphics with Renaissance art will be showcased. Emphasis on ceiling design will reimagine ceiling configurations seen in the Renaissance period. Words to describe the space are inviting, lush, elevated, and the feeling of enlightenment.

SITE CONTEXT

This project is located in Colorado and will include a work cafe, four private offices, three conference rooms, workstations, and a monumental stair.



WORK CAFE ELEVATION

INSPIRATION



“Christ’s Descent into Hell” by Hieronymus Bosch is pictured above, used in the Grover Rad Corset top from the brand’s first collection.

ELEVATION



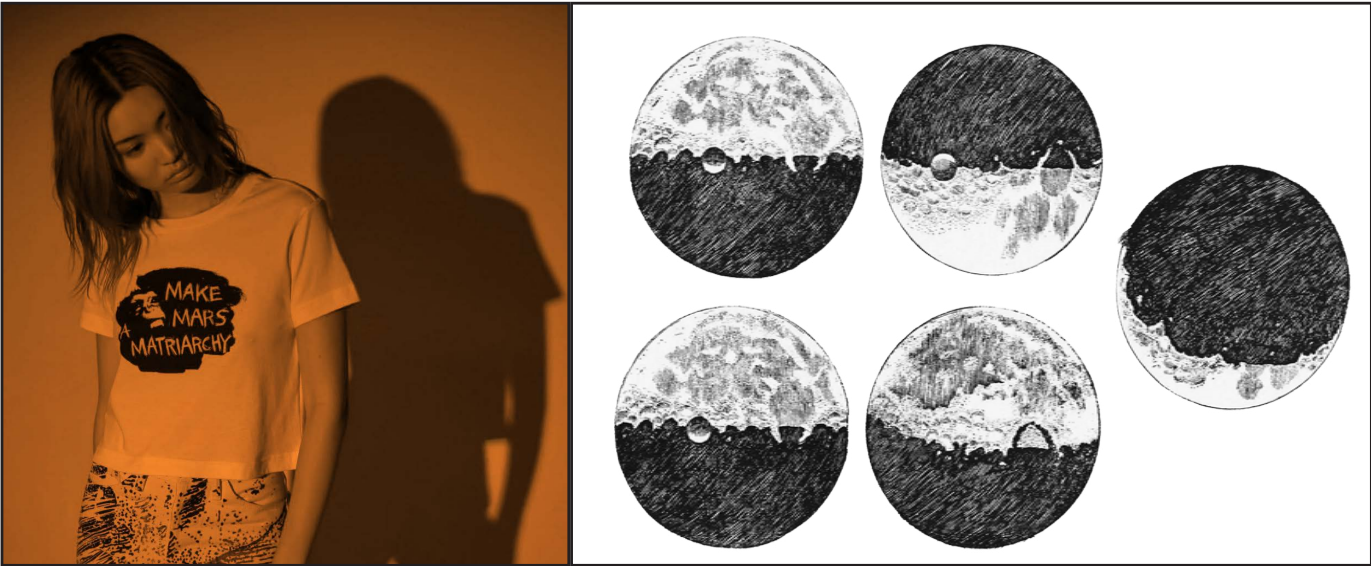
Elevation of environmental graphic that combines the mission statement with the concept of Renaissance Reimagined



WORK CAFE PERSPECTIVE

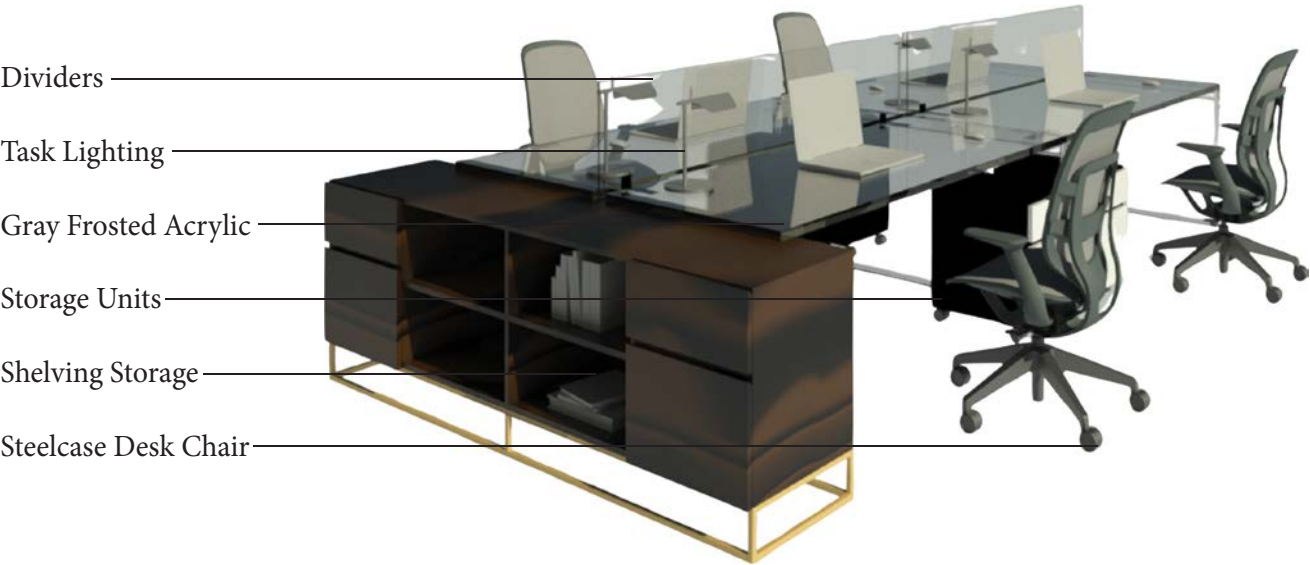
Grover Rad’s mission statement is “clothing that starts conversations”. This phrase is above a seating area and shows the acoustical clouds overhead. The environmental graphic is displayed behind the painting “Christ’s Descent into Hell”. This spaces uses a wide variety of seating options to accommodate collaboration.

PERSPECTIVE INSPIRATION



The image to the right depicts sketches of mars by Galileo completed during the Renaissance era. These were used to make prints in this collection, pictured to the left.

WORKSTATION



WORK STATION PERSPECTIVE

“Make Mars a Matriarchy” is the title of Grover Rad’s second collection. This collection imagines a different post-apocalyptic future of a planet ruled by women through Renaissance painting references. Sophisticated finishes are seen throughout the space with gray frosted acrylic tabletops. As Grover Rad puts orange filters on many of their images, orange was used in this space.

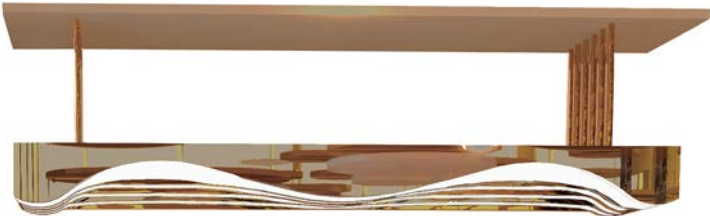
LOBBY INSPIRATION



This wall covering is from an image dating from 1507 titled “Mars, God of War”. This was created by Nicoletto Da Modena and is used in the Grover Rad bodysuit to the right. This print can be seen behind the custom Grover Rad desk.

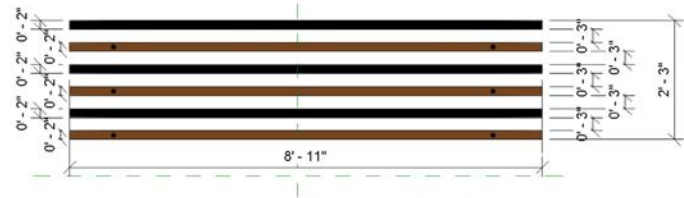
CUSTOM LIGHT FIXTURE

BOUNCING GLOW FIXTURE RENDERING

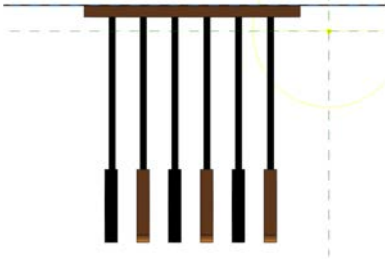


Panels are made out of a gold metallic finish. Linear LED lighting is seen along the bottom edge of the panel.

TOP VIEW



SIDE VIEW



Bouncing Glow, the custom light fixture seen in the lobby, is derived from the concept of progression, and specifically how we bounce from one idea of inspiration from another. It visualizes this hierarchy of ideas that can create new innovations and products.



LOBBY PERSPECTIVE

This scene uses orange to create an inviting and warm first impression. Once one is greeted by the receptionist, one can wait in the area behind the desk that gives users a view of the cityscape. The light fixture above the desk is a custom piece from CAD 2.

RECEPTION DESK DETAILS

RENDERED FRONT VIEW AXON

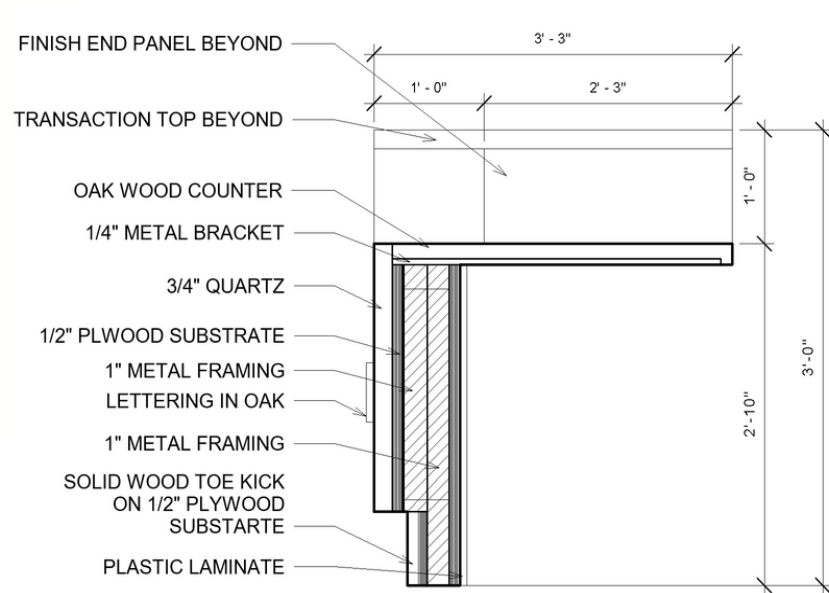


RENDERED BACK VIEW AXON

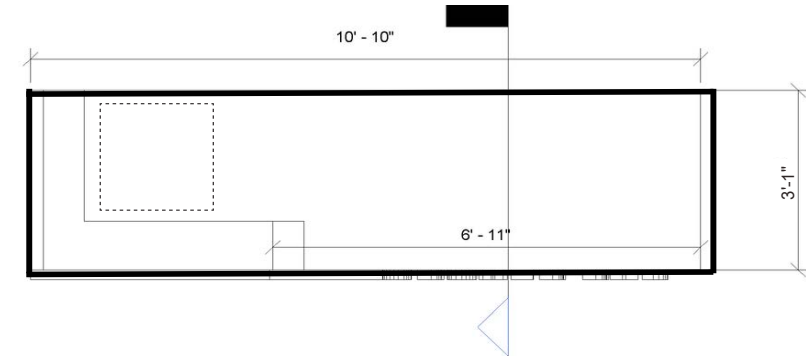


- KEY
- QUARTZ FACE
 - CUSTOM DRAWERS
 - OAK LAMINATE LETTERING
 - OAK LAMINATE
 - WOOD PANELING
 - ACCESSIBLE TOP

SECTION CUT - NOT TO SCALE



ENLARGED PLAN - NOT TO SCALE



AGILE WORKSTATION ELEVATION

INSPIRATION



This print is from Verabioff's TEARS series. Presented in Grover Rad's third collection, this series of clothing uses more modern graphics and brighter colors that the past collections. So, the spaces on the second floor of the workplace parallel this change by featuring less oranges and dark colors then the first floor.

ELEVATION



"The Creation of Adam" is one of the most known Renaissance paintings. This image is used against an abstracted version of a Grover Rad print to show how Grover Rad is "rebirthing" and re-imagining clothing by making it conversational.

EVER GREEN PEDIATRICS / 02

Year Completed: 2024
Design: Group Project with Kendall Haas, Frances Cowles, Renata Mosquera
Location: Knik-Fairview, Alaska
Project Type: Healthcare
Programs Used: Revit, Enscape, Photoshop, Adobe Illustrator

Awarded 1st Place for Outpatient Healthcare Clinic tailored to under served populations by the Department of Interior Architecture and Design

PROJECT LOCATION

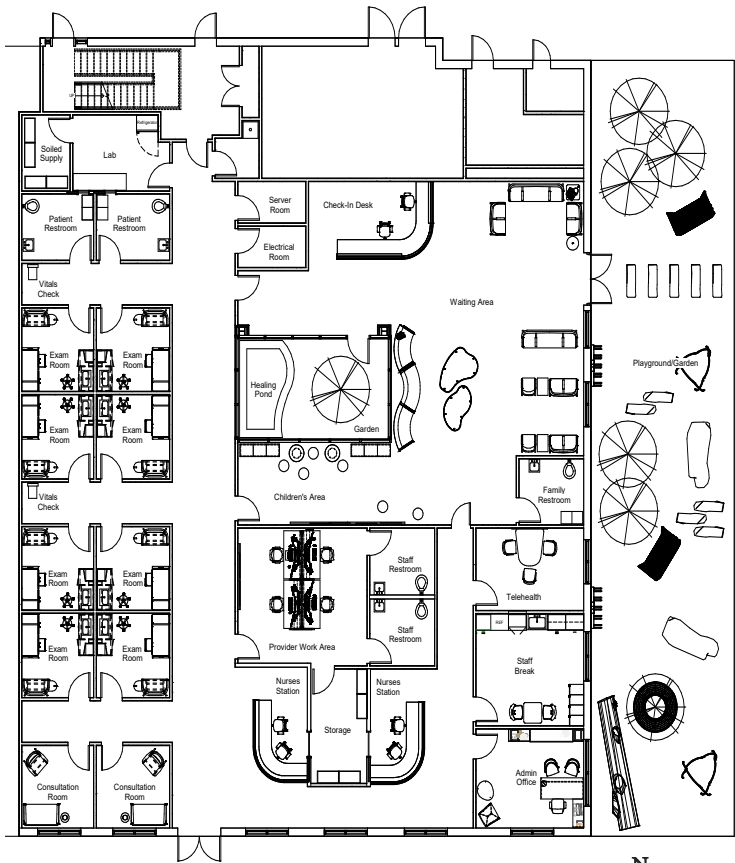
Evergreen Pediatrics is located in Knik-Fairview, AK: a small town just north of Anchorage. It is one of many locations across the country suffering from a lack of widespread access to child healthcare. Knik-Fairview supports a diverse climate with cool summers and snowy winters. During the winter, this region experiences the shortest stretches of daylight: sunrise at 8:51 AM and sunset at 5:43 AM.

Mainly consisting of ranch-style homes, wooden cabins, and contemporary craftsman architecture, Knik-Fairview supports a community of people deserving of adequate medical care and support.

CONCEPT STATEMENT

A Tale in Evergreen . . . Every child deserves their right to tell a story. Oftentimes, limited access to medical support can present children with unique challenges. This clinic will be designed to ensure that, through light and dark, rain or shine, the ability for children to tell their tale and leave their mark on the world will be evergreen. Spaces within this facility will reflect the idea that the clinical support provided can be relied upon under any condition, much like Alaska’s evergreen trees that retain their color year-round. Located in an area lacking ready access to pediatric healthcare, this clinic aims to provide families with the necessary tools to support their children as they forge their own path. Through local collaboration and community support, this clinic will prioritize maintaining the ever-present vibrancy within each child’s story.

FLOOR PLAN



Completed by: Kendall, Frances, Victoria

Completed by: Renata, Victoria, Frances



WELCOME TO EVERGREEN

Evergreen Pediatrics creates a **welcoming, bright, and natural** environment where patients and staff can relax and play. The large playground also serves as a **gathering** space for the **community**, which is not just restricted to clinic patients. The natural wood and stone along with the evergreen inspired landscaping connect to Alaska’s natural surroundings so as to not disrupt the **local environment**. Tinted colored windows inspired by Alaska’s famous **Northern Lights** allow for privacy.

COMMUNITY OUTREACH



Foldable awning



Exam room/supply storage

Completed by: Concept by Victoria,
Model by Kendall

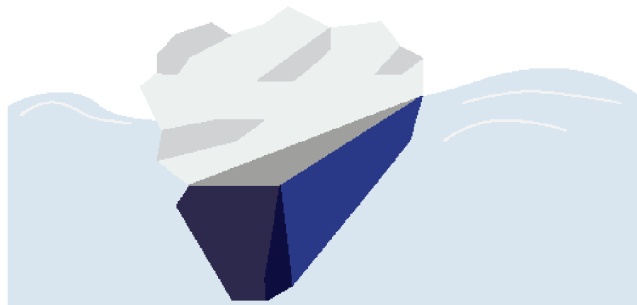
At Evergreen, we are here for everyone. Thanks to our **outreach program**, we are able to send clinicians and supplies to areas that need us most.

Our **portable clinic** travels across the state to neighboring towns to deliver necessary medical supplies. Powered by solar energy/a chargeable battery, the clinic can be towed or remote controlled from our home base in Knik-Fairview.



Solar Panels

KNIK-FAIRVIEW DEMOGRAPHIC



- 77.81% White
- 10.84% 2 or more races
- 7.36% Native American
- 2.43% Asian
- 1.56% Other

WORLD POPULATION REVIEW

Completed by: Renata

Completed by: Victoria

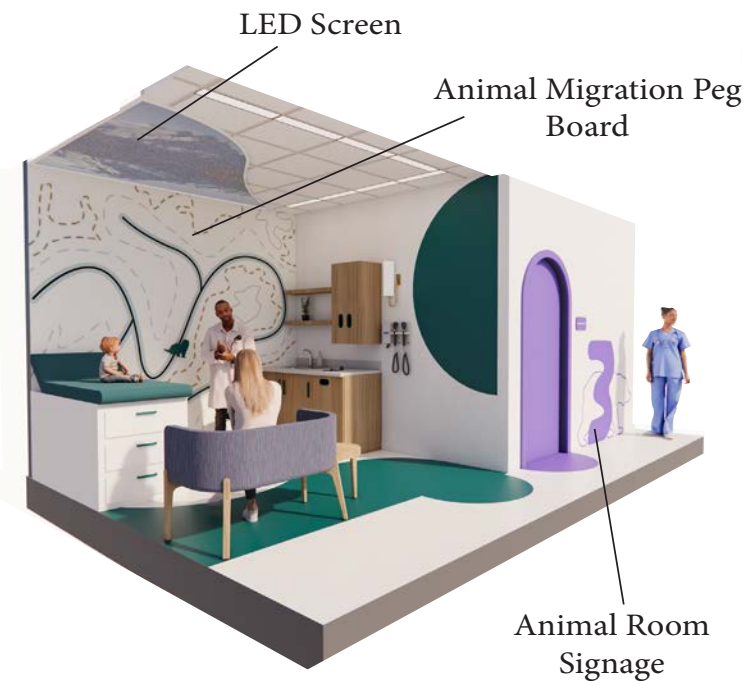


TAKE A SEAT, WE'LL BE WITH YOU SOON

Evergreen Pediatrics invites visitors into a **whimsical lobby** that offers choice and positive distractions for patients, guests, and staff. The **brightly colored overhang** highlights the welcome desk and draws users in. Visitors are encouraged to **interact** with the clinic as they wait for assistance through the use of **flexible seating** and sliding **drawing boards**. Subtle **polar bear paw** imprints offer wayfinding to the reception desk.

EXAM ROOM

Completed by: Victoria, Frances, Kendall



Each exam room is themed around an animal native to Alaska with corresponding colors and branding to differentiate each room. The back wall features a floor to ceiling **pathfinder toy** that children can play with traveling the animal's journey. A recessed **ceiling LED screen** with speakers located over the exam table offers a positive distraction for children, where they can choose a calming video to watch with corresponding sounds. Each room has ample storage to reduce clutter. Comfy **guest sofas** allow for parents to sit near their children during exams. The color palette of each room is serene and calming, pulling from Alaska's natural surroundings.



ANY QUESTIONS? HOW CAN WE HELP?

The **nurses station** is dual sided, allowing for the second desk to double as the **checkout** for patients. The flooring pattern and linear **ceiling wood baffles** subtly guide visitors through the hallway toward the exit. The design of the space is inspired by children's storybooks, incorporating cartoon styled **Alaskan landscapes** and bright colors. The **three-dimensional wall graphic** adds visual interest throughout the patient journey. A **sign with key areas** noted is located at an important traffic intersection.

THE SQUID GAMES EXPERIENCE

/ 03

Year Completed: 2025

Design: Group Project with Lily Kemp, Savanna Kennedy, Sabrina Iverson

Location: Universal Studios, Universal, Orlando, FL

Project Type: Themed Entertainment Design

Programs Used: Revit, Photoshop, Adobe Illustrator, Hand Rendering, Procreate

CONCEPT STATEMENT

Enter a vivid, unsettling world where your every move could seal your fate. Bather in a hauntingly surreal atmosphere, the Squid Game Experience trusts you into a heart-stopping challenges drawn from the show's most iconic moments. The environment contracts dark, chilling themes with an eerie, pastel-colored aesthetic, creating a sense of dread beneath the surface. In "red light, green light", you must outsmart your opponents, controlling your speed while avoiding the eyes of a giant doll. Then, in an intense "Tug of War" room, your strength and teamwork are pushed to the limit, heightened by dramatic effects like wind, flashing lights, and vibrations. Each game combines fierce competition with the twisted charm of the squid games universe, leading you through a series of challenges where survival is the ultimate prize, but only if you're prepared to fight until the end. Will you rise above the chaos.. Or fall victim to it?

PROJECT LOCATION

Florida's theme parks have revolutionized how immersive experiences are crafted, emphasizing the importance of storytelling, interactivity, and guest engagement. Investors are looking for a new opportunity to create a can't-miss attraction at the theme park and seek an unrivaled visitor experience that will have every thrill-seeking influencer scrambling for tickets. The goal of this project is to design a brand new attraction at Universal Studios in Orlando Florida. The requirements include the entry to the experience, waiting cue, experience itself, and the exit of the experience.

Awarded 1st Place out of 25 teams for Student Charrette Four Day Design Competition 2025 - Themed Entertainment Design

SPACE PLAN



LOGO DESIGNED FOR RIDE

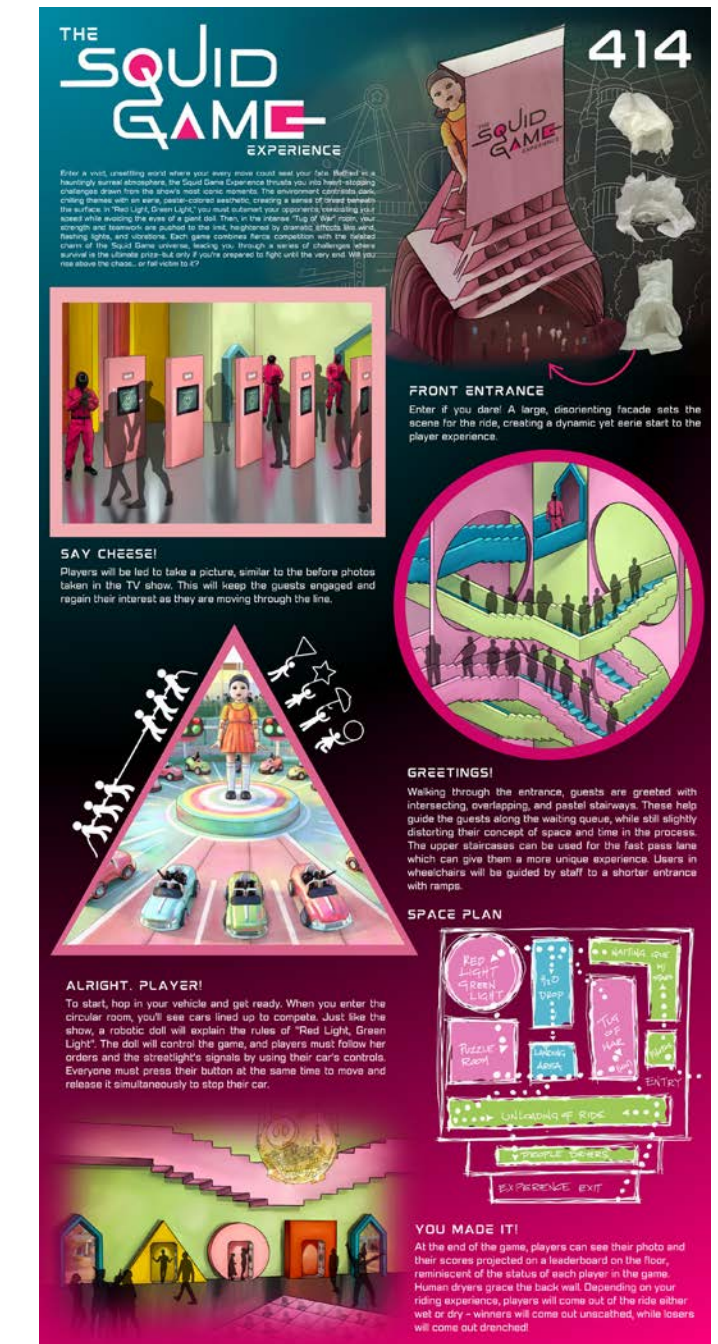
THE SQUID GAME EXPERIENCE



SAY CHEESE!

Players will be led to take a picture, similar to the before photos taken in the TV show. This will keep the guests engaged and regain their interest as they are moving through the line.

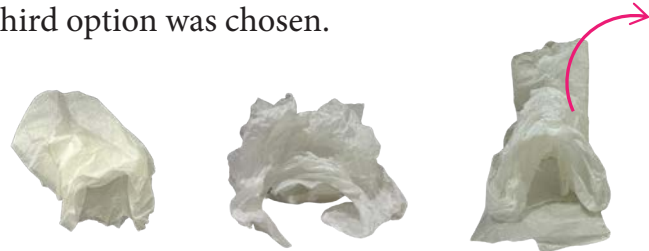
24" x 48" POSTER PRESENTED FOR COMPETITION



ENTER IF YOU DARE!

BUILDING FACADE

A large, disorienting facade sets the scene for the ride, creating a dynamic yet eerie start to the player experience. In the project brief, the facade had to be conceptualized by using vellum paper. The three forms below were produced, and the third option was chosen.



OPTIONS FOR FACADE MADE WITH VELLUM PAPER



GREETINGS!

WAITING QUEUE

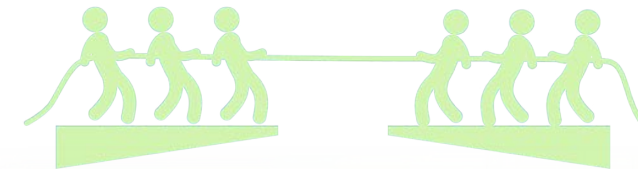
Walking through the entrance, guests are greeted with intersecting, overlapping, and pastel stairways. These help guide the guests along the waiting queue, while still slightly distorting their concept of space and time in the process. The upper staircases can be used for the fast pass lane which can give them a more unique experience. Users in wheelchairs will be guided by staff to a shorter entrance with ramps.



ALRIGHT PLAYER!

EXPERIENCE DURING THE RIDE

To start, hop in your vehicle and get ready. When you enter the circular room, you'll see cars lined up to compete. Just like the show, a robotic doll will explain the rules of "Red Light, Green Light". The doll will control the game, and players must follow her orders and the streetlight's signals by using their car's controls. Everyone must press their button at the same time to move and release it simultaneously to stop their car.



YOU MADE IT!

EXIT OF THE RIDE

At the end of the game, players can see their photo and their scores projected on a leader board on the floor, reminiscent of the status of each player in the game. Human dryers grace the back wall. Depending on your riding experience, players will come out of the ride either wet or dry - winners will come out unscathed, while losers will come out drenched!

NEW DAY / 04

BEHAVIORAL HEALTH

Year Completed: 2024
Design: Individual Project for Studio Class
Location: Denver, Colorado
Project Type: Healthcare
Square Footage: 9,000 sq ft
Programs used: Revit, Enscape, Photoshop, Adobe Illustrator



LOGO DESIGNED FOR FACILITY

PROJECT BRIEF

The goal of the New Day Facility is to design a newly constructed behavioral health center in Denver, Colorado. This facility aims to provide comprehensive behavioral care for individuals aged eighteen and above. To support patients, visitors, nurses, and health providers, the design will create an intuitive and positive environment that prioritizes safety. Additionally, it will accommodate users with varying behavioral needs by incorporating zoning with different levels of stimulation for optimal experiences. Emphasizing visibility, the layout will enable staff to easily observe patients. The flow of the space will foster a **sense of control** and support, minimize negative distractions, and implement effective wayfinding for both patients and visitors. Ultimately, these features will help establish trust and assist patients in their recovery.

CONCEPT

The Concept of this facility is “**The landscape of a healing canyon: the prospect of a new day**”. In the embrace of twilight, as day gracefully surrenders to night, the sun descends towards the rugged embrace of the Colorado canyon, painting the sky in a symphony of vibrant hues. The New Day Behavioral Health facility draws inspiration from the image of the sun gently kissing this horizontal of irregular, beautiful canyons. This concept aims to evoke the warmth of twilight, symbolizing the promise of a new day and **instilling hope and vibrancy in its users**. As seen in the **Theory of Supportive Design** outlined by Roger Ulrich, organic forms will invoke a sense of positive distractions, connecting visitors to the forms of their natural environment in Denver.



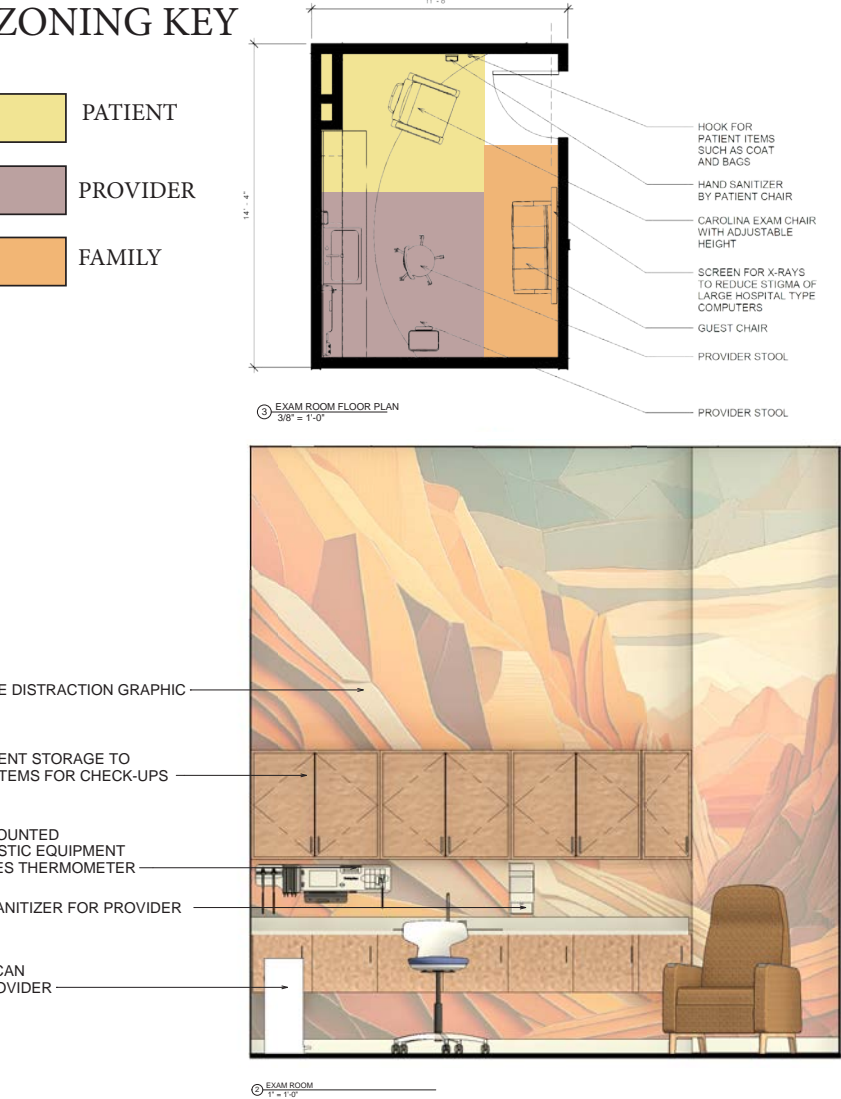
CARE DESK PERSPECTIVE

The social area acts as a open space that allows the care desk to have unobstructed sight lines to the views of the patients. Socio-pedal and socio-fugal seating can be seen, creating a sense of choice. Graphics on the wall tie into the concept of a healing canyon as they depict a sun setting over the rocky landscape.

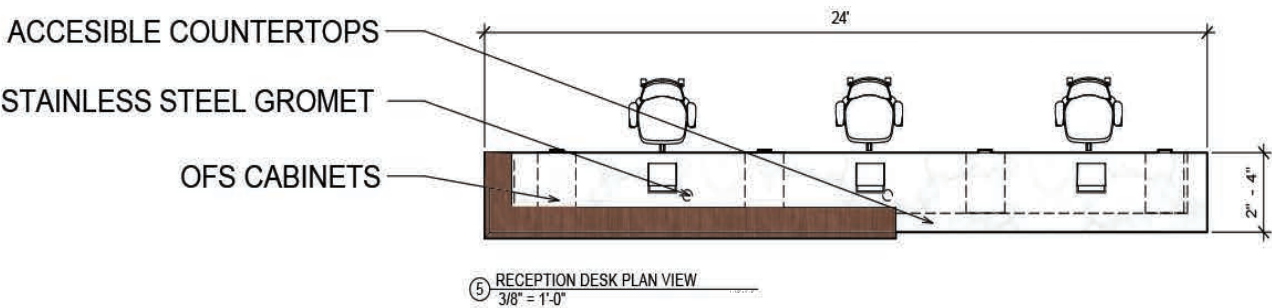
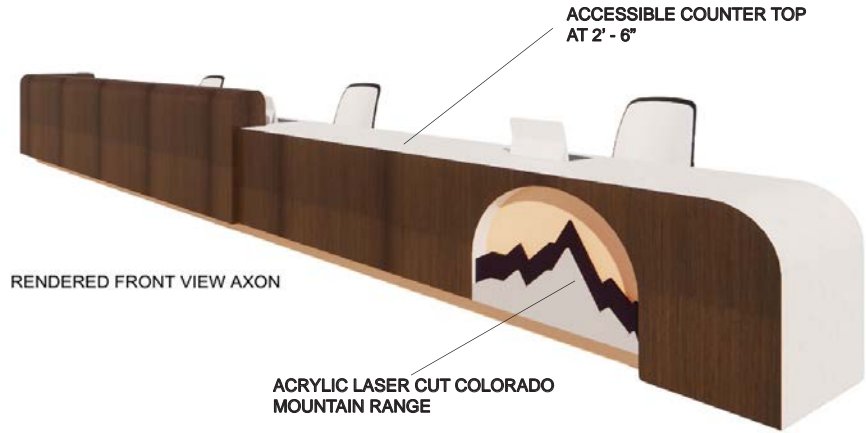
FLOOR PLAN



EXAM ROOM DIAGRAM



DESK DETAILS

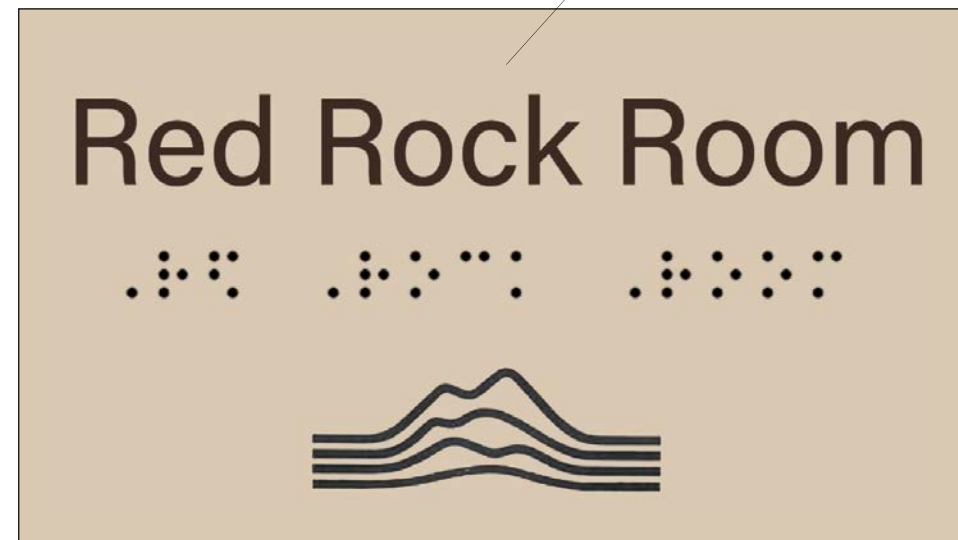


LOBBY PERSPECTIVE
The lobby showcases a custom desk that includes a silhouette of the Colorado landscape. Users have an accessible transaction top that allows all abilities to feel accommodated. A skylight adorns the space, creating ample and uplifting lighting.

PATIENT ROOM ELEVATION



SIGN



Each sign will have a different logo indicating that each room is unique. The room names will include the Red Rock Room, Glenwood Room, Castlewood Room, and the Black Canyon Room. These are names of different canyons in Colorado. The font used here is Acumin Concept, and this will be made out of opaque beveled solid surface with dimensional letters.



DINING AREA PERSPECTIVE

With the centralized tree that provides LED lighting, this space also has hanging gold lights to provide ample light in task areas such as the dining space. Wayfinding and branding is seen in the background with the depiction of the patient rooms.

ARGONAUT BUILDING / 05

Year Completed: 2023

Design: Individual Project for Construction Documents Class

Location: Tampa, FL

Project Type: Commercial

Square Footage: 17,044 sq ft

Programs used: Revit, Enscape

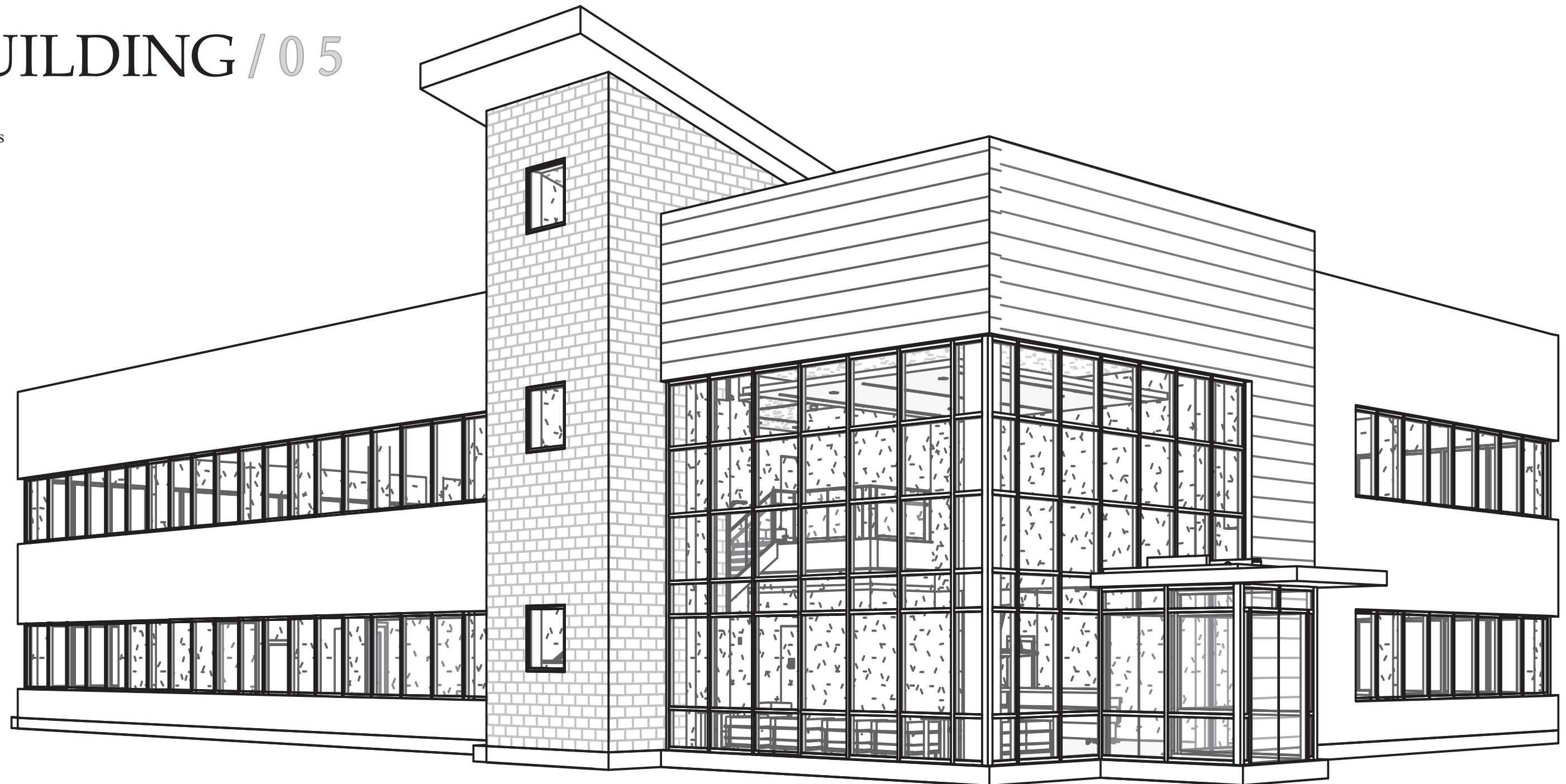
PROJECT BRIEF

The Argonaut building was designed for Mrs. William who is the owner of a successful lobbying firm. The entire building is designed with local building codes and ADA requirements to ensure that all staff and users can use the space. The construction materials are easy to maintain, the first floor accommodates eight full-time employees, one executive, up to six interns, and up to sixteen volunteers. The second floor does not currently have a tenant.

The building takes advantage of the curtain walls that line the facade by placing offices away from exterior walls, giving more light in public halls and spaces. Interior curtain walls were used in offices and collaborative spaces to maximize natural light in the interior spaces.

FINAL SET

The final set of construction documents that includes reflected ceiling plans, furniture finish plans, interior building sections, ADA restroom details, power plans, schedules and reception desk details.



SOUTH-EAST FACADE

FURNITURE AND FINISH PLAN



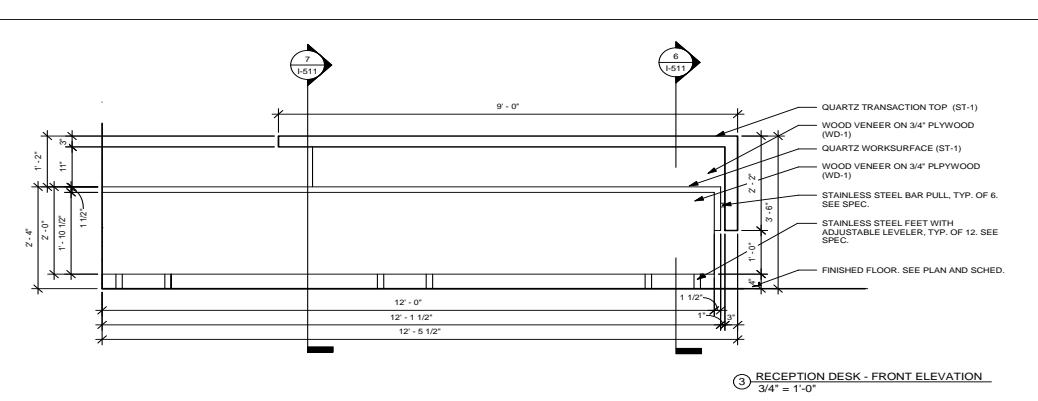
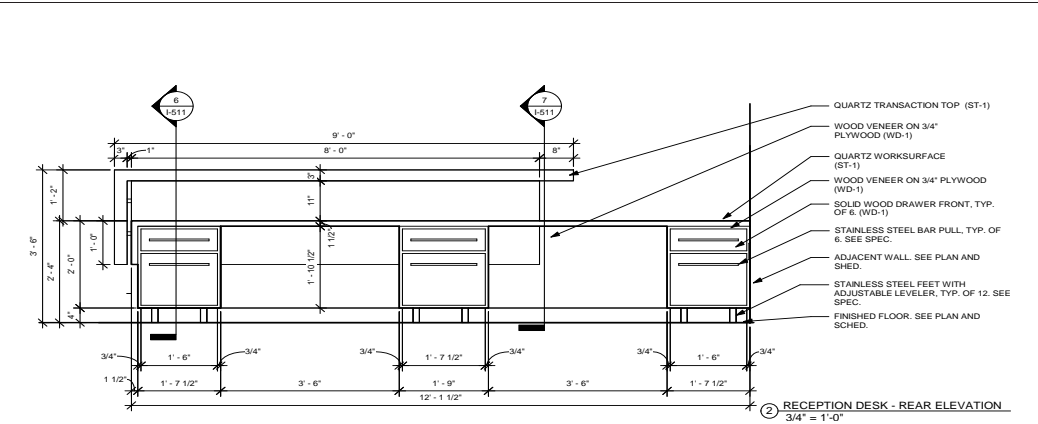
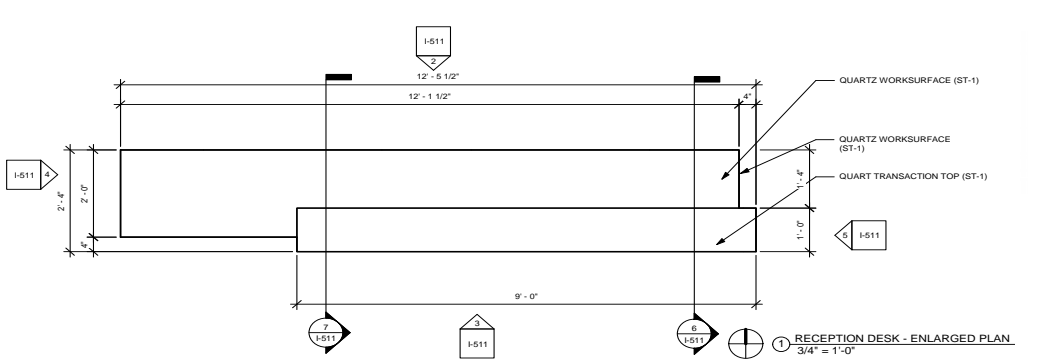
1 FURNITURE & FINISH PLAN LEVEL 1
1/8" = 1'-0"

FURNITURE & FINISH PLAN - LEVEL ONE

The first floor hosts the staff offices and workstations and main places for gathering. Various finishes and furniture are shown in each space as well as ample room for productive workplace activities.

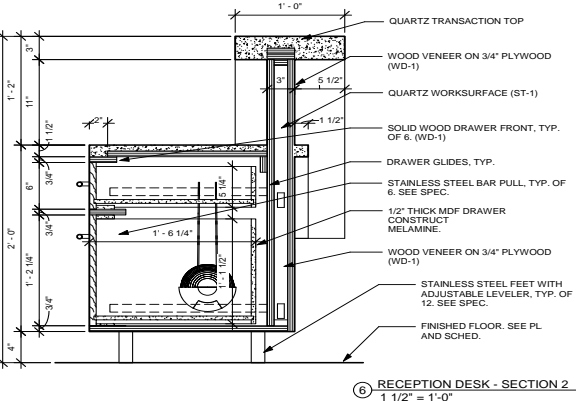
CUSTOM RECEPTION DESIGN

A custom reception desk was created to reflect the company and provide a functional space for the receptionist.

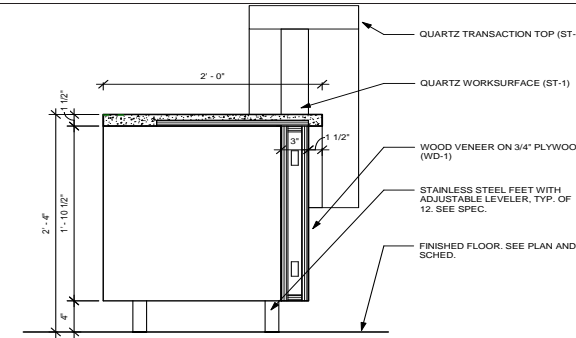


2 RECEPTION DESK - REAR ELEVATION
3/4" = 1'-0"

3 RECEPTION DESK - FRONT ELEVATION
3/4" = 1'-0"

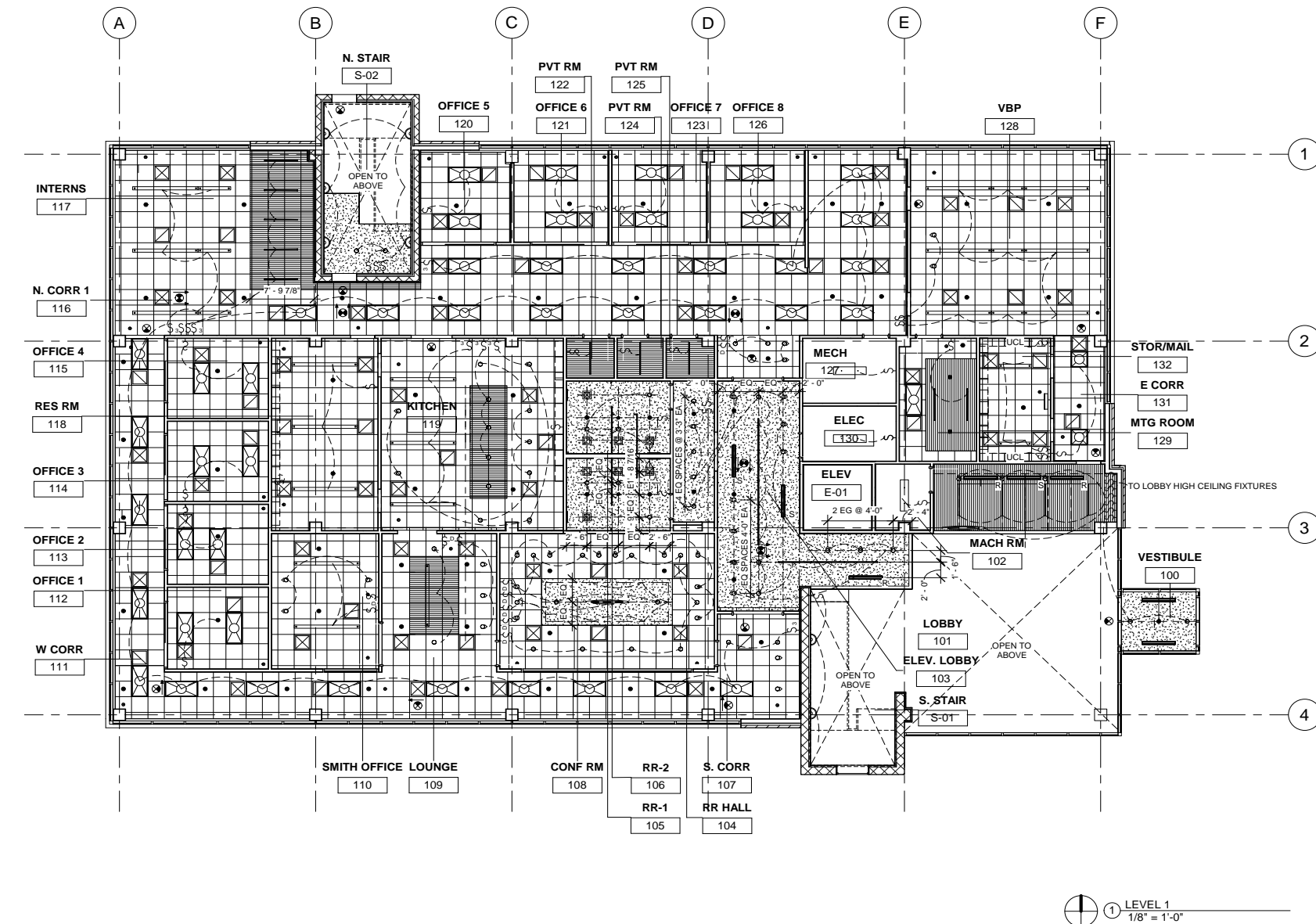


6 RECEPTION DESK - SECTION 2
1 1/2" = 1'-0"

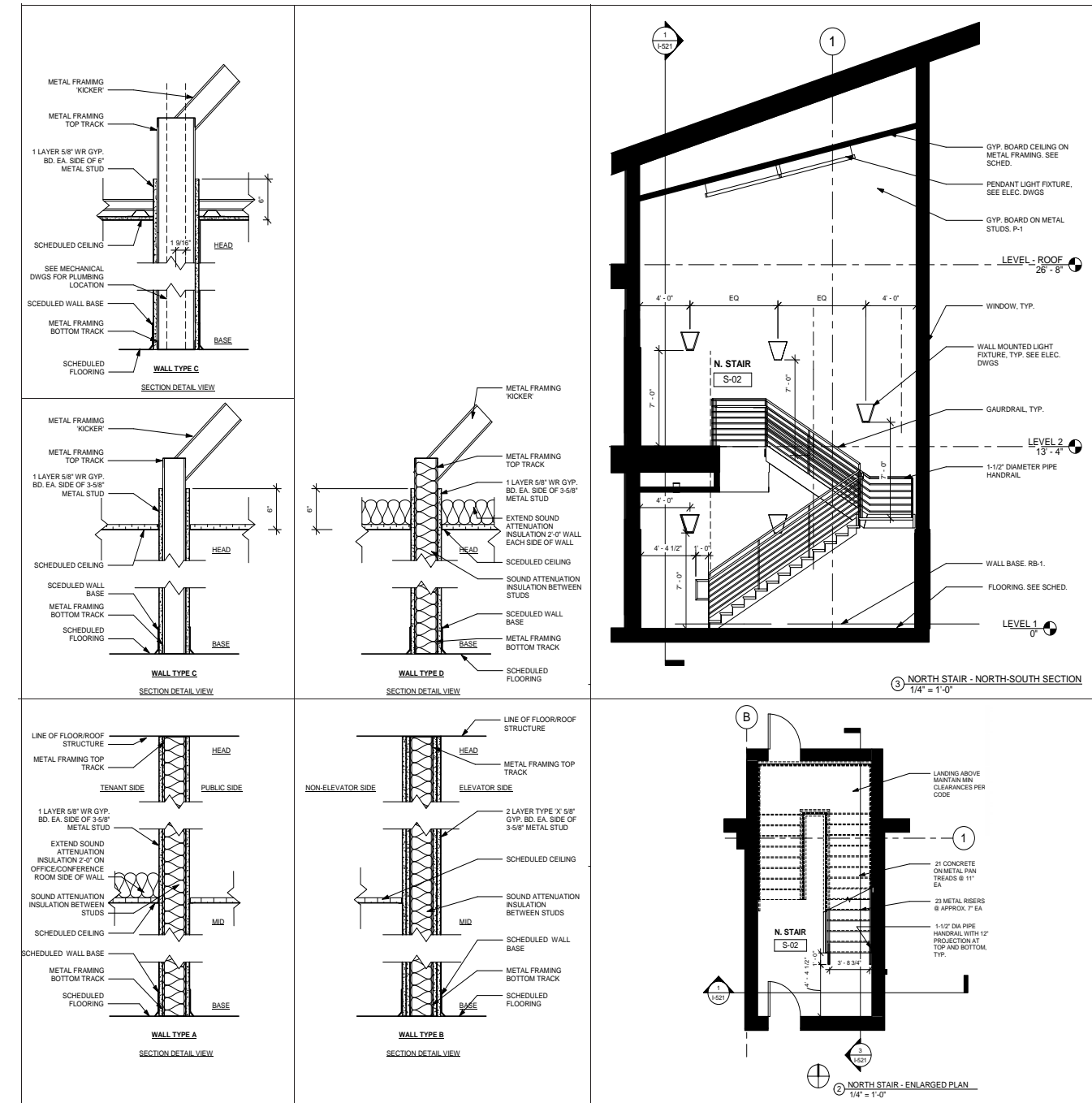


7 RECEPTION DESK - SECTION 1
1 1/2" = 1'-0"

FIRST FLOOR RCP



PARTITION AND STAIR TYPES



AiDANI NOIR: RETAIL DESIGN

/ 06

Year Completed: 2024

Design: Group Project with Kendall Haas

Location: Tallahassee, Florida

Project Type: Retail

Programs used: Revit, Enscape, Photoshop, Adobe Illustrator

BRAND STRATEGY

AiDANI NOIR is devoted to providing individuals with **high quality business attire** and accessories that are made to last. Paired with their custom brand of wine, their products are produced using materials from wine production waste. AiDANI NOIR branded products make use of **grape-skin leather** and **recycled wine corks** to create collections that are sophisticated and sustainable with an elevated color palette of whites, blacks, and a bold pop of red. The in-store experience includes unique clothing and accessory displays that engage customers as well as wine pairings available for purchase. AiDANI NOIR also features opportunities to schedule group fitting appointments with different wine tasting packages. Located in a business heavy area of Tallahassee near The AC Hotel and mere minutes from the Capital, AiDANI NOIR will cater to a range of working professionals as well as Tallahassee tourists looking for quality clothing and accessories.

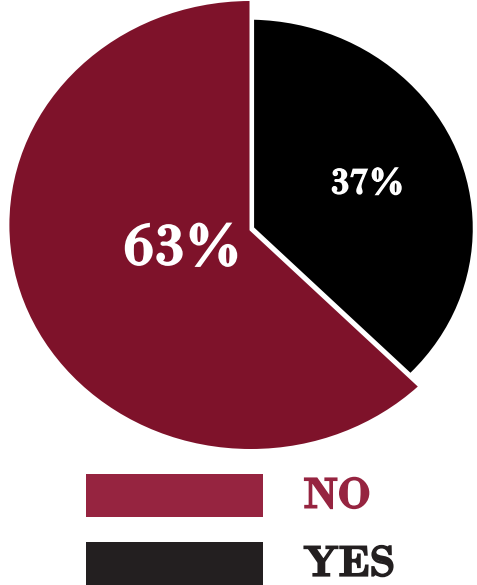
CONCEPT STATEMENT

Derived from the sustainable production process of AiDANI NOIR's products, **pomace**, the pulpy residue remaining after fruit has been crushed in order to extract its wine juice, is the conceptual inspiration of their retail space. The idea of using the excess of product making to create something beautiful directly aligns with AiDANI NOIR's mission statement of **"Professional Clothing through Sustainable Means"**. Reinterpreted into this project, the concept of pomace will bring elegance, deep hues, and sustainability into the space. This **confident** and **distinguished** ambiance will be seen through the angular lines that are used in the space **juxtaposed** by the fluidity of the wine. As pomace contains the skin and seeds of the fruit, sustainable and organic materials will be seen through the use of leather and cork. This **organic** nature of the concept will dictate the interior architecture of the space.

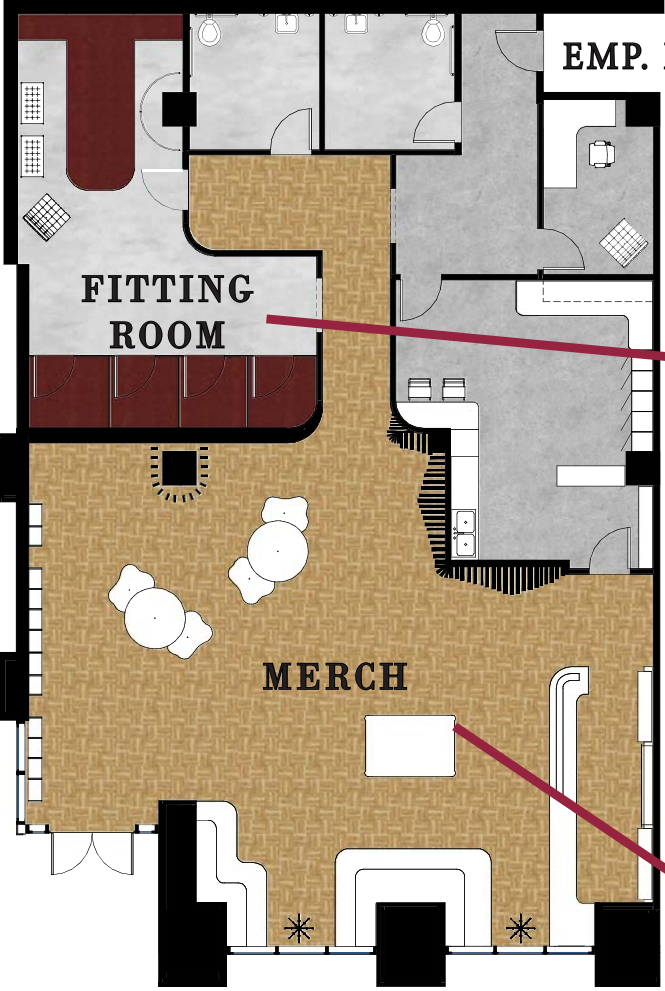


LOGO DESIGNED FOR BRAND

Do you feel that you have access to good quality business attire in the area?

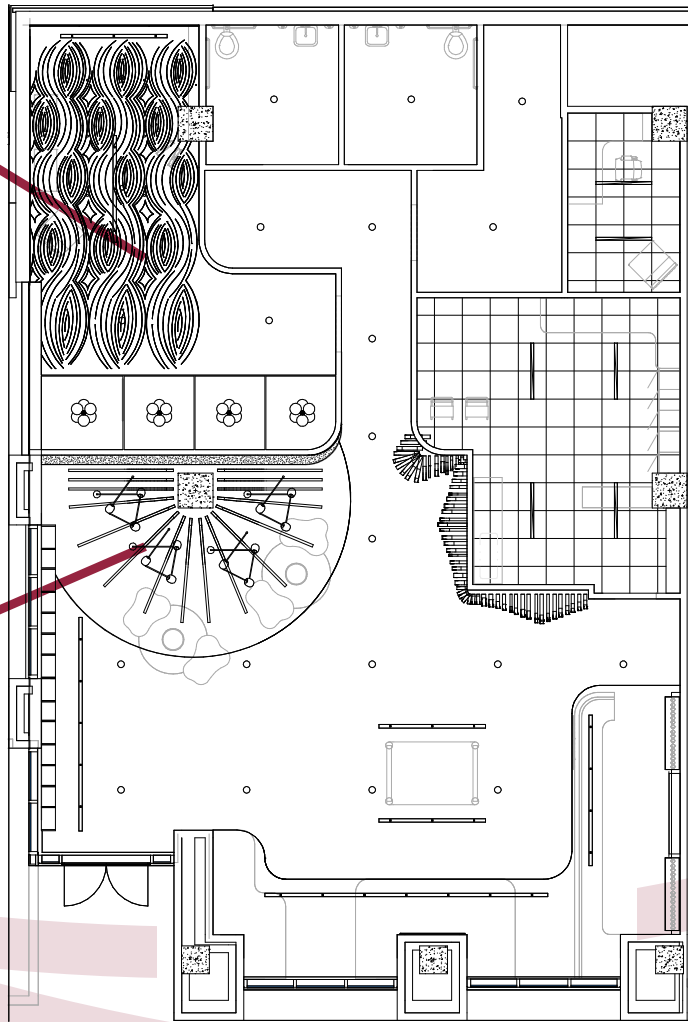


FLOOR PLAN



Not to Scale
0 4 8 16
Completed by: Kendall

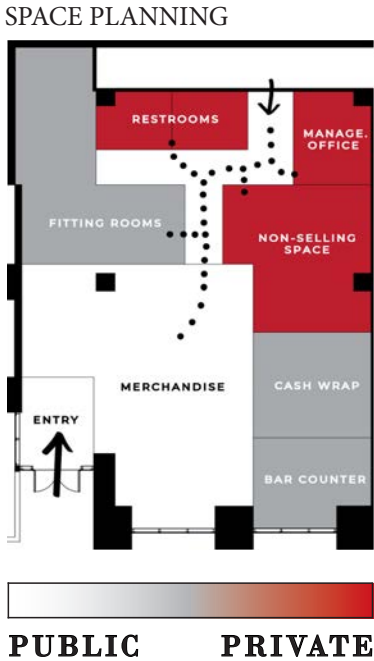
CEILING PLAN



Not to Scale
0 4 8 16
Completed by: Victoria, Kendall

ENTRANCE

Graphic below is seen behind the reception desk with bottle of AïDANI NOIR's exclusive collection of wine.



The flooring is made out of a combination of wine corks and wood flooring.

Completed by: 3-D Modeling and Graphics by Victoria, Material selection by Kendall



WELCOME TO AïDANI NOIR

AïDANI NOIR's brand is displayed proudly along with their wine as an allusion to their sustainable practice of repurposing wine production waste. A custom shoe installation is seen to captivate users to look at the high end grape leather shoes.

FITTING ROOM

The AiDANI NOIR's experience is amplified by the environmental graphics of the fitting room. Abstract depictions of figures in business attire empower customers as they try on clothing. AiDANI NOIR's signature grape skin-leather is suspended above the runway.



Completed by: Victoria, Kendall



Completed by: Graphics by Victoria



Completed by: Victoria, Kendall

ADAPTIVE DESIGN: AGING IN PLACE / 07

Year Completed: 2023
Design: Individual Project for Studio Class
Location: Charleston, South Carolina
Project Type: Residential Project
Square Footage: 1,960 sq ft
Programs used: Hand Drawing, Revit, Sketchup, Photoshop

THE PROJECT

The purpose of this project was to design an aging-in-place residence for Mr. Taylor and Mr. Walsh, a retired couple living in South Carolina. Mr. Taylor is a retired movie critic and novel writer and Mr. Walsh is a music teacher. They have traveled to hike all over the world to enjoy the natural beauty and they love nature photography. The clients would love their new house to accommodate their needs, lifestyle, and hobbies, and be comfortable for their children and grandchildren during their visits.

Universal design and **accessibility principle standards** were implemented to allow the clients to stay in the home as they age while also incorporating the client’s design style of **ecological modernism**. This style emphasizes biophilia, a **natural and rich color palette, natural light, uncluttered spaces**, and finishes from living sources.

SITE CONTEXT

This project will be located in the vibrant walkable **Charleston** community called Hope Point. This community has picturesque trails with tree-lined streets. Each house borders a reserve, giving each home a rich view of nature from the back of the house. This area has a unique blend of charm, beaches and cuisine.

CLIENT HOBBIES

1. Reading
2. Novel Writing
2. Nature Photography
4. Hiking
5. Listening to Music
6. Bird Watching
7. Entertaining Friends
8. Love of Ecological Modernism
9. Watching Italian Films



PRIMARY BEDROOM VIGNETTE

The primary bedroom includes a reading nook by a large window that allows sunlight to filter through the space. The use of natural color tones and materials through the use of rich wood paneling and curved motifs reflects the client’s preferred design style of ecological modernism. The vita chair and ottoman takes center, creating visual interest and warmth in the bedroom.

DESIGN PROCESS

THE BUBBLE DIAGRAM PROCESS

Areas are grouped together in the space planning of the home according to their level of privacy. Adjacency is also needed between the kitchen, dining, and living rooms. This clear distinction certifies the comfort of the residents while still accommodating the anticipated guests. The final floor plan blends aspects of both diagrams to optimize the spatial layout of the residence.

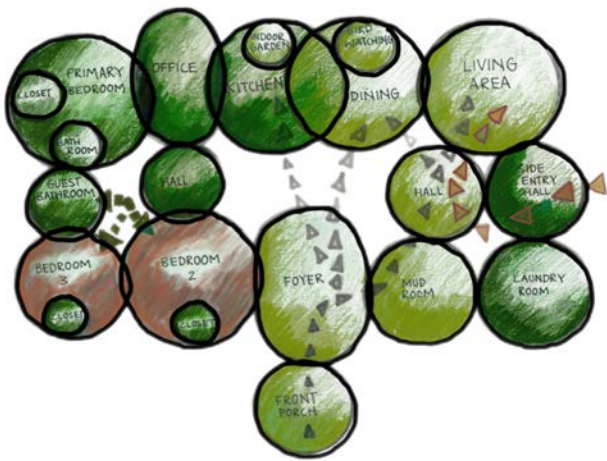
THE PLAN

The refined floor plan exemplifies the overall layout of the residence and the ADA clearances present throughout for the ease of the residents and their guests. The plan includes a **primary suite**, **two guest bedrooms**, **a guest bathroom**, **a mudroom**, **laundry room** and **a book nook for comfortable reading**. The initial plan was made using AUTOCAD and then rendered in Photoshop.

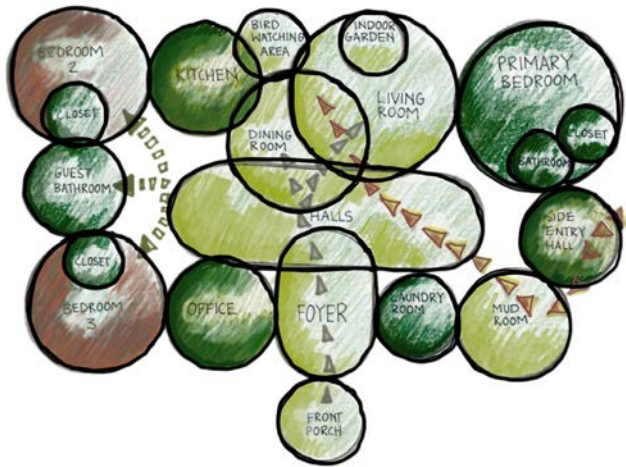
CONCEPT DEVELOPMENT

The aging in-place residence will be inspired by and informed by the Characteristics of a leather-bond novel. Novel writing and reading is a Past time of Mr. Taylor. As leather and printed paper are derived from natural and organic elements from living organisms, emphasis on biophilia will be seen through large windows and curved lines that will help liven the space. The rhythm and order created by turning pages will be seen through organizational lines utilized in ceiling beams and the complimentary colors of warm reds/browns with green. The book's simple and sleek design creates a sophistication consistent throughout a novel. Since reading and writing books demands functional spaces, adequate room for an extensive bookshelf, desk area, and a comfortable reading area will be incorporated into the space. The space, with the large clearances and grab bar equipped bathrooms, will allow all who enter to have the same experience no matter their ability.

BUBBLE DIAGRAM 1



BUBBLE DIAGRAM 2



KEY



PUBLIC



SEMI-PRIVATE



PRIVATE

FLOOR PLAN



LIVING ROOM

The rendering below shows the kitchen, dining area, and living room. This space brings the colors used in the other rooms together to create a natural yet exciting experience. Orange and brown hues flood the room, allowing the users to enjoy a serene environment. **The island has two different levels, accommodating for wheelchair users and children alike.** The kitchen also has a sink over the stove top for minimal movement between stations. As Mr. Taylor and Mr. Walsh love to host their friends and family, the dining table comfortably seats 10 people. The mood board to the right shows some material finishes of the space.

LIVING, KITCHEN, AND DINING AREA MOOD BOARD



LIVING, KITCHEN, AND DINING AREA PERSPECTIVE



BOOK NOOK VIGNETTE

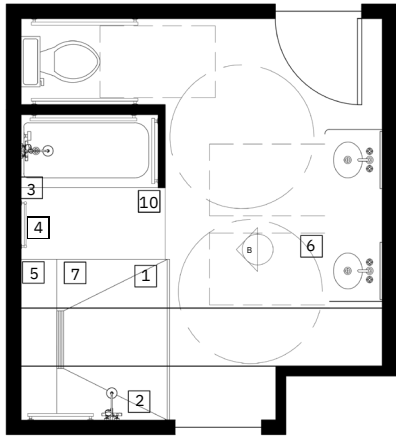
This vignette demonstrates the book nook, a reading reprieve that branches off the kitchen and dining area. This allows the residents to display their collection of books effortlessly. A record player also sits on the mid-century inspired table, allowing for Mr. Walsh's love of music teacher to influence the finishes of the space.



BATHROOM ELEVATION

Universal design practices were implemented in the primary bathroom to ensure inclusivity to users of all abilities, exemplifying aging in place principles. As seen in the floor plan, there are two 5’ turning radius for users in wheelchairs. As seen in the elevation, there is an ADA roll under sink and a 9-in toe kick. The plant inspired wallpaper gives an **ecological and airy** feeling to the bathroom, invoking the emphasis of nature on the chosen design style. This is accented with a light wood grain to create a **clean, earthy look**.

ENLARGED FLOOR PLAN: BATHROOM



BATHROOM ELEVATION



ACCESSIBILITY CALL-OUTS

1. Walk-in shower
2. Hand held and stagnate shower head
4. Heated towel rack
5. Built in transfer bench
6. 30” x 48” counter approach
7. Zero transition into shower
8. Pull type handles
9. Shallow sink basin (8”)
10. Roll-in shower

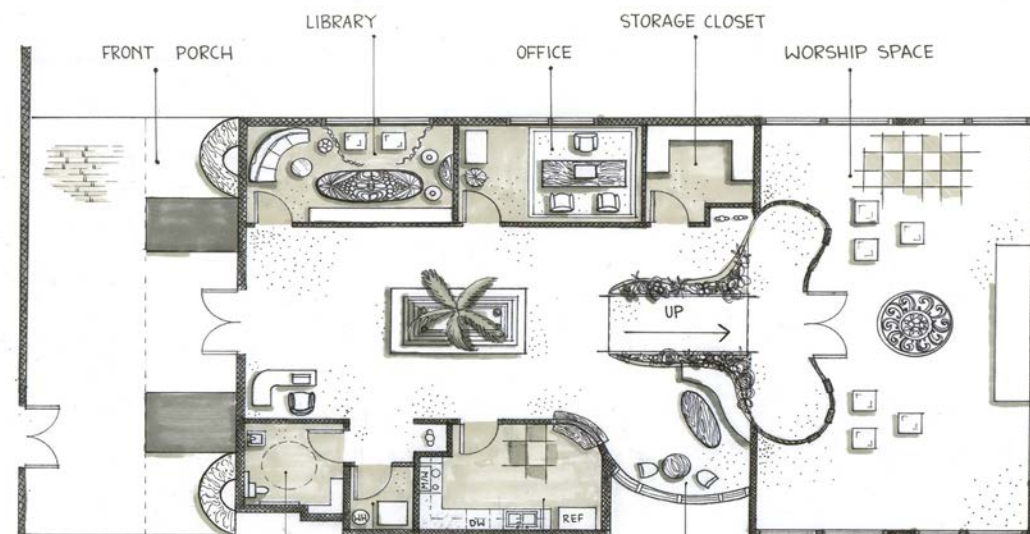
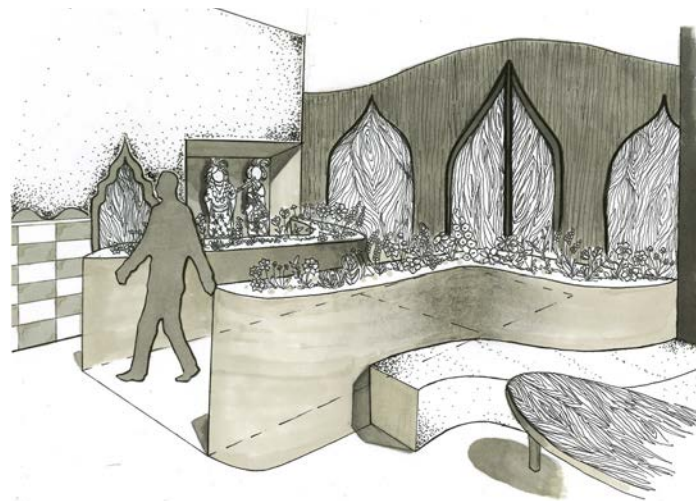
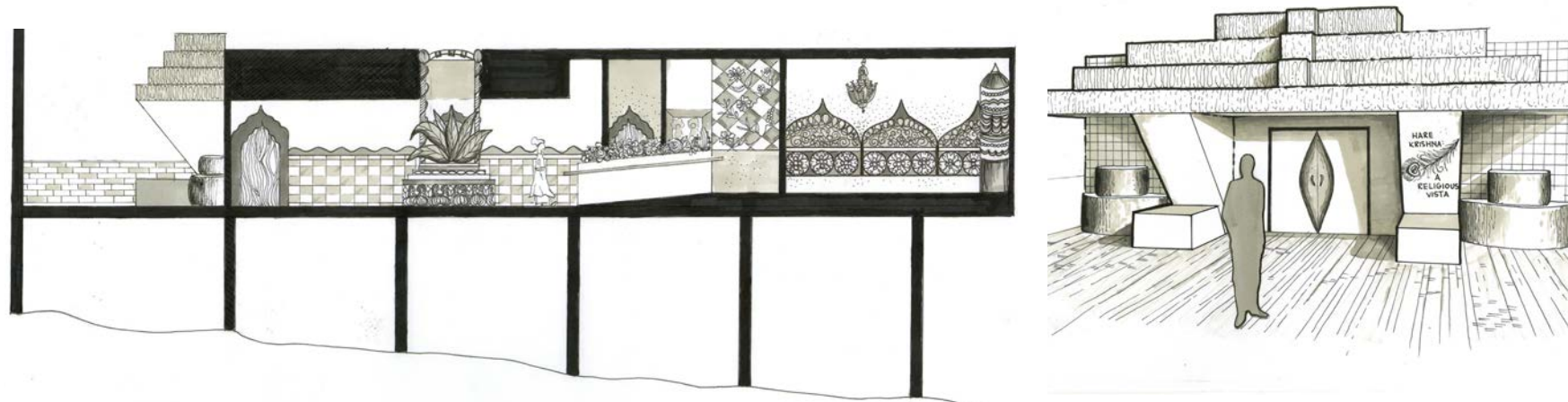
GUEST BEDROOM VIGNETTE

This vignette focuses on the custom writing desk designed just for Mr. Taylor. This desk accommodates a functional space paired with shelving and beautifully crafted wood slating. Since Charleston is on the coast, this room is nicknamed the “Charleston Haven” since its use of blue is an ode to the ocean scene nearby. Animal stacking blocks and a horse rocker can be seen in the room as Mr. Taylor and Mr. Walsh’s young grandchildren stay here when they visit.



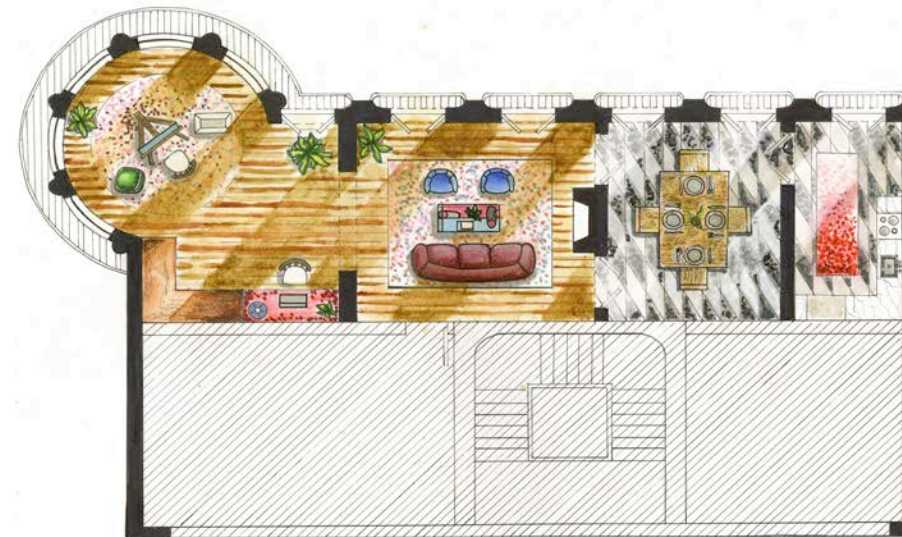
HAND DRAWN RENDERINGS/ 0 8

HARE KRISHNA SHRINE IN NEW YORK CITY



HAND DRAWN RENDERINGS

PARIS APARTMENT





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