

## **Kbbreview Industry Awards 2007**

**CATEGORY: Designer Award for Kitchens - project cost over £25k**

**FINALIST: Scott Lawrence**

### **What was the full brief from the client?**

The brief from the client was to create a one-off design which would suite a multi million pound property as a showcase and feature for the sale of the house.

The space was to include table for 8/10 people, kitchen and soft seating area.

The materials would need to show the progressive nature of the building but not be sterile and unwelcoming.

Appliances to be included should be enough for a good size family and for entertaining but keeping within the budget.

### **What was the overall budget, including installation, and how did you manage it?**

The overall budget was £40k this was unrealistic for the type of finish and size of the kitchen required, the budget was brought up to £50K on my recommendation. To stick to this budget meant we needed to explain to the client the exact specification leaving no false impressions and unknown factors/quantities.

Client required maximum return for budget with maximum impact from design.

All elements were costed through suppliers directly to leave no uncertainties as all elements were One-off pieces. Costings were generated using different materials to bring client to an understanding of our pricing process. This process cemented the budget needed at the required £50K.

Keeping a watchful eye on all processes to ensure our budget was met. Fitting process carefully monitored and instruction given on site to installation team and contractors to ensure that the design was not compromised.

### **Describe the final design, and in detail, the design process**

The final design is composed of three separate elements:

- Island section,
- Sink & oven section,
- Tall fridge with tall-unit wall section built into wall.

All capped in 10mm panels to give finesse, strength & definition.

These sections connecting together using two material types in each - glass & veneer.

The glass is in two colours light and dark and the veneer also in two colours light and dark.

Veneer:

Horizontal grain book-matched Olive Ash, giving texture and softness to the doors, this is capped with a 10mm thick wire brushed and stained softwood panels to give contrast and texture within the dark wood and used to clarify the separate elements of the kitchen.

#### Glass:

10mm thick, low-iron toughened panels with acid etched finish, painted on the reverse to give colour - black and white. These panels like the 10mm veneer panels hold the furniture as a single element and run to floor.

#### Island:

L-shaped design that follows both wall elevations, this allows user to turn from all positions to a section of worktop.

Hob faces out to room with breakfast bar behind 100mm thick emphasizing and following the 10mm worktop and follows these to the floor. This interacts the cook with the family.

Behind the l-shaped island and under breakfast bar I have paneled both elevations in white glass for contrast against the black worktop and connects with the glass extractor above and easy to clean.

#### Tall fridge section:

The two fridges were raised off the floor & sunk into the wall of the utility room and a false wall was built to house the tall storage units. This kept all the cabinetry in one line and hid the structural pier completely. This was then lit for impact and the floor tiles ran to the wall, visually opening the area. Sinking tall units into the wall gave me extra space to make the island larger and keep the flow.

#### Sink & oven section:

Base unit doors kept to same size with horizontal grain veneer using under-sung sinks in the 10mm glass worktops. Lift-up wall units not connected to oven housings to allow white glass back panels to flow around units.

Wall units can be kept open while kitchen in use as doors rise above cabinets.

Ovens capped by stained panels for definition. Ovens separated from RH wall by 100mm wide panel set back from front of units & painted same as wall this gives separation from the building.

#### Design process:

The design process was rather unusual; the way the client wanted to proceed was through a process of elimination based on the ability to produce three dimensional drawings (sketches) at the initial meeting. (This I was not aware of at the time)

I was invited to a meeting at the client's office; the plan for the house was laid out in front of me. From this I was asked how the design should work and look and to explain my ideas in a hand sketching process.

This was not my normal way of designing and took me a little by surprise. Once my ideas were listened to and hand sketches made from different angles, I was then presented with magic markers to colour in the different finishes while the client stood over me! I was asked to produce the ideas in working plan and elevations "I had passed my audition!"

For the next meeting two plans were produced- one with the preferred position of the kitchen from the client's (adamant) point of view and a plan from my preferred orientation of the design. These were also produced in a three dimensional computer walk program- as now I was aware that the client needed help in visualizing design.

The design was first discussed in plan to show flow and the workings of the design then a 3D walkthrough was presented. The client had brought his business partner who sat and said nothing during the whole process. The client was impressed with the design that I had come up with and turned to his partner who was not so impressed. It was at this point I offered the version that I preferred for viewing with the design on opposite side of the room.

I explained my thinking, this design connected with the utility and kept the view clear out to the rear of the house and keeping the kitchen work area away from the entrance. The design was based on single standing elements all connecting through the finishes and forms. These elements were placed in the building making optimal use of the structural and non-structural surroundings.

After this presentation they signed.

