

환경디자인 심은솔



Why do we go to bars?

Funiture design

Table

Shelf

Lighting design

Wall

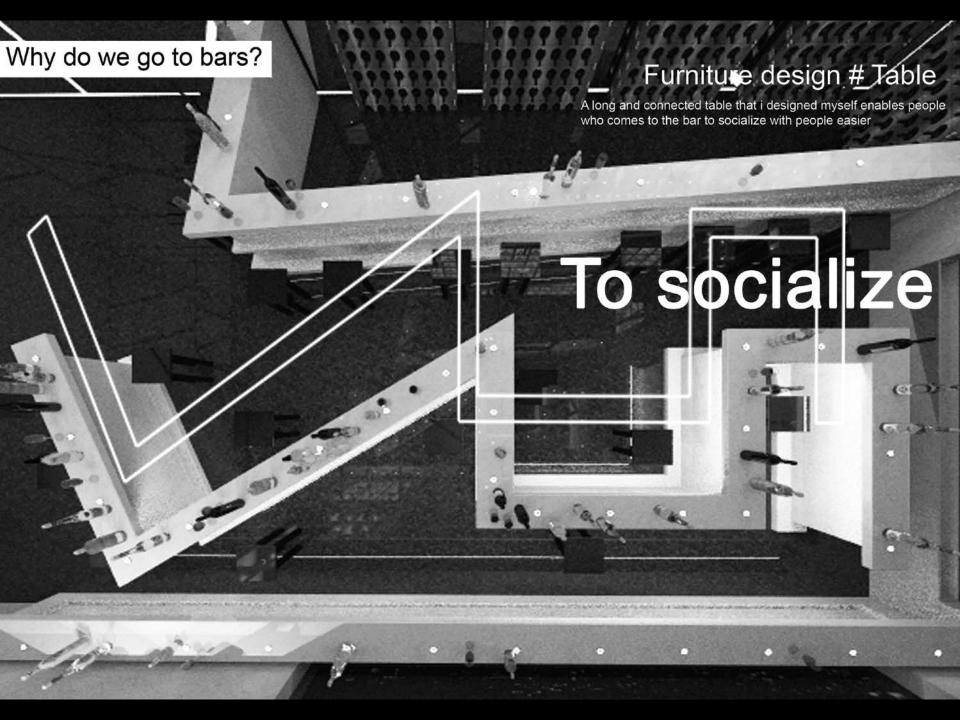
Rendering

Bottles

Final images

Right view

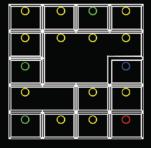
Front view

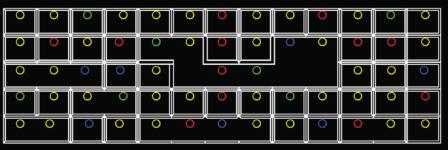


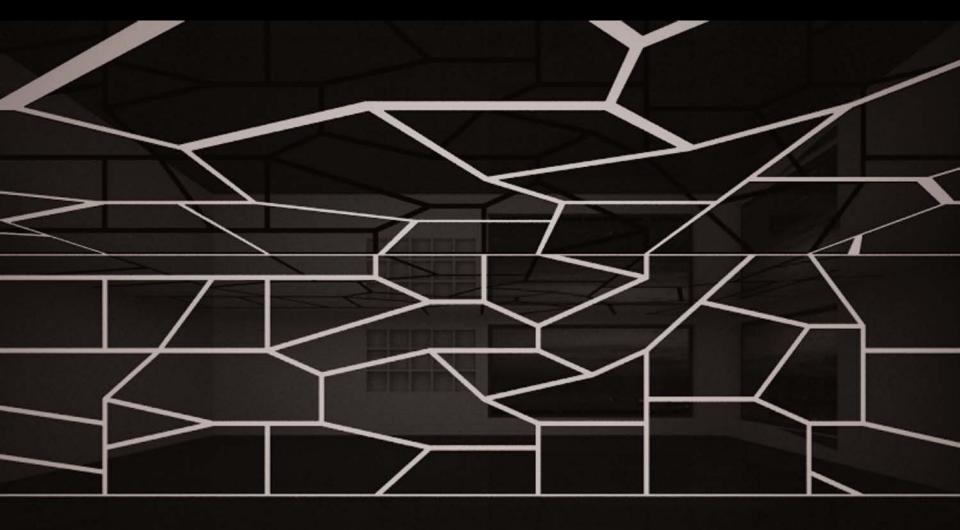
To enjoy atmosphere

Furniture design # Shelf

The shelf with colorful lights placed randomly creates an atmosphere of calm and restfulness







Lighting design # Wall

The walls are designed with mirrors based on irregular geometric patterns, which makes the bar look more modern and refined



Rendering - Bottles

Six bottles, 3D MAX, 2015



Final image - Right view

