

Georgia Keeble

2023

A B G U T M E



My name is Georgia Keeble and I am currently studying Interior Design at Norwich University of the Arts (NUA). As a designer, I have always had a passion for help others. Designing has given me a new form of expressing my love of art alongside creating a space for people to experience.

During my time at university, my fascination for history has grown, as my inspiration thrives from stories of past cultures and people. Experiences are something that we all share, and it is what allows us to have memories. I like the way that as designers we can manipulate people around a space to take them on personal journeys; designs that heighten senses can captivate individual experiences. Helping others in this way allows for a boost of dopamine and health, creating a space that is both fun and captures the beauty in a story.

Experiential design is something I enjoy doing. I love the infinite ways a concept can be designed to tell a story. Materiality and lighting are key aspects I look out for when creating a space. I love the way we can direct a space depending on the ambience the light gives or the texture of a surface. Shadows are something that mesmerises me as they give life to a room. They can transform a space by contrasting the light, deepening the effect of the room.





Georgia

Keeble Portfolio E D U C A T I O N

D E G R E E BA(Hons) Interior Design at the Norwich University of the Arts (2020-current)

A L E V E L S Wymondham College (2018-2020

G C S E Hethersett Academy (2013-2018)

ACHIEVEMENTS

I received an honourable mention from the International Design Awards (IDA awards). For a second-year restaurant project which was inspired by Mexico, and its Mayan culture and beliefs. The project was inspired by Chichen Itza and the beliefs surrounding the location which linked Venus and the god Quetzalcoatl with the earth. It took a fine-dining approach to create a luxury experience for the customer.

In my second year of university, I achieved the best design concept award out of my design cohort for a refurbishment of St Margaret's church, Norwich. I created a church inspired by board games to help foster children and their families come together and connect through play.





SKILLS

TECHNICAL SKILLS

Archicad	-
Sketchup	-
Enscape	
Adobe Photoshop	
Technical Drawing	-
Colour Psychology	-
Microsoft Office 365	-
Drawing	_

SOFT SKILLS

_ateral/ Innovative thinking
Communication
Time Management
Meticulous work ethic
Collaboration

K N O W L E D G E

Adobe	Indesign -	-	-	-	-	-	-	-	-	-	-
Adobe	Illustrator	-	-	-	-	-	-	-	-	-	-



<u>SERPIENTE</u>

Mexicans have a beautiful culture that has deep meanings going all the way to indigenous people. Serpiente's design concept was to reflect this idea.

It was intended to reflect the origin of Mexico's main ingredients, for example maize. The snake path would be seen on the ceiling installation that starts from the waiting area and will take you straight to the open kitchen. The idea of the snake relates back to Quezalcoatl, the god seen as the fertility of the Earth.

The spatial manipulation of the space was inspired by Venus's Synodic period, which happens every 8 years. Venus was seen to relate to Quezalcoatl. People will walk round the restaurant in a cycle, with the open kitchen being at the core of the dining area. This enhances the idea of the open kitchen being the most important piece of the design.

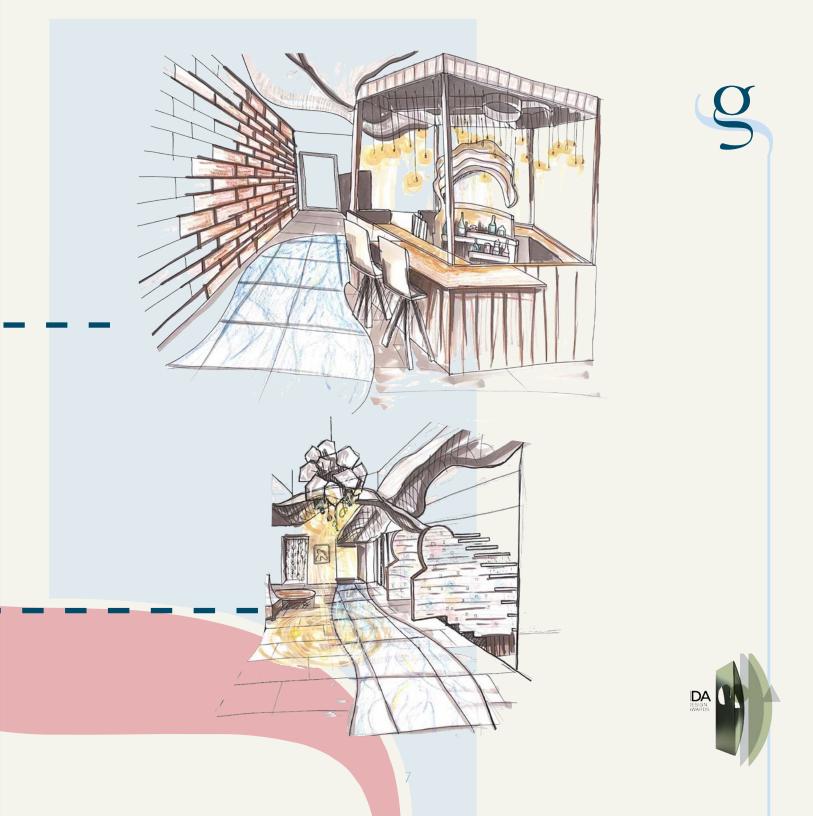


ECLECTIC | NATURAL | CALM | ASTRONOMY | ENIGMATIC



The combination of the **modern and rustic design** approach portrays an eclectic result. Combining leather and wood with marble and copper to make the restaurant seem more comforting but has that element of **luxury and sophistication**. The ambience will reflect a lower light room to create a juxtaposition of a calm and a vivid environment, inviting people to **socialise**.





FLOOR PLAN

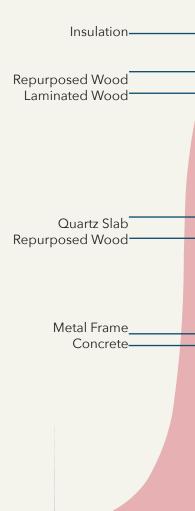


- 1. Foyer
- 2. Bar Experience
- 3. Banquette Seating
- 4. Snake Path Structure

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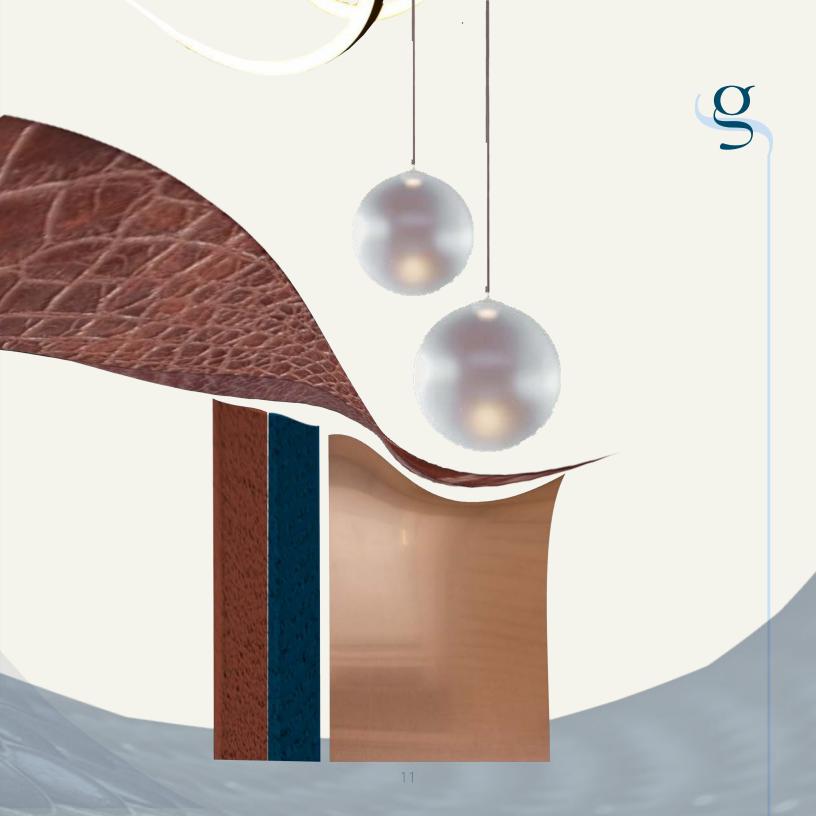
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CONSTRUCTION DETAIL



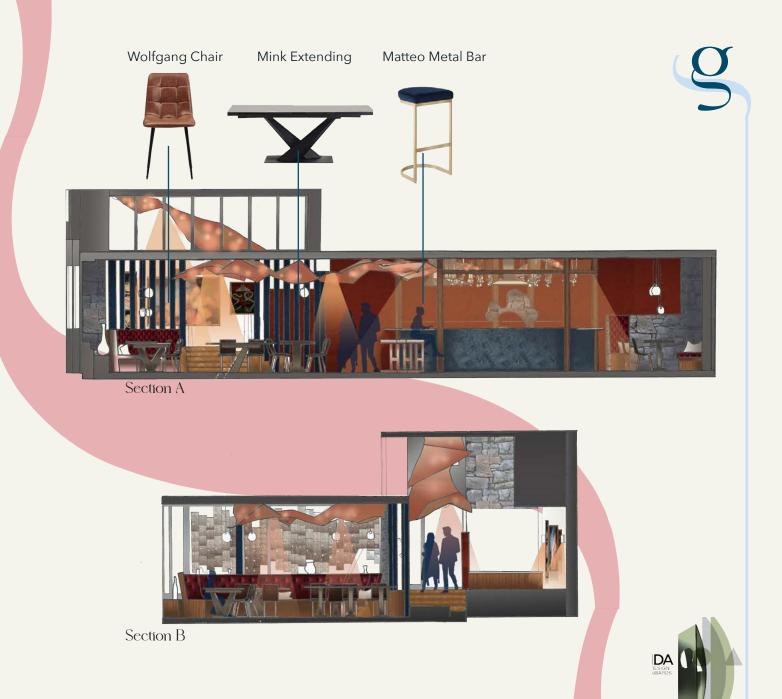


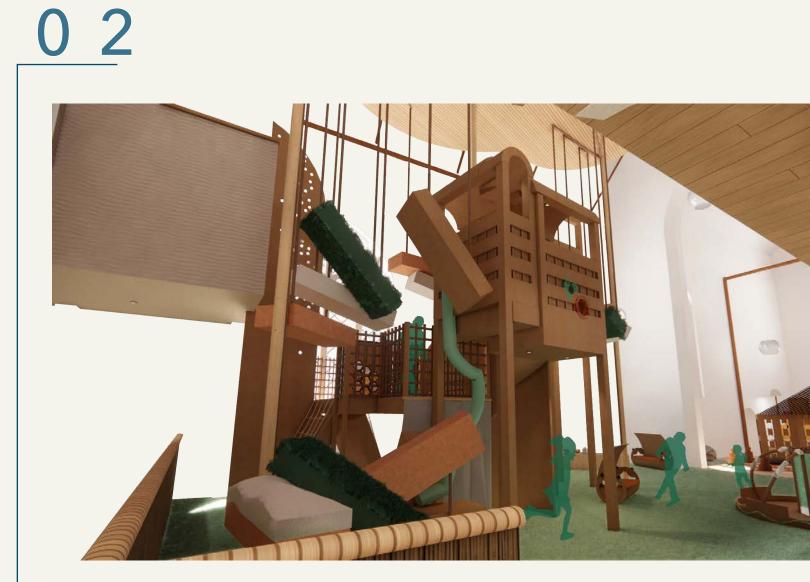












ST MARGARETS CENTRE

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St Margarets was a place for the community to congregate. This project upcycles St Margaret's church, Norwich, and aims to re-invent its purpose for foster families to come together.

St Margaret's Centre is a place for foster children and parents to meet other families and help each other through difficulties in fostering. The aesthetic is inspired by board games, as they allow families to connect and learn. Board games allow children to enhance their thinking and imaginative skills. Therefore, creating an interactive playground will allow for more play, which can increase serotonin.

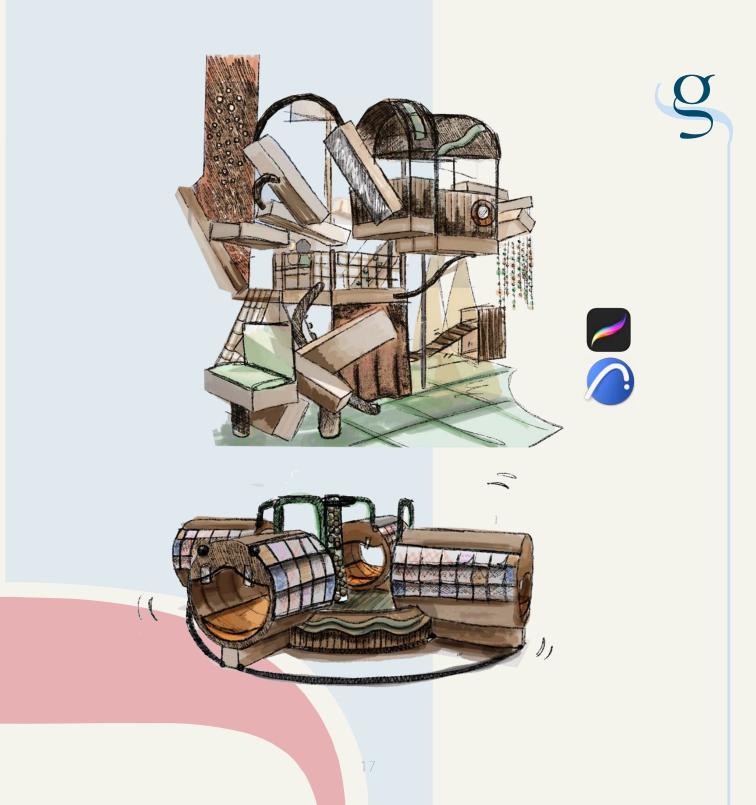
The main play area is inspired by the curiosity approach, where the use of natural materials can help children learn. It is accessible for disabled people.



NATURAL | PLAY | TEXTURE | GAMES



The Area possesses a natural design that eases the eye. The combination of the orange and green creates a relazing atmosphere that can help those unders stress. Due to the materiality of the space being natural, it can aid children to learn whilst they play through textures.



Not to scale



