



ACME D3

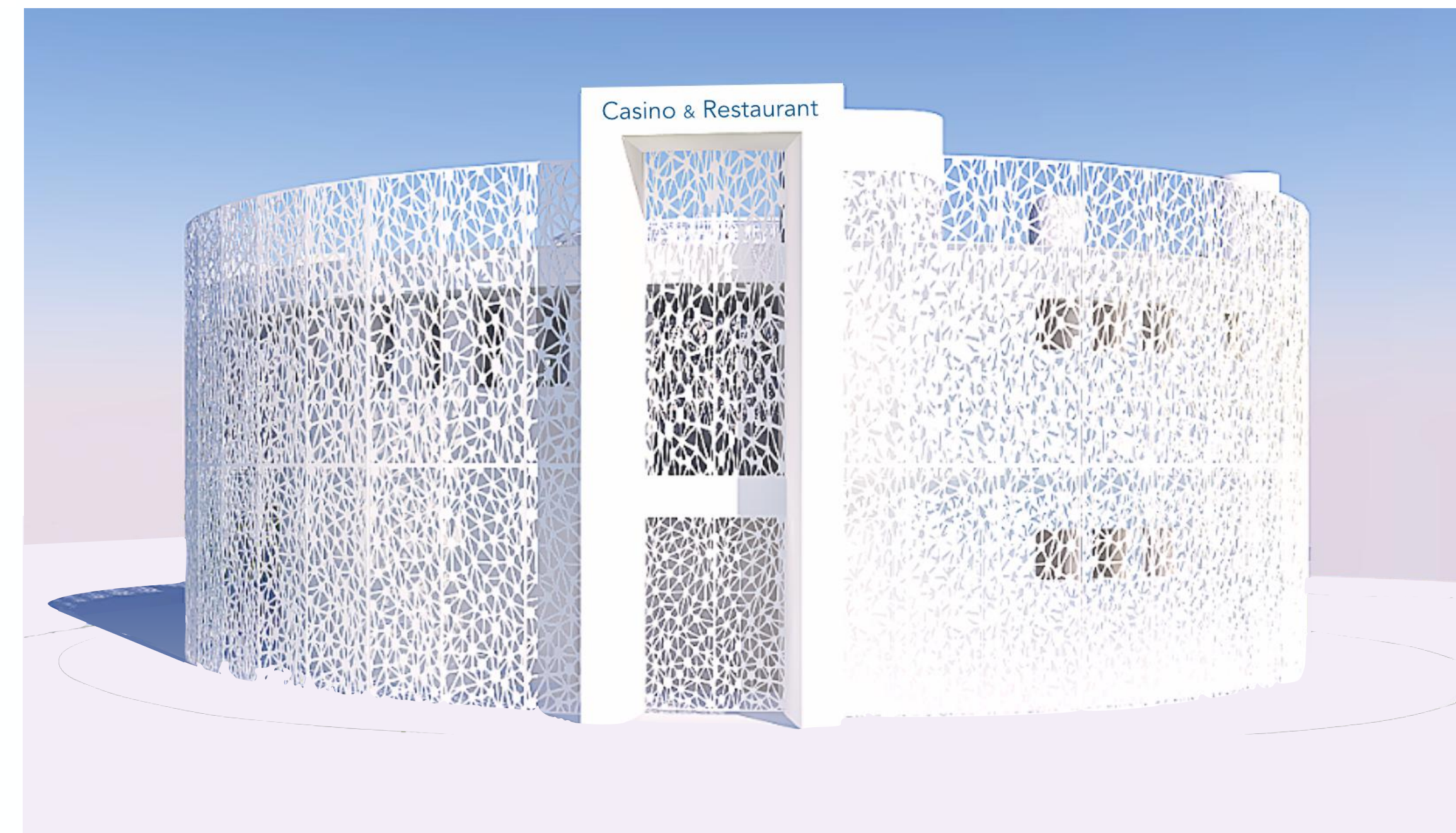
Casino Restaurant Design Concept

Casino and restaurant building is a new addition to Chelsea Plaza holiday resort. The first floor restaurant is an airy and ethereal space protectively surrounded by the partially punctured inner core columns, providing glimpses of an exterior delicate cladding. It revolves around the central atrium space that continues from the casino floor below. The same intricate cladding material is used for the interior atrium protection and shading, providing privacy for both casino and restaurant guests on top of the stunning visual impact.

Decor is pared down, acting like a canvass for an ever changing play of light, shadows and patterns - as the sun travels it changes the appearance of the interior both in quality and colour of light, filtering it through the perforated panels. At night that role is taken over by the hidden LED colour changing lighting. Direct sources of light are coming from a row of sculptural pendants that break the simplicity of the interior.

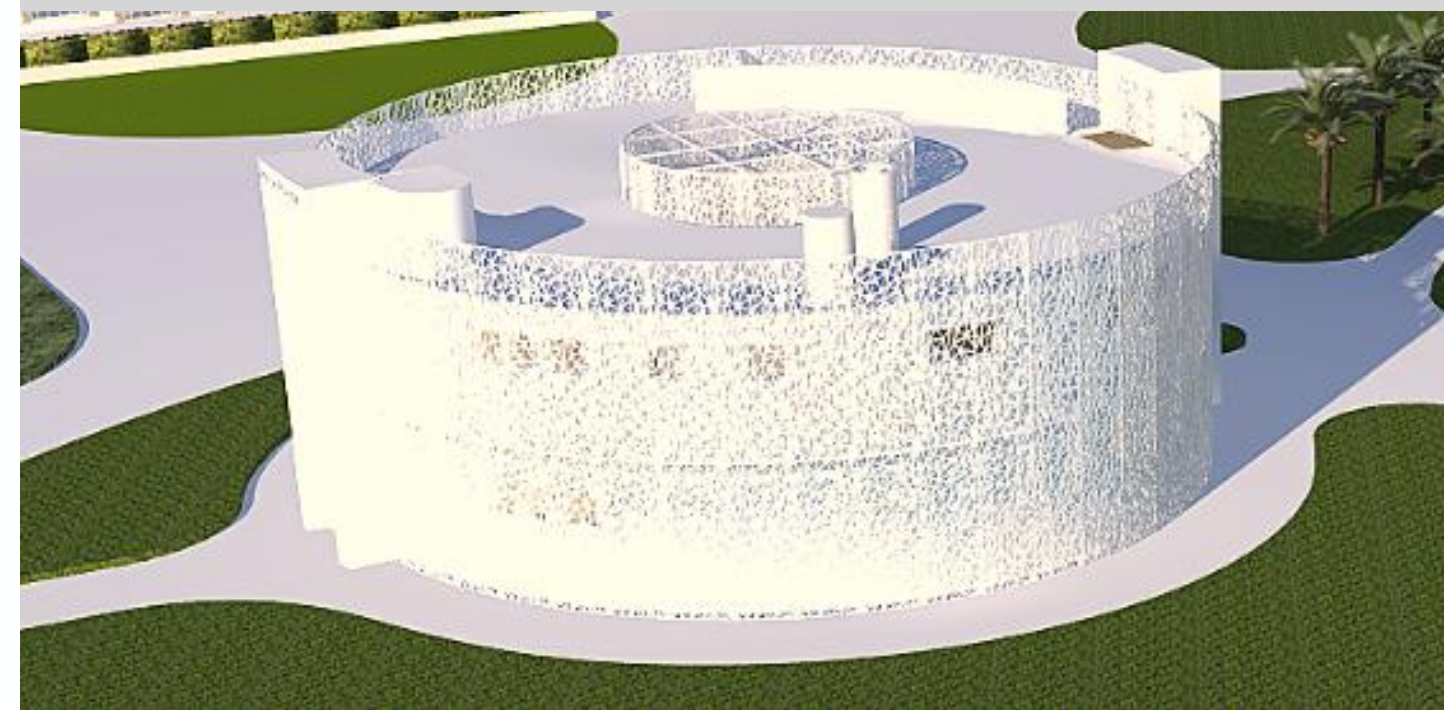
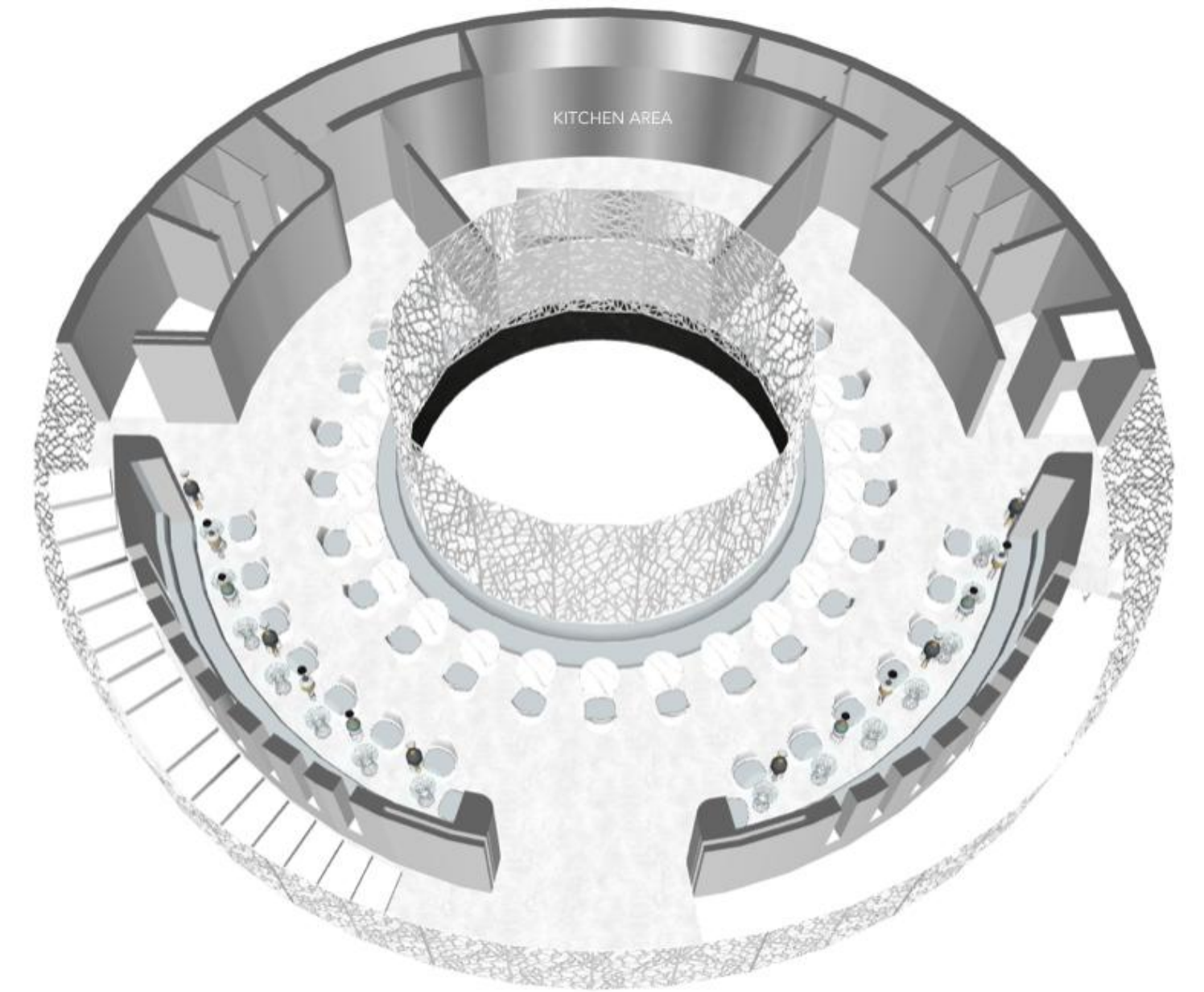
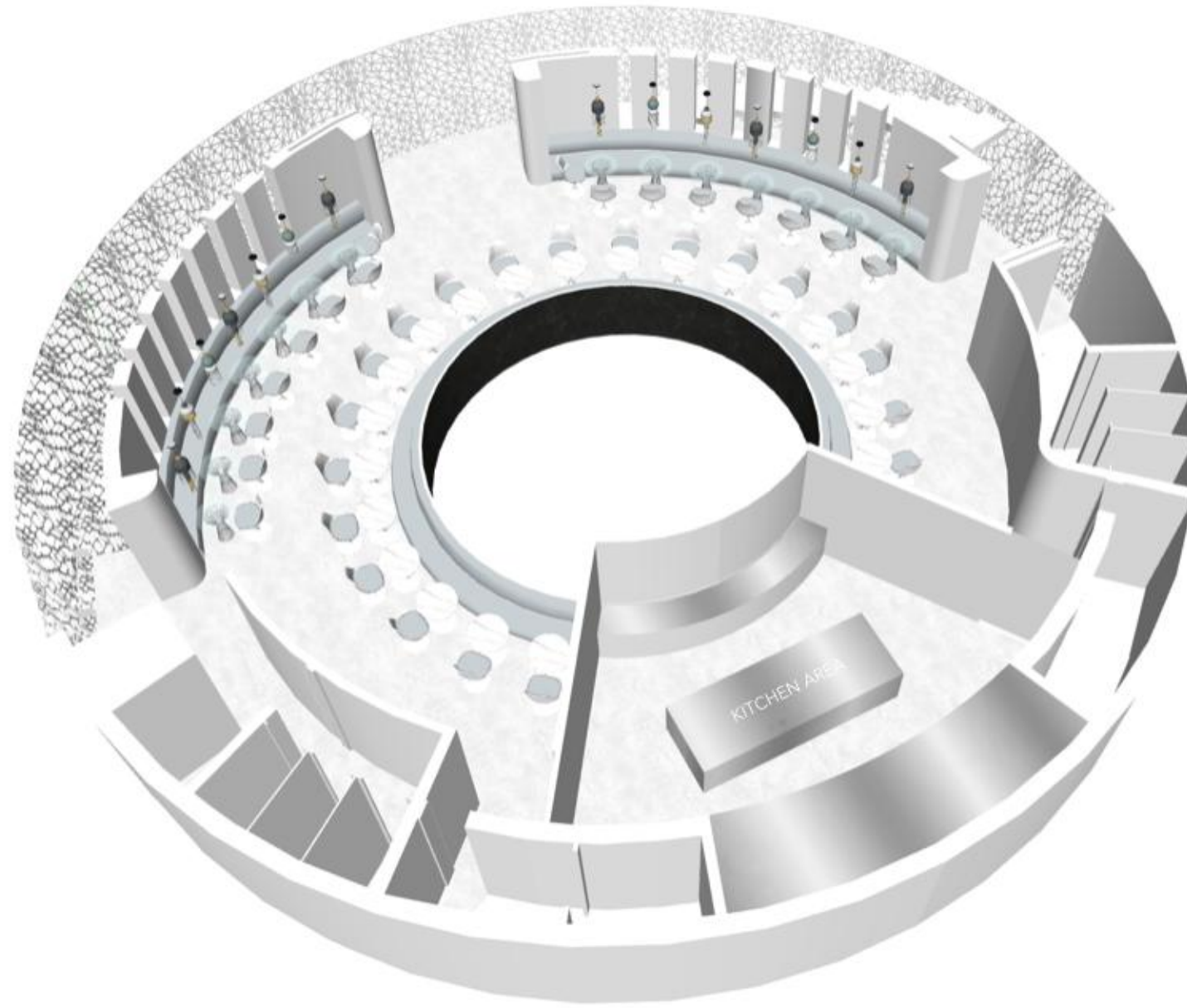
The space is quite sculptural and futuristic in appearance and possesses calmness of an ethereal quality that can positively affect both guests and staff. Due to nature of the ever changing interior visitors will always have a new and different visual experience, making it a go to 'instagrammable' destination.

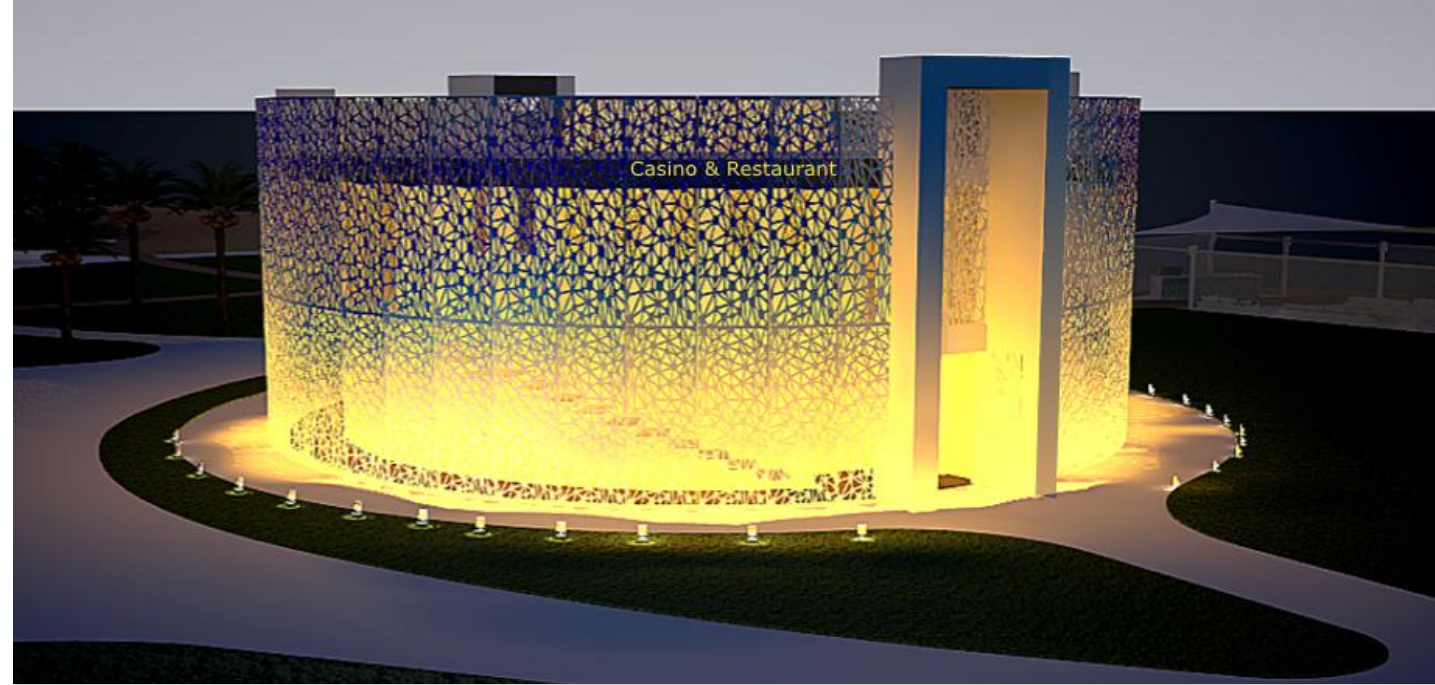
Restaurant can extend onto a roof terrace giving visitors panoramic view of the bay and resort.



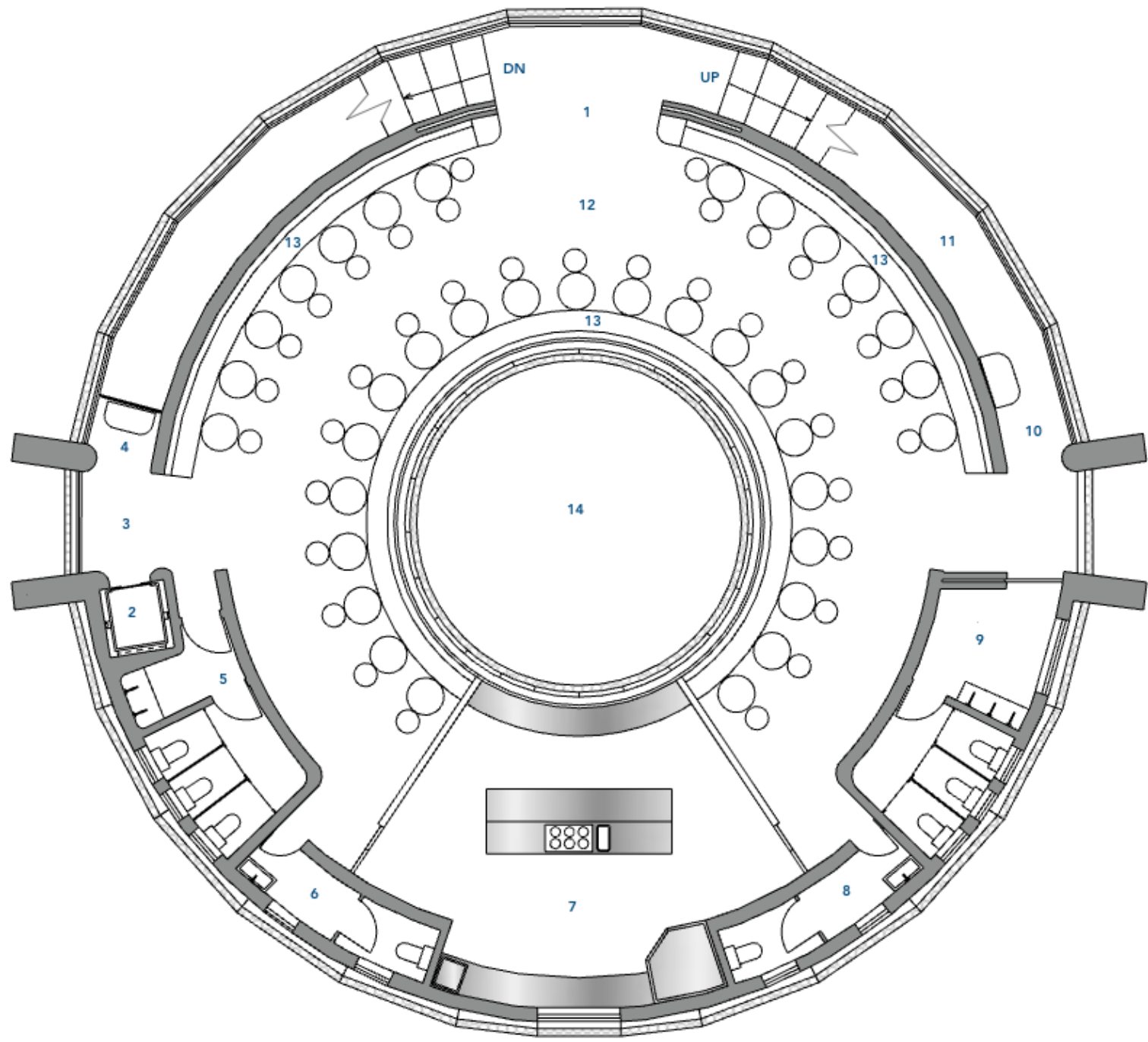
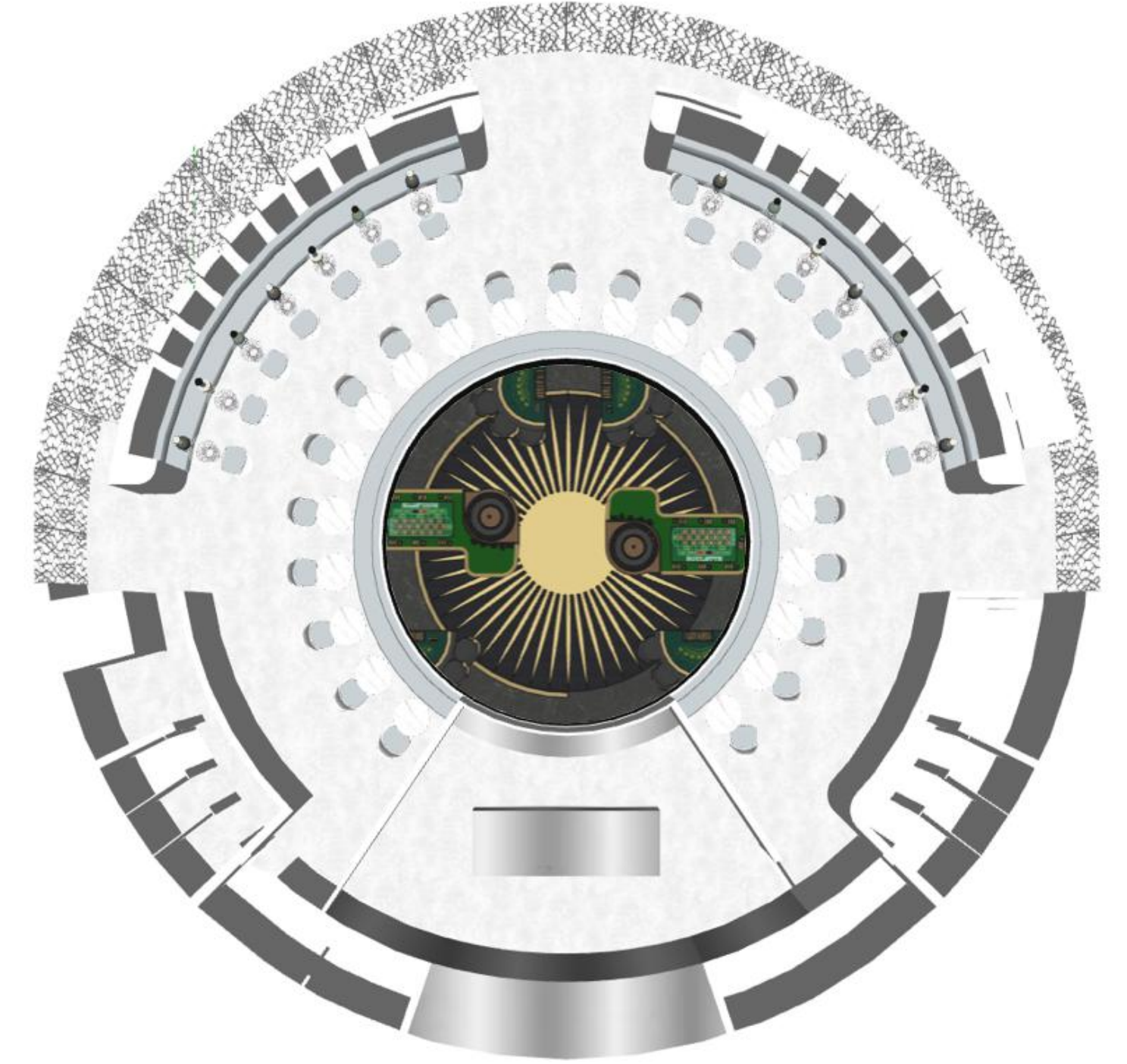
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The Lantern is a working title for a new casino and restaurant building. Situated on the beach plot it appears at night as an intricate lighting beacon, visible from both land and sea. During the day its delicate facade glows in the sunlight. Double layered Lantern building is formed out of protective and solid inner circle enveloped by additional layer reserved for circulation, services and utilities. The cladding is constructed out of perforated steel which serves as a protective sun-shading skin. Natural and artificial sources of light affect the appearance and character of both the Lantern building and its restaurant interior.



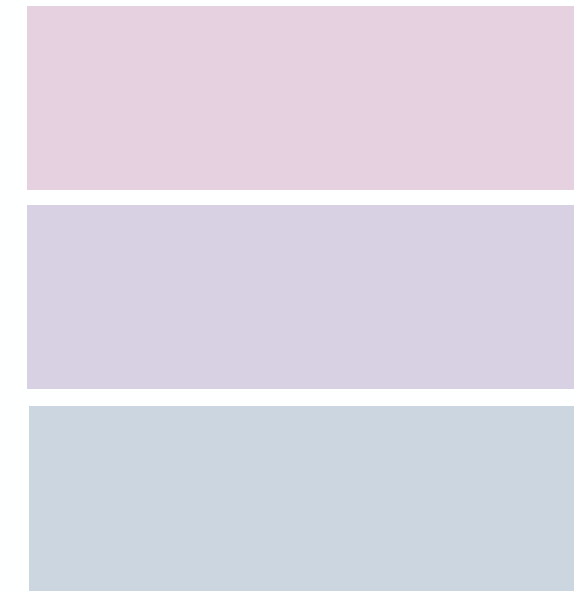
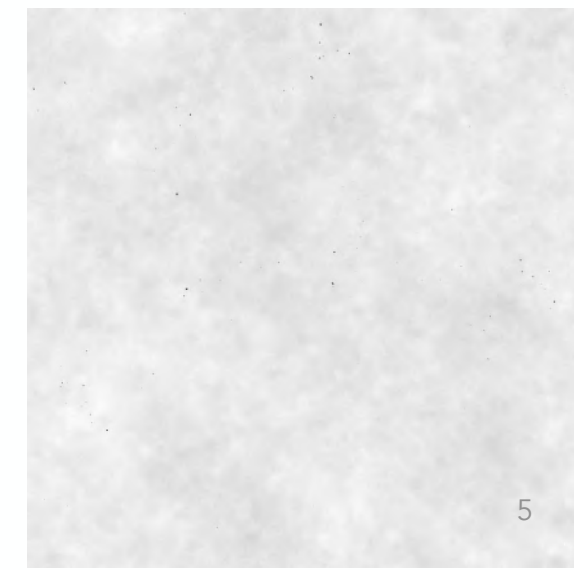


Casino Restaurant Design Concept



- 1 - ENTRY FROM STAIRS
- 2 - LIFT
- 3 - ENTRY FROM LIFT
- 4 - WAITER STATION
- 5 - M TOILETS
- 6 - STAFF TOILETS
- 7 - KITCHEN
- 8 - STAFF TOILETS
- 9 - F TOILETS
- 10 - WAITER STATION
- 11 - STAFF AREA, STORAGE
- 12 - RESTAURANT
- 13 - BANQUETTE SEATING
- 14 - ATRIUM





- 1 - Nappe Suspension Light, Massieri
- 2 - Platner Table
- 3 - Saarinen Tulip Chair
- 4 - Saarinen Tulip Marble Table
- 5 - White Polished Concrete
- 6 - Upholstery Fabric





