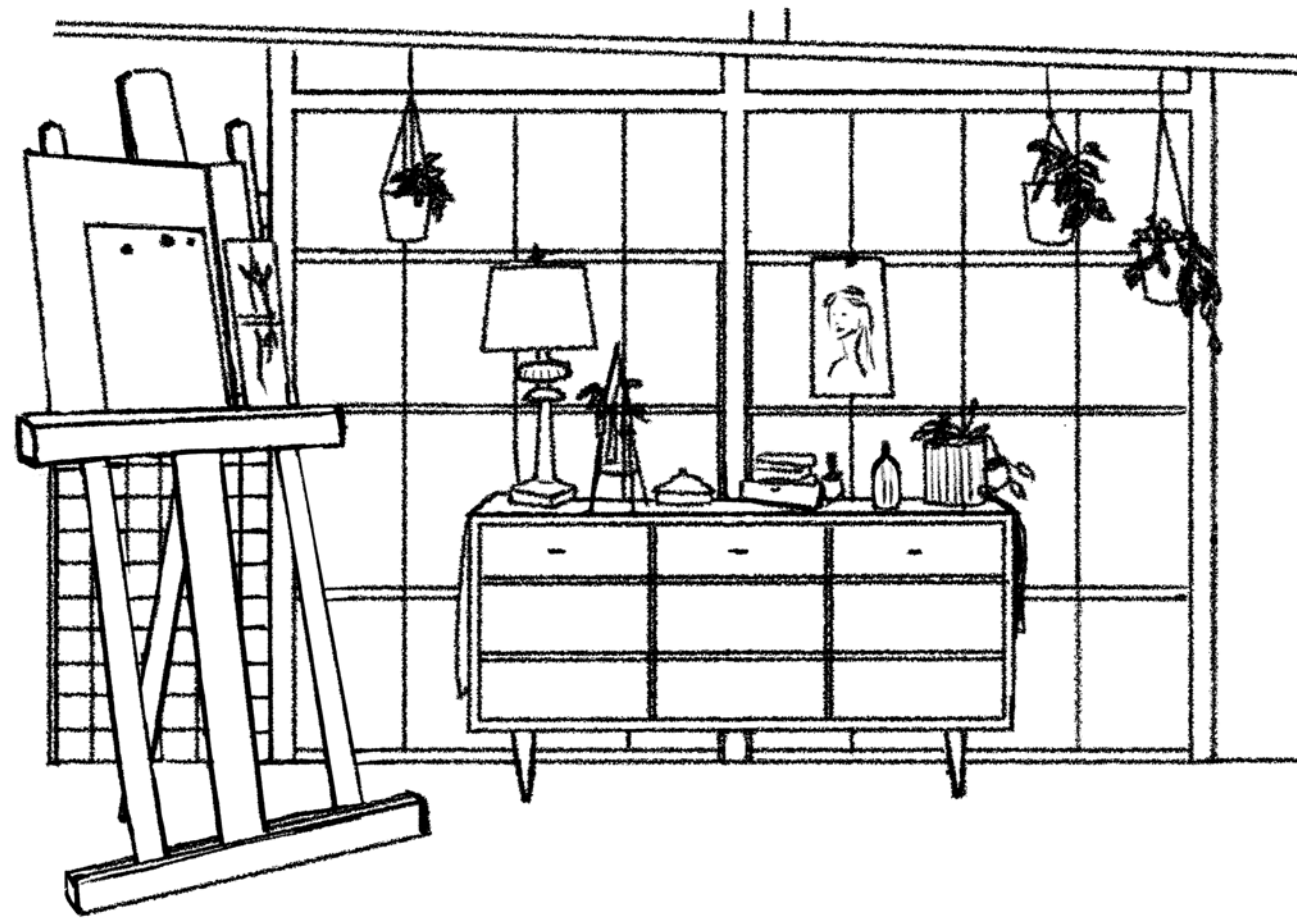
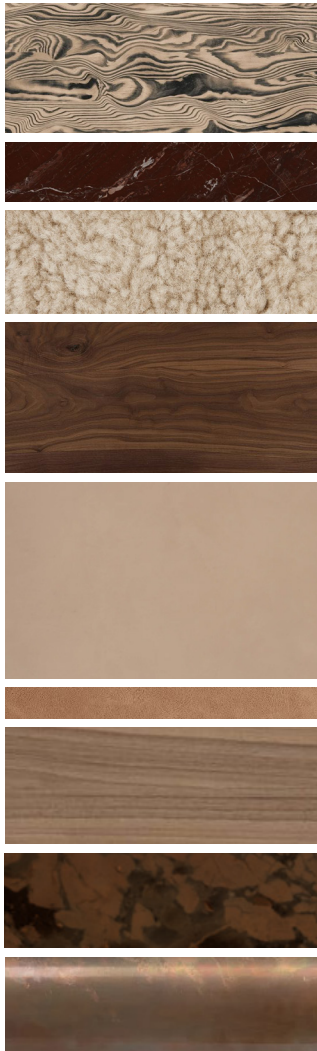

BRENNA TISON

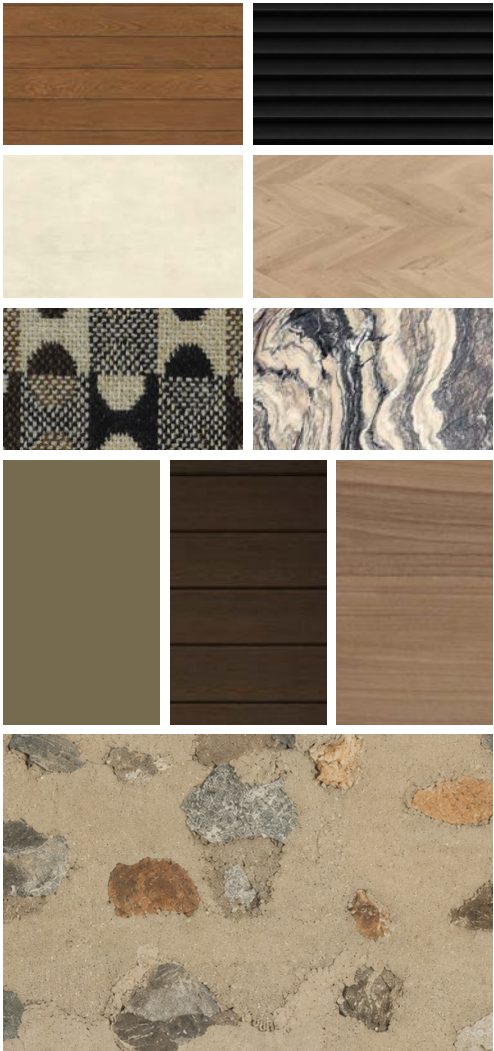


INTERIOR DESIGN
PORTFOLIO

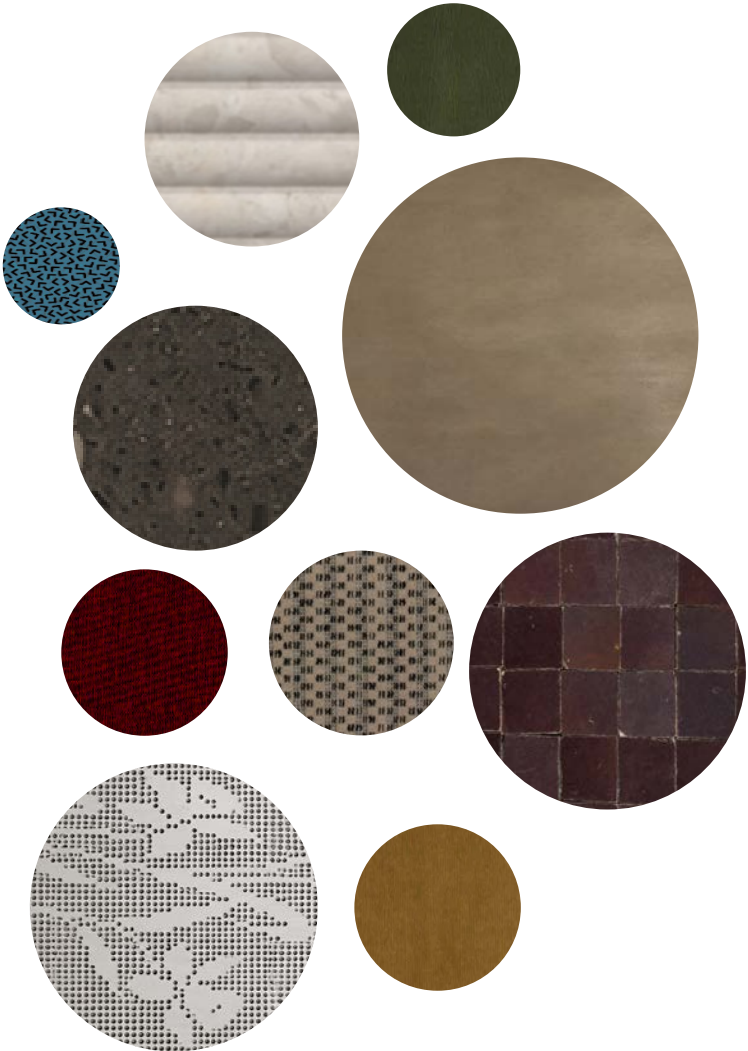
01 THE
ALDER



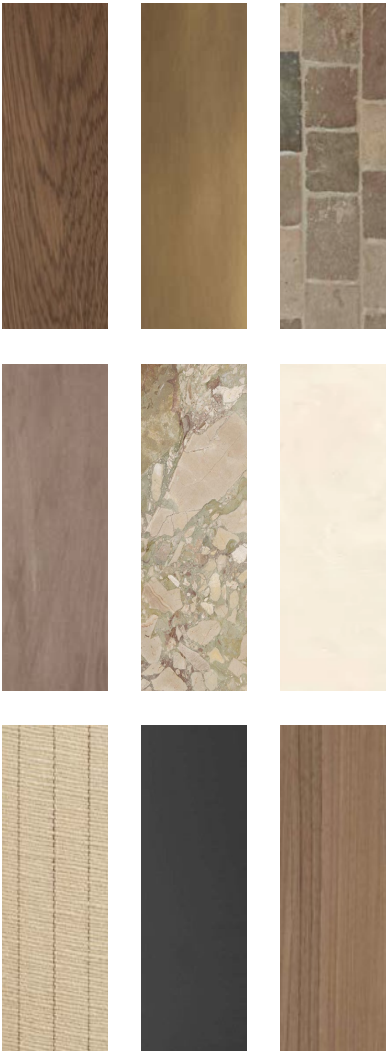
02 SINATRA
RESIDENCE



03 CLUE
CRUISE SHIP



04 GOLDING
RESIDENCE



01 THE ALDER

Inspired by the **alder tree**, The Alder Hotel explores balance through a mix of open gathering spaces and smaller, more private rooms. The lobby, concierge, record lounge, restaurant, and guest suites each offer a different way to experience the hotel. **Transitions** between these spaces **reveal** new views and change the way guests move through the property.

Location // Cannon Beach, Oregon

Typology // Commercial Design | Botique Hotel New Build

Collaboration // Individual



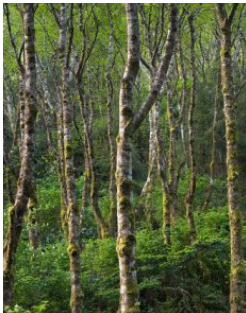
INSPIRATION



Verticallity



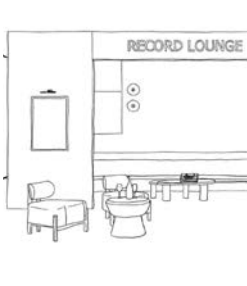
Resonance



Prospect

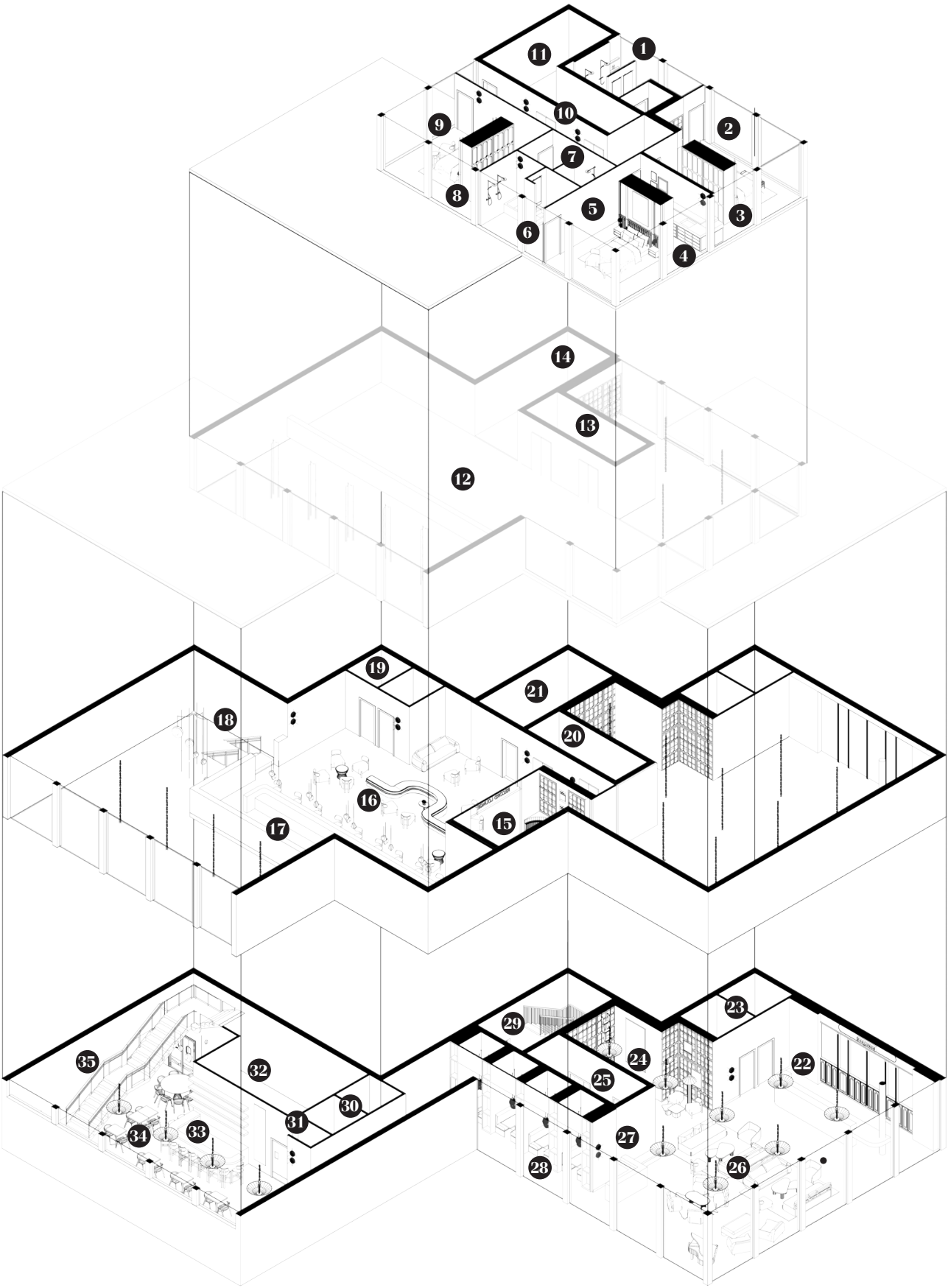


Shelter



The concept **grew** from four qualities found in the alder tree: verticality, resonance, prospect, and shelter. These ideas shaped the planning, materials, and relationship between the hotel’s larger **public spaces** and more **intimate rooms**.

MATERIALS



- Level 4**

 - 1 SUITE 1 BEDROOM
 - 2 SUITE 1 CLOSET/KITCHENETTE
 - 3 SUITE 1 BATHROOM
 - 4 SUITE 2 BEDROOM
 - 5 SUITE 2 CLOSET/KITCHENETTE
 - 6 SUITE 2 BATHROOM
 - 7 SUITE 3 BEDROOM
 - 8 SUITE 3 CLOSET/KITCHENETTE
 - 9 SUITE 3 BATHROOM
 - 10 ELEVATORS
 - 11 STAIRWELL
- Level 3**

 - 12 OFFICE SPACE - NOT IN SCOPE
 - 13 ELEVATORS
 - 14 STAIRWELL
- Level 2**

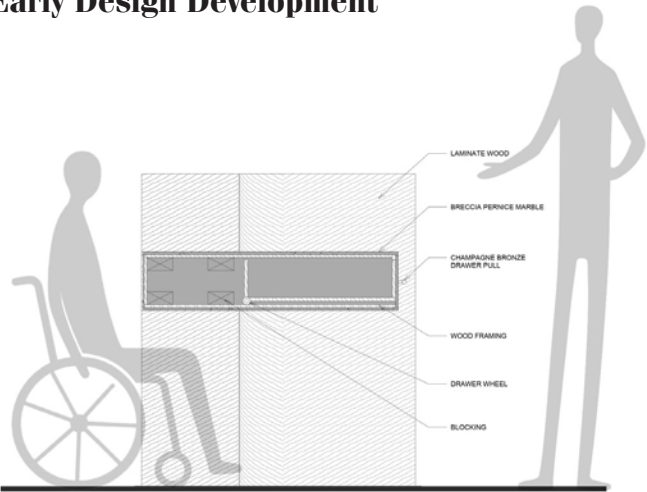
 - 15 RECORD LOUNGE
 - 16 SEATING AREA
 - 17 BAR
 - 18 STAIRS TO RESTAURANT
 - 19 RESTROOMS
 - 20 ELEVATORS
 - 21 STAIRWELL
- Level 1**

 - 22 CONCIERGE
 - 23 RESTROOMS
 - 24 LIBRARY LOUNGE
 - 25 ELEVATORS
 - 26 SEATING AREA
 - 27 HOST STAND
 - 28 BOOTH SEATING
 - 29 STAIRS
 - 30 RESTROOMS
 - 31 SERVER STATION
 - 32 KITCHEN - NOT IN SCOPE
 - 33 BAR
 - 34 RESTAURANT SEATING
 - 35 STAIRS TO RECORD LOUNGE

1ST LEVEL
FLOOR PLAN

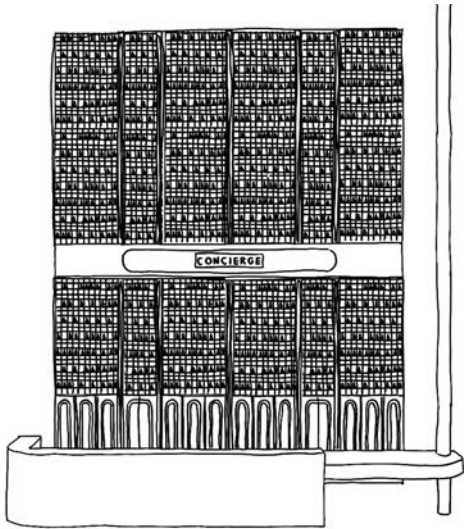


Early Design Development



Check-In Counter Section
& Accessibility

A lowered transaction surface creates an accessible point of interaction, ensuring all guests can comfortably engage with hotel staff upon arrival.



Key Display

A two-story display of vintage hotel keys anchors the concierge lounge, creating a visual representation of the **journeys** and stories that pass through The Alder.





The double-height library brings **verticality** into the lobby, with shelving that extends upward and can be seen from the lobby and record lounge on the floor above. Open views across the space keep the upper and lower floors connected as guests move through the hotel.

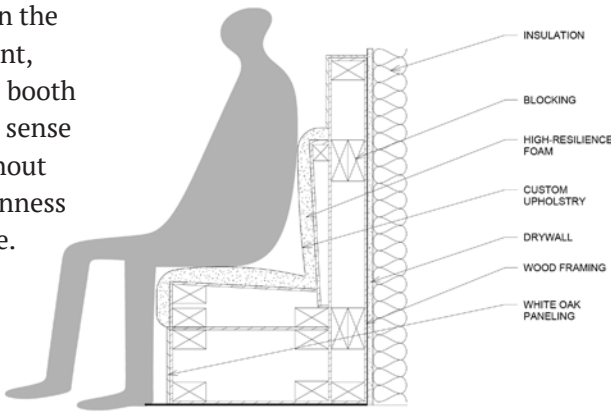


OUTSIDE LOOKING IN

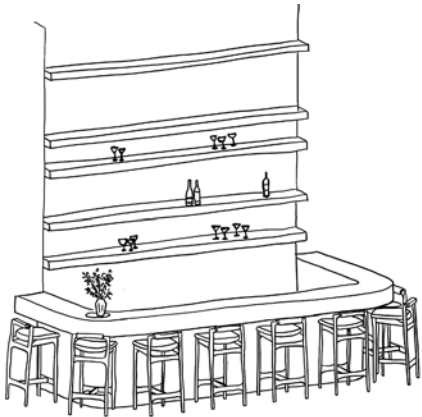
Seen from the exterior as guests approach the entrance, the booth seating creates a sense of **shelter** within the open lobby. Its placement between the lobby and restaurant helps define the transition between the two spaces and gives arriving guests an early view into the activity inside the hotel. From this angle, the booths feel tucked into the building while still remaining visually connected to the lobby beyond. The view through the glass begins the guest experience before they step inside.

Restaurant Booth Section

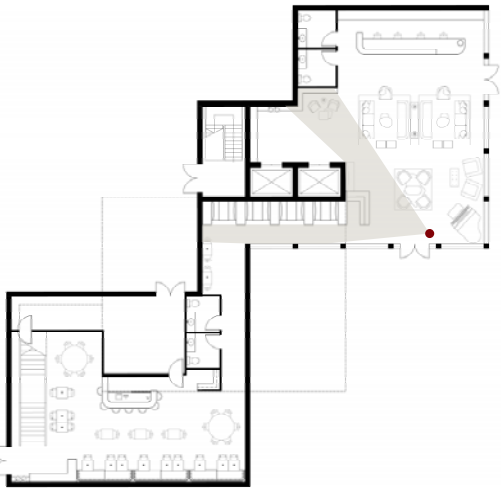
Positioned between the lobby and restaurant, the host stand and booth seating establish a sense of **separation** without disrupting the openness of the overall space.



Early Stage Bar Counter Design Development

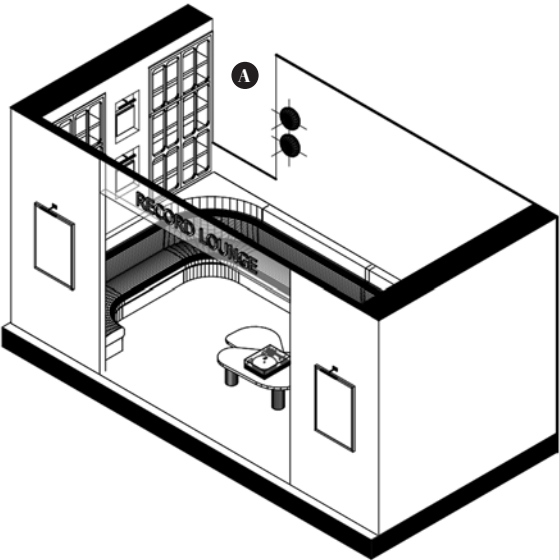
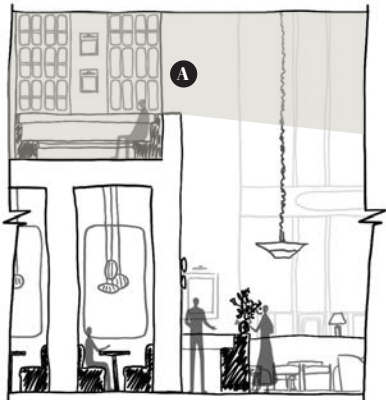


1st Level Floor Plan





2ND LEVEL
FLOOR PLAN



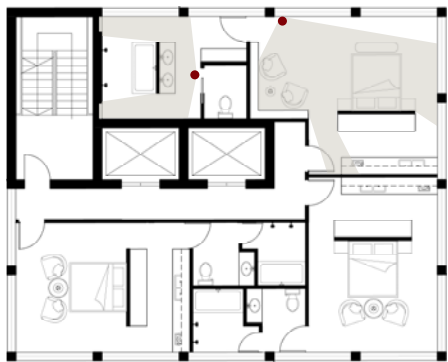
The record lounge expresses **resonance** through the way music, conversation, and activity carry beyond the room itself. Guests can listen to records, gather around the built-in seating, or spend time at the bar, giving the space a relaxed social energy. An opening in the floor looks down into the lobby, allowing sound and movement to pass between levels and keeping the lounge connected to the rest of the hotel. From above, guests also gain a new view of the lobby and the activity below.



Record Lounge Lighting Detail

Record Lounge Isometric View

4TH LEVEL
FLOOR PLAN

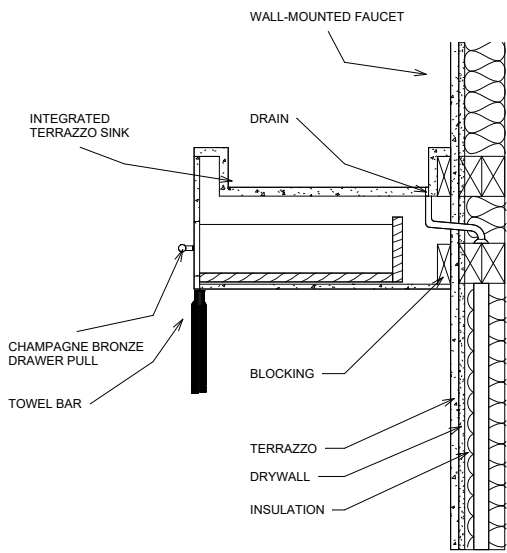
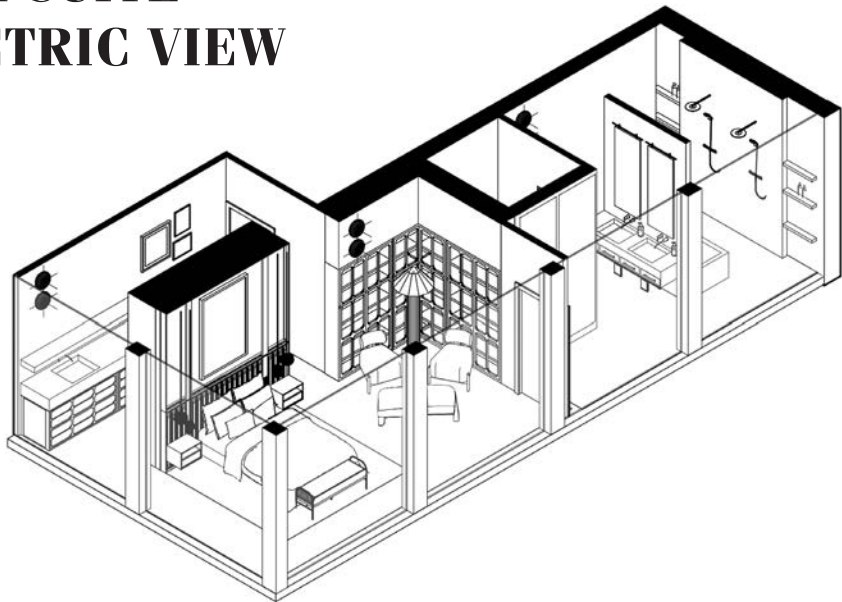


The Alder Suites express **prospect** through open views and a strong connection to the surrounding landscape. A floor-to-ceiling headboard organizes the room, placing the bed and personal library toward the view while the kitchenette and closet sit behind it. This gives guests several places to settle in and take in the coast from inside the suites.

The bathroom is centered around a vanity that continues into the shower and soaking tub area. Frosted glass on the exterior windows creates privacy while still keeping the space open and connected, carrying the idea of **prospect** into the bathroom. Integrated storage and accessible clearances make the layout feel like it's own retreat.



ALDER SUITE
ISOMETRIC VIEW



Bathroom Suite Vanity Section

02 SINATRA RESIDENCE

Designed for **Frank Sinatra**, this residence draws inspiration from an era when homes were thoughtfully composed as a **sequence of experiences**. A series of enclosed rooms creates **moments of discovery** throughout the home, allowing each space to establish its own character and purpose. Concealed behind a hidden door, a private speakeasy completes the journey, celebrating the music, entertaining, and nightlife that defined Sinatra's **legacy**.

Location // Palm Springs, California

Typology // Residential Design | Single Family Residence Remodel

Collaboration // Individual



ADJACENCY MATRIX

LEGEND	
●	REQUIRED
○	DESIRED
+	NOT DESIRED

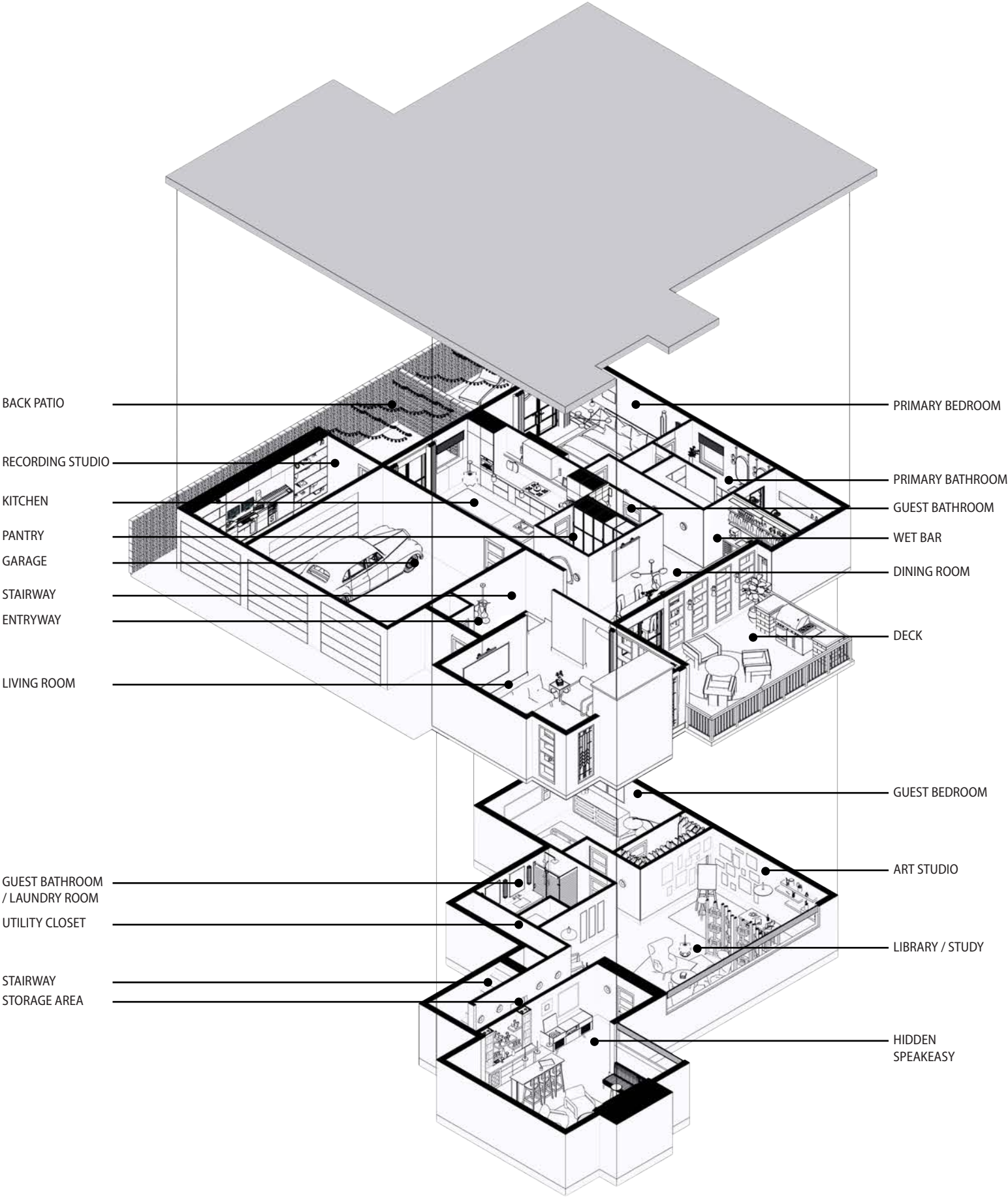
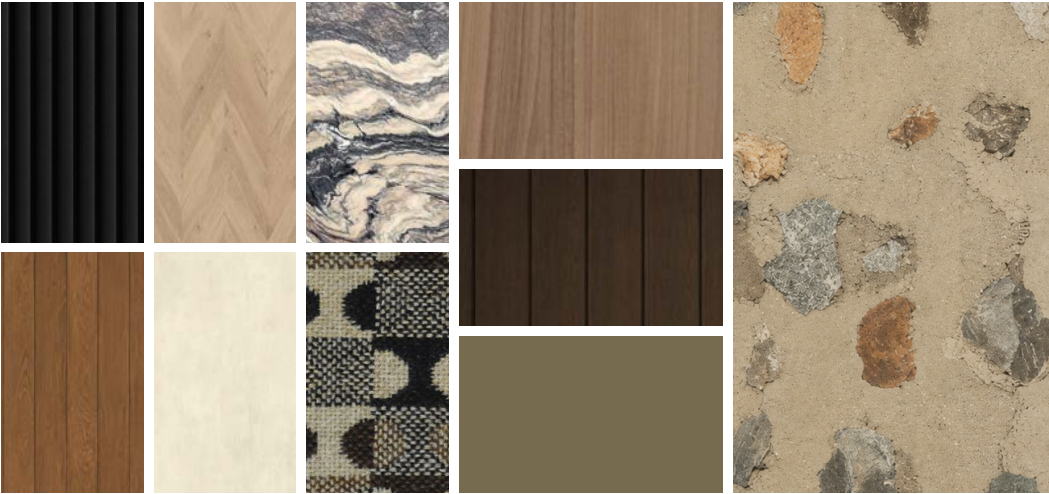
FIRST FLOOR	
ENTRYWAY	●
LIVING ROOM	○
DINING ROOM	●
WET BAR	●
GARAGE	●
KITCHEN/PANTRY	●
RECORDING STUDIO	●
GUEST BATHROOM	○
PRIMARY SUITE	●
BACK PATIO	○
STAIRWAY TO BASEMENT	○
DECK	○

BASEMENT FLOOR	
SPEAKEASY	●
LIBRARY/STUDY	○
ART STUDIO	○
GUEST BATHROOM/LAUNDRY	○
GUEST BEDROOM	○
STORAGE ROOM	○
STAIRWAY TO UPPER FLOOR	○
UTILITY CLOSET	○

Sinatra’s love of art inspired the addition of a private studio where he could paint, create, and have a space of his own

MATERIALS

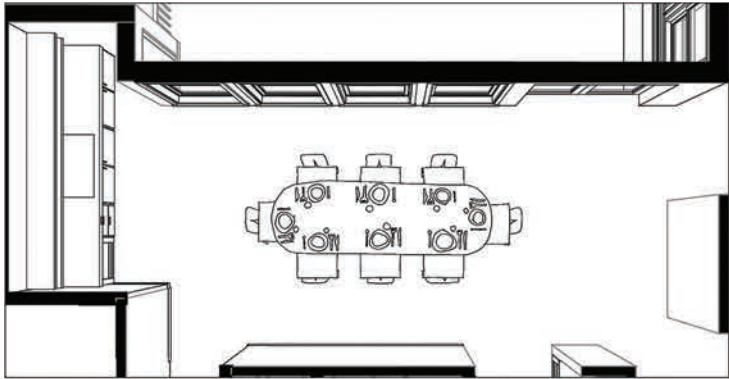
The **exposed aggregate concrete** reveals natural stone within the surface, adding texture and variation. Common in mid-century architecture, it reflects honest construction and a connection to the surrounding landscape.



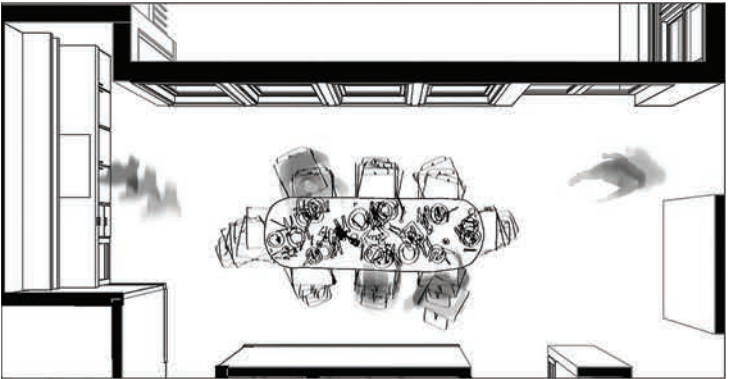
COOKING & GATHERING

The dining room explores the sequence of **anticipation**, **circulation**, and **remnants**. The long table creates a sense of expectation as guests enter, while movement around it allows conversations and energy to shift throughout the evening. Once the gathering ends, the displaced chairs and objects left behind become remnants of the people and moments that filled the space.

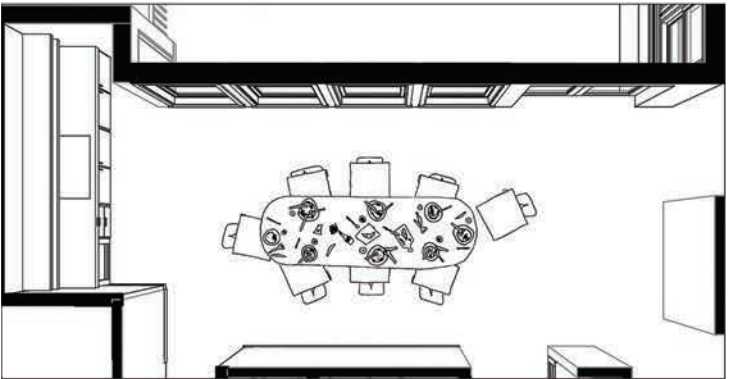
The kitchen sits close to the dining room, but the pantry divides the two spaces and keeps it hidden from view. Guests gather around the table while the meal is prepared nearby, building **curiosity** about what is happening on the other side. The kitchen remains part of the evening, even though the final meal is not revealed until it is brought into the dining room.



ANTICIPATION.



CIRCULATION.

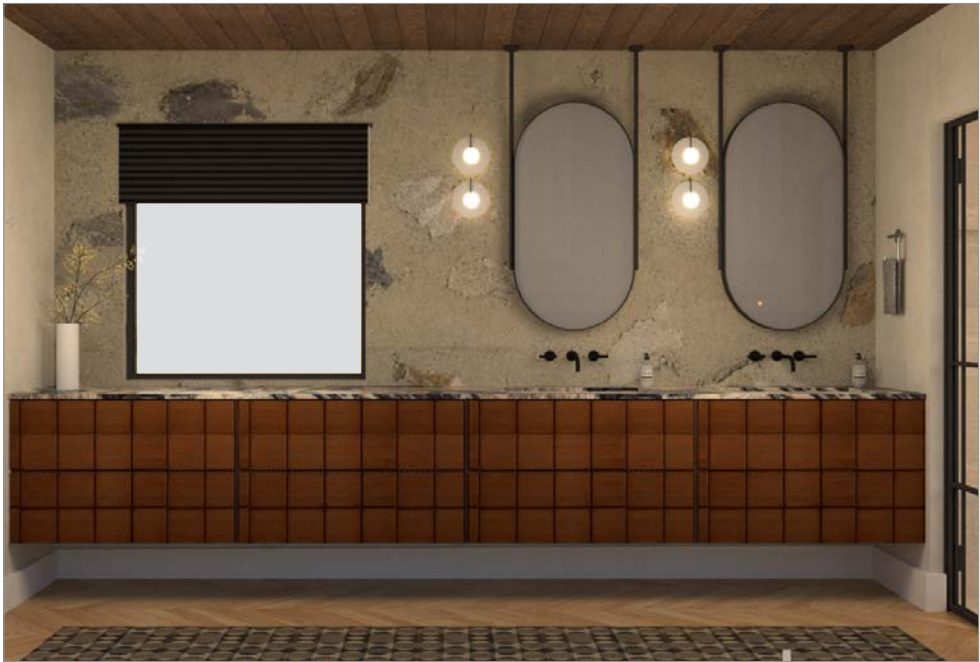


REMNANTS.



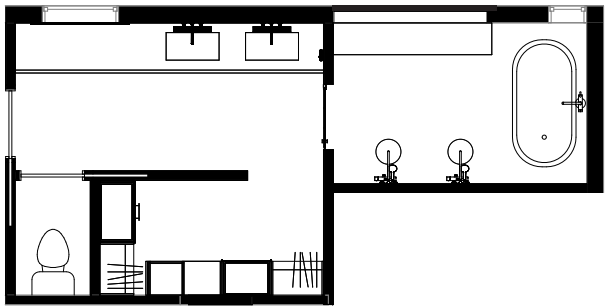
PRIMARY SUITE RETREAT

The primary bathroom was designed to support the routines that happen before and after the day begins. A dedicated shower room creates separation between functions, while built in laundry makes everyday tasks more convenient without leaving the **privacy** of the suite.

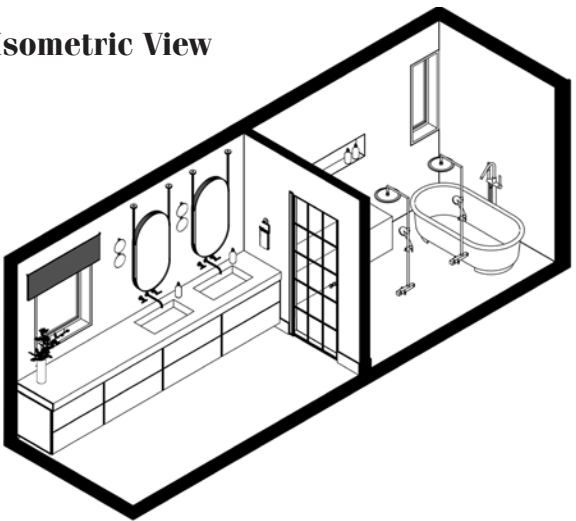


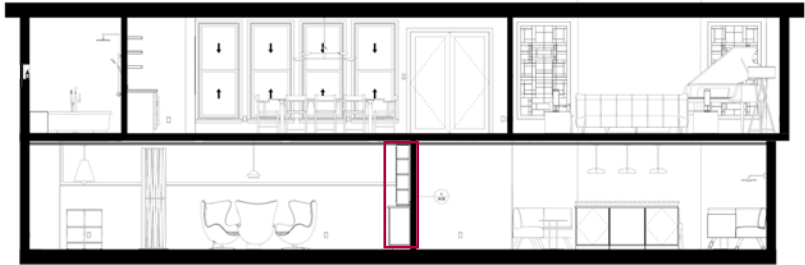
Designed as a counterpoint to the home’s entertaining spaces, the primary suite offers a quieter experience. A fireplace and built in bench create a place to settle in, while the private patio provides a more intimate **connection** to the outdoors. As guests gather throughout the home, the suite remains comfortably removed from the activity, creating a **retreat** within the larger experience of the residence.

Primary Bathroom Floor Plan

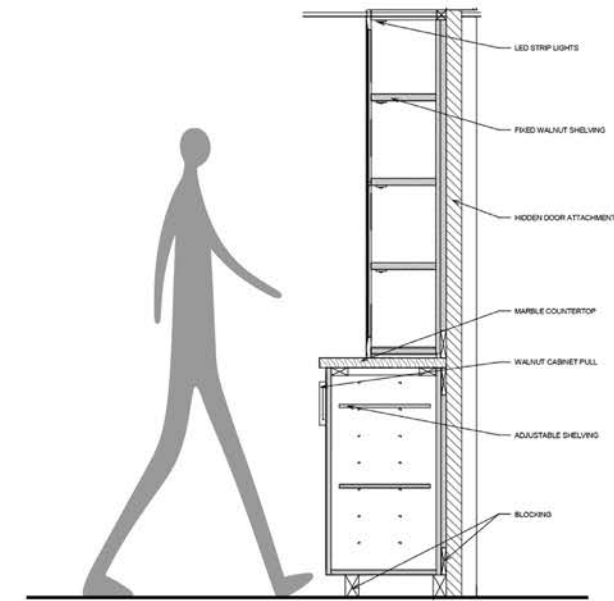


Primary Bathroom Isometric View

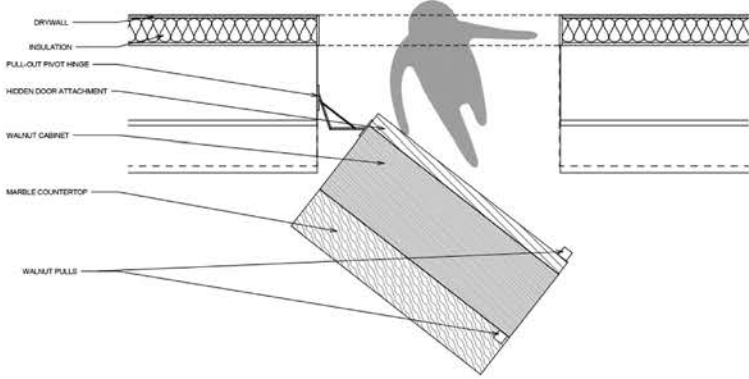




North/South Building Section



Hidden Door Section



Hidden Door Detail From Above



HIDDEN SPEAKEASY

As the final stop in the home’s sequence of experiences, the speakeasy celebrates the **entertaining culture** associated with Frank Sinatra and the Rat Pack. Hidden from view, the space reveals an intimate setting where stories are shared, records spin, and evenings linger long past midnight. The result is a destination that captures the energy and character of the era.



03 CLUE CRUISE SHIP

Inspired by the classic mystery board game **Clue**, this interactive cruise ship venue reimagines the game's iconic rooms as immersive hospitality spaces. Each themed room is defined by **custom lighting**, interactive installations, and built-in elements that reflect its role in the **investigation**. Together, the spaces create a cohesive experience that encourages guests to explore as they solve the **mystery**.

Location // Caribbean Cruise Route

Typology // Hospitality Entertainment Design | Cruise Ship Venue

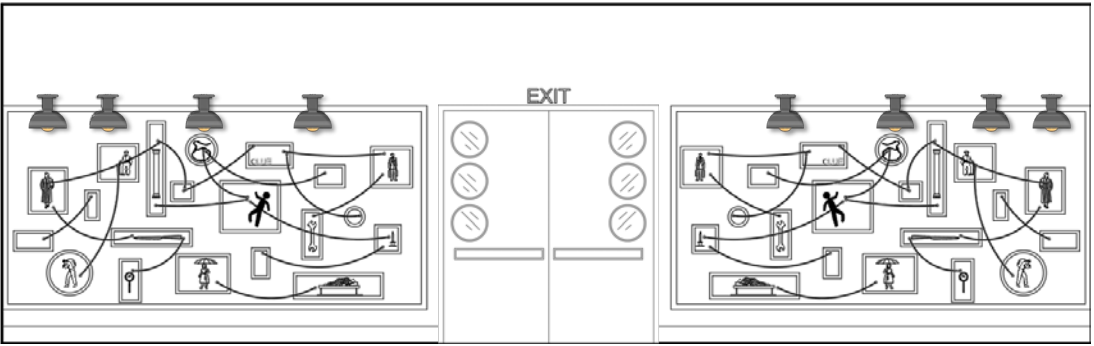
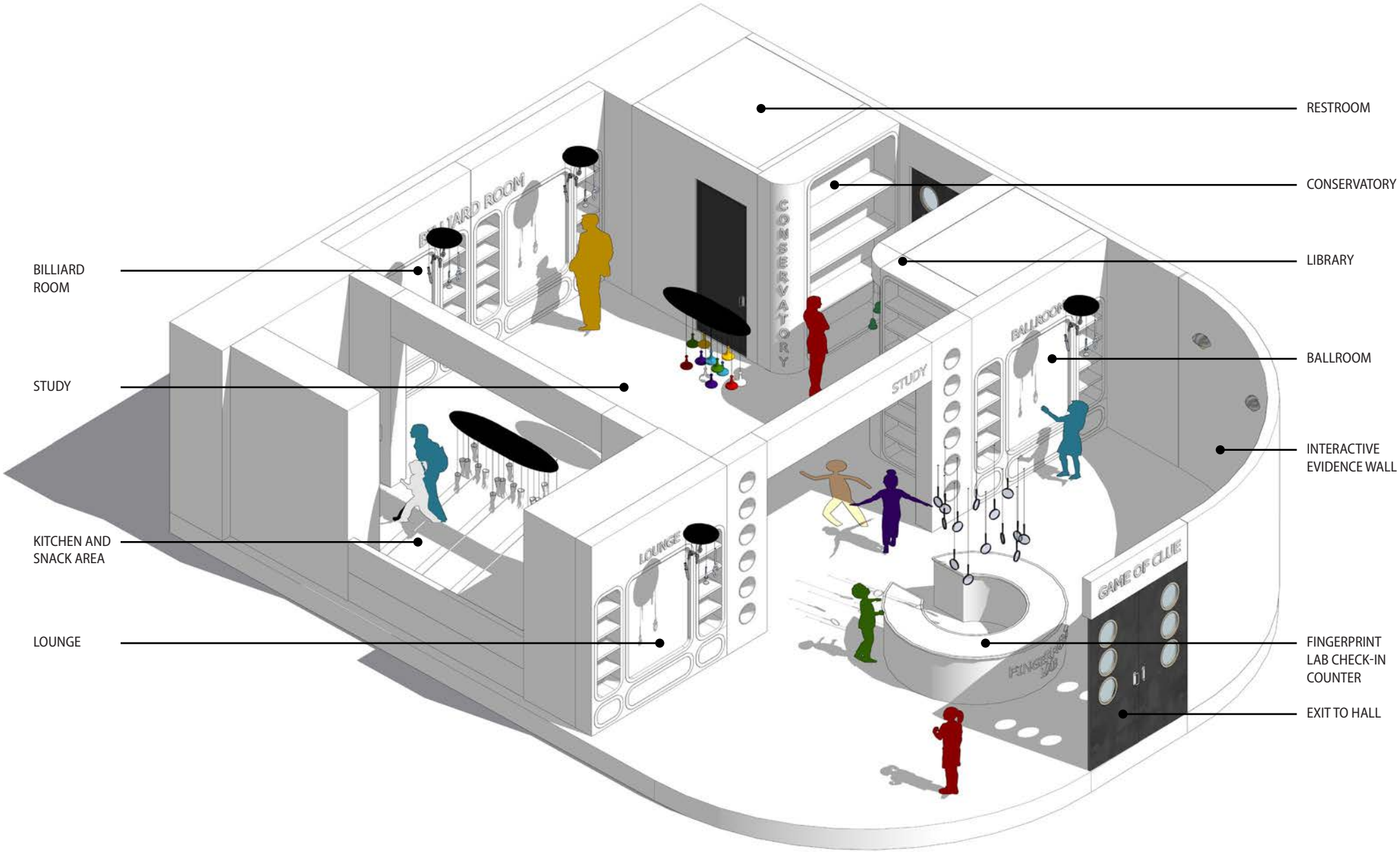
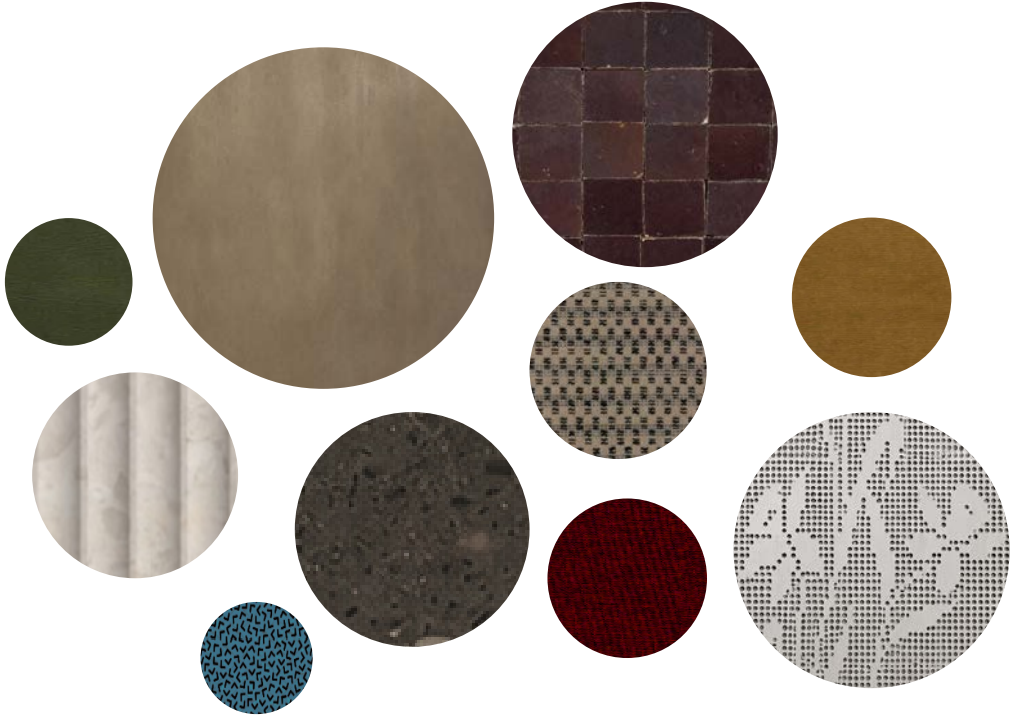
Collaboration // Individual



GAME RULES

- 1 Check in at the fingerprint lab and leave your fingerprint to receive your first clues.
- 2 Look for the glowing body outline on the floor. Only one appears during each game, marking where the crime took place.
- 3 Search each room and complete the games and puzzles to unlock more evidence.
- 4 Keep track of the suspects, locations, and possible weapons on the interactive evidence wall.
- 5 Work with your team to decide who did it, where it happened, and what weapon was used.
- 6 Submit one final guess to solve the case.

MATERIALS



Evidence Wall

The interactive evidence wall helps players organize clues and eliminate suspects, locations, and weapons.

LIGHTING THE GAME

The custom lighting was designed to immerse players in the experience, making them feel as though they had stepped inside the Clue board game. Magnifying glasses, weapons, suspect colors, library lamps, gloves, and vintage camera flashes were reimagined as playful fixtures that carry the theme throughout the space. Each fixture was first drawn in AutoCAD and developed further in Photoshop, which helped guide the final step of modeling it in SketchUp to refine its scale, form, and placement.



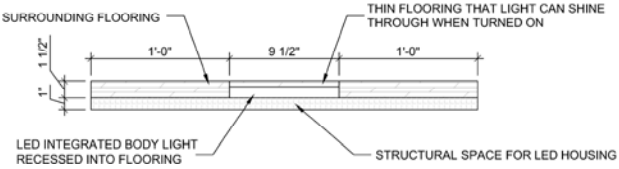
Dead Body Floor Light	Dead Body Floor Light	Weapon Pendants	Suspect Pendants	Vintage Camera Flash Sconce	Library Lamp Pendants	Glove Pendants



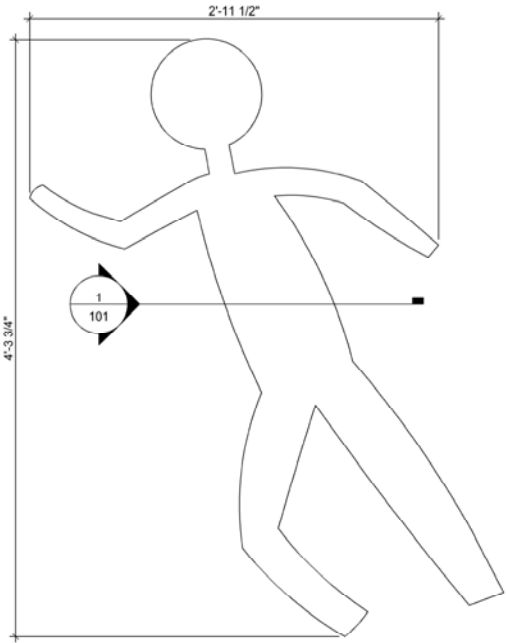
CIRCULATION STUDY

The circulation study maps the most common paths of travel through the space. The open layout allows guests to move easily between each themed game area while maintaining clear sightlines back to the central Fingerprint Lab. Overlapping routes allow players to cross paths as they move between rooms and search for clues.

Dead Body Floor Light Section

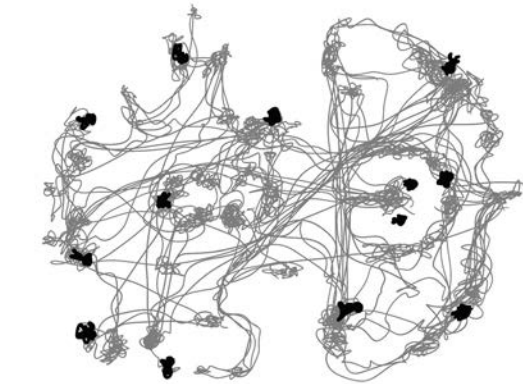


Dead Body Floor Light Detail



LIGHTING STUDY

The dead body floor light was designed to remain hidden until it is activated during the game. The LED fixture is recessed below the surrounding floor and covered with a thin layer of the flooring material. When the light is off, the figure blends into the floor. When illuminated, the light shines through the thinned material to reveal the body outline as a new clue.



04 GOLDING RESIDENCE

Designed for a single mother and her two children, this kitchen and primary bathroom remodel focuses on **storage**, **efficiency** and **connection**. The kitchen was reworked to support cooking, gathering and time together, while the bathroom was reorganized to provide more storage, privacy and a steam shower. Both spaces were planned using NKBA guidelines to meet the needs of the family.

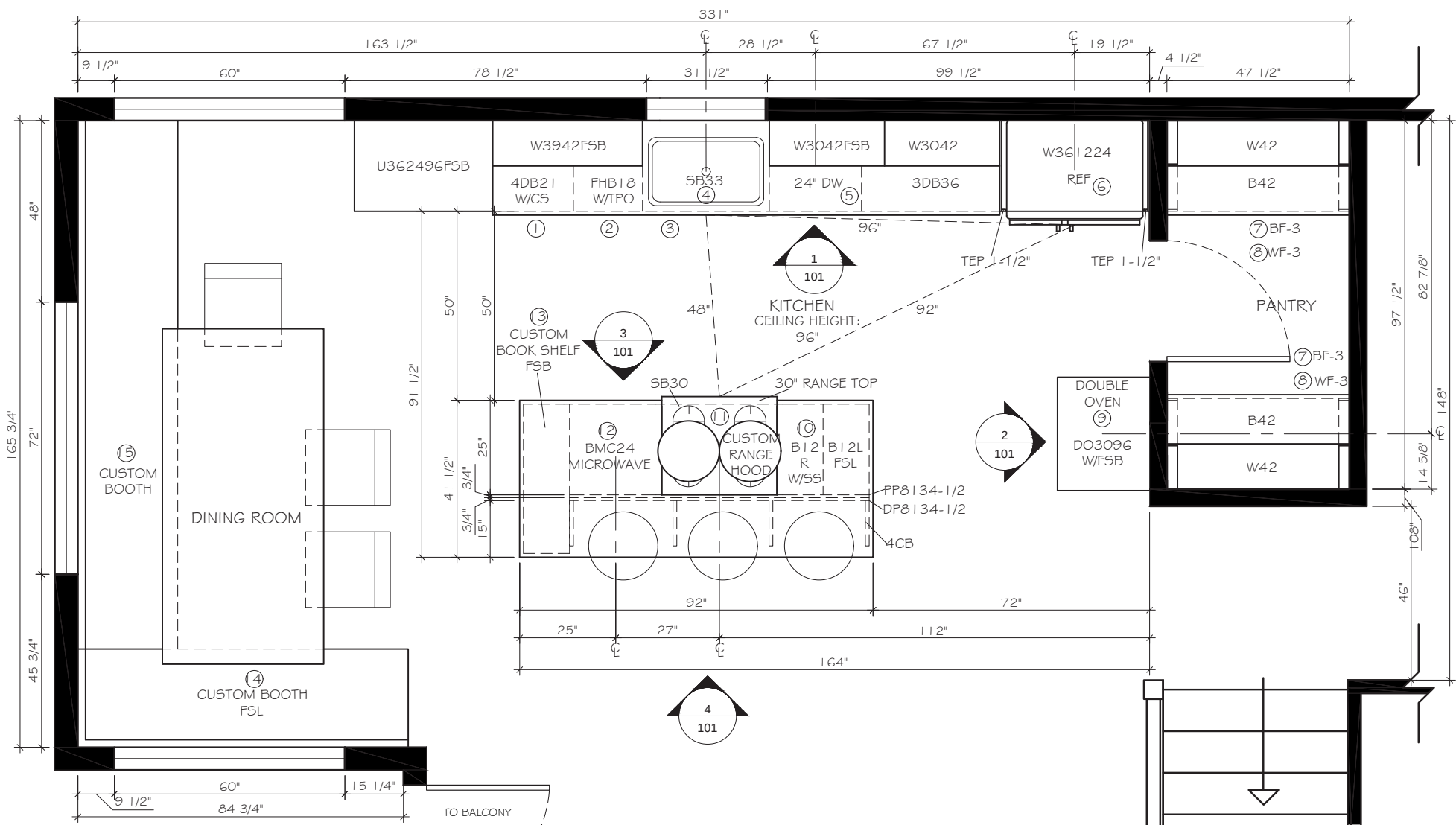
Location // Sugarhouse, Utah

Typology // Residential Design | Kitchen and Bath Remodel

Collaboration // Individual



KITCHEN FLOOR PLAN



SPECIFICATIONS

- ① 4DB2 I WCHARGING STATION
CABINET PARTS, MDL. CC-GALMPC520PF
GALAXY CHARGING STATION, WITH DOCKING DRAWER DUO UNIT
21" W X 22-3/4" D X 4-7/16" H
MAPLE WITH SEQUOIA LEATHER.
- ② FHB18 W/TRASH PULL OUT
REV-A-SHELF MDL. 4WCSC-2150DM-2
DOUBLE 50 QT PULL OUT TRASH CAN SYSTEM WITH SOFT CLOSE SIDES
18" W X 22" D X 42-1/2" H
MAPLE / METALLIC SILVER
- ③ 4 PCS, TKP-B
PLYWOOD TOEKICK
- ④ CUSTOM SINK
30" UNDERMOUNT SINGLE BASIN KITCHEN SINK
30" W X 18" D X 9-1/2" H
INTEGRATED CEPPLO SILICA
- ⑤ DISHWASHER
SUB-ZERO MDL. DW2451
24" DISHWASHER - PANEL READY
23-5/8" W X 23-1/4" D X 34-1/2" H
INTEGRATED WITH CUSTOM PANEL
- ⑥ REFRIGERATOR
SUB ZERO, MDL. CL3650R/O
36" CLASSIC REFRIGERATOR - PANEL READY
36" W X 24" D X 84" H
INTEGRATED WITH CUSTOM PANEL
- ⑦ BF3 CUT TO APPROX 2-3/4"
- ⑧ WF3 CUT TO APPROX 2-3/4"
- ⑨ DOUBLE OVEN
GE, MDL. JTD5000DVBB
29-3/4" W X 26-3/4" D X 53" H
STAINLESS STEEL
- ⑩ B12RW/SPICE STORAGE
REV-A-SHELF, MDL. RV-448-BCSC-11C
WOOD KITCHEN BASE CABINET PULL-OUT WITH
BLUMOTION SOFT-CLOSE SIDES
11-1/2" W X 21-3/4" D X 25-5/8" H
MAPLE
- ⑪ RANGETOP
THERMADOR MDL. PCG305W
GAS RANGETOP 30"
29-15/16" W X 25-13/16" D X 10-9/16" H
STAINLESS STEEL
- CUSTOM RANGEHOOD
DOUBLE SPHERE RANGE HOOD
32" W X 16" D X 35" H
400 CFM
PETINA BRASS
- ⑫ MICROWAVE DRAWER
ZLINE, MDL. MWD-1-B5
1.2 CU. FT. MICROWAVE DRAWER
23 7/8" W X 24" D X 15" H
STAINLESS STEEL
- ⑬ CUSTOM BOOK SHELF
3 OPEN SHELVES
39-1/2" W X 12" D X 34-1/2" H
FINISH SIDES BOTH
- ⑭ CUSTOM BOOTH
BOOTH SEATING WITH TWO DRAWERS
86" W X 26" D X 36" H
FINISH SIDE LEFT
- ⑮ CUSTOM BOOTH
BOOTH SEATING WITH FOUR DRAWERS
139-3/4" W X 26" D X 36" H

MATERIALS



Thoughtful Design

The rangetop was positioned toward the dining area so the homeowner can prepare meals while staying connected with her children. The island adds prep space and seating, creating a central place for cooking and **gathering**.



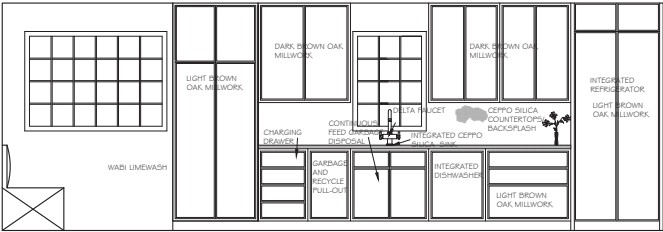


Full-height cabinetry adds storage along the kitchen wall. Open shelving at the end of the island keeps everyday items close by and gives the family easy access from both sides of the kitchen.

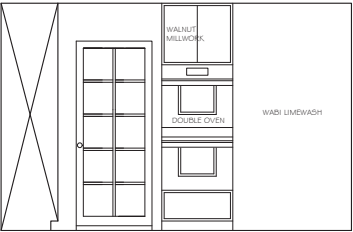


BREAKFAST NOOK

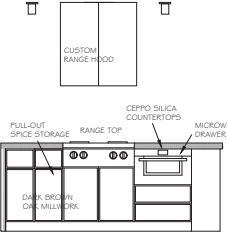
The breakfast nook was designed to give the family a comfortable place to **gather** throughout the day. The wraparound bench adds plenty of seating for meals, homework, and time together, and the large table gives everyone room to spread out. With windows on three sides, the nook gets natural light throughout the day and feels like its own space within the kitchen.



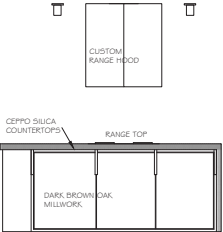
Elevation 1



Elevation 2

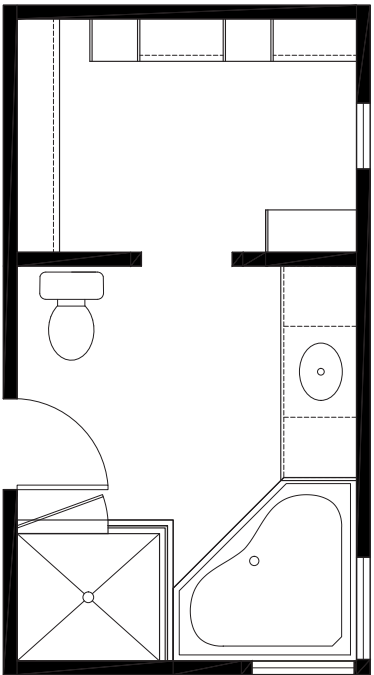


Elevation 3

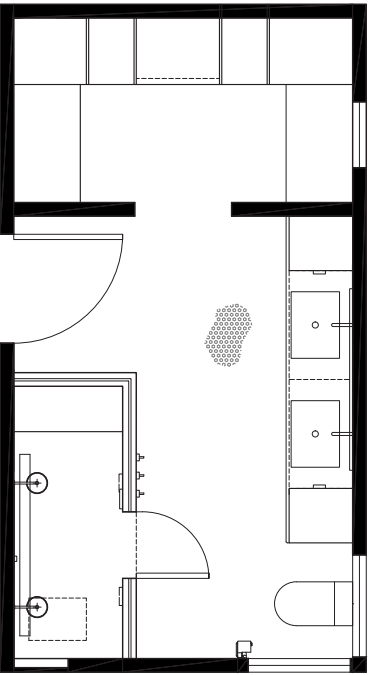


Elevation 4

BEFORE PLAN

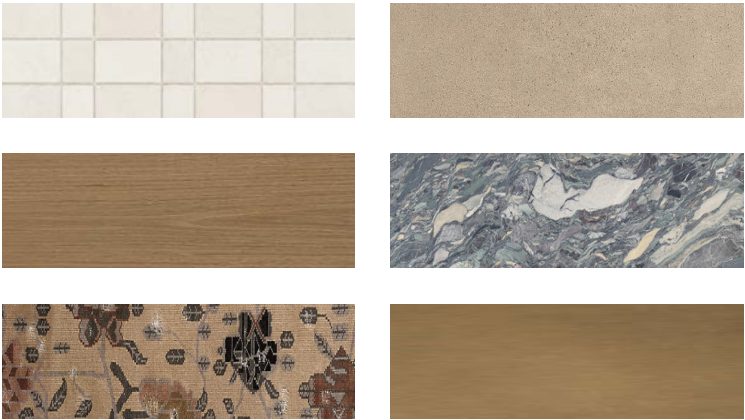


AFTER PLAN



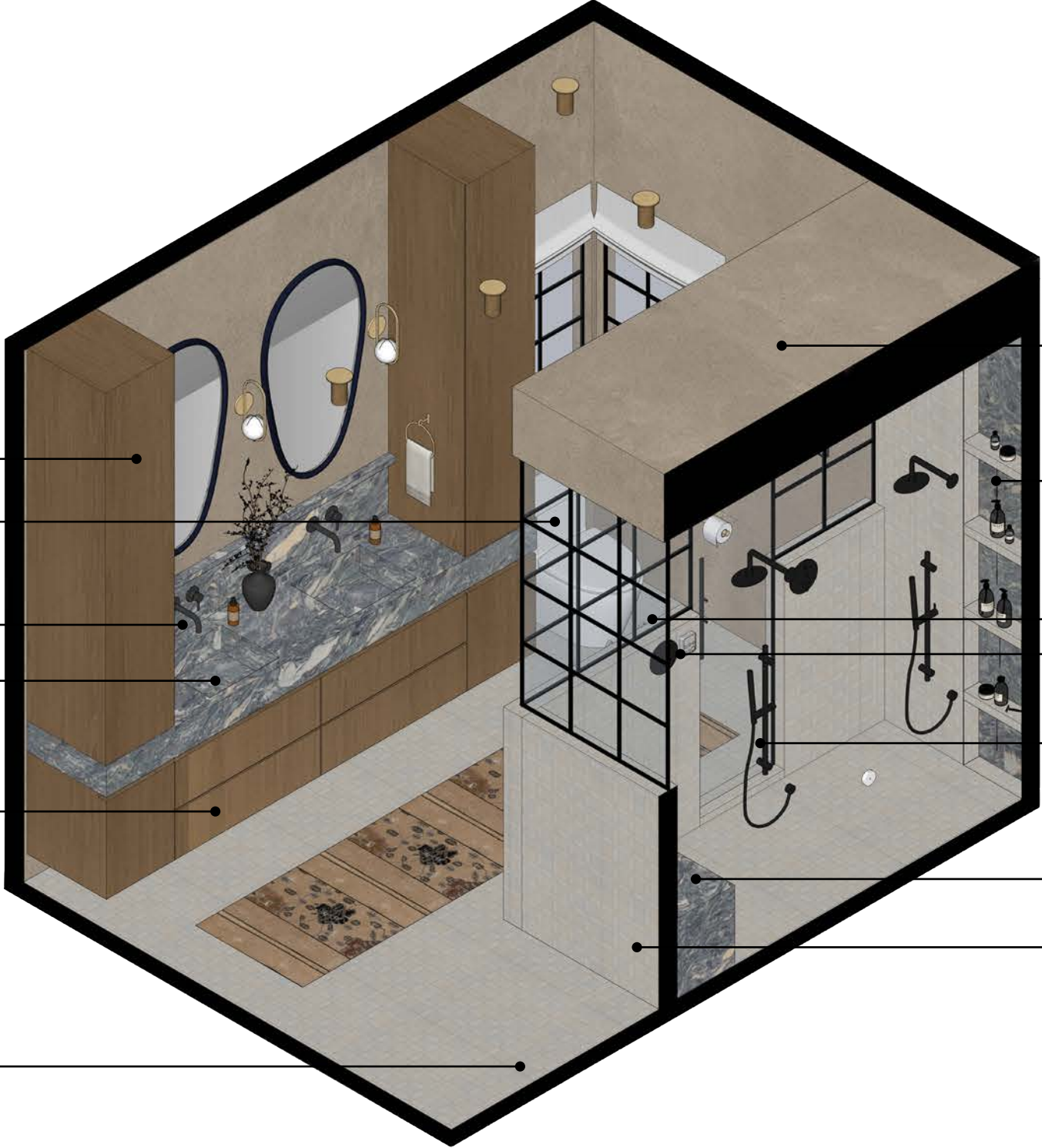
The layout was reconfigured to better meet the client’s needs. By slightly reducing the walk-in closet, space was added for a longer vanity, increased storage and a more **private** bathroom.

MATERIALS



FULL HEIGHT CABINETS
SMART TOILET
WALL MOUNTED FAUCETS
INTEGRATED SINKS
FLOATING VANITY

BATHROOM ENTRANCE

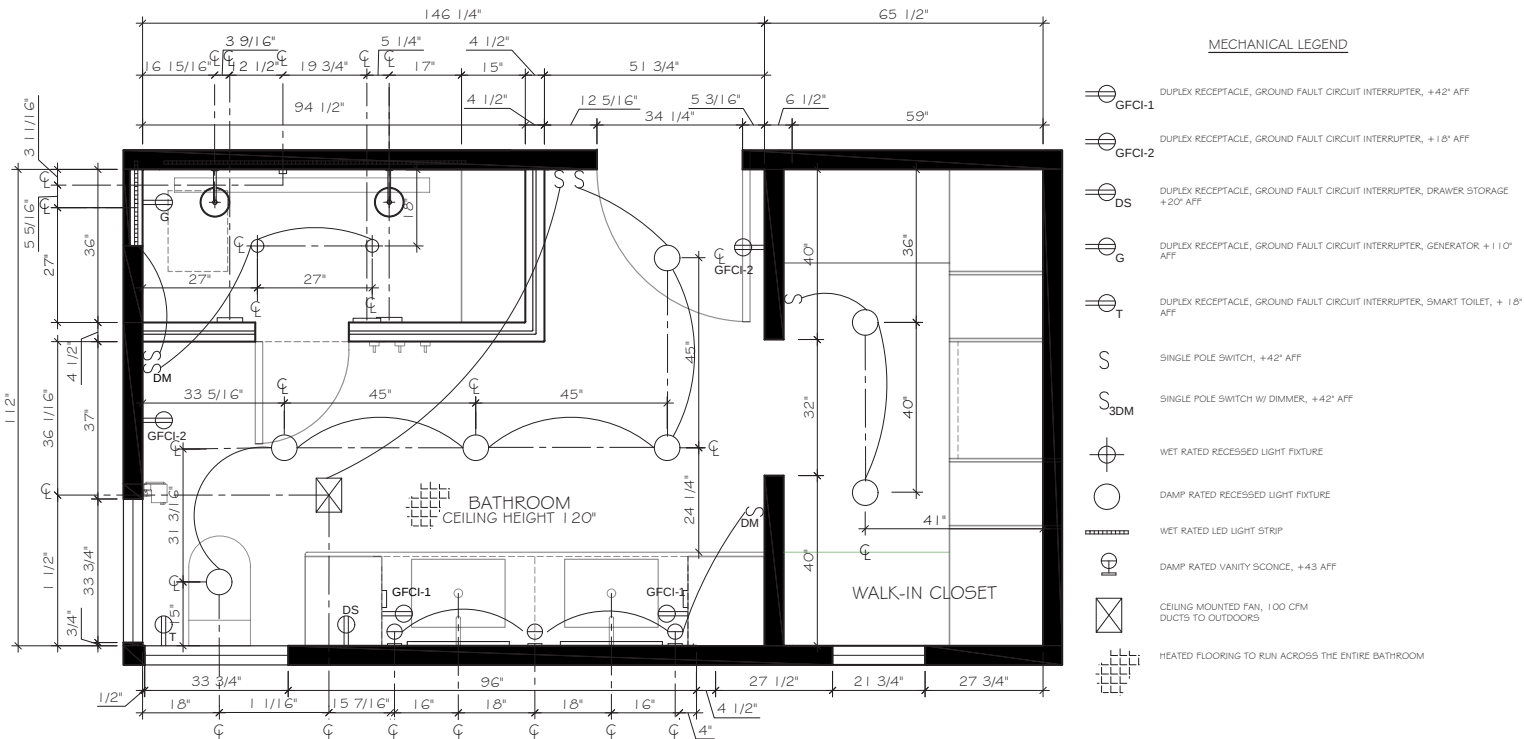


HOUSING FOR STEAM SHOWER SYSTEM
LED LIT SHOWER NICHE
TOWEL HOOKS
SHOWER CONTROLS
DOUBLE SHOWER HEAD WITH WAND ATTACHMENT
SHOWER BENCH
PRIVACY WALL

The toilet was tucked away from the entrance so it is not immediately visible upon entering the bathroom. A floating vanity and wall-mounted faucets make the floor and countertop easier to clean, while full-height cabinetry provides additional storage and a **streamlined** look.

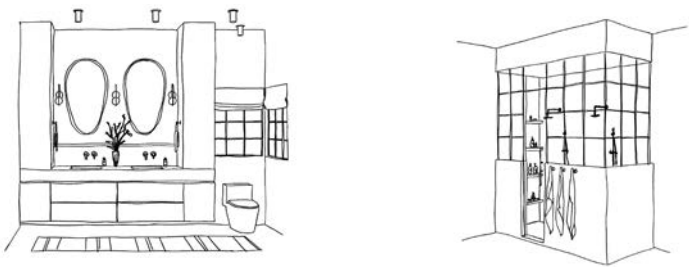


MECHANICAL PLAN

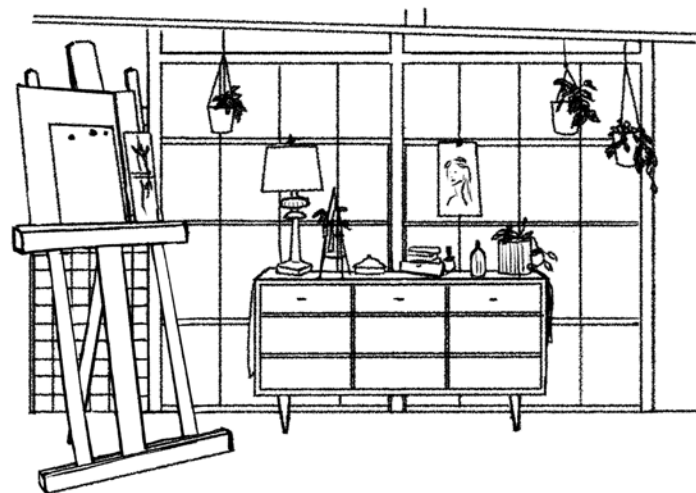


STEAM SHOWER

The client wanted a steam shower that felt **comfortable** and **intuitive** to use. Controls were positioned just inside the enclosure so the steam system and showerheads can be turned on before stepping inside. Towels were placed directly outside the shower for easy access, while dual showerheads, a handheld wand and built-in bench provide added comfort and flexibility.



THANK YOU



BRENNA TISON
