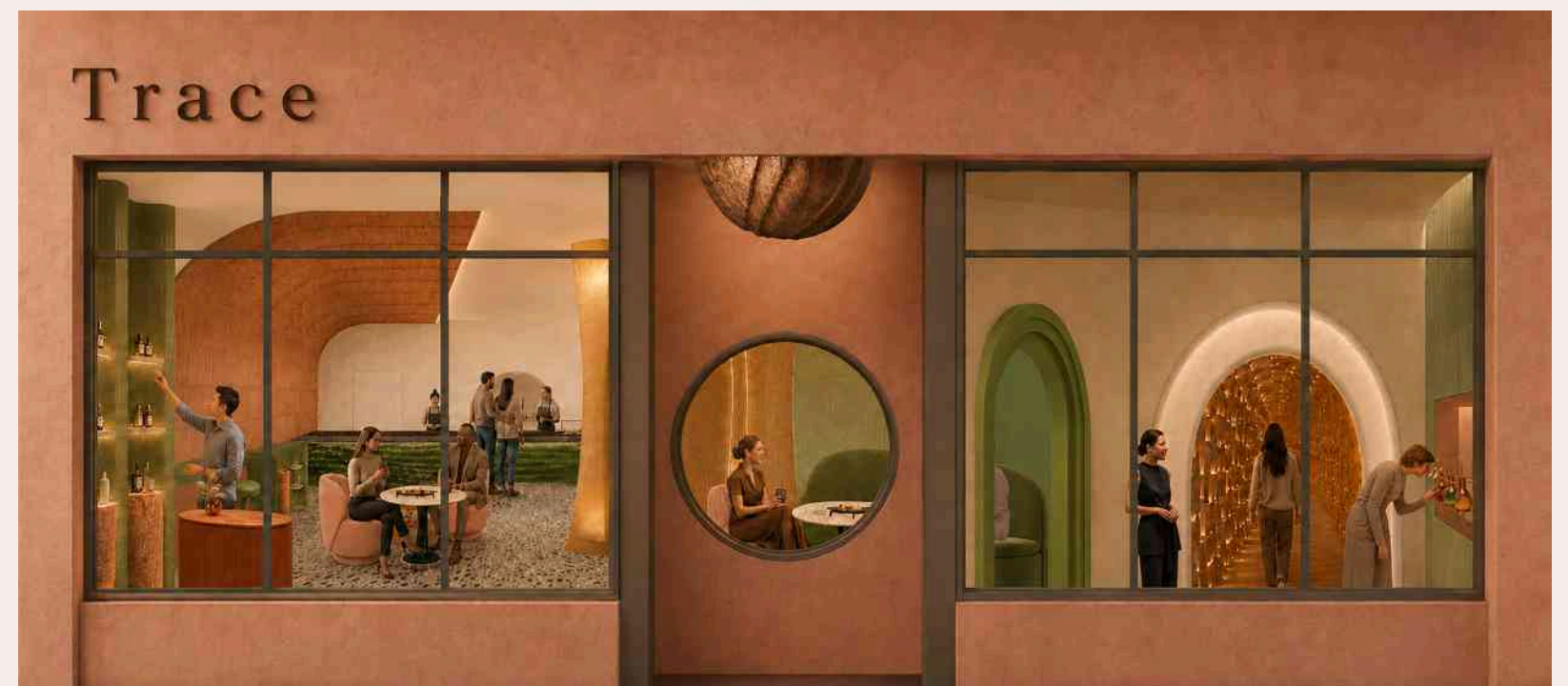


CARLY REDDIN

Interior design · hospitality · retail · experiential interiors



Portfolio 2026

Interior Designer with an MA in Interior Design and Hospitality and a background in production design for film, television and advertising.

My work combines concept development, space planning, FF&E, material and lighting strategy, technical coordination and visual presentation across hospitality, retail, residential and experiential interiors.

I am particularly interested in spaces that are intuitive, distinctive and shaped by a clear understanding of how people move, gather and experience their surroundings.

Contact

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carlyreddin.com

Streetsville, ON · GTA

Experience

INTERIOR DESIGN

Junior Interior Designer

Godrich Interiors

London, UK · 2017

Supported high-end residential projects through measured drawings, plans and elevations, millwork information, FF&E sourcing, material and finishes selection and client presentation materials.

PRODUCTION DESIGN

Production Designer

Projects across the UK and abroad · 2008 to 2025

Led the concept development, spatial planning and delivery of complex built environments for film, television and advertising, coordinating construction, materials, furniture, lighting, graphics, specialist fabricators and visual execution.

SELECTED CREDITS

The Stolen Girl (Disney+ · Hulu), The Gold (Paramount+), Man vs. Bee (Netflix), Top Boy (Netflix), Hanna (Amazon), and campaigns for American Express, Hyundai, and Miele.

Education

MA Interior Design and Hospitality

LABASAD, Barcelona School of Arts & Design

May 2025 · May 2026

Focus: concept development, space planning, hospitality and retail interiors, materials, lighting, FF&E, technical drawings and 3D visualization.

MA Production Design for Film and Television

National Film and Television School

September 2006 · June 2008

BA (Hons) Design for Film and Television

Nottingham Trent University

September 2002 · July 2005

Software & drawing

3D + DRAFTING

SketchUp

AutoCAD

Vectorworks

Revit · developing

Cinema 4D

Technical hand drawing

VISUALISATION + GRAPHICS

Enscape · developing

Corona Renderer

Adobe Photoshop

Adobe InDesign

Adobe Illustrator

Affinity Publisher

Presentation design



SELECTED WORKS

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TRACE

PROJECT OVERVIEW

Academic project · MA Interior Design and Hospitality · 2026

Guests select a fragrance profile on arrival before moving through a compressed scent tunnel into a sequence of café, lounge, pairing and retail space. The concept connects scent, taste and atmosphere, transforming product discovery into a hosted spatial experience.

program

fragrance selection on arrival

immersive scent tunnel

central pairing bar

lounge seating

pairing alcove

curated retail at exit

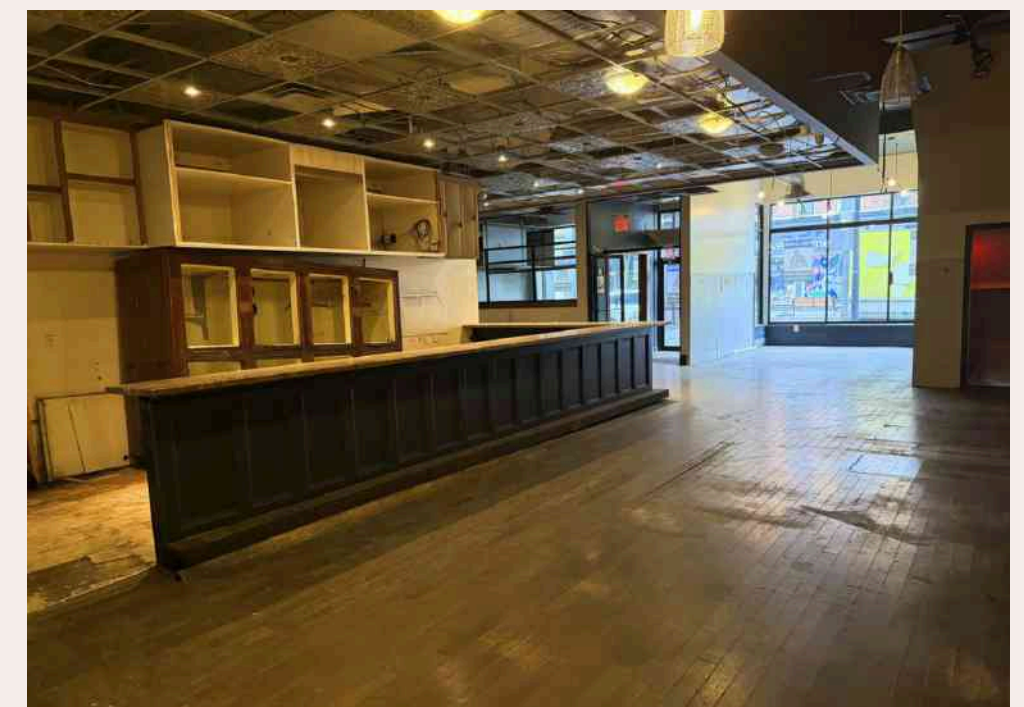
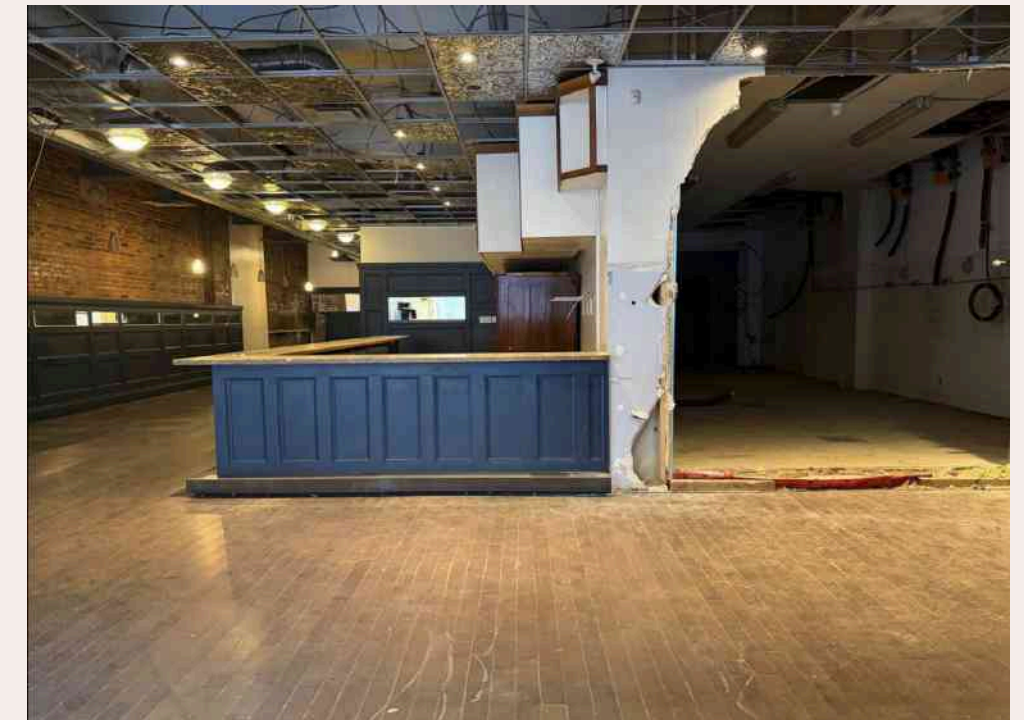
A scent-led hospitality and retail concept where fragrance selection shapes the spatial journey, food and drink pairing and curated retail experience.



LOCATION AND SITE



Located at 2876 Dundas Street West in Toronto's Junction neighbourhood, the site sits within a west-end corridor of independent retail, cafés, and established local footfall.



A former restaurant, the unit offered strong street visibility, existing hospitality infrastructure and an adaptable shell for a hybrid fragrance, café and lounge concept.

site advantages

- prominent street frontage
- pedestrian visibility
- existing hospitality infrastructure
- adaptable existing shell
- established café and retail context

floor plan and operational zoning

The plan separates public, service, and back-of-house functions while allowing two guest routes: a slower scent-led sequence and a direct café route. The main bar anchors the front-of-house space, with lounge seating and the pairing alcove positioned deeper into the plan.

KEY FLOOR FINISHES



1. Pigmented microcement
Warm satin finish



2. Smoked oak timber
Warm satin finish



3. Green terrazzo
Charcoal, white, and terracotta aggregate



4. Black terrazzo
White aggregate



5. High-gloss paint
Deep mineral green

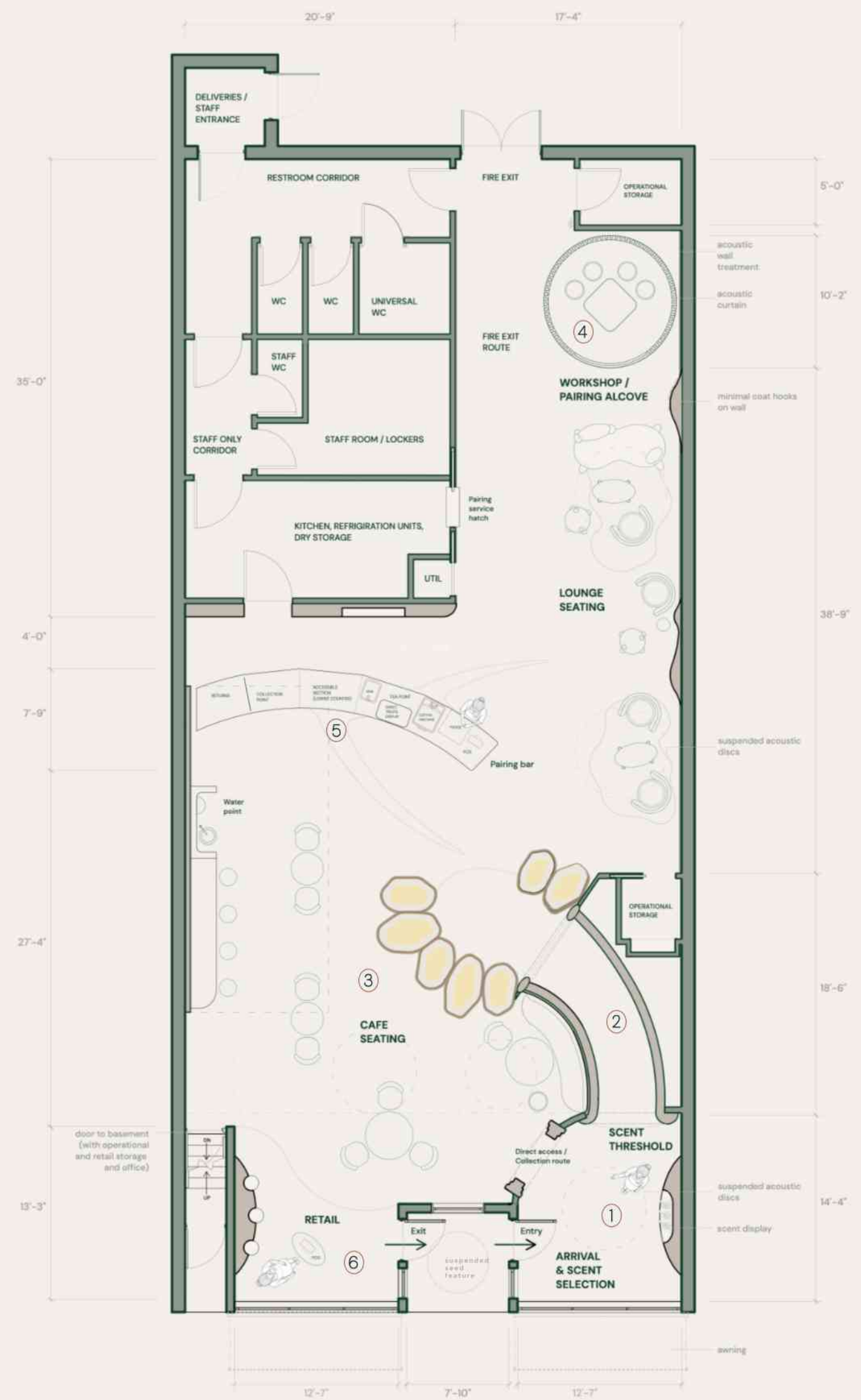


6. Dark green terrazzo
Charcoal aggregate, honed finish

Public-facing area: 2,400 sq ft



TRACE



Guest journey and scent sequence

A choreographed guest route where fragrance selection guides movement through pairing, café and lounge experiences before concluding in curated retail.

ROUTE KEY

- GUIDED SCENT JOURNEY
- OPTIONAL PAIRING ALCOVE
- DIRECT VISIT ROUTE
- ① SENSORY MOMENTS

3 • pairing bar

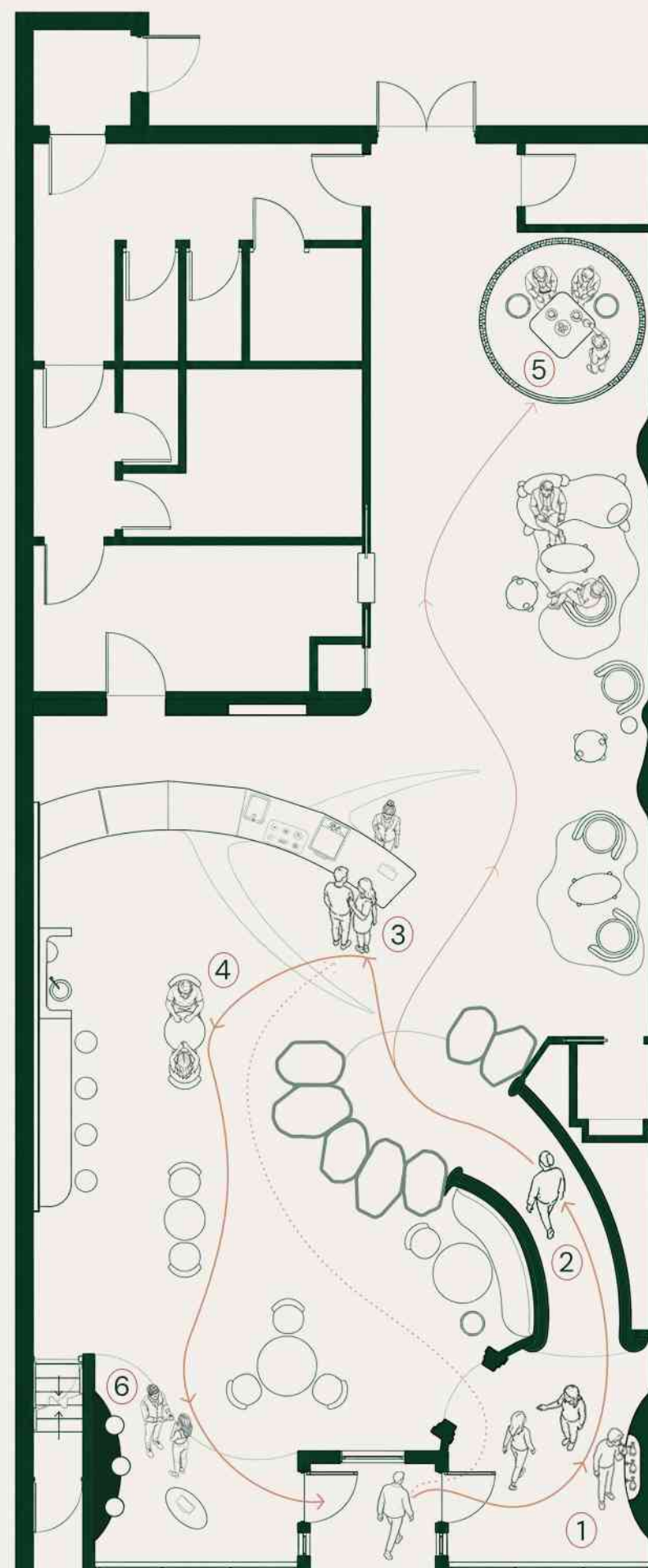
The selected scent informs a food and drink pairing

4 • café and lounge

Guests settle into an open social area

6 • curated retail

The visit concludes with curated fragrance products and take-home scent objects



5 • pairing alcove

A bookable space supports a slower guided session

2 • scent tunnel

A compressed passage shifts the pace and atmosphere

1 • scent selection

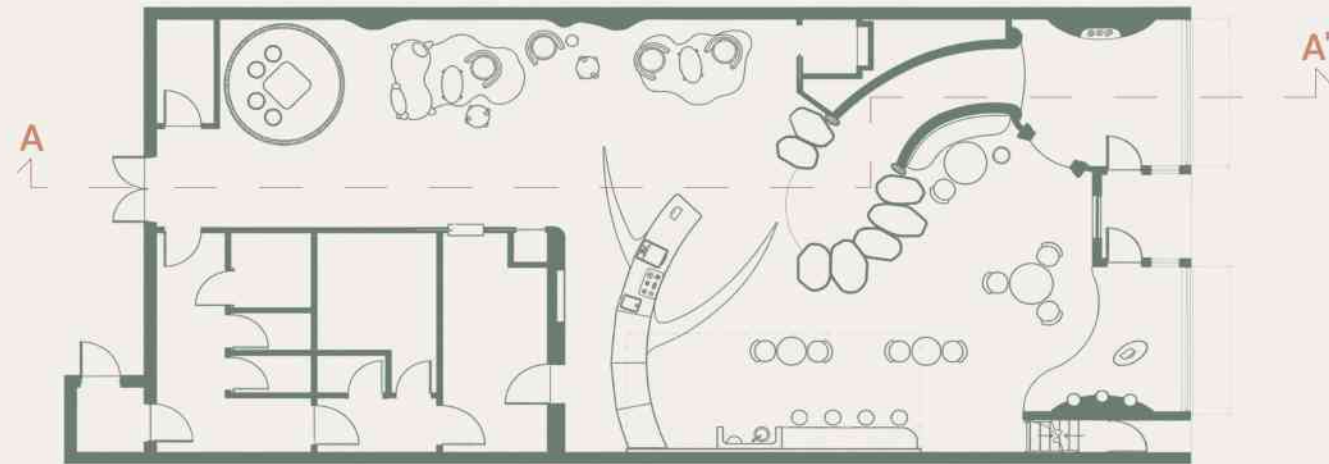
Guests choose a scent profile at arrival

Offset section A–A' · spatial sequence

Section through scent selection, tunnel, lounge and pairing alcove.



Section key plan



Not to scale

KEY MATERIAL FINISHES



1. Acoustic curtain
Soft textile privacy layer



2. Straw wall covering
Textured lounge backdrop



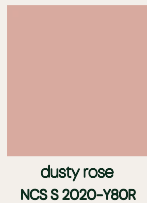
3. Illuminated timber lining
Warm timber with concealed LED



4. Green tile
Entry scent wall finish

SPATIAL *direction*

A spatial language built from
compression, warm enclosure,
curved openings and softened edges.
Light acts as a material cue,
guiding guests between selection,
pause and social exchange.



threshold · passage · enclosure · depth · reveal

MATERIALITY

The palette combines mineral surfaces, translucent amber elements, aged metal and textured textiles. Limewash plaster and stone establish a calm foundation, while green tile, terrazzo, bronze and backlit timber define key spatial moments.



Preliminary material and finish schedule

- | | |
|---------------------------------------|---------------------------------------|
| 01 backlit sculpted timber screen | 09 aged bronze metalwork |
| 02 translucent amber resin volumes | 10 sage textured upholstery |
| 03 warm limewash plaster wall finish | 11 blush textured upholstery |
| 04 glazed tile and bronze scent niche | 12 honed pale stone tabletops |
| 05 straw-textured wall surface | 13 glazed green ceramic wall tiles |
| 06 Comporta concrete panel | 14 honed green terrazzo floor finish |
| 07 acoustic velvet curtain | 15 polished terracotta marble plinths |
| 08 deep green resin bar finish | |

FURNITURE

direction

Furniture supports two modes of use: upright café seating for shorter visits and lower, softer lounge pieces for longer stays. Rounded forms, upholstered volume and small occasional tables soften the space and create a more hosted experience.



Café seating

Loren armchair · Furninova

Liège accent stool · NORR11

Custom café table · designed for TRACE

adapted from a vintage Art Deco reference



Lounge seating

Diane sofa · Rove Concepts

Liège accent stool · NORR11

ONNA armchair · Decoend

Customised Rolling Tides rug · Jubi

NORI 4 coffee table · Cinabre Gallery

Masika drinks table · Uttermost

Elips narrow tray · Belin Home Decoration

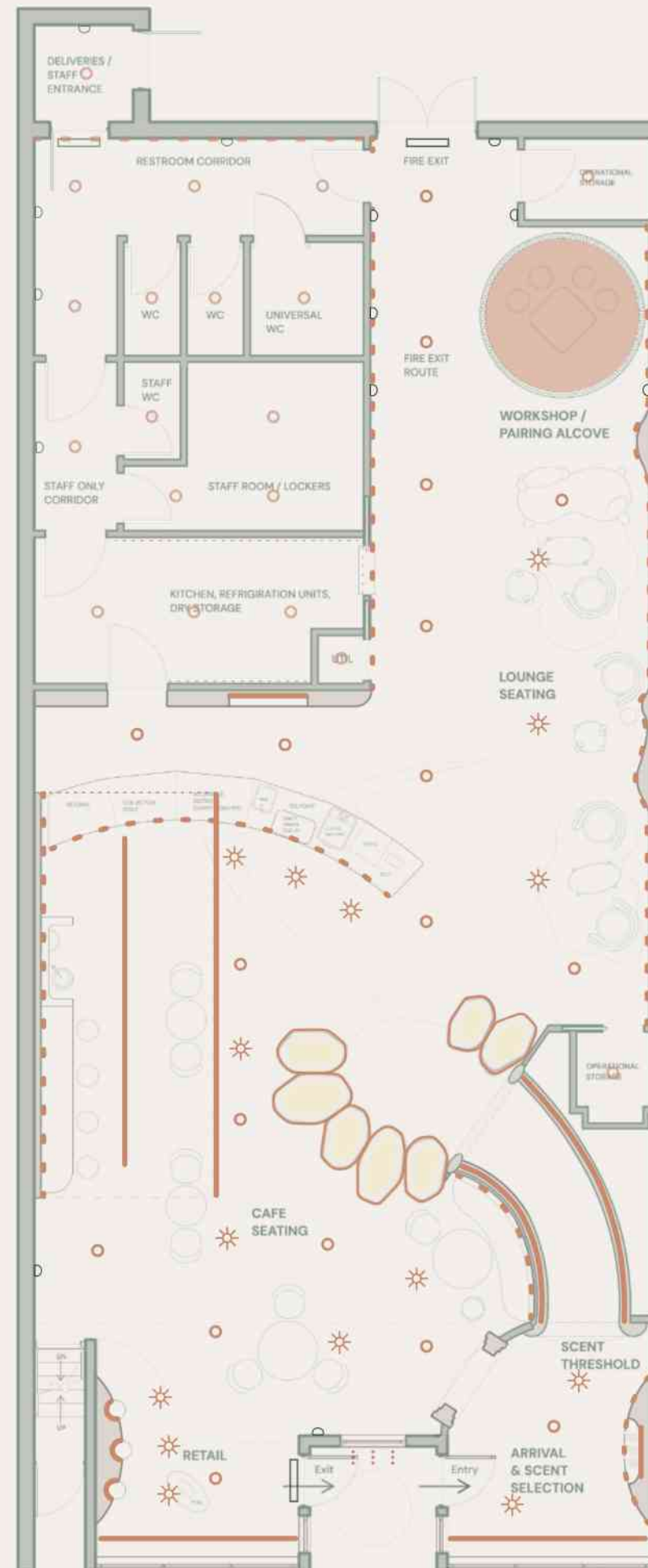
Stone-glazed handleless cups · EngiCrafts

Lighting strategy

The lighting strategy follows the guest journey through controlled shifts in brightness, focus and warmth. A concealed glow draws guests through the scent tunnel, while illuminated amber resin forms create a secondary focal point before the pairing bar. The café remains softly lit, the lounge drops lower and the alcove concentrates light around the table.

LIGHTING KEY

- L1 CONCEALED LINEAR GLOW
- L2 CONCEALED LINEAR WALL GRAZING
- L3 INTEGRATED LINEAR TASK LIGHT
- L4 ILLUMINATED RESIN FORMS
- L5 ILLUMINATED CEILING LIGHT BOX
- L6 RECESSED AMBIENT DOWNLIGHTS
- L7 FOCUSED ADJUSTABLE SPOTLIGHTS
- E1 ILLUMINATED EXIT SIGN
- E2 EMERGENCY EGRESS LIGHT
- F1 CONCEALED LINEAR EXTERIOR WALL WASH



1 • scent tunnel

A concealed linear glow intensifies through the threshold, drawing guests into the scent sequence

2 • pairing bar

Integrated task lighting and focused spotlights support service and scent pairing

3 • lounge and alcove

Wall grazing and a backlit ceiling light box lower the mood, creating a more intimate setting

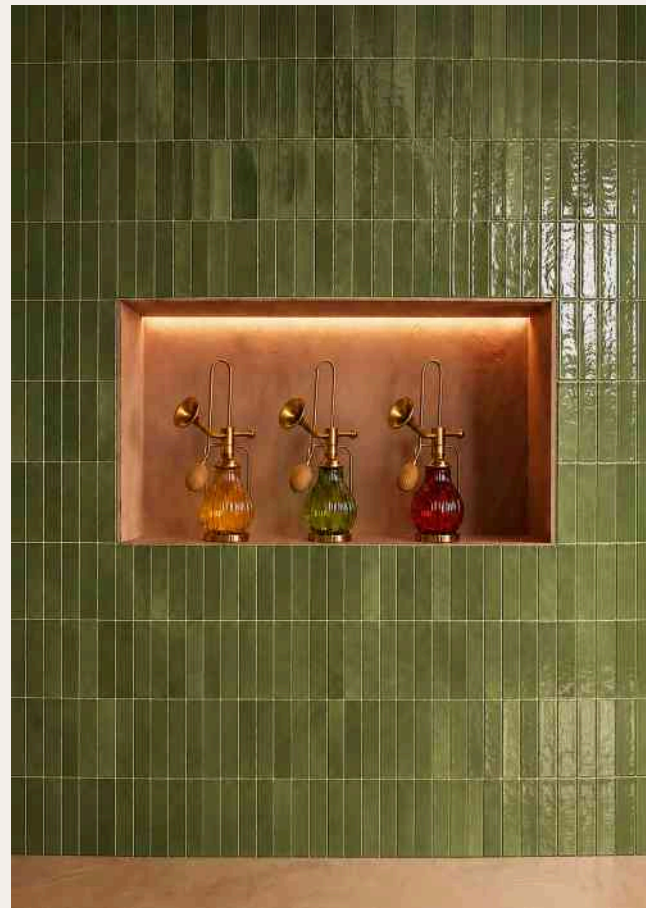
4 • lighting control

Fixture outputs are dimmed and balanced by zone to maintain visual comfort and preserve the immersive atmosphere, with brighter task lighting in the café, retail and staff areas, and lower light levels in the lounge and alcove.



Not to scale

Key spatial moments



SCENT-TESTING WALL

A testing point where visitors explore fragrance profiles. The selected scent informs the next stage of the visit through a paired food and drink experience.



RETAIL DISPLAY

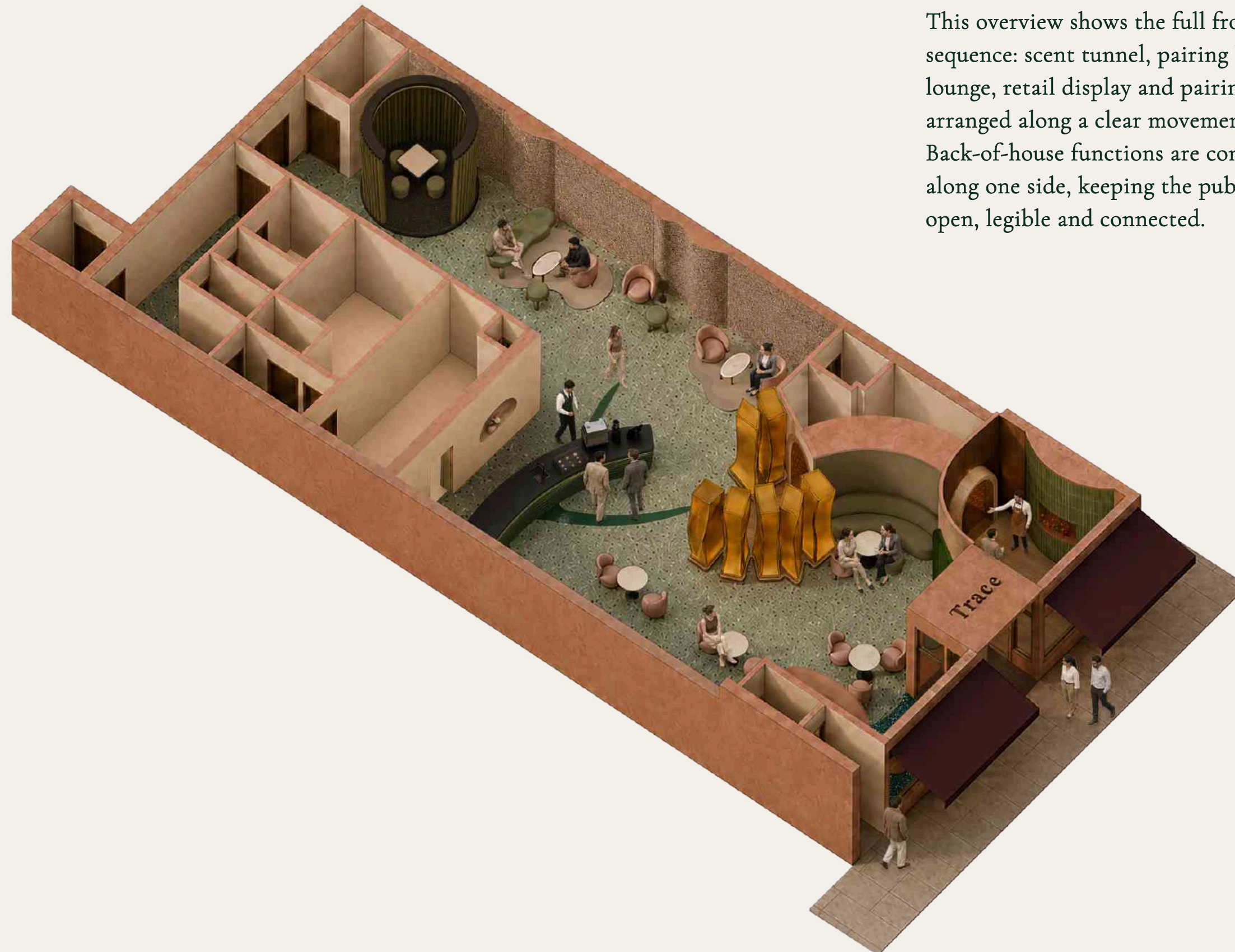
A curated fragrance display positioned at the end of the guest journey and supported by staff guidance.



PAIRING ALCOVE

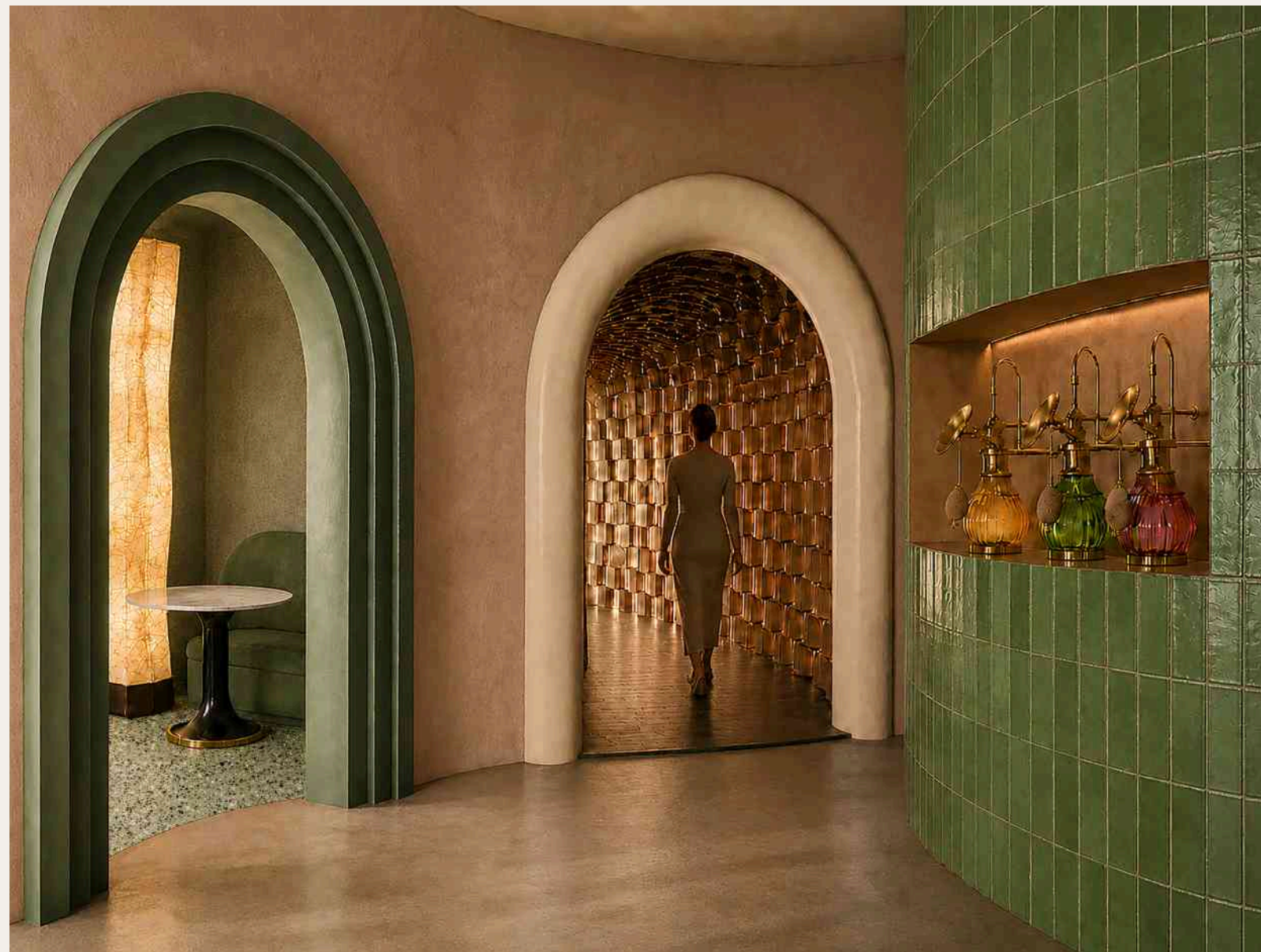
A quieter setting for guided scent, food and drink pairings, designed for reflection and conversation.

Spatial overview



This overview shows the full front-of-house sequence: scent tunnel, pairing bar, café, lounge, retail display and pairing alcove arranged along a clear movement path. Back-of-house functions are consolidated along one side, keeping the public areas open, legible and connected.

Entry threshold



The entrance supports two speeds of arrival: a direct café route and a softly illuminated passage for the scent-led journey. Green tile, recessed display and rounded plaster edges establish a clear transition between the street and interior atmosphere.

Café, pairing bar and retail



The bar anchors the café as both service point and social centre, while the retail display extends the fragrance journey into a take-home experience. Green terrazzo, dark counter finishes, sculptural lighting and varied seating create an open counterpoint to the compressed entry sequence.

Lounge and pairing alcove



The lounge extends the café into a lower, more relaxed setting, with upholstered seating, rugs, acoustic curtains and textured wall surfaces softening the larger volume. The alcove provides a more intimate setting for guided pairings while remaining visually connected to the main room.

GODRICH INTERIORS

LONDON, UK

JUNIOR INTERIOR DESIGNER

Working under Senior Interior Designer Megan Oliver

At Godrich Interiors, a London interior architecture and design studio, I supported the design development of Woodlands House, a Grade II listed property with a £10 million project budget. My work included measured drawings, plans and elevations, millwork information, FF&E sourcing, material and finishes selection and client presentation support.

role and scope

- measured drawings
- plans and elevations
- millwork information
- FF&E sourcing
- material selection
- finishes coordination
- client presentation support

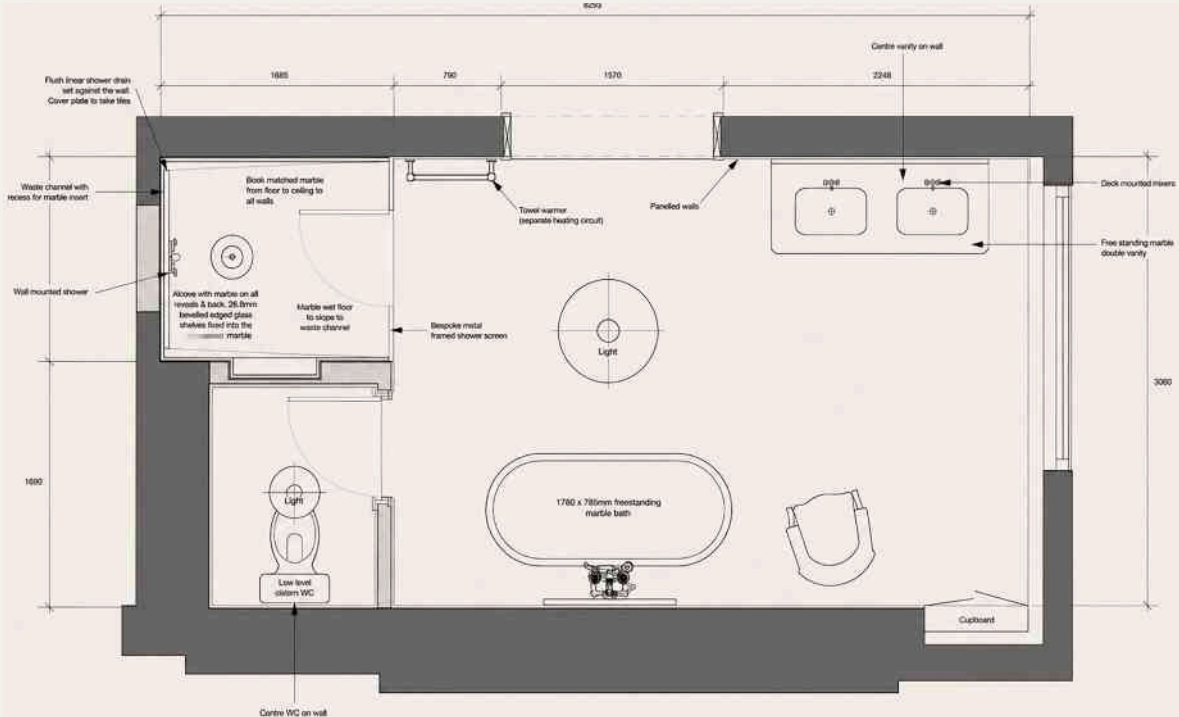


Primary en suite

My role included measured drawings, plan and elevation development, finishes coordination and furniture and lighting sourcing.



Woodlands House, primary en suite



primary en suite plan



bath wall elevation

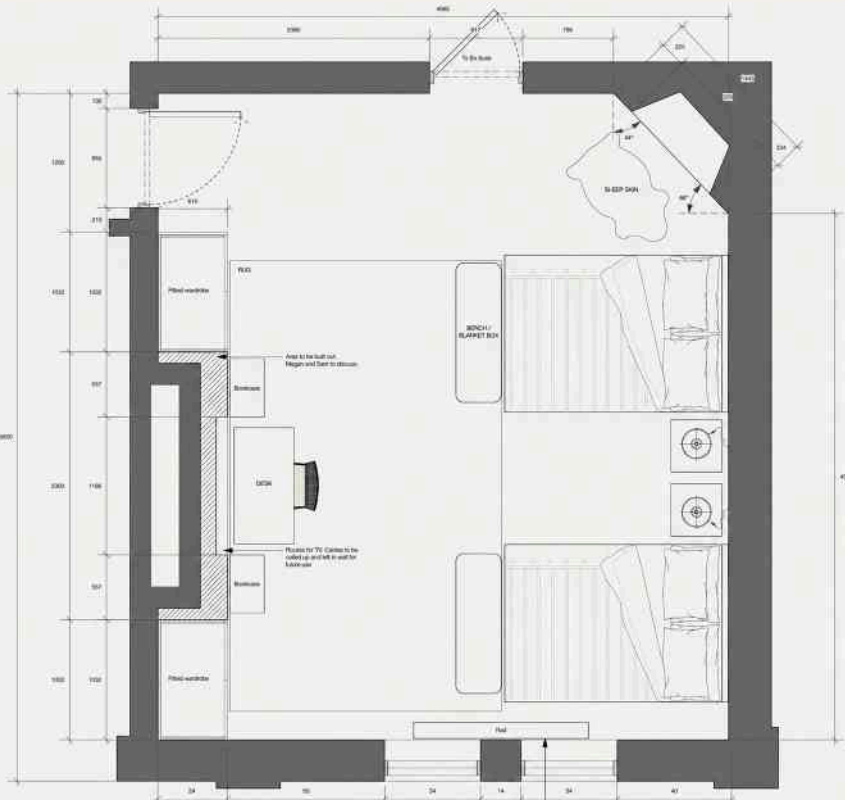
drawings not to scale

Fox's bedroom

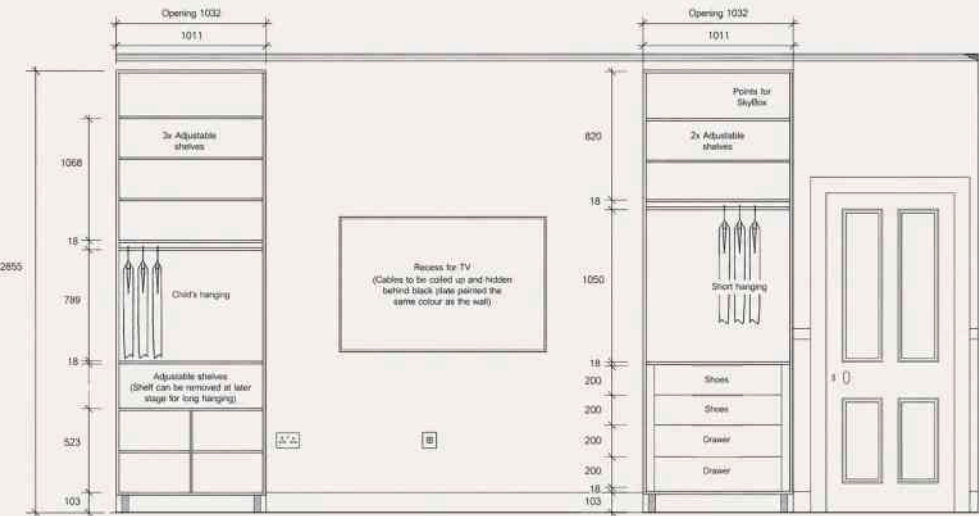
The brief was to create a sophisticated bedroom that could adapt as the client's daughter grew older. My role included technical drawings, millwork detailing for the bespoke wardrobe and FF&E and artwork sourcing.



Woodlands House, Fox's bedroom



bedroom plan



bespoke wardrobe internal layout

drawings not to scale



Artwork by Helen Musselwhite, sourced for the bedroom scheme

selected artwork

HOTEL CORE VIVU

Amore Vivu suite

PROJECT OVERVIEW

Academic project · MA Interior Design and Hospitality · 2026

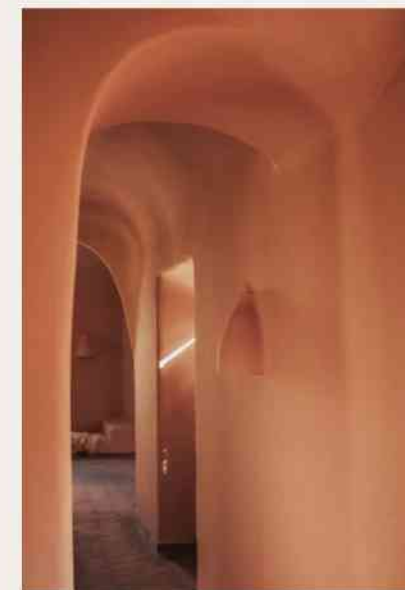
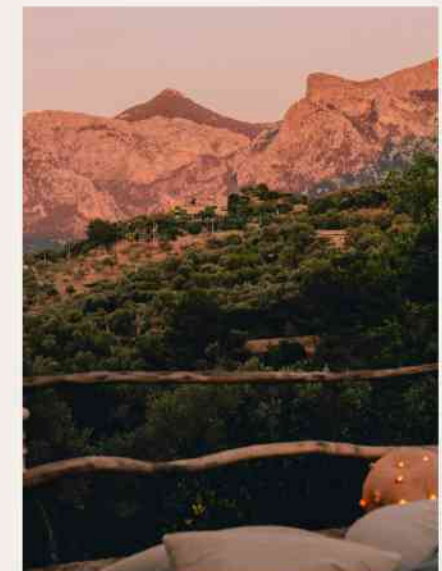
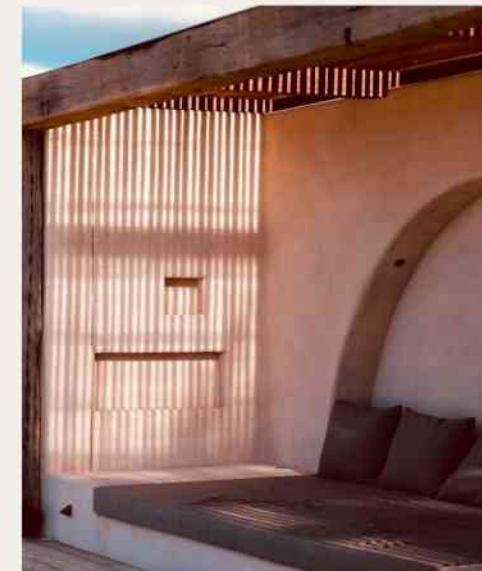
Rooted in the Corsican landscape, the Amore Vivu suite is conceived as a private retreat shaped by warmth, tactility and enclosure. Warm lime plaster, low light and softened architectural edges create an interior that feels secluded, cocooned and connected to its mountain setting.

program

raised bath platform
sleeping area
fireplace and lounge area
private terrace
hot tub and daybed

warmth · earth · intimacy · retreat · light

A compact luxury suite shaped around bathing, sleep, filtered light and a private terrace.

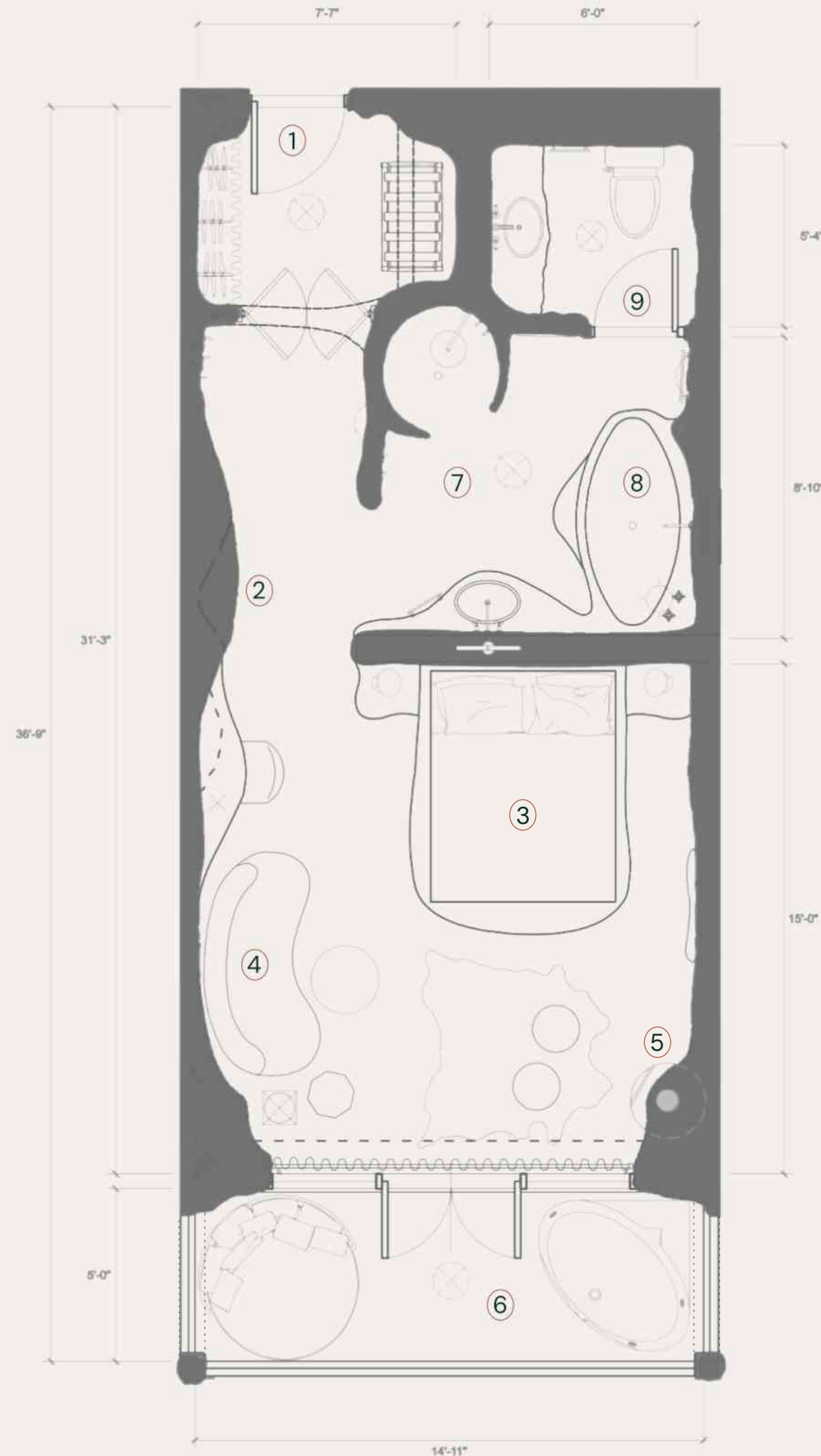
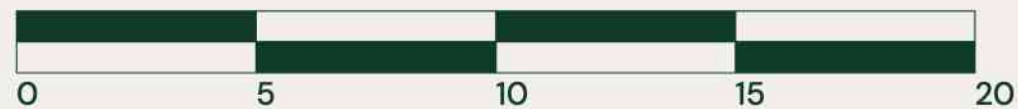


Amore Vivu suite

PLAN AND ZONING

The suite is organized through a clear sequence of arrival, service, bathing, sleeping and lounge zones. Curved partitions define each function while maintaining a fluid route through the room and direct access to the terrace.

Approx. ceiling height: 8'-9" AFF



1 • arrival threshold

A soft entry opens into the suite and frames the view through to the terrace

2 • service niche

Discreet niche for welcome drinks, small desserts and guest amenities

3 • sleeping area

King bed with curved headboard wall and low lighting

4 • curved sofa

Curved seating anchors the lounge without interrupting circulation

5 • suspended stove

A quiet point of warmth beside the window

6 • private terrace

Outdoor living with daybed, hot tub and mountain-facing seating

7 • bathing suite

Curved, cocoon-like shower with rain head and integrated basins

8 • raised bath

A sculptural raised bath creates a soft bathing moment

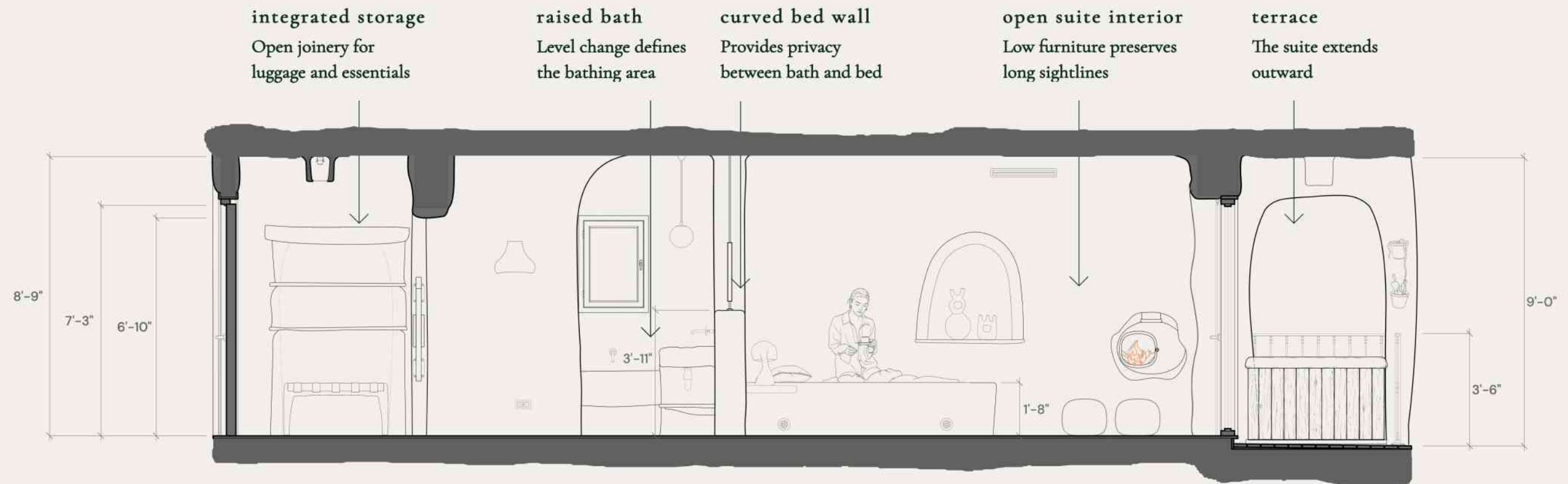
9 • enclosed WC

Private and discreetly positioned

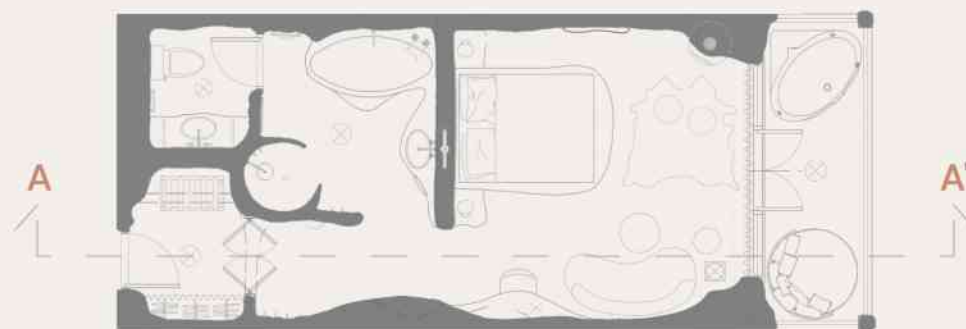
Section A-A' · suite sequence

The section clarifies the suite's changes in level, built-in elements and visual connections.

The raised bath, low bed wall and open terrace threshold create a gradual shift from enclosed bathing to sleeping, lounging and outdoor living.



Section key plan

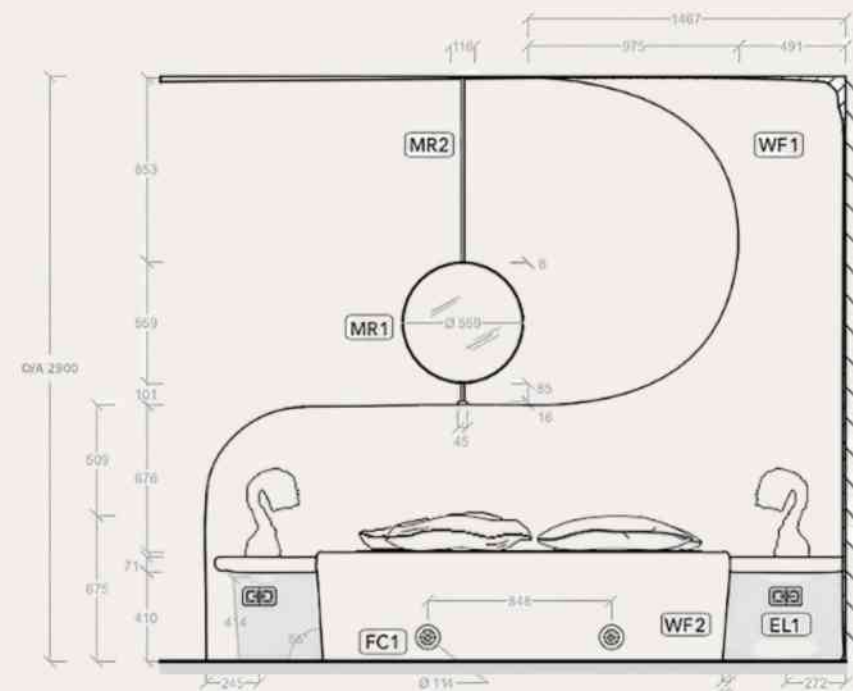


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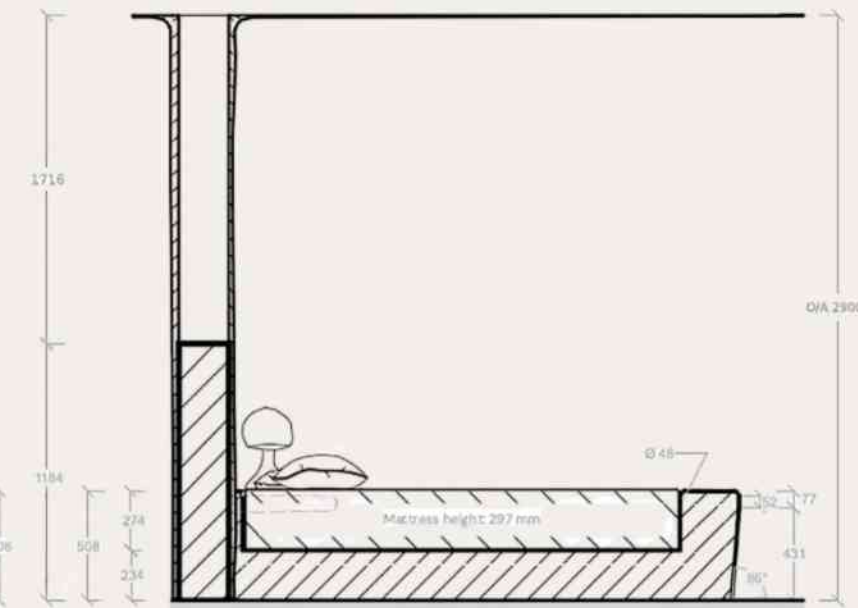
Custom bed-wall detail

elevation · section · plan · material specification

This detail develops the custom bed wall as an integrated architectural element within the suite. The plaster form combines the headboard, side shelves, sockets, ventilation grilles and suspended mirror into a single feature, creating a resolved backdrop to the sleeping area.



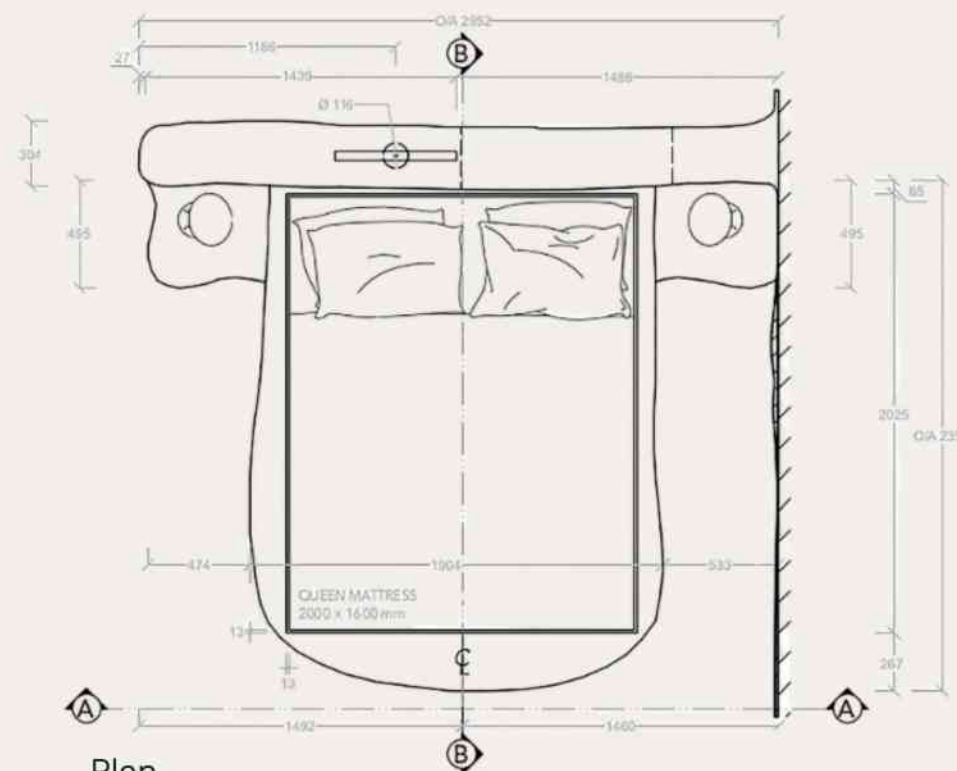
Elevation A



Section B



Key plan
Not to scale



Plan



Design intent
HOTEL CORE VIVU

WF1 - WALL FINISH MATERIAL: Natural hydraulic lime plaster COLOR / CODE: NCS S 1005-Y80R FINISH: Matte, fine plaster texture MANUFACTURER: St. Astier		MR1 - CIRCULAR MIRROR MATERIAL: Glass + solid brass trim GLASS: 6 mm polished, beveled edge FINISH: Antique brass with patina MANUFACTURER: Local Glass, Metal Fabricator	
WF2 - BUILT-IN BED FINISH MATERIAL: Natural hydraulic lime plaster COLOR / CODE: NCS S 1005-Y80R FINISH: Smooth continuous plaster MANUFACTURER: St. Astier		MR2 - MIRROR SUSPENSION ROD MATERIAL: Solid brass THICKNESS: 10 mm, small disc cap FINISH: Antique brass with patina MANUFACTURER: Custom Metal Fabricator	
FC1 - VENTILATION GRILLES MATERIAL: Brass-plated steel PATTERN: Floral / Moroccan FINISH: Antique brass with patina MANUFACTURER: Custom Metal Fabricator		EL1 - EUROPEAN POWER SOCKET MATERIAL: Solid brass FINISH: Antique brass with patina STYLE: Rounded edge, USB/USB-C ports MANUFACTURER: deVOL	

Materiality

MATERIALITY

The palette prioritises matte, tactile and durable finishes suitable for a quiet hospitality environment. Warm plaster, honed stone, terracotta tile and textured linen create a soft mineral base, while aged black iron and dark timber add contrast and definition. Together, the materials support a calm suite experience rooted in warmth, texture and restrained luxury.

01 warm lime plaster

02 aged brass detail

03 sheer clay-toned curtain linen

04 dark walnut timber

05 soft bouclé upholstery

06 dark honed stone shelf

07 terracotta floor tile

08 warm honed stone

09 blackened iron rod and rail

10 woven linen sofa upholstery



Amore Vivu suite

sleeping, lounge and terrace



Afternoon light moves across the plaster shell, fireplace, terracotta floor and layered textiles. Open doors connect the suite to the Corsican landscape and extend the interior toward the private terrace.

THE VEIL

appointment-only experiential retail

Academic project · MA Interior Design and Hospitality · 2026

Spatial sequencing · couture display
atmospheric interiors

SoHo, New York

Focus: experiential retail, spatial zoning,
guest journey

The Veil reimagines couture retail as a
choreographed journey through four
atmospheric worlds: Desert, Cave, Cloud
and the concealed Lava Lounge.

The appointment-only concept transforms
fashion retail into a sequence of arrival,
discovery, fitting, revelation and return.

*arrival → immersion → fitting
→ revelation → return*



The Veil exterior, daytime



The Veil exterior, nighttime

Greene Street SoHo, New York

A street scene in London featuring a historic building with a Fendi store. A cyclist is in the foreground, and two women are walking on the sidewalk. The image is framed by a red border.

FLOOR AREA

CEILING HEIGHT

PER APPOINTMENT

1st floor plan of the 'Maison de la culture' in Paris. The plan shows a large central hall with a height of 320cm. The layout includes various rooms, corridors, and service areas, with dimensions provided for many sections. A north arrow is located in the bottom left corner, and two 'Entry' points are marked at the bottom center and bottom right.

Partition walls were removed to create continuous flow, and windows were blacked out to give full control over light, privacy, and atmosphere.

Zoning and guest flow

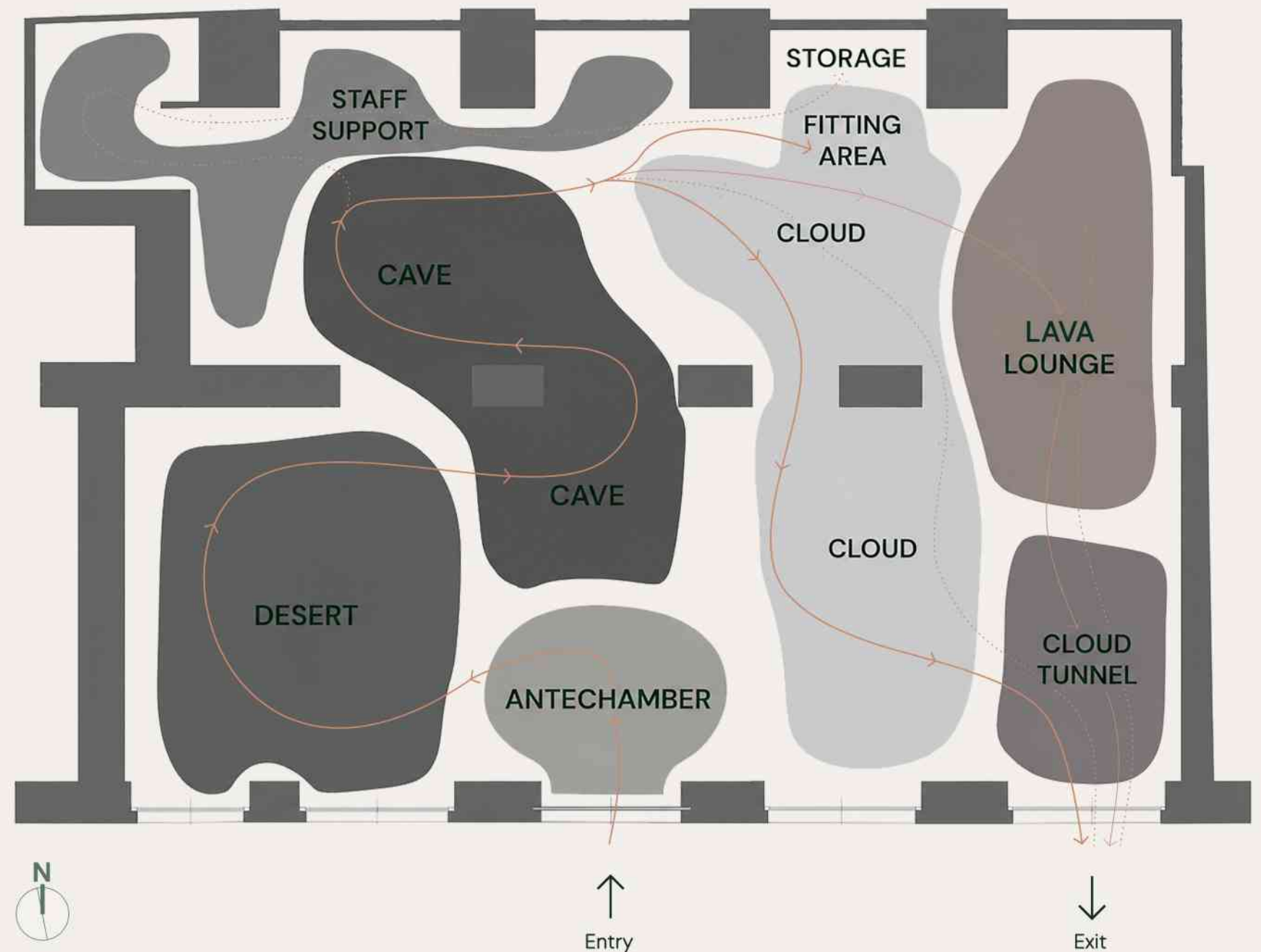
The existing shell is organized as a sequence of thresholds, guiding guests from arrival into distinct immersive retail worlds. Public areas unfold through Desert, Cave and Cloud, while the Lava Lounge sits beyond the main route as an invitation-only space. Concealed staff support enables discreet service without interrupting the guest experience.

zone logic

- arrival and orientation
- distinct retail worlds
- private fitting
- private invitation-only lounge
- controlled exit sequence
- concealed staff support

ROUTE KEY

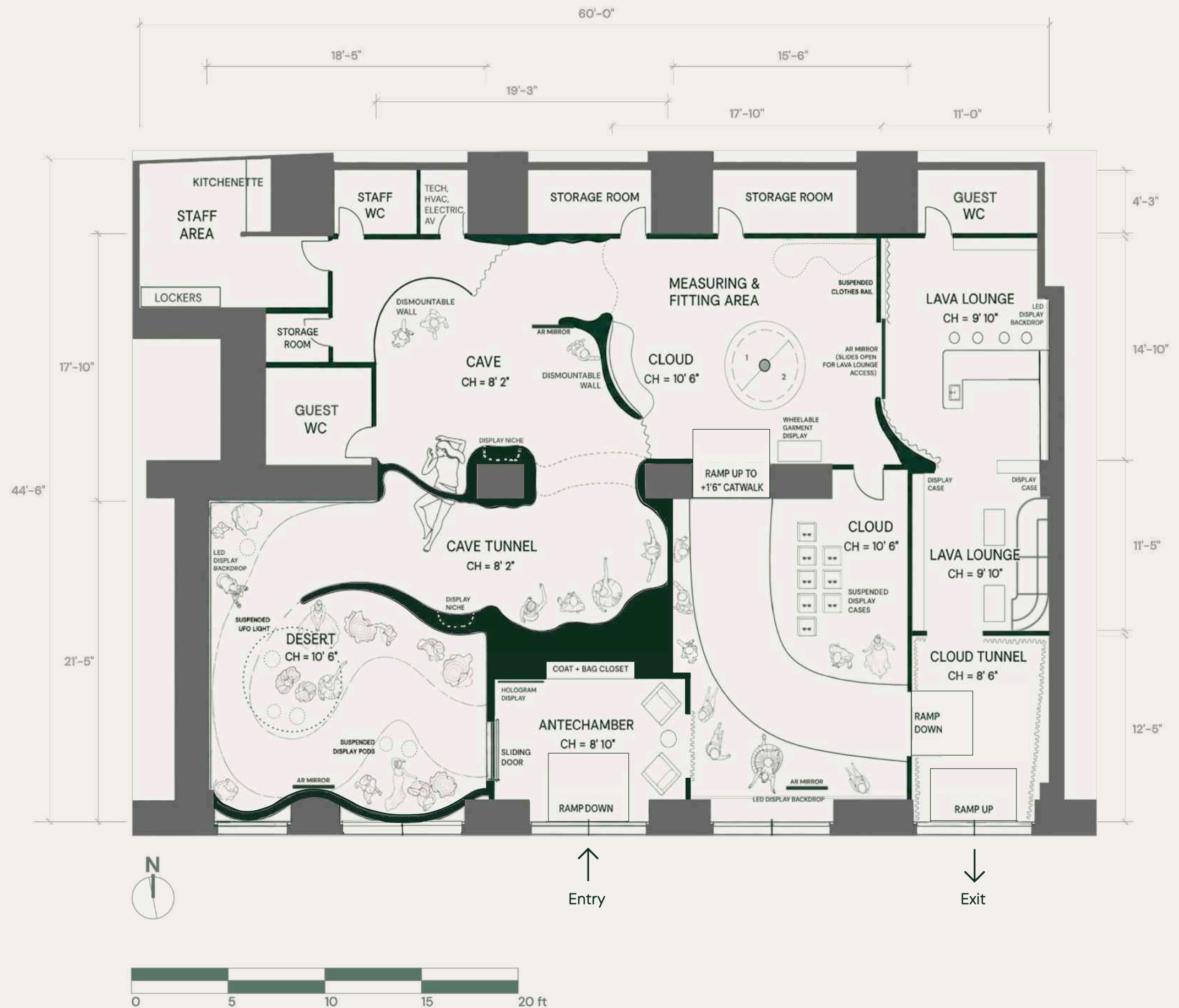
- GUEST ROUTE · PUBLIC EXPERIENCE
- INVITATION ROUTE · LAVA LOUNGE ACCESS
- ... STAFF ROUTE · SERVICE AND SUPPORT



Proposed floor plan

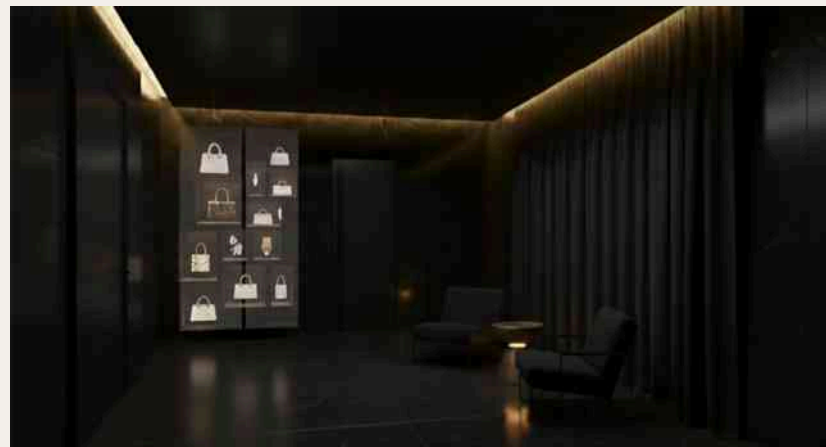
The proposed layout translates the guest journey into the existing shell. Organic partition walls define each zone without creating full enclosure, maintaining visual continuity while preserving distinct spatial identities. Ceiling heights rise and fall to shape changing spatial conditions, while universal access is maintained throughout the guest journey.

Purchases are processed discreetly by staff and delivered following the appointment.



Atmospheres overview

The Veil is organized as a sequence of contrasting spatial states, moving from the Antechamber through Desert, Cave, Cloud and the concealed Lava Lounge before concluding in the Cloud Tunnel.



1 Antechamber · arrival · grounding



2 Desert · warmth · discovery



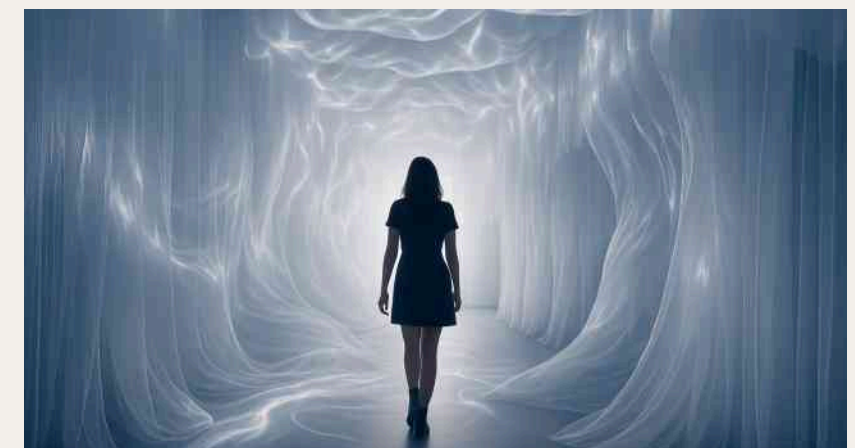
3 Cave · shadow · depth



4 Cloud · softness · transformation



5 Lava Lounge · reveal · invitation

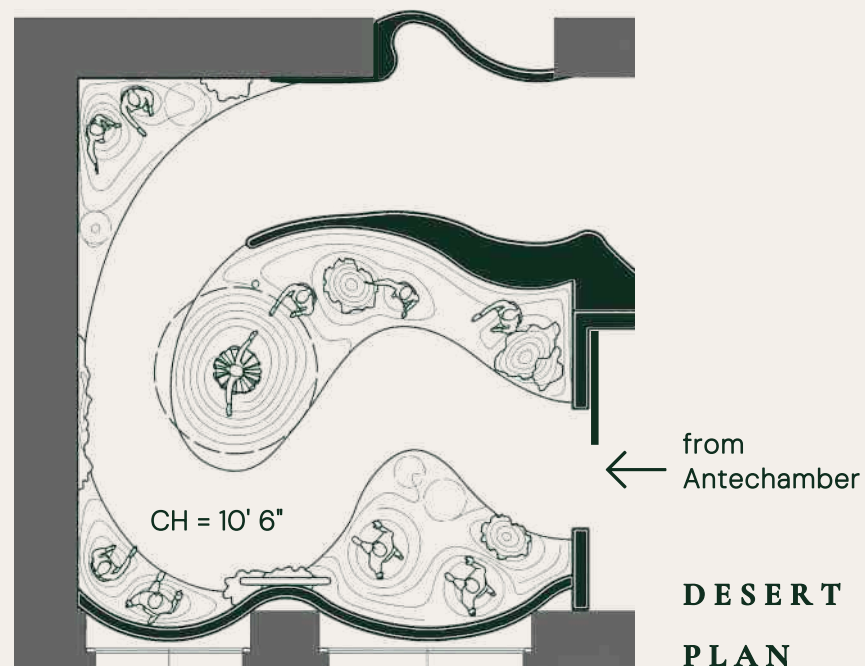


6 Cloud Tunnel · exit · release

DESERT

The Desert is the first moment of expansion, creating a luminous terrain of warmth and openness after the enclosed Antechamber. Light sharpens and the palette rises, revealing sculpted dunes and floating forms. Garments appear as artefacts within a landscape shaped by wind and time.

LIGHT	golden, direct, sculpting
MATERIAL	sand-infused clay, terracotta, brushed brass, smoked glass
SCENT	saffron, cedar
SOUND	soft wind, low hum
DISPLAY	mannequins, suspended pods



FLOATING DISPLAYS

Obsidian pods suspend objects in the air, each illuminated from within

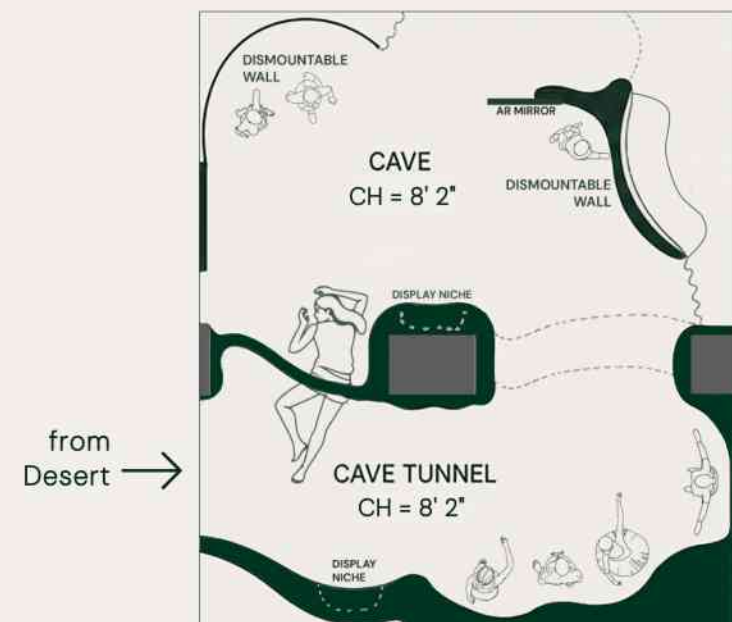
SCULPTED DISPLAY CONSTRUCTION

Lightweight sculpted forms are finished in clay plaster, creating dune-like terrain without heavy construction

CAVE

The ceiling lowers to 8'-2", creating a darker, more compressed acoustic zone. Textured mineral plaster softens sound, while bioluminescent light catches the carved edges. Shelves are integrated into the plaster so objects read as excavated relics. An oversized figure folds into the wall as a surreal interruption.

LIGHT	low, bioluminescent glow
MATERIAL	dark mineral plaster, rough clay
SCENT	mineral, damp stone, cool air
SOUND	drip, distant echo, low hum
DISPLAY	carved shelves, sculptural relics



**CAVE
PLAN**



Collections reference
The dark materiality of Rick Owens,
and Noir Kei Ninomiya



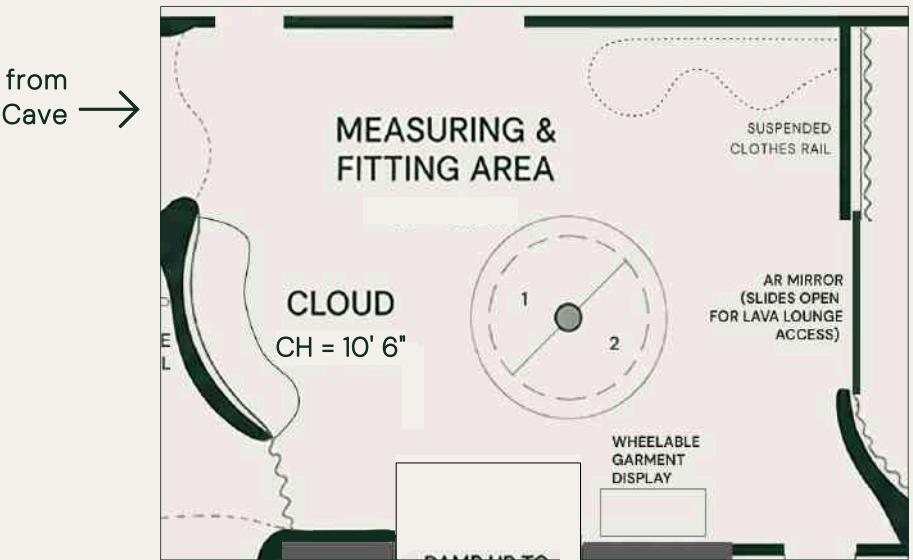
Shelf objects
Objects by Parts of Four, displayed
on carved shelves

THE CLOUD

private fitting

The Cloud is the first point of softness after the Cave.
 A quieter environment of fabric, reflection and care
 creates a more personal and unhurried fitting.
 For invited returning clients, the interactive mirror
 opens as a concealed threshold into the Lava Lounge.

LIGHT	diffuse, cool white, luminous halo
MATERIAL	translucent fabric, brushed aluminium, polished resin
SCENT	linen, mist
SOUND	soft wind, near silence
SERVICE	personal stylist, private fitting



**CLOUD
FITTING
AREA
PLAN**

INTERACTIVE MIRROR AND CONCEALED THRESHOLD

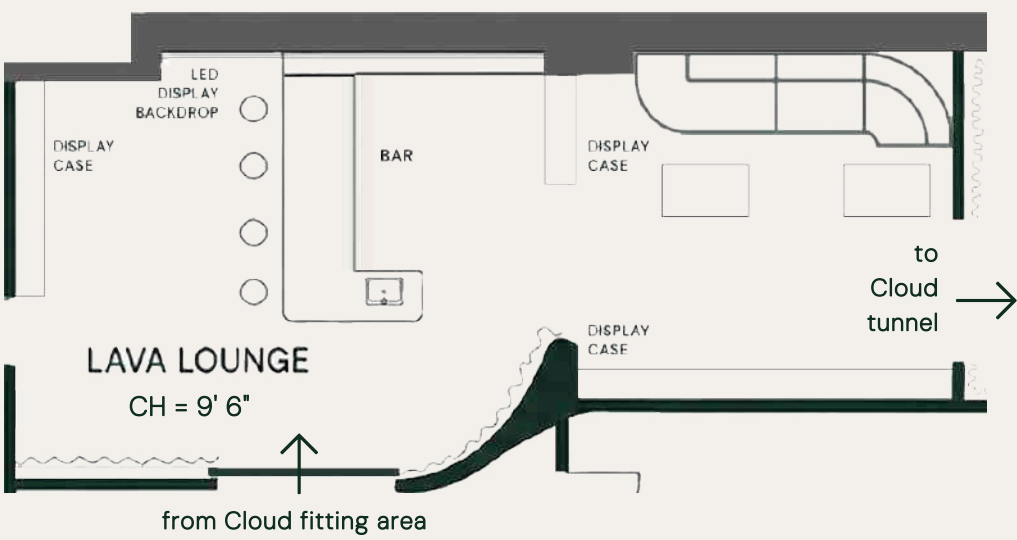
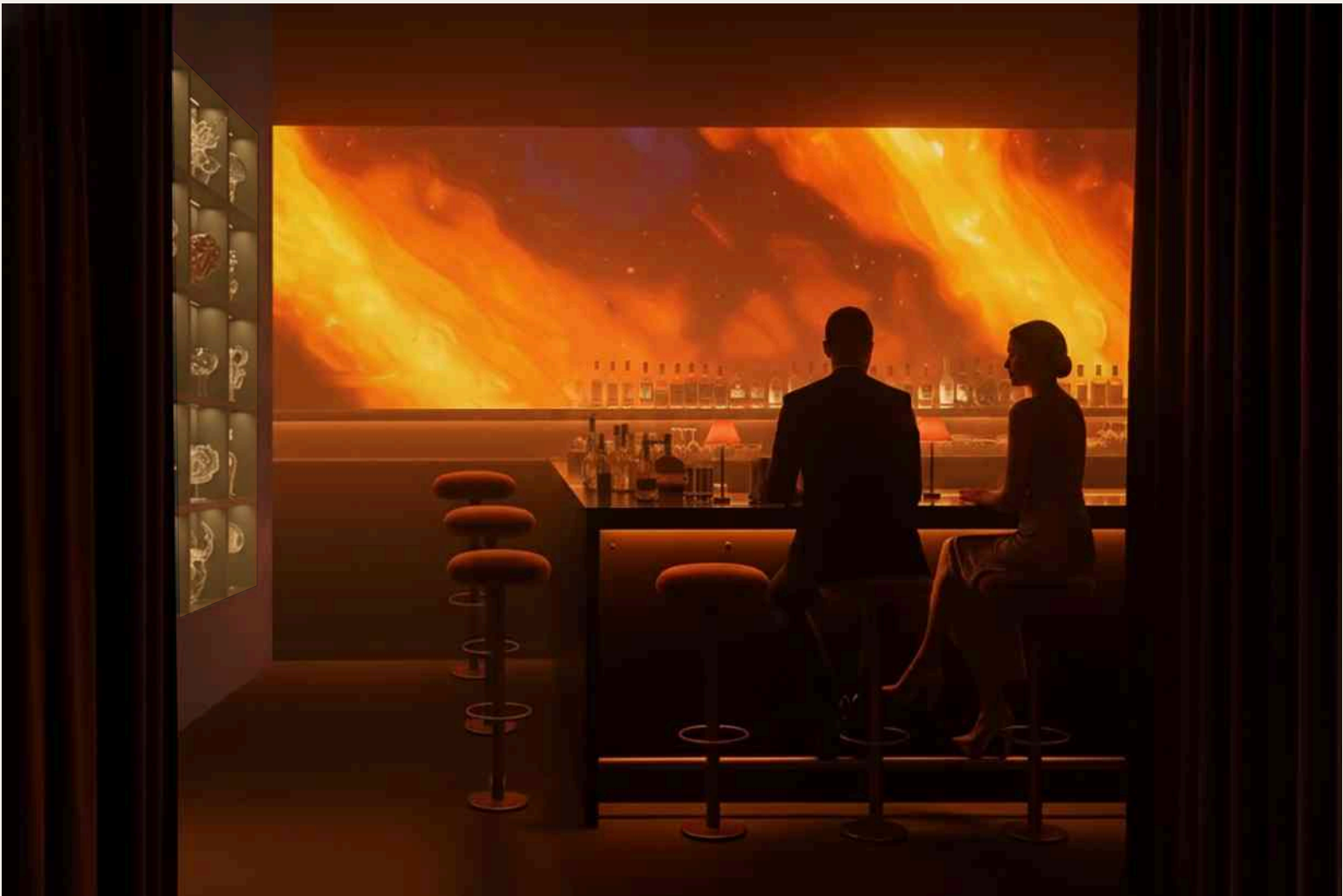
The AR mirror doubles as a
 fitting interface and hidden
 access door, allowing invited
 clients to move privately
 into the Lava Lounge



THE LAVA LOUNGE

The concealed reward within The Veil is a private bar reserved for returning clients. An interactive mirror opens to reveal a warm, dark room shaped by molten light, glass and reflection. The couture appointment extends into a more private moment of hospitality and belonging.

LIGHT	molten projection, low table light
MATERIAL	smoked glass, dark bronze, velvet, polished stone
SCENT	spiced citrus, smoke
SOUND	low music, softened conversation
SERVICE	invitation-only bar, first drink offered



Molten projection
 Animated light moves across the wall behind the bar. Concealed bar lighting supports low-level service



Display vitrines
 Glass objects & jewellery
 Tzuri Gueta · Hanne Enemark

integrated systems

technology

Interactive systems are integrated into the arrival and fitting sequence. The AR mirror supports garment scale, silhouette and fit, while tablet-based consultation and programmable lighting reduce visual clutter and keep the display environment precise and discreet.

sustainability

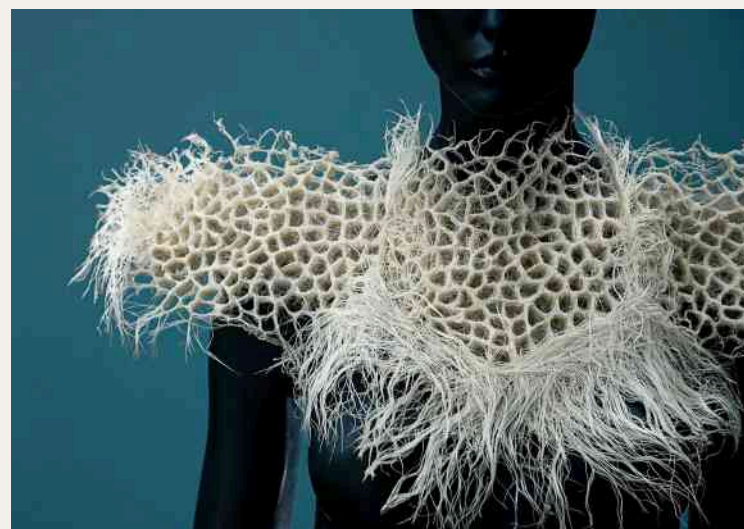
The material strategy prioritizes durability, modularity and reuse. Demountable display components, low-energy LED lighting, responsible finishes, and biomaterial references support a low waste approach. The Cave explores mycelium and bio-based material thinking as part of the project's material language.

universal design

Access is considered through circulation and use. Continuous level routes, gentle ramps at threshold transitions, generous turning space, movable garment displays and calm lighting support an intuitive experience for different users without separating accessibility from atmosphere.



AR mirror · fitting interface



mycelium · biomaterial research



inclusive circulation · movable displays

The Veil connects material research, digital garment-making and inclusive circulation, using technology as a discreet layer within the retail experience.

PRODUCTION DESIGN

Man vs. Bee

For Netflix's *Man vs. Bee*, the principal set was a contemporary luxury house constructed for studio filming and developed as a complete spatial system. The material palette, furniture strategy, commissioned artwork and prop language created an aspirational domestic environment designed to withstand escalating comic disruption.

role and scope

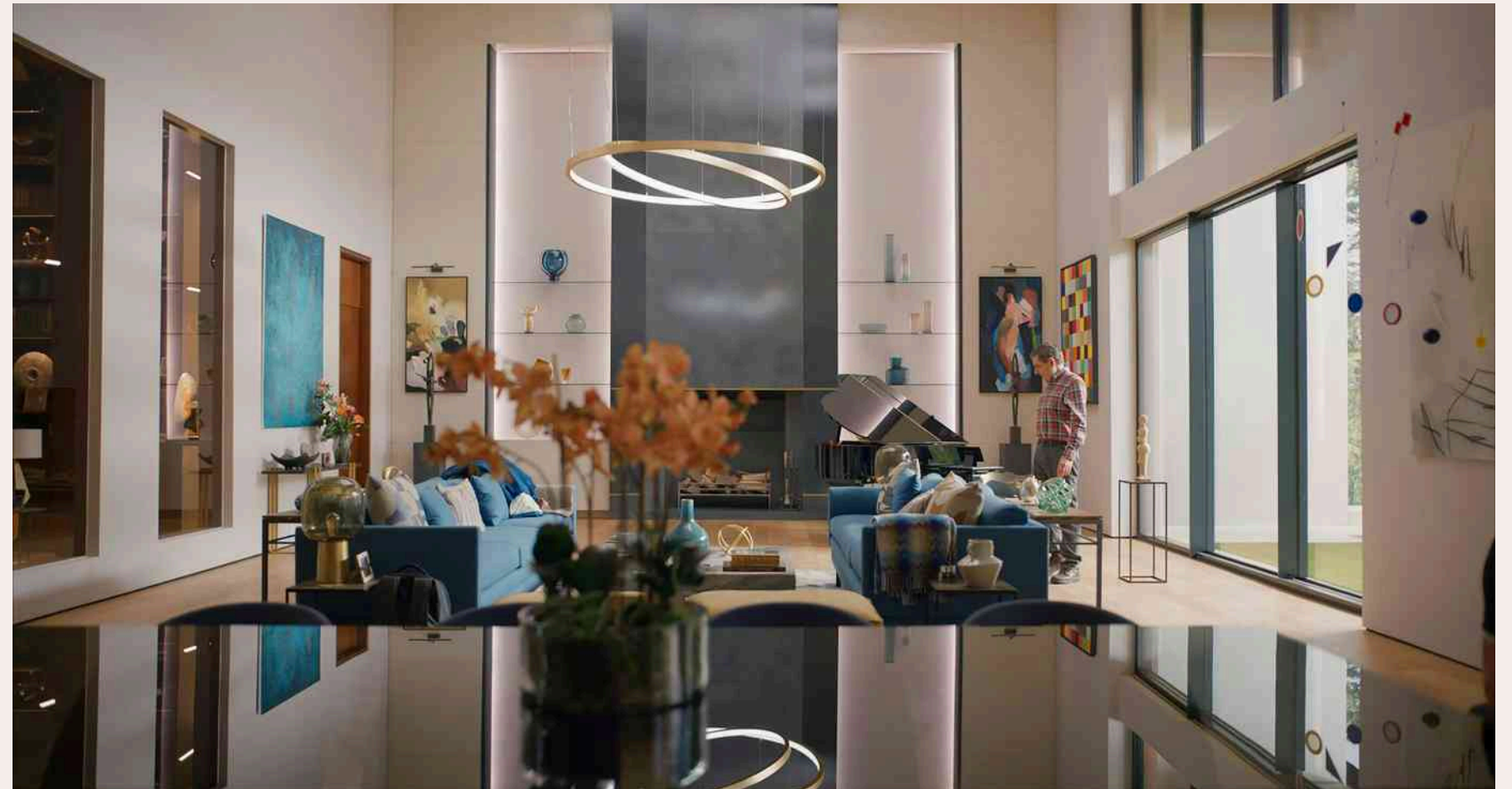
Production Designer

Led a 50-person art department across design, construction, decoration, graphics, props and dressing, managing a £2 million budget

Developed spatial concepts, set layouts, material palettes and visual direction

Designed and commissioned bespoke furniture, artwork, props and specialist elements

Coordinated with directors, producers, cinematographers, construction teams and specialist fabricators



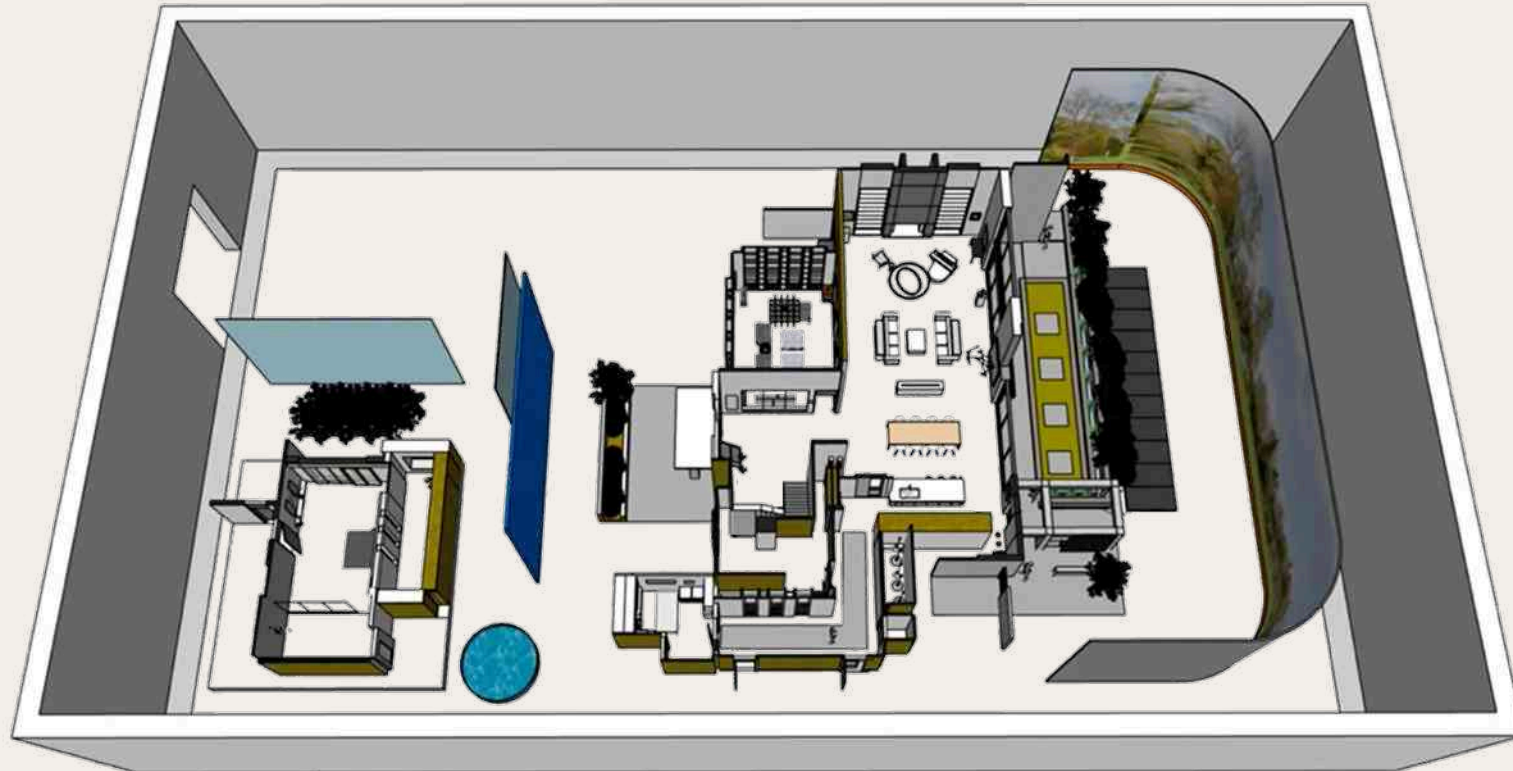
Main house interior set

process film

Watch the design process video [here](#)

Spatial planning and delivery

The SketchUp model was used throughout planning to resolve layout, circulation, sightlines, camera access and construction before the interiors were built, dressed and filmed.



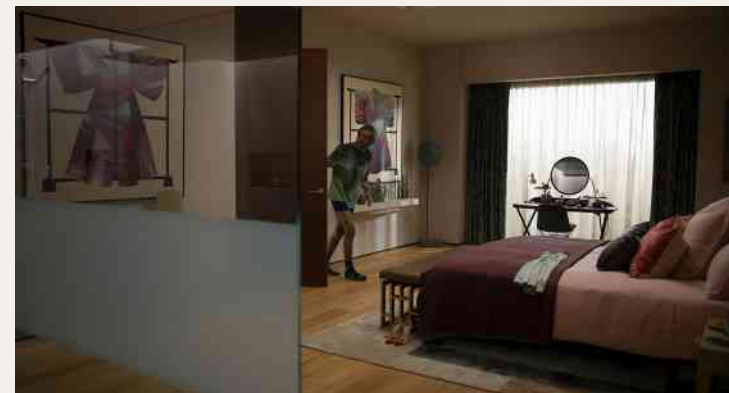
spatial overview model

layout, circulation, sightlines and build logic



completed built environments

interior atmosphere, dressing, artwork and material tone



MIELE

production design

A commercial environment developed for Miele across a principal film, supporting product films and still photography. The design created a warm contemporary home in which appliances were integrated into everyday routines, balancing brand clarity with a credible lived-in atmosphere.

role and scope

Production Designer

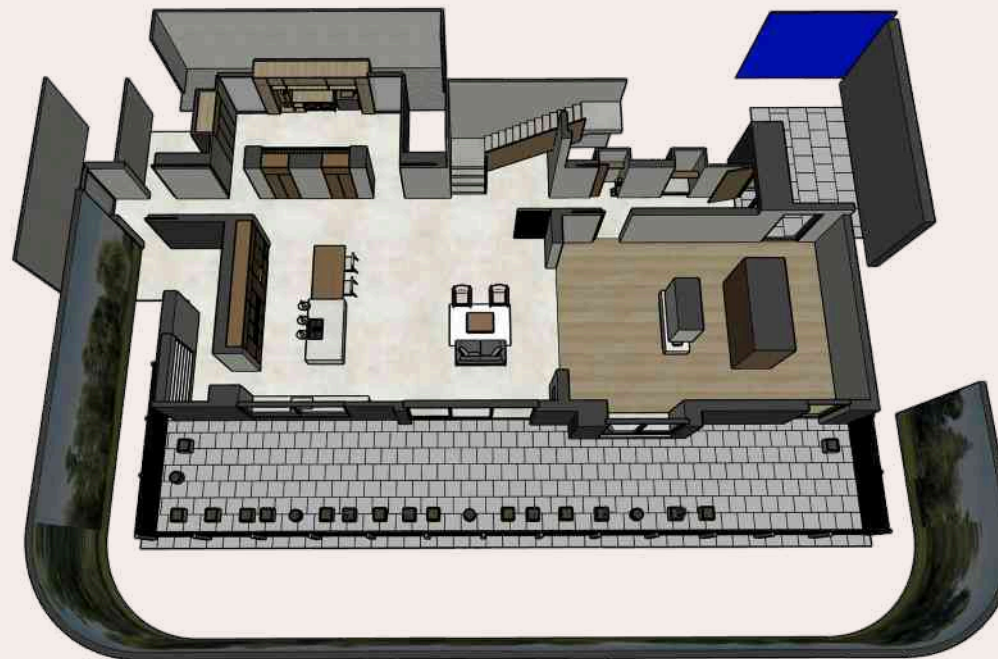
- Concept development
- Spatial planning
- Material and colour direction
- Construction and build oversight
- Appliance integration
- Furniture and lifestyle styling
- Product-focused environment design

Watch the commercial [here](#)



finished set stills

main living environment



spatial overview model

layout, circulation, sightlines and build logic



Thank you for viewing my work

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