Introduction

I’m Laura Aguilar. I am a senior at Stephen F. Austin State University. I will be graduating Magna Cum Laude with a Bachelor of Science in Interior Design in May 2019. I am passionate about interior design, specifically commercial design. My favorite hobby is traveling. I have traveled to many places with my parents, who have always encouraged me to explore, learn and try new things. My goals for the near future include obtaining my Interior Design license and continuing to travel the world with my fiancé, while making a positive impact in people’s lives through my design.
Design Philosophy

Design is the art of creating and constructing someone else’s dream into reality. Design to me is the ability to inspire others through beautiful spaces. To have the talent of being a designer means to be gifted by allowing others to see beyond walls, windows and doors. Is the capability of seeing the full potential of a space and making it unique, stylish, functional and special. Being a designer means much more than having the talent to visualize and solve a space. It means having the aptitude to relate to people, create relationships, and unifying a space with its environment, while generating a safe and comfortable atmosphere.
PORTFOLIO
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WEEKEND HOUSE
DESIGN CONCEPT

The client wanted a cabin away from the big city where they could relax and enjoy the outdoors. Some of the requirements for the design were to have lots of natural light, and inspire the design of the cabin on a contemporary style structure. The designer then decided to inspire the design on the style of the architect Renzo Piano, where the use of glass and open spaces were the focal point of the space.
SANDERS RESIDENCE
DESIGN CONCEPT

After taking inspiration from structures made by Samuel McIntyre and the Federal style for the exterior, the Sanders residence provides a country impression with the combination of a farmhouse and cottage interior. The front porch is shaped semi-circular to create a big entrance effect. This creates the symmetrical design used in Federal style homes. After closing the dog-trot entrance, this creates an inviting foyer which leads into a hallway at which each of the rooms of the house can be entered from. At the end of the hallway is the semi-circular bay window that gives views to the rear of the property. The existing structure has been made into two rooms; the left is the formal dining room and to the right the living room. The living room and kitchen have been created as an open concept so those in the kitchen can stay connected and relatively close to those in the living room. The second entrance is located to the right of the home, where the residences will enter into laundry room area. The laundry is conveniently connected to the master suite where residences will only have a short distance from the laundry room to the closet; the guest bedroom is located across the hall.
Sacred space is fundamentally an environment that connects one to that dimension of being, the unified field, where all things...all life are connected, where all things are One.
To design a creative interdenominational sacred space for a large acute care hospital. The design needs to feel safe, peaceful, secure, private and it must include multiple environments to accommodate the needs of all occupants.
**DESIGN CONCEPT**

To design spaces with flexibility by having easy access to plenty of meeting spaces, workable areas and lighting techniques. The use of brightly colored fabrics will bring in a creative energy as well as keep students focused and motivated. The storage room will hold the excess materials and television screens. The gallery will be a place that is focused on encouraging both individual and group work through the use of study pods, moveable furniture and large tables with charging outlets. The lighting lab is set up as a showroom/classroom environment to help understand different lighting techniques through hands on learning. The photography room allows students to record the progress of their models and projects. The resource room will double as a meeting room. It will also hold the printers and copy machines to be used at the students' discretion.
DESIGN CONCEPT

Growing Village uses familiar events, patterns, layouts and design features that are clear and simple, which makes the space more predictable and understandable for people with autism spectrum disorder to live, learn, flourish and to have the skills to make friendships succeed.

- All rooms have been arranged according to type of activity and sound absorption.
- All rooms were designed to provide accessibility for all needs.
- A conference room was added to provide a excluded space from the rest of the facility with access from the reception.

Number of Rooms: 14 Rooms
Occupancy Load: 52 Occupants
Occupancy Classification: Business Group B
Square Footage: 5,236 SqFt
"Live, Learn, Flourish"

Growing Village
Center for Education & Training

Apartment Views
Evidence Based Design -
Using current, credible resources to determine a design concept that would help to fulfil the purpose of the building.
DESIGN CONCEPT

Functionality in Design

Designing an emergency department that will fulfill the needs of physicians and patients alike involves not only well thought-out space planning but also a creative and innovative design. The emergency department includes both specialized and comprehensive rooms to meet the needs of all patients in any circumstance. Additionally, the space provides a positive work environment for physicians and staff. The design includes a soft yet colorful scheme throughout the emergency room to maintain consistency and variety.
Patient-centered Design - supports the practice of patient-centered care by creating an environment that facilitates healing.
## Positive Distraction
Positive distractions associate with reductions of pain, anxiety, stress, fatigue, distress and other

### Adjacency Matrix

<table>
<thead>
<tr>
<th>Entry/Waiting Area/Public Restrooms/Refreshments</th>
<th>Nurse Station</th>
<th>Medical Storage</th>
<th>Patient Room/Trauma/Cardiac/Isolation/Ob-Gyn</th>
<th>Staff Breakroom</th>
<th>Office for ER Director</th>
<th>Observation Room</th>
<th>Patient/Family Unisex Restrooms</th>
<th>Storage</th>
<th>Radiology</th>
<th>Physician’s Dictation Room</th>
<th>Grieving Room</th>
<th>Janitor’s Closet</th>
</tr>
</thead>
<tbody>
<tr>
<td>•</td>
<td></td>
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<td></td>
<td></td>
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<td></td>
<td></td>
<td></td>
<td></td>
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</tr>
</tbody>
</table>

### Criteria Matrix

<table>
<thead>
<tr>
<th>Crit. Dept.</th>
<th>Area</th>
<th>Adjacencies</th>
<th>Public Access</th>
<th>Daylight</th>
<th>Privacy/Acoustics</th>
<th>Plumbing</th>
<th>Special Equipment</th>
<th>Security</th>
<th>Consideration</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td>Entry/Waiting/Public Restrooms/Refreshments</td>
<td>2, 9, 13, 15</td>
<td>High</td>
<td>Yes</td>
<td>No</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
<td>Security</td>
</tr>
<tr>
<td>2.</td>
<td>Triage</td>
<td>5, 6, 19, 20</td>
<td>Low</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
<td>Security</td>
</tr>
<tr>
<td>3.</td>
<td>Nurse Station</td>
<td>4</td>
<td>Low</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
<td>Security</td>
</tr>
<tr>
<td>4.</td>
<td>Medical Storage</td>
<td>1, 5, 7</td>
<td>Low</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
<td>Security</td>
</tr>
<tr>
<td>5.</td>
<td>Patient Room/Trauma/Cardiac/Isolation/Ob-Gyn</td>
<td>3, 9, 12, 14</td>
<td>Medium</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
<td>Security</td>
</tr>
<tr>
<td>6.</td>
<td>Staff Breakroom</td>
<td>3</td>
<td>Low</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>Concrete Enclosure</td>
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<tr>
<td>7.</td>
<td>Office for ER Director</td>
<td>3</td>
<td>Low</td>
<td>Intermediate</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>8.</td>
<td>Observation Room</td>
<td>3</td>
<td>Low</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>9.</td>
<td>Patient/Family Unisex Restrooms</td>
<td>5</td>
<td>Medium</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
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<tr>
<td>10.</td>
<td>Storage</td>
<td>2</td>
<td>Low</td>
<td>No</td>
<td>No</td>
<td>Yes</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>11.</td>
<td>Radiology</td>
<td>2</td>
<td>Low</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
</tr>
<tr>
<td>12.</td>
<td>Physician’s Dictation Room</td>
<td>5</td>
<td>Low</td>
<td>Intermediate</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>13.</td>
<td>Grieving Room</td>
<td>1 Remote</td>
<td>High</td>
<td>Intermediate</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>14.</td>
<td>Janitor’s Closet</td>
<td>5</td>
<td>Low</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>No</td>
<td>Open Floor Space and Map Sink</td>
</tr>
</tbody>
</table>

- **Adjacent**: Red
- **Near**: Green
- **Far**: Pink
Design creates culture.
Culture shapes values.
Values determine the future.

Robert L. Peters

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