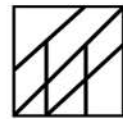
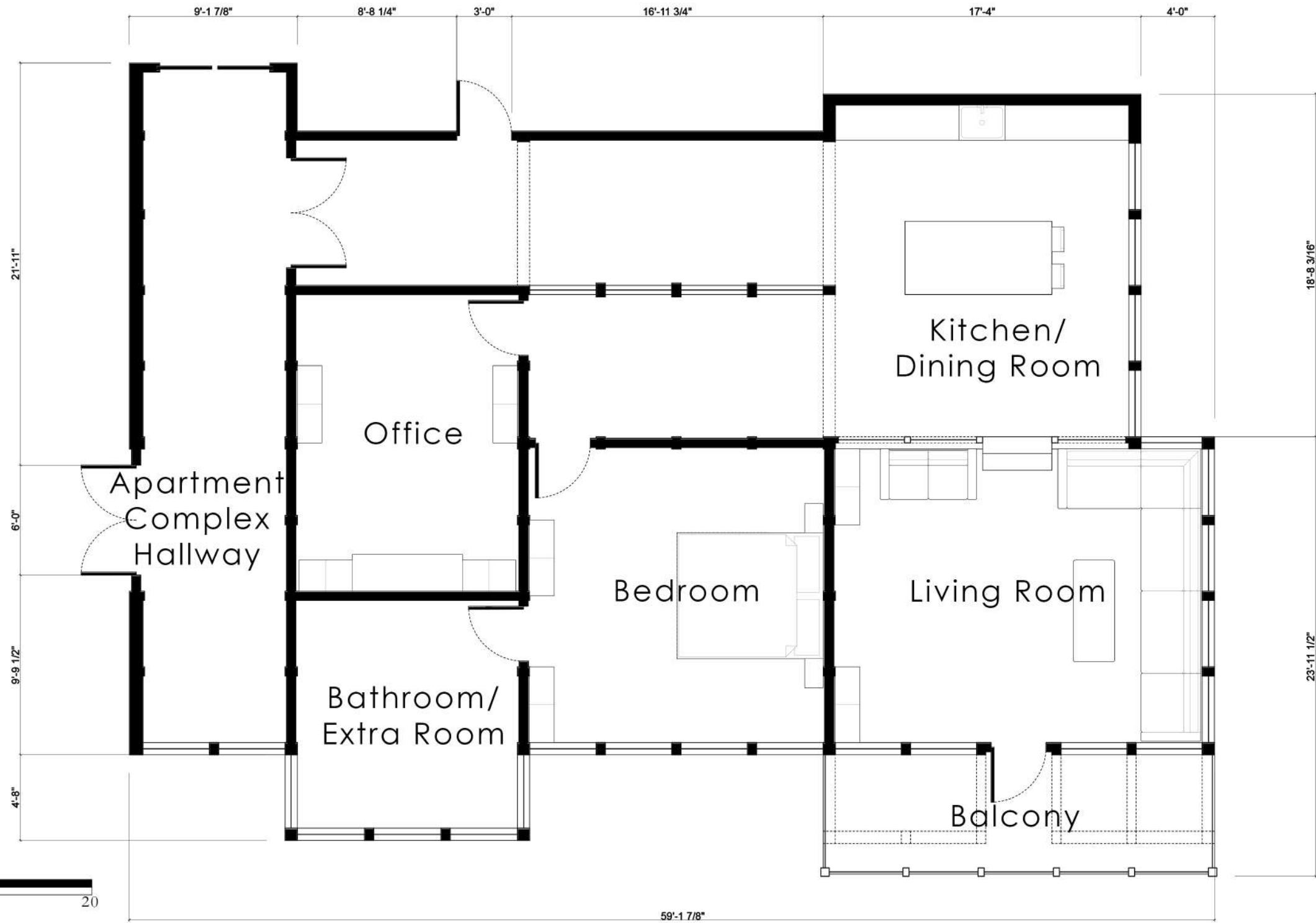


# An Interpretation of Theodore's Apartment From the Film "Her"

Designed by Travis Frame







59'-1 7/8"



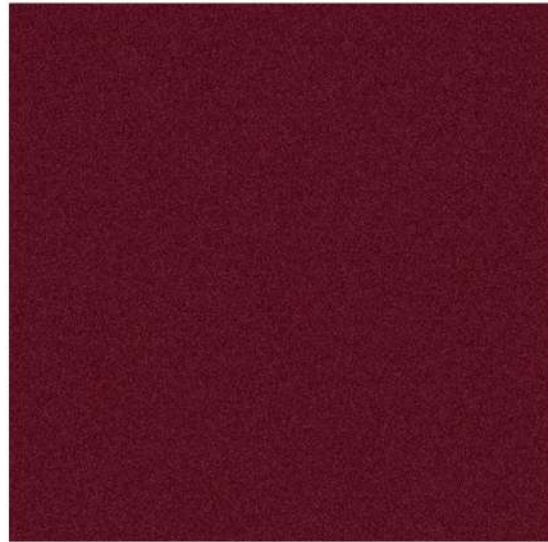




Hardware



White Antico Counter



Grenadine Carpet



Bavaria Wood Wall Covering



LEAD MATTE



LEAD SATIN



MIDNIGHT

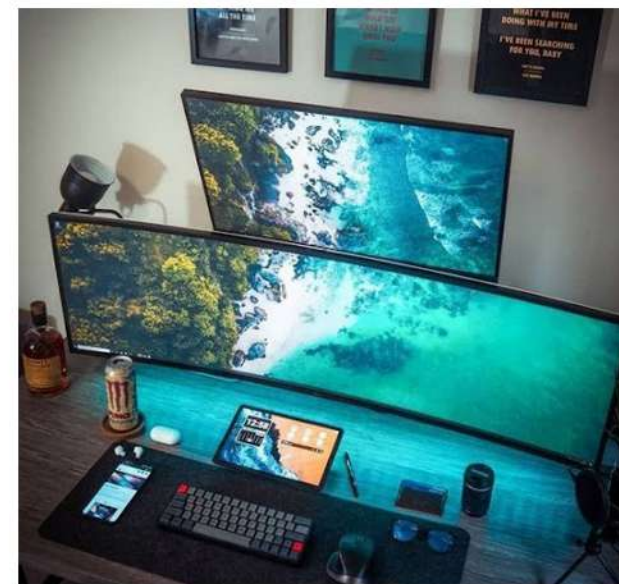
Exposed Metal

# Materials and Finishes



Research Images: Exterior and Balcony

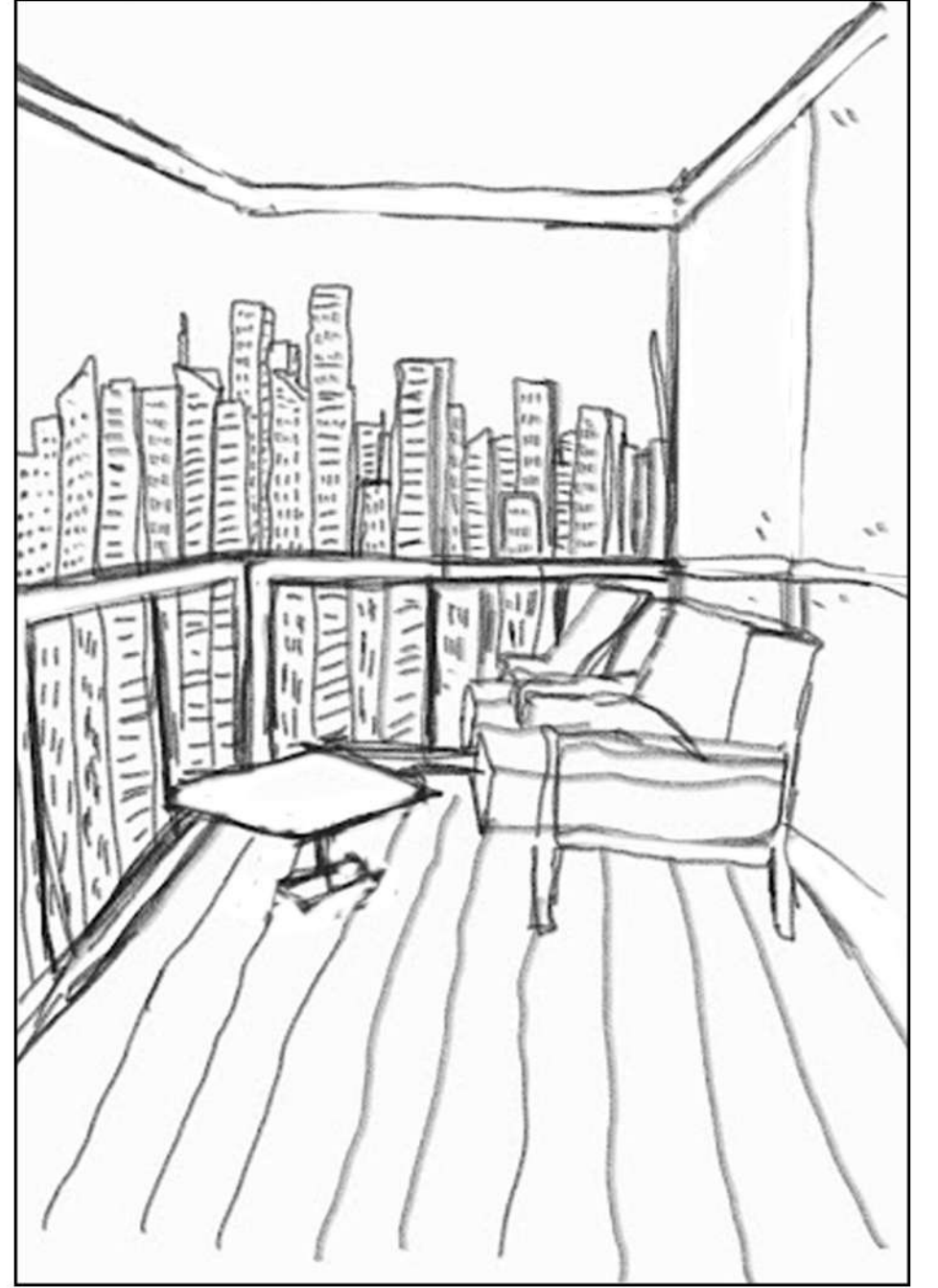




Research Images: Bedroom and Office



Research Images: Living Room and Kitchen



Concept Sketches

## DESIGN RATIONALE

The aim of the design is to reinforce the themes and ideas expressed throughout the film's narrative. The themes of isolation and loneliness are reinforced by the airy and spacious apartment that has high ceilings and long hallways with large amounts of unused space. Along with this, the design takes every opportunity to create a space that reminds Theodore of the world he is disconnected from with the floor to ceiling windows throughout the apartment. The sole room without the transom windows is the office which is to make that space feel increasingly isolated.

The architectural design of the spaces and the exterior is heavily inspired by the work of Mies van der Rohe to create an openness within and a uniformity on the exterior. The sunken living room and angled exterior walls are meant to create an even emptier volume in the primary social space within the apartment.

While many of the design choices are meant to reflect some of the more somber elements of the plot, others are meant to reflect the romance of the film. The maroon floor paired with the wall materiality is meant to reinforce the romance. The organic nature of the wood paneling and the exposed metal framing mirror the connection between Theodore and the AI Samantha. His environment represents his life in various ways in order to aid the narrative as much as possible.

