

A COMMON CAUSE

Private comfort and public spaces merge seamlessly in an Aventura high-rise

DESIGN BY TIMOTHY DUPONT PHOTOGRAPHY BY TROY CAMPBELL TEXT BY SHAWN BEAN



Above: The directive was to create a traditional yet glamorous space, which the design team executed by invoking a grand hotel lobby. Opposite: In the main entryway, guests are distracted from every angle, primarily above — stained glass dome — and below — inlaid marble and granite flooring.

Thanks to the Florida development boom, designers creating common spaces for expansive residential projects have become the rule, not the exception. So goes the story for Timothy DuPont, hired to design the public and common spaces — 40,000 square feet of it, to be exact — for the fifth and premier tower at The Point of Aventura, the 35-acre high-rise project between the Atlantic and Intracoastal.

However, DuPont and his colleagues at Blue, the 10-year-old design company with offices in Miami Beach and Cape Town, South Africa, had to think about more than just color palette and furnishings. At the developer's behest, the spaces needed to incorporate a slew of amenities: private wine cellar, theater, ladies' tearoom, game room and library. With a budget of \$2.4 million, DuPont began focusing these instructions into an executable design scheme.

"The main objective was to create a space that was glamorous and timeless," says DuPont. "Our directive was to create a traditional space as opposed to a contemporary space. So the whole concept was based on a grand hotel lobby where you would want to meet friends or guests could wait for you to come down before an evening on the town."

With public spaces often being well appointed but deserted, DuPont's hotel lobby concept became a way to attract residents and guests with a combination of familiar comfort and visual stimulation. Guests are greeted by a stained glass dome overhead, and below, inlaid marble and granite that resembles a Josef Albers canvas. The party area is a spacious update on traditional — fabrics by Scalamandre and Donghia compliment furniture from Baker and Louis Solomon — that continues into the game room, where warm wood tones and antique accents establish the perfect environment for a game of chess or a few hands of poker. The developer also wanted guest suites incorporated so residents could house out-of-town visitors. DuPont answered the call with charming rooms in soft earth tones, evoking a Charleston bed and breakfast.

Although the spaces fulfill myriad needs (from dominoes to Dostoyevsky), it is still chiefly a public thoroughfare for residents and guests. It flows easily from whim to whim without seeming overextended, like wandering through a place you've been many times before. □

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