



Late
Checkout®



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LATE CHECKOUT

“A Sangeet you check into, but never check out of.”

Late Checkout is a heritage hotel that exists for one night, inside a Sangeet venue.

The hotel gives us a familiar world. The Sangeet gives us a reason to bend it.

Some spaces map straight across. The entrance is the hotel gate. Guest seating is the lobby. Dining is the restaurant. Others had to be rethought. A heritage hotel has a reception, an elevator, a café, a library and a bar. A Sangeet has none of those. So we asked what each one becomes when a celebration moves into it.

Every detail follows the same rule. Furniture, lighting, florals, props, cutlery, signage and print all belong to the hotel.

You arrive, you check in, you move through the building. You never check out.

Late Checkout.

THREE LAYERS

“The hotel is the familiar world. The Sangeet is what happens inside it.”

ONE. THE SPACES THAT MATCH.

A Sangeet already has an entrance, seating and a dining area. A hotel has a gate, a lobby and a restaurant. These need no argument. We name them and the guest believes them.

TWO. THE SPACES WE REINTERPRETED.

A reception, an elevator, a café, a library and a bar have no equal at a Sangeet. Each was rebuilt around what guests actually do at a celebration. They come together, they talk, they drink, they move.

THREE. THE DESTINATION.

The facade is not another room. It is the hotel itself, and it is where the night ends up.

THE GUEST JOURNEY

“Gate → Reception → Lobby → Elevator → Café → Library → Restaurant → Bar → Facade”

The venue is not a set of decorated corners. It is one building, walked end to end.

Each space hands the guest a piece of the hotel. The gate gives them arrival. The reception gives them the check in. The lobby gives them the welcome. The elevator, the café and the library give them the life inside the building. The restaurant gives them dinner.

Every piece is partial on purpose. None of them shows the hotel whole.

That is what the main stage is for.

THE GATE

“Entrance → Hotel Gate. The first thirty seconds decide whether the rest works.”

Arrival does the heaviest work of the evening. Before we bend anything, the guest has to believe the building.

So the entrance is a hotel gate and nothing more. An awning, an arch, lanterns, a carpet running out to meet you.
Familiar and plain.

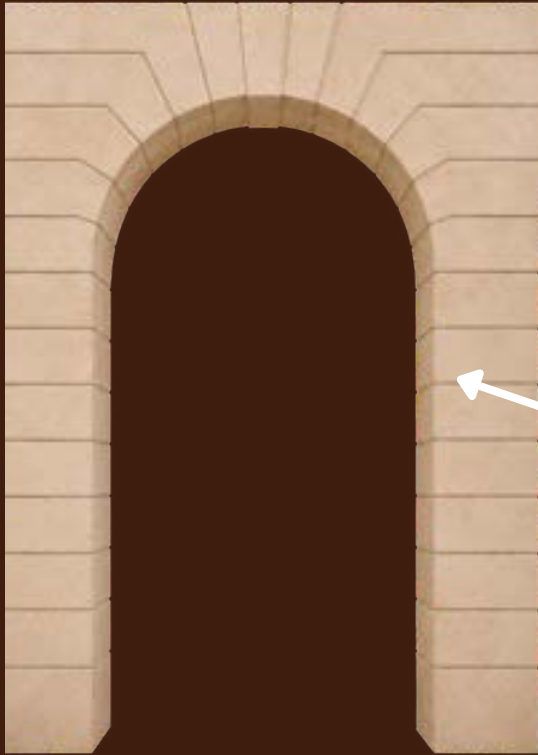
The staff finish the job. Bellboys, porters, a luggage desk, uniforms that belong to a hotel rather than an event. They
are the first people you meet, and they behave like hotel staff.

Nothing is bent yet. Build the world first.

Entrance



Side wall



Main entrance arch

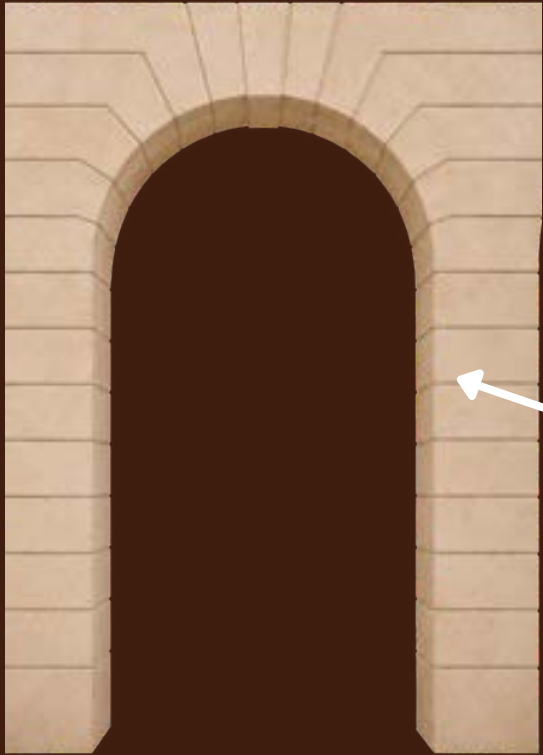


Carpet / rug for main entrance

Entrance



Side wall



Main entrance arch



Carpet / rug for main entrance

Event Staff → Hotel Staff



RECEPTION

“Bar → Hotel Reception. You check in with a drink instead of a key.”

A hotel reception is where you arrive and are received. A Sangeet has no such desk. It does have a bar, and the bar is where the evening actually begins.

So the two are put together. The desk is built the way a real one is. A key panel on the back wall, a desk bell, a ledger, brass and polished wood. The guest reads it instantly.

Then it hands over a drink. The welcome is the same. Only the object changes.

Bar → Hotel Reception



Back wall key panel



Bar bell



Bar table



Bar table props



Florals for bar decor



Lamp and vase for table decor

Bar → Hotel Reception



Bar area cutlery

THE LOBBY

“Guest Seating → Hotel Lobby. Where a crowd becomes a guest list.”

Once you have checked in, you need somewhere to be received.

Guest seating becomes the lobby. A glazed roof, palms, low lamps, planted dividers, a mix of banquettes and chairs that a real lobby collects over the years.

A lobby is where a hotel gathers its guests. It holds a crowd without feeling like a hall, and it keeps them comfortable for hours.

This one needs no explaining. A Sangeet seats its guests and so does a lobby.

Guest Seating → Hotel Lobby



Guest Seating → Hotel Lobby



Lobby divider



Guest Seating → Hotel Lobby



Lobby furniture

THE ELEVATOR

“Lounge 1 → Elevator. The smallest room in the hotel, and the friendliest.”

An elevator is the one place in a building where strangers stand close and end up talking. It is small, it is private, and it throws people together for a minute.

A lounge does the same thing with more time.

So the first lounge is built as an elevator. A polished frame, a floor dial above the door, call buttons in the fascia, a panelled car with a jaali ceiling and deep seating around the walls.

3D graphics run on the walls and they move, so the room feels like it is travelling while you sit in it.

You step in for a moment and stay for twenty.

Lounge 1 → Elevator



Elevator inner
buttons



Elevator outer fascia



Inner elevator area

Lounge 1 → Elevator

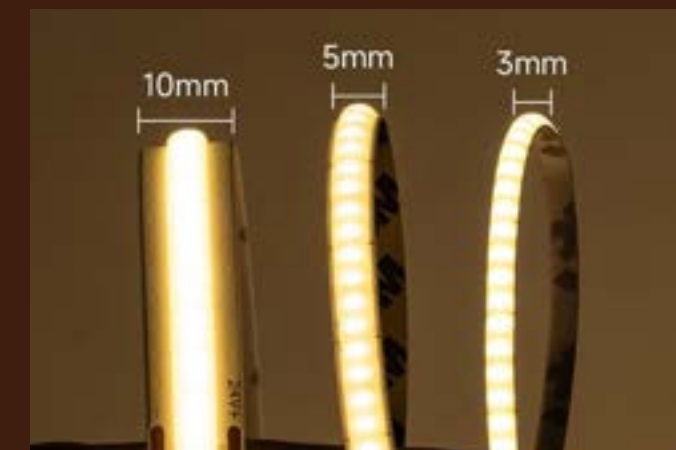
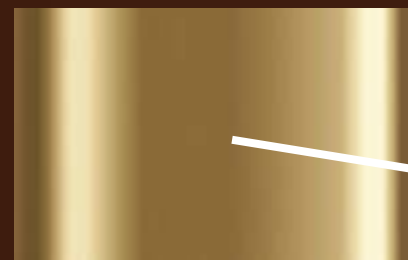
Elevator outer fascia



- The elevator entrance uses a wooden U-shaped frame with a polished finish.
- The floor number is shown as a 3D laser-cut detail.
- LED strip lighting is placed inside the frame.
- The elevator buttons are set into the wooden fascia.

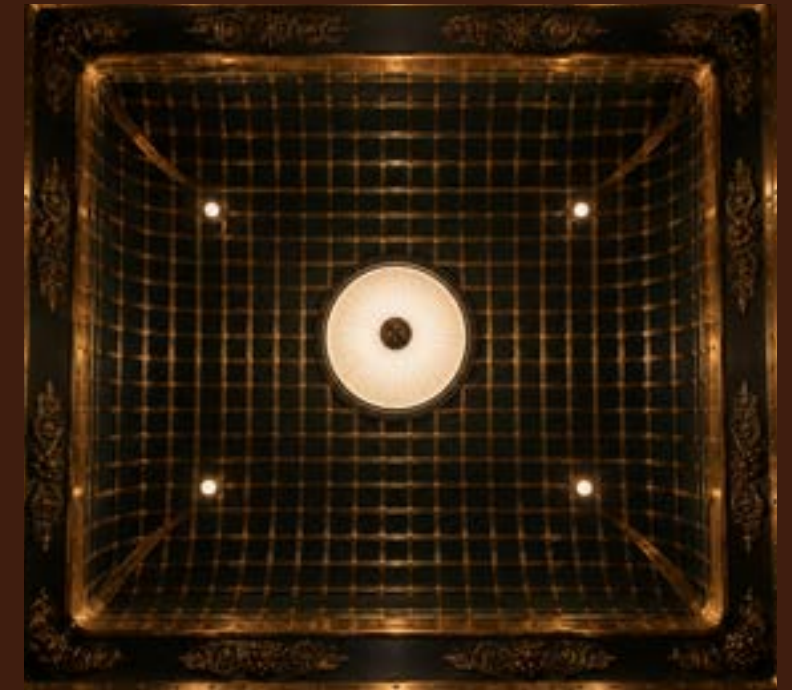


Elevator outer buttons



Lounge 1 → Elevator

- Golden frame panels on the back wall
- LED screen for the moving 3D wall graphics
- Lattice ceiling with a jaali pattern
- Rustic gold finish
- Small recessed dome
- Central ceiling lamp



Elevator inner
buttons



Lounge 1 → Elevator



Lounge furniture



Florals for lounge decor



Centrepiece props

THE CAFÉ

“Lounge 2 → Hotel Café. Already a lounge before we touched it.”

A café needs no conversion. It is a room people sit in, linger in and talk in. That is a lounge with bread in it.

So the second lounge becomes a boulangerie inside the hotel. A wooden shopfront, built in shelves, loaves stacked and lit, a menu wall, a pick up counter, seating that lets groups settle in for as long as they want.

A Sangeet has quiet stretches between the big moments. A hotel has a café for exactly that. Here the two needs turn out to be the same need.

Lounge 2 → Café



Decorative artwork above the back wall



- Wooden back wall
- Built-in café shelves
- Bread props on the shelves
- Café menu wall



Wooden lower wall panels



Lounge 2 → Café



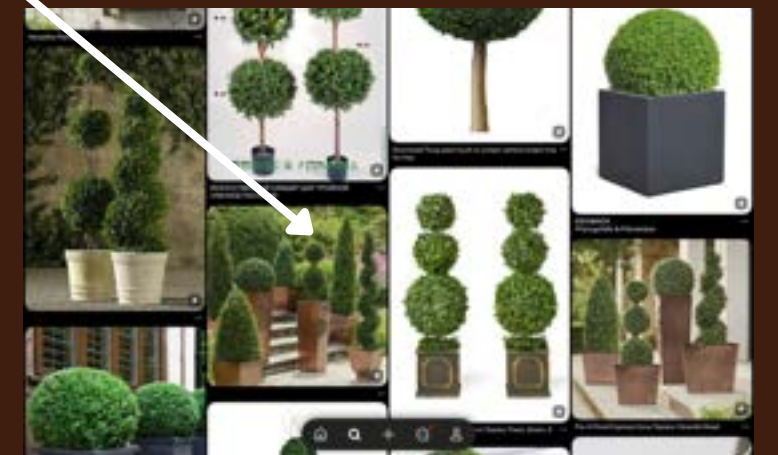
- Café shelf area
- Centre wall
- Side wall
- Menu display
- Decorative details



Lounge 2 → Café



- Shelf props
- Bread display
- Café accessories
- Decorative objects



Lounge 2 → Café



Shelf props



Café lounge furniture



- Centrepiece props
- Side table props
- Decorative objects



THE LIBRARY

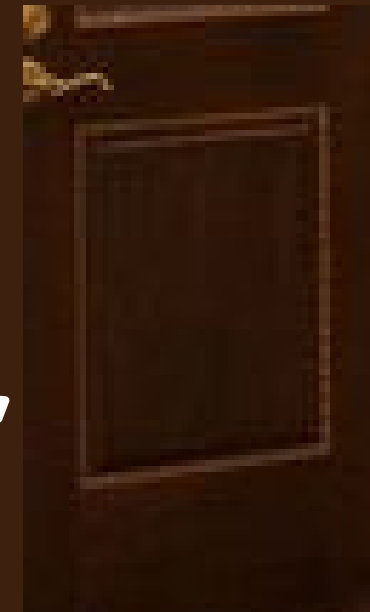
“Lounge 3 → Library Lounge. In a heritage hotel, the library is where the club meets.”

A library sounds like the wrong room for a party. A gentlemen's club does not.

In an old hotel these are the same room. Shelves to the ceiling, deep leather chairs, green lamps, a chess set left mid game. It was never really about the books. It was about who was allowed to sit there.

So the third lounge is built as that room. It carries the weight of the hotel and gives guests the one corner of the night where the volume drops and the conversation runs longer.

Lounge 3 → Library



- Glass entrance door
- Brown wall panels
- 3D laser-cut name board
- Library entrance frame



Lounge 3 → Library



- Wooden ceiling frame
- Warm ceiling colours
- Overhead spotlights
- Back wall with built-in shelves
- Wooden polished finish
- Books and decorative objects
- Side wall lamps



Library lounge seating



Spotlights between the shelves



Overhead spotlights



Lounge 3 → Library



Bookshelf props



Florals for lounge decor



Library lounge furniture



Centrepiece and side table props



THE RESTAURANT

“Dining Area → Hotel Restaurant. The most obvious move in the whole hotel.”

Every Sangeet feeds its guests. Every hotel has a restaurant. This one needed no invention at all, and that is exactly why it is here.

The reinterpreted rooms only work because plain ones sit beside them. The reception, the elevator and the bar ask the guest to accept something new. The gate, the lobby and the restaurant ask for nothing.

So dinner stays dinner. Curved red banquettes, a tree in the middle of the room, a lamp on every table, weighted silver, a rimmed plate, pressed linen, a menu handed over rather than propped up.

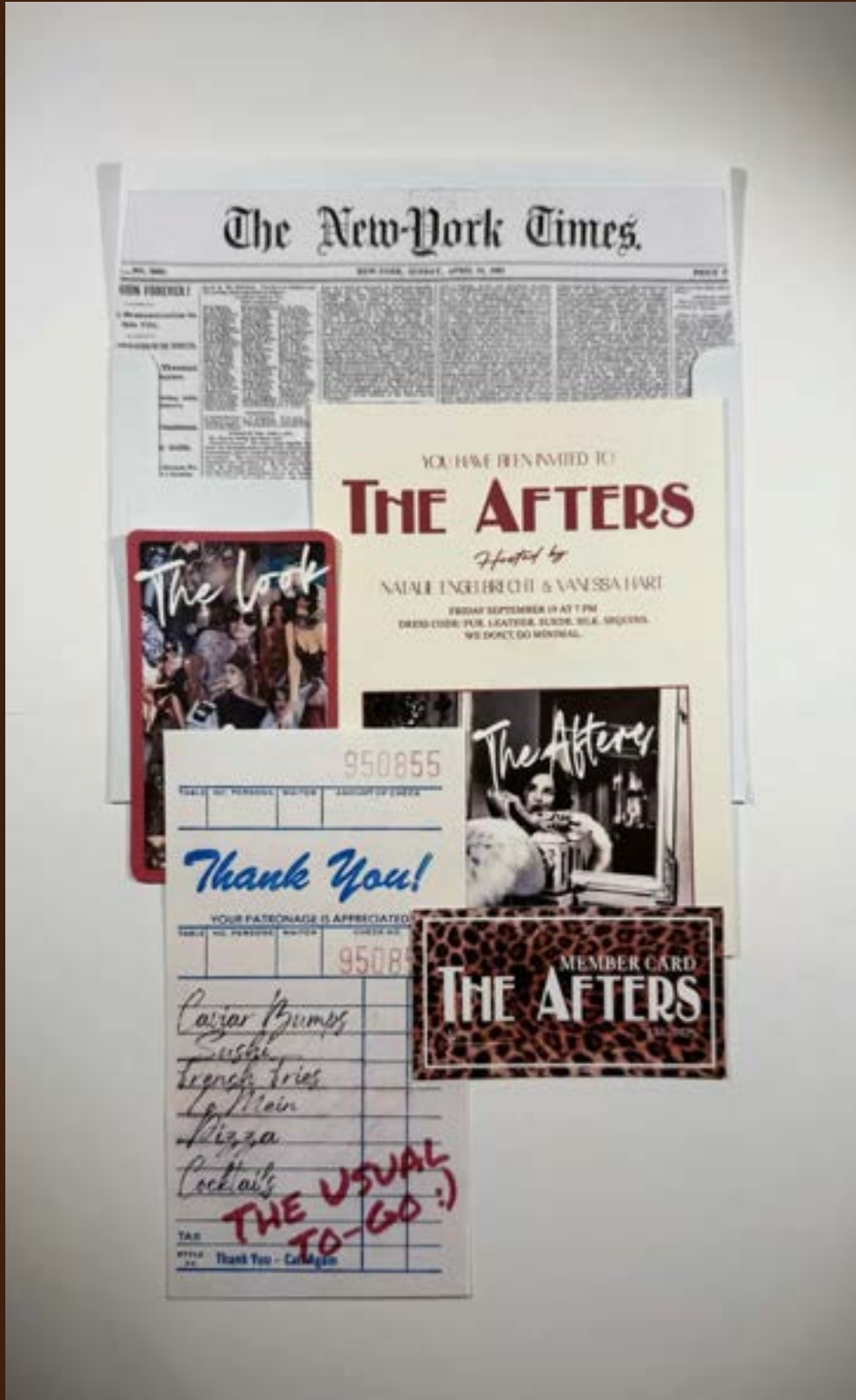
Dining Area → Hotel Restaurant



Food & Cutlery



Prints



Sound Console → Hotel Bar



“Sound Console → Hotel Bar. The counter that runs the night.”

A bar is where a hotel keeps its energy. Someone stands behind it, reads the room and decides what the evening does next.

That is also the job of the sound console. It is the one point in the venue that controls how the celebration rises and falls. Putting the two together was the obvious call.

It earns its place twice. The console brings cables, racks and crew with it, and all of that disappears behind a fluted timber counter, a lit wall of bottles and glassware hung overhead.

Control first. The camouflage is a bonus.

THE FACADE

“Main Stage → Hotel Facade. The front of the building is the building.”

Ask anyone to picture a hotel and they picture the front of it. The facade is the hotel.

A Sangeet works the same way. Everything points at the main stage.

So the most important thing in each world is handed to the other.

All evening the guest has held pieces of a building they never saw whole. A gate, a desk, a lobby, an elevator, a café, a library, a restaurant, a bar. The stage finally shows them the building. A fibre frame, vintage plaza artwork across the face, French windows in front of LED walls, arches closing the sides.

The Sangeet happens inside the hotel we spent all night checking into.

Main Stage → Hotel Facade



The main stage is transformed into the visual facade of the hotel.

A fibre structure creates the architectural frame.

Vintage plaza artwork adds character to the facade.

French window panels sit in front of LED walls.

The side and centre arches complete the hotel exterior.

Hotel Window Walls



Seating along the walls

The windows run moving graphics that carry the night forward.

Guests arrive at dusk, with the city just beginning to light up.

As the celebration builds, the skyline turns to full night.

By the end it softens towards morning. The building keeps time with the party.

NO CHECKOUT

“You arrive at the hotel, check in with a drink, and never quite leave.”

A hotel is built around leaving. You check in, you stay a while, and at a set hour you hand back the key.

This one takes the ending away. The guest moves through every part of the building and arrives at the front of it, which is where the dancing is. There is no desk to go back to and no hour to keep.

The windows say it best. They open at dusk and close near morning.

When the party runs all night, you check out late.

Late Checkout.