

L U M E N

LUMEN — VOL. I

Bathrooms, in their *best* light.

A design studio for the quietest room in the house — daylight,
stone and water, and the luxury of leaving things out.



PL. I — AN ENSUITE, GIVEN ROOM TO BREATHE

ON RESTRAINT — 01

*The quietest room deserves
the most considered design.*



PL. II — STONE BATH, GARDEN LIGHT

— *01*

Light first.

We design the daylight before the fittings. Where the sun falls, where the steam catches it, where a wall is best left empty — these decide a bathroom long before the tap does.



— 01 · LUMEN





— 02 · LUMEN

— 02

Stone, & one warm metal.

Travertine, honed marble, limewash — surfaces that age softly and ask for nothing. Against them a single warm metal: brushed brass, or the quiet of matte black. Never both.



PL. IV — TRAVERTINE, MORNING LIGHT



WET ROOM



STILL LIFE

— 03

Then, water.

The last thing we add is the one you came for. A deep, slow bath; a wide, quiet shower — designed so the room is calm with the water running, and calmer without it.



— 03 · LUMEN



PL. V — THE POWDER ROOM, MATTE BLACK



PL. VI — STEAM, AND SOFT LIGHT

HOW WE WORK

From daylight to the last detail.

Listen. The room, the light, the way you start and end the day.

Specify. Stone, one warm metal, and nothing the room doesn't need.

Draw. The daylight and the empty walls first; the fittings last.

Finish. Made calm — quiet with the water running, quieter without.

A DESIGN CONCEPT BY AMS

We build worlds like this.

Lumen is a concept piece by AMS Design — a calm, considered
single-link world for a studio that sells restraint as much as a
room.

TALK TO US — [AMSDESIGN.CO.UK](https://amsdesign.co.uk)

L U M E N

DESIGN CONCEPT · FICTIONAL FIRM · NOT A REAL BUSINESS

All imagery is AI-generated and is not of any real bathroom or firm. Rooms
and materials are illustrative. Lumen does not exist.