



FORTHCOMING INTERIORS · 2026

Mira Sandoval

Rooms that hold the warmth a little longer. A small collection of homes, drawn and about to be built.

I design rooms you can feel before you understand them.

I'm Mira — an independent interior designer working out of a small studio in Portland. I don't have a big team or a long client list yet. What I have is a particular way of seeing a space: I notice the warm and the tactile first.

Oiled walnut. Raw plaster left a little rough. Bouclé that asks to be touched. The low gold of an evening lamp pooling along a counter. I chase the feeling a room gives off at five in the afternoon, then work backward to the materials that get us there.

Every project in this book is a 3D render of a real home I'm about to build — drawings already on their way to becoming rooms.

Mira Sandoval

Founder & Designer · Portland, OR



Three things I hold to.

01 Warmth first

A room should feel like late-afternoon light — low, golden, unhurried. I start with how a space ought to make you feel, and let the plan follow the mood.

02 Honest materials

Walnut that still shows its grain. Plaster kept a little raw. Stone with a vein you can trace. I'd rather use fewer materials and let each one be fully itself.

03 Quiet contrast

Soft against structured, matte against gloss, pale linen against deep charcoal. Warmth needs an edge to read as warmth.



A short, warm palette.

The same handful of materials runs through every room — wood, plaster, stone and cloth, warmed by two earthy accents.



Oiled Walnut

#6F4B34

Cabinetry & warmth



Smoked Oak

#B08A63

Floors & legs



Warm Plaster

#CABFAE

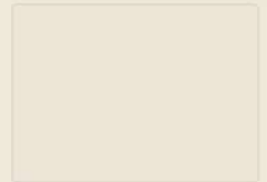
Walls & surfaces



Charcoal Fluted

#2B2926

Joinery



Linen Bouclé

#ECE5D8

Upholstery



Burnt Terracotta

#B85A31

Accent



Dusty Plum

#82606D

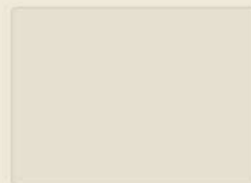
Accent



Nero Marquina

#1F1D1D

Stone tops



Pale Terrazzo

#E6E0D3

Flooring



Brushed Nickel

#9A958D

Hardware



First Light

A sunlit living room

A north-facing living room reworked for morning people. Sheer linen filters the daylight to a soft haze; a deep cream sectional anchors the room while burnt-terracotta and plum cushions keep it from going too quiet. Black-framed art and a Nero Marquina table give all that softness a clean, deliberate edge.

LOCATION

Portland, OR

TYPE

Living room

SCOPE

Concept & furnishing

STATUS

Render · to be built 2026



FIRST LIGHT 01

Where the corner meets the light.



Ember

An open-plan kitchen and lounge built around walnut and warm plaster. Fluted charcoal cabinetry holds the line; under-cabinet light pools gold along the stone counter; small climbing-figure sculptures send the eye up the wall. A room designed to stay warm at every hour — not only the bright ones.

LOCATION

Portland, OR

TYPE

Kitchen & living

SCOPE

Concept & furnishing

STATUS

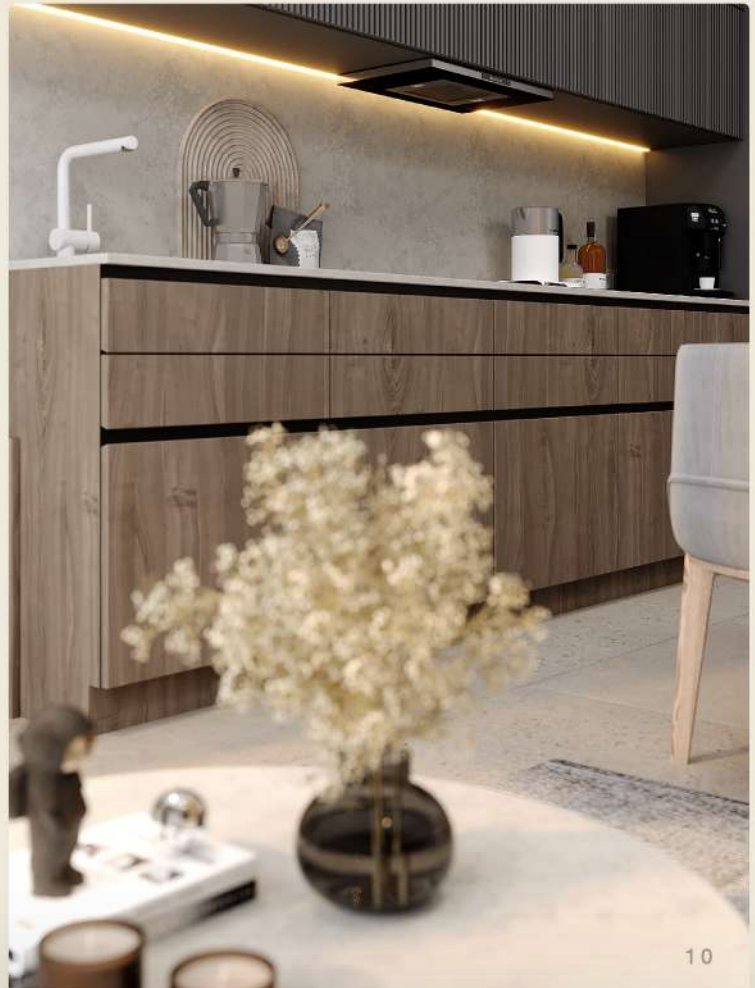
Render · to be built 2026





SMALL 02

A walnut wall, lit from within.



Let's build something warm.

If your space could hold a little more light, I'd love to hear about it. We'll start with a slow conversation about how you want the room to feel.

[Book a Design Assessment Call →](#)

