Meticulously controlled lighting reveals the ancient Roman city of Londinium and the mysterious Temple of Mithras, the bull-slayer, “reinstated” in its original location within a new corporate headquarters. At street level, the climate-controlled display case could not incorporate lighting. Artifacts are displayed on pyramidal forms, revealing details with minimal shadows from track lighting. At the mezzanine, ghostly figures emerge among the exhibits. Concealed framing projectors illuminate resin replicas without interfering with visitors’ ability to read the interactive displays.

At the lower level, “walls” of light rise over the foundation remnants of the temple. “Haze” – theatrical fog never before used in a permanent installation – gives the light beams their structural physicality. The light is aimed horizontally onto a series of concealed mirrors, and the resultant plane is interrupted by baffles to simulate portals. Technical challenges involved coordination with air systems and ceiling construction. The altar figure comprises layers of cut steel, cantilevered so that each silhouette is illuminated. Bespoke pendants, designed to be near-invisible, reveal the ruin from below eye level. The overall lighting design furnishes just enough light for visitors to examine the artifacts and ruins without distracting from the mystery and magic of the immersive experience.