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## How to design homes that encourage human to human (neighborly) interactions rather than becoming isolated units?

A high-rise social housing is a place with multiple homes, but somehow in a need for increasing privacy and luxury, new apartment houses are becoming more and more like isolated units. In today's time of faceless dependencies and digital conversations, there is a need for human to human interaction.

A question arises that **how simple architectural gestures can help in bringing people together?**  
How to make them realize each other's presence and generate opportunities of conversations?

How do we make sure that life for the people who will eventually live in the building will not be confined to the four walls of the interior?

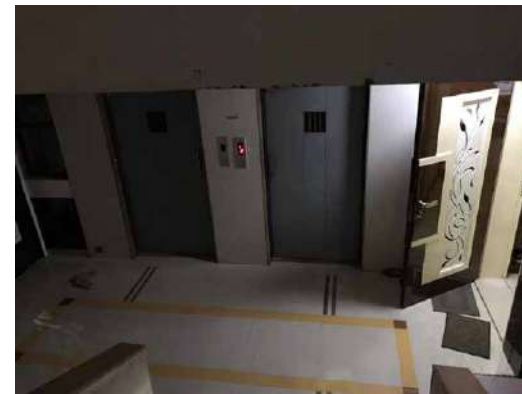
### CURRENT HOUSING SCENARIO :



Typical apartment floor plan

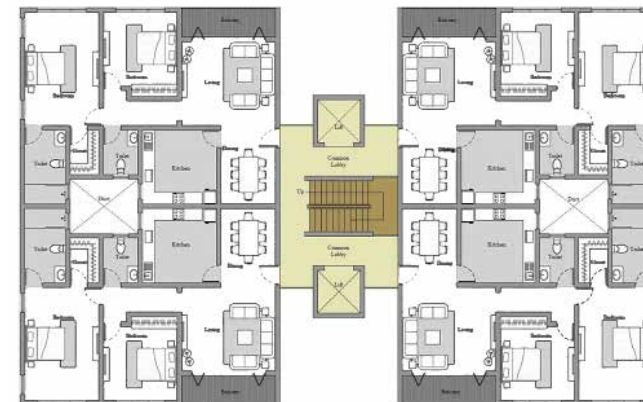
ISOLATED INDIVIDUAL UNITS THAT LOOK TO THE OUTSIDE.

Where are the possibilities of acknowledging the presence to one's next door neighbor?



DARK , NARROW & DINGY LIFT LOBBY AREAS

Where is the possibility of pausing?  
having a conversation?  
Can it have a different use except as a passage?



Typical apartment floor plan



Typical Housing complex site plan

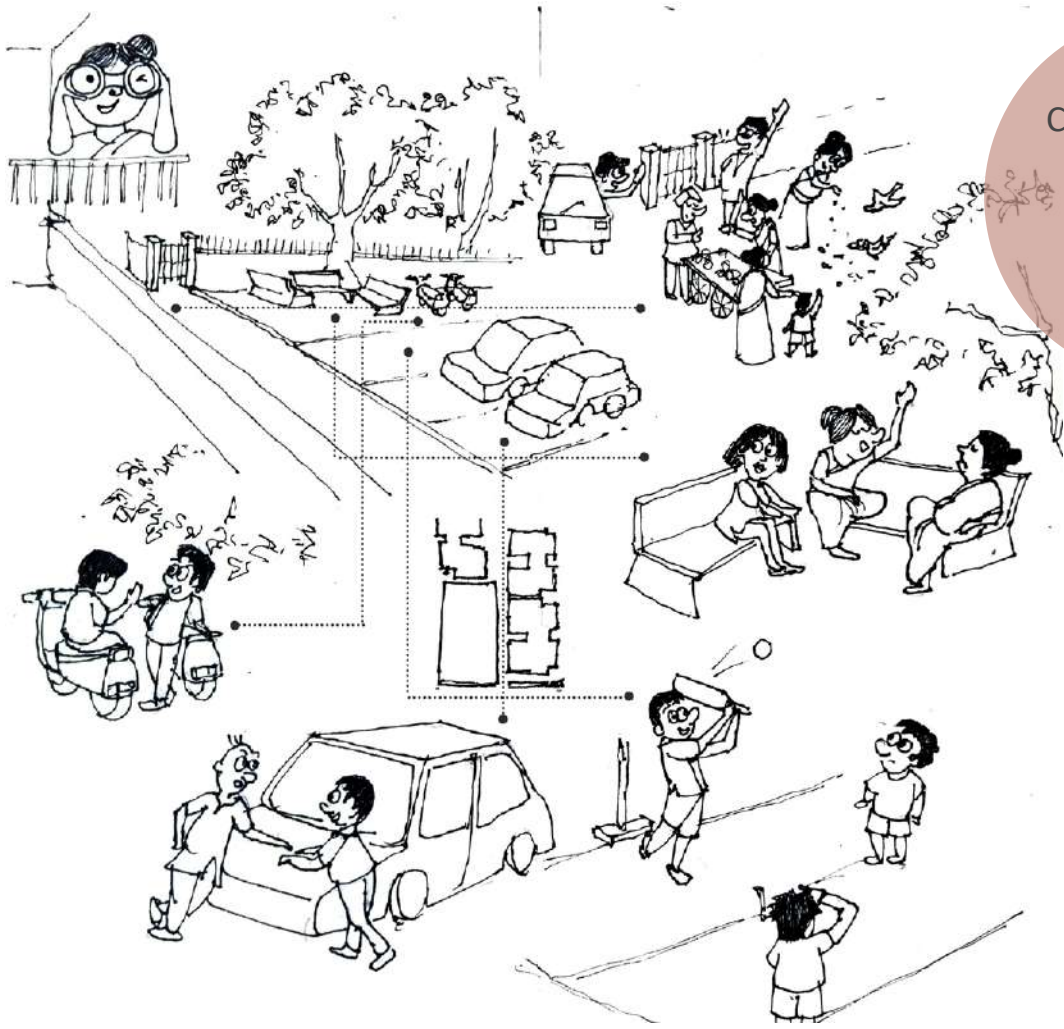
INDIVIDUAL BLOCKS DISCONNECTED FROM THE HAPPENINGS OF THE COMMON PLOT

Is there a possibility for a mother to look at the kids play from her apartment window?  
What does one actually see from outside their window on the 10th floor?

Can we design spaces with **affordance**, so that they can be used by multiple users in their own ways.

How to hence **create Opportunities** of conversations with neighbors to maintain **the sense of community?**





COMMON PLOT  
vis-à-vis  
RESIDENTIAL  
BLOCK

How many residents are connected visually to  
which common areas ?

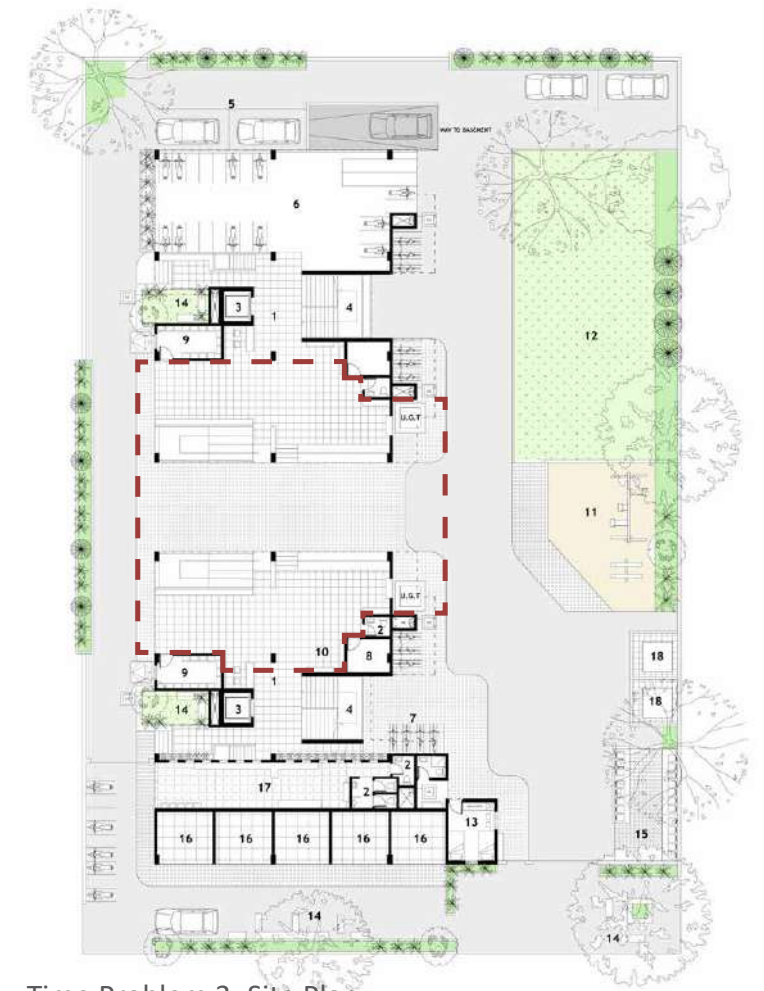
raised platform as foyer, with  
seating facing each other

Is there a nice shaded area for the residents  
to hang around on the ground floor ?

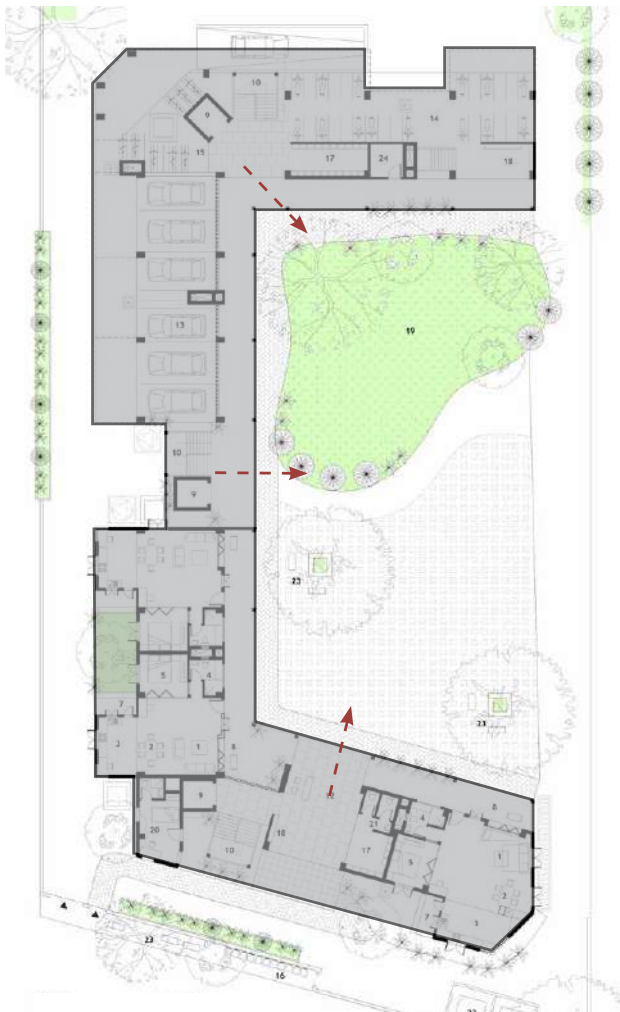
view of play area and garden  
from entrance foyer

ARTICULATION OF  
ENTRANCE FOYER  
vis-à-vis  
COMMON PLOT

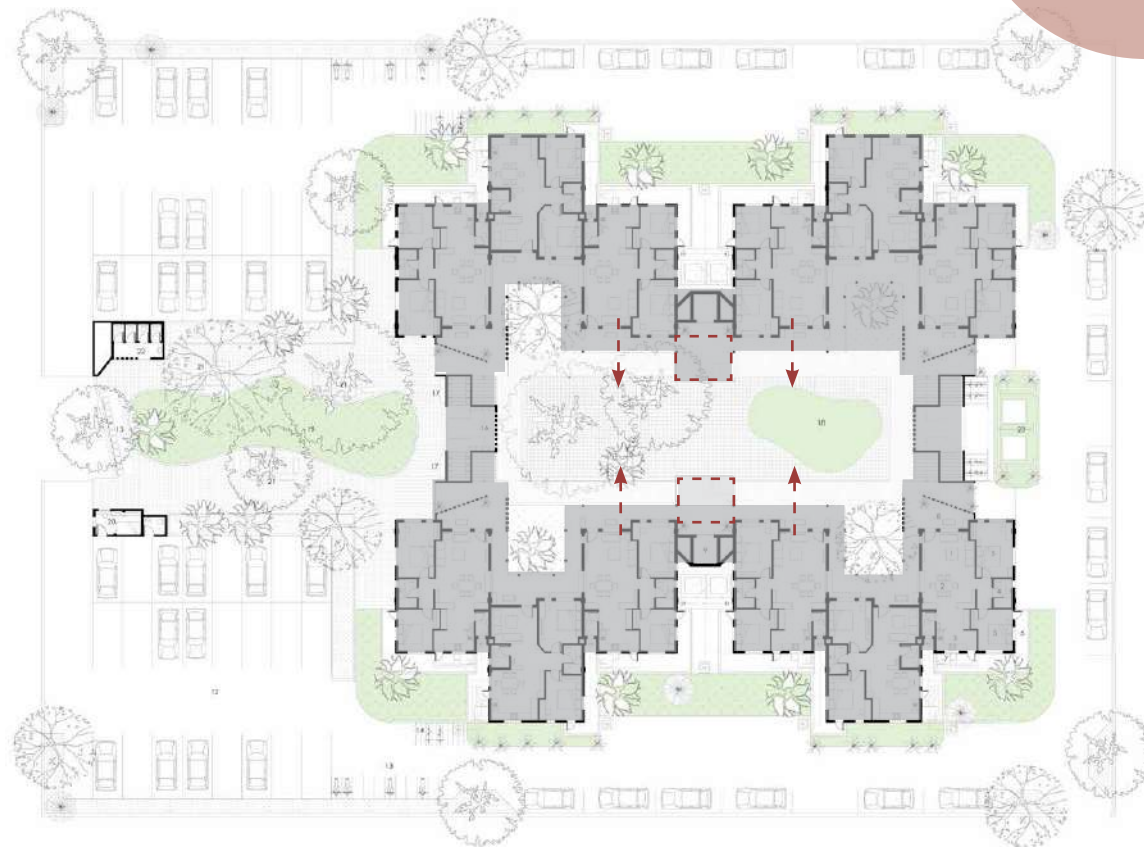
arrangement of units/blocks around a central space



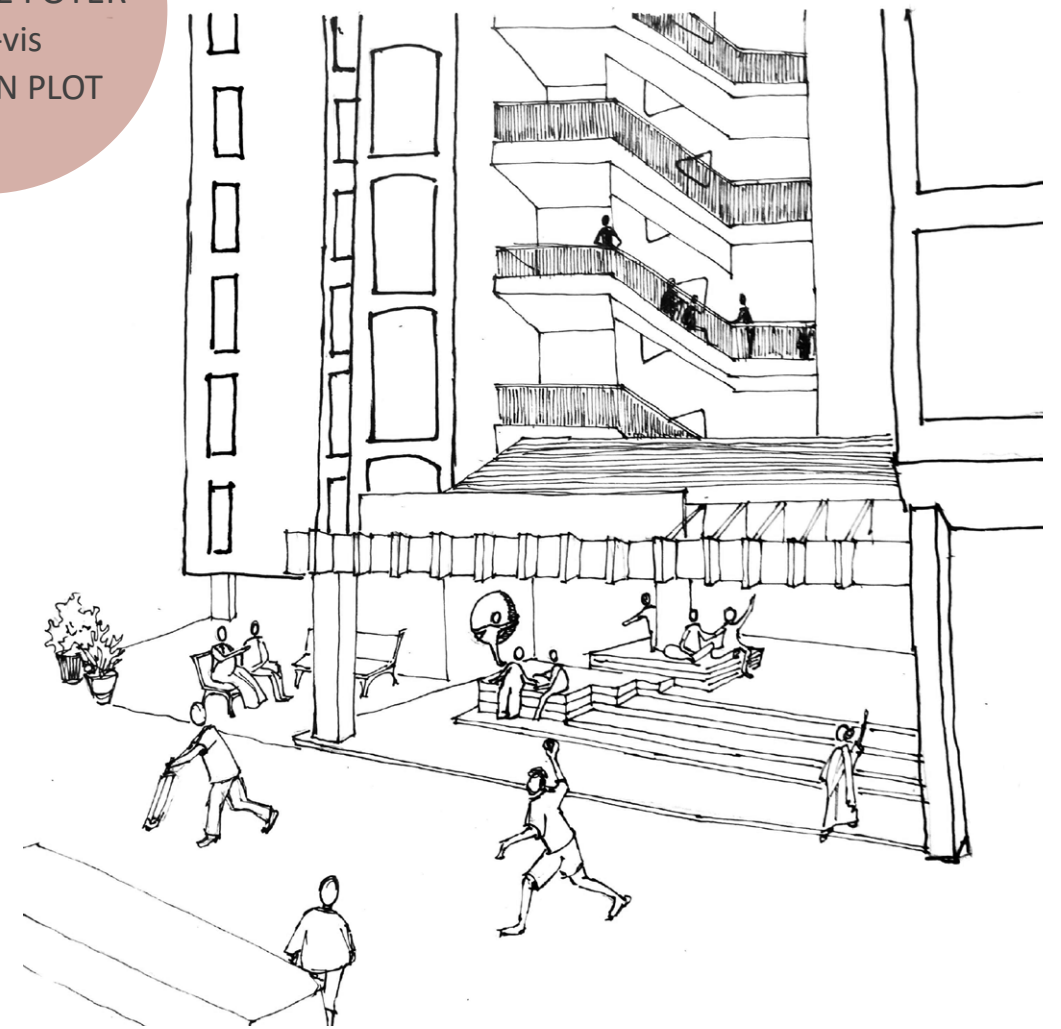
Time Problem 3: Site Plan



Time Problem 4: Site Plan



Time Problem 6: Site Plan







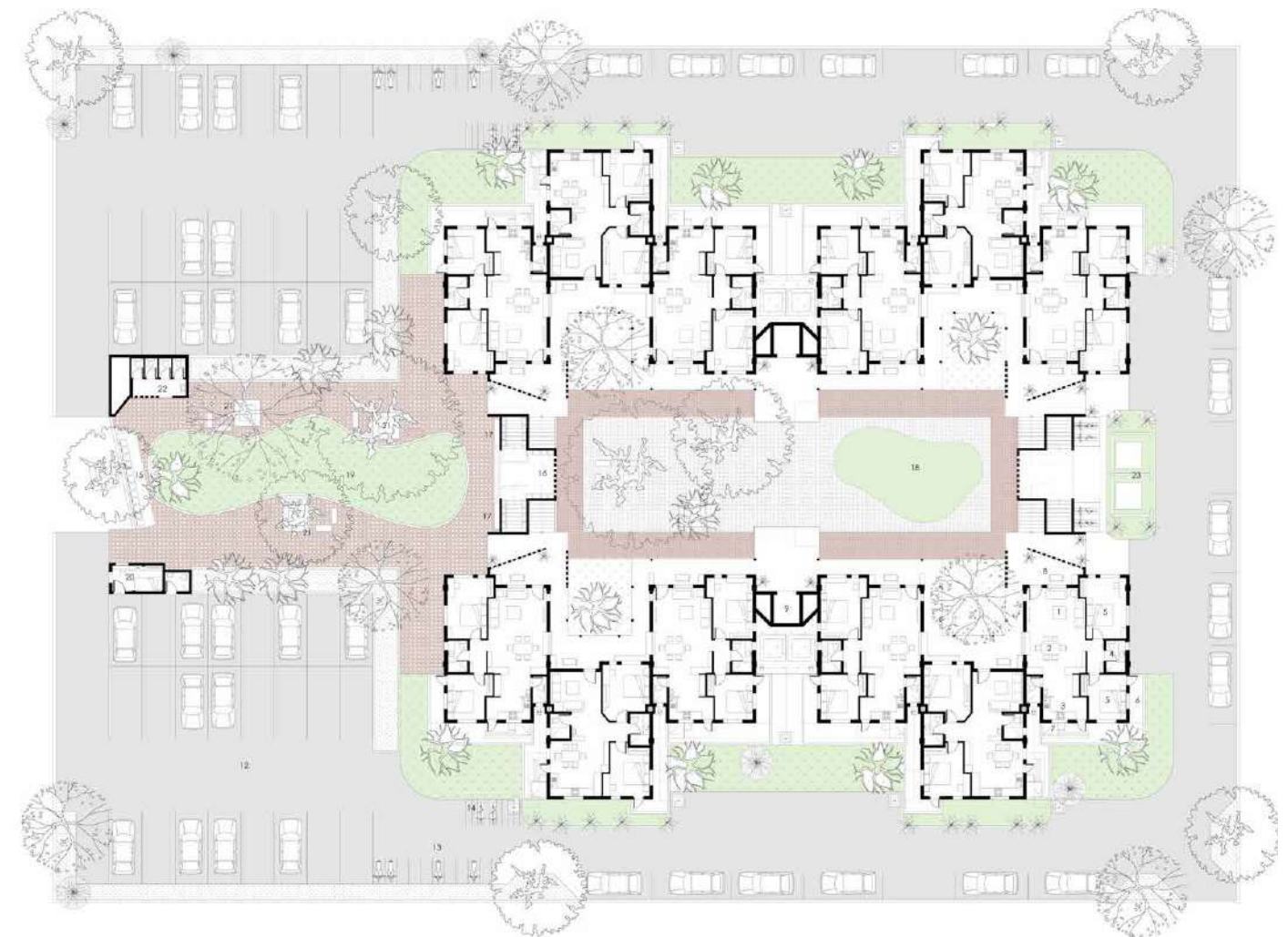
COMMON  
PLOT & BUILDING  
ENTRANCE  
vis-à-vis  
PEDESTRIAN PATH

How does the usual pedestrian path cross the outdoor common areas and building entrances?

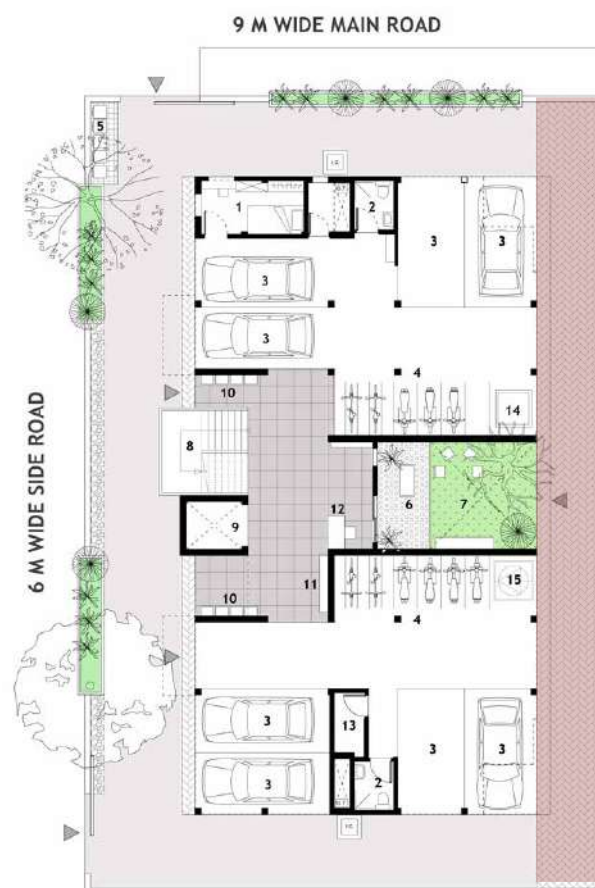
Does it have outdoor sitting spaces that look towards play areas and the building entrance?

Having a separate pedestrian and vehicular pathway

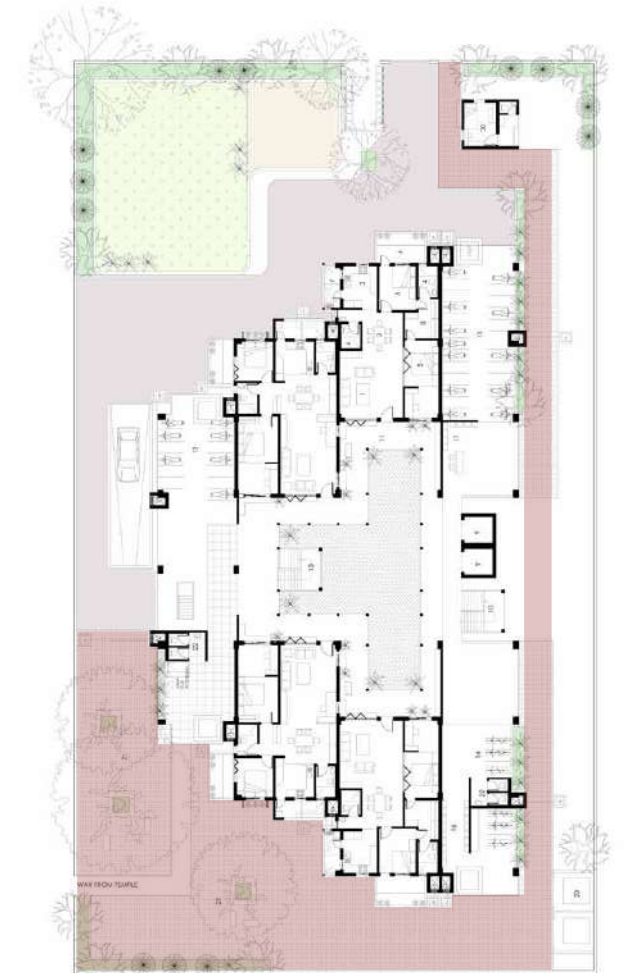
Well shaded pathway crossing through the general seating areas, generating chances encounters between neighbors



Time Problem 6: Ground floor Plan

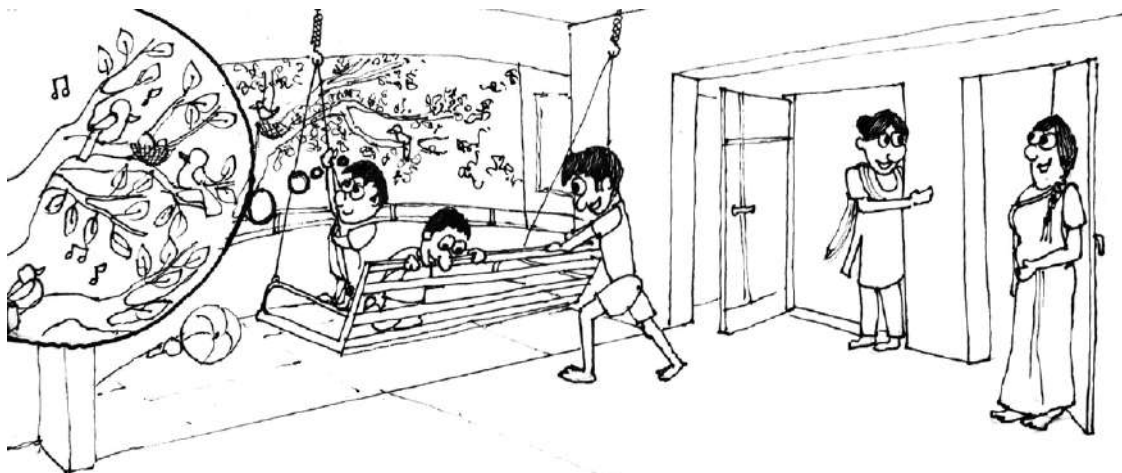
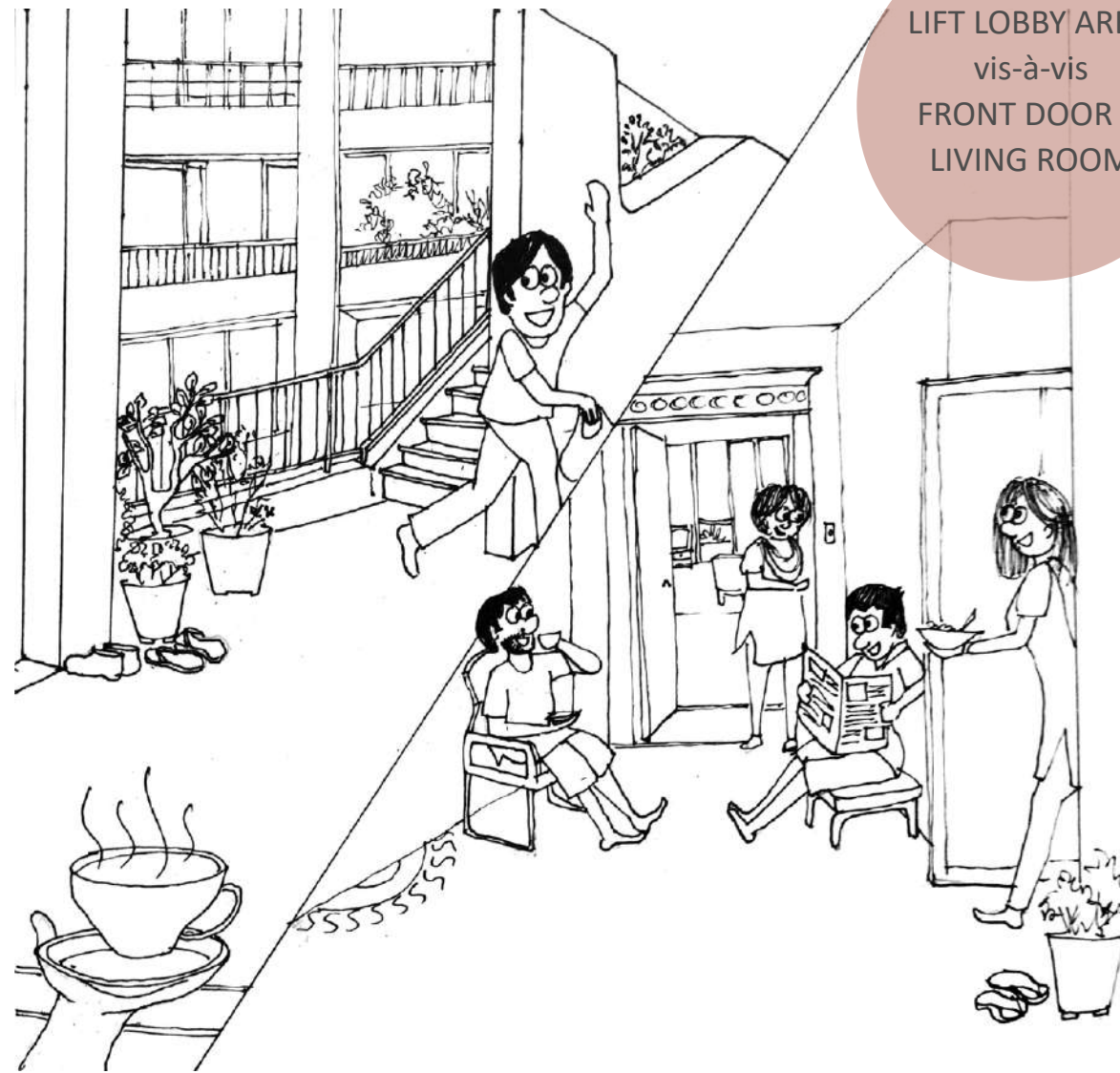


Time Problem 2: Ground floor Plan



Time Problem 5: Ground floor Plan

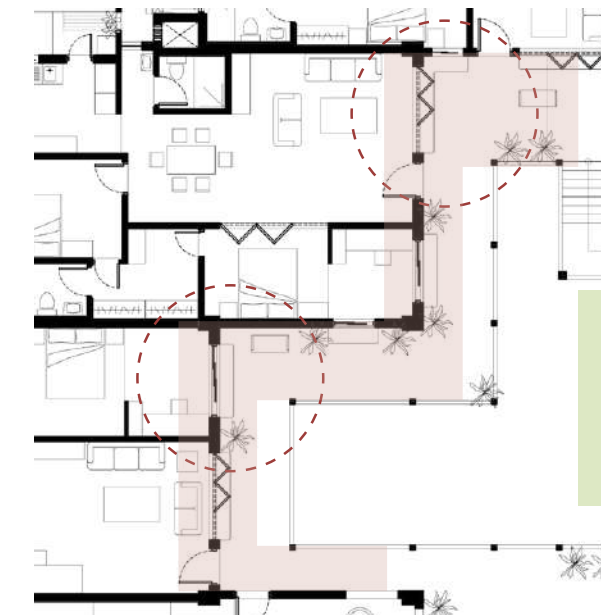




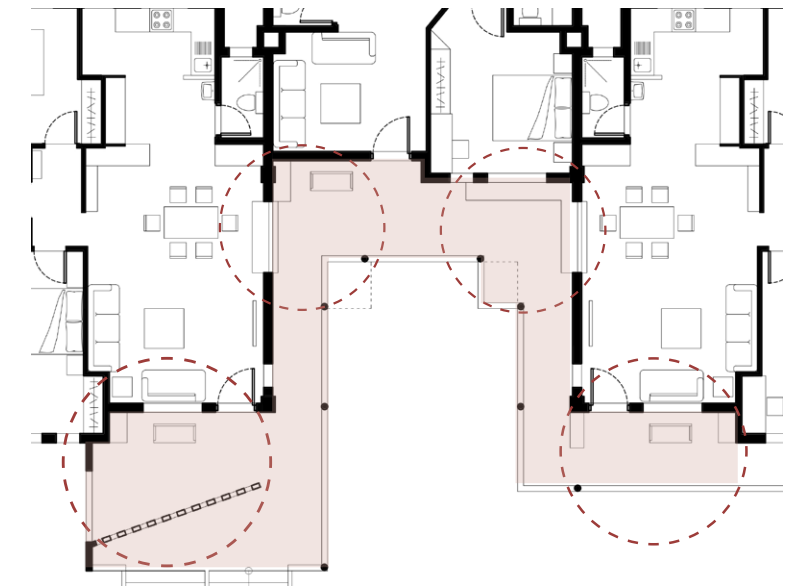
Can the lobby act like the extension of the living space?

Can the space encourage people to keep their front doors open?

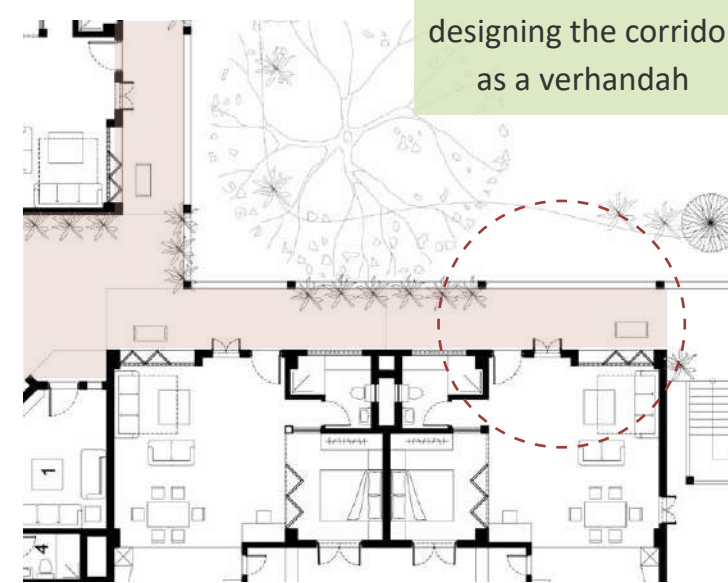
How do we encourage chance conversations between neighbors?



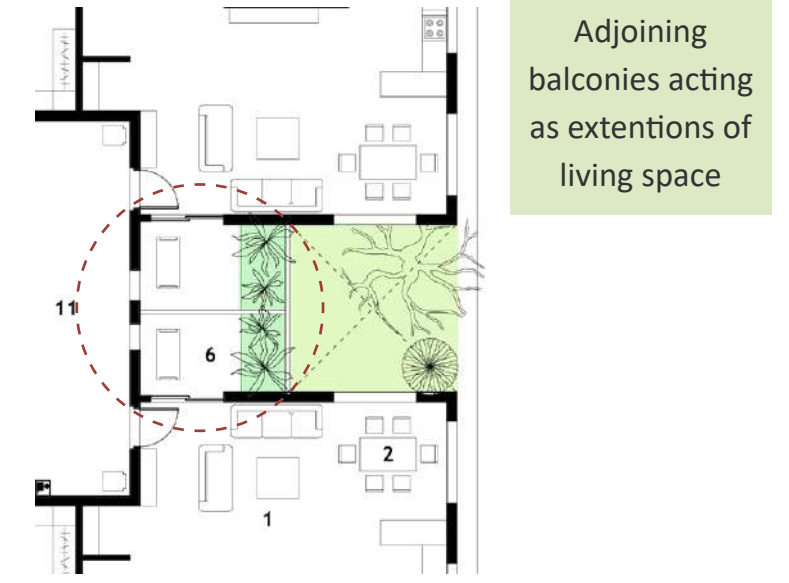
Time Problem 5: Part Floor Plan



Time Problem 6: Part Floor Plan



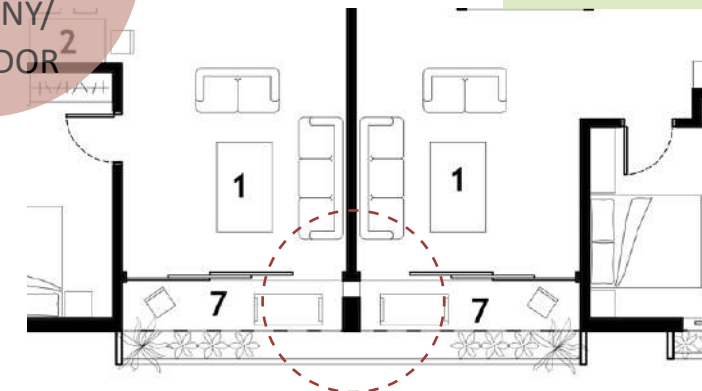
Time Problem 4: Part Unit Cluster Plan



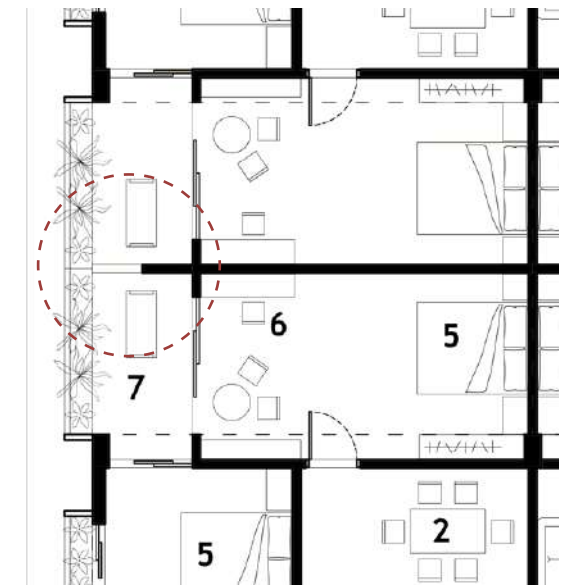
Time Problem 2: Part Unit Cluster Plan

LIVING ROOM vis-à-vis IMMEDIATE BALCONY/ CORRIDOR

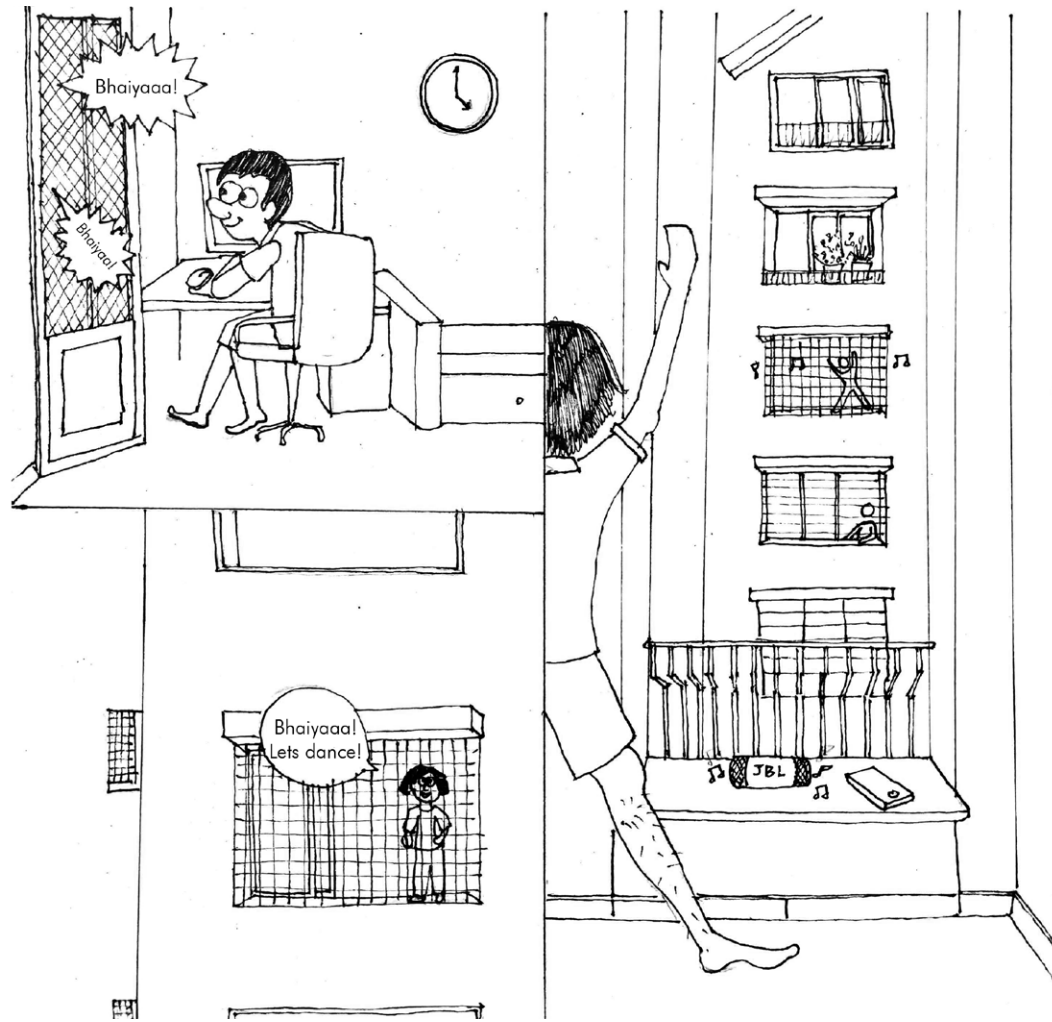
Small openings connecting adjoining balconies



Time Problem 3: Part Unit Cluster Plan



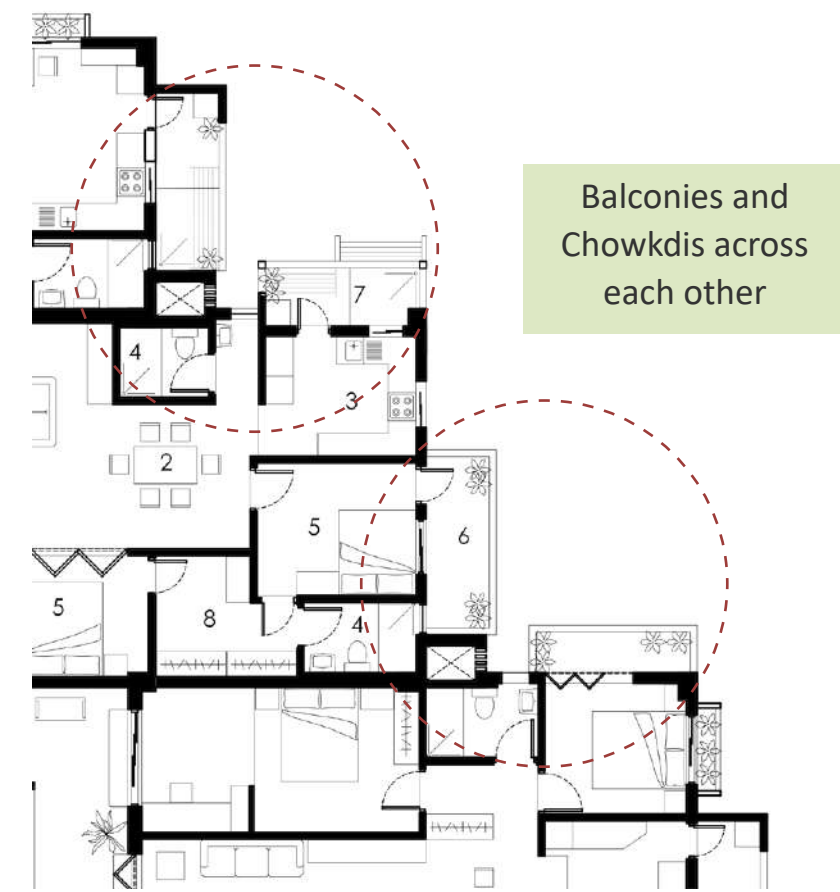
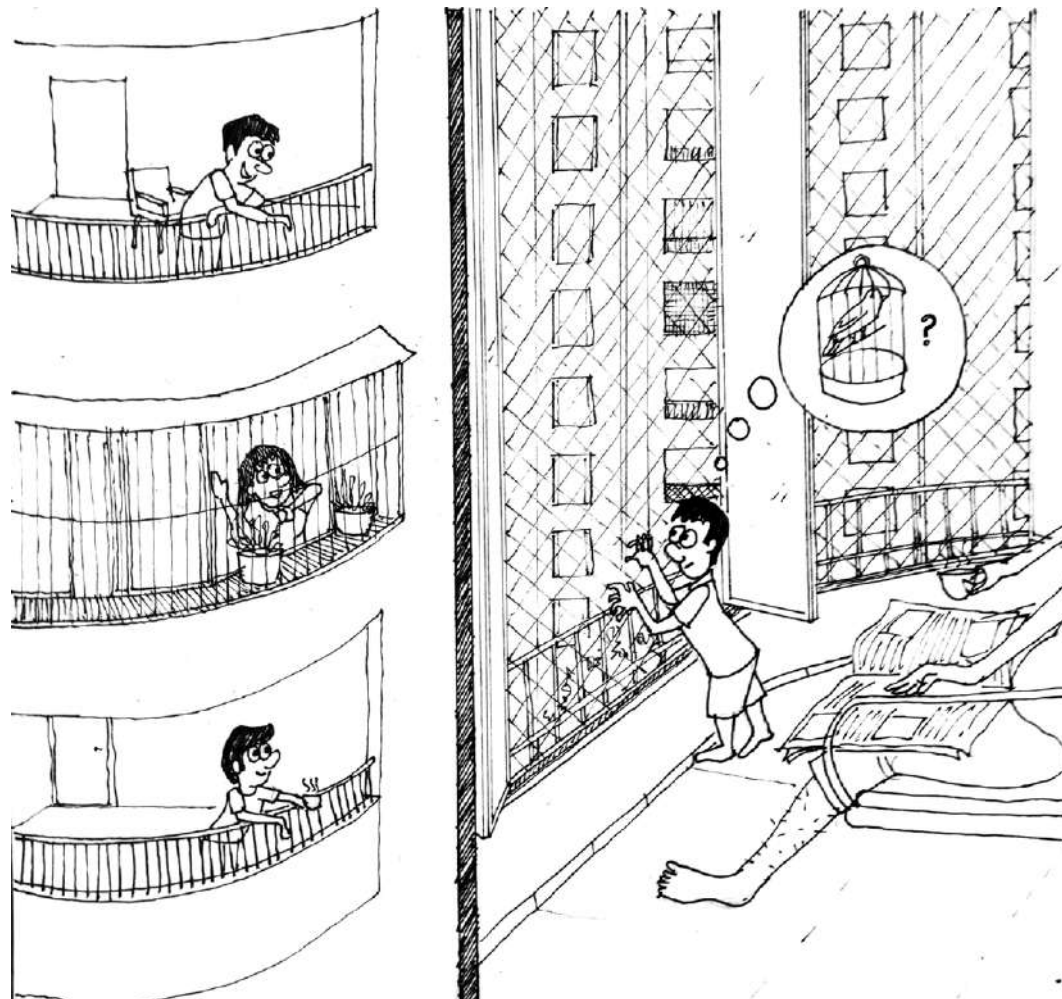




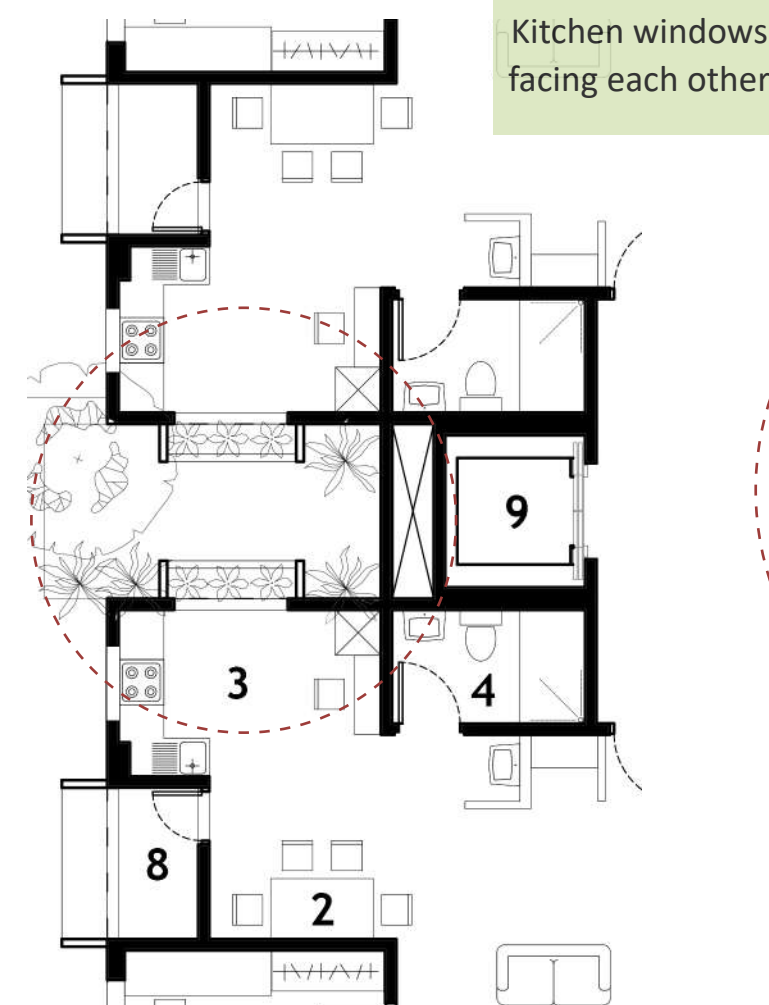
What does the balcony / window look into?

WINDOW & BALCONY OF ONE BLOCK vis-à-vis ANOTHER UNIT/ BLOCK

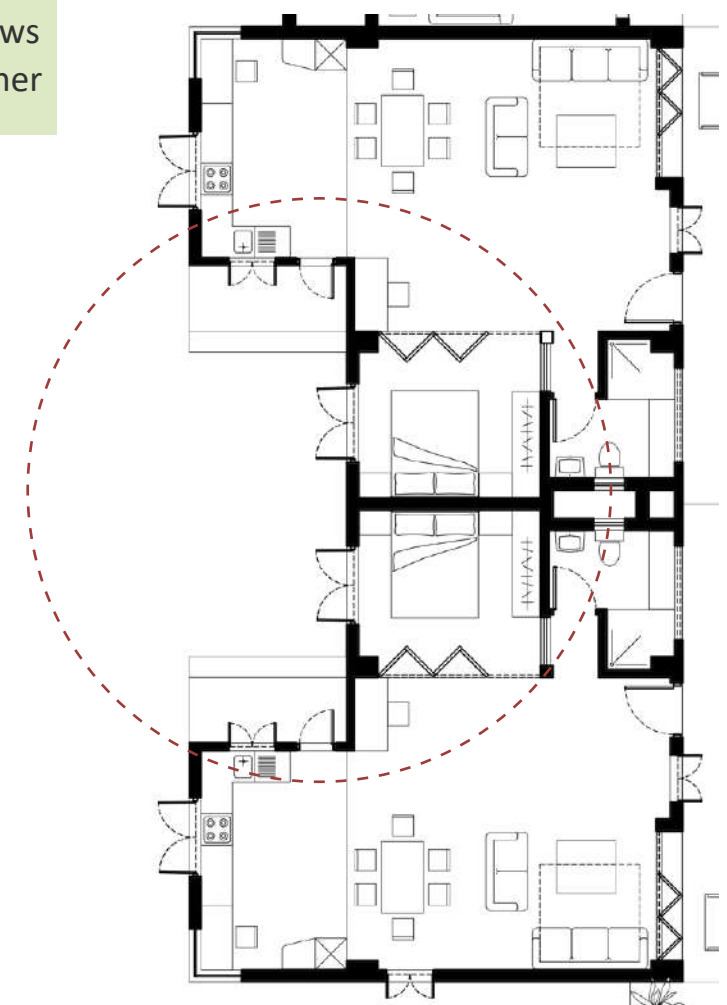
what is the distance between them and what kind of conversations does it hence offer?



Time Problem 5: Part Unit Cluster Plan



Time Problem 3: Part Unit Cluster Plan

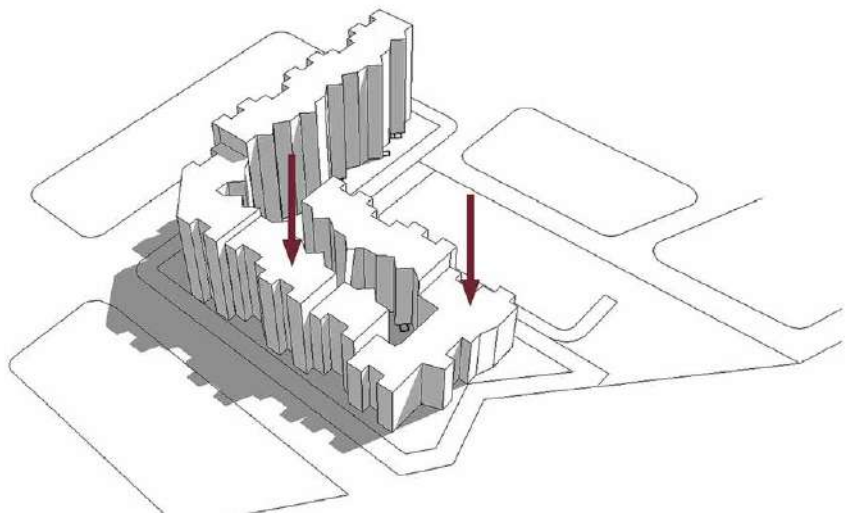


Time Problem 4: Part Unit Cluster Plan





Arranging Blocks around a central space



Stepping with respect to site orientation



Opening up the central space, reducing margin through stepping



Pedestrian Entry

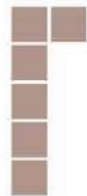


Vehicular Entry

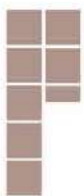


Sale Component

Residential Unit Area



Type A  
60 sqm.  
X 43



Type B  
75 sqm.  
X 2

Commercial Unit Area



Type A  
50 sqm.  
X 12



Type B  
65 sqm.  
X 6



Type A  
40 sqm.  
X 5

Non-Sale Component

Residential Unit Area



Type A  
70 sqm.  
X 71

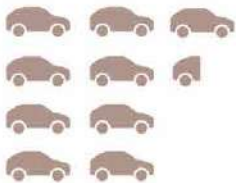


Type B  
75 sqm.  
X 133

10 sqm. area

Parking

Residential



230

Guest



25

Commercial

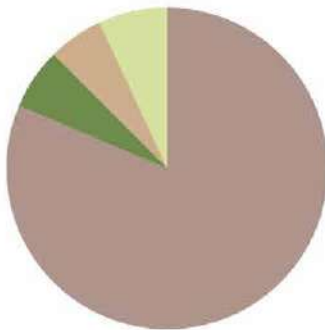


30

20 Cars

10 Cars

Total Area %



(A) RERA Carpet Area (Units)



(B) Commercial Area -



(C) Circulation - (Non-Free of FSI)



(D) Amenities-

FSI - 2.68

Achieved



Final Massing





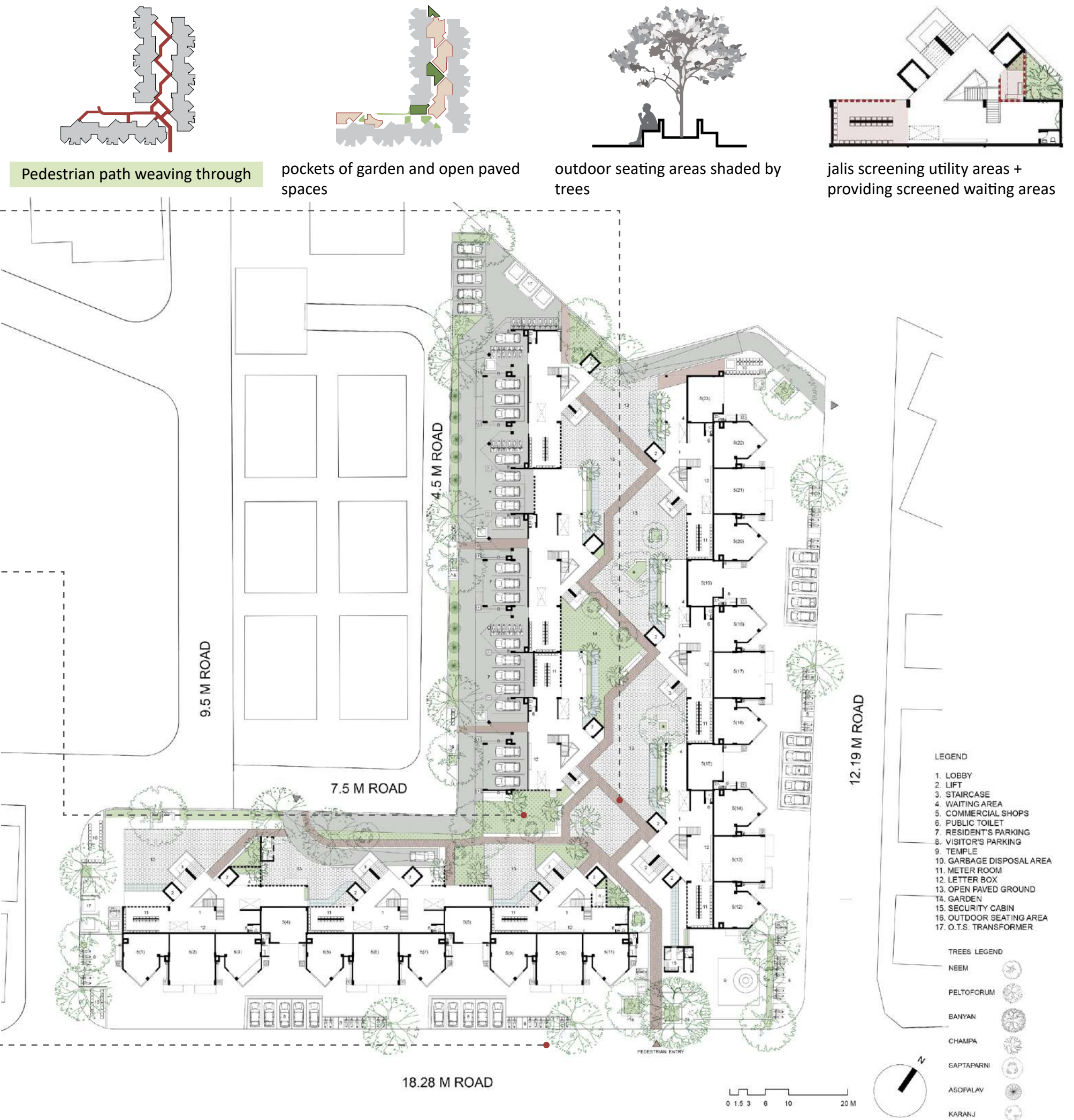
View from central space



View from corner garden pocket



View from road side entrance



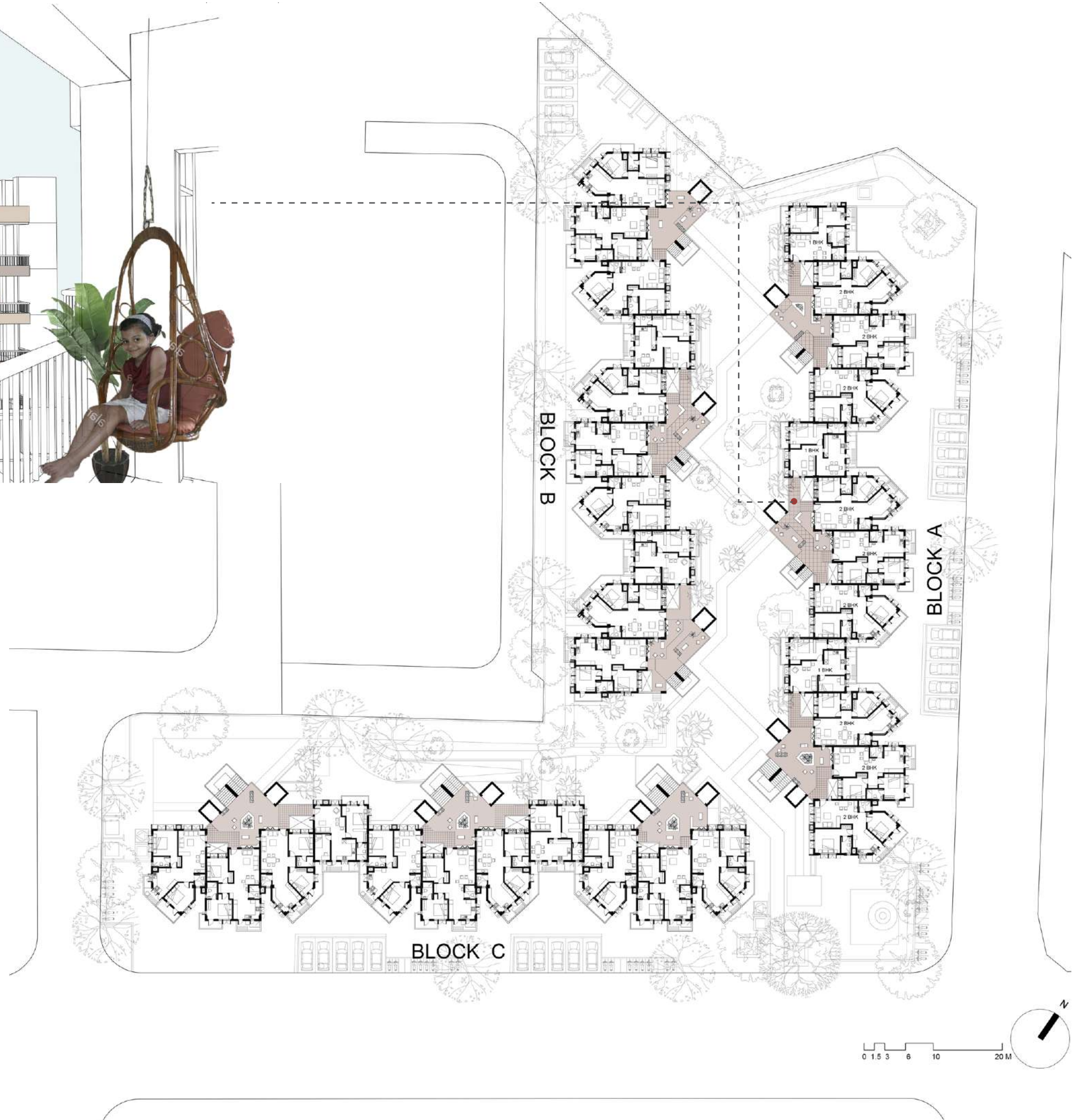




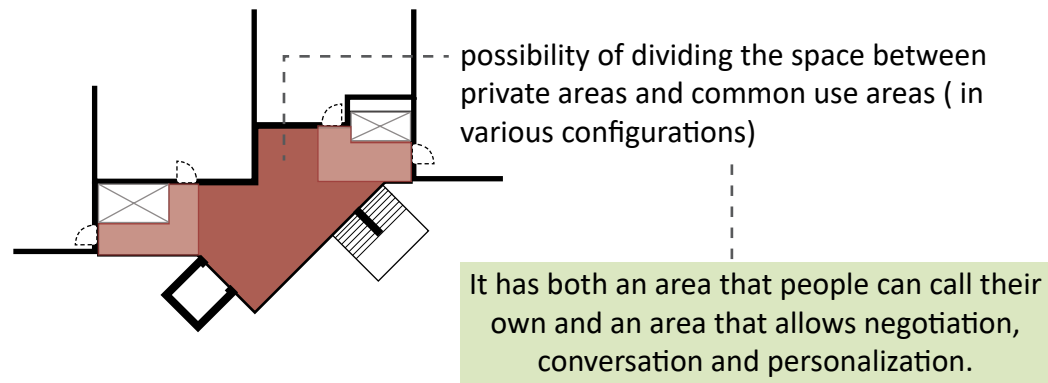
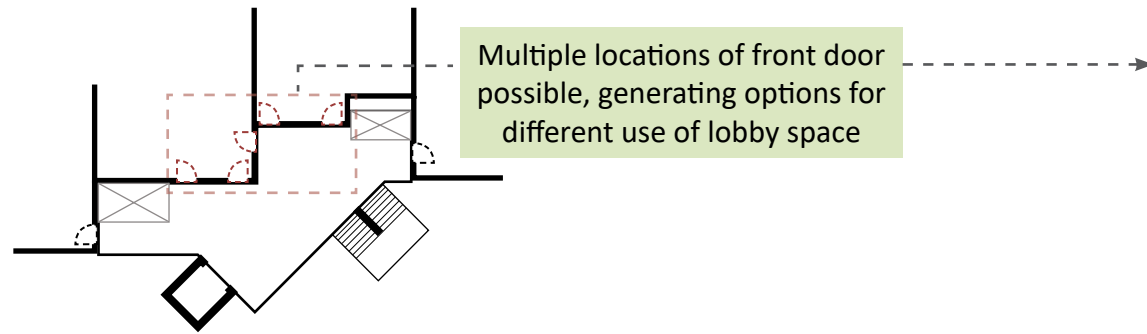
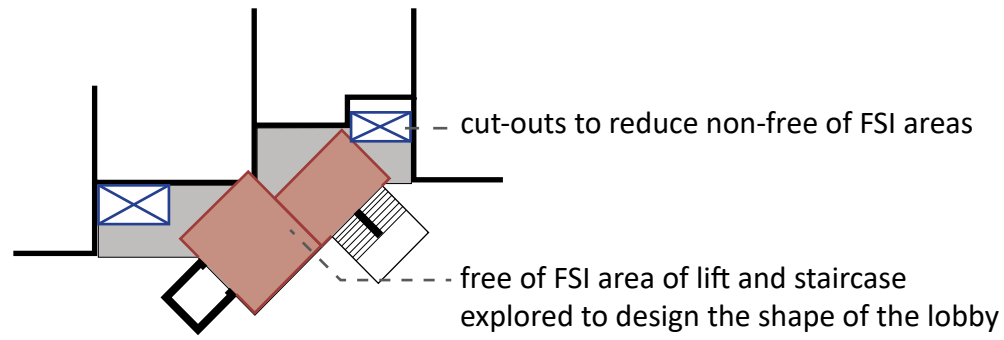
View from lobby overlooking other lobbies



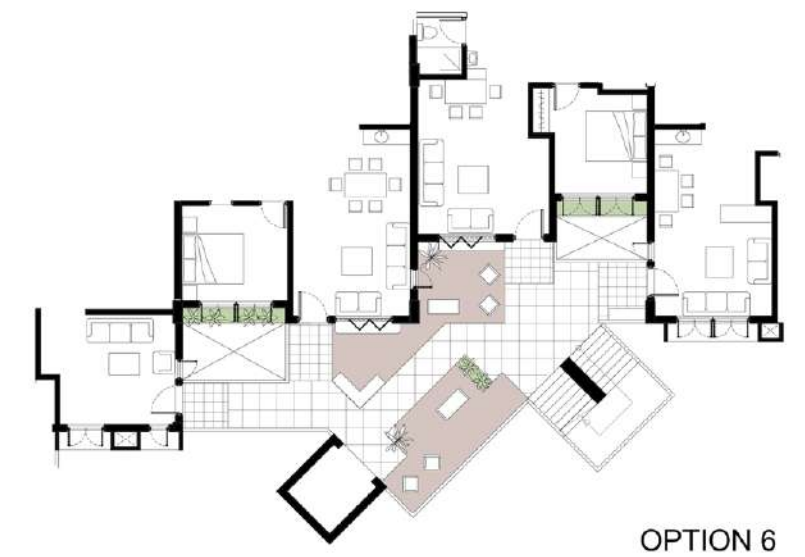
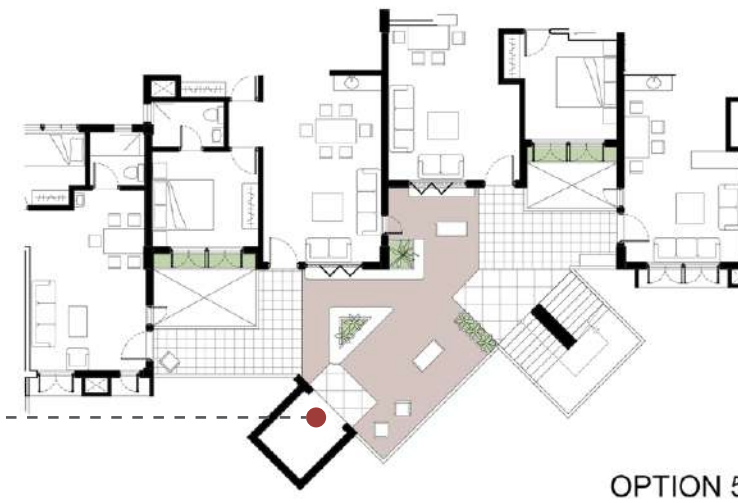
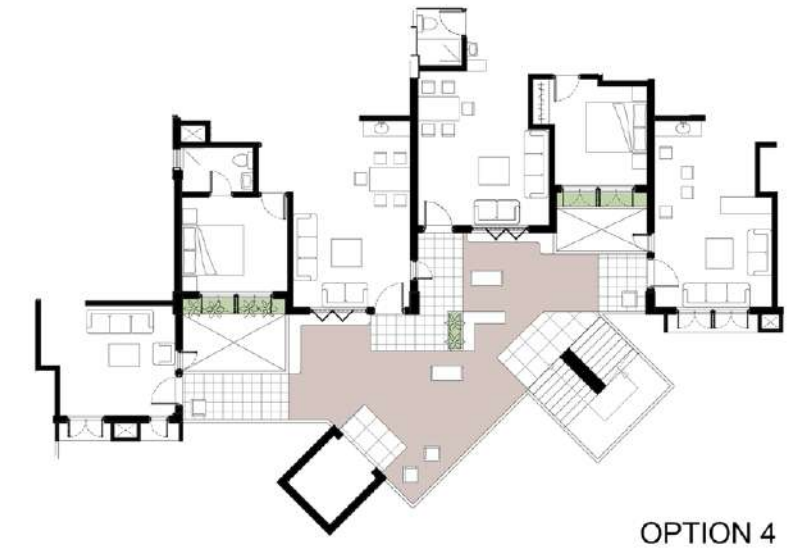
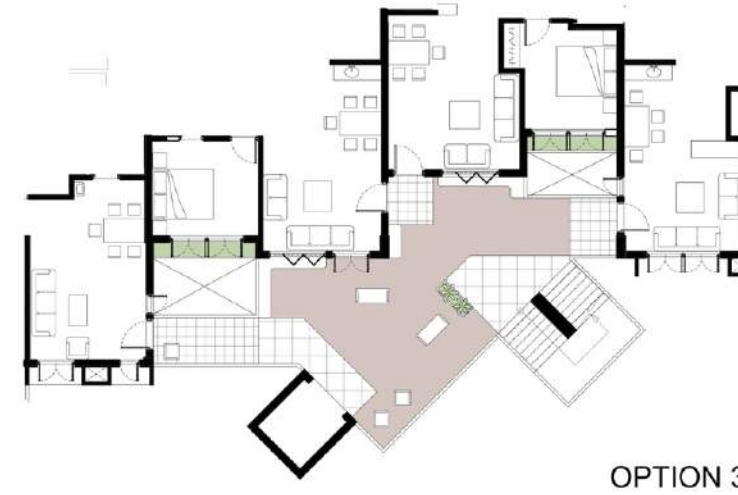
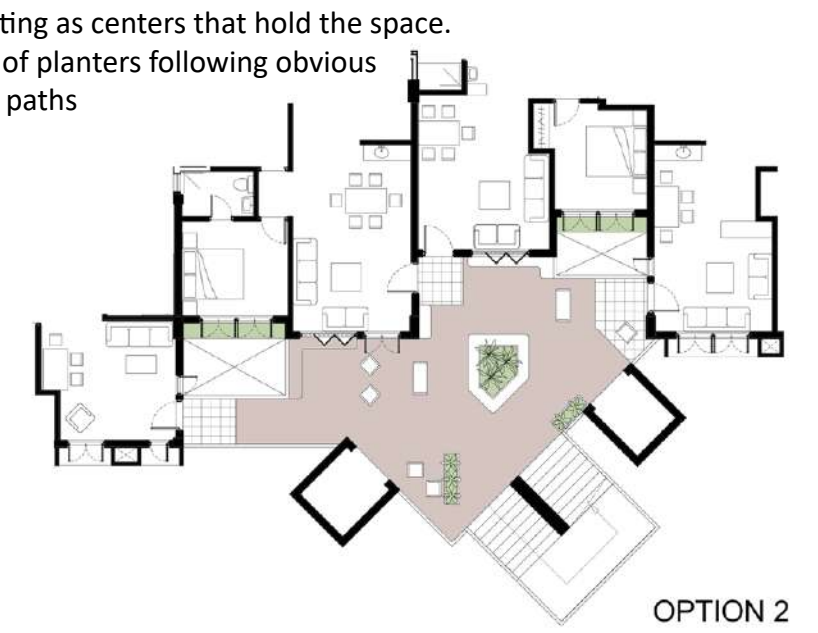
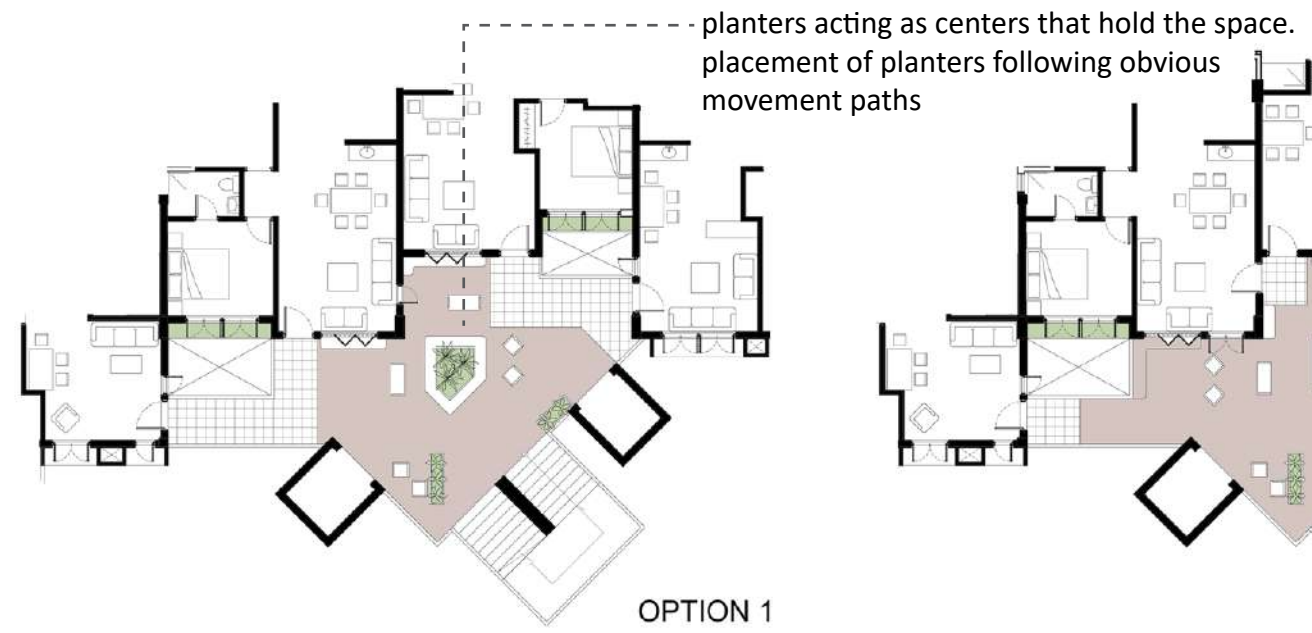
Lobbies arranged such that each lobby on each floor overlooks the central space and each other.





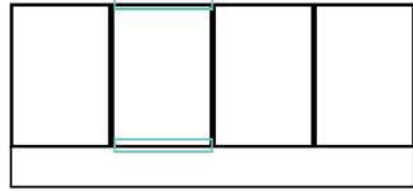


View from inside the lobby

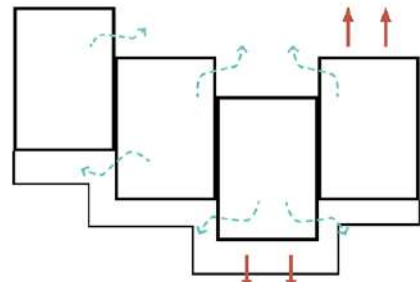


0 1.5 3 6 10 M

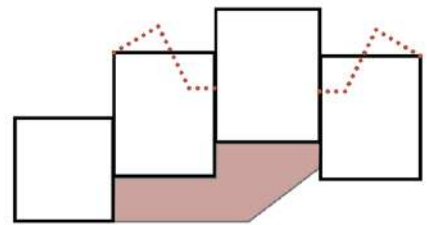




typical corridor block :  
light and ventilation only from 2 sides



Staggering units to bring in light and  
more ventilation



making lobby space more concise ;  
scooping out spaces to get more facade  
for window



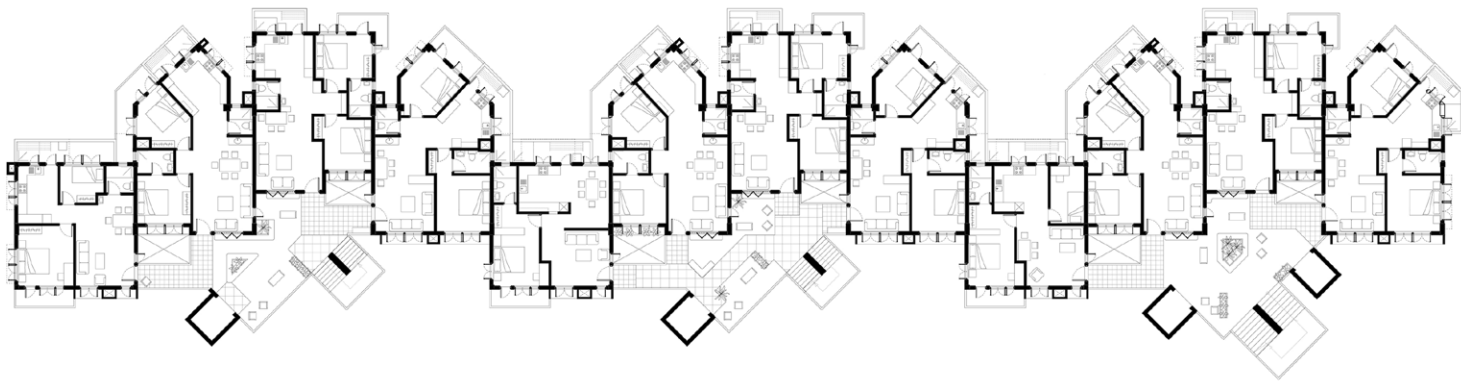
View from kitchen window



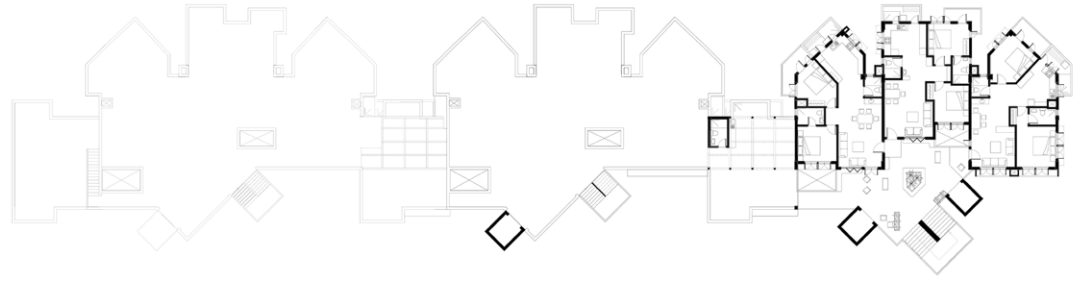
View from Balcony



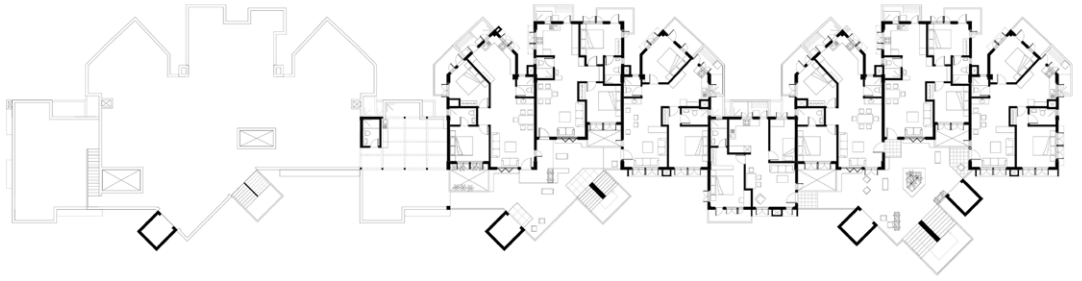




1st FLOOR



9th FLOOR



5th FLOOR



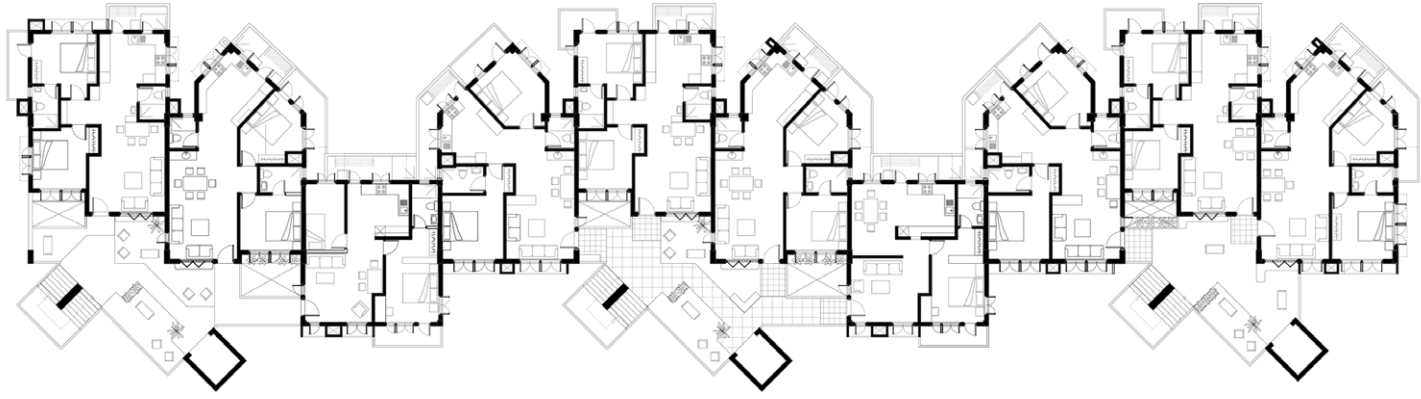
4th FLOOR



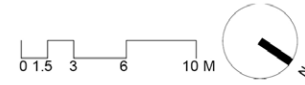
2,3 FLOOR



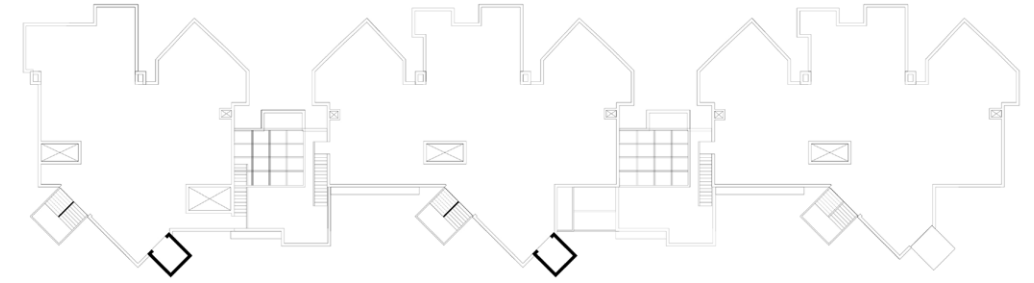




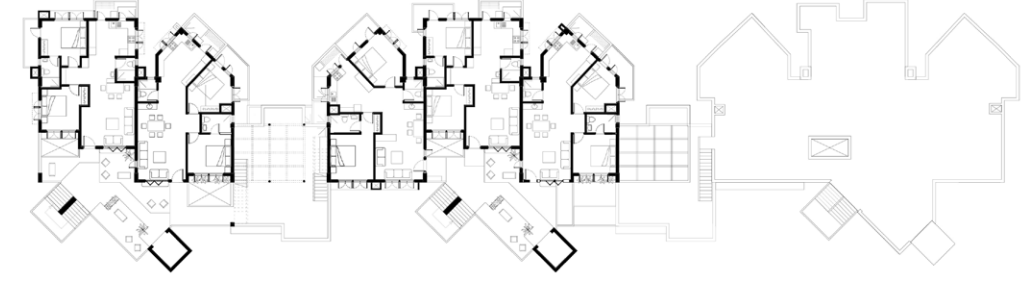
1st FLOOR



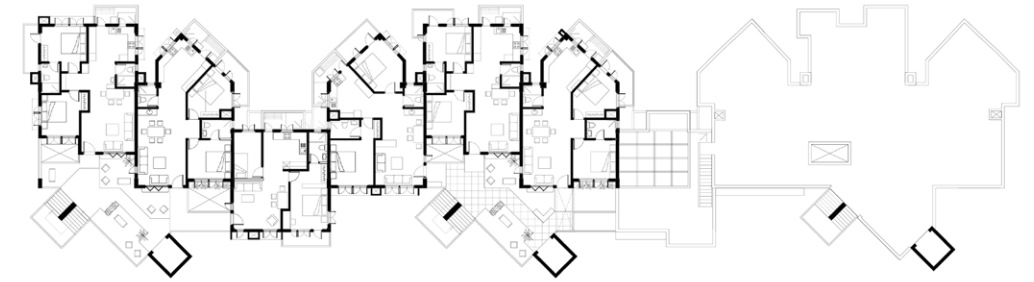
Wing 1B



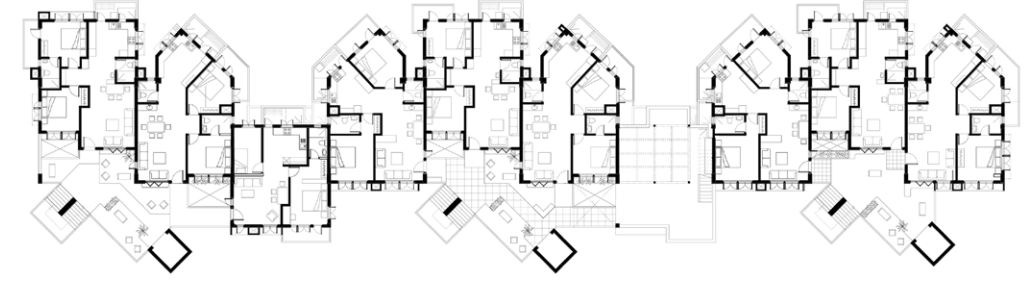
8th FLOOR



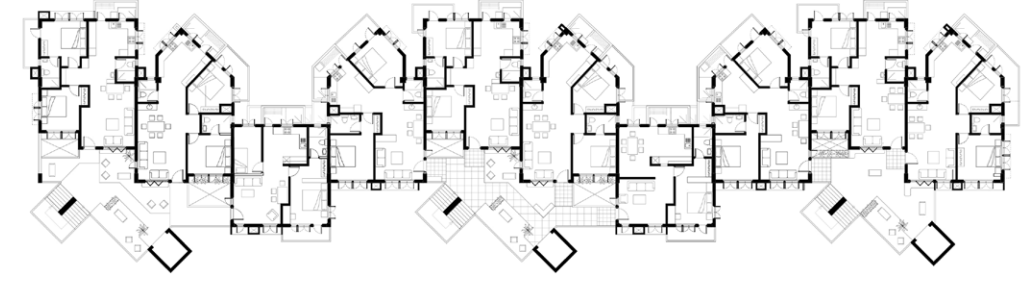
7th FLOOR



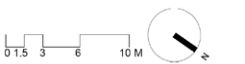
5th FLOOR



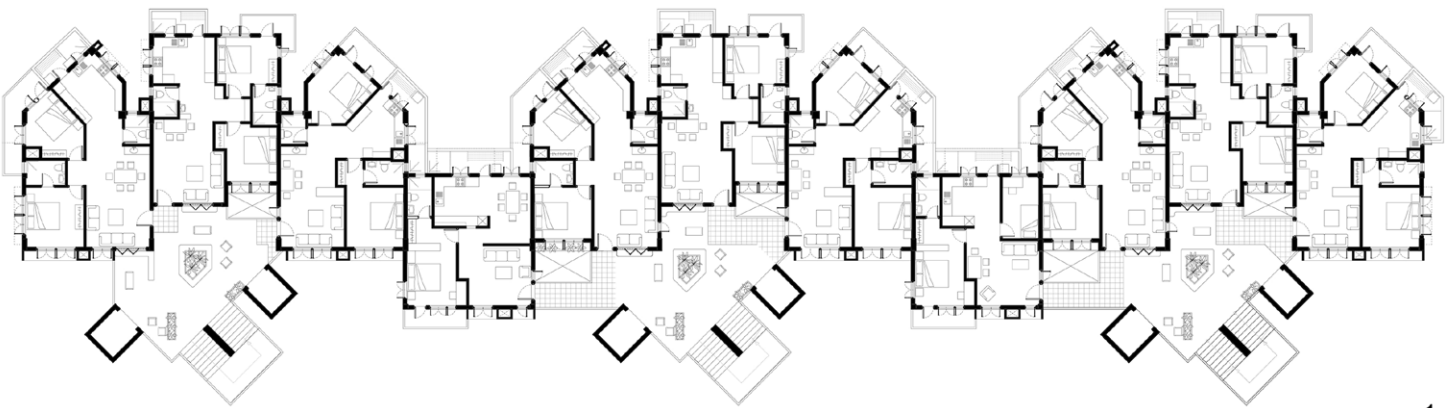
4th FLOOR



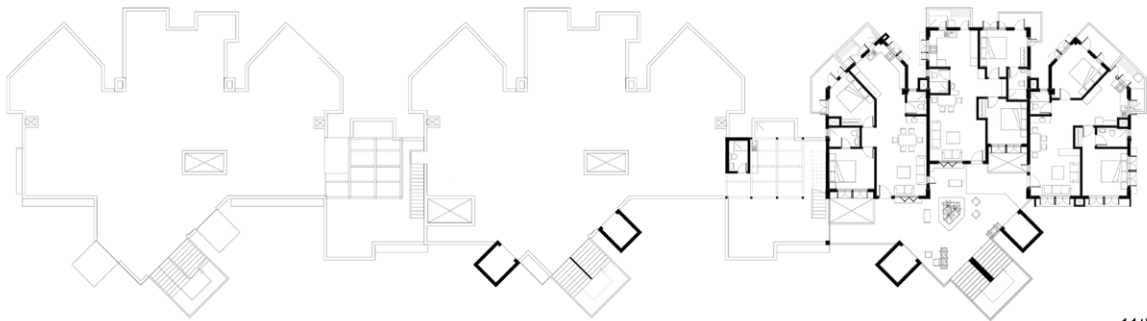
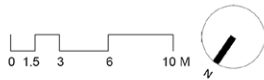
2,3 FLOOR



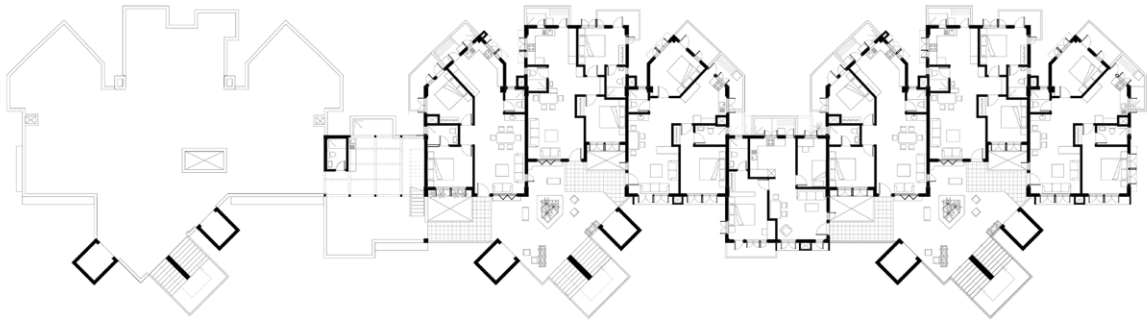




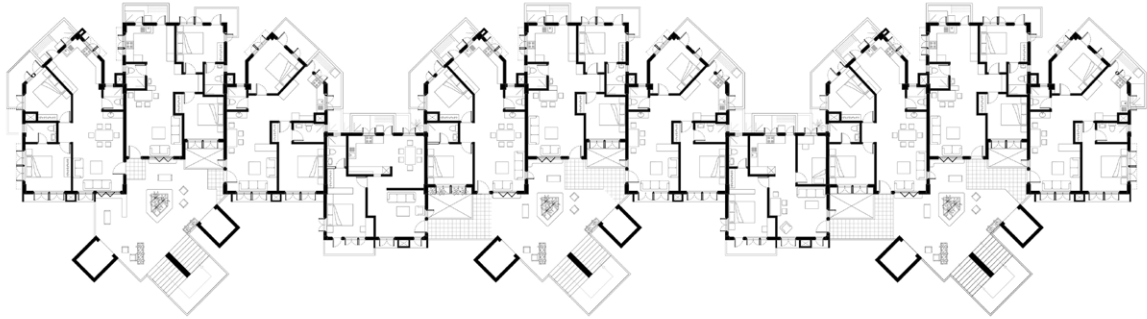
1st FLOOR



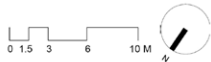
11th FLOOR



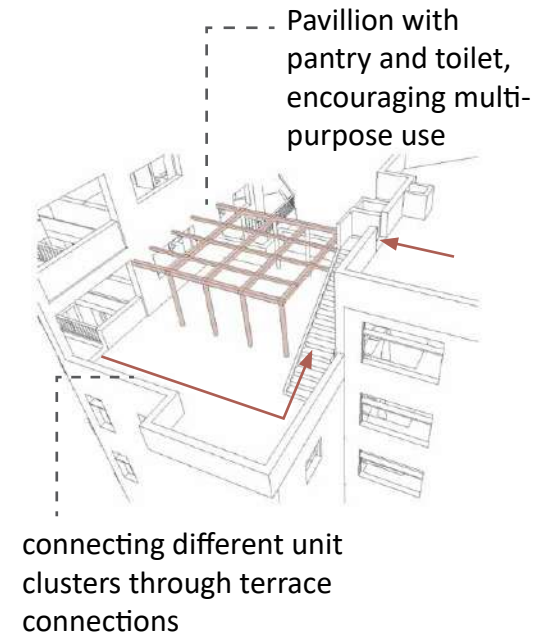
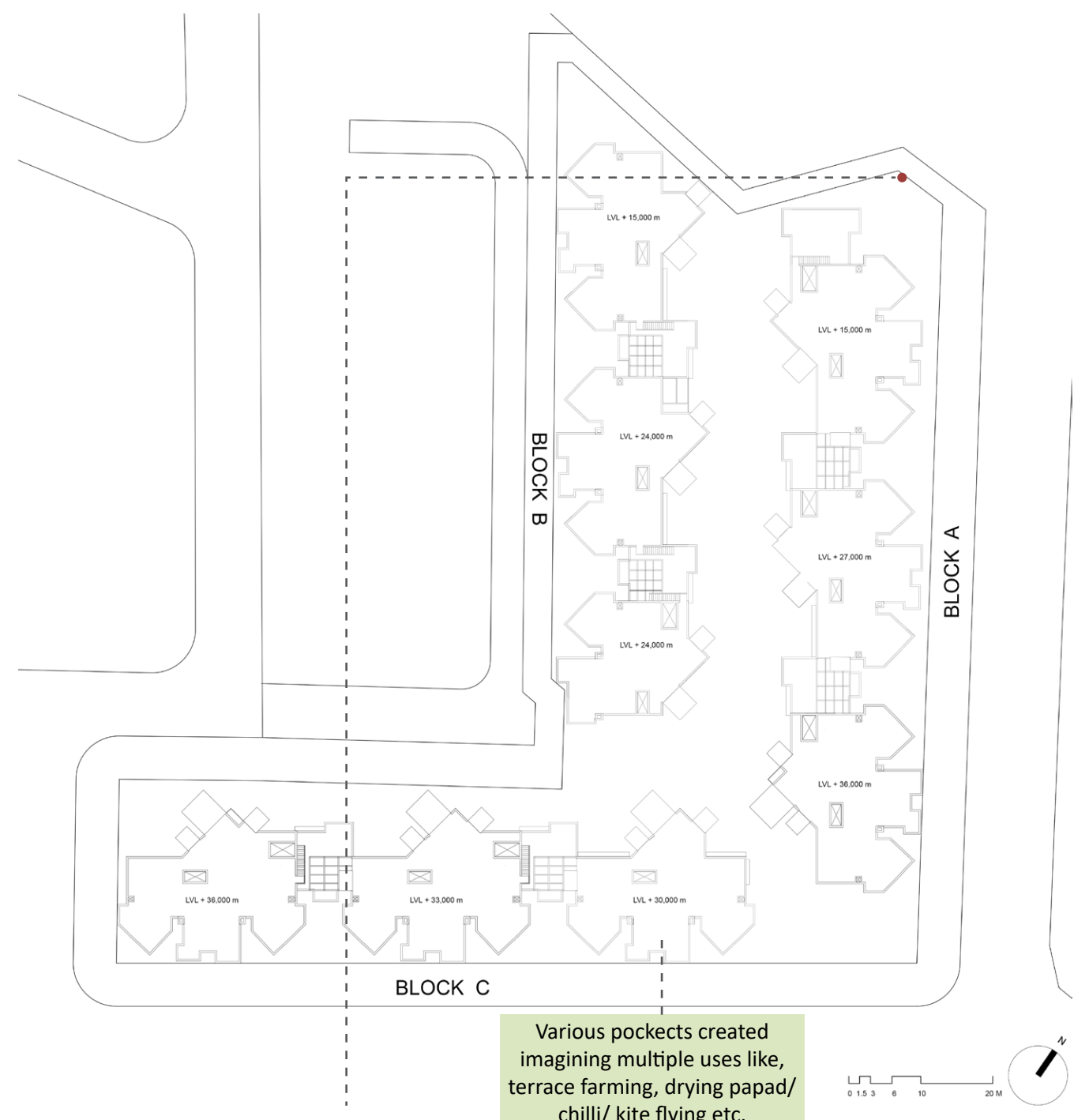
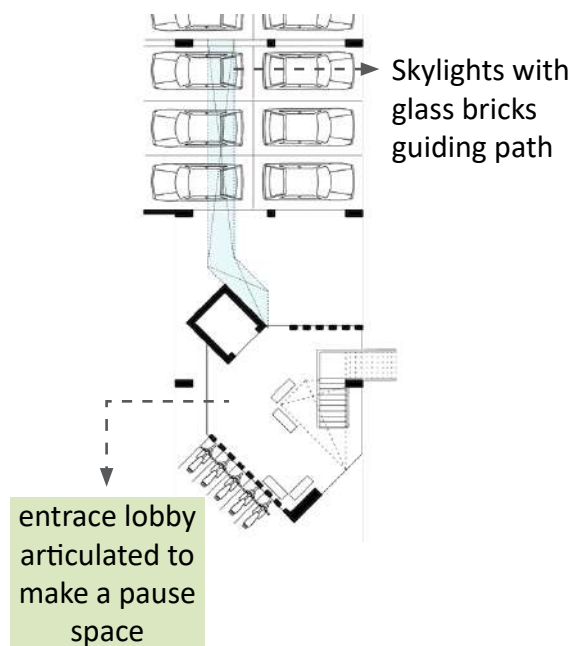
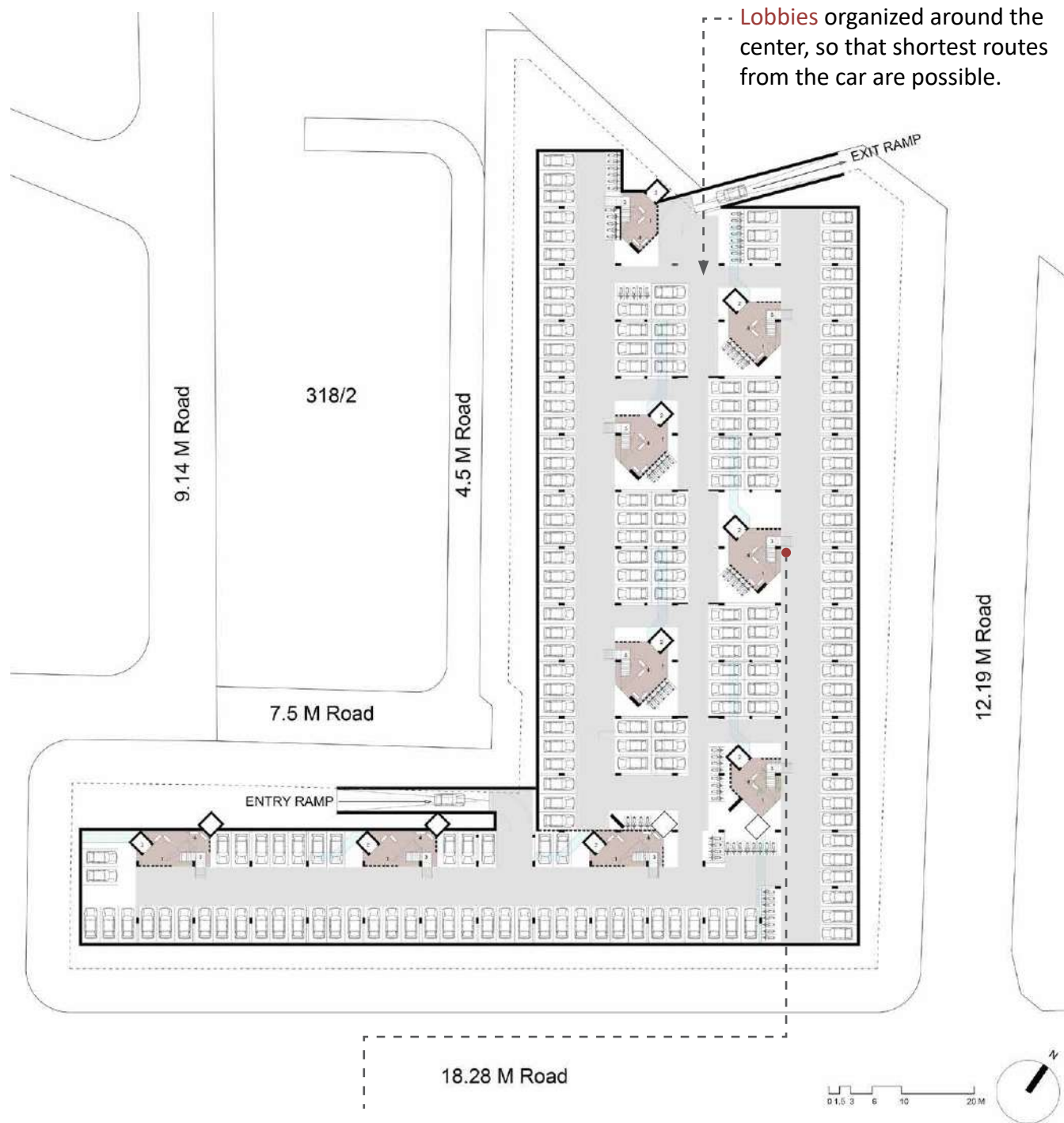
10th FLOOR



2-9 FLOOR









THANK YOU

