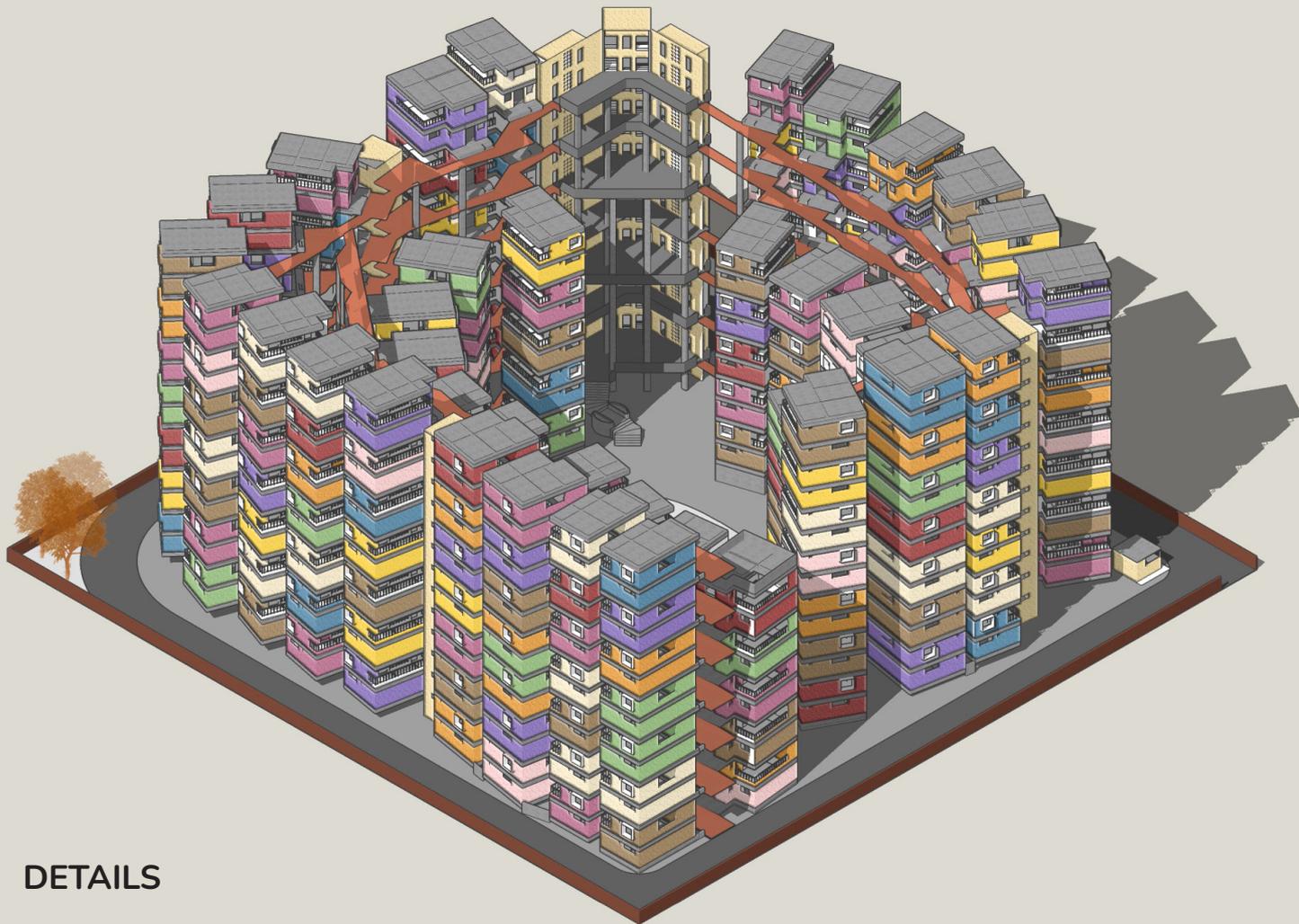




URBAN POL

USER MANUAL

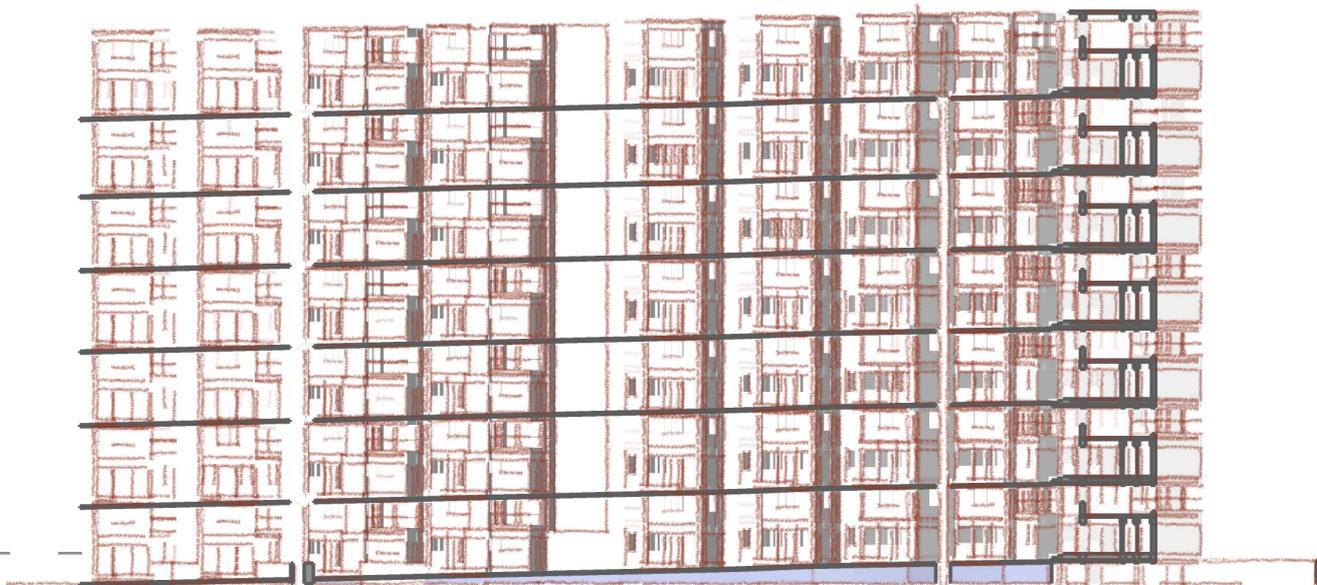


DETAILS

CORRIDOR

The intent is to break the notion of a monotonous and unused lobby in the project.

1. The lobby starts from the ground and gradually proceeds to the floor at 3m. The user to have an experience of a street by entering the lobby from ground level rather than experiencing the hollow plinth.
2. The corridor connects to the street in an irregular manner breaking the monotony of a straight doubly loaded aisle.



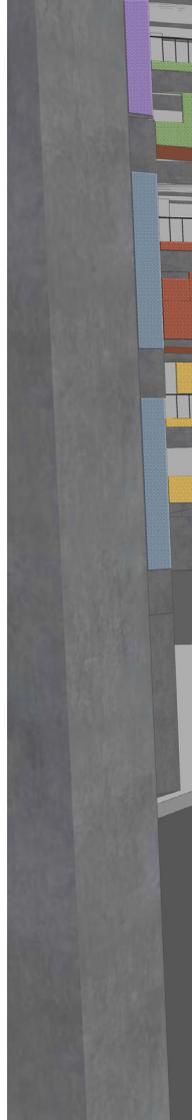


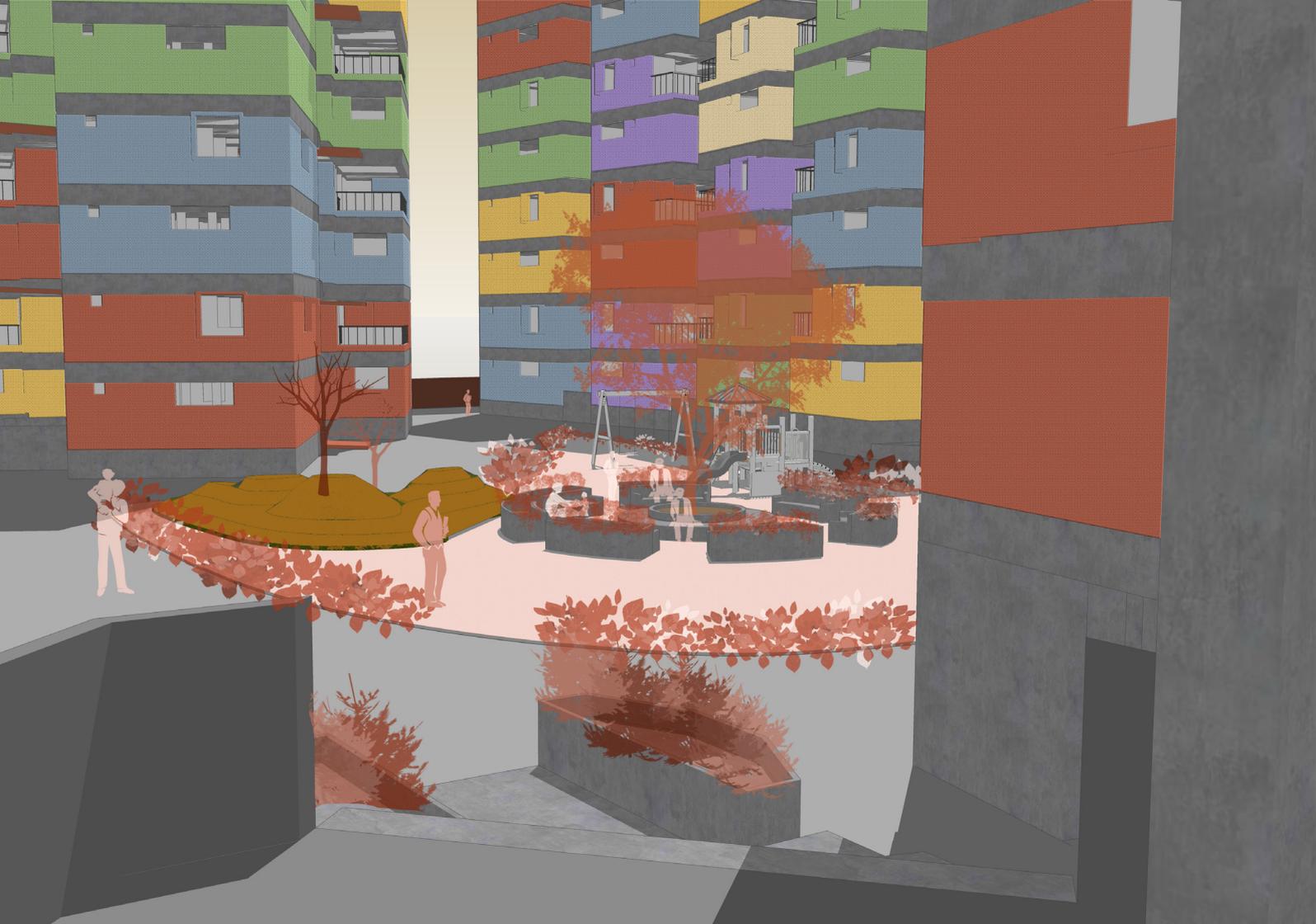
MARKET SPACE AND COMMON PLOT

The intent is to open up the corridor to a public space.

3. Through the narrow streets, it opens up to a large space where temporary market will be set up. This market space is visually connected to the public ground of the project.

The market can be placed in every alternating floors for all the houses of different levels.



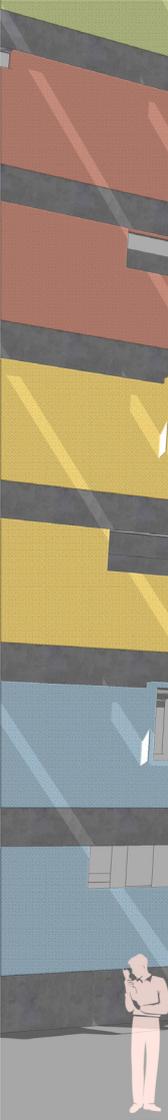


SKIN OF THE BUILT

The intent is to give users flexibility in the appearance of the house. Hence, emphasising a sense of individuality within a colony.

4. They are given freedom to paint the outer facade of their house. They can either keep the decision at an individual level or society level.

One of the suggestion for the skin is to paint it as shown in the illustration to reduce the verticity of the dense built up.





THE UNIT

The intent is to recreate lived experiences of a pol house and bring into an apartment typology.

5. The *chawk* inside the house acts as a light source. It is covered by a blank facade with opening at the second level. This place becomes the public space of a house.

6. The *ordo* opens up to the *chawk* to have connection with the lower space. The outer facing *ordo* opens up to the lobby giving connection to the outer street.

