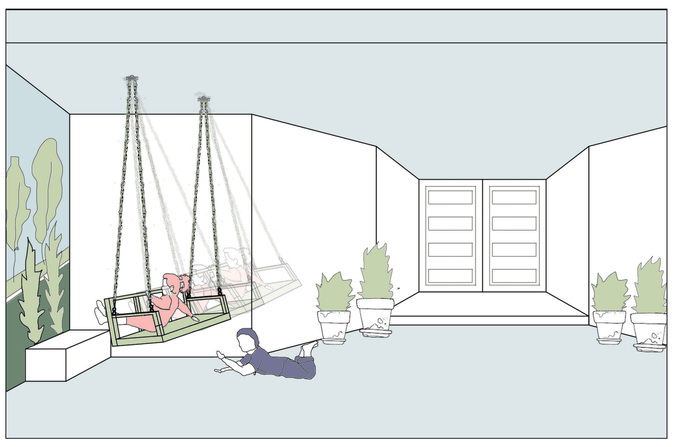
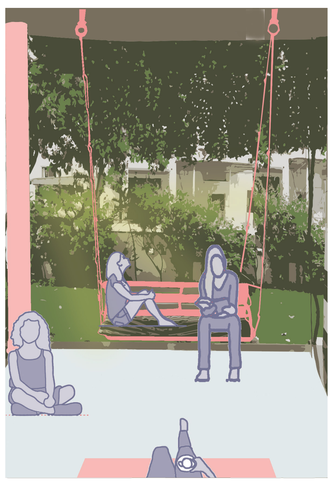
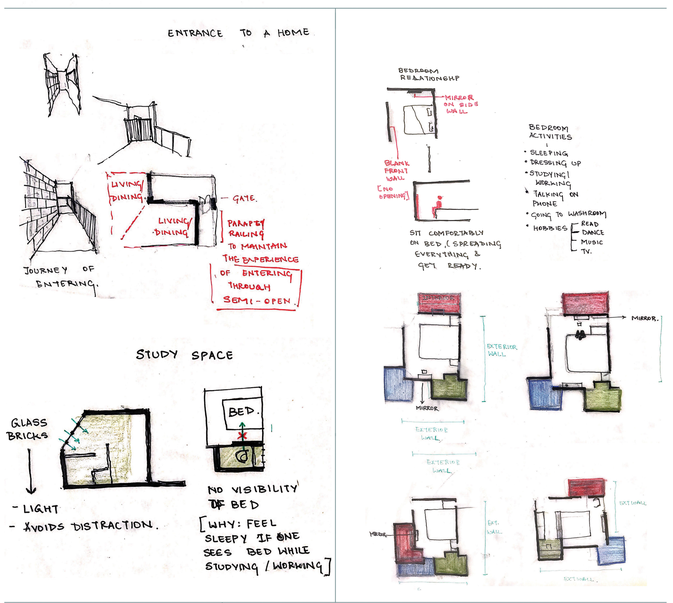
MEMORIES OF HOME:

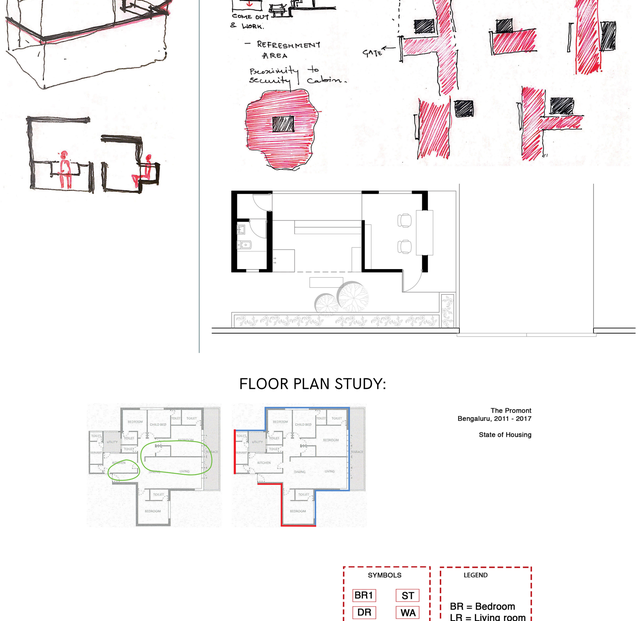




PREPARATIONS FOR TIME PROBLEM:

INDIVIDUAL SPACES
Nature, Light quality, Detail etc,

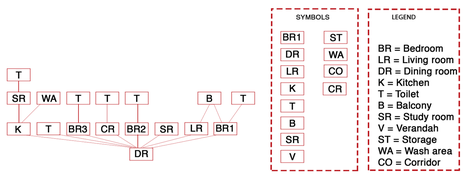




FLOOR PLAN STUDY:

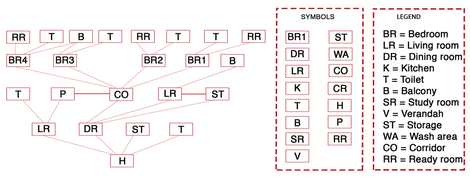
The Promont
Bengaluru, 2011 - 2017

State of Housing



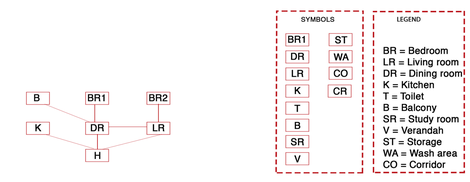
The Promont
Bengaluru, 2011 - 2017

State of Housing



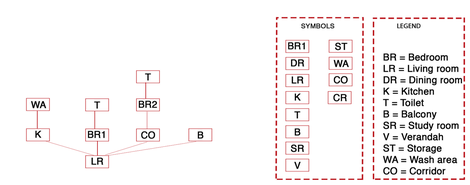
Osterbrogade
C.F. Moller, 2006

Floor Plan Manual



RAS Studio
Rajasthan, 2016

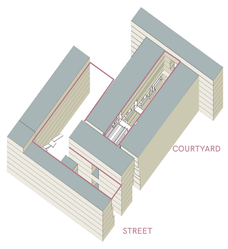
State of Housing

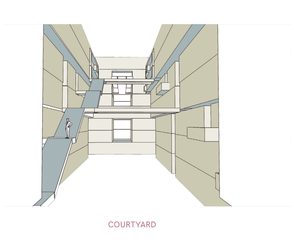


COSMOS 4.4

WHAT IS IMPORTANT IS GETTING DISCONNECTED FROM THE WORLD & GETTING MORE CONNECTED TO YOUR OWN WORLD (YOUR NEIGHBOURHOOD AND YOUR HOME). SO THE JOURNEY IS FROM CITY (WORLD 1) TI NEIGHBOURHOOD (WORLD 2) AND TO HOME (WORLD 3).
THE SENSE OF A WORLD IN WORLD COULD BE ACHIEVED IF:
1. THERE IS SENSE OF WHOLE BUT SOME MEANDERING PATHS, 2. CONTRAST IN QUALITY OF SPACES IN JOURNEY, 3. ENTERING A SPACE WHERE ONE CAN ENGAGE AND CAN GET LOST.

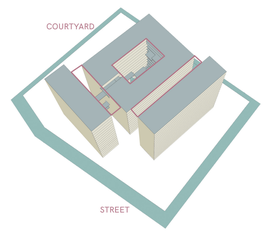
BLOCK CONFIGURATIONS TO ACHIEVE THE REQUIRED EXPERIENCE



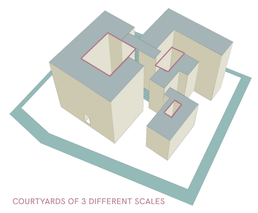


A form which creates a courtyard in centre with elements such as staircase, bridges, balconies etc by using one super block and trying to create narrrow street like space with the help of L- shaped block.

- Creates multiple leaks in the block which can lead to unregulated movement of people and will eventually diminish the experience of "A World".

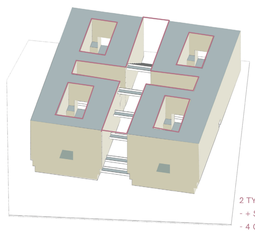


Trying to create similar experience of courtyard and streets which will lead to contrast experience from huge to narrow. Trying to create multiple platforms which are free of FSI.



Trying to create 3 types of courtyard with different size and proportion and a configuration which can create multiple niches and corners which can engage people.

- A complex form which could be experienced differently when an architect looks at it from a distance(bird's eye view) but might not be experienced differently by the users.



Two transitional courtyard like world,
- When one enters to + shaped courtyard from city.
- When one entre from + shaped courtyard to inner courtyards.

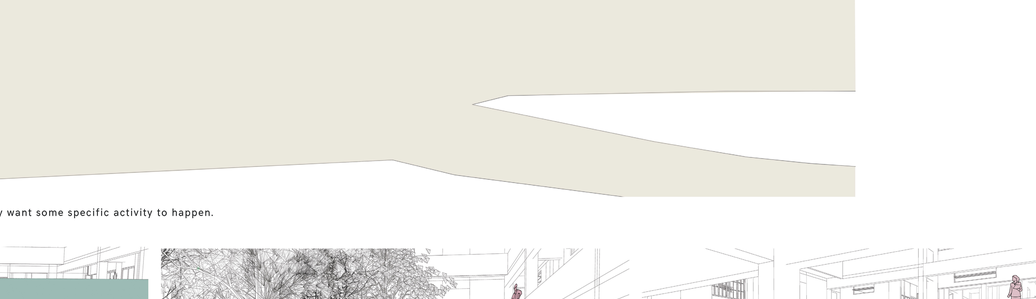
Punctures in mass to create spaces with different volumes which can act as a release for wind as well.

VERTICAL CORE AND UNIT POSSIBILITIES IN THE SELECTED BLOCK

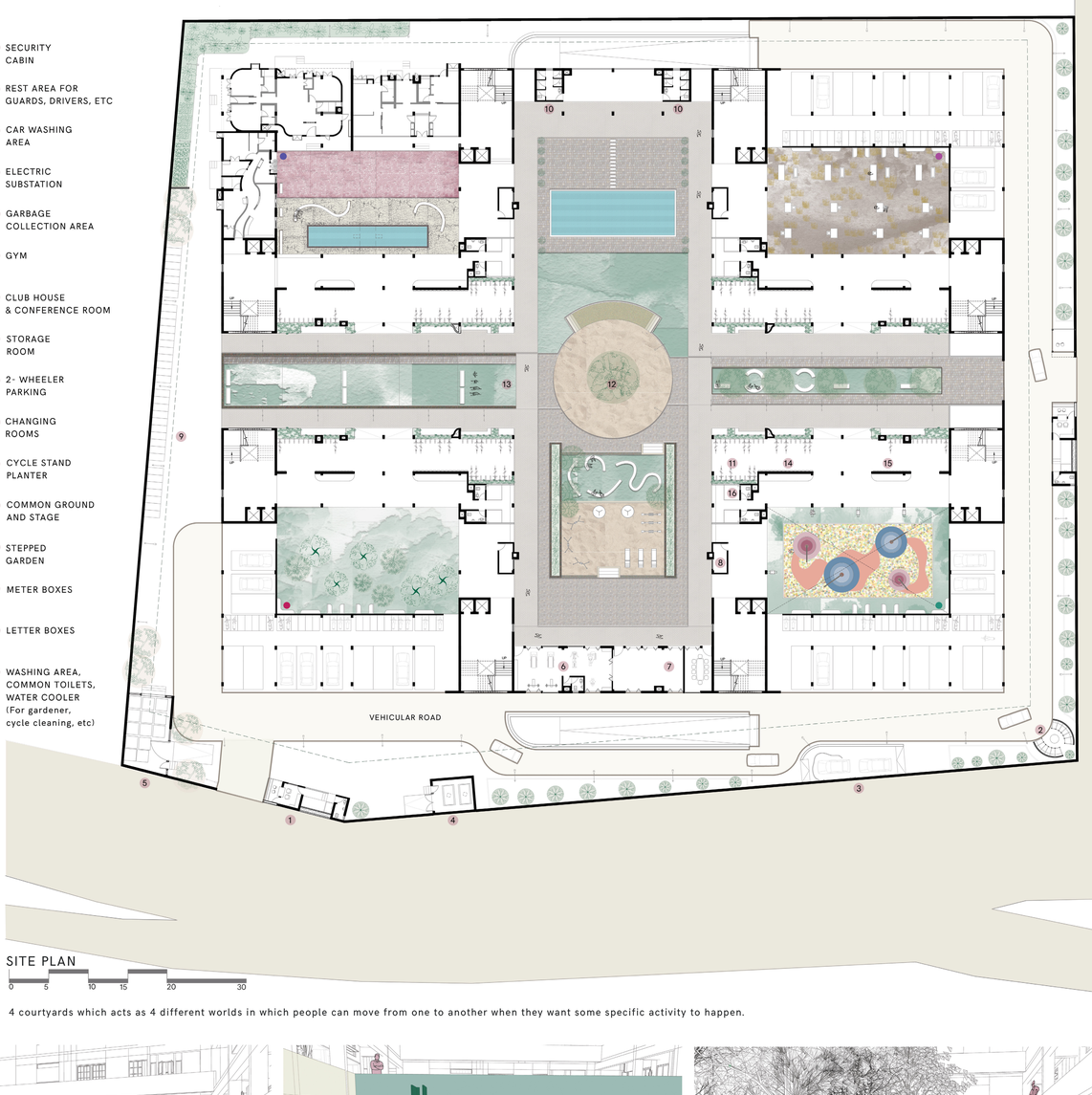
The decision of finalising the core is taken according to the its efficiency (a core is efficient if it serves 4 unit) and the possibility of workable layout in unit plan according to it's size.

The core can serve 3 and 4 units respectively with minimum FSI utilised in corridors.

Unit layout options that could be possible in the available unit sizes.



1 SECURITY CABIN
2 REST AREA FOR GUARDS, DRIVERS, ETC
3 CAR WASHING AREA
4 ELECTRIC SUBSTATION
5 GARBAGE COLLECTION AREA
6 GYM
7 CLUB HOUSE & CONFERENCE ROOM
8 STORAGE ROOM
9 2- WHEELER PARKING
10 CHANGING ROOMS
11 CYCLE STAND PLANTER
12 COMMON GROUND AND STAGE
13 STEPPED GARDEN
14 METER BOXES
15 LETTER BOXES
16 WASHING AREA, COMMON TOILETS, WATER COOLER (For gardener, cycle cleaning, etc)

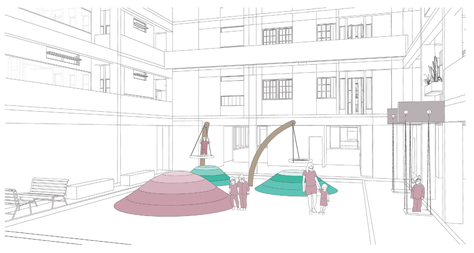


SITE PLAN
0 5 10 15 20 30

TEXTURES
- Paver Block
- Compound Tiles
- Lawns
- Kota Stone
- Cobbled Stones
- Gravels
- Loose Sand

PLANTATIONS
- EXORA PLANT - Evergreen flowereing plants at the entrance pathway
- GULMOHAR TREE - Centre tree
- CHAMPA
- FLOWERING PLANT (MOGRA)
- HIBISCUS PLANT
- ASHOKA TREE - Tall and Long trees near the boundary which helps in noise reduction.
- MORPANKHI PLANT - Grown near swimming pool as it doesn't shed it's leaves as compared to others.
- VEGETABLE GARDEN - Near the units on the ground floor.
- ARECA PALM - Used as cycle planter. It could grow indoor as it requires less sunlight. Planters are attached with the seatings and it attracts less insects.

4 courtyards which acts as 4 different worlds in which people can move from one to another when they want some specific activity to happen.



GLASS FOR BASEMENT LIGHTING

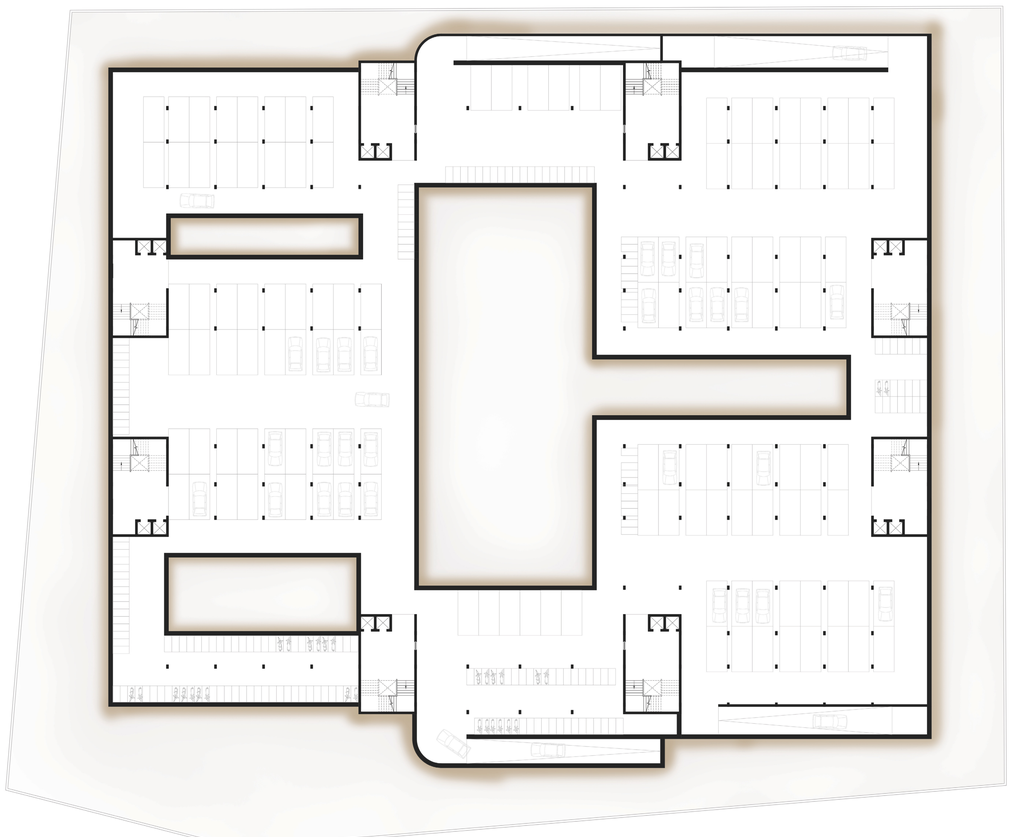
● CORE 1: A GROUND MODULATION FOR CHILDREN TO SLIDE AND SWING.

● CORE 2: A WORLD WITH ELEMENTS SUCH AS BRIDGE, WATER SPOUT, WATER POND, SEATINGS AND UNITS ON GROUND FLOOR WHICH WILL RESULT IN PERSONALISATION OF THE .SPACE

● CORE 3: A WORLD WITH TREES WHICH WILL CREATE RECREATIONAL AREA FOR OLD AGE AND WOMEN.

● CORE 4: A WORLD WITH TABLES, PLATFORMS AND CHAIRS WHICH ACTS AS BASEMENT LIGHTING

SECTIONAL PERSPECTIVE



BASEMENT PLAN
0 5 10 15 20 30