## HOME CULTURE SEMINAR :



There are two cities, one which manifests due to the extremity of individualism and influence of the technology and the other is formed on the basis of extremity of communal living and the idea of self sustainability.

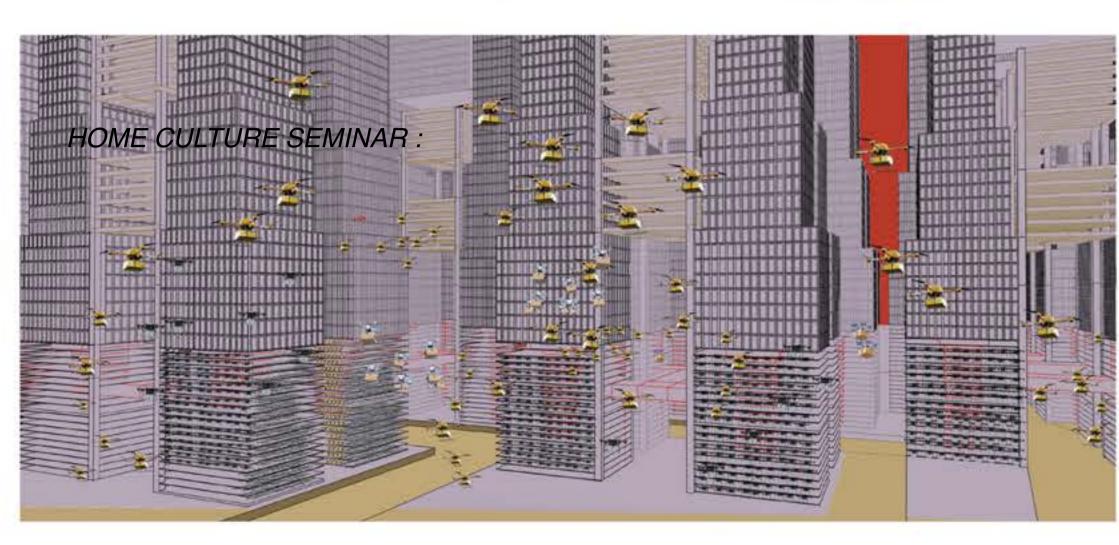
The aim of this comparison is to learn from the extremes of both and understand how would a house function in such situations, and questioning the current scenarios.

INDIVIDUTOPIA

A city controlled by techonolgy

COMMUNITY OIKOS

City Inside a building



The city in itself is highly dependent on technology not only interms of appliances but it now acts like a life support and spine of the city. There is still some connection between the buildings due to the continues usage of deliveries but within there isnt any as it is a highly VR driven world. It is a highly individualised society which more dependent on tech than ever and where the source of the product is never visible.



The the constant of the consta

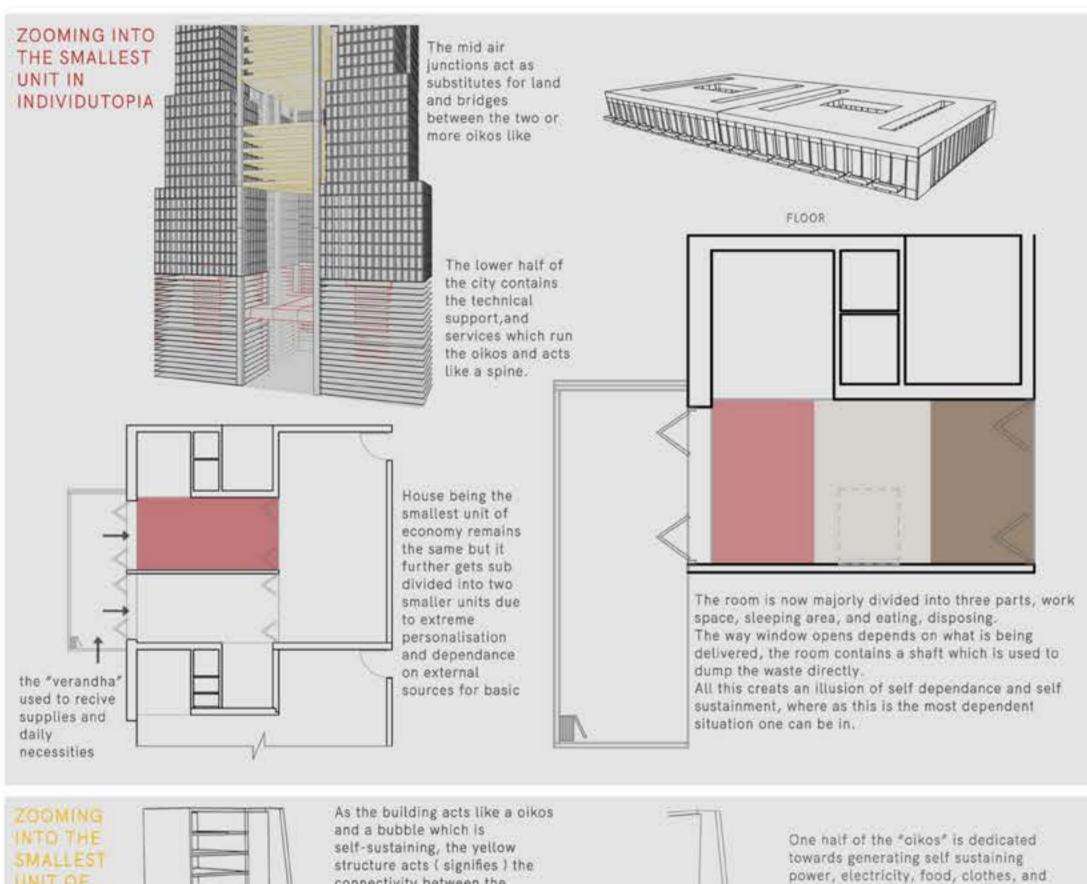
majorly self dependent.

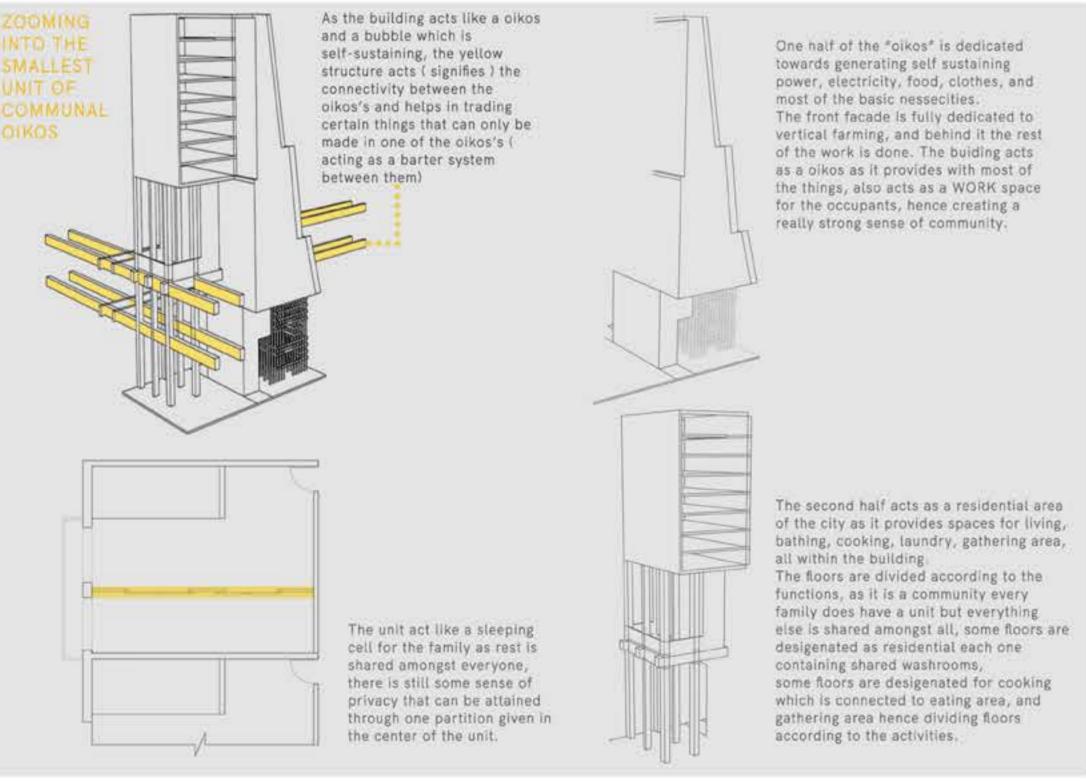
The connectivity within the oikos is very dense whereas between the oikos's i.e. the buildings is limited to exchange of major products which they specialise in, creating a barter system.

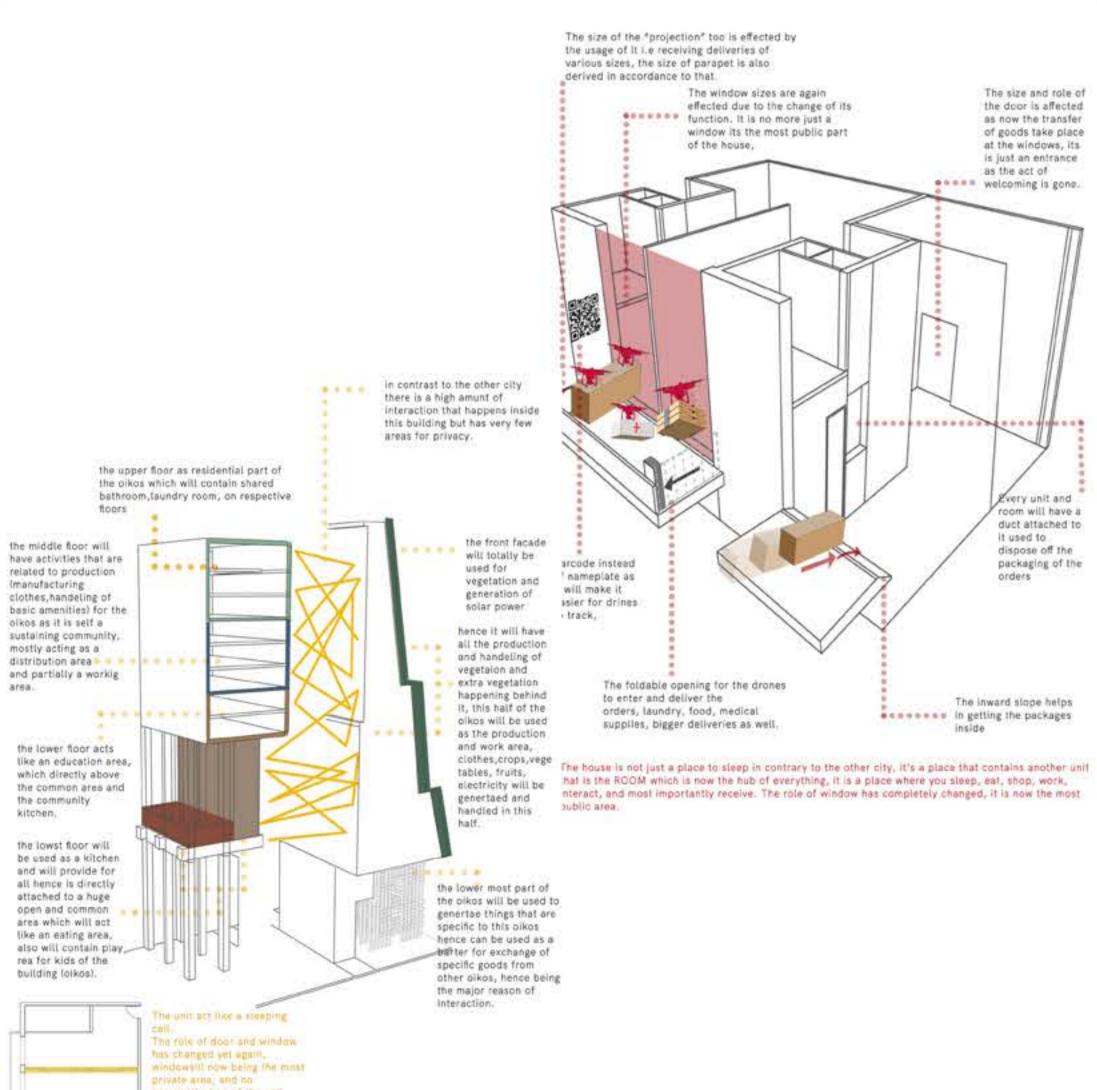
It is a interdependent, self sustaining society which majorily independent of each other(oikos) and where the source of the product is the user itself.

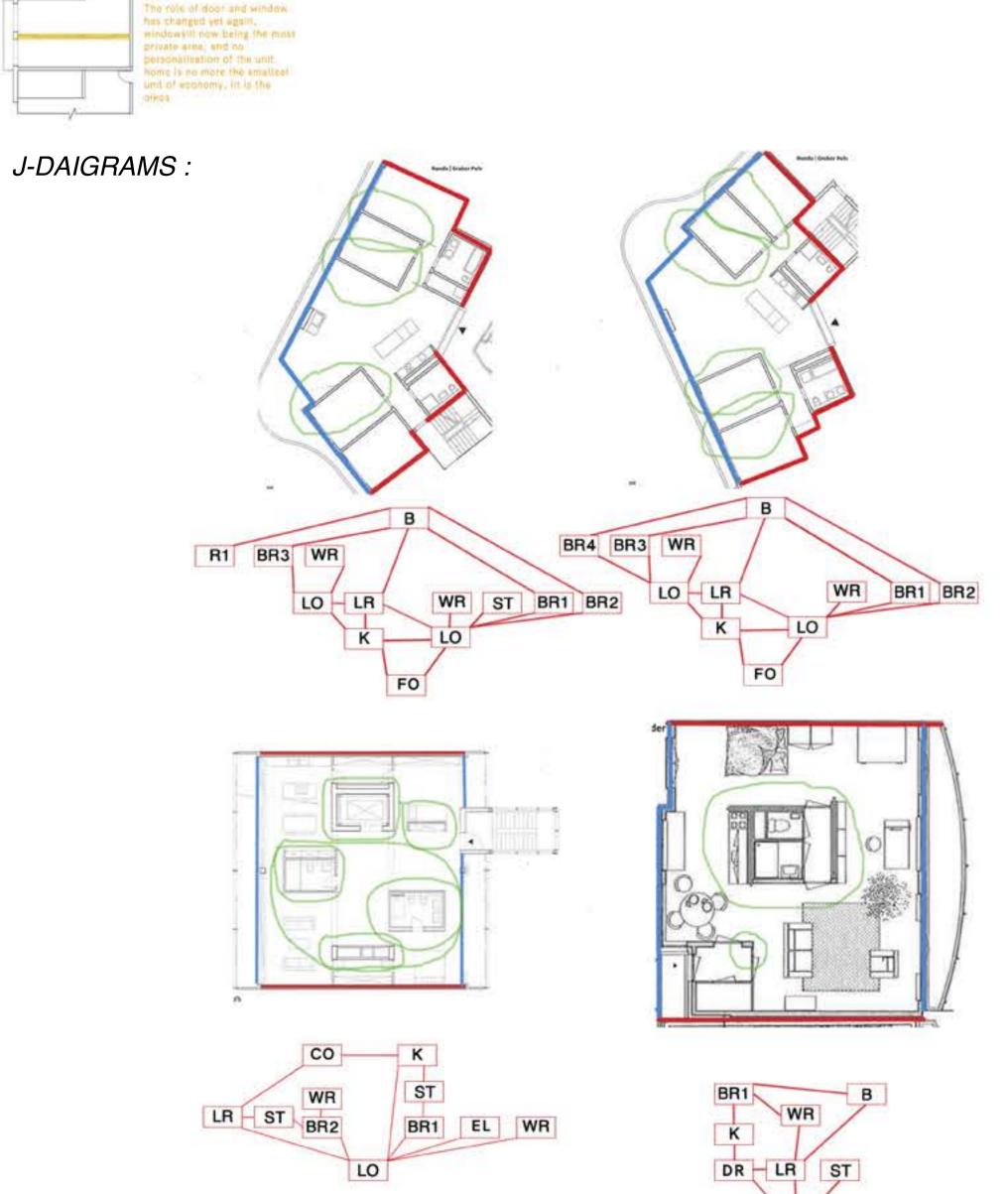
COMPARING THE ACTIVITIES IN BOTH SITUATIONS IN ORDER TO SEE HOW IT EFFECTS THE UNIT.

WORK FOOD CLOTHES





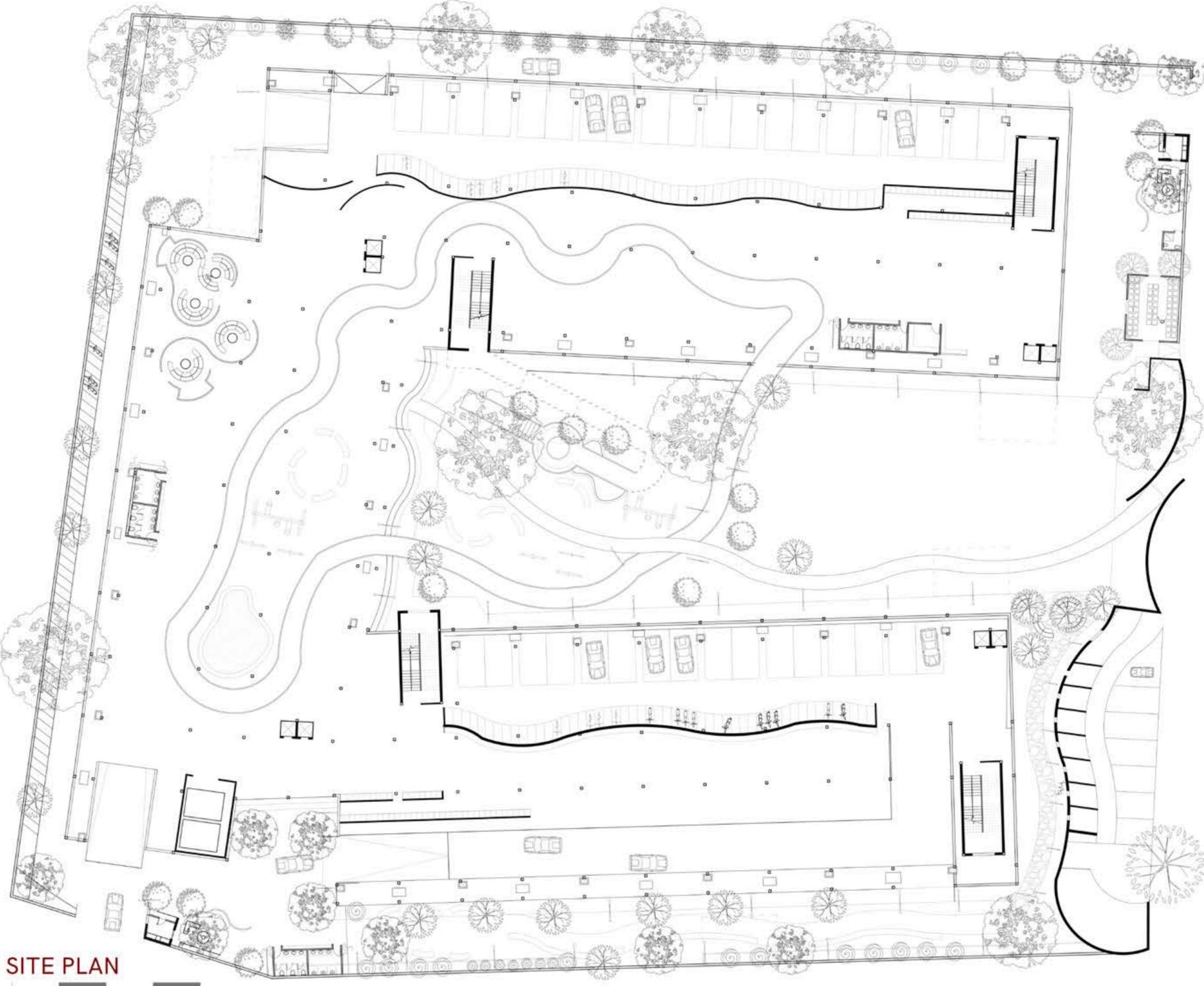


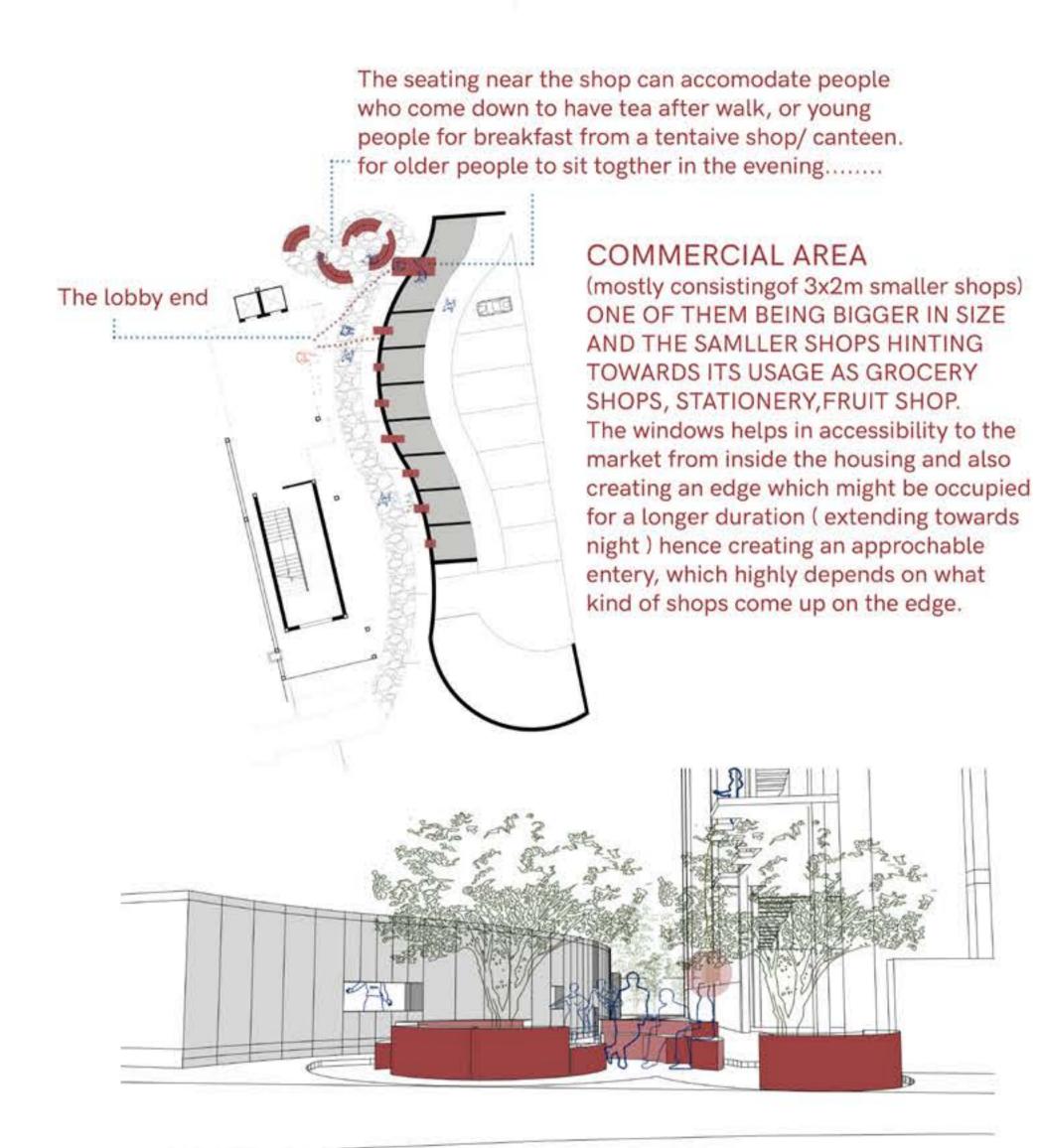




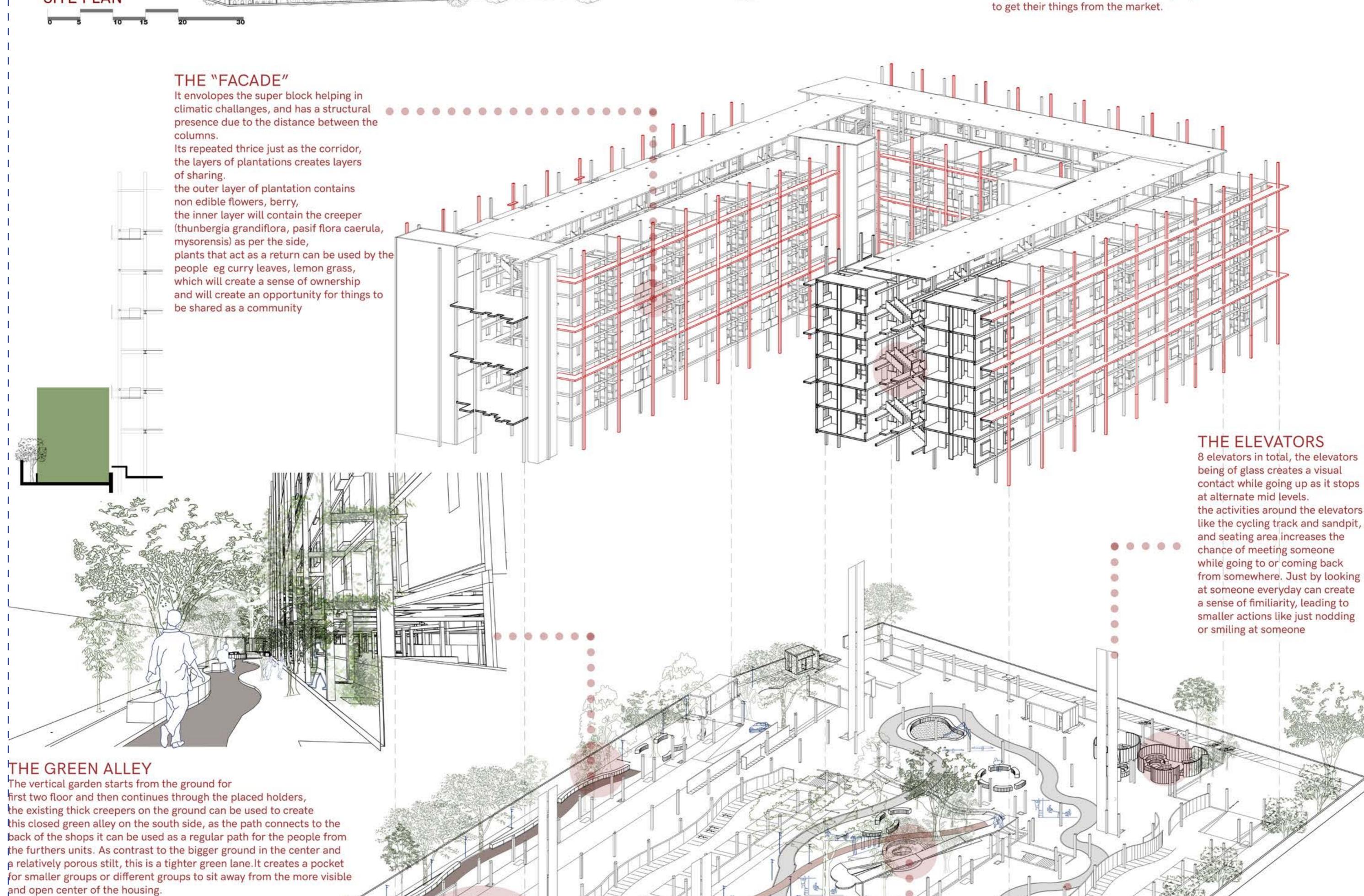
Humans are dependent on each other more than ever now and the dependence is hidden, all we see is the last step of the process, the individuality prevails now, and "community" is something that needs to be questioned. Sharing & co-owning certain things and spaces can effect the way one feels towards the community they live in, sense of existing together and in reliance to each other.





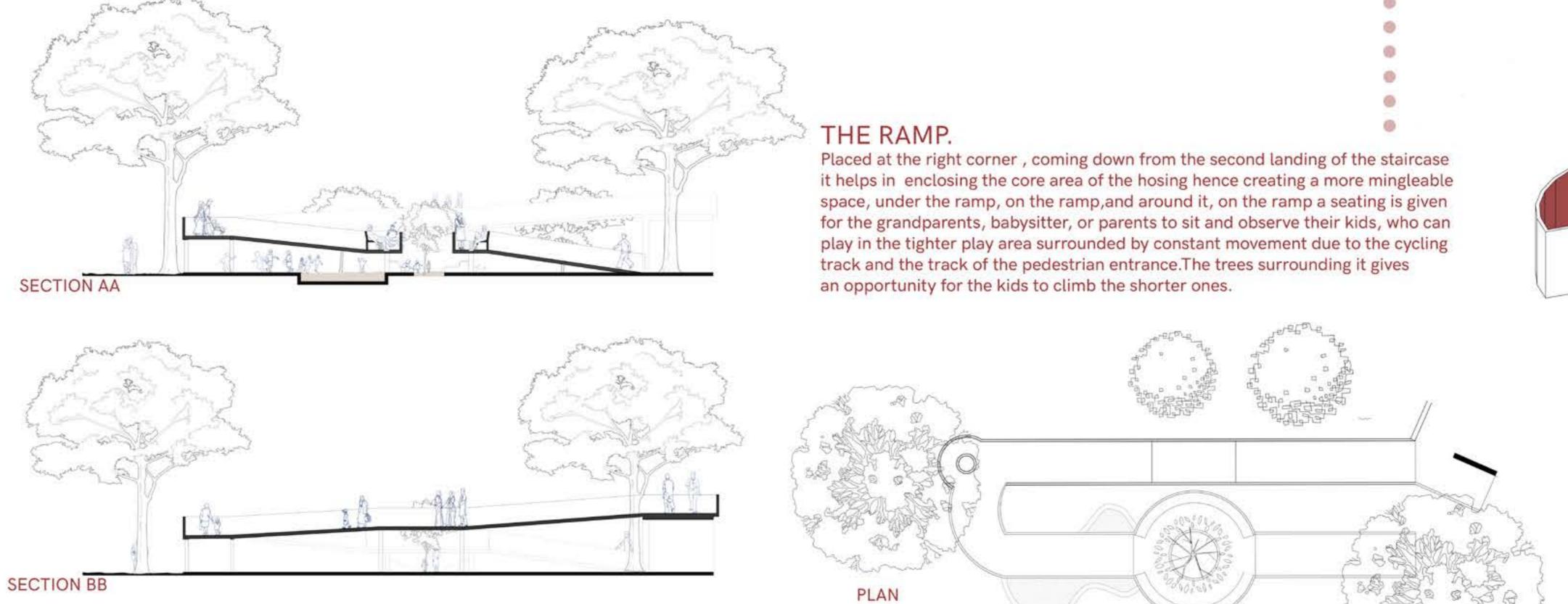


The lobby end that meet the commercial edge can be used as shortcut by the people



THE PEDESTRIAN ENTRANCE

The entrance is 2300 mm wide it's curved into the housing, trying to create a more intimate entry that is juxtaposed to a bigger and wider central area of the community.



THE CORNERS

They are placed right in front of the stilt entrance, they are placed in a manner that it can create a corner if needed but is also suggestive of being used as a place for groups to sit, present under the stilt it can be used by the kids to work

if the weather allows or a place for a quite read.

The cycling track circles around the central space

through the pedestrian entrance the 2500mm wide

track demarcates the area for smaller gathering like

playing for kids or grandparents sitting under the stilt

next to the sand pit watching over the kids with other

older occupants. The contant movement in this area

can increase the chances of one conversing with

others from the community.

that is also accomodating a play area and is cut