

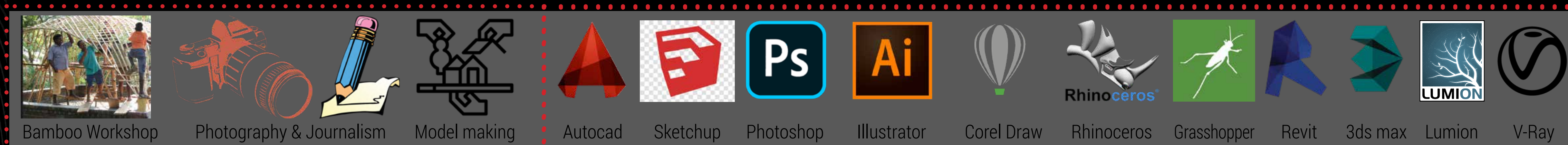


©DD'22'
DESIGN
PORTFOLIO
SAID

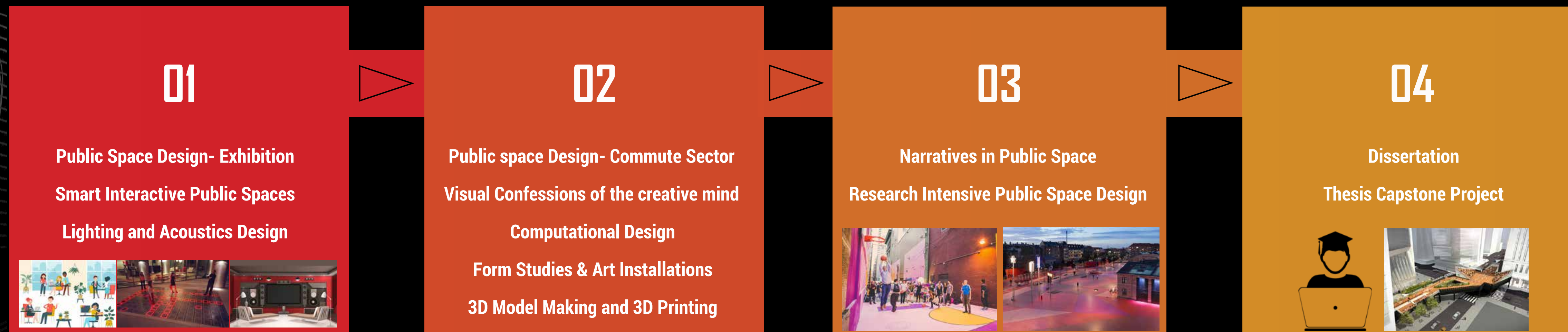
B.DES. INTERIOR DESIGN- 8 SEMESTER PROGRAM



We also learn-



M.DES. PUBLIC SPACE DESIGN- 4 SEMESTER PROGRAM



ODD 22'
DESIGN

B.DES

INTERIOR DESIGN



M E S S A G E



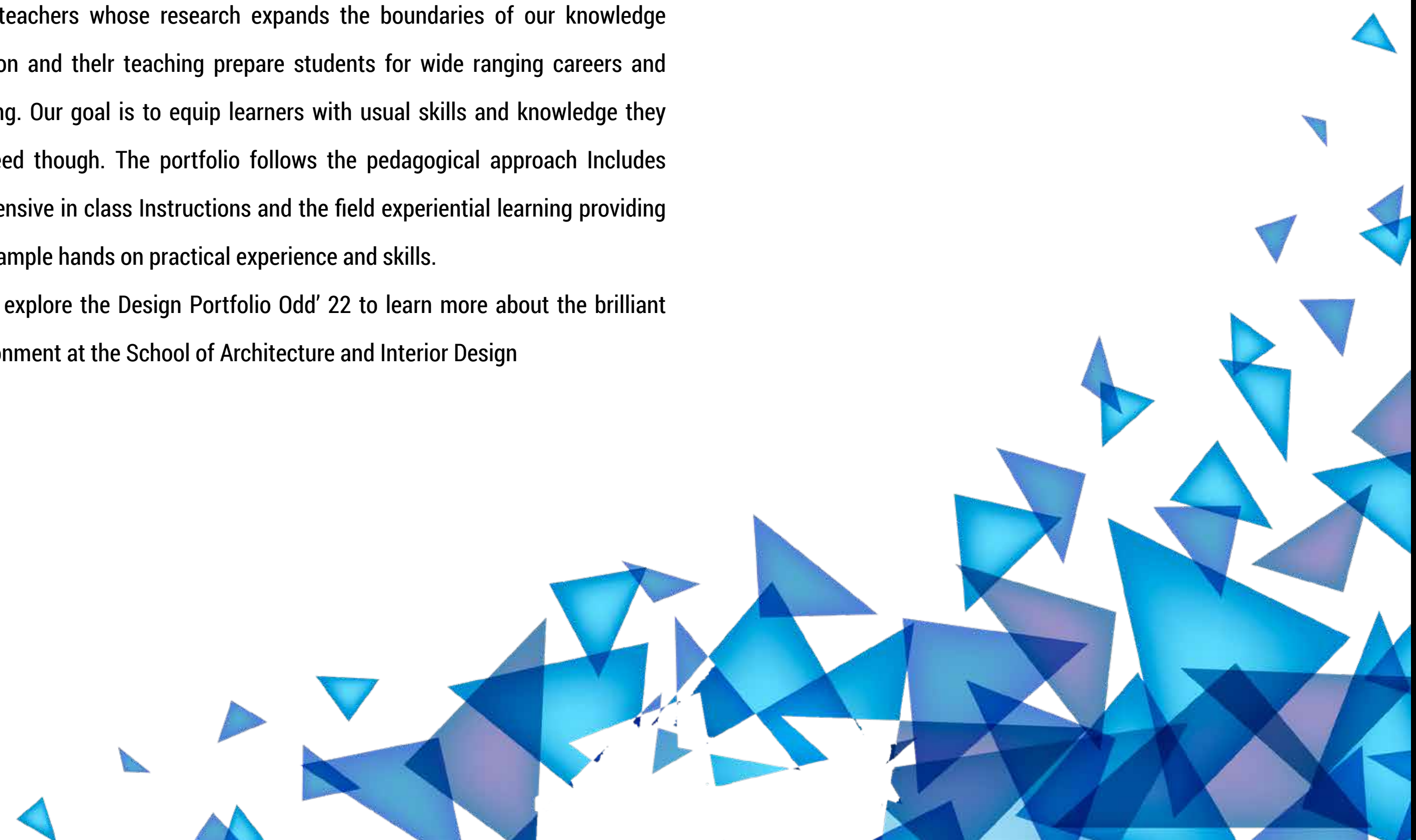
DESIGN PORTFOLIO ODD' 22 takes our students Journey of learning and discoveries of their academic path in the year 2022-2023. Our faculty is a community of dedicated scholars and teachers whose research expands the boundaries of our knowledge and Imagination and their teaching prepare students for wide ranging careers and lifelong learning. Our goal is to equip learners with usual skills and knowledge they need to succeed though. The portfolio follows the pedagogical approach Includes both comprehensive in class Instructions and the field experiential learning providing students with ample hands on practical experience and skills.

I invite you to explore the Design Portfolio Odd' 22 to learn more about the brilliant learning environment at the School of Architecture and Interior Design

Dr. Pradeepa

Head

SAID



DESIGN PORTFOLIO ODD' 22 is a compilation of works of students from Design stream, which includes the B.Des Interior Design and M.Des Public Space Design. These works indicate the strength and the potential of the faculties of SAID, handling the design stream.

Looking at the works of our students, it could even help you in getting ideas in developing and pitching in ideas. Design Portfolios come in many shapes, its how we make them interesting and appealing to the clients.

We wish you would have a great time in exploring the learning activities that has happened over the odd semester 2022.

Ar. Harish Raman

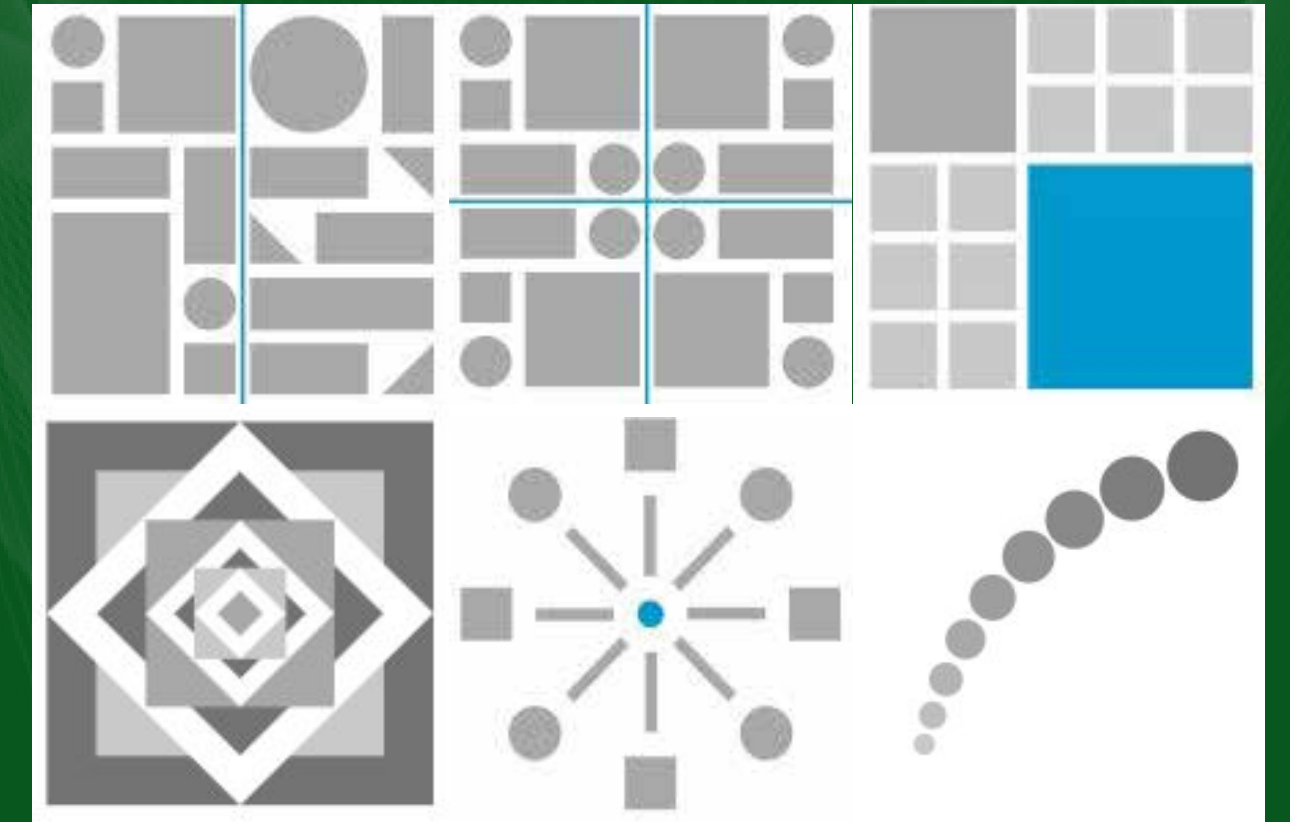
Assistant Professor

SAID



**PORTFOLIO
COORDINATOR**
 **SAID**

**M
E
S
S
A
G
E**



1 BASIC DESIGN STUDIO

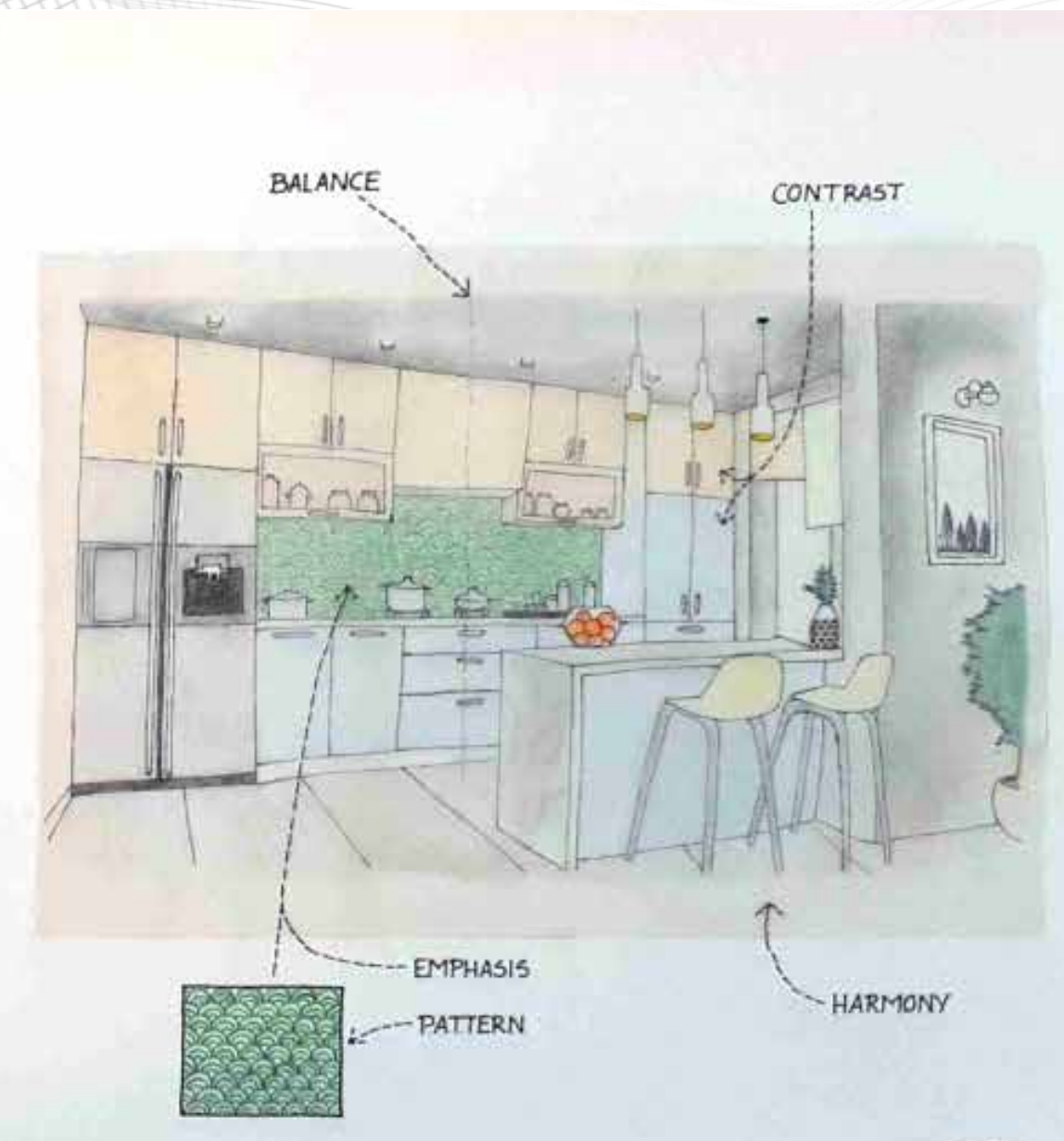
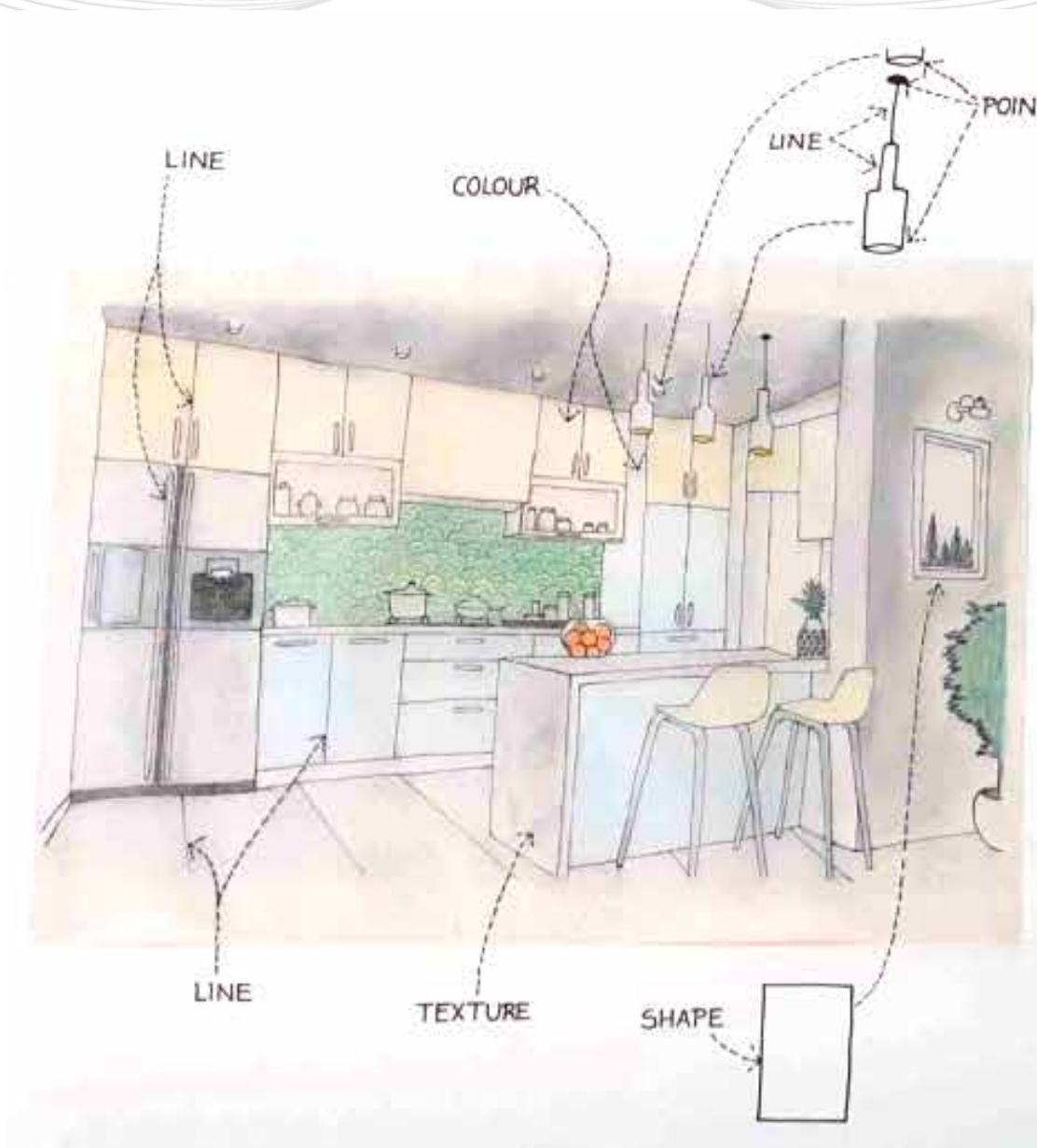
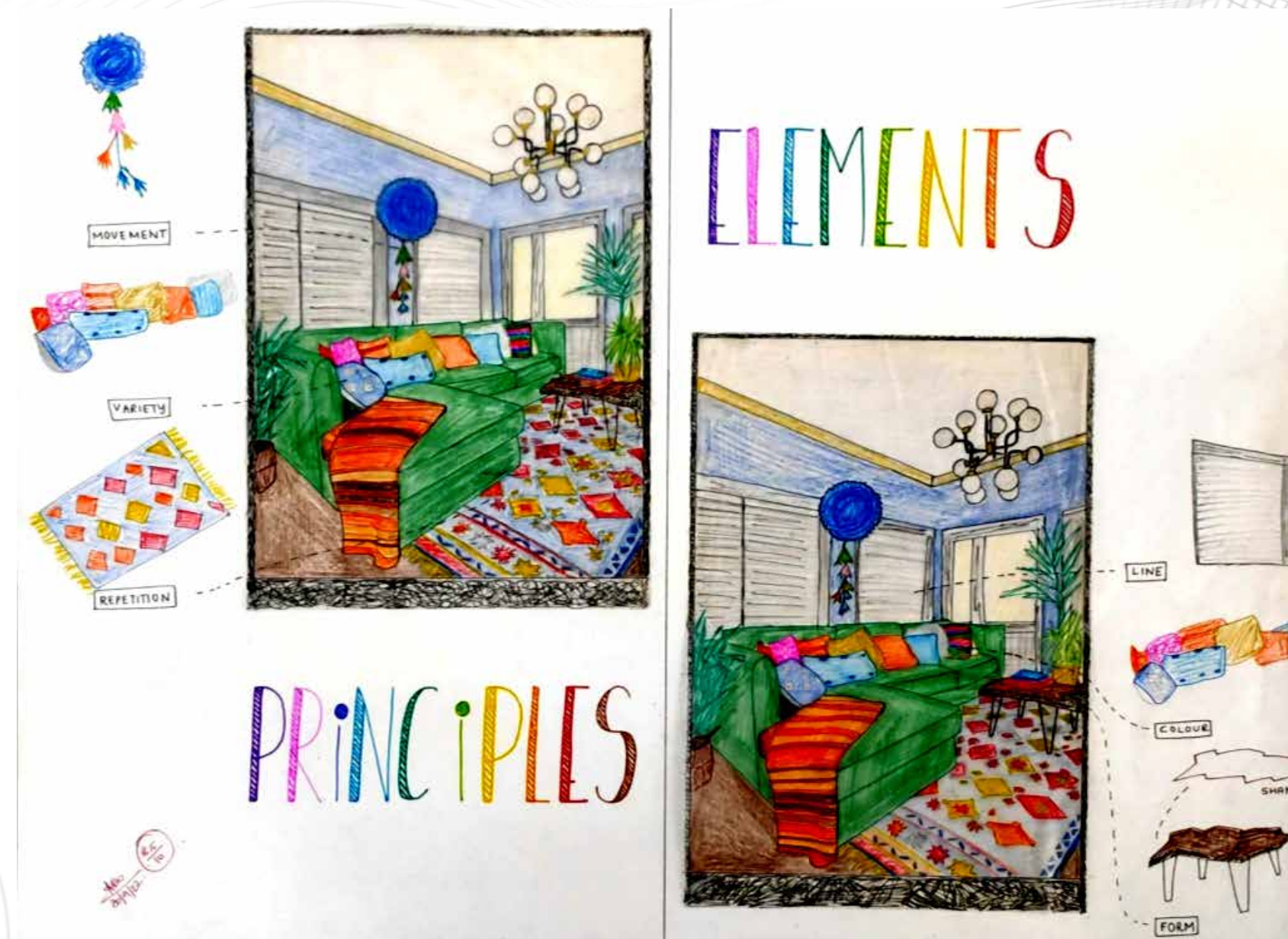
The students develop designing skills of the students, the ability to make decisions within a limited time by teaching the general rules of designing.

This situation directs to think abstractly, to imagine, to create, to design and to edit. The designs edited can be described by sometimes individual and sometimes collective studies.

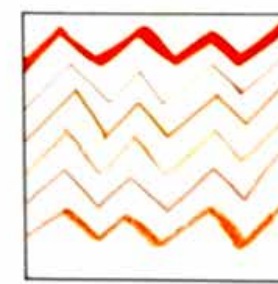
Abstract work done initially can be transformed into functional and aesthetic analysis in the advancing process of the course from time to time.

BASIC DESIGN STUDIO

elements & principles



visual- interior space



LINE TYPES



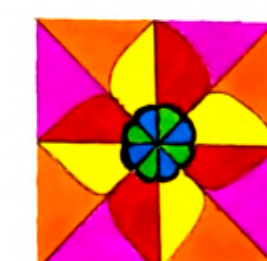
GEOMETRIC SHAPE COMPOSITION



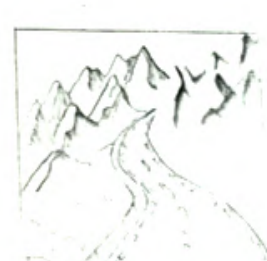
ORGANIC SHAPE COMPOSITION



BALANCE AXIAL SYMMETRY



BALANCE RADIAL SYMMETRY



ASYMMETRICAL COMPOSITION



GESTURES WITH LINES



POSITIVE NEGATIVE SPACE



BALANCE - AXIAL SYMMETRY



BALANCE - RADIAL SYMMETRY



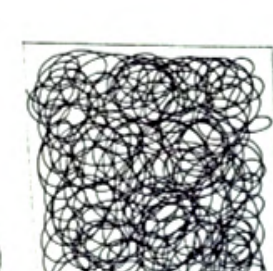
ORGANIC SHAPE COMPOSITION



POSITIVE AND NEGATIVE SPACE



RHYTHMIC PATTERN



CHAOTIC PATTERN



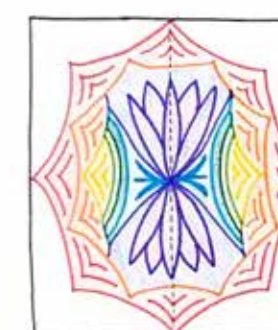
ASYMMETRICAL - COMPOSITION



RHYTHMIC PATTERN



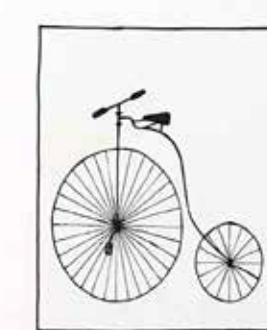
CHAOTIC PATTERN



BALANCE
AXIAL SYMMETRY



BALANCE
RADIAL SYMMETRY



ASYMMETRICAL
COMPOSITION



RHYTHMIC PATTERN



CHAOTIC PATTERN

color

scheme



decode



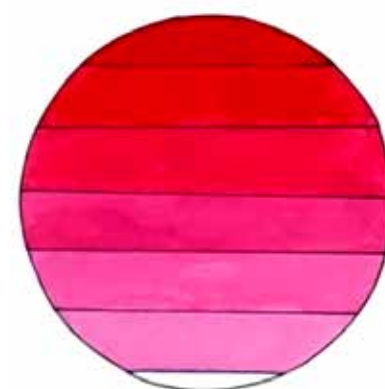
PRIMARY COLOURS



SECONDARY COLOURS



TERTIARY COLOURS



TINTS



SHADES



ACHROMATIC



MONOCHROMATIC



COMPLEMENTARY 1



COMPLEMENTARY 2



ANALOGOUS 1



ANALOGOUS 2



TRIAD



TETRAD



SPLIT COMPLEMENTARY



DOUBLE COMPLEMENTARY



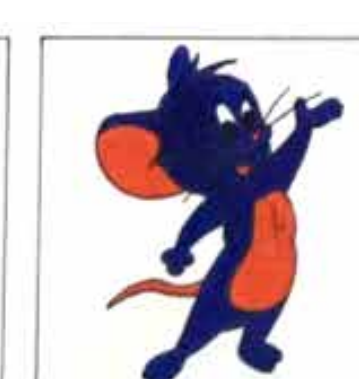
ACHROMATIC



MONOCHROMATIC



COMPLEMENTARY



COMPLEMENTARY



ANALOGOUS



ANALOGOUS



TRIAD



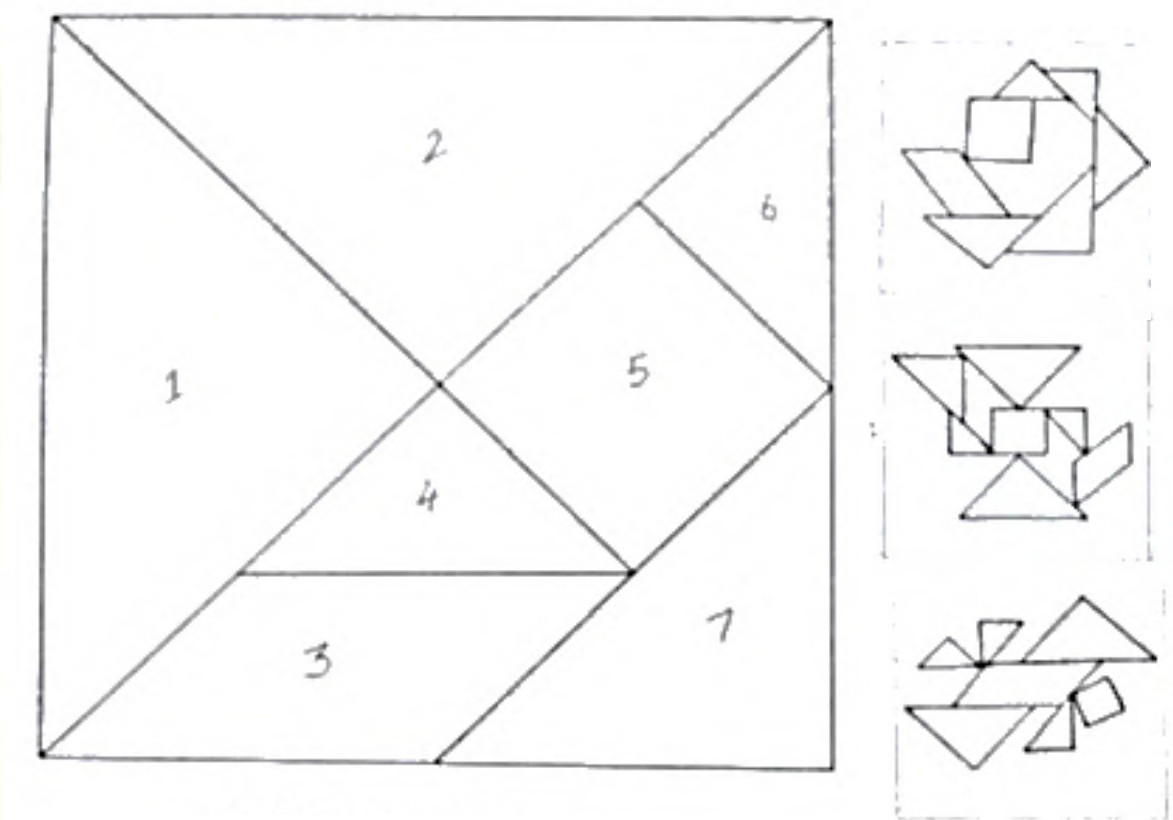
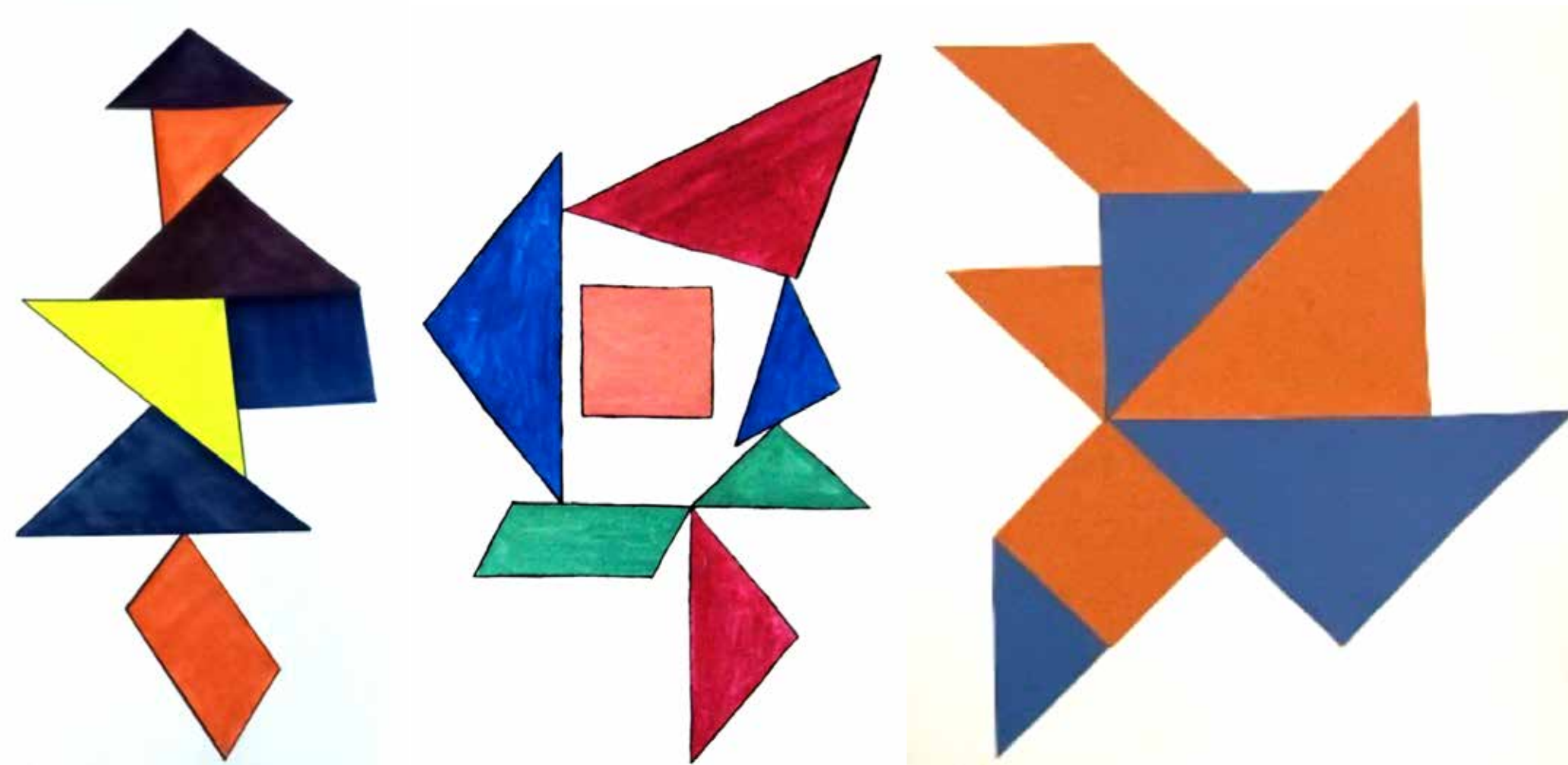
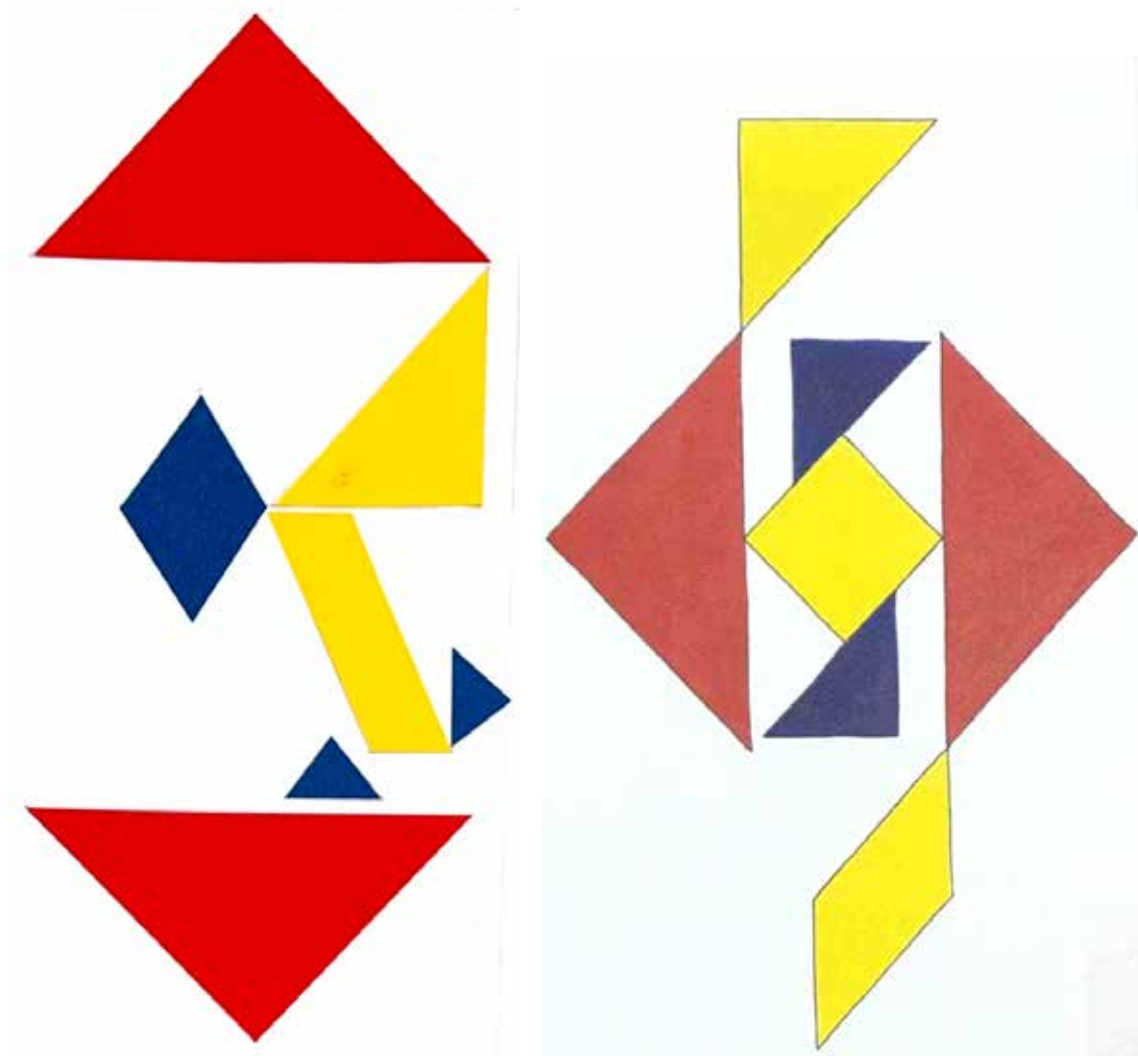
TETRAD



SPLIT COMPLEMENTARY

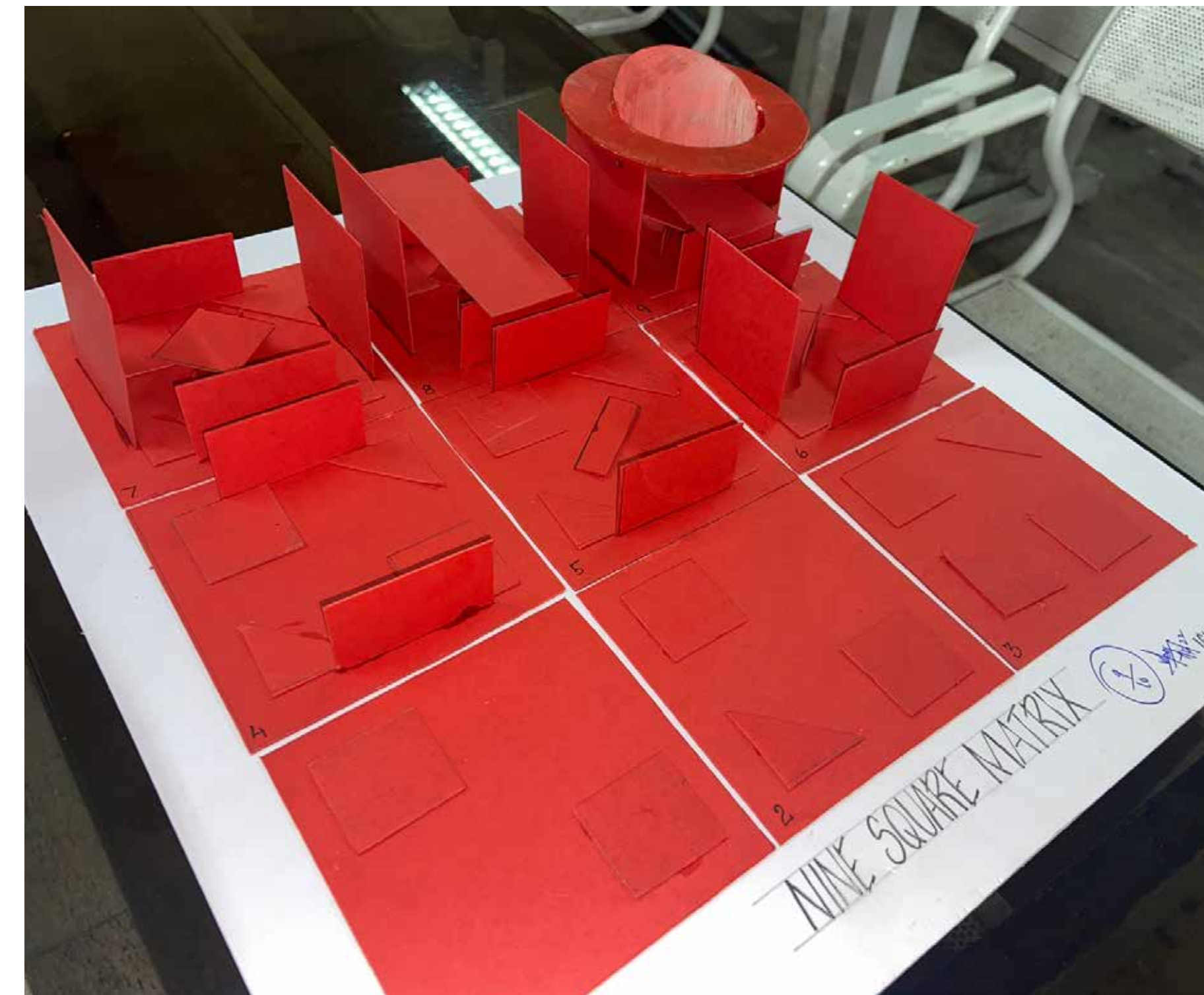
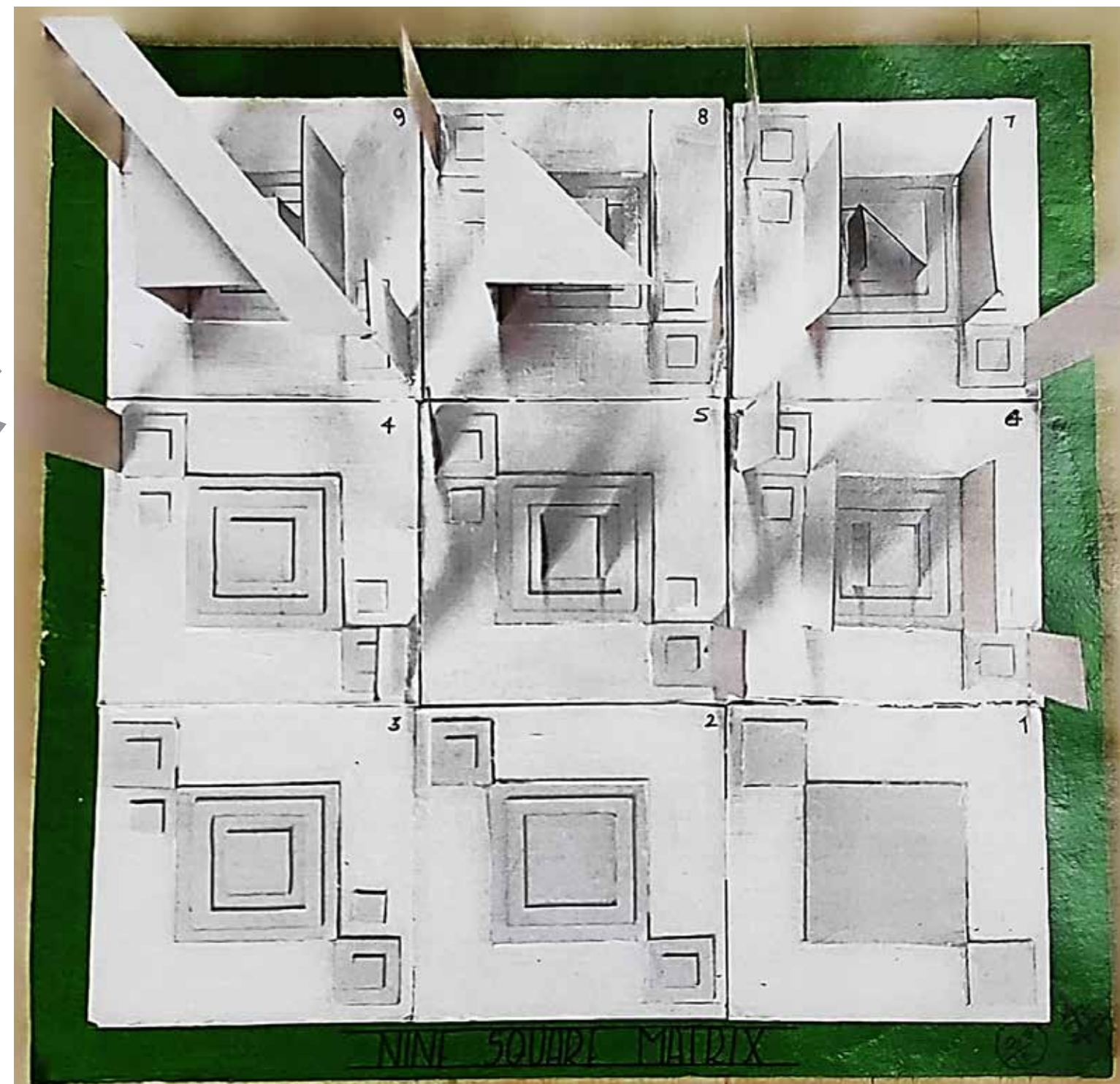


DOUBLE COMPLEMENTARY



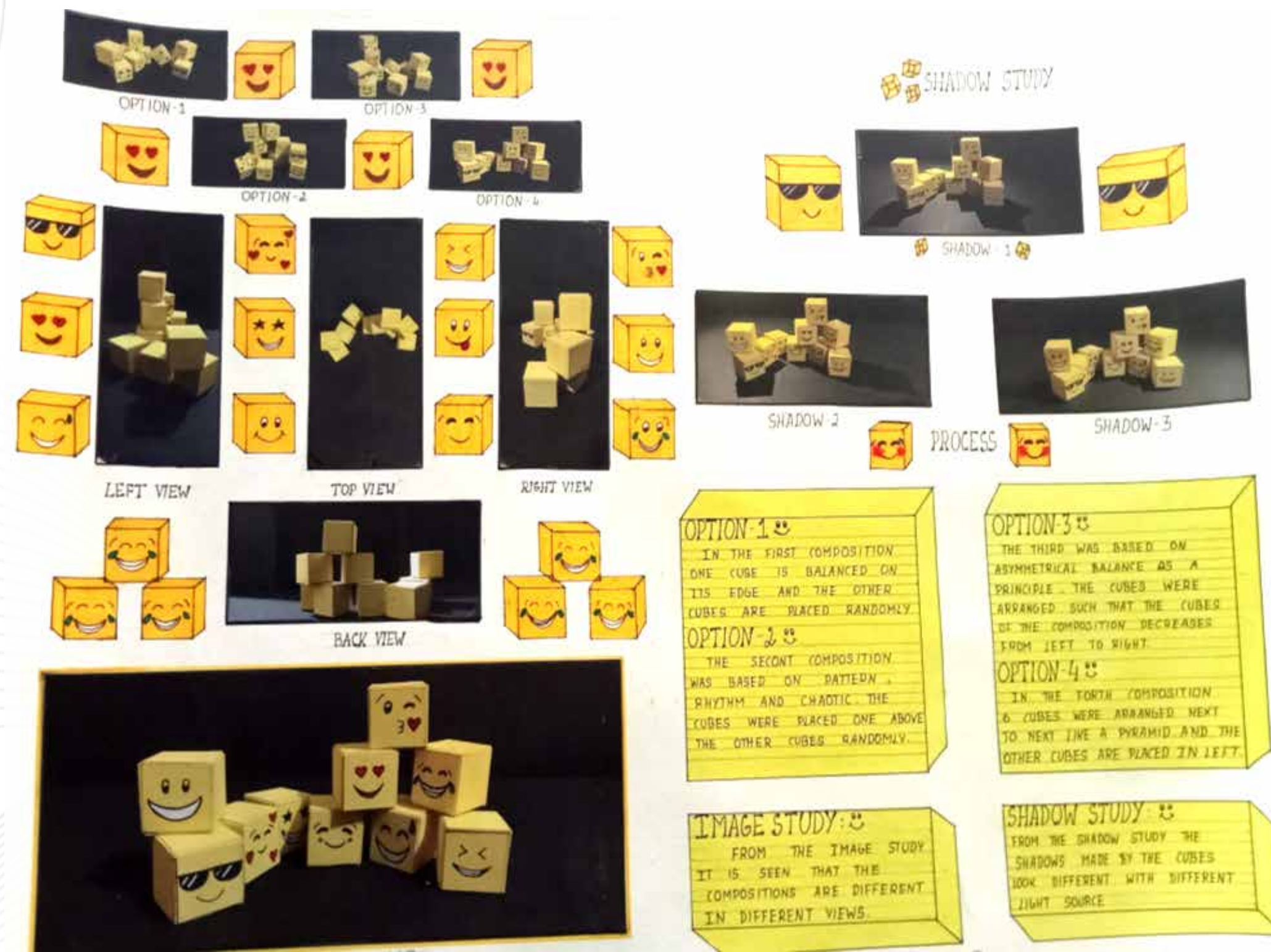
tangram

9 square
matrix



BASIC DESIGN STUDIO

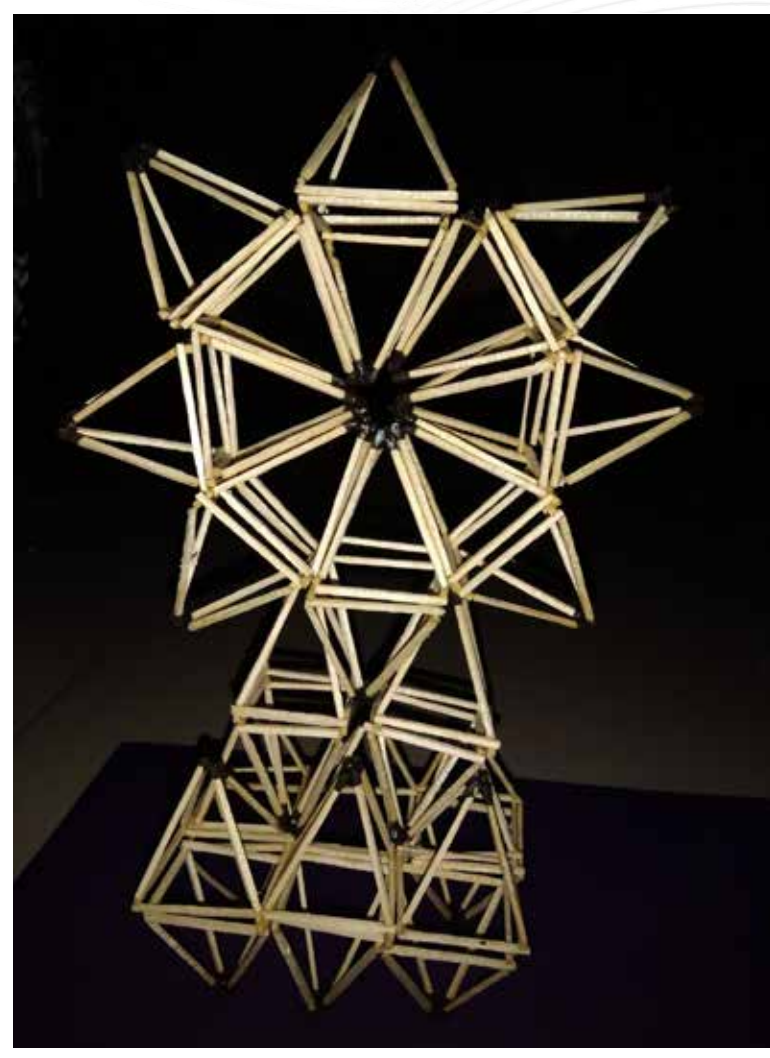
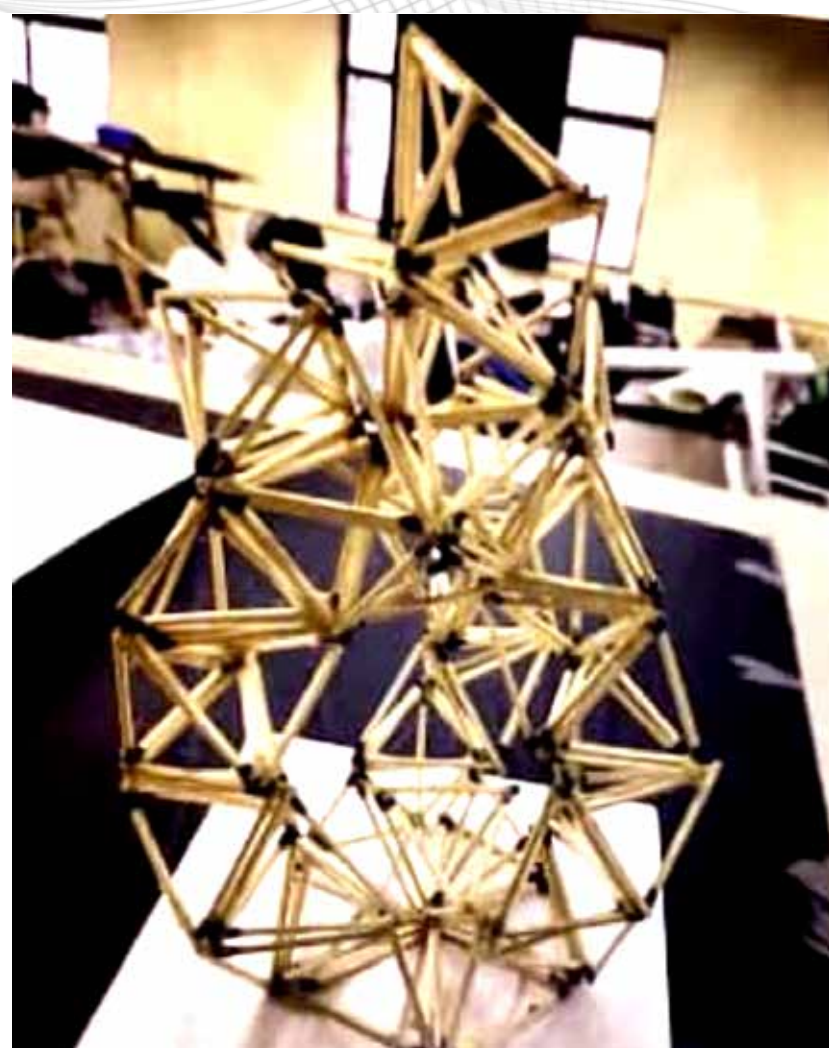
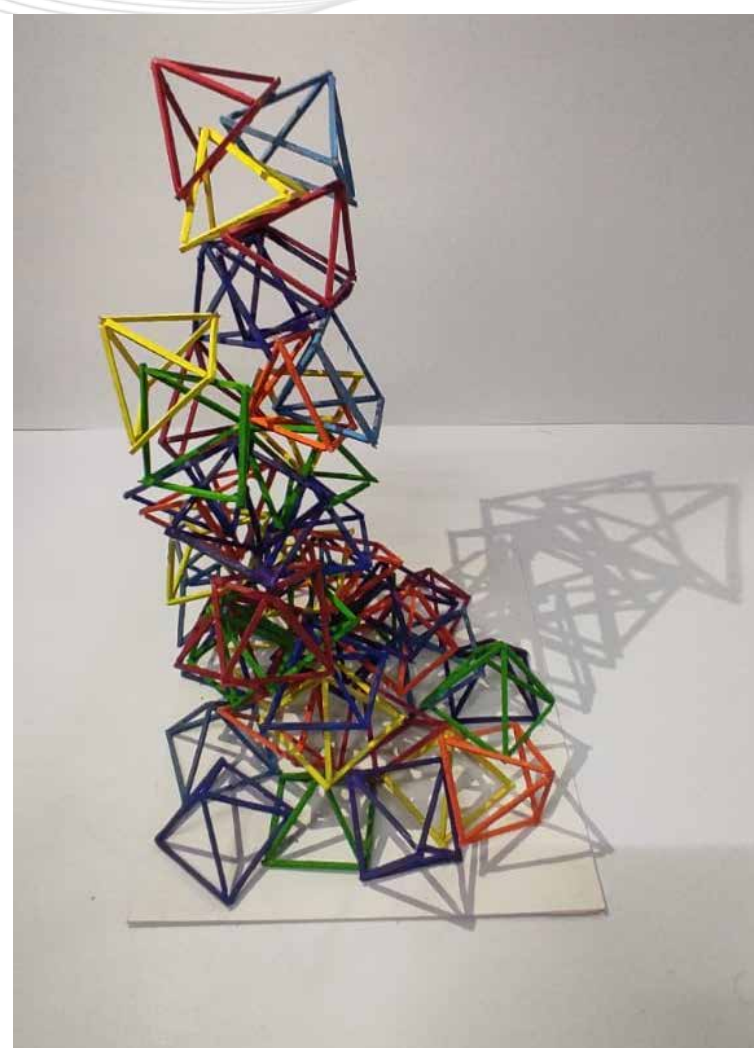
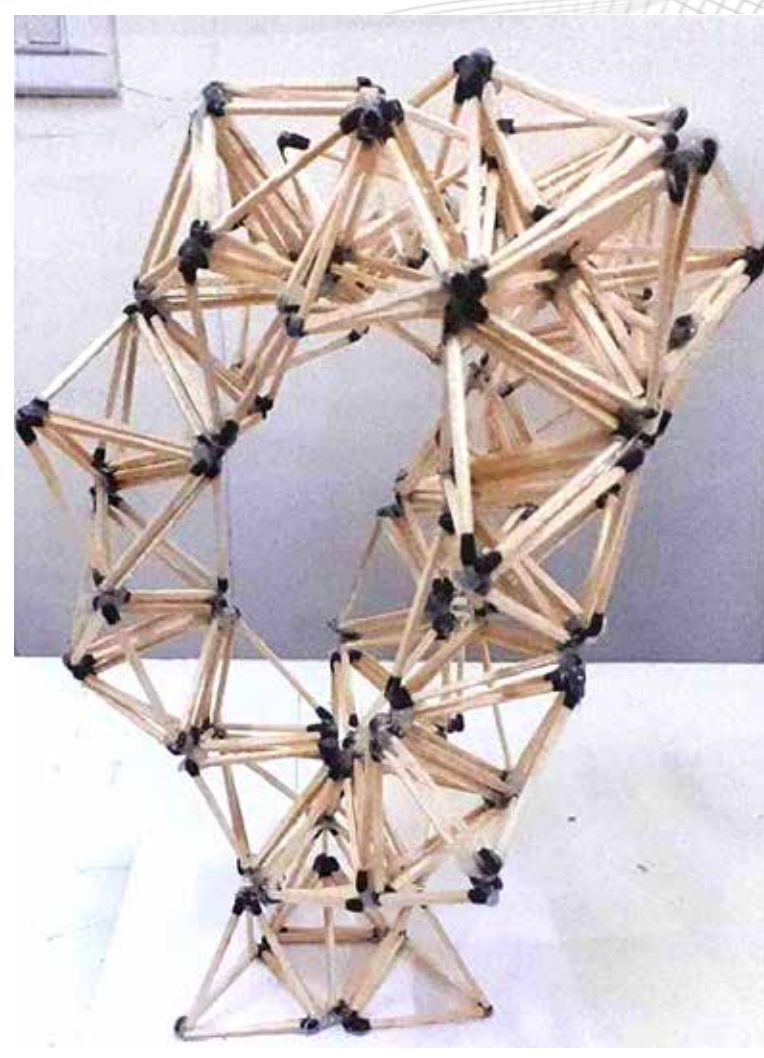
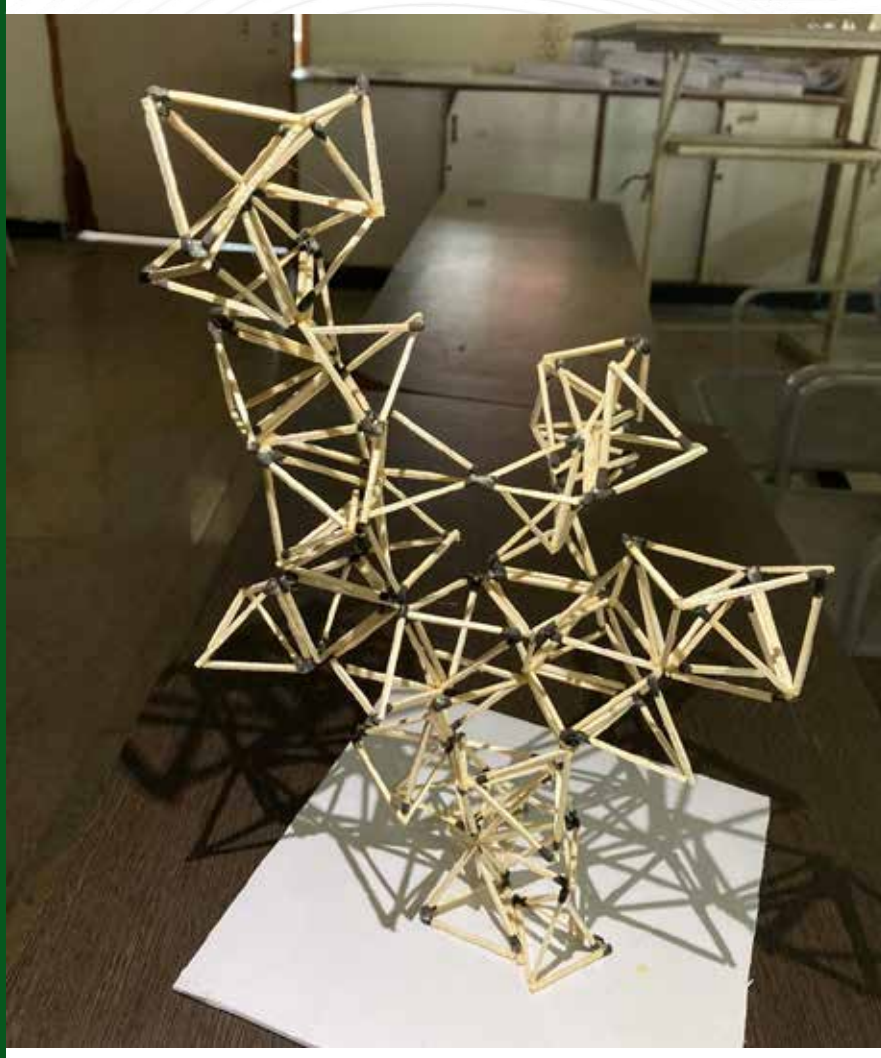
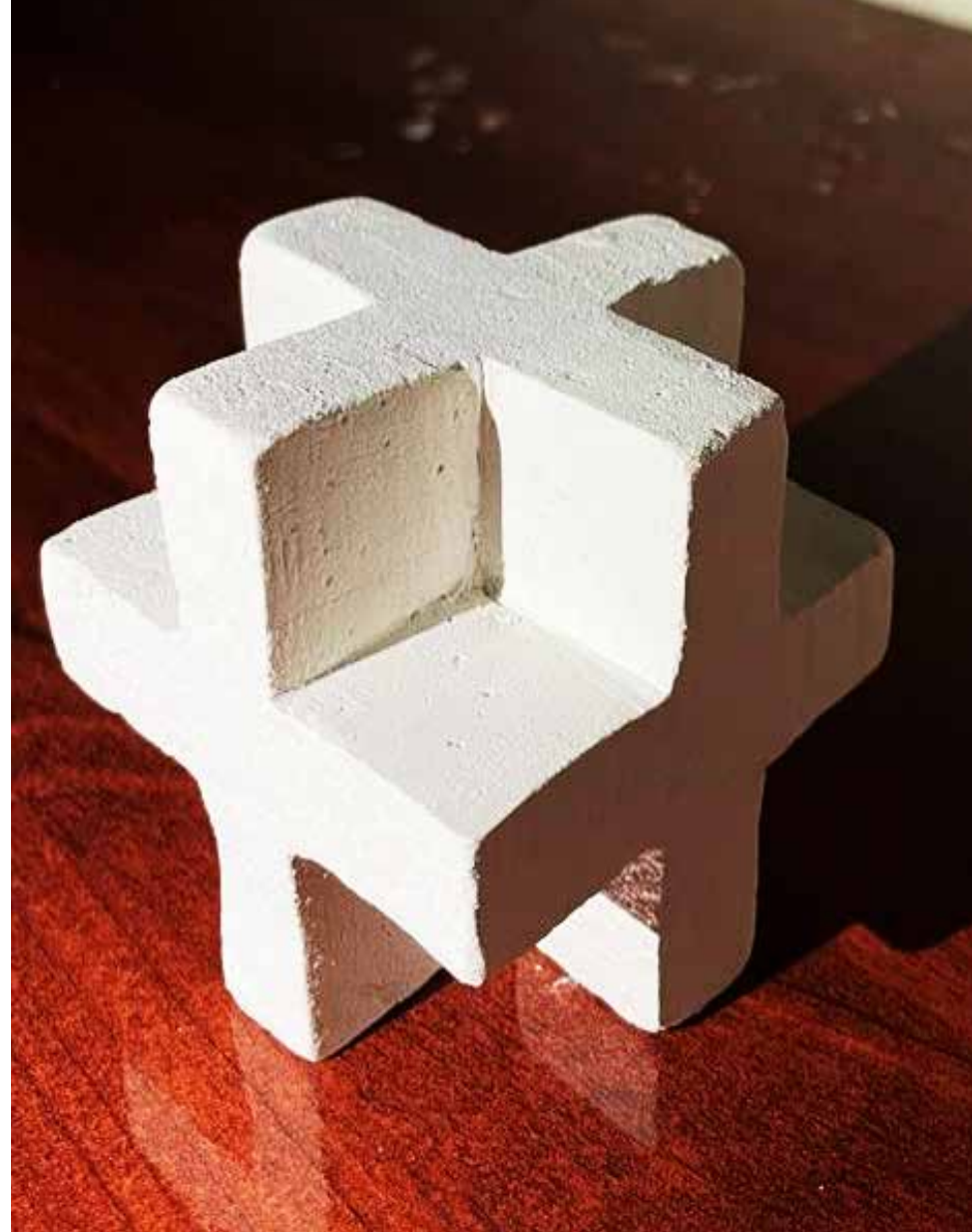
texture



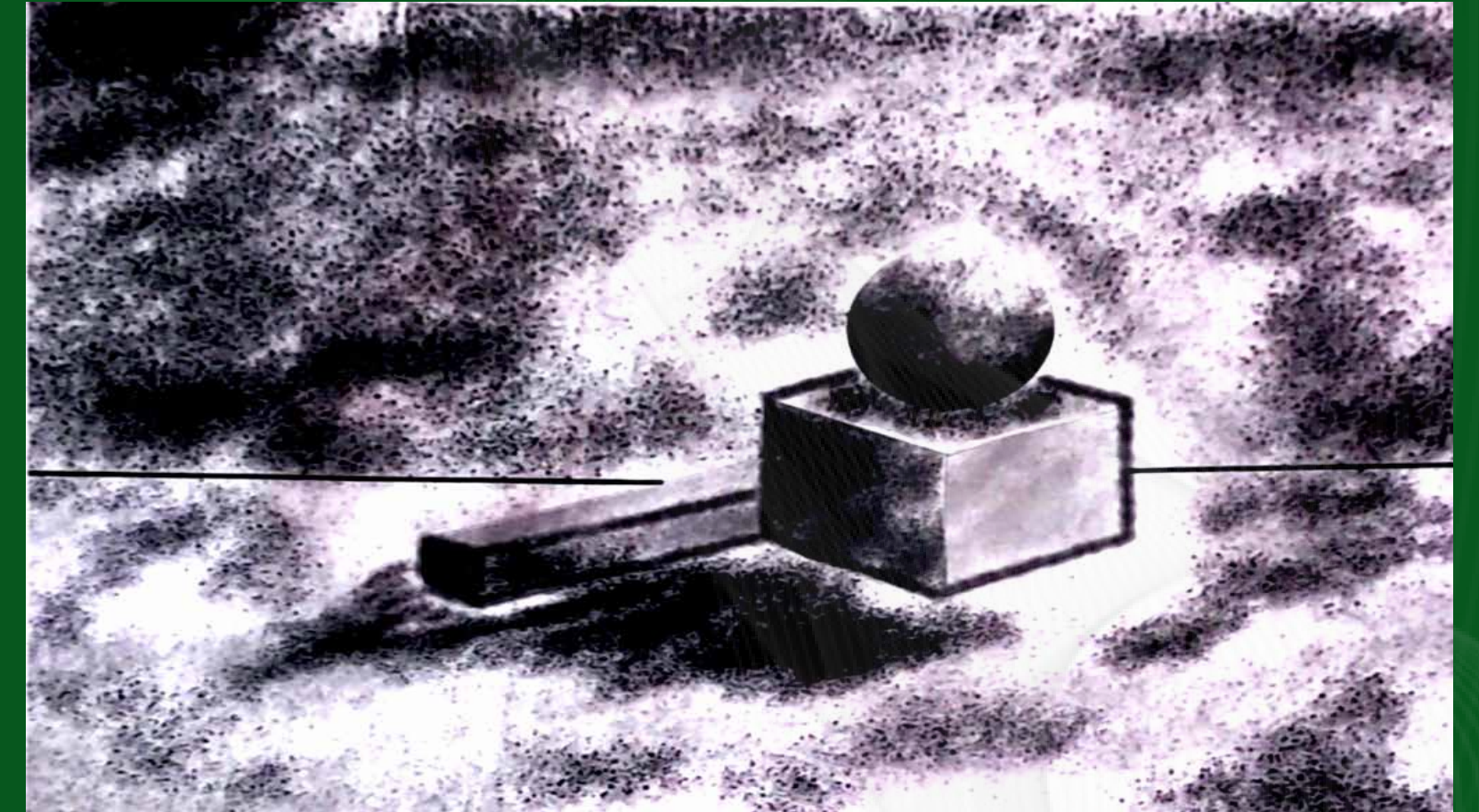
composition

BASIC DESIGN STUDIO

subtractive



matches



1 FREEHAND & DIGITAL DELINEATION

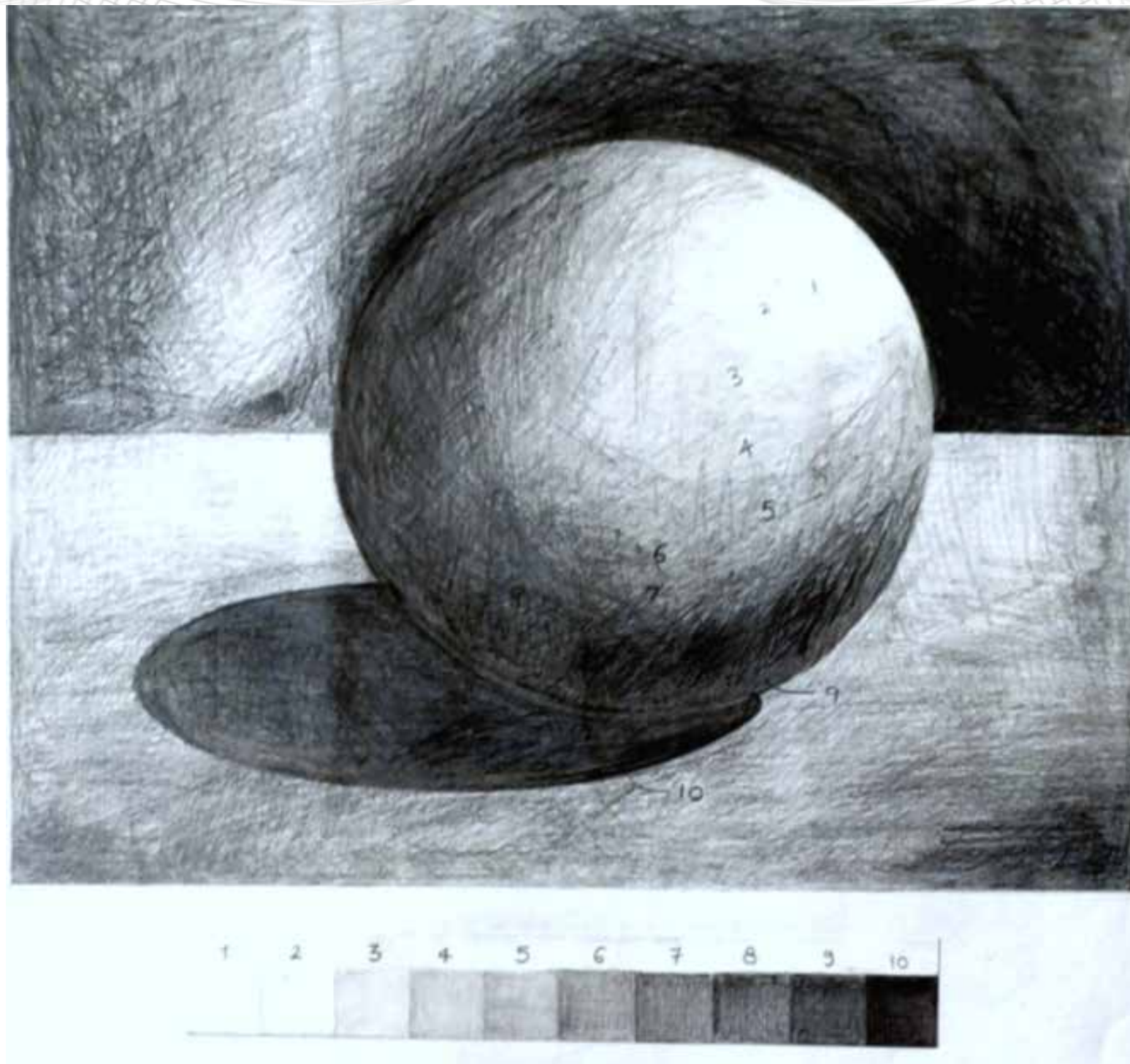
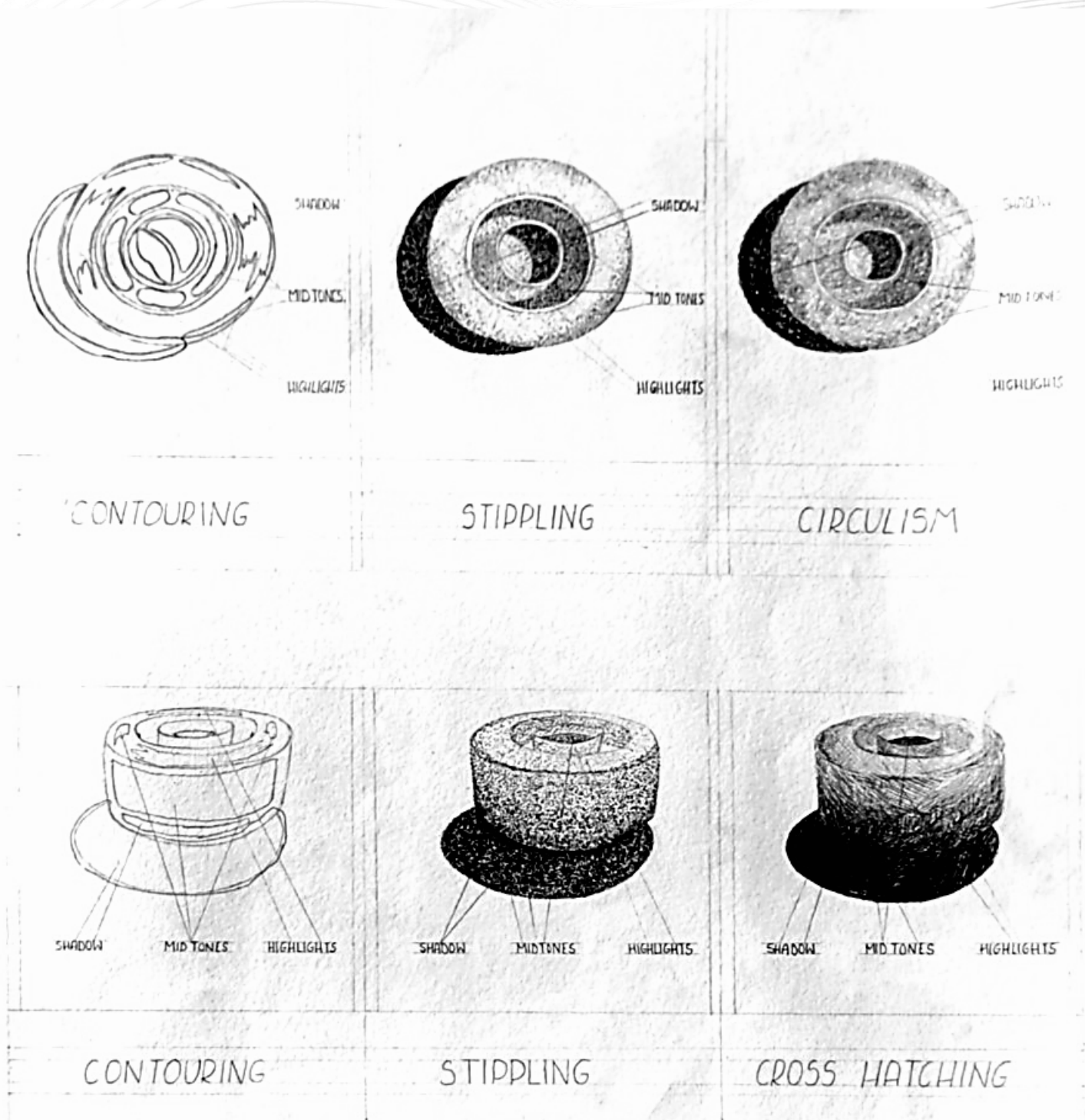
Use rendering techniques as a means of expression in design. Explore basic methods of sketching and principles of perspectives. Understand the layering of visual elements based on the composition of fore ground and back ground. Experiment various mediums of presentations to depict design ideas. Analyze the influence of light, shade and shadow in the process of rendering. Illustrate the interior elements with appropriate rendering techniques on different mediums.

FACULTY INCHARGE-

Ar. Denish Bangaru | Ar. Raja Muthaiah |
Ms. Susetha | Ar. Ganesh Joghee

FREEHAND & DIGITAL DELINEATION

pen & ink



shade &
shadow

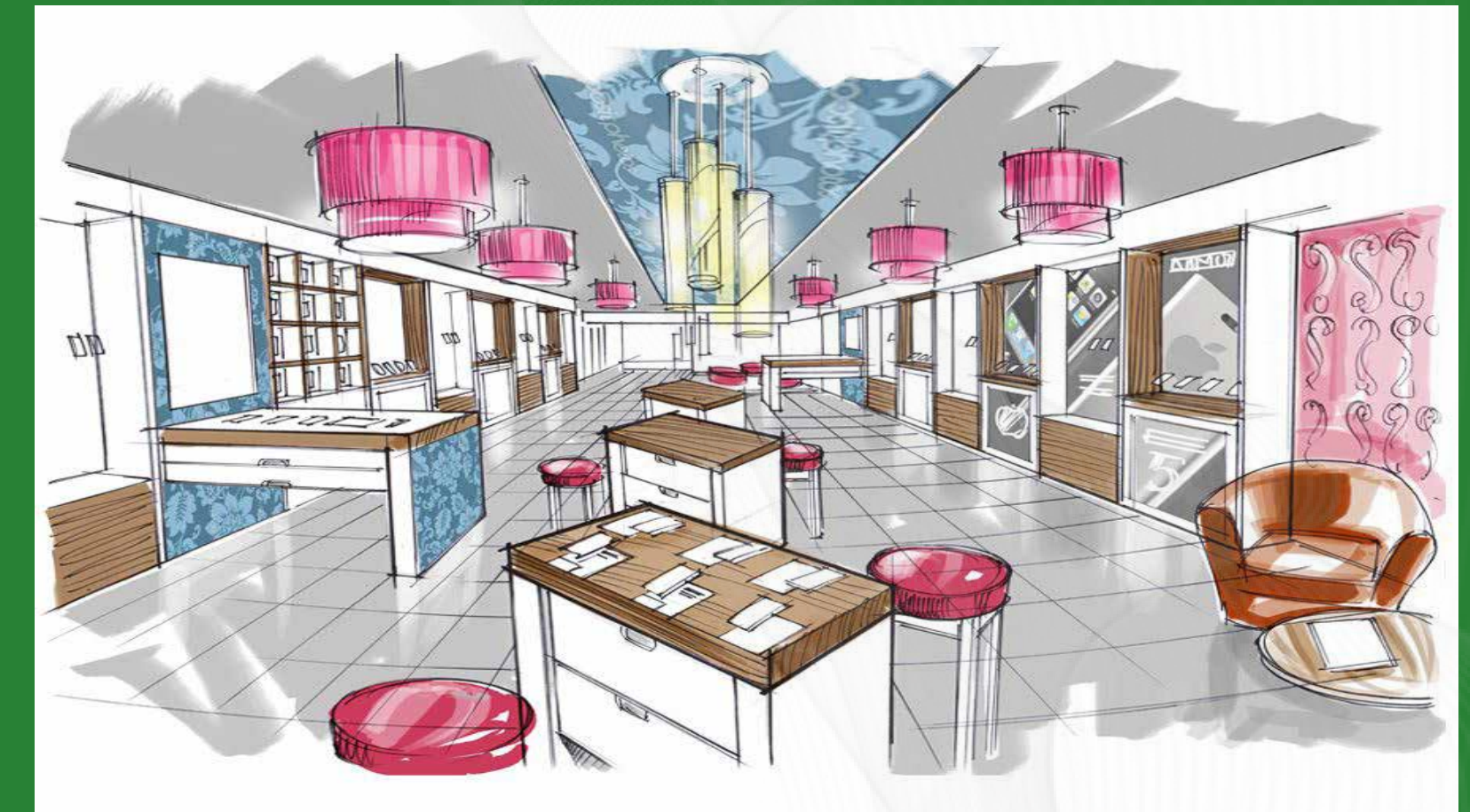


STAGOM NO SGNVH!

wire



clay



3 RETAIL STORE DESIGN

A retail store layout (whether physical or digital) is the strategic use of space to influence the customer experience. How customers interact with your merchandise affects their purchase behavior.

Retail design is creative and commercial discipline that combines several areas of expertise together in the design and construction of retail space. Retail design is primarily a specialized practice of architecture and interior design, however it also incorporates elements of industrial design, graphic design, ergonomics and advertising.

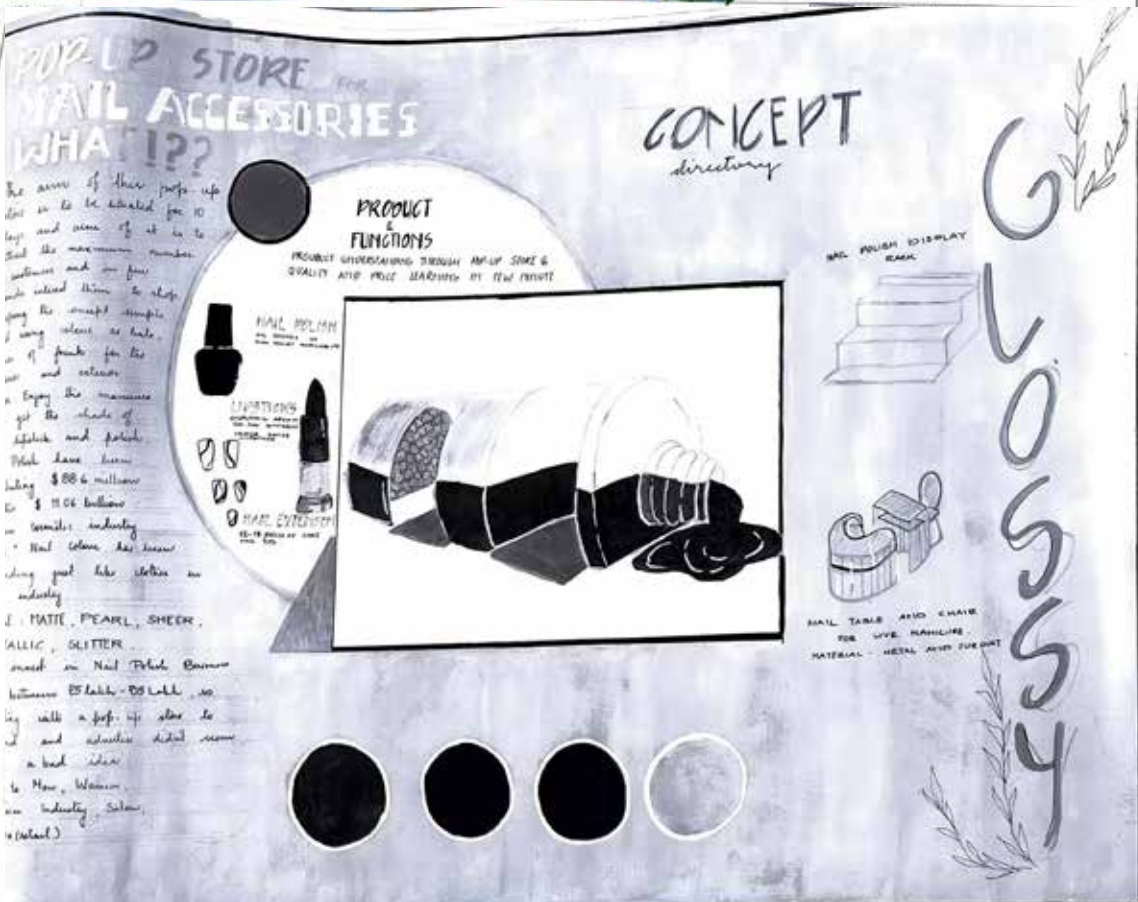
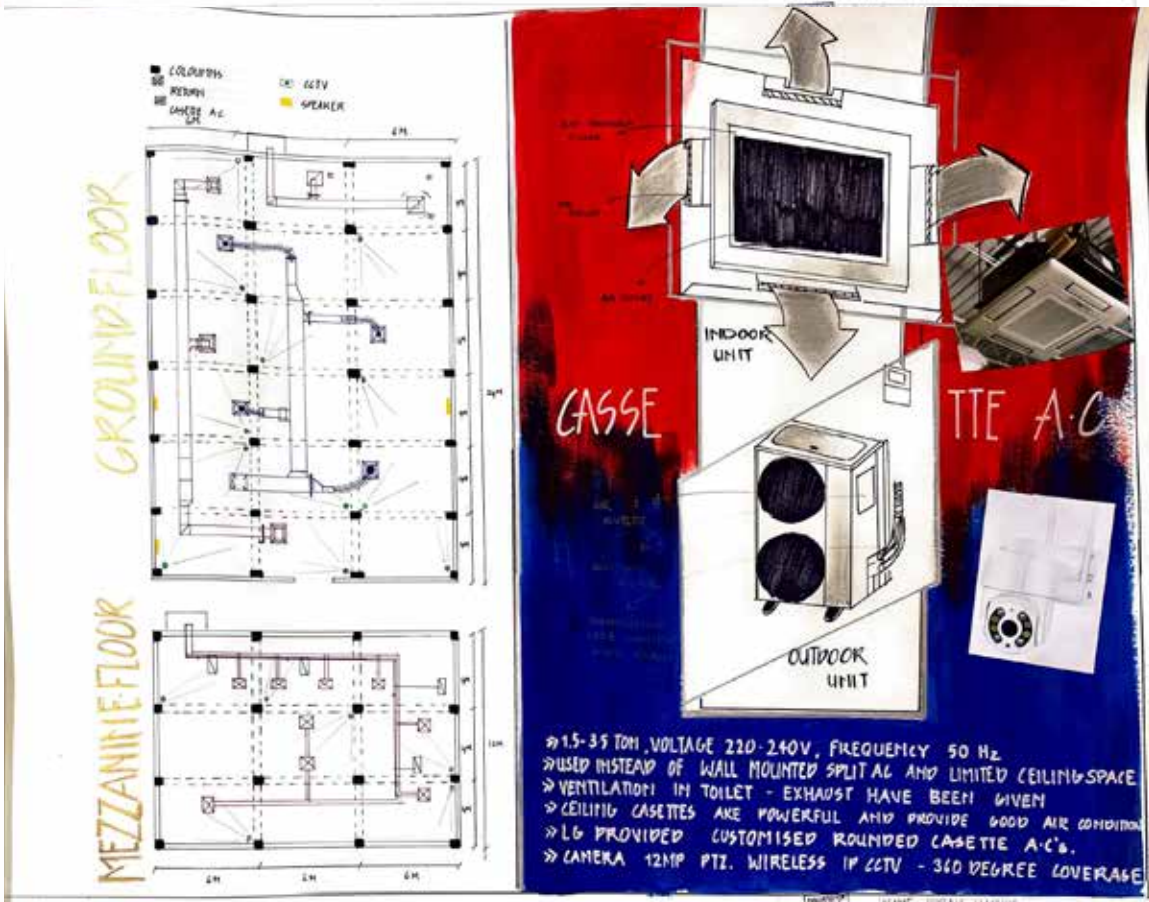
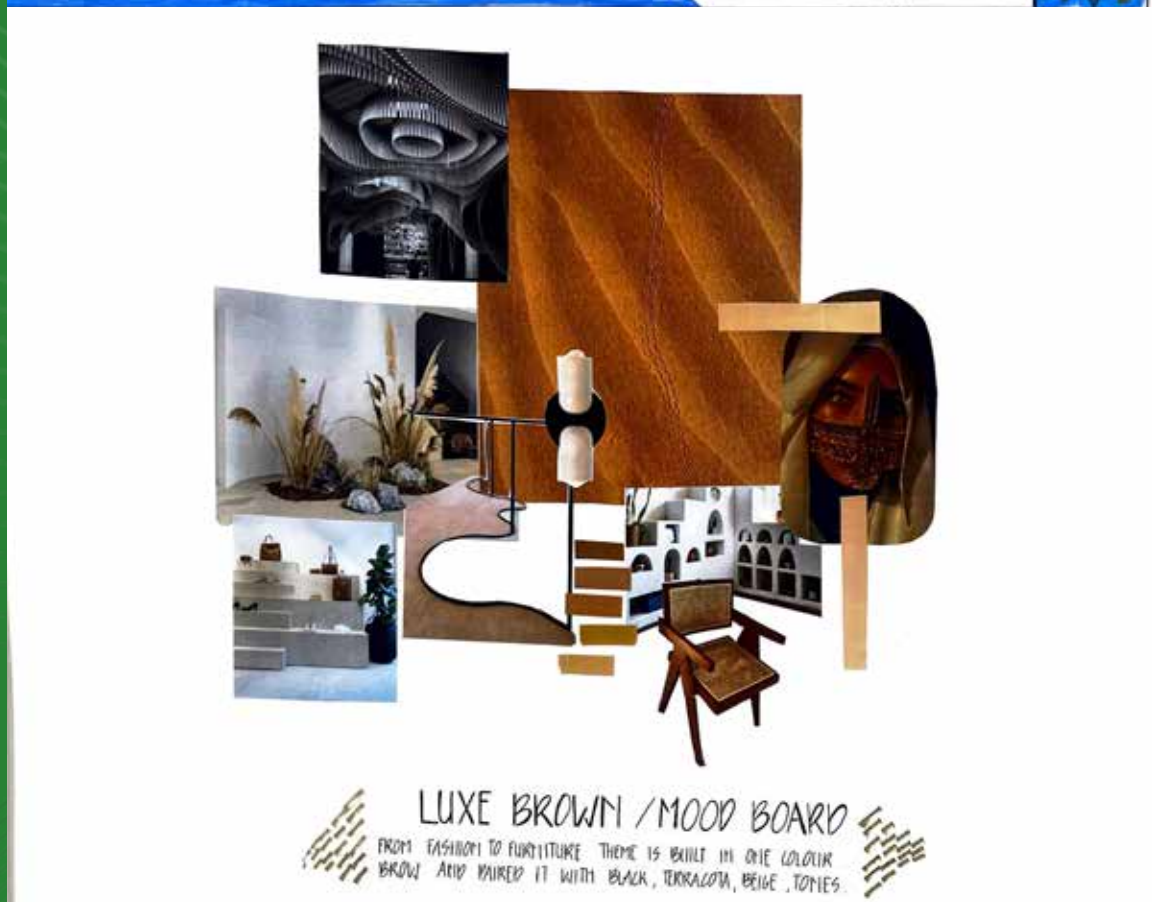
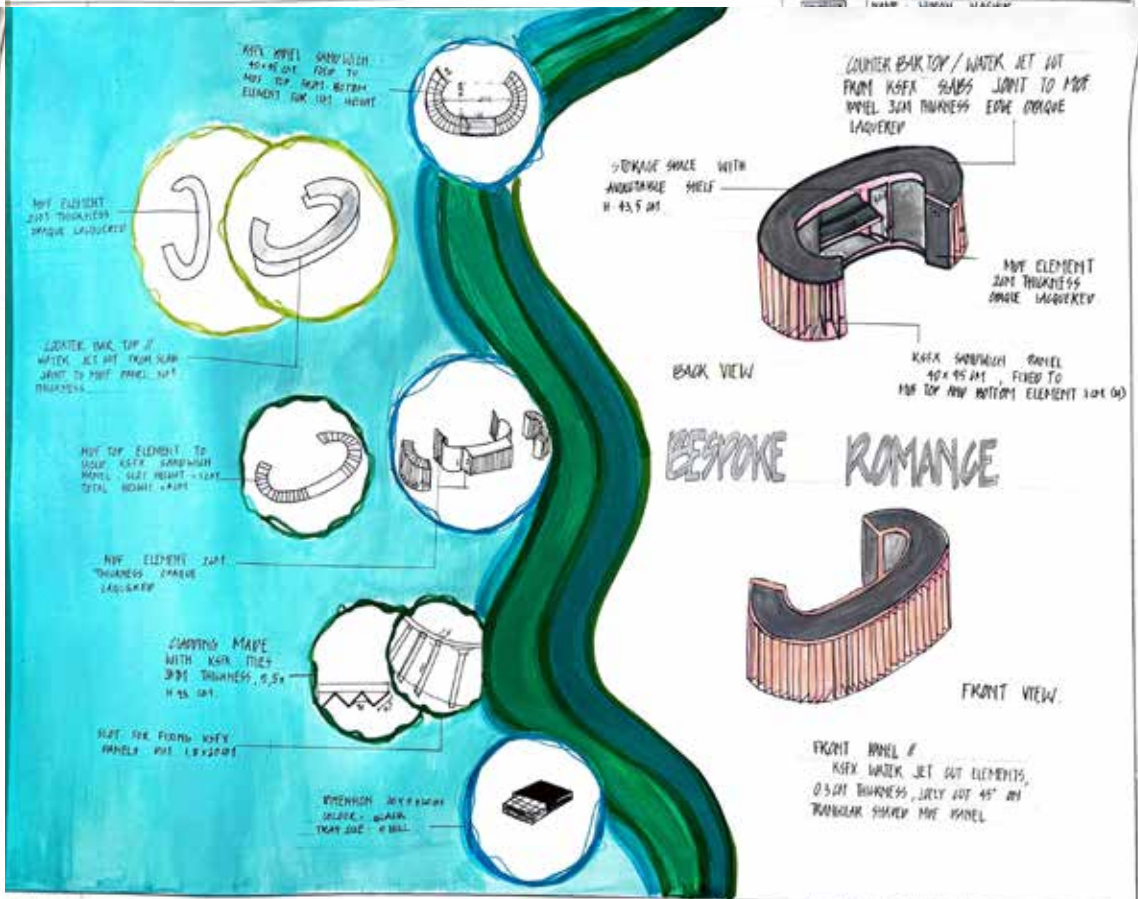
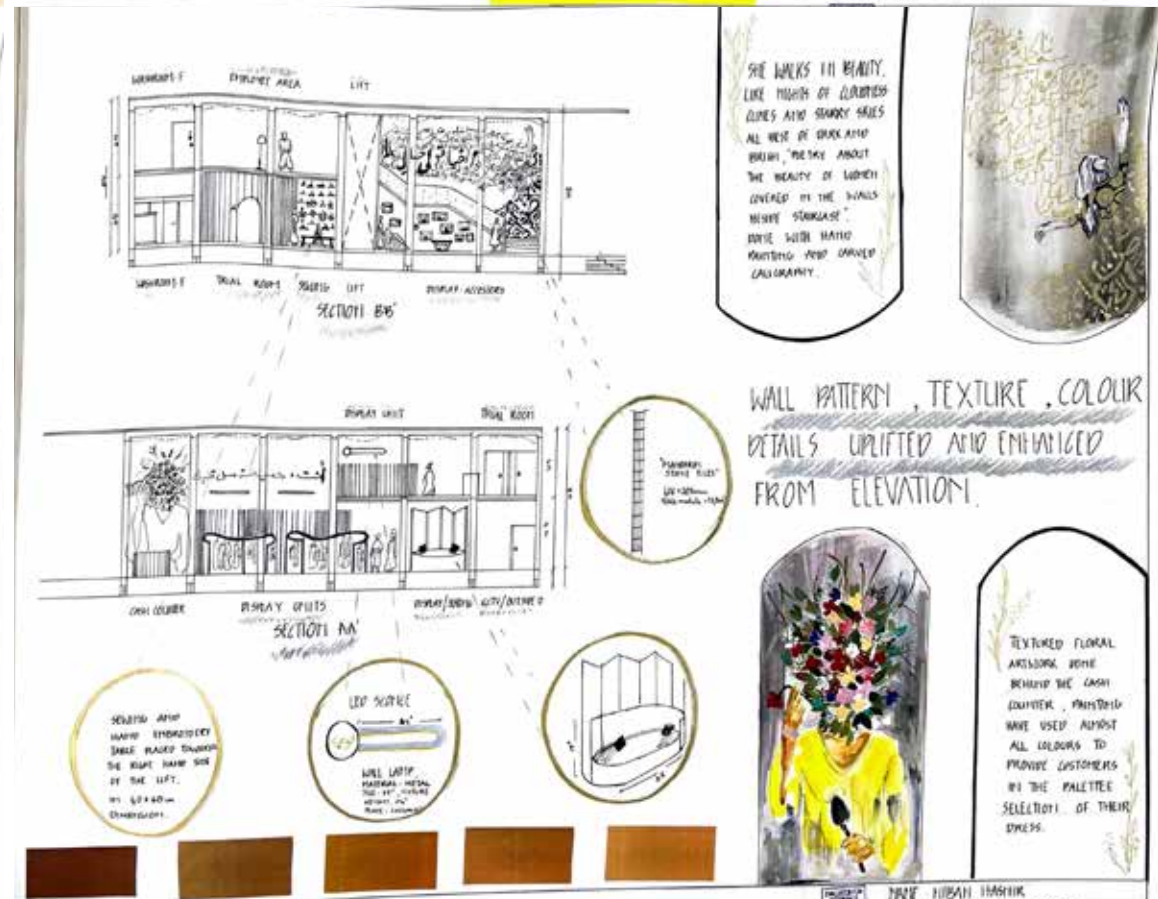
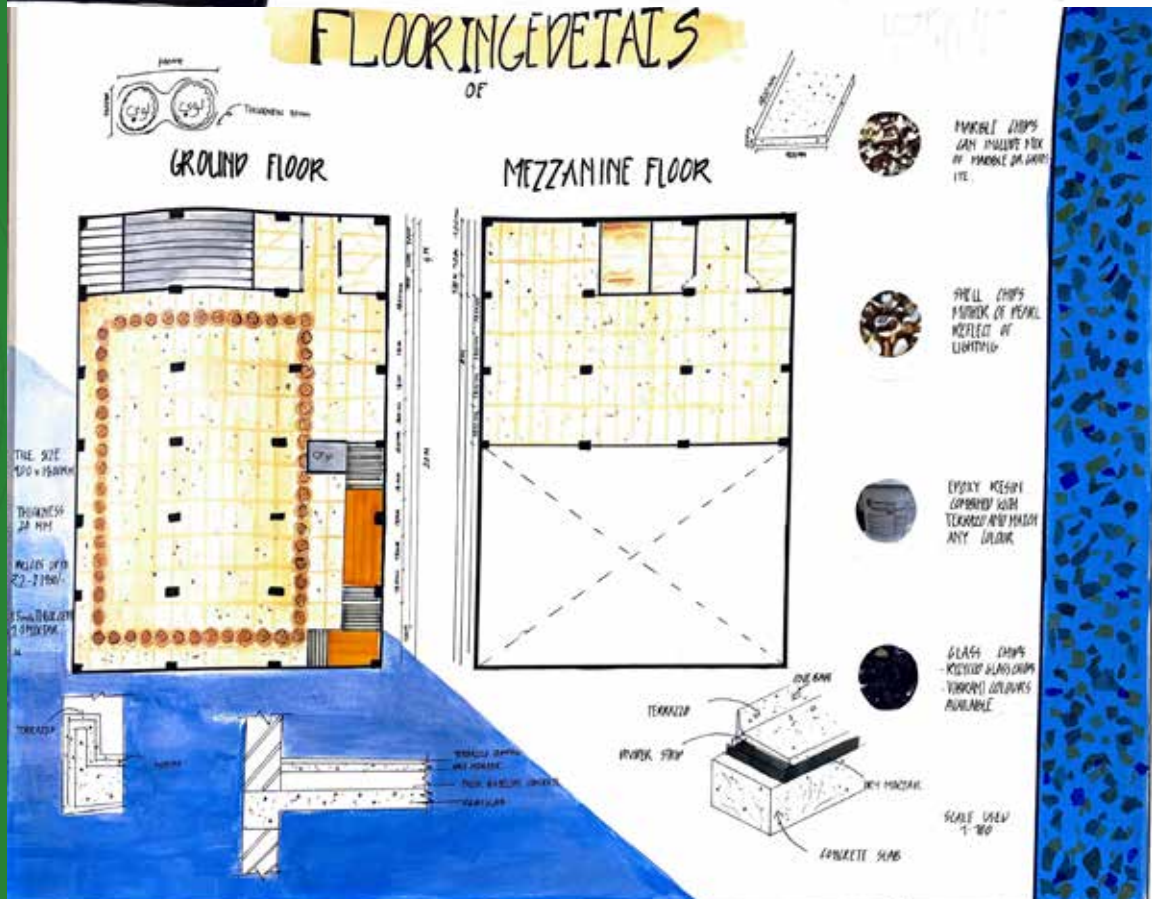
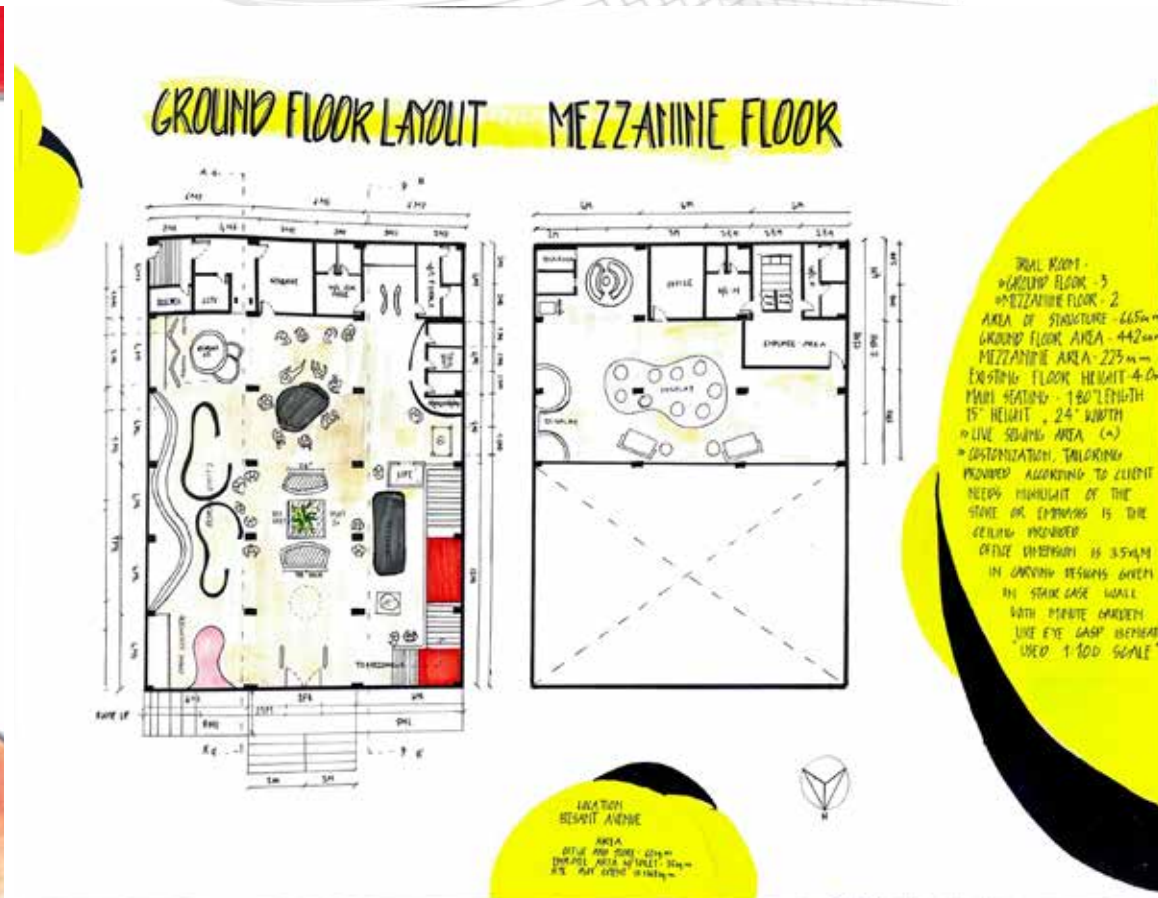
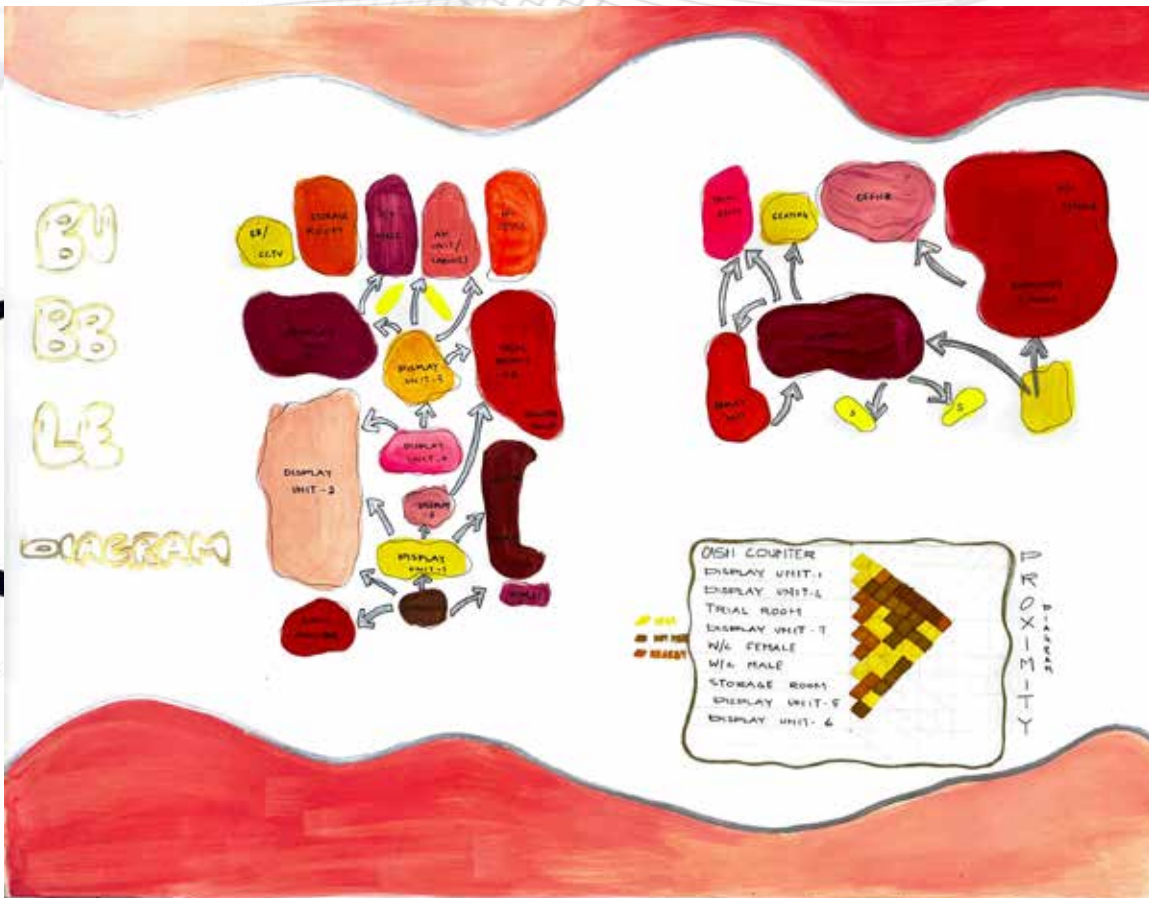
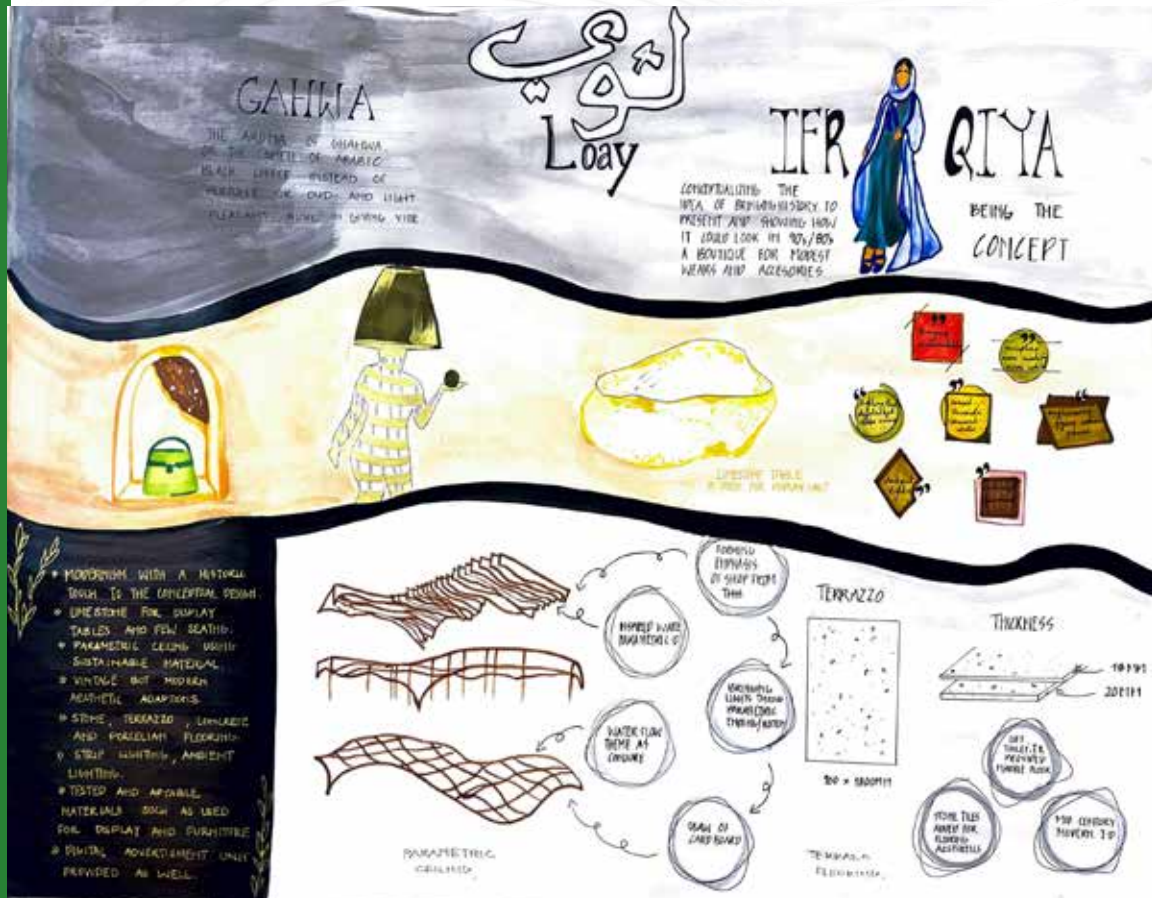
The six basic store layouts-

Pathway plan, Straight plan, Diagonal plan, Varied plan, Curved plan, Geometric plan

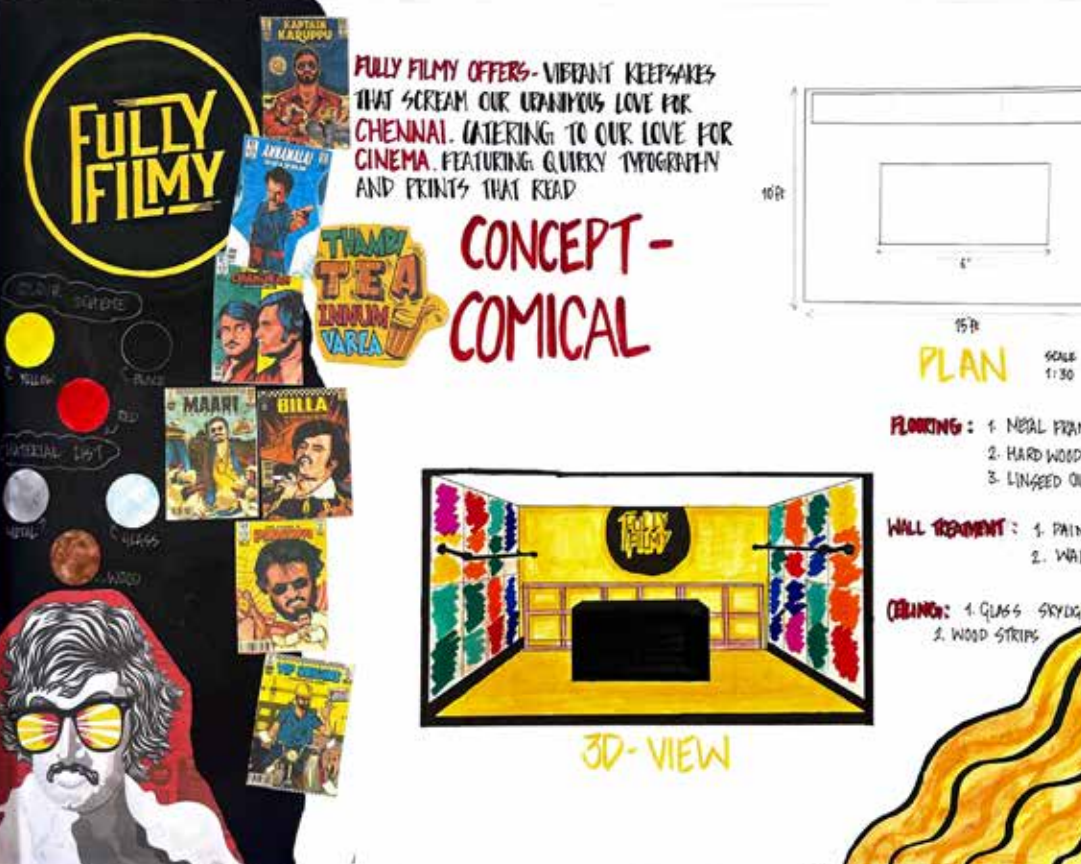
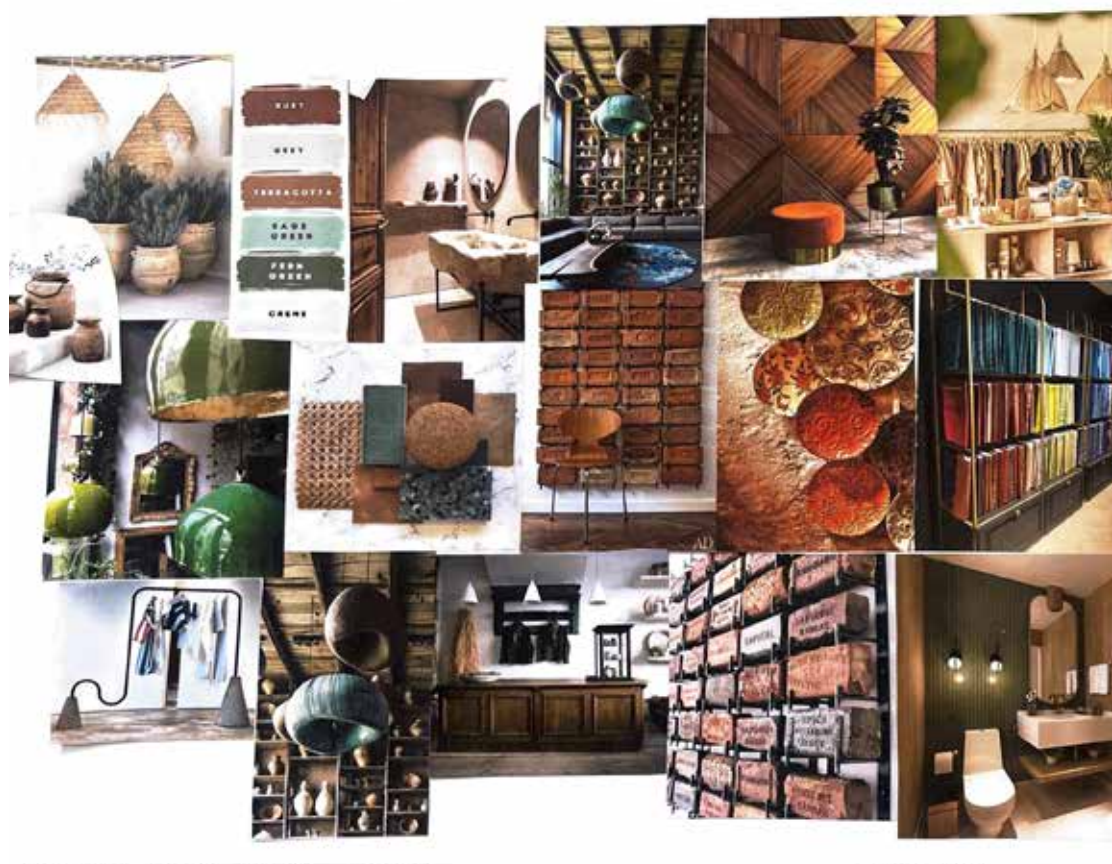
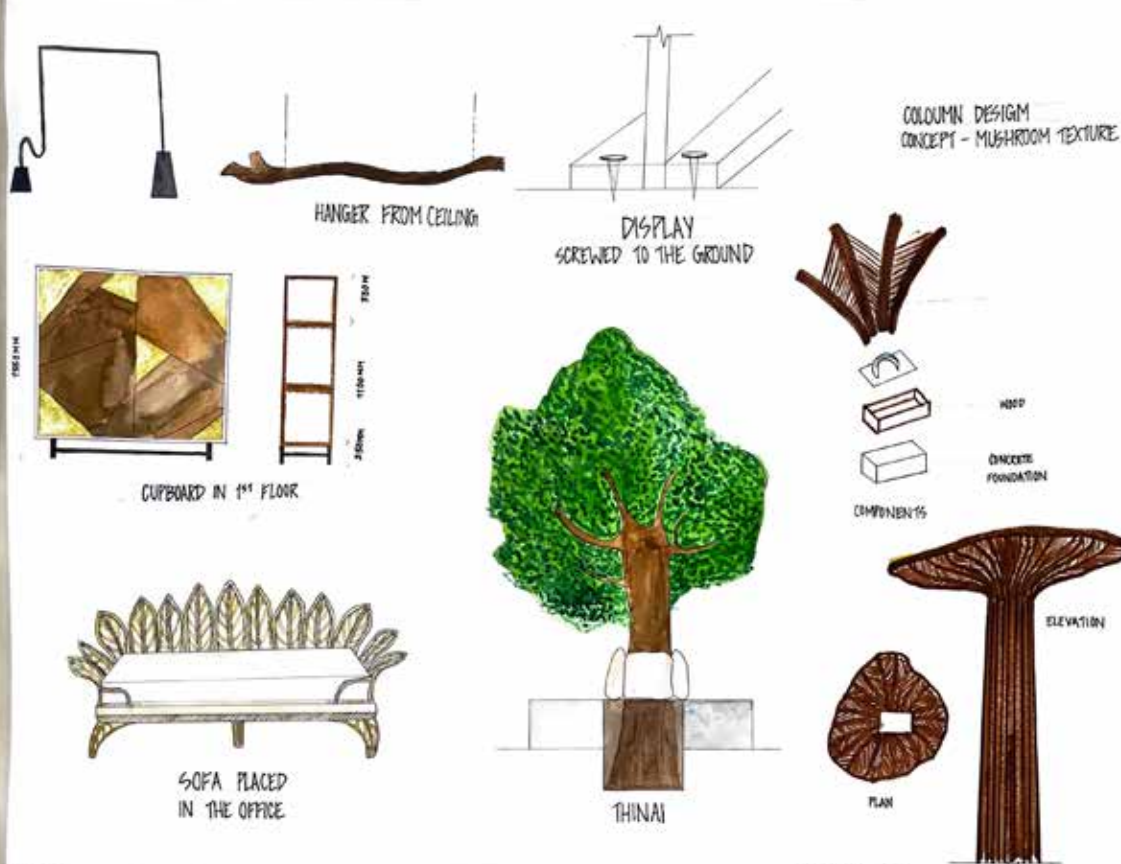
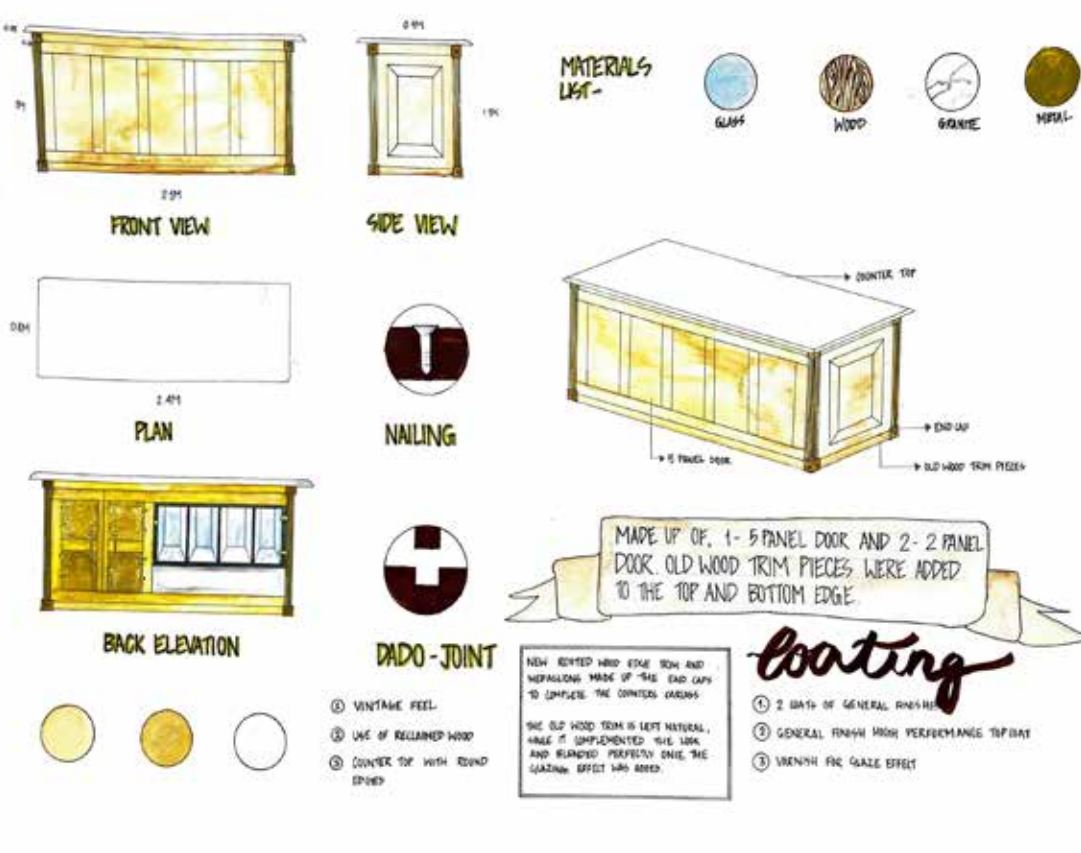
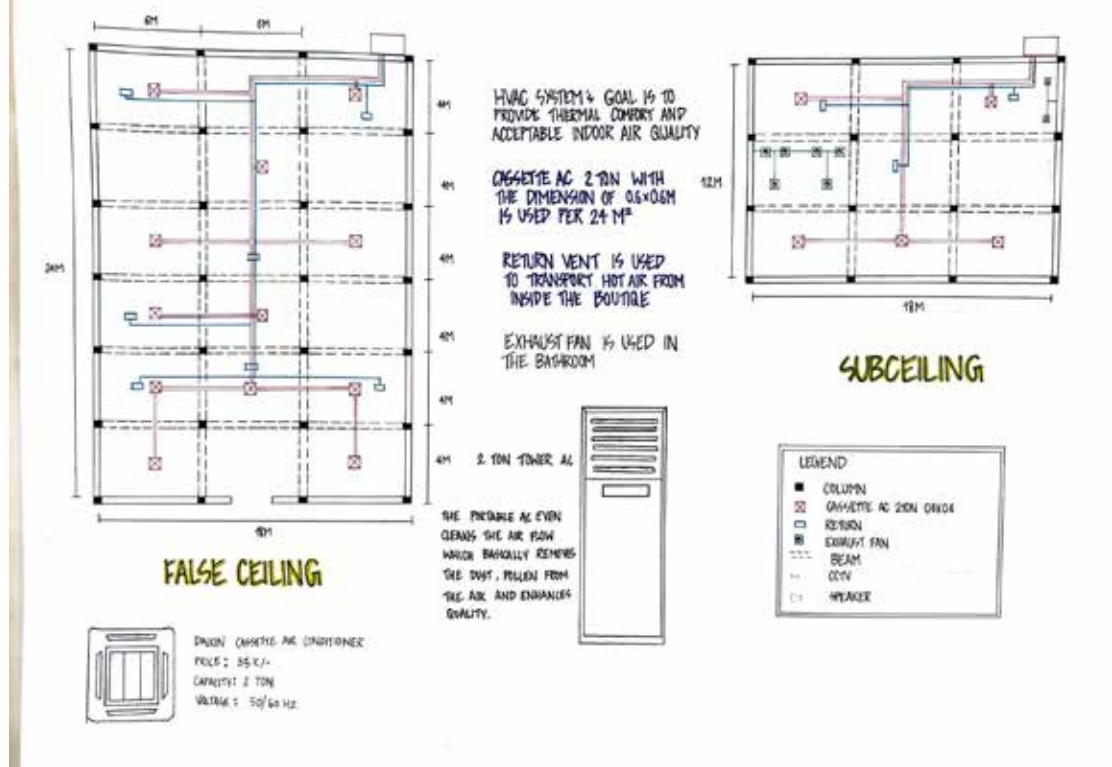
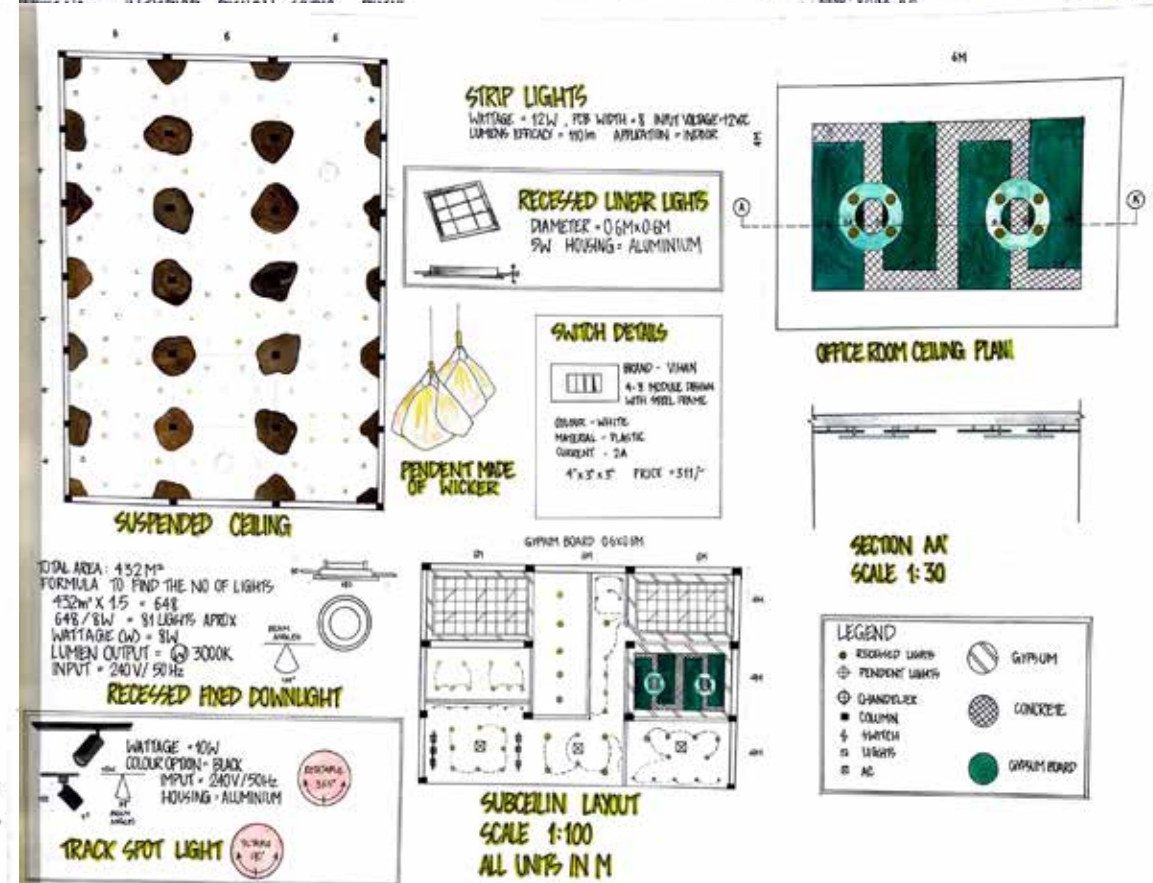
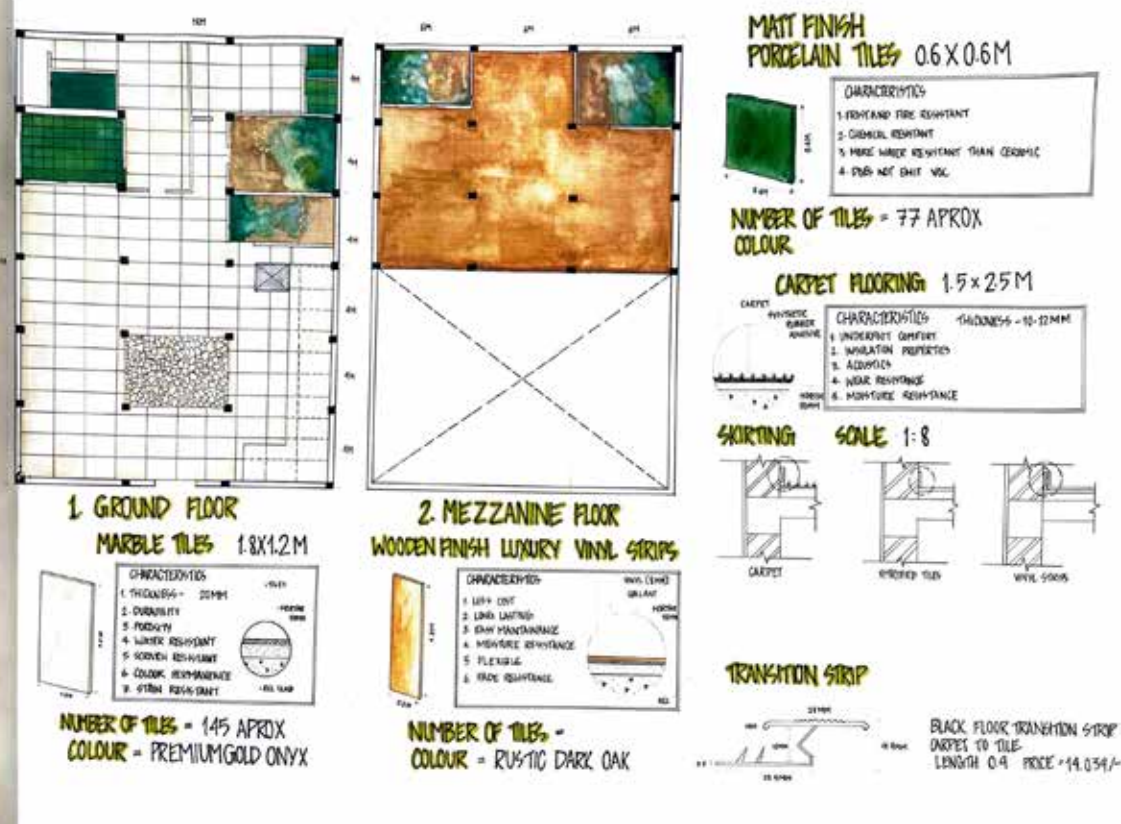
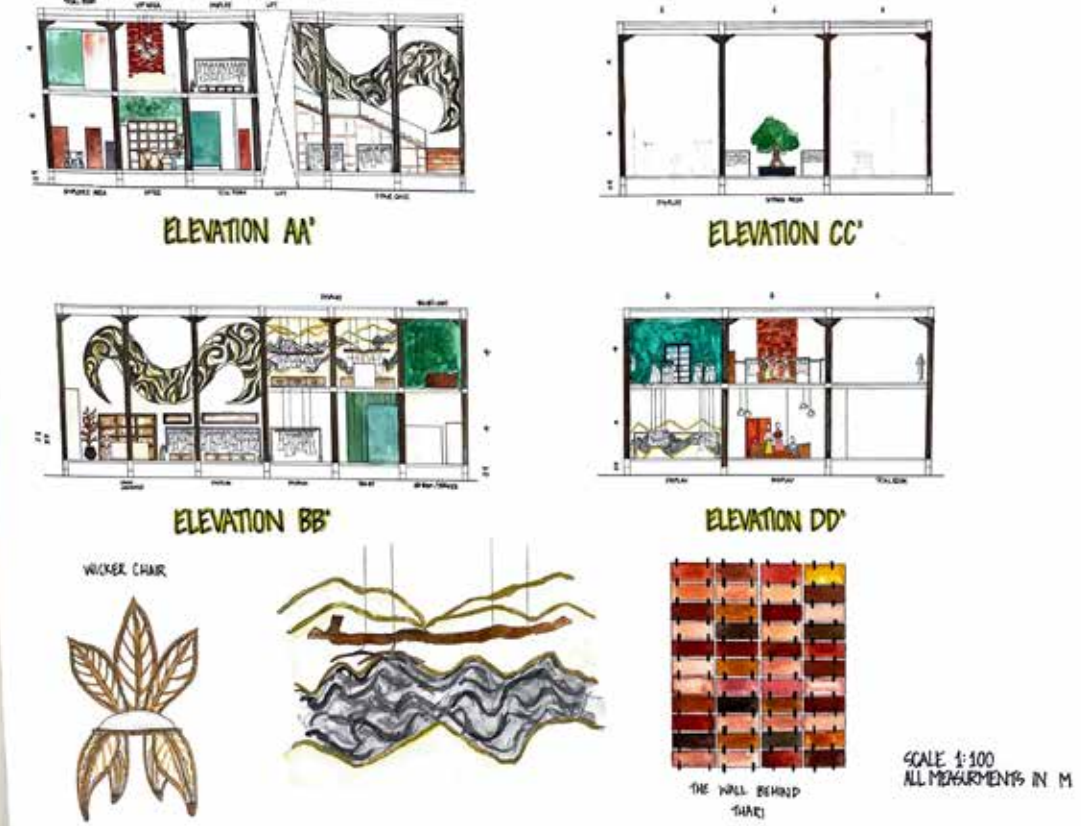
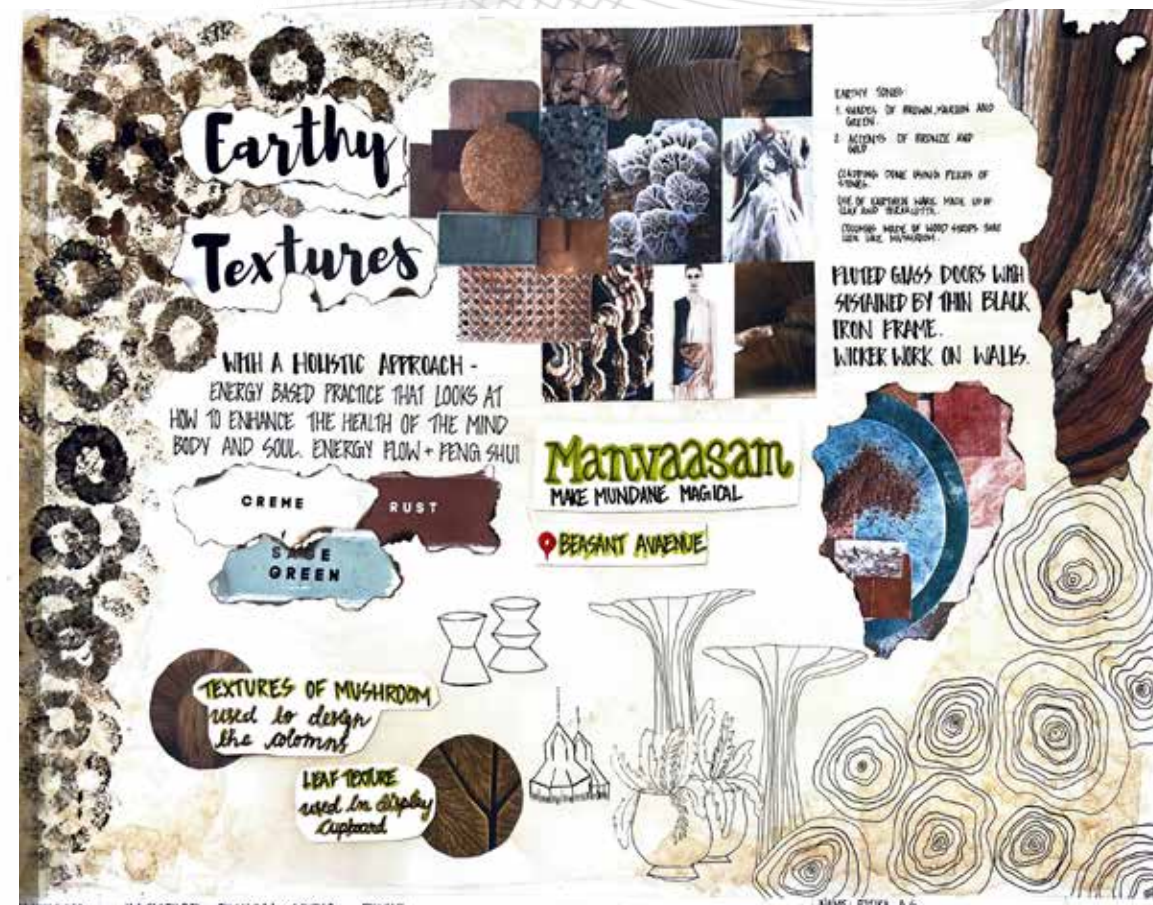
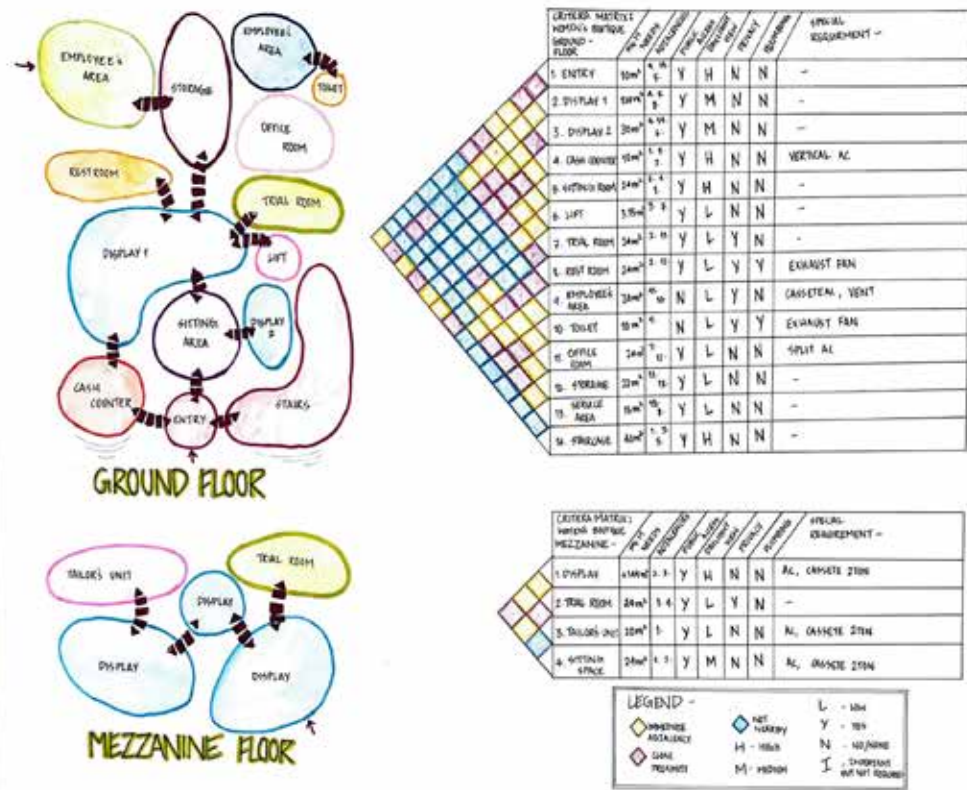
FACULTY INCHARGE-

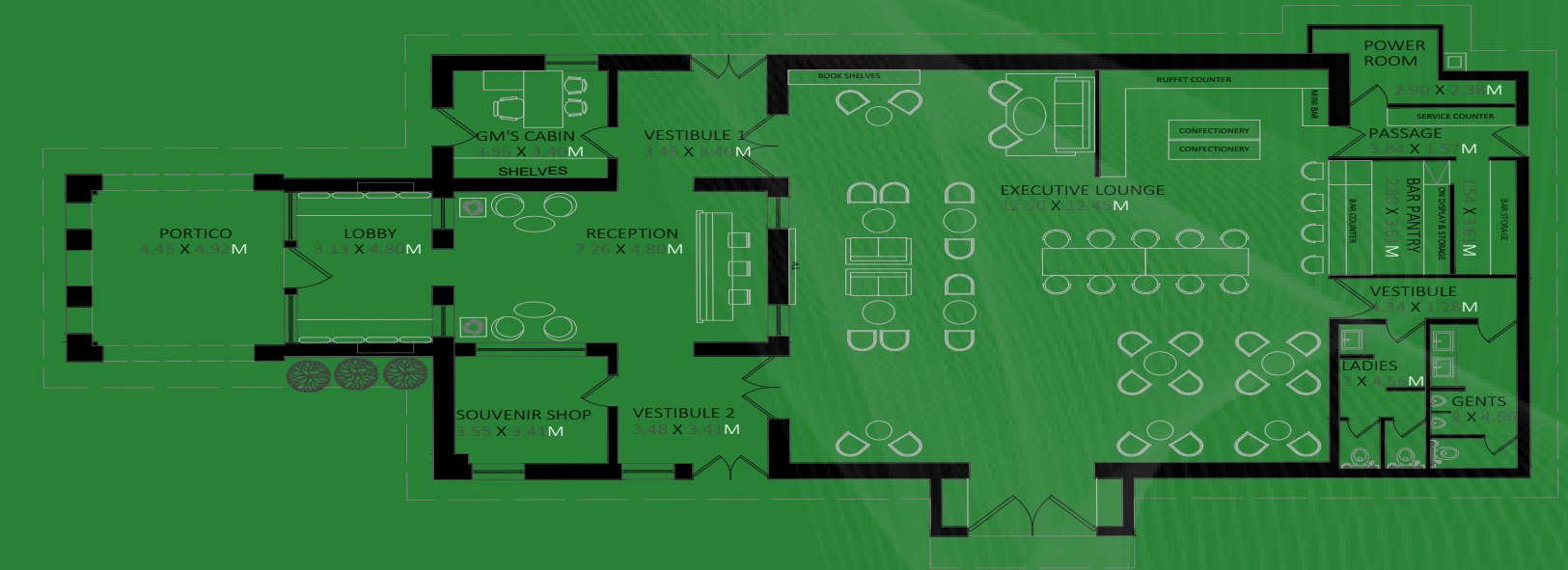
Ar. Denish Bangaru | Ar. Raja Muthaiah |
Ms. Susetha | Ar. Ganesh Joghee

RETAIL STORE DESIGN



RETAIL STORE DESIGN





3 DIGITAL 2D DRAFTING - AUTOCAD

AutoCAD is a computer-aided design software developed by the company Autodesk (hence the name AutoCAD). It allows you to draw and edit digital 2D and 3D designs more quickly and easily than you could by hand. The files can also be easily saved and stored in the cloud, so they be accessed anywhere at anytime.

Architects: AutoCAD is often used to create blueprints and floor plans for houses and commercial buildings. It also comes with built-in tools that can analyze and remedy weaknesses in a building's design.

Interior Designers: Similarly, AutoCAD can be used to imagine the interior of a building, whether it's an dining space for a restaurant or a living space in a home.

Fine Artists: The abilities of AutoCAD are so wide ranging that even artists use it to draft sculptures, wood carvings, engravings, and experimental art pieces.

DIGITAL 2D DRAFTING

A drawing sheet titled 'SHAPES' showing various polygons: CIRCLE, RECTANGLE, SQUARE, TRIANGLE, HEPTAGON, HEXAGON, PENTAGON, OCTAGON, NANOGON, and DECAGON. A box labeled 'DRAW TOOL USED' lists: LINE, POLYLINE, CIRCLE, RECTANGLE, and POLYGON.

SHEET NO	1A	NAME : KAMALA PRIYA S
		REG NO: RA2111202010022
		SUBJECT: 19DC203L DIGITAL 2D DRAFTING
		BATCH: 2021-2025 II YEAR- III SEM
		DEPARTMENT OF ARCHITECTURE & INTERIOR DESIGN

A drawing sheet titled 'MODIFICATION TOOL' showing various tools: TRIM, OFFSET, MOVE, ROTATE, POLYGON, COPY, MIRROR, SCALE, EXPLODE, BLOCK, FILLET, LINE WEIGHT, LINE TYPE, TEXT, and HEIGHT.

SHEET NO	2A	NAME : KAMALA PRIYA S
		REG NO: RA2111202010022
		SUBJECT: 19DC203L DIGITAL 2D DRAFTING
		BATCH: 2021-2025 II YEAR- III SEM
		DEPARTMENT OF ARCHITECTURE & INTERIOR DESIGN

A drawing sheet titled 'MEASURED DRAWING' showing a floor plan with dimensions. The plan includes a large rectangular area with a grid of small squares, a central corridor, and several rooms. A legend indicates: CERAMIC TILES, METAL LOCKERS, DRAFTING TABLE, CERAMIC TILES, and WOODEN TABLE.

SHEET NO	3A	NAME : KAMALA PRIYA S
		REG NO: RA2111202010022
		SUBJECT: 19DC203L DIGITAL 2D DRAFTING
		BATCH: 2021-2025 II YEAR- III SEM
		DEPARTMENT OF ARCHITECTURE & INTERIOR DESIGN

A drawing sheet titled 'RESIDENCE FLOOR PLAN SEMESTER-2'S DESIGN' showing a floor plan with dimensions. The plan includes a large rectangular area with a grid of small squares, a central corridor, and several rooms. A legend indicates: CERAMIC TILES, METAL LOCKERS, DRAFTING TABLE, CERAMIC TILES, and WOODEN TABLE.

SHEET NO	4A	NAME : KAMALA PRIYA S
		REG NO: RA2111202010022
		SUBJECT: 19DC203L DIGITAL 2D DRAFTING
		BATCH: 2021-2025 II YEAR- III SEM
		DEPARTMENT OF ARCHITECTURE & INTERIOR DESIGN

A drawing sheet titled 'RESIDENCE FURNITURE LAYOUT' showing a floor plan with dimensions. The plan includes a large rectangular area with a grid of small squares, a central corridor, and several rooms. A legend indicates: CERAMIC TILES, METAL LOCKERS, DRAFTING TABLE, CERAMIC TILES, and WOODEN TABLE.

SHEET NO	5A	NAME : KAMALA PRIYA S
		REG NO: RA2111202010022
		SUBJECT: 19DC203L DIGITAL 2D DRAFTING
		BATCH: 2021-2025 II YEAR- III SEM
		DEPARTMENT OF ARCHITECTURE & INTERIOR DESIGN

A drawing sheet titled 'JALLI PATTERN' showing a floor plan with dimensions. The plan includes a large rectangular area with a grid of small squares, a central corridor, and several rooms. A legend indicates: CERAMIC TILES, METAL LOCKERS, DRAFTING TABLE, CERAMIC TILES, and WOODEN TABLE.

SHEET NO	5A	NAME : KAMALA PRIYA S
		REG NO: RA2111202010022
		SUBJECT: 19DC203L DIGITAL 2D DRAFTING
		BATCH: 2021-2025 II YEAR- III SEM
		DEPARTMENT OF ARCHITECTURE & INTERIOR DESIGN

A drawing sheet titled 'DRAFT THE GIVEN RESIDENCE PLAN GROUND FLOOR' showing a floor plan with dimensions. The plan includes a large rectangular area with a grid of small squares, a central corridor, and several rooms. A legend indicates: CERAMIC TILES, METAL LOCKERS, DRAFTING TABLE, CERAMIC TILES, and WOODEN TABLE.

SHEET NO	6A	NAME : KAMALA PRIYA S
		REG NO: RA2111202010022
		SUBJECT: 19DC203L DIGITAL 2D DRAFTING
		BATCH: 2021-2025 II YEAR- III SEM
		DEPARTMENT OF ARCHITECTURE & INTERIOR DESIGN

A drawing sheet titled 'DRAFT THE GIVEN RESIDENCE FIRST FLOOR' showing a floor plan with dimensions. The plan includes a large rectangular area with a grid of small squares, a central corridor, and several rooms. A legend indicates: CERAMIC TILES, METAL LOCKERS, DRAFTING TABLE, CERAMIC TILES, and WOODEN TABLE.

SHEET NO	6B	NAME : KAMALA PRIYA S
		REG NO: RA2111202010022
		SUBJECT: 19DC203L DIGITAL 2D DRAFTING
		BATCH: 2021-2025 II YEAR- III SEM
		DEPARTMENT OF ARCHITECTURE & INTERIOR DESIGN

A drawing sheet titled 'MIDTERM EXAM-SUITE ROOM' showing a floor plan with dimensions. The plan includes a large rectangular area with a grid of small squares, a central corridor, and several rooms. A legend indicates: CERAMIC TILES, METAL LOCKERS, DRAFTING TABLE, CERAMIC TILES, and WOODEN TABLE.

SHEET NO	7A	NAME : KAMALA PRIYA S
		REG NO: RA2111202010022
		SUBJECT: 19DC203L DIGITAL 2D DRAFTING
		BATCH: 2021-2025 II YEAR- III SEM
		DEPARTMENT OF ARCHITECTURE & INTERIOR DESIGN

A drawing sheet titled 'TOILET DETAILS' showing a floor plan with dimensions. The plan includes a large rectangular area with a grid of small squares, a central corridor, and several rooms. A legend indicates: CERAMIC TILES, METAL LOCKERS, DRAFTING TABLE, CERAMIC TILES, and WOODEN TABLE.

SHEET NO	8A	NAME : KAMALA PRIYA S
		REG NO: RA2111202010022
		SUBJECT: 19DC203L DIGITAL 2D DRAFTING
		BATCH: 2021-2025 II YEAR- III SEM
		DEPARTMENT OF ARCHITECTURE & INTERIOR DESIGN

A drawing sheet titled 'KITCHEN DETAILS' showing a floor plan with dimensions. The plan includes a large rectangular area with a grid of small squares, a central corridor, and several rooms. A legend indicates: CERAMIC TILES, METAL LOCKERS, DRAFTING TABLE, CERAMIC TILES, and WOODEN TABLE.

SHEET NO	9A	NAME : KAMALA PRIYA S
		REG NO: RA2111202010022
		SUBJECT: 19DC203L DIGITAL 2D DRAFTING
		BATCH: 2021-2025 II YEAR- III SEM
		DEPARTMENT OF ARCHITECTURE & INTERIOR DESIGN

A drawing sheet titled 'LIVING ROOM DETAILS' showing a floor plan with dimensions. The plan includes a large rectangular area with a grid of small squares, a central corridor, and several rooms. A legend indicates: CERAMIC TILES, METAL LOCKERS, DRAFTING TABLE, CERAMIC TILES, and WOODEN TABLE.

SHEET NO	10A	NAME : KAMALA PRIYA S
		REG NO: RA2111202010022
		SUBJECT: 19DC203L DIGITAL 2D DRAFTING
		BATCH: 2021-2025 II YEAR- III SEM
		DEPARTMENT OF ARCHITECTURE & INTERIOR DESIGN



4

BIM- REVIT

BIM is a process and Revit is a tool to leverage that process. BIM is considered to be a piece of software such as Revit. However; the fact is that Revit is one of the BIM tools available and is widely used for the creation of the 3D digital BIM model.

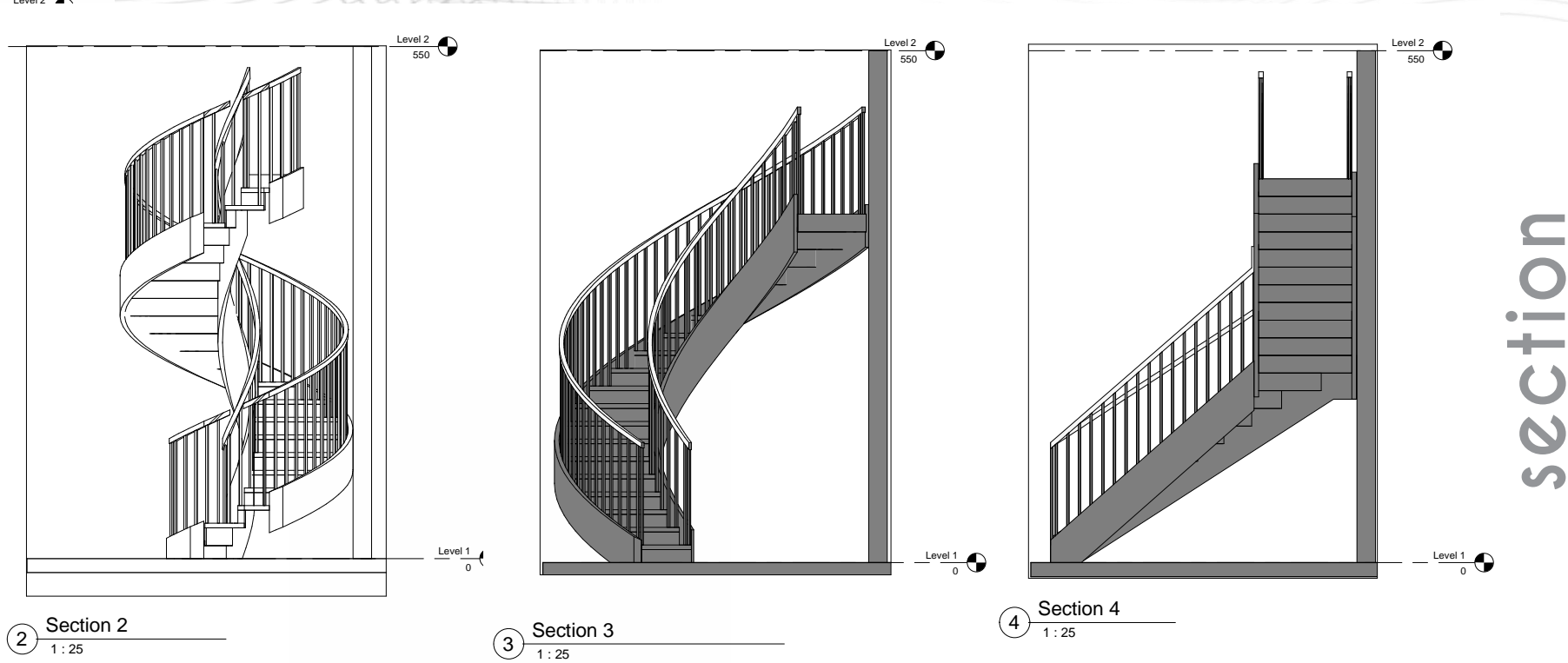
BIM is a process, a methodology and Revit is a single application built for Building Information Modeling with features for the three main disciplines of the AEC industry, (Architectural, MEP- Mechanical, Electrical and Plumbing, Structural engineering).

BIM is more than just Revit, and this needs to be continually communicated. Revit digital model creates a powerful database consisting of information at all stages of a construction project. Revit is a software that supports the BIM process, and not just BIM.

BIM - REVIT



types of stairs



section



render 1



render 2

artificial lighting

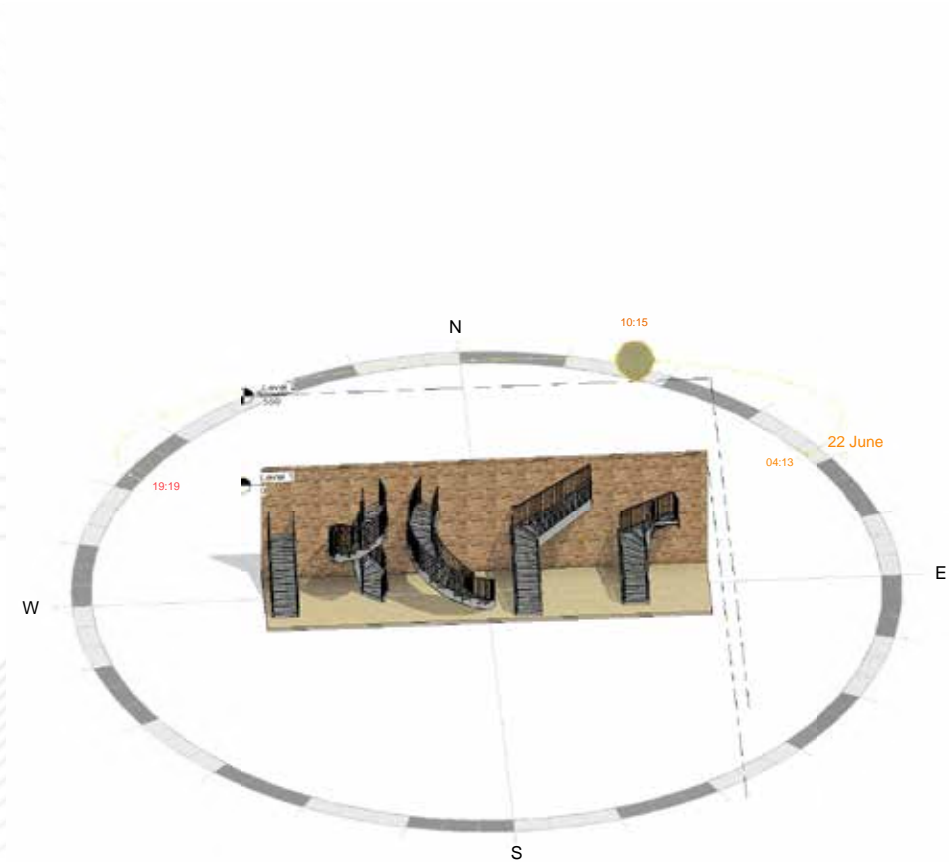


RENDER 3

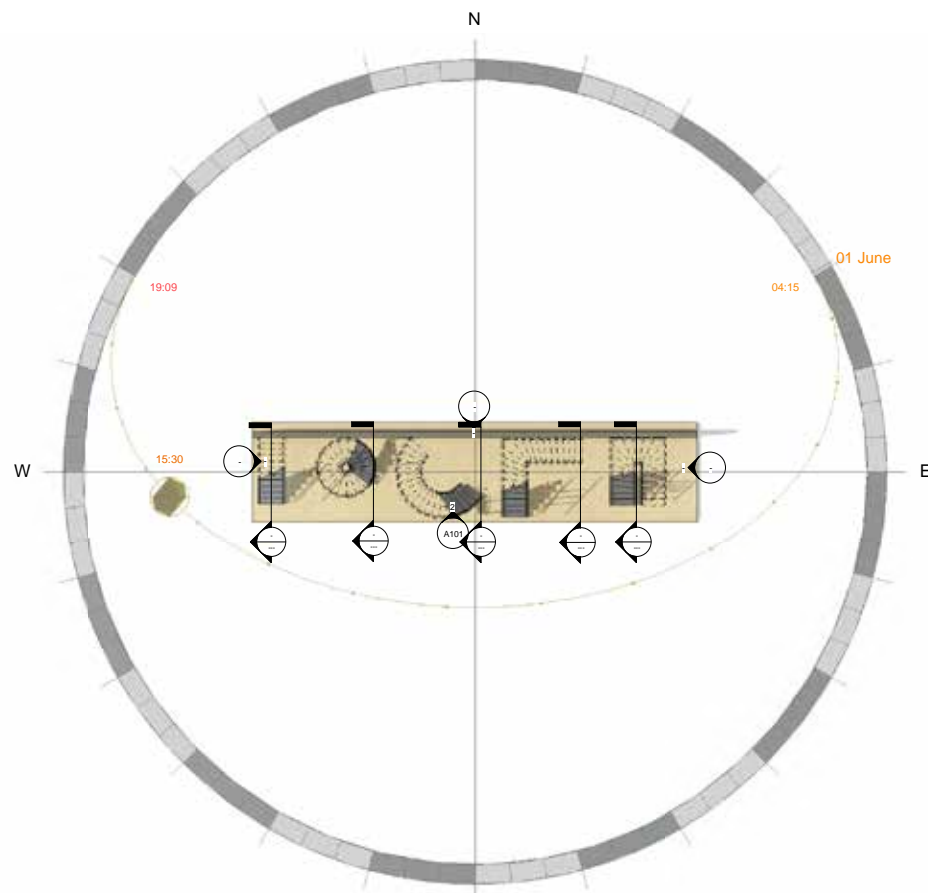


RENDER 5

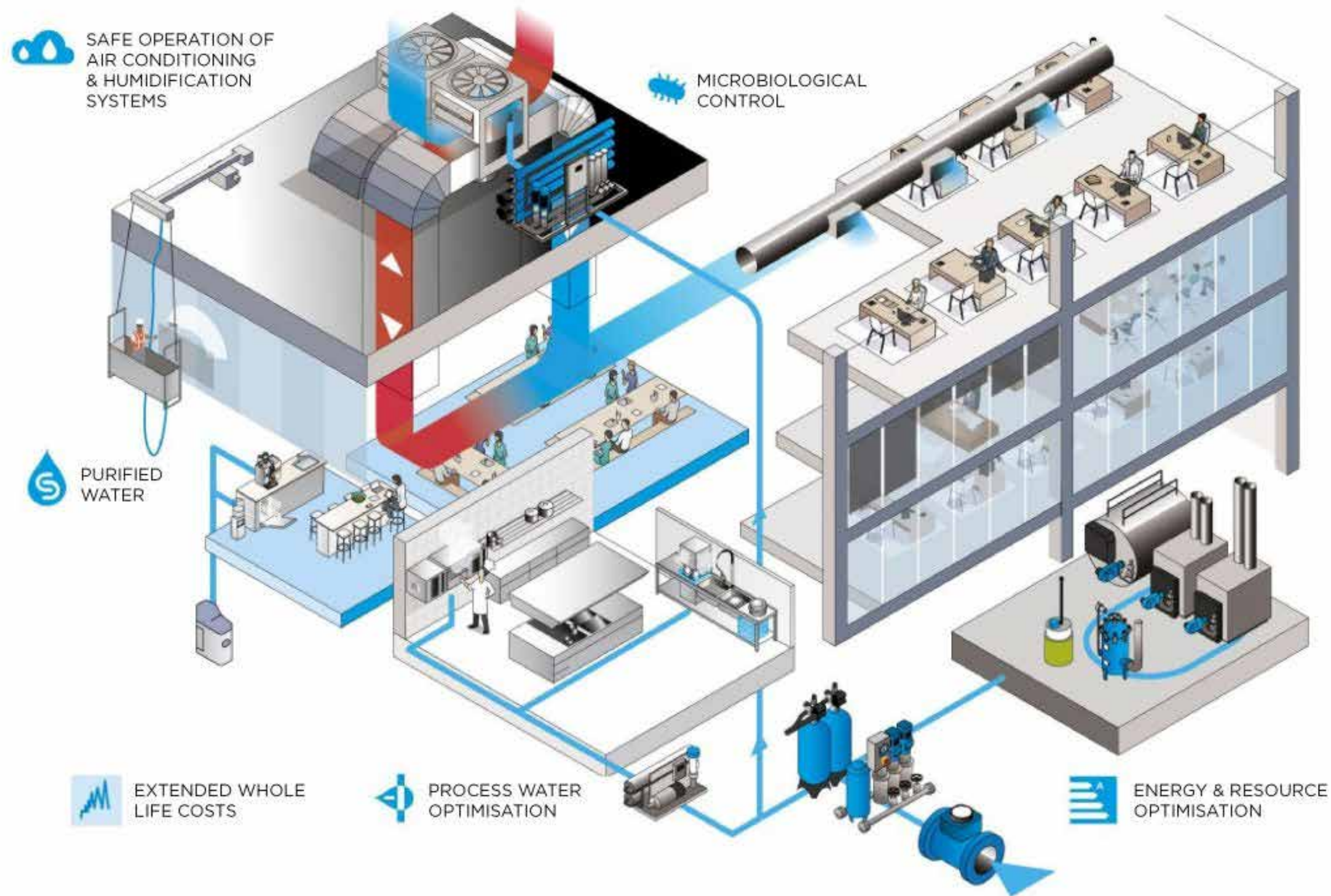
day- lighting



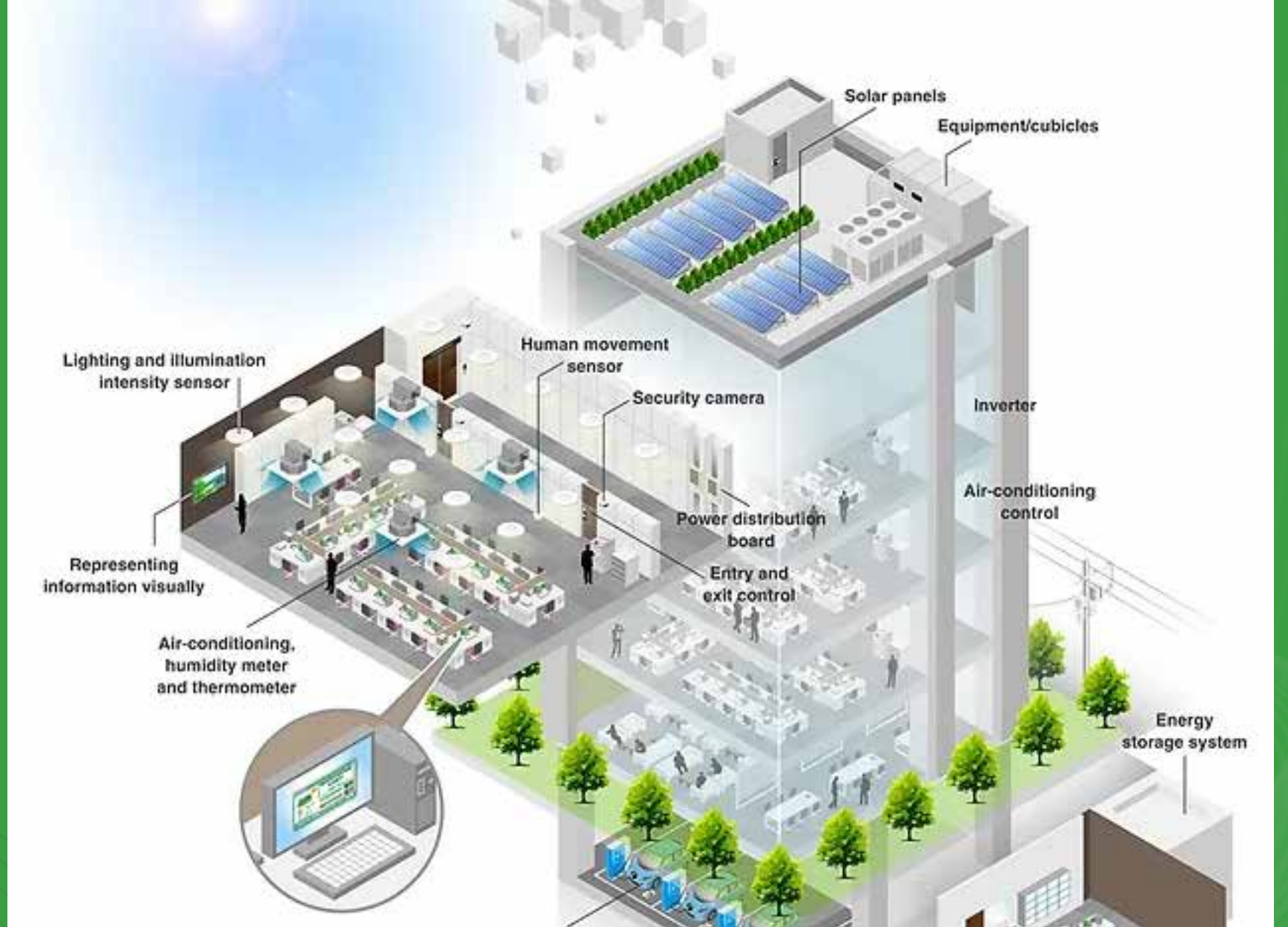
solar analysis



renders



4



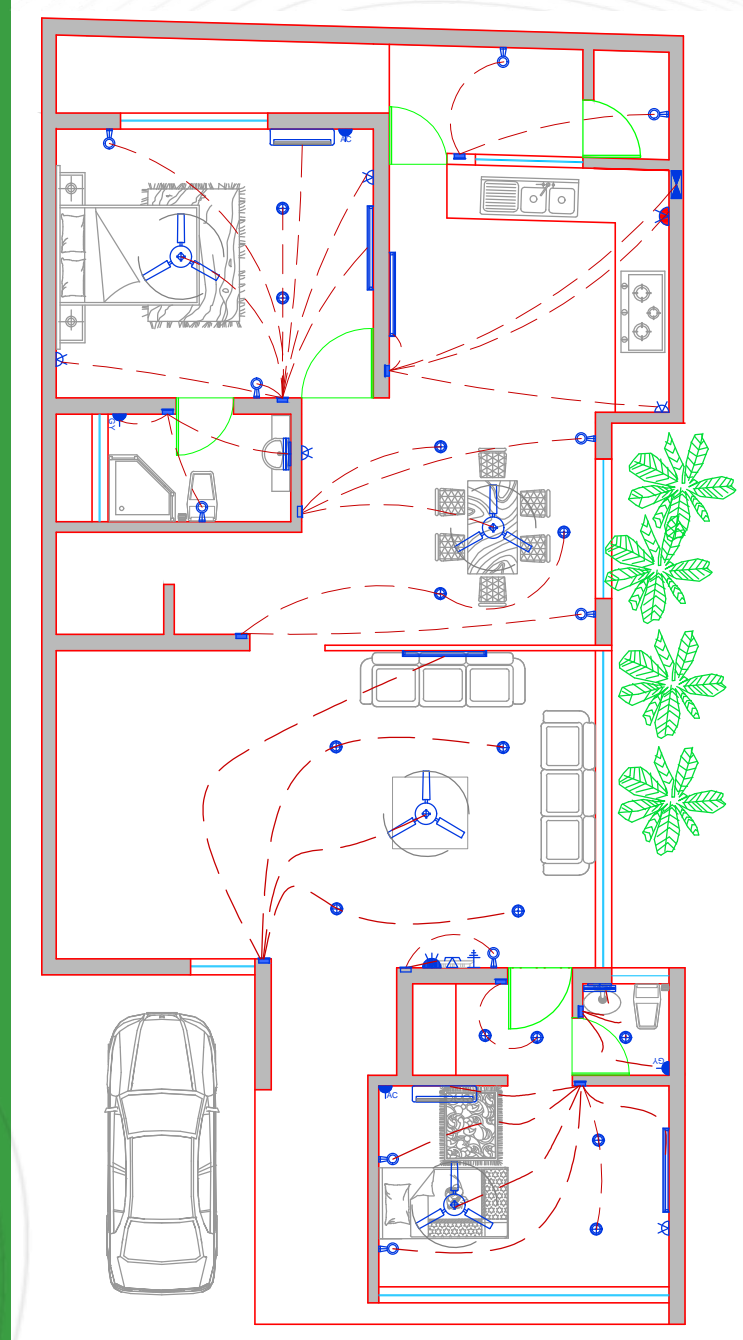
SERVICES IN BUILDING

Building services are the systems installed in buildings to make them comfortable, functional, efficient and safe.

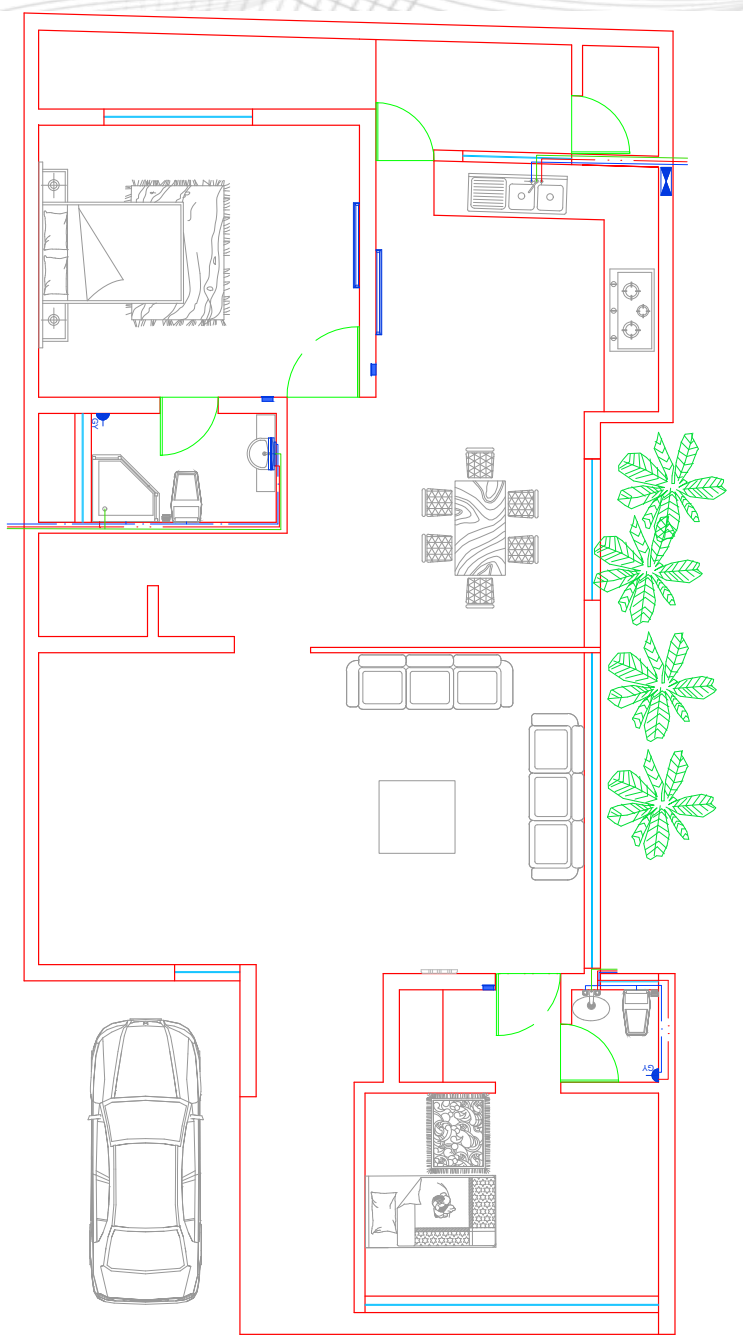
Building services might include:

Building control systems, Energy distribution, Energy supply (gas, electricity and renewable sources such as solar, wind, geothermal and biomass), Escalators and lifts. Facade engineering (such as building shading), Fire safety, detection and protection. Heating, ventilation and air conditioning (HVAC), Information and communications technology (ICT), Lighting, Lightning protection, Refrigeration, Security and alarm systems, Water, drainage and plumbing.

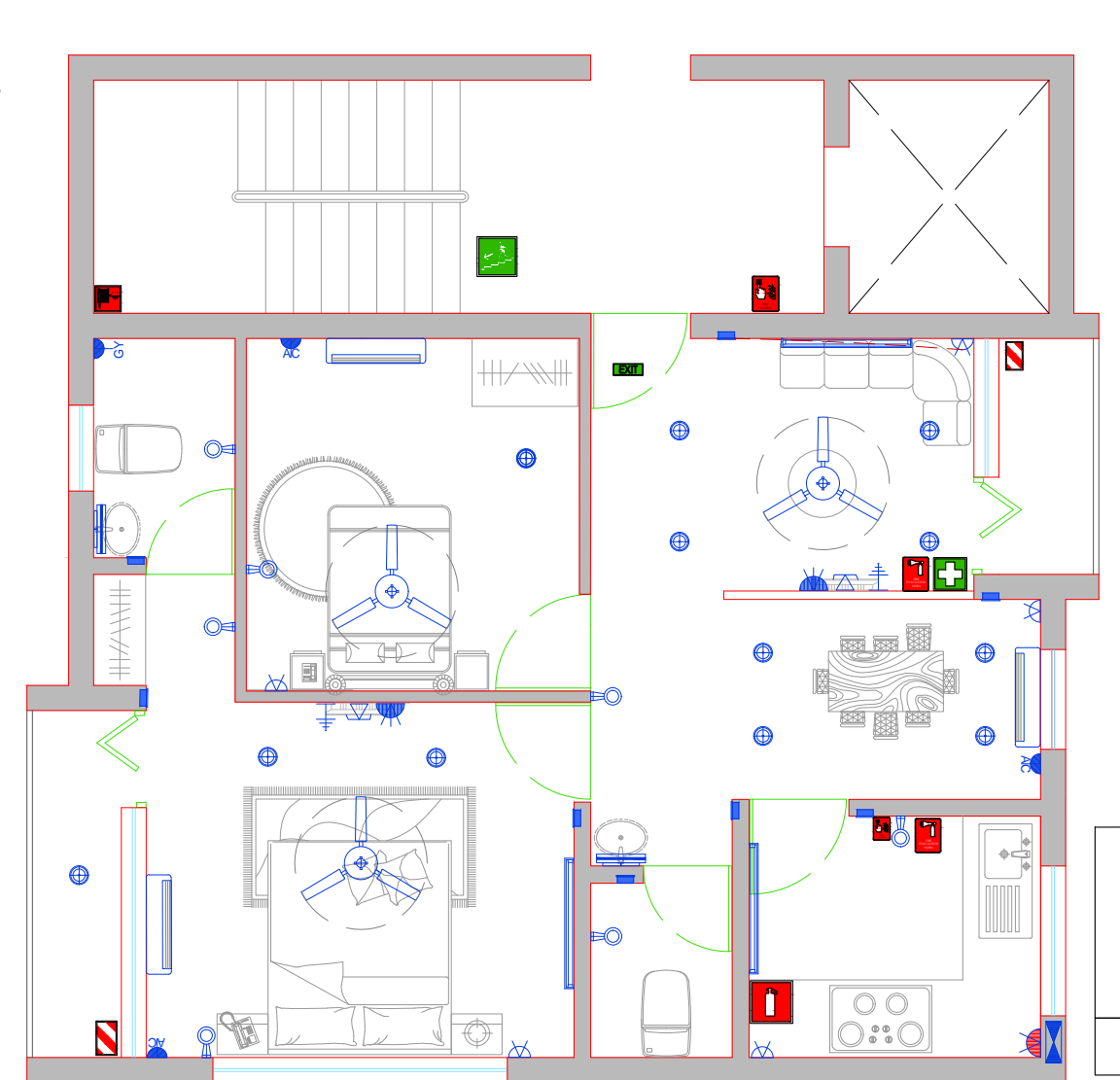
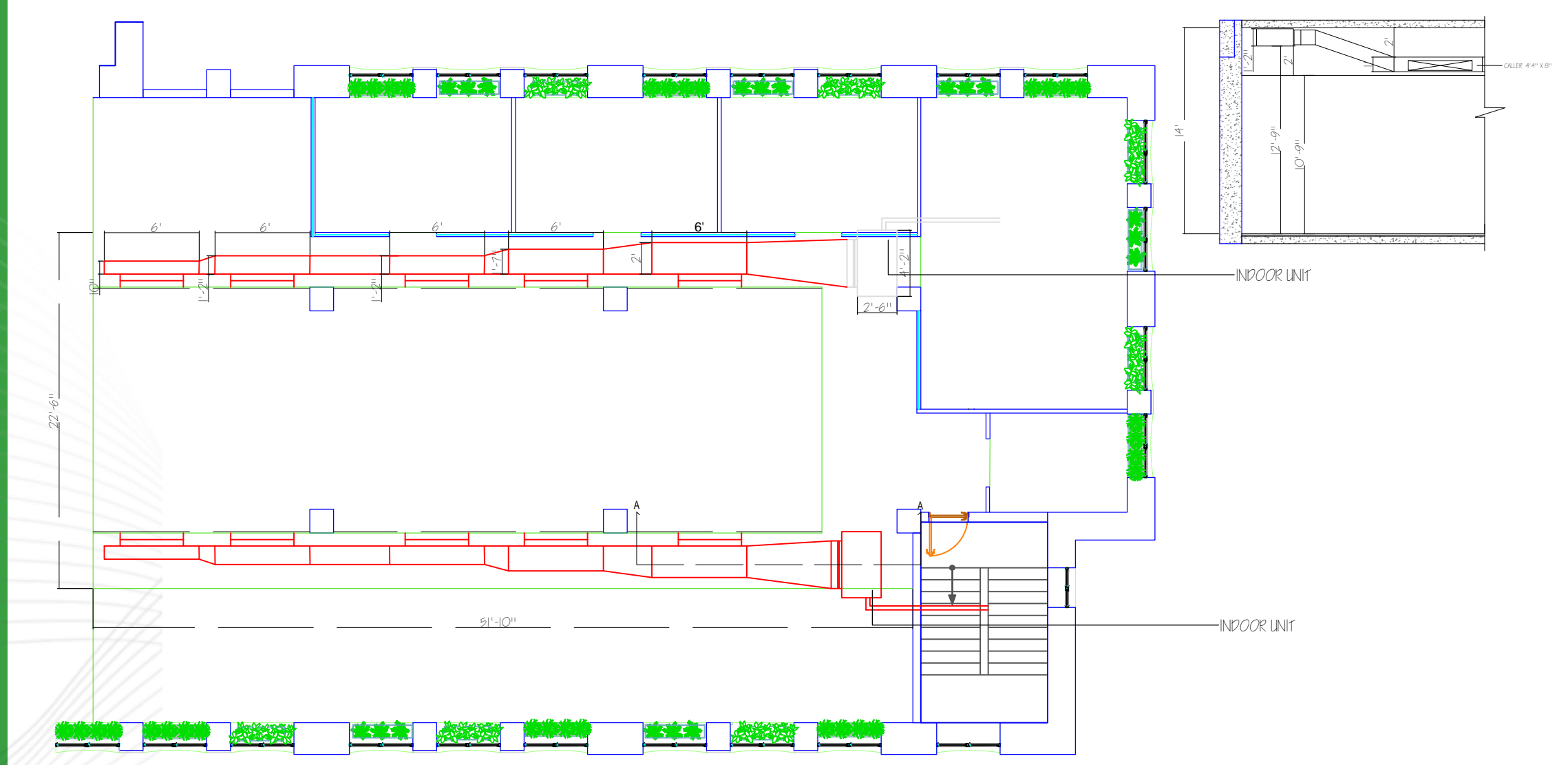
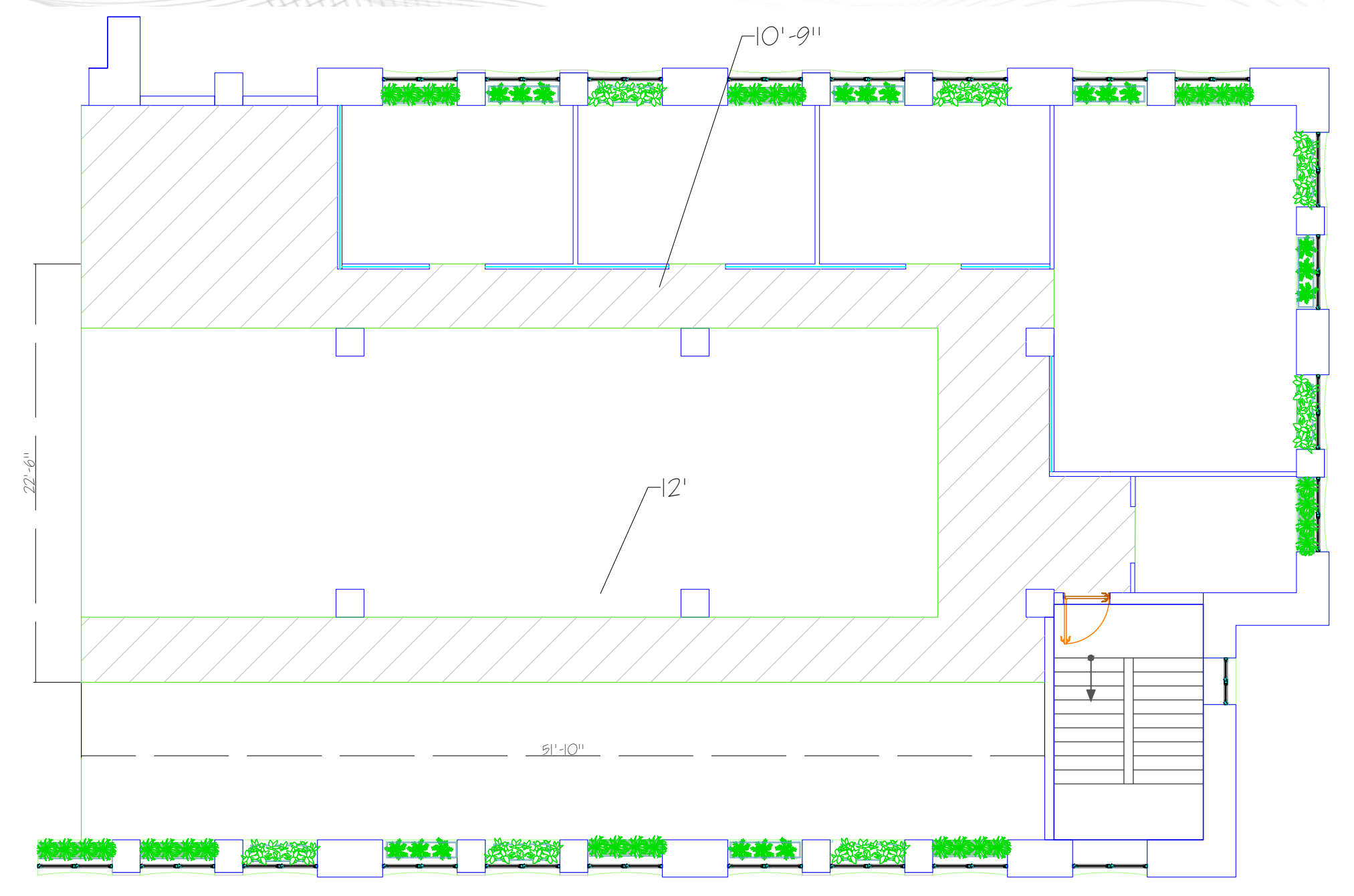
SERVICES IN BUILDING



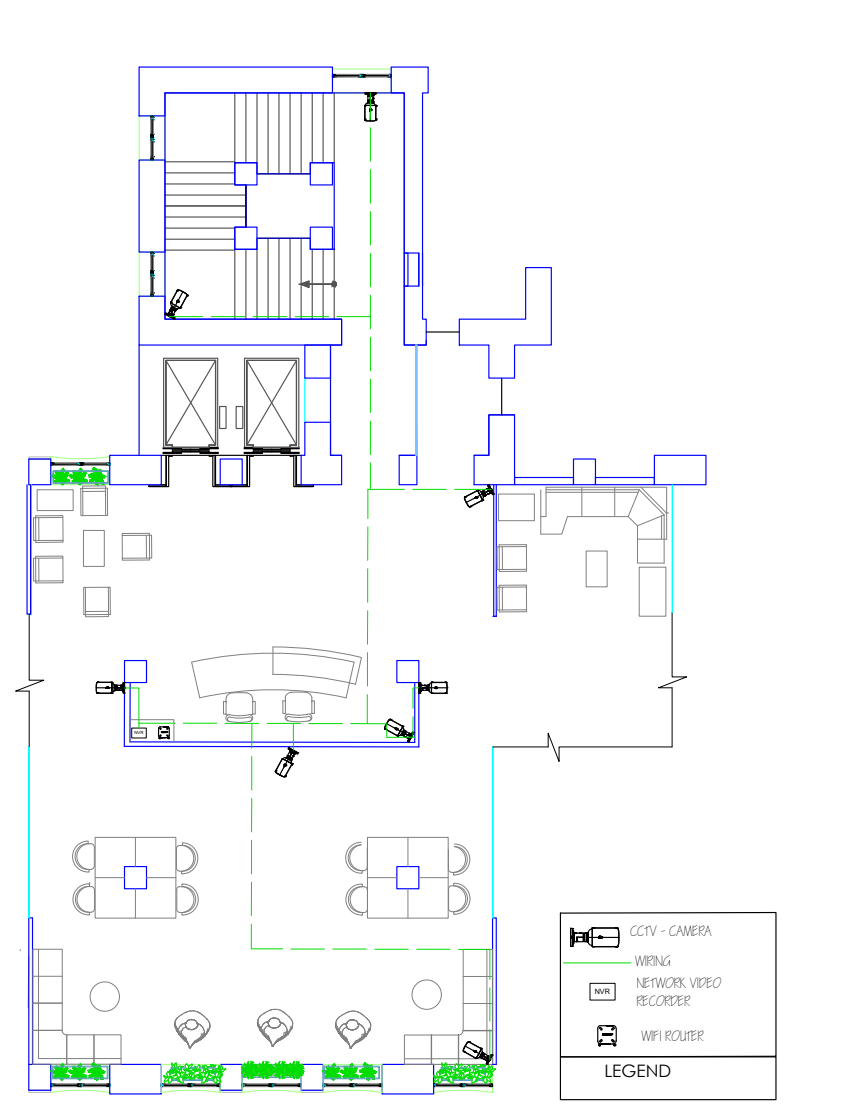
SYMBOL	DESCRIPTION
	5A SWITCH + SOCKET OUTLET - 1NO.
	5A SWITCH + SOCKET OUTLET - 2NOS.
	5A SWITCH + SOCKET OUTLET - 3NOS.
	5/15A SWITCH + SOCKET OUTLET - 1NO.
	5/15A SWITCH + SOCKET OUTLET - 2NOS.
	5/15A SWITCH + SOCKET OUTLET - 3NOS.
	AC POINT
	GEYSER POINT
	SWITCH BOX
	TELEPHONE OUTLET
	TV OUTLET
	TUBE LIGHT
	WALL LIGHT
	CEILING MOUNTED LIGHT
	MIRROR LIGHT
	WALL MOUNT FAN
	EXHAUST FAN



LEGEND	
	COLD WATER
	HOT WATER
	DRAINAGE



LEGEND	
	Configuration
	Fire hose
	Fire pump
	Hand
	Fire alarm
	Fire evacuation form



LEGEND	
	CCTV - CAMERA
	WIRING
	NETWORK VIDEO RECORDER
	WIFI ROUTER

electrical layout

plumbing layout

false ceiling layout

HVAC layout

fire safety layout

cctv layout



5 ENTERTAINMENT CENTRE

Place of entertainment means a public or private entertainment facility, such as a stadium, arena, racetrack, museum, amusement park, or other place where performances, concerts, exhibits, athletic games, or contests are held, for which an entry fee is charged, to which the public is invited to observe, and for which tickets are sold. "Place of entertainment" does not include a ski area.

ZONES

- SPORTS**
 - Indoor nets
 - Mini basket ball court
 - ARCADE GAMES
 - Soccer court
 - Army challenge - crawling, inclined walking, vertical climbing, dodging
- ENTERTAINMENT**
 - Bumper car
 - WWE Themed Trampoline
 - Takeshis castle Themed zone
 - Pub open to sky
- COZINESS**
 - Restobar with performance
- SERVICES**
 - Reception
 - Restaurant
 - Lounge
 - HVAC
 - ELECTRICAL ROOM

TRAMPVILLE

IDENTIFIED PROBLEM

According to a study by university of london new gen youth are more anxious than the previous generation

- Most of them are teens and adults who reside in city or urban areas
- The new gen youth does not want to socialize much they prefer to stay inside four walls
- This could be also because of the toxic living culture of city than why it is called as concrete jungle
- The toxic living culture does not allow an individual to move much and have much physical activity probably due to the less availability of space or over crowdedness
- Less physical activity disturbs the sleep cycle, people with disturbed sleep cycle tend to have more anxiety

ABOUT

TRAMPVILLE

TRAMPVILLE IS AN ENTERTAINMENT CENTRE FOR ADULTS AS WELL AS CHILDREN SITUATED IN THE CENTRE OF THE CITY THIS SPACE CAN OFFER JOY FOR CHILDREN, AND ADRENALINE RUSH FOR YOUNG CITY DWELLERS

IDENTIFIED PROBLEM

Making them mentally stronger

MOTIVE → **THROUGH**

Give them a mind opening and high conscious feeling

- Movement focused zones like Army challenge, WWE trampoline etc..
- Pubs and restobars for socializing
- Challenging as well as fun zones like Takeshis game

HEY!

I am Rishabh from Bdes Year - 3 serving the function of the space is my primary goal before starting a project here I tried to solve the problem mentioned above keeping the services in mind

PLAN

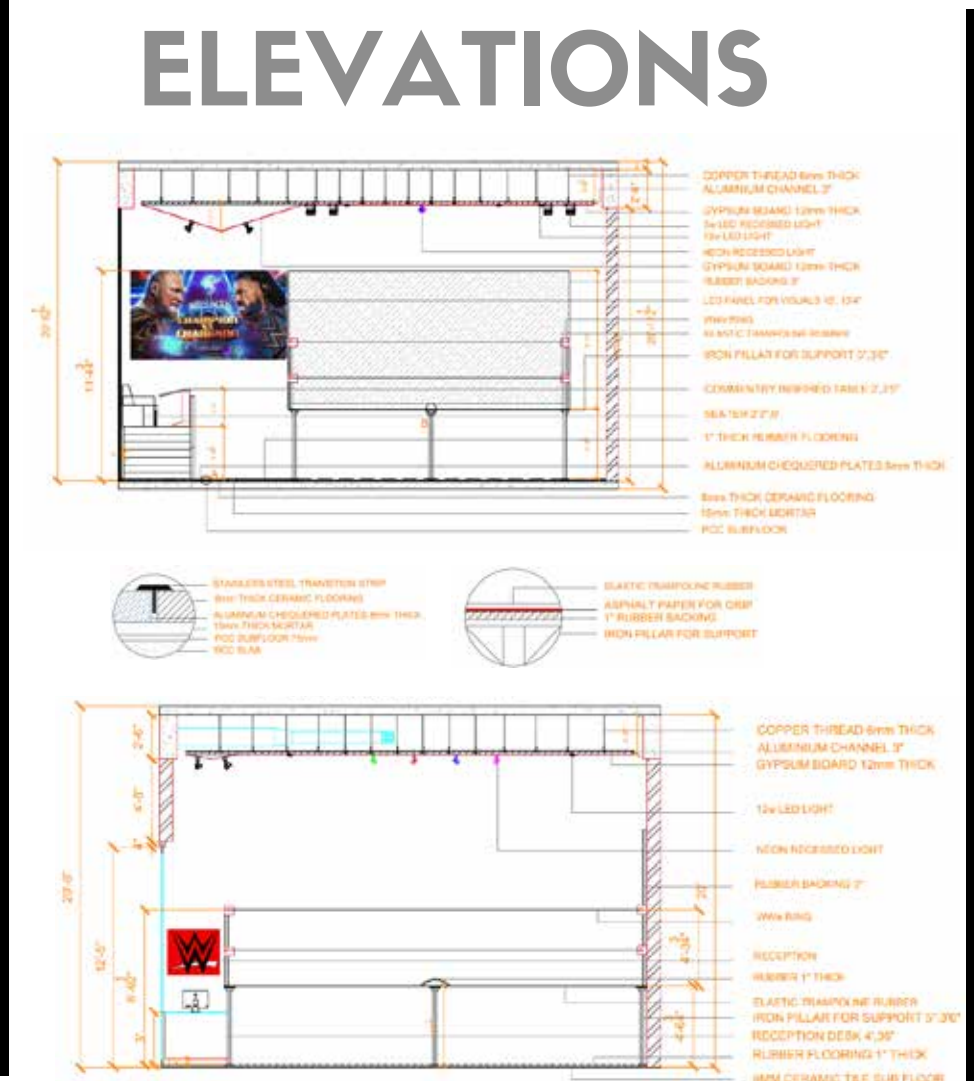
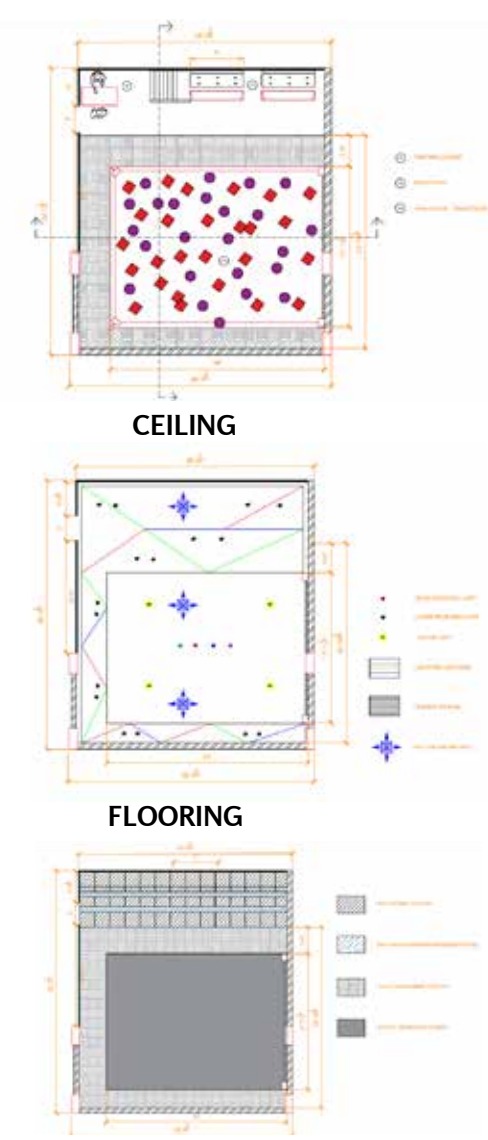
GROUND

FIRST

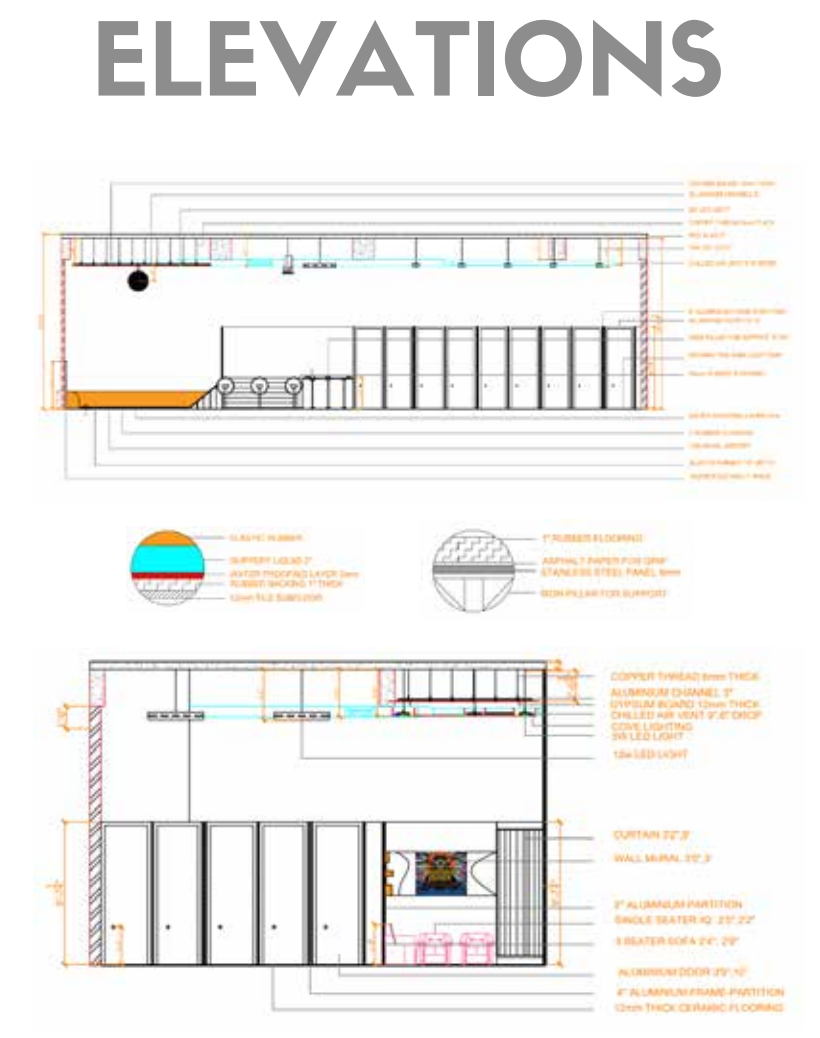
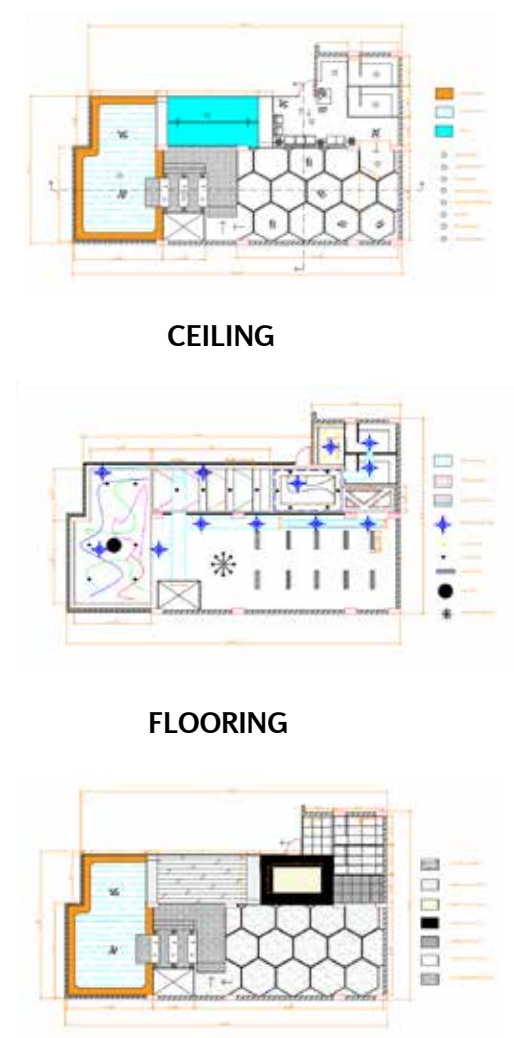
SECOND

TERRACE

RENDERS



PLAN **TAKESHIS CHALLENGE**



This space is inspired by a Japanese game show "Takeshis Castle" this space lets the user to experience few challenges from the show such as maze, rollers, skidding zone and rope pulley it offers nostalgia as well as entertainment to the users



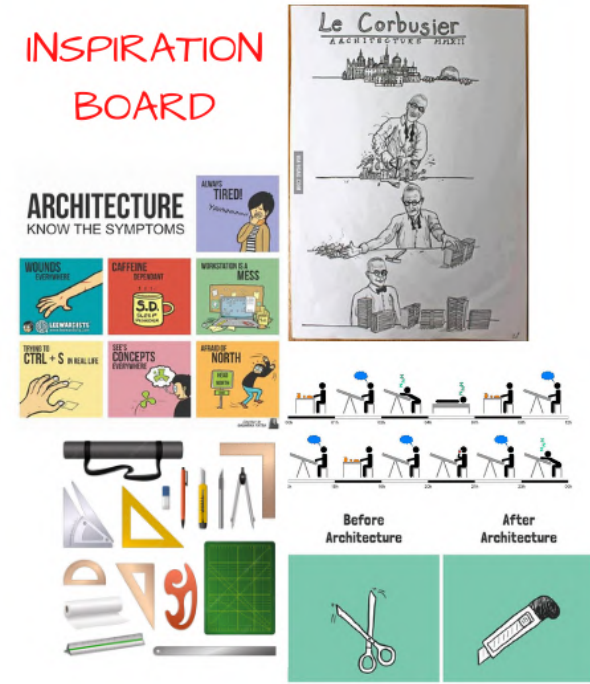
RENDERS

CHOZHA ARANGAM - WHY NOT?

CHOZHA ARANGAM

A MULTIPURPOSE AUDITORIUM

- Chozha Arangam is an existing space located in the ground floor of Architecture department of SRM university.
- The design brief was to design it as a multipurpose auditorium



AIM IS TO PORTRAY ARCHITECTURE STUDENTS LIFE IN A MINIMAL WAY SO THAT ITS FULLY FUNCTIONAL AS WELL AS INFORMAL

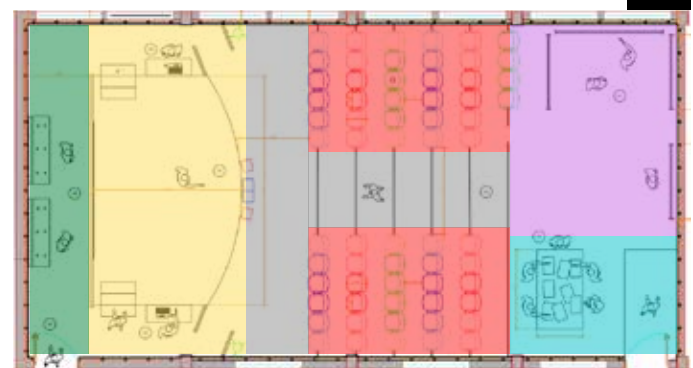
Since the site is located in Architecture department of SRM the artworks can be done by students itself

THEME - ARCHITECTURE SCHOOL LIFE

ELEMENTS

- Graffiti Arts on situations of students
- Murals of Architecture tools
- Water color themed seats
- Artworks on deadlines and submissions etc

ZONING

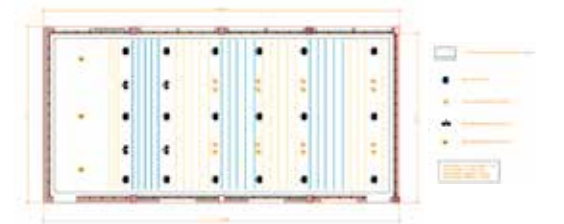


- Back stage
- Stage
- Circulation
- Seating
- Pin up Display
- Sheets Discussion

PLAN



CEILING

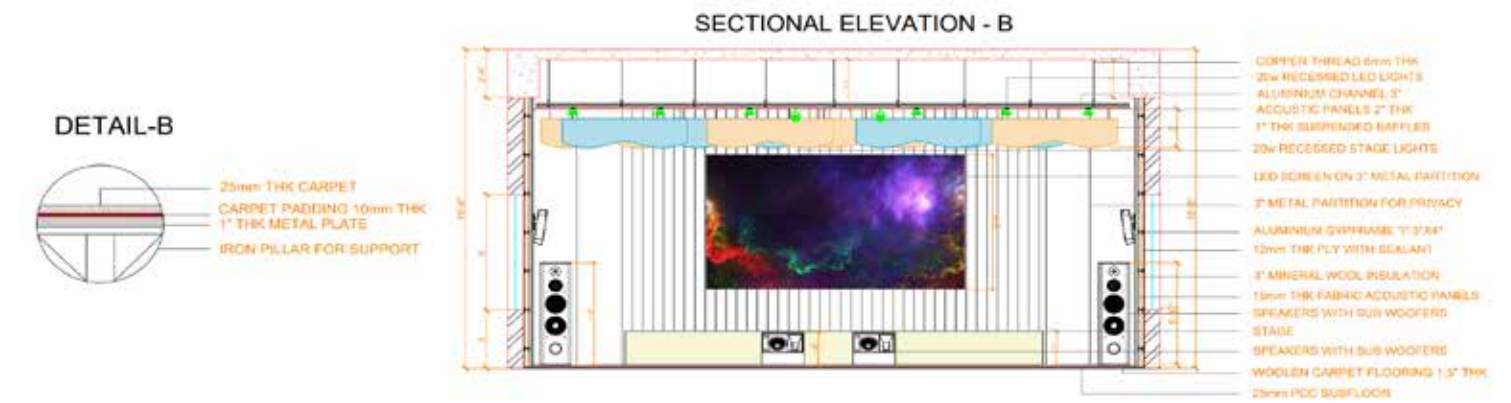
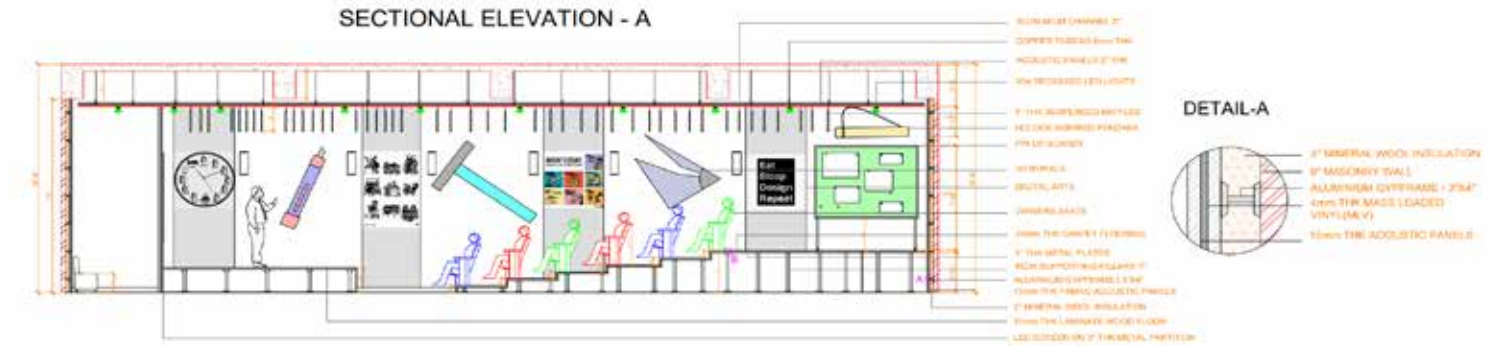


FLOORING

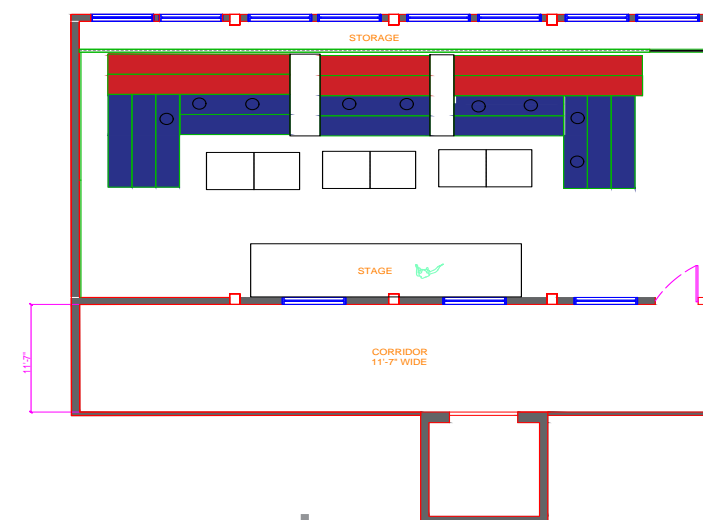


MULTIPURPOSE AUDITORIUM

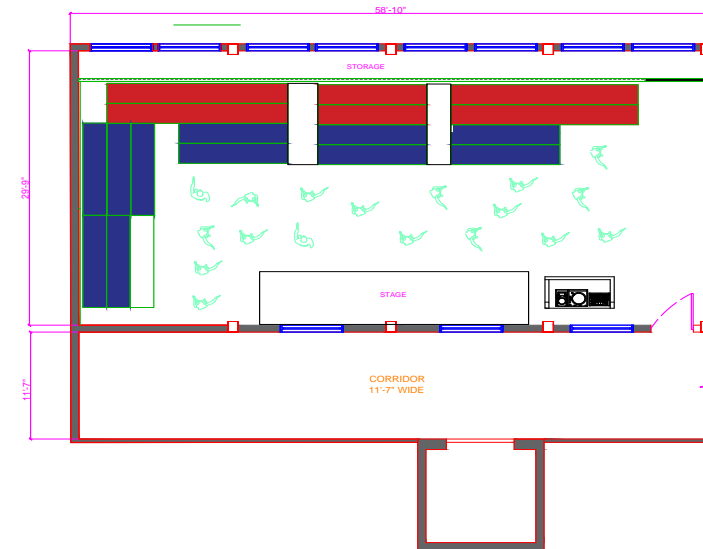
ELEVATIONS



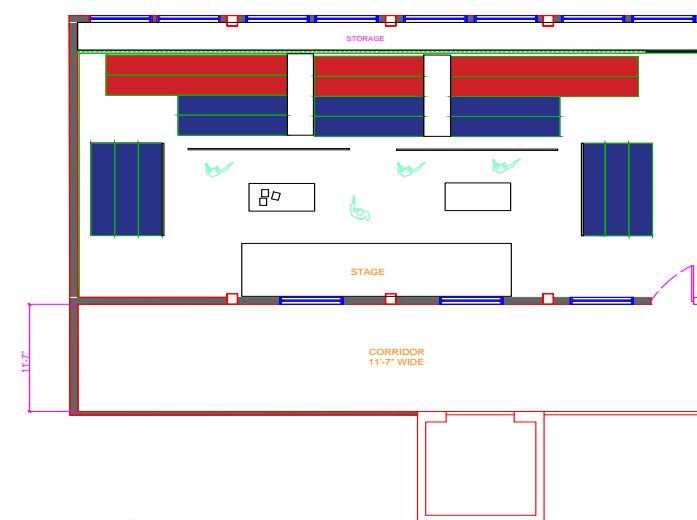
permutations on arrangement



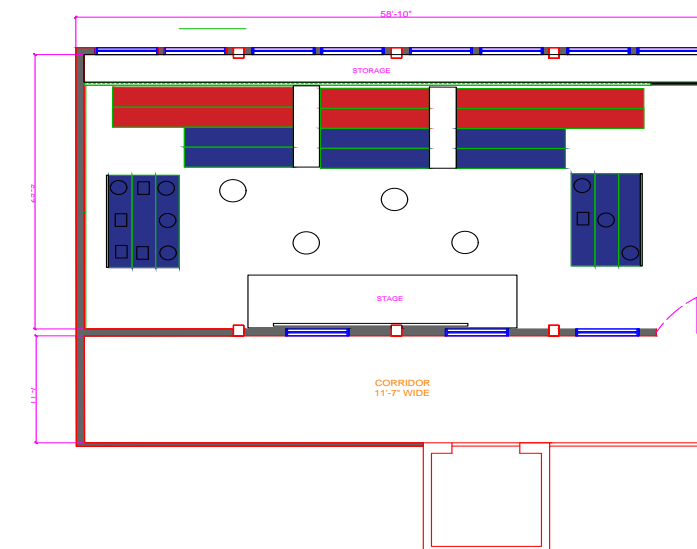
workshop



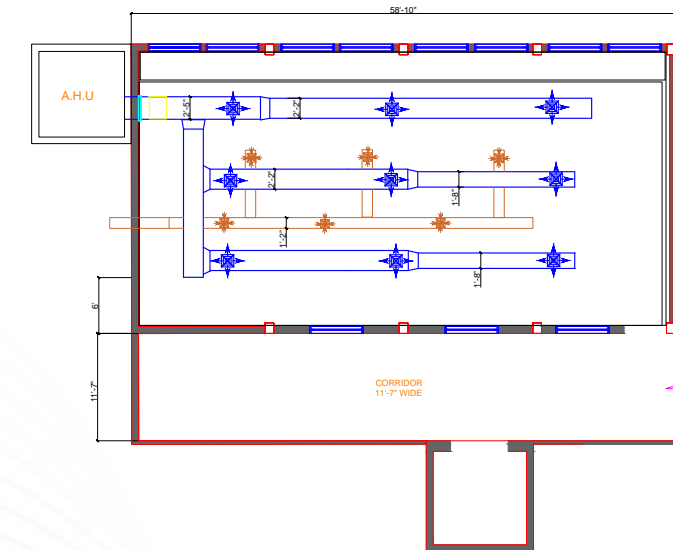
recreation



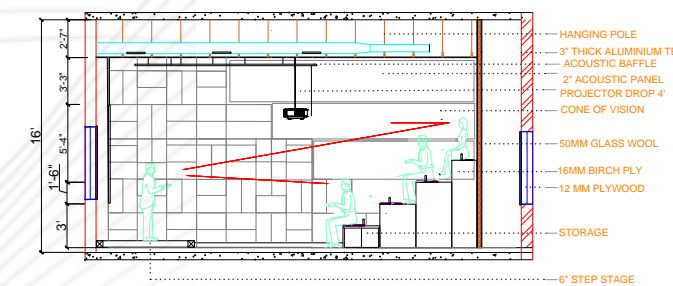
viva voce



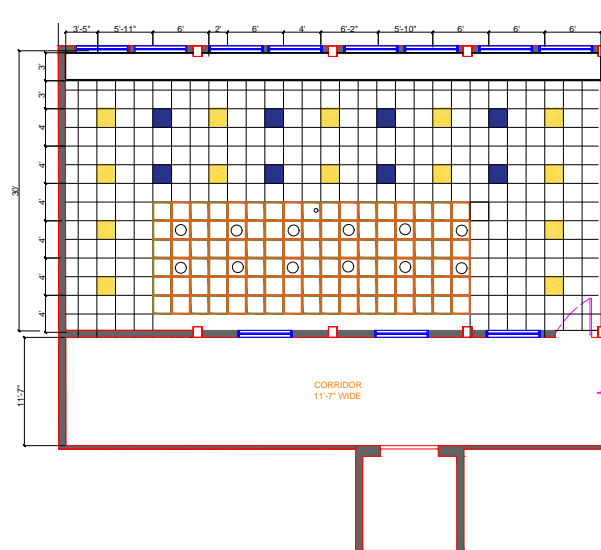
product display



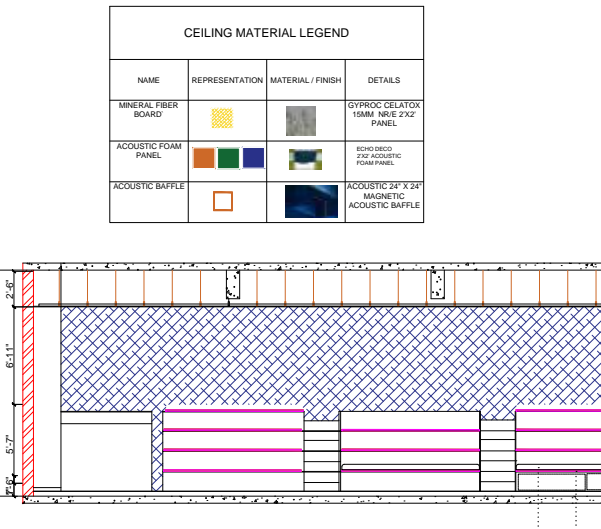
hvac



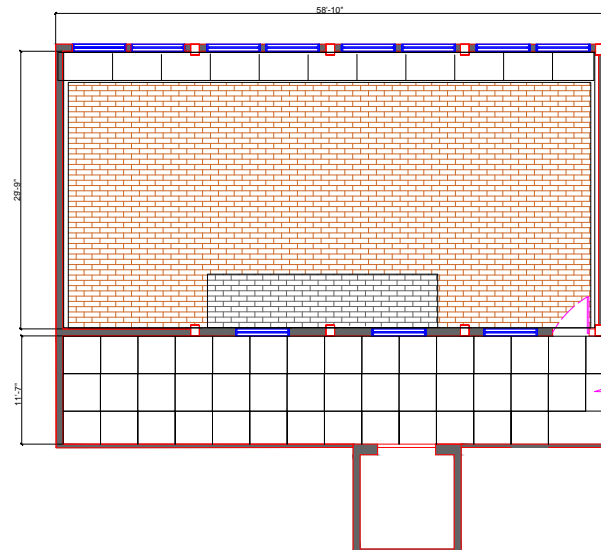
SECTION A-A'



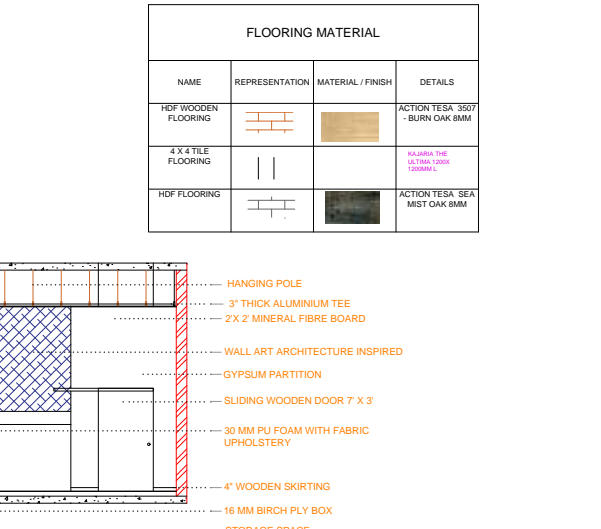
false ceiling



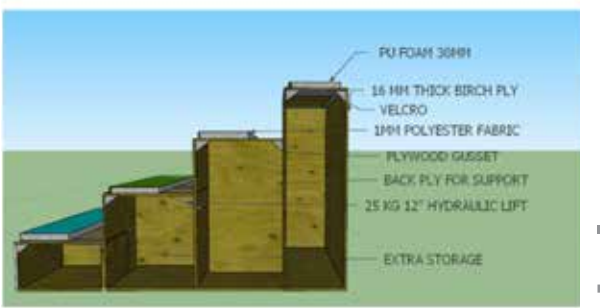
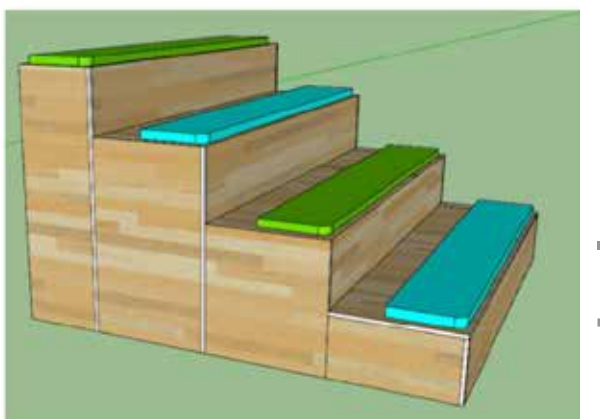
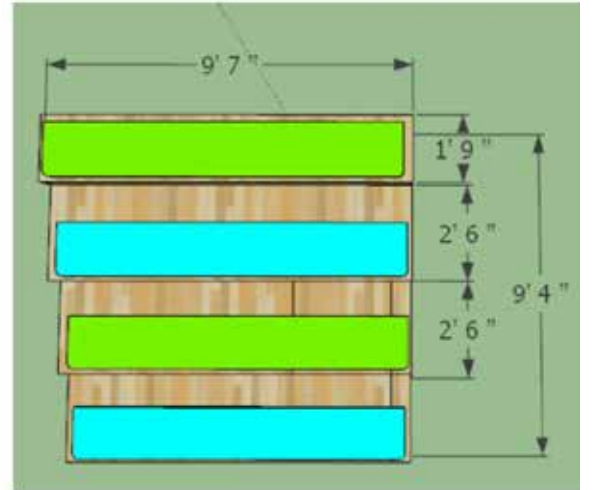
SECTION B-B'



flooring



NAME	REPRESENTATION	MATERIAL / FINISH	DETAILS
REF WOODEN FLOORING		3" THICK ALUMINUM TEE	ACTION TEST "30" SLIP ON OAK BAY
2 X 2 TILE FLOORING		2X2 MINERAL FIBRE BOARD	OPTIONAL TILE LAYING ON CHANNEL
REF FLOORING			ACTION TEST "30" SLIP ON OAK BAY



block model



7 THESIS CAPSTONE PROJECT

The main difference between capstone and thesis is that capstone involves using existing knowledge to solve a problem in a particular field of study, whereas thesis is more scholarly in nature and contribute new knowledge to a particular field of study.

Both capstone and thesis serve as the final projects of an academic course. They require a long-term commitment as students will have to spend a lot of time on their research. When done successfully, they can serve as the basis of a student's professional portfolio.

THE STYLISH IT OFFICE

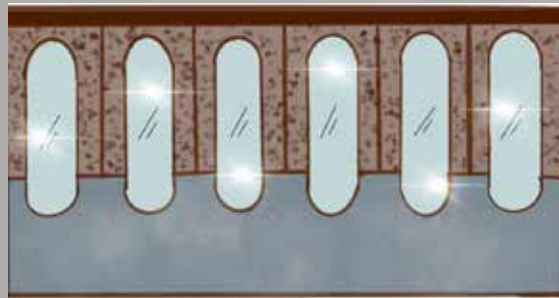


CONCEPT

CONVIVIALITY –
Lively , interactive, space well connected
with each other with the addition of lush
green plants and pop of colours

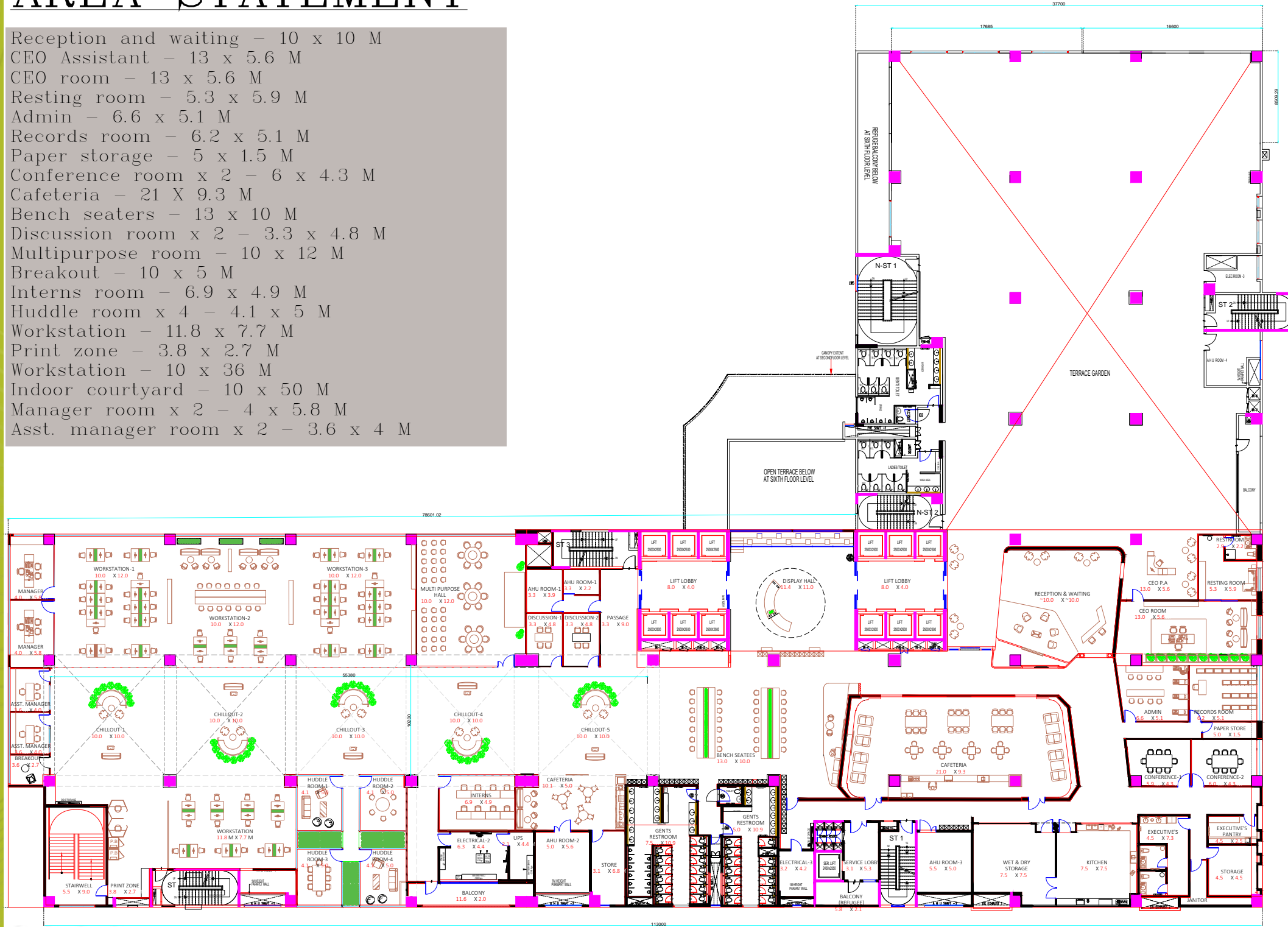
STYLE – INDUSTRIAL
The use of brick wall, concrete, natural
wood etc.

A combination of industrial style with a
courtyard interior, all spaces connected
with each other but still has a soul of
it's own, using different colours with main
tone as the neutral shades.



AREA STATEMENT

- Reception and waiting – 10 x 10 M
- CEO Assistant – 13 x 5.6 M
- CEO room – 13 x 5.6 M
- Resting room – 5.3 x 5.9 M
- Admin – 6.6 x 5.1 M
- Records room – 6.2 x 5.1 M
- Paper storage – 5 x 1.5 M
- Conference room x 2 – 6 x 4.3 M
- Cafeteria – 21 X 9.3 M
- Bench seaters – 13 x 10 M
- Discussion room x 2 – 3.3 x 4.8 M
- Multipurpose room – 10 x 12 M
- Breakout – 10 x 5 M
- Interns room – 6.9 x 4.9 M
- Huddle room x 4 – 4.1 x 5 M
- Workstation – 11.8 x 7.7 M
- Print zone – 3.8 x 2.7 M
- Workstation – 10 x 36 M
- Indoor courtyard – 10 x 50 M
- Manager room x 2 – 4 x 5.8 M
- Asst. manager room x 2 – 3.6 x 4 M



courtyard

workstation

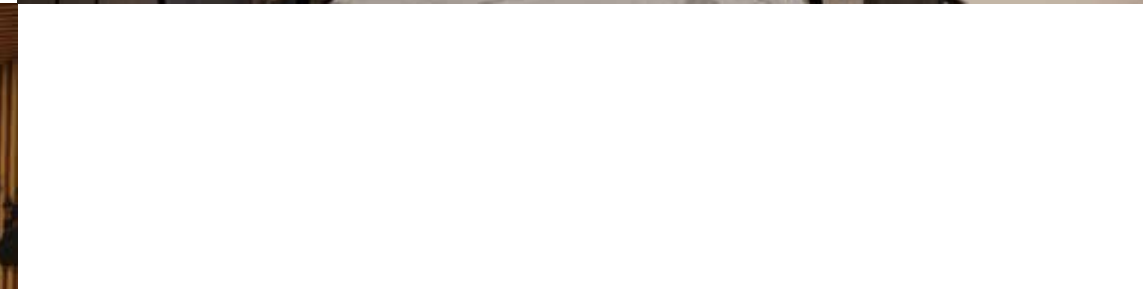


THESES-IT OFFICE



cafeteria

conference



reception

conference



manager

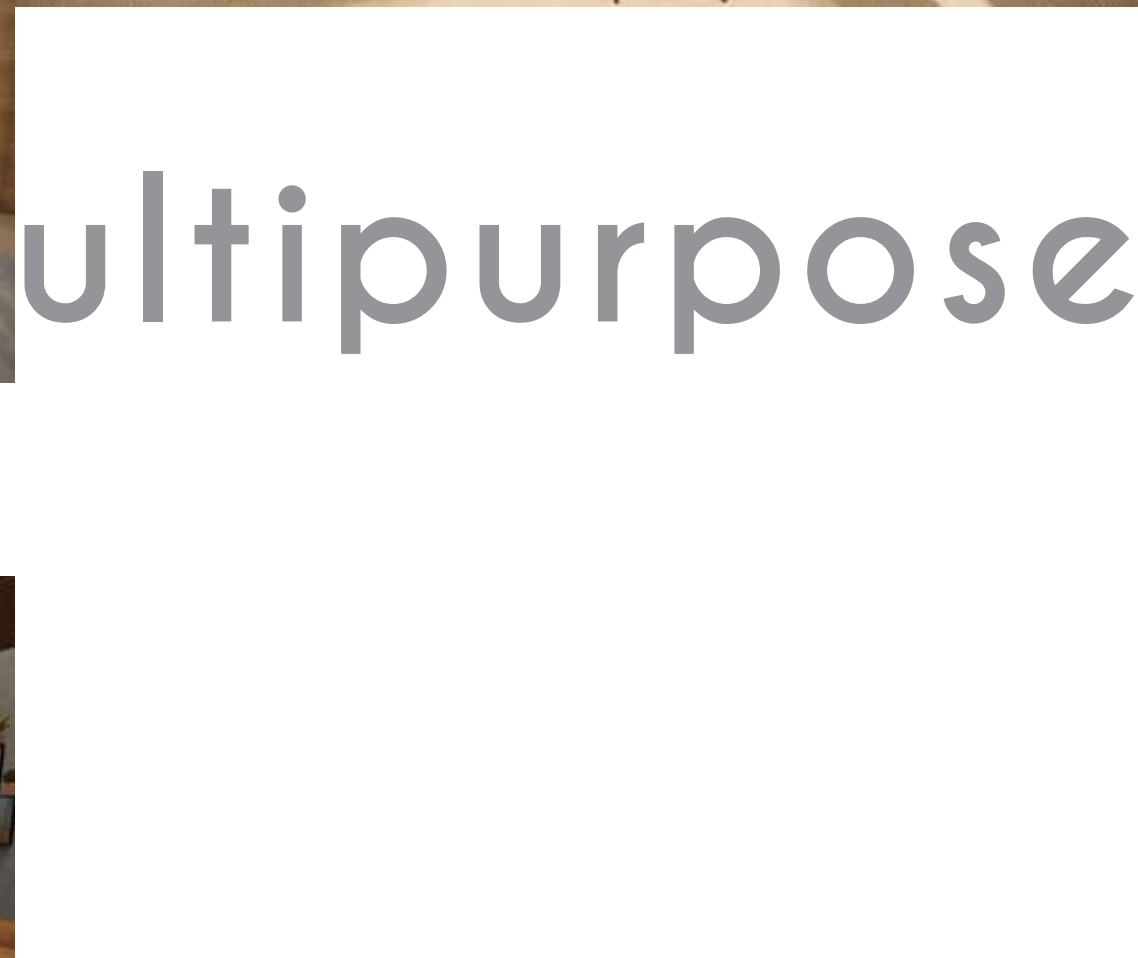
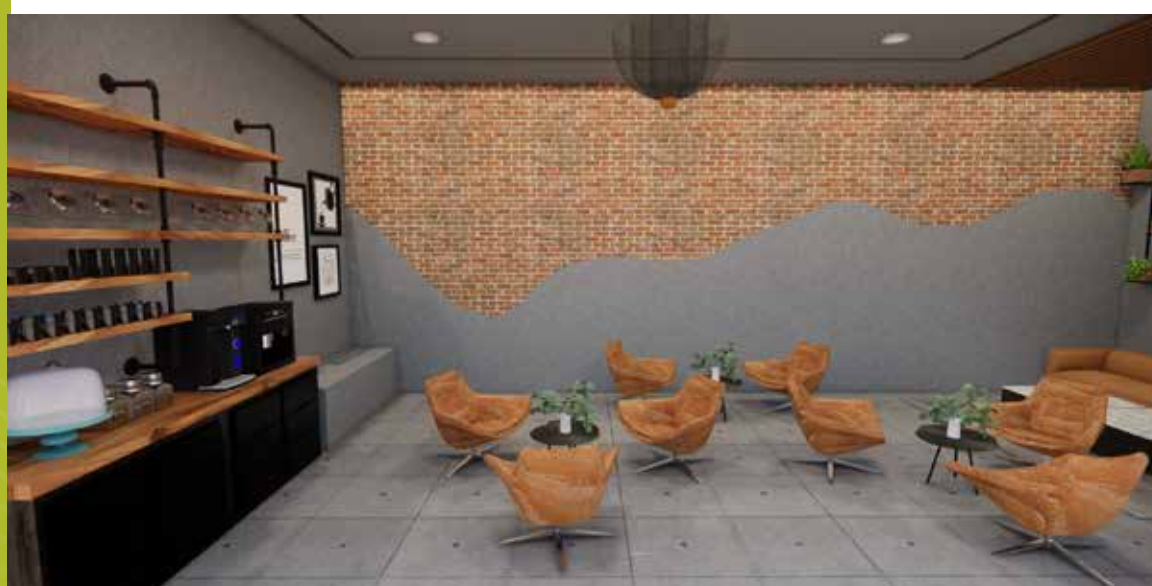
Asst.mgr.



THESE 10 OFFICE



multipurpose



breakout

Huddle

THE SIS - PRIMARY SCHOOL

CONCEPT

The design will follow a Modern Industrial style with biomimicry patterns. Each phase is designed by a pattern and a colour, in this way the kids will find it easier to differentiate the spaces

Colour palette

The neutral shades of industrial style and pop colours will create vibrancy in spaces.

The school is divided into 3 phase and the phases are identified by the colour scheme



BIOMIMICRY

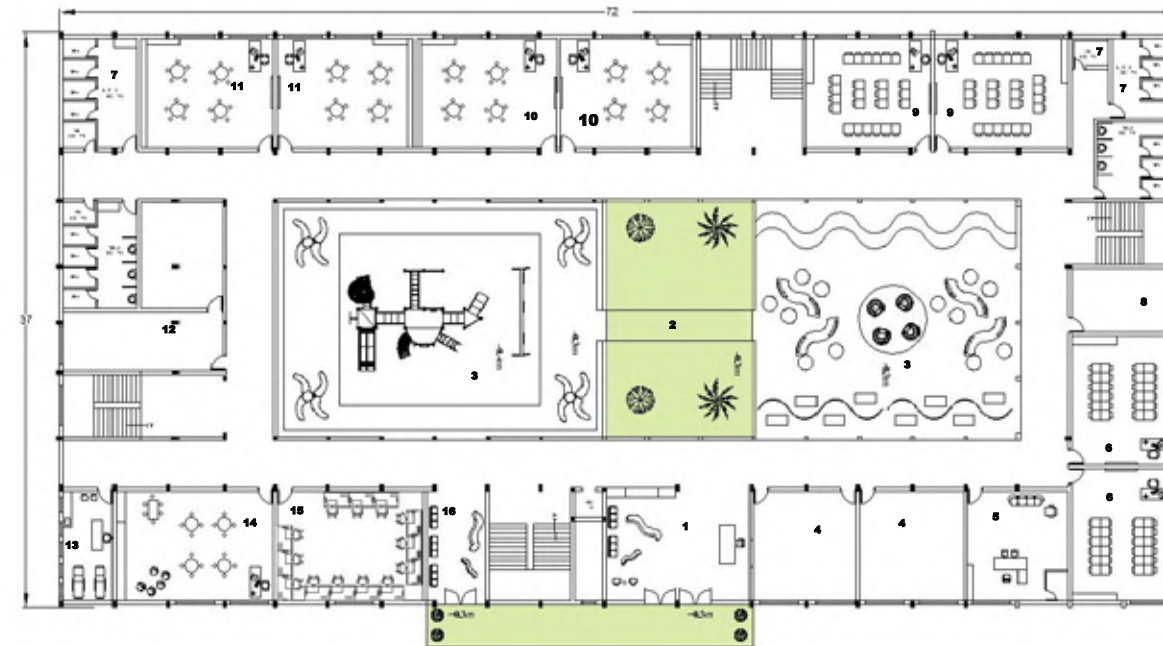
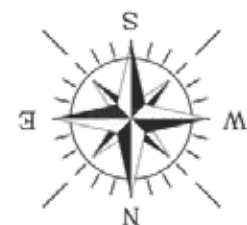


Mood board

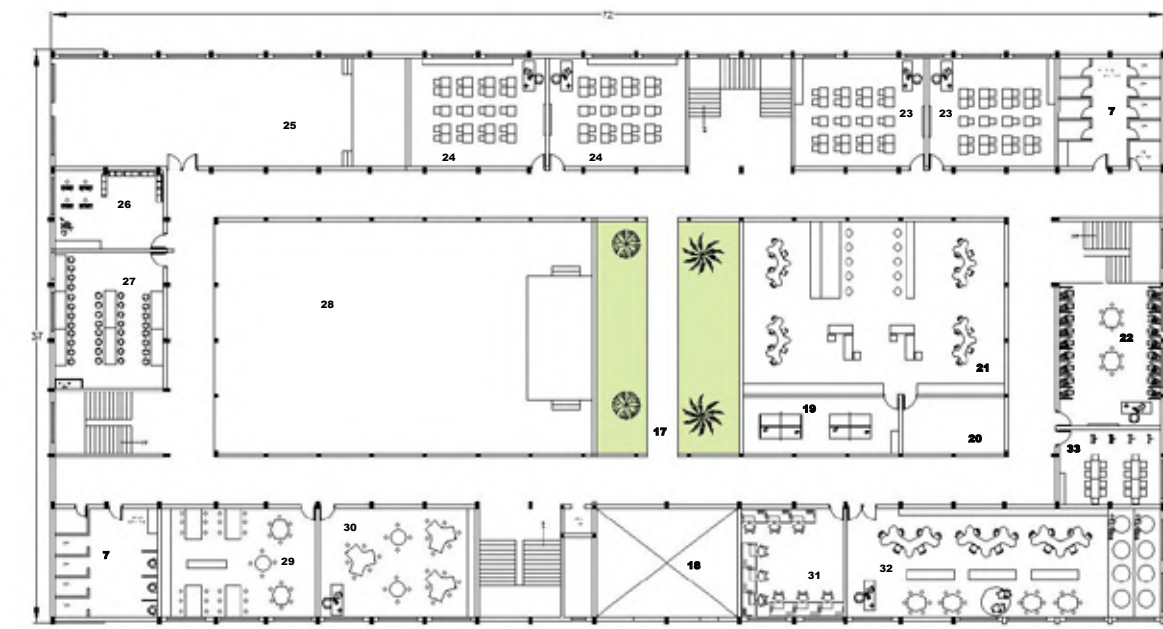


Area Statement

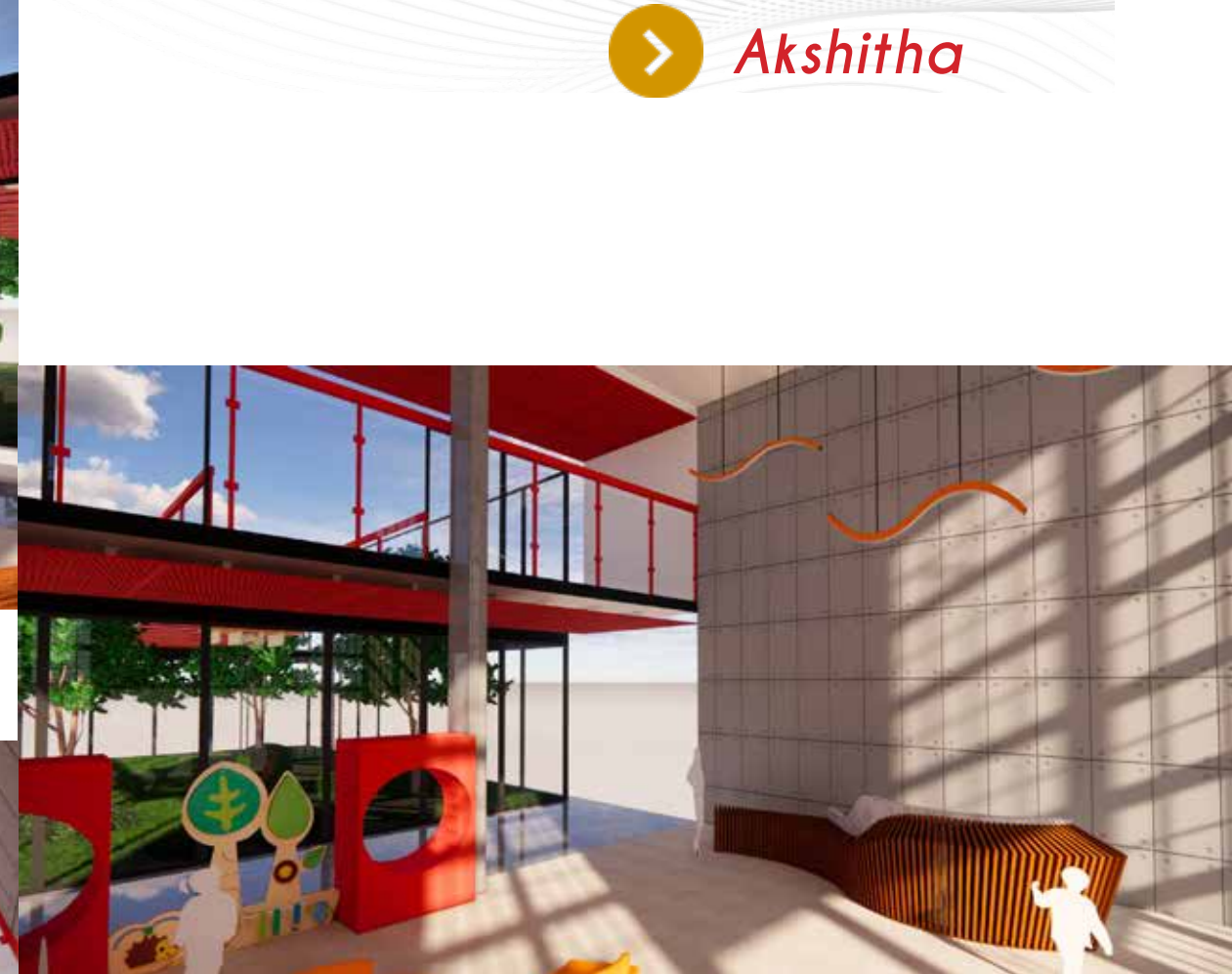
1. Reception
2. Courtyard
3. Play area
4. Office
5. Principal office
6. 1st grade classroom
7. Toilet
8. Store room
9. 2nd grade classroom
10. Kg 2 classroom
11. Kg 1 classroom
12. Non working staff room
13. Clinic
14. Nursery
15. Staffroom
16. Kg entrance
17. Bridge
18. Store room
19. Table tennis room
20. PE room
21. Break out space
22. Computer lab
23. 4th grade classroom
24. 3rd grade classroom
25. Multipurpose hall
26. Music room
27. Dining hall
28. Assembly hall
29. Science lab
30. Math lab
31. Staff room
32. Library
33. Art room



GROUND FLOOR



FIRST FLOOR



reception



principal's

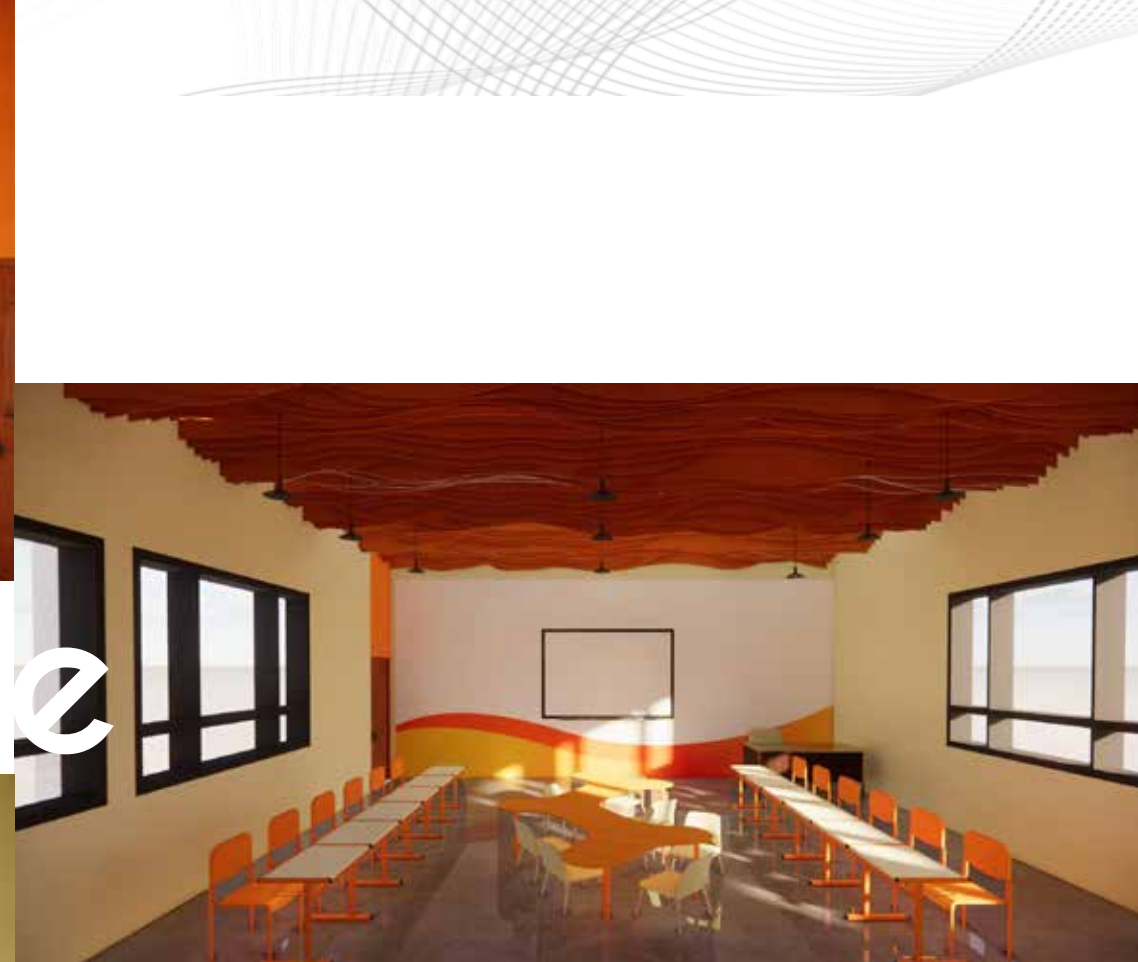


kindergarten

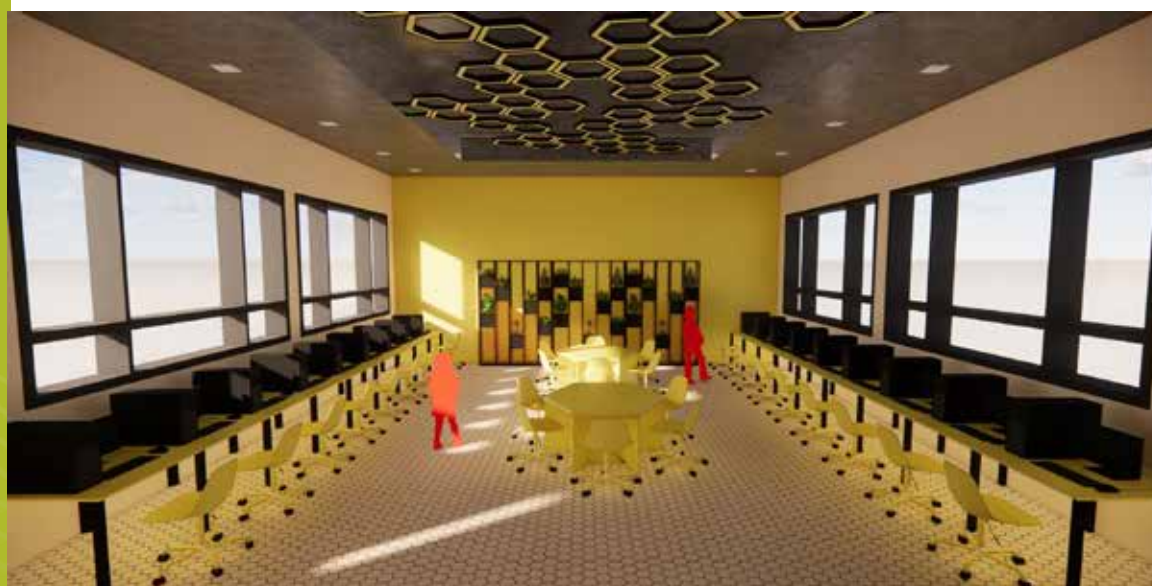
THE SIS - PRIMARY SCHOOL



1st Grade



3rd Grade



Computer lab



Library



Art room



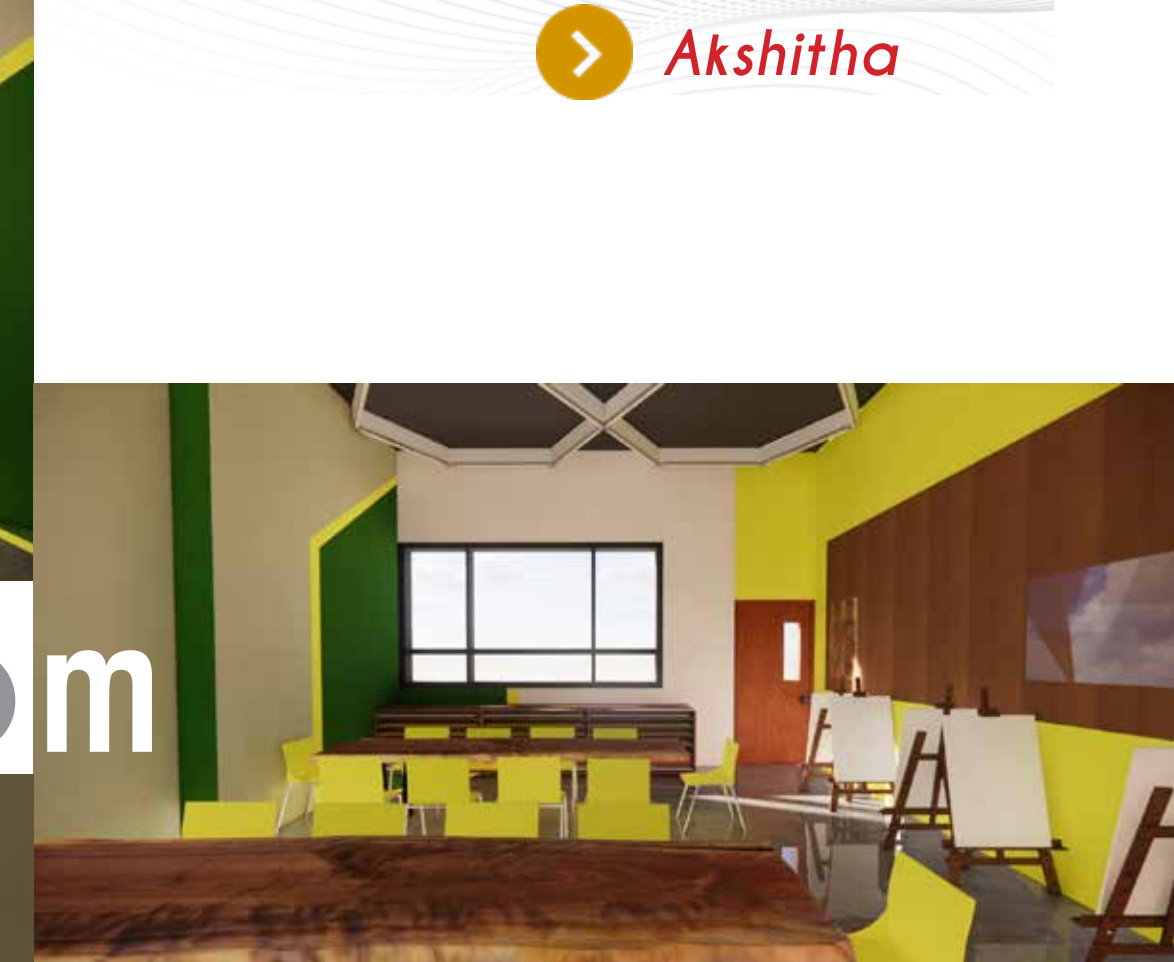
Music room



Dining Hall



Breakout



concept

TRANSPARENCY: THE LOST ELEMENT

WHAT IS TRANSPARENCY?

"Transparency," "space-time," "simultaneity," "superimposition," and "ambivalence" in the literature of contemporary architecture these words, and others like them, are often used as synonyms. We are familiar with their use and rarely seek to analyze their application." Colin Rowe in Perspecta by the Yale School of Architecture. It is also the state or quality of being transparent, is a two-fold process. As a material condition, transparent qualities include admitting the passage of light and that which is easily seen through. As a result, transparency is also defined as easily recognized, which Rowe and Slutzky call and "intellectual imperative- our inherent demand for that which should be easily detected, perfectly evident, and free of dissimulation."The two definitions are often referred to as literal vs. phenomenal transparency.

WHY TRANSPARENCY:

A Co-Working office is a completely different design approach from traditional offices which are restrictive, repetitive, and boring offices with a claustrophobic hierarchy, whereas co-working spaces emphasise and often have an open-concept layout and are shared with anyone who is a member of the space or a person with similar thinking whom one can gel with easily. To maintain such an environment of collaboration and communication, the spaces are typically filled with comfortable furniture and shared technology. So for a setup like a coworking office the concept of transparency would bring in tremendous advantages from increasing productivity, breaking unnecessary hierarchy, reducing stress, creating a more interactive and collaborative environment, and also in attaining a healthy work culture among employees which can be highly appreciated by all levels.

THEME:

Industrial theme in interior design is pleasingly flexible, consisting mostly of neutral hues and materials that focus on unique textures, this theme can be acheived with the use of lighting, decor, and furniture. Despite its simplicity and minimal design tropes, industrial themes create a bold design statement for the interior space.

CO-WORKING SPACE (WORKBAR)

AIM: To apply interior design principles and aspects to a Co-Working office, creating a flexible and productive space for each and every individual. Also, to provide a positive and stress-free environment for everyone to work.

INTRODUCTION: Coworking space is an environment that's designed to accommodate people from different companies who come to do various fields of work. This space is usually characterized by shared facilities, services, and tools. Sharing infrastructure in this way helps to spread the cost of running an office across members, coworking spaces are more than just a way of reducing overhead costs. Coworking spaces are community centres, collaboration hubs, and social spaces where workers from different backgrounds can come together to share expertise and explore new ideas. Coworking spaces are also being used by larger companies seeking to cut down on their unused office space, move away from traditional headquarters, and embrace a more flexible way of working. Coworking spaces are a way for growing businesses to expand into new areas and access fresh talent pools without taking on the risk of a long-term lease.

OBJECTIVE:

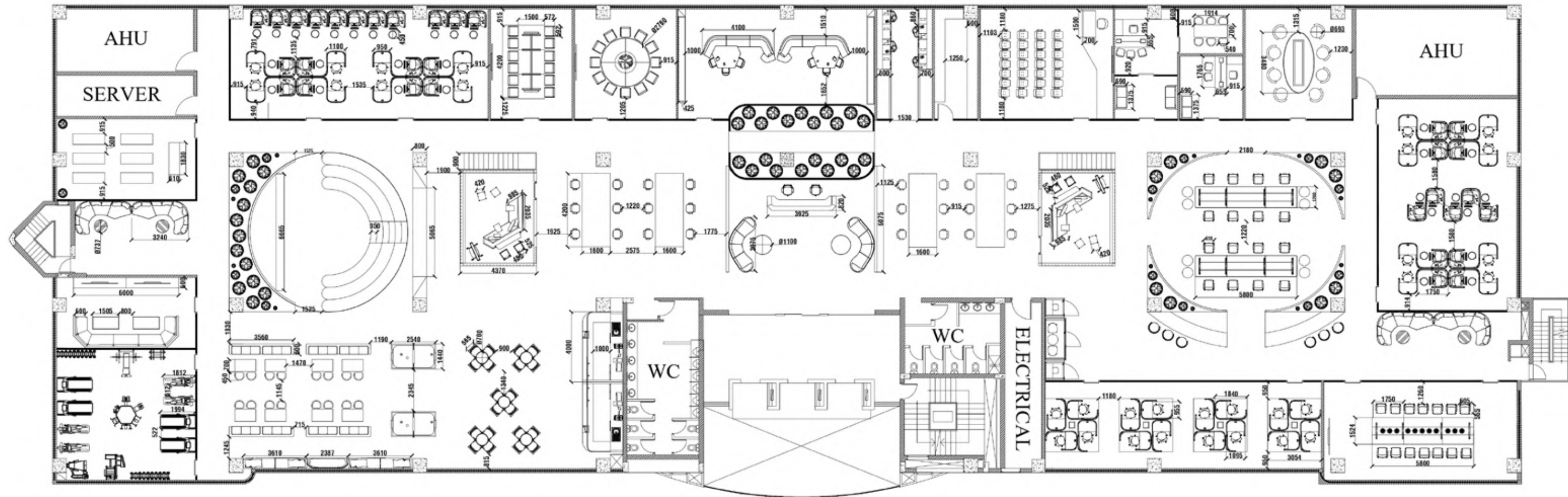
- 1.) The main objective of Coworking spaces is to provide small businesses, independent contractors and other workers a space to get work done, network and participate in their local business community.
- 2.) To provide flexibility at Workspace because flexibility has become essential to office productivity. Staying in one place for too long has adverse effects on health, focus, and efficiency. With a coworking space, one is free to move around and work wherever they deem the most productive.
- 3.) coworking spaces also creates a solution for employers who want to hire exceptional workers outside their region. They can give their remote employees memberships to coworking spaces without having to relocate them.

LIMITATIONS: Structure, MEP, and HVAC

SPACE TYPOLOGY: Commercial Buildings - Office.

NUMBER OF END-USERS: 150-200 Users.

plan



AREA- 24,400 SQ.FT

LEGEND

- 1.Reception and lobby
- 2.Indoor garden
- 3.Library
- 4.Open workstation
- 5.Printing and stationery
- 6.Multipurpose room
- 7.Discussion room
- 8.Hotdesking
- 9.Private workstation
- 10.Conference room
- 11.Lounge
- 12.Washroom
- 13.Phone booths
- 14.Café and pantry
- 15.Café seating
- 16.Informal workstation
- 17.Indoor games
- 18.Interaction bleacher
- 19.Meditation room
- 20.Game room
- 21.Gym and fitness
- 22.Server room & AHU room
- 23.CEO room and Managers room

view



palette



SCALE 1:100

THE \$-CO WORKING OFFICE



workstation



workstation



hot desking



bleacher



training



reception



THE \$-CO WORKING OFFICE



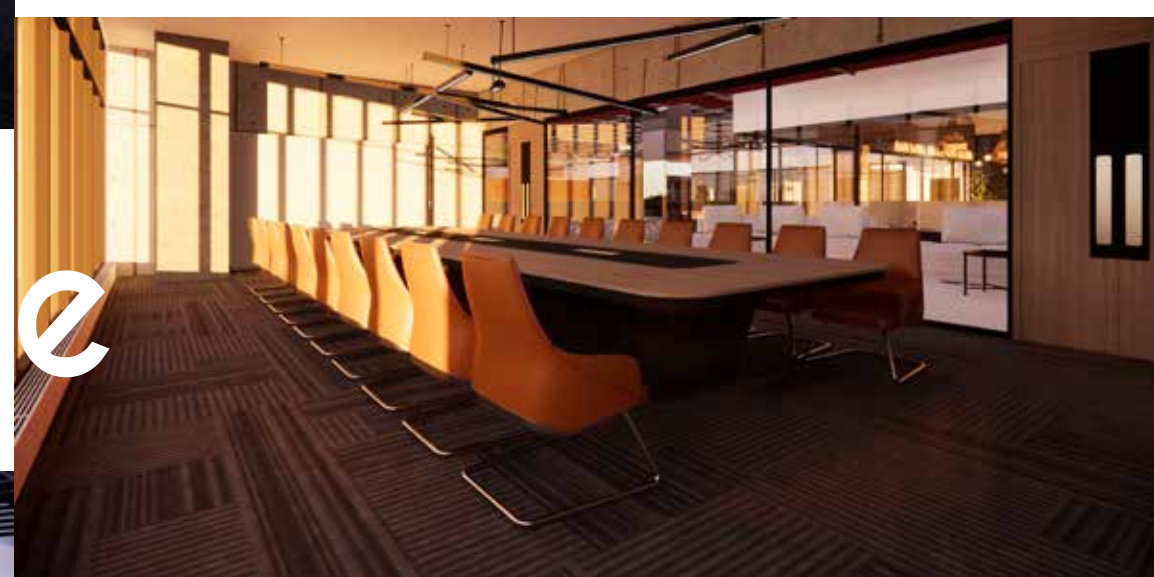
breakout



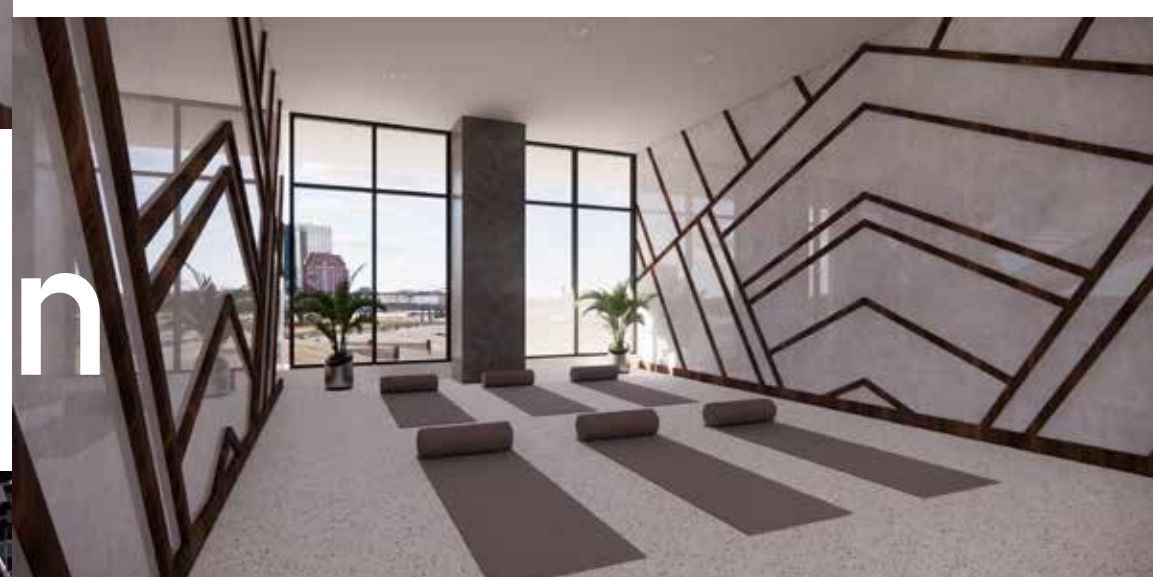
cafeteria



conference



meditation



bench seat



informal



concept

CURVES AND WAVES:

ORIGIN OF CONCEPT:

Nature in the universe is full of creative shapes and complex irregular design formations such as clouds, seas, dunes, etc., designers were influenced by those formations with curves and began to simulate its complex structures.



MOUNTAINS IN CURVY FORM



SEA WAVES



ZAHA HADID'S FLUID BENCH



LIGHTING: VEZZINI AND CHEN



DUNES IN CURVY FORM



CLOUDS IN CURVY FORM



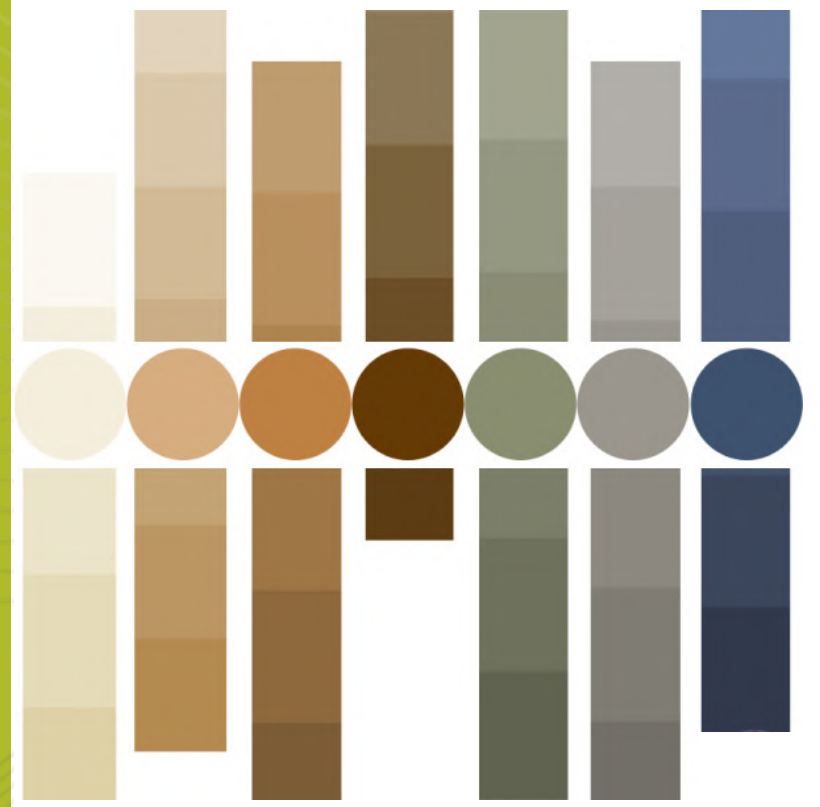
DAAN MULDER'S FLUID TABLE



LIGHTING: TOM DIXON

COLOR PALETTE :

A palette that includes blue, blue-green, green, and red, red-orange, and yellow.



FLOOR:



Wooden parquet flooring
THICKNESS: 9mm



Ceramic tile
THICKNESS: 12mm



Travertine tile
THICKNESS: 12mm



Nylon carpet flooring
THICKNESS: 8mm




Satvario marble
THICKNESS: 18mm




Polished porcelain tile
THICKNESS: 10mm

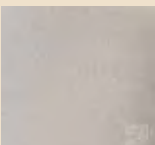
WALL:



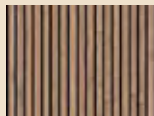
MDF wall panel
THICKNESS: 16mm




Glass wall
THICKNESS: 8mm




Wall plaster textured
THICKNESS: 15mm



Wooden wall cladding
THICKNESS: 10mm




Onyx marble wall
THICKNESS: 15mm




Wood PVC wall panel
THICKNESS: 10mm


CEILING:




Gypsum board ceiling
THICKNESS: 12mm



Acoustic foam ceiling
THICKNESS: 25mm



Wooden veneer ceiling
THICKNESS: 8mm



Acoustic ceiling cloud
THICKNESS: 25mm

plan

GROUND FLOOR:

SPACES:

- ENTRANCE
- COURTYARD/ATRIUM
- RECEPTION & LOBBY AREA
- CAFETERIA
- KITCHEN
- HVAC
- STAIRCASE
- RESTROOM (MEN)
- RESTROOM (WOMEN)
- BOOK CAFE
- DISPLAY HALL
- MINI AUDITORIUM

FIRST FLOOR:

SPACES:

- COLLABORATIVE SPACE
- MEETING ROOM
- BREAKOUT PODS
- STUDIO ROOM
- FAB LAB
- WORKSHOP ROOM
- OPEN WORKSTATION
- RESTROOM (MEN)
- RESTROOM (WOMEN)

THESIS- INNOVATION CENTER



cafeteria



breakout pods



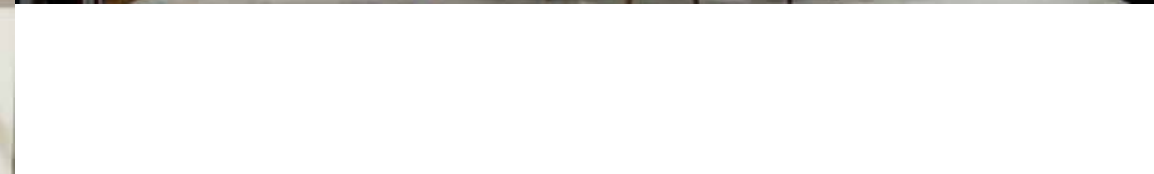
book cafe



atrium



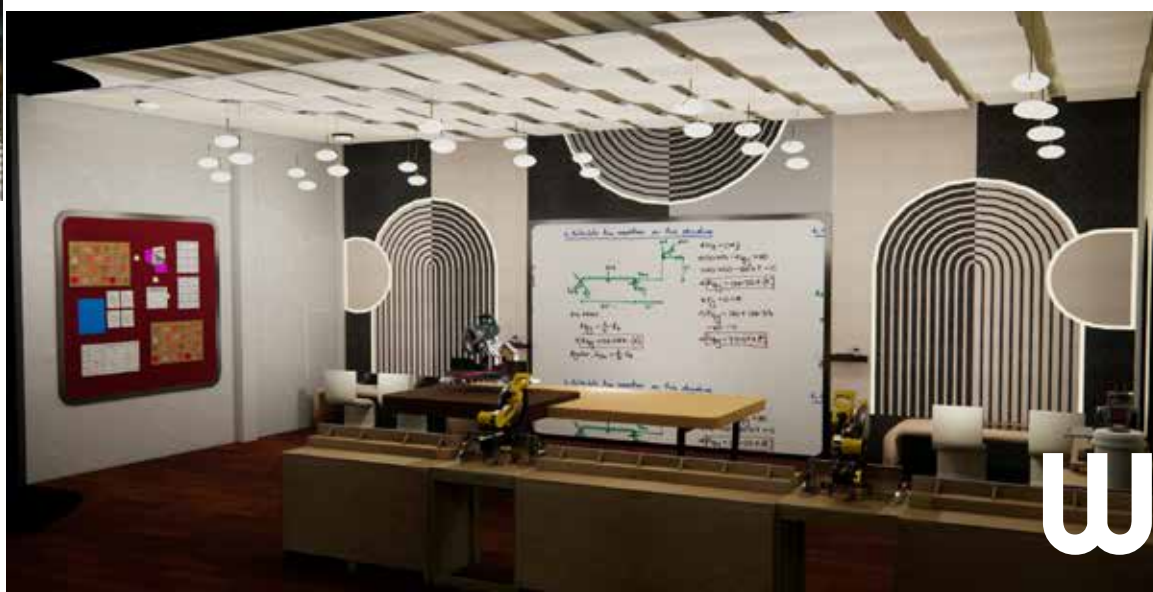
collaboration



fab lab



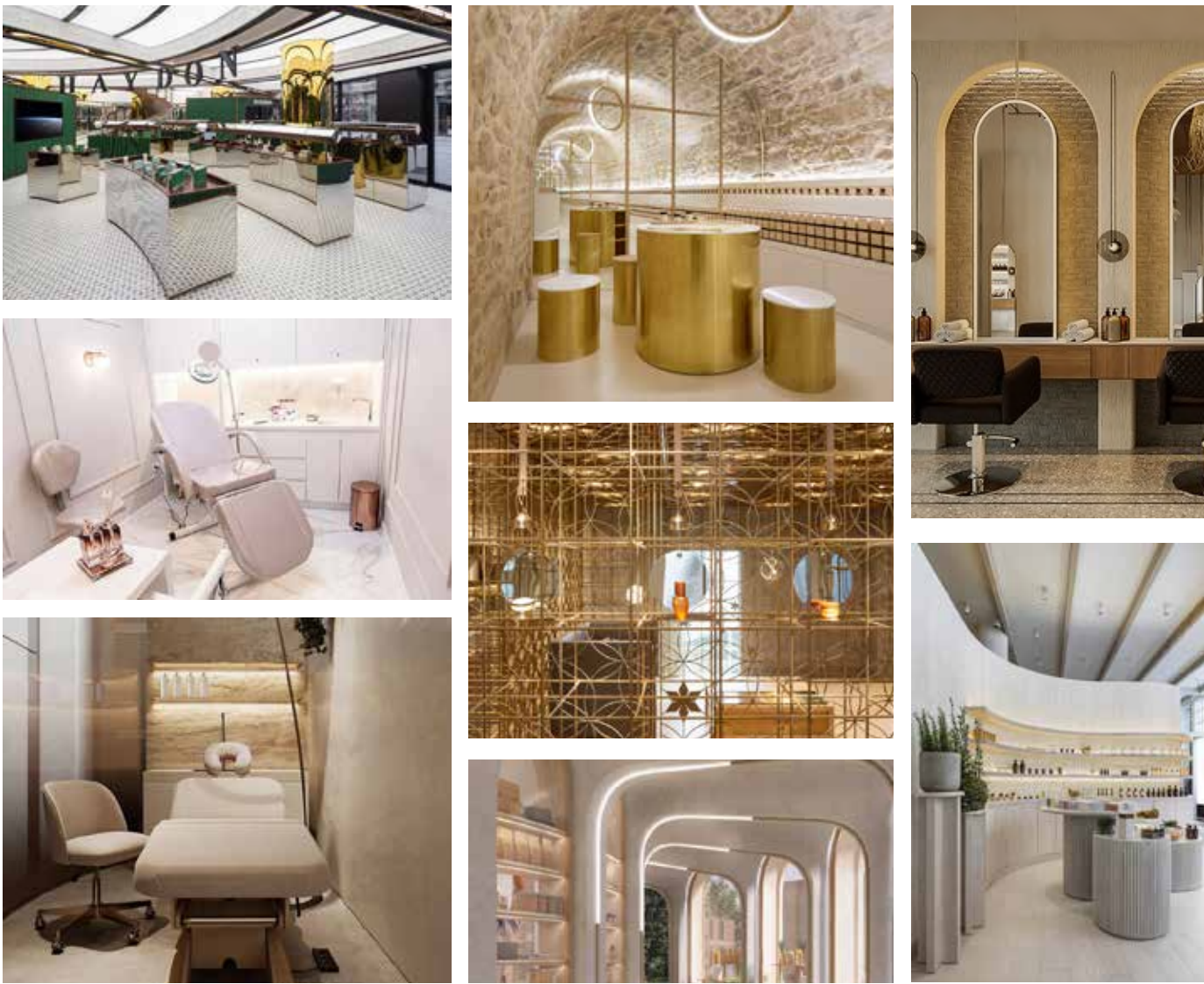
reception



workshop

concept

UNDERSTATED GLAM
Understated meaning presented or expressed in a subtle or effective way and glam meaning glamour. I have chosen this concept is because cosmetics or cosmetology deals with being glammers and hence I wanted to reflect it on the interiors of the clinic and store. As the clinic cannot be very glamorous, I have gone with understated glam which means to design the interior in a subtle glamour.

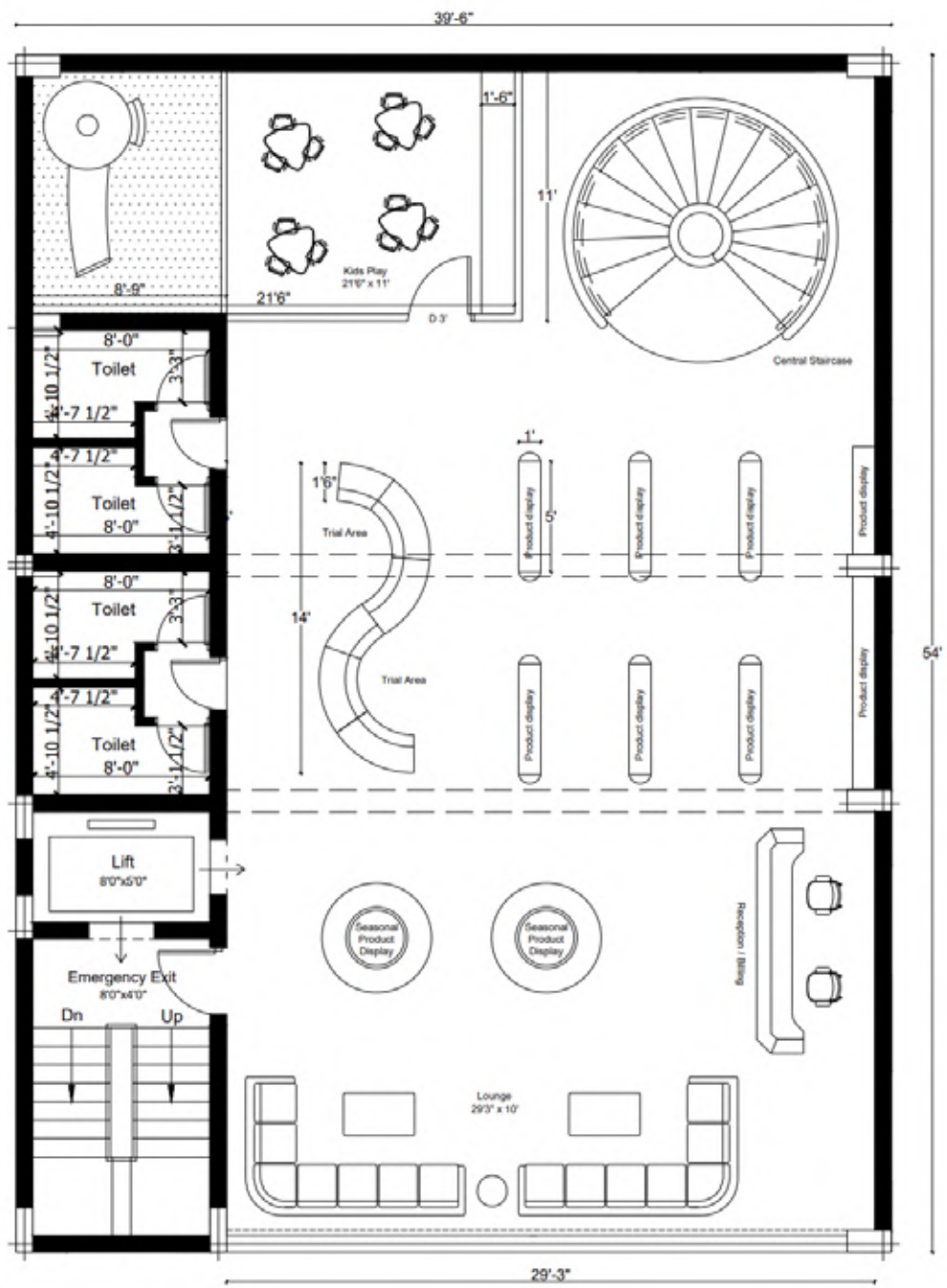


Name - ZURI
Meaning - Beauty
Tag line - Your beauty stop
Color - Gold
Color meaning - Power, Luxury, Glamor



Reflections Luster Branding Textures

plan



reception



elements

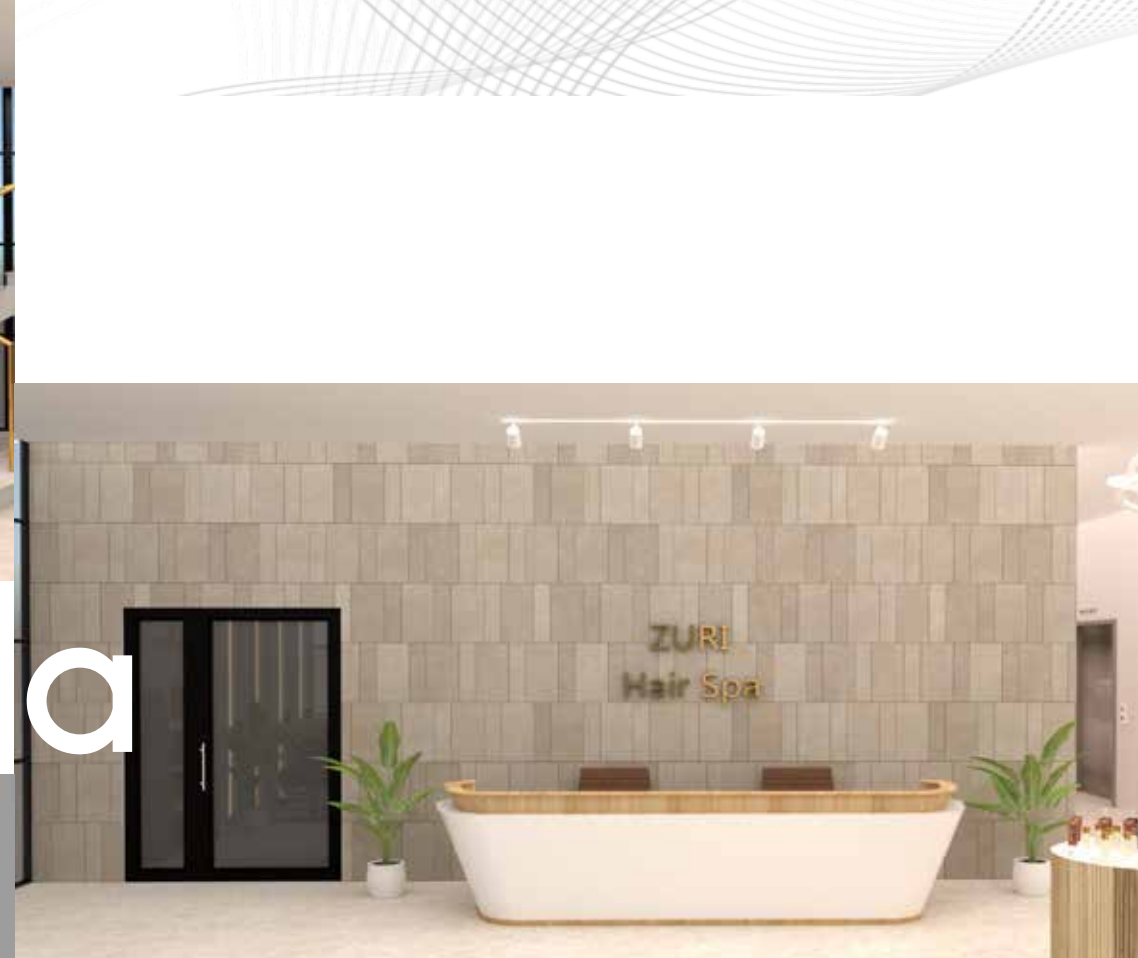
store



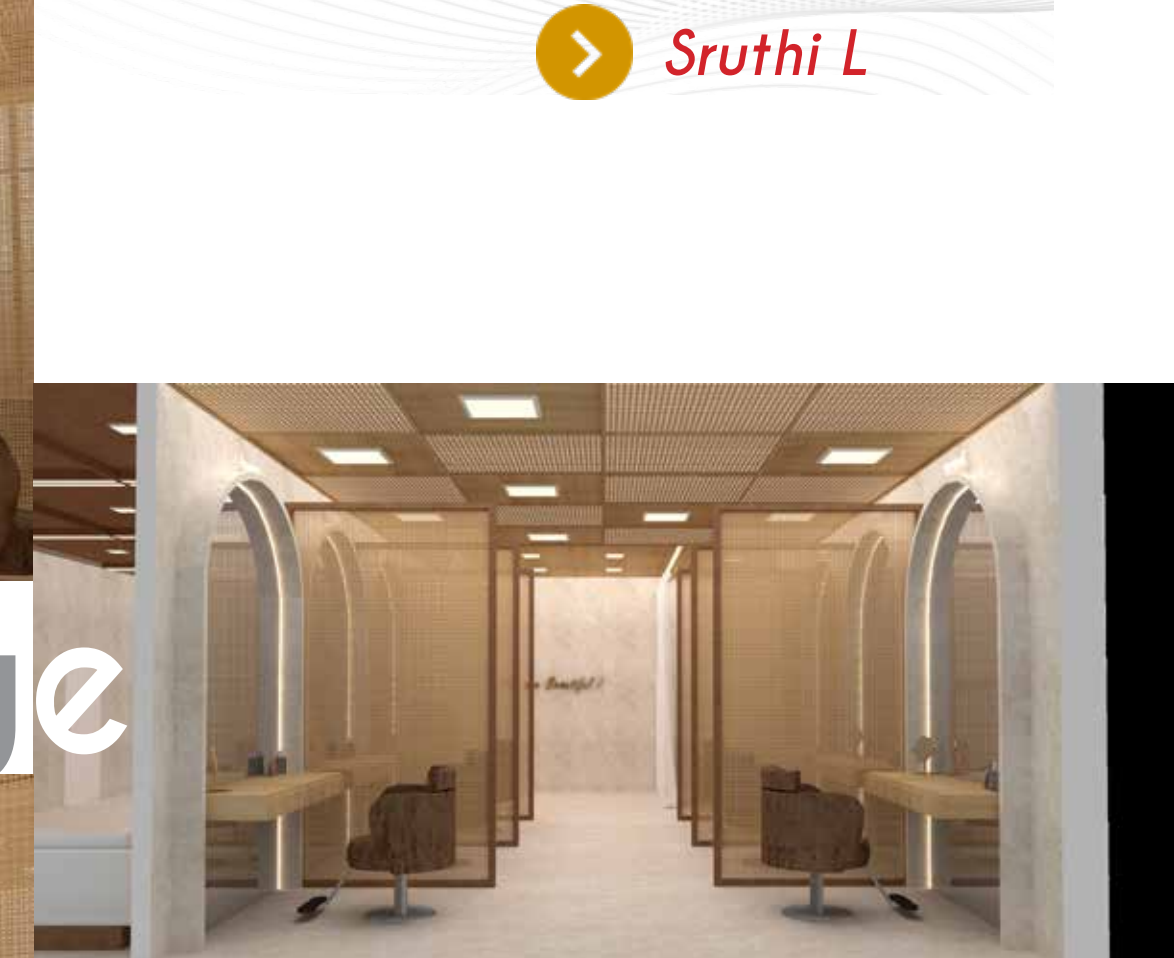
THE SUSHI-COSMETIC CLINIC



hair spa



vip lounge



salon



lobby



skin care



treatment



treatment



workshop

ODD 22'
DESIGN
M.DES

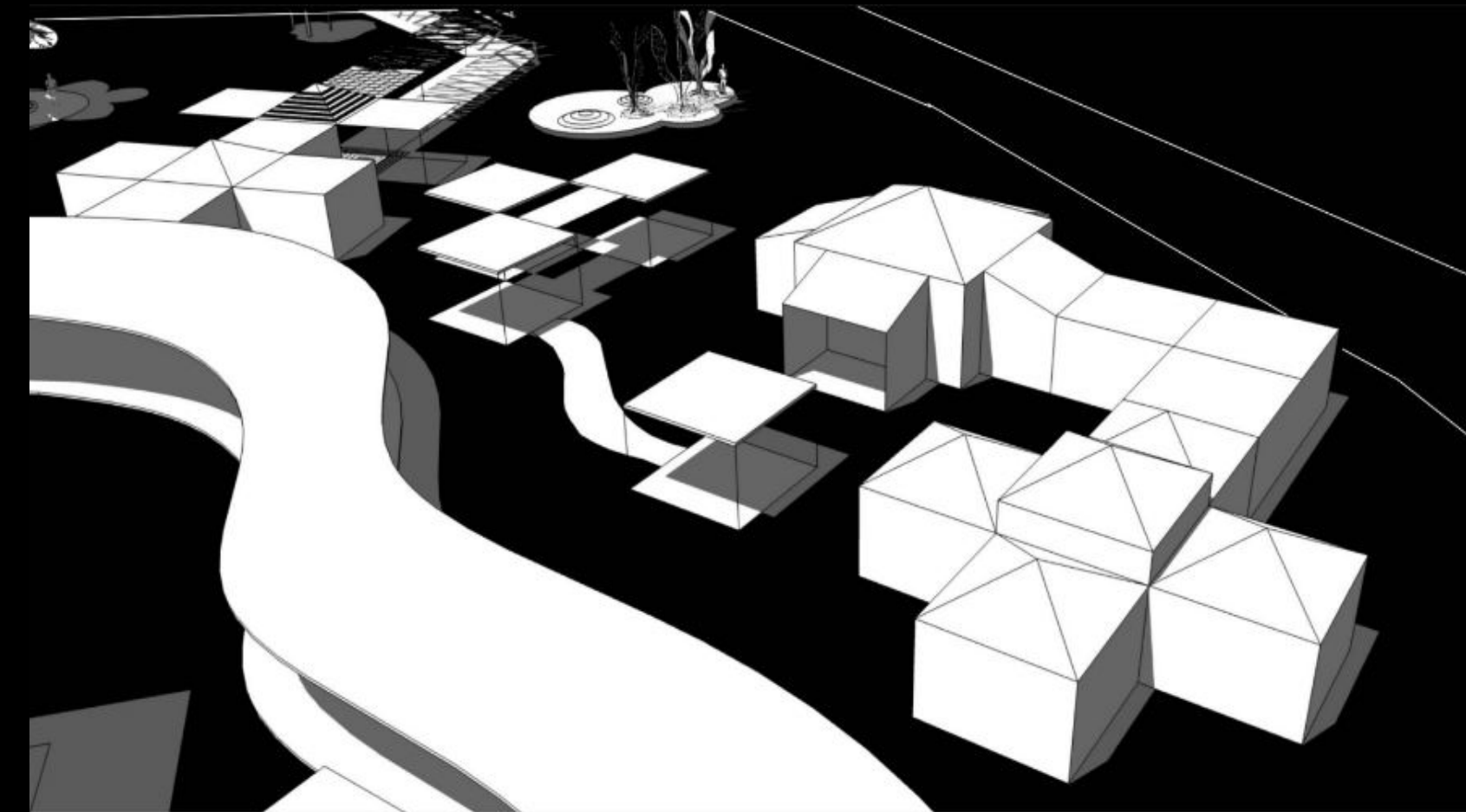
PUBLIC SPACE DESIGN





The above image samples the experience mapping of users from entrance to exit through the experience of festivity with a sense of progress consciously.

EXPERIENCE MAPPING



1 PUBLIC SPACE DESIGN-EXHIBITION

The design studio focused on perceiving the Exhibition space as a narrative of user experience with creative design interventions.

The students has selected different types of Exhibition typologies and appropriate site pertaining to the same.

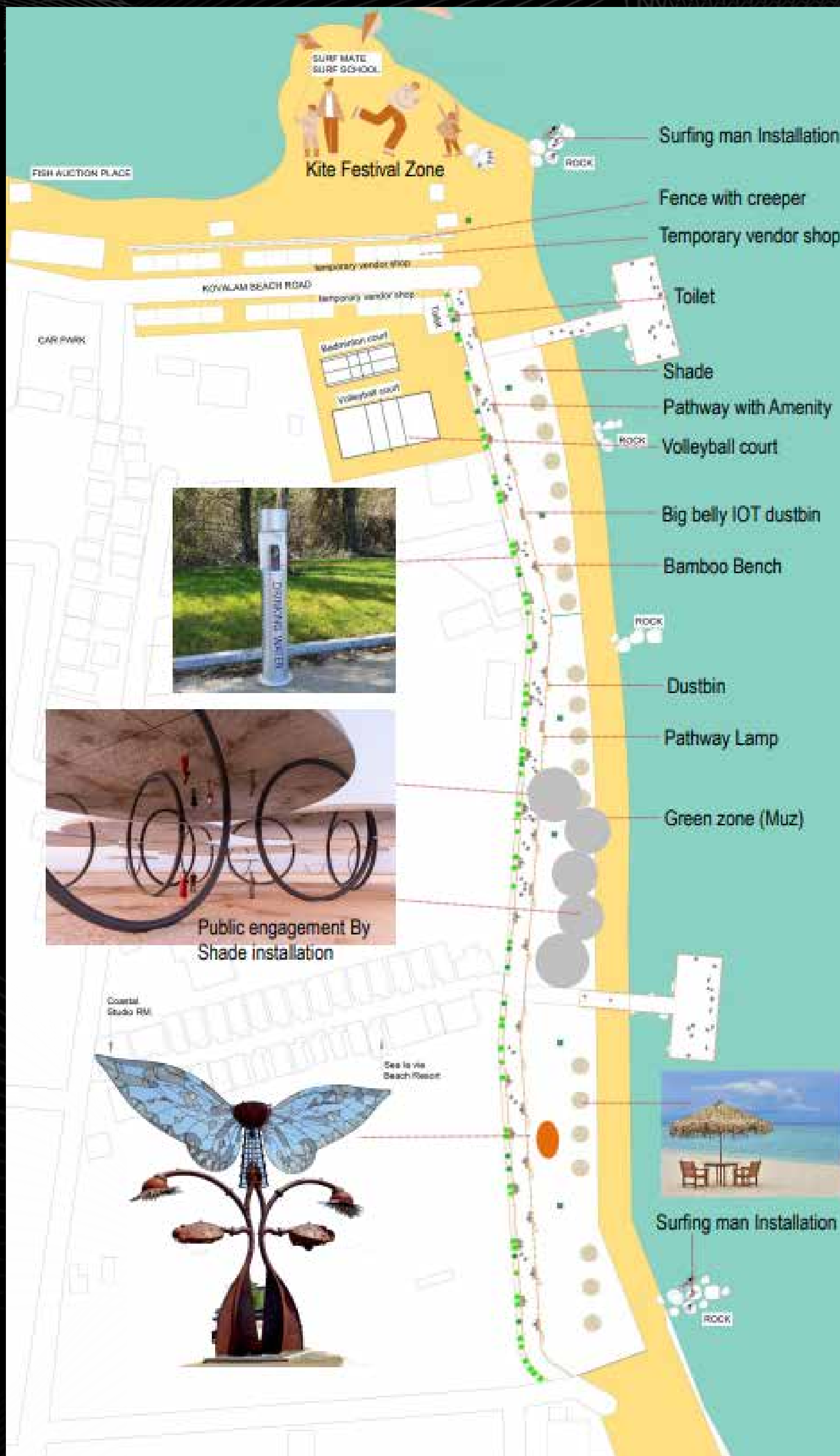
The outcome of the studio showed design interventions with good understanding of user and space interactions.

It was a great leaning experience for the students to know the nuances of design in the Exhibition space.

FACULTY INCHARGE-

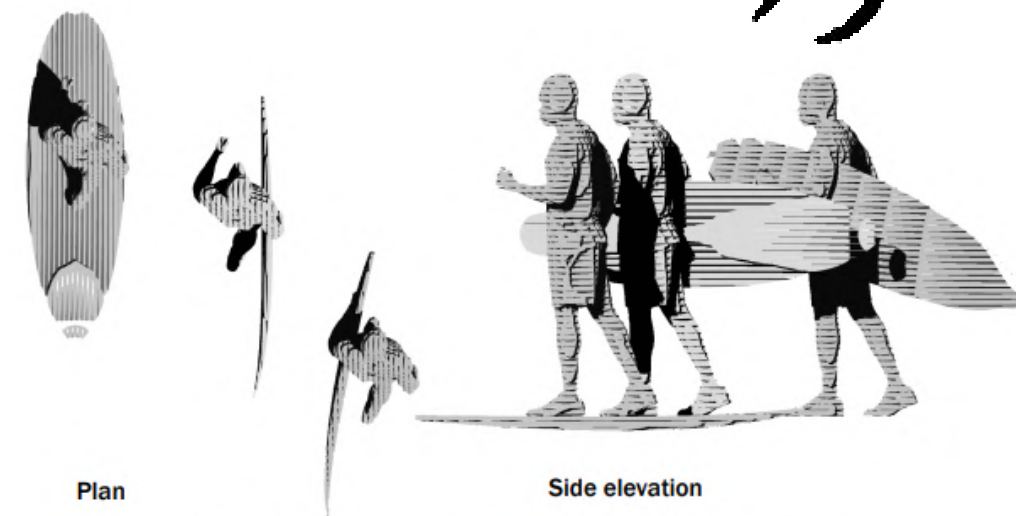
Ar. Mythili Jaideep | Ar. Sri Vallaba

PUBLIC SPACE DESIGN- EXHIBITION



proposal layout

ശാലാപരിപാടി



Idea is to engage people through installation, which also act as signages for existing surfing point
It is sliced abstract form of surfing man in three different posture

surfing man art installation



surfing man art installation



connecting proposed pathway



FISH AUCTION PLACE IN EVENING



FISH AUCTION IN MORNING

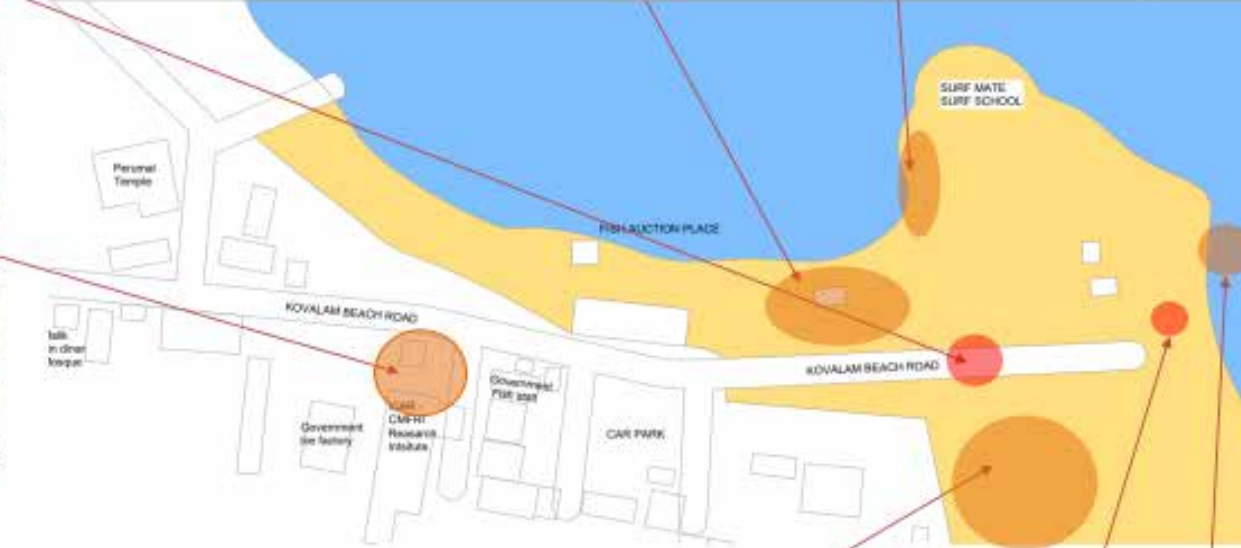


FISHING BOAT USED AS SEATING



CORN SELLER

user activity at main spine



People Engagement with vendor shop near cul-de-sac



Public Engagement through Outdoor game near sea shore



VENDOR AT FISH AUCTION PLACE



Interaction with Breeze, some Good moment



Interaction with gadget and background sunset scene



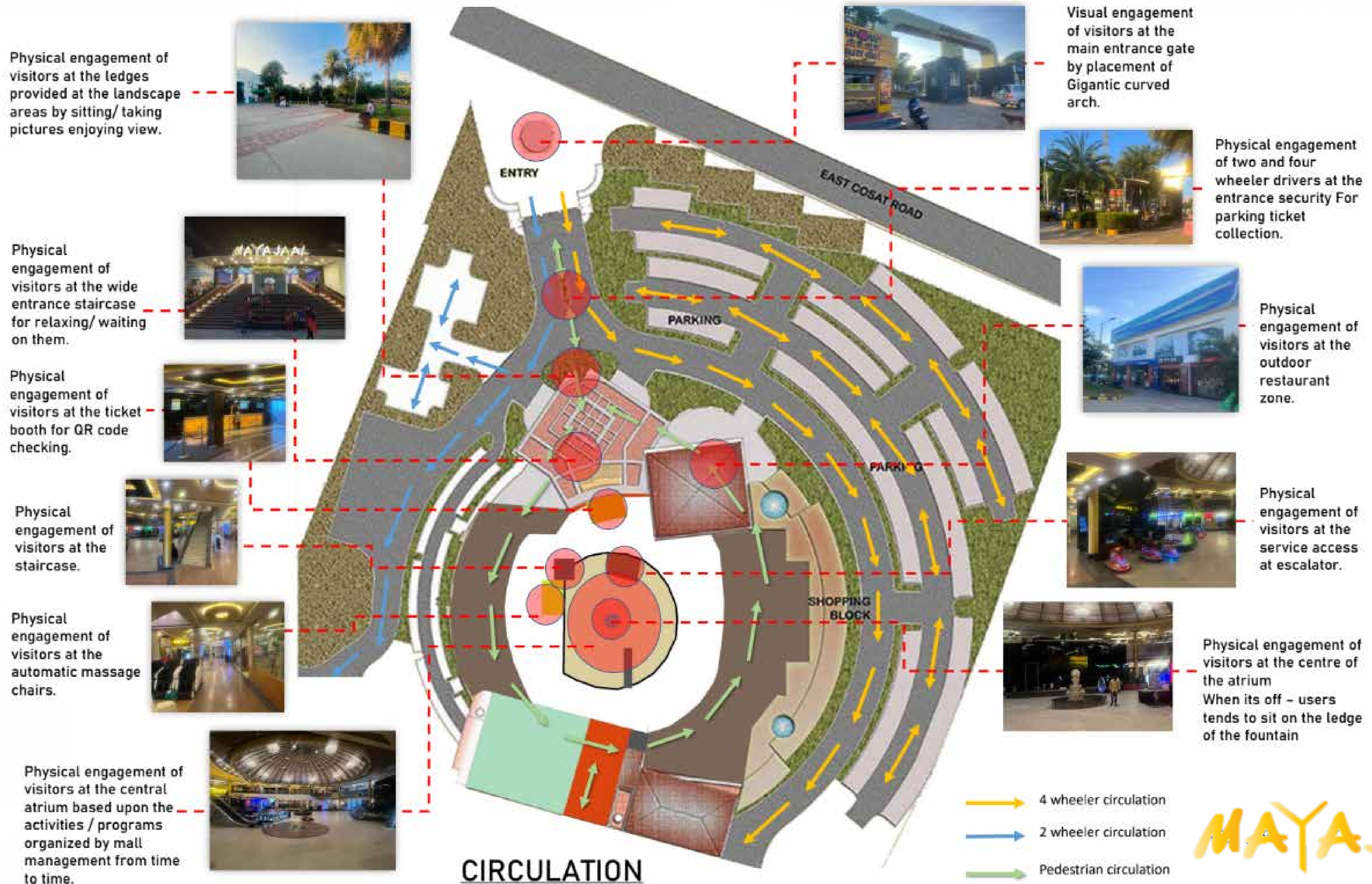
art installation out of seashore washed waste



proposed platform for physically challenged

variation of spatial characters through the day

NOTES ON ADVANCED PUBLIC SPACE DESIGN- EXHIBITION



public engagements

PUBLIC SPACE DESIGN- EXHIBITION



SPACE 1 : JUNCTION TO TECH-PARK AND PARKING

SCRAP MATERIALS REQUIRED



METAL FLAT SHEETS



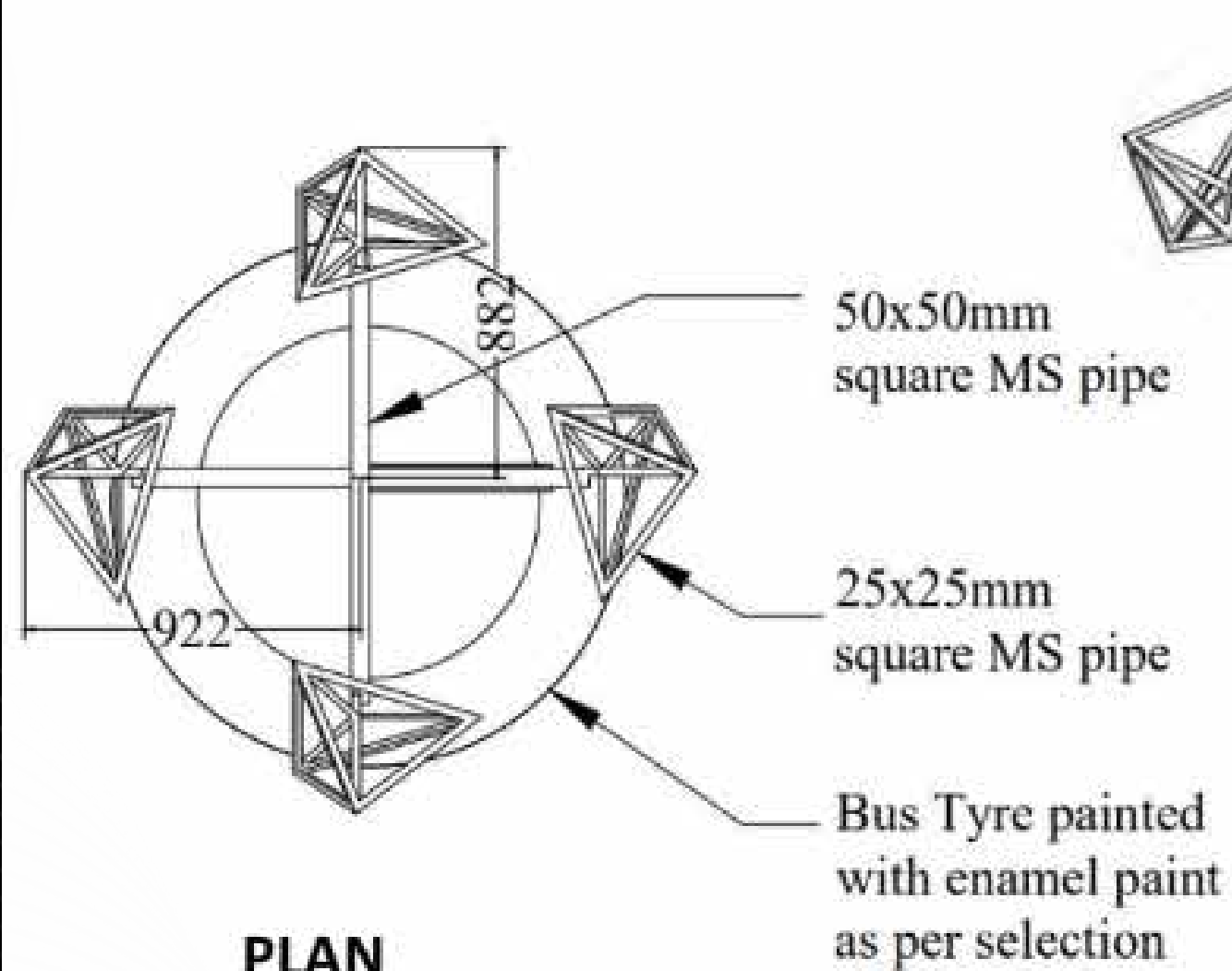
SQUARE MS PIPE



CYLINDRICAL MS PIPE (OPTIONAL)

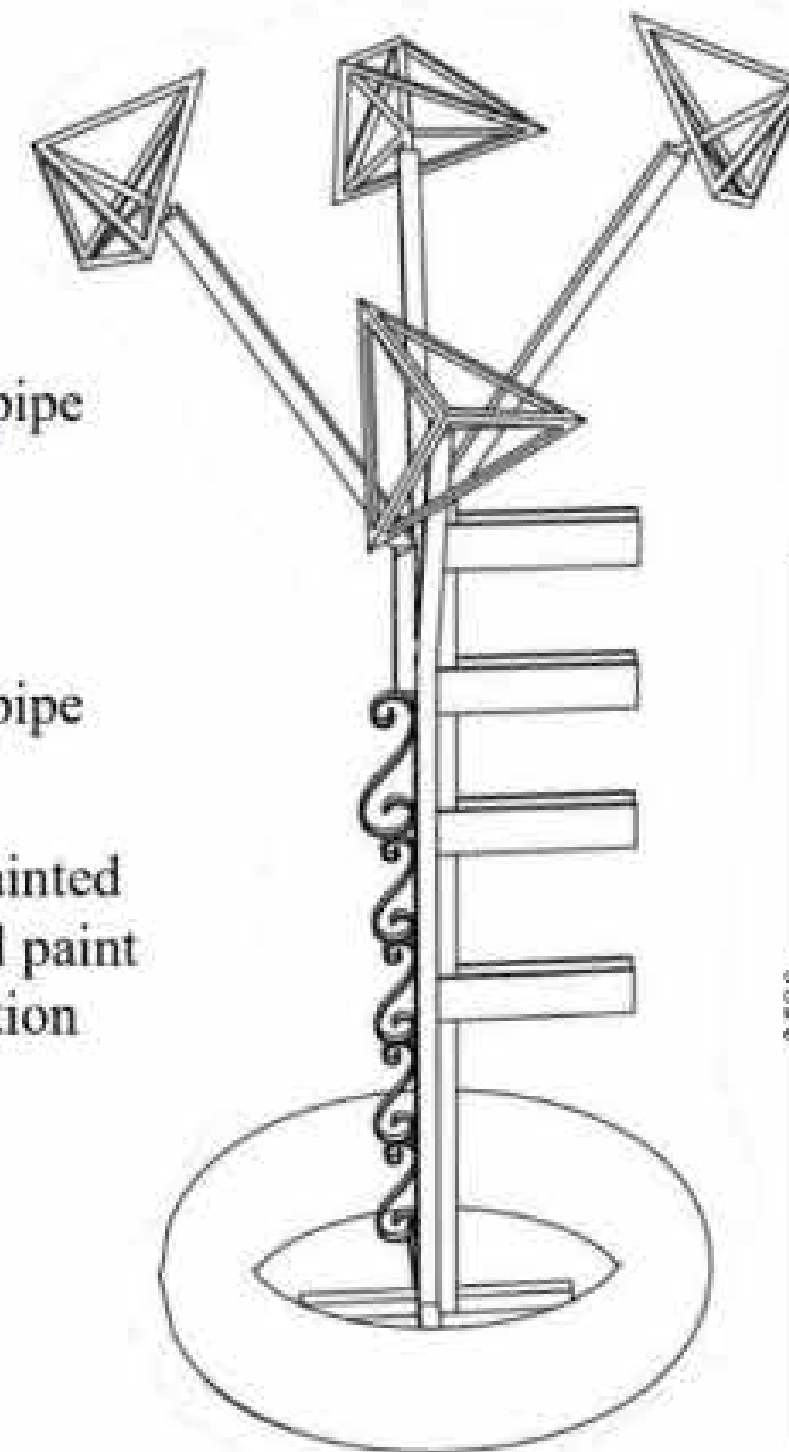


BUS TYRE

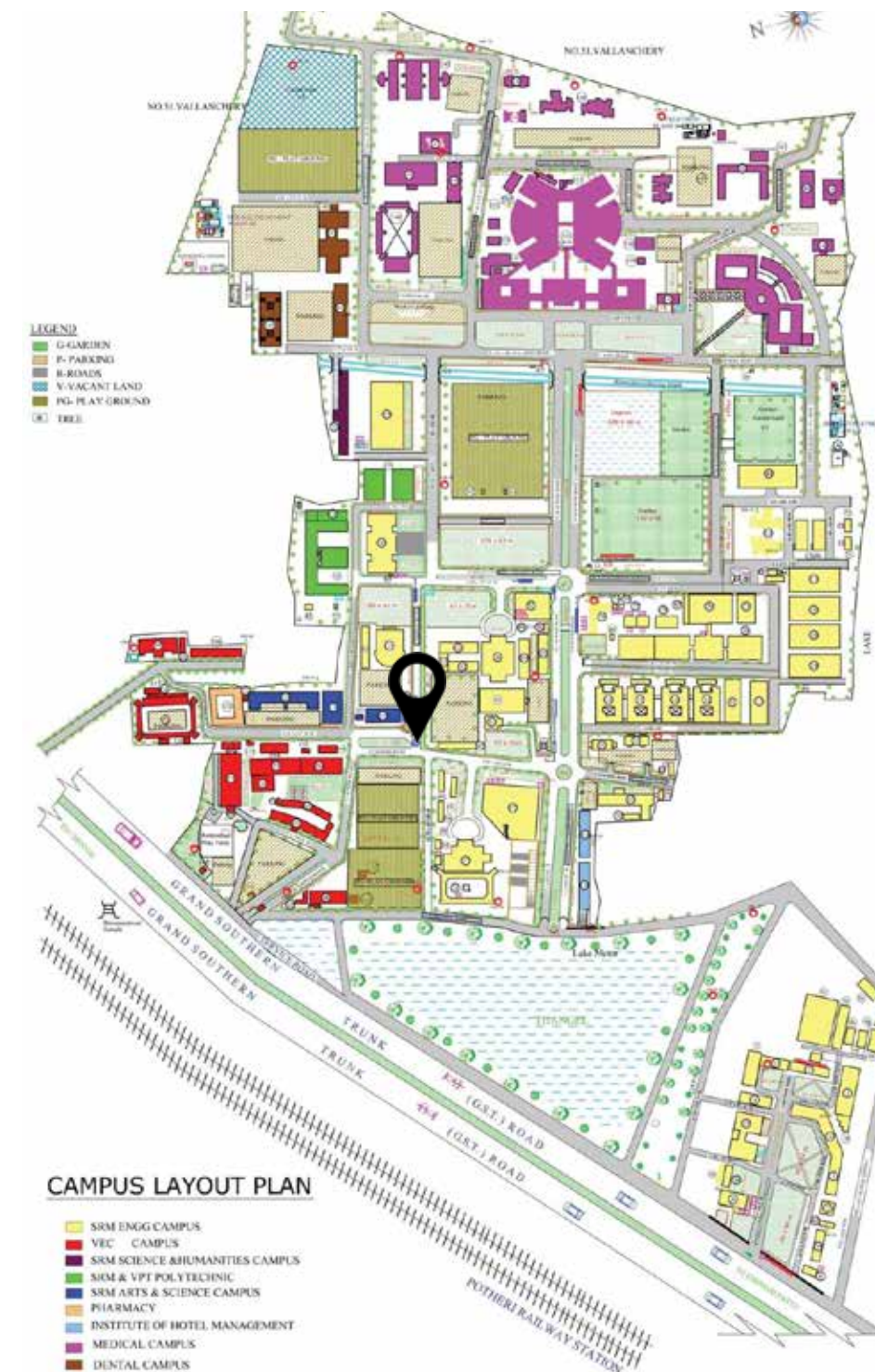
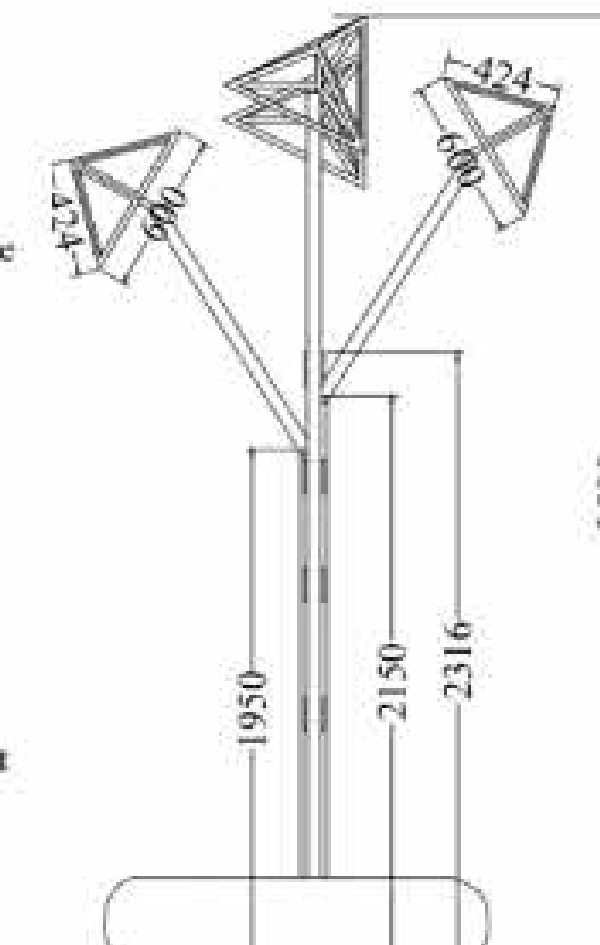
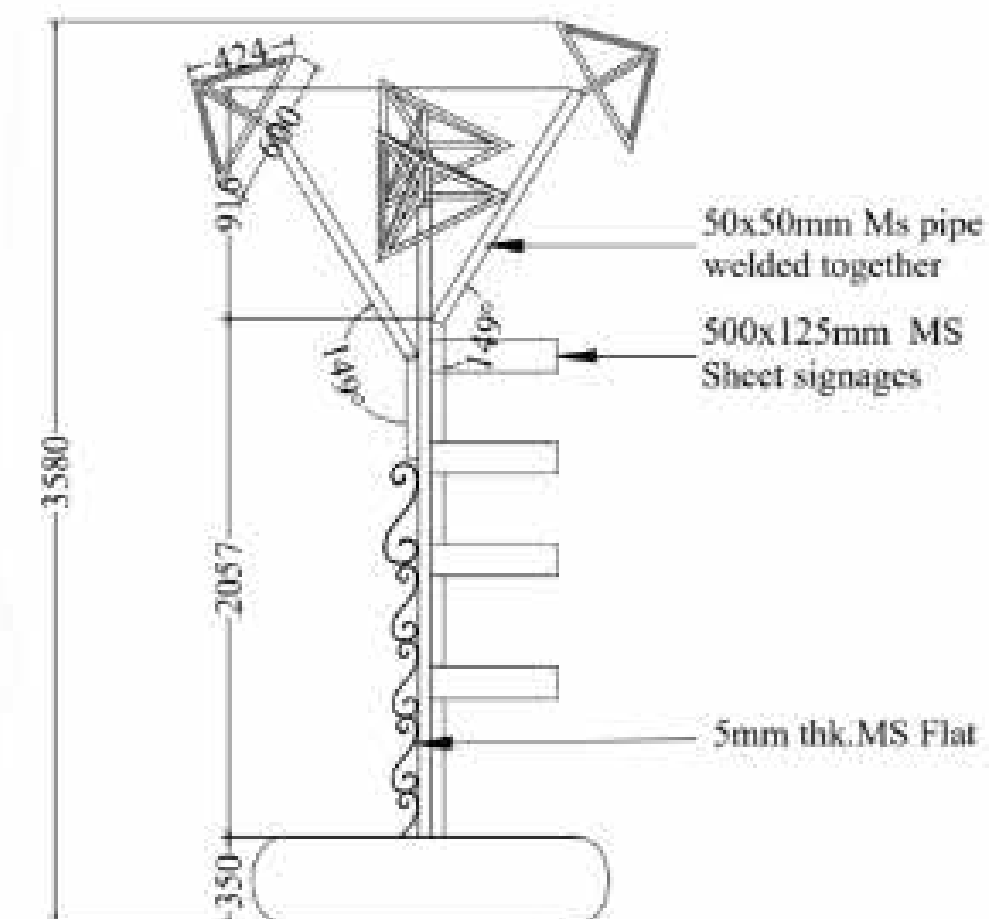


LABOUR REQUIREMENT:

- Cutting
- Welding
- Painting

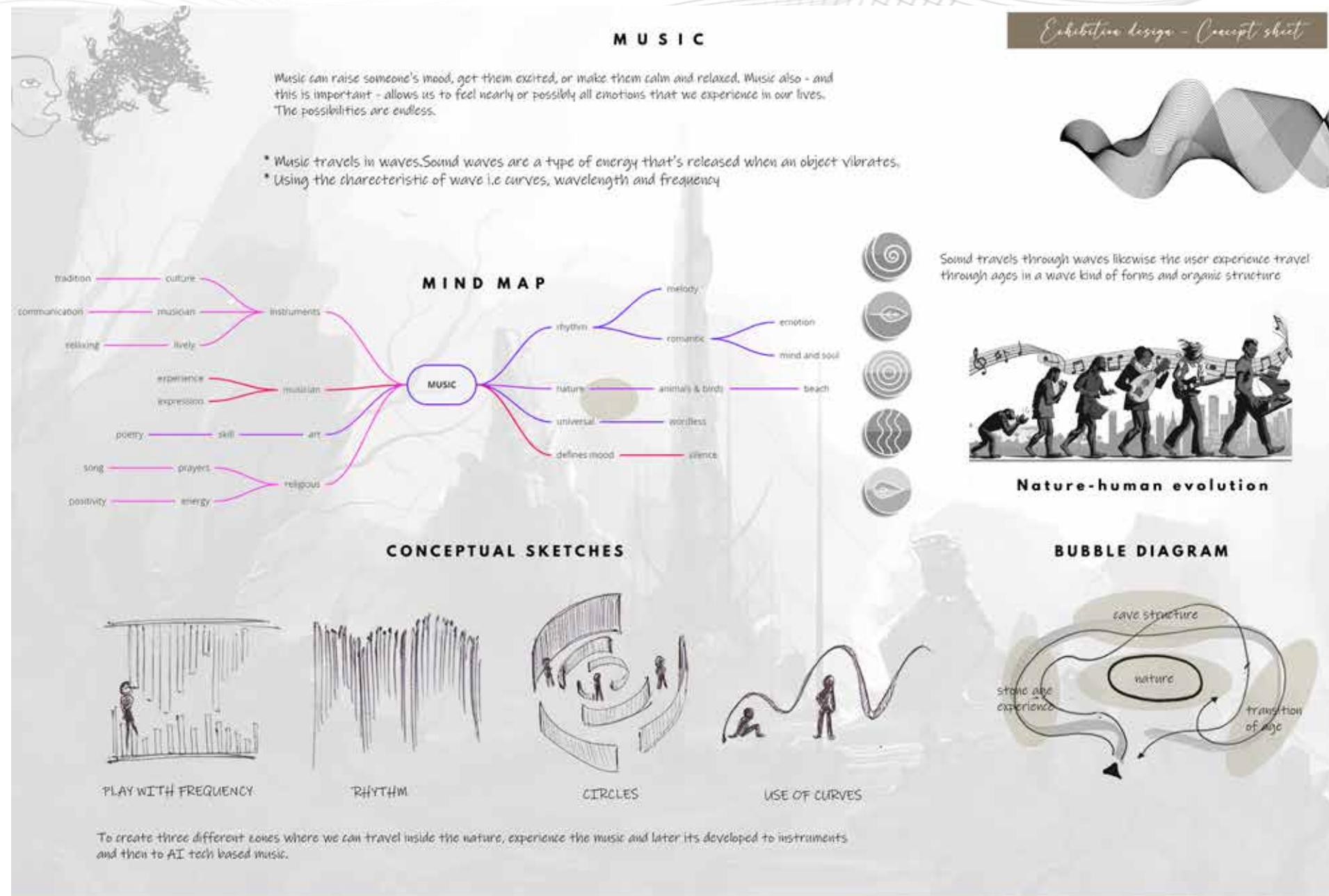


VIEW

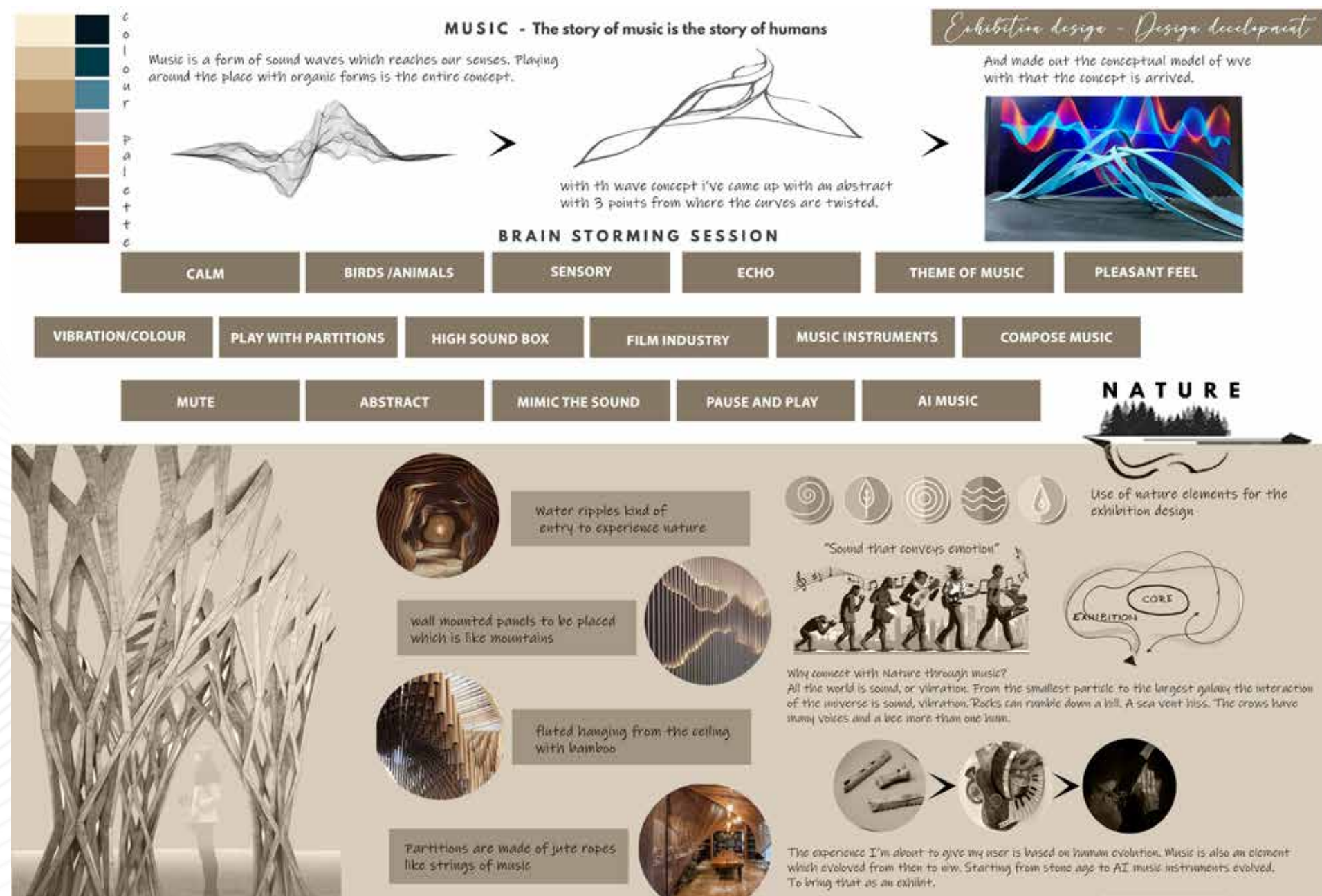


SRM
INSTITUTE OF SCIENCE & TECHNOLOGY
(Deemed to be University u/s 3 of UGC Act, 1956)

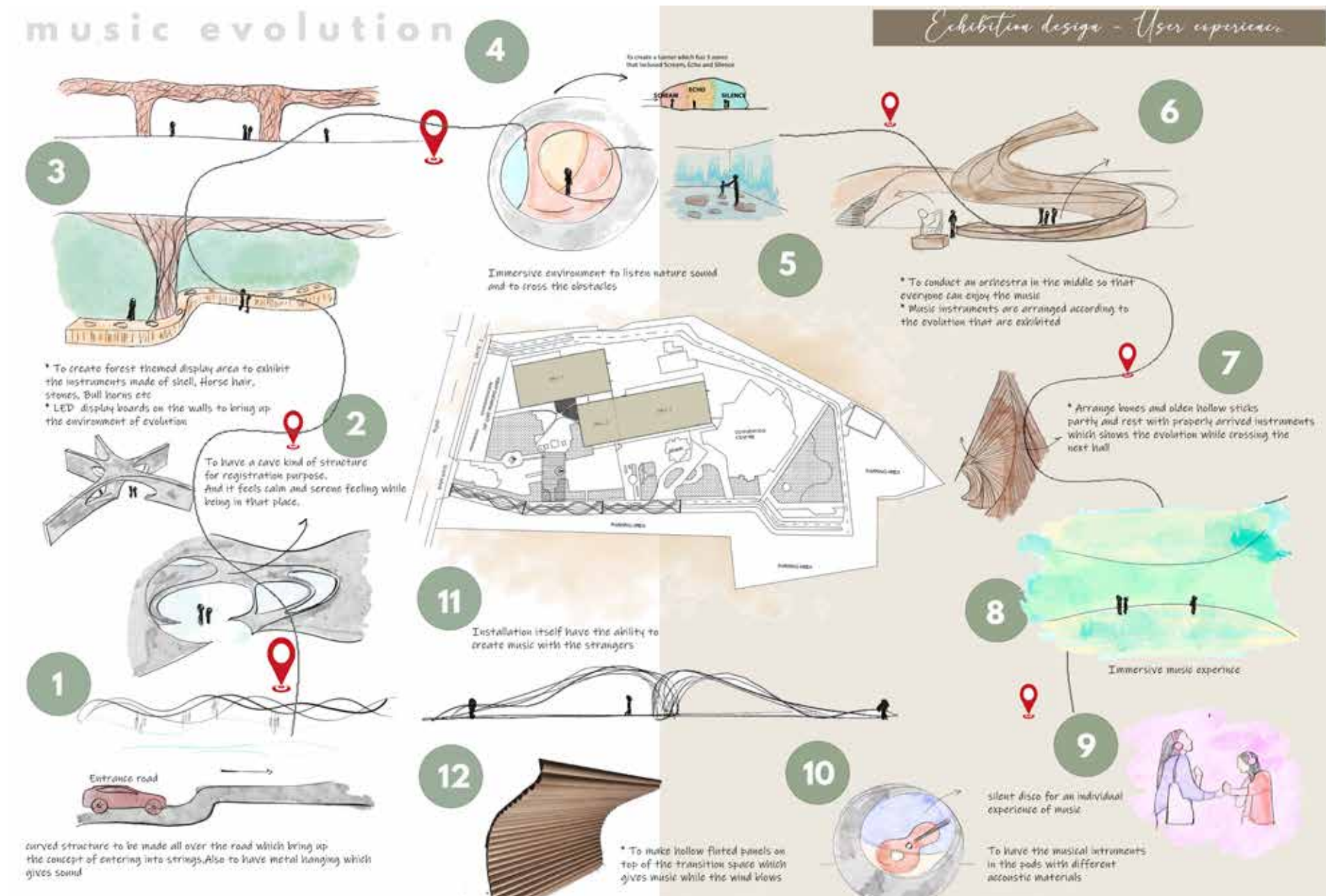
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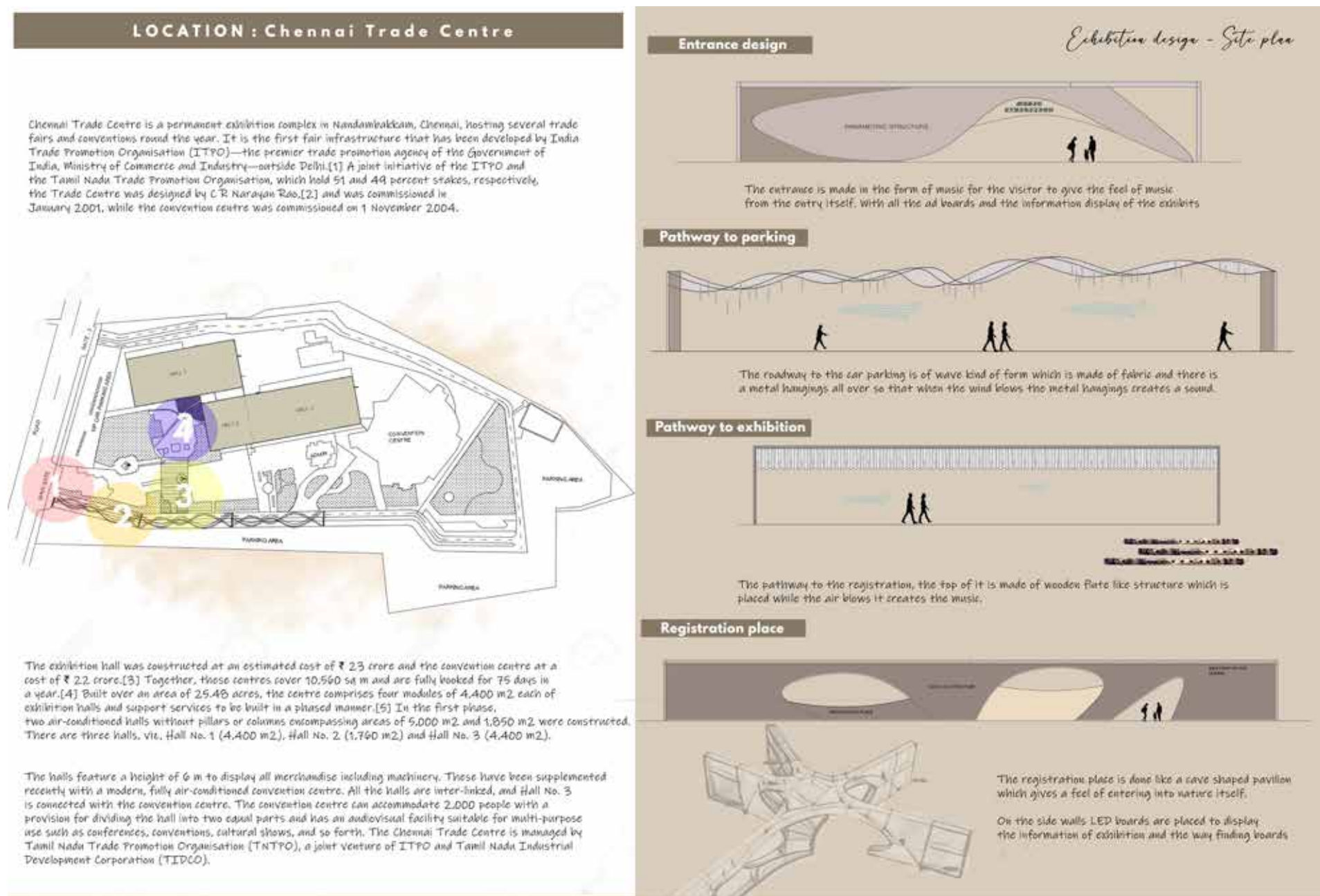
2



3



4



PUBLIC SPACE DESIGN- NOTITISED EXHIBITION

5

Exhibition design - Floor plan

100 4000
52 4000
100 2300
140 2300
44 4000
D1

Cafe is on the top of the installation and below orchestra will be happening. It resembles a trumpet instrument that shows the transition of music from stone age to middle age where instruments can be played.

chennai trade centre

Chennai Trade Centre spread over 25.48 acres of prime land the centre has three large Exhibition Halls and a Convention Centre. The three exhibition halls extend over 10560 Square meters of air conditioned space, without any intermittent pillars of columns. The exhibition halls and Convention Centre are interconnected.

Chennai Convention Centre's facilities are of International standards and include a range of halls from 250 Sq.ft to 20,000 Sq.ft accommodating from 25 to 2000 delegates. The Convention Centre has two halls - A and B- with a total seating capacity of 2000 delegates.

area : 17 acres

6

Exhibition design - sectional elevations & views

SECTION ELEVATION- BB1

ENTERING INTO THE HALL IT SHOULD GIVE THE FEEL OF MUSIC IN THE SPACE. SO THE CENTRE OF THE HALL HAS A NATURE THEMED AND IT SHOWCASES THE STONE AGE MUSIC INSTRUMENTS THAT SOOTHES THE BODY AND MIND. SHOWCASING TREE BRANCHES, BONES, SKULLS AND BELL VARNES AND HOW THE MUSIC IS EVOLVED.

where we can experience the music also the natural installations have sounds of water, birds, animals etc. That gives lively experience to the user.

Cafe is on the top of the installation and below orchestra will be happening.

SECTION ELEVATION- AA1

Scale - 1:500
All dimensions are in metre

1 scream

The tunnel will have a screaming sound which makes the entire tunnel change colours.

2 echo

And the second phase have a complete colouring variation which responds to the echo.

3 silence

Third phase is shown through visual quality by reflection using mirror so it provokes the visual sense.

The aim was not the invention of a new three-dimensional display that could represent all possible forms, but a system with uniformity in design of content and display of Kinetic Rain installation.

7

Exhibition design - sectional elevations & views

LOOK ALIKE A COCO SHELL WITH USAG OF DIFFERENT MATERIALS FOR ACOUSTICS

DISPLAY OF MUSIC INSTRUMENTS

Side view of the display unit

front view

Side view of the display unit

Display gives the look and feel of nature with info boards hanging all over

SECTION ELEVATION- DD1

Initial idea and sketches of the installation evolved from music

String material is used for the installation which creates music when touched from one end to another.

PARAMETRIC FURNITURE FOR LOBBY AREA

physical representation of sound waves, using natural materials to create a rhythmic and structured, though also organic, form.

Sound waves may be visualised in many ways; each of which is poetic and expresses differing qualities of sound.

SECTION ELEVATION- CC1

Scale - 1:500
All dimensions are in metre

Quadratic-residue diffuser

Wooden panels

Use of rainbow coloured strings which produce music

Use of rainbow coloured rope in a corner room

Fabric ceiling which will be tension for the wind

Fabric ceiling which will be tension for the wind

Music notes like display shelves for the alfa sham music instrument display

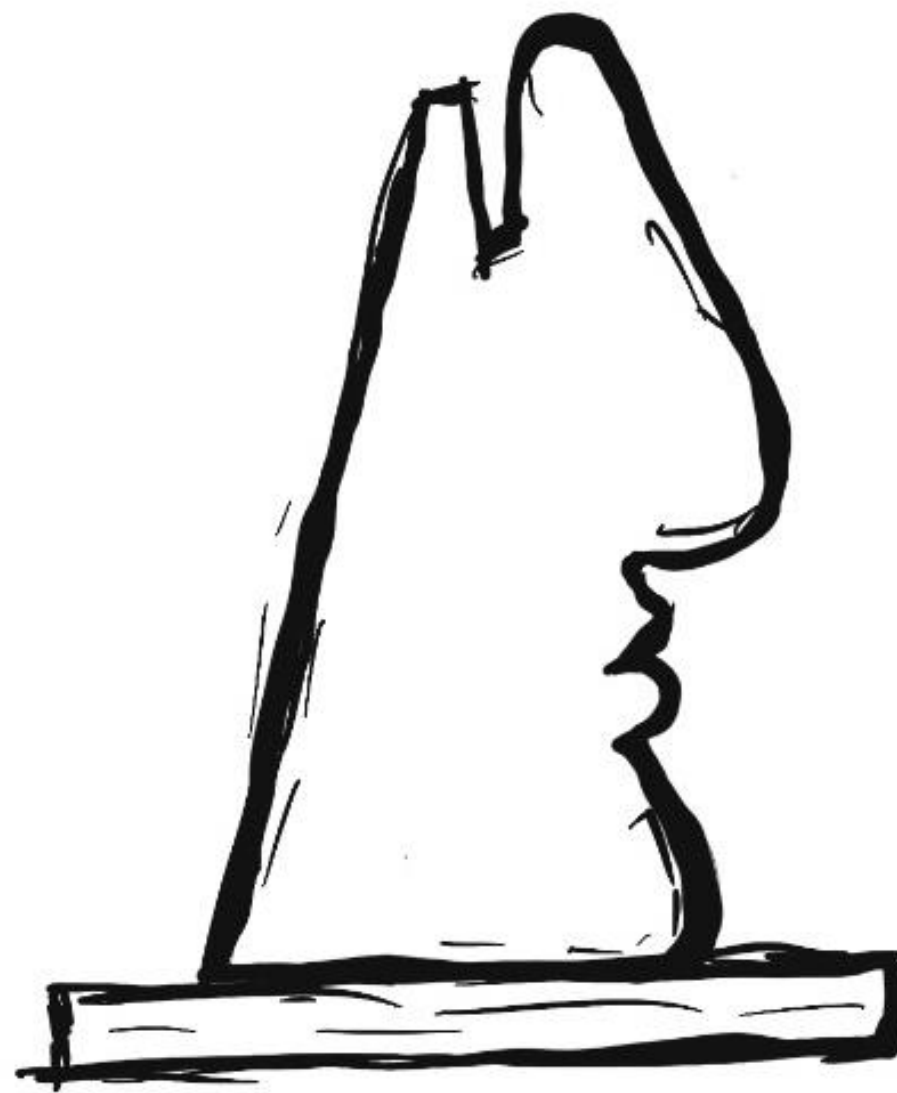
views



inspired by-



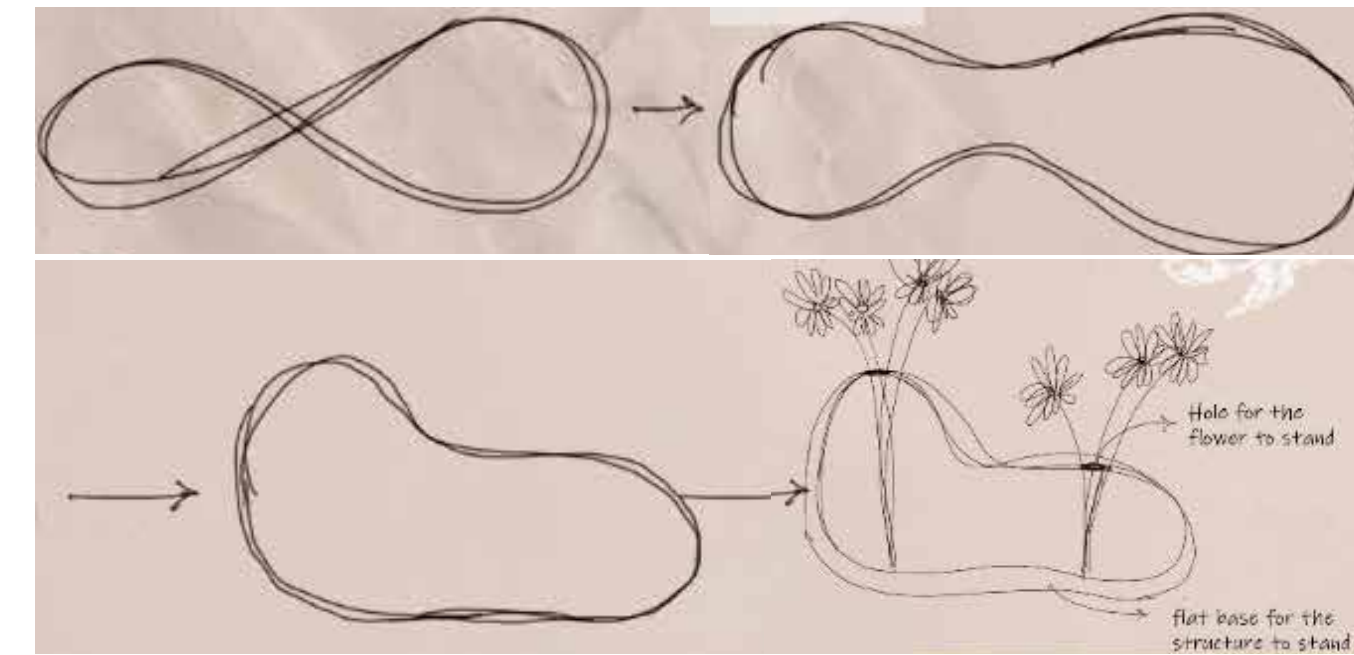
moai stone



specs holder



inspired by-



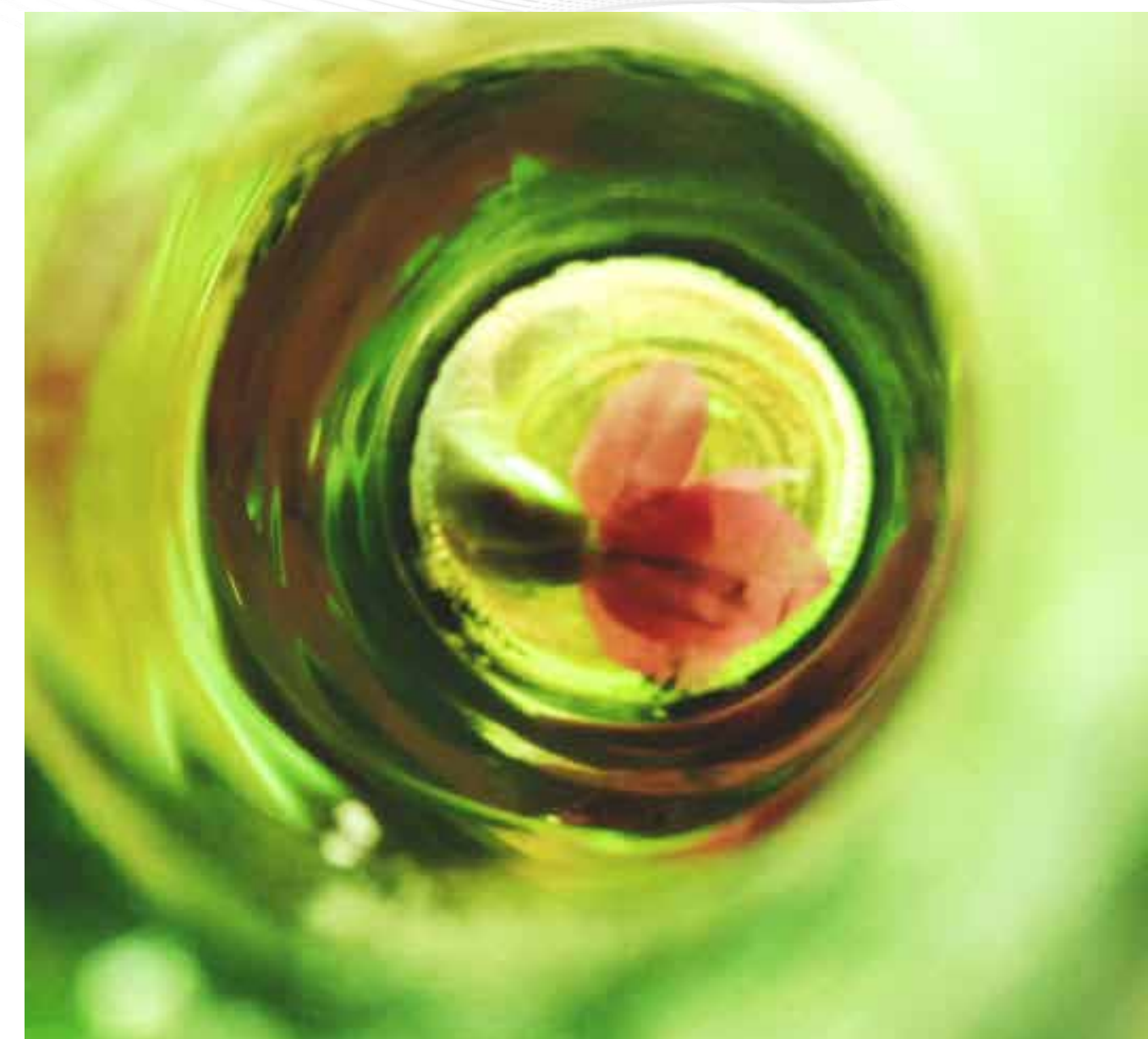
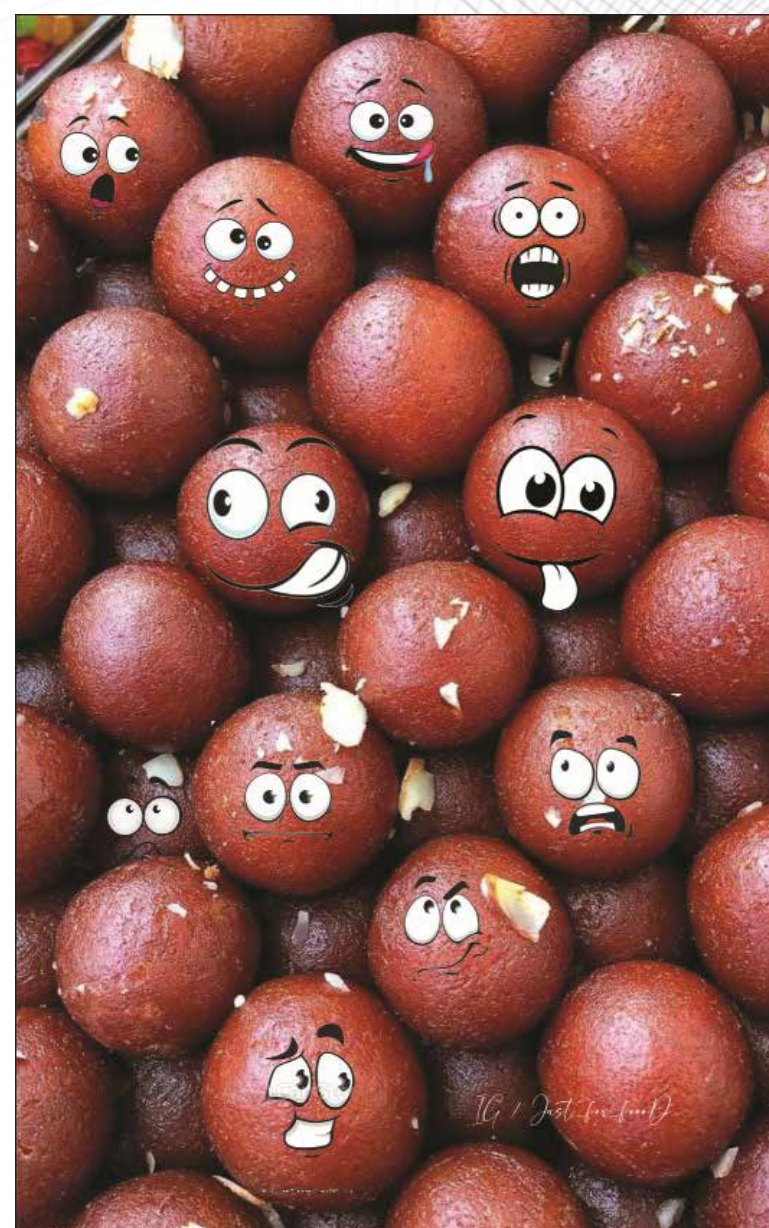
abstract on the form of infinity



flower holder

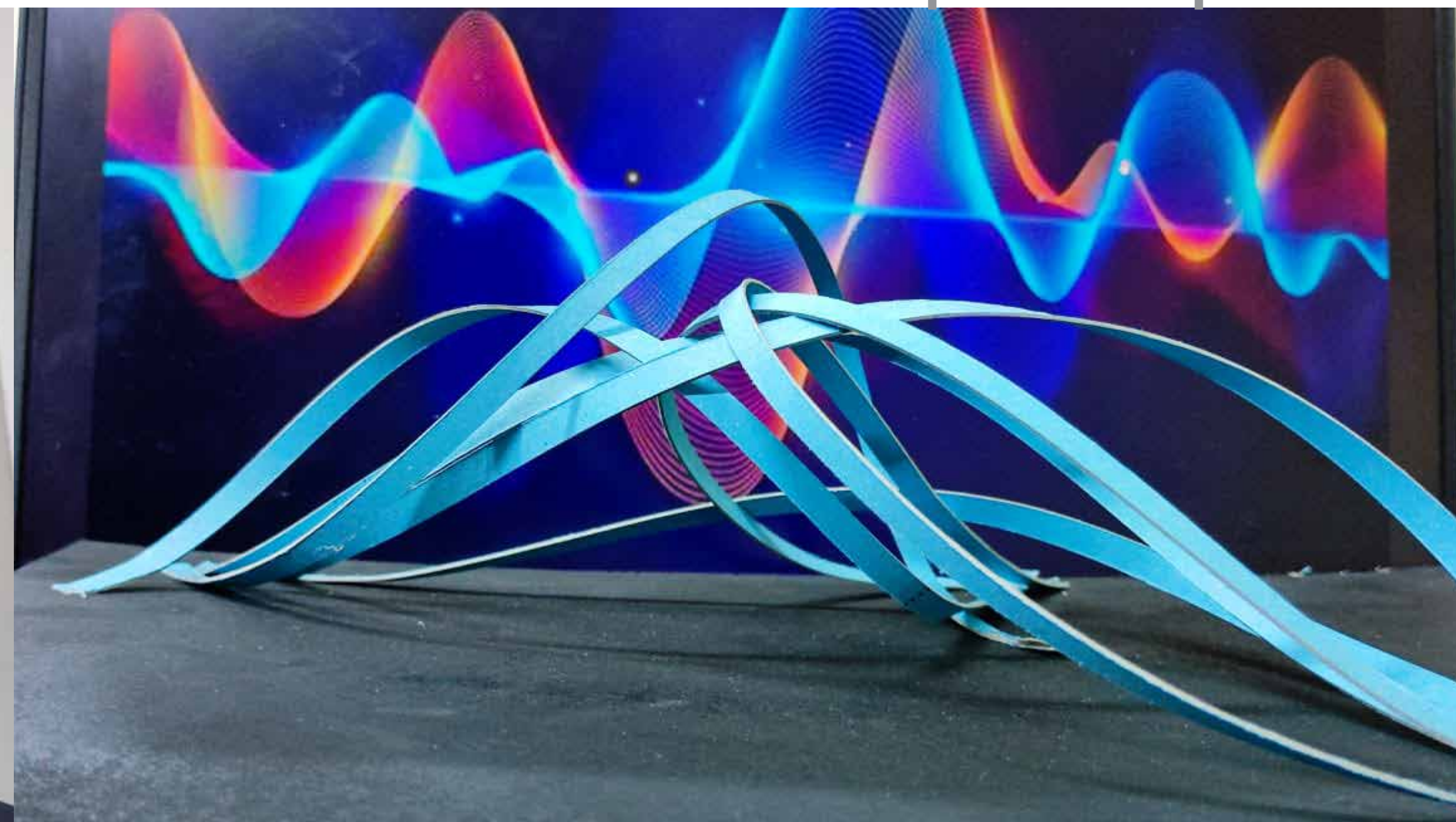
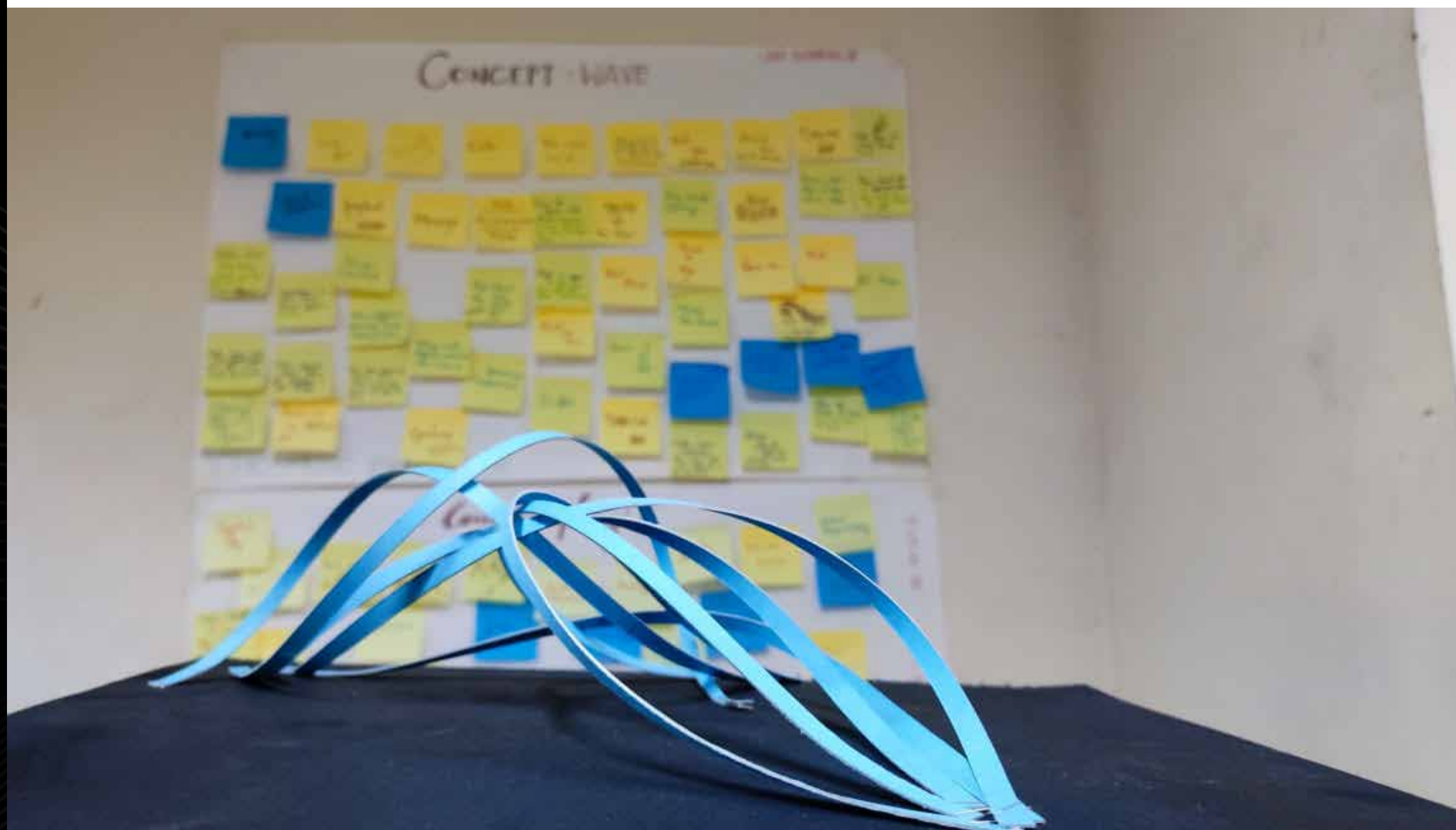


WORKSHOP



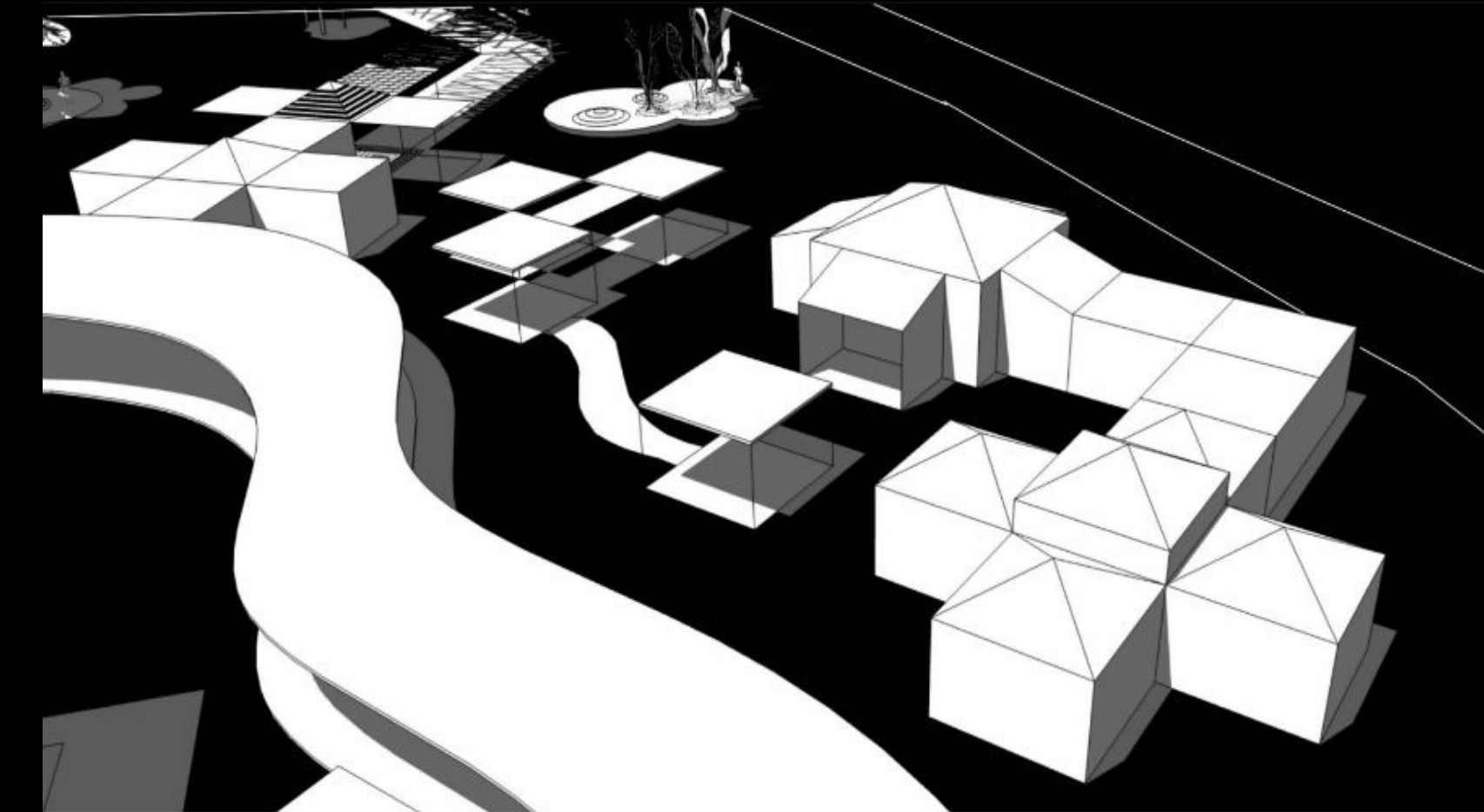
through lens

visual perception





3



RESEARCH INTENSIVE PUBLIC SPACE DESIGN

The aim of the studio is to enhance the user experience and urban ambience of selected streets. Streets are the lifelines of any city. It accentuates the experience to explore the culture of any city. Streets are one of the crucial city elements that signify the public life of the place.

Hence, streetscaping becomes the determining criteria for the success of the city. The streetscape of any city portrays the natural built fabric of the street that adds to the experiential quality of that space.

- Research – Analysis of selected site
- Framing of design problem
- User experience
- Creation of urban ambience.

1

STREETSCAPE - Introduction

Streetscape is a term used to describe the natural and built fabric of the street, and defined as the **design quality of the street** and its **visual effect**, particularly how the paved area is laid out and treated.

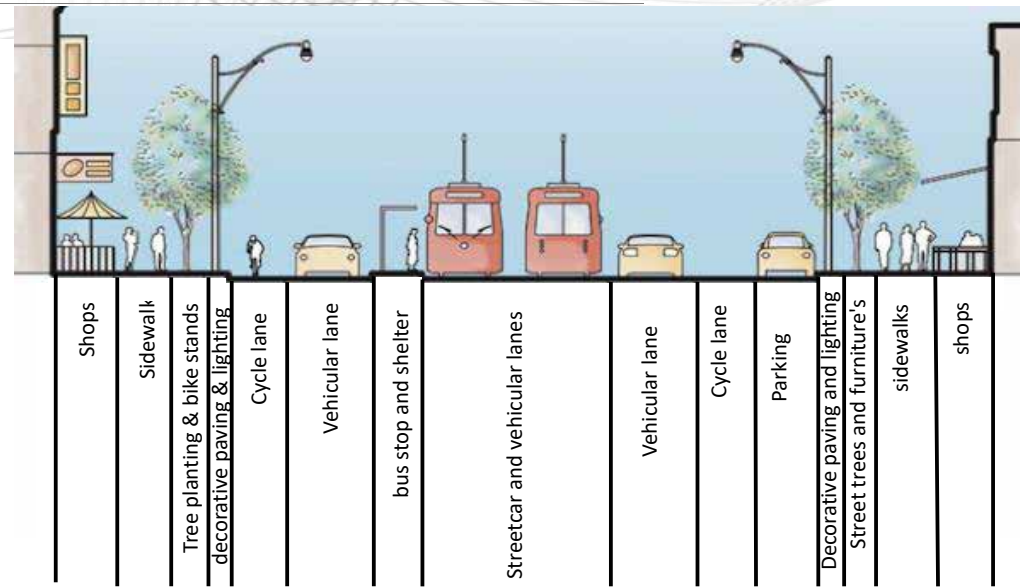
A broad term to mean **everything that makes up the scene on a street**. The typical elements include the road, buildings, sidewalks, street trees, street lights, benches, trash receptacles, and adjoining open spaces.

What is the purpose of a streetscape?

Streetscapes are an important component of the public realm (public spaces where people interact), which help defines a community's aesthetic quality, identity, economic activity, health, social cohesion and opportunity, not just its mobility.

What is streetscape improvement?

Improvements to streetscape design can include increased street lighting, enhanced street landscaping and street furniture, increased sidewalk coverage and connectivity of pedestrian walkways, bicycling infrastructure, street crossing safety features, and traffic calming measures.



Source: http://www.blogto.com/city/2012/01/revisiting_the_urban_design_streetscape_manual/

PILOT STUDY - PONDY BAZZAR, T NAGAR, CHENNAI

CHENNAI - Introduction

Chennai, formerly known as **Madras** (the official name until 1996), is the **capital city** of the Indian state of Tamil Nadu.

The state's largest city in area and population as well, Chennai is located on the Coromandel Coast of the Bay of Bengal, and is the most **prominent cultural, economic and educational Centre** of South India.

Chennai was also named the ninth-best **cosmopolitan city** in the world by Lonely Planet

What's Chennai famous for?

Ancient temples, vibrant arts, natural wonders and a bustling culinary scene make Chennai, the capital of Tamil Nadu, one of the most popular tourist destinations in the southern fringes of the country. Located on the Coromandel Coast, this busy metropolis was formerly called Madras.



T NAGAR, CHENNAI - About

Thyagaraya Nagar, commonly known as **T. Nagar**, and historically known as East Mambalam, is a very **affluent commercial and residential neighborhood** in Chennai, Tamil Nadu, India.

T. Nagar is located about **10 km** from Chennai **Airport** and about 8 km from Chennai **Central railway** station.

T.Nagar's bazaars are frequented by a number of shoppers. On a typical weekend, the number of people who move about on Pondy Bazaar, the locality's principal commercial area, might soar up to **500,000**.

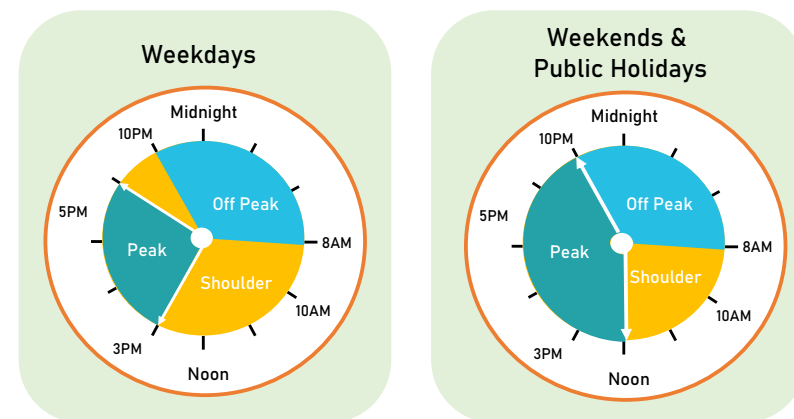
During **festival season**, because of the discounts and reductions offered by dealers of silk sarees and jeweler's, this number might reach **2 million**.

Even on a **lean day**, about **200,000 pedestrians** traverse the roads around Panagal Park, the central part of the neighborhood.

Pondy Bazaar serves as a **satellite commercial hub** for T. Nagar, located around the Thyagaraya Road.

ABOUT PONDY BAZAAR

- Pondy bazaar, officially called soundarapandianar Angadi, is a market and neighborhood located in T Nagar, Chennai.
- It is one of the principal shopping district of Chennai
- Pondy Bazaar has a wide variety of clothing, accessories and footwear stores in all price ranges within a two or 3 km radius. It is a one stop destination for the multi-brand retail.
- Wide footpaths. Play areas. Buggies for senior citizens. Chennai's buzzing shopping hub bears a new look with the city's first pedestrian plaza.
- Pondy Bazaar was renovated 2 years back. Before renovation, it was more of a street shopping but now all hawkers are moved into the complex And size of pedestrian walkways were also extended which make the road congested.



Renovation Timeline :

2011: The concept of a pedestrian plaza in T.Nagar was first proposed in the T. Nagar Redevelopment Plan prepared by Jones Lang LaSalle. Oasis Designs Inc. was appointed by the Greater Chennai Corporation to design the plaza and the remaining 700m stretch on Sir Thyagaraya Road.

2014: A development bank expressed interest in funding the project and requested GCC to hire a consultant to conduct assessment studies including environmental and social impacts, traffic analysis, etc.

2016: Darashaw was appointed as design consultant.

2018: Construction on the plaza began

2019: Plaza launched



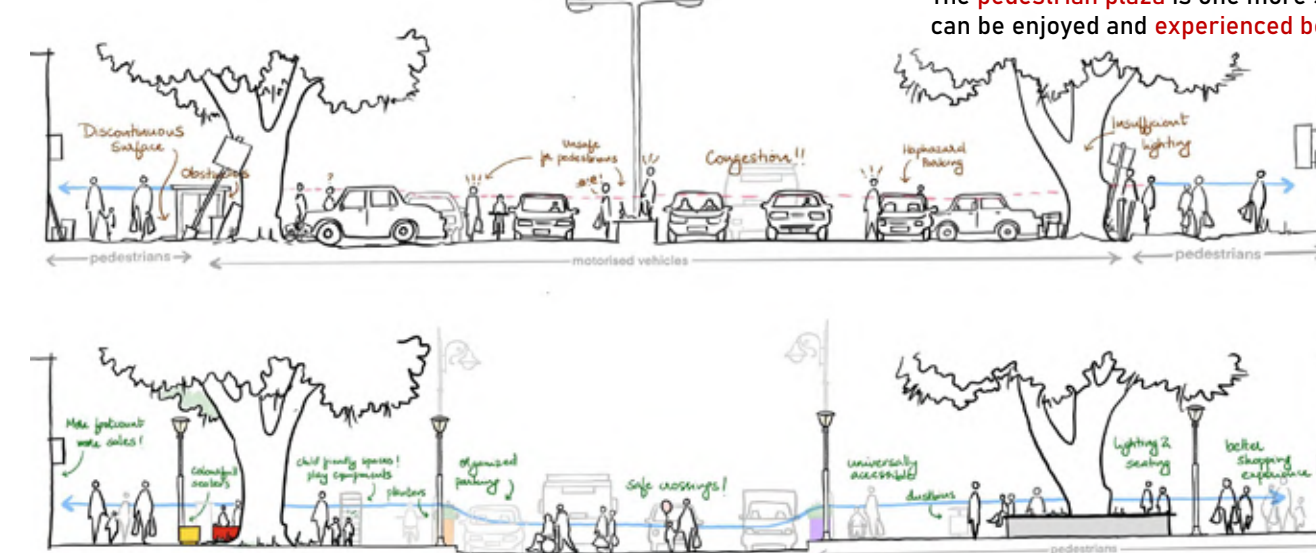
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Reason for Renovation :

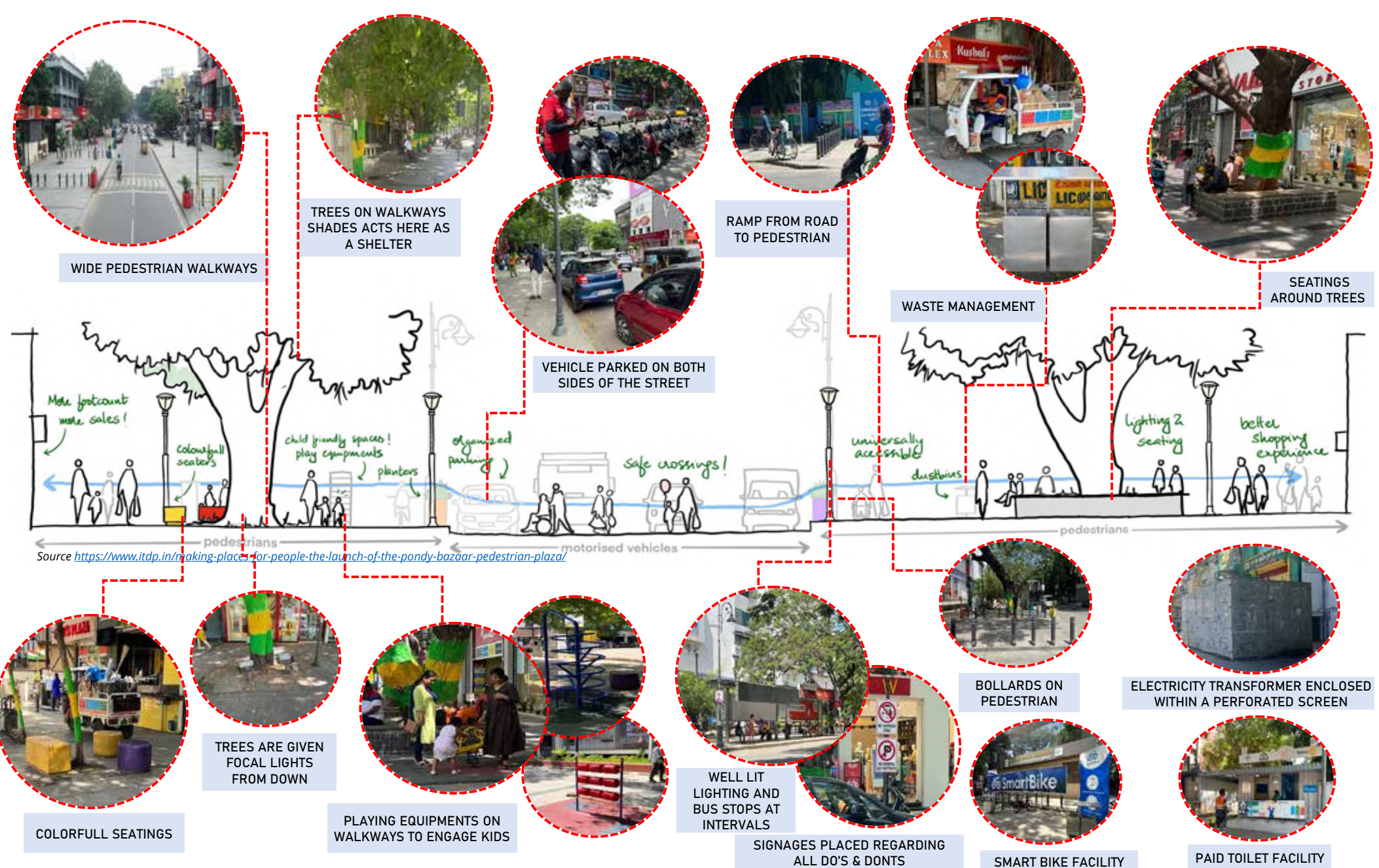
From time immemorial, Pondy Bazaar has been one of Chennai's most popular shopping destination. As a shopping promenade, it is best experience on foot. In fact, a traffic study conducted in 2016 revealed that nearly **5000 people walk** down the stretch per hour during peak periods.

Over years, the space began to deteriorate the uneven, narrow footpaths and vehicles parked on the road causing inconvenience to the pedestrians.



Before and after conceptual street sections highlighting the space reclaimed for the pedestrians

Source: ITDP, Aishwarya Soni, (2019) <https://www.itdp.in/making-places-for-people-the-launch-of-the-pondy-bazaar-pedestrian-plaza/>



The main Aim :

An **open air mall** in the heart of the city and a street for everyone.

The **Pedestrian Plaza** project was thus conceived, with the intent of enhancing the unique shopping experience that Pondy bazaar offers by reclaiming public space for the shoppers. For the first time, Chennai was looking at a street as not just a mobility corridor, but as a mobility corridor, but as a **Social Public Space** for everyone, be it families, kids and elderly.

The Features :

- Vibrant seaters and play equipment's
- Lighting
- Trees and planters
- Utilities design
- Inclusive Design for all
- Bicycle sharing



Regular Events

Renovation project was an extension of Chennai's aspiration to push forward **Sustainable Mobility**.

The **pedestrian plaza** is one more step to **reduce dependence on vehicles** and showcase how a city can be enjoyed and **experienced better by foot**.

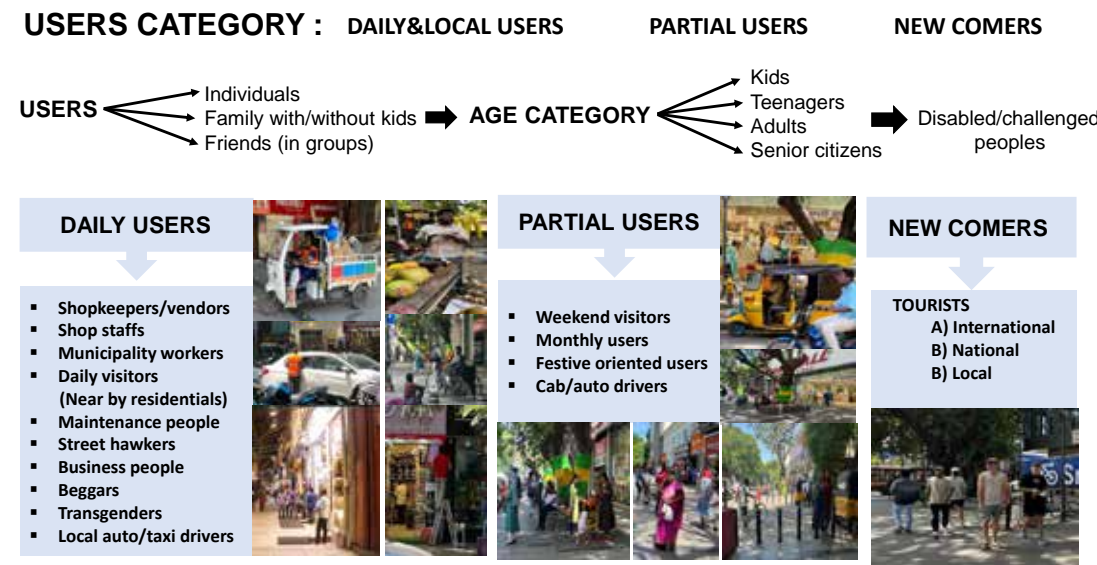


Before Footpaths transformed After



Before Wide Walking Spaces After

3



USERS :



USER 1 – shopkeeper (women)
Daily user
More than 40 yrs
She liked the old bazaar
Complex building not good for business
Felt difficulty in commute by local service.
Peak time after 3pm

USER 2 – Auto driver
Daily user
More than 50yrs
No auto stand and not able to drop and pick up as vehicles

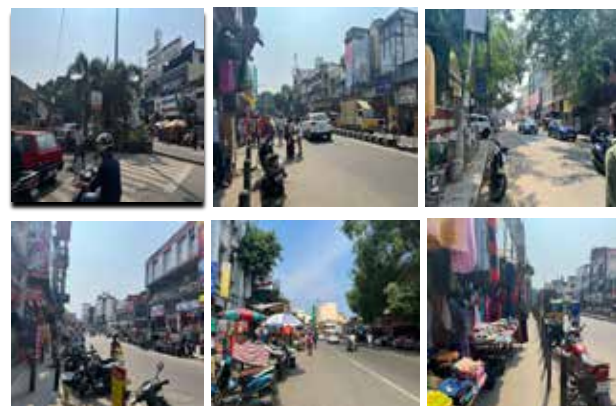
USER 3 – Visitor
Partial user
Visited 15 to 20 times
Need more seating
Everything else is fine
Liked after renovation

USER 4 – Shopkeeper
Daily user
Transgender and beggar issue, Liked after renovation
Felt pedestrian good

USER 5 – Visitor
Partial user

OPTION 1 : PURASAIWAKKAM STREET - HIGH ROAD,CHENNAI

- Purasaiwakkam is a residential shopping area
- It is close to the Chennai Central and Chennai Egmore railway stations.
- It's a bustling commercial shopping hub
- It has a high footfall of shoppers who visit the many stores that retail clothes and household appliances.



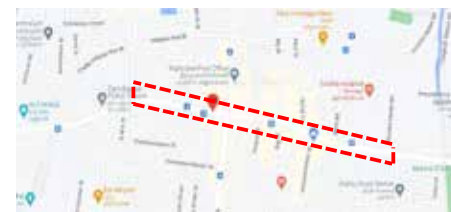
OPTION 3 : PYCROFT ROAD - TRIPLICANE

- Pycrofts road which has been named after sir Thomas Pycroft. Pycrofts Road has been renamed to Bharathi Salai now
- Its famous for books shop
- Very busy street



OBSERVATIONS :

- The facilities available for pedestrians on the road
- Obstruction due to street vendor carts
- Displays of most of shops overflowing towards pedestrian pathways
- Insufficient street lighting
- No seating or breakout interactive spaces in the midst of shopping.
- No shelters at all
- Pavement is not uniform throughout.
- Shops and vehicles have occupied the space on pavements and it leaves no space for pedestrians
- Lack of dedicated parking spaces for vehicles
- Bollards placements in pedestrian pathway than outside of it
- Improper and unsafe placement of utility posts and lines
- Unsafe pedestrian pathways with insufficient width and lack of safety guardrail.



OBSERVATIONS :

- commercial street, famous for book shops
- No proper pedestrian walkways
- Heavy traffic
- Street vendors with more obstruction
- The footpaths are actually wide but don't serve pedestrians. Wares from shops are placed there.
- Garbage and other perishable wastes were dumped on the roadside, which makes the stretch smelly
- Ambience is not good
- No proper designated parking
- No proper lighting

USER ANALYSIS : VISITOR – PARTIAL USERS AND NEW COMERS

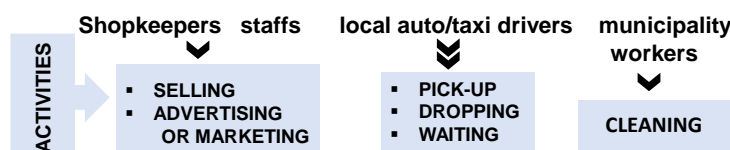


ABOUT THE SPACE (EXPERIENCE)

- Shopping Experience**
 - (a) Visitors prefer pondy bazaar as a wide variety of clothing, accessories and footwear stores in all price ranges available within a road stretch with multi-brand Retail.
 - (b) Visitors liked the old bazaar look and feel - Street shopping with lots of street hawkers.
 - (c) Restaurants, seating on pedestrians, kids play areas, interactive spaces etc. facilitated to make shopping more enthusiastic, hang out and socialize.
- Felt more comfortable and secured**
 - (a) Due Wide pedestrian walkways – visitors were able to move freely and overall visibility of space.
 - (b) natural elements – Trees act as shelter/shading – seating placed around and under.
 - (c) lighting – Streetlights - well lit post evening
Trees are given focal lights from down to highlight the trees.

- Visitors preferred both commuting both by own vehicle and bus/metro
 - (a) own vehicle – availability of sufficient parking on street itself and extra levelled parking at one end of the street
 - (b) bus/metro – easy access but facing difficulty due to one way to approach the services one way bus stops are placed at intervals.

USER ANALYSIS : DAILY USERS

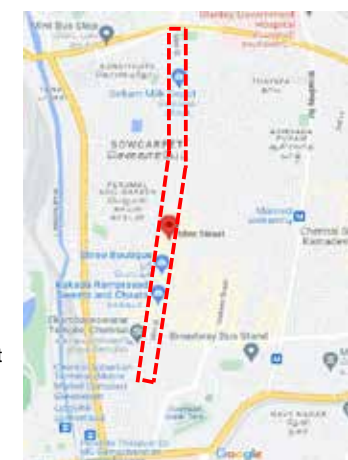


ABOUT THE SPACE (EXPERIENCE)

- STREET VENDORS/HAWKERS:** After renovation they all were moved into a govt complex
 - (a) Affected their whole business as people not moving through the shops inside a complex
 - (b) complex itself is not so attractive – not at all welcoming space
 - (c) No one visiting the upper floors of the complex
- SHOPKEEPERS/VENDORS:** Happy, no issues after renovation – actually liked after renovation
 - (a) Extension of pedestrians walkways – more flow of visitors – due to more visibility
 - (b) Issue – with the beggars and transgenders – making place dirty and uncomfortable
- Peak hours** is more often post 3pm – weekends are the most crowded days
- Waste disposals and cleaning by municipality is done properly – its hygienic
- Parking ticket collectors (3 of them for whole stretch of the street)
- Natural elements like trees gives very much shades on pedestrian and shops – control from sunlight and heat – and seating under the trees
- AUTO/TAXI DRIVERS:** No proper pick-up and drop off area – as parking is in both sides of the street And No auto stand for park and wait.

OPTION 2 : MINT STREET - SOWCARPET

SELECTED SITE



- Mint Street** is one of the prime streets of the commercial Centre of George Town in Chennai, India.
- The street is one of the oldest streets in Chennai and is believed to be the longest street in the city.
- Running parallel to the Wall Tax Road, another historical thoroughfare in the city, the street passes through thickly populated residential and commercial areas of the historical neighborhood.
- Its 3 km long stretch known as one of the oldest business hubs in the city but is also notorious for its congestion.

OBSERVATIONS :

- Very busy commercial street
- Huge influx of people
- Movement of tricycles
- Heavily congested, we can hardly walk – no pedestrian walkways – directly walking on roads
- Constrained road space for all vehicles
- Shops occupied on roads
- Crammed full of people or things
- Overlapping crowd
- Improperly laid roads
- Insufficient street lightings
- Sense of unsafe feeling because of the crowd and amount of vehicular traffic
- No seating in the midst of shopping and no much interactive socializing space
- Old multi storey building with less aesthetics
- Residents & shopkeeper feels - while these make up for the character of the locality that remains unchangeable, the state of the roads can improve the situation.



4

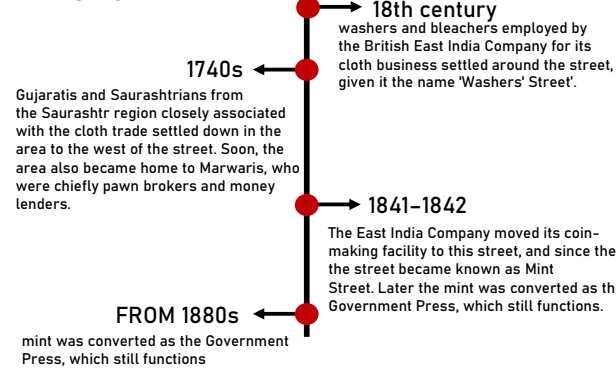
MINT STREET, SOWCARPET, CHENNAI

TYPOLOGY : COMMERCIAL SHOPPING STREET
LENGTH : 2.6 KM (NORTH – SOUTH)
CLIMATE : TROPICAL WET AND DRY

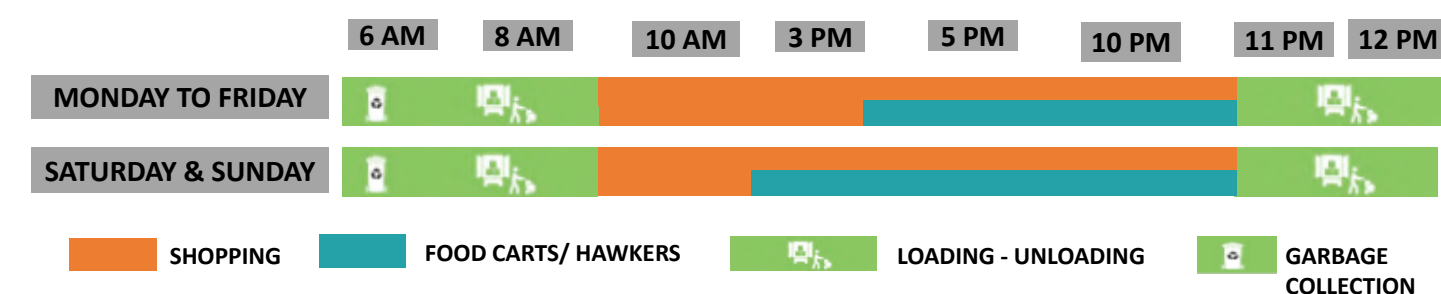
ABOUT

- Mint Street is one of the prime streets of the commercial Centre of George Town in Chennai, India.
- The street is one of the oldest streets in Chennai and is believed to be the longest street in the city.
- North end – north wall road – washermanpet
South end – Poonamallee high road
- The street passes through thickly populated residential and commercial areas of the historical neighborhood.
- It is one of the oldest business hubs in the city but is also notorious for its congestion and cultural heartland.
- Street known for Authentic Rajasthani cuisine (Marwaris) – North Indian tradition.- known for best food street.
- Mint Street: famous for Designer Sarees and Salwar's, Steel products (near Ekamparameshvarar temple), Chaat shops and eateries, Jewelry shops, and Jain temples.

HISTORY



EXISTING ACTIVITIES WITH RESPECT TO TIME



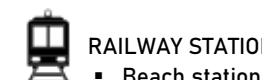
MINT CLOCK TOWER



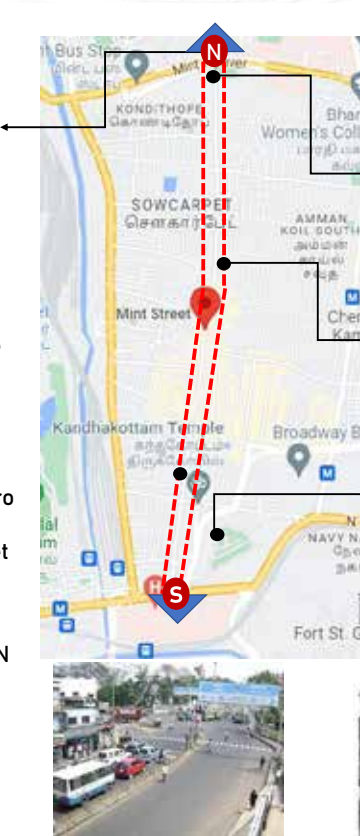
MINT BUS STOP
1.5 km to street



METRO STATION
Mannady metro
1.4km away
washermanpet
3.4km away



RAILWAY STATION
Beach station
2.2km away



NORTH WALL ROAD
NORTH END



CAR PARKING AREA
400M AWAY



CAR PARKING AREA
950M AWAY



POONAMALLEE HIGH
RD SOUTH END



TEMPLES
8 to 10 temples – street stretch



Arulmigu Subramanya Swami Temple
Shri Aai Mataji Temple
Shree Shwetamber Jain Mandir etc.



Arulmigu Subramanya Swami Temple
Shri Aai Mataji Temple
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ACTIVITIES :

- Selling
- Buying
- Bargaining
- Eating
- Time passing
- Transportation of goods – loading and unloading

FACILITIES :

- Clothes footwear mobiles accessories
- Home decors
- All commercials
- Restaurants
- Roadside vendors
- Banks
- Temples
- Residential buildings

Temple Visitors → Morning visitors – (6:00AM TO 9:00AM)
Peak hours
Evening visitors – (5:00AM TO 8:00AM)

Street hawkers

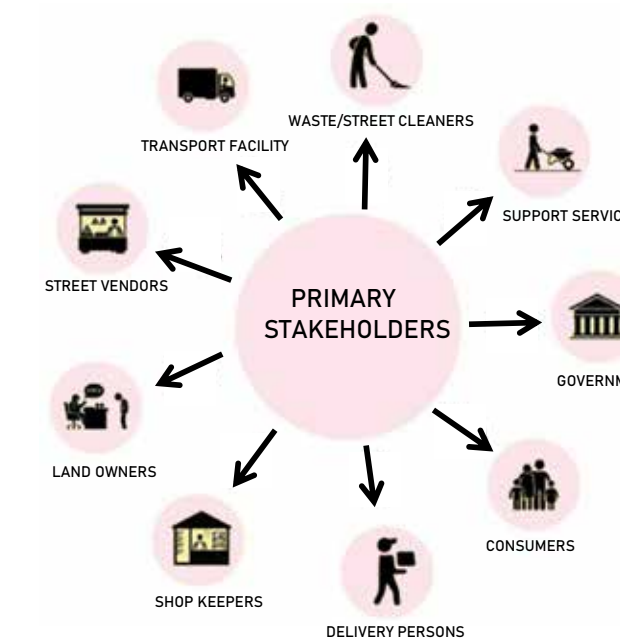


Stationary Mobile Hawkers peripatetic vendors

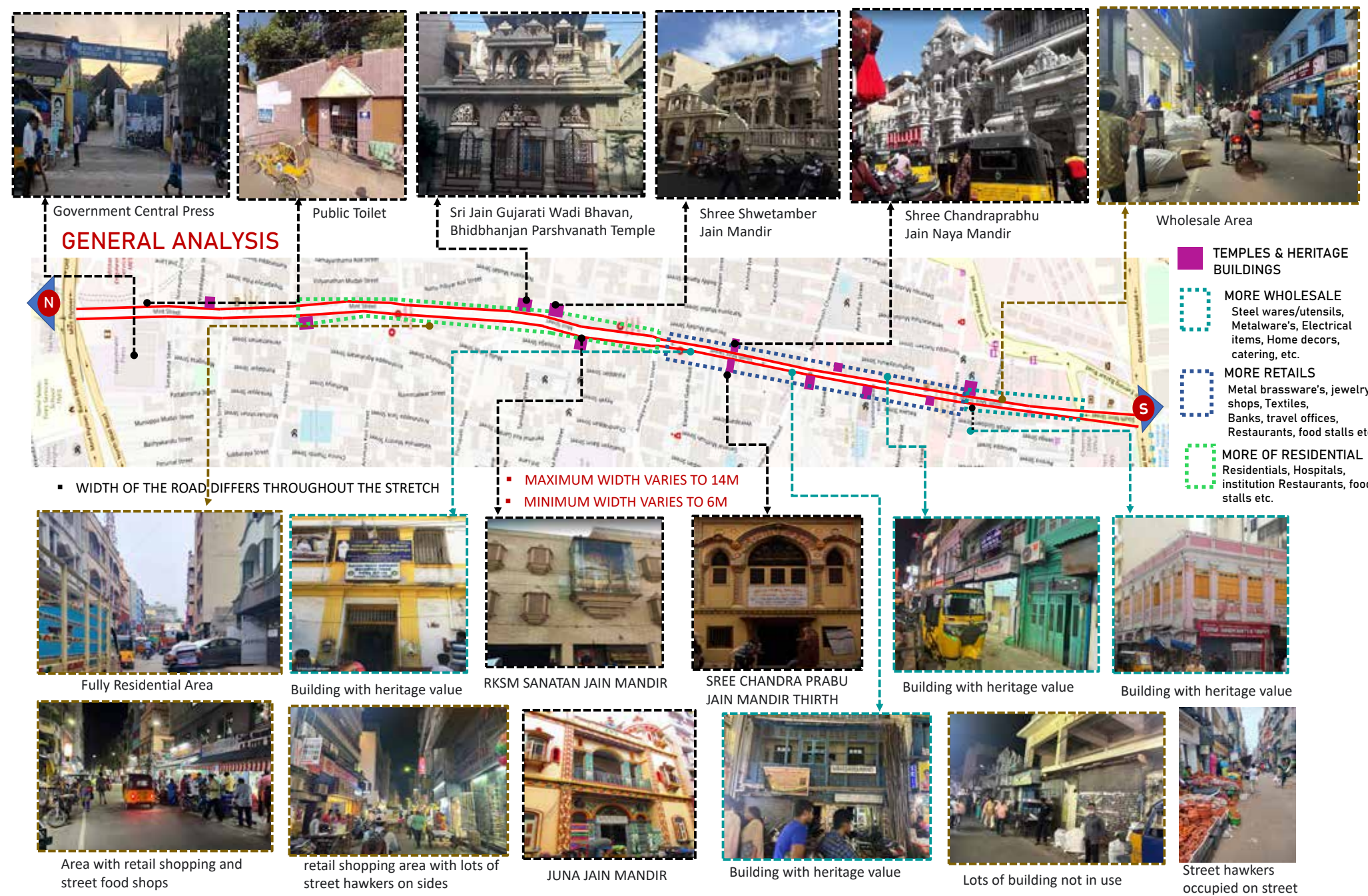
Users Analysis

- Most are in the Middle age.
- Most visitors are from the nearby residential areas
- Expected crowd is the middle and low class group
- Morning and Evening – Temple visitors

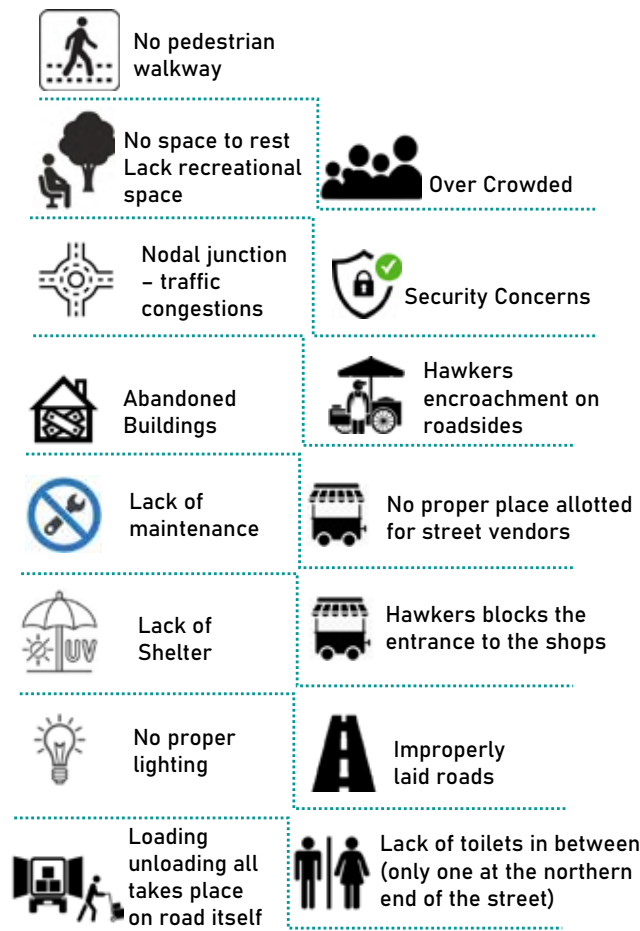
User Activities



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PROBLEM MAPPING



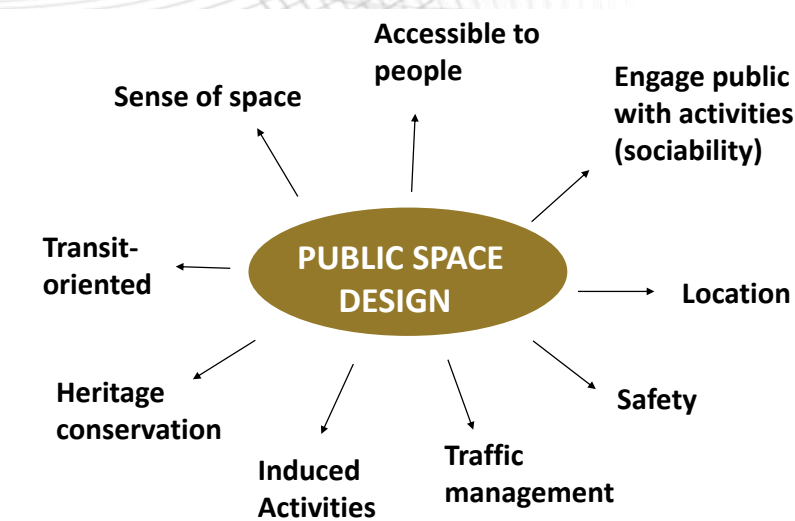
Observation

- Very busy commercial street
- Narrow carriageway
- Chock-a-block buildings with less aesthetic values
- Huge influx of people
- Movement of tricycles & Cycle rickshaws
- Heavily congested, we can hardly walk - no pedestrian walkways - directly walking on roads
- The existence of innumerable lanes and by-lanes are cited as the reasons for the congestion and chaos and Overlapping crowd
- Sense of unsafe feeling because of the crowd and amount of vehicular traffic
- No seating in the midst of shopping and no much interactive socializing space

Analysis



6



MAIN APPROACH

To retain the character, culture and heritage Values
Approach to promote Diversity of functions and uses and to maintain the street vitality (SOCIAL LIVEABILITY)

LIVEABILITY

A complete street is full of life, with elements that improve activity. Improved livability improves conditions for existing users, attracts more users, increases retail activity, and transforms the street into a vital public space



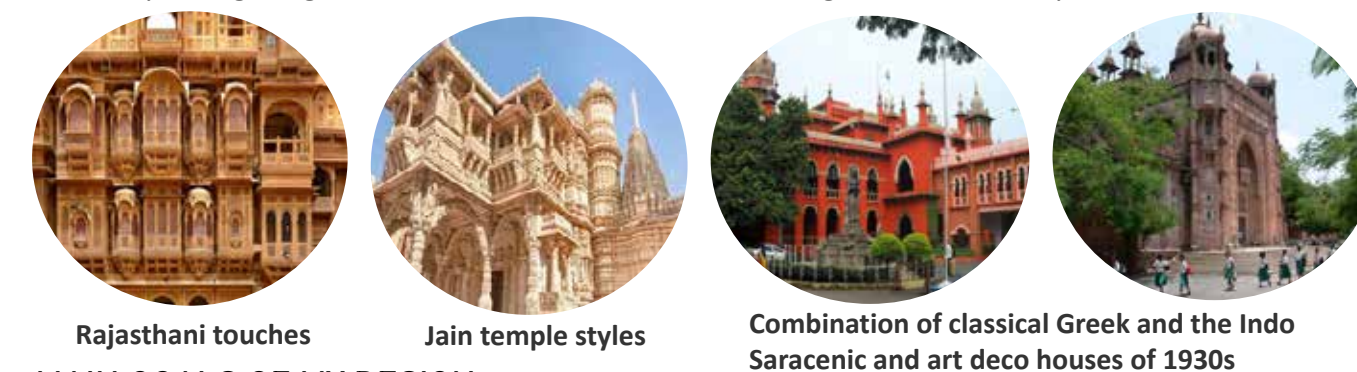
RESEARCH METHODOLOGIES

RESEARCH INTEREST	REFERENCE	APPROACH	METHOD
Public space with respect to streetscape	Global Street Design Guide	Aim & purpose of the space User groups - inclusive design/ Exclusive design Characteristics of a good public space.	Literature reviews Case study
Conservation and preservation of heritage buildings	Heritage Strategies https://www.gdrc.org/heritage/heritage-strategies.html https://covid.gov.in/Publication/ConservationHeritageBuildings.pdf	Analyze and understand the heritage value Importance of heritage buildings Character of the space (identity) Local Heritage Assets	Literature reviews Case studies Informal interviews
Pedestrian centric street design	Urban Design Pedestrian Behavior	Alternatives Visibility Pedestrian Behavior Partial/ fully pedestrian centric	Literature reviews Case study Questionnaire Informal interviews



CHARACTER OF MINT STREET - An amalgam of architectural styles

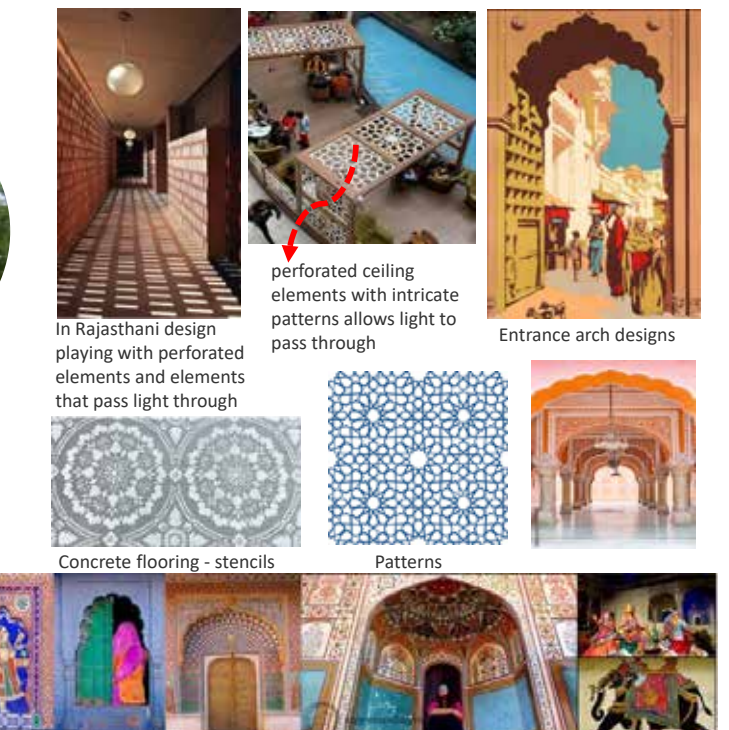
DESIGN CONCEPT - To Retain the amalgam of these different styles throughout the full stretch of the street by adding design elements within the context and to bring out social livability to the street



MAIN GOALS OF MY DESIGN

LIVABILITY AND PLACEMAKING	Making streets places to linger and places to cherish	CONTEXT	Designing streets based on their place identity within a hierarchy of streets and their relationship and commercial activities.
ACCESS AND MOBILITY	Improving the public right-of-way for all users	BALANCE	Maintaining several functions in the street that include safety, roadway infrastructure, environmental sensitivity, and others.
PEDESTRIAN SAFETY	Supporting design improvements like raised crosswalks, and roundabouts that improve safety for pedestrians	VISUAL EXCELLENCE	Improving the overall aesthetic with an emphasis on high quality, lasting design and materials.

CONCEPTUAL DESIGN IDEAS



"Design is not just what it looks like and feels like. Design is how it works."
- Steve Jobs