

Portfolio

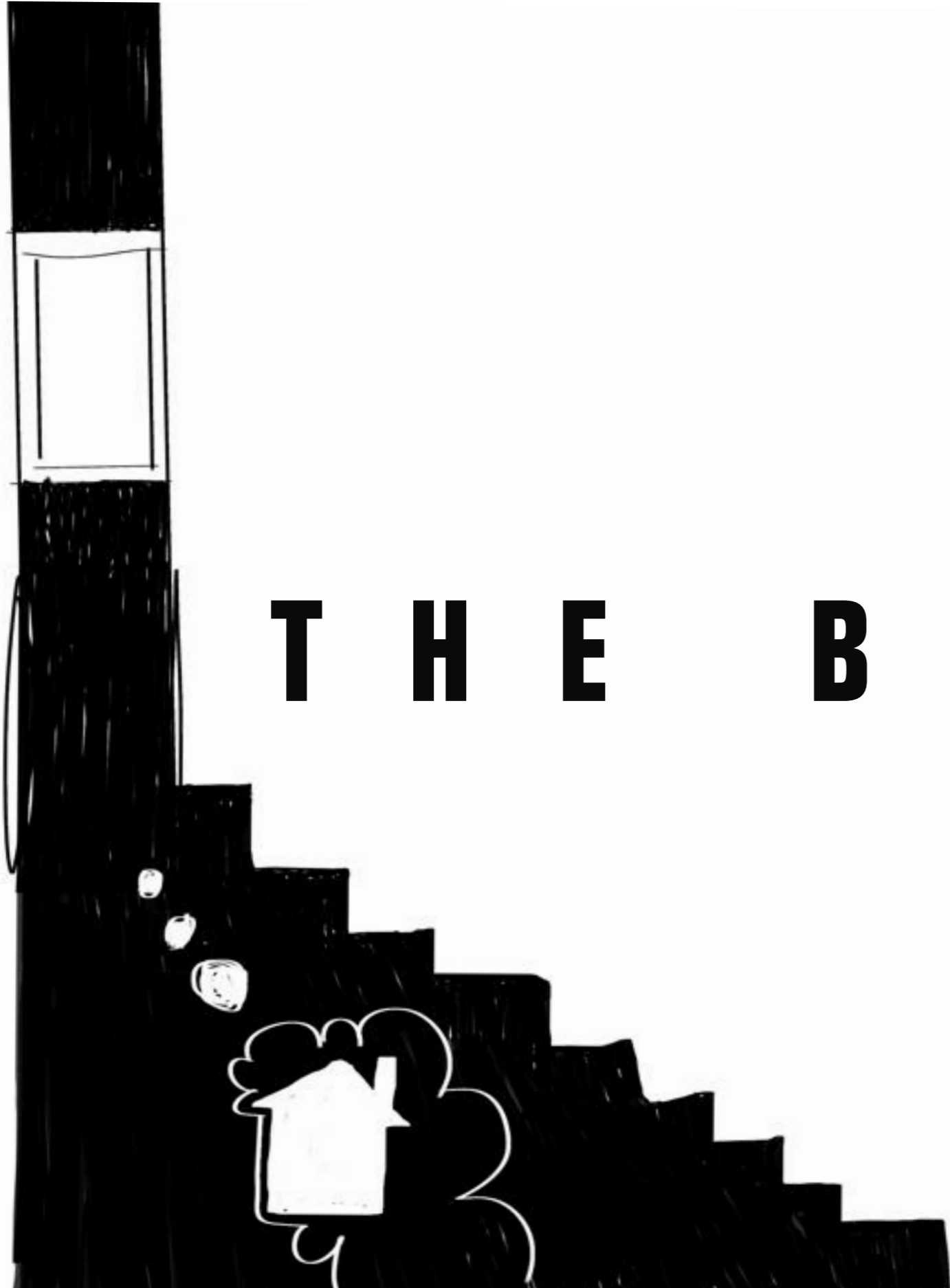
Simran Mashruwala | UG191338

AR3004: Oikopolis V: The Architect Strikes Back

Vishwanath Kashikar | Ved Patel

Monsoon 2023

THE BLACK HOLE



CONTENTS

01 SEMINAR

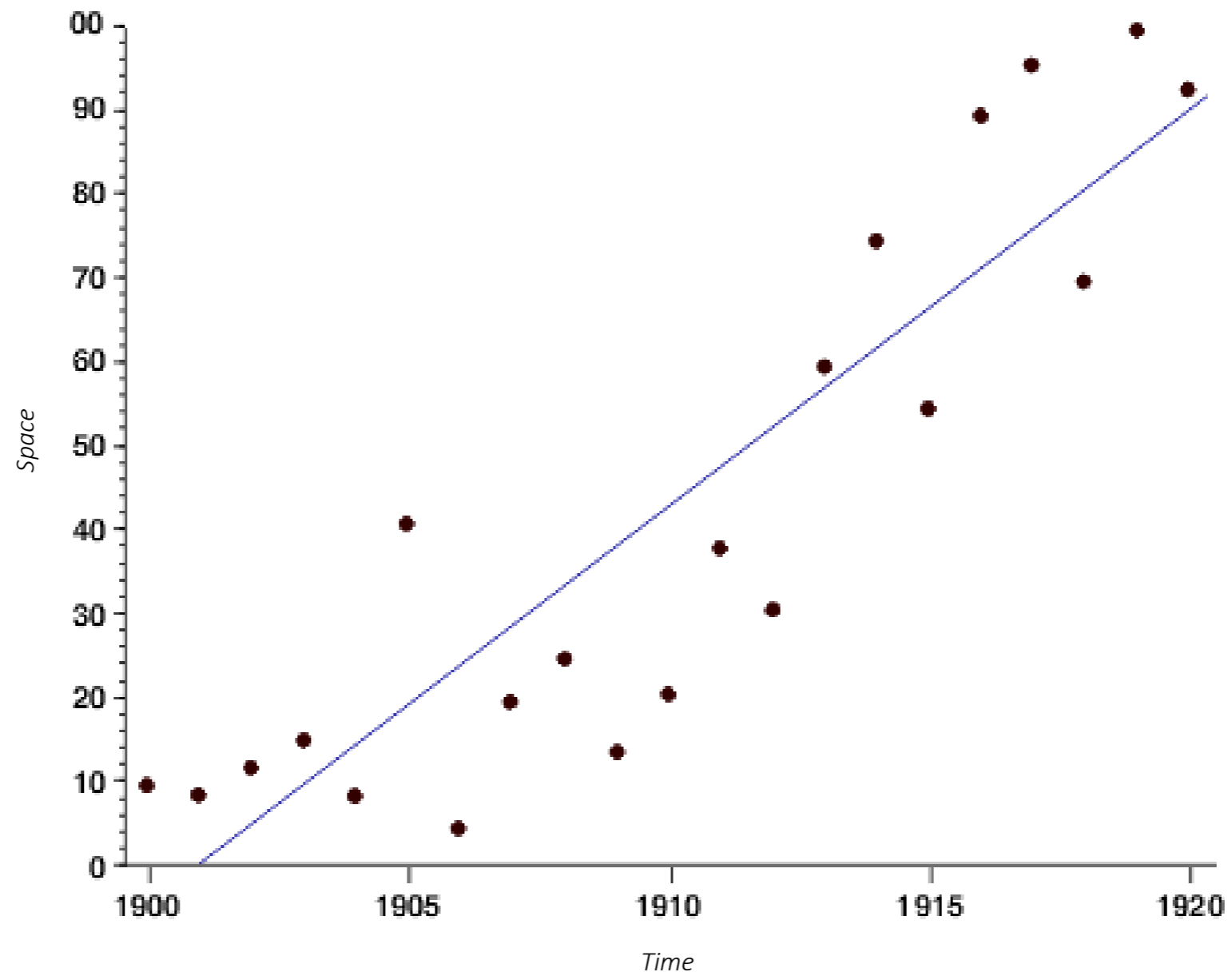
02 EXERCISE: DEVIANT PLANS

03 CONCEPT

04 FINAL PROJECT

05 DETAILS

interstitial spaces at **different space-time intersections**, lie somewhere in between this 'home' and 'not home'

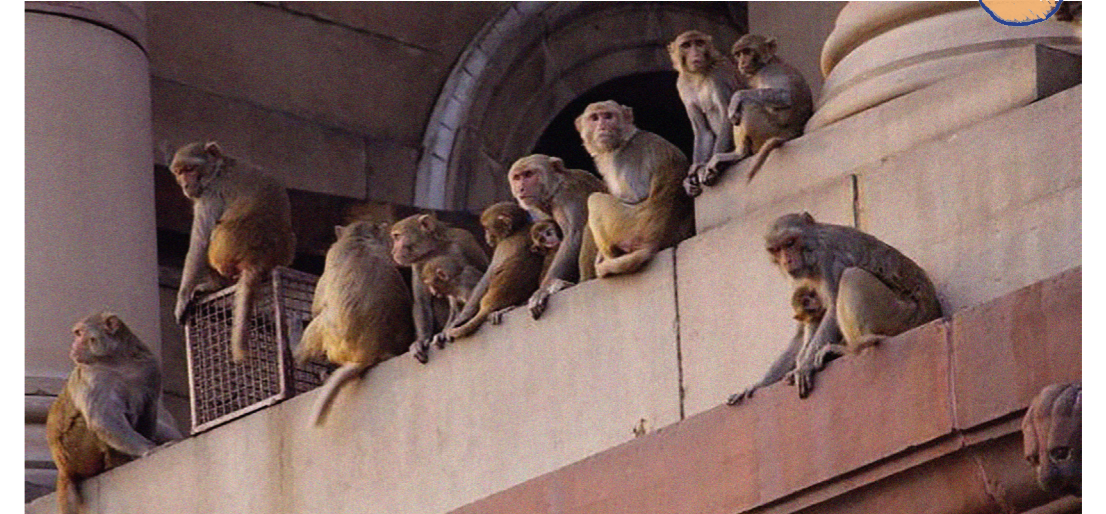


designated interstitial spaces

There are spaces where this interstitiality is designated to them. E.g. Veranda, Courtyard between some houses, balconies of colonies.



interstitial spaces as 'not home'



not home as 'home'



both 'home' and 'not home' at the same time



interstitial spaces as 'home'



neither 'home' and nor 'not home'



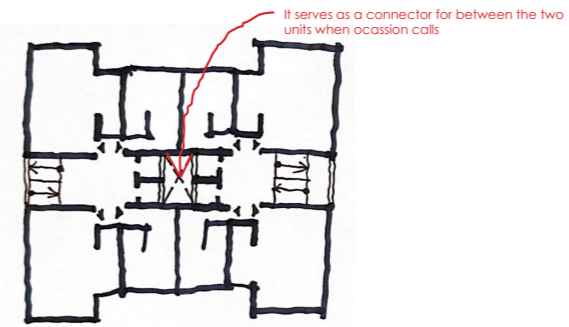
DEVIANT PLANS

MITIGATING LIFT AND LOBBY SITUATION

DEVIATIONS: LIFT AND STAIRCASE

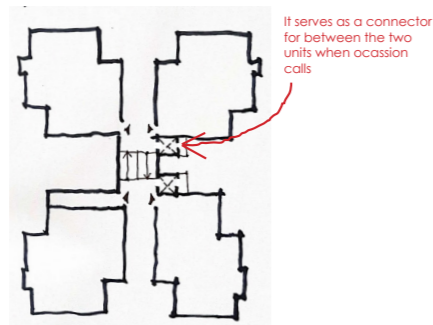
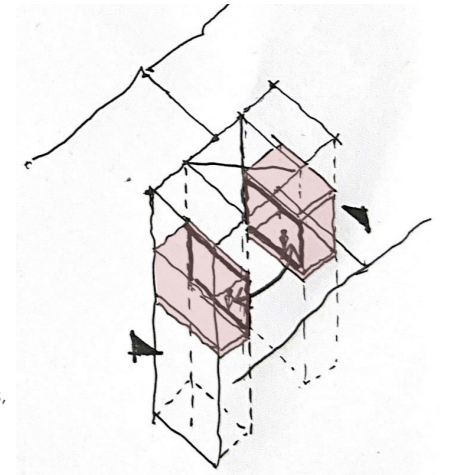
(In most Cluster Designs, the Lift and Staircase are found across each other)

- DEVIATION 1: ELEVATORS FACING EACH OTHER
- DEVIATION 2: ELEVATOR ANIMATING THE FACADE
- DEVIATION 3: ELEVATOR AS AN EXTENSION
- DEVIATION 4: LIFTS WITH A LANDING
- DEVIATION 5: PENTHOUSE-STYLE ACCES



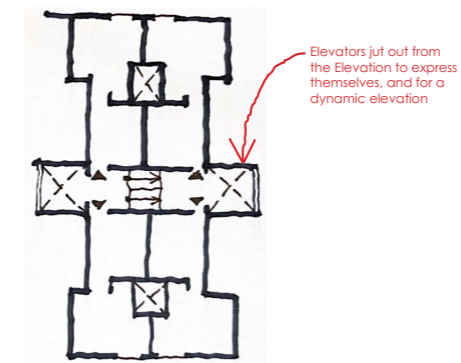
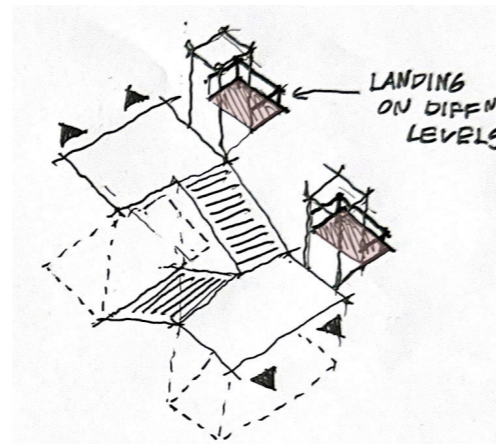
ELEVATORS FACING EACH OTHER

There is an interaction developed between people living in separate blocks, who wouldn't know each other otherwise.



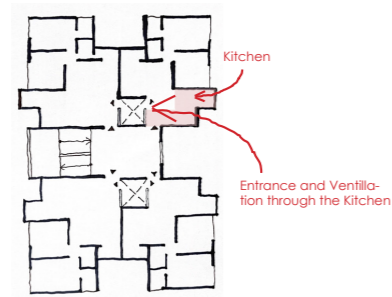
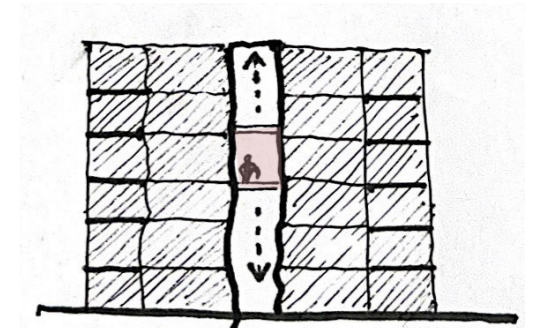
LIFTS WITH A LANDING

Lifts that can access alternative floors, and have a landing on one side to admire the view.



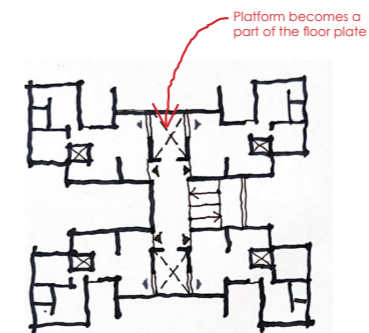
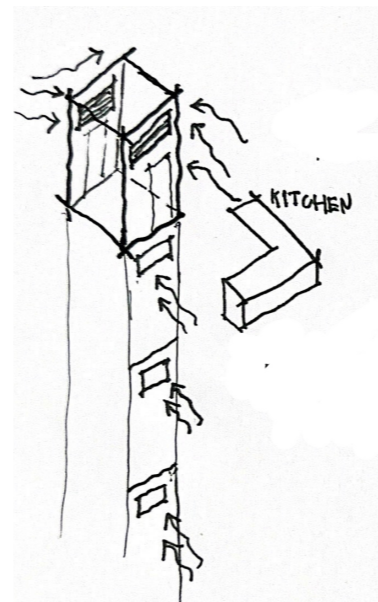
ELEVATOR ANIMATING THE FACADE

The lift shafts plug onto the block, so as to express themselves on the facade, providing view to the residents and to people viewing it from outside.



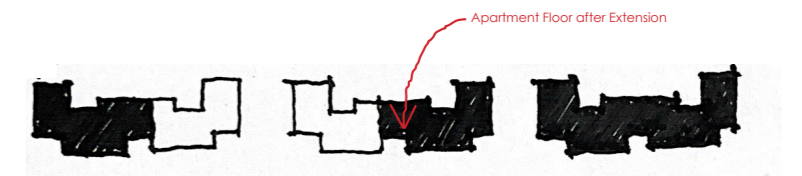
WHAT'S COOKING IN THE KITCHEN

Lifts that have a ventilation opening and connect to the kitchen of each apartment, to facilitate multiple connections through different floors by the sense of smell.



ELEVATOR AS AN EXTENSION

It serves as a connector for between the two units when occasion calls



*In urban housing projects, due to conventional circulation cores where **most people tend to take the lift,***

**GOING FROM THE OUTSIDE
WORLD TO YOUR HOME
BECOMES LIKE TRAVELING
THROUGH A BLACKHOLE...**

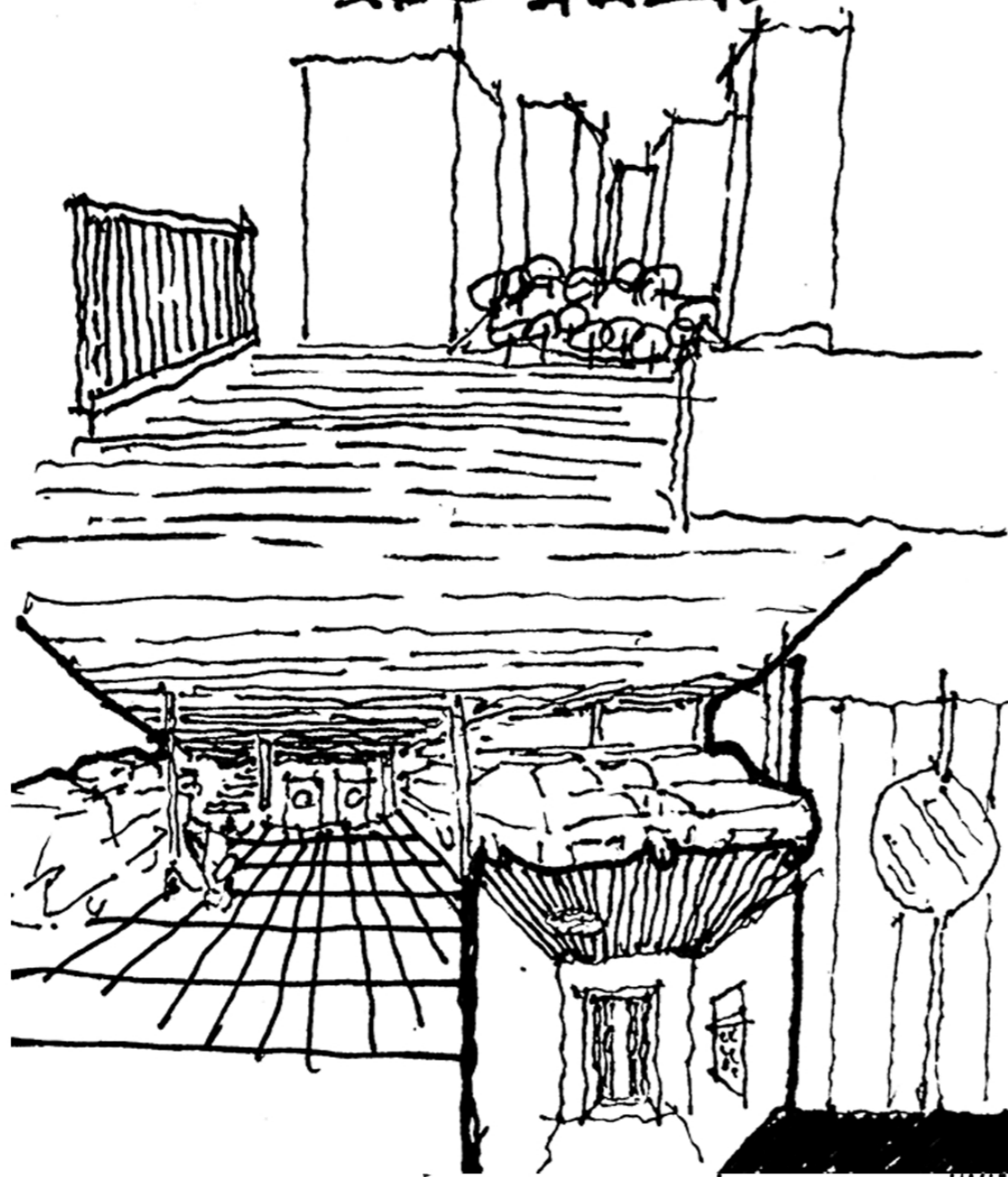
INTENTION

It takes you from a universe called 'world' and throws you into an alter-universe called 'home'.



The project aims to make this transition smoother.

WORLD



HOME



**“EVERY DAY IS A JOURNEY, AND THAT
JOURNEY IS COMING HOME.”**

MATSUO BASHŌ

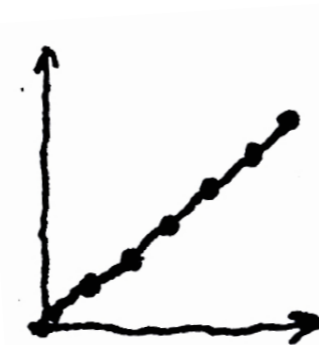
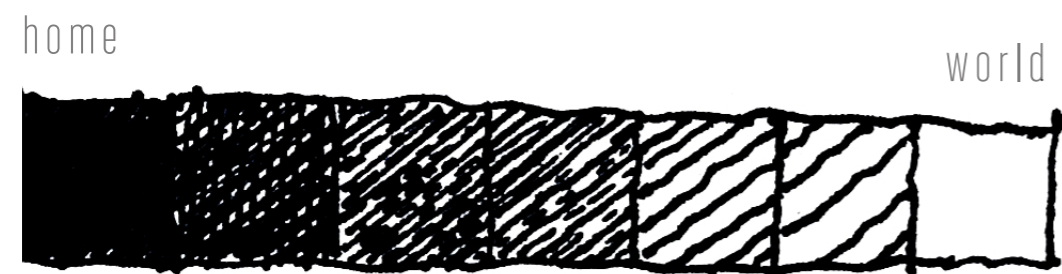
CONCEPT

The concept is to **make every Floor feel closer to the Ground**; hence encouraging the usage of staircase, even if for a few flights; hence making the transition from the outside world to home smoother.

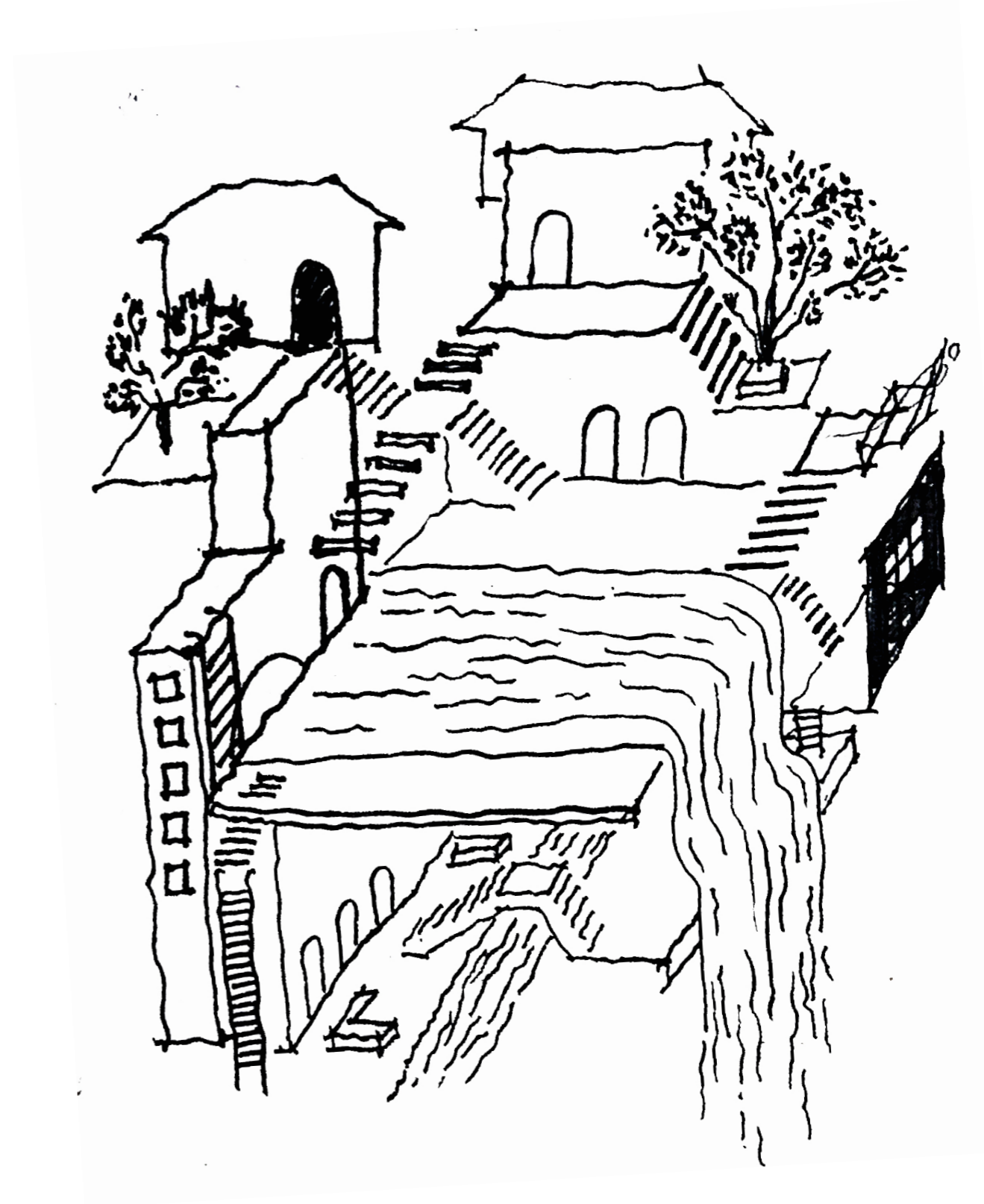
Oikopolis V

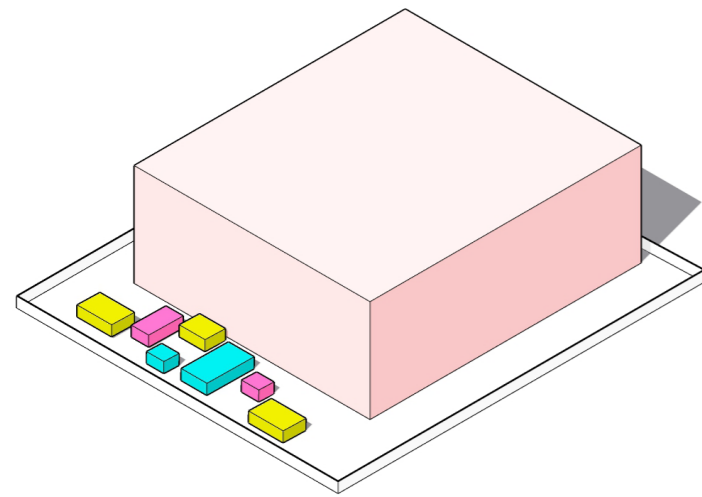
M 2023

Simran Mashruwala

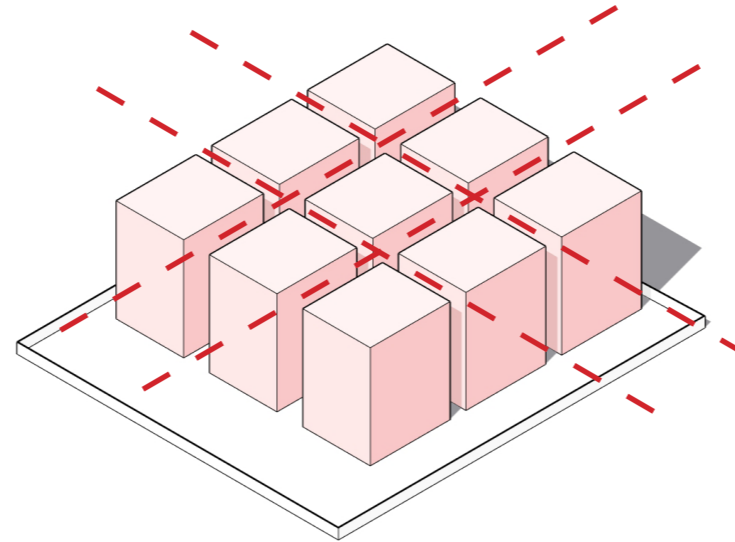


Smooth Gradient from Home to World.

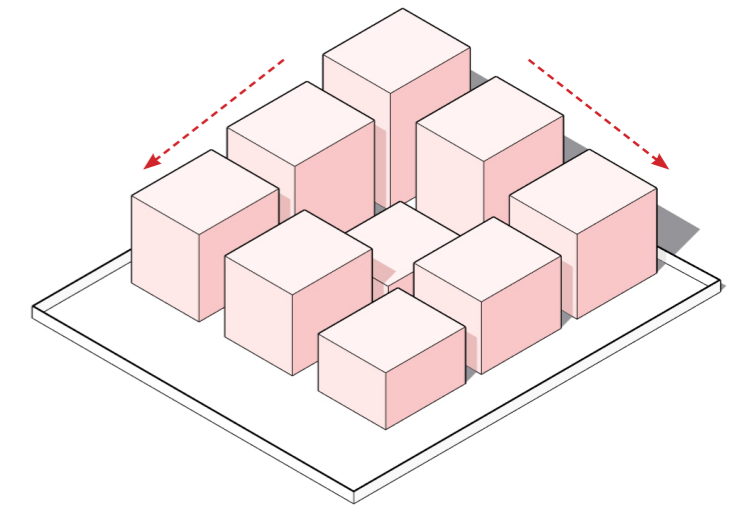




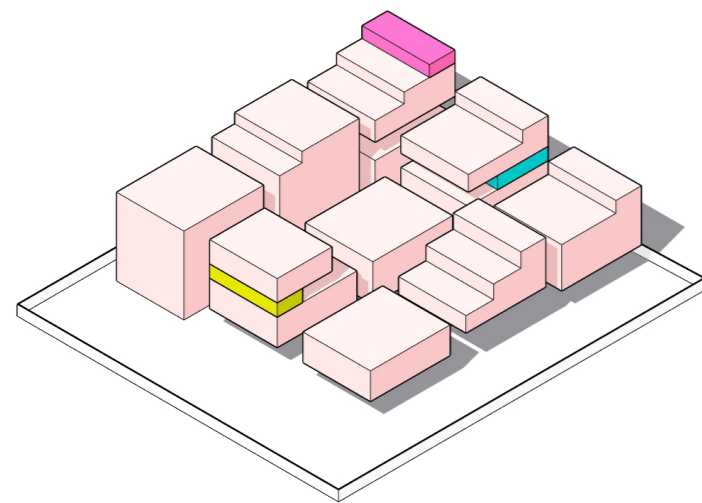
1 A Conventional Building Superblock with Amenities on the side.



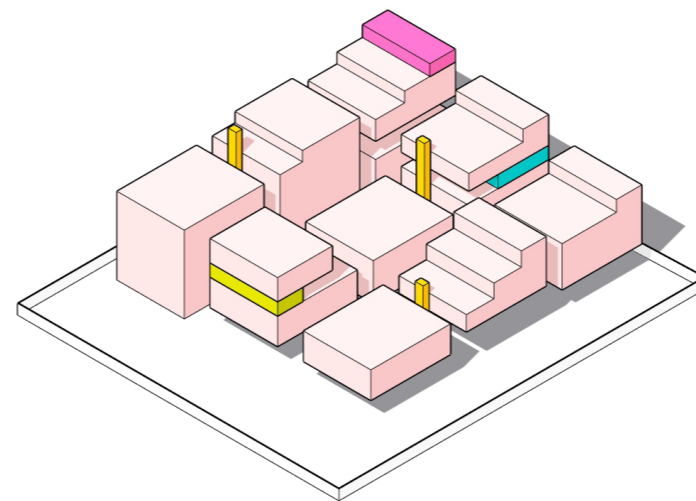
2 Dividing the Mass into Smaller Blocks for facilitating Circulation through the Mass to prohibit the Blackhole situation due to the Conventional Lift Lobby.



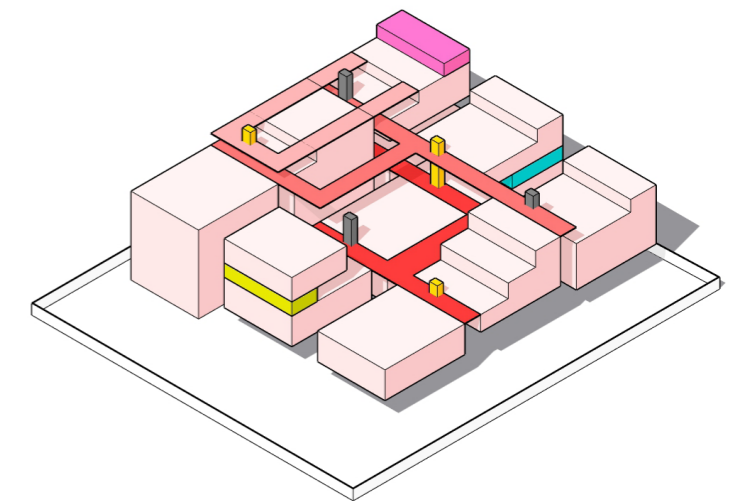
3 Height of the Block decreases towards the Entrance to Humanise the Scale of the Building, and make the Transition Smoother.



4 Placing the Amenities (typically situated on the Ground Floor) on the Intermediate Terraces to Activate them, hence making the Terrace Floors also feel like the Ground Floor.



5 Placing Express Lifts that Access every Fourth Floor at Strategic Locations to Activate the Intermediate Terrace Floors.



6 Placing Circulation as 'Skywalks' to Connect these Circulation Cores on the Terraces to Encourage Usage of the Staircase instead of the Normal Lifts (placed for Regulatory and Accessibility Concerns)

NUMBERS

Plot Area:	10013 sq. mt.
FSI Available:	27,035 sq. mt.
FSI Used:	26,990 sq. mt.
Built up Area:	32,000 sq. mt.
FSI Available: FSI Used	1:1

UNITS

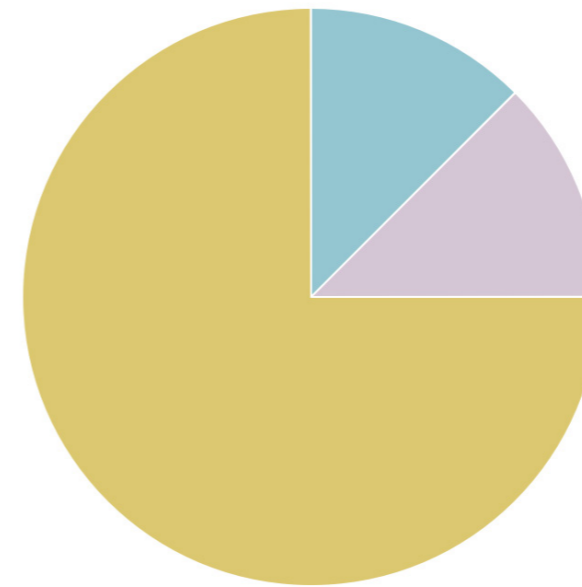
No. of Floors:	6-12 (varying heights)
No. of units per floor:	9
Total Number of units:	190
Type of units:	1

TYPE-1 (3BHK)

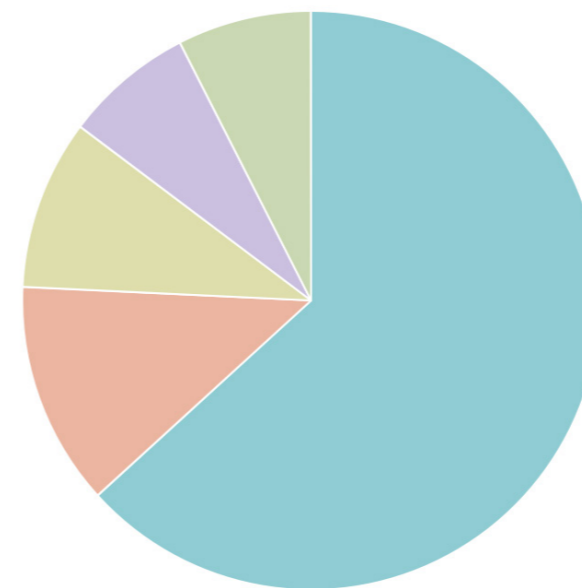
RERA Carpet Area:	112 sq. mt.
Builtup Area:	138 sq. mt.
Cost of 1 Unit:	Rs. 1,00,00,000

PARKING

No. of Basements :	2
Total no. of Cars :	350
Cars: Units	1.8:1



FSI Used



Total Built up Area

REGULATIONS VIOLATED:

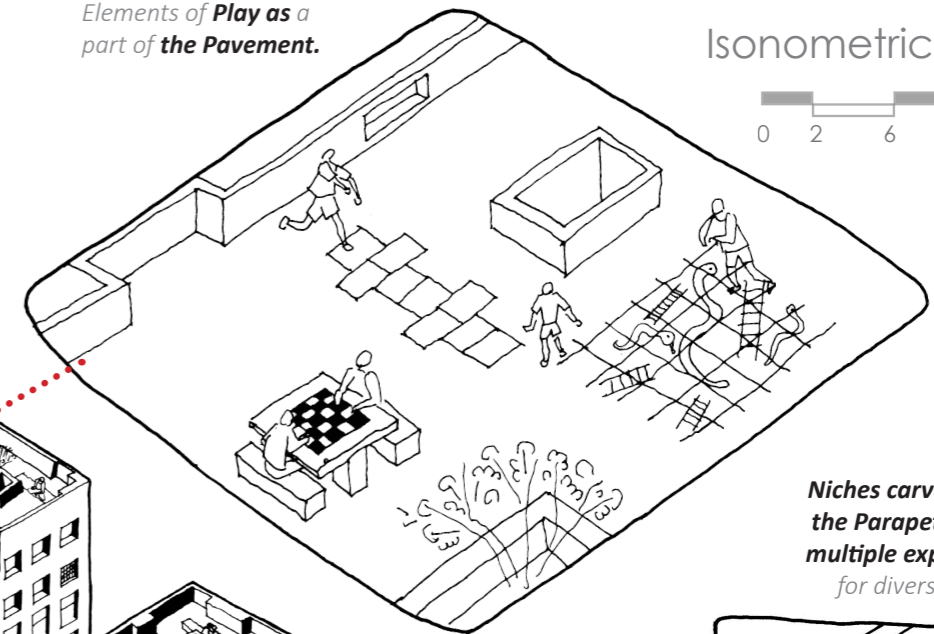
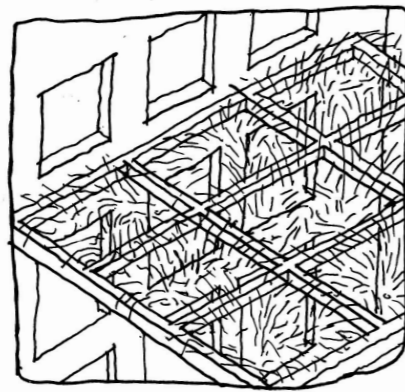
1. Margin between building and common plot is 3.6 meters, and not 6 meters.

Elements of Play as a part of the Pavement.

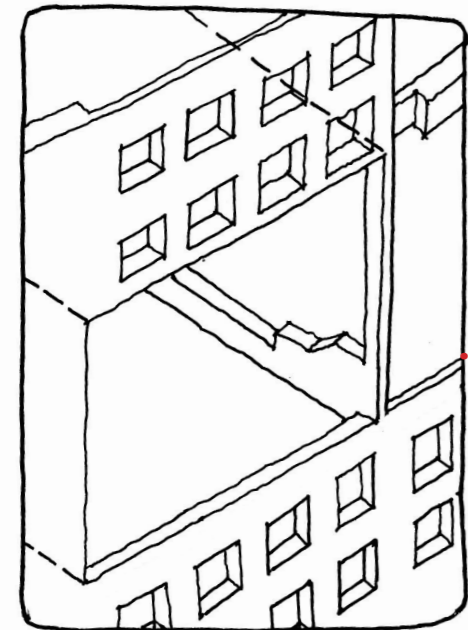
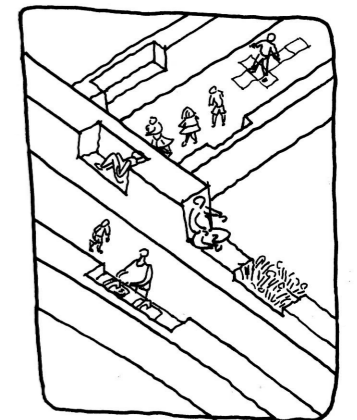
Isonometric Drawing

0 2 6 14 M

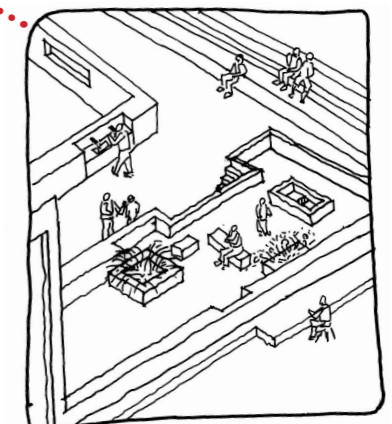
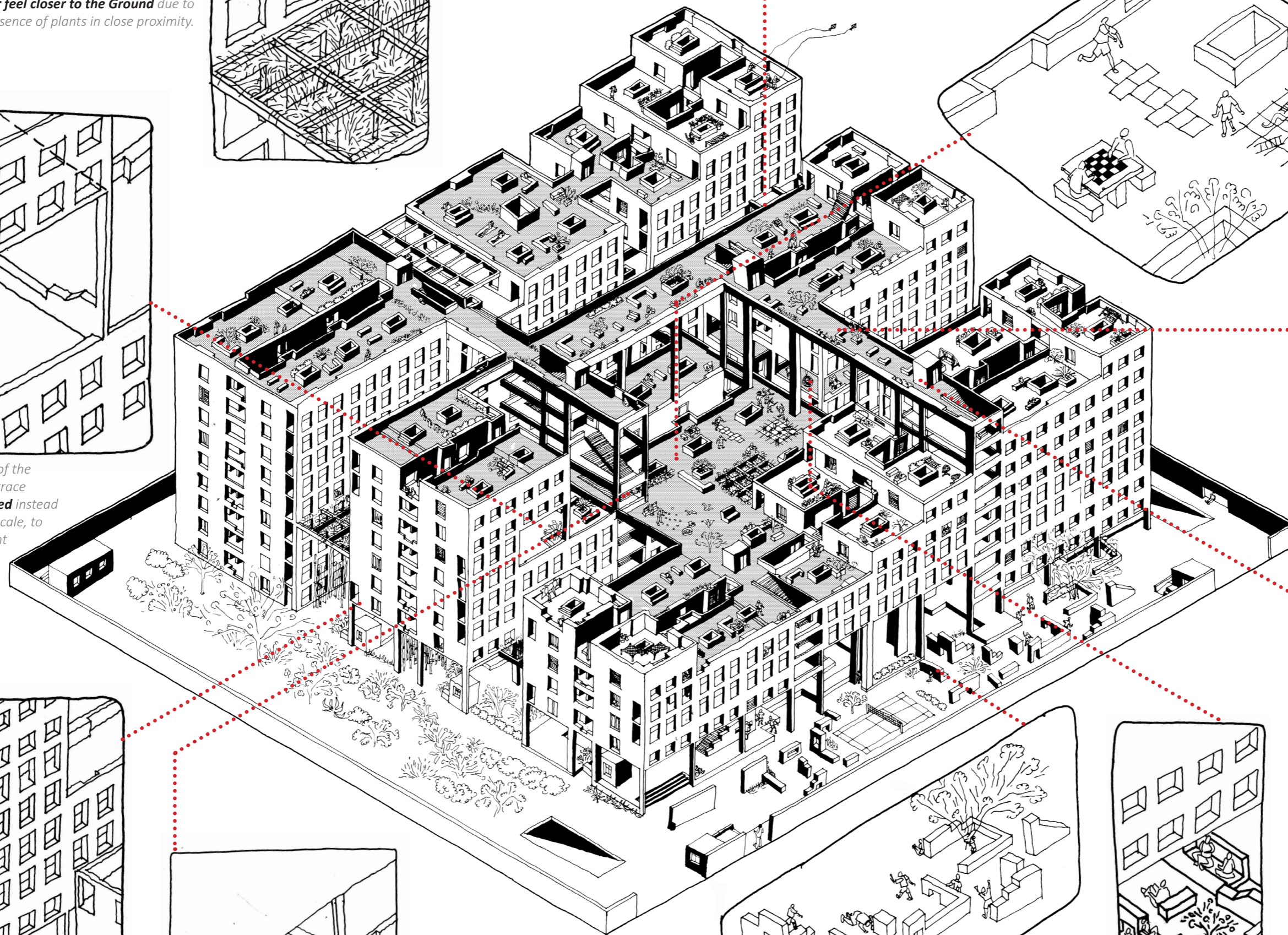
Pergolas at intermediate levels to allow Creepers to grow, hence making every floor feel closer to the Ground due to presence of plants in close proximity.



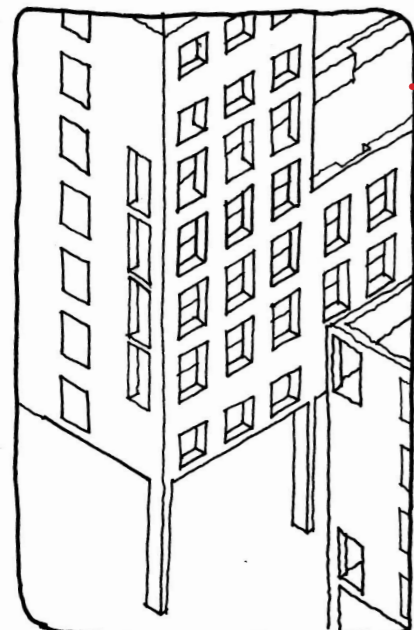
Niches carved out of the Parapet to allow multiple experiences for diverse people.



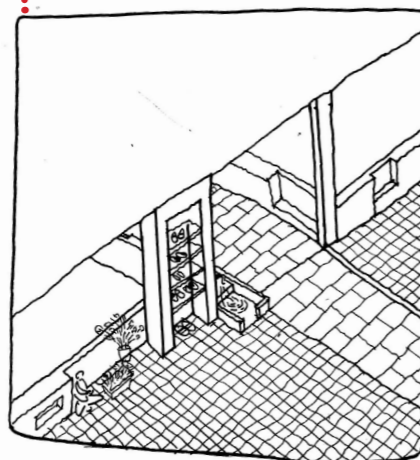
Inside surfaces of the Intermediate Terrace Floors are painted instead of playing with scale, to render it different from the Units, but not feel less homely.



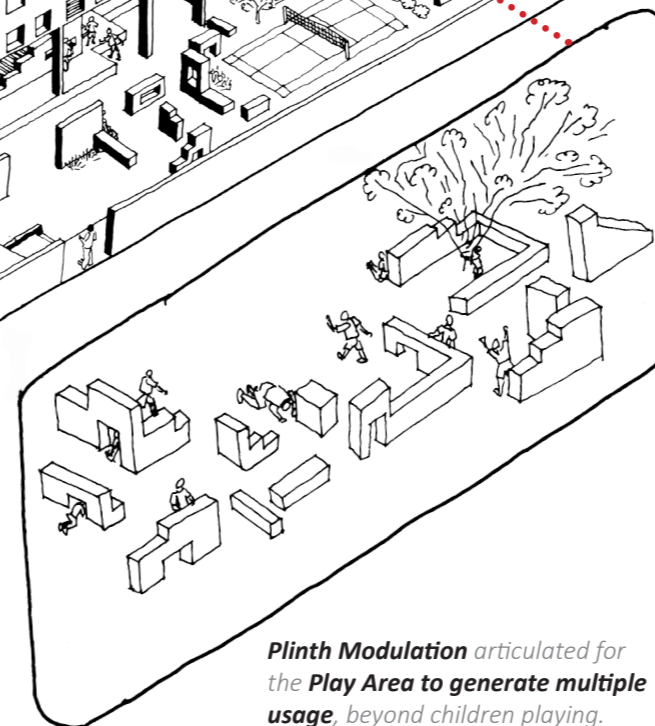
Plinths carved out of the Terrace Slab to allow multiple experiences for diverse people.



Corridors expressed as Solid Mass to pay more emphasis to activity on the Terrace floors.



A place to Wash Feet and Shoe Rack kept at the circulation cores, making one remove their shoes before entering the cluster instead of their house, increasing the homeliness of the cluster.



Plinth Modulation articulated for the Play Area to generate multiple usage, beyond children playing.

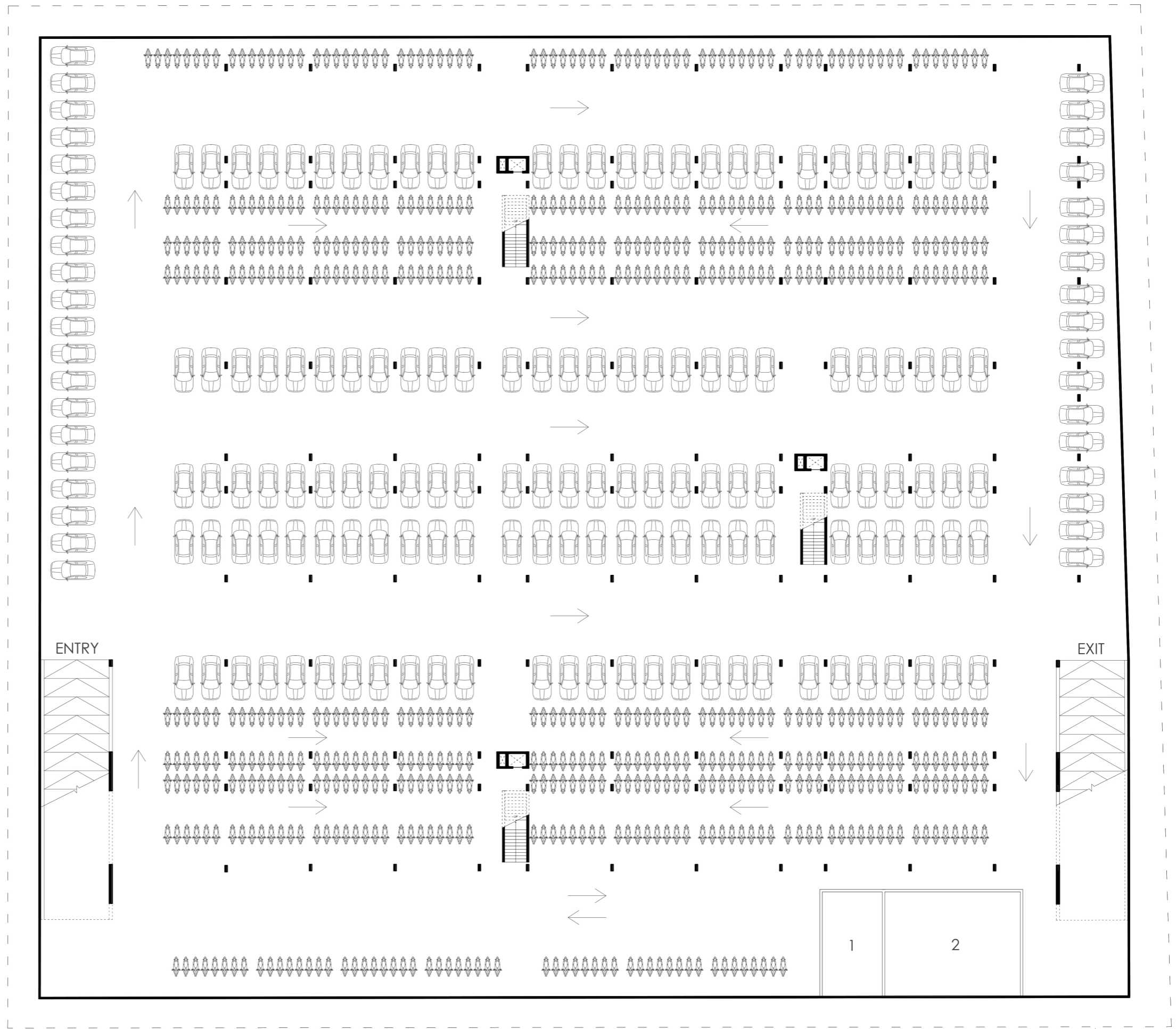


Providing a Double Height Space on the Terrace next to the Amenities to Accentuate their Usage.

Legend:

- 1. Underground Fire-Water Tank
- 2. Underground Tank

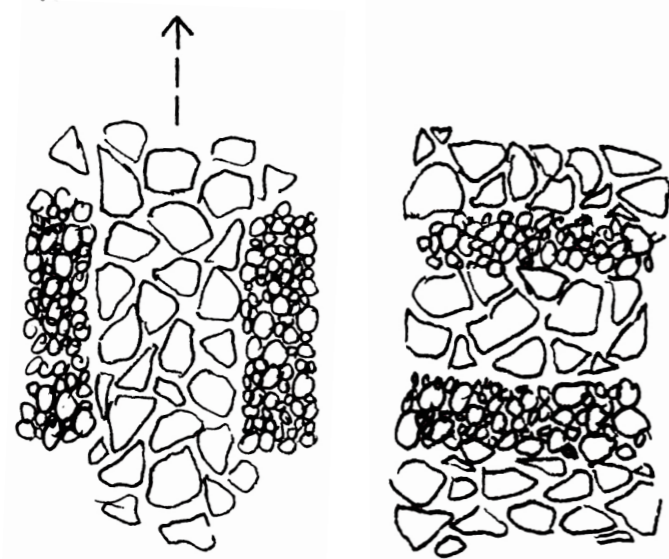
Basement Floor Plan



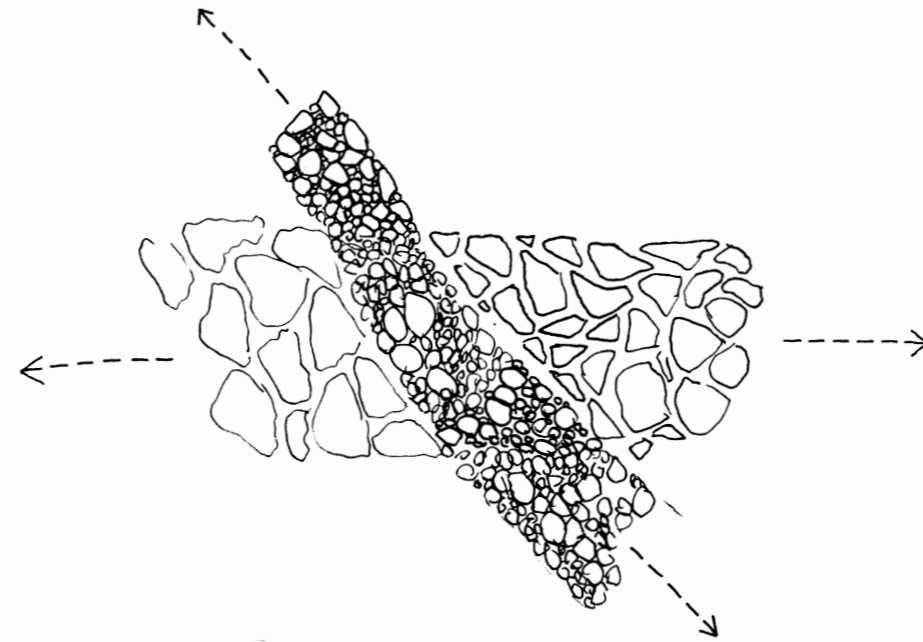
PAVEMENT AND FLOORING

MAKING USE OF PAVEMENT AND FLOORING TO ENCOURAGE AND PREVENT USAGE OF SPACES, AND TO GIVE A SENSE OF DIRECTION.

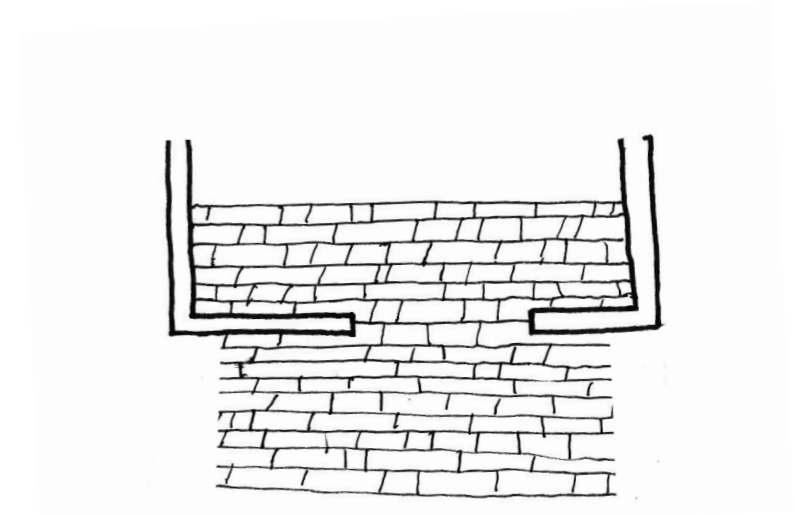
DETAIL 1



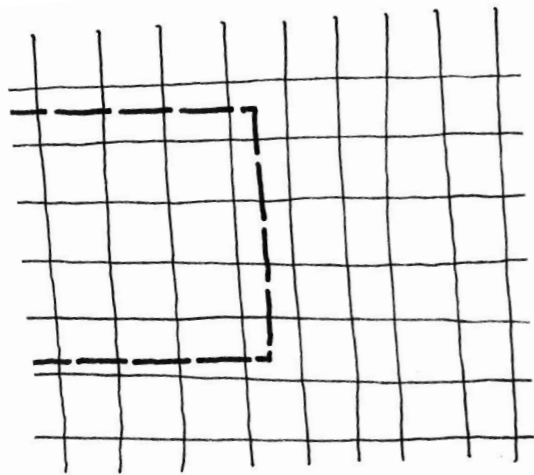
1 Pavement as Facilitator and Mitigator of Direction.



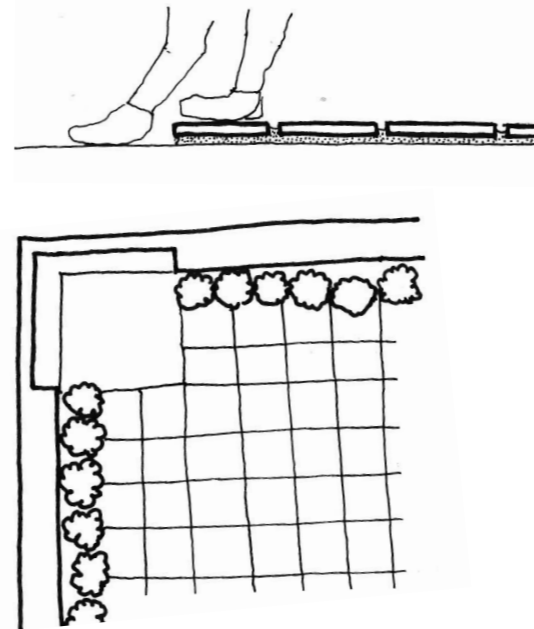
2 Overlapping Pavement Pattern to Re-direct the user.



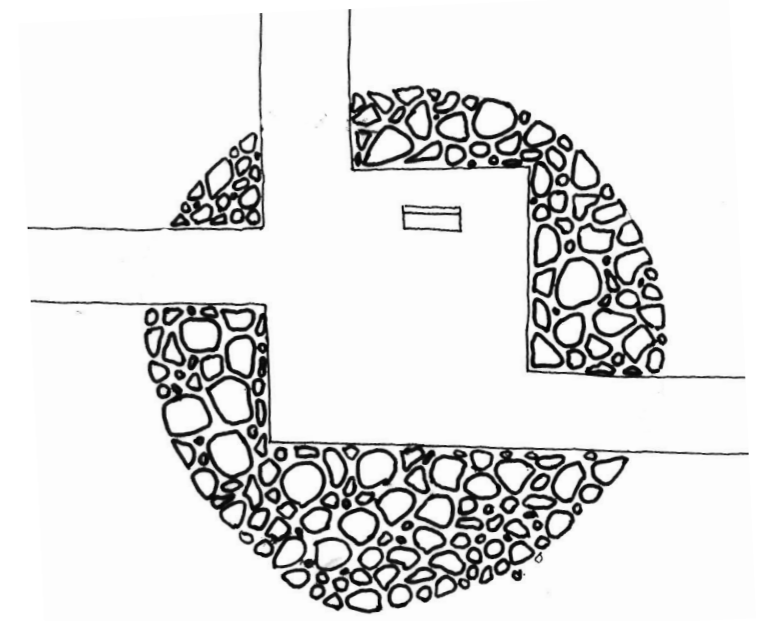
3 Pavement continuing inside the Unit to not render it as a Separate Space.



4 Pavement of Semi-open areas kept the same to not render it as a Separate Space.



5 The Pavement done differently to accentuate the Modulation of the Parapet, and encourage use of Niches.

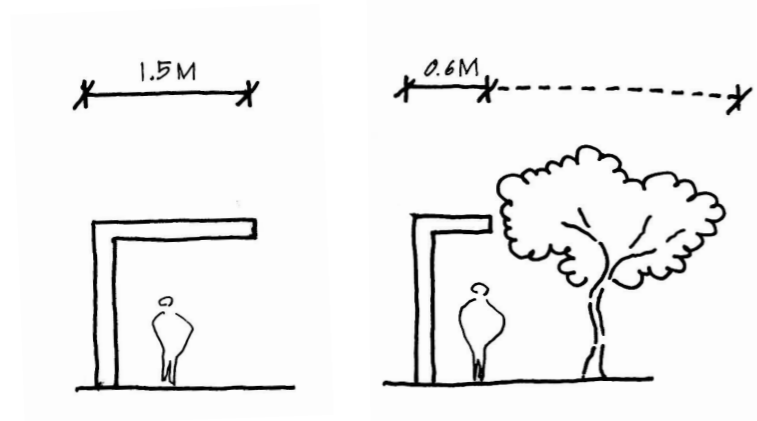


6 Pavement used to Create Centers, to Activate Spaces at the intersection of Circulation Paths.

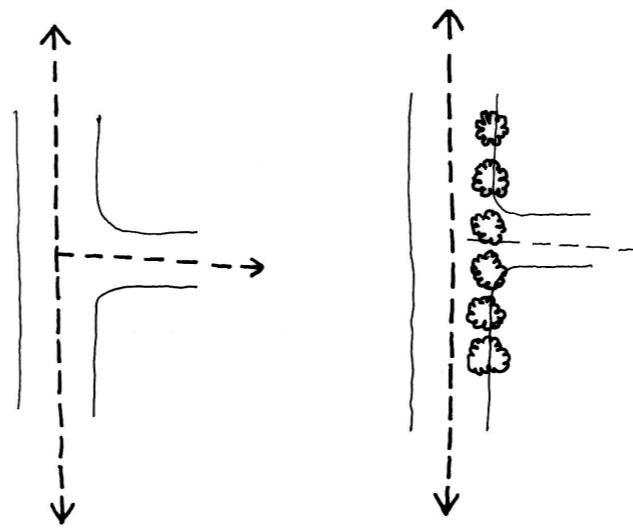
LANDSCAPING ELEMENTS

USAGE OF PLANTS AND TREES AS PLACE-MAKING ELEMENTS TO GIVE SENSE OF DIRECTION, AND ARTICULATE SPACES, AS AN ALTERNATIVE TO BUILDING ELEMENTS TO DECREASE COST OF CONSTRUCTION AND UTILISE F.S.I.

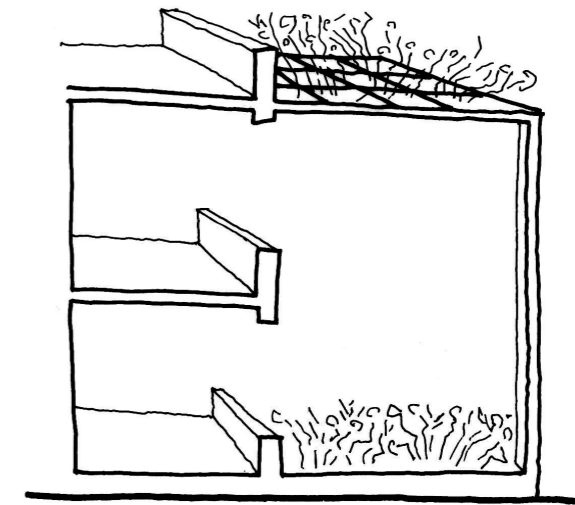
DETAIL 2



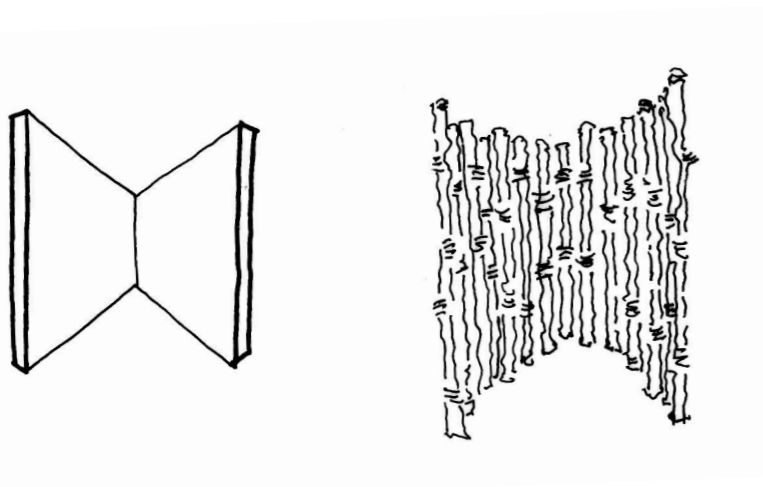
1 Using the Canopy of a Tree to extend the Shade of 0.6M projection, so as to utilize the Free F. S. I.



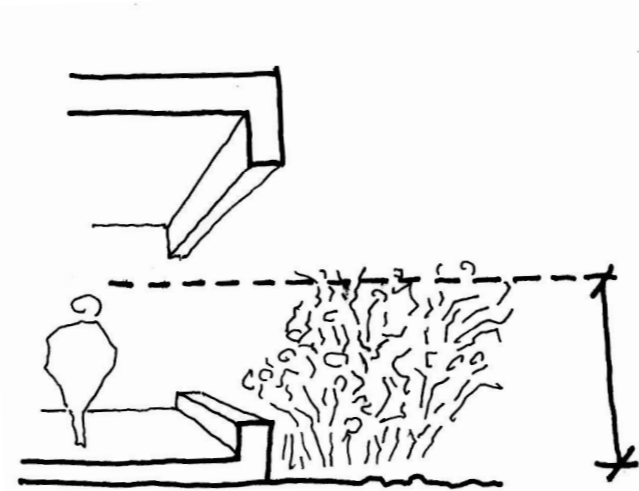
2 Trees as allowing



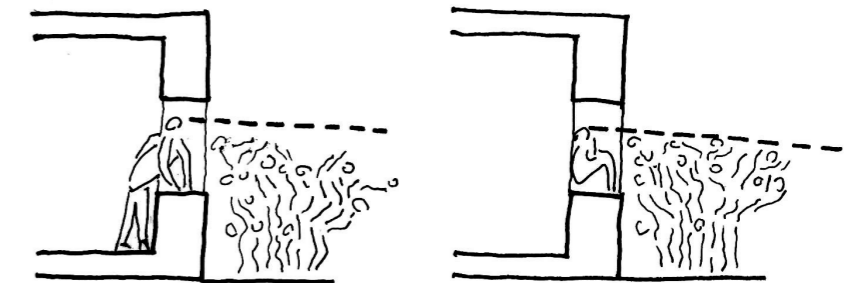
3 Pavement continuing inside the Unit to not render it as a Separate Space.



4 Pavement of Semi-open areas kept the same to not render it as a Separate Space.



5 The Pavement done differently to accentuate the Modulation of the Parapet, and encourage use of Niches.



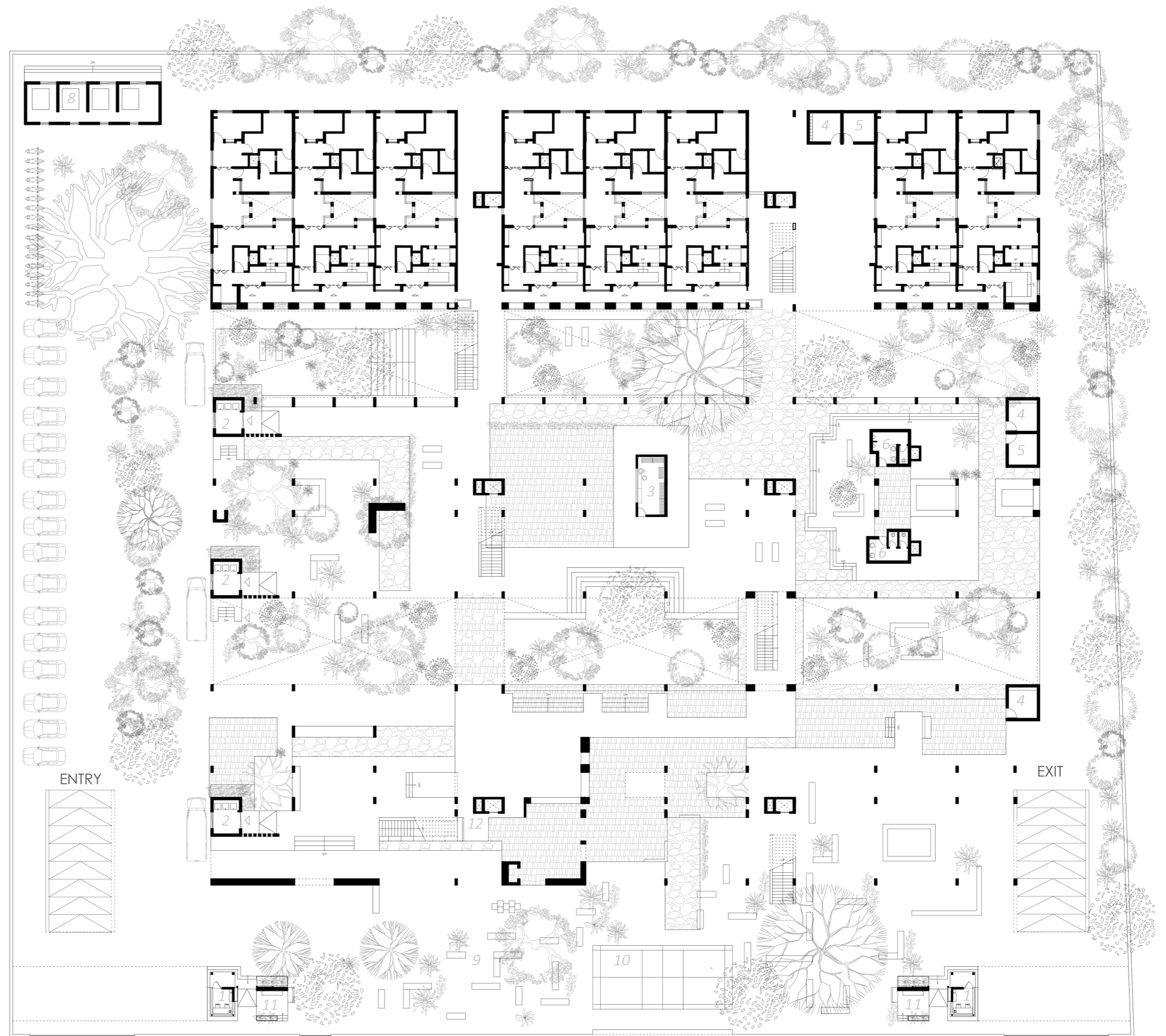
6 Pavement used to Create Centers, to Activate Spaces at the intersection of Circulation Paths.

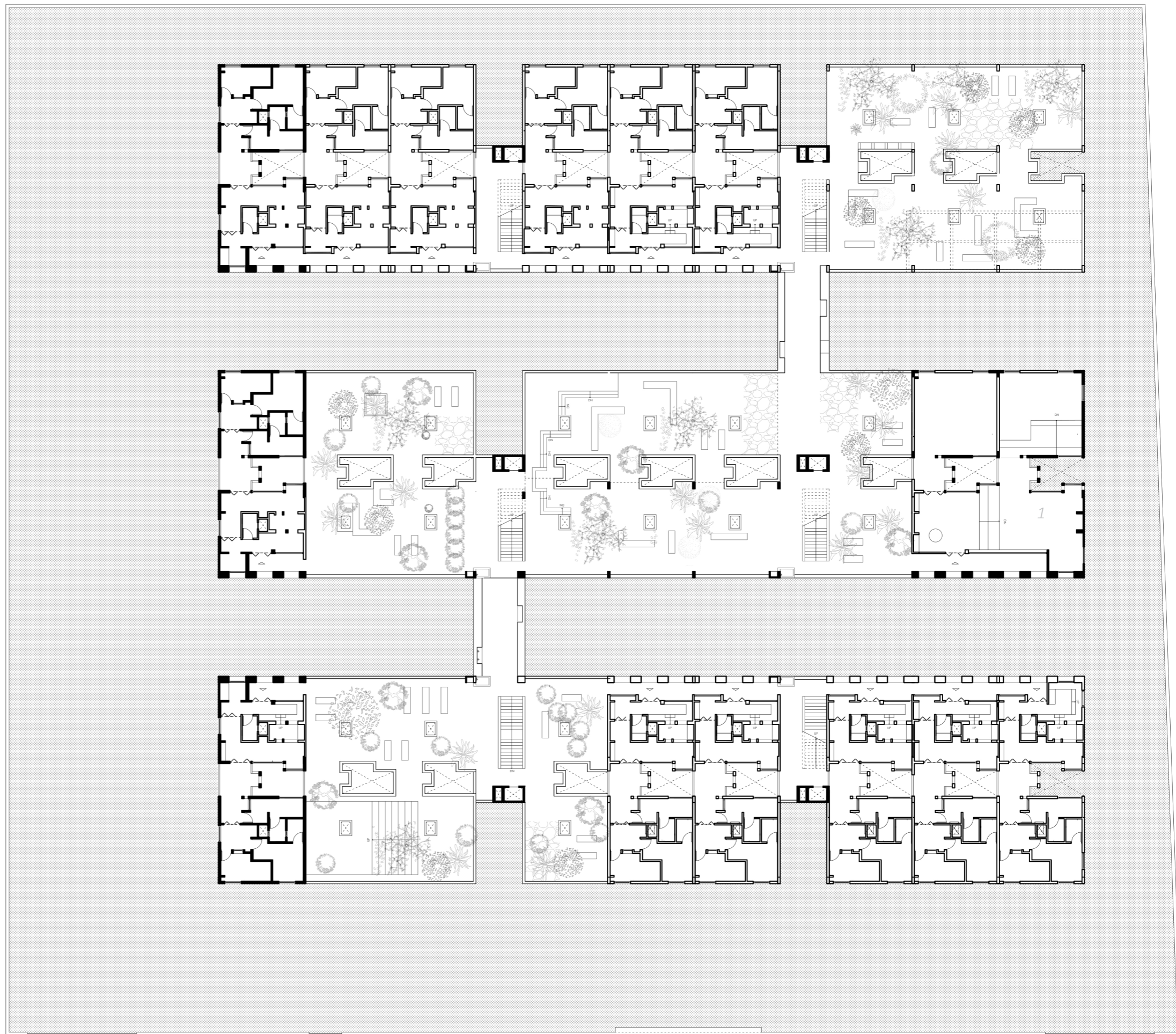
View from a Courtyard surrounded by Bamboo plantations to create an intimate space.

Legend:

- 1. Security Cabin
- 2. Garbage Disposal and Storage Space
- 3. Cloud Kitchen
- 4. Meter Room
- 5. Pump Room
- 6. Common Toilet
- 7. Visitor Parking
- 8. Transformer Room
- 9. Play Area
- 10. Badminton Court
- 11. Waiting Area for Delivery Personnel
- 12. Storage Space for Sports

Ground Floor Plan





Legend:

1. Cards' Room

Fifth Floor Plan



PARAPET ON TERRACES AS AN ELEMENT

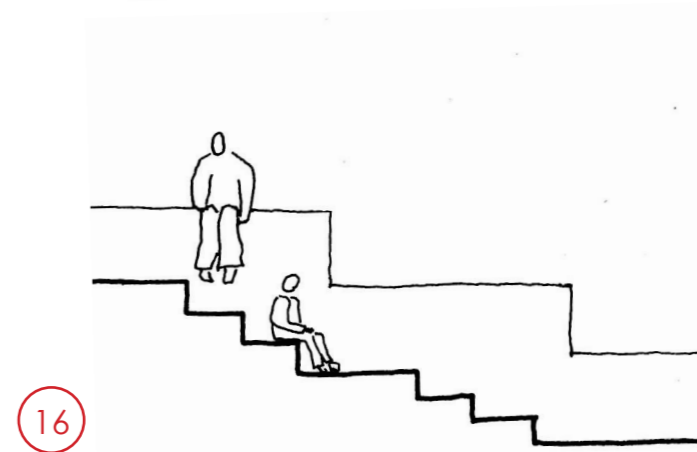
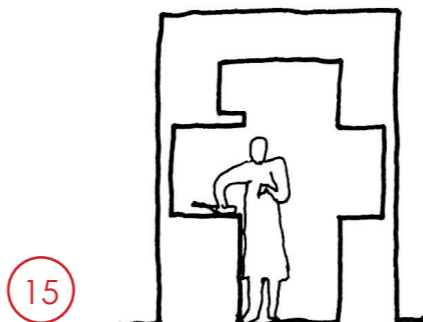
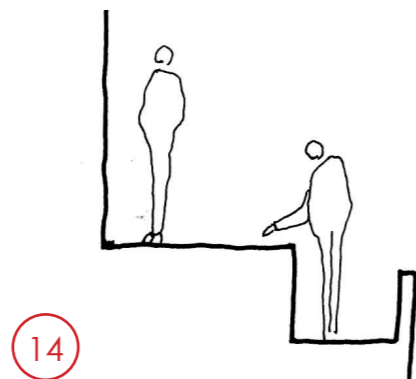
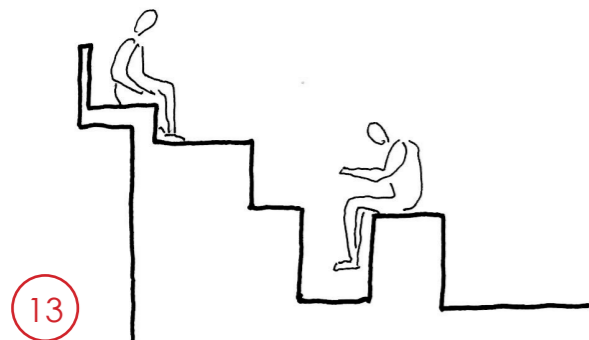
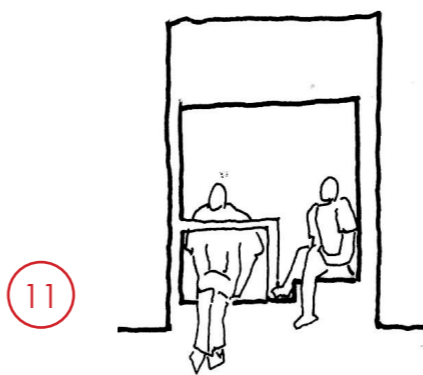
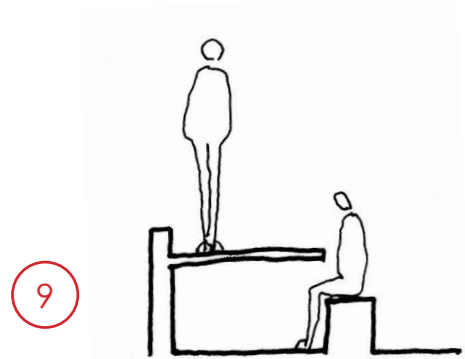
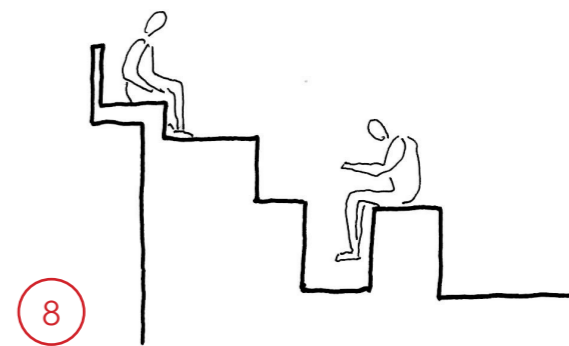
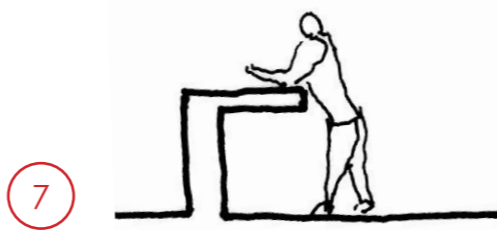
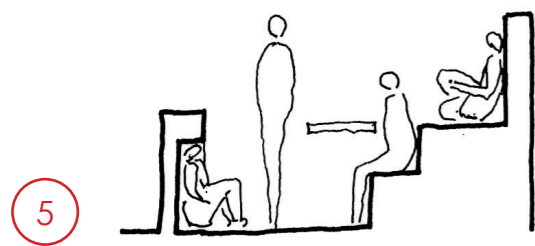
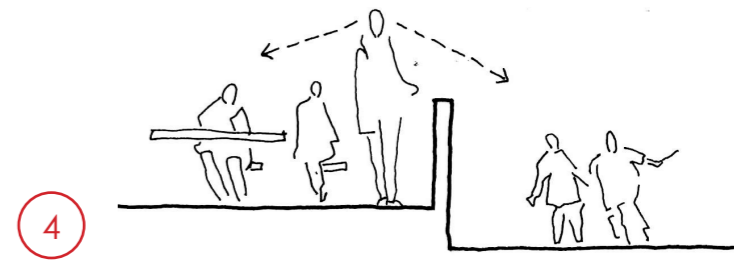
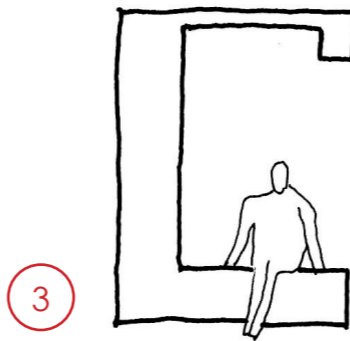
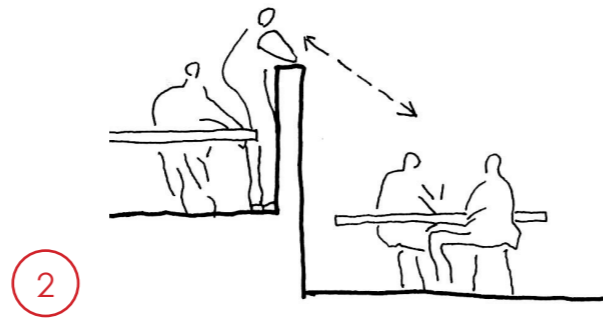
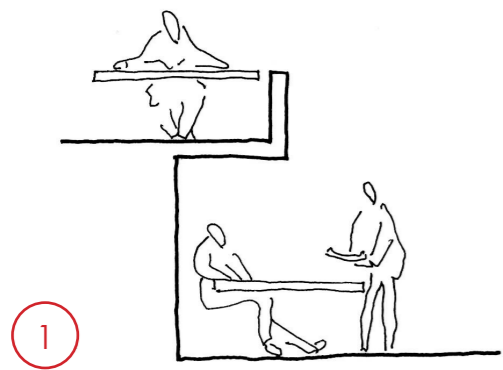
MODULATION OF PARAPET TO CARVED OUT NICHES AND
ARTICULATE ELEMENTS TO ACTIVATE INTERMEDIATE TERRACES

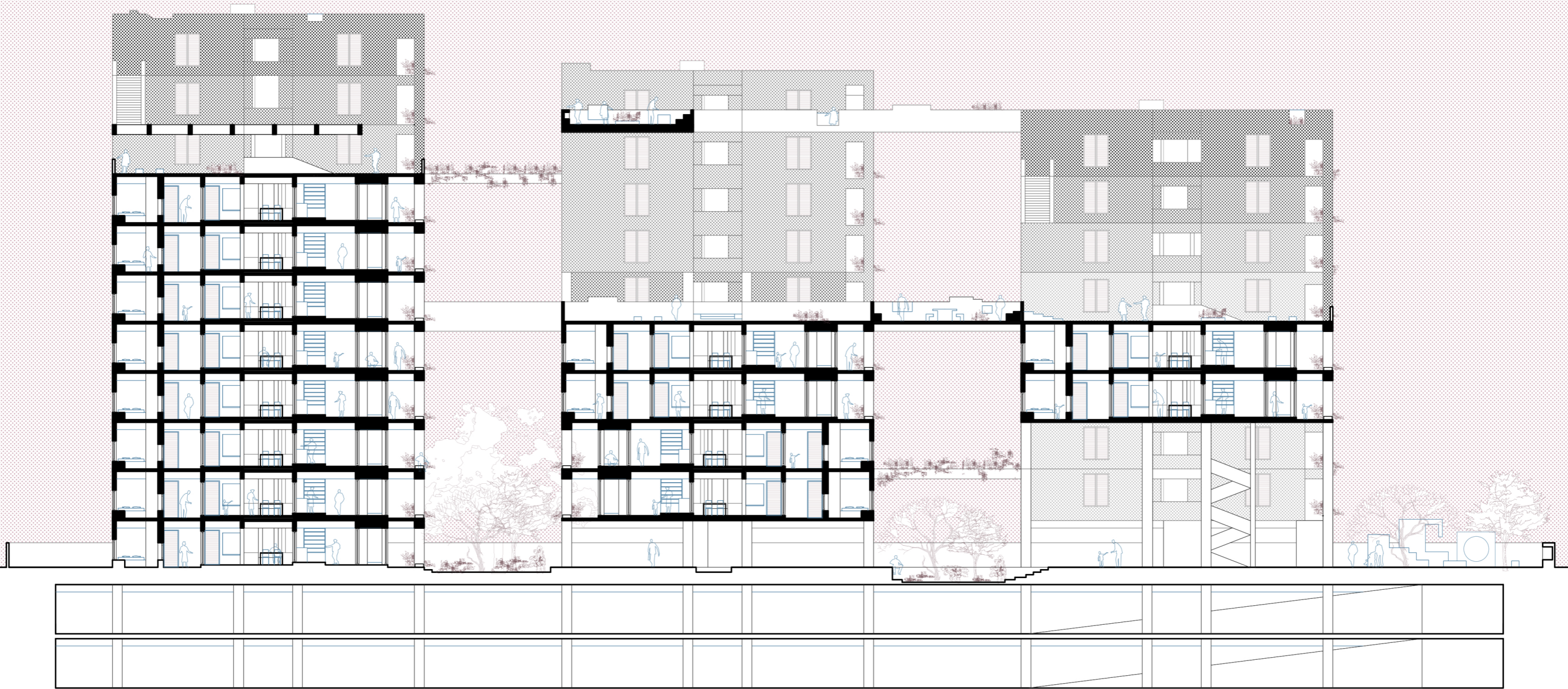
Oikopolis V

M 2023

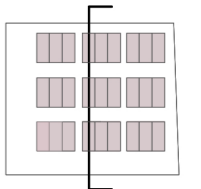
Simran Mashruwala

DETAIL 3





Site Section

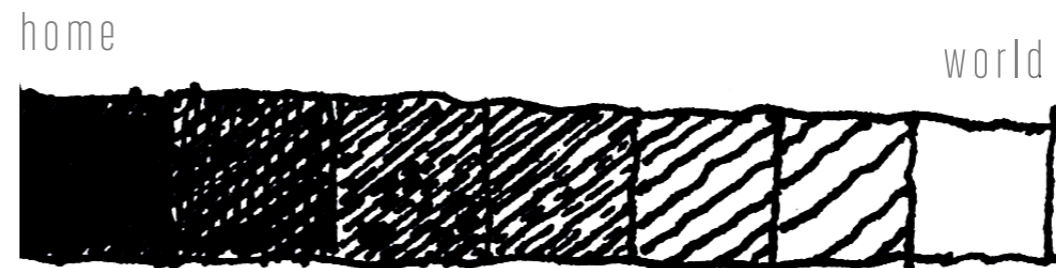


**“THE SUN AT HOME WARMS BETTER THAN
THE SUN ELSEWHERE.”**

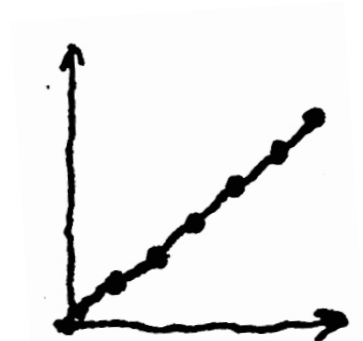
UNIT PLAN

The journey alternates between places that feel like home and not home, constantly bringing them closer to home, one step at a time. It confuses the resident as to how close to home they are, encouraging them to be comfortable and spend time outside their house, hence fostering a sense of community.

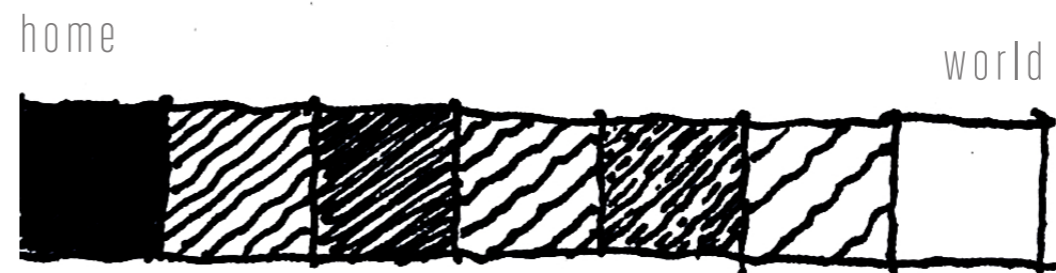
Site Level:



Smooth Gradient from Home to World.

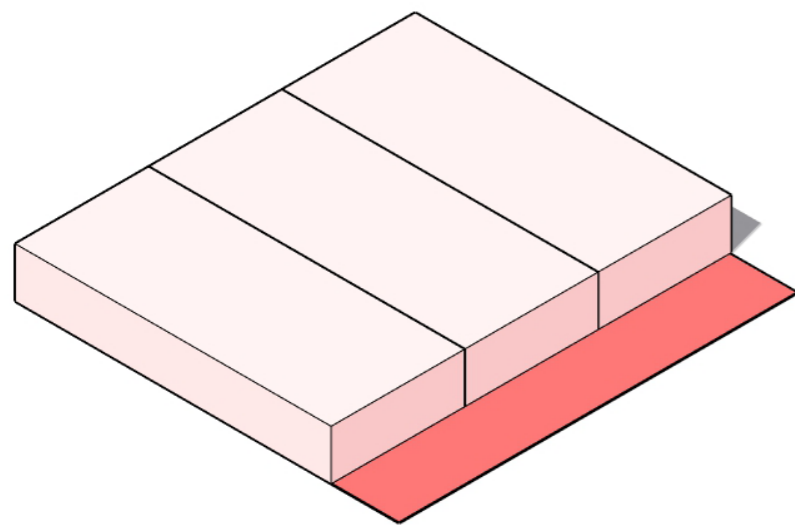


Unit Level:

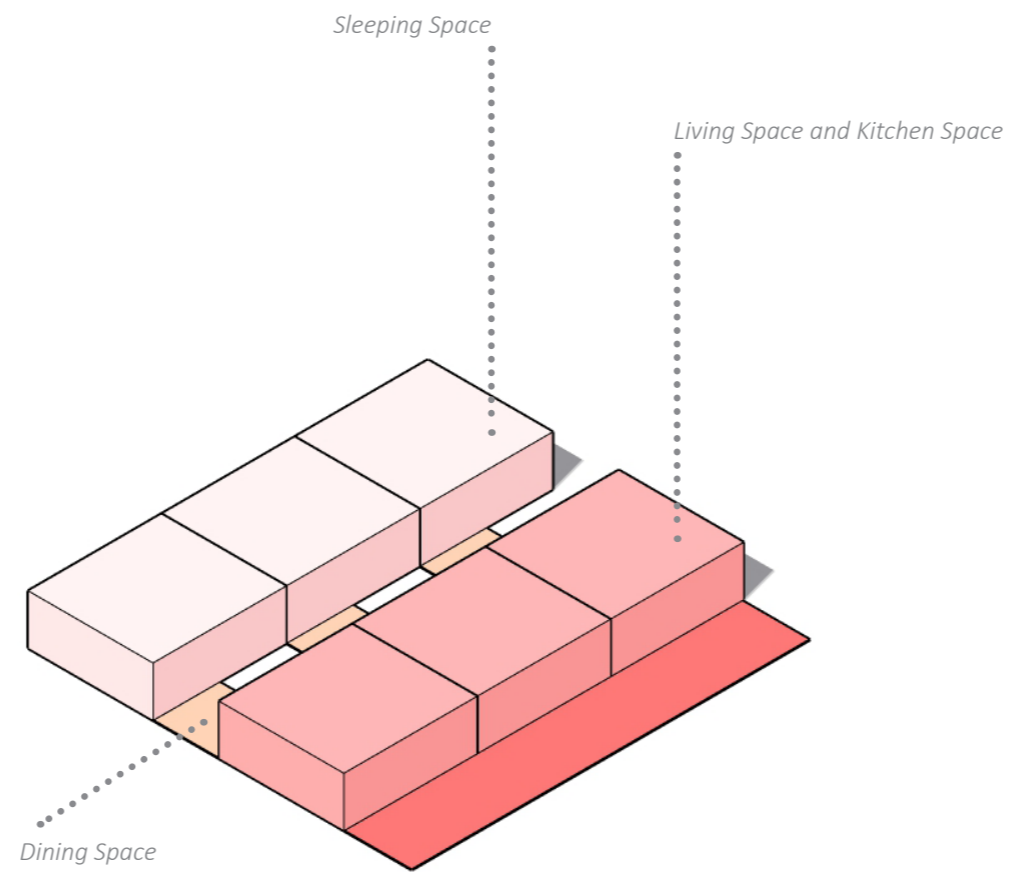


Fluctuating Gradient from Home to World.

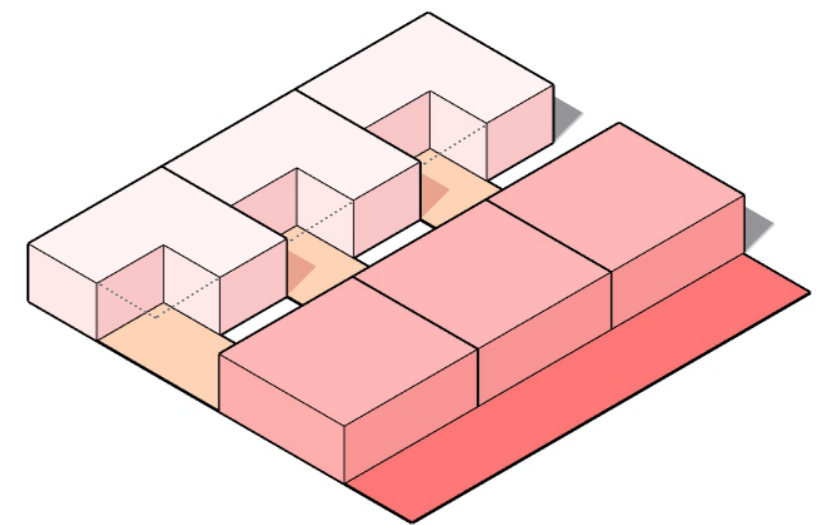




1 Creating a **Sellable Corridor** on one side of the Unit.



2 **Dividing the Mass into Two**, forcing the users to come **outside their 'house'**, while **inside their 'home'**, further emphasizing the fluctuating transition towards home.



3 Articulating the mass to **further away the feeling at-home**, making them crave for it, and hence making the transition evident.

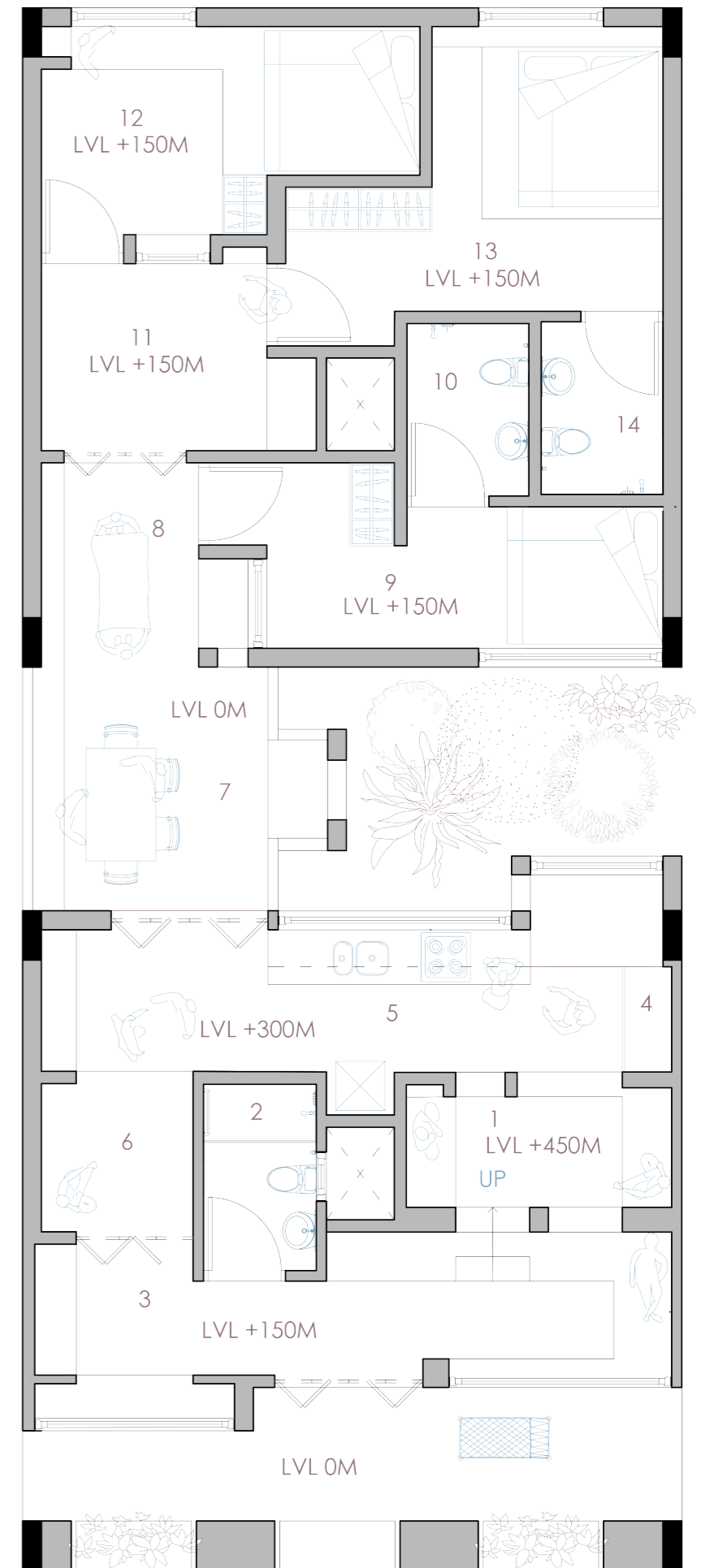
View from the Entrance of the Unit.

View from the Living Space of the Unit.

Legend:

- 1. Living Room
- 2. Common Bathroom
- 3. Reading Space
- 4. Kitchen Storage
- 5. Kitchen
- 6. Leisure Space
- 7. Dining Space
- 8. Foyer 1
- 9. Bedroom 1
- 10. Bathroom 1
- 11. Foyer 2
- 12. Bedroom 2
- 13. Bedroom 3
- 14. Bathroom 2

Unit Plan and Section



“THE ACHE FOR HOME LIVES IN ALL OF US.”

MAYA ANGELOU

WORLD

