

The background of the slide is a detailed architectural floor plan of a building complex. The plan shows multiple interconnected rooms, corridors, and service areas. Various rooms are labeled with circled numbers, such as 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100. There are also labels for 'LIFT SHYFT', 'STAIRS', 'CORRIDOR', 'ENTRANCE', 'EXIT', 'ELECTRICAL ROOM', 'MECHANICAL ROOM', 'WATER TOWER', 'D/G', 'LIFT SHYFT', 'STAIRS', 'CORRIDOR', 'ENTRANCE', 'EXIT', 'ELECTRICAL ROOM', 'MECHANICAL ROOM', 'WATER TOWER'. Dimensions are provided in meters and feet, such as '1.63m (5'-4")', '1.24m (4'-1")', and '47.92m (157'-3")'. A note indicates 'ENTRY RAMP FROM GROUND LVL.'.

Architectural Portfolio

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ANDC (Competition Entry) Annual NASA Design Competition 2010

To develop a multifunctional neighbourhood hub (UTOPIA) for a small community. This is the heart of all activities. It unifies all the functions of its surrounding environment, thus making it an indispensable part of the city.

the andc 2010

genesis

The genesis of the design is a result of the... The function of the design is to... The design is a result of the... The design is a result of the...

the andc 2010

concept

The concept is a result of the... The concept is a result of the... The concept is a result of the... The concept is a result of the...

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site context

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site justification

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transformation

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the andc 2010

roof plan

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plans

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elevations

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the andc 2010

sectional elevation

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the andc 2010

expansion plan

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the andc 2010

Farm House (Design IV)

Task

To design a farm house for a random user who is an industrialist. study the requirement by the client & build a farm house on the given site which should appeal technically as well as aesthetically.

Activities

dining are, master bedroom, bedroom, guest room, kitchen & attach toilet

Transformation: Shows the evolution of the building form from simple blocks to a complex, interconnected structure.

Roof Plan: A top-down view of the building's footprint, showing a central courtyard and surrounding rooms.

Plan (Farm house): A detailed floor plan showing rooms: Master Bedroom, Bathroom, Guest room, Dining room, Kitchen, and Main entrance. It also includes a Grass Lawn and Section lines A-A, B-B, C-C, and D-D.

Sections: Vertical slices of the building showing internal spaces and structural details. Section D-D shows a two-story section, while A-A, B-B, and C-C show single-story sections.

Elevations: Exterior views of the building. The East elevation shows a long, low profile with a prominent roofline. The West elevation shows a similar profile from the opposite side.

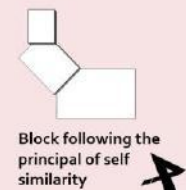
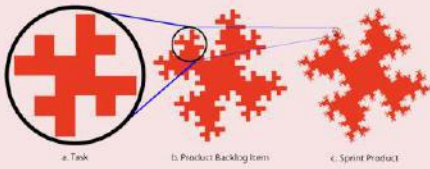
Photographs: Four small images at the bottom showing the building in a landscape context, illustrating its integration with the environment.

Hobby Center (Design IV)

Task To design a building centre promotion products such as Honey, Guna Tiles and handmade paper at Nagpur.

Concept

Self-similarity
An object composed of sub units an sub sub units on multiple levels that resemble the structure of the whole object. Concept of a fractal is most associated with geometrical objects satisfying self similarity and fractional dimensionality.



Each block placed over adjacent blocks are similar to each other.

Transformation



East side elevation



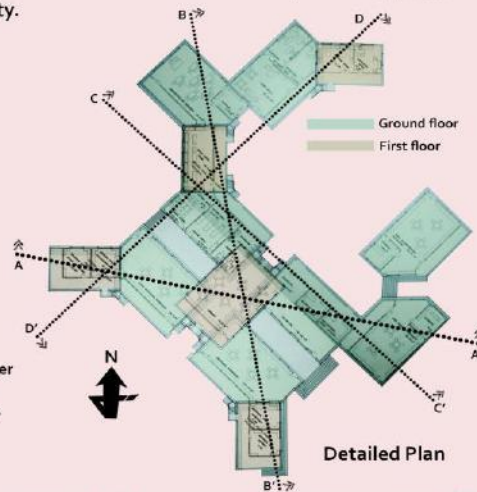
south side elevation



Hand Rendered Roof Plan



Rendered Roof Plan



Detailed Plan

Hudco Trophy 2012 - Slum Rehabilitation

"I WAS BORN POOR, I COULDN'T HELP IT, WHEN I DROVE THAT I WON'T LET MY KIDS SEE THE DAYS I SAW THAT MADE ALL THE DIFFERENCE" - Mary Angeles
"IT MATTERS WHEN ONE THINKS DIFFERENT BUT IT PAYS WHEN YOU ACT DIFFERENT"

BEHIND THE SCENES

The Orange City and it's underbelly...
 *Recognizing the hidden urban
 *The act of moving people's spatial patterns that has been deeply embedded in the mind of the local population.
 *This will lead to a new way to enhance the space to better fit the needs of the people to get by with the same resources.
 *The program would not be a proper solution as these solutions would simply delay the issue.
 *The program would not be a proper solution as these solutions would simply delay the issue.



Our Approach:

*Lack of financial resources puts off other kinds of work that are required in the rest of the development.
 *The conceptual design of the center takes into account a mix of social and economic goals.
 *This is done to allocate the priority of the site owners.
 *A clear pattern of the development of the site.
 *The design process is a series of steps and events. The steps are a clear strategy.
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 *The design process is a series of steps and events. The steps are a clear strategy.

Case Study implementation:

*The Shanti Nagar case study helped us to understand all to learn to provide basic services to the urban space in the slum area which includes roads, water, sewerage, public toilets and street lights.
 *The hierarchy of road and open spaces, along with the evolution of market design for the individual housing units makes. The Agency Housing Society another case study to take useful insights from.



DESIGN DEVELOPMENT



EPILOGUE

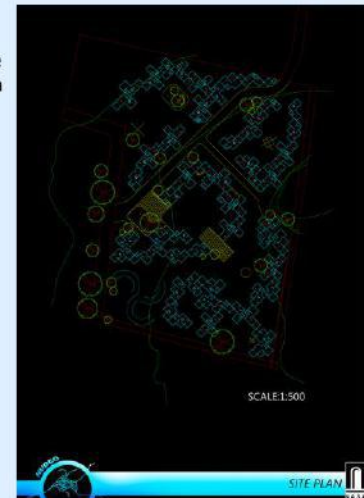


The Orange City lies in a territory. It consists of one and a half square kilometers in the city. This is an existing network of streets, primarily built during the 1950s and 1960s. The network is a mix of narrow and wide streets. The network is a mix of narrow and wide streets. The network is a mix of narrow and wide streets.

HUDCO 2012

APPROACH

Up-lifting the economy through a slow percolation of the commercial zones into the slum scenario while retaining the existing social network.



SCALE:1:500

SITE PLAN



VIEW #1

VIEW #2

VIEWS

Special Economic Zone - Food Hub (Design VIII)

Cricket Stadium (Competition Entry) Aurangabad Cricket Stadium

Introduction

Aurangabad is the tourist destination of maharashtra, famous for its cave at ajanta and allora, these caves are buddhist and the lotus is one of the most poignant representation of buddhist teachings. stadium in its form represents the lotus, white and pristine in its nature signifying the progress of the soul from the primeval mud of materialism, through the waters of experience and into national flower of our country.

Concept

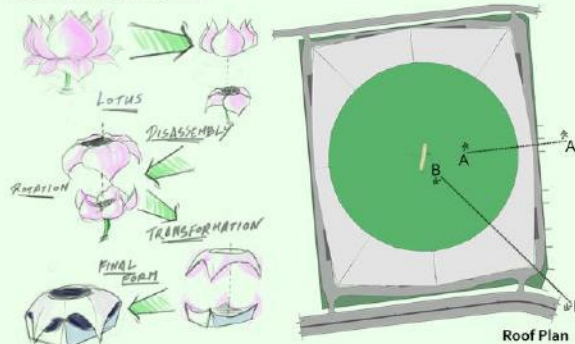
like the white lotus, the stadium has eight petals in the form of the roof enveloping the leaves representation by the seating. it seems to rise from the waters of prejudice, hatred, casteism blossoming out in the sunshine of freedom.

Ventilation

The insulated glass panels fitted in the steel grid are a contrast to the pure roofing. It helps in creating a time lag for transfer of heat through the structure helping in keeping the interiors cool. It provides a buffer space which helps keep temperatures down in the peak summers.

Orientation

The field has been oriented at angle of 15 deg to the North. this is the best angle of play for the 19 deg N latitude of the city. glare is reduced to its minimum.

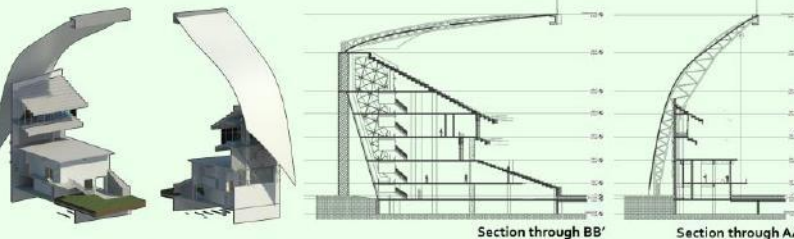


Roof Plan



Polytertafluoroethylene (Membrane)

The roofing in PTFE (polytertafluoroethylene) is translucent. Allows for natural daylighting. High levels of indoor illumination are achieved while reducing glare.

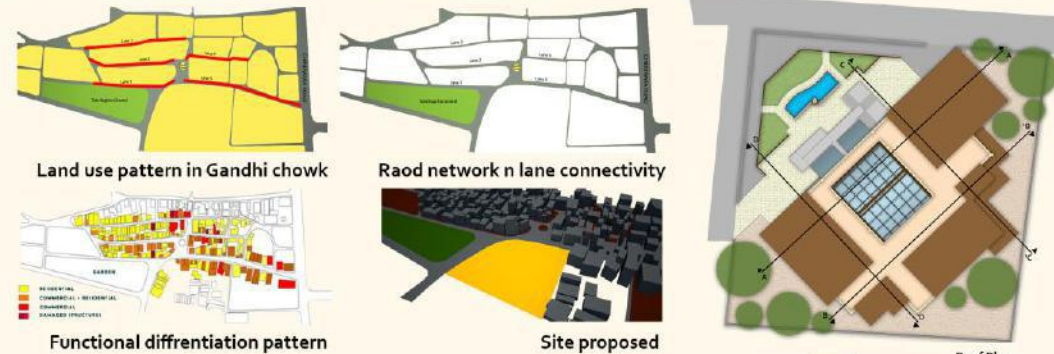


Task

The task was to revitalize the area through an urban intervention in the form of URBAN INFILL. elements of urban design address the predominant land use which is used by urban designers to act as a catalyst for the growth of dead urban space

Core idea

Gandhi chowk being an area that is majorly both Residential and commercial. The idea is to integrate the two function to create the activity that would bring back people and vibrancy.



Photography



Design Brief

In this design competition, we were expected to make inclusive design solutions in world heritage sites to facilitate diverse users visiting this site. chosen site should be maximum visited by national and international visitors and are globally recognized for their importance, universal design intervention in site will help diverse users with and without disabilities to visit these monuments of national importance and will showcase our sensibilities for people with functional limitations and elderly.

Theme

'Universal Design for Exploring World Heritage sites.'

Hosted By

The School of Planning and Architecture, Bhopal (SPA Bhopal) organizes a 'National Student Competition' on 'Design for All/Universal Design' with an aim to generate design solutions that optimize the whole living environment so that everyone in the community regardless of his limitations can participate equally.

UNIVERSAL DESIGN FOR EXPLORING THE MONUMENTS AT THE SITE

THE THEME OF THE COMPETITION

Graduate Thesis, 2014, Urban Entertainment Center, VNIIT

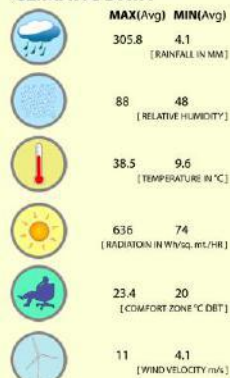
INTRODUCTION

- Mysore city Corporation Initiative.
 - Live project: 154.1 Acres of Land has been provided by Mysore city corporation.
Why Urban Entertainment Centers ??
 The goal of a UEC for a city or developer is, perhaps, to create tax revenue, or to sell food, or merchandise. Entertainment is the draw and a large part of what creates the unique experience of the centre.

MYSORE

- Mysore city located about 146 km southwest of Bangalore is a tourism hot spot.

CLIMATIC DATA



GEOLOGICAL DATA

Red Soil, lateritic soil, deep black soil, some alluvial soil and brown forest soil
 Slope of the site is on N-SE
 The Average Elevation of Mysore is at 753m (2470 ft.)

DEMOGRAPHIC DATA

Mysore district has a population of 2,994,744
 TOURISM
 Domestic: 10,12,556/year
 Foreign: 2,04,870/year

ACTIVITIES & SUB ACTIVITIES

ACTIVITIES	SUB-ACTIVITIES
AMUSEMENT PARK	Mechanical Rides, Water Kingdom, Food Outlets, Skating Rink, Karting
RETAIL	Anchor Stores, Multiplex, Toilets, Storage, Maintenance
HOSPITALITY	Accommodation, Food & Dining, Kitchen, Toilets
RECREATION	Shops & Offices, Amphitheatre, Workshop

AREA CALCULATION & SERVICES CHART OF ACTIVITIES IN RETAIL ENTERTAINMENT CENTRE, MYSORE

SPACE	USE	USAGE	USER	CAPACITY	AREA/AMT	TOTAL/BLA	BLSF	SPACES	VOLUME
AMUSEMENT PARK									
PUBLIC SPACE	Teeming Plaza	PUBLIC	VISITORS	4	27	80	3.3	CLOSED	264
PUBLIC SPACE	Walk ways	PUBLIC	VISITORS	1500	30	7000	11.1	CLOSED	77000
PUBLIC SPACE	Restrooms & Food Outlets	PUBLIC	VISITORS	200	30	4000	5.1	CLOSED	20400
PUBLIC SPACE	Public Toilets	PUBLIC	VISITORS	10	10	100	1.0	CLOSED	1000
PRIVATE SPACE	Admin Office	PRIVATE	STAFF	4	1	10	1.0	CLOSED	10
PRIVATE SPACE	Staff Area	PRIVATE	STAFF	15	30	300	3.0	CLOSED	495
PRIVATE SPACE	Maintenance	PRIVATE	STAFF	10	200	200	3.0	CLOSED	600
PRIVATE SPACE	Staff Toilets	PRIVATE	STAFF	1	10	10	1.0	CLOSED	100
PRIVATE SPACE	Staff Offices	PRIVATE	STAFF	1	4	20	3.0	CLOSED	60
Total						34460	36.1A		

RETAIL

SPACE	USE	USAGE	USER	CAPACITY	AREA/AMT	TOTAL/BLA	BLSF	SPACES	VOLUME
PUBLIC SPACE	Stores	PUBLIC	VISITORS	200	25	5000	5.1	CLOSED	5000
PUBLIC SPACE	Restrooms	PUBLIC	VISITORS	100	25	2500	3.0	CLOSED	1620
PUBLIC SPACE	Public Toilets	PUBLIC	VISITORS	200	25	2500	3.0	CLOSED	1620
PUBLIC SPACE	Public Toilets	PUBLIC	VISITORS	10	4	200	3.0	CLOSED	600
PRIVATE SPACE	Admin Office	PRIVATE	STAFF	4	1	10	1.0	CLOSED	10
PRIVATE SPACE	Staff Area	PRIVATE	STAFF	15	30	300	3.0	CLOSED	495
PRIVATE SPACE	Security Office	PRIVATE	STAFF	1	10	10	1.0	CLOSED	100
PRIVATE SPACE	Security Office	PRIVATE	STAFF	4	60	60	3.0	CLOSED	180
PRIVATE SPACE	Staff Offices	PRIVATE	STAFF	1	4	20	3.0	CLOSED	60
Total						36430	4.837A		

HOSPITALITY

SPACE	USE	USAGE	USER	CAPACITY	AREA/AMT	TOTAL/BLA	BLSF	SPACES	VOLUME
PUBLIC SPACE	Food & Beverage	PUBLIC	TOURISTS	200	30	6000	3.0	CLOSED	19800
PUBLIC SPACE	Food & Beverage	PUBLIC	TOURISTS	100	50	5000	3.0	CLOSED	15000
PUBLIC SPACE	Food & Beverage	PUBLIC	TOURISTS	10	400	400	6.1	CLOSED	1400
PUBLIC SPACE	Food & Beverage	PUBLIC	TOURISTS	10	400	400	6.1	CLOSED	1400
PUBLIC SPACE	Living Area	PUBLIC	VISITORS	10	500	500	3.0	CLOSED	2640
PRIVATE SPACE	Admin Office	PRIVATE	STAFF	4	1	10	1.0	CLOSED	10
PRIVATE SPACE	Reception & Waiting	PRIVATE	STAFF	10	5	50	3.0	CLOSED	165
PRIVATE SPACE	Reception & Waiting	PRIVATE	STAFF	20	30	400	3.0	CLOSED	1320
PRIVATE SPACE	Housekeeping/Laundry	PRIVATE	STAFF	15	4	20	3.0	CLOSED	600
PRIVATE SPACE	Staff Area	PRIVATE	STAFF	1	10	10	1.0	CLOSED	100
PRIVATE SPACE	Staff Toilets	PRIVATE	STAFF	1	10	10	1.0	CLOSED	100
PRIVATE SPACE	Maintenance & Storage	PRIVATE	STAFF	10	200	200	3.0	CLOSED	600
PRIVATE SPACE	Security Office	PRIVATE	STAFF	4	25	25	3.0	CLOSED	180
Total						33100	4.395A		

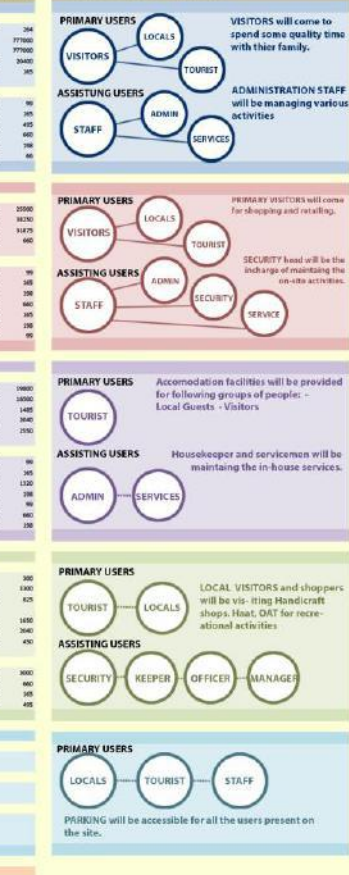
RECREATION

SPACE	USE	USAGE	USER	CAPACITY	AREA/AMT	TOTAL/BLA	BLSF	SPACES	VOLUME
PUBLIC SPACE	Entrance complex	PUBLIC	VISITORS	4	200	200	3.0	CLOSED	300
PUBLIC SPACE	Landscaping/Steps	PUBLIC	VISITORS	40	2000	2000	3.0	CLOSED	6000
PUBLIC SPACE	Event	PUBLIC	VISITORS	10	200	200	3.0	CLOSED	625
PUBLIC SPACE	Amphitheatre	PUBLIC	VISITORS	50	400	400	6.1	CLOSED	1650
PUBLIC SPACE	Food Court	PUBLIC	VISITORS	60	600	600	3.0	CLOSED	1800
PUBLIC SPACE	Food Outlets	PUBLIC	VISITORS	60	400	400	3.0	CLOSED	3640
PUBLIC SPACE	Public Toilets	PUBLIC	VISITORS	10	150	150	3.0	CLOSED	450
PRIVATE SPACE	Admin Office	PRIVATE	STAFF	1	10	10	1.0	CLOSED	100
PRIVATE SPACE	Staff Area	PRIVATE	STAFF	15	30	300	3.0	CLOSED	495
Total						3700	5.95A		

PARKING

SPACE	USE	USAGE	USER	CAPACITY	AREA/AMT	TOTAL/BLA	BLSF	SPACES	VOLUME
Staff	Two Wheeler	PRIVATE	STAFF	30	5	250			
Four Wheeler	PRIVATE	STAFF	30	35	450				
Heavy Trucks	PRIVATE	STAFF	6	100	850				
Light Trucks	PRIVATE	STAFF	10	60	600				
Two Wheeler	PUBLIC	VISITORS	300	5	500				
Four Wheeler	PUBLIC	VISITORS	300	35	7000				
Heavy Trucks	PUBLIC	VISITORS	10	100	850				
Total						30715	2.65A		

USER GROUP ANALYSIS



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DEVELOPMENT CONTROLS

LIMITS -

Setbacks: F-10, R-6, S-5 -
Maximum Height - 15 M.
Ground Coverage : 45 % = 50.114 ACRES
F.A.R : 2 Maximum Built-up Area - 222.730 ACRES

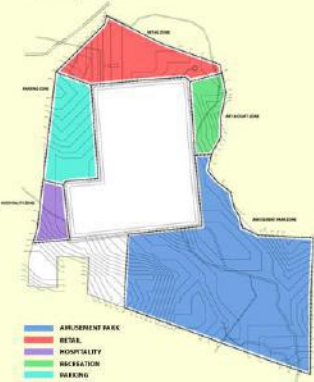
TARGET-

Programmed **BUP** Area (Design Program) - 47.85 A
 Maximum Built-up Area - 222.730 A
 Built-up Area for **future Development** - 174.88 A
 Maximum **Ground Coverage** - 50.114
 Programmed Ground Coverage - 43.25 A
 Area Left for **future Development** - 6.867 A

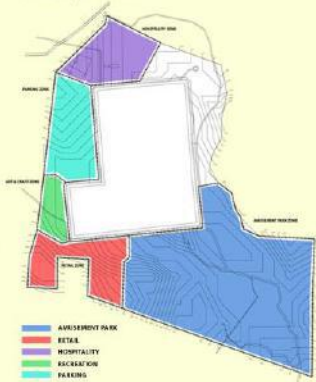
CAPACITY STUDY FOR PROPOSED DIAGRAM

Amusement Park- 36.16 A
Retail - 10.45 A
Hospitality - 9.35 A
Recreation- 2.33 A
Parking - 2.65 A

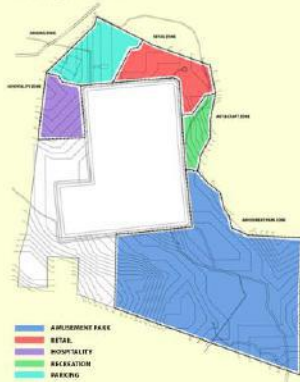
ZONING, OPTION 1



ZONING, OPTION 1



ZONING, OPTION 1



VOLUMETRIC ANALYSIS , OPTION 1

This analysis follows a bifurcation on the primary path of circulation at the level of parking itself. one to the retail, recreation & amusement park, and other to the hospitality zone.

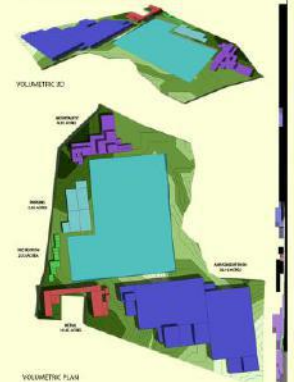
ANALYSIS OPTION 1



VOLUMETRIC ANALYSIS , OPTION 2

This option of analysis follows a leniar path of circulation, in which a user will enter the site from its NW opening and will get access to all the available zones in a leniar approach.

ANALYSIS OPTION 2



VOLUMETRIC ANALYSIS , OPTION 3

This option also follows a bifurcation on the primary path of circulation like the first option, but the only difference is the direction of approach has been changed to the opposite direction.

ANALYSIS OPTION 3



PROGRAM RETAIL ZONE

1. ANCHOR TENANTS
2. SECONDARY TENANTS
3. FOOD COURTS
4. WAREHOUSE FURNITURE & MISCELLANEOUS STOREHOUSE
5. TOILETS
6. SINGLE PUB, CINEMA SCREENING AREA,
7. TICKETING AREA,
8. EATERIES,
9. PERSONAL OFFICE & RELATED SERVICES
10. PHOTON STORAGE-UP
11. PLAYARY HALL
12. RECEIVING AREA,
13. MECHANICAL HALL,
14. GREEN ROOM & HOUSEKEEPING
15. PARTY LOBBY,
16. LOCKER
17. PARKING

PROGRAM HOSPITALITY ZONE

1. RECEPTION & WAITING
2. KITCHEN
3. DINING AREA
4. ADMINISTRATION/OFFICE SPACE
5. MEET MARKET ACCOMMODATION SUITS
6. DELUX ACCOMMODATION SUITS
7. HOUSE KEEPING/LAUNDRARY
8. STAFF AREA
9. STAFF TOILETS
10. MAINTENANCE & STORAGE
11. SERVICE ROOM
12. DRINKING

PROGRAM RECREATIONAL ZONE

1. ENTRANCE COUNTERS
2. MERCHANDISE SHOPS
3. KIOSKS
4. AMPHITHEATRE
5. FOOD STALLS
6. WORKSHOP FACILITIES
7. ARTISTS ACCOMMODATION
8. ADMIN/RECEPTION
9. SECURITY OFFICE
10. PUBLIC TOILETS
11. STAFF AREA
12. PARKING

PROGRAM AMUSEMENT ZONE

1. TICKETING PLAZA
2. ENTRANCE PLAZA
3. TRANSPORT CAR MAINT STOP
4. ROCKING HORSE ZONE STOP
5. MCDONALD'S
6. CARNIVAL RIDE
7. CROCK TOWER
8. ENTERTAINERS
9. PARK WHEEL
10. LOOT CARD/TEL
11. NAVY PIER
12. POND PLAYGROUND
13. SKYMASTER
14. SPIRAL SLIDE RIDE
15. STORM SURGE
16. SUBMISSION
17. TOWER OF POWER
18. PUBLIC TOILETS
19. SUBWAY
20. WEDDY'S RESTAURANT

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PROGRAM

1. ENTRY GATE
2. SEWAGE TREATMENT PLANT
3. ENTERTAINMENT ZONE (MALL)
4. FOODIES (EATERIES)
5. PARKING (MALL)
6. ART & CRAFT VILLAGE
7. ARTISANS SHOPS
8. HANDICRAFT SHOPS
9. KOISKS
10. AMPHITHEATRE
11. FOOD STALLS
12. WORKSHOP FACILITIES
13. ARTISANS ACCOMODATION
14. ADMIN/RECEPTION
15. WORKSHOPS
16. AMPHITHEATER
17. MID MARKET ACCOMODATION
18. DELUX ACCOMODATION SUITS
19. EXHIBITION CENTER
20. TICKETING PLAZA
21. PAKING (AMUSEMENT PARK)
22. ENTRY GATE (PARK)
23. TRANSPORT CAR MAIN STOP
24. INDOSARACENIC ZONE STOP
25. MCDONALD'S
26. CARNIVAL RIDE
27. DROP TOWER
28. ENTERPRISE
29. FERRIX WHEEL
30. LOOF CAROUSEL
31. NAVY PIER
32. POND PLAYGROUND
33. SKYMASTER
34. SPLASH FEATURE
35. STORM SURGE
36. SUBMISSION
37. TOWER OF POWER
38. PUBLIC TOILETS
39. SUBWAY
40. WENDY'S RESTAURENT

SITE PLAN

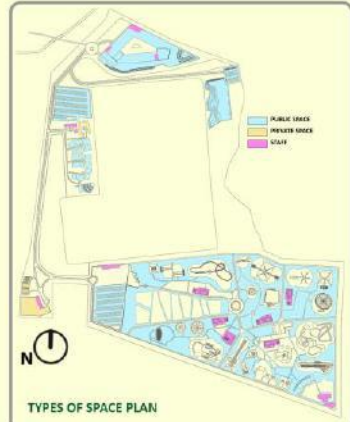
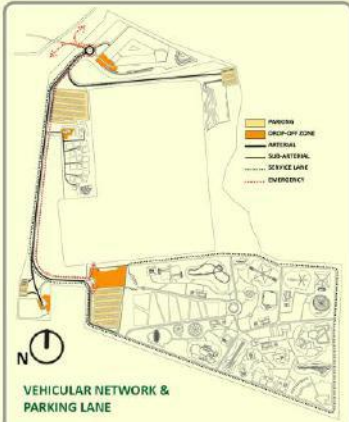
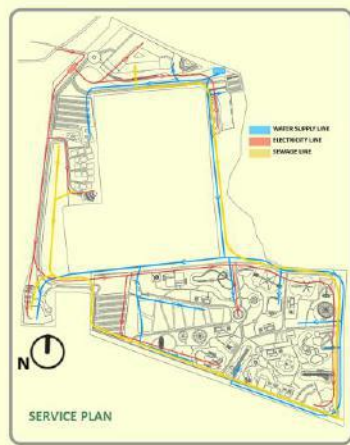


SITE DETAILS CHART

SITE AREA = 111.245 ACRES
DCR LIMITS
 - Setbacks: F-10, R-6, S-5
 - Maximum Height: 15 m.
 - Ground Coverage : 45 %
 - F.A.R. : 2
 Maximum Built-up Area -
222.730 ACRES

ACHIEVED

- Ground Coverage: 51.34 ACRES
 - Maximum Height: 18.2 m
 - F.A.R. Achieved - .47



EXPLODED SITE PLAN VIEW

