

ARCHITECTURAL DESIGN HANDBOOK



Batch 2021-2022



Dr. Shaila Bantanur
Director
BMS School of Architecture

Foreword

BMS School of Architecture, the 8th institution under the BMS Educational Trust, has the distinction of being established as an Independent “School of Architecture” in the year 2010. BMSSA is a center of innovation and one of the nation’s few independent architecture schools with a stated mission of being *dedicated to educating future generations to be ethical professionals, creative designers and informed citizens.*

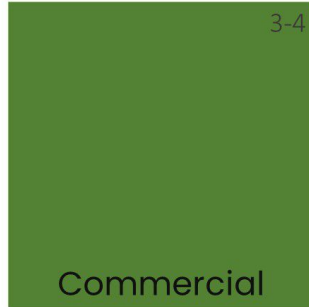
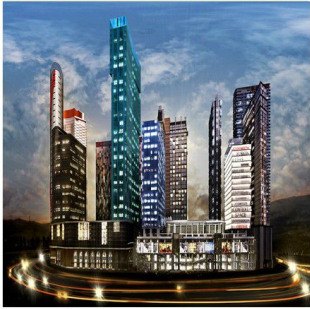
The vision of the school is to build a world-class research and educational institution where knowledge is power, encouraging innovations and providing services for sustainable built environment and architecture. The school aims to demonstrate ways of thinking and working that give students the confidence to confront the unknown and contribute to the development in its largest sense.

Our students come from all walks of life, but have a common passion for architecture and a common objective, which is to become the ethical and passionate professionals.

This booklet is evident of the best collections of design works of batch 2022 undertaking their 10th semester. It exhibits the various projects in various semesters. It is particularly reassuring and promising to see the commitment and hard work by students and faculty members under whose guidance and support, various issues of the projects were tackled.

By the time our students reach their final year, they are individuals in their own right, thinking young men and women trained to design spaces that are aesthetic, environmentally friendly, energy economic, socially and contextually responsive and above all are citizens that could help make this world of ours a better place to be in with inclusivity, affordability and humaneness as part of their psyche. I wish them all the very best!

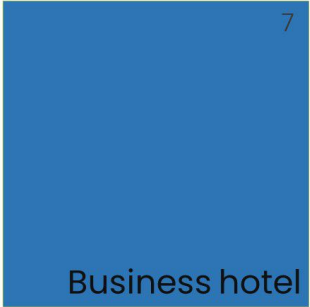
Content.....



Commercial



Campus Design



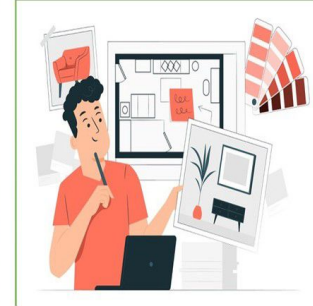
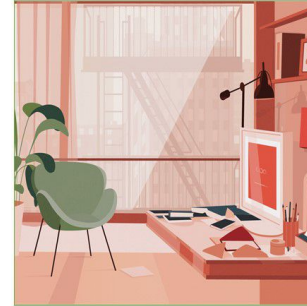
Business hotel



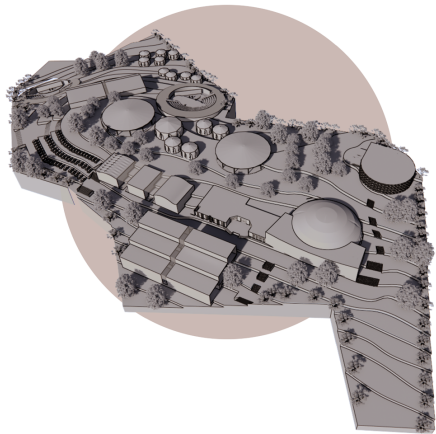
Community centre



Urban Design & Planning

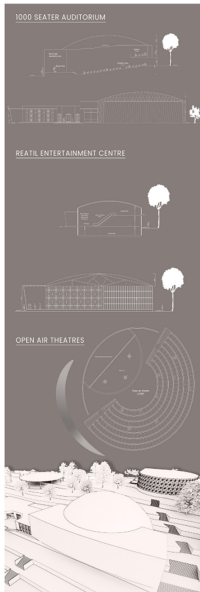


Interior



VENUE FOR IFFI

The International Film Festival of India is visited by a very huge number of people every year. It also increases tourism in Goa and is a mean of Revenue generation in Goa as well as nationally. It is, therefore, very important to create a space which is aesthetically pleasing as well as functional.



LEGEND

1. Main entrance
2. Visitor parking (2000 sq.m.)
3. Drop-off point
4. Way to basement parking
5. Entrance to film village
6. Convention centre (2100 sq.m.)
7. Outdoor cinema (950 sq.m.)
8. 3-auditorium cinema (1300 sq.m.)
9. Center plaza
10. Sculptural landscape
11. Overview theatre
12. Theatre + entertainment centre
13. (not of place)
14. VIP entrance
15. Service entry from main road
16. Film studios
17. Amphitheatre
18. Parking for film studio users
19. Outdoor shed location
20. Entrance to film studios



Main entrance into the campus, along with a secondary entrance to just the film studios from the West. A service entry which connects straight to the auditorium. The North entry access point is a service entry only for VIP entry.

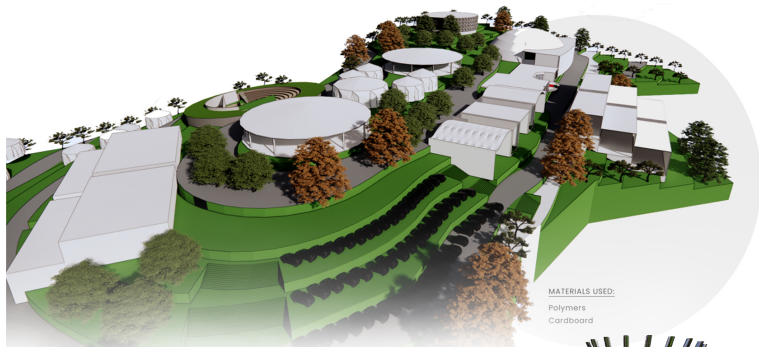
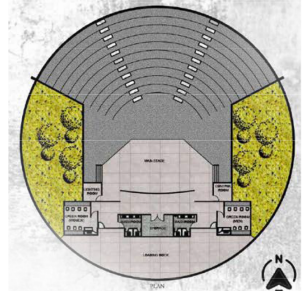


PROGRAMME

CONVENTION CENTRE	2100 SQ.M
OUTDOOR CINEMA	950 SQ.M
3-AUDITORIUM CINEMA	1300 SQ.M
PRIME THEATRE	4000 SQ.M
AMPHITHEATRE 1	1800 SQ.M
AMPHITHEATRE 2	5000 SQ.M
FILM VILLAGE	1950 SQ.M

GALA PREMIER THEATER (1000 SEATING)

BUILT - UP AREA OF GALA PREMIER THEATER = 1000 SQ.M
NUMBER OF SEATING = 1000
SCALE: 1:500



PROJECT MODEL

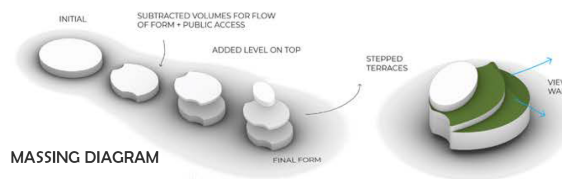
MATERIALS USED:
Polymers
Cardboard

AUDITORIUM



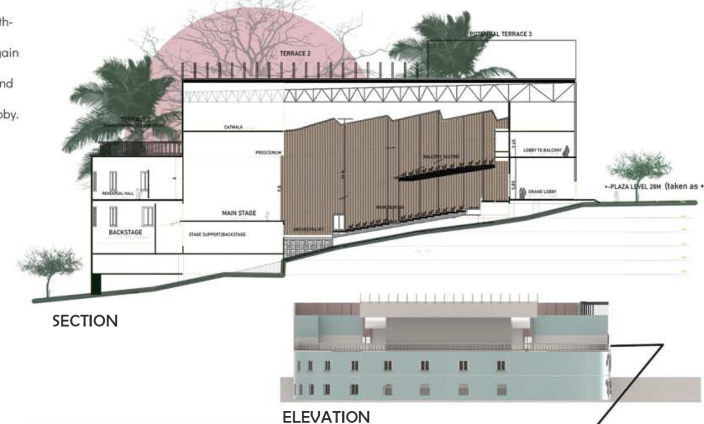
The site's main feature is the 1000 seater auditorium which is oriented in a North-west-Southeast direction.

- The predominantly North-South orientation helps to cut off East and West solar heat gain
- The connect towards the plaza on the Northeast forms the main entrance.
- The curvaceous form helps in channeling the convection currents from the riverside, and the green terraces cut off heat gain due to the southern sun.
- The position of plaza helps to bring in good glare free Northern light into the grand lobby.
- The free flowing terrace gardens are connected via external stairs on each floor



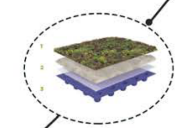
MASSING DIAGRAM

SITE PLAN

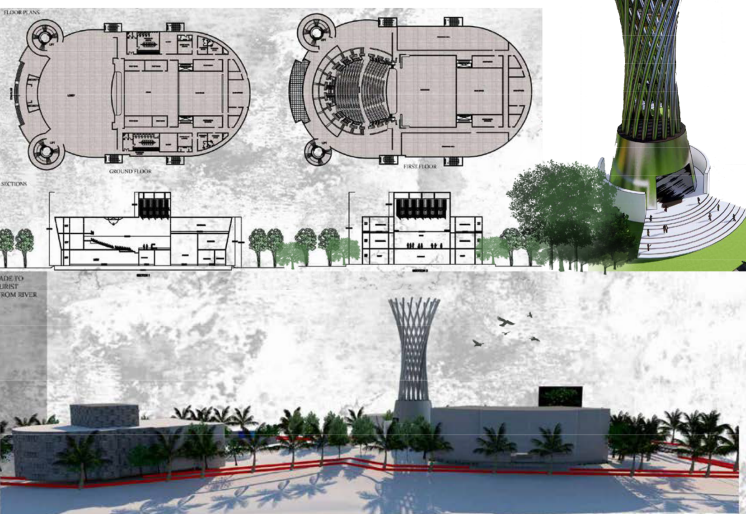


SECTION

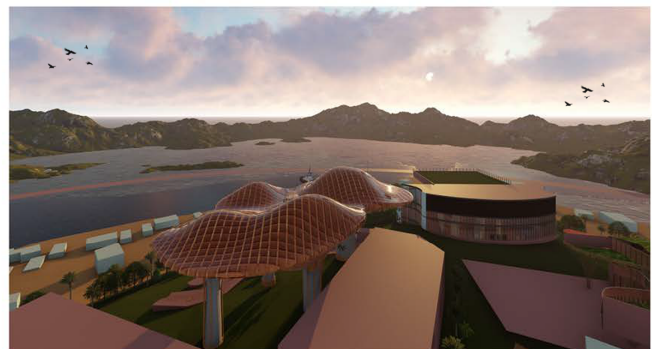
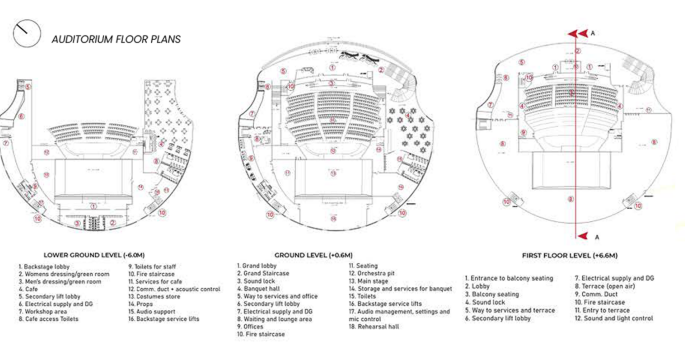
ELEVATION



- The green walls and terraces provide a good viewpoint while also shielding the building from Southern heat.
- It helps retain a minimum of 76 L/m² of perched water above the cells.
- A lightweight sedum blanket option is chosen to not cause excessive loading on the structure. This green roof thus cools down the building to a large extent while creating a good viewpoint.

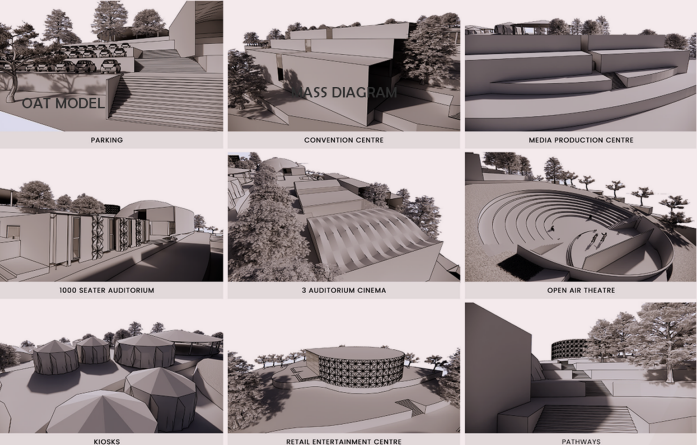
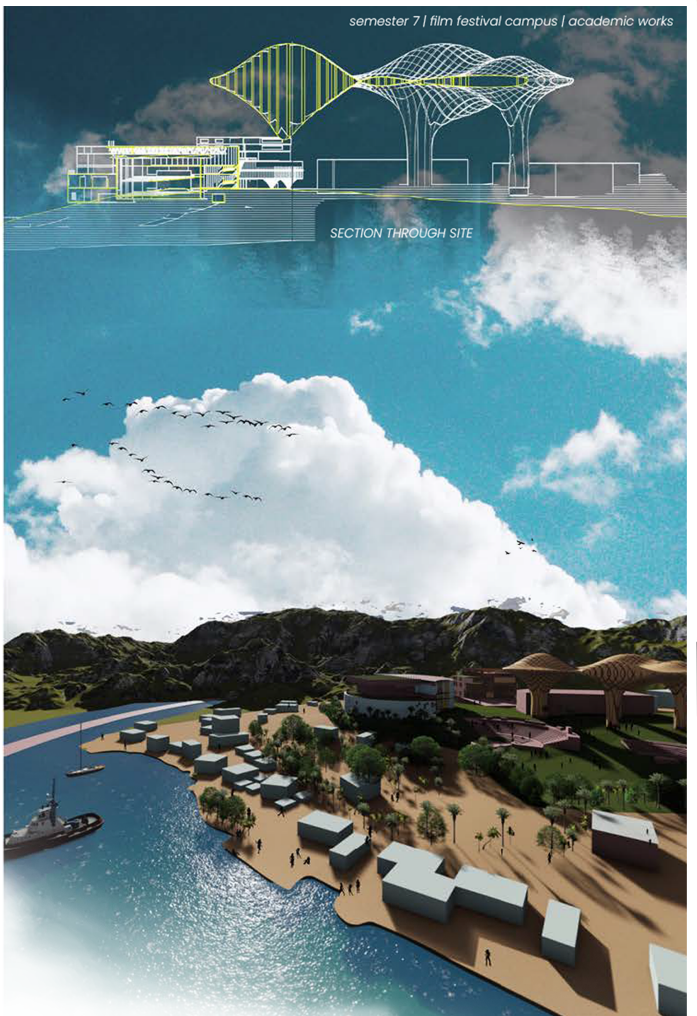
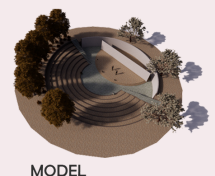


Grand theatre capacity1000 seater
Area on ground.....4100 sq.m.
Total floor area.....12000 sq.m



THE INTERNATIONAL FILM FESTIVAL

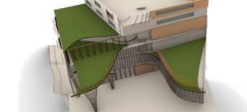
The International film festival moved its venue permanently Goa in 2004, considering the regional importance and recognition in tourism on an international level. Main idea was to design and create new studios and post production facilities for the International film festival of India at Goa. The project brief was to design a landmark campus for film fraternity which can host both filming activities and annual film festival. This project made students understand the importance of creating a space which is aesthetically remarkable as well as functional.



MEDIA/RETAILTAINMENT CENTRE



Media centre, multimedia tower and retail entertainment are clubbed together into one high-rise built structure that engages the public and becomes an immersive film experience. The **media centre/retailtainment centre** acts as the ending of the public plaza and pedestrian access. It houses a recessed entry that acts as an extension of the plaza. This double height space is designed as a foyer/exhibition space and caters to many income generating temporary installations and stalls.

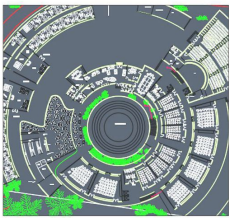


The green terraces concept has been applied to this block as well. The two accessible and one inaccessible terrace consist of the following layers:

1. SEMPERGREEN SEDUM-MIX BLANKET 30 MM
2. SUBSTRATE ROLL 20 MM
3. DRAINAGE INCLUDING FILTERFLEECE 11-20 MM

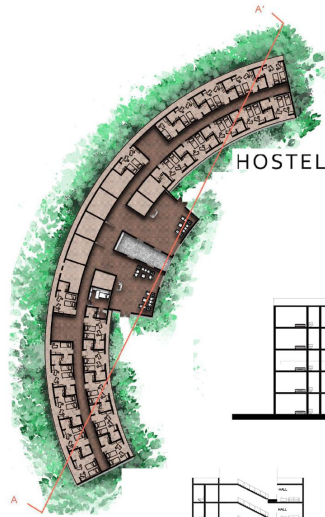
These layers help in draining out the water hitting the terraces, are lightweight and low thickness thereby not causing heavy loading, and makes for a cooler environment. The substrate is a good growing medium and ensures good water absorption and tenacity.



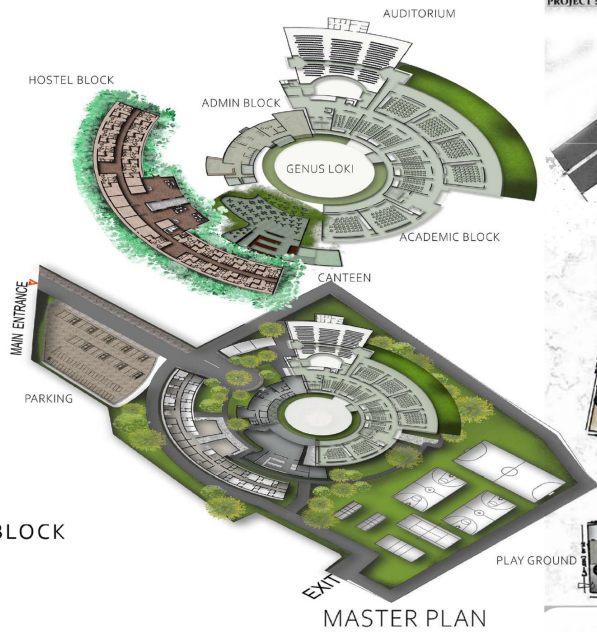


LOCATION: MYSORE

Design institute on the outskirts of mysore. Achieving flow of free spaces yet interlocking into each other, absorbing more natural light into the building. The genums loki of the building is in the center space that easily accessed by all directions.



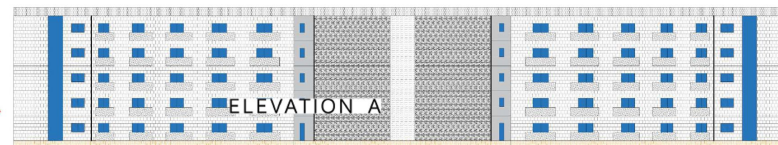
HOSTEL BLOCK



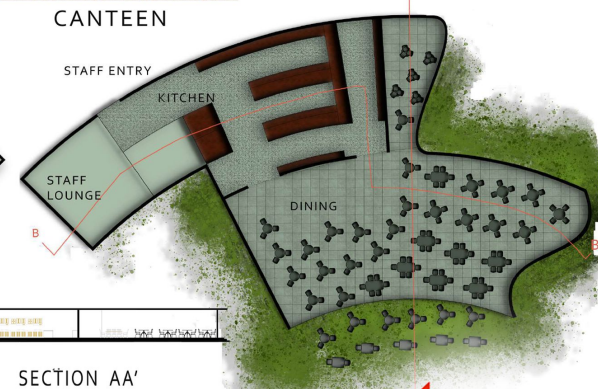
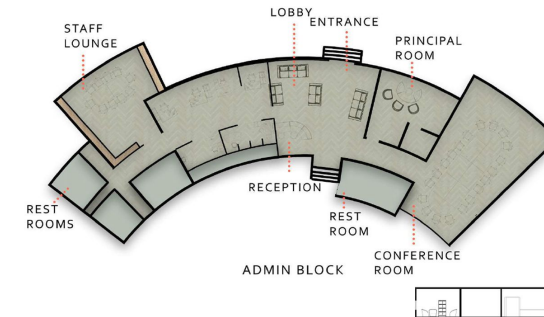
MASTER PLAN



ELEVATION A

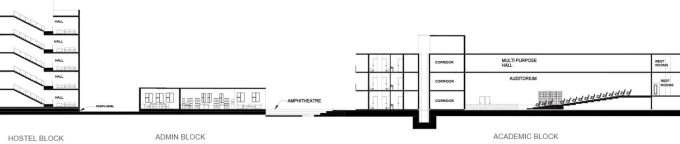


CANTEEN



SECTION AA'

SECTION AA'



SITE SECTION A A'

ELEVATION A

SECTION BB'

SECTION AA'

ACADEMIC BLOCK

SECTION BB'

PLAN SECTION ELEVATION

THE PURPOSE OF MASTER PLAN OR CAMPUS PLAN DOCUMENT IS TO FORM A BASIS FOR THE ARCHITECTURAL CHARACTER, COMPOSITION, AND TYPOLOGY OF FUTURE BUILDINGS, GROUPS OF BUILDINGS AND EXTERIOR SPACES ON THE CAMPUS.

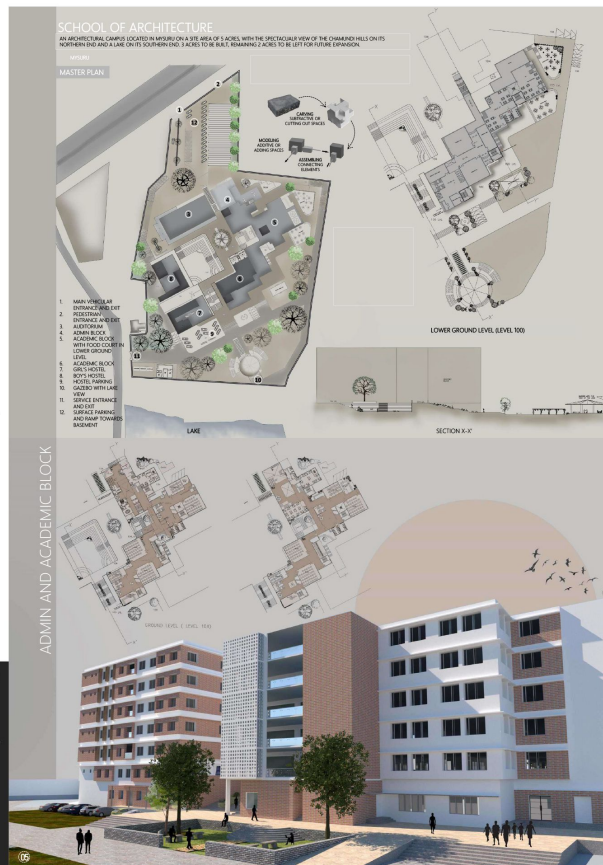
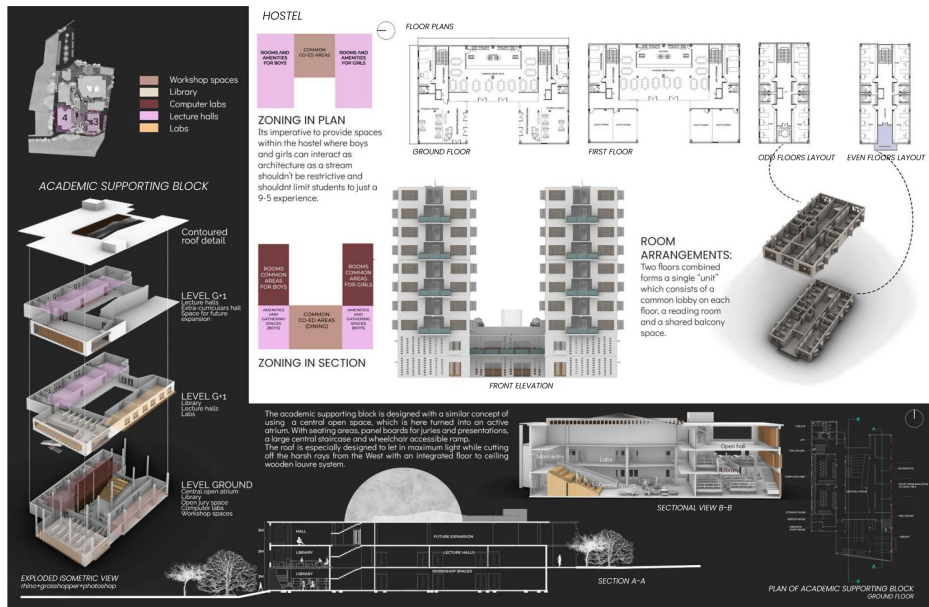
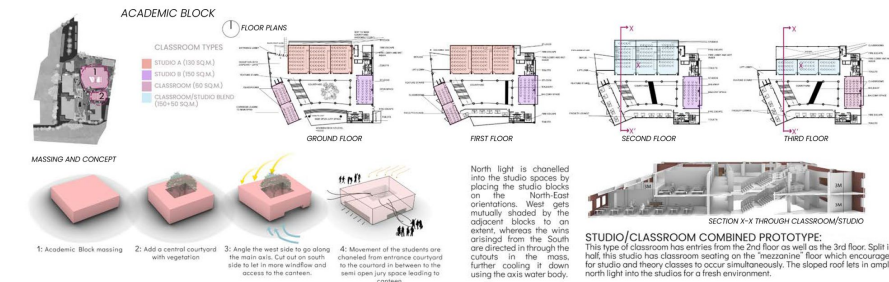
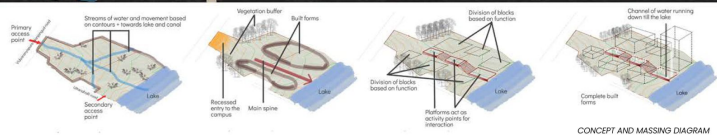
ADOPT URBAN PLANNING STRATEGIES. ...
DRAW ATTENTION AND PAINT AN IDENTITY. ...
PRACTICE PLACEMAKING & UTILIZE VARIETY OF SCALE.

...
CREATE THE DIGITAL REPOSITORY. ...
USHER CREATIVITY WITH INCUBATION SPACES. ...
THE CAMPUS LIFE EXPERIENCE. ...
BIOPHILIC NEED OF THE HOUR. ...
DESIGN FOR ALL.
THE CAMPUS MASTER PLAN ESTABLISHES OVERALL GOALS, OBJECTIVES, AND DESIGN PRINCIPLES THAT SERVE AS A FRAMEWORK FOR FUTURE PHYSICAL DEVELOPMENT. IT ALSO PROVIDES LONG RANGE PLANNING FOR ARCHITECTURE, LAND USE, SPACE USE, LANDSCAPE, TRANSPORTATION, PARKING, AND UTILITIES.



AN ARCHITECTURE COLLEGE CAMPUS

Who? Consists of 18-25 year old students and faculty as the group of users. The campus is designed to function 24/7.
Where? The site is located in Mysore, Karnataka and is north of a prominent lake - Uttarahalli lake.
Character of site? Using the natural swales and channel the contours appropriately to create a landscaping ditch that can guide the further planning, acting as the central feature of the campus. The existing site has sparse vegetation and is very dry with the lake to the South almost dried up. Hence the aim is to resuscitate the vitality of the place.





BUSINESS HOTEL

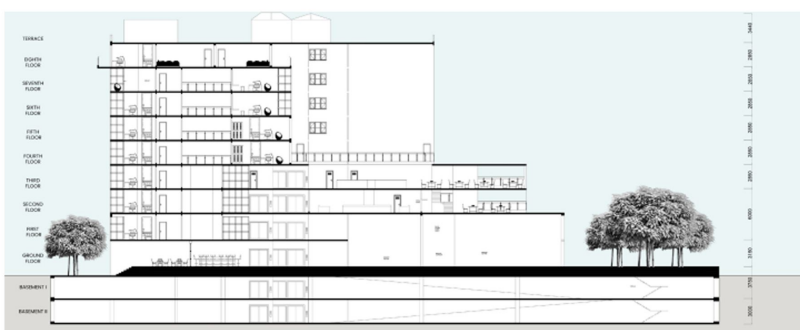
Located inside Manyata Tech Park (Bangalore), the hotel is set to serve the population visiting the technological embassy of India. The target group, here, requires luxurious spaces with more silent zones and efficient working areas.



the views show integrity in the space form relationship.
enhancing openness and viability the space also brings design factor out



this is the open atrium - hexagonal shape
the cutting through the centre



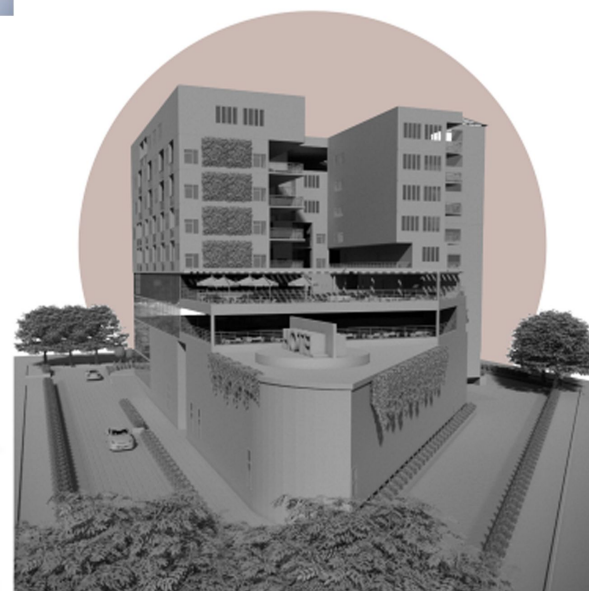
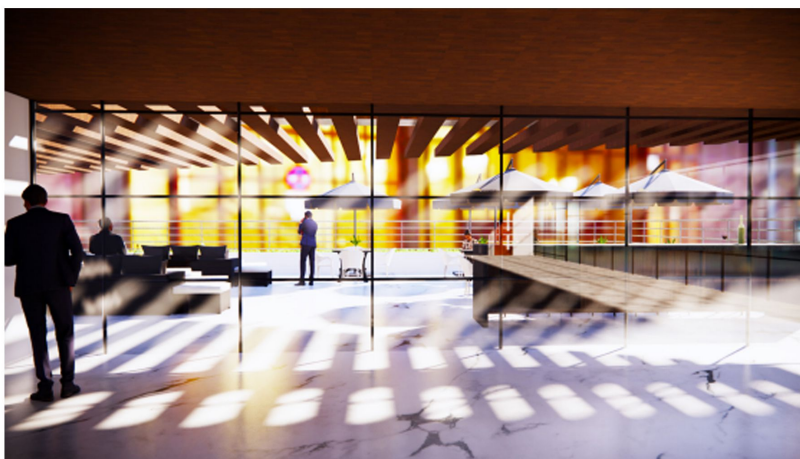
SN	Space	Floor	Zone
1	Business Centre	G	Public
2	Cafeteria		
3	Banquet halls		
4	Back office	I	Semi-Public
5	Restaurant	II	
6	Bar	III	
7	Swimming pool	IV-VIII	Private
8	Gymnasium		
9	Rooms		
10	Service Lobby	B2-IX	Public
11	Elevator I	B2-II	
12	Elevator II	B2-VIII	Private
13	Service Elevators	B2-VII	
14	Laundry	B1	Public
15	Parking	B2-B1	

The hotel is located in the centre of Manyata technological park in Bangalore, next to the technological embassy of India.

The group of people visiting/residing is restricted to businessmen.

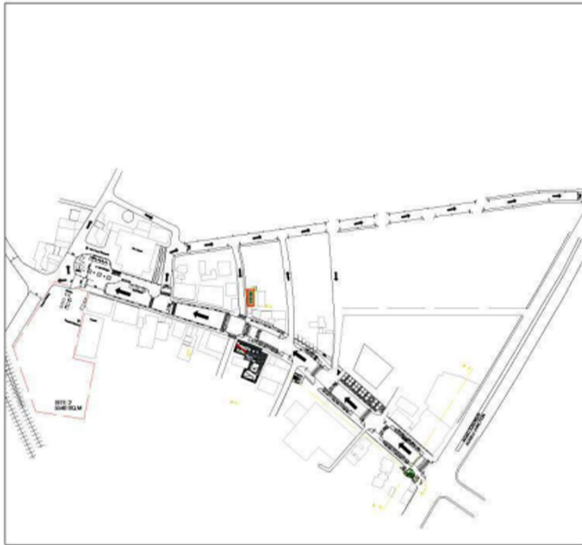
The core of the building is designed with the concept of a honey-comb structure.

It is not only a very strong structural shape, but is also aesthetically pleasing.



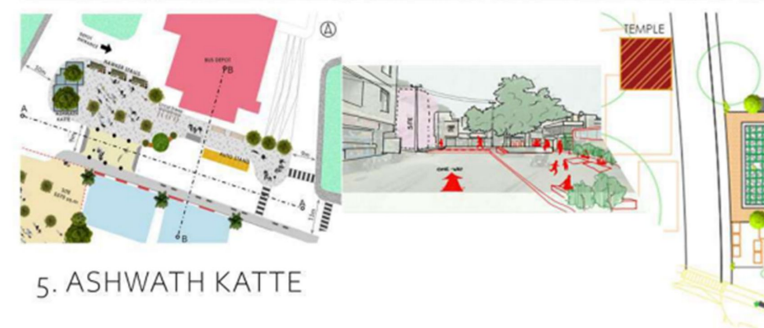
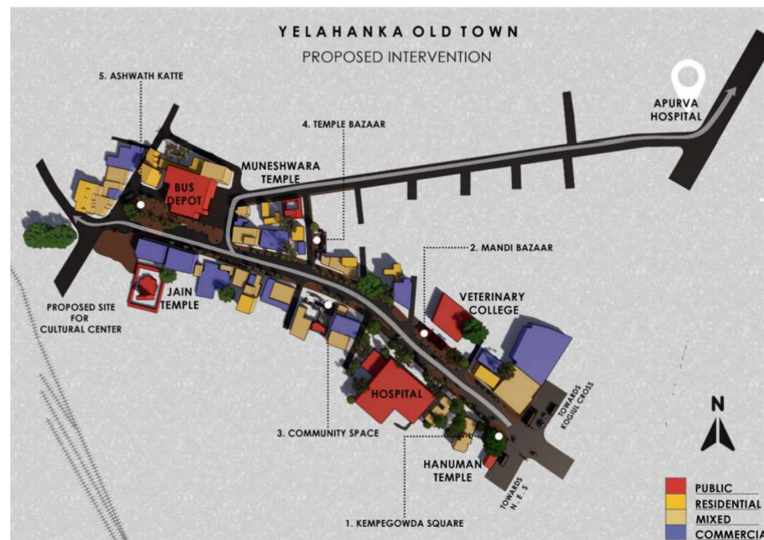
URBAN DESIGN

STREET DEVELOPMENT DESIGN



LOCATION: Yelahanka Old Town, Govt. Hospital Road

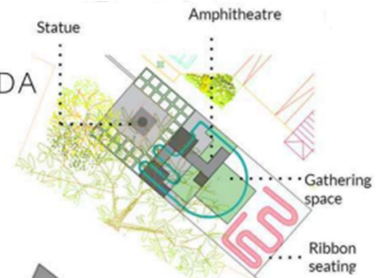
To engage people in the area to be more aware of the yelahankas weaving community, and providing communal spaces that encourage street activities. This design not only clears road for transport but also provide area for street vendors who occupy the road for vending. It is designed to match the vernacular style of the weaving community.



5. ASHWATH KATTE

PROPOSED DESIGN IDEAS

1. KEMPEGOWDA SQUARE



2. MANDI BAZAAR



3. COMMUNITY CENTRE



4. TEMPLE BAZAR



BUS TERMINAL DESIGN

- PLAZA
- SERVICE CORE
- ART GALLERY
- AUDITORIUM
- DAY CARE
- LIBRARY



- DROP-OFF
- ART GALLERY
- CAFETERIA
- RETAIL
- HANDLOOM
- TRAINING



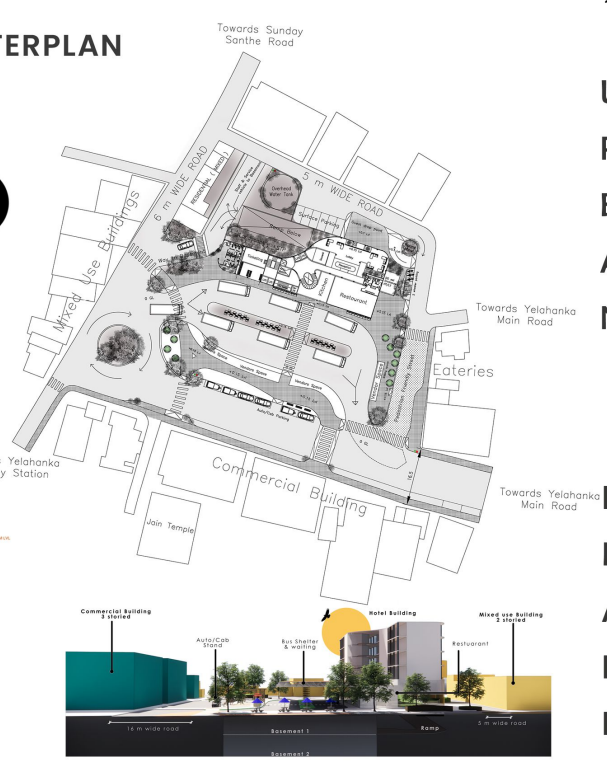
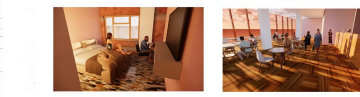
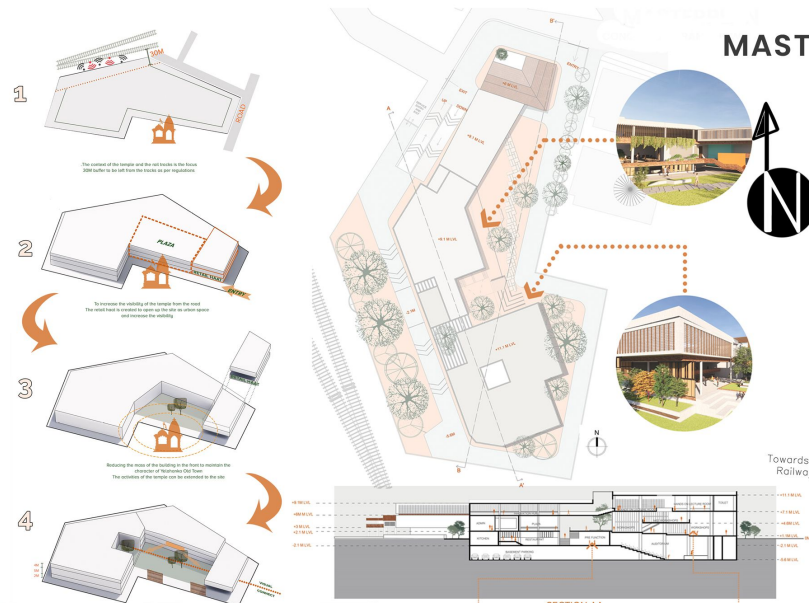
- 1 - Drop-off point
- 2 - Plaza
- 3 - Canteen
- 4 - Handloom Center
- 5 - Toilets
- 6 - Day care Center
- 7 - Open Air Theater
- 8 - Art Gallery
- 9 - Steps
- 10 - Service core
- 11 - Auditorium drop-off point

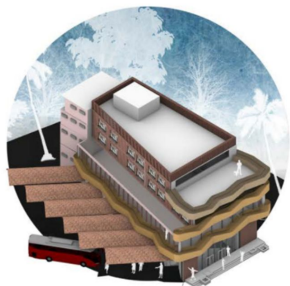
SITE ELEVATION



The cultural centre for art will have a pavilion to celebrate the place for its art, in order to revive the dying craft and to pass it down to people and create a curiosity for learning new things and hobbies.

The project aims to bring people and communities together and create inspiring and engaging spaces for all age groups. Also aims to develop an intergenerational community asset.





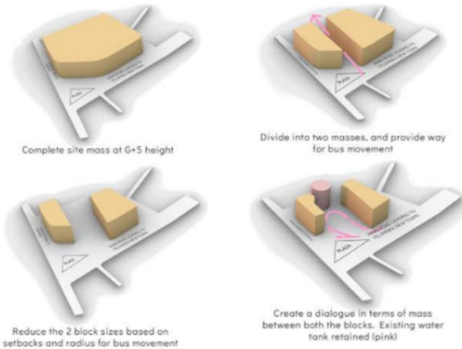
LOCATION: Yelahanka Old Town, Bengaluru
Semester 8 | Mixed use development
Individual project
Duration of project: 1.5 months
Mentor: Ar. Sanjiv De

With its vibrant street markets, and rich history, most buildings of Yelahanka Old town today have a mix of functions; retail and residential within. Following this pattern, the future of Yelahanka Old Town promises the concept of mixed use arising at each step. The proposed design aims to transform the Yelahanka bus terminal by including functions of **hospitality, food service, retail and office spaces**, so as to present a face of Yelahanka previously unseen.

The existing bus terminal is redesigned into a mixed use development to generate revenue and to act as a pause amidst the hustle bustle of the transport service.



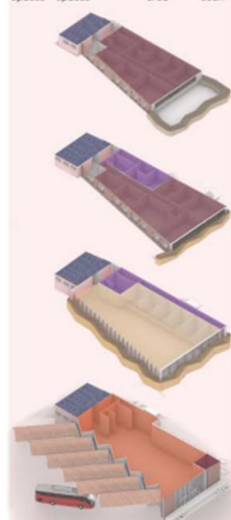
MASSING DIAGRAM



- The concept is based on 3 ideas:
1. The separation of movement in order to avoid accidents as much as possible.
 2. The zoning of built forms on a temporal basis i.e. the user group of passengers is divided into those who stay just for the buses (upto 30 minutes) and those who stay for longer.
 3. Paying homage to the culture and heritage of Yelahanka

The main bus terminal block is called *Payana* and it forms the face of the site. It consists of 6 bus bays for transit and 3 idle parking bus bays. The entrance of the site for pedestrians is directly to this block which houses seating and waiting areas, kiosks and ticket counter on the ground floor. The upper floors house office spaces and commercial areas to compensate for the existing buildings that have been removed. Roof structure for the bus bays emulates vernacular style and is designed using trusses.

Office spaces Staff spaces Toilets Waiting area Food court

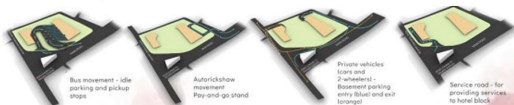


EXPLODED AXONOMETRIC ZONING



MASTERPLAN

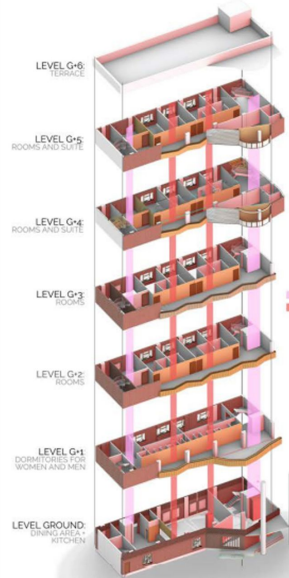
CIRCULATION



LEGEND

1. BUS ENTRY
2. SERVICE ROAD TO HOTEL
3. ENTRANCE TO HOTEL
4. SURFACE PARKING FOR DISABLED USERS
5. SERVICE DROP-OFF BAY
6. IDLE BUS PARKING
7. EXISTING WATER TANK
8. BUS BAYS
9. TACTILE PAVING FOR DISABLED USERS
10. ENTRY FOR PRIVATE PARKING
11. EXIT RAMP FROM PRIVATE PARKING
12. BUS TERMINAL BUILDING
13. PEDESTRIAN ENTRANCE
14. AUTORICKSHAW STAND
15. AUTO STAND ENTRY
16. AUTO STAND EXIT

EXPLODED VIEW



FLOOR PLANS



The railing designed using brass coated steel pipes that give it a fresh and modern outlook. It intuitively follows the ebb of the built form. It is a design which pays homage to the weaving community of Yelahanka. The intervenor tubes provide stability and strength and material palette provides the resilience of the 'wakra' or weavers.

The hotel block *Aulika* is zoned out in a manner for it to be accessible to those users who wish to rest and relax before/after their travels. It is located at the far end of the site. Service drop off bay for the hotel's kitchen is to the left of the building along with parking for disabled users.

The facade design incorporates rose bricks, brass coated pipes which form a railing among other smaller elements.

The hotel consists of 6 floors in total inclusive of:

- Dining area (25 people)
- Kitchen
- 16 regular rooms
- 2 suite rooms
- Dormitory for 18 guests

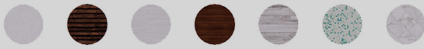
VIEWS



SECTION



SECTION X-X'



BEDROOM 01

(Engineer/Gamer)



BEDROOM 02

(Architect)



LIVING ROOM

(Engineer/Gamer)

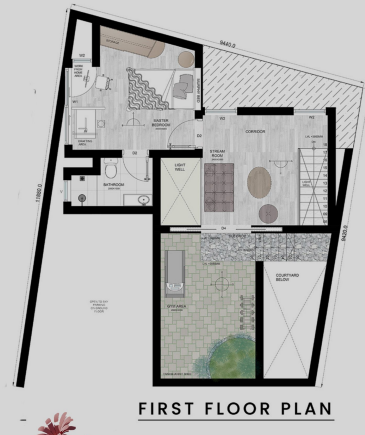
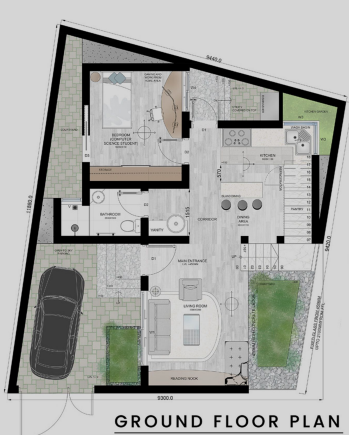
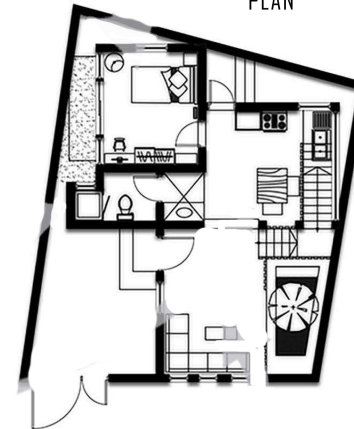


The Gen Z is the generation after the year 1996 id known to be the generation transitioning the world into a fully digital place. Therefore, the concept while renovating the house for the students was to give transitional elements ie a mixed bag of traditional as well as modern. With contrasting colours and elaborate elements, the spaces give just the right amount of modernity.



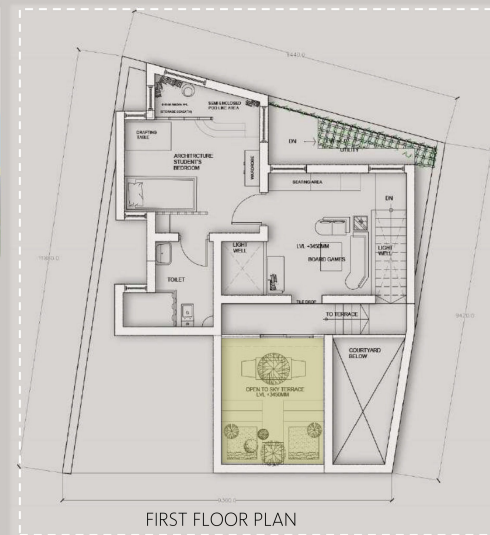
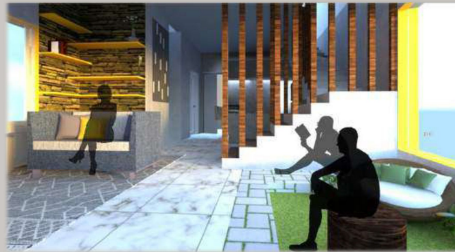
GROUND FLOOR PLAN

FIRST FLOOR PLAN

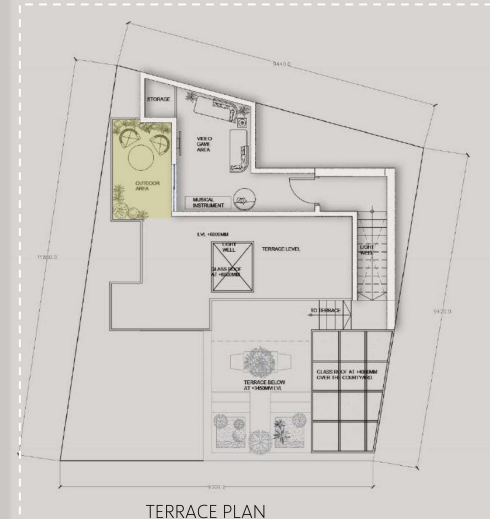




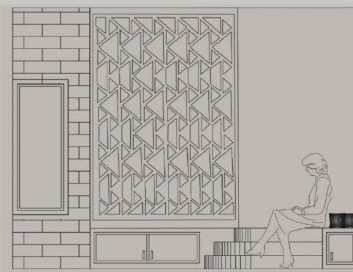
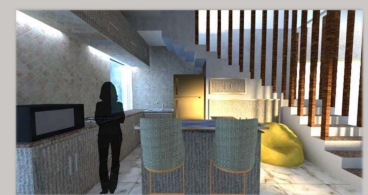
GROUND FLOOR PLAN



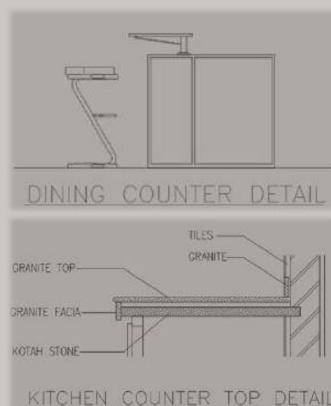
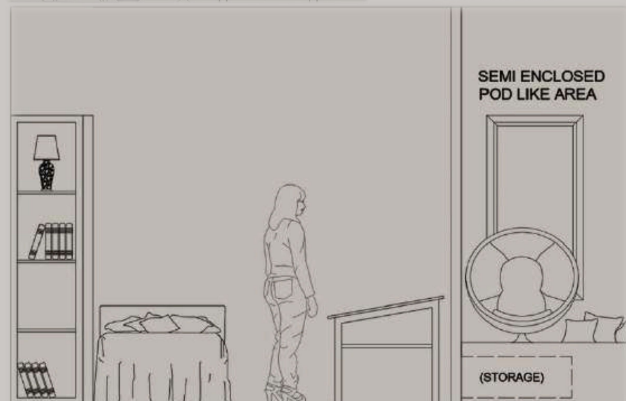
FIRST FLOOR PLAN



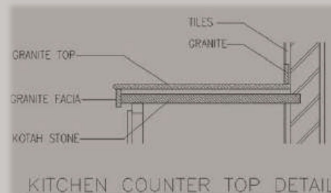
TERRACE PLAN



ELEVATIONS



DINING COUNTER DETAIL



KITCHEN COUNTER TOP DETAIL



Domains of Expertise.....

We Learn Everything



Sustainability



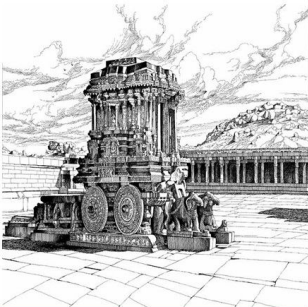
Visual
Communication



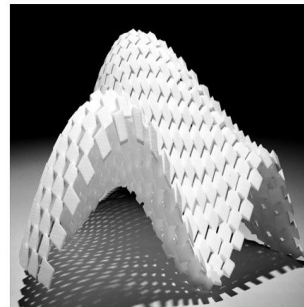
Urban Design



Product Design



Research and
Documentation



Computational
and Multimedia

THANK YOU.....