

# PORTFOLIO



A K A N K S H A

Design  
2024  
Work



# Focus of the presentation:

## Different Learning Media Types

- 1) e-learning course
- 2) Video Editing & Motion Graphics
- 3) Research and Analysis
- 4) Wireframing
- 5) Work displaying other software skills
- 6) Print Design

## 1) e-learning course

Conducted successfully for the BOR

### Skills:

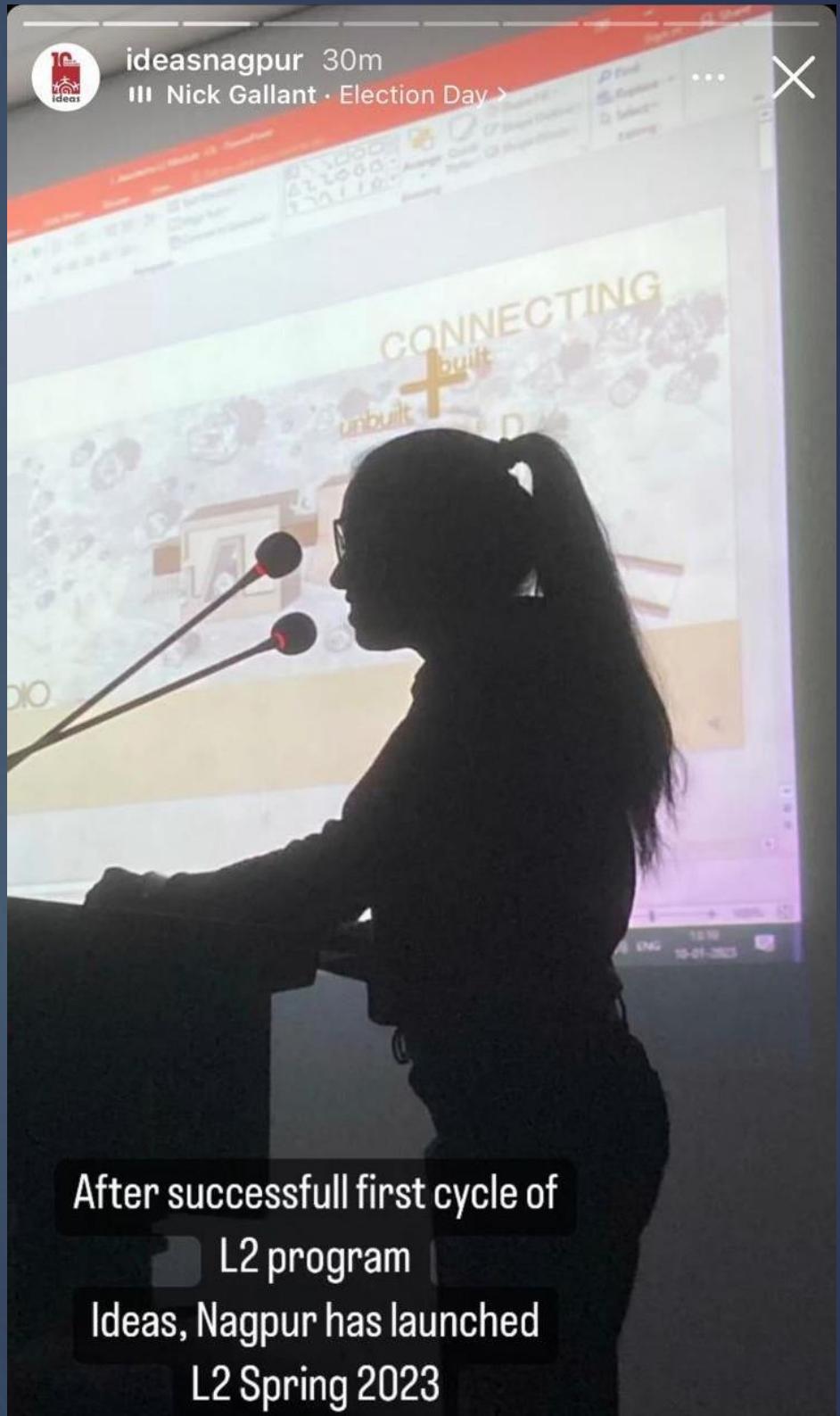
Presentation (Verbal, Written & Graphical)

Graphics and illustrations

Indesign

Sketches

Conceptualisation



CONNECTING  
built  
+  
unbuilt  
WORLD

L2STUDD

AKANKSHA D.  
IDEAS



# COHESION OF THE BUILT & UNBUILT

*A hybrid of co-workers*

## Co-working spaces

A place for  
**free lancers,**  
**start-ups &**  
**solo entrepreneurs**

## idea

to design co-working spaces that can  
enhance work efficiency and social  
networks



## Two Spatial Realms

Inside

What adapts what ?  
How to build 'Unbuilt' ?  
How does these two interact ?

Outside

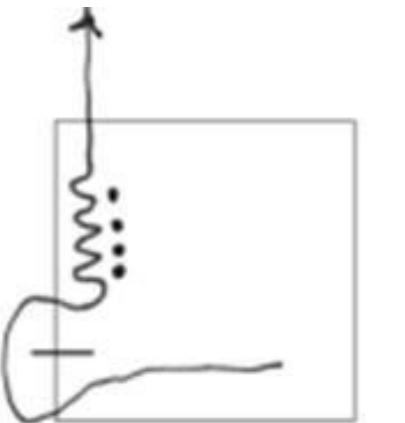
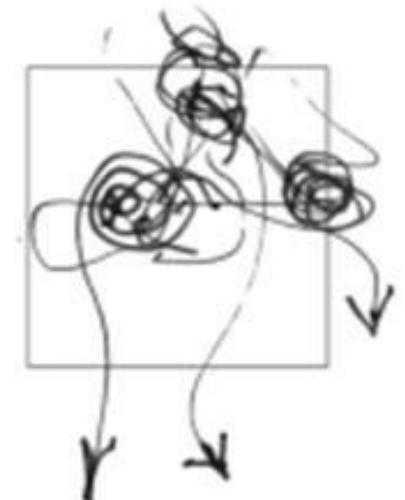
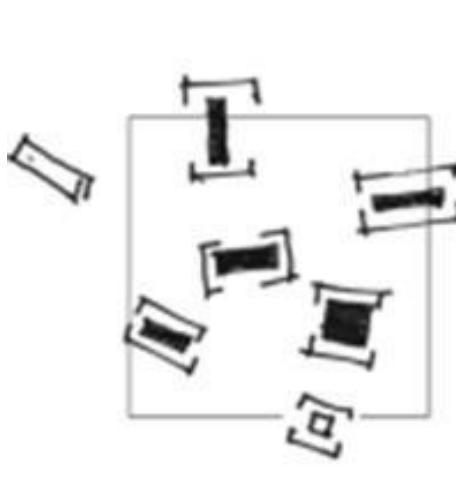


Image A

Image B

Image C

Image D

Image E

*"Designing from the inside out... By bringing the outside in"*



**brief**

*The design problem revolves around designing **extroverted & inclusive working spaces that encourages its users to interact***

## **Visualizing and Communicating**

**opportunity**

provided a new workplace model that supports the lifestyle and culture of the independent or remote worker.

for people of a diverse background of professions to work together in a communal space

## **Learning Outcomes:**

**1. Recognize the relationship between the built & unbuilt**

**2. Identify & list all types of closed, semi-open & open spaces**

**3. Recognize the role of each transition spaces with respect to different character/modes of working**





## the concept of merging an office and a home

With **India's co-working space market likely to cross 50 million square feet by 2023**, work spaces designed for flexibility will be top of mind for people seeking productivity and work-life balance.



# Spaces like

Hotdesks



Breakout  
spaces



Meeting  
areas/rooms

Offices

Presentation/  
event areas

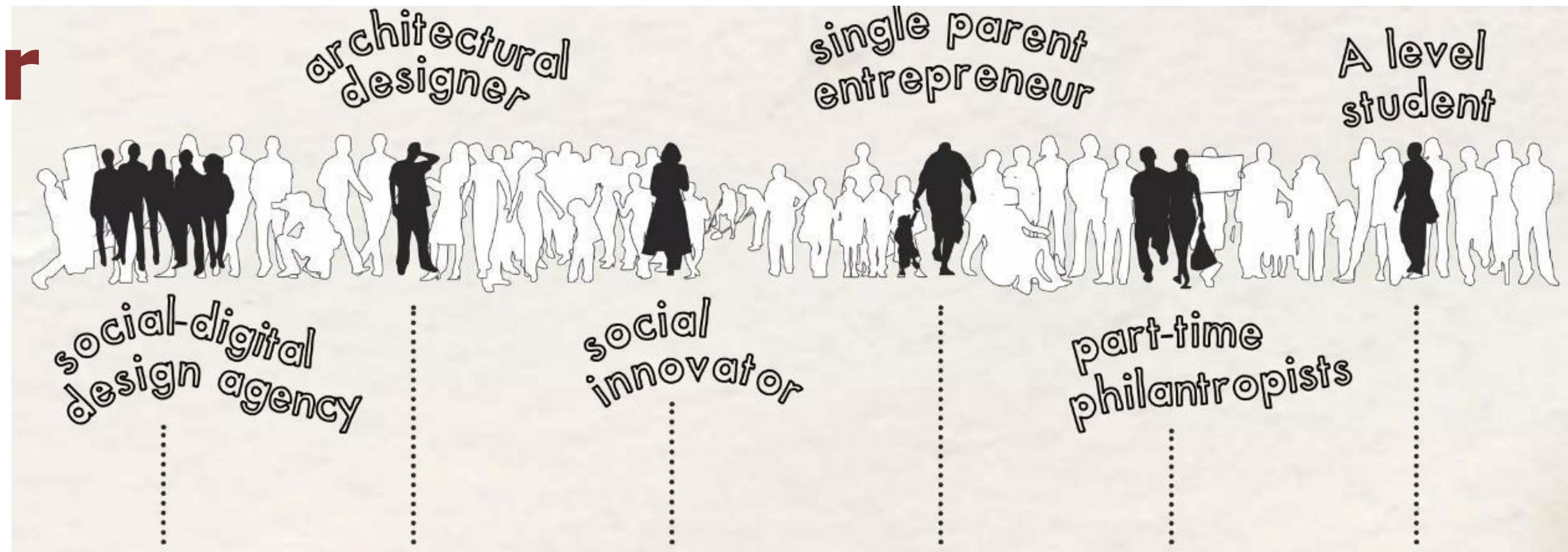
Workshops

Studios

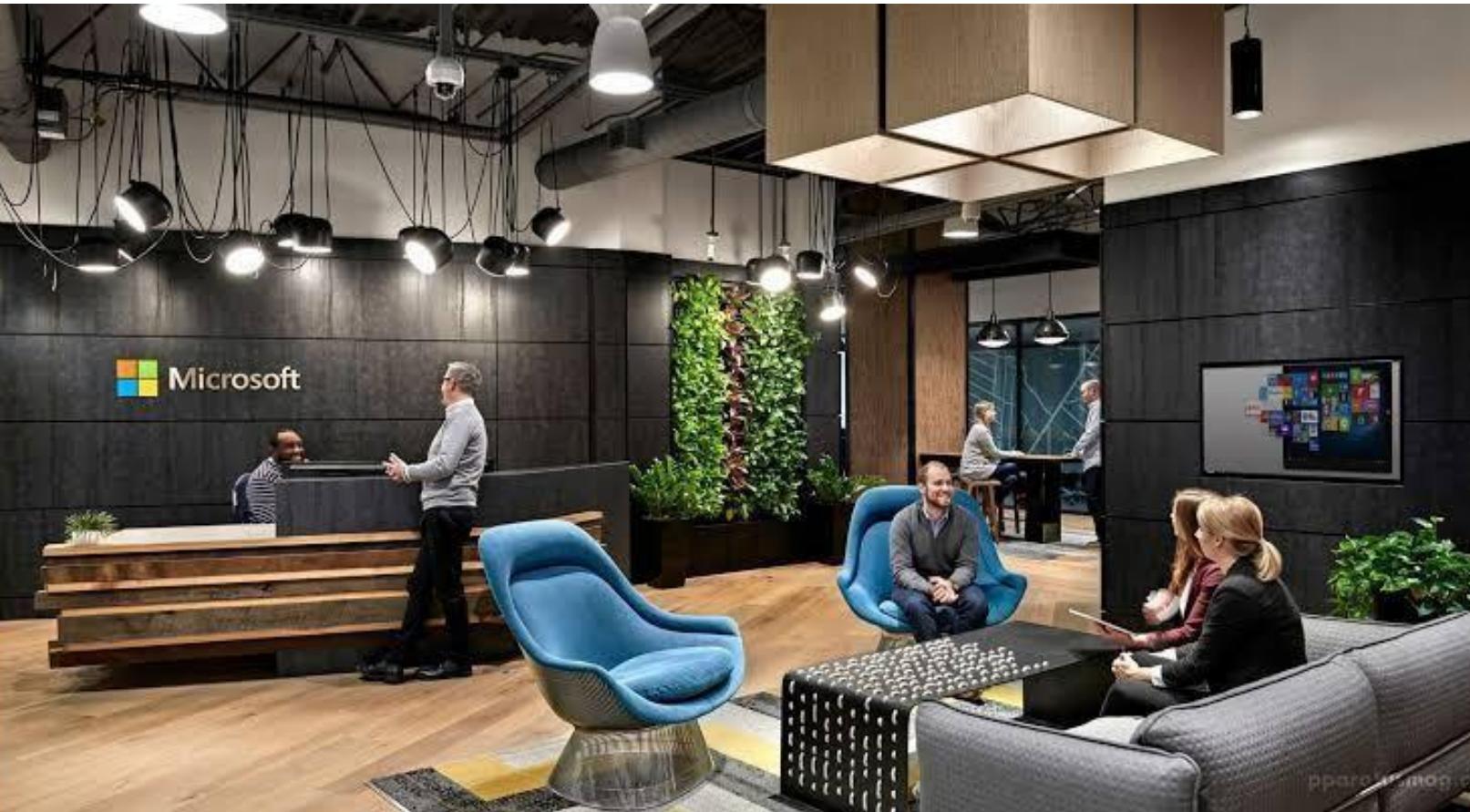
Spill overs

Lounges  
& Cafeteria

# Spaces for



# Spaces like



**Microsoft office**



**Deloitte HQ**



# Live case studies like



WeWork

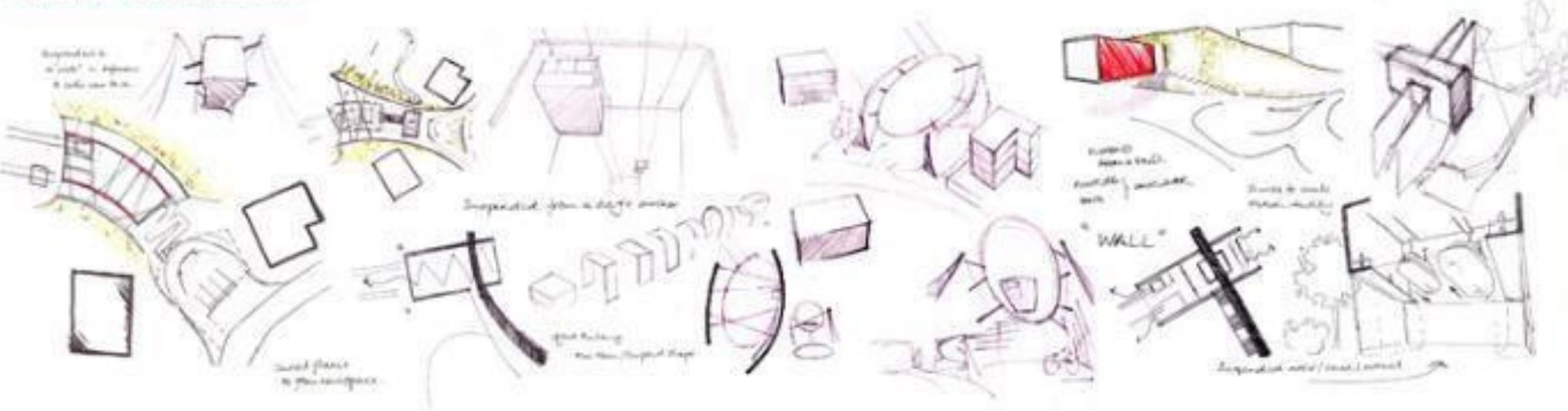


Innov8 Coworking

**DevX**  
**Awfis**  
**Regus**



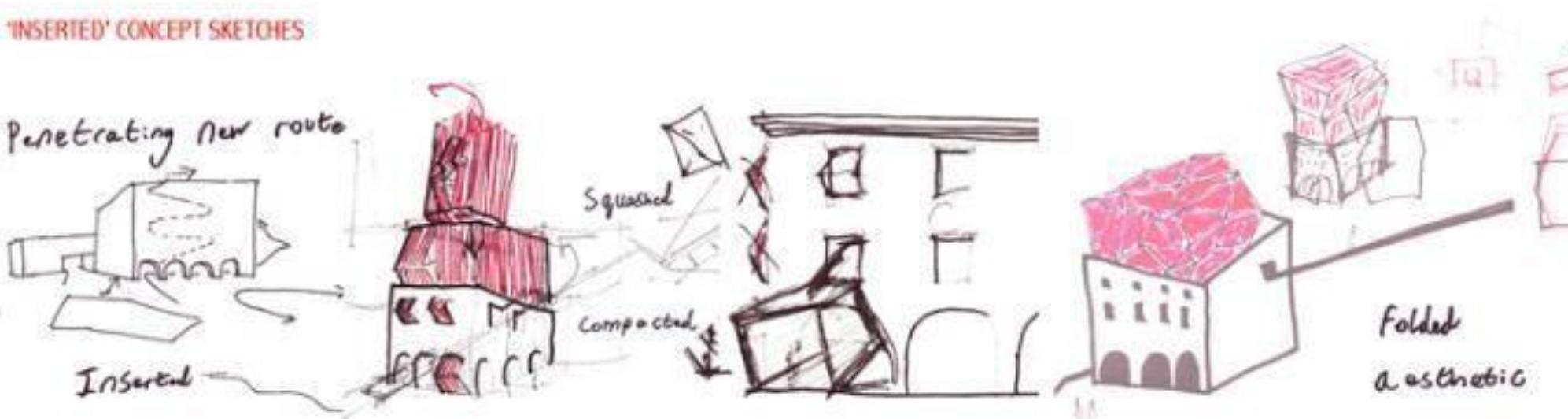
'SUSPENDED' CONCEPT SKETCHES



CONCEPT MODEL



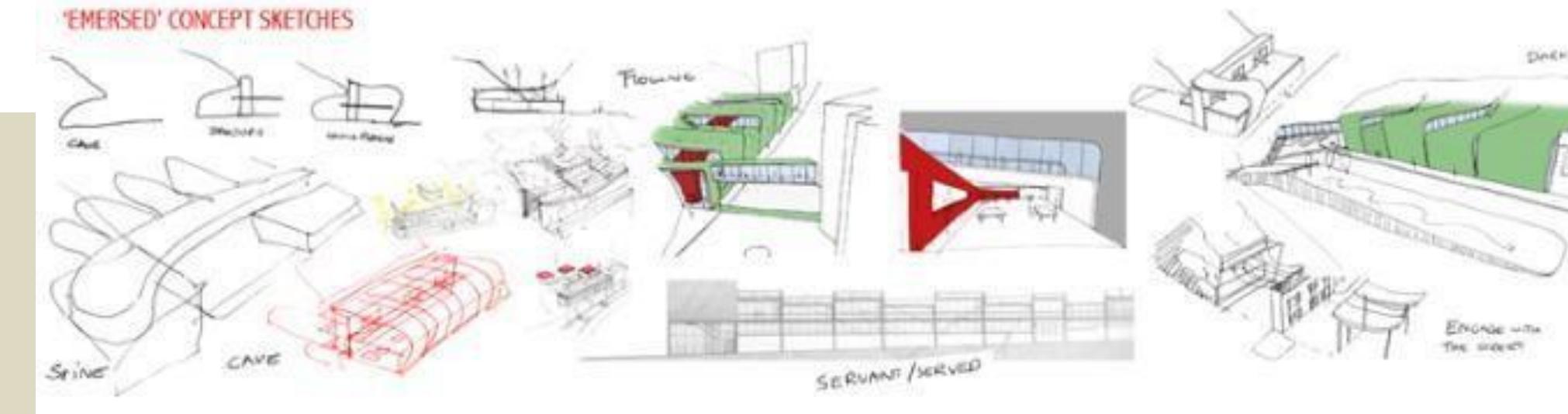
'INSERTED' CONCEPT SKETCHES



CONCEPT MODEL



'EMERSED' CONCEPT SKETCHES



CONCEPT MODEL



Conceptualization  
through models &  
sketches



# The skills one shall develop:

Writing- Narratives, essays, analytical & subjective writings

Visualising- Sketching & Model making for analysis

Graphical representation- Software, Partis, Analytical Sketches, diagrams, charts etc

Communicate- Final Drawings & Speech

THANKS



# 1) Video on the e-learning course

Skills:

Quick Presentation (Video)

After effects



# THE FUTURE WORK SPACES

# 3) Research & Analysis

(A Part of Print design too)

Research methods

Types of Research

Analysis (SWOT, Critical Analysis, Analytical Dwgs.

Or sketches)

Questionnaire & Surveys

Writing Skills

# Highlights:

## User Centric Research: DeCoding Empathy

### POSTER DESIGN

#### Context Mapping Analysis & Inferences Mapping User-Centric Approach

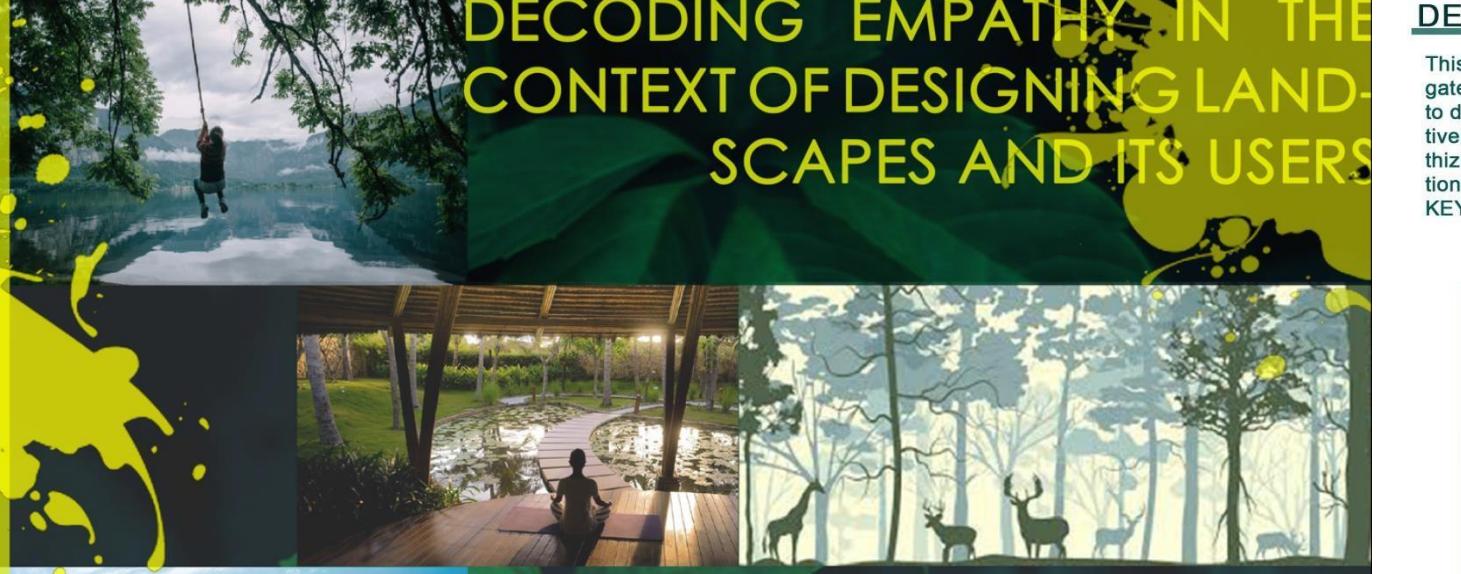
### QUALITATIVE RESEARCH Questionnaire survey Photo elicitation method

Softwares used:  
Illustrator  
MS Powerpoint  
Adobe PS CS6

# DECODING EMPATHY IN THE CONTEXT OF DESIGNING LANDSCAPES AND ITS USERS

This paper presents the expression of the concept of empathy through designing as a tool to design landscapes. An attempt is made to interrogate about the term empathy and its significance in designing landscapes.

The goal of this paper is to inform about the role of designer in empathizing with its users in designing landscapes. It addresses the indicators of empathy in designed landscapes thereby identifying the variations in their effects on the users.

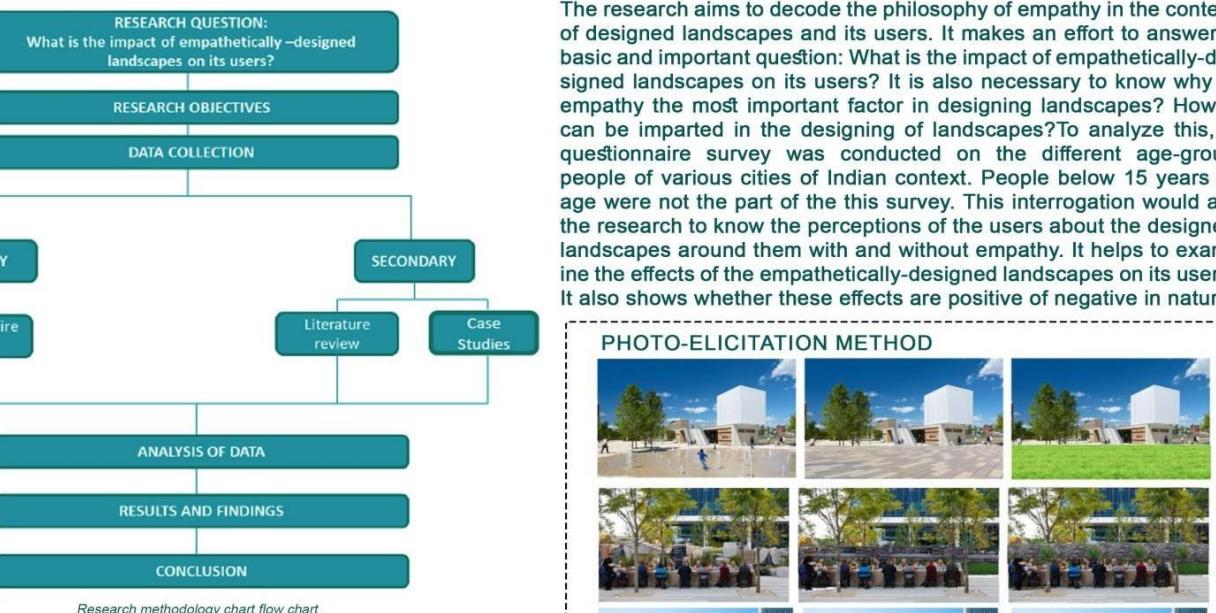
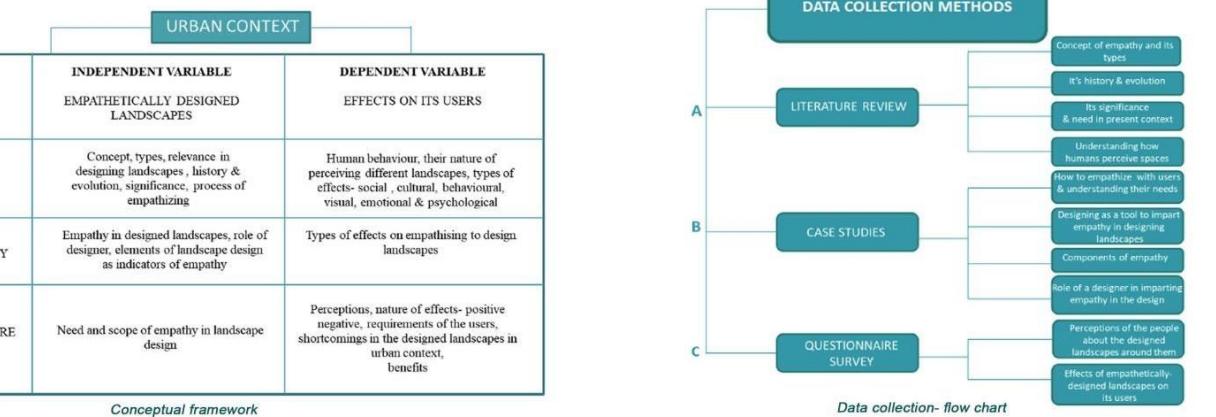


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M.Arch. Landscape  
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Academic Year: 2020-21

## DECODING EMPATHY IN THE CONTEXT OF DESIGNING LANDSCAPES AND ITS USERS

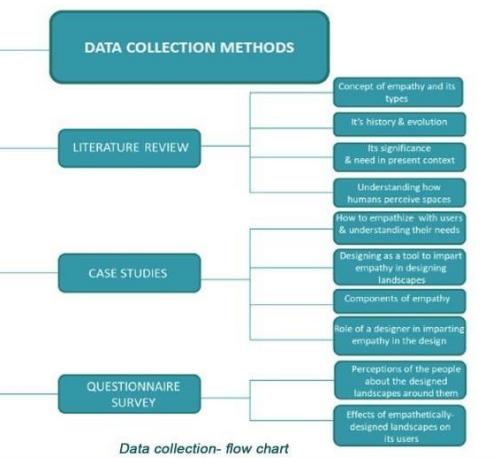
This paper presents the expression of the concept of empathy through designing as a tool to design landscapes. An attempt is made to interrogate about the term empathy and its significance in designing landscapes. It is crucial to understand the potential of empathy in landscape design to define its scope in the context of Indian scenario along with its users. Though empathy is symbolic, every landscape which is designed sensitively, reflects empathetic design approach through its design components. The goal of this paper is to inform about the role of designer in empathizing with its users in designing landscapes. It lastly addresses the indicators of empathy in designed landscapes thereby identifying the variations in their effects on the users.

KEYWORDS: empathy, designing landscapes, users, design.

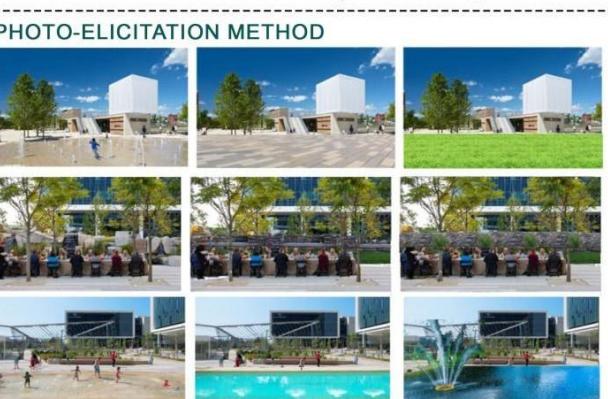


**HIGHLIGHTS OF FINDINGS**  
Different components of empathetically-designed landscapes like geometry, scale & proportions, material & texture, arrangement of species and type of species are responsible for evoking different emotions and thereby responsible for the variations in the effects on its users. The designed landscapes may have social, cultural, emotional, visual & even psychological effects on its users. It is also evident that, several intangible aspects like sound & smell also forms the part of overall impact of design on people. For instance, the use of elements of landscape play a vital role in achieving thermal comfort thereby creating positive psychological effect on its users. Even the use of plants providing shade is an indicator of empathy which welcomes the people to sit under their shade. It is also found that, the balance of major design elements i.e land, water & vegeta-

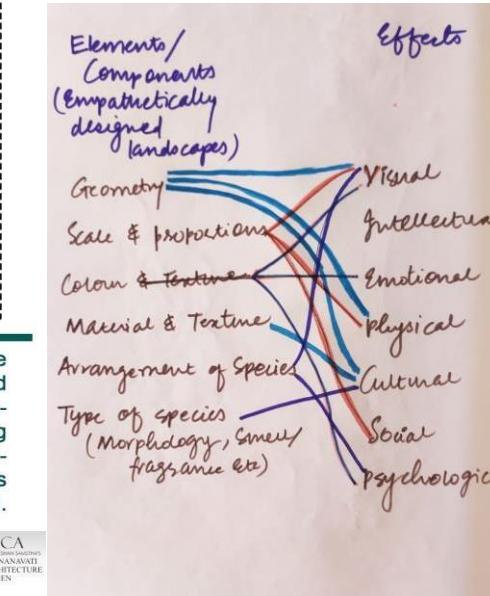
**CONCLUSION :** This limited qualitative research effort, illustrates how empathetically -designed landscapes can be viewed, therefore, come up as a more meaningful design approach which uncovers empathy as a salient driver of the design. It is clear that the landscapes designed with empathy has surfaced as the most preferred landscapes as per their users. It tries to decode the concept of empathy & its need in the context of landscape design & its users. It explains the role of a designer to help him express empathy in the design and concludes that designing is a tool to impart empathy in creating the spaces. Hence, empathy is like a tightrope across the requirements of the users and designing landscapes. It addresses the indicators of empathy in designed landscapes and helps to identify their effects on its users. The study gives insights about the process of empathy for the role of designer in relation to the user, promoting the use of application of empathetic design approach. It may further lead to foster the discussions about the emerging role of empathy in the landscape design process.



The research aims to decode the philosophy of empathy in the context of designed landscapes and its users. It makes an effort to answer a basic and important question: What is the impact of empathetically-designed landscapes on its users? It is also necessary to know why is empathy the most important factor in designing landscapes? How it can be imparted in the designing of landscapes? To analyze this, a questionnaire survey was conducted on the different age-group people of various cities of Indian context. People below 15 years of age were not the part of the this survey. This interrogation would aid the research to know the perceptions of the users about the designed landscapes around them with and without empathy. It helps to examine the effects of the empathetically-designed landscapes on its users. It also shows whether these effects are positive or negative in nature.

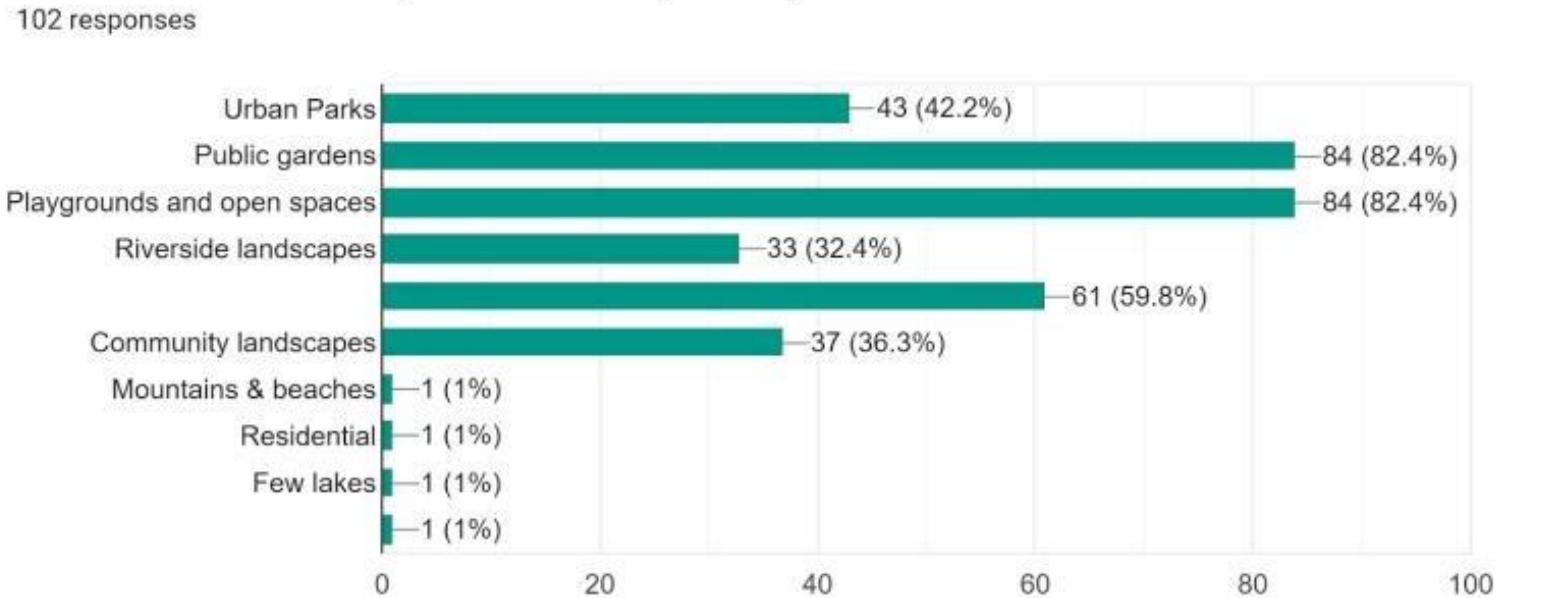


A survey was conducted among 100 people of different age-group starting from 15 years of age to the older adults, about their day to day activities and preferences of their surrounding landscapes. The responses were collected from different mega-cities from all over India covering the major states like Maharashtra, UP, Gujarat, Karnataka, West Bengal & Madhya Pradesh. The interrogation was focused on knowing what kind of designed landscapes do the people have in their cities and is there a need to re-design them and design the new landscapes with empathy as a dominant factor or not. This helped to inquire about the types & nature of designed landscapes India has in the present times, thereby showing the need & scope of empathetically-designed landscapes in the current urban scenario.

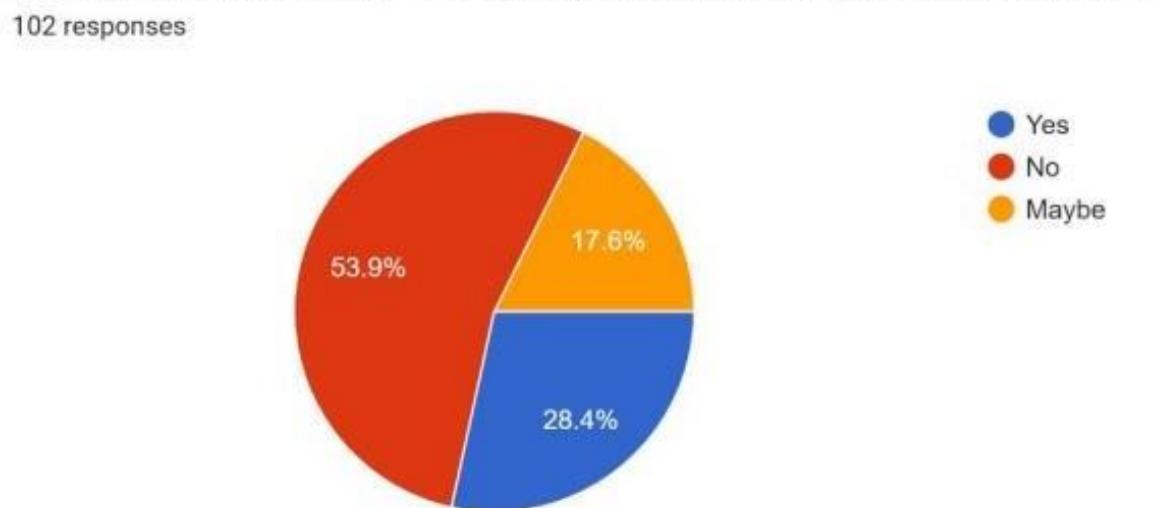


# QUESTIONNAIRE AND SURVEY

## 2. What kind of landscapes are there in your city?

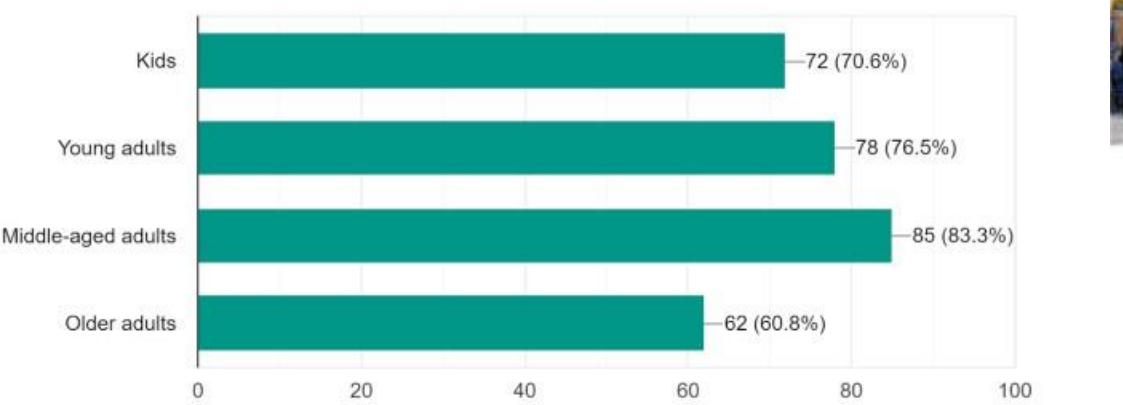


## 6. Do you think your city has a good number of designed landscapes to socialise/meet people?



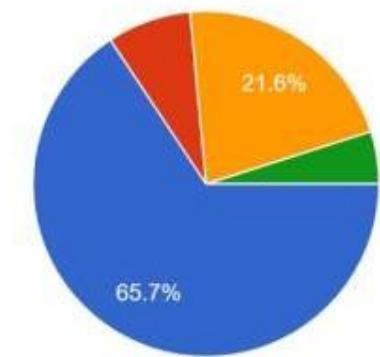
## 3. People of what age-group are generally seen here? (You can select the multiple options)

102 responses



Choose one of the above images, which you think has a landscape with a backdrop designed with empathy

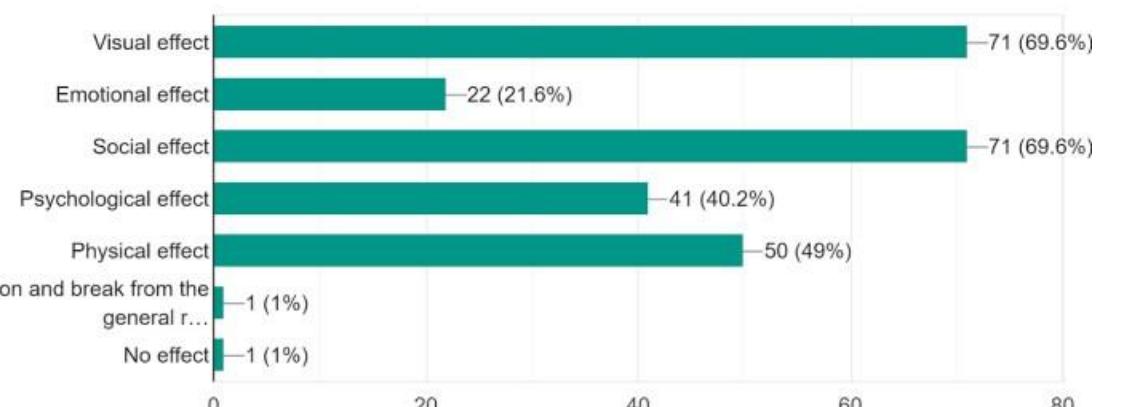
102 responses



- 1. Backdrop with a natural stone wall, water feature and vegetation
- 2. Backdrop with a stone feature wall only
- 3. Backdrop with a stone feature wall with vegetation only
- None

## 4. What effect does the above mentioned landscape has on you?

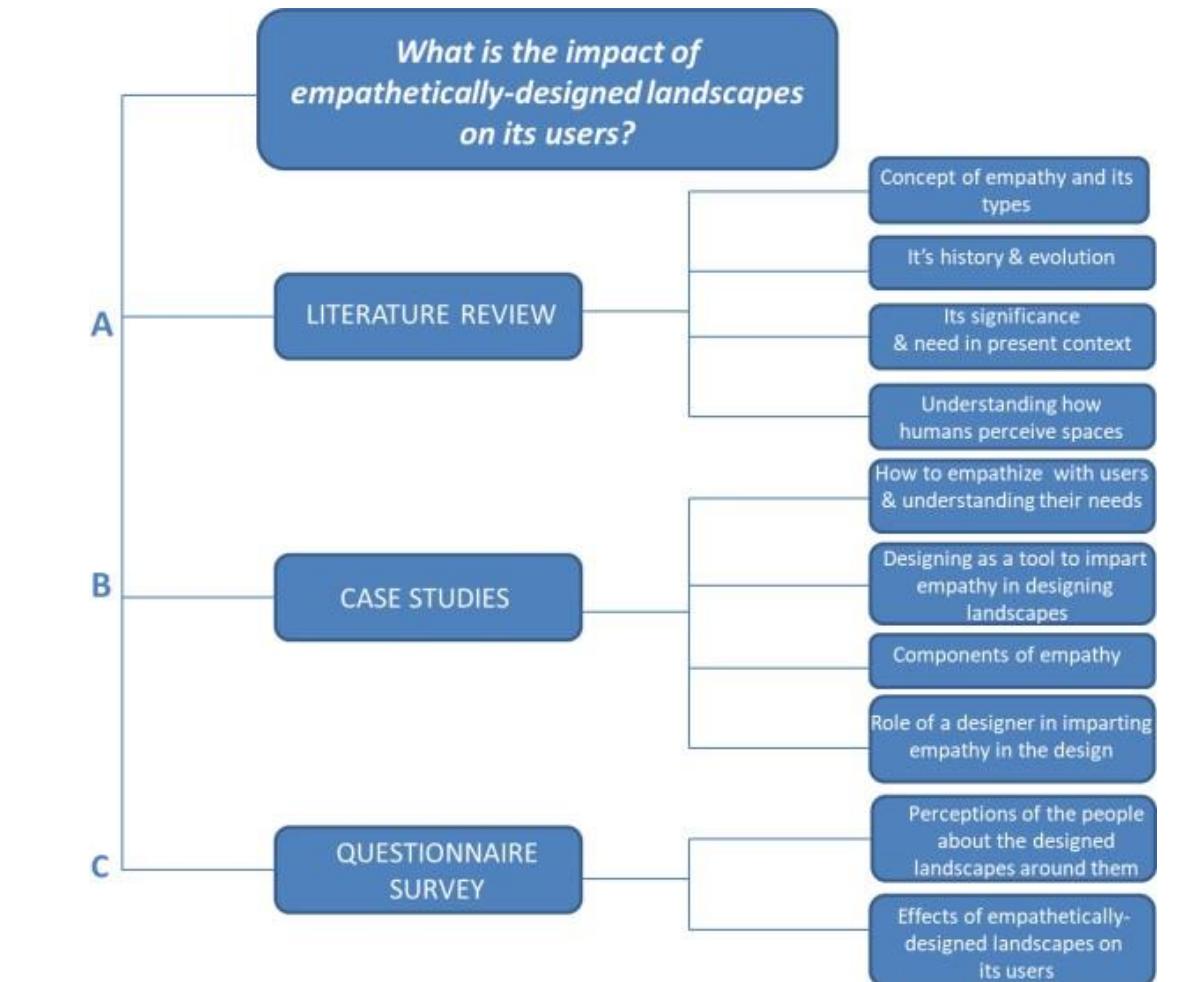
102 responses



## 6. What could be that one thing you find most unsatisfactory in this designed landscape?

Table 2. Phases of empathy distinguished by different authors.

Phase	1	2(a)	2(b)	3
Stein (1917)	Emergence of the experience: perceiving a past experience of someone else	Fulfilling explication: getting pulled into the experience, standing next to the person facing the object of his emotion	Comprehensive objectification: withdrawing from the other's experience, with increased understanding	
Reik (1949)	Identification: paying attention to another and allowing oneself to become absorbed in contemplation of that person	Incorporation: making the other's experience one's own via internalising the other	Reverberation: experiencing the other's experience while simultaneously attending to one's own cognitive and affective associations to that experience	Detachment: moving back from the merged inner relationship to a position of separate identity
Rogers (1975)	Entering: entering the world of someone else, becoming at home and being sensitive to what someone is experiencing	Living: temporary living someone's life; sensing the other's world with fresh eyes, not making any judgements	Communicating: communicating your senses to the other, checking if your senses are correct, being guided by the other's responses	



# Highlights:

## User Centric Research: Large Scale Project

### POSTER DESIGN

Context Mapping  
Analysis & Inferences Mapping  
User-Centric Approach

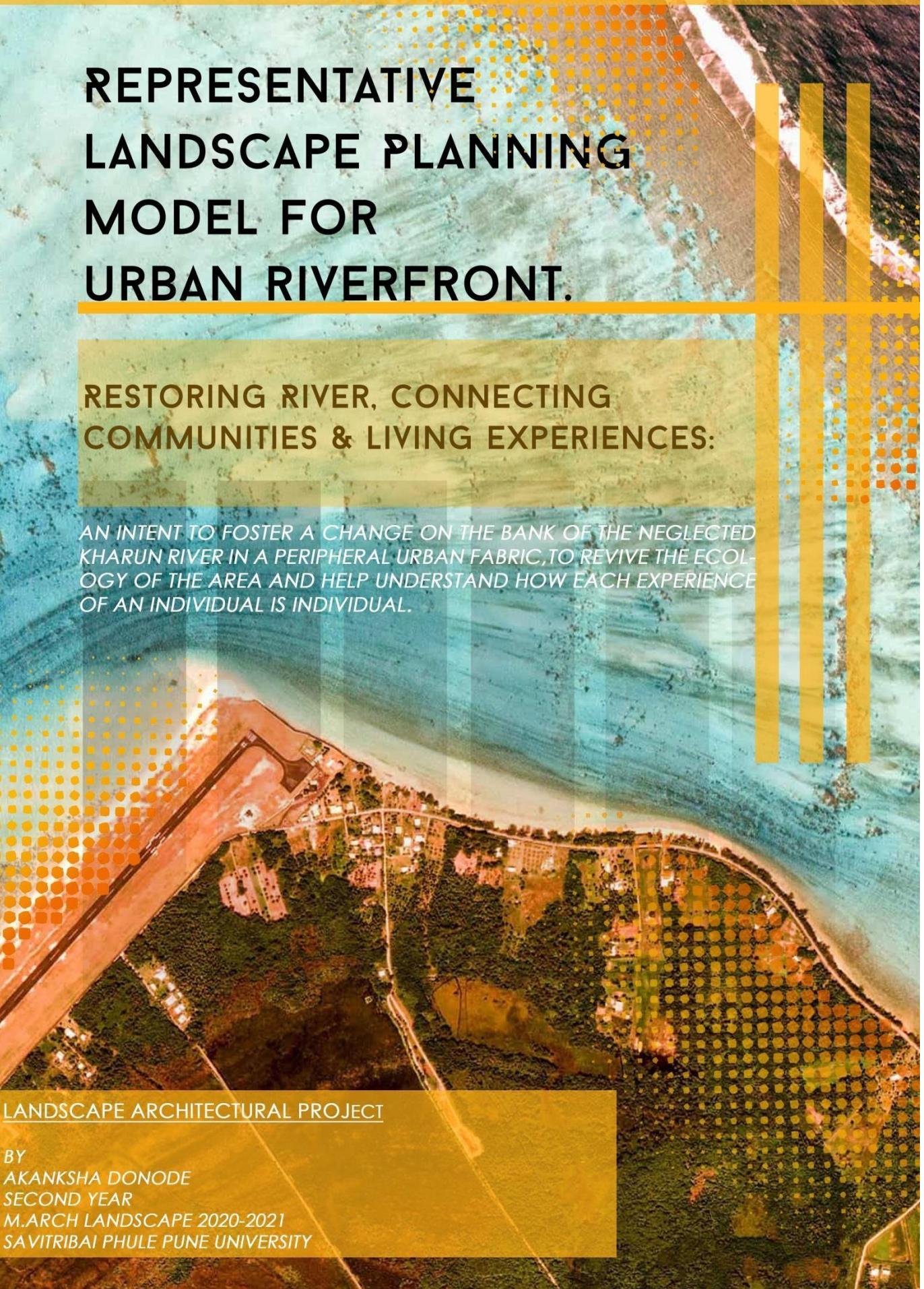
QUALITATIVE RESEARCH  
Methodology diagram  
Scope & Limitations Mapping  
SWOT Analysis

Softwares used:  
Illustrator  
MS Powerpoint  
Adobe PS CS6

# REPRESENTATIVE LANDSCAPE PLANNING MODEL FOR URBAN RIVERFRONT.

## RESTORING RIVER, CONNECTING COMMUNITIES & LIVING EXPERIENCES:

AN INTENT TO FOSTER A CHANGE ON THE BANK OF THE NEGLECTED KHARUN RIVER IN A PERIPHERAL URBAN FABRIC, TO REVIVE THE ECOLOGY OF THE AREA AND HELP UNDERSTAND HOW EACH EXPERIENCE OF AN INDIVIDUAL IS INDIVIDUAL.



## A REPRESENTATIVE LANDSCAPE PLANNING MODEL FOR URBAN RIVERFRONT

Restoring River, Connecting Communities & Living experiences

Experience can be defined as a "particular instance of personally encountering or undergoing something". The way in which an individual experiences a space, event or an object is conducive to and subjugated by their experiences. Therefore, this project intends to foster a change on the bank of the neglected Kharun river in a peripheral urban fabric, revive the ecology of the area and help understand how each experience of an individual is individual. An exploration of soil and water remediation techniques and to be able to make its use in the design of theme park design is focused on envisaging its role of being the lungs as a large open space at urban level and at the same time driving an individual into the world of imagination and play through an immersive experience quality. This representative landscape planning model attempts to enhance the ecology of the area and brings a joyful, nature-friendly, educative and comprehensively an immersive experience to the people. It aids the association of people with different spaces and would build the empathetic quality or character into them.

### ROLE OF LANDSCAPE ARCHITECT:

- To address the urban challenges along the river and providing solutions for them using ecological approach for design
- Targeting & treating the major site specific issues – (Land and water Pollution) through biological remediation techniques

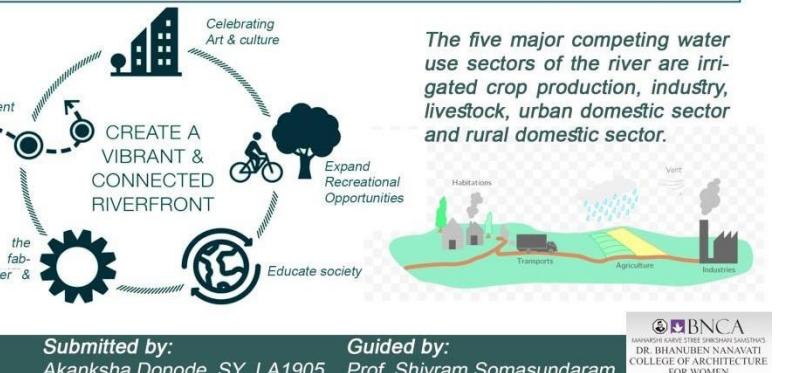
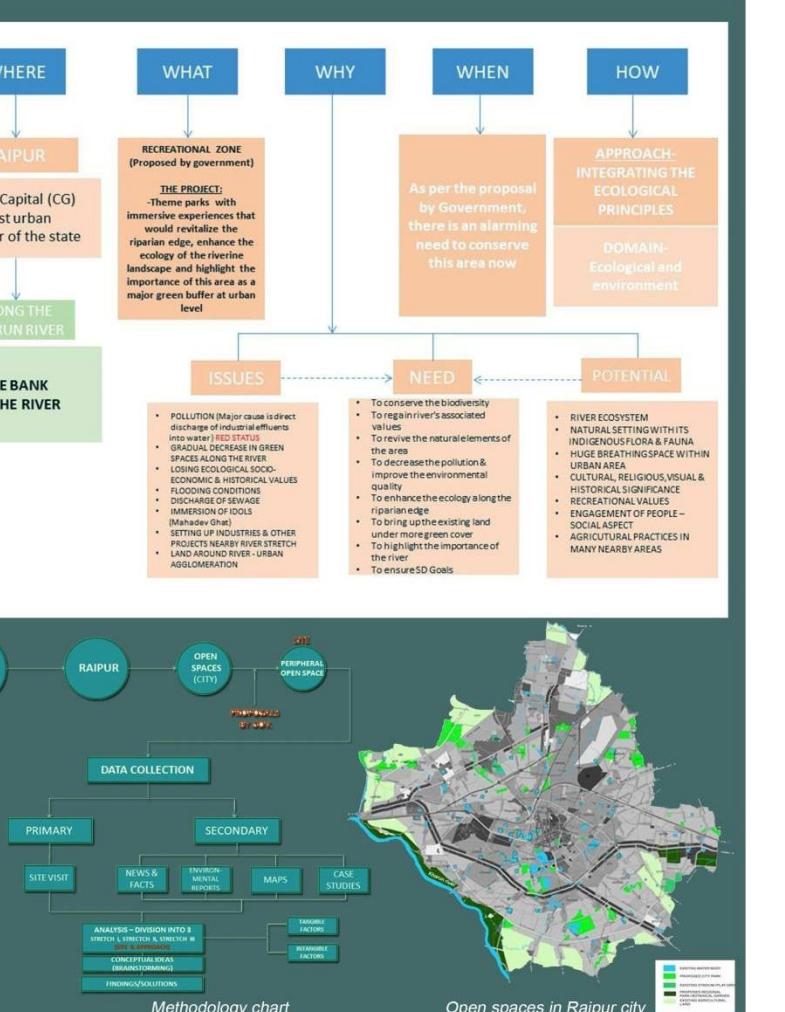
### PROPOSAL: URBAN RIVERFRONT DEVELOPMENT-A LANDSCAPE PLANNING MODEL ON THE N-E BANK OF NEGLECTED KHARUN RIVER IN RAIPUR, CHHATTISGARH (RIVER STRETCH-6.5 KM)

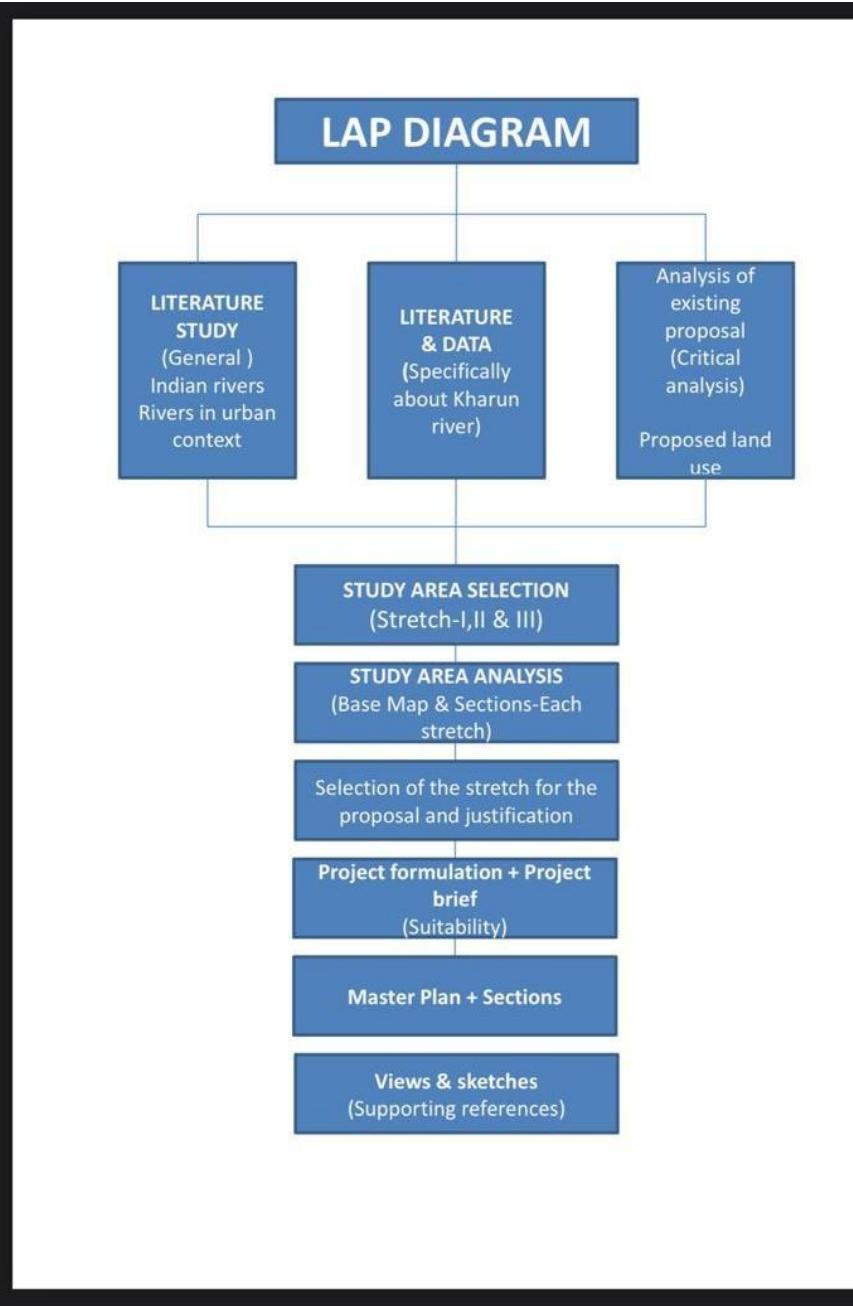
The aim is to foster such a change that cares about the river enhancing the ecology of the area and creating an immersive experience to the visitors.

### OBJECTIVES

- To study and analyse the role of the river in urban environment & to understand the association between city and the river.
- To have a deeper understanding of riverine landscape and its potential with respect to the implementation of an ecologically-sensitive approach.
- To learn in detail the association of people with different themes of park and their perception about each of them.
- To understand the ecology of a river to improve and enhance the ecological aspect of the riparian zone and riverine landscapes.
- To be able to give an immersive experience to the people through the medium of interesting theme park ideas and the strategies explored in this landscape project.
- To propose open space design acting as a major green buffer area at urban level with respect to dealing the major existing problems of the area under study thereby highlighting the potentials of it.
- To provide major solutions mainly in the domain of ecology and environment to revitalise the riparian edge.
- To restore the urban waterfront from getting encroached for any other landuse.
- To make people aware of major assets that their city has, in terms of educating them about the natural elements that this project comprises of.

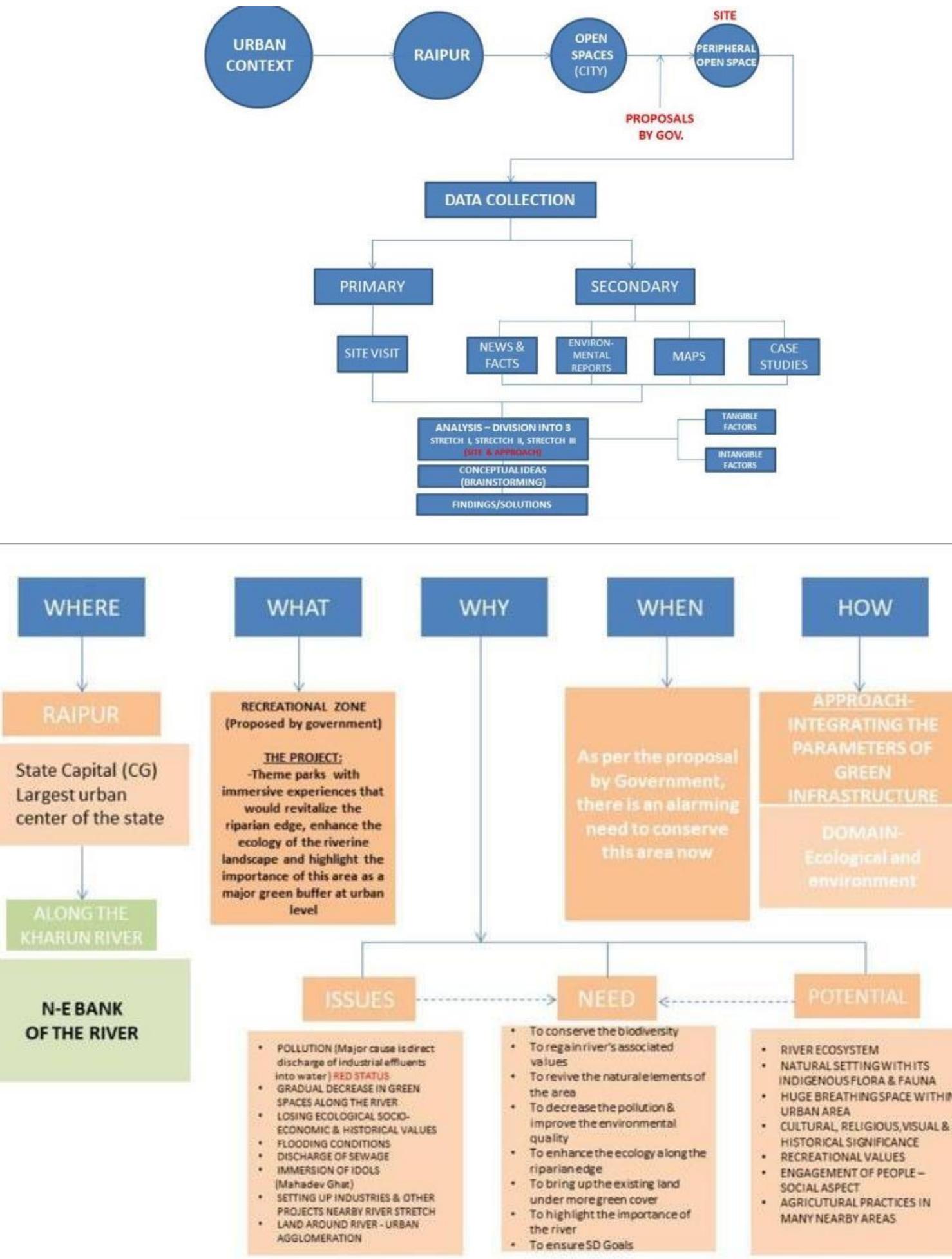
- | SCOPE OF THE PROJECT  |
|---|
| To conserve the biodiversity of the area (River, Riparian edge and vicinity areas)                                    |
| To improve the spatial connectivity of the green spaces (Integrating natural and designed landscape elements)         |
| To target pollution sources and providing solutions by landscape based strategies                                     |
| To mainly protect the ecological values of the urban landscape and the other associated values as well                |
| To incorporate more green spaces at the site (Would be acting as lungs for the area coming under urban agglomeration) |
| To create micro-habitat for the different flora and fauna   |
| To demonstrate remediation techniques for polluted land and water   |
| To educate people about the ecology as an asset   |

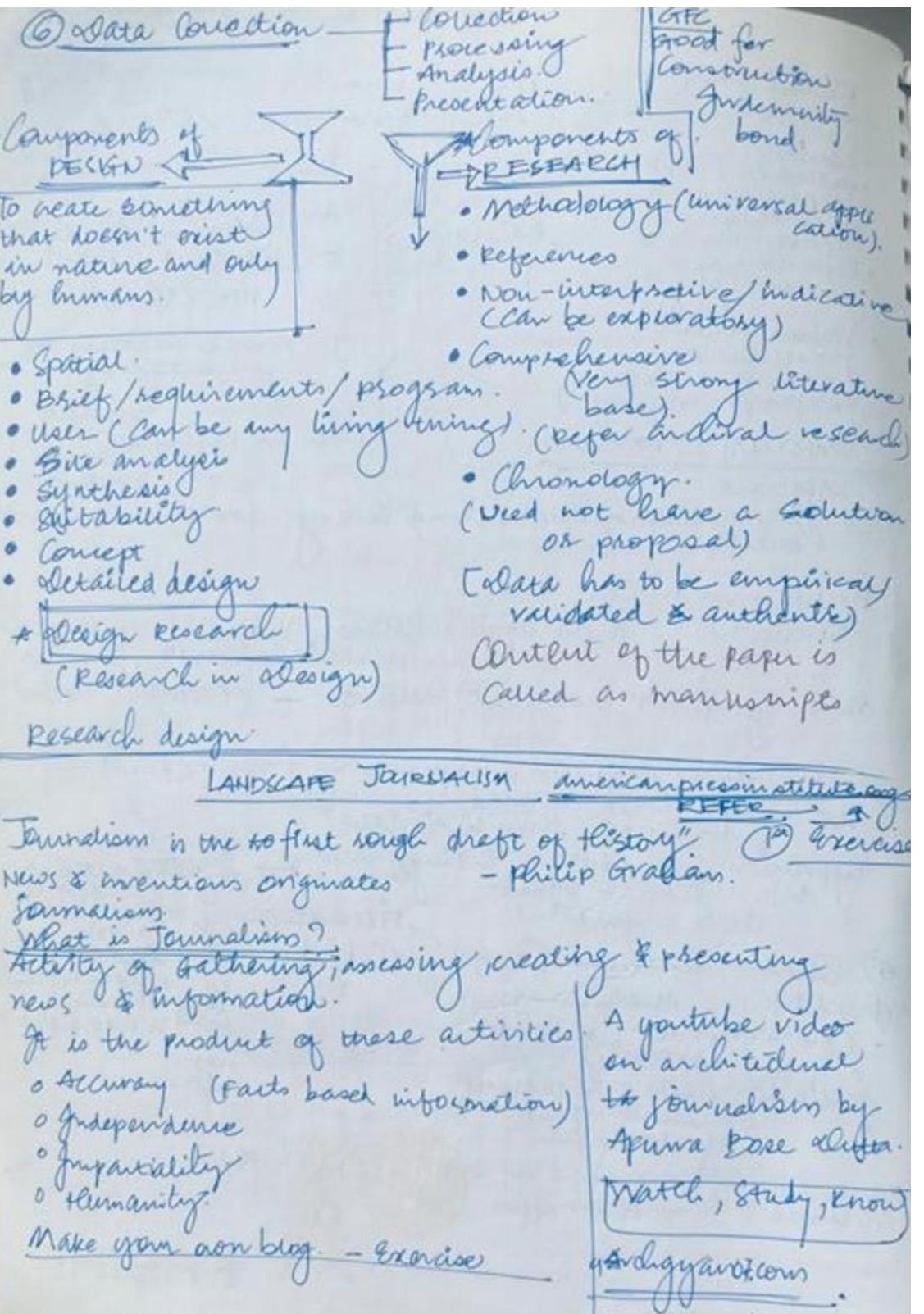
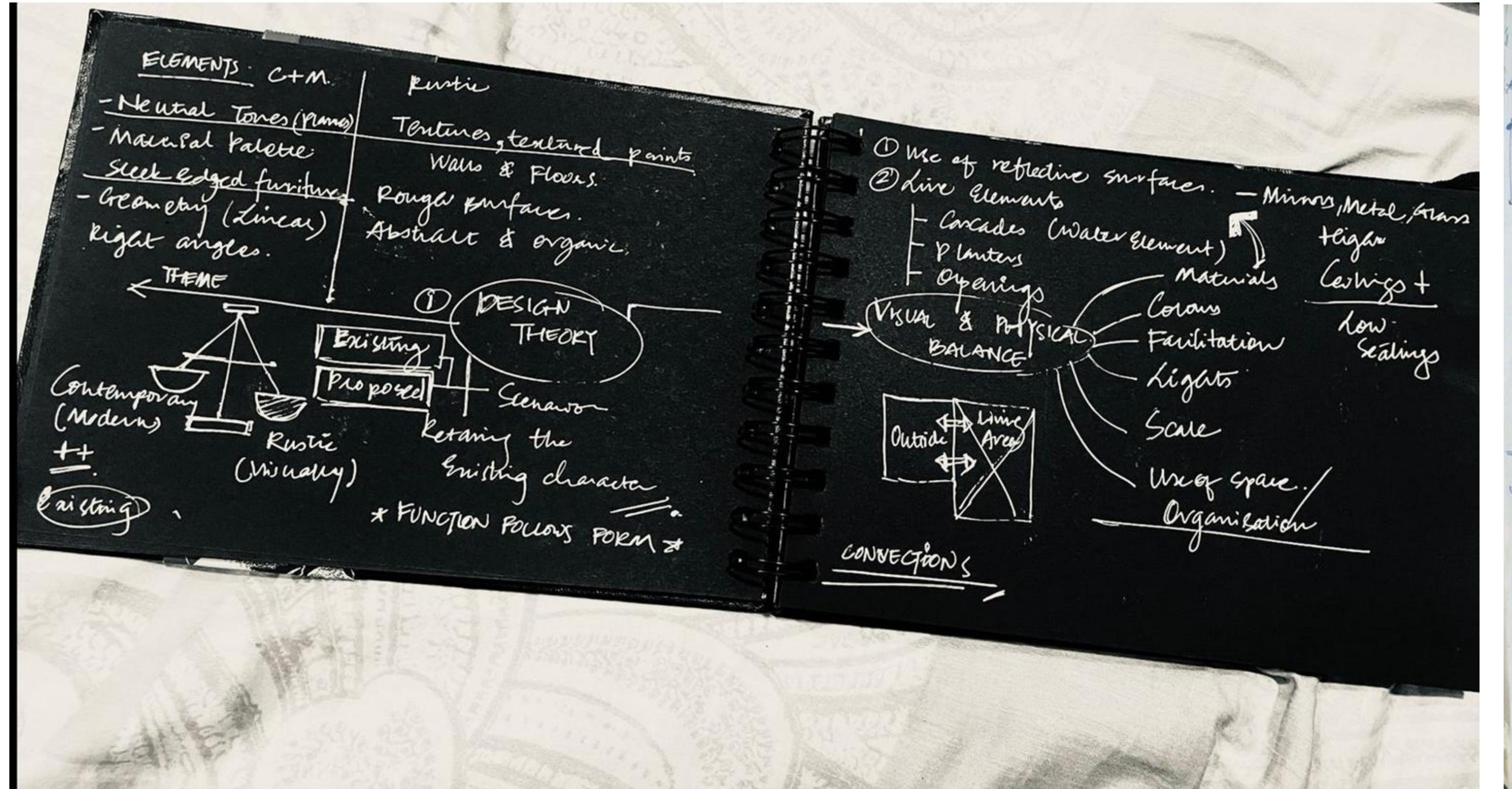




**ROLE OF LANDSCAPE ARCHITECT:** To address the urban challenges along the river and providing solutions for them using Blue-Green Infrastructure approach for design

- To conserve the biodiversity of the area ( River, Riparian edge and vicinity areas)
- To improve the spatial connectivity of the green spaces (Integrating natural and designed landscape elements)
- To target pollution sources and providing solutions by landscape based strategies
- To manage urban flood risk & provide resilient measures to address climate change
- To mainly protect the ecological values of the urban landscape and the other associated values as well
- To ensure better water management strategies
- To incorporate more green spaces at the site (Would be acting as lungs for the area coming under urban agglomeration)
- To create micro-habitat for the different flora and fauna
- To educate people about the ecology as an asset





THE EXISTING PROPOSAL ON THE SITE IS BASED ON THE SABARMATI RIVERFRONT DEVELOPMENT WHICH IS POPULAR ECONOMIC MODEL AS A RIVERFRONT DEVELOPMENT AND THEREFORE WIDELY ACCEPTED AND THOUGHT OF BEING IMPLEMENTED IN DIFFERENT CITIES.

THE CRITICAL ANALYSIS HELPED TO STRENGTHEN THE STUDY AND TO ARRIVE AT A POSITION OF MAKING DECISIONS OR TO UNDERSTAND THE SUITABILITY OF THE SPACES AND ZONING.

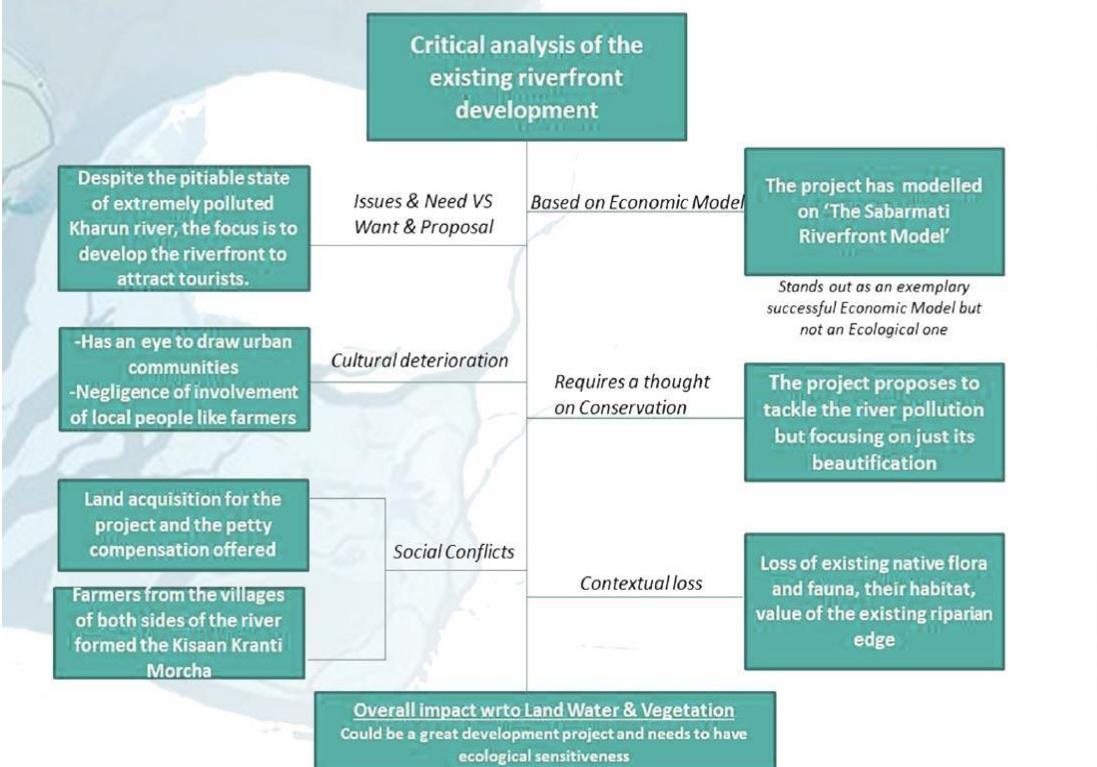
IT BECOMES EQUALY IMPORTANT TO ENQUIRE ABOUT FAMOUS ECOLOGICAL RIVERFRONT DEVELOPMENT AND AS AN IDEAL ECOLOGICAL MODEL TO REVIVE THE ORIGINAL NATURAL ELEMENTS TO THE SITE OR THE AREA OF THE STUDY.

A BALANCE OF BOTH ECONOMICAL AND ECOLOGICAL LANDSCAPE RIVERFRONT DEVELOPMENT EXAMPLES WOULD MAKE A DESIGN BETTER IN BOTH THE TERMS.



AN ARTICLE "THE UNTOLD STORY BEHIND THE SABARMATI RIVERFRONT" BY VANYA MEHTA SAYS IT IS ACTUALLY A DEVELOPMENT PROJECT AND NOT A RESTORATION PROJECT.

IT WOULD BE INTERESTING TO BRING THIS CONCEPT IN A CITY LIKE RAIPUR, AS IT HAS A LESS CONFIGURATION OF OPEN SPACES AND IS IN NEED OF GETTING MORE ENGAGEMENT OF PEOPLE WITH THE DESIGNED LANDSCAPES AS A MEDIUM. THEME PARKS WOULD BE PLACE OF EXPLORATION, CREATE NEW MEMORIES IN A FICTIONAL ENVIRONMENT AND BRINGING THE ECOLOGICAL AWARENESS TO THE PEOPLE THEREBY EDUCATING THEM AS WELL. WITH GREATER EXPERIENCES WITHIN THE THEME PARK CULTURE, IT IS NOTICEABLE HOW IDEAS EVOLVE. ITS ALSO DRIVEN BY THE FASCINATION ABOUT HOW THE EXPERIENCE IS PERCEIVED AND IT DRIVES AN INTEREST TOWARDS HOW CAN I ACHIEVE IT THROUGH THIS LANDSCAPE ARCHITECTURAL PROJECT.



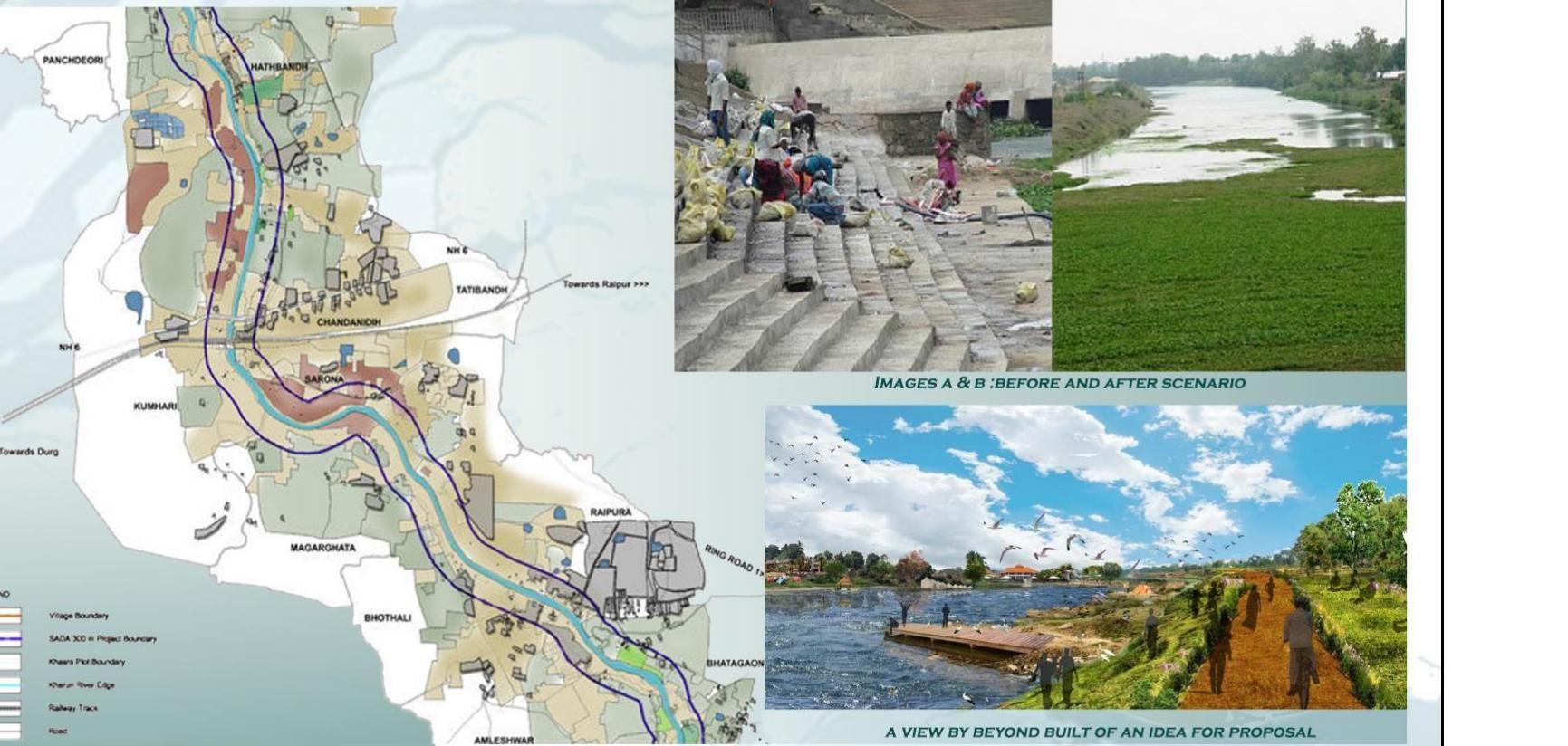
#### EXISTING SCENARIO

APART FROM LAND ACQUISITION, POLLUTION OF KHARUN IS ANOTHER CAUSE OF PROTESTS. IT HAS BEARING ON THE LIVELIHOODS OF PEOPLE WHO ARE DEPENDENT ON THE RIVER. SINCE REDUCTION OF POLLUTION IS ONE OF THE GOALS OF THE PROJECT, VILLAGERS ARE DEMANDING FULFILLMENT OF THIS AIM WITHOUT THEIR DISPLACEMENT. THESE TWO ISSUES ARE THE BROADER SOURCES OF CONFLICT OVER THE EXISTING PROPOSAL.

DESPITE THE PITIABLE STATE OF A POLLUTED KHARUN, THE GOVERNMENT IS KEEN ON DEVELOPING THE RIVERFRONT TO ATTRACT TOURISTS.

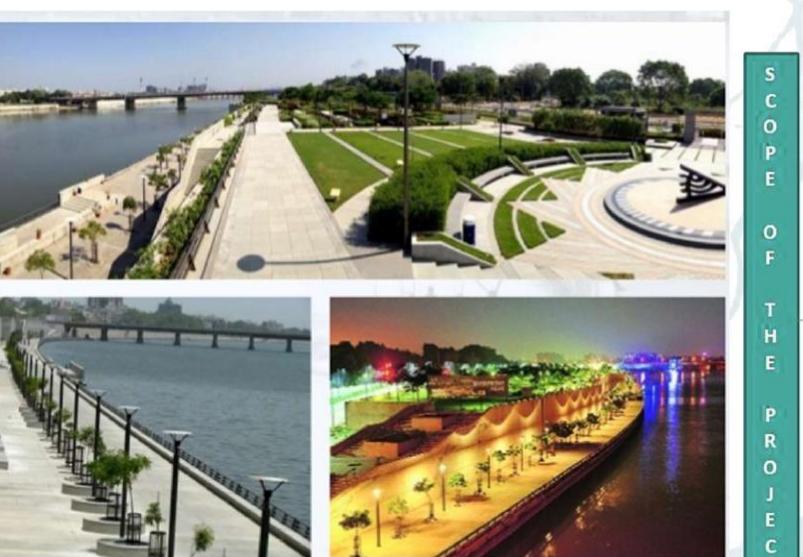
THE NEED OF THE HOUR IS RIVER REJUVENATION AND NOT RIVER FRONT DEVELOPMENT.

THE FIVE MAJOR COMPETING WATER USE SECTORS OF THE RIVER ARE IRRIGATED CROP PRODUCTION, INDUSTRY, LIVESTOCK, URBAN DOMESTIC SECTOR AND RURAL DOMESTIC SECTOR.



THE DRAWING BY BEYOND BUILT:  
AREA UNDER EXISTING PROPOSAL OF KHARUN RIVERFRONT DEVELOPMENT PROJECT

ROLE OF LANDSCAPE ARCHITECT: To address the urban challenges along the river and providing solutions for them using Blue-Green Infrastructure approach for design



VISUALS OF SABARMATI RIVERFRONT PROJECT

- SCOPE OF THE PROJECT**
- To conserve the biodiversity of the area ( River, Riparian edge and vicinity areas)
  - To improve the spatial connectivity of the green spaces (Integrating natural and designed landscape elements)
  - To target pollution sources and providing solutions by landscape based strategies
  - To manage urban flood risk & provide resilient measures to address climate change
  - To mainly protect the ecological values of the urban landscape and the other associated values as well
  - To ensure better water management strategies
  - To incorporate more green spaces at the site (Would be acting as lungs for the area coming under urban agglomeration)
  - To create micro-habitat for the different flora and fauna
  - To educate people about the ecology as an asset

# Highlights:

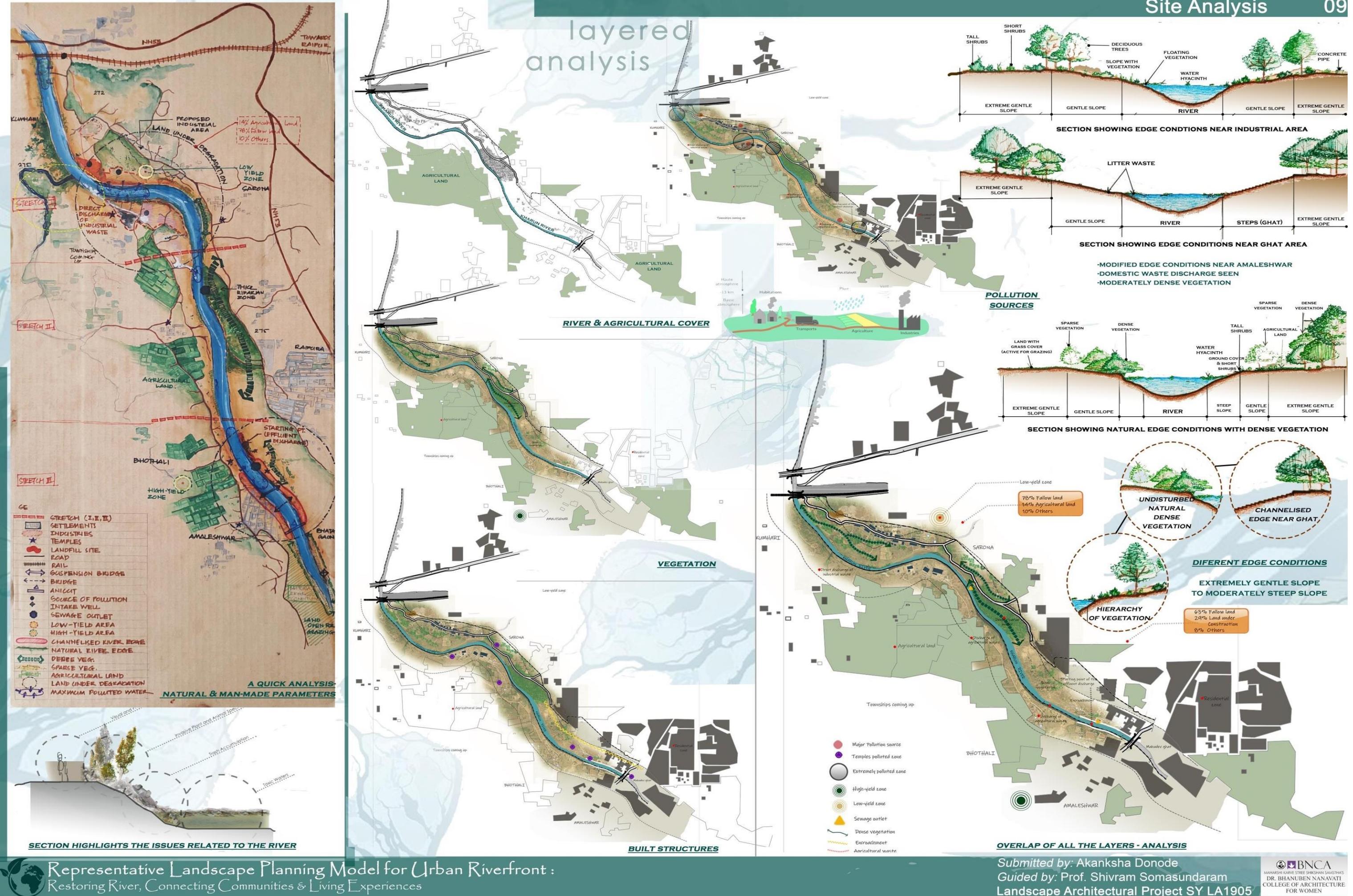
## User Centric Design: Large Scale Project

### DESIGN

## based on Critical Analysis of Existing Proposal

## Critical Analysis under various aspects Inferences Mapping

## Softwares used: Sketchup MS Powerpoint Adobe PS CS6



# Highlights:

## User Centric Design: Large Scale Project

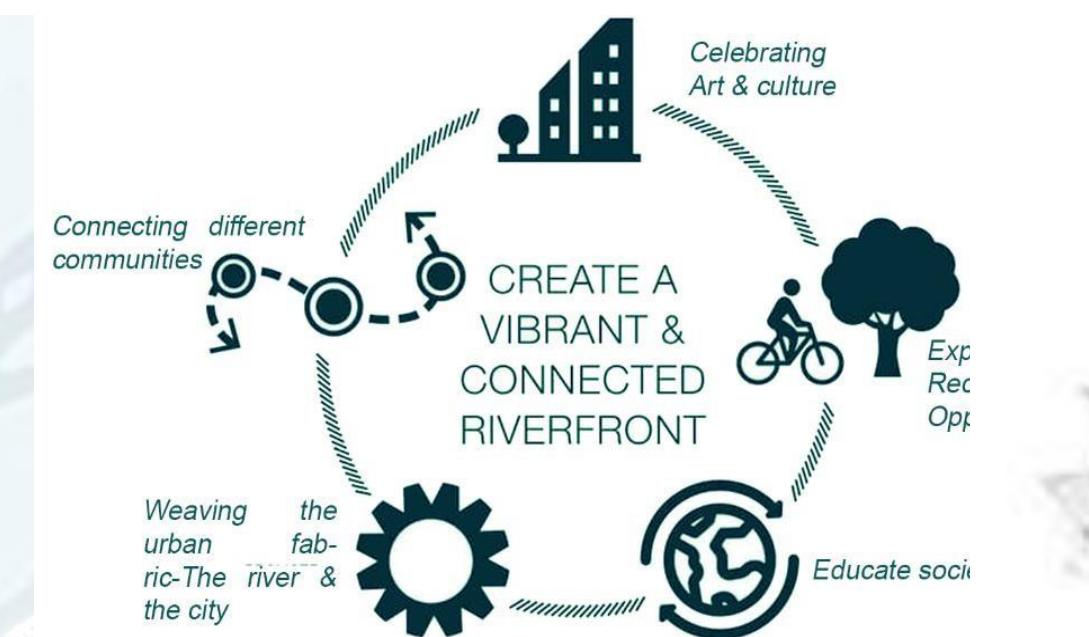
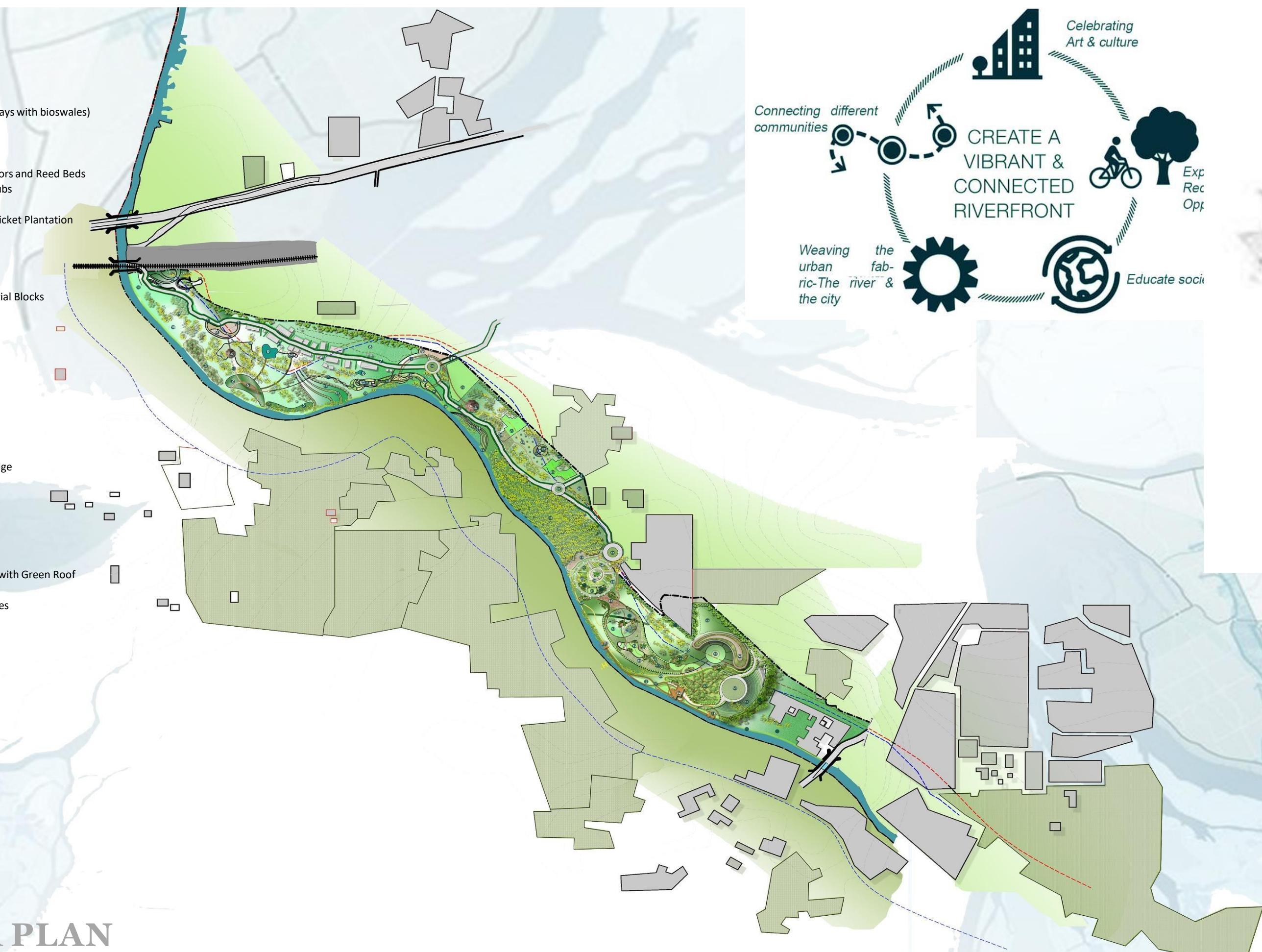
## DESIGN PROPOSAL

### Layered Inferences Mapping

### Presentation: Handwork and Software combination

1. Entry Points
2. Artificial Wetlands
3. Staircase Tower
4. Central Plaza
5. Detention Ponds
6. Greenway (Pedestrian walkways with bioswales)
7. Phytoremediator Plantation
8. Parking Area
9. Grassland
10. Terraces with Phytoremediators and Reed Beds
11. Traffic Islands with Short Shrubs
12. Boardwalk
13. Botanical Garden Bamboo Thicket Plantation
14. Wooden Bridge
15. Urban Farm (Paddy Fields)
16. Buffer Plantation
17. Productive Terracing
18. Green Strips between Industrial Blocks
19. Children's Play Area
20. Cycling Track
21. Badminton Court
22. Central Courtyard
23. Bog Garden with Bioswales
24. Rocky Stream
25. Rock Garden Feature
26. Sculpture Garden (Local Art)
27. Open Lawn with Mounds
28. Terracing
29. Stone Pathway with Green Edge
30. Native Tree Plantation
31. Central Gathering Space
32. Permeable Paved Pathway
33. Birding area
34. Viewing Deck
35. Circular Lawn
36. Nature Interpretation Centre with Green Roof
37. Evergreen Screening
38. Area for Residential Landscapes

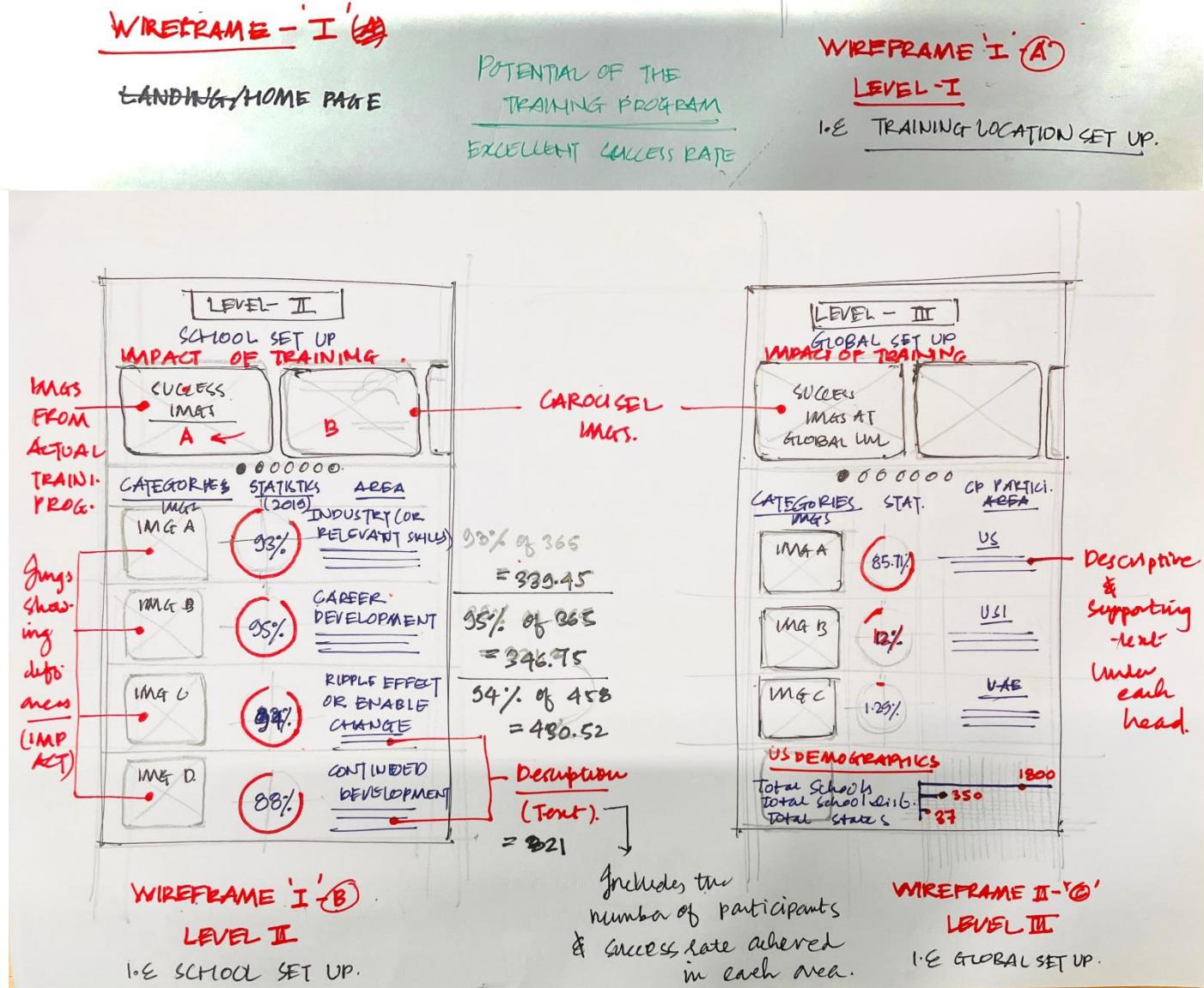
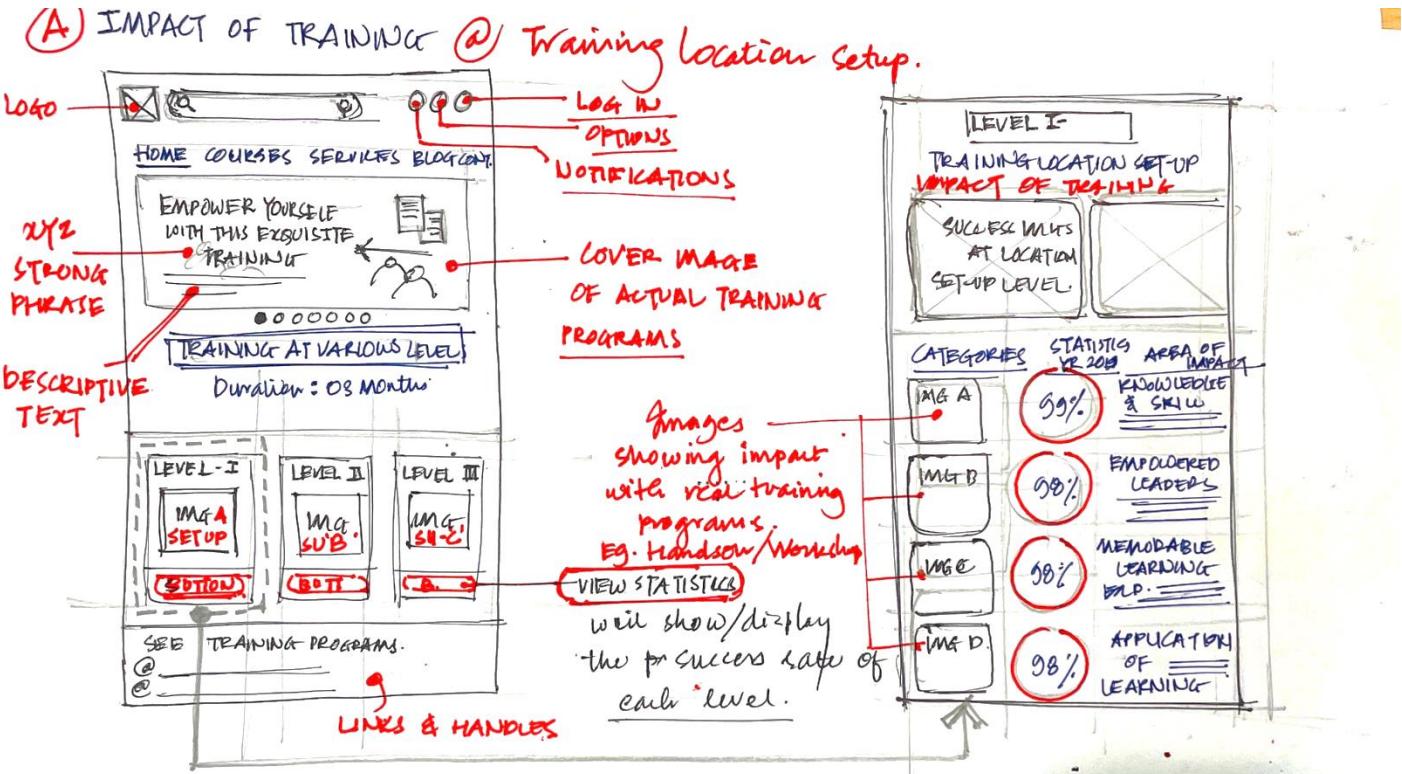
## MASTER PLAN



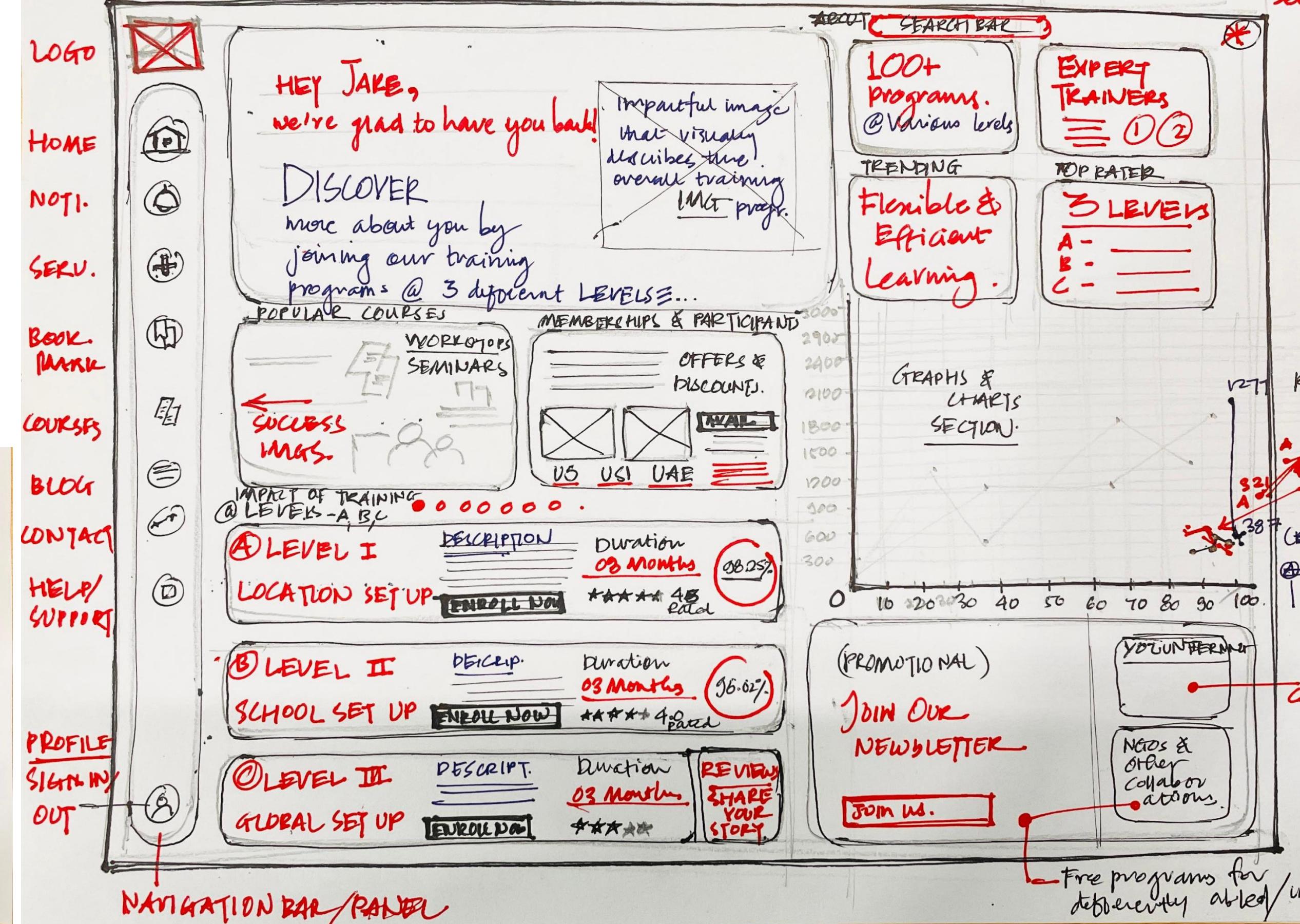
## 4) Wireframing

Skills:

Quick Presentation (Pen work-  
Hand-done)



## WIREFRAME (WEBB) -



# Settings

## 5) Work displaying other software skills

Handwork

Sketches

Graphics

Rendering

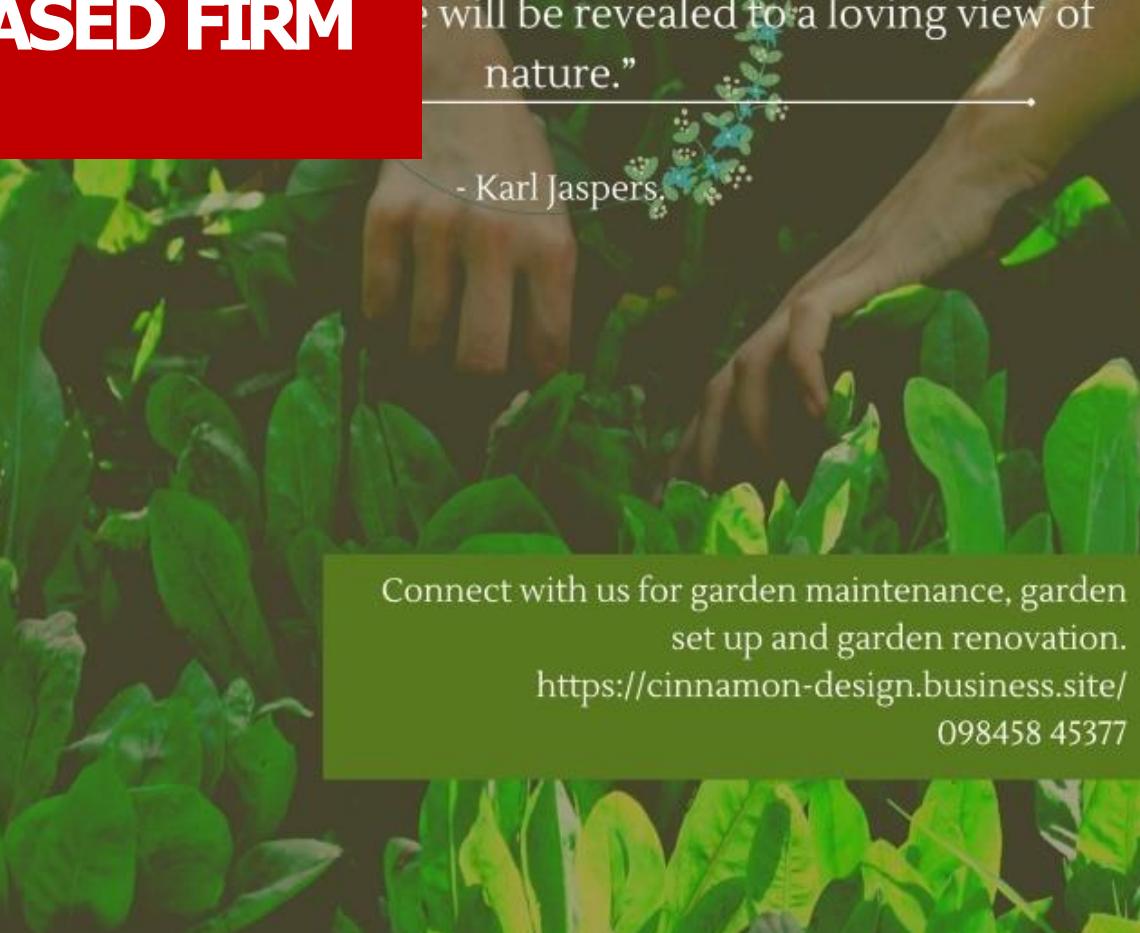
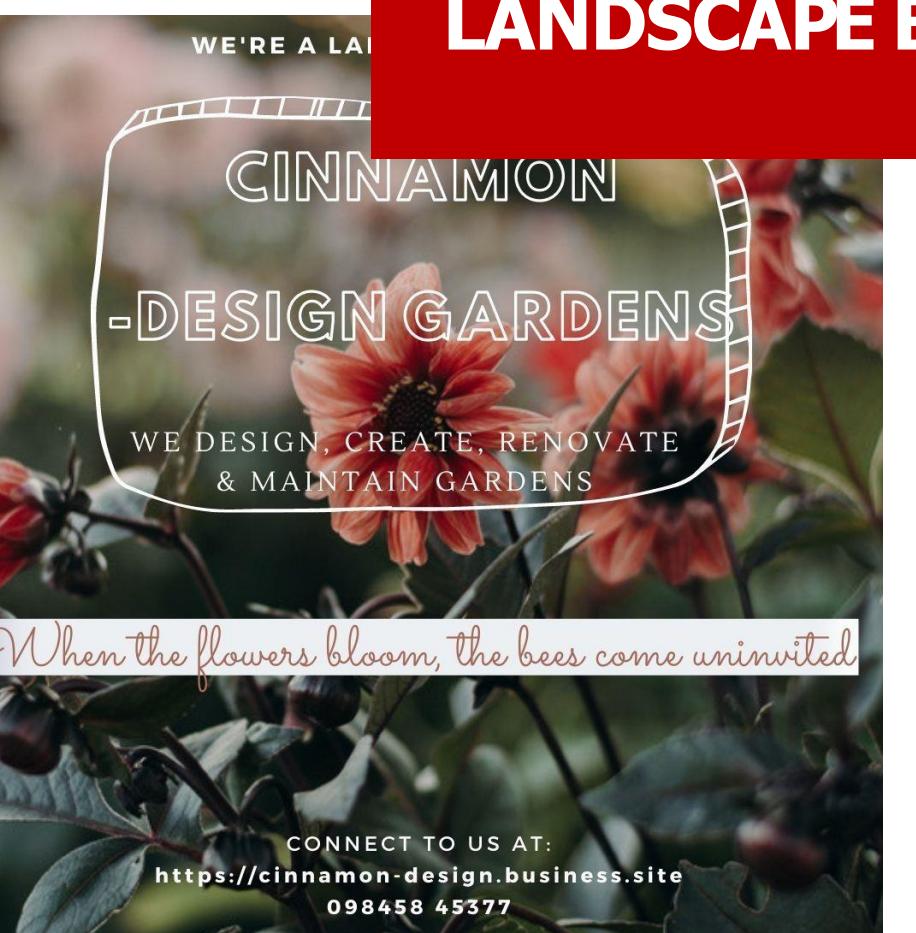
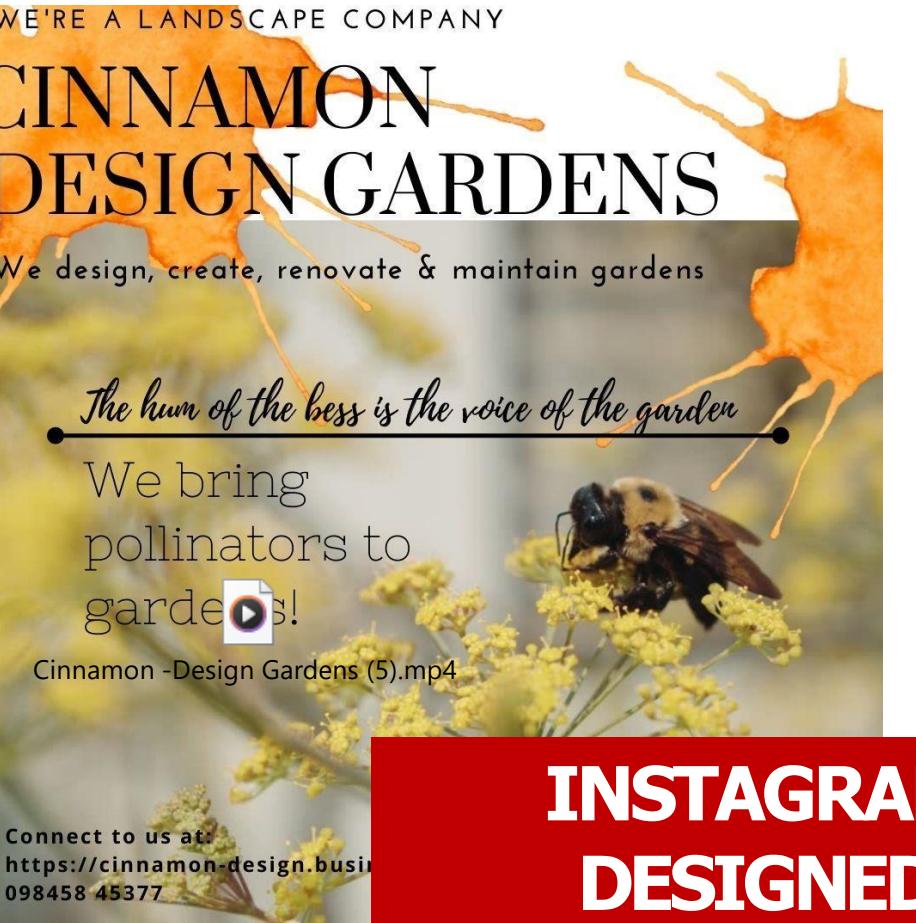
Drafting

Indesign

Photoshop

Illustrator

Ms Powerpoint



## INSTAGRAM POSTS DESIGNED FOR A LANDSCAPE BASED FIRM

Carried out a research for an NIFT Student and designed a poster

RESEARCH ON "FASHION AND ARCHITECTURE."

because we now  
**"fashion buildings & construct garments".**



## SMART INDIA HACKATHON 2022 (INTERNAL SESSION)



### SOFTWARE EDITION - DIGITAL PLATFORM

*Smart India Hackathon* is a nationwide initiative to provide students with a platform to solve some of the pressing problems we face in our daily lives, and thus inculcate a culture of product innovation and a mindset of problem-solving.

	<b>Ingenious</b>		<b>Engaging</b>		<b>Futuristic</b>		<b>Collaborating</b>		<b>Empowering</b>
Harnessing creativity and expertise of students, academicians and visionaries		Sparking institute-level hackathons, fuelling imagination		Building funnel for 'Start-up India' campaign		Crowdsourcing intelligence for improving governance and quality of life		Enabling possibilities and enhancing opportunities for citizens to deliver innovative solutions to India's daunting problems	

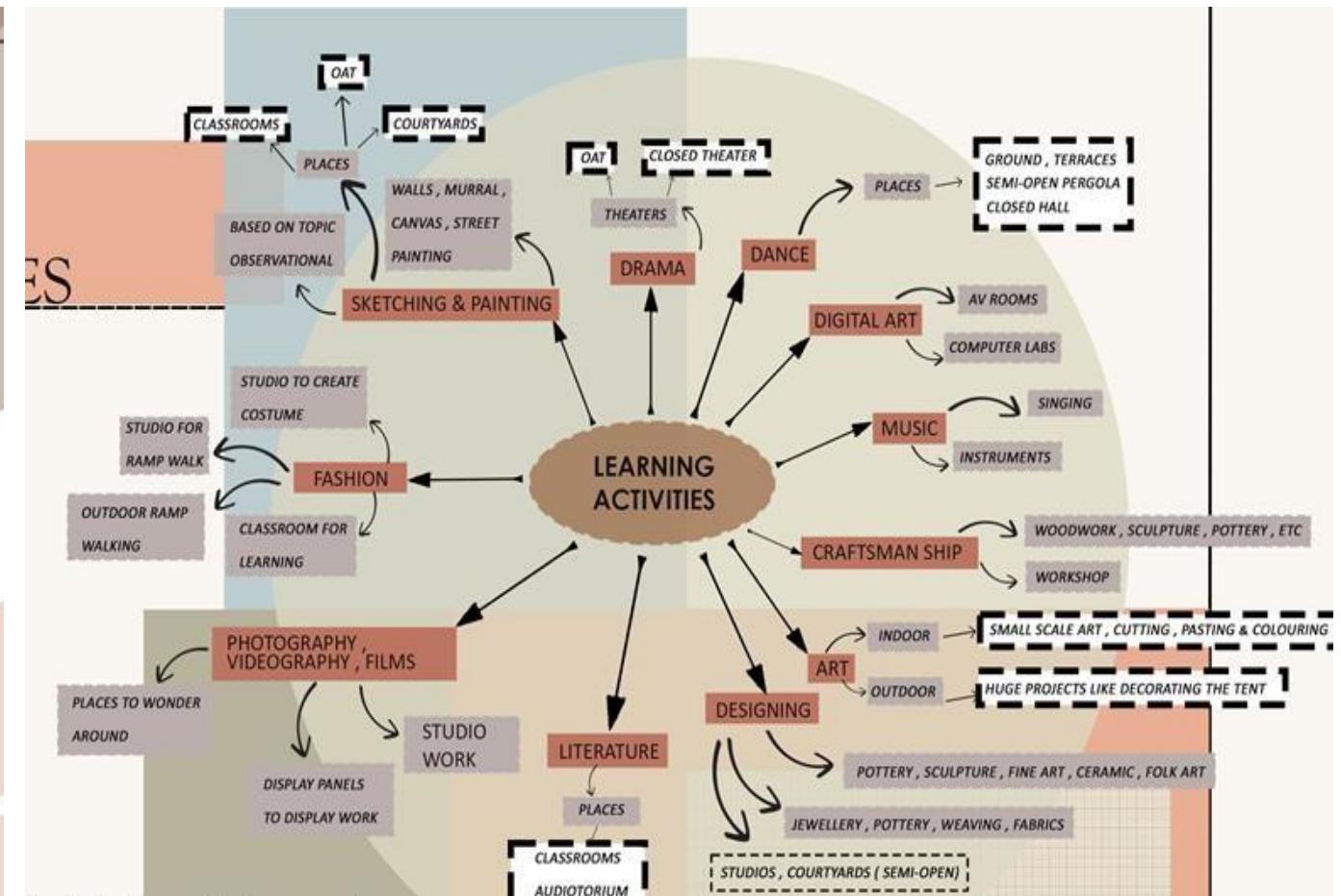
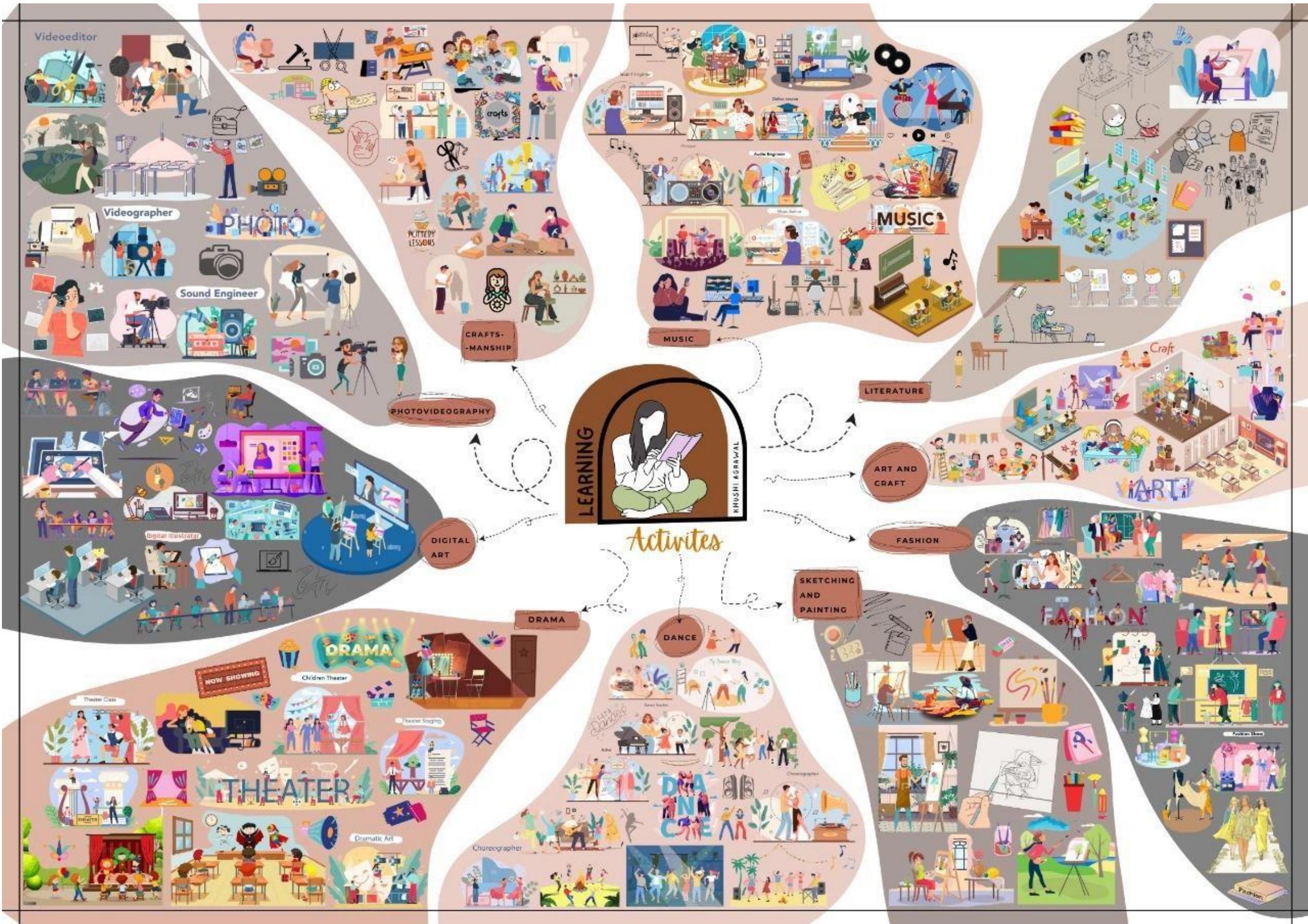
6 members in each team  
Entries to be finalised at the end of the session

DATE : 13/04/2022 Wednesday

VENUE: Auditorium

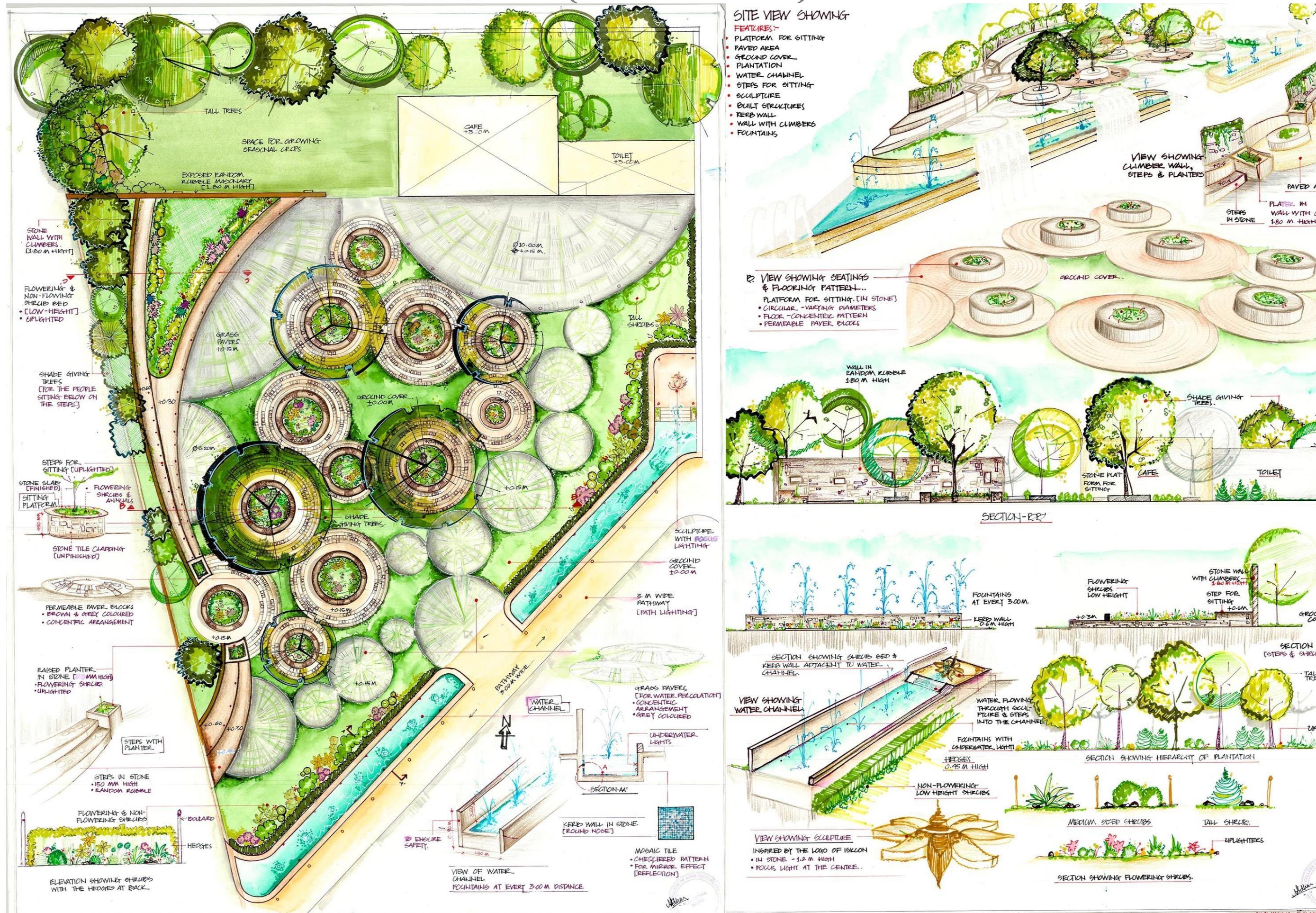
Poster Design for a HACKATHON

POSTER DESIGN



# CLASSIFICATION OF USER ACTIVITIES

## **LANDSCAPE DESIGN-PRASADAM AREA(FESTIVAL PAR**



## Highlights:

# Major Time Problem

## Purely Handwork

# Sketching Space & element designs Rendering (Water Medium) Drafting

# LANDSCAPE DESIGN-URBAN ECOLOGY

**THE GREEN CORRIDOR-DESIGN POLICIES**

- A- CREATING A GREENWAY BY PLANTATION OF NATIVE SPECIES**  
The two roads i.e Akluj-Phule Rd. (15 m wide) & Vikramaditya marg (6 m wide) forms an intersection where a green roundabout is designed.
- B- PROPOSING A GREEN MEDIAN & ROUNDABOUT OF 4 M DIA. AT INTERSECTION I.E NODE**  
The median has palm trees between two *Alstonia scholaris* i.e saptaparni trees throughout the stretch.
- C- PASSIVE OPEN RECREATION SPACE**  
The two roads i.e Akluj-Phule Rd. (15 m wide) & Vikramaditya marg (6 m wide) forms an intersection where a green roundabout is designed.

**EXISTING CHARACTER OF THE AKLUJ PHULE ROAD**

- AKLUJ PHULE ROAD IS A BUSY 15 M WIDE ROAD WITH AVAILABLE ROADSIDE WIDTH OF 3.5 M
- CARRIES A HEAVY TRAFFIC THROUGHOUT THE DAY
- THE ROAD DOES NOT HAVE ANY ECOLOGICAL, SOCIAL OR RECREATIONAL CHARACTER EVEN AFTER HAVING A LOT OF SCOPE

**EXISTING ROAD CONDITIONS**

**ELEVATION OF THE AKLUJ-PHULE ROAD**

**PLAN SHOWING STREETSCAPE DEVELOPMENT (1:250)**

**CLIMATE SUITABILITY**

**Selection Criteria for trees**

- NATIVE
- BIRD ATTRACTING
- SUITABILITY ACCORDING TO FUNCTION (ZONE)
- SHADE GIVING

**SECTION-XX'**

**SECTION-YY'**

**BLOWN UP AT 'A'**

**BLOWN UP AT 'B'**

**BLOWN UP AT 'C'**

**URBAN ECOLOGY**

- AKANKSHA D. LN1905

**Highlights:**

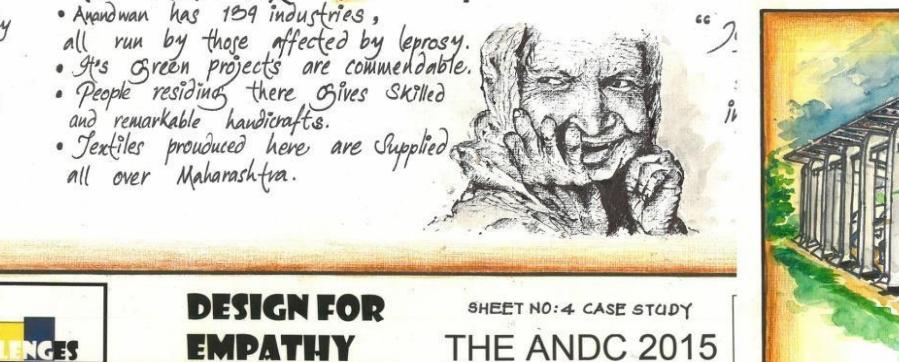
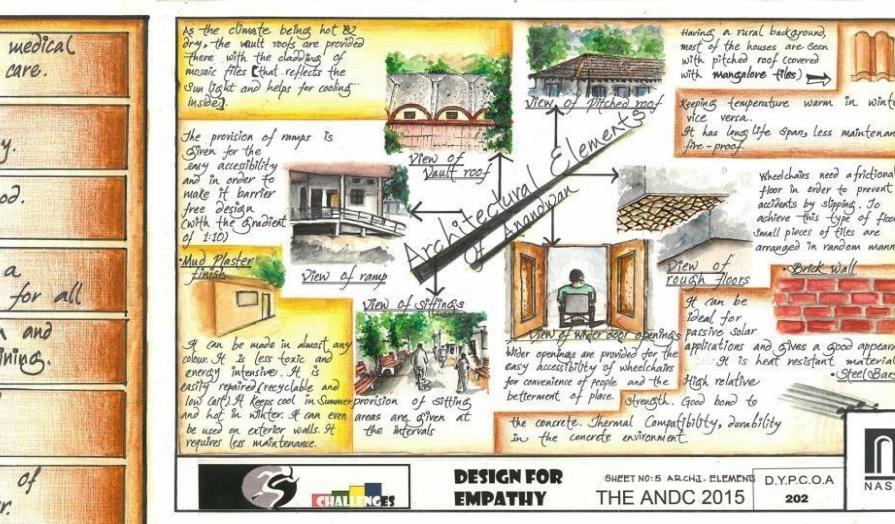
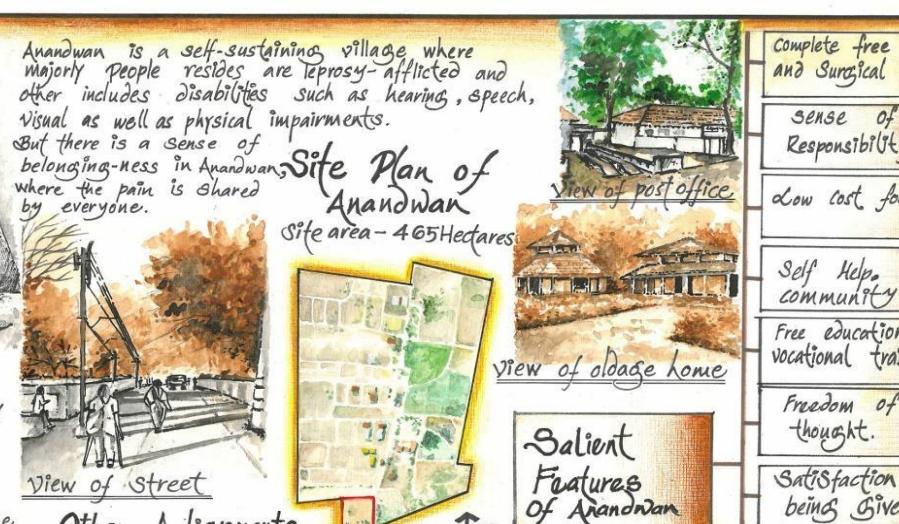
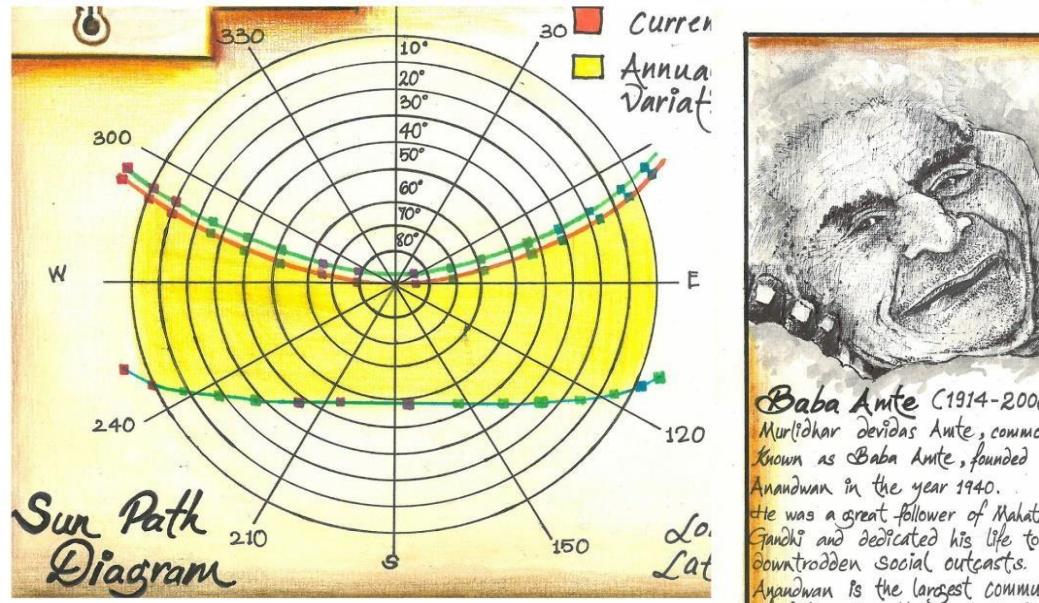
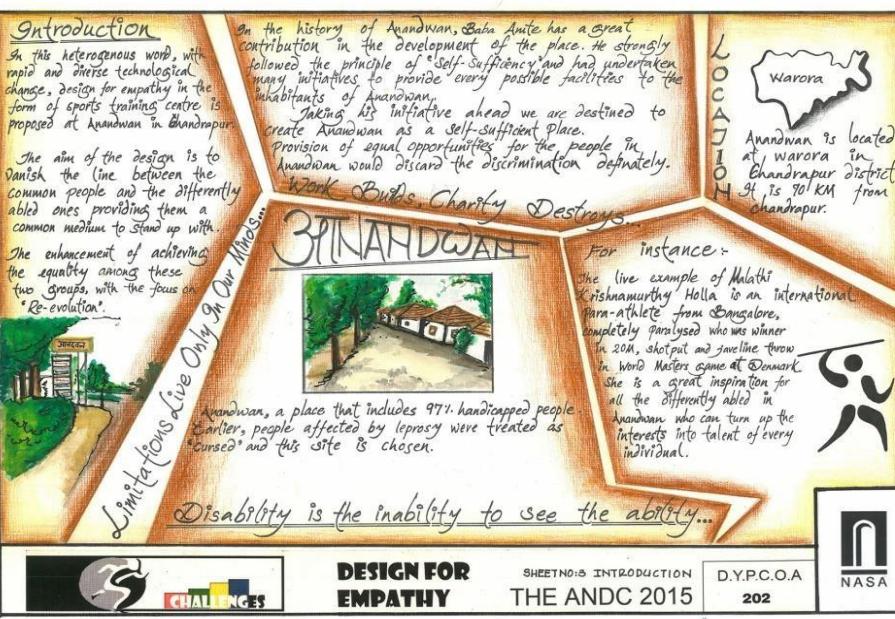
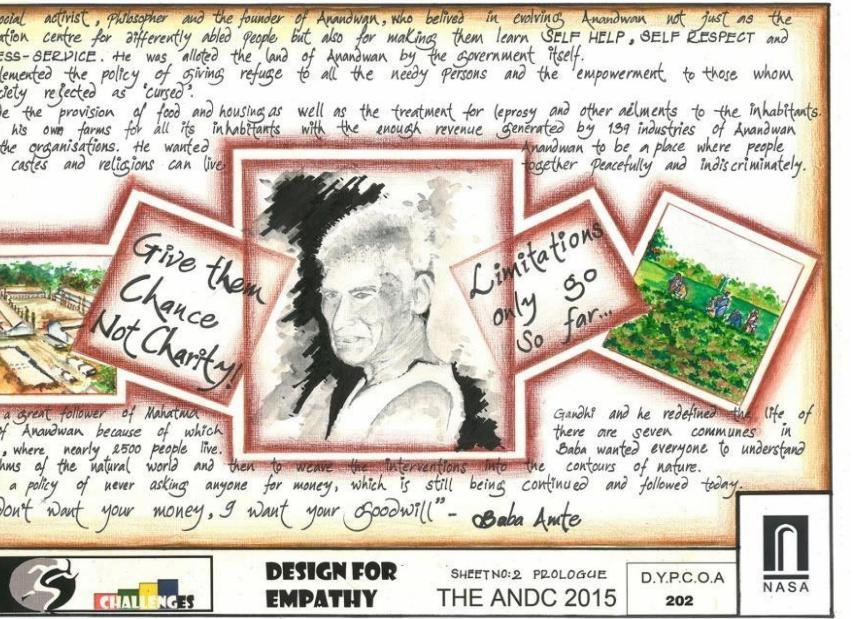
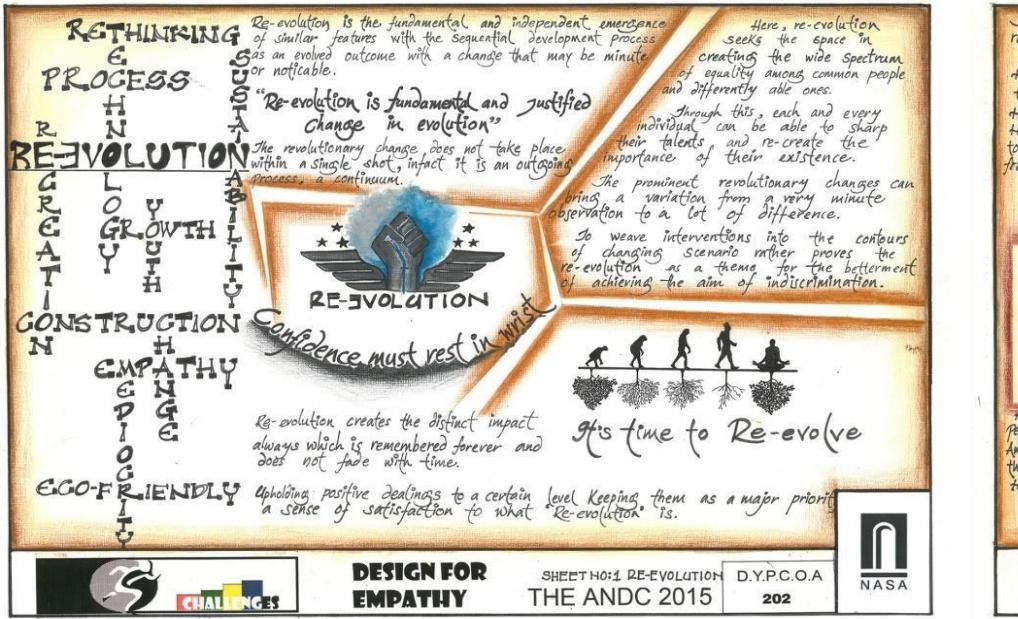
**Major Design Project**  
**Streetscape and its elements**  
**Research**  
**Case study & Documentation**  
**Softwares used:**  
**Autocad**  
**Adobe PS CS6**  
**SketchUp**

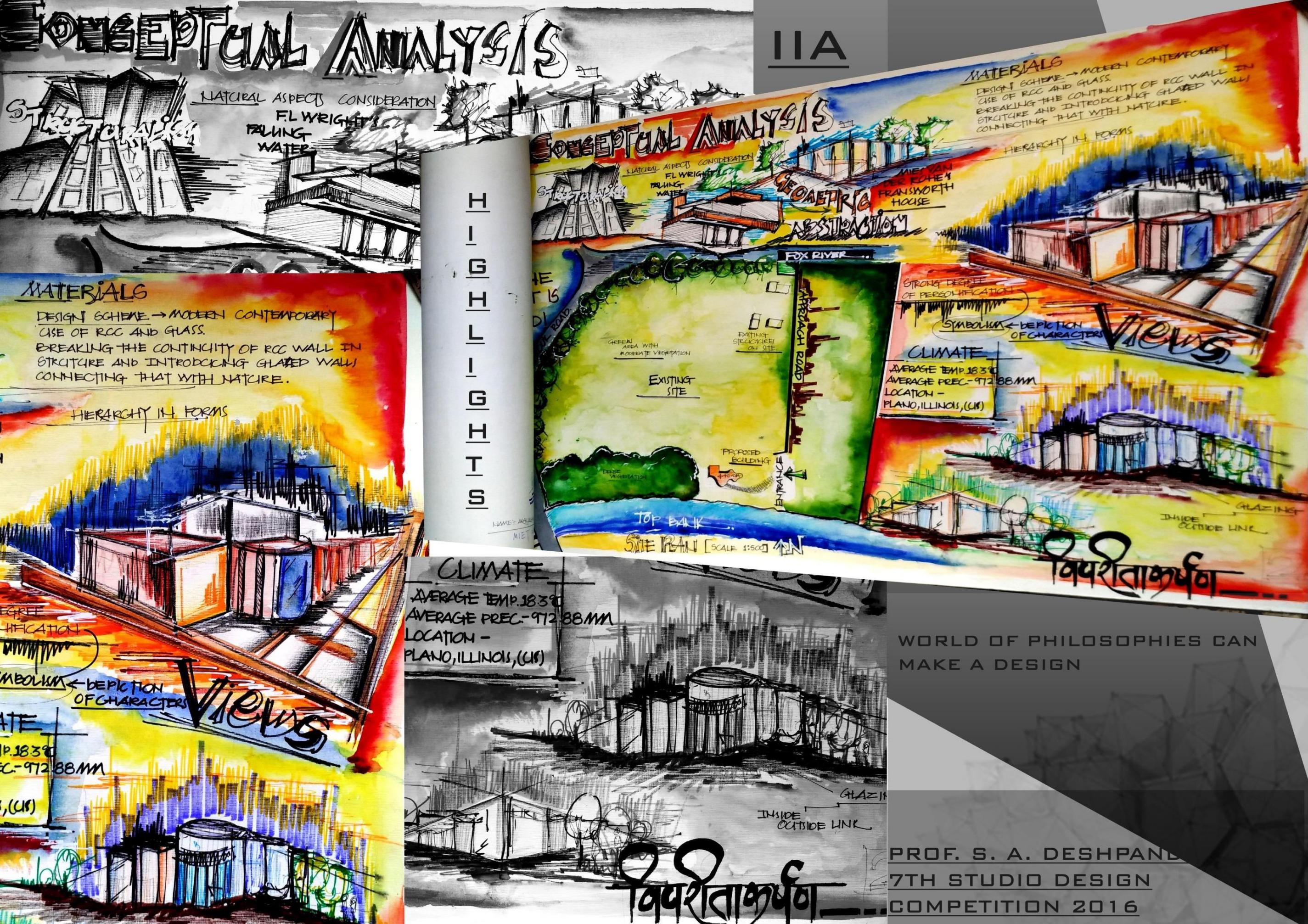
# LANDSCAPE DESIGN-URBAN ECOLOGY



**Highlights:**  
**Major Design Project**  
**Streetscape and its elements**  
**Research**  
**Case study & Documentation**  
**Analytical drawings**

**Softwares used:**  
**Sketching**  
**Autocad**  
**Adobe PS CS6**  
**SketchUp**



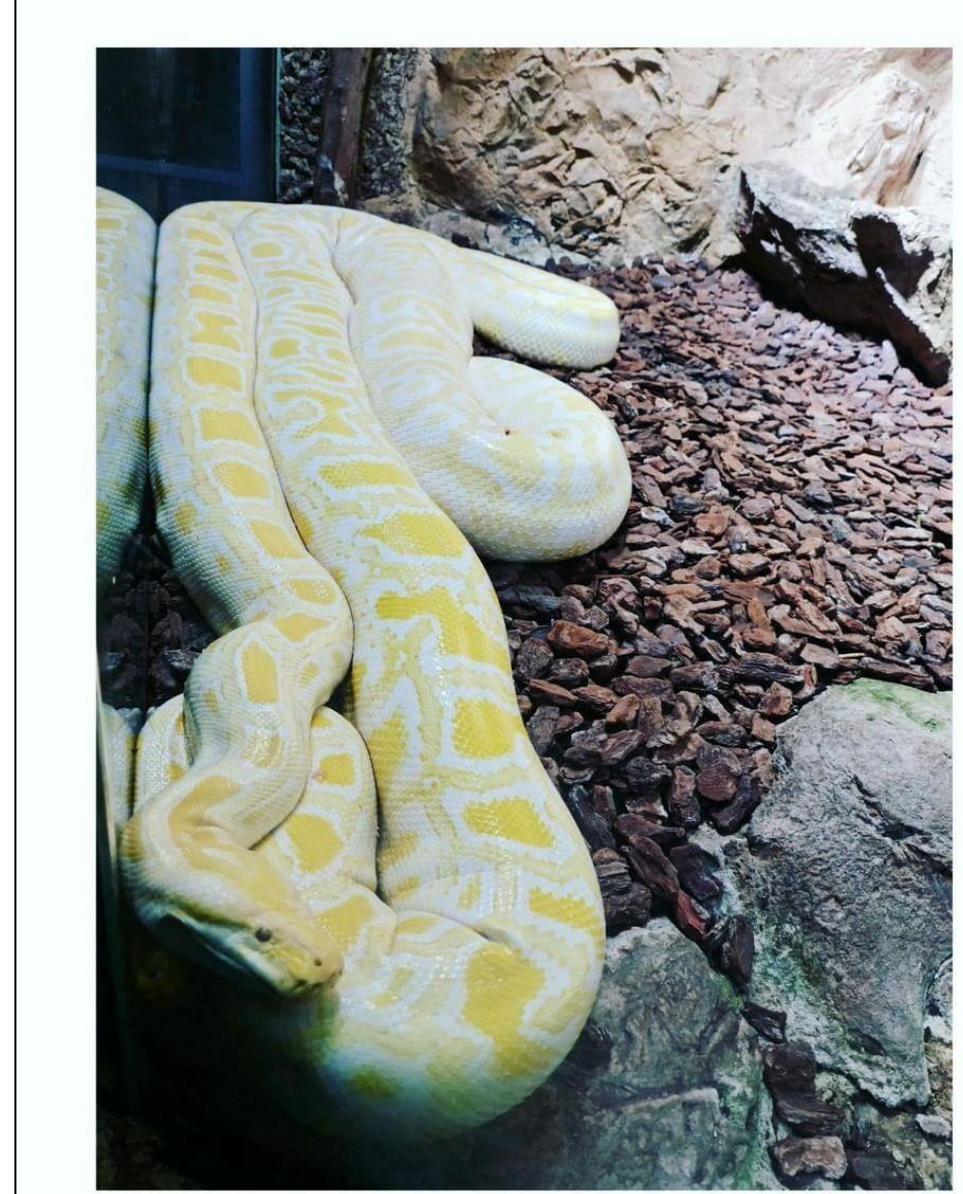
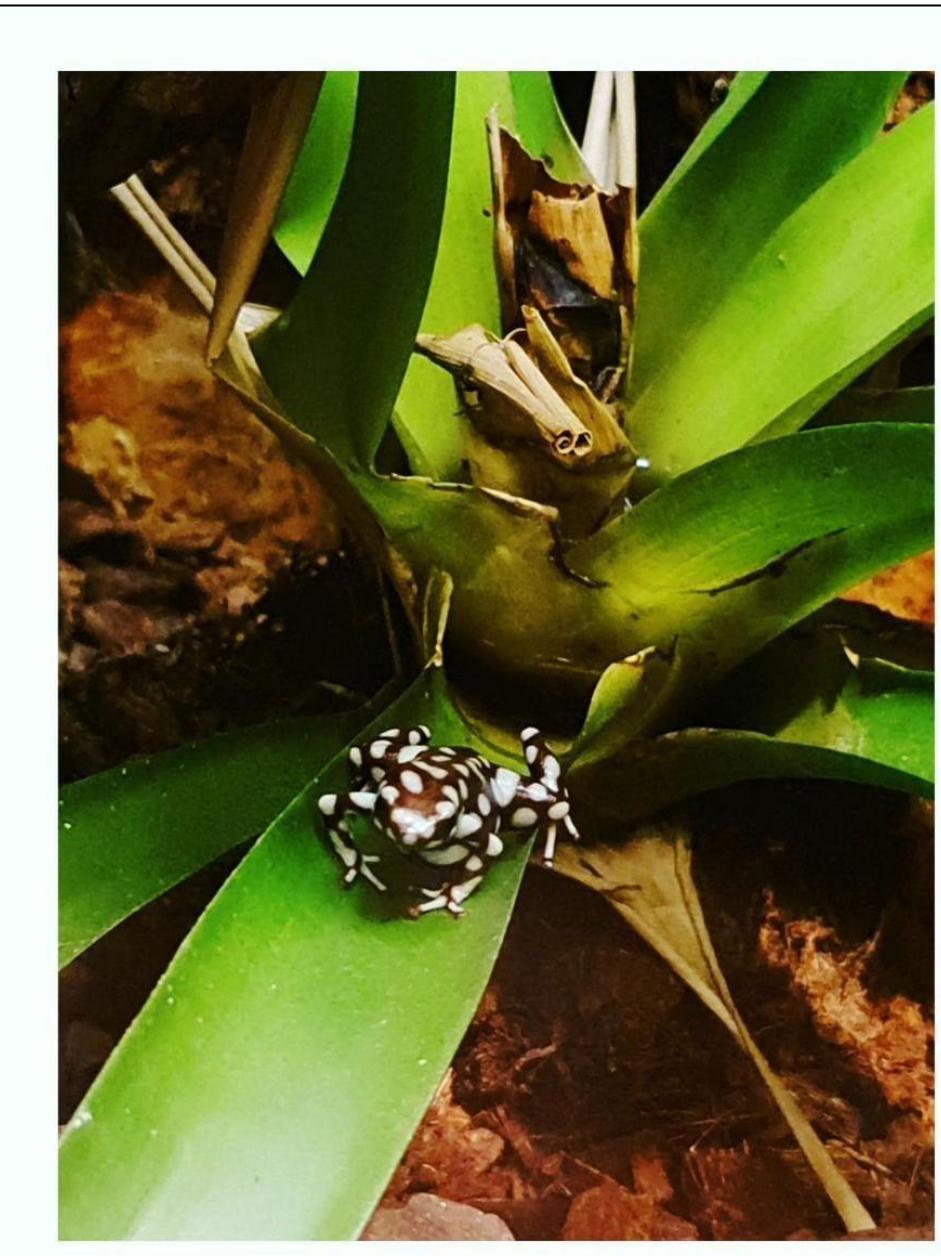
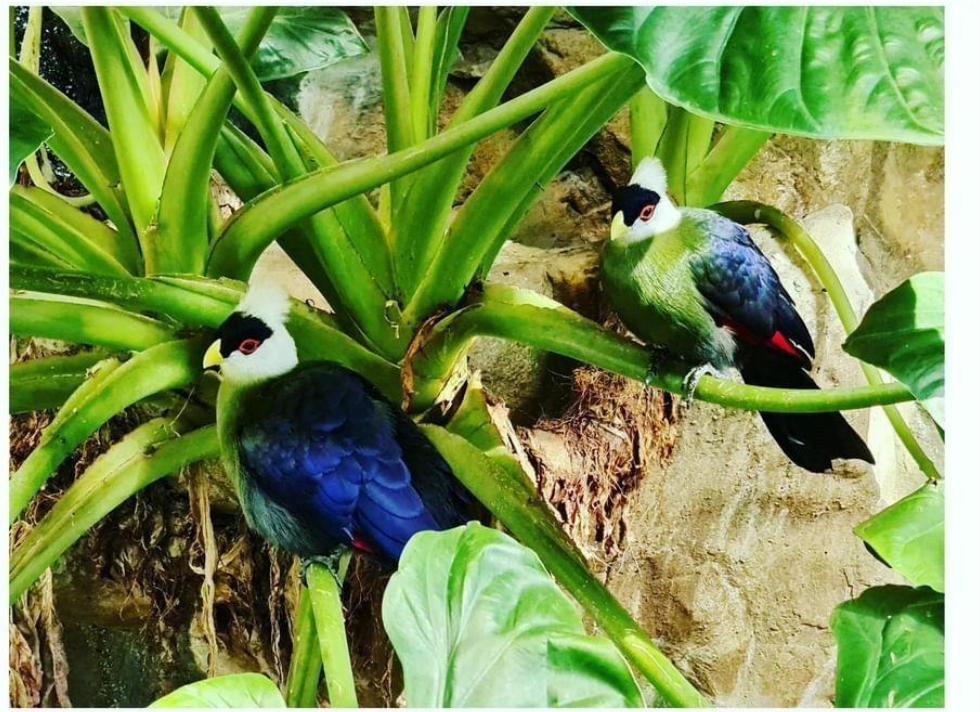


Highlights:

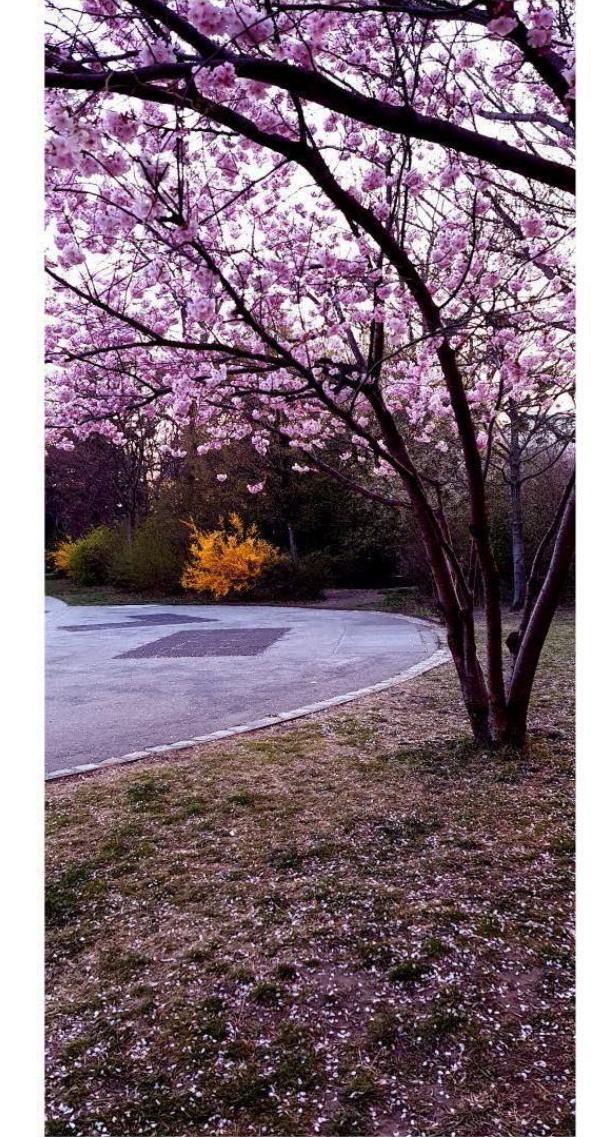
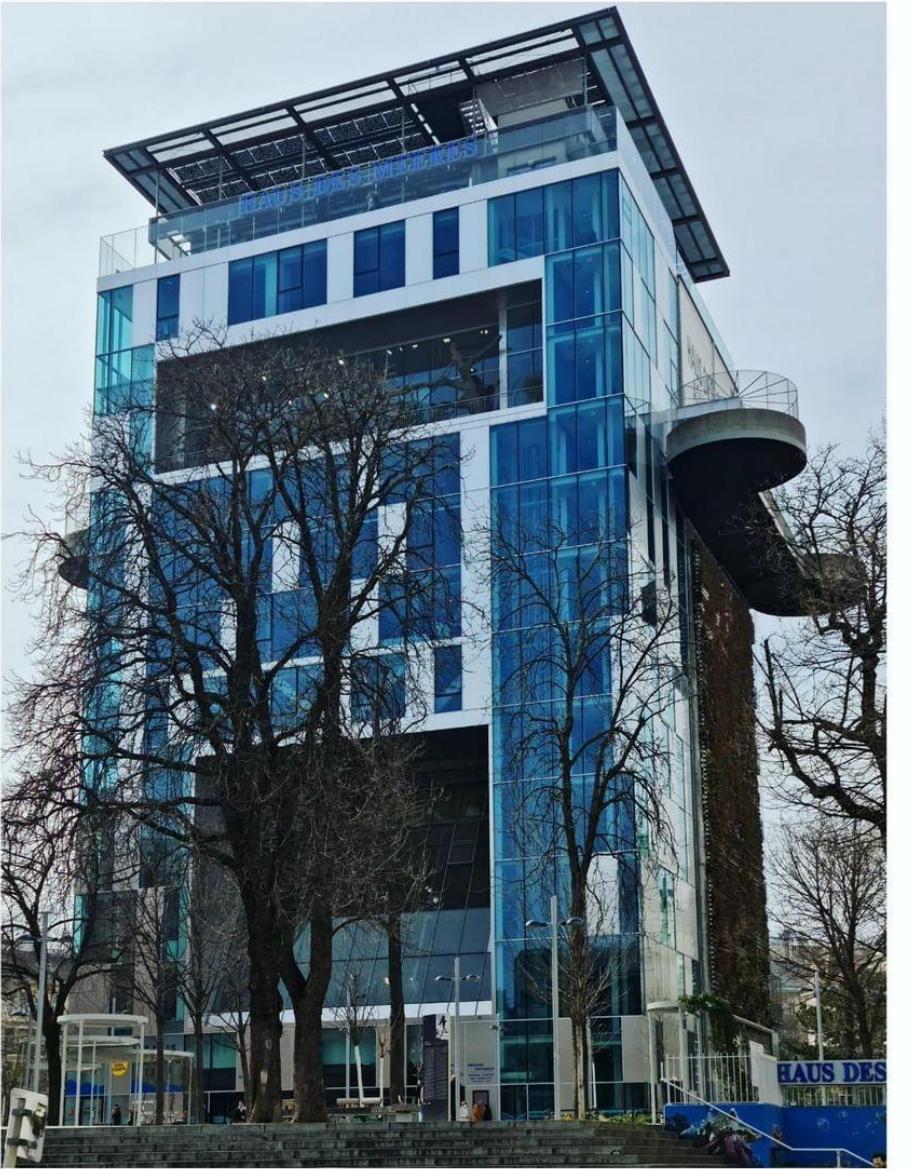
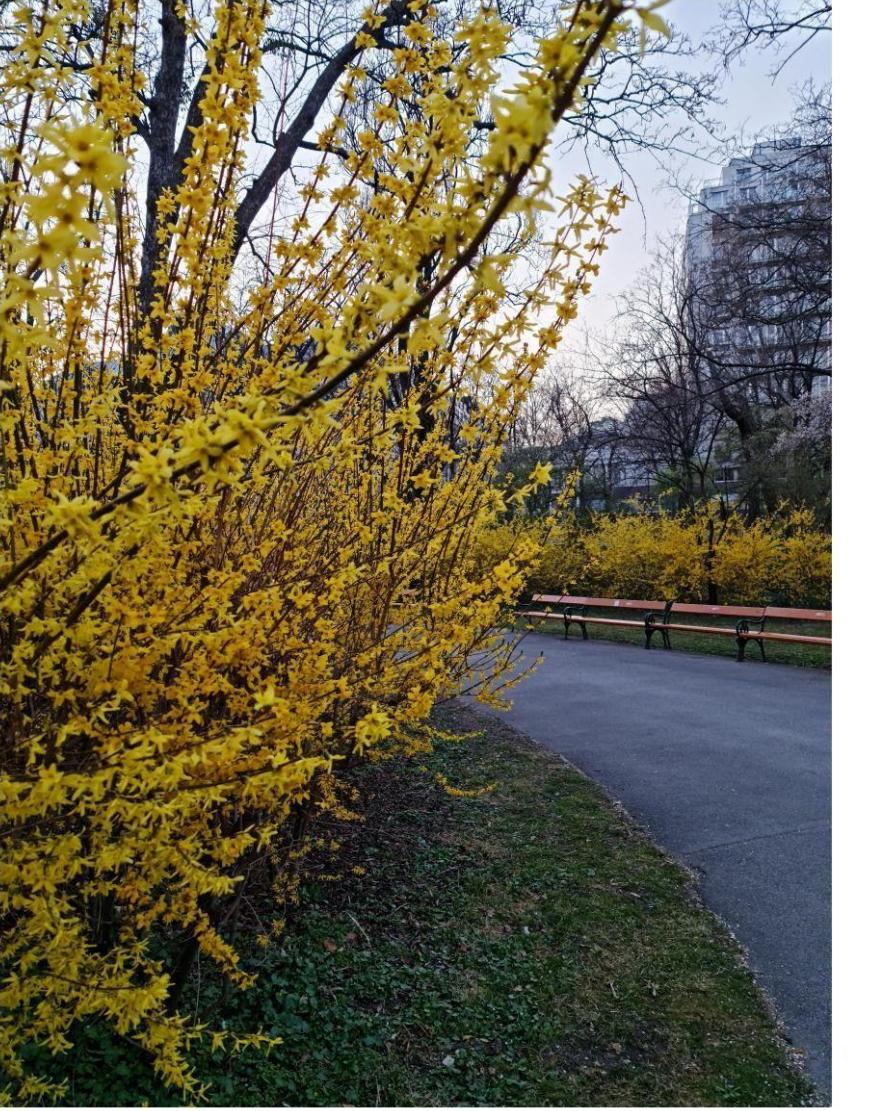
Weaving stories  
Purely Handwork  
Illustrations

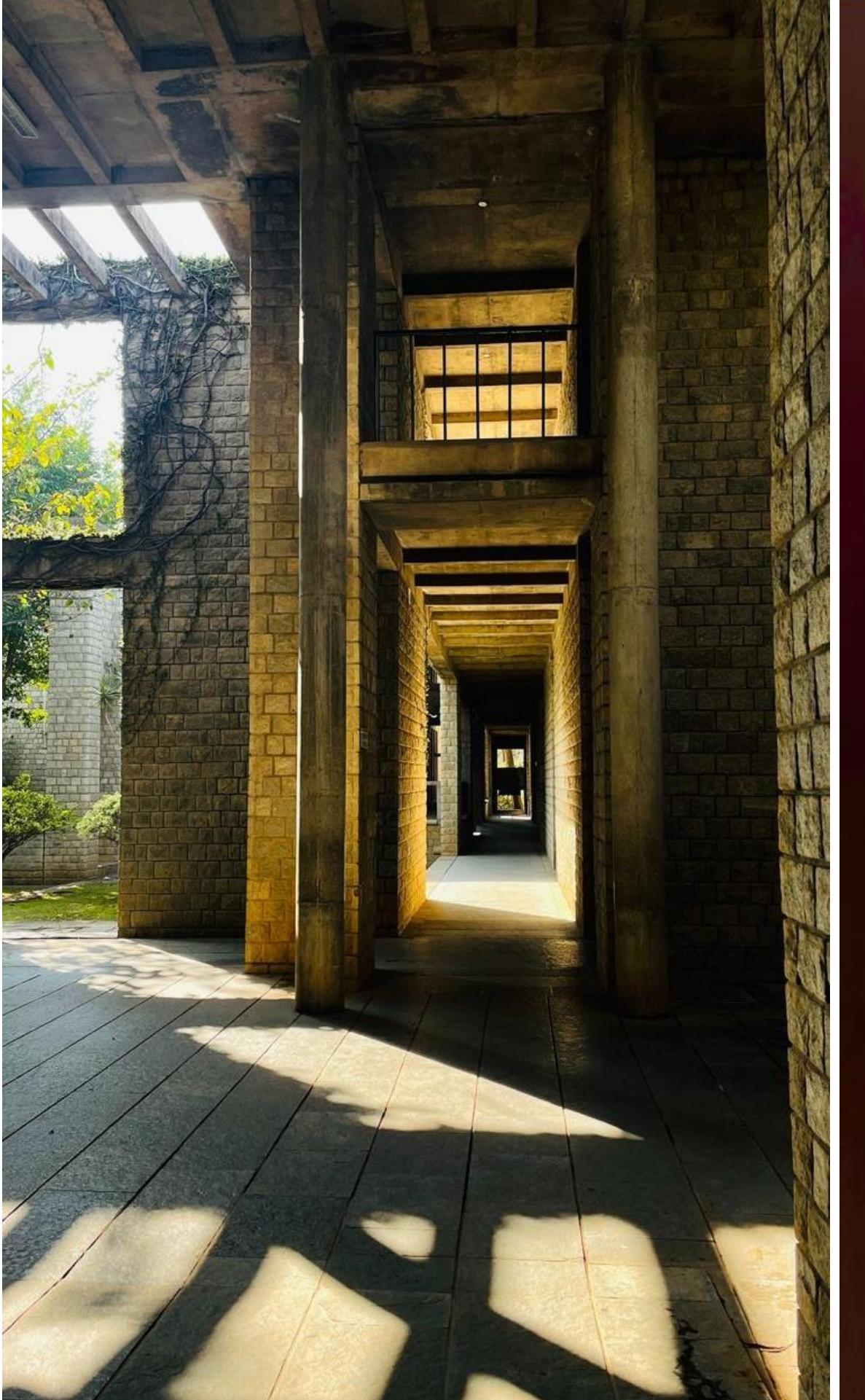
Storytelling Sketching  
Space & element designs  
Rendering (Water Medium)

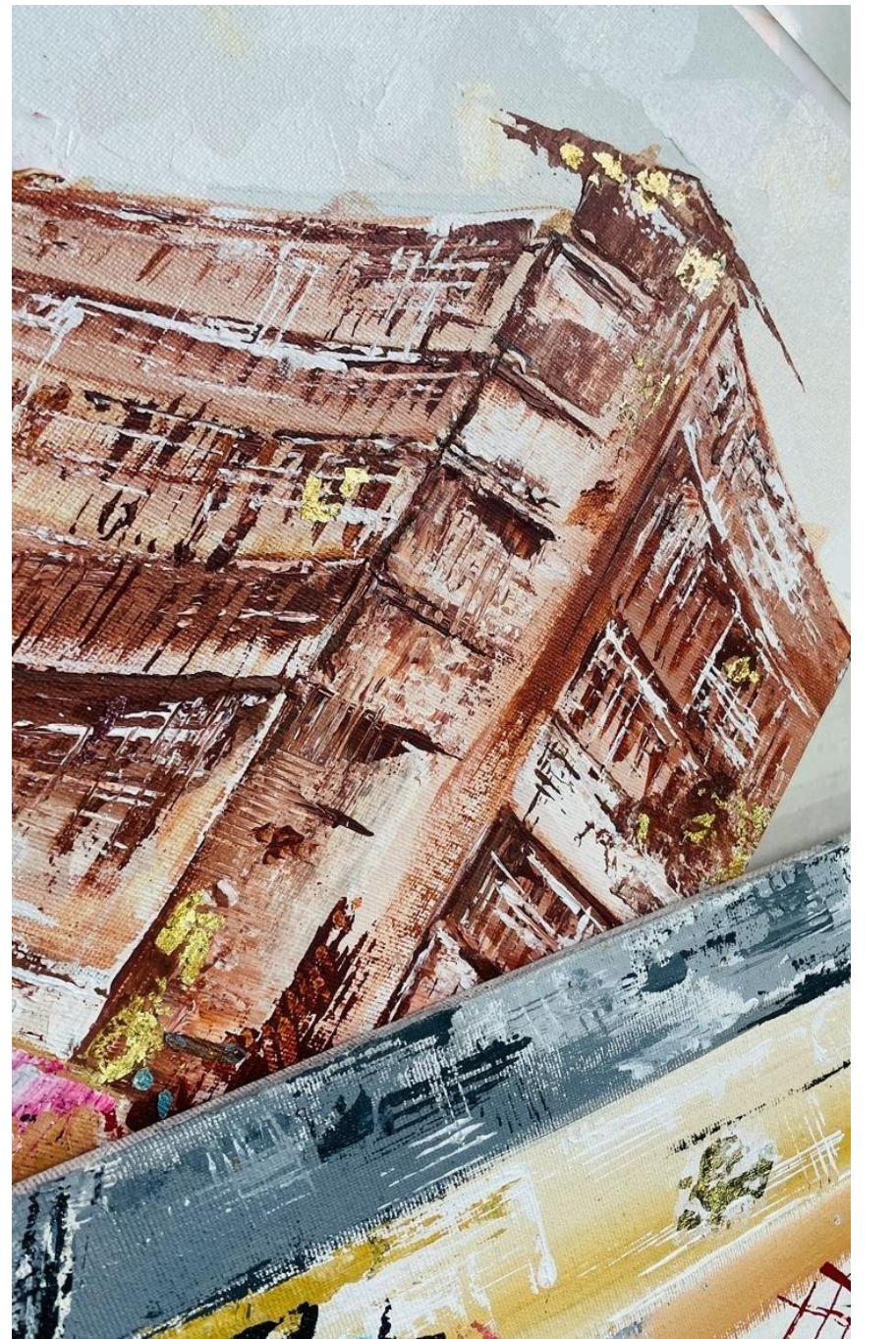




# PHOTOGRAPHY







**KNIFE PAINTING**