

PROPOSED ROAD SECTION AT BYPASS ROAD



2

# DESIGN SPRINT 1

## DESIGN OF ROAD INFRASTRUCTURE AND TRANSIT HUB

INCREASE CONNECTIVITY, ACCESSIBILITY WITHIN THE PARTS OF AMBUR

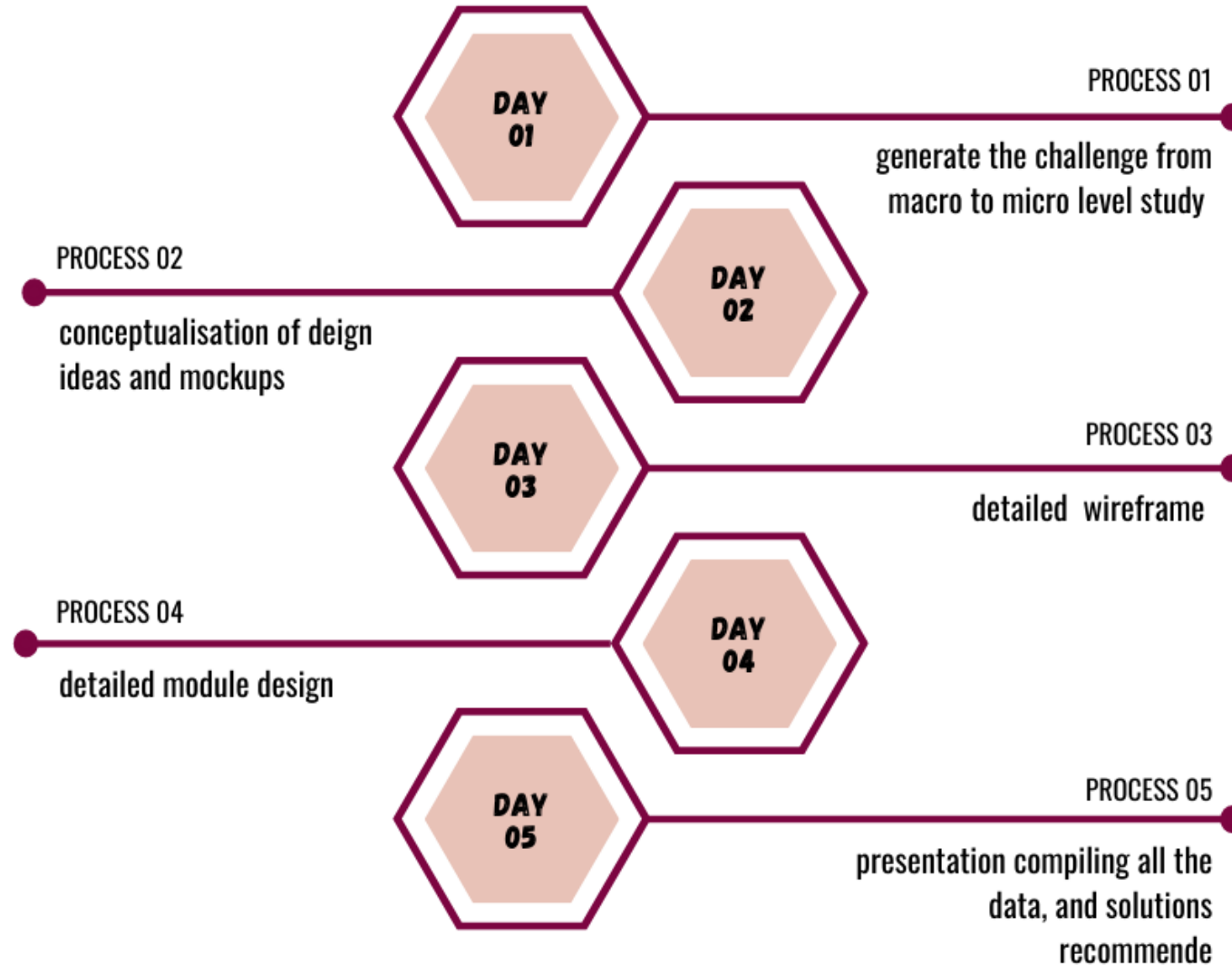
3

**AIM:** TO PROPOSE DESIGN INTERVENTION IDEAS FOR THE IDENTIFIED STUDY AREA OF AMBUR AND THE SURVEY REPORT IN 5 DAYS WITH A 5 STEP PROCESS

**PROJECT TYPE:** Academic, Group of 3 people

**MY ROLE:** ANALYSING AND IDENTIFYING SITE, IDEATING, PRESENTATION

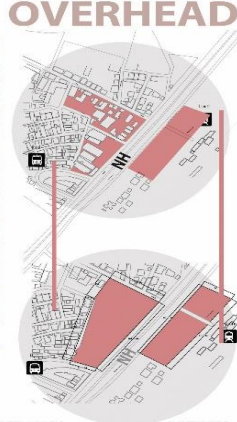
# Design process METHODOLOGY



## THE CHALLENGE - OVERHEAD PASS - SKY WALK



To facilitate a move away from private vehicles by reclaiming the interstitial spaces at the junction. The pedestrian, the cyclist and public commuter are separated for a more sustainable urban development paradigm.



SITE AREA : 11000  
7000

The site is filled with restaurants like ambur biryani and leather shops. Reimagining the whole space to be a hub that is connected with the restaurant and shop.

the new sky bridge - overhead pass has been carved out of the interstitial spaces is raised above the ground and connects the either sides of the highway to overcome the issues of crossing the highway. This helps transform the bridge into an urban space of connectivity.

the future of this city lies in the progressive efforts made to regulate the flow of traffic that have found to be overwhelmed by the users of ambur.



#### SIGNAL FREE TRAFFIC

BY REORGANISING THE FLOW OF VEHICLES, WE CAN CREATE AN ELEVATED GARDEN TO INCENTIVISE ROAD TRAFFIC BY A SIGNIFICANT AMOUNT.

#### RAISED GARDEN

BY RECLAIMING THE SPACE ABOVE THE SKYWALK, WE CAN CREATE AN ELEVATED GARDEN TO INCENTIVISE PUBLIC TRANSPORT.

#### REDUCED NOISE

WE CAN BRING VEHICLE-PEDESTRIAN INTERACTION TO A MINIMUM BY CHANGING THE PATTERN OF FLOW, INCREASING SAFETY AND COMFORT.

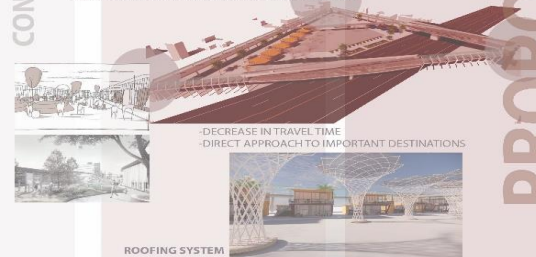
#### ENLIVEN THE ROUTE

BY CREATING A HANGING OUT SPOT WITH GREENERY ON THE SIDES, WE CAN TRANSFORM COMMUTING INTO AN ENJOYABLE EXPERIENCE AND AN OPPORTUNITY TO SOCIALIZE.

#### CONCEPTUALISATION



SEGREGATED PATHS TO NOT INTERFERE THE FLOW



ROOFING SYSTEM

DECREASE IN TRAVEL TIME  
DIRECT APPROACH TO IMPORTANT DESTINATIONS

## CONCEPT :

CREATING ICONIC STRUCTURE OR A LANDMARK TO MARK THE SIGNIFICANCE OF AMBUR.

SOLVES ISSUES OF SAFETY, AND CONNECTIVITY, ACCESSIBILITY

REDUCTION OF NOISE WITH VEGETATION BARRIERS.

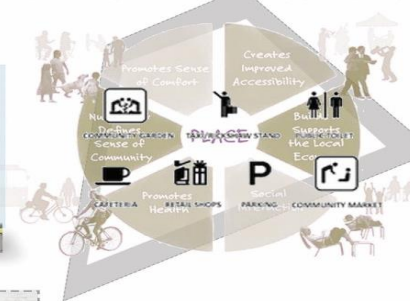


#### EMPHASIS ----- WALL OF ART



SECTION THROUGH THE HIGHWAY CONTAINING THE SKYWALK RIDGE AND THE BUSTOP.

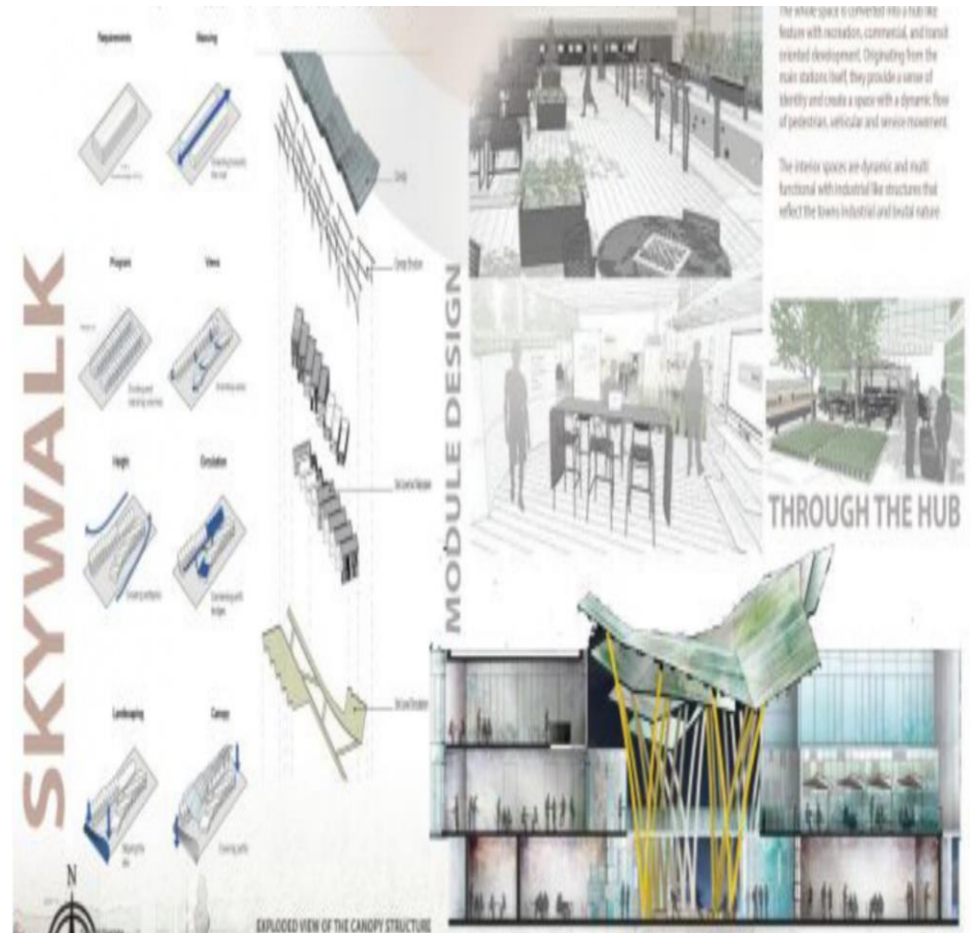
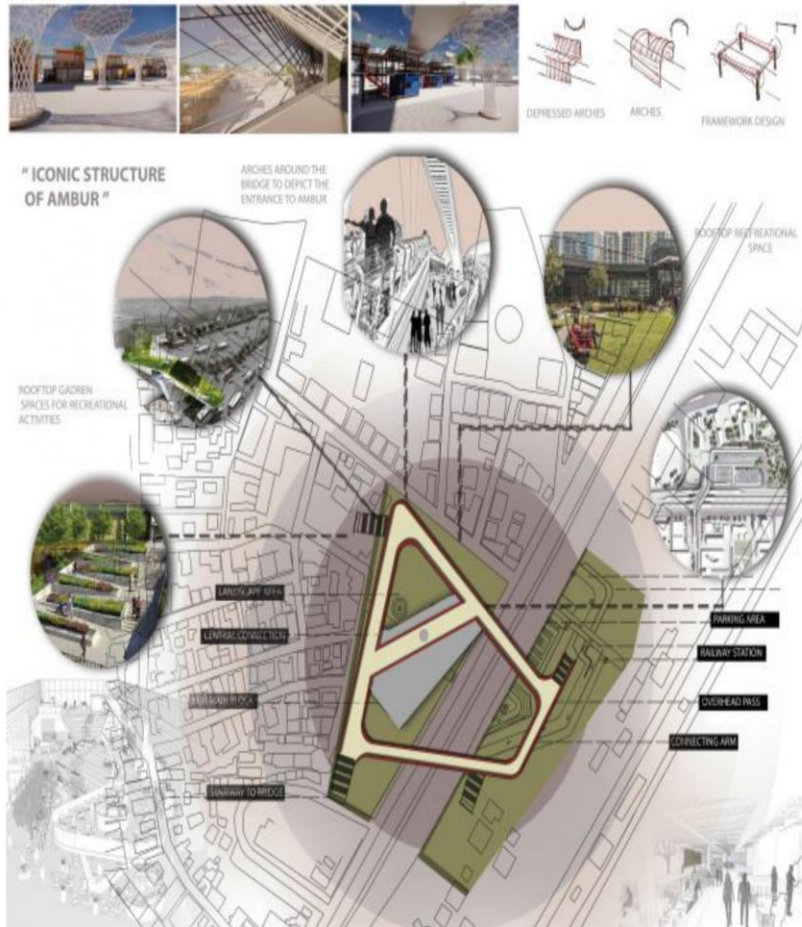
## RETHINKING AMBUR RAILWAY STATION TRAFFIC JUNCTION



FEATURES TO BE INCLUDED TO ENHANCE THE HUB SPACE.



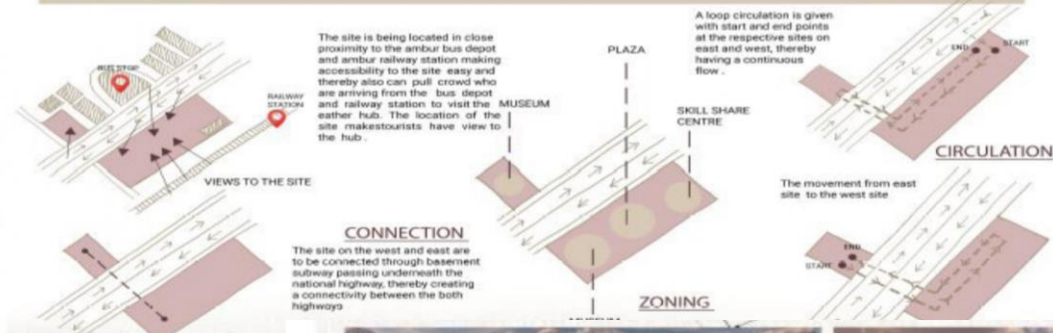
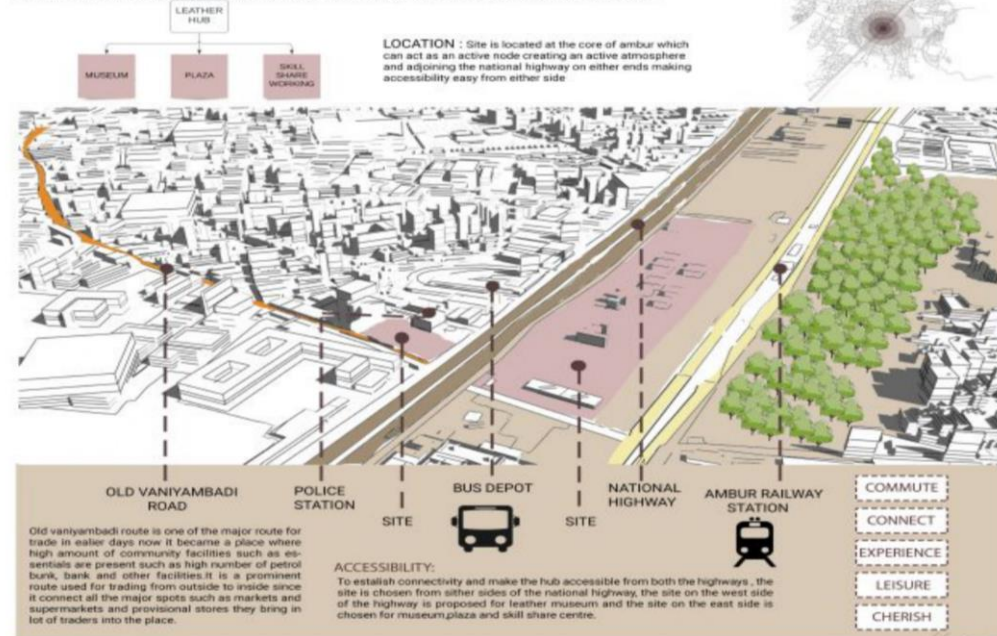
# HUB & TRANSIT





## PROPOSAL-LEATHER HUB

Ambur being known for its leather market, is famous in producing it and is known as the leather city of south india. To emphasize about the leather and its history, 'Leather hub' is being proposed at the core of ambur which comprises of skill share centre, where the finished leather is being made into products, an exhibition plaza of leather items for retail and recreation centre; and a museum/ experience centre about the history of ambur and a leather museum, glorifying about the history of leather market here.



1. EXPERIENCE CENTRE

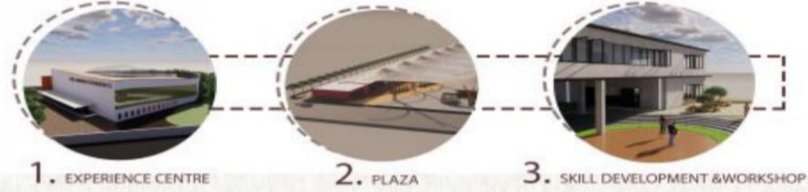


2. PLAZA



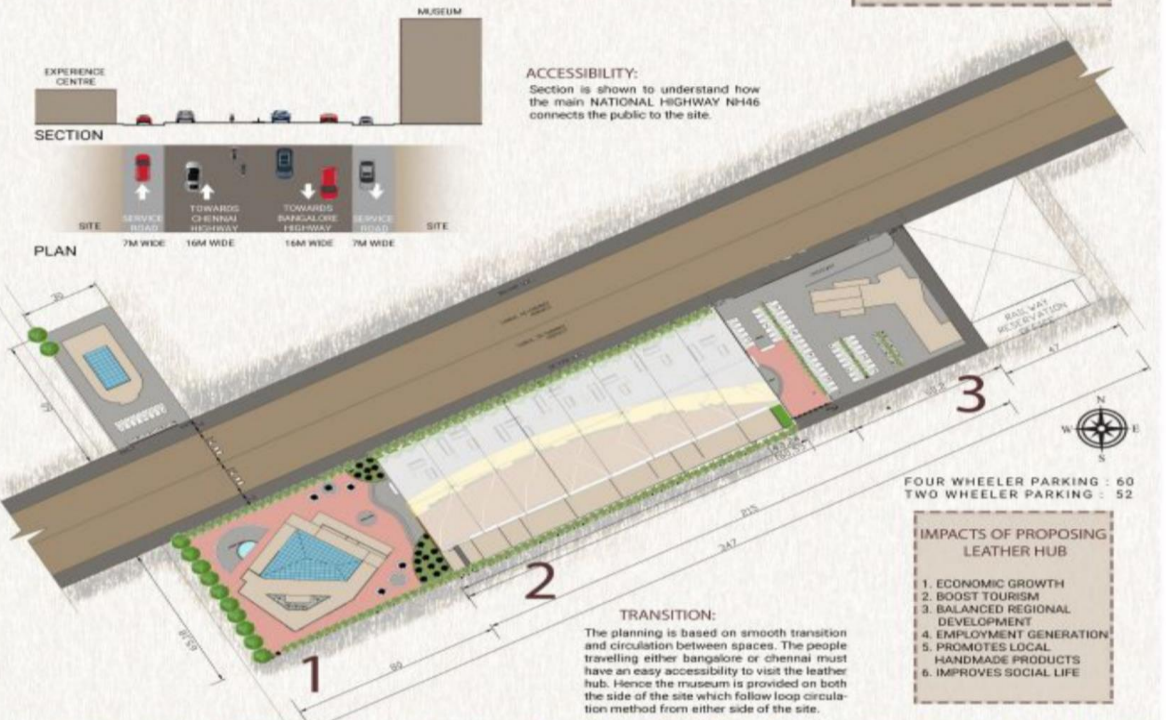
3. SKILL DEVELOPMENT & WORKSHOP

## LEATHER HUB - MASTER PLAN



### PURPOSE OF LEATHER HUB

The product from skill share goes to shop for display. Thereby creating a connectivity and bridging the gap between the makers and selling products. Museum and experience centre is a recreational centre consisting of leather museum and history museum.





## LEATHER HUB - PLAZA

### CONCEPT DEVELOPMENT

LINEAR STALL  
ARRANGEMENT FEELS  
TOO FORMAL &  
RESTRICTIVE

+



RADIAL STALL ARRANGEMENT CREATE A  
FEELING OF SPACIOUSNESS  
BUT COMPROMISE SECURITY AS IT OPEN  
ON ALL SIDES



COMBINATION OF BOTH COULD BE FEASIBLE BY  
HAVING AN OVERALL RADIAL FORM WITH LINEAR  
MOVEMENT SHARED BY MULTIPLE SELLERS  
WOULD BE FLEXIBLE AS WELL AS SECURE.

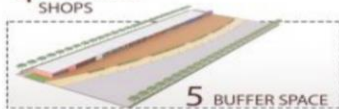
1 TENSILE  
STRUCTURE



2 TEMPORARY  
SHOPS



4 PERMANENT  
SHOPS



5 BUFFER SPACE

6 SERVICE AREA

### PLANNING BASED ON SITE CONDITIONS

THE PLANNING IS TO DESIGN A SPACE BASED ON SITE CONDITIONS SO IT PROVIDES A  
COMFORTABLE ENVIRONMENT FOR THE PEOPLE. IN THIS CASE, WE HAVE TO MAINTAIN  
LOW TEMPERATURE COMPARE TO ITS SURROUNDING SINCE IT IS NEAR THE CHENNAI-  
BANGALORE HIGHWAY AND ALSO THE CLIMATIC CONDITIONS OF AMBUR DURING MOST  
OF THE MONTH LIES BETWEEN 32°C AND 40°C ONLY DURING THE MONTH OF DECEMBER  
IT IS 29°C. HENCE IT IS ALWAYS HOT WHICH IS NOT DESIRABLE FOR MANY PEOPLE. TO  
ACHIEVE THE LOW TEMPERATURE FEW PLANNING STRATEGIES HAVE BEEN USED.

TENSILE CANOPY IS PROVIDED OVER THE SHOPS IT PROTECTS FROM DIRECT SUNLIGHT BY PRO-  
VIDING AMPLE AMOUNT OF LIGHT. BY INCREASING THE HEIGHT OF THE TENSILE STRUCTURE IT  
HELPS TO LIFT THE HOT AIR UP AND LET THE COLD AIR FILL THE SPACE SINCE HOT AIR IS LESS  
DENSE THAN THE COLD AIR. USAGE OF HVAC FANS CAN COOL DOWN THE PLACE DRAMATICALLY  
WHICH IS ALSO A FEATURE USED TO REDUCE THE TEMPERATURE. BUFFER SPACE IS MADE BY  
PROVIDING NATIVE VEGETATION ON BOTH THE SIDE OF THE SHOPS WHICH ACTS AS AESTHETIC  
FEATURE, TO REDUCE NOISE POLLUTION AND HEAT FROM THE HIGHWAY.



FLOOR PLAN

### VIEWS:



## LEATHER HUB - EXPERIENCE CENTRE / MUSEUM

### MUSEUM OF HISTORY/ EXPERIENCE CENTRE

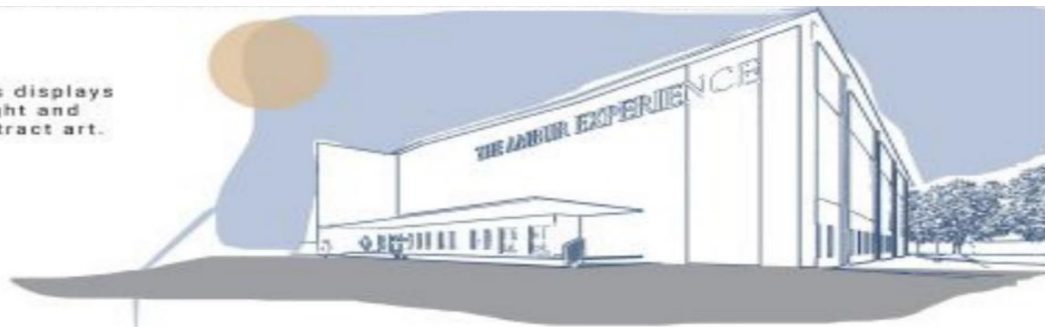
### LEATHER MUSEUM



## EXPERIENCE CENTRE

The plan involves a continual ramp which connects through all the floors. This ramp includes display area on one side and a view from atrium on the other.

The basement subways displays wall art played with light and shadow to display abstract art.



SECOND FLOOR



FIRST FLOOR



GROUND FLOOR



VIEW FROM BASEMENT



VIEW FROM CENTRAL ATRIUM



VIEW FROM THE RAMP  
DISPLAY



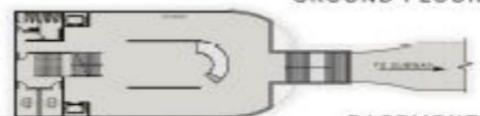
VIEW TO THE CENTRAL RAMP



The eastern part of the museum is connected to the main block through a subway which also displays the Ambur history. This block also consists a ramp which takes you from the ground floor to the basement.



GROUND FLOOR

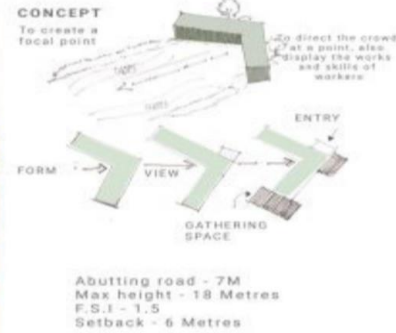


BASEMENT

LEATHER MUSEUM

N





VIEW OF THE BLOCK



THE TEACHING SPACE



VIEW FROM THE WORKSHOP



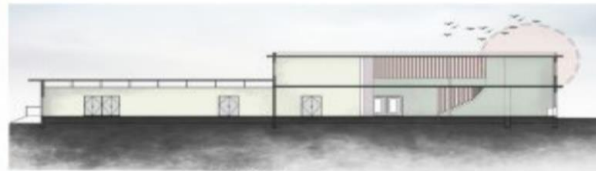
FINISHED GOODS



VIEW FROM THE WORKSHOP



ELEVATION



SECTION



EXTERIOR VIEW



## REFLECTION:

### -Mapping the Vision and Current Scenario

-Remixing and improving ideas , Use just lines, rectangles and words,

-Turn sketches into detailed solutions, flexibility remarkably improved by the proposed solution

- a day and half to flesh out the details of the idea and receive user feedback. Arranging for user feedback is a critical part of the Sprint

Taking a principle from the world of running: Gradual Build and then, Pace Up! On the first two days, to map the big picture, fact sheets were presented to the group about the problem and various details. As the days passed, it was clear that the process had not been sticky and over a few days, the information had decayed.