

PRAGYA BARNWAL

ARCHITECTURAL PORTFOLIO

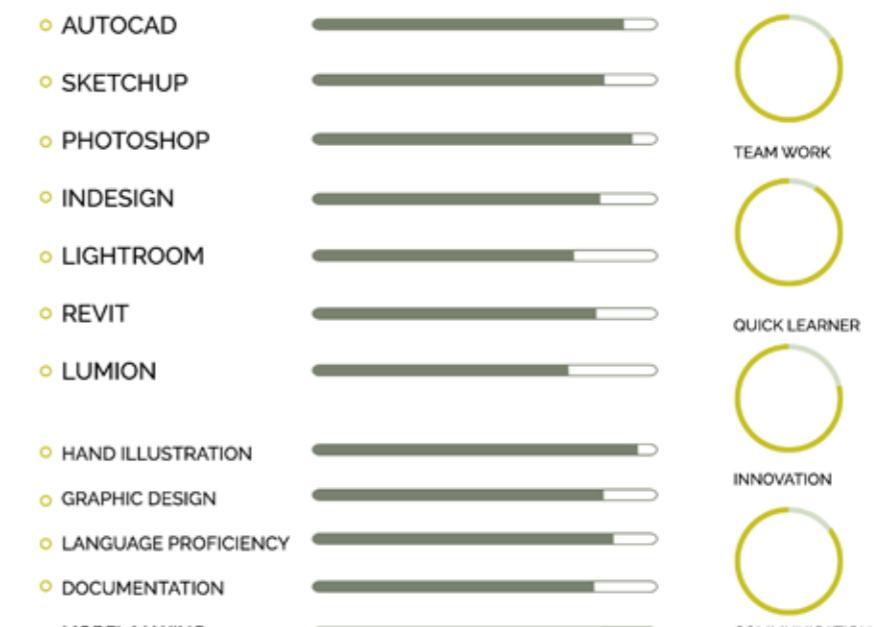


## EDUCATION

- **2016 - Present : Bachelors**  
Department of Architecture, BMS college of engineering, Basavangudi, Bangalore.  
CGPA : 8.7
- **2014 - 2016 : 12th grade (ISC board)**  
City Montessori school, Gomtinagar, Lucknow, Uttarpradesh.  
Board percentile: 93.75%
- **2004 - 2014 : 10th grade (ICSE board)**  
Jeevan marg sophia secondary school, Deoria, Uttar pradesh.  
Board percentile: 91%



## SKILLS



## EXTRA CURRICULAR

- **COMPETITIONS:**
  - ZONASA\_ZONE 5 -2018 (SIT ,Tumakuru) :
    - First position in AFFICHE (formal event)
    - First position in DEPICT ( informal event)
    - Architectural interpretation in fashion (TOYO ITO) - First position
- **LEADERSHIP:**
  - REUBENS TROPHY Co-ordinator (ZONASA 2018)
  - Event co-ordinator for ENVISAGE (BMSCA fest) (2018.19)
  - School council member (2012-14)
- **WORKSHOPS:**
  - DEPLOYABLE STRUCTURES (2019)
  - Talk by Architect SNEHAL SHAH
  - Talk by Architect BIJOY RAMACHANDRA
  - Talk by Architect KEVIN MARK LOW
- **VOLUNTEERING:**
  - BMSCA NSS UNIT - Painting and maintaining an NGO run school under awareness for sanitation and hygiene drive.
  - Designing book cover for annual college magazine TVASTRA.



## PRAGYA BARNWAL

ARCHITECTURAL INTERN  
D.O.B: 24/08/1998



### CONTACT

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### ABOUT ME

A curious mind, always questioning the space around itself, constantly learning from it and trying to explore beyond it. A strong believer in the strength of design and what possibilities could be achieved through it. A hard worker, dedicated to expanding my knowledge base and skill sets through continuous exploration in this limitless field.

### LANGUAGES:

ENGLISH ---100% HINDI ---100%  
KANADDA---50%

### INTERESTS:



## Perceptions

Architecture is not just a practise, but also a power. A power to shape the involvement, to instigate curiosity, and to change perception – the power to generate reaction. This very capability has always intrigued me to learn more and more and broaden my knowledge in this vast spectrum of this creative field.

This portfolio is a compilation of series of passionate works that have been done throughout the learning ventures of this course. Each project has its own approach, which deemed fit for the pretext of that very project. This curated collection of works represents the conglomeration of values I hold as an architect.

## Beliefs

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### PHILATELY MUSEUM

Urban insert - Philately museum + post office redesign  
Jayanagar 4th block, Bangalore  
*pg(5-10)*



### AROGYA

Urban intervention- public toilets across the study area.  
Multiple venues across Jayanagar 4th block, Bangalore  
*pg(11-14)*



### VERANDAH WALKWAY

Urban plaza design  
BDA complex, jayanagar 4th block, Bangalore  
*pg (15-18)*



### URBAN OASIS

Ongoing Thesis project  
Koramangala , Bangalore  
*pg(19-30)*



### AGORA'

Interior design - Restaurant  
Bangalore  
*pg(31-34)*



### TECHNICAL DRAWING

Working drawings of a apartment building  
*pg (35-38)*



### LEVITATE

Product design - outdoor furniture  
*pg(39-42)*



### LUMINESCENCE

Fashion design -competition- Winning entry  
Bangalore  
*pg(43-46)*



POST-OFFICE AND PHILATELY MUSEUM

PUBLIC TOILET

PUBLIC PLAZA

THESIS: OASIS

RESTAURANT INTERIOR DESIGN

TECHNICAL DRAWINGS

PRODUCT DESIGN

FASHION DESIGN

01

## PHILATELY MUSEUM



**PHILATELY** : The collection and study of postage stamp.

The design studio was focused on selecting an urban area for thorough studying ( jayanagar 4th block ) and understanding the process of development of an urban project which would act as a catalyst in the study area. After studying the area, i proposed an extension of already existing post office and adding philately museum and allied activities to it. Throughout the studio an effort to understand urban level documentation and analysis is done and is carried forward in development of our own programs and proposal.



# 01

## ARCHITECTURAL DESIGN STUDIO

**STUDIO:** VII

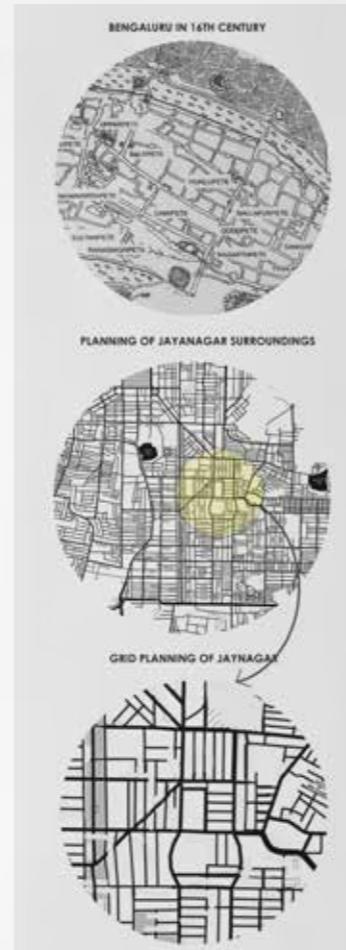
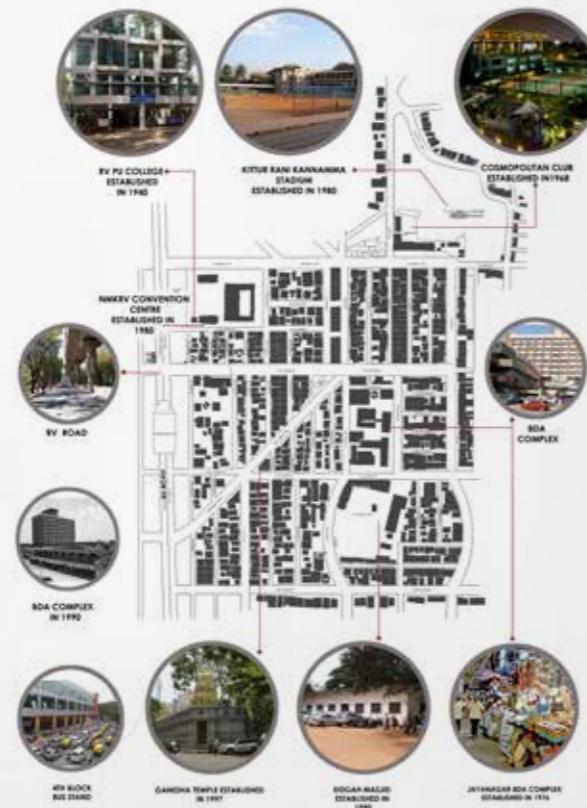
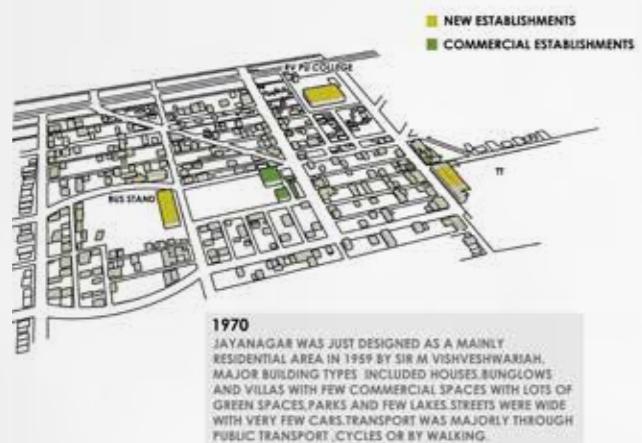
**PROJECT TYPE:** URBAN LEVEL PROJECT  
(PHILATELY MUSEUM AND POSTOFFICE REDEVELOPMENT)

### DECODING:

The studio focuses on understanding how to design for an urban context, who are the stakeholders and how to propose a project that would engage with the inferences gathered from the survey done thoroughly throughout the study area.

After a thorough survey of the area, a public building is to be proposed from which the different stakeholders of the study area would benefit.

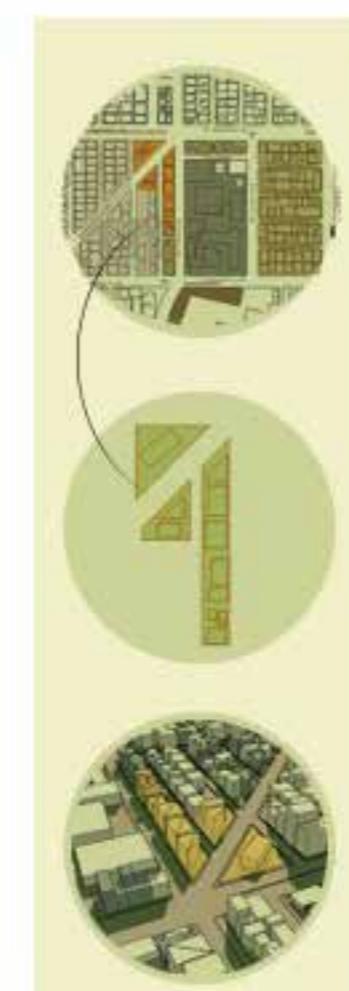
The study area has an already existing post office, which is not in a very good condition, and is at a prime node, thus it is considered as an opportunity to introduce an allied activity which could benefit the society at large. That is where the idea of philately museum comes in, which could benefit the locals as well as the post-office.



Urban analysis: built and unbuilt analysis (noll), to understand the density of built vs unbuilt.

Urban analysis: understanding the f.A.R requirement alterations according to zonal regulations.

Urban analysis: building heights mapping throughout the study area, separating through zones.



#### Need of the project:

The proposed plan is aimed towards the direction of establishing a public activity in the commercial zones of jayanagar 4th block where the footfall is high but the activity is limited to the commerce part of it. The existing post office is built only on 40% of the total site and there is a scope of better utilization of the site the commercial zones have max g+2 structures , when the f.A.R is much higher, thus it could be utilized as well.

#### S.W.O.T analysis:

**Strength:**  
The site is at a major node . Mixed user group ( commercial and residential).

**Weakness:**  
High density commercial zone , which needs to be redesigned. Moderate traffic movement between the site blocks at all times.

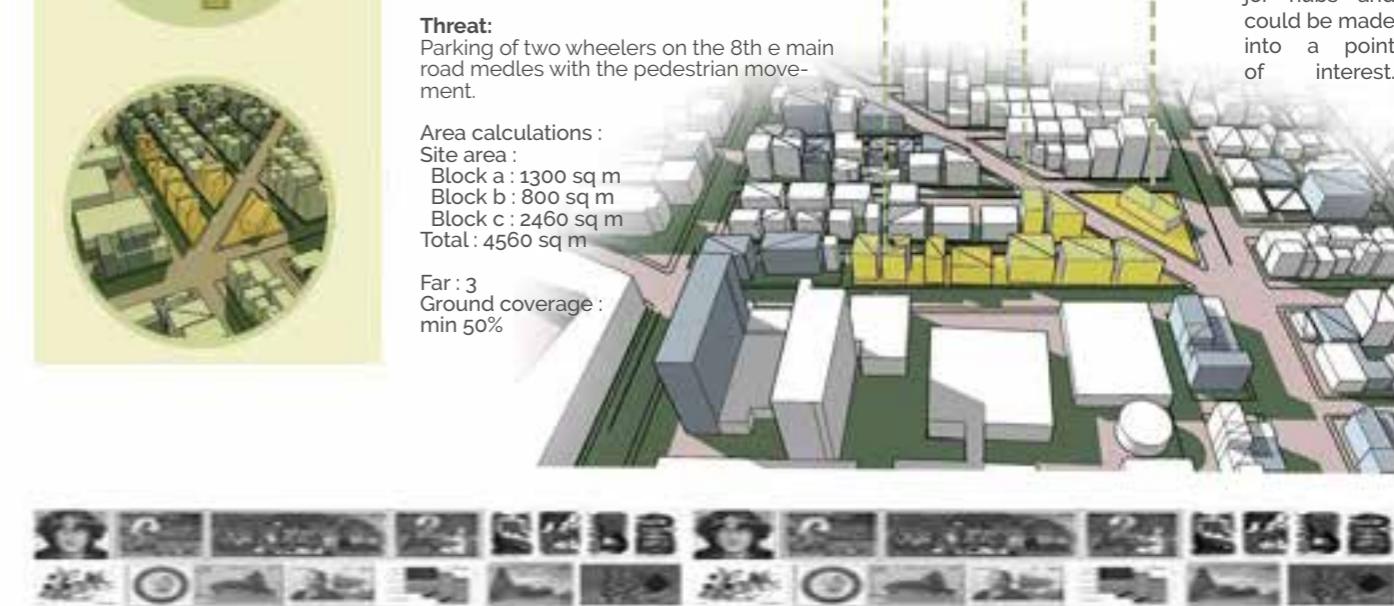
**Opportunity:**  
Introduction of a landmark at the junction to give it an identity.

**Threat:**  
Parking of two wheelers on the 8th e main road medles with the pedestrian movement.

#### Area calculations :

Site area :  
Block a : 1300 sq m  
Block b : 800 sq m  
Block c : 2460 sq m  
Total : 4560 sq m

Far : 3  
Ground coverage : min 50%



#### Commercial block:

A series of mixed use shops which are in a considerably bad condition and are not utilizing the zone far to the extreme, provide for an opportunity to condense the shops to a smaller block and introduce a museum unit.

#### Post office:

It is a single storey structure an a prime nodal site close to major hubs and could be made into a point of interest.

# DESIGN PROCESS:

## CONTEXTUAL:

The design is thought out on a micro as well as macro scale . It responds to the existing context of jayanagar 4th block and also the upcoming development planning . Jayanagar is more of a traditional market and the design should respond to it.

## FUNCTIONAL:

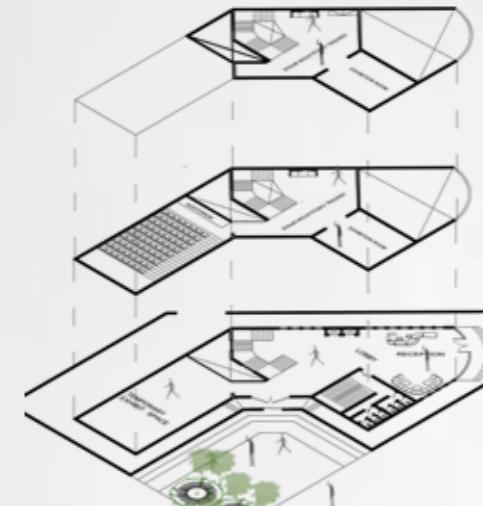
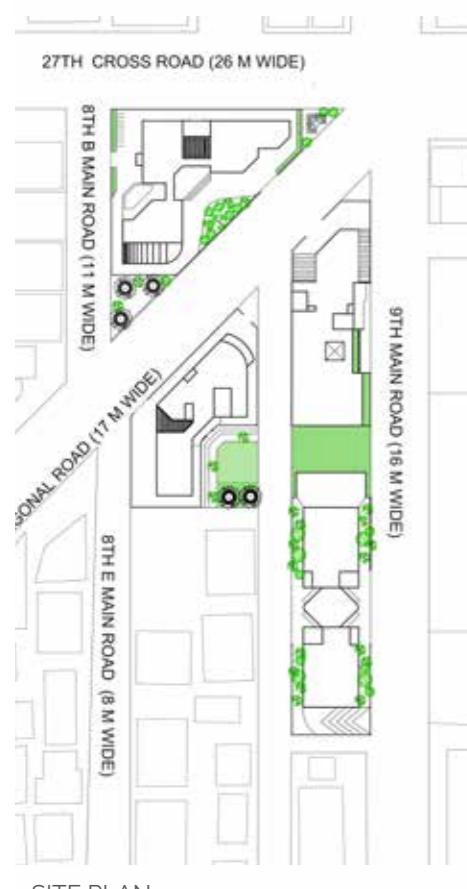
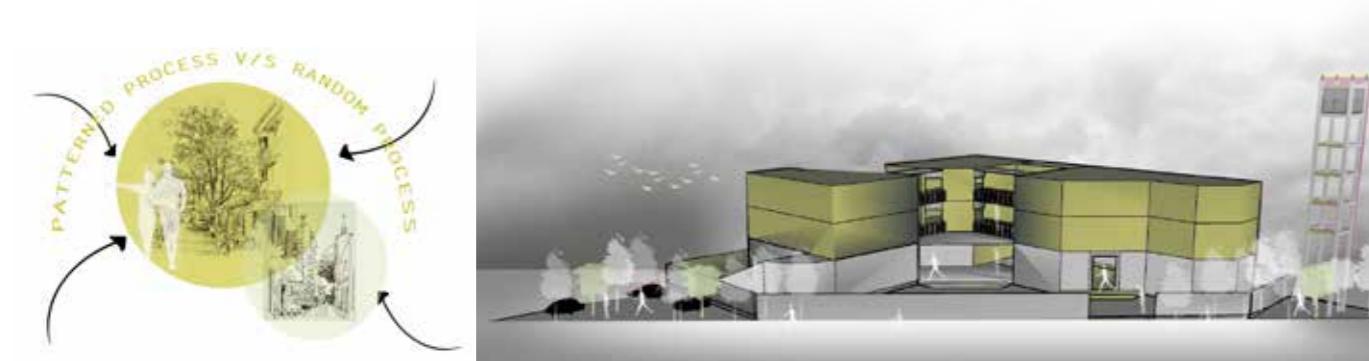
The design development is done keeping the workability in mind . Being a public building the most important design strategy is functionality . The design is done in such a way that its user centric and sequential.

## CONCEPTUAL:

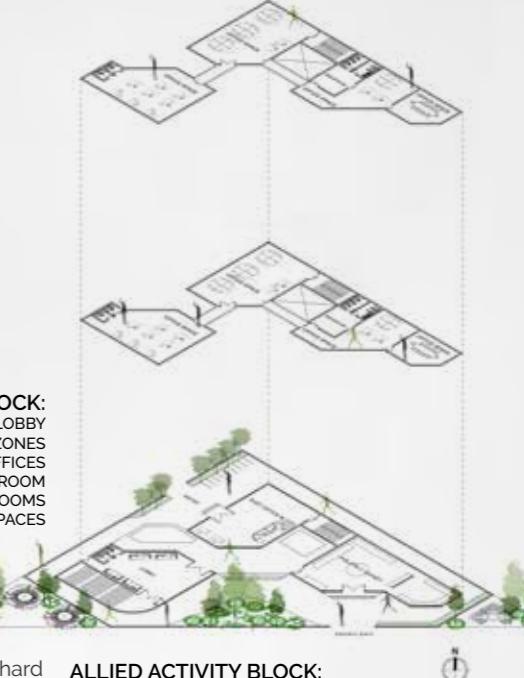
The concept followed here is one solution vs multiple answers . The site is like pieces of puzzle and the task is to join them together , be it by purpose or functionality.

## MATERIAL:

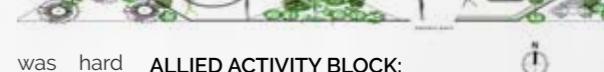
Another important consideration is the selection of material . The material selected should be responsive to the surrounding and also be aesthetic in nature .



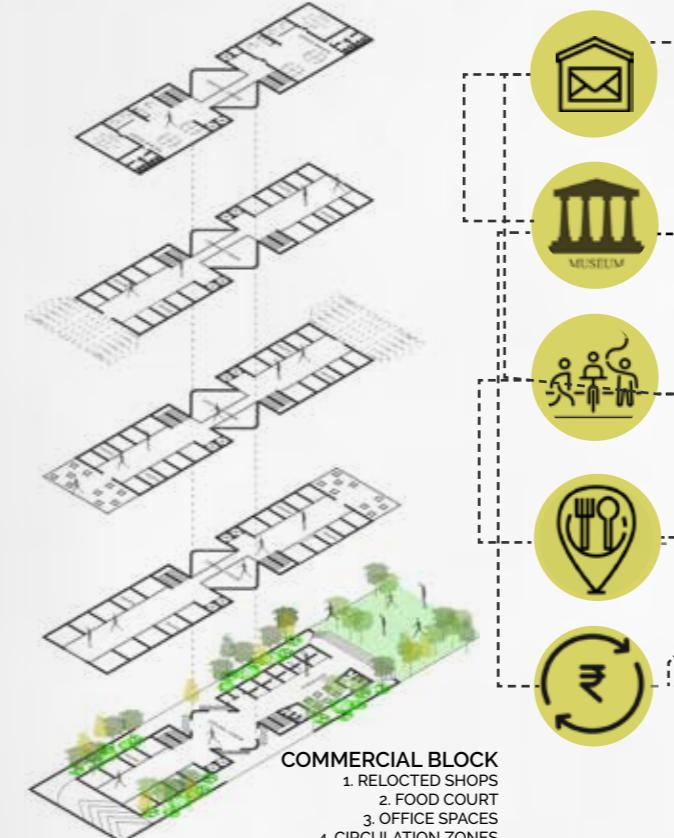
- MUSEUM BLOCK:**
- PARKING
  - LOBBY
  - AUDITORIUM
  - EXHIBIT SPACES
  - RECREATIONAL SPACES
  - PHILATELIC EXHIBIT
  - EVOLUTION OF POSTAL SERVICE EXHIBIT



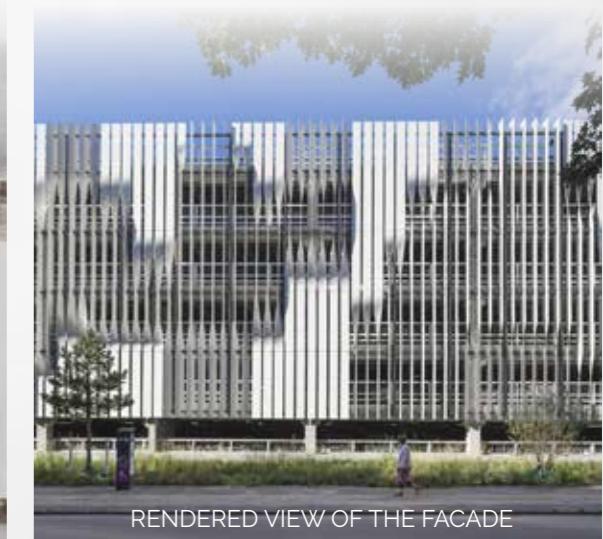
- POST OFFICE BLOCK:**
- LOBBY
  - CUSTOMER ZONES
  - DEPARTMENT OFFICES
  - BREAKROOM
  - WASHROOMS
  - CIRCULATION SPACES



- ALLIED ACTIVITY BLOCK:**
- LIBRARY
  - CAFE
  - INFORMAL EXHIBIT SPACES
  - CIRCULATION SPACES
  - PUBLIC UTILITY SPACES



- COMMERCIAL BLOCK**
- RELOCATED SHOPS
  - FOOD COURT
  - OFFICE SPACES
  - CIRCULATION ZONES



**RENDERED VIEW OF THE FACADE**

## 02

### AROGYA



**AROGYA** is a sanskrit word which means health of the body, mind and spirit. It means remaining free from illness and diseases.

The scenario of public sanitation has always been a hot topic in India. even though we are progressing as a country, yet the basic need of having a planned public toilet is lacking in majority.

While we understood the fabric of our study area for urban design studio, this issue stood out, and later when given the opportunity of proposing an individual intervention, this very issue was addressed.



02

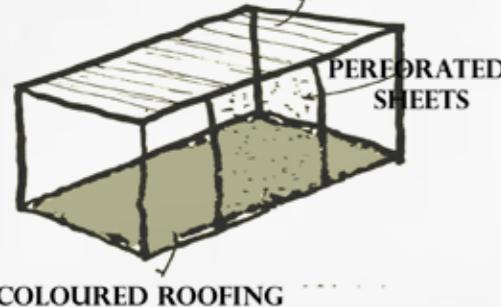
ARCHITECTURE  
DESIGN STUDIO

**STUDIO:** VII  
**PROJECT TYPE:** URBAN INTERVENTION  
(PUBLIC TOILET MODULE DESIGN)

### ANALYSIS:

The existing toilets are in poor condition. The smell is uninviting, plus locating them is hard. Upon further usage, it is noticed that there is no special care taken of women's needs. The major hubs are missing natal care plus female oriented / friendly toilets. The major commercial zones lack a proper toilet, thus identifying the spots where they could be placed, for a better user convenience and usability.

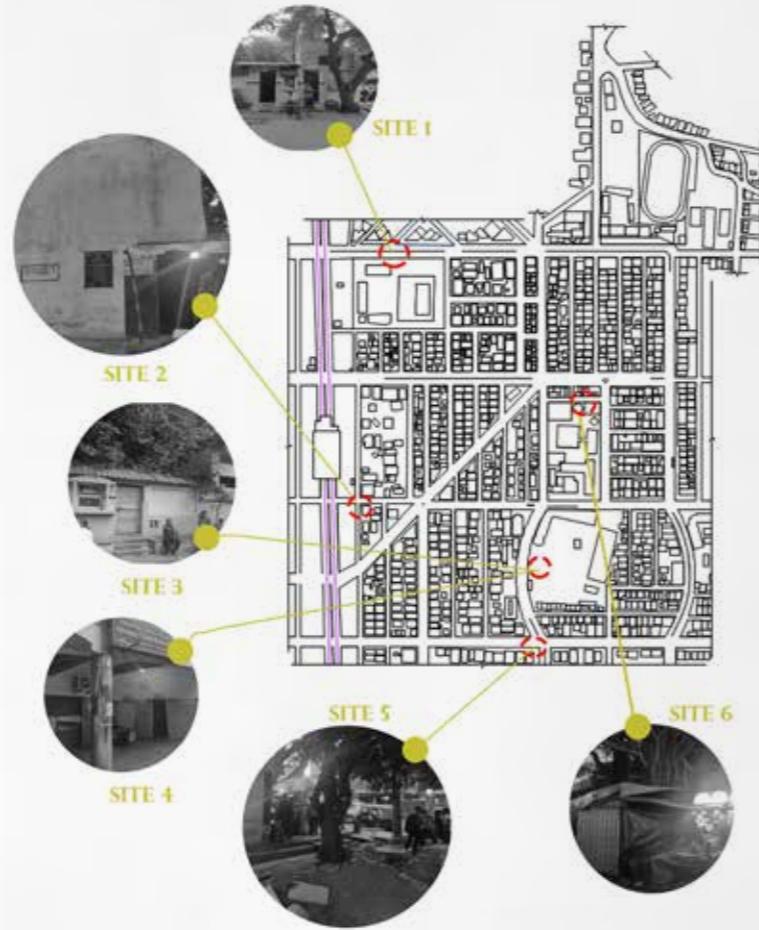
SEMI TRANSPARENT ROOFING



### INTERVENTION:

Toilets at site 1 and 2, could be redesigned after noticing the reasons for them to not be functioning properly. The toilets at site 3 and 4 can be combined into one unit. Plus, introduction of toilet near CCD junction and BDA complex.

**Design of a module of a toilet which could be adjusted according to the size and shape of the location.**



### EXISTING CONDITIONS:

**Site 1:** located near the junction of 4th main road and Aurobindo Marg (BBMP owned)

Issues: not maintained properly, no proper lighting, no attention paid to special needs of women, lacks wheelchair accessibility and toilet.

**Site 2:** located on 30th cross road, near Jayanagar Metro Station (private).

Issues: no separate toilet for women, songs blaring on loudspeaker, stinky and mismanaged.

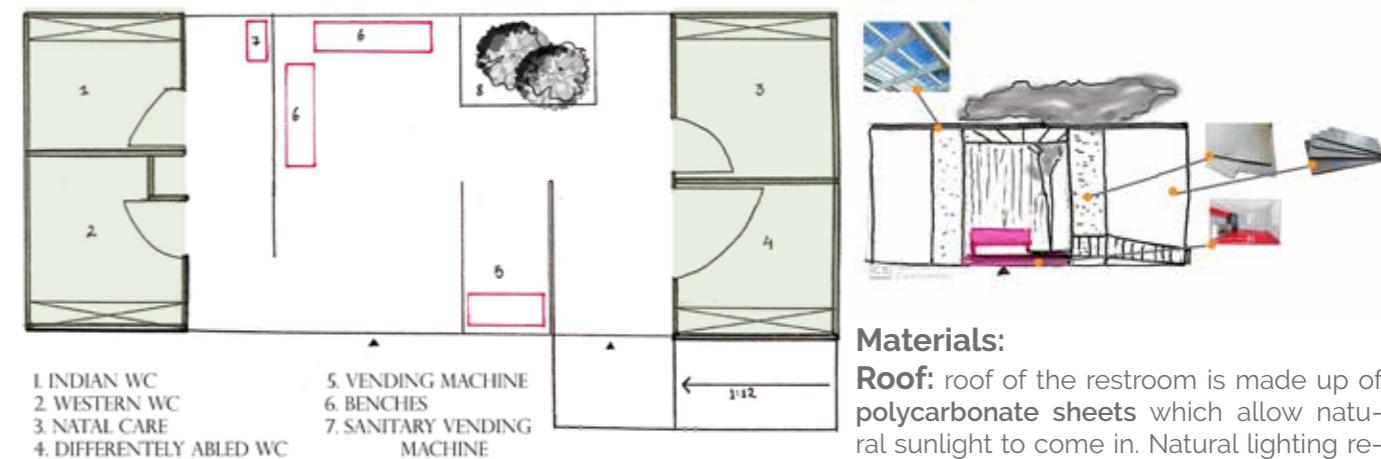
**Site 3:** located near Jayanagar bus stop.

Issues: not functional due to existing toilet in the bus stop, hence is closed up.

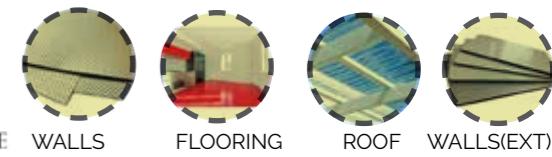
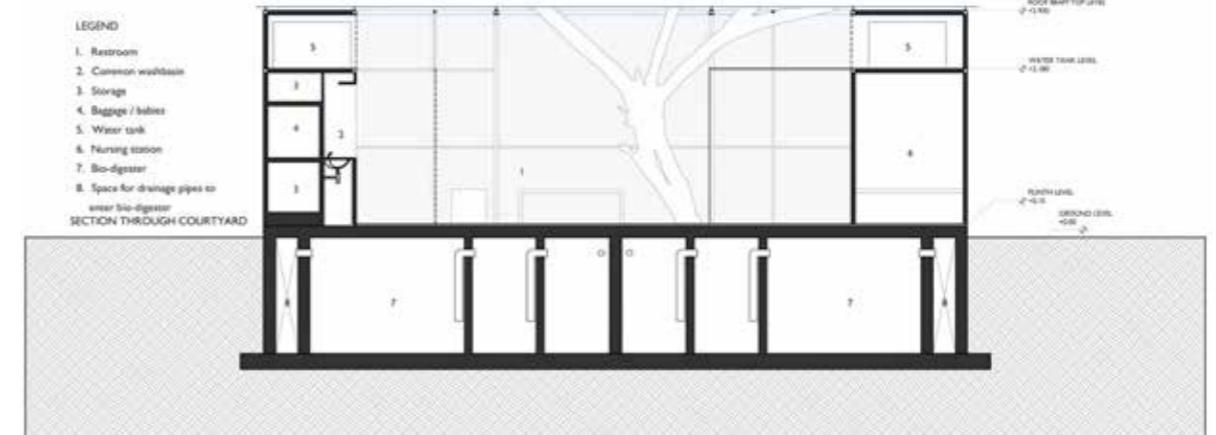
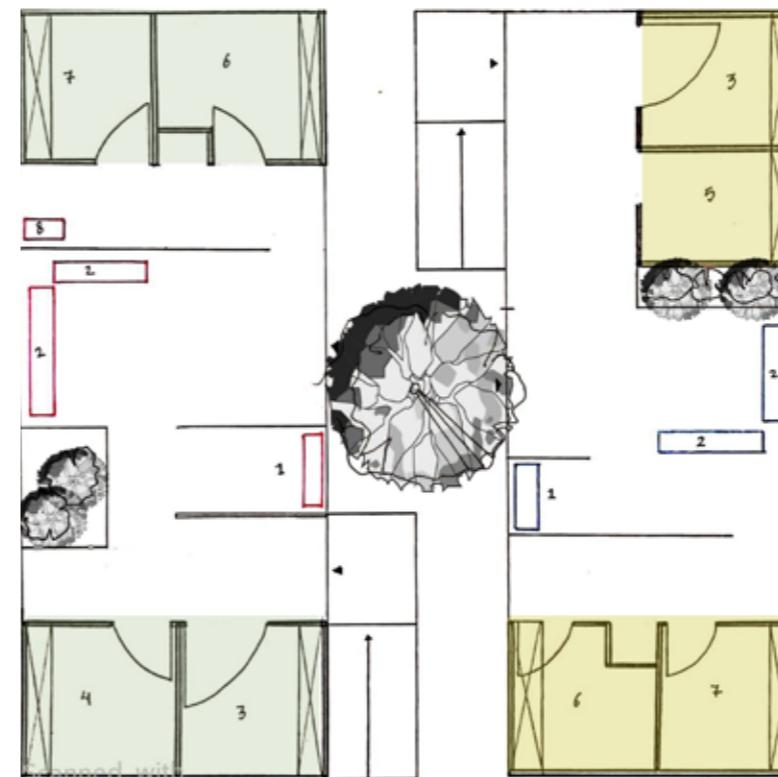
**Site 4:** in the Jayanagar bus stop complex.

Issues: mismanaged and not sanitary.

### SINGLE TOILET MODULE (FEMALE ONLY)



### DOUBLE TOILET MODULE



### Materials:

**Roof:** roof of the restroom is made up of **polycarbonate sheets** which allow natural sunlight to come in. Natural lighting reduces the production of harmful bacteria and organisms and is a natural disinfectant.

**Floor:** the flooring for the restroom has been conceived in polyurethane. It is not only an economical option but also adds character. The seamless nature of the floor eases mopping and sweeping and eliminates any dirt saturation that is common in tiled flooring.

### Walls:

#### inner walls:

Aluminium composite panels or of stainless steel sheets. High durability, water resistance and ease of cleaning make it fit for public toilets. While the ease of changing single panels help keep maintenance economical.

#### Outer walls:

These walls are also made of stainless steel with perforation. The perforated walls help in cross ventilation of air while letting sunlight in.

**Furniture:** wrought iron furniture. Not very comfortable so doesn't prolong the stay, plus in same colour as flooring.

03

## VERANDAH WALKWAY



**VERANDAH** has been a major element of the space making in Indian households. It is the informal breathing space in the house.

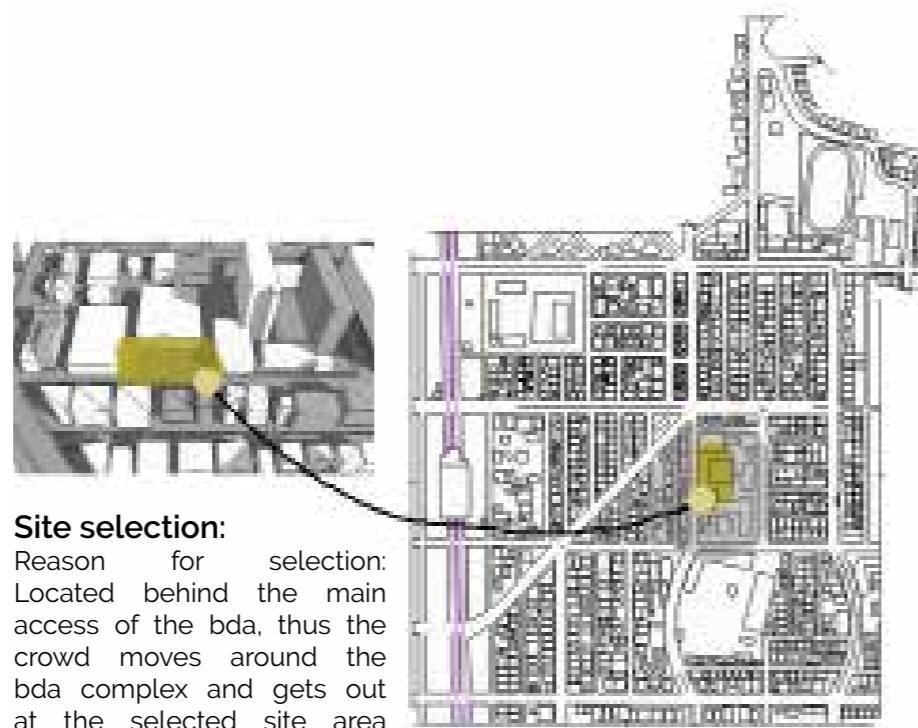
In the urban design studio, an opportunity to introduce a public plaza in the study area came forward, as a time problem for us.

Initially, how a public space functions is understood and then how important is the context, while designing a public space is understood.



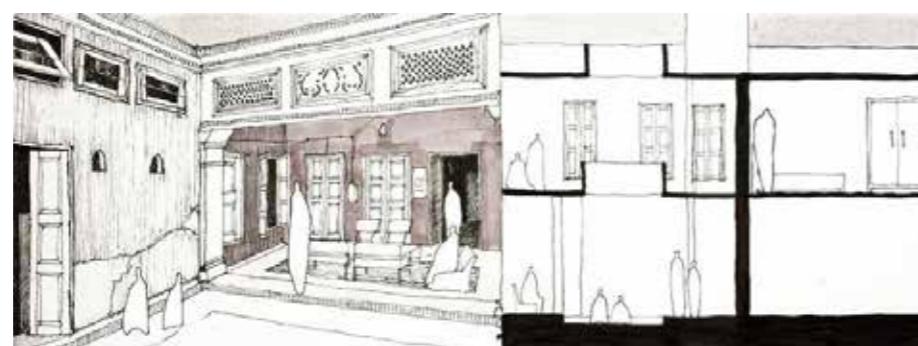
# 03 ARCHITECTURE DESIGN STUDIO

**STUDIO:** VII  
**PROJECT TYPE:** URBAN PLAZA  
(TIME PROBLEM)



## DESIGN STRATEGY:

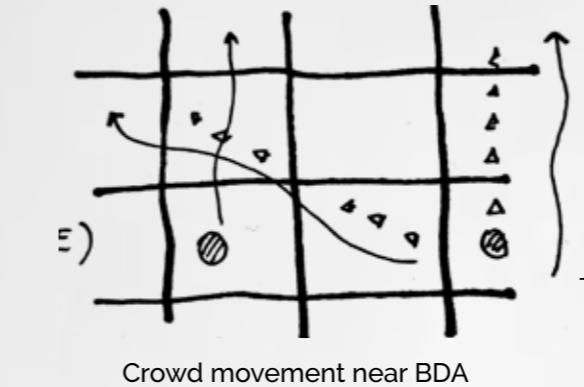
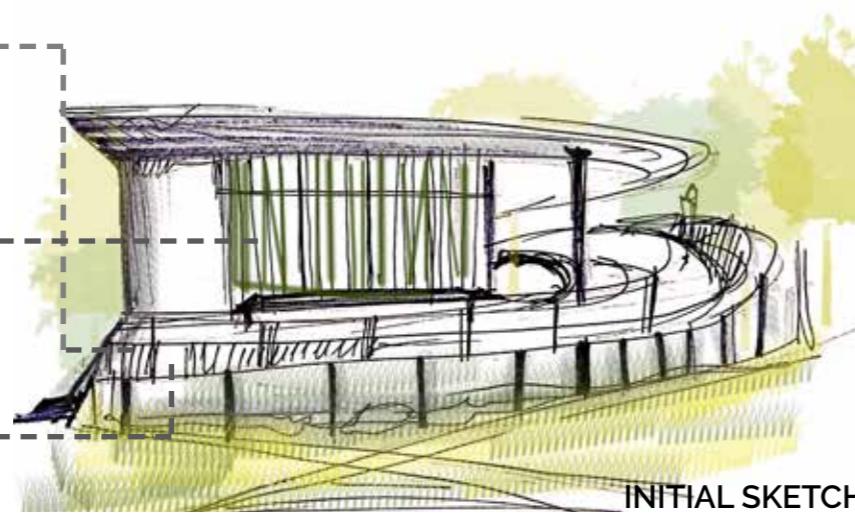
Verandah has been a major element of the space making in Indian households. The Jayanagar BDA complex is more of a cultural and festival-oriented market. The major crowd is of traditional household of Jayanagar vicinity, thus introduction of an already existing concept but in a modified manner to act as an element of urban space making seems appropriate. The walkway concept urges a constant movement, thus there is a continuous flow of users, avoiding stagnation of crowd at a point.



**Opens to a deck**  
Mostly verandah lead to an open view point, thus here opens to a deck.

**Green latticed screen**  
The green lattice gives an essence of foliage in dense urban market.

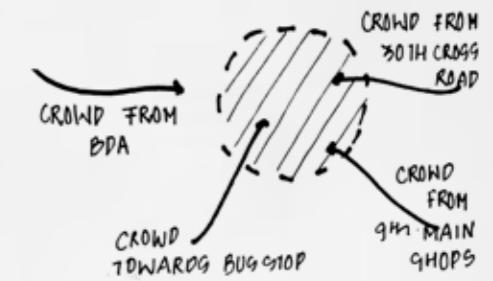
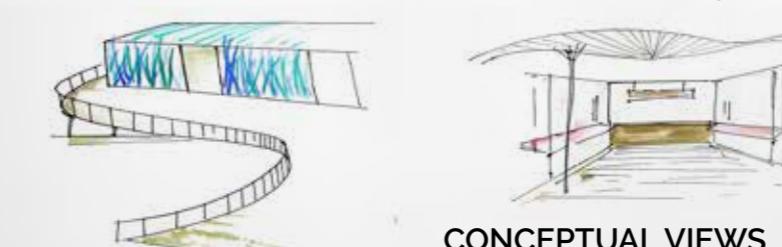
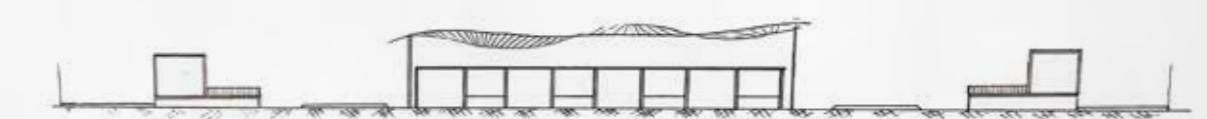
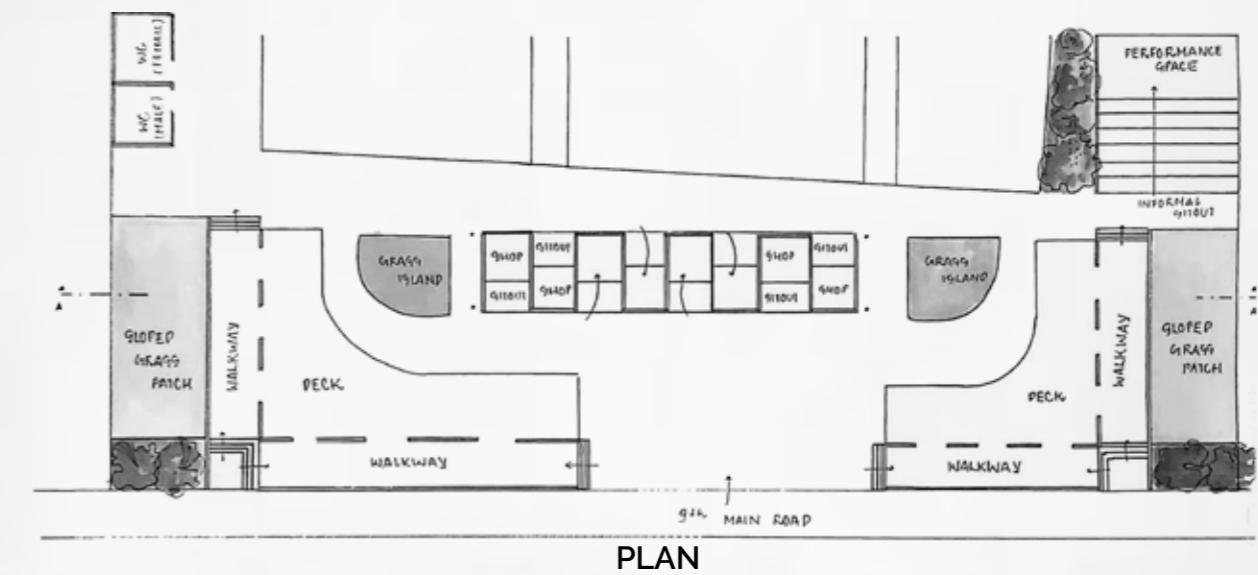
**Wayfinding**  
The curved path provides the wayfinding cues, creating interest.



## MOVEMENT ANALYSIS:

The crowd along the BDA moves at varied speeds. There is a rushed crowd for the bus stop, slow crowd doing window shopping, students from nearby colleges strolling around the market, thus the movement varies.

**REQUIREMENTS:**  
It is understood that the crowd at BDA is at a constant move, thus the plaza should act as a resting spot but should not congregate a major crowd, thus there should be a provision for constant movement too, thus a walkway incorporated in plaza seems apt



## 04 URBAN OASIS



**OASIS :** In geography, an oasis is an isolated place in the desert where there is vegetation. Most often, this occurs around a source of water. Oases provide a habitat for animals and are used as a source of water for humans.

Understanding the concept of relief that is provided by an oasis to its surrounding, inspired me to take it up as a my **thesis project**.

Understanding that there is a need of a similar space within the dense city . our urban environment can be a source of frustration , but when reversed it can help many , for we are nothing but migrating birds searching our spot in the city.



# 04

## ARCHITECTURE DESIGN

**STUDIO:** VII  
**PROJECT TYPE:** UNDERGRADUATE THESIS  
(CURRENTLY ONGOING)

### METHODOLOGY:

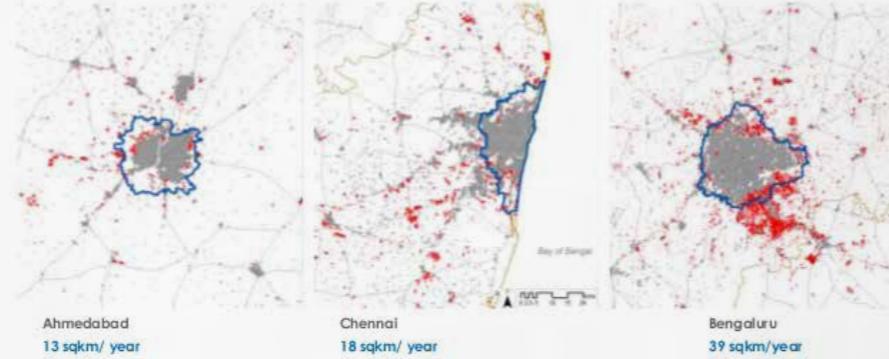
- o Urban study of an area and understanding the pause spaces.
- o Understanding the importance of senses in architecture.
- o Mapping the pause spaces and learning how they affect mental health..
- o Creating an all inclusive space for destressing in modern times.
- o Understanding the importance of 'vacation' and the idea of it.
- o Approaching the design with a 'hierarchy of interaction :

### DECODING:

In modern times , the development of the country is based on the shoulders of the youth , with this great responsibility comes a great amount of expectations and pressure . we are living in a society with basic need for connection , meaning and purpose . its no longer a framed and constructed way of living given the ever evolving technology . This gives rise to urban stress. This is because our generation is experiencing its highest level of documented mental illness , due to the rise in urban sprawl ,causing pollution, traffic , anxiety, depression and more known as urban stress. The concept of stress release is often related to vacations or retreats, but that becomes like a reward or an escape from the current situation , its seen as a peace and tranquility away from the city , but the city is where most of the tension is, thus providing a space for the city dweller , be it any one , where they can STOP/ BREATHE/ PLAY.

### SITE SELECTION:

Inevitable Urban Expansion in Indian Cities...



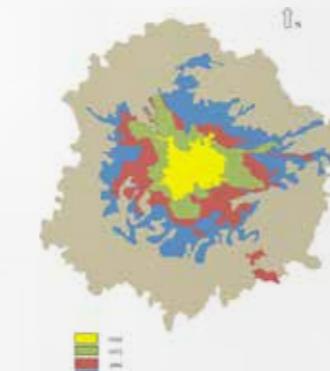
### URBAN SRAWL AND STRESS:

one of the major causes of urban stress is urban sprawl . our generation is experiencing its highest level of documented mental illness , due to the rise in urban sprawl ,causing pollution, traffic , anxiety, depression and more known as urban stress. The concept of stress release is often related to vacations or retreats, but that becomes like a reward or an escape from the current situation , its seen as a peace and tranquility away from the city , but the city is where most of the tension is, thus providing a space for the city dweller , be it any one , where they can STOP/ BREATHE/ PLAY.



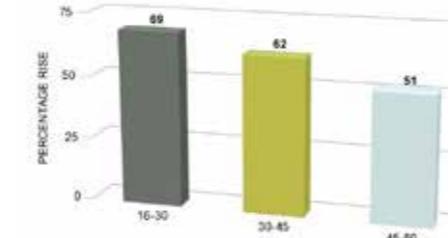
### BANGALORE AND URBAN SPRAWL:

A team of researchers from the Indian institutes of science (iisc) has found that bangalore has the worst urban sprawl. in bangalore , a study found whopping growth of 632% in urban areas , especially in greater bengalu in the last few decades,



### STUDY AREA AND SITE:

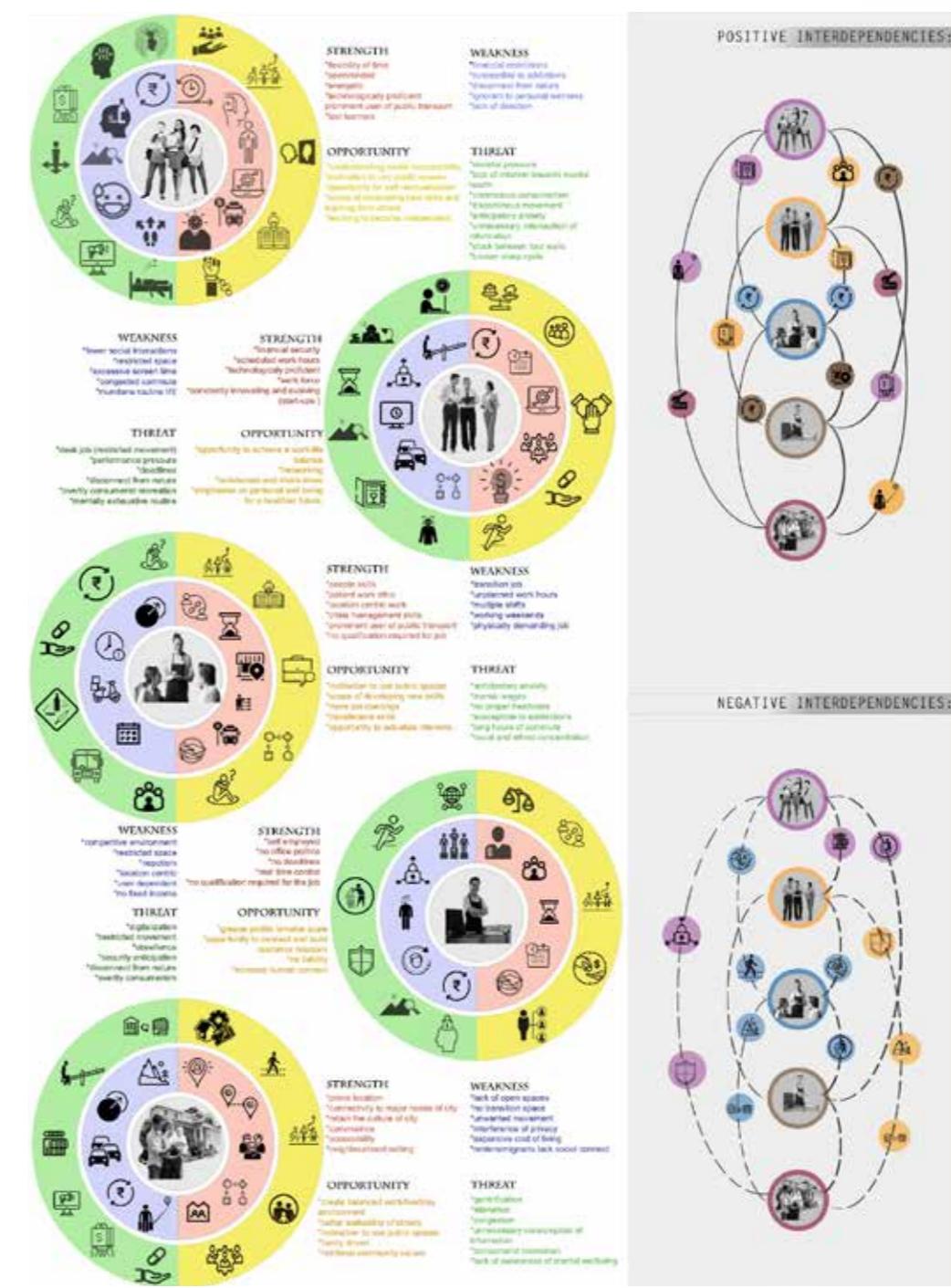
#### - RISE IN STRESS LEVEL IN AGE GROUPS OVER THE DECADE



Driving usergroup for the study : **YOUNG ADULTS** ( college students and working professionals) , therefore its important to study an area which interacts with this strata

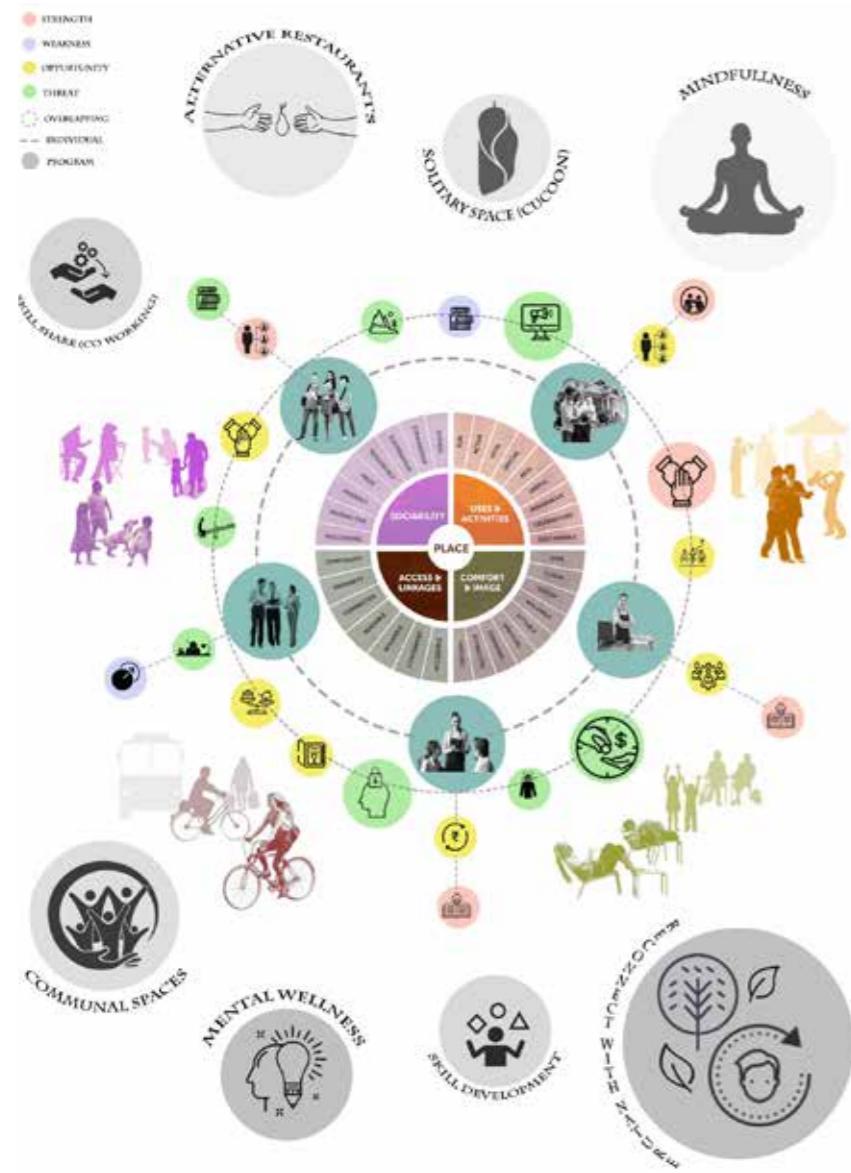
### KORAMANGALA

After doing a acomparative study of all the probable sites in banagalore, koramangala stands out . The user group targeted for this project is the youth of our country. In bengaluru , the hub for start ups and creative people, koramangala is known for its modern eateries , clubs and multiple offices



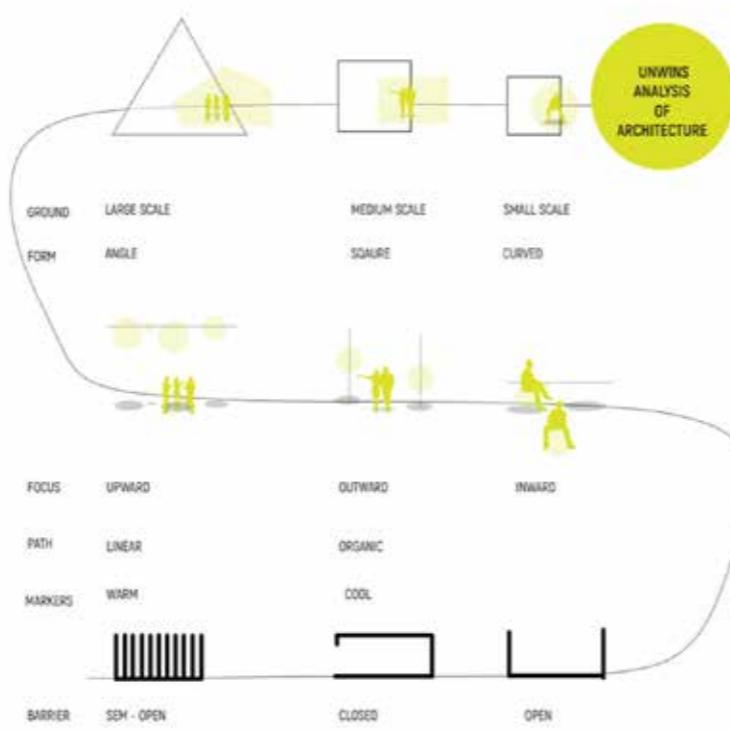
To develop the program it was important to understand different user groups inter-relations and interdependencies. The groups have a positive as well as a negative impact on each other. Hence the dependency chart has been segregated into positive and negative. The positive interdependency is basically how the source of income and how the rendering of services is co-dependent in each of the usergroup. Negetive interdependencies help us understand how to address those issues as well.

## PROGRAM DEVELOPMENT:



The program development is the last stage of the user analysis. The project being a user-dominant project, it is important to understand their strengths, weaknesses, utilize the opportunities and lessen the possible threats. Hence the swot analysis of all the user groups are overlapped to find overlapping as well as individual requirements, that could be imbibed in the program.

## CONCEPT:



**UNWIN'S ANALYSIS:**  
 "Analysing Architecture" by Sir Raymond Unwin, offers a unique 'notebook' of architectural strategies to present an engaging introduction to elements and concepts in architectural design. The basic elements of design defined by sir unwin is taken as a base for the study and then all six elements are positioned on each other and is broken down to analyse how they effect each other and the design. these different permutations and combinations become the guiding lines for the concept development.

## DESIGN STRATEGIES:

The site plays an important role in developing strategies which would become the reference points to be taken note of while coming up with a design.

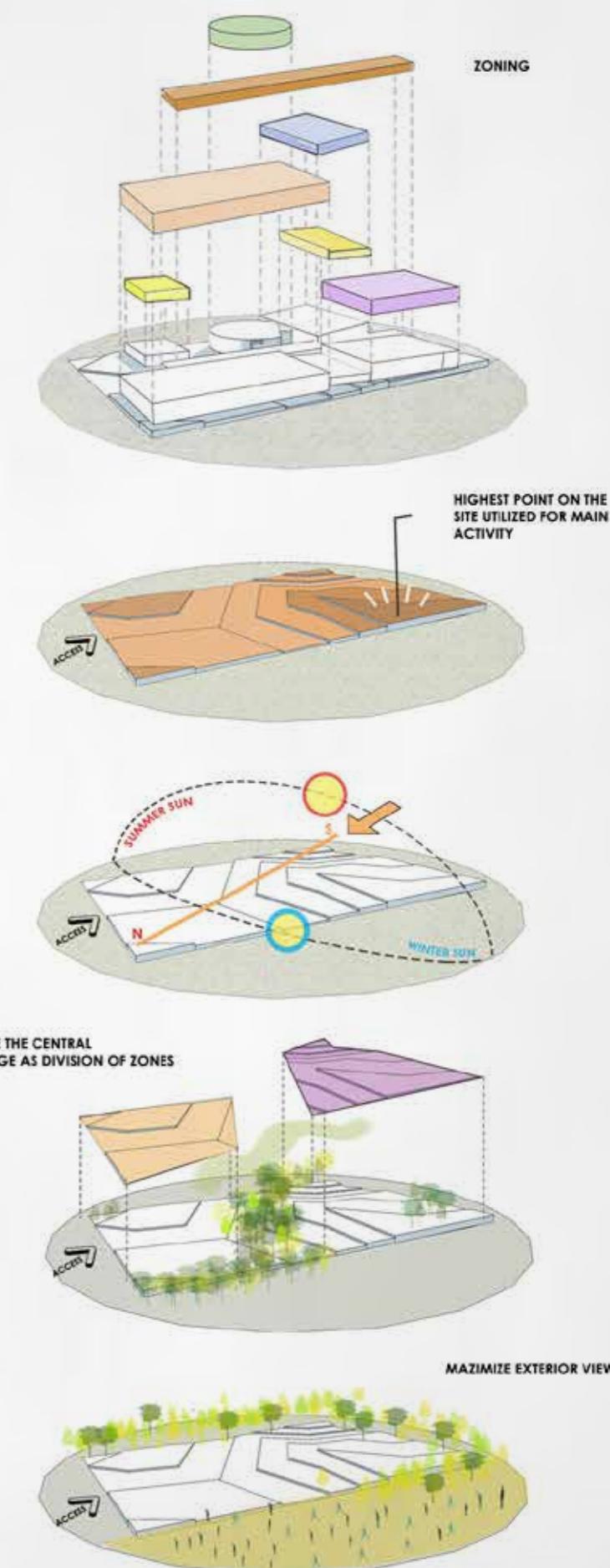
The selected site has view of a teak plantation towards its side, so the priority is to maximize views and orient building accordingly.

The central foliage gives an opportunity to place separate blocks in a way that it acts as a separator.

The orientation of the building should be in way to maximise the catchment of wind and benefit from the sun movement.

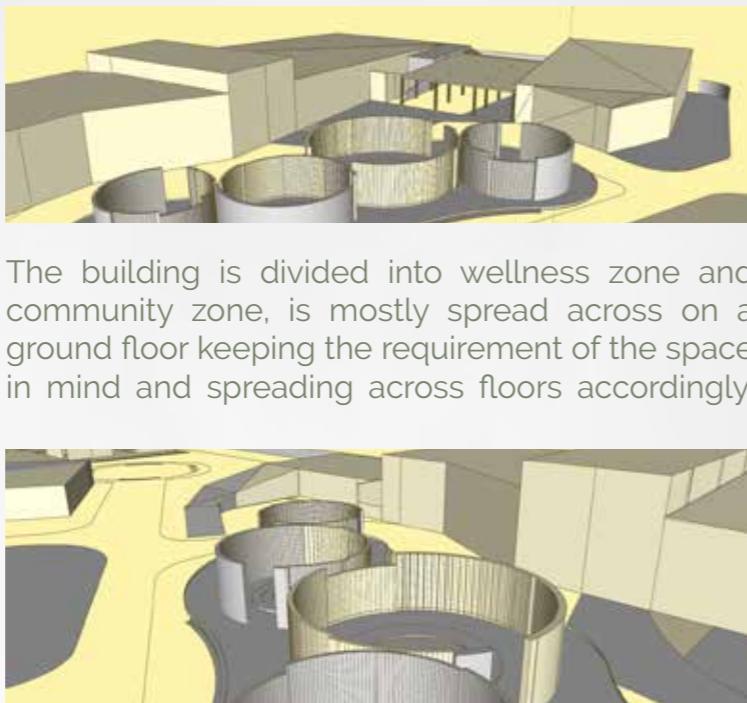
The highest point on the site could be used as an interest point and build something intriguing there which creates a governance.

These strategies are carried forward in the zoning process and is implemented in the design development.



## DESIGN DEVELOPMENT:

### SITE PLAN:



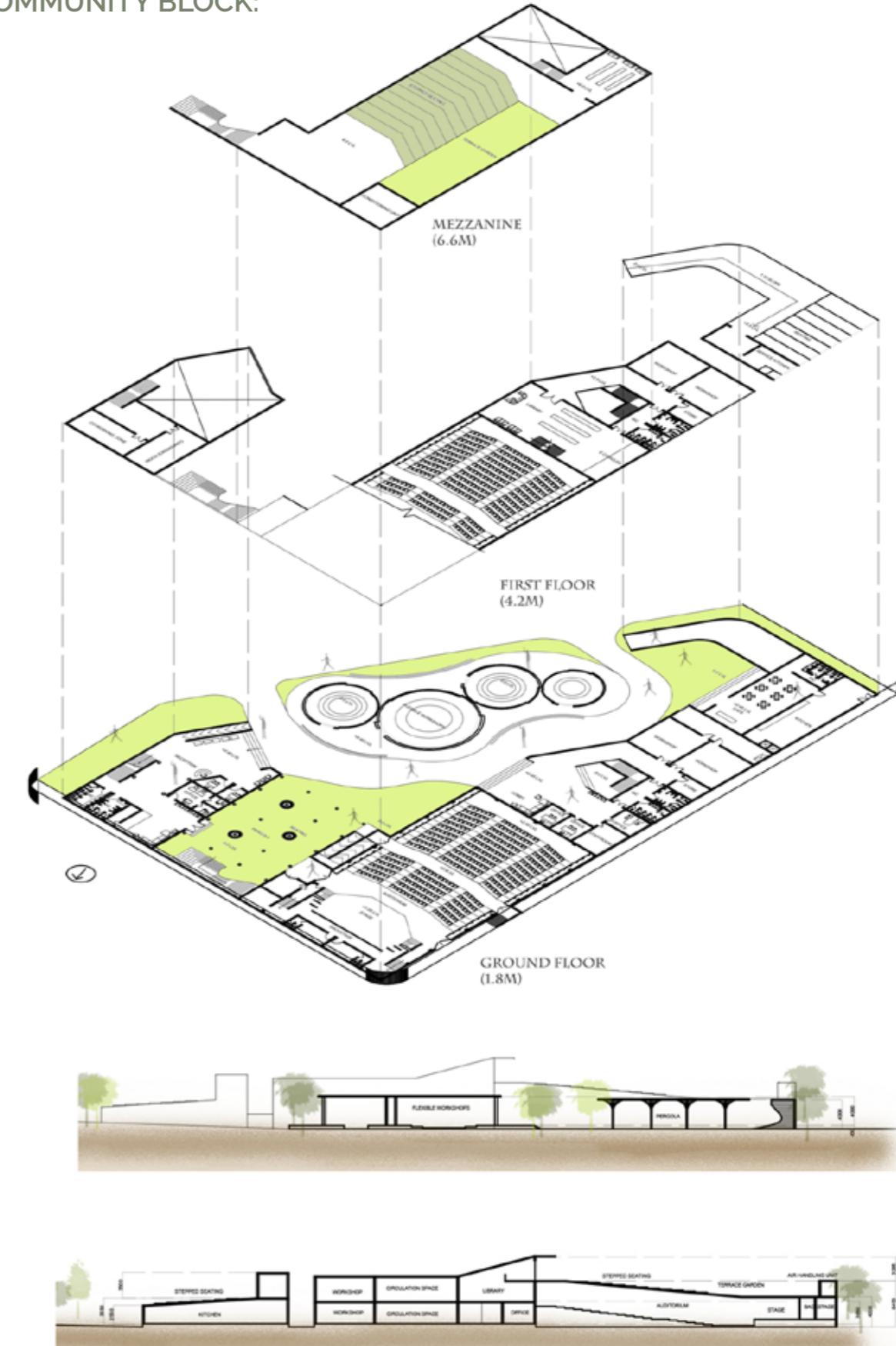
The building is divided into wellness zone and community zone, is mostly spread across on a ground floor keeping the requirement of the space in mind and spreading across floors accordingly.

### GROUND FLOOR PLAN:



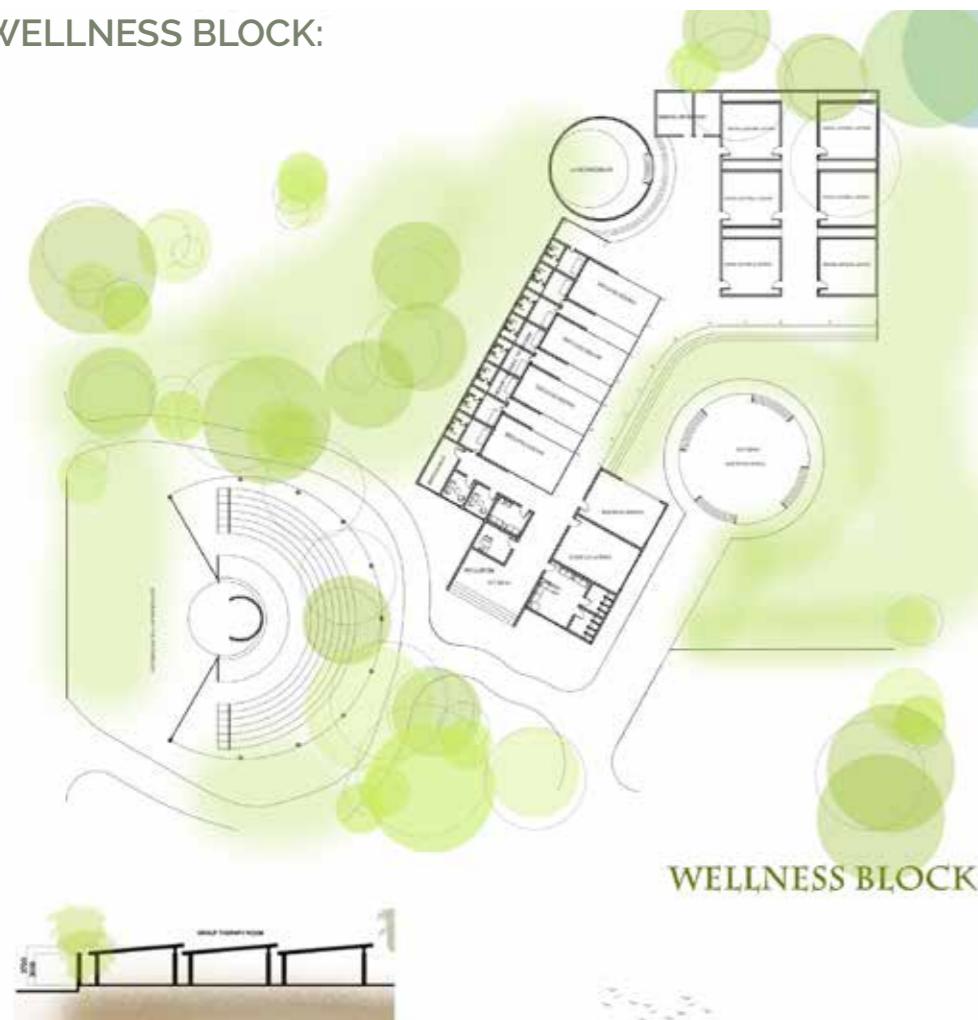
The design is refined more in terms of sequence of activities, and different forms are explored. The teak plantation along the site inspires the usage of natural material ,bamboo being the material here, and also the design is tried to be made as flexible as possible, since being a public space, each user is entitled to explore and utilize the space as they perceive it. the more informal activities have organic and dynamic design, whereas the formal activities have more inorganic layout. The orientation is kept towards NE to SW to utilise the external viewpoint , and get catchment of air.

## COMMUNITY BLOCK:



The community block consists of admin, auditorium, workshops and restaurant on the ground floor and library and rooftop garden on the top floors. the idea was to keep it zone introverted but not make it overly exclusive , thus the block is oriented inward but still connects to the rest

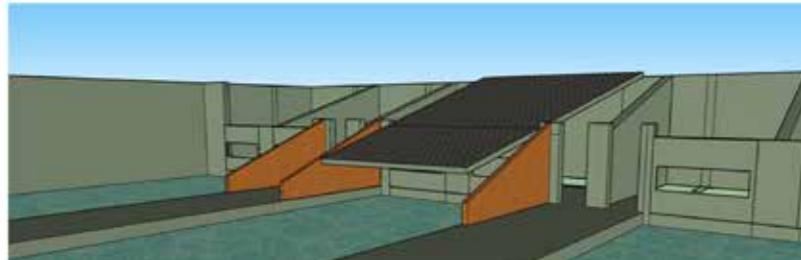
## WELLNESS BLOCK:



Section of group therapy



section through individual therapy rooms



bamboo vortex column  
resembles a funnel and if  
sliced through would act as a  
supporting structure  
plus a watercollection unit

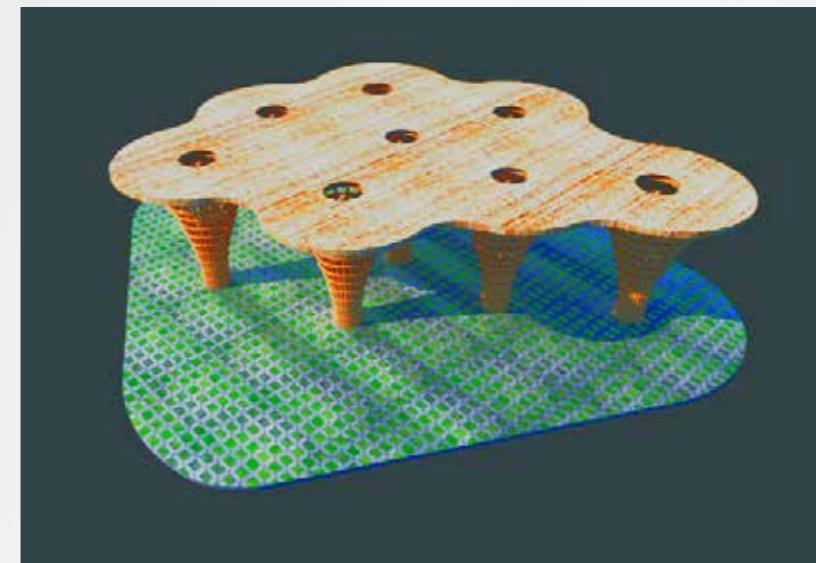
## GATHERING BY THE WATERBODY:



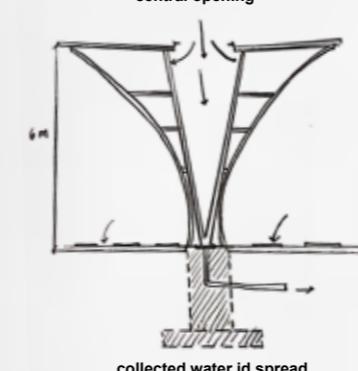
## INFORMAL EXHIBIT SPACE:

### WHY?

The major existing site feature is the belt of foliage on site, by the feature is recessed towards the back of the site, so to welcome the user group to the site and give an essence of the same canopy of trees on site, the informal exhibit space mimics a canopy of trees, with no established movement just like a meadow.

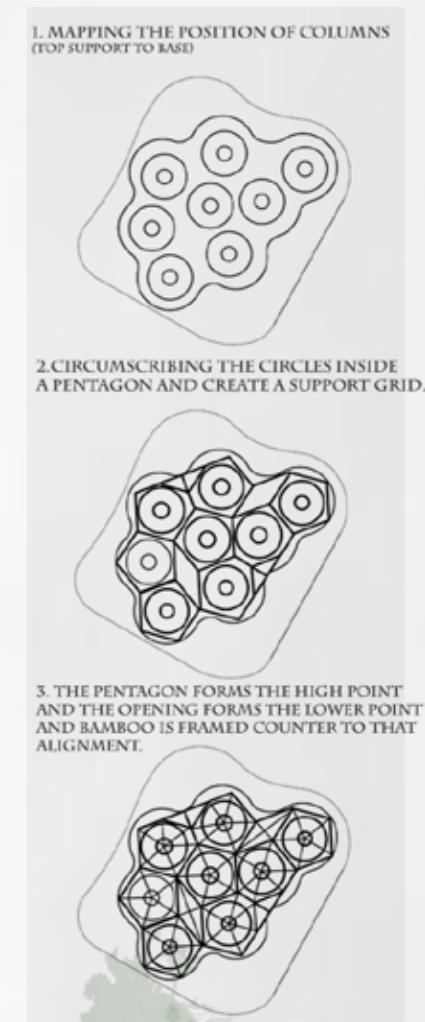
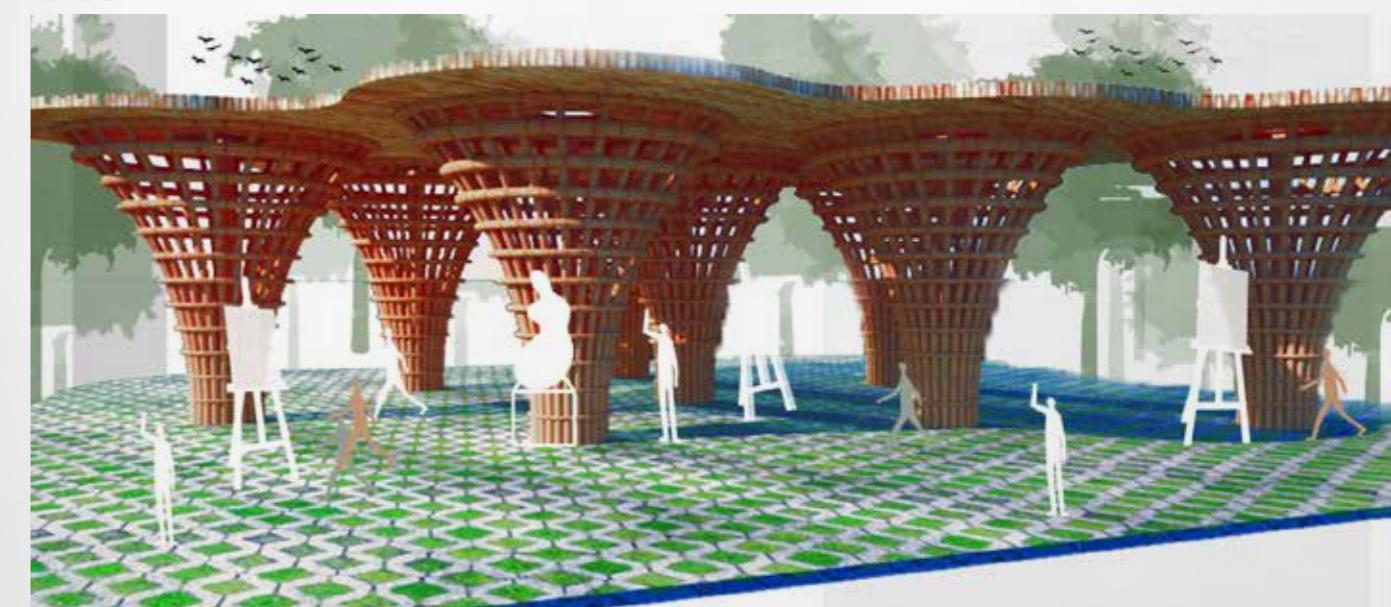


central opening



collected water id spread

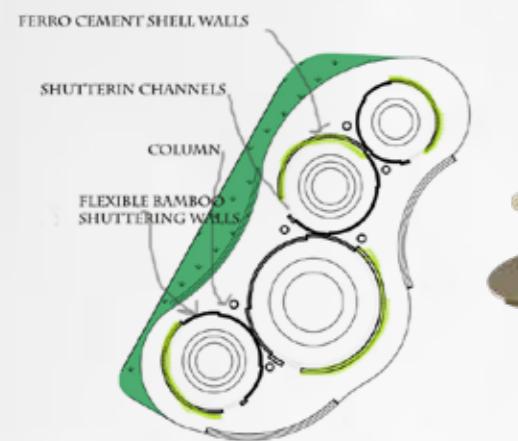
The central opening allows water to percolate to the ground where it is supplied throughout the grass pavers flooring keeping them green in rainy season, and they also act as spot light for the space through the day.



## FLEXIBLE WORKSHOPS :

### WHY?

The program developed required workshop spaces, but the space has to be designed in a way that it could adapt and evolve according to the need of the activity. The basic idea is to achieve perfect balance between flexibility and usability of the space.



BAMBOO SHUTTER WALLS SYSTEM



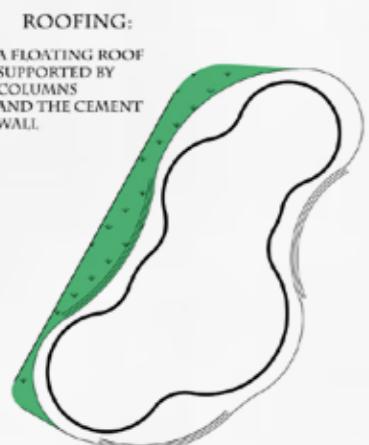
1. ALL THE SHUTTERS AT EXTENT



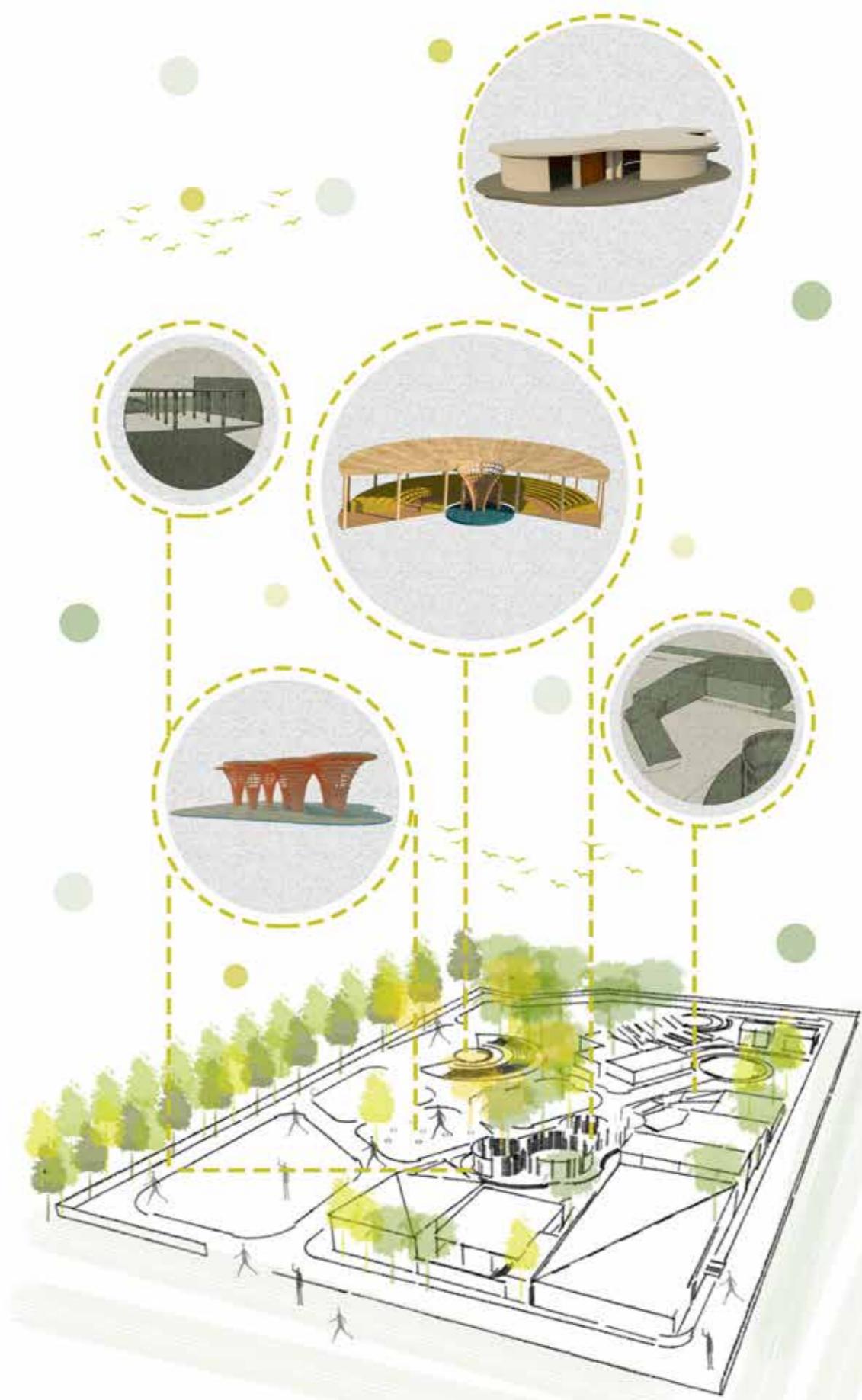
2. OVERLAPPING OF TWO SHUTTERS ON TOP OF EACH OTHER



3. COMPLETE OPENING OF SHUTTERS, CREATING A SEMI OPEN SPACE



The movement space around the main workshops also act as informal space / seating space / drying space. The workshops have central recessed stage as the conducting zone and seats around it



## 05 AGORA



**AGORA** was the term used for market or public space in ancient greece.

Interior of a building play a pivotal role in understanding of that building. It expresses the mood that was tried to be achieved through the design, and a proper amalgamation of textures, lighting and furnishing give the user comfort and triggers other senses into play as well.

In this interior design project, the restaurants interior is designed with the inspiration of greek town santorini, which has its own distinct features and style of architecture.



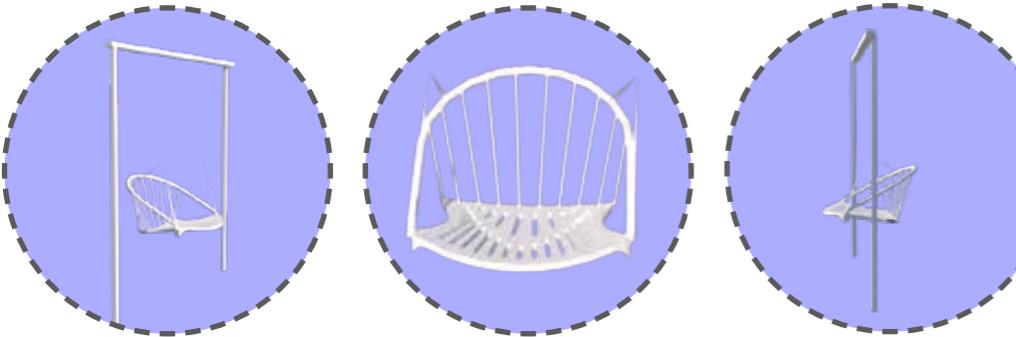
## DECODING:

The studio was focused on understanding importance of interior design and the effect that could be created using just furnishing, textures and lighting in a proper way in a building. For the project, we had to come up with a theme for a fine dining restaurant in an urban scenario, and work on the design as well as the interior of it.

The theme selected for the cafe is based on the town in **SANTORINI** in greece. Santorini is among the top destinations in Greece but also in the world and is characterized by its Cycladic architecture: white painted villages that stand on the top of the high red-coloured cliffs.

The architectural language of the Cyclades is a harmonious mix of white cubic houses, cobblestone streets, pristine windmills, and ubiquitous blue domed churches, which is tried to be replicated throughout the design of the restaurant.

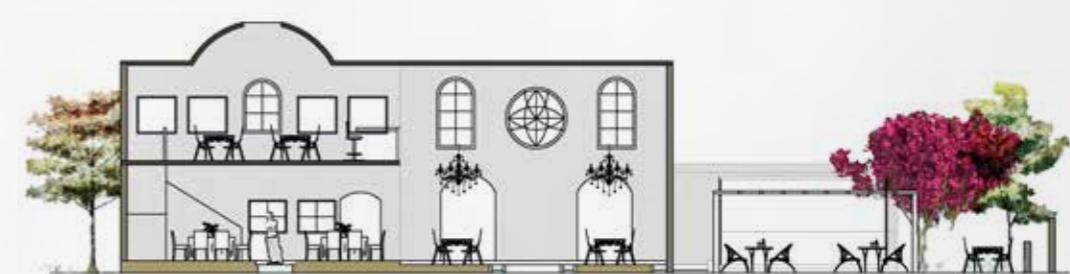
## BAR FURNITURE DESIGN:



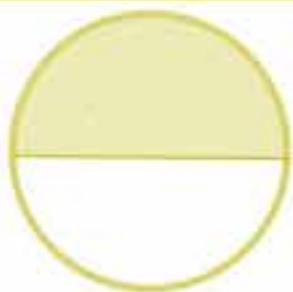
Special furniture designed to suit the interior was a part of the project, thus a bar seating inspired by the pristine white of santorini.



**REFLECTED CEILING PLAN:**  
Indicating the position of all the lighting fixtures and other electrical units placed on the ceiling.



## 06

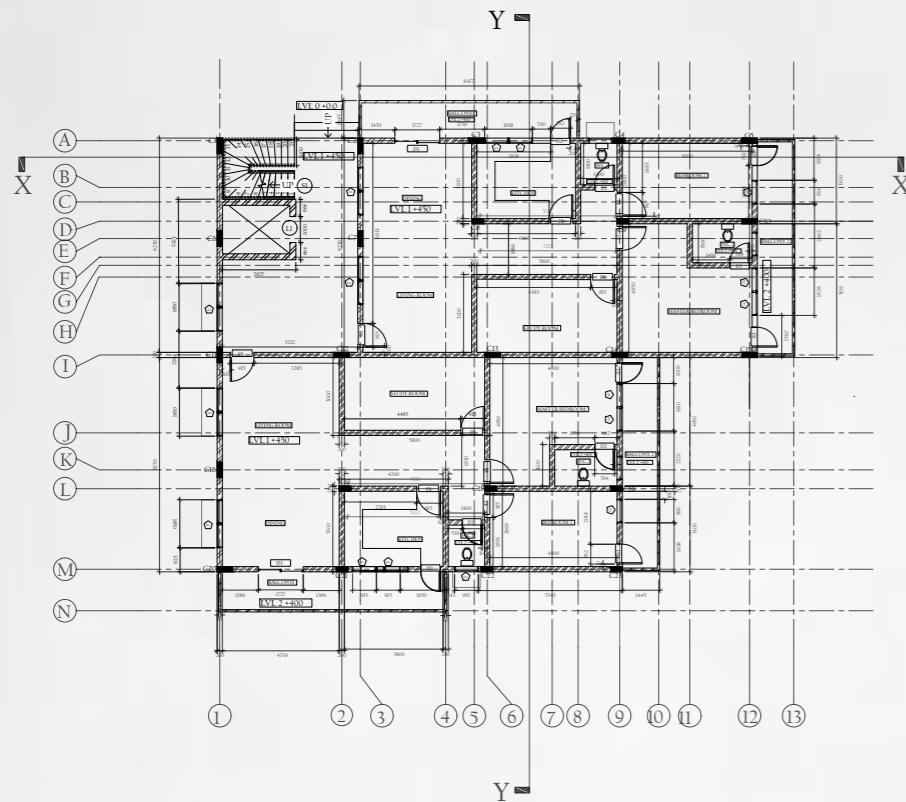
**TECHNICAL  
DRAWINGS**

**SKILLS** are the strongest asset in an architect, as important as his creativity and innovation.

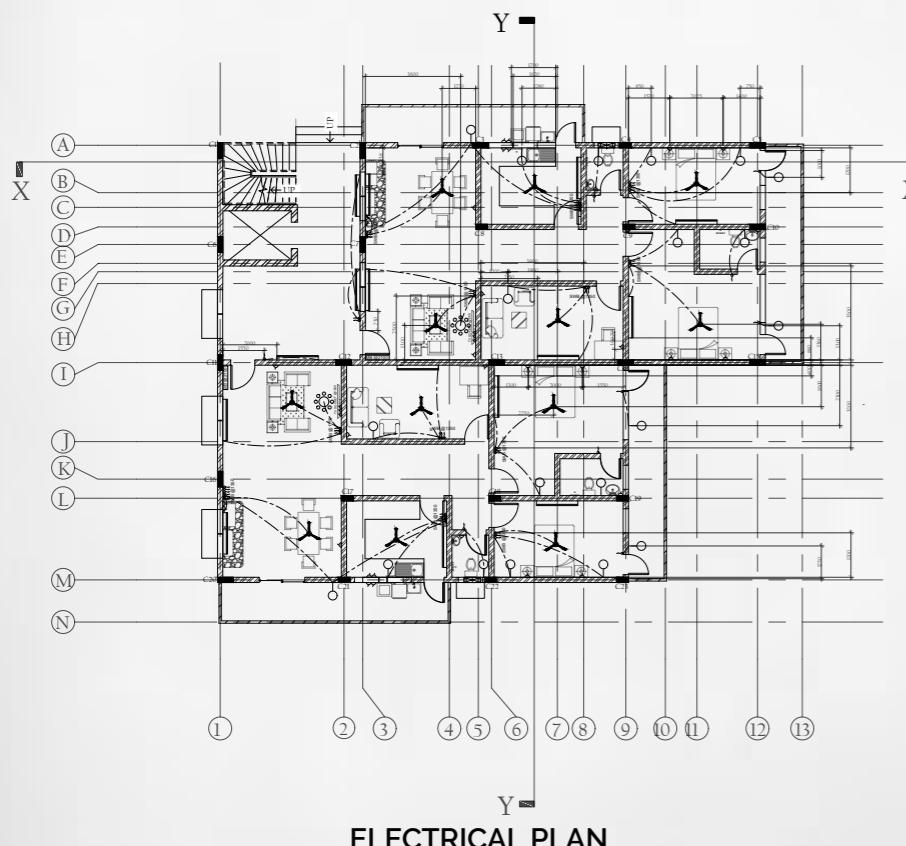
Technical drawings are an important tool in conveying the design process from studio to site. Thus, the studio was focused on producing working drawing for a project good enough to be passed down for construction of a real time project.



**STUDIO: VI**  
**PROJECT TYPE: TECHNICAL DRAWING**  
**APARTMENT BUILDING**

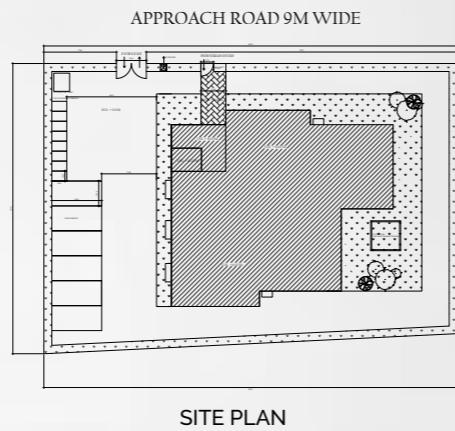


GROUND FLOOR PLAN

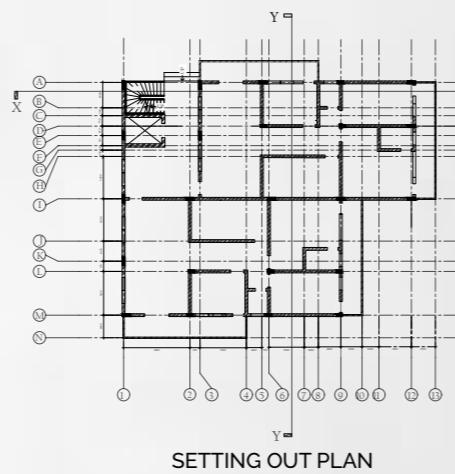


ELECTRICAL PLAN

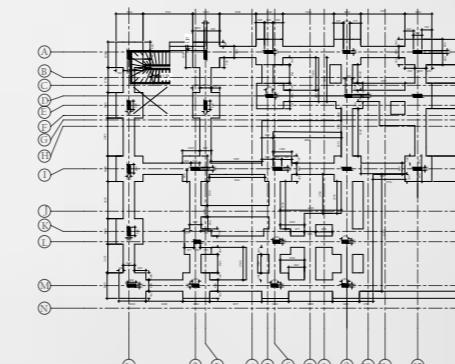
**DECODING:**  
To produce technical drawings for an two storey apartment building, comprising of four apartments.



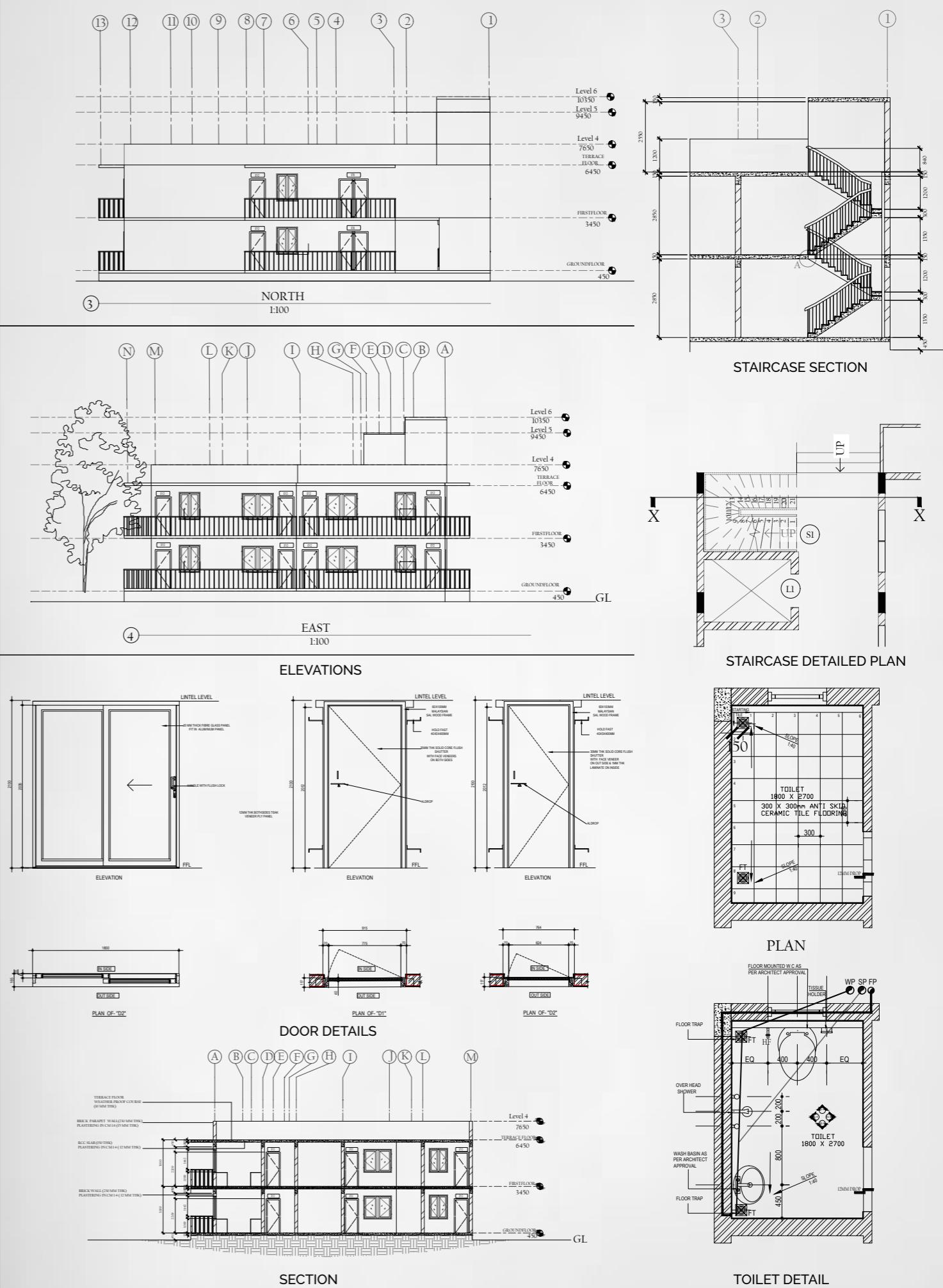
SITE PLAN



SETTING OUT PLAN



EXCAVATION PLAN



SECTION

TOILET DETAIL

07

## LEVITATE'



**LEVITATE'**: To rise and float in the air because of, or as if because of, lightness and buoyancy.

Product design was one of the electives taken over the period of course. The studio aimed at understanding the basics of product designing, understanding the end user and process from prototyping to final product.

The final project was to design a product using elements from nature a.k.a BIOMIMICRY. I chose aquatic leaves and used their attributes into designing a pool furniture.



**STUDIO:** VII  
**PROJECT TYPE:** PRODUCT DESIGN  
(BIOMIMICRY IN FURNITURE DESIGN)

### DECODING:

Biomimicry forms the basis of the project.. Humans have looked at nature for answers to problems throughout our existence.

For this project, each individual had to pick something from nature which inspired them, and design a product around it.

LEVITATE is a furniture module designed using the principles of biomimicry. It is inspired by the basic dynamics of aquatic leaves



## AMAZONIAN WATER LILY

### INSPIRATION :

It is an experimental furniture which explores workability in two mediums – on ground and on water. It explores the possibility of an outdoor furniture and threads on the thin distinction of a chair being recreational or it being FUN!. Levitate works on the principles of air girders as found in the base of Amazonian water lily which helps it float on the surface of water . it also combines the two basics of a pool floatie and an outdoor furniture and caters to a larger user-group, mostly in the growing hospitality and community sector.



POOL  
FLOATIE



POOL  
RECLINER



CHAIR

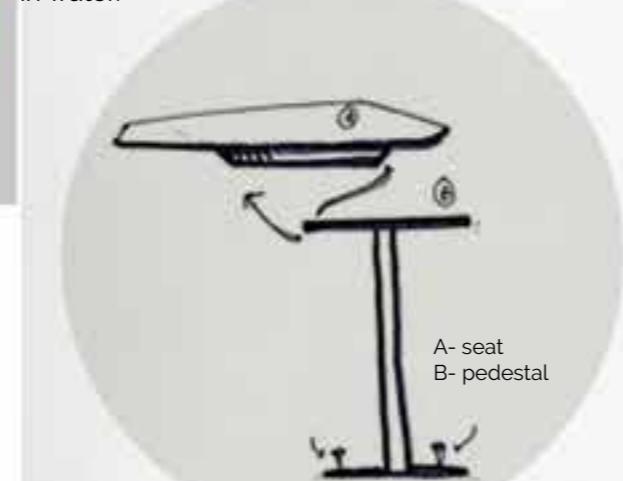


### DESIGN FEATURES:

Air girder like structure present under the seat To help the chair to stay afloat



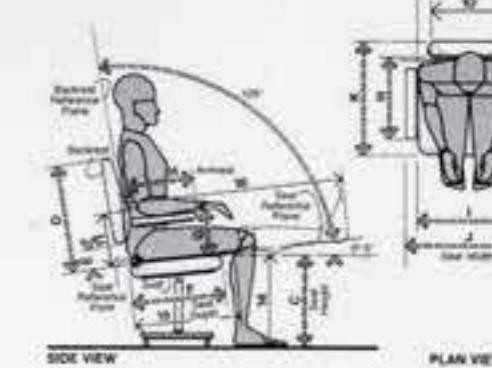
The pedestal is attached to the ground with help of bolt system and the seat is detachable from the pedestal , thus the location of the chair is fixed on the ground but the seat can be detached and used in water.



Thus the pedestal can be removed and the seat can be used as a pool float chair in Water and once that use is fulfilled it can be attached back to the pedestal and used as an outdoor furniture.



### ANTHROPOMETRY:



	cm
A	102-106
B	93-97
C	101-107
D	92-97
E	92-97
F	92-97
G	82-85
H	82-85
I	82-85
J	82-85
K	82-85

### IDENTIFICATION OF CUSTOMER

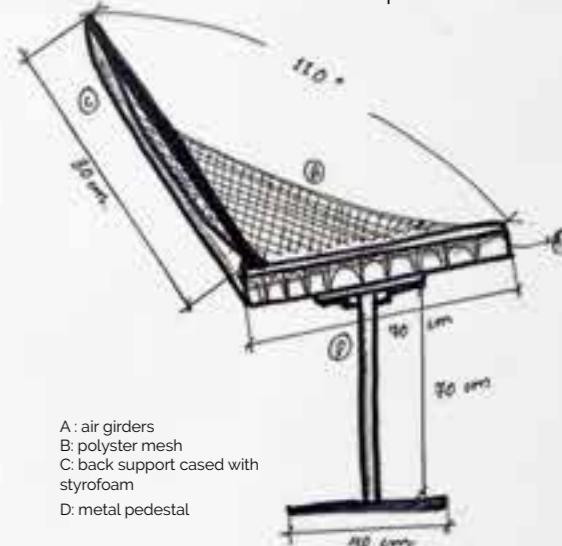
Here the lead customers are hospitality groups and recreational sectors. The chairs are designed as a pool furniture which is often seen in luxury hotels and resorts,community centres,villas with pools etc.

- oPortable
- oEase of load on and off the truck
- oAble to fit through standard doorway
- oSafe
- oProtection from cutting devices
- oMinimal hard edges

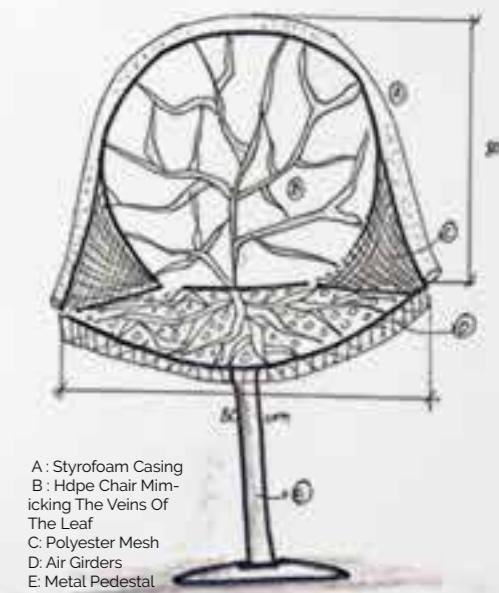
- oWater resistant
- oFast assembly
- oDurable
- oEconomical
- oSmall footprint
- oEasy maintenance
- oChild safe

### WORKING:

The chair has Styrofoam casing around the rim which helps it float in water . the air girder like structures holds the wait in water and on the ground . The pedestal is attached to the ground but is detachable from the the seat , thus whenever required the seat can be detached from the pedestal and can be used as a pool chair. The mesh on the side expands to the surface of water giving support to the person floating and acts like a fish's fins. The Styrofoam helps the chair to always stay on the surface of water top first so that its easier for users



### FINAL PRODUCT:



## 08 LUMINESCENCE



**LUMINESCENCE:** Luminescence is a soft, glowing light.

The competition was a part of contemporary architecture studio, as one of the projects to breakdown the architectural style of a particular contemporary architect (TOYO ITO in my case), and represent his style through costumes. many theories in the field is derived from theories prevalent in other fields, fashion being one of them.

"Fashion is architecture, it is a matter of proportions"

-Coco Chanel  
(founder -channel)



08

COMPETITION  
ENTRY

**STUDIO:** EXTRACURRICULAR  
**PROJECT TYPE:** FASHION DESIGN  
(COMPETITION- WINNING ENTRY)

## DECODING:

Design is a vast spectrum, expanding through all creative fields, so why just stick to one representation of it?

The best way to understand anything is to break it down to its core meaning and create your own interpretation of it.

This strategy was used for contemporary architecture studio, where we were each given a contemporary architect and were asked to understand his design philosophies and express them through costumes designed using inspiration from his work.

## TOYO ITO:

Toyo Ito is a Japanese architect known for creating conceptual architecture, in which he seeks to simultaneously express the physical and virtual worlds.

His architecture projects an air of optimism, lightness and joy, and is infused with both a sense of uniqueness and universality. For these reasons and for his synthesis of structure, space and form that creates inviting places, for his sensitivity to landscape, for infusing his designs with a spiritual dimension



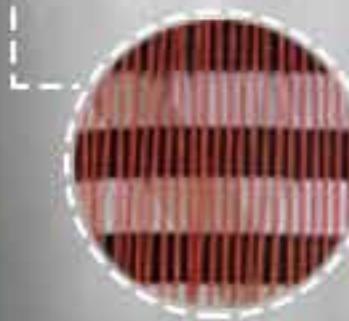
**Mikimoto ginza:**  
inspired by the exterior of this commercial complex designed by TOYO ITO, where the facade looks like a block of cheese due to irregularly arranged windows



## Museo Internacional del Barroco :

Inspired by the museum designed by TOYO ITO in mexico.

The fluid sequence of sail like forms inspired the fluid pristine white design.



## Porta Fira Hotel, Barcelona:

The exterior of the hotel has red cylindrical metal tubes as facade, which inspires the design, in contrast with inspiration from his serpentine pavilion as a hat.

**THANK YOU**

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