



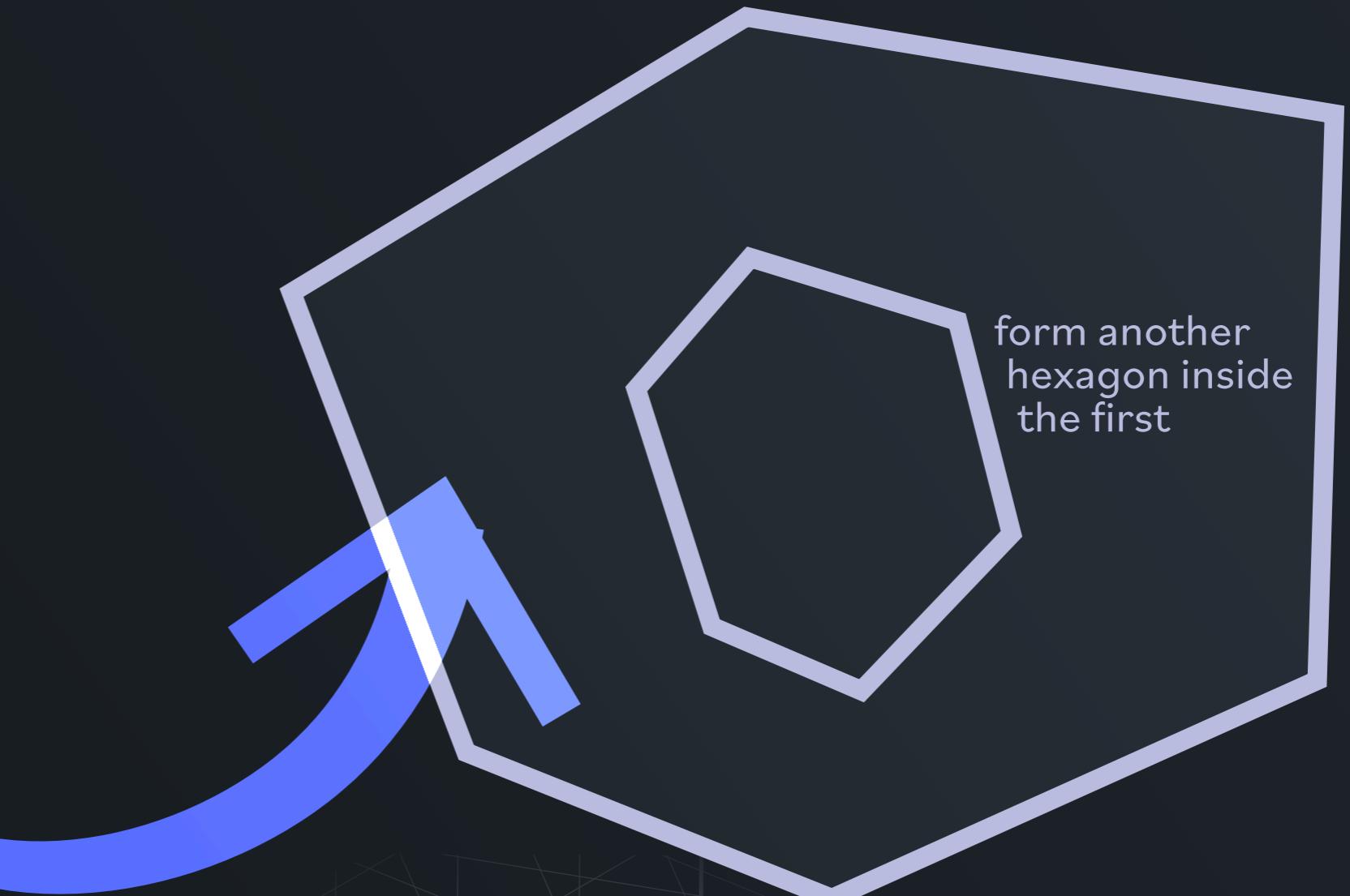
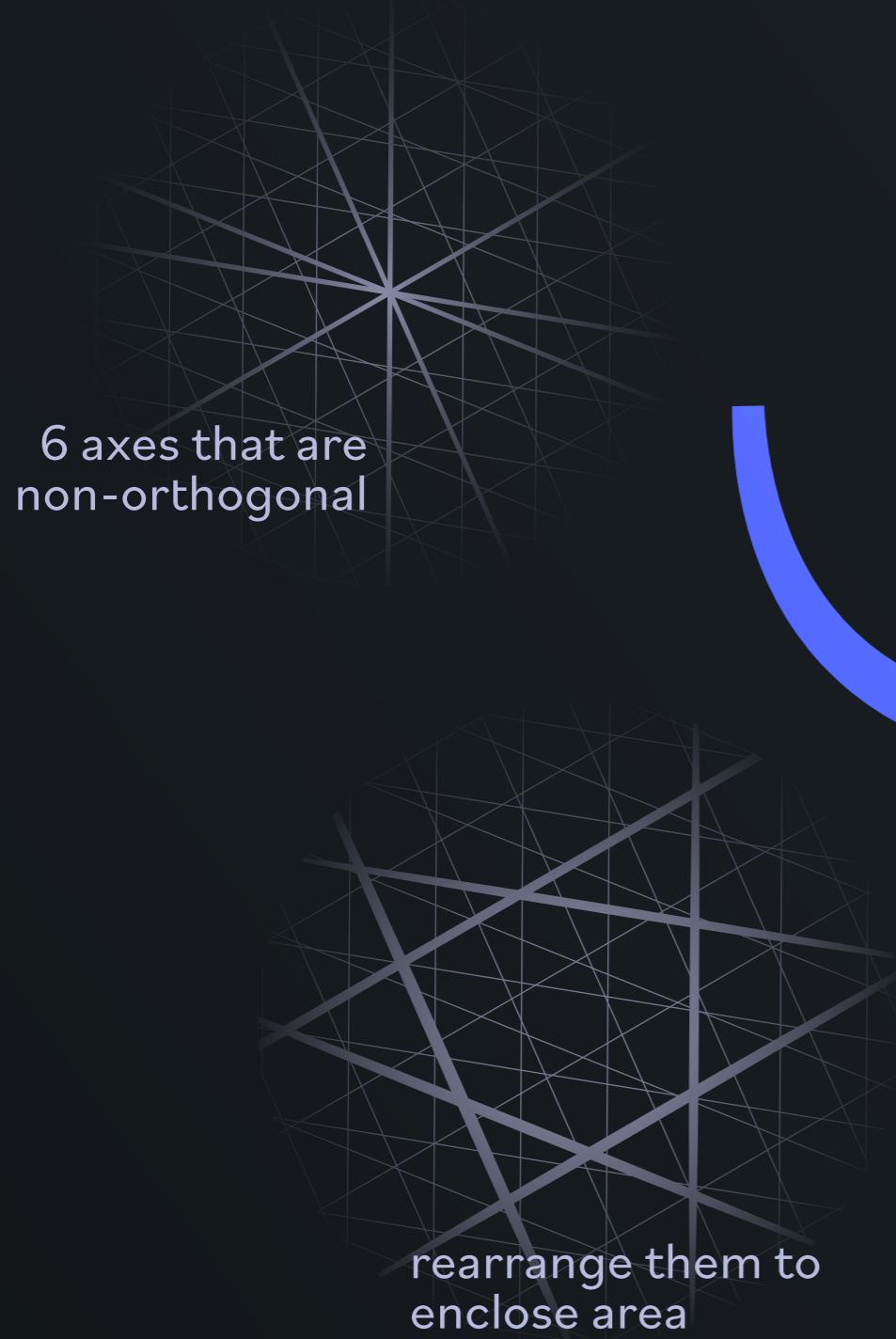
Amphitheatre + Cafeteria

6053 sq. meter

- non orthogonal walls
- glass panelled blob exterior
- box in a box styled Amphitheatre

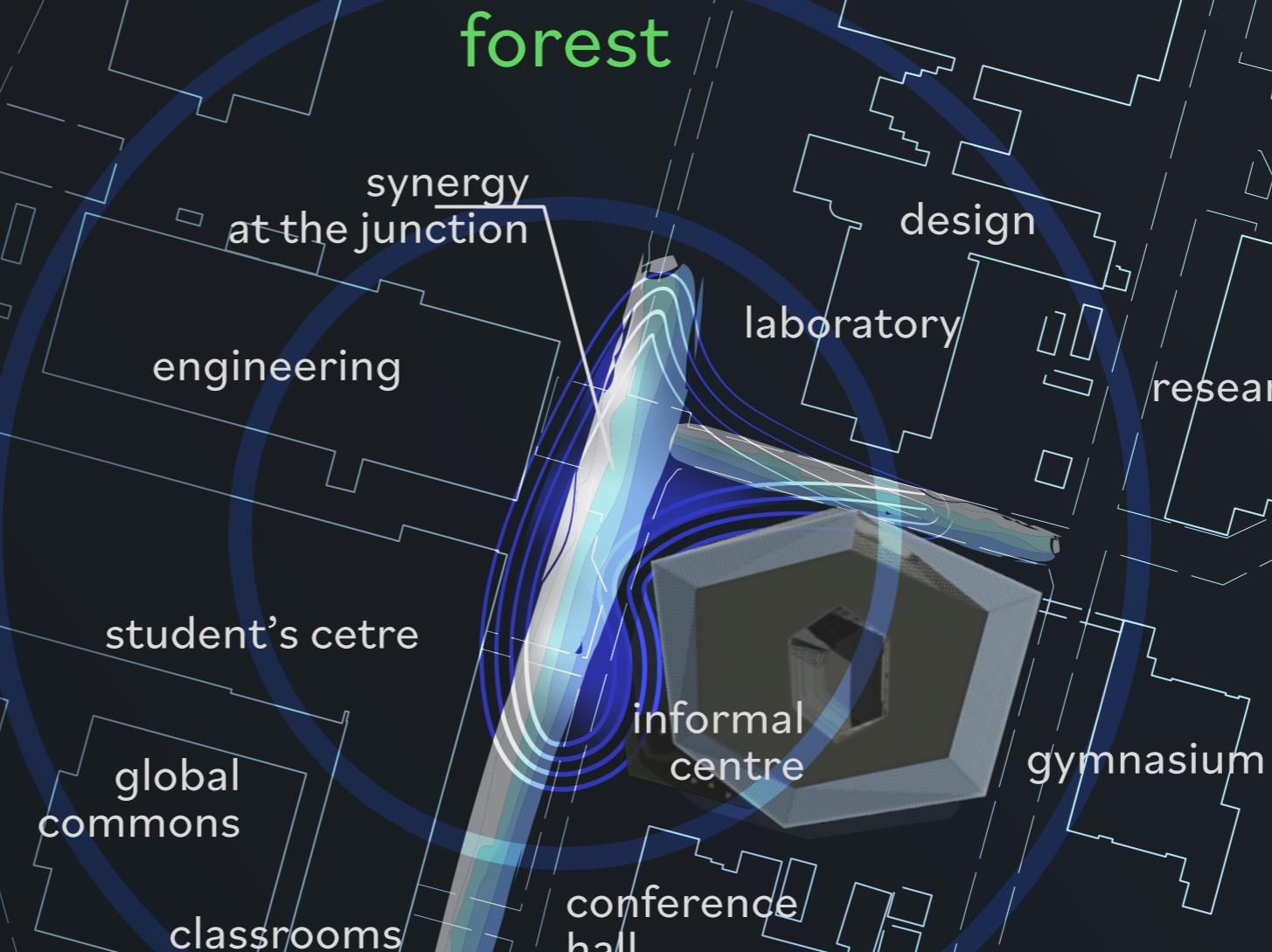
Kishore S. Shenoy
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Design Evolution



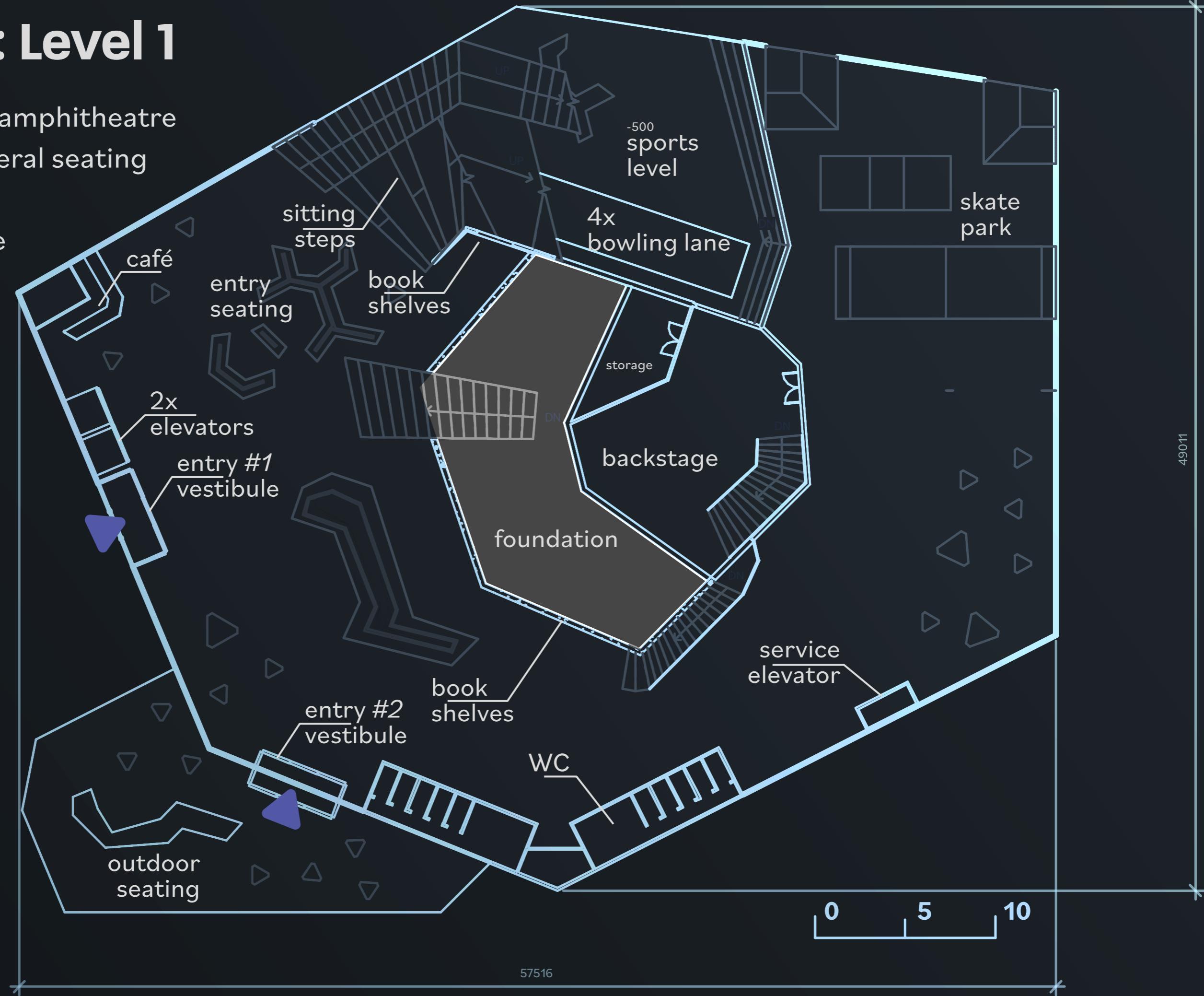
Site Plan

- brings balance between the informal and formal activities the juction
- a synergy forms at the juction, which is a non-static zone of interaction
- the AMP is now a static zone of interaction that couples with the junction.

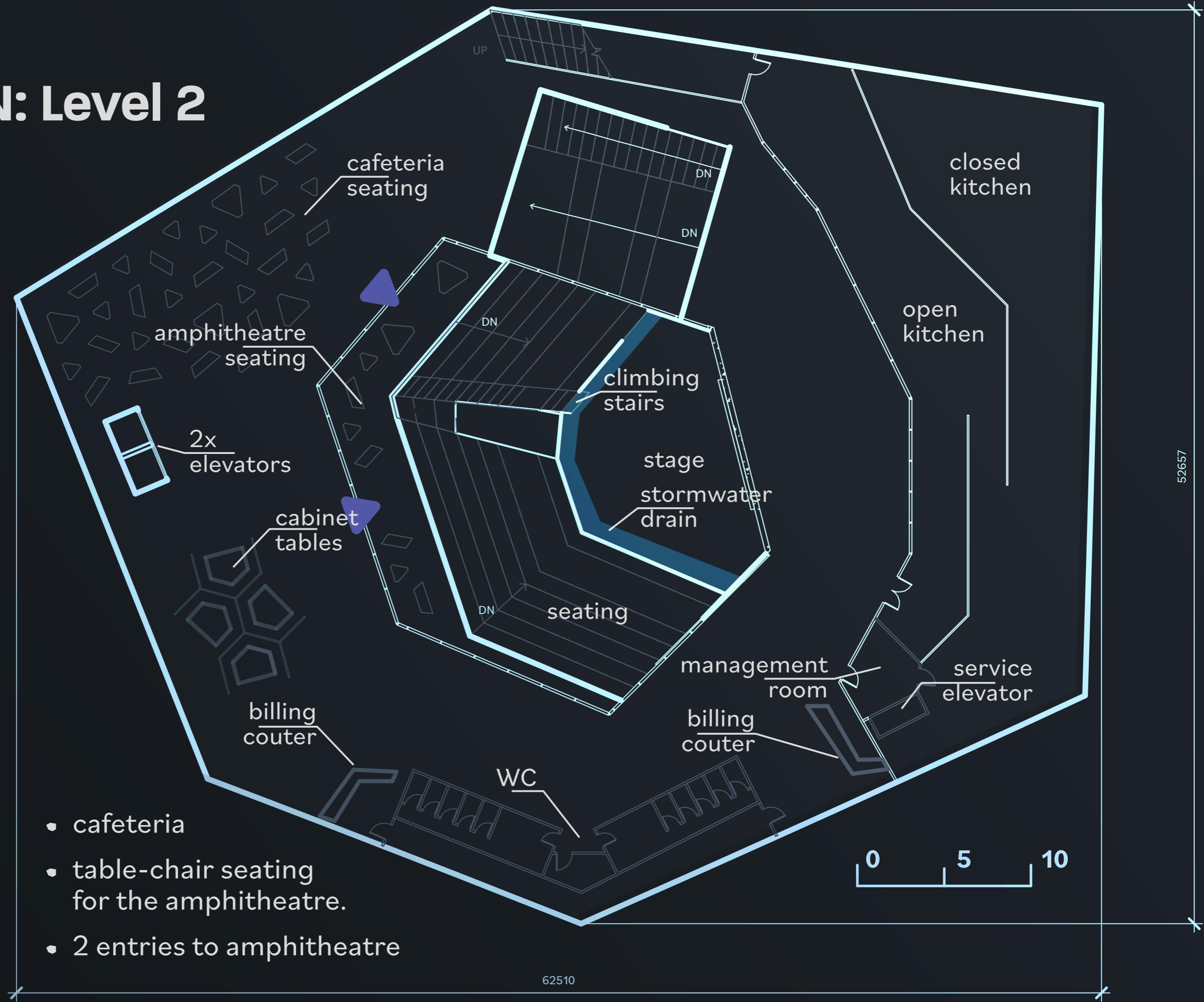


PLAN: Level 1

- 2 entries to amphitheatre
- café
- skate park
- bowling lane
- general seating

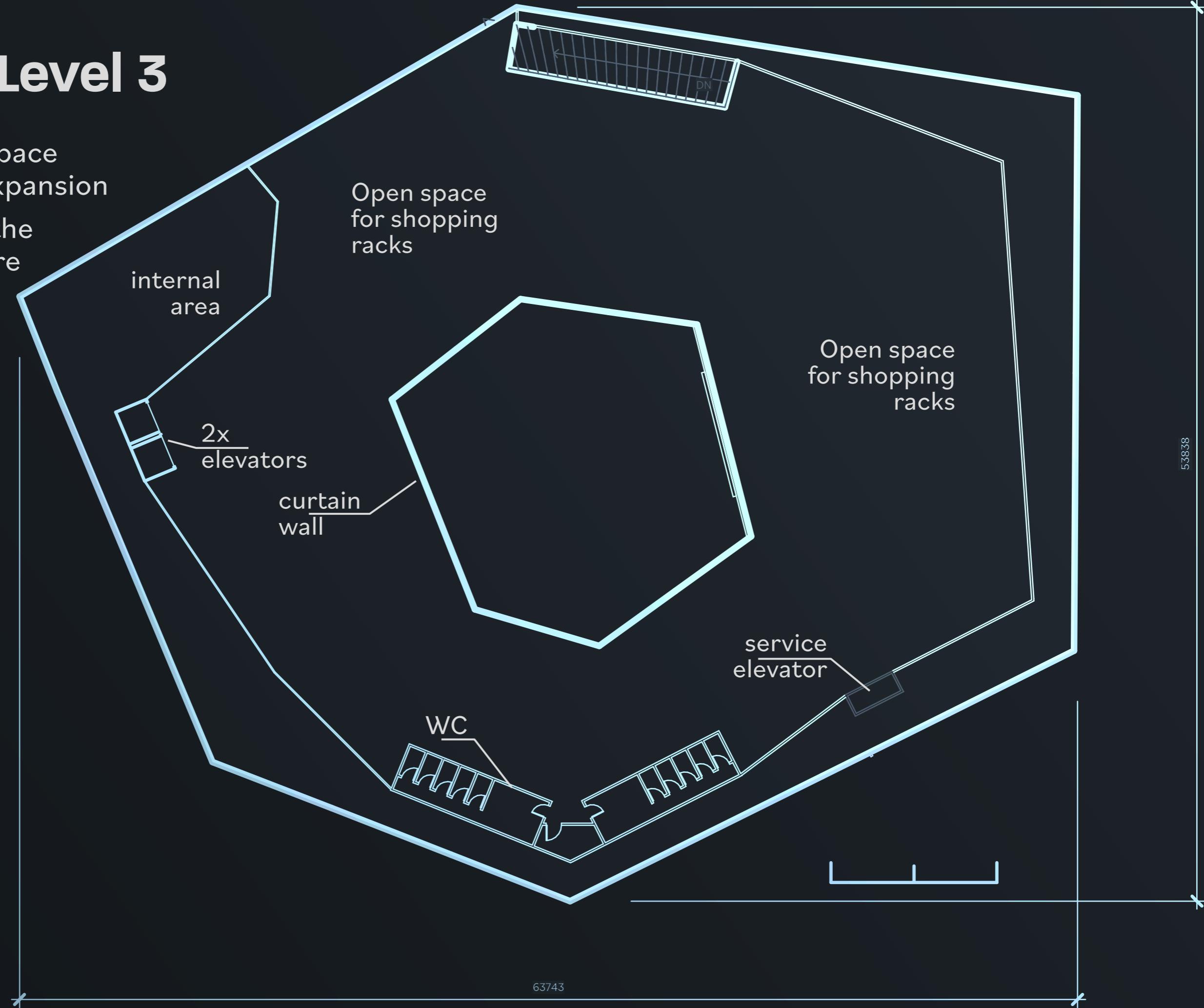


PLAN: Level 2

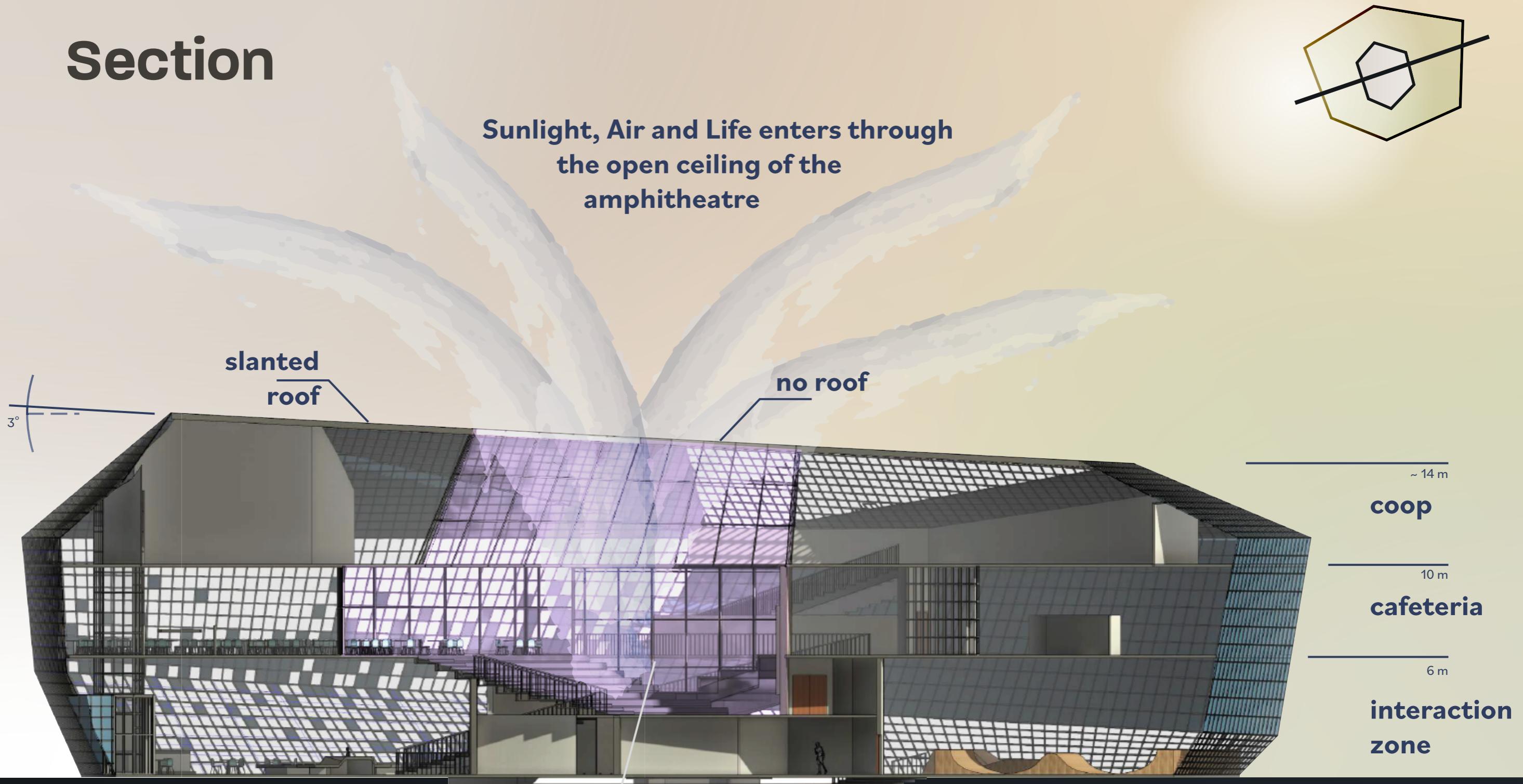


PLAN: Level 3

- Free extra space for future expansion
- visibility to the amphitheatre



Section

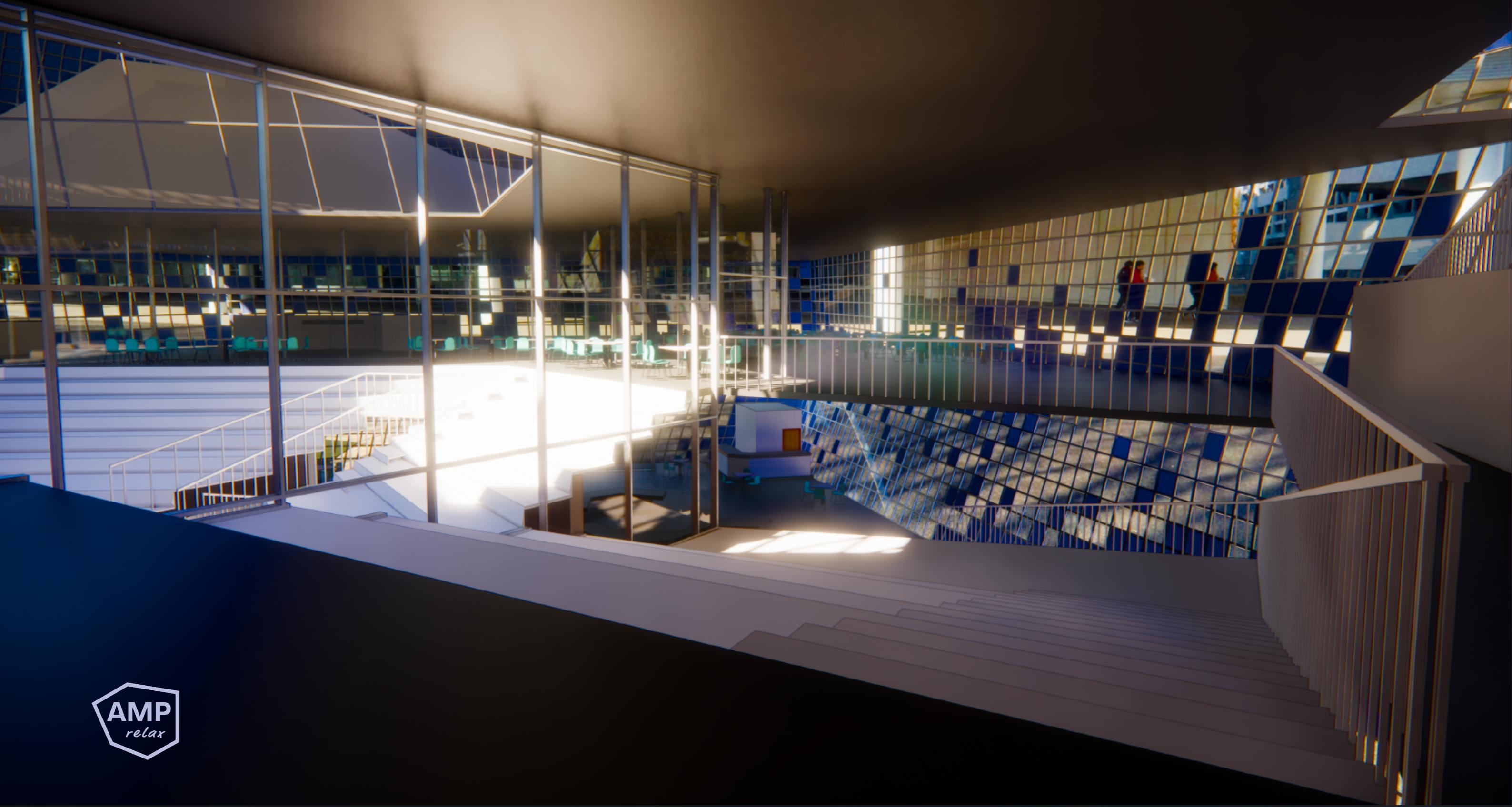


- no roof amphitheatre as the central program.
- activities separated along the vertical: higher, the less socially interactive.
- automatic sliding glass doors for the amphiitheatre entrances
- curtain walled boundary the amphitheatre for Level 2 and Level 3.

Renderings



Renderings



Renderings



Renderings



AMP
relax

Renderings

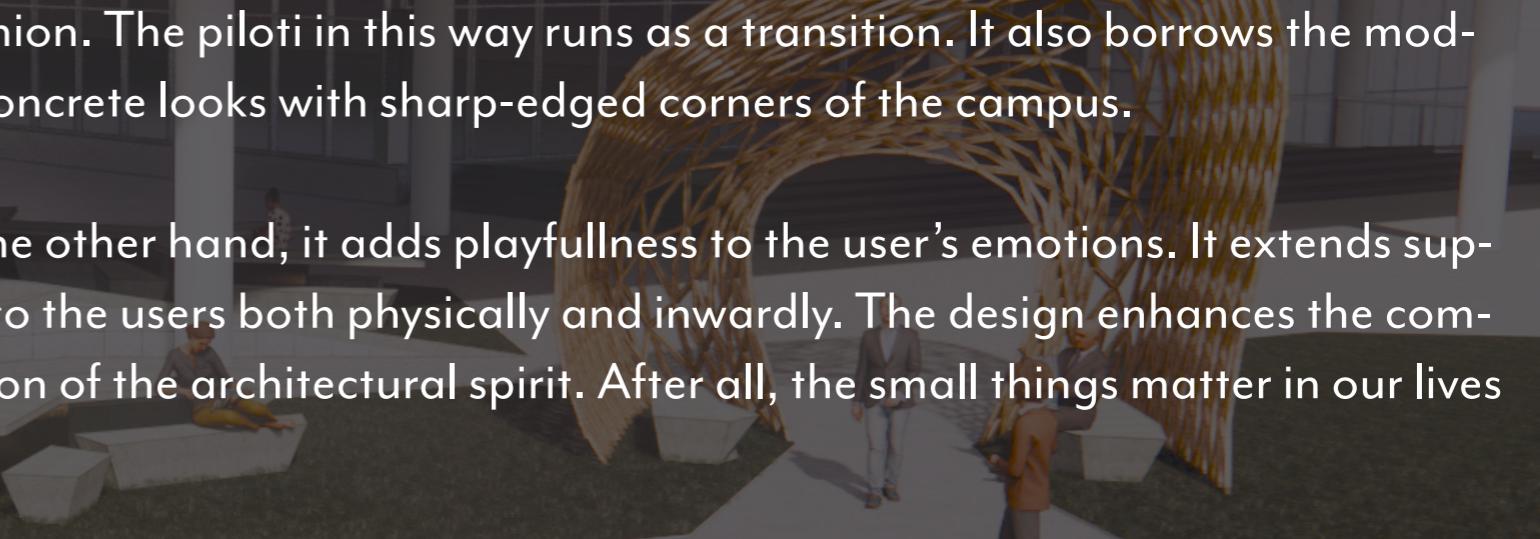


The Central Lawns

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The campus presents a sense of freedom to the students. But, the piloti space forms a void and lessens the freedom through lack of possibilities. The proposed structures ensure opportunities to back freedom.

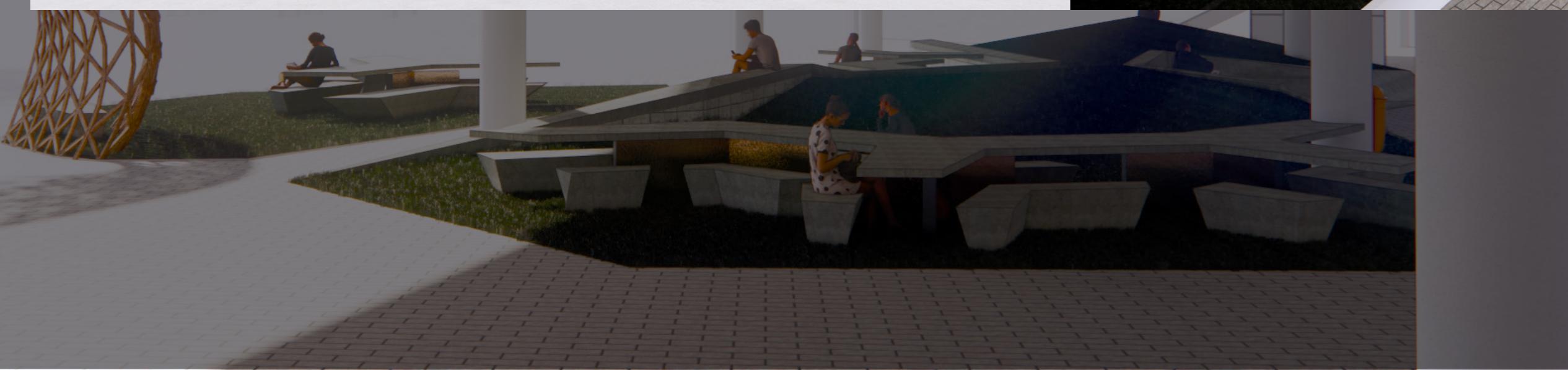
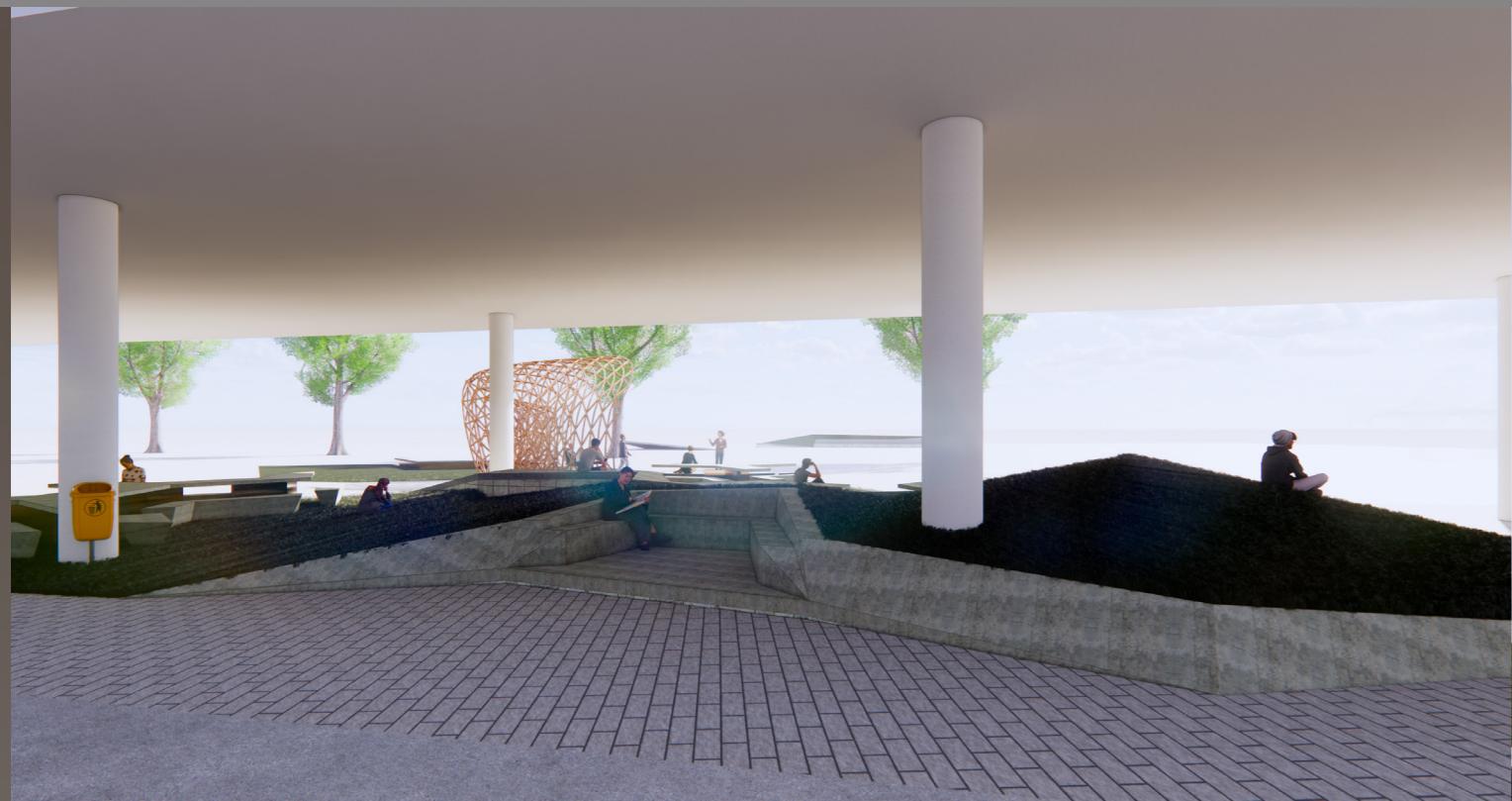
The grass structure inside fills the void of the piloti. It is made to cater to all kinds of usage and people—some people like sitting on the grass, others, tables and chairs. This loose design, along with the grass lawn makes the piloti space lively. It provides energy to users. The seating allows people to relax and wander through their thoughts, or have a discussion in the fresh air. The grass concrete combination acquires its blend of concrete and nature from the campus exteriors and moulds it into a semi-interior fashion. The piloti in this way runs as a transition. It also borrows the modern concrete looks with sharp-edged corners of the campus.

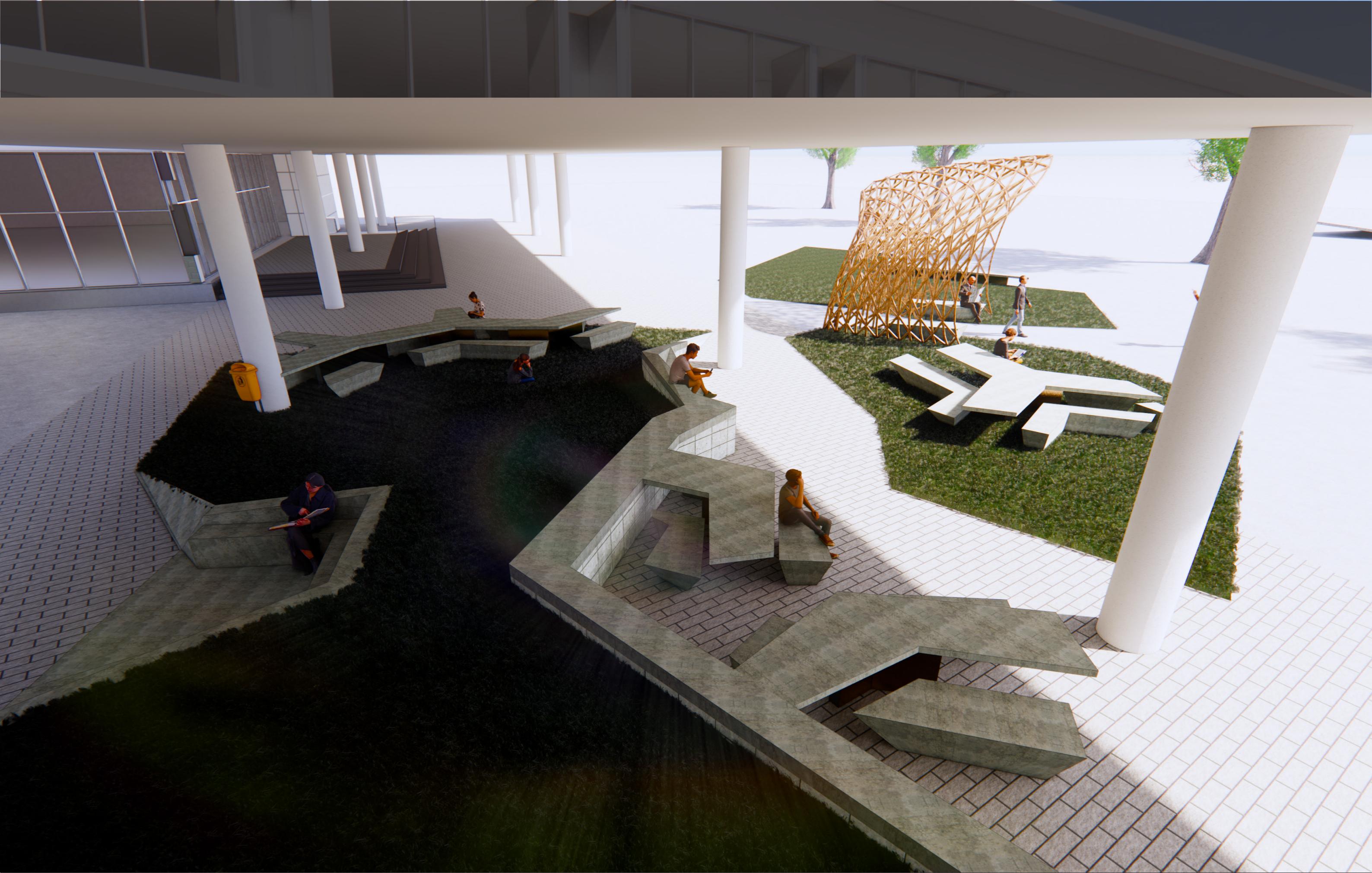


On the other hand, it adds playfullness to the user's emotions. It extends support to the users both physically and inwardly. The design enhances the compassion of the architectural spirit. After all, the small things matter in our lives too!



The outside grass acts as a nonphysical arrangement of passages. All the structures on it are set nearby to the #2 building. It is as if the interiors dissolve as you walk outside. The wooden loft behaves as a doorway to the building. It expresses the playfulness of the campus.







GlassEye

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Who am I targeting this?

- The Blind Population
- Cataract inflicted or the visually impaired

What problems are to be solved?

- Lack of social interaction
- Natural social profiling
- Emergency danger alerts
- Lack of sense of obstacles or direction

Same problems, but in detail.

Lack of social interaction

They are not able to recognise people as they start speaking, they cannot see people as they walk down the street. This causes social isolation and can be detrimental.

Natural social profiling

Naturally, blind people stand out of the general population, which can cause people to pay special attention to them. They hence don't get the same treatment as everyone else.

Emergency danger alerts

They cannot stay safe from incoming moving objects because their perception is limited to the white cane.

Lack of sense of obstacles or direction

If they lose their initial sense of direction, may get confused and feel stuck. This can bring a sense of constant fear in them.

What technologies do we have now?

Facial recognition

We can use facial recognition to recognise people in the crowd.

Time of Flight sensors

Time of flight sensors are very accessible that they are present in the latest smartphones. These cameras provide us with 3D depth information which can be used for detecting obstacles.

Computer Vision (CVG)

CVG can detect motion of objects, their speed and acceleration and predict the time of arrival thus helping us predict dangers and warn the patient beforehand.

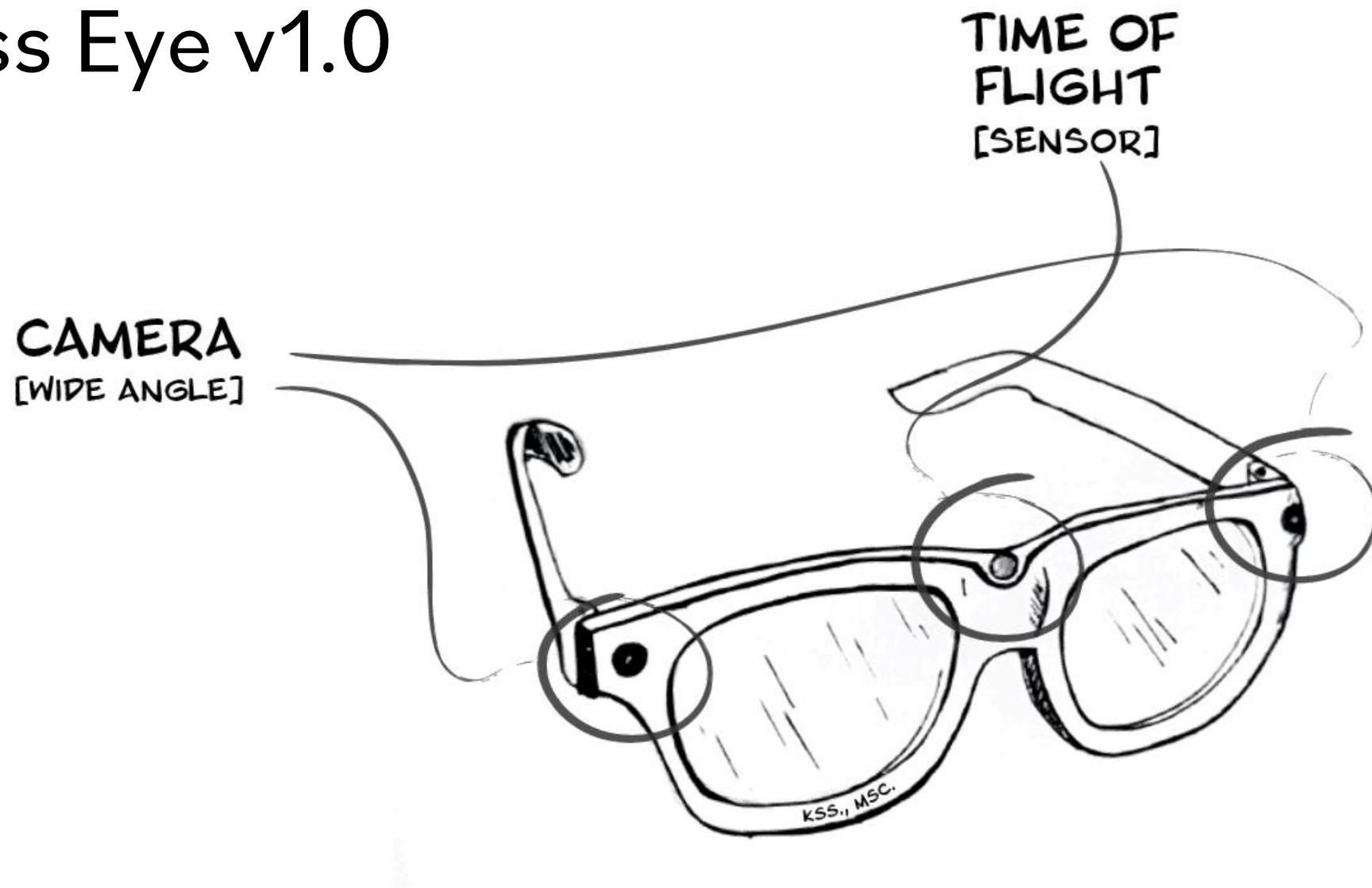
Micro-sized electromagnets

Electromagnets that are the size of 1mm that can act as a tactile information transmitter.

Machine Learning (ML)

We can make the app learn the usage nature and try to fit perfectly into the user's life.

Glass Eye v1.0

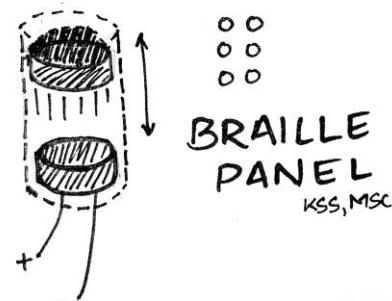


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How to convey information to the user?

Earpiece

We can have a voice companion that conveys information through conversation. But, we can use only a single ear as sound is a crucial input source to the human body.



Braille Gloves

As mentioned before, we can use an array of six micro electromagnets that act as a braille interface to convey information to the user. We can also use morse code, but braille is fairly popular to the blind.

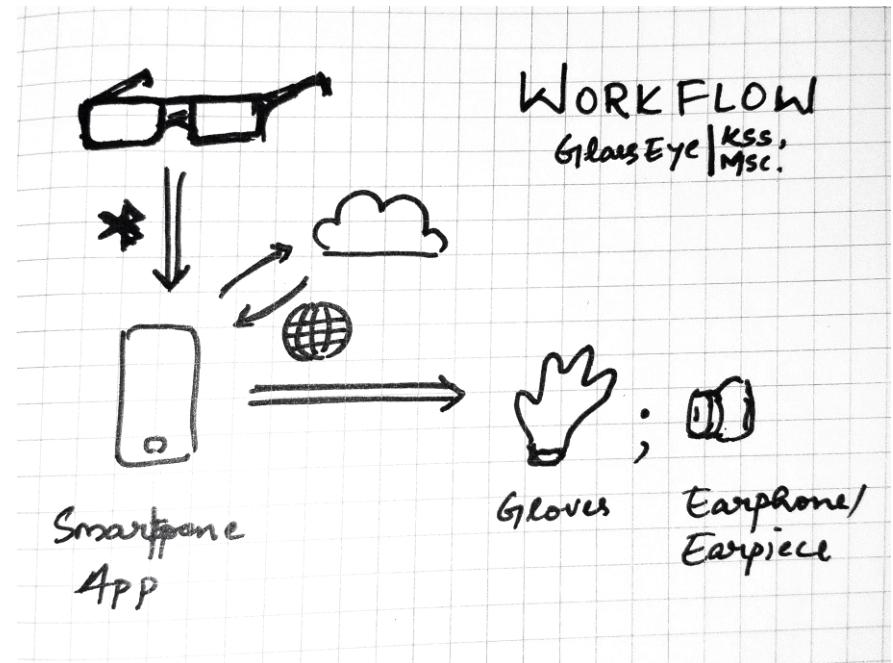
How does it work?

Time of Flight (ToF) sensor

The time of flight sensor at the centre of the spectacles gives us spatial information. Using this information, we can give directions to the user so that they can successfully avoid obstacles.

Smartphone App

The spectacle houses two [wide angle] cameras on either side, once ToF aiming towards the direction the user is facing, a sensor driver motherboard along with a compass and gyroscope and a Bluetooth transmitter. Information from the sensors go to the smartphone app that process vital information on the phone itself, and advances and more power demanding processing on the cloud and then transmits required information to the gloves and earphone.



User Experience

They are blind

We cannot force them to use a USB port to charge the spectacles. Use wireless charging with two coils around each of the lenses.

Fit into the society They are blind

- Use minimal extensions on the glasses, make it look as normal as it gets.
- Wearing sunglasses indoors may look out of the ordinary, so use UV sensitive glasses that become dark under sun and transparent indoors.

Machine Learning

- We can use inventories and keep track of everyday objects the user uses and then try to aid them finding misplaced objects with the help of CVG and ML

User Experience

Computer Vision

- At supermarkets, the device uses CVG to identify products thus enabling them to be more self sufficient in their lives
- While outdoors, the device recognises road signs and traffic lights to assist them in crossing roads and keeping them on the footpath.

Hand-Ear coordination

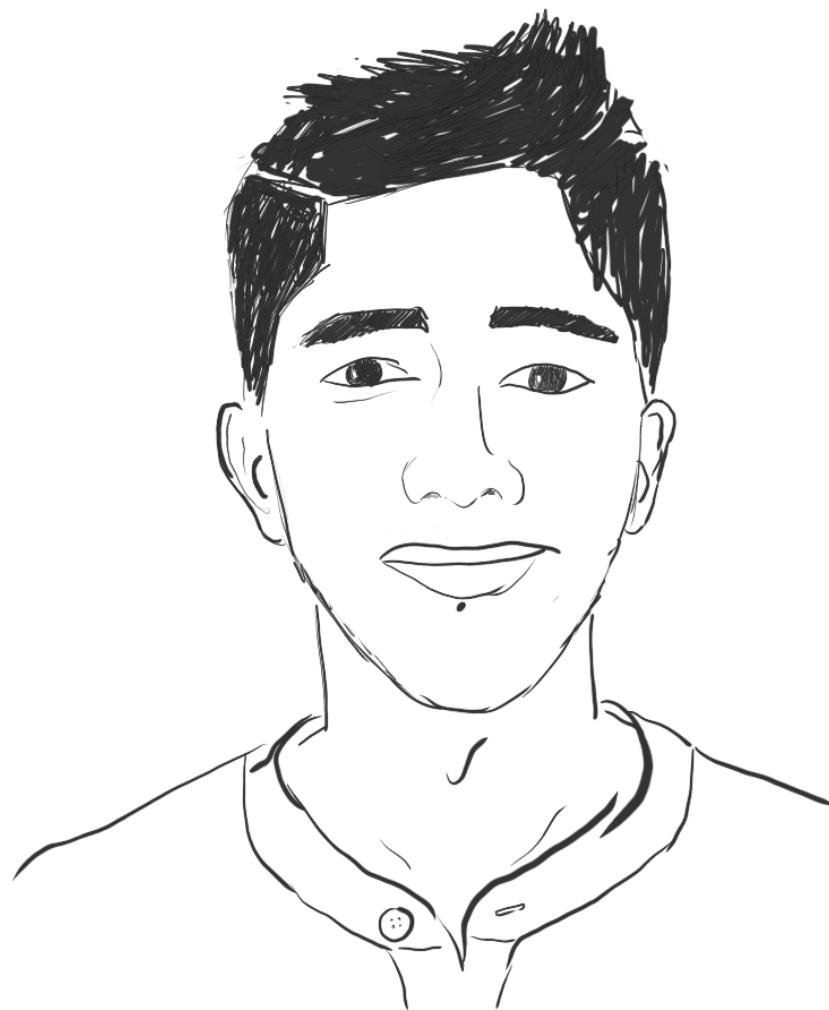
- The device enables young visually impaired population to learn the braille script through the tactile-audio couple generated while using the earpiece and gloves together.

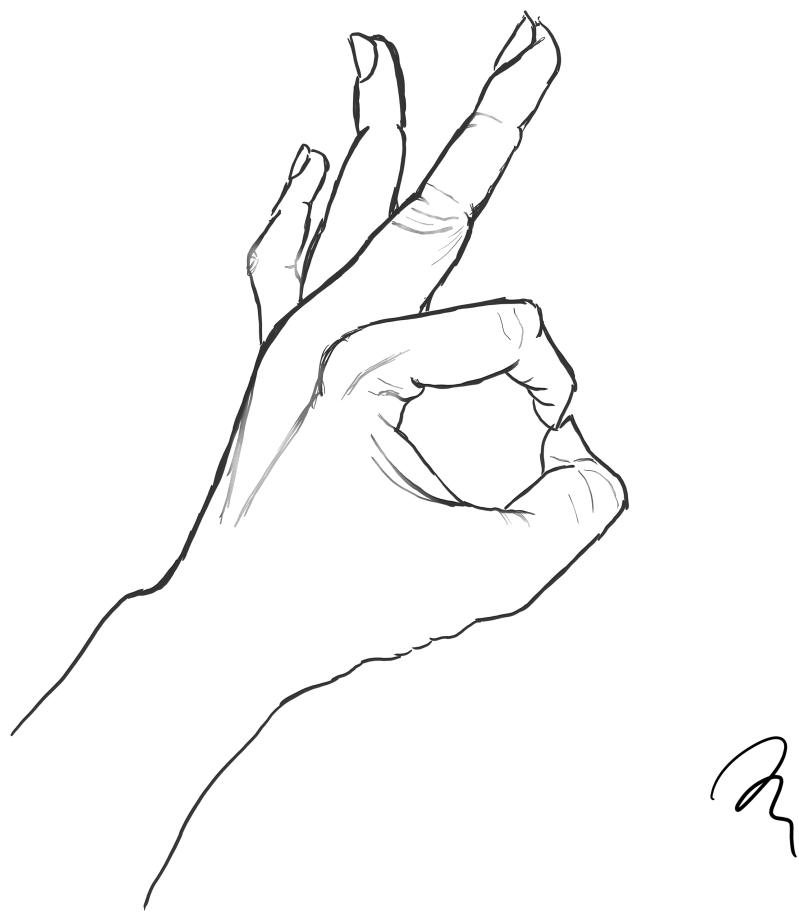
Art Portfolio

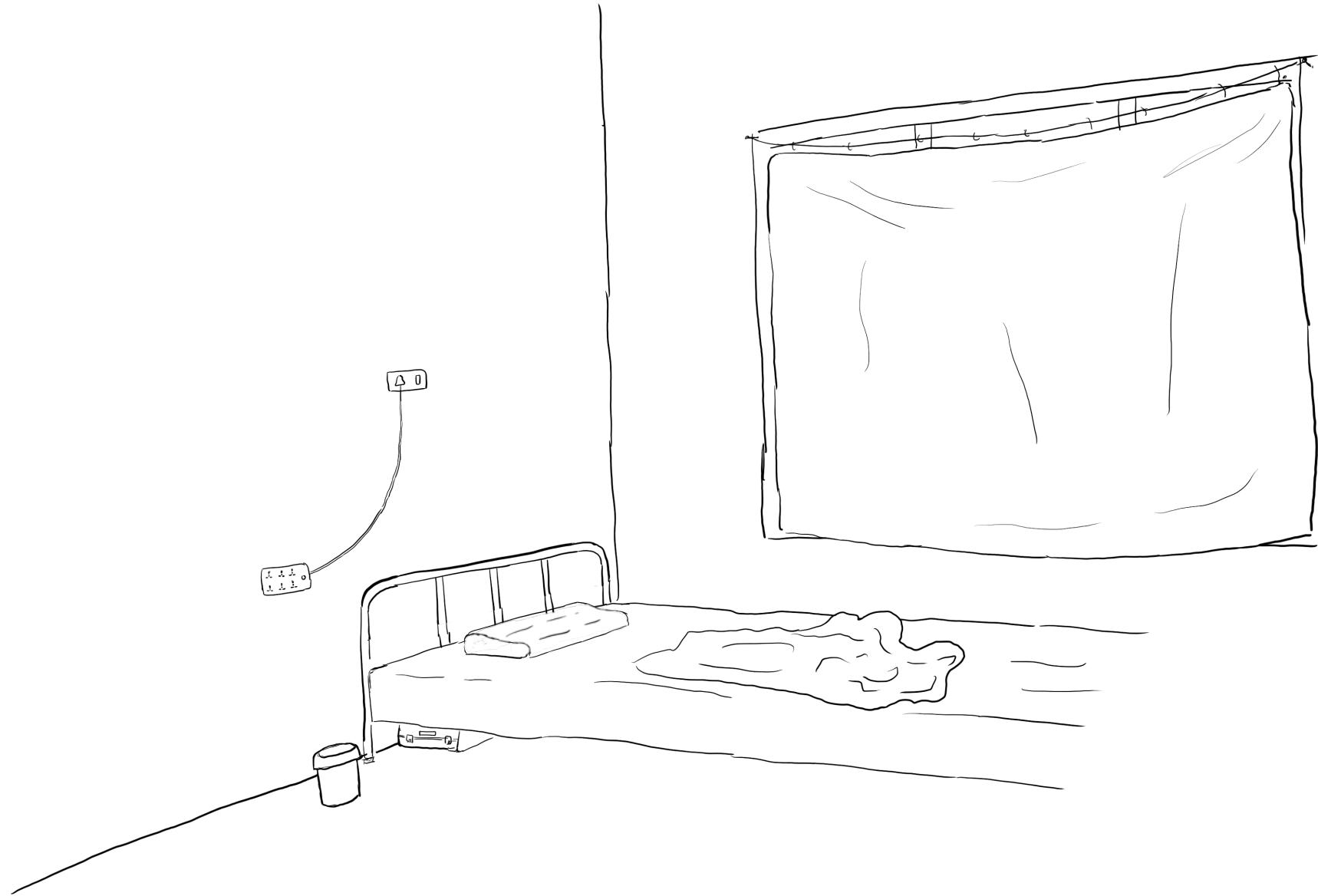
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S Shenoy

Exercise 1

| Self Portrait | Drawing of Hand |
| Corner of Your Room |
|Vase and Face|











Exercise 2

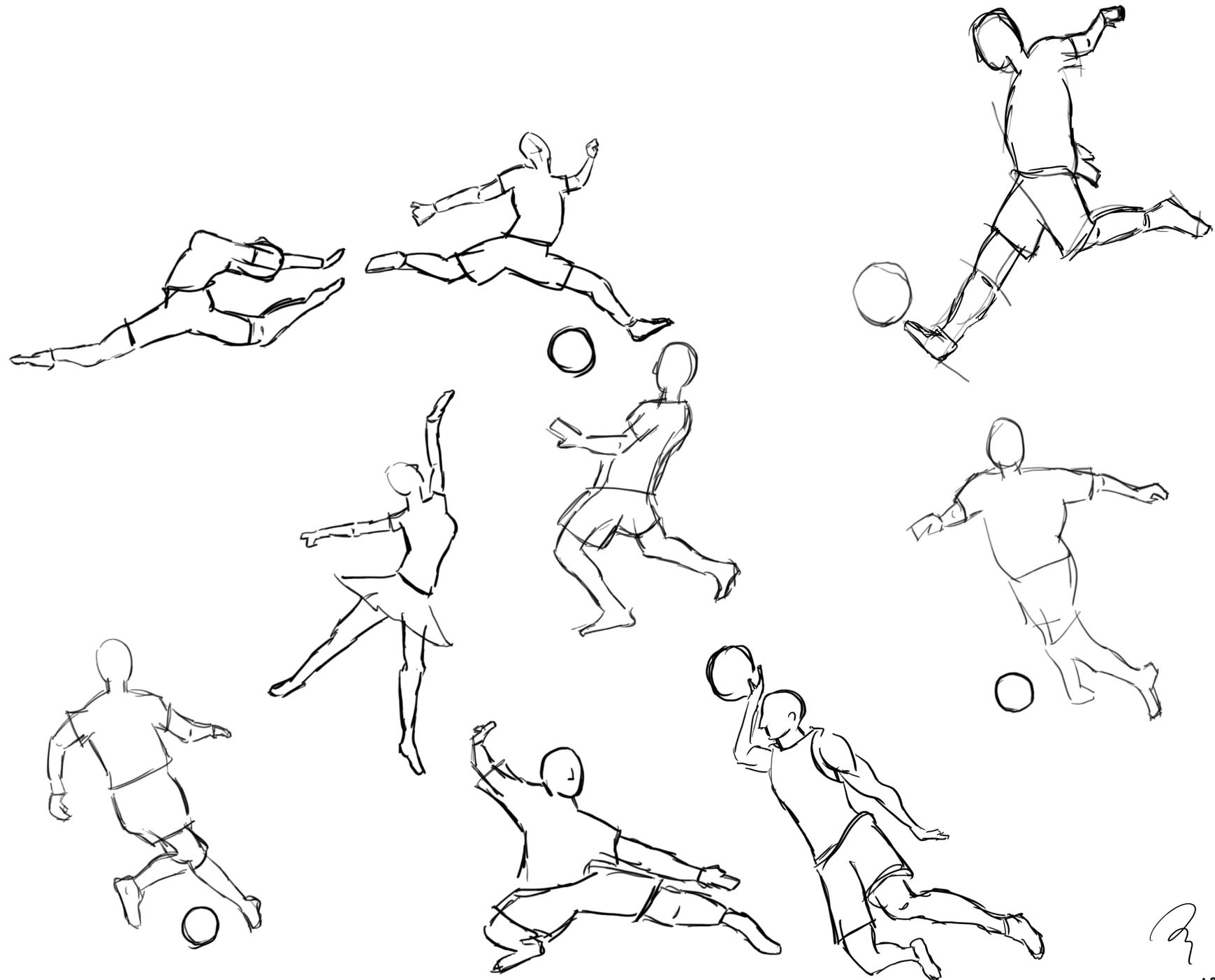
| Upside Drawing | Pure Contour |



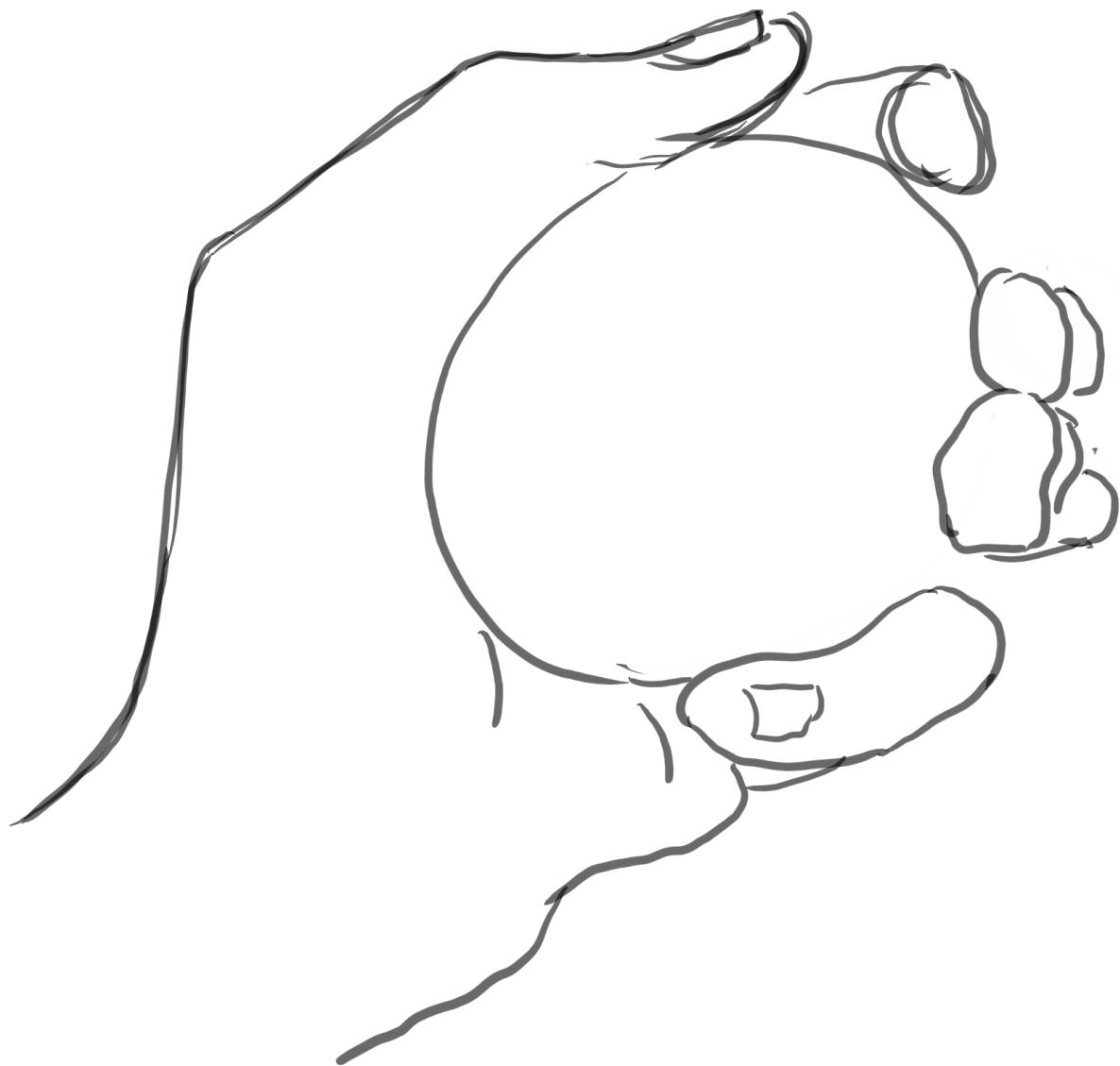


Exercise 3

| Hand Holding an Object |
| Sports Page |



R
A bit sporty, eh?





NOKIA

Exercise 4

| Flower Contour | Negative Space |

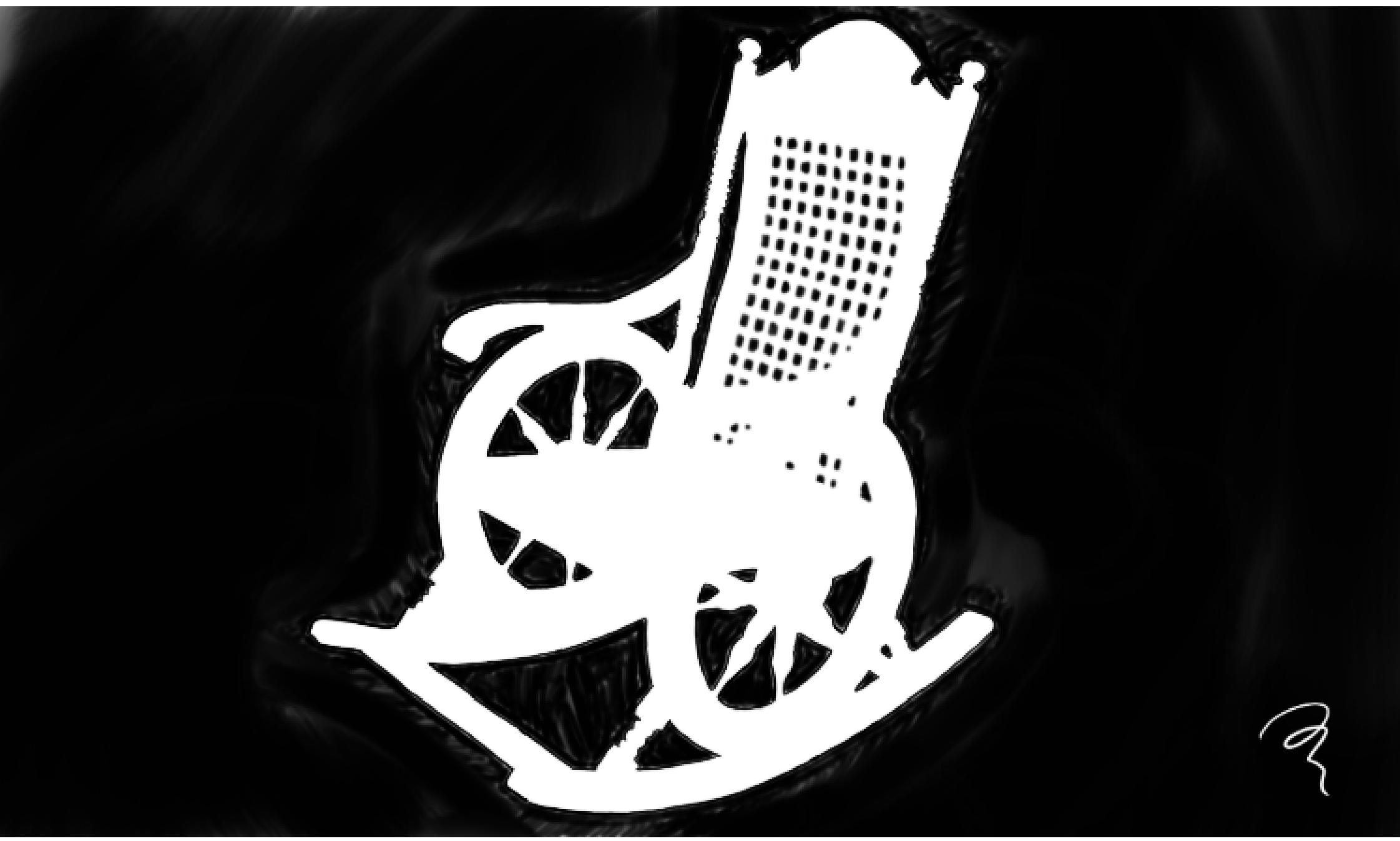


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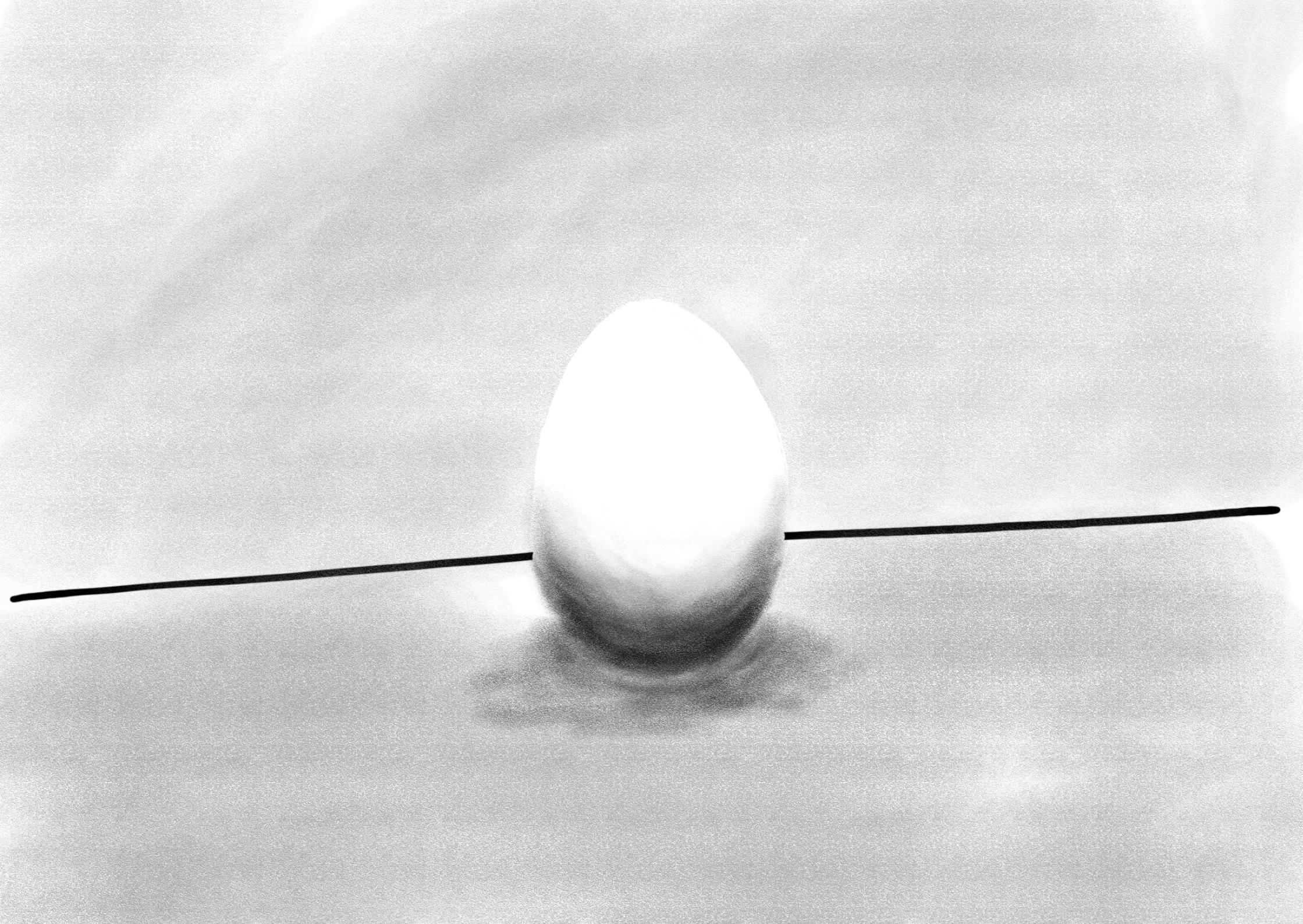


Exercise 5

- | A Piece of Furniture | Copy after Master |
- | Egg lit from above | Books on Table |
- | Still Life with Elliptical Objects |

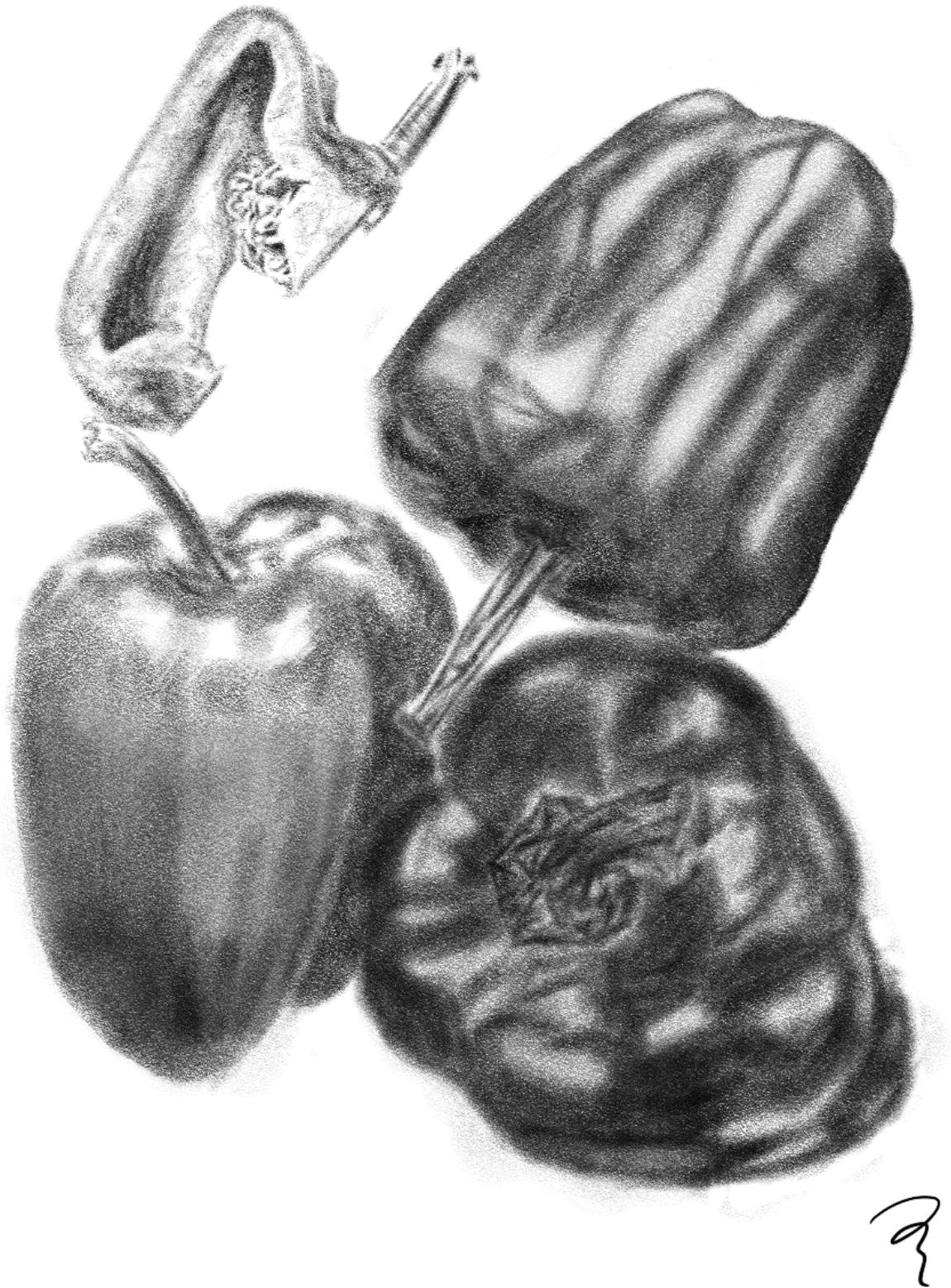


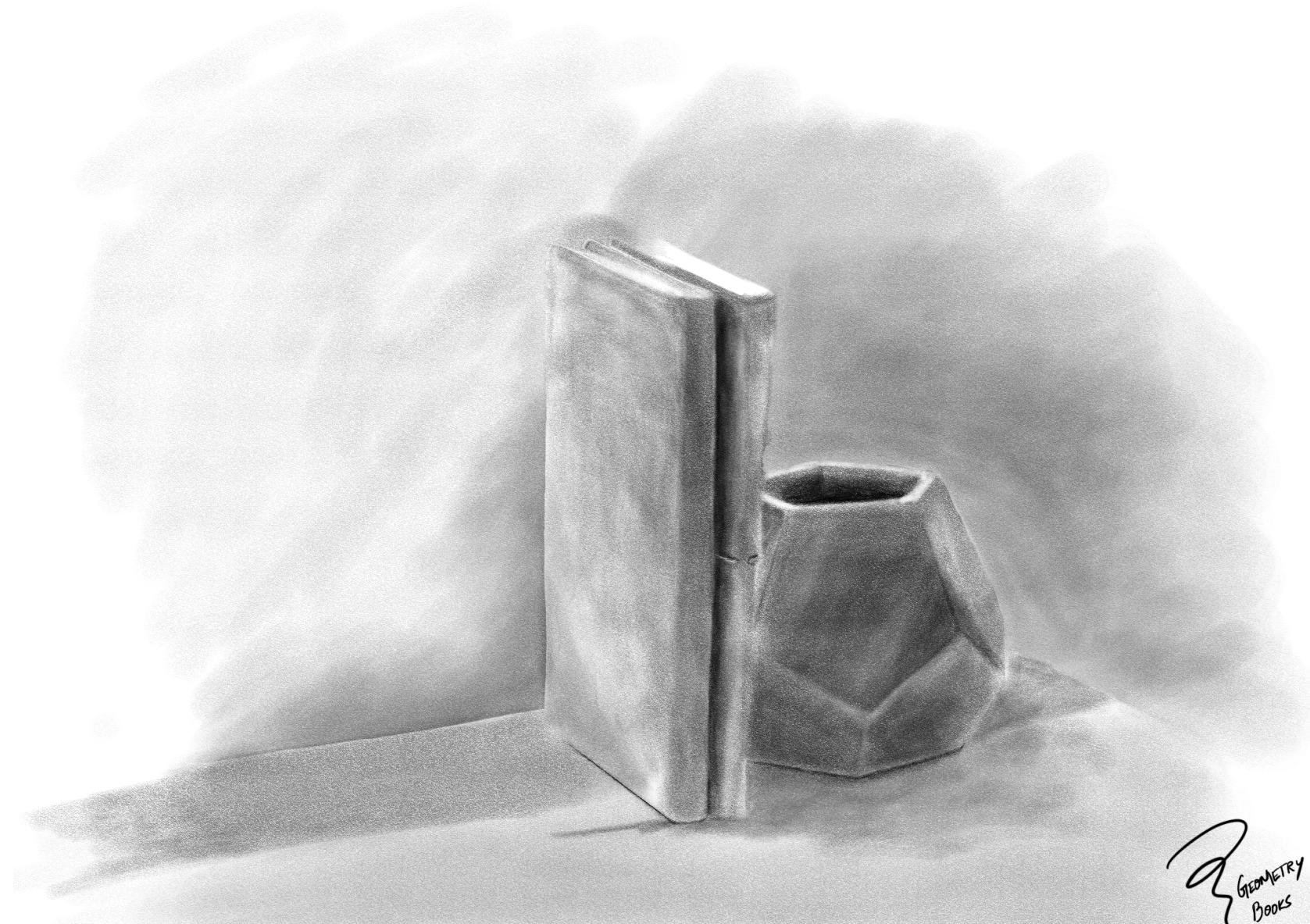






R
Egg of the Moon





 GEOMETRY
BOOKS

Exercise 6

| Portrait Head | Copy after Master: Profile |





Exercise 7

| Japanese Ink | Urban Landscape|



日本美術
Japanese Art



Q

The Pretentious
Dennis

RDR 2

