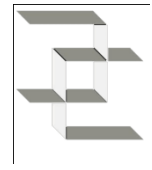




# SENSORY ARCHITECTURE



## WHAT IS SENSORY ARCHITECTURE??

Architecture is the art of reconciliation between us and the world, and this mediation takes place through the senses.

Architecture, an important part of our environment, disturbs our experiences, feelings, memories, and ultimately the decisions we make. To explore the connection between architecture and the human Senses was the intention. Whether positive or negative, everything created or done by man has an effect on his environment. Some people are more aware of their architectural environment some are less but at the end we all live with it and have at least an unconscious impression of it. We understand buildings through our senses. Although the five basic senses are often studied as individual systems covering visual, auditory, taste–smell, orientation and the haptic sensations, there is interplay between the senses.

## WHAT IS THE OBJECTIVE OF SENSORY ARCHITECTURE??

The aim is to understand the role of all the sense organs in architecture and not just the visual aspects. Our Objectives are to get better understanding about creating spaces which are relatable and perceivable by all.

## LEARNING OUTCOMES??

It is imperative to realize that architecture is not merely the science of designing buildings but involves using all of the senses in a particular built space and leaves a lasting impression in the user's mind.

## WHAT IS SENSORY DESIGN??

**Sensory design** aims to establish an overall diagnosis of the [sensory perceptions](#) of a product, and define appropriate means to [design](#) or redesign it on that basis. It involves an observation of the diverse and varying situations in which a given product or object is used in order to measure the users' overall opinion of the product, its positive and negative aspects in terms of [tactility](#), [appearance](#), [sound](#) and so on.

Sensory assessment aims to quantify and describe, in a systematic manner, all human [perceptions](#) when confronted with a product or object. Contrary to traditional laboratory analysis, a sensory analysis of a product is either carried out by a panel of [trained testers](#), or by specialized test equipment designed to mimic the perception of humans.

The result allows researchers to establish a list of specifications and to set out a precise and quantified requirement. These are applied to materials and objects using various criteria:

- [Touch](#), textures, compliance, friction.
- [Vision](#) colour, luminosity, shape, pattern.
- [Sounds](#) and [movements](#) made when a product is handled;
- [Smell](#) & [Taste](#)

# **DESIGN - MUSEUM OF ILLUSIONS**

In this design we have different rooms which trigger our senses. Our intention is to explore the connection between architecture and the human Senses.

## **Exterior - Thermocromic wall**

Exterior wall of the museum is Thermocromic wall. It's a wall of any given size or material which changes color with change in temperature or when it's touched by an object whose temperature is different from its own temperature.

### **HOW IT'S BEING ILLUSTRATED??**

It's being done by making a room, painting different sides of the room with thermocromic paints which changes color when it comes in contact with a temperature other than its own.

IT BASICALLY TRIGGERS THE SENSE OF TOUCH.



## **AMES ROOM**

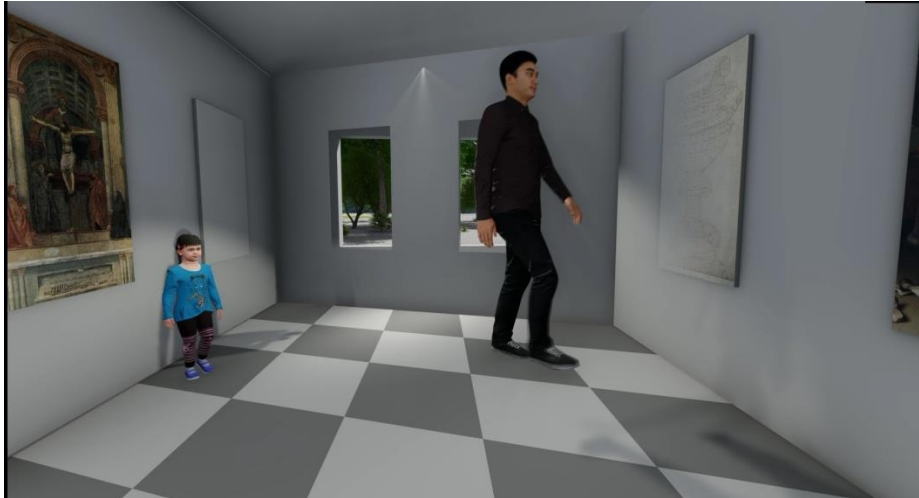
An **Ames room** is a distorted room that creates an [optical illusion](#).

An Ames room is viewed with one eye through a [peephole](#). Through the peephole the room appears to be an ordinary [rectangular cuboid](#), with a back wall that is vertical and at right angles to an observer's line of sight, two vertical side walls parallel to each other, and a horizontal floor and ceiling. The true shape of the room, however, is that of an irregular [hexahedron](#): depending on the design of the room, all surfaces can be regular or irregular [quadrilaterals](#) so that one corner of the room is farther from an observer than the other.

### **HOW IT'S BEING ILLUSTRATED??**

It's being done by making a physical model or by illustrating it on certain softwares.

IT BASICALLY TRIGGERS THE SENSE OF SIGHT.



## ROOM OF OUTDOOR

It's a room when being entered from outside gives the feeling of a natural environment like Trees, sunlight, waterfall etc. Though the elements not being exactly in the room. Even the sounds of birds could be heard.

### HOW IT'S BEING ILLUSTRATED??

It's being done with the help of models being illustrated on certain softwares.

SENSES OF SIGHT, AUDITORY, AND TOUCH ARE BEING TRIGGERED.



## A/V ROOM

### VISUALS OF NATURE AND 8-D AUDIO OF NATURE

It basically stands for audio/visual room. In this different visuals of nature are being showed and 8-d sounds can be heard inside the room giving the auditory illusion.

### **HOW ITS BEING ILLUSTRATED??**

It's being illustrated by making a room in which many different types of equipment are fitted to show the visuals of nature and 8-d sound of nature.

SENSES OF HEARING ARE BEING TRIGGERED.



## **GALLERY**

### **EXPRESSION WALL**

The Expression Wall is a playful surface that allows you to express yourself in many different ways. You can engage from a distance as your body movement triggers colorful animations. In expression mode, you can move abstract color around with your hands. In drawing mode, you are prompted with a question that you can answer in written or drawn form.

This unique touch surface was created with 100 procedurally generated slats of Plexiglas which are backlit by LED light. The natural flex of the Plexiglas provides a surprising and delightful surface for drawing.

SENSES OF TOUCH ARE BEING TRIGGERED.





## **EXHIBITION AREA**

Exhibition area is the one on which all the models are being exhibited in the gallery.

SENSES OF SIGHT ARE BEING TRIGGERED.

## **ROOMS WITH HYPNOTIC ILLUSION**

We have used paint and intricate projections to transform rooms into psychedelic paradises. Once intervened, the spaces go from ordinary to twisted, warped and distorted, immersing visitors into rooms that have walls that confuse even the cleverest ones.

The room installations explore concepts like modularity and repetition, altering the visitor's perspective of architecture. By using hypnotizing line designs, we tackle the viewer's perception, Set upon the walls, floors and ceilings, the lines — mostly in black and white — create a feeling of undefined movement.

SENSES OF SIGHT ARE BEING TRIGGERED.



## **GARDEN**

In the garden area we have installed different illusion sculpture. It is kept as the centre of attraction.

SENSES OF SIGHT ARE BEING TRIGGERED.

# **LESS VISION, MORE SENSES**