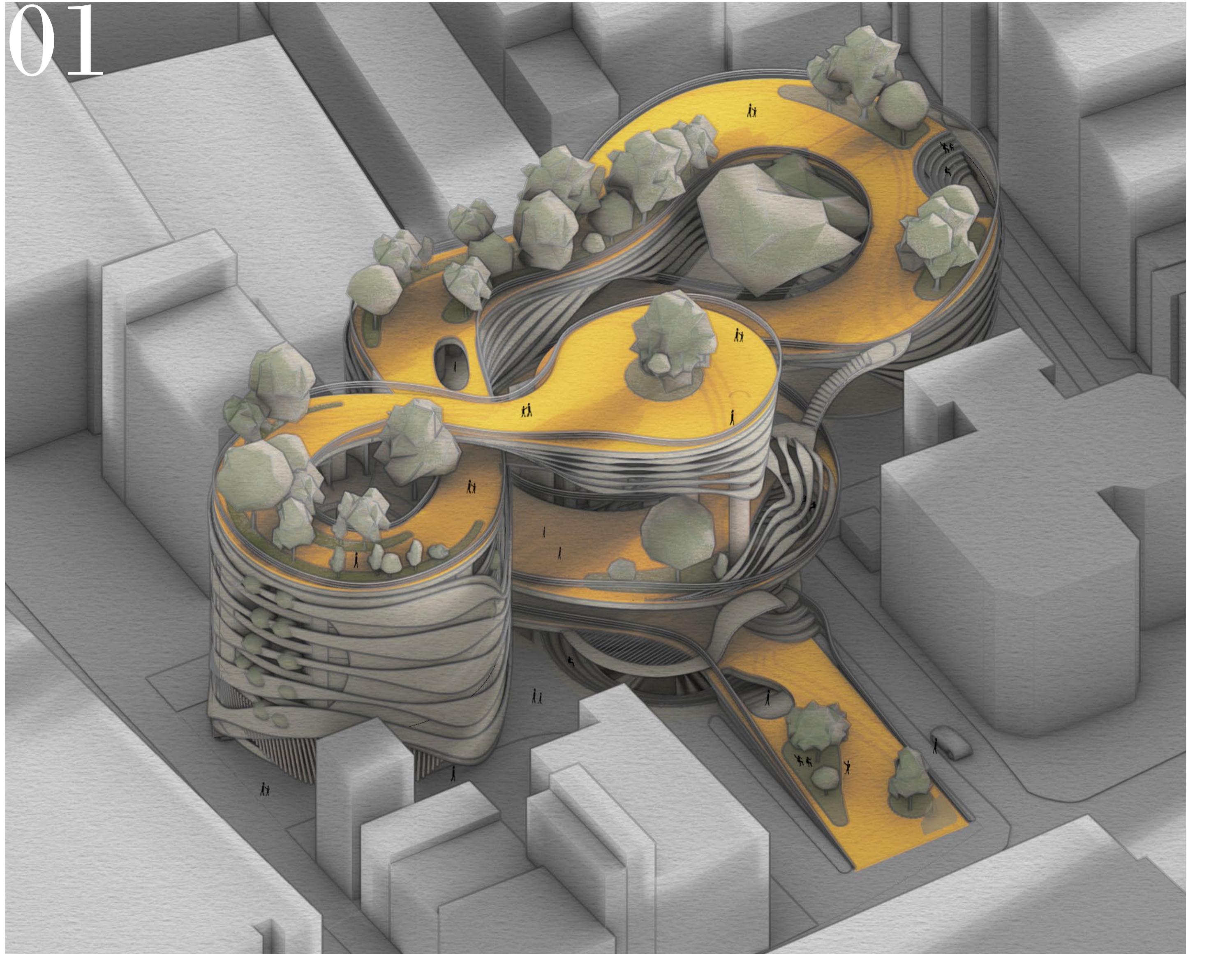


01



anti-urban.

Project : Anti-Urban, Co-housing in Urban Setting
Location: Liverpool, England
Project type: MA Design Sem02 Project

Revolutionizing the concept of urban living, this co-housing project challenges traditional urban norms. Nested in the heart of Liverpool, it reimagines urban structures, carving out a harmonious blend of private retreats and communal recreational areas. This innovative design fosters a sense of neighborhood camaraderie while transforming public spaces into delightful walking havens, encouraging social interactions and a shared sense of joy.

the thought.



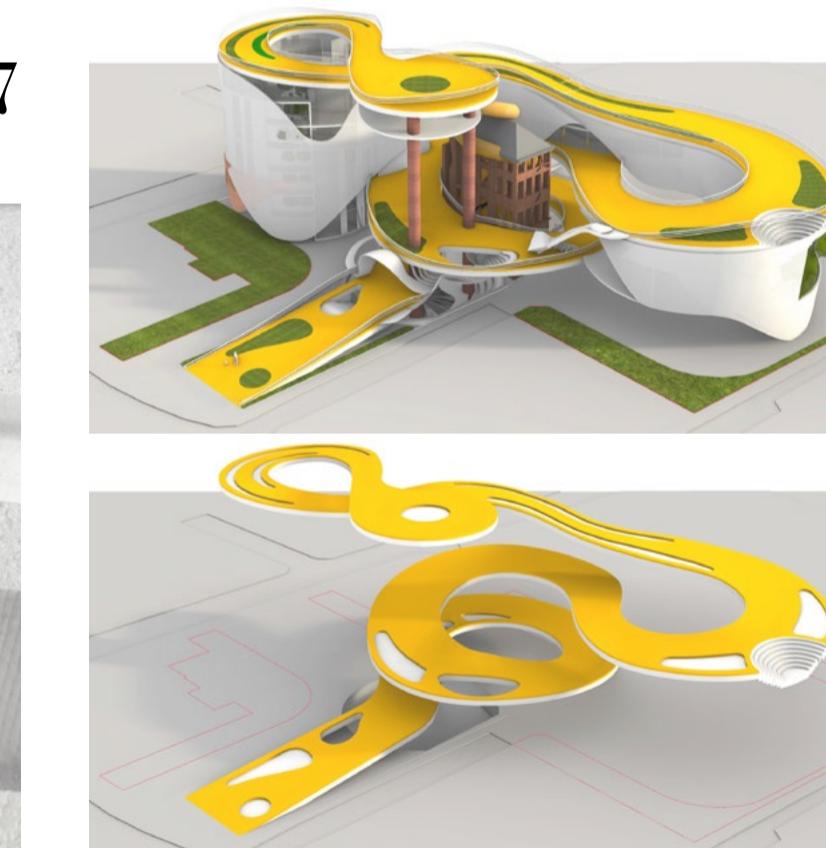
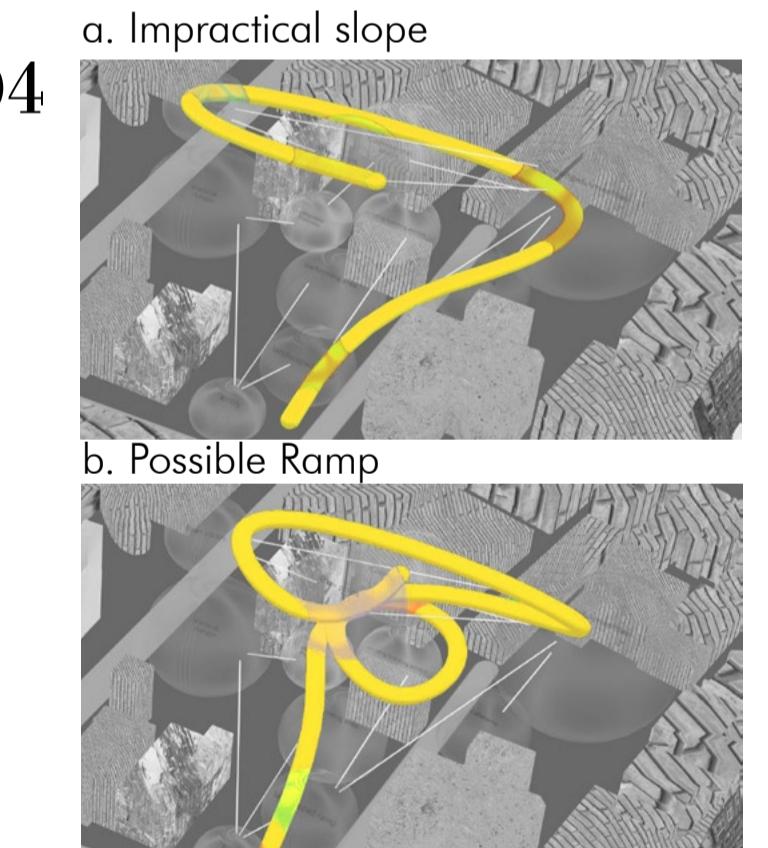
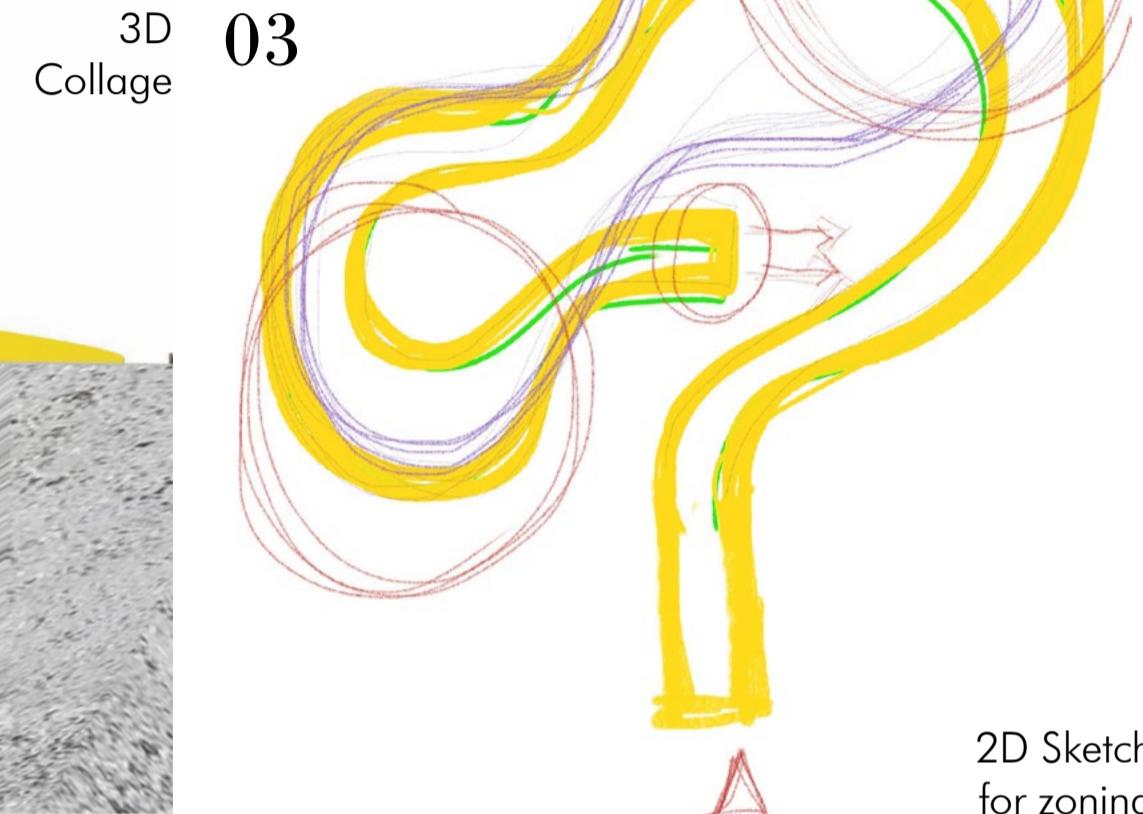
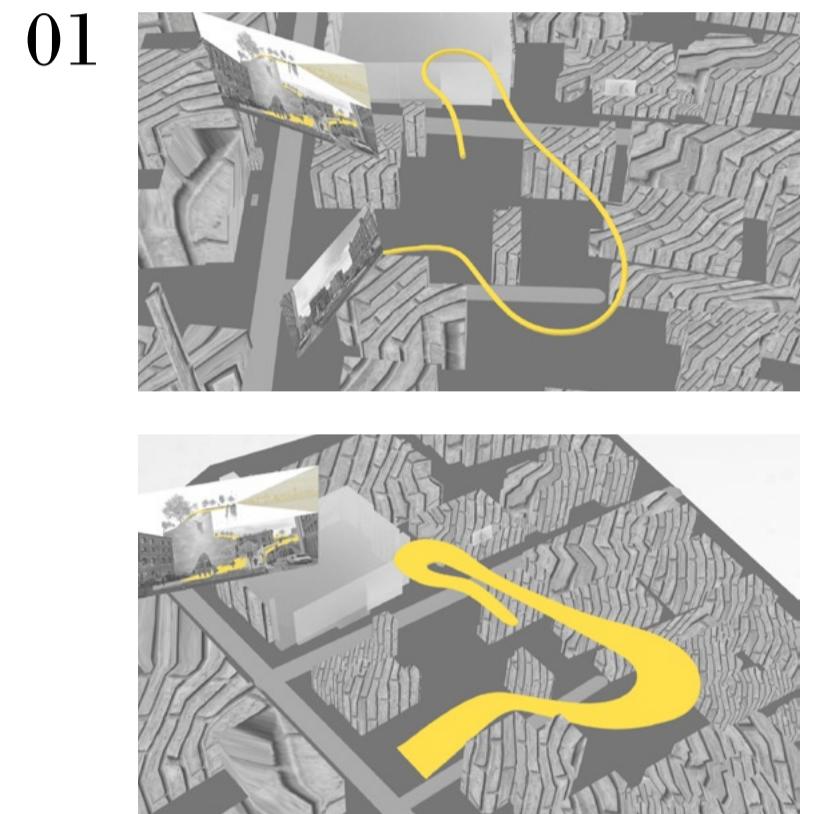
Contrast:
Perspective through
artistic expression



Context:
The urban brick boxes
in and around the site

development process.

3D Sketching in Gravity Sketch.



1. Basic 3D shape development.
2. Attaining 3d Collage.
3. Sketch for zoning.
4. Ramp Slope practicality.
5. Final Zoning.
6. Attaining final ramp mass.
7. Physical Model.
8. Refinement stage.
9. Final Model.

Final Design
Design + Landscape

Gravity Sketch x 3D Collage

Developing the 3D Collage in gravity sketch using 2D collage reference.

Major Zoning x Ramp Development

Using 3D Collage and sketches.

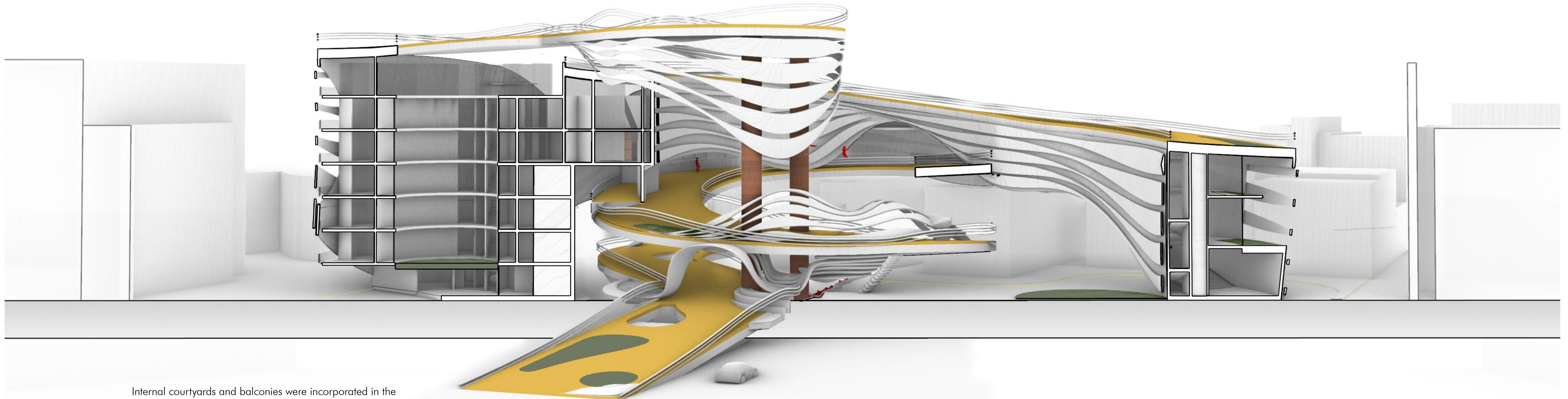
Final Ramp x 3D Printing

Physical model is created using the final ramp with respect to the site.

Rhino 3D x Grasshopper

Refining in Rhino 3D then adding elements using Grasshopper.

section.

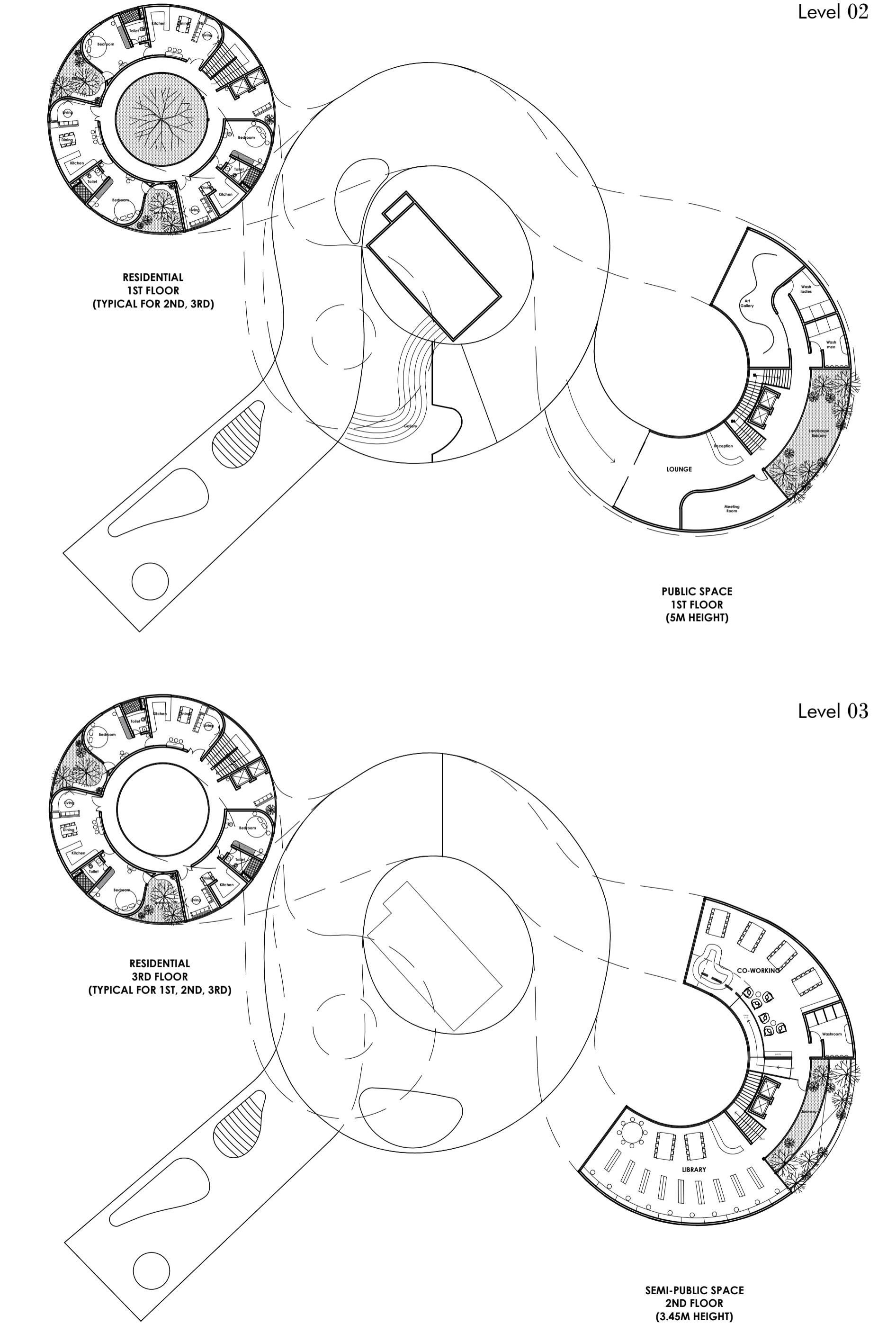


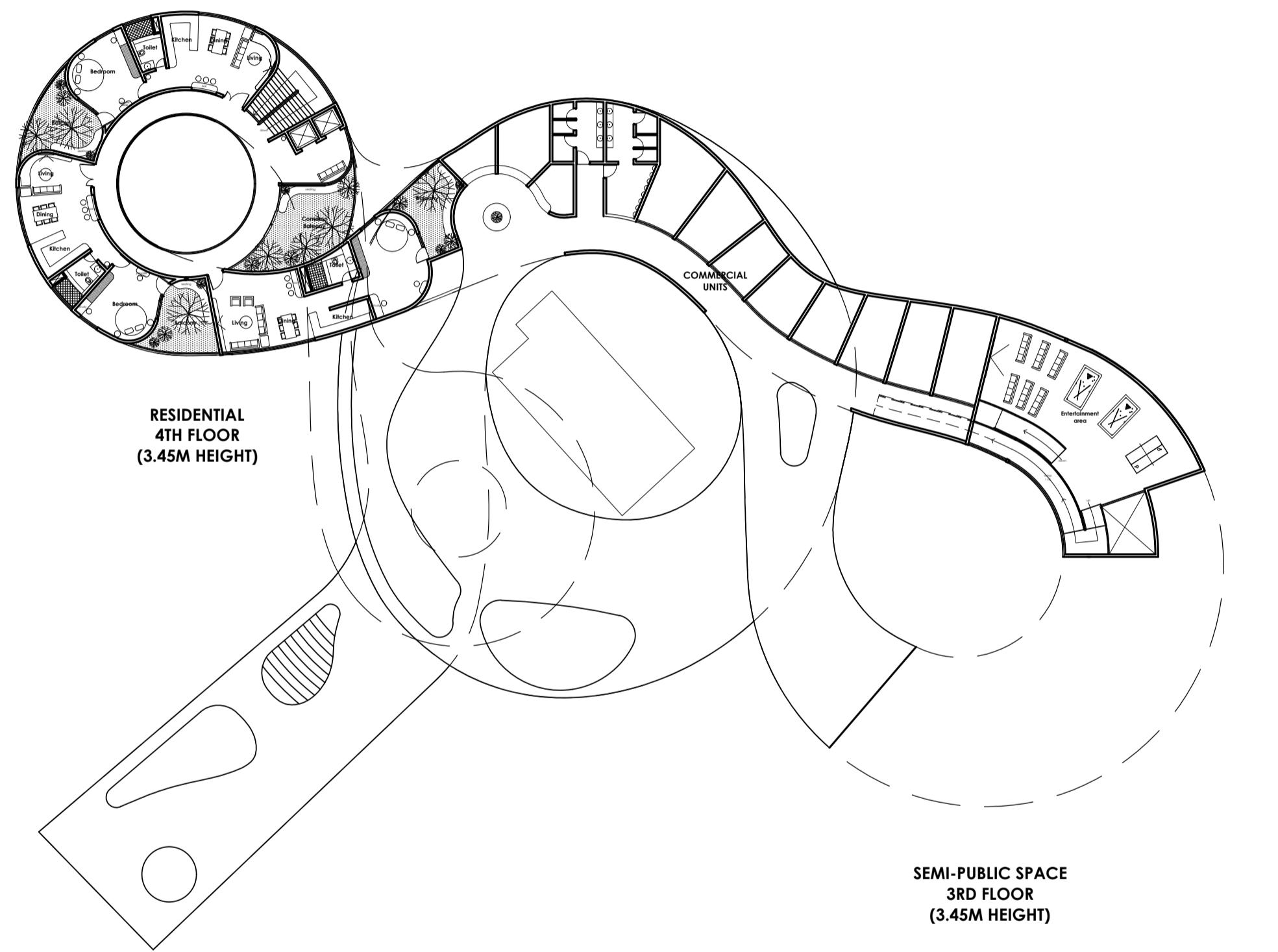
Internal courtyards and balconies were incorporated in the design adapt to the feeling of nature in the interiors as well. In the residential area, every units are given proper balcony spaces that can be converted into a lush garden later. Although the structure is single in vision, the design vision drafted the separation as if they are standalone buildings. To maintain a sense of joy in the design, a slide-through is designed starting from the base level of viewpoint, the shaded viewpoint, towards the amphitheater. This slide-through is going through the existing building structure. The multi-purpose digital space incorporated in the existing building will cherish along with the transparent slide-through going through its interiors, which itself will become a part of the immersive experience.



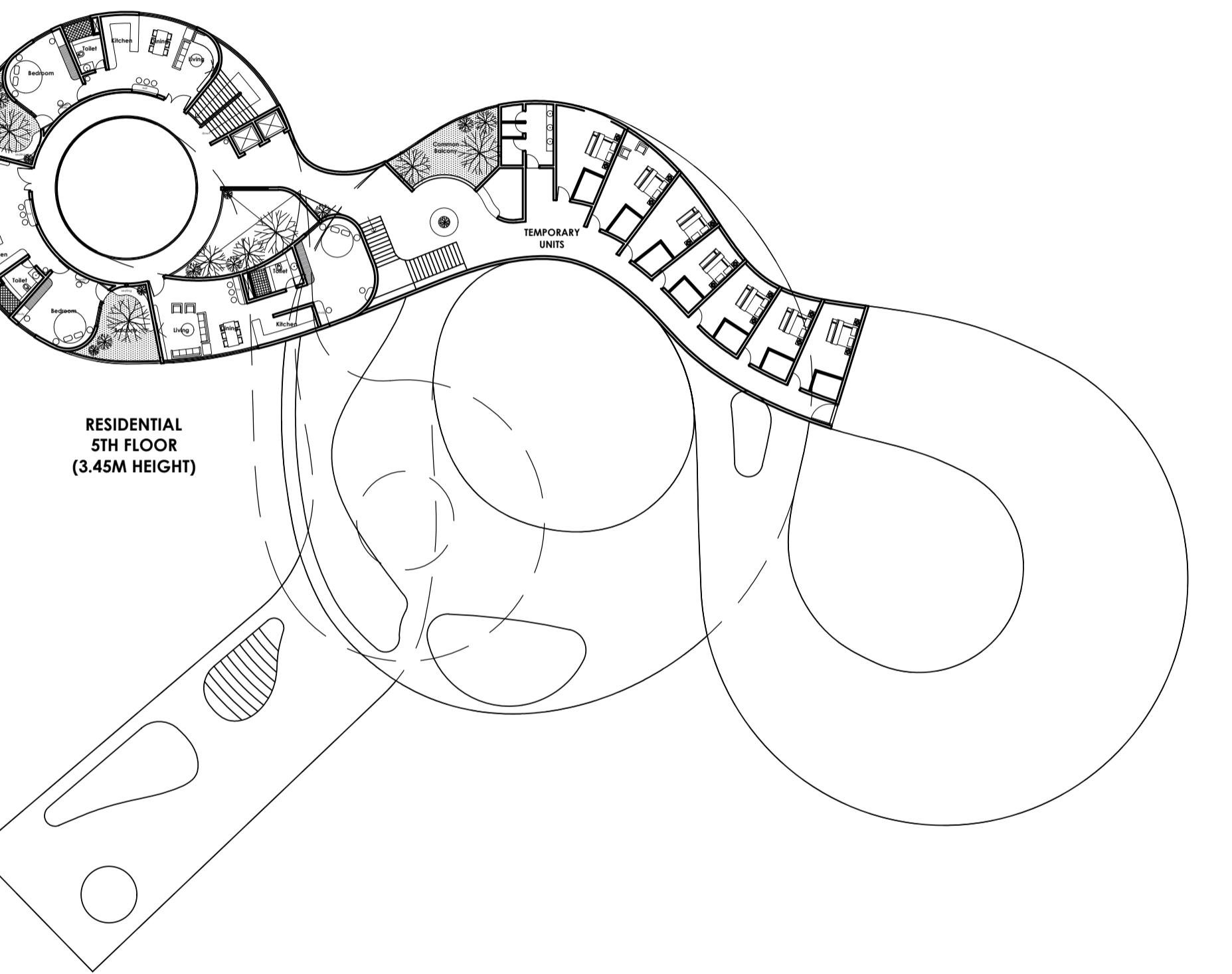
planning.

The planning is done in such a way that there is a separation for public, semi public and private spaces. Access to the residential portion for the public is restricted, even though the major access points are by the same landscaped ramp. The ramp levels are then carefully designed to incorporate different activity typologies like Commercial spaces, Library, Lounge and Amenity spaces, Cafeteria, Art gallery, Multi-purpose hall, etc. The shades of ramp are used as common gathering spaces, children's play area, parking spaces, outdoor seating for cafeteria, etc. The existing building in the site is converted into a multi-purpose digital gallery which gives immersive experiences to the public.

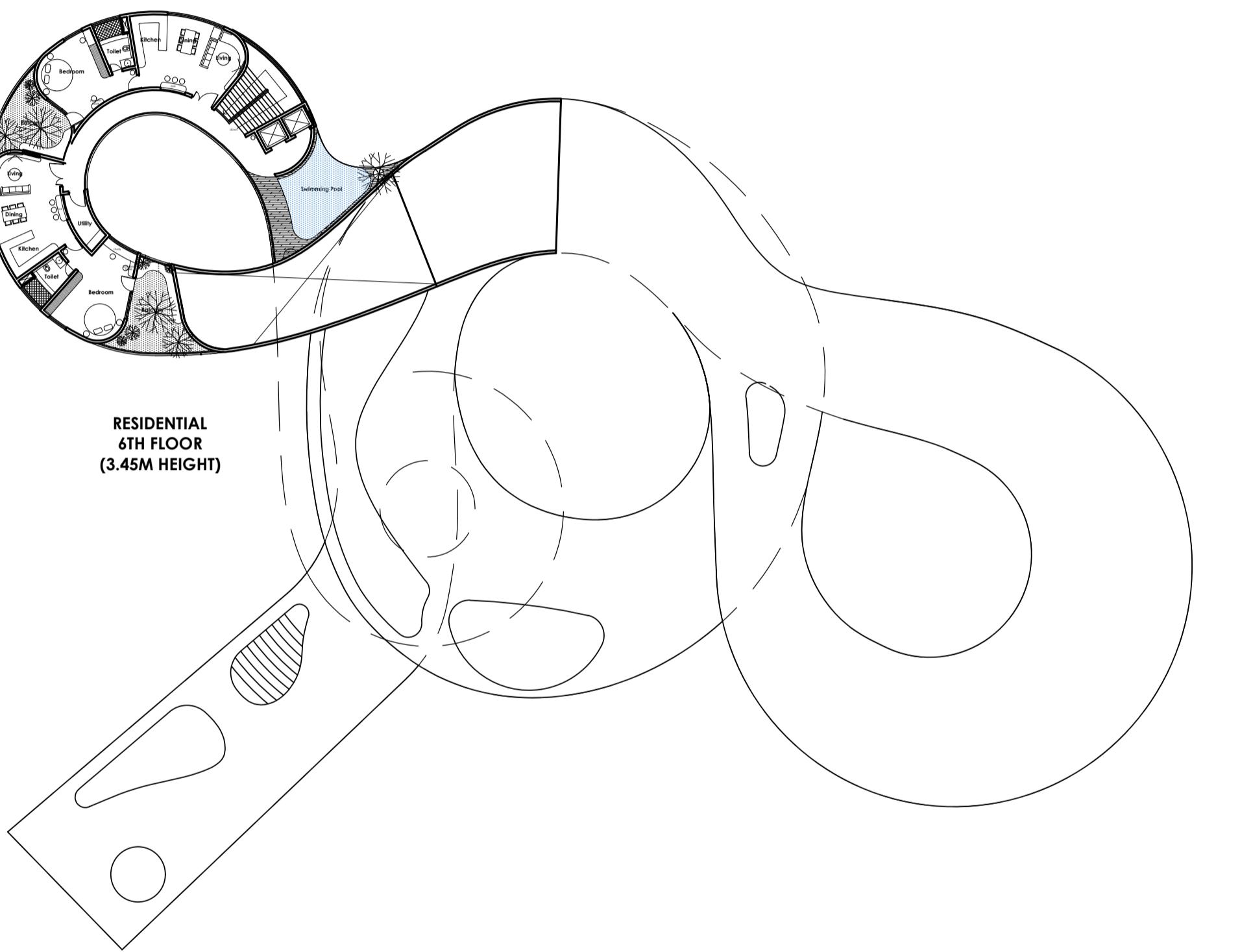




Level 04



Level 05



Level 06

spaces.



01 | Performance Area



02 | Viewing Gallery



03 | Children's Play



04 | Commercial Spaces



05 | Pocket Amphi + Balcony



06 | Shaded Walkway



07 | View Point



08 | Residential Area Entry



09 | Entry to Visitor Centre + Cafeteria

