PHASES

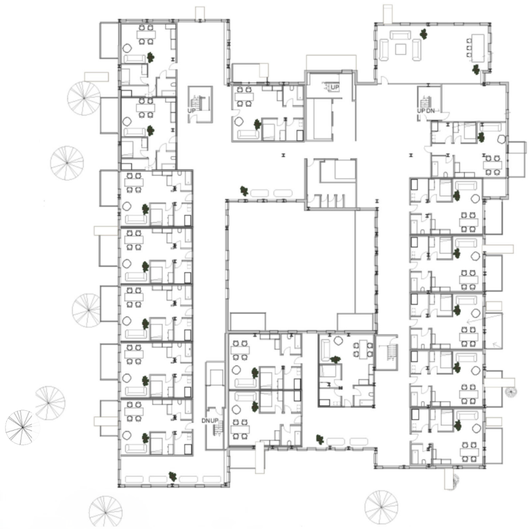
RE-DEFINED LIVING LARA MONASINGH

Current housing is unsuitable, inflexible and expensive, creating rising issues in affordability, social separation and loneliness. These all have adverse effects on society, creating large costs, and impacting our quality of life. This model aims to change the preconception of housing, and inform future development, by providing an intergenerational living system. It creates the opportunity for individuals, who struggle with the challenges of living alone, be a part of a bigger community where knowledge, skills and experiences are shared.

Throughout the stages of the project, various mediums have been explored to not only advance my skill set, learn and grow as a designer but also to communicate the project in unique ways. I took my passion for sketching and combined it with other media, to test opportunities, understand the potentials and communicate this to others, ensuring my personal brand was also represented.

https://www.youtube.com/watch?v=opUPoCd7Xcc

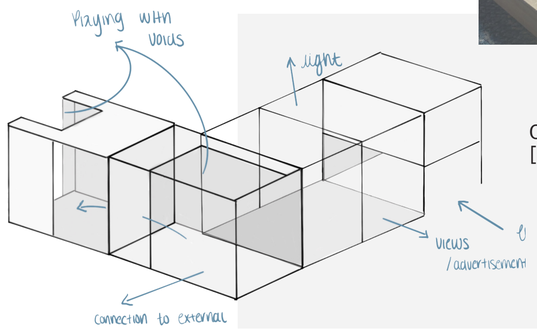
RENDER : GROUND FLOOR [REVIT]



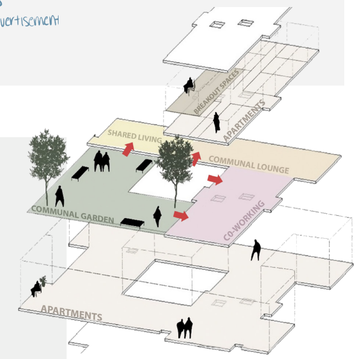
RENDER : SECOND FLOOR [REVIT]

RENDER : PHASES [Twinmotion, Photoshop]

CONCEPT MODELLING
[Hand Model with Sketching]

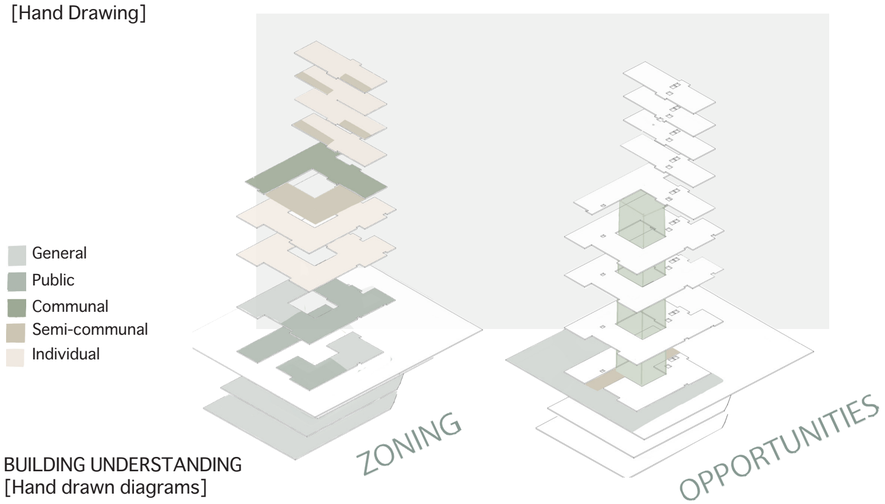


CONCEPT VOID DEVELOPMENT
[Hand Drawing using Procreate]



ZONING DEVELOPMENT
[REVIT, Hand Drawing]

APARTMENT DEVELOPMENT
[Hand Drawing]



BUILDING UNDERSTANDING
[Hand drawn diagrams]

DEVELOPING CONCEPT

Building an intergenerational model that re-imagines living, brings together a number of key concepts. Intergenerational interaction, accessible design, collaboration, mutually beneficial spaces and the vision to reach and inspire. In order to create spaces that targeted all these goals, it was important for me to explore a range of design concepts.

The building had wide opportunities due to its post and beam construction, which enabled me to exploit the original building arrangement, test potentials for connecting floor levels and create additional balconies and platforms where possible. I did this through concept modelling to test, combined with sketching to analyse and realise the possibilities. I also tested how the apartment layout and designs could be modular, to allow for easy adaptation between residents moving in or out. This was done using animations, sketching and creating unique ways to communicate this. Furthermore, due to the range of ages in the building, it was important to create a scheme which was inclusive and could accommodate everyone no matter their age or ability. Consideration of this was taken at all design stages, from the design and layout, to the consideration of facilities and circulation, to the material use.

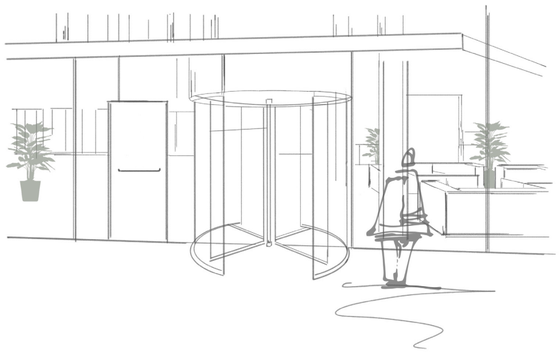
These examples of the stages I took through my design development all required various media. I used extra-curricular time to learn about new methods for communicating this process through animations, films and concept modelling. I also wanted to further enhance my use of sketching as a communication tool, by combining and testing how this worked with other media. A selection of this is shown, with a link to my short film, found on the first page.

RENDER : INNOVATION HUB [Twinmotion]

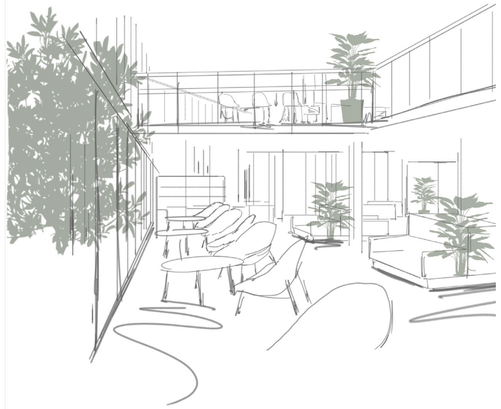
CONCEPT COLLAGE [Photoshop, Hand Drawing]

DEVELOPING HAND DRAWING

SKETCH : COURTYARD [Hand Drawing]



SKETCH : ENTRANCE [Hand Drawing]



SKETCH : MAIN ATRIUM [Hand Drawing]

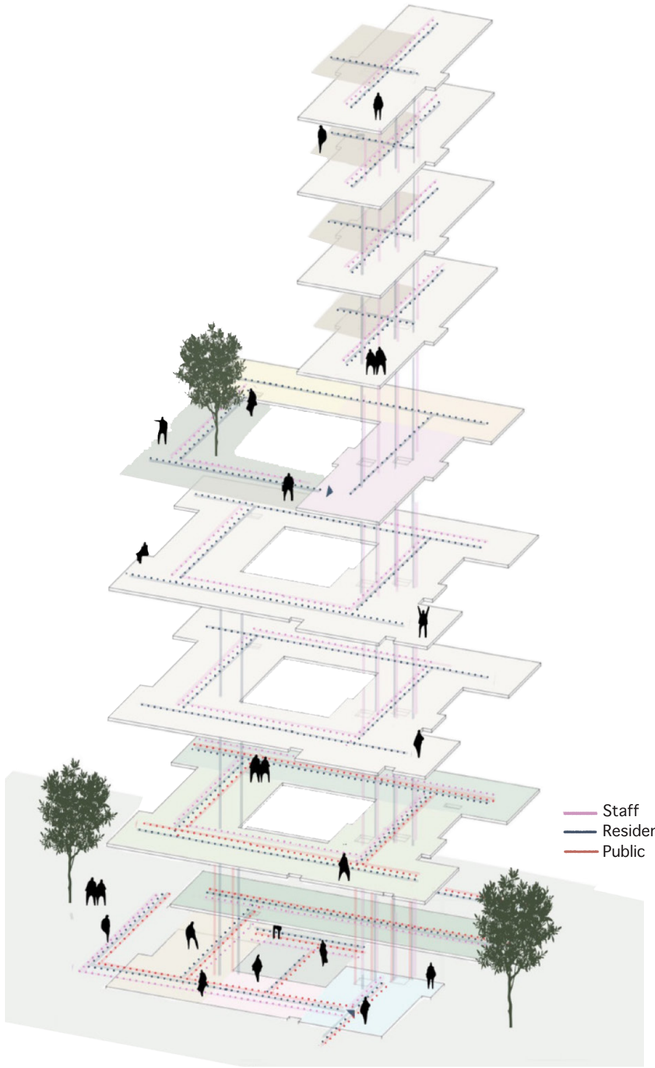
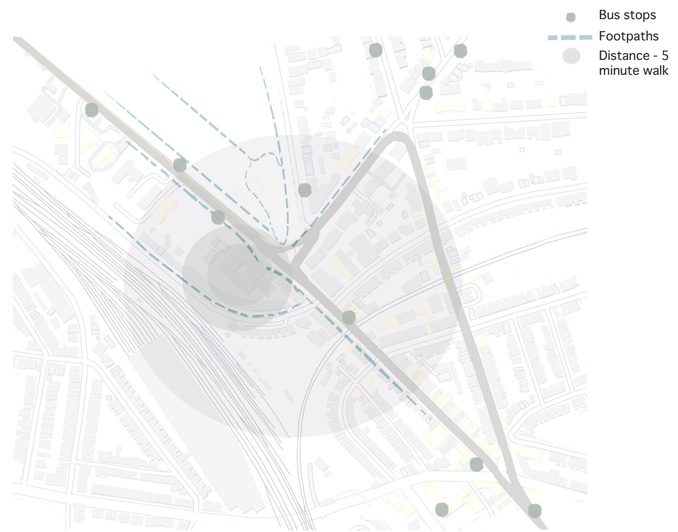


DIAGRAM : CIRCULATION [Hand Drawing]

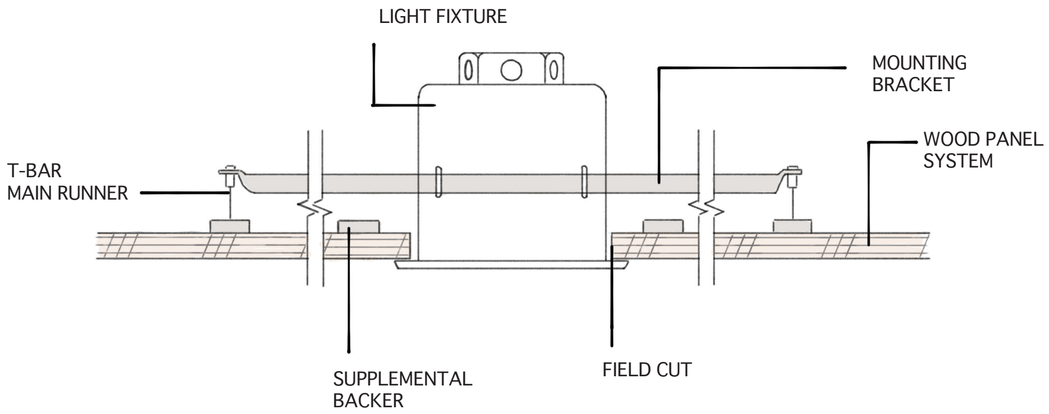
RENDER : SECTIONAL [REVIT, Hand Drawing, Hand Watercolour]



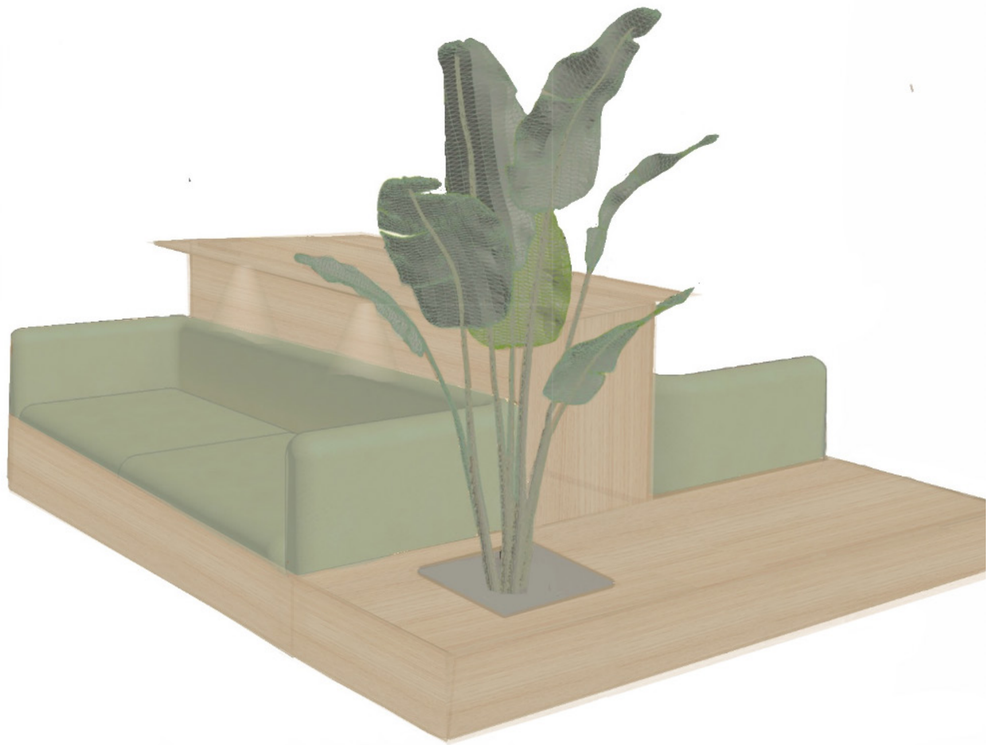
SITE MAP : LOCAL ACCESS [Hand Drawing, Photoshop]

TECHNICAL DEVELOPMENT

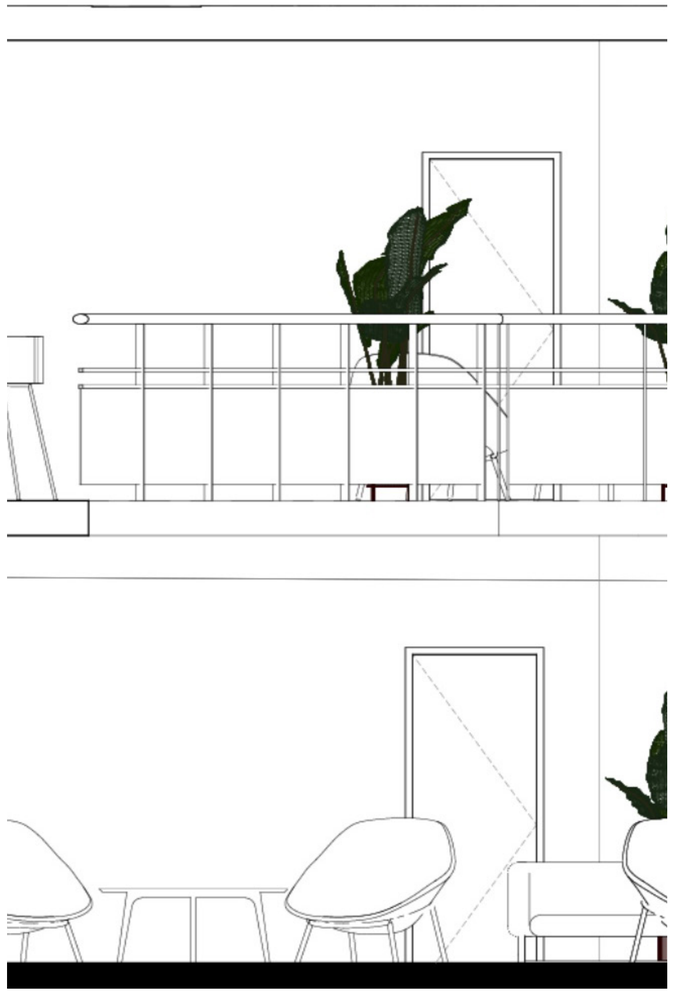
The technical aspect of a project is one which I previously used REVIT for, using the technical drawings to communicate a spatial understanding of the scheme. However, in this project, I wanted to explore how I could use skills previously developed, to build upon the visual communication of my work, through hand drawing techniques and Photoshop combined with REVIT. The selection of images provide an insight into some of the work produced and how the different aspects were communicated, from construction detailing, to service integration and operation.



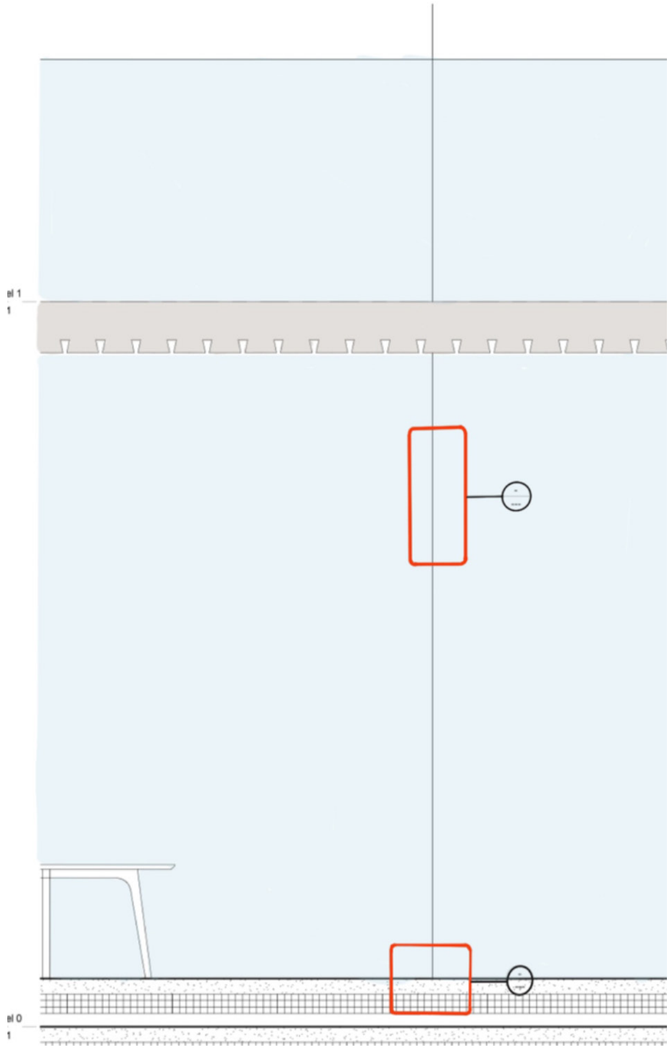
DETAIL - INTEGRATED LIGHTING (1:5) [Hand drawn using Morpholio Trace]



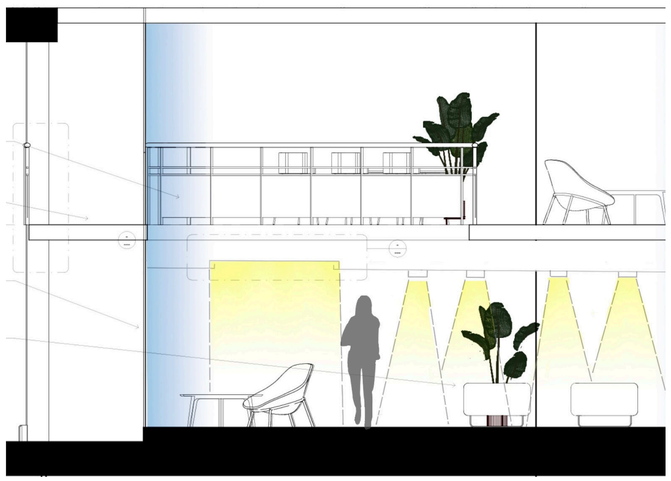
CUSTOM SEATING ISOMETRIC [Hand created using Photoshop]



RENDER : SECTION [REVIT]



RENDER : DETAIL [Revit, Photoshop]



RENDER : SECTIONAL LIGHTING [REVIT, Photoshop, Hand Drawing]

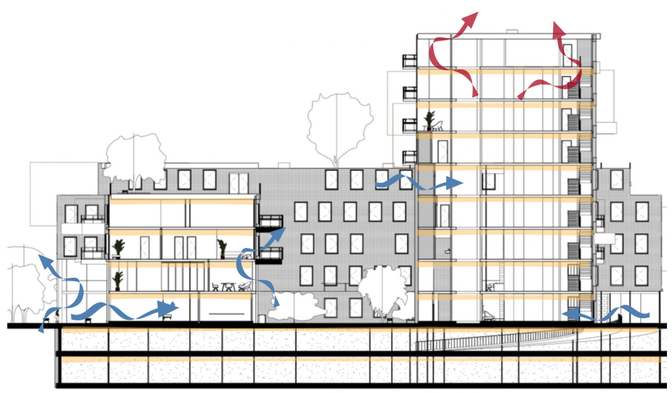


DIAGRAM [REVIT, Hand Drawing]

FINAL SCHEME

The scheme has a focus on inclusivity, adaptability and a wider vision. The ground and first floors are open to the public, providing spaces where the residents can meet other people from the area, build connections and create advertisement of the scheme. The residential levels are located over 6 floors, providing over 60 affordable apartments to those in need of more support and a design more specified for themselves. This is achieved by each space containing the modular ability for the users to use them how they desire and to best suit their own needs.

Moving into the final stage of the project, I spent a lot of time considering methods for communicating the scheme. As my last project at university, I wanted to make the most of the opportunities available and test my skills. Modelling was an aspect I had not much previous experience in, and so I ensured I undertook necessary research into methods and materials before commencing, including workshops in wood, metal and synthetic materials.

Providing an insight into the different spaces in the building enables a better understanding to be created. I used different media to convey various aspects, such as the external building view, internal user perspectives and whole building overview. By using a range of media to communicate different aspects, the media could therefore be used where it was most effective, and when viewed together, it provides a resolved understanding. This mirrors how the scheme works, bringing together different concepts, which when combined into one, provides a new approach to improve how we live and change it for the future.

FINAL PRESENTATION MODEL 1:200

ISOMETRIC SKETCH
[Hand drawn using Morpholio Trace]

RENDER : MAIN ATRIUM [Twinmotion, Photoshop]

RENDER : ROOFTOP [Twinmotion]

RENDER: APARTMENT [Twinmotion, Photoshop]