

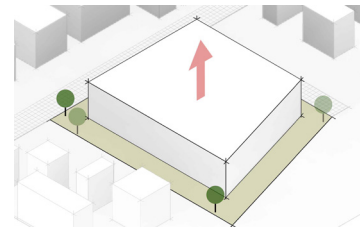


## SITE

Site with huge roof gardens, manicured sky terraces, and public areas introduced within the design was for the betterment of the community. Recreational aspects, socio-cultural zones, and societal activities also mirrored the unified approach. The prioritization of pedestrians over vehicular motion pivoted the site into massive green spaces.

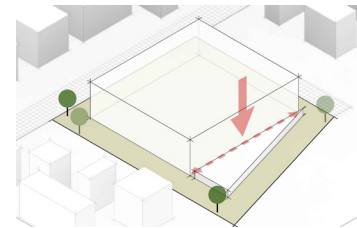
## EVOLUTION FOR INTERLOCKED BOXES:

### STAGE 1



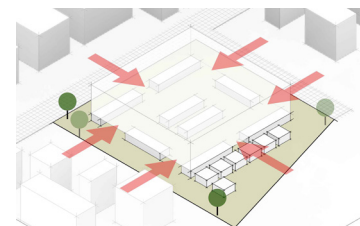
- Volume extrusion up to 25 floors surrounded by the Sabarmati river and three-sided residential views.

### STAGE 2



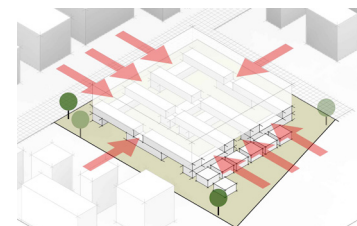
- Division of **two zones** through an aisle  
- 99% coverage for luxurious units  
- 1% coverage for lavish villas

### STAGE 3



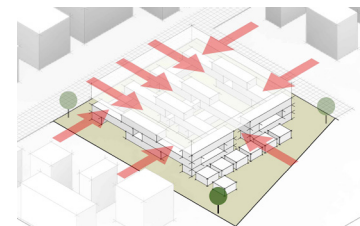
- Eight-blocks' arrangement  
- Public spaces  
- 60% **porosity** between the blocks

### STAGE 4



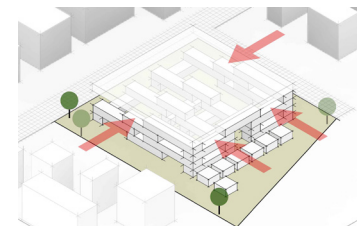
- Eight-blocks' arrangement  
- Interconnected roof-top gardens(16)  
- 100% **porosity** between the blocks

### STAGE 5



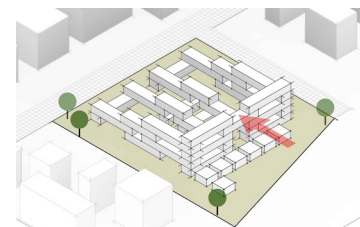
- Four-blocks' arrangement  
- Interconnected roof-top gardens(12)  
- 90% **porosity** between the blocks

### STAGE 6



- Three-blocks' arrangement  
- Interconnected roof-top gardens(six)  
- 80% **porosity** between the blocks

### STAGE 7



- Two-blocks' arrangement  
- Interconnected roof-top gardens(four)  
- 50% **porosity** between the blocks

### STAGE 8



- Interlocked unified housing  
- 471 luxurious units  
- Seven lavish villas

## BUILT

The design provided communal places within the building blocks and far-reaching views from individual units to maintain the seclusion. Moreover, residential amenities and services were interspersed within the beautiful flora while providing opportunities for social interaction, relaxation, and entertainment.

## ACTIVITIES THROUGHOUT THE SITE:



Vehicular movement



Pedestrian movement



Surface and basement parkings



Play zone



Recreational spaces



700-meters cycling track



Sports courts



Pergolas



'Pols'- Heritage birdhouses



Aromatic gardens



'Otlas'- Sitting spaces outside houses



Community gatherings



Wind effect



Views from apartments

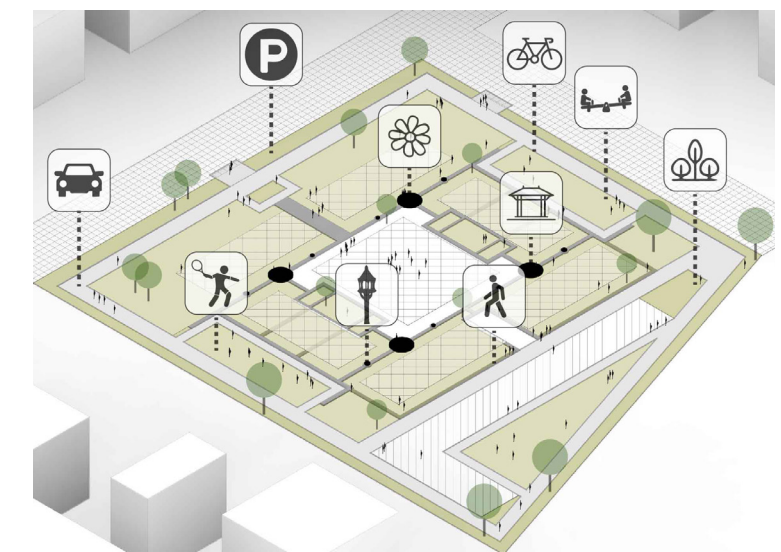


Row housing



Visual axis

## MOTION 01:



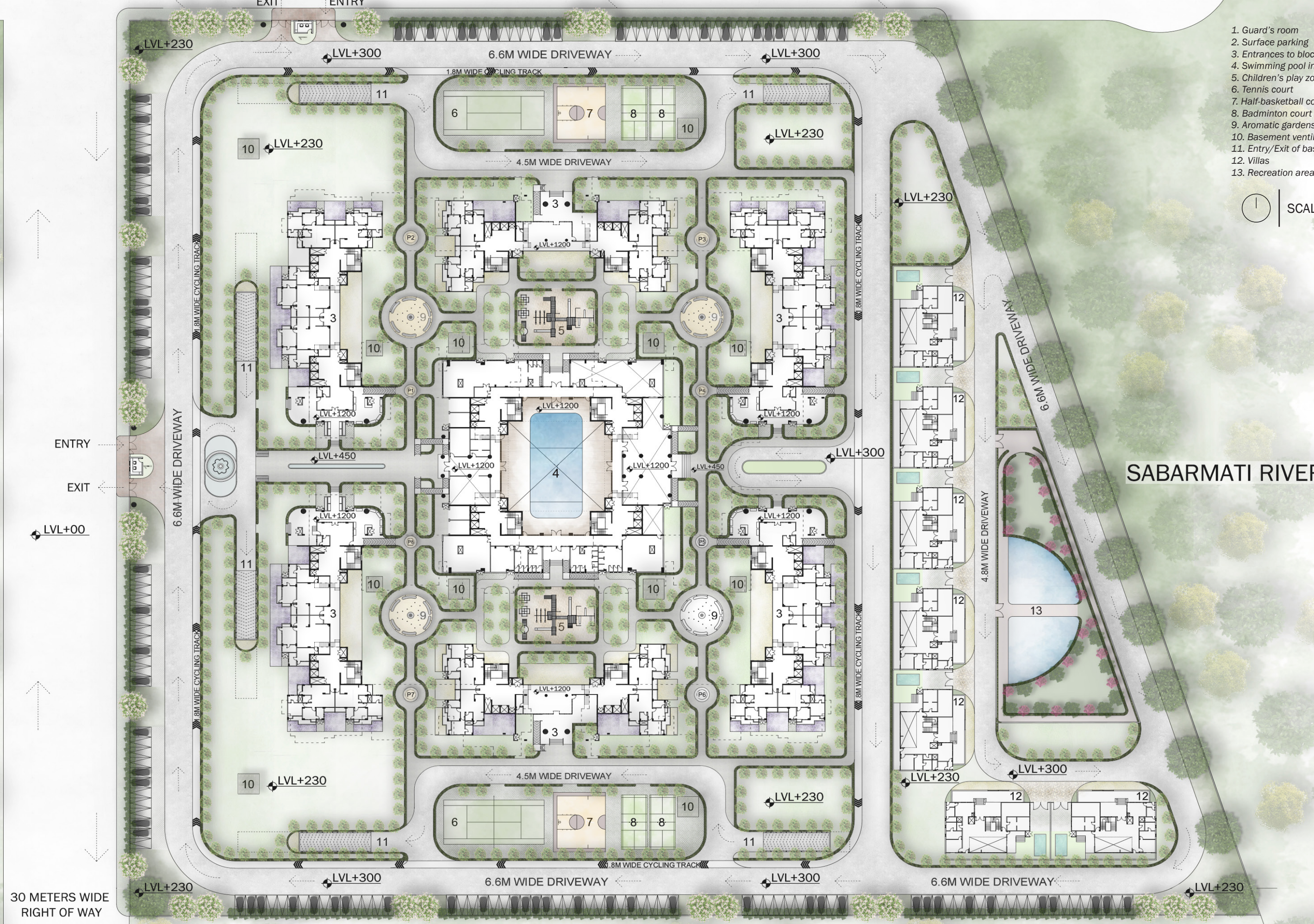
## MOTION 02:



1. Guard's room
2. Surface parking
3. Entrances to blocks
4. Swimming pool in the clubhouse
5. Children's play zone
6. Tennis court
7. Half-basketball court
8. Badminton court
9. Aromatic gardens with gazebos
10. Basement ventilation shafts
11. Entry/Exit of basement
12. Villas
13. Recreation area

SCALE:1:500

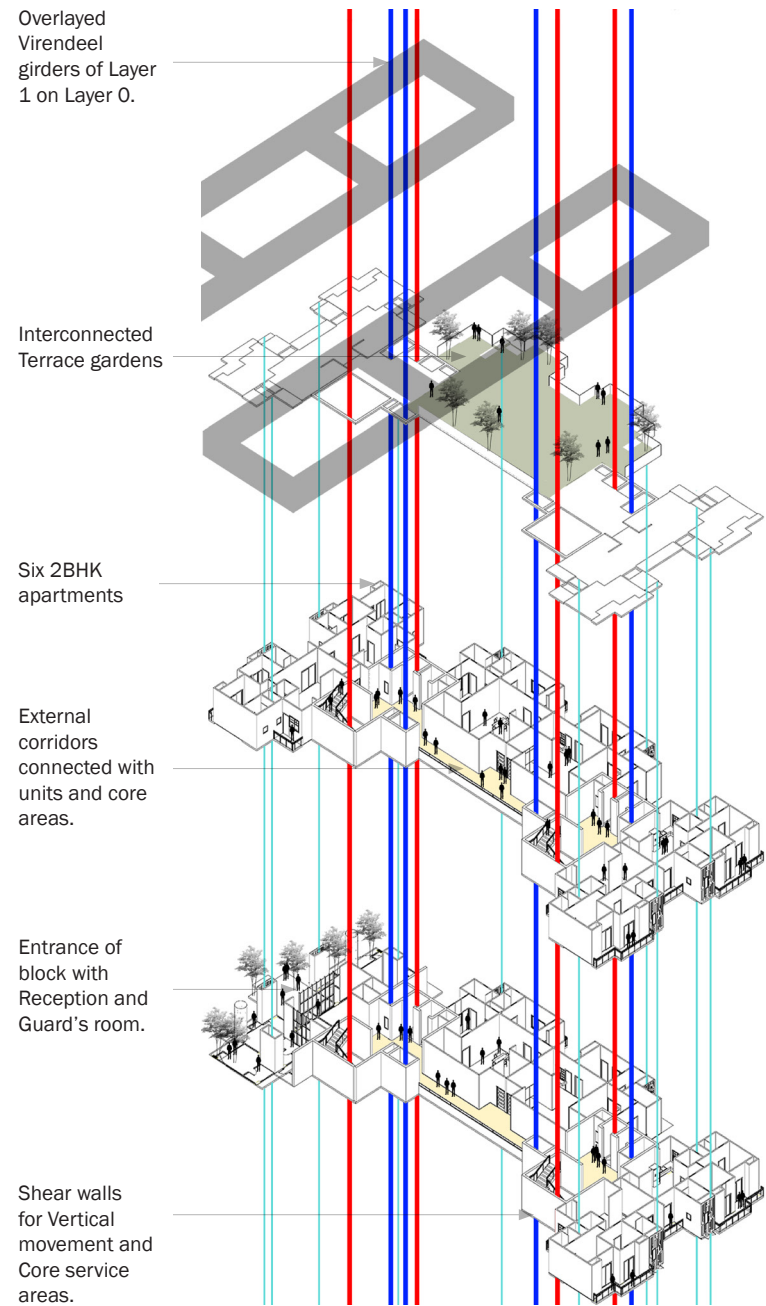
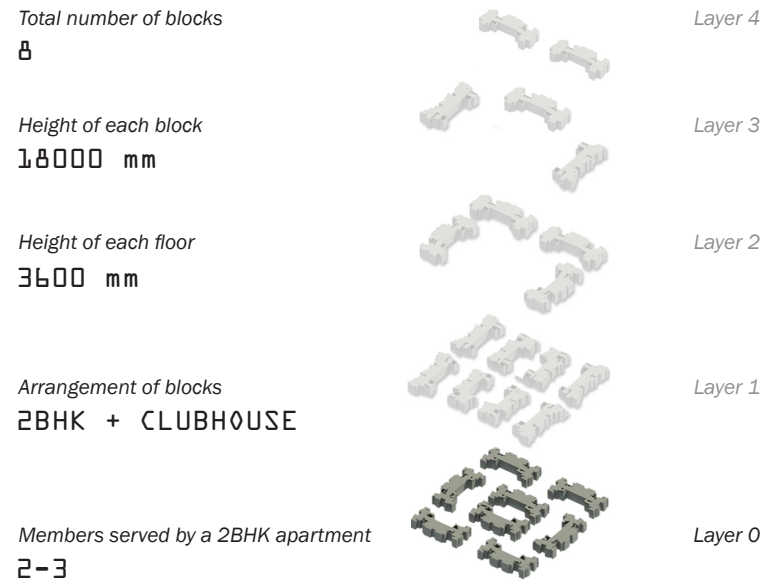
# SABARMATI RIVERSIDE



30 METERS WIDE RIGHT OF WAY

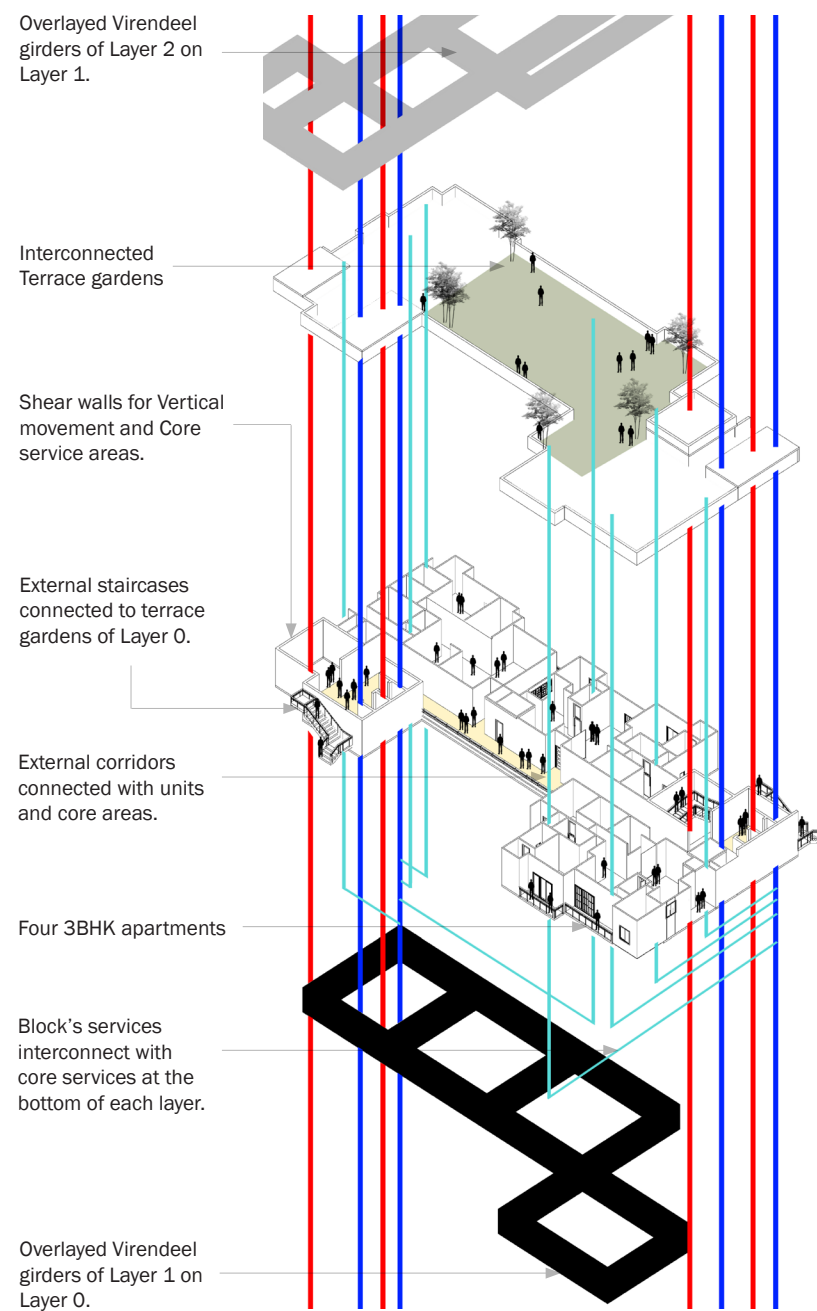
The Landscape plan shows cohesion between residential blocks, vehicular and pedestrian movements, landscaping elements, and other activities on the site.

## 2BHK'S DISPLACED MODULE

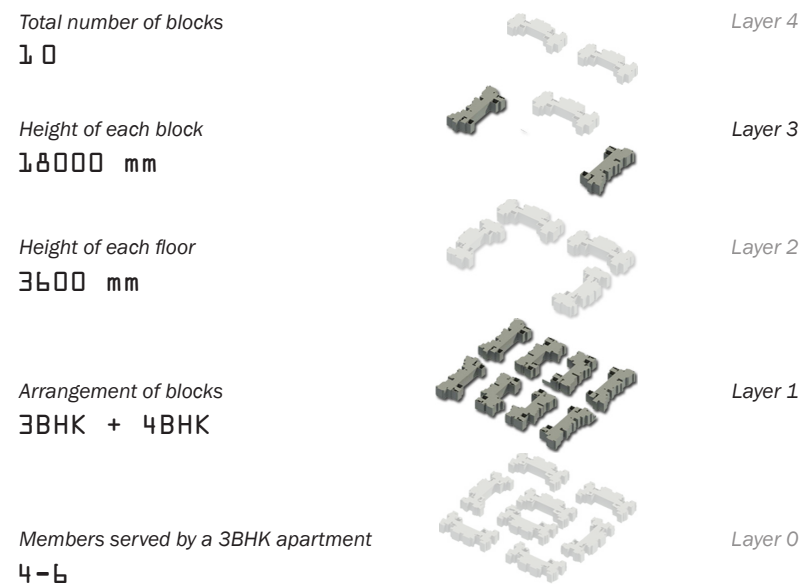


● Vertical circulation: Staircases and Elevators.

● Horizontal circulation: Corridors and passages.



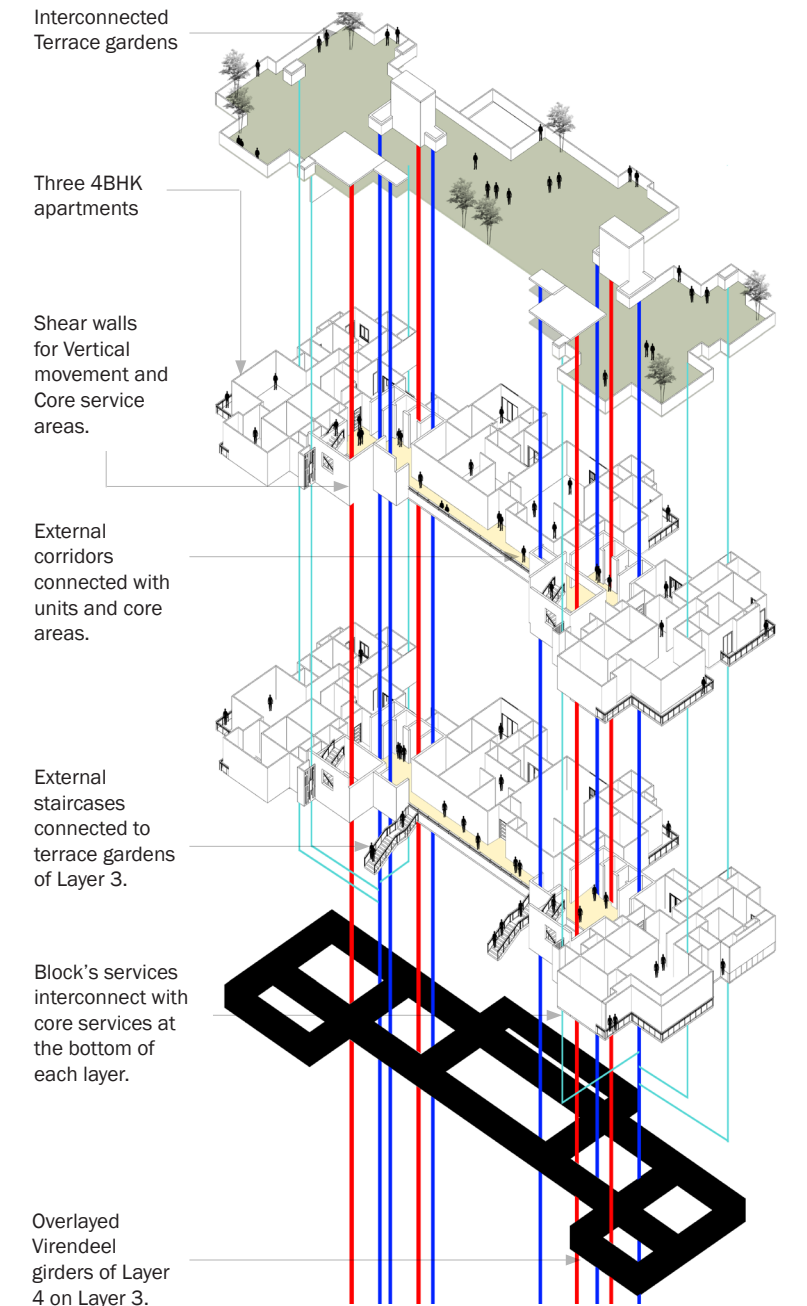
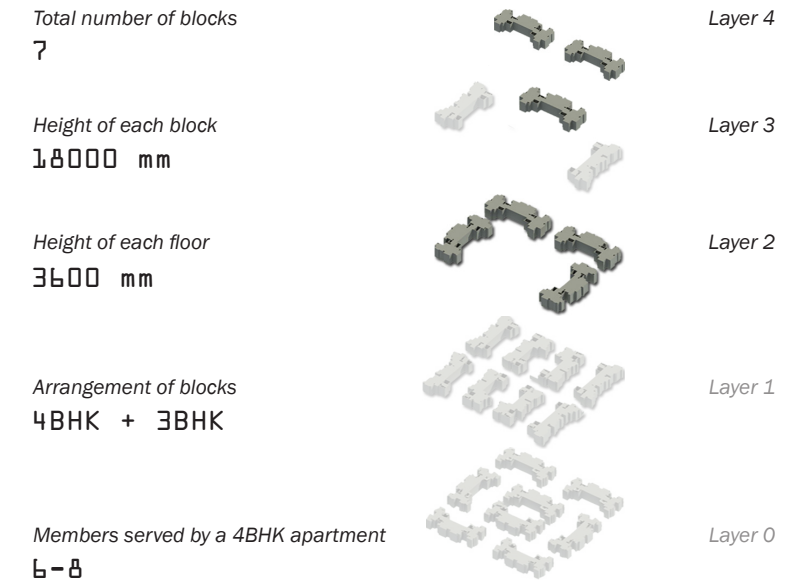
## 3BHK'S DISPLACED MODULE



● Core services: Plumbing, Fire, and Electrical shafts.

● Block's services: Service shafts in every unit.

## 4BHK'S DISPLACED MODULE



● Landscape: Gardens, Plants, Creepers, and sitting spaces.

## VILLA'S DISPLACED MODULE

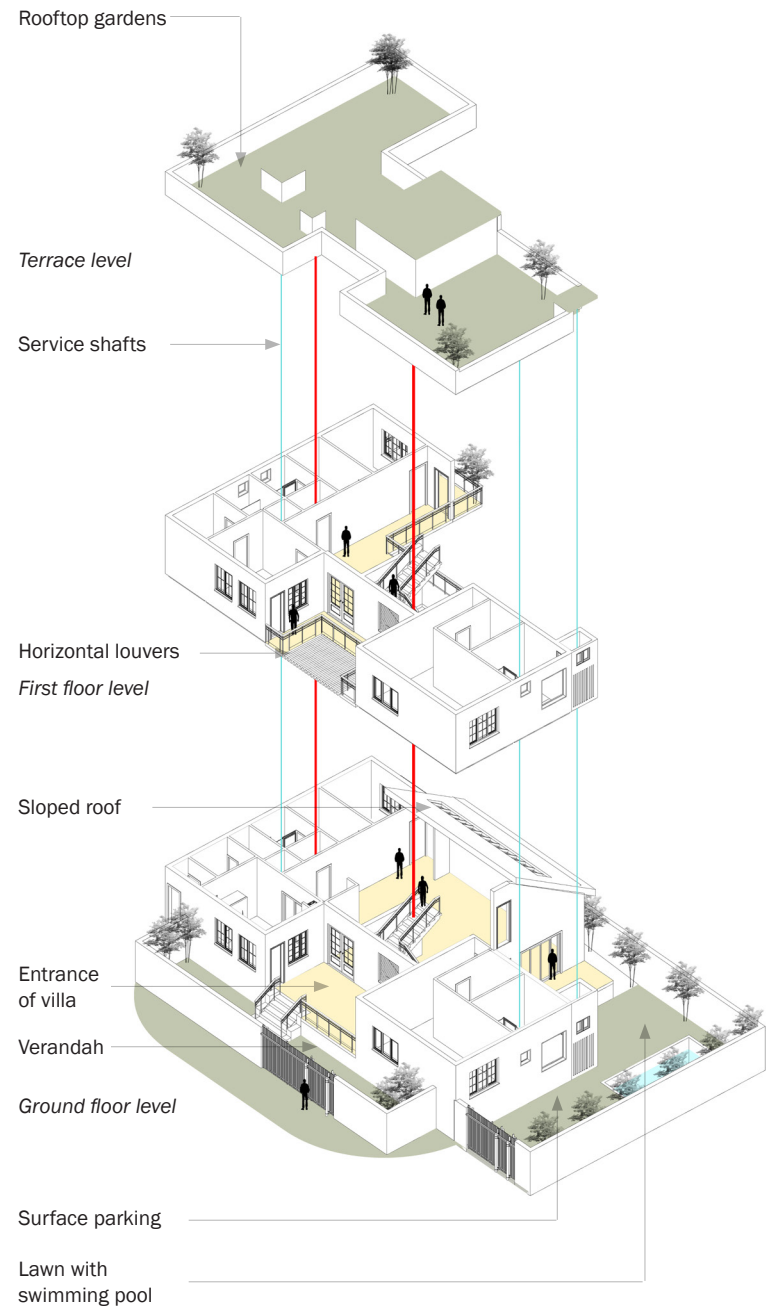
Total number of villas  
7

Height of each villa  
7200 mm

Height of each floor  
3600 mm

Arrangement of villas  
ROW HOUSING

Members served by a 2BHK apartment  
8-10



● Vertical circulation: Staircases and Elevators. ● Horizontal circulation: Corridors and passages. ● Landscape: Gardens, Plants, Creepers, and sitting spaces.

## FLOOR PLATES AND VIRENDEEL GIRDERS

Layer 4

Arrangement of top layer with two 4BHK blocks.

Layer 3

Arrangement of third layer with a 2:1 ratio of 3BHK and 4BHK.

Layer 2

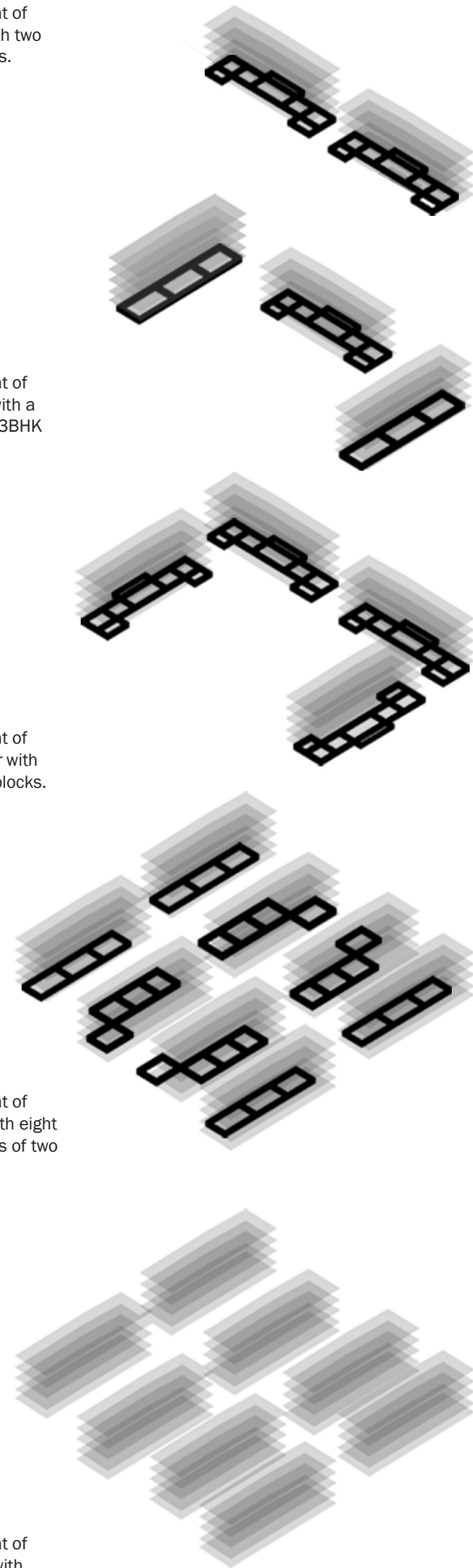
Arrangement of middle layer with four 4BHK blocks.

Layer 1

Arrangement of first layer with eight 3BHK blocks of two typologies.

Layer 0

Arrangement of base layer with eight 2BHK blocks.



View 'A' depicts social interaction, leisure, and recreational spaces within the community.