

## CONCEPT IDEA

THE BUS SHELTER IS INSPIRED BY A SNAIL. WHERE THE SHELL REPRESENTS PROTECTION AND THE EXTENDED BODY REPRESENTS MOVEMENT. THE DESIGN CREATES A SPACE WHERE COMMUTERS TRANSITION FROM AN OPEN, FLOWING PATH INTO A ENCLOSED ZONE, JUST LIKE A SNAIL RETRACTS INTO IT'S SHELL.

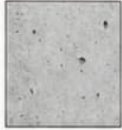
## MATERIALS.



PNEUMATIC MATERIAL



GLASS



CONCRETE FLOOR



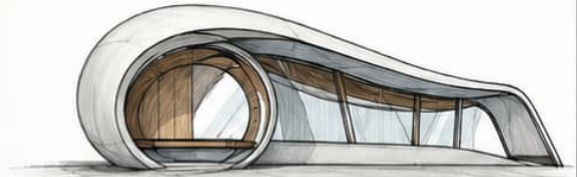
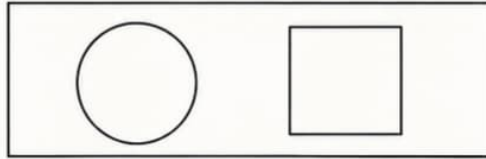
TIMBER FINISH



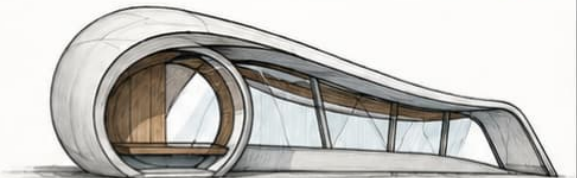
FINISH

INITIAL INSPIRATION FROM THE GEOMETRIC SHAPES, FOR MOVEMENT. SIMPLIFYING THE FORM INTO BASIC VOLUMES, AS EXTENDED SPACE.

## FORM DEVELOPMENT

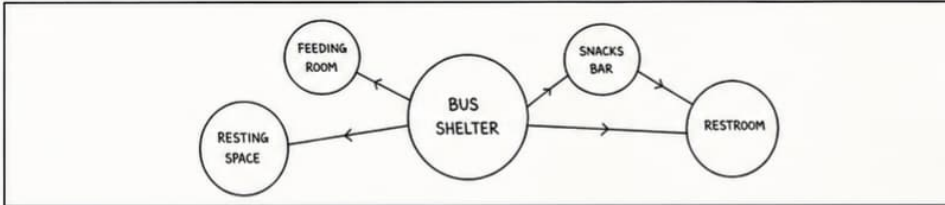


INTRODUCING THE FORM INTO BASIC VOLUMES. SHELL AS MAIN ENCLOSURE BODY AS EXTENDED SPACE. ADDING CURVED ROOF THAT FLOWS FROM THE SHELL.

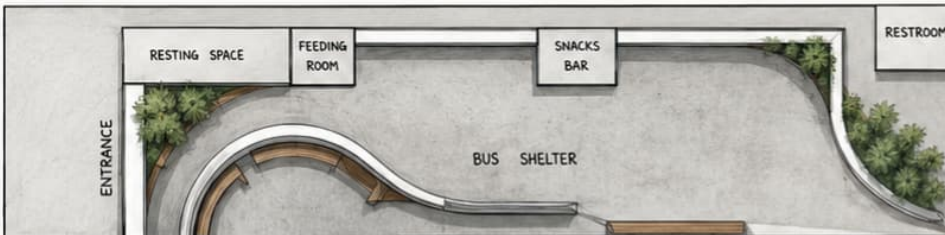


CREATING AN OPENING TOWARDS THE FRONT FOR ENTRY DEFINING ZONES - SHELTERED SEATING IN THE SHELL, STRUCTURE FOLLOWS THE ORGANIC FORM.

## BUBBLE DIAGRAM



## ZONING



1

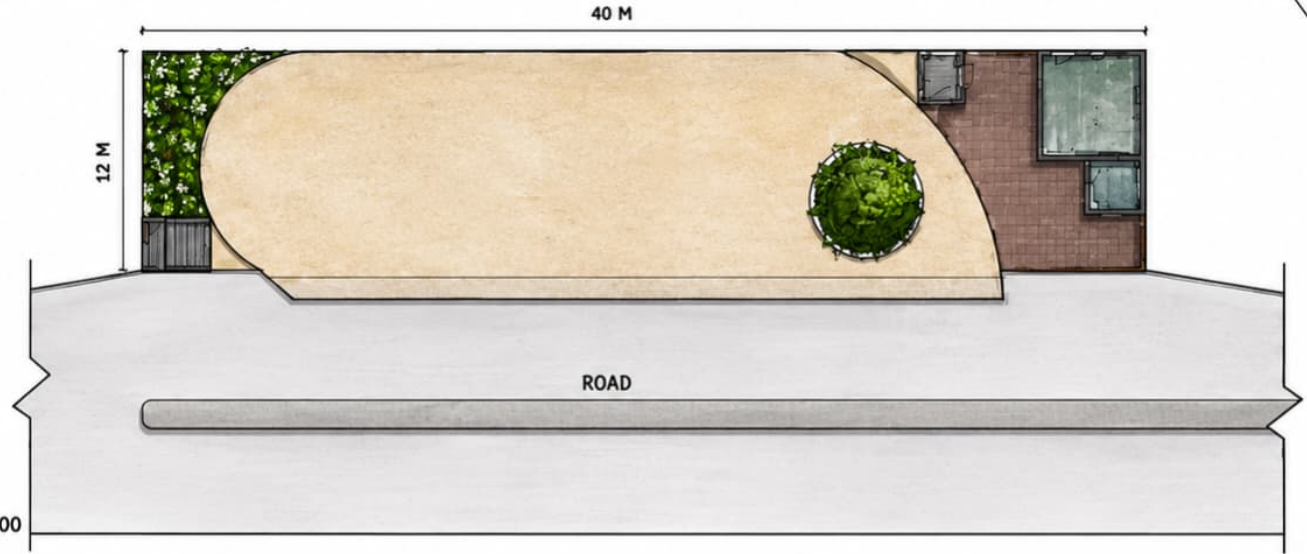
# CONCEPT SHEET - BUS SHELTER

WASEEM ARSHAD

230010101018

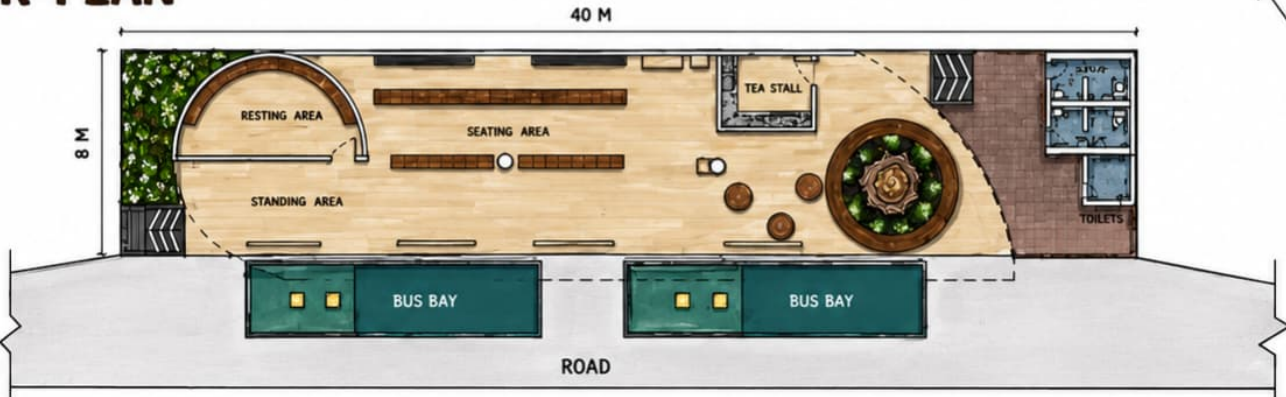
ARCHITECTURAL DESIGN STUDIO-II  
CRESCENT SCHOOL OF ARCHITECTURE

# SITE PLAN



SCALE 1:100

# FLOOR PLAN



SCALE 1:100

3

# BUS SHELTER

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25010160106E  
ARCHITECTURAL DESIGN STUDIO-II  
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# SECTION



# ELEVATION



3

## BUS SHELTER

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# VIEWS



## ROOF PLAN



## FLOOR PLAN



