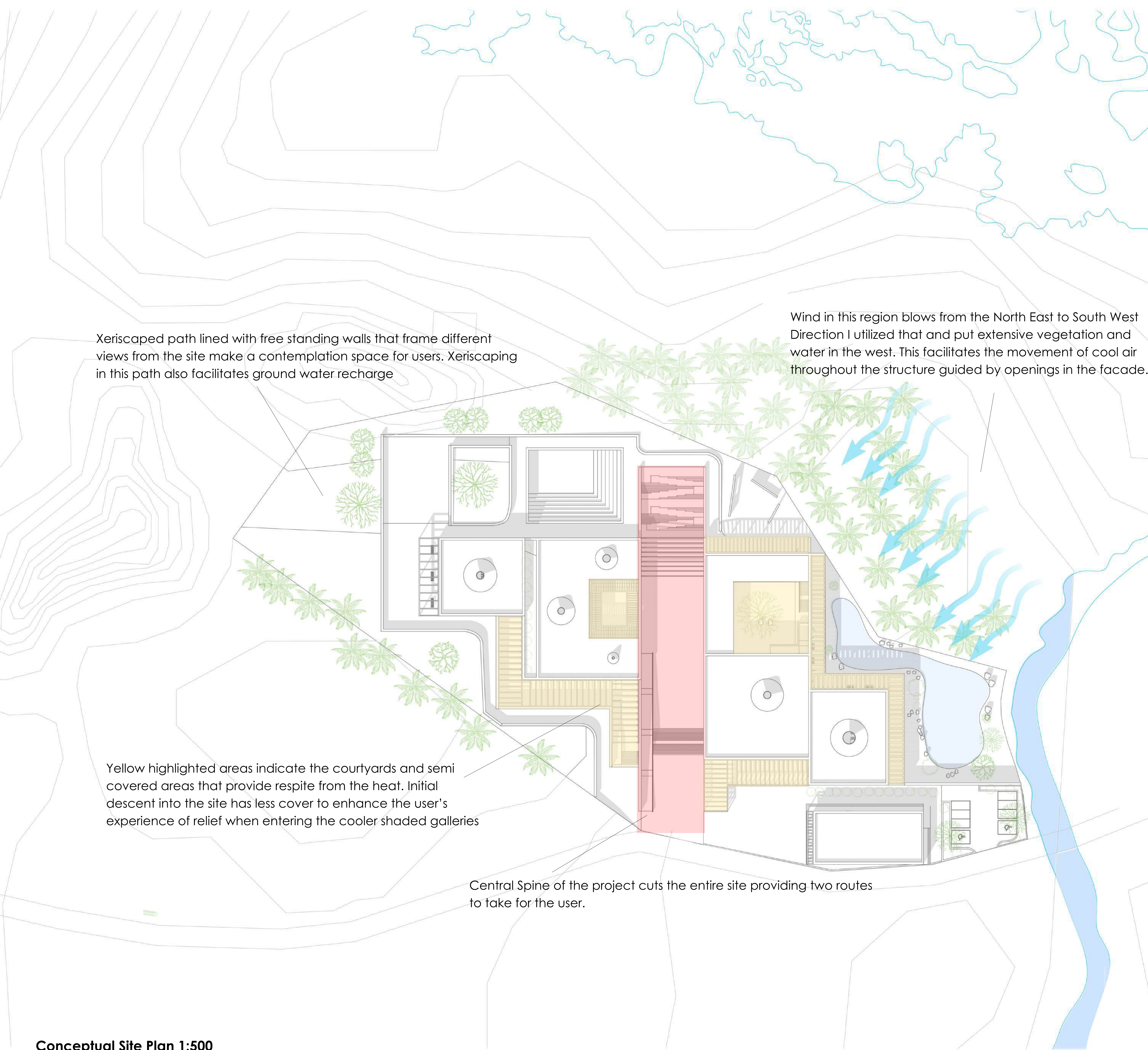


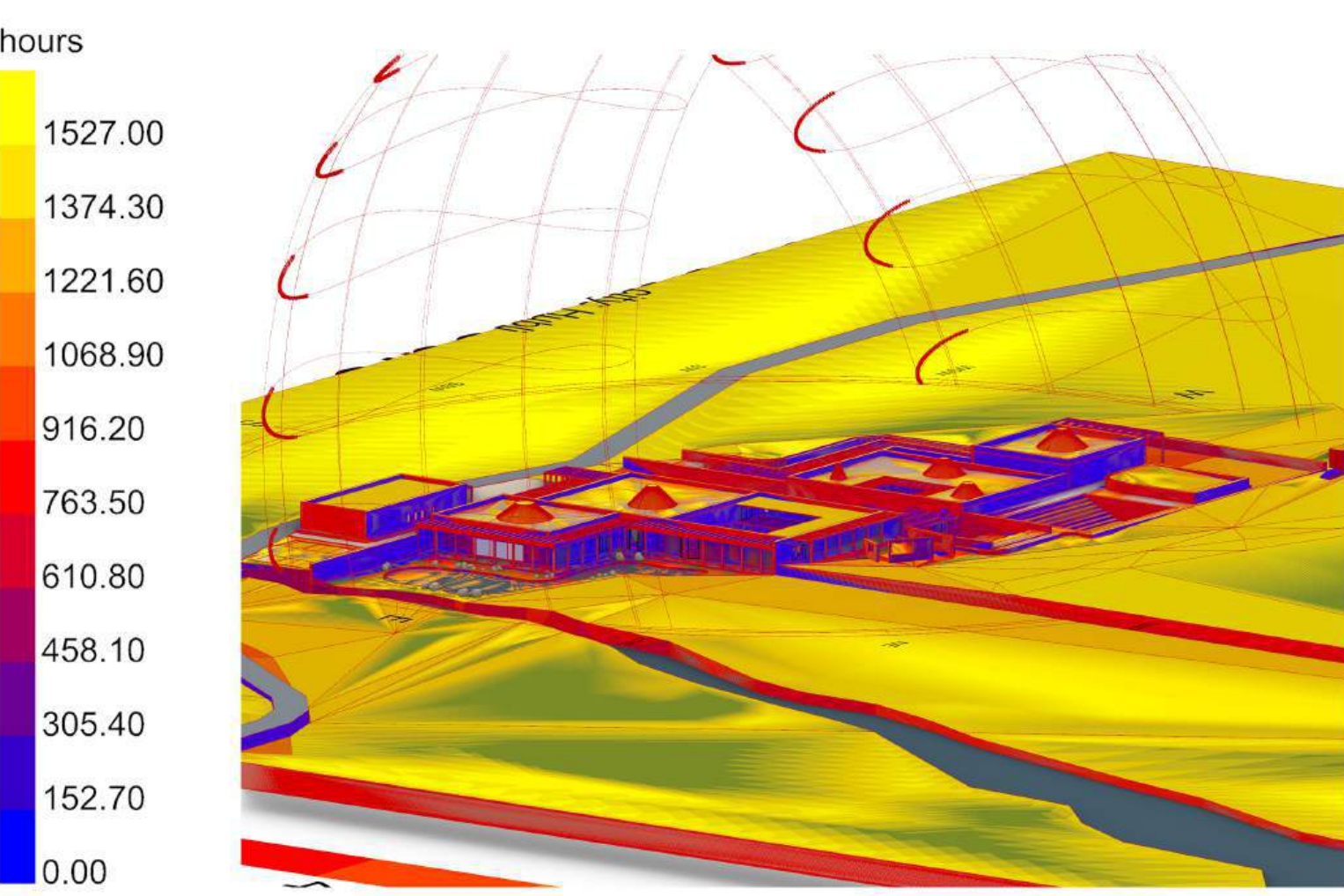
MUSEUM OF THE PRESENT

HAMPI, KARNATAKA

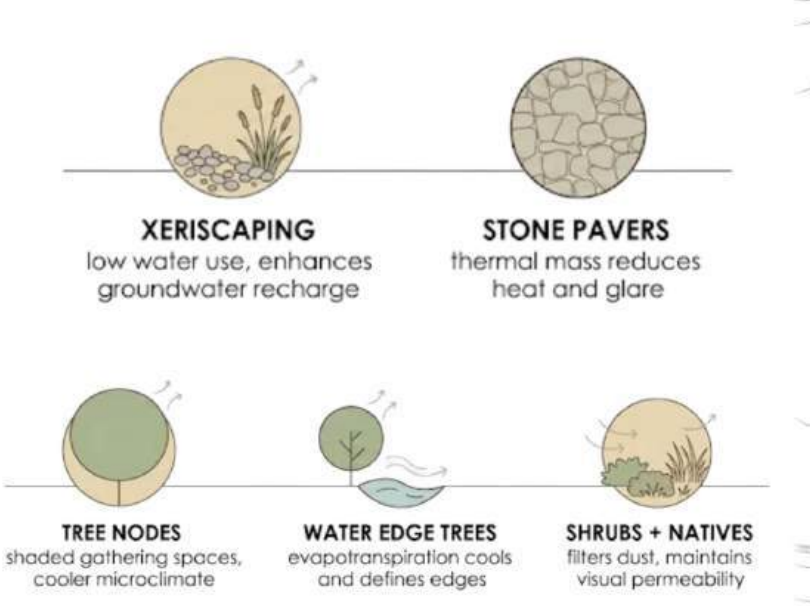


Conceptual Site Plan 1:500

Ladybug Sun Hours Analysis



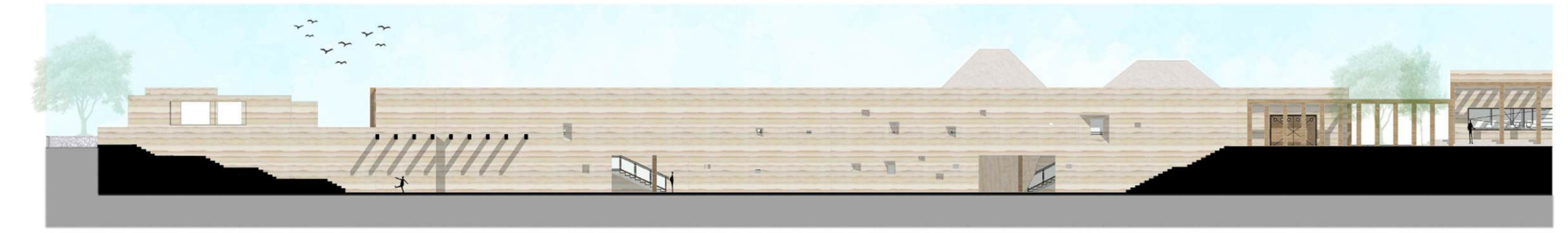
A daylight analysis for the site was carried out to deduce number of sunhours received by each region and it was observed that maximum heat was taken by the roof as per expectation but due to the structure being subterranean it's observed that the internal courts and semi covered spaces take much less sun and will be thermally comfortable in peak sun. Moreover rammed earth walls further block heat penetration into the building with its high thermal mass.



Landscaping Strategies used in the project to increase thermal performance and experience

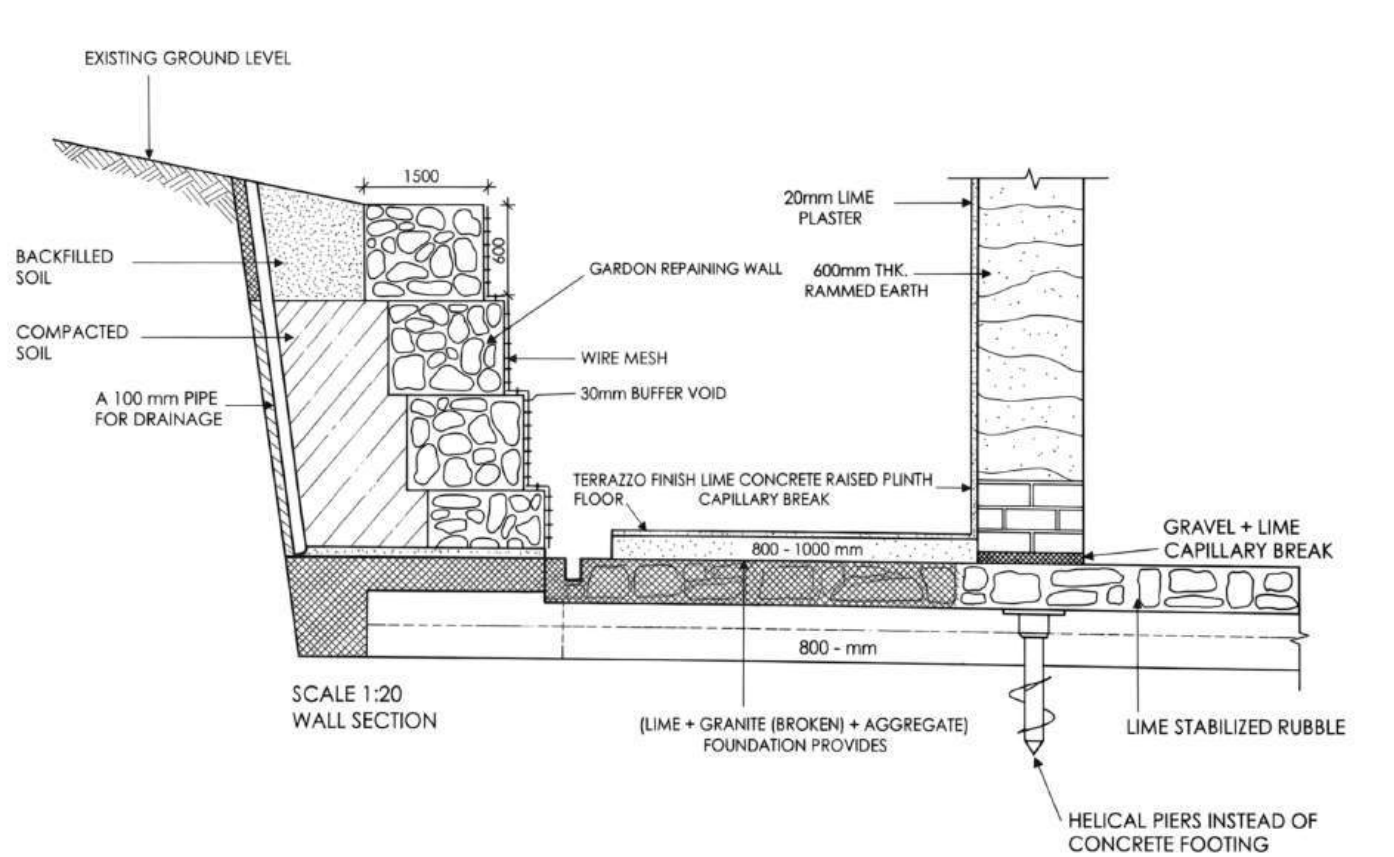
Design Process

The project is conceived as a subterranean architecture embedded within the landscape rather than imposed upon it. Instead of occupying the site as an object, the built form emerges through excavation, carving spatial voids into the earth to create an architecture of mass, shadow, and controlled light. My initial design approach was to with the materiality. I used materials that had low embodied carbon that were taken from the earth itself. The excavated silt and soil are repurposed to make curate thick rammed earth walls with high thermal mass increasing the thermal comfort inside the building and also creating opportunities to make recesses and openings for soft diffused lighting within the space

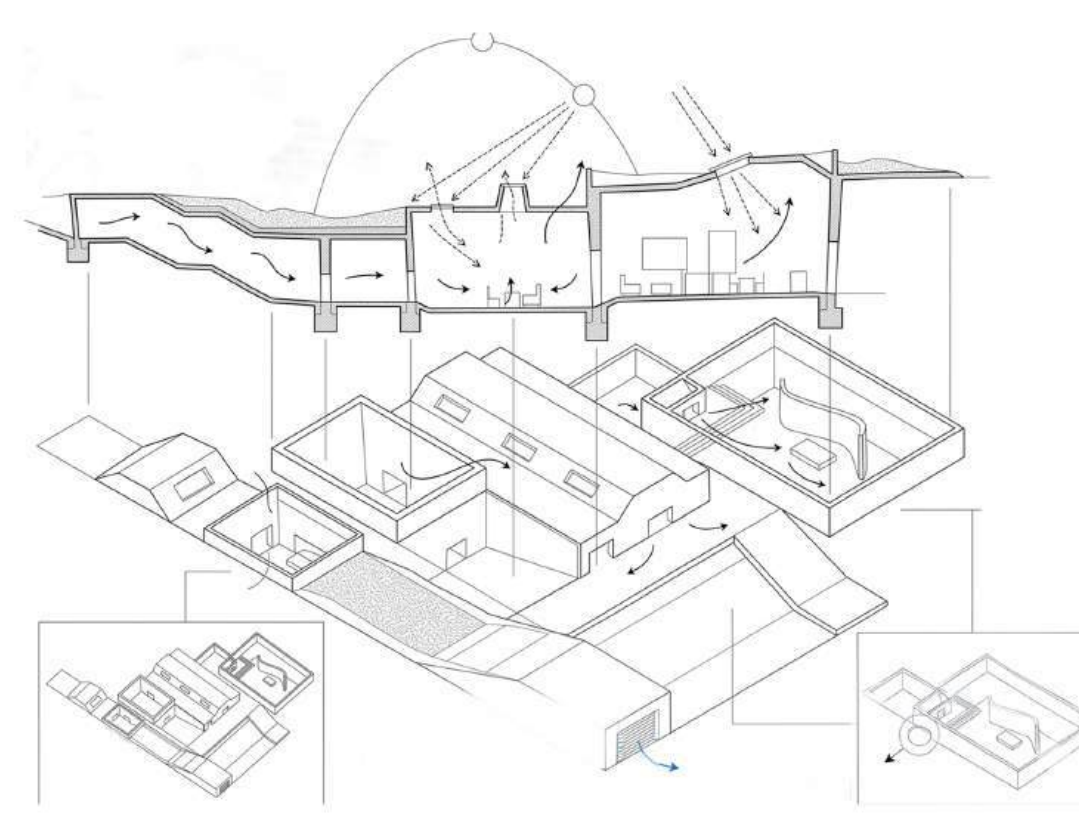


Sectional Elevation showcasing the depth of the structure and openings

Design Iteration 1

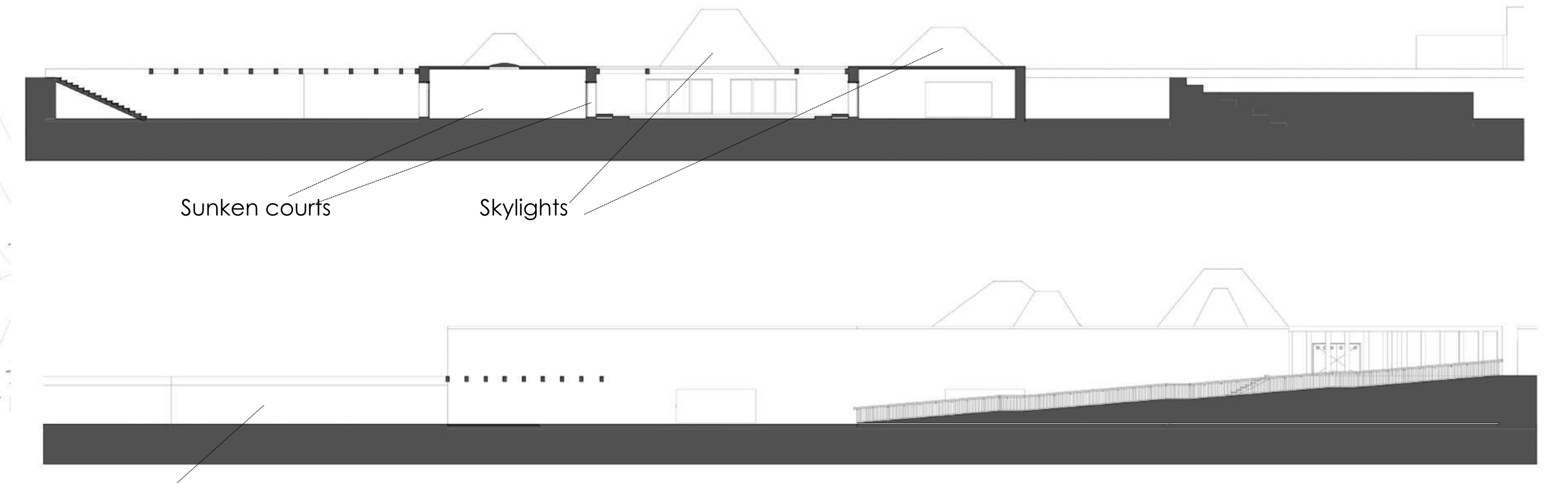
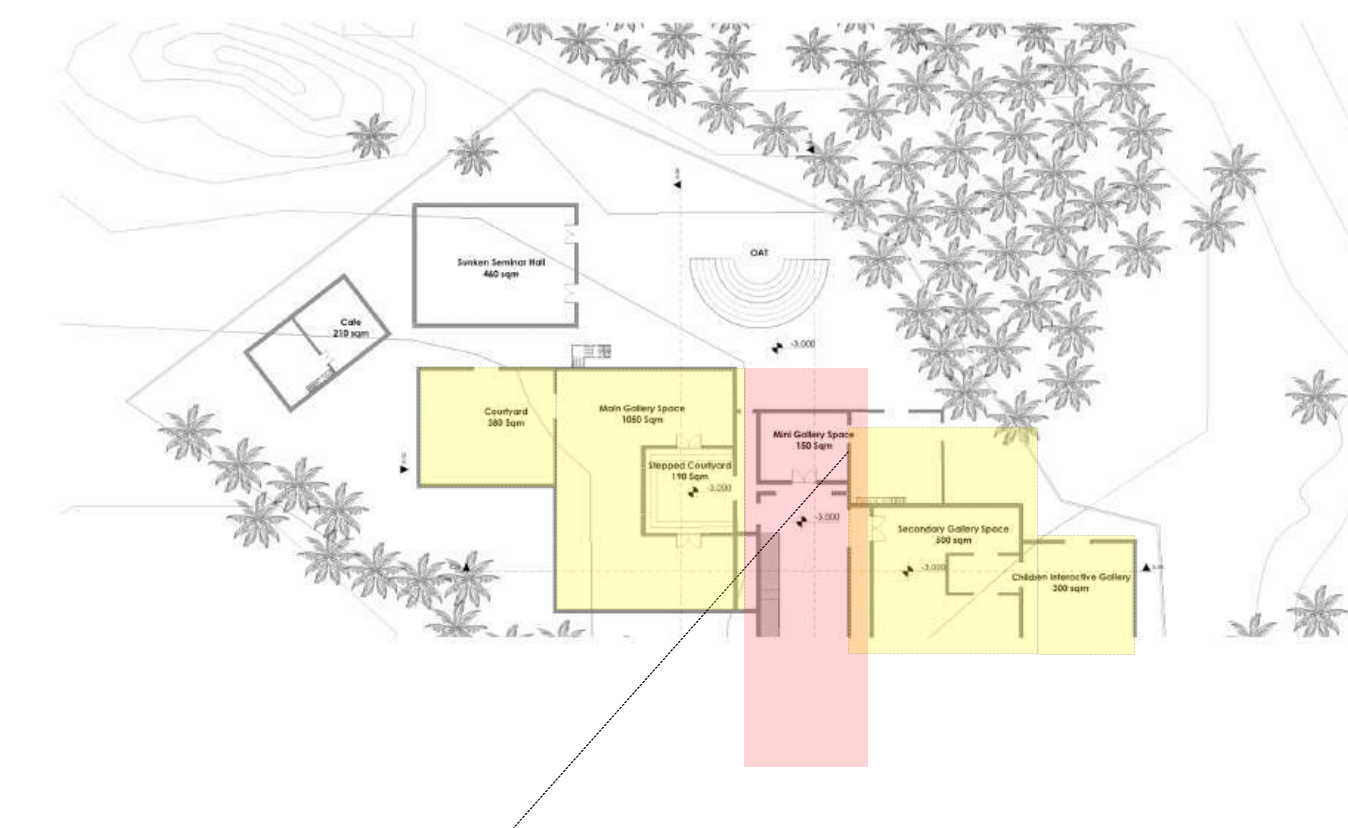


I started by making an external wall section of my structure. My design process started sectionally rather than from the plan due to the subterranean design concept I had in mind. I had a gabion retaining wall in the initial phases and a soil analysis study let me know that a maximum of 5 meters of soil can be dug out to create the rammed earth walls and that's how deep the structure itself can be embedded. I figured out that the roof can be sculptural and can be an integral architectural element when it comes to the spatial experience. So I tried incorporating skylights which changed form when the design developed.



Initial Diagram illustrating stack effect and diffused light penetration. Core concept revolved around sunken courts.

Design Iteration 2



Concept of a processional central spine inspired by the Axis of the Virupaksha Temple and Achutarya Temple was realised. This large cut through the land further emphasizes the journey of the user to descend into the ground entering the spaces awaiting them.

Early schematic section drawings illustrate the descent into the ground with the newer iteration of the skylights which have now taken a form of the frustum of a cone. These fixtures were made in a manner to let in glarefree light into the gallery spaces.

In the 2nd iteration I tried working more on the plan and figuring out the layout of spaces within. The primary concept stayed the same throughout every stage. I made galleries by making interconnected courts. The key problem during this stage was the lack of consolidation with reference to the site levels and the lack of semi covered spaces that were seen all across Hampi.

Design Iteration 3

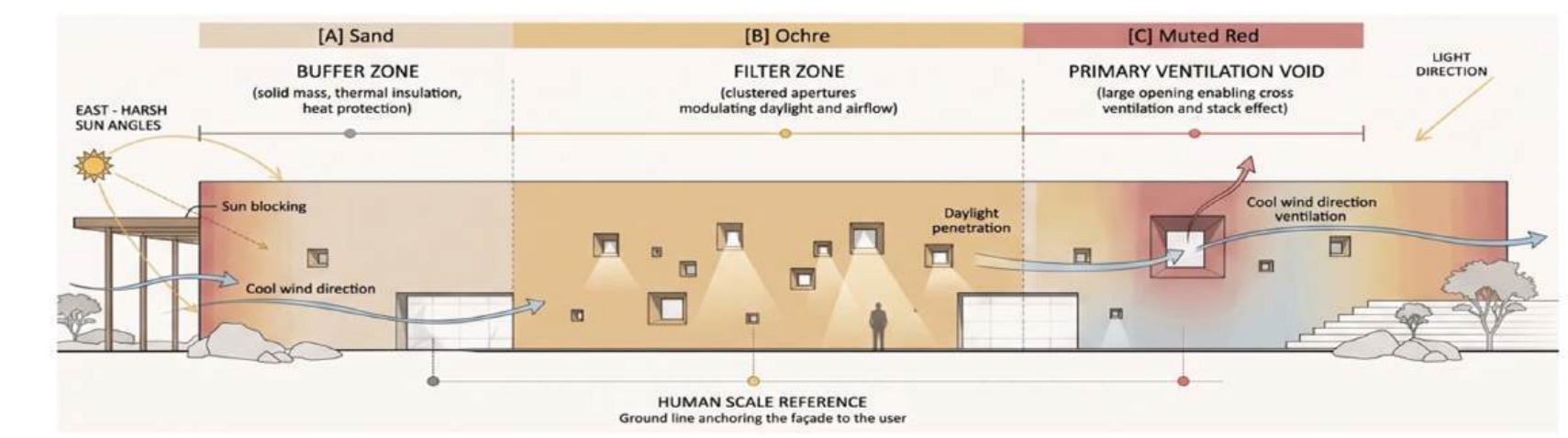


Relation of built, open and semi covered spaces.

The following plan and section shows the culmination of all the previous iterations, now each space has been properly consolidated with adequate semi covered spaces to provide respite from the intense heat. There are more level differences adding to the dynamic spatial experience and the inculcation of a water body which adds to the thermal comfort.

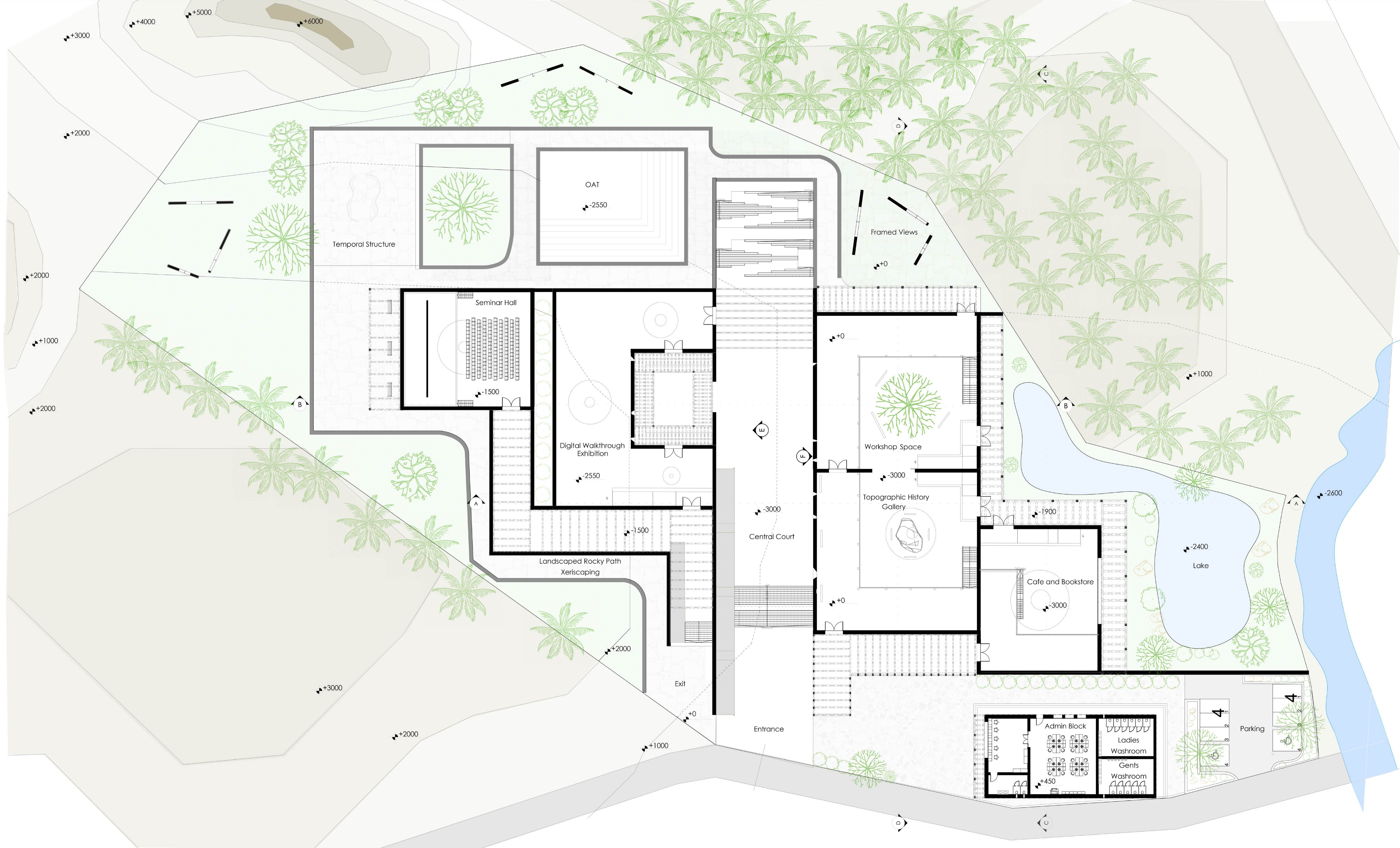


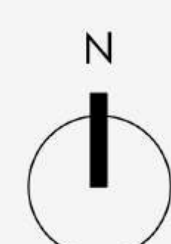
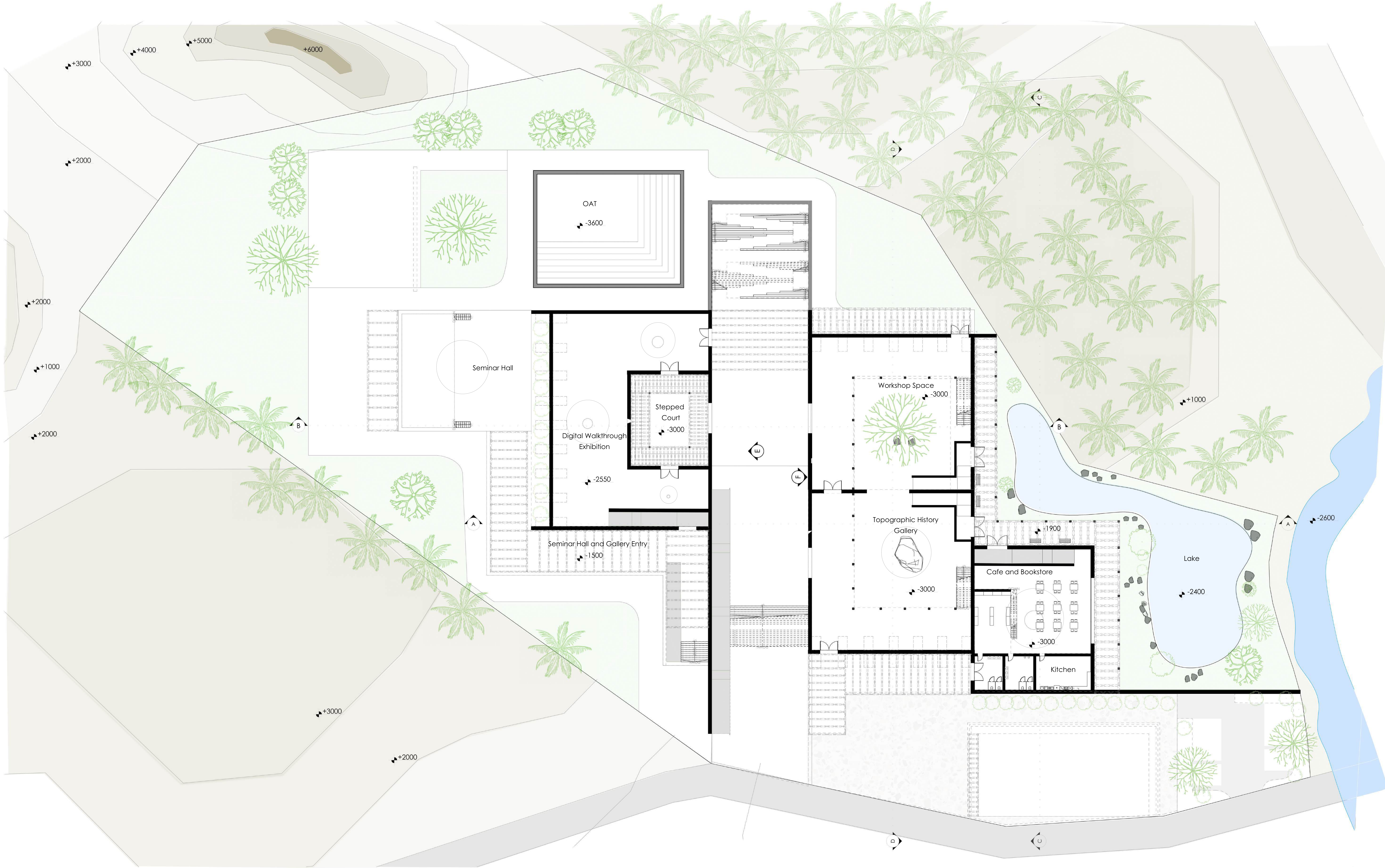
Mezzanine added to the gallery and workshop for multilevel spatial experience

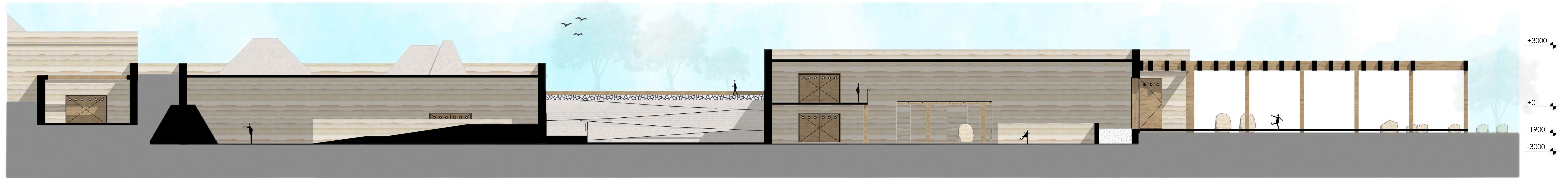
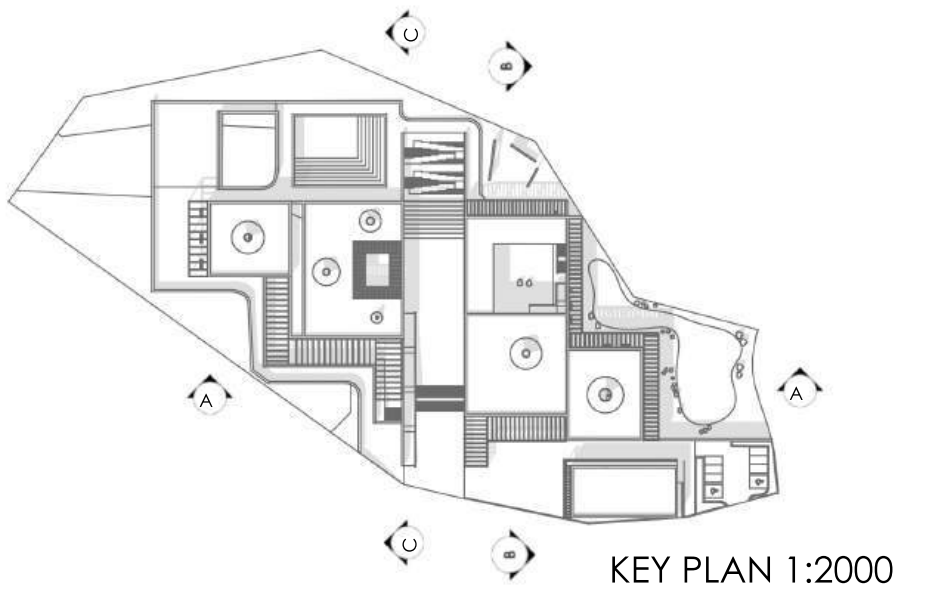


Inspired by Corbusier's openings in Ronchamp cathedral asymmetric openings and niches were made in the facade to let in soft diffused rays of light and funnel the air coming from the water to cool surroundings

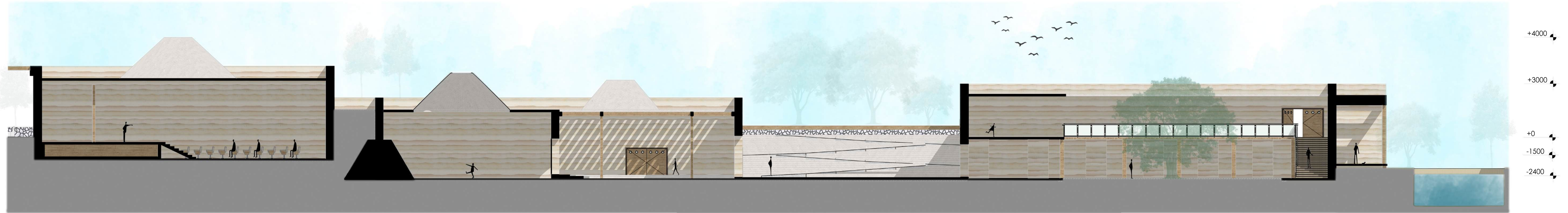




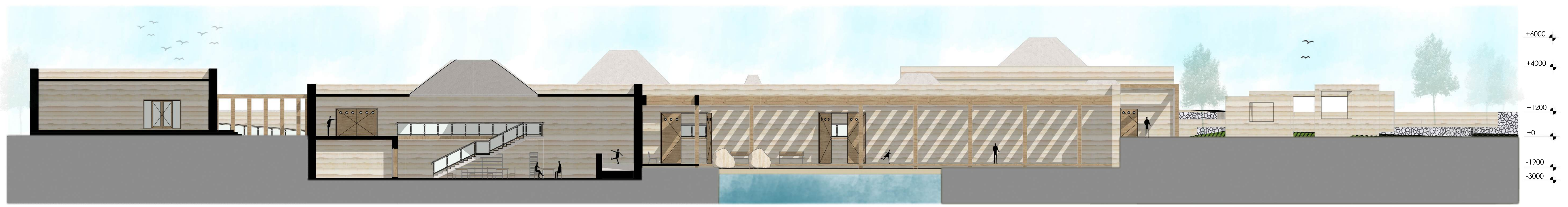




SECTION A

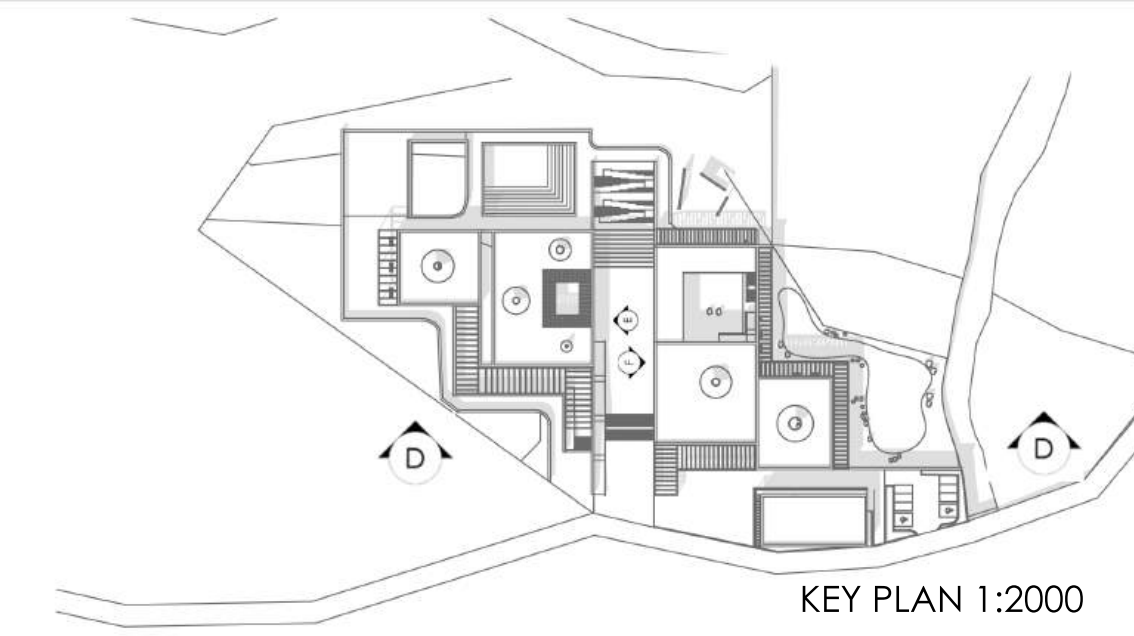


SECTION B



SECTION C

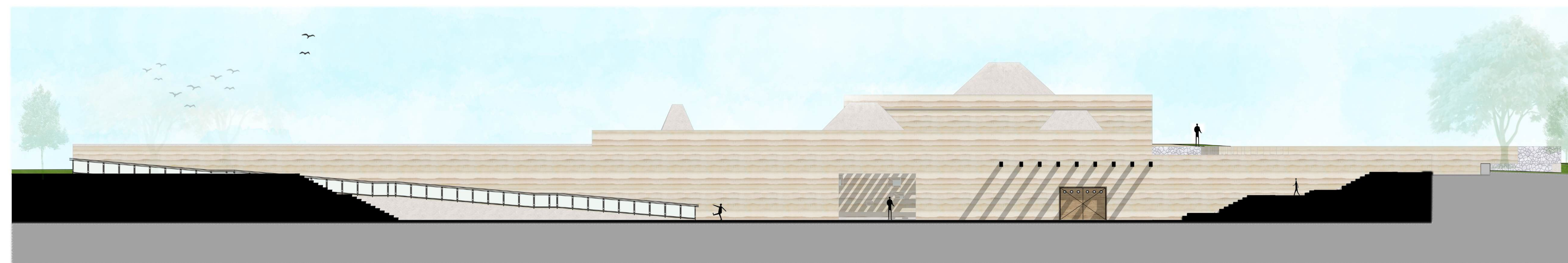




SECTION D

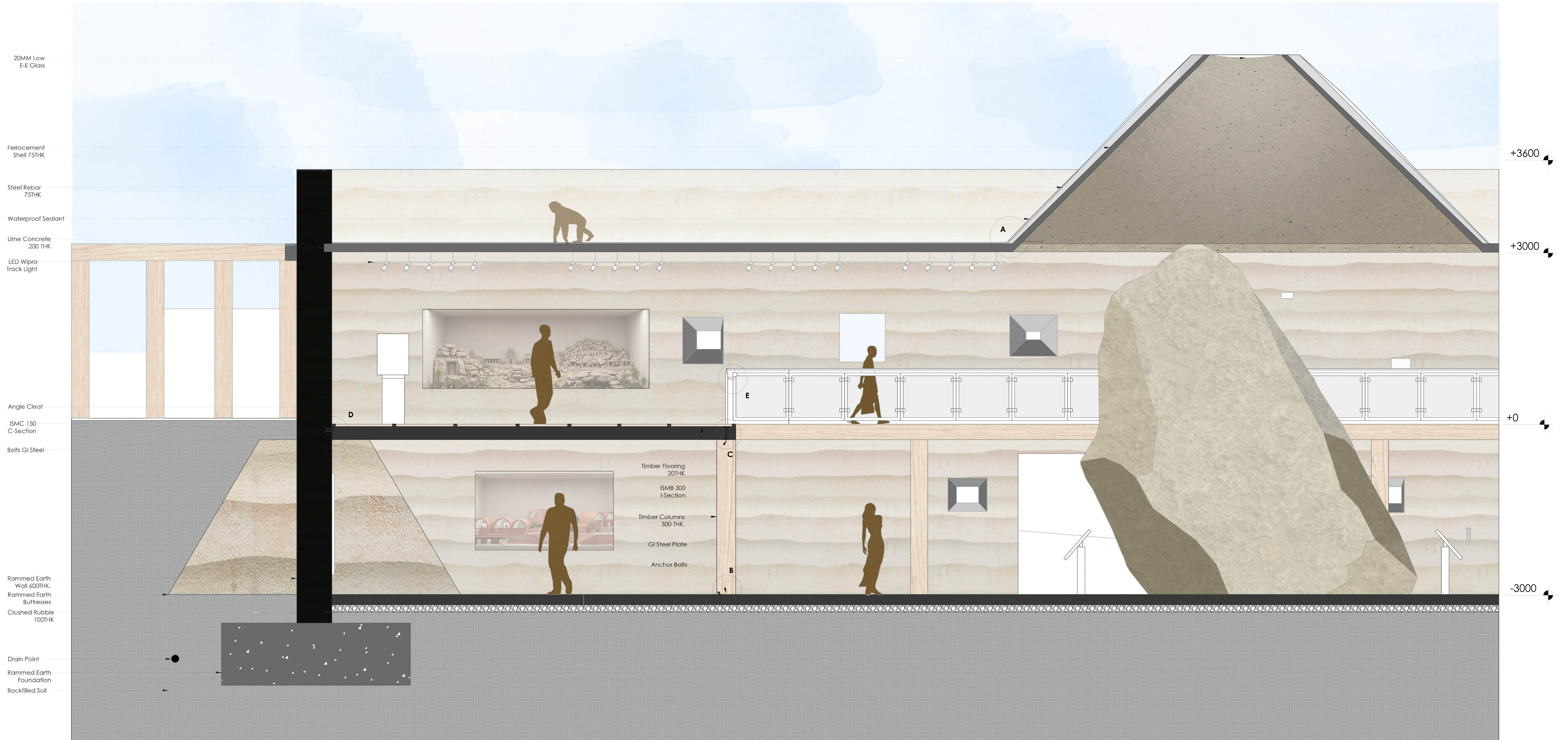


SECTIONAL ELEVATION E

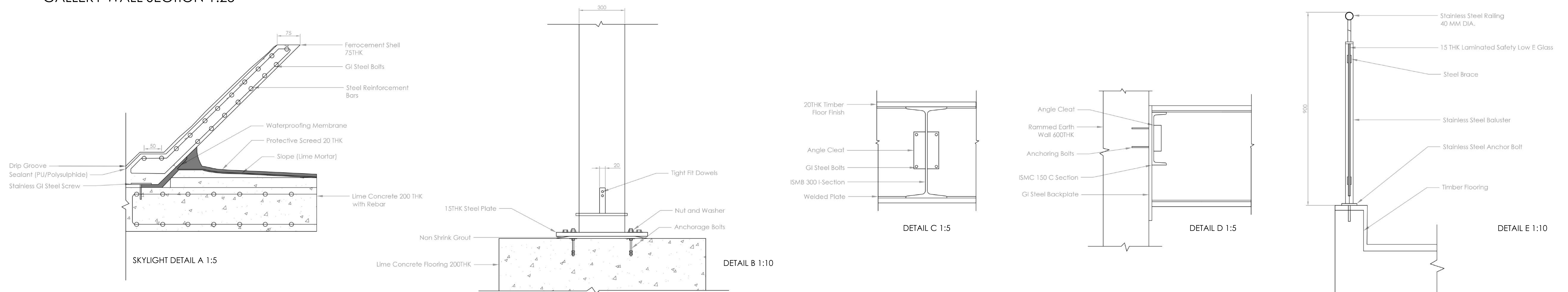


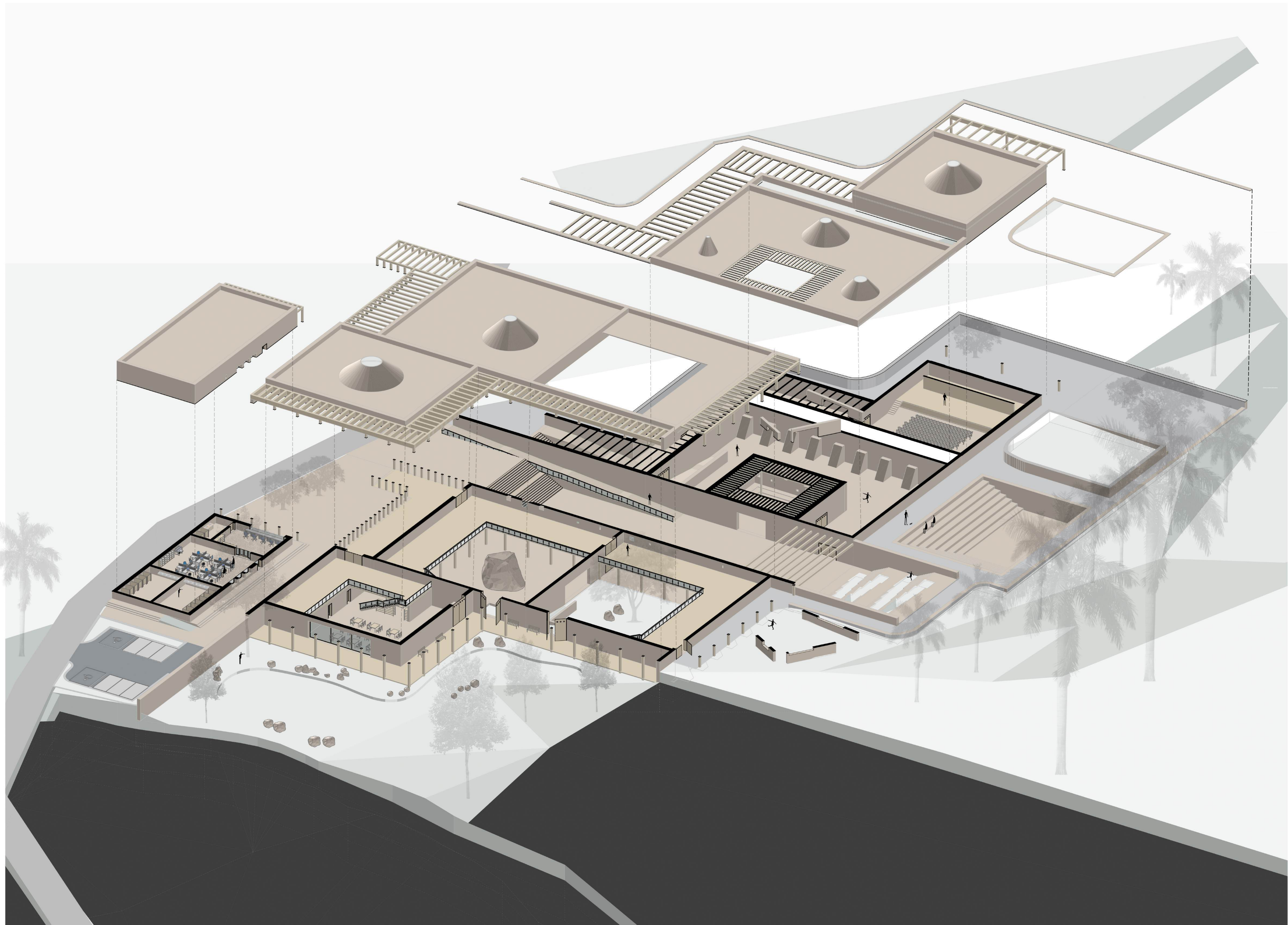
SECTIONAL ELEVATION F



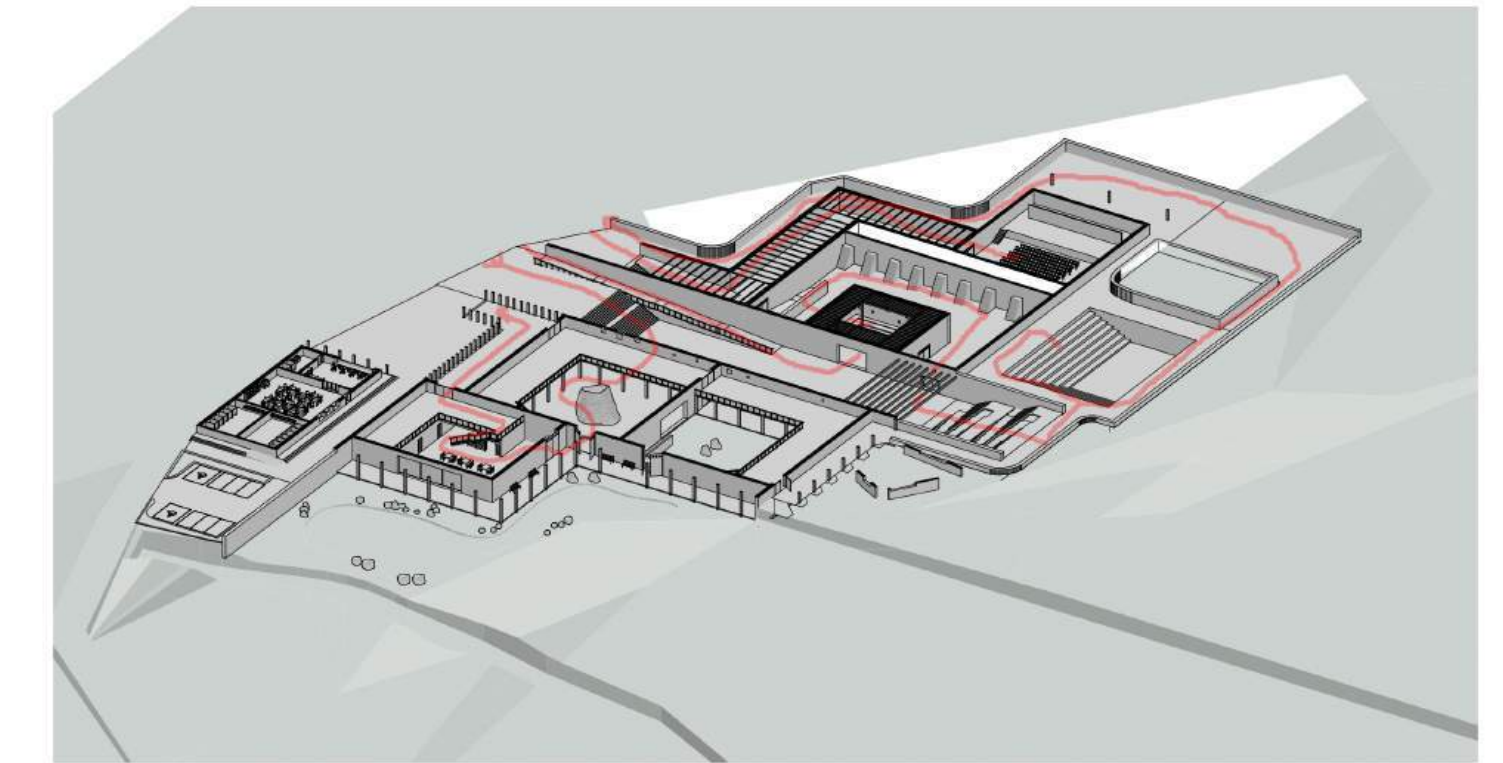


GALLERY WALL SECTION 1:25

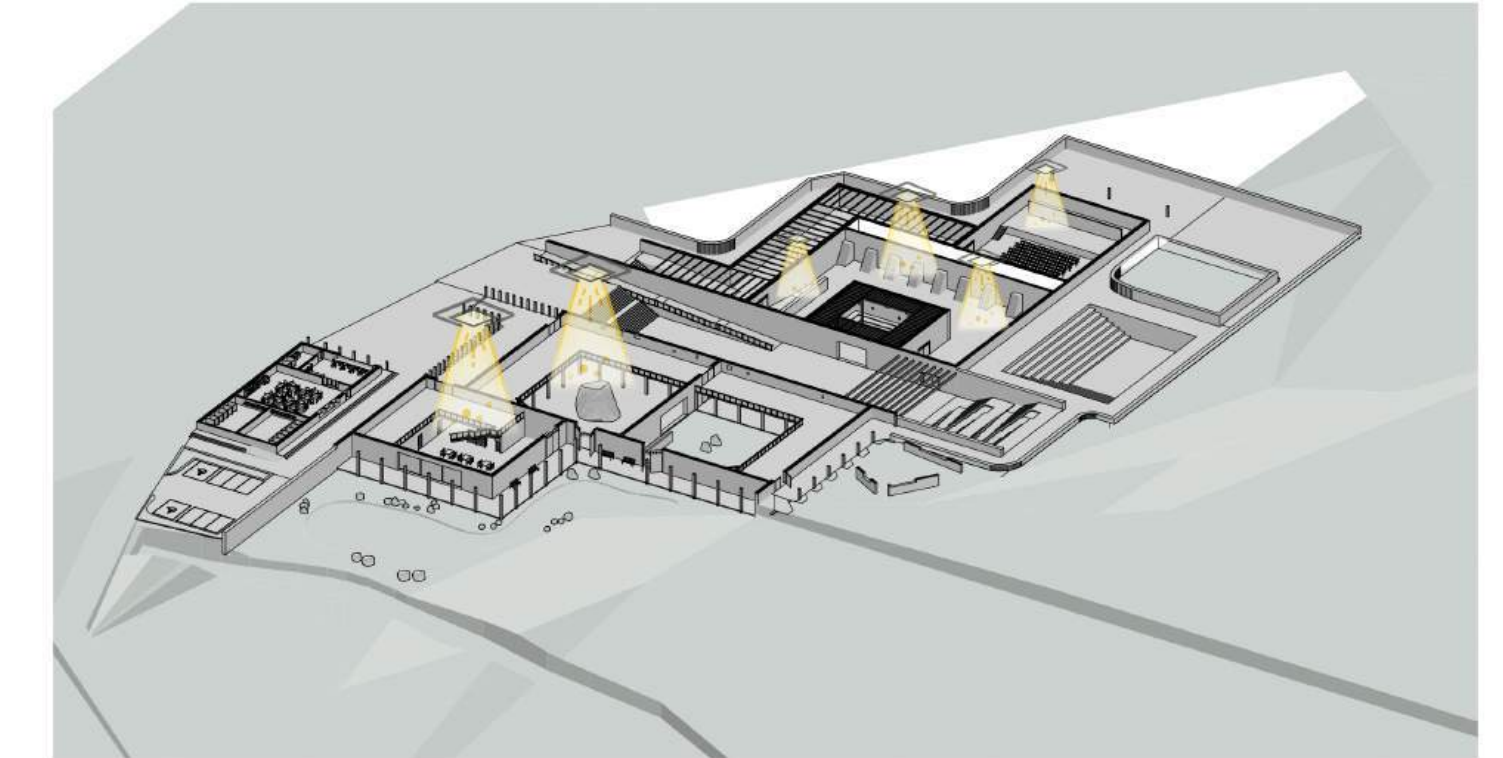




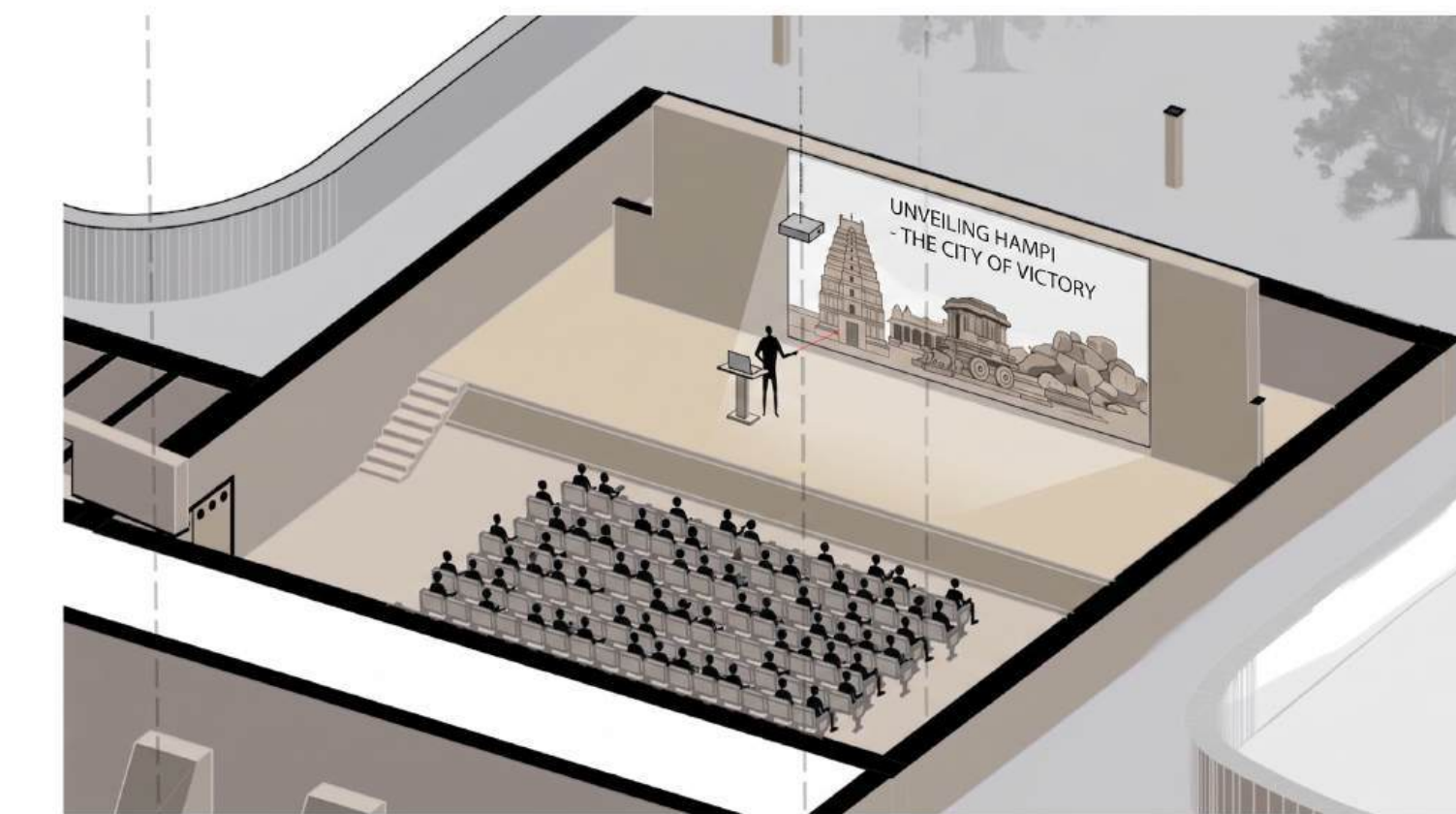
Activity Mapping



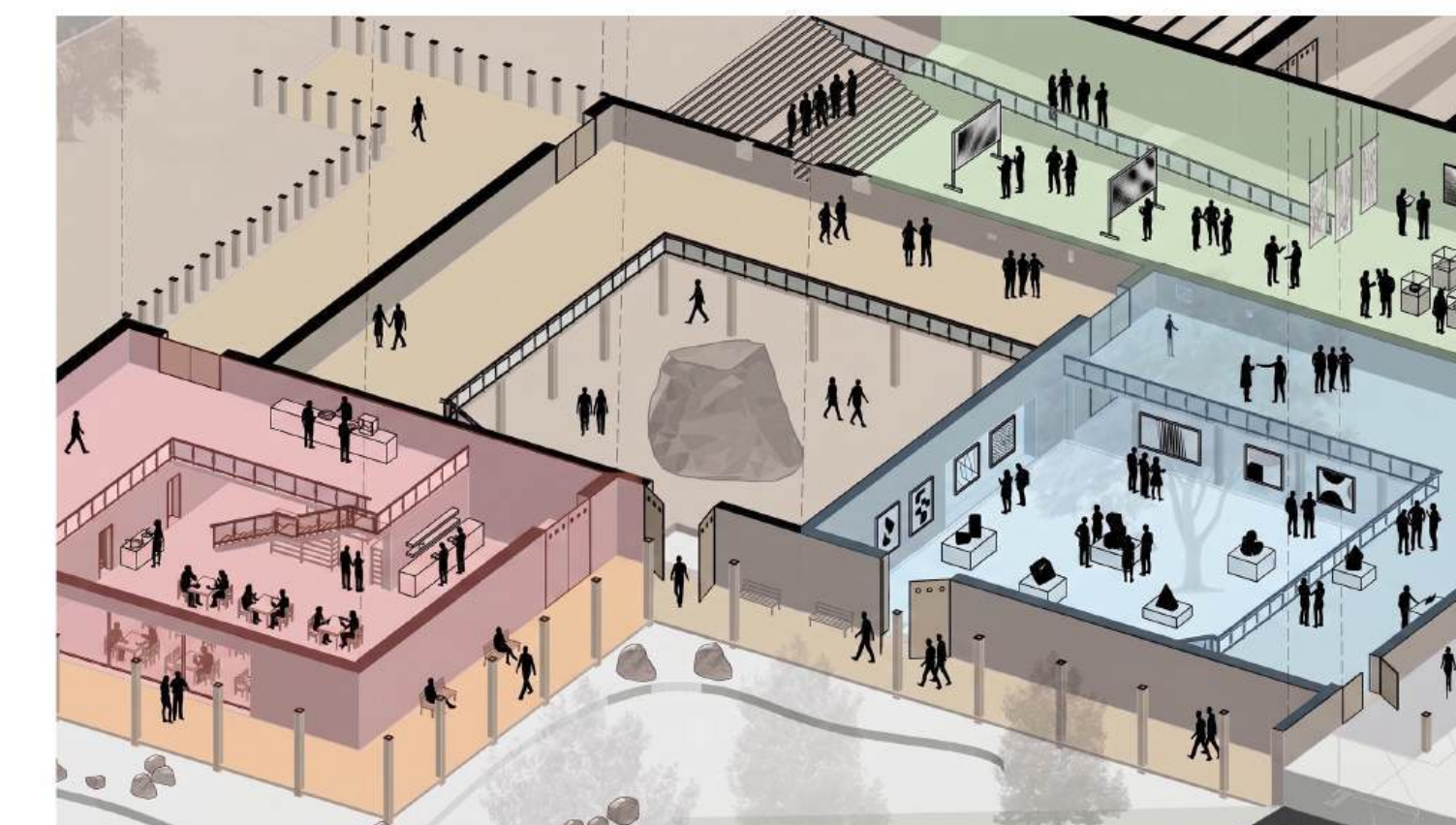
Circulation Through Site



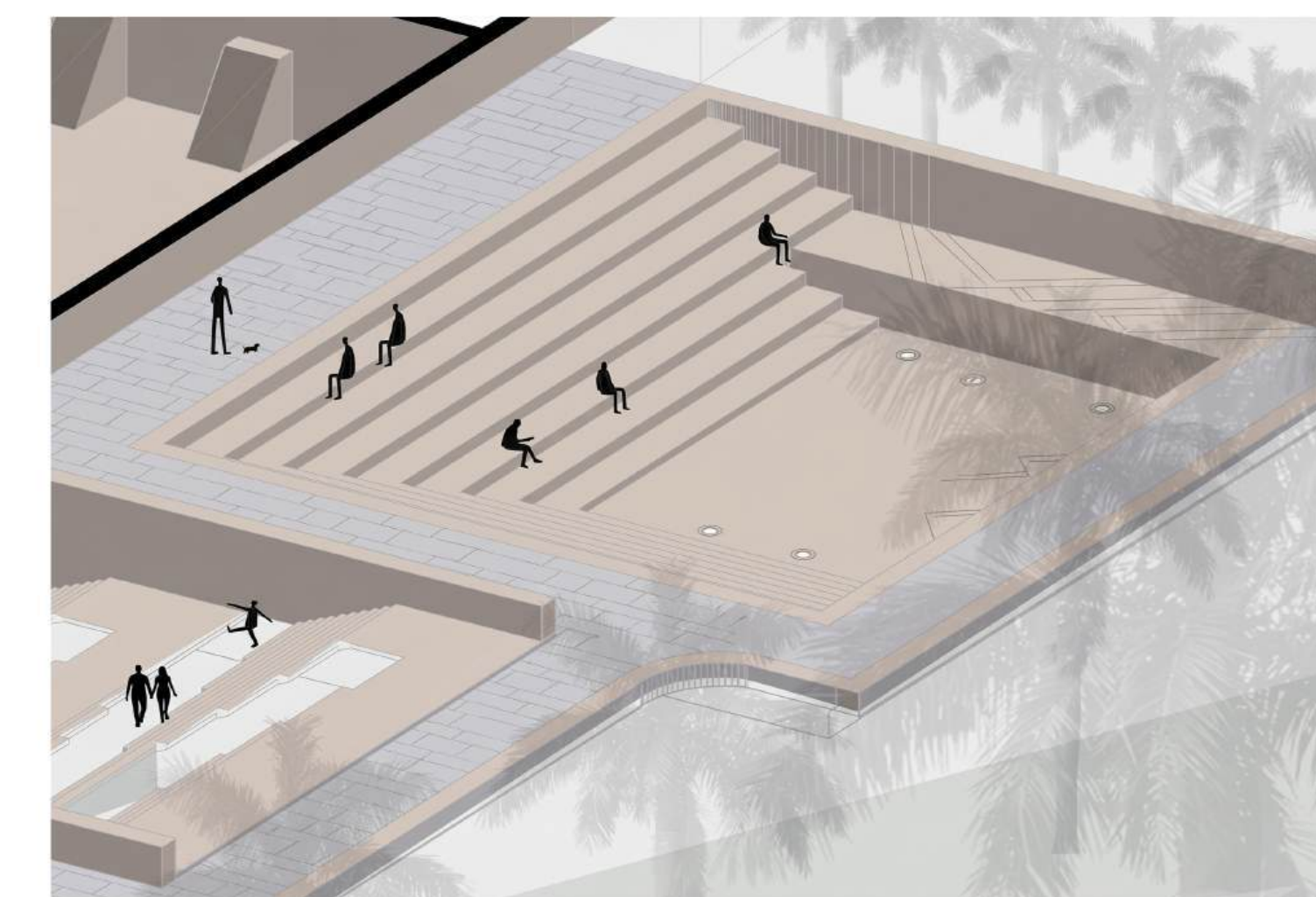
Lighting Diagram



Seminar Hall Activity



Gallery Space Activity



Amphitheatre Activity

3D Views



Entrance to the Museum



Overhead View



Topographic History Gallery



Workshop Space and Textiles



View from gallery veranda



People and Cultural Gallery



Bookstore and Cafe



Framed Views from Site



Exterior Seating

