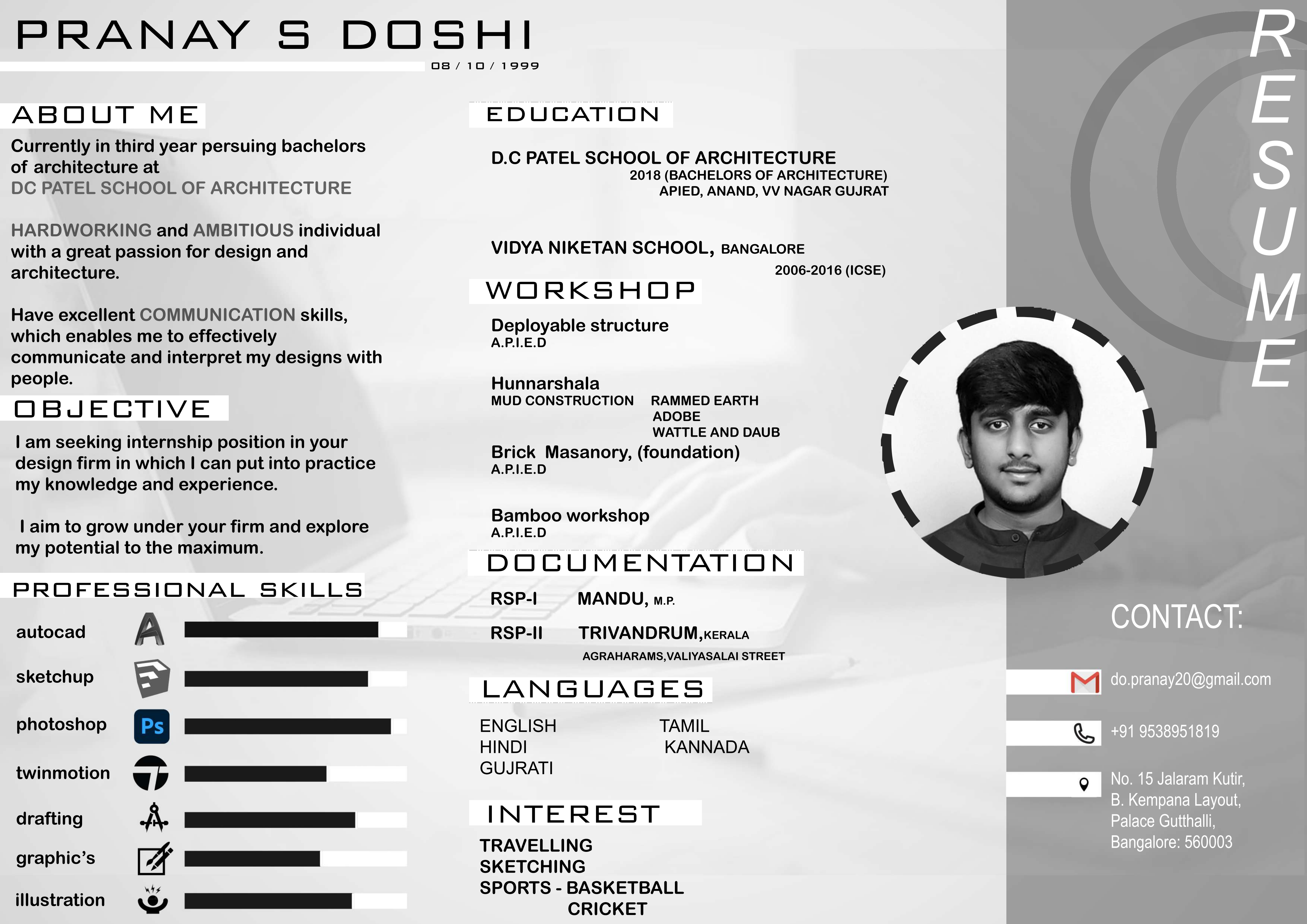


# portfolio

ARCHITECTURE

PRANAY S DOSHI





# PRANAY S DOSHI

08 / 10 / 1999

# R E S U M E

## ABOUT ME

Currently in third year persuing bachelors of architecture at  
DC PATEL SCHOOL OF ARCHITECTURE

**HARDWORKING** and **AMBITIOUS** individual with a great passion for design and architecture.








Have excellent **COMMUNICATION** skills, which enables me to effectively communicate and interpret my designs with people.

## OBJECTIVE

I am seeking internship position in your design firm in which I can put into practice my knowledge and experience.

I aim to grow under your firm and explore my potential to the maximum.

## PROFESSIONAL SKILLS

autocad		<div><div></div></div>
sketchup		<div><div></div></div>
photoshop		<div><div></div></div>
twinmotion		<div><div></div></div>
drafting		<div><div></div></div>
graphic's		<div><div></div></div>
illustration		<div><div></div></div>

## EDUCATION

**D.C PATEL SCHOOL OF ARCHITECTURE**  
2018 (BACHELORS OF ARCHITECTURE)  
APIED, ANAND, VV NAGAR GUJRAT

**VIDYA NIKETAN SCHOOL, BANGALORE**  
2006-2016 (ICSE)

## WORKSHOP

- Deployable structure  
A.P.I.E.D
- Hunnarshala  
MUD CONSTRUCTION    RAMMED EARTH  
   ADOBE  
   WATTLE AND DAUB
- Brick Masanory, (foundation)  
A.P.I.E.D
- Bamboo workshop  
A.P.I.E.D

## DOCUMENTATION

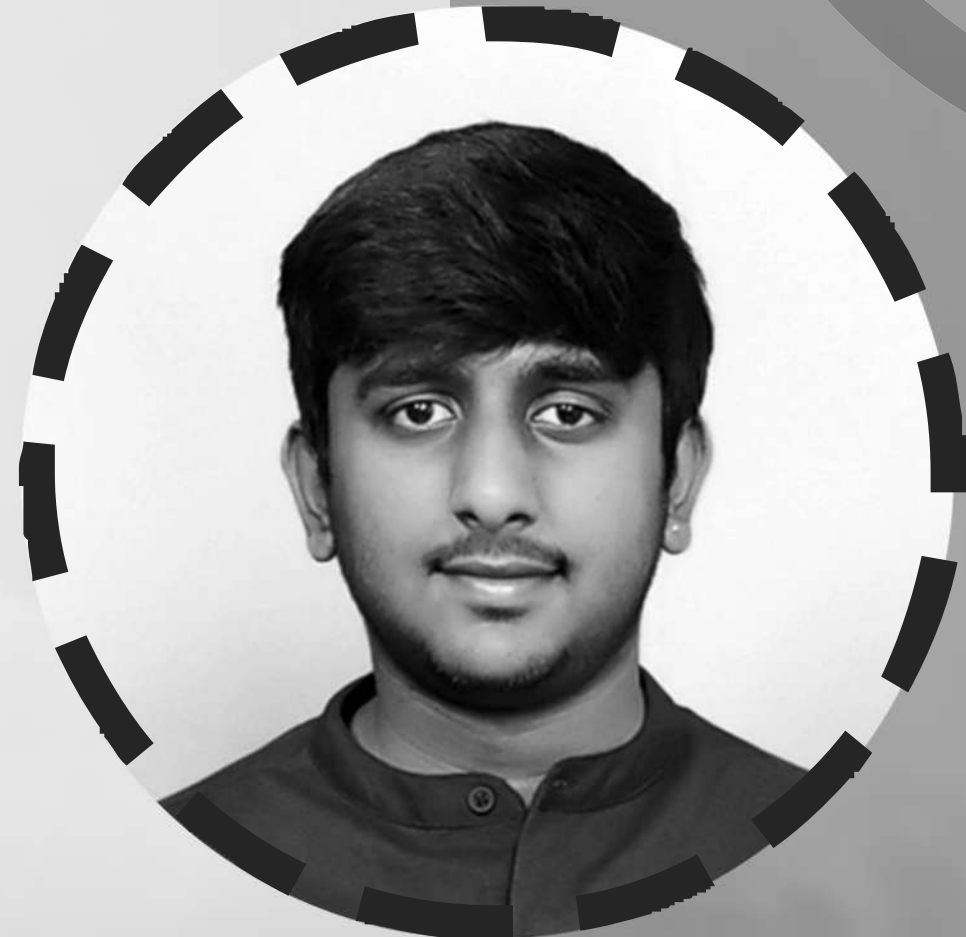
- RSP-I    MANDU, M.P.
- RSP-II    TRIVANDRUM, KERALA  
                 AGRAHARAMS, VALIYASALAI STREET

## LANGUAGES

- ENGLISH    TAMIL
- HINDI    KANNADA
- GUJRATI

## INTEREST

- TRAVELLING
- SKETCHING
- SPORTS - BASKETBALL
- CRICKET



## CONTACT:

	do.pranay20@gmail.com
	+91 9538951819
	No. 15 Jalaram Kutir, B. Kempana Layout, Palace Gutthalli, Bangalore: 560003

# CONTENT

**01**  
**ADVANCE ANTHROPOMETRY**

**02**  
**MATERIAL STUDIO**

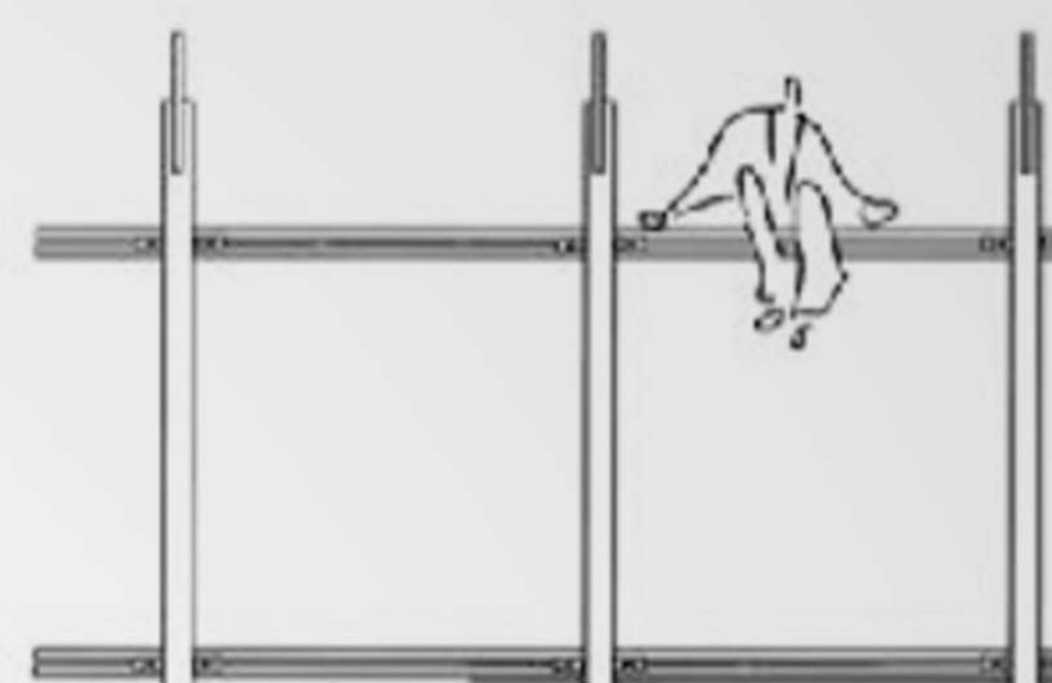
**03**  
**CONTEXTUAL STUDIO**

**04**  
**INSTITUTIONAL STUDIO**

**05**  
**WORKING DRAWING**

**06**  
**BASIC DESIGN**

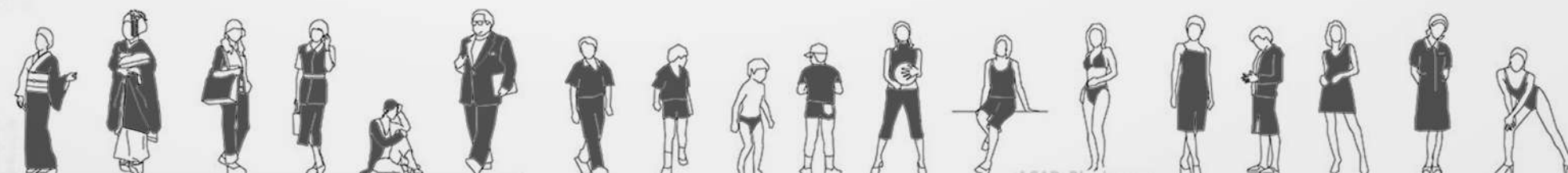




# anthropometry

**THE STUDIO IS FOCUSED ON UNDERSTANDING THE FUNDAMENTALS OF HUMAN SCALE AND BUILT ENVIRONMENT.**

**UNDERSATNDING THE HUMAN BODY AND PROVIDE A CATEGORISED DATA ON HUMAN SCALE.**

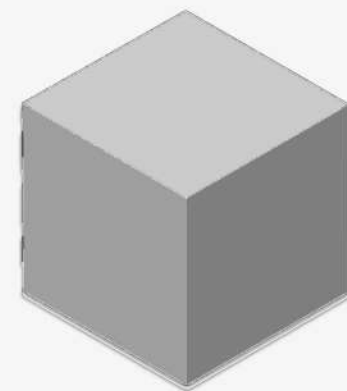
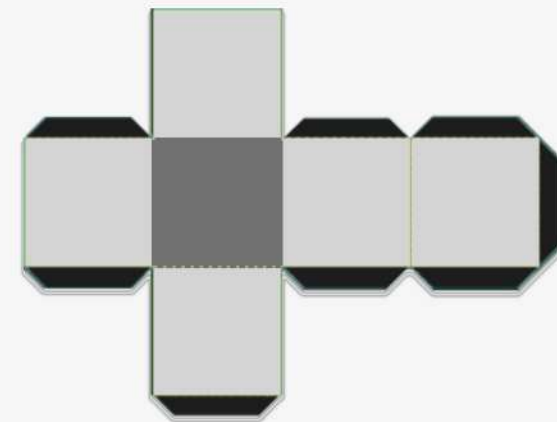




# ADVANCE ANTHROPOMETRY

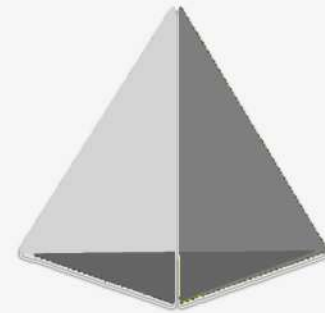
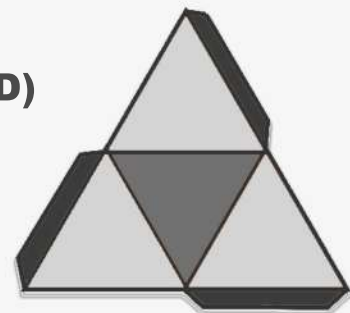
## PROGRAM:

PLAYING WITH DIFFERENT GEOMETRIC SHAPES  
i.e : CUBE

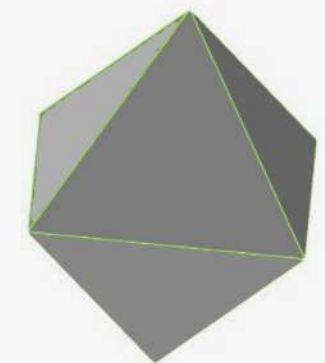
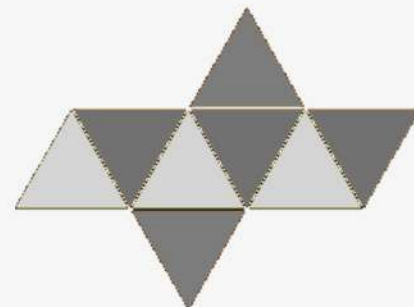


## TETRAHEDRON:

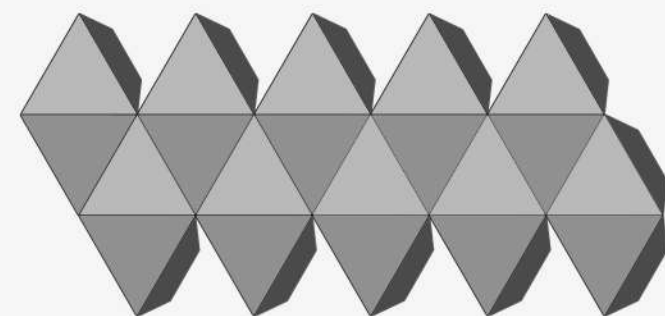
(TRIANGULAR PYRAMID)



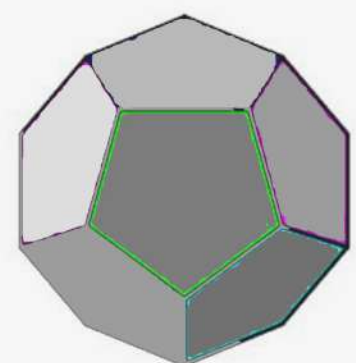
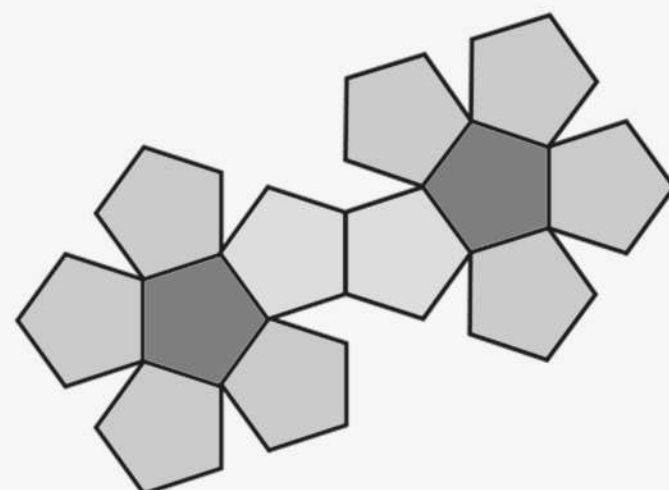
## OCTAHEDRON:



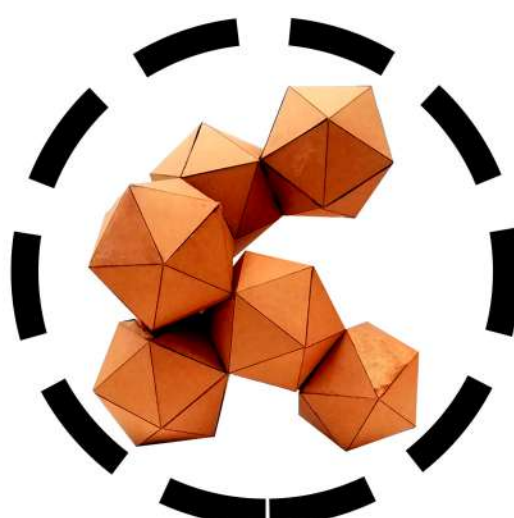
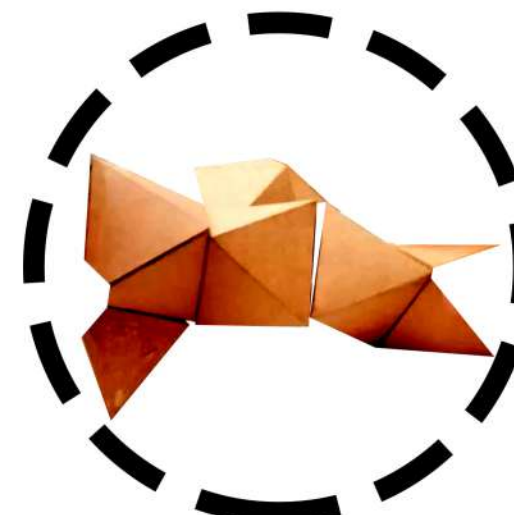
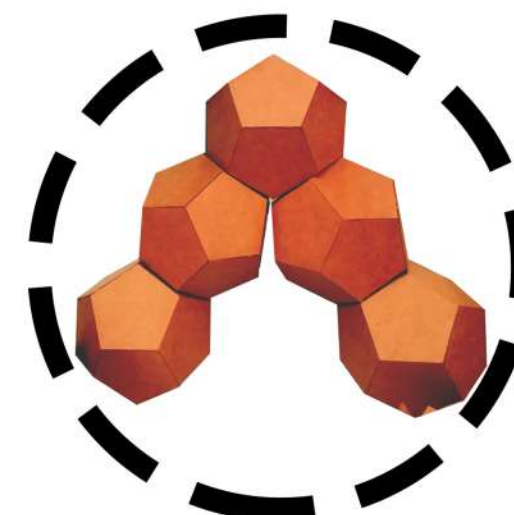
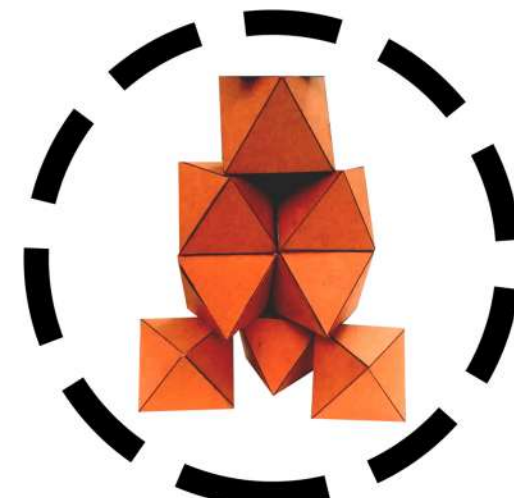
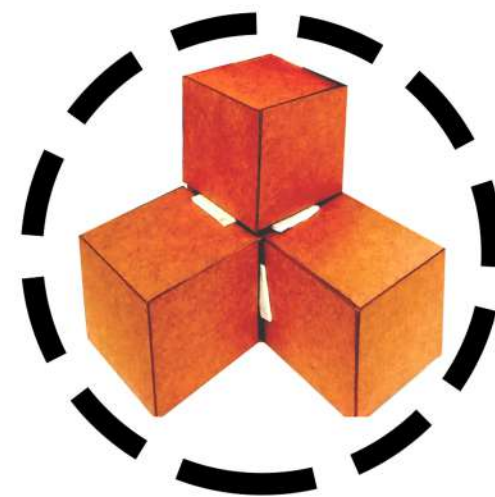
## ICOSAHEDRON:



## DODECAHEDRON:



## VARIATIONS:



## WORKING ON ICOSAHEDRON:

### PROGRAM:

THE PROGRAM WAS TO DESIGN AN EXHIBITION CENTRE.

UNDERSTANDING THE WORKING OF EXHIBITION CENTRE'S BY VARIOUS CASE STUDIES (INCLUDING PRIMARY AND SECONDARY) , SITE VISITS, ETC.

THE DESIGN PROCESS STARTED BY PLAYING WITH DIFFERENT VARIATIONS WITH THE MODELS.

ICOSAHEDRON WAS THE TYPE OF GEMOTRY THAT WAS CHOSEN TO PLAY AND WORK WITH.

1. ARRANGEMENT OF ICOSAHEDRON

2. DESIGN PRINCIPLE:  
FORM FOLLOWS FUNCTION

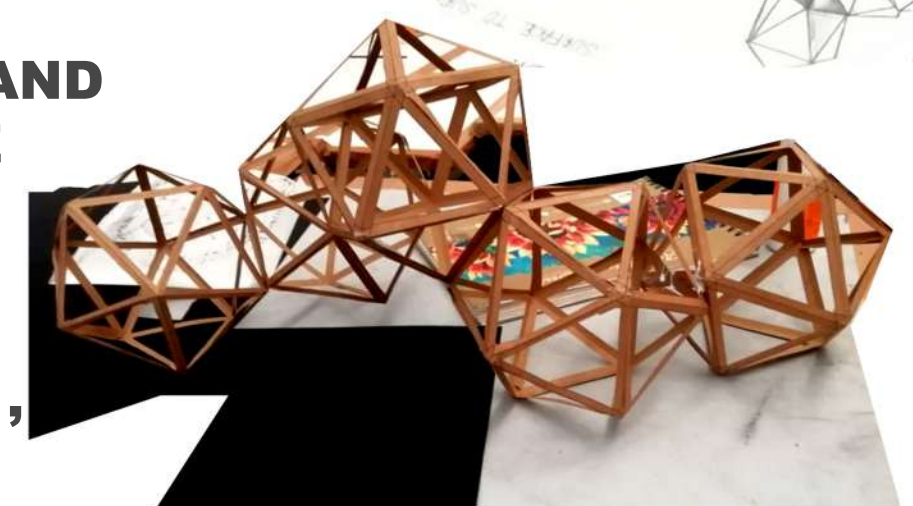
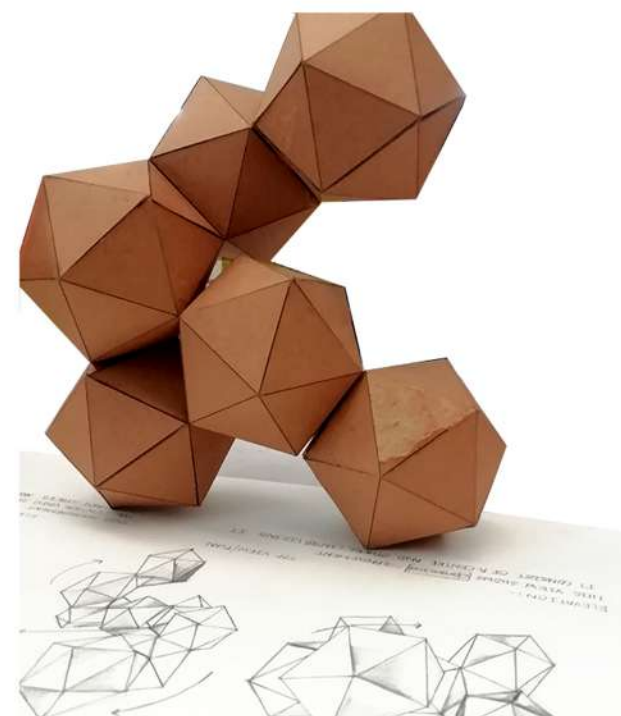
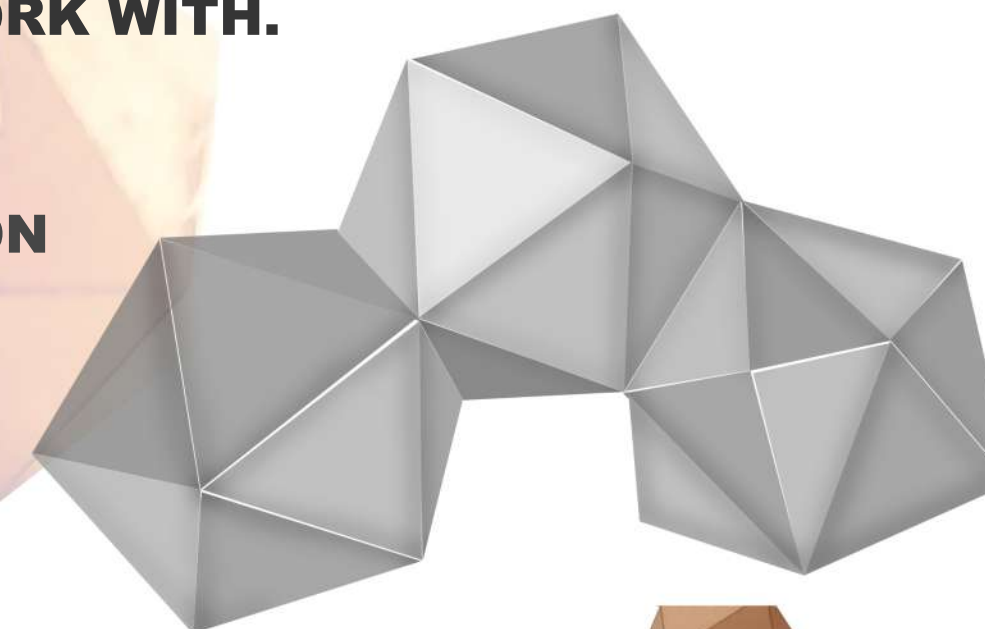
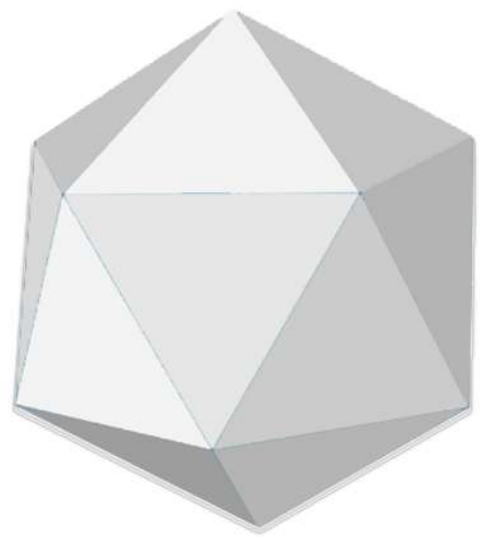
3. ANALYZING THE ARRANGEMENT BY SKETCHING MODULES.

4. CREATING A SKELETAL MODEL OF THE STRUCTURE.

5. DETERMINING HEIGHTS AND ADDITION OF FLOOR PLATES.

6. FOCUSING ON HUMAN SCALE AND PROPORTION WITH THE SPACE

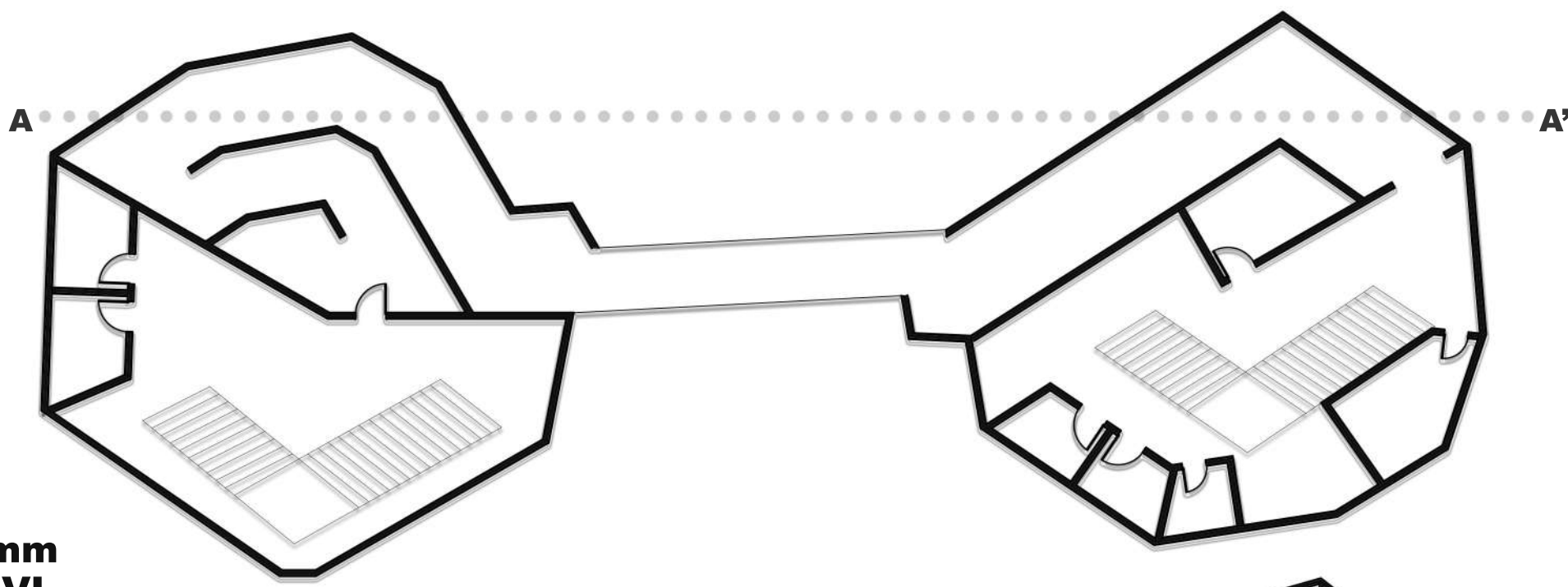
7. PLANNING STAGE (ADDING FUNCTION, CREATING SPACES , SPACE CONSIDERATION





FLOOR PLAN

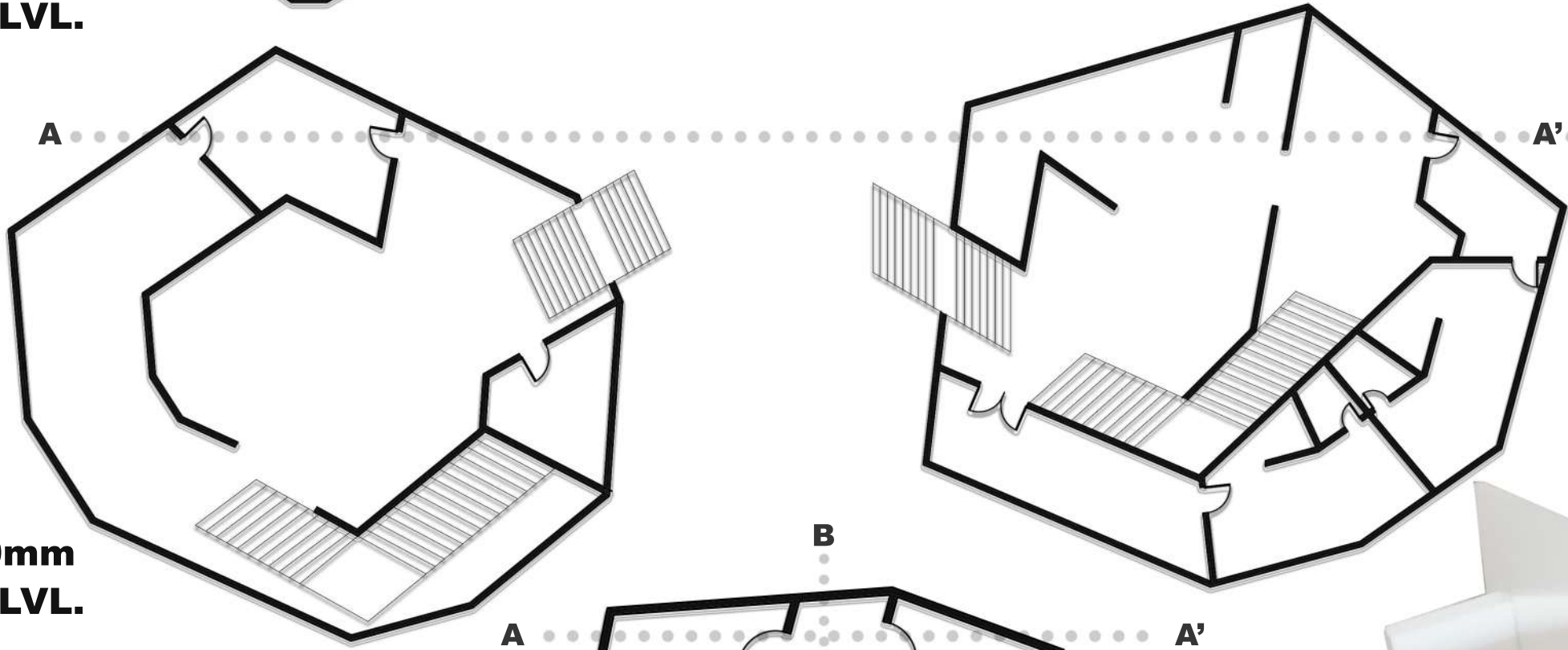
+3500mm LVL.



THIS FLOOR PLATE CONSIST OF:  
GALLERY A  
GALLERY B  
SERVICE ROOM'S  
COMMON TOILET'S  
WAITING AREA  
SECURITY ROOM

FLOOR PLAN

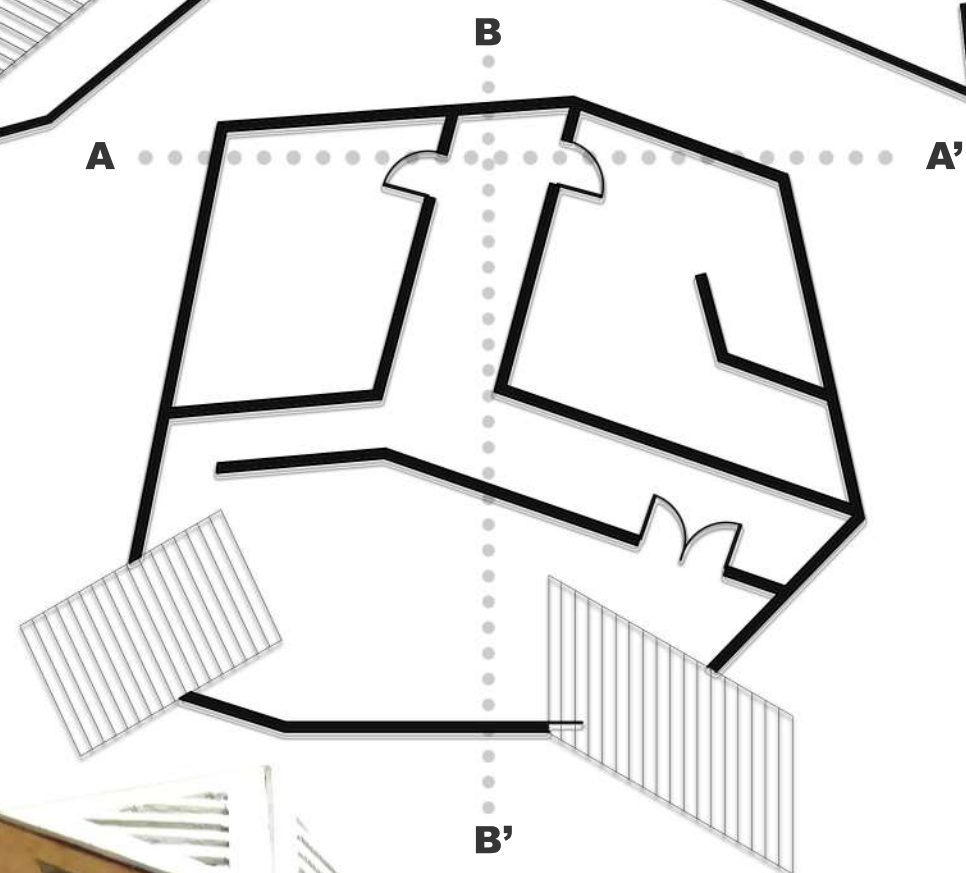
+7500mm LVL.



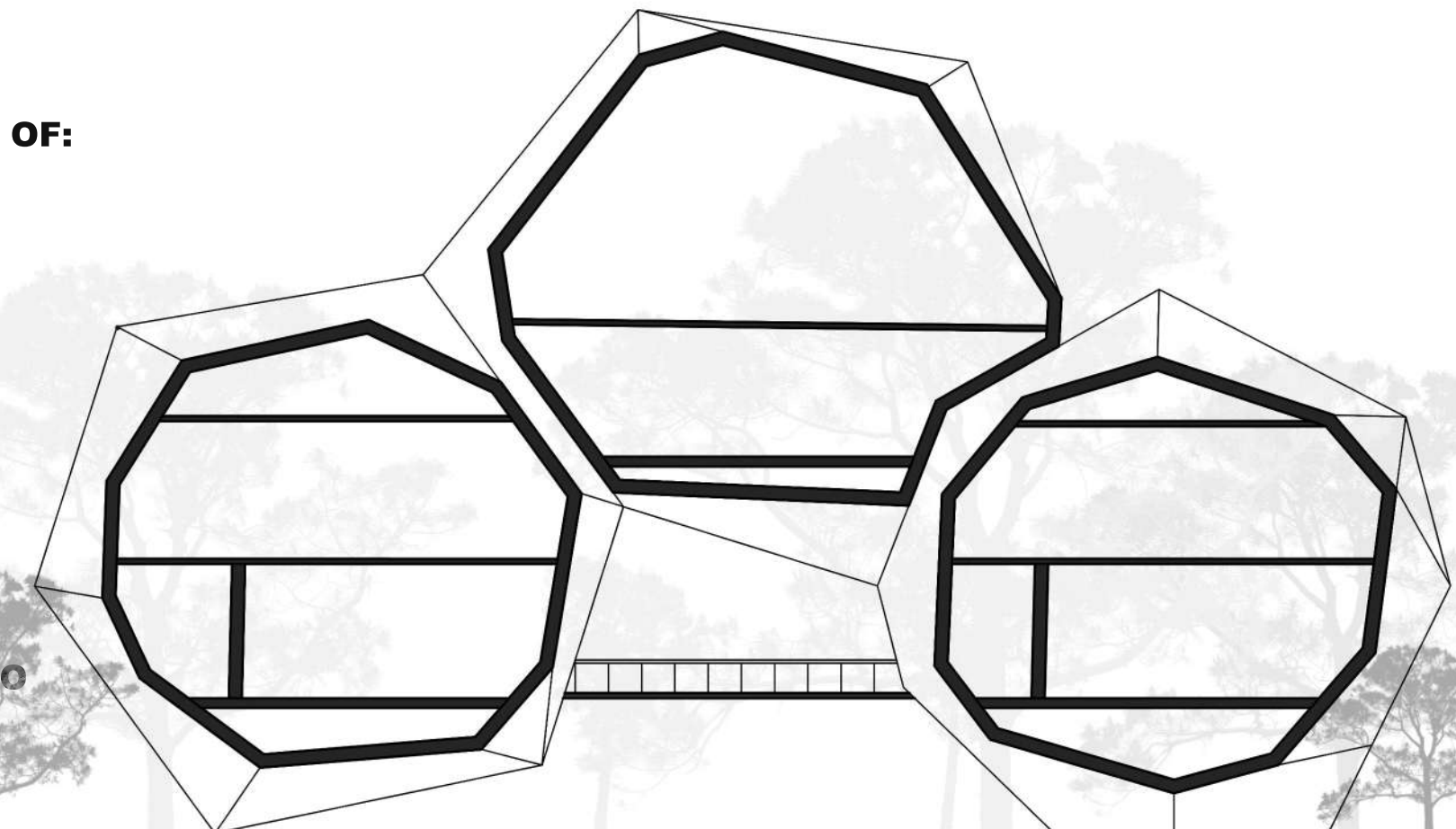
THIS FLOOR CONSIST OF TWO WINGS :  
LEFT WING:  
GALLERY AREA  
WAITING AREA  
SECURITY ROOM  
RIGHT WING:  
CAFETERIA  
GUEST ROOM'S (2)  
STORAGE ROOM

FLOOR PLAN

+10,000mm LVL.

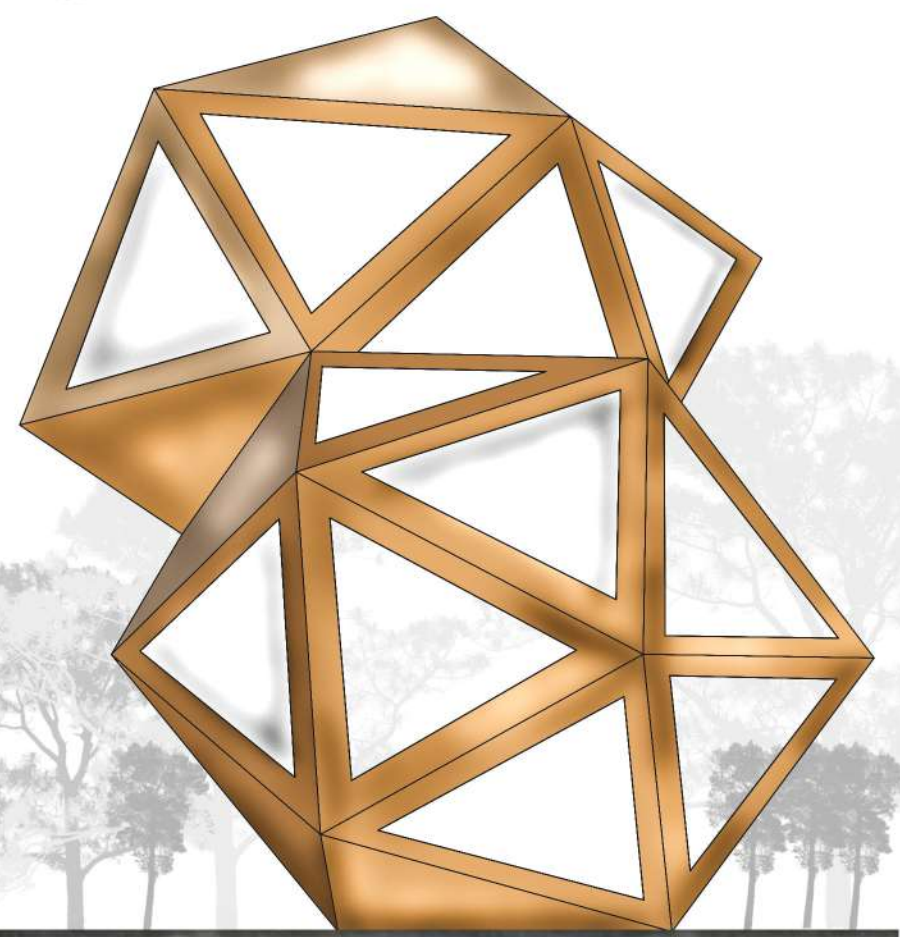
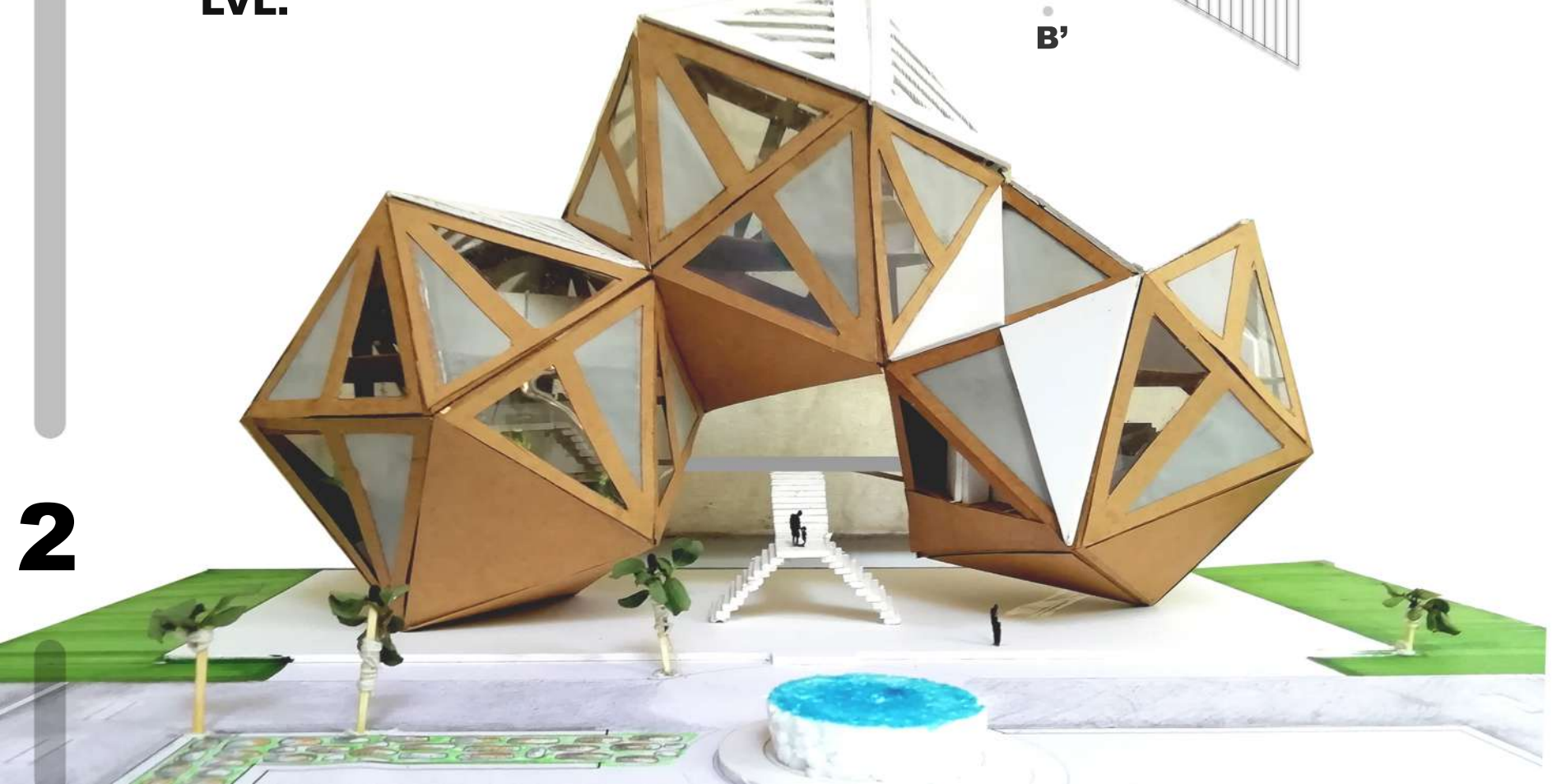


FLOOR PLATE 3:  
ADMIN AREA  
RECEPTION AREA  
CONFERENCE ROOM  
OFFICE ROOM

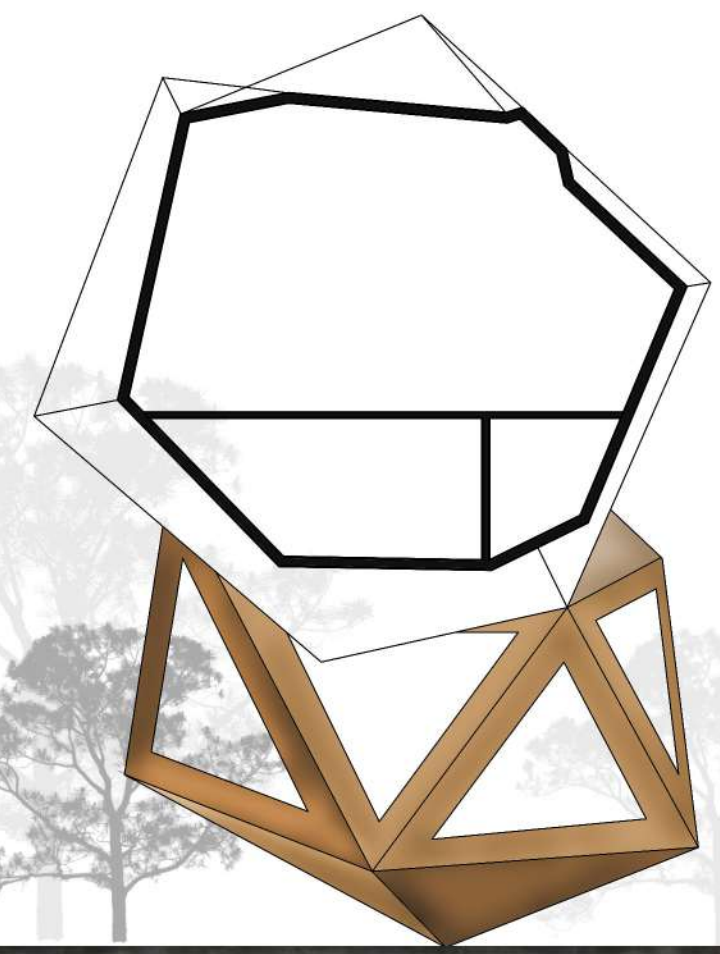


SECTION A-A'

MODULE



ELEVATION



SECTION B-B'





# materialstudio

**THIS SUDIO FOCUSES ON  
MATERIAL EXPLORATION AND  
CONSTRUCTION DETAILS.**

**DESIGNING A WEEKEND  
HOUSE**

**TAKING IN CONSIDERATION OF  
CONSTRUCTION TECHNOLOGY  
AND THE DETAILS.**

**INTRODUCTION TO OUR FIRST  
LIVE SITE HAVING CONTOUR.**



# WEEKEND HOME :

## PROGRAM:

THIS STUDIO WAS MAINLY FOCUSING ON BASIC MATERIAL UNDERSTANDING.

THE PROGRAM GIVEN TO US WAS TO DESIGN A WEEKEND HOUSE UNDERSTANDING THE BASIC DETAILS OF CONSTRUCTION AND HELP DEVELOP BETTER MATERIAL UNDERSTANDING.

## MATERIALS USED:

### STONE :

USED AS A PRIMARY SOURCE OF MATERIAL FOR CONSTRUCTION.

RUBBLE MANSORY USING CEMENT MORTAR.

300-350mm IS THE THICKNESS OF THE WALL. THIS WILL GIVE GOOD INSULATION DURING THE COLD WEATHER.

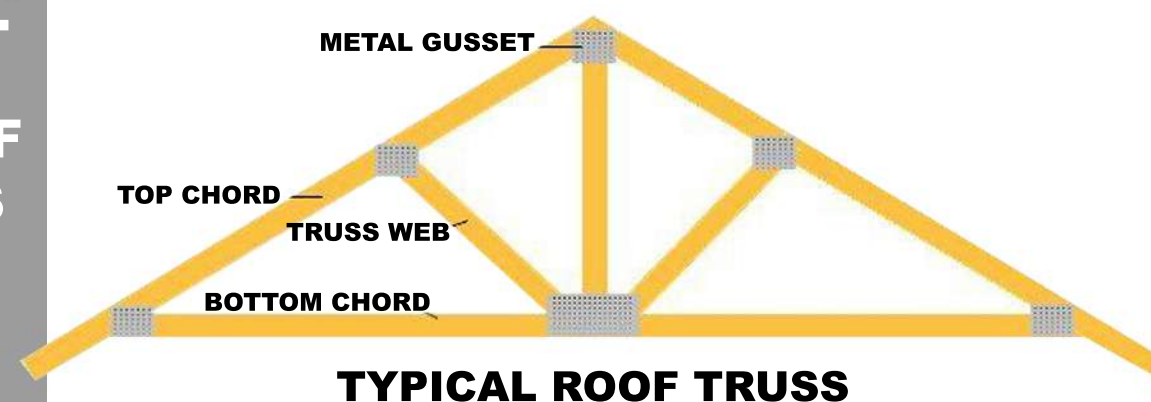
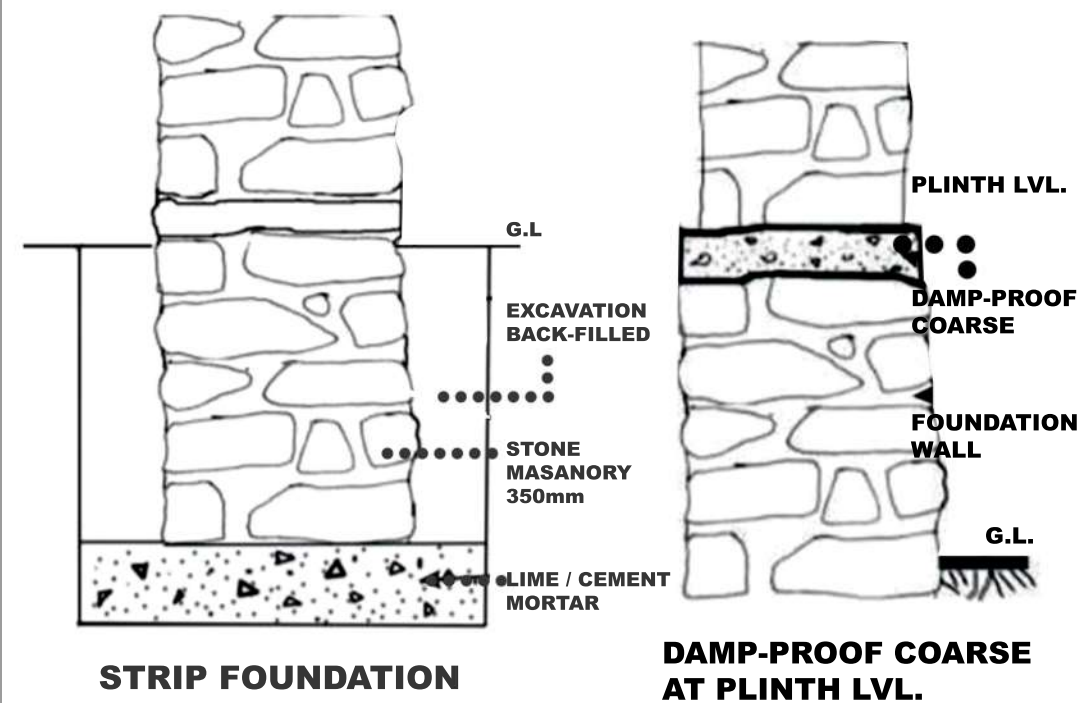
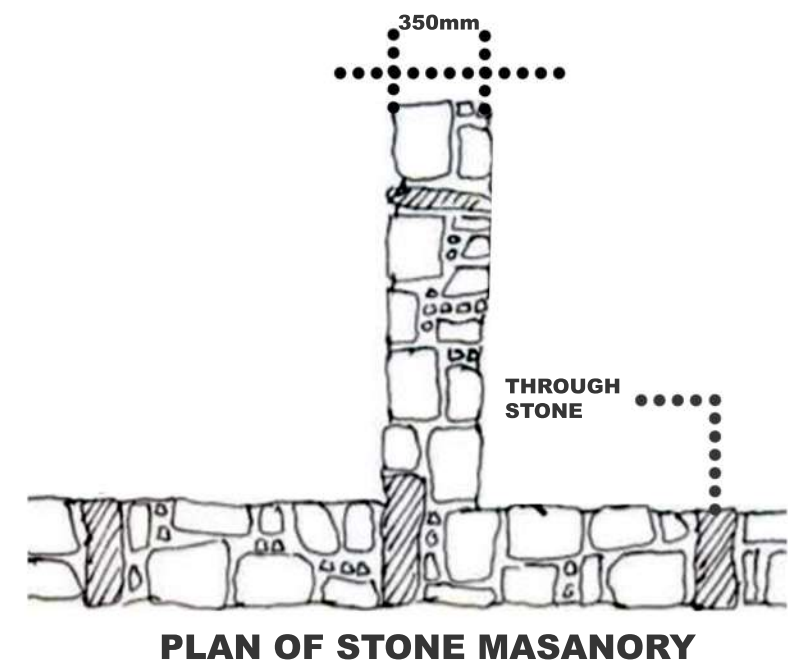
### TIMBER:

USED AS SECONDARY MATERIAL SOURCE FOR CONSTRUCTION.

USED AS A ROOFING MATERIAL AND ALSO AS A FLOORING MATERIAL.

IN THIS PROCESS DIFFERENT TYPES OF ROOF TRUSSES WERE TO BE STUDIED ACCORDING TO THEIR SPAN.

SINCE TIMBER ACTS AS A SOURCE OF SUSTAINABLE ARCHITECTURE AND IS LOCALLY AVAILABLE (TRANSPORTATION AND MATERIAL COST DECREASES)



## SITE ANALYSIS

THE SITE IS LOCATED IN JASPUR DISTRICT NEAR BARODA NEAR THE RIVER MAHI.

THE SITE HAS NATURAL CONTOUR ON ALL THREE SIDES TOWARDS THE MAHI RIVER AND HAS A DENCE VEGETATION SLOPING DOWNWARDS NEAR THE RIVER MAHI.

VIEW OF RIVER MAHI

OLD GANESHA TEMPLE

VEGETATION

OLD STAIR'S

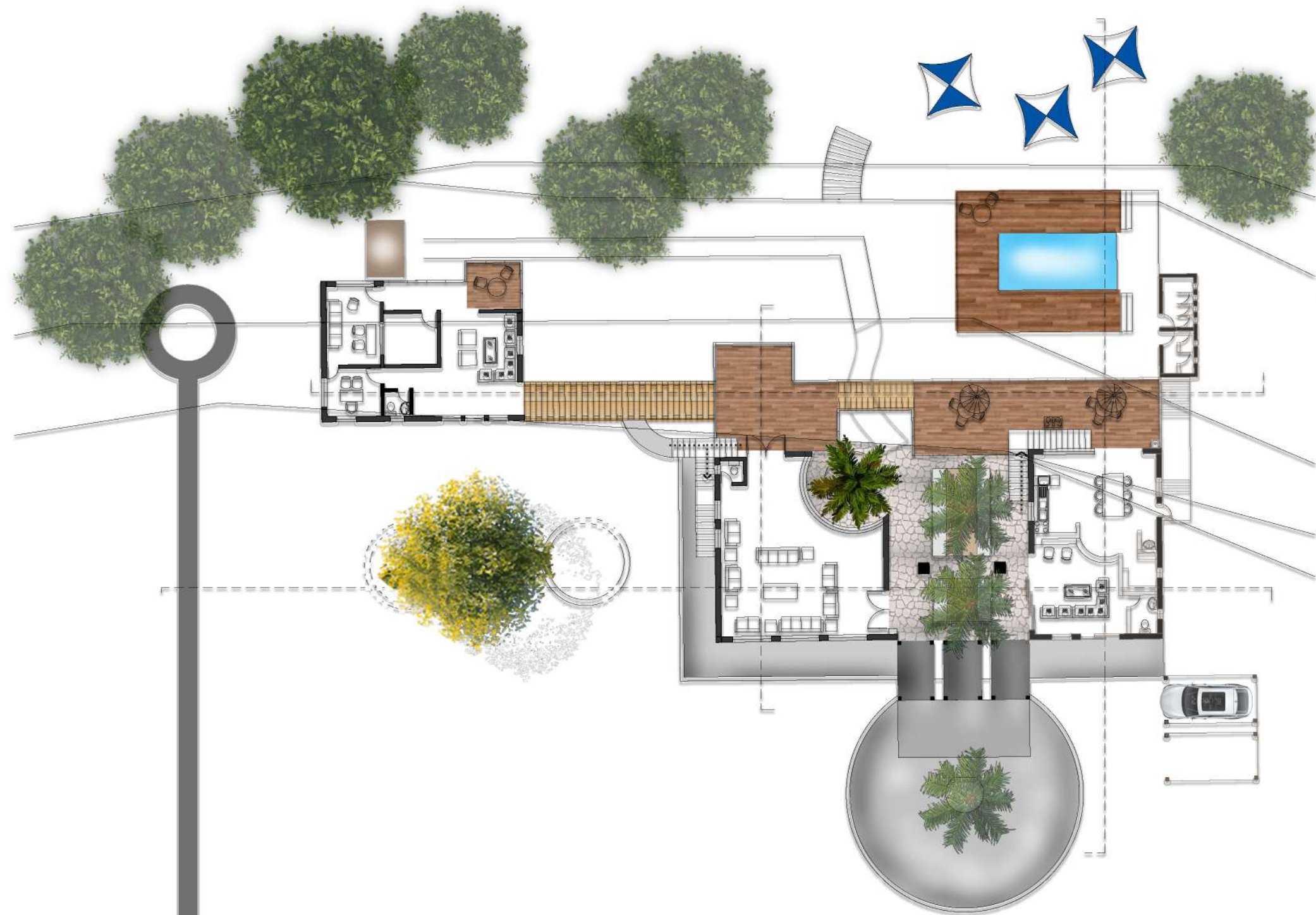
## SITE DEMARKTION

PERIMETER: 305M  
AREA: 5538M<sup>2</sup>

OLD FORT WALL:  
THIS WAS AN EXISTING STRUCTUTAL ELEMENT PRESEBT IN THE SITE.  
THIS STRUCTURE WAS BUILT BY MAHARAJA SAIYAJI RAO AND THE MATERIAL USED WAS BRICK AND LIME.







**GROUND FLOOR PLAN:**

**LEGEND :**  
LIVING ROOM  
INFORMAL SITTING  
DINNING SPACE  
KITCHEN  
WORKSHOP SPACE :  
USER GROUP IS A MUSICIAN



**FIRST FLOOR PLAN:**

**LEGEND :**  
KIDS BEDROOM  
MASTER BEDROOM  
SWIMMING POOL  
OUTDOOR SEATING

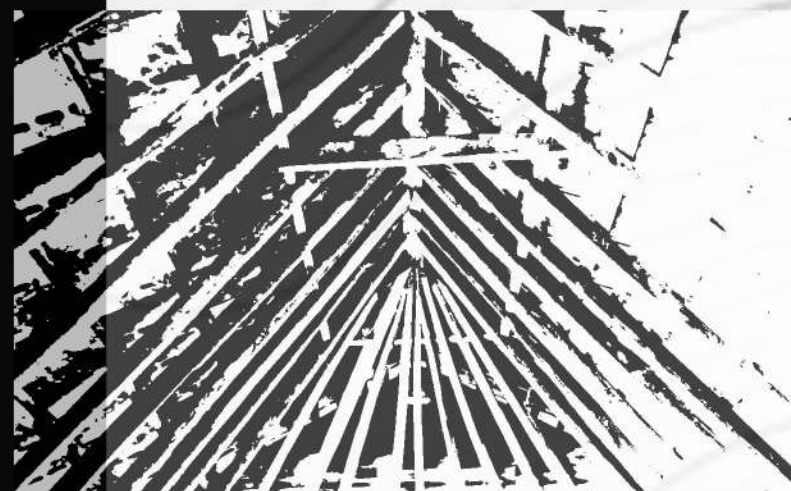


**SECTION A-A'**



**SECTION B-B'**





# contextual studio

**THIS STUDIO TAKES PLACE IN KERALA, TRIVANDRUM.  
THE STUDY OF AGRAHARAM'S.**

**MEASURING AND DOCUMENTATION PROCESS AND THEN IT'S  
APPLICATION IN OUR OWN DRAWING ACCORDING TO THE PROGRAM  
GIVEN.**

**STUDYING THE ARRANGEMENT OF THE SETTLEMENTS IN THE  
STREET OF VALIYASALAI, TRIVANDRUM.**





# AGRAHARAMS:

VALIYASALAI IN TRIVANDRUM IS ONE OF THE LONGEST AGRAHARAMS IN KERALA. THE NAME ORIGINATES FROM THE FACT THAT THE AGRAHARAMS HAVE LINES OF HOUSES ON EITHER SIDE OF THE ROAD AND THE TEMPLE IS SITUATED AT THE CENTRE.

AGRAHARAMS WERE STARTED IN SOUTH INDIA DURING THE PALLAVA PERIOD SINCE

## VALIYASALAI

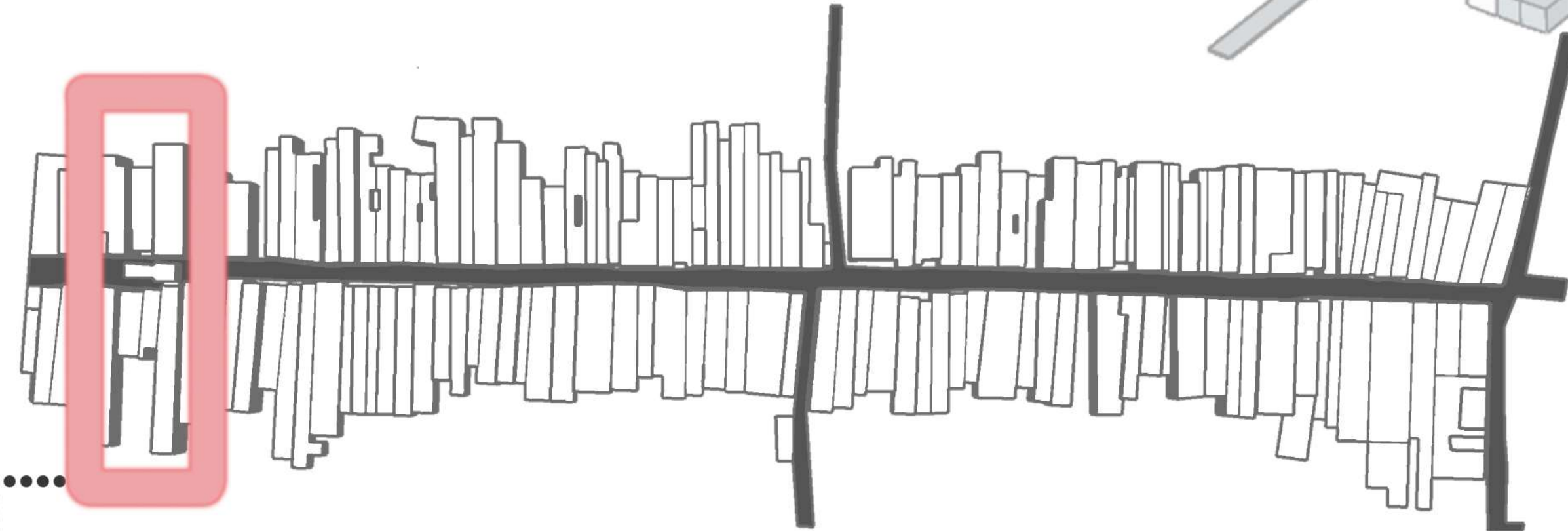
STUDYING VARIOUS HOUSES IN THIS STREET WE CAME ACROSS A SIMILAR PATTERN OF PLANNING.

THE HOUSES ARE DESIGNED ACCORDING TO THE VASTU-SHASTRA.

MOST OF THE HOUSES ARE PLANNED IN A LINEAR PATTERN.

A COURTYARD IS PRESENT IN THE HOUSE AT IT SERVES AS A VENTILATION PURPOSE AND ALSO TO PLACE THE THULASI PLANT.

EACH OF THE HOUSES ARE DIVIDED AS G+1



## SITE MARKING

8 DIFFERENT HOUSES WERE TO BE DESIGNED AND RE-DEVELOPED KEEPING IN MIND THE PRINCIPLES OF AGRAHARAMS.

3 USER GROUP WERE TO BE GIVEN :

- BRAHMIN HOUSE
- PROFESSIONAL HOUSE
- COMMERCIAL (SHOPKEEPER'S) HOUSE

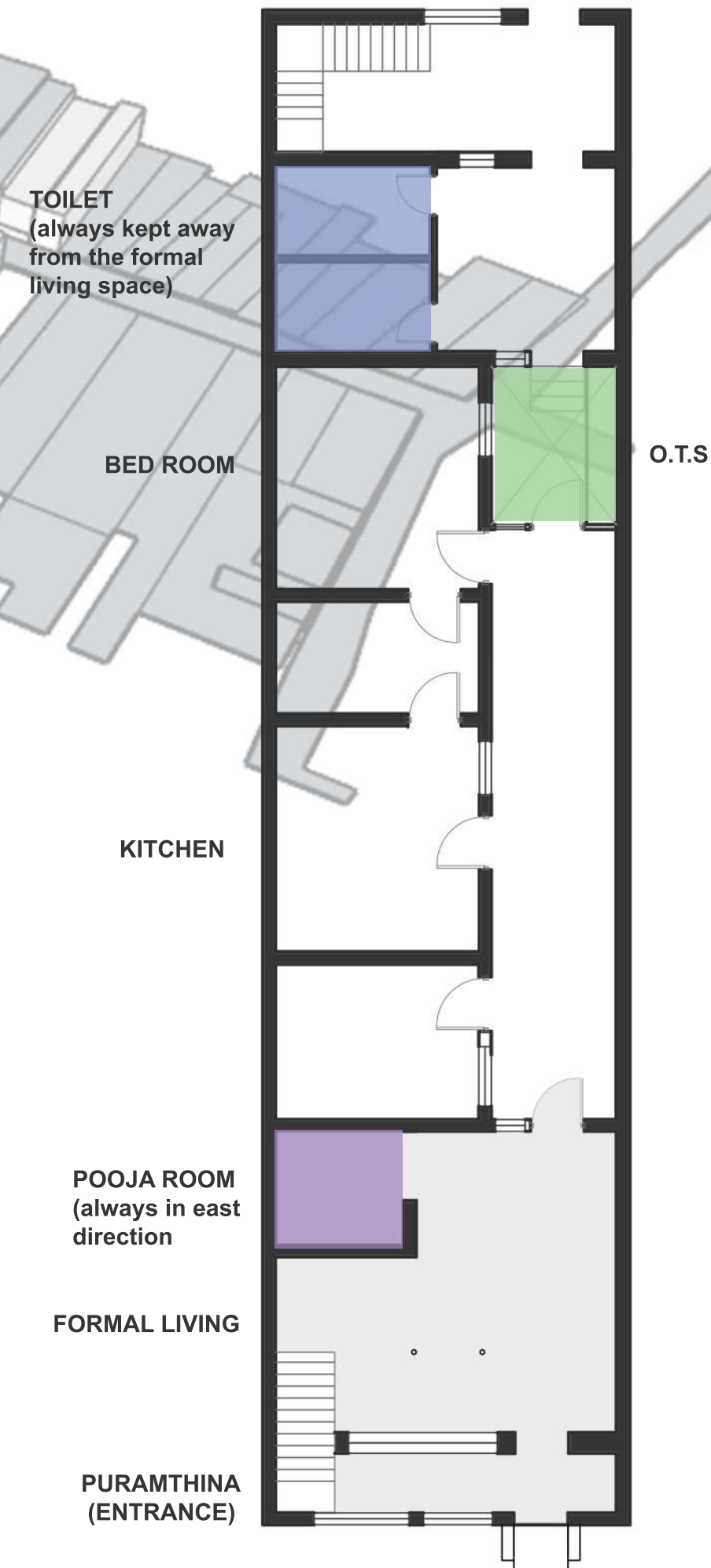
ELEVATION



PARAPET LVL.  
ROOFING MATERIAL USED  
MANGALORE TILES

FIRST FLOOR LVL.  
THIS IS THE PLACE FOR THE KOTIL (HALL)

PLINTH LVL.  
THE HOUSES ARE NAMED AS VYASA  
ENTRANCE FROM THE "PURAMTHINA"





# SITE DEMARKATION

EIGHT HOUSES WERE TO BE CONSTRUCTED USING 3 MAJOR USER GROUP

1-COMMERCIAL HOUSE (SHOPKEEPER'S HOUSE)

2-BRAHMIN HOUSE

3-PROFESSIONAL HOUSE

THE HOUSES WERE ARRANGED AND CONSTRUCTED AROUND THE EXISTING GANESHA TEMPLE.



TOP VIEW OF COMMERCIAL HOUSE



TOP VIEW OF BRAHMIN HOUSE  
PROFESSIONAL HOUSE

4 SHOPS SURROUNDING  
THE TEMPLE.

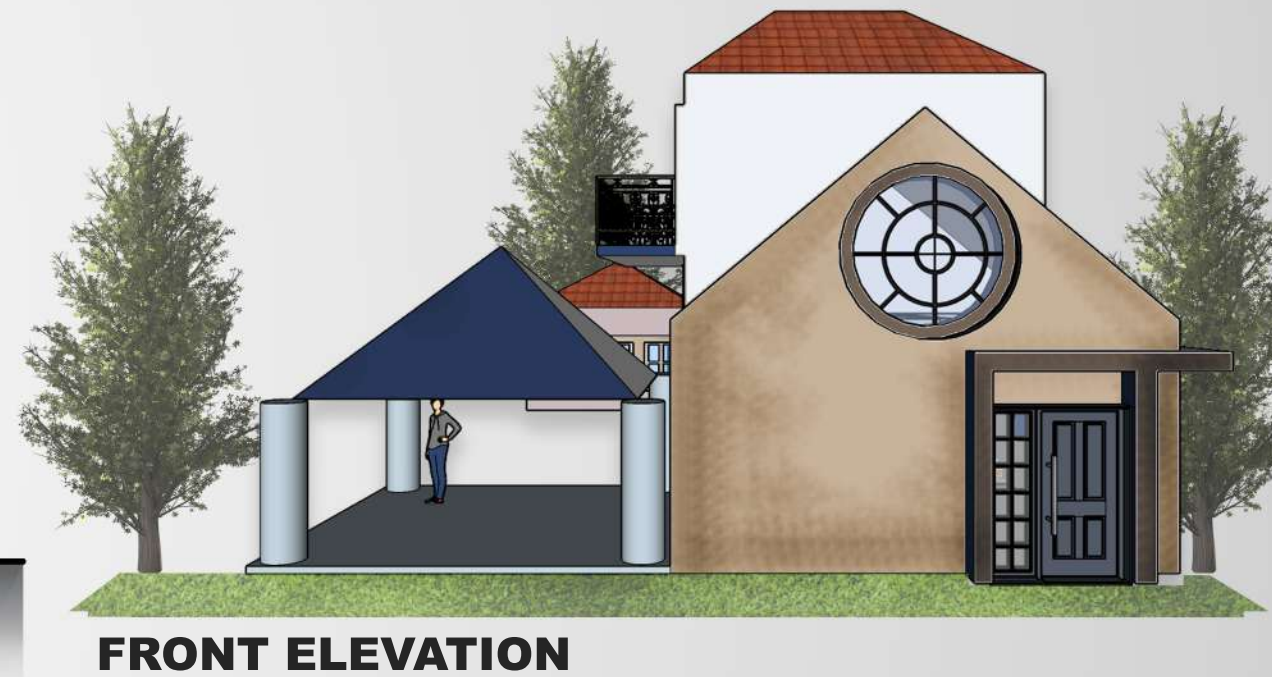
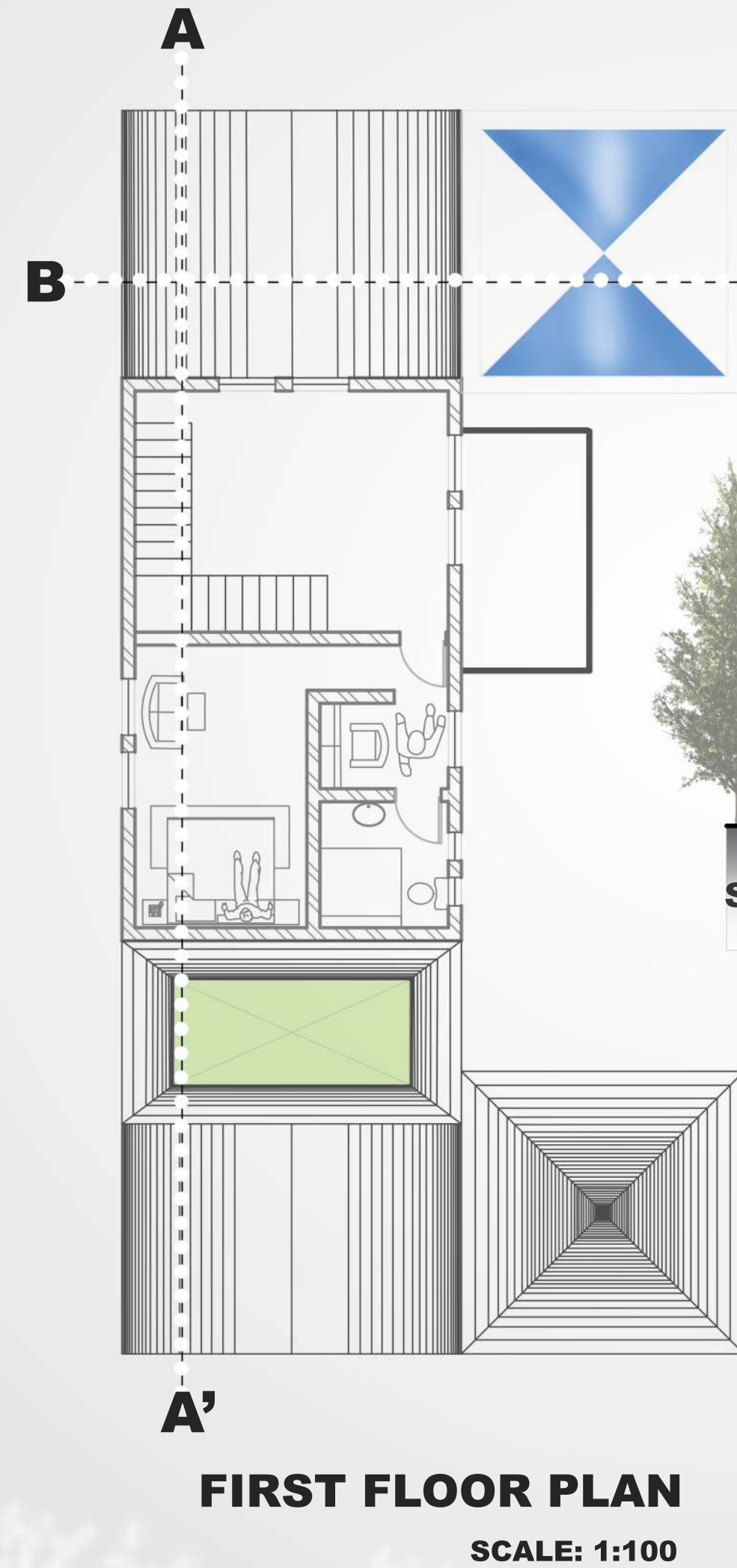
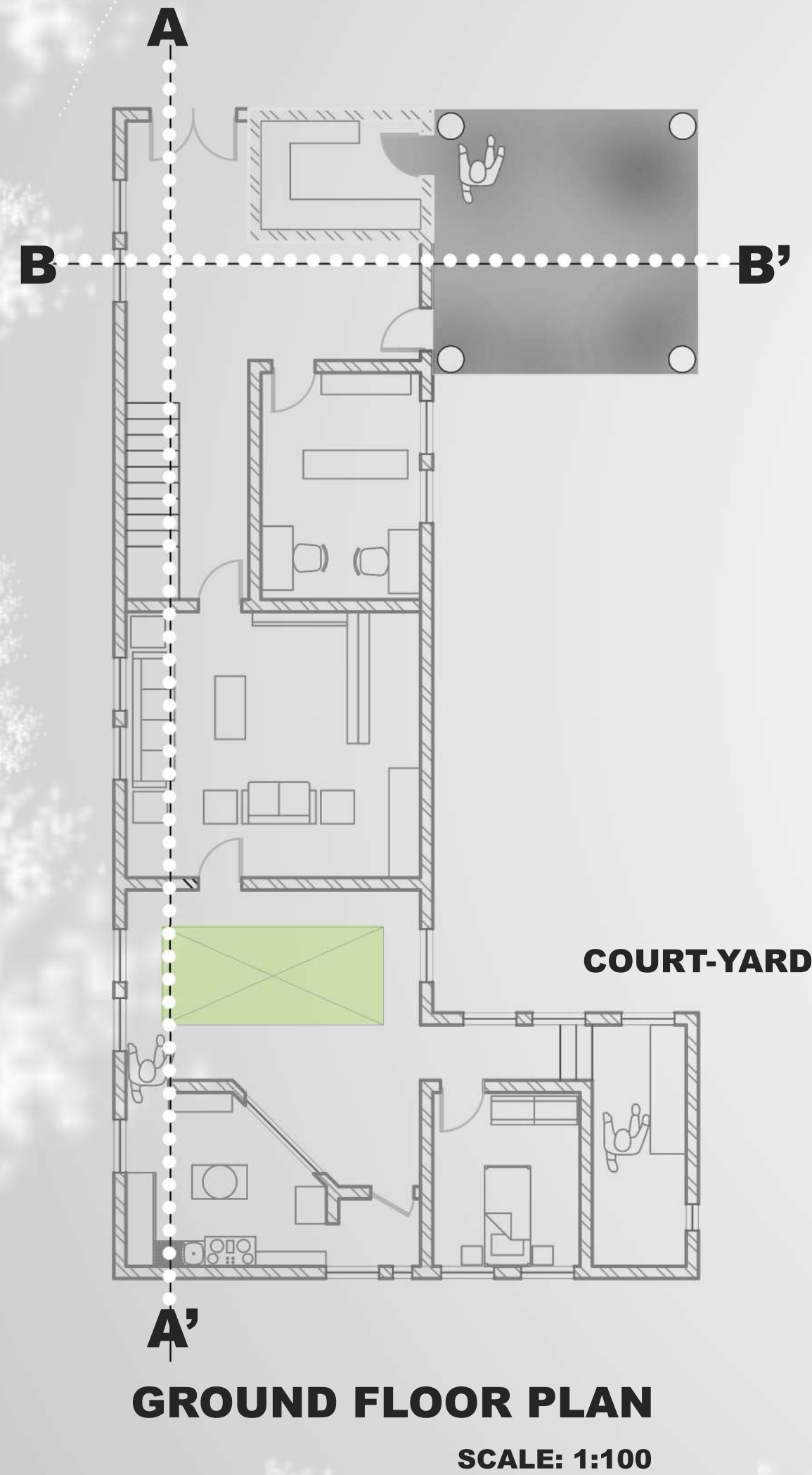
TOP VIEW OF GARDEN AREA





# COMMERCIAL HOUSE :

THE USER GROUP OF THIS HOUSE IS A SHOPKEEPER .  
THE SHOP AND THE MAIN RESIDENCE ARE INTER-CONNECTED  
THE HOUSE CONSIST OF A COURTYARD AND A OPEN DINNING SPACE.  
THE HOUSE FOLLOWS A LINEAR PATTERN OF DESIGN AS THE HOUSES OF THE AGRAHARAM'S.  
THE PRIMARY MATERIAL USED FOR CONSTRUCTION IS BRICK  
AND MANGLORE TILES ARE USED AS ROOFING MATERIAL.





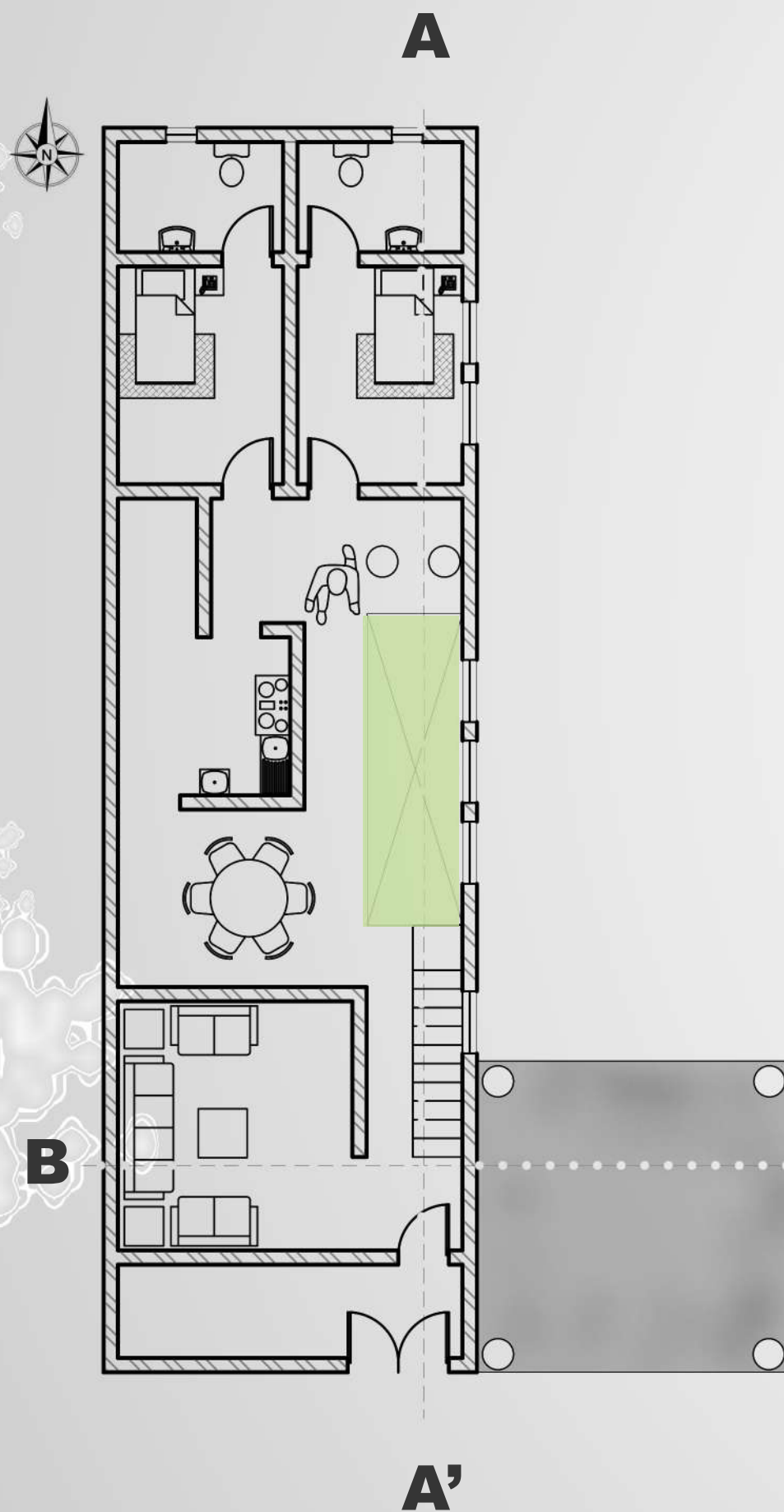
# BRAHMIN HOUSE :

THIS IS A 2BHK HOUSE WITH A OPEN COURTYARD AND AN OUTDOOR DINNING.

THIS BRAHMIN HOUSE CONSIST OF A KOTIL (HALL) ON THE FIRST FLOOR.

THIS HOUSE IS NOT INTERCONNECTED WITH THE SHOP. (SHOP ACTS AS A INDIVIDUAL UNIT)

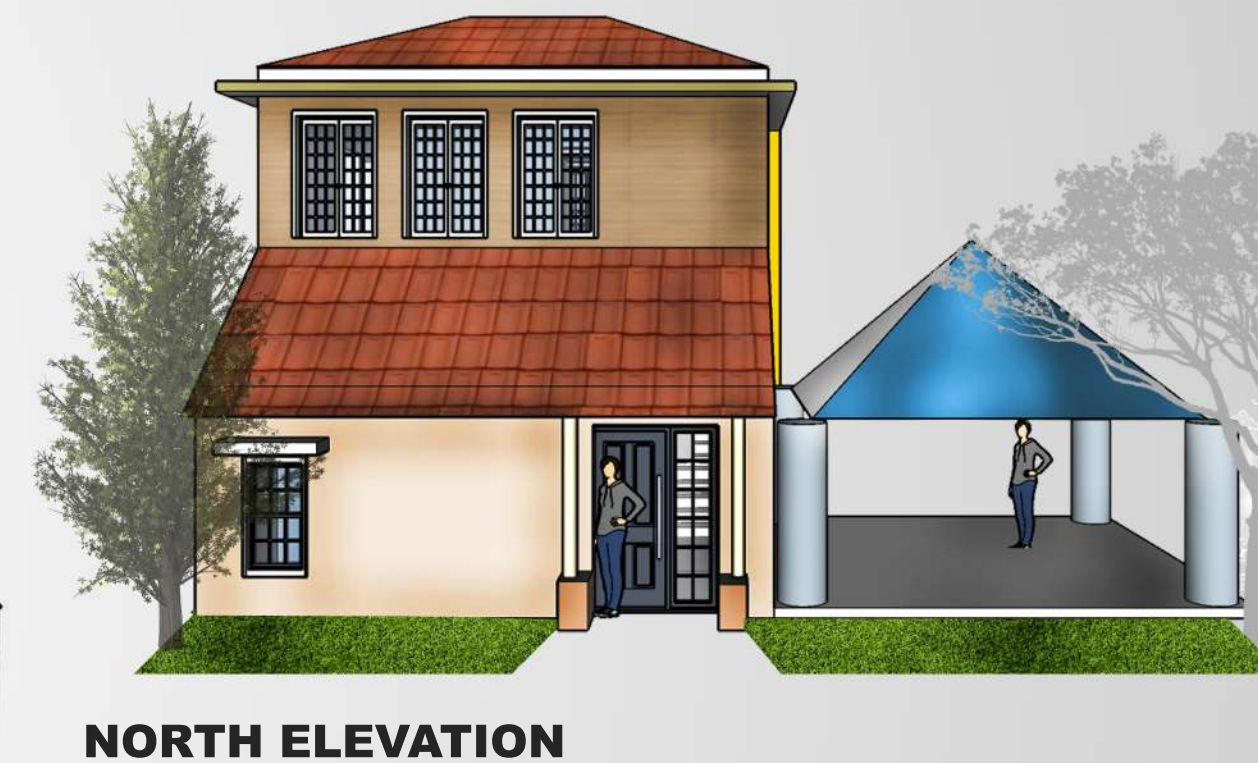
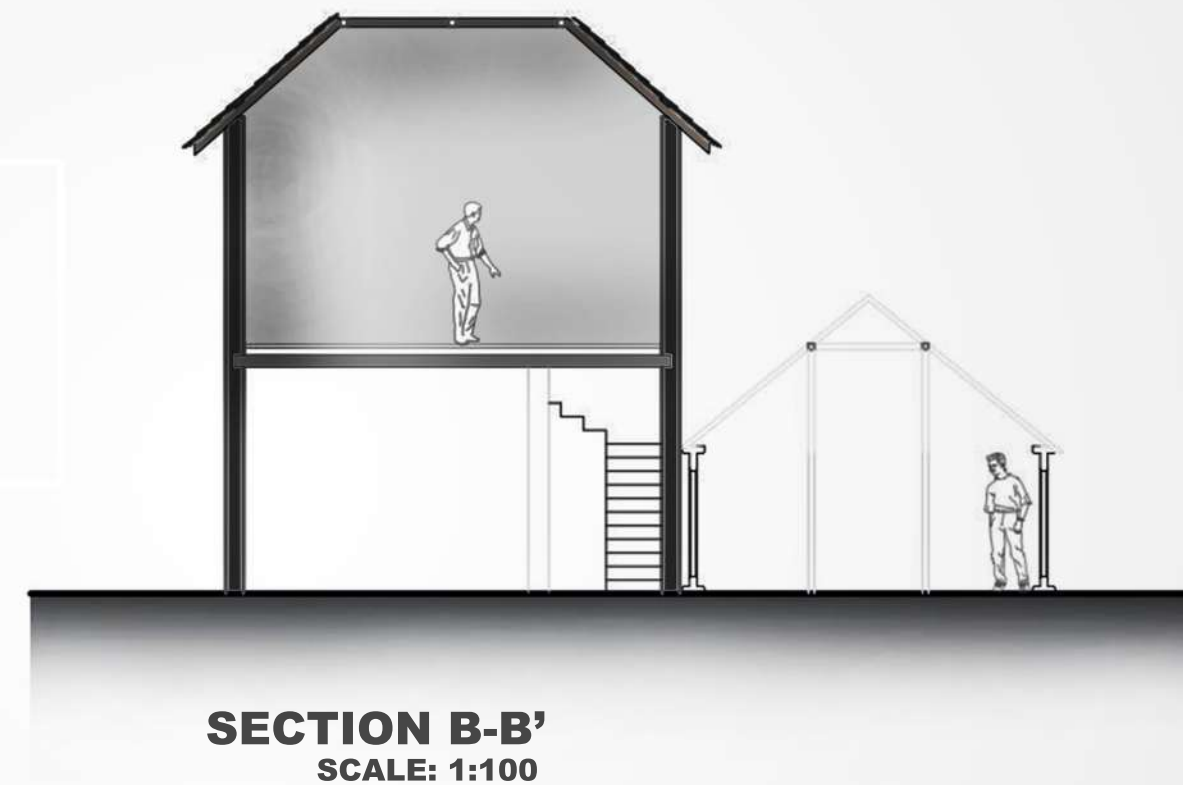
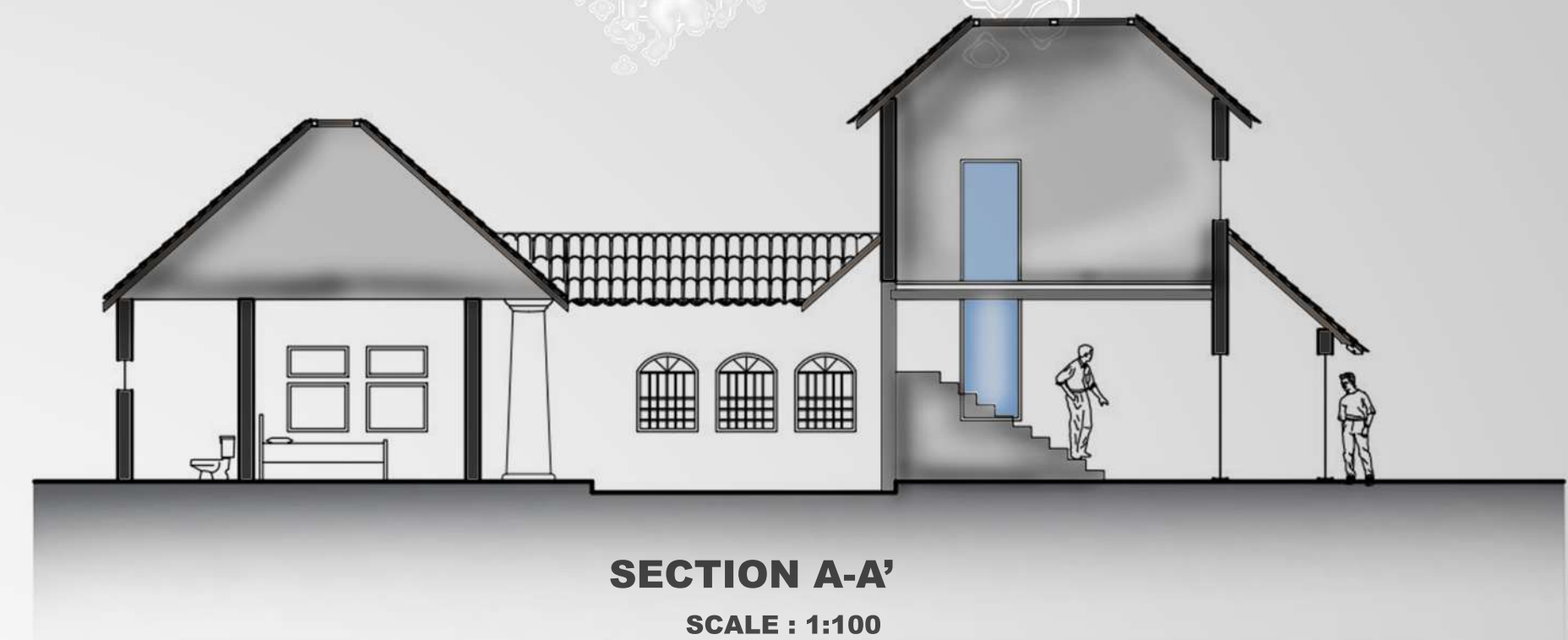
THE PRIMARY MATERAIL USED FOR CONSTRUCTION IS BRICK AND THE ROOFING MATERIAL IS MANGLORE TILES.



**GROUND FLOOR PLAN**  
SCALE : 1:100



**FIRST FLOOR PLAN**  
SCALE : 1:100



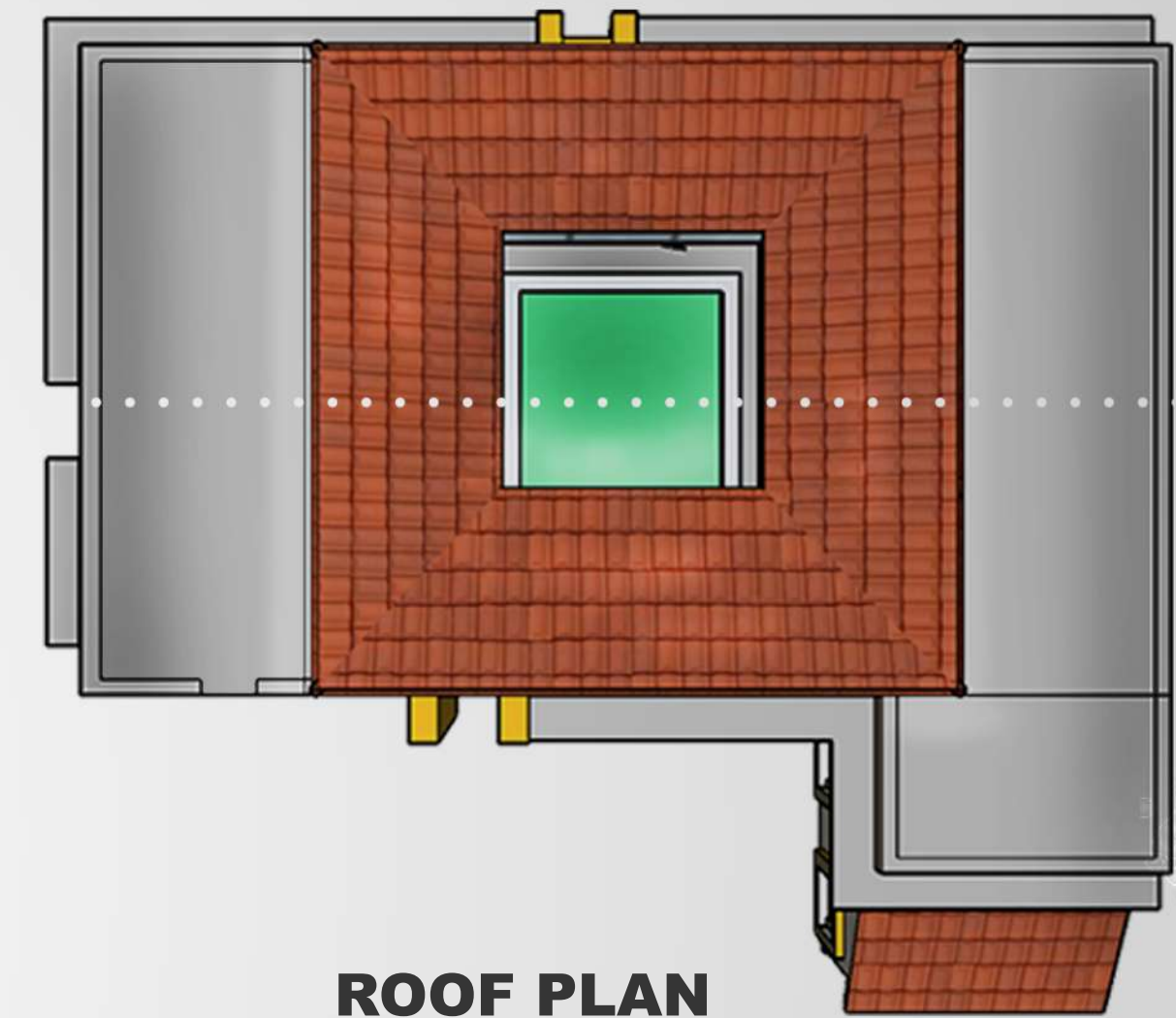
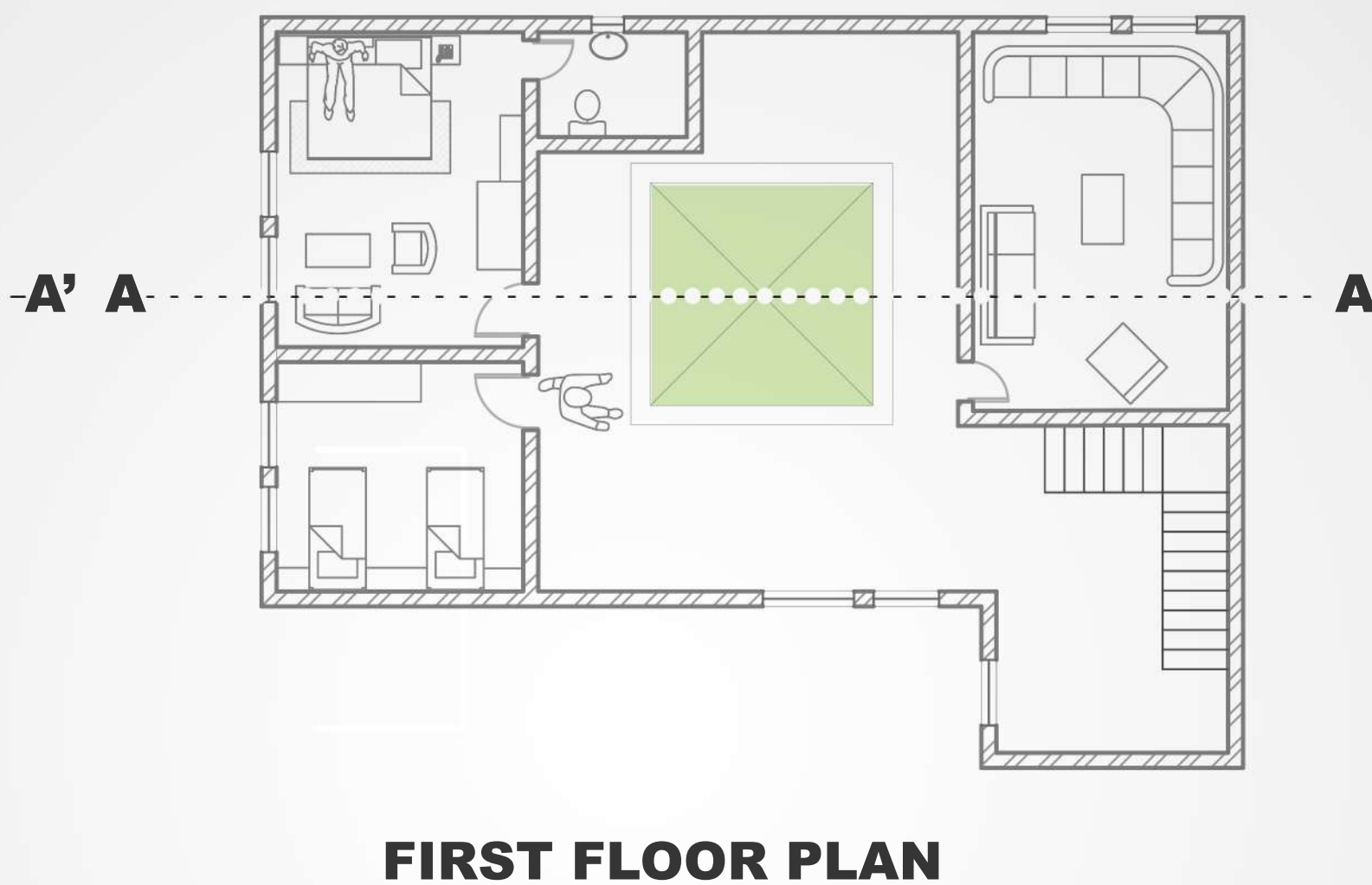


# PROFESSIONAL HOUSE

THE USER GROUP OF THIS HOUSE COULD BE OF ANY PROFESSION,  
i.e, GOVERNMENT SERVANT  
ENGINEER  
TRADER / BUSINESS MAN ETC.

THIS HOUSE CONSIST OF A CENTRAL COURTYARD, INCLUDING AN OPEN KITCHEN AND DINNING SPACE.

THIS CENTRAL COURTYARD WOULD CREATE A GOOD CIRCULATION SPACE AROUND THE HOUSE.



THE SECTION IS CUT ALONG  
THE **CENTRAL COURTYARD**.

PLAYS A MAJOR ROLE IN  
DAYLIGHTING AND  
VENTILATION.

CAN ALSO ACT AS A MEDIUM  
OF AESTHETIC VALUE.

PROVIDES GOOD  
CIRCULATION SPACE IN AND  
AROUND THE HOUSE.

ROOFING MATERIAL USED IS  
MANGALORE TILES.





The background of the slide is a light gray topographic map with white contour lines. The lines are more densely packed in some areas, indicating steeper slopes, and more spread out in others. The map covers the entire background, with a darker gray vertical bar on the left side.

# **institutional** studio

**THIS STUDIO FOCUSES ON THE WORKING OF AN A LARGE SCALE INSTITUTION.**

**THE BRIEF WAS TO DESIGN A HOTEL MANAGEMENT INSTITUTE INCLUDING A HOSTEL FOR BOYS AND GIRLS.**

**THE GIVEN SITE WAS PRESENT IN VADODARA NEAR THE VISHWAMITRI RIVER.**



# HOTEL MANAGEMENT INSTITUTE:

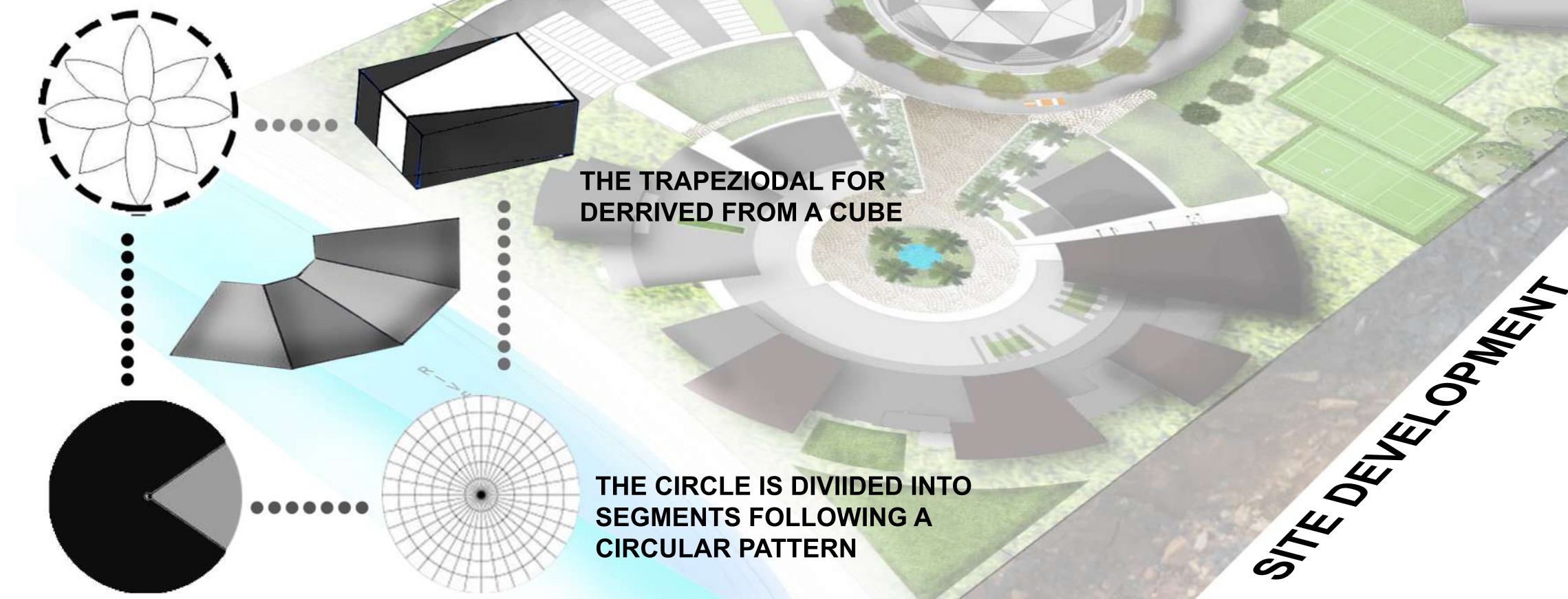
## PROGRAM:

THE BRIEF WAS TO DESIGN A HOTEL MANAGEMENT INSTITUTE LOCATED NEAR BANKS OF THE VISHWAMITRI RIVER.

OUR MAIN PROGRAM WAS TO UNDERSTAND THE WORKING OF THE HOTEL MANAGEMENT INSTITUTE.

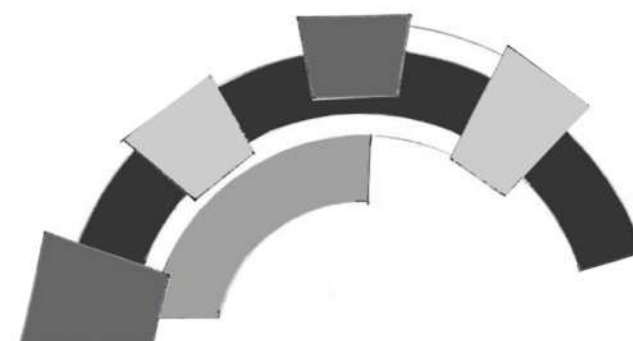
AN AREA PROGRAM WAS MADE TO UNDERSTAND THE WORKING OF OUR DESIGN.

## CONCEPT:

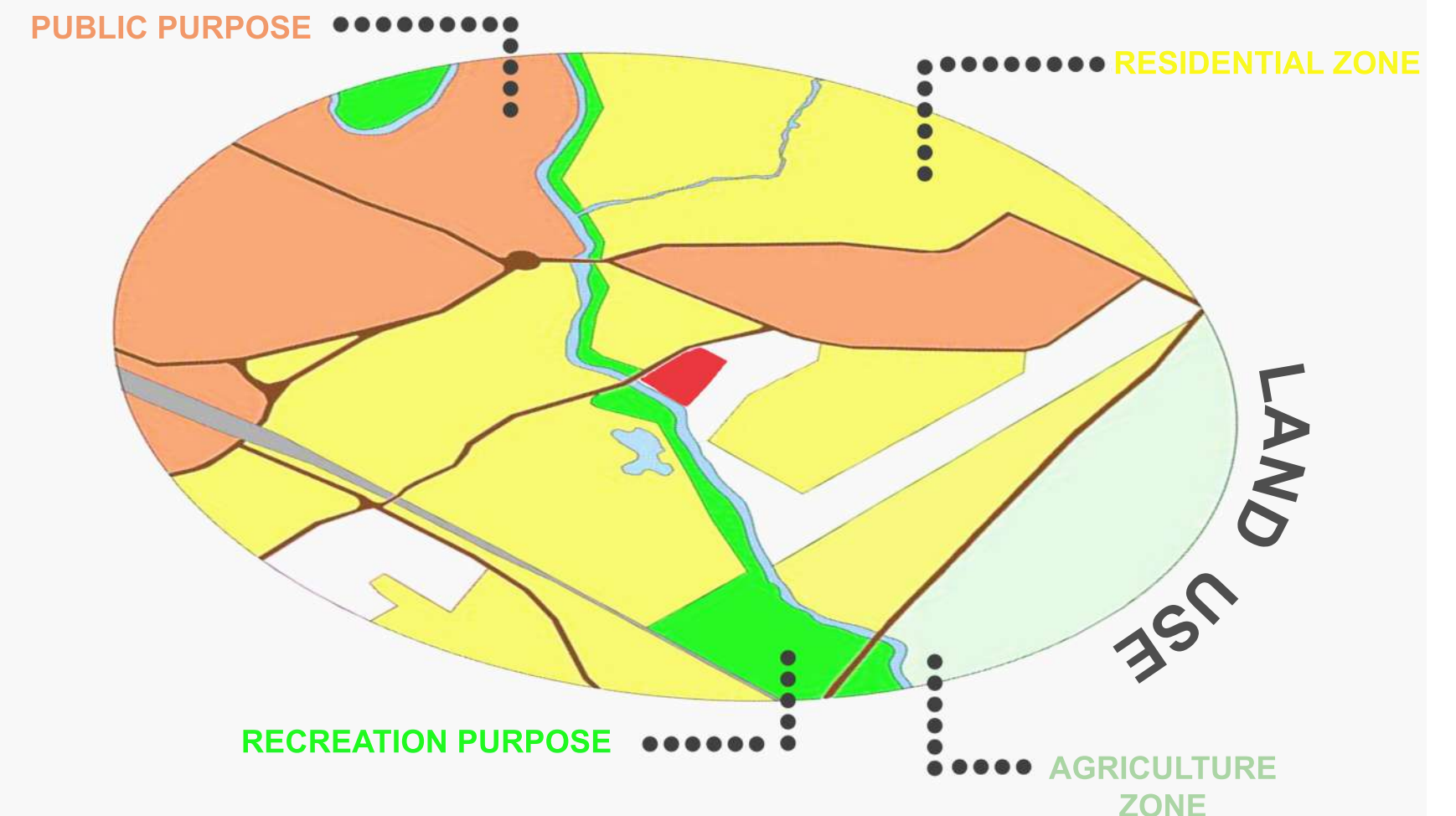
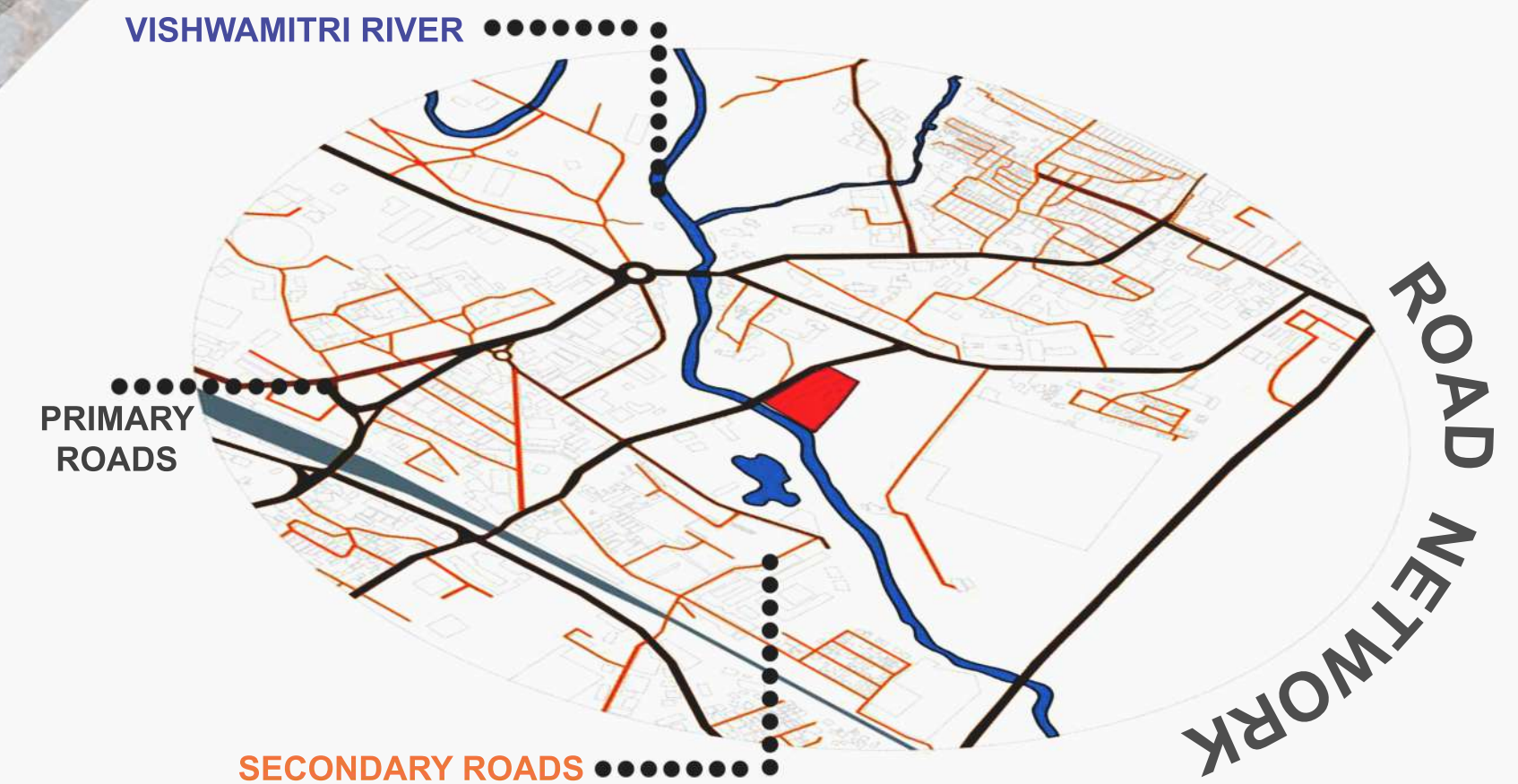
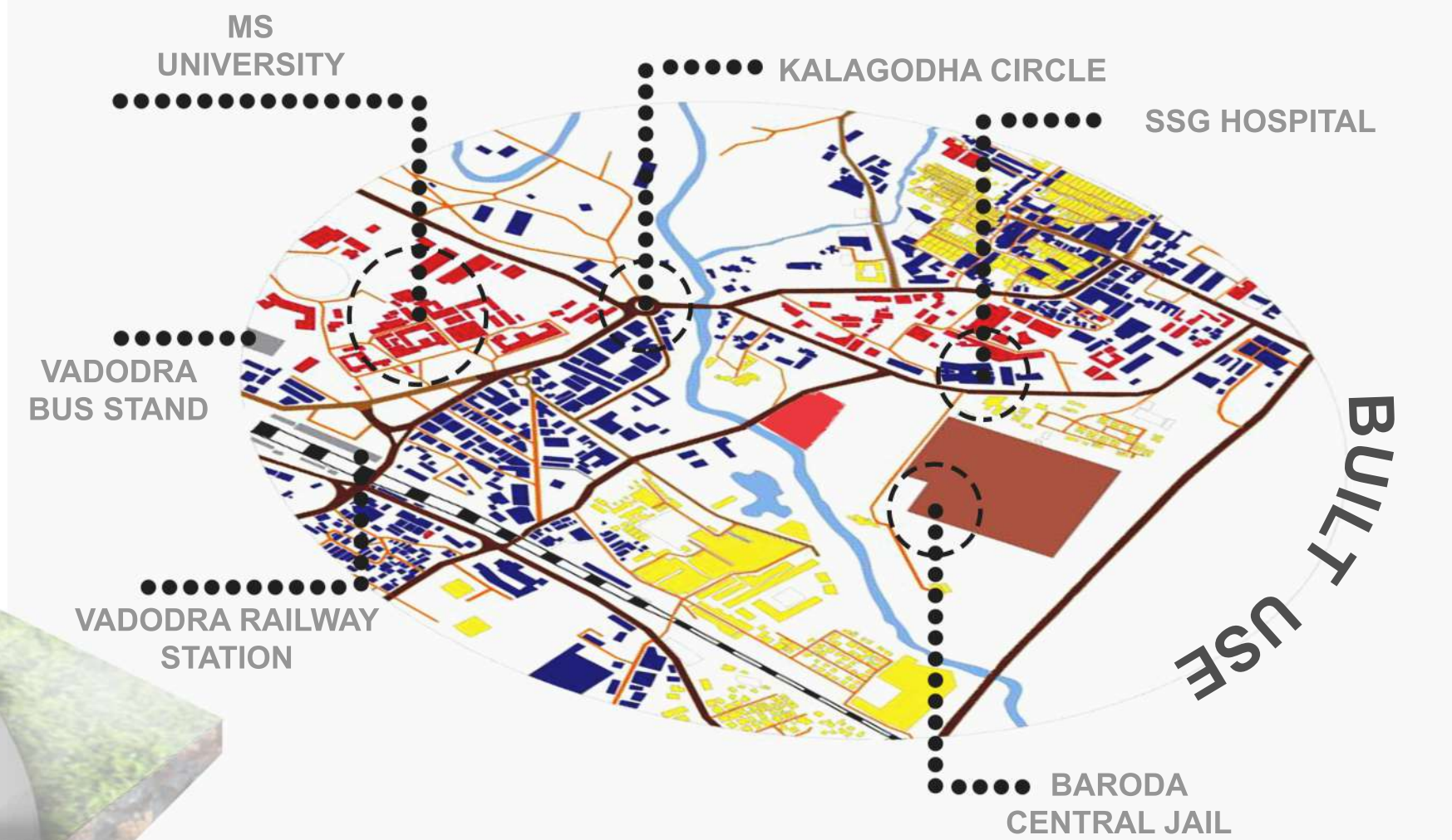


## AREA PROGRAM:

SR.NO	AREA NAME	AREA	TOTAL NUMBER
1	BASIC TRAINING KITCHEN	95 SQ.M	1
2	QUANTITY TRAINING KITCHEN	95 SQ.M	1
3	ADVANCE TRAINING KITCHEN	115 SQ.M	1
4	LARDER	30 SQ.M	1
5	BAKERY AND CONFECTIONAL AREA	90 SQ.M	1
6	PRE-WASH AREA	65 SQ.M	1
SR.NO	AREA NAME	AREA	TOTAL NUMBER
1	FRONT OFFICE LAB	55 SQ.M	1
2	COMPUTER LAB	120 SQ.M	2
3	LIBRARY AND RESOURCE CENTRE	150 SQ.M	1
4	CLASSROOMS: LARGE ( INTAKE 60)	340 SQ.M	5
5	CLASSROOMS : MEDIUM ( INTAKE 40)	190 SQ.M	4
6	MULTIPURPOSE HALL	280 SQ.M	1
7	COMMITTEE ROOM	55 SQ.M	1



THIS TYPE OF VARIATION WAS CREATED USING A FORM OF ARC AND TRAPEZOIDAL SHAPES.





# LEGEND:

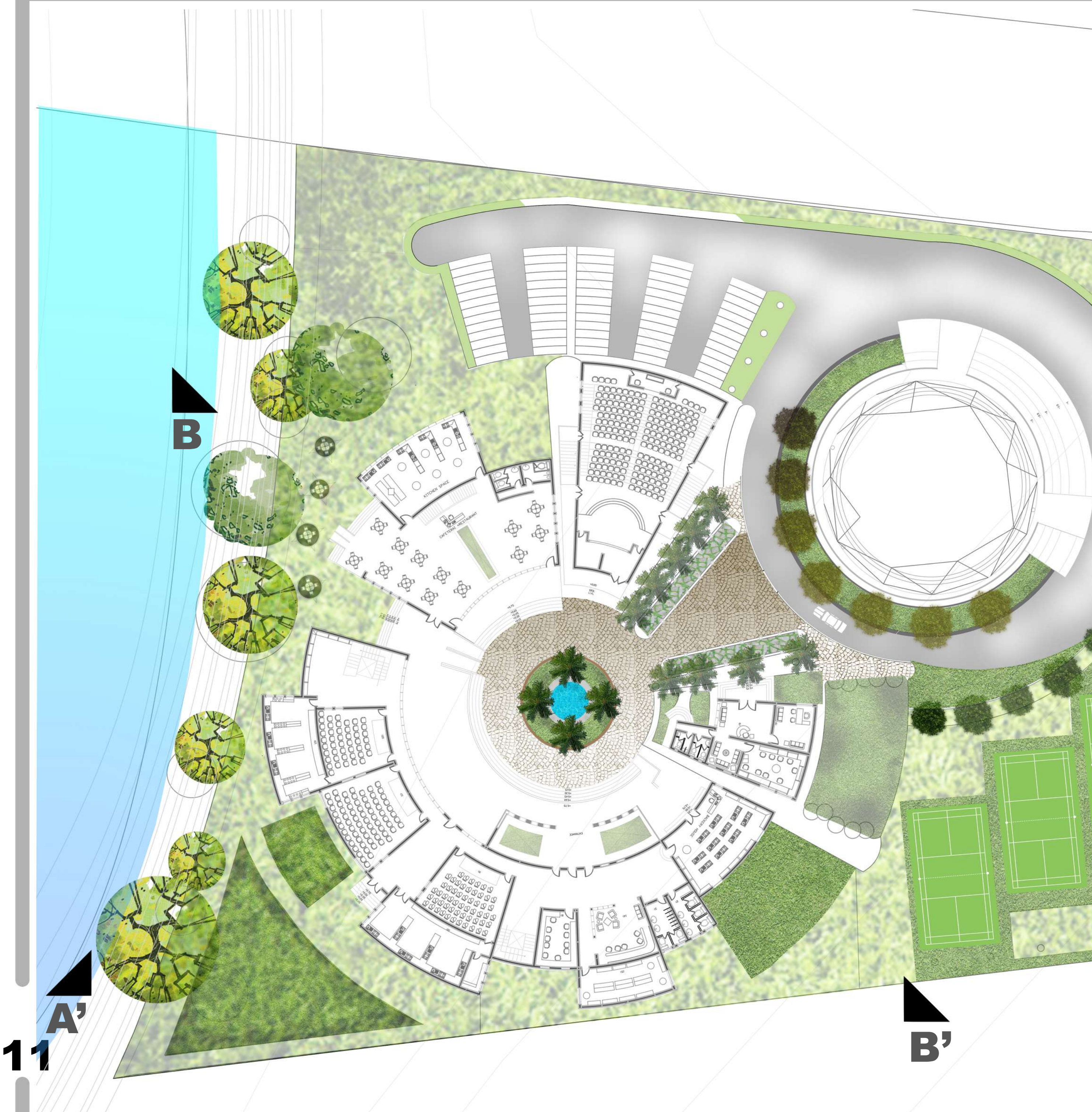
## INSTITUTIONAL BLOCK

- 1] AUDITORIUM - 285 SQ. M
- 2] LADIES TOILET
- 3] GENTS TOILET
- 4] PRINCIPAL OFFICE - 35 SQ. M
- 5] ADMINISTRATIVE OFFICE - 35 SQ. M
- 6] VISITORS LOUNGE - 20 SQ. M
- 8] STAFF ROOM - 30 SQ. M
- 9] LECTURE ROOM-I 70 SQ. M
- 10] BASIC TRAINING KITCHEN - 90 SQ. M
- 11] LECTURE ROOM -II 80 SQ. M
- 12] LECTURE ROOM -III 70 SQ. M
- 13] QUANTITY TRAINING KITCHEN- 75 SQ. M
- LOCKER ROOM 40 SQ. M
- CAFETERIA BLOCK

CANTEEN AREA-  
KITCHEN + TRAINING KITCHEN 200 SQ. M  
95 SQ. M

CONFECTIONARY KITCHEN:

BACKERY HOUSE 85 SQ. M



11 A'

B'



LEGEND:

ACADEMIC BLOCK:

1] AUDITORIUM- 285 SQ. M

2] LADIES TOILET  
3] GENTS TOILET

14] COMPUTER ROOM- 120 SQ. M

15] LECTURE ROOM IV- 70 SQ. M

16] ADVANCE TRAINING KITCHEN- 75 SQ. M

18] LADIES TOILET  
19] GENTS TOILET

20] LECTURE ROOM V- 55 SQ. M

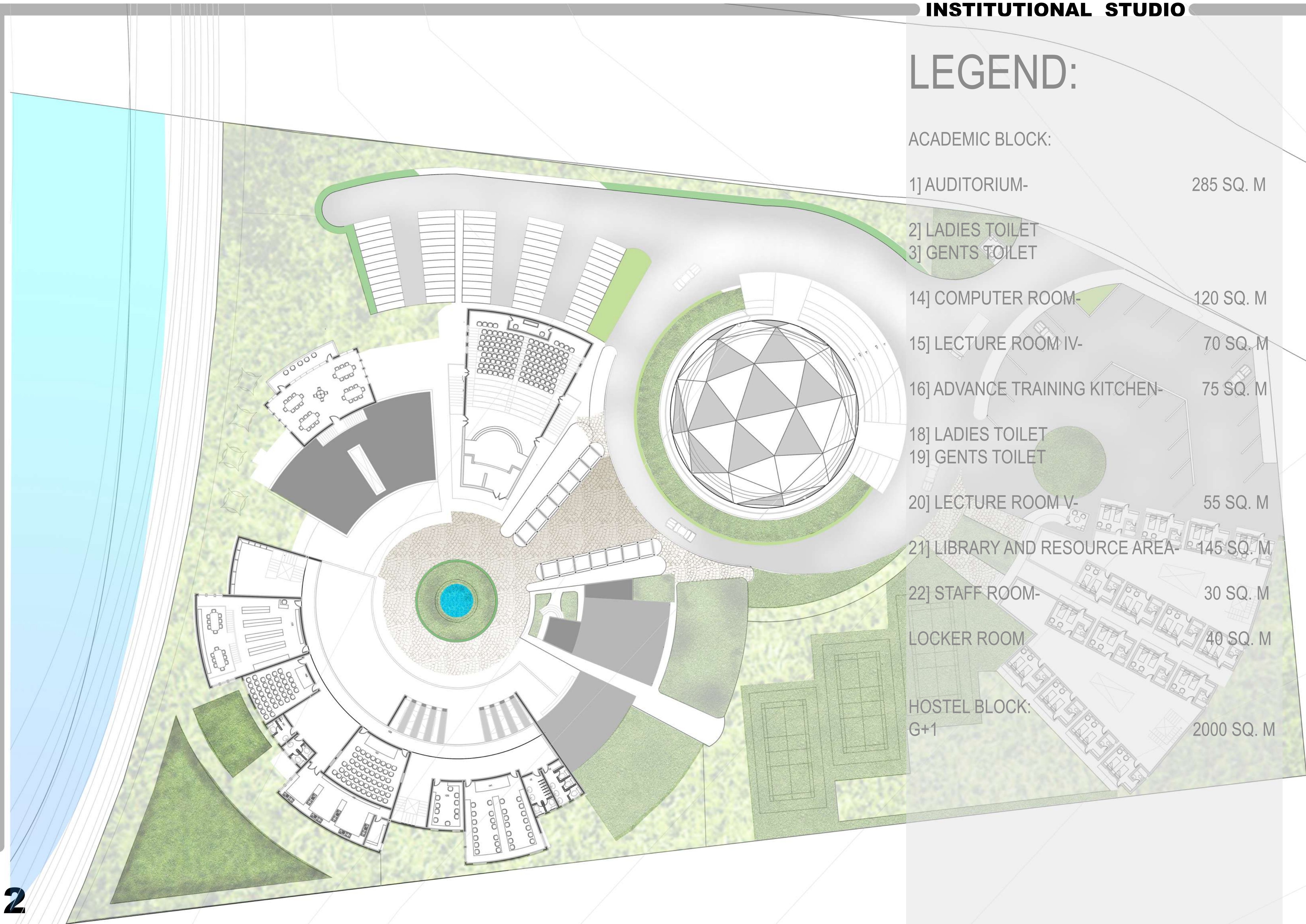
21] LIBRARY AND RESOURCE AREA- 145 SQ. M

22] STAFF ROOM- 30 SQ. M

LOCKER ROOM 40 SQ. M

HOSTEL BLOCK:

G+1 2000 SQ. M





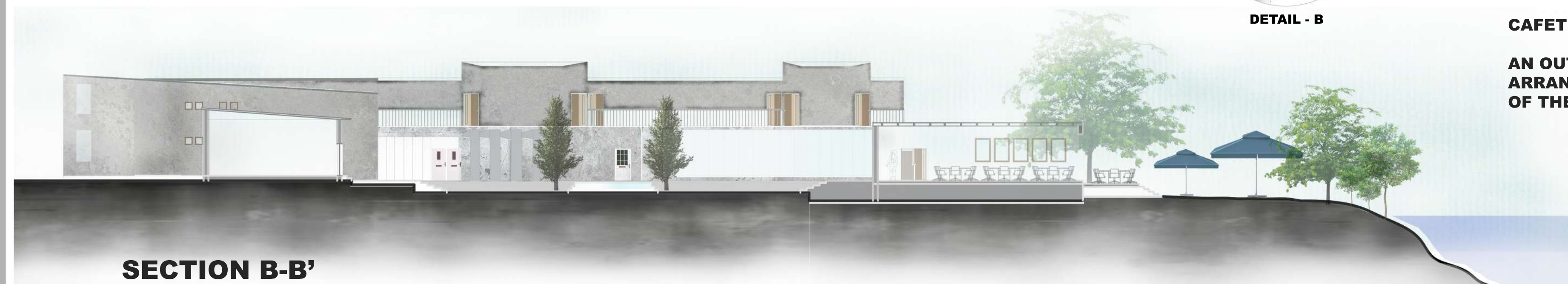
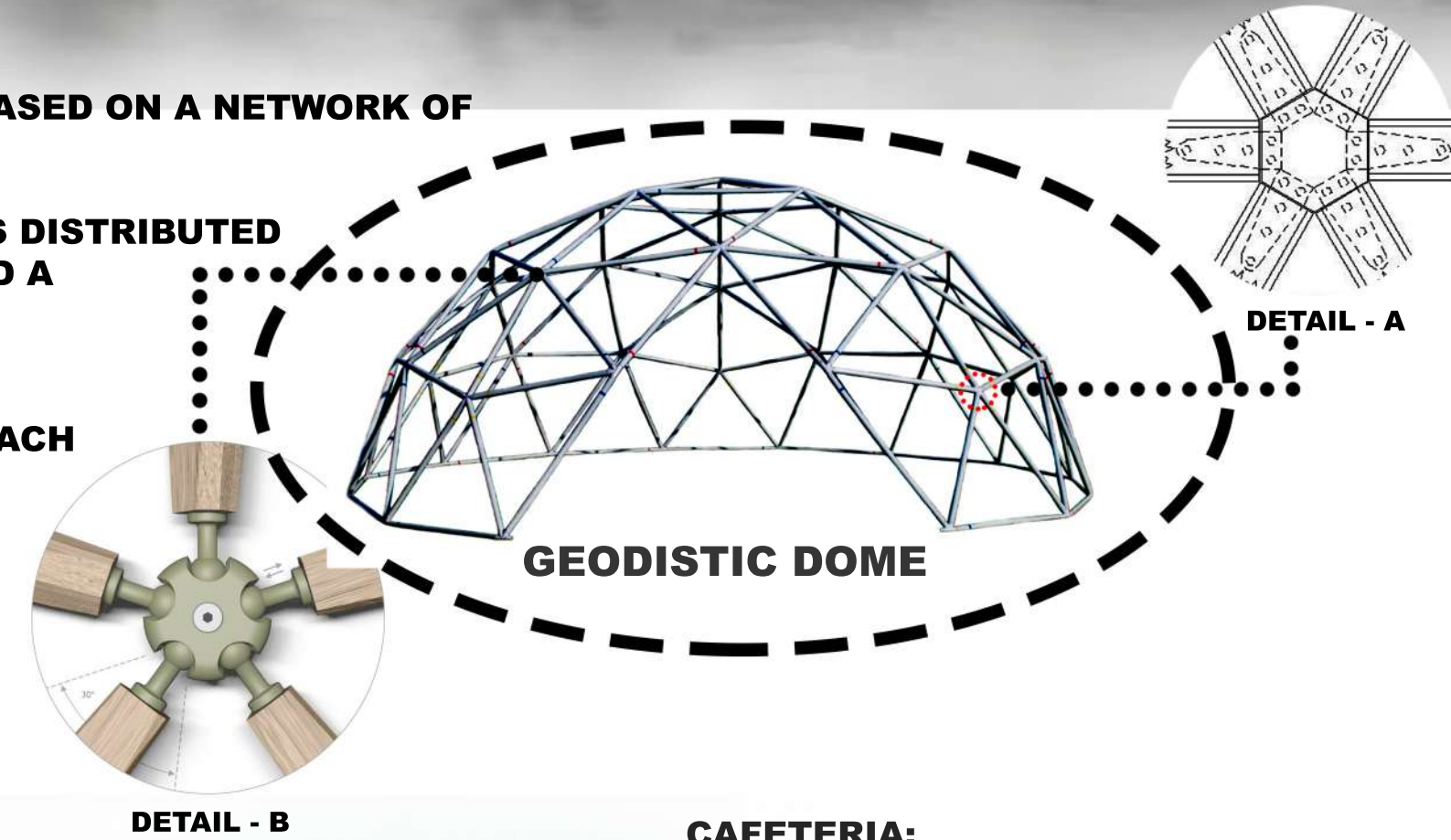


SECTION A-A'

THESE ARE EFFICIENT STRUCTURES, BASED ON A NETWORK OF TRIANGLES (VERY STABLE SHAPES)

THE STRUCTURAL STRESS AND LOAD IS DISTRIBUTED EVENLY MAKING IT A VERY STABLE AND A STRONG STRUCTURE.

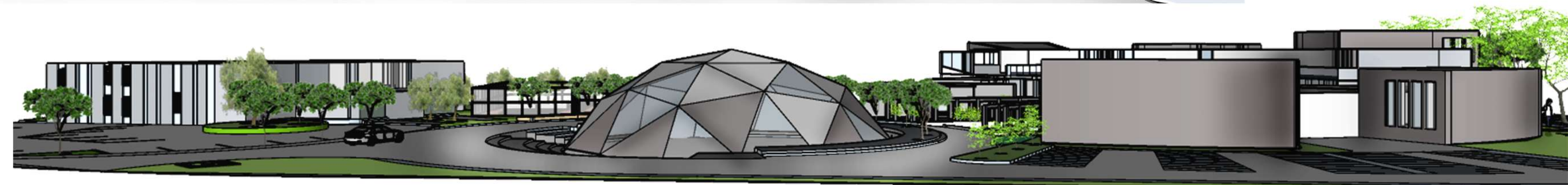
MATERIALS USED IN CONSTRUCTION :  
TIMBER, STEEL, PLASTIC (PVC PIPES) EACH OF THEM ARE CONNECTED TO NODAL JOINTS.



SECTION B-B'

CAFETERIA:

AN OUTDOOR CAFETERIA SEATING ARRANGEMENT TO GET THE VIEW OF THE RIVER



ELEVATION



VIEWS



# working drawing

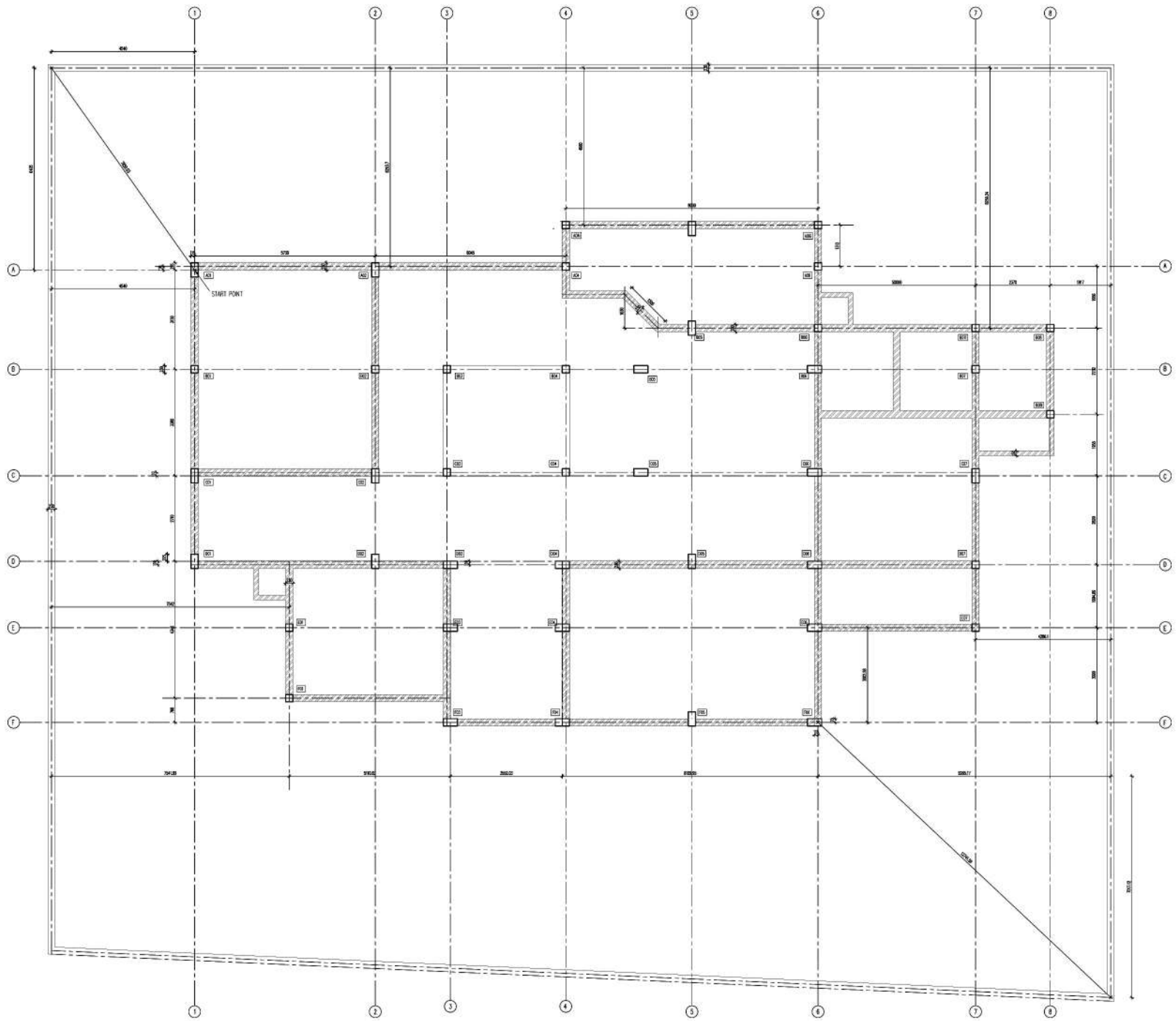
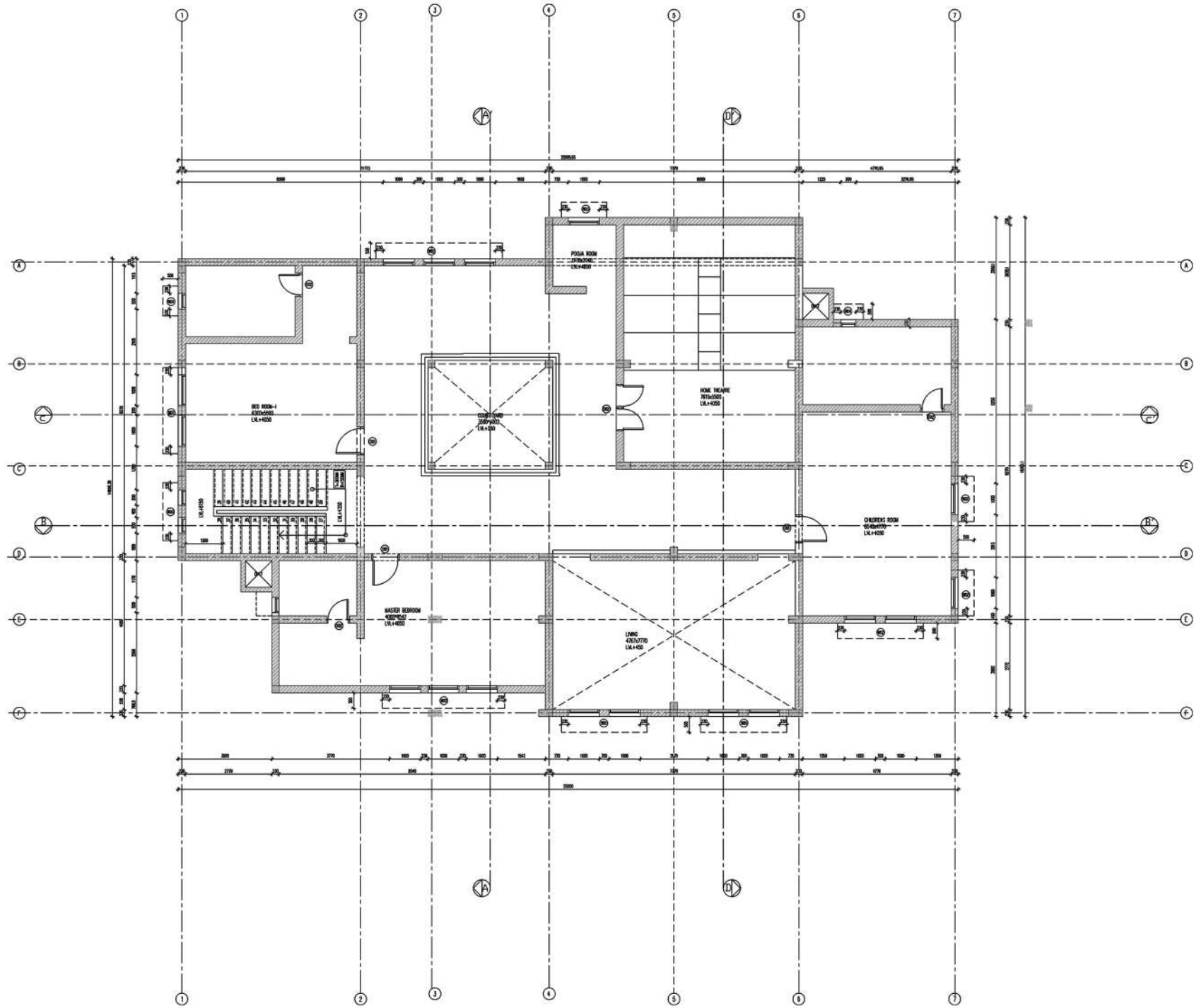
**THIS STUDIO INTRODUCES TO WORKING DRAWING.  
THE BRIEF WAS TO DESIGN A 4BHK HOUSE WITH DRAWING DETAILS  
FROM FOUNDATION TO FINISH.**

**THE EMPHASIS WAS TO MAKE SURE DESIGN IS REALIZED ON THE SITE  
WITH ENOUGH DETAILS TO IMPLEMENT ON SITE.**



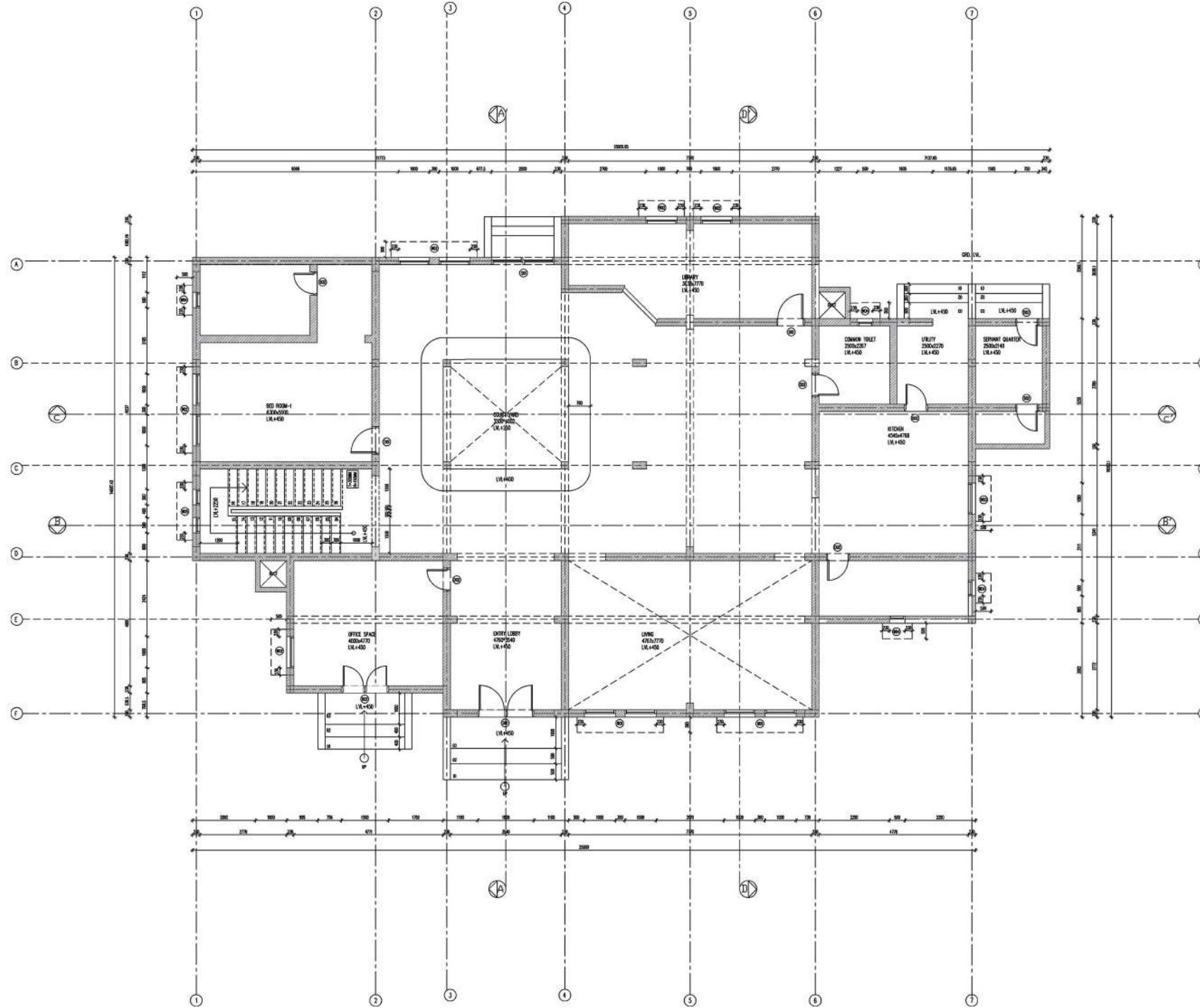
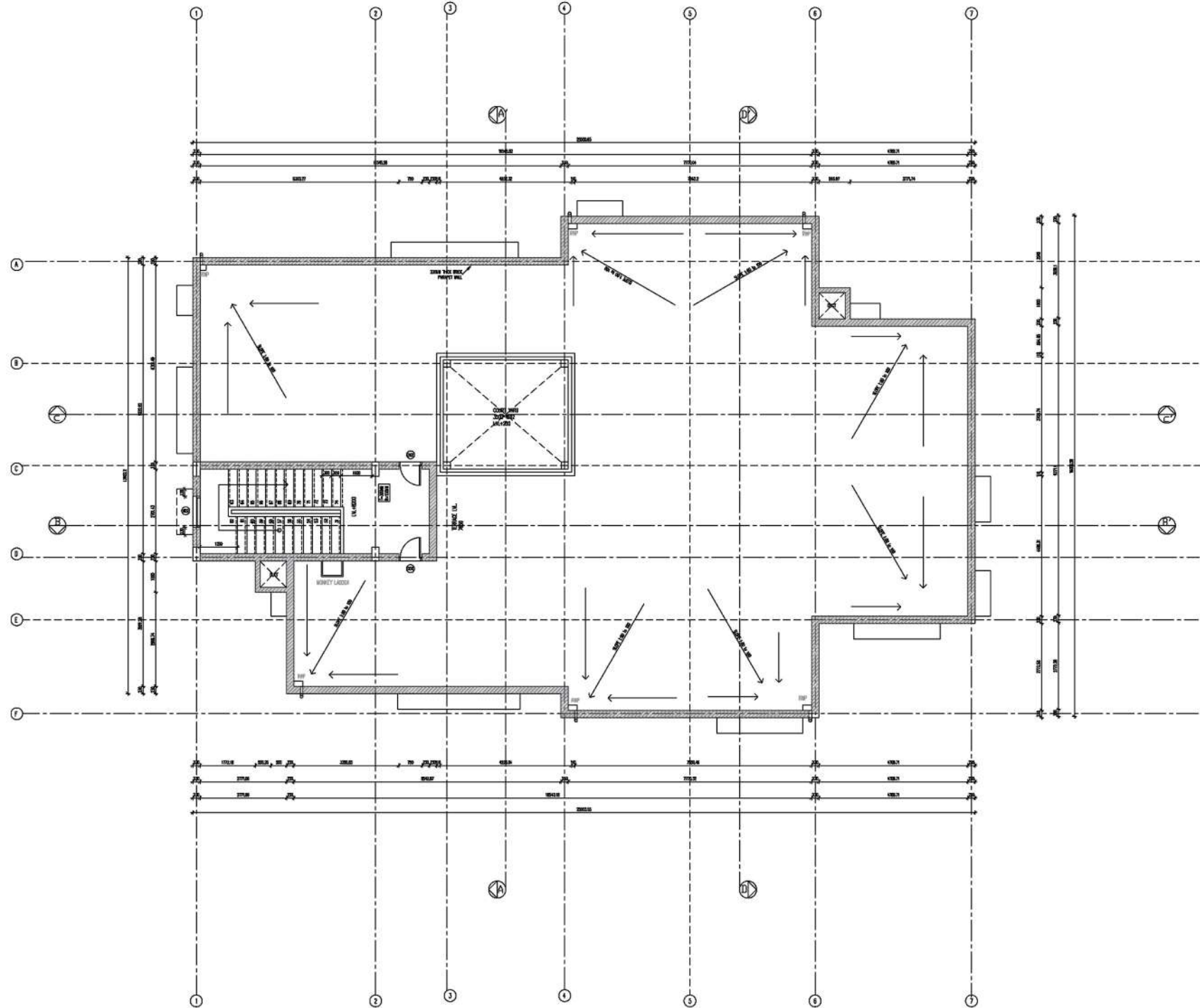
FIRST FLOOR PLAN

CENTRE LINE PLAN

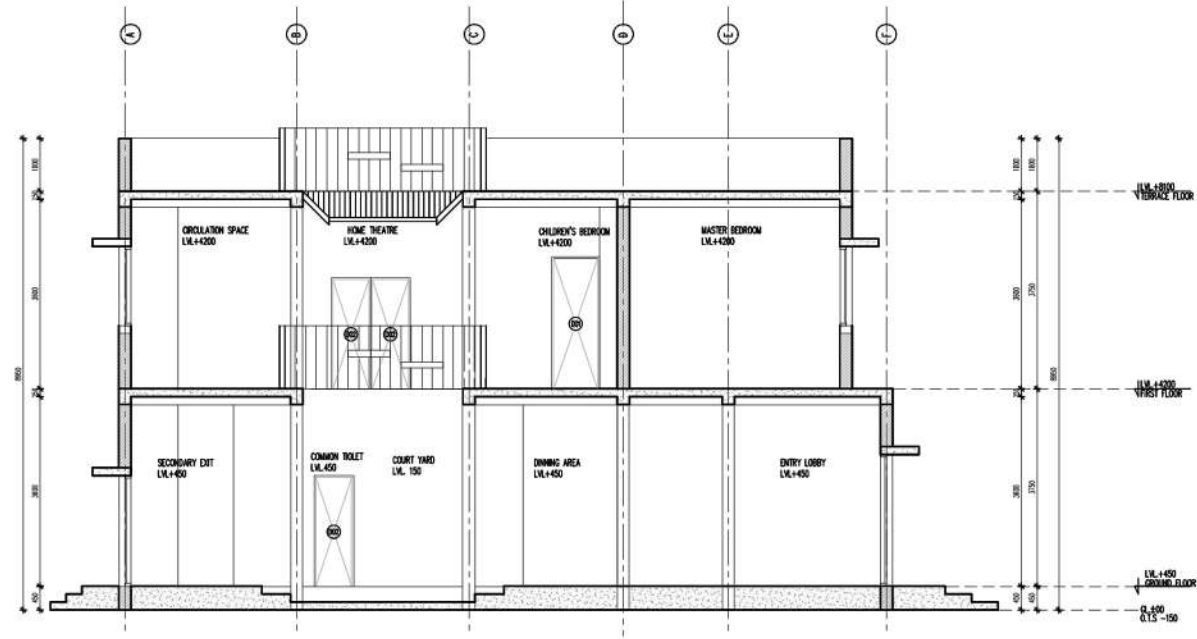
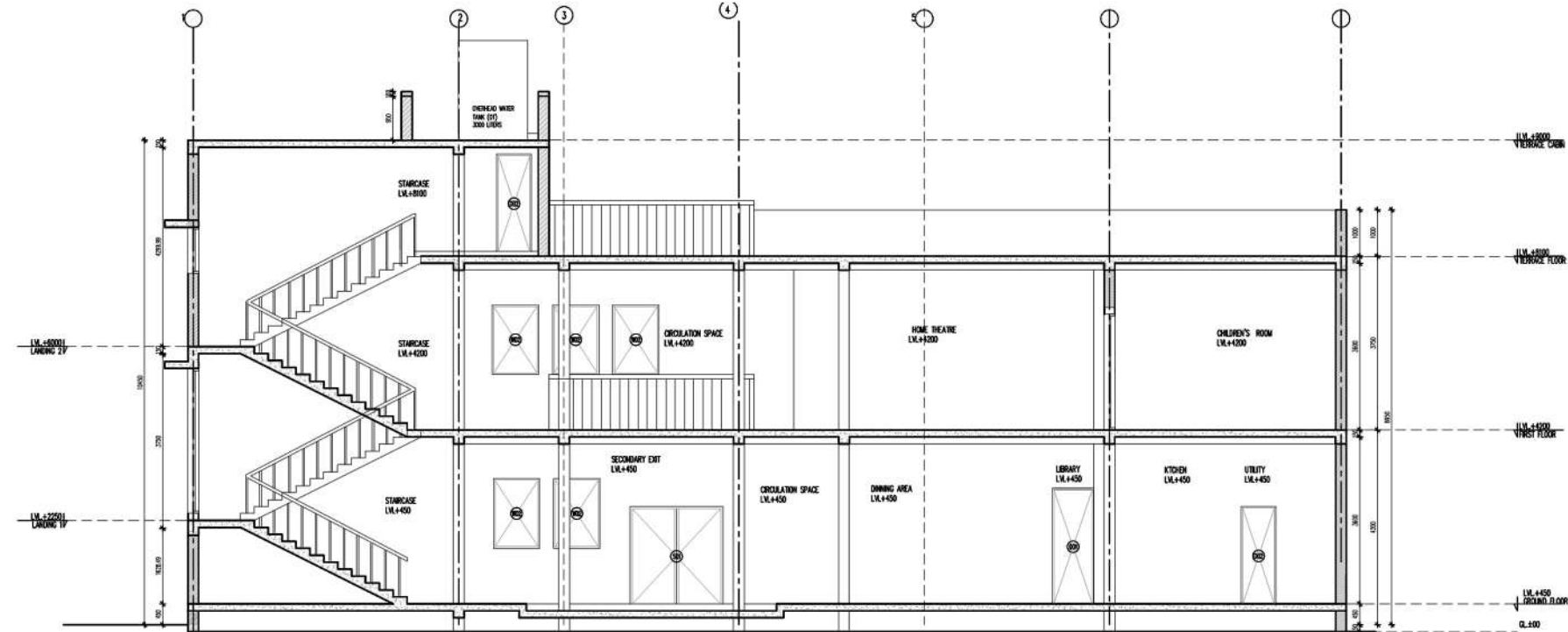
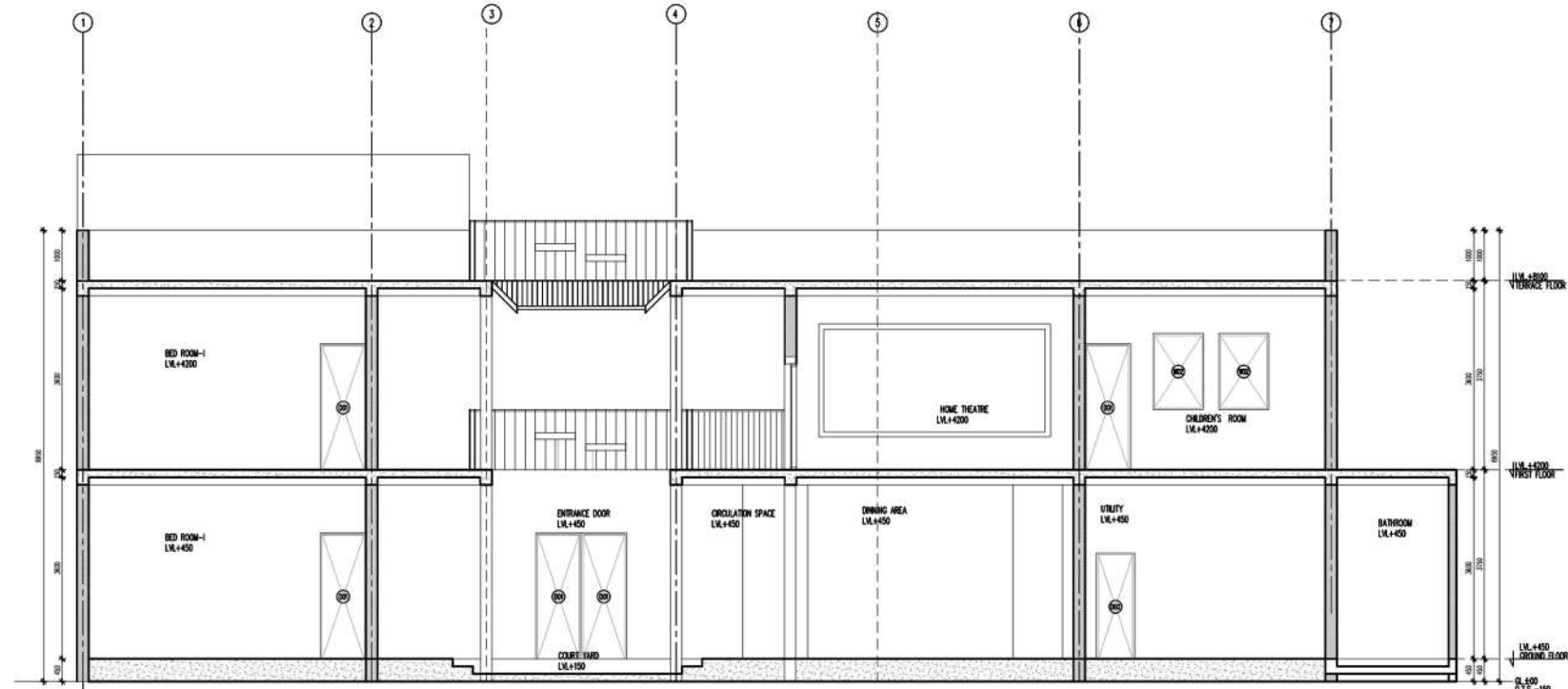
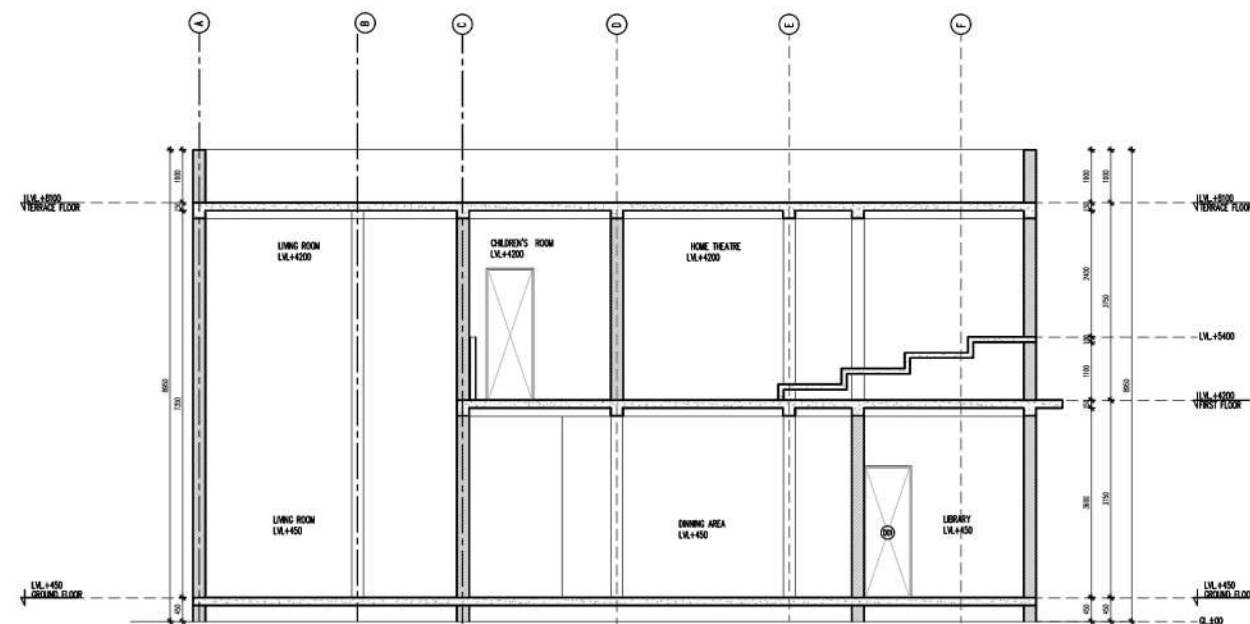


TERRACE FLOOR PLAN

GROUND FLOOR PLAN



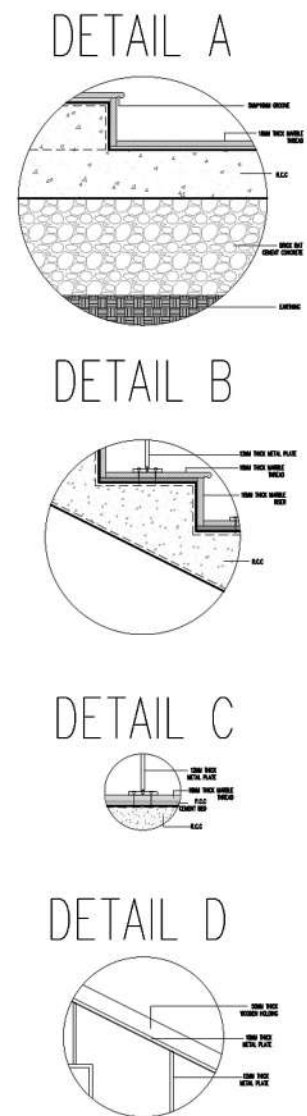
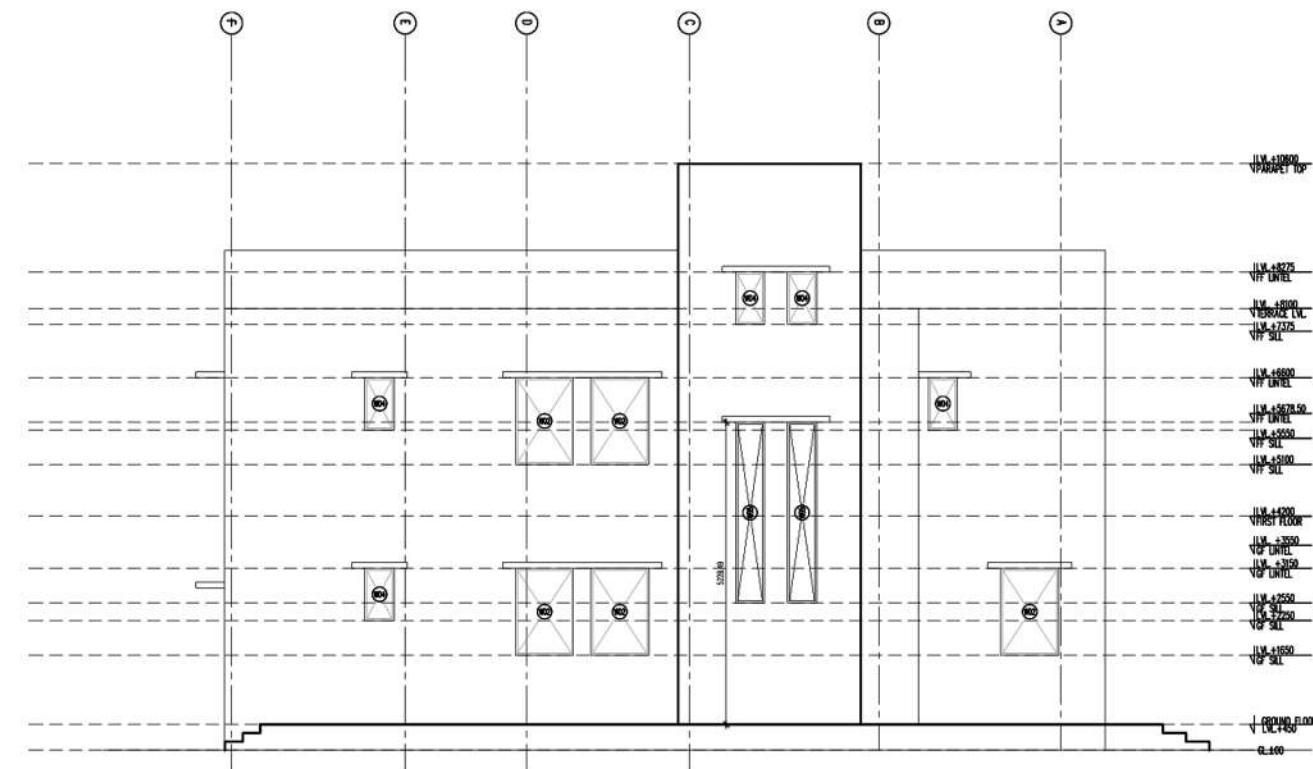
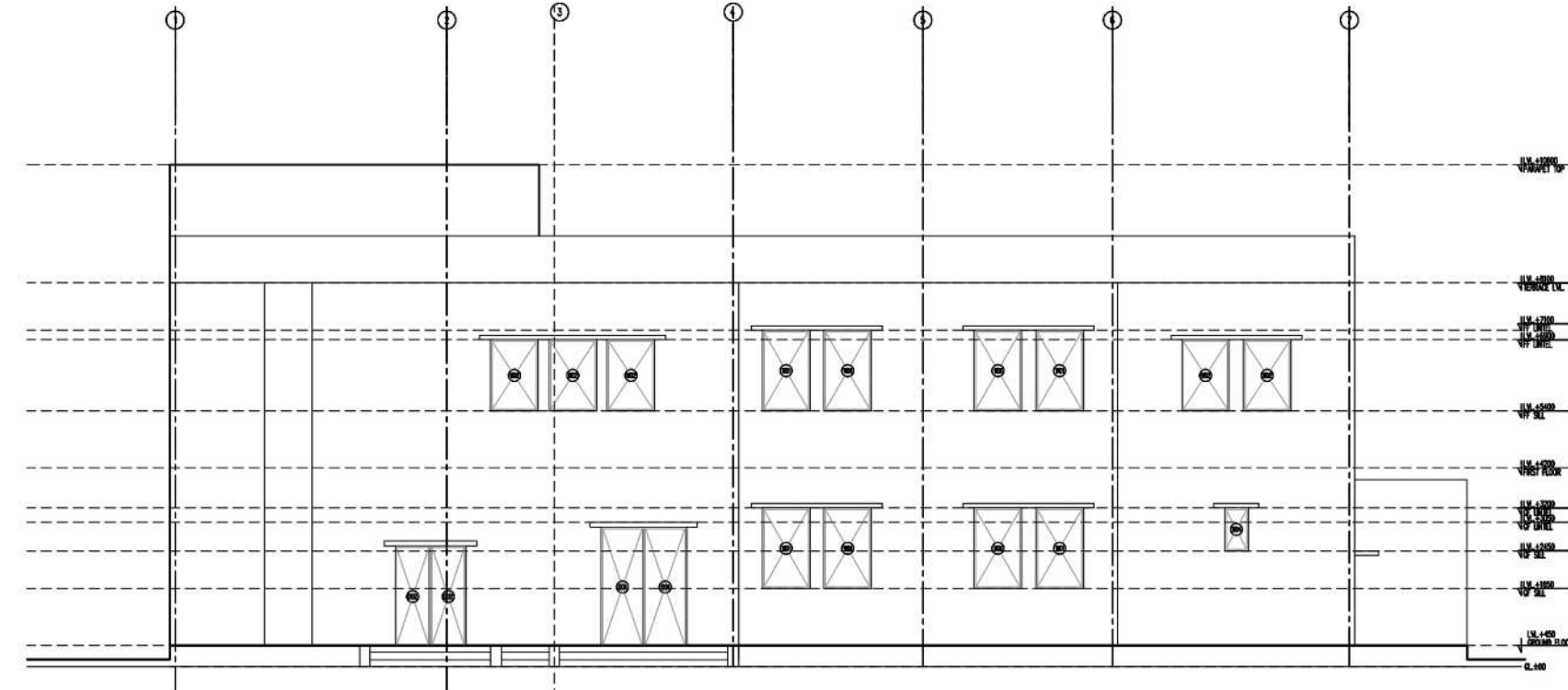
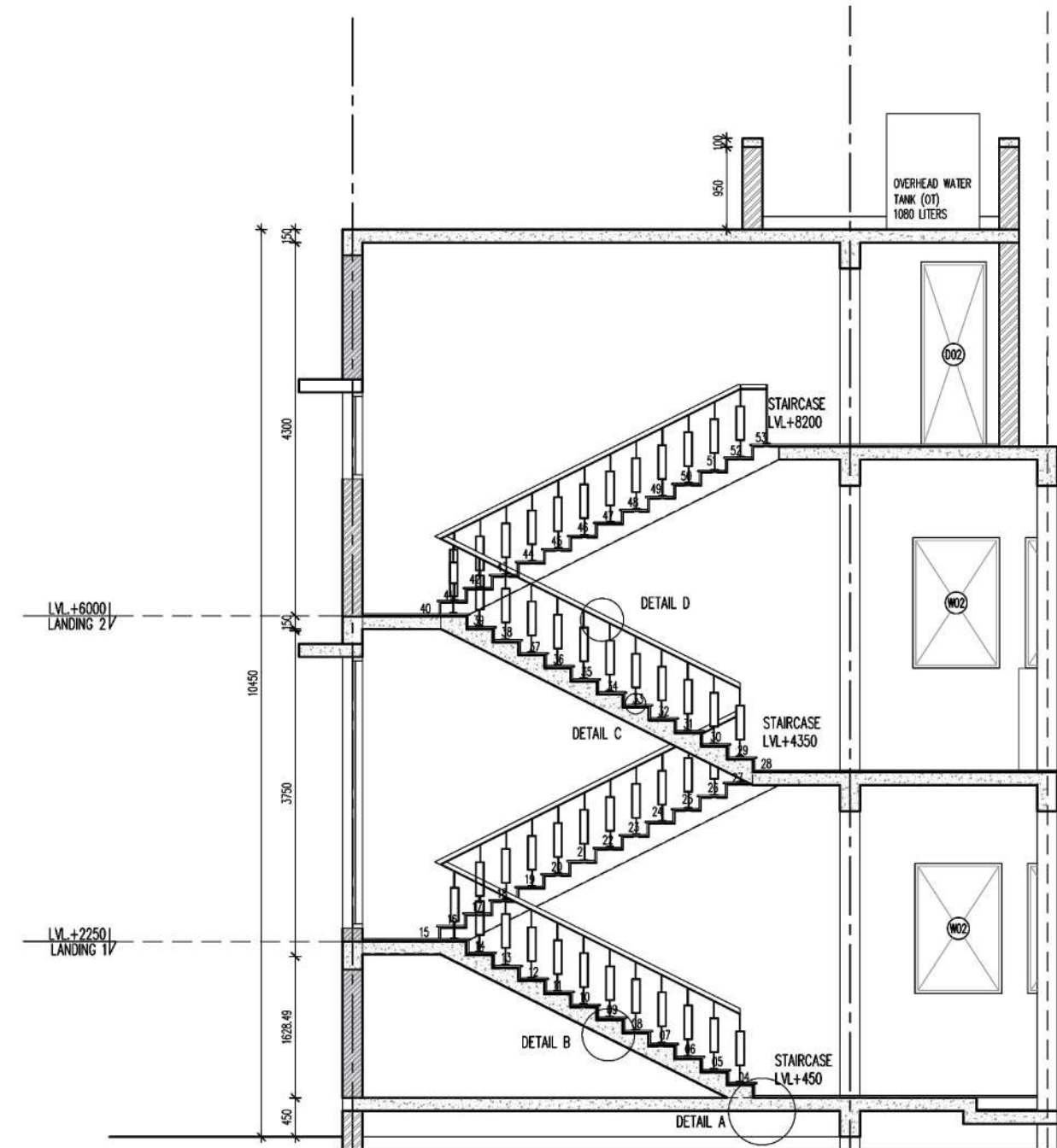




## STAIRCASE SECTION (DETAILS)

# NORTH ELEVATION

# WEST ELEVATION





**BASIC DESIGN:***DECODING STRUCTURAL SYSTEM***PROGRAM:**

*STEP 1:*  
THIS EXERCISE STARTED BY IDENTIFYING PAINTINGS OF CUBISM. THEN A SERIES OF GRID PATTERN WERE DRAWN ON THE PICTURE CHOSEN.

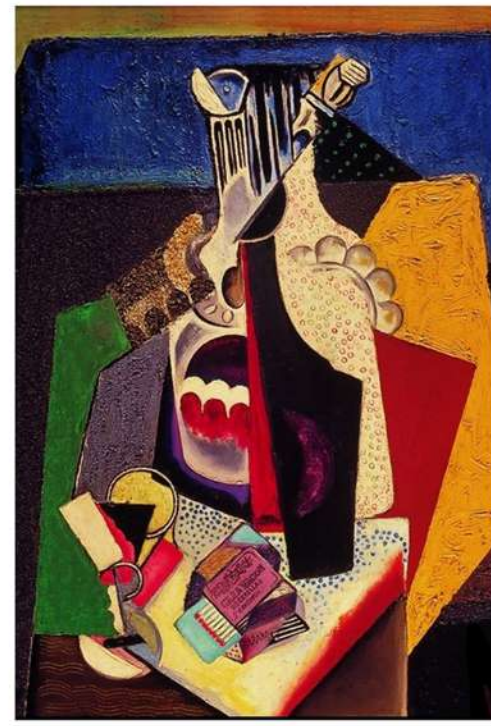
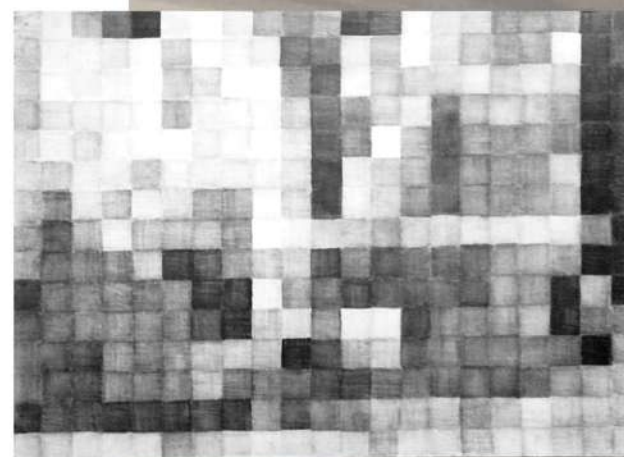
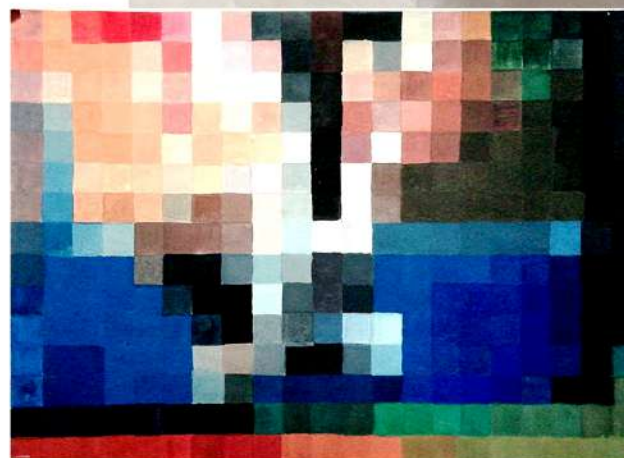
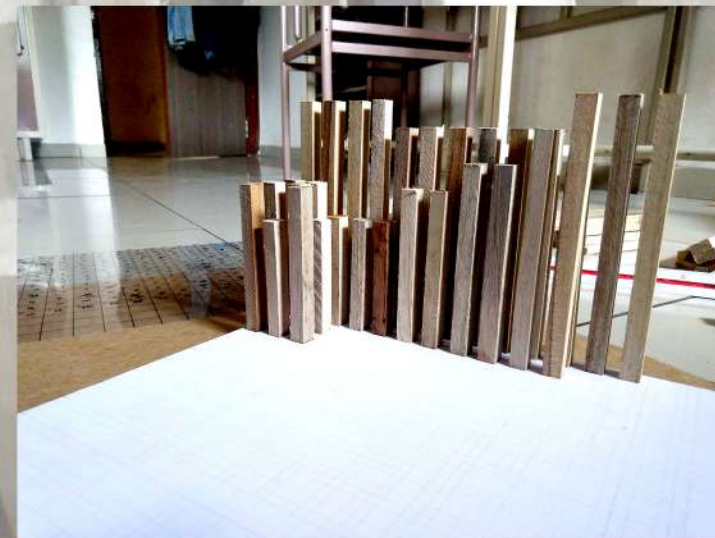
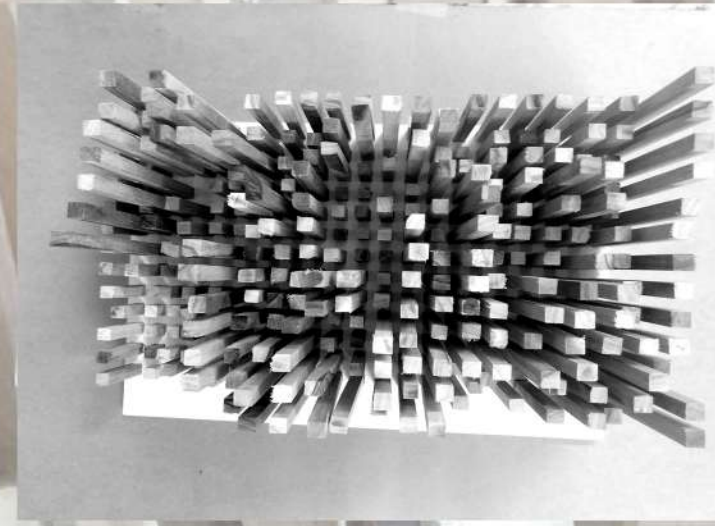
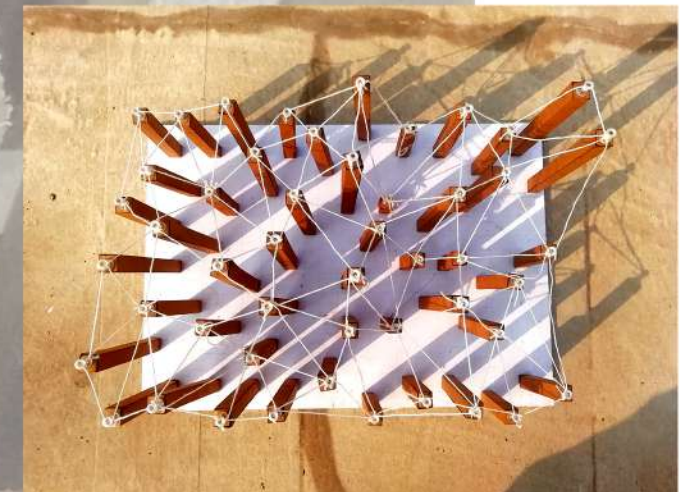
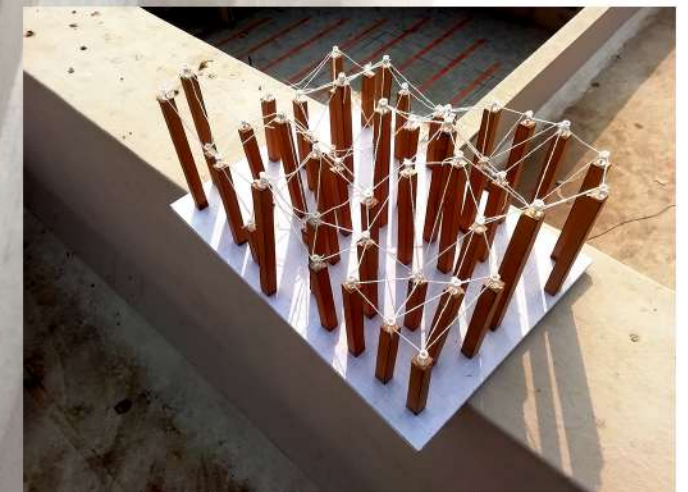
*STEP 2:*  
THE NEXT PROCESS WAS THAT THE BOXES DRAWN ON THE PAINTINGS WERE PAINTED WITH SOLID COLOUR. THE COLOURS WHICH WERE OVERLAPPING IN A GRID BOX, PROPORTION OF COLOURS PRESENT IN THE BOX WERE MIXED AND THEN APPLIED.

NEXT PROCESS WAS TO PENCIL RENDER THE PAINTING PROCESS UNDERSTANDING THE DARK AND LIGHT SHADES OF THE PIXELATION PROCESS.

*STEP 3:*  
AFTER THE SHADES AND TINT PROCESS, A MODEL WAS TO BE PREPARED. A SERIES OF BOXES WERE MADE DARK TO LIGHT THIS WAS THEN COMPARED WITH THE PENCIL RENDER. DARKER THE SHADE LONGER THE SIZE OF THE WOOD.

*STEP 4:*  
MODELLING PROCESS:  
2cm/2cm STICKS WERE TO BE MADE USING ANY BROWN SHEET BY A SURFACE DEVELOPMENT PROCESS. INSERTING THUMBPIN'S ON EACH OF THE OF THE STICKS MADE FOR THE THREADING PROCESS.

*STEP 5:*  
A SERIES OF TRIANGULATION PROCESS WAS TO BE DONE USING THE THREAD. PLAYING WITH DIFFERENT HEIGHTS A ROOFING MODEL WAS TO BE CREATED. A TRIANGULATED ROOFING MODEL WAS CREATED FOLLOWING THE THREADING'S SHOWING A CONTRAST OF HEIGHTS IN A MODEL.

**CUBISM PAINTING****1****2****PIXELATIONS****STICK MODEL ACCORDING TO SHADE'S AND TINT****3****4****5****ROOFING****THREADING PROCESS**



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