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# ARCHITECTURE DESIGN

★ **MARIO BOTTA**

communicating emotions through architecture

★ **ACADEMIC TRAIL**

★ **ARCHITECTURE FOR RECREATION**





# Elements in Harmony

*Hospitality Destination, Bangalore*

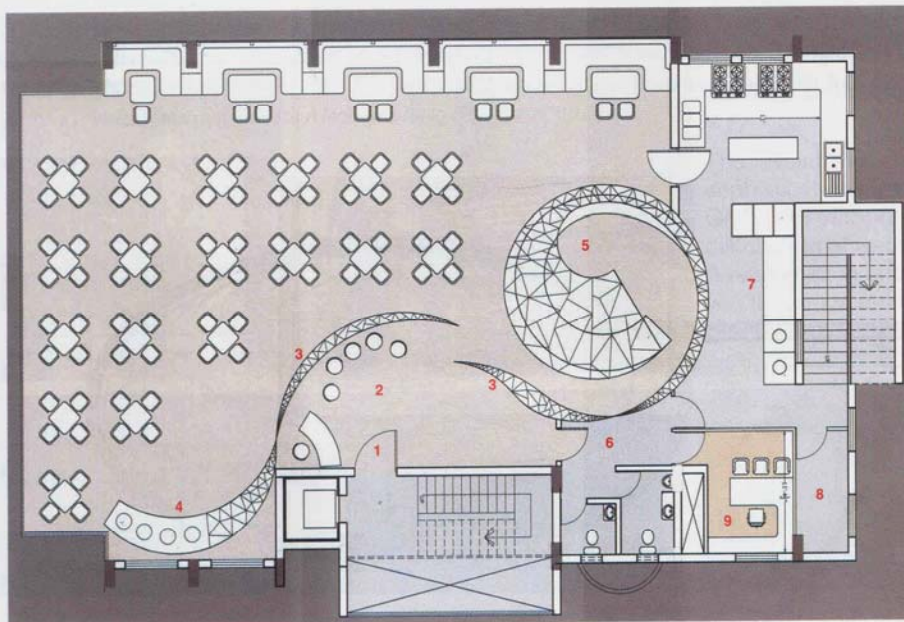
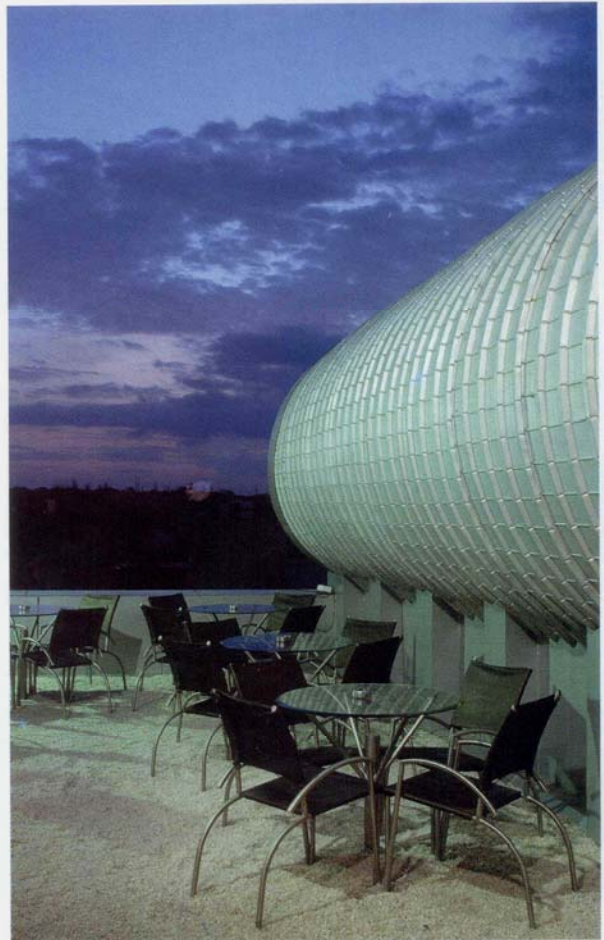
Architects: **Planet 3 Studios Architecture**, Mumbai

The program brief defined the requirement of four different dining experiences and offerings in a single hospitality destination. These were to be accommodated on two levels, a floor and a terrace, each having a 4000sq ft footprint. On the lower level, a multi-cuisine vegetarian eatery with open kitchens, on the upper, a lounge bar, fine dining and an open air grill. The challenge was to first manage the requirements within the given space, second offer dismantlable construction solution to cover

the terrace in conformity with local byelaws, and third, create experientially rich and varied interior experience to address different needs for different spaces within the singular entity.

**Crossover:** T Crossover is a multi-cuisine restaurant with many open kitchens that dish out a variety of offerings in a contemporary setting. The age demographic of the patrons necessitated a young, trendy, fashion forward solution. In keeping with impeccable hygiene requirements, the materials choice inclined towards hard,





1. Entrance
2. Waiting area
3. Steel carapace
4. Salad counter
5. Open kitchen
6. Toilet lobby
7. Kitchen
8. Store
9. Manager's cabin

CROSSOVER PLAN

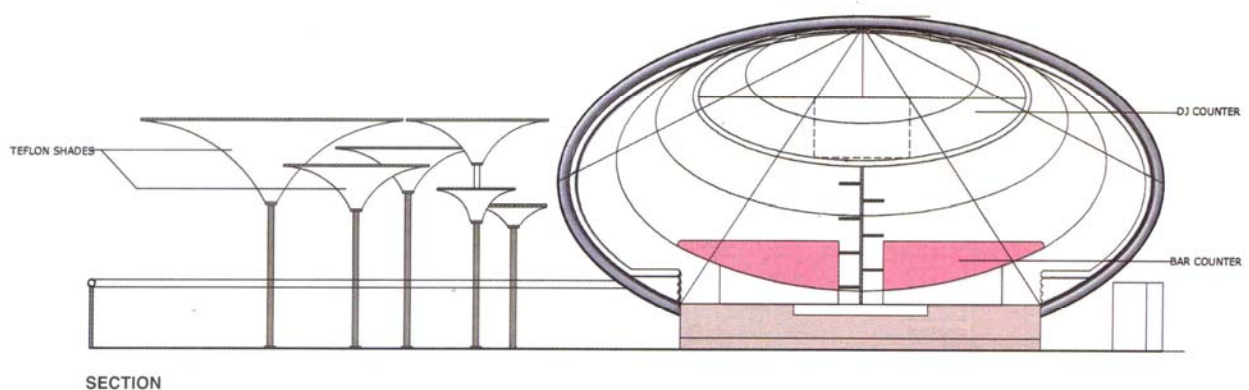


easy-to-maintain surfaces, steel being a natural choice. The design took the form of crushed paper feel in a different material.

It is called polymorphic construct, the 'Carapace'. It is an undulating wall that runs the entire diagonal length of the restaurant connecting visually the open kitchen and the front glass façade and providing a backdrop for the table setting. The wall turns and warps to become the canopy for the open kitchen in the plan. Constructed out of plywood clad in high quality brushed stainless steel skin laminate, it reflects and disperses light in a fascinating way.

Staying true to the client's need of differentiation in offerings and addressing distinct demographics, the lounge and the fine dining were conceived as separate structures with entirely dissimilar look and feel.

**Tube:** The need was to create a lounge that allowed patrons to truly relax, soak in the environment and immerse in music. In an attempt to create that perfect posture that allowed the comfort and choice of conventional sitting and lying back in a bed lounge fashion, the idea of an elliptical lounge space came up, with a cross-





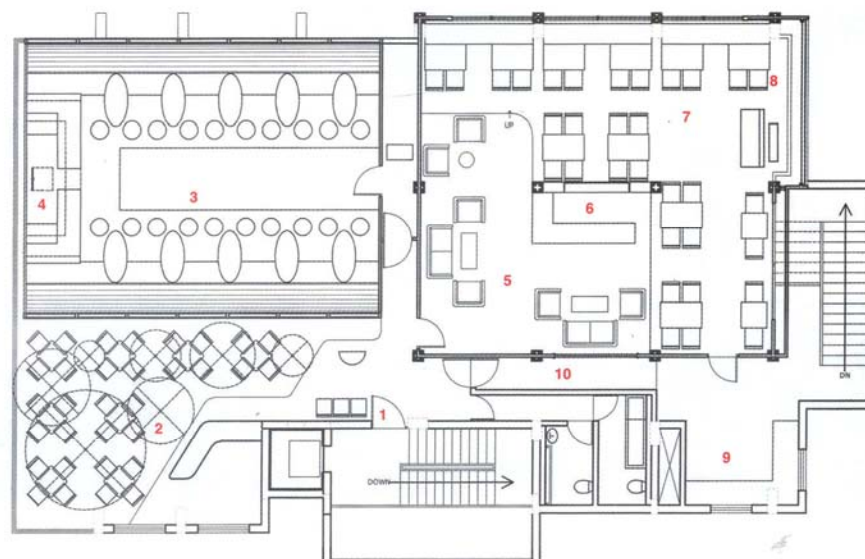


section like an aircraft. This was to straddle the terrace and shout its presence on the street, much like an architectural billboard. Constructed out of tubular steel hollow sections with a galvanised sheet roofing skin, it was clad on the inside with soft faux leather quilting. A dance floor was inserted in the centre, along the spine and put laminated glass as flooring that provided view of the terrace, 3' below.

The structural system was deliberately left exposed to add drama to the space and also intensify the sense of a temporary construct. Inside, the DJ console was located above the bar. From the entrance, the elevated DJ with flashing lasers for company became a quick

introduction to the energy of the place. The elliptical tabletops and stainless steel supports evoke the neo-retro feel of sci-fi pop culture icons like Flash Gordon comics and star ship enterprise. The space has been designed to disconnect patrons from outside. Effect lights create psychedelic patterns on the ceiling/walls, and lasers stream across the underside of the dance floor filled with artificial smoke.

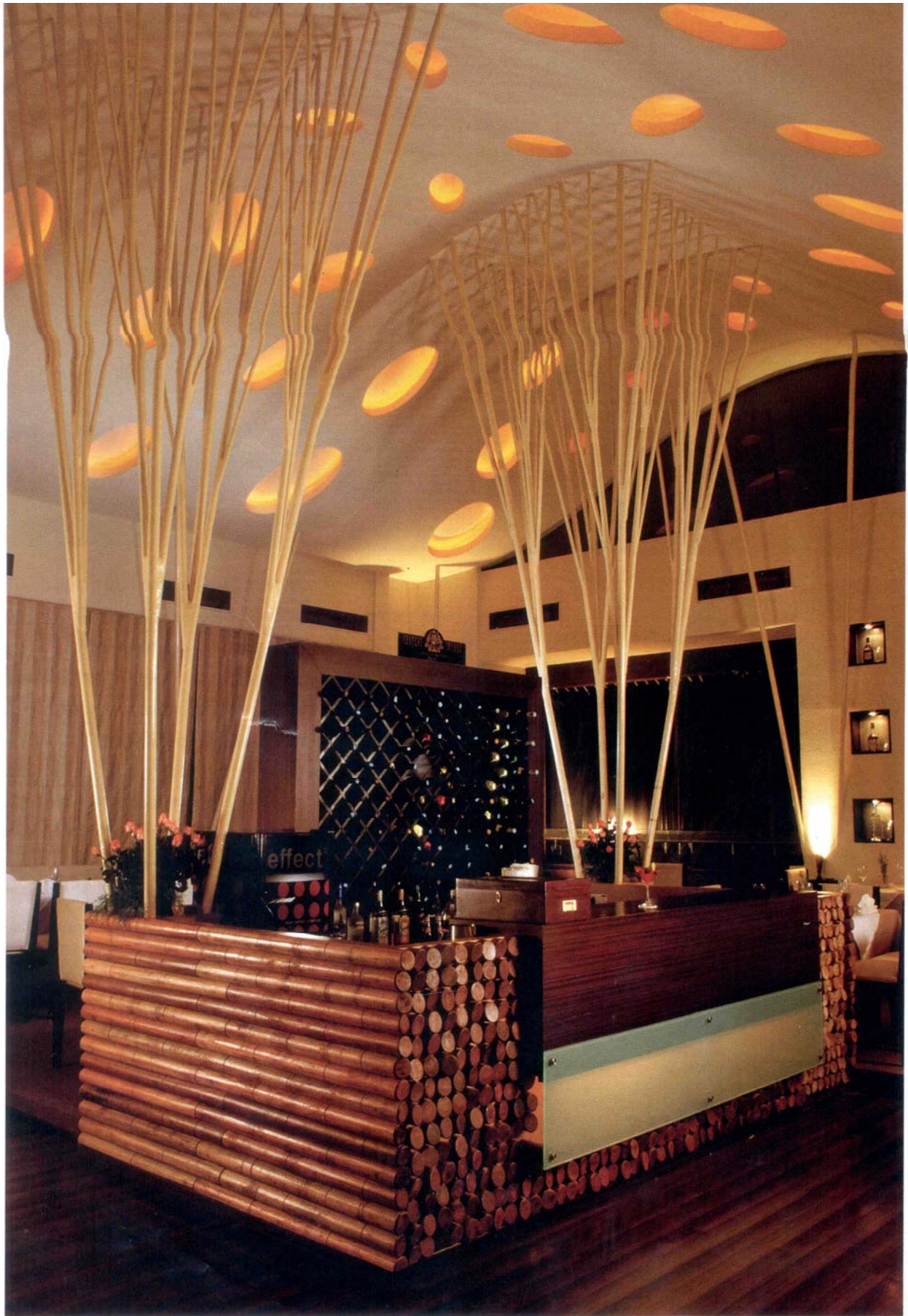
**Fine Dining:** Catering to upper affluent customers, this space had to evoke subtle luxury and grandeur to be successful. In order to mitigate the effect of a small footprint, it was decided to maximise the height available inside. An undulating roof



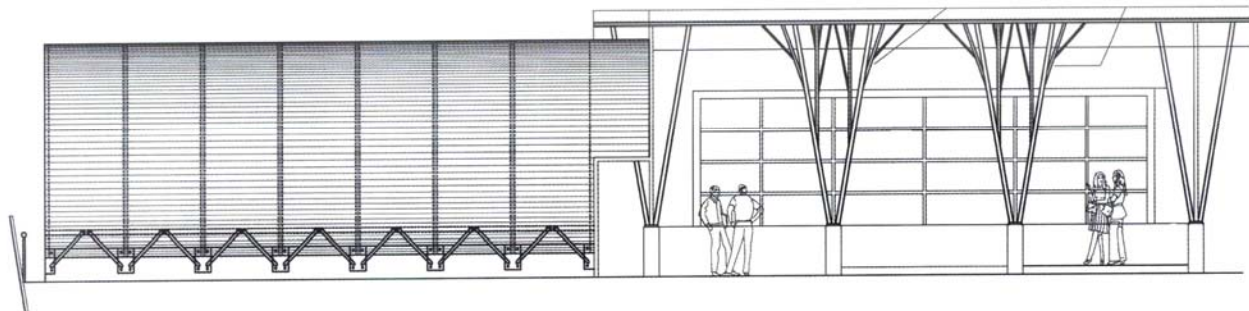
TUBE PLAN

1. Entrance
2. Open café area
3. Lounge
4. Bar counter
5. Wine lounge
6. Wine rack
7. Fine dining
8. Water screen
9. Pantry
10. Service corridor









ELEVATION

imitating the sinusoidal form of a wave rises up to 19' at the apex. Thus a structural necessity was transformed into a design opportunity. The columns to support the roof were created to spread in the form of the branches of a tree. Between the bases of these two trees in the centre of the hall, was inserted a bar with a rack to display wines. This became the organising device for the floor plan. The undulating roof was punctured with lit cutouts that evoked the spread of leaf canopy over trees. The wall separating the fine dining from the service areas became a sandwich double glass window holding an interesting arrangement of stem glasses stacked to 10' height. On another side, a full wall water screen over the window added the gentle sound of cascading water to the environment. The entire colour scheme was in muted earth tones, complemented by silk drapes and high-touch upholstery. The space has been designed to dramatically change character from

day to night. The flooring is laminated wood and carpet, keeping the feel intact. +

*This project was submitted for the 'Recreational Architecture Awards' category for the sixth cycle of the "a+d & Spectrum Foundation Architecture Awards 2006".*

**Client** UIV Hospitality

**Design team** Kalhan Mattoo, Santha Gour Mattoo, Jainish Jani, Jyoti Gujran

**Consultants** Hospitality- Jagdish Menda; Kitchen- Srinivas

**Area** 8,000sq ft

**Cost of construction** Rs 3500 per sq ft

**Delivery** Design Consultancy

**Year of construction** 2006