Action Research is the centre of modern perspective in education knowledge. Construction and growth are seen as a result of personal interaction in social context. Participation of students in the identification of central issues, reflection on actions and self resultant learning have become the core elements in a project solving approach.

Teaching are well informed in Theoretical knowledge, pedagogical knowledge and skills on one hand and injustice research and pedagogical dialogues on the other. The action research paradigm lies at the core of the modern education program and this is what we all are striving to achieve for the development of our students with positive attitude.

I feel proud to be leading a team of intellectuals always striving to strengthen the school of architecture year by year. They are the faculty who are skilled and resourceful in various domains to take up challenges and deliver creative qualitative knowledge base.

As Architects of tomorrow, here at DSATM Architecture was introduced in 2012 and is already climbing its ladder of success. It gives me great pleasure to introduce VIRTUOSO’s second edition Newsletter of School of Architecture DSATM. My best wishes will always be with the students of my college.
B. Arch, (BIT-Mesra), M. Arch on habitat design, from BMSCE. Has teaching experience of 5 years and field experience of over 5 years. Lives by the quote, “Architecture is the learned game, correct & magnificent, of forms assembled in light” - Le Corbusier.

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(Visting)

Ar. Likitha Devireni
(Visting)

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Ar. Shruti Nath
(Visting)
Good Design Is as Little Design as Possible
Good Design Is Environmentally Friendly
Good Design Is Long-lasting
Good Design Is Honest
Good Design Is Thorough Down to the Last Detail
Good Design Makes a Product Useful
Good Design Is Innovative

Ten Principles of 'Good Design'
Dieter Rams’

It was a wonder-filled morning,
as I woke up yawning,
I realised my goal was to study architecture,
although I had no idea of this venture.

I opened the book of history,
prompted by its eloquent story,
gazed upon the symmetrical columns, cornice, done and sonic, although in harmony,
toned morphed by its never-ending symphony.

As we progressed through the historical timeline, we digressed from the original building pancakes, we engrafted the style with simplicity, never realizing the consequences of its duplicity.

As we arrived to the renaissance era, we curtailed, we hurled a new light bearer, the transcended from Gothic to Baroque, and poised came the new style, rising from the smolder.

Now came the rise of the religious building styles, Islamic, Christian, Byzantine... it goes on for miles and miles, then came the rise of Science and questions, that’s when the whole world divided themselves and their missions.

Then we ushered in the modern era, a wave of designs fighting for the top, Designs- simple, aesthetic and mechanised.

That was the gateway for Architecture, De-pixelised Designs- simple, aesthetic and mechanised.

Many architects laid a pathway to us all, it’s not just your designs, it’s how you play ball, many of us, rise from the ashes of our Greats, while a handful, turnout to be THE GREAT.

En"light"enment

Enlightenment is a visual effect. We provide lighting to enable people to see, so that all lighting can be assessed in terms of its efficiency. The basis of lighting is how accurately visual details can be perceived.

However, observation of our surroundings shows a much larger range of ways in which objects can differ in appearance. Consider, for a moment, the judgements that we commonly make in deciding whether a surface is clean or dirty, whether a fruit is fresh or stale, or whether a colleague looks tired. These judgements are based on observations of appearance. But what are the differences in appearance that are critical in making these judgements? Any of these assessments can be influenced by subtle aspects of lighting, and so can our more complex assessments of space.

Differences in appearance of object depends on the physical process by which light is reflected, refracted, dispersed or scattered by matter. But human vision did not evolve to enable us to observe these processes, it evolved to enable us to recognize our surroundings. Understanding the rules of these processes may require observation and when we apply this analytically, we find that the number of physical processes that are responsible for these differences are quite immense.

It is quite remarkable how the astounding range of human visual sensations is governed by so few processes. With this insight, we gain knowledge of how to control lighting to achieve a desirable visual effect.

-Avik Basu, 7th Semester
Music Space

Sohvan Bhanwall, 7th Semester

Making groovy ambient music, meeting deadlines for submissions and stealing the spotlight wherever they go with suave, multitasking all the way!

"Space is all we have" only a year old is at the crescendo of its journey with numerous accolades at many prestigious institutions and are also going to be performing at the storm Festival.

The high road for them has not been an easy one but nothing seems to stop this bunch from following their passion!

From managing hectic college schedules to making it to gigs on time with their cumbersome equipment, truly is a race against time, all this for making those fifteen minutes count! And boy they do!

Band crew:
Robert Romario (microphone)
Krishnanunni M.S (Guitarist)
Akshay V P (Drummer)

DE-PIXELIZATION

Alphobet Bhaskar 7th Semester

Architecture has always been an art of creating aesthetic & functional spaces, which provide positive solutions to the environment around us. Architecture today is being calibrated to the importance of a 'Machine', which maximises human efficiency. This is reflective of the Architecture, as we know it today.

As we gaze through the Evolution of Architecture, we notice that man has been able to design and successfully implement a co-habitable environment.

The progress from the basic shelter built by man to the advancements in the field of mathematics, science & technology, resulted in complex structures that were aesthetic and functionally stable, which began to inspire upcoming artists and architects. This led to the use Geometry, Proportions and Symmetry into various designs and constructions during the Greek & Roman periods.

Due to the hierarchy present in early civilizations, highly detailed structures began to be erected, but this led to intermingling artists and architects. This led to the use Geometry, Proportions and Symmetry into various designs and constructions during the Greek & Roman periods.

We seldom see buildings with high details, taking years to erect, but with recent construction technologies, a 10 storey building can be erected within 3 days, but what it gains in time, it sells off in terms of aesthetics.

Hence, the DE-PIXELIZATION effect can be seen as we progress through time. Our mindset has evolved from trivial ornamentation to gravity defying structures. Even with such a radical change in thought process, we as a society, have managed to achieve and adapt to the co-habitable environment created by us.

Early Architects like Jacques-Francois Blondel & Etienne-Louis Boullée were of the opinion that Architecture should focus on structural aspect than it's aesthetic derivatives. This exact moment of removing the traditional, detailed, high capital buildings were replaced by more toned-down buildings, subtle on visual effect, and balanced with structural solidity, resulting in its structural beauty.

The vision of a space shared peacefully by humans and animals is one of the most elusive and desired visions. We, as human beings, should consider the broader perspectives of being able to create a healthy and sustainable habitat for both man and animals to coexist.

Spacelike sanctuaries and reserves can ideally serve the purpose of a co-habitable ecosystem. In doing so, factors like territorial spacing and maintaining essential ecosystems to the corresponding life support systems should be considered. The analysis of food webs helps us decode predator-prey dynamics in a habitat design.

Current initiative channelizes the necessities of restoring ecology and all of which provides an enlarged role for landscape architects to create productive habitats. The design should be functional and aesthetically appealing.
Dear reader,

With another summer gone by we bring to you the next edition of virtuoso marking the celebration of yet another interesting semester.

This year virtuoso turns two, and looking back the journey reflects remarkable lessons and memories! With this edition we welcome you to be a part of our journey and experience our joys, lessons, victories and ideologies.

We hope you have a pleasant read after all we are all united by a common thread in a single pursuit.

Happy reading:

Across
3. a tapering conical or pyramidal structure on the top of a building, particularly a church tower.
6. the quality of being made up of exactly similar parts facing each other or around an axe.
7. a projecting course of stones at the base of a wall.
9. the action of emphasizing detail in architecture
12. the Arabic word for any type of educational institution, whether secular or religious.
13. was a central spot in ancient Greek city-states, the literal meaning of the word is “gathering place” or “assembly”.
15. in architecture, an is a large open space located within a building.
18. an architectural element typical of early Christian churches consisting of the entrance or lobby area, usually located at the west end of the nave, opposite the church’s main altar.
19. cement concrete
20. the central part of a church building

22. a long projecting beam or girder fixed at only one end, used chiefly in bridge construction.
23. carved and decorative ornament found especially adorning classical Corinthian capitals based on stylised leaves of the Mediterranean plant.

Down
1. a synonym for façade
2. a type of earthenware
4. a columned porch or open colonnade in a building surrounding a court that may contain an internal garden.
5. a room below ground level in a house.
7. putting off impending tasks to a later time, sometimes to the “last minute” before a deadline, an unfortunate quality of beginner architecture students.
8. triangular portion of a wall between the edges of a dual-pitched roof.
10. a booth or stall.
11. a unit of area used in the imperial and U.S. customary systems.
14. a line, plane, or volume of reference to which other elements in a composition can relate.
16. dura
17. place for drafting, designing, interaction, expression, criticism.
21. a person highly skilled in music or another artistic pursuit, the name of this newsletter.

Editorial

Shivani Bhansali 7th Semester
Shruti Govind 7th Semester
Thangson Thombning, 5th Semester

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