



Urban considerations

We intend to give back Princess Park to the city by restoring its connection with its adjacent roads. And an underground tunnel connecting to India Gate grounds can be much more than just functional, serving instead as an active space of memory – as a memorial promenade whose walls act as a canvas for acts of bravery and sacrifice. This integrated response between the park, the museum and the memorial can forge a new urban connection.



Museum's central idea

The museum is a floating pavilion, tied together by beams – with the ground plane left free for public movement, gatherings, and displays of military tanks and fighter aircrafts. This porosity serves as a counterpoint to the fortified character of its immediate precincts.

We have avoided simply placing “objects” in a park – instead, choosing to situate the museum and its entrance pavilion such that they delineate urban edges along the Copernicus and Tilak Marg. These ‘walls’ are floating and dematerialised through canopies of trees.

Layout and growth system

The military barracks on-site shared certain relationships with their internal streets and trees. These are maintained by a new and rhythmic system of parallel bays made of habitable service walls. The dense texture of the old city is abstracted such that one discovers an inner world of courtyards, corridors and inward-facing balconies, as one traverses the museum.

The elements of the proposal are organized in a sequential loop – from entrance pavilion to museum, culminating in a memorial tunnel that leads to the India Gate gardens. This urban tension with the India Gate is accentuated by a vertical element that arises from the museum's horizontal “texture”.

- 1 Passage of Memory Entrance
- 2 Memorial Connection
- 3 Green Intensification Area

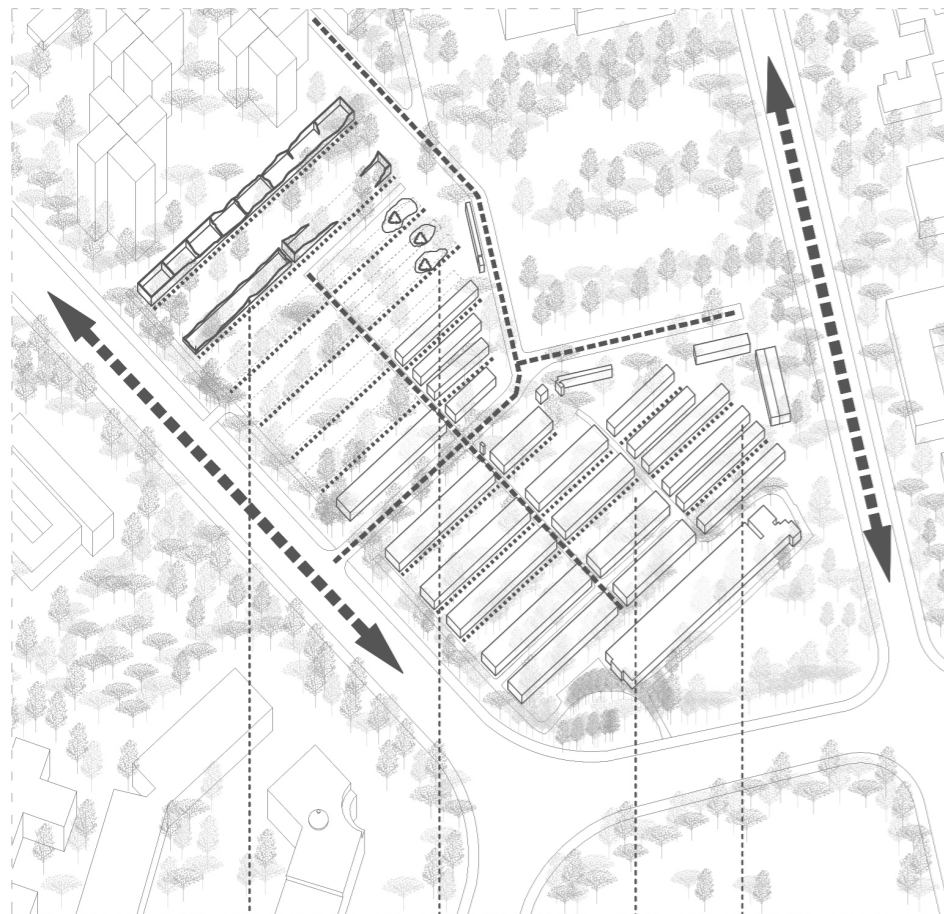


Site Plan
E. 1:3000

Passage of Memory

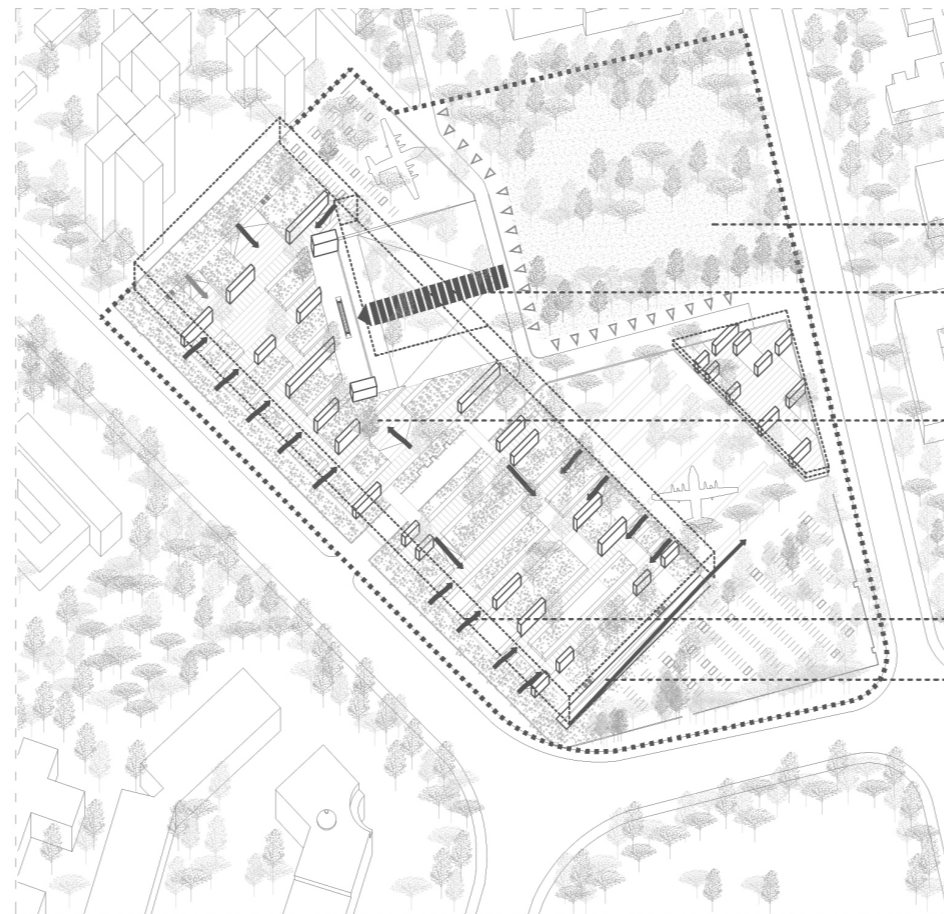


Memorial Connection



01.Existing situation

■■■■ main road
 - - - - internal road
 access to barracks
 - - - - demolition process
 ♻ material recycling
 ■ green area
 ■ military barracks



02.Public space and access

▽ ▽ ▽ ▽ Princess park extension
 ■■■■■ project public space

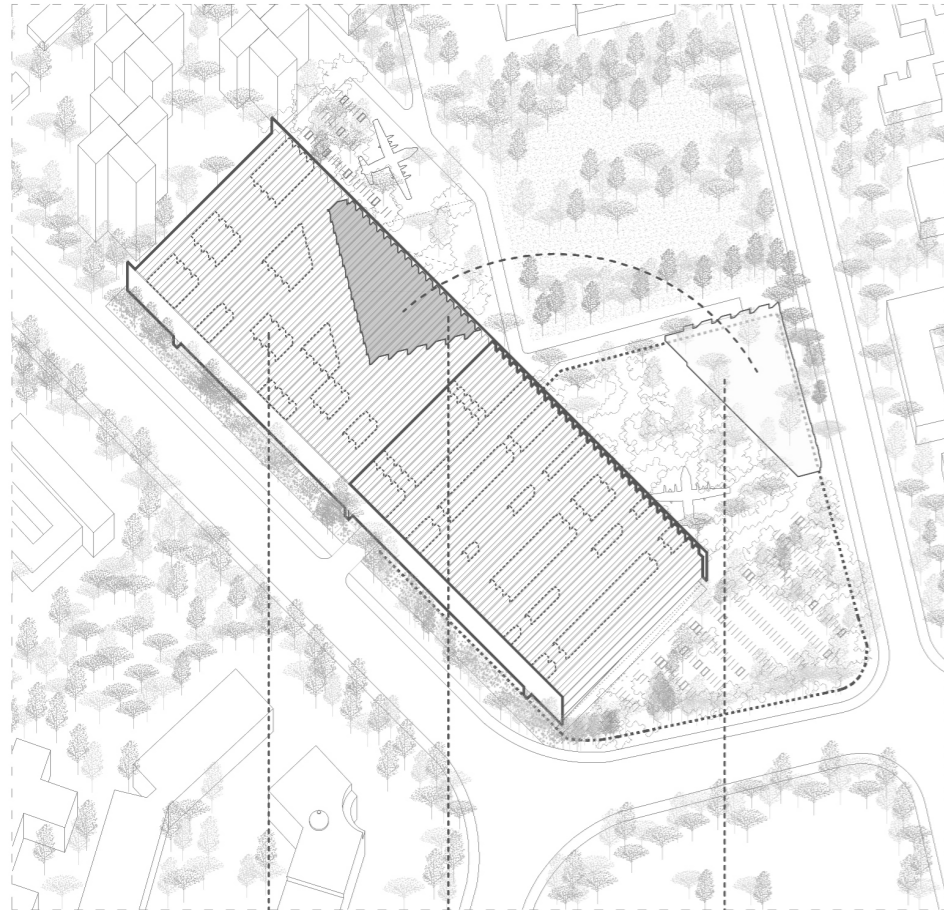
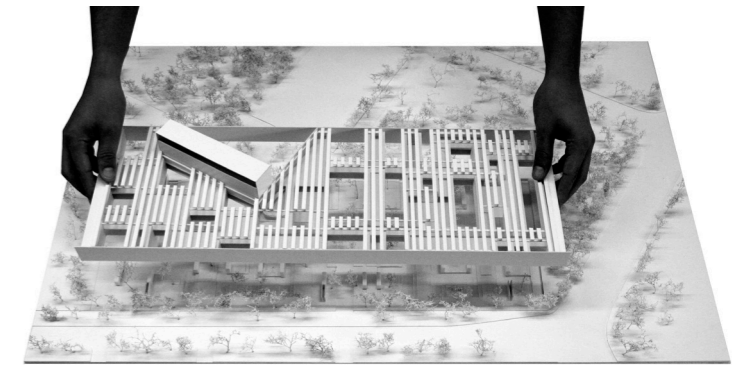
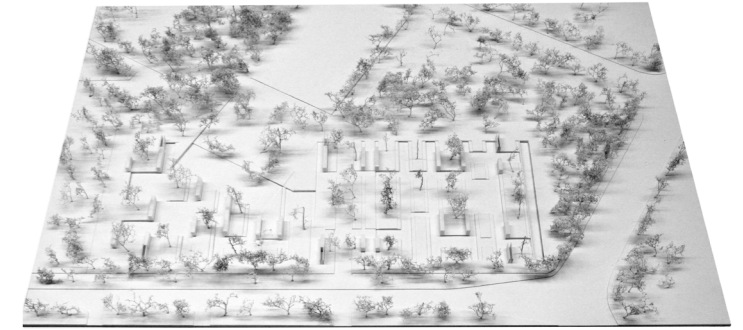
Princess park

arrival square

public space 1.20m lower than streets

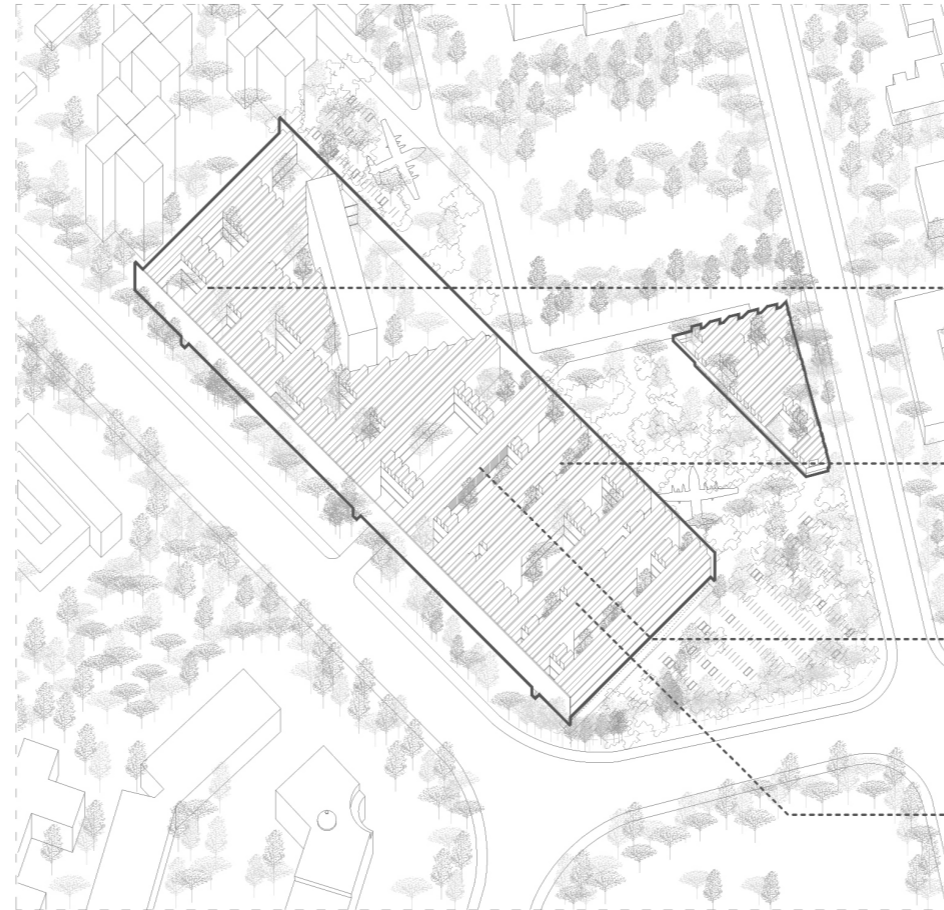
access ramps

war memorial access ramp



03.Volumetry

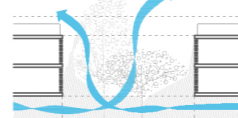
— 1st phase
 2nd phase
 - - - - courtyard void
 - - - - volume extraction
 - - - - volume addition



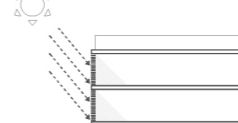
04.Sustainability



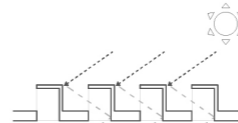
Orientation E-W



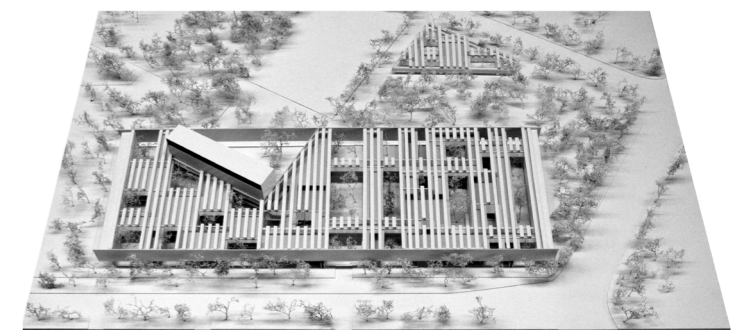
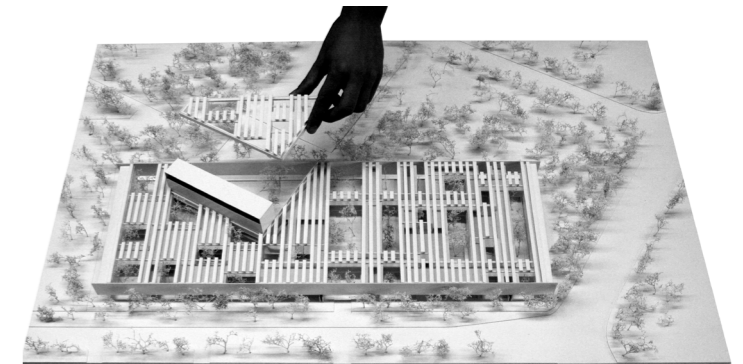
Courtyard



Jalis



Skylights (no direct sunlight)





Section A
E.1:1000

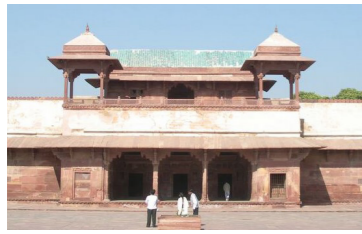
0 5 10 15 20 25 50



Passage of Memory

Reference Images

Mughal Architecture in India



Elevation of Frontage



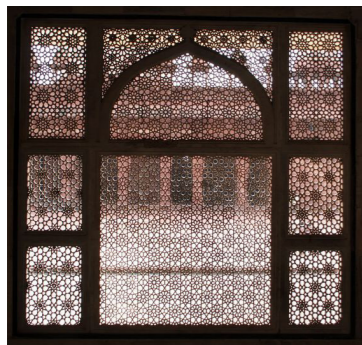
Columns & Plinth



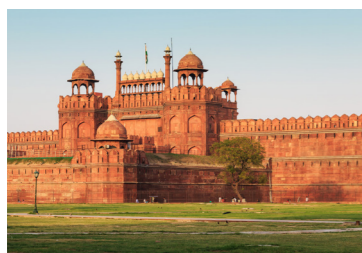
Subtraction



Void over Void



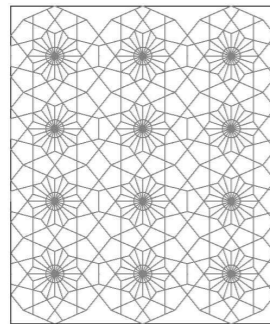
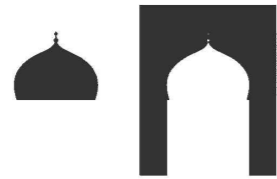
Jali



Texture & Colour

Acquired Concept

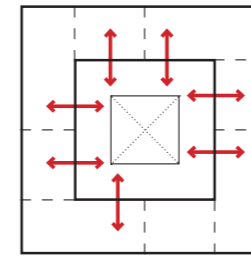
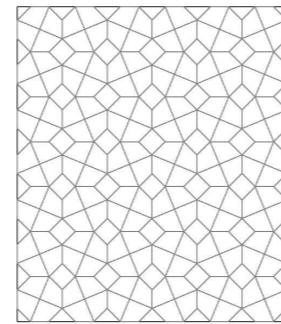
Traditional Ways of Construction



Translated Concept

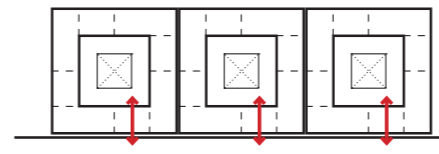
Patterns of Adaptation

Passage of Memory



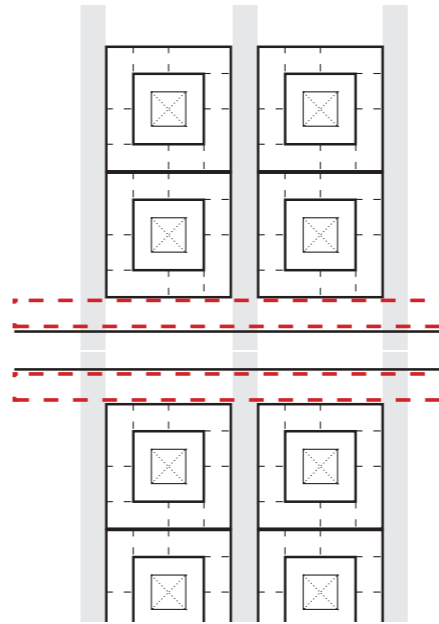
Level One of Privacy

Relationship between rooms and Private Patio



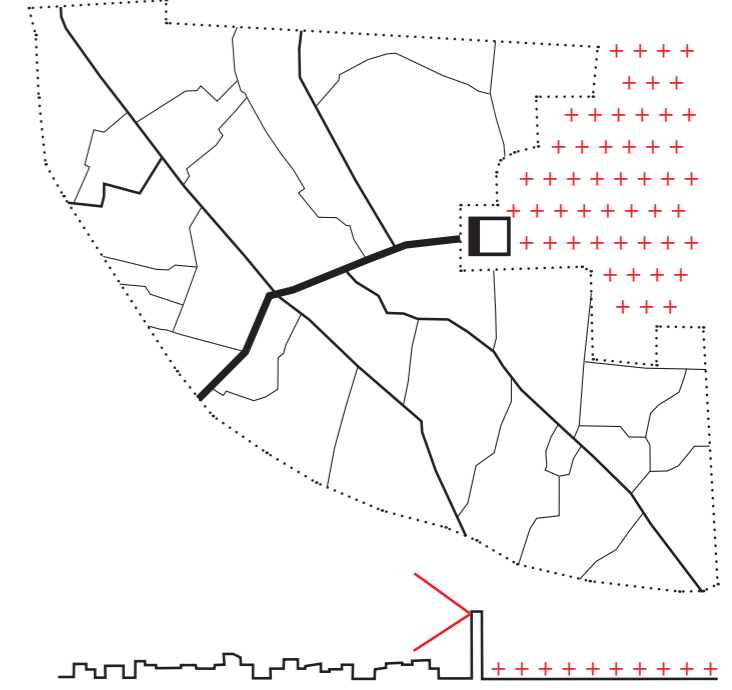
Level Two of Privacy

Relationship between house and internal streets



Level Three of Privacy

Relationship between internal streets and secondary streets

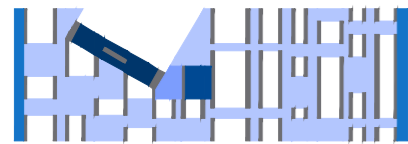
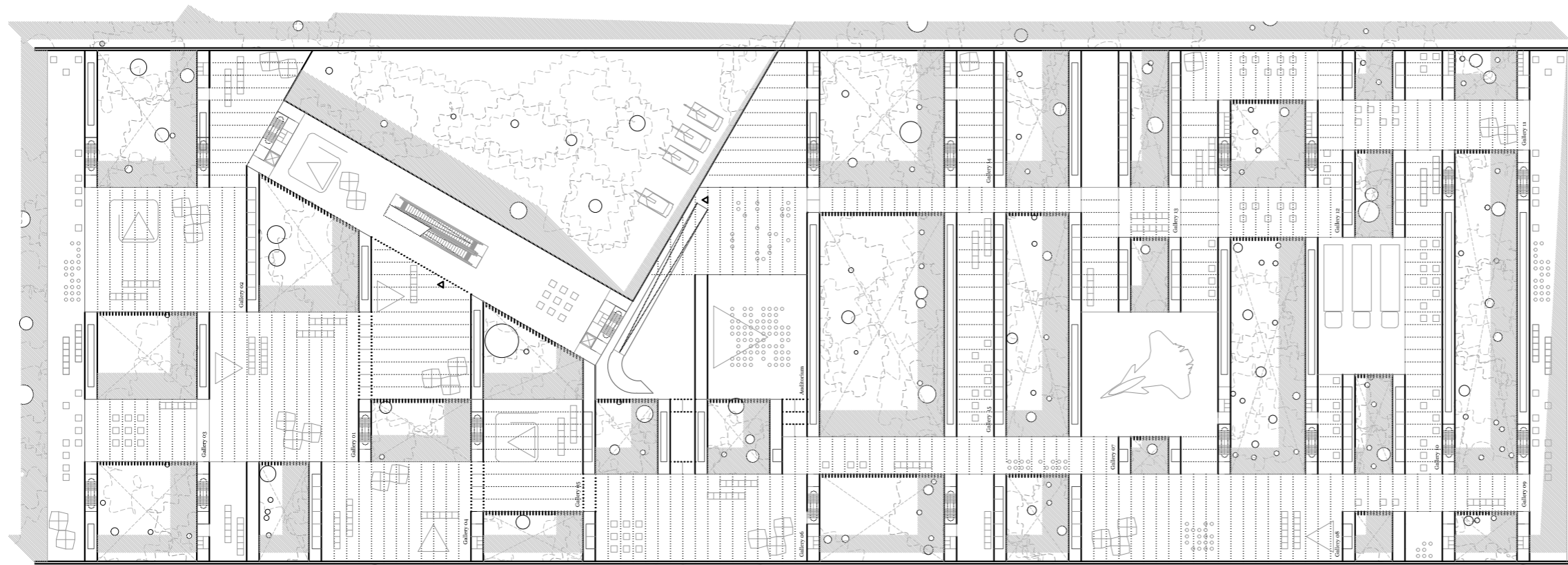


Streets levels in Old Delhi



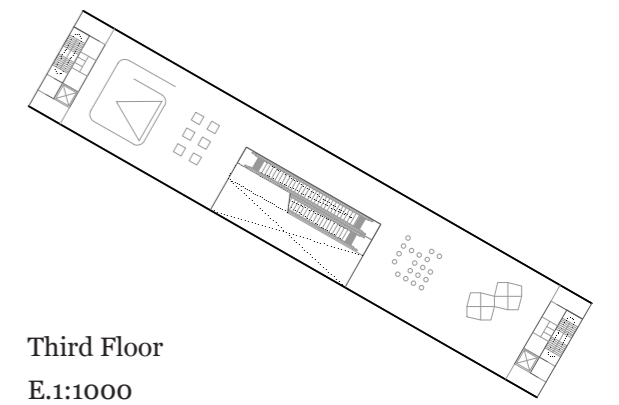


Passage of Memory



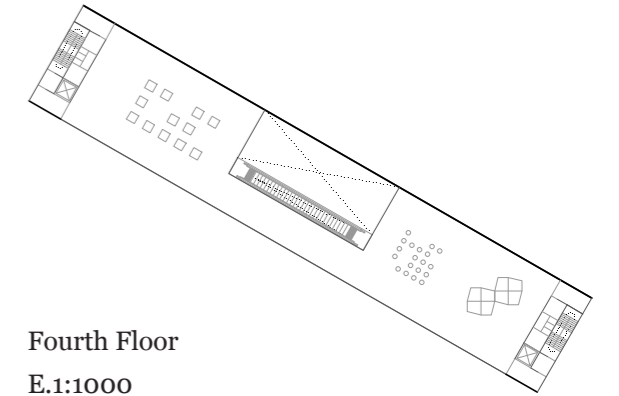
- Services & Public Utilities
- Circulation + Evolution of Indian Military & Conflicts from 1999
- Auditorium
- Outside Galleries
- Conflicts from Kargil War -1999

First Floor
E.1:1000



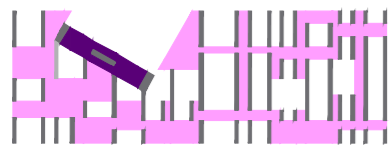
Third Floor
E.1:1000

- Services & Public Utilities
- Evolution of India



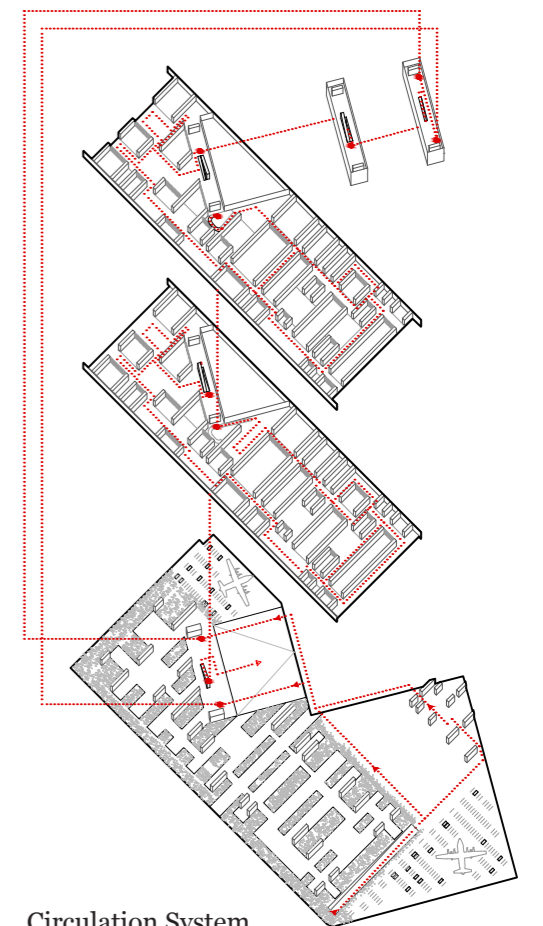
Fourth Floor
E.1:1000

- Services & Public Utilities
- From Ancient Warfare to Medieval Period

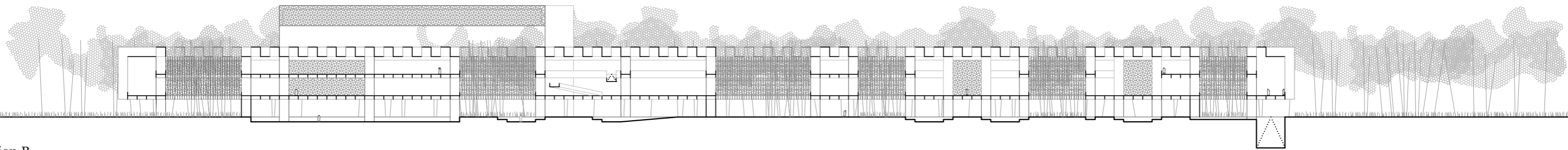
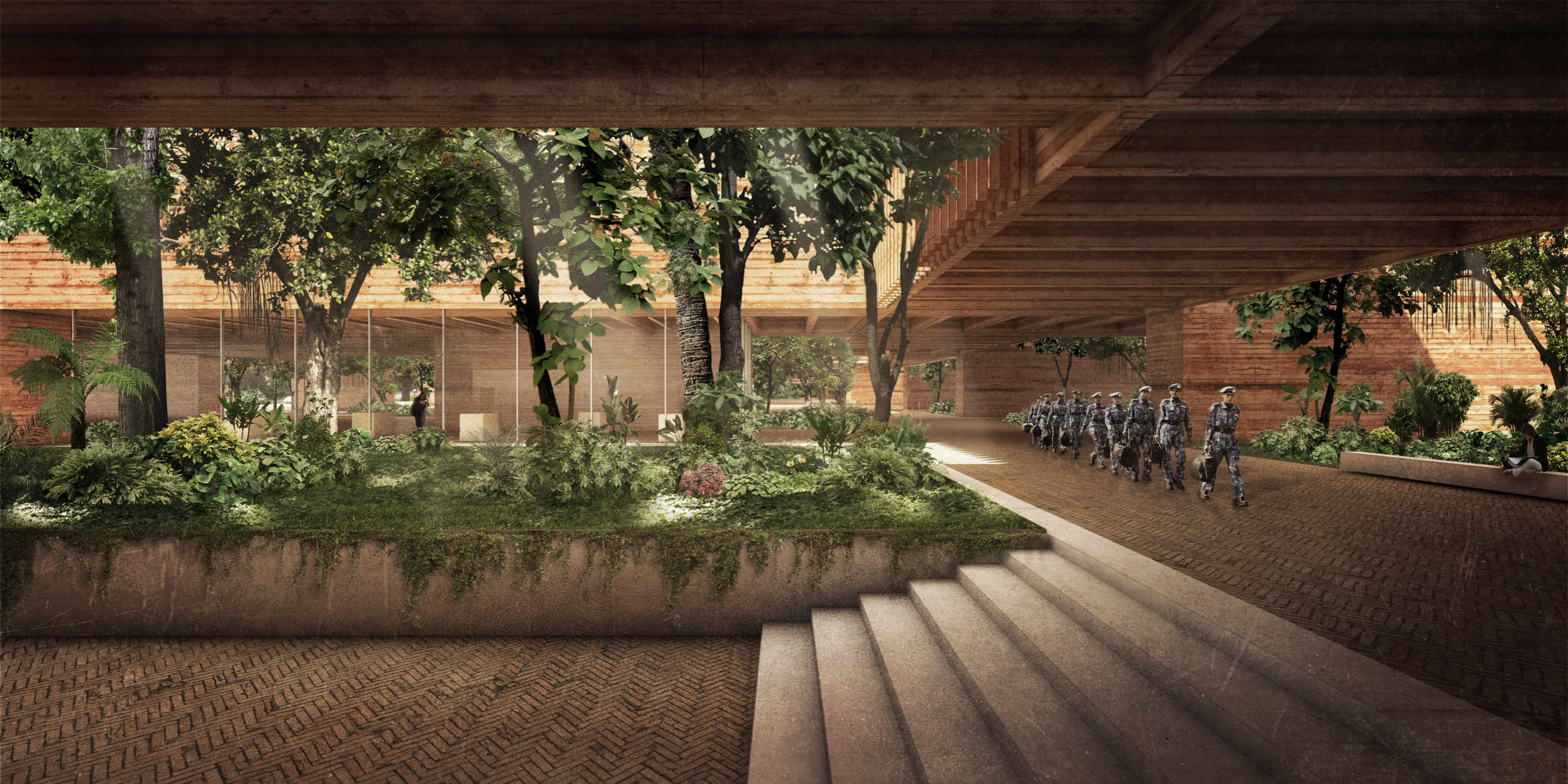


- Services & Public Utilities
- World War I & II
- Conflicts from Indo Park War -1947

Second Floor
E.1:1000



Circulation System

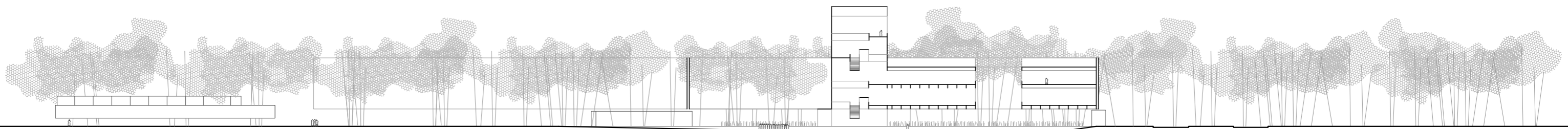


Section B
E.1:1000

0 5 10 15 20 25 50

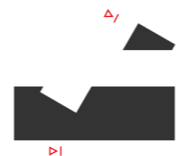


Passage of Memory

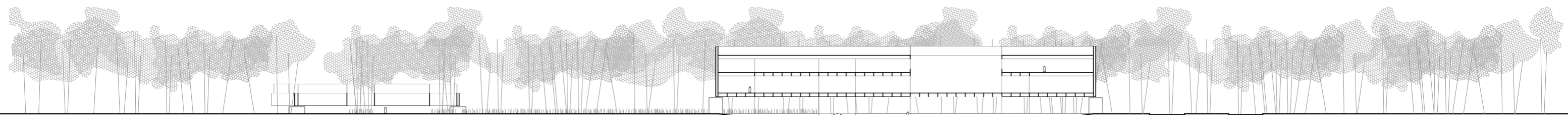


Section C
E.1:1000

0 5 10 15 20 25 50



Passage of Memory



Section D
E.1:1000

0 5 10 15 20 25 50



Passage of Memory