

GAMING AND ANIMATION CENTRE

A THESIS

Submitted in partial fulfillment of the requirements for the award of
Bachelor of Architecture degree

By

ELAKYA K

(37210011)



**DEPARTMENT OF ARCHITECTURE
SCHOOL OF BUILDING AND ENVIRONMENT**

SATHYABAMA

**INSTITUTE OF SCIENCE AND TECHNOLOGY
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**JEPPIAAR NAGAR, RAJIV GANDHI SALAI,
CHENNAI - 600 119**

NOVEMBER 2021



DEPARTMENT OF ARCHITECTURE

BONAFIDE CERTIFICATE

This is to certify that this Thesis Report is the bonafide work of K.Elakya (37210011) who carried out the Thesis entitled "Gaming and animation centre" under our supervision from July 2021 to November 2021.

Internal Guide

Ar.Divya

Internal Review Member

Ar.Arul malar

External Guide

Ar.Saritha

A handwritten signature in blue ink, appearing to read 'Devyani', is positioned above the title of the Dean.

Dean and Head of the Department

Dr. DEVYANI GANGOPADHYAY

Submitted for Viva voce Examination held on 09.2.21

Internal Examiner

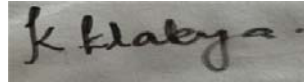
Ar.Jhannu priya

External Examiner

Ar.Vennila

DECLARATION

I, **K.Elakya** hereby declare that the Thesis Report entitled “**Gaming and animation centre**” done by me under the guidance of **Ar.Divya**(Internal Guide) **Ar. Arul malar** (Internal Review Member) and Ar. **Saritha** (External Guide) Sathyabama Institute of Science and Technology is submitted in partial fulfilment of the requirements for the award of Bachelor of Architecture Degree.

A rectangular box containing a handwritten signature in black ink. The signature appears to be 'K Elakya'.

DATE: 06-12-21

PLACE: Chennai

SIGNATURE OF THECANDIDATE

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K.Elakya

THESIS SYNOPSIS

Gaming is now the world's favorite form of entertainment. Playing games has always been a social experience. Whether it's board games, sports or video games - a multiplayer component is common. We see these experiences becoming forms of entertainment. This trend continues into the Gaming Industry, as we see the growth of Esports in Gaming.

A treat to all the gaming fanatics in the city. Exploring the sector of gaming and animations, platform for providing recreational spaces and commercializing their work in front of the general public. Despite India being in the list of countries that qualify every year for being in the list of countries that qualify every year for big gaming events, it's still quite a taboo to most Indian parents who believe that video games are bad for society.

To remove this radical notion about video games and to give games and gamers the recognition they need in the country, this project is proposed.

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CHAPTER 1

INTRODUCTION

1.1 INTRODUCTION

The rapidly growing gaming community has more than 22.2 crores daily active users. Indian gamers are fetching trophies and fame worldwide. Esports is globally accepted form of sports that deals with video games and requires as much as dedication practice, coordination, discipline and investment as any other sports. Despite India being in the list of countries that qualify every year for being in the list of countries that qualify every year for big gaming events, its still quite a taboo to most Indian parents who believe that video games are bad for society.

To remove this radical notion about video games and to give games and gamers the recognition they need in the country, this project is proposed.



Fig 1.1 Gaming

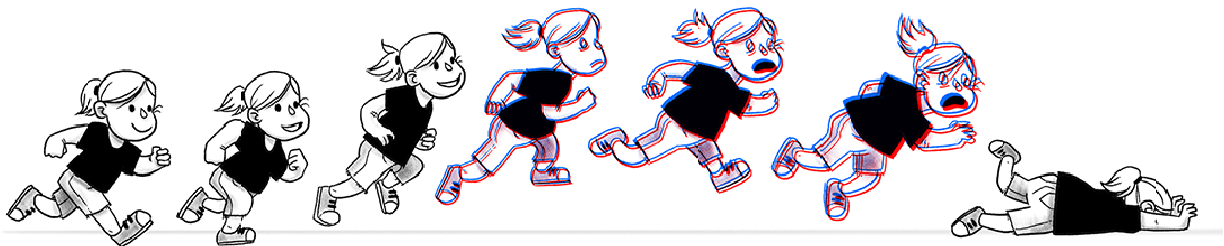


Fig 1.2 Animation

1.1.1 WHAT IS ANIMATION?

It is the phenomenon of persistence of vision that makes it possible for the visual illusion in the objects.

1.1.2 TYPES OF ANIMATION?

- Traditional animation (cell animation or handwritten)
- Stop motion animation (claymation, cut outs)
- Motion graphics (typography, animated logo)
- Computer animation
- 2d animation

1.1.3 WHAT IS A VIDEO GAME?

It involves human interaction with a user interface to generate visual feedback on a video device such as a tv screen or computer monitor.

1.2 NEED OF THE PROJECT

- Exploring the sector of gaming and animations, platform for providing recreational spaces and commercializing their work in front of the general public.
- Faster revenue growth than other entertainment sector
- Unavailability of such type of spaces in Chennai.

1.3 AIM

- The aim of the project is to create a gaming and animation centre to promote gaming and to provide a space for gamers and game developers.
- To create a one-stop destination for all video game fanatics in the city and give them a e-sports arena that's long been due.

1.4 OBJECTIVE

- To design a building with international standards for gaming and animation centre
- To provide proper functional and structural spaces for all the functions.
- To maintain balance between workspace and recreation for the efficiency of the inhabitants.
- To make an energy efficient building
- To create a structure that results in a healthy environment and safety for the users.
- To design the structure with minimum foot print on the site and use spaces effectively with efficient circulation.
- To create a unique interactive museum about game culture.
- To create a gaming hub and promote gaming.

1.5 SCOPE

- Today almost all the fields are using graphics and animation. newspaper, magazine, advertisement, television, movies are examples
- It is popular among young as well as old people. people feel relaxed when they play games. games are a kind of challenge, it helps users not only in recreational way but also improves iq.
- The entrepreneurship potential of the field is high
- Providing such a facility for the multinational companies will open up many employment opportunities and helps in economic growth of the country.

1.6 IDEOLOGY

“ Video games foster the mindset,that allows creativity to grow.” - NOLAN BUSHNELL

1.7 METHODOLOGY

1. INITIAL STUDY ABOUT THE TOPIC

- Mind mapping,analyze and study about video games and the spaces required.

2. DATA COLLECTION

■ PRIMARY DATA COLLECTION

- DISCUSSIONS

■ SECONDARY DATA COLLECTION

- Video documentaries
- Research documentaries
- Reseach papers
- Articles
- Magazines
- vlogs

■ TERTIARY DATA COLLECTION

- News articles

3. DATA ANALYSIS

■ QUALITATIVE AND QUANTITATIVE ANALYSIS

- Through research papers and proven case studies - QUALITATIVE
- Statistics reports, precise measurements using valid data - QUANTITATIVE

CHAPTER 2

LITERATURE CASE STUDY

2.1 HISTORY OF ANIMATION



FIG 2.1 Evolution of video games

■ ATARI AND ARCADE GAMING

Atari in 1972 drove the widespread use of arcade machines - setting benchmark for a large-scaling gaming community.



Fig 2.2 Atari

■ THE AT HOME CONSOLE

Atari soon launched an at-home console with a version of 'pong'. this was released in 1975 and enabled unrestricted access to video games for the first time.



Fig 2.3 Pong

■ ESTABLISHMENT OF THE INDUSTRY

The arrival of space invaders to the us and atari console was a cultural phenomenon. It remains the highest grossing game ever and moved a hobbyist interest to an industry.



Fig 2.4 Space invaders

■ NEXT GENERATION CONSOLES

Through the launch of nintendo entertainment system in 1985, consoles boomed even further and led to combined 5bn annual revenues. The nintendo game boy launched.



Fig 2.5 Nintendo

■ MULTIPLAYER EXPERIENCE

Through the rise of the pc and internet ,multiplayer games emerged both on console and pc,doom,quake,counterstrike,zelda,wow,runescape were all on the rise.



Fig 2.6 Doom

■ CONSOLE FIRST GAMING

Through the arrival of sony's playstation and microsoft's xbox,gaming was now multiplayer by default and dedicated consoles enabled 3rd party deveolpers to boom.



Fig 2.7 Playstation

■ ARRIVAL OF MOBILE GAMES

The rise of mobile games such as candy crush demonstrated the scale of the oppurtunity in games and unlocked new demographics.at the same time pc and console saw the next generation of young gamers come through minecraft.



Fig 2.8 Minecraft

■ DLC VS PACKAGES

With the business models of mobile games becoming more established, game s developers began to understand the wider oppurtunity in downloadable content (DLC).the rise of the season pass ws seen through numerous games, and the most famous was epic generation- definin battle royale fortnite.



Fig 2.9 Epic games

■ NEW CATAGORIES

As the 5th generation of playstation and xbox arrive,other newer and more immersive competitor have arisen such as the now face book owned oculus quest 2.



Fig 2.10 Oculus

2.2 WHY GAMING IS A POSITIVE ELEMENT ?

Many video games require some serious strategy and concentration. Exploring video game universes can have a positive impact on memory in your everyday life. On top of improving your spatial memory, playing video games also helps you visualize space better. When faced with a complex environment with competing stimuli, your brain creates a perceptual template that helps you determine what is important and what is not. This perceptual template enables you to assess and respond to a situation.

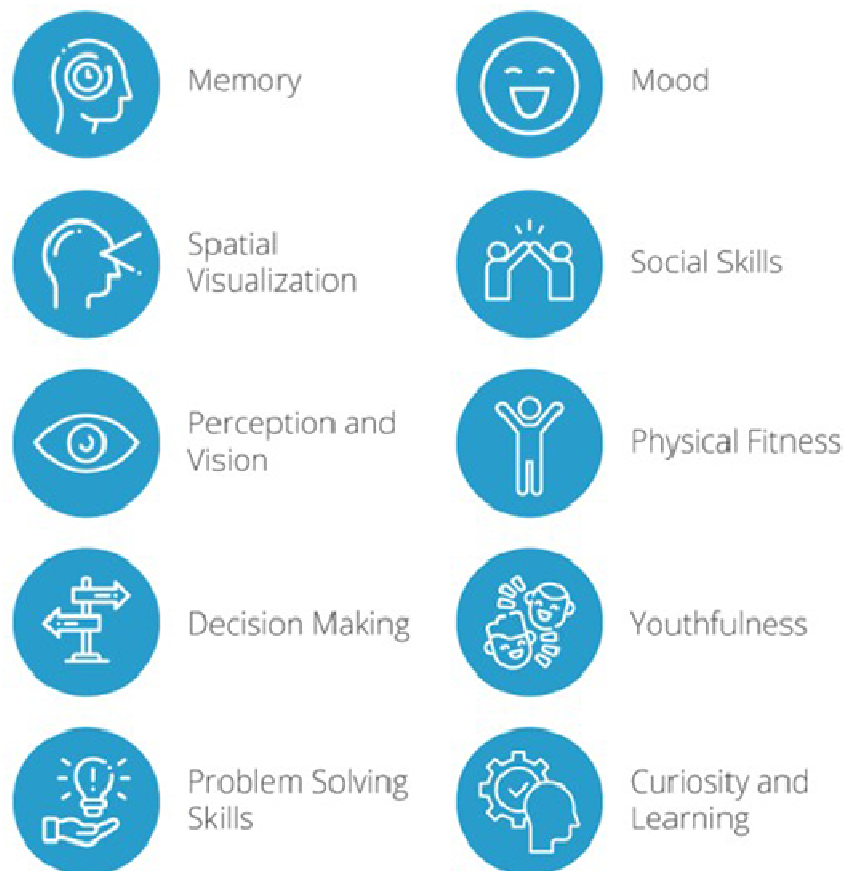


Fig 2.11 Gaming - positive element

2.3 GAMING CENSUX



Fig 2.22 Censux

CHAPTER 3

CASE STUDY

3.1 ARKNEMESIS GAMING

LOCATION : NUNGAMBAKAM,CHENNAI
TPOLOGY : GAMING HUB
PROJECT TYPE : PUBLIC SECTOR
AREA : 6500 SQ.FT

3.1.1 DESIGN APPROACH

It is one of the famous gaming hubs in chennai, with being the host of many game competitions. it is in the isphani centre mall in nungambakkam. The facility houses many screens connected to extreme gaming desktops, playstations, Xboxe. even 72 inch screens and projectors are used for gaming. other major facilities provided are cafeteria, lounge, pool table rooms, and toilet facilities. it is one of the major attractions to the people around and below the age of 25. surprisingly people around age 40 are also members of arknemesis club.

All the spaces are air conditioned with central air conditioning system. another major aspect of the space is the false ceiling and lighting. which creates a dark and at the same time energetic ambience which helps in the players to focus more on the games and for others people to concentrate more on the tasks they are doing. the lighting results in creating a focus on the aspects more than the surrounding spaces.

Open hours are from 12pm to 11pm every day, as the time of most customers. pool table room is only available for members of the club while all other gaming facilities could be used by any customers on hourly basis. Other than gaming screen other tv are used displaying game trailers, reviews and other gaming related advertisements, which are exactly not a disturbance for the people who visits. in case of 2 player tournaments, cafeteria seating is altered to setup a projector screen and number of seating accordingly. Pc systems network could be used for wlan multiplayer gaming or online gaming or even for single player campaign mode.

3.1.2 STRENGTH

Located in a high people traffic zone as between housing, educational and employment. centralised airconditioning helps in reduced cost for air conditioning. Spatial division using platform level differences. ambient lighting. cafeteria with ample amount of seating for dining and waiting. False ceiling designing merges the activity into the whole spaces.

3.1.3 WEAKNESS

No natural lighting and ventilation. spaces allocated close, resulting in rare pedestrian traffic difficulty. Polished flooring in cafeteria, in case of wet floors dangerous. toilet facility not ample. path to toilet spaces also come in contact with staff only areas. No facility for large competitions without compromising cafeteria space.

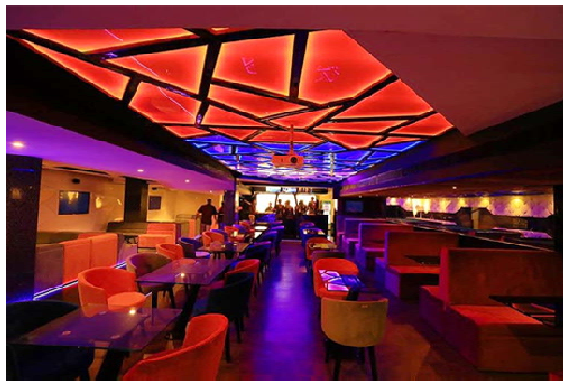


Fig 3.1 Cafe

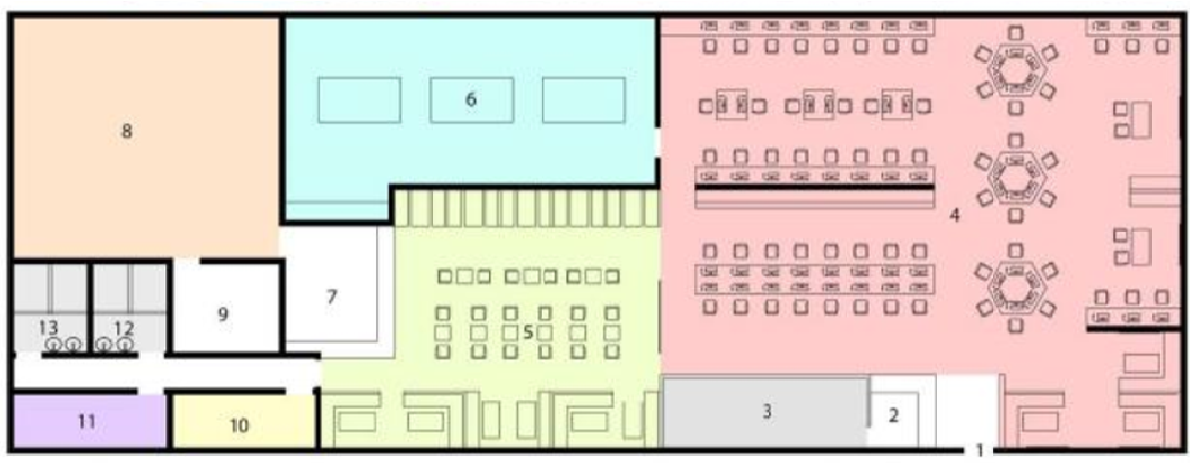


Fig 3.2 Gaming



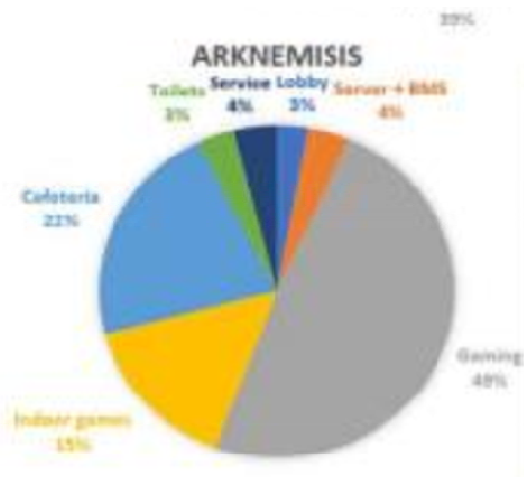
Fig 3.3 Arknemesis gaming

3.1.4 PLAN



- 1) entry,exit 2)reception 3)staff, network control 4)gaming area 5)cafeteria seating 6)pool table room 7)serving counter 8)kitchen 9)kitchen storage 10)staffs locker room 11)server room 12)gents toilet 13)ladies toilet

3.1.5 SPACES



Reception	5.5 M ²
Lobby	7.5 M ²
Server + BMS	17.5 M ²
Gaming area	225 M ²
Indoor	70 M ²
Cafeteria counter	16.5 M ²
Dining	85.5 M ²
Kitchen + store	70 M ²
Toilets	15.6 M ²
Electrical	8.6 M ²
Staff	9.25 M ²
Total	530 M ²
Total + circulation + etc.	595 M ²

3.1.6 INFERENCE

Located in highly dense traffic and business zone inside shopping mall. As it is located inside a shopping mall, more than vehicular traffic, pedestrian traffic matters one should step down to the basement floor to reach the gaming hub. No landscaping. Zoning done based on the mindset of customers majorly focusing them to the gaming area while providing cafeteria close to it but still not disturbing each other. No natural lighting completely artificial lighting. No natural ventilation provided internal atmosphere is controlled by AHU to maintain the comfort range. Well provided ambience for the gaming hub provided by false ceiling design and ambient lighting

3.2 PIXAR ANIMATION STUDIO

LOCATION : emeryville, california

TPOLOGY : campus

AREA : 218,000 sq.ft

3.2.1 DESIGN APPROACH

Building has one main entry that leads to the atrium, the large atrium that acts as epicentre of the facility designed so that company's different workers would interact in the coffee breaks and lunch. All spaces are evenly distributed around the atrium so it can be easily accessed mainly the gathering spaces such as cafe, screening theatres, gaming area and conference rooms.

The park of this 20-acre campus site takes the form of a sculpted rolling lawn forested with a number of native and exotic species. To provide the ideal workplace the park includes a basketball court, an amphitheatre, benches and tables, a volleyball court, a chef's garden, a swimming pool, and a jogging trail. The campus included 3 screening theatres, conference facilities, office, cafe, lounge, central atrium and a site with an amphitheatre and parking. The 200,000 square foot facility is a two storey, steel and masonry building which houses 600 employees and is master planned with the capacity to expand to more than 1000 employees.

This cutting edge building is intended to reflect a contemporary industrial aesthetic. The material of the bread blasted steel, hand laid brick and exposed tongue and groove structural spruce deck established the design vocabulary influencing all lighting selection. The lighting is exposed and expressed as a part of the architecture or an industrial compliment to it. Welcoming the visitors and staffs at the centre of the building is a 2 story day lit atrium. Steel floating bridges and stairs are silhouetted against illuminated brick wall.

3.2.2 STRENGTH

peaceful atmosphere created by landscaping considering the surrounding area, merging of outside with inside, spacious and open. mixing of vertical and horizontal spaces, well ventilated. single side planning along the corridor.

3.2.3 WEAKNESS

Any sound created in the atrium may affect the spaces around it.



Fig 3.4 Pixar studio

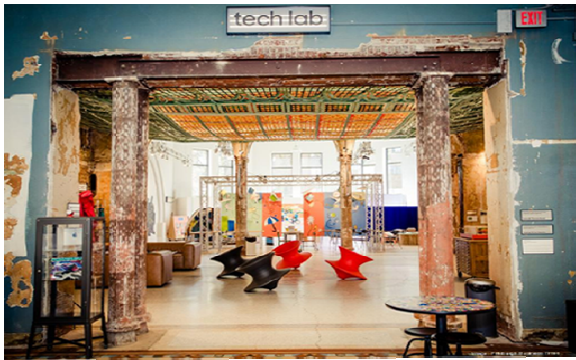


Fig 3.5 Tech lab

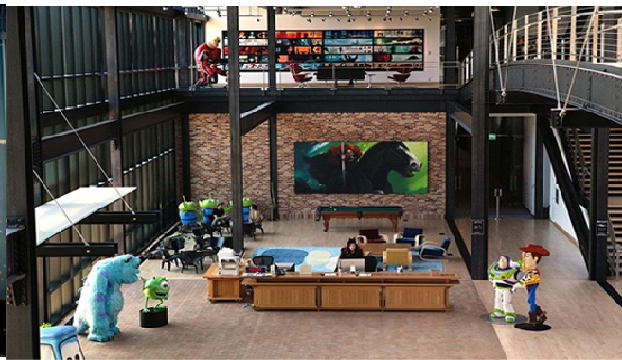
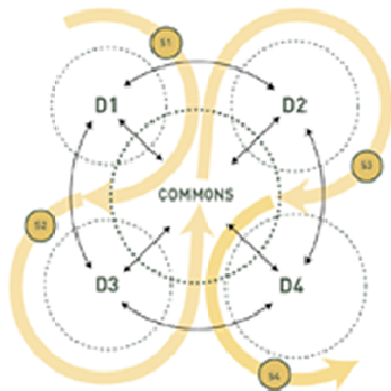
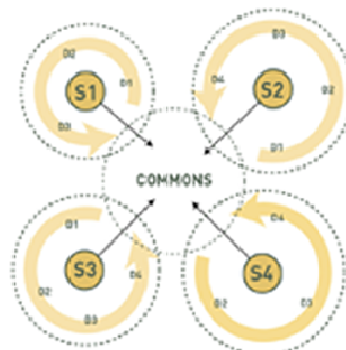


Fig 3.6 Lobby

ORGANIZATION - INTERACTION AND IDENTITY

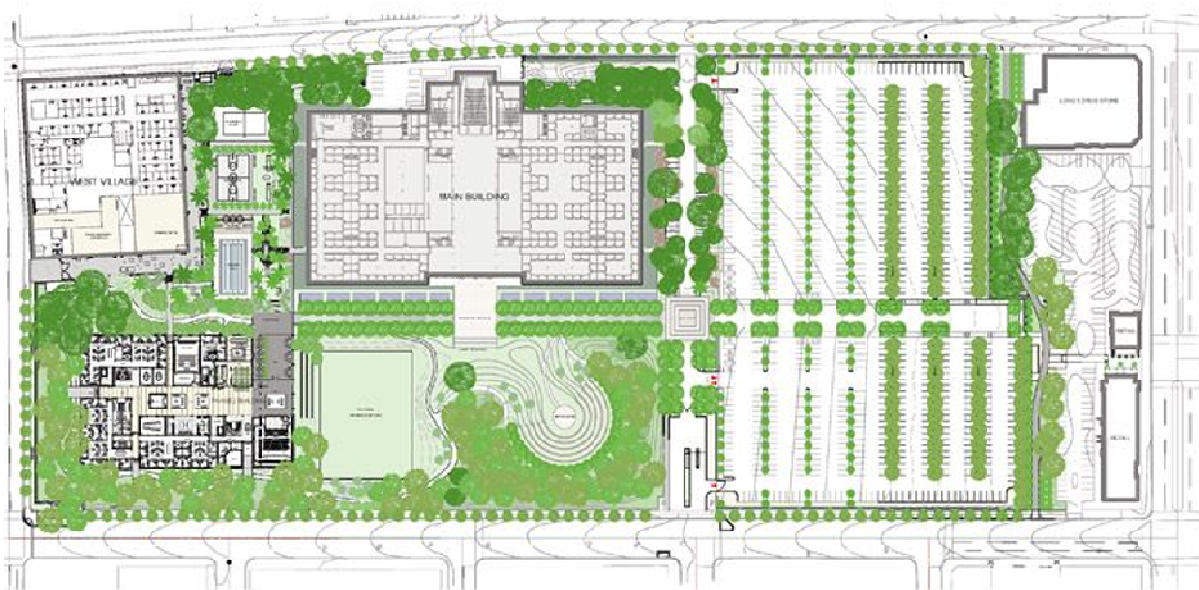


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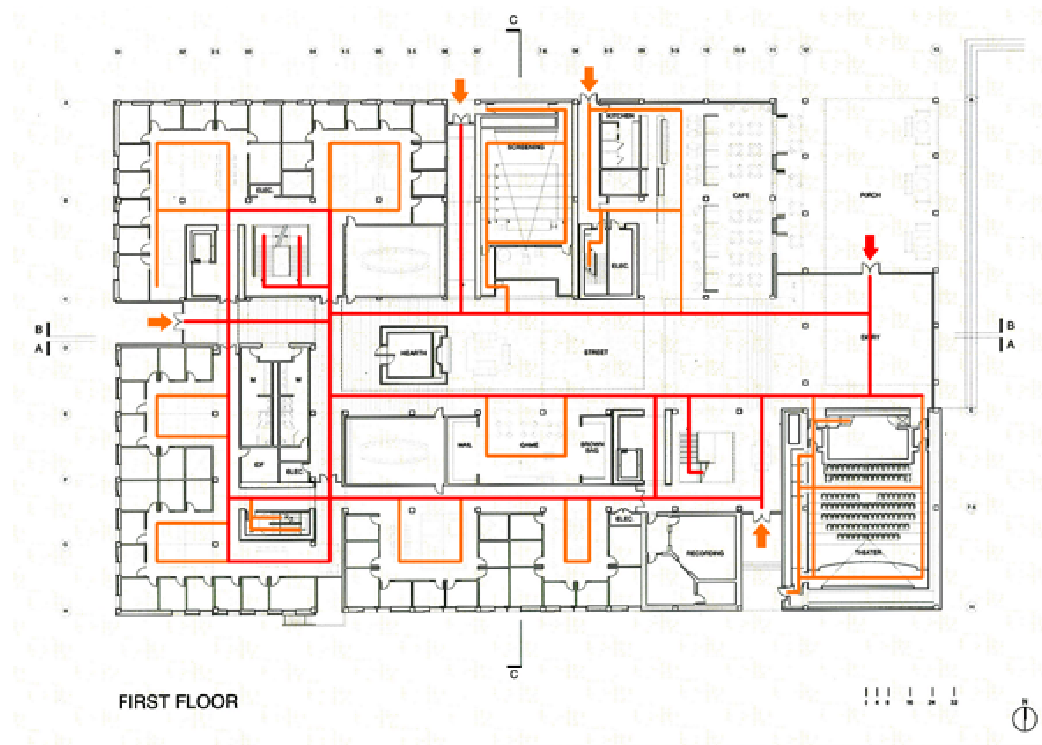
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3.2.4 PLAN

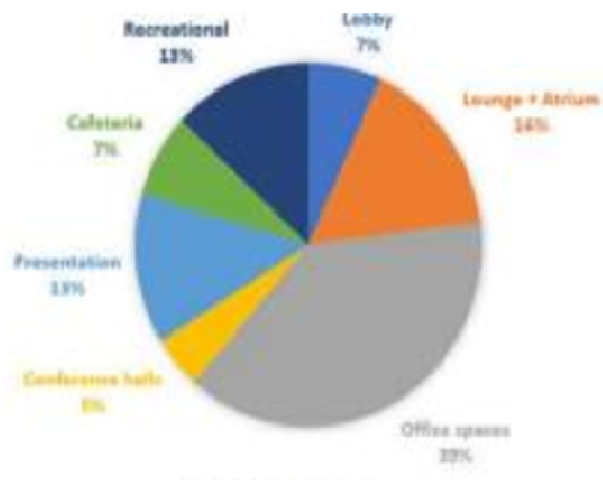


PIXAR PHASE 2 | ILLUSTRATIVE PLAN

MARCH 23, 2009



3.2.5 SPACES



Lobby	110 M ²
Lounge + atrium	260 M ²
Department 1	240 M ²
Department 2	235 M ²
Department 3	145 M ²
Conference halls	75 M ²
Screening rooms	95 M ²
Toilets	35 M ²
Audio studio	45 M ²
Recreational	60 M ²
Theatre	120 M ²
Cafeteria	120 M ²
Preparation	20 M ²
Porch	150 M ²
Total	1710 M ²
Total + circulation + etc.	2215 M ²

3.2.6 INFERENCE

Location in the dense city of California having all the necessary infrastructure in the surroundings. Access to the site is provided in 2 sides with ample amount of parking, from there pedestrian paths lead to the buildings. Well planned and designed landscaping area - with many seating areas and walk ways. Zoning considering the flow direction of animation process and each space is positioned with connecting corridors enclosing an atrium space for recreational activities. Very well naturally lit as the facades are completely glazed to get maximum natural lighting into the building creating a healthy environment. No natural ventilation. Interior atmosphere is controlled by A/C to maintain a constant atmosphere inside. Also helping the work space in preventing air pollution. Professional working space with nonvisual disturbances at the same time providing with good spatial quality.

3.3 NATIONAL VIDEOGAME MUSEUM

LOCATION : Frisco, Texas, United States

TYPOLOGY : gaming museum

TYPE : Public sector

AREA : 10,000 SQ.FT

3.3.1 DESIGN APPROACH

The National Videogame Museum is the only museum in America dedicated to the history of the video game industry. Its archive is unparalleled in size and comprised of dozens of one-of-a-kind artifacts, in addition to more than 100,000 pieces of video game hardware, software, documentation, and memorabilia. Here are five fun facts I learned at the National Videogame Museum. When you walk into the museum, you are greeted with a timeline of over 50 different game systems from 1972's Magnavox Odyssey to the current consoles from Nintendo, Sony, and Microsoft. Visitors can play everything from classic Pong to the new Super Mario Maker. Museum highlights include a "Timeline of Consoles" exhibit, featuring video consoles as they evolved over the decades, and "Pixel Dreams," a re-creation of an 80's arcade with playable games from that era.

The museum not only shows the history of the video games from Pong to virtual reality, it shows how important marketing has played in the industry. There were walls and walls of examples of Second and Third Party games, home and commercial consoles, and thousands of promotional items from t-shirts to buttons.

There is a gift shop at the museum, but many of video game related items can be purchased other places for less. There were also items that had the museum's logo such as magnets and pins, but the t-shirts were by far the cleverest of their merchandise items, and not badly priced. The Museum houses nearly 400 exhibits including over 80 playable games spanning from the 1970s to the present day, including unreleased games still in development. Visitors can discover over 300 fascinating objects of videogames history including unique hardware, first editions, memorabilia and other treasures from our 5,000 object Collection that is housed with the University of Nottingham.

3.3.2 INFERENCE

The information and as many of the physical artifacts as possible are presented to the public in an entertaining and informative way. The museum includes classic video game arcade machines in an arcade setting, games on different video game consoles in a living room setting, games on historic computers, exhibits on the history of the industry, artifacts and memorabilia about the video game industry. One of the museum's goals is to have visitors experience the games, so there are many interactive displays which feature playable games.



Fig 3.7 Mario



Fig 3.8 Games



Fig 3.9 Gaming area

3.4 FUSION ARENA

LOCATION : Frisco, Texas, United States

TPOLOGY : gaming museum

TYPE : Public sector

AREA : 10,000 SQ.FT

3.4.1 DESIGN APPROACH

Dubbed Fusion Arena, the project will be the home of the Philadelphia Fusion esports franchise as the largest esports venue in the western hemisphere. The arena was made to be the first of its kind for next-generation consumers.

Designed to reference gaming hardware, the building features an angular 6,000-square-foot, 30-foot-tall entrance hall that will greet visitors. It will offer unique seating experiences such as balcony bars, club seats with USB ports, flexible loge boxes and exclusive suites. Additionally, nearly 10,000 square feet will be dedicated to a training facility, broadcast studio and team offices. Fusion Esports Arena is designed to become a ground zero for the esports industry in North America and the Western Hemisphere in particular. The estimated cost of the Fusion Arena is \$50 million and would also cover premium training amenities, in their quality similar to professional NBA training facilities.

The seating bowl would be able to seat 3,500 people on customized chairs with USB ports or in private lounges with individual game stats being delivered to patrons in real time. Eliciting the venue's first wow is the arena's exterior, a sleek and dynamic skin that draws inspiration from the hardware powering esports' meteoric rise around the globe. Once inside, visitors pass through a captivating 6,000-square-foot lobby with 2,000 square feet of interactive media surface displaying overhead.

The heart of the facility is a 25,000-square-foot, theatre-style event space, one flanked by bird's-eye social areas on each side and dynamic views back to the stage. Other viewing experiences include two balcony bars, club seats with USB ports, flexible loge boxes and exclusive suites. Nearly 10,000 square feet of behind-the-scenes space acts as the central nervous system of the venue, housing a training facility, state-of-the-art broadcast studio and offices, among other areas. Taken all together, Fusion Arena's design sets a new standard for the sport. The high-tech hub will power the Fusion's continued rise through year-round recruiting, training and competing.

3.4.2 INFERENCE

It was vital to design Fusion Arena's sightlines, seating bowl, size and scale of screens and stage in a purposeful manner to create a new, immersive experience that meets the demands of fans already accustomed to consuming high-end digital content. Fusion Arena must be flexible enough to grow with the sport, its many gaming genres as well as technological enhancements over the next decade. Knowing the venue needed to focus on digital entertainment, Fusion Arena's event theater hosts two shows simultaneously by having players front and center while also providing intimate views to the action on screen.



Fig 3.10 Fusion arena

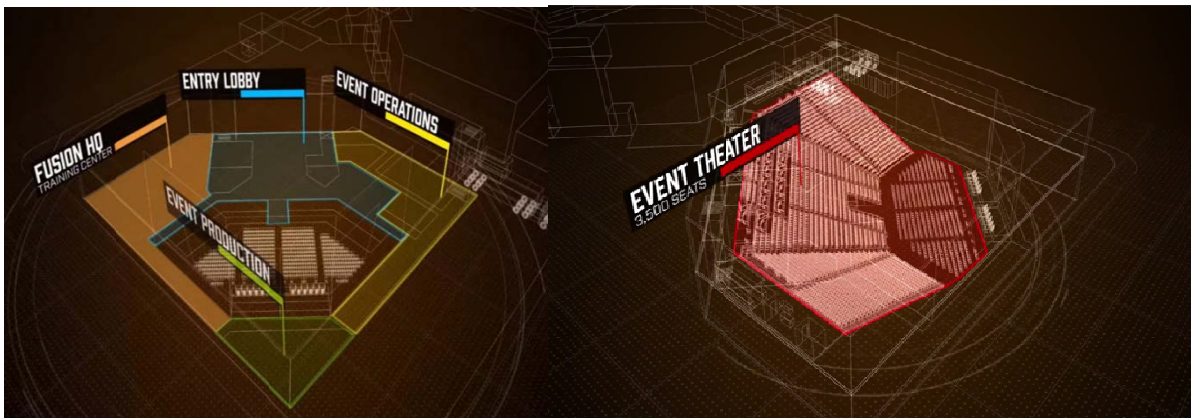


Fig 3.11 Spaces

3.5 COMPARITIVE ANALYSIS

COMPARITIVE ANALYSIS

CASE STUDY	NAME	TPOLOGY	AREA	LOCATION	ZONING	INFERENCE
	ARKNEMESIS	GAMING HUB + CAFE	6500 SQ.FT	LOCATED IN HIGHLY DENSED TRAFFIC AND BUSINESS ZONE,INSIDE SHOPPING MALL.	ZONING DONE BASED ON THE MINDSET OF CUSTOMERS MAJORLY FOCUSING THEM TO THE GAMING AREA WHILE PROVIDING CAFETERIA CLOSE TO IT BUT STILL NOT DISTURBING EACH OTHER.	ARTIFICIAL LIGHTING PLAYS A MAJOR ROLE IN BRINGING THE AMBIENCE. COMBINING CAFETERIA WITH THE GAMING HUB ADDS EXTRA SCOPE TO THE DESIGN.BOTH THE SPACES DO NOT INTERFERE IN THE FUNCTIONS OF EACH OTHER.
	PIXAR ANIMATION STUDIO	GAME DEVELOPEMENT STUDIO	218,000 SQ.FT	LOCATED IN THE DENSE CITY OF CALIFORNIA HAVING ALL THE NECESSARY INFRA-STRUCTURE IN THE SURROUNDINGS.	ZONING CONSIDERING THE FLOW DIRECTION OF ANIMATION PROCESS AND EACH SPACES ARE POSITIONED WITH CONNECTING CORRIDORS ENCLOSING AN ATRIUM SPACE FOR RECREATIONAL ACTIVITIES	WORKING SPACES ARE DESIGNED IN SUCH A WAY TO AVOID VISUAL DISTURBANCE, HOWEVER PROVIDING GOOD SPATIAL QUALITY,PROVIDING THEM WITH SUITABLE RECREATIONAL SPACES IN THE OUTDOORS.THE SPACE IS LIT WITH NATURAL LIGHT. HOWEVER AIR POLLUTION IS PREVENTED AND CENTRALIZED C IS PROVIDED.
	NATIONAL VIDEO GAME MUSEUM	GAMING MUSEUM	10,000 SQ.FT	LOCATED IN THE DENSE CITY FRISCO, TEXAS, UNITED STATES.A SUITABLE SUPPORT ATTRACTING PEOPLE.	ZONING IS DONE IN DIFFERENT STAGES BASED ON THE HISTORY AND EVOLUTION OF VIDEOGAMES IN ACCORDANCE WITH THE DEVICES,GAMES AND CONTROLS. STORES ARE ALSO AVAILABLE FOR GAMING CASSETTES,T SHIRTS AND OTHERS RELATED TO GAMING	THE MAIN AIM OF THE MUSEUM WAS NOT JUST TO HAVE THE DISPLAY, BUT TO GIVE THE VISITORS AN EXPERIENCE SO THERE ARE MANY INTERACTIVE DISPLAYS WHICH FEATURES PLAYABLE GAMES.
	FUSION ARENA	E-SPORTS ARENA	6,500 SQ.FT	IT IS LOCATED IN PHILADELPHIA, PENNSYLVANIA	FUSION ARENA IS DIVIDED INTO EVENT THEATRE,TRAINING AREA,EVENT OPERATIONS AND EVENT PRODUCTION SPACES.	IT WAS VITAL TO DESIGN FUSION ARENA'S SIGHTLINES, SEATING BOWL, SIZE AND SCALE OF SCREENS AND STAGE IN A PURPOSEFUL MANNER TO CREATE A NEW, IMMERSIVE EXPERIENCE THAT MEETS THE DEMANDS OF FANS ALREADY ACQUSTOMED TO CONSUMING HIGH-END DIGITAL CONTENT. FUSION ARENA MUST BE FLEXIBLE ENOUGH TO GROW WITH THE SPORT, ITS MANY GAMING GENRES AS WELL AS TECHNOLOGICAL ENHANCEMENTS OVER THE NEXT DECADE.

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Plate 3.1 : comparative analysis

CHAPTER 4

SITE STUDY AND ANALYSIS

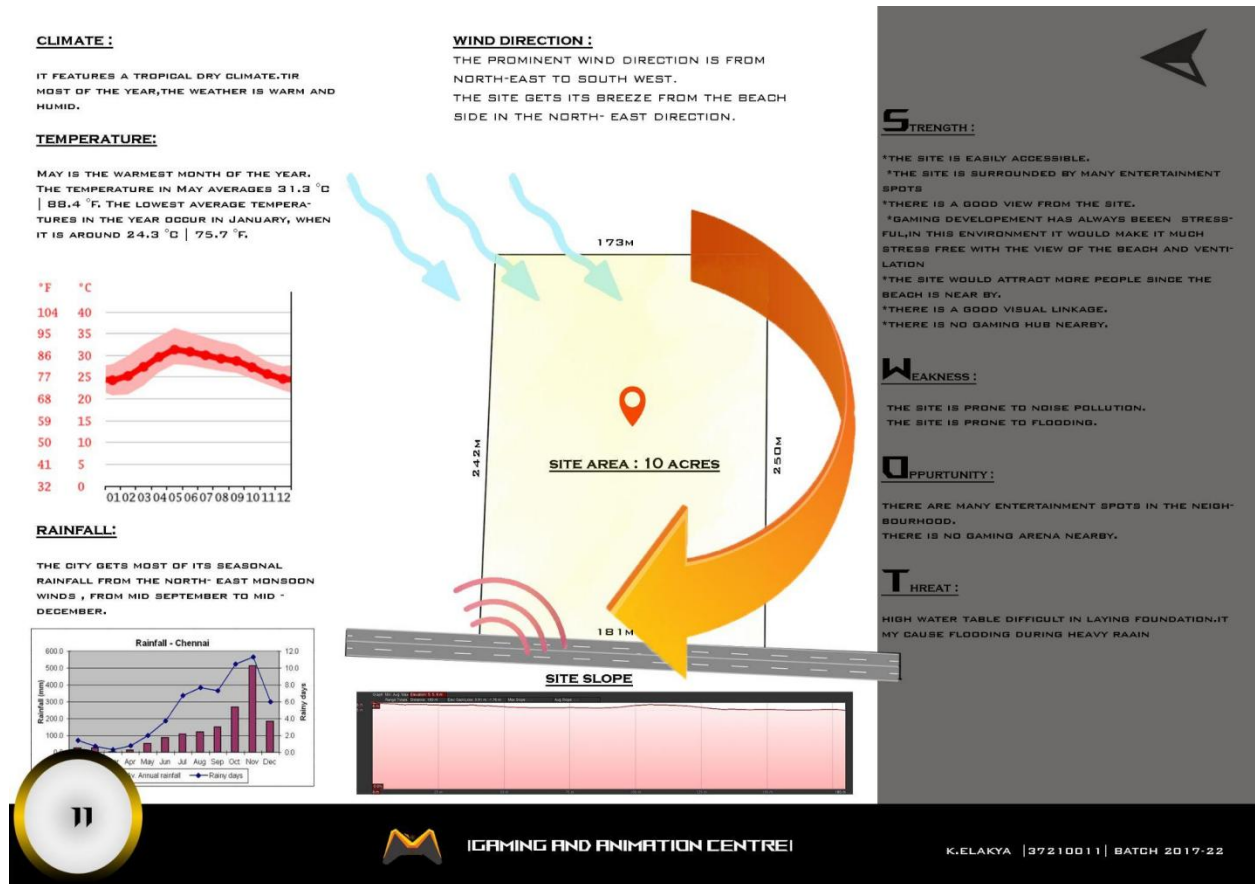


Plate 4.1 : Site study and analysis

CHAPTER 5

ARCHITECTURAL DESIGN

5.1 SPATIAL REQUIREMENTS

AREA STATEMENT

TOTAL SITE AREA = 43,802 SQ.M = 10 ACRES

FSI = 1.5
= 65,703 SQ.M

OSR = 10%
= 4380 SQ.M

<u>S . NO</u>	<u>KEYZONES</u>	<u>INDIVIDUAL SPACE</u>	<u>AREA SQ.M</u>
1	GAMING MUSEUM	LOBBY	100
		TICKET COUNTER*3	30
		DISPLAY AREA	400
		AHU	10
		ADMIN	15
		LEARNING CENTER	140
		PROJECTOR ROOM	150
		GAME CD SHOP	60
		MALE TOILET	21
		FEMALE TOILET	21
		GAMING DEVICE SHOP	60
		T-SHIRT SHOP	55
2	GAMING HUB	LOBBY	220
		TICKET COUNTER * 4	40
		INDOOR GAMING	220
		PS GAMING	220
		NETWORK AND SECURITY	15
		ELECTRICAL ROOM	10
		AHU*2	15
		ADMIN	20
		RECORD ROOM	10
		STAFF DINING	15
		VR GAMING	200
		MALE TOILET*2	40
		FEMALE TOILET*2	40
		STAFF ROOM	32

3	OFFICE	RECEPTION	100
		LOBBY*2	300
		LIBRARY	250
		CAFETERIA	380
		MALE TOILET*2	50
		FEMALE TOILET*2	50
		RECREATION	80
		ADMIN ROOM	36
		MD ROOM	20
		CONFERENCE ROOM	30
		WORKSPACE *2	110
		HR ROOM	16
		CONCEPT ROOM	30
		AUDIO RECORD ROOM	30
		WRITERS + ARTIST ROOM	20
		GAME LAUNCH ROOM	65
		STORAGE ROOM	18
		RECORDS ROOM	18
		STAFF LOCKER ROOM	20
4	E-SPORTS ARENA	LOBBY	180
		TICKET COUNTER*2	8
		PERFORMER ENTRY	55
		ADMIN	5
		BAGGAGE COUNTER*2	8
		BACK STAGE	90
		STAGE	110
		AHU	9
		NETWORK AND SECURITY	10
		PRACTICE ROOM	15
		PERFORMER LOBBY	64
		MALE TOILET	20
		FEMALE TOILET	20
		SEATING	360
5	CAFETERIA	DINNING*2	800
		GAMING AREA*2	112
		KITCHEN	90
		SEMI-OPEN DINING	112.5
		PANTRY	40
		COUNTER	30
		MALE TOILET*2	50
		FEMALE TOILET*2	50

5.2 CONCEPT

CONCEPT :



•THE CONCEPT IS TAKEN FROM THE FOUR CONTROLS OF A GAMING CONTROL DEVICE.

•EACH OF THE FOUR CONTROLS, DEPICTS A SPACE HERE

•THE FOUR SPACES HERE ARE INTERLINKED,EACH OF WHICH HAS A SPECIFIC FUNCTION

- E-SPORTS ARENA 
- GAMING MUSEUM 
- GAMING HUB 
- CAFE 

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INCORPORATION OF GREEN SPACE AND WATER BODIES:

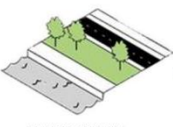
•NATURAL AREAS HELPS TO REDUCE MENTAL FATIGUE AND RESTORE FOCUS.

•VIDEO GAMING LEADS TO A MENTAL STRESS AND MENTAL PRESSURE,IT CAN BE REDUCED BY INCORPRATING MORE OF GREEN SPACE AND WATER BODIES.

GREEN SPACE AND MENTAL HEALTH :

•GREEN SPACES CAN REDUCE STRESS • WHICH HAS BEEN LINKED CLOSELY BOTH MENTAL AND PHYSICAL WELLBEING, AND THE DEVELOPMENT OF ILLNESS.

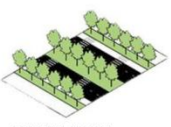
• SYNTHESIS SUGGESTS BENEFICIAL ASSOCIATIONS BETWEEN GREEN SPACE EXPOSURE AND REDUCED STRESS, POSITIVE MOOD, LESS DEPRESSIVE SYMPTOMS, BETTER EMOTIONAL WELL-BEING, IMPROVED MENTAL HEALTH AND BEHAVIOUR, AND DECREASED PSYCHOLOGICAL DISTRESS



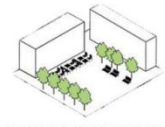
GREENS ALONG THE ROADS



PARKS



GREENS ALONG THE PARKING



GREEN SPACE SURROUNDING THE BUILDINGS AND INTERIORS

WATER BODY AND MENTAL HEALTH :

WATER BODIES ENABLES A PSYCHOLOGICAL RESPONSE FROM INDIVIDUALS AND TRIGGERS SENSES SUCH AS SIGHT, SMELL, AND HEARING.

•WATER IS ONE OF THE MECHANISMS THAT HAS BEEN STUDIED AND PROVEN TO REDUCE STRESS IN INDIVIDUALS.

•WATER, AN ELEMENT OF NATURE, PROMOTES AN OVERALL FEEL OF RELAXATION AND CALMNESS. THE BRAIN BECOMES CONSCIOUS OF THE RHYTHMIC SOUND OF WATER SPLASHING AGAINST ITSELF AND THE SOOTHING, SWAYING MOTION OF THE WATER





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Plate 5.1 : Concept

5.3 DETAILED DRAWINGS

5.3.1 Site plan:



Plate 5.2 : Site plan



Plate 5.3 : Cafe



Plate 5.4 : Gaming hub

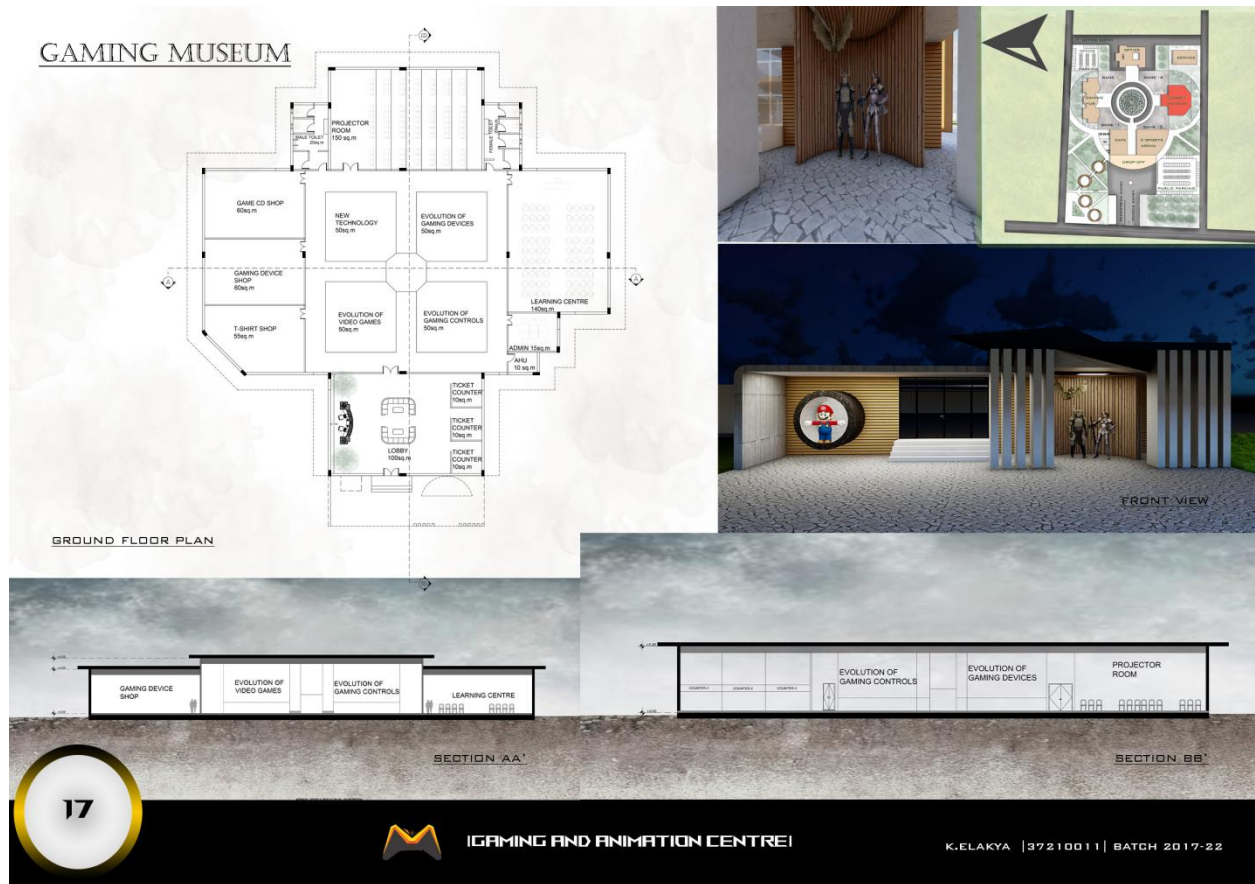


Plate 5.5 : Gaming Museum

OFFICE



Plate 5.6 : Office



Plate 5.7 : E-Sports Arena

5.4 VIEWS:



THE DRAGON AND THE MAZE



DROP-OFF PAVILION



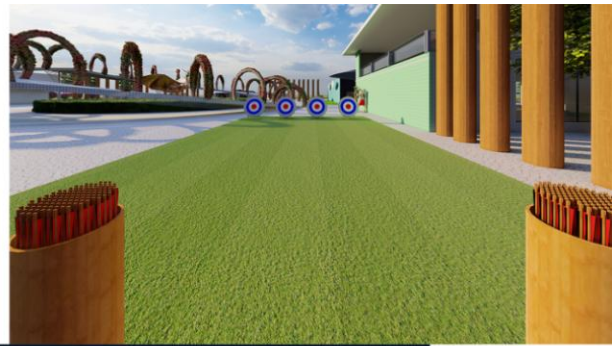
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Plate 5.8 : Views



ANGRY BIRD PHOTOBOOTH



ARCHERY



DROP-OFF PAVILION



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Plate 5.9 : Views