

SCHOOL OF ARCHITECTURE, DESIGN & URBANISM

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SUCCESSFUL CONDUCT OF BATCH – 1 THESIS DESIGN JURY AT THE DEPARTMENT OF ARCHITECTURE, SCHOOL OF ARCHITECTURE, DESIGN AND URBANISM, THE INSTITUTE FOR ART AND CULTURE, LAHORE



June 4, 2024 marked a significant milestone in the academic journey of aspiring architects at the Department of Architecture, School of Architecture, Design and Urbanism, The Institute for Art and Culture, Lahore, as the annual architectural thesis jury concluded successfully. Held in the esteemed Department of Architecture, the event showcased the culmination of months of rigorous research, design exploration, and creativity by graduating students.

The juries were conducted by 17 renowned academicians and distinguished practicing architects, who convened to evaluate the projects presented by the graduating batch. Each student presented their thesis, demonstrating mastery over various aspects of architectural design, sustainability, urban planning, and innovative construction techniques.

Dr. Munazza Akhtar (PhD Canada), the Chairperson of the Department of Architecture, University of Engineering and Technology, Lahore, and a renowned architect, praised the students for their ingenuity and depth of analysis in addressing contemporary challenges through their projects.

Similarly, **Dr. Amna Jehangir** (PhD UK), Associate Professor (UOL), appreciated that the designs encompassed a wide array of themes, ranging from adaptive reuse of historical structures to sustainable urban planning solutions for future cities.

Moreover, **Prof. Dr. Sabahat Arif** (PhD UET), Lahore appreciated the rigorous efforts of the students, their design philosophy, selection of local case studies, building typology, and its relevance to the context of Pakistan, as well as the verbal explanation of the architectural students.

Ar. Farhana Naz, a renowned designer and Chairperson of the Department of Interior Design at the Lahore College for Women University, appreciated the students understanding of the projects and their grounded and well-thought-out executions.

Furthermore, **Ar. Zille Hussain Kazmi** – a senior and leading practicing architect from Lahore – appreciated the designs by evaluating the case studies, structure of the

building, and practicalities of the project. "This year's thesis presentations have truly impressed us with their depth of research and innovative thinking," remarked **Ar. Shahid Jamal** – Chairperson of the Lahore Chapter of Institute of Architects Pakistan. He further added that "the students have shown remarkable potential in integrating advanced design principles with practical solutions that address real-world issues." He made a few useful suggestions for improvements in futuristic prospects.

Lastly, **Ar. Pervaiz Iqbal**, a renowned architect of Lahore, appreciated the presentations and management of juries. He suggested to focus on more practical aspects in future projects.

The event not only celebrated academic achievement but also provided a platform for students to receive critical feedback from industry experts, helping them refine their projects further before entering the professional realm. The juries' constructive critiques and insights into emerging trends in architecture will undoubtedly shape the future careers of these budding architects. The successful conduct of the architectural thesis jury underscores Department of Architecture, Institute for Art and Culture's commitment to nurturing creative excellence and pushing the boundaries of architectural discourse. It reinforces the institution's reputation as a leading hub for architectural education, where students are encouraged to explore innovative ideas and contribute meaningfully to the built environment.

The event was graced by the respected Chancellor of the Institute for Art and Culture, Lahore, **Mr. Muhammad Faisal Janjua**, and concluded with the distribution of shields to the esteemed jurors.

At the end, both graduating students and jurors expressed their gratitude for **Prof. Dr. Muhammad Yusuf Awan**, Dean School of Architecture, Design and Urbanism; **Ar. Dr. Danyal Ahmed**, HOD Architecture and **Ms. Samra Shahid**, Controller of Examinations, for successful conduction of the whole event.

STUDY VISIT TO KOHINOOR TEXTILE MILLS MISS ZAHRA KAZMI/ SEMESTER IV

The students of the Interior Design Department at the School of Architecture, Design, and Urbanism embarked on an educational tour to Kohinoor Textile Mills, guided by Zahra Kazmi and supported by KTML's management team. This visit was an integral part of their "Textiles in Interiors" course, designed to provide hands-on learning experiences related to textile manufacturing.



Upon arrival, the students were welcomed by KTML's team, who facilitated an in-depth tour of the facility. The tour began at the spinning unit, where students observed the intricate processes involved in transforming raw materials into yarn. The next stage took the students to the carding and spinning machines, where they saw firsthand how fibers are disentangled, cleaned, and interlaced to form continuous strands of yarn.

As the tour progressed, the students visited the weaving and processing areas. Here, they witnessed the transformation of yarn into fabric through the weaving process. The rhythmic motion of the looms and the meticulous attention to detail in the processing stage demonstrated the complexity and skill involved in producing high-quality fabrics. Additionally, the students learned about the various treatments and finishing techniques used to enhance the durability, texture, and appearance of the fabrics.

One of the most engaging parts of the visit was the design and digital printing section. Students observed how modern technology integrates with traditional textile practices to

create innovative and aesthetically appealing designs. The digital printing process, in particular, showcased the blend of creativity and precision, allowing for intricate patterns and vibrant colors that cater to contemporary interior design needs.

Kohinoor Textile Mills Limited (KTML), a leader in the textile sector, has actively engaged in fostering industry-academia linkages including internship programs, collaborative research projects, curriculum development involving guest lectures, workshops, and training sessions. These collaborations between academic institutions and KTML are designed to bridge the gap between theoretical education

and practical industry experience. Such partnerships benefit in enhanced employability, practical skill development, industry trends exposure, networking opportunities, research, and innovation. These are crucial for preparing students for real-world challenges and ensuring a steady flow of skilled professionals into the textile industry.

The visit culminated in a Q&A session, where the students had the opportunity to interact with KTML's management. This session was an invaluable component of the tour, providing a platform for the students to discuss industry trends, challenges, and sustainability initiatives. The management team shared insights into the current and future directions of the textile industry, emphasizing the importance of sustainable practices, and innovation in maintaining a competitive edge.

The collaboration between KTML and an academic institution sets a strong foundation for future industry leaders. By integrating practical experience with academic learning, students are better equipped to drive innovation and efficiency in the textile industry. This partnership model serves as a benchmark for other sectors, demonstrating how industry-academia linkages can create a mutually beneficial ecosystem that nurtures talent and propels industry growth.

In summary, the industry-academia linkages fostered by Kohinoor Textile Mills Limited are instrumental in bridging the gap between theoretical education and practical industry

requirements. They not only enhance the employability and skill set of students but also contribute to the ongoing development and competitiveness of the textile industry.

INTERIOR THROUGH THE LENS OF DIGITAL MEDIUM – SIR HASHIM SAEED/ SEMESTER IV



Fourth-semester interior design students engaged in a creative workshop to develop software skills and create experimental interior spaces using digital tools. They blended design principles with artistic experimentation to craft imaginative environments transcending traditional and modern interiors.

Utilizing Photoshop for 2D exploration of color palettes and spatial coherence, and SketchUp for 3D aspects, they began by manipulating basic geometric shapes to establish a foundational framework.

Developing color palettes, textures, and materials played a critical role in defining surfaces and adding depth. Students used digital brushes and patterns to simulate various surfaces, and layering techniques to integrate different design elements cohesively yet abstractly. Color manipulation tools like Hue/Saturation and Gradient Maps were applied to evoke specific moods and atmospheres.

Experimentation with perspective and scale resulted in dynamic spaces, while non-traditional forms and unconventional color schemes enhanced the abstract quality.

Therefore, mastering digital tools through continuous experimentation and a willingness to explore can push the boundaries of conventional design aesthetics, preparing students for professional practices.

DESIGNING FOR ICONS: INTERIOR DESIGN STUDENTS CRAFT DREAM APARTMENTS FOR FAVORITE CELEBRITIES (MISS MEHREEN JUNAID/ II SEMESTER - INTERIOR DESIGN STUDIO I)



In an innovative and creative assignment, the Bachelor of Interior Design students at the Institute of Art and Culture (IAC) were challenged to bridge the gap between imagination and reality. The project tasked them with designing an apartment for their favorite personality or celebrity to stay in for roughly one month at the IAC University. This assignment aimed to test and enhance the students' analytical skills, conceptualization, and practical design. Students were required to conduct comprehensive research to understand their celebrity's personality traits, hobbies, likes, and dislikes. This analysis was crucial for creating personalized spaces for the personality.

DESIGNING THE PROGRAM AND CONCEPTUAL SKETCHES

From the personality analysis, students developed the program for the apartment. This involved determining the necessary functions and spaces within the apartment that would cater to the celebrity's lifestyle. To organize their thoughts, students created bubble diagrams and zoning plans. These tools helped in visualizing the spatial relationships and hierarchies within the apartment, ensuring a coherent flow from one space to another.



With a clear program in place, the next step was to produce conceptual sketches. These initial drawings served as a visual representation of the ideas and themes derived from the personality analysis. Students explored various design elements, from color schemes and furniture styles to lighting and decor, all tailored to reflect the essence of their chosen personality.

PRACTICE AND FINAL PLANS

As part of their process, students first created practice plans at a scale of $1/4" = 1'-0"$. These practice plans allowed them to experiment with different layouts and spatial arrangements on a manageable scale. After refining their designs, they proceeded to develop the final plans and models at a larger scale of $3/8" = 1'-0"$. This step up in scale enabled them to add more detail and precision to their designs, ensuring that every aspect of the apartment was thoroughly considered and accurately represented.

THE FINAL PRESENTATION

The culmination of this assignment was a detailed presentation of the designed apartment. Each student showcased their journey from personality analysis to the final livable plan, highlighting how each design decision was influenced by their understanding of the celebrity. These presentations not only demonstrated the students' creativity and technical skills but also their ability to empathize with and interpret another person's needs and desires. This assignment was more than just a design project; it was an exercise in creativity, empathy, and practical problem-solving.

INTRODUCTION TO CREATIVE ARTS SELECTED AND COMPILED BY: PROF. DR. M. YUSUF AWAN

(Arts and Humanities)

Creative arts encompass a broad range of disciplines that involve the expression of ideas, emotions, and creativity through various forms of visual, performing, and literary art. These disciplines allow individuals to explore and communicate their perspectives, experiences, and imaginations. Here are some of the key areas within the creative arts:

1. Visual Arts:

- **Painting:** The practice of applying pigment to a surface, such as canvas, paper, or walls, to create images or abstract expressions.
- **Sculpture:** The art of creating three-dimensional forms by carving, modeling, or assembling materials like stone, metal, wood, or clay.
- **Drawing:** The technique of making marks on a surface to represent objects, scenes, or abstract ideas using tools such as pencils, charcoal, or ink.
- **Photography:** The art of capturing images through a camera, focusing on composition, lighting, and subject matter.
- **Printmaking:** Techniques for producing multiple copies of artwork by printing from a specially prepared surface, such as a plate or block.
- **Digital Art:** Creating art using digital tools and software, including digital painting, illustration, and graphic design.

2. Performing Arts:

- **Theatre:** The art of writing, producing, and performing plays and dramas on stage, encompassing acting, directing, set design, and costume design.
- **Dance:** The expression of ideas and emotions through coordinated body movements, often accompanied by music, including ballet, contemporary, hip-hop, and folk dance.
- **Music:** The art of creating and performing music, including composing, singing, playing instruments, and conducting. It covers various genres like classical, jazz, rock, and electronic music.
- **Opera:** A form of theatrical performance that combines music, singing, and drama, often with elaborate staging and costumes.
- **Film and Video:** The creation of motion pictures and videos, involving directing, acting, cinematography, editing, and screenwriting.

