

Hostel Rooms

Prakash Kumar

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Guide: Neelakantan PK



भारतीय प्रौद्योगिकी संस्थान हैदराबाद
Indian Institute of Technology Hyderabad

Department of Design

May 2019

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I declare that this written submission represents my ideas in my own words, and where other's ideas or words have been included, I have adequately cited and referenced the original source. I also declare that I have adhered to all principles of academic honesty and integrity and have not misrepresented or fabricated or falsified any idea/data/fact/source in my submission. I understand that my violation of the above will be a cause for disciplinary action by the Institute and can also evoke penal action from the source that have this not been properly cited, or from whom proper permission has not been taken when needed.



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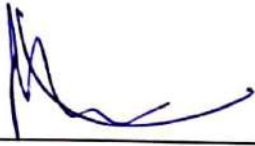
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This thesis entitled - Hostel room: Different strokes for different folks: Content photography project of IIT Hostel room by **Prakash Kumar** is approved for the degree of Master of Design from IIT Hyderabad.

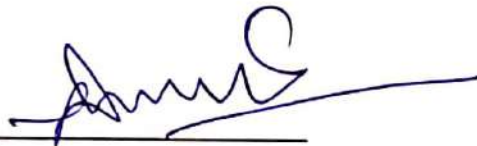


Dr. Neelakantan P.K



KRISHNA
MADHAVAN
PILLAI

External 1



Dr. Deepak John Mathew

HOD

External 2

Supervisor's Certificate

This is to certify the work entitled “ **Hostel room: Different strokes for different folks**” is bonafide of thesis work by Prakash Kumar under my supervision for his/her M. Design Degree.

Neelkantan P.K

Assistant professor
Department of Design
IIT Hyderabad

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Dedicated to my parents

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Abstract

This project is the output of the learning of photography. When we think about the room, we see it in 3D form. People create 3D structures of the room in software to see how it will look in real life. I was inspired by that and tried to create an IIT Hyderabad hostel room in miniature form through the medium of photography. When we remove the roof of the hostel room and go beyond how it is visible. I tried to create the 360-degree environment of the hostel room with flat 2D photography. This project I did it for my experience. I hope you will also experience the same by seeing this exhibition too.

In this process, the learning behind this project is, how to photography from a different perspective. Usually, people do the usual type of photography. I want it to do it in a different form and viewpoint. The result is a photography exhibition in which I am showing the recreation of the hostel room in a small type and study the mood and environment of the rooms.

1 Introduction

1.1 Introduction

This project was a step towards understanding the new form of photography art as well as an understanding of physical facilities provided to the hosteller and also studying and capturing the mood and environment of the hostel room through the medium of photography. This project was also done to identify the pattern and behavior of different people living in the same kind of space as I said in the same type of space because in IIITH hostel every room has the same area and the same dimension, but the way of living of students is almost different in the hostel. They use that same space differently. In IITH Hostels, every student has individual Room, and that room belongs to that person because the room is the reflection of yourself. When you enter in some, then you either criticize or pass good comments. In the first look of the room, you start judging people according to their way of living. Room arrangement and decoration show or creates your image to another person. It also depends upon one can be their self, which explains that it does not matter what people think about me and my way of living. Its belong to me, and it's me who have to decide how I have to live and make my surrounding liveable. It's also can be my identity, which explains me and my nature of living.

Items that we keep in our room space also tells our story. Items like 'Personal,' 'Professional,' and 'Daily uses things.'

Initially, this project intention was to understand the space and how people make any space liveable according to their habitat and wish. For that, I was planning to do infographics on hostel rooms to identify various things such as;

- What kind of extra furniture students is using?
- What things are they using to decorate their rooms?
- How they arrange their furniture which is their own and the furniture given by the hostel authorities?
- What is the reason behind that arrangement?
- How usually they clean their room, etc.?

I was planning to capture these areas and present them in the form of infographics. But after the review and discussion with the faculties, this concept is change and converted into the new way toward the medium of photography. So after the frequent talks with my guide, Dr. Neelakantan project came to the point that photography will be suitable for the theme as well as the project.

The discussion made me realize that photography is the right medium, and it will do justice to the project. Because photography is a picture language, which is the newest version of the oldest version of graphic communication, unlike spoken or written words, it is a form of communication which can be understood internationally. This, it gave me the added meaning and added the purpose of a photo and added a photographer. Since the pictures can be interpreted so widely or should we be concerned that what we have to say is worth saying and can we say it well.

The essential purpose of photography is communication. People take pictures entirely to please themselves. Most of us choose them because we want them to be seen by others. We are compelled to inform, educate, entertain, improve, or share some experiences with others. Therefore, I choose photography as a medium because it justifies the purpose of the project. Its purpose is to document my project. Documentary photography is to either educate people or enable them to make the right decisions.

I started exploring clicking photographs of rooms from different angles and different views. I wanted to click the full picture of the room as much as possible, but lots of disturbance came while shooting photos, and the quality of the images is not coming good. Initially, I was using a GoPro camera to capture the whole room because it is a wide angle. So that I can capture the full image of the room,

its actually capturing full room but the picture is getting distorted too much.

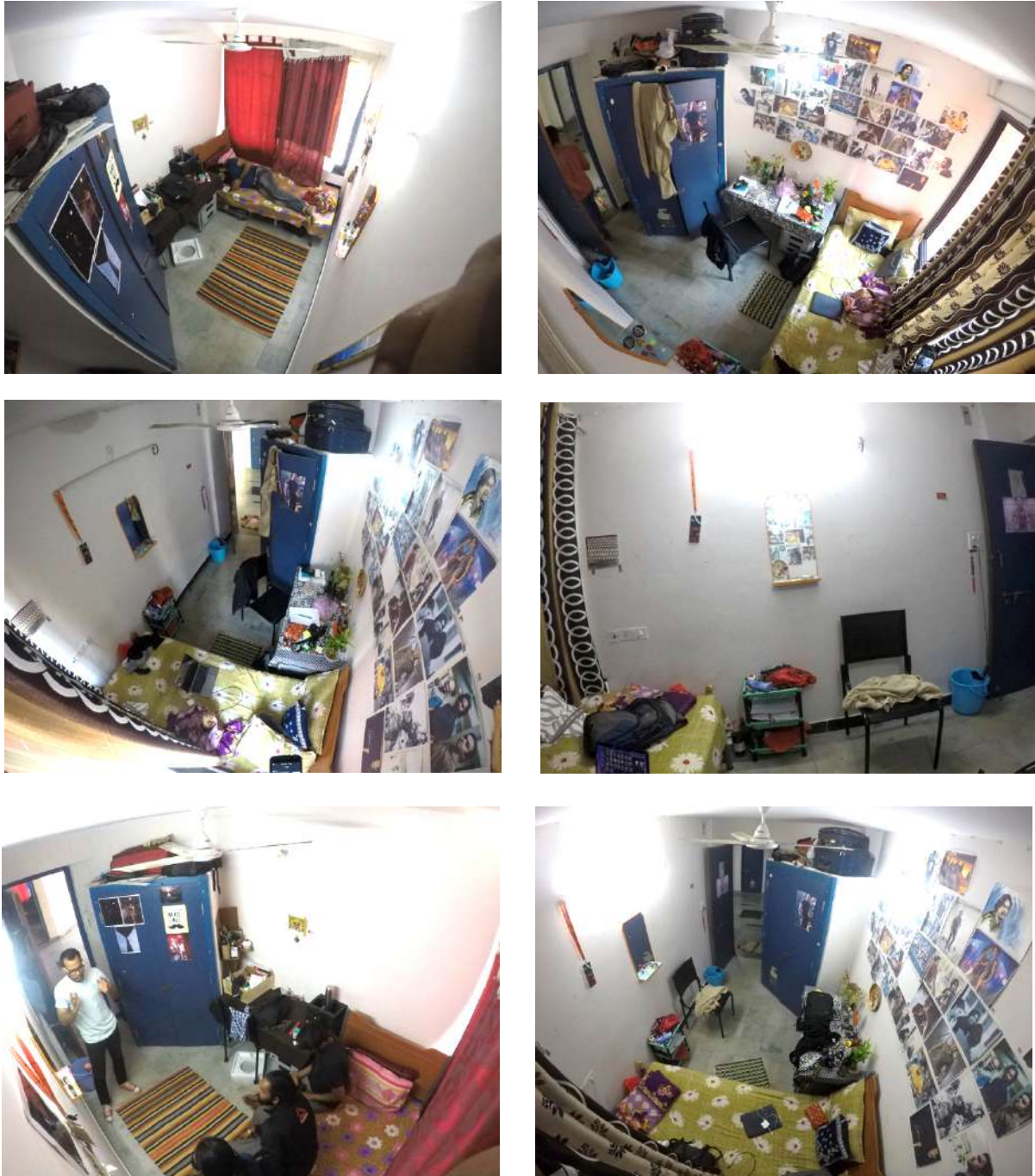


Figure 1 Photo taken by Gopro

Then I used 'RECHO THETA 360' camera to capture 360 photos but same problem is with this camera also , image distortion.

Hostel Room



Figure 2 Photo taken by Recho Theta 360

Then my guide, Dr. Neelakantan, suggested I to try to shoot from the top view. The top view is perfect for capturing the room. I started referring photographers work who do the same. I referred to two photographers ' Olafur Eliasson' and ' Menno Aden.' They do the same kind of photography and there work so good that there work mesmerized me.

1.2 Methodology

- Data collection on top view Photography.
- Understanding of physical facilities provided to the hosteller and also studying and capturing the mood and environment of the hostel room through the medium of photography.
- Captured 3d room environment with 2d flat photos.
- To capture I created a rig or camera holder to hold the camera from the top view, I also tried different cameras like GoPro, Recho Theta for 360 images and Nikon camera with different lenses like 14mm, 24mm, 28mm, and 35mm.
- I choose 14mm for top view and long side wall and 24mm for window side and door side.
- Tried to create an IIT Hyderabad hostel room in miniature form through the medium of photography.

2 Literature Review

2.1 Work of Olafur Eliasson

Olafur Eliasson Eliminates Sad Desk Lunches with This Amazing Daily Ritual.

A new book launched from Phaidon, Studio Olafur Eliasson: The Kitchen, documents a beloved daily routine in the artist's Berlin studio: group lunch.

Ninety employees, from architects to painters, enjoy a family-style meal at communal tables. Recipes and photos reveal that even food serves as a medium of expression in this multi-disciplinary practice. (Eliminates, 2016)



Figure 3 Olafur Eliminates sad desk lunch: The kitchen

2.2 Work of Menno Aden

Through challenging camera angles, Mr. Menno Aden abstracts most familiar and Real-life environments and models of two-dimensional scale at the intimate level of the public. A camera that installs the artist on the roof of various rooms takes pictures of the interior. The resultant images place in symmetrical compositions that look like an assembly stripped off any objectivity. Private

homes and secret retreat scenes, the omnipresent observation unveils camera associations. The notion of surveillance is systematically played by the artist to indicate the practical solicitation of the society that popular culture has made mainstream.

2.2.1 A Fine-art photographer captures an unreal perspective

By Lori Fredrickson for PopPhoto

Menno Aden is excited by the influence of architecture and design on people living in places and those people. The 41-year-old artist has discovered residential developments and the outer parts of the corporate buildings in his home town of Berlin, each of which has been moved to video functions, sometimes by rearranging images in the grid and panel mosaics.

But their recent projects, inspiration from room portraits, came from a photographic food diary, in which they stood on the chair and shot their food by pointing their camera downward. This scene put more emphasis on space than food and thought that it could catch the overhead view of a full room.

In an early attempt at home, Eden moved the chair around a room and took many images, then tried to stitch it together in Adobe Photoshop. He quickly realized that this was not an easy process. "Different angles and lens distortions made it impossible to fit single images together," he says. Therefore, they began pulling out and compositing the mid-frames slices of each image, taking a process that they said, "several days." However rigorous, the accomplishment of his first room

originates an obsession. In select rooms, Eden first made for colors and interior elements, then grid and homogeneity which could serve it as a composite material. A trial shoot using a wide-angle lens on the camera on your tripod helps it to visualize it completely; Then she starts a more comprehensive shoot, often with the help of an assistant. Using monopod - Or, in high-ceiling places, a tripod with boom arm - after the roof gridlines moves the camera around the room and uses a remote trigger for the fire. He made from slices of about 150 photos and composited the final image, on the computer. The process takes from 6 days to 30 days.

They have included people but usually, avoid it. Aden says, "The room will be answered with the question of people living there." "Without people, furniture starts to say what kind of person is staying in that place."

2.2.2 Room with a View (From Above)

By David Rosenberg for Slate/Washington Post

Menno Aden is a photographer who likes to look down regarding his matters, yet in about the least self-absorbed way that is available. To him, it's merely one more method for seeing somebody's character "For me as a craftsman, viewing from a higher position on a little space is intriguing because I can see somebody's 'packed character,' " Aden composed using email. "I began shooting rooms of companions in Berlin, to make representations of them without really observing them. A large number of them had or still have a straightforward life, which is very common in Berlin since rents have been very low."

Shooting from above, be that as it may, can make even the most definite possibility for a Hoarders scene look perfect and sorted out. "This happens because every one of the things on the floor, for example, the furniture straighten into two measurements," clarified Aden. "I thought about it, and I needed this composed investigate turbulent spaces since it makes the watcher feel raised wonderful however to be completely forthright, I didn't realize that a chaotic room would look so sorted out, as well," Aden concedes he is regularly exploring rooms and different kinds of spaces always. "When I locate a decent one [space] I stroll through a room, gaze at "poor people, and note the furnishings or the structure of a room. On the off chance that a room intrigues me, I'm making arrangements where I'll put the camera and check the stature and material of the roof," composed Aden. From that point, the procedure starts with Aden taking wide-edge pictures to get a diagram of the room. If he's as yet inspired by the tasteful, he raises his camera (with or without help) now and then with a monopod or tripod, different occasions with a blast. The camera regularly controlled remotely. He takes around 150 pictures from the raised position and afterward starts his after creation preparing and last altering.

Aden isn't limited to private spaces. He has taken images of stores, in elevators, and also in basements and parking garages, which are some of his most abstract work. About the carports, Aden clarified: "One day I stumbled upon the basement garage of a grocery store where I was getting some sustenance. I saw the grimy and slick follows autos make that went over certain lines in the parking areas. I

stepped through some examination pictures and enjoyed the lines—they help me to remember calligraphy. So I began to complete an arrangement that could go without much of a stretch rede! Ne the term 'oil-painting. (Aden)

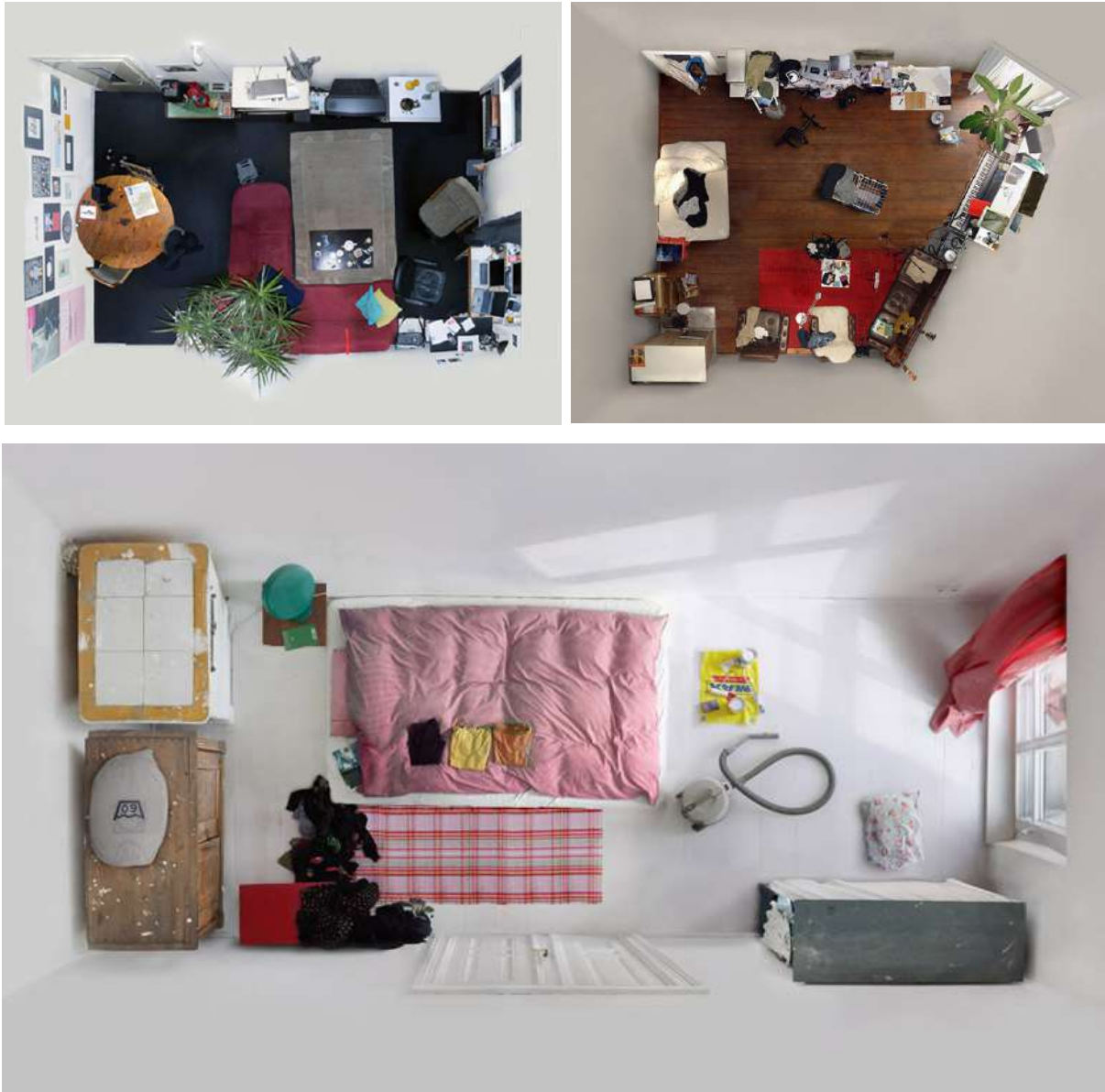


Figure 4 Menno Aden: Room view from top



Figure 5 Menno Aden room top view

3 Why top view?

As I mentioned, I started shooting room from top view because it gives the absolute dimension of the space. We can see the true nature of the area — the interrelation between the base and the object concerning proportion. We can quickly identify the dimension of the room and the balance of the object. In the top view, the relative ratio is easy to locate (the floor becomes reference). In architecture also, the top views are the portion of the object above the plane (section) is omitted to reveal what lies beyond it. In the case of floor plans, the roof and the upper part of the walls can usually be dropped. Whenever being

contacted for an internal design project, a floor plan is ideal for the starting point. Roof plans are orthographic estimates, but they are not sections as their viewing plane is outside of the object. A plan is a standard method of depicting the internal arrangement of a three-dimensional object in two dimensions. (Wikipedia, 2019)

I also inspired by Satellite pictures, Google Earth, Google Street view, etc. and turned it into my idea of having satellite-shots or top view shoot of the rooms.

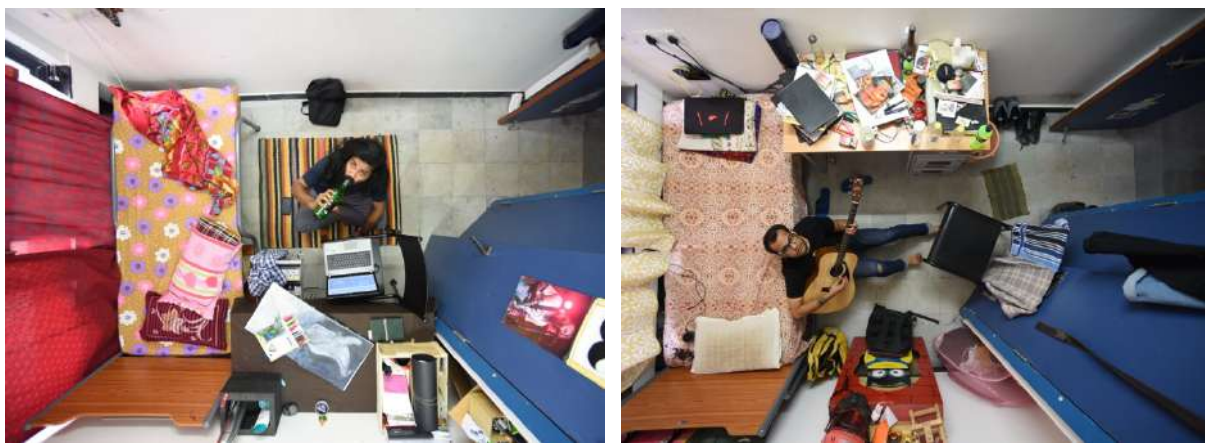


Figure 6 Why top view

While shooting from the top view, I faced one problem that its covering half of the room from height wise. You can only see the half walls of the room from the top view. The height of the room is small so that while placing the camera on top, it covers half of the room in height. So, as I mentioned that previously about the project that it's all about study and capture the environment and mood environment of the hostel room through the medium of photography and to identify the behavior and pattern of different people living in the same kind of space. So, it's not justifying the project only by taking photographs from the top view. Then one idea strikes in my mind, I did one project in my 3rd semester

‘Word and Image’ in which I convert my own quote ‘Life is like a box, but a good thing in it.’, in 3D Installation. Taking inspiration from that, I decided, instead of doing flat photography of Top View convert that flat view into box form because the hostel room is like box and life exists in that place. Then I started taking photos of the side wall to complete the room and convert it in a box form.

4 Exploration

Before the idea of the box, I am exploring with the flat photo from the top view. I tried to capture as much as details of the room. I also worked with different lighting in the room to show the ambiance and the activities happening in the place. Firstly, I am planning to capture the events of the person in the room like what he is doing in the room? What is the regular activity of that person?



Figure 7 Top view image

4.1 Exploration 1

(With different activities)



Figure 8 With different activities

4.2 Exploration 2

(With different light effects)

I tried different light source to creates the ambiance of the room. I wanted to focus light on the spot where the room's identity is more visible.



Figure 9 With different light effect

4.3 Exploration 3

(Trying to do photography manipulation art by removing room walls so that room objects will highlight)

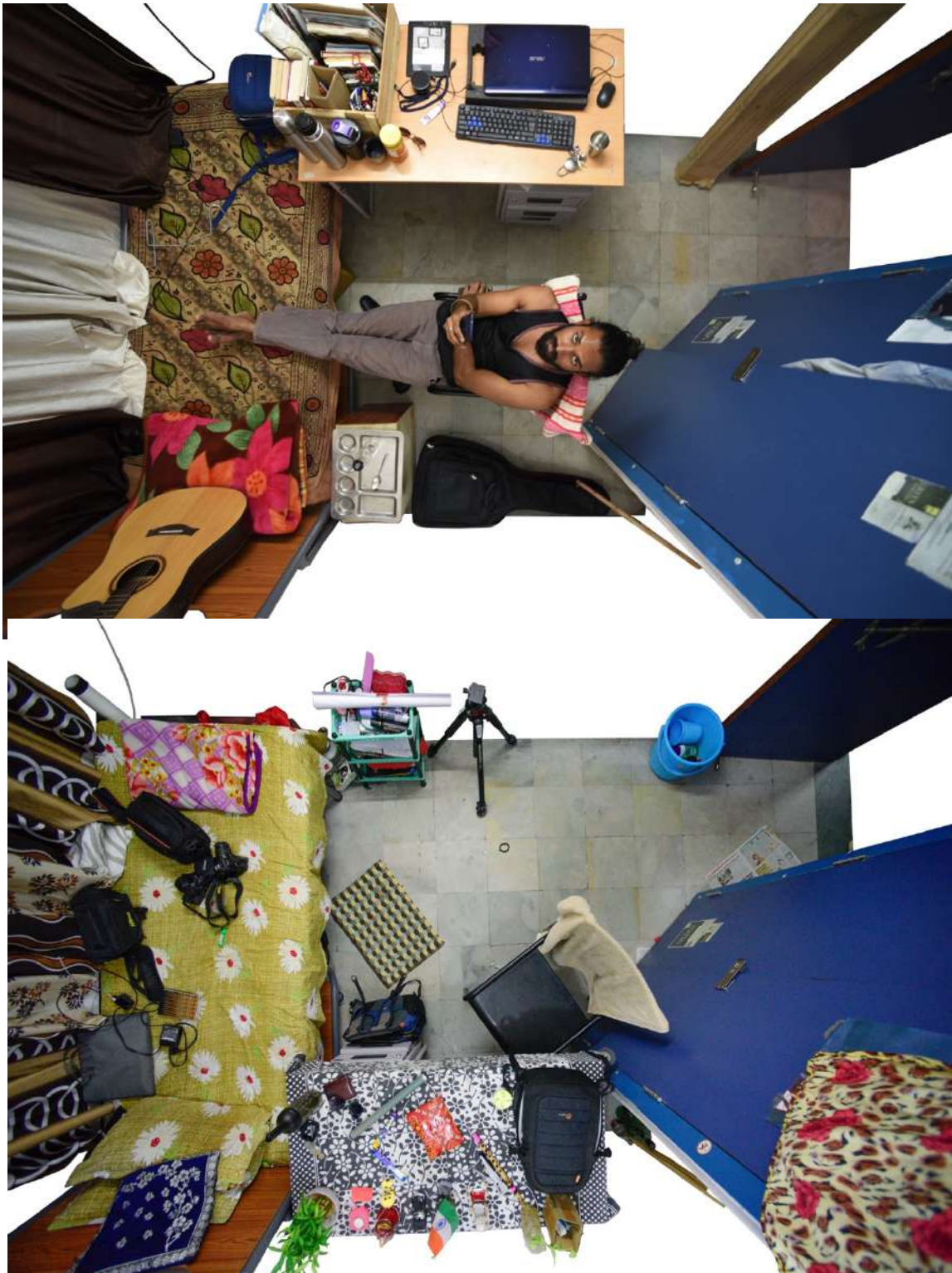


Figure 10 Photo manipulation art by removing walls

5 Explorations with Box

5.1 Exploration 1



Figure 11 Exploration 1

In this exploration, I attached only three sides of the wall and floor. One side is open so that the viewer can see the full view from the top and the open window side. But after doing this, it's looking incomplete. From eye level, it's looking flat.

5.2 Exploration 2



Figure 12 Exploration 2

In this exploration, I used black box and image with the black border. The reason behind this exploration is to make the box invisible only photo will be visible when I put it in a dark room with the light source. This idea doesn't work because

it's not giving any difference from other explorations. The black border makes too much loudness and focuses point in the image.

5.3 Exploration 3



Figure 13 Exploration 3

In this exploration, I change the size from the A4 size box to the A5 size box. In this, I attached all the panel. In the window side panel, I cut the frame in a particular size for a light source. I attached the light in the box to create the light source coming from the window. To hide the light source, I made the additional box and connected with the box. I discussed with my guide about this idea, and we fix this idea, but there is one problem in this concept the base part means the top view photo panel is looking to flat and down. It's not attractive.

5.4 Exploration 4



Figure 14 Exploration 4

In this exploration, instead of making the lightbox, I made a slit on window panel for the natural light source. These concepts also didn't work because too much light source is coming from the slit of the window. It's looking unnatural.



Figure 15 Exploration 4 with light

5.5 Exploration 5



Figure 16 Exploration 5

After facing various problems in making box concept, I discussed with my guide, Dr. Neelakantan, and we come up with this concept. We decided to separate all the panels because we are facing the problem of photo stitching. Images are not

matching or connecting. In this concept, we raised the floor panel a little bit up to focus on the person who belongs to the room. Making a base like this also separates it from another panel. We decided it separates all panel because I want to show each side of the room as an individual frame. All panel of the room is telling the story of that person who belongs to that room. After the final review with our faculty members, we dropped this idea because it's not giving the feeling and also not look like room structure. Instead of putting a light source from the window side, I put the source below the base panel. You can see the effect of light on the four panels of the wall. Harsh light is coming from base light.



Figure 17 Exploration 5 with light

The reason behind putting light below the base is that it will spread in all panel of the room, but it's creating a Sharpe light patch below all side wall panels, and the top view image panel is darker than another panel. It's also disturbing the other boxes because lights are passing through the gaps of the panels and other boxes are visible due to that light when we display it in dark room.

5.6 Exploration 6



Figure 18 Exploration 6

In this exploration I keep the concept the same as what I explained in 'Exploration 5', we only attach the light source on window panel as we did in the previous box concept which I described in 'Exploration 3'.

5.7 Exploration 7

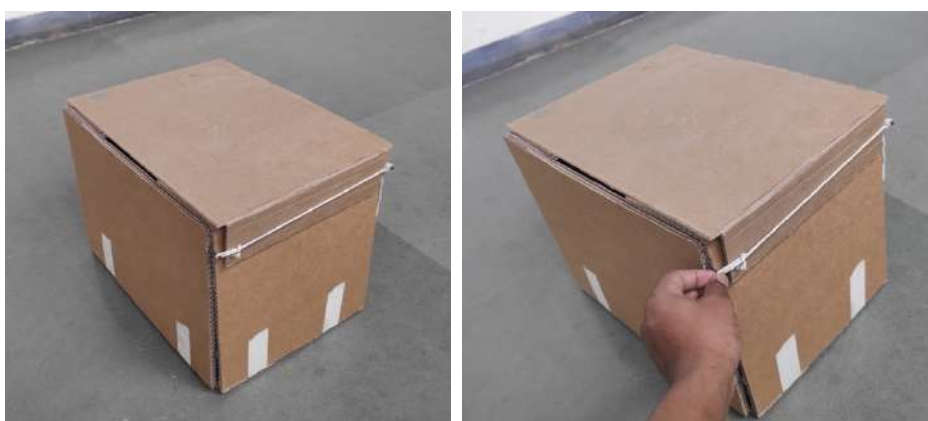


Figure 19 Exploration 7



Figure 20 Exploration 7 with open sides

In this exploration, I want to show that from outside it is a blank box and one quote or line written on the top of the box which explains the living nature of that person who belongs to that room. When the rope pulled, the box will open, and four sides fell. It will represent as flats photograph of rooms. I also have to drop this idea because this one box installation will take lots of space when it's open. It will create a disturbance to the other boxes.

I took a trial with this box. I put the box in open space and tasked students to open the box. Few students operated it properly, but many of them faced trouble in opening the box. I asked for a review then they said if you are doing this as a photography exhibition, the viewer doesn't give that much effort in opening the box and again in closing it.

6 Final output



Figure 21 Final box concept

This is the outcome of the project. After the last review with my faculty members, they suggested that the box concept with all attached panel is excellent. I

combined two box concept in one form. The final output comes from the combination of 'Exploration 3' and 'Exploration 5'. In this, I attached all four wall side panel and base panel I raised it a little bit and kept it separate from another panel. I combine two rooms to avoid material waste, and according to our hostel plan, two rooms are attached. It also reduces the making effort of two rooms. You can see that light source coming from the window; it seems like sunlight is coming through the window. It gives the proper feeling of the room.

7 Process of making box



Figure 22 Process of making box

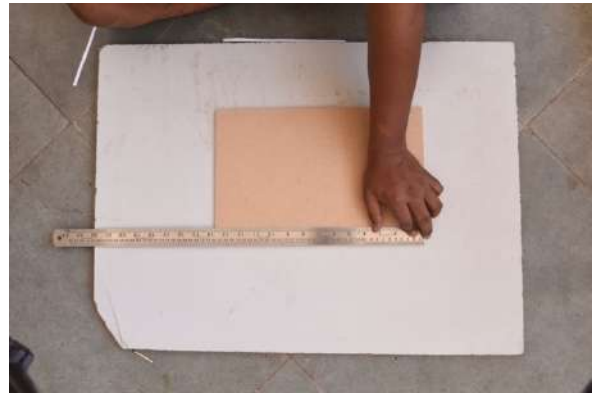


Figure 23 Process of making box 01

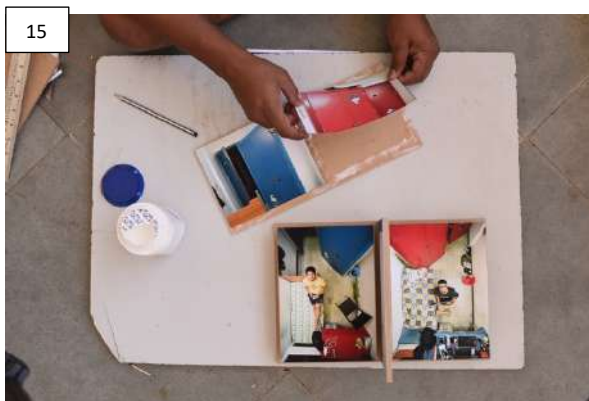
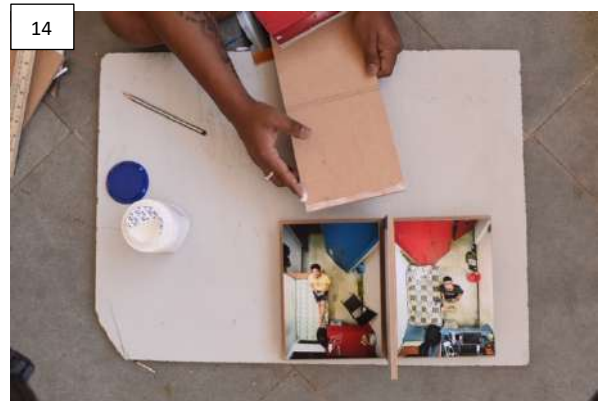


Figure 24 Process of making box 02

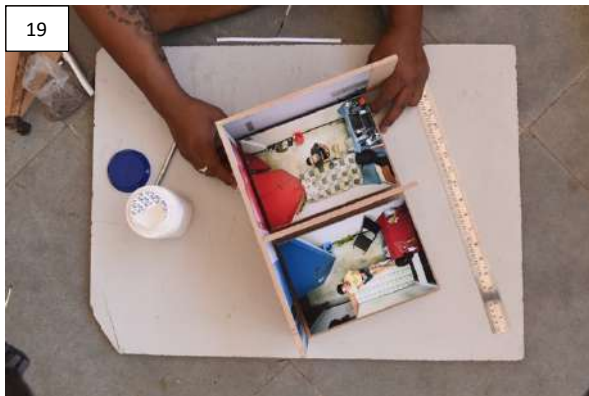


Figure 25 Process of making box 03

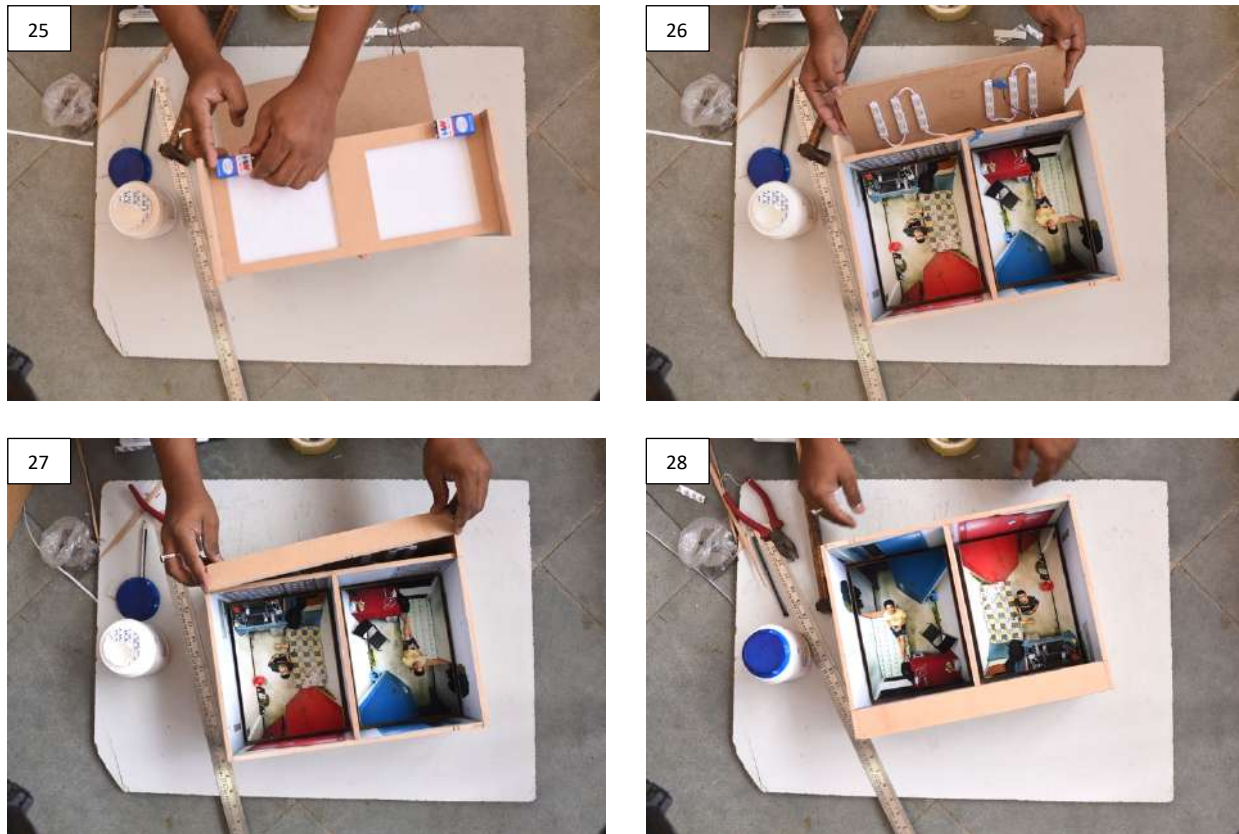


Figure 26 Process of making box 04

As the pictures already explain how I made the box. I have shown how all panels are attached and how I used photographs on the panels to create the room environment. In the process, I explained how lights and batteries are connected, how the panels are attached to cover them. It's a full journey from MDF to Box. The numbers placed on the top left corner show the sequence of the process.

8 Process of making Camera Rig



Figure 27 Camera rig made with iron rod

Then I come up with the new rig design which gets attached on the opposite side of the room wall.



Figure 28 Final rig design process



Figure 29 Final rig design process 01



Figure 30 Final rig design process 02

9 The reason behind this research is to find out

- 1) What kind of physical facilities provided to the hosteller.
- 2) Studying and capturing the mood and environment of the hostel room through the medium of photography.
- 3) To identify the pattern and behavior of different people living in the same kind of space.

Above I mentioned the second and three points. Let's explain them, which will explain why I did this project as I said in the first point that, what kind of physical facilities provided to the hosteller. You can see in the images college authorities only offer a few things in our hostel rooms like one bed, one table and one cupboard. Which are the necessary facilities given to the hostellers? So, through this project, I want to identify and study that, did students using that many facilities that are provided by the hostel authorities. After capturing a few amounts of hostel room photographs, I analyzed that many facilities are not enough of the student to live in the hostel. In most of the rooms, they use their furniture and other own facilities. Mostly they use bean bags and their chairs for their comfort rather than using the chair provided by hostel authorities. These are the picture which will justify my observation.



Figure 31 Student in Hostel using their own furniture



Figure 32 Student in Hostel using their own furniture 01

In the second point, I mentioned that I want to study and capture the mood and environment of the hostel room through the medium of photography. I choose the medium photography because photography plays an essential role in everyone's life. They connect us from that moment and remind us of people, places, feelings, and stories. Photography can help us to know who we are. It is the medium that gives importance to see the context behind them. It tells us that in these images is unlikely to be a clear snapshot, provides an accurate representation of daily life. It also matters because the photos release those moments of our lives, which inadvertently pass, and which are of little importance to us at that time. Photography acquiesces us to express ourselves through an art form that shows joy and sorrow, wonder, and sympathy. The crucial purpose of photography is

communication so it can be so widely understood we should be concerned with whether what we have to say worth saying, and whether we can say it well.

I choose photography as a medium because photograph shares so much about who we are as an individual. I captured the room environment with the person in the center of the room picture from the top view. It shows the connection between the person and the room environment. It's express a story of how that person is living and what is the way of living of that person. Each hostel room has its unique environment, which represents the owner of that room. In the room photos, you see that many students keep their room well organized and clean. They arrange their room environment according to their wishes. They put decorative items like lights, Indoor plants, and decorative items to make that small space liveable. It shows that how much systematic he/she is in his life and also shows that they want their life adequately organized. There is a saying that way of living reparents your personality. In these pictures, you see how they develop there room environment that expresses their lifestyle and way of living. You can see how neatly and in a properly arranged manner, they keep their room.



Figure 33 Room with decorative items



Figure 34 Room with decorative items 01

There is another category of the student who doesn't care about their room and their room environment. Their thinking is different from others. They didn't consider that room as their property. Their thinking is that this place is a temporary stay, so why should I give that much effort in arranging and decorating that place. They consider this a waste of time. Through these pictures, you will get a better understanding.



Figure 35 Scattered room

I saw a few students rooms who decorate their room with their memories and with their work. There thinking behind that these things make them motivated, and seeing photos they put on the wall gives them happiness by remembering that moment.



Figure 36 Room with memories and work

I analyzed one more thing in this project is the arrangement of the room, furniture, and types of equipment. Students gave different explanations for their room arrangements. A few of the students place the bed window side and table on either side of the wall, some of them set the bed and desk on either side of the wall, and some of them keep the bed on centre and table on the window side as their comfort. They explain the reasons for this arrangement in different perspectives like keeping the bed on the window side gives them a beautiful outside view. Most of the hostel room is facing towards open and greenery area. They said the view from my window is magnificent because I can see only the greenery and ample space which is covered with trees and plants. But at night the same view becomes more dramatic because I can see full Sky stars and Moon. It's delightful to see that.

Few students keep bed on the window side because bed toward the window side gives them more space in the room. In this orientation of bed and table, it looks more spacey, and we can move easily in the room and keep other things also in the room.

Some of them place the bed and table on either side of the wall because they don't want any disturbance from outside. Few of them keep according to the vastu.

Some of them keep the bed on centre and table on the window side because they want fans directly on the top. They keep bed and table like that too creates the partition in the room for the working area and sleeping area. Through these pictures, you will get a better understanding.



Figure 37 Different arrangement of the room

10 Conclusion

This project 'Hostel room: Different strokes for different folks' gives me a better understanding and vast experience about various things like the experience of photography in an art form, lifestyle and living behavior of hostel living students. This project was also done to identify the pattern and behavior of student life living in the same kind of space. In the IIITH hostel, every room has the same area and the same dimension, but the way of living of students is almost different in the hostel. How that same space they are utilizing for their daily living. I choose photography as a medium because of it more suitable for this project. The stillness of the persons and the hostel room speaks a lot about many things. In this project, my study part is Studying and capturing the mood and environment of the hostel room and to identify how the same space can be seen in a different perspective and understand the pattern and behavior of students living in the same kind of

space. So photography is the best medium to justify this project. I learned various things in this project. First of all, I learned the different angles of photography, which is very new to me. I never experienced doing photography from Top view. I also learned how 2D photography could be shown as a 3D form. I did lots of exploration to reach this point, and those are also a great experience and learning for me. I learn how light can be used in photography, and how lighting can change the mood and ambiance of the room environment, How to do photo manipulation, learned how to handle different material. I have also learned to operate various machines and types of equipment like CNC and Sander. I also experience lots of problems while doing this project, I planned to capture half of the hostel room of boys and half of the hostel rooms of girls, I want to compare the way of living of both girls and boys, but I didn't get permission from hostel authority. This would be a great experience if I got a permit. The most exciting part for me in this project is I represent the large hostel rooms on a small scale. The most significant learning I got from this project is without the process you can't get the final output. Following the procedure is necessary for a good design.

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