

DESIGN TODAY

August 2013 ₹100

SPACES ETCETERA



IN FOCUS

Inspirations In Wood

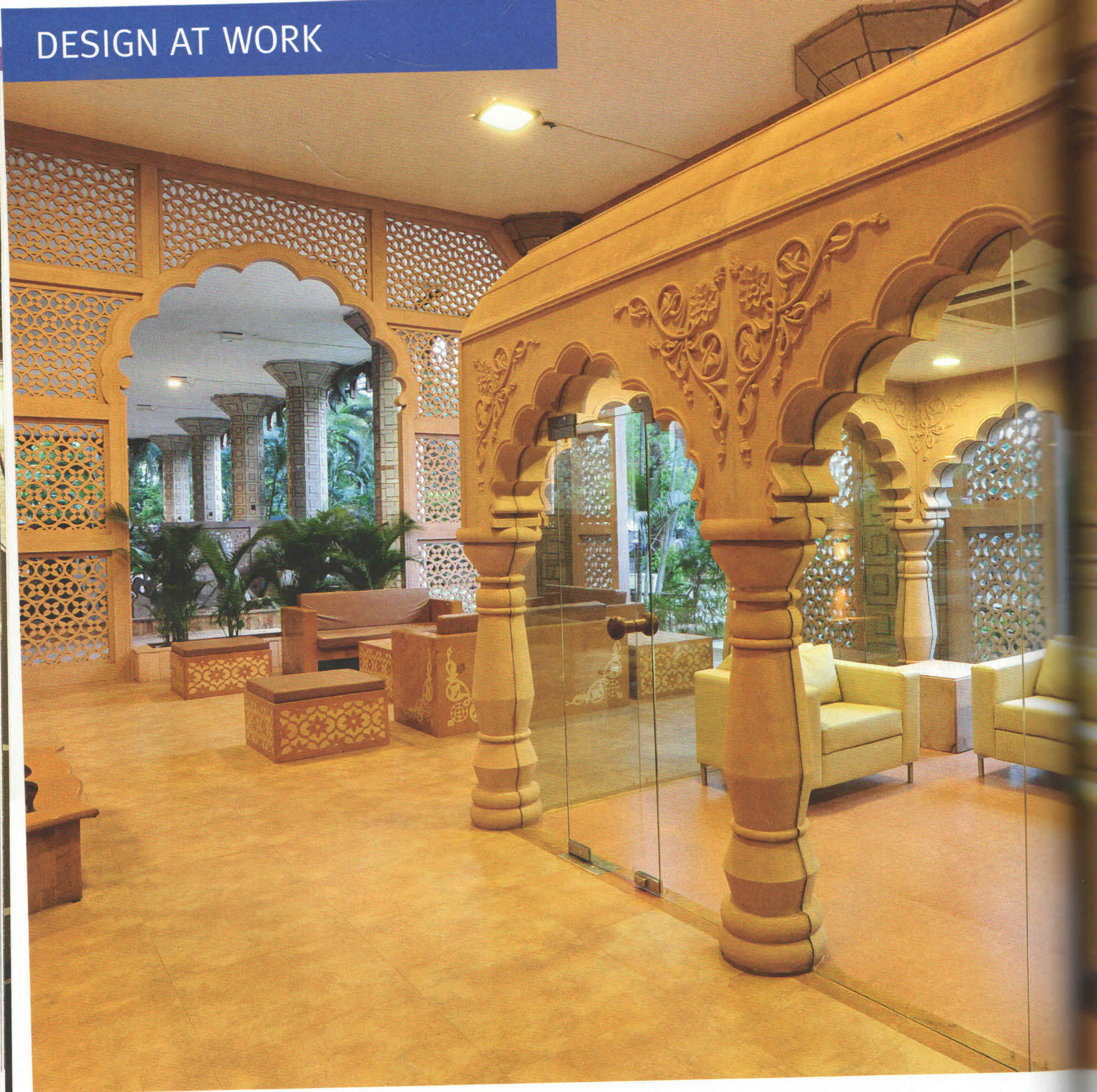
Architecture & Interiors

HOUSES IN THE NETHERLANDS,
BRAZIL, CALIFORNIA & SWITZERLAND
A CULTURAL CENTRE IN FINLAND
KNOW-HOW ON WOODEN FURNITURE



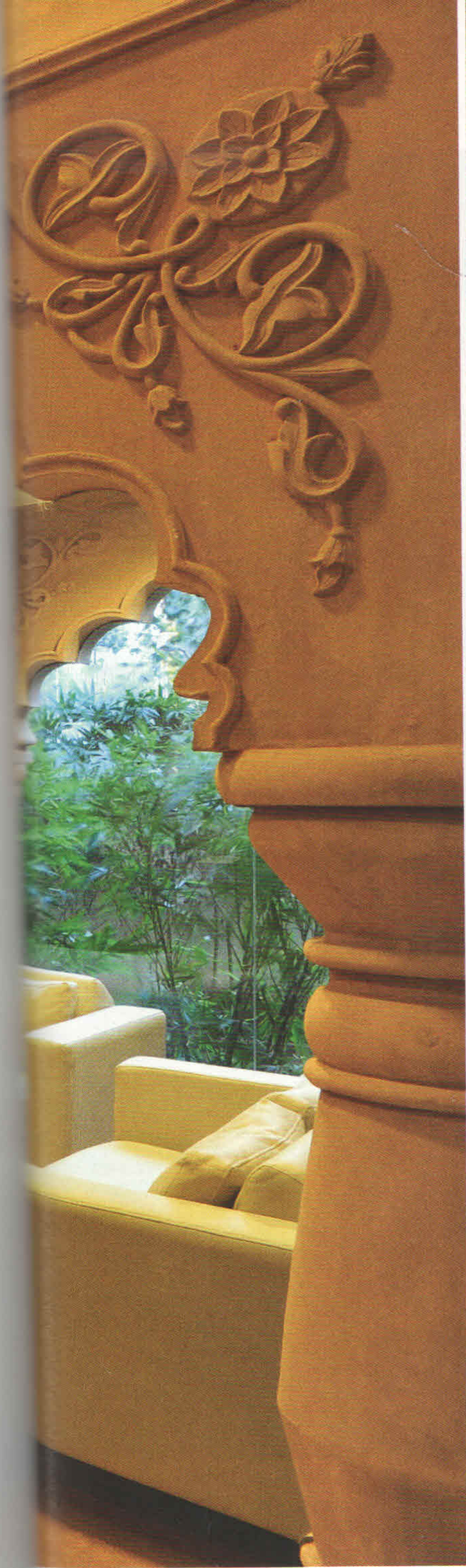
PLUS HOT PICKS: HOME DÉCOR ACCESSORIES, TABLEWARE & LIGHTING

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IN THE MIX

FOR THE CORPORATE HEADQUARTERS OF THE RPG GROUP, PLANET 3 STUDIOS OUTFITTED THREE DISTINCT areas with styles inspired from near and far. Influences from Mykonos in Greece to palaces in Rajasthan, and minimalism are artfully combined to craft a harmonious whole



When the team at Planet 3 Studios were invited to be a part of the interior renovations at the RPG Group headquartered at Ceat Mahal, Mumbai, the brief given to them was to design three distinct areas each inspired by different architectural styles and yet harmonising as a whole. Harsh Goenka, chairman of the group, remained personally involved in the ideation sessions. He is an avid art collector and his interest in the creative process extends to spatial design as well.

The reception zone exudes a distinct Rajasthani character featuring archways, jaali screens and traditional motifs

RECEPTION

Ceat Mahal has a very distinct Indian character that reconciles modern planning and construction with local architectural traditions. Evoking the grandeur and stylistic exuberance of Indian palaces, the design of the visitor lounge at the ground



level stays true to this legacy. Large parts of the space are left open and empty to receive art, and the only built space is an air conditioned lounge with a distinct Rajasthani character. Jharokhas, large jaali screens and a lotus shaped water cascade add to the quaint charm of the space. Modern construction technology and use of glass reinforced concrete for these elements create a convincing blend of the new and the old.

RECREATION

This area had to be the most distinct in terms of spatial quality on account of its intended use—a recreational zone that gives employees the opportunity to meet and connect in an informal

environment. Some of the best and most interesting interactions emerge in casual interactions between employees and the challenge was to create a setting that made this possible.

Many concept sessions later, the team hit upon an idea and proposed a modern day reinterpretation of the Mykonos and Santorini architecture. The scheme that emerged drew from and evokes the pristine white, vernacular feel of the Greece villages. Designed for a complete change from the regular work environment that employees are used to, the lounge follows the natural unstructured character of these villages, surprising at every turn. The reading area had to offer a way to disconnect from the more noisy game areas within the space, achieved by nestling it in a pod.



The design language was minimal for the training area which features integrated lighting design, non-fussy detailing and simple, clean lines

Various stone floor patterns, distinct blue colour of woodwork, organic forms and rough plaster in many variations were some of the details borrowed from Greece village architecture. Kadappa stone was used, keeping intact its natural, rough texture and set in white cement. Most furniture was locally sourced, while the sun beds and the cocoon were built on site.

TRAINING AREA

Situated in the basement area of the building, the learning centre has employees engaged in intense training sessions that carry on for long hours. Due to its location, the centre receives no natural light, imparting a dungeon-like feel to the space. The solution was to lighten up the entire space by using white predominantly in the colour scheme and a material palette comprising back-painted glass and steel with a steel-grey coloured carpet. Glass partitions between meeting rooms serves to visually connect the entire space. Meeting rooms feature non-fussy detailing and simple clean lines. Overall the design of this spaces succeeds in its purpose of creating a calm space ideal for learning.