

# SHAHAB

Residential complex

Location: 5 District- Tehran

Area: 26.000 m<sup>2</sup>

2025



استودیو  
معماری  
نو



## TABLE OF **C**ONTENT

**Z E R O O N E** /the creation diagrams  
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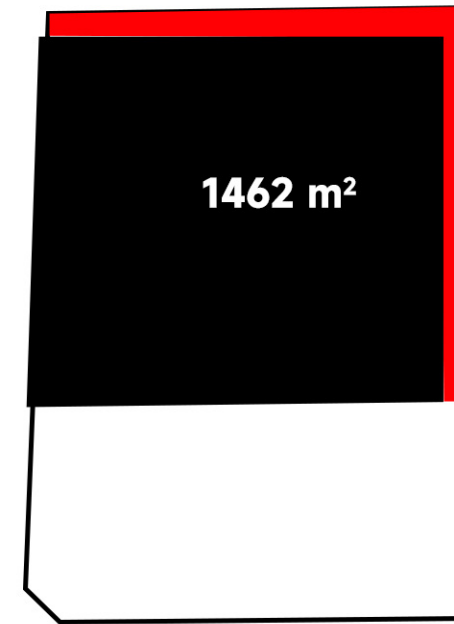
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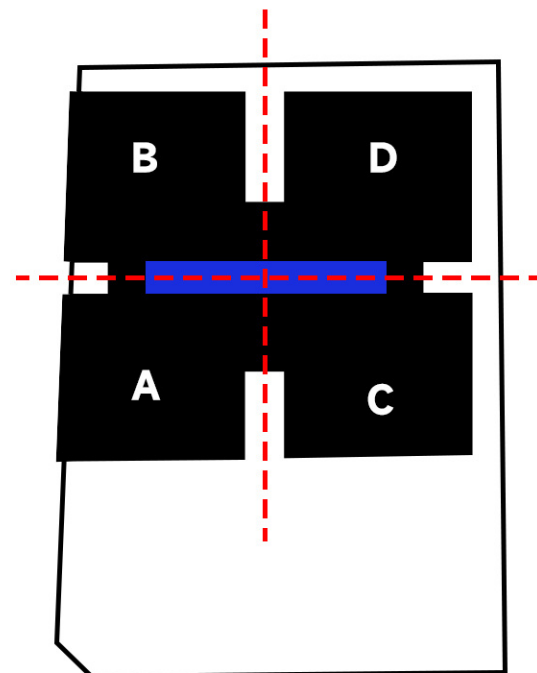
**01**

Permitted design range for residential floors.



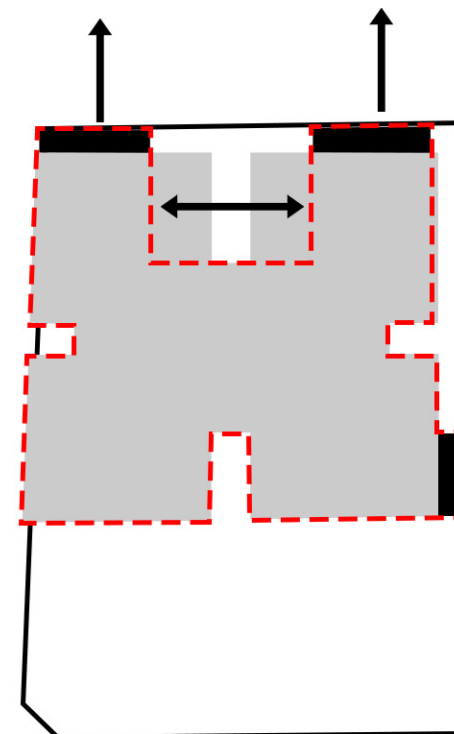
**02**

Moving away from the edge of the ground to create light and obtain the permitted area.



**03**

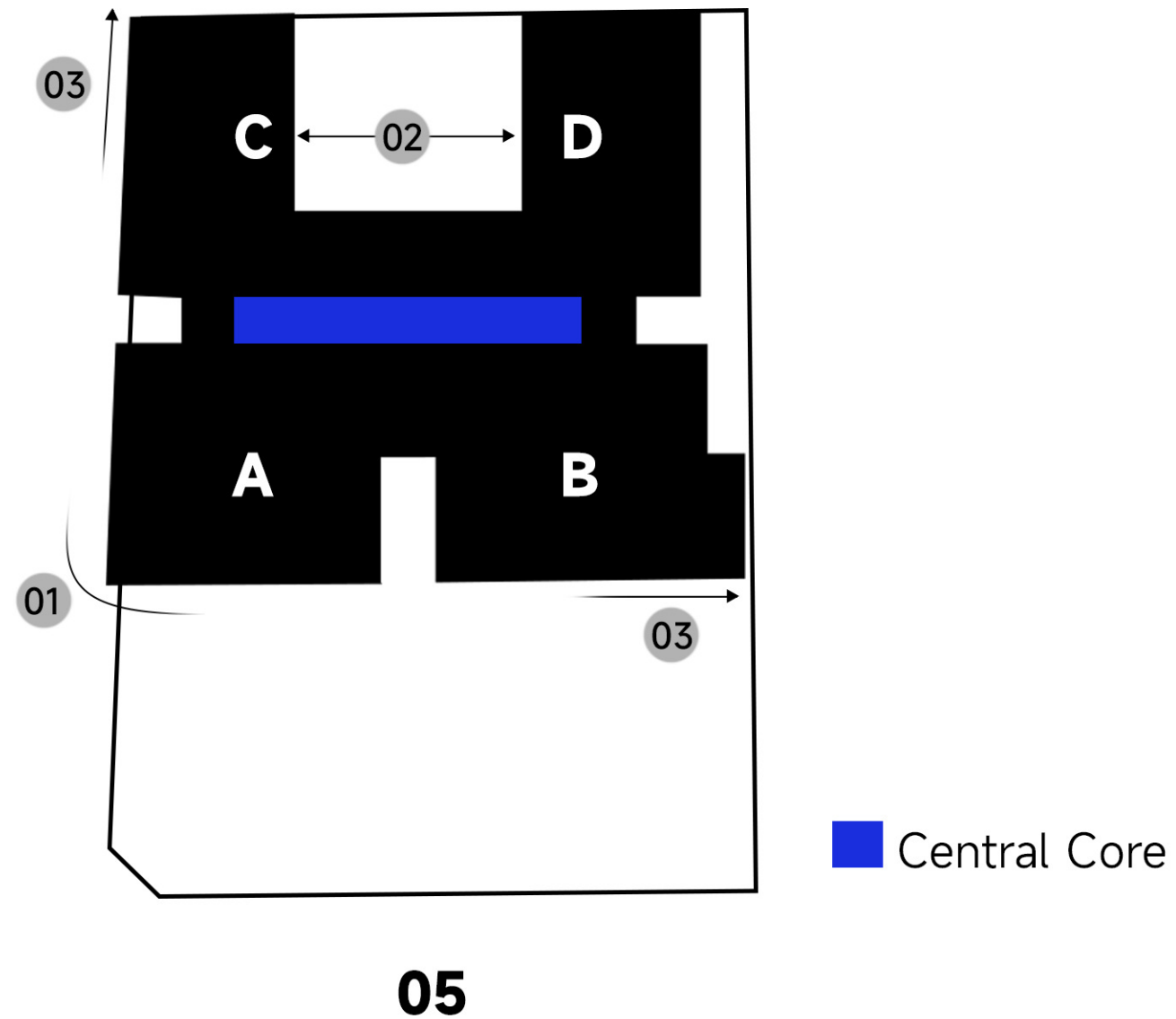
Creating a four-block cruciform structure. Each block consists of 2 or 3 units per floor, with separate access by stairs and elevator. This decision was made for greater privacy.



**04**

Fair distribution of massing according to the more important fronts and creating openings in the north for better lighting of the units.





### 01

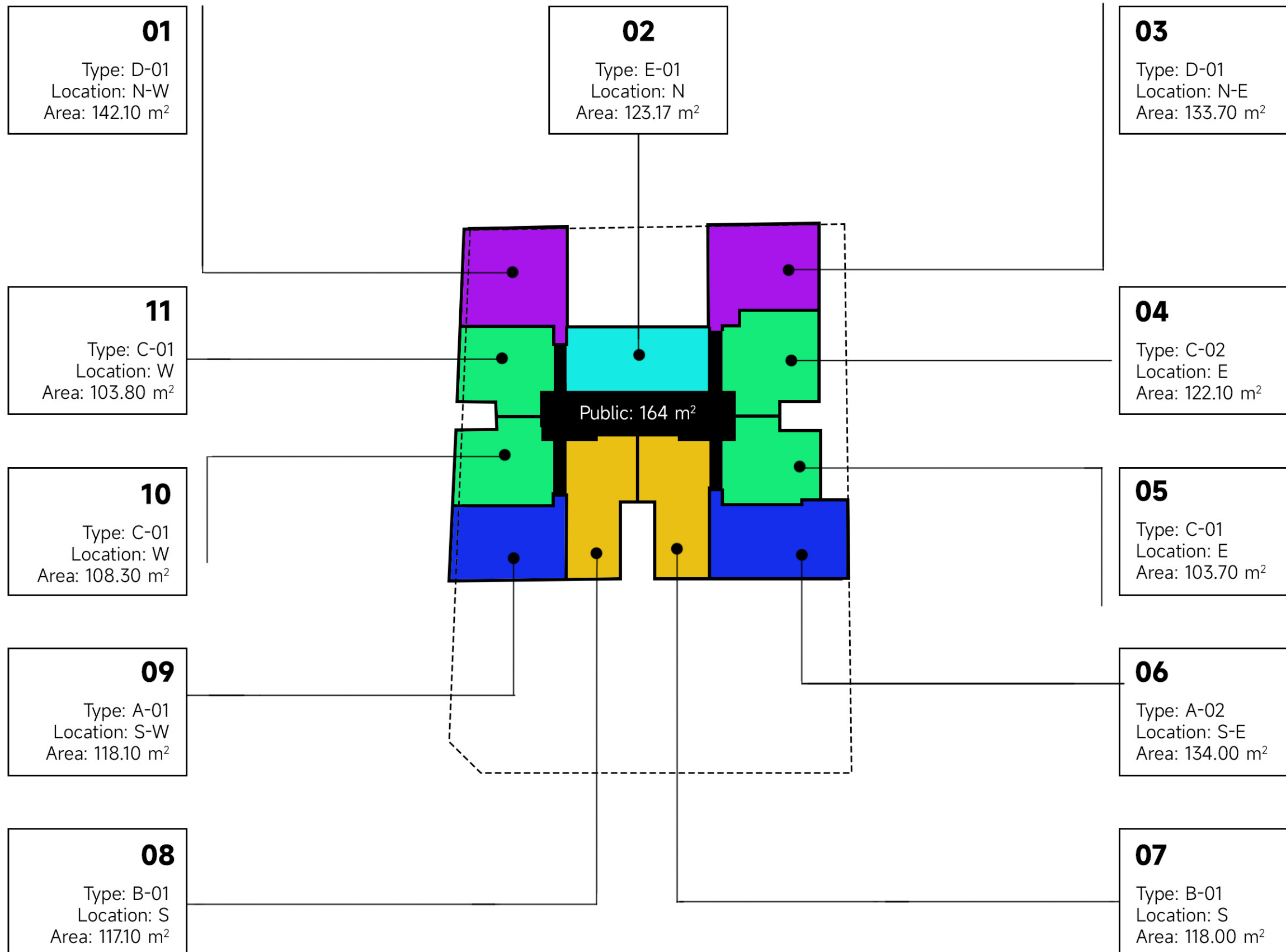
The best location for the units in terms of lighting and street views. An attempt has been made to design the plans with larger dimensions and more terraces in this area. Special attention has also been paid to this area in the facade design.

### 02

The 16-meter distance between two units in the northern courtyard creates ideal conditions for street-like lighting. This eliminates the project's weak point and adds value to the northeastern units.

### 03

Due to better lighting conditions on the south and west facades, the mass was extended to the edge of the land. This strategy, in addition to affecting the plan, leads to an increase in the facade area.



## Unit layout diagram

Each color represents a plan format in the unit. Similar colors, with slight differences, are the same in the unit map structure.





Z E R O **T W O** /2d Floor Plans

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# Ground Floor (Alt-01)

Entrance/ Lobby/ Facilities

**Level:** +1.20

تفاوت مهم این آلترناتیو با گزینه های دیگر، قرارگیری سالن اجتماعات در این طبقه است. با توجه به سقف بلند این طبقه بنظر میرسد که قرارگیری سالن در این طبقه منطقی تر باشد.







# Ground Floor (Alt-02)

Entrance/ Lobby/ Facilities

## Level: +1.20

تفاوت مهم این آلترناتیو با گزینه های دیگر، قرارگیری سینما در این طبقه است. کافی شاپ به نسبت پزینه قبلی بزرگتر شده و بطور کلی فضاهای تشریفاتی باز در این گزینه بیشتر است.



## Ground Floor (Alt-03)

Entrance/ Lobby/ Facilities  
Residential

**Level:** +1.20

در آترناتیو سوم 4 واحد مسکونی با  
مجموع مساحت نزدیک به 700 متر  
مربع در ضلع جنوب شرقی قرار گرفته  
اند.





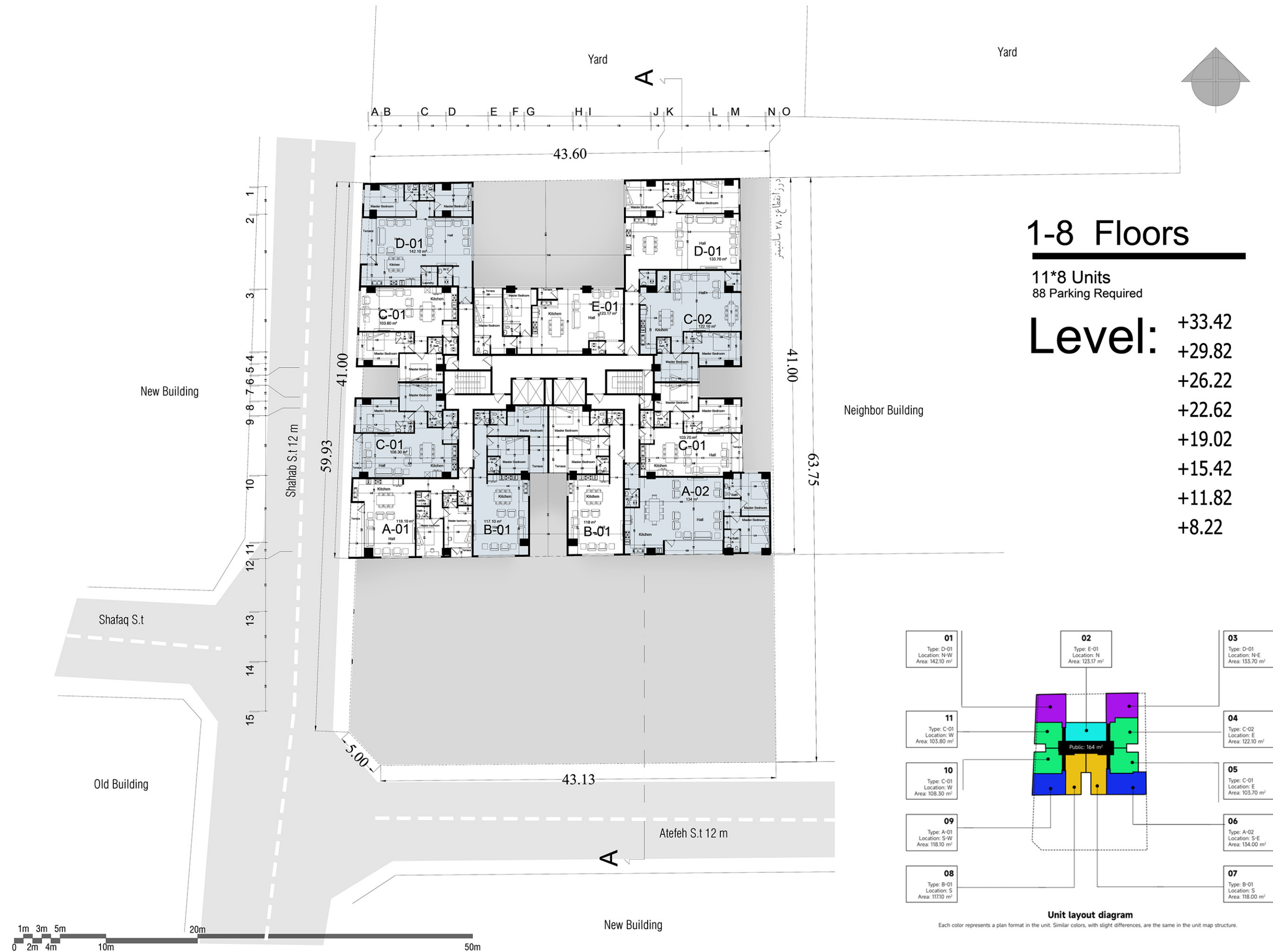
# Ground Floor (Alt-03 mezzanine)

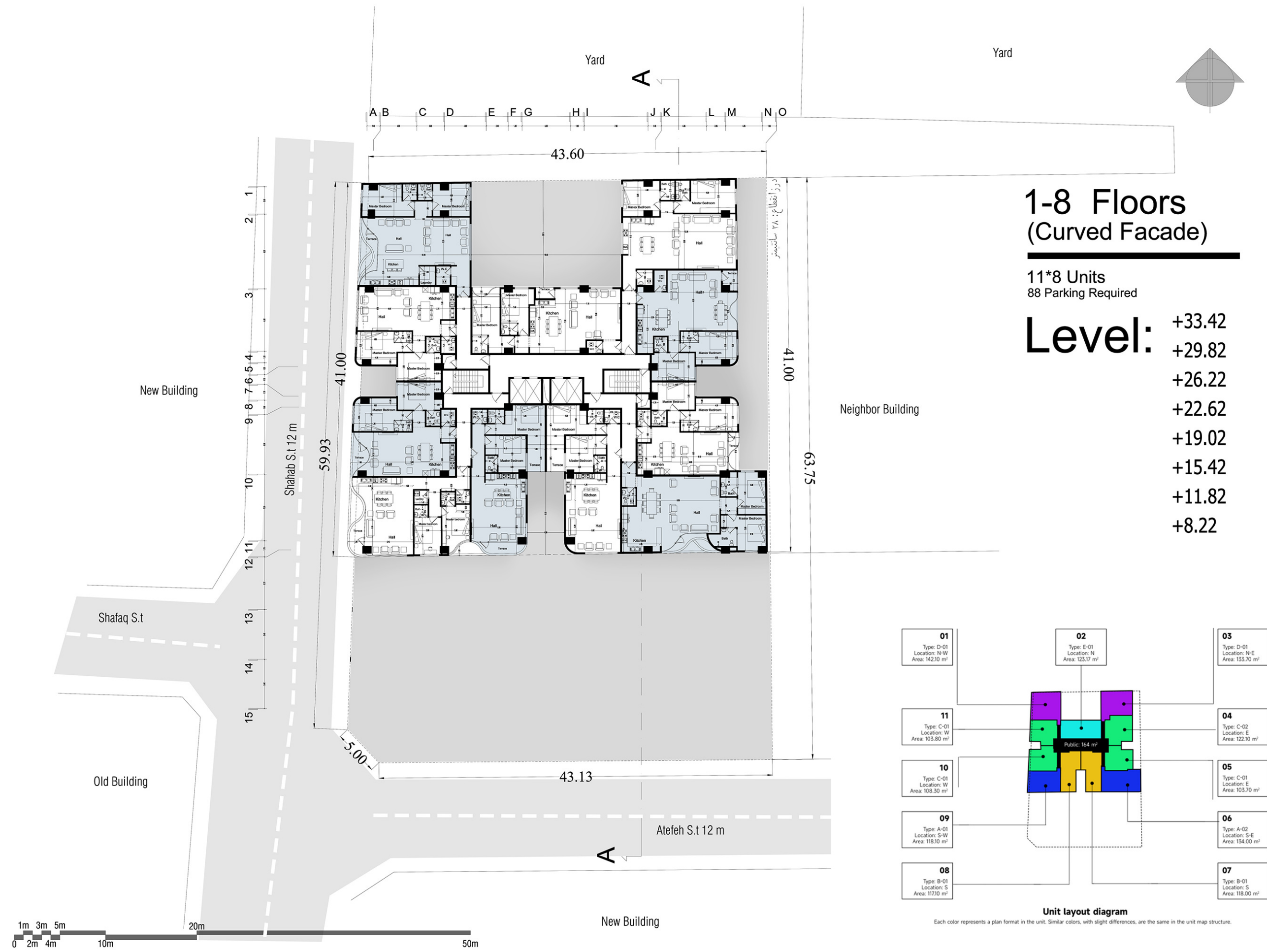
Entrance/ Lobby/ Facilities  
Residential

**Level:** +1.20

نیم طبقه واحد های مسکونی؛ در این طبقه آسانسور توقف دارد و ورودی مجزایی برای بخش خصوصی واحد ها فراهم میکند.











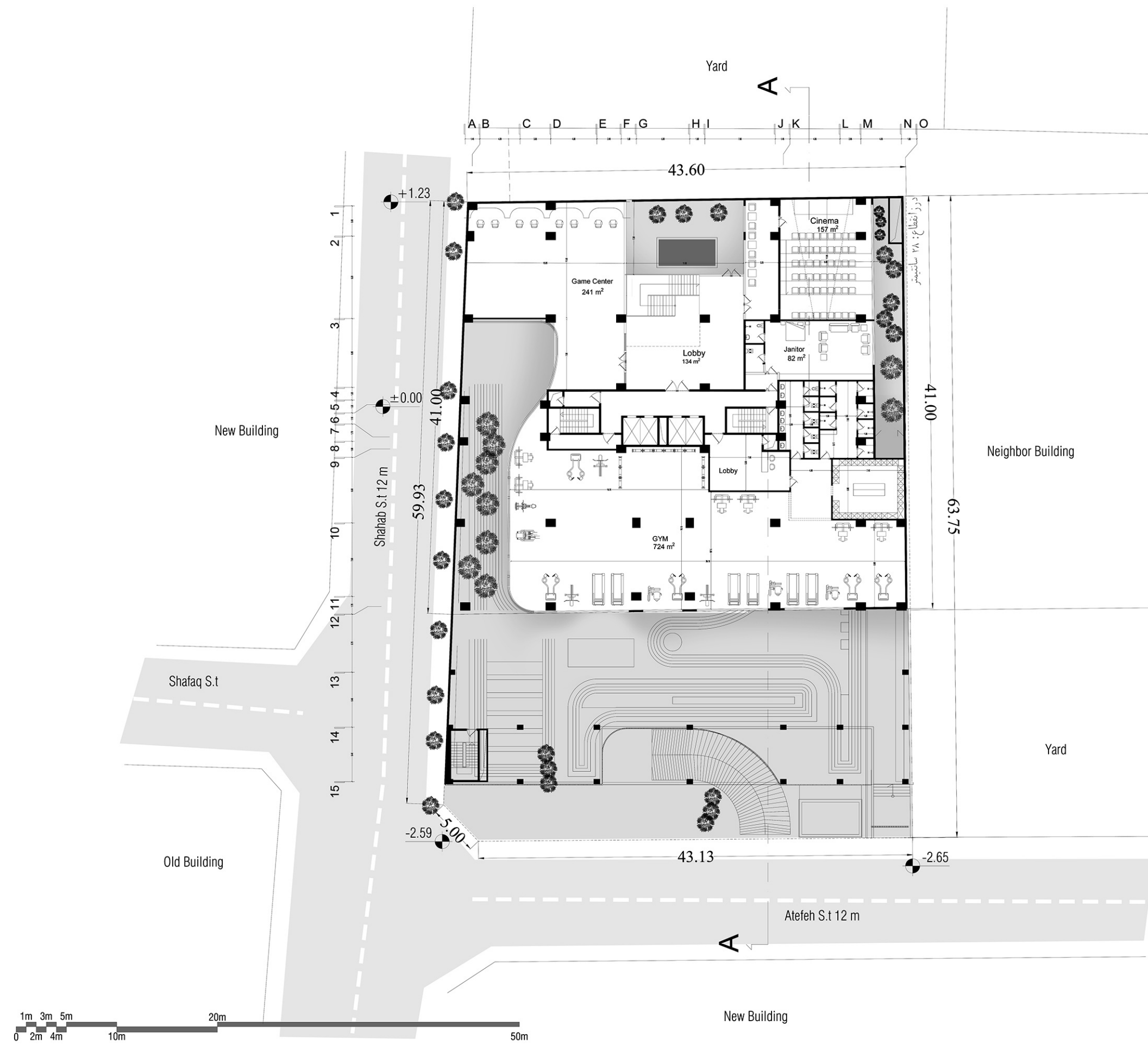
9/10 Floors

7\*2 Units  
28 Parking Required

Level: +40.62  
+37.02







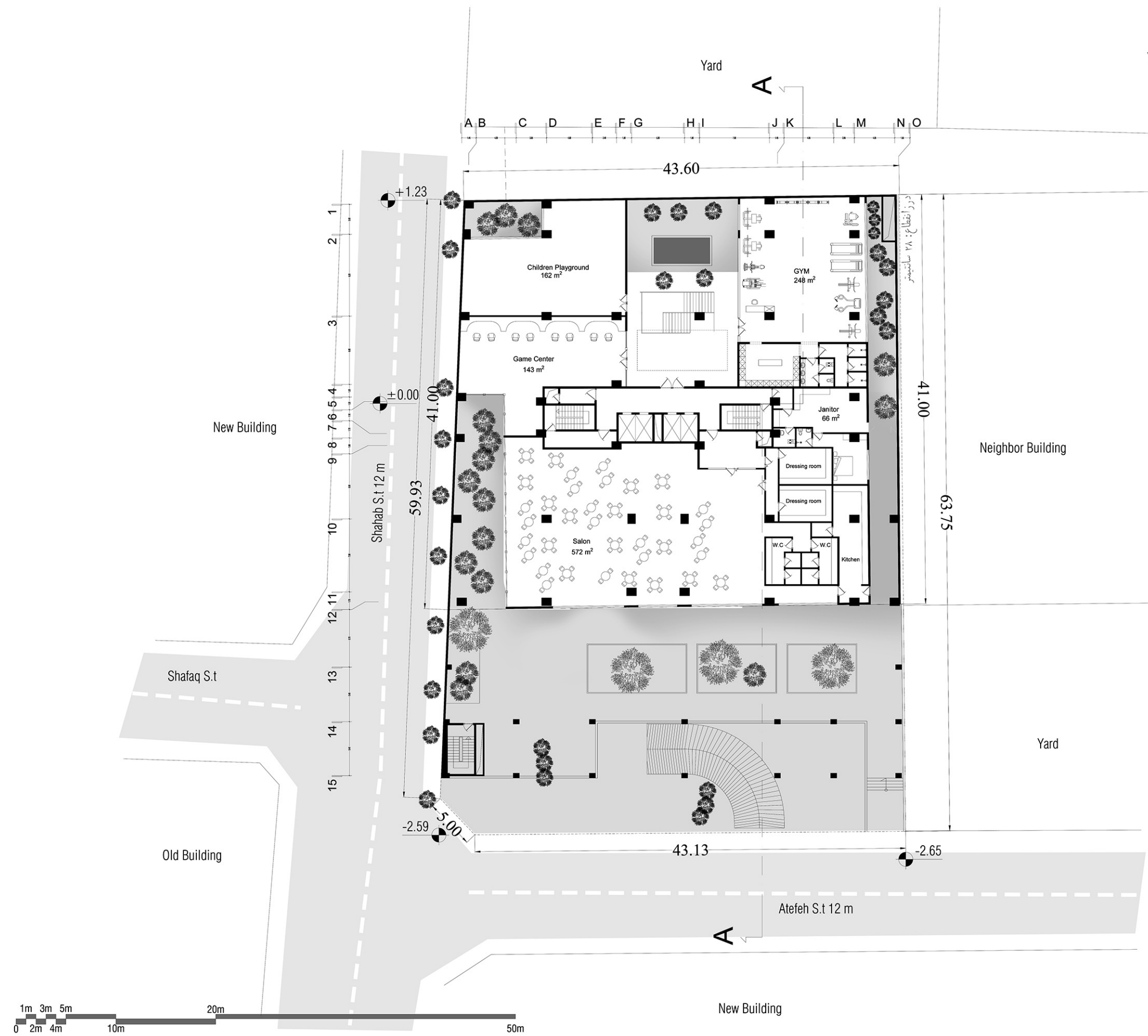
## 1st Basement (Alt-01)

Entertainment / Sport Complex

### Level: -2.22

در تکمیل آلترناتیو اول که سالن اجتماعات در طبقه همکف واقع شده، در طبقه زیر زمین و این گزینه فضای ورزش در ضلع جنوب و در ارتباط با حیاط قرار گرفته است.

سینما نیز به عنوان یک کاربری که نیازمند جداره های صلب میباشد، در ضلع شمال شرقی جانمایی شده است.

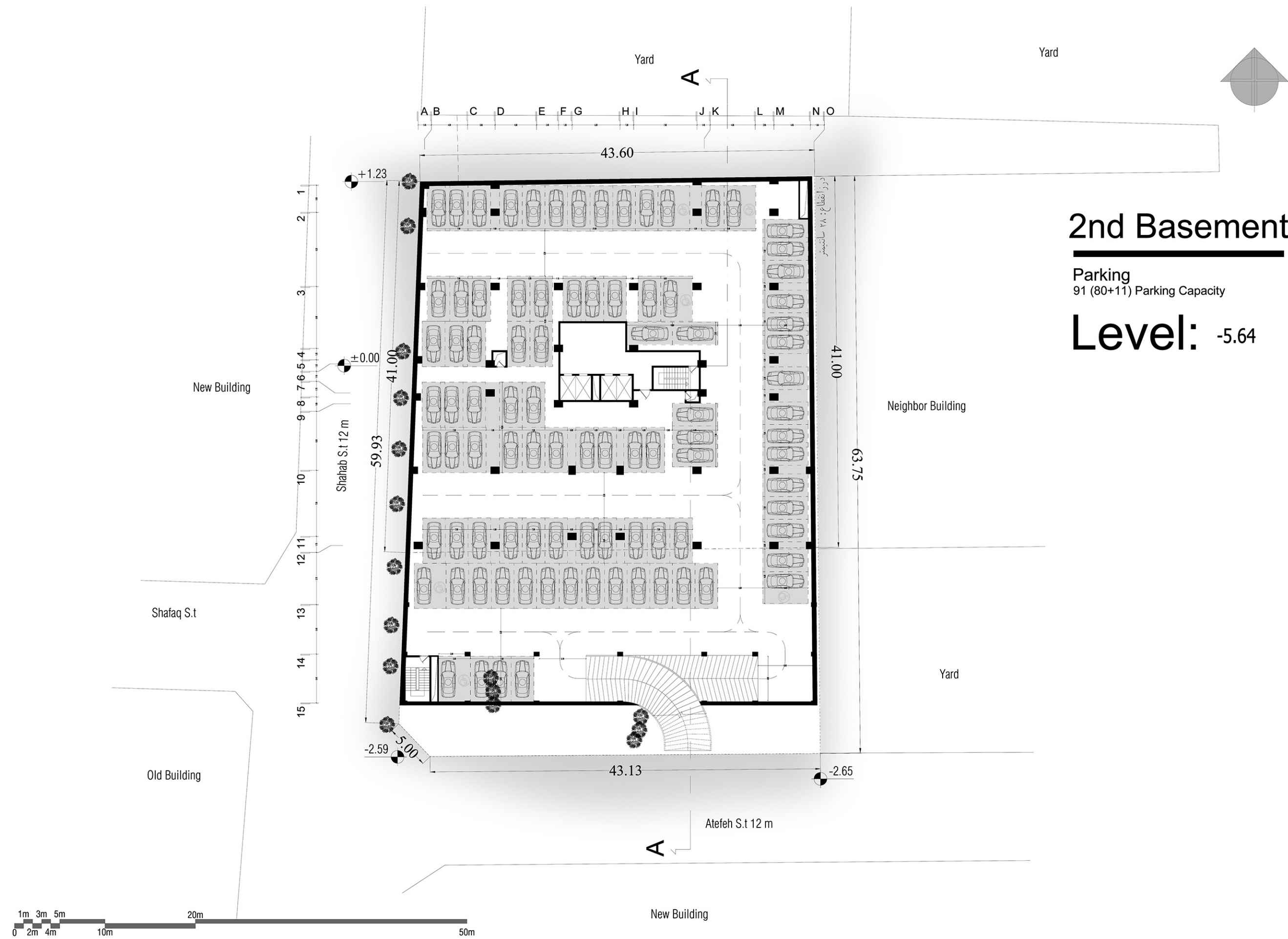


# 1st Basement (Alt-02)

Entertainment / Sport Complex

## Level: -2.22

در این گزینه سالن اجتماعات در ضلع جنوب واقع شده و سالن ورزشی به شمال انتقال پیدا کرده. با توجه به ارتفاع کم این طبقه قرار گیری سالن در طبقه منفی یک پیشنهاد مناسبی نیست.

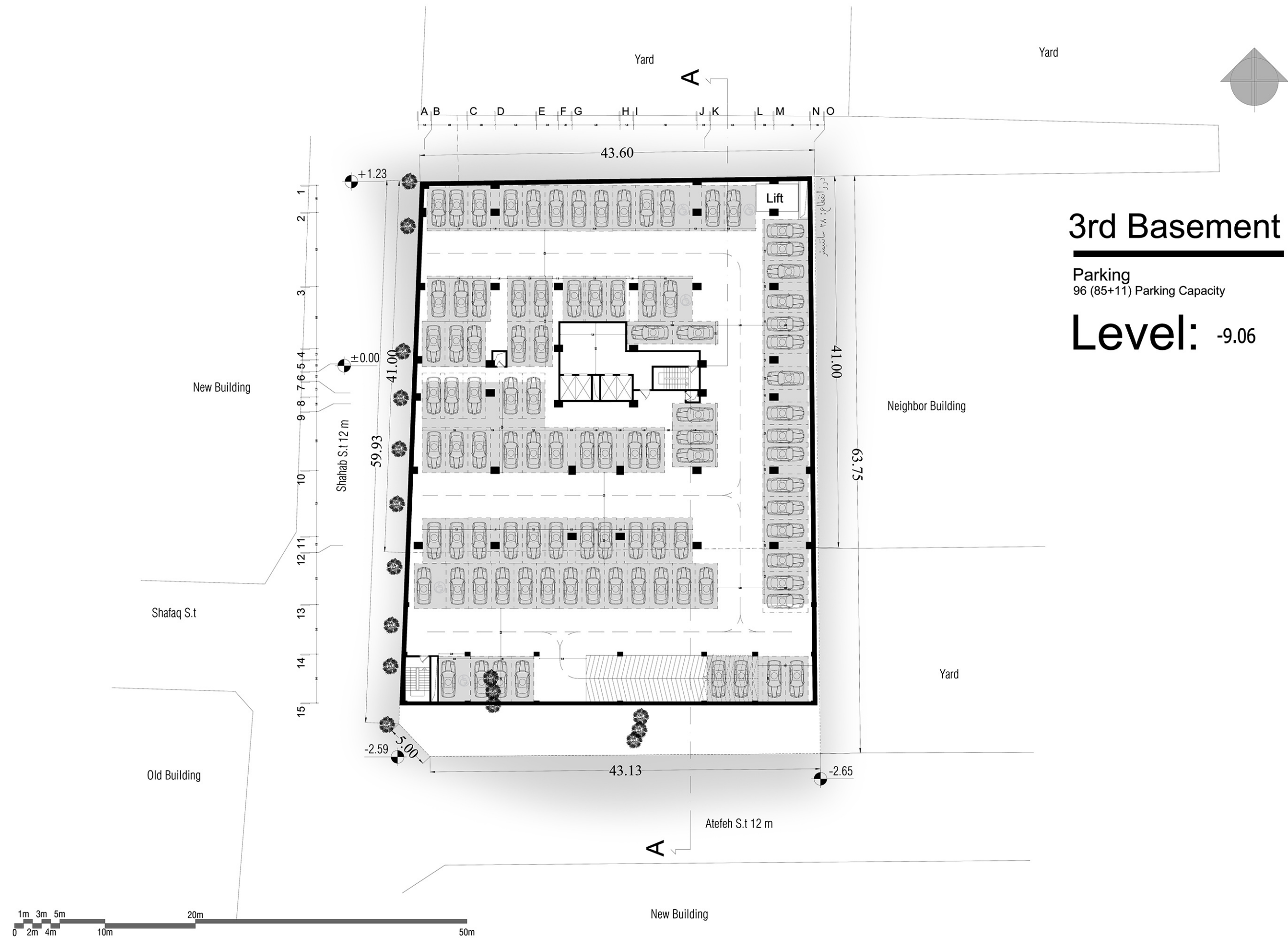


## 2nd Basement

Parking  
91 (80+11) Parking Capacity

Level: -5.64



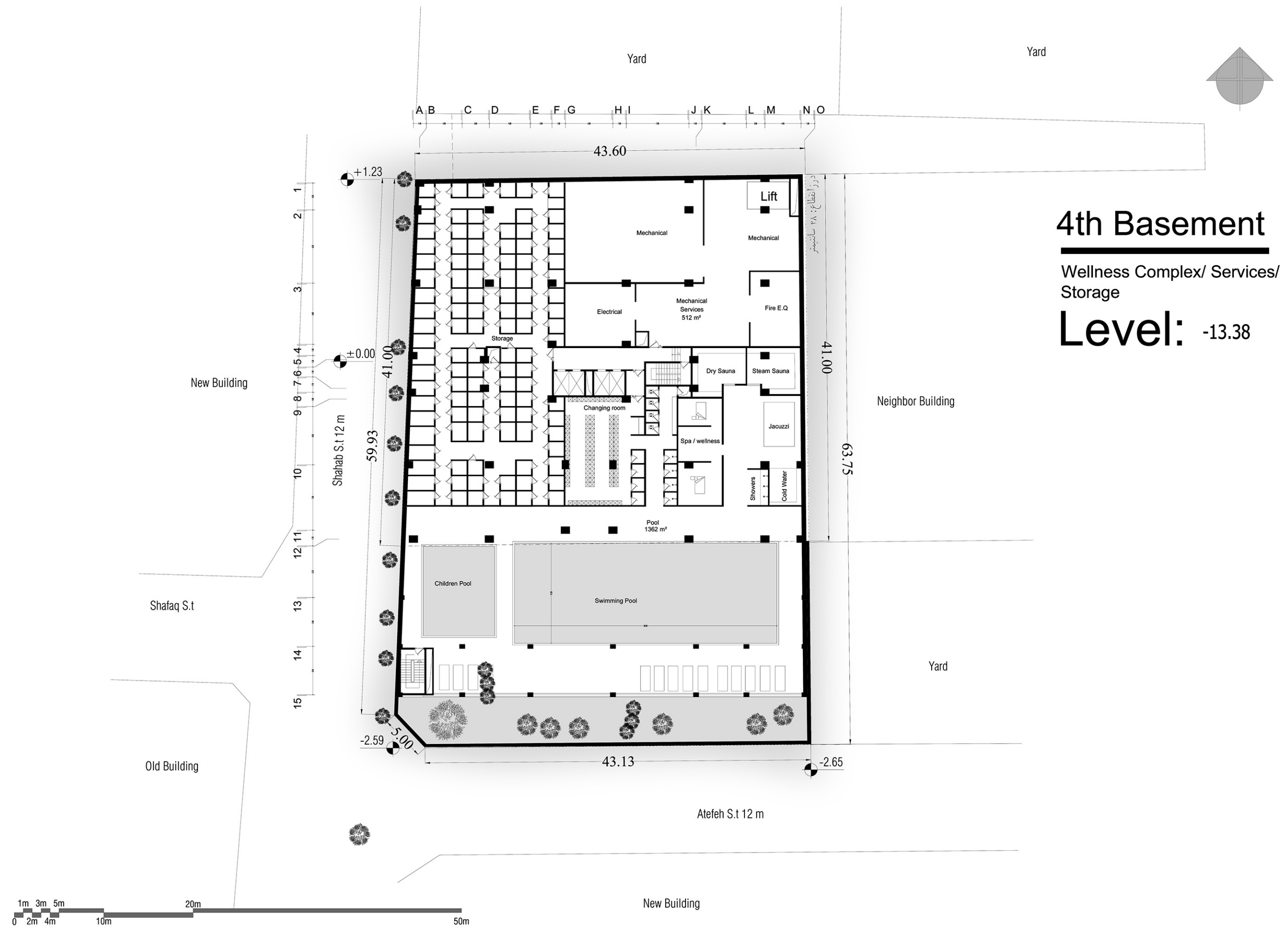


# 3rd Basement

Parking  
96 (85+11) Parking Capacity

Level: -9.06







Z E R O **T H R E E** /exterior 3d simulation

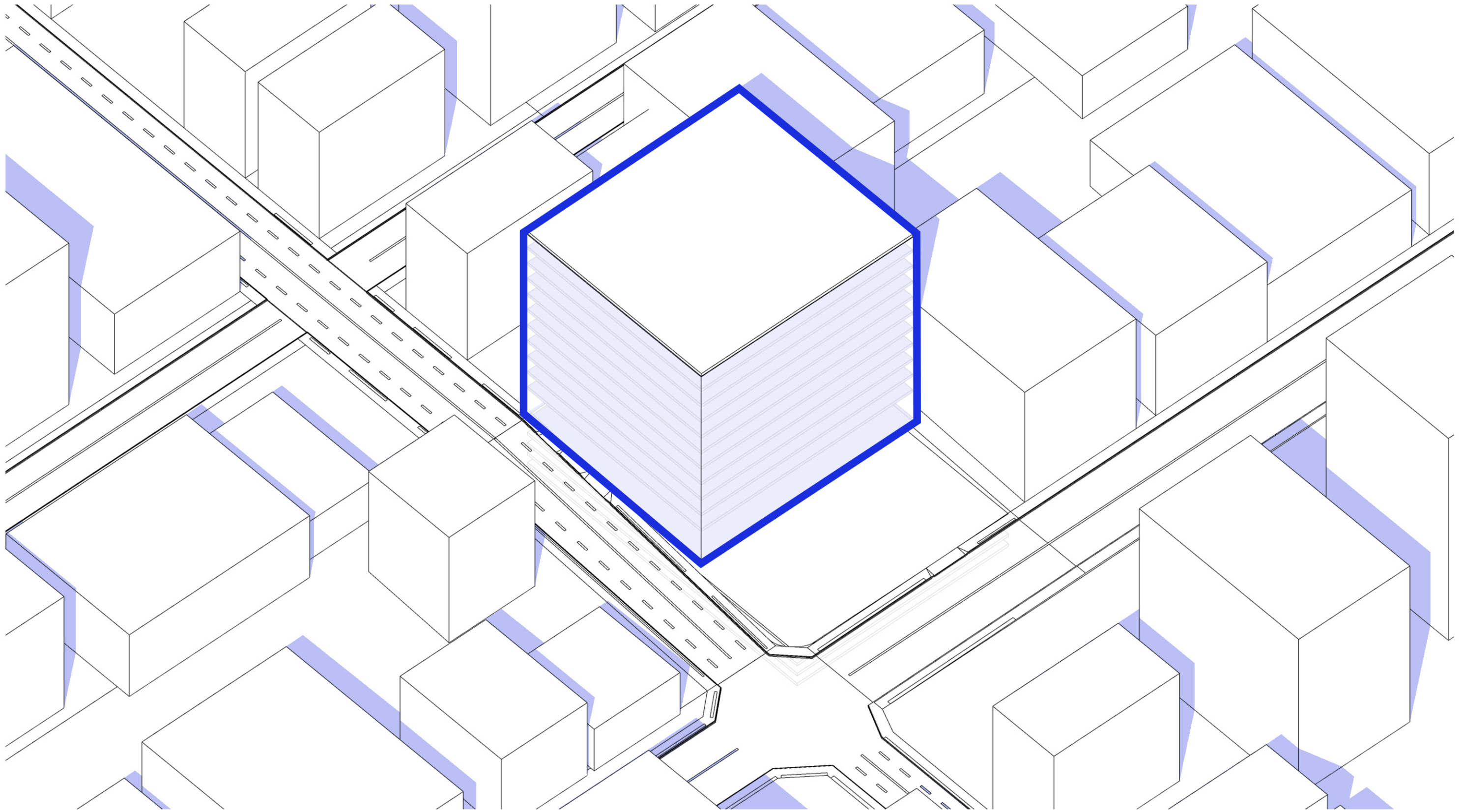
Z E R O **O N E** /the creation diagrams

Z E R O **T W O** /2d Floor Plans

Z E R O **F O U R** /exterior alternatives

Z E R O **F I V E** /interior 3d simulation

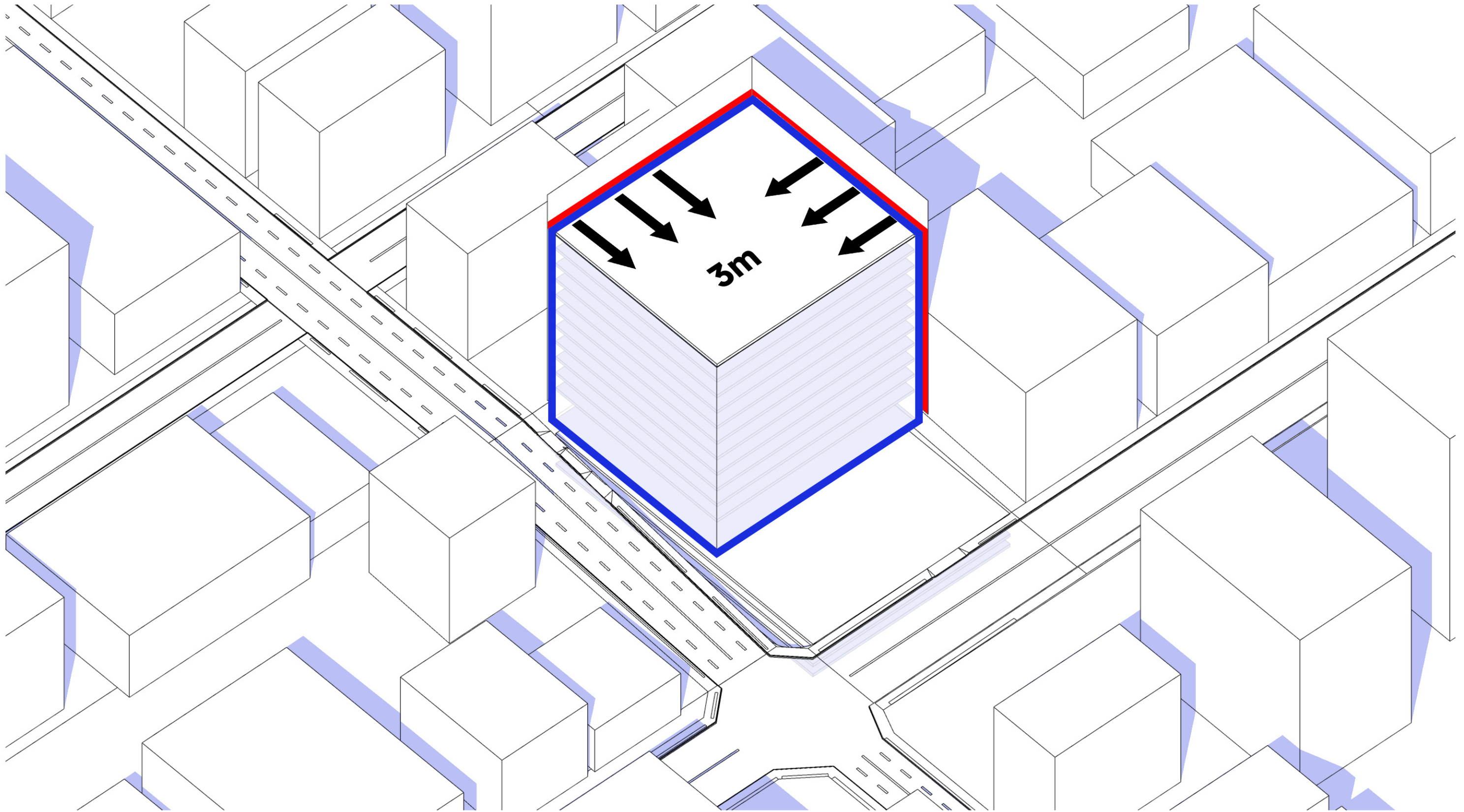
Z E R O **S I X** /... & Documents



**01**

Volumetric envelope within the construction area. Notice the proportions created, a 10-story building that doesn't appear tall due to its large width.

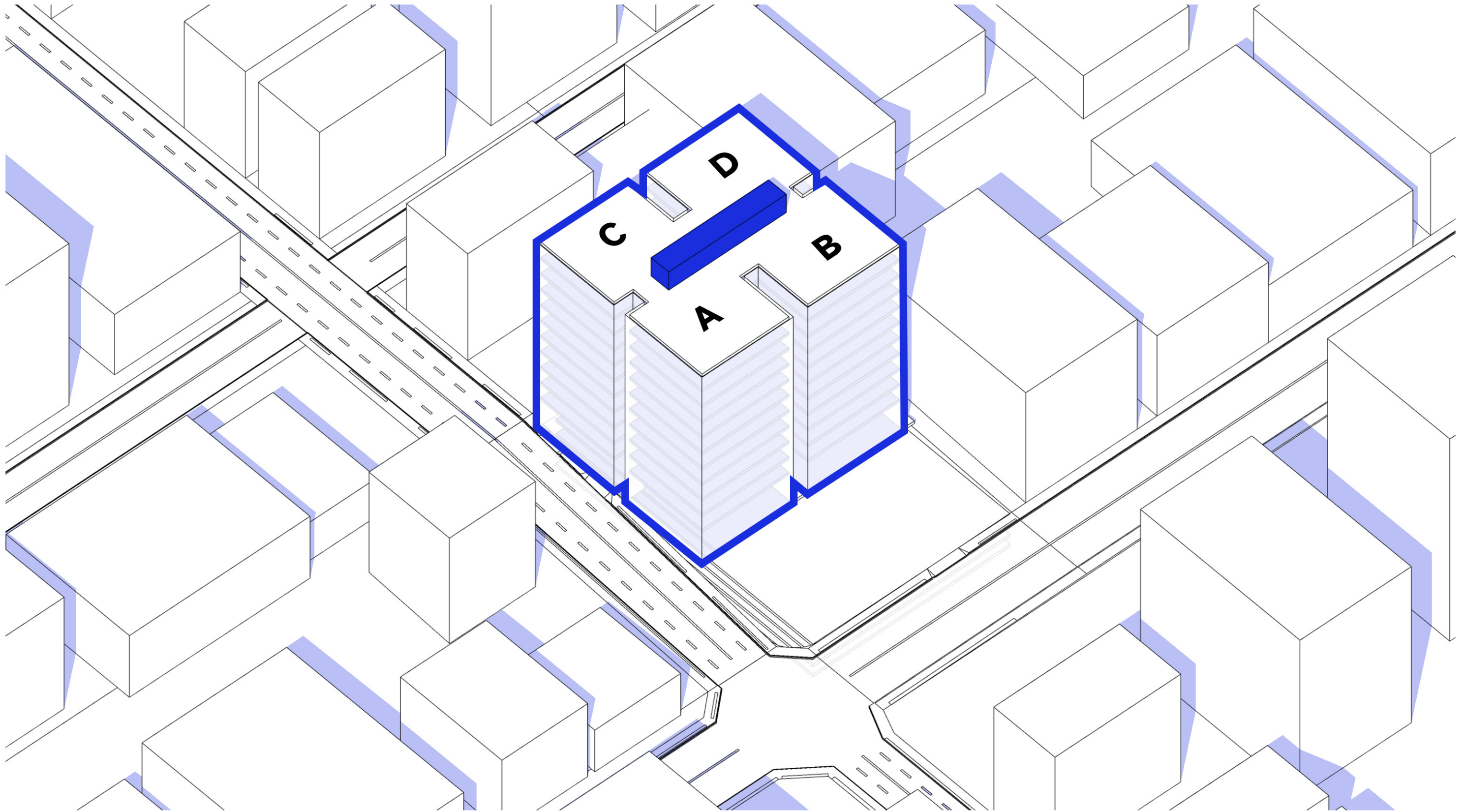




## 02

Given the setback defined in the criteria for lighting in the eastern and northern units, we need a distance of 3 meters from the edge of the ground. Note that the lighting conditions in these units are not ideal at all.

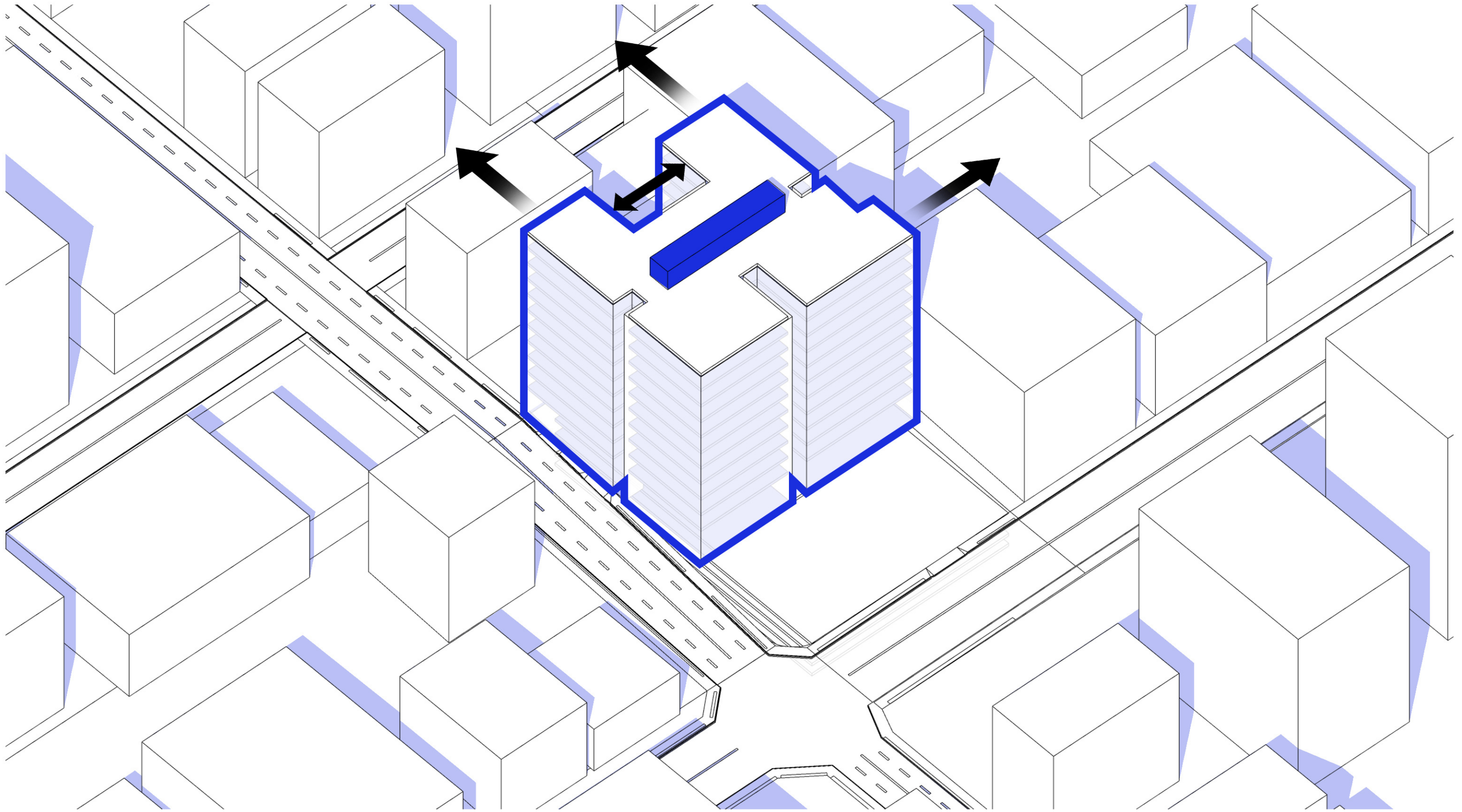




### 03

Two major problems in residential complexes were resolved at this stage. The first is the existence of long public corridors with a large number of doors, which disrupts the control and privacy of the apartments. The second problem is in the facade of the complexes. We divided the building into 4 blocks in plan and facade to avoid creating a large building giant and to add vertical proportions to the building.

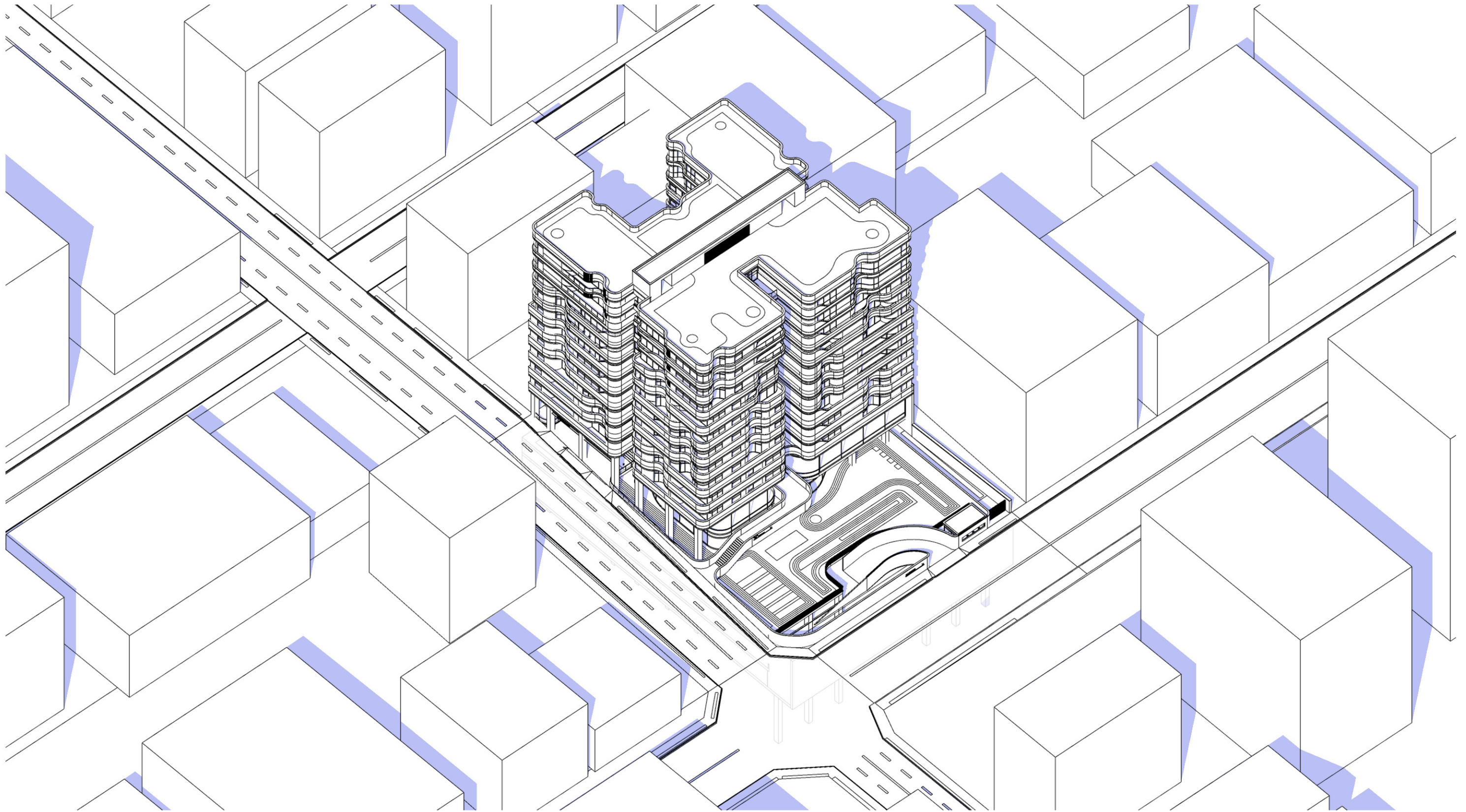




## 04

In order to make better use of the suitable light-bearing front (south and west) and also to revitalize the northern and eastern units, the volume of the 4-block building was taken out of symmetry. The 16-meter-wide courtyard on the northern front transformed the units on that front from weak units to units of equal value to the southern and western fronts.





## 05

The final form in Alternative 1 was created using curved shapes. Due to the importance of Block A, the most formal play and facade design was done in this corner block.





## EVERY CORNER COUNTS

The most important angle of the project is its southwest corner. While the overall facade has been tried to be very simple and free from any particular complexity, in this corner the design of the facade becomes more important.

The main desire was to move away from a wall full of windows and to display a form similar to several apartments next to each other, emphasizing vertical proportions.





## **TO BE OR NOT TO BE**

Here's the whole story. A simple idea that can be unique and eye-catching at the same time.





## **ROUND, LIKE THE ... .**

Using a curved form has reduced the harshness of the project and created a more pleasing form for the audience.





## SHOULDER TO SHOULDER

The gap between the two towers makes them appear as two separate buildings, while the literature of form and facade demonstrates their unity.













## THE DARK KNIGHT

The curved form of the project can glow beautifully at night.





## THE DARK KNIGHT

The curved form of the project can glow beautifully at night.





## ENTRANCE GATE

The project takes a step back to invite and provide an opportunity to get out of the car.



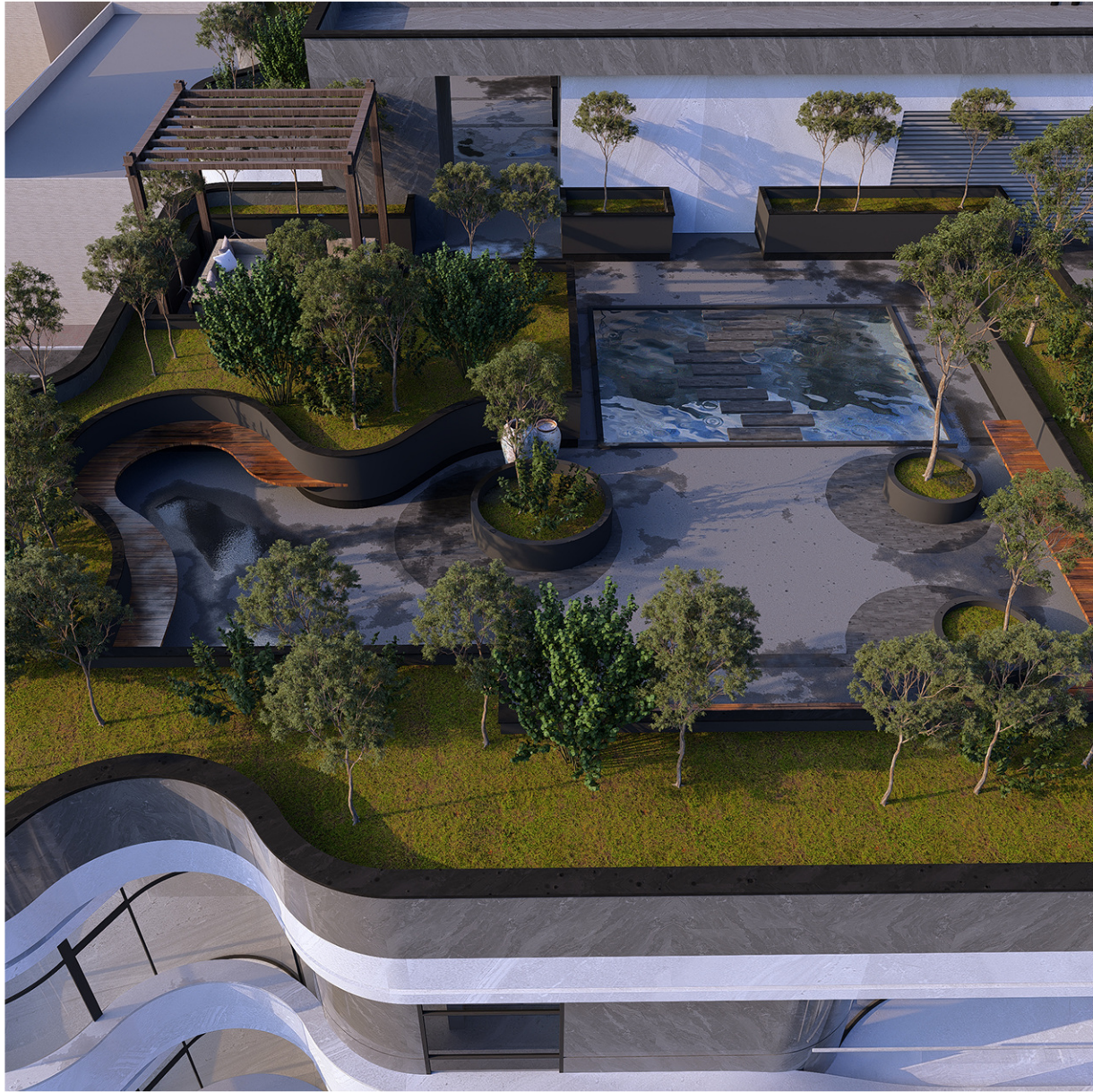


**1ST BASEMENT YARD**



**“B” ENTRANCE**



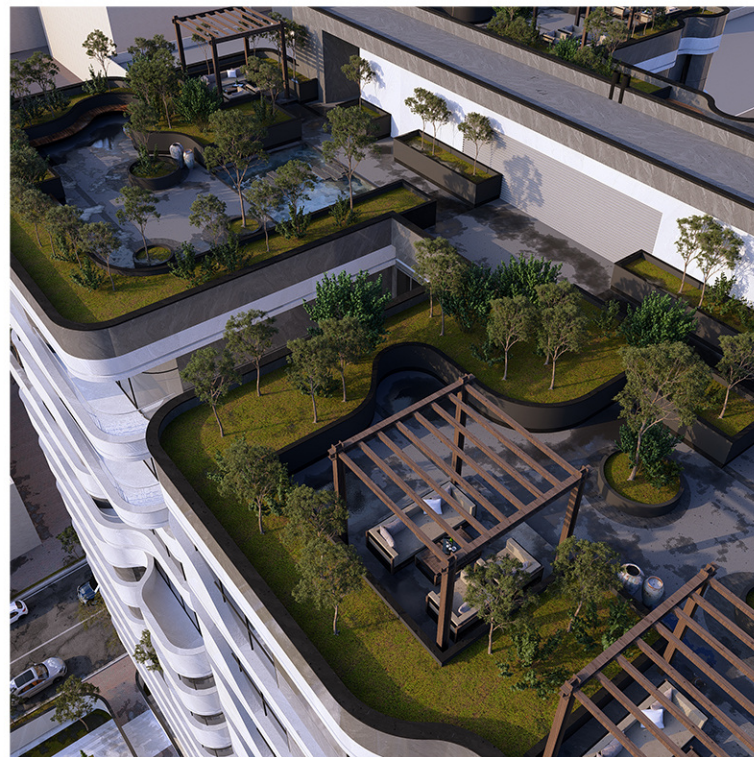
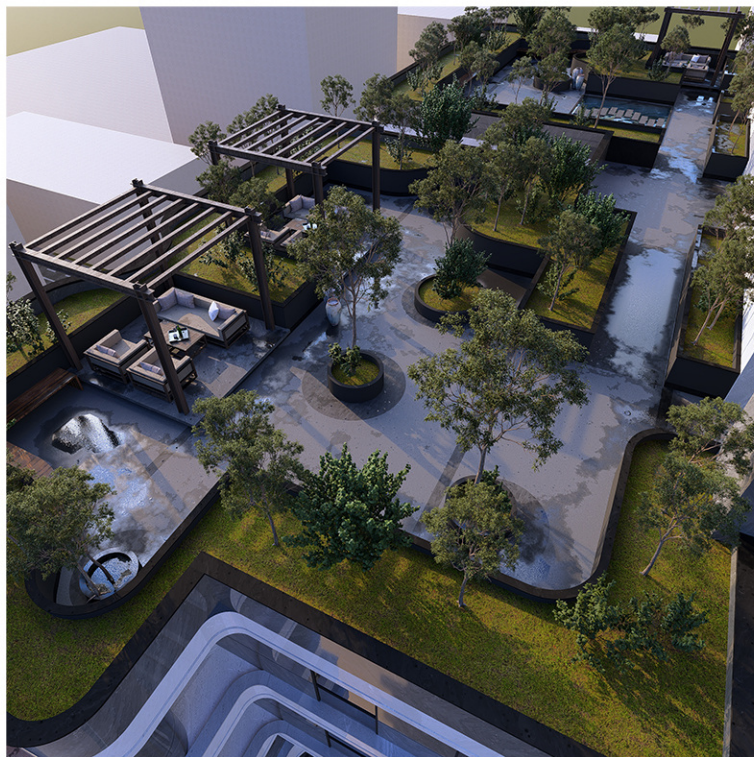


**ROOF- ZONE-01**



**SITE PLAN**







**Z E R O F O U R** /exterior alternatives

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**Z E R O F I V E** /interior 3d simulation

**Z E R O S I X** /... & Documents





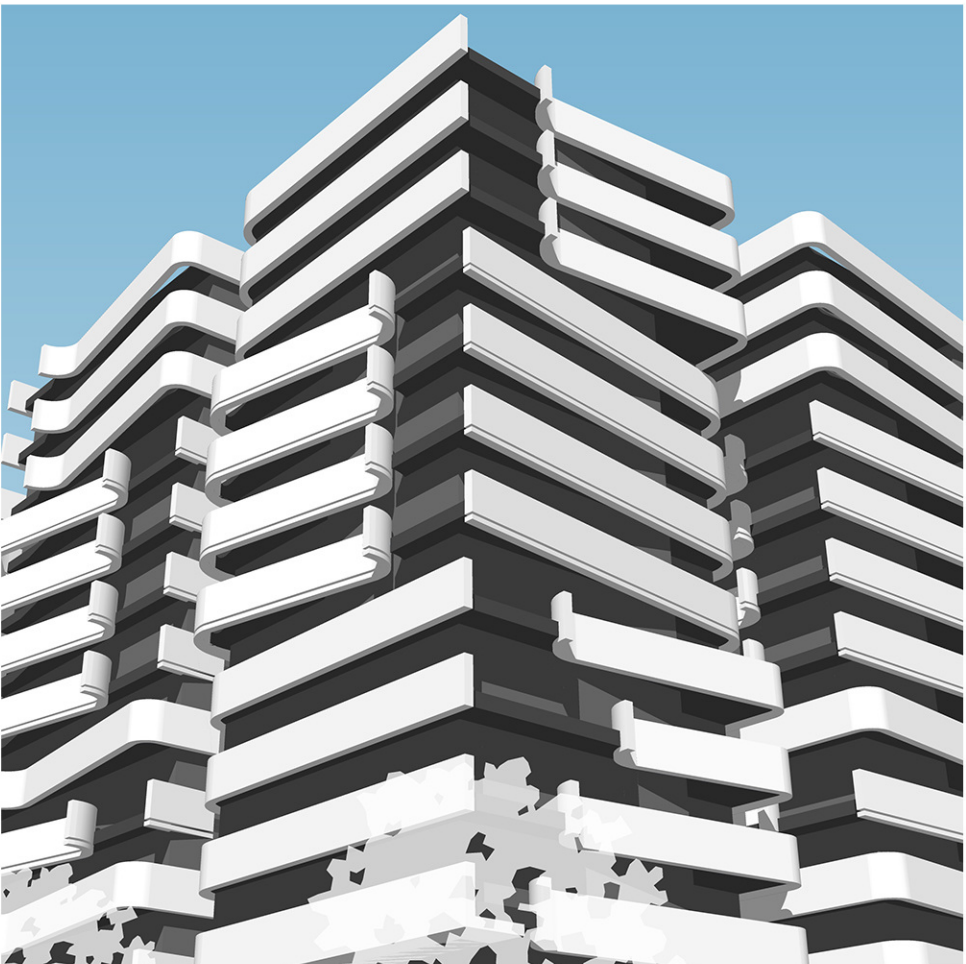
**ALT-01**



**ALT-03**



**ALT-02**



**ALT-04**



**Z E R O F I V E** /interior 3d simulation

**Z E R O O N E** /the creation diagrams

**Z E R O T W O** /2d Floor Plans

**Z E R O T H R E E** /exterior 3d simulation

**Z E R O F O U R** /exterior alternatives

**Z E R O S I X** /... & Documents





## RECEPTION

We avoided clutter in the interior design so that the project could show its grandeur in its tranquility.





## INTERNAL STAIRS

An internal decorative staircase in combination with the northern courtyard connects the ground floor and the basement.





## BORDER LINE

The lobby is an integrated space that hosts many events. On the other hand, the architecture must plan these events properly. The image in front separates the seating area from the elevator waiting area.













## LET'S HAVE A POOL

Swimming pool with two main bowls and direct connection through the garden pit to the green space.









Z E R O **S I X** /... & Documents

Z E R O **O N E** /the creation diagrams  
Z E R O **T W O** /2d Floor Plans  
Z E R O **T H R E E** /exterior 3d simulation  
Z E R O **F O U R** /exterior alternatives  
Z E R O **F I V E** /interior 3d simulation





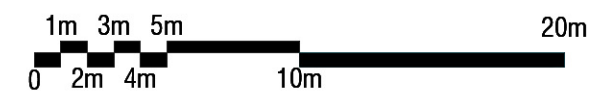
WEST ELV



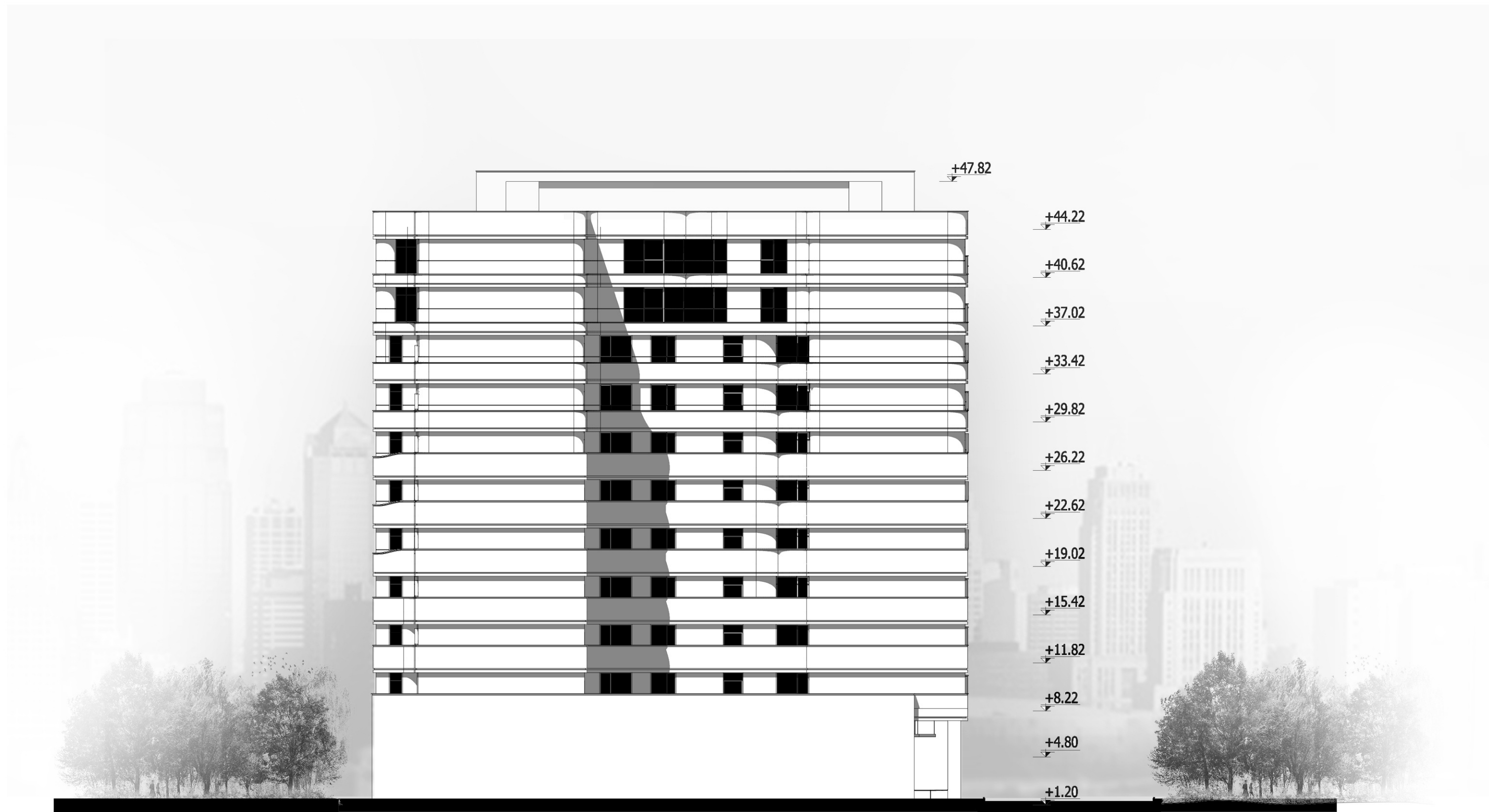




**SOUTH ELV**

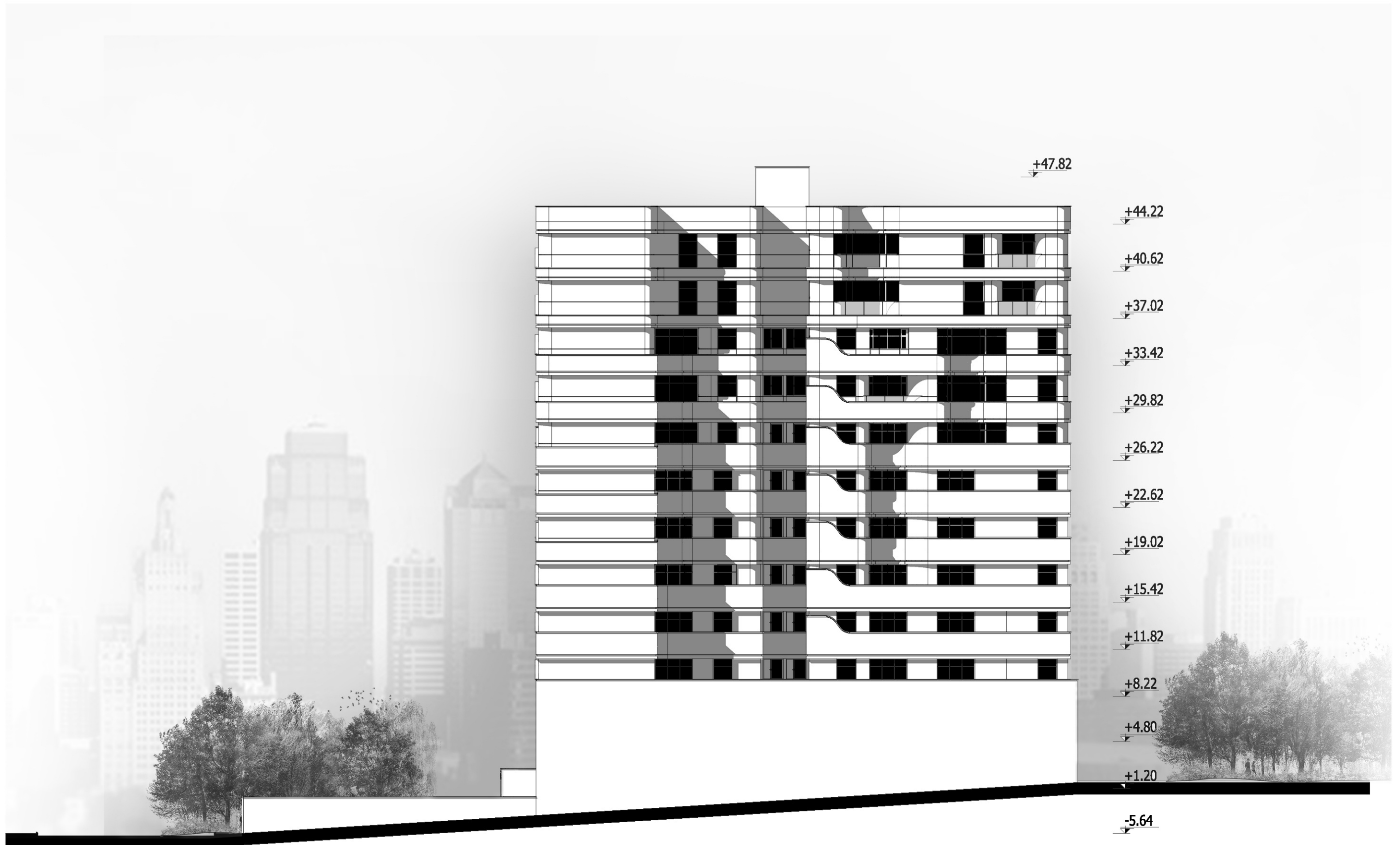






**NORTH ELV**

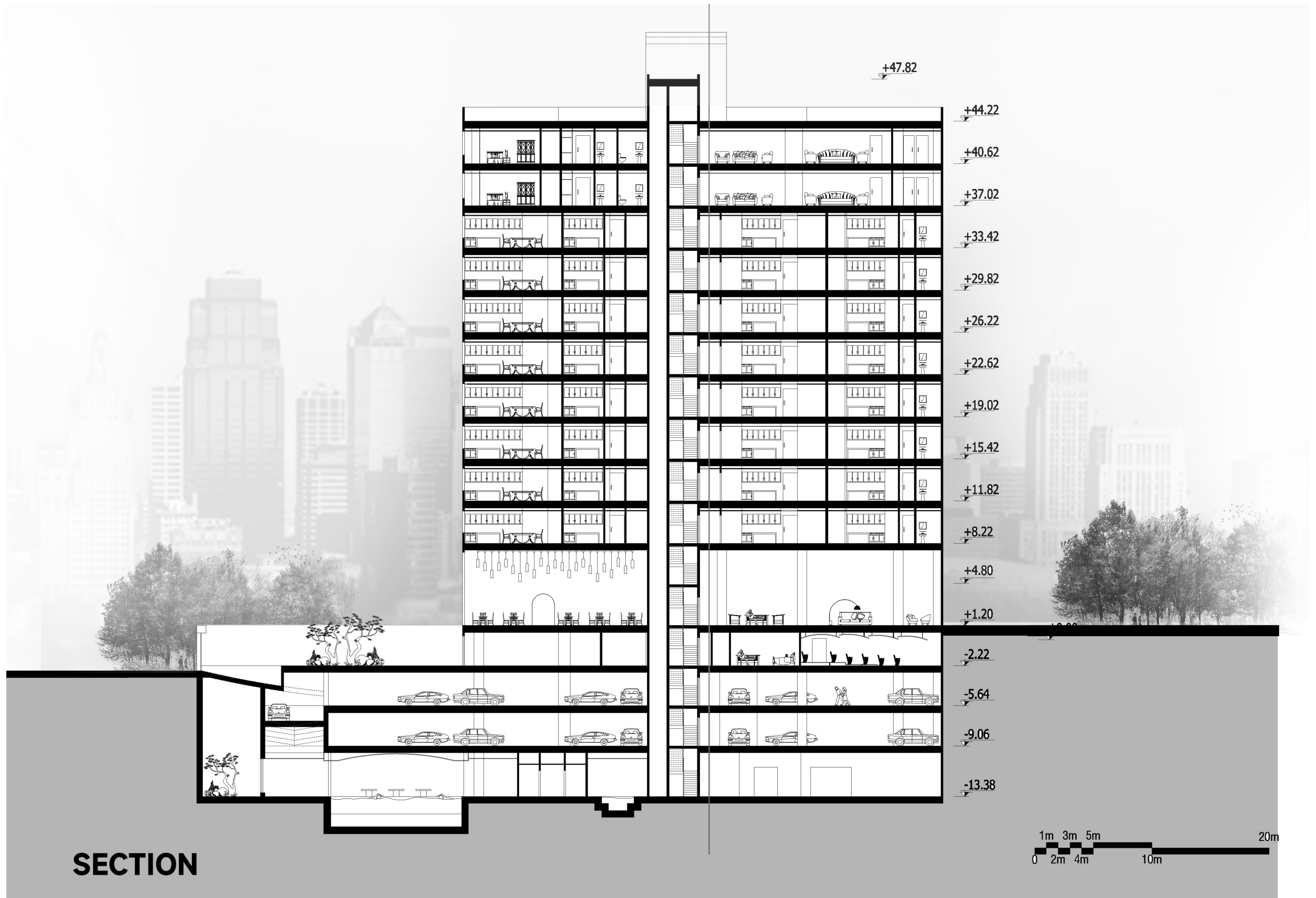




**EAST ELV**











THE  
END