SWIFT

Encamp



Rethinking Transit Shelters for Pilgrims

https://**competitions**.uni.xyz



Img 1: In 2018 around 2.23 million muslims performed Hajj in Mecca, Saudi Arabia

Premise

Pilgrimage essentially is a spiritual journey where a person goes in search of a new or expanded meaning - **about self, others, natural or higher good**.

Long back when the means of communication and transport were rather poor, people walked hundreds of miles bearing the harshest of conditions to seek divine blessings.

Over time it has become a duty that is passed on to every generation. Alongside with overgrowing population, a lot of people go to pilgrimage at once to practice their religion. It has now become a celebration of faith, which unites people from different cultures. A sense of belonging improves and encourages the pilgrim's willingness to **learn, grow** and **socialize**.



Img 2: Increased density has led to overcrowding

Issue

Number of pilgrims are increasing every year. Amarnath is a revered destination in India that takes place in July and August. In 2019 it saw a carrying capacity of ***4,300 people on a single day opposed to 12,353 pilgrims.***

Increased density has led to overcrowding and cramped spaces. Collective experience though heightened in unison leaves a lot to be desired due to lack of quality spaces. Structured by ill-planned resting spaces, pilgrims have to rest in slushy tents making movement around tough.

There are pilgrimages that are held for a duration of time in an year. Due to its temporary nature and masses of people mobilizing the movement, the trail essentially faces a lot of issues. With paramount religious significance and tourism being encouraged by the government, we cannot escape them. **Can design help making this experience better?**



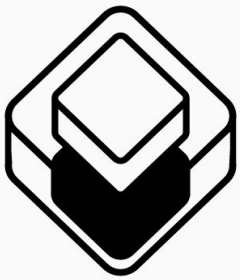
Img 3: Structured by ill-planned resting spaces, pilgrims have to sleep in slushy tents making movement around tough.

Brief

The definition and purpose of pilgrimage has changed. From an isolated retreat, it has become a space for thousands seeking blessings and religious virtue. It is also an opportunity for the people living in distant areas to know different cultures.

In times when the value of faith is transcending into growing number of pilgrims, how can a pilgrimage accommodate the changing demand?

The design challenge here is to design modular transit shelters for the pilgrims. The challenge not only looks at the space being resilient, but also at the storage and reinstallation of the structures.



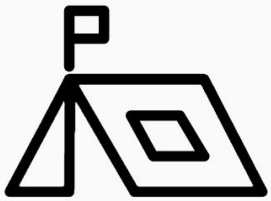
Modularity

Exploring temporary modules of housing, beyond tents.



Lean Design

Design using resources and techniques that save time, effort and overall cost.



Temporality

Strategies should be explored how structures can be dismantled and stored.



Environment Friendly

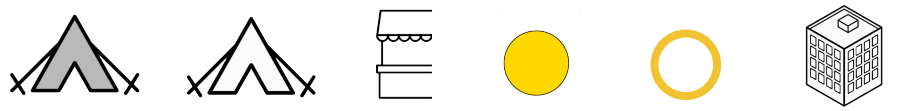
Design should respond to the context - climatic conditions, terrain and ecology of site.

Objectives

Main objective is to redesign overnight resting points that can act as a focal point for community integration. Beyond the regular placement of tents and tin shed washrooms, how can design enhance pilgrimage experience and provide better services. Participants can assume data wherever necessary.



Img 4: Google Earth View of Amarnath route. The trail being highlighted



Amarnath Pilgrimage, India

Spiritual destination in Hinduism abodes from tales of mythology. The 'holy cave' of **Amarnath** is the place where Lord Shiva narrated lessons to his wife Parvati.

Considered to be one of the holiest shrines in Hinduism, the pilgrimage is open for public only for 48 days in the month of July and August.

36-48 km trek is situated at an altitude of **3,888 m** (12,756 ft). In old times, the pilgrimage was undertaken by sadhus and civilians totaling a thousand people. But since 1990s, the demographics of the Yatra have changed. In 2019 **it saw 12,353 pilgrims on it's first day compared to its carrying capacity of 4,300 people.**.

The ecologically sensitive area is under constant threat due to number of pilgrims increasing from it's permissible limit. The route has a provision for **public dining points** also known as **Langars**, which serve free food to pilgrims.



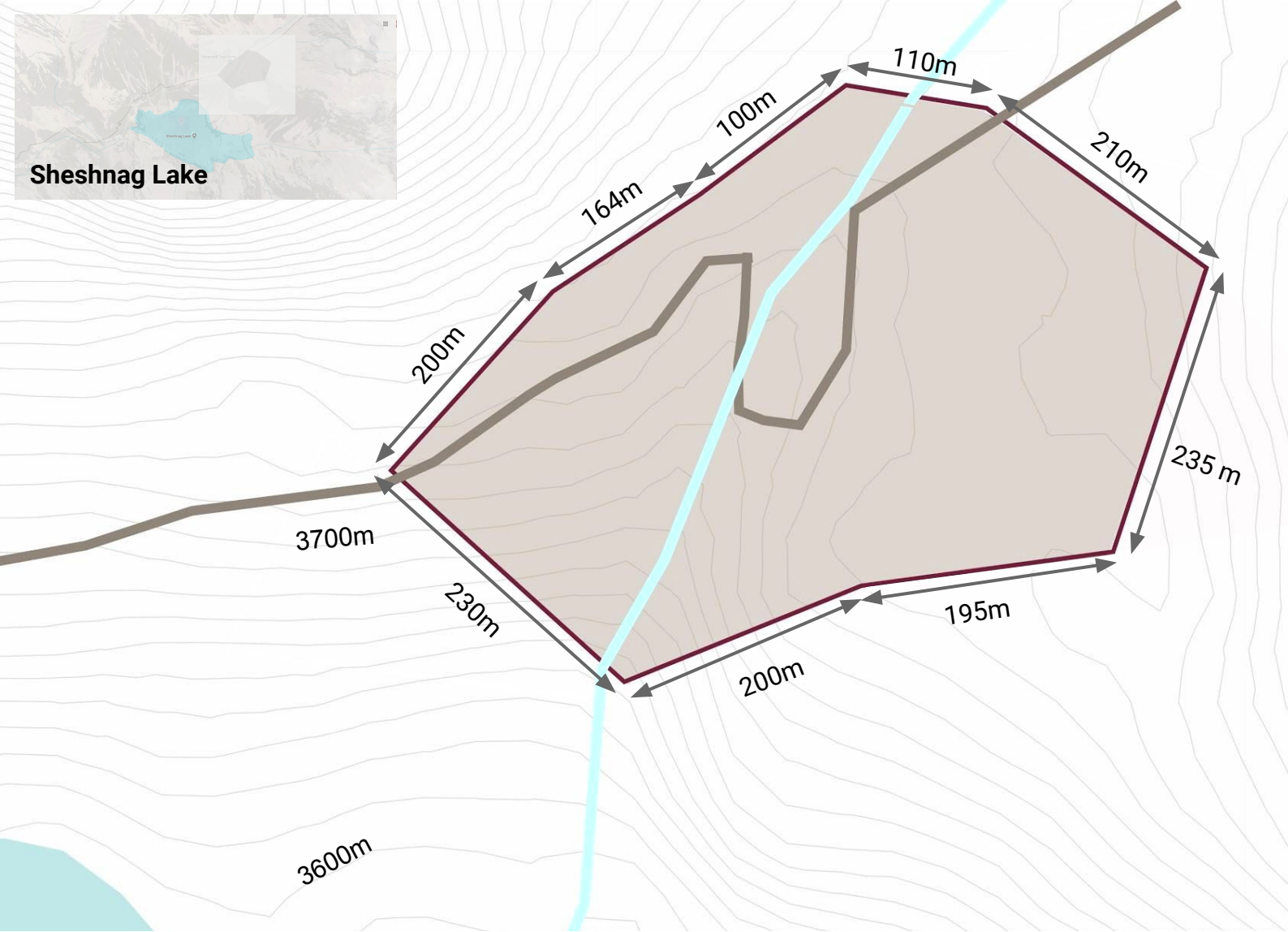
Img 5: Amarnath trek is open only for 48 days in an year



Img 6 : Overview of Sheshnag Lake (Site)



Img 7: Present temporal condition of resting place at Sheshnag Lake



Img 8 ::Site Plan of Sheshnag Camp

Extents of Design Site | Pilgrimage Trail (4m) | Stream

Site - Sheshnag Lake

Sheshnag Lake is a high altitude lake situated at an altitude of **12500** ft. Located along the track leading to Amarnath cave, it is at a distance of **28 kilometer** from Pahalgam (starting point). Pilgrims travelling on foot camp here on their first night.

The resting point is situated near a lake. Issues like contamination of lake due to sewage disposal and slushy living spaces make the experience unpleasant. Design site has pilgrimage trail and water stream which can become directives for intervention. You can take a portion of site to build your campsite based on your design rationale.

Area - 171,420 sqm (42.3 Acre) | Coordinates - 34°05'59.4"N 75°30'21.5"E | Ground coverage - Not restricted | Temperature - 18°c to 28°c | Weather - Sunny, possibility of rain

Accomodation
Housing units
Storage



60%

Community
Gathering Space, Information Center, Retail Stores



30%

Services
Reception, Staff Facility, Public Washrooms, Dispensary



10%

Programmatic Outline

The programme must include the spaces schematically. These spaces (besides modular housing and community planning) need not be done in detail. However, the participants are free to add other programmatic facilities and change the percentile depending on their design. The primary intent is to design a transient modular accommodation

Guidelines

You have to deliver an architectural outcome on the following site, based on the given outlines.

• Recommended number of sheets/presentation images/boards:

5 (Five) of size **[2362px** x **3544px]** or **[400mm x 600mm** in **150 dpi]** in portrait digital format (**JPEG only**).

Minimum 3 (Three) & **No maximum sheet limit.** Each image should be less than **15MB.** (Do not submit PNG format)

Minimum requisite submission are sheets/boards + Cover image containing:

• Site plan (Compulsory)
• Key conceptual sections x 1 (Minimum)
• 3D views x 4
• Cover image / Thumbnail of size 2000px x 1000px or larger in aspect ratio 2:1.
• Answering 6 FAQ's#
• This is the link for new file sizes, here.

#The FAQ's have to be answered as instructed in the FAQ document in the 'additional resources folder'.

Deadlines

Discover the competition schedule and deadlines on the competitions page or on this link - Schedule.

Resources

This competition contains additional resources that contains a set of files useful to complete the competition submission. This folder is made available on your profile dashboard automatically as soon as you register.

This additional resources folder of this competition contains: Submission Format files in PSD | AI | InDD, FAQs, High Res maps, Sketchup Model of the site and CAD file of the site plan

Rules

+ The competitions is open for **students and professionals** from all the disciplines of design.

+ The team limit for this competition is **4 members maximum per team.**

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+ You can register more than one team but they have to be registered separately.

+ Ensure that the final sheets submitted **do not include your name or any other mark of identification**. Your submission is linked to your user account which stands as your identification.

+ This is a design **ideas challenge only.** There is no built commission/realization associated with the problem.

+ In case of publication in yearbook we will reach out separately for selected entries.

Pro-Tips

+ Use exploded views to discuss multi levelled conceptual models better.

+ Mention sheet number on corner of every sheet.

+ Plagiarism of any idea / form / design / image will be disqualified with a notice.

+ All the sheets or images will be viewed on a digital device. **e.g.** Laptop screen or projector. Uploaded sheets or images will not be physically printed for evaluation. The submission hence should be prepared for digital viewing only.

+ Submit JPEG images only. (PNG will not function)

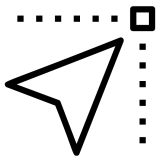
+ Learn



Awards

Grants of up to a total of **20,000$** can be won on this challenge. Learn more about the full conditions on the competition page here.

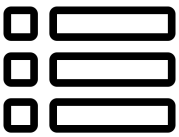
The entries will be judged by an international jury of the competition on the following criterions:



Presentation
The fundamental to a good entry is a good presentation.



Concept/Idea
Quality of thought and intent in pre-design phase.



Spaces/Programme
How the spaces are calculated and ordered.



Design Outcome
The final architectural outcome of the solution.

Judging Criteria

The judging panel can also add other criterions based on their internal discussions - which will be in line with the problem statement. Participants are advised to fulfil above given criterions first in their design.

About

SWIFT

Swift serves as a unit block for **UNI** in the field of transient architecture realm. It intends to break the fusion of traditional design barriers and methodologies by making it a platform for experimentation and conceptual exchange of ideas in **modular, transient and mobile architecture.** It is a research initiative dedicated to provide opportunities for designers from all domains to explore ideas that go beyond the boundaries of the discipline and enrich our built environment holistically; thereby opening up possibilities for promotion of temporal architecture thought at a global level.

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SWIFT Encamp

Reinterpreting resting points



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