

# STRAYS

Designing an animal-welfare shelter

<https://competitions.uni.xyz>



Img\_1: The bond between human and animal from the time immemorial

# Premise

‘A man’s best friend’, ‘a furry companion’. These are the few terms that come to our mind when we think of animals. They have been an integral part of our lives since their existence. They have helped and companioned humans when needed. **Human-animal bond is the key to a healthier lifestyle. Researchers have examined how animal interaction can affect depression, anxiety, mental and physical well-being.**

Domestication of animals has been practised for centuries. **Archaeological evidence states that humans have lived with domestic wolves 14000 years ago.** Over time, these domestic animals became loyal companions to human beings. Today they are known as ‘urban animals’ or ‘pets’.

Over the years, human population has increased drastically. **To meet their demands, cities have expanded beyond their limits, consequently destroying the animal habitat.** Humans have constantly exploited the resources and continue to do so.

The world is being created for humans, keeping their foremost surroundings in mind, neglecting the major part that encircles them, ‘other beings’.



Img\_2: Abandoned and injured animal on the street

# Issue

Habitation was supposed to be a mutual thing. However, humans stand out in the food chain dominating every other organism on the planet. **Human hegemony of food-chain shouldn't give them the right to take advantage of the ones beneath them.**

Over the years animal habitat was taken over by urban settlement **resulting in “pet overpopulation”**. In the United States, six to eight million animals are brought to shelters each year, of which an estimated three to four million are subsequently euthanized because there are more urban animals than there are responsible homes.

**The abandoned animals on the streets tend to cause motor accidents, carry diseases, and not to say anything about the suffering that they have endured.** Most of these stray animals have been brutally injured, abused, abandoned on streets by their previous owners. The few lucky ones are taken to the shelter where they live in a confined and unkept place until adopted or they are euthanized due to limited space and low funding.



What if there was a way to shelter strays without constant confinement?



Img\_4: a shelter cat in cage

# Brief

Is it possible to build a facility where animals can be housed in a shelter and yet run free?  
Can animals and humans bond in a man-made or natural environment?  
How can architecture instigate in building a safe and comfortable environment for animals?  
Can architecture for animals be re-designed for the physical and mental well being of animals?

**Challenge:** Building a no-kill shelter/health sanctuary for animals where they can interact in a man-made or natural surroundings. The proposed shelter will not only provide the animal with the basic necessities needed for welfare but it will also promote human-animal and animal-animal interaction

A modern day animal foster house that breaks away from the current norms of confinement and gives them a life that they deserve.

# Objectives



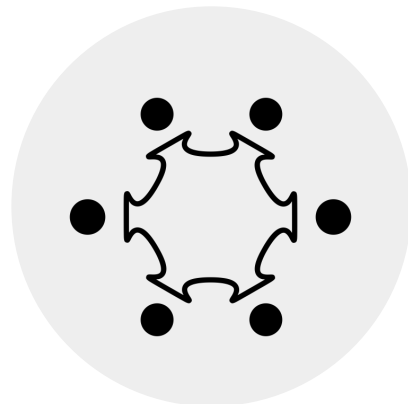
## Positive containment

The animals have to be contained in a careful way.



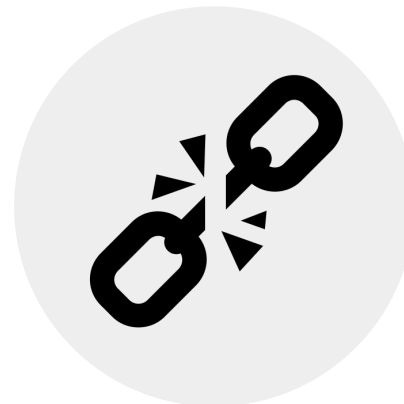
## Management

With so many animals at one place architecture should assist managing them easy.



## Overlap

Finding places of overlap between Humans and Animals in the facility.



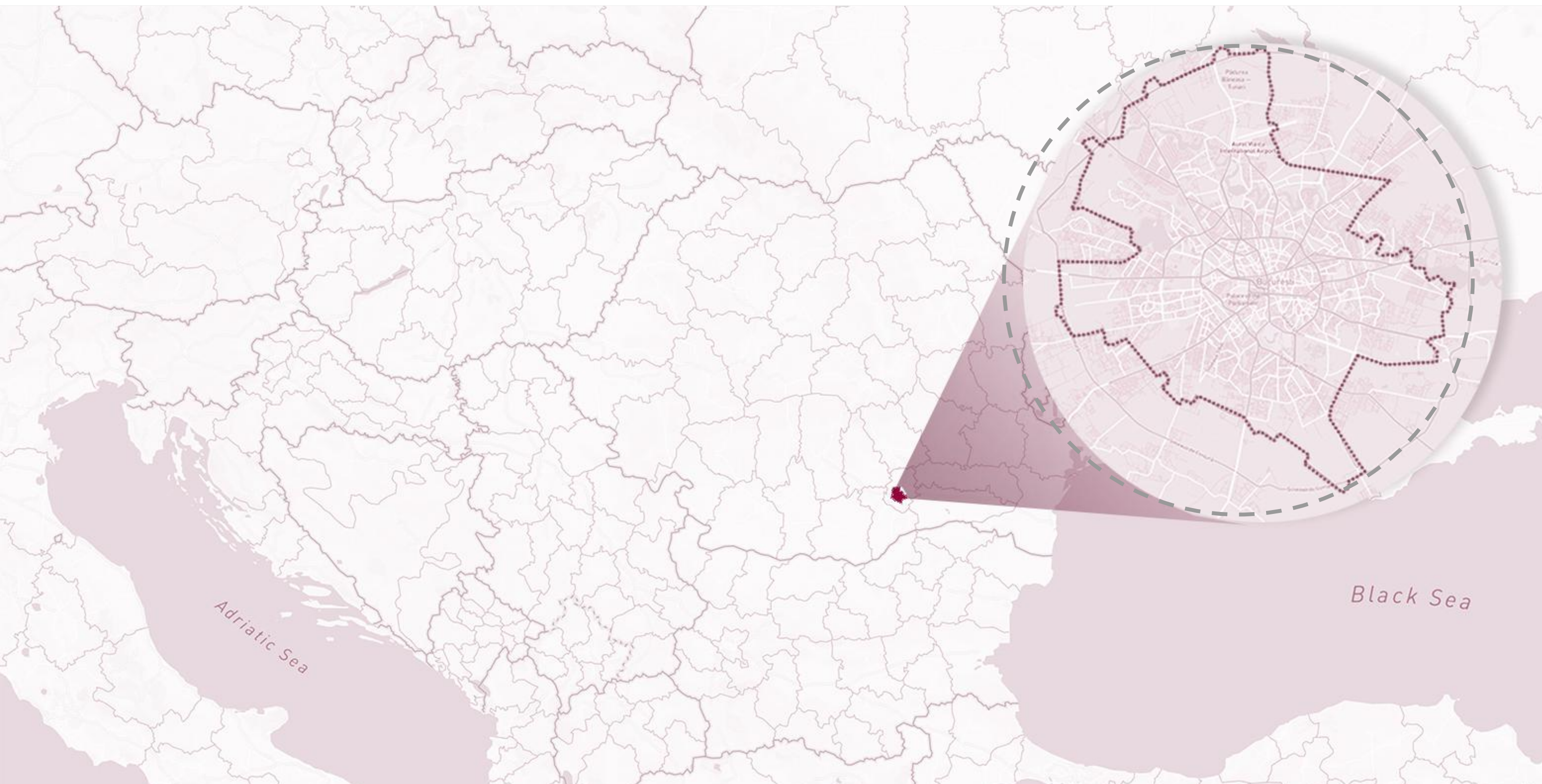
## Openness

While embracing confinement open ness of the facility should also be focussed.

The following objectives can be a point of beginning to conceive this design. Participants can assume their own contexts and users before initiating their design process.

The aim of the competition is to design a animal welfare centre that works on three principles:

- Welfare: Works for the physical and mental wellbeing of animals
- Training: animals will be trained to interact with each other, their surroundings and humans
- Interaction: interactional areas for animal-human, human-human, animal-animal interaction.



Img 4: location of Bucharest, Romania

# Bucharest, Romania

In Bucharest, the capital city of Romania, the problem of strays has been acknowledged for decades. In 2015, the Bucharest City Hall stated that over 51,200 stray dogs were captured between October 2013 and January 2015, with more than half being euthanized<sup>[1]</sup>. The issue has not only been a heated subject of debate in Bucharest, but also on a nationwide scale.



Img 5: site location

# Site Plan

The site for the animal shelter is proposed in the outskirts of Bucharest, Romania. The area is located in the proximity of residential area as well as farmlands; providing easy accessibility for visitors and volunteers. Plot hasn't been divided yet and therefore participants can add more road access points if the design requires but the current laid out road plan cannot be changed.

Site area : 29,284 sqm  
Maximum ground cover: 20%  
Height restriction: 8m  
Max FAR: 18,000 sqm  
Site coordinates: [44°27'52.2"N](#)  
[26°09'45.1"E](#)

# Submission

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

- Recommended number of boards/presentation images/sheets - **6 (Six)** – 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)

This is available on your registered account after registration.

**This additional resources folder contains:** FAQ Questions, High Res maps, and CAD file of the site plan.

Minimum requisites are sheets/boards + Cover image containing:

This is the link for new file sizes, [here](#).

- Site plan (Compulsory)
- Key conceptual sections x 1 (Minimum)
- 3D views x 4
- Cover image/Thumbnail of size 2000 x 1000 px or larger in aspect ratio 2:1.
- Floor plans, images, sketches (if any) can be added to support the entry in the form of additional images.
- Answer 6 FAQ questions in the discussion section as given on the '[additional resources folder](#)'.

- 
- + The team limit for this competition is 4 members maximum.
  - + Use exploded views to discuss multi levelled conceptual models better.
  - + Ensure that the final sheets which are submitted do not include your name or any other mark of identification.
  - + Mention sheet number on corner of every sheet.
  - + This is a design ideas challenge only. There is no built commission/realization is associated with the problem
  - + Plagiarism of any idea / form / design / image will be disqualified with a notice.

**Registration page here:** <http://competitions.uni.xyz/strays>

**Discover the competition schedule and deadlines here:** [Schedule](#)

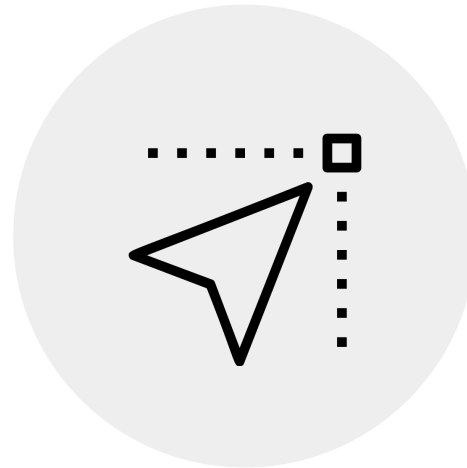
# Rewards



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](#).

# Judging Criteria

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



## Presentation

The fundamental to a good entry is a good presentation.



## Concept/Idea

Quality of thought and intent in pre-design phase.



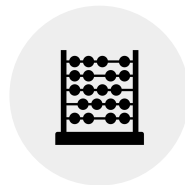
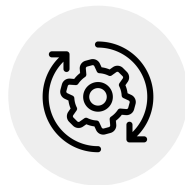
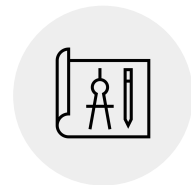
## Spaces/Programme

How the spaces are calculated and ordered.



## Design Output

The final architectural outcome of the solution.



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

(Ad) Unist Subscription:

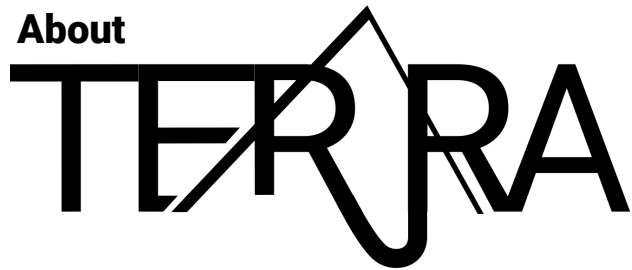
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## About



**Terra** serves as a unit block for UNI in the field of **nature centric design**. It intends to break the fusion of traditional design barriers and methodologies by making it a platform for experimentation. It embarks on exchange of ideas between **architecture and nature**. It is a research initiative dedicated to provide opportunities for designers from all domains to explore ideas that go beyond the boundaries of architectural discipline and enrich our built environment; thereby opening up possibilities for promotion of architectural thought at a global level.

Queries: [support@uni.xyz](mailto:support@uni.xyz)

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Discover FAQ's about this competition on our help forum here: <http://help.uni.xyz/>

Homes for the furry ones

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