

TERA

BREATH FRE

Reclaiming Public Space

<https://competitions.uni.xyz>



Img 1: Fossil fuel combustion is the biggest contributor to air pollution.

Premise

As cities continue to grow and industrialize, half of the world's population sees itself occupying urban environment. WHO reports that 9 out of 10 people frequently breathe in dangerous levels of polluted air. Also air pollution kills an estimate of 4 million every year

Besides pollution adversely affecting our mortality rate, it impacts our cognitive performance. It affects our health, underwhelms our potential and at larger scale results in an economic, social and cultural deceleration.



Img 2: More than 90% of children in world breathe toxic air everyday

Public Spaces

Public spaces besides being a place for community coalition, provides an avenue for residents to breathe fresh air and be active. But the increased rate of pollution is slowly making it, a **dysfunctional entity**.

Over the last three years, there has been an **8% increase in pollution**. WHO reports that by 2030 the air will become so poisonous that having an oxygen kit will become a need.

Right now people are advised to stay indoors and to not indulge in outdoor activities. With an increasing rate, it won't be hard to imagine a possibility where people will seek refuge inside their **hermetically sealed climate**. Outdoor activities will start to spill indoor. Inward looking spaces will become crowded. Barely would anyone choose to interact beyond the confines of an artificial climate. Where does this leave the **public spaces of the city**?



Img 4: Competition aims to reclaim public space as a place to breathe

Brief

Public spaces essentially act as a respite place for a city. Beneficial for mental well-being, it also provides a sense of security. A place to engage, celebrate and breathe, it enriches a city fabric. But with an increased level of air pollutants, it is no longer functioning to its full potential. Over that privatization, globalization and communication revolution has reshaped the future demand and supply of public spaces. It's about time that we **reclaim and rethink the public space.**

Brief: To design a model public park that is ready for high air pollution levels and has the ability to reactivate outdoors in an pollution struck city. The design scope has to expand way beyond general landscaping to make this happen.



Sustainable

Design should be sensitive to the environment.



Inform

Acknowledgement / Awareness regarding the pollution crisis



Landmark

Significance of the issue and hence the space should be reflected in its physical scale



Technology

Large and small scale technology being devised to curb the pollution level. How will the space evolve with it?

Objectives

Competition aims to reinvent the public park. Designing solutions by possibly incorporating typologies like *aroma therapies*, *carbon capture facility etc*, technology (*Smog Towers etc*) or materials (*Photo-Catalytic Treatments etc*). As cities suffocate with pollutants, air has become an inescapable liability. Beyond a space for community interaction, it has to be a respite space where people are able to breathe freely. Readings available in additional resource



Delhi, India



Tehran, Iran

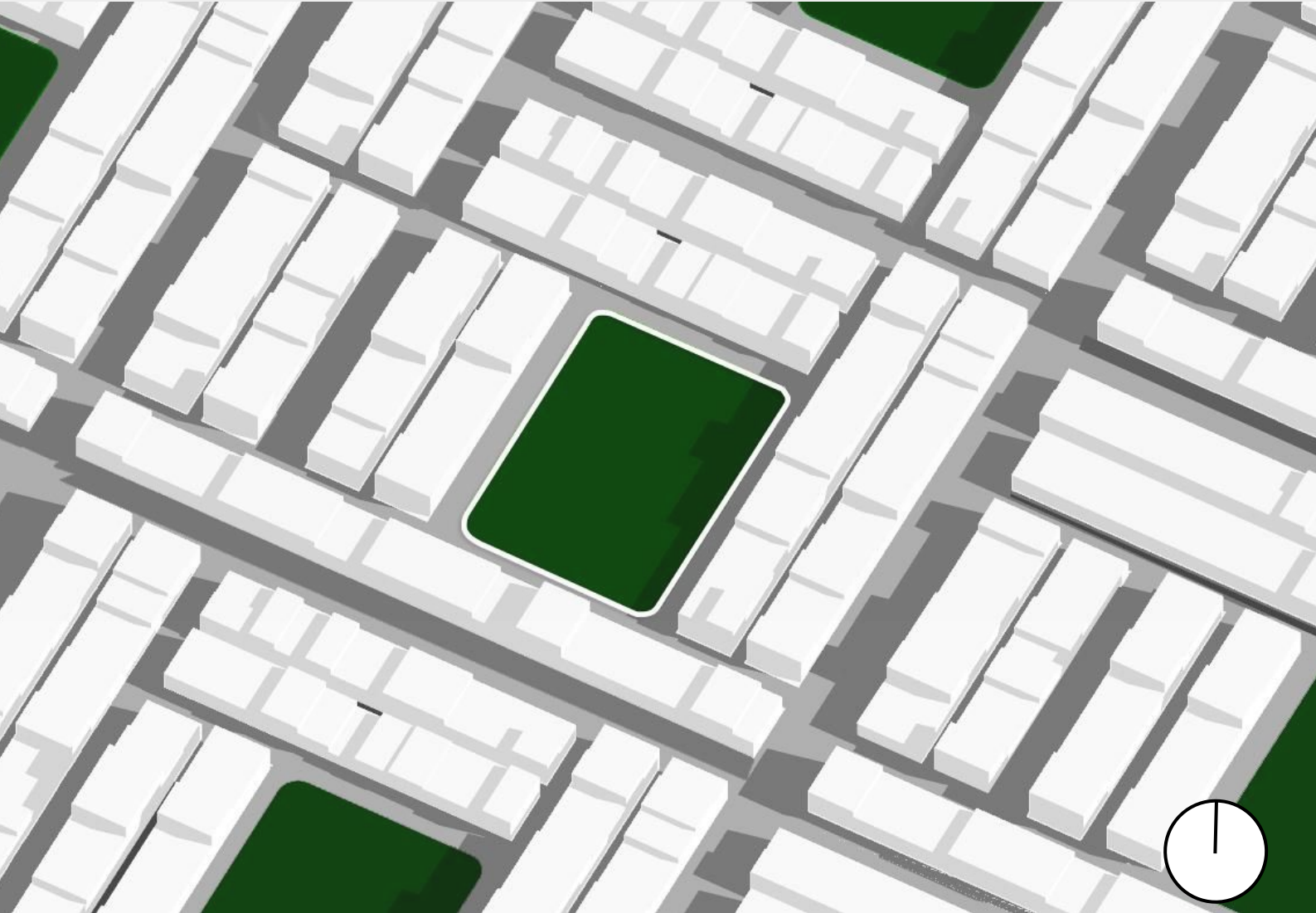


Haidian, China

Green Pockets

With increased urban densities, space is a premium and small public spaces have become a focus for building nature into cities. Many cities (Barcelona, Sweden, Chandigarh) have been planned by allocating housing plots, around green urban pockets. They become a local recreational avenue where people of all ages engage, play and walk. But due to pollution, people now prefer to stay indoors. Intervention is required to rethink and elevate these small scale parks.

The urban context for the intervention can be any dense urban residential fabric having pocket of green spaces and high level of pollution. The intervention should respond to climate of the chosen location.



Img 4: Plot area of 7000 sqm as site intervention

Site Plan

The above image is a rendition of a generic residential streetscape of a city. A typical pocket constitutes offices in the basement, commercial spaces on the first floor and residences above. A plot area of around 7000 sqm has been marked, where the participants have to plan their intervention.

Ground Coverage 10% | Site Area 7200sqm |
Height restrictions - 20m , Setbacks of 4m on all 4 sides
No. of people - 50 (at one time)



Delhi, India



Credit - Left, Right



Beijing, China



Photo Credit



Tehran, Iran



Credit - Left, Right

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, FAQ Questions, Readings, Sketchup Model 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**.
- + 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

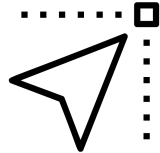
- + Use exploded views to discuss multi levelled conceptual models better.
- + Mention sheet number on corner of every sheet.
- + Plagiarism of any idea / form / design / image will be disqualified with a notice.
- + All the sheets or images will be viewed on a digital device. **e.g.** Laptop screen 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 **12,000\$** can be won on this challenge. Learn more about the full conditions on the competition page [here](https://competitions.uni.xyz).

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



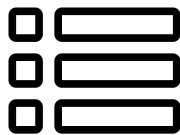
Presentation

The fundamental to a good entry is a good presentation.



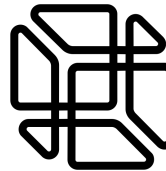
Concept/Idea

Quality of thought and intent in pre-design phase.



Spaces/Programme

How the spaces are calculated and ordered.



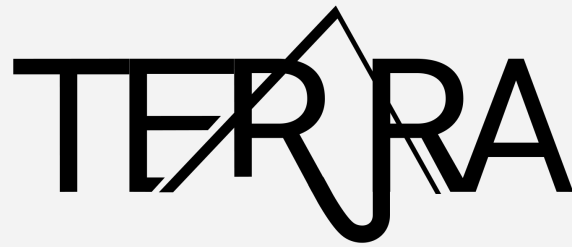
Design Outcome

The final architectural outcome of the solution.

Judging Criteria

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.

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

Discover other competitions: <https://competitions.uni.xyz>

Facebook: <https://www.facebook.com/unidesigntogether/>

Instagram: <https://www.instagram.com/uni.xyz/>

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

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to breathe

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