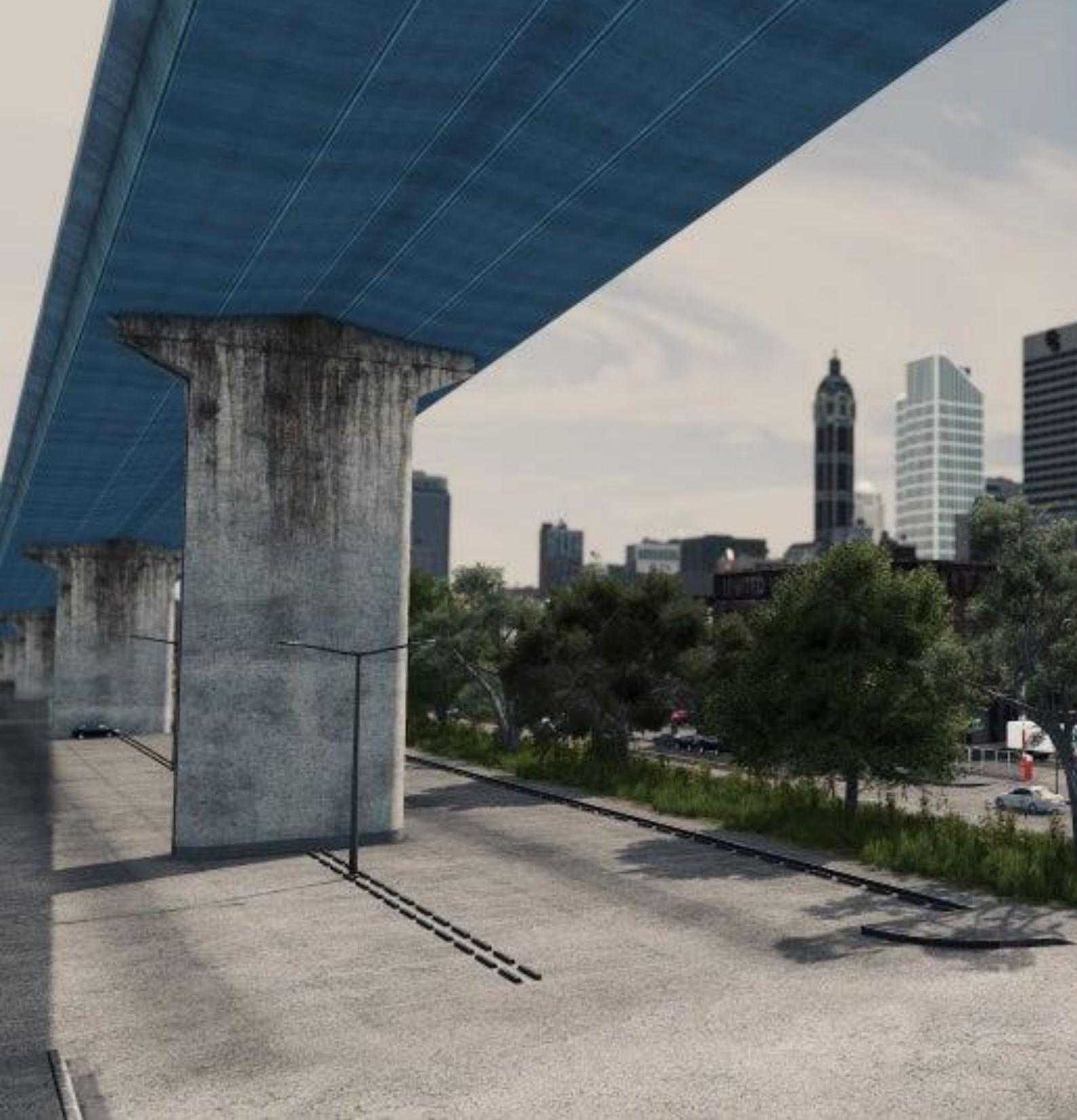




IN PLAIN SIGHT

Designing to rejuvenate Urban Voids

<https://competitions.uni.xyz>



Img 1: Image illustrative of an urban void. [Source](#)

Premise

When systems of [infrastructure](#) providing a single use converge with each other, they produce residual spaces; spaces which are entirely forgotten or spaces whose intended purpose of use has been abandoned and replaced by an assortment of informal activities, thus disrupting the urban fabric, creating an **Urban Void**.



Img 2: Image illustrative of an urban void being as a site for temporary accommodation by the growing homeless.. [Source](#)

Issue

One such example is when one elevated passageways (roads/highways/bridges) pass over another one, creating a space that is **longitudinal and barrier free**, sandwiched between an underpass and an overpass.

When infrastructure is primarily a service that enables **human circulation and interaction**, can the revival of these unused, underused or misused spaces only **encourage** this more?

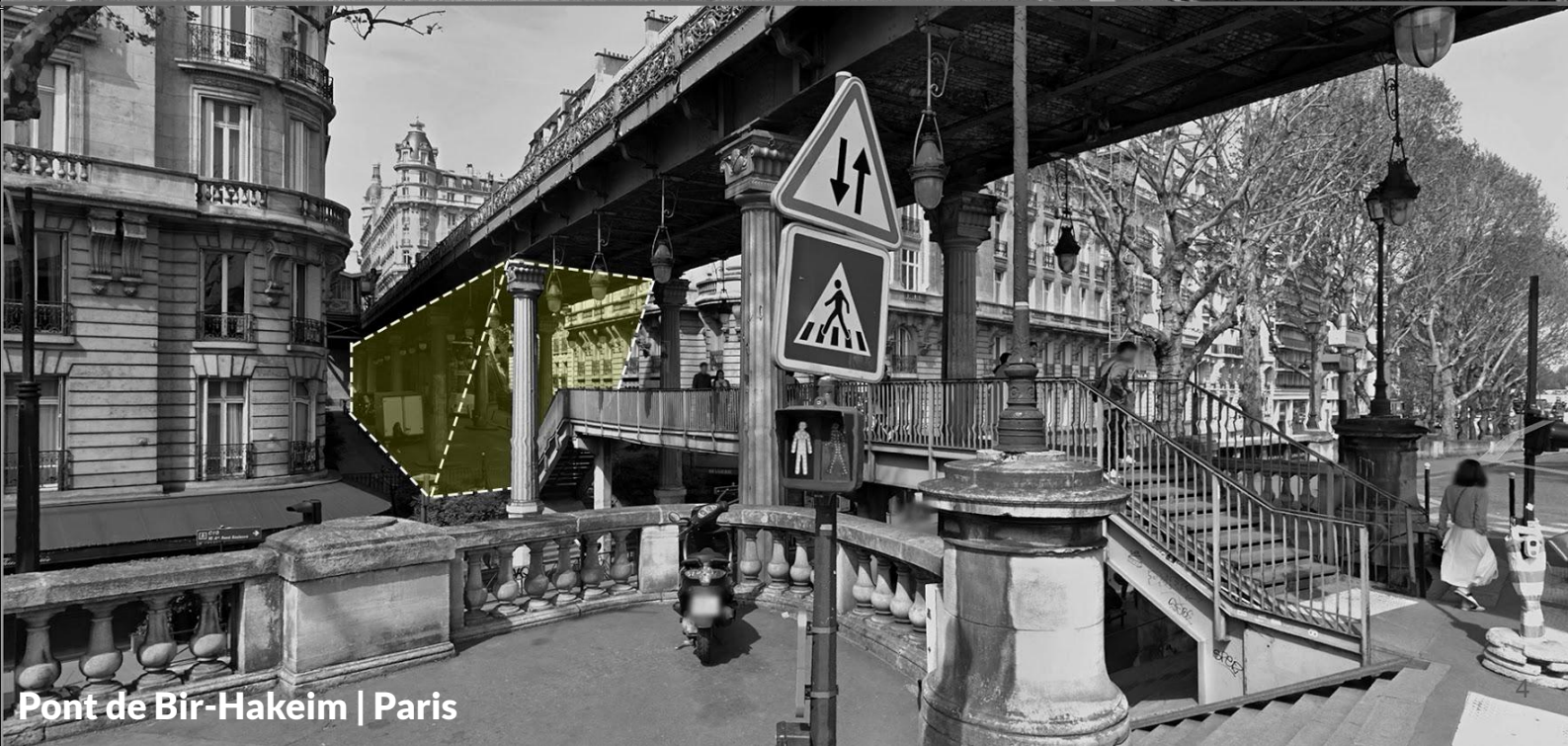
Do these spaces present an opportunity for a design intervention?



Poplar | London



Gowanus Expressway | Brooklyn | New York



Pont de Bir-Hakeim | Paris



Img_3: Image illustrative of an example of the underside of an expressway re-imagined to be a community space. [Source](#)

Opportunity

Can a system of infrastructure typically assumed single use, become multifunctional, allowing **different spatial experiences** to be created?

Would the addition of programmes (services and social) lead to the development of a spatial identity that is reflective of its **community**?

Can the juxtaposition of various formal and informal programmes mean that a space which was once inaccessible, is now **accessible** to all the members of the community?

Can design help transform these spaces to facilitate and redefine exchanges (service/social), allowing these voids to become **seamless within the broader urban fabric**?



Img 4: Image illustrative of an example of the underside of an expressway re-imagined to be a community space. [Source](#)

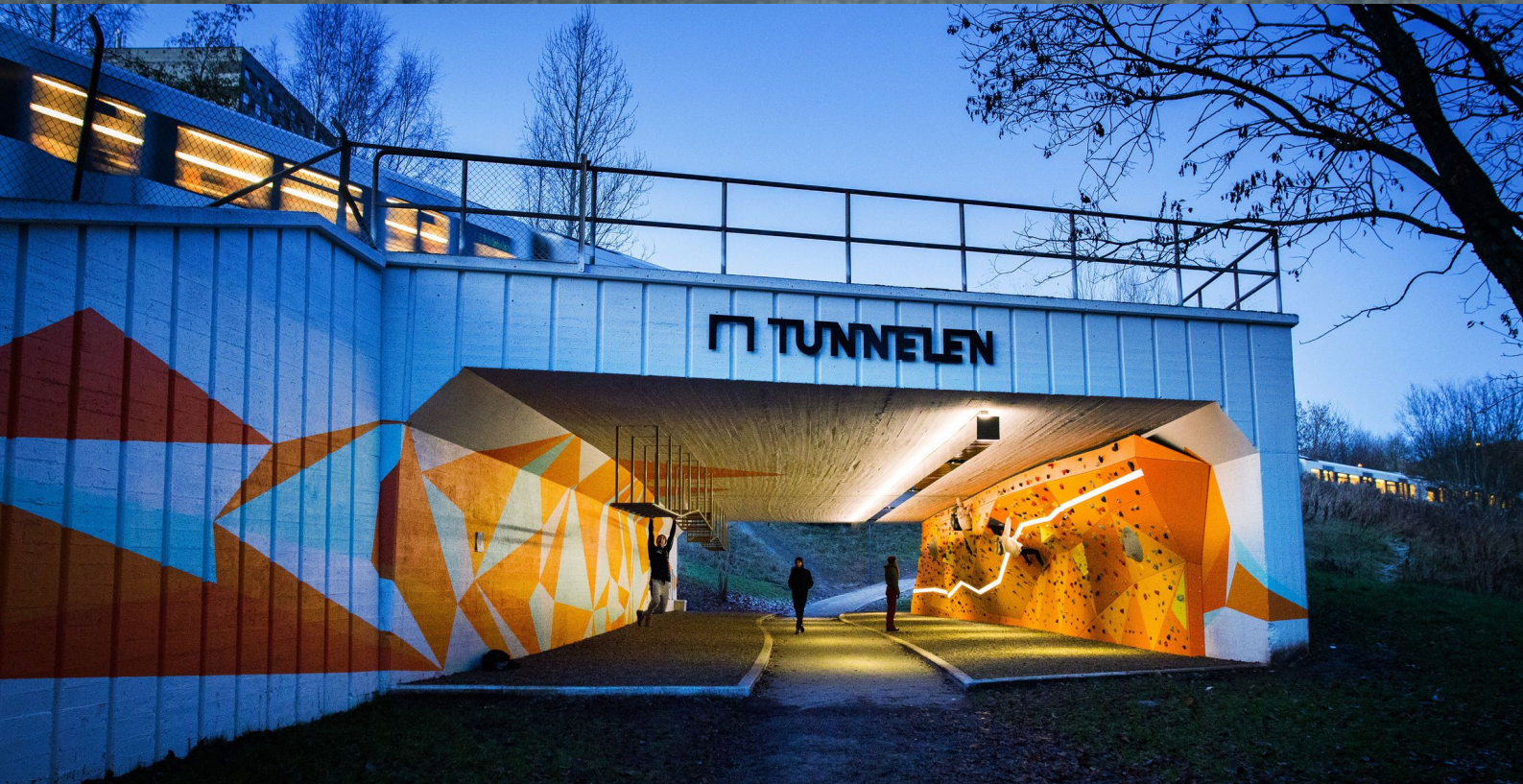
The Bentway

Transforming a length of 1.75 km under Toronto's Gardiner Expressway, this project attempts to rejuvenate the area underneath the expressway into a vital artery for cyclists and pedestrians and a vibrant community space for Toronto's growing population- a perfect example of a system of infrastructure promoting public life, its design and programming led by its layered history and future potentials.

The canopy of the expressway varies for lower intimate heights to a majestic 15 feet, accommodating varied programmes, ranging from passive contemplative places to creative hubs and market places.

On ground the project treats stormwater and repurposes displaced soil to establish new topographies.





Img 3: Image illustrative of an example of the underside of an expressway re-imagined to be a play space. [Source](#)

The Tunnellen

The Tunnellen is a place where people can be active, socialize and meet other people.

Once a 30 - meter long disused railway underpass, it has been re- imagined into a lively play space, with its own climbing wall, monkey bar and a creative exercise area.



[Source](#)



Img 5: Image illustrative of an example of the underside of a flyover re-imagined to be a community space. [Source](#)

Brief

Can these spaces be reimagined to become the heart of the community, facilitating creative patterns of use, drawing from the physical, cultural, and social identities that define a place, thus being able to reflect the community's identity and channel its evolution?

Design Challenge: Rejuvenate the urban void in question, creating a space maximizes its shared value and re-establishes the context.



Locate

Create an inclusive, accessible community



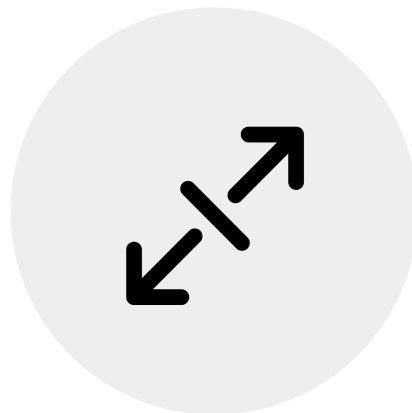
Identify

Reinvent and refine spatial experiences



Ideate

Allow an array of activities and functions, thus meeting all the needs of the community

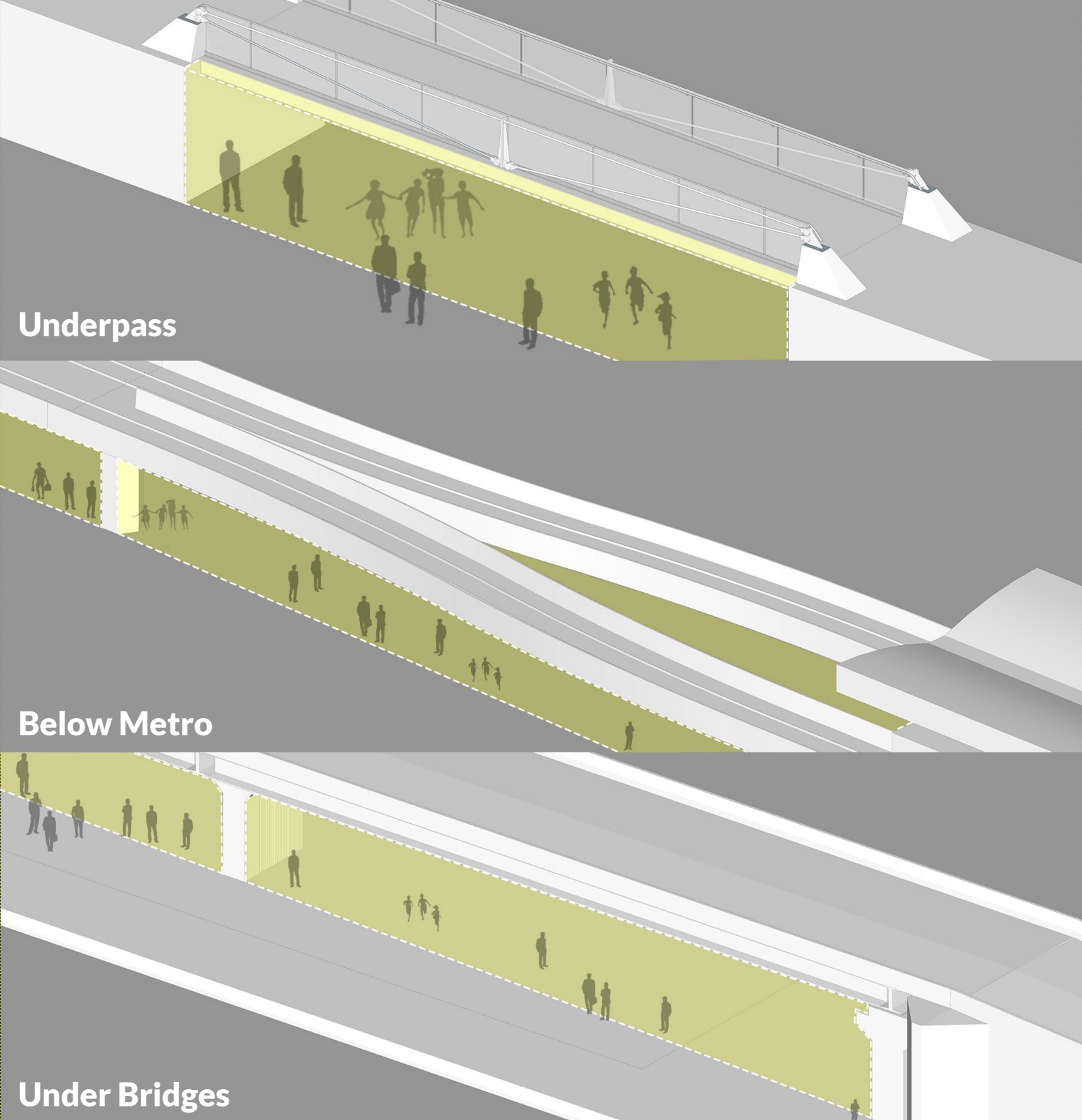


Prototype

Reflect the needs, identity and aspirations of the community

Objectives

Participants can follow the above steps can to arrive at the end solution. They should however, **assume their own contexts and users based on their choice of location** at the time of initiating their design process.



img.6: image illustrative of the types of infrastructural voids in an urban scenario

Voids

Select Urban Voids of an area within the range of 250 sqm and 500sqm. If exceeding 500 sqm, assume modules of 500 sqm.

Understanding that this is a solution with the context and the community at it's centre, focus on gaining significant insights into the constraints and allowances dictated by the site.

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.

Rules

- + The competitions is open for **students** 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

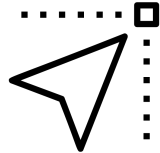
- + Use exploded views to discuss multi levelled conceptual models better.
- + Mention sheet number on corner of every sheet.
- + Plagiarism of any idea / form / design / image will be disqualified with a notice.
- + All the sheets or images will be viewed on a digital device. **e.g.** Laptop screen 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 **14,000\$** 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:



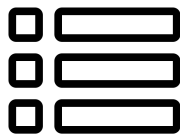
Presentation

The fundamental to a good entry is a good presentation.



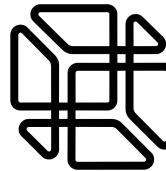
Concept/Idea

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



Classroom Competitions™

Classroom Competitions serves as a part of UNI in the realm of **learning and portfolio building oriented design exercises**. It intends to give opportunity to young students to explore their design skills in refreshing problems similar to their curriculum. It aims to bring in challenges based on fundamentals of design education. Classroom Competitions embarks on the idea of creating fundamental design challenges to enhance the learning experience and education. It is a research initiative dedicated to providing opportunities for students of design schools from all domains to explore the ideas that go beyond the restrictions of usual architectural discourse.

Queries: support@uni.xyz

Discover other competitions: <http://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: <http://help.uni.xyz/>

Adaptive reuse to reimagine public spaces

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Institutional Access™

<https://competitions.uni.xyz>

[Source](#)