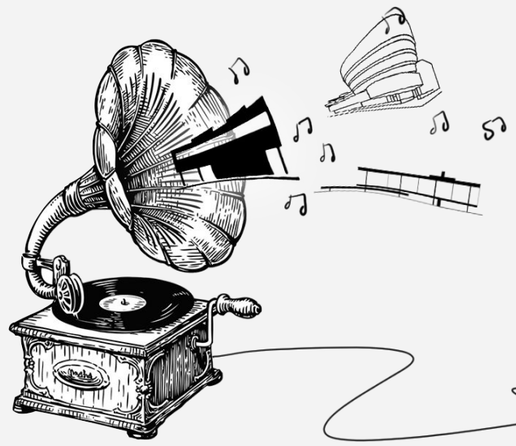
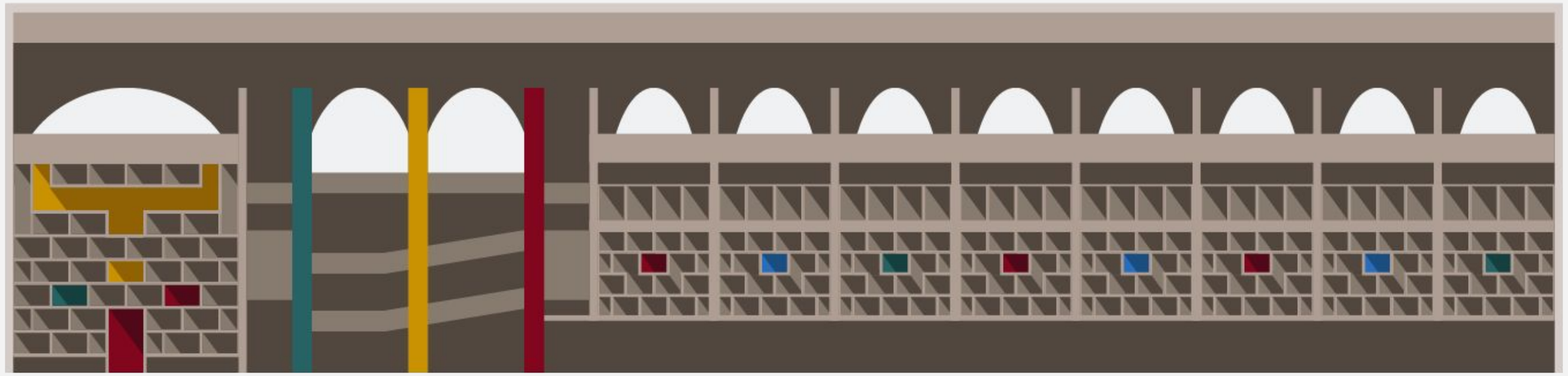
Unwinding **Classics**



Exploring architecture theory through design experimentation

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



Capital Complex
Chandigarh, India

A house is a machine for living in

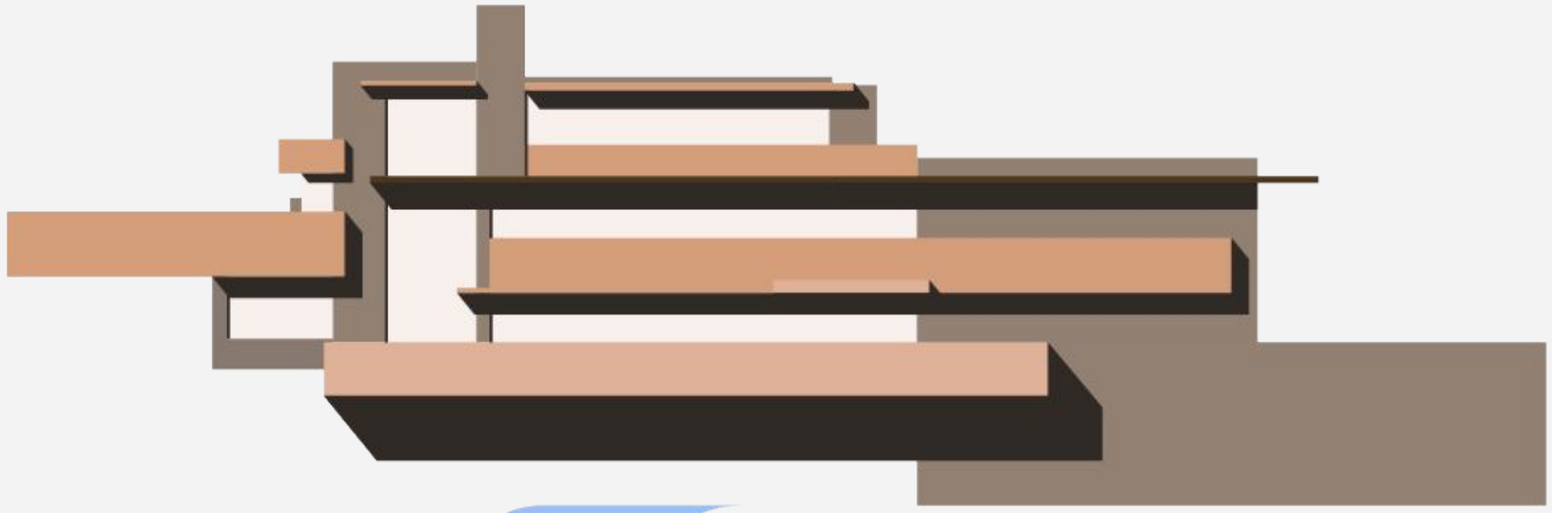
Img 1: An illustration of Le Corbusier's iconic structure.

Premise

Theory is a bank of ideas that precede actions. Architects have combined ideas from different sources to create spaces of both complex and subtle nature, inspired by elements of nature, arts or human behaviour.

In architecture, a theory is not divorced from practice, rather **theory and practice** are inseparable. To design a building, an architect needs a set of concepts and ideas to guide their actions. They may be traditional conventions, experimental structural concepts, or aesthetics. Similarly, theory ultimately relies on practice, to test its hypotheses and assumptions.

Designing as a process is continuous and, when it comes to designing buildings (architecture) the process originates from an idea/inspiration and develops on the theory acquired over a period of time.



Falling Water
Marseille, France.

Study nature, love nature, stay close to nature.
It will never fail you.

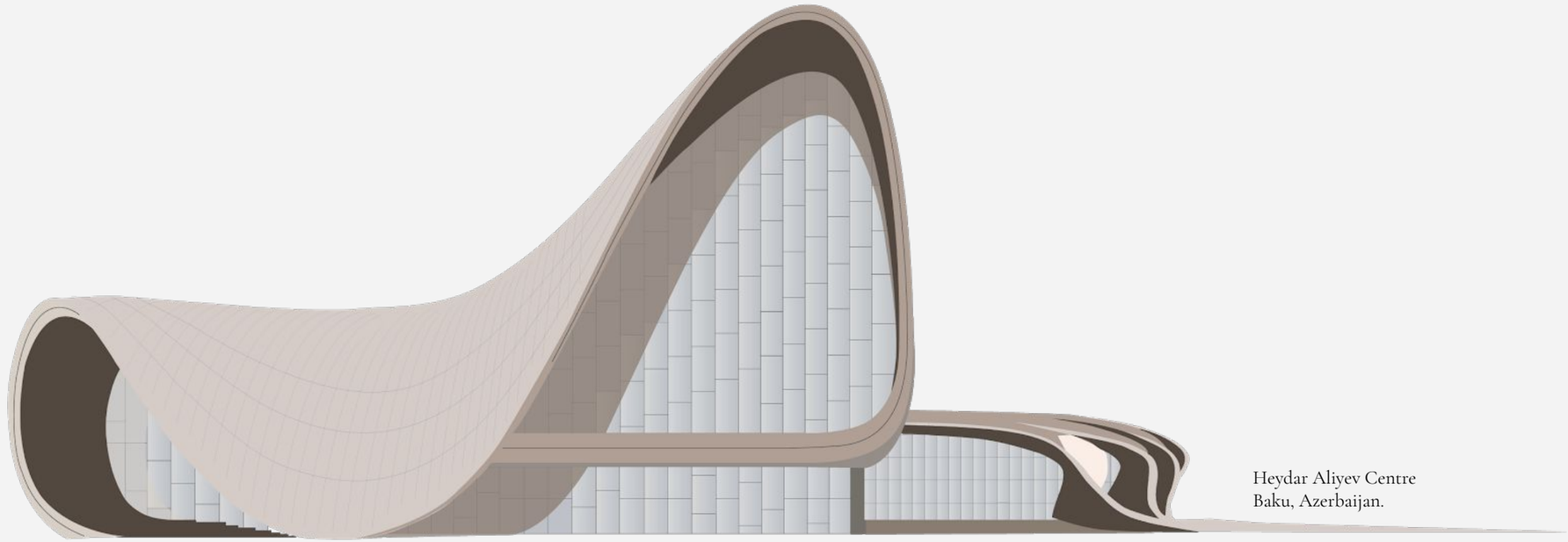
Img 2: An illustration of F.L. Wright's one of the finest work.

Buildup

The architectural theory comprises of critical commentary or explanations of architectural works or styles or movements; instructions or guidelines for architectural design; musings on the origins of building types or styles; and advocacy for new approaches to the architectural practice.

The first great written and compiled work of architectural theory of medieval period belongs to **Leon Battista Alberti**, called De Re Aedificatoria. Since then architecture has been re-written for decades, it has been evolving on principles and on styles.

Architectural styles were revolutionized from some of the strong literary works like "**Less is More**" - M.V. Rohe. "**Ornament is Crime**"- Louis Sullivan, "**Form follows function**" - Le Corbusier etc. which created a foundation for **practice** and **learning.** This began 100 years earlier and now, it is an incremental form of knowledge.



Heydar Aliyev Centre
Baku, Azerbaijan.

There are 360 degrees, so why stick to one?

Img 4: Zaha Hadid's one of the most popular works illustrated.

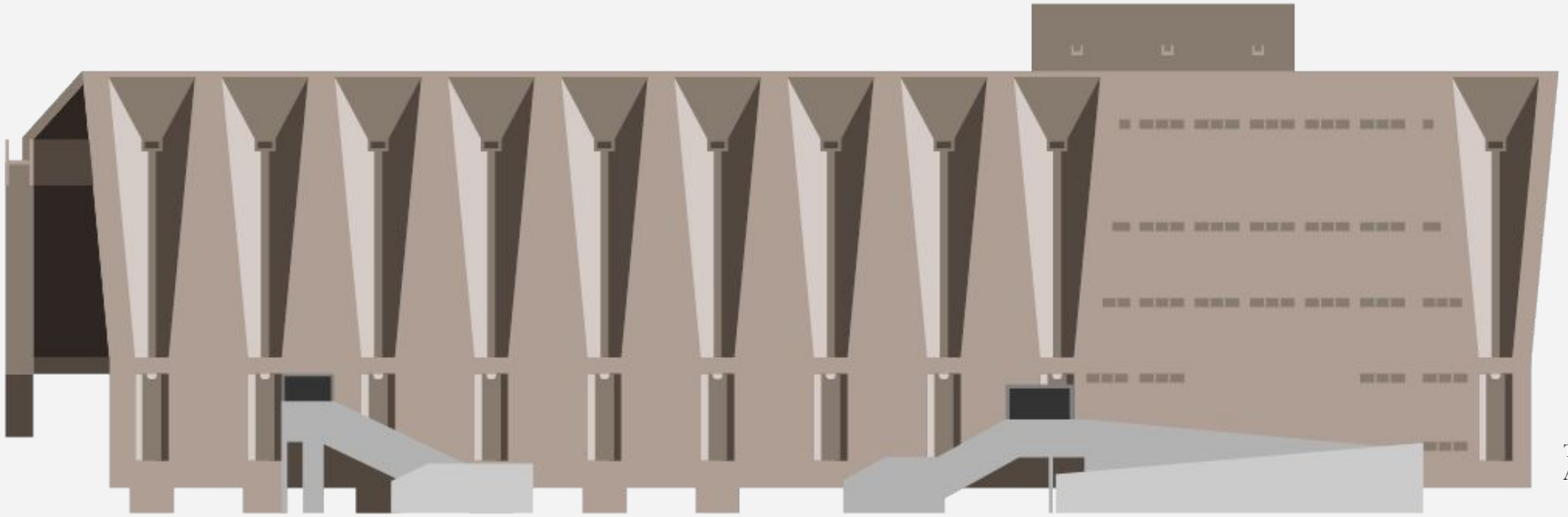
Issue

While learning in design is advocated through practice and experience, we also study theories as a part of our curriculum. The architectural principles devised by renowned architects in "**Theory of Architecture**" acts as an ignition point for our ideas and inspirations. Supported by examples of buildings that are already made. The evolution of architecture is captured and updated in the theory.

What if we looked at learning from a new perspective? There are different parts to reach learning but, can we learn beyond reading?

How can we re-experience these ideas?

What if we took an absolute inspiration from successful works that form a part of theory to enhance our learning curve by direct application? What would be the gain if we perform design exercises that can target theory and design at the same time enabling to learn by practice?



Tagore Memorial Hall,
Ahmedabad.

Design is nothing but a humble understanding of materials,
a natural instinct of solutions and respect for nature.

Img 4: An illustration of B.V. Doshi's Tagore Memorial Hall

Way forward

These are some of the pioneers of architecture illustrated in each slide whose successful experiments changed the future of design by thinking ahead of their time. Theory of architecture comprises their work to understand what has shaped architecture that we see today. Their understanding of **forms, spaces and integration of both** has created a benchmark for generations. These can be seen as the initial points of **inspiration and theoretical study** for the design challenge. The participants can choose **any one** of the following architects and interpret their design ideologies into a Pavillion and Exhibition Center.

?

?

Brief

This design exercise aims to enable a new form of learning “**by doing**” among the participants. The challenge here is to design a Pavilion and Exhibition Center as a design exercise to understand spaces based on principles. This structure can be inspired and interpreted on the conventional ideologies of architectural theory by (architects mentioned) or famous literary works by the same or even take inspiration from some of the iconic examples of their work, which were turning points of architectural style.

The ultimate outcome and the process of design aims to help the participant develop a sense of **personal “style”** founded on the theories of architecture. *The structure can be based on any of the ideologies of any one of the architect mentioned in the previous slide.*

Objectives

Interpretation

A direct interpretation of the architect's style and design philosophy

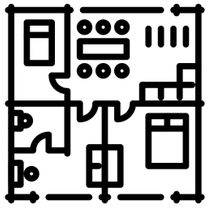
Spaces/Function

Spaces created must serve the function as well

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.

Form

Exploring the form and conceptual development of the structure in context with the site.



Facilitation

Internal Furniture layout and circulation of the space must be clear

Submission Requirements

0 **Cover image**
A graphically well composed 3D view of your design outcome.

The cover image is different from the boards. The Board distribution is indicative, students can tweak the recommendations below as well.

A **Vision**
The fundamental thought behind your plug-in housing.

B **Design Principles/Objectives**
Fundamental objectives you wish to achieve in your design

Pre Design

1 STAGE

About **1 Board**

C **Case Studies**
Preliminary study of Built (Web, Book or Onsite)

D **Site Studies / Design Concept**
Site studies (If any) and the design concept

Studies + Concept

2 STAGE

About **2-3 Boards**

E **Design Development/Iterations**
Design experimentation (Model photographs and Sketches)

F **Exploded Views / Sections / Drawings**
Design details in drawings, illustrations and sketches.

G **3D Views**
The fundamental ideas behind your Plug in houses.

Development + Outcomes

3 STAGE

About **4-5 Boards**

Img 5: Site View..

Site

The site chosen for this design exercise is hypothetical and considered to be located inside a public park of a dense urban town. The area allotted is 350 m^2 and is expected to host about 100 visitors at a time. The public park is assumed to have only pedestrian access in the part shown above and a heavy flow of urban residents for other activities as well. However, the design outcome is independent of the site context and a detailed study is not required?

Area: 350 m^2
Height limit: 12 m (39.37 ft)

Submission

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

• A maximum of 4 boards / sheets. – **[2362px** x **3544px]** or **[400mm x 600mm** in **150 dpi]** in portrait digital format (JPEG).
• Each image should be less than **15MB**

This additional resources folder contains: FAQ Questions, Sketchup Model of the site and CAD file of the site plan.

Minimum requisites in the sheets are 3 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: https://uni.xyz/competitions/unwinding-classics/info/about

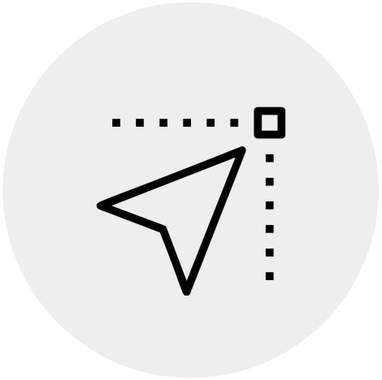
Discover the competition schedule and deadlines here: Schedule

Rewards

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.

Judging Criteria

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 Output

The final architectural outcome of the solution.

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.

(Ad) Unist Subscription:

Live fast. Compete hard.

Contemplating on various deadlines to participate? Think no more.

Unist Subscription™ is world's only premium pass to compete in various design competitions at a flat fare. Unist subscription is aimed to enable participants to compete better - faster - stronger in world class design challenges. You also save on various gateway charges and can make multiple teams for various challenges. Click to learn more.

UNIST SUBSCRIPTION

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/

Unwinding Classics

Architecture theory done better.

Available on:
Institutional Access™

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