UNYT

Artcade

Designing an outdoor art gallery

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

Img 1: Early art movement timeline

Premise

Art is everywhere! It seems to exist in a zone of freedom keeping distance from the rules and conventions of everyday life. Artists have been using paintings, sculptures and carvings as a form of expression, social message and experience.

Art represents the evolution of our understanding of society. **It evolved from Lascaux cave paintings in prehistoric ages to Renaissance pictorial art to the contemporary period's wide range of art forms. Each art movement have had its unique style, artist, technique and intent.**

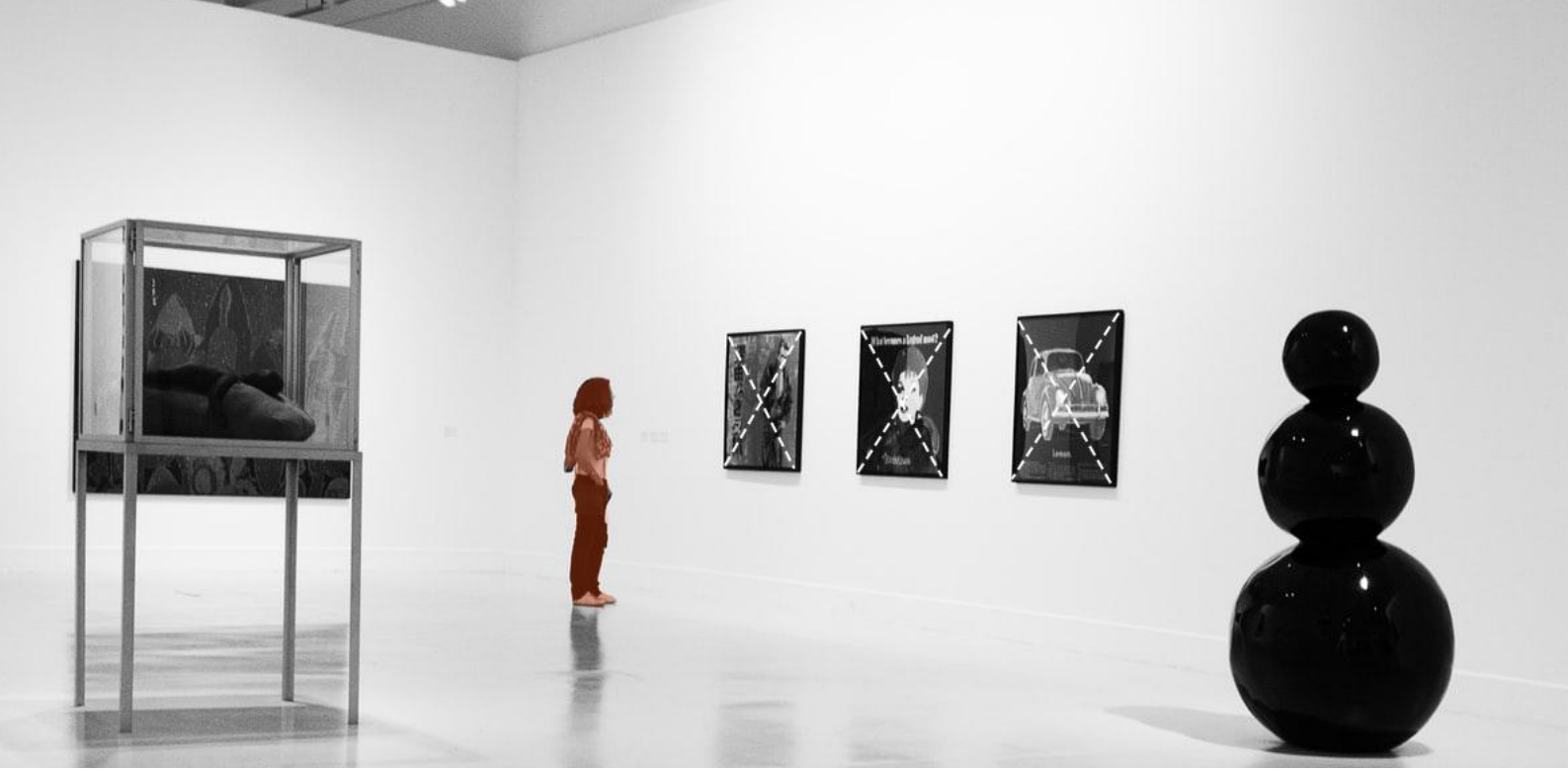
Much of the architecture that we see today has derived its form from art. Art and architecture have been united by a platform where the design, designer and their individual meanings play together. Both are created using the same organizing principles(balance, rhythm, harmony, movement, circulation) visual elements and engagement of senses.

Img 2: Interrelationship seen between art and architecture

Connection

Architecture, sculpture and painting once existed together. Admirably intertwined at various points in history- ancient cultures of east and west, gothic, renaissance and baroque periods are few examples. Architecture and visual arts have always taken inspiration from each other which can be seen in the works of Antoni Gaudi and Le Corbusier. It is difficult to separate the artistic elements from the architectural elements of Gaudi's highly decorated Sagrada Familia or Le Corbusier's Notre Dame du Haut.

The closeness of the shared relationship is so unique that the subject (architecture) was predominantly taught in art schools until reclassified as science in 1958 by RIBA.
Art needs an appropriate built environment within which it can be showcased, while architecture needs art to turn bricks, concrete and steel into a space in which people relish.



Img 3: Asocial planning of the art galleries

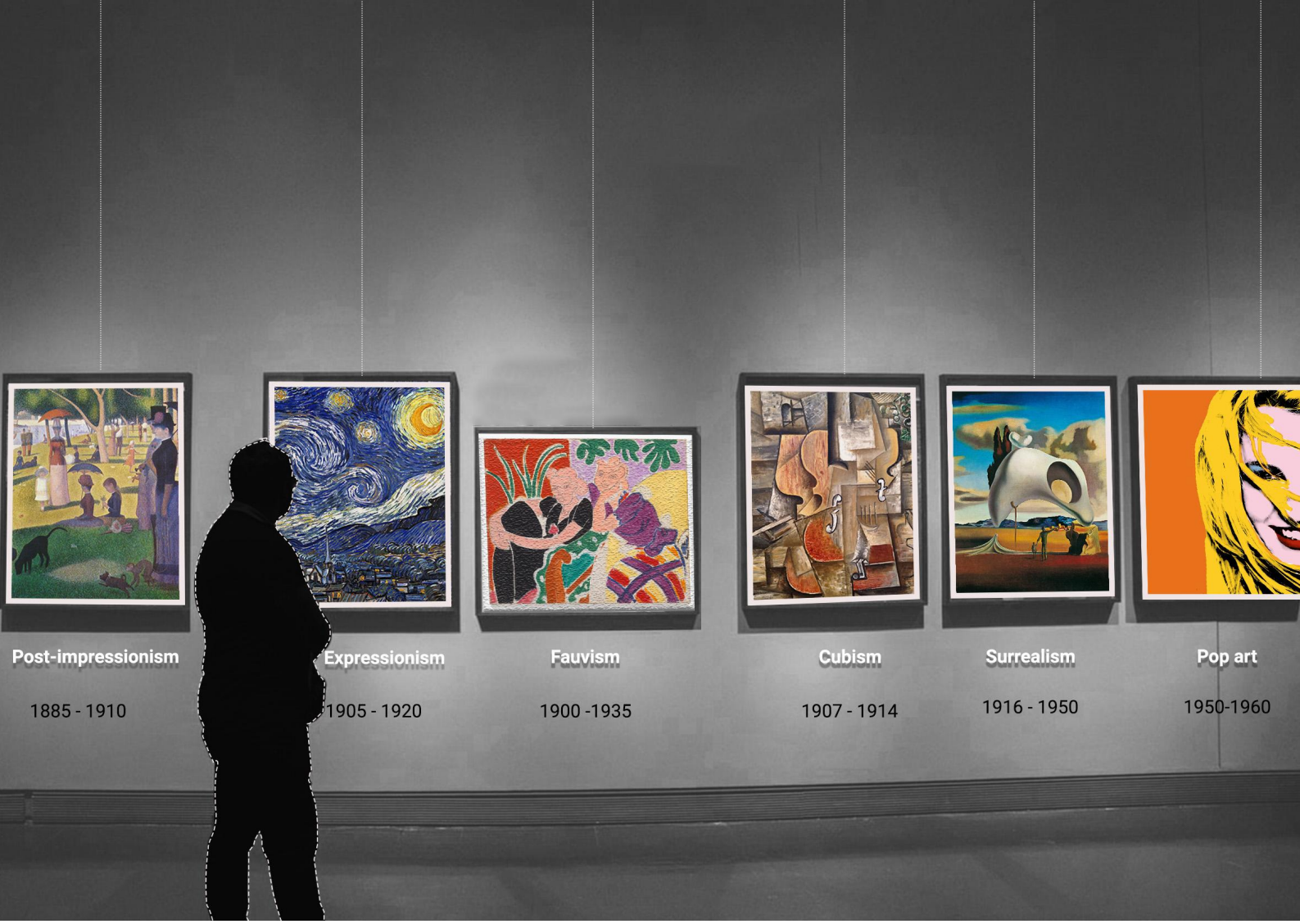
Issue

Mankind's desire to decorate their habitats has given meaning to the built spaces.

With the progression of modernist movement (1860-1970), everything that did not meet the demands of structural necessity or material functionalism, was deemed unnecessary and rejected. **Architecture discipline began to align itself with the fields of science and technology, determined by functionality and rationalism.** Another contributor to the decline was economics. The rules of standardisation began to apply, leaving very little room for expressionism. Today art is under appreciated because of its limited presence and accessibility to it, creating a wall between people and art. Leading to lack of art in ours lives.

The role and definition of art galleries and museums has changed over the time. Today, art viewing is considered as an elite activity and designed spaces leave little or no room for interaction. The non-interactive design scheme of such buildings filters out majority of the population from developing a connection with art or their artists.

What is the solution? Can art be integrated with build and in our lives again?



Img 4: Modern art movement timeline

Brief

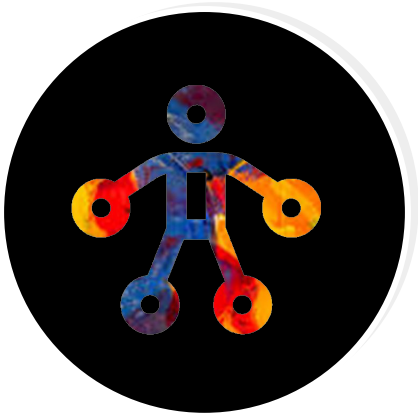
Can the borders between art and architecture be blurred? Can a built structure in its true individual form act as an art piece in itself? Can art enhance social engagement?

The aim is to design an art gallery in public space that is open and accessible and promotes communication. The structure should be able to host new artists, where they can collaborate and exhibit their work.

The outdoor art gallery should take inspiration from one of the major modern art movements (i.e. impressionism, post-impressionism, cubism, fauvism, dadaism, pop art and surrealism)

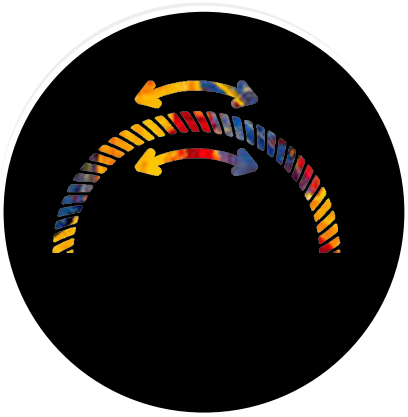
Don't be afraid to colour outside the lines and visualize a little bigger!

Symbolic
Adaptation of an art piece from specific time period



Accessibility
Should be open and accessible to everyone

Interactive
Should promote discussions and public engagement



Flexible
Should have flexible spaces for viewing as well as exhibiting art

Objectives

An open house art initiative where artists would work, exhibit while interacting with public. The designed gallery should be able to house atleast 200-300 people.

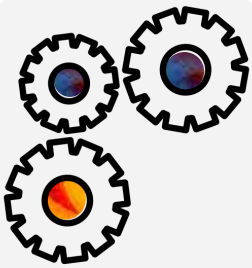
Artist's workspace
Exhibition, workshop, gallery, interaction spaces, working area and props

40%
Space for artists to work, exhibit and interact with the audience.

Observer space
Gallery, resting area, interaction space, outdoor gallery, amphitheatre etc

40%
Multifunctional spaces for the observers for viewing, resting and walking

Services and facilities
Cafes, eateries, electric room, storage, printing studio, washroom etc



20%
Additional facilities provided for the artists and spectators.

Programmatic Outline

The given guidelines are outlined for the ease of designing. Participants are encouraged to add new functions according to their design requirements.

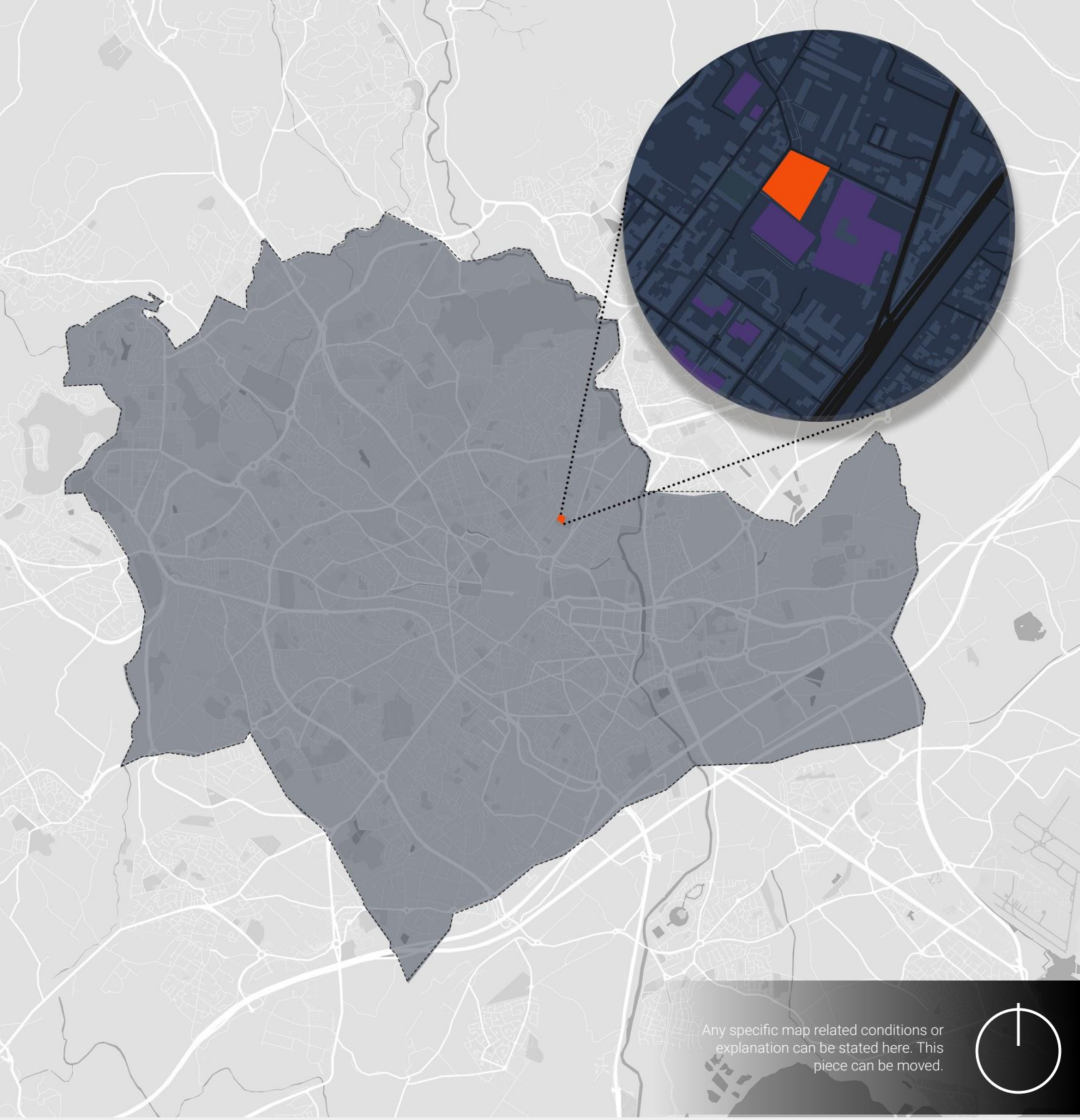
Montpellier, France

France is a medieval country located in Europe. The country has played a major part in defining western history. In the twenty-first century, Art is one of the major attractions of France as a tourist destination. People come from all over the world to admire France's museums and art galleries, its stunning medieval architecture, it's great Renaissance châteaux, its artistic and cultural heritage in general. It has been a home to many extraordinary artists like Van Gogh, Picasso and Da Vinci.

Img 1: World in conflict - 18th and 19th Century

Context

Montpellier is a city near the south coast of France on the Mediterranean Sea. It is considered to be the fastest growing city in the country over the past 25 years.
The modern city is a tourist centre. The culturally rich city has a lot to offer to art lovers. It is one of the few cities where each kind of art form (paintings, sculptures, street art, wall murals) can be found in every corner of the city.



Img 1: World in conflict - 18th and 19th Century

Site Plan

Roughly between 140-180 words not more than 3 paragraphs on an average. "Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation.

| Site Area 3315sqm | Coordinates 43°37'10.7"N 3°53'02.9"E | Only regulations to be followed:
Height restrictions - 9m , Set backs of 10m on all 4 sides,

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, 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.

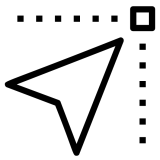
+ Submit JPEG images only. (PNG will not function)

+ Learn

Awards

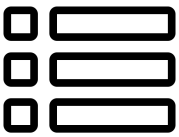
Grants of up to a total of **20,000$** can be won on this challenge. Learn more about the full conditions on the competition page here.

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

UNYT

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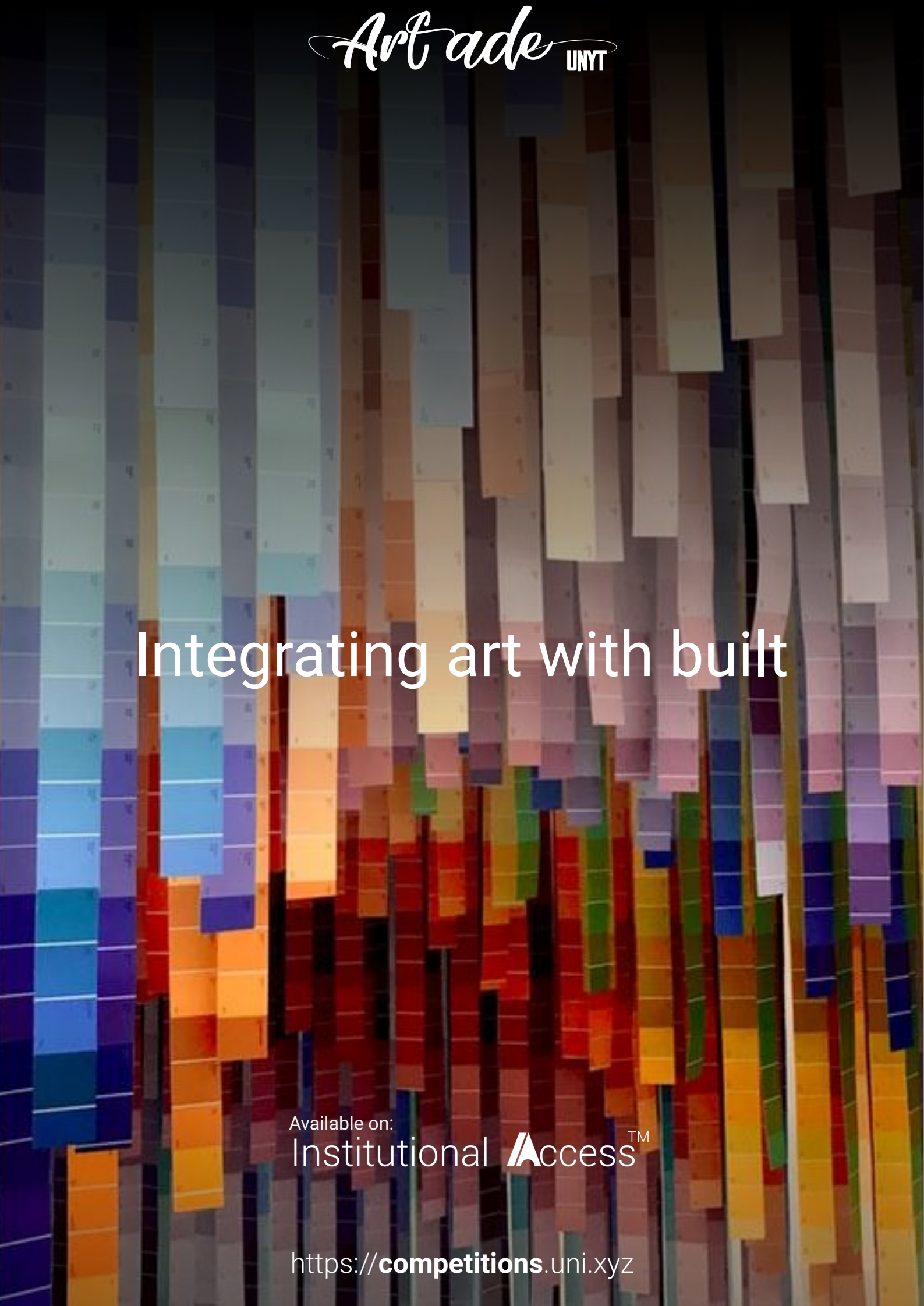
Queries: support@uni.xyz
Discover other competitions: https://competitions.uni.xyz
Facebook: https://www.facebook.com/unidesigntogether/
Instagram: https://www.instagram.com/uni.xyz/
Discover FAQ's about this competition on our help forum here: https://help.uni.xyz/


Integrating art with built
Available on:
Institutional Access™
https://competitions.uni.xyz