TERRA
SYMBIOTECTURE

An geological park design challenge

Premise

The condition of **contemporary society** is struggling to find itself in **common identity values** condensed in a recognizable iconography. **Assuming that in the contemporaneity it is an achievable goal**, yet it turns to be an accumulation of dislocated and dislocating experiences. Perhaps for this very reason, it's now a good time to reconsider debate between nature and architecture but with new assumptions.

A usual way we move close to this idea is by wrapping things up under the term 'sustainability', which deals with this entire issue in a lot of fragments. Eventually leaving an unsatisfied the need for an architecture that homogeneously condenses a theme that is not only technological, nor exclusively formal or typological. Instead an ethical and structural connection **humans and society** with **nature,** and a huge opportunity of how architecture be an **element of mediation** between them.
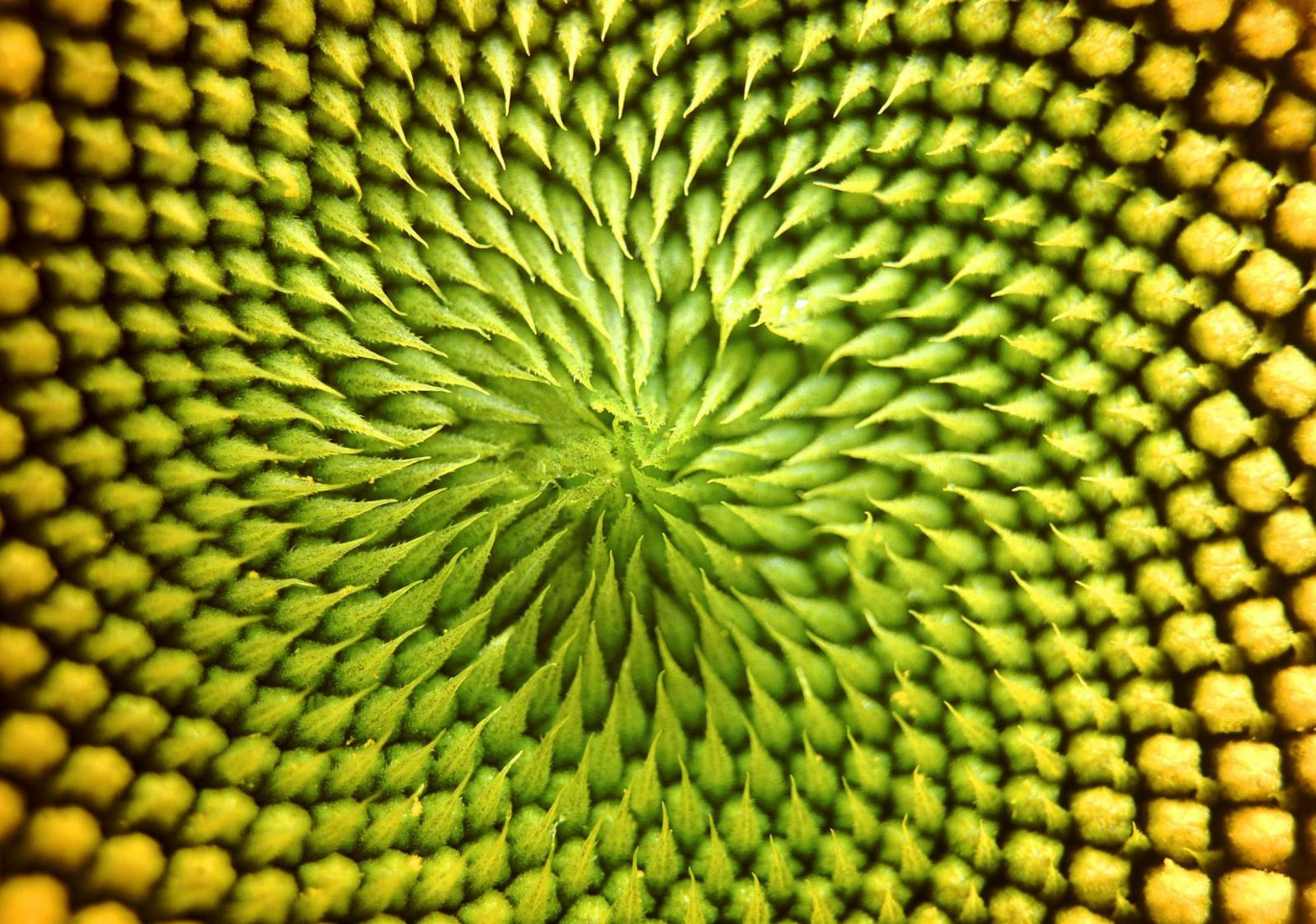
Nature x Architecture

Nowadays the topic of the relationship between man and nature, in a wider way "**landscape**", permeates contemporary research.

However, nature is not only a human counterpoint to the industrial myth or an industrial product, but an extremely more complex presence.

Even without contradictions; we as architects value architecture beyond simple geometric formulas and spaces, by interpreting it to be so much more.

The nature in contrast with its organic structure and the territory it covers, is so much more than what it is generally considered around architecture today. Its replication as landscape or pastiche sustainability around architecture is not enough.

Is there a way we can bring both nature and architecture in one form so seamless they become one?

Img 3: An actual today's photo of the rio tinto mines.

Issue

The giant opencast mines of **Rio Tinto** in south **Spain** create a surreal, almost a martian landscape. The removal of layer upon layer of soil and rock, in the search for iron ore, copper, silver etc. has tinted this part of the planet in a range of dusty pink, brown, yellow, red and grey. The scale of operations is so vast, that the depression created resembles a man-made crater that measures several kilometres across.

Named after the river which flows through the region-itself named for the reddish streaks that colour its water-Rio Tinto has become a landscape within a landscape. The predominant ores, however, are the ferrous ones, which oxidise when they come into contact with the air and colour land and river alike in shades of reddish brown. Even as far as Niebla, roughly 50 kilometres to the south-east, the waters of the Rio Tinto still flow past the town's ancient fortified walls in an eerie trickle of blood-red. this area and its suggestive presence of mines constitute an extreme powerful geological landscape.

It is one of those flash points where man has went against nature to create

Brief

The competition brief is to design an archaelogical park in the Mines of Rio Tinto Spain.

The aim of this competition is to go far beyond a simple, even if necessary, use of nature as product, but wants to push the architectural experimentation through a process of hybridization of two. In usual architecture discourse they are apparently different bodies and two different languages how can we merge boundaries between both?

The design question of the competition is:

How can architecture manifest itself like a human body where the architectural spaces can be understood as an extension of it? How can the structure of the territory itself with the corresponding morphological and topographical variations be fused with the nature it is surrounded with?

Symbiosis
Blending nature and architecture, and finding a hybrid between the two.
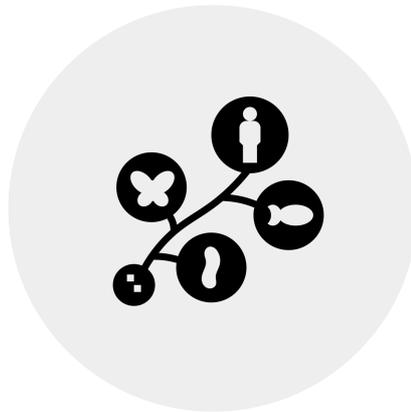

Co-existence
The spaces must respect eachother and adapt to the current site and surroundings.

Functionality
Achieve an optimally functional design of an archaeological park.

Evolution
Take the time factor into consideration and ageing of the building with nature.

Objectives

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.

Small hotel (10%)
Small hotel of about 15-20 rooms
with cafeteria restaurant.

Housing and laboratories (15%)
10 to 15 permanent houses for scientists and
spatial, biological and morphological center (for
terraforming studies) with an exhibtion hall.

Archeological park (75%)
An outdoor archaeological and
geological park appreciating the mines
history, form and compositions.

Programmatic Outline

The following programmatic outline is the point to begin your design at.
You can add your elements especially to the archeological park and the
public accessble laboratories.

Img 5: A night view of the mines with lights.

Context

The area of **Rio Tinto's project** consists of **mine structures as well as excavations and artificial craters.** Due to this singular context it is proposed to find an overlap between both, the natural geological structure (terrain) of the soil and the human intervened new soil structures due to mining activities that have taken place here.

It may be **fluid or compact or disaggregated** as well as the limit between architecture and landscape can assume as much complexity as necessary. The aim of this competition is to go far beyond a simple, even if necessary, use of nature as product, but to push the architectural experimentation through a process of hybridization of two apparently different bodies and two different languages. **First is of a human body where the architectural spaces can be understood as an extension of it, and the structure of the territory itself with the corresponding morphological and topographical variations.**

Img 6: Site plan of the competition.

Site Plan

The given site of this competition is situated in one of the deepest manmade craters of the world in the 'Minas de Rio Tinto' site. The design shall look at not only in the crater but its views and soil properties as well.

No builtup area requisite | Site Area: **~60 Hectares** | Coordinates
No height restrictions or setbacks

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 FAQs [#]
• 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, Sketchup Model of the site 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.**
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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)

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.

Curator | Cesare Battelli
Architect

Visionary Architecture
http://www.visionary-architecture.com
Madrid, Spain

Cesare Battelli is an Italian artist and architect. He mainly devotes himself to research and experiments in the field of visionary art and architecture, as well as the realization of architectural projects on different scales. He has taught, held various workshops, and member of the jury panel in many universities as well as in international competitions. He graduated from the IUAV in Venice and holds a master's degree in architecture at the Hochschule für Bildende Künste, Städelschule in Frankfurt. From 2003 he embarked on a solo career by founding his own Visionary-Architecture research studio and maintaining some collaborative relationships with world famous studios as EMBT. The projects, collaborations and writings he has made since the early nineties have been published by the following magazines: El Croquis, Architectural Monographs (AD), Diseño Interior, Frame, Spazio e Architettura, Architettura Cronaca e Storia and various digital magazines or blogs of architecture such as Icarch and Metalocus. He is currently a Researcher at the UAH University of Alcalá, Madrid.

About

TERRA

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
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Nature cannot be an after thought.

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