

Boun

Urbanscape: Streetbeat

Furniture that rejuvenates the public realm.



Fig: 1 – Abandoned Streets due to quarantine - An impression.

PREMISE

As our future mega-cities are defining themselves every day with bustling streets and soaring skyscrapers, a city still craves for many things but mostly - an identity. The 21st century from its onset is rapidly changing how we live and how we perceive the definitions of a city rampantly. 'Urbanscape' is the manifestation of the built environment of cities.

It not only refers to the configuration of built forms but also the elements that define interstitial spaces. However, what we see today is the progression of ever-increasing skyscrapers that dominate the memories of a city, overpowering smaller elements.

Built-mass may define the image of the city, but public life defines its inner workings. This competition is an endeavour to turn the tables on how urban furniture works in cities. From changing them to a mass-produced piece of utility to a more thoughtful in terms of their presence. To root them more on originality and utility, build more interesting relationships between these and the people who come in interaction with the furniture pieces.



Fig: 2 – City developed more for vehicles and less for pedestrian - An illustration

BRIEF

Urbanscape: Streetbeat is a step forward that seeks to bind the concept of urban identity and the furniture that makes the city fun to be in. It aims at creating elements that connect the dots to make the daily life of the city groove like music notes in very subtle ways. After the pandemic the will to go out on the streets has reduced considerably it will take more effort

The challenge here is creating a single piece OR a family of furniture for the desired city with common features in concept/form/colour/design that needs to be derived from the city into consideration. The location of these pieces of furniture also matters, by analyzing key spots where they could be meaningful to the city as well.

The goal of this competition is to give birth to furniture concepts that sprout from the city's identity instead of industrial convenience. This would be possible in the following three steps.



Fig: 3 – An active market street in an urban area pre-pandemic.

THE STREET BEAT

1. Choose a locality: The selected place should be an urban condition. The city selected should preferably be Your city, where you live or really acquainted with in terms of its working and qualities.

You can also choose a city which you always wanted to design for but to understand the energy of the city, the experience is always more helpful.

2. Establish the Rhythm: Use a piece of music or create furniture that embraces music as its function entirely. You can pick a song, or a genre, or an album, and synthesize music qualities relevant to the place of choice. You can also pick an artist rooted in the place to make the design outcome more relevant to the place. And there are many ways you can include music in the furniture similar to above.

3. Create the furniture: The idea is to use music as an element to design. The furniture pieces created, can be chosen from a broad category of street furniture categories described in the following sections. These can be chosen by preferences of the designer or its affinity/use/compatibility to the city.

There is no additional merit associated with the kind of choice of the categories but the design input of the participant and its merging from step one. You can use hybrid categories that may solve crucial spots of the city and at the same time define its image at large.



A. Life

Table, Benches,
Seating, etc.



B. Lights

Street Lights, Traffic Lights, Park
lights, etc.



C. Utility

Post Box, Telephone Booths, Fire
Hydrants, etc.



D. Signage

Street sign, Traffic sign, Poster poles,
Billboards, etc.



E. Waste Management

Dustbins, Litter bins, Trash cans,
Spit box, etc.



F. Landscape

Planters, Park-let, Green
strips, etc.



G. Transportation

Bus stop, Bicycle racks, Vehicle
Shed, etc.



H. Play

Slides, Playing setups, Swings,
Fitness, etc.



I. Others / City Specific / Hybrid

A combination of the above or urban
furniture specific to your city.

GOALS

Objective: Create a tangible/intangible piece of furniture that brings music to daily lives. You can pick anyone or multiple of these furniture typologies and develop a design based on the brief. The key qualities expected in the furniture pieces are:

Space Identification: Identify a space for your urban furniture in the city.

Modularity: Design a modular piece of furniture that is industrially replicable.

Robust: Develop a furniture piece that can withstand years of use in the public realm.

Fun: Induce an element of fun within the furniture element through music in design or music and linked interactions.

HOW TO SUBMIT?

Read all the competition rules and details from the sidebar, and hit **register**. You can pay the entry fee and book your registration right away. The additional resources directly unlock as soon as you register on your dashboard. Once you are ready with your project - begin uploading from the dashboard and follow this tutorial to submit. You can add your team members to your project while submitting.

RULES

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

- Recommended number of sheets/presentation images/boards: 3 (Three) of size [2800px x 3500px] 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 submissions are sheets/boards + Cover image containing:

- Site plan (Compulsory)
- Key conceptual sections x 1 (Minimum)
- 3D views x 4
- Additional cover image of 2000px x 1000px
- Write an article/story in the Journal section# of the project (of about 700-1000 words) answering the questions given in the Additional Resources.

#Journal Section appears midway in the project submission portal. More instructions in the additional resources.

RESOURCES

This competition contains additional resources that contain 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 & Guide to Journal Section + Questions

Learn more on <https://uni.xyz/competitions/urbanscape-streetbeat/info/about>

BASE RULES

- + The competition is open for students and professionals from all 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 UNI 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 the 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 the 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)

JUDGING CRITERIA & JUDGES

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 visual delivery of ideas.

Concept/Idea: Quality of thought and intent in the pre-design phase.

Spaces/Programme: How the spaces are calculated and ordered.

Design Outcome The final architectural outcome of the solution.

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. Names of the jury panel will be announced soon.

YEARBOOK

Winners of this competition will get annually published with us in our e-yearbook and annual publications.

Prizes / Deadlines / Registration

For complete information on active prizes and details on the entry fee, visit the **Awards & Fees** section of the competition here:- [Awards&Fees](#)

Learn more about this competition here:

<https://uni.xyz/competitions/urbanscape-streetbeat/info/about>

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