Mobitecture

Habitat on the Move

Img 1: American Packet Champlain , on Approach to Liverpool - Painting by Samuel Walters

Premise

'To live is to travel.'

Humans are nomadic by instinct.

In the broader evolution of humankind through time, the notion of settling down to make home and hearth is relatively a recent phenomenon which has created more problems than solved for the species.

Humans have survived in spite of many forms of climatic events, natural disasters, disease and epidemics visiting us, making life and living fragile and impermanent.

This may often resulting in total extinction of settlements, forced migrations and need to make fresh beginnings.

Img 2 Densities leading to deterioration - An illustration

Deterioration

'We have not inherited the earth from our fathers, we are borrowing it from our children.'

To live in harmony with other forms of life on earth and with nature as a whole should have come naturally to us, but that has not been the case. In particular the damage done by the unprecedented pace of change over the last century or so has brought us face to face with the precipice that we find ourselves in the midst of.

The world's urban population already at more than 50% of the total world population is projected to multiply many folds in the very near future. As a species, a nervous one at present, are we ready or equipped to face the challenge of this magnitude or is our response going to be like always; finding yet another solution to a problem created by a previous solution?
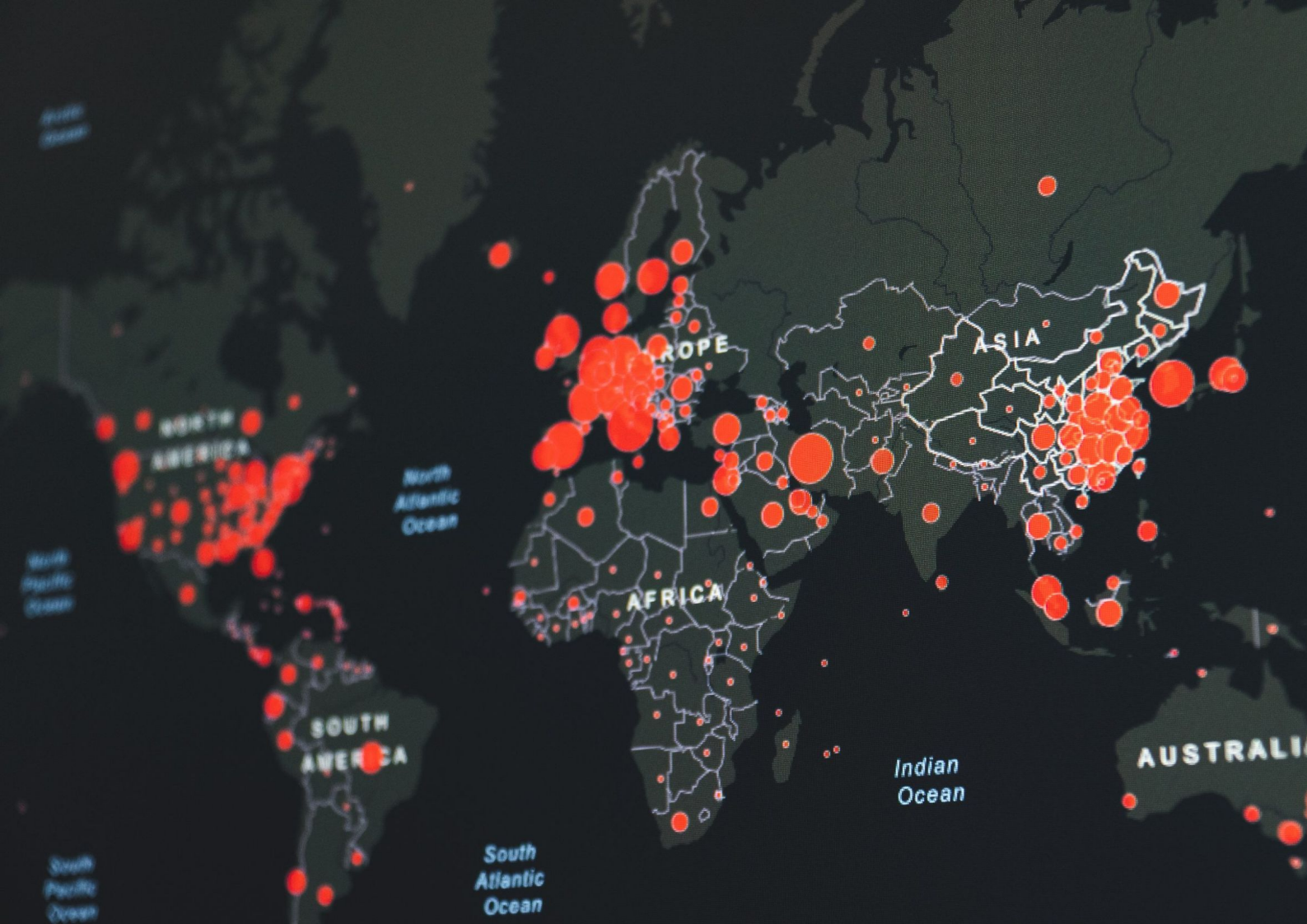
Img 3: The pandemic shaking the entire human civilization across the globe - An illustration

Issue

'.... Progress is the realization of utopias.'

We have the freedom to revisit the evolutionary choices made by our forefathers, we have the freedom to question the wisdom of our stationary, sedentary and synthetic lifestyle that we are caught up in. We have the option to fall in line with other forms of life that inhabit the planet earth and restart living in harmony with the immediate and distant natural forces. Reality or Utopia?

The ongoing Corona Pandemic has brought into sharp focus the fragility of the human condition. In particular it has reminded us of the need to be prepared for adjusting the way we live and organize our habitat, to be ever ready to adapt to myriad challenges brought about by the unpredictable forces of nature or by the self-destructive actions of humans.

Img 4: A shot from cinema - Mortal Engines based on cities that could move.

Brief

'Creativity is intelligence having fun.'

Here is a challenge for designers of all age groups, nationalities etc. to unleash their unlimited imagination and creative abilities and marry them with cutting-edge evolving scientific/technological advances.

Brief: **To design a concept of Mobitecture - 'Habitat on the move.' It could be a device for living with no wheels, one or two wheels, three wheels, four wheels or more, could be water, ice or air borne. It could be none of these, a combination of any or all of these.**

Powered by hands, feet, propellers, sun, wind in conjunction with means and mediums mechanical, digital, robotic or AI driven.

'Any sufficiently advanced technology is indistinguishable from magic.'

User group: Here is your chance to **create magic of a peripatetic lifestyle for an imaginary family of four** while catering to their basic needs within **a maximum area of 10 sq. meters.**

(Refer Submission Guidelines for details).

Img 3: A tortoise developing a habitat as an exo-skeleton - An illustrative example

Path

**Convert the utopia into a reality as utopias are often just premature truths.**

Here is your chance to create a visual ode to life on the move and express gratitude to nature by learning deeply from it. Learn from our co-inhabitants such as turtles/tortoises, crabs, snails, pangolins who are indistinguishable from the shelter that they carry on them and vice versa. **How would it be if humans could do the same?**

Convert the utopia into a reality as utopias are often just premature truths.
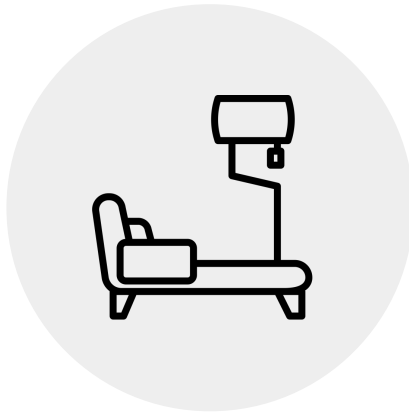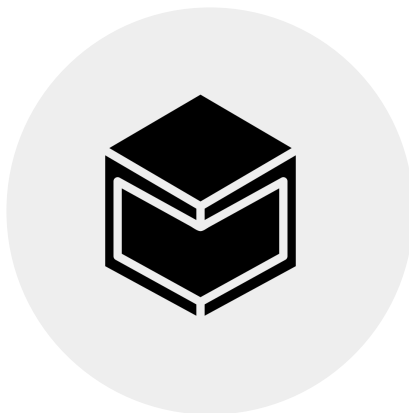
Functions

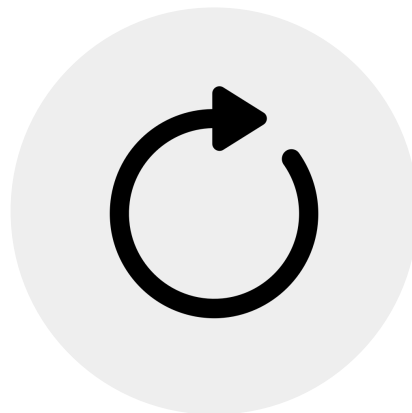Defining essential functions and lifestyle for the family.
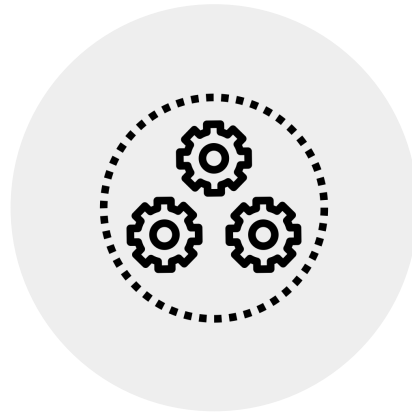
Working

Defining mobile + static + built states for the habitat.

Form

How is the form optimized for survival in various conditions?

Evolution

How will the habitat evolve and change over time?

Objectives

The following objectives are a path to conceive the design. Participants can assume their own user groups and context before arriving at the final form.

Programmatic Outline

The design must respond to the peripatetic needs of a family of 4 members consisting of 2 adults and 2 children under the ages of 18 of any gender. Other than the transportation need, it must cater to basic requirements of sleeping, sitting, cooking, eating, washing/ bathing/defecating with minimal storage provided for, keeping in mind the following:
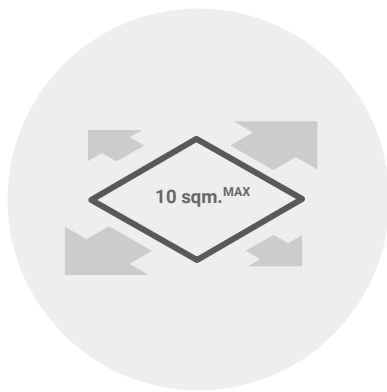
-In Mobile State: Maximum permissible covered area is **10 sq.mt** with minimum corresponding volume, excluding the operational area required for driving/navigation and other technical/service needs.
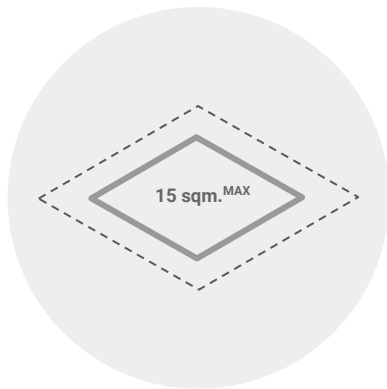
-In Static State: Total covered area used for stretchability / expandability should not exceed 50% of 10 sq.mt. (Permissible covered area).
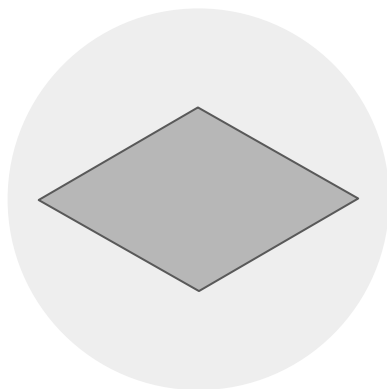
-In-Built State: Maximize flexibility and adaptability suited for multipurpose/overlapping human functions and activities.

Guidelines

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

The design idea is **recommended** to be composed and presented on **ONE A1** (landscape) size format + **1 x Cover Image** employing free-hand or digital presentation techniques such as doodles, sketches, diagrams, CAD drawings, 3D visualizations, model photographs etc.

Minimum requisite submission are sheets/boards + Cover image containing:

• Plan (Compulsory)
• Key conceptual sections x 1 (Minimum)
• 3D views x 4
• Cover image of 2000px x 1000px

2:1 Landscape	Cover Image (1st in Sequence)
A1 Landscape	Main sheet (2nd in Sequence)

• Write a 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.

Language:

The text used shall be in English employing appropriate typeface/size to communicate legibly and pithily both on the drawings and the explanatory note

Deadlines

Discover the competition schedule and deadlines on the competitions page.

Rules

+ The competitions is open for **students and professionals** from all the disciplines of design above 18.

+ The team limit for this competition is
 3 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.

+ Participants do not require a team code to submit their projects on UNI. If you have a registration pass + team code earlier - you can mail to contact@uni.xyz for issuing an entry pass against it.

+ 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.

+ 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

Three winning entries selected by the Jury will be awarded cash prizes as under:

1st Prize:

INR 1,00,000

2nd Prize

INR 60,000

3rd Prize

INR 40,000

Seven additional entries selected by the Jury will be awarded with an **'Honorable Mention'.**

Ten Entries of the **Winners and Honorable Mentions** will be showcased at the **DXD Annual 20under35 Exhibition** at the **Gallery Romain Rolland, Alliance Francaise de Delhi** and published on the DXD Website.

Competition Terms

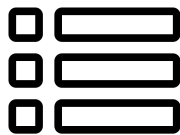The entries will be judged by an international jury of the competition on the following criterions:
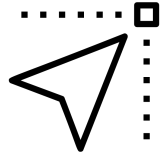
Presentation
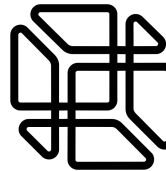
The fundamental to a good entry is a good presentation.

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.

Curated by:

ant.studio

We're a miscellany of Architecture ,Nature and Technology inspired by teamwork and intelligence of Ants.

Pondering upon the intersections of art, architecture and design, the studio was founded in 2010 by **Monish Siripurapu**, a graduate from the School of Planning and Architecture (SPA), Delhi, with a sole motive to bridge the gap between craft and machinery embracing all the spheres of art, architecture, technology and materiality fusing with nature.

Through our trans-disciplinary approach in our projects, we push for Designs that go beyond functional and aesthetic concern to concoct an affiliation between the built and nature. As a research driven studio, emphasis is given on material exploration and advanced tools, tethering labor intensive construction strategies with technology.

Learn more:
http://ant.studio/about

Hosted by:

design x Design

An interdisciplinary initiative, now in its second decade and a new avatar, involves exploration of the design phenomenon as a whole from the broadest perspective. Employing multiple modes and methods of engagement to locate the significance of Design in the larger socio-cultural context, Design X Design is also geared towards raising levels of appreciation within each discipline and nurturing connections across various design domains. Local and global in outlook it is directed at the initiated and the uninitiated alike.

Learn more:
https://designxdesign.in/

Queries: queries@designXdesign.in
Discover other competitions: https://competitions.uni.xyz
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Mobitecture

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