UNI

The Artistory

Creating a haven for today's creative minds

Fig: 1 - A goldsmith's guild in Germany (Credits: Met Museum)

Premise

Medieval times saw the rise of guilds that governed the functioning of artists, architects, and other professions. Those were times when art was considered elite and sophisticated. The work done by **these artists was valued and helped put history eloquently for us** to understand it today. These **guilds focused on providing support** to other craftsmen and also gained over a certain political stance. **It helped reduce competition amongst themselves while maintaining the standards.** The members of the guild were expected to pay its collective expenses in return for the benefits obtained.

In modern terms, medieval guilds were committees and other governing bodies but on a larger scale and **focused on arts and trade.**

Today's artists, both small-scale and established ones, collaborate in cafes and parks as a small group. **And only spaces they have left can be counted on their fingertips.**

Today

As times change, the means change. Ever since the advent of the internet, people have evolved in ways the creators of the web would not have imagined, for good and for worse.

The Internet has provided a platform for professionals of all ranges to **connect with people all around the globe** making their work known and establishing their presence.

But despite the perks of having the internet, the **tangible essence of doing things in real life is irreplaceable.** Activities like **chatting up with friends, reading, and writing on paper, playing cricket in the street, never lose their charm.**

And so does having a space to collaborate over our passion or have like-minded people engage with our opinions **face to face** rather than having an **invitation to collaborate sent over an email.**

How does this polar situation stack up against times like today? How will a space that can bring the best of both worlds look like?

Fig: 3 – *Hand's on building/fixing - An Illustration*

Brief

Cherishing the tangible nature of the world is as important as appreciating and evolving with technology.

In today's time, this social meeting happens in cafes and restaurants. Meeting people in the real world and marveling over human being's creative nature needs to become a revived culture.

The challenge is to create an artist's coworking where the art of all kinds can find an atmosphere to grow. The design is specifically tuned towards people who create, appreciate, and celebrate art in their daily lives.

Space would act as and provide an environment conducive to brewing ideas. It would be a tangible form of a social website where artists today expand their horizons.

The artists club can have different aesthetics, it can either be modern, minimal, and functional or it can be cozy, academic, and collaborative.

Objectives

1. **Form** - The building form should draw inspiration from art/art forms/artists.
2. **Tuning** - The spaces should be tuned to create art of various kinds.
3. **Collaborative** - The spaces should allow activities involving different numbers of people.
4. **Evolutionary** - The architecture should be evolutionary and should change with time.

Site

The site for this project is located in the **Vaujours region of Paris.** It is a suburban commune in the northeastern part of the city. This location is known for its wines and the site is located amongst lush greenery suited for a calm environment.

Fig: 4 – Site plan – with entrance marking

Site area: 21043 sq.m

Area of the site to be utilized (Ground Coverage): 10% - 2,220sqm.

Max built-up area permitted: 5000sq.m

Height restrictions - 15m

Coordinates - Maps

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 it.

Discover the full submission tutorial here: https://to.uni.xyz/uploadtutorial

Submission Requirements

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

1. Recommended number of sheets/presentation images/boards:
    3 (Three) of size [2800px x 3500px] in **portrait digital format** (**JPEG only**).

2. Minimum 3 (Three) & No maximum sheet limit. Each image should be less than 15MB. (Do not submit PNG format)

3. Minimum requisite submissions are sheets/boards + Cover image containing:

    a. Site plan

    b. 1 x Key concept section

    c. 3D views x 4

    d. Additional cover image of 2000px x 1000px

    e. Write an article/story in the Journal section[#] of the project (of about 700-1000 words) answering the questions given in the guide pdf.

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

Additional 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 resource folder of this competition contains:
Submission Format files in PSD | AI | InDD & Guide to Journal Section + Questions, CAD site plan, and Aerial view of the site.

Learn more on **https://uni.xyz/competitions/artistory/info/about**

Base Rules

+ The competitions are open for students and professionals from all the 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, we do not have any identification codes.

+ This is a design idea 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 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)

Disqualification

The competition is protected by our disqualification policy to support fair play in a competitive environment like UNI. Participants are requested to stick to the details in the brief and connect with the curatorial committee on contact@uni.xyz in case of doubts or revisions.

Please check the link above for details. Failure to adherence may lead to soft or hard disqualification based on the violation.

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 visual delivery of ideas.

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

Programme/Spaces: How the spaces are conceived along with the programme.

Design Outcome 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. Names of the jury panel will be announced soon.

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 - schedule - prizes here:
https://uni.xyz/competitions/artistory/info/about

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