

UNI

Underearth

Exploring medieval living – beneath the ground

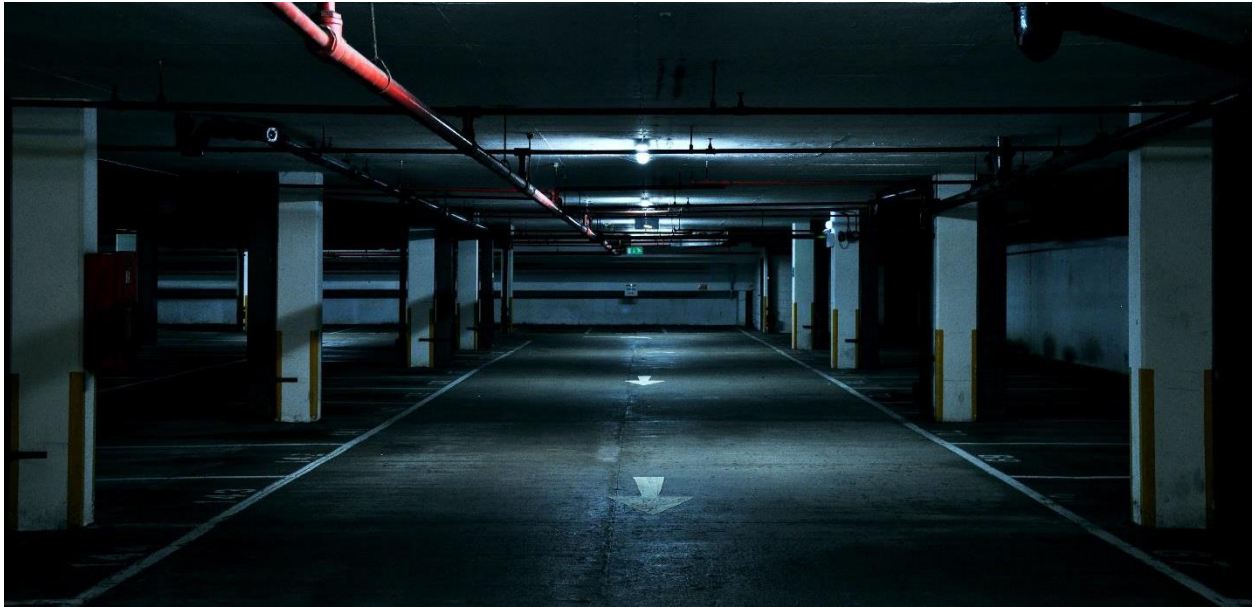


Fig: 1 – What underground means for most of us – A basement

Premise

In the present-day context, underground structures have always solely been for functional purposes such as parking, subways and bunkers. The safe atmosphere that comes with the concept of underground structures has always yielded to the misconceptions of their closeted and uninteresting designs. Some of these mundane concepts also come with features of a seamless transition between spaces and a cosy environment. They also had the added advantage of insulation. But such eccentric projects come with the additional costs of ventilating the space, additional spending on circulation and lighting too.

The rise of underground structures is comparatively older than people assume it to be.

Current trends and radical designers globally are changing this trend from 'ground up' with various experiences built tailored for underground which brings new energies to this typology.

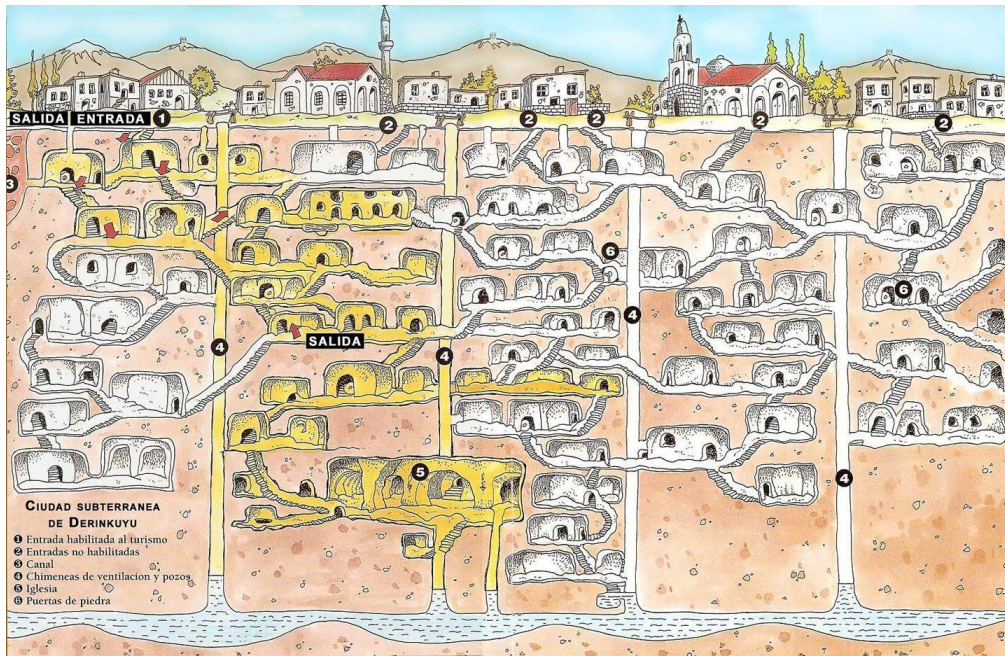


Fig: 2 – Cappadocia Tunnel System - Credits

Today

Underground tunnel systems have existed since ancient times. They served many purposes, some of them including refuge, storage, easy transportation and protection from natural distresses.

Cappadocia is one such region in Turkey. It serves as one of the **best examples of underground tunnels systems** that were mainly used for transportation, which helped them avoid the **difficult terrains above**. The place has a vibe that would serve as a great set for an alternate reality, with volcanic ash stone structures on the surface and an extensive tunnel system below, **that once served as home for over 20,000 people**.

This is not the only or the oldest underground, but its **popularity is accredited to how deep it is and its intricacies**. A place so rich with culture and a work of wonders needs a testimony that narrates its story to the throngs of tourists that visit yearly.



Fig: 3 – An Aerial view of Derinkuyu City - Credits

Brief

Every city needs a statement, to stand the tests of time and narrate its stories. Underground structures today at cities like Cappadocia may exist but every building has an expiry.

Museums are one of the many ways that this can be made relatable to today's world. There are over 200 underground cities in Turkey and the most prominent ones are Derinkuyu and Kaymakli.

Challenge - Design a gallery/museum whose structure stands as that testimony to Turkey's underground tunnel systems.

Space is to represent the culture that existed in those cities and to show that to the visitors rather than them just focusing on its aesthetics. The gallery is to act as an immersive experience for the users.

The underground city of Derinkuyu can be taken as a specific study if need be.

Objectives

Past – Decoding the living culture and the lifestyle of tunnel-based living in the past.

City to Spaces – Converting the city of the past to spaces and functions within.

Functioning – Planning lighting – ventilation – circulation within.

Ageing – How materials, features and spaces will age with time in this museum in the ground.

Site

Cappadocia is one of the many tourist spots Turkey is filled with. It is not only culturally diverse but it is also geographically and architecturally marveling, from its prehistoric rock structures to its rich markets wafting aromatic spices in the air. The cities soft stone bed feature has helped people carve their way underground and base their lives in it too.



Fig: 4 – Site Plan

The site for this challenge is located in the city of **Kayseri**, which is the closest urban center accessible to these major culture hotspots around it.

Site Area – **43,794 sqm**

Max FAR - **0.5**

Setbacks – **As per the CAD plan.**

Height Restriction - **+10m (Overground) and –25m (Underground)**

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 plan of the site, High-resolution site maps and Site images.

Learn more on <https://uni.xyz/competitions/underearth/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 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)

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.

The particular challenge has some special conditions (underground building) – hence if any queries reach out to us for any information in place of assuming.

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 the 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 the 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 here: <https://uni.xyz/competitions/underearth/info/about>

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