.futurly™
TERRA x TERRA
Pavilion Design Workshop + Competition
https://uni.xyz/competitions

Img 1: Pavilion and possibilities - An illustration

Premise

In architecture, a pavilion (from French pavillon, from Latin papilio) has several meanings. In architectural terms, it refers to a secondary building, that is either a standalone building or an attached part of a main building, generally an open structure. Etymologically, "**Pavilion**" has its roots in the French papillon (butterfly), alluding to a winged form, but also connoting a gaudy, ephemeral entity.

A Pavilion is a flexible open architectural space where people come and interact, often a part of a main building and can be freestanding or permanent in nature. It is usually larger than human scale giving it the ability to provide a more experimental enclosure to its visitors.

As simple as they as seem, pavilions are the apex of creative implementation intersecting between art and form building in physical world.

Img 2 Pavilion as a contextual entity in places it sits in. An illustration

Terra x Terra

Pavilions is an intersection of design liberty blending with architecture that gives its designer a very flexible medium to leverage 3D spaces to express their ideas. Despite the variations in scale and their temporal existence, they have an exceptional quality to be an **architectural example** which is understood by a massive range of audiences with ease. The form of a pavillion is more free to adapt to its inspiration in comparison to architecture that we see around us. It can have a lot of functions like a **shelter/podium/entrance porch** and many such uses. It can be permanent or temporary depending on its functional requirements.

Terra x Terra is a challenge focussed on creating an architectural marvel that speaks for a more sustainable built environment for our coming generations.

Img 3: Pavilions as a refuge in harsh outdoor situations - An illustration

Opportunity

Pavilion designs are generally seen across the world to develop mostly technology oriented designs that are alien to the space they are installed in.

In the era of globalization, where almost every city in the world strives to look the same - A pavilion can be the most feasible ways to experiment regionalism in civic life.

Most large scaled buildings while framing the city do not lean into the public life, a pavilion has the exact scale to tingle the human scale - while negotiating for better architecture design in the spaces they are built in.

In 2021, how can this new sense of building regionally sustainable pavilions materialize into a rational architecture solution that can be deployed across various sites for tailor made functions they serve?

Img 4: A pavilion over a space of movement - Like a bridge

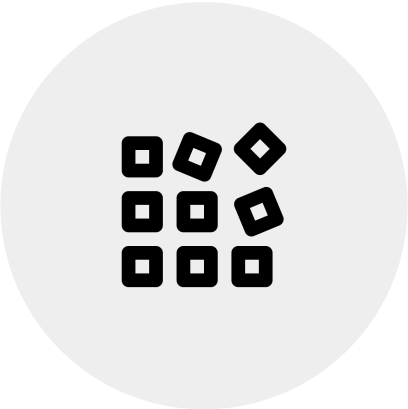
Brief

Challenge: The challenge here is to design an architecture pavilion that speaks for a more sustainable built habitat of the future using contextual technologies.

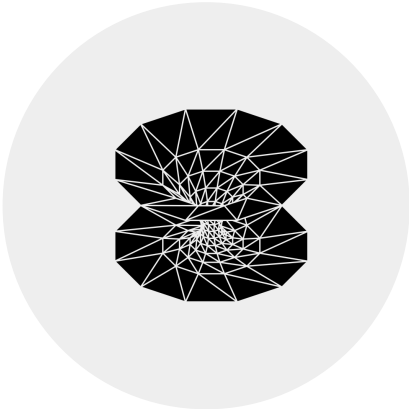
The design problem is to create a proposition of a Pavilion on an existing terrace. **The pavilion is intended to be a social Interactive space** / **Breakout / Rejuvenating space**. This can fit to multiple typologies like an office tower or a university. The design aim is to create a pavilion that allows play in light and shadow whilst providing shade.

Scale: The scale of the pavilion should be ample to seat 20-25 people, with a provision to install a snack bar / service pantry in 8 to 10 sqm.

Material: Any locally sourced material that is eco friendly for the skin. The structure can be either in terracotta, steel, bamboo or wood as per participant's choice.



Agile
Ability to be quickly erected and dismantled on terraces.



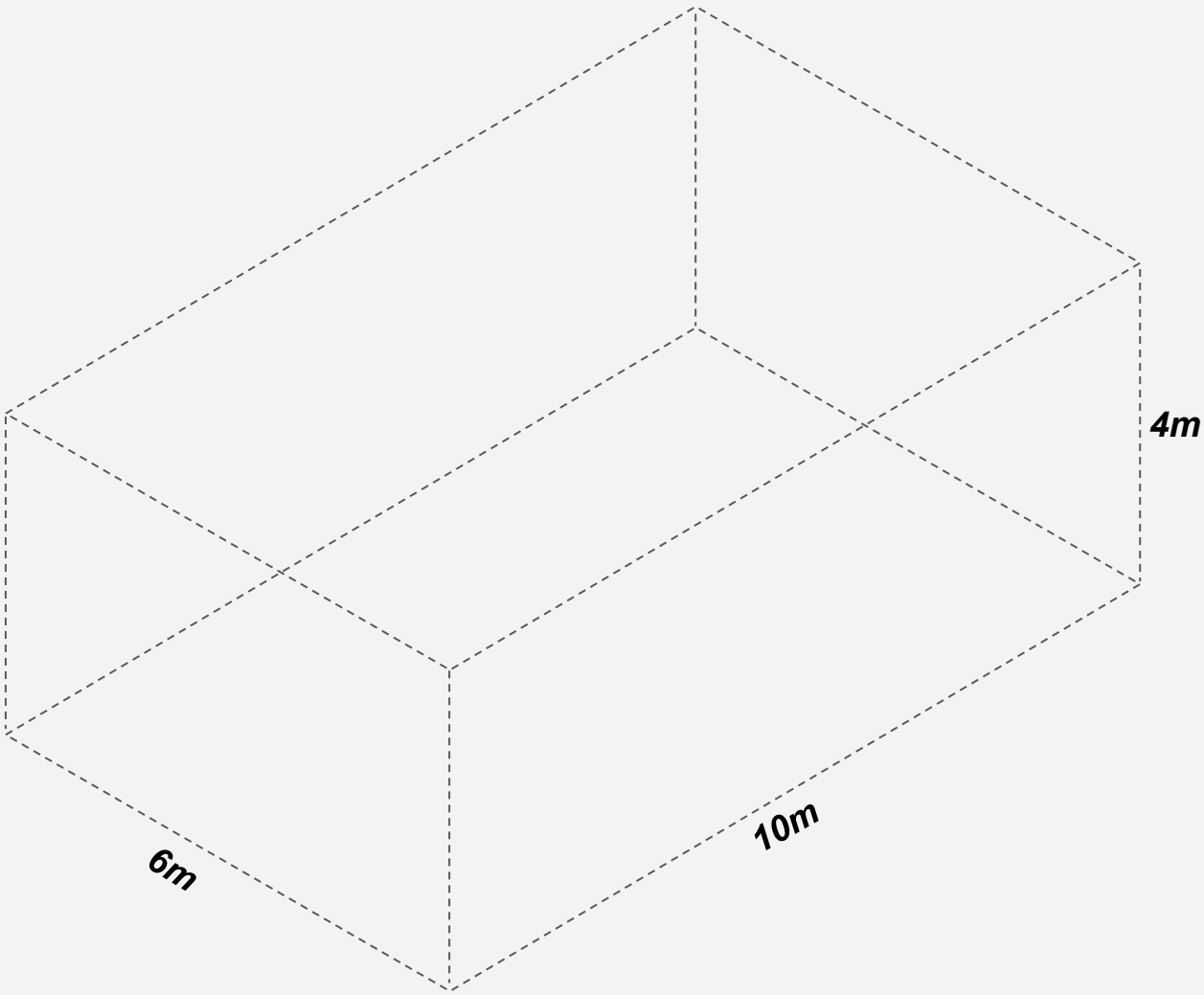
Skin
Solar Responsive skin.

Practical
Using modularity and replicability for ease of fabrication.

Structure
A stable and safe structure to tie all of the above.

Objectives

The following objectives can be a point of beginning to conceive this design. Participants can assume their own broader contexts to fit their architectural design in.



Img 6: Volume of the pavilion

Volume

The pavilion in supposed to be designed in the following volumetric constraints of **6m x 10m x 4m**. The pavilion is situated on a terrace of a building with large open spaces on all 4 sides. The function is for small events and break out activities like lunch/tea breaks.

Img 6 : **Karthik Dondeti / Monish Siripurapu** (Workshop Instructors)

Workshop Instructors

1. ***Karthik Dondeti*** */ Principal, Voxelscapes*
2. ***Monish Siripurapu*** */ Principal, Ant Studio*

Mass Customizing the Mass produced.

This **workshop** is geared towards teaching participants the nuances of digital design using **parametric design tools like rhino and grasshopper.** We will be focusing specifically on the process of design and modeling geared towards executing a project while being environmentally conscious using natural materials and modular parts to reduce wastage. The challenge lies in hitting the right balance between the fluidity offered by parametric design and the feasibility of leveraging **digital fabrication tools in combination with modular components**. We will dive deep into the process of developing complex forms by exploring the diverse possibilities that arise from an assemblage of simple components when arranged in different configurations.

This will be an **immersive 8 hour session** structured as a studio covering both **theoretical and practical aspects** of a digital design process.

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 **[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 submission are sheets/boards + Cover image containing:

• Site plan (Compulsory)
• Key conceptual sections x 1 (Minimum)
• 3D views x 2 (Minimum)
• Assembly / Disassembly diagram.
• Additional cover image of 2000px x 1000px

• Write a article/story in the **Journal section#** of the project (of about 200-300 words) answering the questions given in the Additional Resources.

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

Deadlines

Discover the competition schedule and deadlines on the competitions page.

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, Guide to Journal Section + Questions, **3D models, scripts and other relevant files to participate in the challenge.**

Rules

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

+ 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.

+ 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 **1,000$** can be won on this challenge. The details of the grants are as follows:

01st Place

500$*

*300$ in cash reward and 200$ worth of redeemable coupon to buy courses later in futurly

Runner-Up 1

250$*

*150$ in cash reward and 100$ worth of redeemable coupon to buy courses later in futurly

Runner-Up 2

250$*

*150$ in cash reward and 100$ worth of redeemable coupon to buy courses later in futurly

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.

Collaboration

What is .futurly?
Futurly is the global education platform for architects and designers. We are creating a network for people pushing the boundaries of what's possible in architecture and design.

Futurly is a vibrant community fuelled by workshops, events, courses, and the desire to learn something new, every day.

Our goal is to accelerate the future of architecture and design, one evolutionary step at a time!

Global Community
We are a proud community of over 1500+ participants and instructors from 50+ countries around the world.

#LearnByDoing
We strongly believe in learning by doing.
Our amazing participants and expert instructors make it happen!

Interactive Learning
We believe in immersive and interactive learning. Learning from the instructors - Learning from one another!

Queries: **hello@futurly.space**

Facebook Instagram Website Youtube LinkedIn

About

uni

UNI is a global network of architects and designers who are solving some of the most challenging problems around the globe. UNI brings together world's largest pool of design challenges that are curated by the finest architecture academicians and professionals globally. With over 200,000+ registered members, UNI brings academia and professional spheres of architecture together through a unique knowledge sharing web platform.

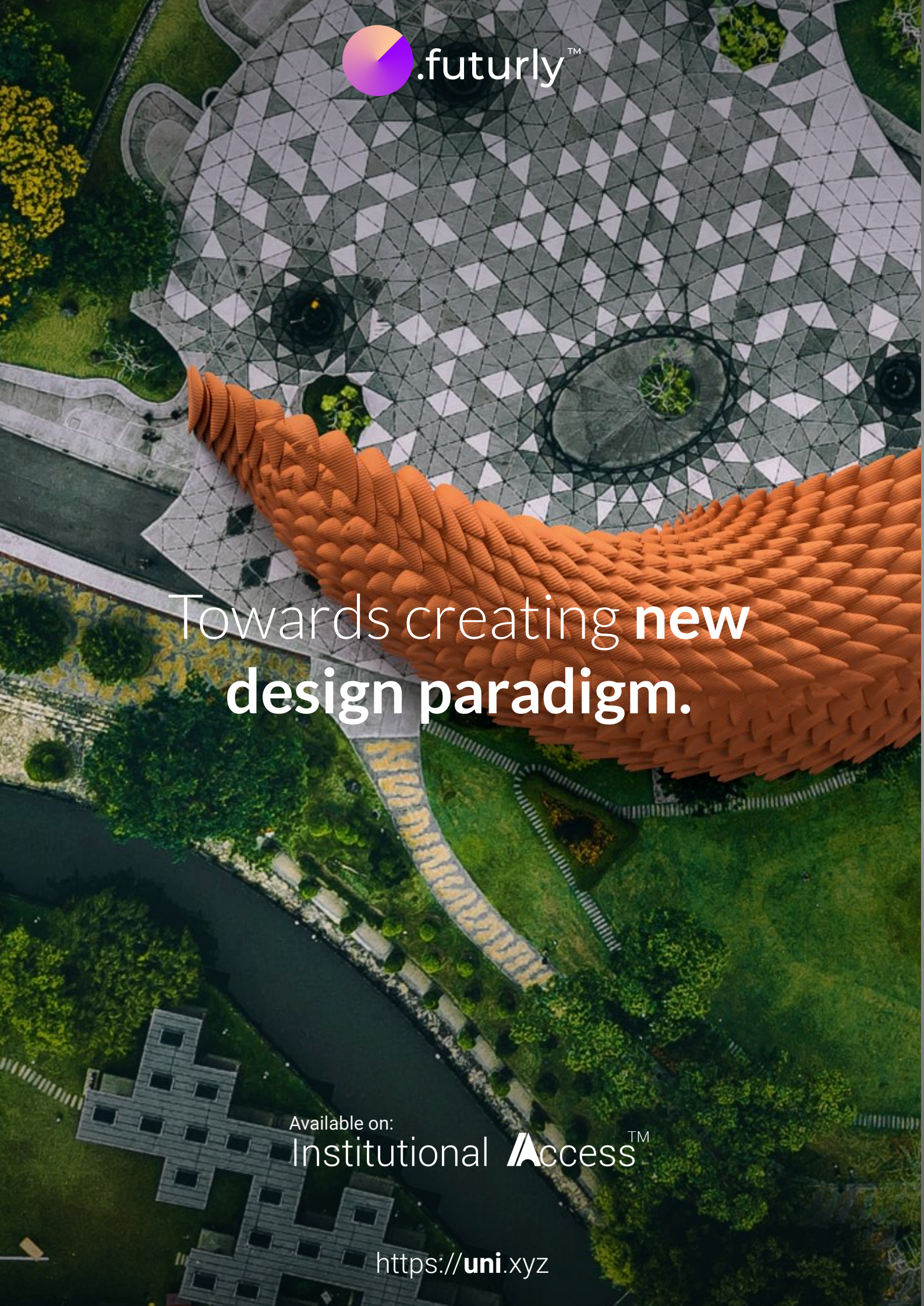
Since 2017, UNI has hosted more than 200+ architecture competitions for various idea level to realization level briefs. In past, UNI has helped 50+ organizations, universities, and government bodies to use our platform to generate architecture and design solutions through competitions.

UNI aims to create a seamless information exchange within architecture industry with this one-of-a-kind community. It foresees a future where architects and consumers are getting real-world design deployed over the internet through sophisticated software and applications from anywhere in the world.

Queries: **support@uni.xyz**

Terra X Terra Design Workshop + Competition

Facebook Instagram Helpdesk


.futurly™
Towards creating new design paradigm.
Available on:
Institutional Access™
https://uni.xyz