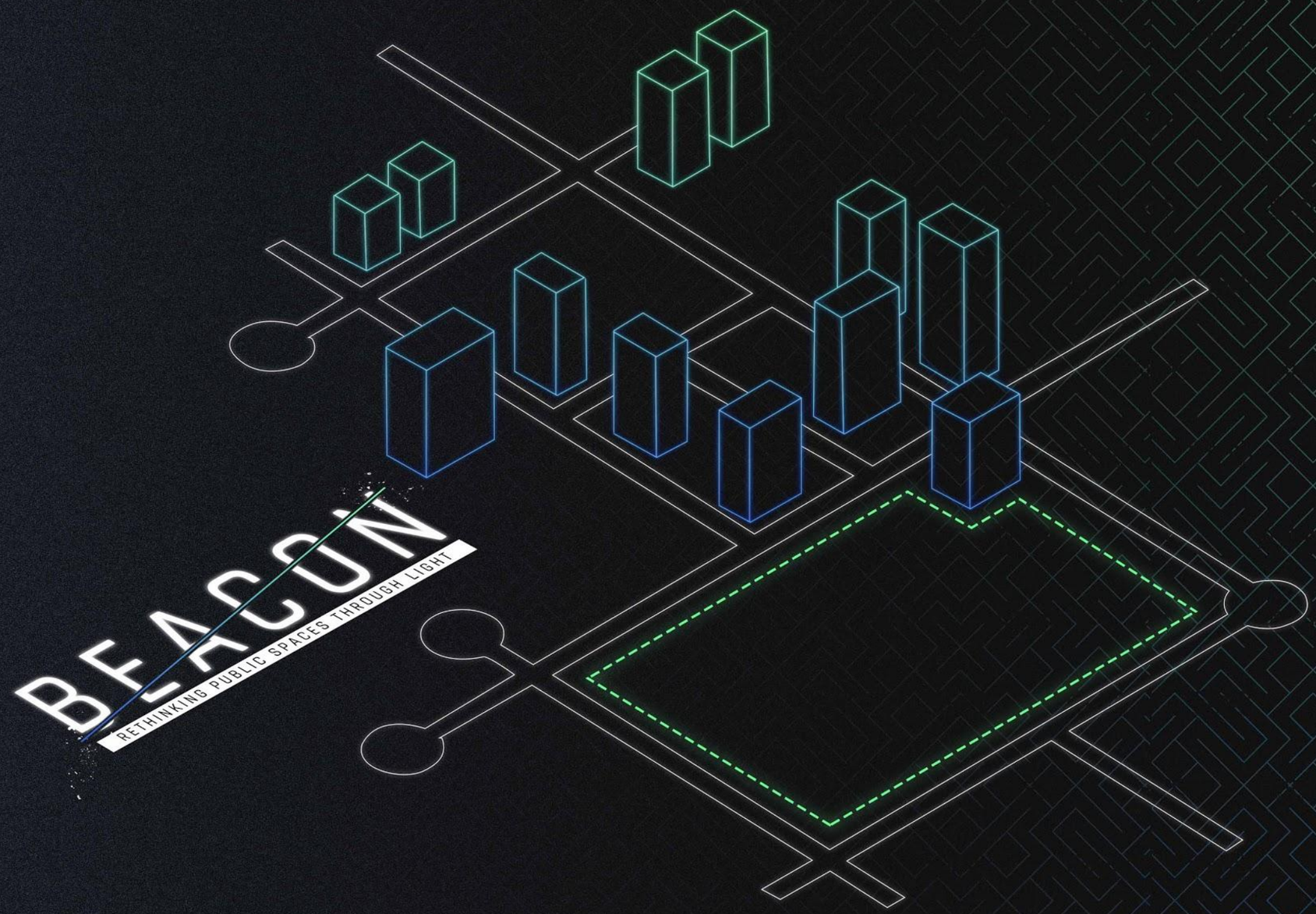
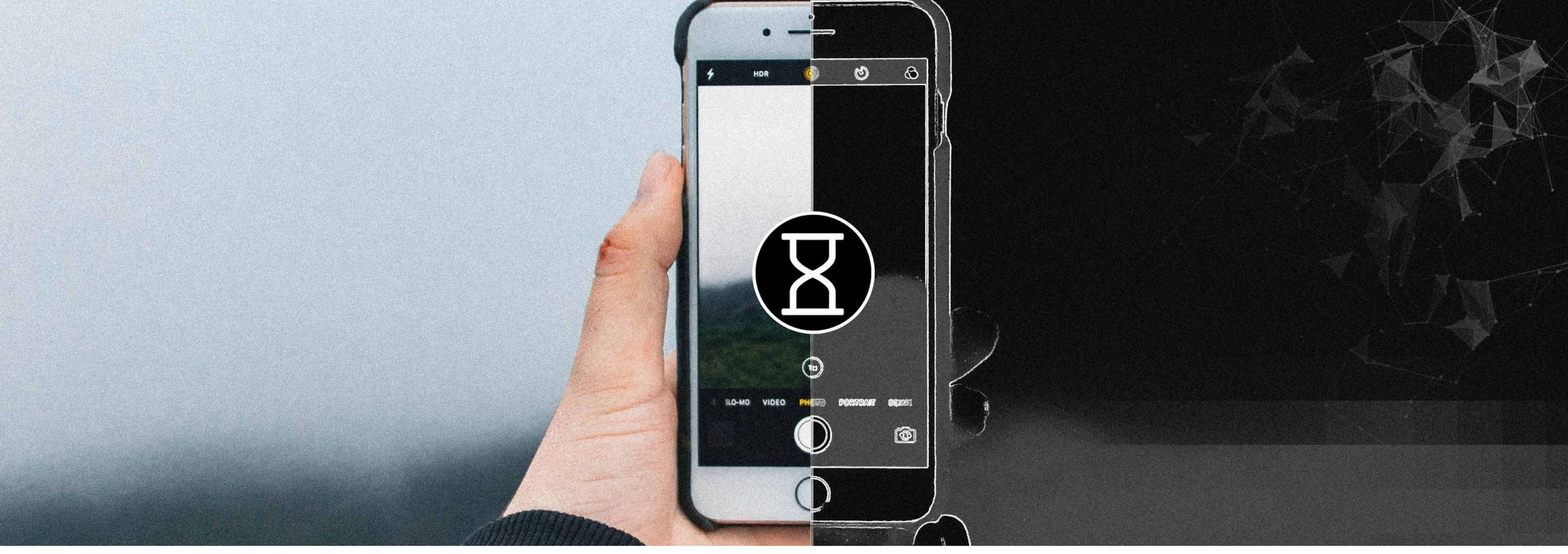

BEACON
RETHINKING PUBLIC SPACES THROUGH LIGHT



Img 1: The future of Technology

Premise

Today as a society, we are more than ever connected to the world. What's even true is that, the more **hyper connected** we get as a society, we are constantly getting more disconnected. Thanks to all the enticing mobile apps and high speed internet connections - we **have almost bypassed the need of going out** of our homes. And at the other end of the spectrum lies worse, people needing rehabs these days to get away from their devices.

Smartphones and all of the internet are battling for our attention today. In this battle of attention, what gets left behind are our real-world interactions with real humans. This might look manageable for us - but the next generation are more susceptible to these devices and their lucrative offerings. This leads to less physical activity and less cognitive skill building, which in away aggravates the problem.

The less social we get, the more we give into these pseudo interactions that will take over all the remaining of our wake time. The less social we get, the less sociable we become.

Deemed to lose?

Our devices are getting better each passing day - but what about our neighborhoods and cities? Are all the Black Mirror episodes we see today - is that kind of reality not so far away? As a designer what can we do to fight back against this onslaught of digital media against our human to human connections?

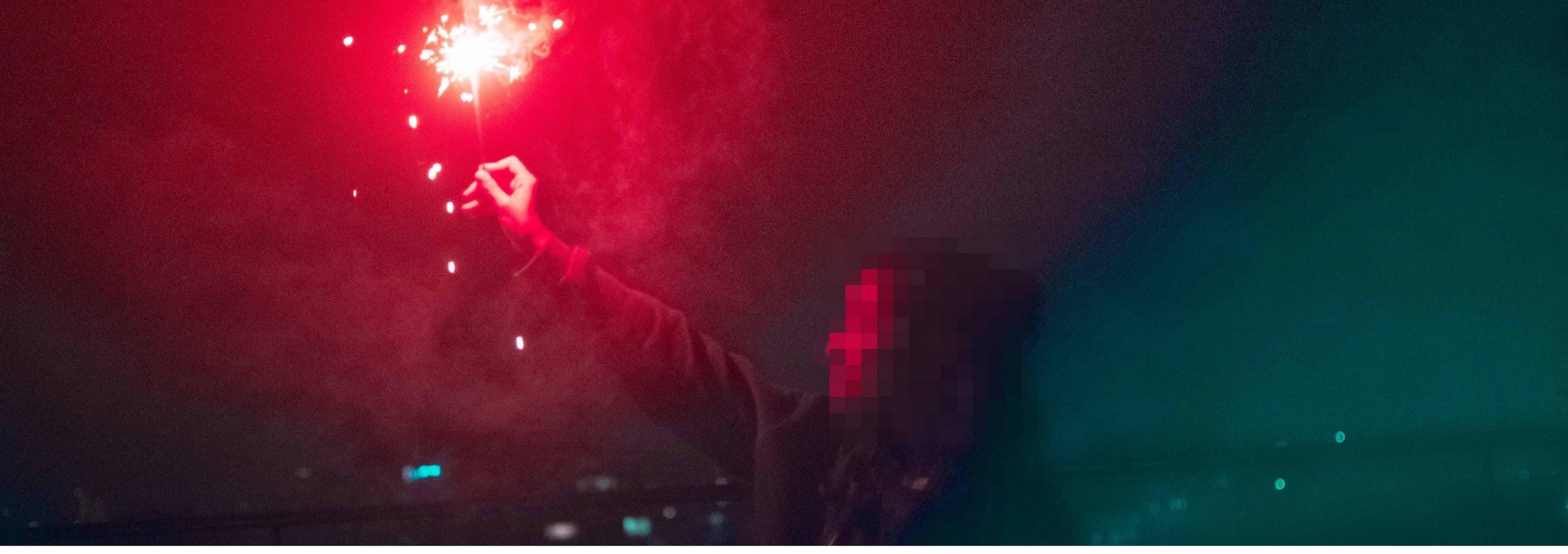
Img 2: Traditional Campfire

What a Campfire meant?

One of the **oldest element** that brought people together was **a small campfire** at the end of a day - where stories, ideas & experiences were exchanged. It didn't matter what people did during the day, these small **pockets of interactions** during the night, helped people create values, cultures & civilizations.

Through time, **cities have scaled impossibly large** there are not many rooms of dialogues. The night life in urban areas work quite contrary to these past times in comparison. As cities grow more and more unsafe, **night lives** have been officially labelled as the **places where accidents happen** or where the cities are least friendly.

As the battle here is of captivating our visual senses, can we use the same to bring our people together?



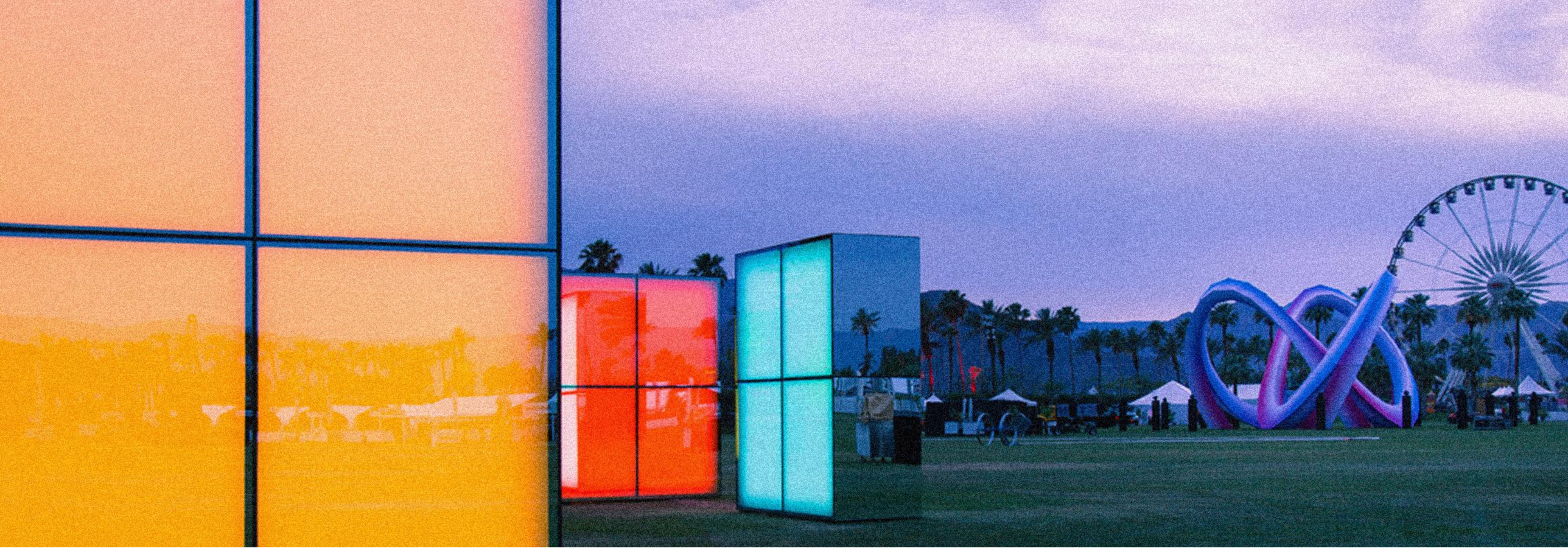
Img 3: Symbolizing a Beacon ; A concept

Brief

The design brief is to **re-interpret a campfire** at an **urban level** that has the ability to **bring people together through a fresher experiences of a public space at night**. The design questions for this challenge are as follows:

1. How can our public spaces fight back, with more vibrant experiences in the night?
2. Can there be new pockets of dialogue in a public place whether inactive/active?
3. Can there be new safer forms of nightlife where people can exchange experiences/engage in performances?
4. Can light be used creatively to extract newer forms of experiences through these public spaces?
5. Can there be public spaces - that have the ability to host a new night life at a town or a city level?
6. Can these ideas add value to the space they inhibit in?

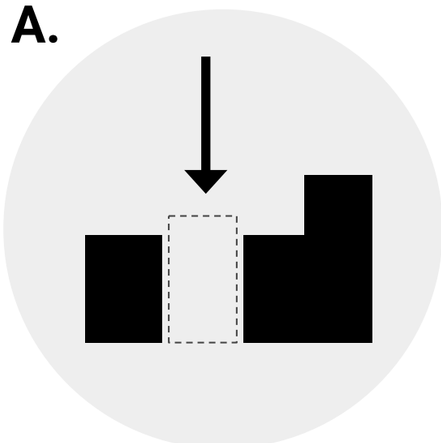
Participants have to exclusively use light as medium to solve/create/portray experiences. They can use architecture partly - but the existing place shall not be overwritten by built forms. There are two ways you can solve this challenge - **A. Retrofit** or **B. Re-create**



Img 4: A view of Reflection Field by Phillip K Smith at Coachella

Paths

A.

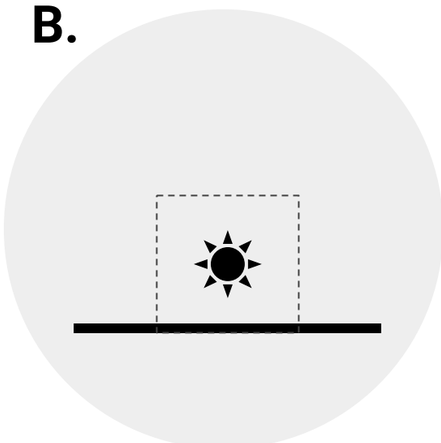


Retrofit

Locate an already existing site
that is deeply rooted to the society around it and bring in
new light to its use/role.

or

B.



Create

Forge a new urban/public space with a location & site of
your choice which justifies, the intent behind the
solution.

Use the technology of today and tomorrow to produce meaningful public spaces with recreation at its core. Keeping light as a primary driver, use walls, positive/negative spaces, voids, volumes to create your urban campfire.

Img 5: A view of Van Gogh cycle path by Daan Roosegaarde at night.

Site Guidelines

The design brief is to re-interpret a campfire at an urban level that has the ability to bring people together through a fresher experiences of a public space at night. The design questions for this challenge are as follows:

Area

The site area should be between **4000** - **8000** sqm. If the site area is larger than this, then combined area of intervention should be between this range.

Accessibility

The site should be accessible from various parts of the city/town through various modes of transit and pedestrian modes as well.

Usage

The site use should be predominantly public or open to public activity at night. Even if there are certain parts of private spaces, it's permitted.

Built/Unbuilt

The site can have built and unbuilt structures. You can customize the paving, landscaping or the finishes of certain key areas but the idea is to use lighting as a medium

Civic Regulations

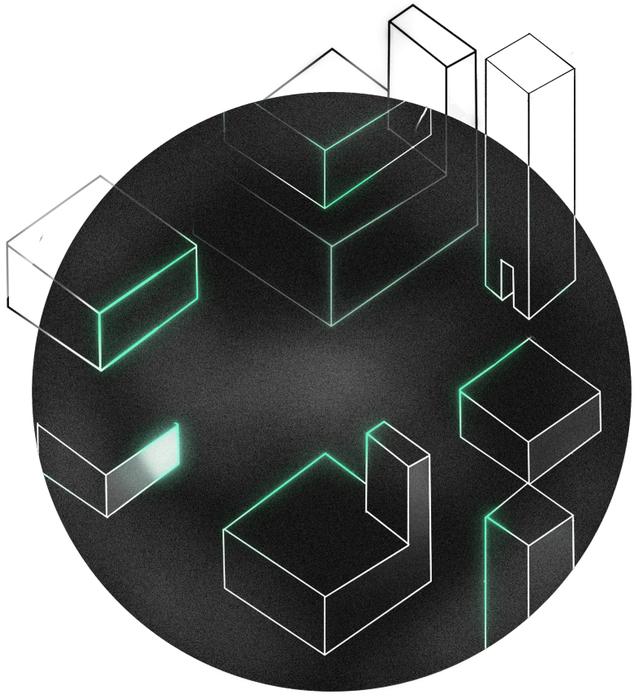
You will have to follow the city guidelines there are if/any applicable to the site. You can highlight these in your 1. Documentation phase.

1. Document

This part can include site plans, site images, floor plans, 3D model (Basic Site Massing) or elevations based on your narration. Ensure 3D views and site images for a better understanding. (Max 3/8 Boards)

2. Analyze

While documenting, all the essential inferences and findings - which led to the Idea, Programme and Contextual decisions - can be included in this part. (Max 2/8 Boards)



3. Propose

All the interventions in site plan, 3D views, Floor plans - can be reflected in this section of submission. (Max 4/8 Boards)

How to

The design brief is to **“re-interpret a campfire** at an **urban level**” , the challenge will evaluate the submission at 3 levels. The first part **Document**, will involve the participant to describe the selected locality in context of the city. Documentation can be done at various levels - Urban Planning, Architecture, Urban Design or even at detail level. This will help the jury to comprehend your intervention area and limits. The second part **Analyze**, will share all the primary design decisions and strategy that you have chosen for this intervention. The third part of the submission, Propose - will share all the new design interventions concisely based on **Part 1** and **Part 2.**

Img 6: A view of Day for Night Festival, Houston

Criteria

The design brief is to re-interpret a campfire at an urban level that has the ability to bring people together through a fresher experiences of a public space at night. The design questions for this challenge are as follows:

Idea

How impactful is the concept? Does it harmonize with new technologies and lifestyle?

Programme

How has this idea turned into a solid programme, and the result? Does the design do justice to its context and structure?

Context

How does the chosen site & location interact with the solution provided. Does it respect a larger context than the site alone? How does it add value to the society around it?

Purpose

Originality of the design, it is innovative in its thought? How is light uniquely manipulated?

Submission

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

• A maximum of 8 sheets. – **[2362px** x **3544px]** or **[400mm x 600mm** in **150 dpi]** in portrait digital format (JPEG).
• Each image should be less than **15MB**
• You can find the preset PSD, AI and INDD template files in this link and the 'Additional resources folder'.

This folder contains: **FAQ Questions**

Minimum requisites in the sheets (For a complete submission):
• Site plan (Compulsory)
• 3D views x 4
• Cover image of size 2000 x 1000 px or larger in aspect ratio 2:1..
• Floor plans, images, sketches (if any) can be added to support the entry.

+ Use exploded views to discuss multi levelled conceptual models better.
+ Ensure that the final sheets which are submitted do not include your name or any other mark of identification.
+ Mention sheet number on corner of every sheet.
+ To learn about the best practices of submission refer to this pdf here. https://goo.gl/fmmcP7
+ Plagiarism of any idea / form / design / image will be disqualified with a notice.

Registration page here: http://competitions.uni.xyz/beacon

Submission Deadline: August 05, 2019
Submission closes this day.

Public Voting begins: August 06, 2019
Submitted entries are open for voting.

Public Voting ends: September 06, 2019
Voting ends on this date.

Result Announcement: September 16, 2019
Result day!

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Runner-Up

For students & professionals

450$

People's choice

Most appreciated - Students

450$

People's choice

Most appreciated - Professionals

200$

Honorable Mention

1. Students

200$

Honorable Mention

2. Students

200$

Honorable Mention

3. Professionals

200$

Honorable Mention

4. Professionals

About

COMMUN

Commun serves as a unit block for **UNI** in the field of Urban Design. It intends to break the fusion of traditional design barriers and methodologies by making it a platform for experimentation and conceptual exchange of ideas in **urbanism, society, culture and ecology.** It is a research initiative dedicated to provide opportunities for designers from all domains to explore ideas that go beyond the boundaries of the discipline and enrich our built environment holistically; thereby opening up possibilities for promotion of urban design thought at a global level.

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