



# Pavilion 2050

Futuristic Pavilion Design Challenge

<http://competitions.uni.xyz>



Img\_1: Serpentine Gallery Pavilion 2013 – Sou Fujimoto

# Premise

In the world of design, there's an ongoing debate of whether architecture, at its essence, is considered art. To some, the answer to this question is simple, as many of us view anything involving self-expression as art. For others, they recognize that architects themselves, while in charge of a project's inception and aesthetic, aren't the ones who actually control the form of the built environment. But whatever our views, the wise words of Winston Churchill seem to stand the test of time: **"We shape our buildings; thereafter they shape us."**

Pavilions is an intersection of artistic 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.

**Pavilion 2050** is a challenge focussed on creating an architectural marvel that speaks for a more sustainable built environment for our coming generations.



Terra - The Sustainability Pavilion - By Grimshaw Architects // *Dubai Expo 2020*



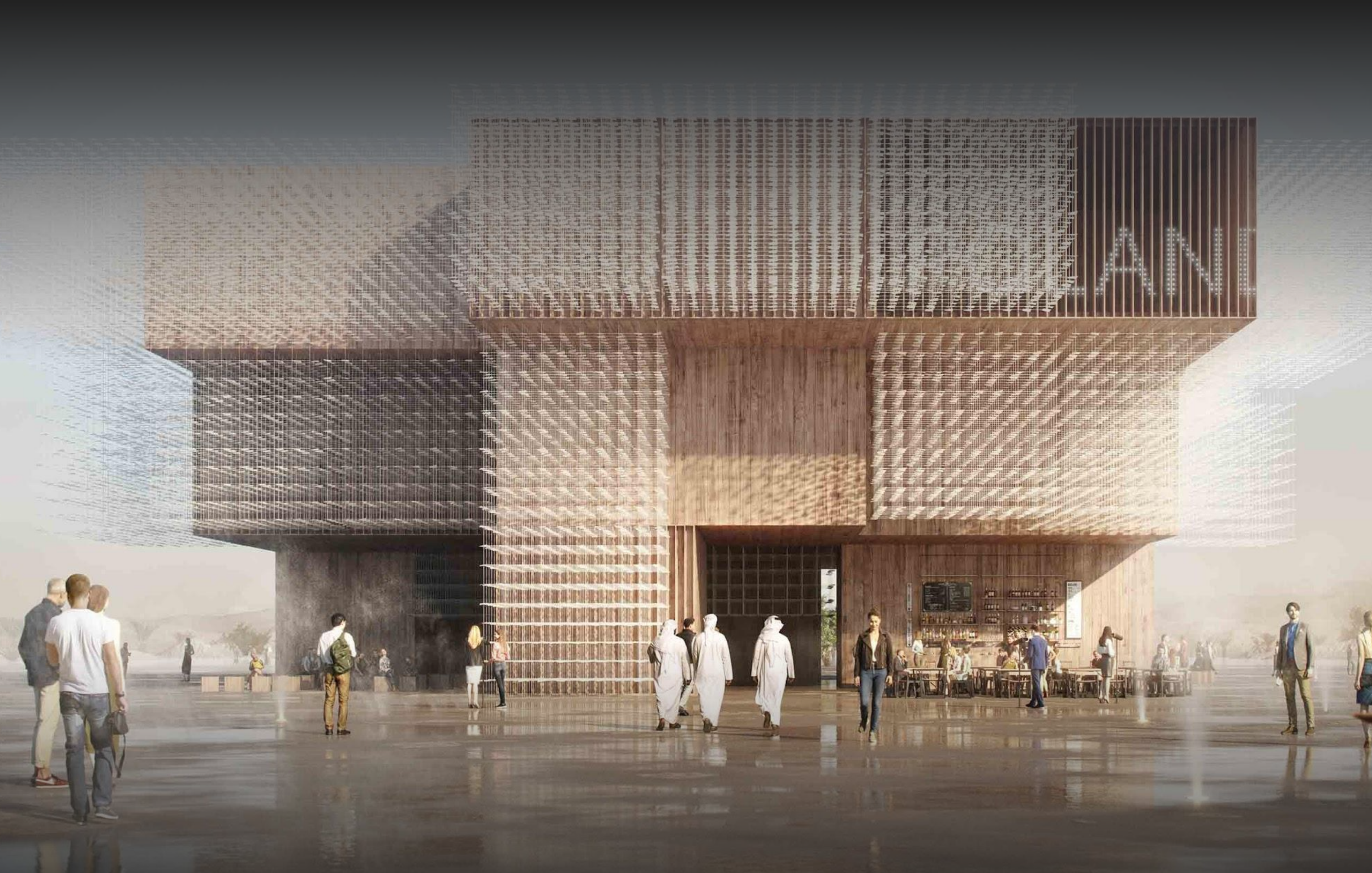
Img 2: Mobility Pavilion / Dubai Expo 2020 - By Fosters and Partners

# Pavilion

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.

The form of a pavilion 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.



Polish Pavilion - By WXCA // Dubai Expo 2020



Img\_3: Luxembury Pavilion / Dubai Expo 2020 - Metaform

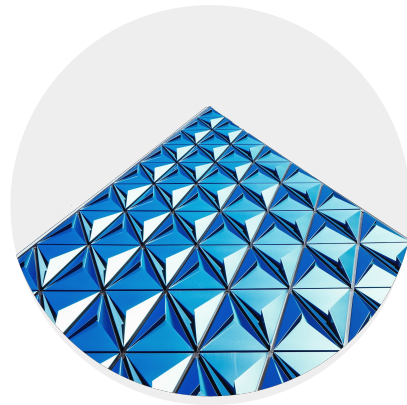
# Brief

**Challenge:** The challenge here is to design an architecture pavilion that speaks for a more sustainable built habitat of the future. The exercise leans towards a more exploratory design exercise of finding forms which evolve from exciting design concepts that we always envision, however find barriers in exhibiting them

In this challenge we are looking for: Adept software use, Design and Presentation skills, Conceptual and analytical thinking. The challenge does not look for highly technical constructional solutions or very intensive architectural concepts/technical drawings.

You can use any software or tools you may for Presentation of the sheets, But use **Rhinoceros 5**.for 3D modelling strictly.

# Objectives



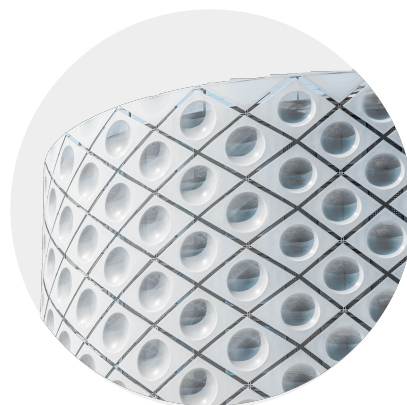
## Form / Structure

Exhibiting sustainable built environments with form, space and structure as a tool.



## Function

Involving functions or spaces that communicate your intent of the pavilion.



## Symbolism

Fusing the form & function into an architecture that is highly symbolic in delivering your vision of 2050.



## Physical / Experience

Using various technological means to communicate your message via various sensory experiences.

The following objectives can be a point of beginning to conceive this design.

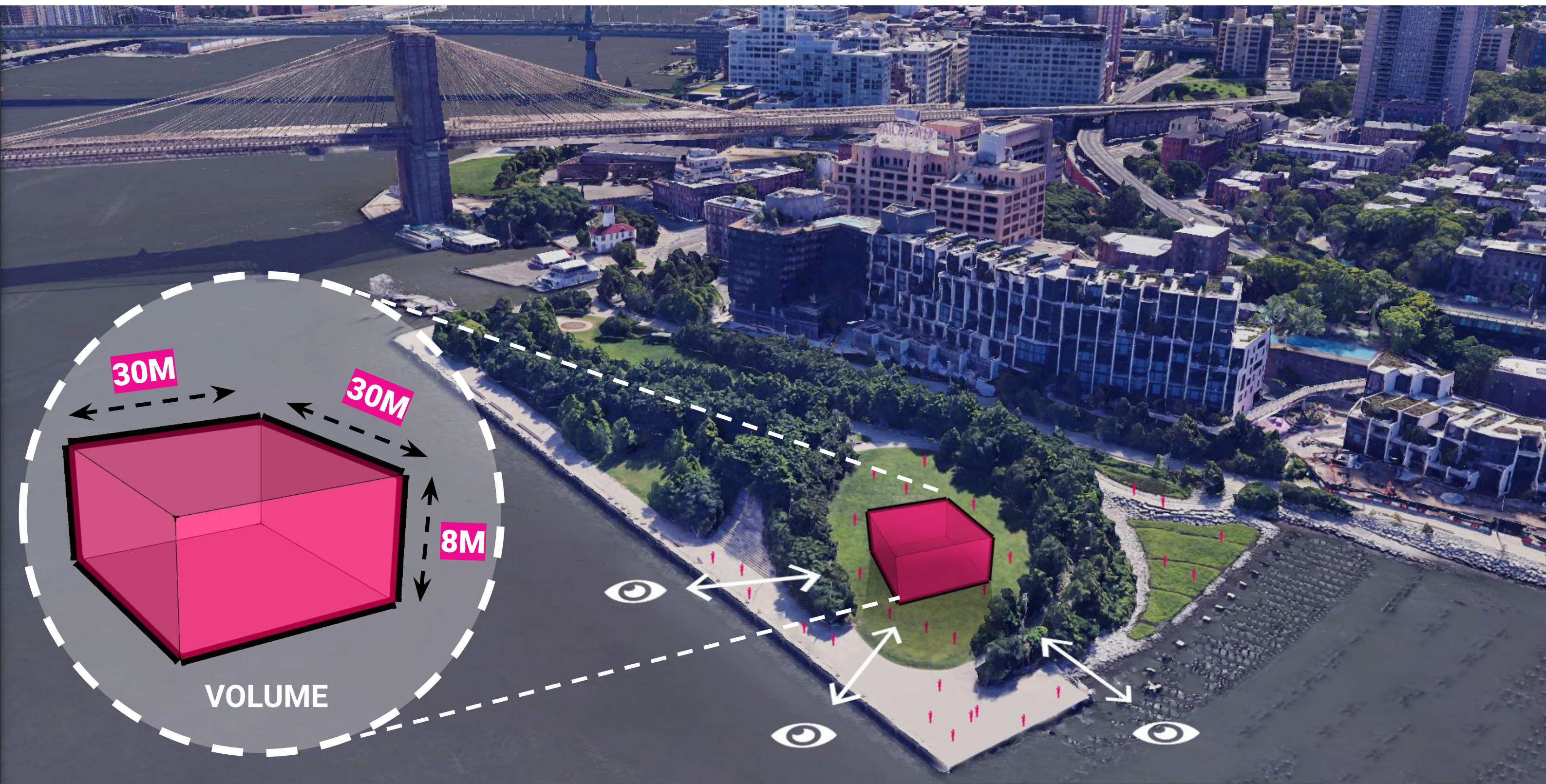


Img\_5: Site plan blow up - Credits - Google Maps

# Location - Harbor View Lawn, New York, USA

The City of New York, usually called either New York City (NYC) or simply New York (NY), is the most populous city in the United States. With an estimated 2018 population of 8,398,748 distributed over a land area of about 302.6 square miles (784 km<sup>2</sup>). Many districts and landmarks in New York City are well known, with the city having three of the world's ten most visited tourist attractions in the world even today.

New York stands as a bridge between the future of cities aspire to be like it - and the actual future we will be in the coming decades. The city hence is a perfect place to create an architectural marvel that speaks for the future of the entire world in 2050.



Img.6: Aerial view of the site Credits - Google Maps

# Site

The Site is located on the Harbor View lawn in the **Pier 1 Playground** of the **Brooklyn Bridge Park**. Brooklyn Bridge Park is an 85-acre (34 ha) park on the Brooklyn side of the East River in New York City. Designed by landscape architecture firm Michael Van Valkenburgh Associates, the park has revitalized 1.3-mile (2.1 km) of Brooklyn's post-industrial waterfront from Atlantic Avenue in the south, under the Brooklyn Heights Promenade and past the Brooklyn Bridge, to Jay Street north of the Manhattan Bridge. The Park has scenic views of Lower Manhattan.

Site area: **900m<sup>2</sup>**  
 Coordinates: **40.7017, -73.9973**  
 Volume: **30m x 30m**  
 Site Location: **Brooklyn Bridge Park,**  
**New York, USA**  
 Max height restriction: **8m**

# Submission

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

A maximum of 3 boards / 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 [here](#).

Minimum requisites in the sheets are **3 sheets/boards** + Cover image containing:

**Sheet 0** - Cover Image

**Sheet 1** - Design process / Evolution (Showcase the steps how the final design form has evolved)

**Sheet 2** - Details / Joinery Techniques (Support with conceptual ideas, materials, techniques and sketches)

**Sheet 3** - 3D Views / Physical Model

**Submit 3D Model** (.3dm) as well.

- Site plan (Compulsory)
- Key conceptual sections x 1 (Minimum)
- 3D views x 4
- Cover image/Thumbnail of size 2000 x 1000 px or larger in aspect ratio 2:1.

- 
- + The competition can be participated in individual capacity only..
  - + 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.
  - + This is a design ideas challenge only. There is no built commission/realization is associated with the problem
  - + Plagiarism of any idea / form / design / image will be disqualified with a notice.

**Registration page here:** <http://competitions.uni.xyz/sparro>

**Submission Opens: July 31, 2019**

Submission opens this day.

**Submission Deadline: August 15, 2019**

Submission closes this day.

**Evaluation Starts: August 08, 2019**

Evaluation starts this day.

**Result Announcement: August 30, 2019**

Result day!



## Rewards

The winning entry will receive a Certificate of Merit, based on the evaluation criteria stated on the next page. All the other participants will receive an E-Certificate for participation.

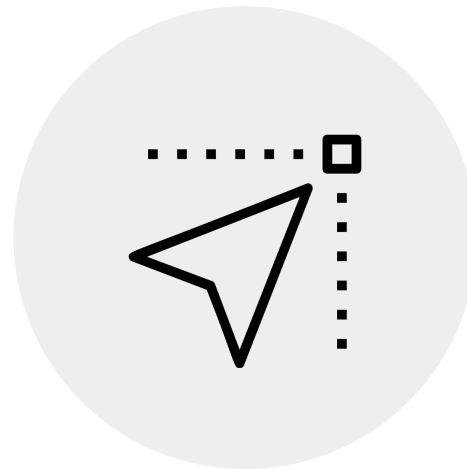
## Eligibility

Currently enrolled students in any design related field (**Eg. Architecture, Interior, Product Design, Graphic Design**) can participate in this challenge. Preferably students who have already attended the **FAB-Formations v5.01 workshop**. The enrollment status should be valid at the time of registration of the competition. You can still submit to this challenge if you have registered as a student and your curriculum has ended.

There is no **FEE** associated with this competition.

# Judging Criteria

The entries will be judged by Instructors of **FAB-Formations Workshop** on the following criteria:



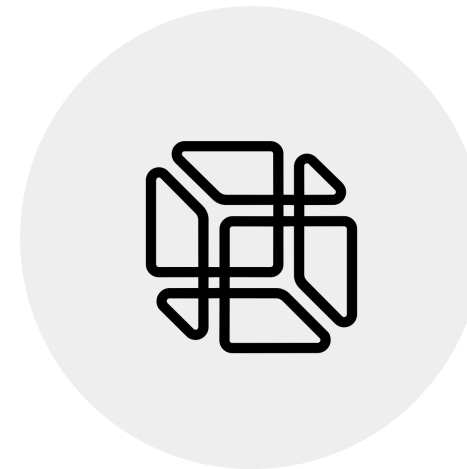
## Presentation

The fundamental to a good entry is a good presentation.



## Concept/Idea

Quality of thought and intent in pre-design phase.



## Design Output

The final architectural outcome of the solution.



## Construction Details

Conceptual/ Sketched Details of the Pavilion

## About:



**Classroom Competitions™**

**Classroom Competitions** serves as a part of UNI in the realm of **learning and portfolio building oriented design exercises**. It intends to give opportunity to young students to explore their design skills in refreshing problems similar to their curriculum. It aims to bring in challenges based on fundamentals of design education. Classroom Competitions embarks on the idea of creating fundamental design challenges to enhance the learning experience and education. It is a research initiative dedicated to providing opportunities for students of design schools from all domains to explore the ideas that go beyond the restrictions of usual architectural discourse.

Queries: [support@uni.xyz](mailto:support@uni.xyz)

Discover other competitions: <http://competitions.uni.xyz>

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Discover FAQ's about this competition on our help forum here: <http://help.uni.xyz/>

Towards creating **new design paradigm.**