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INTERNATIONAL
ART COMPETITION

1st Nov 20' - 15th Feb 21'

MARS CALLING

sketch the future 



1964

2002

2020

2030

2040

2050



TOTAL PRIZE MONEY

INR 100,000



IMAGINING WALKING ON MARS

Mars is the most Earth-like planet in the solar system; and the only one where humans have conceived setting up colonies in the near future. A human mission to Mars has been the subject of science fiction and aerospace engineering since the 20th century. Private companies and government agencies like SpaceX and NASA, developing this infrastructure, are set to make this long sought-after human dream come true, possibly by the end of 2030. Chances are, within the next thirty years, a few hundred fortunate Earthlings will have seen a whole new planet, and in the next fifty years, possibly our grand-kids will come here for field trips and school projects.

So there is a civilization far from us in time, with which we will certainly share some relationship in future. But what might it look like? Setting up habitations, creating channels of movement, forming social spaces in a settlement, will be incredibly different on Mars, than what we have known on Earth. Mars has extremely high levels radiation, blistering cold temperatures, dusty sand storms, and a dire lack of oxygen. Thus the form, structure, choice of building material and spatial design will heavily depend on this atmosphere and physiology of the planet. The idea of a 'settlement' will be derived from these factors and important social nodes, like a public plaza or street edges, will take on forms which we have never seen or known before. So what would it feel like being here?

Welcome to the MARS

↑ Arrival
→ Departure



Written & Conceptualised by **Aishwarya Morwal**
Illustrations by **Swarali Sagare**

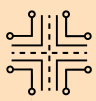




MISSION

In this illustrating competition, we welcome participants to imagine taking a walk on this futuristic planet. We ask participants to sketch and illustrate walking through a future Martian Street, where movement through habitats and social spaces is explored.

The aim of this competition is to evoke the experience and feel of walking through a Martian settlement.

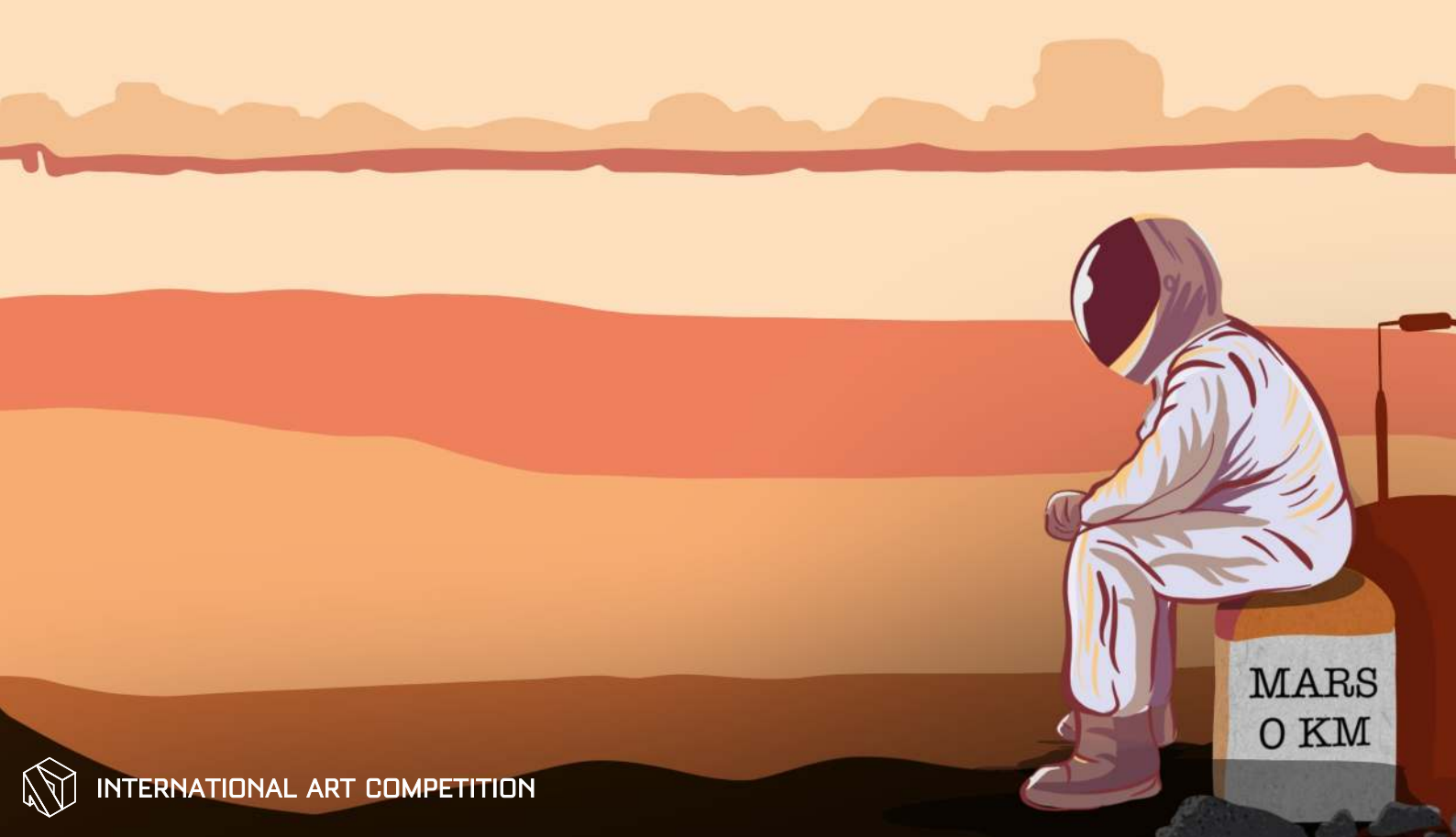


IMAGINING INFRASTRUCTURE

The colonization of Mars will be an engineering challenge, as well as a psychological and social endeavour, symbolic of the incredible feat humans have taken up.

But before we begin exploring the streets here, like rules to a game, there are some rules to inhabiting Mars. Some of the key climatic, atmospheric and topographic differences between Mars and the Earth will command how we build, and live here.

The following descriptions give a brief idea about what the habitats may look like.



HABITAT

Martian habitats would be sealed and artificially pressurized to be breathable; and heavily-insulated and shielded against solar and cosmic radiation, as well as the extremely cold temperature.

To counter these harsh conditions, several studies focus on the use of Martian soil, or regolith to make building blocks that are native to the planet, and using those to implement simple and tested building techniques like domes or vaults. Studies also suggest building underground to shelter habitats from harsh radiation and dust storms. Other perspectives focus on use of inflatables that can be easily transported from the Earth, and be set up on Mars.





(Image 1.0)

[Clay model of a concept for Mars base using masonry vaults] Bruce Mackenzie (1987)



(Image 2.0)

[Inflatable Moon Base] NASA concept art (1989)



(Image 3.0)

[3D printed habitat using Martian ice, soil and carbon dioxide as raw materials] Team Zopherus of Rogers

Beyond that, the ideas get a little more fanciful and a lot more technologically advanced. Competitions conducted by NASA for the design of an efficient Mars base suggest building structures using a 3-D printer—the agency would send a cargo ship ahead of the humans, carrying a printer programmed with blueprints. As soon as it lands, the printer would create construction material out of the regolith—the dust, rock and soil on top of the surface—to start building homes.

Concepts like Mars Science City by Bjarke Ingels Group have been working on several large, overlapping pressurized 'bio-domes.' They would use the local material, simultaneously digging down and building up, to create multilayer buildings, which act as a progressive shield against radiation.

Here, as in almost all possible habitats, the trees and green spaces would either be genetically engineered to suit Martian climate and soil, or will need the same protection as the humans



(Image 4.0)

[Concept of Mars Science City- a futuristic design that incorporated pressurized bio-domes each covered with a transparent polyethylene membrane] by Bjarke Ingels Group

Reference Image links

- Image 1.0: <http://www.marshome.org/images2/thumbnails.php?album=58>
- Image 2.0: <https://theconversation.com/>
- Image 3.0: <http://www.sci-news.com/space/mars-3d-habitat-06256.html>
- Image 4.0: <https://www.wsj.com/articles/welcome-to-your-home-on-mars-11554822013>





ILLUSTRATING THE WALK

These examples are merely given to help participants visualise being on an alien planet. Apart from these few possibilities, participants are welcome to come up with their own imagined forms of habitats, and explore the street view within it.

We urge participants to sketch out and illustrate what it might feel like to walk through this settlement. The competition is for participants to explore their wildest fantasies of being in another world far away from the Earth. It is open to illustrators, designers, architects, sketchers, and basically all Earthly beings curious to dream where our future may take us.

We urge participants to interpret imaginative and creative use of scale, proportion, and rhythms of architecture on this street. The walk would be a conceptual sketch idea that brings to life the sense, touch, colour, texture and experiential feel of being on Mars, with a unique, exploratory idea of the public life and street forms in this settlement. The walk would encompass movement through habitations, public leisure spaces, and social nodes like markets or restaurants, as the key elements, where people socialise and go about their lives.



NOTE

While illustrating, participants are to assume that there have been prior food and allied chemical, and shelter resources sent to Mars. It is to be assumed that it has been a few years since the first Mars base was established, and it is now thriving with human life. The size of buildings and crowds are left to the participants' discretion. The stretch of the walk, and what it should include, is also left to the participants' freedom of imaginative exploration. The competition welcomes any medium- digital, hand-sketch, paint or craft.

? FAQs

Q. What is the level of details expected while sketching the habitations?

Participants are expected to detail out those aspects of habitations, which will help viewers experience the space they are sketching. For example, the idea of openings, textures of materials, or height of built forms are important aspects to evoke one's experience. On the other hand, details of joinery, details of how doors or windows might exactly work or how pavement or roadblocks are fixed to the ground, are not expected from the participants.

Q. Can I sketch for this competition, without worrying about the atmosphere or physiology of the planet?

Although the competition asks participants to be imaginative and explore their own ideas of the street, it is imperative to keep in mind the basic characteristics of how the Martian climate, atmosphere and physiology might allow us to build. As we do not want participants to go into a detailed research on this, we have given a few pointers in the brief which will need to be kept in mind.

Q. Will high-end graphic renders, which are often used to express realistic experience, be the ideal solution for this competition?

A sketch, even a basic sketch, has the power to move audiences, and temporarily transport one to another planet. We are looking for evocative ideas and expressions of creativity, rather than high-end graphic renders. While imagining a sense of experience in space, participants need to conceive certain aspects of scale, proportion, colours, form, solids, voids, street relationships and so on. A pencil sketch is as much welcome, as a 3D Lumion render in this competition.

Q. Can the presentation be done in a comic format?

Yes, any format that might help evoke an experience on the Red Planet is welcome. Participants may even write a poem to help us imagine what it might feel like to be there.

ABOUT THE IMAGE

[Martian sunset at Gusev crater- The normal hue of the sky during the daytime is a pinkish-red; however, in the vicinity of the setting or rising sun it is deep blue. This is the exact opposite of the situation on Earth.] NASA/JPL/Texas A&M/Cornell, 2005.





ELIGIBILITY CRITERIA

We invite everyone, irrespective of their professions or qualifications, to join the competition and present their ideas. Participants are free to submit multiple entries but each entry needs to be registered by a separate email ID.

Alongside individual entries, team entries are also allowed. A team can have a maximum of three participants. Interdisciplinary teams are also welcome to join. There is no age limit, however, entrants under 18 years of age must be lead or entered by someone over the age of 18.



PRIZES

INR 50,000
CERTIFICATE + PUBLICATION



INR 30,000
CERTIFICATE + PUBLICATION



INR 20,000
CERTIFICATE + PUBLICATION



+

15 HONOURABLE MENTIONS

CERTIFICATE + PUBLICATION

All the participants will receive participation certificates irrespective of winning.

All the winning entries will be published on archdais website and other media platforms





JUDGING CRITERIA

- Emotive and experiential feel of illustration.
- Creative ways of exploring and illustrating the walk.
- Imaginative and unique exploration of the environment.
- Sense of rhythm, scale and proportion in the built form.



FEES & TIMELINE

**All the deadlines are 11:59 pm IST*

EARLY REGISTRATIONS

1st NOV - 19th DEC, 2020

INDIAN NATIONAL	FOREIGN NATIONAL
INR 600	USD 15 \$
<i>(Per Team)</i>	<i>(Per Team)</i>

**Inclusive of all*

STANDARD REGISTRATIONS

20th DEC 20¹ - 25th JAN, 2021

INDIAN NATIONAL	FOREIGN NATIONAL
INR 1200	USD 30 \$
<i>(Per Team)</i>	<i>(Per Team)</i>

**Inclusive of all*

LATE REGISTRATIONS

26th JAN - 15th FEB, 2021

INDIAN NATIONAL	FOREIGN NATIONAL
INR 1800	USD 45 \$
<i>(Per Team)</i>	<i>(Per Team)</i>

**Inclusive of all*

SUBMISSION DEADLINE

25th FEB 2021

Submit your entry (.Jpg or .Jpeg) via mail to submission@archdais.com

RESULT ANNOUNCEMENT

31st MARCH 2021

Entrants may register by filling the registration form and submitting it with the appropriate payment through our secure gateway on our website archdais.com. The participants will receive their Teamcode within 24 hours of completing their payment successfully. Teamcode will be sent primarily to the email address provided to PAYUMONEY/ PAYPAL while transaction.

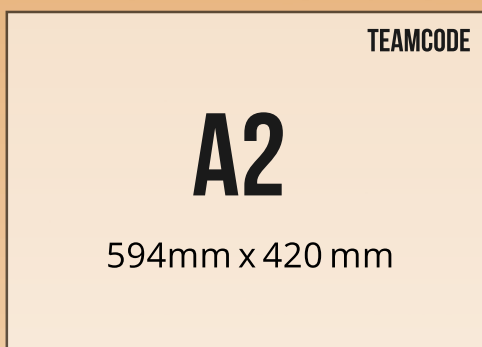


↑ SUBMISSION GUIDELINES

- The Proposal to be presented on One Landscape Oriented A2 Sheet. (594mm x 420 mm)
- Teamcode (UIC) to be mentioned on the Top Right-Hand corner of the sheet.
- Proposal **MUST NOT** include ANY INFORMATION (Name, Organization, School etc.) that may give away your identity.
- All text must be in ENGLISH, with a MAXIMUM of 150 WORDS
- Proposal may be presented using any technique of your choice (Hand drawn sketches, 3D visualizations, Illustrations , etc.)



SUBMISSION FORMAT



- **JPEG** of your proposal must be submitted via email to: submission@archdais.com
- **TEAMCODE** must be the subject of the Email.
 - Maximum file size: **8mb**
 - Name of the file: **Teamcode.jpeg**
- Teamcode will be provided by archdais once you have completed registration process through PAYUMONEY or PAYPAL. Teamcode is your Unique Identification Code (UIC).
- *Teamcode is your Unique Identification Code (UIC).*





QUERIES

In case you still have questions related to the brief and the competition, please send them to competition@archdais.com with 'FAQ' subject until **15th February 2021**.

We highly recommend our participants to check the FAQ section on the archdais website as this will provide additional vital information from time to time. All queries regarding registration process, fees, or payment should be sent on the same email address with 'ENQUIRY' as the subject.

DISCOUNT



Group discounts apply for a minimum of 5 teams from one particular architecture school as our initiative to promote more participation from students.

Get in touch with us on competition@archdais.com to avail the offer.



RULES & REGULATIONS

- It is possible to amend or update any information relating to your registration including the names of team members once registered, mail us on competition@archdais.com
- Participant teams will be disqualified if any of the competition rules or submission requirements are not considered. Participation assumes acceptance of the regulations.
- Team code is the only means of identification of a team as it is an anonymous competition.
- The official language of the competition is English.
- The registration fee is non-refundable.
- Contacting the jury is strictly prohibited and legal action will be taken against the same.
- Archdais as the competition organizer, reserves the right to modify the competition schedule if deemed necessary.





PAST JURY



sean godsell architects

MARK BURRY

Marcus White

IRAM SULTAN



Zaha Hadid Architects



MEDIA PARTNERS



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