

Graphis

# Home Futura

Visualize the home of the future



*Fig: 1 – A default definition of a house.*

## **PREMISE**

The thought of a home has been pushed and pulled throughout the history of time and is still being in a shift today. What it clearly indicates the definition is more of an idea that is malleable and changes for everyone. A residence and a home may be synonymous but not the same, A house and a home are synonymous but not the same. The idea of home changes from the place, people, culture, time, social conditions, and countless other aspects. However, between these entities it designers and architects continue to define and redefine it.

Home while representing a plurality of ideas, its impact on the end-user is extremely profound. As these times of distancing, our homes are the most permanent element in our lives and continues to influence lives much much more. It is the first and the most fundamental exercise served to architecture students even today and is a great playground to discuss our belief of this pluralistic thought and its trends.



*Fig: 2 – A modern residence today.*

### **BRIEF**

The design challenge is simple, show us what is home is to you? Use any **mediums, video, images, drawings, sketches, models, paintings** - and communicate what dwelling means to you and the client you designed it for. The design outcome shall include images 3-4 images, & a small concept statement of what the idea for the home is to you and how it is translated into the built form. The challenge is open for all architects, architecture students, interior designers, interior architects, visualizers, draughtsmen, and creatives globally.

What do you believe will be the changed/adapted/transformed definition of home?



## **OBJECTIVES**

**Define:** The first objective is to frame what is home to you in words and articulate it to define and disseminate its meaning.

**Represent:** Visually reflect this definition into images depicting your idea and feel of a home.

## **SITE**

The site can be in any city of any scale in the world or can be entirely abstract. There is no constraint to the area, family size, or functions for this competition.

## **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.

## **RULES**

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

- Recommended number of sheets/presentation images/boards: 3 (Three) 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 submissions are sheets/boards + Cover image containing:

- Site plan (Compulsory)
- Key conceptual sections x 1 (Minimum)
- 3D views x 4
- Additional cover image of 2000px x 1000px
- Write an article/story in the Journal section# of the project (of about 700-1000 words) answering the questions given in the Additional Resources.

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

## **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

Learn more on <http://bit.ly/2YSXWP8>

### **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.
- + This is design ideas 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)

### **JUDGING CRITERIA & JUDGES**

The entries will be judged by an international jury of the competition on the following criteria:

**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.

**Spaces/Programme:** How the spaces are calculated and ordered.

**Design Outcome** The final architectural outcome of the solution.

The judging panel can also add other criteria based on their internal discussions - which will be in line with the problem statement. Participants are advised to fulfil the above-given criteria first in their design. Names of the jury panel will be announced soon.

### **YEARBOOK**

**Learn more about this competition - schedule - prizes here:**

<http://bit.ly/2YSXWP8>