

# WAR CITIES

Utopian and  
Dystopian Visions



# NON ARCHITECTURE

We can consider “architecture” everything that has already been designed and/or built. That would define a realm of conventional solutions, often repeated in a self-referential system. We imagined a counterpart, a “non architecture”. A world of unexplored designs and countless possibilities, that if found, could enlarge and change permanently the boundaries of architecture. A universe of chances and opportunities never challenged by architects before. A limitless field of investigation that includes **everything that is not architecture, yet.**

Non Architecture Competitions aims to find unconventional and unexplored design solutions in the field of architecture. The second phase of competitions is structured in 9+1 themes: a Research Ecosystem with the purpose of exploring each theme from different perspectives. All competitions have their focus on tackling the big issues of tomorrow, by seeking nontraditional approaches in the architect’s work.

# INTRODUCTION

The aim of the “**WAR CITIES - Utopian and Dystopian Visions**” Competition is to develop one A3 image, half showing a dystopian future and the other half a utopian vision, based on the current war conflict between Russia and Ukraine. What a world without war would look like? And a world in constant war? Choose any location in the world and share your vision. The participants are asked to draft one image, with absolute freedom of scale, site, technique and level of abstraction.

Architectural representation plays a fundamental role in how a project is perceived by the audience. In order to enable the viewer to act as the intermediary between image and imagination, building and drawing, reality and representation, architectural representation should be more than a rigid drawing toward objective reality, but rather a multifaceted interpretative lens.

This competition is an opportunity to envision the impact of this crisis on the world. What a world that had never witnessed a war scenario would look like? What would be a world facing a perpetual war? How will the war impact the built environment? How will people live in public spaces? You only have one image to answer those questions.

By organizing this competition, Non Architecture aims to raise awareness to the current war events and to help refugees by donating the profits of this competition to an organization directly involved with the Ukrainian crisis.

# COMPETITION BRIEF



The aim of the “WAR CITIES - Utopian and Dystopian Visions” competition is to develop one image that represents the built environment in a war scenario. **The participants are asked to create one image that, going beyond the aesthetic, is able to sharply communicate a strong vision of a war scenario.** To do so, designers are asked to envision two scenarios in the same image - half showing a dystopian future, where war is an everyday reality, and the other half a utopian vision, where the world is at constant peace.

With this competition, Non Architecture expects to gather different visions showing possible and imaginable realities considering the actual war scenario. Designers should embrace this challenge with great architectural visualization skills and motivation to explore new perspectives that cities will face in the near future.

The image composition to be submitted is flexible and adaptable to the participants’ interpretation. The only requirement is that the image point of view must be at street level. Designers are free to choose the location - it can be set in any area with ongoing conflicts, like Ukraine, or in any other location around the world.

This competition aims to be a purely speculative cultural operation to reflect on the implications of the war on our practice and ideology. Participants are encouraged to apply their best critical thinking and design intelligence. Please read the submission requirements for further information.

# WAR SCENARIOS

Participants of this competition are asked to submit one image, composed of two visualizations of the same site, to represent a war scenario. This time we challenge all designers to imagine the impact of war in the built environment. Being the main topic about war scenarios, designers are free to decide the location of the visualization: represent any location in the world, as long as reviewed through the lenses of conflict. The image can be set in your hometown, a familiar city or a landscape, which is today at peace. What would this location look like if it was at war? Similarly, the location can be set in an area with ongoing conflict, where the impact of war is already tangible in everyday horror. Up to the participants to choose.

The submitted image is free to explore in a critical way the different interpretations of such topic, from a dystopian/ utopian perspective.

With the recent invasion of Ukraine, we're reminded that more often than not, human lives aren't the only casualties of war. Priceless heritage also tend to pay the price of fighting. What a world that had never witnessed a war scenario would look like? What would be a world facing a perpetual war?

The image submitted must represent in one half a utopia - a perfect world where war doesn't exist, and with that all the ideology behind it, including inequality and oppression. And the other half a dystopia - a world in constant war, where the ideology of violence and oppression is brought to its extreme. See the presentation requirements for more details.



# WHAT'S NEXT FOR UKRAINE CONFLICT

As unbelievable as it may seem, Europe is once again on the verge of war, as Russian military forces have begun their invasion of Ukraine. Despite promises of the contrary to other world leaders, President Putin ordered his army to invade Ukraine on February 24, 2022.

Thousands of citizens have been displaced by Russia's invasion of Ukraine, which has already taken the lives of innocent people. As a result, Europe is on the verge of a war that will touch not only Ukraine, but the entire world. Many countries have already imposed sanctions on Russia, but the current crisis is expected to destabilize the entire region for years to come, resulting in considerable loss of life and untold harm to Europe.

In addition to the human suffering, a second tragedy emerges: the annihilation of a country's basic culture. Across Ukraine, scores of historic buildings, priceless artworks and public squares are being reduced to rubble.

While the Western world is hitting Russia with harsh economic sanctions, the architecture sector is uniting by closing numerous construction sites and many relationships, as a way to showing their solidarity with Ukraine.

Buildings of numerous architectural styles are being destroyed, damaged, or are under threat. But in addition to the destruction of individual buildings and damage at symbolic sites, we are seeing the destruction of the urban fabric en masse. While it may be difficult to fully explain the architectural significance of each individual building bombed in this war, we should not forget that the urban fabric itself is an important architectural artifact.

How do you value your family's home, favorite cafe, primary school, or the maternity ward where your children were born? Through the bombing of civilian buildings, we are witnessing the annihilation of Ukraine's collective memory.



All aspects of “normal” life have ceased in Ukraine. Ukrainians are focused on daily survival, remaining in contact with family members in different regions, and providing for their medical needs.

While standing in solidarity with Ukraine and hoping that diplomacy will ultimately prevail, how can we raise awareness in one strong image? What will the world look like after this humanitarian crisis? What is the impact of war on the physical as well as the symbolic aspects of architecture? How can one society be rebuild from this kind of extreme events?



# RULES



# ELIGIBILITY

Non Architecture Competitions are open to all human beings, from every age and cultural background, working in groups or individually. Teams can be formed by a maximum number of 2 people. The registration fee is paid per team, regardless of how many members form it. Personal information of all the team members can be uploaded during the submission procedure of the final drawing.

# PRIZES

Non Architecture Competitions will award only one winner, selected by the jury collectively, and a total of 6 honourable mentions.

## **WINNER (1 PRIZE)**

/ 1.000 euros

/ Publication in the Non Architecture Competitions website

/ Reviews in digital magazines and several architecture blogs

## **HONOURABLE MENTIONS (6 PRIZES)**

/ Publication in the Non Architecture Competitions website

/ Reviews in digital magazines and several architecture blogs

## **FINALISTS (UP TO 43 PRIZES)**

/ Publication in the Non Architecture Journal

## SPECIAL PRIZE

The organization might establish additional special prizes and awards during the competition development and in the evaluation phase.

Note: The appearance on the involved architectural platforms are subject to the agenda and availability of the external platforms involved.

## CALENDAR AND PRICING

01 April 2022	Competition launch.
01 - 14 April	Early registration period (30€).
15 - 21 April	Regular registration period (55€).
22 - 28 April	Late registration period (70€).
29 Apr - 05 May	Last minute registration period (85€).
01 May 2022	Submission opens.
05 May - 11:59 PM	Submission closes.
06 - 10 Jun	Winner's announcement.

The timing always refers to Central European Time (CET). To avoid confusion, please check the countdown on the competition page.

# REGISTRATION

Considering the current conflict situation due to the War between Russia and Ukraine, we are exceptionally launching the “[WAR CITIES - Utopian and Dystopian Visions](#)” Competition where all the profit will be donated to “[Voices of Children in Ukraine](#)”. This is our way to help in this urgent crisis. It might not be much, but we hope it will help, in a Non Architectural way.

The registration fee is per team, regardless of how many members are on the team.

If a team wants to submit more than one proposal to the competition they will have to register each proposal separately and pay an additional fee for each proposal they wish to submit.

For a project to be accepted the team must be properly registered to the competition. All registrations will be done through the [Non Architecture website \(nonarchitecture.eu\)](#), where you have to create an account, log in and choose your payment option.

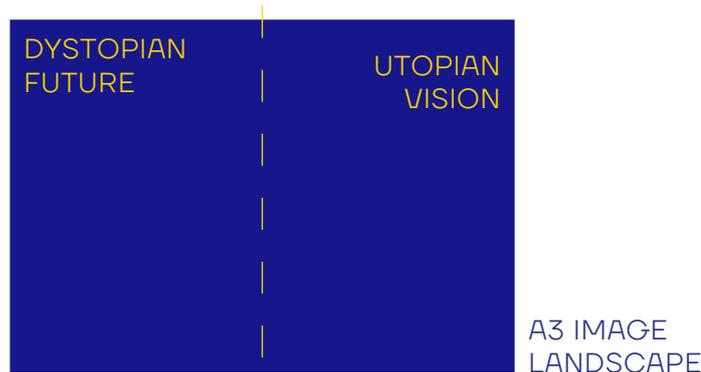
All the payments will be organized through our Paypal profile, in order to provide the safest procedure to all the participants. Payments will be available for Paypal accounts and credit cards. In case you do not have a Paypal account, the credit card payment will be automatically made available.

After completing the payment, you will receive a first email from Paypal in order to confirm the transaction. Non architecture will later accept your payment and provide you with a registration code. **THE REGISTRATION CODE WILL BE THE FIVE DIGITS CODE INDICATED AS “ORDER NUMBER”**, which will be sent to you once your payment is accepted.

Before that happens, your payment will be kept on hold and you will be able to cancel your purchase any time you want without any adding cost. When your payment will be accepted, you will automatically receive a confirmation e-mail from Non Architecture Competitions, and you will not be able to cancel your subscription anymore. In the e-mail, you will also find your registration code. It's important to keep this registration code in a safe place since it will allow your team to access the intranet where you'll have access to the upload form to submit your project.

In case Paypal is not available in your country, contact us at [info@nonarchitecture.eu](mailto:info@nonarchitecture.eu)

# PRESENTATION REQUIREMENTS



Non Architecture is also unconventional in its submission requirements. The participants are asked to submit **1 ZIP folder**, named with the **registration code and the title of the project (CODE\_Title)**, containing:

## 01. The image (.JPEG)

File name: “CODE\_Title of the image\_Image”.

## 02. A team document in Word (.DOC) containing

/ the title and subtitle of the project (maximum of 10 words)

And the team’s info in the following format:

/ Name + Surname of each team member (separated clearly),

/ Nationality (multiple options can be added),

/ Institution/company (company or university attended, to be included just in case you want it to be visible once your project is published).

There is no need to create a team name.

One team should consist of 1-2 people.

File name: “CODE\_Title of the project\_Team”

## USE THIS TEMPLATE

## 03. A word document with keywords (.DOC) containing 5 keywords, to explain your project (#KeyWord).

File name: “CODE\_Title of the project\_ Keywords”.

## USE THIS TEMPLATE

The following images are to be used as examples of the possible diversification of graphic representation as well as the transition between the Utopian and Dystopian visions.



Image by Clab

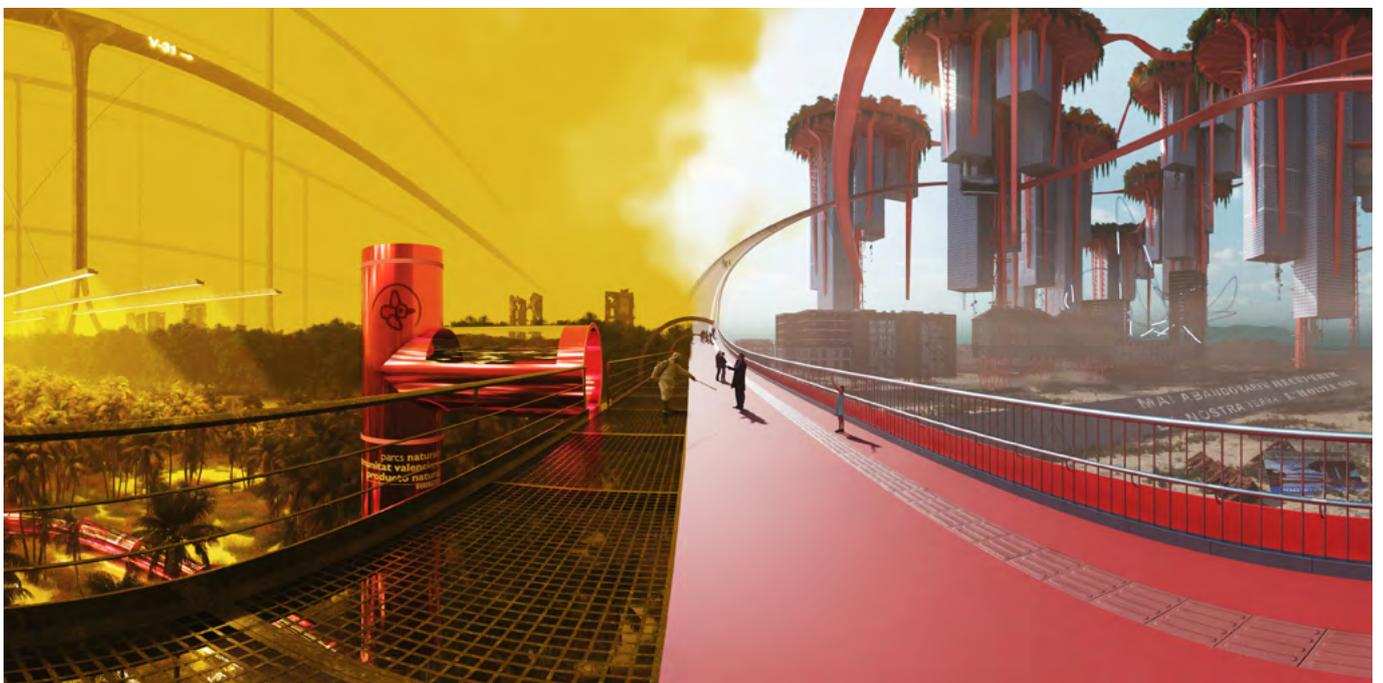
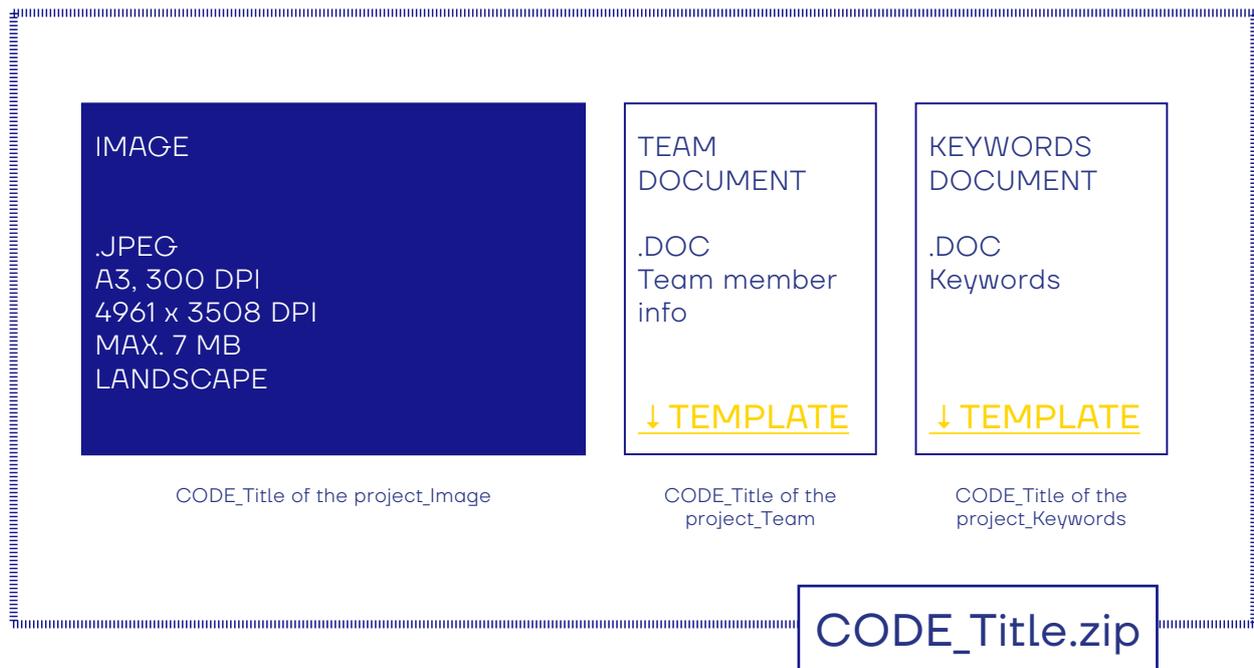


Image by Quatre Caps



The **CODE** refers to the **5-digit number** you receive during the registration process (same as the order number, in a format of #12345), it is going to serve as your **registration code for the competition**.

An example of naming the files correctly:

CODE: #56789

Title of the project: War\_Cities

01. **The Image:** 56789\_War\_Cities\_Image

02. **Team Document:** 56789\_War\_Cities\_Team

03. **Keywords Document:** 56789\_War\_Cities\_Keywords

**ZIP folder:** 56789\_War\_Cities

Please, do not use the # in the file names.

/ You need to come up with your own project title and replace “War\_Cities” in the example.

**THE EVALUATION OF THE PROJECTS IS ANONYMOUS**, so do not include your name, your registration code, or any other reference to you in the images. After being evaluated by the jury, the projects will be reconnected to their authors through the submission code. Additional details on the team members and on the projects will be required during the submission procedure.

There is no need to completely fill the layout with images or add a frame, additionally, try to avoid using texts in the images. Try to convey in the file one specific idea in one simple image. Avoid overcrowding it with too much material.

**THE IMAGE IS NOT MEANT TO BE A POSTER.** The image shows two visions of the same site (ex. drawing or rendering).

We highly recommend you do not add texts to the image, and only use the 5 keywords in the word file for further explanations. The projects should be explanatory enough through the graphic material. Every submission which doesn't respect the guidelines given might be disqualified.

### **IMAGE REQUIREMENTS:**

/ A3, landscape (horizontal), 300 dpi (equals 4961 x 3508 px),

/ High Quality (for example, in Photoshop JPEG output quality: 8, or 80-85 in Gimp is recommended),

/ 7 MB maximum file size.

If the submitted images don't respect these criteria, may lead to the disqualification of the team.

## FORMATTING REQUIREMENTS:

/ There is no need to add a frame to the A3.

/ The image do not demand for any kind of specific technique of representation, as long as they respect the given guidelines. Be creative!

/ We highly recommend you to not add text to the image, please use the #KeyWords in the Word Document for further explanation. The projects should be explanatory enough through the graphic material, without the usage of flowing text.

/ It is compulsory to use the provided Word templates to create your Team and Keywords Documents.

/ In case the Team and Keywords Documents are submitted in any other format than a Word file (.DOC), its content might be excluded from publishing.

/ The language of the submission is ENGLISH, any text written in a different language will not be taken into account during the evaluation.

**EVERY SUBMISSION THAT DOESN'T RESPECT THE PRESENTATION REQUIREMENTS, MIGHT GET DISQUALIFIED FROM THE COMPETITION.**

# JURY

The jury will be formed by the following members:

Alicia Marco, Mar Monfort and Eduardo Puertes

c·lab atelier

Barbara Stallone and Francisco Silva

Ex Figura

Bernat Ivars, Carlos Lopez, Didac Sendra, Juan Suay and

Miguel Tomás

Quatre Caps

Patricia Mascarell and Daniel Vera

RAREA studio

Lloyd Martin

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# CONTACTS

For additional info please check the FAQ on our website:  
[www.nonarchitecture.eu/faq](http://www.nonarchitecture.eu/faq)

During the competition, all participants are permitted to ask questions which help them better understand the project description and/or any other aspect of the competition.

Any questions that are not resolved in this document must be made through the [Non Architecture Competitions' Facebook page](#). This ensures that all participants have access to the same amount of information.

# SUBMISSION



Submissions must be done through the Non Architecture website ([nonarchitecture.eu](http://nonarchitecture.eu)), before the submission period ends, the deadline is indicated in the calendar.

The submission surface opens 5 days before the submission deadline. It is going to be placed on the Non Architecture website, on the corresponding competition page.

Submission process:

1. Create your ZIP file, containing 1 JPEG image and 2 DOC file.
2. Upload it to [wetransfer.com](https://wetransfer.com) and choose the option “Get transfer link”. Make sure that you save your link for future use.
3. Go to [nonarchitecture.eu](https://nonarchitecture.eu) and fill the submission form, there you need to include the WeTransfer link you created.

By filling the form, your submission is finalized.

No submissions will be accepted by e-mail or any other medium.

You are going to receive **one confirmation email** when you finalize your submission on the website.

We download every project within 24 hours after submission, we don't send a separate confirmation about the download.

## EVALUATION

The core values of the Re-draw competitions are:

/ Clarity, appeal and experimentation in the presentation of the proposal.

/ The degree to which the proposal is related or useful to the proposed theme.

/ Technical quality of the image produced.

These values will lead the selection of the finalists' projects and they will be used by the jury as a guideline in their decision.

Remember that this a competition of ideas, an opportunity to experiment and explore the limits of architecture representation. The jury reserves the right to award any proposal that fails at any of the parameters mentioned in these rules, as long as it justifies the breach of the rule in favour of the value of the proposal.

The voting system to choose the winning projects is as follows:

1. Non Architecture competitions team, following the main values of the competition, will make an initial selection of 50 finalist projects in response to the above criteria. The amount of pre-selected projects can slightly vary according to the judgment of the pre-selection team.
2. The members of the jury will study the pre-selected projects privately and give an evaluation for each one of them. Votes will be compared and revised to reach a common agreement on the selection of winners and honourable mentions.

In order to guarantee the authenticity of the awarding process, the prize's selection cannot be appealed.

# INTELLECTUAL PROPERTY

All the material submitted to the competition will become part of Non Architecture Competitions' files. Non Architecture will have full rights to publish and promote this material, always making proper mention of their authors. The material might also be used for the platform's merchandising and exhibition purposes. For any other purpose, the authors of the projects will keep full rights over their design and will be asked to grant permission. By submitting a proposal you are giving Non Architecture the right to use the received material in both printed and online publications. Non Architecture Competitions will also have the right to slightly modify any of the mentioned material in order to better adapt it to the different formats and layouts that different publications might have.

## ADDITIONAL NOTES

1. Non Architecture Competitions reserves the right to make any changes to this document (dates, deadlines, requirements, etc.) as long as the changes benefit a majority of the competition participants. Any modifications will be announced on the Non Architecture Competitions Facebook page. It is each team's responsibility to check the Non Architecture Competitions Facebook page on a regular basis to follow and incorporate all changes.
2. The purpose of this competition is an intellectual exercise and will not be built. In order to produce a relevant collective research, a minimum amount of 50 registrations has to be submitted. If the registrations are less than 50

by the day of the deadline, Non Architecture Competitions reserves the rights to not proceeding with the winners' selections and the book's publication. In this eventuality, all the subscription fees will be reimbursed to the participants.

3. No one has hired Non Architecture Competitions in order to organize this contest. The only purpose of this initiative is to raise questions that could lead to the progress of architecture practice and engage a community of enthusiastic and creative designers in the creation of what could be a new way to represent architecture. The idea and program of this competition have been fully developed by Non Architecture Competitions to serve solely as an academic exercise.

4. Non Architecture Competitions is not held responsible for a breach of contract regarding the publications.

5. Participants are expected to submit original work. Copying somebody else's work or using copyrighted photos, images, architectural/art pieces is strictly prohibited and will result in recalling all prizes and removal from the website, social media and the publication.

THE NON  
ARCHITECTURE  
TEAM AND ALL  
THE COMPETITION  
PARTNERS WISH  
YOU THE BEST LUCK,  
CONFIDENT THAT YOU  
WILL APPROACH THE  
CONTEST  
WITH ALL YOUR  
CREATIVITY AND  
INNOVATIVE MIND.

INFO@NONARCHITECTURE.EU  
WWW.NONARCHITECTURE.EU

## CURATOR

non|  
architecture

## COMPETITION PARTNERS



## RESEARCH PARTNERS

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