



BOUN

# URBANSCAPE

*symposium*







# Premise

As our future mega-cities are defining themselves every day with bustling streets and soaring skyscrapers, a city still craves for many things but mostly - **an identity**. The **21<sup>st</sup> century** from its onset is rapidly changing how we live and how we perceive the definitions of a city rampantly.

'**Urbanscape**' is the manifestation of the built environment of cities. It not only refers to the configuration of built forms but also the elements that define interstitial spaces. However, what we see today is the progression of ever-increasing skyscrapers that dominate the memories of a city, overpowering smaller elements.

Built-mass may define the image of the city, but public life defines its inner workings. **This competition is an endeavor to turn the tables on how urban furniture work in cities.** From changing them to a mass-produced piece of utility to a more thoughtful in terms of their presence. To root them more on originality and utility, building a **sybiotic relationship between the elemental and the whole.**





# Brief

**Urbanscape: Symbiosis** is a step forward that seeks to bind the concept of urban identity and the furniture that speak for the city. It aims at creating elements that connect the dots to reveal the identity of a city.

The challenge here is creating a family of furniture for the desired city with common features in **concept/form/color/design** that needs to be derived from the city into consideration. The location of these pieces of furniture also matters, by analyzing key spots where they could be meaningful to the city as well.

The goal of this competition is to give birth to furniture **concepts that sprout from the city's identity** instead of industrial convenience. This would be possible in the following three steps.

Challenge:

# Symbiosis

## 1. Choose a city/own city:



The selected place should be an **urban condition**. The city selected should **preferably** be **Your city**, where you live or really acquainted with in terms of its working and qualities. You **can** choose also **choose a city which you always wanted to design** for but to understand the energy of the city, **experience** is always more helpful.

The entry should draw out **hidden/surprising/obvious facets of the city** from where it can truly **channelize** its potential/problems/needs to the next step.

## 2. Create the furniture:



The furniture pieces created, can be **chosen from a broad category** of street furniture categories on the next page. These can be chosen by preferences of the designer or its affinity/use/compatibility to the city.

There is no additional merit associated to the kind of choice of the categories but the design input of the participant and its merging from the step one. You can use hybrid categories that may solve crucial spots of the city and at the same time define its image at large.

## 3. Establish symbiosis



Use the **physical images/sketches/plan of the parts of the city** to place the design furniture within them and demonstrate the symbiosis. This can happen through either **self-photographed or photographs sourced or drawn or sketched**, but the key here is to demonstrate a new flow of furniture design which can be brought into the city.

The individual furniture may be slightly modified based on the places they are placed on but the overall symbiosis or sequence of memory or the narrative is relevant.

Discover the recognized categories in the next page.



# The Family



**A. Life**  
Table, Benches,  
Seating, etc.



**B. Lights**  
Street Lights, Traffic Lights, Park  
lights, etc.



**C. Utility**  
Post Box, Telephone Booths, Fire  
Hydrants, etc.



**D. Signage**  
Street sign, Traffic sign, Poster poles,  
Billboards, etc.



**E. Waste Management**  
Dustbins, Litter bins, Trash cans,  
Spit box, etc.



**F. Landscape**  
Planters, Park-let, Green  
strips, etc.



**G. Transportation**  
Bus stop, Bicycle racks, Vehicle  
Shed, etc.



**H. Play**  
Slides, Playing setups, Swings,  
Fitness, etc.



**I. Others / City Specific / Hybrid**  
A combination of the above or urban  
furniture specific to your city.

**Objective:** Create a tangible link between urban and elemental.

Participants have to design any **4 different furniture** pieces in the following typology. They can be combinable, but they should be useful/meaning in isolation as well.

One working furniture that fits more than a single typology will be placed in I. Hybrid category.

**Typology A** is mandatory, and other 3 can be chosen separately.





# Specifics

The following criterion should be kept in mind while designing/presenting the furniture:

1. The furniture should reflect the culture - vibrancy - uniqueness of the city
2. It should follow modularity to make replicability of the furniture easier.
3. It should be functional and serviceable.
4. It should correspond to the urban context.
5. It should be comprehensive and not limited to the preference of a particular age group.
6. Innovation, in terms of material exploration, use of technology and fabrication methodology.



# Submission

The following Five obligatory items need to be submitted in all entries, failing which the entry may be disqualified or rejected:

- A maximum **8 nos.** – 1880px x 2880px portrait sheet in digital format (JPEG or PDF)
- A **Questionnaire** given in the additional material section.
- Participants are encouraged to submit additional materials such as videos, prototype images and textual material by e-mail. However, submission of such material is not obligatory, nor shall their submission/non-submission influence the evaluation process. This data will be used for web publications.
- Cover image of size **2000 x 1000 px** or larger in aspect ratio **2:1**
- Individual images and graphics used in the sheet or any additional images (for publication purpose and not for the judging of entries)

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- + 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.
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**Registration page here:** <http://boun.uni.xyz>

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**Submission Deadline: July 04, 2019**

Submission closes for Urbanscape.

**Public Voting begins: July 05, 2019**

Submitted entries are open for voting.

**Public Voting ends: August 05, 2019**

Voting ends on this date.

**Result Announcement: August 15, 2019**

Result day!

# Rewards



**1500\$**  
**Winner**

For Students & Professionals



**750\$**  
**Runner - Up**  
For Students & Professionals



**500\$**  
**People's Choice**  
Most appreciated - Students



**500\$**  
**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

## Institutional Excellence Award

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Studio & Best Entry Respectively  
For Students only via Institutional Access™

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<http://about.uni.xyz/institutionalaccess.html>





# Judging

Evaluation of entries are **dependent on juror's discretion**.

Entries will be evaluated on some general criteria of evaluation:

**Presentation, Concept, Design process, Creativity, Functionality, Innovation etc.**

The specific criteria in terms of furniture itself and the city are:

## **Responsibility**

- + Production efficiency
- + Social responsibility
- + Contextual design
- + Exploration of New Materials
- + Exploring locally available materials

## **Creativity**

- + Degree of innovation
- + Degree of elaboration
- + Uniqueness of Presentation

## **Functionality**

- + Night time and day time compatibility
- + Ergonomics
- + Practicality

## **Aesthetics**

- + Aesthetic appeal
- + Emotional appeal
- + Spatial concept
- + Visual Identity

## **Symbiosis**

- + A strong link between the design & the city
- + Sequentiality of Symbiosis
- + Relation between the furniture pieces



## About:



BOUN Serves as a unit block for UNI in the field of furniture design. It serves as a platform for experimentation and conceptual exchange of ideas for furniture designs happening at various levels. The program intends to get designers from around the world and encourage them to share their extraordinary design ideas.

Through our furniture design competition at BOUN, we intend to create a dialogue among designers where they have full freedom to create a contextual and user-centric design. Our furniture design awards will identify and acknowledge young and budding designers from across the globe. This approach towards design would serve in refurbishing the profession's identity and will help the product to reach masses through our leading media and industry partners.

### **Learn more here:**

[http://boun.uni.xyz/about\\_boun.html](http://boun.uni.xyz/about_boun.html)





BOUN

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