

INFINITY

[BOX]

COPENHAGEN .

25TH JULY TO
7TH NOVEMBER 2017

Orbitcoop

INTRO

The Danish Capital Copenhagen is World renowned for being the most happiest and livable city in the world. If you ask the locals regarding the reward they all will sum-up to one thing and that's the **hygge** which generally means coziness, but encompasses far more. The city is well crafted with bike friendly streets, hued town houses and craft studios, Freetown Christiania aligned with Copenhagen is attracted by the concept of collective business, workshops and communal living.

Copenhagen is intricately carved with niches of open spaces, a mix of huge chunks and small pockets; they serve as a platform for varied events and setups. Fælledparken in the northern part of the city is, at 58 hectares, the largest park in Copenhagen. It is popular for sports and hosts an array of annual events, including a free opera concert at the opening of the opera season. Its Copenhagen thought that all citizens should be able to reach a park or beach on foot in less than 15 minutes.

Metropolitans in the other world need to up their mark of being just a concrete Jungle. They need to provide equilibrium of living. With the rate of Urbanization on the Leap, a balance should be struck between Built Form and the Unbuilt environment.

Keeping up with Copenhagen's theme of jovial and an wholesome living the Competition aims at designing a Recreation space that gives an Innumerable courses of experience at a single epitome. This recreation space coming from Copenhagen will serve as a nodal example for Urbanizing cities. It should add essence to the living in a meaningful way. The space should be diversified on the lateral front along with providing vertical volumes of experience thus serving as **An Infinity Box**.



The Competitors should-

Design an architectural space that accentuates variety of experience at regular intervals giving recreation another meaning.

Using the set up in a metropolis to its benefits and not as a drawback for recreation and field activities.

The design should serve as an architectural icon for the city by its purpose of usage and should serve as a prototype to be repeated at varied landscape frameworks.

Spatial relationships should come into play giving a Traverse experience. The use of volumetric's and textures should be incorporated to enhance the feel and presence of space.

Info

Participants should bring in innovative design components to make the scheme one of its kind. A mixture of Built and unbuilt environment should suffice the play. Prominently the Areas would be segregated into Two Typologies Active & Passive



Active Spaces-

- Walkways, pathways/Running networks.
- Children play area's
- Small activity space or mini amphitheater

Passive spaces-

- Sit outs and meeting spaces
- Group meeting Clusters

Miscellaneous-

- Cafeteria, small Library, small stalls of utilities & cycle parking.

Car parking shouldn't be considered in the premises it is considered it would be sufficed somewhere else in the vicinity.

ASSESSMENT SCHEME

- Usage of different procreative components.
- Consideration For usage of the whole scheme as a prototype model.
- Catering of the design to a varied age group.
- Variety of options provided to the end user in terms of experience.
- Calibration of whole design as an Icon for the neighborhood.

SITE



Vesterbros Torv traditionally the centre of public life, this pretty little square is constantly abuzz with the chatter from its many cafe-bars. Located in the heart of the Vesterbro district of Copenhagen, at the corner of Vesterbrogade and Gasværksvej. The western side is flanked by A Late renaissance period building housing number of public café joints and the southern side is dominated by Elijah's Church completed in 1907.

The Participants are requested to design A Recreational space within the limits of Highlighted area of Vesterbros Torv.

Site- Vesterbros Torv, Copenhagen.

Site area- 2500 square metres

Maximum built up area- 250 square metres

Google earth- Latitude 55°40'19.8"N, Longitude 12°33'18.3"E

Height restriction-There is no height and depth restriction.Existing **vegetation/plantation** on site should not be considered. **Entry** and **Exit** points are to be as per designer's concept.

Note-The site is also neighbored by The Hercules Fountain that dates from 1915, which is not to be considered in the site. Its utilization in design perception if any as per the concept is left to designer's discretion.

SUBMITTING



For more Site pictures and CAD file of the site please download it from our website
www.Orbitcoop.com

REGISTRATION

Registration Deadline-
October 31st, 11.59 IST

Registration Fee

INR ₹780 (INDIAN NATIONALS) per team
US DOLLAR \$ 15 (OTHER NATIONALS) per team

(Payment link will be sent to your registered email.id from OrbitcoopInfo@gmail.com after you have submitted the form with in 24hours of form submission)

COMPETITION SCHEDULE

Open- July 25th
Closure- November 1st
Results- November 8th

Q & A

Email to OrbitcoopQuery@gmail.com

SUBMISSION

Email to OrbitcoopInfo@gmail.com

Submission Deadline-
November 1st, 11.59 IST

Submission Document

- 1) One A1 size Horizontal Sheet with Graphic illustrations and drawings of the proposal and Project description in English in 300 words maximum.
- 2) Unique Team ID on the Bottom Right corner of the Sheet. No other information like Name, organization, etc. to be provided.

Submission format- JPEG (10MB FILE MAX)
Name of the File-Unique Team ID.jpeg

AWARDS

1ST PRIZE- INR 25,000/- + CERTIFICATE
2ND PRIZE- INR 12,000/- + CERTIFICATE
3RD PRIZE- INR 6000/- + CERTIFICATE
5 HONOURABLE MENTIONS

All the participants will be presented with certificates.

Note-The registration fee is non-refundable & non-transferable. Orbitcoop reserves all rights to the competition and can change its schedule if necessary.