

sponsored by



non→

Sketching Battle

Architecture & Movement

DEADLINE
31st Jan 2025

INTRODUCTION

In this competition, sponsored by Rhodia, we invite creative minds to explore the power of hand-sketching through the theme "Architecture and Movement." The goal is to create a unique hand-drawn sketch that interprets the dynamic relationship between architecture and motion, whether through a perspective, abstract, or technical drawing.

Participants are encouraged to explore the theme by focusing on how architecture interacts with movement, whether it's the flow of people, light, air, or even the transformation of structures over time. The design can be inspired by an existing built environment or completely fictional, allowing for flexibility and creativity in approach.

This competition challenges participants to return to the fundamentals of architecture: the simplicity of pen and paper. How can your drawing capture the essence of motion within a space? How does your design express the fluidity and dynamism that define our interaction with the built environment?

This is an opportunity to showcase the lasting relevance of hand-drawing in architectural practice. Your sketch should push the boundaries of creativity, demonstrating how movement can be translated into visual form, and offering a fresh perspective on the role of architecture in shaping dynamic spaces.

NON ARCHITECTURE AND RHODIA TOUCH

Rhodia Touch, a brand renowned for its premium-quality paper products, has long been favored by architects and creatives for its superior surface, whether for quick sketches, detailed renderings, or spontaneous brainstorming. The unique qualities of their paper align closely with the creative process in architecture.

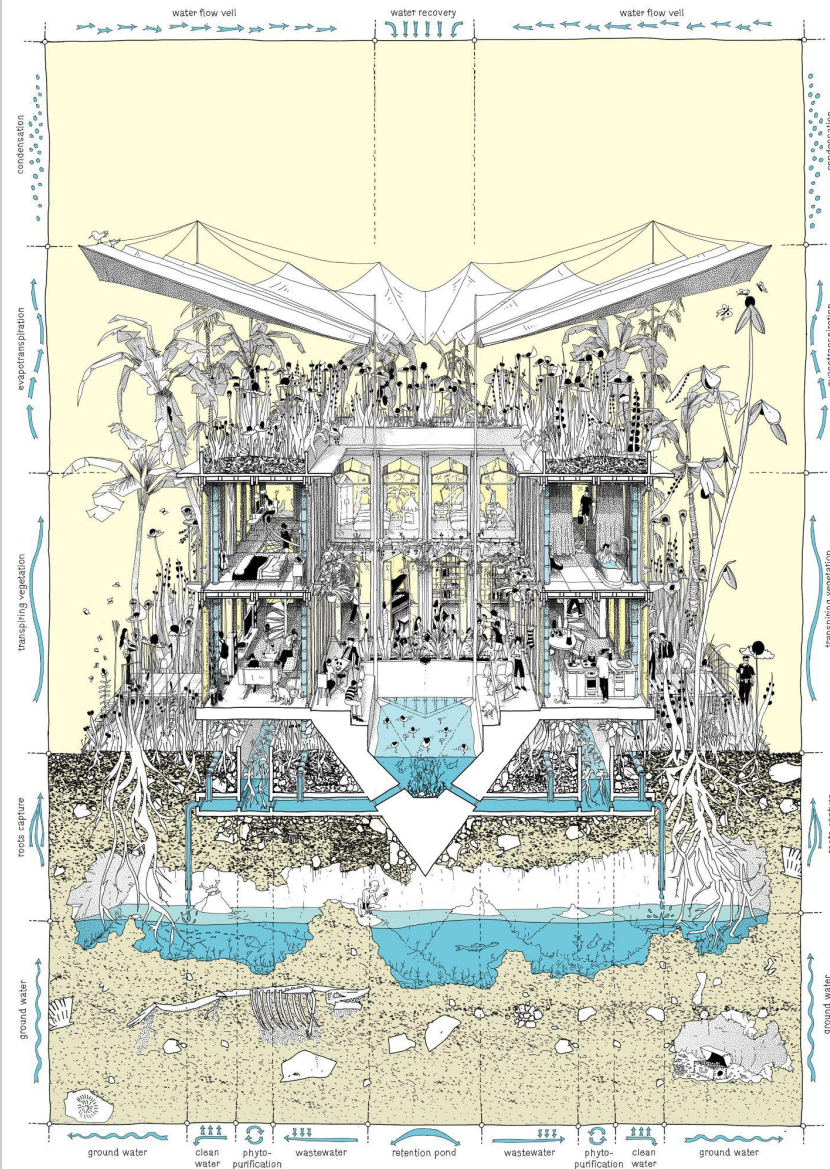
As Rhodia describes, "the paper material, by its nature, evolves, adapts, by its appearance, inspires, so many characteristics which invite the ephemeral and suggest dynamics and movement." This dynamic nature of the paper is particularly fitting for architects, who often require a medium that allows for flexibility, inspiration, and evolution of their ideas as they unfold.

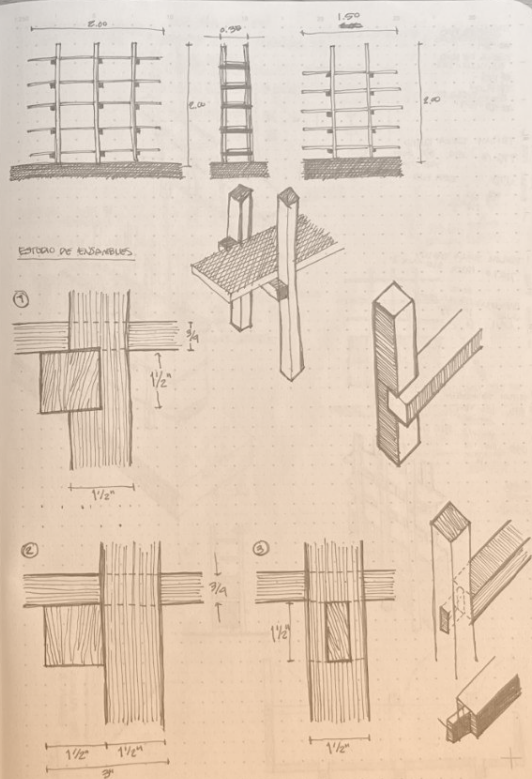
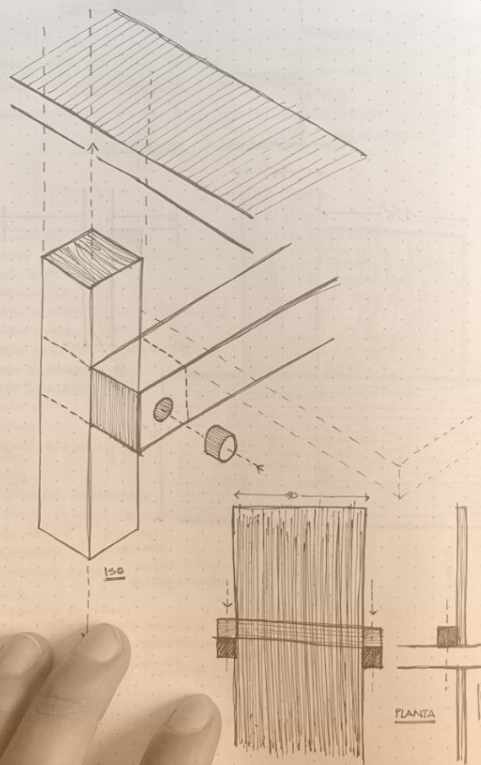


Hand-sketching has always been a critical skill in architecture. Before any design is translated into digital form, the hand-drawn sketch captures the raw creativity and spontaneity in any stage of a project. Rhodia Touch products support freehand creativity while maintaining structure, making them invaluable for conceptual sketches, technical drawings, and everything in between.

Recognizing the critical role of hand-sketching in the field of architecture, Non Architecture has partnered with Rhodia Touch for an exclusive hand-sketching competition. This collaboration aims to merge artistic expression with architectural innovation, focusing on the fundamental aspects of design through the power of pen and paper.

The partnership between Non Architecture and Rhodia Touch celebrates a shared commitment to supporting creatives by encouraging the use of traditional techniques in contemporary practice.





COMPETITION BRIEF



HAND-SKETCHING IS NOT DEAD

In an age where digital tools dominate the architectural profession, hand-sketching continues to play an important role in the creative process. While 3D modeling, parametric design, and rendering software have revolutionized the way architects develop and present their ideas, the hand-drawn sketch remains irreplaceable. It is the architect's most immediate and intimate form of expression, capturing the fluidity and spontaneity of thought in ways that digital tools cannot.

Hand-sketching fosters a direct connection between the mind, the hand, and the paper. This connection allows architects to explore abstract concepts and translate them into visual ideas without the constraints of software or predetermined outcomes.

The freedom inherent in hand-sketching is its greatest strength; it encourages experimentation and creativity without the need for precision or perfection at the initial stages. Unlike digital tools that often require predefined inputs, a pencil and paper offer architects the ability to make mistakes, shift perspectives, and explore alternative ideas quickly.

In architecture, hand-sketching is not only a tool for exploration but also a powerful communication method. Sketches allow architects to express complex ideas in a simplified manner, whether to clients, collaborators, or their own team. The immediacy of hand-drawn sketches makes them particularly effective in discussions where ideas

need to be visualized and developed on the spot. It often acts as a bridge between abstract concepts and practical solutions.

Beyond its practical advantages, hand-sketching holds a great creative potential. The tactile nature of sketching invites us to engage with the paper in a way that is both deliberate and subconscious. Every line drawn is an act of design, and the absence of digital constraints opens up possibilities for unexpected discoveries.

Participants are encouraged to embrace the expressive potential of hand-sketching. Whether conceptual, technical, or abstract, the sketches should reflect the creativity and dynamic thinking. This competition celebrates the lasting value of hand-sketching, reminding us all that even in a digital age, the pencil remains an architect's most versatile tool.



ARCHITECTURE & MOVEMENT

This competition invites participants to explore the dynamic relationship between the built environment and the fluidity of human experience, thought hand-sketching. Movement is an intrinsic part of how we interact with spaces – whether it's the flow of people through a building, the play of light and shadow as the sun moves across the sky, or the transformation of a structure over time.

Architecture, traditionally seen as static, is constantly in dialogue with the movement that surrounds and inhabits it.

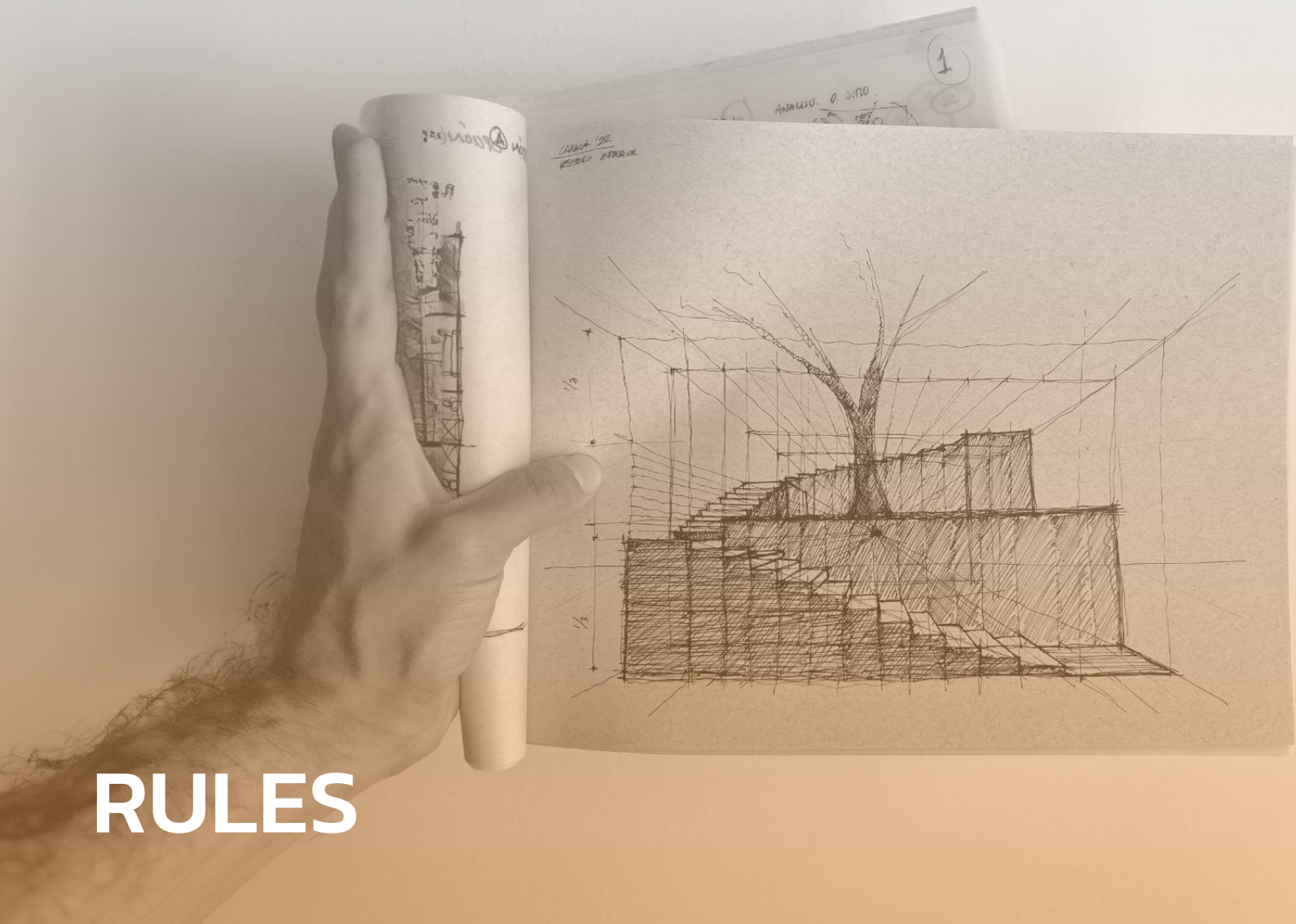
We encourage designers to consider how spaces can guide, shape, and respond to movement. It opens up questions about the role of circulation, transition,

and flexibility in architecture. How do buildings respond to the flow of people, air, light, and time? How can a static structure evoke a sense of motion or change?

Submissions can be based on either an existing built environment or a fictional one, allowing participants to draw from real-world architecture or create imagined, visionary spaces.

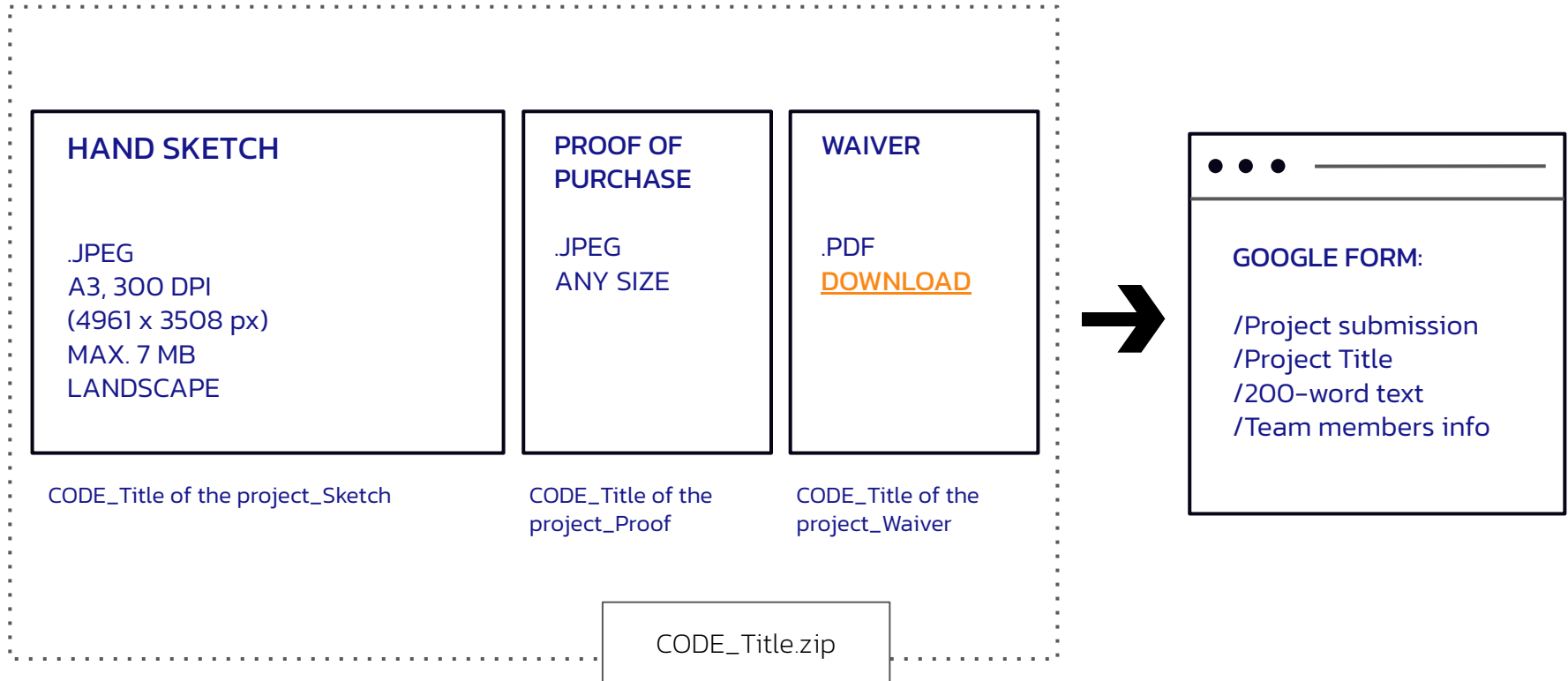
"Architecture and Movement" is a challenge to represent spaces that are dynamic, and ever-evolving, resonating with the rhythms of life, and the constant motion that shapes our experience of built environments.

RULES



SUBMISSION 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.ZIP), containing:



PRESENTATION REQUIREMENTS

01. Hand Sketch (.JPEG)

/ 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.

File name: "CODE_Title of the project_Sketch".

02. Proof of Purchase (.JPEG) copy of receipt or a picture of any Rhodia product you own (search for the closest [shop](#)).

File name: "CODE_Title of the project_Proof".

03. Waiver (.PDF) signed document.

File name: "CODE_Title of the project_Waiver".

[DOWNLOAD WAIVER](#)

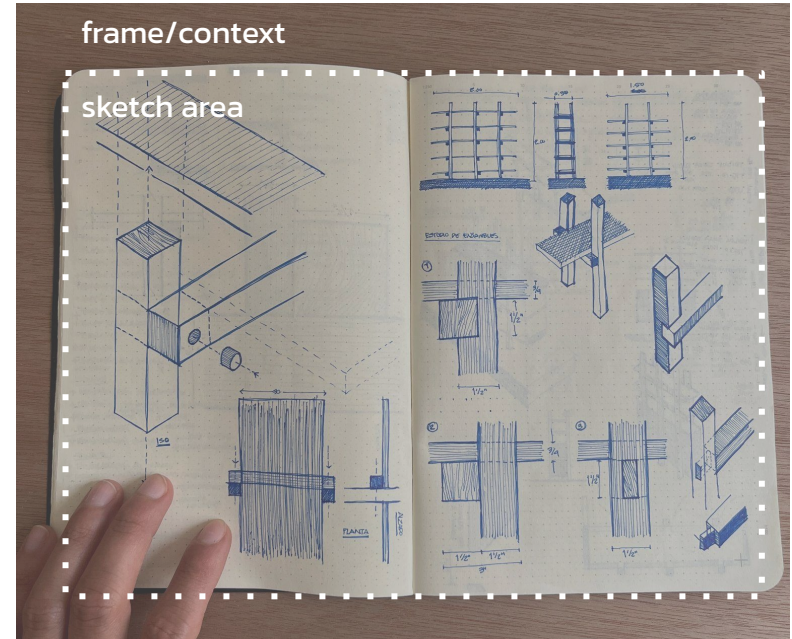
During the submission process, participants are asked to fill in a [Google Form](#) with the following information:

/ Project Title

/ A short project description (maximum of 200 words, must be written in English)

/ Team members information

/ We transfer link of Project Folder



Example of Hand Sketch image to submit

PRESENTATION REQUIREMENTS

An example of naming the files correctly:

CODE: #56789

Title of the project: Sketching Battle

01. Hand Sketch:

56789_Sketching Battle_Sketch

02. Proof of Purchase:

56789_Sketching Battle_Proof

03. Waiver:

56789_Sketching Battle_Waiver

Folder: 56789_Sketching Battle.zip

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

/ You need to come up with your own project title and replace "Sketching Battle" in the example.

Do not include your name, your registration code, or any other reference to you in the sketch. 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.

The CODE refers to the 4 or 5 digit number you receive during the registration process (same as the order number, in a format of #1234), it is going to serve as your registration code for the competition.

PRESENTATION REQUIREMENTS

/ The Hand Sketch is a picture of the notebook with the sketch on it (make sure NOT TO CROP the image to show only the sketch). The image should not be digitally manipulated.

/ The Proof of purchase, refers to any proof (it can be a receipt or a photo of one of Rhodia's products that you already own). The proof of ownership of a Rhodia product is required for submission purposes only and will not be published.

/Download the Waiver document, complete all required fields, and sign it. The signature must either be a certified digital signature or a handwritten one, scanned afterward. Please note that digital signatures created in Photoshop or similar programs will not be accepted. Submit the document in PDF format.

/ The sketch does not demand for any kind of specific technique of representation, as long as it respects the topic of the competition and the given guidelines. Be creative!

/ We highly recommend you to not add text to the sketch. The submission should be explanatory enough, without the usage of flowing text.

/ 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. ANY DECISION REGARDING DISQUALIFICATION IS FINAL AND NON-APPEALABLE.

PRIZES

1st PRIZE

/ 1000 euros*

/ A selection of Rhodia Touch products valued at 500 EUR

/ **Your drawing published on thousands limited edition Rhodia Touch sketchbooks**

/ Publication in the Non-a website

2nd PRIZE

/ A Selection of Rhodia Touch products valued at 350 EUR

/ Publication in the Non-a website

3rd PRIZE

/ A selection of Rhodia Touch products valued at 200 EUR

/ Publication in the Non-a website

*Taxes will be deducted and retained by overall prize amount. The prize will be taxed as professional income or other sorts of income according to Italian law, with a range from 20 to 30% according to winners' country of residence.

PRIZES

HONOURABLE MENTIONS (7 PRIZES)

/ Publication in the Non-a website

FINALISTS (UP TO 20 PRIZES)

/ Publication in the Non-a website

SPECIAL PRIZE

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

Winner, HMs, and Finalists, will be **published and awarded** with a badge on their non-a.com profiles. All participants submitting a project can request a certificate of participation at info@nonarchitecture.eu.

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

CALENDAR

01 October.2024 31 January.2025 (23.59 CET)	Registration OPENS Registration CLOSES
01 December.2024 31 January.2025 (23.59 CET)	Submissions OPENS Submission CLOSES
24 – 28 February.2025	Winner announcement

The timing always refers to Central European Time (CET).

To avoid confusion, please check the countdown on the competition page.

THE REGISTRATION FOR THE COMPETITION IS FREE.

The registration opens on 01 October 2024, and closes on 31 January 2025.

For a submission to be accepted, the team must be properly registered to the competition and have proof of purchase any Rhodia product. All registrations will be done through the Non Architecture website (non-a.com).

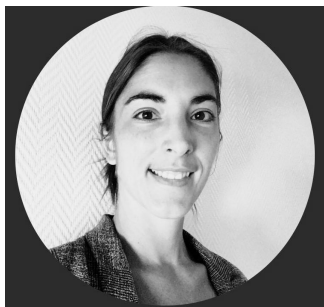
Only the teams that are properly registered will be allowed to submit their proposal. The registration is per team, regardless of how many members are on the team. If a team wants to submit more than one proposal to the competition, they will have to register each proposal separately.

After registering, Non Architecture will accept your request and provide you a registration code. **THE REGISTRATION CODE WILL BE THE FOUR OR FIVE DIGITS CODE INDICATED AS "ORDER NUMBER"**, which will be sent to you once your registration is accepted.

You can always find your order number in My Account page, under My Order.

By registering to the competition, you are stating that you and your team are accepting all the conditions stated in the competition brief and that you are familiar with the generic <https://www.nonarchitecture.eu/terms-and-conditions/> displayed on our website.

JURY



Aline VEILLERETTE

Head of Global Marketing @Clairefontaine Rhodia

Having begun her professional life as a choreographic artist, Aline VEILLERETTE went on to work in marketing for major international groups, taking the central role of the product experience and the consumer's emotional engagement with it to heart in her brand development choices.



Valentin PIERRAT

Product Manager @Clairefontaine Rhodia

With many years' professional experience working closely with premium stationery products, Valentin PIERRAT is committed to maintaining the level of excellence of the Rhodia Touch products for which he is responsible, commensurate with the craftsmanship of the artists around the world who use them.

All jury members expressed their formal commitment in reviewing shortlisted projects and selecting winners according to the awarding criteria expressed in the brief.

JURY



Ana Aragão

Architect and Illustrator

Ana graduated as an architect from the Faculty of Architecture of the University of Porto (FAUP, 2009). With a scholarship from FCT, she completed her PhD in the Department of Architecture at the University of Coimbra (2011-2014). Currently, she dedicates herself exclusively to drawing, exploring the themes of urban imaginaries and paper architecture.

Since 2012, she has been part of collective and individual exhibitions, in Portugal and abroad.



Felix Roudier-Canler

Architect, Teacher and Illustrator, felix-illustra

Architect, illustrator and professor at the school of architecture. Divided between architecture (by experience) and illustration (by passion), I have always taken an almost obsessive look at the representation of architectural projects. After several years as an architect, I founded Felix-illustra in 2019, a laboratory where creations question illustration and fiction as tools for representing projects, whether for formal or spatial research, but also for manufacturing of architectural and urban imaginations responding to numerous universal issues.

All jury members expressed their formal commitment in reviewing shortlisted projects and selecting winners according to the awarding criteria expressed in the brief.

JURY



Gonzalo Ibáñez

Architect and Visual Artist

As a contemporary artist based in Santiago, Chile, he has excelled in the exploration of urban environments and the representation of everyday aspects. Furthermore, Ibáñez employs the watercolor technique with a realistic approach, achieving a delicate balance between areas of clearly defined figurative representation and others that maintain a deliberate ambiguity. To do this, he relies on a limited color palette, creating architectural atmospheres that explore the interplay of light and shadow.

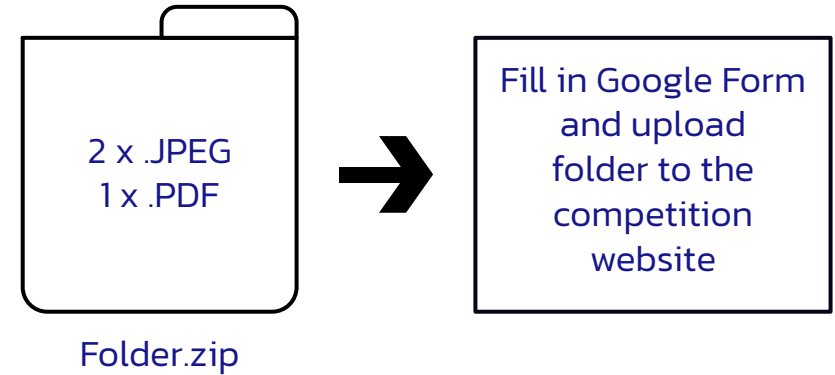
All jury members expressed their formal commitment in reviewing shortlisted projects and selecting winners according to the awarding criteria expressed in the brief.

SUBMISSION

Submissions must be done through the Non Architecture website (non-a.com), before the submission period ends, the deadline is indicated in the calendar. You will find the submission tab within the Competition Group. We recommend to create an account on non-a.com before the submission opens.

The submission tab on non-a.com opens 2 months before the submission deadline. It is going to be placed on the Non Architecture website, on the corresponding competition page.

Simply follow the submission instructions and upload the project directly on the website.



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

The submission page will be automatically closed after the submission date and time are reached, not allowing any modifications.

We suggest uploading your project 24 hours in advance to make sure that everything works out correctly. This way you have time to solve any issues that might come up along the submission process.

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 4 people. Personal information of all the team members can be uploaded during the submission procedure of the final drawing.

No entry fee required.

EVALUATION

The evaluation criteria of the competition are:

/ Technical Skill and Composition: Precision in proportion, perspective, and use of space.

/ Creativity and Originality: The uniqueness of the concept and interpretation of the subject.

/ Expression and Impact: The ability of the sketch to tell a story, or create a strong visual impact.

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

All jury members have agreed to assess the projects. Should any juror(s) fail to adhere to this agreement and not submit their evaluation on time, the Non Architecture team reserves the rights to select the winners and honourable mentions.

CONTACTS

For additional info please check the FAQ on our website: <https://www.nonarchitecture.eu/faq/>

Terms and conditions of competing: <https://www.nonarchitecture.eu/terms-and-conditions/>

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 via email at info@nonarchitecture.eu – if you didn't register yet – or through our server on Discord – if you already registered to the competition.

You will find there a dedicated channel for the competition Q&A. Access to the Discord can be found in your [personal account page](#) after registration to the competition.

This ensures that all participants have access to the same amount of information. Questions via any other social media channel will not be addressed.

THE RHODIA TOUCH AND NON
ARCHITECTURE TEAMS WISH YOU
THE BEST LUCK, CONFIDENT THAT
YOU WILL APPROACH THE
CONTEST WITH ALL YOUR
CREATIVITY AND INNOVATIVE MIND.

CURATORS

non→

COMPETITION PARTNER



MEDIA PARTNERS

