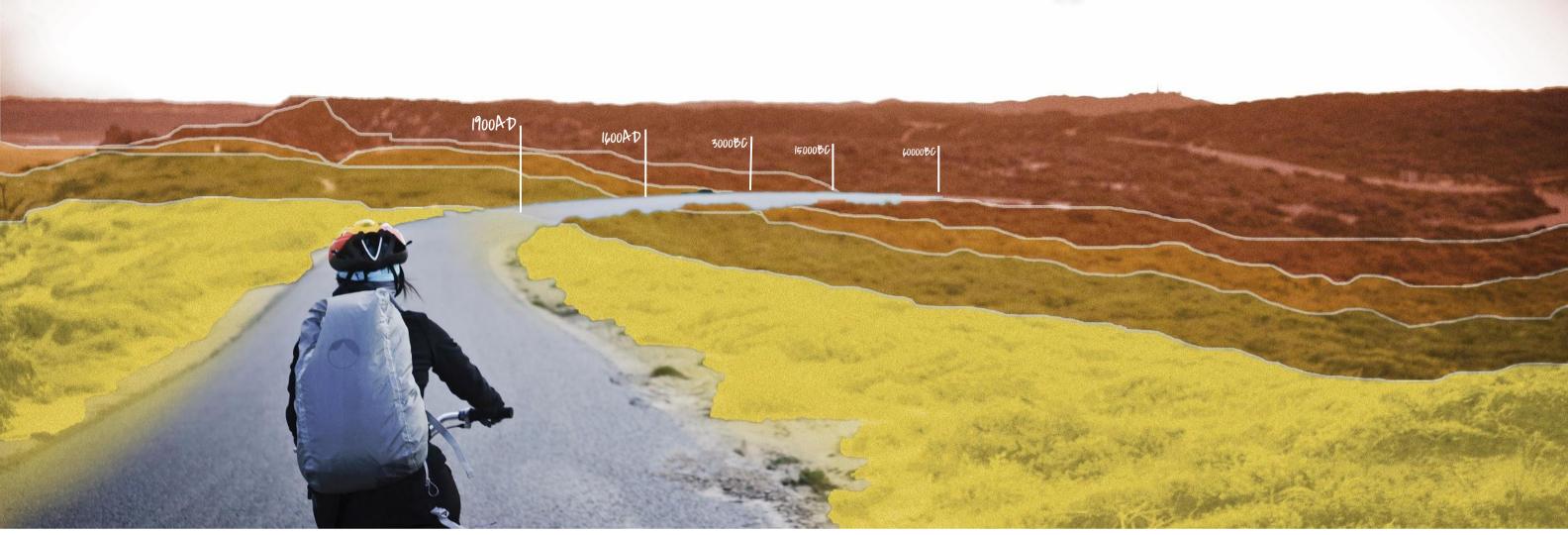
We Australia

Embracing human evolution through architecture



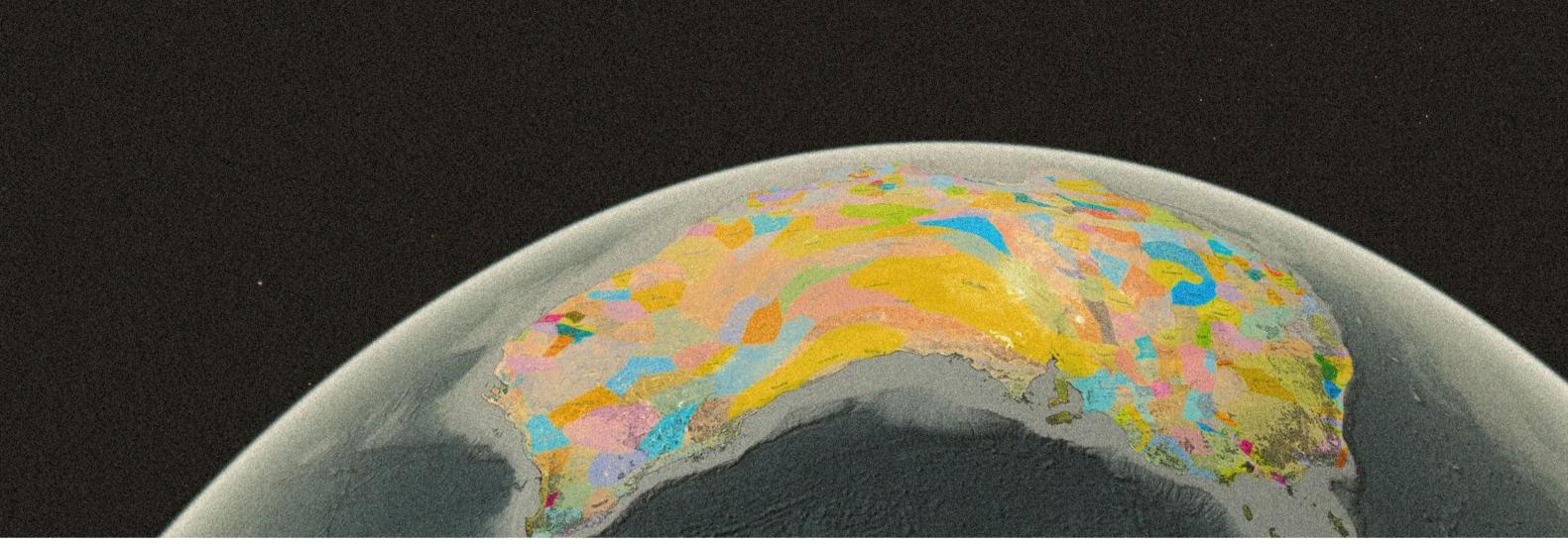
mg 1: The history of Australia - A concept

Premise

Evolution and history of civilization have come a really long way beyond consciousness. Culture, tradition, innovation, and language slowly moulded the identity of human as a species. As we built more on innovation, humans assumed control of various aspects of our planet. And from this very part, we started classifying ourselves as a separate entity and not a part of nature. A term like 'manmade' holds a different meaning today - but man is made by nature - yet we see a distinct ideological gap between the two.

One of the evident places where we saw these two ideologies go against each other was the continent of Australia. It is one of the last countries to be colonized by Britain Empire, Australia is a country that stands today as a crucible of globalization in the face of the modern world. It's perceived as one of the youngest countries which came into existence in 1901.

But the history of Australia goes way beyond this perception.



mg 2: Australia - A planet within - in 40 000B0

A World Within

Australia is a huge continent of ever-changing landscapes, where one end doesn't even look remotely close to another. Even today it has a vast number of forests, national parks and desert landscapes that are very unique. But the most special thing about this continent goes back to almost **60,000** years. Australia may have become a country in the last century, but humans have inhabited this place since ages ago.

The history of Indigenous Australians began at least **65,000 BC** years ago when humans first populated Australia, who is familiarly known as **aboriginals**. They have been living here away from the knowledge of the outer world since the ice age (predicted). About 500 of these miniature countries, were traditionally organized in semi-nomadic small tribes each with its own language, land and varied culture originating from a common spiritual belief - "**Alcheringa**" or **Dreamtime**. This philosophy considered nature as the reason for all existence and every element has its role in shaping the destiny of the world.

But where are they now? How and why this dissociation with nature happened?



<u>mg</u> 3: The arrival of colonial fleets

Overturn

In the early 18th century the conquest of **Terra Australis Incognita** had begun with the intention of **establishing a new colony** of Great Britain. As the sailors arrived and started setting up colonies, the indigenous people did not retaliate at first. The colonists eventually forced a lot of Aborigines off their land and many were killed. The contagious diseases that arrived with the colonies were alien to aborigines - causing a huge epidemic and spiked death rates.

This was the very moment where two paths of evolution merged at a certain point in time, which tipped the balance between land, nature, and man. There have been serious environmental degradations and loss of various cultural knowledge systems after this flashpoint of ideologies took place.

And this is where the Australia was born as we see today. But as times have passed the new Australia and its population has acknowledged this loss by bringing in reforms that give the remaining aboriginal people their rightful place in the continent as well.



<u>Imq</u> 4: A popular ad campaign by Tourism Australia - <u>Credits</u>

Action

As new Australia inclusively moves ahead in time with a more unified approach of development, there's a fresh wave of hope that embarks on equality. This includes landmark judgements like **transferring the ownership of sacred lands** back to these communities again under a legal framework. Several **educational and employment initiatives by the Government** to build access to equal opportunity almost every field. This began a series of initiatives where aborigine origin people have access to good urban education and equal opportunity in urban areas.

However, the problem with these initiatives is that they break their already **dwindling chain of knowledge** that is transferred to the coming generations. This brings a new awareness of approaching aborigines and their role in the economy. There are various ways the government plans to do this - but the most evident one in recent years has been **cultural tourism**.





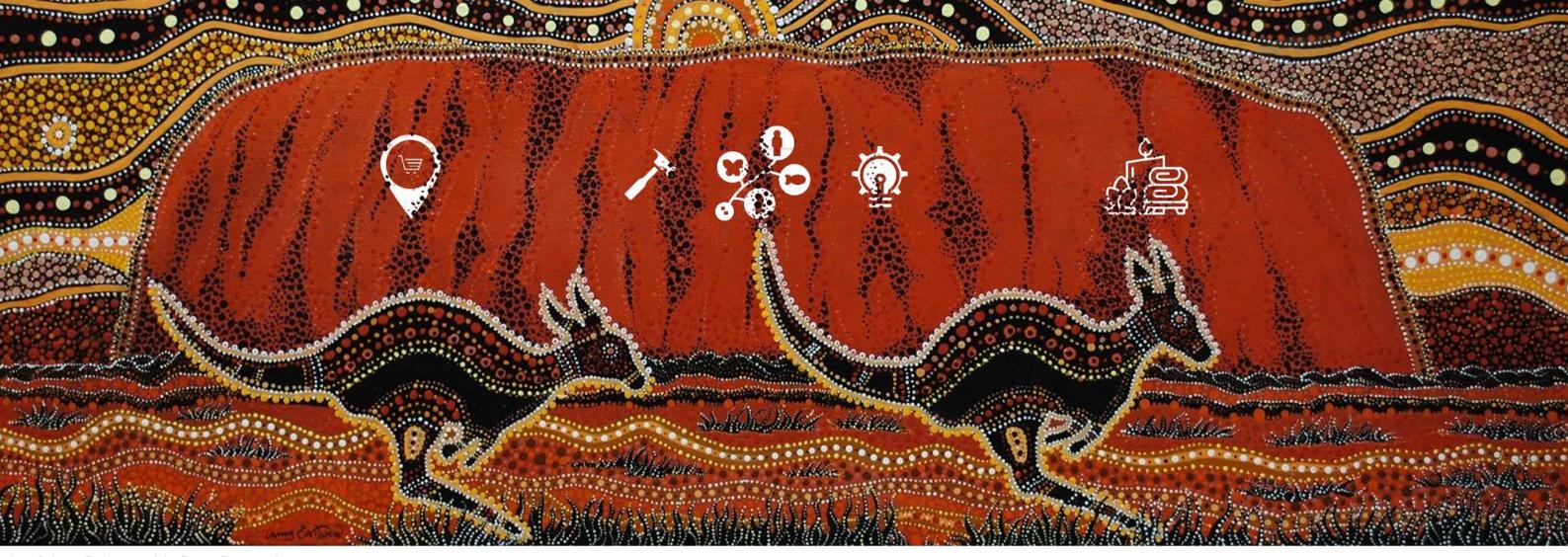
<u>ng </u>5: A concept of aboriginal art and Australia today

Brief

If we see Australia in perspective of **last few centuries only**, what meets the eye are a series of events that led to **clashes between humans** from different backgrounds. This perspective is just **a small fragment of what actually shaped Australia as a continent - and the role of nature in it.**

With the canvas here being this huge (around 500 indigenous countries and countless species), Australia attempting to find its real identity between its origins and present is a place of opportunity. A chance to speak for all the sprouting cultures that existed, species that walked this continent, landscapes that are constantly changing, the technology that has evolved and the global impression as a country. The thread that really brings all these entities in one single frame is the path evolution that has brought all of us here, today.

Brief: To build a **tourist village** that helps visitors to learn about the history of human evolution which not only sensitizes, but spreads awareness about the changing relationship **between nature**, **natives and the country of Australia**.



Objectives

History of human evolution may be universal to the world, but what makes it unique for this place is the chronology of the same event and these diverse branches of history that merged to make the place as we see today. The objectives to create the We Australia - Tourism village is:

Spaces to absorb

Learn about human evolution in context of Australia



Spaces to do

Interaction - Nature - Subject history -Hands on work - Volunteer -Conservation - Create -Interact



Spaces to engage

Experience - Observe - Witness

human evolution through various

mediums.

Passive



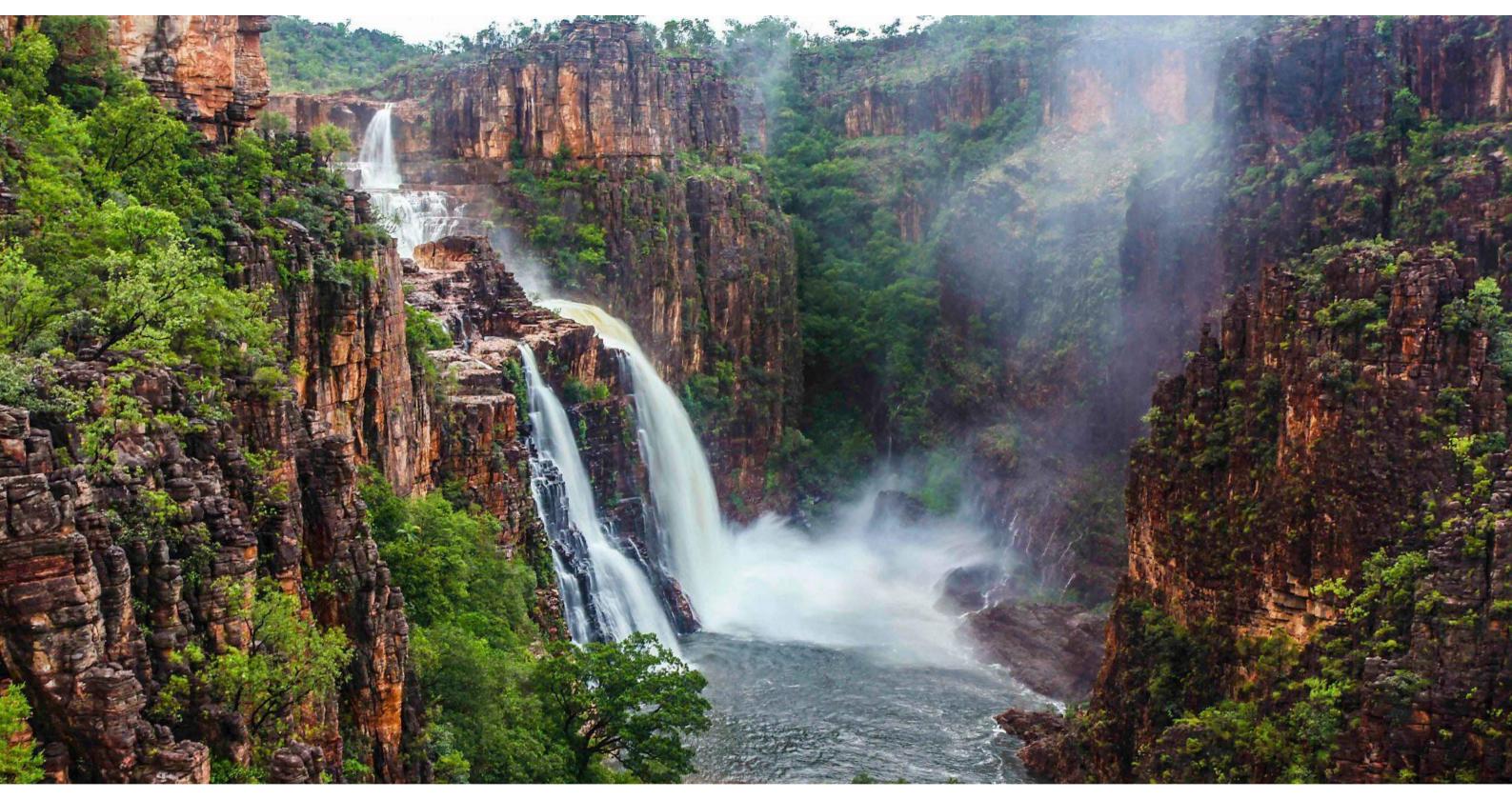
Spaces for Commerce Modes of revenue generation - Marketing

indigenous commodities



Spaces to relax

Enhance experience using leisure opportunities -Connect with culture & nature



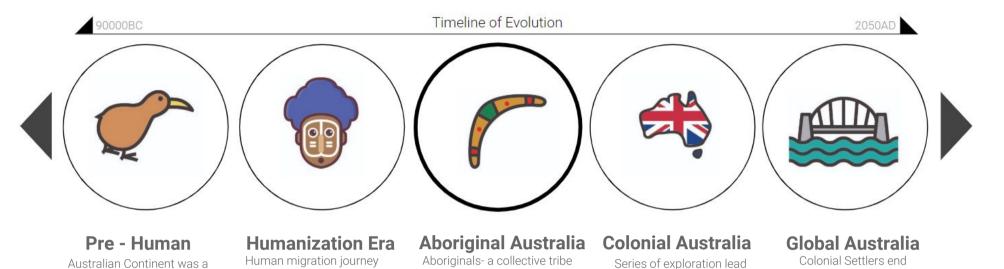
_7: A view of Kakadu National Park waterfall -

Kakadu National Park, NT, Australia

This unique archaeological and ethnological reserve, located in the Northern Territory, has been inhabited continuously for more than 40,000 years. The cave paintings, rock carvings and archaeological sites record the skills and way of life of the region's inhabitants, from the hunter-gatherers of prehistoric times to the Aboriginal people still living there. It is a unique example of a complex of ecosystems, including tidal flats, floodplains, lowlands and plateaux, and provides a habitat for a wide range of rare or endemic species of plants and animals. The central government is now proposing new investments into the forest to develop more tourism activities and a better road network into the national park. There are several places in the national park receiving face lifts. This national park is renowned around the world for its aboriginal cultures and their history.

Design Programme

The participants have to depict the evolution of humans in the context of Australia - broadly based on the following sections. Participants may increase or decrease the prominence of sections shown below based on their narrative to tie these phases of evolution.



of 500 spread throughout

Australian Continent till 16th

Century



Workshop area

Community gathering

Creative hub (Library)

Camping site

GreenHouse

space

part of Gondwana and

separated about 150 million

years ago.



began and inhabited the

land of Australia about 60,00

years ago.



- Exhibition-display
- Theater
- Multipurpose hall
- Pavillion
- Bird-watching Tower

(informative) (50-50)

Preparation Room



the colonists to Australia

and existing civilization

overridden

- Stores (selling indigenous commodities)
- Accommodation (affordable/luxury)
- Eateries (Fine dine,Fast food,Cafe)
- Production area



exploitation and reinstate

the existing civilizations, to

move towards a global

society.

- Healthcare
- Provision store
- Administrative offices
- Staff -accommodation

-Washroom- Public, Staff, mobile toilets for campers- 40.5 m², Lobby/Waiting Area - 25m², Reception- 15m², Help desks X4, Kitchen/Pantry X2 30m², storage/inventory X4 12m², Waste Processing Area - 25-30 m²

The area programme is completely suggestive and can be modified by participants either partly or completely, based on their research. The eventual goal is to convey human evolution in the context of Australia as given in the timeline.



Site - Cooinda

Located at the brink of Kakadu National Park, the site is one of the many unheeded venues of this UNESCO World Heritage site. It is adorned with a number of visitable destinations in its vicinity like Yellow water, Jims Creek and the Animal Safari to name a few. The national Park has been a one of the top visited place by tourists over decades and continues to attract the same. It is mildly inhabited with built forms for the Animal Safari on one side and a Cultural Center of Warradjan tribe on the other. An underdeveloped airstrip acts as one of the modes for transport to reach the place. Flanked by various tourist activities the We Australia Tourism Village as a concept aims to sensitize the tourists before they begin exploring Kakadu National Park.

Area: 12774m²

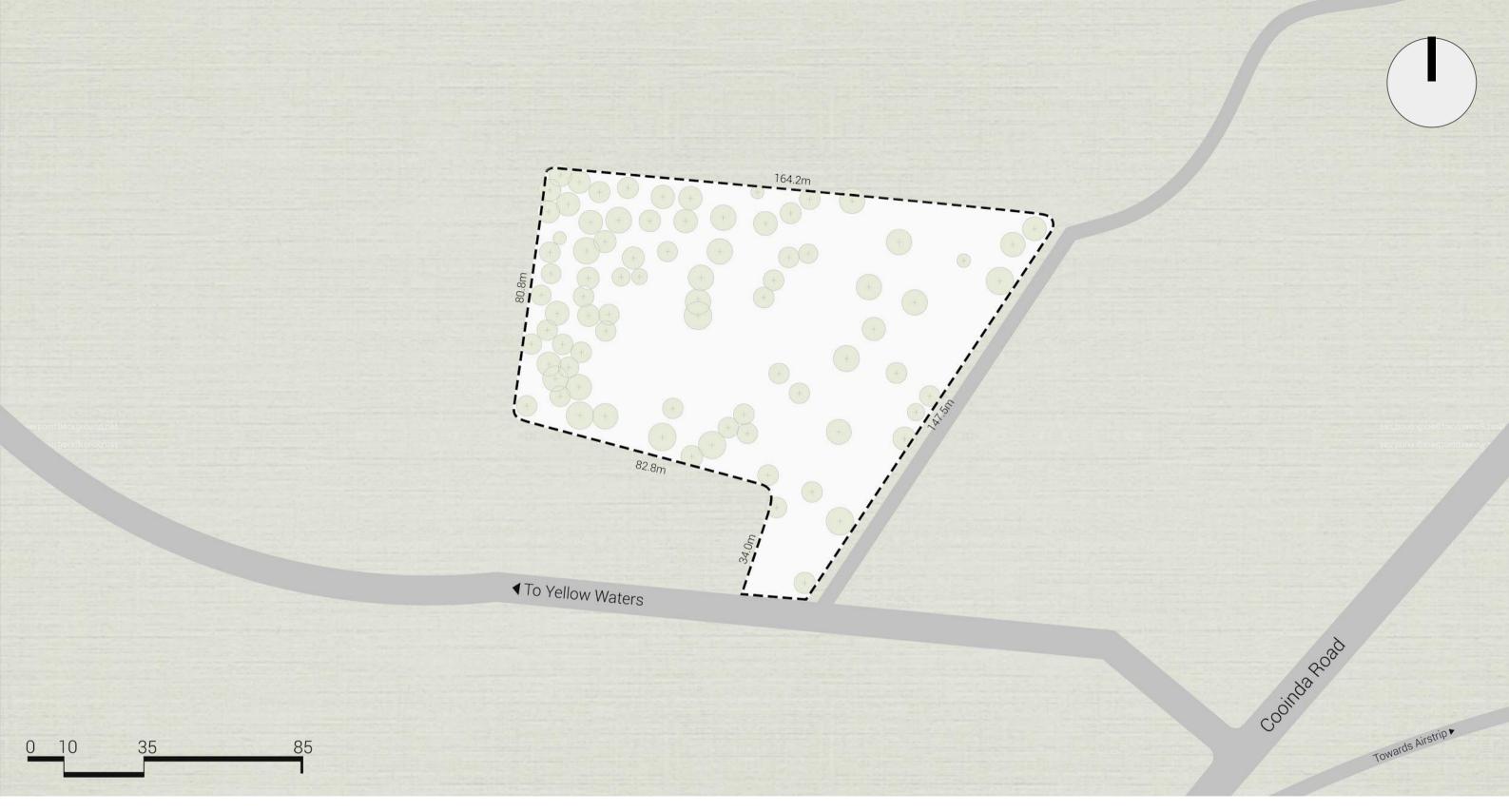
Height limit: 9 m (29.52ft)

Site coordinates: <u>12°54'01.1"S 132°</u>

31'18.3"E

Ground Coverage: 25%

Maximum Height condition excludes the bird watching tower Participants can assume tree diameters as 4m - 6m. The heights of the trees can be assumed between 8m to 10m.



Site - Plan

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Submission

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

- A maximum 8 nos. **5640px x 8640px** sheet in portrait digital format (JPEG) or higher.
- · Answer 8 FAQ questions in the discussion section as given on the 'additional materials folder'.

This folder contains: Full resolution Map images, CAD Drawing file of Site, FAQ Questions.

Minimum requisites in the sheets (For a complete submission):

- Site plan (Compulsory)
- Key conceptual sections x 1 (Minimum)
- 3D views x 4
- Cover image of size 2000 x 1000 px or larger in aspect ratio 2:1...
- Floor plans, images, sketches (if any) can be added to support the entry in the form of additional images.

- + Use exploded views to discus multi levelled conceptual models better.
- + 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.
- + This is an architecture ideas challenge. There is no built commission associated with the problem
- + Plagiarism of any idea / form / design / image will be disqualified with a notice.

Registration page here: http://competitions.uni.xyz/we-australia

Submission Deadline: September 13,2019

Submission closes this day.

Public Voting begins: September 14, 2019
Submitted entries are open for voting.

Public Voting ends: October 14, 2019

Voting ends on this date.

Result Announcement: October 24, 2019

Result day!

Rewards



Grants of up to a total of **15,000\$** can be won on this challenge. Learn more about the full conditions on the competition page <u>here</u>.

The entries will be judged by an international jury of the competition - To be announced:

Judging Criteria







Presentation

The fundamental to a good entry is a good presentation. This can be hand rendered or digital.



Quality of thought and intent in pre-design phase.

Spaces/Programme

Programmatic and Spatial resolution based on the problem statement.

Design Output

The final architectural outcome springing systematically from the concept & programme.









The judging panel can also add other criterions based on their internal discussions - which will be in line with the problem statement. Eg. Eco friendly, Sustainability, Historic research, Material, etc. Participants are advised to fulfil above given criterions first in their design.

(Ad) Institutional access:

We believe in a world more collaborative.

And we think academia is where it can begin.

Institutional AccessTM is world's only cross institution competition programme. You can make this challenge more meaningful by bringing it to your classmates and professors working together. There are a lot of perks by entering this challenge with your institution. Follow the link to learn more.





Terra serves as a unit block for UNI in the field of **nature centric design.** It intends to break the fusion of traditional design barriers and methodologies by making it a platform for experimentation. It embarks on exchange of ideas between **architecture and nature**. It is a research initiative dedicated to provide opportunities for designers from all domains to explore ideas that go beyond the boundaries of architectural discipline and enrich our built environment; thereby opening up possibilities for promotion of architectural thought at a global level.

Queries: support@uni.xyz

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