

non→

SOUNDSCAPES

REIMAGINING FESTIVAL SPACES

DEADLINE
31st Dec 2024

INTRODUCTION

In this competition, we invite creative minds to conceptualize and create an installation that will enhance the auditory and visual dimensions of major music festivals, transforming these events into unforgettable sensory journeys.

The goal of this competition is to create an immersive installation that elevates the festival experience. Your task is to explore the dynamic interplay between sound, space, and human interaction, crafting an environment where festival-goers can engage with music in new and exciting ways. Consider how your installation can be repurposed, adapted, or relocated to continue serving as a cultural or artistic piece in different contexts, thereby extending its lifecycle and impact.

This competition aims to revolutionize sensory experiences at music festivals. Participants are encouraged to think about how soundscapes can influence emotions, behavior, and the overall festival experience.

How will your design captivate and inspire festival audiences? How can your approach redefine what an immersive festival installation can be?

This is a design challenge to merge the realms of architecture, music, and art. The installation should reflect the spirit of music festivals, fostering a sense of community, excitement, and creativity.

COMPETITION BRIEF



THE EVOLUTION OF MUSIC FESTIVALS

Music festivals have a storied history, evolving from simple gatherings to big shows that transcend mere musical performances. The transformation of these events has been profound, marked by a shift towards creating holistic experiences that foster a sense of community and uniqueness. Major festivals like Coachella, Wonderland, and Burning Man have played major roles in this evolution, setting new standards and expectations. In this context, the role of architects has become increasingly significant, as we contribute to designing spaces that enhance the festival experience in multifaceted ways.

Music festivals date back to ancient times, with the Pythian Games in Greece and the medieval

European fairs featuring musical performances alongside other cultural activities. However, the modern concept of music festivals began to take shape in the 20th century. The Newport Jazz Festival (1954) and the Monterey Pop Festival (1967) were among the first to focus primarily on music, setting the stage for future events.

The 1969 Woodstock Festival marked the rise of the countercultural movement of the 1960s, emphasizing peace, love, and music. This iconic event laid the groundwork for the large-scale, multi-day festivals that would follow, characterized by their eclectic lineups and communal atmosphere.

Coachella, held annually in Indio, California, since 1999, has become a cultural phenomenon. Initially celebrated for its diverse musical acts, Coachella has expanded to include large-scale art installations, immersive environments, and a distinctive fashion scene. The festival's focus on art and design has made it a platform where music intersects with visual arts, creating a unique sensory experience.

Coachella's influence extends beyond the festival grounds, impacting global music and fashion trends. Its blend of music, art, and culture has set a standard for what modern music festivals can achieve, attracting a diverse audience and fostering a sense of community among attendees.

Tomorrowland, held in Boom, Belgium, since 2005, has redefined the electronic dance music (EDM) festival landscape. Known for its elaborate stage

designs, immersive storytelling, and fantastical themes, Tomorrowland offers more than just music; it provides an escapist experience that transports attendees to a different world. The festival's intricate design elements and meticulous attention to detail create a sense of wonder and unity. Its success lies in its ability to craft an otherworldly environment that encourages participants to connect and engage with each other.

Burning Man, held annually in Nevada's Black Rock Desert, is perhaps the most radical example of a festival that goes beyond music. Founded in 1986, Burning Man is an experiment in community, art, self-expression, and self-reliance. Participants build a temporary city, known as Black Rock City, characterized by its large-scale art installations, themed camps, and the iconic burning of a wooden effigy.

Burning Man fosters a unique sense of belonging and purpose, encouraging participants to contribute creatively to the festival environment. The absence of commercial sponsorships and transactions enhances the sense of community and self-reliance.

As music festivals evolve into multifaceted experiences, the role of architects has become increasingly vital. Architects contribute to creating environments that enhance the sensory and communal aspects of these events. Our expertise in design, sustainability, and spatial dynamics helps shape the festival landscape in several ways:

Architects are instrumental in designing stages, pavilions, and interactive installations that captivate festival-goers. Our ability to blend aesthetics with functionality ensures that these structures are not only visually striking but also enhance the acoustic and spatial experience. For

instance, Coachella's art installations and stage designs are the result of collaborations with architects and artists who create immersive environments that complement the musical performances.

Architects design spaces that facilitate interaction and foster a sense of community among attendees. By creating communal areas, interactive installations, and comfortable resting spaces, architects help encourage socialization and engagement. Tomorrowland's themed stages and interactive zones are designed to promote unity and connection among festival-goers, reinforcing the festival's sense of community.

The integration of technology in festival design is another area where architects contribute significantly. From advanced lighting systems to interactive digital installations, architects leverage

technology to create dynamic and responsive environments. These innovations enhance the overall festival experience, making it more interactive and memorable.

The evolution of music festivals into cultural experiences has been driven by the desire to create environments that go beyond music. Festivals like Coachella, Tomorrowland, and Burning Man have set new benchmarks by incorporating art, design, and community into their philosophy. Architects play a crucial role in this transformation, using our expertise to design spaces that enhance the sensory experience, promote sustainability, and foster a sense of community. As music festivals continue to evolve, the collaboration between architects and artists will remain essential in shaping the future of these dynamic events.

How does your design aim to redefine the traditional confines of festival installations? How does it introduce innovative approaches to creating immersive, interactive soundscapes? How do you propose to revolutionize the festival experience using design as a dynamic and evolving framework rather than a static solution? The proposal must be crafted with the purpose of remaining relevant and functional beyond the festival's duration.

Participants are encouraged to select the scale and functionality that best aligns with their vision: it can be a small, intimate installation, a large, expansive environment, a community-focused structure, or something completely different.

Participants are invited to create a design that challenges conventional boundaries and becomes a model for future developments in festival installations.



RULES



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.ZIP), containing:

PRESENTATION BOARD

.JPEG
A3, 300 DPI
(3508 x 4961 px)
MAX. 7 MB
PORTRAIT

CODE_Title of the project_Board

CONCEPT IMAGE

.JPEG
A3, 300 DPI
(3508 x 4961 px)
MAX. 7 MB
PORTRAIT

CODE_Title of the project_Concept

TEAM DOCUMENT

.DOC
Team member
info

[↓TEMPLATE](#)

CODE_Title of the
project_Team

TEXT DOCUMENT

.DOC
Title + subtitle
5 keywords
200-word
description

[↓TEMPLATE](#)

CODE_Title of the
project_Text

CODE_Title.zip

01. A presentation board (.JPEG)

File name: "CODE_Title of the project_Board".

02. A concept image (.JPEG) focusing on the conceptual and innovative aspects of the design.

File name: "CODE_Title of the project_Concept".

03. 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),

/ Social Media handles (Instagram and LinkedIn, for us to tag you and give you credit)

/ 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 1-4 people.

File name: "CODE_Title of the project_Team"

[USE THIS TEMPLATE](#)

04. A text document in Word (.DOC), clearly stating / the title and subtitle of the project (maximum of 10 words)

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

File name: "CODE_Title of the project_Text"

[USE THIS TEMPLATE](#)

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**.

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.

An example of naming the files correctly:

CODE: #56789

Title of the project: Soundscapes

01. Presentation Board:

56789_Soundscapes_Board

02. Concept Image:

56789_Soundscapes_Concept

03. Team Document:

56789_Soundscapes_Team

04. Keywords Document:

56789_Soundscapes_Keywords

Folder: 56789_Soundscapes.zip

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

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

BOARD REQUIREMENTS

/ A3, portrait (vertical), 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.

IMAGE REQUIREMENTS

/ A3, portrait (vertical), 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 elements don't respect these criteria, may lead to the disqualification of the team.

PRESENTATION REQUIREMENTS

/ The Board can display MULTIPLE VISUALIZATIONS each (ex. Drawings, diagrams, chemes, or renders).

/ The Concept Image should display ONE SINGLE VISUALIZATION each (ex. one drawing or one rendering). Don't create a layout of several images.

/ There is no need to entirely fill the image or to add a frame.

/ The images 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 and board. 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.

PRIZES

WINNERS (1 PRIZE)

/ 1000 euros*

/ Publication in the Non Architecture Competitions website

/ Reviews in digital magazines and several architecture blogs

HONOURABLE MENTIONS (7 PRIZES)

/ Publication in the Non Architecture Competitions website

FINALISTS (UP TO 20 PRIZES)

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.

*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.

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

CALENDAR

01-30 September.2024 (23.59 CET)

Special Registration Period

40€*

01-31 October.2024 (23.59 CET)

Early Registration Period

55€*

01-30 November.2024 (23.59 CET)

Regular Registration Period

70€*

01-31 December.2024 (23.59 CET)

Last Minute Registration Period

100€*

15-31 December.2024 (23.59 CET)

Submission Deadlines

27 - 31 January.2025

Winner announcement

*+22 VAT

Free Access for non-a subscribers

After completing the payment, you will receive a first email from Paypal which confirms the transaction. Non Architecture will later accept your payment and provide you with 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 payment is accepted.

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

After your Non Architecture confirmation is sent, you can't cancel your payment anymore and it is not possible to get a refund of the registration fee.

In case you have issues with payments, contact us at info@nonarchitecture.eu

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 [Terms and Conditions of Competition](#) displayed on our website.

JURY



Pascal Flammer

Founder of Pascal Flammer Architekten

Pascal Flammer works and lives in Zürich. He opened his office in 2005 and has been presented with among others the Swiss ArtAward, the Weißenhof Architecture Award or the Best Family House Award. He has taught at the Accademia di Architettura di Mendrisio, the GSD at Harvard University, the Sandberg Instituut in Amsterdam, ETH in Zürich, at Princeton University School of Architecture and at the Oslo School of Architecture and Design.



Alejandro Saldarriaga

Founder & Creative Director alsar-atelier

Alejandro Saldarriaga Rubio is a Colombian designer known for his work in architecture. In 2020, he founded his architecture practice, ALSAR-ATELIER, during the midst of the pandemic. The studio is dedicated to investigating impermanent, low-tec, and need-based architectures derived from pandemic response design. Since its inception, ALSAR-ATELIER has produced a noteworthy line of projects work that has gained significant attention from local and international media.

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

JURY



Mohamed Hassan

Urbanist and architect at MLA+ , DJ Morci

Mohamed Morci Hassan is a visionary urban designer and electronic music producer. With a background in architecture, urban design, and development, he's experienced in crafting innovative design solutions that seamlessly blend practicality with creativity. As a music producer, his tracks have gained support from EDM icons like Armin van Buuren and Paul van Dyk. Mohamed's unique perspective merges Build environment design expertise with a passion for creating unforgettable sensory experiences.



Mohamed Abdellatif

Founder of Tifa Studio

Mohamed, known prominently in the architectural realm as 'Tifa', stands out as an award-winning architect, urban designer, and thought leader in the field. As the founder of Tifa Studio, he has been instrumental in pioneering educational platforms that delve deeply into conceptual architecture and its expression. Presently, Mohamed is furthering his profound commitment to architectural innovation through doctoral studies at Hong Kong Polytechnic University. His influential work and visionary approach at Tifa Studio continue to inspire and shape the future generation of architects, driving forward transformative ideas in the global architectural landscape.

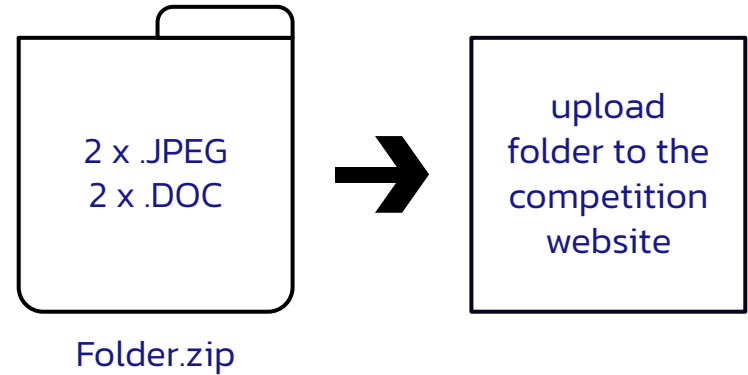
All jury members expressed their formal commitment in reviewing shortlisted projects and selecting winners according to the awarding criteria expressed in the brief.

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 group on non-a.com opens 2 weeks 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. 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.

EVALUATION

The evaluation criteria of the competition are:

/ Aesthetic and Functionality: project's overall aesthetic and functional integration.

/ Interactivity: level of engagement and participation encouraged by the design.

/ Creativity and Innovation: uniqueness and innovative approach of the design.

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: www.non-a.com/faq

Terms and conditions of competing: <https://www.non-a.com/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 NON ARCHITECTURE TEAM
WISH YOU THE BEST LUCK,
CONFIDENT THAT YOU WILL
APPROACH THE CONTEST
WITH ALL YOUR CREATIVITY AND
INNOVATIVE MIND.

CURATOR

non→

MEDIA PARTNERS

