

non→

ARCHI-HACK GAS STATION

DEADLINE
28th Feb 2025

INTRODUCTION

This competition is an axo battle, a design competition developed to explore the creative potential of architectural design through one of the most iconic architectural drawings: the axonometric projection.

Architectural representation plays a fundamental role in how a project is perceived by the audience. In order to enable the viewer to act as the intermediary between image and imagination, building and drawing, reality and representation, architectural representation should be more than a rigid drawing toward objective reality, but rather a multifaceted interpretative lens.

Axonometric drawings are a powerful tool for visually communicating complex spatial arrangements. Their unique viewpoint allows for highly descriptive drawings that represent three-dimensional space on a two-dimensional surface.

This competition is an opportunity to experiment how an axonometric can communicate a project today. What kind of design choices can better respond to the issues raised in the extended brief and how can one drawing communicate the concept in the most effective way? You only have one axonometric projection to answer those questions.



COMPETITION BRIEF



The aim of the “Archi-hack – Gas Station” competition is to develop one drawing to communicate a conceptual design. The participants are asked to repurpose a gas station by following the requirements of the brief and one axonometric projection to represent it, with absolute freedom of interpretation, technique and level of abstraction. Even the concept of axonometric itself can be questioned in order to craft the most expressive way to represent the concept.

We encourage you to push the boundaries of creativity. You’re free to re-invent and hack any gas station of your choice, in order to become whatever function, you might see fit: it can either be a statement, or have a very strong practical use. As long as the proposal utilizes a gas station structure to create a revitalized form in its own distinct way.

This is a competition where you develop your skills as a communicator, designer and space thinker.

We are not interested in the construction details; we want to see the space organization and creative approach. The drawing can highlight functional aspects of the structure, showing a deep understanding of one or more design aspects. It can focus on the aesthetic qualities either internal or external, showing space configuration and specific projects characteristics, or it can only display structural elements and overall massing.

The elements shown in the entry are flexible and adaptable to the participant’s interpretation. The entry is completely flexible and adaptable to the participant’s perception.

Please read the submission requirements for further information.

GAS STATION DESIGN

Participants of this competition are asked to create a design concept for repurposing an abandoned gas station. This time, we challenge all designers to imagine and design a future use for structures that have lost their original function: the gas station. With the energy transition in full swing, many gas stations will become obsolete as fossil fuels are replaced by renewable energy. Designers are free to decide whether to focus their proposal on the external or internal design of the structure.

Presented concepts are encouraged to critically explore various interpretations of this topic, from practical approaches to more speculative or dystopian/utopian scenarios.

In the near future, gasoline-powered vehicles will be phased out, replaced by electric and other

renewable energy alternatives. As a result, countless gas stations, once essential to modern life, will be left without purpose. These structures can either be abandoned, demolished, or reimagined with a new function. What should we do with these gas stations that have served us for decades? What new purpose can we imagine for these dismissed structures? How can architecture adapt and repurpose a gas station for a post-oil society?

Submissions are encouraged to address some of these questions. The program dimensions are not given, and participants can arrange the spatial layout to best suit their design vision. There is only one fixed parameter: the proposal must consider the repurpose of a gas station. See the presentation requirements for further details.

WHAT'S NEXT FOR GAS STATIONS

The contemporary energy transition will be characterized by many sub-transitions over the next few decades. As the age of gasoline and diesel ends, and nations increasingly adopt renewable energy sources, a new opportunity arises for the large network of industrial structures dedicated to fueling fossil-fuel-based vehicles.

Gas stations have become iconic symbols of the oil industry and car culture. Built from materials such as steel and concrete, they are found in urban areas, rural landscapes, and highways, designed to provide fuel and essential services. Their simple yet functional forms often include basic amenities such as convenience stores or rest areas. However, as electric vehicles and renewable energy sources become dominant, these gas stations will inevitably

lose their original purpose. What happens to these structures once the world no longer depends on gasoline?

Across the globe, gas stations are gradually being abandoned as the need for fossil fuel infrastructure diminishes. While many are dismantled, a growing conversation about the costs and implications of decommissioning has emerged. Should these gas stations be torn down, or could they be repurposed to serve new functions in a post-fossil-fuel society?

Gas stations are relatively small but ubiquitous structures that have shaped urban and rural landscapes for decades. Their forms are highly recognizable, yet their role in a sustainable future is uncertain. Demolishing them would come with high

costs, and their disassembly raises environmental concerns. The challenge, therefore, lies in rethinking their potential uses in the context of the energy transition.

The competition explores how architecture can creatively repurpose gas stations for life after fossil fuels. Similar to the discussions surrounding other massive industrial structures, the future of gas stations presents a unique opportunity for adaptation. Gas stations, with their familiar yet outdated forms, have significant potential to be transformed into spaces with new purposes.

Gas stations, unlike other structures, are more integrated into everyday environments, often serving as transitional spaces between urban and suburban areas. The transition to electric vehicles and renewable energy creates an opportunity to transform these now-obsolete stations into spaces that serve new, sustainable functions, which could range from public spaces to community hubs.





Participants are invited to develop design concepts for repurposing gas stations that have lost their primary function. Designs can focus on practical, real-world applications or explore more speculative, dystopian, or utopian futures. This competition seeks to generate ideas rooted in creativity, not technical feasibility. Participants are encouraged to propose innovative uses for gas stations that address the changing needs of the world in the energy transition era.

We are most interested in how gas stations can be adapted or transformed to serve new purposes. Could they be spaces for local communities or areas for public gatherings? What new roles can these familiar structures play in a world no longer reliant on gasoline?

This competition aims to spark creative exploration of repurposing gas stations, not only considering their architectural qualities but also the broader implications of the energy transition on urban

spaces. How can these abandoned structures be reimagined for future use, contributing to sustainable and innovative environments?

The competition's approach is rooted in the concept of life after oil through the repurpose of a gas station. In this competition we are searching for creative architectural ideas and not technical solutions.

For the purpose of this creative exercise, you can either base your design on an existing gas station, or represent an imaginary. We are most interested in the concept of repurposing this type of structure.



ABOUT THE EVOLUTION OF THE AXONOMETRIC

Among the tools available to designers to illustrate their thoughts, the most meaningful is the axonometry.

The origin of axonometric representation dates to the ancient times. Despite the fact that perspective was the main pictorial technique since its formation, axonometric drawings were consistent throughout centuries.

Sketches drawn to take note or to explain an idea are often axonometric views. Drawings provided in assembly instructions – for example, those used for Ikea furniture, Lego bricks and in most manuals for industrial products – are exploded axonometric

projections. The fundamental purpose of every image is to depict a three-dimensional subject – an object or a space – on a surface with only two dimensions.

Drawing is the project medium. The first way to make an idea tangible is to sketch it on paper, as the sketch will conveniently store and convey the idea. But this is not the only reason. Through the act of drawing, the idea takes shape and is made plain both for a potential audience and for the thinker himself.

More recently, after the boom of computer graphic rendered images, architectural representation is

now looking for something less realistic but more evocative. Instead of impressing the observer with an imitation of reality, a new wave of architects are using axonometric to denote their abstraction, they do not hide their artificiality but, even though they are digitally produced, still embody the value of their hand-drawn ancestors.

As testified by its use throughout art history, axonometry is associated with technicality and feasibility; it embodies the aesthetics of the design thinking, the visualization of the project vision. Axonometry stands both for concreteness—as a mathematical depiction of a subject—as well for abstraction—as a detachment from the habitual perception. Axonometric is the scientific reproduction of a mental space, solid-state imagination.





RULES



AXONOMETRIC REQUIREMENTS

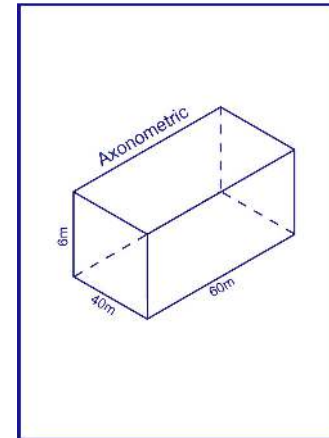
The axonometric must be presented in an A3 portrait image (297 x 420mm) and the Gas Station should be contained in an area not bigger than 60m x 40m x 6m. Graphic scale of the object must be placed on the drawing in some way.

We are not interested in the construction details; we want to see the space organization and use. Therefore, walls can be full colour, no need to add stratigraphy. Same goes for other technical details, they can be as simple as just one line.

The Gas Station can be composed of multiple levels, represented in an exploded axonometric projection, but all the levels must be presented in the same A3 image (Portrait).

We highly recommend to refrain from adding text to your axonometric. In case you find it absolutely necessary, please keep it down to a few words and use the fonts given below:

297 x 420mm

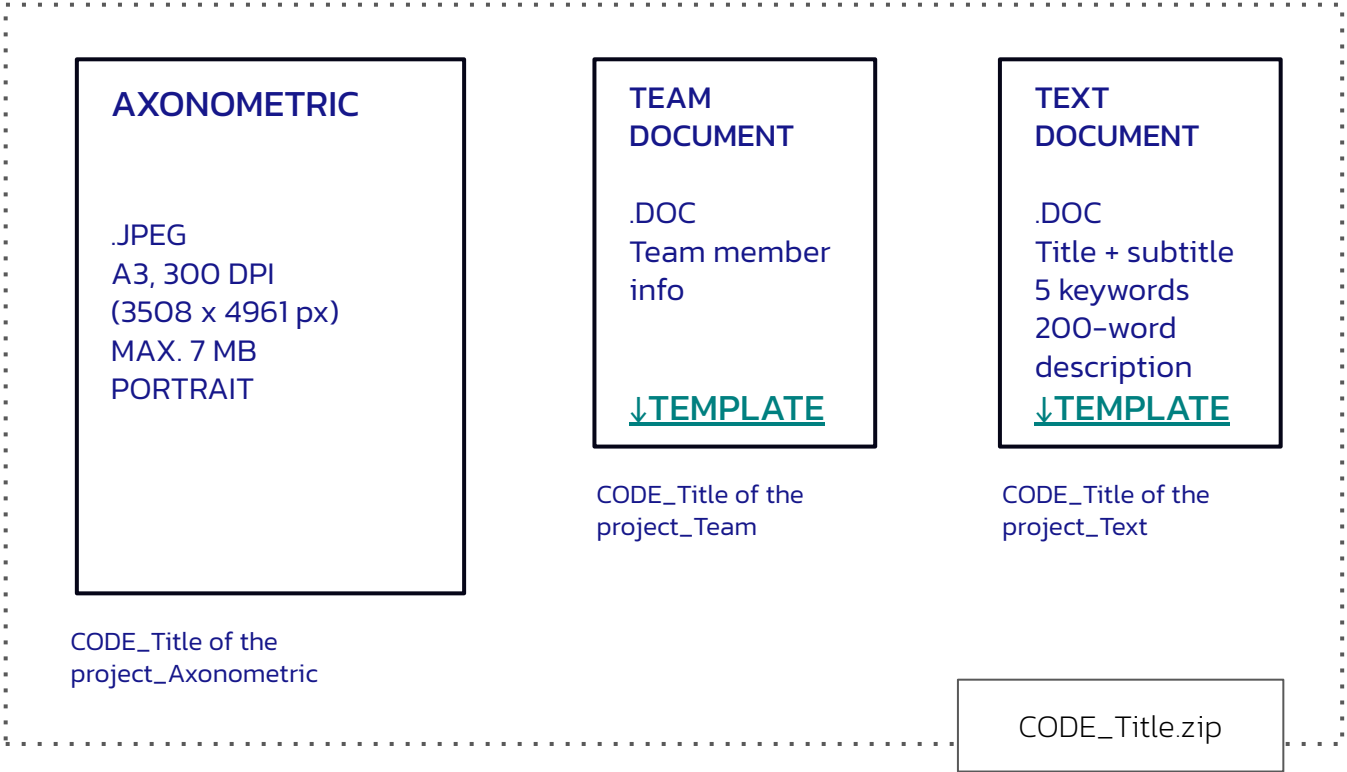


Main Info: Arial 13pt

Secondary info: Arial 10pt

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:



01. The Axonometric (.JPEG)

File name: "CODE_Title of the project_Axonometric".

02. 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](#)

03. 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: Gas Station

01. The Axonometric:

56789_Gas Station_Axonometric

02. Team Document:

56789_Gas Station_Team

03. Text Document:

56789_Gas Station_Text

Folder: 56789_Gas Station.zip

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

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

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

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

/ The image 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 images. 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 Text Documents. In case the Team and Text 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 November.2024 (23.59 CET)

Special Registration Period

40€*

01-31 December.2024 (23.59 CET)

Early Registration Period

55€*

01-31 January.2025 (23.59 CET)

Regular Registration Period

70€*

01-28 February.2025 (23.59 CET)

Last Minute Registration Period

100€*

15-28 February.2025 (23.59 CET)

Submission Period

24 - 28 March.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



Pablo Castillo Luna

Architect and co-founder of à la sauvette

Pablo Castillo is a Canary Islands-born architect. He is the co-founder of à la sauvette, an architecture practice dedicated to design, research, and cultural production focused on investigating the intersections between architecture, sociology, and politics. Their research on collective celebrations in the public space was awarded at the Spanish Biennial of Architecture and Urbanism with the project Bailar La Ciudad (2023) and at Future Architecture Platform (Dance Is Politics, 2020). Pablo currently teaches at Cornell University and holds a Research Associate position at Harvard GSD.

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



Arash Basirat

Editor-in-Chief, Etoood and Founder of Office for Off Architecture

Arash Basirat is specializing in architectural theory, contemporary architecture historiography, and urban studies. He integrates insights from philosophers like Foucault and Derrida into his teaching, fostering a research-driven design approach. Basirat founded the Office for Off-Architecture in 2018 and has participated in key competitions such as Iran's Pavilion at Expo 2020. His students' projects have gained national recognition. He also serves as editor-in-chief of Etoood, a leading architecture platform in Iran, and has curated several exhibitions. Basirat holds a master's degree in urban planning and a bachelor's in civil engineering.

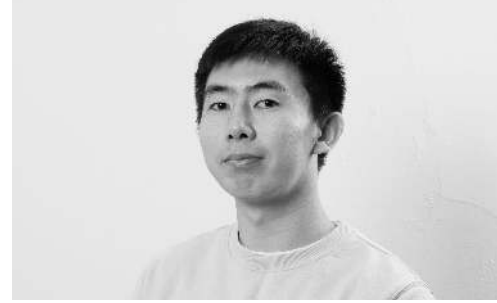
JURY



Elizaveta Oputina

Architect and Founder of Studio LIO

Elizaveta Oputina is a conceptual designer and 3D visualizer with an architectural background. As the founder of Studio LIO, she specializes in creating visual interior concepts and collaborates with clients globally. Recently, she won the A' Design Award in the Generative Design category for an AI-driven interior project, showcasing her passion for innovation and design.



Ziyang Xu

Architect at HKS Architects

Currently working at HKS as a Design Professional, Ziyang Xu has a diverse career spanning architectural firms across Asia, Europe, and the United States. A graduate of the University of California, Berkeley with a Master of Architecture degree, with extensive experience in winning international design awards such as the Red Dot Awards and IDA Awards, and have secured prizes in various architectural design competitions.

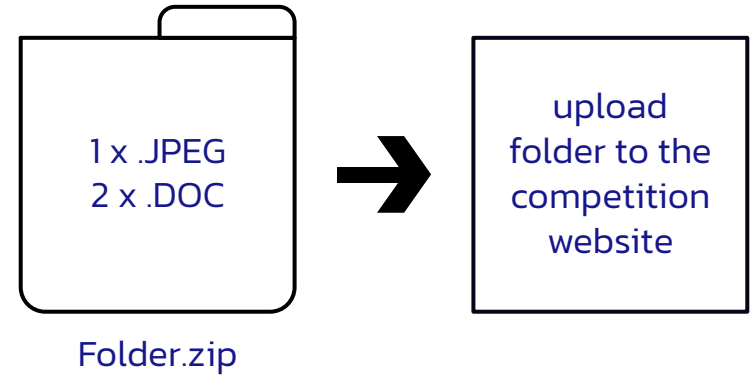
All jury members expressed their formal commitment in reviewing shortlisted projects and selecting winners according to the awarding criteria expressed in the brief.

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:

/ Effective communication of the design qualities through the drawing

/ Originality of the design

/ Relevance to the building function addressed by the competition

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

