META-CITY

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NON ARCHITECTURE

We can consider "architecture" everything that has already been designed and/or built. That would define a realm of conventional solutions, often repeated in a self-referential system. We imagined a counterpart, a "non architecture". A world of unexplored designs and countless possibilities, that if found, could enlarge and change permanently the boundaries of architecture. A universe of chances and opportunities never challenged by architects before. A limitless field of investigation that includes everything that is not architecture, yet.

Non Architecture Competitions aims to find unconventional and unexplored design solutions in the field of architecture. The second phase of competitions is structured in 9+2 themes: a Research Ecosystem with the purpose of exploring each theme from different perspectives. All competitions have their focus on tackling the big issues of tomorrow, by seeking nontraditional approaches in the architect's work.

The Meta-City is one of the Non Architecture "Virtual" competitions.

INTRODUCTION

The "Meta-City" is 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

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The aim of the "Meta-City" competition is to develop one drawing to communicate a conceptual design. The participants are asked to design a visionary concept for an urban block that responds to the requirements of the metaverse environment 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 design.

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

We are challenging designers to reinterpret and design what could be a city in the virtual world, by taking advantage of the absence of real-life rules or restrictions such as gravity, structural stability, climatic issues, or physical laws. On the other hand, new rules will apply. Designers should foresee which of those rules will be and how to play with them.

The drawing can highlight functional aspects or a specific design aspect. It can focus on the aesthetic qualities, showing general configuration or specific project characteristics. The entry is entirely flexible and adaptable to the participant's perception.

Please read the submission requirements for further information.

DESIGNING THE METAVERSE

Participants of this competition are asked to design a design concept for an urban block in the Metaverse. This time we challenge all designers to imagine and design the piece of a city in the metaverse. Being the main topic of the virtual environment, designers are free to decide if they want to focus their proposal exclusively on aesthetics or on specific design detail. Presented concepts are free to explore in a critical way the different interpretations of such topics, from practical approaches to more dystopian/ utopian scenarios.

The Metaverse is the latest milestone in the long history of digital architecture. Digital renderings, BIM, social media platforms, and world-building in video games - each development in technology has fundamentally shifted the practice of architecture. That calls for some architectural design. What could the urban environment look like in the metaverse? How does the absence of real-life rules or restrictions influence our design of the built environment?

Submission can address some of these questions. The program dimensions are not given, and they can be arranged by the participants to better suit their design. There is only one fixed parameter: the proposal must communicate a bold design for the metaverse. See the presentation requirements for more details.

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WHAT'S NEXT FOR THE BUILT ENVIRONMENT

We're all trying to figure out what the metaverse is, a virtual world that combines augmented reality, virtual reality, 3D holographic avatars, video, and other forms of communication online. Users in the metaverse interact with one another through avatars and virtual reality technologies to "live" in a digital domain. By adopting unique digitalized avatars, this technology allows people to live parallel lives.

The concept of the metaverse has been around for quite some time. The concept was first proposed by an American author named Neal Stephenson in his science fiction novel "Snow Crash" in 1992. It represented the emergence of a digital world in the near future.

Architects have the skills to contribute significantly to the fulfilment of imaginative projects in the metaverse. While architecture, as we know it, is important for providing shelter and enabling our daily activities in the real world, architects will be able to explore forms, geometries, and visuals in a creative way, if they are involved in the development of the metaverse.

Architects designing in the metaverse may need to learn new skills and adopt a new mindset. It'll be required to do 3D modeling and integrate professional knowledge from

a variety of professions, including user interface, content design, character design, and even game design. This will mean that more people may be involved in the process of this new-age architectural design as a result of a wider spectrum of game designers and programmers becoming architectural design teams. Have you thought about how distinct aspects of metaverse penetrates the field of architecture and design?

The way metaverse works is so far a bottom-up process, where decision-making processes and the way cities are built are completely different, often user-centred. The idea of the architect as a master planner has to be challenged.

Source: decentralandarchitects.com

Where does the freedom of the user start and end? What are the rules of the game? And more importantly, why do we need from met-city? What can we do there? Or what do we want users to do there? Clarifying these issues will help designers to give their own interpretations.

To meet this increased demand, architects will need to be familiar with a combination of digital media and 3D technology. This results in a shift away from architectural history, construction processes, and materials.

Ultimately, the metaverse could be a new frontier in architecture preservation. Since some structures have been

Image by: Mytaverse and Zaha Hadid Architects (ZHA)

destroyed by natural or man-made disasters, the metaverse can serve as a platform for preserving buildings for future generations.

Designing for the metaverse vs the real world has its own set of challenges. The most significant distinction is the space's qualities. There will be no real-world limitations or restrictions in the metaverse, such as gravity, structural stability, climatic concerns, or physical laws. As a result, architects have here the chance to overcome existing constraints and create exceptional environments. The metaverse architecture, on the other hand, does not contain all five senses. The atmosphere is created with fewer sources, and visual and acoustic elements are emphasized more.

The world around us is changing, and the adoption of NFTs has hastened this process. Companies are developing digital assets with great value since they are scarce, similar to physical goods. Platforms have already begun to sell virtual plots of land that people may own and build on, causing a boom in the digital real estate market. Demand for meta-architectural businesses has recently outpaced supply, opening up new avenues for architects to participate in and design in this new digital world.

This emerging digital universe where people can experience a parallel life to their real-world existence, has the power to change the business of design, pioneer new aesthetics, and build bridges between the metaverse and our physical world. Get ready to explore design's new digital frontiers.

META-CITY

Non Architecture and all the supporting organizations collaborated in identifying a range of 30 design issues related to the research theme of Virtual. Within our longlist, we highlighted a few that could be relevant to this competition.

In relation to the User Experience:
1. User interface,
2. Content filtering,
3. Gamification of the digital experience,
4. Graphics and aesthetics,
5. App and Web Design,
6. Interaction between digital and physical world,
7. Augmented reality vs Virtual Reality.

In relation to Virtual Reality:
8. Digital Space 3D / 2D Architecture,
9. Virtual Real Estate and Ownership,
10. Infrastructure of the virtual city,
11. Mobility and 2D/3D/?D experience,
12. Limitation and boundaries,
13. Operations and Maintainance.

In relation to Digital Heritage & Culture:
14. Digital Twins & Architectural doubles,
15. Heritage reconstruction,
16. Access to information and education,
17. NFT's and Cryptos,

18. Cyberpunk and dystopian scenarios,
19. Solarpunk and utopian scenarios,
20. History of digital design,
21. Vintage Videogames & Graphics.

In relation to Society & Lifestyle:
22. Alienation and addictions,
23. Social interactions in the virtual world,
24. E-shops and digital products,
25. Avatar creation,
26. Entertainment industry,
27. Artificial Intelligence and Bots,
28. Governance of the virtual space,
29. Capitalism models for the digital,
30. New forms of societal organization.

These are only a few of the critical aspects to address around the theme of Virtual. Projects should take into consideration one or more of these themes. They can also come up with new ones, as long as they are relevant to the topic of the competition.

We ask participants to select a maximum of 5 keywords to explain their design. Keywords can be picked from our list or they can be proposed by the design team. See the submission requirements for further reference.

If you want to receive more insights on these topics you can subscribe to our newsletter or visit our online journal. You will get articles, essays and references from our editorial team.

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 testifed 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 athematical depiction of a subject—as well for abstraction—as a detachment from the habitual perception. Axonometry is the scientifc reproduction of a mental space, solid-state imagination.

RULES

PRESENTATION REQUIREMENTS

Participants must download the axonometric TEMPLATE, and design their proposal within the limits of the designated area. Outside the designated area, the image must be transparent.
The urban block should be contained in an area not bigger than 100m x 100m x 50m. The submitted image must be in PNG.

We higly 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:

Square Image 42x42cm
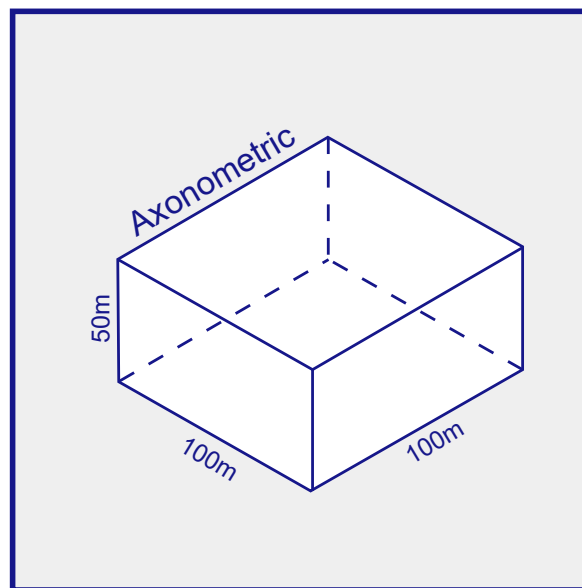
Main Info: Arial 13pt
Secondary info: Arial 10pt

Download TEMPLATE

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), containing:

01. The Axonometric (.PNG)
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),
/ 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.
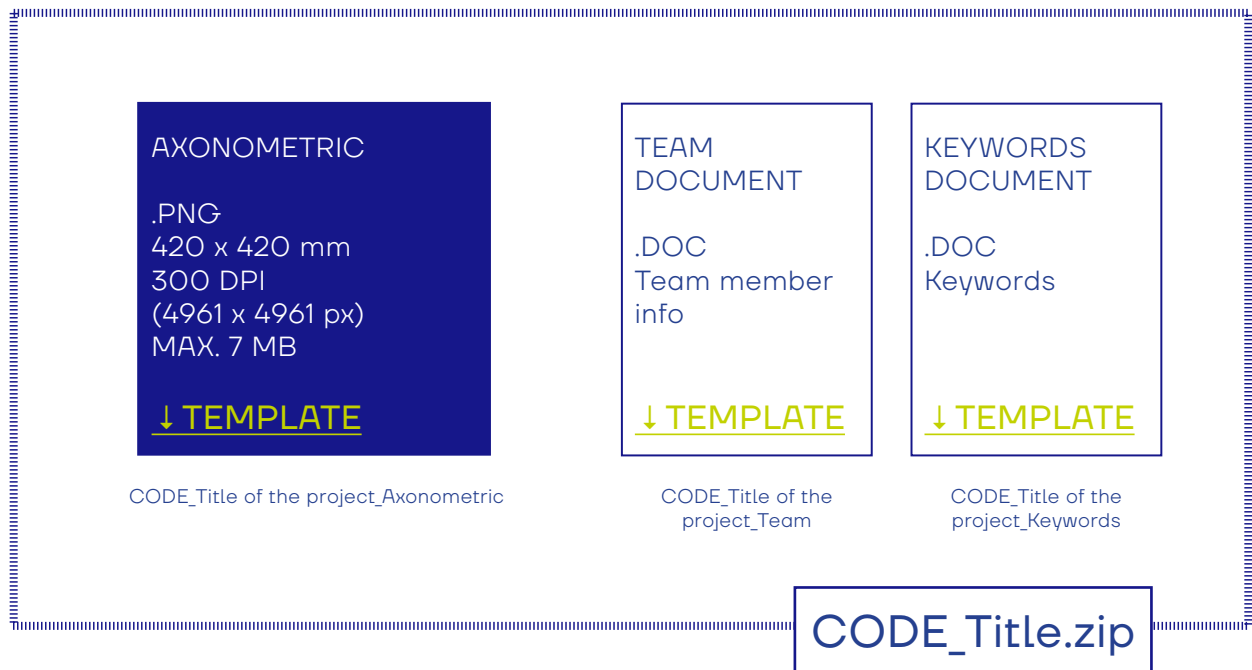One team should consist of 1-4 people.
File name: "CODE_Title of the project_Team"
USE THIS TEMPLATE
03. A Word document with keywords (.DOC), containing 5 keywords, at least 1 from the given list (page 10-11), that better explain your project,
File name: "CODE_Title of the project_Keywords"
USE THIS TEMPLATE

AXONOMETRIC

.PNG
420 x 420 mm
300 DPI
(4961 x 4961 px)
MAX. 7 MB

↓ TEMPLATE

CODE_Title of the project_Axonometric

TEAM
DOCUMENT

.DOC
Team member
info

↓ TEMPLATE

CODE_Title of the
project_Team

KEYWORDS
DOCUMENT

.DOC
Keywords

↓ TEMPLATE

CODE_Title of the
project_Keywords

CODE_Title.zip

The CODE refers to the 5-digit number you receive during the registration process (same as the order number, in a format of #12345), it is going to serve as your registration code for the competition.

An example of naming the files correctly:
CODE: #56789
Title of the project: Meta_City
01. The Axonometric: 56789_Meta_City_Axonometric
02. Team Document: 56789_Meta_City_Team
03. Keywords Document: 56789_Meta_City_Keywords
ZIP folder: 56789_Meta_City
Please, do not use the # in the file names.
/ You need to come up with your own project title and replace "Meta_City" in the example.

THE EVALUATION OF THE PROJECTS IS ANONYMOUS, so 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.

IMAGE REQUIREMENTS:
/ Square format 420 x 420 mm, 300 dpi (4961 x 4961 px),
/ High Quality (for example, in Photoshop PNG output quality: 8, or 80-85 in Gimp is recommended),
/ 7 MB maximum file size.
If the submitted images don't respect these criteria, may lead to the disqualification of the team.

FORMATTING REQUIREMENTS:

/ 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 images, please use the #KeyWords in the Word Document for further explanation. 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.

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.

PRIZES

Non Architecture Competitions will award only one winner, selected by the jury collectively, and 7 honourable mentions.

WINNER (1 PRIZE)
/ 1.000 euros*
/ Publication in the Non Architecture Competitions books and website
/ Reviews in digital magazines and several architecture blogs

HONOURABLE MENTIONS (7 PRIZES)
/ Publication in the Non Architecture Competitions books and website
/ Reviews in digital magazines and several architecture blogs

NON ARCHITECTURE EDITORIAL PICK (UP TO 6 PRIZES)
/ Publication in the Non Architecture Competitions books and website

FINALISTS (UP TO 36 PRIZES)
/ Publication in the Non Architecture Journal

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

*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 external architectural platforms are subject to the agenda and availability of the external platforms involved.

CALENDAR AND PRICING

01 June 2022   Competition launch.

01 – 30 June   Special registration period (40€*).
01 – 31 July   Early registration period (55€*).
01 – 31 August   Regular registration period (70€*).
01 – 30 Sept   Last minute registration period (85€*).

15 Sept   Submission opens.
30 Sept, 11:59 PM   Submission closes.
01 – 15 November   Winner announcement.

* +22% VAT.

The timing always refers to Central European Time (CET). To avoid confusion, please check the countdown on the competition page.

REGISTRATION

The registration fee 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 and pay an additional fee for each proposal they wish to submit.

For a project to be accepted the team must be properly registered to the competition. All registrations will be done through the Non Architecture website (nonarchitecture.eu), where you have to create an account, log in and choose your payment option.

All the payments will be organized through our Website, in order to provide the safest procedure to all the participants. Payments can only be operated via credit cards & debit card.

After completing the payment, you will receive an email from Non Architecture which confirms the transaction and registration code. THE REGISTRATION CODE WILL BE THE FIVE DIGITS CODE INDICATED AS "ORDER NUMBER", which will be sent to you once your payment is accepted.

You can olways 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

JURY

The jury will be composed by a pool of platforms and experts specialized in the theme addressed by the competition. They will act as partners in the competition and final jurors of your work.

The jury members are the following:

Begüm Aydınoğlu
Founding Partner, Sensory Orbit | Co-Founder, ILLUSORR

Elisabetta Rotolo
CEO, Founder, Creative-Executive Producer and Artistic Director at MIAT | Multiverse Institute For Arts & Technology

George Corneliu Bileca
Chief Executive Officer at VoxelArchitects

Ronen Bekerman
Co Founder & Manager at The Craft

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

SUBMISSION

1 x .PNG 2 x .DOC ZIP folder	→	upload to WeTransfer & "get transfer link"	→	Non Architecture website: submission form

Submissions must be done through the Non Architecture website (nonarchitecture.eu), before the submission period ends, the deadline is indicated in the calendar.

The submission surface opens 2 weeks before the submission deadline. It is going to be placed on the Non Architecture website, on the corresponding competition page.

Submission process:
1. Create your ZIP file, containing 1 PNG image and 2 DOC file.
2. Upload it to wetransfer.com and choose the option "Get transfer link". Make sure that you save your link for future use.
3. Go to nonarchitecture.eu and fill the submission form, there you need to include the WeTransfer link you created.

By filling the form, your submission is finalized.

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

You are going to receive one confirmation email when you finalize your submission on the website.

We download every project within 24 hours after submission, we don't send a separate condirmation about the download.

EVALUATION

The core values of the competitions are:
/ Effective communication of the design qualities through the drawing
/ Originality of the design
/ Relevance to the building function addressed by the competition

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

Remember that this is a competition of ideas, an opportunity to experiment and explore the limits of architecture representation. The jury reserves the right to award any proposal that fails at any of the parameters mentioned in these rules, as long as it justifies the breach of the rule in favour of the value of the proposal.

The voting system to choose the winning projects is as follows:
1. Non Architecture competitions team, following the main values of the competition, will make an initial selection of max 50 finalist projects in response to the above criteria. The amount of pre-selected projects can slightly vary according to the judgment of the pre-selection team.

2. The members of the jury will study the pre-selected projects privately and give an evaluation for each one of them. Votes will be compared and revised to reach a common agreement on the selection of winners and honourable mentions.

In order to guarantee the authenticity of the awarding process, the prize's selection cannot be appealed.

INTELLECTUAL PROPERTY

All the material submitted to the competition will become part of Non Architecture Competitions' files. Non Architecture will have full rights to publish and promote this material, always making proper mention of their authors. The material might also be used for the platform's merchandising and exhibition purposes. For any other purpose, the authors of the projects will keep full rights over their design and will be asked to grant permission.

By submitting a proposal you are giving Non Architecture the right to use the received material in both printed and online publications. Non Architecture Competitions will also have the right to slightly modify any of the mentioned material in order to better adapt it to the different formats and layouts that different publications might have.

ADDITIONAL NOTES

1. Non Architecture reserves the right to make any changes to this document (dates, deadlines, requirements, etc.) as long as the changes benefit the majority of the competition participants. Any modifications will be announced on the Non Architecture Competitions Discord, Facebook page, Instagram account and weekly newsletter. It is the responsibility of each team to check the above mentioned sources on a regular basis to follow and incorporate if any changes are made.

2. The purpose of this competition is an intellectual exercise and will not be built. To produce a relevant collective research, a minimum amount of 30 registrations has to be submitted. If the registrations are less than 30 by the day of the deadline, Non Architecture reserves the right to proceed with the evaluation and publication, without awarding the monetary prize. In this eventuality, all the registration fees will be reimbursed to the participants.

3. No one has hired Non Architecture to organize this contest. The only purpose of this initiative is to raise questions that could lead to the progress of architecture practice and engage a community of enthusiastic and creative designers in the creation of what could be a new way to represent architecture.

The idea and program of this competition have been fully developed by the Non Architecture Team to serve solely as an intellectual exercise.

4. Non Architecture Competitions is not held responsible for

a breach of contract regarding the publications.

5. Participants are expected to submit original work. Copying somebody else's work or using copyrighted photos, images, architectural/art pieces is strictly prohibited and will result in recalling all prizes and removal from the website, social media and the publication.

6. This competition as well as all products and brand elements related to Non Architecture are sole property of Non Architecture s.r.l., VAT 16621271002, located in Via delle Coppelle 3, 00186, Rome, Italy.

CONTACTS

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

During the competition, all participants are permitted to ask questions which help them better understand the brief 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 the Nonaverse, our server on Discord – if you already registered to the competition.

You will find there a dedicated channel for competition Q&A. Access to the Nonaverse 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 channels will not be addressed.

THE NON
ARCHITECTURE
TEAM AND ALL
THE COMPETITION
PARTNERS WISH
YOU THE BEST LUCK,
CONFIDENT THAT YOU
WILL APPROACH THE
CONTEST
WITH ALL YOUR
CREATIVITY AND
INNOVATIVE MIND.

INFO@NONARCHITECTURE.EU
WWW.NONARCHITECTURE.EU

CURATOR

non|architecture

RESEARCH PARTNERS

METABOLISM OF CITIES

A DOM publishers

inarch

ROMA TRE UNIVERSITÀ DEGLI STUDI

TRUST
Transdisciplinarity for Urban Sustainability Transition

Future Urban Legacy Lab

Rhinoceros
modeling tools for designers

European Urban Knowledge Network

MEDIA PARTNERS

AM

ACT OF MAPPING

KooZA/rch
A Visionary Platform for Architectural Research

CAGE

toffu

AV ARCHIVOICE