

# WASTE PAVILION

## DESIGN WITH REUSED MATERIALS

18/02/2023



# 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+1 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.

**Waste Pavilion** is one of the Non Architecture “Produce-Waste” Competitions.

# INTRODUCTION

In this competition, we encourage participants to come up with visionary concepts for a pavilion built entirely with reused materials - only 1 drawing, absolute freedom of scale, site or program.

Designers are asked to design a pavilion that reuses materials in a new way to extraordinary functions and delight. By focusing on the reuse of materials, designers can also come up with creative solutions to problems such as space limitations or energy efficiency.

Waste reduction strategies in cities include recycling and adaptive reuse. As people become more environmentally conscious, waste materials are increasingly becoming part of the building process. In

an effort to reduce our reliance on new materials, designers and architects must look for ways to reuse and repurpose existing resources.

In an era where the environmental concern is one of the major issues that dominate our minds, a debate began to rise in a creative industry: can we as designers offer a new outlook to such a significant global issue? In what ways can we effectively explore the footprint of our built environment and consequently, build better? How do you use reclaimed materials in a creative way?

**Waste Pavilion** aims to answer those questions with a particular focus on the cyclical usage of materials.

# COMPETITION BRIEF



# BUILDING WITH REUSED MATERIALS

To understand buildings, we must consider cities. They are evolving, expanding, and consequently demanding for material flows of natural resources and the expenditure of energy. As urban development marches on, it is as important to analyze the embodied energy and material output of buildings when they go up as when they come down. Such flows are sometimes redirected into recycled products, but more often they terminate in landfills, waterways, or worse.

As the environmental crisis gets worse, we must consider whether we can reduce our demand on new resources. Given the direction in which our consumption patterns are going, we may soon be

forced to come up with a rapid plan to better save our resources.

The construction industry nearly accounts for 40% of the waste generated on this planet by mainly six materials: brick, concrete, steel, glass, wood, and plastic. As architects, if this waste is generated it is our responsibility to give alternatives to this down cycle.

According to current predictions, material extraction will triple over the next three decades, and the waste production will triple by the end of this century. The waste includes not only large scale materials such as concrete, steel beams, insulation, and wood, but also the smaller nuts and bolts of a building.

The common method for cleaning up a demolition site has stayed fairly unchanged throughout the years: a contractor hires a demolition company to knock down the building on the site, and then hires a trash hauling business to transport the material to the dump. Due to a frequently condensed timeline, a lack of storage space, and an uncertainty as to who would even be willing to buy and reuse certain building components, such as doors, windows, high-end finishes, and large-scale materials, many times they are not preserved.

Reusing materials it could be a game-changer. When it comes to construction, the term “reused materials” refers to any type of material that has been used in a

previous project and is then utilized again in a new construction project. Reusing building materials in new projects could significantly reduce the industry’s carbon emissions and the need for new resources.

We are slowly moving towards growing environmental awareness and pressure from society to create more sustainable solutions. As landfill prices slowly rise and project budgets become more stringent, many architects and contractors are discovering ways to give a second life to building materials. As technology evolves, demolition equipment tends to be swapped out for machinery that can cut down and sort, rather than destroy building pieces.

Dust and debris paired with a wrecking ball and bulldozer tends to represent signs of forward progress, innovation, economic activity, and the hope for a better future through architectural design. However, when utilized creatively, abandoned materials (from construction or otherwise) can be transformed into truly stunning buildings.

In this competition we aim to question the conventional design and construction method where materials are consumed and wasted and we challenge participants to propose an alternative approach to the material life beyond the building. Participants are free to reuse construction materials or any other materials of their choice.

When a building comes down, where do its materials go? If a building can't be repositioned for adaptive reuse, how can we transform its materials and give them a new life? How can we as designers help reduce the number of obsolete materials that are piled into landfills?

This competition is an opportunity to address critical issues of tomorrow by creating innovative and unconventional ideas today.

The scale of intervention, site and 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 promote the reuse of any materials.



# WASTE PAVILION

Non Architecture and all the supporting organizations collaborated in identifying a range of 30 design issues related to the research theme of Produce-Waste.

Within our longlist, we highlighted a few that could be relevant to this competition.

In relation to the **Resources**:

1. Recycling;
2. Composting;
3. Waste reduction;
4. Landfill;
5. Biodegradable;

6. Organic waste;

7. Upcycling;

8. Zero waste;

9. Sustainable resource management;

10. Energy recovery from waste.

In relation to **Society & Culture**:

11. Sustainability;

12. Community engagement;

13. Inequality & hunger;



- 14. Environmental impact;
- 15. Public health;
- 16. Responsible consumption;
- 17. Circular economy.

In relation to **Cities**:

- 18. Incinerators & Landfills;
- 19. Sorting facilities;
- 20. Urban agriculture;
- 21. Vertical farming;
- 22. Food service industry;

- 23. Food production & local sourcing;
- 24. Organic material management;
- 25. Resource management.

In relation to **Climate Change**:

- 26. Resource conservation;
- 27. Greenhouse gas emissions;
- 28. Mitigating climate change;
- 29. Carbon footprint;
- 30. Global warming.

These are only a few of the critical aspects to address around the theme of Produce-Waste. **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.

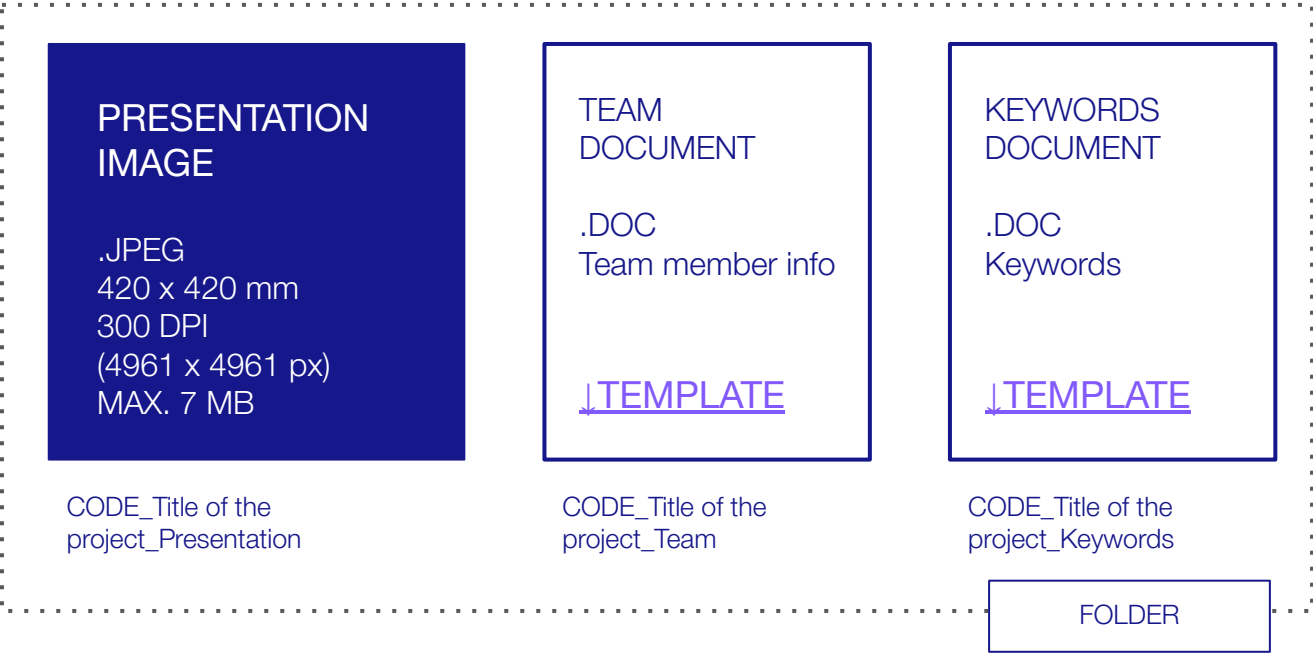


# RULES



# PRESENTATION REQUIREMENTS

Non Architecture is also unconventional in its submission requirements. The participants are asked to submit 1 folder, named with the registration code and the title of the project (CODE\_Title), containing:



**01. A presentation image (.JPEG)** showing the qualities of your design, in one catchy and representative impression.  
File name: "CODE\_Title of the project\_Presentation".

**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**

**02. A Word document with keywords (.DOC)**, containing 5 keywords, at least 1 from the given list (page 11-12), that better explain your project,  
File name: "CODE\_Title of the project\_Keywords"  
**USE THIS TEMPLATE**

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**.

**THE EVALUATION OF THE PROJECTS IS ANONYMOUS**, so do not include your name, your registration code, or any other reference to you in the image. 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: Waste Pavilion

**01. Presentation Image:**

56789\_Waste Pavilion\_Presentation

**02. Team Document:**

56789\_Waste Pavilion\_Team

**03. Keywords Document:**

56789\_Waste Pavilion\_Keywords

**Folder:** 56789\_Waste Pavilion

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

/ You need to come up with your own project title and replace “Waste Pavilion” in the example.

## IMAGE REQUIREMENTS

/ Square format 420 x 420 mm, 300 dpi (4961 x 4961 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 image don't respect these criteria, may lead to the disqualification of the team.

# PRESENTATION REQUIREMENTS

/ The Presentation Image should display ONE SINGLE VISUALIZATION each (ex. one drawing or one rendering). We recommend not to create a layout of several images.

/ 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 image, 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.**



# PRIZE

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

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

# CALENDAR AND PRICING

01 February 2023	Competition launch.
01 - 28 February	Special registration period (40€*).
01 - 31 March	Early registration period (55€*).
01 - 30 April	Regular registration period (70€*).
01 - 31 May	Last minute registration period (100€*).
15 May	Submission opens on our website.
31 May 11:59 PM	Submission closes.
26 - 30 June	Winner announcement.

\* +22% VAT.

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

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

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 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](mailto: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

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:

**Haakon Rasmus Rasmussen**

Architect and Planner

**Jos-Willem van Oorschot**

Architect Partner & Director at  
VenhoevenCS architecture+urbanism

**Kasmir Jolma**

Founder of Jolma Architects, Architect  
& Planner

**James Martin**

President and CEO in Lemna  
Environmental Technologies

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

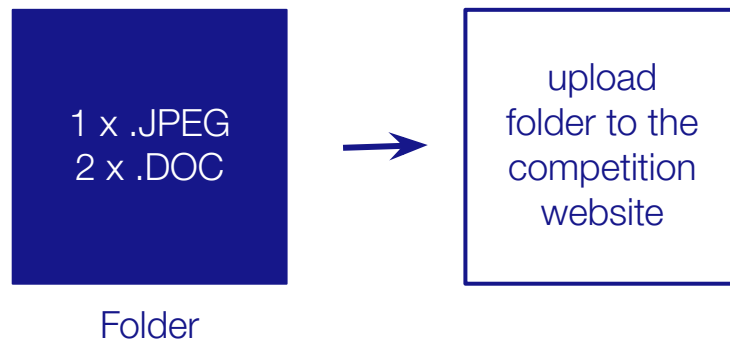
# SUBMISSION

Submissions must be done through the Non Architecture website ([nonarchitecture.eu](http://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.

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

By filling the form, your submission is finalized. You are going to receive one confirmation email when you finalize your submission 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 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.

# CONTACTS

For additional info please check the FAQ on our website: [www.nonarchitecture.eu/faq](http://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](mailto: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 the 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 channel 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](mailto:info@nonarchitecture.eu)  
[www.nonarchitecture.eu](http://www.nonarchitecture.eu)

# CURATOR



## RESEARCH PARTNERS



## COMPETITION PARTNERS

