ARCHI-HACK

OIL PLATFORM

19/04/2023

non

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.

Archi-Hack Oil Platform is one of the Non Architecture “Energy” Competitions.

INTRODUCTION

The “Archi-Hack Oil Platform” 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 - Oil Platform” competition is to develop one drawing to communicate a conceptual design. The participants are asked to repurpose an oil platform 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 oil platform 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 an oil platform 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.

OIL PLATFORM DESIGN

Participants of this competition are asked to create a design concept for repurposing an offshore platform. This time we challenge all designers to imagine and design a future use for industrial structures that have lost their original function: an oil platform. Being the main topic about life after oil, designers are free to decide if they want to focus their proposal exclusively on external design or in the internal design of the structure. Presented concepts are free to explore in a critical way the different interpretations of such topic, from practical approaches to more dystopian/utopian scenarios.

In the near future oil and its derivatives will hopefully be replaced completely by renewable energy available to all people. In this sense, many industrial structures will lose their original function. They can either be dismantled, or we can imagine a future use.

What to do with all the offshore platforms that have been built in the last century to drill for the earth's natural resources? What better purpose can we imagine for these dismissed structures? How can architecture reuse an oil platform, dismissed by its original function?

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 consider the repurpose of an oil platform. See the presentation requirements for more details.

WHAT'S NEXT FOR OIL PLATFORMS

The contemporary energy transition will be characterized by many sub-transitions in the next three decades. As the era of oil ends and nations consider employing alternative and environmentally friendly energy sources, a new opportunity emerges for the massive industrial structures dedicated to fossil fuels extraction.

Oil platforms have become the symbols of the oil companies. They are huge structures made of steel, reinforced concrete, or a combination of both, located many kilometers from shorelines, built to extract the earth's natural resources. The massiveness and intricacy of these structures make them resistant to strong currents and icebergs. As a consequence, they are very heavy and are among the tallest man made structures on the earth.

A typical oil production platform is self-sufficient in energy and water needs, housing electrical generation, and water desalinators.

Oil and oil-gas platforms (more than 8000 located all over the world until a few decades ago) have been gradually disassembled to relieve the seas of the severe pollution they produce. In order to "decommission" fixed platforms, they are usually completely removed from the marine environment in which they are situated, brought to the ground, and either demolished or disassembled in order to sell valuable equipment or, in some cases, revamp the best pieces for later reuse in other fields.

These kinds of structures make excellent examples of industrial archaeology as offshore settlements, but

it has only rarely been documented that they have been transformed into spaces of civil architecture. This is likely due to their strong visual and evocative impact.

The years that followed the end of World War II saw the beginning of the offshore industry. The first platform in Europe was built in Italy in 1959, and during the subsequent economic boom, about 200 more oil platforms were added. In the 1990s, just 25% of them were dismantled.

In recent times, decommissioning of offshore platforms has become an even more discussed topic, for its relevant environmental, social, and economic repercussions. Decommissioning specifically refers to the series of processes involved in withdrawing a facility from service at the end of its life; its deconstruction and dismantling; and the removal of components for reuse, remanufacturing, recycling,

storage and/or disposal. Despite the massive amount of costs involved when dismantling these structures, new concepts for their reuse in architectural terms is still unexplored.

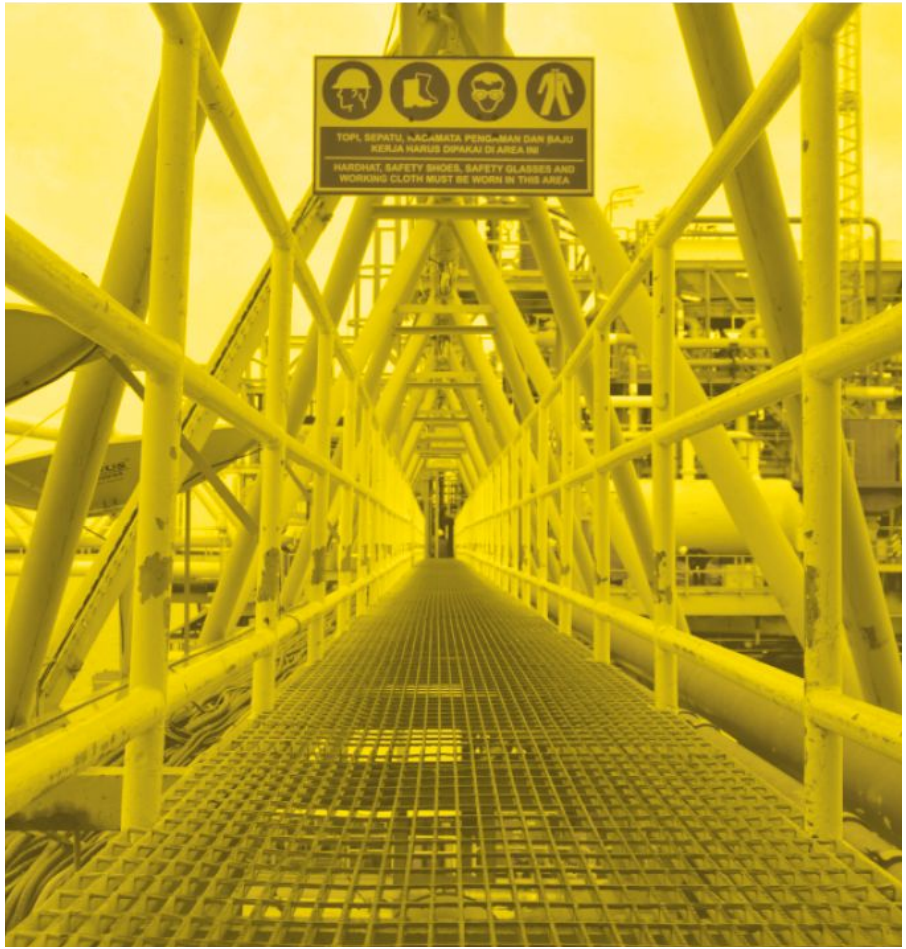
Offshore oil production involves environmental risks, most notably oil spills from oil tankers or pipelines transporting oil from the platform to onshore facilities, and from leaks and accidents on the platform. Despite the environmental conflicts that they constitute nowadays, it is undeniable that from an architectural landscape point of view they have great visual strength. With their immense scale, oil platforms have an interesting potential for adaption.

As of 2018, there were 1,172 offshore oil platforms around the world. The need for creative solutions becomes more pressing as experts predict disastrous consequences of climate change within the next 10 years.

These structures have an added value of being transitional spaces between sea and land. The cost of tearing down these structures is one of the issues it brings up. Recent studies have confirmed that reusing them is significantly less expensive than tearing down and resale of disassembled pieces. Currently, if not decommissioned, old platforms are being converted to launch rockets into space, and more are being redesigned for use with heavy-lift launch vehicles.

The competition's approach is rooted in the concept of life after oil through the repurpose of an oil platform. 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 oil platform, or represent an imaginary platform. We are most interested in the concept of repurposing this type of industrial structure.



OIL PLATFORM

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

In relation to the Energy Production and Management:

1. Fossil fuels, Gas & Oil,
2. Geothermal,
3. Wind power
4. Solar power,
5. Hydropower,
6. Biomass and natural gas,
7. Kinetic energy harvesting,
8. Hydrogen,
9. Nuclear Energy,
10. Alternative energy sources,
11. Batteries and energy storage,
12. Energy infrastructure and distribution,
13. Smart Grids,
14. Energy efficiency.

In relation to Society & Culture:

15. Energy Saving behaviours & Responsible Consumption,

16. Visual Impacts of energy infrastructure,

17. Space occupation of energy infrastructure,

18. Energy Commons.

In relation to Architectural Design:

19. Energy saving for building construction,

20. Energy saving for buildings operations,

21. Integrated energy production systems,

22. Upgrade and innovation of energy systems.

In relation to Urban Development:

23. Urban energy network (cables, switching stations, shafts),

24. High voltage network,

25. Heat networks and district heating,

26. Urban Mobility,

27. Public transport,

28. Recharging / Refuelling stations,

29. Street lighting,

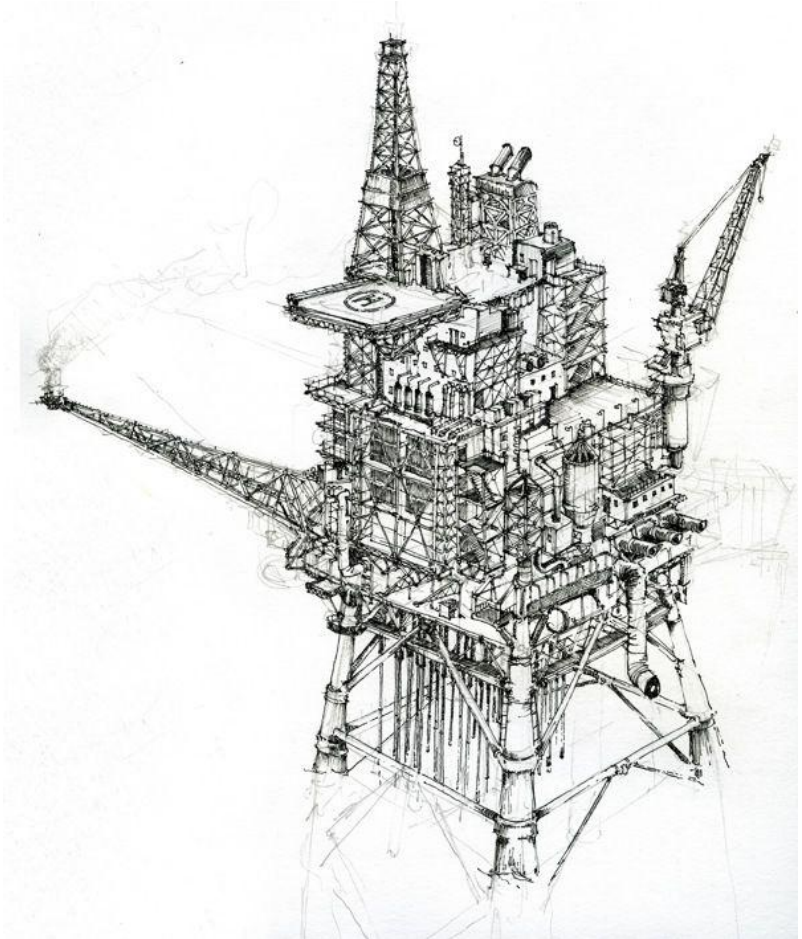
30 Internet of things and Blockchain.

These are only a few of the critical aspects to address around the theme of Energy. 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.



OIL PLATFORM

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.

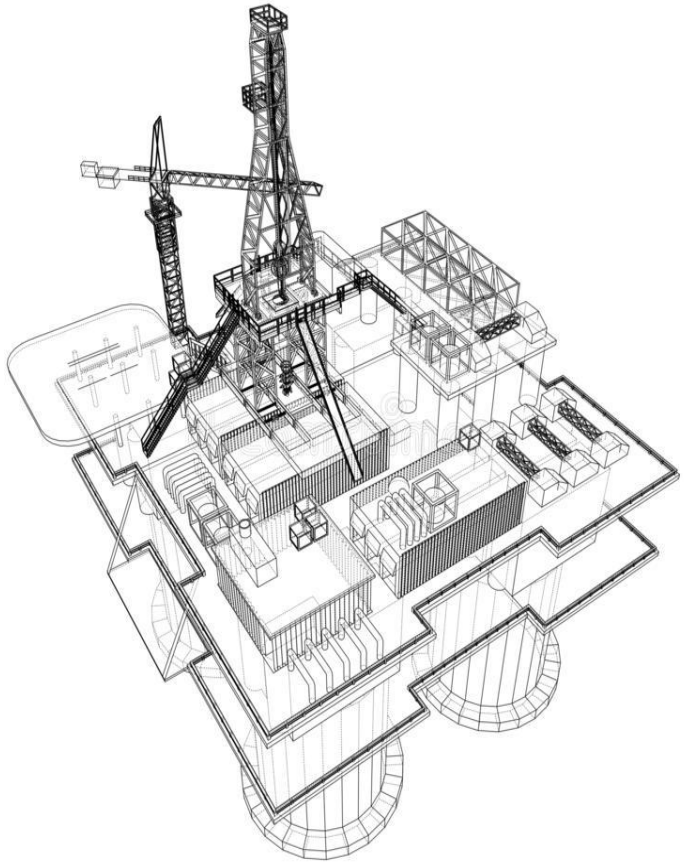
Sketches drawn to take note or to explain an idea are often axonometric views. Drawings provided in assembly instructions - for example, those used for Ikea furniture, Lego bricks and in most manuals for industrial products - are exploded axonometric projections. The fundamental purpose of every image 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.



OIL PLATFORM

RULES

PRESENTATION REQUIREMENTS

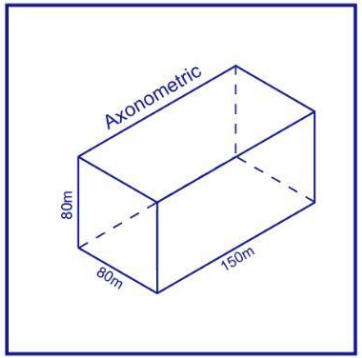
The drawing must be presented in an image size of 420 x 420mm and the oil Platform should be contained in an area not bigger than 150m x 80m x 80m (above sea level). Graphic scale of the object must be placed on the drawing in some way.

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 Oil Platform can be composed of multiple levels, represented in an exploded axonometric projection, but all the levels must be presented in the same square image (420 x 420mm).

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:

420 x 420mm



Main Info: Arial 13pt
Secondary info: Arial 10pt

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:

AXONOMETRIC

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

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

FOLDER

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),
/ 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 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 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: Oil Platform

01. The Axonometric: 56789_Oil Platform_Axonometric

02. Team Document: 56789_Oil Platform_Team

03. Keywords Document: 56789_Oil Platform_Keywords

Folder: 56789_Oil Platform

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

/ You need to come up with your own project title and replace “Oil Platform” 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 images 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, 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

03 January 2023	Competition launch.
03 - 31 January	Special registration period (40€*).
01 - 28 February	Early registration period (55€*).
01 - 31 March	Regular registration period (70€*).
01 - 30 April	Last minute registration period (100€*).
15 April	Submission opens on our website.
30 April 11:59 PM	Submission closes.
22 - 26 May	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

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:

He Jianxiang

Co-founder of O-Office

Elizabeth Monoian & Robert Ferry

Founding Co-Directors of Land Art Generator

Paolo Russo

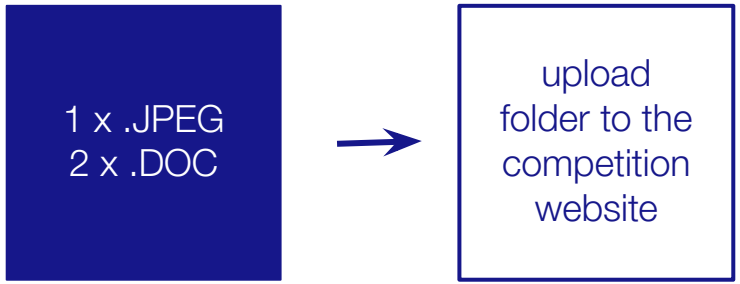
Design team leader and expert in sustainable design and green architecture at Stefano Boeri Architetti

Julia Menz

Freelance Architect with an academic background in the reuse of offshore buildings

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

SUBMISSION



Folder

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.

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

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 - 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
www.nonarchitecture.eu

CURATOR

non architecture

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ACT OF MAPPING

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