

RE-DRAW.05

NAKAGIN CAPSULE TOWER

01/05/2023



INTRODUCTION

Throughout history, designers have employed drawings as a fundamental tool for the communication of ideas and visions. Drawings were used as a means of rendering abstract concepts and engaging the wide public in a primordial effort of giving shape to one's own thoughts. They were made to narrate concepts visually.

Within the context of the digital age, we find ourselves overwhelmed by the sheer amount of visual data, a phenomenon which has forced us into a new relationship with visual content also within the realm of architecture. Renowned buildings are often photographed and then shared as a passive portrait of what architecture can look like.

The #architecture counts more than 100,000,000 posts uploaded by a global population of avid users for whom the term itself can mean anything from the context of their best brunch spot to the latest spectacular architectural artefact. Today architects are being asked to create instagrammable moments, eye-catching details used by the client as free advertising. The result is a media-oriented image of architecture, often portrayed online by various users from the same perspective, following trending aesthetics and styles. Within representation, what once used to be a moment of creation tends to become today a passive exercise of pure repetition.

Reflecting upon this paradigm, we encourage

representation as a proactive exercise. We aim to engage a community in rediscovering a given building, an architectural icon, proactively researching a new image, a new way to portray it. To reach this purpose, Non Architecture, in co-curation with KooZA/rch and with the support of prominent architecture platforms, organizes Re- Draw.

Nakagin Capsule Tower is the fifth building selected for the Re-Draw competition.

This competition is part of the research on mobility framed in the “Produce-Waste” competition theme.



ABOUT NAKAGIN CAPSULE TOWER

The Nakagin Capsule Tower was an experimental building located in the Ginza district of Tokyo, Japan. Designed by the Japanese architect Kisho Kurokawa, it was constructed in 1972 and consisted of 140 individual capsules stacked together to form a tower that stood 13 floors tall.

The tower was designed to be a model for a new type of urban housing that could accommodate the needs of a rapidly changing society. Each capsule measured 2.5 meters by 4 meters and was intended to be an affordable and efficient living space that included a bathroom, kitchen, and sleeping area.

The modular design of the building was one of its most notable features. Each capsule was designed

to be easily replaced or reconfigured, allowing the building to be adapted to changing needs over time. This was a particularly important consideration in a period of rapid economic growth in Japan, when the country was experiencing significant demographic shifts and the need for new forms of housing was acute.

The Nakagin Capsule Tower was constructed in just 30 days, with each capsule prefabricated off-site and then assembled on-site using a system of hooks and bolts. This fast-paced construction process was made possible by the modular design of the building, which allowed for a high degree of standardization and pre-fabrication.

In 2018, it was announced that the Nakagin Capsule Tower would be demolished, and this process began in 2019. The decision to demolish the building was controversial, with many arguing that it was an important piece of architectural history that should have been preserved.

The demolition process was slow and deliberate, with each capsule carefully removed from the building and transported to a storage facility. Some of the capsules were sold to collectors, while others were donated to museums and cultural institutions.

The decision to demolish the Nakagin Capsule Tower highlights the complex challenges faced by architects and urban planners when it comes to preserving

historic buildings. While there is a strong argument for preserving buildings that are of historical and cultural significance, there are also practical considerations to take into account, such as the cost of repairs and maintenance, and the need for modernization and adaptation to changing needs.

The legacy of the Nakagin Capsule Tower will continue to be debated and discussed by architects, urban planners, and historians for many years to come. While the building may no longer exist, its innovative design and unique features will continue to inspire new generations of architects and designers, and its place in the history of Japanese architecture and design will remain secure.

COMPETITION BRIEF



RE-DRAW

The aim of the “Re-Draw” competition is to develop one drawing to ‘represent’ an iconic architecture piece. The participants are asked to draft one image, with absolute freedom of scale, technique and level of abstraction.

We encourage creativity, criticality and innovation. The drawing can highlight functional aspects of the building, showing a deep understanding of one or more design aspects. It can focus on the aesthetic qualities, experimenting and mastering a drawing technique with hyper-realistic outcomes, or it can be an optical deformation, a caricatural interpretation, a distant abstraction of the built architecture.

The drawing can strengthen a conventional interpretation of architecture, or explore a new angle, a new point of view, intellectual and/or physical. The Nakagin Capsule Tower can be portrayed as a whole, a part, or a collage of disconnected moments. The entry is completely flexible and adaptable to the participant’s interpretation.

Find some inspiration on our website:

[Re-Draw.01: Casa da Música](#)

[Re-Draw.02: Guggenheim New York](#)

[Re-Draw.03: Fallingwater](#)

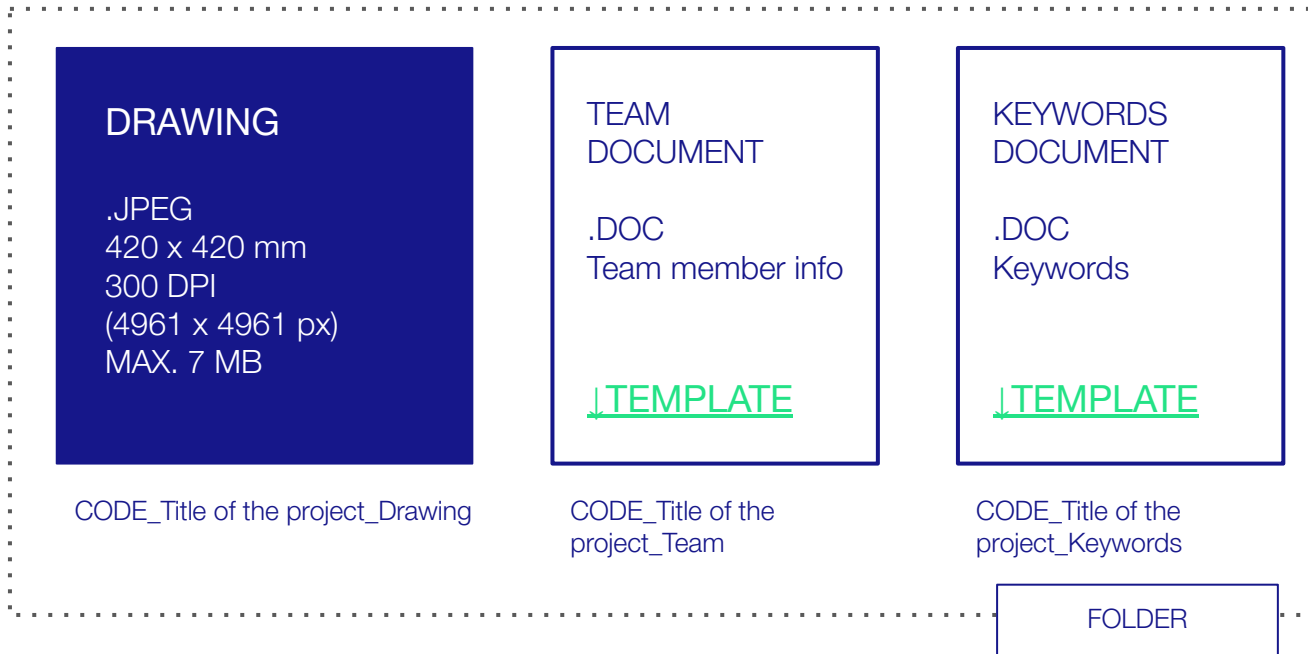
[Re-Draw.04: Centre Pompidou](#)

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. The drawing (.JPEG)

File name: "CODE_Title of the project_Drawing".

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 1-2 people.

File name: "CODE_Title of the project_Team"

[USE THIS TEMPLATE](#)

02. A Word document with keywords (.DOC), containing 5 keywords, to explain your project (#KeyWord).

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: My Redraw

01. The Drawing:

56789_My Redraw_Drawing

02. Team Document:

56789_My Redraw_Team

03. Keywords Document:

56789_My Redraw_Keywords

Folder: 56789_My Redraw

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

/ You need to come up with your own project title and replace “My Redraw” 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

/ 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 two books, RE-DRAW.05: Nakagin Capsule Tower and THEME 7: Waste-Produce, and the Non Architecture website

/ Reviews in digital magazines and several architecture blogs

/ Selected for the cover of the book RE-DRAW.05: Nakagin Capsule Tower

/ Participate as a juror in the upcoming RE-DRAW competition

(excluding submissions using AI)

HONOURABLE MENTIONS (7 PRIZES)

/ Publication in the Non Architecture Competitions books and website

FINALISTS (UP TO 36 PRIZES)

/ Publication in the RE-DRAW.05: Nakagin Capsule Tower book and the Non Architecture website

SPECIAL PRIZE

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

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

*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.

CALENDAR AND PRICING

01 May 2023	Competition launch.
01 - 31 May	Special registration period (40€*).
01 - 30 June	Early registration period (55€*).
01 - 31 July	Regular registration period (70€*).
01 - 31 August	Last minute registration period (100€*).
15 August	Submission opens on our website.
31 August 11:59 PM	Submission closes.
25 - 29 September	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 active on the theme of architectural representation.

The jury members are the following:

**Federica Sofia
Zambeletti**

Founder of Koozarch

Francisco Rivera

Founder of Axonometric
Madness

Mariela Mezalira

Founder of Act of mapping

Alper Turan & Doruk Kayali

Winners of Re-Draw.04: Centre
Pompidou and founders of
Post-form

Francesco Decaro

Founder C_A_G_E_

Berk Kirmizi

Co-founder & Managing
Director of Toffu

Daniela Sánchez

Director of Archez International

Brenda Roqueta Vives

Founder at architectureONpaper

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

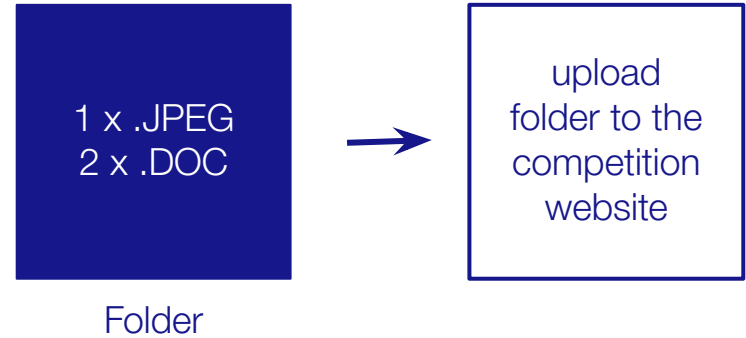
SUBMISSION

Submissions must be done through the Non Architecture website (nonarchitecture.eu), 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 2 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

COMPETITION PARTNERS

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A Visionary Platform for Architectural Research



ARCHEZ