



RCHSTORMING
ARCHITECTURE COMPETITIONS

WORLD EXPOS

IMAGINE YOUR NATIONAL PAVILION

/OPEN IDEAS COMPETITION/

INTRODUCTION

The World's Fair is a fascinating beast. Arising from its first incarnation, The Great Exhibition at the Crystal Palace in London in 1851, for more than a century and a half the 'Expo' has moved around the world operating on essentially the same original principle – an opportunity to show off your country's wares. It's an amazing history from Joseph Paxton's first Palace, to Gustave Eiffel's Tower, to Mies' architecture-changing German Pavilion in Barcelona. With all this weighty history behind them, the temporary buildings of the Expo carry both the expectation for innovation and the heavy burden of representing a whole country.

There are two types of Expositions organized and approved by the Bureau International des Expositions (BIE). The Registered or Universal ones last up to 6 months, they are celebrated at least every 5 years and the participants compete to create the most memorable pavilions. The second type is Recognized or International, which are shorter, austere and the organizing country provides the pavilions to the participants.

In this new contest, Archstorming gives you the opportunity to show what's remarkable of your nation, publicize its most important achievements and its contribution to civilization and the world. We challenge you to design the pavilion that would best represent your country in a future Universal Exposition, do you accept the challenge?



The Crystal Palace, London 1851



The Eiffel Tower, Paris 1889

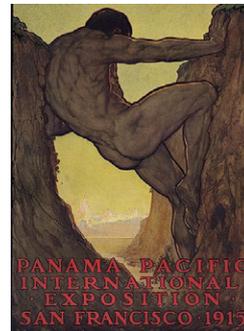
HISTORY

The first Universal Exposition was held in London in 1851 and arose from the interest of several nations to show their economic, technological and cultural advances. To this first Universal Exposition we owe the emblematic Crystal Palace in Hyde Park.

Until the beginning of the 20th century, the Universal Expositions were focused on trade and on showing the technological advances of the participating countries. During the twentieth century they focused more on the importance of cultural exchange to build a better future for humanity.

Finally, since the 1990s, both the participating nations and the host nation have used the enormous visibility and media impact of these events to improve the international image of their countries by building spectacular national pavilions.

The current exhibitions combine these three elements and present the world with new scientific and technological advances, promote cultural exchange and promote participating countries and hosts.



THE CHALLENGE

Archstorming is calling for proposals to design the pavilion that would represent your country in a Universal Exposition. The pavilion must be located on a plot of a maximum of 10,000 m² and the only limitation is its technical viability.

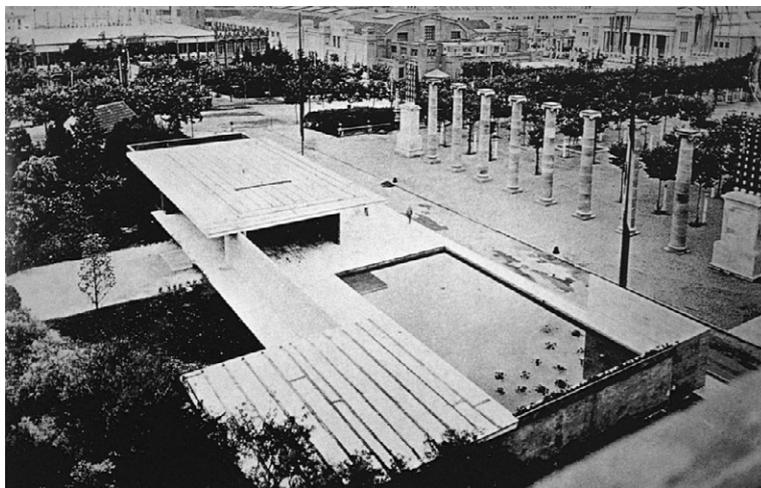
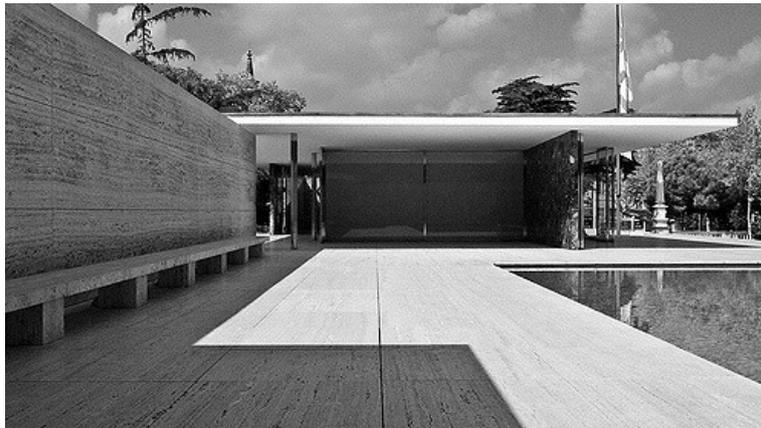
The objective is to build a didactic pavilion that could show the world the best of each country taking advantage of the international visibility of a Universal Exposition, using its architecture to improve the image of your nation.

Will you be able to build a building that will become the next icon of your country?

The motto and use of the pavilions vary according to each designer. Therefore, over the years we have been able to find multiple examples that have covered all types of topics, such as nature, fauna, gastronomy, sustainability, technical advances, ...

Regarding the program, **participants will have the discretion to use the one if fits best for their building.** In any case, these types of pavilions usually share a similar program, which may include: **exhibition halls, restaurants, bars, shops, bathrooms, gardens, offices, etc.**

The jury of the present contest stands out for having been responsible for designing the pavilions of their country in different Universal Expositions.



JURY WORK

MEXICO PAVILION AT EXPO SHANGHAI 2010



Architect: SLOT
Expo: SHANGHAI 2010
Country: MEXICO
Area: 4.000 m²

Program: exhibition area, restaurant, museum shop, business center offices.

THIS DESIGN VALIDATES THE MOTTO OF THE WORLD EXPO SHANGHAI 2010 OF 'BETTER CITY, BETTER LIFE' SHOWING HOW THE RESTORATION OF URBAN GREEN AREAS CAN IMPROVE CITY LIFE. INSTEAD OF TRYING TO IMPRESS WITH AN IMPOSING BUILDING ON THE EXPO LANDSCAPE, THE MEXICAN PAVILION OFFERS VISITORS A GRASS SLOPE OF 4000 SQUARE METERS AND A COLORFUL FOREST OF KITES WHERE THEY CAN RELAX AND PLAY. THE PAVILION, ENSCONCED BENEATH THIS SLOPE, HOUSES THE PERMANENT AND TEMPORARY EXHIBITION SPACE, AS WELL AS A RESTAURANT, CULTURAL MUSEUM AND MUSEUM SHOP. THE PAVILION'S MOST DISTINCTIVE DESIGN FEATURE IS THE PANOPLY OF COLORFUL KITES, A CHILDREN'S FAVORITE IN MEXICO, THAT WHILE DELIGHTING THE HEART AND EYE PROVIDE MUCH NEEDED SHADE.



CZECH REPUBLIC PAVILION AT EXPO MILAN 2015



Architect: CHYBIK + KRISTOF

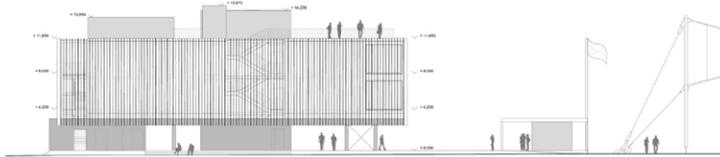
Expo: MILAN 2015

Country: CZECH REPUBLIC

Area: 3.200 m²

Program: exhibition area, restaurant, museum shop, business offices, swimming pool.

THE PAVILION IS CENTERED AROUND THE CZECH REPUBLIC'S UNIQUE RELATIONSHIP TO WATER, FEATURING A PUBLIC SWIMMING POOL AT THE CENTER OF THE DESIGN AND PRESENTING THE LATEST PROGRESS IN NANOTECHNOLOGY FOR WATER PURIFICATION. THE CLEAN, SIMPLE DESIGN ALSO INCLUDES A RESTAURANT AND A SMALL AMPHITEATER ON THE GROUND FLOOR, A SECOND RESTAURANT AND EXHIBITION SPACES ON THE FIRST FLOOR, AND A PUBLIC GARDEN ROOF. "THE CZECH PAVILION OFFERS SOMETHING EXTRA TO THE OFTEN TIRED VISITORS. IT IS UP TO THE VISITOR, IF HE DECIDES TO REST IN ONE OF THREE RESTAURANTS IN THE PAVILION OR RELAX IN THE SWIMMING POOL," SAY THE DESIGNERS.



WESTERN ELEVATION



JURY WORK

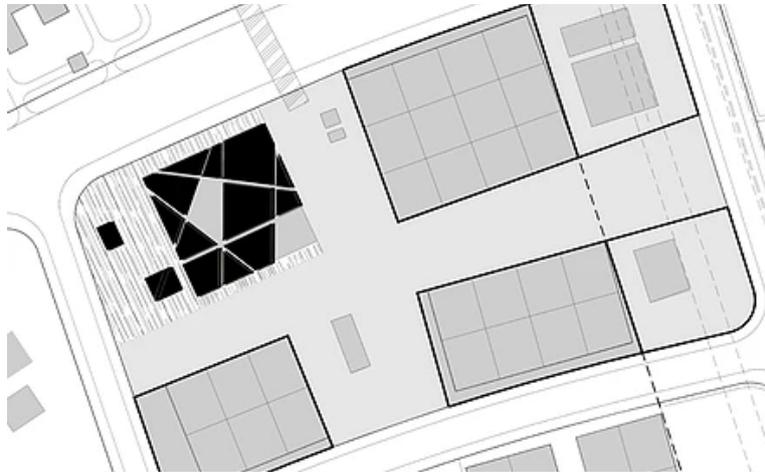
ITALIAN PAVILION AT EXPO SHANGHAI 2010



Architect: IODICE ARCHITETTI
Expo: SHANGHAI 2010
Country: ITALY
Area: 3.600 m²

Program: exhibition area, restaurant, museum shop, offices.

THE PROJECT PROPOSES A BUILDING WHICH INTEGRATES A TYPICAL MODEL OF THE ITALIAN URBAN BUILDING, WITH THE ARCHITECTURAL STRUCTURE OF THE CHINESE CONSTRUCTION GAME CALLED SHANGHAI. THE PAVILION COVERS AN AREA OF 3.600 SQUARE METRES AND IS 18 METRES HIGH. INSIDE IT IS DIVIDED INTO IRREGULAR SECTIONS OF DIFFERENT DIMENSIONS, CONNECTED BY A STEEL BRIDGE STRUCTURE WHERE THE CONNECTING GALLERIES ARE VISIBLE. IF NEEDED, THE STRUCTURE CAN BE DISMANTLED AND RECONSTRUCTED, ON A SMALLER SCALE, IN ANOTHER PART OF THE CITY.



USA PAVILION AT EXPO MILAN 2015



Architect: BIBER ARCHITECTS
Expo: MILAN 2015
Country: UNITED STATES OF AMERICA
Area: 3.900 m²

Program: exhibition area, restaurant, vertical farm, offices, terrace.

THE PAVILION PARTICIPATES IN THE CONVERSATION OF THE EXPO'S THEME "FEED THE PLANET, ENERGY FOR LIFE", BY ACTING AS A SCAFFOLDING FOR IDEAS, AND BY EMBRACING AND DISPLAYING SOME VERY AMERICAN HYBRIDIZATIONS: ANALOG AND DIGITAL, NATURAL AND TECHNOLOGICAL, INNOVATIVE AND RECYCLED. ON THE EXTREMELY LONG AND NARROW SITE, DEFINED BY THE UNUSUALLY URBANE MASTERPLAN, THE PAVILION IS BOUNDED BY AN ANALOG WALL (CONTAINING ELEVATORS, ESCALATORS, STAIRS, MECHANICAL SHAFTS, ETC.); A PURELY DIGITAL ROOF (GLAZED IN SPD SMARTGLASS THAT INSTANTLY SWITCHES FROM CLEAR TO OPAQUE TO RESPOND TO ENVIRONMENTAL CONDITIONS); A GREEN VERTICAL FARM



COMPETITION DETAILS

ELEGIBILITY

Any architecture student or actual architect can participate in WORLD EXPOS, regardless of their nationality. Likewise, people from other disciplines can also participate, such as philosophers, sociologists, photographers, etc. Not being necessary the presence of an architect in the team, although it is recommended.

Teams may be formed by a maximum of four (4) members and a minimum of one (1).

All team members must be 18 years of age or older.

The registration fee must be paid per team, regardless of the number of members (1-4 people)

In the event that a team or participant wants to participate with more than one proposal, it will be necessary to register twice (or as many times as proposals will be submitted), paying the full price corresponding to each registration.

Under no circumstances may jurors, the organization or persons directly related to the jury participate in this competition.

AWARDS

Prizes totaling 5.700€, broken down as follows:

1st PRIZE

4.000 €

2nd PRIZE

1.000€

3rd PRIZE

500€

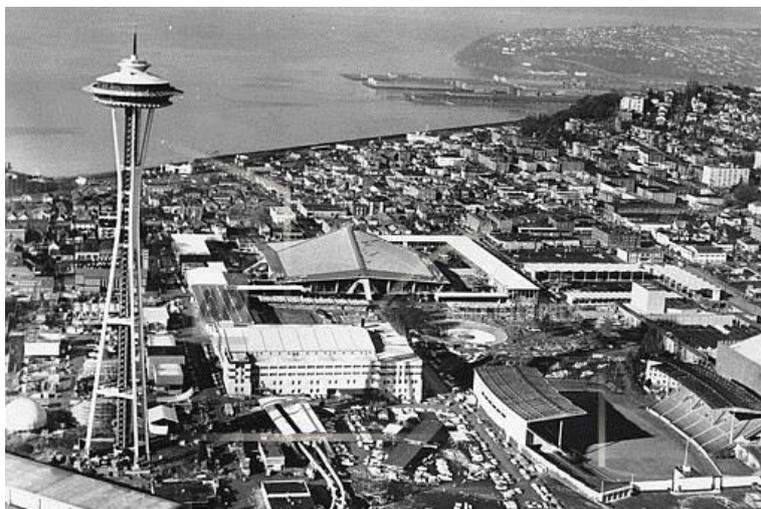
PEOPLE'S CHOICE AWARD

200€

+10 HONORABLE MENTIONS

In addition, the winning projects or finalists can be published in magazines, blogs or architecture web pages, social networks or the Archstorming website.

*Depending on the country of residence of the winners, the prize may be subject to the withholding or payment of taxes foreseen in the law of that country.



COMPETITION DETAILS

CALENDAR

APRIL 18th 2018	EARLY REGISTRATION BEGINS
MAY 23rd 2018	EARLY REGISTRATION CLOSES
MAY 24th 2018	REGULAR REGISTRATION BEGINS
JUNE 20th 2018	REGULAR REGISTRATION CLOSES
JUNE 21st 2018	ADVANCED REGISTRATON BEGINS
JULY 18th 2018	SUBMISSION DEADLINE
AUGUST 1st 2018	WINNERS ANNOUNCED
AUGUST 2nd 2018	PEOPLE'S CHOICE VOTING BEGINS
AUGUST 15th 2018	PEOPLE'S CHOICE VOTING CLOSES
AUGUST 16th 2018	PEOPLE'S CHOICE WINNER ANNOUNCED

*No submissions will be accepted after the general deadline indicated above: 23:59:59 Mexico City time (UCT / GMT-5) or CDT.

PAYMENT

Registration fees will depend on the registration date, and will evolve as follows:

EARLY REGISTRATION: **40€ + VAT**

REGULAR REGISTRATION: **60€ + VAT**

ADVANCED REGISTRATION: **80€ + VAT**

VAT: 21%

Registration process must be completed on the official Archstorming website. In order for the registration to be successful, the team must pay the fee corresponding to the registration date. Once the registration and payment process have been completed, there will be no refunds.

PAYMENT METHODS

Visa, Mastercard, Discover and American Express credit or debit cards may be used. The Archstorming team will not have access to credit card details. Please provide the information on the card as it appears on it.

Likewise, payments are accepted through Paypal.

REGISTRATION

Within 24 hours after registration and payment, the Archstorming Team will send a confirmation email that will include the registration number. This number must be placed in a visible spot on the team's competition board, preferably the lower right corner.

At the time of completing the submission form when sending the proposals, the registration number will also be required to identify the team.

<http://www.archstorming.com/register.html>



COMPETITION DETAILS

SUBMISSION MATERIALS

Participants must submit one (1) A1 format board (594x841 mm or 23.4x33.1 inches) oriented either landscape or portrait with the registration number in the lower right corner.

The content of the board is open, as long as the idea that the participants want to communicate is clearly expressed. The board must be delivered in JPEG or JPG format and its name must be the registration number provided by the Archstorming Team (eg WEP0418125.jpg). Size must not exceed 15MB.

In addition, one (1) description of the project no longer than 200 words must be submitted. The description must be submitted in PDF format and its name must be the registration number provided by the Archstorming Team (eg WEP0418125.pdf)

If the participant delivers more than one board, only the first board will be considered.

All the materials must be submitted in the Submit section on the Archstorming's website.

<http://www.archstorming.com/submit.html>

EVALUATION CRITERIA

The jury will evaluate the projects based on the proposed objectives, the main being the design of original expo pavilions and high quality proposals, correctly explained.

The jury is free to add other criteria that they consider important for the creation of the new border crossing.

A total of 50 proposals will be selected for the final round. Among the 50 finalists, the jury will choose the winner, the second and third place, and the 10 honorable mention.

After the announcement of the winners the competition will proceed with the people's choice award through contest on Facebook or another social network. You can check the particular conditions of the contest in the Terms and Conditions site, within the website of Archstorming.

FAQ

You can check the most common questions in the corresponding section on the Archstorming website:

<http://www.archstorming.com/faq-utw.html>

Also, during the competition, all questions sent by email will be answered individually and uploaded to the section of the website mentioned above.



COMPETITION DETAILS

INTELLECTUAL PROPERTY AND COPYRIGHT

All materials submitted to the competition will become property of Archstorming, and therefore give Archstorming all rights to that material from that moment on.

Archstorming will publish all materials given appropriate attributes to the authors.

Archstorming reserves the right to modify the proposals and text in order to better adapt them to any publication format, without changing the essence of the proposal itself.

The participant is responsible for using copyright-free images. Archstorming is not responsible for the use of protected images by the participants.

NOTES

Archstorming reserves the right to make any changes in the rules of the competition (dates, requirements, etc.). It is the obligation of the participants to check on a regular basis the website of Archstorming to verify if the Terms and Conditions or the competition information have been modified.

The competition is only a theoretical project, without meaning that the winning proposal or any other presented will never be build.

Archstorming is not responsible for any research done by participants in the area.

The breach of the norms and terms defined in this briefing or in the Terms and Conditions of the website of Archstorming will result in the immediate disqualification of the team without any refund of the payments made.

Archstorming reserves the right to cancel this contest in case it does not reach a minimum number of participants, defined in the Terms and Conditions. In that case Archstorming will return the full amount of registration fees to the participants enrolled at the time of cancellation.

<http://www.archstorming.com/terms-utw.html>