



# STRUCTURES OF FREEDOM

ARCHITECTURE COMPETITION



## INTRO

*Archtalent*, an online architecture platform for Architects, in collaboration with *Sziget*, one of the largest music and cultural festivals in *Europe*, make an international call to design a temporary structure within the particular context of a music festival in the special city of *Budapest* in *Hungary*.

The aim is to use the current model of architectural competition to develop a new contest in terms of format and scope, which should be an opportunity to all emerging talent anywhere in the world to boost their potential in a real competition, and showcase their built project to an audience of thousand of people.

## OBJECTIVE

*"Structures of Freedom"* is a single stage competition with the objective of receiving ideas from all over the world for the development and construction of an ephemeral structure in a unique music festival like *Sziget*, under the following concepts: design, innovation, context, recyclability and sustainability.

The competition is open to architects under the age of 40, and participation can be both individual or in teams. Students can participate as part of a team, with the sole condition that at least one member of the team is a graduate architect under the age of 40.

We look for proposals committed to innovation while reaffirming the values of the festival, which are much more than the music.

***"Archtalent and Sziget  
make an international call to  
design and build  
Structures of Freedom  
within the particular context  
of this unique music festival  
in the city of Budapest"***





## SZIGET FESTIVAL

The *Sziget Festival* is one of the largest music and cultural festivals in *Europe*, its first edition took place in 1993 and next August will celebrate its 25th anniversary. It is held every August in northern *Budapest, Hungary*, on *Óbudai-sziget* ("Old Buda Island"), a leafy 108-hectare (266-acre) island on the *Danube*. More than 1,000 performances take place each year.

The week-long festival has grown from a relatively low-profile student event in 1993 to become one of the prominent European rock festivals, with about half of all visitors coming from outside *Hungary*, especially from *Western Europe*. It also has a dedicated "party train" service (with resident DJs) that transports festival goers from all over *Europe*. The second event (1994), labeled *Euro Woodstock*, was headlined by performers from the original *Woodstock* festival.

By 1997 total attendance surpassed the 250,000 mark, reaching an all time peak in 2016 with 496,000 visitors from 95 countries (the daily capacity having been raised to 90,000). It is now being increasingly labeled as a European alternative to the *Burning Man* festival due to its unique features ("an electronically amplified, warped amusement park that has nothing to do with reality").

In 2011, *Sziget* was ranked one of the 5 best festivals in *Europe* by *The Independent*. The festival is a three time winner at the *European Festivals Awards* in the category *Best Major European Festival* in early 2012 and 2015 and *Artist Favourite Festival* in 2016.

***"Sziget is a three time winner at the European Festivals Awards in the category Best Major European Festival (...) and it is now labeled as a European alternative to the Burning Man festival".***



## THE COMPETITION

*Archtalent* and *Sziget* festival make an international call searching new ideas for the design of an ephemeral structure as a gathering place for people to meet and rest while enjoying of the interaction of music, art and the magnetic and historic context of the festival and the island.

The designed space should serve also as protection. Must be an iconic oasis for the warm and sunny weather of *Budapest* in August, where comfort, in terms of design and sustainability, will be guaranteed.

We propose facing the architectural theme from the premise of designing a landmark for the festival, harboring a free and flexible structure, an *"object that works like a lamp or patio"* that locates, guides and attracts the people inside the festival.

Interactive or participatory architecture blurs the lines between the architect, the architecture, and people engaging with the proposal. We look for proposals that encourages people to engage, experiment, and explore their environment. Participant's experience of the piece alters as he or she moves around it.

The competition pretend to be an explosion of creative energy. A celebration of participatory music, art and culture where everything is possible.

## OUTDOOR COMFORT

*What comfort conditions should we expect from outdoor spaces? Is it possible to experience comfortable outdoor spaces without relying on energy consumption?*

The public spaces we experience helps to build up in our minds a *"collective architectural paradigm"*. Therefore, it would be desirable to be able to enjoy outdoor spaces without spending energy, in a sustainable way, where outdoor thermal, visual and acoustic comfort will be guaranteed through the architectural design of the elements that shape up each space.

Sustainability is mostly applied to architecture that is built to last. Nevertheless, it is also a concept that should be applied to other temporary pieces of architecture. Rather than designed to last, they should be designed to minimize their environmental impact.

This festival is the perfect context to bring to reality this kind of sustainable ephemeral architecture. *Sziget* festival evolves and each time the experience offered becomes more complex and rich. Therefore, outdoor comfort should not be ignored since it helps to add value to the whole experience. In addition, the festival becomes temporary public spaces and have a great cultural impact. The application of a deep architectural knowledge can improve the experience creating comfortable spaces in a sustainable way.

## REQUIREMENTS

There is a maximum budget of € 15.000 (27 % VAT is not included).

Along with the proposal design, it is mandatory to submit a report of the budget of the project, which should consider all costs.

Proposals whose construction budget exceeds the indicated in the bases will not be accepted.

The maximum run time for the construction of the proposal shall not exceed 10 days.

Proposals should be made from easily assembled components, so that the process of assembling and dismantling the project must be agile, fast and convenient.

Proposals must be able to withstand rain, sun and wind, and must be durable and ready to have up to 50.000 people interacting with it.

Proposals made from fragile or flimsy materials will not be accepted, and also have to be designed with security in mind.

Proposals must be creative and original, paying special attention to the context and the sustainability.

We will assessed positively collaborative proposals, which includes somehow the participation of the festival attendees to perform some action that affects the proposal design or use.

It is indispensable condition to justify the life cycle of each material used, valuing positively the use of recycled and/or recyclable.

Once the Festival is finished, the proposal should be dismantled and the space should return to its original state.

We take our principle of leave no trace seriously, proposals can not leave any trace or mark on the park.

The intervening space must have a floor area no more than 100 m<sup>2</sup> and not less than 50 m<sup>2</sup>. Height is not limited.

The scale of the intervention must be clearly defined.

There are no restrictions regarding the drawing type or the presentation technique.





## FORMAT

The competition is a single-stage competition, with one winner and two finalists (2nd and 3rd). If the winner is unable to proceed with the installation for any reason, the finalists will be called upon in order of selection by the jury. The jury will select the winning submissions based on overall concept, spatial relationship to the site, creativity of materials use, and ease and appropriateness of construction.

Winning entrants will be notified by June 8th and requested to develop construction drawings for submission to the *Sziget Festival* for technical review. Design development will involve input from the organization to ensure that construction is feasible and within budget.

Upon completion of the technical review, the winning design team will be asked to submit final construction drawings as quickly as possible so that the space and materials can be prepared for the buildout of the winning proposal.

There will be no need for the team to be present on site for the time it takes to realize the proposal buildout.

## PARTICIPANTS

The competition is open to architects under the age of 40 from all over the world, and participation can be both individual or in teams, where teams should be up to 3 people.

Architecture students can participate as part of a team with the sole condition that at least one member is a graduate architect under the age of 40.

Under no circumstance, members of one team are allowed to participate with a different team and each entrant or team may submit only one proposal.

### Participation is not open to:

Members of the Jury, *Sziget Festival*, *Archtalent* or anyone with close ties to Jury members, including spouses or any person maintaining a stable friendly, familiar or professional relationship with any member.



## LOCATION

The proposal will be located within the festival venue at Óbuda, although the exact location on the island will only be revealed in the days leading up to the festival.

Flat and uniform ground with grass surface must be considered to develop proposals.

ÓBUDA ISLAND (Budapest, Hungary)  
47° 31' 59.48" N 19° 05' 37.82" E













## EVALUATION CRITERIA

The jury will review every project and select freely and online a shortlist of 10 finalist projects for scrutiny among all submitted in a timely manner to this competition, and will give a score of "0" to "20" (inclusive) to each of the following:

- Design (20%)
- Innovation (20%)
- Context (20%)
- Recyclability (20%)
- Sustainability (20%)

From this list, the top 3 will be awarded and reviewed for constructability. Entrant information will not be known to the jury until after the projects are ranked.

The festival organization reserves the right to revoke the decision of the jury and select as winning proposal any of the 10 previously selected as finalists.

**The jury may exclude proposals for the following reasons:**

Late submission or without complying with the bases of the competition.

Brokenness of anonymity, either because the authorship is revealed by any means, or by presenting identification graphic elements of the identity of the proposal author.

Any attempt at communication or pressure the members of the jury, duly accredited.

## PRIZES

**First prize:**

- 3,000 € \*
- Construction \*\*
- Publication in our channels and media partners.
- VIP tickets to attend the festival for every team member.
- One week accommodation in the campsite for every team member during festival.

**Runner up prize (2nd and 3rd):**

- Publication in our channels and media partners.
- VIP tickets to attend the festival for every team member
- One week accommodation in the campsite for every team member during the festival.

**Finalists (4th to 10th):**

- Publication in our channels and media partners.

\* The prizes include bank commissions, taxes and/or paypal commissions.  
\*\* The festival organization reserves the right to cancel the construction of the winning proposal if there is no project among all received that meets their creative needs.

## SCHEDULE

**Competition launch:**

Tuesday February 28, 2017

**Close of questions:**

Up to Friday, April 7, 2017, 11:59:59PM GMT

**EARLY registration deadline:**

Up to Tuesday, March 21, 2017, 11:59:59PM GMT

**STANDARD registration deadline:**

Up to Tuesday, April 25, 2017, 11:59:59PM GMT

**ADVANCED registration deadline:**

Up to Monday, May 22, 2017, 11:59:59PM GMT

**SUBMISSIONS deadline:**

Up to Tuesday, May 23, 2017, 11:59:59PM GMT

**Jury review:**

May 24 to June 7, 2017

**Public announcement of winner:**

Friday, June 9, 2017

**Installation buildout:**

July 31 to August 8, 2017

**Exhibition dates:**

August 9 to August 16, 2017

## REGISTRATION FEES

**EARLY registration:**

40.00€ (Individuals) / 60.00€ (Teams)

**STANDARD registration:**

50.00€ (Individuals) / 80.00€ (Teams)

**ADVANCED registration:**

60.00€ (Individuals) / 100.00€ (Teams)

Teams up to 3 people.

Registration and payment can only be made through *Archtalent* website.

Upon validation a confirmation email will be sent with the Project ID (Registration Code)



## JURY MEMBERS



**Sam Jacob (UK)**  
Principal of  
Sam Jacob Studio

Sam's work at the studio spans scales and disciplines ranging from master planning and urban design through architecture, design and art projects.

Previously, Sam was a founding director of *FAT Architecture* where he was involved in many internationally acclaimed projects including the *BBC Drama Production Village in Cardiff*, the *Heerlijkheid Hoogvliet park and cultural centre in Rotterdam* and the curation of the *British Pavilion* at the 2014 *Venice Biennale*.

He has exhibited at leading galleries and museums including the *Victoria & Albert Museum in London*, the *MAK in Vienna* and the *Biennale*.

Sam is also contributing editor for *Icon magazine* and columnist for both *Art Review* and *Dezeen* and a regular participant in talks and events for institutions such as *MoMA*, the *Southbank Centre* and the *Soane Museum*. Jacob is *Professor of Architecture at the University of Illinois at Chicago*, visiting *Professor at Yale School of Architecture* and *Director of Night School at the Architectural Association*.



**Filipa Frois Almeida (DE)**  
Co Founder and partner of  
FAHR 021.3

Filipa completed a degree in Architecture at *Escola Superior Artística do Porto*, having taken an *Erasmus year* at *Technische Universität Berlin*. She holds workshops connected to the new digital processes with *José Pedro Sousa*. She worked in architecture offices in Berlin, such as *LWArchitekten* and *J. MAYER H.*

She studied photography at the *Imago Galerie Berlin* and since 2000 has obtained national and international awards and exhibits in *Porto, Berlin* and *Barcelona*.

In 2012 she founded with *Hugo Reis* the *FAHR 021.3*, an experimental and creative studio that focuses its language between the disciplines of art and architecture. Since then, the *FAHR* duo has been awarded nationally and internationally with some urban interventions, such as *ESTRUTURA DE S. JOÃO* and *METAMORFOSE*. Most recently won a *Public Art* contest in *Taipei, Taiwan*, with the play *NAPPE*.

In 2015 he is one of the creators of the *HODOS* project, which aims at architectural intervention in the landscape.



**Caroline O'Donnell (IE)**  
Principal of  
CODA

*Caroline O'Donnell* is principal of *CODA*, best known perhaps for winning the *MoMA PS1 Young Architects Program* with "*Party Wall*" which was built at *PS1* in 2013, and for two prize winning *European* housing schemes. *CODA's* work ranges in scale from the object and installation to the urban. *CODA's* work focuses on responsive, dynamic architectures, the misuse of materials, and the manipulation of perceptions.

*O'Donnell* is also a writer and educator, she is the *Edgar A. Tafel* assistant professor and director of the *M.Arch* at program *Cornell University*. She has a *B.Arch* from *Manchester University, England* (2000) with a specialization in *Bioclimatics* and an *M.Arch* from *Princeton University* (2004).

She is the editor-in-chief of the *Cornell Journal of Architecture*, and co-founder of *Pidgin magazine*. Her book "*Niche Tactics: Generative Relationships between Architecture and Site*" was published in 2016. This book describes a design agenda that looks toward natural and local resources to produce meaningful environment.





**Hugo Reis (PT)**  
Co Founder and partner of  
FAHR 021.3

Master in architecture by *Escola Superior Artística do Porto* in 2009. In the course of this, he holds several workshops related to the new digital processes with *José Pedro Sousa*. From 2009 to 2012 he works in architecture offices such as *Arquitecto Anónimos* and then *J. MAYER H* in *Berlin*.

In 2012 he founded with *Filipa Frois Almeida* the *FAHR 021.3*, an experimental and creative studio that focuses its language between the disciplines of art and architecture. Since then, the *FAHR* duo has been awarded nationally and internationally with some urban interventions, such as *ESTRUTURA DE S. JOÃO* and *METAMORFOSE*. Most recently won a *Public Art* contest in *Taipei, Taiwan*, with the play *NAPPE*.

In 2015 he is one of the creators of the *HODOS* project, which aims at architectural intervention in the landscape.



**Dávid Ráday (HU)**  
Creative Director of  
Sziget Festival

*Dávid* started his career as a music video director, later became an ad agency creative for 6 years when he started to work for *Sziget* in 2008, leading the creation of some of the funniest and most iconic advertising campaigns in *Hungarian* communication history. He is a dj, designer, and new project addict, organizing *Botellóns*, working on *Szigets Art of Freedom* project and also co-owner of the uprising design educational startup: *Hello Wood*.





## SUBMISSION REQUIREMENTS

Registration is only possible through *Archtalent* website by previously signing in for free into the platform.

All members of a team must be signed in to *Archtalent*.

No paper will be admitted, all elements related to the competition should be submitted in digital format.

The language of the competition is *English*, therefore all text and questions should be written in this language.

Entries must be sent by email and should not exceed 20MB.

Proposals will be submitted using the code generated by the system (project ID) in the registration process, which should be placed in the upper right corner of every file, to identify the file only with this code.

It's highly recommended to be early on deadlines with submissions and payments.

**Each entry must contain the following documents, written in *English*:**

### 1. **FRONT TITLE PAGE** (1 JPG)

This should contain a representative image of the proposal that will become the icon for future exhibitions and publications.

Horizontal format is mandatory  
The format must be 1920x1080 pixel  
File name: ID\_cover.jpg

### 2. **BROCHURE** (Maximum of 5 JPG)

This should contain the graphic framework aimed to illustrate the project (plans, facades, cross-sections, etc...), choosing what to display and the relative scale is up to competitor's choice (renderings, pictures, hand sketches, etc...). In this brochure, design, innovation, context, sustainability and recycling project should be well explained.

All these files must be tagged in the upper right corner with the ID (Registration Code).  
(420mm x 294 mm)  
Horizontal or vertical layouts  
Significative details on 1:10 or 1:20 scale  
No other form of identification is permitted.  
Files names: ID\_1,2,3,4 or 5.jpg

### 3. **CONCEPT FILE** (1 PDF)

In this document is important to describe the concept and present the experience offered to the visitors.

Vertical format  
A4 Size 210mm x 297mm (Maximum 500 words).  
File name: ID\_concept.pdf

### 4. **BUDGET FILE** (1 PDF)

This document should detail precisely the construction expenses for the construction of the proposal. In any case a proposal whose construction budget exceeds the indicated in the bases will be accepted.

Vertical format  
A4 Size 210mm x 297mm.  
File name: ID\_budget.pdf

### 5. **ENTRY FORM FILE** (1 PDF)

This document should contain the team Information. This element will not reach the Jury, it will be used to match the entries with the results of the Jury's final deliberation.

Vertical format  
A4 Size 210mm x 297mm.  
File name: ID\_entry.pdf

The files must NOT include ANY information that may give away your identity.  
Do NOT include any name in the documents, only the project ID.

All these elements should have a combined total of 20Mb size limit and they must be sent to:  
[structuresoffreedom@archtalent.com](mailto:structuresoffreedom@archtalent.com) with the project ID as email subject.



## INTELLECTUAL PROPERTY RIGHTS

Participants will retain the intellectual property of the submitted works, but must assign to *Archtalent* and *Sziget* festival the rights of exhibition, reproduction, publication and other that correspond to the object of the competition, who are obliged to mention the names of their authors in each publication, exhibition or activity in which the proposal is incorporated.

The authors undertake to refer to *Archtalent* and *Sziget* festival in any subsequent publication in which their proposal appears.

The works submitted may not be used for the development of other projects by architects, engineers or technicians other than the respective authors.

The works presented can only be developed within the framework of the *Sziget* festival.

## FAQ

Registered participants in the competition may submit their questions in english language by email to: [structuresoffreedom@archtalent.com](mailto:structuresoffreedom@archtalent.com)

The answers will be published within the next days in *Archtalent* website.

There is an event in *Archtalent Facebook* profile where questions can also be submitted.

Considerations arising from these questions shall be binding on all parties, as they form an integral part of the terms and conditions governing the competition.

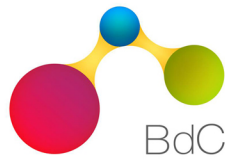




1. *By submitting a proposal, individuals or all team members accept these terms and conditions and agrees to abide by the rules of the competition.*
2. *By taking part in this competition, participants authorize Archtalent and Sziget Festival to make public, exhibit, and disseminate their proposals.*
3. *The authorship of each proposal will be equally attributed to each member of the team.*
4. *Prizes do not include bank commissions and taxes.*
5. *This is an international competition open only to architects and interior architects.*
6. *Architecture students and Interior Architecture students can participate as part of a team with the sole condition that the team leader is a graduate architect under the age of 40.*
7. *Any other profile would not be accepted.*
8. *Teams are up to 3 people.*
9. *Under no circumstance, members of one team are allowed to participate with a different team.*
10. *Each entrant or team may submit only one proposal.*
11. *Participants agree to work to the schedule established by Archtalent and Sziget Festival.*
12. *Participation is not open to members of the Jury, Sziget Festival, Archtalent or to anyone with close ties to Jury members, including spouses or any person maintaining a stable friendly, familiar or professional relationship with any member of the Jury.*
13. *This competition will be decided in an open, anonymous process in a single stage by a Jury.*
14. *The Festival organization reserves the right to revoke the decision of the jury and select as winning proposal any of the 10 previously selected as finalists.*
15. *The selected project will be announced to the public on Friday, June 9, 2017.*
16. *The payment of the monetary prizes will be made up to 30 days after Public Announcement.*
17. *The design cannot be submitted or published elsewhere before.*
18. *Participants should have legal rights and copyrights to all materials submitted. If the submission contains any material or element that is not owned by the entrant, the submission shall be excluded from any consideration.*
19. *The festival organization reserves the right to cancel the construction of the winning proposal if there is no project among all received that meets their creative needs.*
20. *Proposals whose construction budget exceeds the indicated in the bases will not be accepted.*
21. *Late submissions or without complying with the bases of the competition will not be accepted.*
22. *Archtalent reserves the right to reject a proposal if it does not comply with the Submission Requirements.*
23. *Brokenness of anonymity, either because the authorship is revealed by any means, or by presenting identification graphic elements of the identity of the proposal author, will be grounds for expulsion of this competition.*
24. *Any attempt at communication or pressure the members of the jury, duly accredited, will be grounds for expulsion of this competition.*
25. *If the submission violates any of the rules and regulations, it will be excluded from any consideration. If the violation is known later, the prize, award and any merit given will be recalled.*
26. *Participants will be held accountable for the personal data they provide and the promoter does not assume any responsibility for wrong data provided. Archtalent, according to privacy policies, has the right to verify candidates' data by requesting a copy of an identity document regarding the data of the registration.*
27. *Archtalent has the right to change dates or other details in order to improve or fix aspects of the competition, a notice will be given within a reasonable time through all Archtalent's media channels.*
28. *Archtalent is not responsible for reasons outside this organization that could lead the non-construction of the winning proposal.*
29. *Archtalent reserves the right to cancel the competition in the cases when fewer than 10 projects have been submitted or all submitted projects fail to comply with the announced terms and conditions. Upon cancellation of the competition all participants shall be notified within 3 days from the decision to cancel and properly refunded of their subscription fees.*
30. *German law regulates this regulation. Controversy arising shall be of exclusive competence of the Court of Berlin.*



MEDIA PARTNERS









[www.archtalent.com](http://www.archtalent.com)